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Populating Praxis of Place, Stonehenge: An Interdisciplinary Collaboration

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School of Art, Design & Architecture Research Conference 2016 January 14th 2016 *Populating Praxis of Place, Stonehenge: An Interdisciplinary Collaboration*

ADA in materials and visual culture:

The session addressed the role of materials in the production of new knowledge in art and design practice and theory. Historically art and design has always involved collaborative exchanges: between artists, historians, theorists, consultants, designers, technicians, engineers and policy makers. Today new technologies and innovations - capturing form with data is just one example – offer opportunities for artists and designers to engage in novel trans-disciplinary research relationships. This poses the question how to initiate, develop and sustain research collaborations beyond the conventions of our traditional disciplinary boundaries?

Chair: Dr Alison Rowley

ABSTRACT:

CATERINA BENINCASA-SHARMAN, ANDREW TAYLOR & ERTU UNVER

This presentation, discussed the potential and efficacy of undertaking a praxis based methodology to investigate a combination of new Computer Aided Design tools to teach theoretical concepts related to space and place making. Traditionally, History and Theoretical teaching takes place in a lecture theatre with students viewing 2D images. The use of the population tool in 3D Studio Max and 123D Make were discussed in the light of making an animated film, and 3D ½ scale representation of a trilith from Stonehenge. Testing phases of the animation, trilith manufacture and student feedback were discussed. The interdisciplinary team concluded that this kinaesthetic and holistic pedagogy was appropriate in the teaching of place making and suggested further contexts of use.

KEY WORDS: Place making, Pedagogy, Fabrication, Population, Praxis, 3D

