



TO SHARE ON TEAMS

[https://padlet.com/sarah\\_winter/y4fvc8hv85s2yv1a](https://padlet.com/sarah_winter/y4fvc8hv85s2yv1a)

<https://miro.com/welcomeonboard/VnNnYXIGMHVaY1JWMVB5djN2MHPtazBIQ0NHTHkyR2IsRU1WRkVldXBOSndFNipkek53OWZiRGFCVE1nWkJUWnwzMDc0NDU3MzYyMTExNDU0ODEy>

## WEEK 2 – IN PERSON

18 August 2021 (1-4pm)

Facilitators: Rozina Suliman & Mick Byrne with Sarah Winter

| Time            | What  | Who   |
|-----------------|---|---|
| 1-1.15pm        | <ul style="list-style-type: none"><li>• Check in</li></ul>  | Sarah   |
| 1.15-1.30pm     | <ul style="list-style-type: none"><li>• Students share what they made at home – sketches/prototype of lantern (approx. 1 min per student)</li><li>• Students to share inspiration, key elements and what they learnt from making at home with whatever they had on hand (easy/difficult/gravity?)</li></ul>   | Rozina  |
| 1.30pm-2.30pm   | <ul style="list-style-type: none"><li>• Spirit of the Rumpus Wild – Remix</li><li>• Students to swap sketches and prototypes</li><li>• Students to take one or two elements from swapped spirit and reinterpret it into a lantern using the materials at The Edge and processed shown in week 1 (finish for homework and confirm times for drop in)</li><li>• Technique advice/ show techniques again if required</li><li>• Pack up in last 5 minutes</li></ul> | Sarah<br>Rozina and Mick to roam to give technique advice |
| 2.30pm – 2.55pm | <ul style="list-style-type: none"><li>• Manifesto / Agreements for working together collaboratively<br/>“Miguel Ruiz (1997) The Four Agreements are:<br/>Be Impeccable With Your Word<br/>Don't Take Anything Personally<br/>Don't Make Assumptions<br/>Always Do Your Best”</li><li>• How we are going to make decisions (perhaps Mick can advise from his work with BSH)</li><li>• Agreements mapping task</li></ul>  | Rozina<br>Mick (or one of the students to scribe on Miro) |
| 2.55-3.05pm     | <ul style="list-style-type: none"><li>• Break</li></ul>   | Rozina  |
| 3.05 – 3.30pm   | <ul style="list-style-type: none"><li>• Talk about the skills that already exist within the group</li><li>• Opportunity for students to discuss what they are interested in exploring on this project (roles/what they would like to learn/experience)</li><li>• Skills and interests mapping task</li></ul>  | Sarah<br>Rozina to scribe on Miro                         |
| 3.30 – 3.45pm   | <ul style="list-style-type: none"><li>• Documentation of the Spirit of Rumpus Wild making task and the Wiki form</li></ul>  | Mick  |
| 3.45-4pm        | <ul style="list-style-type: none"><li>• Homework tasks given</li><li>• Finish Spirit of the Rumpus Wild – Remix lantern</li></ul>   | Sarah   |

|  |   |  |
|--|---|--|
|  | <ul style="list-style-type: none"> <li>• Revisit our group writings from last week, think about the essence of each story/world and start to mull over, “if this story was a sculpture, what would it be?”</li> <li>• Look at the Pinterest page for cardboard sculpture inspiration (show students quickly)</li> <li>• Collect three images (can draw if prefer) that explore the essence of one of the worlds we created (we will be collating them next week)</li> </ul> |  |
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Cardboard sculpture Pinterest:

[https://www.pinterest.com.au/Thebadlament/grumpus/?invite\\_code=ccb34a456258468783cb46b8d7bdc7e5&sender=375065612625409889](https://www.pinterest.com.au/Thebadlament/grumpus/?invite_code=ccb34a456258468783cb46b8d7bdc7e5&sender=375065612625409889)

### WEEK 3 – IN PERSON

25 August 2021 (1-4pm)

Facilitators: Rozina Suliman & Mick Byrne with Sarah Winter

| Time            | What  | Who    |
|-----------------|---|--------|
| 1-1.40pm        | <ul style="list-style-type: none"> <li>• Check in</li> </ul>  | Sarah  |
|                 | <ul style="list-style-type: none"> <li>• Dive into homework tasks, students to share which group writing they responded to and their three images and why</li> <li>• Students to outline skills and interests</li> </ul>  | Sarah  |
| 1.40pm-2.00pm   | <ul style="list-style-type: none"> <li>• Revisit the pinterest</li> <li>• Collage/build the worlds visually in groups</li> </ul>  | Rozina |
| 2.00pm – 2.20pm | <ul style="list-style-type: none"> <li>• <a href="https://www.theparisreview.org/blog/2019/12/18/a-figure-models-brief-guide-to-poses-through-art-history/">https://www.theparisreview.org/blog/2019/12/18/a-figure-models-brief-guide-to-poses-through-art-history/</a> is an ok point of departure for exploring the art history of dynamic poses in classic sculpture (im not an art historian but these guys are educated artists, maybe there are modernist and postmodern approaches to this question. Or even implications stemming from the potential use of digital media or interactive tech that we can be informed by????)</li> <li>• <a href="https://www.startingblocks.gov.au/other-resources/factsheets/the-importance-of-play-in-children-s-learning-and-development/">https://www.startingblocks.gov.au/other-resources/factsheets/the-importance-of-play-in-children-s-learning-and-development/</a> good summary of types of development and activity and is from a recognised source</li> <li>• share</li> </ul> | Mick   |
| 2.20pm – 2.50pm | <ul style="list-style-type: none"> <li>• Discuss the essence of each idea and brainstorm possibilities and why it has the most potential for impact? (buildable, doesn't defy laws of physics)</li> <li>• Discuss what other groups are responding to as well and how we might complement each other and differ</li> <li>• Extract the essence of each world together and vote</li> </ul>   | Sarah  |
| 2.50-3.00pm     | <ul style="list-style-type: none"> <li>• Break</li> </ul>   |        |
| 2.40 – 3.00pm   | <ul style="list-style-type: none"> <li>• Decision Making time!</li> </ul>   | Mick   |

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|-------------|--|-------------|
| 3.00-3.40pm | <ul style="list-style-type: none"> <li>Split into groups and maquette making</li> </ul>  | Mick/Rozina |
| 3.45-4.00pm | <ul style="list-style-type: none"> <li>Documentation on the Wiki form</li> </ul>   | Rozina/Mick |
| 3.45-4pm    | <ul style="list-style-type: none"> <li>Homework tasks given</li> <li>TBA</li> <li>Next week: Digital design tools, revisit fabrication palette, finish Maquettes (if required), dissect maquettes and design!</li> </ul> | Sarah       |

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#### WEEK 4 – IN PERSON

1 September 2021 (1-4pm)

Facilitators: Mick Byrne with Sarah Winter

| Time        | What  | Who        |
|-------------|---|------------|
| 1-1.15pm    | <ul style="list-style-type: none"> <li>Check in</li> </ul>  | Sarah      |
| 1.15-1.30pm | <ul style="list-style-type: none"> <li>Dive into homework tasks, students to share highlights of their journaling and dreaming activities</li> </ul>  | Sarah      |
| 1.30-1.45pm | <ul style="list-style-type: none"> <li>Revisit the pinterest</li> <li>Revisit fabrication and texture palettes</li> <li>Discuss how we use digital design and fabrication tools to accelerate fabrication and can be considered during the design phase</li> <li>Discuss design constrains - modular design, scale, timeframe, transport, installation and access points</li> </ul> | Mick       |
| 1.45-2.10pm | <ul style="list-style-type: none"> <li>Sculpture brainstorm – what are the elements of our sculpture</li> </ul>   | Sarah      |
| 2.10-3.00pm | <ul style="list-style-type: none"> <li>Make &amp; document sculpture possibilities together as a rough scale model/Marquette</li> </ul>   | Sarah/Mick |
| 3.00-3.10pm | Break   |            |
| 3.10-3.40pm | <ul style="list-style-type: none"> <li>Check back</li> <li>Marquette making – contd.</li> </ul>   | Sarah/Mick |
| 3.40-4.00pm | <ul style="list-style-type: none"> <li>Documentation on the Wiki form</li> <li>Homework tasks given</li> <li>When we split into our interest groups what it might look like</li> <li>Next week: design and</li> </ul>   | Sarah      |

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## WEEK 5 – IN PERSON

8 September 2021 (1-4pm)

Facilitators: Rozina Suliman & Mick Byrne with Sarah Winter

| Time        | What  | Who        |
|-------------|---|------------|
| 1-1.15pm    | <ul style="list-style-type: none"><li>• Check in</li></ul>  | Sarah      |
| 1.15-1.30pm | <p>Revisit our decisions and what we know:</p> <ul style="list-style-type: none"><li>• The Glitch Forest is made up of Mycelium</li><li>• Inspired by the movement of a river, the Glitch Forest is to be journeyed through</li><li>• Mycelium is the connector of worlds and the nearest to a glitch of the natural world</li><li>• It is also the Glitch between plants and animal kingdoms</li><li>• Sound, movement and lighting will also be considered o the journey through the glitch forest</li></ul> <p>Reminder that we are shifting into the real now! Keeping our dreaming in our back pockets to call on as we work through a design process</p> <p>Revisit what we know design constraint wise</p> <ul style="list-style-type: none"><li>• Allocated space in gallery (TBC – pending a decision about this) and some dims to work with</li><li>• Modular</li><li>• Transport</li><li>• Timeframe</li><li>• Installation and access</li></ul> | Sarah/Mick |
| 1.30-1.45pm | <p>Design Process – we are at the develop solutions stage!</p> <p><a href="https://discoverdesign.org/sites/default/files/2018-08/DDPROCESS_Worksheet_with_Notes.pdf">https://discoverdesign.org/sites/default/files/2018-08/DDPROCESS_Worksheet_with_Notes.pdf</a></p> <ul style="list-style-type: none"><li>• Collate Mycelium research and share as a group, make some decisions around the style of Mycelium and shape of the work (will be tweaked in later design process – reiterate how we are moving into the real now!)</li></ul>   | Rozina     |
| 1.45-2.45pm | <p>Design Process – split into groups and work on the following:</p> <ol style="list-style-type: none"><li>1 – moodboard &amp; sound and lighting research group</li><li>2 – Model making group (work in scale)</li><li>3 - CAD or Digital drawing/drafting group</li><li>4 – Writing Group (link our idea back to the Well inspirations #67 Glitch, #69 The Great Darkness and #75 Gargor, also write a summary of our world The Glitch Forest)</li></ol>  | Rozina     |
| 2.45-3.00pm | <ul style="list-style-type: none"><li>• Share back to group and tweak based on what we have learned</li></ul>   | Sarah      |
| 3.00-3.10pm | Break   |            |

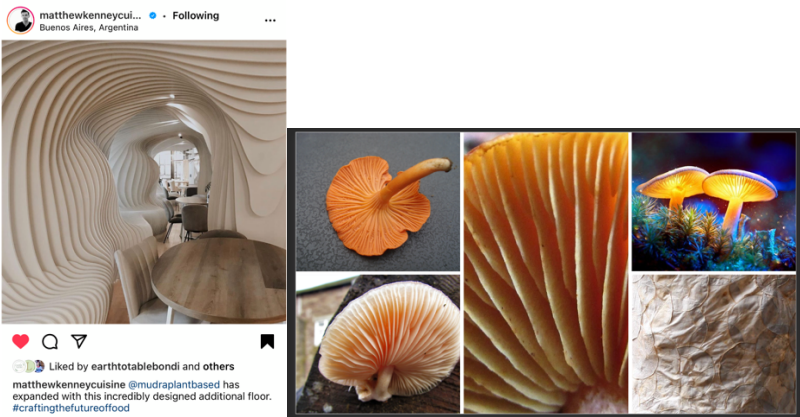
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| 3.10-3.40pm | <ul style="list-style-type: none"> <li>• Tweak design based on feedback</li> <li>• Model making</li> <li>• CAD/Digital drawing/drafting</li> </ul>   | Rozina |
| 3.40-4.00pm | <ul style="list-style-type: none"> <li>• Documentation on the Wiki form</li> <li>• Homework tasks given (work in groups on design process, model making and CAD drafting)</li> <li>• When we split into our interest groups what it might look like (facilitation with Mick at BSHS, projection with Michelle etc)</li> <li>• Next week: design and fabrication</li> </ul> | Rozina |

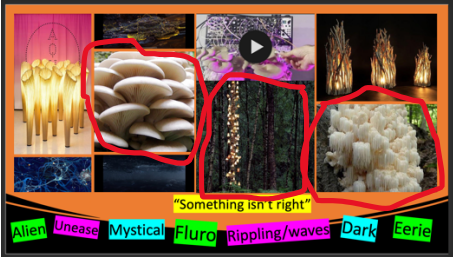
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**WEEK 6 – IN PERSON**

15 September 2021 (1-4pm)

Facilitators: Mick Byrne with Sarah Winter

| Time        | What   | Who   |
|-------------|--|-------|
| 1-1.15pm    | <ul style="list-style-type: none"> <li>• Check in</li> </ul>   | Sarah |
| 1.15-1.30pm | <p>Motivational lets get this done spiel! After this week, we have about 3 making weeks, then install (as the 29<sup>th</sup> is a holiday week) so we need to be designed by end of session!</p> <ul style="list-style-type: none"> <li>• Josie and co to show the overall design feel/aesthetic that we came up with last week as an option</li> <li>• Big gill-like textured shape, responding to the mushroom gills and river movement as well as a glitch</li> <li>• Mixed with other mycelium shapes and textures, big oyster mushrooms and smaller mushroom textures</li> <li>• Perhaps the idea of under the bench transformed into a textured mycelium world</li> </ul> | Sarah |
|             |  <p>The main texture</p>   |       |

|              |  |            |
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|              |  <p>The big oysters and the in-between texture (probably needs to be refined down a bit, maybe to those circled)</p>  |            |
| 1.30- 3pm    | <p>Design Process – Split into three teams</p> <ul style="list-style-type: none"> <li>• Fabricating Beams Crew</li> <li>• Big Oyster Mushroom Makers (flow on from beams and use this technique to integrate into the base design)</li> <li>• Model making to scale – digital and physical</li> </ul>  | Sarah/Mick |
| 3-3.10pm     | Break  |            |
| 3.10- 3.40pm | <ul style="list-style-type: none"> <li>• Share back to group and tweak design based on what we have learned</li> <li>• Start to break down our model into files for fabrication (and also sizes for fabrication to get through the doors)</li> <li>• Keep working on oyster mushroom fabrication</li> </ul>  | Sarah      |
| 3.40- 4.00pm | <ul style="list-style-type: none"> <li>• Documentation on the Wiki form</li> <li>• Homework tasks given (work in groups on design process, model making and CAD drafting so we have design and files ready for fabrication)</li> <li>• Confirm students to split into interest groups for projection, interactivity, lighting, sound with Michelle, writing with Daniel and facilitation as outlined</li> <li>• Next week: Fabrication! Fabrication! Fabrication!</li> </ul> | Sarah      |

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### WEEK 7 – IN PERSON

22 September 2021 (1-4pm)

Facilitators: Rozina Suliman & Mick Byrne with Sarah Winter

| Time         | What   | Who |
|--------------|--|-----|
| 1-1.15pm     | <p>Check in and establish what the day's work is to be</p> <ul style="list-style-type: none"> <li>•</li> </ul> |     |
| 1.15- 1.30pm | <p>Design Perspectives<br/>Design Narratives – link back to our ideas/narrative</p>                            |     |
| 1.30- 3.10pm | Group Work Design  |     |

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|             | <ul style="list-style-type: none"> <li>● Finalise prototype fabrication processes from the previous session <ul style="list-style-type: none"> <li>○ CNC cutting of files</li> <li>○ Beam making</li> <li>○ Hand sculpting of mycelium using beam method</li> <li>○ Troubleshoot as required</li> </ul> </li> </ul>  |  |
| 3.10-3.20pm | Break  |  |
| 3.20-3.40pm | Design Perspectives - Reflection <ul style="list-style-type: none"> <li>● Review fabricated element with the group <ul style="list-style-type: none"> <li>○ Discuss what worked</li> <li>○ Discuss what has not worked</li> <li>○ Discuss what implications this will have on the full-scale fabrication</li> </ul> </li> <li>● Design for Fabrication <ul style="list-style-type: none"> <li>○ Finalise design for overall sculpture, factoring in learning from over the week</li> </ul> </li> </ul> |  |
| 3.40-4pm    | Documentation <ul style="list-style-type: none"> <li>● Documentation the session (SLQ Wiki/short video to share with other groups)</li> <li>● Homework tasks given – fabrication outside of class time and in the holidays!!</li> <li>● Establishing working bees for construction outside of class for the next three weeks – Wednesday/Thursday or Saturdays at The Edge</li> <li>● Next week: FABRICATION, FABRICATION, FABRICATION!!!</li> <li>● Check out</li> </ul>                              |  |

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## WEEK 8 – IN PERSON

6 October 2021 (1-4pm)

Facilitators: Rozina Suliman with Sarah Winter

| Time            | What  | Who |
|-----------------|---|-----|
| 1-1.10pm        | Check in and establish what the day's work is to be   |     |
| 1.10pm – 1.30pm | <ul style="list-style-type: none"> <li>● Discuss scale and scope of build and the timeframe we have left (2 weeks)</li> <li>● Split into teams to take responsibility for components</li> <li>● Add availability to Book in times outside of class to work</li> </ul> |     |
| 1.30-3.30pm     | Fabrication (in three teams) <ul style="list-style-type: none"> <li>○ Troubleshoot as required</li> </ul>   |     |
| 3.30-3.40pm     | Break   |     |
| 3.40-4pm        | Documentation   |     |



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|--|--|--|
|  | <ul style="list-style-type: none"> <li>• Documentation the session (SLQ Wiki/short video to share with other groups)</li> <li>• Homework tasks given: fabrication</li> <li>• Next week: fabrication and assembly</li> <li>• Check out</li> </ul> |  |
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### WEEK 9 – IN PERSON

13 October 2021 (1-4pm)

Facilitators: Rozina Suliman with Sarah Winter

| Time        | What   | Who |
|-------------|--|-----|
| 1-1.15pm    | Check in and establish what the day's work is to be  |     |
| 1.15-3.40pm | Fabrication of sculpture <ul style="list-style-type: none"> <li>○ Troubleshoot as required</li> </ul>  |     |
| 2.15-2.30pm | Break  |     |
| 2.30-3.40pm | Packaging of Design and all instructions/dims/assembly plans for exhibitions team – start process (one group)  |     |
| 3.40-4pm    | Documentation <ul style="list-style-type: none"> <li>• Documentation the session (SLQ Wiki/short video to share with other groups)</li> <li>• Homework tasks given: fabrication</li> <li>• Next week: fabrication and assembly</li> <li>• Check out</li> </ul> |     |

### WEEK 10 – IN PERSON

20 October 2021 (1-4pm)

Facilitators: Rozina Suliman with Sarah Winter

| Time        | What   | Who |
|-------------|--|-----|
| 1-1.15pm    | Check in and establish what the day's work is to be  |     |
| 1.15-2.15pm | Fabrication of sculpture <ul style="list-style-type: none"> <li>○ Troubleshoot as required</li> </ul>  |     |
| 2.15-2.30pm | Break  |     |
| 2.30-3.40pm | Packaging of Design and all instructions/dims/assembly plans for exhibitions team  |     |
| 3.40-4pm    | Documentation <ul style="list-style-type: none"> <li>• Documentation the session (SLQ Wiki/short video to share with other groups)</li> <li>• Homework tasks given: fabrication</li> <li>• Next week: fabrication and assembly</li> <li>• Check out</li> </ul> |     |

### \*WEEK 11 – 17

Some students continued work once a week with Rozina on the sculpture fabrication, test install and install into gallery