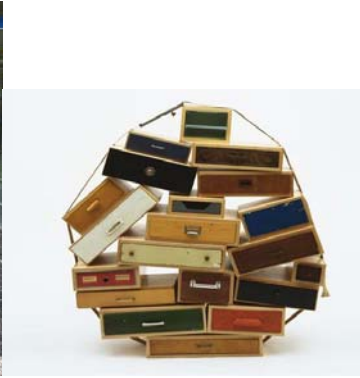


Repurposing* Materials in Architecture, Art + Design



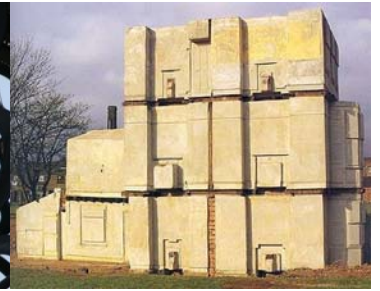
Rural Studio



Droog Design



REFUNC



Rachel Whiteread

“Seeing is forgetting the name of the thing one sees.”

- Paul Valery

From acts of survival, to the surreal and sublime, the practice of repurposing materials undoubtedly has the potential of resonating in the collective memory of the everyday. As a counterpoint to sameness through obsolescent acts of gentrification and homogenization of space and material, the course hopes to resituate the material within a critical and yet playful context of the creative act. To encourage interchange and influence between the various processes, practices and projects, case studies are culled from all three disciplines of architecture, art and design. The agendas and philosophies behind the processes and practices are also from various cultural, social, economic, environmental, and phenomenological perspectives; therefore there is no desire to pitch a tent in a certain camp so to speak, but to be continually exposed to various modes of thinking and making.

Course Objectives

- To understand the processes and practices of repurposing materials in architecture, art and design through case study discussions, workshops and field trips
- To actively engage in repurposing material experiments through attitudes and acts of improvisation, inventiveness, critical and playful thinking and making
- To *not* have a predetermined agenda but to let one unfold through the creative act

During the material experiments improvisation, inventiveness, and successful failures are strongly encouraged. Because of the compact schedule, the course expects prompt attendance, participation and preparedness for daily evaluation. Some of the practices culled from but not limited to: The Rural Studio, Robert Rauschenberg, Gordon-Matta Clark, Rachel Whiteread, Al Hansen [Fluxus], Marcel Duchamp, I-Beam Design, Patrick Dougherty, Jim Lambie, LO/TEK, Sheila Hicks, Stuart Haygarth, Droog Design, REFUNC, Junk Raiders, Authur Ganson, Lewis Tsurmaki Lewis, Index of Architects and Designers featured in *REMATERIAL: From Waste to Architecture*, as well as Local Dallas Artists – Cassandra Emswiler, Stephen Lathisophon, Alison Starr, and Sean Springer

Proposed Schedule

M 5.16

Introduction / Overview / Screenings
Film Screenings - *Citizen Architect* and *Wasteland*
[Assign "scavenger hunt" for Repurposing Experiments]

T 5.17

Guest Lecture and Improvisation Workshop with UTA Associate Professor of Art and Artist, Stephen Laphisophon

W 5.18

Lecture and Discussion

TH 5.19

Rural Studio Field Trip

F 5.20

Rural Studio Field Trip

M 5.23

Rural Studio Trip and Case Study Presentations

T 5.24

Field trip to Dallas Artists Studios - Alison Starr, Sean Springer, Cassandra Emswiler

W 5.25

Guest Lecture – Artist Justin Shull
Prior Life Mini Workshop with Justin and/or Designated "hunting time"

TH 5.26

Transformation/Hybridization Experiment
Transformation/Hybridization of found, recycled, salvage/thrift material for repurposing into entirely different function or a critical/playful transformation/hybridization of the original function
Assemblages from furniture, fixtures, man made or natural objects, machines, implements, fabric, food, etc.

F 5.27

Transformation/Hybridization Experiment
Transformation/Hybridization of found, recycled, salvage/thrift material for repurposing into entirely different function or a critical/playful transformation/hybridization of the original function
Assemblages from furniture, fixtures, man made or natural objects, machines, implements, fabric, food, etc.

M 5.30

Constructed Screen/Skin/Surface Experiment
Construction of 18"x18" screen/surface from repurposed or recycled material, explorations and experimentation with material manipulation, memory, efficiency, irony, connection, jointure, application, light, texture, color, porosity, compactness, layering, etc.

T 5.31

Constructed Screen/Skin/Surface Experiment
Construction of 18"x18" screen/surface from repurposed or recycled material, explorations and experimentation with material manipulation, memory, efficiency, irony, connection, application, light, texture, color, porosity, compactness, layering, etc.

W 6.1

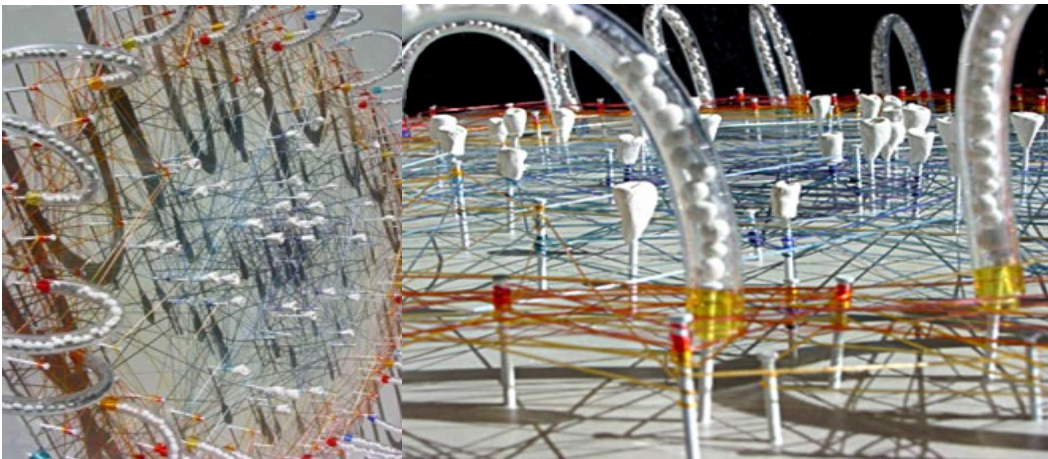
Presentation/Documentation/Installation of Repurposing Experiments

Artist Studio Visits

Alison Starr | www.alisonstarr.org

2546 W. Five Mile Pkwy Dallas 75233 [214-202-4468](tel:214-202-4468)

Alison Starr is a Dallas artist whose work is fueled by an intense curiosity about both natural and manmade objects. Her concepts examine the imprint mankind leaves on the world. She utilizes mundane and often discarded materials. Another favored medium is video, creating what some have described as moving paintings. Her work has been shown in various venues such as 500X, local community colleges, Houston's Koelsch Gallery, and Conduit Gallery in Dallas. She has also had her work exhibited in several national juried competitions. Alison will begin an MFA in Intermedia Studio at UTA in the Fall of 2011. I am fueled by an intense curiosity about both natural and manmade objects. My concepts examine the imprint mankind leaves on the world. A favored material is slip-cast porcelain. Unfired clay brings a subtle nuance to the symbolism, for instance in its organic nature and fragility. I also utilize mundane and often discarded materials. There is a tension that pervades it all, certainly in the finished work, but also in the relationship between materials, and in the process of art making itself.



SuperNova 87A , drywall, vinyl, nails, dyed mono-filament, unfired clay, interference paint. 2005



Layers of ironed plastic bags and cotton thread

I continue to experiment using plastic grocery bags which might be used in an installation. The above images reveal my first attempt to hang them from the ceiling as a cloud. The fire marshal made me take the "installation" down before I could see what I was really doing. But, what worked well was I took photos of what I had at the time and realized that it wasn't working. My plastic bag collection increases though because I am driven to work out this desire in me to hang them en masse. We shall see. Click on the images to see more of my renderings.

Sean Springer | Springer Design Studio | www.springerdesignstudio.com

Singleton Ave & Bataan St. Dallas, Texas



Springer Design Studio (SDS) produces hand-crafted furniture from recycled and reclaimed Urban-Trees. We divert tree trunks and branches, piled on the curb, from disposal as an act of reclamation by transforming it into valuable lumber. We would like to inspire the Dallas Environmental Management System to discern between trash and potential lumber (Otherwise it will continue to be sent to the landfill to decompose, releasing methane gas into the environment, which exacerbates global warming.) Meanwhile, SDS is implementing its own Urban Tree Retrieval service. SDS takes interns interested in learning through hands on experience.

Sean has always been compelled to make things. He identifies with trees and makes them his own, transforming the raw material into new and original pieces of his Found-On-the-Ground-Wood Casa Linda Collection. He is committed to hand-crafting ideas, putting his mind over matter. The product either way is a consequence of the process; an intimate dialogue between a material and hands.

Custom furniture and sculpture has been Sean's focus since graduating from RISD in 2006. He transported his shop from Brooklyn, NY in 2009. Local commercial clients include the Fairmont Hotel, Undermain Theatre, and Bolsa Restaurant. He also sells merchandise at We Are 1976, Make Shop & Studio, and occasionally at local events such as Oak Cliff Earth Day, Home Grown Festival and Cliff Fest.

Cassandra Emswiler | www.cassandraemswiler.com

Examining the intersections of architecture, memory, and nature, Emswiler creates a cathexis of the ubiquitous by pairing personal collections of natural artifacts with faux manufactured veneer building materials. Emswiler is fascinated by stones, ruins, labyrinths, and the process of collecting.

