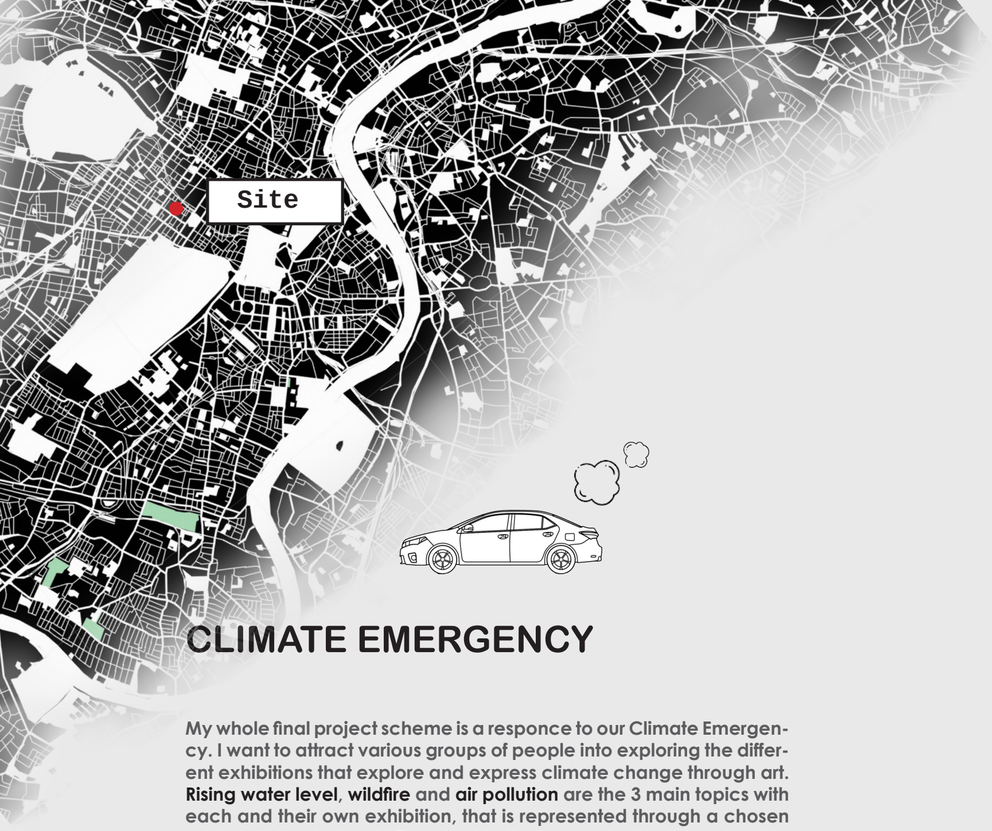
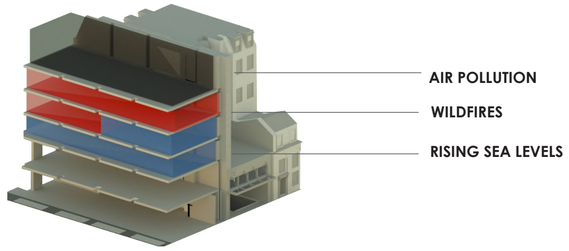


CLIMATE CHANGE

GALLERY AND EXHIBITION CENTRE

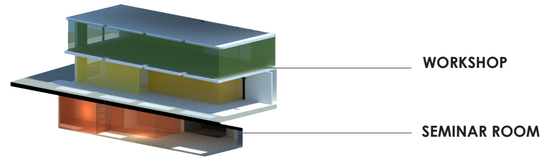
PERMANENT EXHIBITIONS



TEMPORARY EXHIBITIONS

This will be followed by temporary exhibitions that will keep visitors into coming back to see the next exhibition displayed. All exhibitions relate to the following climate change subject this includes the gallery

EDUCATIONAL



In response to the Westminster Greener City and Zero Carbon city action plan methods the exhibition centre takes the different points made in the **green city action plan** applying it in the design, but also systemically by encouraging people into enviromental action.

CLIMATE EMERGENCY

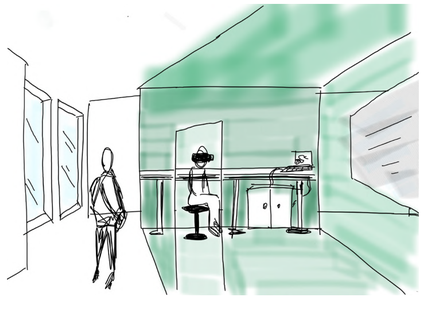
My whole final project scheme is a responce to our Climate Emergency. I want to attract various groups of people into exploring the different exhibitions that explore and express climate change through art. **Rising water level**, **wildfire** and **air pollution** are the 3 main topics with each and their own exhibition, that is represented through a chosen art installation/artwork. They tackle the serious topics through art to further attract people in, but also making use of sustainable building tactics and material choices that are sustainable and efficient.

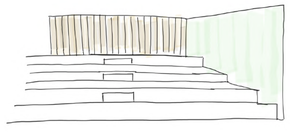
Oxford Street is one of the most polluted areas, where the terrible air quality breaches the legal limit 80% of the time. Transportation plays a factor in it, therefore reducing the amount of carbon emission is a step the centre will take, and it will play a part in encouraging visitors into using other source of transportation that are more sustainable.

WASTE RESOURCE

Waste reduction plan targeting the shop and cafeteria in the museum

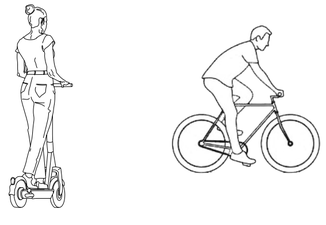
COMMUNICATING AND ENCOURAGING PEOPLE INTO ENVIROMENTAL ACTION





The goal of the musem is for it to be a learning experience that also inspires people to be part of the **climate change discourse**

SUSTAINABLE TRANSPORT SYSTEM FOR WESTMINISTER

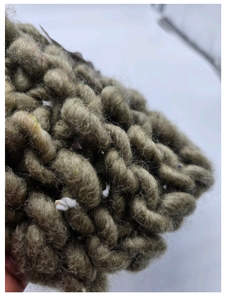


The site is attached to the Bond Street underground station allowing people to travel directly to the centre in a sustainable way

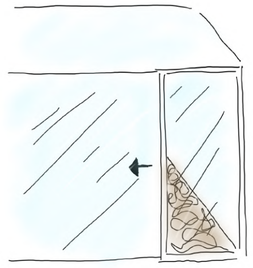
SUSTAINABILITY

The materials where carefully chosen to fit the designed installation, but also represent the climate change issue being displayed, while being eco-friendly and sustainable.

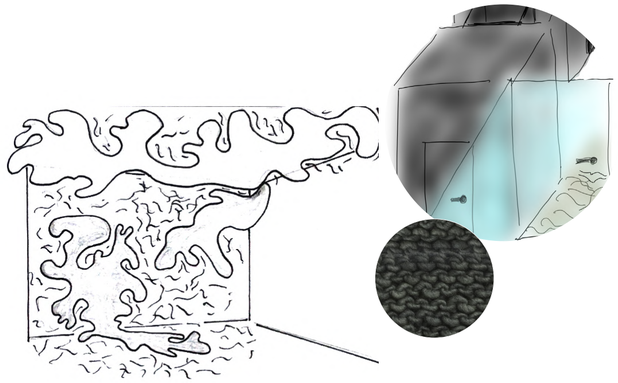
The main material in the air pollution exhibition 'Life of a neuron' is wool. A wool rug within the life of a neuron premises allows people to have a sensational experience that does not only stop with visuals, but also touch. Wool is natural, renewable and recyclable.



Collection of dust and dirt from the wool representing pollution



The change of texture on the floor upon entering the new space



Combination of soft material and projection

ARTWORK + INSTALLATIONS

GLACIER DREAMS

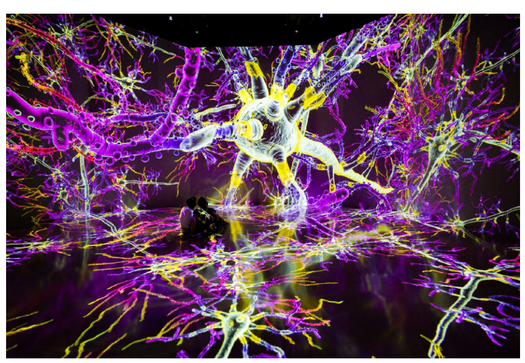
RISING SEA LEVELS

The rising sea levels installation explores the concept of **escaping the rising water levels**. Glacier dreams being the main exhibit shows the art installation by immersing people into the experience.

WALK INTO WILDFIRE

WILDFIRE

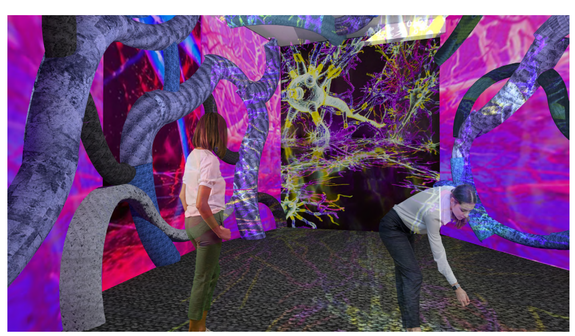
This project has been installed in different ways in different environments, but they all communicate the same message. Mainly giving people an **immersive experience of the wildlife**, while also **communicating the danger it imposes to all life**



LIFE OF A NEURON

AIR POLLUTION

In the final exhibition the focus is on health, **the effect air pollution has on the brain**, how it can cause several **diseases** like Parkinsons and Alzheimer's disease. Heightened sense of smell and other symptoms occur because of the exposure of the chemicals in the air. This exhibition will focus on the experience of touch and sensation on people within the installation.

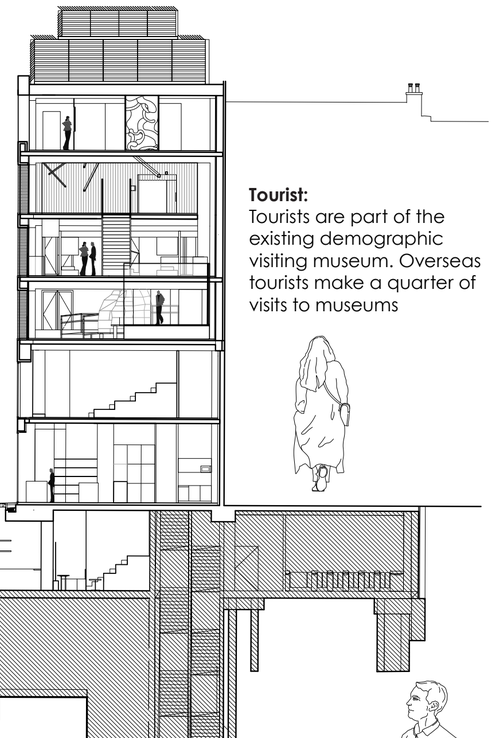


Moving and video images

VISITOR + USER EXPERIENCE

The journey of the space incites people to move through the various phases of climate change, using it as a learning experience different from the ones we are used to see, but instead use art to express this serious topic bringing in all types of people to the centre.

SHORT SECTION



Child friendly:
Suitable for children and groups ex: institutional groups

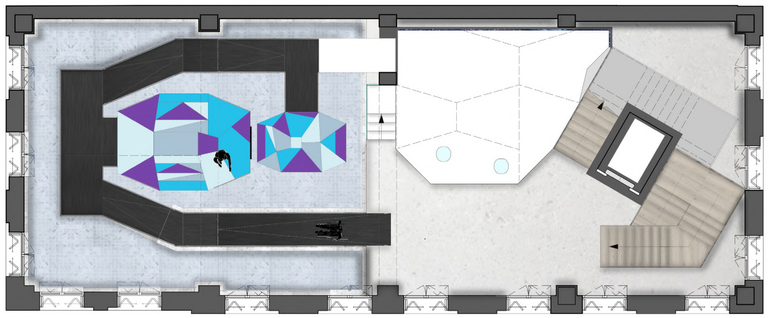
Tourist:
Tourists are part of the existing demographic visiting museum. Overseas tourists make a quarter of visits to museums

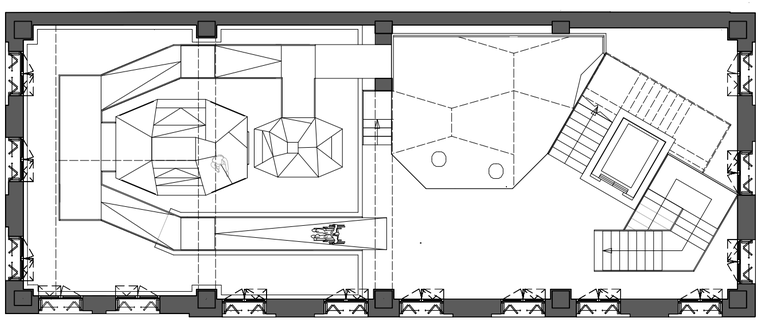
E scooter rack:
Sustainable transport system

Adults:
Open for professional in the climate change field, but unexperienced people coming to have a different learning experience

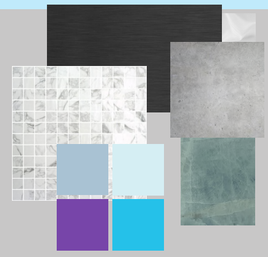
The ramp creates a journey that depicts **the escapism of the rising water levels and as you go up you see the water beneath you.** To represent glaciers, rooms that look like icebergs were made from glass, with different colours, angled as shown in the Iceland glaciers.
The colours reflect inside creating a unique experience.
The first landing is for the gallery where artwork relating to rising water levels are displayed while the second "iceberg" is for the temporary exhibition.

Glacier dreams shown on screen and projected on the tent





MATERIAL BOARD



PORCELAIN
Used for the tiles of the tank and flooring of the gallery and exhibition. Porcelain tiles are made from natural materials making it sustainable, it is stand long, very little waste is produced, easily maintained with efficient manufacturing process.

ORGANZA
Organza fabric used in the glacier dreams exhibit allowing the installation to be visible through the other side. This fabric is also recyclable.

STEEL
The steel is used on the handrail and also support the ramp from beneath. It is infinity recyclable and can be melted down and the quality will remain the same.

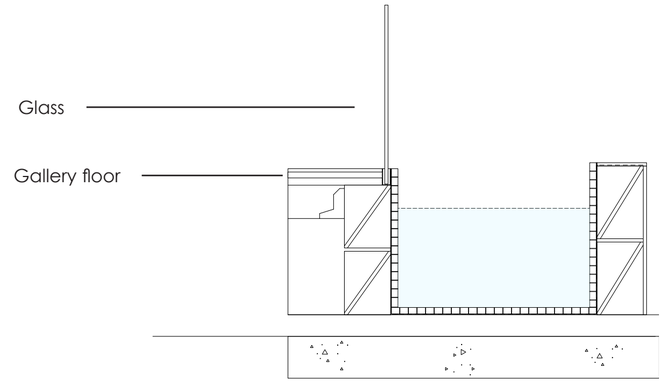
GLASS
The material that is mostly used to enclose the spaces within this floor is glass. A sustainable material that is widely recyclable, reduce the amount of waste and is made from raw materials found in nature.

GALLERY

RISING SEA LEVEL

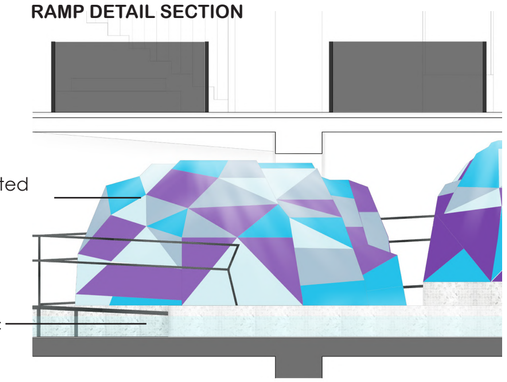
The Glacier dreams installation created by Refik Anadolf is about melting memories. The AI painted installation is presented as an immersive multisensorial activating experience where sound, light and scent unite. Glacier Dreams investigates the geological and aesthetic formation of the glacier in Iceland but is ultimately to also raises awareness about the rising sea levels.

WATER TANK DETAIL SECTION



Detail of the water tank surrounding the ramp. The water level is 300mm deep, glazed porcelain tile covering the concrete block. The tank is the only part of the interior that uses concrete.

RAMP DETAIL SECTION



Ramp landing and entrance to the gallery, from this height people can also get a view of the exterior

WILDFIRE

In the new exhibit drawn from this project I am to enhance the immersive experience of the visitors creating an installation that communicates all that is portrayed here.

The elevated staircases represent escaping the wildfire. They are suspended on both sides giving people an idea of optional entrances. The only way to get to the next floor is through 'Walk into wildfire' and the lift. There is no external staircase on this floor, forcing people to enter the immersive exhibition.

Burt house

The burnt house sees the final stage and the damage fires cause, showing the building itself collapsing

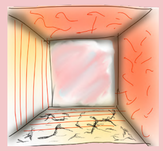
Warm room

On this stage the room gets warmer and materials as the acoustic panels enhance that

Entrance

Gallery and walk into wildfire exhibition

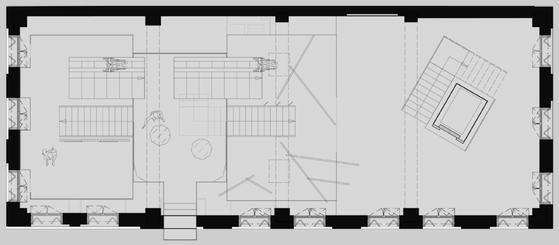
DESIGN DEVELOPMENT AND MATERIAL EXPLORATION



The better express the wildfire exhibition I am looking at different types of wood and sustainable options. I am looking into the texture of the materials seeing how they correlate with my concept.

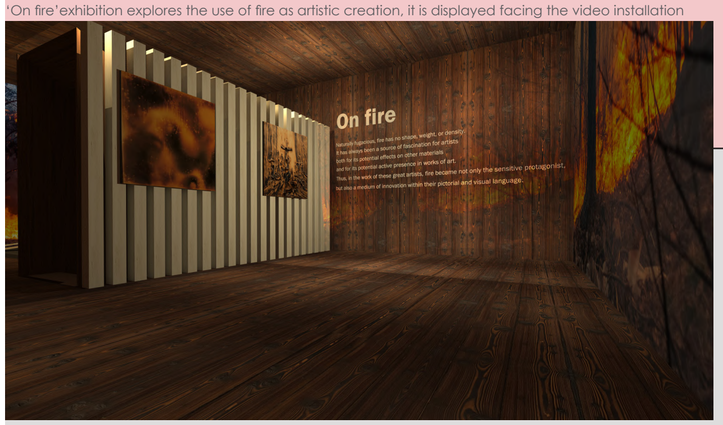
WALK INTO WILDFIRE

Video installation shown through the walking journey



GALLERY

'On fire'exhibition explores the use of fire as artistic creation, it is displayed facing the video installation



BURNT HOUSE

The burnt house experience displaying destruction and remains of the fallen building

DESIGN CONCEPT

These rooms explore the different stages and forms fires can affect our surrounding. It starts from the transitional space where the pending staircases represent escaping the current room. After that people will find themself in the first room that shows 'walk into wildfire' installation on screen and projected on the walls. The next space is the 'warm room' it uses the materials and colour to bring the warmth in, letting people **experience a similar heat to fire**. This room includes the 'walk into wildfire' video installation and an extruded window. The final room sees the **damage of the fire**, Larch charred wood is used, and there are openings on the ceiling and rubble falling to represent a house falling down into destruction because of a fire.

ACOUSTIC WOOD WOOL TILES

To isolate the heat, it is sound absorbent and fireproof. It creates an environment where people can talk, learn and more. It is environmentally friendly and low on emission

SHOU-SUGI-BAN TIMBER

Modern application of the ancient Japanese art of charring timber. Renewable and eco-friendly. The charring process increases its sustainability

WARM ROOM

A space that shows the effect wildfires have in a space, using materials and information

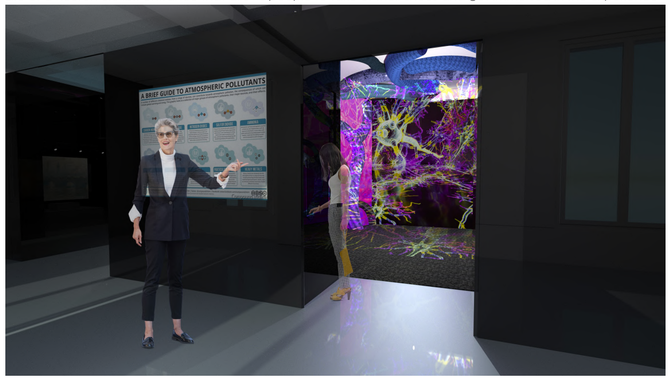
A space where visitors conclude their journey. The final stage where the solution of air pollution is presented. The bright environment embraces that, allowing in fresh air.

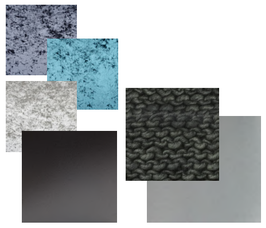
AIR PURIFYING ROOM

The last stage of the exhibition centre ends with an air purifying room. It is meant to assemble people finding their way to the solution of the cause and a resting area. In contrary to the exhibition, this room does not overwhelm the visitors with the learning and art sequences, but rather accommodates them into a bright area with fresh air, combatting air pollution.

ENTRANCE TO LIFE OF A NEURON EXHIBIT

Life of a neuron exhibit entrance that allows people to take of their shoes and get immersed in the experience





GALLERY AND TEMPORARY EXHIBITION

People admiring the art gallery confined in glass structure

PLANTS

Spider plant

Epipremnum aereum

Sword Fern

Sansevieria Zeylanica

Kentia Palm

These indoor plants remove harmful toxins, they raise humidity improving the air quality. The effects it has on humans is that it reduces respiratory and skin irritations. They increase the oxigen level and reduce airbone dust

The plants get light from the windows and also through the air curtain

MATERIALS

AIR CURTAIN

Air curtain on the side wall allowing in light, creates a barrier against pollution and dust. It saves energy and reduces CO2 emission and regulates the temperature.

POLISHED PORCELAIN/CERAMIC

This is the flooring used for the air purifying room. It is durable, can be reused, little waste is produced.

EPOXY RESIN

This colour is used the air pollution exhibit are and the material is used on all floors of the centre. Bio based epoxy resin floors can be recycled and reduce greenhouse gas emission.