MANCHESTER SCHOOL OF ARCHITECTURE

BUI I

THE ARCHI WORKSHOP SERIES



Team

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TRISHA PRADHAN	
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HUANQI DENG	(BA 01)
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IOANNA LA <mark>mprou</mark>	(BA 02)
SATISH COLBRIDGE VAZE	(BA 02)

THE MAKE BANK

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Our Partner, The Make Bank, tackles creative poverty amongst youth in the UK by distributing materials and creative kits. They believe that the creative industry should be equal, accessible and fair. They donate art and design kits and provide online resources to ensure all pupils reach their full potential.

As stated on their website, more than 33% of children in the UK are currently living in poverty and reaches a staggering 62% in some areas. An increasing number of young people are dropping out of creative subjects at school because they don't have, and can't afford, the materials they require. They believe that everyone should be able to pursue their creative passion. To combat this issue they provide free art materials kits to underprivileged school pupils.

Young people often don't recognise the scope of opportunity which lies within the creative industries and so don't view a career in design as a viable life choice. To counteract this, they tell the stories of artists, designers and makers from across the industry. Through these Stories, their blog and social media content they are building an online resource full of inspiration and advice.

Find more information about the MAKE BANK at: https://www.themakebank.org.uk

Follow them on Instagram and Twitter @the_makebank and Facebook @themakebank

Agenda

MAKE BUILD

Architecture as a subject can come with its share of uncharted territories. Tackling the issue of "the unknown" when applying to Architecture School, our project has produced a series of video tutorials [filmed at home] for young students thinking of studying the subject. These videos help to develop architectural skills and build a portfolio whilst giving an overview of the subject. The students involved in this project have used their sketching, photography and model making skills to produce video content. Using readily accessible materials and tools these videos are edited to create clear and easy to follow tutorials. Alongside the tutorials, a series of videos of our journey into architecture where produced in the format of social media "stories" for our partner to upload on social media. These videos give an insight into the different backgrounds we have come from and aim to show that the initial access point into architectural education can be more inclusive. This closely follows the motto of diverse inclusivity that the Make Bank attest to.

A series of top tip sessions and discussions with guest speakers where conducted to help share knowledge between the Masters and Bachelors students in regards to different softwares and skills used in architecture. Our project has allowed us to learn and share skills with each other as well as sharing stories with the wider public on the different backgrounds that can lead to architecture.

Find our videos on our youtube channel: Make Build Link : https://www.youtube.com/channel/UCUoR_ExORQNw1btut5uwghw



COLLABORATOR

The Make Bank was established by Kirsty Thomas, a former art teacher and founder of design studio, Tom Pigeon. The studio creates jewellery, print, stationery and homewares and works with clients around the world, including Tate, The Barbican, V&A, Made and Team GB.

"We love our work but were looking for ways to build a more socially responsible practice. The ongoing rise in childhood poverty in the UK is unacceptable and, in parallel to this, there is an urgent need to address the lack of diversity across the creative industries. We believe that there should be a joined up approach to these issues and that we must look for ways to support all young people who wish to pursue creative subjects in school if we are to create a diverse future for our industry." -Kirsty Thomas

SOCIAL VALUE

Working alongside the Make Bank, the Make Build project aims to challenge the barriers to entry into architectural education, making access more inclusive by sharing our knowledge and experience through a series of video tutorials. These videos give an insight into the day to day of a career in a creative profession such as architecture, with educational aspects looking to develop skills and understanding for student's looking towards creative careers.





TIMELINE

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InDesign Top

Tips & Meeting Our Collaborator

Short Stories &

Guest Speaker

WEEK 1 AIMS

Choose subgroups & complete video storyboards. Create example sketch models, photographs and sketches & finish filming these tasks. Review available footage & start editing the video. Complete first full draft of video. Finish editing the video & show the video at the premier

DAY 7

DAY

DAY 9

DAY 10





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Filming, Editing

& Publication

Upload Time!

WEEK 2 AIMS

Editing & Model Making Top

Tips

5

First Meeting &

Guest Speaker

Editing Workshop DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

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Storyboards & Filming

Editing &

Sketching Top

Tips

Finalise Video Storyboard, start videoing and review behind the scene content. 1st written draft of publication and start video editing. Continue video and publication editing. Finish video(s) and publication. Submit publication and blog.



FIRST MEETING & STORYBOARDING

Our first team meeting icluding both the MArch and BA students included a series of icebreaker conversations regarding architecture and hobbies outside of architecture. The BA students shared a piece of work that they were proud of as part of the conversation. The following day we divided into the three subgroups in which each student produced a story board for the different frames for the video tutorials which were later combined into one large story board.















ROBERT HOUMOLLER,

runs Merrett Houmøller Architects with Peter Merrett specialising in design as a process of making, influenced by location and the end users. Robert is a keen advocate for casting both for its finalised product but also for the process of mould making which forces in depth consideration of space and void.

Robert kicked off our project with a presentation about casting.

More information about Roberts award winning architectural work or teaching can be found at the links bellow.

Website: https://www.merretthoumoller.com/ Instagram : https://www.instagram.com/ merretthoumollerarchitects/

Twitter: https://twitter.com/mh_architecture Facebook: https://www.facebook.com/ merretthoumoller















GRACE SHEPHERD,

a master's student at the National Film & TV School, studying set design. ShVe's talked about how concept collages and art can be used as a methodology and prompt to start a project. As well as discussing how her skills she learnt in her undergraduate architecture degree at Oxford Brookes, such as creating illustrations and narrative, have translated into her current course.

More information about Grace's work can be found on her Instagram @gracejanetshepherd



ARCHITECTURAL STORIES

To show the variety of backgrounds weve all come from, we produced a series of social media stories. These videos are about how we [BA and MArch students] entered architecture and the challenges we faces and the advice we were given.













SKETCHING

As part of the architectural sketching video we have put together an annotated process showing a creation of a drawing from scratch. Basing on a chosen photo of a single building we aimed to create a detailed sketch respecting the standard drawing steps. Each presented phase is explained thoroughly so that it is easy to follow along. In order for everyone to be able to benefit from the tutorial, we intended to use universallyaccessible tools and materials. After filming the drawing process, we edited the recordings to achieve a concise and immersive tutorial.

Alongside video editing, we also had some group sessions on sketching top tips where we would exchange personal experience and various suggestions on this art technique.









MODEL - MAKING

Model-making skills are very important when it comes to making ideas tangible and easier to understand. This is why we created a series of videos explaining how to make simple models from materials available at home such as sheets of paper, or a cardboard from a recycling bin. We take the viewer through each step showing and annotating what to do. From collecting raw materials to the final three-dimensional creation. M

Model-making does not always has to be presented in a physical form, some people prefer a digital techniques. In order to learn about different ways to make models, we attended a group session on model-making tips and tricks improving the quality of our work.



In four days of at-home filming, we produced a series of Architectural photography workshop videos. Using every-day views like street views in our hometowns or views outside our windows, we shared out top tips when it comes to photographing works of architecture. Each step is simply explained while shown in the videos. Apart from our recommendations for framing the photo and working with the appropriate lighting, we shared our tips for editing the photos using our smartphones.











PORTFOLIO

During the final week of MSA Live, we produced our final video. In this workshop, we shared our top tips on how to create digital and physical portfolios for applying for architecture. The entire process is documented in detail in the form of a follow-along tutorial. During the filming process, our team learnt useful skills on video editing, like making videos look like cartoons. Our handrawings are edited together using PowerPoint in one of the videos, since the software is easy to use and available to most high school students.











ABOUT

Each year the MSA Live (formerly Events) programme unites M Arch. year 01 with B Arch. year 01 and 02 and M Land. Arch 01 in mixedyear teams to undertake live projects with external partners to create social impact.

LIVE PROJECTS

All MSA Live projects are live. A live project is where an educational organisation and an external partner develop a brief, timescale, and outcome for their mutual benefit.

SOCIAL IMPACT

All MSA Live projects have social impact. Social impact is the effect an organization's actions have on the well-being of a community. Our agendas are set by our external collaborators.

EXTERNAL PARTNERS

MSA LIVE projects work with many organisations: charities, community groups, social enterprises, community interest companies, researchers, practitioners and educators.

STUDENT-LED

Our MSA masters students take the lead in the project conception, brief development, delivery and co-Vordination of a small project. Other cohorts join for an eventful 2 weeks of activities at the end of the academic year.

KNOWLEDGE TRANSFER

Working in teams within and across year groups and courses; MSA students participate in peer to peer learning. In addition, collaborators, participants and students engage in the transfer of tangible and intellectual property, expertise, learning and skills.

LARGE SCALE

This year approximately 600 students from 4 cohorts in MSA will work on 42 projects with partners.

QUESTIONS

For questions about MSA Live 21 contact MSA Live Lead: Becky Sobell: **b.sobell@mmu.ac.uk**

BLOG live.msa.ac.uk/2021

SOCIAL #MSALive21 @TheMSArch @MLA_TheMSArch

WEBSITE www.msa.ac.uk