

Clay in Motion

Saturday 20 May 2023

11.00am – 5.00pm



This workshop will introduce you to an array of digital tools - 3D scanning, animation and 3D printing - to expand on traditional processes of modelling shapes with clay. First, you will hand-build a model in clay and learn how to digitise it through 3D scanning, creating a 3D model for further manipulation. Next, use 3D animation software to generate short videos of your model, creating movement and new environments. Finally, you will be introduced to 3D clay printing and learn different ways in which models can be created and transformed.

The workshop ticket includes admission to the Donatello exhibition to be used on the day of the workshop.

Course Outline:

11.00 – 11.05	Welcome and Introduction by V&A Staff
11.05 – 11.15	Overview of the session and outcomes with Enorê. Introduction to their practice and past work.
11.15 – 11.30	Brief introduction to hand modelling.
11.30 – 12.15	Workshop leader presents the hand modelling prompt. Participants begin hand modelling with guidance and feedback from the workshop leader.
12.15 – 13.00	Demonstration and walkthrough of 3D scanning app and explanation of functionalities within the app. Participants 3D scan their sculptures.
13.00 – 14.15	Lunch break with opportunity to visit Donatello exhibition.

14.15 - 14.40	Manipulating 3D models: Introduction to editing participants' 3D scans to be printable and creating basic shapes to be printed.
14.40 - 15.00	Step by step instruction and walkthrough of the animation tool, including importing models, resizing, editing material and surface texture, and creating animation frames.
15.00 - 16.00	Individual work: using keyframes to generate a short animation of their 3D model. Feedback and support from course tutor. During this time participants will be invited to take time to manipulate the 3D print object while it is printing.
16.00 - 16.30	Participants render and export their final animations. Course leader talks about next steps for expanding your practice in ceramics, animation or 3D printed ceramics.
16.30 - 17.00	Participants share their animations and 3D scans. Show and tell and wrap up.

Enorê is a Brazilian visual artist currently based in London, where they're a resident at Somerset House Studios. They work with 3D printed ceramics, textile and moving image to investigate the fluidity between digital media and physical space, and how this relates to ways in which the body processes information.

<https://www.instagram.com/capirotrices/>

<https://someartwork.com/>