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Lecture: Thinking with material – ceramics in design processes

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ABSTRACT

Digital tools allow us to produce an image of something that does not (yet) exist and to simulate as well as steer processes. They also have the potential to enrich the practice of craftsmanship. The ability to develop ideas and visualise and realise designs without access to resources such as complex industrial tools or without years of training in the crafts has a value that should not be underestimated.

The direct tactile experience and the iterative development of physical objects are essential aspects for creating certain object qualities, for driving the creative process and for also influencing the conceptual side of designs. Analogue and digital tools, the human hand, but also external and material-immanent physical, chemical or biological factors contribute to the formation of physical results.

How can these elements be brought together in hybrid processes? How can skills acquired in using (digital) tools be integrated into physical processes and in what way do craftsmanship and materiality inspire design? But also: What kind of access to ceramic materials can designers find who do not specialise in these materials but consider them a building block of their skills?

A series of case studies from the weißensee school of art and design berlin will be used to show which connections the different tools and techniques make, which qualities can emerge in the process and how experiences with ceramics inspire design processes.