



**Honorable
Mention**

Project Title: **Shanty Town**
Student Name: **Jesse Gantenbein**

Level: **Junior**
Course: **Furniture & Sculpture / Object and the Computer**
Advisor/Instructor: **Brad Jirka**
Principal Investigator: **Brad Jirka**
Department/School: **Fine Arts, The Minneapolis College of Art
and Design, Minneapolis, Minnesota**

Summary description of project:

This nomination is about the translation of the digital to the real. The exciting element of the use of **form•Z** and rapid prototyping is the adoption of the process as a tool in the creation of the work.

"ShantyTown" contrasts the stark realities of the existence of many populations to the advantages and opportunities of his/her own computer generation. At the same time the work brings an interesting perspective on the generation of "computer architecture", a glance at materials, and an almost ironic humor of the contrast of these differing realities.

Reasons for the nomination:

I feel that this work is a model for the inclusion of the computer and the use of **form•Z** as an effective tool in the artist's creative process.

I feel the project goes far behind the simple use of a machine to become a commentary on modern technology...not a statement of "good or evil" but rather revealing an understanding of the detachment of technology without the "human heart". At the same time it quips at the "glory" of modern architecture while suggesting the application of the technology to more immediate priorities including sustenance and sustainability.

The work insists that the viewer consider their relationship to a greater whole beyond their isolated surroundings.

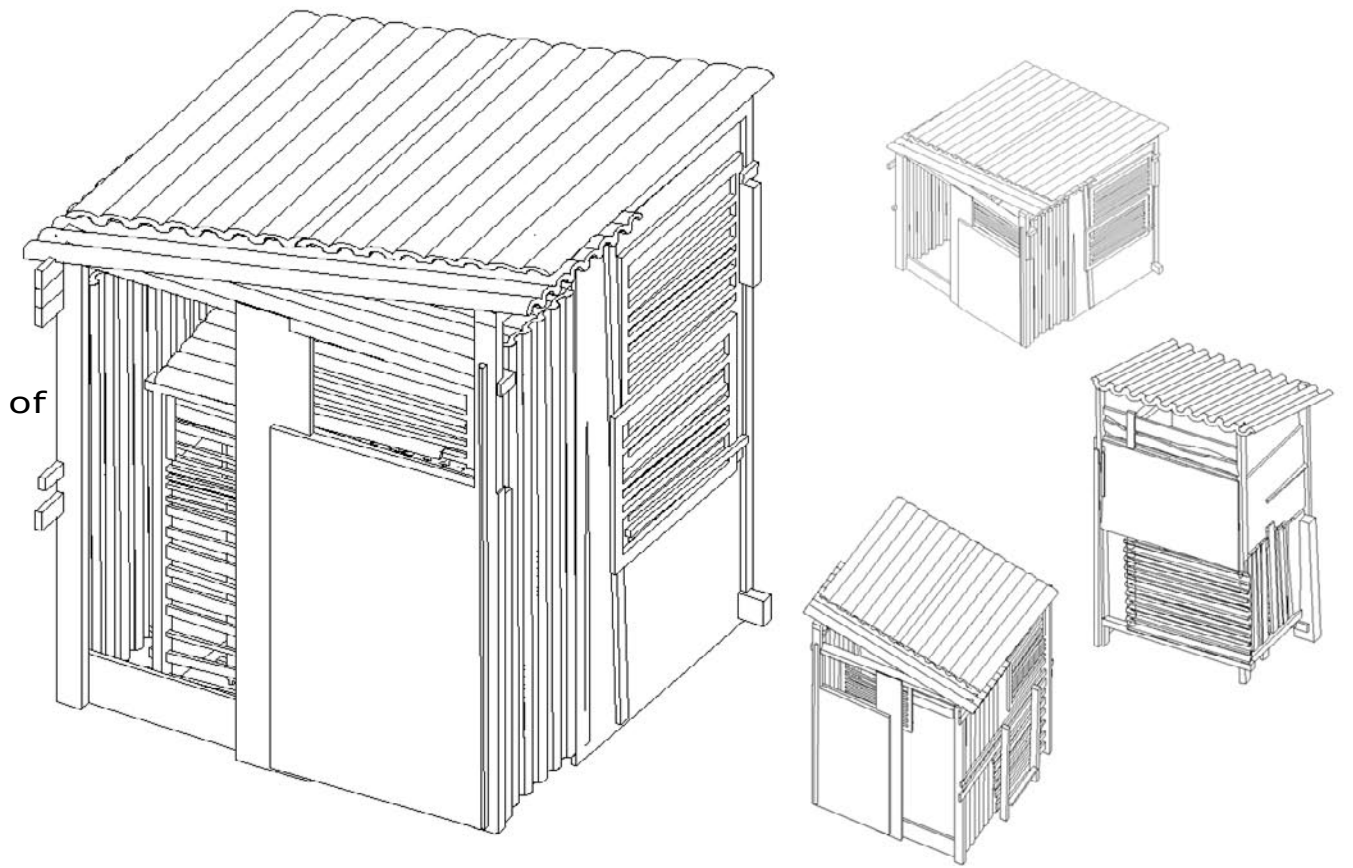


Jury Comments:

This project proposes an intricate and innovative solution to a difficult design problem. It exhibits the proper coupling of digital and traditional media with implications beyond just representation. I was particularly impressed by the multidimensional transfer of media and the resultant iterations of the designed artifact.

●**Loukas Kalisperis**

Hidden line render of one of the shanties.



Rendering of a shanty.



Detail of the work "Shantytown";
RP gypsum model on sand base