

SCHEMA WORKSHOP – CREATIVE REUSE FOR HABITAT

Anno Accademico 2017/2018

Titolo Workshop:

CREATIVE REUSE FOR HABITAT

A cura di:

Isabel Clara Neves (From ESCOLA SUPERIOR DE ARTES E DESIGN – PORTO - Portogallo)

Indirizzato a:

Tutti gli studenti e particolarmente consigliato agli studenti del corso di DESIGN

Numero partecipanti:

min 10/max20

Requisiti richiesti:

Il workshop si terrà in inglese.

Durata e Crediti:

25 ore – 2 crediti

Periodo di svolgimento

16-20 luglio 2018

Giorni, orari ed aule di svolgimento:

- lunedì 16 luglio 9.30/14.30
- martedì 17 luglio 9.30/14.30
- mercoledì 18 luglio 9.30/14.30
- giovedì 19 luglio 9.30/14.30
- venerdì 20 luglio 9.30/14.30

AULA B01– Sede RUFA Via Benaco 2

Breve descrizione:

The workshop will begin with a brief theoretical introduction about the notion of system in design, introduced by Tomás Maldonado in HfG-Ulm and explored, consciously or unconsciously by several creatives. Some examples of Portuguese design will follow.

Under the "Creative reuse for habitat" theme, based on shipping container potential taken as the basis of the exercise, the student should develop an original concept of dwelling for short periods. Ideas, forms and materials should be explored taking into account conceptual, functional, ergonomic and constructive issues, when developing the exercise. Particular attention will be given to the dialectical exploration between concept and project, memory and contemporaneity, public and private space, exterior and interior.

a) First part of the session will be expositive, with presentation of the project to develop and introduce key issues to be addressed, conceptual, formal and case studies, followed by group discussion;

b) Second part of the practical laboratory session:

- demonstration sessions of tasks to be performed;

OBIETTIVI: To structure concepts that enhance the solution, using disciplinary transversality, and define them with clarity;

- Use spatial and formal references, contemporary and historical, applying them in problem solving;

- To use drawing and model as privileged instruments of exploration, research, comparison and selection of solutions;

- Use of elements that characterize space (light, volumes, plans, textures, colors, furniture), as a briefing response;

- Synthesize, visually and orally, the project in its key elements, using vocabulary structured by culture, theory and design practice.

Students come into contact with new design, technical and design tools at the Project II level that should be applied to the design.

- Explanation of the project methodology with development of several stages where the student researches and produces the necessary drawings and models to explore solutions of the problem;

c) - Third part of the practical laboratory session: group critique and debrief;

- Tutorial support throughout the laboratory practice session;