

New Skins|London|2015

PROGRAM HISTORY:

Francis Bitonti Studio's New Skins Workshop Series, led by Francis Bitonti, launched Summer 2013 in Brooklyn, New York. Exploring new computational design methods and techniques, New Skins Workshop continuously focuses on immersing students with the tools and software needed to design and fabricate complex geometry in computational fashion design. With the intent to create new iconic forms and shapes, students work closely with Francis Bitonti Studio throughout the duration of the Workshops in the development and execution of 3d printed textiles. Francis Bitonti explains, "The workshop is about finding the new aesthetic formal language of this new manufacturing paradigm. It's not just about replicating a form from the computer, though that is part of it—it's about cultivating new material behaviors."

The New Skins Workshop Series has been featured on Core77, Dezeen, Style Caster, and The Wall Street Journal. To learn more about academic programs from Francis Bitonti Studio, visit francisbitonti.com/acadmie.

DATES: June 22 - July 3 (10 Classes)

TIME: 2:00pm-7:00pm (5 hour sessions)

LOCATION: Digits2Widgets, London

PRICE: Professionals - 2,000.00 GBP
Students - 1,500 GBP

VENUE:

Digits to Widgets:

On site at an industrial 3D printing bureau where students will be shown Nylon SLS technology in action. This will provide a proper understanding of the manufacturing tool that they're working with and which can augment the sophistication of the ultimate design object..

DESCRIPTION:

A 10-day workshop under the direction of Francis Bitonti, where students will learn the tools and theory of computational design processes as they relate to shoe design. Courses will introduce students to the tools and software needed to design and fabricate complex geometry. In addition to a schedule of courses, students will collaborate with Francis Bitonti Studio on the production of a 3D printed shoes in the form of a working design studio environment.

SOFTWARE:

Rhino | Grasshopper | Processing | Maya | Z-brush

PROGRAM

Day 1:

- Orientation
- Introduce instructors
- Introduce Studio Project
- Software Training
- Maya

Day 2:

- Software Training
- Maya
- Rhino

Day 3:

- Software Training
- Maya
- Rhino

Day 4:

- Software Training
- Processing
- Grasshopper
- Design Studio with Francis Bitonti

Day 5:

- Software Training
- Processing
- Zbrush
- Design Studio with Francis Bitonti

Day 6:

- Software Training
- Processing
- Aesthetics of Computation
- Design Studio with Francis Bitonti

Day 7:

- Design Studio with Francis Bitonti

Day 8:

- Design Studio with Francis Bitonti

Day 9:

- Design Studio with Francis Bitonti

Day 10:

- Design Studio with Francis Bitonti