

MASHAL ASIM

JEWELLERY DEPARTMENT

4TH YEAR 7TH SEMESTER

CONTEMPORARY TFJ SEMINAR

F2017-528

FINAL PROJECT:

“ONCE TRASH IS ANOTHERS TREASURE”

The trash item I have chosen is real chicken bones, my though process behind choosing these particular bones were, as after eating chicken meat we threw the bones away and they become useless but somehow these are food source for insects so basically these are still trash item.

My Inspiration of this trash item is an artist name “Momina Muhammad” she is Lahore based artist. She did her graduation from NCA ‘National college of arts’ in 2014. She practices as a professional miniature painter and also works as freelancer artist. She also practices in print making, oil painting, photography and sculpture. Momina is only Pakistani artist who used Mughal miniature technique on bones. Her work shows physiological theory of which portrays beliefs and behaviors. She works painted miniature techniques on bone, to her this means life is dead and hollow. Through her work she wanted to show the brighter side and the prevailing environment of our country where you don’t know what happened next moment



Fig 1, Momina Muhammad, it is still green on my land,
Miniature technique on bones



Fig 2, it's still green on my land,
gouache on bones



Fig 3,



Fig 4, Anna Cirilo, The beauty of the beast

Keeping in mind the concept of trash Item, I've decided to create a jewelry piece out of bones. First, I brain storm my mind on a paper where I draw few designs, I also take care of its Wearability and durability of the bones. The process that I have experimented was first I took chicken bones and dry them fully with no meat on it. After drying bones for 24 hours with without applying anything. I kept them in a dry place. After fully drying I brush off the dryness of bones with sandpaper because on the bones there were still some meat lefts which I had to remove by sanding it with sand paper. After drying the bones, I have applied gum Arabic on the bones. Why I chose to apply gum Arabic was it helps to preserve things and from termites. Which normally eaten by termites when you throw them away after taking out the meat. I wanted it to be preserved for long team that why I've applied gum Arabic to preserve them from rusting so now these bones can stay the same they won't be hollow because of termites.

After this whole long procedure, which took almost 48 hours from drying bones to apply and dry gum Arabic. Then I painted them with white acrylic, I didn't apply opaque layer of white color on them bone I just painted few parts because I didn't want to hide the real bone essence from it so I painted few part and other bone was naked. That also the reason why I chose to paint white color to make it more real and have given some aesthetic sense to it as well.

After this process, I did some design development and then decided to make a contemporary asymmetric ear cuff out of these bones. I had a wire frame of ear cuff which was incomplete, I finished the making of ear cuff wire frame, with the help of the frame it's easy to wear cuff on your ear and holds the weight of the things.

Then I placed the bones in a manner and attached them the hidden wires and use adhesive to give them more strength so they won't fall apart. And to give more contemporary feel I've added some pearls to add some design esthetic to it. Just to make it look like a wearable sculptural feel. The whole process was so interesting for me to do in real. I've did this process twice in this project and the one in last semester and really enjoyed the whole journey of these bones' accessories.

I feel like these is the process which revives the old ancient times adornments where people used to adorn them with bones, shells and leaves because they had no access to Dimond jewelries etc. As they used to wear original animals' bones. But in this era, we never thought of wearing bones

accessories. This is the jewelry piece I've designed and I think it is the success and reborn of ancient times accessory items.

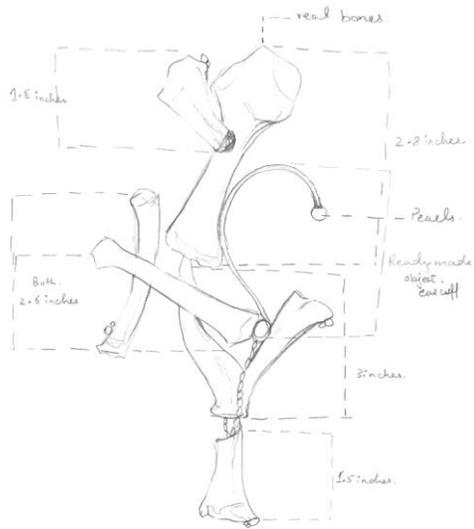


Fig 5, technical drawing



Fig 6, ear cuff, rendering



Fig 7, final product