

Brandon Ables

Teaching Portfolio

From Classes Taught at
Maryland Institute College of Art
Baltimore, MD
Fall 2021 – Spring 2022

Body/World/Machine Project 1

Paper Body Extension

We internalize our environments and interactions, and these things become an extension of us.

Create a wearable body extension sculpture out of paper and tape that represents the invisible extensions we take with us every day in our interactions with humans and our environments.



Body/World/Machine Project 2

Folding Box

- **Create a box that folds together to reveal a shape, word, initials, or object.**
 - Create box from folder (follow demonstration)
 - Sketch out possible approaches
 - Use scraps, extra folder material, and tape
- **Must have 1 form/shape attached to each of the 5 foldable sides.**
- Document your folding box in two stages
 1. Flat/unfolded
 2. When folded into box displaying interior form

References negative space, anamorphic art, and interactivity

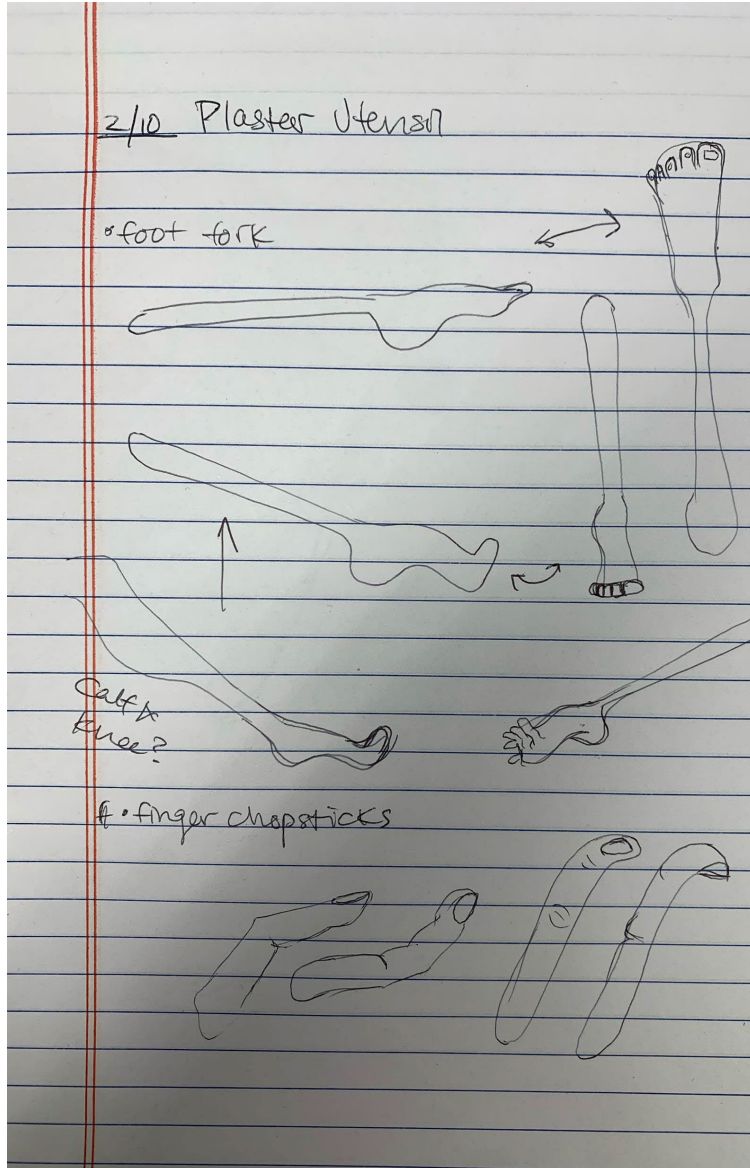


Plaster Utensil Project

Make an impossible or useless utensil (fork, knife, spoon, chopstick, something of your own invention) out of plaster using a clay mold.

- Start with a clay block
- Remove clay to create the shape and detail of the utensil
- Make plaster mix
- Pour plaster mix into clay
- Wait for plaster to dry
- Remove Clay
- If important to your design, add more detail to plaster utensil using pens, markers, paints, etc.

References Jacques Carelman's "Catalogue D'objets Introuvables »



Body/World/Machine Project 3

Paper, Cardboard, 3D Modeling, Unnecessary Addition

- **Choose an object** (not too small; a small object will be too difficult for this project). Choice of object is important because:
 - o Modeling in paper and cardboard
 - o 3D Model CAD
 - o Hedonic Adaptations
- 1. Make a series of observational and "plan" section drawings of it (with measurement notations)
- 2. Make a 1/1 scale paper model of it by hand with ONLY thin paper and tape
- 3. Make a 1/1 scale cardboard model of it by hand with ONLY cardboard and tape
- 4. Make a 3D Model of your object in Tinkercad
- Unnecessary Addition** - Design and make a 3D addition for your object in CARDBOARD and 3D MODELED in Tinkercad.
- 5. Make 3 sketches of possible additions before choosing 1 to make.
- 6. Addition should be made to fit object OR the paper or cardboard models. The unnecessary addition can be:
 - o Imaginative/Conceptual (like Komar & Melamid)
 - o Practical (Like occupational therapy designs)
 - o A hedonic adaptation (a new approach to interfacing with the object)
- 7. Make a 3D Model of your unnecessary addition in Tinkercad



Body/World/Machine Project 4

Make an object, tool, or apparatus that changes an action in an environment you spend a lot of time in.

Hedonic Adaptation - Hedonic adaptation refers to the notion that after positive (or negative) events (i.e., something good or bad happening to someone), and a subsequent increase in positive (or negative) feelings, people return to a relatively stable, baseline level of affect (Diener, Lucas, & Scollon, 2006)

Can Color Influence Our Behavior?



I chose two colors of paper, black and white, to test people's reactions. First I chose the Starbucks where I am most often seen. (Of course, I asked the staff.)

I found that eighty percent of the people chose to bypass the two pieces of paper. Fifteen percent of the people chose to step on the black paper. And the remaining five percent stepped on the white paper.

I found that the people who stepped on the paper were doing something else. For example, entering with friends or on the phone.

I found that these papers can influence people's behavior.

Hedonic Adaptation Project Using Wood

Make an object or tool that changes an action in an environment.

- Must use **WOOD** and at least 1 other material (not paper or cardboard, and not including binders like tape, glue, nails, etc.)
- 2' x 2' piece of plywood provided to each student
- 1 other material that best expresses your idea can include:
 - Textiles (sewing machines available in studio, will be demonstrated in class)
 - 3D print (free printing in MCS lab)
 - Plaster (available in studio)
 - Wire (available in studio)
 - Inflatable (plastic available in studio)
 - Ask if you have another material you wish to use
- Can be a continuation of the object used in paper/cardboard/3D project - with the adaptation/addition



Drafting Table Pencil and Phone Holder

I needed a place on the table to hold my phone and other items I need when I am drawing. I haven't been able to find anything like this on the market, so I decided to make one. It took a lot of time but it was worth it.

Project 5 - Installation

Make a space/environment that changes an action / or reimagines the action created in Project 4.

- Make one or more objects that change/create a new action at a site, in an environment, or in the documentation room here.
- Can incorporate/expand on Project 4 object/tool.
- Can relate installations to actions altered in Project 4.
- Try to incorporate 1 new material not used in Project 4.
- Demonstrate the relationship of a form to its space/place/context.
- Work site specifically or in response to the environment.

Competitive Tiki Toss

I started off with the concept of a tiki toss; a one player game that consists of swinging a ring onto a hook. I was inspired to make this because it was a game that I often played as a kid, and to give people that have never played this game before a chance to experience it. I took everything I made, waited for the perfect sunny day, brought it to the founder's green, and installed it on one of the trees. At first it was just me and my friends playing with the game I made, but it didn't take long until other people saw what we were doing and wanted to play along. This was exactly what the purpose of my project was, to bring people outside and bring them together through some good old competitive fun.



Prototype/Situate/Fabricate Project 1

Subconscious Shapes

Step 1 – Find your shape

- Uncover a subconscious shape from something you usually look at – bedroom wall, website, photo, painting, TV show opening credits, etc.
- Use app.gazerecorder.com and/or sketch freehand (using memory + imagination) the usual path your eyes follow looking at your chosen subject and create at least 15 shapes.

Step 2 - Transfer the shape to the Folder material (2D)

Step 3 – Transfer the Shape to Paper (3D)



Prototype/Situate/Fabricate Project 2

Inflatables

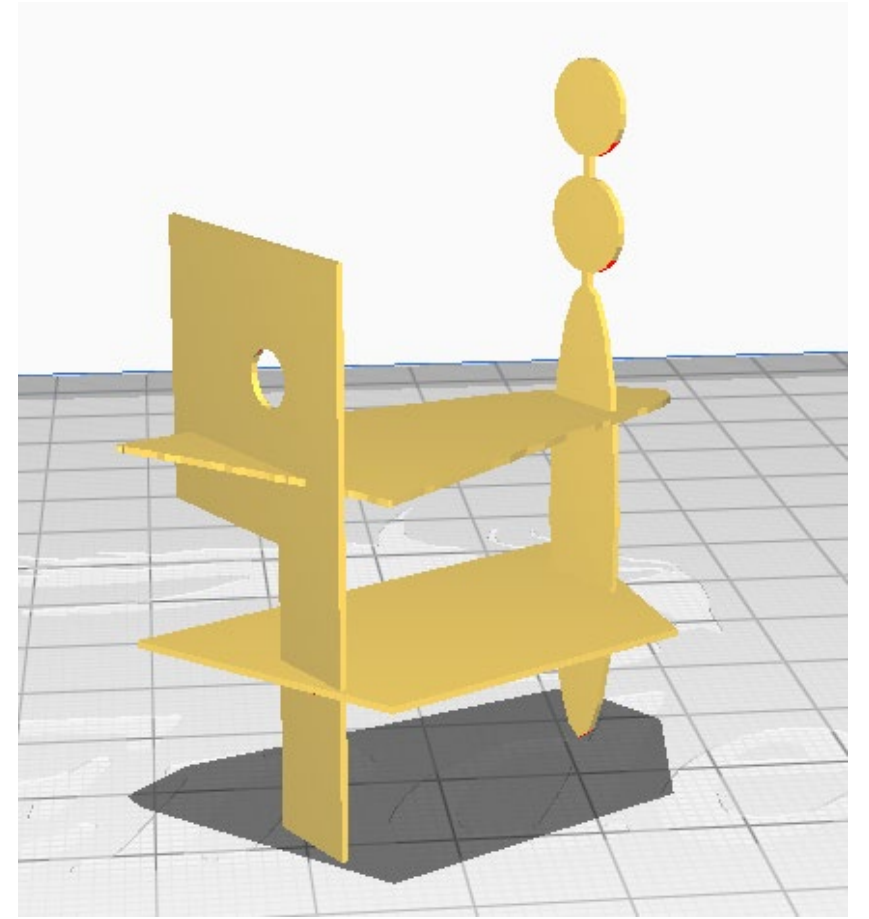
1. Make a scale drawing plan of an object to inflate
2. Cut out a paper model construct edit and unfold
3. Transpose the scale pattern to larger material
4. Adhere the material patterns together and inflate into 3D form



Prototype/Situate/Fabricate Project 3

Cardboard Stable

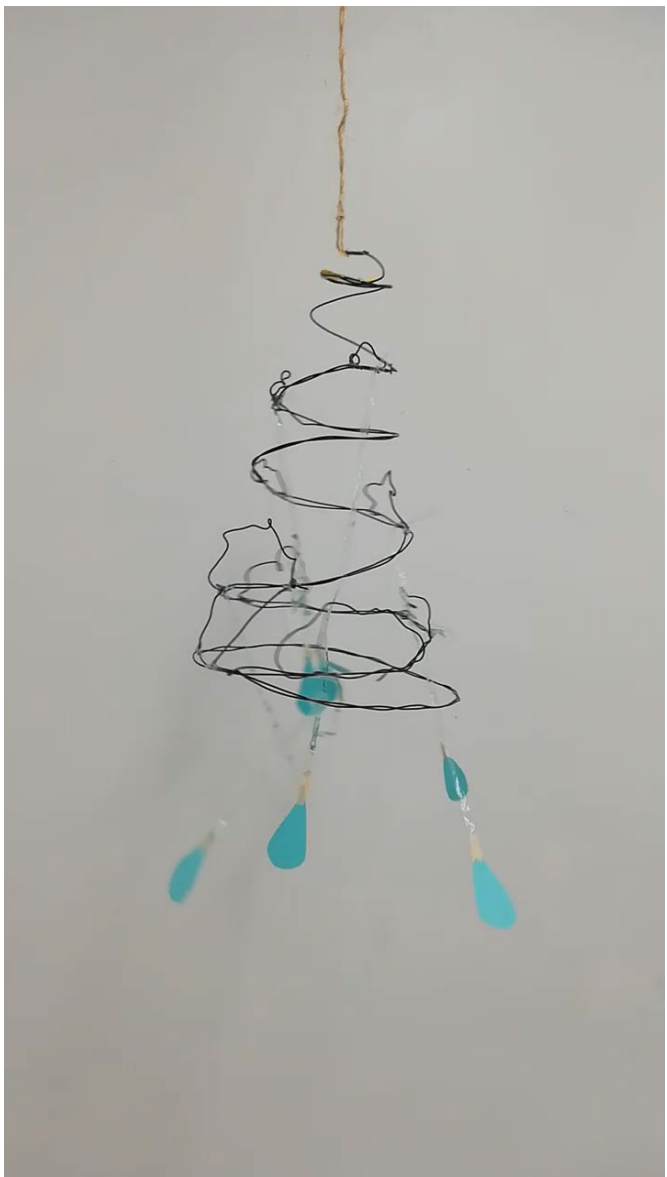
- Perform an image analysis to find shapes
- Experiment with/complete some lessons in Tinkercad
- Create shapes in Tinkercad
- Rearrange shapes to be foundational in the design of 3 objects that would fit image shapes were taken from - desk, chair, lamp, bed, etc.
- Transfer Tinkercad model to cardboard



Prototype/Situate/Fabricate Project 4

Kinetic Sculpture

- Make a kinetic sculpture or object that incorporates movement in some way.
- Can incorporate found materials.
- Must acquire your own materials apart from what we have available here.
- Can be static if a video is made activating the piece.



Prototype/Situate/Fabricate Project 5

Make a machine made of parts that function together to perform a particular task that uses human, mechanical, or self-perpetuating power.

- Does not have to be a major new work, can be added on to the kinetic project.
- **Consider using:**
 - - Something of your own design - can be impractical as long as it works...
 - - Gravity
 - - Simple cranks/levers
 - - Sound
 - - Rolling (marbles, ball bearings)
 - - Multitasking (pulling string draws a circle with one pen and a line with another)
 - - Assemblage (Rube Goldberg style)

Outfit Machine

