

BENDIGO
TECH
SCHOOL



SPECIAL PROGRAM

NGV + BTS - *Escher X nendo* *| Between Two Worlds*

Go behind the scenes at the NGV,
learn about some amazing artists
and create your own, original works
of art.

Oki Sato (designer);
nendo, Tokyo (design studio)
Model for House No.1 House For Escher
collection 2018.
Photographer: Akihiro Yoshida
© Courtesy nendo



LA TROBE
UNIVERSITY

**NATIONAL GALLERY
OF VICTORIA NGV**



Education
and Training

NGV + BTS -

Escher X nendo | Between Two Worlds

Go behind the scenes at the NGV, learn about some amazing artists and create your own, original works of art.

Duration

1 Day or 2 Day

9:30 am – 2:30 pm

Dates

Commencing

March 2019

Learning Program Overview

Escher X nendo | Between Two Worlds is the first major Australian exhibition to feature the extraordinary work of Dutch artist M.C. Escher in dialogue with the work of acclaimed Japanese design studio nendo. This summer blockbuster exhibition creates a visionary and immersive exhibition that seamlessly presents the worlds of both Escher and nendo.

Students attending the Tech School for a NGV + BTS day will be able to experience the exhibition NGV virtually using 360 degree video techniques, look at the works of art, their history, creation and then, using the latest in technology, respond, recreate or re-imagine some of these works of art to create an original piece of their own.

nendo.jp

As one of the leading design studios in the world, [nendo](http://nendo.jp) (based in Japan) draw upon their unique design approach to transcend tradition; by manipulating geometry, space and perception. Their works include a range of designs and products including furniture, lighting, interiors, branding and graphics.

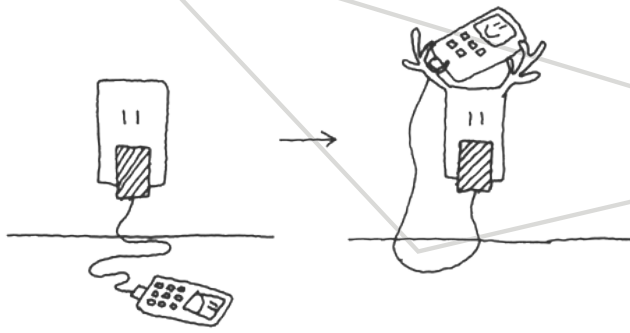
nendo is known for taking everyday objects and designs and adding a, at times incredibly simple, design addition or flair to provide new and unique functionality, such as the 2008 *socket-deer* (see overleaf).

In groups, students will look at a range of nendo's unique product and furniture designs for inspiration. From this, they will be tasked with developing a product of their own. Like nendo, this could be a creative take on an existing, everyday object or students may create a new product or piece of furniture.*

Students will go through many stages of design to create this product, from initial sketches and ideas, refinement, prototyping, testing and pitching their product to the rest of the class.

Students will also get an opportunity to create a prototype of their product on a range of technology such as 3D printed models or laser cut flat packed design.

**Due to the time consuming nature of 3D printing, students may not be able to take a completed work home on the day of the session. However, these works will be made available via students' schools for collection at a later date*



Success Criteria

- Demonstrate understanding of an artist or their art work by creating one's own artwork using a range of hi-tech manufacturing processes.
- Evidence of understanding of the Design Thinking process through student teams' completed works of art.

Outcomes - School Links

Year 7 - 12

- Visual Arts – Students create visual art works that communicate, challenge and express their own and others' ideas.
- Design and Technologies – Students will students plan and manage projects from conception to realisation to create quality designed solutions across a range of technologies.

Make a Booking

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