



WORKING GROUP: CONTEMPORARY ART

At the upcoming Cumulus Contemporary Art Working Group in Kolding we will have 2 presentations during our working group session. We hope that as in Nottingham, we can meet another time to discuss the ideas more fully.

Maria Kirk Mikkelsen, Design School Kolding

"Palet" is a practical research project that examines the relationship between the creation of color palettes, didactics and student learning" She describes her work like this: Colour Combos. Methods in design education.

It is the on-going development of a methodological tool for design students to be used in the creation of colour palettes. The project focuses on physical colour leaving out all issues concerning digital work. The observation of students' work with colour at Designskolen Kolding in Denmark show that their approach to creating palettes is often highly intuitive. This meaning that they tend to pick colours randomly and based on impulses. For those students who are natural colourists this approach can be satisfactory depending on the actual case they work on but for the majority this working procedure is linked to some problematic issues. The result of the impulsive approach can be that the students often work with the same personal and limited colour range project after project or they are inclined to choose whatever colours are in fashion at the moment. Since a design process is not entirely an intuitive process but influenced and controlled by various methods, this project investigates whether a defined methodology can be developed and implemented in the work with colour palettes in order to give more quality to the design of colour schemes.

The first part of the project concerns the development of the methods. The foundation for this is the existing colour theory and interviews with practising designers. Various theories about harmonious colour combinations has been tested and formulated as methods for the students. The second part concerns implementing the methods in colour classes and individual projects in design education.

Sheryl Haler, Ringling College of Art + Design

Costumes / fashion telegraph "where" and "when" – the period, genre, season, time of day, and dramatic context are the focus for this presentation. Costume design is never generic because people are not generic; they are defined by the culture in which they live. A Costume Designer must consider the complex elements of a culture that have manifested themselves in the style / influence of its fashion, i.e., the Japanese kimono to Japanese character / toy culture to Harajuku street fashion.

A key element to contemporary art and design can be the use of unexpected materials.

This project is a challenge to construct a 3-dimensional costume made of unexpected, common materials to interpret a historical costume – from a semester course on Costume Design.



Using paintings as inspiration for costuming requires going from 2-dimensional images to 3-dimensional sculptured forms. It is necessary to fill in missing elements since one never sees the full costume or garment in a painting: if you have the front you do not have the back ... so it has to be created by exploring shape, form, scale, texture, pattern and color for the front, back, top, bottom and both sides of the costume. This is an exciting and challenging part of the creative process – part imagination, part fashion history and, in the case of these costumes, part grocery store!

One of the challenges of making these costumes was to use every day contemporary materials and simple construction processes. Paper, cardboard, coffee filters, doilies, paper bags, cotton pads were cut, folded, draped, pleated, taped, glued and stapled to fashion these examples of creative paper couture.