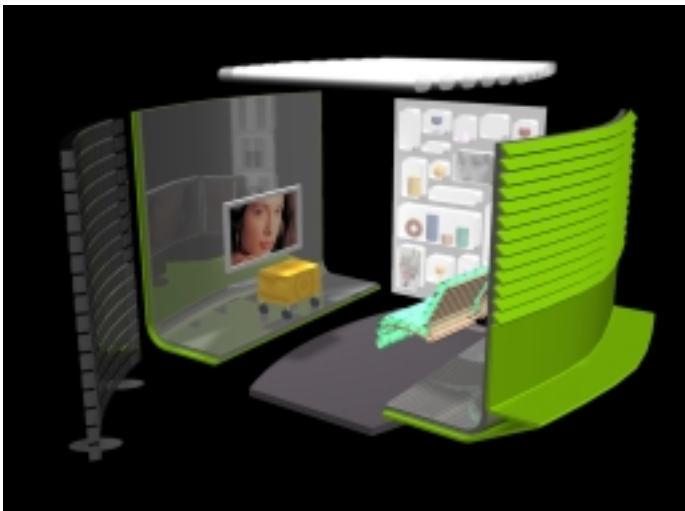


# 09.02.05.02



## Cinemia Screen Lounges: Progress report on design

Progress and outline of research areas and design strategies to 02.05.2002



This report details the design development done in response to the feedback from the design presentation given to ACMI on Monday 22.04.02

### 01.] **New screen lounge formats, equipment, numbers and planning [arrangements].**

Screen Lounge formats and numbers. Screen lounges now come in 6 variations

- 1 x Six seater screen lounge with PDS-5001 Plasma screen, touch control screen.
- 1 x five seater screen lounge with PDS-5001 Plasma screen, touch control screen, editing console, blue screen, camera and microphone.
- 2 x two seater screen lounges with PDS-5001 Plasma screen, touch control screen, editing console, blue screen, camera and microphone.
- 2 x two seater games lounges with 24" LCD screen, touch control screen, 2 games control units.
- 2 x two seater screen lounges with PDS-5001 Plasma screen, touch control screen.
- 2 x two seater Edworks children's lounges with 24" LCD screen, editing console, blue screen, camera and microphone.

There are 10 screen lounges all together

Five of the lounges in the Screen Lounge room are formatted to be used as both Edworks and screen lounges. We propose that the 6 seater lounge not be formatted as an edworks lounge as the arrangement is socially focused and is designed for discussion rather than the processes required in the Edworks brief. Should additional Edworks formats be required the two seaters in the Games Lounge could be employed. Edworks lounges and Screen lounges are now the same thing, having the same seating, mobility and porosity. The 2 two seater children's Edworks lounges are formatted with rear translucent walls and do not have the blister pack memory wall. They do not have fixed seating but rather reformatable cushion seating.

**02.] Development of the Screen Lounge design.**

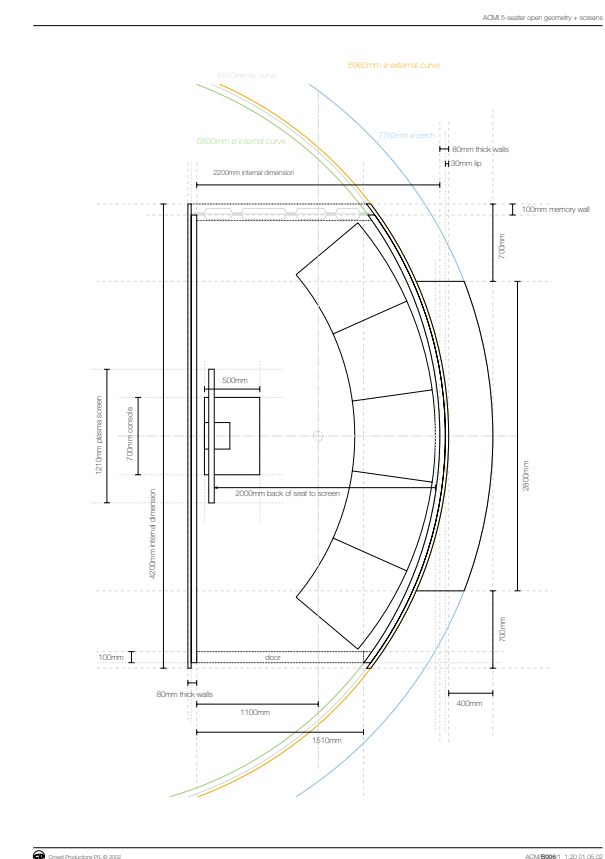
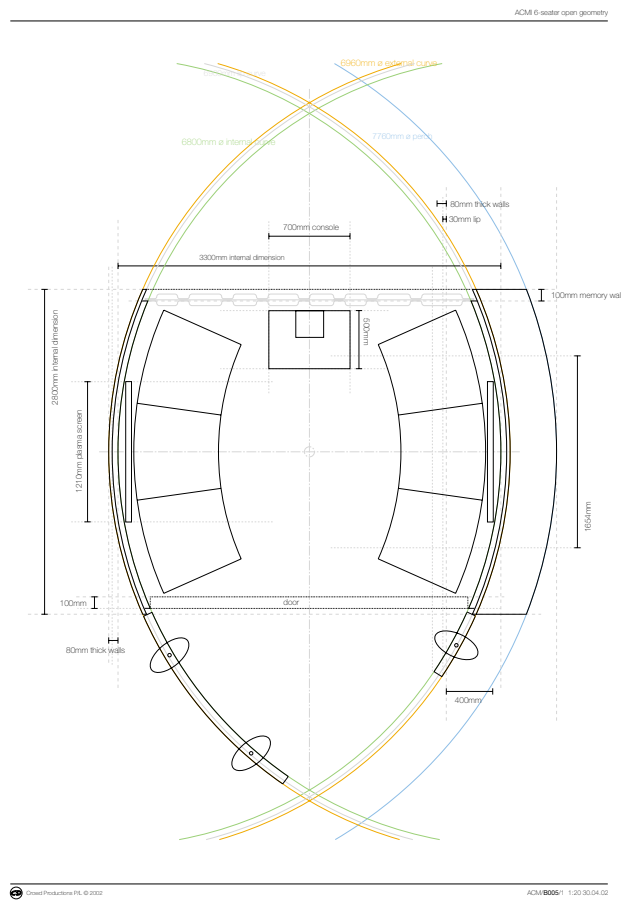
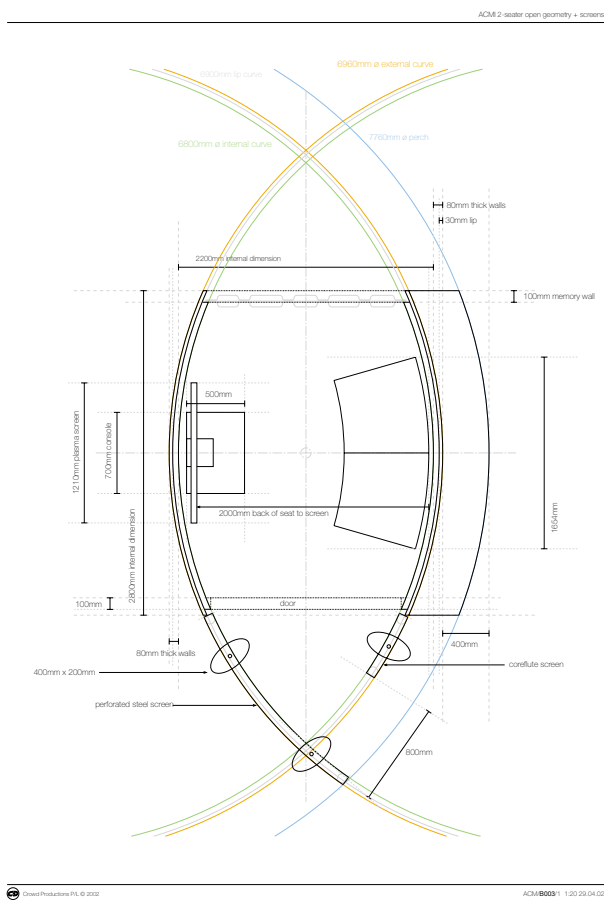
The screen lounges are now being redesigned to achieve the requested changes to the brief. The images and designs below are our initial foray into the brief. The key objectives are:

- 01.] Increased mobility, able to be moved easily around the floor and from room to room
- 02.] Increased porosity, not closed boxes, able to engender intrigue and enliven the room when in or out of use.
- 03.] Able to be opened up to virtually operate inside out, to address the room.

In redesigning the lounges the following features are being proposed to achieve the objectives. Principally the pods have been dissected into bits that come apart, all end walls made translucent, doors removed and replaced by screens or veils and these screen have become a second order of space division in their own right. We are now thinking about a family of screens.

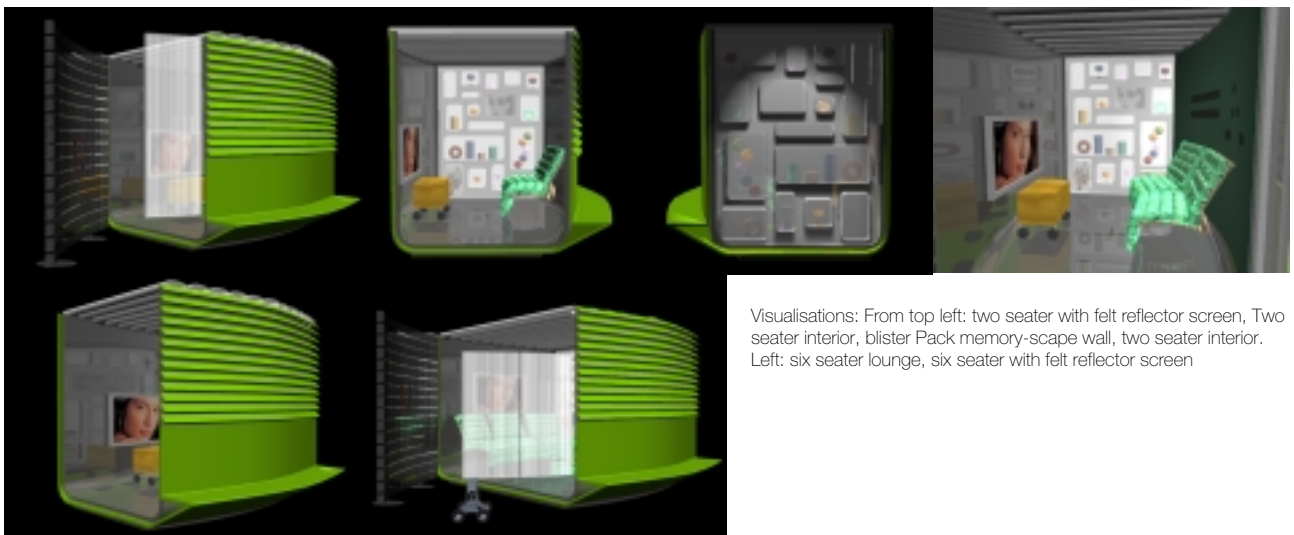
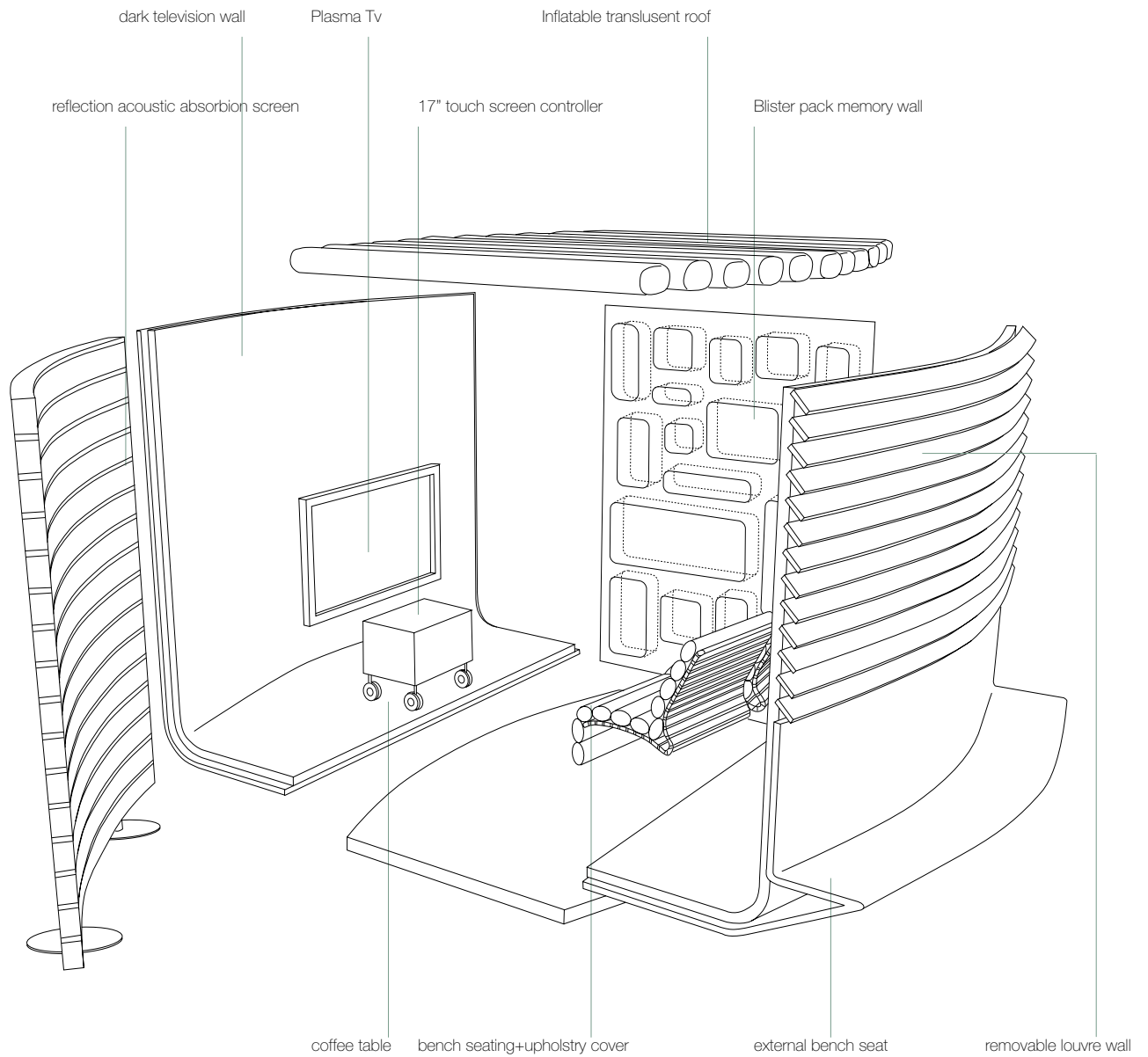
- 01.] The lounge pods are designed as two halves that can slide apart to open up the interior space into the surrounding room. These basic modules are 1300mm wide by 2800mm long by 2300mm high. The halves are easier to move, handle and transport, small enough to fit into goods lifts [We will need to get exact dimensions on this]. It may be possible to deploy the screen halves by themselves as a display or exhibition format
- 02.] The lounge pods have removable upper walls behind the seating to allow them to function as open air 'convertible' pods fully open to the room. Convertible pods can be grouped together as a larger semi circle for group games and content play.
- 02.] Construction will be as light as possible with an aluminium frame and aluminium skin to facilitate mobility.
- 03.] The outer walls of the pods are louvred to break down the solidity of the surface. The louvres offer the illusion that the interior can be readily glimpsed, an invitation to voyeurism. In fact behind the louvres is a mostly solid wall with small peep holes, which offer selected views and can be obscured as required by the occupants.
- 04.] The rear wall has maintained the idea of the memory scape but is now translucent, so the images, projections, back lighting and video elements can be seen from both inside and out. The Blister pack memory scape is a clear and translucent perspex sandwich with objects, optical fibre, images and electronics embedded within it. It is an exhibition space that can be removed and refilled quite easily, while providing a tantalising, partially obscured view of the interior at all times.
- 05.] A family of screens has been developed to act as a space modulating system, not as solid as the pods but useful in achieving a high degree of flexibility in the spaces. The screens and veils come in 3 formats: the acoustically absorbent, partially reflective felt screens, the translucent veil for deployment at pod doorways and the textured highly porous 'open weave' screen.
- 06.] The screens can be deployed in their own right to make complete or partial rooms. The screens can be mixed and matched to make more or less porous or acoustically and visually isolated spaces.

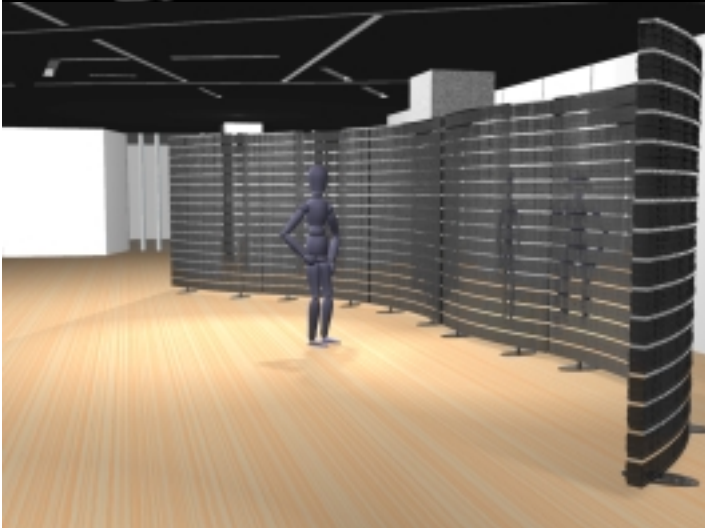
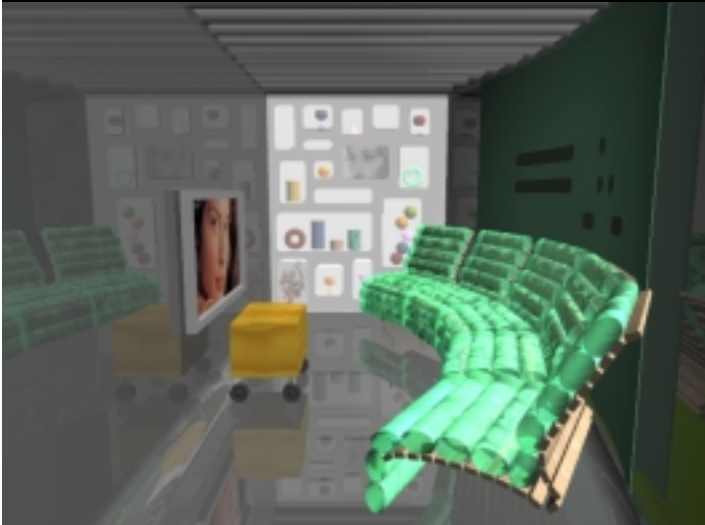
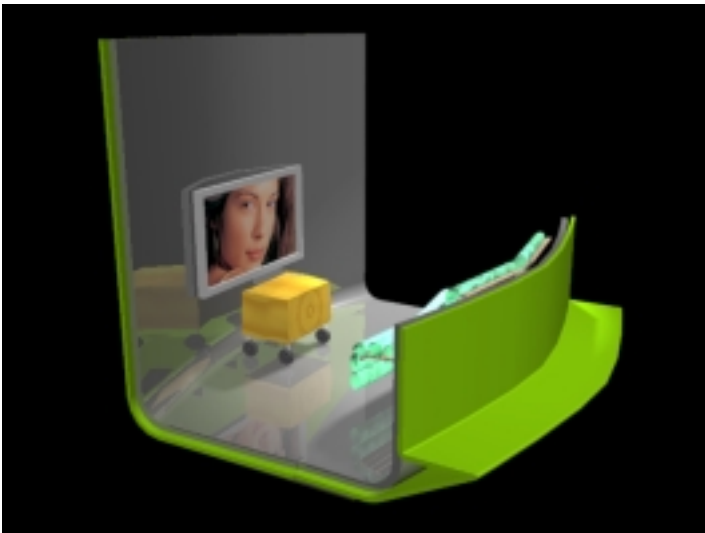
Progress and outline of research areas and design strategies to 02.05.2002



Plans of the Open Pod Lounges. Top left: two seater. Above: six seater. Left: five seater. The two and six seaters are shown with reflection and veil screens at the door openings.

Progress and outline of research areas and design strategies to 02.05.2002





Visualisations: From top: two seater in convertible mode, five seater interior, five seater end elevation with felt reflection screen, two seater end elevation with felt reflection screen. Bottom: felt reflector screens as an interior intervention [big space divider] showing its apparent transparency and solidity