



# Design session 1

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# Design session 1

~~REVEAL~~

## Intro to project

### What?

*'The Great and Grand Rumpus' installation, is a magical and interactive place where children's ideas will be brought to life, realised at scale by student and community design and fabrication teams at The Edge.*

IMAGINE - 4-10 yo develop ideas for an imaginary world that would be fun to visit and party. (output: ideas)

DESIGN - big people (interested in designing interactive creative space) interpret the ideas and turn them into practical designs for installation at the Great & Grand Rumpus. (Output: Resolved Designs)

FABRICATION - Young Adults and young-at-heart community members (interested in hands on and digital making) Cut out, Finish and construct designs.

EXPERIMENT - SLQ's the school holiday workshop program will offer young people 10-15 yo an opportunity to be inspired by these product of this creativity to explore animating the installations with light, sound and movement.

RUMPUS - a team of young people and young-at-heart community members will transformed Level 1 of The Edge into a space for party, play and activities. Everyone whose been involved can invite their friends and family to come along on the XX July and immerse themselves in the imaginary worlds we've created together.

### Why?

#### Why collaborative?

#### Why community?

Why start with children - imagination is a muscle that can be exercised- use it or loose it parameters- aesthetic, resources (budget space and tools) and timeline, integration with other programming.

#### Why you?

Fun & Productive

Share & Learn

Meet & Connect

### **How?**

Principles of Community Collaborative Design

Honour communities collaboration.

Be inspired by previous contributions and build on them.

Don't contradict, hold on too tight or close the door on an opportunity for a new direction

Rhizomatic collaborative creativity describes a process that allows for development along multiple, non-hierarchical directions, entry and exit points.

### **Creative Pallette for Design**

#### **Structure**

- Flat-packable and extreme in scale
- Timber frames, Nuts and bolts, Cardboard, Foam, Hot glue cut by hand, CNC or laser.
- Very limited use of other materials.
- Colour
- Economic application by roller, brush and spray-can.
- All the hues of cardboard plus economic use of highlights of colours in the GGR Pallette

#### **Texture**

- Makes creative use of the vocabulary of shapes, textures and treatments of cardboard construction.

#### **Light and Sound**

- Makes use of light and sound to create an general atmosphere or to trigger features thru interaction

#### **Space**

As much (or as little) of Level 1 of The Edge and surrounds that can be convincingly activated.

Floor plans and dimensions available.

## Documentation and Asset Management

Assets-

- Floor plans with dimensions
- Ideas from kids
- Pallette swatches

Structure

Colour

Texture

Light and Sound

Space

### Agenda for the Day

In small teams we will be working rapidly stand ideas on their feet in a space.

We'll take the childrens' imaginative ideas interpret these for our space and the context of our event - bring them to life using our pallet.

Explore idea or ideas-

- Choose an idea to work on (20min )
- Create a design concept (40min )
- Develop and test concept practical constructible design (30min)
- Generate DFD and suggestions for finish. (30min)
- Share & Document- (10 min)

Output: practical model, drawings, swatches, and proof of concept for construction/ finish.

Where possible – Digital Fabrication Designs (DFD) and practical scale maquette of finished product.  
Where this is not possible

facilitator will generate DFD and Volunteer to create maquette ready fabrication team to start work on the Thursday.

## Reflection

Time flew in this session.

If we have a complete new set of people again next week we will need to simplify the introduction to the project as well as the safety spiel.

Also, we will need to allow more time to work digitally with Gregory. During this session we ran out of time to get the rather complicated designs inputted.

## Digital files

clown\_fishdesigns.zip

jelly\_designs.zip

sharkdesigns.zip

## photos











