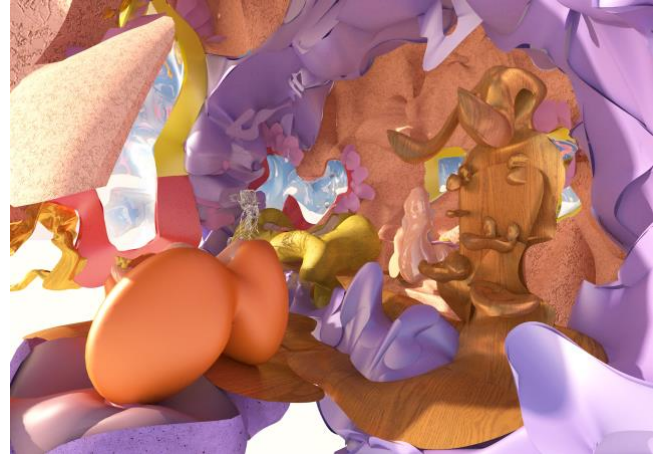




Open House London – Virtual Reality Workshop – 22 September 2018



Crabs making their homes out of plastic debris by Jennifer Lavers



Bounding Bodies, Proprioceptive Bathroom by Jack Clay

The second life of ocean plastic

Plastic is taking on a life of its own in the largest habitat on the planet: the ocean. Plastic is forming its own islands, crabs are making their homes out of it, and it has even entered the food chain through fish and shellfish.

In this workshop we will use 360 spherical hand drawings, hand modelling, and Virtual Reality to imagine the plastic reality that is currently being formed leagues beneath the ocean's surface. We will design and model structures using recycled single-use plastics, which we will then 3D-scan and transfer to our Deep Sea Virtual Reality environment. We will also use recycled plastics to create a 1:1 inflatable installation that will later be housed in the Deep Sea Virtual Reality.

As part of this workshop participants will build a large-scale inflatable installation, and learn how to use Gravity Sketch to virtually model additions to the inflatable structure, model-making using recycled plastics, and finally, how to transform those physical models into digital environments.

This workshop is run in association with STORE projects, an association of architects, artists and designers composed of three core elements: an educational programme of art and architecture courses, wide-ranging public events and exhibitions, and a socially engaged design practice.

The workshop will be run by:

Alex Anderson
Jack Clay
Kevin Green
Paula Strunden
John Philip Sage
Gabriel Wharshafsky

storeprojects.org