

# Driving the Future

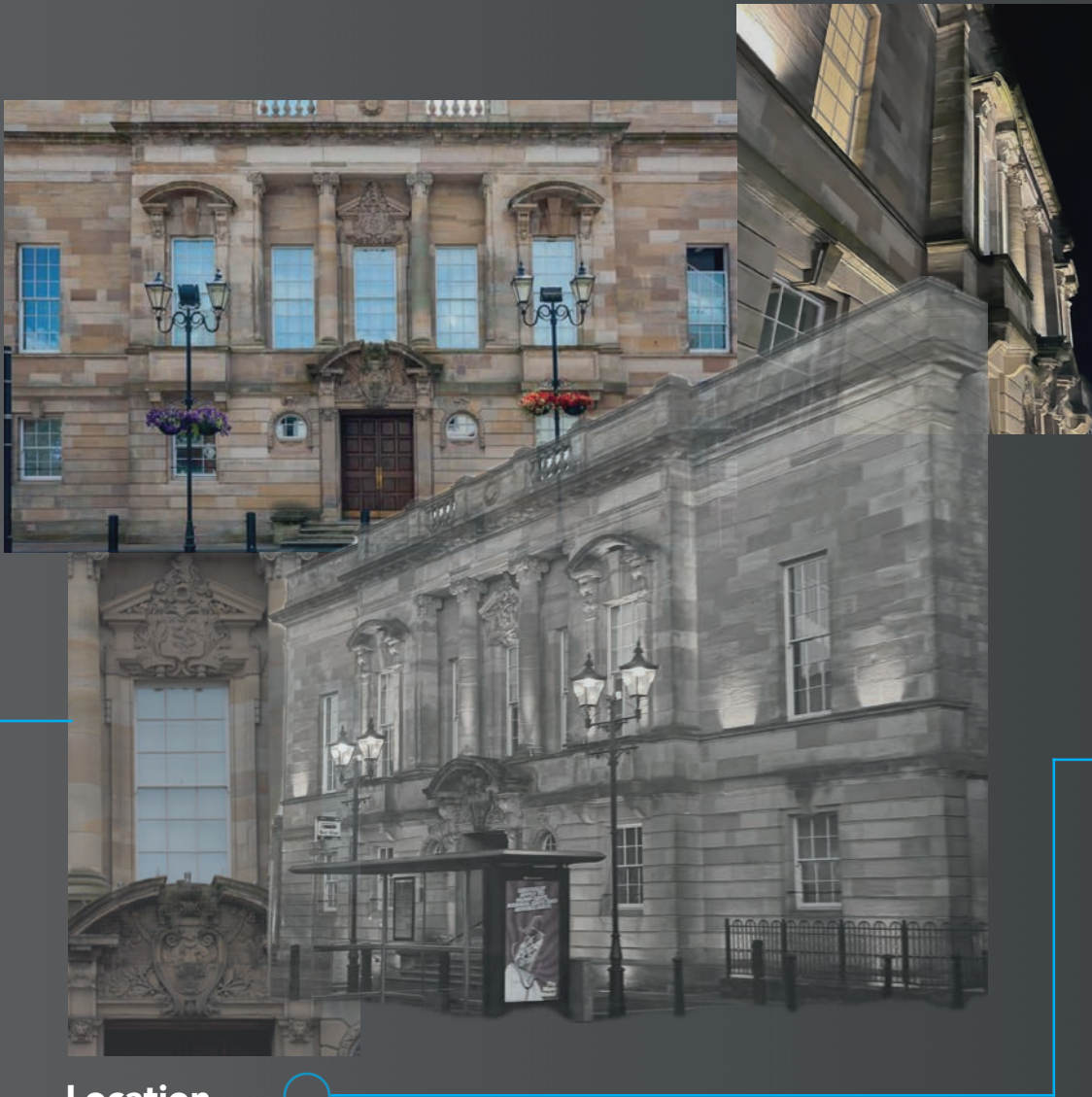
Driving the Future is a futuristic exhibition set in Airdrie Town Hall that explores transport ideas from the past that were never built. It blends old visions of the future with new technologies like AI to create an exciting, imaginative space.

Through immersive displays and a ride experience, it encourages visitors to see the future as something full of potential, not something to fear.

During my research I found many people feel uneasy about AI and fast change, however this project invites curiosity instead by raising the question: could AI help make things once seen as non-buildable actually achievable.

Driving the Future is about reconnecting people with imagination—pushing boundaries in transport and design. It rethinks what’s possible and brings something fresh and inspiring back to Airdrie.

Airdrie Townhall



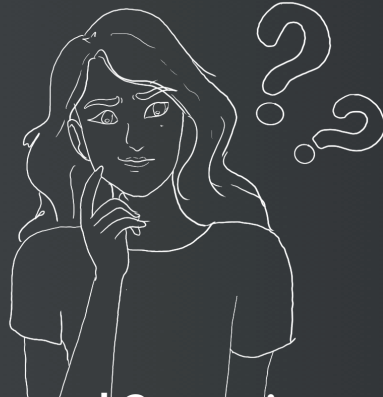
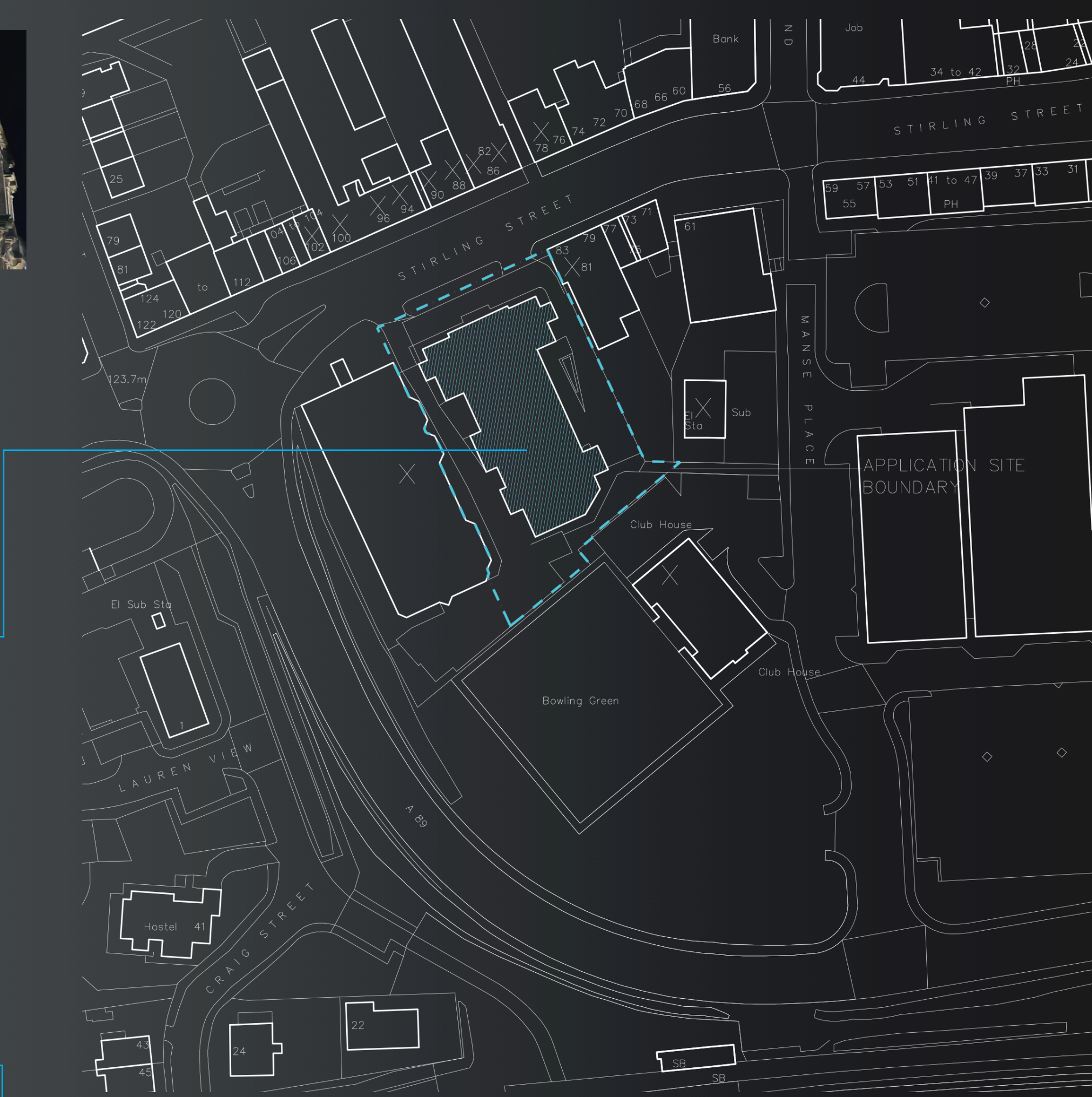
Location

Airdrie Town Hall, in North Lanarkshire, has been an important part of the community since it opened in 1912. Built in the Edwardian style, it was created as a space for local events and gatherings.

Over the years, it has hosted events from concerts and plays to public meetings. Today, it’s still a well-loved venue in Airdrie, used for a variety of purposes, including performances and even COVID vaccinations, making it a truly multi-purpose space.

The town hall is ideally situated in the heart of Airdrie, ensuring convenient access for both local residents and visitors from nearby areas.

It’s strategic location between Glasgow and Edinburgh, two of Scotland’s major cities, makes it easily accessible for visitors from both urban centres.

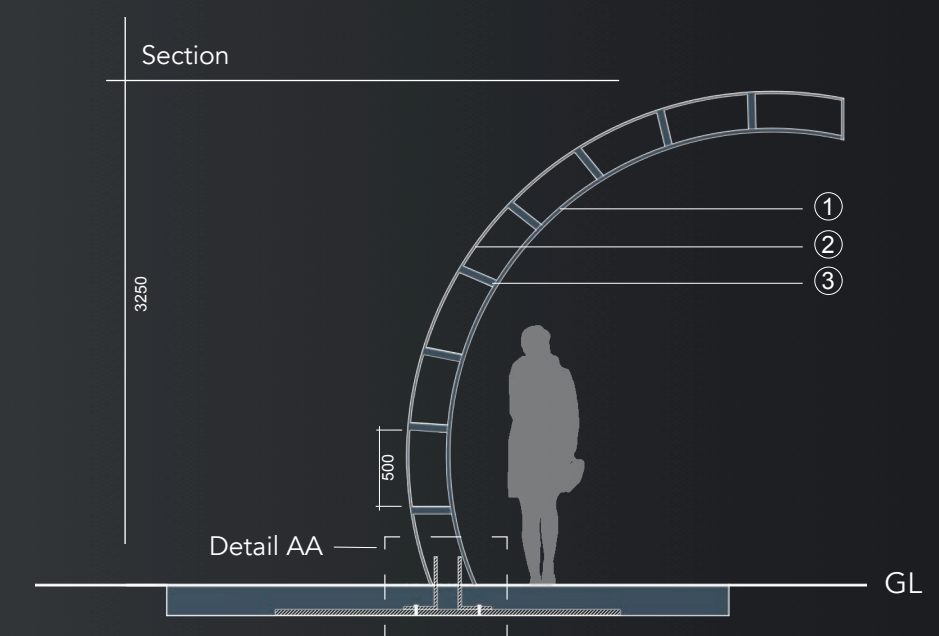
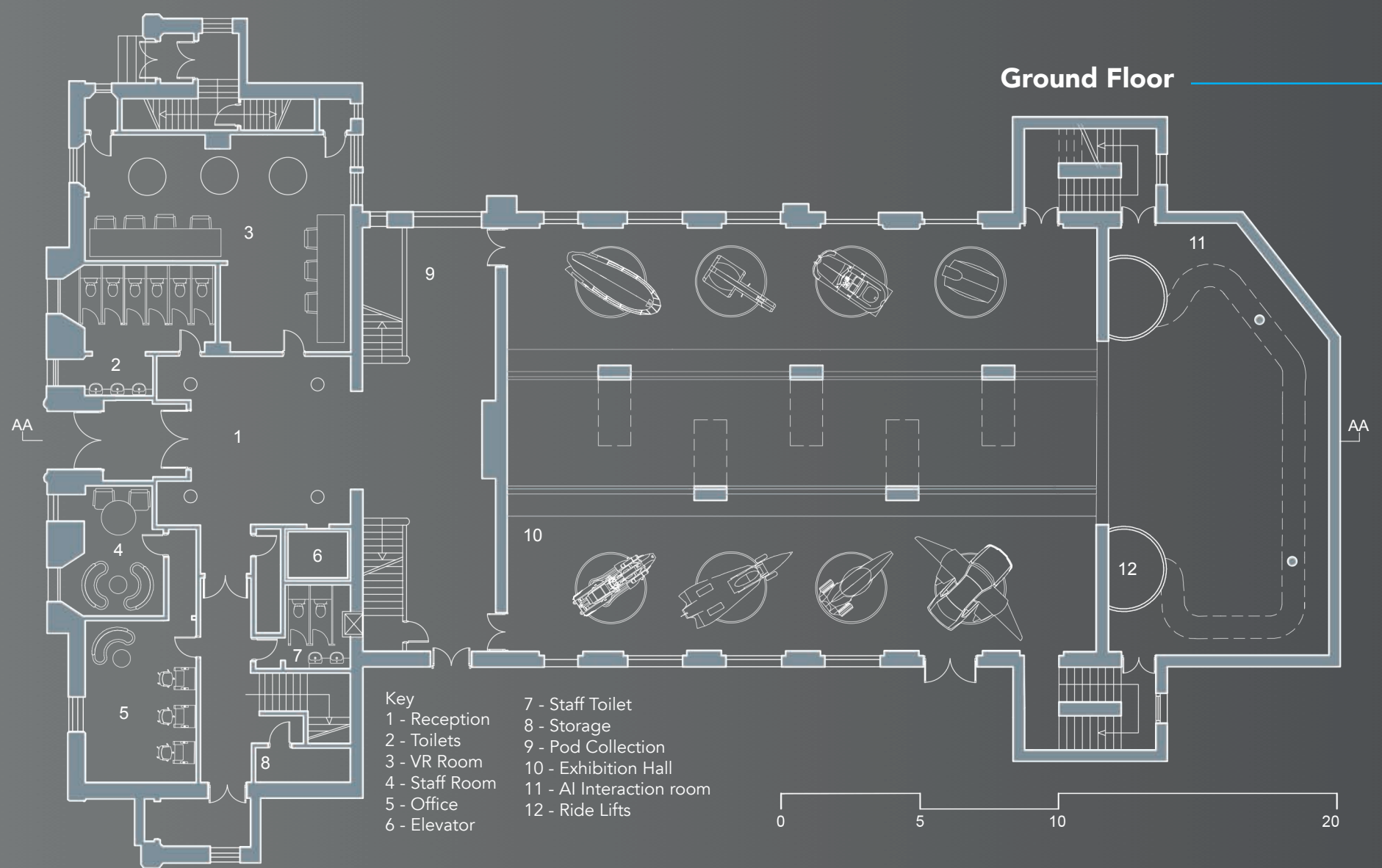
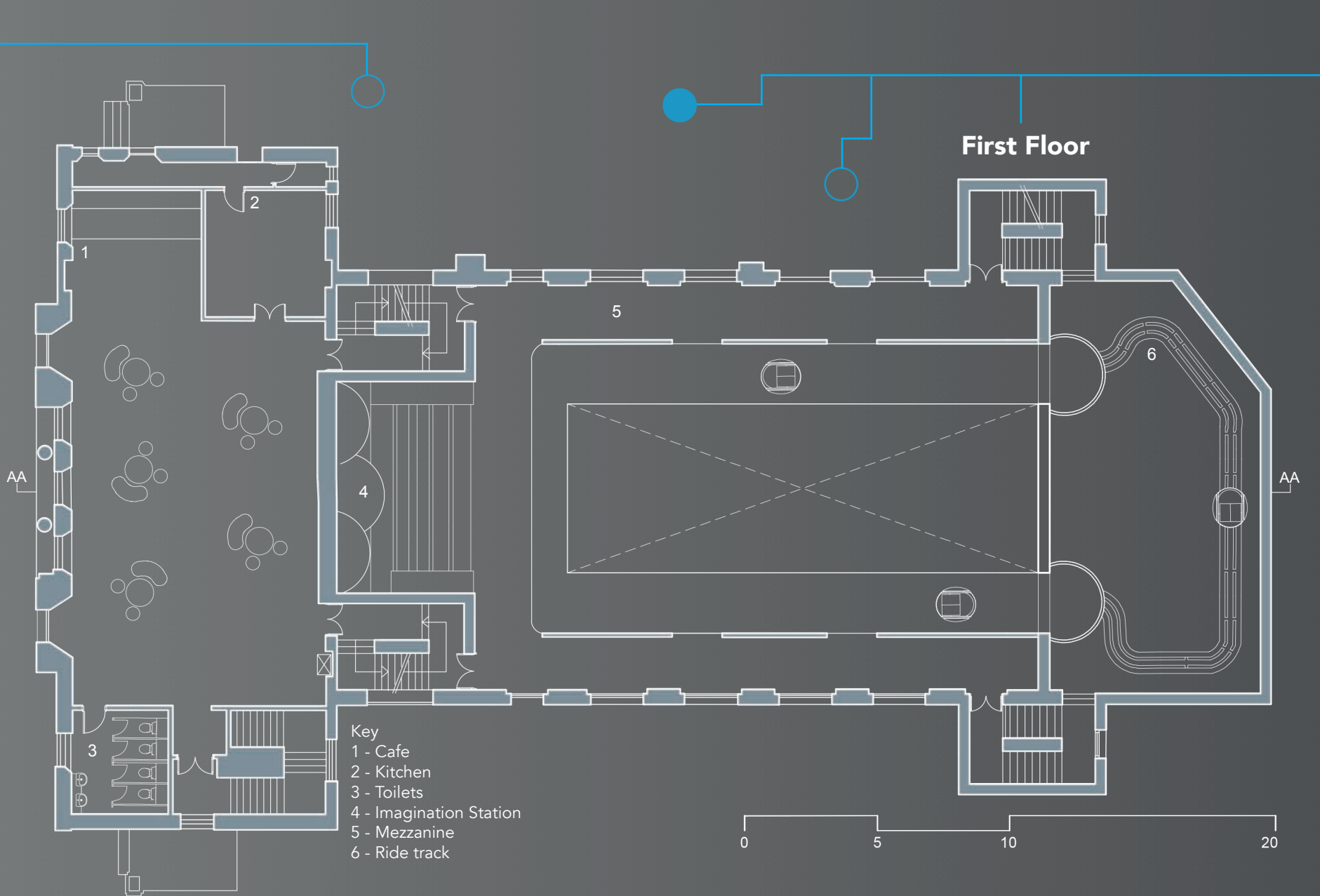


Personal Connection

I’ve always been fascinated by how people imagine the future—something that began in childhood through conversations with my dad, who shared his passion for new technologies and ideas. This early curiosity inspired me to explore bold possibilities, like flying cars and shaped the direction of my project.

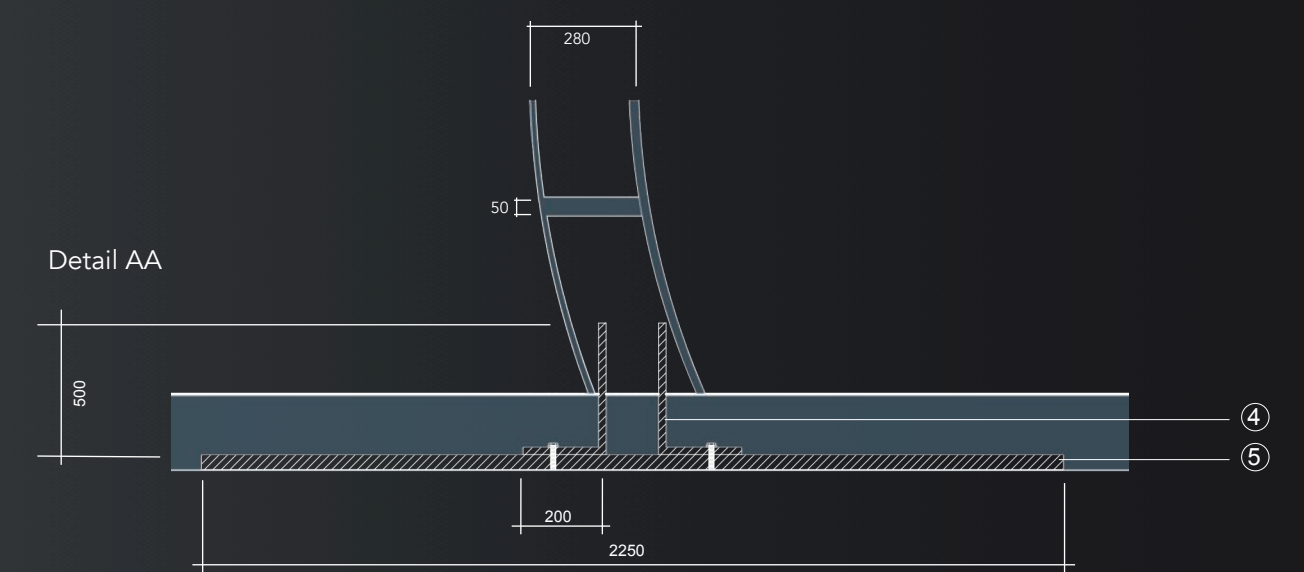




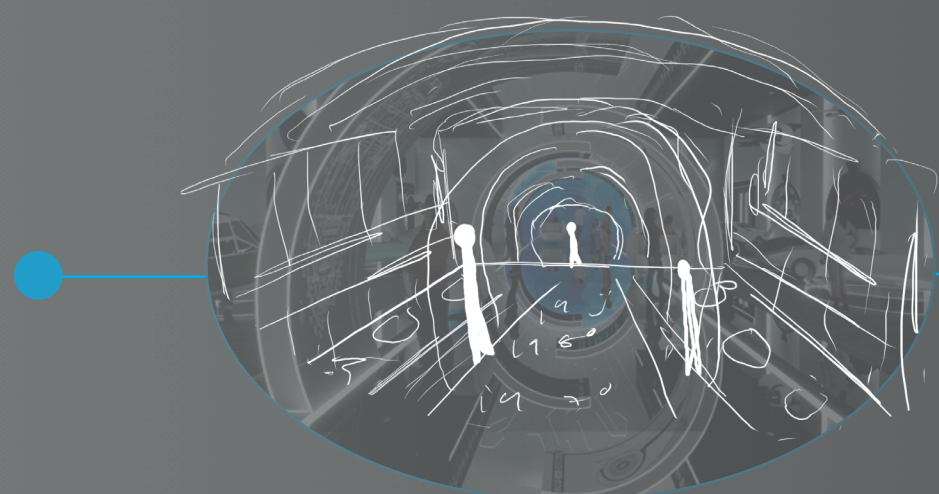


### Arch Details

- 1 - Arch panels are made from plywood lacquered a light grey.
- 2 - Timber structural frame providing support to digital display.
- 3 - Curved OLED digital display screen, mounted onto timber frame.
- 4 - Steel sub-structure providing floor anchoring and stability.
- 5 - Steel plate covering floor base.



All dimensions are provided in millimetres (mm)

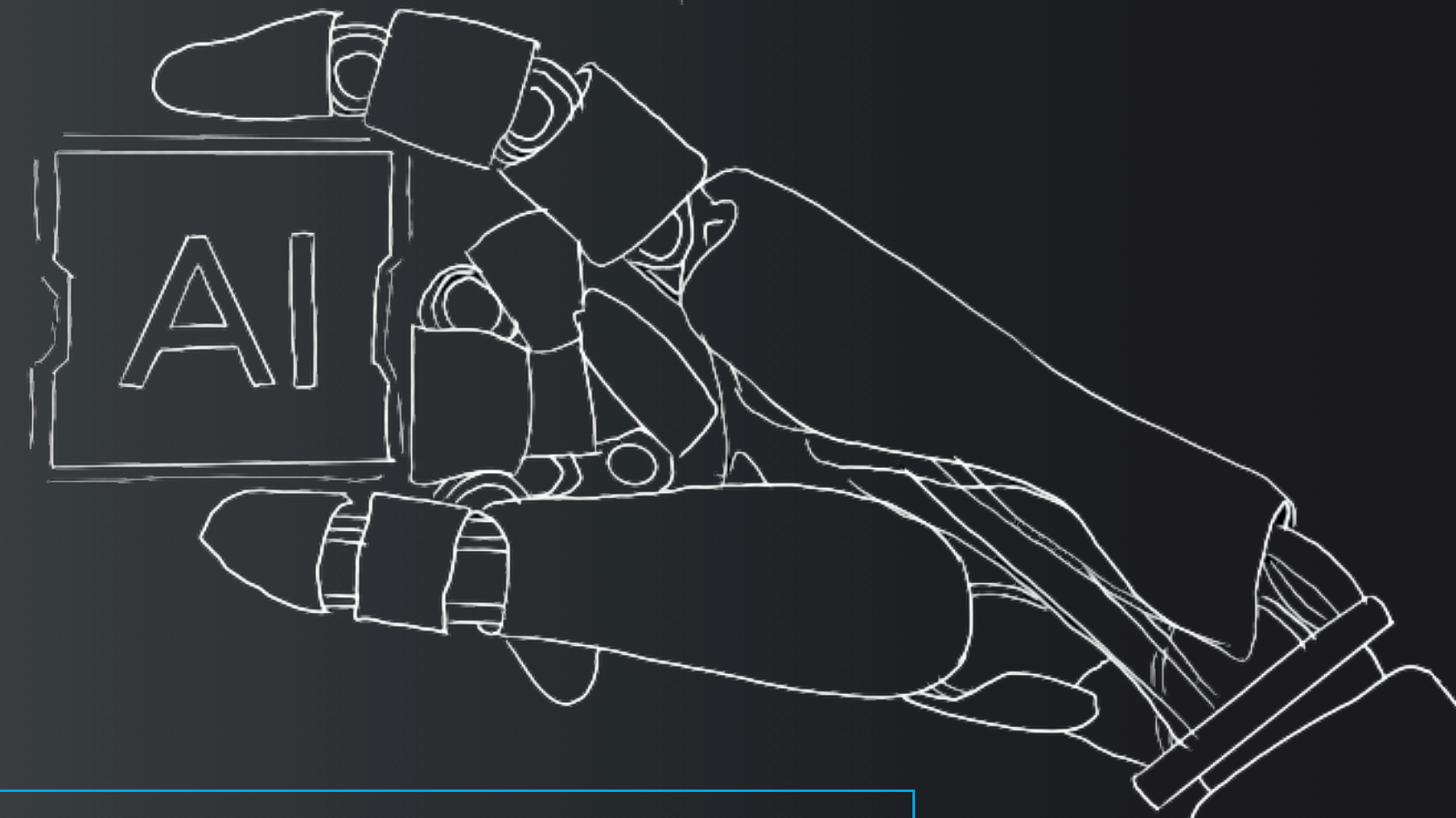


This section of the exhibition is all about past ideas of transport.

It takes you on a journey through time, showcasing concepts that were once creatively imagined but seen as non-buildable.

You can experience it on foot or by riding in the self-driving pod.

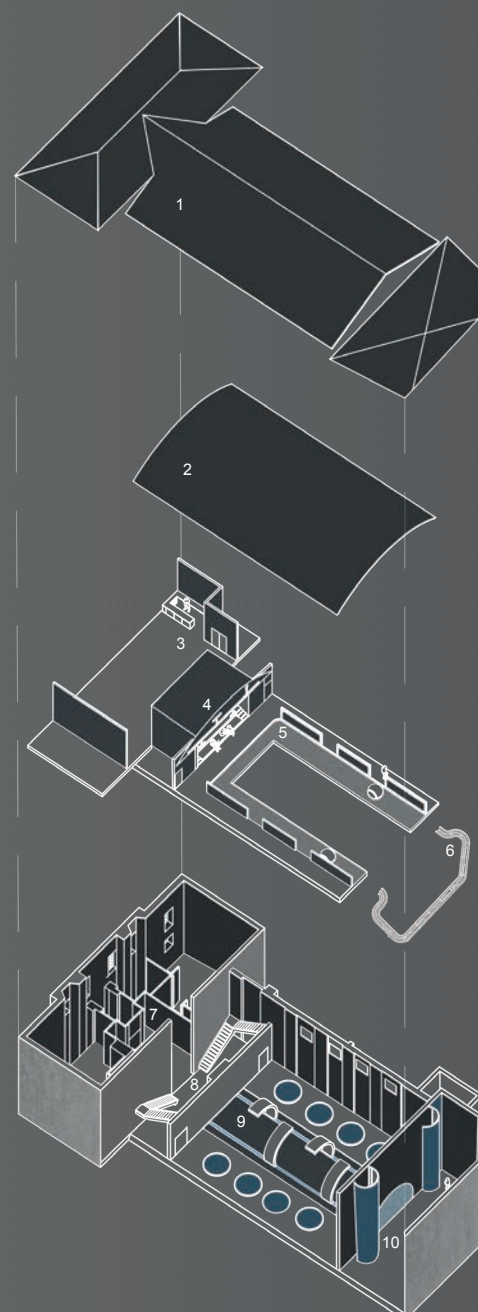




AI is becoming a huge part of our world and this section of the exhibition marks the shift into the future. The past is now behind you—set in stone—and ahead is a glowing portal made of smoke and laser lights, designed to make you feel like you’ve been zapped into what’s next. Through the portal, visitors enter an immersive AI space where they can explore their own visions of the future. Interactive screens allow people to type in keywords such as “flying car,” whilst the entire room—walls, floor, and ceiling—comes to life with AI-generated projections. This creates a fully immersive experience that responds to each person’s imagination. It’s also where the ride experience truly takes flight.

#### Key

- 1 - Roof
- 2 - Barrel-vaulted Ceiling
- 3 - Cafe Area
- 4 - Imagination Station
- 5 - Mezzanine
- 6 - Ride track
- 7 - Entrance/Reception
- 8 - Pod collection point
- 9 - Main Exhibition hall
- 10 - AI interaction room







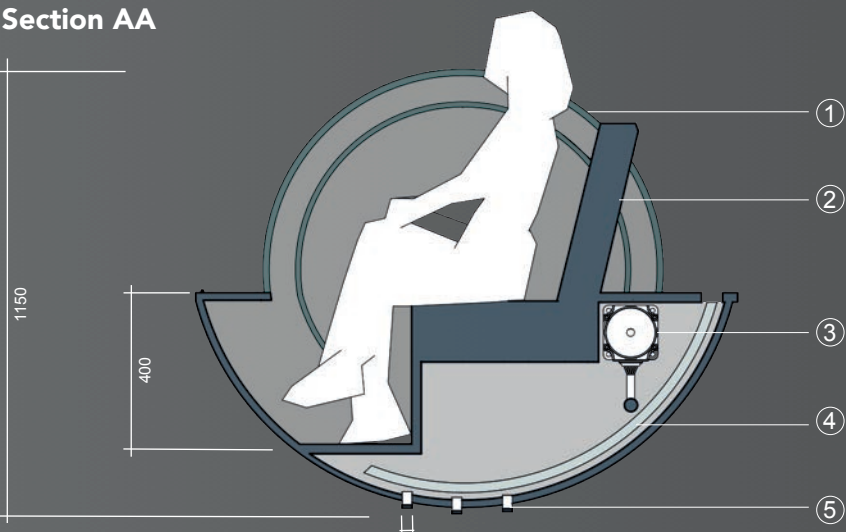
### Ride Experience

The ride experience is a key part of my exhibition—it's where everything comes together. Visitors step into a self-driving pod, which moves into a lift. Once inside, a lid closes and the riders put on their VR headsets. The journey begins: a multi-modal transport ride inspired by my research. As the lift rises, screens and augmented reality effects create the feeling of taking off in a flying car. The scene then shifts—moving from air, to rail, to road as the lift descends, creating the sensation of diving underwater.

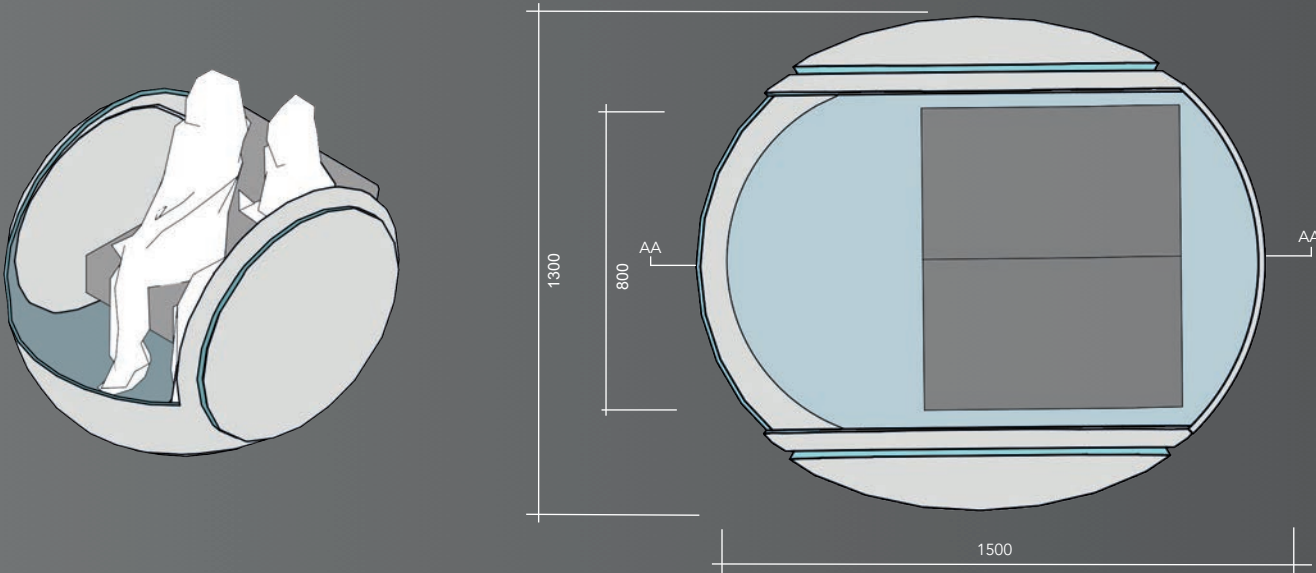
Around the mezzanine, the experience continues with augmented reality. People and objects begin to transform into futuristic buildings or vehicles, blurring the line between what's real and imagined. It's a playful but powerful way to explore how transport—and our environment—could look in the future.



- 1 - External Structure – Aluminium, powder-coated in a light grey.
- 2 - Seating – Steel frame with foam padding, covered in durable vinyl
- 3 - DC Motor – Compact motor chosen for smooth, controlled rotation of the pods at low speed.
- 4 - Pod Lid – Laminated safety glass, chosen for strength and sharp projection quality.
- 5 - Rail and Wheel Mechanism – Hardened stainless steel clips with rubber-coated wheels for strong, quiet movement.



Plan



All dimensions are provided in millimetres (mm)



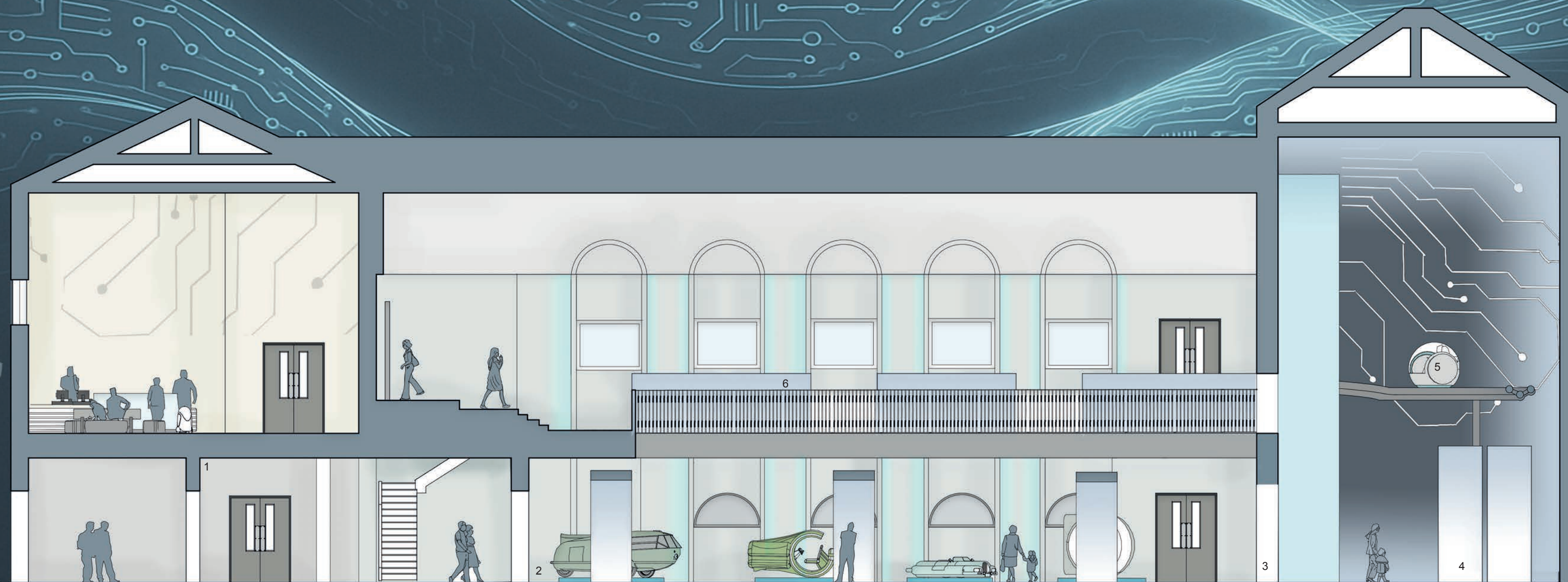
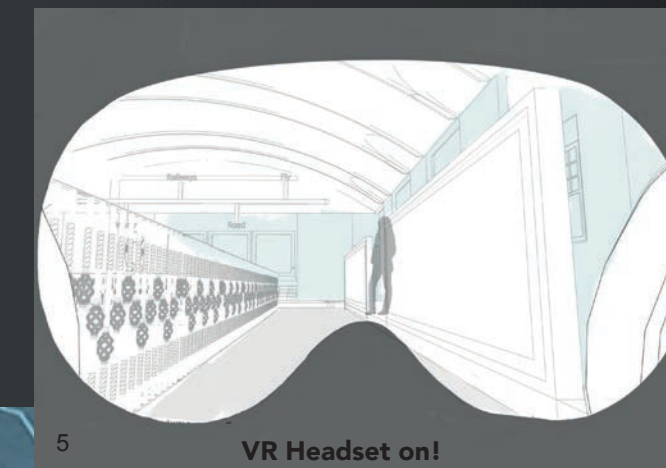
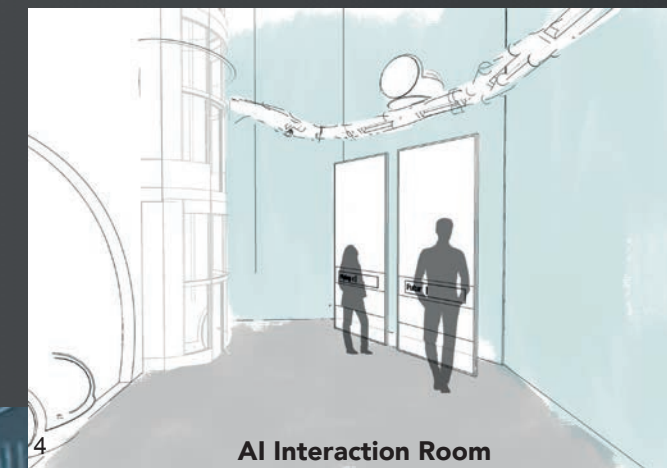
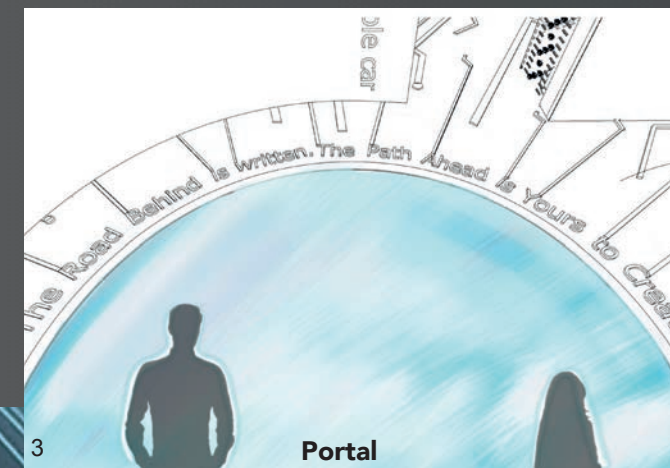
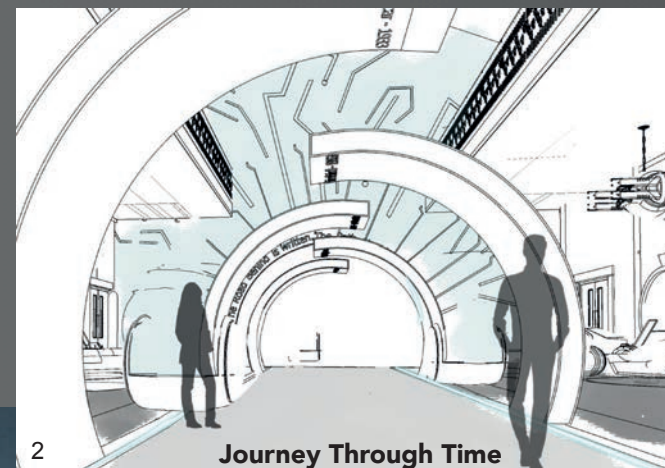
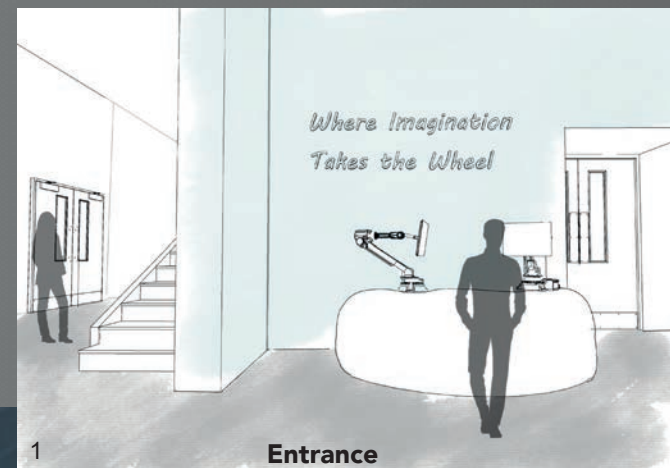
A multi-modal vehicle—able to fly, drive, and even go underwater—has been a concept for years, but still feels impossible in today's world.



Storyboard



Experience the journey — scan to begin.



0 1 5 10

Section AA