



IDEAS BRIEF 4: Lollipop Trees; Girl Hero; Upside Down Entry

SLQ Wiki Fabrication Lab 2026/04/13 04:41

IDEAS BRIEF 4: Lollipop Trees; Girl Hero; Upside Down Entry

Idea Brief 1: Lollipop Trees

Title Candy town lollipop trees

Design Vision

Is there a special function for this design?

Background

Concept - Alexia 6 yrs old fashion designer from candy town

Model - Iris 4 yrs old

Story line:

...A make up artist at the Gabba was making the world's largest Blueberry pancake, unfortunately a fashion designer from candy town was hunting for troll fairies, fortunately the Gods from New York were flossing and they inspired everyone to floss, even the troll fairies

Alexia's story went on to more detail about the fashion designer having a magical needle in her handbag to fight evil.

Iris's story is about the lollipop trees having special powers - if you eat them you get wings to fly.

Function:

Feature Design challenge:

- Create a lollipop tree that places the giant handbag in Candyland.

Considerations: • To add to the magic of Candyland where the fashion designers handbag and needle hangs out add some magical giant lollipop trees, as made by Iris.

- These are freestanding trees at kid height to make Candytown look like it's in a forest.
- Consider weights to keep them standing

Keywords for the design:

Lollipop, Fashion, Candy town, Handbag, transparent,

Location:

Free standing, location tba

Multiples:

Yes 6-8. Could even be helpful elsewhere...

Does this idea connect with another idea?

The concept comes from the troll fairy story but can exist in the space independently.

Does this idea require a linking design?

Yes No

Theming:

Yes - Fashion designer from New York Handbag

VISION

Colour Requirements

Raw or coloured

Texture and Finishes

Whimsical candy

Support Information

Drawings

Model

Model by Iris 4 yrs old

Digital recording

Yes

Iris 4 yrs old

Idea Brief 2: Girl Hero

Title

Girl Hero

Design Vision

Is there a special function for this design?**Background**

The meta narrative that has developed is that our girl hero (to be named) is really strong and has turned the library upside down, revealing many of the unheard stories in her collection. Visitors are asked to experience the stories and contribute their own by making a character and story of their own. This will help Girl Hero turn up the right way and keep sharing stories elsewhere. Story line: Marianna is writing the Meta Narrative and the stories that go with each artefact we have made. They will have little tags on them as if from a collection. Function: Feature at group activity

Design challenge:

- Create a Girl Hero (to be named) which is a combination of Pria's lady beetle drawing and Ethan's Snake with lightning tail.
- This character has: Lady beetle body for buzzing around, eagle feet for holding things, long snakey arms to get into small spots, Ears which are either mouse ears or fox ears for sensing good stories, (whichever models best) and a lightning bolt tail for protection and detecting shiny things.

Considerations:

- This character will exist at the art activity in the Auditorium and perhaps at the art activity in the knowledge walk.
- There will be a display of peoples stories/art in the auditorium (separate brief) that the character should relate to.
- Consider making the story garden and the hero relate/move together.
- Is the hero upside down? Or on a trapeze where it can spin around – upside down to the right way around when a story is added to the display? Or connected to the story garden in a way where they make each other move? – The more stories added, the more hero turns things back the right way.

Keywords for the design:

Activity entry, signpost, upside down experience, mystery, contribution effect.

Location:

Auditorium (first window) visible from outside and in

Does this idea connect with another idea?

Yes the hero story garden (display)

The art activity

Does this idea require a linking design?

Yes No

Theming:

Possibly things to make the two elements relate and activate the girl hero

VISION

Colour Requirements

Red beetle - open

Texture and Finishes open

Support Information

Drawings

Drawing by Pria 4 yrs old - Lady beetle

Drawing by Ethan 7 yrs old - Snake

Model

Model by Pria

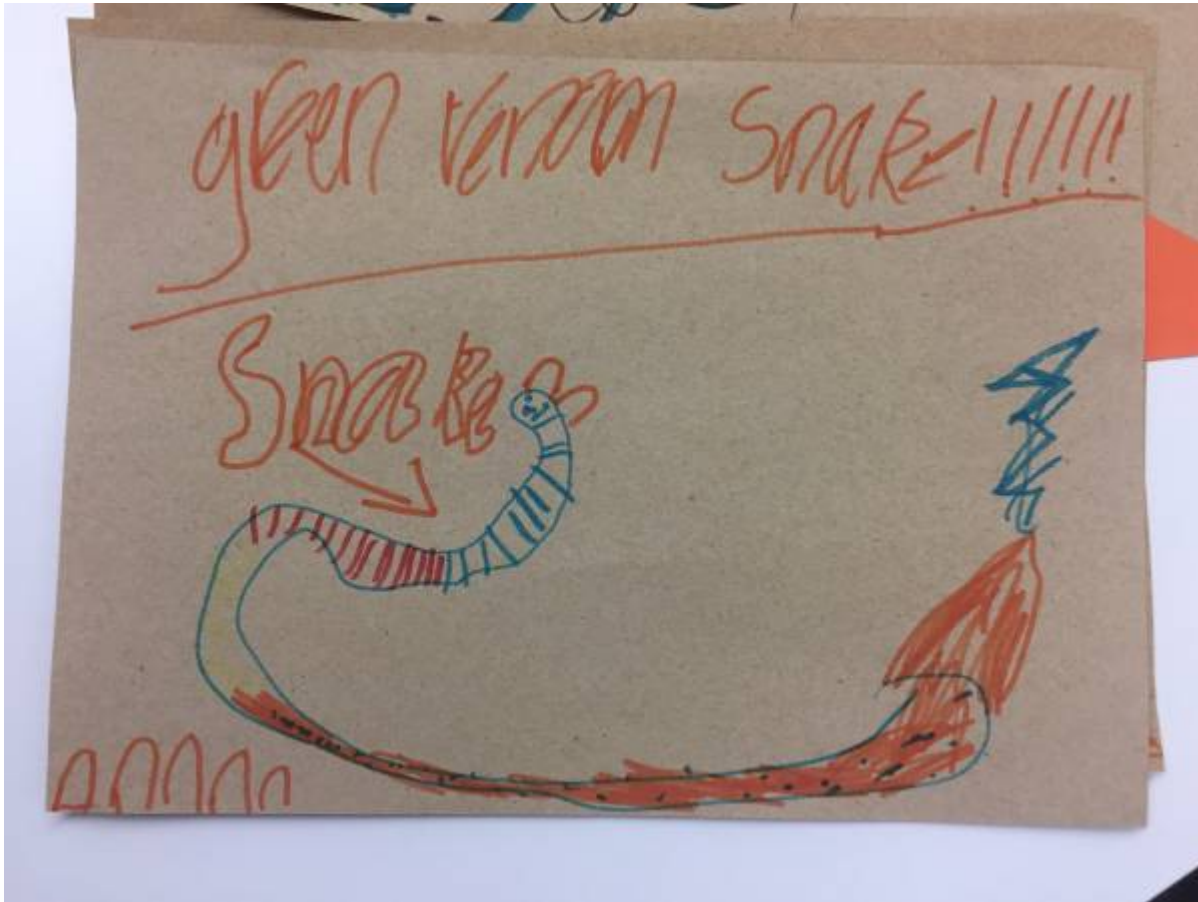
Likeness not required

Digital recording

Yes

Pria lady beetle

Ethan snake



Idea Brief 3: Girl Hero Story Garden

Title

'Girl Hero' story garden display

Design Vision

Is there a special function for this design?

Background

There will be a main art activity in the auditorium to accompany the meta narrative and the sculpture of the 'girl hero' (to be named)

Story line:

'Girl Hero' is a very strong little girl, she has the power to turn things upside down to see things from a different angle. She has turned the library upside down and revealed a collection of unheard stories. Help her turn the right way up by adding your own story to her collection, so that she can keep on sharing stories.

Function:

Display that goes with the hero at main interactive art activity.

Design challenge:

- Create a simple and unique display for people to leave their toilet roll art/stories behind to help the hero make her collection even bigger. This will sit in front of the first big auditorium window with the Edge signage so people can see it from the outside.

Considerations:

- Consider making the story garden and the hero relate/move together.
- Is the hero upside down? Or on a trapeze where it can spin around – upside down to upside down again when a story is added to the display? Or connected to the story garden in a way where they make each other move? – The more stories added, the more hero turns things back the right way.
- Consider how to make the character so it faces towards the auditorium door

Keywords for the design:

Display, interactive activity, contributing a story causes something to happen.

Location:

Auditorium

Does this idea connect with another idea?

Yes The hero is the collector of all the stories that exist in the Rumpus. The story garden displays craft and stories made by people in the knowledge walk and at the Rumpus. By making new stories people help 'the hero' do a flip to get her closer to being able to continue sharing her stories.

Does this idea require a linking design?

Yes No

Theming:

Art activity

VISION

Colour Requirements open

Texture and Finishes

Simple and unique way of displaying toilet roll craft with label tag, visible from both sides, to be seen through window outside

Support Information Drawing by Pria 4 yrs old – lady beetle Drawing by Ethan 7 yrs old – snake

Model

No

Digital recording

No

Idea Brief 4: Upside Down Entry

Title

Upside down /entry

Design Vision

Is there a special function for this design?

Concept – A conversation with the group about ‘the world turns’ the sculpture of the elephant and the water rat just outside of the library. Many kids took up the idea of the world turning upside down and what we would see. Block play has been a big part of it.

Story line:

If the State Library was turned upside down what would happen? This is the story line that has become the meta narrative that will frame the Rumpus Project.

Function:

Feature/entry

Design challenge:

- Create a framing archway around the front door made from oversized bricks that have fallen about when the world turned upside down.
- Inside the archway/tunnel make plans for a mirror or screen where people see themselves upside down as they walk through.

Considerations:

- The bricks shouldn't look like there has been a disaster at the edge, but like they have formed a wonderful grotto or cave to form the entrance to the Rumpus.
- Can the cave/tunnel be wide enough for wheelchairs and just taller than tall people in parts to create an unusual and intimate entry experience.
- There will be restrictions as to how much installation can be on the walkway. Make two parts to this on either side of the existing sliding glass doors to create a tunnel where people see themselves

upside down in a mirror or on a screen.

- One brick may have the word welcome on it (upside down?)

Keywords for the design:

Entry, signpost, upside down experience, mystery.

Location:

Edge entry

Does this idea connect with another idea?

This idea ties all of the other ideas together, indicating something mysterious might have happened at the edge. It should also tie in with 'The Great and Grand Sign' on the opposite wall, in a subtle way.

Theming:

Tech link up - camera and screen to turn people upside down.

VISION

Colour Requirements open

Texture and Finishes

Simple and eye catching - mysterious

Support Information

Drawing by Max 8 yrs old - Godzilla crushing the casino

Drawing by Jack 6 yrs old - Bricks in the river

Drawing by Zylah 7 yrs old - Cubby house welcome sign + bricks

Model No

Digital recording Yes

Max upside down

Floyd Marley Seb upside down



