

All information, updates, and frequently asked questions for the workshop are online:

<http://charrette.cad.rit.edu>

We are on Instagram at
[instagram.com/rit_year1_artdesign](https://www.instagram.com/rit_year1_artdesign)

Use the hashtag **#RITcharrette**

THE CHARRETTE

This year's workshop will explore the idea of play.

Think carefully about what **play** means to you. How could you translate these ideas into physical reality? What materials or forms would convey these concepts? How could you construct a wearable sculpture that speaks to the subject of play? Be creative and expressive in what you make. You are encouraged to work with absolutely any materials and methods you wish for the duration of the project. There are limited supplies of some basic materials available to you (see below), but you will need to be creative and resourceful in finding other materials to use in your projects. Materials that are found or repurposed are strongly encouraged — you do not have to spend any money on this project.

All students — regardless of year or major — in all Drawing I and II, 2D Design I and II, and 3D Design I and II classes are participating in the workshop for the entire 2 weeks from September 3 to September 12. During the workshop, you must go to each of your foundations classes for attendance at the start of class, after which, you will be allowed to work anywhere you like (unless your instructor will be giving a talk or demo).

THE RULES

- The project in its final form must be wearable and have physical contact with the body.
- Students must create a design with materials that effectively and creatively convey their ideas and concepts.
- Try to work in the studios on campus, not at home or in your dorm room.
- Students are allowed (and encouraged!) to use materials that are found or repurposed as opposed to ones purchased. However, please note that cloth and fabric are not allowed as a primary component of your project, but can be used for underlying structure or connection.
- Please avoid cosplay when you design your project.
- Explosives, fire, guns, ammunition, or other weaponry is strictly forbidden.
- You must show up at the start of all your Drawing, 2D, and 3D classes for attendance. You must also attend all of your non-foundations classes as they are not part of the workshop.
- In order to participate in judging, students must wear and present their final piece during the final event on Thursday, September 12 from 5-7PM in the SHED Atrium (If you cannot be at the event, let your faculty know beforehand. You can also have a friend present your piece for you at the event.)
- **Your final project MUST have a number visibly attached to it in order to be eligible for awards and inclusion in the exhibition.** Numbers will be handed out at the launch on Tuesday, September 3. In case you did not get a number at the launch, please see a monitor in the 3D shop (Booth 2540) to get a number before Thursday, September 12.

NOTE: If you can not attend the final event on September 12th due to your schedule, work, or other obligations, you will not be eligible for judging, but you **will still be able to receive credit for the project.** Talk to your instructors about how to do this.

GRADING AND AWARDS

You will be graded for attendance and participation (each of your instructors will let you know how much this is weighted in your grade for the class), but the final projects themselves are not given a letter grade in an effort to allow you to be creative and experimental. Instead, you will be competing for awards given by faculty, staff, administration, and students from the College of Art and Design. Each of your instructors will tell you how to submit your final piece for credit on a class-by-class basis (most of them will ask you to upload a photo(s) to myCourses.)

In addition to these awards, College of Art and Design Gallery Coordinator Shane Durgee will select pieces during the final event to be featured in an exhibition held in the Bevier Gallery. Some of the pieces will also be chosen to appear on the runway at Fashion Week Rochester in October.

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SCHEDULE

Tuesday (3 September): Workshop assigned during Foundation classes. If you have a class that does not meet on Tuesday, your instructor will give you the project earlier in the week. Your entire class will come to the SHED room 2300 together for the launch (unless your instructor specifies otherwise). You will be given the prompt, a brief lecture, and your number. (Note that it is possible you will go to the launch more than once depending on your schedule on Tuesday, but please only take one number.)

Thursday evening (12 September): Wear your project for presentation and judging at the final event, 5 to 7pm in the SHED atrium. Food will be provided! The judging will begin at exactly 5PM so please be in line and ready to go by 5. Please be aware that it takes about an hour for everyone to get through the line.

INTERPRETERS

Interpreters have been requested for the main event from 5pm–7pm in the SHED atrium. If you would like to have additional interpreting services please make a request at <https://myaccess.rit.edu>. If you need additional assistance with support services, you can email CAD Interpreter Coordinator Hanna Hoekman at hxhdis@rit.edu or CAD Interpreter Manager Rachel Abbett at rkmdis@rit.edu.

PROVIDED MATERIALS (ALL ARE IN A LIMITED SUPPLY)

Materials are all stored outside of the 3D room in Booth and SHED 2300. These materials are for everyone to use but it is a limited supply. If you want something special, you will need to find it yourself:

Single sided corrugated cardboard
Chipboard
Newsprint
Black paper
White paper
Brown paper
Twine
Thin white/black cord
Glue Sticks

OFF LIMITS: Wood shop and all Power equipment

STORAGE

Edges of the rooms, Shelves, Underneath the tables. Limited to the classrooms in 2D, Drawing, and 3D — spread out and use ALL of these rooms. Hanging objects for storage must be at least 2 feet away from ceiling. Be aware of sharp and protruding components of your costume and how others will move around them.

Do not block: Fire extinguishers, Emergency Exits, eye wash stations, electrical panels, do not leave things in hallways. Label your work with your name and “DO NOT THROW AWAY”.

CLEANUP OF PROJECTS

The Charette ends at 7PM on September 12th. Students are encouraged to clean up THEN as much as possible. Dumpsters will be provided for convenient disposal. Nothing left behind — on Friday September 13th it will be trashed.

Students are responsible for cleanup. It is NOT Shane's or the custodians' duty. Be respectful of each other's work and have fun!