

Design Meeting Schedule

Friday 3. November

- 9 am Arrival – Welcome breakfast
9:45 am Greeting and opening the event
10 am* Lectures by the participating universities or their students, 1st part followed by questions and discussion.
11:20 am **Break**
11:40 am** Lectures by the participating universities or their students, 2nd followed by questions and discussion
1 pm **Lunch Break and Networking**
2:30 pm Beginning of the Workshops
Main theme for the workshops 'Make and Manufacture' Presentation of themes.
The students sign up for the workshops.
Start of work in the various workshops.
6:30 pm **End of the day | Free evening**

Saturday 4. November

- 8 am Breakfast at the youth hostel
9 am Continue the work in the various workshops
1 am **Lunch Break and Networking**
2:30 pm Continue the work in the various workshops
6:30 pm **End of the day**

Sunday 5. November

- 8 pm **Breakfast at the youth hostel**
9 pm Continue the work in the various workshops and preparation of the final presentations
1 pm **Lunch Break**
2 pm Presentation and Restitution of workshops
4 pm **End of the meeting**



Haute école des arts du Rhin
Mulhouse – France

Design Meeting Rhin Supérieur
Workshops 3 – 5 Novembre 2017
Make and Manufacture

Network

Wifi: HEAR

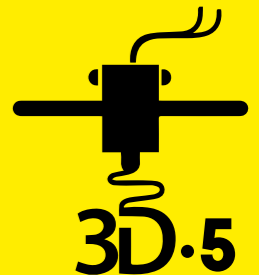
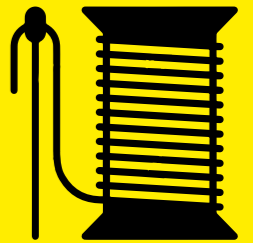
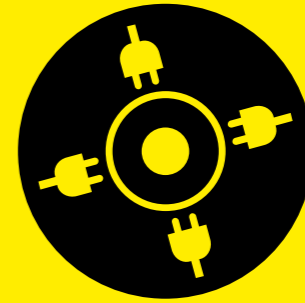
Pass: Hear@2016

Organisation

You can get to the HEAR by foot or by tram (number 2 or 3, tramstop Tour Nessel) from the station and the youth hostel.

Adresse

- Train Station
10, avenue du Général Leclerc
- Haute école des arts du Rhin
3 quai des Pêcheurs
+33 (0)3 69 77 77 20
- Youth Hostel
37 rue de L'illberg
+33 (0)3 89 56 23 62
- B&B hostel
38 Avenue de Colmar
+33 (0)8 92 70 22 15



The Haute école des arts du Rhin is organising this year the second meeting between the Design schools of the Eastern region. This meeting aims to bring together a maximum of schools with Masters students in Design, to share their subjects, their work, their questions and to encourage collaboration.

Today we wish to create a crossover of different research, methods and practices. The aim of this meeting is to create a dynamic that will crystallise fertile collaborations between disciplines in Design fields.

Thanks to all participating schools

from Germany:

Hochschule der Bildenden Künste Saar;

from Switzerland:

HGK – Hochschule für Gestaltung und Kunst Basel

Hochschule Luzern;

from France:

ESAD – École Supérieure d’Art et de Design

ENSAD — École Nationale Supérieure d’Art de design de Nancy

ESAL – Ecole supérieure d’Art de Lorraine

HEAR – Haute école des arts du Rhin

Université de Strasbourg.

Detail of the Student Lecture Programme

*1st part

- | | |
|--------------|---|
| 10 am | Présentation |
| | 1● Héloïse Montfourny and Anna Reihlen, (HEAR Textile Design) |
| | 2● Jasper Förtsch (HBK Saar) <i>Watchmasks</i> |
| | 3● Meriem Jean-Marie (Unistra Strasbourg) |
| | 4● Léa Procureur (ESAL Metz) |

**2de part

- | | |
|-----------------|--|
| 11:45 am | Presentation |
| | 5● Cléo Jouve Corneloup and Harmonie Begon (HEAR Design Strasbourg Mulhouse)
<i>Design and Craftmanship</i> |
| | 6● Manuel Wüst (Academy of Art and Design FHNW, Basel), <i>Tool, Not Weapon</i> |
| | 7● Chhail Khalsa (Hochschule Luzern) <i>ANUVAD</i> and Isabel Rosa Müggler |
| | 8● Pierre-Alexandre Hugron (ENSAD Nancy) |

12:45 am Questions and discussion

1:00 pm End of the presentations

Moderator: Nathalie Rolling

Workshops

Organisation

All workshops take place in the HEAR.

The workshops will start Friday at 2:30 pm
Students can register on the workshop presentation boards from 1:00 pm.

1. L’e.rtisan – a craftsman of the digital world

‘Artisanal products are made by craftsmen, either entirely by hand, or by hand tools or even by mechanical means. Provided that the direct manual contribution of the craftsman remains the most important component. The special nature of artisanal products is based on their distinctive characteristics: utilitarian, aesthetic, artistic, creative, cultural, decorative, functional, traditional, symbolic and important from a religious or social point of view’. Definition adopted by UNESCO for artisanal products.

The digital artisan is first and foremost an artisan like any other who works with digital raw material. This workshop will therefore question this future profession and how it can take its place in a world where all we do is buy, discard and replace.

The e-craftsman is someone who repairs, recycles, hacks, publishes their knowledge as open source material, and designs from digital objects.

The aim of this workshop is to create a platform for exchange between e.rtisans by publishing a website online.

You will consider the e.rtisan activity and the production of its first range of objects that will be sold on this website.

The first collection of objects on the site of e.rtisan will be on the theme of tools in tribute to the complaint of progress and will decline an ‘atomixer’, a ‘tourniquette’, a waffle gun, a slug iron, an ice stool, a ‘ratatine ordure’...

Teacher: Nathalia Moutinho

2. Shoes made from shoes

Create new shoes from second-hand shoes – and second-hand fabrics and materials. The students will only have access to needles, thread, pins, tape, staplers and textiles glue to redesign their own new shoes. We are living in a society where we have access to anything we want.

Nowadays it is so easy to throw away what we do not want anymore or what is not useful anymore because of the low prices.

Without thinking, without consciousness, we buy what the media prescribes us. For example, society is addicted to the newest gadgets, the latest fashion and the new colour sneakers that just arrived on the market. In this workshop, the students will experience how time-consuming it is to make your own creations without using any machines. I want to create awareness of the products which we buy every season, over and over again.

Teacher: Mijiam Spoolder

3. Not the Machine does it –

We make the Machine

A smartphone, a car, a coffee machine – the enumeration could go on indefinitely – we are surrounded by things or use things as a matter of course and have no or only a vague idea of how they work. We have learned to live with black boxes and to integrate them into our daily life; yes, we are dependent on these things. Who knows addresses and telephone numbers by heart? Who can read a timetable? Who can make a car work again if it stops? Every day we trust machines in which highly complex processes take place. We are convinced that they work, but we have no idea how they work.

In the workshop, machines are developed and built – the drive can be based on gravity, or with wind, tension, centrifugal force, etc. The machine can produce something, transport something, play or enchant. We experiment, explore possibilities, discuss and make

decisions. Our workshop is literally analogous. For three days it is all about tactile experiences, about materials with their specific properties, about weight and lightness, about energy in different kinds and dosages. It is about processes and the traceability of processes. At the end there should be a jointly developed work, a machine that we want to show the others.

Teachers: Valerie Notter de Rabanal and Heinz Wagner

4. Data object/object data

Due to the digitalisation of the design and production process and their combination it has never been easier for a designer to become a producer as well as for producer to design. We want to go even deeper in this Workshop.

Through the consideration of material objects/object classes and their digital counterparts a determined interdisciplinary understanding of the digital object and its reference to reality should be created.

We will try to create our own object class and thereby compare the two worlds.

Which concepts for describing objects are present? Which standards, tools and workflows have been created and how could the further development be envisaged?

When does an error become a quality feature? Digital vs analogue design and production process

Teacher: Hannes Käfer and Henrik Elburn

5. 3.5 D or how to make a semi-finished product with a 3D printer?

In a research perspective initiated by a young graduate in design (Dnsep 2017), this workshop experiments – the manufacture of a semi-finished product, by creating patterns and textures with different flexibility which can generate several remodelings or assemblies. It requires to use illustrator and IceSL a procedural modeler developed by INRIA. This workshop is organised as follows: – between drawing and production, the reduction of

intermediaries, for a speed of production...

Teachers: Alexandre Brugnoli, Pierre-Alexandre Hudron and Béatrice Selleron,

6. rosa rosam rosae

Dollfus-Mieg et Compagnie (DMC) is a textile company founded in Mulhouse in 1746. It was one of the largest textile and industrial groups in Europe in the 20th century. In the 1990’s, it lost 95% of its workforce. At the beginning of the 21st century, DMC is changing its logo and owner. DMC is now focusing on luxury textiles.

From DMC’s archives and from the book ‘Encyclopedia of Women’s Works’ by Thérèse de Dillmont, you have to work on the idea of ‘make and manufacture’ from a historical, economic and social perspective. Through DMC’s history, you have to create a piece about what has been, what is and what the manufacturer can be. The proposal can be didactic, poetic, visual, typographical, moving...
Teachers: Elamine Maecha

7. Standard/Custom

Demonstrate that design in its methodology can create value from a trivial element. How to illustrate a designer approach by upgrading simple and standard products? It is proposed that you improve or optimise cardboard tubes by assigning them new functions. You can use 3D printing, cut-outs, addition of new products or goods... on these tubes in order to give them a new unexpected, surprising and innovative destination. Any type of project is welcome: object, micro-architecture, installation...

Tell a story in the creation of your project. The important thing in a designer’s approach is not essentially the final product, but the whole process and history that led to its completion: document, compilation, film. It is the foundation that will legitimise the existence of your project. So pick up your pencils.

Teacher: Tamim Daoudi