Welcome to Artists' Toolkits!

2-3 workshops run at the same time. They last approx 15mins each.

Please attend any of the workshops you wish.

Please note the start times for each workshop and make sure you are in the right place!

Arrive >11am

11:10am

Rui Shu You Doodle, I Guess

You Doodle, I Guess is an interactive game of imaginative drawing. You will doodle to guess what others are thinking, both as a creative exercise, and to play with your own art practice.

Chris Coatham Keyword Exchange

Keyword Exchange invites you to disclose obscure materials through the articulation of KEYWORDS for use as the basis of an experimental knowledge EXCHANGE.

Shuwen Chen Everyone is Key

This game is inspired by drawing 'keyframes' for animation production. The game provides a script, you work together to complete a small animation based on the story. Each participant in this game is 'keyed'.

11:10am

11:35am

11:35am

Take apart various parts of a person, such as hair,

participant takes one part each, determines a set of

Participants must remember the words spoken by

their peers and be able to say the words spoken by

each other immediately when it is your turn. Words

are repeated only once per round.

face, torso, upper limbs, lower limbs, etc. Each

Weixiao Wei

Jialing Zou

Best Memory

Make up a Person

12:00 noon

Ziyu Dang At the Moment

Feel the temperature of the moment. Draw it. Exchange your drawing, then model it in clay. We will conclude with a lightning crit.

Shireen Chen Hopscotch Time Up

Draw on the wall, jump in the squares. This workshop re-imagines hopscotch as an art assignment. Working in pairs, one participant creates markers for their peer to draw in.

Dave Molnar <u>Is and Isn't</u>

Participants are encouraged to look at art and art making materials in different ways, and consider what things are, aren't and could be.

12:00 noon

1pm Depart>

1:00pm FIN

Peiying Gu Fall into the Network

Have you ever fantasized that one day you accidentally opened the portal of the Network and entered the world of Cyberpunk? Distortion, twisting, chasing, unconsciousness ... Reality and virtuality, where do you actually belong to? Are you ready for it? For now.

12:25pm

Kejing Sun <u>Making a Simple Specimen</u>

Participants are encouraged to create some specimens by following simple and clear steps. This is to inspire you to consider how simple/day-to-day materials can be used to create artworks.

Dami Lee <u>Monads</u>

Monads are immaterial, eternal, and indestructible elementary substances governing the cosmos. An individual is a monad participating in a larger social construction. My workshop will construct a sociological portrait of its participants.

12:25pm