Brisbane South State Secondary College Workshops

SLQ Wiki Fabrication Lab 2024/03/29 16:38

Brisbane South State Secondary College Workshops

BSSSC Workshops

Welcome to the SLQ Wiki page for our Brisbane South State Secondary College student design workshops

Cardboard Relief

Our Pinterest Board for the wall relief - Wall Relief Ideas

You can find more about the concept here - Relief Projection Wall

Resources

Design Experiments Activity

DIY Paper Cut

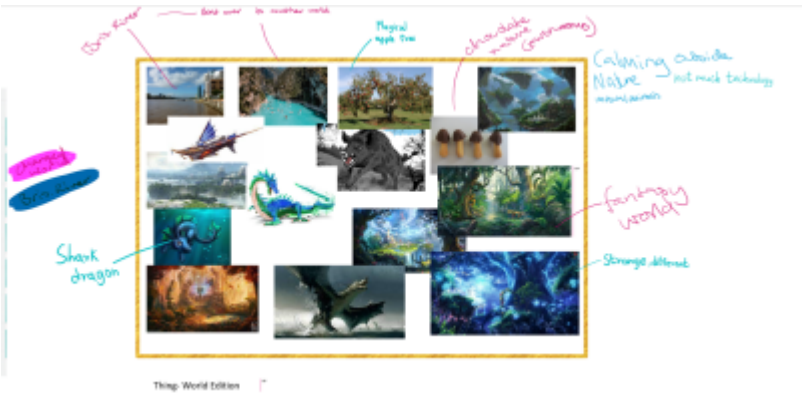
Progress

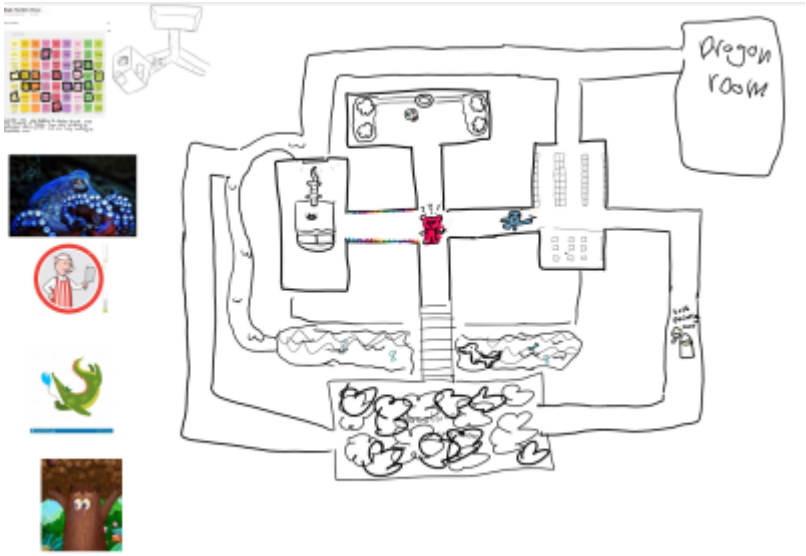
Session 1

In our first session with the BSSSC crew, we developed some concept ideas which were inspired by multiple Imagined Things. Some of the concept drawings and inspiration shared below.


kimodo dragon shark
The grand ship
shy
mask god
shark kimodo dragon
Thing
sentient being
humanity lost
wake up
alone
aztec temple
vibrant fish
surprised by croco-dragon
giant pig
corridor of home
buildings/ technology no more
apple tree
in middle of nowhere
artifact
masked god
bedroom window
travel from one world to another
bloody knife
hybrids roaming the earth
regrowth
wind bought paint
shrine
river
inherited croco-dragon
crocodile world portal
forests
decoded
suspense
helpless small squeak
new/diff erent/un susual
earth taken back over
chocolate
worried/ empathy




Magical apple tree
Calming outside Nature
fantasy world
Shark dragon



The 3 main group themes from the first session were:

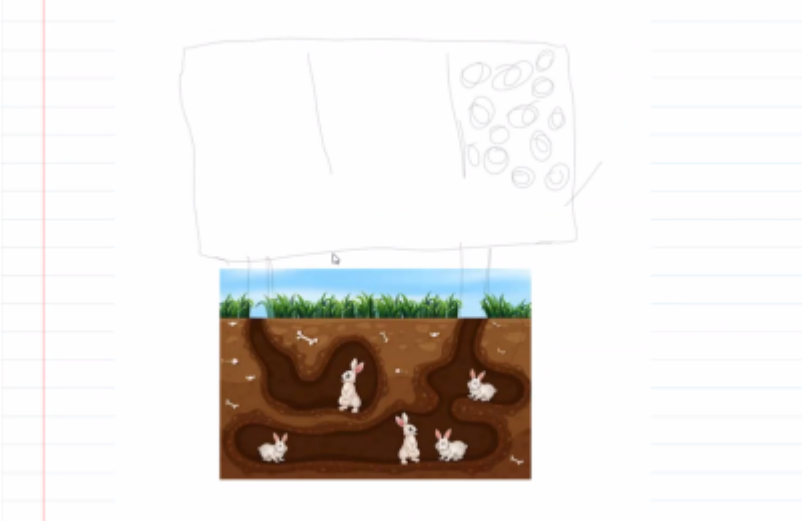
- Group 1: a forest with Hybrids
- Group 2: Forest and River, a summoning place
- Group 3: Labyrinth, giant house or map

Session 2

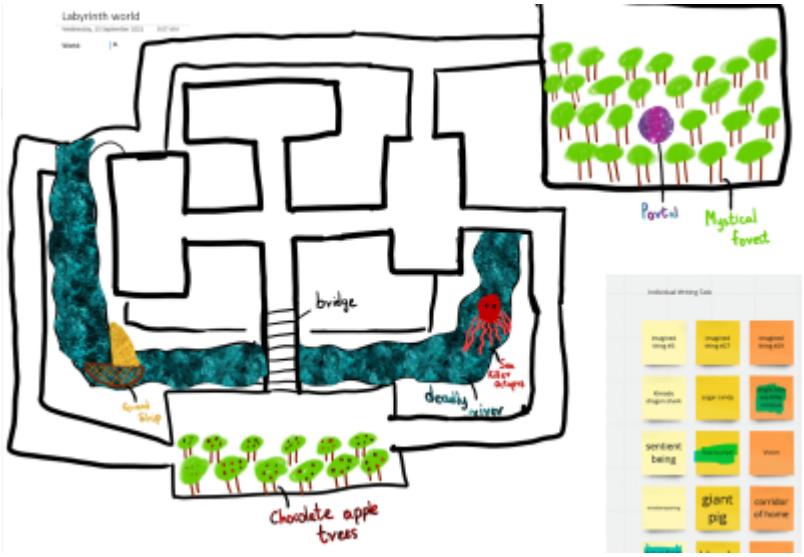
In this session we fine tuned the conceptual ideas to focus on the idea that our wall relief will consist of an above ground and a below ground. The below ground will feature maze/labyrinth like tunnels, some organic and some man-made.

Some of the concept drawings from the first part of the session below;



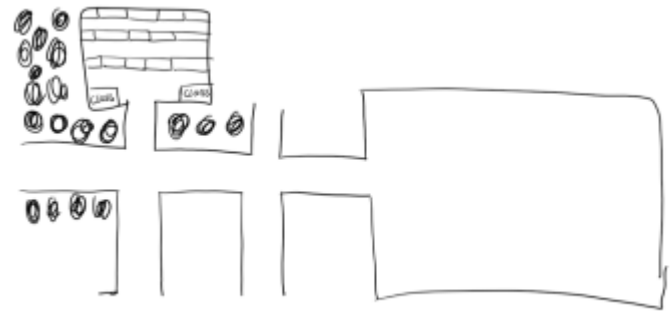



Mural design
Any thing that is hazy is a projection. Other wise it is card board.
Also it is not done will be far more detailed later.


Labyrinth world
bridge
deadly river
Chocolate apple trees
Portal
Mystical forest







After we went through these new concepts we decided as a group to focus on an above ground city and below ground tunnels/maze idea, basic quick sketch shown below. Students were then asked to work on making some of these concepts with paper and card they had available in the class room to think about layering and design.



Projection Theme Ideas

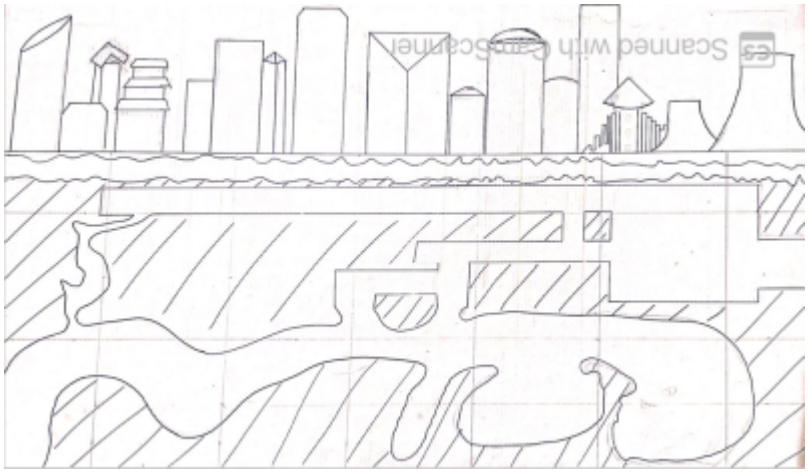
- Civilization is deteriorating due to climate change
- Creatures taking back over
- creatures coming up and out from the underground maze,
- passing of time (sun/day/night) - less lights on in house, more plants growing over the buildings
- small creatures running around
- plants and flowers, mushroom growing out
- could show digging of tunnel a tunnel by a creature
- illuminate the borrows
- light coming through tunnels
- glowing mushrooms - black light ideas
- People walking in the city before climate change takeovers

Imagined Thing

We narrowed down with the group that they are still taking inspiration from #69 The Great Darkness, one of their early group concepts, but also #9 Rabbit Hole is a similar concept to where they have landed.

Session 3

The group worked with Rozina to discuss textures and more narrative ideas, finalising the fabrication design brief.



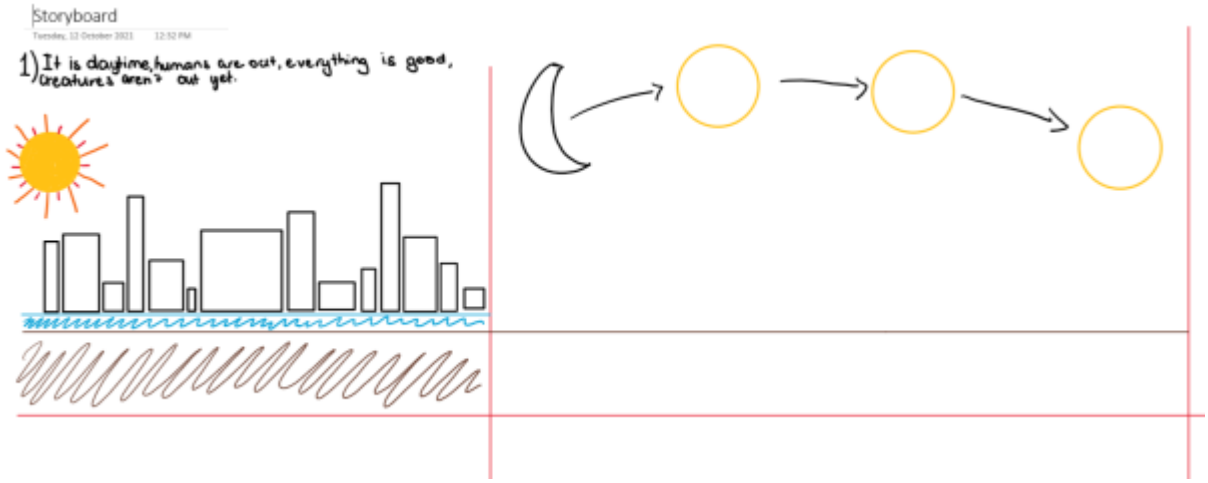
Session 4

The group worked on making 3d shapes using cardboard to create some building designs that could also be shown to fabricators.

We then worked on storyboarding and getting more idea of how the animation might loop to create the story.

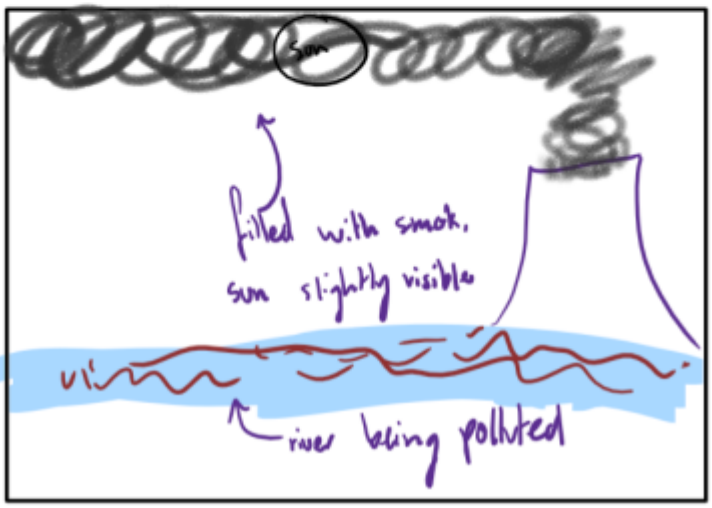
Their main ideas

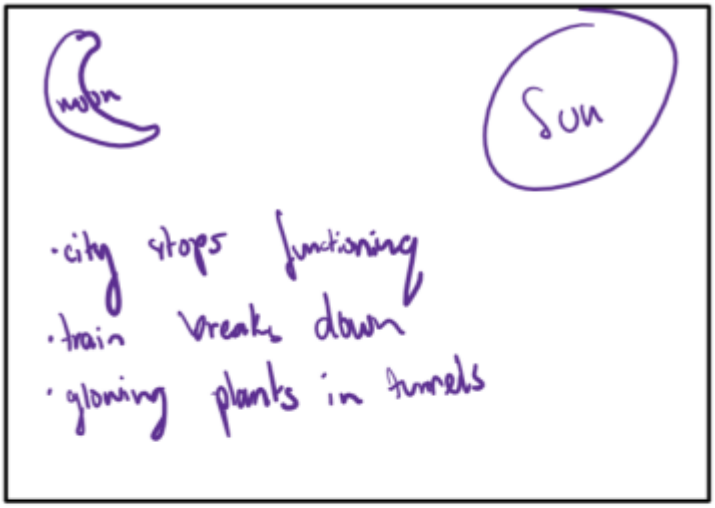
- For the start of the animation to show the sun rising, humans walking through the cityscape. Trains running.
- The next stage would show the nuclear power plant start to emit green smoke that takes over the entire city (potentially below ground)
- The smoke dissipates and glowing (green) mushrooms start to grow (in the tunnels firstly)
- Creatures come out and eat the glowing mushrooms (maybe they start to glow too)
- Plants and more mushrooms grow, taking over the city, creatures come up into the city too
- Humans start to appear again, the sun starts to set
- Loop back to start!

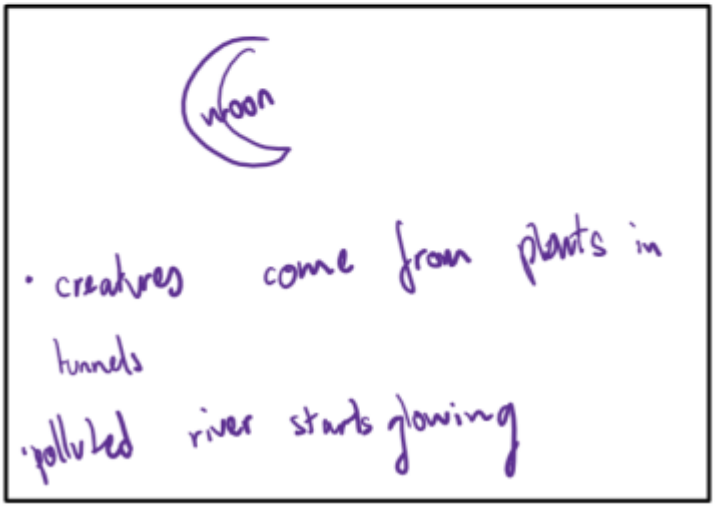





sun
people moving around in city
no smoke in sky yet
people rowing in river
functioning trains


sun
filled with smoke,
sun slightly visible
river being polluted


moon
Sun
· city stops functioning
· train breaks down
· glowing plants in tunnels


moon
· creatures come from plants in tunnels
· polluted river starts glowing


moon
the great darkness stays in front of the moon
glowing plants and vines on walking
tunnels filled with creatures
· as it becomes morning, everything magical slowly recedes and humans return

Humans are moving	Nuclear power plant cracks and release gas and chemicals in the river.	Glowing mush room grow
Creatures take over	Mushrooms grow everywhere creatures eat the mushrooms and glow	Smog clear and humans come back.

HH

#1 Humans are going about there day in the city	#2 Power plants lift gas into the sky and leak into the river	#3 fungi starts to grow in number and glow from pollution
Plants and animals appear with odd creatures	Earth improves qualities and pollution goes	Cycle back to sunrise to restart frame

SB

Top section

- Slowly fade from day to night
- Small people in the windows of building, rowing on river or in air balloons
- As day turns to night, show destruction of the city and some creatures in the buildings and river

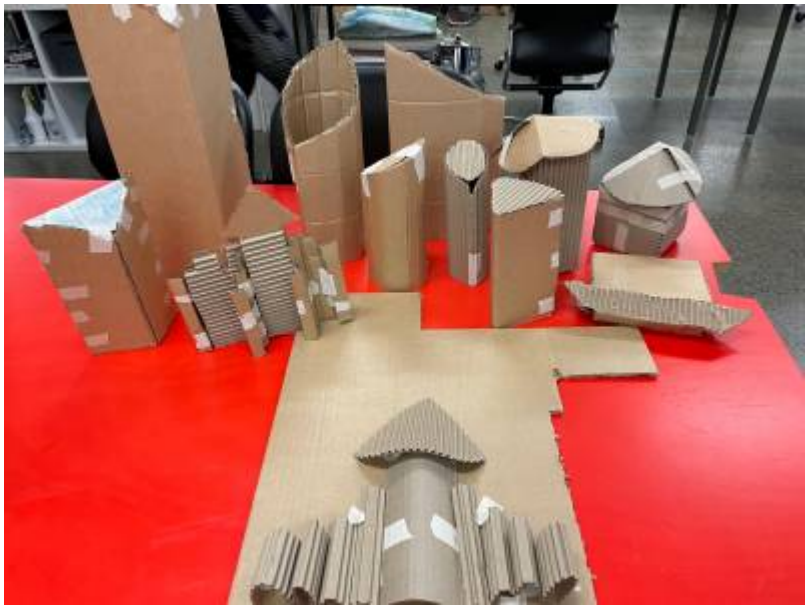
Bottom section:

- Running train which goes into the tunnel and disappears
- Glowing creatures demolishing the station slowly
- Each pathway made by the creature is coloured differently
- Mushrooms and fungi eating through the wall (glowing)

GP

Making shapes;





Facilitator Section

Please add your session plans, inspiration and tasks to support students.

Please make sure to fill in a refection form at the end of the workshop if you are facilitating:

Facilitator Form

Facilitator Session Plans

BSSSC Session Plan - 19 Aug

BSSSC Session Plan - 15 Sep

BSSSC Session Plan - 17 September

Facilitator Workshop Reports

BSSSC Workshop Report - 19 Aug

BSSSC Workshop Report - 19 Aug - Michelle

BSSSC Workshop Report - 15 Sep

BSSSC Workshop Report- 17 September