Glass Art Society Announces the 2014 Technology Advancing Glass Grant Recipients

Anna Mlasowsky

The Glass Art Society (GAS) announced the inauguration of its new Technology Advancing Glass (TAG) program at the 2014 GAS Conference in Chicago, Illinois. TAG will provide an annual grant to an artist or group of artists to fund research to advance the field of glass art. The idea behind the program follows the worldwide educational trend that combines science, technology, engineering, and math (STEM) with the arts (STEAM) to accelerate the development of new, expressive forms.

Winners of the 2014 TAG grants were announced on October 1, 2014. The top recipient, Anna Mlasowsky, will receive a $5,000 award. Runners-up, Erin Dickson and the artist team of Michael Stern, Shreya Dave, Markus Kayser, and John Klein, will each receive a $2,500 award to fund research on new materials, techniques, making methods, and applications of technology in glass art.

Inviting Technology to the Creative Process

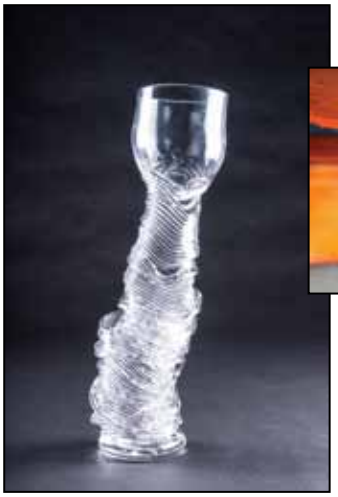
Longtime glass collectors and supporters of GAS, Ted and Melissa Lagreid, and glass artist and former GAS Board member, Wayne Strattman, made the TAG grant possible through generous donations. The Lagreids originally approached GAS with the desire to help the glass arts community. A GAS committee of interested members then decided to create an annual grant program and competition for the grant. Committee members include Lagreid and Strattman, as well as glass artists Rik Allen and Peter Houk.

"Glass, with its unique characteristics, offers a special contribution to the larger art world," states Lagreid. "And because of how younger people interact with the world in a very technologically oriented way, perhaps adding evolving technologies to the art making process will elicit a new set of positive responses from a segment of society that is in its formative stages of artistic awareness."

Meeting the TAG Grant Recipients

Mlasowsky will use the award money to finance the development of a new sculpture-making method based on pâte de verre techniques. The process integrates digital prototyping, 3-D modeling, and printing techniques to generate structures that serve as sculpture molds, thus liberating the artist from making traditional molds. "This new sculpting technique will allow artists to create large work while using much less material than is commonly used in other techniques. It will also provide the opportunity to work on complex shapes in kiln forming otherwise not possible," Mlasowsky states. "This development will help to keep glass art a contemporary and diverse art form that evolves together with other creative enterprises and industry."

Dickson will combine the possibilities of data capture, computer modeling, digital fabrication, and 3-D printing to offer a new method for producing imagery in glass sculpture. The process will translate the digital photograph into a glass object by using modeling software such as AutoCAD and Rhino to produce a digital, 3-D surface. The artwork can then be created through water-jet machining, CNC machining, 3-D printing, and kiln casting. Dickson explains: "The new method merges the printed image with manufacturing technologies, moving from the flatness of pictorial space to the interiors of transparent glass and beyond into concepts of printed sculptures and innovative ways of making images with glass."



Michael Stern, Shreya Dave, Markus Kayser, and John Klein

The **team of Stern, Dave, Kayser, and Klein** will continue their research begun at Massachusetts Institute of Technology on the first automated, hot glass 3-D printer. The team plans to use 3-D printing to add variety to existing glassworking techniques to further their capabilities, precision, and visual effects. The team states, "The fusion of 3-D printing and glass will provide a dynamic opportunity to engage people from the larger maker community that exists around 3-D printing and ultimately help introduce new minds to glassworking."

Hopes for the Future

"We are hoping for this first set of recipients," states Strattman, "to not only make progress on their individual proposals, but that the GAS membership will become inspired to start thinking about developing new methods. These proposals are bringing computer-based technologies to bear in the production of artistic pieces. This is an almost universal movement in the maker community, and it will be exciting to see what these people will be able to create."

TAG grant recipients are required to give a presentation on their completed project at a GAS conference or other event within three years of receiving the funding. GAS will also publish their findings in the annual *GAS Journal*, and the lecture will be a new, regular feature of GAS conferences. Applications for the 2015 grant will open in March 2015. More details can be found on the GAS website.

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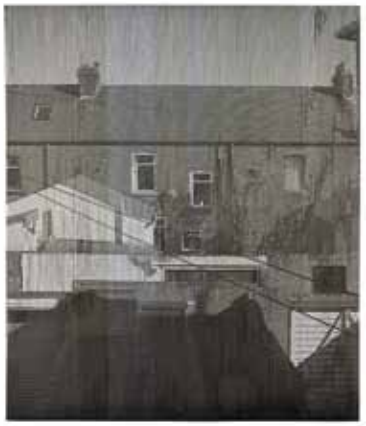
Visit www.glassart.org for more information on upcoming Glass Art Society events or on becoming a GAS member.



Erin Dickson