

1 find a poster



2 download the app



3 select a project you like...



JOIN OUR COMMUNITY at the **Corner Post Studio**

The Corner Post Studio members, creative industry students + volunteers! Corner Studio offers an exciting programme called Chin-wag. There is space for up to 6 Corner Post Designers to get involved.

Located in the heart of the city, Chin-wag allows established artists and designers to craft their projects together with students. The programme aim is to blend the designers with peers outside of their network opening up space for new creative conversations.

Pairing designers and undergraduates will benefit both parties. Open Weekends - mean that anyone who is curious about design and craftsmanship is welcome to chat and see what the designers are up to.

Chin-wag seeks ways to create new relationships and friendships between artists and students that would not otherwise been able to connect. It is an open-ended process. It is an invitation to begin a discussion.



and visit The Corner Studio

3 GET A PHOTO

Visit our photo booth. Share and inspire others with your design
#DundeeCHIN-WAG

2 MAKE

Make, play, modify/improve.

INVENTIONS FOR HERE

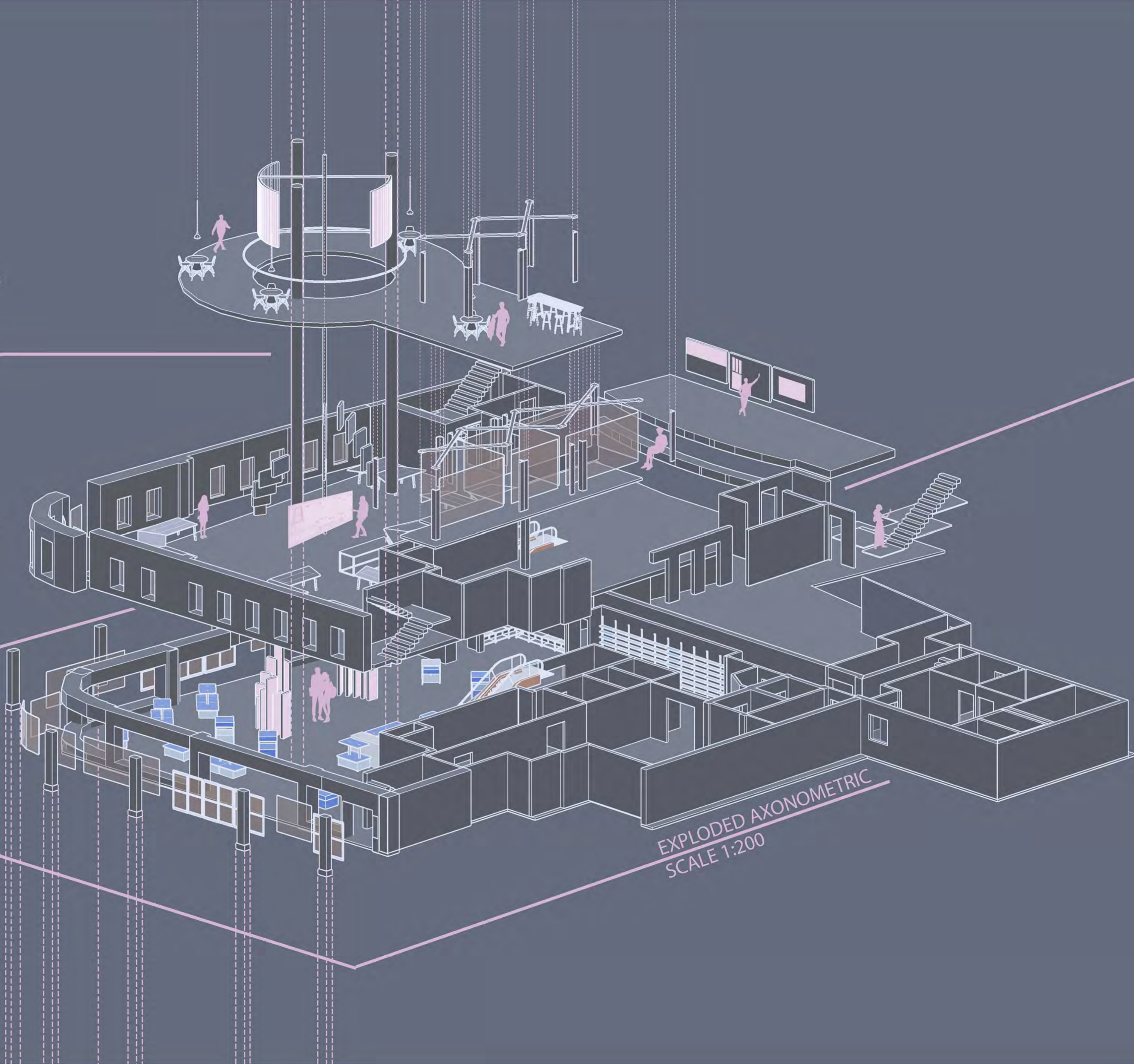
Leave your creation here for others to modify.
Free!

INVENTIONS TO GO

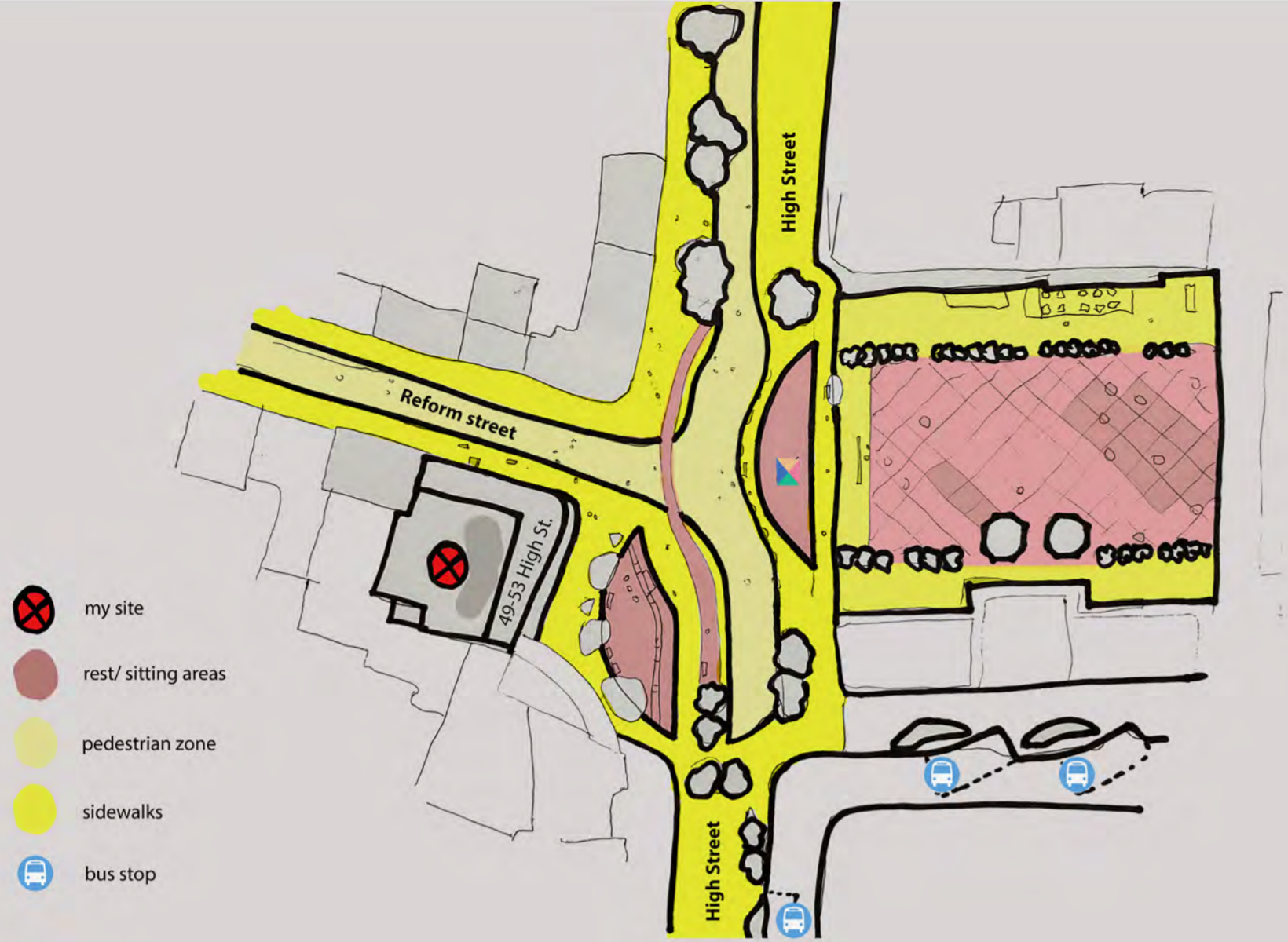
You can always choose to buy what you created.

1 PICK A PROJECT

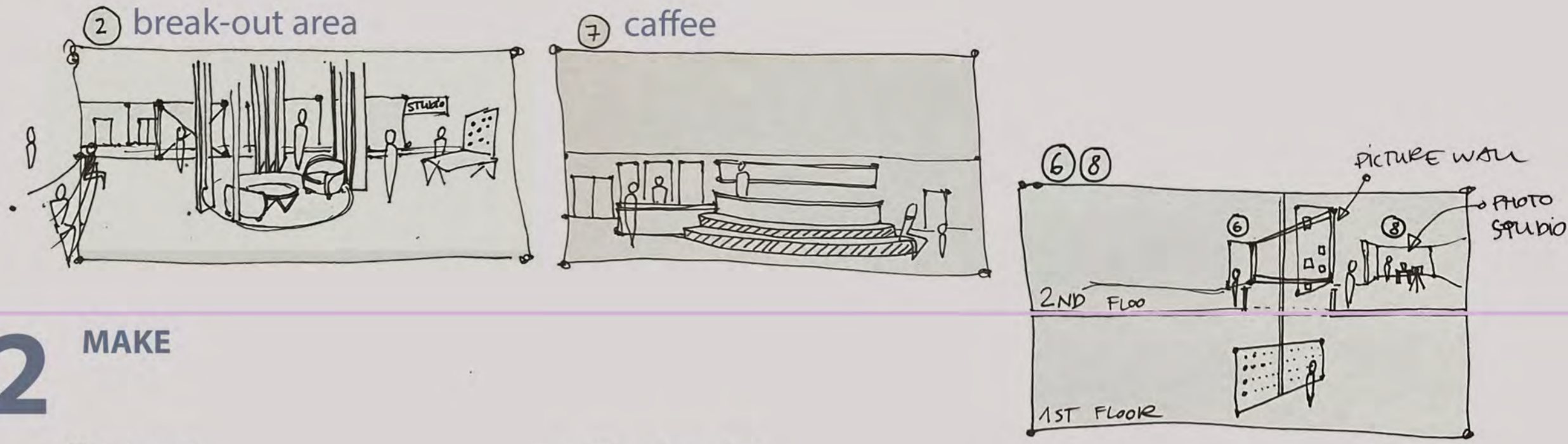
Select a project that inspires you and make your way up to the first floor. The workspaces are colour coded and can be identified by the colour on the project card.



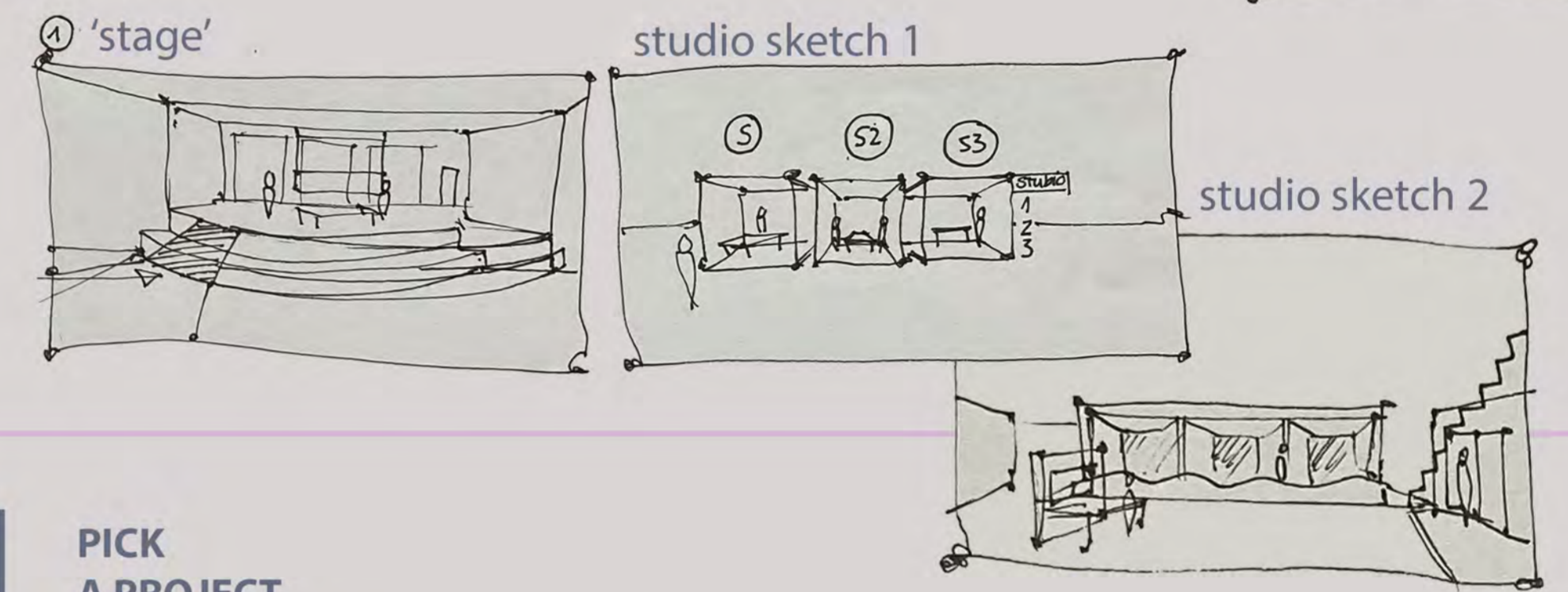
EXPLODED AXONOMETRIC
SCALE 1:200



3 GET A PHOTO

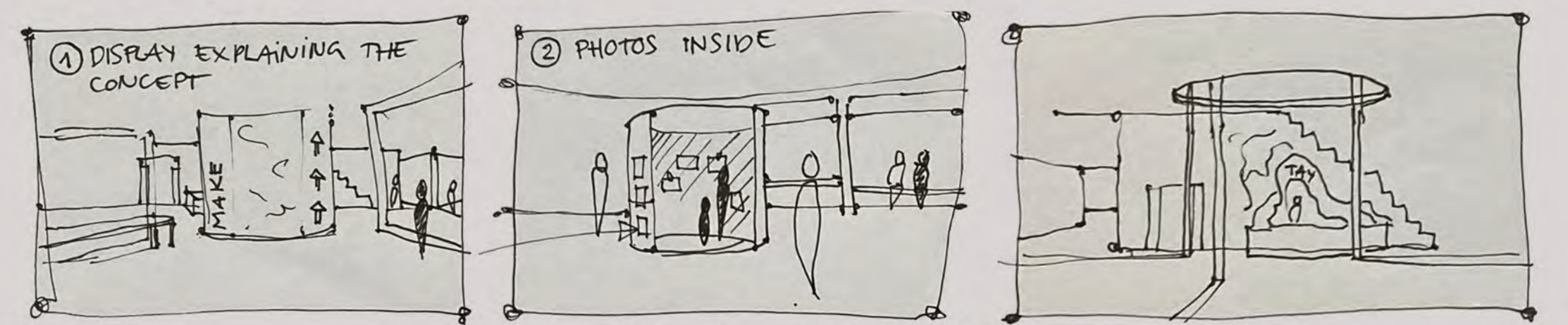


2 MAKE

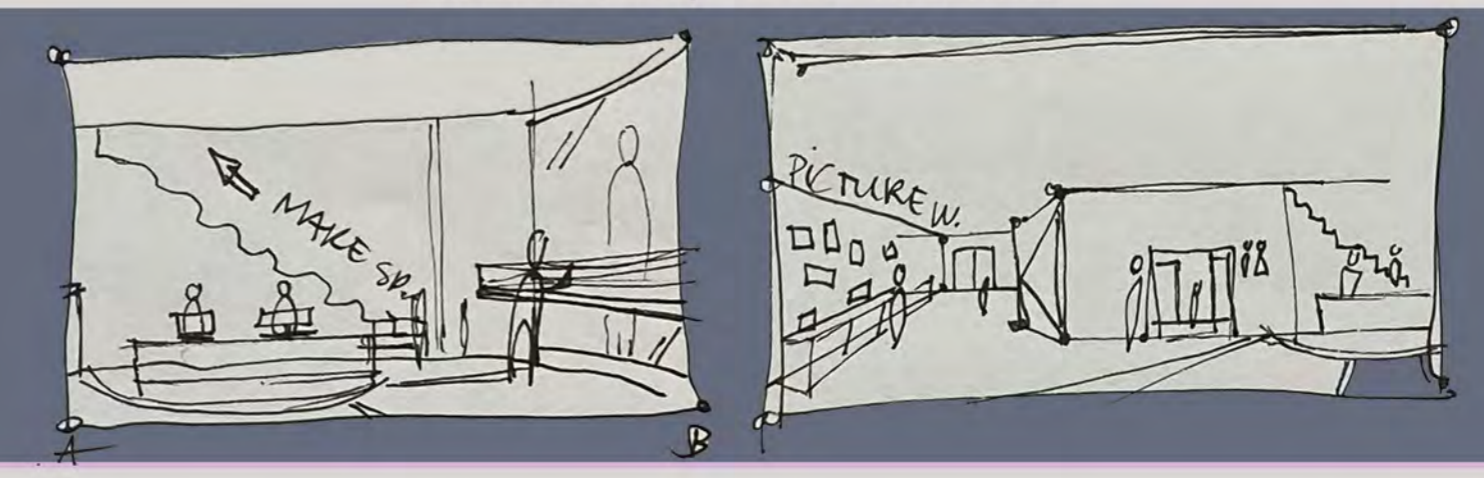


1 PICK A PROJECT

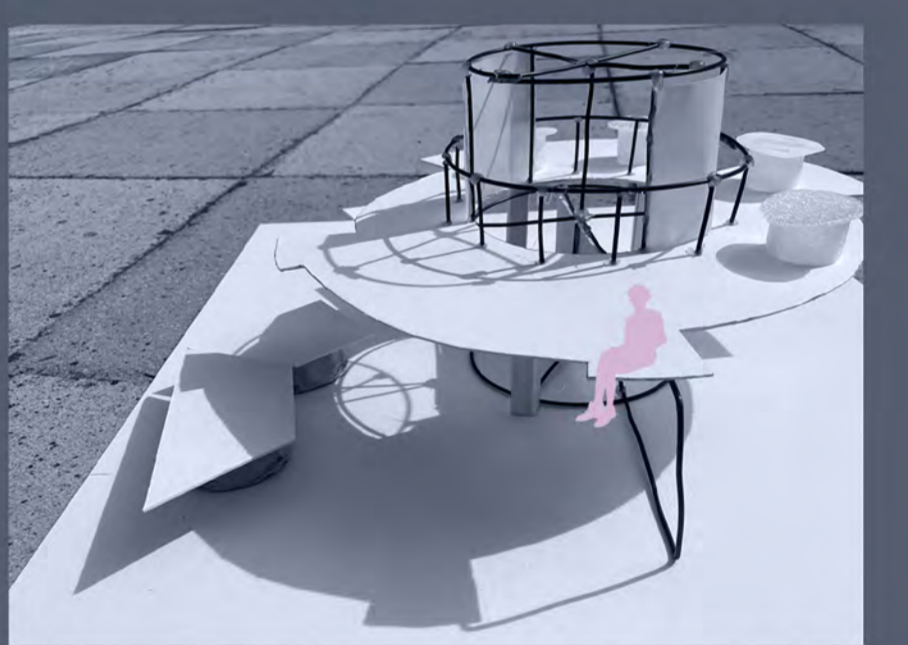
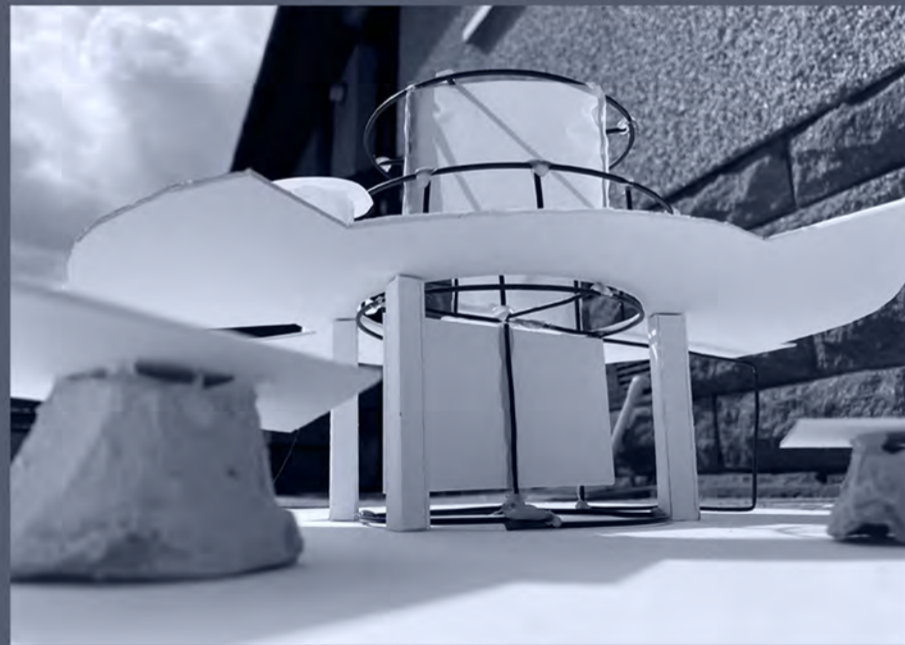
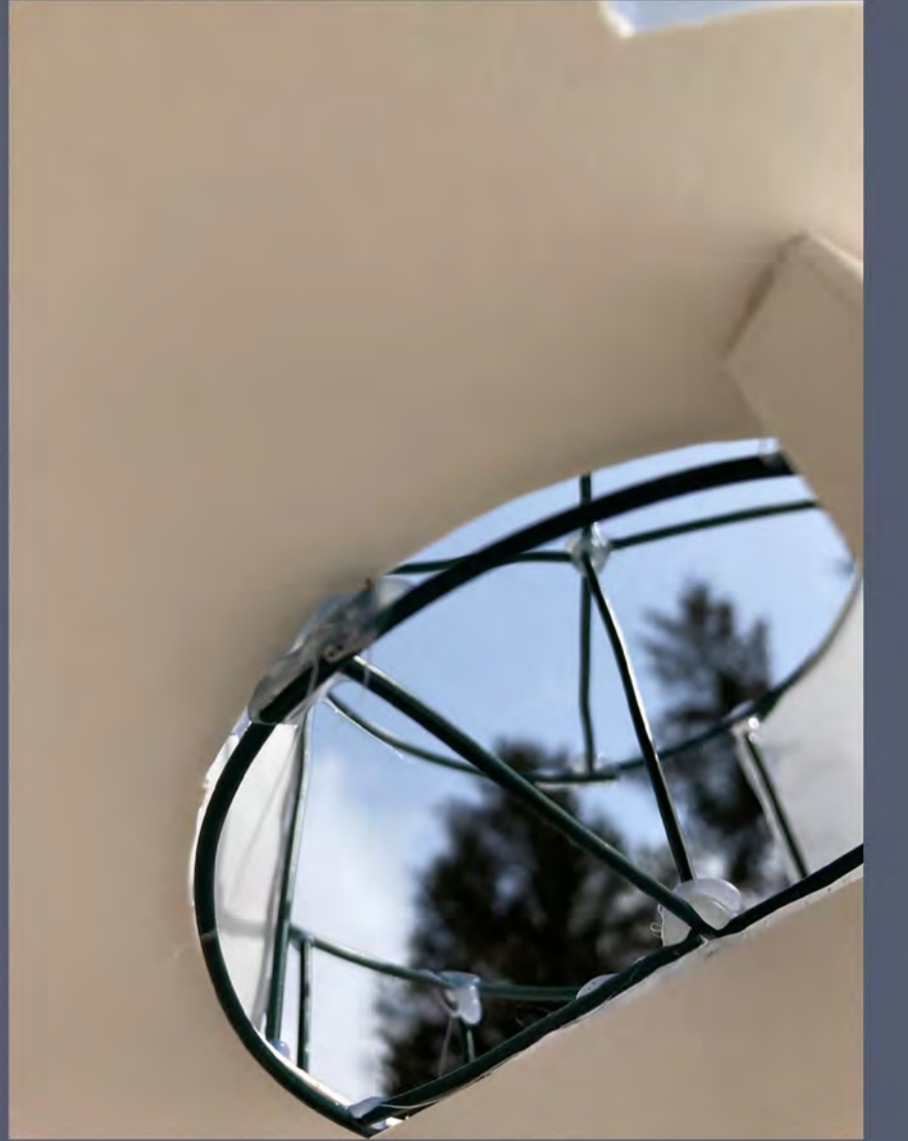
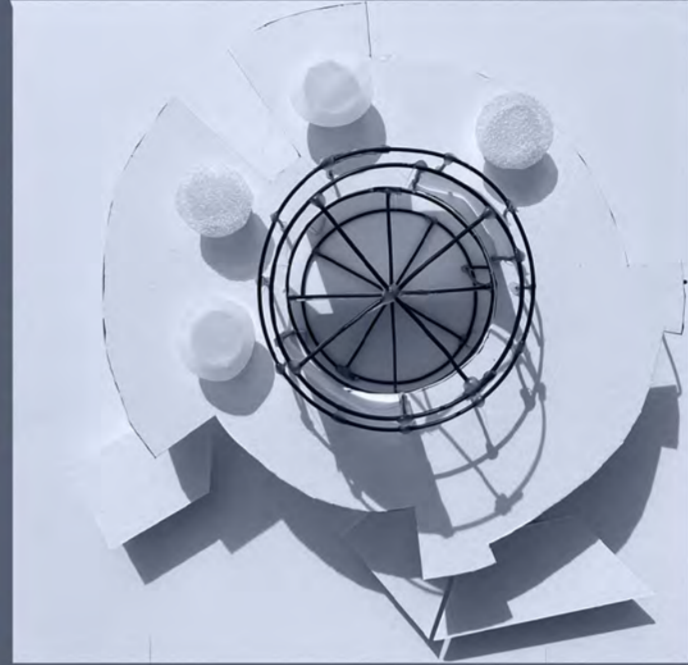
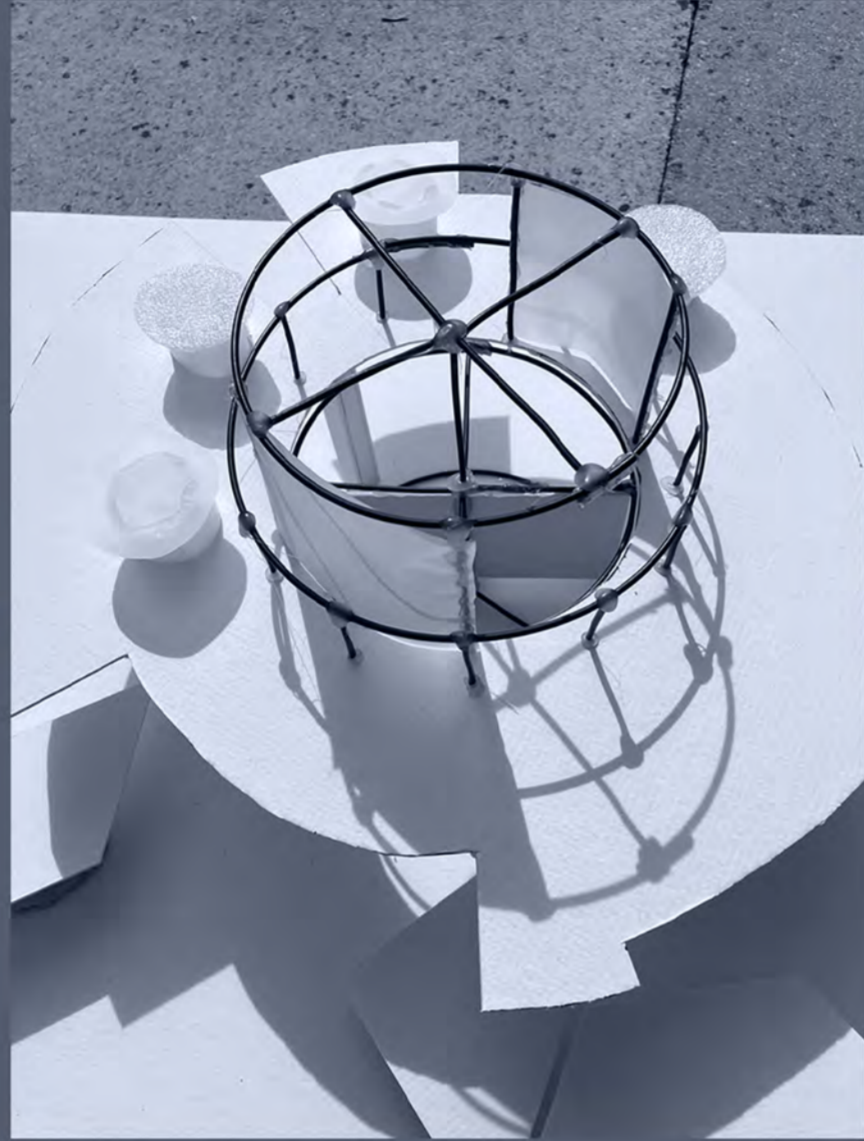
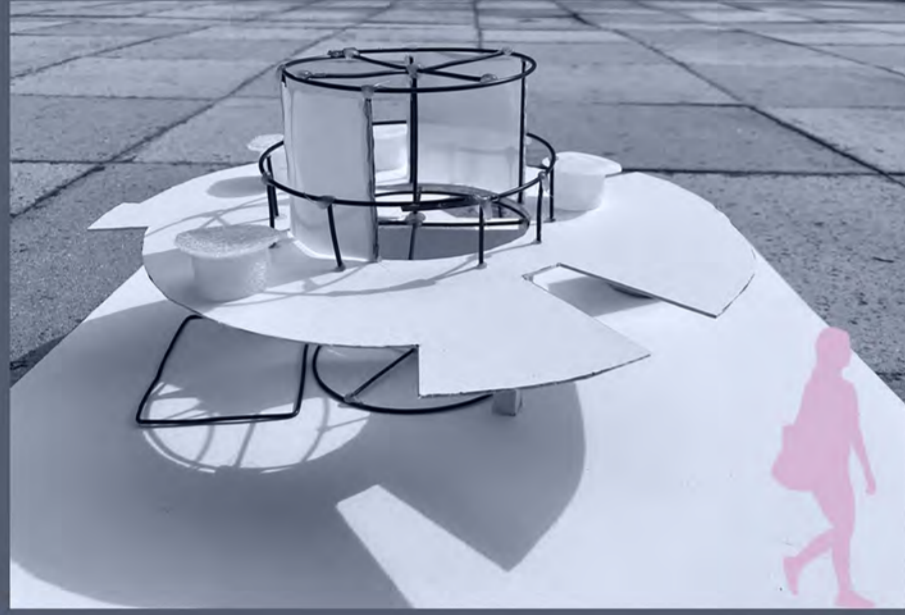
select a project that inspires you...



...and head up to the first floor



CM CONCEPT MODEL:

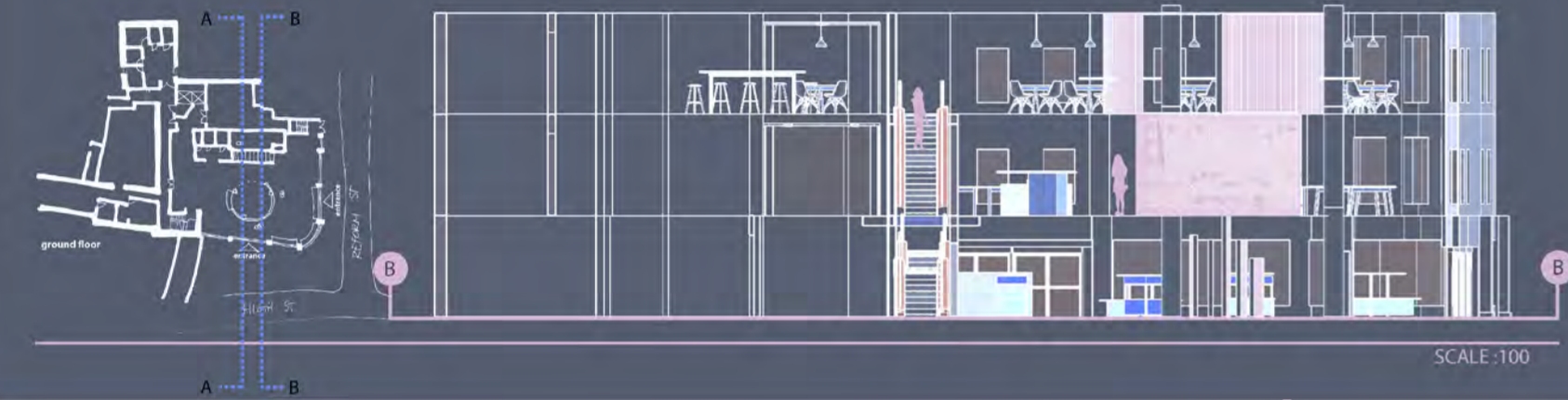


AB SECTIONS:

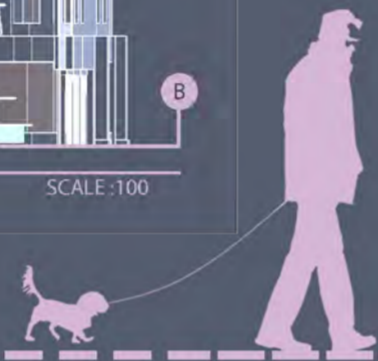
AA
BB



SCALE:100



SCALE:100

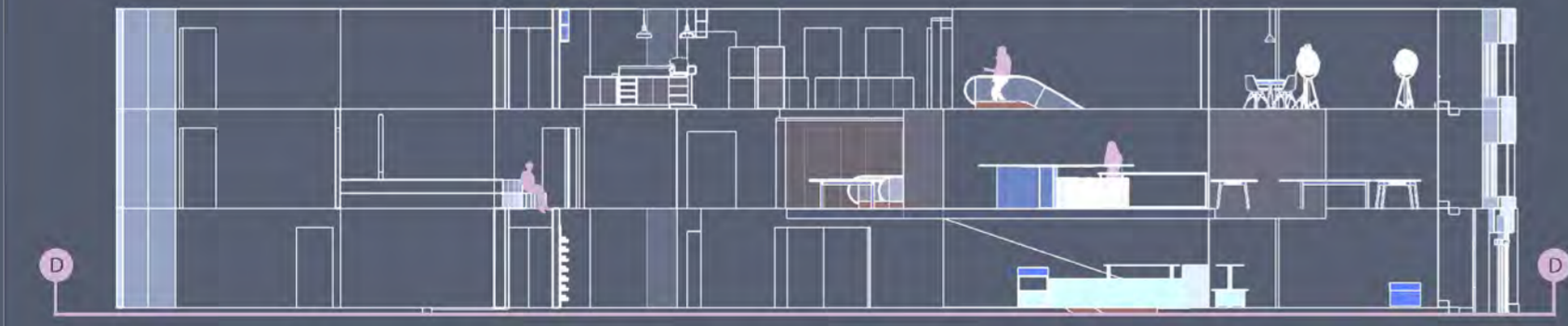


CD SECTIONS:

CC
DD



SCALE:100



SCALE:100



#CornerPostDundee



projector

project display