



INSTRUCTOR

DASHARHA SEVAK

Curio Design

ProductDesign Toys&Games LifestyleProducts
LeatherWorking Craftsmanship "Curio Design"

<http://thecuriodesign.com>



CO - INSTRUCTOR

SHUBHA SHRIVASTAVA

Studio 5b, Dr. Reddy's Lab

Design Thinking Domino's Cognizant Titan CIIE-
IIM Ahmedabad Researcher Whistling-Woods
illustrations Game-based Learning

OVERVIEW

Students will be focusing and learning about Leather as a material and skills and craftsmanship required to work with it. They will be focusing upon developing their toys/games using the same materials and understanding various surfaces and how to develop forms using skills and techniques of leatherworking. The course will focus upon explorations and experimentation around the material.

OBJECTIVE

Learning about leatherworking - skill development & enhancement Surface development - 2D to 3D and vice-versa Creating Sustainable Products - toys/ games

METHODOLOGY

Experiential Learning Materials and Processes Traditional Techniquesplay. The elective follows a transformative and inclusive methodology aiming to look into the vertices of storytelling in space, meaning-making through collaborative exploration, joy and curiosity driven questioning of our familiarity, awakening the inner child and simply having fun during and after the elective.

KEYWORDS

Leatherworking
Sustainable
SurfaceDevelopment
Toys&Games
FormDevelopment

WORKSHOP MODE

Online

February 14 - 25, 2022
openelective.nid.edu