



INSTITUTE

OF

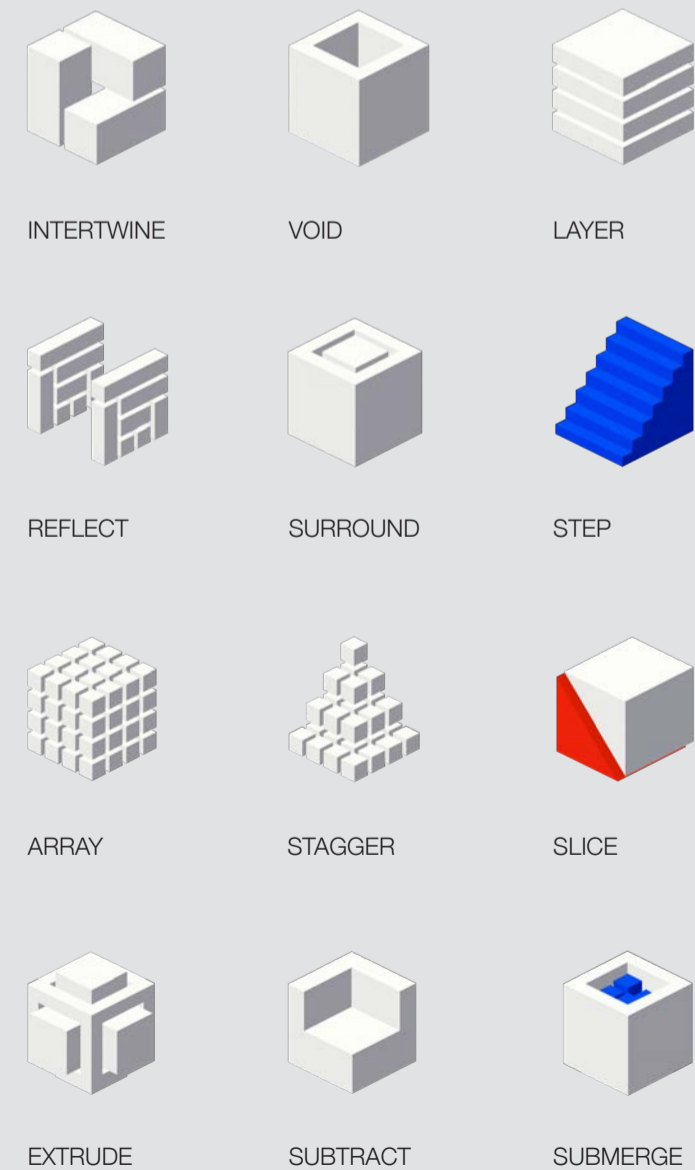
CHANGE

The Institute of Change

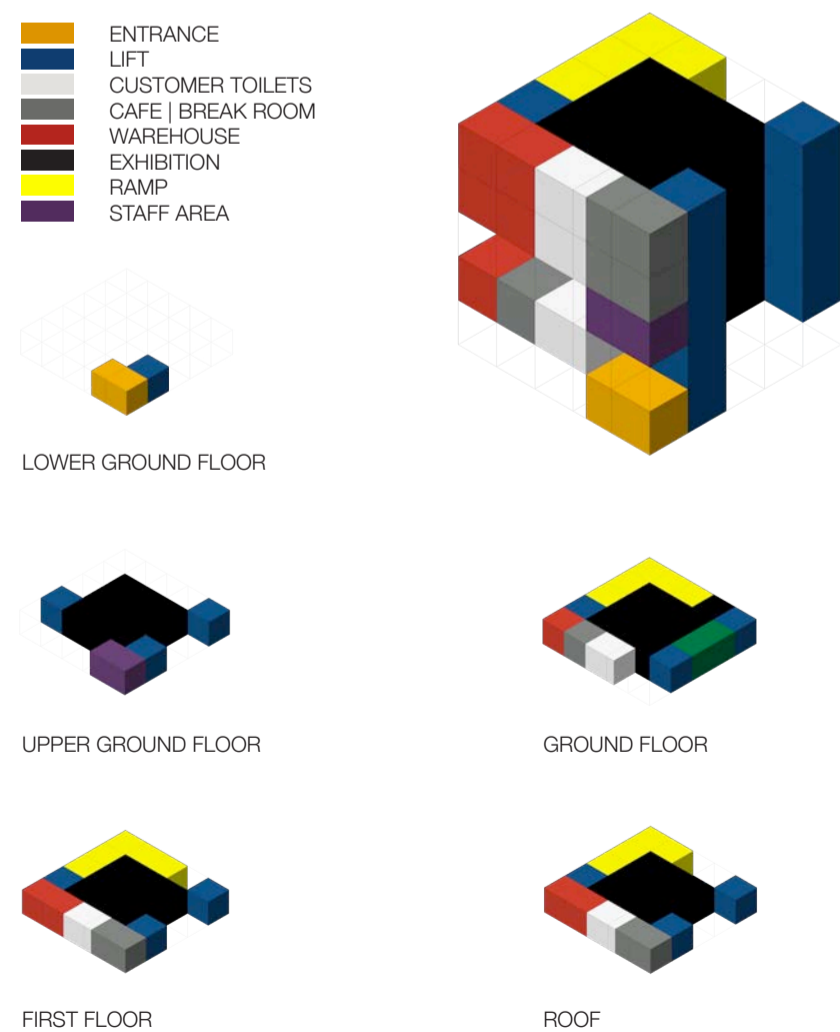
offers spaces, resources and experiences that explore the topic of change in all its forms. The facility aims to involve, inform or immerse visitors and creators by providing versatile areas, flexible building systems, maker spaces and exhibitions that promote engagement with material, spatial, or experiential possibilities. Spaces dedicated to creators allow for collaboration and experimentation, agile exhibition areas provide space for a revolving programme of activities and reflection spaces offer opportunities for contemplation. These offerings look to provide opportunities for personal or collective change, whether these relate to changes of perspective, changes in working practice or the evolving climate.



CONCEPT IMAGE | COLLAGE



CONDITIONAL DESIGN | DIAGRAMS



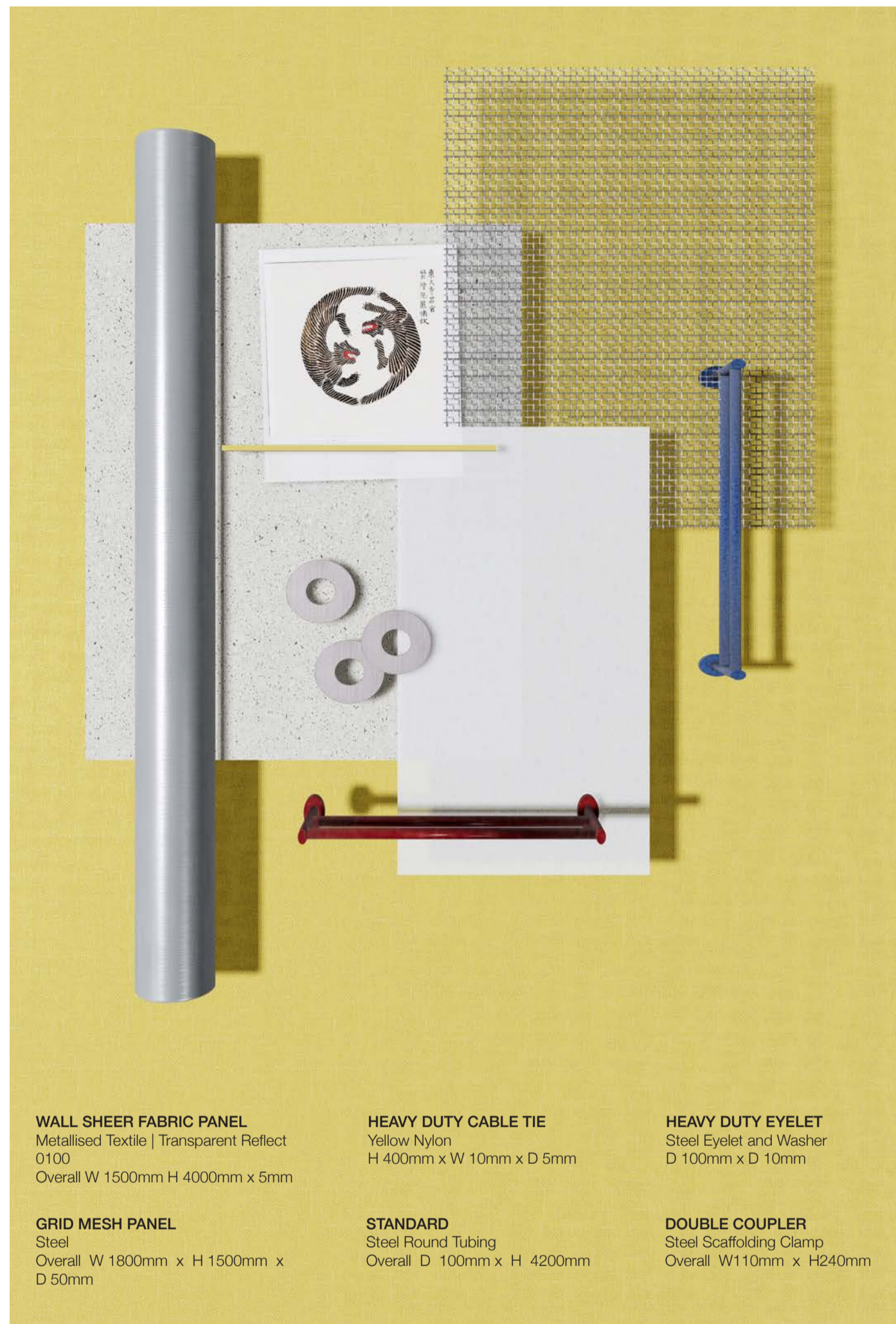
SPATIAL DIAGRAMS | DIAGRAMS



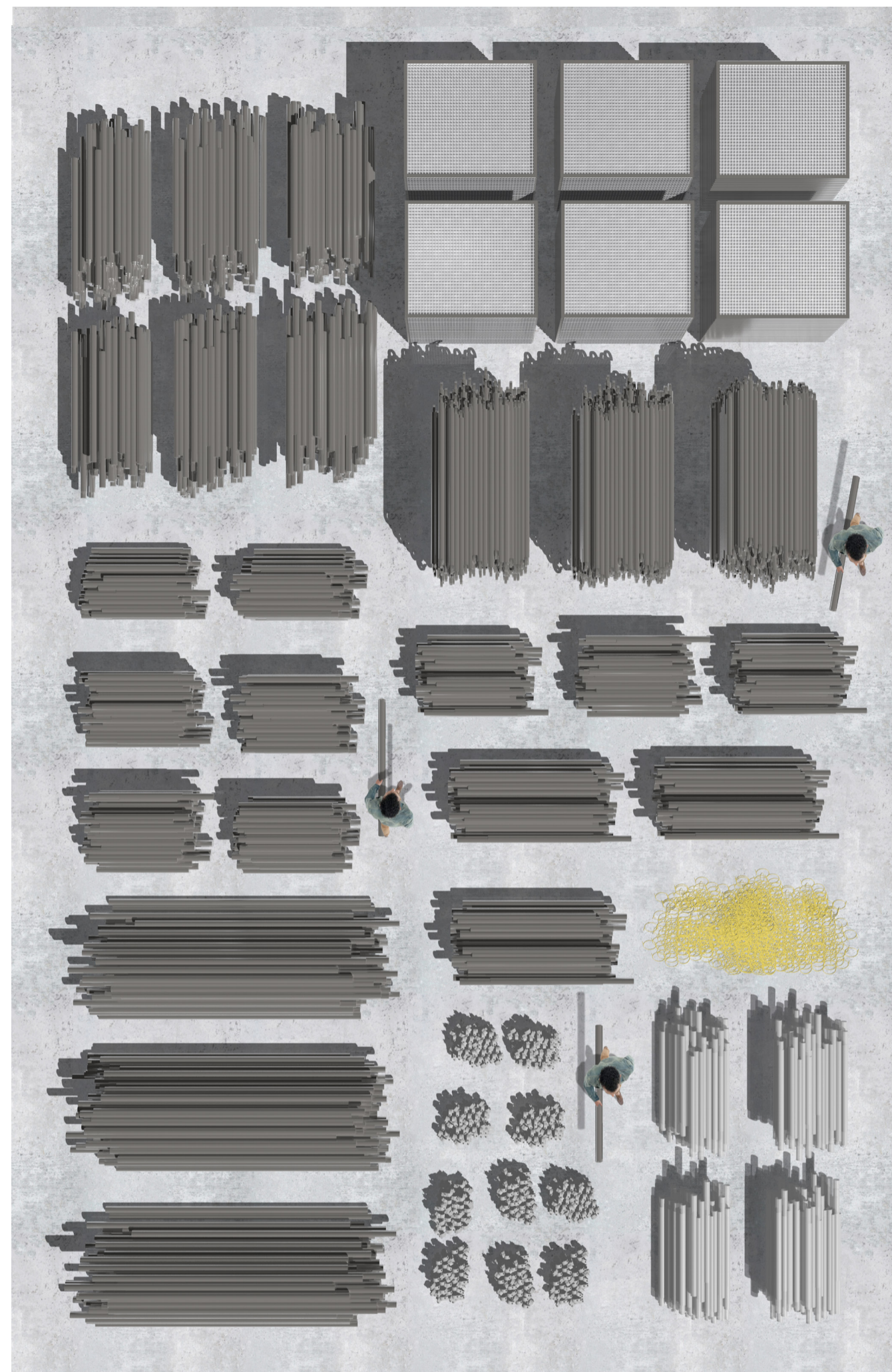
FIXED ENVIRONMENT | PEOPLE ADAPT TO THE SPACE



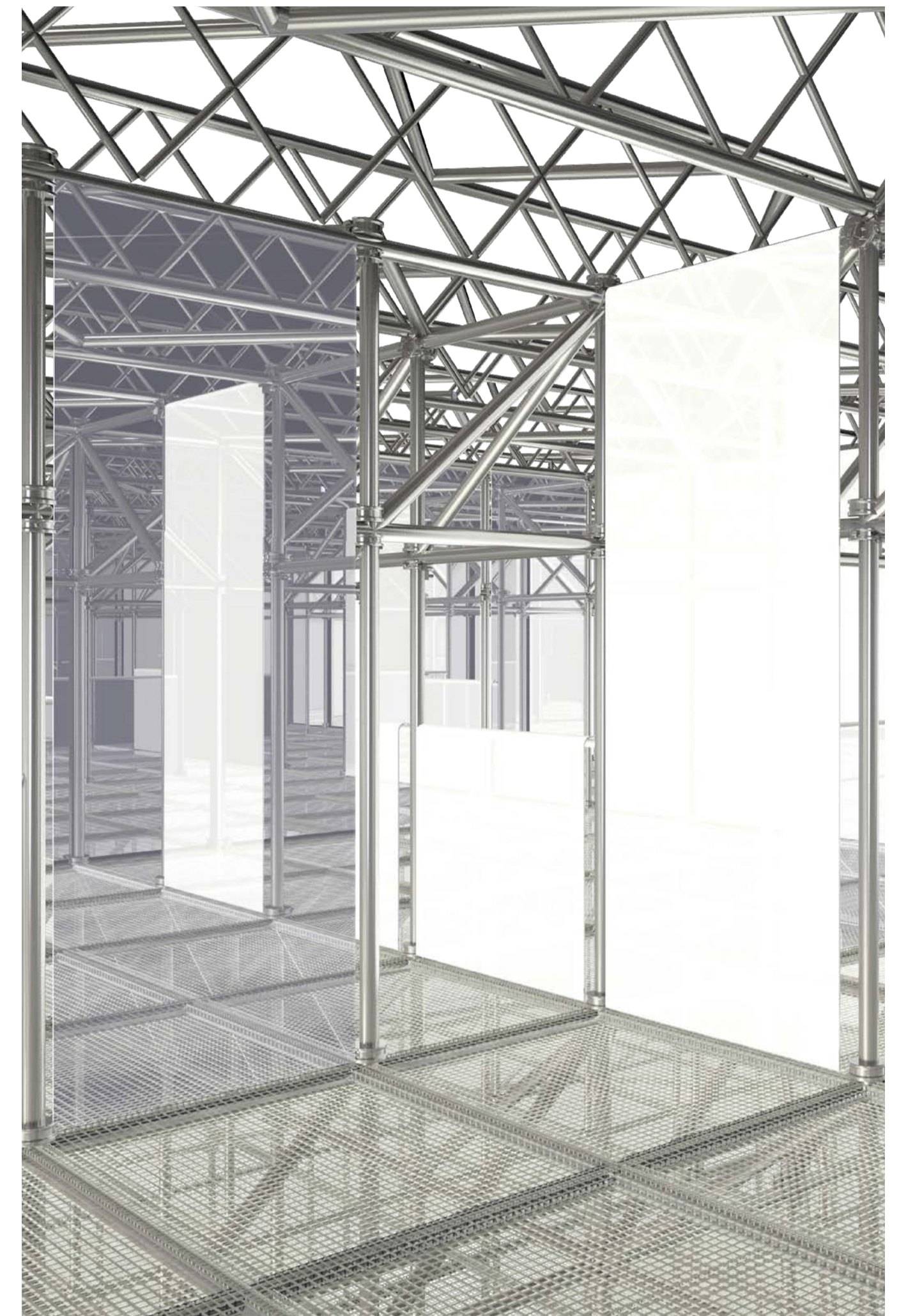
FLEXIBLE ENVIRONMENT | THE SPACE ADAPTS TO THE USER NEEDS



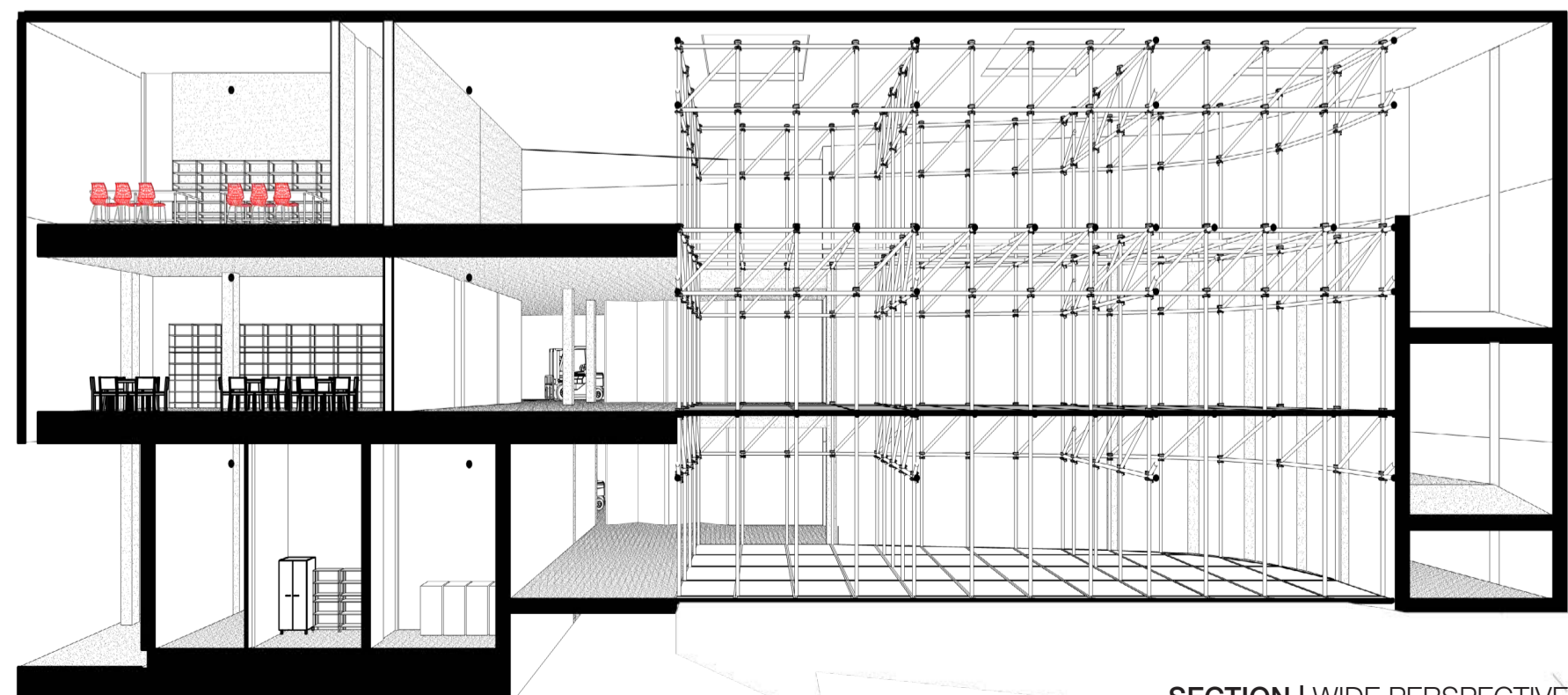
MATERIAL BOARD



KIT OF PARTS | TOP PLAN

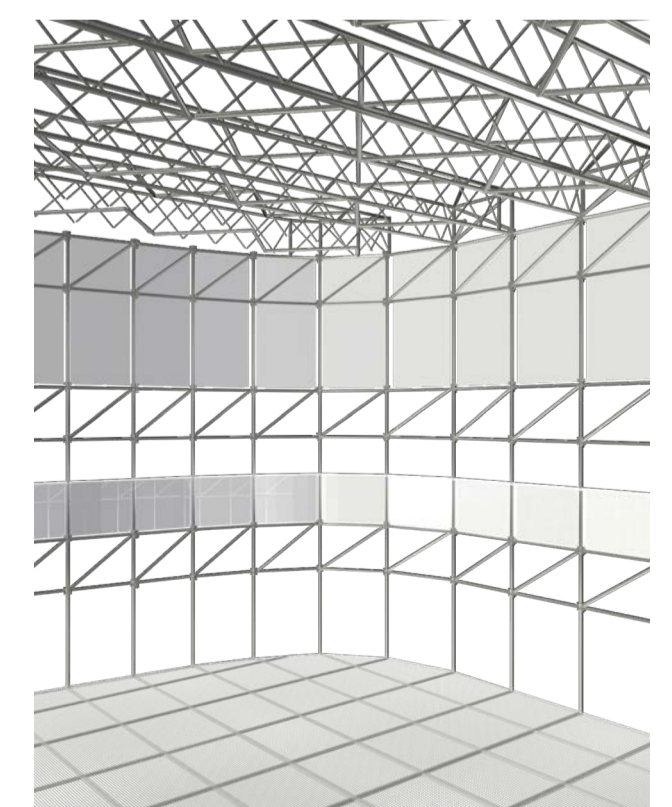


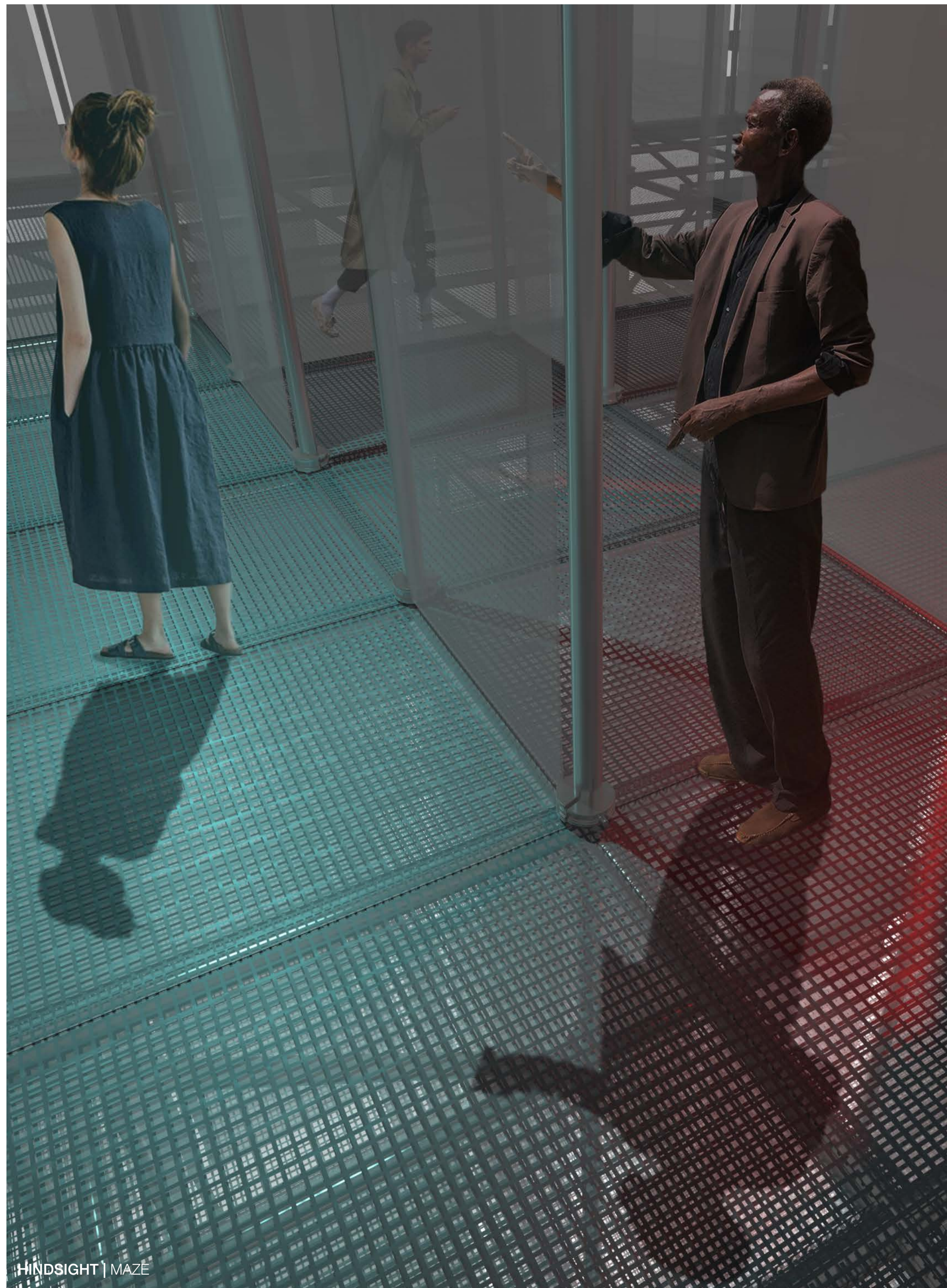
RENDER OF STRUCTURE | MAXIMUM PARTS



SECTION | WIDE PERSPECTIVE

The structure of the exhibition lends itself to an adaptable and accessible environment allowing visitors to move around freely. Safety fabric panels translucent in design were included which consists of a hybrid metallised fabric by Kvadratt alongside grid mesh floor panels made from steel are included for adaptability where pockets of space can be created to personalise the space. These floor panels can also be removed for an entire open space if so desired.

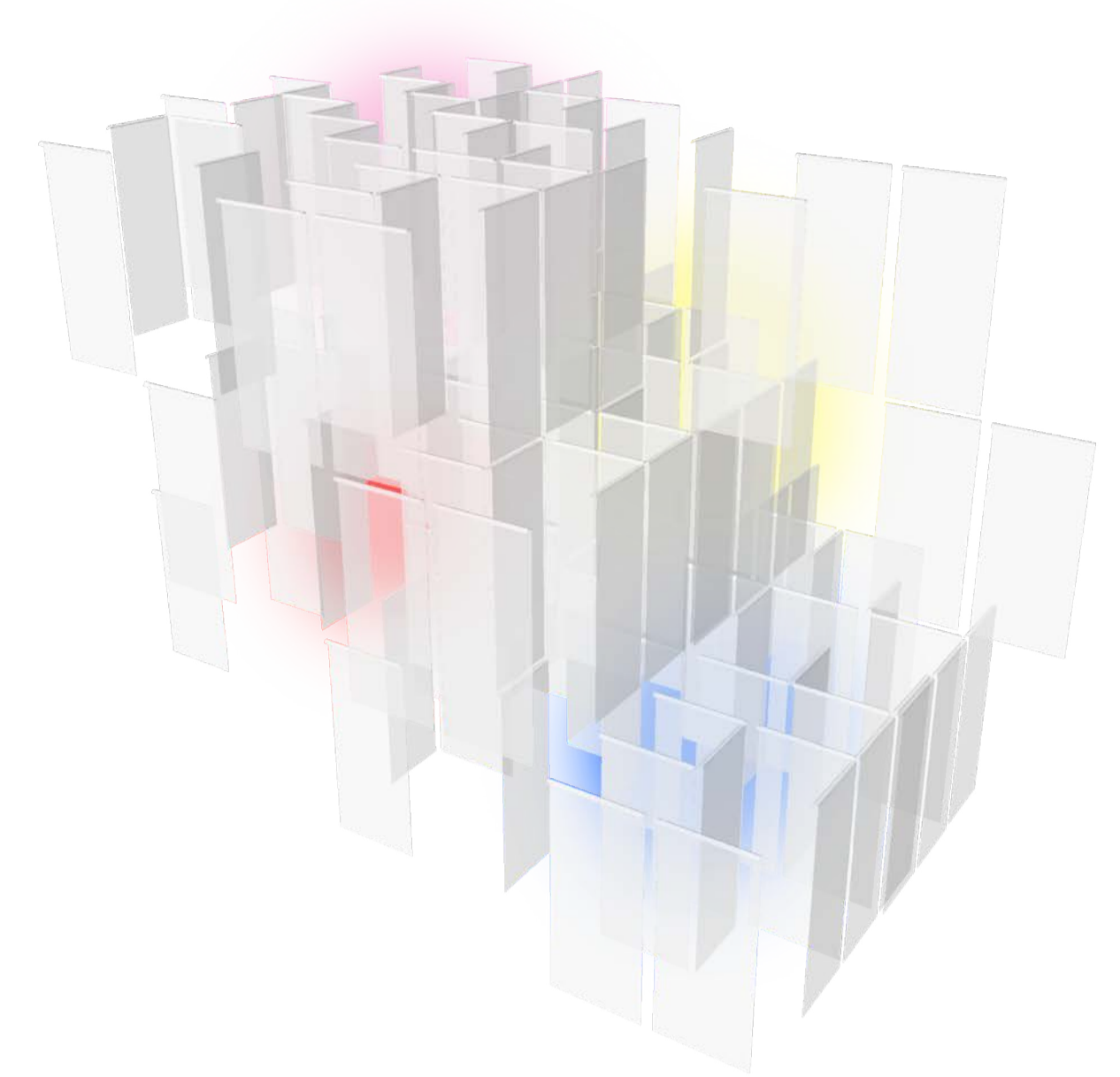




HINDSIGHT | MAZE

**HINDSIGHT |
MAZE**

An installation purposely built to engage the visitors. Its structure encourages interaction whilst igniting the senses of touch, light, sound, and smell. An ever-changing environment combining features with the scaffolding comprising the maximum number of parts accommodate three levels and spaces highlighted by panels of translucent fabric. Utilising all of these panels to showcase the structures volume and size and in doing so, leaving the viewer an awareness of the space that surrounds them, leading to a sense of curiosity and a willingness to explore the structures full potential.

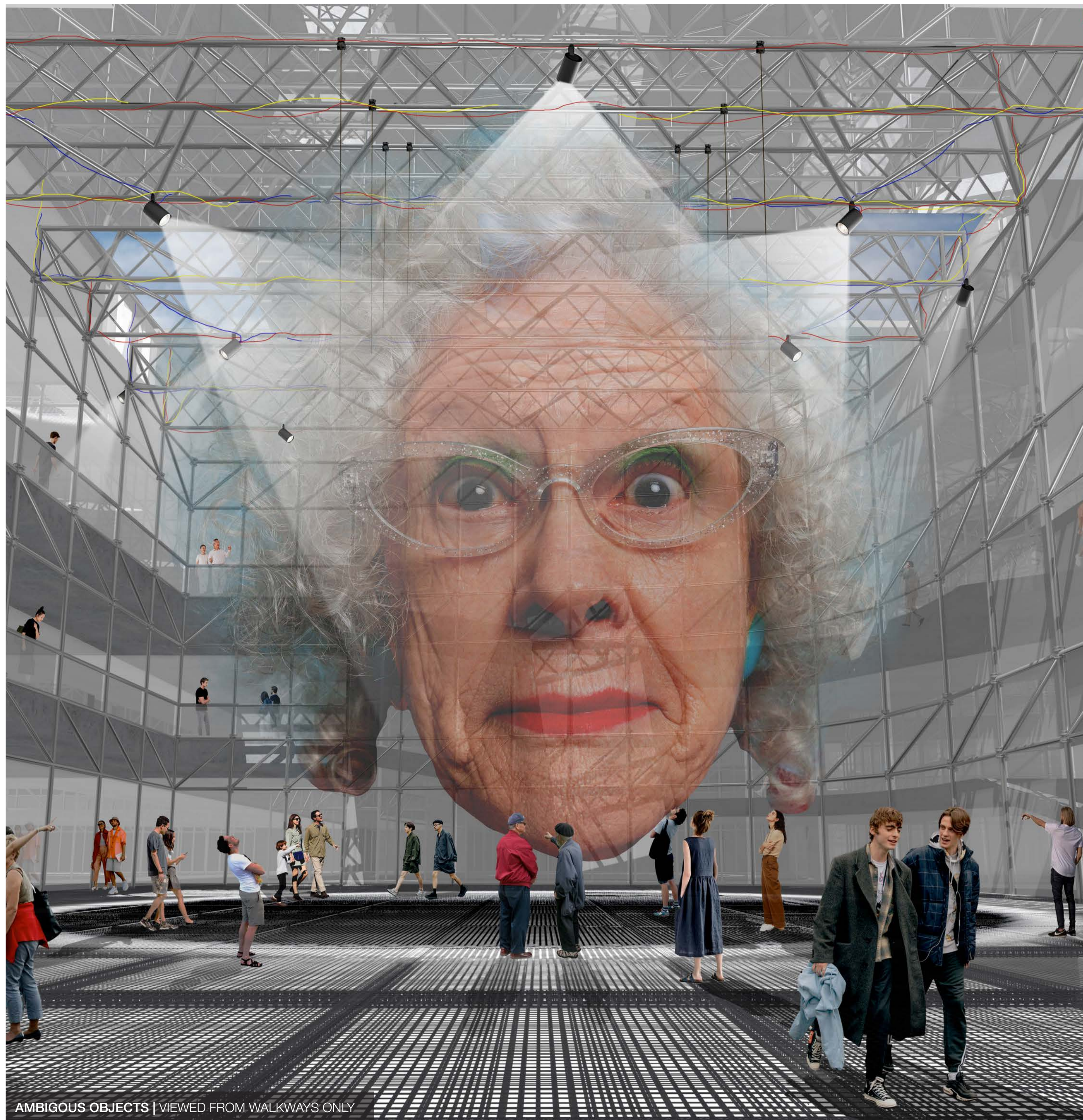


**CATALYST |
PRADA TAKEOVER**

Set within a vibrant scaffolding and mesh setting, the Prada takeover fashion show is an experience that aims to cross the barrier between its audience and models. Spaces are opened to encourage such integration leading to a stage and audience relationship that contradicts traditional conventions. There are many activities to enjoy and observe the visual pleasure of the structures depth and explore the more intimate viewing spots created by the removal of floor panels enabling viewports into the floor below or above.



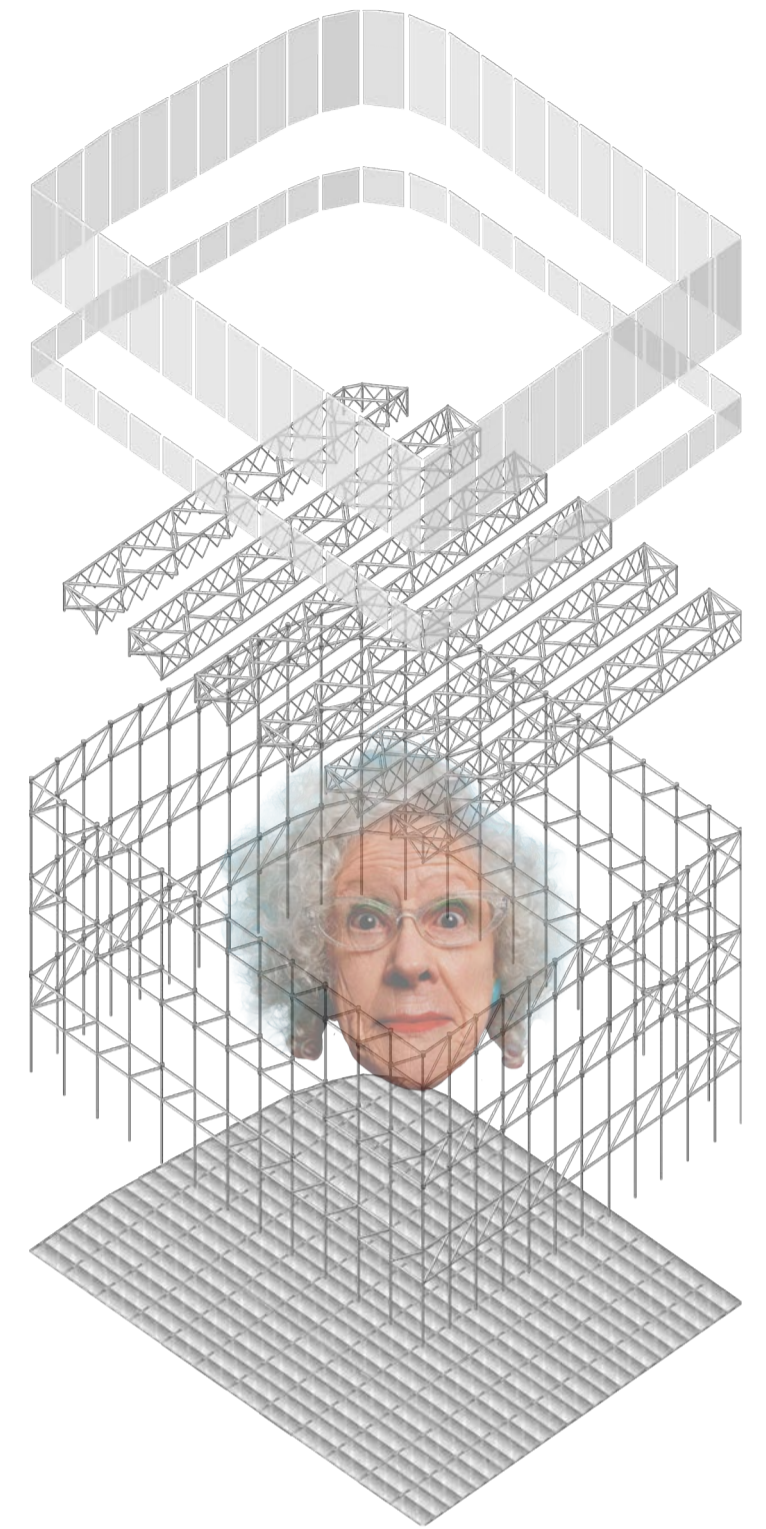
CATALYST | PRADA TAKEOVER



AMBIGUOUS OBJECTS | VIEWED FROM WALKWAYS ONLY

GLITCH HEAD |
AUGMENTED REALITY

Considerable spaces accommodating large installations as a scaffold surrounds the main exhibition area with two floor levels that integrate both the physical and digital. Feeding through struts are lighting and electrics that have a changeable facility to suit the artist's needs.



AMBIGUOUS OBJECTS | VIEWED FROM WALKWAYS ONLY