



Spirits of the Grand Rumpus Wild

SLQ Wiki Fabrication Lab 2026/06/26 16:59

Spirits of the Grand Rumpus Wild

Spirits of the Grand Rumpus Wild

The Spirits of the Grumpus are the light shades created by community and school/Uni groups as part of the fabricated items to be displayed in the SLQ Gallery and around SLQ spaces.

There are 2 types of Spirits;

- Shape designs, original Spirits
- Shadow spirits, small square shades with hand drawn images on the inside.

Sessions Plans

Spirits workshops are being run with community and as part of the school/uni programs.

Find the session plans here;

[Session Plans](#)

Prototyping - Rozina Suliman 2021

Taking inspiration from Peter Musk and Billie Ruben's experiments, Rozina has expanded the skeletal rolled paper construction method for straight shapes and introduced a corrugated cardboard rib construction method to achieve spherical shapes. These methods are an adaptation of cane lantern construction at festivals and are yet to be tested in an indoor setting with atmospheric light.

[The method document has been updated. Note, not all methods have been tested equally and some require more input and refining. The methods document can be found here:](#)

`spirit_of_rumpus_wild_new_210805.docx`

Previous lighting and lamp stand information remains as outlined below:

[A new design file for the fitting attaching the lampshades to the cardboard tubes is here:](#)

`lamp_holder_cardboard_tube_15.zip`

The [lighting platform](#) will be fully addressable and can be interactive through technology already developed in the past by Byron Crowe, long time volunteer with the Applied Creativity team. The entire installation will be powered by rechargeable batteries and clear prototype schematics and processes will be published in May 2021 for replication in other spaces. The installation is scalable from 10 - 1000 objects at a \$2-4 cost per item (plus base installation cost).

Prototyping - Peter Musk 2020

This is the first of the installations that will grow over the coming year; small paper based sculptures inspired by stories and items drawn from The Well. The workshop is designed to take two hours, require little-to-no technology to deliver and be transmissible to any interested parties. Dr. Peter Musk and Billie Ruben are working on the workshop at the moment, trials are underway and we're hoping to have it ready to deliver by mid-March.

The installations work will be light based; a field of floating, glowing sculptures in the gallery space. The [lighting platform](#) will be fully addressable and can be interactive through technology already developed in the past by Byron Crowe, long time volunteer with the Applied Creativity team. The entire installation will be powered by rechargeable batteries and clear prototype schematics and processes will be published in May 2021 for replication in other spaces. The installation is scalable from 10 - 1000 objects at a \$2-4 cost per item (plus base installation cost).

A prototype of this work will be installed in the Fabrication Lab in March 2021 for review and comment.

[Participating groups will be supplied with lampstands, globes to fit, Kraftboard washers to attach to the lampstand, and these instructions:](#)

[making_lampshades_from_cardboard_and_paper.zip](#)

[A new design file for the fitting attaching the lampshades to the cardboard tubes is here:](#)

[lamp_holder_cardboard_tube_15.zip](#)

This section focuses on introducing movements as an approach for the lampshade design workshop. The purpose of this is to help the participant elevate their ideas even further and think of the workshop more than just design and fabricate static objects. This section will be update regularly as the project progress. [Movements for Lampshade Designs](#)