

# Brief

## EXHIBITION

# “UNKNOWN”

Explore the extraordinary process of mudlarking through

### The client

As the mud larking is recognized for its most green activities the British Museum decided to exhibit lost or abandoned collection of valuable objects and artefacts which have been recovered from the River Thames. (London)

The exhibition needs to be more as an installation as it will travel to various cities around the World.

Key factors;

- The installation must be easily transferred to different sites and reconfigured to its needs.
- Must include disabled WC
- Lift
- Reception desk (buying and collecting tickets), (storing clothes).
- Small shop area (selling merchandise such as books, toys, postcards).

The exhibition must intrigue the audience and educate them in an interesting way.

Choosing an exhibition design allowing me to get a deeper connection to this topic. The Museums or exhibitions intrigue me because 'Art' is a part of it as well as it is an important piece in my personal life. This is a great way to combine these two important aspects to create a unique space. You can really play with creativity and people's mind by creating emotional and physical connection in the space and making them feel like 'You want to come back and relive it again'. It's beautiful how you can educate people in a fun and unexpected way. In addition, this is a path which I want to follow in the future as I think I can really show myself as a designer in this type of spaces.

Conceptual approach;

From a design perspective, it's important to don't focus as much on the objects itself as the exhibition/ installation will be seen around the world and not every person will be particularly interested that the objects were found in London Thames. The objects still playing important rule in the design but the main focus should be actually where they come from 'the river'. To create the successful design I think it should focus on a conceptual approach of the river as it plays an important rule in our lives.

The idea could be incorporated in many ways. It could be about the river as 'unknown' what I mean by this is if you look at the river from far, is clean and pure but if you look closer and start to get deeper and deeper you can discover beautiful things. It can also be inspired by 'mudlarking' process to fully make the audience understand how these objects were found.

'Human senses'. This can be a key towards this design as it overlays with many aspects of the brief and it can create this unforgettable moments within the space-based also on physical and emotional connection.

## Mystery

An idea for the space to create an impression of being unknown. A space full of mystery where the visitor will feel uncomfortable and curious.

- Dark
- Tension
- Movement

## Searching

An idea where most focus will be about a physical experience. Where the visitor can experience the mudlarking process and connect with the objects.

- Smell (human senses)
- Excitement
- Movement
- Physical experience
- Atmosphere 2
- Mudlarking process



## Discovery

An idea for discovering the objects by focusing on its details. A clear, calm space where you open your mind to the future to explore the object's history.

- Sight (human senses)
- Atmosphere 3
- Flow
- Objects position/ location
- Movement

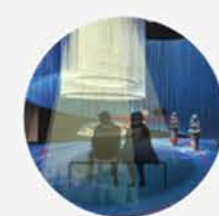
## History

- Educating
- Objects location

## Celebrating

A last part of the space where is about celebrating by performing the most valuable objects. A space where visitors will leave with full mind of memories.

- Space to seat
- Atmosphere 4
- Most valuable object
- Light



## Mudlarking process

# RIVER

A River Thames is the 'float down England's longest river, from its origin in the Cotswolds to its ramble through London, a journey through centuries of 'liquid history'.

Natural watercourse formed by a combination of streams or flowing from the front of a glacier, lake, source, fed by surface and underground waters from rainfall falling in its basin. With its shaped bed it flowing under the action of gravity in the bearing and cage, grooved by its erosive force.

The river itself may be seen as a sensory of nature, calming and pure. These days the rivers are very contaminated but they still full of mystery, undiscovered history. Since the early Victoria era, people loved to digging lost and abandoned items from the Thames. The technique 'Mudlarking' intrigues people to unrevealing the pass history hidden for even almost 2000 years back.

# MUDLARKING PROCESS

### Modern Mudlarks;

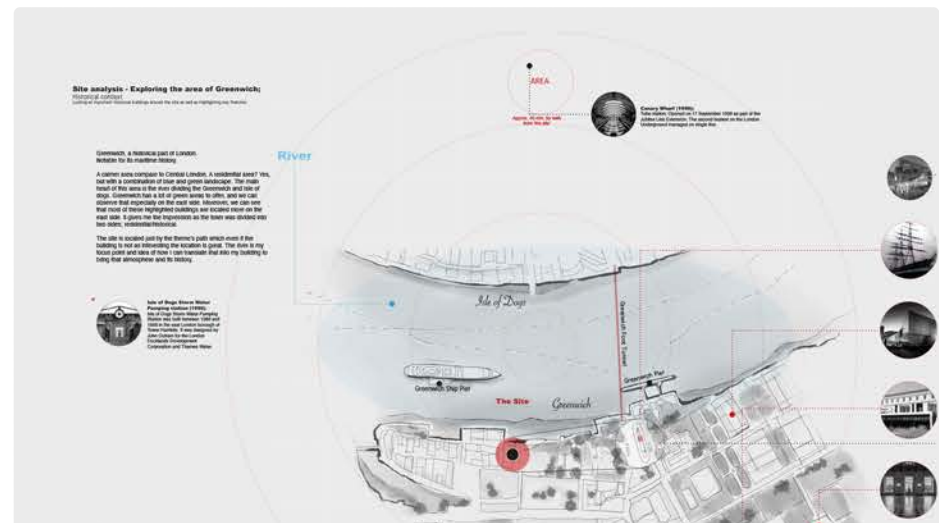
In contrast to the young Victorian scavengers of the Thames, mudlarks today have a passionate interest in London's rich archaeology and history, and it has become a popular hobby which gives both adults and children.

A unique 'hands on history' experience and deepens our understanding of London's past. Modern mudlarks have discovered and recovered an incredibly wide range of artefacts from all periods of British history, from prehistoric to modern times. They search the foreshore using a variety of methods. Some search 'by eye' while others use a trowel, sieve or metal detectors.

# OBJECTS

The exhibition 'UNKNOWN' is all about physical and emotional experience based on human senses which can be explored through mudlarking. Each object was carefully positioned and located to reflect the all stages and understand what mudlark is all about. Each object found in London River Thames was researched on size, year, history to allow me to create a certain journey through the space.

### The Site

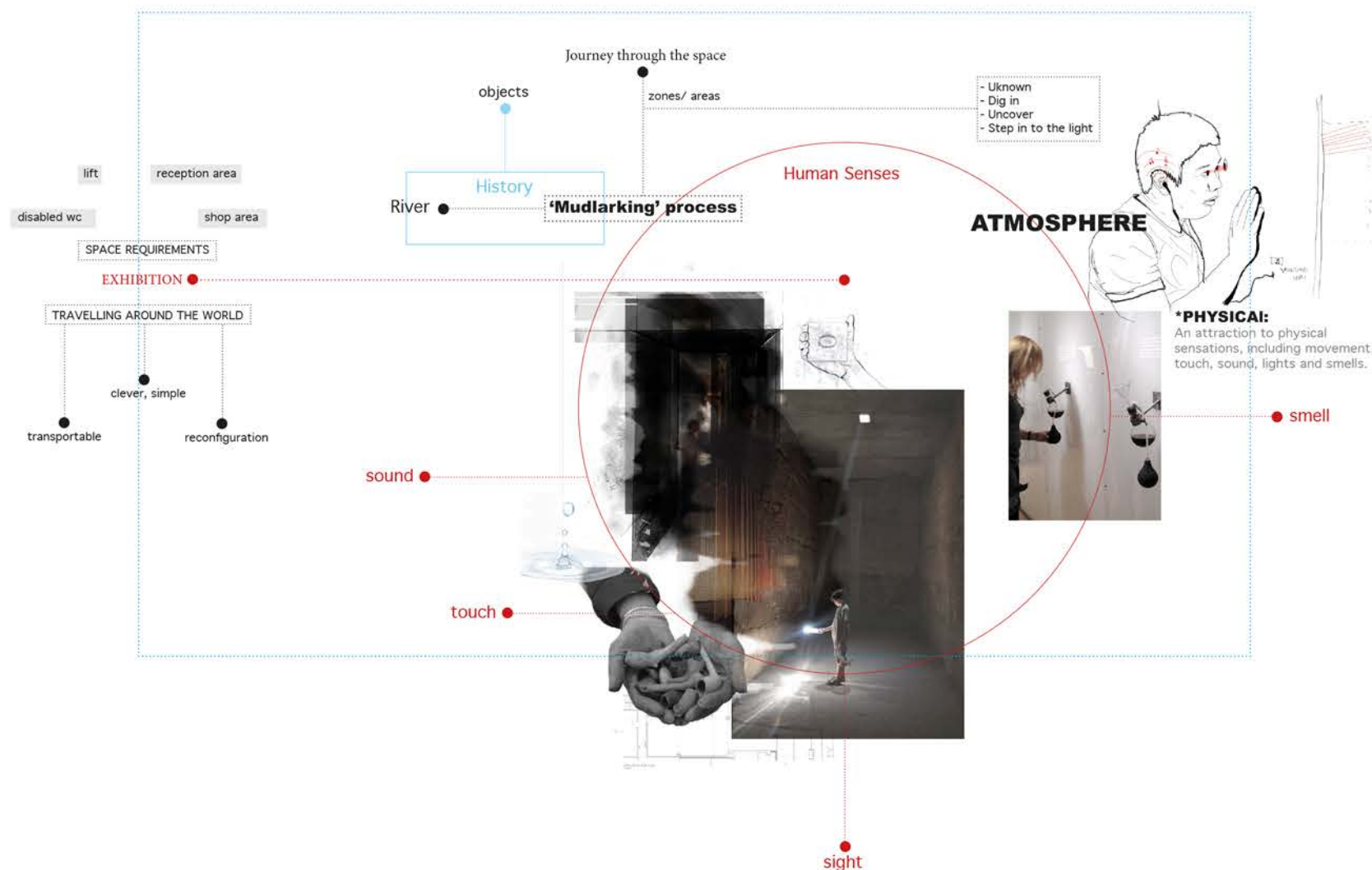


### Visitor's expectation towards the exhibition and its topic;

Potential Visitor 1	Potential Visitor 2	Potential Visitor 3	Potential Visitor 4
 Katarzyna Bugaj - police officer *21 years old. Designer: Q. British Museum exhibiting lost or abandoned items which were founded in London river Thames. The next exhibition event will take place in Poland. What could encourage or inspire you to decide and visit the place? What your expectations may be? Katarzyna - potential visitor: A. If the objects were found in the river, it would be nice to transfer this atmosphere into the space. Maybe there could be some moments, where the actual water runs through to give that feeling of belonging. What about a use a multi-sensory through technology to encourage people to touch, smell and sound? I think that would be amazing! Moreover, what about highlighting the most value objects by its location or text?	 Natalia Musiak - student (English) *19 years old. Designer: Q. British Museum exhibiting lost or abandoned items which were founded in London river Thames. What could encourage or inspire you to decide and visit the place? What your expectations may be? Natalia - potential visitor: A. I'm not really connected to London, and I have travelling using underground transport but I think I would still be interested to visit the space, as it's really curious what could be found in the river and what history just been discovered. It will be interesting to learn something about the 'mudlarking' process.	 Steve Curtis - interior designer/ investor *50 years old. Designer: Q. British Museum exhibiting lost or abandoned items which were founded in London river Thames. The next exhibition event will take place in Norway. What could encourage or inspire you to decide and visit the place? What your expectations may be? Steve - potential visitor: A. I think I would love to go visit an experiential space, that for sure. A place where I can learn something about the river and have some fun. I would be interested to see what can be found in the river. Maybe I would even consider doing it myself as my knowledge get bigger around this topic.	 Agata Szlachetka - *24 years old. Designer: Q. British Museum exhibiting lost or abandoned items which were founded in London river Thames. The next exhibition event will take place in Norway. What could encourage or inspire you to decide and visit the place? What your expectations may be? Agata - potential visitor: A. This sounds as a really interesting exhibition, which I think that is great to see what was left by our civilization and how these objects can inspire the history. Moreover, I will be great to see some objects that has a big value to it and tells the story. I will be so happy and excited to visit a place like this and I think it has a great potential to catch lot of interest in different countries.
1. REFLECTING THE LONDON'S RIVER ATMOSPHERE 2. ACTUAL WATER IN THE SPACE TO CREATE FEELING OF BELONGING 3. LIFE OF HUMAN SENSES TO ENHANCE THE CONNECTION BETWEEN THE SPACE AND THE VISITOR 4. SHOWING IMPORTANCE OF THE MOST REACH OBJECTS	1. EDUCATING 2. REFLECTING MUDLARKING PROCESS 3. HISTORIC	1. FUN 2. EDUCATING 3. EXPERIENTIAL	1. SHOWING PEOPLE DIFFERENT SIDE OF THE RIVER THAN JUST THE FACT OF THE RIVER BEING POLLUTED 2. TELLING A STORY 3. ENHANCING THE HISTORY OF THE OBJECTS
Atmosphere : Emotions : River : Movement : Mudlarking : Story : Importance : Education : History : Memory			

Summarising the key elements from each potential visitor, we can observe interesting thoughts about what this exhibition should reflect. Some of these are overlapping with each other by giving me a clear understanding on to create a space that will be suitable for explores and professionals.

(River - main connection between all the visitors. The key point in this project is to show that rivers play a big role in our lives and has been there for a long time carrying undiscovered history. An idea of one element that can connect people from all around the world.)









# Process

## ZONE 1. UNKNOWN

**Summary: Facade Threshold & zone 1, Unknown**  
Zone 1, 'Unknown' is the first zone of the exhibition. It is a dark, mysterious space where visitors are introduced to the concept of the 'Unknown' zone.

**• FACADE: Threshold**  
Texture, Dark, Mysterious, Mysterious, Reflection

Incorporating the display into facade to give a clue to the potential visitors what the space is about.

Zone 1, 'Unknown' is a dark, mysterious space where visitors are introduced to the concept of the 'Unknown' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Unknown' zone.

## ZONE 2. DIG IN

**Summary: Zone Dig In**  
Zone 2, 'Dig In' is a dark, mysterious space where visitors are introduced to the concept of the 'Dig In' zone.

From zone 'Unknown' visitors are introduced to the concept of the 'Dig In' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Dig In' zone.

Entering 'Dig In' section. The space is a dark, mysterious space where visitors are introduced to the concept of the 'Dig In' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Dig In' zone.

## ZONE 3. UNCOVER

**Summary: Zone Uncover**  
Zone 3, 'Uncover' is a dark, mysterious space where visitors are introduced to the concept of the 'Uncover' zone.

Zone 'Uncover' is a dark, mysterious space where visitors are introduced to the concept of the 'Uncover' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Uncover' zone.

Entering 'Uncover' section. The space is a dark, mysterious space where visitors are introduced to the concept of the 'Uncover' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Uncover' zone.

## ZONE 4. STEP INTO THE LIGHT

**Summary: Zone Step into the Light**  
Zone 4, 'Step into the Light' is a dark, mysterious space where visitors are introduced to the concept of the 'Step into the Light' zone.

Zone 'Step into the Light' is a dark, mysterious space where visitors are introduced to the concept of the 'Step into the Light' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Step into the Light' zone.

Entering 'Step into the Light' section. The space is a dark, mysterious space where visitors are introduced to the concept of the 'Step into the Light' zone. The space is designed to be a threshold, a place where visitors are introduced to the concept of the 'Step into the Light' zone.

**Process**

**Idea plan A.**  
Highlighting the idea of creating a red area where visitors can sit and relax surrounded by the objects. The 'Dig In' zone is the last part of the exhibition where visitors are introduced to the concept of the 'Dig In' zone.

**Idea plan B.**  
Highlighting the idea of how to show the potential visitor what is inside the 'Unknown' zone. The 'Unknown' zone is a dark, mysterious space where visitors are introduced to the concept of the 'Unknown' zone.

**Idea plan C.**  
Highlighting the idea of zone 'Uncover' to be placed in the middle of the exhibition as a threshold. The 'Uncover' zone is a dark, mysterious space where visitors are introduced to the concept of the 'Uncover' zone.

**MUDLARKING PROCESS**

**Exploring space through physical models:**  
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**MUDLARKING PROCESS**

**Process**

**Positives:**  
- Idea of ramp flowing through the space.  
- LIFT arrangement.  
- The zone 'Unknown' taking too much space.  
- Transition between Unknown and Dig in zones.  
- Way out.  
- Position of uncover zone.

**Negatives:**  
- Way out.  
- Dig in zone position.

**Positives:**  
- The way how the uncover section is positioned on a higher level and lower level of the interior.  
- Disabled access to the lift.  
- Staircase position.

**Negatives:**  
- Way out.  
- Dig in zone position.

**Positives:**  
- The tunnel that leads you to Dig in section.  
- Way out position.  
- Step into the light zone position.

**Negatives:**  
- Step into the light zone position.  
- Too much empty space.  
- Staircase position.

**Initial plan proposal:**  
Thinking about the arrangement of the space in more details through plan and sketches.

**Entrance:**  
You notice the objects displayed before you enter the space. The reflective surface around the entrance and following into the space.

**Way out:**  
The idea of having a wall pushed back from the facade so the entrance is clearly noticed first.

**Shop area:**  
Highlighted through a surface that appears on the entrance. The zone 'Step in' flows around the shop area and occupies the uncover section to celebrate last moments of the exhibition.

**Uncover zone:**  
We can observe how the wall change the height through the space.

**Upper floor:**  
As you take the lift upstairs you enter 'Unknown' zone where you see a reception desk, (Tickets, Coats, etc.)

**The 'Dig in' zone location will be exposed to the facade by revealing some moments to the public.**

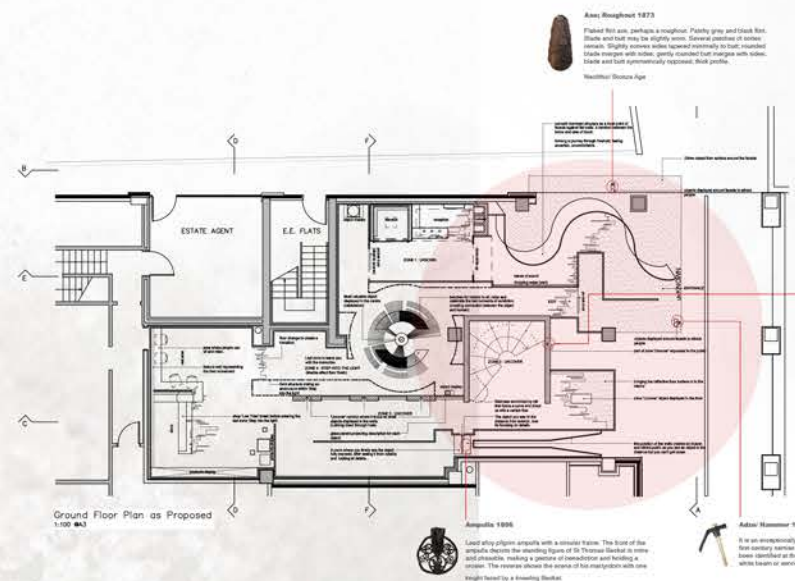
**'Dig in' zone is all about physical experience as you have to play with your body to be able to go through the area and discover the objects through looking.**

**Some of the objects will be hidden in the sand on the floor and some will be located between the structure hanging up from ceiling. Idea to represent the difficulty that mudlark has to go through to be able to find the treasure.**

**After this experience you notice the staircase behind the wall that take you to the lower floor through the part of zone 'Uncover'.**



# The Final

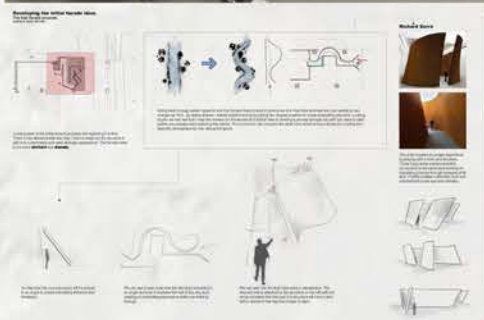


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During the journey through the space and before you enter the Zone 3: Uncover you pass by the little whole in the wall. As you look through you look at the objects in details to see its true beauty. At this moment there is still a mystery as you can't see its form in full.

3

As you pass the Zone Uncover, before you enter the shop you notes little dark room hidden on the left side. At the moment you enter the room you discover the object fully expoused and you realized that you started to learn about the object before you entered.

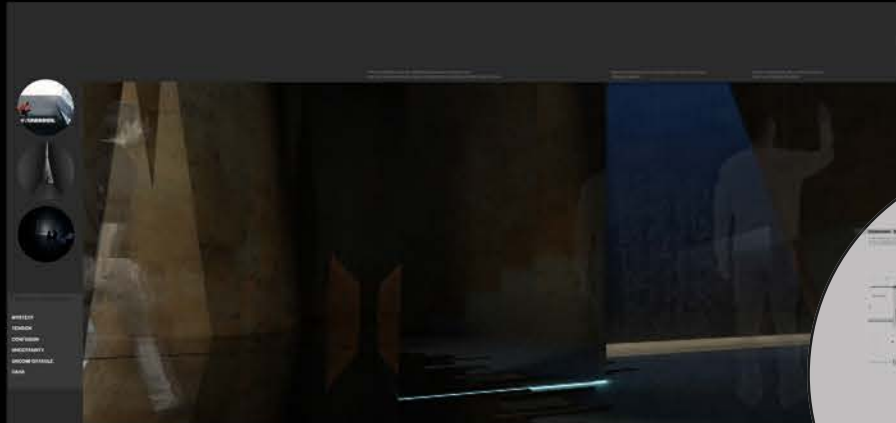


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As you approach the facade you notes an object from the distance but the walls are to narrow to get closer so all you see is the glow of light passing through the structure.

# Outcome

## UNKNOWN



### Unknown Zone 1: Reception Desk

A dark, mysterious space that begins through threshold till the first floor. an idea to walking in to unknown space where you feel not comfortable. As you go through threshold you don't know what is hidden behind.



# The journey continue...

## Dig in Zone 2:

A space full of surprises. Focusing on physical experience by pushing the visitors to actually look for the objects by themselves using their full body. The surfaces are to remind the atmosphere around the river side as well as smell that you start to feel as you walking through corridor towards dig in.



## Uncover Zone 3:

Uncover zone is about focusing on details and giving every object it's special moment to celebrate. Uncover zone start to appears on upper floor around staircase and follow down to lower floor through corridor and two little rooms. The space is more lighter and pure to fully open our minds and focus on details.

# UNCOVER



# 4 CELEBRATION

## SHOP 'LOWTIDE!'

Looking back to mudlarking process, the mudlarkers are allow to search before or after low tide. The idea was to position the shop between the zones to continue the idea of mudlarking process.



# STEP INTO THE LIGHT

