

# Cavener Online Workshop Outline- 2026

## **SESSION ONE: Concepts vs. Ideas, Objects vs. Installation**

9:00 **INTRODUCTION:** Getting started – *30 mins*

- The difference between IDEAS and CONCEPTS
- Central THEME for a Body of Work: The creation of specific presence and space
- LOCATION and Timing: Architectural influence & aspects of possible human interaction
- AUDIENCE: Three influential aspects of visual language
- Next things next: SCALE, GESTURE, & SURFACE
- Developing individual pieces: Creating the cast of characters to represent human archetypes
- Revisiting SCALE: Conceptual tools for developing an emotional/psychological element

9:30 **DEMONSTRATION:** Developing complexity and variation through multiple studies – *30 mins*

- Starting with an emotional line
- Thumbnail sketches, a necessary struggle
- The importance of Initial studies in oil-based clay
- Chasing an idea through repetition and variation
- Developing a gestural language & refining skill
- Weeding out the weaker/shallow ideas
- Creating a group of figures that will form a larger presence
- Armature design references

10:00 **EVOLUTION OF AN ARTIST:** how and why I came to be making this work – *90 mins*

11:30 **INTERACTIVE DISCUSSION & QUESTIONS** – *30 mins*