



# **PARABOLIC VISIONS**

**Throughout history, mankind has crafted devices that utilise form and texture to help master and manipulate the environment, for example the Inuit goggles used in the frozen north or the sound mirrors dotted around the English coast.**

**In Groups will be challenged to develop a series of portable or wearable forms that help augment the environment surrounding you.**

**In today's modern society we are often emerged in environments that create sensory overload or isolation from the elements, your objects will be a response to this context.**

**Participants of parabolic visions will be asked to work in a teams to design and construct experimental devices from a range of flexible sheet materials.**

**Partisipants will explore how combinations of form and material surface quality can distort or intensify aspects of the environment around them, and their experience of it.**

**Each group will receive a starter pack consisting of raw sheet materials. Using the wood and plastic provided, groups will be encouraged to develop designs that interplay with sound or vision. The effects of these experimental devices can be visualised using specialist software.**

**A range of lightweight self-supporting forms will be achievable by using the thermo plastic material 'Wonderflex'. After creating a paper or digital template, the groups will be able to cut, flux, manipulate and adhere the plastic under heat. Participants may also design and construct a range of wooden formers to help achieve this and explore how the Wonderflex can be manipulated whilst in flux.**

**Once cooled, the plastic forms created can be cut, sanded and coated with a variety of surfaces. These solid plastic shapes may be incorporated into wearable forms or portable devices.**

**Your devices may provide isolation or protection from the outside world, or aid in the clarity of communication. Specialist software will be available to help visualise the audio / visual effects of your devices.**

**For the final Charrete event your groups will need to display a series of portraits of your devices. Alongside a visualisation of the effects it has on sound or vision.**

**Your groups will also make your performative structures or costumes available to try throughout the event, providing visitors with a chance to experience the audio, visual or sensory distortion.**

**Day 1:**

**Morning: Introduction**

**Afternoon: Planning design**

**Day 2:**

**Morning: Presentation, on concept and design location intervention.**

**Afternoon: Begin making modal forms**

**Day 3:**

**Morning: Making**

**Afternoon making**

**Day 4:**

**Morning: finish making**

**Making: documentation/ portraits / location shots**

**Day 5:**

**Morning: set up refine exhibition**

**Afternoon: main event and audience engagement**



# ***WONDERFLEX***

# ***SUPER-FLUX***

**Wonderflex Is a thermoplastic that can be heated moulded and adheared to its self. Below are some tutorials on how to use it.**

**<https://www.youtube.com/watch?v=UUjq3a1V13s>**

**<https://www.youtube.com/watch?v=FYL3iPIJDcY>**

**<https://www.youtube.com/watch?v=Z756DG3rPGE>**

**<https://www.youtube.com/watch?v=m9URpZSi41E>**

**<https://www.youtube.com/watch?v=jfUBT6qQXdA>**



# **SNOW GOGGLES**

**Links:**

**<https://www.youtube.com/watch?v=Kbwk0zo8Q38>**

**<https://www.youtube.com/watch?v=dHSCFbuFLeY>**

**[https://www.pinterest.co.uk/  
pin/228417012320970436/?lp=true](https://www.pinterest.co.uk/pin/228417012320970436/?lp=true)**



# ***ACOUSTIC MIRRORS***

**Links:**

**[https://www.youtube.com/watch?v=pOFP\\_ouhA6M](https://www.youtube.com/watch?v=pOFP_ouhA6M)**





