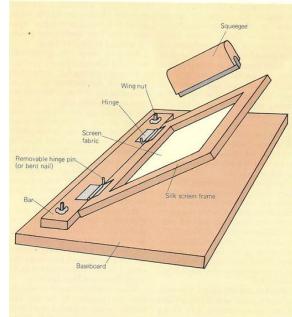
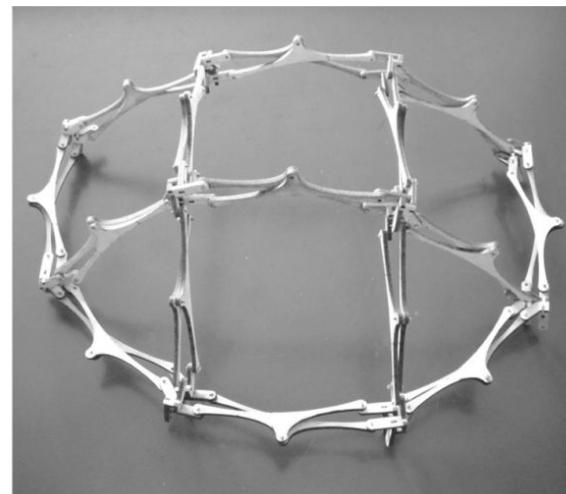
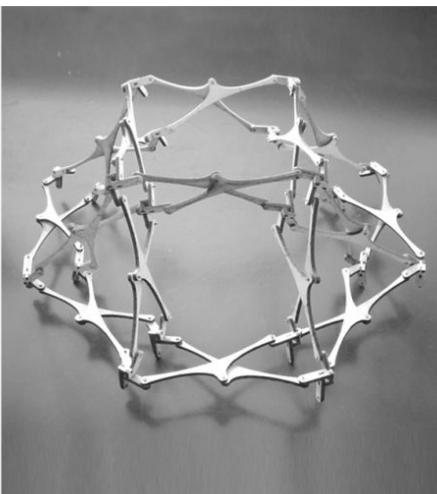
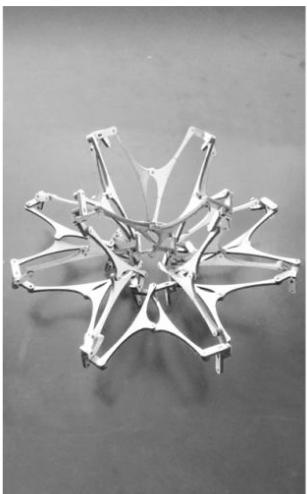
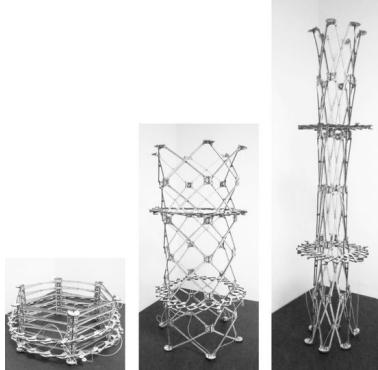
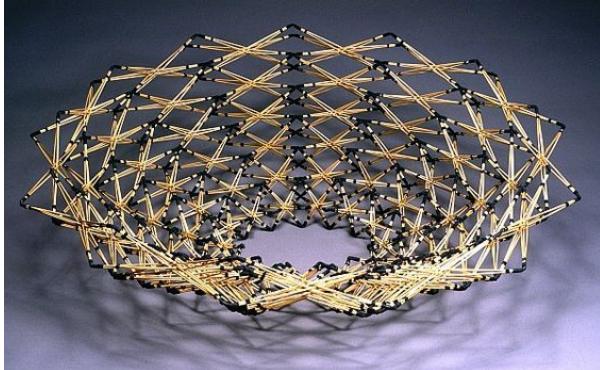
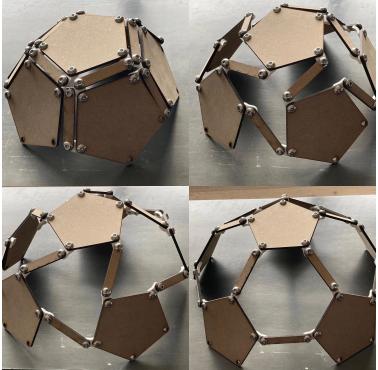




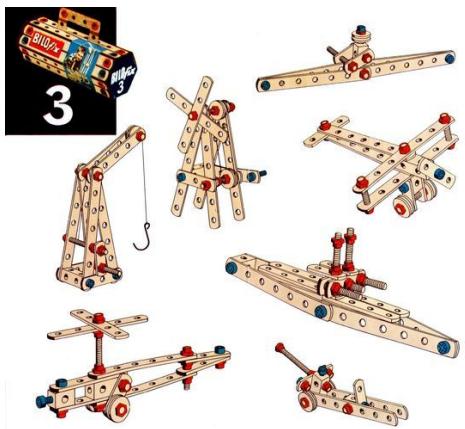
A SIMPLE PRESS



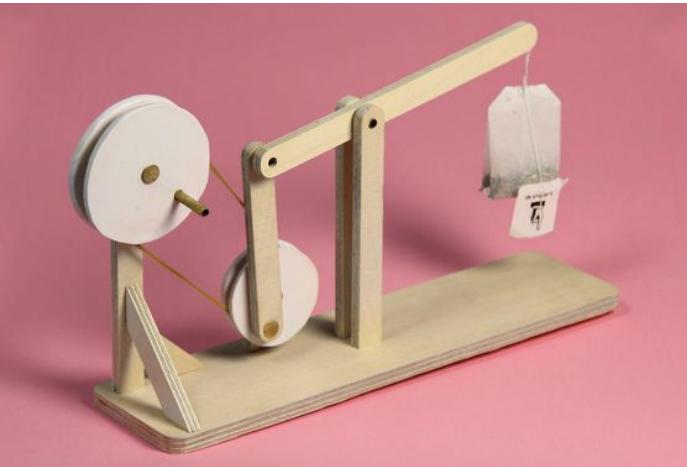
Design a traditional craft tool (weave / lace / knit / embroidery etc...)



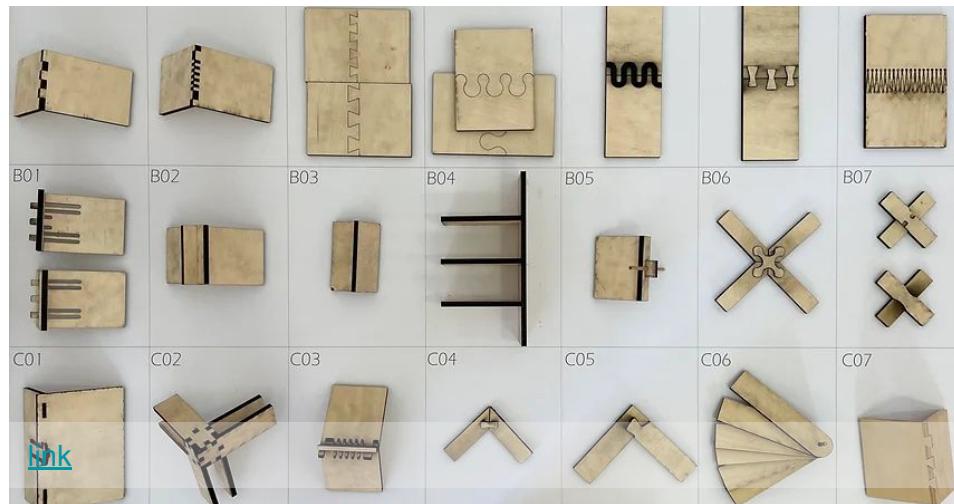
Design a deployable structure



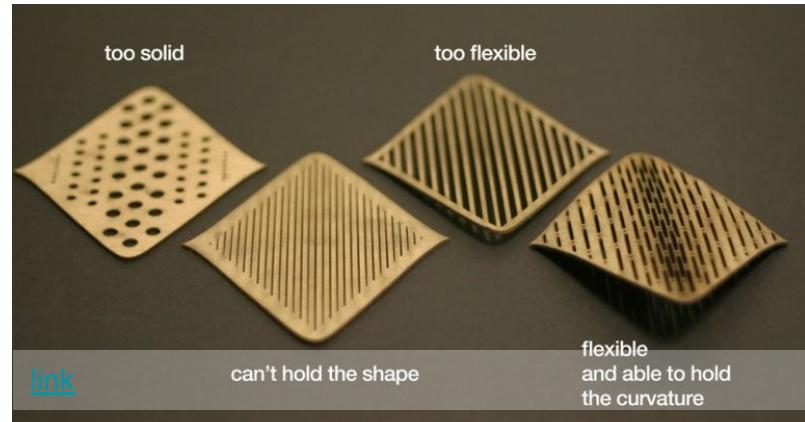
Kits/joints - design to interact with existing situation/product



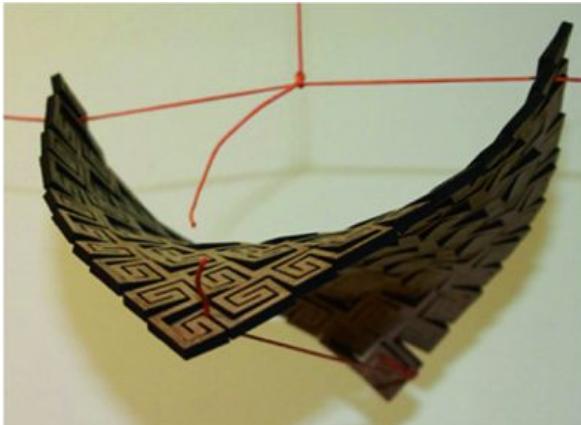
Design a mechanism



Design various joints - documenting their parameters



Kerfing - experiment with a series of patterns to find the most flexible

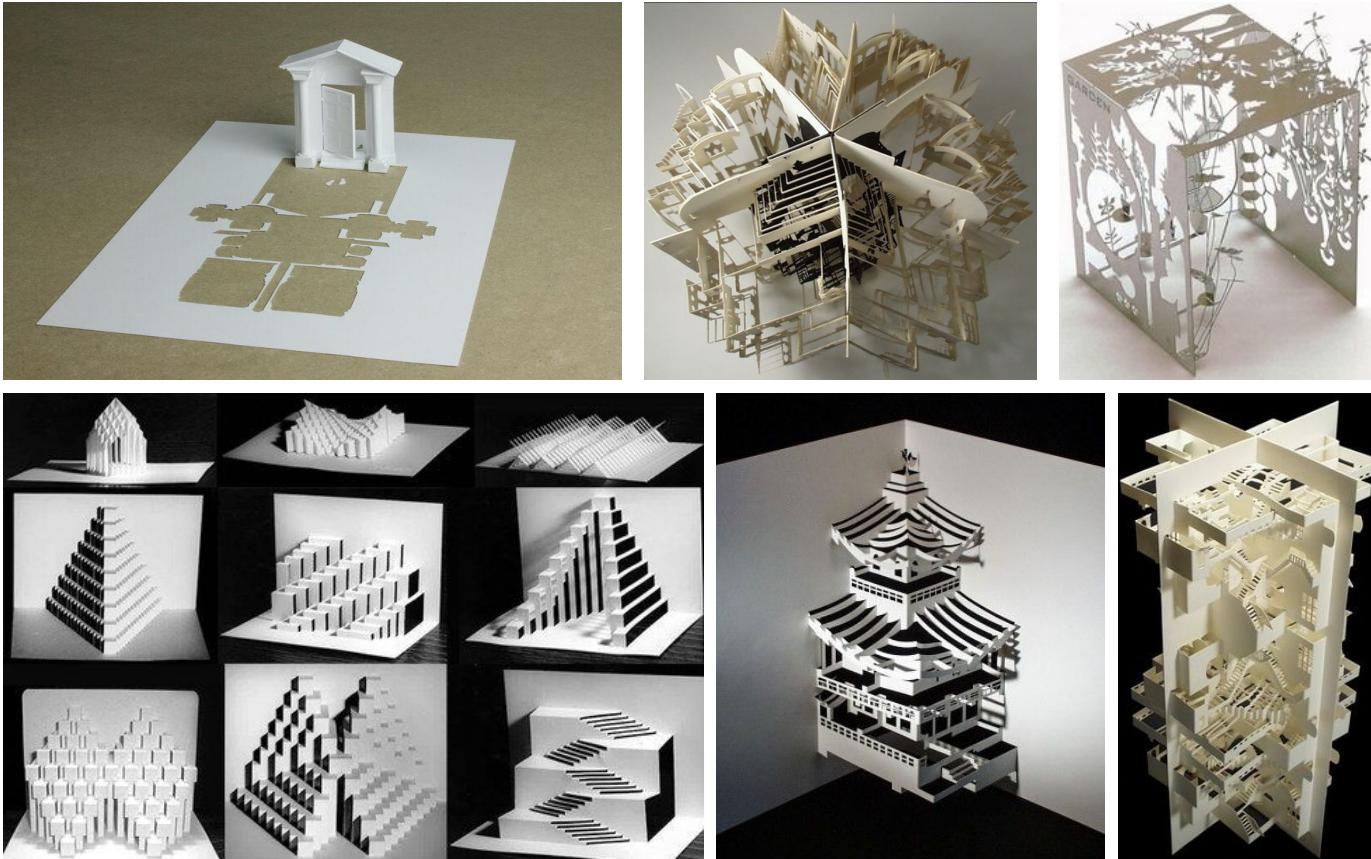


[link](#)

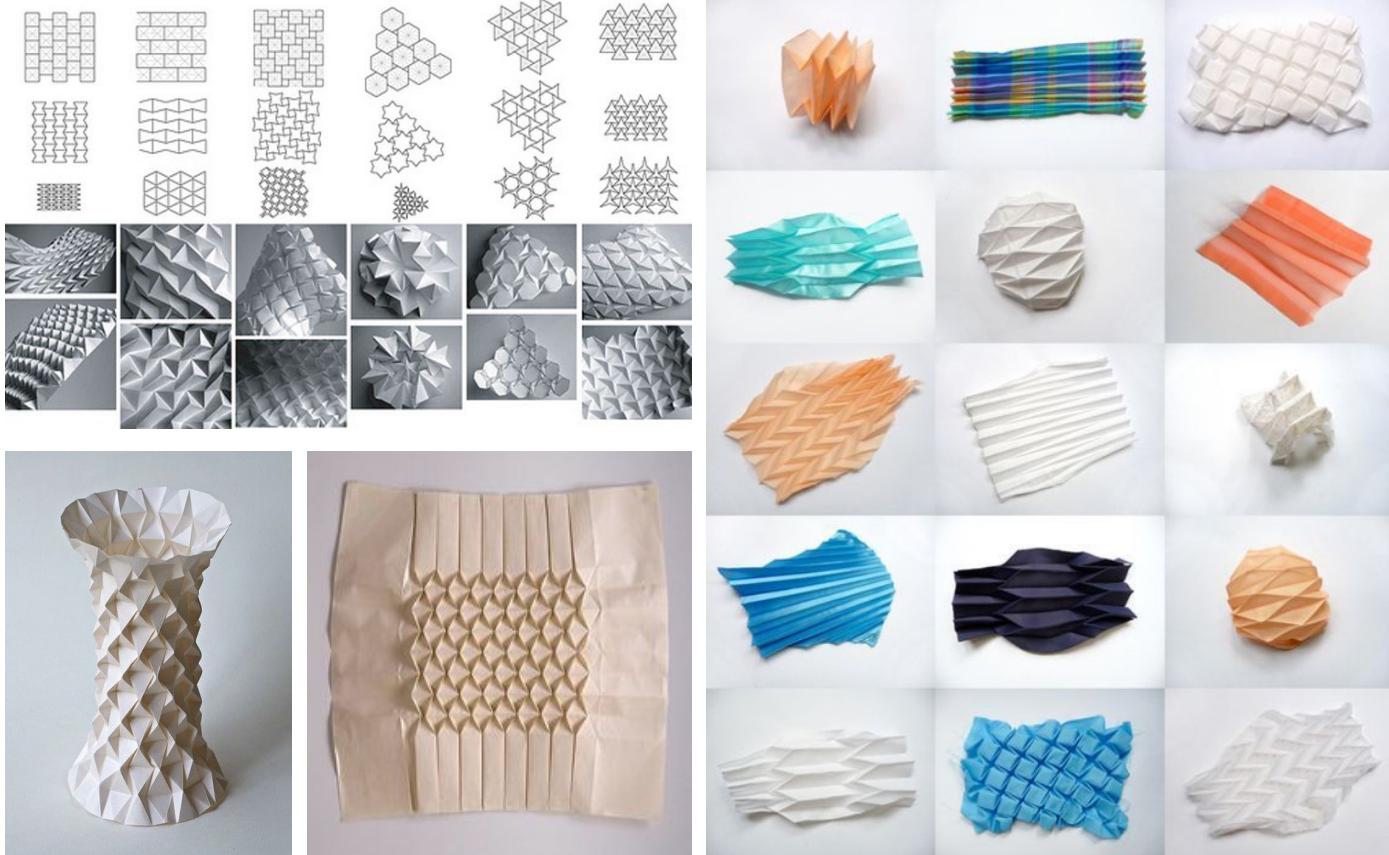
Kerfing - explore double curvature

[link](#)

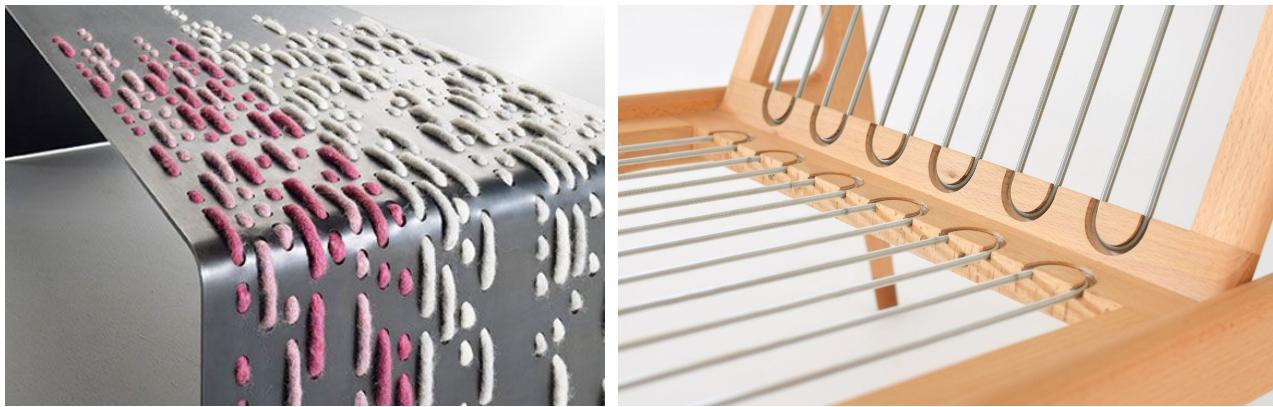
Kerfing - design a usable object



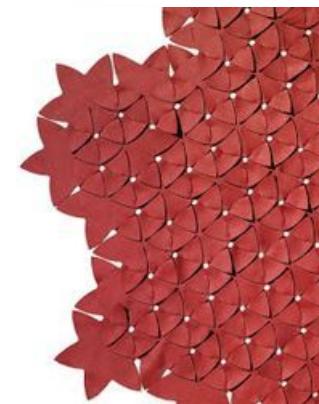
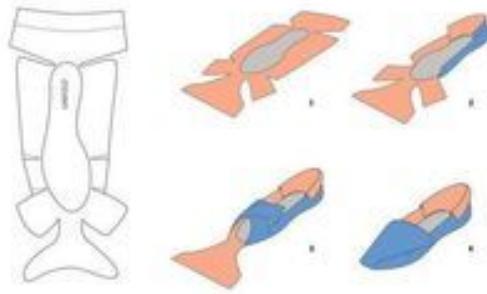
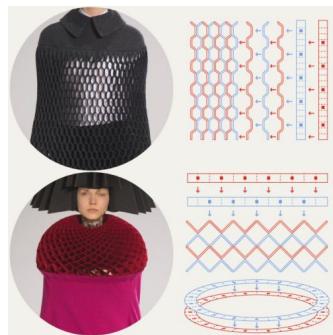
Paper - use kirigami for an architectural model



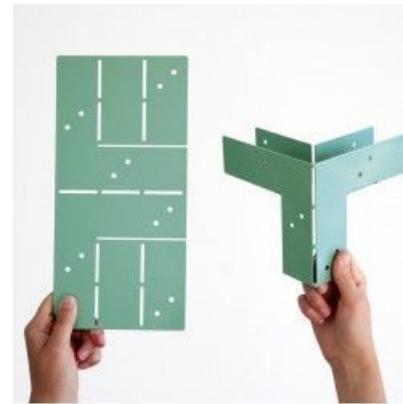
Paper - experiment with different origami patterns

[link](#)[link](#)

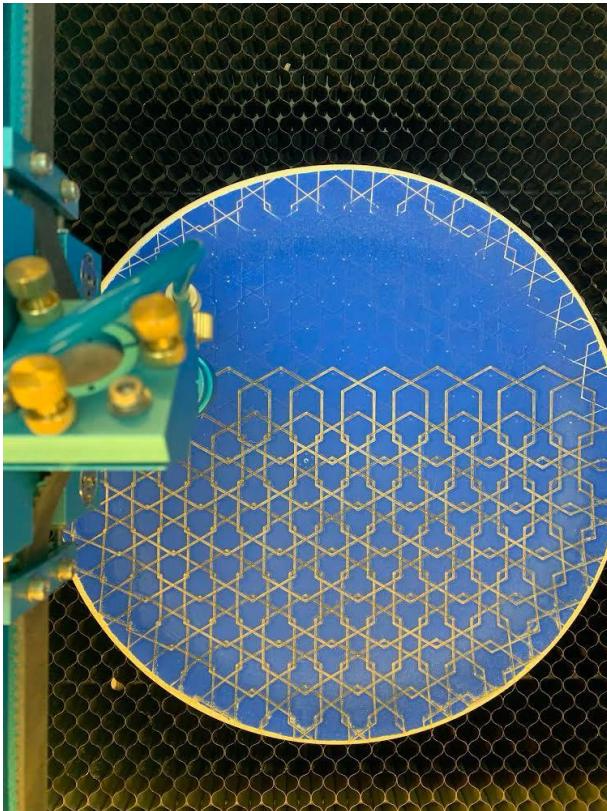
Design something that connects to another material (not with glue)



Textile - design a no glue 3d object



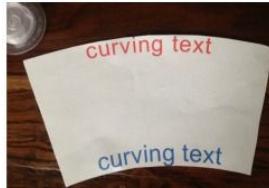
Metal - design a no joints 3d structure



Ceramics - use different laser parameters to create different results on ceramics



Curved vs Straight



Bottom



Top



curving text



(n)either (n)or

neither(n)or is a double-sided; it establishes a mark that is also a limit. The exhibition simultaneously enunciates a comparison (either inside or outside) and a negative conjunction (neither self nor other). To explore the productive difference of inhabiting the permeable and shifting boundaries that constitute binary distinctions, the exhibition brings together contemporary artists who approach liminality as a permanent condition rather than a transient state. Three main distinctions emphasize the multiple readings of the artworks and their resonances: language and experience, death and birth, depth and surface. Characterizing these works is a resistance against categories that commodify, gender, and racialize bodies. While some artists investigate the transformative nature of the body, others explore the interplay of imagery and materiality. Rather than closure, resolution,

Vinyl - cut something complex (applied to 3d object / lettering / multiparts and colors)