IMPRIMIDA

BARCELONA ADVANCED MANUFACTURING CAMP FOR ARTS AND DESIGN

/// Organisers: IN(3D)USTRY From Needs to Solutions, Sonar+D and IAAC

Duration: 7 days, June 14th-15th Iaac, 16th-18th Sonar, 21st-23rd IN(3D)USTRY From Needs to Solutions
Exhibition: 21st to 23rd of June at IN(3D)USTRY From Needs to Solutions
Tutors: Aldo Sollazzo, Stuart Maggs
Lectures: Anastasia Pistofidou, Angelos Chronis, Ece Tankal
Materials: Mainly 3d printing (we need a complete list of machines available at IN(3D)USTRY From Needs to Solutions)
Potential partners: Makerbot and Thingiverse

/// BRIEF

Advanced manufacturing is transforming the production methods for artists and creators. 3D printers, code, CNC machines and robots are not only changing how we work, live and play, but they reshaping the processes and interactions between artists and technologies, and how this new mediation between machine and humans is making the process as important as the end work, all becoming a whole.

IN(3D)USTRY From Needs to Solutions, Sonar+D and IAAC are launching an open call for artists, makers, architects and designers to participate in a X days workshop and further exhibition in Barcelona with experts from the field of digital fabrication and computational design in order to explore the limits of art production in our times. The best 10 proposals of finished products or prototypes, installations or objects will be selected to participate in a X day workshop during the Sonar+D June 16th to 18th 2016 and during IN(3D)USTRY Maker Pro exhibition from June 21st to 23rd 2016. All selected projects will have access to one SONAR Full Delegate pass for each shortlisted project and Full Delegate Pass for IN(3D)USTRY From Needs to Solutions event and to all the production means to make their work real.

/// CALENDAR

IAAC

June 14th and 15th
Daily schedule:

14th
Morning session
Introduction to agent systems
Simulation of basic behaviours

Afternoon session
Tutorized session

Combining behaviours

15th
Morning session
Agents and environment
Boundaries interactions and feedback
Introduction to digital fabrication

Afternoon session
Tutorized session
Output for prototyping

SONAR

June 16th and 18th
Daily schedule:

16th
Morning session
Digital to physical
Mentoring session

Afternoon session
Tutorized session
Prototype

17th
Morning session
Digital to physical
Mentoring session

Afternoon session
Tutorized session
Prototype

18th
Morning session
Digital to physical
Mentoring session

Afternoon session
Tutorized session
Prototype

IN(3D)USTRY From Needs to Solutions

June 21st and 23rd
Daily schedule:

21st
Morning session
Scale up strategies
Mentoring session

Afternoon session
Tutorized session
Testing advanced fabrication methods

22nd
Morning session
Digital to physical
Mentoring session

Afternoon session
Tutorized session
Stressing up fabrication

23rd
Morning session
Final project assembly

Afternoon session
Final project assembly
Final Presentation

INSTRUCTORS

Aldo Sollazzo

Founder of Noumena, IaaC faculty

Aldo is an architect and researcher. Master in Architectonic Design in 2007, Master in Advanced Architecture at IAAC [Institute for Advanced Architecture of Catalunya] in 2012, Fab Academy diploma in 2014 in the Fab Lab Barcelona, Aldo is an expert in computational design and digital fabrication. Since 2011, he is the manager of Noumena. He is also founder of Fab Lab Frosinone and Director of Reshape – digital craft community. Since 2015 he is Head of IaaC Visiting Programs.

Stuart Maggs

Founder of Minibuilders

Architect and researcher in the field of construction robotics. Experience of creating digital and physical tools for architecture and construction. Stuart was part of the team behind Minibuilders a set of small agile robots 3D printing objects much larger than themselves. Master in Advanced Architecture at IAAC [Institute for Advanced Architecture of Catalunya].

REQUIREMENTS

The workshop is open to all participants, no previous knowledge of Rhinoceros and Grasshopper is required (although an introductory knowledge is welcome). Participants should bring their own laptop with a pre-installed software. The software package needed has no additional cost for the participant (Rhino can be downloaded as evaluation version, Grasshopper and plugins are free). These softwares are subject to frequent updates, so a download link to the version used in the workshop will be sent to the participants a few days before the workshop.