

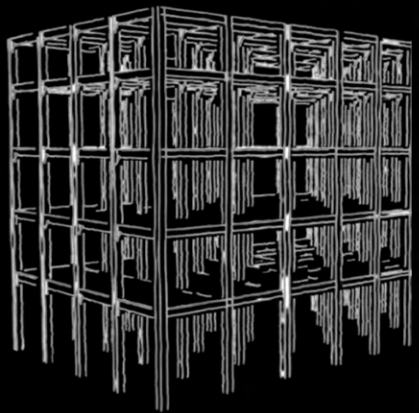


This concept model explored the relationship between light, columns and resin. My goal was to find out ways I could create visually interesting lighting aspects in a building that concrete columns dominate

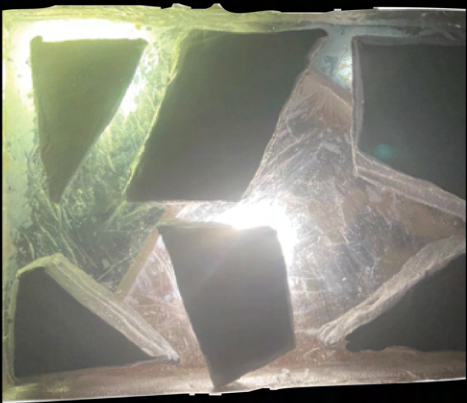


Concept Collage

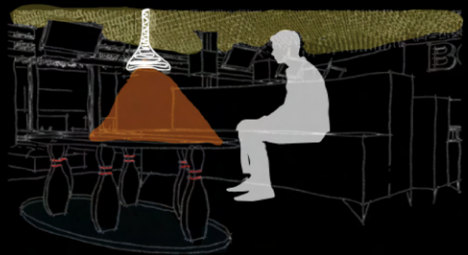
The design emphasizes the core structural pillars, while prioritising an immersive, other-worldly experience. Space-themed elements, vibrant colours, and dynamic light displays are integrated to evoke a sense of exploration and adventure. The layering of shapes symbolises depth, and the collage's energetic feel reflects the playful atmosphere. Wavy forms guide the flow through the building, and negative space highlights the role of artificial light, complementing the primary focus on darkness.



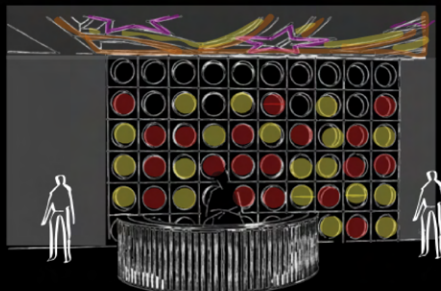
Structural Framework



Concept Model



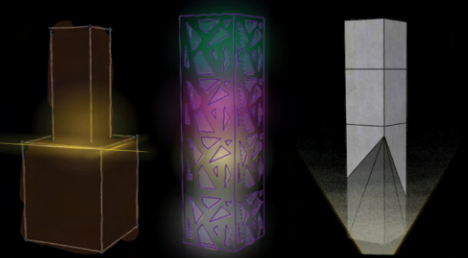
Illuminated ceilings to create an uplifting enviroment



Centering the design around key lighting features



Creating connections through purposeful design



Experimenting with lighting design on the columns

GALAXY GAMING

This design project breathes new life into Sligo's Finisklin area, centred around the historic Bachelor's Building. Recognising a gap in the town's social scene, this project aims to transform the building into a dynamic arcade complex. By attracting a younger demographic, the revitalisation of Finisklin is expected to spur improvements to local amenities. The vision is an immersive, multi-tiered space, offering thrilling games, bowling, mini-golf, and lively bars, all brought to life through vibrant lighting design. The goal is to create an otherworldly atmosphere, transporting visitors to an environment of pure excitement and exhilaration from the moment they step inside.



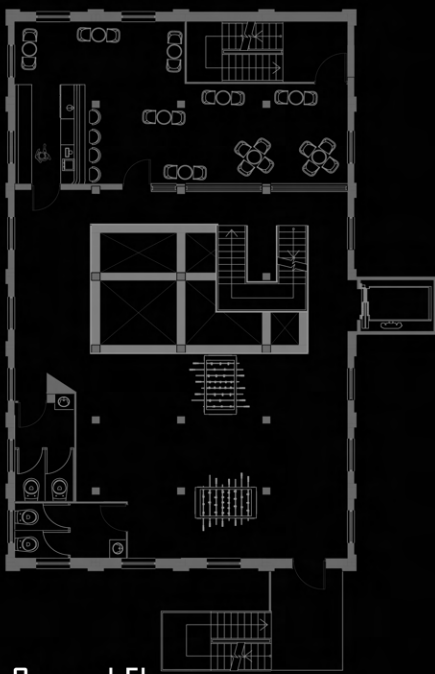
Plans 1:200



Ground Floor



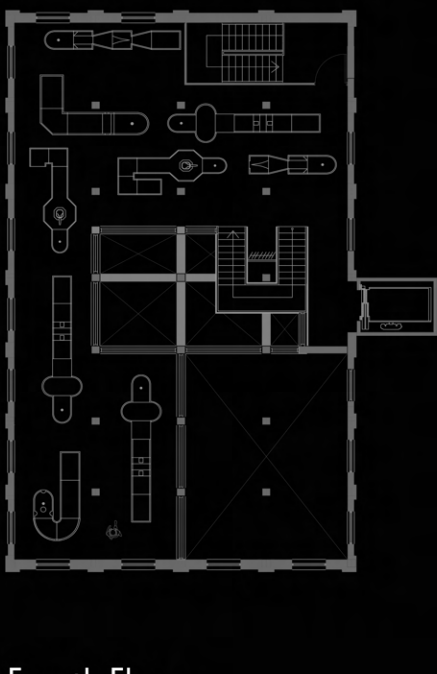
First Floor



Second Floor



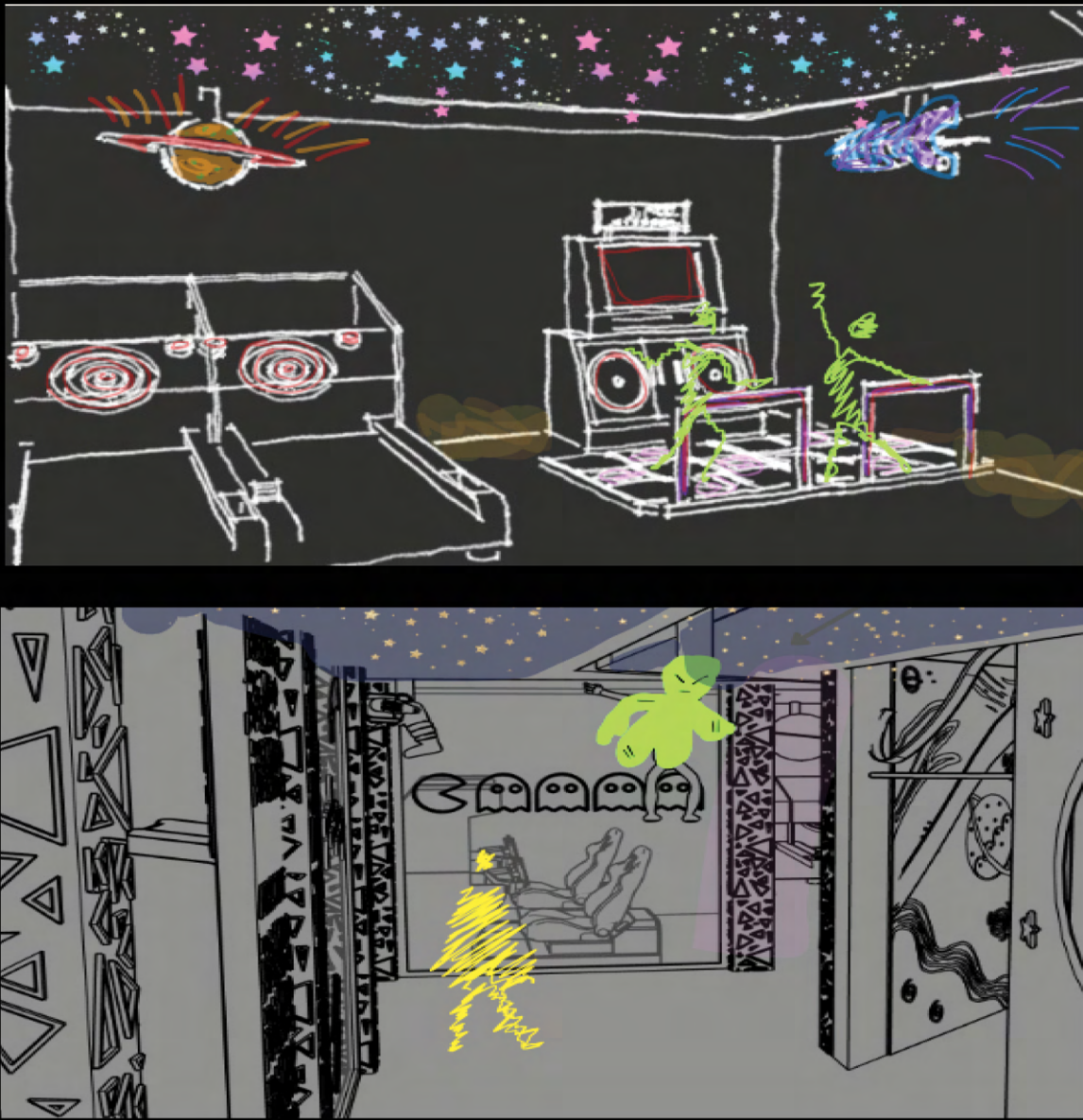
Third Floor



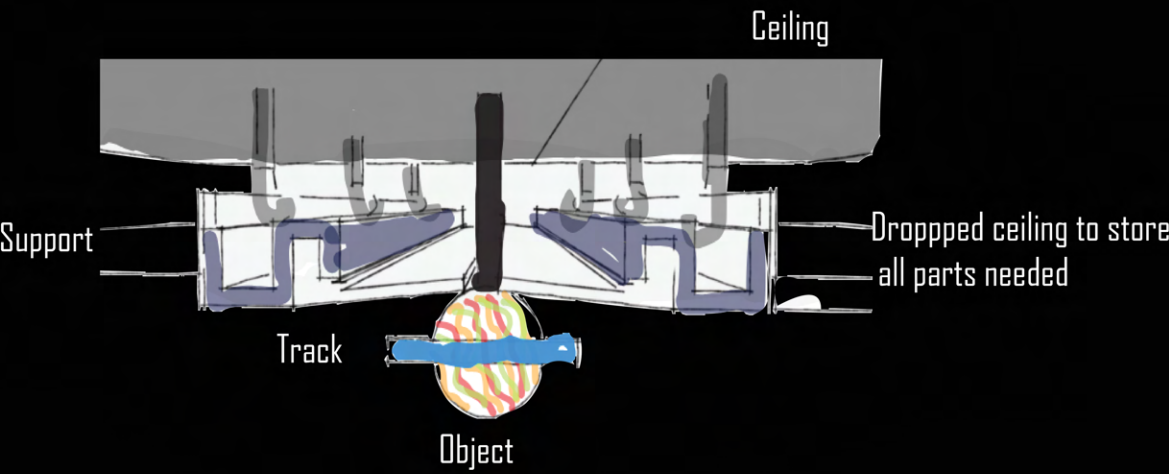
Fourth Floor

Detailed Design

Inspired by the cosmos, the arcade incorporates dynamic, space-themed objects that move along the ceiling, enhancing the playful environment and subtly guiding visitors through the space.



How it will work

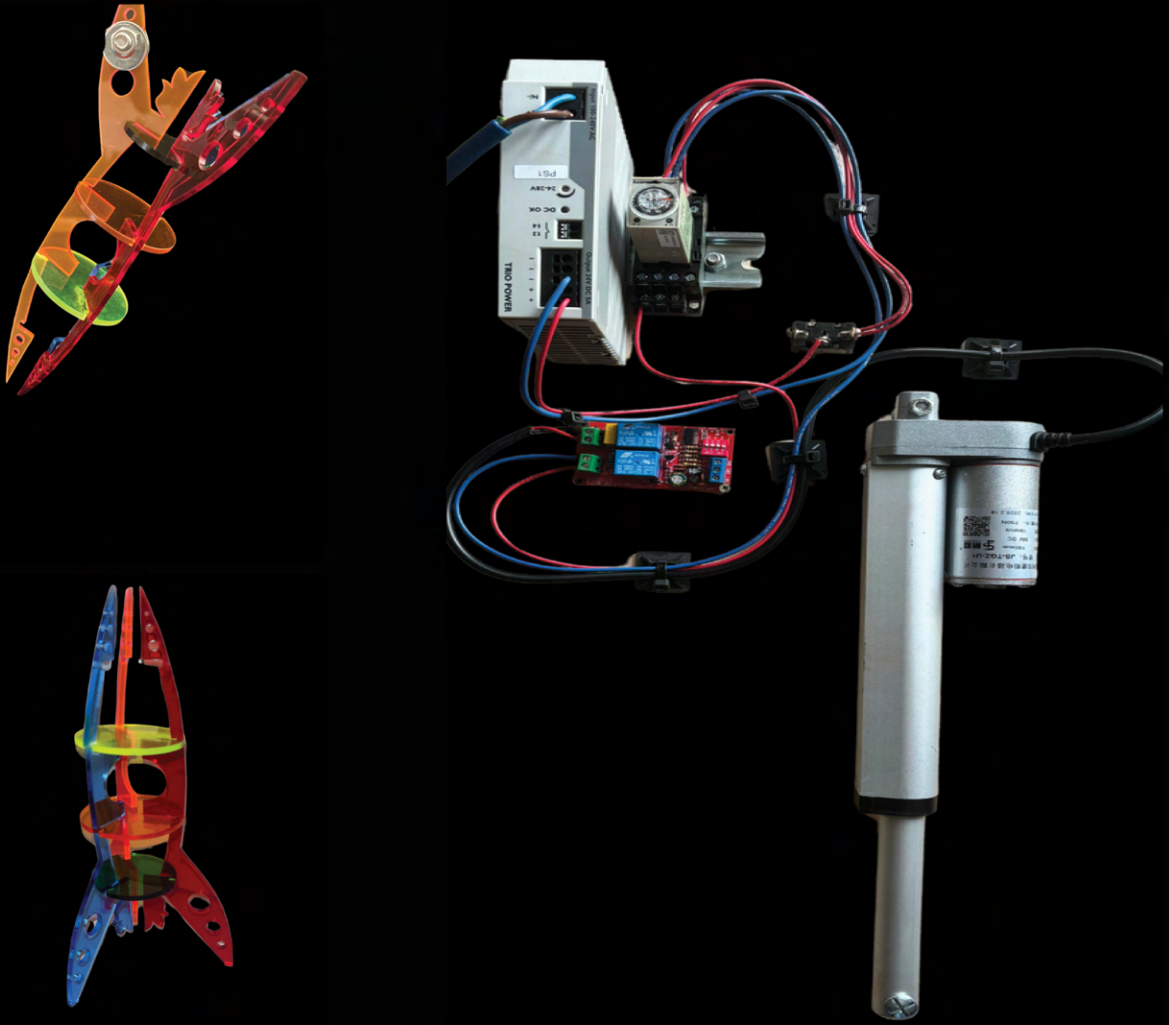


Track System: I will need to install a track system on the ceiling. A simple rail or track that allows the element to glide smoothly. The track should be securely mounted to the ceiling to support the weight of the spaceship and allow for safe movement.

Movement Mechanism: The element can be powered by a small motor that drives it along the track. This motor can be controlled remotely or programmed to follow a specific path.

Power Source: Ensure that there is a reliable power source for the motor. This would be a direct connection to an electrical outlet, depending on the design and location of the track. I will need a control system to manage the movement of the spaceship. This could be a simple remote control.

Working model



Socket: This will be wired in my building but model will be plugged into the wall

Linear Actuator: Moves my object in a straight line. It is powered by electricity and converts that energy into straight-line movement to push or pull objects.

Switch: Turns the actuator on / off

Timer Delay Relay: Is the device that helps control a circuit by introducing a delay before it turns on or off. When it's activated, it waits for a certain period before carrying out the action, like starting a motor.

Arcade

Boasting a futuristic aesthetic and a lively atmosphere, the arcade ignites a sense of wonder, enticing guests to embark on an exciting journey of discovery.

