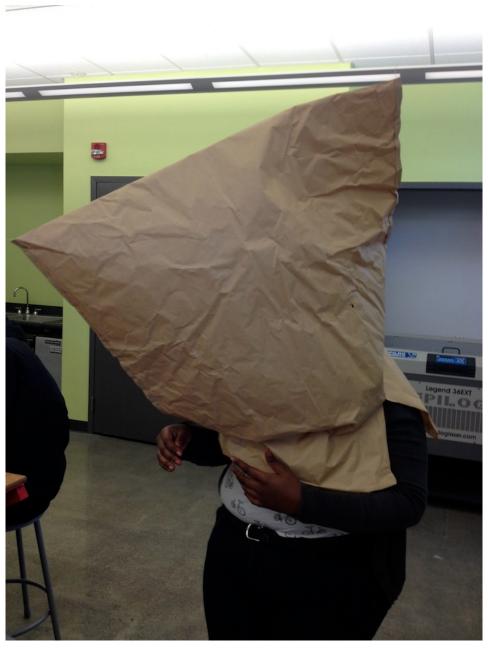
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Paper Garment



Lesson Plans & Activities

Making Drawing

Creativity

Materials

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Paper Garment

This project was inspired by the text "Tools for Conviviality" in which Ivan Illich calls for the development of new tools to reclaim practical knowledge by the everyday citizen in order to lead more creative, autonomous and more socially and environmentally constructive lives.

Objective: To develop ideas from abstraction to physical manifestation; to develop representation and practices of craft at the scale of the body; to introduce concepts of ergonomics and proxemics

Best for: High school students

Concepts and Skills: Model-making, Drawing, concept development, craft

Materials: Materials for model-making (paper, chipboard, cardboard, glue, tape) Materials for drawing (large paper, markers, pens, pencils)

Time: Minimum of one class period, can be expanded up to 3 class periods

Assignment:

Begin this unit with the Body Architecture lecture. Working individually, consider your body as a site. Design a garment / armor / prosthetic to extend or protect a part of your body, or to facilitate interactions with others. Consider your project's relation to your body physically, socially and emotionally.

Build a full-scale prototype out of paper and cardboard and wear it.

Document the reactions and interactions you receive.

Assessment

25% Conceptual Framework

50% Process: Iteration & Craft

25% Closure & Documentation

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Related Tools: Body Architecture (lecture)

More Tools

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