

Vol. 1

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# Skatepark

A Skatepark  
by Aiden McCrystal

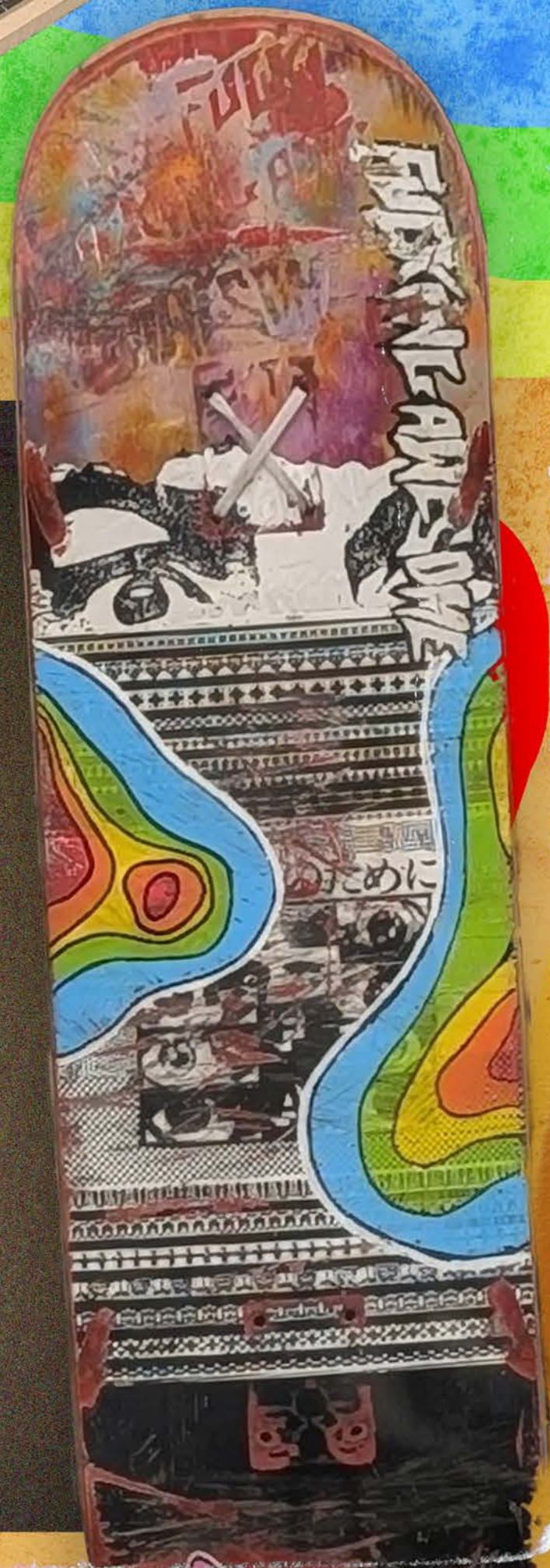
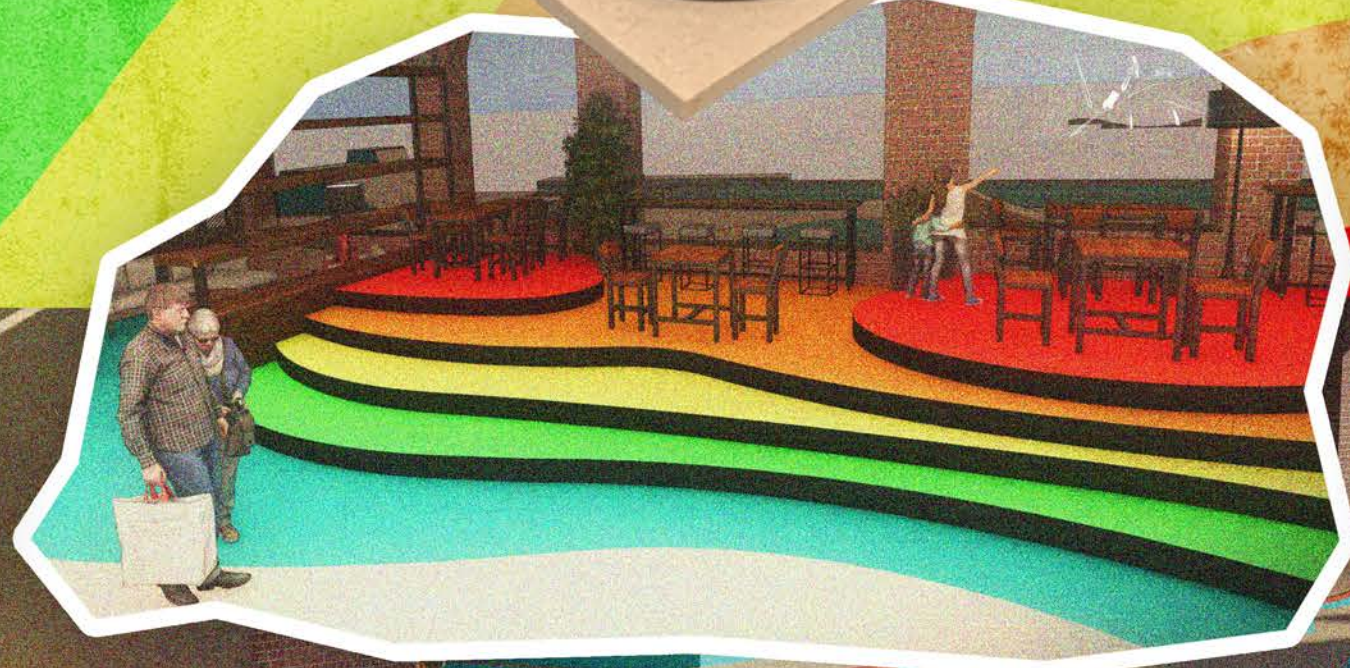
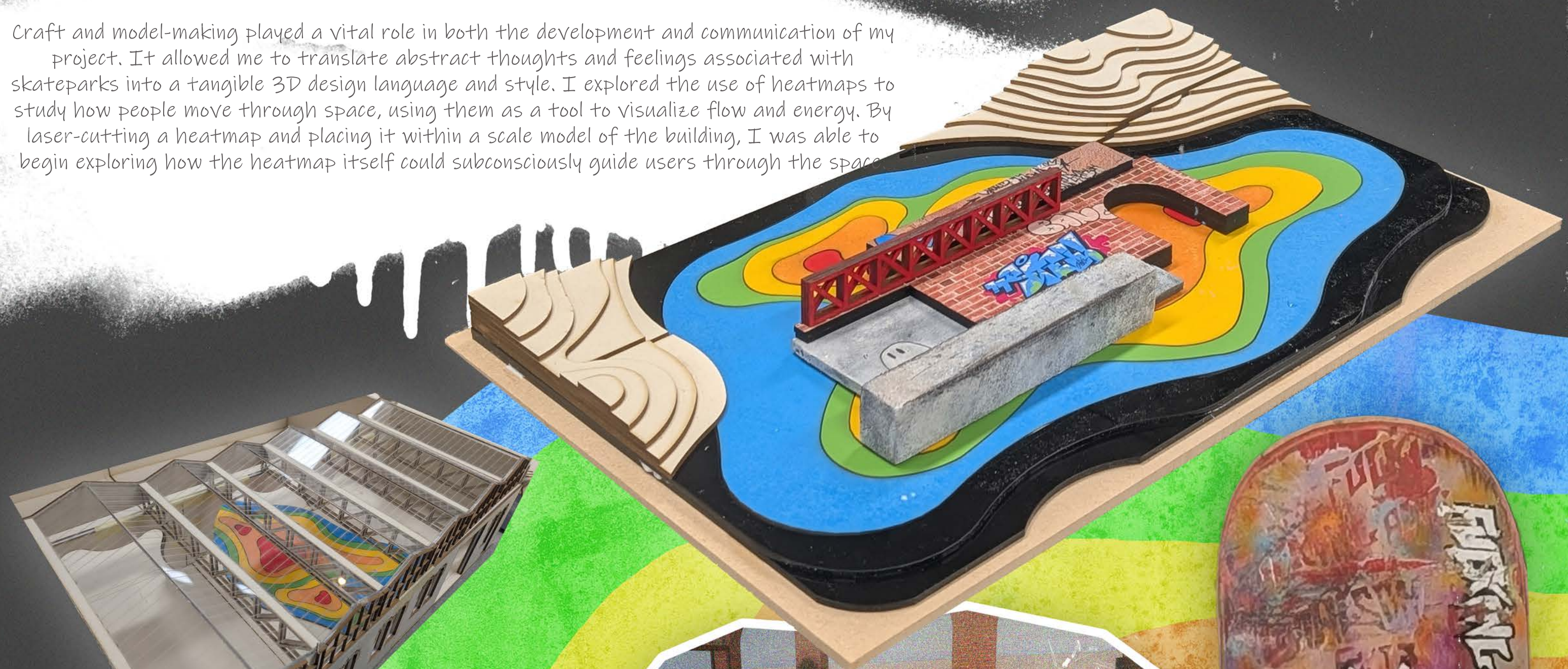
The proposed indoor action sports facility will provide a consistent space for these activities to train practice. Within the facility there will be foam pits and real ramps as well as more street-based areas containing ledges, banks and a frame saw set. The historically are difficult to find and so many and diverse possible to find in one designated space. The facility will also contain a skate here and designated tuition will be experts in their field.

To accompany these spaces on site there will be a shop and resources centre. Professional athletes and skateboarders will be in a similar space learning from each other.



## Concept model

Craft and model-making played a vital role in both the development and communication of my project. It allowed me to translate abstract thoughts and feelings associated with skateparks into a tangible 3D design language and style. I explored the use of heatmaps to study how people move through space, using them as a tool to visualize flow and energy. By laser-cutting a heatmap and placing it within a scale model of the building, I was able to begin exploring how the heatmap itself could subconsciously guide users through the space.



# Projection Mapping

The only Skatepark with projection mapping capabilities

We're proud to be the only indoor skatepark in the UK equipped with projection mapping technology, a cutting-edge system that transforms flat artwork into immersive worlds by projecting it directly onto the side panels of our ramps.

This means Skunk isn't just a place to ride, it's a space to create, collaborate, and express. Local artists can submit their own digital artwork to be projected across the park, turning every session into a vibrant canvas of community-driven creativity. Each design shifts the vibe, bringing a whole new energy to the space.

With projection mapping, we can instantly change the look of the entire park to match seasons, events, or special occasions, making every visit feel fresh, immersive, and unexpected.

Skunk becomes more than just a skatepark, it's a living gallery that evolves with the people who use it. A place where skaters don't just ride, they leave their mark.



# CNC Scale Model

To ensure full inclusivity within the park, I researched a wide variety of skatepark styles. From this research, I developed three distinct sections for the skatepark: Street, Flow, and Park. Once I had created a 3D model of the design, I CNC-machined each section. This approach made it incredibly easy to highlight the differences in ramp styles and sizes, helping people who may not be familiar with skateparks to better understand the thinking and development behind each section of the design.

Throughout the project, I presented all of my work through carefully considered graphic and poster design. In addition to this, I created custom-painted skateboards, and scooter parts. These elements came together to form a cohesive design language and visual style that mimics the raw and urban feel of a real skatepark.

