For this exercise you are given a digital image of a 25lb block of fresh clay (please download it from www.a-bprojects/state-of-ceramics) . You are tasked to cut, shape, and manipulate this material/image by using digital editing tools such as, but not limited to Photoshop, Instagram, Apple Photos/Markup, Pixlr, SketchUP, Maya, etc. We recommend that you use whatever digital tools are accessible to you.

Just like the material malleability inherent to clay you can do and undo any of the digital processes done to the block of clay image. There is no final shape or form that you are required to achieve, this is an experiment in digital tools and technologies and serves as a way to link different materials and methodologies that often do not exist in the same reality. As you prepare to begin your project you can consider any digital or clay processes/techniques such as cutting and pasting, liquify, or pinch, along with coil, slab building, wedging, and others.

Consider how these techniques and your digital gesture/touch translate through physical and digital platforms. Alternatively, you can create multiple copies of the original 25 pound clay image to give you more material to experiment with before you reach a final image manipulation or digital object(s) with which you are content.

We encourage you to share the images digitally, in platforms such as Instagram. We can communally build a digital archive using the hashtag #DigitalClayBodies. All final images can also be submitted to andres@craftcontemporary.org with the email subject "Digital Clay Bodies".

Sample Photoshop technique demonstrations made specifically for this exercise:

Liquify: https://youtu.be/RJ4yOZgyQH0

Pinch and Distort: https://youtu.be/c9HwdQteErA

Cut and Paste: https://youtu.be/MNPyrxuKvIM