

## **Design Concept**

Temporary Structures ... Surf Events ... mobile technologies ... touching the earth lightly .... Flags, poles, signs, markers - iconography

Immersive user experience, wholistic, complete – all dimensions surrounding the user. Touch, sound, smell, feel, visual. Water, wind, waves, weather.

4-Dimensional – changing over time. Colour, light intensity, mood. Sunrise, sunset, summer, winter.

Lightweight, removeable, rebuildable. A travelling exhibit with a local base. Local / global. Expandable, adaptable, refer example link:

[https://www.youtube.com/watch?v=KX\\_odXZqHIY](https://www.youtube.com/watch?v=KX_odXZqHIY)

Over and under – the experience of floating on the surface, and of being below & under, in the water. Above: the sky, wind, weather, spray, Below: currents, surges, creatures, the bottom (rocks, or reef, or sand).

## **Curatorial concept**

The Beach as a key transformative element in contemporary Australian culture – the bridge from old world Europe to new world Australia

Surf Culture = what is Unique about Aussie Culture

Nexus of Surfing and Ecology. The mind of a Surfer, seeking harmony & expression

Living 'in' nature, no other dimension

Relocatable – opportunity to feature display in other parts of the world

## Temporary Event Structures

Flags, Signs, Visible Framing, Weatherproof, Sails, Flat Surfaces



## Permanent Component

The 'Pier' – iconic for surfers. Columns, boardwalk, above, below.



## Backlighting

Translucent Surfaces (eg. Barrisol), backlit by colour and intensity adjustable LED light. Colour can change to suit mood of 'projection'. Sunrise, sunset, warm, cold. All surfaces to sky and water chambers. Surfaces to Sky Chamber are structural so are simple curves (2D curves), Surfaces to Water Chamber are suspended so can be complex curves (3D curves). Densities of LED lights can be adjusted to achieve more detail in the backlit image if required – clouds, waves & water surface, currents, seaweed could all be part of the backlit scope (with digital projections overlaying).

Example of colour variety for backlit translucent material (eg. Barrisol)::

<https://www.youtube.com/watch?v=eXlpiZoHvLU>

Example of backlit LED Detail and programmability:

<https://www.youtube.com/watch?v=O1j09rf5kkc>

Built Example: Brisbane City Hall Main Auditorium Ceiling (Matt Williams design)



### Detailed 3D Digital Projection

Digital projection has advanced significantly the last few years, as is evidenced by detailed projections onto heritage facades as part of Sydney's Vivid Festival, particularly at Customs House.

Digital Projections are infinitely customisable, and can add any kind of detail to an architectural surface.

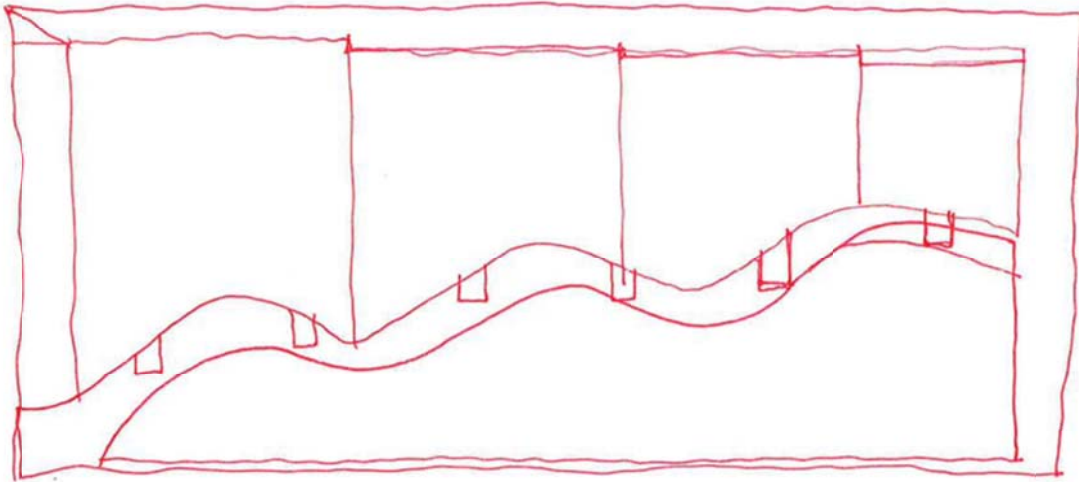
<https://www.youtube.com/watch?v=3SMACKYmtQk>

The above video shows the way in which the 3D projection can coordinate with various architectural surfaces and elements.



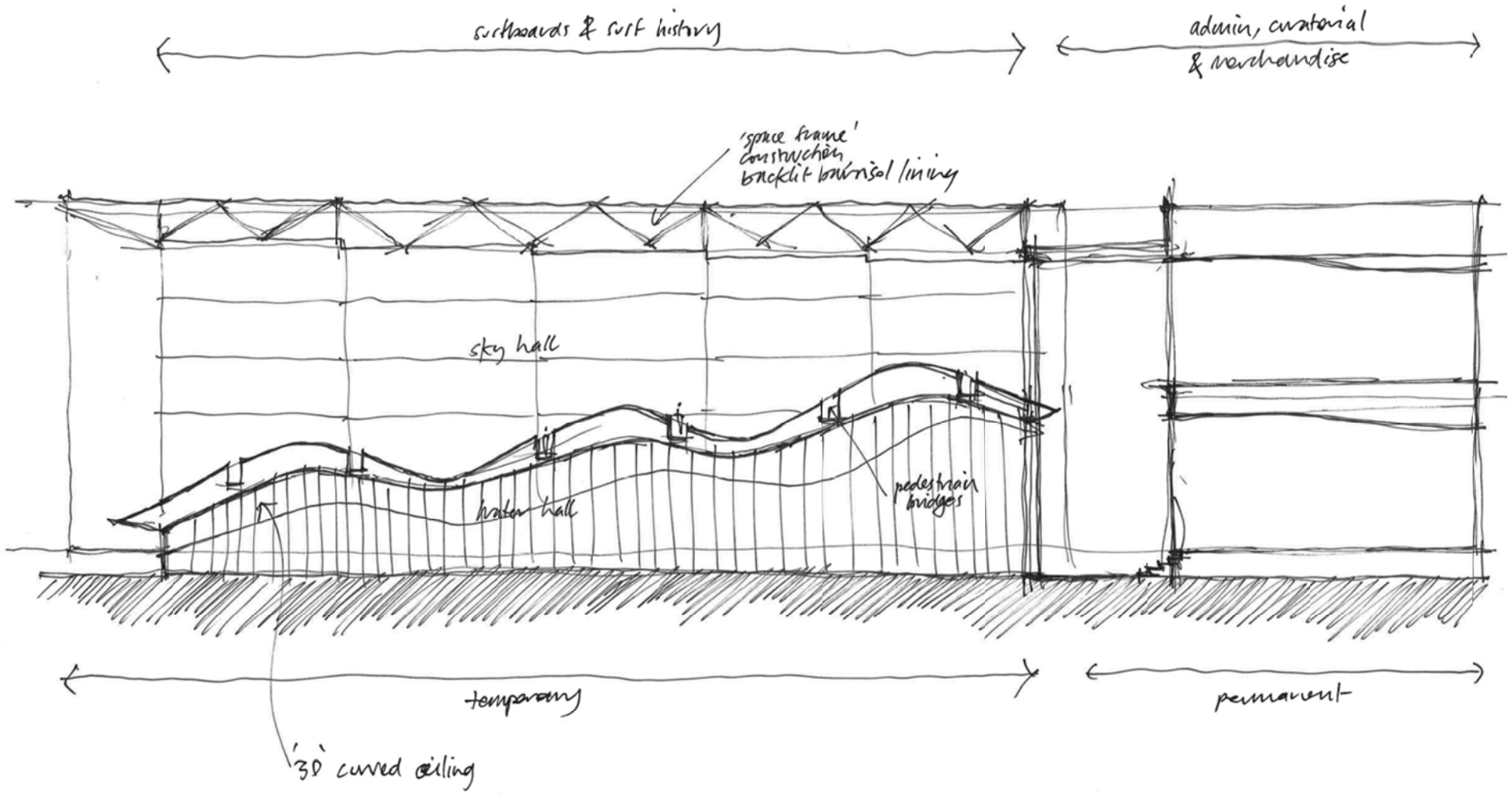
## Sketch Ideas

In order to be immersive, the animated surface must be everywhere, all around, above, below, beside. If we can have spray & wind, then the surface needs to be waterproof. This matches the idea of temporary structures associated with surfing carnivals – weatherproof, durable.

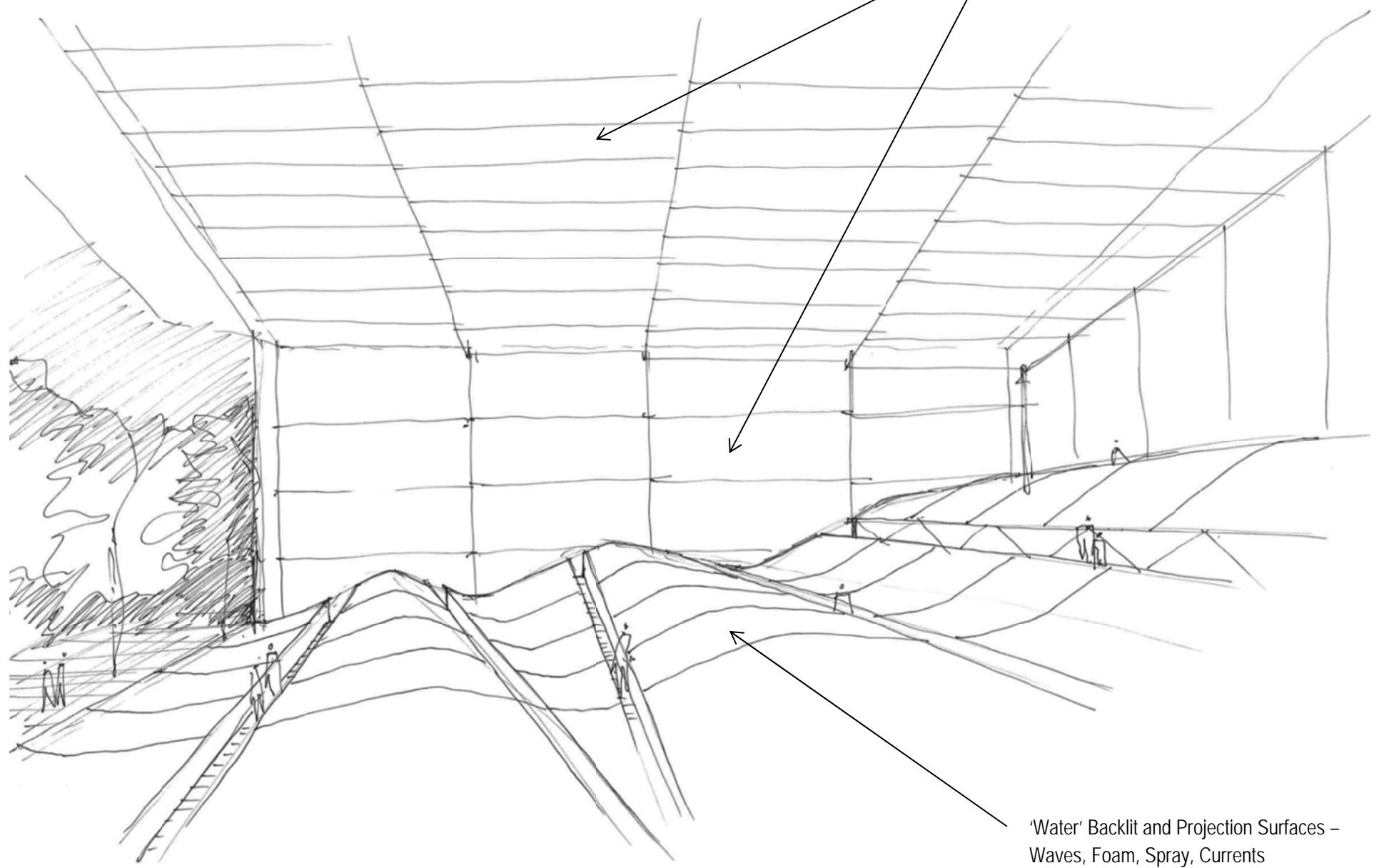


The above sketch shows an indicative section through the animated 'box'. The ceiling over is the 'sky', the floating, undulating surface is the 'water', and the flat floor area below is 'underwater'. This provides two distinct and immersive display areas.

Indicative Section



Indicative Perspective Sketch - 'Sky' Chamber



'Sky' Backlit and Projection Surfaces -  
Weather, Clouds, Storms, Sun, Wind

'Water' Backlit and Projection Surfaces -  
Waves, Foam, Spray, Currents