



HOW DO YOU MAKE EMOTIONAL PORTRAITS BY BECOMING SOMEONE ELSE?

WHAT YOU NEED



SIMPLE MATERIALS SUCH AS PENCILS, BRUSHES, INK, OIL PAINT, CANVAS, PAPER

A COLLECTION IMAGES OF PEOPLE



YOUR ATTITUDE. EXERCISE THE EYE AND THE MIND

EVOLVE YOURSELF WITH PORTRAITS

Art is not only made by the heart. It is not only a drain for pain. You've got to train your brain. Exercise the eye and the mind. Educate yourself, exhaust yourself, and get rid of yourself. What you need in terms of attitude is the most important. Be prepared to play, act, and take on different roles.

What you need in terms of materials is simple. Keep it low tech and cheap, such as pencils, ink, or oil on paper or canvas. For source material collect images of people from any public media you prefer, like newspapers, magazines, photo albums, the Internet...whatever your likes and dislikes are.

 \cdot The portrait as Rorschach test

Pretend you are a psychologist. Design a few new tests to analyze yourself and the others. (First look up Rorschach test). Try to be clever. Do you think art does help to heal?

· The portrait as voodoo

Find or imagine all the bad guys you want to get rid of. Use the portrait as an instrument to take back the power. To exorcise your fear. Paint what frightens you. Give it a name.

· The portrait as emotional blackmail

Go and look at, even if you don't actually read it, Charles Darwin's The Expression of the Emotions in Man and Animals, first published in 1872. (Get the third edition from 1998.) Try to paint ambiguous expressions, or mixed messages. Try false tears and distrust, make your own couples and groups.

· Pick a good moment. Will you plant your garden in secret by the dead of night - or whistling loudly in broad daylight? Spring is the best time for planting most plants. So get them into the ground in early spring.

· Round up your team, get everything ready, and roll up your sleeves. Dig up the ground, get rid of the weeds, and plant your plants according to the plan you've designed. Take "before" and "after" photos so you can look back on the changes with pride. Have you spotted other forgotten patches of ground? Fill them with a couple of annuals. Put the names of the plants alongside. You never know, you might just inspire someone else.

· Finished? Time to celebrate. Throw a party for your street or your class, or sit out in the sun with a cupcake!

JOB'S TIP

"Think about how you'd like to use the plants. Are you making a hidden garden with a patio in the center, trying to hide cars behind a screen of foliage, or creating a place for kids to play? Laying a path between the plants is handy for gardening and harvesting vegetables, but it also makes a fun place for children to play, or a romantic spot with a little table and chairs to enjoy a glass of wine. You could make the path from gravel, bricks, tiles, shells, or wood chippings - each material has a different feel. What about lighting to prolong the evening? *Try out a lamp first to see what* kind of light it gives. Many local councils encourage people to create little gardens in the soil at the base of a tree in their street. Find out what you can do in your street!"

PIET'S TIPS

"Choose plants that look pretty then people will respect them. Like ornamental grass, or a climbing plant. Don't pick ivy because it's boring – it's always green. Hollyhocks or Virginia creepers are a better choice. Or even fruit or vegetables. You could try thornless raspberries, or tomatoes. Carrots have pretty white flowers, too. Some herbs, like rosemary and fennel, are also very attractive. And plant self-sowing biennials. You can keep varying them because they disappear eventually and also tend to have a longer flowering period. Remember that a garden is like a pet- it needs love and care. Gardens need regular weeding and watering. From now on, you'll have to keep an eye on your garden – and that means no more holidays. Unless, of course, you're smart and have a gardening team you can count on."

• When you're happy with your design, take a photo of your model wearing your outfit. Share it on social media with the hashtag so everyone can see your design, and you can see other people's creations! Viktor&Rolf: "If someone doesn't like your outfit, they're allowed to say so – everyone's taste is different. Don't take it to heart, because you have your own individual taste and style. But it's nice when people compliment your outfit".

TIP

"Treat your model nicely. He or she is helping you out. Ask him or her if they'd like a drink, or need to take a break. If your model's moving a bit too much, you can ask him or her to sit still so it's easier for you to work. And when you're finished don't forget to thank your model for his or her time!"

VIKTOR&ROLF Fashion designers, artists, businessman...Viktor&Rolf are all these things. Viktor Horsting and Rolf Snoeren became overnight fashion sensations with their first haute couture collection in 1998. Their bold designs are quite magical. For the winter of 2015, they created a wearable art collection. With the baroque gilt frame and strips of canvas around their neck, the paintings look as if they've been broken over the heads of the models, then crushed by a bulldozer. By contrasting and layering elements, and magnifying and reversing details, Viktor&Rolf play with what is art and what is fashion. It gives their designs, from clothing to perfume, an exciting and playful touch. A garbage bag is an elegant tailored suit, is a garbage bag, is a tailored suit.



Fall/Winter 2015 haute couture collection

WHAT YOU NEED



AT LEAST 2 WORDS THAT MEAN A GREAT DEAL TO YOU (1 WORD FOR EACH WORD SHAPE)



1 CUP OF SALT 3 CUPS OF WHITE FLOUR





A MIXING BOWL







MAKING WORD SHAPES

Think about something you long for. And something you fear. Write down the words that describe them. You can use as many words as you like as long as they mean something to you. The words need to have a special significance.

· Knead the flour, water, and salt into balls the size of plums. Too sticky? Then add a bit more flour. Too dry? Add a little more water.

· Pop one of the dough balls into your mouth (watch out, it's very salty) and, with a full mouth, say your first word.

· You've just made a word shape. Take the dough ball carefully out of your mouth. Can you see the shape of the word in the dough? Place the word shape on baking paper in the oven: gas mark 170 degrees, 20 minutes.

· Spend those twenty minutes thinking about your word. Write the word down. You can write or draw about what comes into your head.

 $\mathsf{TIP}``Did \textit{ you choose a word for something you'd rather}$ be rid of? If so, feel free to crush or throw away your word shape. I once made a series of word shapes of everything that scares me. I'm not sure where the best place is for these word shapes. Maybe Salto Angel in Venezuela, the highest waterfall in the world, would be a great place to fling them all into."

- MARIA BARNAS -

IF YOU **COULD TAKE** A WORD FROM YOUR MOUTH, WHAT WOULD IT LOOK LIKE?

• Now that you've picked out the best pieces in your collection, it's time to play. Which ones look best together? And how are going to fix the different parts together (or attach them to the chain)? Do you need to saw, drill or file your materials?

What kind of necklace are you going to make? One with objects strung together like a beaded necklace, or will your design be more like a pendant hanging from a chain? Maybe your necklace will show the route your spaceship's going to take. Will it be a long, wild journey or over in a nanosecond?

• Imagine the journey ahead! Now start gluing, binding, and sticking. You can cover up the joints, or use the colored tape or glitter glue as part of your creation.

Look at your design from every angle. Is it finished now? Or could your intergalactic journey use a few more important odds and ends from your collection?

IS THE NECKLACE FOR SOMEONE ELSE? THEN DON'T FORGET TO SHARE YOUR SPACE TRAVEL ADVENTURE. SHOW IT OFF! TIP

"Look at the moon at night or visit the planetarium. Dream of a journey to distant planets while you're lying in bed or sitting at the kitchen table. Anything's possible. Think the most impossible thoughts. A vivid imagination is a fantastic basis for creating amazing things."

JANTJE FLEISCHHUT designs jewelry. She mixes gold with bright colored plastic. Which is an odd combination, but it works really well. She also loves spaceships and the moon. She used to be a big *Star Trek* fan, and loved the adventures in *The Little Prince*, a book about a little boy who discovers the planets of the universe. Jantje collects plastic for her designs, which she stores in a huge cabinet in her studio. Every drawer is crowded with things. Yellow with yellow, red with red...and so on. And they're all launching pads for a journey through stories from throughout the universe.

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To Be in Orbit, 2011

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Seven Chairs in Seven Days, 1993 -1995

INEKE HANS What exactly is a chair? Ineke Hans likes to answer this question with simple designs. Her chairs often play with most people's idea of a chair. A great example of this is her series *Seven Chairs in Seven Days*. Ineke got the idea quickly and intuitively, and worked out her designs over the next two years, coming up with seven different versions. Chairs that look like a pictogram, but are produced in 3D. They still function like real chairs.

- JAN ROTHUIZEN -

CAN YOU DRAW MORE THAN YOU CAN SEE?



WHAT YOU NEED



THICK SHEETS OF WHITE PAPER, A3 FORMAT OR LARGER



PENCILS, AN ERASER, PENS OR SOME OTHER WRITING TOOL FOR FINE WRITING AND DRAWING

(JAN USES A FOUNTAIN PEN AND INDIA INK)

PRACTICE

Draw your bedroom – it could be an old room, or the one you have now.

 \cdot Close your eyes (shut them tight – that way your imagination works better) and walk through that room. Try to imagine what it looks like and how it feels.

• Start sketching the shape of the room. Are you drawing it like a floorplan, showing a view from above, so you can get everything in? Or do you prefer a different perspective? What does your room look like if you're lying on your bed?

 \cdot First, draw the fixed objects like the windows and door. Now add the furniture and hang up the posters.

• Draw or write down things that only you know. The scary corner in your room, or the sounds you hear at night. Draw the things that particular objects remind you of. If you imagine something hiding under your bed, don't forget to include it in your drawing.

NOW FOR REAL

Finished your drawing? Now you're ready to get down to business. Find a place you'd like to find out about. It could be a street you don't know, or your favorite spot in town. Draw and write down what you hear, smell, and see. And make a note of what you think of the place. Does it have a particular atmosphere? Do you ever think about what's happened there? Talk to people to find out more about the place. Make your first map. This is where you add your impressions (or use Google Maps). Have you uncovered all the mysteries and gathered piles of information? Great. Now make a huge drawing packed with all the information, images, and ideas that you've found.

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During Puck & Hans' workshop at the Stedelijk Museum

TIP "Sometimes we begin with a piece of fabric we love; other times, we suddenly get an idea we want to explore, and pick the fabric that goes with it. What works really well is to cover a table with different fabrics and ask yourself what you want to do with them. We try to create an image from the chaos. If we get stuck, we take a break and visit a museum or watch a movie. Your ideas develop best when they have a chance to ferment in your subconscious. An idea will be brewing in the back of your mind. And then, all of a sudden, things fall into place and you can't wait to get started. Deadlines are another great way to get something done. If you decide to come up with an idea in an afternoon, you'll keep going until you're finished. The best designs are often created in the shortest time."



1969/1970 winter collection fashion shoot

PUCK & HANS think that fashion should be unique, fantastic, and affordable. Hans used to be a photographer, but Puck introduced him to the world of fashion. In a time when there was still a difference between everyday clothes and fashion for special occasions, the duo took the fashion world by storm with designs that break every taboo. Their mission is to create distinctive, vibrant fashion, and ban boring forever. Puck & Hans have come up with tips for you to make a très cool bag as exciting (or boring) as you like. TIP "Fix a thin piece of string to your boat so it doesn't float away and get lost. The best bottles to use for making a boat are flat ones, the kind made for shampoo or shower gel. Buy a bottle in a bright color and wash your hair every day so you won't have to wait long to build your boat. Empty bottle? Now you can begin. If you have a large bottle, you could make two sails. And if you tape two round bottles together, you've made a catamaran."



During Floris' workshop at the Stedelijk Museum



CARtools, 2015



ArchiBlocks, 2014

FLORIS HOVERS works in an old concrete factory in a little Dutch village. The factory once belonged to his father. Now, it's a workshop where Floris makes lamps, chairs, and tables, as well as construction kits, model cars, and boats made from bottles. Most of all, he likes to make everything himself. His favorite word is "craft." He can make a stool out of rope and wood. And turn a stick into a lamp. When he sees an empty bottle on the street, he picks up a few sticks and bits of trash...and the empty bottle suddenly has a sail, a mast, and a rudder.

- JOFP VAN LIFSHOUT -



WHAT YOU NEED

USE WHATEVER YOU LIKE. HOWEVER YOU LIKE. TO MAKE YOUR THING FOR THE FUTURE

MAKING THE THING FOR THE FUTURE

Imagine what the world will be like in 30 years. What kind of problems will we be dealing with? Overpopulation and tsunamis? Or is the world a better place? Have they invented a pill for everlasting health? Is global warming a thing of the past?

Try to imagine what your world looks like. What hangs, stands or flies there? What do people eat and drink? What do they do to relax?

Now think of what your future world needs. What can you invent for future generations of earthlings? It could be anything. It might have a practical purpose, or be totally useless; it could look real, or like nothing you've ever seen.

CREATE SOMETHING YOU THINK IS IMPOSSIBLE TO MAKE. BECAUSE WHEN YOU MAKE IT, IT IS POSSIBLE!



 $\mathsf{TIP}"_{You\,can\,turn\,your\,dream\,into\,reality}$ - I realized that when I was young. I decided to make art and I've never stopped. I work intuitively. When I get an idea, I start sketching right away. I always think about things that don't yet exist. Something no one's ever thought was

needed. Something that isn't even possible. Never be held back by limitations. Dare to dream big. If you really want something you have to work hard to get it, but it'll be worth it."

WHAT IS YOUR THING IN THE FUTURE?