



INSTRUCTOR

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<https://www.zinniaprints.com>

OVERVIEW

The pandemic has accelerated society's shift towards a more digitalized world. Today, we work, socialize, play and are entertained exclusively through technology. In this virtual environment, electronic screens and buttons have taken the place of tangible experiences. Traditional games, made of indigenous materials, not only entertained us but also taught us lessons in friendship, spirit, and values. This workshop will design tactile textile surfaces that are inspired by nature and the games of our childhood. We recollect the emotional, physical, and material joys of our youth to simulate the simple joy of playing with toys from a personal perspective.

OBJECTIVE

This workshop aims to build a library of visual or tactile references using textile techniques. The objective would be to simulate a physical and emotional response of the favored game. It is to remind us that though technology is the new game, which is fun and fascinating, traditional games were simpler and required very local and indigenous materials. We may not have the same privileges of touch with people in a team now, but we still can emulate the play and learn the life lessons of team spirit and strategy. Traditional toys like kancha (marbles) lattu (spinning top) Gili Danda, Lagori etc all required local materials and specific surfaces. Our objective is to visually and emotionally recreate it by translating the sensory experience on to a surface while keeping the element of playfulness and joy .

METHODOLOGY

Identify the memories of childhood games and the physical and emotional associations which we would recreate. It could be a memory of the feeling of finding the right 7 stones for a game of Lagori, or the sheer joy of lifting the spinning top off the ground onto your hand, or of the chalk scrapping the floor while drawing the pattern for hopscotch. Translate the sensory experiences into visuals. Narrow down the final deliverable outcome, whether a 2D or 3D. Tactile or Visual. Gather materials and begin material, surface, color, design explorations. Encourage use of different textile techniques like printing, embroidery, tie dye etc. if relevant to the creation.

KEYWORDS

Indigenous, material, textiles, playful, childhood.

WORKSHOP MODE

Online

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