



Installation: Phase 3

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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