



[www.phumulanintulistudio.com](http://www.phumulanintulistudio.com)  
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## **COLLAGE MAKING WORKSHOP**

**DATES:** TBC

**WEEK:** 27

**NUMBER OF WEEKS:** 1

**WORKSHOP VENUE:** University of Johannesburg

### **Description**

Embark on a creative journey with our Collage Making Workshop! This engaging session is designed to explore the enriching realms of familial contemplation, heritage, visual culture, and identity. Discover various collage techniques that serve as expressive mediums to capture the essence of familial bonds, community connections, and friendships. Join us in a unique exploration of sharing and expressing the unique stories that unite us within our families and communities.

### **Target Group (Schools)**

12/14 years Grade 8 and 9

### **WHAT YOU WILL LEARN**

Constructing an image using found material  
Share your process with the group  
Apply water based material with print based material.

### **MATERIAL**

Photographs  
Magazines  
Text cutouts  
Wrapping papers  
35mmX35mm paper  
Pencils  
Water colors



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## **DIY POLYSTERENE CUTTER**

**DATES:** TBC

**WEEK:** 9

**NUMBER OF WEEKS:** 1

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

Explore the world of DIY polystyrene cutting in this workshop, where participants will delve into crafting tools for sculptural creations. While numerous tools cater to clay and cement sculptures in the market, the DIY polystyrene cutter remains scarce in the South African market due to its cost and limited domestic availability. However, this workshop provides alternatives using everyday tools to cut polystyrene effectively. Participants will learn to create their own tools, fostering a sculpting practice that encourages problem-solving and resourceful use of found materials in the 3D making process. Join us for a hands-on experience in sculptural tool crafting!

Target Group

1 participant (Studio Production)

Sanele Buthelezi

### **WHAT YOU WILL LEARN**

Developing your tools to sculpting polystyrene

Make your own polystyrene tool.

Use Polystyrene to sculpt for its pliable property.

### **MATERIAL**

Nichrome Wire

PVC Pipes

Old DC Adapters/ Charger

2 Screws and washers

## **SCULPTING WORKSHOP**



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**DATES:** TBC

**WEEK:** 10-15

**NUMBER OF WEEKS:** 6

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

This workshop will center around the creation of three-dimensional sculptures utilizing repurposed materials such as polystyrene, which is an environmentally harmful material commonly used in packaging. Polystyrene, notorious for its non-degradable nature, poses risks to the environment and biodiversity. While it is frequently employed in construction and architecture for its non-porous and break-resistant qualities, this workshop aims to address its environmental impact. Participants will collect discarded polystyrene and repurpose it, transforming it into sculptural elements for mold-making and casting, ultimately giving rise to environmentally conscious 3D sculptural artworks."

Target Group (FOCUSED)

1 participant (Studio Production)

Sanele Buthelezi

### **WHAT YOU WILL LEARN**

Participants will learn how to use polystyrene as a sculptural item.  
Ability to engage questions around environmentally friendly material  
Use Polystyrene to sculpt for its pliable property.

### **MATERIAL**

Found Polysterenes  
DIY Polysterene Cutter  
Mask  
Fan (for Ventilation)  
Extension Cord  
Work Bench

### **MOULD MAKING WORKSHOP**



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**DATES:** TBC

**WEEK:** 9-24

**NUMBER OF WEEKS:** 18

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

After creating a DIY Polystyrene Cutter and sculpting, participants will progress to the finishing phase of their sculptures. During this process, they will acquire skills in transforming the developed 3D artwork or sculpture into a mold for producing multiple copies. The workshop aims to generate seven copies of the same sculpture, with five designated as editioned pieces available for sale, and two reserved as Artist Proofs for exhibitions and loans. Mold-making silicone will be employed to craft molds, facilitating the reproduction of identical 3D sculptures.

### **Target Group (FOCUSED)**

1 participant (Studio Production)

Sanele Buthelezi

### **WHAT YOU WILL LEARN**

Participants will learn how to use Molding techniques using Silicome Molding.

Ability to engage questions around environmentally friendly material.

Use Silicome to make multiple sculptural items.

### **MATERIAL**

Mold Star™ 16 FAST Part A - 1kg

Mold Star™ 16 FAST Part B - 1kg

Wooden Mixing Stick

Multi-Mix Cup

### **OUTCOMES**

6 Finished Sculpture ready for exhibition

### **3D MODELLING WORKSHOP**

**DATES:** TBC



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**WEEK:** 9-24

**NUMBER OF WEEKS:** 18

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

In this engaging workshop, participants will delve into the exciting realm of transforming sculptural artworks into dynamic 3D models, serving as both documentation processes and compelling content for web applications. Through hands-on exploration, participants will gain valuable insights into the utilization of 3D software, mastering the intricacies of 3D modeling, texturing, and rendering.

This comprehensive learning experience will empower participants to seamlessly translate their sculptural creations into digital dimensions, ensuring a seamless integration of artistry into the ever-evolving landscape of web applications. By the end of the workshop, participants will possess the skills to breathe life into their sculptures in the digital realm, opening new avenues for creative expression and online presentation.

### **Target Group (FOCUSED)**

1 participant (Studio Production)

Afaaf Hendricks

### **WHAT YOU WILL LEARN**

Participant will learn how to use a 3D program to sculpt a 3D Model

Export the model as an MP4 File

Generate a 3D Model for Web

### **MATERIAL**

Computer/laptop

Internet

Softwares

    Maya

    Blender

### **OUTCOMES**

6 Finished 3D models

### **DEVELOPING A WEB APPLICATION**

**DATES:** TBC



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**WEEK:** 09-24

**NUMBER OF WEEKS:** 6

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

In this immersive workshop, our primary objective is to guide participants in the creation of a sophisticated online application dedicated to managing a dynamic inventory of produced sculptures, captivating collages, and engaging animations. Employing the powerful combination of Flutter Application and Firebase, both readily accessible open-source tools in the digital market, participants will explore the realm of app development with hands-on expertise.

The workshop extends its focus beyond mere inventory management, emphasizing the integration of meticulous documentation for sculptures, collages, and animations available for purchase through this innovative web application. Users will experience a seamless journey, from browsing the curated collection to making purchases, all while enjoying the interactive features of an augmented reality application during exhibitions.

This comprehensive web application serves as an integrated system, strategically designed to streamline administrative tasks. By harnessing the capabilities of Flutter and Firebase, the studio can optimize its efficiency, allowing a heightened focus on creativity. Participants will leave the workshop equipped with the skills to not only develop a cutting-edge application but also contribute to the creation of a thriving digital ecosystem that seamlessly blends art, commerce, and augmented reality."

### **Target Group (FOCUSED)**

1 participant (Software Engineer)

Neo Mokoena

### **WHAT YOU WILL LEARN**

Developing an online frontend and backend inventory system to manage admin.

Develop and integrated system for use login to purchase available items.

Use API for signin

Use API for a shopping cart

Use Mailchimp to communicated with users for new productss available.

Use Augemented Reality to engage the Users through an exhibition.

### **MATERIAL**

Computer

Internet Access

Software

Flutter

Android Studio

Photographes



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Collages  
Animation Clips  
3D Models of Sculptures

## **OUTCOMES**

Web Applications

## **DOCUMENTATION**

**DATES:** TBC

**WEEK:** 09-24



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**NUMBER OF WEEKS:** 6

**DAYS:** 2 Days a week

**WORKSHOP VENUE:** Studio

### **Description**

"In this enriching workshop, our primary emphasis lies in exploring diverse strategies for effective documentation—a crucial facet in the realm of art creation. Recognizing its pivotal role, documentation not only facilitates the tracking of changes within a project but also serves as valuable material for generating content. By adopting a systematic documentation model, contributors, collaborators, and partners can navigate the evolution of a project, contributing to a well-calculated and comprehensive approach to artmaking.

Our focus extends to various methods of documenting the entire lifecycle of artwork or the artmaking process, encompassing crucial stages from initial research and conceptualization to implementation, deployment, and final publishing. Each phase of this documentation journey holds significance, providing a holistic perspective on the artistic endeavor. Through this workshop, participants will gain insights into crafting documentation that not only chronicles the artistic journey but also serves as a means of enhancing the project's overall offering.

By delving into strategies that span the spectrum of art creation, from inception to presentation, this workshop aims to empower participants to engage audiences and users effectively. The documentation becomes a bridge between the creator's intent and the viewer's understanding, fostering a deeper connection and appreciation for the content and exhibitions. Join us in unraveling the art of comprehensive documentation and elevate your artmaking process to new heights."

### **Target Group (FOCUSED)**

1 participant (Software Engineer)

Ayanda Emily Mwale

### **WHAT YOU WILL LEARN**

Implement documentation strategies for archiving

Develop and inventory.

Develop a communication strategy to be used for marketing and Distribution of the content.

Document the livescycle of the project from

- Research

- Conceptualisation

- Implementation

- Doployment and

- Publishing

### **MATERIAL**

Computer

Google workspace



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Google Drive  
Internet Access

## **OUTCOMES**

Documentations/Diagrams/Text documents