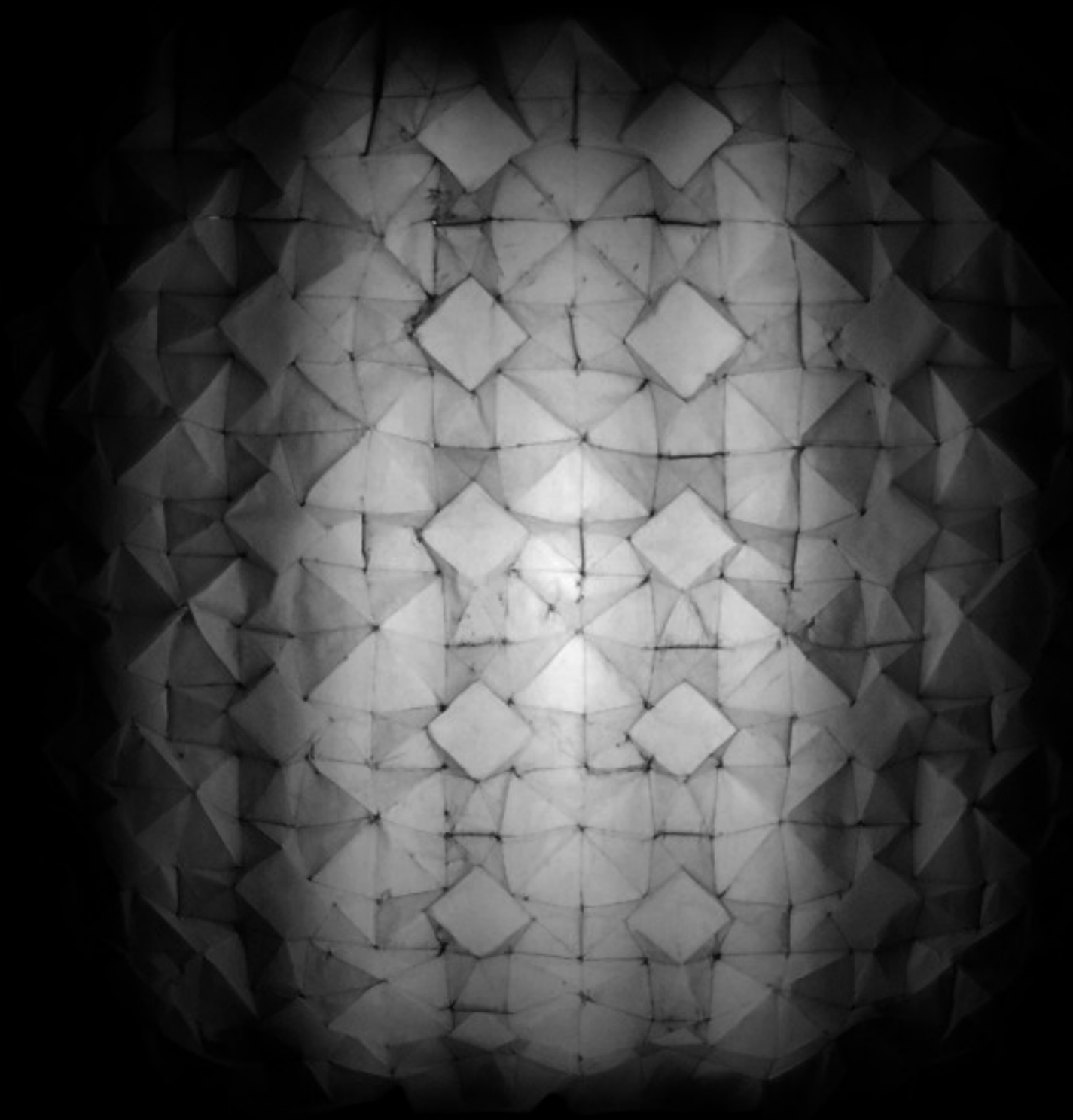


FOLD ME WORKSHOP

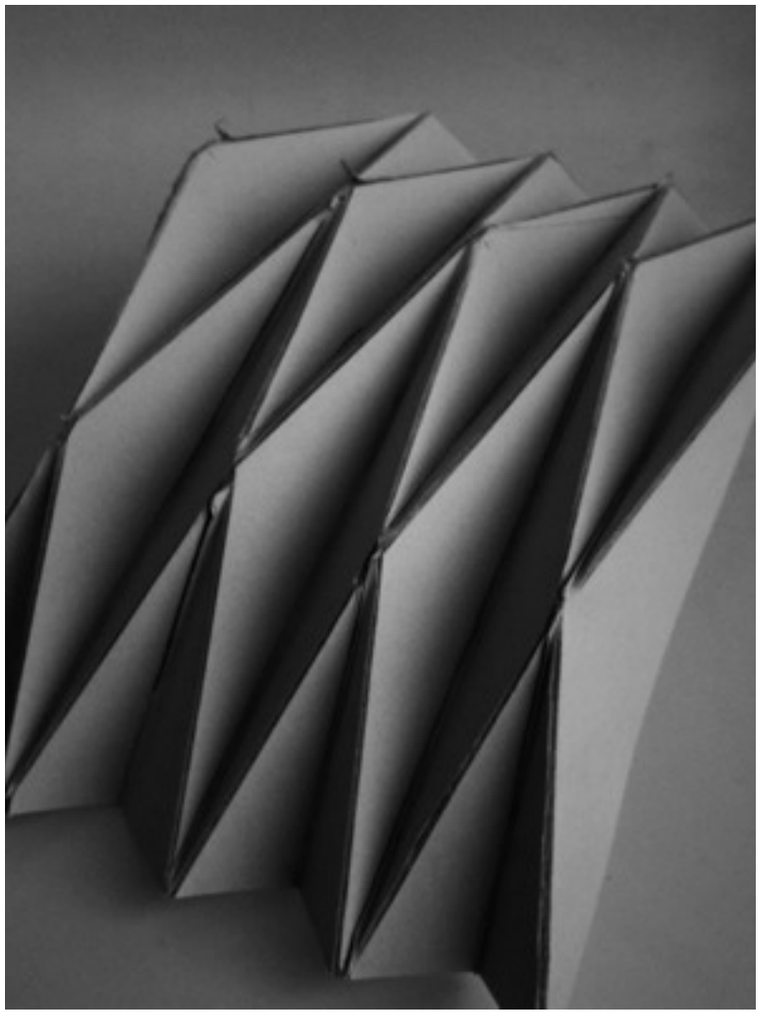
FALL / WINTER 2011

Contemporary origami has become a new way of stimulating creative ideas nowadays. Among its various applications, design, fashion, sculpture, architecture, biotechnology, interaction, engineering, and religion are some of the more profound fields that have been broadened.
Fabric Origami Experiment Project (FOE) was founded by Dimension Plus with its vision of going beyond the limitation that's long been implemented in the traditional industry. Their aim is to further explore the possibility in the society as well as a more abstract manner. This is an open experiment that welcomes everyone to join, and deepen its belief in folding anything imaginable!

Objective: Understand digital software by using basic origami folding knowledge

Intermediate:
1. Yoshimura Pattern, Miura Ori Pattern, Diagonal Pattern
2. Intro to Tools
3. Texture, Paper, Garment
4. Application (Light, Interior, Fashion, Architecture, etc.)
5. Production (Craft ROBO)
6. Local Culture

Advanced:
1. Folding Structure Deconstruction
2. Transformation (Parametric Origami, Rhino+Grasshopper)
3. Advanced Material
4. Craft ROBO
5. Kinetic Control (Arduino, Motor)
6. Kinetic Application







Pattern: Yoshimura, Miura Ori, Diagonal

Dimension+







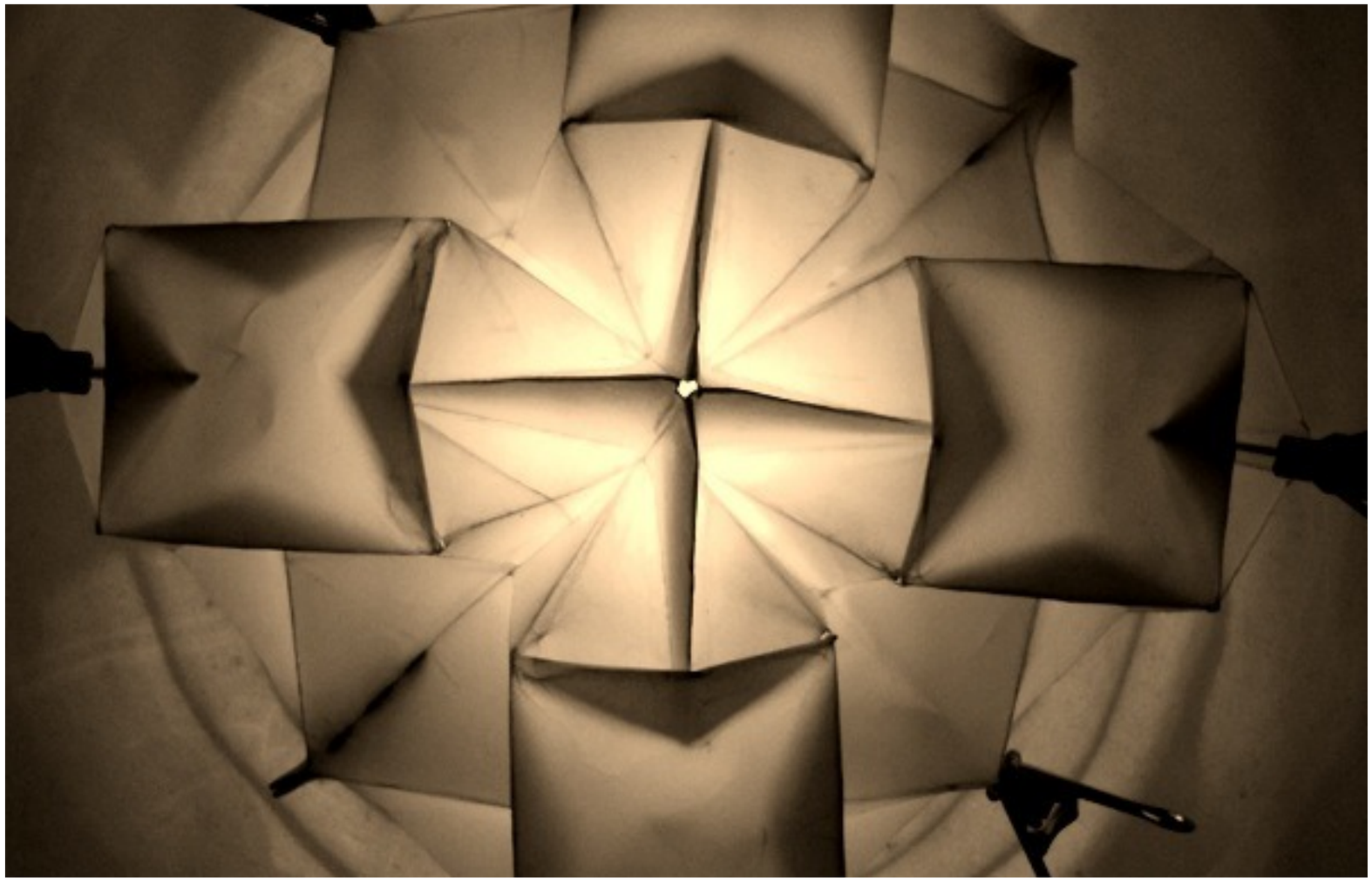
Tools: X acto Knife, Ruler/Caliper, Pencil





Material: Paper / Garment





Application: Light

Dimension+



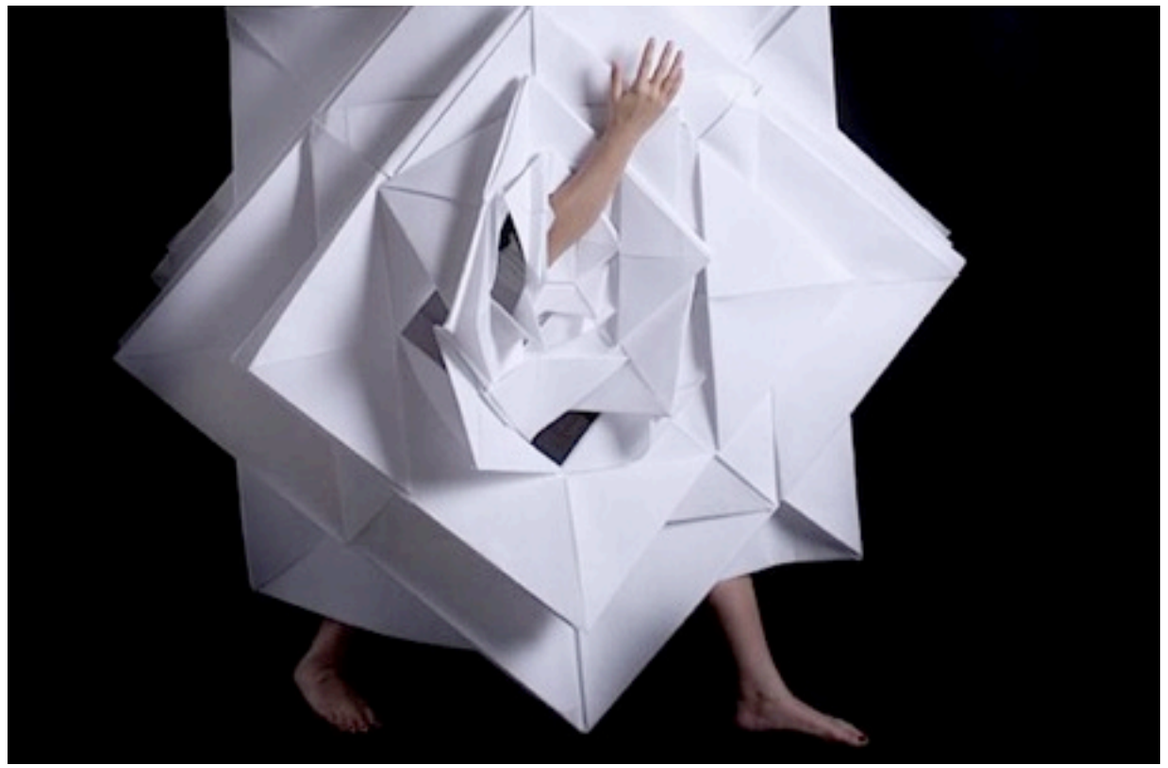


Application: Interior

Davide del Giudice, Andrea Graziano

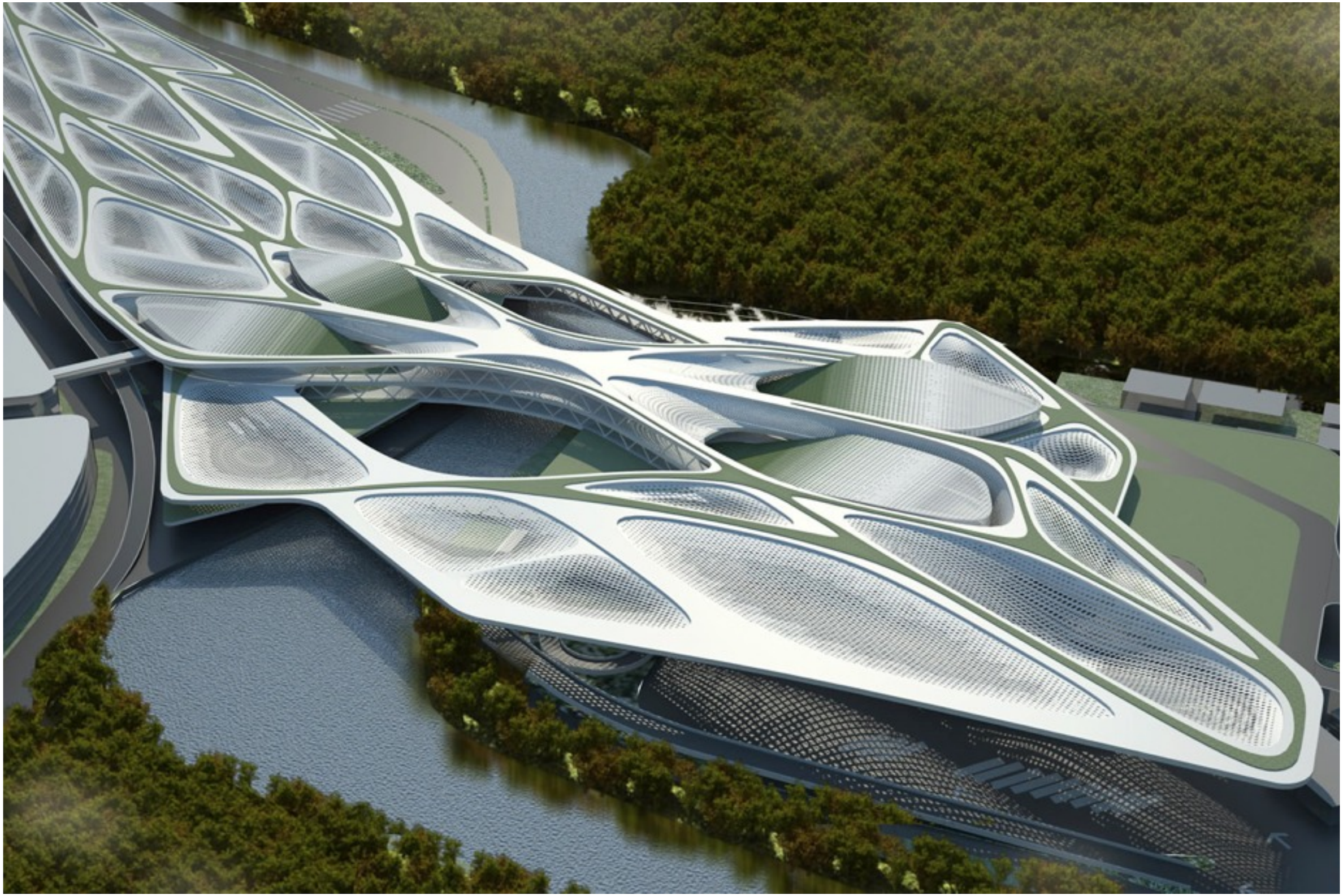






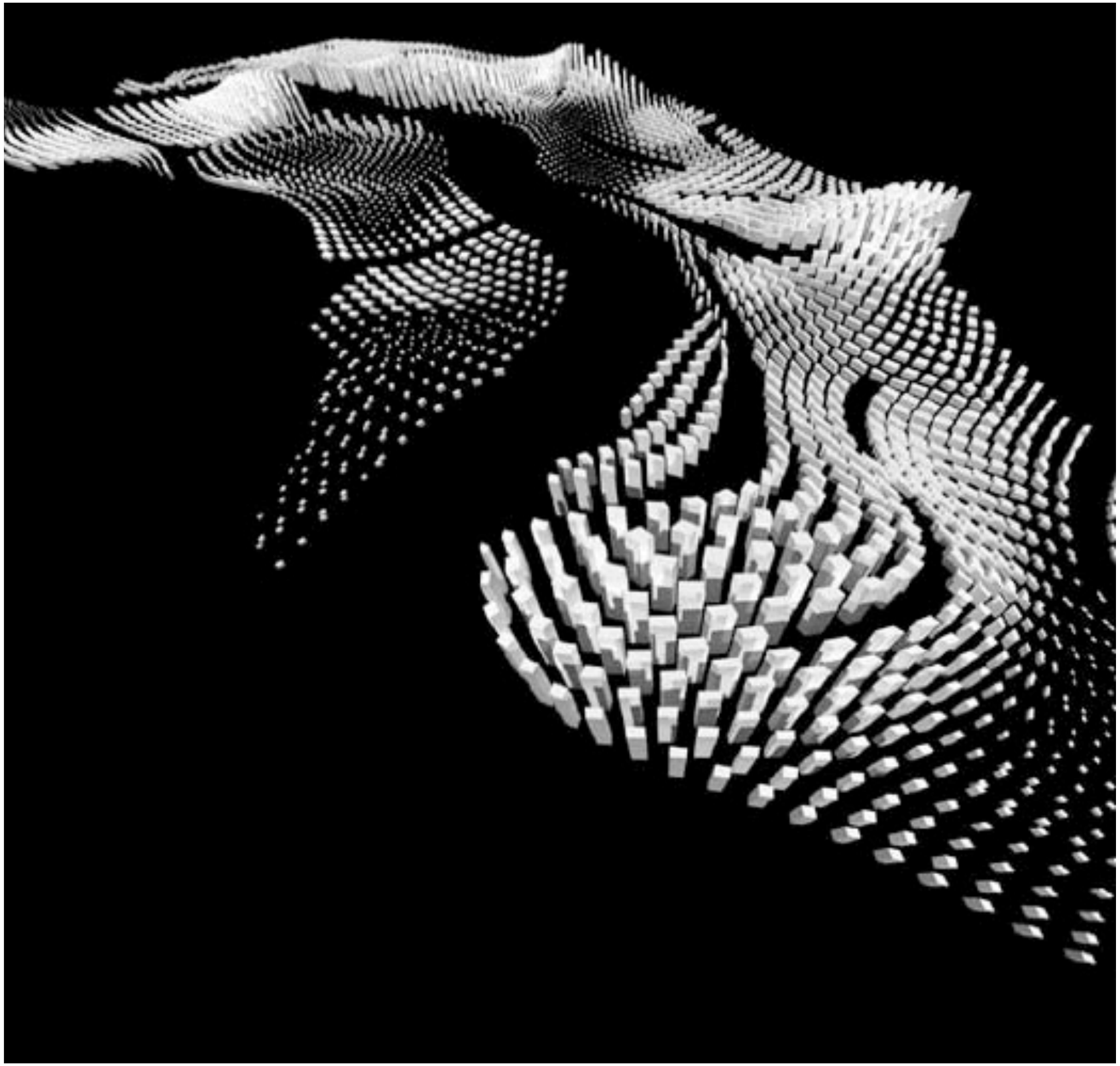
Application: Fashion

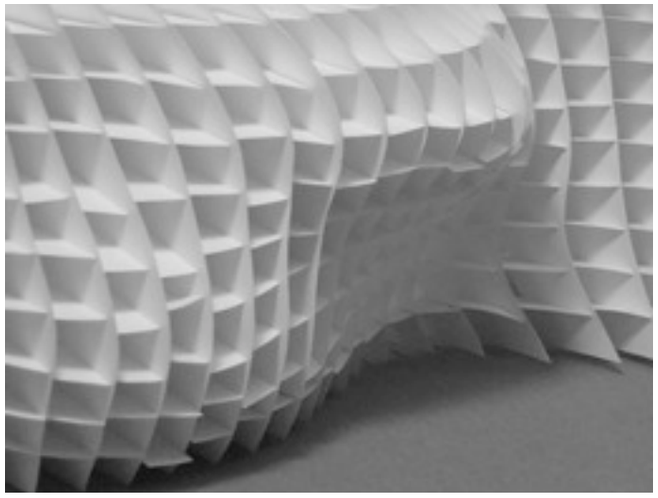
Alexandra Verschueren

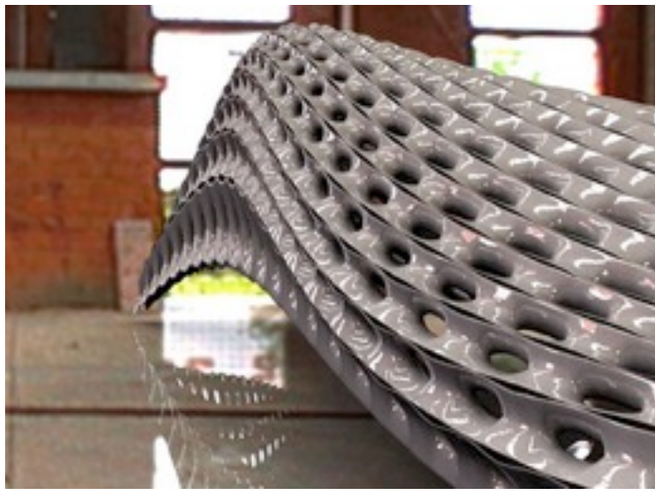


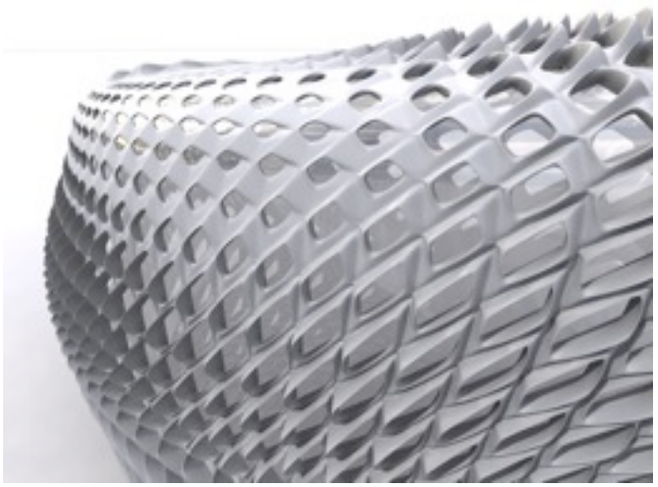
Application: Architecture

Junkai Jian + Jinqi Huang









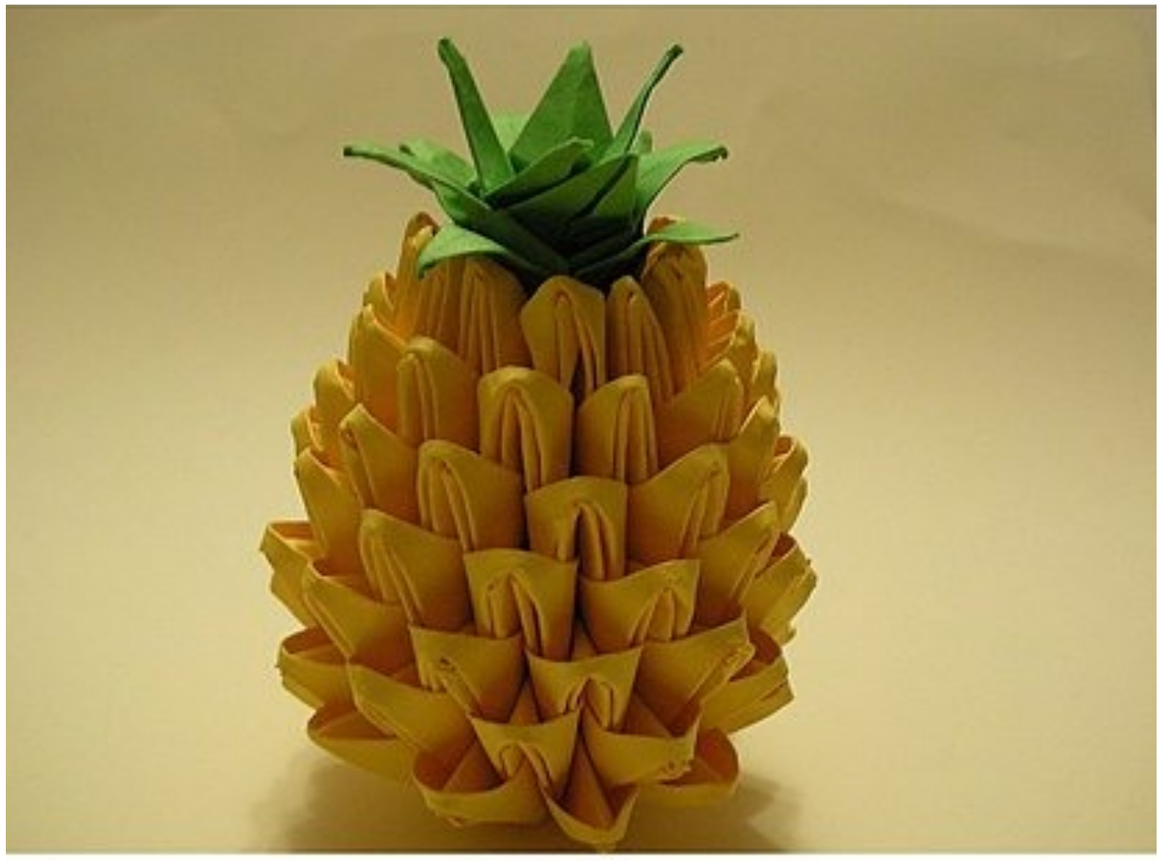
Application: Architecture

Urban Planning, Zaha Hadid Architecture



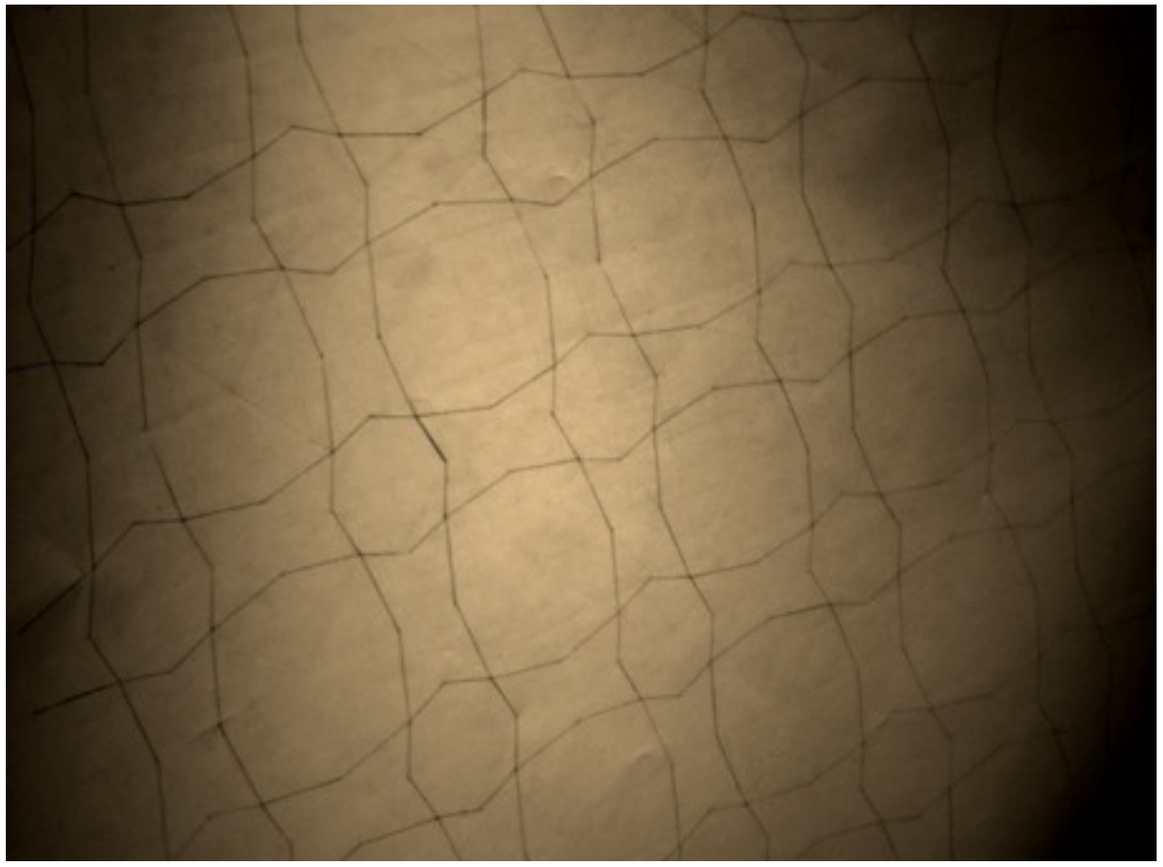


Production: Craft ROBO
Craft ROBO / Japan





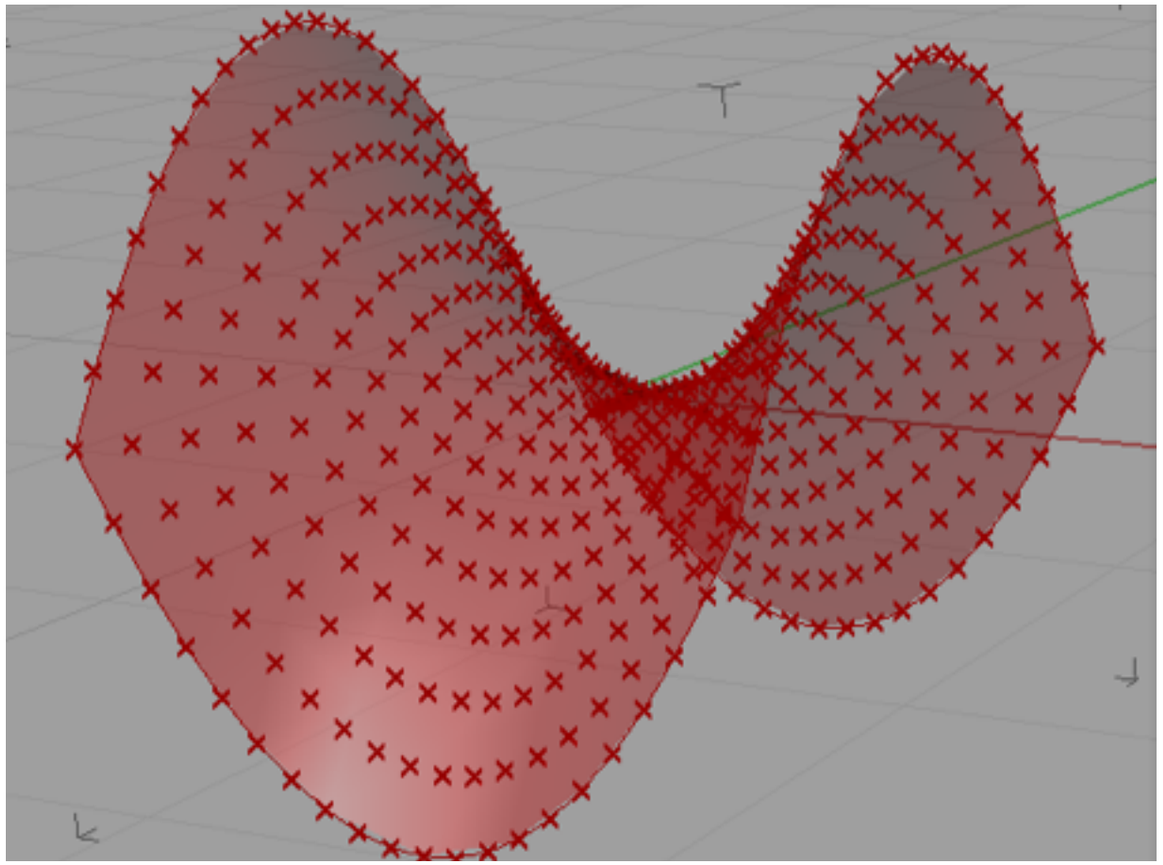
Local Culture
Manufacturer, Taiwan

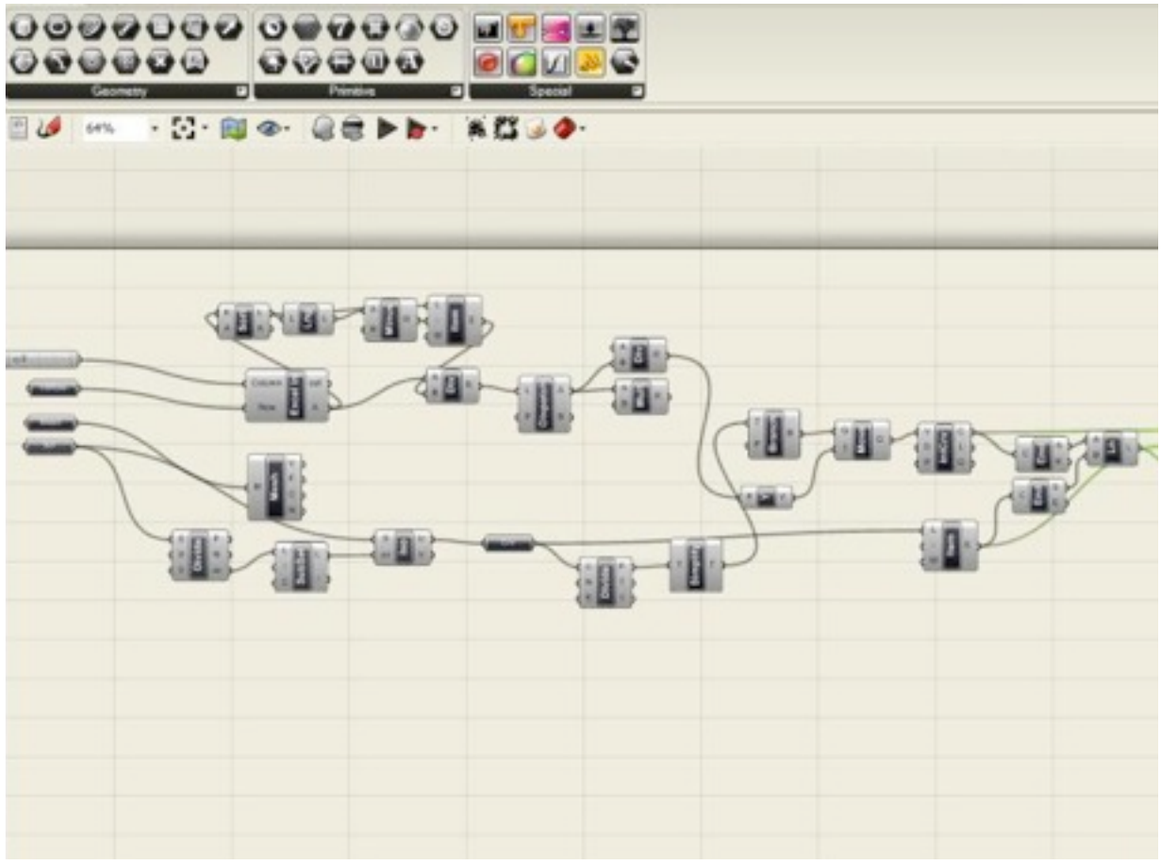




Deconstruction

Dimension+

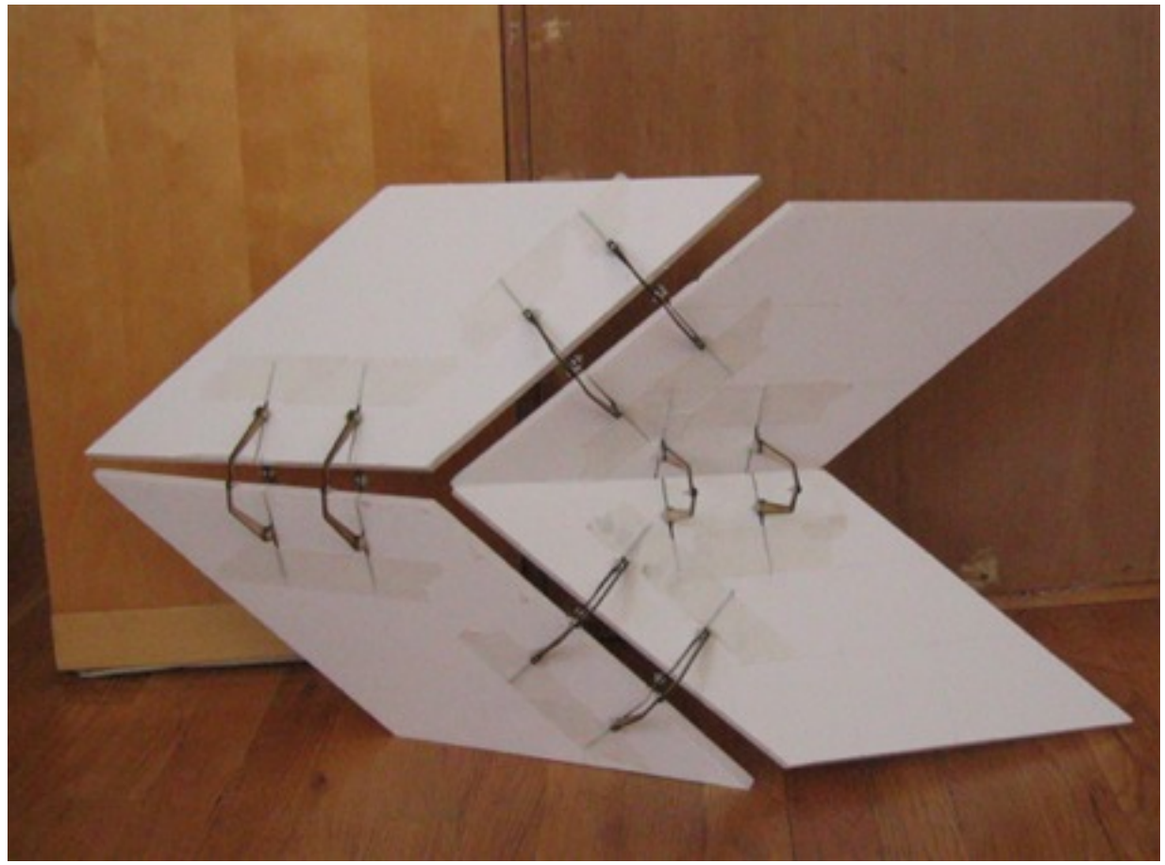




Rhino+Grasshopper

Grasshopper3d





Kinetic Application

Kinetic Wall, Singularity Studio



Kinetic Application: Theo Jansen

Theo Jansen