

# Installation: Phase 3

SLQ Wiki Fabrication Lab 2026/04/27 04:36

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This happened in the final week of the installation: 2-13th July

We were faced in this week with the question of 'When do you stop and how much detail is enough?'

**We were left with the following list carried over from the previous weeks:**

## Meg's tree

- Tree installed
- Meg's tail and eyes lit and attached
- Meg installed on swing
- Meg and swing installed into auditorium
- Projector install for mapping on tree (mapping workshops are finished)

## Meg's Garden

- We may need more this week? Add base to the tree/trellises

## Dance Party

- Clownfish on decks
- Lighting Effects (This should have been Arduino on Saturday)

## Robot's brain

- Interaction reaction sounds installed (Arduino Monday)
- Interaction reaction cogs & lights (Arduino Monday)
- Install 3rd earhorn (need to 3D print)

## Designers handbag

- Install magic needle of mystery (Needs fishing line other than that ready to go?)
- Install mirror ball ( I can bring one in tomorrow)
- Install clasp switch
- Activate weaving activity (this is on the tag)

## Other

- Mirrors at apple hero and ant nest for children to see themselves in costume.

#GGRumpus signs around installation

## Cat in a catamaran

- Complete flags

## Sharkhead

- Groans and eyes activated by wobbly teeth?

**Digestive tract** (This was a YPF job?)

- Set dressing Inter-intestine membranes

## Entrance tunnel

- Design and install upsidedown live screen feed installation (This was scrapped due to the upside down world being so clear that the screen was seen as not needed)
- More bricks