



PATH Creative Arts Summer School

Access and Opportunity

Do you want to explore your creative interests and meet other like-minded people?

Do you want to pursue a career in the creative industries in Ireland?

Do you want to try out different artforms in colleges in Dublin in an exploratory and fun way?

The second Creative Arts Summer School will take place in Dublin from Monday 24 – Friday 28 June 2019. This exciting new project, funded by the Department of Education and Skills Progression for Access to Higher Education (PATH) fund is a collaboration between the National College of Art and Design, Trinity College Dublin, Marino Institute of Education, University College Dublin and the Institute of Art, Design and Technology. Please visit <https://www.ncad.ie/cass> to apply.

Schedule of events

MONDAY

National College of Art and Design (NCAD)

Virtual Reality

This workshop will introduce participants to fundamental aspects of virtual reality as a tool for creative expression. The workshop will provide a practical hands-on introduction to the 3D Media Lab in NCAD, with participants testing and exploring Oculus Touch and Vive virtual reality technologies and software. Participants will have the opportunity to explore 3D volumetric film making techniques, create a simple three-dimensional virtual environment and scene and will gain valuable insight into the workflow required to produce experimental and creative virtual reality work.

Portfolio Preparation

The portfolio preparation workshop will guide the students through an overview of the process of creating a portfolio of artwork that will cater for entry into third level art colleges. Students will

engage in a series of drawing and mind mapping exercises to introduce them to the beginning stages of creating a portfolio.

Please bring in a range of objects to the workshop, guided by the following key words, Navigation-Monument-Platform-Character -Convergence-Community, as we will use these objects as a source to generate ideas and begin the drawing process.

Fibre to Fabric

Where do fibres originate from? What fibres are we wearing? What do we use every day that is woven? Textile and Surface Design students focus on designing and creating fabrics and materials for use in fashion, accessories, interiors and the broader design field. Looking at identifying fibres, woven materials and constructing textiles, participants on this workshop will explore texture, colour and pattern through the interlacing of threads. Working in a design studio they will have the opportunity to design and construct a wearable object.

Turning Hems: Generating Fashion Ideas Through the Design Process.

During this workshop, participants will have the opportunity to gather a collection of colours and shapes from fashion magazines and they will present a mood board of the findings. Working in a studio based environment, they will engage with Fashion Design graduates in draping fabric samples onto mannequin stands to re-interpret their own mood board and will create new and original shapes, realising them onto the body as garments.

TUESDAY

Marino Institute of Education (MIE)

Creative Habits of Mind: Performing

This creative dance and drama workshop explores the movement of the body with and without music using the properties of dance, and drama elements and strategies. Key themes such as identity, conflict, physical environments, emotions and links to our everyday lives will be explored through the medium of creative dance and drama. Specific links will be made between the content encountered across other workshops through an integrated approach that portrays the potential of creative dance and drama as a representation across a variety of contexts. Fun interactive games will be used to develop the properties of dance and drama and themes will form connections to events in our everyday lives. Resources and organisational set ups will include silhouette performances where light and shadows provide anonymity for the performers.

Creative Habits of Mind: Composing

This cross-discipline workshop will focus on unlocking the creativity of its participants through inclusive and practical exercises, focusing first on the smallest building blocks of writing and music, then on how to layer them and construct more complicated work, before bringing music and writing together to show that there is an underlying commonality between all creative arts. We'll deconstruct the idea of inspiration, showing that being creative is not a talent - it is a muscle, a

process that can be practised - before providing a clear blueprint as to how this process can be taught in turn.

Creative Habits of Mind: Responding

"We often forget that WE ARE NATURE. Nature is not something separate from us. So when we say that we have lost our connection to nature, we've lost our connection to ourselves" - Andy Goldsworthy

Why go outside? Working outdoors provides an opportunity to explore, experience and make meaning of the natural world. Away from the constraints of the classroom or lecture theatre we can think bigger, work bigger and connect with the magic of our immediate environment. In this session we will be using natural and found materials to conjure up dens and potions, journey sticks and sound maps; We will look at colour systems using what we find, feeding our imaginations, exploring physical spaces and imaginary places. It's a wonderful world, so let's get out and discover it!

WEDNESDAY

University College Dublin (UCD)

Experimental Archaeology: Education through Experience

This workshop offers to the opportunity to tour the UCD Centre for Experimental Archaeology and Material Culture, getting up-close and personal with the centre's ongoing experimental research. Experimental archaeology is a very hands-on, first person approach to learning and the UCD Experimental Centre is one of the only specifically designed and dedicated, on-campus university facilities in the world for experimental archaeology and material culture studies. Participants will get the opportunity to learn about recent projects being undertaken at the centre by our staff and students, including house reconstructions, food production and metal working, and they will get the chance to learn practically about archaeological material through replica artefact handling collections.

Scale, Body and Space in Architecture

Participants in this practical studio based workshop will be introduced to the architectural concept of scale and the fundamentals of human inhabitation of space. Through the construction of a cardboard model to scale they will explore the relationship of the human figure in a space of their own design.

Quavers to Quadratics

Quavers to Quadratics in an interactive workshop which poses the question: what do music and science have in common? Through an engaging series of tasks and investigations, participants explore why different instruments look and sound the way they do; and examine sound, resonance and vibration using both musical and scientific equipment.

Irish painting and its contribution to the visual story of Ireland

This workshop will aim to introduce Ireland's pictorial history via an engagement with and an examination of significant works of art that hang on the walls of Ireland's galleries and museums. It will chart the development of Irish easel painting from its contentious beginnings in the late 1600's, through its depictions of Ireland's colonial status in the 1700's and culminate on the international journey it had to take in order to place it as one of the major contributors to Irish arts in the early 20th century. Through analysis and discussion, students will consider the visualisation of Irish politics, the effects of colonization on the landscape, and the varying influences that helped shape Irish art.

THURSDAY

IADT

Animation

Participants in this workshop will be invited into the animation studio in IADT to gain an insight into what it takes to become an animation production artist. This two hour interactive workshop will give students an introduction to animation and they will have an opportunity to gain practical experience in the studio

TV and Film

This workshop offers an exciting insight into what it would be like to study the BA in Film and Television Production in IADT. The workshop will be based in IADT's studio where participants will learn the basics of camera and lighting operation, it will give students an opportunity to gain hands on experience with the equipment.

Make-Up for Stage and Screen

A make-up/prosthetics designer works on feature films, television dramas, television commercials, music videos, and theatre, opera and dance performances.

The make-up course at IADT, provides the necessary skills to work on feature films, television dramas, television commercials, music videos, and theatre, opera and dance performances. You will learn how to focus on a performer's body and create appropriate characters based on a given script using make-up, postiche, wigs and prosthetics. While gaining the experience and knowledge need to liaise with the director and the rest of the design team to discuss the interpretation of the script.

In this workshop, you will get a taste of how this process works, through the combination of theory and practice, we will talk you through it, then you will have a go at doing it!

Costume for Stage and Screen

As a costume designer, the inspiration for the clothes you design comes from the script of the piece you are working on. Your main concern is with telling a story and with the creation of the characters within that story. The designer works as part of a team, so, whether for stage (theatre, dance or opera) or screen (film or television), the designer collaborates closely with the director, other members of the creative team and the costume department to establish the visual style of the

production. The work may involve the accurate re-creation of costumes from a particular period or the invention of a completely imagined world.

The Costume Design course at IADT comprises both costume design and costume construction, so you learn the process of creating a character from the first idea you have when reading the script to the last button you sew on the bodice of a finished costume.

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FRIDAY

Trinity College Dublin

Hero's Journey

This workshop is focused on writing and illustration, focusing on visual and textural narratives to facilitate and support students to create their own stories. Using a concise version of the Hero's journey as a template, the workshop focuses on plotting, structure, characters (highlighting ways to create and strengthen the individual roles of the protagonist, mentor and antagonist), dialogue and point of view, aiming to provide each student with essential creative writing and drawing tools. This course is open to anyone with a love of drawing, writing and dreaming up stories.

Why Study Drama?

Why study drama? One may think drama consists of actors running around a stage reciting "to be or not to be" whilst holding a skull, or it is someone bursting into a Cabaret number. However, we are not here to regurgitate the boring snooze fest of bad Shakespeare, we are here to make devised theatre. What is devised theatre I hear you say? It's theatre made by YOU, sprung from a personal reaction to the world around you. This workshop will begin with ice-breakers and a light, fun warm-up- so students should make sure they bring water. The seminar part will feature what devised theatre is and the functions of it. Participants are advised to wear appropriate footwear and comfortable clothes if possible. Just bring your own creativity.

Writing on Film

The audio-visual form is, without a doubt, the most culturally important medium of our age. From YouTube videos and Instagram stories, to the latest Avenger blockbuster, all these things come from the meeting of moving image and sound. So why write about film? It contains the building blocks of our current screen universe. Be prepared to explore cinema the best way we can in our Writing on Film seminar; by talking and writing about it. We might be giving you a tour of the film world, but you will have to bring your own creative ideas!

Tinkering with Science Gallery Dublin

In 2008, a forgotten corner of Trinity College Dublin was transformed into a living experiment called Science Gallery Dublin. Tinkering is an inclusive, innovative and collaborative educational approach

with an aim to promote lifelong engagement with science. In this workshop led by Science Gallery Dublin, participants will have the opportunity to 'think with their hands', express their creativity and engage with science, all through making, building, taking things apart and creating something new, aka tinkering. Participants will be encouraged to develop their creative confidence and critical thinking, key 21st-century skills.