



# Design a new Kaiju

SLQ Wiki Fabrication Lab 2026/06/11 11:52

# Design a new Kaiju

This session will solidify the process that was used when the edge previously designed a Kaiju. The session happened on Monday 5th March 6-8pm

See here: [Cardboard Kaiju Session 1](#)

## Preparation

Book the space

(if this is the first Kaiju that you are making- Research and collect some monster texts (in this case it may be useful to research Australian monster texts)

Create an event for the session for people to sign up to

Write the copy for the event

Source an image to go with the event or use one of these

[Cardboard Kaiju Design Kit 1](#)

Create Slack group (or a FB group) for participants to be able to collaborate afterwards

## Materials needed

pencils

large piece of paper

hard copy of texts with monsters

screen for watching snippets of texts

computers available for participants to pull up information to share

music playing in the space

A device to check people in on Eventbrite

Have a Slack group set up

## The Plan

[In the Fabrication Lab](#)

Facilitators: Mick Byrne & Emma Che Raethke

1. Introductions in the group
2. Look at the Kaiju that is in the foyer and discuss the process of designing this. (that it is an Australian kaiju)
3. Explaining that we are making this monsters mate
4. Introduce the parable of the blind man and the elephant  
[https://en.wikipedia.org/wiki/Blind\\_men\\_and\\_an\\_elephant](https://en.wikipedia.org/wiki/Blind_men_and_an_elephant)
5. Follow a Rhizome design process ([https://en.wikipedia.org/wiki/Rhizome\\_\(philosophy\)](https://en.wikipedia.org/wiki/Rhizome_(philosophy)))

- Everyone in a circle or some kind of shape where you can keep an order-

Rules:

- one at a time draw or write on a piece of paper that keeps going back into the middle for the group. (when it is your turn again you do not go back to the element that you chose initially)
- Accepting what has come and adding 'and' or 'not a 'but' (don't contradict)
- individuals have the power to veto a decision once (group consensus if they agree with the veto)
- Don't take too long to come with an idea (you could also have a timer for each person)
- Don't think too much
- Don't assume

### **The Process**

For the first round break off into groups of three. For level 1-3 each person gets to add in 2 ideas. This first round is a warm up round.

For the next round bring the group together to do the process

#### Level 1: Feature

Each person around the circle decides on body parts/ senses (including magic powers) that the monster has

#### Level 2: Details

Each person describes the details of the senses that were established

#### Level 3: Why?

Each person describes the why of a detail (it comes from these previous answers, explaining why that

detail exists)

#### Level 4: Narrative

On a separate piece of paper the group writes the narrative - joining the dots of the details that have been described.

#### Level 5: Specimen name

Decide on a name for the Kaiju

Each person goes back to their first idea and has the choice to add to it if they like

6. Tack the paper up onto the board so now see the monster in a vertical way

7. On the board the group now explores and creates a mood board (colours and textures)

8. Ask the group if they would like to join the Slack group to continue to stay connected to the project as well as invite to the drop in sessions

(Alternate process Use an exquisite corpse process to design [https://en.wikipedia.org/wiki/Exquisite\\_corpse](https://en.wikipedia.org/wiki/Exquisite_corpse) flip book style)

### **Reflection**

We had 8 people attend this session (out of 9 that signed up). two people arrived late which made it a little challenging for the group to propel forward initially.

We began the process as one large group. Many amazing, creative ideas came out of this first go. Then we broke up into two groups to design. This was a quicker process. One group found it challenging to transition into a smaller group and to allow each other the space to input ideas. This is where a timer would have come in handy. The other group was very passionate about the ideas that they generated.

Having chips and cold water on hand was important. Music worked well in the space (although it went to sleep regularly).

### **Ideas generated**

#### **Group design:**

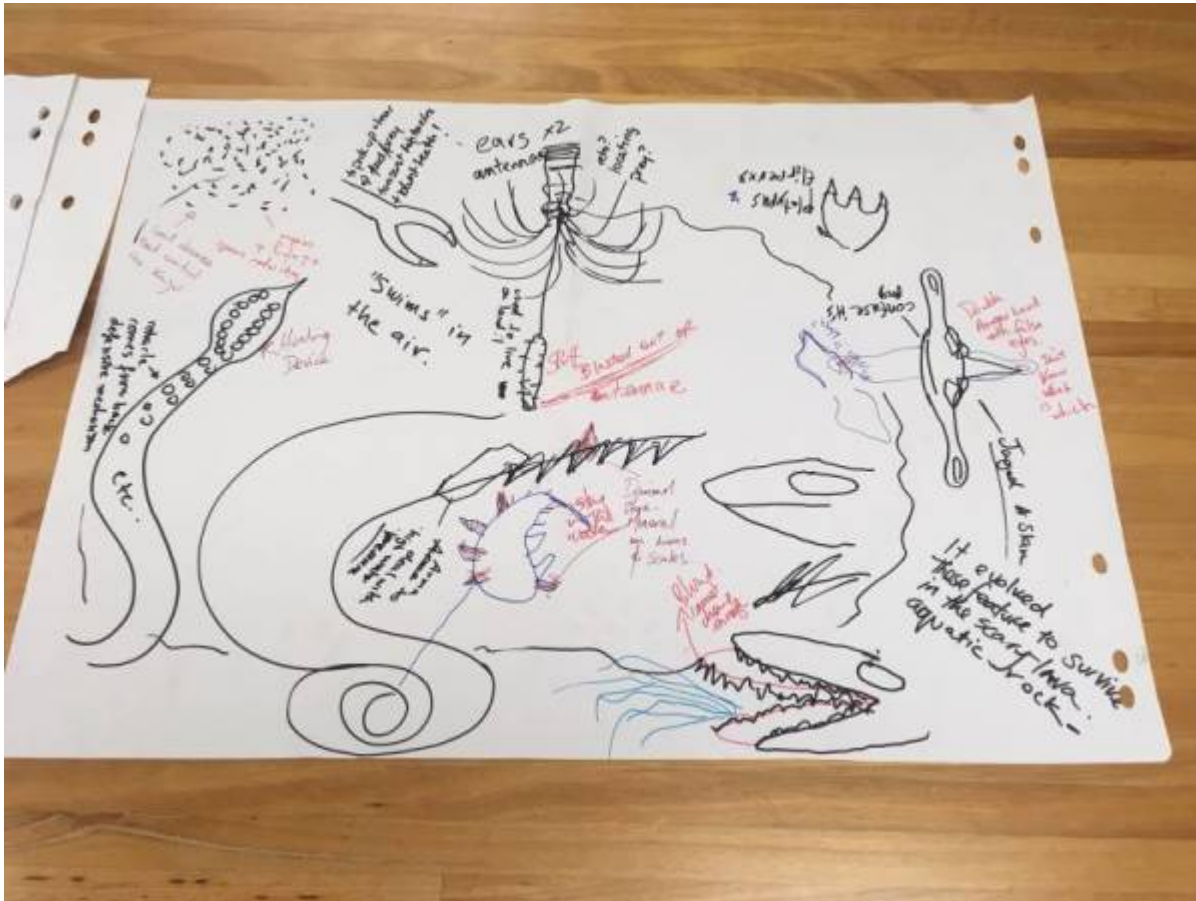
Double hammer head with false eyes which confuses it's prey as they don't know which is which. It has flipper wings, and three platypus flipper feet. It has a large protruding jaw with two layers of blunt teeth.

It has 2 large grass trees as ear antennae which blasts stuff out of them at certain times. Emerging from its back there is a tentacle that is a defensive mechanism and used as a hunting device. With a long curly tail that has a stinger on the end made of diamond minerals with horns and scales.

Its skin has armour that helps deal with the high pressure of the water. It can swim in water and in the air.

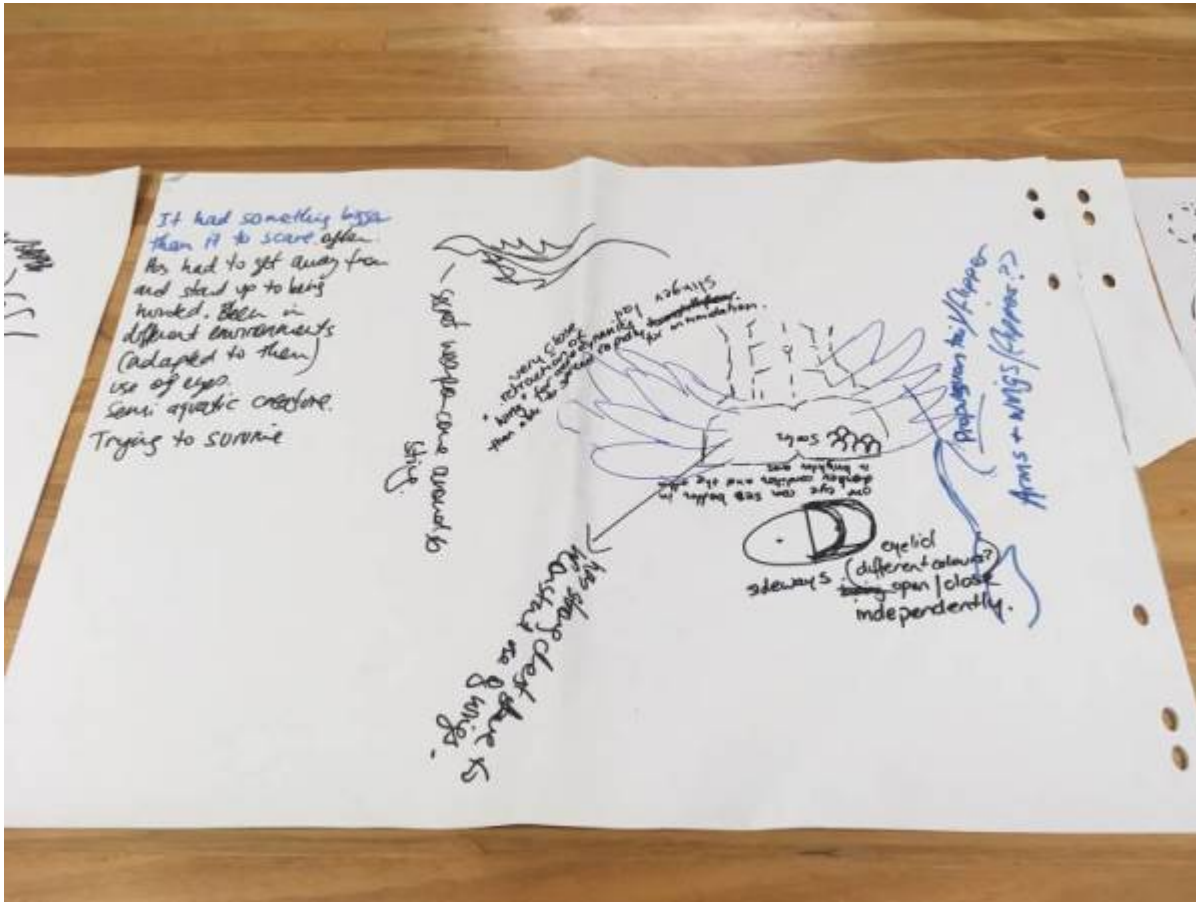
There is a group of small drones that control this Kaiju. They also repair any of the wounds or injuries that they may have.

This Kaiju has evolved these features to survive in the scary lava aquatic rock.



### Group 1:

This Kaiju has a large hole with two eyes that have lids that move open and close sideways. One of the eyes can see best in the dark and the other in the light. Each eye is a different colour. He has a huge chest and six pack with scales all over. The Kaiju has two massive wings that are webbed and close like fish gills or an accordion. They are used for movement as well as a scare tactic when others come close. He has a long tail that propels him forward that has a secret weapon of a lethal stinger on the end that flips around. This Kaiju has been hunted by something larger than them and has needed to get away. This has led them into many different environments and the need to adapt to these environments. It is a semi-aquatic creature trying to survive.



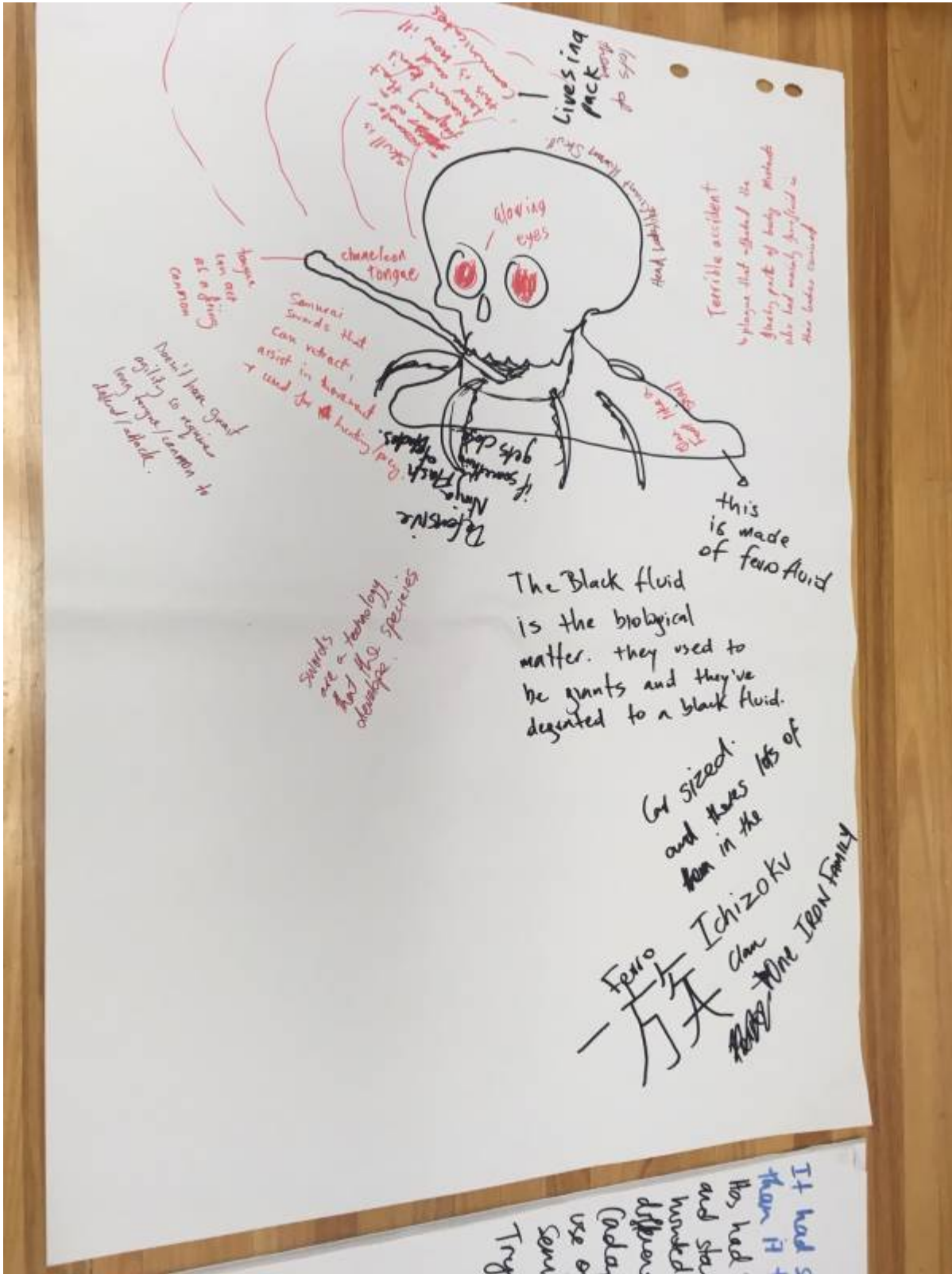
## Group 2

### Ferro Ichizoku. *trans*-One Iron Family.

This Kaiju consists of a giant human skull (approximately the size of an average automobile body) that slides around on a single slimy, oily black mass of ferrofluid foot like a snail. This ferrofluid is a suspension of iron fragments that can be shaped and used for locomotion using magnetic fields controlled by the individual's brain. The beast travels, and hunts in large *Clans* and communicates with the brothers and sisters by sending out vibrations from the skull that acts like a giant hollow resonator. These vibrations are in a frequency outside the range of human hearing. A pair of glowing red eyes look out from the eye sockets of the skull.

The beast possesses a muscular tongue apparatus that it can shape into a tube for drinking and sucking or can be projected ballistically to grab prey or utilized as defensive punch. Although this ballistic punch serves as a strong defence, the relatively slow speed of locomotion achieved by its ferrofluid foot, has caused this very intelligent Kaiju to develop another defensive technology. The Kaiju grows 6-8 Katana like blades that can be thrashed around violently when under attack from an apex predator. The Kaiju has also been observed scuttling around on the blades like a crab as means of escape.

**Ferro Ichizoku** are evolved from species of Giant that was all but wiped out by a flesh eating plague caused by a terrible accident. The **Ferro Ichizoku** evolved into their current form discarding almost all the original organism but the skull structure.



Evaluation

9 people signed up online.

Community Development

44 % of sign ups were not sure if they have a connection to The Edge

22% probably not connected at all

44% it will be the first time they come to The Edge

Everyone that signed up is interested in design. With most interested in monsters. 55% wanting to meet new people

**Post:**

8 people attended the session. 2 people completed the survey.

Community Development

Do you feel connected to The Edge community?

50% somewhat connected. 50% not sure

Cultural participation

Did you feel engaged by the design session?

100% very much so

Community Development

Did you have a conversation with someone new?

50% somewhat yes

50% very much so

Accessing Resources

Was the design session inclusive?

100% very much so

Idea building

Did you have any new ideas?

100% very much so