

ONLINE STUDIO

AGE 12-18

Architecture and the Body
with artists

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Architecture and the Body

03: Cosmic Body

with artists
Anna Brass and Paul Patrick Fenner

In this session we think about memory and the internet.
In the first drawing we visit The Sainsbury Centre (or another museum or collection) through our minds, using our memory.
In the second drawing we think about the infrastructure of the internet and imagine it as a colossal body.

Two drawing tasks: the first is 5 – 10 minutes,
the second is 30 – 60 minutes

Materials

Each drawing task has possible combinations of materials to use, but these are just suggestions – you can use whatever you like.

For this session we've suggested:

- ink, felt tips, graphite or charcoal
- in a sketchbook or on paper



Llama Effigy, Peru, 1400 – 1532, Sainsbury Centre

Drawing 1:

Drawing objects from memory. 5 – 10 minutes

You can use anything you like, but these combinations of materials might work well:

ink on paper

or

felt tip or graphite in a sketchbook

Drawing Instructions:

1. Imagine yourself inside the Sainsbury Centre (if you have never been to the Sainsbury Centre then imagine another museum, or any other place that is full of interesting objects).
2. On a sheet of paper, draw as many of the objects as you can remember.
3. If you can't remember exactly how something looks, then make up how it could look.
4. Don't worry about the size of the objects, just fill up your sheet with as many as you can remember.



Virgin of the Mountain of Potosí, Unknown artist, 1740 – 70, Casa de Murillo, Bolivia

Drawing 2:

Imagining the internet's infrastructure as a colossal body
30 – 60 minutes

Possible combinations of materials:

pen on a double sketchbook page
or
charcoal or ink on a big sheet of paper

Drawing instructions:

1. For your internet body, you could start with its face: the many screens on which it appears to us. It could be a kind multi-headed monster. The internet's brains are the giant energy-guzzling servers in California that store the data.
2. For the rest of the body, imagine the factories that process the raw minerals for computers and cables as its organs, and the wires and cables that run under the ground and sea as its nervous system.
3. Think of its digestive system and the food it eats. This would be the power stations that generate the electricity for the system to run: converting the food (coal, oil, gas) into energy.
4. The body is embedded in the landscape, half underground: it could be a kind of giant, or world-body.

Questions:

Has your idea of the internet changed?

Can you imagine your internet body as a character?

Is it like Frankenstein's monster?

Could you develop your drawing into a story?

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