



Emerging Technology and Contemporary Art: What is 21st century Craft?

2017 College Art Association Annual Conference New York City

A session about emerging technology, contemporary art + architecture, and modern craft with presentations by four practicing artists and innovative educators.

Link: <http://conference.collegeart.org/programs/emerging-technology-and-contemporary-art-what-is-twenty-first-century-craft/>

When: Wednesday, February 15, 2017, 10:30 am – 12:00 pm

Location: NYC Hilton Midtown, Bryant Suite, 2nd Floor

Session Chairs:

Michelle LaFoe, AIA, Artist and Architect, Principal, OFFICE 52 Architecture

Isaac Campbell, AIA, Principal, OFFICE 52 Architecture

Speakers:

Alison Howell, KTP Associate, University of the West of England, Centre for Fine Print Research, UK and Project Manager, Burgess and Leigh Ltd.

David Costanza, Rice University, Department of Architecture, Visiting Technology Fellow

Mike Andrews, School of the Art Institute of Chicago, Department of Fiber and Material Studies

Ingrid Murphy, Cardiff Metropolitan University, Cardiff School of Art & Design, National Teaching Fellow HEA, FabLab Cardiff FabCre8 Research Group Leader

How do we define 21st century craft, and what do we mean by 'craft'? In the dictionary, craft is "a special skill, art or dexterity." It's tradition and innovation and how one transforms an idea into material form and the intuitive skill of working with that material to transform it. This occurs in one's studio with available tools, which change with innovation, such as the intertwining of advanced digital processes with traditional hand craftsmanship. One can see this at Haystack Mountain School of Craft with MIT's Center for Bits and Atoms and their joint fab lab digital fabrication facility that augments studio practices, with interdisciplinary work at both the School of the Art Institute of Chicago and UCSD in art, science and engineering, in the material ecology of designers at MIT, in ceramics with digitally controlled kilns and traditionally constructed ones, and in the making of physical study models during the architectural design process. The studio is the place where one experiments with a process, makes discoveries, and tests new ideas, tools and techniques, whether by hand, digital fabrication or a combination of both, to foster a dialogue about the creative process, technology, ingenuity, the work of the hand, and the physical embodiment of ideas. Yet is it still the hand that assembles the final work, even if components are generated digitally, or not? Does the work have traces of the production process with a tactile experience that creates intimacy on a detail level if made virtually, digitally and/or manually? Please join us: this panel will generate vibrant discussions about the topic of 21st century craft. #myCAA #CAA2017