

ARTiZDIGITAL @TheEdgeQLD

PRESENTED BY FLYING ARTS ALLIANCE INC AND THE EDGE, STATE LIBRARY OF QUEENSLAND

WHAT IS IT?

A three day young artist development program to explore and experiment with exciting new approaches to art making.

WHO IS IT FOR?

Queensland high school students with interest in digital art making, aged 14 - 18.

WHEN IS IT?

29 June - 1 July
Registrations close 10 June

WHERE IS IT?

The Edge, State Library of Queensland

WHERE DO I STAY?

Locals can opt to attend as a residential or day participant. Participants from other areas can join our residential program. Supervised accommodation and full board is provided.

WHEN DO I ARRIVE AND DEPART?

Residential students to arrive on the evening of Tuesday 28 June. Program starts 9am Wednesday 29 June and finishes at 5pm on Friday 1 July.

HOW MUCH DOES IT COST?

RESIDENTIAL PARTICIPANTS - \$300 for 3 days/3 nights
(Includes accommodation, meals, materials, excursions)

DAY PARTICIPANTS - \$195 for 3 days
(Includes lunch, materials, excursions, no accommodation)

HOW DO I REGISTER?

Phone 07 3216 1322 or fill out our easy online booking form.

BOOK NOW!

<http://flyingarts.org.au/whats-on/artizdigital/>



Registrations close 10 June



Queensland Government



FLYING ARTS
ALLIANCE INC



Flying Arts Alliance Inc is supported by the Queensland Government through Arts Queensland.

ARTiZDIGITAL

Over three days, participants will engage in a series of experiential and practical workshops to investigate four separate areas of emerging art making – movable, wearable, growable and renewable.

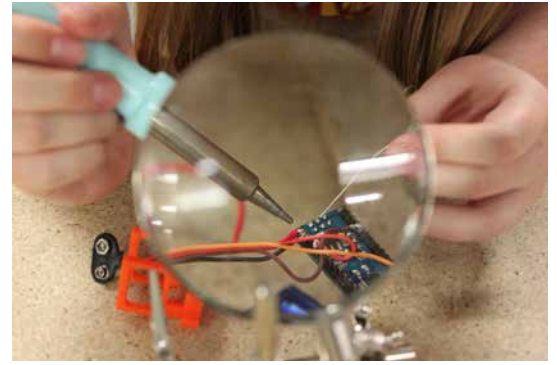
PROGRAM

MOVEABLE

DANIEL FLOOD

Have you ever wondered how a new media sculpture knows where you are? Why the sounds only play when you wander around the room? This is your opportunity to work with The Edge's Creative Manager, Daniel Flood, to get a better understanding of how this interactive media works.

Work with computers, sensors and other digital toys to create artworks that interact with the world. No skills required, just a curious mind and a willingness to have a go.



WEARABLE

ANNA GERBER AND DR BECK DAVIS

As the electronic devices we carry around with us get cheaper, smaller and more connected, practitioners from a range of disciplines, (including artists) are starting to explore the different ways they can be used.

In this session all-round tech guru, Anna Gerber and University Lecturer and practicing designer, Dr Beck Davis will take students through the creative ways electronics can be integrated into clothes and accessories; and how wearable art might be used to create interesting social impacts or artistic statements.



GROWABLE

JIMMY ENG AND DR PETER MUSK

Fungi, bacteria, slime, algae – microorganisms are the exciting new medium emerging from collaborations between artists and Bio Scientists. Since 2012 The Edge's science facilitators have been working with emerging fashion designers to experiment with the skin-like pellicle formed on Kombucha tea. The pellicle is a protective barrier produced by Symbiotic Culture of Bacteria and Yeast (SCOBY) that gives Kombucha tea its unique taste and beneficial health characteristics. When different drying and processing techniques are employed the Kombucha pellicle becomes a useful textile with a range of applications.

In this session, students will work with clothing designer, Jimmy Eng and The Edge's Science Catalyst, Dr Peter Musk to seed and care for their own Kombucha brew and experiment with molding, cutting, sewing and dyeing techniques.

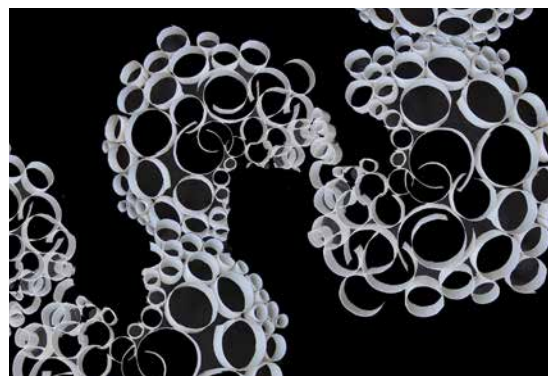


RENEWABLE

HOLLY PEPPER

It can be tempting for contemporary artists to become distracted by the range of exotic materials and innovative technologies that are emerging.

In this session Holly Pepper, The Edge's Makerspace Supervisor and practicing visual artist, will assist students to hone their observations skills and focus their creativity using the simplest of recycled materials to create rich sculptural forms inspired by nature.



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LEARN MORE AND BOOK NOW

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