

WORLD TWO: **My Magical Me in a Magical World** with Luca Bosani

WORKSHOP DAY 1

WEEK 1 12.30 - 3 PM

Class preview

What to expect during the workshop

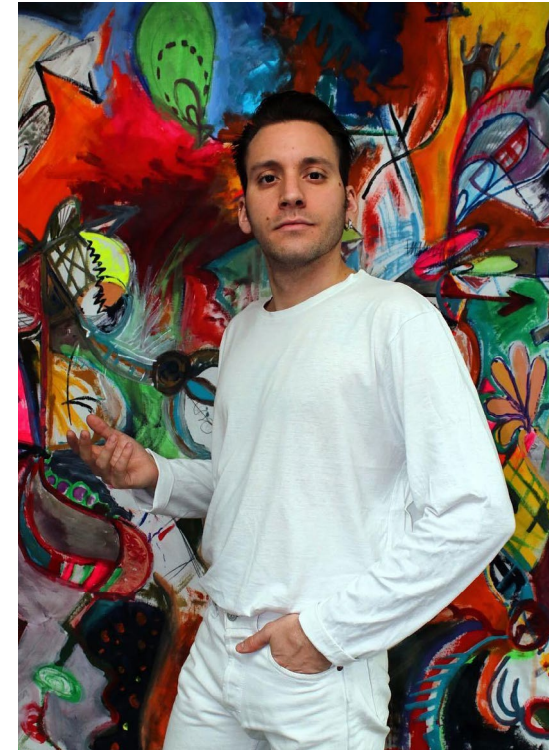
A warm-up activity to better know each other followed by a materials check and a presentation of activity. I will introduce you some established inspiring artist working with identity and characters. Then I will show some of my techniques and methodologies to create your own magical character.

Break (10 mins)

We will then entirely focus on the development of your own character, while the other participants will work on their project. On rotation I will talk directly to each one of you, identifying possible paths to follow.

Break (5 mins)

We will close day 1 with a plan for the upcoming days before day 2.



Guiding question and aims

What is a character?

What is a persona?

Which is the role of clothing in the definition of our identities?

Exploring the power of dressing

Can magic and imagination impact on our daily activities?

Who are we today and what can we be tomorrow?

What we will explore

Garment making

Character development

Our identities (individually and collectively)



Warm-Up activity

- 1) What is a character?
- 2) What is a persona?
- 3) Describe your identity using three words
- 4) What's your favorite colour? What does it represent to you?

Check materials

Masks

Acrylics

Brushes

Old Garments

Scissors

Stand (for following days)

White Fabric (for following days)

Presentation of activity

Introduction of activity:

- What are we today and can we be tomorrow?
- Which is the role of clothing in the definition of our identities?
- What does magic mean?

Using the garments you collected, acrylics, brushes and the provided masks we will develop together your magical character

Examples of artists working with wearable art and character development for inspiration



Yinka Shonibare: Fabric, Prints, Colour, Politics

Examples of artists working with wearable art and character development for inspiration



Rebecca Horn: Body extension, Protection, Enclosing, Opening

Examples of artists working with wearable art and character development for inspiration



Lee Bull: Sci-fi, Bodily, Monstrous



Matthew Barney: Alchemy, Magic, Surreal, Hybrid, Prosthetics

Examples of artists working with wearable art and character development for inspiration



Paul Kindersley: Palyful, Camp, Dreamy, Pop, Face Paint

Luca's characters and techniques



Flinch: Face Paint, Painted Garment, Plain Garment



Gender bending figure: Sculptural hat, High stilettos, Raincoat

Luca's characters and techniques



Knave of Radiance: Panited formal jacket, Formal shirt, Symbolic object, Pose

Luca's characters and techniques



Bomber trainer: Body paint, T-shirt modification with scissors, Pose + Movement

BREAK 10 minutes



Techniques Recap

Face paint - masks

Sculptural garments eg. Hats, shoes modified / altered

Key Objects - banana, heels, football kit

Cutting, Sewing

Padding, Adding

Removing, Highlighting



Let's work together

Together will start to develop your own character

On rotation I will speak invidually with each one of you,
identifying possible paths to follow

A brief feedback session on the initial work produced will
close this 1 hour session

BREAK 5 minutes



Action plan for the upcoming days (prior to day 2)

Continuing and finalising your character development and starting to think in which 'world' our character might live

Questions?

SEE YOU ON DAY 2 !

