

**Michigan Youth Arts Festival
2008 Art Workshop Information
8:30-11:30 a.m./ 1-4 p.m.
Friday May 9, 2008**

Name: _____ **Date:** _____

Please mark your first and second choice and return with your registration materials. You will be in one workshop for the entire day.

_____ **1. Book Arts Workshop**

Taught by Jeff Abshear
2170 Kahrman Hall

For the morning session:

The morning session will begin with an introduction to the history of Book Arts and a demonstration of hand bookmaking techniques. Then students will create a simple accordion book structure using professional binder board, book cloth, and archival materials.

For the afternoon session:

In the afternoon participants will learn to sew a sketchbook and then bind it using a non-adhesive technique. This simple structure has the appearance of a hardcover book but is made without the use of glue.

Limited to 15 participants

_____ **2. Really Big Inflatable Sculptures**

Taught by William Charland and friends
1311 Kahrman Hall

Morning and afternoon sessions:

Starting in the morning with human-scale collages exploring your origins, and the cultural, genetic, and personal stuff that has made you the artist you are, we will then expand into 3-dimensions (and into the public sphere) through the design and construction of monumental inflatable sculptures.

Limited to 10 participants

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_____ 3. Digital Imaging workshop

Taught by Professor Bill Davis
2309 Kehrman Hall

For the morning session:

Learn the fundamental differences between images as photographs and images as digits. Participants will practice various Photoshop menus and tools to prepare for the creation of their own "Multiples" image. Participants will also play the Proprioception Memory Game by pairing off and facing each other.

For the afternoon session:

The SAME participants will return from the morning workshop with their own digital cameras to make "Multiples" images in or around the Richmond Center for Visual Art, import, edit, and resample them into a master file. We will then create a Multiple file and discuss the influence and ideation of your work in our contemporary culture.

TO PARTICIPATE, ALL PARTICIPANTS MUST HAVE A DIGITAL CAMERA, A MEMORY CARD, AND THE APPROPRIATE CAMERA-TO-COMPUTER TRANSFER CABLES. THE FROSTIC SCHOOL OF ART CANNOT PROVIDE A DIGITAL CAMERA.

STUDENTS WHO WISH TO KEEP THEIR WORK SHOULD BRING A JUMP DRIVE WITH AT LEAST 128MB OF FREE SPACE.

Limited to 15 participants.