



Dear all,

Re: Feedback on Design Proposals

A recent meeting with ARRK, sponsors for the printing of the 'Inside Out' sculptures, has come up with some points that participating artists need to consider, when designing their sculptures:

- Make sure there are no unconnected (floating) elements.
- Be mindful of heavy pieces of material being supported or suspended by thin sections of material. Don't have work supported on too fine a base, eg on needle point legs with too much weight on top.
- Check that the proposed object is within the maximum polygon limit.
- The brief/process does not accommodate any colour other than that of the construction material (bone). Any surface differentiation will have to be introduced through such means as size, relief.
- If movement between the elements is desired, then leave a space of at least 0.4mm.
- Note that anything that tapers off to less than 0.3 of a millimetre will disappear.
- It is OK to have shapes intersecting as long as they are solid (closed shapes).
- If you have a 3D shape *fully* enclosed within a 3D shape (ie a negative 3D shape within a positive 3D shape) there will be no way for the filler material to be removed.
- If the work is not freestanding, you will have to construct an appropriate support (which needs to be accounted for from within the allocated size - 6cm x 6cm x 6cm).
- Consider utilizing degrees of thickness to produce degrees of transparency.
- All shapes must have three dimensions. Flat, two dimensional shapes won't work.

Additional advice:

- When designing your work do keep in mind the fact that the construction material is delicate.
- When designing your work do keep in mind that it will be exhibited at several galleries, so your design will need to accommodate handling, transport, assembly and disassembly.
- Make sure you construct your work to scale!!
- Don't construct your work at a large size then scale it down, as this is bound to lead to problems with minimum dimensions.
- What may look good at a larger size might not be as successful when scaled down in size, ie may appear too busy or have lost detail.

(18th January, 2010)

A REMINDER: PROJECTS MUST BE RECEIVED BY FEBRUARY 15TH