

September 10 – 28

Digital Realities: integrating digital & traditional fabrication methods

Vivian Beer & Michael Lorsung

SKILL LEVEL: III to IV

CONCEPT: This workshop provides participants the opportunity to hone their skills with CAD, and put these into practice using state of the art CAD/CAM equipment to bring digitally designed components into reality. Design, cut, and shape material digitally, and then use a cadre of traditional sculpture methods to synthesize these ingredients into larger sculptural compositions. This course provides the freedom to explore the place of digital fabrication in a contemporary studio practice.

MEDIA & TECHNIQUES: Students have access to staff and faculty familiar with the specific CNC tooling, CAD/ CAM design software, as well as all of the metal, wood, and other media fabrication facilities available in the sculpture studio here at Anderson Ranch.

ACTIVITIES: Technical demonstrations involving CAD, CAM, and machining, lectures, and one-on-one and group discussions are central to the daily activities.

FACULTY: Vivian Beer is a studio artist based in New England. She holds an M.F.A. from Cranbrook Academy of Art and teaches at Haystack Mountain School of Crafts, Penland School of Crafts, Purchase College, SUNY and the Center for Metal Arts. Her national exhibitions include public art in Winslow Park and Portland, Maine, and Old Morse in Cambridge, Mass.

www.vivianbeer.com

Michael Lorsung is a transmedia artist based in Colorado. Michael earned his M.F.A. from Ohio University in Athens Ohio. His work investigates the similitude between the value of craft objects, and that of industrially produced goods. Michael is the studio coordinator for sculpture at Anderson Ranch.

www.justanassembler.com



Vivian Beer, Untitled

Tuition: \$1,475 OR Tuition + Studio Support Donation: \$2,075

Registration Fee: \$45

Studio Fee: \$325

Code: S1513-18

Enrollment Limit: 10

Registration opens

January 2, 2018

9:00 AM MST

Register online at andersonranch.org

phone (970) 923-3181

fax (970) 923- 3871

Contact Artistic Director

Doug Casebeer with questions

at 970/923-3181 x238 or Studio

Coordinator Michael Lorsung at

970/923-3181 x237.

sculpture skill levels

Open to All – Students of any skill level.

Level I – Students are new to sculpture and have no formal training.

Level II – Students have a basic knowledge of 3-D art making and sculpture concepts and are comfortable using a variety of hand and power tools. Students have taken one or two sculpture classes or workshops.

Level III – Students have experience with a variety of materials and fabrication techniques and know how to use hand and power tools competently and safely. Students are self-starting with some formal training in critical aspects of sculpture and have completed a portfolio of work. Students have taken a minimum of three classes or workshops.

Level IV – Students have advanced skills

and knowledge of sculpture. Students are highly motivated, have a minimum of five years experience in the field and have multiple portfolios of their artwork. Typical students are academics and professional artists.