

Making the Apocalypse 1

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Making the Apocalypse 1

The making sessions involve hands on making of the event. People will be working on different elements and making it all come together

The Plan Saturday 4th Nov

meet in the fab lab. Check in with ideas and then

Break off into groups based on the following

- Check out plastic material as a group.
- work on the design of the foyer space (innovation lab not available until later)
- design of the headgear
- continue with the narrative
- test some audio work
- mark up the spaces in the innovation lab with some tape and test it out (at 3.30pm)
- develop the tests

Preparation

- Get some clear impact plastic (so the group can test it as a material)
- Prepare a Blue tooth audio example
- Have paper and pens for everyone

Reflection

This session was super productive. The groups broke up into:

- narrative
- experience design
- sound
- helmet prototype design

- aesthetics (poster and imagery)

There was overlap between the groups especially narrative and experience. The challenging aspect of this session was that we did not have access to the space that the experience will take place in (innovation lab) until right at the end of the session. There was a paid booking in the space.

For the next session we will need to mark up the space and walk through it as we did not get to that this time.

Photos



Where we got to