



Workshop Schedule

Day	Subjects	Location
1	Informal Opening of Workshop	KUSOE Mechanical Workshop
	Brief Introduction on Junk Metal Sculpture	
	Concept Development through available metal junk	
	Metal Joining processes	
	Start to assemble Iron junk	
2	Brainstorming on aesthetic and engineering aspect	
	selection of the ideas	
	Continue assembling Iron Junk	
3	Continue assembling Iron Junk	
	Grinding	
	Painting (If Necessary)	
4	Continue Painting (If not completed in previous day)	
	Review and Feedback	
	Informal Closing of Workshop	

Advisors

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ARTENGINEERING WORKSHOP - 2

UTILIZATION OF METAL JUNKS

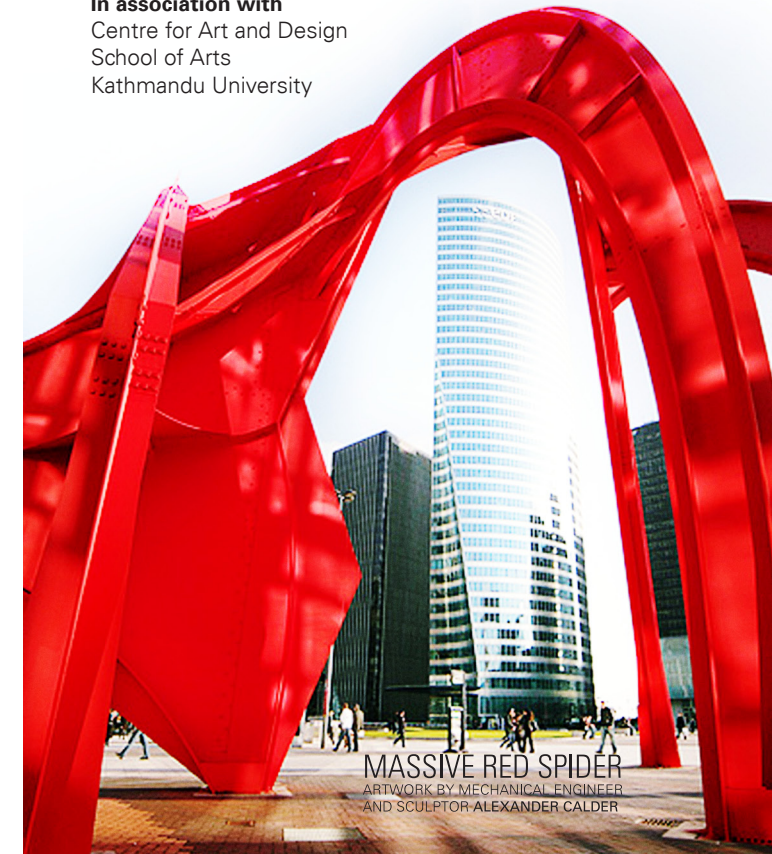
12th-15th March 2013
Dhulikhel, Nepal

Organized by

Department of Mechanical Engineering
School of Engineering
Kathmandu University

In association with

Centre for Art and Design
School of Arts
Kathmandu University



MASSIVE RED SPIDER
ARTWORK BY MECHANICAL ENGINEER
AND SCULPTOR ALEXANDER CALDER

Introduction

In the world of industrial age, Iron and its alloy played a vital role for the development of industrial structures and machines equipments through engineering technology. From basic to advanced Iron and Iron based structures were (are) made out of various technologies, which also revolutionized in design sector of engineering, architecture, arts, science and technology etc. Although, there are producing plenty of junk iron and iron based metals in the world day by day due to the dismantle of old structures. There also re-use those junk metals for making other structures but also possibilities of sophisticated sculpture by assembling those junk materials as beautiful and meaningful creations. The trend of sophisticating iron junks as junk sculpture was started after World War II in Europe and United States of America. In the history of world art, Alexander Calder (also a Mechanical Engineer), David Smith (also a Taxi Driver), Arshile Gorky, Jean Tinguely, Mark di Suvero were prominent artists/sculptors for Post War Sculptural movement in west. However, the fashion of making junk sculpture in Nepal has started only in the early 21st century AD. Bhuvan Thapa 'Bahuv', Raju Pithakothe, Meena Kayastha is prominent Nepali sculptors, who re-used metal junks as junk sculpture. Arambha and Art Club, the non-governmental organization related to the art and artist, and KUart have been organized the workshop of junk sculpture by re-using the metal junks collected

from world's highest mountain Sagarmatha(Everest).Also the particular course related to the metal junks is taught in Sculpture and 3D Studio Art developed by KUart.

In present context, Nepal is also not far from its industrial developing process and as far as also not away from producing metal junks. If Nepali designers, sculptors, Engineers and technicians could combine simple and basic Engineering technology and aesthetic through art, Nepal could also support to developed contemporary visual culture in many aspects. For that a short collaborative workshop of junk iron sculpture between the students of engineering and art can be organized through ARTENGINEERING volume II for aware new visual culture in Nepal entitled Utilization of Metal Junks.

Metal joining processes crucial role in modern art and engineering design since virtually all the product are fabricated by joining processes that satisfy the fictional requirement of the final product. Typically metal and its ally joining methods are welding, brazing soldering, abrasive bonding electron beam welding, vapor deposition bonding. Although, metal-joining processes were developed by empirical basis, these methods are becoming more engineering and scientific basis to satisfy need of advance technology.

Objectives

1. Educate on the contemporary visual culture to the Nepali students of engineering and art
2. Provide the alternative medium and technique for maintaining metal junks in Nepal
3. Share the knowledge of art and engineering between two diverse students of art and engineering
4. Collaborate the design concept and engineering techniques between the students
5. Make acquaintance of significances of collaborative design concept and engineering techniques
6. Produce variety of creative monumental sculptures through engineering technology for displaying at departmental premises of Kathmandu University
7. Educate the fusion of metal Joining Processes applied in Art as well as in Engineering.
8. Develop new paradigms of expression of the object that is generated in the workshop and to give powerful meanings.
9. Develop analytical and creativeness on Art and Engineering student for effective use of junk metals
10. Generate the knowledge through intersection of the ideas from art an engineering students

Target Group

ArtEngineering workshop II is targeted to the students and researchers from Kathmandu University School of Engineering and Centre for Art and Design.

Duration

Total 4 days

Registration Fee

Rs. 500/- per participant



Artwork by Alexander Calder



Artwork by Mark di Suvero



Artwork by Alexander Calder