



# **Public sessions: Fabricating the buildings, kaiju and game assets**

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# Public sessions: Fabricating the buildings, kaiju and game assets

In the previous iteration the buildings were 3D cutouts. They looked impressive and were sturdy but took a long time to fabricate. Due to their size, they would also be difficult to replicate in a space that was not as well equipped as The Edge. To remedy this, the buildings this go around will be 2D, still mounted on large hex and supported by bracing structure on the back side. This should reduce cost, time and complexity.

To address State Library of Queensland collections, the buildings will be inspired by classic Queensland architecture. A process with community will identify and design building silhouettes reflecting the source material. This process could be implemented similarly in other communities.

It is estimated that the design process could be delivered in two sessions, with a further two sessions in fabrication and construction.

## Engagement style

Free, facilitated session

## Venue

Fabrication lab

## Dates

Monday 5th November 6-8pm

## Capacity

10

## Staffing

1 casual staff member

1 contractor

## The plan

To laser cut the game board/s

To finalize the size and types of buildings- to capture iconic Brisbane buildings as well as generic ones

To finalise the Kaiju

To finalise and print the card decks

## Files

- Game board files x 3

gameboard\_a.ai  
gameboard\_middle\_b.ai  
gameboard\_c.ai

(these files can also be opened by *Inkscape*, a free, open source 2D design package)

## Media board:

version 1 with font:

kaijumediaboard.ai

## Reflection

A small and focused group attended this session and they came up with some fantastic ideas. One being for the buildings- small ones all to be the older buildings in Brisbane and the taller ones to be the newer skyscraper ones.



