



# Design session 2

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## Design session 2

### INTRO TO PROJECT

#### What?

*'The Great and Grand Rumpus' installation, is a magical and interactive place where children's ideas will be brought to life, realised at scale by student and community design and fabrication teams at The Edge. **IMAGINE** - 4-10 yo develop ideas for an imaginary world that would be fun to visit and party. (output: ideas)*

**DESIGN** - big people (interested in designing interactive creative space) interpret the ideas and turn them into practical designs for installation at the Great & Grand Rumpus. (Output: Resolved Designs)

**FABRICATION** - Young Adults and young-at-heart community members (interested in hands on and digital making) Cut out, Finish and construct designs.

**EXPERIMENT** - SLQ's the school holiday workshop program will offer young people 10-15 yo an opportunity to be inspired by these product of this creativity to explore animating the installations with light, sound and movement.

**RUMPUS** - a team of young people and young-at-heart community members will transformed Level 1 of The Edge into a space for party, play and activities. Everyone whose been involved can invite their friends and family to come along on the XX July and immerse themselves in the imaginary worlds we've created together.

#### WHY?

Why collaborative?

Why community?

Why start with children - imagination is a muscle that can be exercised- use it or loose it parameters- aesthetic, resources (budget space and tools) and timeline, integration with other programming.

Why you?

Fun & Productive

Share & Learn

Meet & Connect

#### HOW?

Principles of Community Collaborative Design

Honour communities collaboration.

Be inspired by previous contributions and build on them.

Don't contradict, hold on too tight or close the door on an opportunity for a new direction

Rhizomatic collaborative creativity describes a process that allows for development along multiple, non-hierarchical directions, entry and exit points.

## **CREATIVE PALLETE FOR DESIGN**

Structure

Texture

Light and Sound

Space

### **Designs**

Look at the 5 designs that we have to work with ( Troll Fairy, Red ant people costume/headdress, Apple people costume/headdress, snot blurping monster and the moon)

Brainstorm as a group

break off and work on the 5 designs - translate into cardboard/plasticine

As soon as possible Gregory and Mick to work digitally with designs with each group

### **The designs at the end of the session**

The idea that has evolved is for the designs along with notes from the designers with the fabricators. We are making the decision to not take the conversation all the way back to what the design session responded to from the children's work. But where the design session designs got to and those descriptions.

### **DESIGNS: week 2**

#### [Red Ant Helmet](#)

Ant body as a headdress 2 x antennae and 2x front bits that hang down either side. Colour red Laser cut design 2 head sizes (adult and child) 10-12 in total

#### [Apple Head Flying Costume](#)

Headdress/helmet. Red with brown stalk? Has a cape that attaches to the headdress/helmet

## Moon

1.8 meters? Sparkle (chrome), craters (cardboard texture), cheese (yellow). May need to swing

## Troll Fairy

Scary but cute

Body is child size and hair/hat is the same size again

Body and face rounded (like the cat)

Wire (or something similar) through cardboard to twirl the hair

Red hat

Yellow, green and chrome in hair parts

Fabric on the end of a piece of hair like bit with cardboard lettering on the material ' Rules: You must play at all times'

Arms are attached from the back

Blueberry button sits in the pocket (may have recording of the rules)

Overalls with a pocket

## Reflection

There were 7 people in this session. 2 people from the previous session came again as well as 2 people who are working in the fabrication teams. Everyone was focused and got on with making and designing in a group or solo.

There was some lovely work that was created and some of the work even had a few iterations (see photos of the ant people headdress below)

Both Mick and Gregory worked digitally with the group and Emma Che seemed to fill the role of helping to unpack the ideas and remain focused on what the designs represent as well as that these sessions are not for activation.

## Photos

## Troll Fairy







**The Moon being laser cut**



**Snot blurping monster**





handmade ant people



**Laser ant people**

