JASON
BRUGES
STUDIO

WFC_CS
WALTHAMSTOW CENTRAL STATION
April 2019

Aeolian Forest

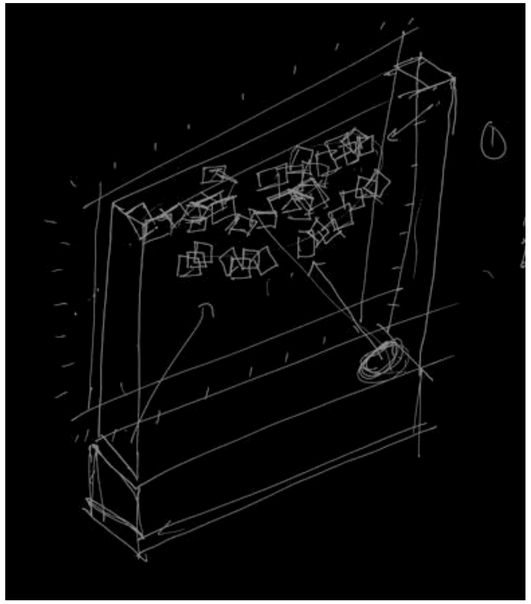
Concept

Aeolian Forest

Concept

Overlapping Transparencies

Dynamic Sculpture



Adapted to site environment

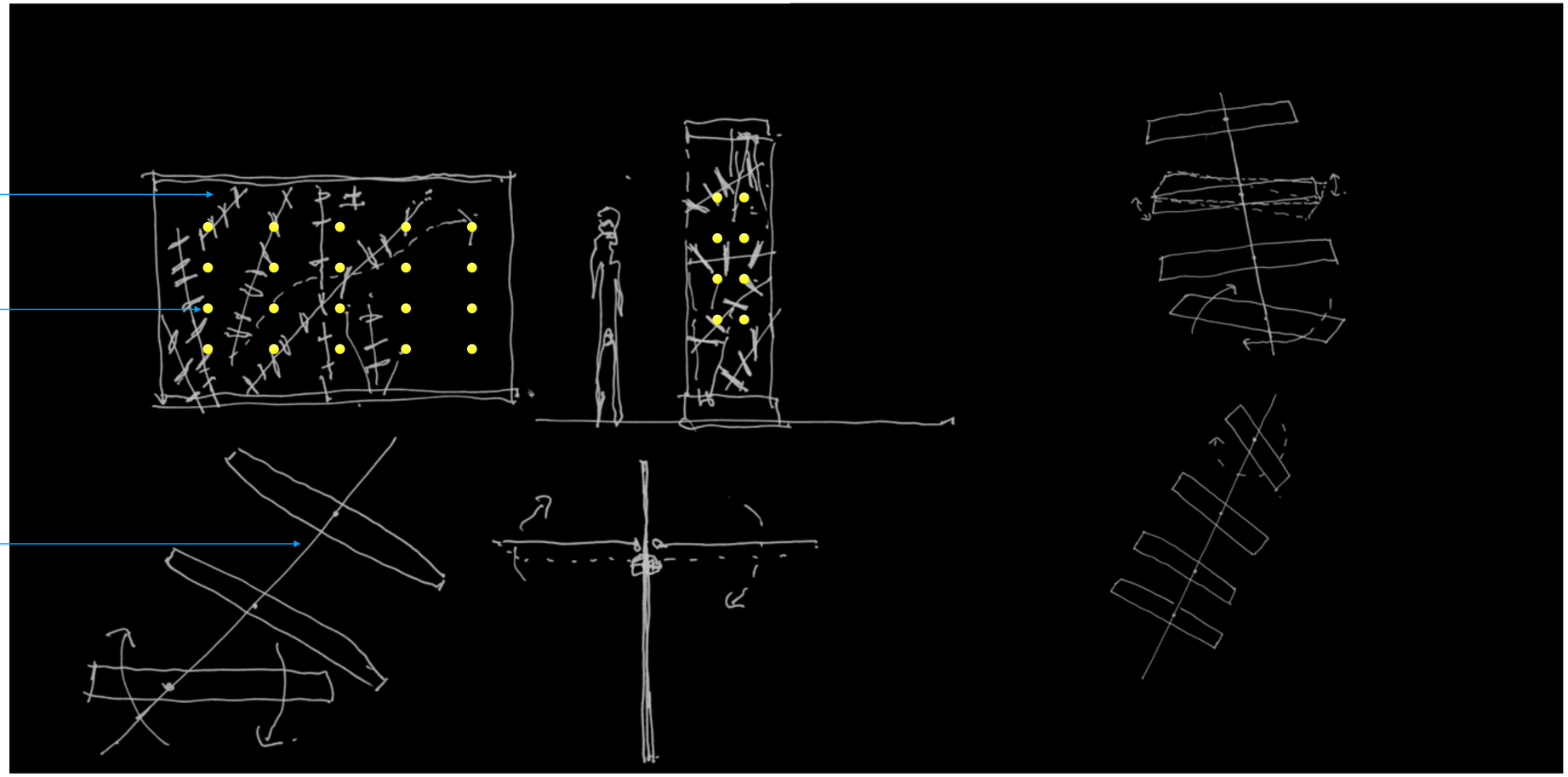
Aeolian Forest

Design Development recap

Glass Vitrine

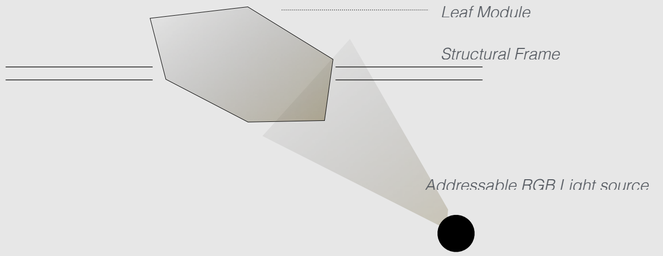
Embedded animated lights

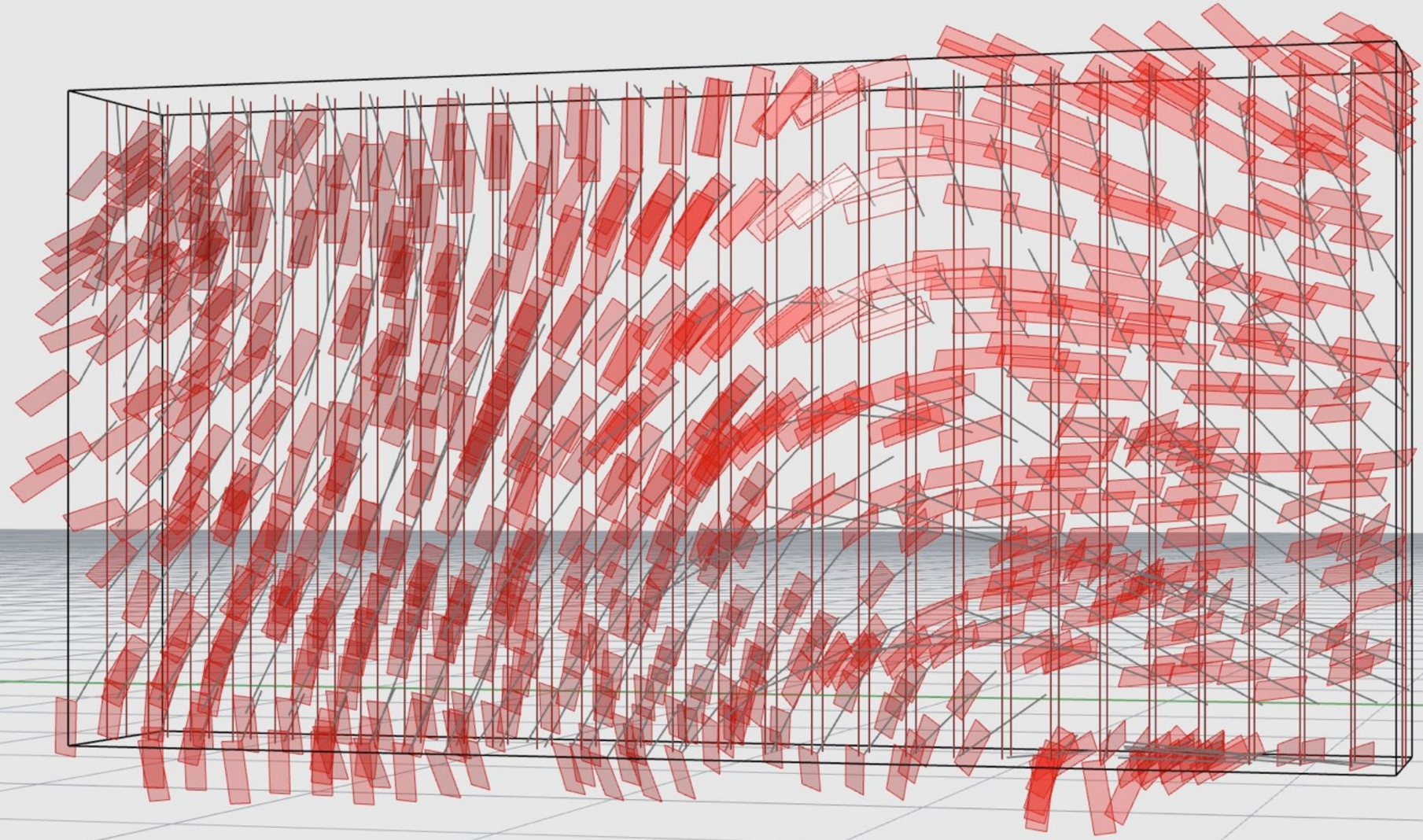
Parametric dynamic layout fixed



Aeolian Forest

Design Development recap





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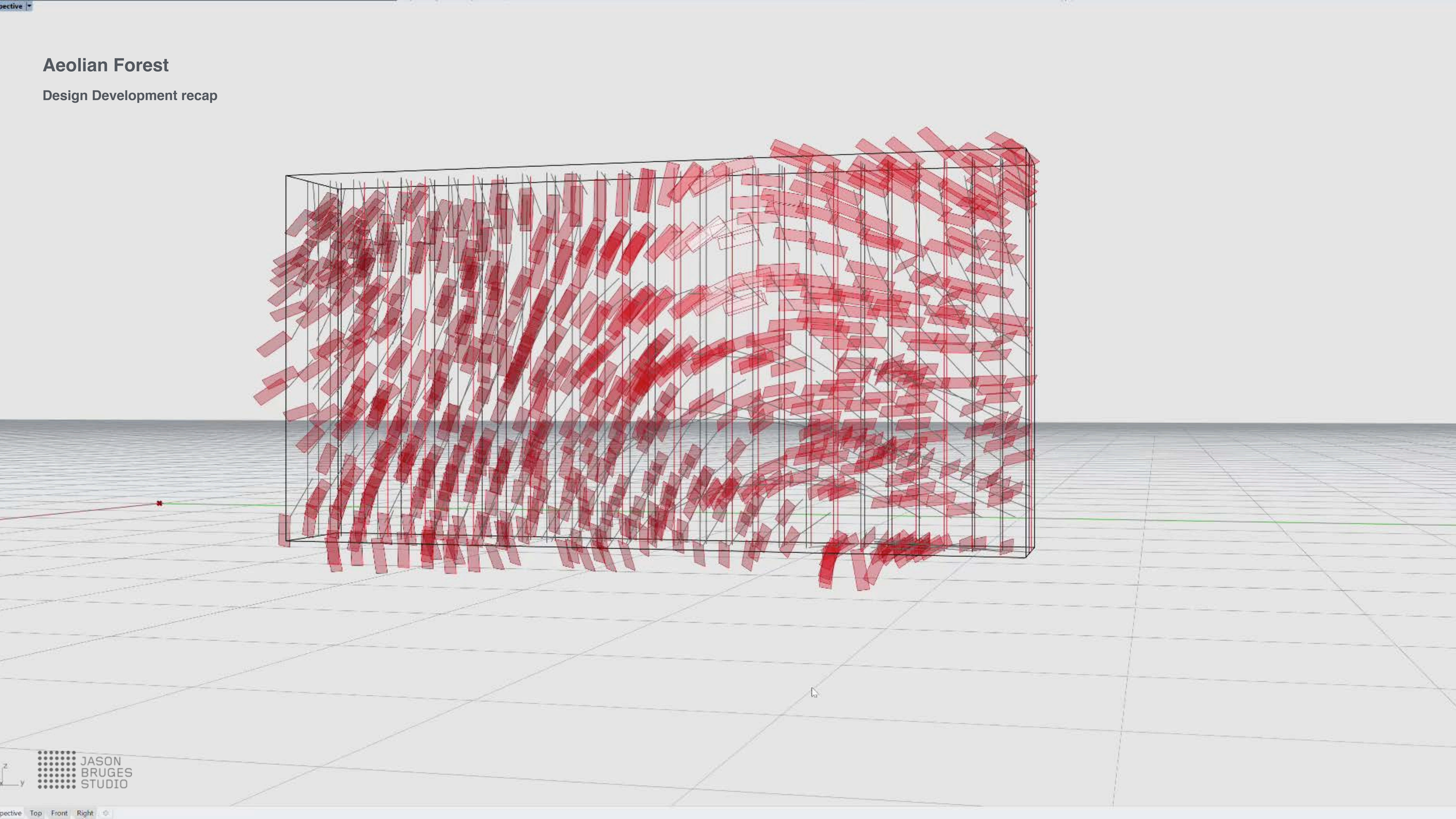
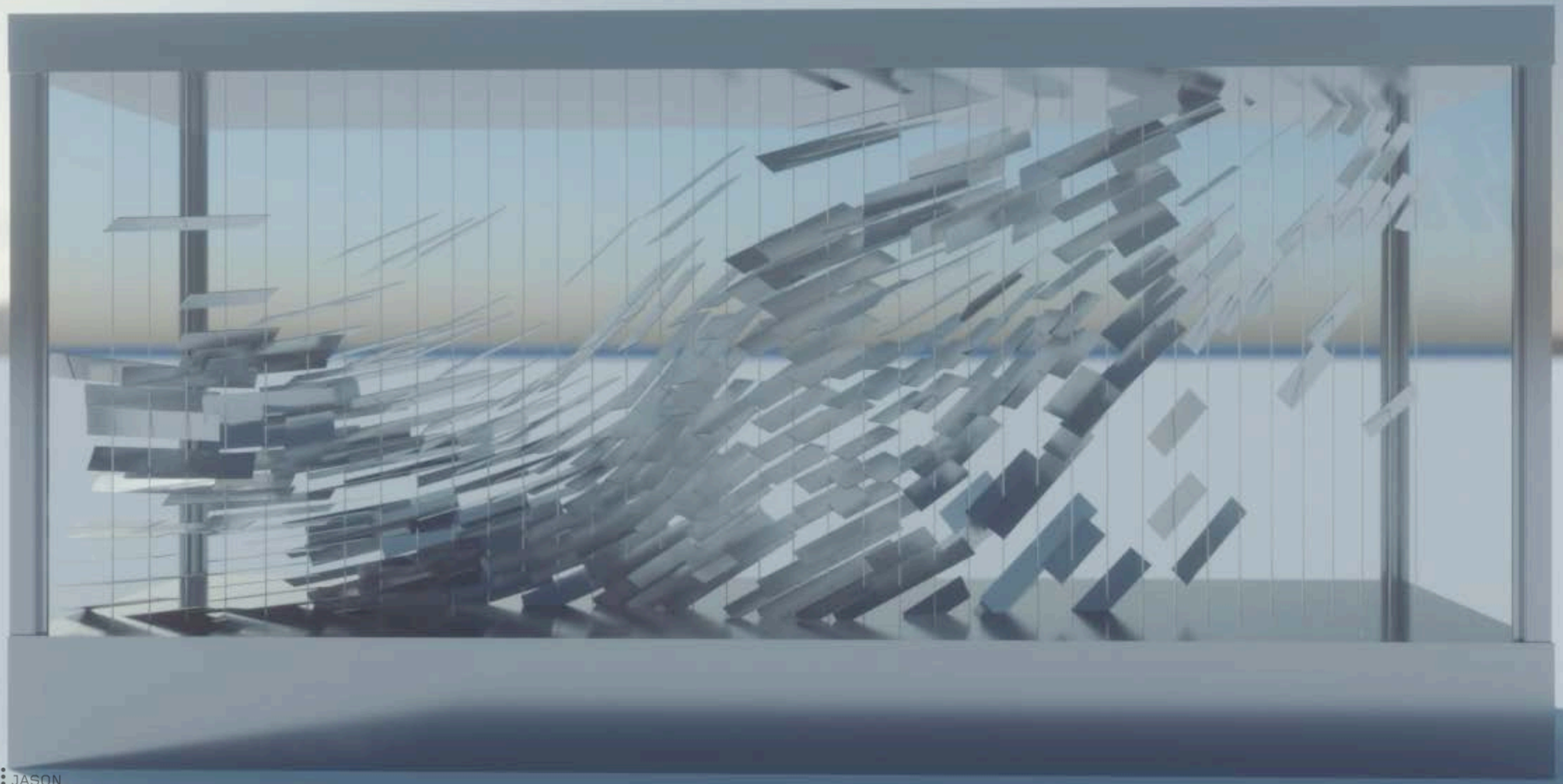
Aeolian Forest

Design Development recap



Aeolian Forest

Design Development recap



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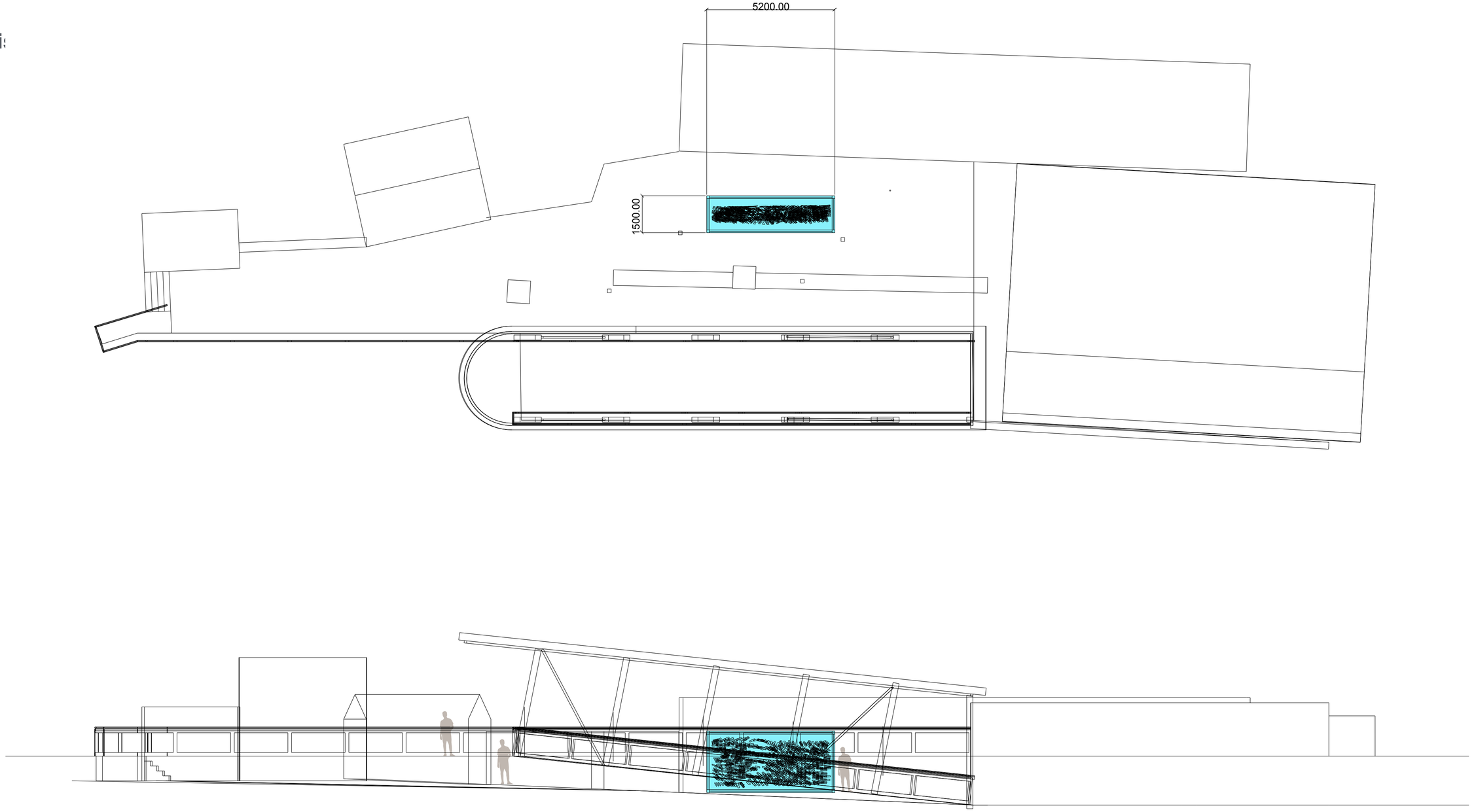
Steel

Site Analysis

Context



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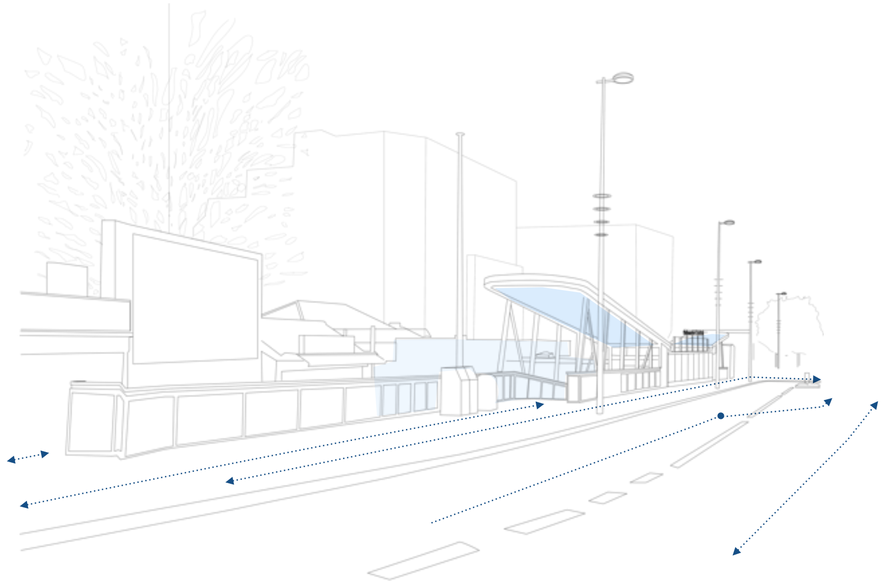
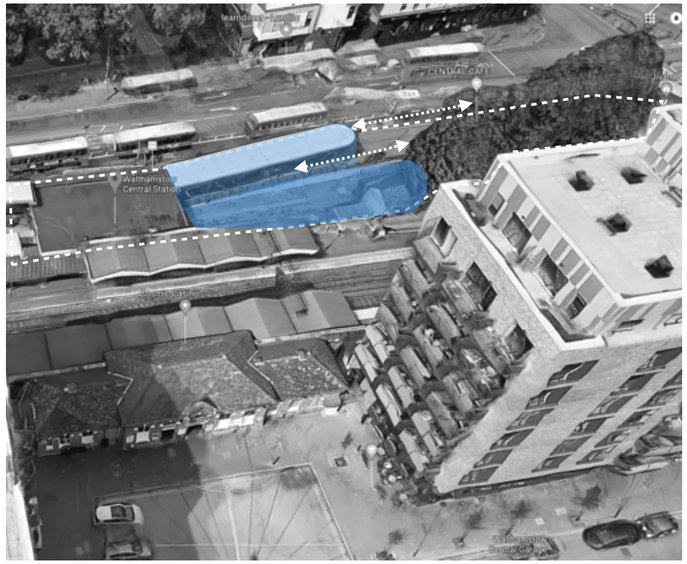
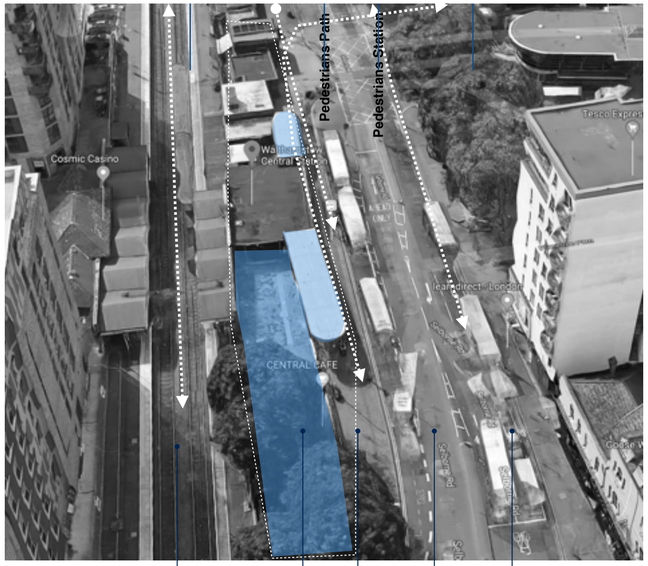
Site Analysis

Context







Flow

The Artwork will mainly be experienced by the pedestrians walking by or through the station and using the public path and the cars and busses passing on the road.

A secondary flow in close proximity and relation to the site is the trains passing on the tracks behind the artwork location.

Artwork Location

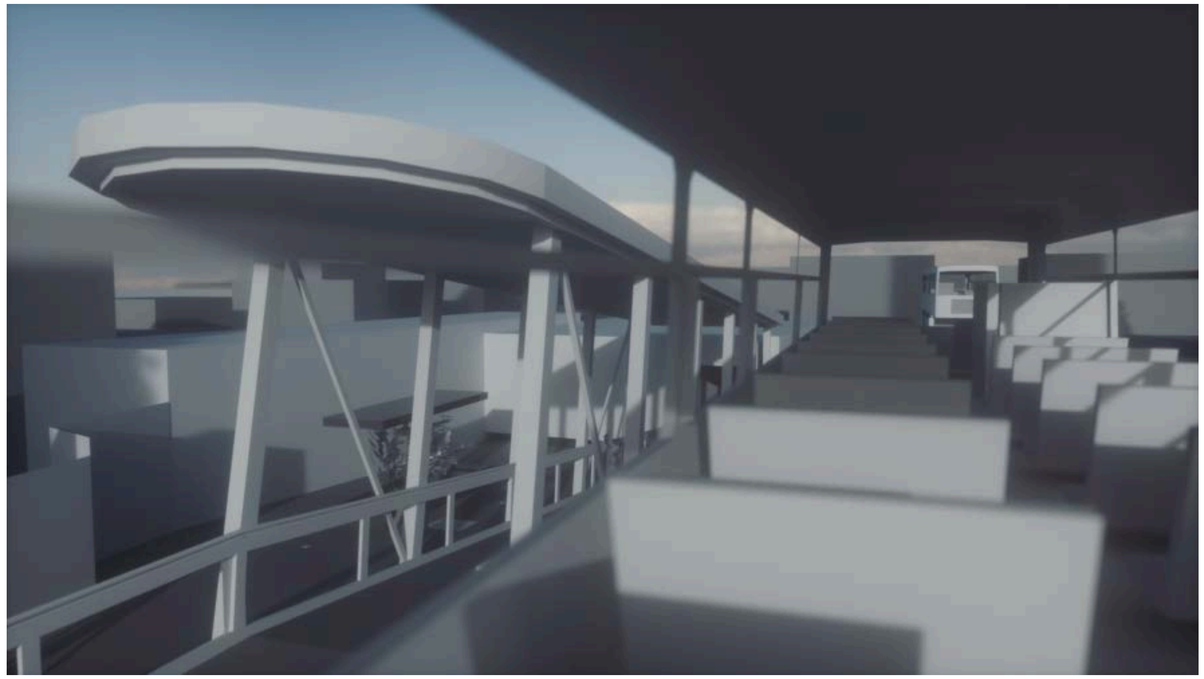
Context

Pedestrians to and from station

Artwork Location

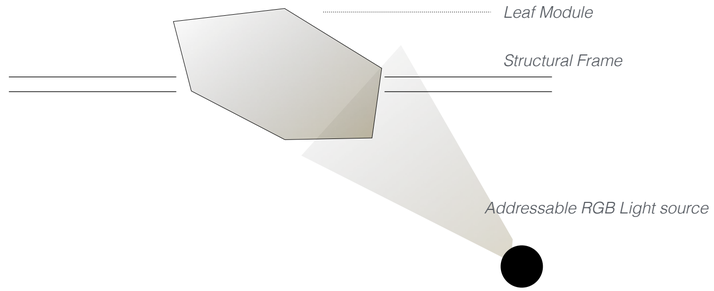
Context

Passing the station



Design

Modular Approach



Modular design

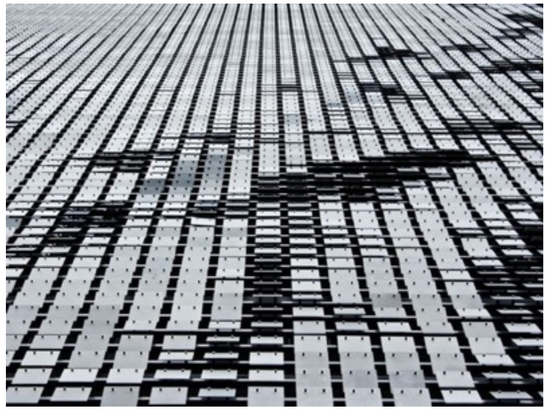
William Morris was a master of creating elaborate and lively patterns. His works was not only pieces of stand alone art, but cleverly designed for production of wallpapers and textiles.
He was a believer in understanding his medium of designs working as a craftsman inspired his work through out.

Jason Bruges Studio, has a long history of designing through making and creating bespoke innovative artworks through prototyping.

Morris' working methods is a source of inspiration in developing an artwork that is a living sculptural piece, design as models that can cleverly be rearranged and adapt to suit it's future location.

Technology and materials;

RGB addressable light source on abstract metal leaf module.
Modules will be fixed to a base structure on a base structure with a pivot point that allows for natural movement in the wind. The light modules are fixed separately.
The modules will be made to be reconfigurable for future relocation of the artwork.

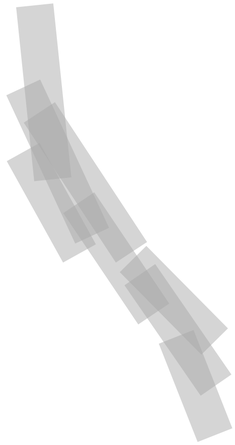




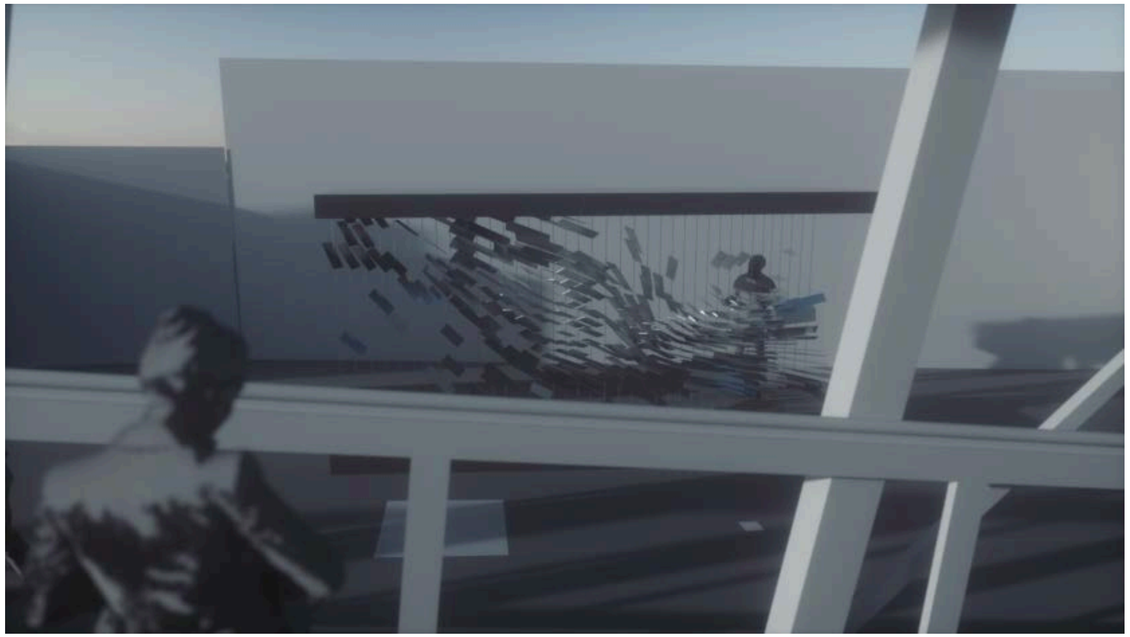

Design Development

Material Studies

Natural dynamic effects



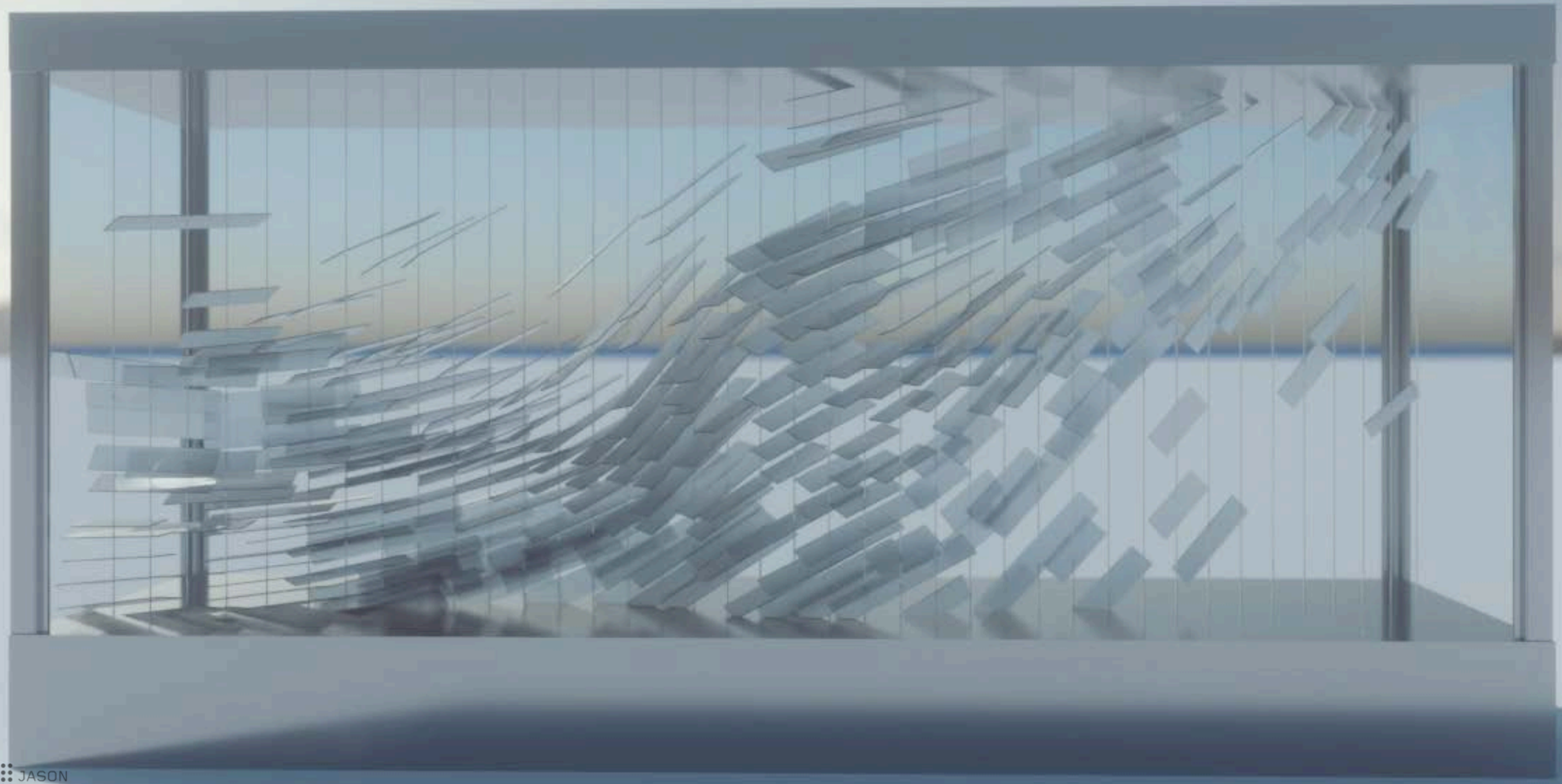
Material Layering



Contrast against environment

Design Development

Material Studies



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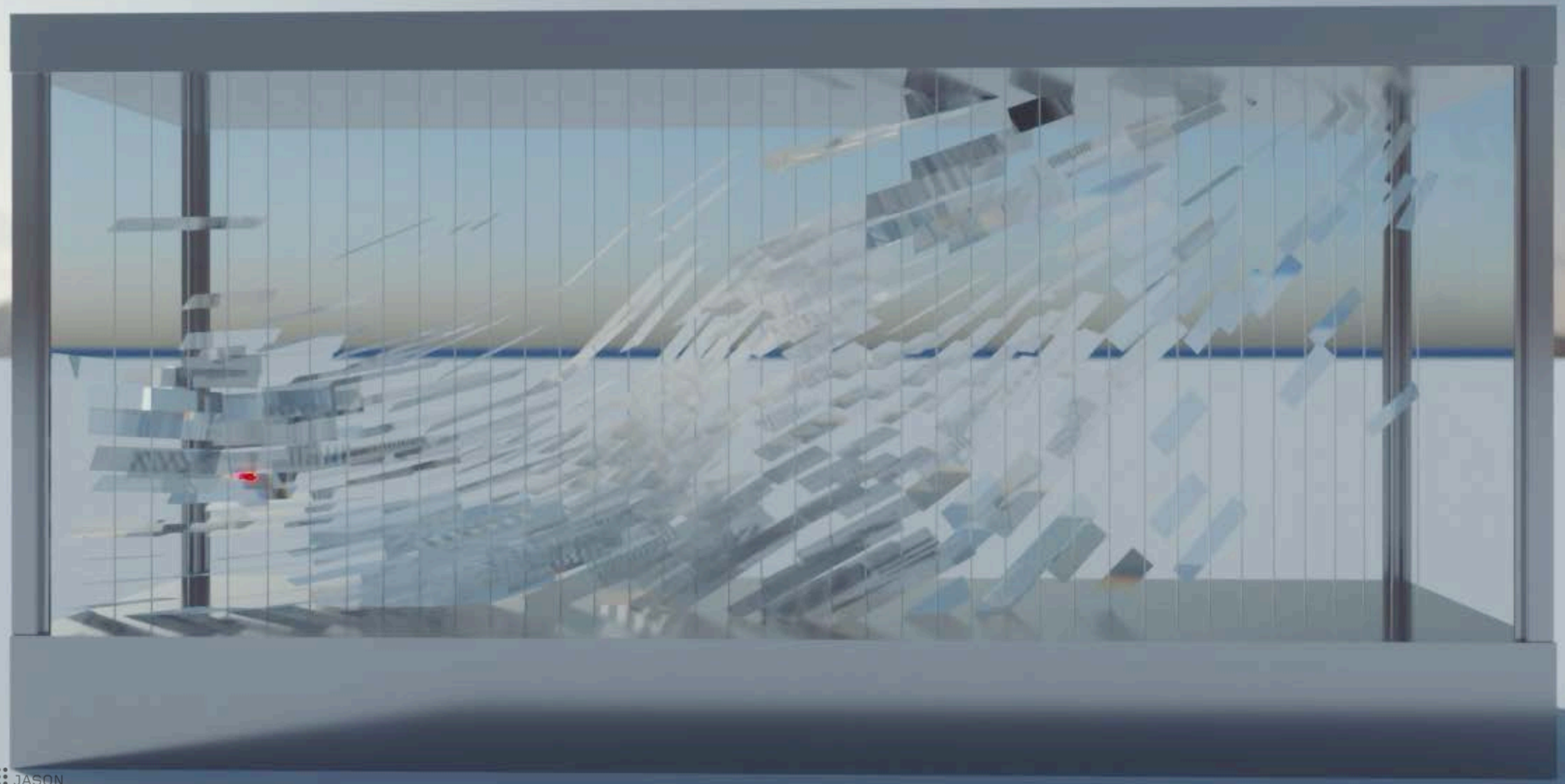
Translucent

Design Development

Material Studies



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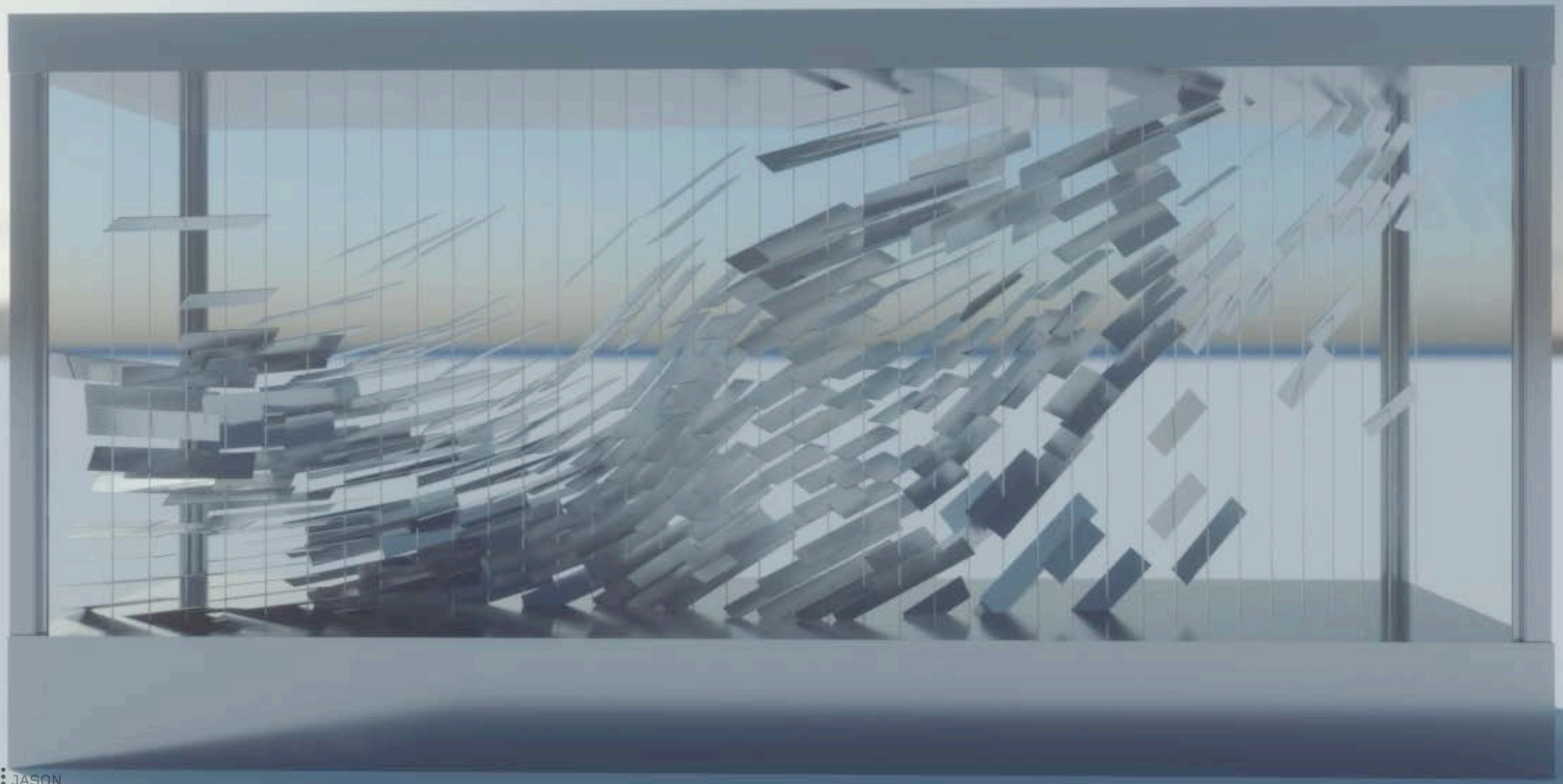
Lenticular

Design Development

Material Studies



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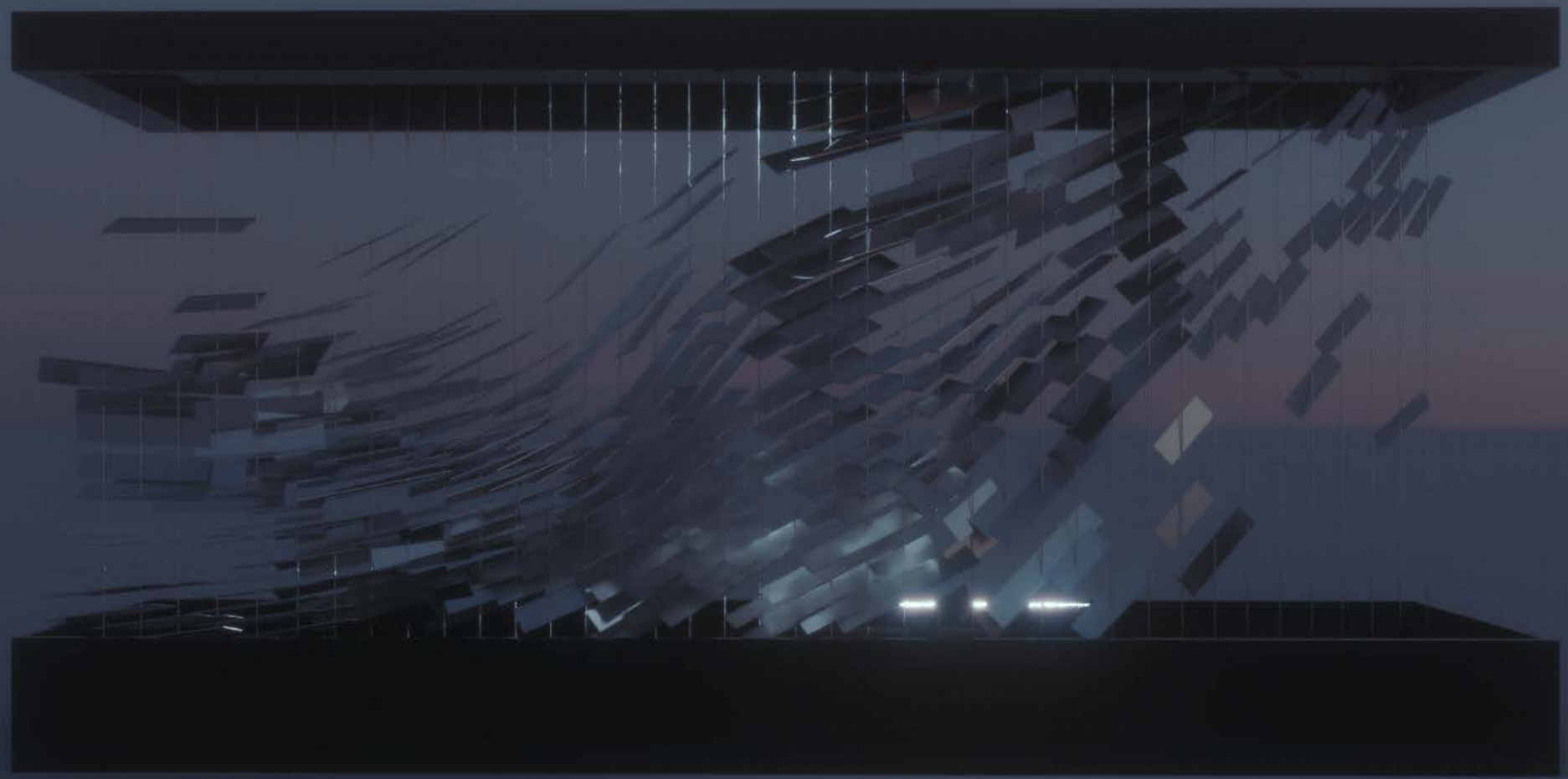
Steel

Design Development

Material Studies



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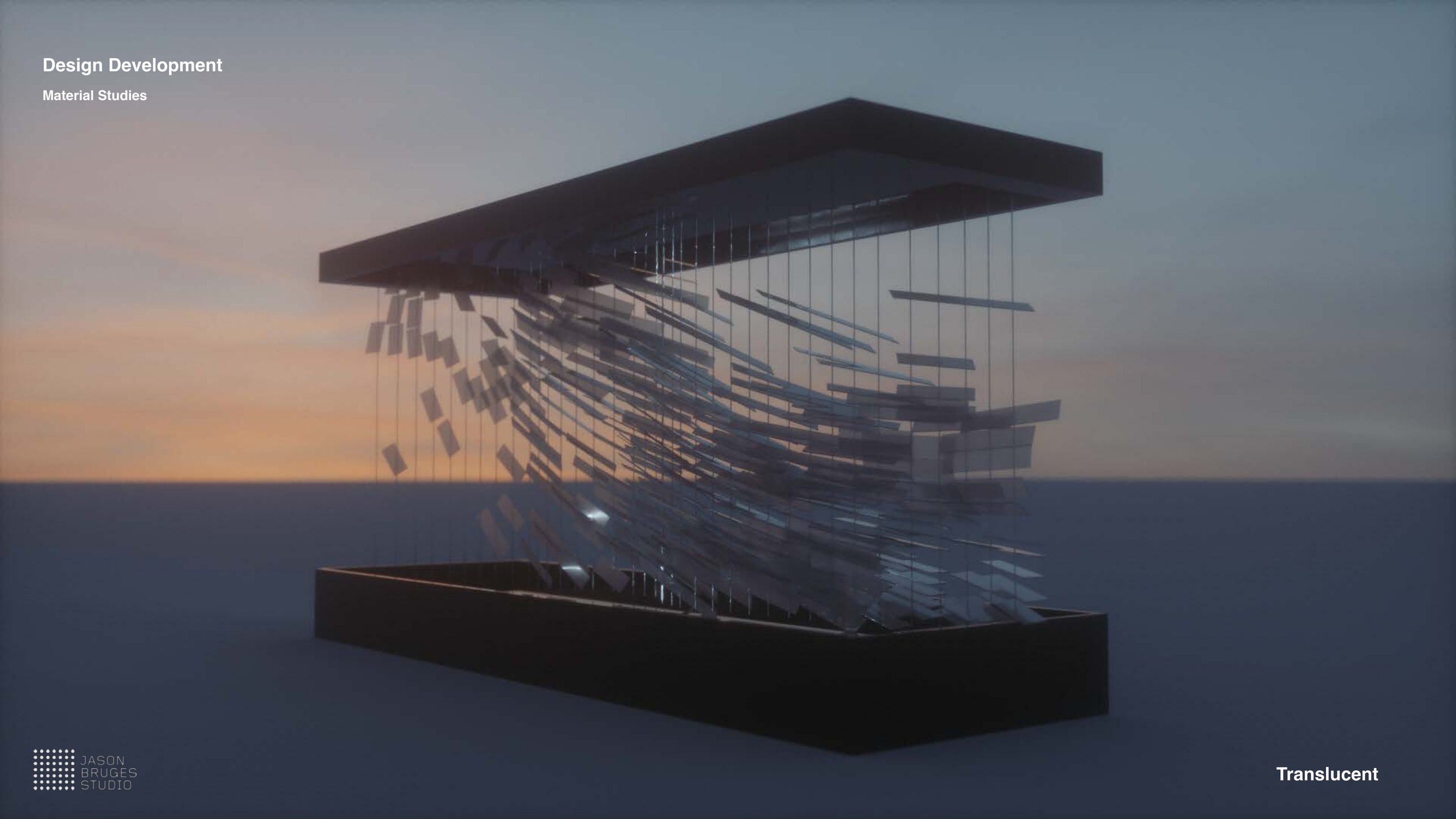
Solid reflective

Design Development

Material Studies



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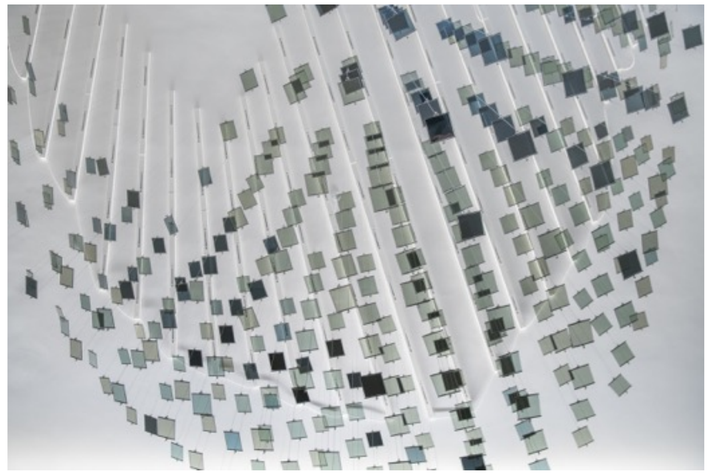
Translucent

Design Development

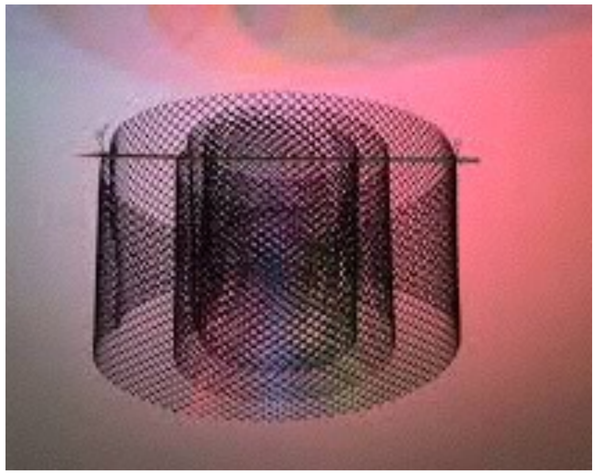
Material Studies

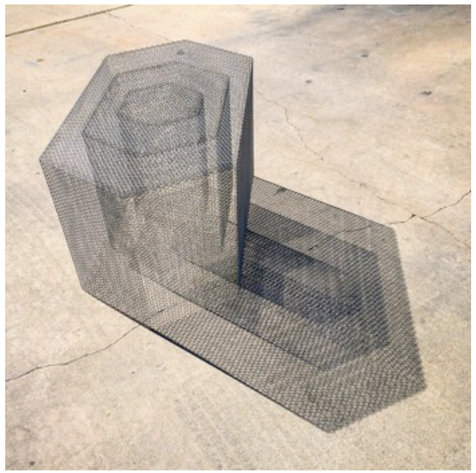
Polarisers



Light Shutters

Mesh





Moire effects

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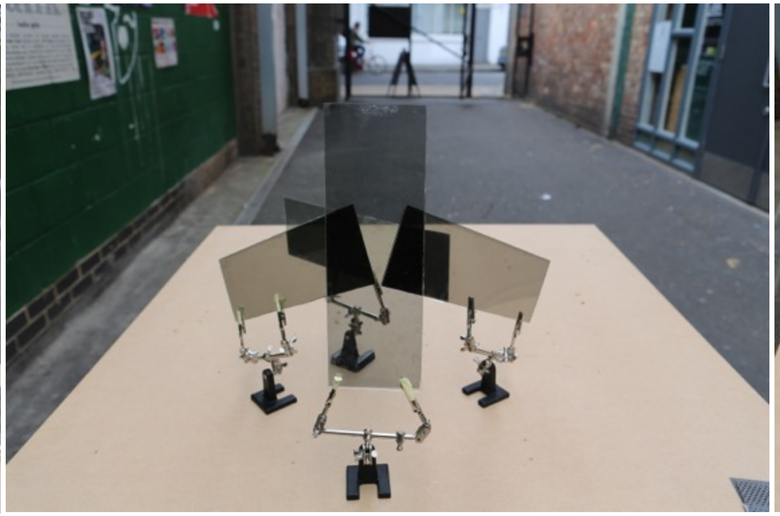
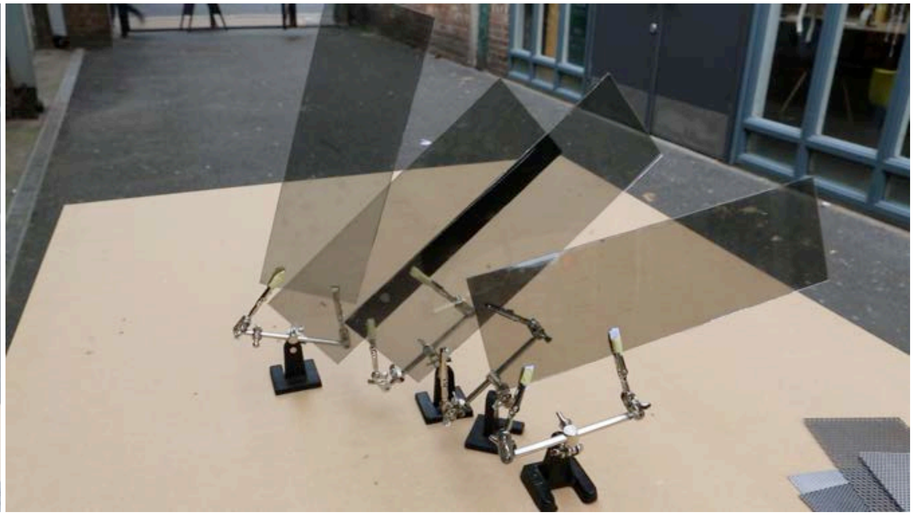
Design Development

Material Studies

Polarisers

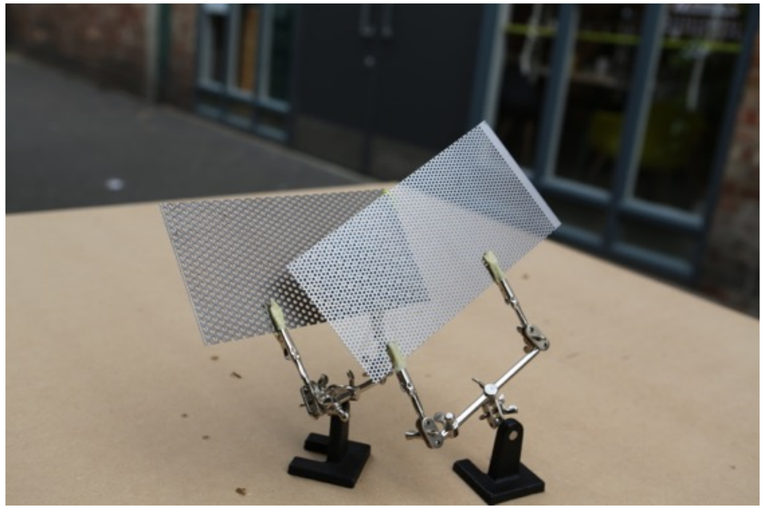


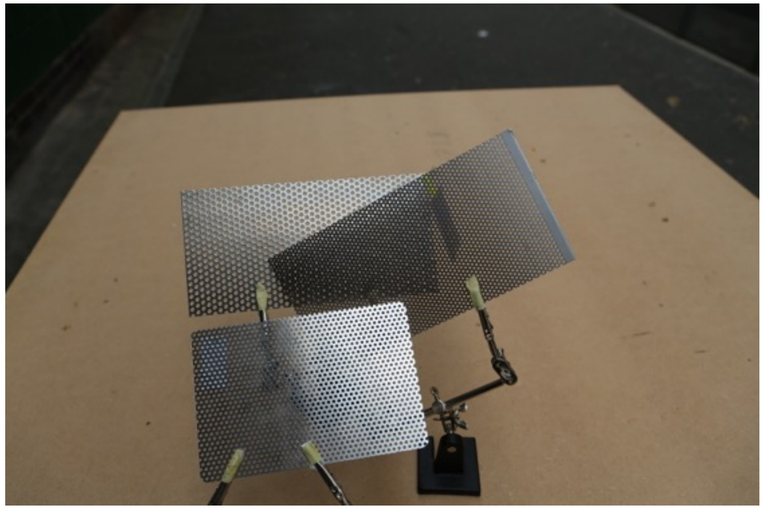


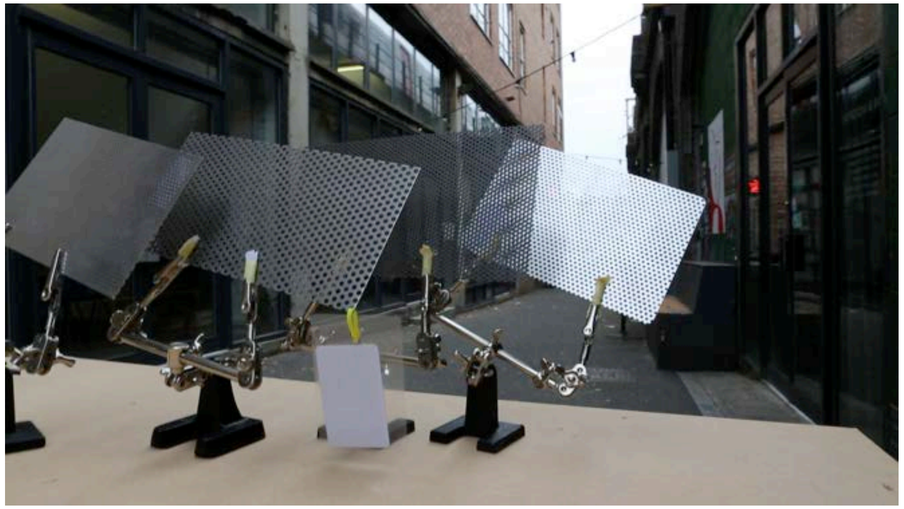
Design Development

Material Studies

Mesh



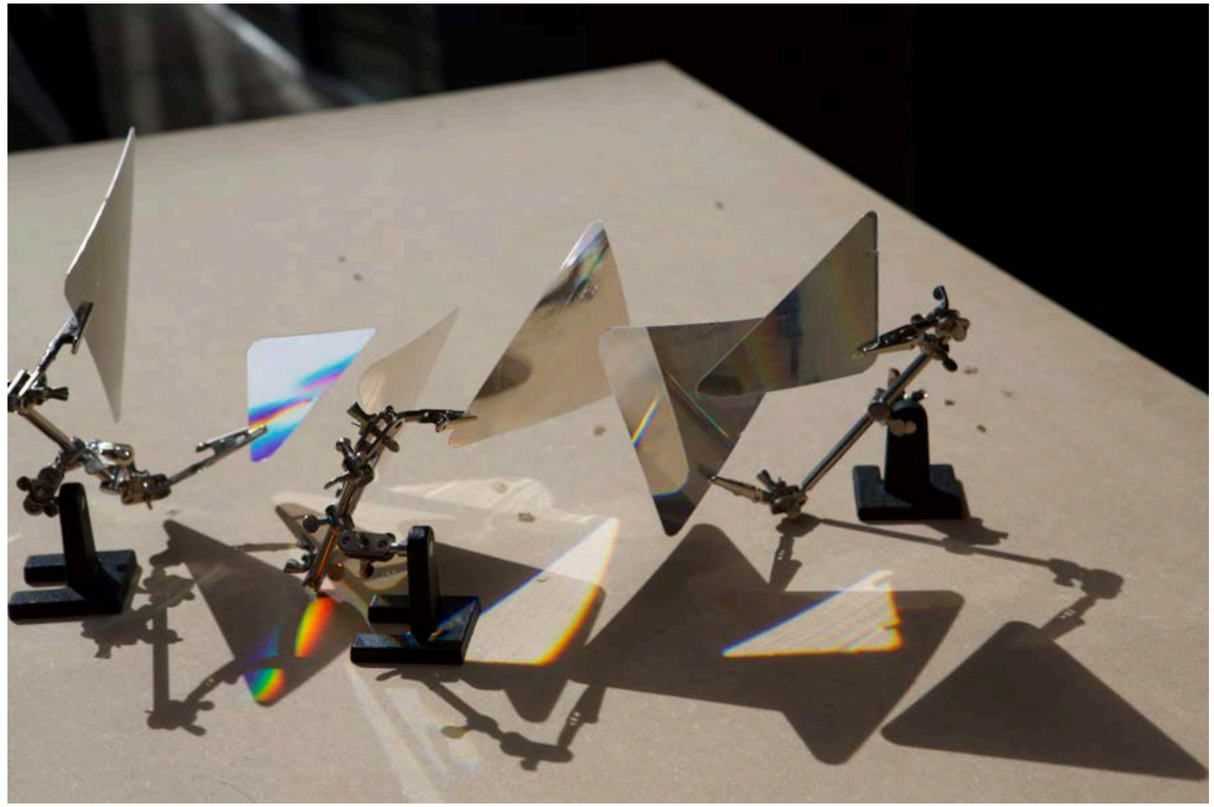


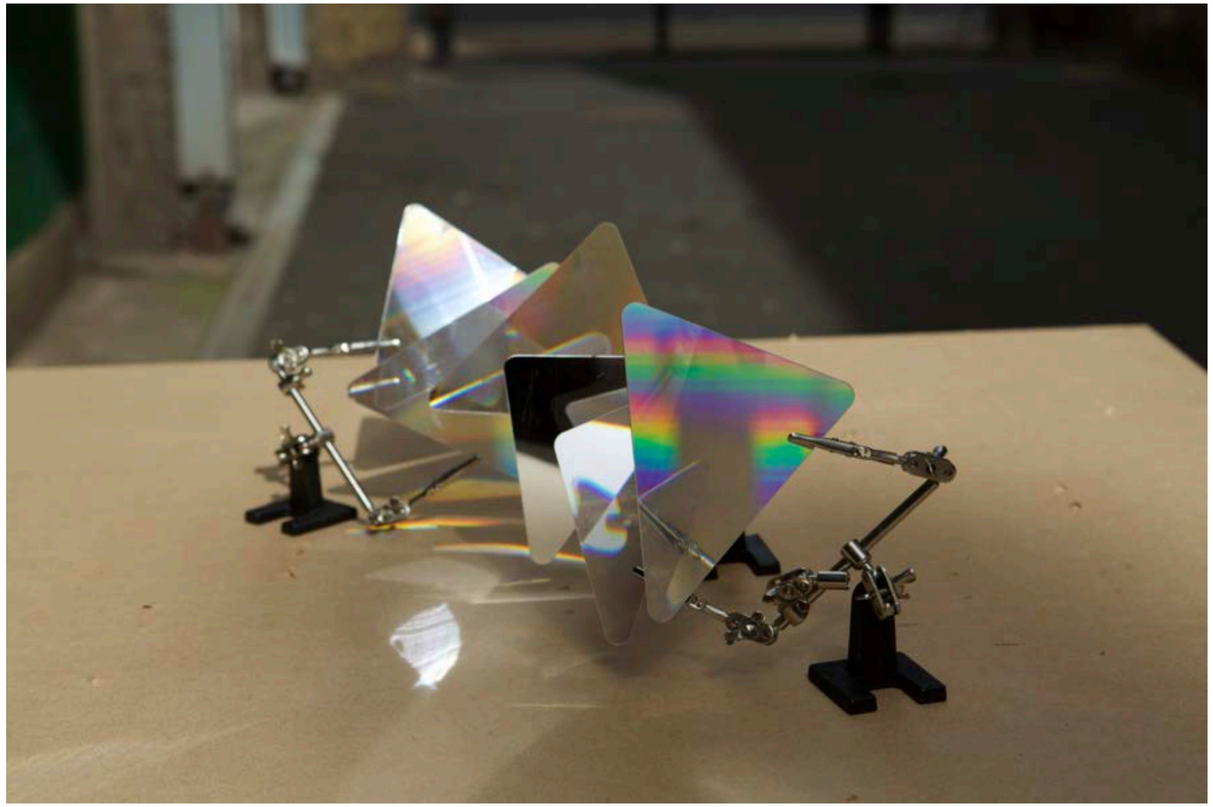


Design Development

Material Studies

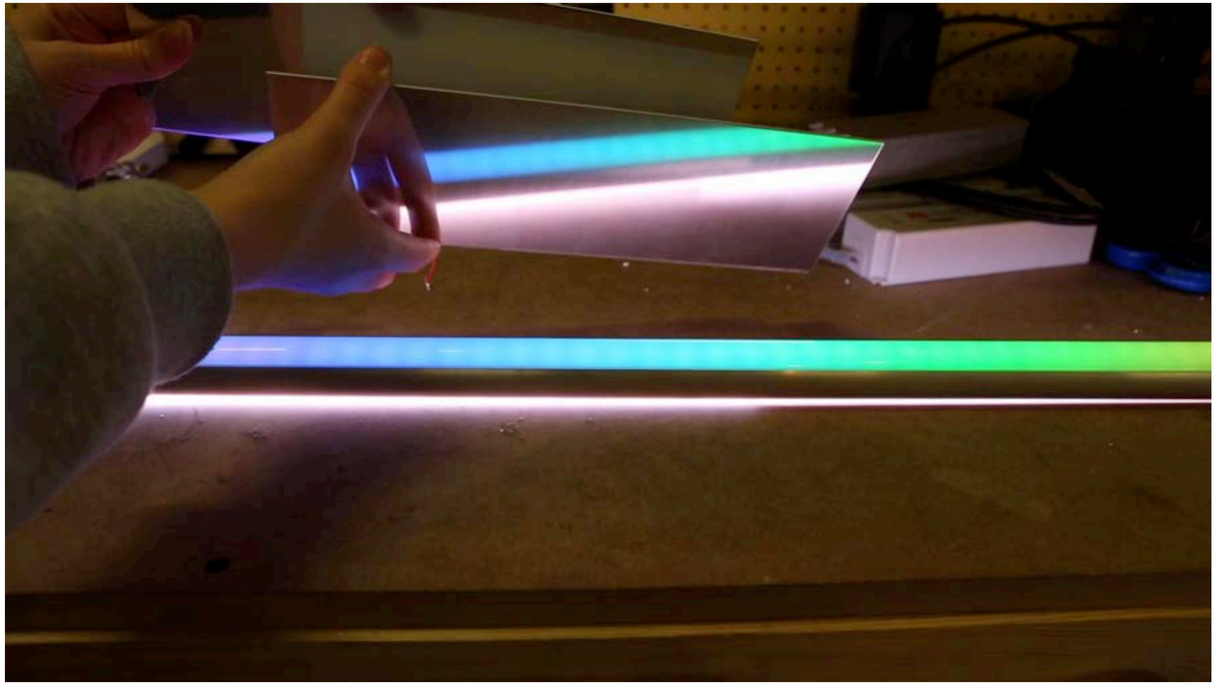
Lenticular film

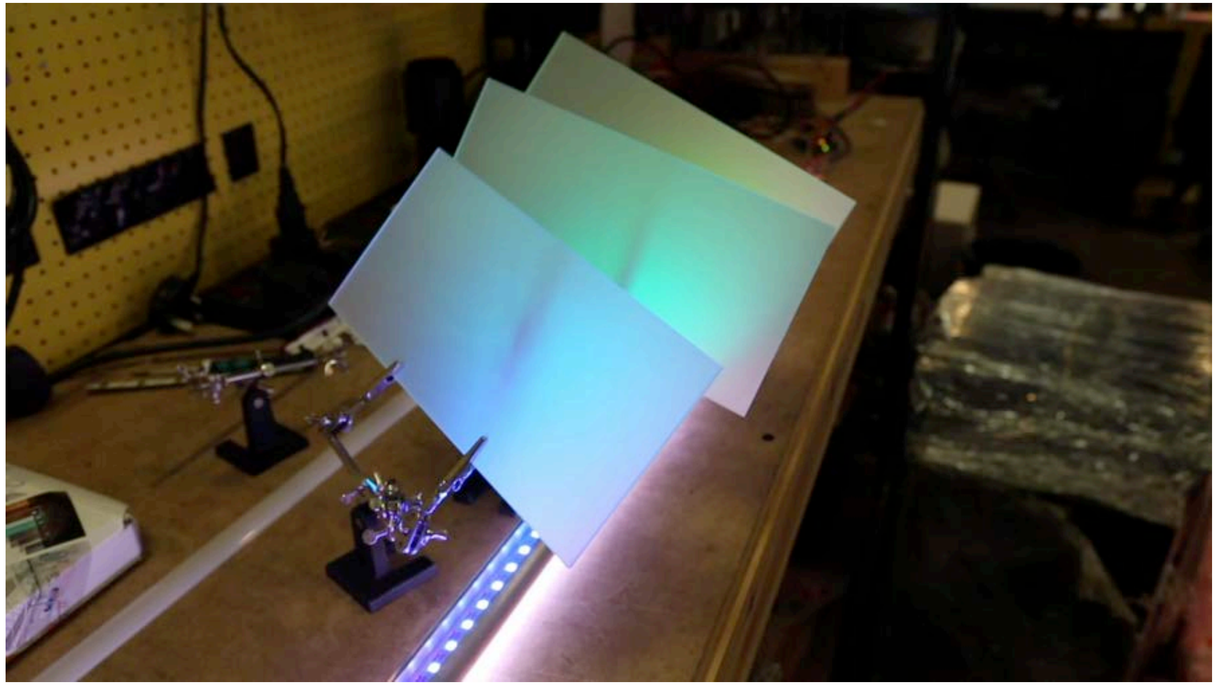




Design Development

Light Studies





Design Development

Light Studies

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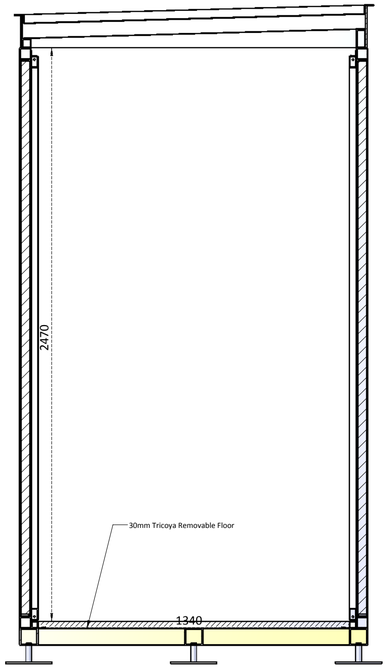
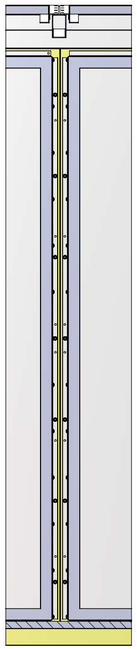
Design Development

Vitrine

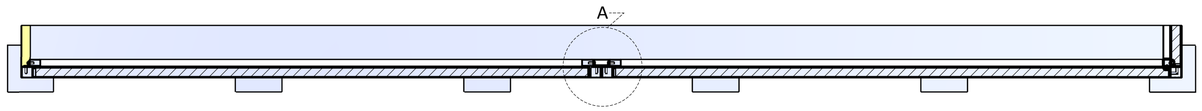
SECTION AA-AA



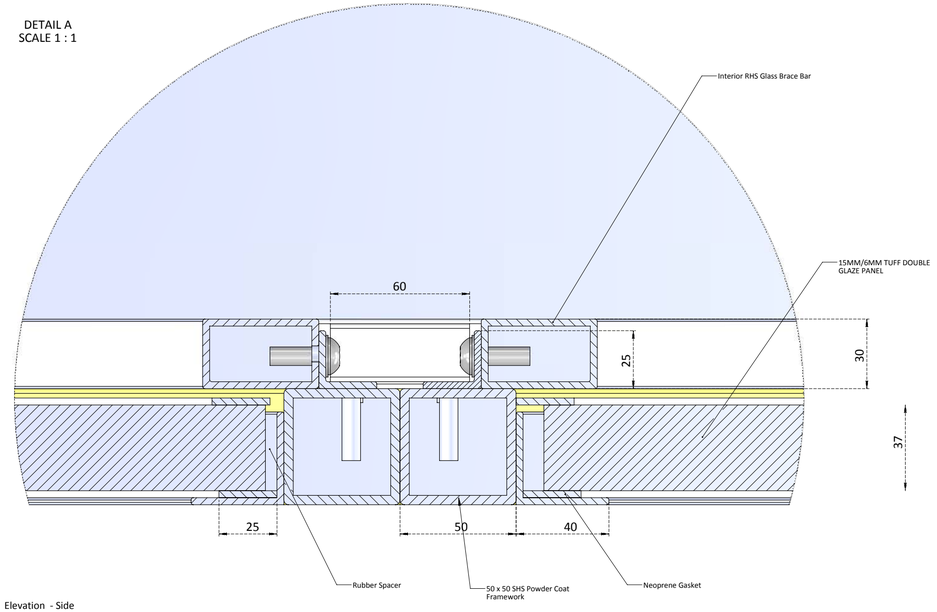
SECTION BB-BB



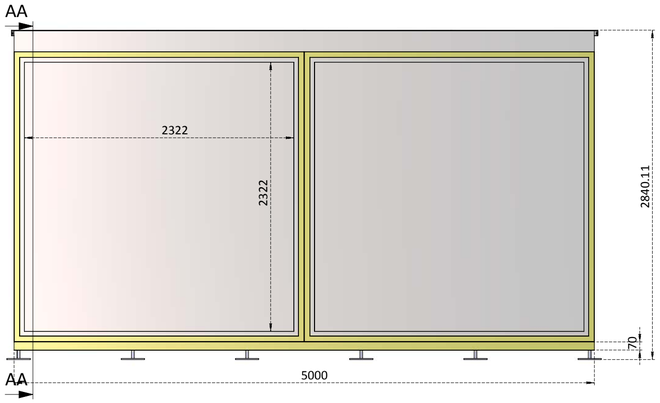
SECTION CC-CC



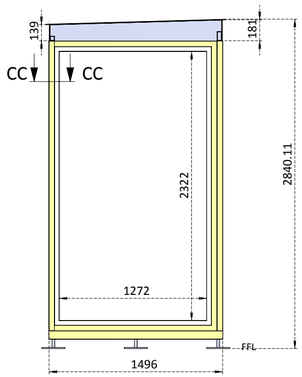
DETAIL A
SCALE 1 : 1



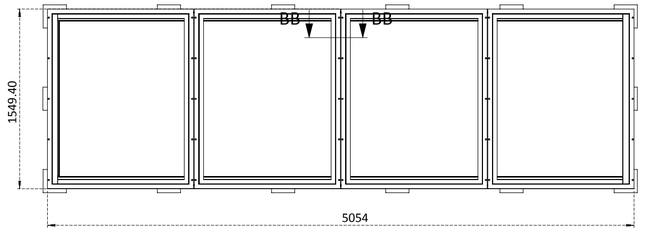
Elevation - Front



Elevation - Side



Plan View



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Next Steps

Context

- Background contrast
- Landscaping
- Power and Data connection

Glass Vitrine

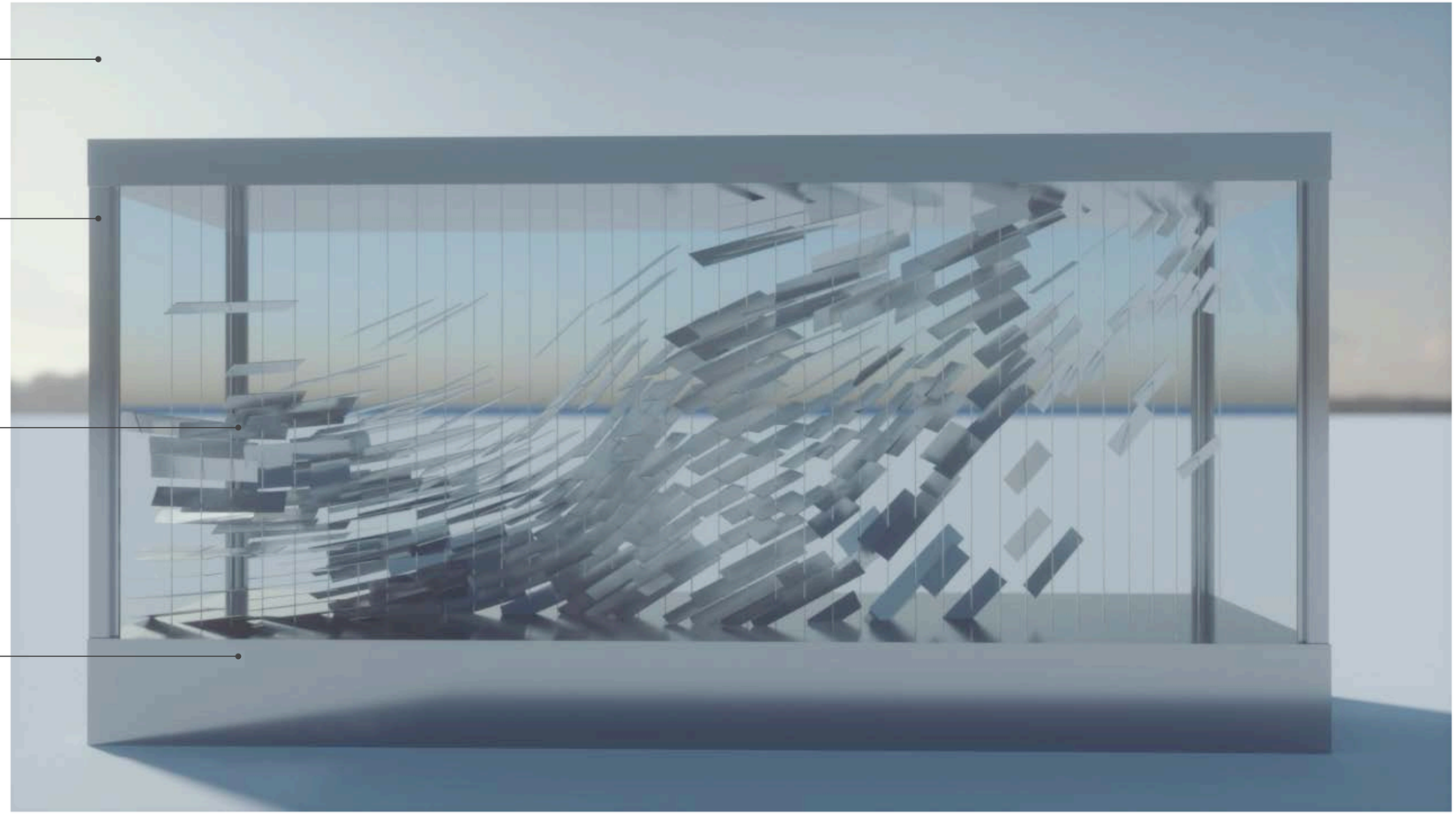
- To be updated to match quoted design
- Coordinate integration on site

Sculptural Element

- Fixing detail to be confirmed and tested (mechanical or fixed)
- Density (cost balance)
- Material quality and effect (cost balance)

Technology

- External Light (feasibility to be explored)
- Internal Light based effects (basic option)
- Wind movement (advanced option)



Next Steps

Timeline