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BUSH

TELETEXT
FULL REMOTE CONTROL,
1 MONTH 8 EVENT TIMER

ON SCREEN PROGRAMMING
QUICK START • HD CIRCLET • 3 SPEED PICTURE SEARCH

Control panel of the television set featuring various buttons and knobs. From left to right: a power button, a volume knob, a channel knob, a play button, a stop button, a fast forward button, and a rewind button. The panel also includes a small display area and a 'BUSH HD' logo.

Silverline

LIMINAL

LIMINAL: A STATE, TIME, OR SPACE OF TRANSITION, AMBIGUITY, OR BEING “IN BETWEEN”.

LIMINAL MAKES USE OF IMMERSIVE ENVIRONMENTS TO EDUCATE VISITORS USING ITS OWN SURROUNDINGS ABOUT THE TOPIC OF LIMINAL SPACES.

LIMINAL ENCOURAGES VISITORS TO EXPLORE AND INTERACT VIA INTERACTIVES, MEDIA PRESENTATIONS, VR, AS WELL AS A MAZE-LIKE DESIGN THAT ~~FORCES~~ ENCOURAGES VISITORS TO MAKE THEIR OWN PATH.

LIMINAL BRIEFS VISITORS THROUGH THEIR JOURNEY THROUGH PRE-RECORDED PRE-, MID- AND POST-SHOWS.

LIMINAL IS DESIGNED WITH INCLUSIVITY AT ITS CORE, WITH THOUGHT TO ACCESSIBILITIES AND LEARNING DIFFICULTIES/ DIFFERENCES IN MIND.

LIMINAL STRUCTURE

LIMINAL SPACES ARE TYPICALLY TRANSITIONAL ENVIRONMENTS SUCH AS LOBBIES, HALLWAYS, SCHOOLS, MALLS. PLACES THAT CAN FEEL EERIE WHEN ISOLATED.

LIMINAL SPACES CAN APPEAR FROZEN IN TIME, UNTOUCHED. GENERATING AN UNWELCOMING AND EVEN HOSTILE ATMOSPHERE.

LIMINAL SPACES ARE OFTEN, BUT NOT ALWAYS, EMPTY OF LIFE AND FURNISHINGS. SOMETIMES IF THERE IS A TRACE OF COMFORT HOWEVER, IT IS MADE UNCOMFORTABLE BY ITS PLACEMENT OR ISOLATION. EXAMPLE: A LARGE, OPEN SPACE WITH A CHAIR PLACED IN THE CENTRE.

A CRUDE METHOD OF VISUALISING LIMINAL SPACE IS TO IMAGINE ASKING ENTITY WHO HAS NEVER BEEN TO EARTH TO BUILD A HOUSE. THIS HOUSE MAY HAVE WINDOWS, BUT THEY MAY ALL BE PLACED ON INTERIOR WALLS. THERE MAY BE A DOOR, HOWEVER THERE MAY BE SEVERAL ENTERING THE SAME ROOM. THERE MAY BE HALLWAYS, BUT THEY ARE DEFORMED AND NONSENSICAL.

LIMINAL LIGHTING

LIMINAL SPACES, LIKE ALL INTERIOR SPACES, ARE AFFECTED BY LIGHTING.

DAYLIGHT, FLOURESCENT, DIM, BRIGHT, WARM, FLASHING. A SPACE'S ATMOSPHERE CAN CHANGE WITH THE FLICK OF A **LIGHTSWITCH**, AND CAN EVEN BECOME A LIMINAL SPACE AS A RESULT.

COMMON LIGHTING STYLES IN MANY LIMINAL SPACE PHOTOGRAPHY AND ARTWORKS INVOKE A TRANSITIONAL NATURE. BE THAT DAWN/DUSK SHINING THROUGH WINDOWS OR SKYLIGHTS. FLOURESCENT, DIM OVERLY OR BRIGHT ARTIFICIAL LIGHT FOUND IN PUBLIC SPACES. SPACES THAT ARE NOT MEANT FOR LINGERING.

ANOTHER STYLE PLAYS WITH SOFT, DIM, COMFORT LIGHTING. TYPICALLY, AGAINST THE NIGHT OR A DARK ENVIRONMENT, THIS STYLE CAN INVOKE A SENSE OF NOSTALGIA.

THIS ALL DEPENDS ON YOUR OWN MIND, AND HOW IT INTERPRETS A SPACE.

LIMINAL SOUND

SOUNDS IN LIMINAL SPACES ARE MOST LIKELY TO ASSOCIATE WITH BACKGROUND AMBIENCE OR SUDDEN INTERVENTIONS.

LIMINAL SOUNDS CAN OFTEN BE MONOTONOUS, REPEATING, SUCH AS THE BUZZING SOUND OF ELECTRICAL EQUIPMENT, WIND, DRIPPING WATER WITH ECHO.

THESE SOUNDS DO NOT NECESSARILY HAVE EMOTION TIED TO THEM. IT IS THE CONTEXT OF WHERE AND WHEN AN ENTITY HEARS THE SOUND THAT EITHER COMFORT OR DISCOMFORT CAN BE FELT.

THE SOUND OF A TV PLAYING IN THE NEXT ROOM CAN BE COMFORTING IF YOU ARE COZY IN BED AT YOUR FAMILY'S HOME. IT CAN BE DISCOMFORTING IF YOU KNOW YOUR FAMILY AREN'T HOME.

LIMINALITY IN MUSIC SHARES THE COMMON THEMES OF UNEASE, TRANSITION, REPETITION AND A FEELING OF NOT QUITE THERE.

LIMINAL UNCANNY

LIMINAL SPACES ARE OFTEN PERCEIVED AS UNCANNY.

LIMINAL SPACES ARE TRANSITIONAL. THEY CAN FEEL UNCANNY AS THEY MIMIC FAMILIAR ENVIRONMENTS BUT LACK THE USUAL SIGNS OF LIFE.

THIS CREATES A "DREAMLIKE EFFECT" WHERE A SPACE DOES NOT QUITE FEEL REAL.

LIMINAL SPACES CAN ALSO HOST STRANGE ARCHITECTURE AND DESIGN. INDOOR COURTYARDS, WALLS WITH NO APPARENT PURPOSE, INACCESSIBLE BALCONIES, WINDOWS INTO INTERIOR SPACES.

UNUSUAL ARCHITECTURE PROMOTES THE "DREAMLIKE" EFFECT, MAKING THE SPACE FEEL UNCANNY.

LIMINAL UNEASE

LIMINAL SPACES OFTEN RADIATE AN ATMOSPHERE OF UNEASE AND DISCOMFORT.

THIS UNEASE CAN MANIFEST AS AN UNSETTLING, DREAMLIKE FEELING DUE TO YOUR BRAIN RECOGNIZING AN UNNATURAL VOID, TRIGGERING AN INSTINCTIVE RESPONSE TO AN UNCANNY ENVIRONMENT.

THE UNCANNY ATMOSPHERE LIMINAL SPACES CREATE CAN FORCE THE BRAIN INTO BELIEVING THERE IS DANGER NEARBY. BE THAT FEAR OF THE SPACE ITSELF OR PERHAPS SOMETHING LURKING NEARBY.

IT IS OFTEN SAID THAT LIMINAL SPACES MAKE PEOPLE FEEL WATCHED THOUGH NOT NECESSARILY BY ANYONE IN PARTICULAR.

SOMETIMES IT CAN FEEL AS THOUGH IT IS THE WALLS THEMSELVES WATCHING.

FEEL LIKE YOU'RE SEEING THINGS? **MAYBE YOU ARE!**

LIMINAL ABSENCE

LIMINAL SPACES ARE TYPICALLY ABSENT OF LIFE, FURNISHINGS, SUNLIGHT AND TIME.

LACK OF LIFE STRIPS AWAY EXPECTED SOCIAL CUES, REPLACING THEM WITH A SURREAL, DREAM-LIKE ATMOSPHERE. OFTEN ASSOCIATED WITH **KENOPSIA**: THE EERIE, FORLORN ATMOSPHERE OF A PLACE THAT IS USUALLY BUSY WITH PEOPLE BUT IS NOW EMPTY.

LACK OF FURNISHINGS AND FURNITURE REMOVE COMFORT AND THE TOUCH OF ERGONOMICS THAT YOU ARE ACUSTOMED WITH IN INTERIOR DESIGN. THIS MAKES THE SPACE FEEL VOID, EMPTY, ALONE. IT CAN FEEL AS THOUGH YOU ARE UNWELCOME OR UNEXPECTED.

LIMINAL SPACES AS A WHOLE TEND TO TAKE PLACE OUTSIDE OF TIME ITSELF. OR IT CAN LOOK AS THOUGH THE SPACE IS FROZEN IN TIME. PERHAPS IT'S BOTH. AFTER ALL

WHAT EXISTS BETWEEN EXISTENCE?

LIMINAL VOID

VOID: EMPTINESS, NOTHINGNESS, OR THE ABSENCE OF SOMETHING.

LIMINAL SPACE CAN OFTEN CONJURE A **VOID** FEELING. DUE TO LACK OF COMFORT, TIME, PEOPLE.

A HOPELESS FEELING OF BEING TRAPPED, ALONE, MISSING.

LIMINAL SPACES OFTEN FEEL UNESCAPEABLE. EVEN IF THEY'RE OUTDOORS OR IF AN "EXIT" IS WITHIN SIGHT.

COMBINED WITH THE ABSENCE OF TIME AND TYPICAL SOCIAL CONVENTIONS, LIMINAL SPACES CAN MAKE A PERSON FEEL EMPTY, **VOID**.

WEATHER HOPE OR DESPAIR RISE FROM THE DEPTH OF **VOID** SOLELY DEPENDS ON YOUR OWN MIND.

LIMINAL NOSTALGIA

NOSTALGIA: A BITTERSWEET EMOTIONAL STATE CHARACTERIZED BY A SENTIMENTAL LONGING OR AFFECTIONATE YEARNING FOR THE PAST.

NOSTALGIA IN LIMINAL SPACES IS RELATED TO THE FACT THAT THEY ARE IN-BETWEEN SPACES MEANT FOR PASSING THROUGH RATHER BEING LIVED IN, WHICH PUTS THE MIND IN AN UNANCHORED STATE.

MANY PEOPLE WILL EXPERIENCE **ANEMOIA**, A PROFOUND **NOSTALGIA** FOR A TIME THEY HAVE NEVER ACTUALLY LIVED IN. THIS MAY BE DUE TO THE GRAINEY, OUTDATED VISUALS USED IN LIMINAL ARTWORKS THAT MIMIC DISTORTED BRAIN RECALL AND FADED CHILDHOOD MEMORIES.

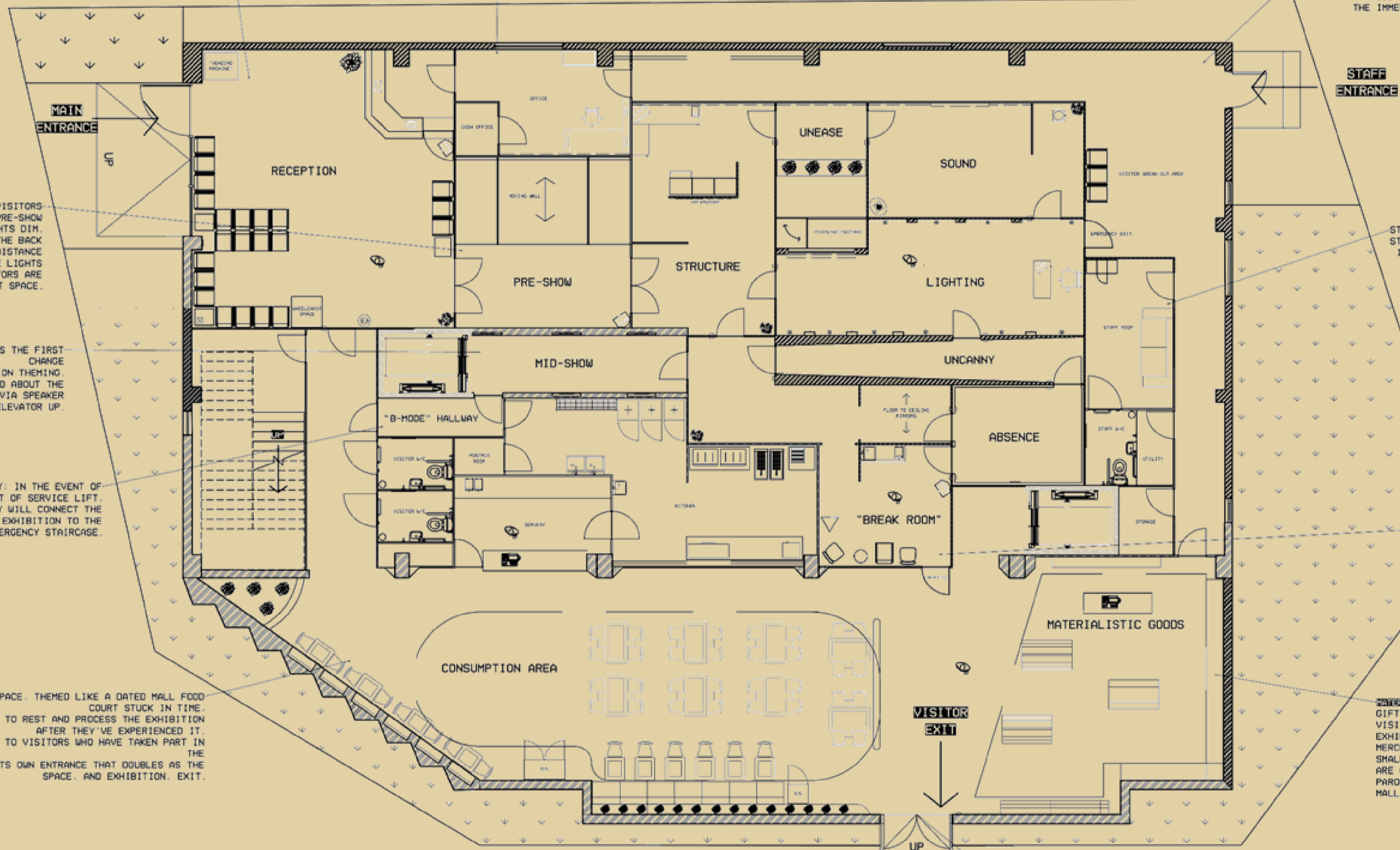
MANY SOURCES OF LIMINAL SPACES ARE ABANDONED OR OUTDATED LOCATIONS THAT PEOPLE WERE FAMILIAR WITH IN THEIR PAST.

THESE SPACES, NOW EITHER RUN DOWN, OR EVEN UNCHANGED, BECOME LIMINAL.

RECEPTION: THIS ENTRANCE SPACE IS WHERE VISITORS ARRIVE TO BOOK TICKETS, CHECK IN AND WAIT FOR THEIR GROUP'S ADMITTANCE INTO THE EXHIBITION. THIS SPACE DOUBLES AS A TASTER OF THE FIRST HALF OF THE EXHIBITION THEMING.

OFFICE: THIS SPACE IS FOR ADMIN. CASH HANDLING. CCTV AND HOUSES THE COMPUTER / CONTROL SYSTEM FOR THE EXHIBITION SPACE EFFECTS.

STAFF CORRIDOR / VISITOR BREAKOUT AREA: THIS SPACE CONNECTS THE OFFICE, GIFT SHOP, STAFFROOM AND EXHIBITION SPACE TO THE STAFF ENTRANCE. THERE IS A SMALL SEATING AREA NEAR THE EXHIBIT EMERGENCY EXIT FOR VISITORS WHO MAY NEED A BREAK FROM THE IMMERSION.



PRE-SHOW: IN THIS SPACE VISITORS WATCH A PRE-SHOW VIDEO AS THE LIGHTS DIM. THROUGHOUT THE VIDEO THE BACK WALL SLOWLY MOVES A DISTANCE CLOSER UNTIL THE LIGHTS RETURN AND VISITORS ARE USHERED INTO THE NEXT SPACE.

PRE-SHOW: THIS HALLWAY IS THE FIRST CHANGE AESTHETICALLY IN THE EXHIBITION THEMING. VISITORS WILL BE INFORMED ABOUT THE NEXT STAGE OF THEIR JOURNEY VIA SPEAKER SYSTEM BEFORE BOARDING AN ELEVATOR UP.

"B-MODE" HALLWAY: IN THE EVENT OF AN OUT OF SERVICE LIFT, THIS HALLWAY WILL CONNECT THE EXHIBITION TO THE EMERGENCY STAIRCASE.

CONSUMPTION AREA: THIS SPACE, THEMED LIKE A DATED MALL FOOD COURT STUCK IN TIME, OFFERS VISITORS A CHANCE TO REST AND PROCESS THE EXHIBITION AFTER THEY'VE EXPERIENCED IT. THE CAFE IS NOT EXCLUSIVE TO VISITORS WHO HAVE TAKEN PART IN THE EXHIBITION AND UTILIZES ITS OWN ENTRANCE THAT DOUBLES AS THE SPACE, AND EXHIBITION, EXIT.

STAFF ROOM: A COMFORTABLE SPACE FOR STAFF TO RELAX, STORE PERSONAL ITEMS AND USE THE WATER CLOSET.

"BREAK ROOM": THIS SPACE OFFERS A CHANCE TO RELAX AND REFLECT DURING THE FIRST HALF OF THE EXHIBITION JOURNEY. THE SPACE IS THEMED SO THAT IT APPEARS TO BE A HIDEOUT OTHER VISITORS WHO HAVE GOTTEN "STUCK" IN THE LIMINAL VOID MADE USING AN EXISTING "BREAK ROOM"

MATERIALISTIC GOODS: IS THE NAME OF THE GIFT SHOP VISITORS STEP INTO AFTER LEAVING THE EXHIBITION. "LIMINAL" MERCHANDISE AND GOODS FROM LOCAL SMALL BUSINESSES ARE ON OFFER IN WHAT APPEARS TO BE A PARODY OF A DATED MALL SHOP IN TERMS OF THEMING.

GROUND FLOOR PLAN

THE VISITOR EXIT DOOR WILL BE THE ONLY DOOR AFTER THE EXHIBITION SPACE NOT TO HAVE A GREEN EXIT SIGN OVER IT. THERE WILL BE CLEAR INDICATION THAT THIS DOOR IS A FIRE ESCAPE AND THE EXIT FROM THE BUILDING.

VOID: THIS SPACE EXPLORES THE HOPELESS AND APATHETIC EMOTIONS LIMINAL SPACES CAN PRODUCE. A BUTTON IN THE CENTER OF THE ROOM HAS A 50% CHANCE OF TURNING OFF THE "WINDOW" LIGHT SOURCE AND ILLUMINATING THE ROOM IN PROJECTED TALLY MARKS.

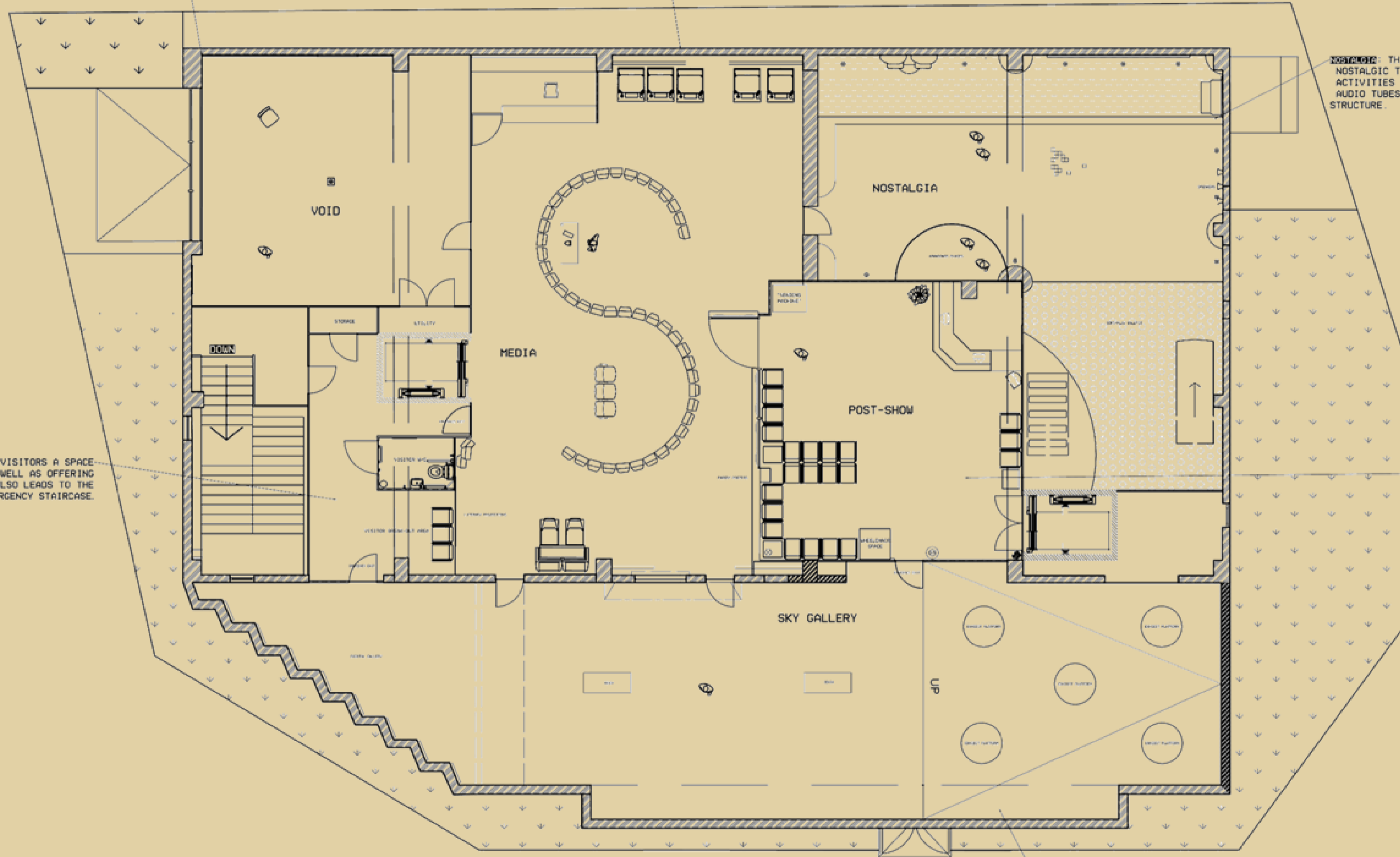
MEDIA: THIS SPACE EXPLORES LIMINALITY IN MEDIA AND LITERATURE. A SWOOPING WALL OF CRT TV'S DISPLAY STATIC AND SCENES OF LIMINALITY USED IN FILM/TV. ARCADE CABINETS ALLOW VISITORS TO PLAY INDIE LIMINAL THEMED GAMES WHILST A VR HEADSET ALLOWS VISITORS TO STEP INTO MORE OTHERWORLDRY LIMINAL SPACES.

NOSTALGIA: THIS SPACE IS BASED UPON THE NOSTALGIC THEMES IN LIMINALITY. ACTIVITIES INCLUDE A MOSAIC TILE PUZZLE, AUDIO TUBES AND A SMALL SOFT PLAY CLIMBING STRUCTURE.

POST-SHOW: THIS IS THE FINALE TO THE EXHIBITION. THE SPACE IS A 1:1 RECREATION OF THE RECEPTION WITH THE EXCEPTION OF SOME PROJECTION EQUIPMENT. THE SPACE TRANSFORMS THROUGH LIGHT AND SOUND AS NARRATION RECAPS VISITORS ON ALL THEY HAVE LEARNED BEFORE THE LIGHTS COME BACK ON AND DOORS OPEN TO REVEAL A LIFT TO THE EXIT.

SKY GALLERY: THIS SPACE MOCKS THE LACK OF FREEDOM BY IMITATING THE OUTDOORS THROUGH MURALS AND VINYL FLOORING. THE SPACE SHOWCASES LIMINAL ART, SCULPTURE AND HAD A DIGITAL GALLERY WALL THERE VISITORS MAY UPLOAD THEIR OWN LIMINAL ART OR PHOTOGRAPHY. THIS IS THE TALLEST SPACE IN THE BUILDING. ENCOURAGING AGORAPHOBIA.

THE VISITOR BREAK OUT AREA ALLOWS VISITORS A SPACE TO TAKE A BREAK FROM THE IMMERSION AS WELL AS OFFERING W/C FACILITIES. THIS AREA ALSO LEADS TO THE EMERGENCY STAIRCASE.



FIRST FLOOR PLAN