How can using reclaimed materials to help us to create visually stunning productions? How can we change our perceptions of design, and how we approach it?

How can design fit the needs of designers without it being limiting?

Co-collaborators:

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FASTLION TRASTLION



NEWSPAPER DRESS



Students are now entering higher education with the "End Game" in mind. This is now bleeding into their creative work. It is no longer the process, but rather the finished product. In addition to the increase of educational expenses and decrease departmental funding. College students are tasked with creating more with less.





BIKE PART

CHANDELIER

Teaching students to "play" with nontraditional material within a prescribed context such as a script or design assignment allows room to experiment and move back to the process of "creating", rather than the process of "finishing."



How can this fit the what is needed?

How can I fold this, break this, tear this?



Raw non-traditional material



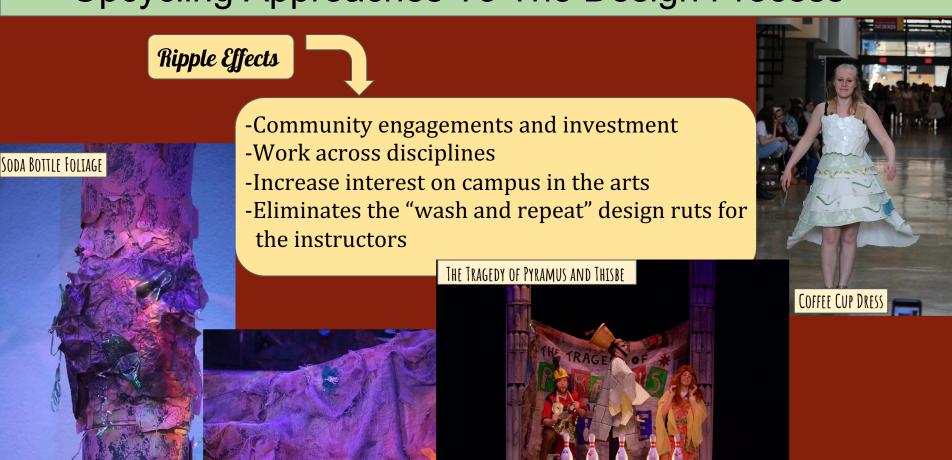
Creative problem solving



Students working with reclaimed materials begin to develop a strong sense of ownership towards the work, not to mention their ability to problem solve vastly increases once the process is accepted.







BURLAP FACING, SCHOOL FOLDER FLOWERS