BSSSC GRUMPUS SESSION PLAN
ALL WORKSOPS v.05 15/12/21

DAY 1 – ONLINE DELIVERY
19 August 2021 (8.45am – 2pm)
Facilitators: Rozina Suliman & Michelle Brown

Time	What	Who

8.45-9.20am	Introduction & Check in
	• Greeting & facilitator introduction
	• Check in (maybe move to after intro)
	• What is The Edge at SLQ (does anyone know?)
	• SLQ's maker space/fabrication lab where you can book in and use equipment for FREE! (inductions)
	• Introduction to project - what is the Great and Grand Rumpus both last time and this time, establish what is the Well
	*SHARE SCREEN - watch video – 6.5mins
	https://vimeo.com/481505764
	    o Concepts have been generated as a part of a process working with children referred to as Well Making and the Well
	    o Second process is the design of large-scale cardboard sculpture for installation
	    o Third process is the fabrication of said large scale, cardboard sculpture for installation.
	    o Parallel process: there are small scale sculptures being developed as a part of a community process
	    o Parallel process: story collation and collection process working with a creative writer
	    o Parallel process: we are developing (further developing) interactive and immersive technology elements for implementation in the exhibition
	    o In this instance, as we are working on the Gold Coast in your class time and own time, however we encourage you to come check out and play at The Edge!
	• What the cohort will be contributing to the project
	    o Design and fabrication of one large scale cardboard wall relief sculpture that will fill the entire back wall of the gallery space
	https://wiki.slq.qld.gov.au/doku.php?id=engagement:grumpus:workshops:design_prototyping_and_fabrication_sprints:bsssc
	    o This is an exciting opportunity as no other groups will be creating a sculpture quite like this! Projection mapping etc
	*SHARE SCREEN -
	https://www.pinterest.com.au/Thebadlament/grumpus/wall-relief-ideas/
	• Introduction to material – Cardboard (properties/textures)
	• Introduction to Projection Mapping Possibilities (15 mins)
	• Michelle's RAD demo
		SLQ

9.20-	Conceptual Development	SLQ/

Time	Activity	Codes
9.45am	• Acknowledgement of shift into a conceptual process and dreaming on the worlds this session due to lockdowns • Students to dive in and explore The Well and select an Imagined Thing	BS SS C
9.45-10.00am	Concept Development - Individual writing response • short creative writing exercise - students write from Imagined Thing - focused on environments where these imagined beings or locations exist to help flesh out their engagement with the world Writing prompts … Standing on the edge of everywhere I saw a thing in the distance… Late one night under a street lamp… Have you ever tried to explain the shape of a thing…	SL Q/ BS SS C
10-10.45am	Concept Development – Sharing • Students share back to group by reading their writing (approx. 2 mins per student) • Concept/world mapping on Miro (https://miro.com/welcomeonboard/blloNmtJbTROUjh2SGs4VEQ5Z2J5R0t3aXd5UGN5WDJjVVA5REszSXNNenpIalFJU3dEVmZ4YXJiMWJLaWhFenwzMDc0NDU3MzYyMTExNDU0ODEy) or other shared platform or on sticky notes or paper in the classroom • Each participant to underline/highlight three words/themes or the essence of their writing to map out	SL Q/ BS SS C
10.45-11.10am	Concept Development – Collaborative Writing / drawing • Discuss briefly the difference between auteur-ship and collaborative design to lead into activity and split into 3 or 4 groups with break out rooms • Spend time writing or sketching as a group to combine their previously written worlds either on Miro (Shared ideas board), other shared digital platform or on sticky notes or paper in the classroom • Extract key concepts and ideas out of their combined worlds to present	SL Q/ BS SS C
11.10am–12pm	Break	
12-12.30pm	Concept Development – Sharing • Each group share back their combined worlds • Extract key concepts and ideas • Analyse feeling, visual aesthetic, sound, smell of these worlds in concept and ideas extraction • Map out these findings	SL Q/ BS SS C
12.30-1.10pm	Conceptual Development – Imagery & Design • Brainstorming ideas around each shared world of what the wall relief could look like with the themes extracted (10 mins) • Sketching, gathering visual images from the internet or magazines to represent these, could also print out (20 mins) • Collage activity (one for each group), can be digital or physical (20 mins)	SL Q/ BS SS C
1.20 – 1.5	Break - FINISH SESSION (RS UPDATE ANS RESEND)	

5p m		
**1. 55p m – 2.1 5p m	Collage activity continued and sharing back to the group **maybe make this a homework activity and top of session 2, or lead onto this from individual task?	
**2. 15p m - 2.3 0	Documentation & Communication (need to move up) • How we are going to communicate with each other and other groups and documentation process (Teams/SLQ Wiki/short video each session) • Homework tasks given (if required) Each group to complete report with photos of their collage (can be homework) https://wiki.slq.qld.gov.au/doku.php?id=%5B%5Bengagement:grumpus:workshops:the_well_making:workshopreportdesign%7C%5D%5D • Check out	SL Q

RESOURCES TO SHARE WITH STUDENTS

https://www.pinterest.com.au/Thebadlament/grumpus/wall-relief-ideas/

Miro https://miro.com/app/board/o9J_l1qkqe4=/
BSSSC Board Miro
https://miro.com/welcomeonboard/blloNmtJbTROUjh2SGs4VEQ5Z2J5R0t3aXd5UGN5WDJjVVA5REszSXNNenpIalFJU3dEVmZ4YXJiMWJLaWhFenwzMDc0NDU3MzYyMTExNDU4ODEy

SLQ Wiki General wiki.slq.qld.gov.au
SLQ Wiki – The Well
https://wiki.slq.qld.gov.au/doku.php?id=engagement:grumpus:grumpuslandonline:rrldev:the well:start
SLQ Wiki – Reporting
https://wiki.slq.qld.gov.au/doku.php?id=%5B%5Bengagement:grumpus:workshops:the_well_making:workshopreportdesign%7C%5D%5D

BSSSC GRUMPUS SESSION PLAN

DAY 2 – ONLINE DELIVERY
15 September 2021 (9am – 1.10pm)
Facilitator: Michelle Brown & QUT Assistant

Time	What	Who
9-9.15am	Check in and Revisit what we did last time (well exploring, solo writing, group writing, dreaming, maybe get groups to show again)	SLQ
9.15 – 9.30am-	Design Brief • Offsite fabrication • Working as a client • Key considerations – concept vs design vs fabrication readiness • Recap timelines Design – Digital Tools ● Explore digital fabrication technology ○ What they are? ○ How they can be used in this instance? ● Explore design constraints and opportunities presented as a part of the project process ○ Splitting into elements for later assemblage ○ Safety considerations for Wall Relief ○ Considerations of cardboard as a technology ○ Consideration of adhesion technologies; glues, tapes etc Design – Digital Projection • Space and Scope for digital projection mapping	
9.30-10am	Concept Selection • Discuss what other groups are doing and how that impacts what we choose • As this is a community project, there are some already chosen Imagined things that affect us: #5 Shark Komododragon, #21 Mask God, #50 Thing 	SLQ

	• We still have #24 The Grand Ship, #26 Shy, #27 Sugar Candy and #29 Viperson to play with! • With this in mind, the Labyrinth idea lends itself to selection for our project as we could expand on one or incorporate all for this	
10-10.30am	Concept Selection • Group decision making around which Imagined thing to choose (maybe can choose 3 for the Labyrinth concept as it lends itself to this and there are 3 groups that could design a section each?) • Maybe extract themes and dream up Labyrinth possibilities for each of #24 The Grand Ship, #26 Shy, #27 Sugar Candy and #29 Viperson to help make the decision	SLQ/BSSSC
10.30am – 10.40am	Refine and break down concept into 3 groups for design • Digital Design • Sketching • Modelling (with flat cardboard sheets)	SLQ/BSSSC
10.40-11.10am	Refine Design • Split into groups and take an element of the idea • Sketch (by hand or digitally) out the elements of the design (for prototyping) • Design time (we will have lots more next session) • May need some instruction on programs	
11.10am – 12pm	Break	
12-12.45pm	Design – Digital Projection • Story ideas/Imagery – what has come out throughout the day, significant stories of our wall relief • Themes – major themes of the concept • Sound ideas	SLQ/BSSSC
12.45-1.10pm	Pack up, Documentation & Communication • Documentation the session (SLQ Wiki) • Check out	SLQ

RESOURCES TO SHARE WITH STUDENTS

DAY 3 – IN PERSON DELIVERY
17 September 2021 (9am – 1.10pm) at The Edge
Facilitator: Rozina Suliman

Time	What	Who
9-9.30am	Welcome to The Edge - Sign in/Covid things - Check in and recap what we did last time - General Induction (if we need to do?) - Tour of The Edge and the machinery and explain the process for the wall relief will be mostly CNC/laser	SLQ
9.30-10am	Present papercuts	SLQ
10-10.30am	SLQ Gallery Tour Projection not too low	SLQ
10-11.10am	Refine Design and design detailing in groups - CAD drafting /other digital drawing - Model making - Texture Samples	SLQ/BSSSC
11.10am – 12pm	Break	SLQ/BSSSC
12-12.45pm	Refine Design and design detailing in groups - CAD drafting /other digital drawing - Model making - Texture Samples Design for Fabrication - Finalise design for overall sculpture/adjustments Maybe a machine demonstration (check with Andrei/Mick)	SLQ/BSSSC
12.45-1.10pm	Documentation - Documentation the session (SLQ Wiki consolidated session) - Check out	SLQ
	Audio ideas – for later… Lighting – potential…	

GRUMPUS SESSION PLAN

DAY 4 – IN PERSON DELIVERY
12 October 2021 (9am – 1.10pm) at The Edge
Facilitator: Michelle Brown

Time	What	Who
9-9.30am	- Welcome to The Edge - Sign in/Covid things - Acknowledgement of country - Project recap and what we are doing today - Design & Texture – physical and digital - Projection mapping link back - Check in with students	SLQ
9.30-10.00am	Design & Texture (physical & digital) - Show students design files that Rozina has drafted - Discuss the different construction styles we are looking at - Built up cardboard wall relief layers at bottom - Geometric, 3D shapes for city - Look at Texture file Rozina has done (it is sadly lacking and needs more work and input from students!!) - Look back at physical textures - Look back at parked projection ideas	SLQ/BSSSC
10-11.15am	- Discuss textural possibilities both digital and physical (maybe map these out on a whiteboard or big piece of paper so everyone knows what was discussed?) - Students break into groups perhaps and work on a section each (sky/cityscape/underground), need to add these to the digital texture file to send to fabricators	SLQ/BSSSC
11.15am-11.45am	Break	
11.45am-12.45pm	Continue work on digital and physical textures and complete to give to projection artist and fabricators	SLQ/BSSSC
12.45pm-1pm	Documentation & Pack up/ Clean up	SLQ/BSSSC

GRUMPUS SESSION PLAN

DAY 5 – IN PERSON DELIVERY
8 December 2021 (9am – 1.10pm) at The Edge
Facilitator: Billie Ruben (with support from Michelle Brown)

Time	What	Who
9-9.30am	• Welcome to The Edge • Sign in/Covid things • Acknowledgement of country • Project recap and what we are doing today – AR Filter	SLQ
9.30-11am	• 3D Modelling & Augmented Reality (AR) Filter https://wiki.slq.qld.gov.au/doku.php?id=engagement:flyingarts:artiz2021:arfilters&s%5B%5D=ar&s%5B%5D=filters •	SLQ/BSSSC
11-11.30am	Break	SLQ/BSSSC
11.30am-12.45am	• Augmented Reality (AR) Filter continued	
12.45pm-1pm	Documentation & Pack up/ Clean up	SLQ/BSSSC

DAY 6 – IN PERSON DELIVERY
9 December 2021 (9am – 1.10pm) at The Edge
Facilitator: Rozina Suliman & Tiffany Beckwith-Skinner

Time	What	Who
9-9.30am	• Welcome to The Edge • Sign in/Covid things • Acknowledgement of country • Project recap and what we are doing today – Gallery tour, Design to Fabrication, Costumes, Debrief	SLQ
9.30-10.30am	• Gallery Tour • Talk through Design to Fabrication (maybe in the gallery) and what changed and why • Allowing others to collaborate and contribute • How many imaginations contributed to this work? • Fabrication and sheet thicknesses and sizes/dims/machine capabilities/lift and access points • Projection • Texture (dialled down because of the projection) • Cityscape modifications for construction (house reno comparison) • Cityscape texture (changed it to fit into the new direction with the projection – would have been silly to have in city but none below)	SLQ/BSSSC

	• Designers continually adapt, change and problem solve! • What an audience will see and how they won't know what we intended	
10.30am – 11am	Cardboard Costume/Mask • Draft/Construct	SLQ/BSSSC
11 – 11.30pm	Media interviews and photography	
11.30-12.00pm	Cardboard Costume/Mask • Construct	SLQ/BSSSC
12.00-12.30	Lunch Break	
12.30pm-1pm	Project debrief	SLQ/BSSSC