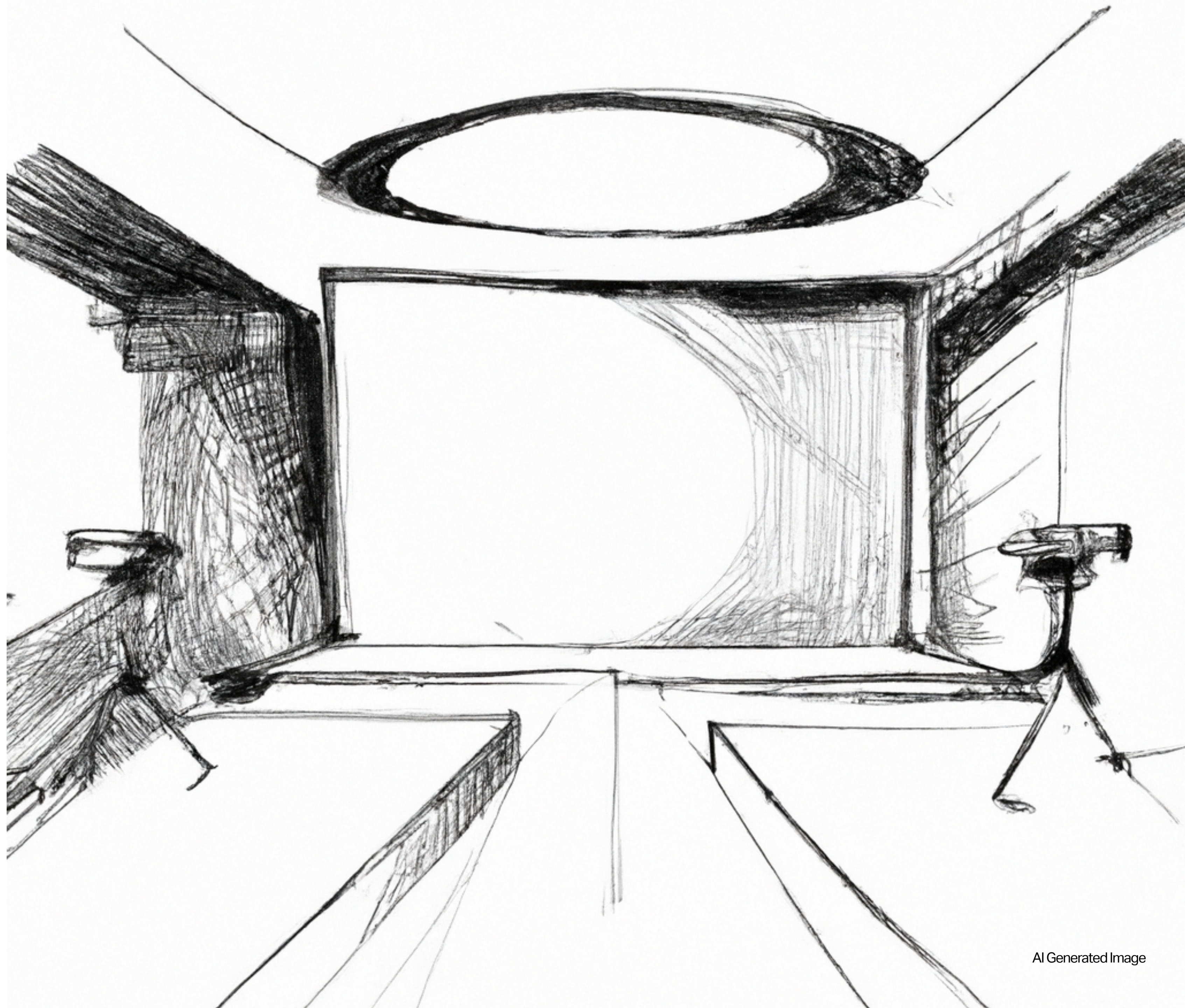


Active Space Session 1

Irene Martin + Ravin Raori



AI Generated Image

Session Content

Introduction

Industry Context

Brief - What are we designing?

Workshop Part 1 - Site Study

Workshop Part 2 - Brainstorm

Workshop Part 3 - Test

Q&A

Introduction

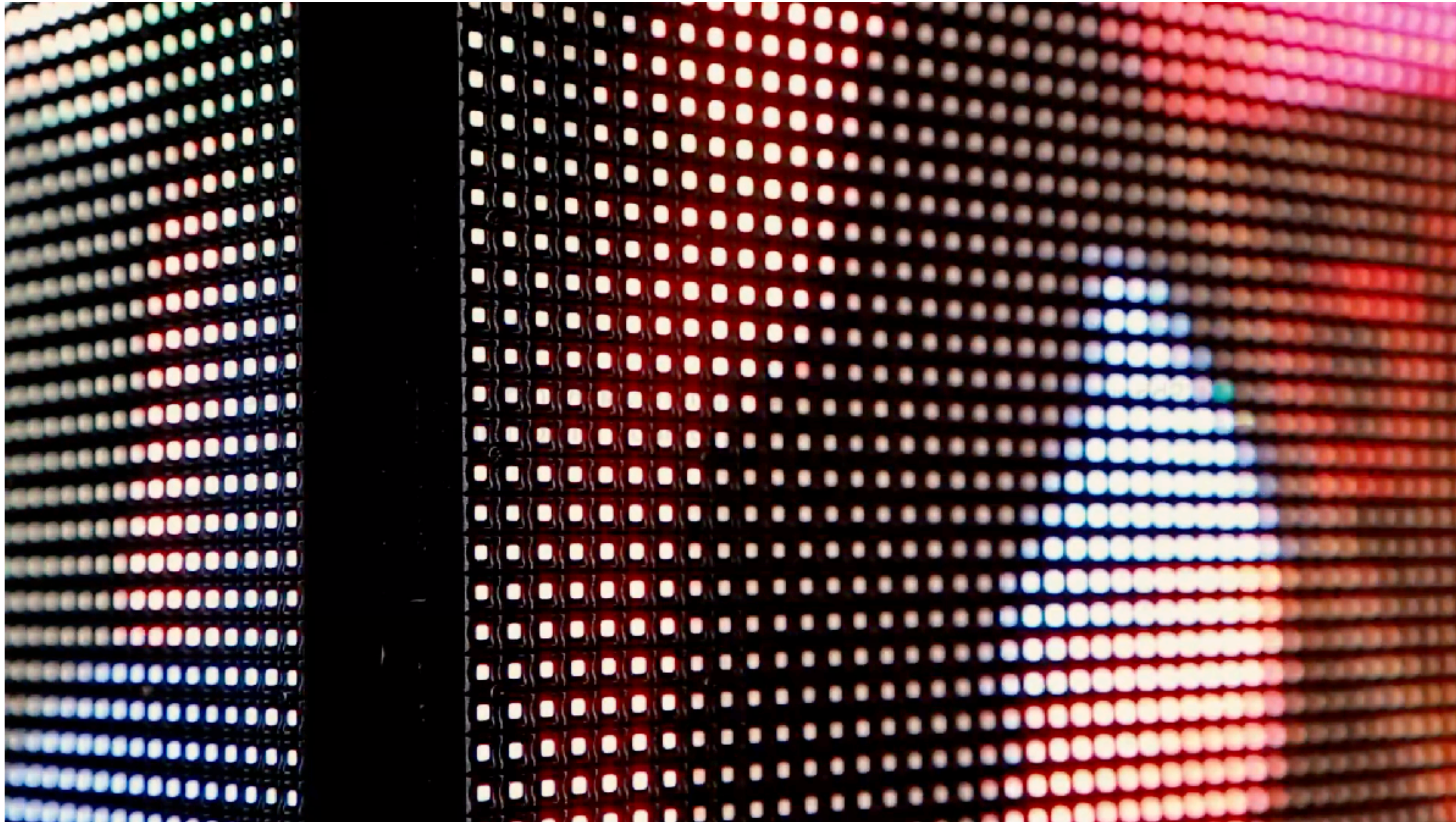
The spaces around us are not static, but ever-changing.

Active space explores space as a site for experience.

As creative practitioners, we will explore the potential of activating spaces for performance and interaction.

Industry Context

Example 1 - Sculpture/Installation



Example 2 - Interactive Media Art



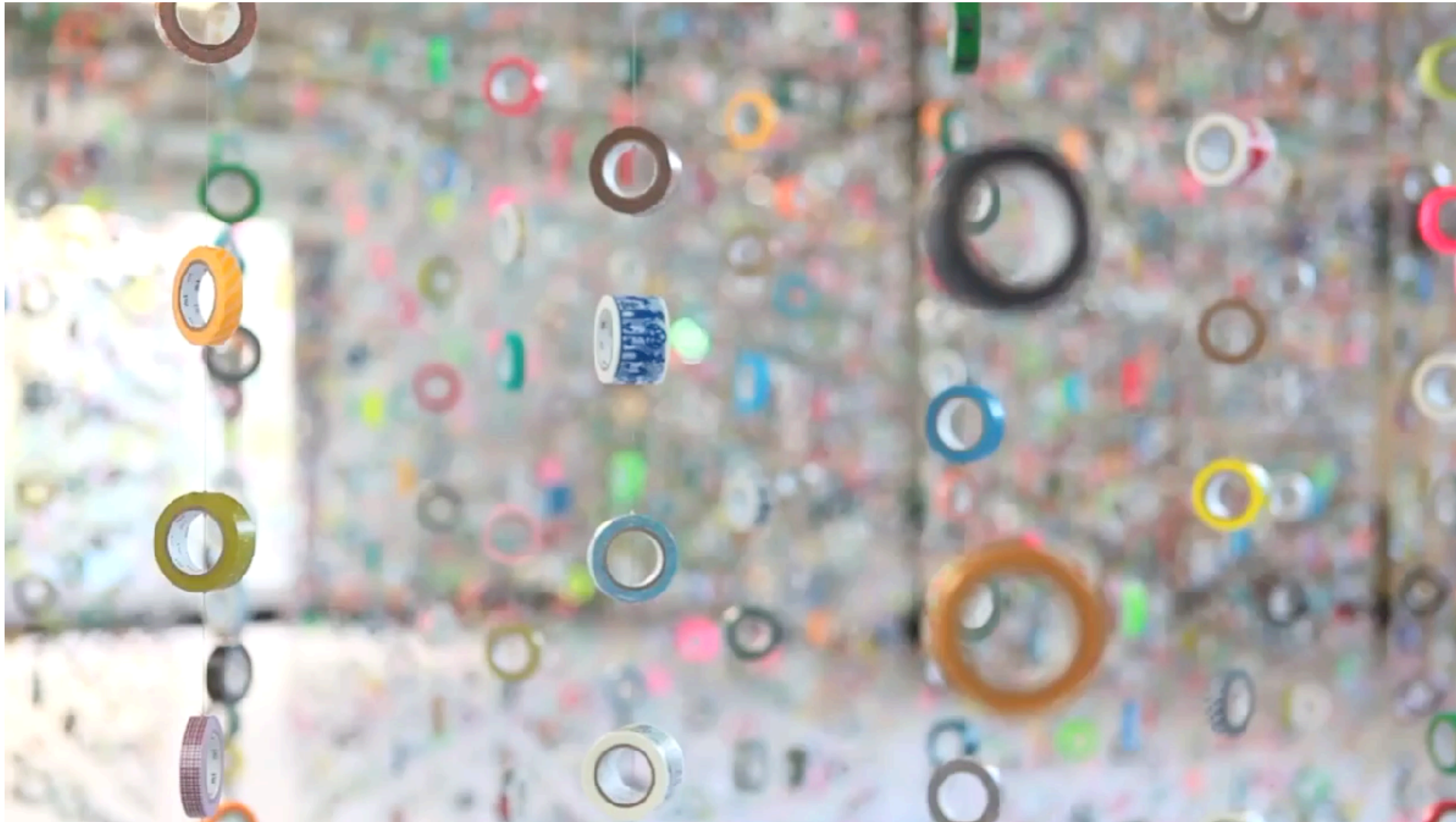
Scream the house down (Marcus Lyall, London 2020)

Example 3 - Anamorphic Projection/Sculpture



Anamorphic shadow in perspective (Perspectiva Artificiali at the Laboratory of Mathematical Machines of University of Modena and Reggio Emilia, Italy 2008)

Example 4 - Site Installation



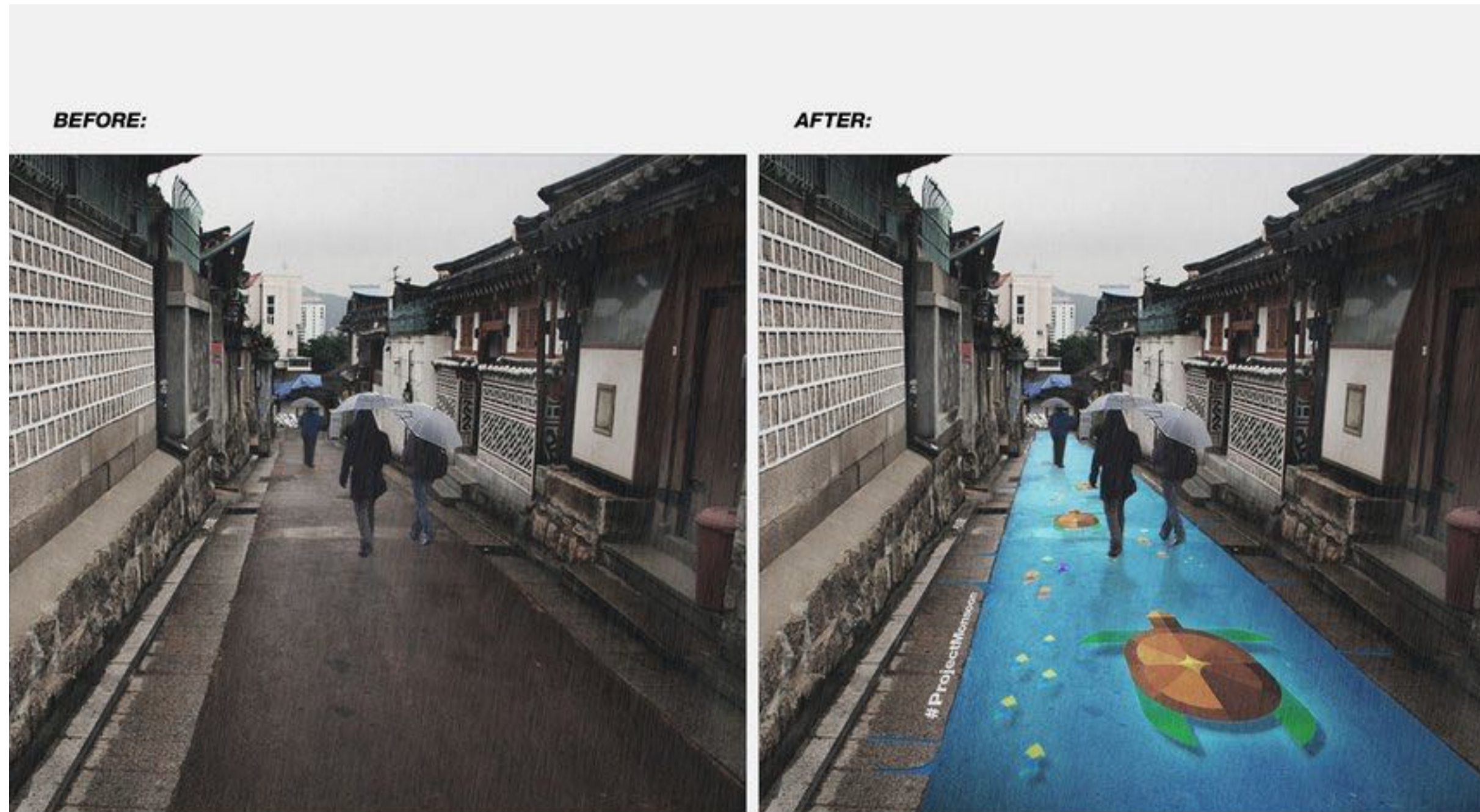
Mt expo at KIITO (Koji Iyama, Japan 2015)

Example 5 - Site Installation/Interactive Installation



Project Monsoon (Students and Staff at SAIC, USA 2015)

Example 5 - Site Installation/Interactive Installation



Example 6 - Interactive Media Art



Interactive Video Wall (Dalziel and Pow, UK 2015)

Example 7 - Mixed Reality



Kaleidoscope (Hudson & Park, USA 2022)

Brief

Task:

You are to be divided into groups of 4-5 students. Each group will be assigned a space within the atrium gallery.

You are to design a spatial intervention that activates the space that your group is working on.

Background:

Active space is about understanding space through experience.

It's about activating spaces for interaction, for performance, for play...
telling stories to wider audiences.

Communicating research narratives. Engaging communities of people.

Considerations:

You can choose 1 or more of the following as outcomes for your spatial intervention:

Interactive projection

Dynamic Sculpture

Mixed Reality

Considerations:

Your concept should focus on one or more of the following topics:

LCC communities (inside and outside)

Access and opportunity

Student journey and voices

Sustainability

Intersectional identities (social/cultural/ethnic)

NEWS FLASH

The work you produce may be selected for the LCC Graduate Showcase. Exciting!!!

The tutors will review the proposal by each group.

Considerations:

The theme for this year's showcase is Growth and Repetition. Consider how you would incorporate these keywords into your chosen topic.

Focus on:

Visual Language

Content

Media

Workshop

Part 1 (Site Analysis):

Walk to the Atrium Gallery with Ravin and Irene.

Choose a space for your group.

Spend some time in your space, documenting it's key features. Take measurements and photographs. Think about access and circulation.

//30 min

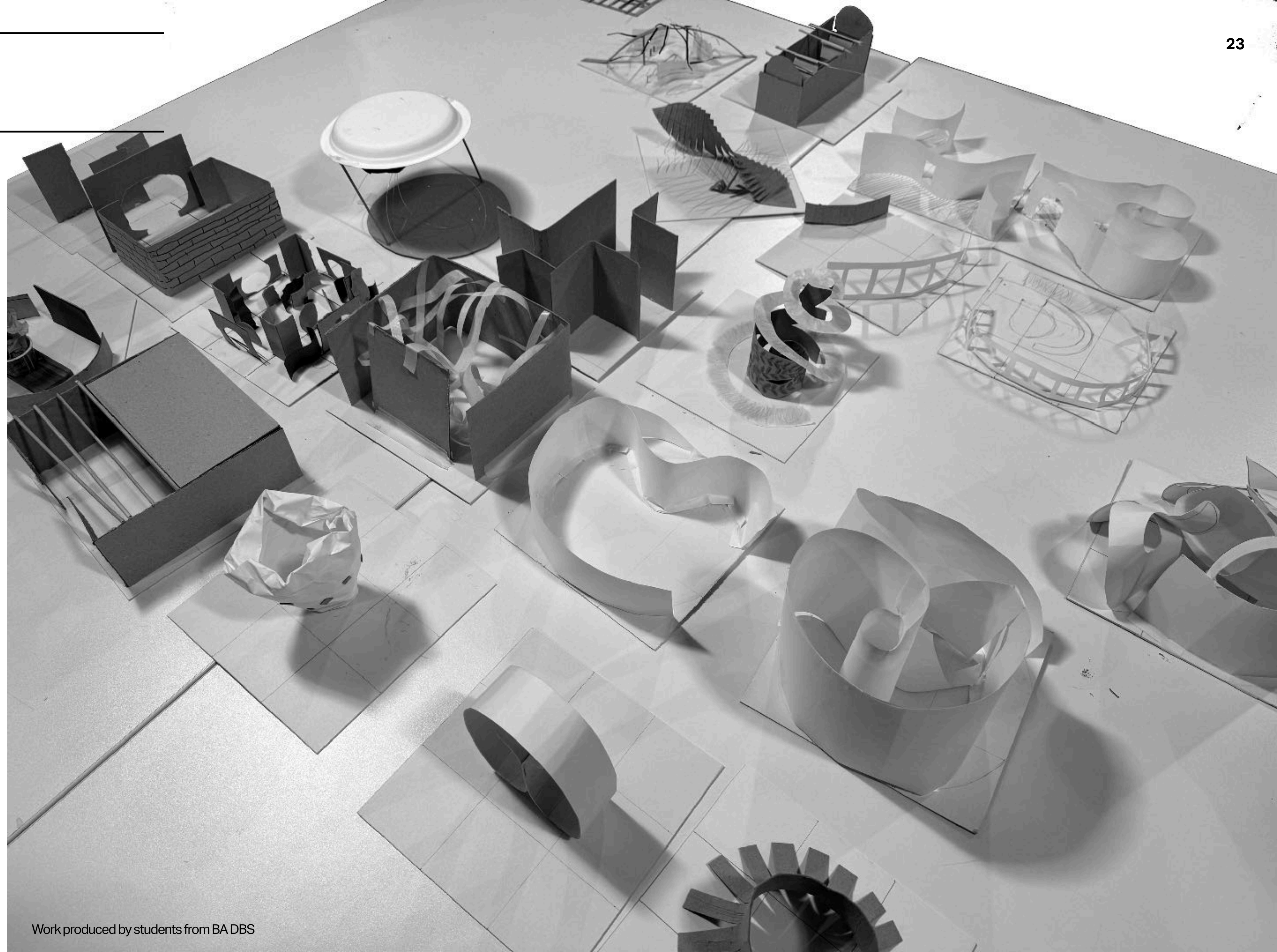
Part 2 (Brainstorm):

As a group collectively brainstorm an idea or a concept for the space.

You can make some quick mock-ups or paper models. Think about what tools or pieces of software you may need to use. Work together as a group, utilising each other's skillsets.

Design a proposal for the space and plan how you will test it out. Speak with Ravin and Irene to think about what kind of kit you would need. Look at Orb to see what is available.

//90 min



Break

Part 3 (Test):

After the break, book the kit you need from the kitroom. We also have some kit available from the 6th floor.

Revisit the space and start to test things out on site. Consider ease of testing, rapid prototyping and feasibility.

Document anything you test.

You have 1 more session to finalise and present the proposal. Focus on **Content** and **Concept**. We will have time to refine the selected design*.

//60 min

Next Steps

Consider:

Meet again as a group between now and next week.

Return to the space to test out further ideas.

Next session, we will continue to work on the proposals followed by a presentation in the second half of the session.

Q/A