**MAKING VISIBLE**

**workshop resource**

***How do you experience art? You may think that you look at art with your eyes only, yet you experience art with all of your senses.***

The workshop Making visible at QUT Art Museum explores different ways of seeing, through a tour of the exhibition Vis-ability and creation of your own tactile response to an artwork in the show. Vis-ability brings together recent acquisitions from the QUT Art Collection and incorporates ways of engaging with the collection to challenge our sight-driven experience of art.

During this workshop you will analyse, evaluate and engage with:

* The artworks in the QUT Art Collection
* The exhibition design
* Different viewpoints in contemporary art
* Use of technologies
* A design process

You will put these learnings into practice to produce designed solutions, which expand the way art is experienced and understood through the sense of touch.

**The differences between seeing with your eyes and seeing through touch when experiencing visual art:**

* Sight is passive while touch is dynamic
* Sight is instantaneous while touch is sequential and requires more time
* Sight can take in complicated ideas while touch needs to be simple
* Touch involves using your body and your emotions

**Three steps to create art through touch based on something visual**

***Editing:*** choose one thing that you would like to communicate about the original artwork and limit information by reducing clutter

***Transferral:*** take out purely visual elements and look for elements that would be interesting to touch

***Production:*** create a small piece of art focused on touch

**Simple ideas work best when creating art through touch. Simple ideas might include one of the following:**

* General impression of the original artwork (e.g. shape, layout, composition)
* Technical compositional features (e.g. perspective, overlap, illusion)
* Textures of things represented in the image (e.g. wood, plants, brick)
* Actual materials in paintings (e.g. straw, paper)

**Engaging in a design process to create a tactile interpretation of an artwork**

***Define your main idea:*** Based on your observations of the original artwork decide what you would like to communicate through touch. Allow your focus to become more specific as you develop the idea.

***Ideate:*** Keeping your idea in mind and explore possible solutions through sketches, mind-mapping, lists of words, or modeling.

***Play with materials:*** Use your materials in various ways to see how you can represent touch. Layer, twist, roll, bend, press, cut, tear - what other techniques can you use?

***Check-in:*** Evaluate your ideas with others. See how other people experience touch. Determine which of your ideas is best.

***Create:*** Take your best idea and make it. Be creative!

***Evaluate:*** What works and doesn’t work about this design concept? What do you recommend for the future?



(image QUT Art Museum logo)

**Publisher**

QUT Art Museum

QUT

GPO Box 2434

Brisbane QLD 4001 Australia

www.artmuseum.qut.edu.au

07 3138 5370

Making visible workshop resource written by Dr Megan Strickfaden, Aymeric Vildieu, Dr Jasmien Herssens, and Dr Janice Rieger, 2019

Published on the occasion of the exhibition *Vis-ability* at QUT Art Museum, 11 May – 4 August 2019

© QUT and contributors

Apart from fair dealing for the purposes of private study, research, criticism or review as permitted under the Copyright Act, no part of this publication may be reproduced without permission of the publisher.