

18 09.09.02



ACMI Screen Lounges: Progress report on design

From **Crowd Productions**: A report of progress and an outline of research, design and construction work to 09.09.2002

01.] Report on Design Progress: Developing the Screen Lounge Pod for the Games lounge

In consultation with John Smithies and Ross Gibson a set of decisions have been made in relation to refining details for the Games Lounge brief. We have developed both the Screen Lounge Pods and the Games Lounge plan to accommodate the required outcomes. The Games Lounge is considered as three zones.

01.] Along the western wall is a natural alcove where we propose a multiple lounge environment with two three seater lounges, cut down to the belt line with a 'roll bar' to support the plasma monitor.

02.] Along the eastern wall a third lounge is placed, with roof and surrounding partition screens.

03.] A public space or mini village square will be formed by the circle of partition screens and the external seating ledges of the Screen Lounge Pods in the centre of the room. A number of large plasma screens will be placed within this area, mounted from the ceiling. These screens will play public access material and information about ACMI. There may be a public information touch screen terminal placed here also.

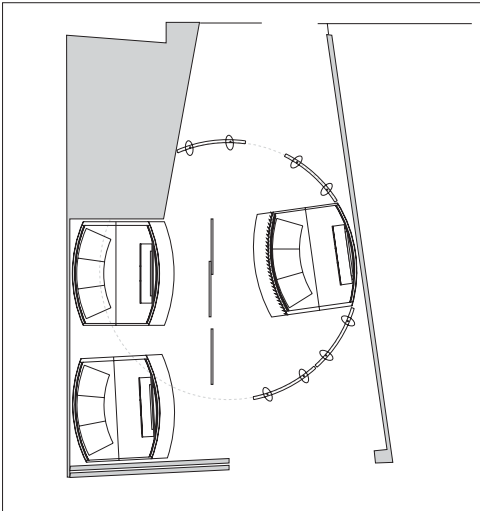
The intention of this design is for it to function in a number of ways.

01.] To create a special shape within the room, creating a spatial hierarchy and a focus. The room will look active and inviting.

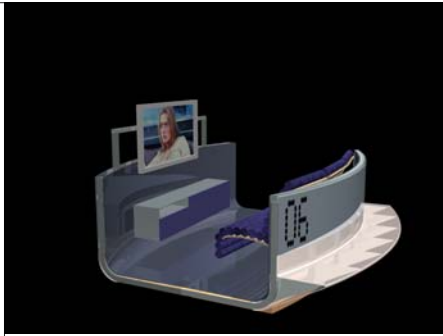
02.] The room acts as an informal gateway from the public concourse at the south eastern corner of the ACMI building. The design is intended to express this idea of an informal entry and produce hint at activities beyond. We have employed the porosity of the partition screen family for this purpose.



From the left: Two visualisations showing the Games Lounge seen approaching from the public concourse area to the south east of the ACMI building. The third visualisation shows the Games Lounge as seen from the doorway to the north. Large public display plasma screens are seen in the centre of the room with red egg crate partition screens creating a circular public milling and viewing space.



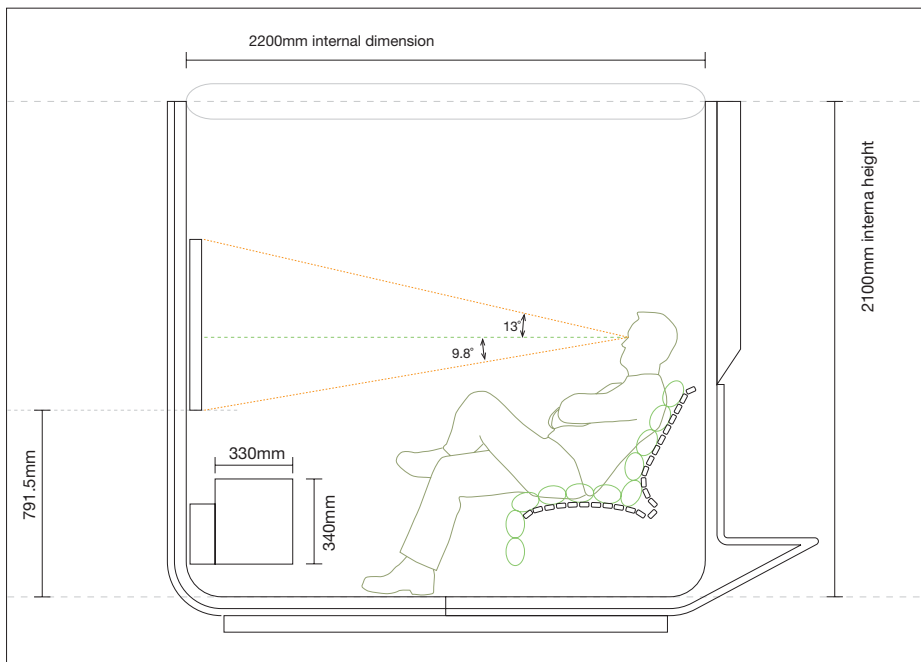
Proposed plan of the Games Lounge



Visualisation of a Games Lounge Pod configuration. The plasma screen is here supported on a 'roll bar' in place of the complete monitor support wall. This is done to increase the direct sight lines between the Games Lounge Pod users and the passers by and occupants within the public area of the Games Lounge. The internal seating has been moved across to the other side in the final design proposal for the Games Lounge open seater units and the mantle piece/technology boot is adjoining the external bench seat. We have introduced extensive venting to the back of the mantle piece to accommodate the required air flow from it for equipment cooling, as in this configuration it can not be vented through an adjoining wall.

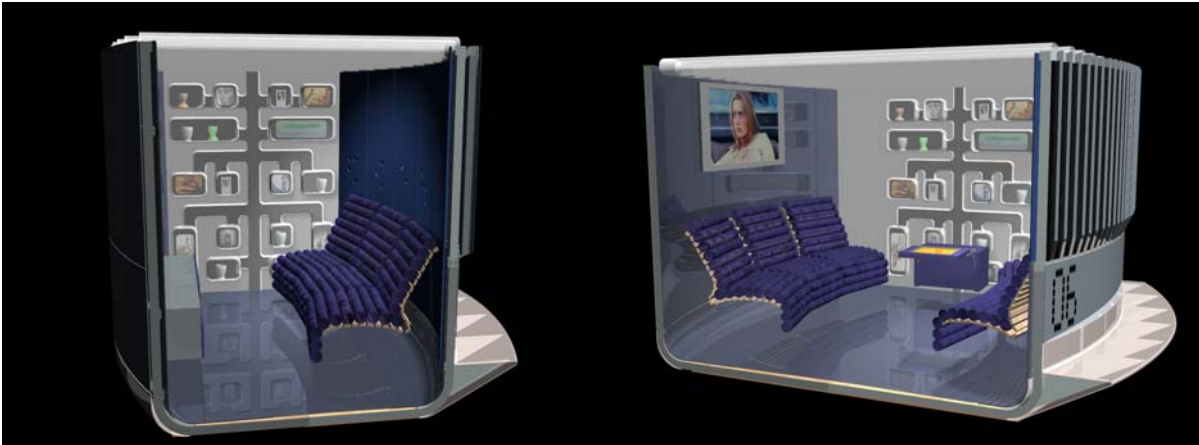
02.] Report on Design Progress: Adjustment to the monitor position

In response to the ACMI Screen Lounge Questionnaire replies we have adjusted the proposed position of the plasma monitor in the Screen Lounge Pod. It has been raised by 120mm. This will be done to the test bed prototype at Vecci next week and we are asking stakeholders to evaluate the adjusted position and to give us feedback.



03.] Report on Design Progress: Proposing a Three Seater Screen Lounge Pod

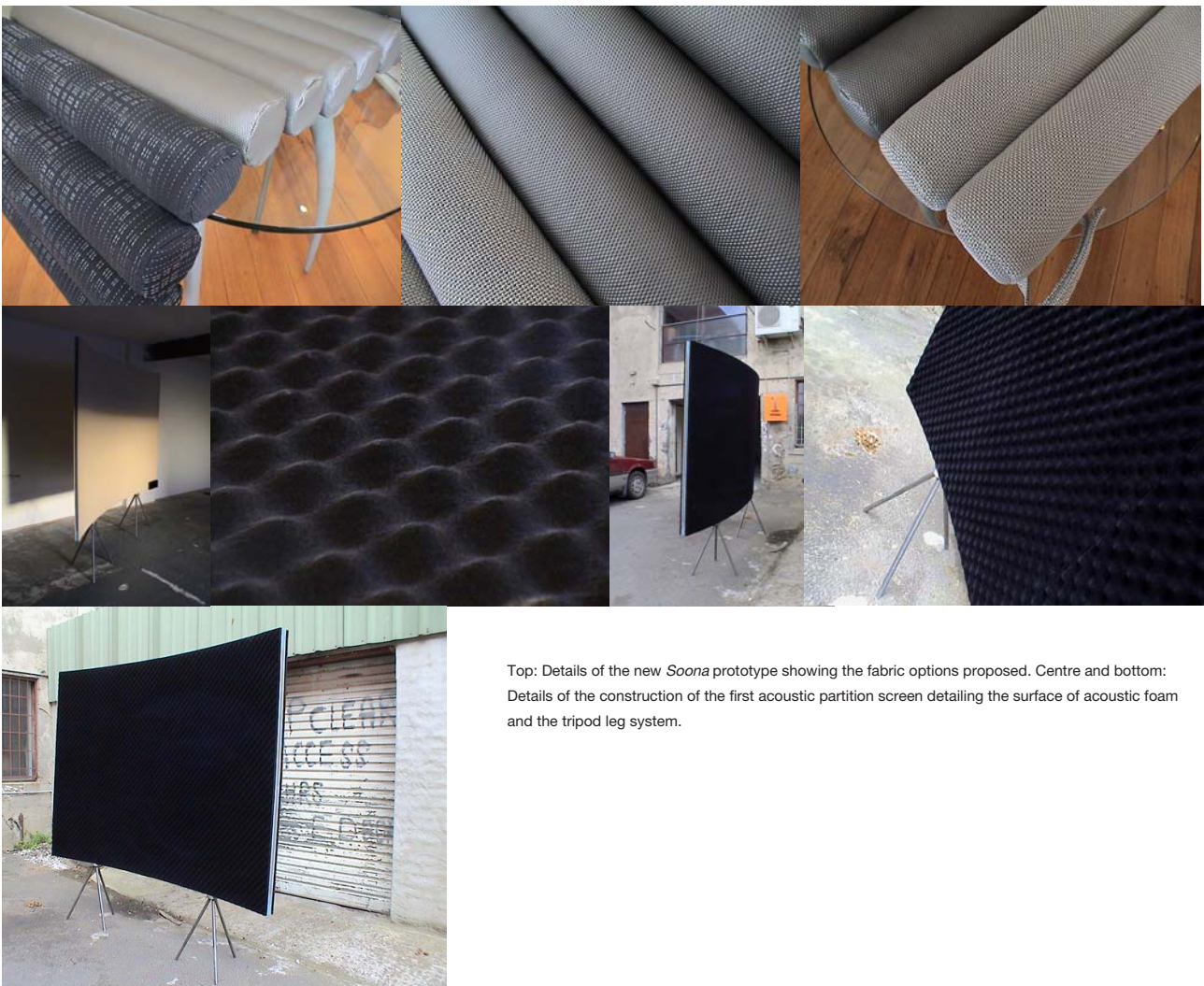
As the design development of the Screen Lounge pods continue and the design evolves in response to Stakeholder responses it is becoming clear to us that it may be more logical to make the two seater Screen Lounge Pods three seater Screen Lounge Pods. This has a number of advantages. Should a smaller number of pods be commissioned, there will be more seating available. The three seater format optimizes on the use of the space necessary to produce a comfortable minimally sized pod space. The Games lounge configurations look to benefit from a three seater format and so any conversion between the open configuration of the Games Lounge Pods and the Screen Lounge Pods is made much easier. This is also the case with the conversion to the proposed six seater format.



Visualisations of the proposed three seater Screen Lounge and the current format for the proposed six seater Screen Lounge format. Additional work must be done to ensure the mantle piece/technology boot is both kept out of the way and of the same size as in the two or three seaters.

04.] **Further development of the test bed Screen lounge test bed prototype at VECCI**

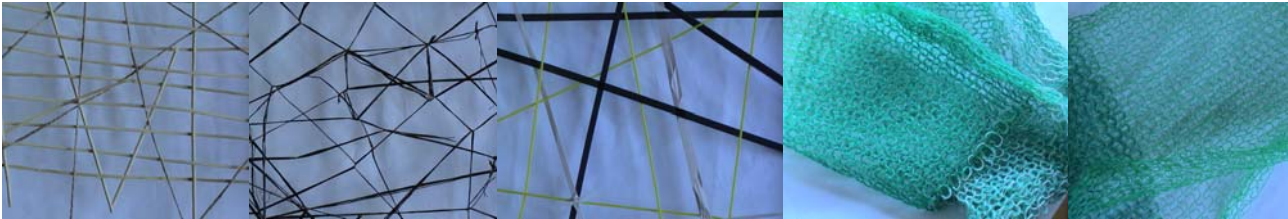
In response to direction from John Smithies we are continuing to develop the test bed prototype at Vecci. For the meeting of the 9th of September we are installing a second *Soona* and an acoustic partition Screen. The Plasma screen and sound system will be operating from a DVD player and it is Johns intention to test drive the pod for an extended period. We are fabricating an additional three seats and the inset floor extension so as to be able to convert this two seater Screen Lounge Pod into the proposed six seater before the end of the week.



Top: Details of the new *Soona* prototype showing the fabric options proposed. Centre and bottom: Details of the construction of the first acoustic partition screen detailing the surface of acoustic foam and the tripod leg system.

02.] Report on Design Progress: Further experimentation with the Woven Screen

Megan Doller from the RMIT Fibre and Textile Department at the School of Fashion has been experimenting with fabrics and weaving patterns to further explore the possibilities of the Woven Partition Screen. Below are some examples of her experimental surfaces



Images of experimentation by Megan Doller on possible surface weave materials including Jute, Bamboo, Raffia, packing tape and woven fishing line.

05.] Report on Design Progress: Preparing for testing an electro acoustic model of the Screen Lounge Pod.

On 03.09.02 we met with Graeme McGeorge from Pivod to discuss CAD drawing requirements for production of a CAD model of the Screen Lounge Pod to be sent to Pivod for electro acoustic testing to analyse the acoustic performance of the design. This data will be central to development of the screen Lounge Pod design and the evolution of the appropriate sound system for deployment within the Screen Lounge Pods. Graeme raised the issue that as the Screen Lounge Pods were very adaptive environments with many different deployment modes each with a different acoustic signature or operating environment and as the domestic entertainment market place is currently experiencing a revolution in performance quality with new technologies like 5.1 surround sound being more readily available, the Screen Lounge Pods may need digital signal processing. Unfortunately these units are not cheap.

07.] Report on Design Progress: Sourcing Louvres for the layered Screen Lounge pod wall.

On 04.09.02 we met with Andrew McLerie from IVR Equipment to source louvre profiles for fabrication of the porous layered louvre wall. We are continuing to source louvres from a number of other suppliers for quoting and performance purposes. The louvre profile shown below however is very close to our desired dimension set and there are other even closer samples coming.



08.] A Second Revised Timeline for Prototyping and fabricating the Screen Lounges.

Here is the new time line for prototyping and production of ACMI Screen Lounges from Crowd productions in response to the requests by ACMI for a second amended job schedule. To establish a workable new delivery date we will need to contact all sub contractors and negotiate new schedule allocations. It is also very important to note the this timetable is predicated on there being an appointed contractor to design and produce the technology for the Screen Lounge functionality in the very near future, so that we can design to properly accommodate that functionality. Manufacturing and fabrication time is at a premium in the last calendar quarter as customers rush to complete end of year deadlines. We need to be careful to avoid any compromise of the careful process of consultation, design and executing the first Screen Lounge prototype by either not selecting the best subcontractor or rushing a significant process, all for the sake of a short time gain at the end of a lengthy process. We advise that while every effort will be made to accomplish the schedule outlined below we may need to extend the delivery time into early 2003.

NB: All dates subject to change based on client approval and subcontractor availability.

Time line /Job Schedule for ACMI Screen Lounges at 30.08.02

01.] Client Briefing sessions:	Monday 26.08.02 to Friday 27.08.02
02.] Designing, detailing, quoting, fabricating and installing additional elements to existing prototype for acoustic, spatial, operational and comfort evaluation:	Monday 26.08.02 to Friday 09.09.02
03.] Client evaluation of Screen Lounge Pod:	Monday 09.09.02 to Friday 16.09.02
04.] Detail design from prototype development to resolve for commencement of construction drawings:	Monday 02.09.02 to Friday 20.09.02
05.] Date for approval of Prototype at mock up stage to proceed to full production standard prototype:	Monday 16.09.02
06.] Commence construction drawings:	Monday 16.09.02
Construction drawings:	Monday 16.09.02 to Friday 11.10.02
07.] Commence construction of first production standard prototype, including pattern making, mould making, testing and tooling:	Monday 14.10.02
Construction of first production standard prototype, including pattern making, mould making, testing and tooling:	Monday 14.10.02 to Friday 27.12.02
07.] Commence on-site testing of first prototype:	Monday 30.12.02
