

My project brief was to design a public good that protects the right of women to feel safe at night. Using the location of the Old Steine bus shelters in Brighton, a hub of activity for dispersing the nightlife of the town. I reimagined the space to create spinning segments designed to disorientate someone following a person whilst simultaneously creating a threatening/alarming noise, seeing the built environment as an ally, a supportive deterrent as much as refuge. The mechanism was inspired by the interior of a rattlesnake's tail.



I took these photos around 2am after I had gone clubbing with a couple drinks in my system to aim to capture the site in the perspective of a drunk woman at night.







The film starts with the subject walking along the street. I used the open space in the framing to introduce the threat's silhouette in the background. The camera moves with close up shots of the subject.



As the subject continues to walk the street we notice the threat follow at a distance. The stationary shots emphasise the feeling of movement and thus that the subject is being followed. It also allows for some nice clear shots of the site too.



After a couple scenes of being followed we switch to the pursuer's POV for the first time. This technique is used in horror films wherein the director has the character not see the threat but the audience can, creating a sense of tension and urgency for the subject to escape.



Then the camera switches to a close-up shot of the subjects face and remains still as she slowly turns round to investigate the feeling of being followed created by previous shots. It's also another horror film technique I used where as the subject approaches danger the camera switches between them and the danger.

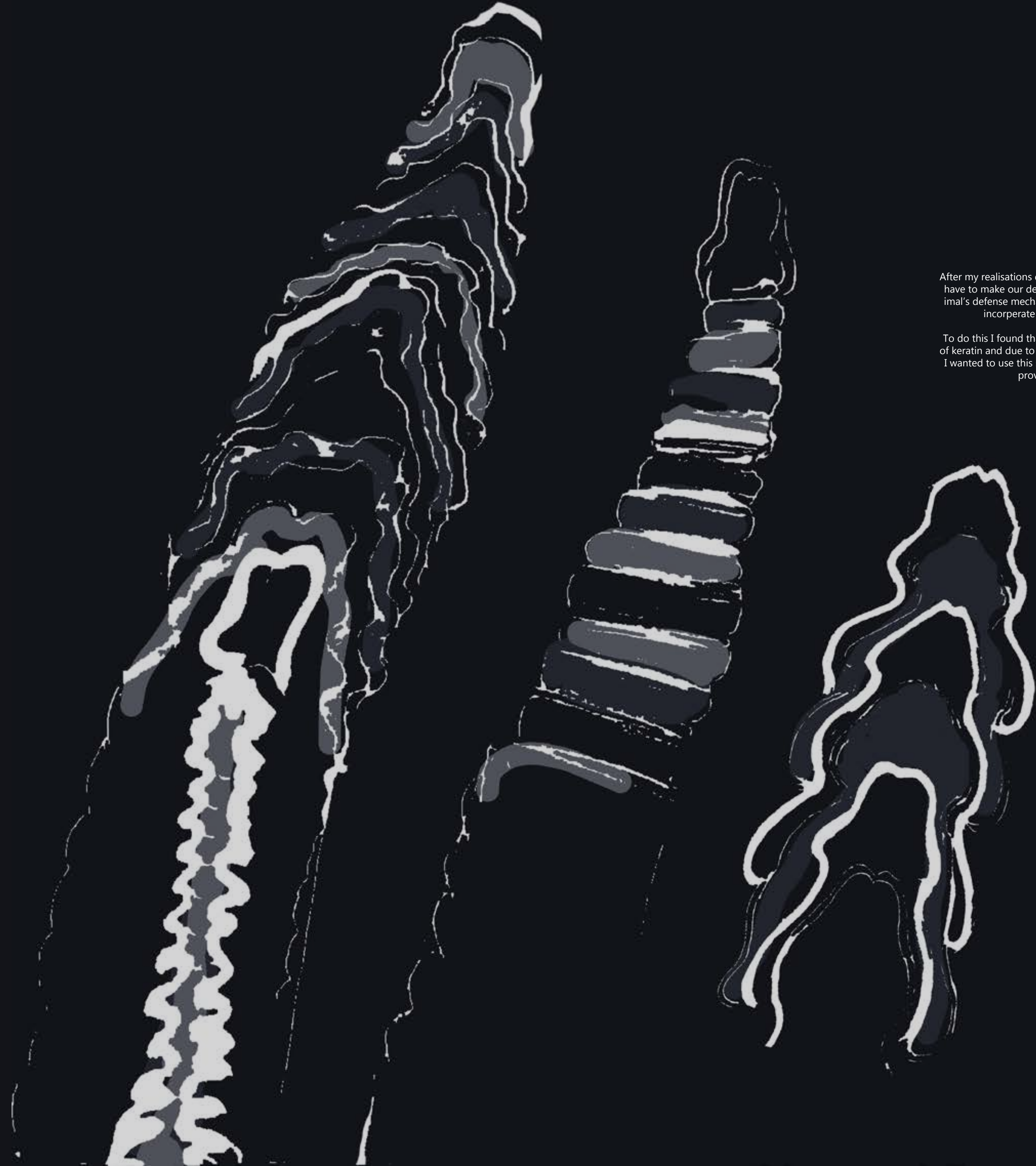


The first clear shot we have of the pursuer is when he's casted in shadows, using light and dark within the site to emphasise the hunter and the hunted. In addition, as the camera zooms in to enhance his stare it's also as hes walking forward which creates an extra dynamic zoom with the camera.



During the final pursuit the subject uses the site shelter to hide after running from her chaser. Once again the technique is used where we as the audience can see the danger she cannot. The camera is still and zooms in, hinting that there is nowhere else to run. Fortunately the bus arrives just in time for her to escape.





#### RATTLE SNAKE STUDY

After my realisations discovered from my previous concept and also the fact that we now have to make our design solely out of recycled wood, I decided to study a different animal's defense mechanism with a more internal structure to help me envision how I can incorporate my ideas about space and possibly audio into the shelter.

To do this I found that a rattlesnake's tail has a really interesting interior. They use rings of keratin and due to the shape of each segment it causes a chain reaction of movement. I wanted to use this shape as an inspiration and construct the same concept whilst also providing the opening and closing of an escape route.





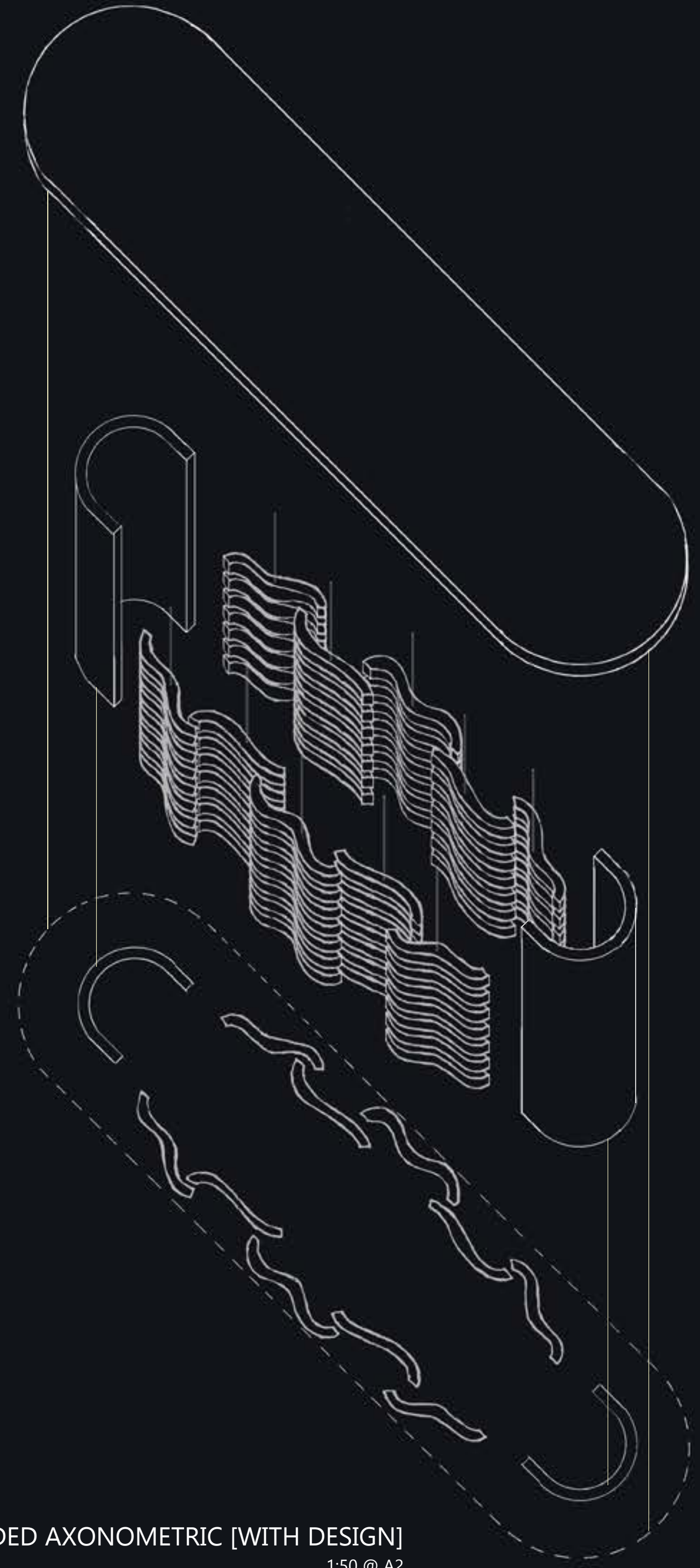
The pursuer is following and the person enters the structure at one of the cuves pushing the segments which then knock into the other segments on that side of the shelter



The person walks through the shelter and pushes through on the other side. Once again the segments knock into each other producing a rattle and a path disruption.



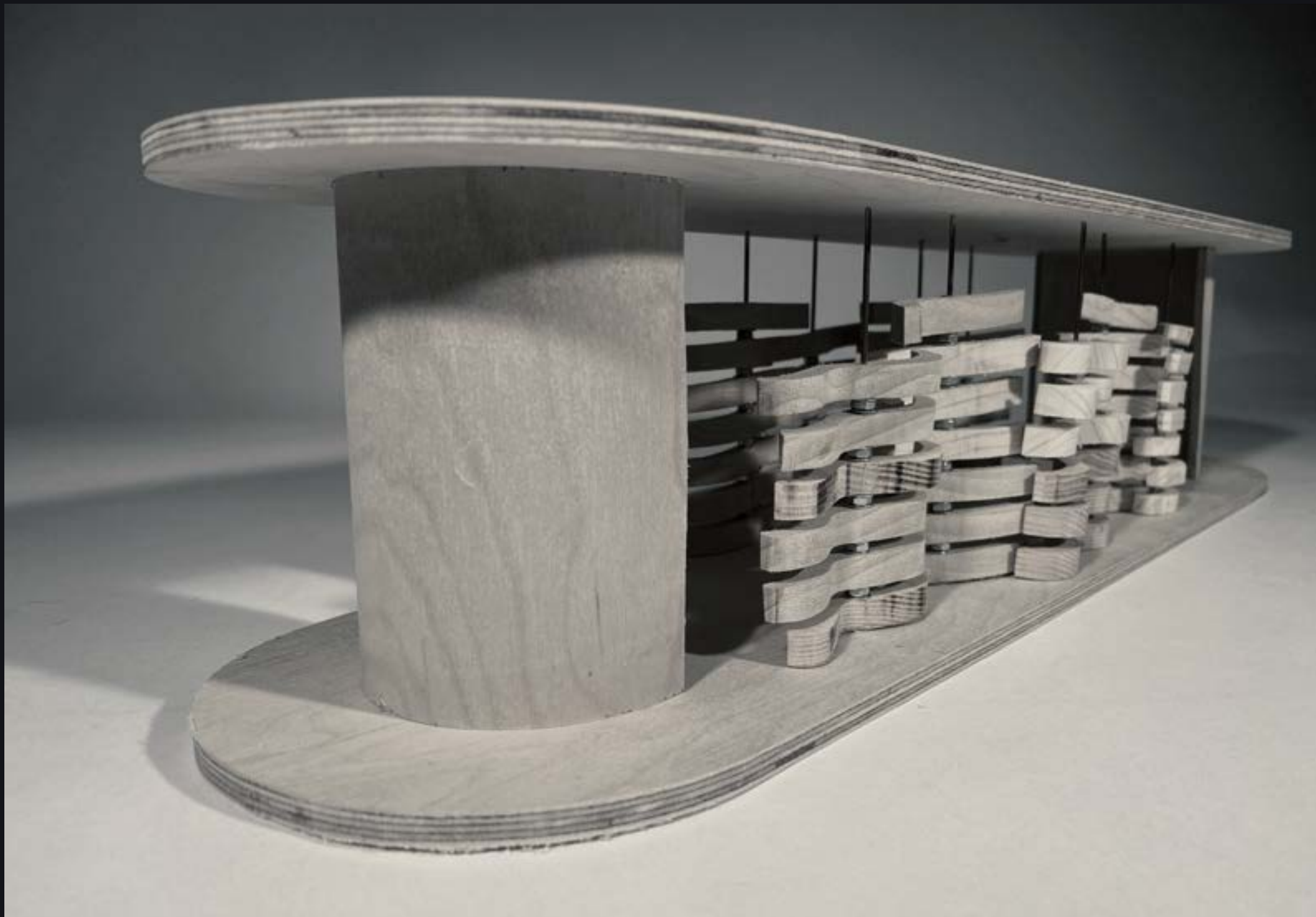
The pursuer is prevented from following due to the disrupted path and somewhat startled from the loud noise produced. The person can choose any path through the shelter as demonstrated through these diagrams.



EXPLODED AXONOMETRIC [WITH DESIGN]

1:50 @ A2





The photo to the left displays the shelter positioned in its original set up ready to be moved.

The photo below shows the result of someone moving through the shelter.

