

Making the Apocalypse 2

SLQ Wiki Fabrication Lab 2026/01/18 19:14

Making the Apocalypse 2

The Plan Saturday 11th Nov

meet in the fab lab. Those prototyping the helmet etc to come in earlier to use the laser.

As a whole group- Check in with ideas and then

Break off into groups based on the following

- Check out plastic material and tubing. make a tunnel
- work on the design in the innovation lab. Mark it up
- continue with the design of the headgear (Anything else to design gloves & Dr cards?)
- continue with the narrative
- test some space design as well as some audio?
- flag a production meeting for the next session

Break off into working groups of: helmet & tunnel making, narrative, developing tests, experience design in the space, audio and sound.

Preparation

Purchase plastic, zip ties, hazard tape, gaffa tape and piping.

Get zoom for recording sound and audio

Have tape for markup available

Reflection

This was a very productive session. 8 people showed up to the session. 2 people arrived earlier to do laser cutting for the helmet design. We had the innovation lab and we really nussed out what will be happening in that space. it took a while to really work on it. The most challenging thing is when people have certain ideas stuck in their head and the logistics of those ideas is not feasible with the time frame that we have.

There were a few tense moments, however, the group chugged along and we all left with certain aspects of the work to take ownership of. it was a great moment when one of the community members said 'ideas are all very well and good but someone has to take ownership of them and make

them happen'.

The group stepped up. We have only two more sessions left before we bump in. Some members are keen to come in during the week to work on props etc.

Photos



Where we got to

The narrative is being finalised with the aim to record a version during the next session.