

## Ben Skea: The Lighthouse Gallery 2a: 24 week schedule (1 day in library / 2 days in studio per week)

	Weeks 1-4	Weeks 5-8	Weeks 9-12	Weeks 13-16	Weeks 17-20	Weeks 21-24	
Materials Consideration Library	Meet with gallery to discuss project	Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability	Meet with gallery to discuss progress of project	Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability	Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability	Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability	
	Draft and send emails requesting samples or low cost plastic from: Smiles Plastics (Recycled Soft / Rigid Sheeting) & Panel2panel LTD (Recycled Panels)		Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability				Experiment with 3D projection mapping in gallery space (if possible)
	Research: Recycled Plastic, Bioregionalism, Environmentalism, processes of plasticity and fracture, sustainability in plastic building materials, plastic production chains, mutability		Experiment with 3D projection mapping in gallery space (if possible)				Finalise project synopsis ready for exhibition
Studio	Drawing and digital imaging	Isolate most successful images	Arrange for voiceovers to be recorded (FlyVoiceover)	Order 3D printing (Shapeways)	Arrange fabrication of steel frame	Arrange for digital printing and mounting (The PrintSpace)	
		Model 3D extensions	3D model steel frame design	Arrange for voiceovers to be recorded (FlyVoiceover)	Programming of Isadora patch	Testing of Isadora patch	
		3D model gallery space	Sound field recording	Sculpture	Sculpture	Final renders	
	Fluid / collision dynamics experimentation	Experimental writing	Editing and animation	Sound design	Sound design	Final renders	
		Fluid / collision dynamics rendering	Fluid / collision dynamics rendering	Editing and animation	Editing and animation		