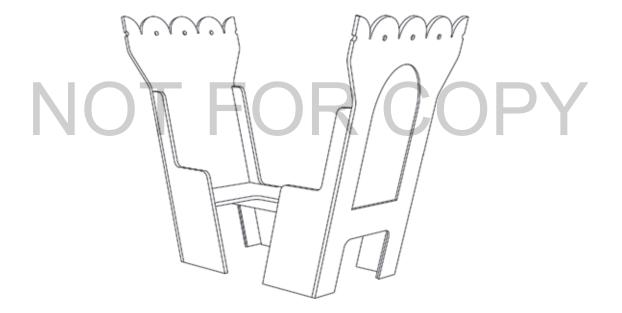
## LFA BENCHES

### A Game of Moans

Public seating for all ages



The gap between the younger and older generation has never been greater! The political divide is driving a wedge between the two and it seems to be getting worse. This bench aims to appeal to how both younger and older people will sit and use the bench, giving the public an opportunity for people from all ages to use it so that they can actually speak to each other and begin to understand each other's points of view.

The Throne like bench has been designed to allow different seating configurations - The 15 degree back angle, armrest, 450mm seat depth & height, and the opportunity to face one another without rotating your body will allow those who are less mobile to use the public seating more comfortably. For the younger demographic - No armrest, connecting section and the great width gives the opportunity to lounge and put your feet up, terrible for your posture but great for relaxing and debating.

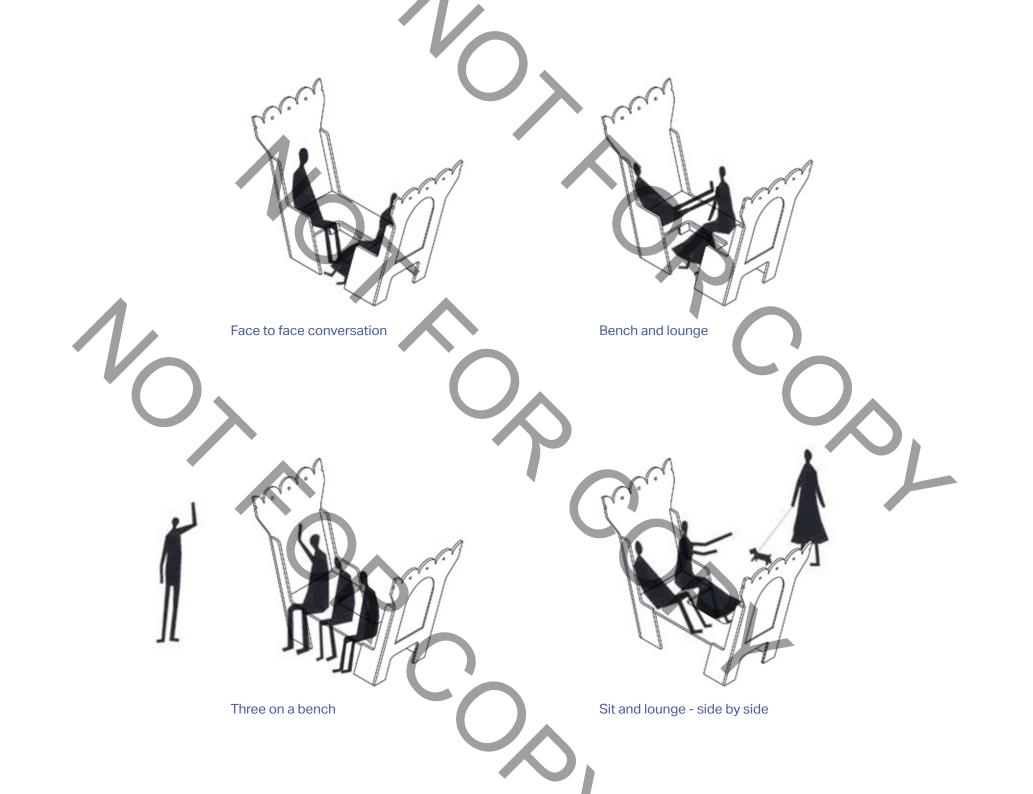
The aesthetic of the bench has created two throne like debating chairs that face each other connected by a single bench piece. To set people off on the right foot, in terms of debate, the design will also evoke a piece of conversation everyone can agree on ... how bad the ending of Games of Thrones was.

This project is in collaboration with AR18, based in Watford, who have allowed reduced rates of manufacturing time to the construction, support with the detailing of the bench, and they'll let me borrow their van!

#### The Team

lain Jamieson - Design graduate from the Royal College of Art who is still upset about the ending of Game of Thrones

Dave Drury - CNC department manager at AR18, less upset by Game of Thrones





# A Pineapple for London

### HAC

Contact: Cameron Clarke
78 Nattergalevej,2400
Copenhagen NV, Denmark
cameronclarke89@gmail.com
+45 2225 1068



02 A PINEAPPLE FOR LONDON



### **PROPOSAL**



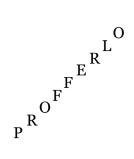
If someone asks you where you are, most people will answers in relation to local information. 'In front of Saint Paul's Cathedral', 'On Cannon Street'. But for someone who's not familiar with this place this information might be insufficient. That's way you could also answer this question with global information, with is set of coordinates that are in relation with the rest of the world. A lot of times we know what our local position is, but we forget our global position, not just geographically, but also mentally, political, cultural, welfare,...

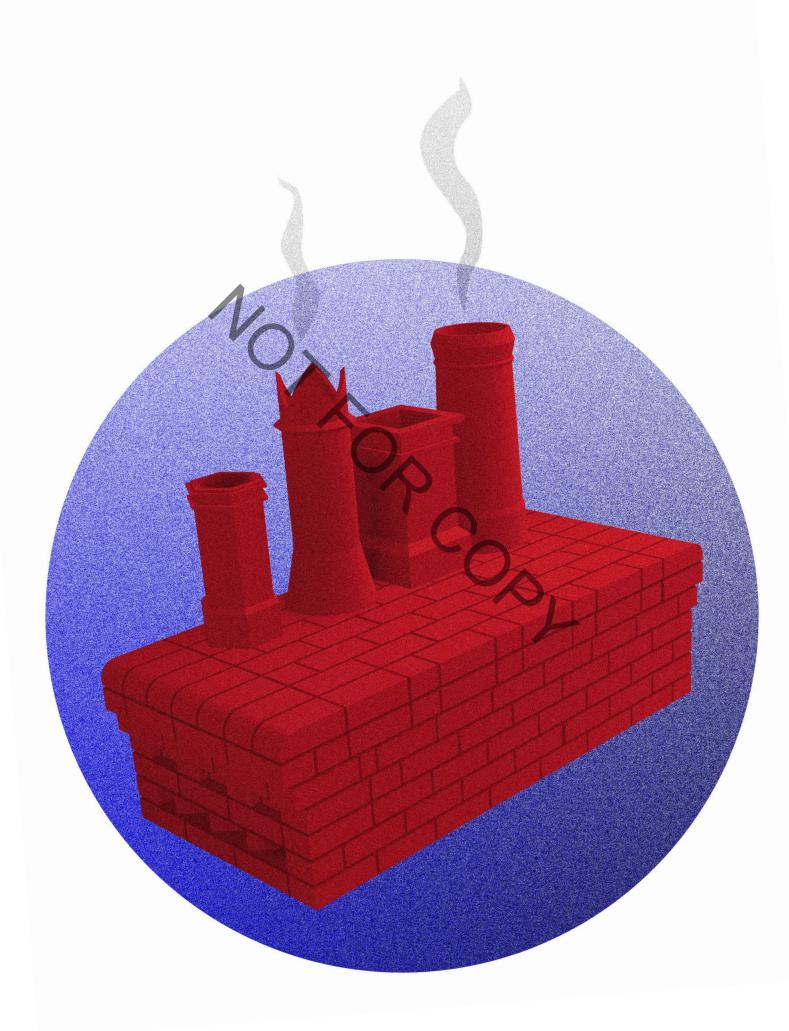
The bench is a spatial expression of this coordinate system, which we can experience on a physical level. The three planes that form the bench each represent a different axis in the Cartesian grid. In this way, the bench not only draws the gaze and thoughts of the viewer physically inwards (where am I?); but also allows the visitor to look and think outwards, into the surroundings (what surrounds me?).

The bench will be engraved with (and named after) the coordinates of where it is placed, confronting us with this certain place in a different way, placing our view in a more global perspective. The bench also has no clear sitting direction, offering the person seated an all round view and encouraging more spontaneous interaction.

# Chim chim

proposed by PROFFERLO architecture





### "LOOK UP" Paper Model

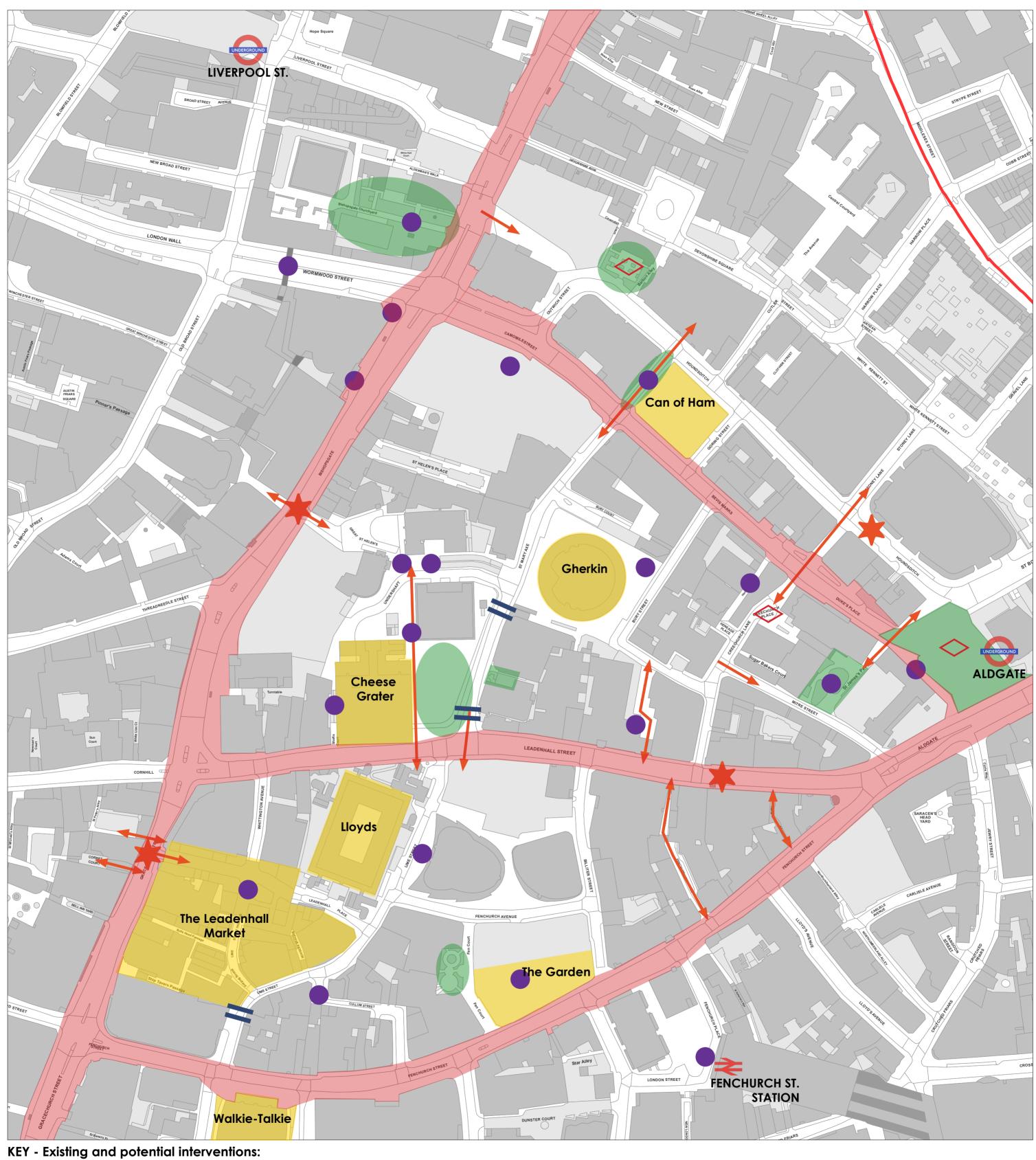






# LFA POWER WALKS

### City Cluster Project Area



Green spaces Architectural landmarks

Sculpture in the City Wayfinding / Signifiers

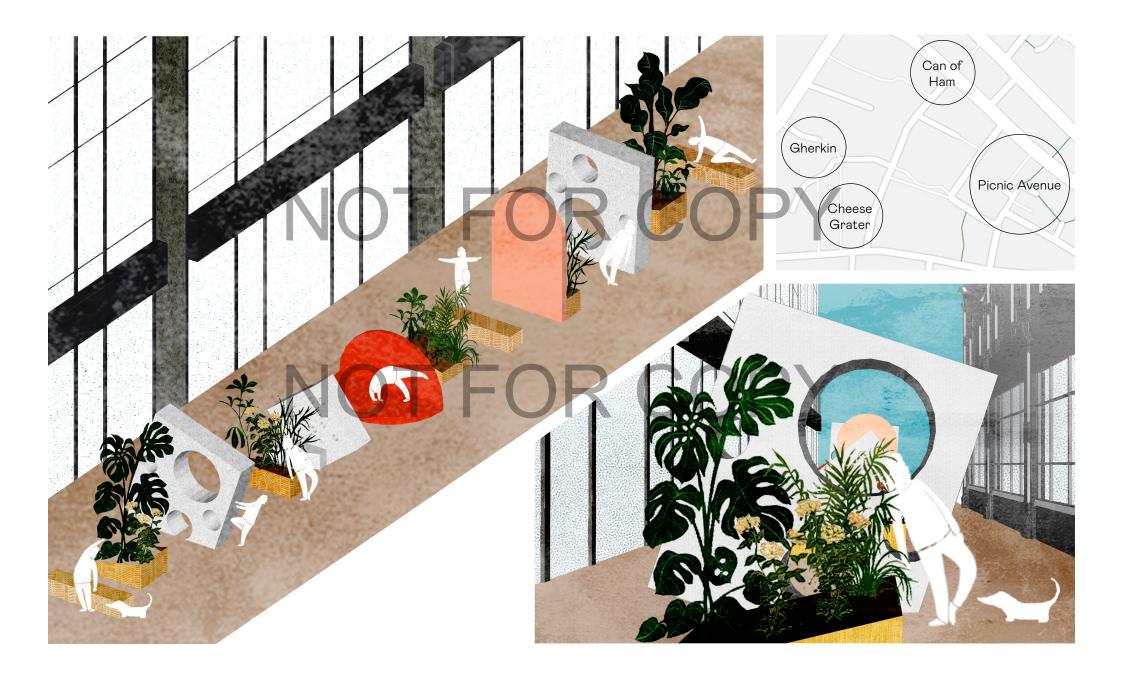
Informal crossing

Movable planters

Potential locations for bigger installations

Main roads (discourage use as walking routes)

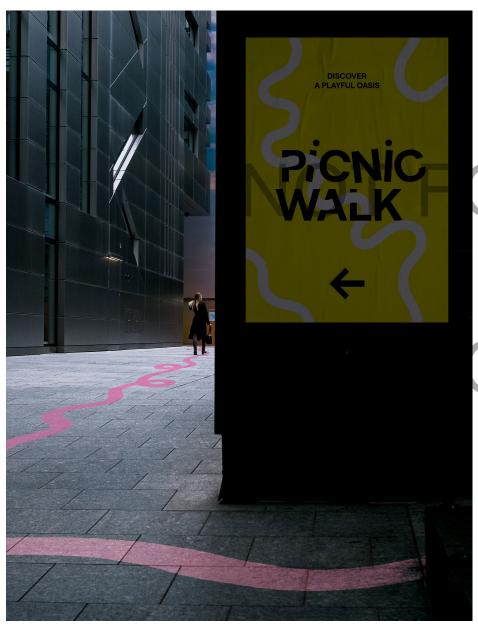
### Picnic Walk - Concept Visualisation



### Picnic Walk - Concept Visualisation



### Picnic Walk - Branding & Wayfinding





Our wayfinding system would be based on a simple graphic device - a playful line that disrupts the stark and cold corporate streets.

We could use it to connect different parts of the City Cluster guiding the public to our urban intervention and the different landmarks. Using QR codes or similar digital integrations the public will be able to unlock trivia about the area.

The use of bright colours would help our signage stand out among grey buildings.

We could use simple materials like posters and vinyl stickers to give directions to the public.

PİCNİ WALK

### **Empowered Perspectives**



### Knowledge is Power

Even for Londoners, it's easy to get disorientated in the City of London. You're meeting someone in the Sky Garden, and although you know exactly where it is, as you get close the building disappears from view. One wrong turn and you're 10 minutes late.

You're running for the 18:05 from Fenchurch Street. You've caught the train a hundred times before. But you take a short cut, get lost cutting through Leadenhall Market and twenty minutes later you're waiting for the 19:26. Trying to locate the coffee shop you discovered last week, you find yourself performing a familiar dance: phone out, eyes down, pirouetting to match the roads on screen with those under your feet. You might eventually find the café, but what did you miss en route?

Knowledge is Power is a colourful wayfinding strategy that simplifies complex routes, connects key landmarks and reveals fascinating details about the city that you didn't know you didn't know.

### **Cardinal Points**

Four directions form the basis of all navigation. Beyond their simple utility, teh concepts of north, south, east and west signify tribal attachments to regions of the city. However, with the advent of modern mapping software, today we rarely use the compass to find our way around.

Knowledge is Power liberates pedestrians from their GPS devices and celebrates the simplicity of the cardinal system. Pathways through the City's complex maze of ancient streets can be broadly divided up into north/south and east/west routes. Our series of wayfinding posts in public spaces and key intersections will use the cardinal points to simplify routes through the city. When you know that red circles indicate north/south, and blue triangles indicate east/west, you can be confident that you're going in the right direction.

Information about temporary events can be easily hung from the posts, so they act as noticeboards as well as signposts, and the network of visual connections is supplemented by vinyl graphics on floors and walls.

### Facts on the ground

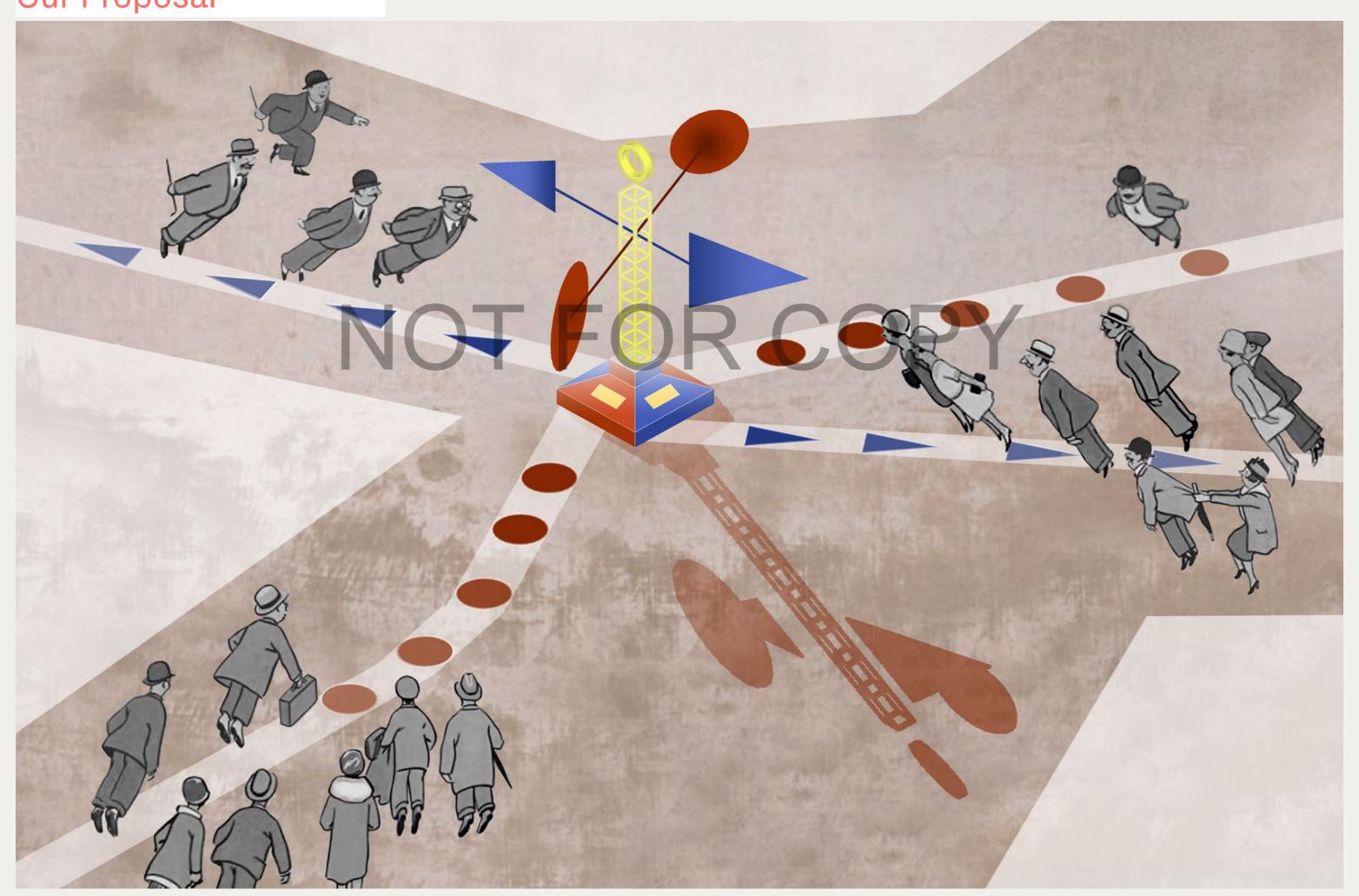
As well as offering directions to key destinations, from landmarks to stations to nice green spots for lunch, each post holds interesting information about the locality, revealing the city's social, historical and geographical layers. The oddly named church next to the Gherkin, St Andrews Undershaft, is named for the maypole that once stood opposite, for example. And if you don't know to look up as you walk down Philpot Lane, you'll miss London's smallest statue: two mice installed in honour of two of the Monument's construction workers who fell to their deaths arguing over who ate a sandwich (it was the mice).

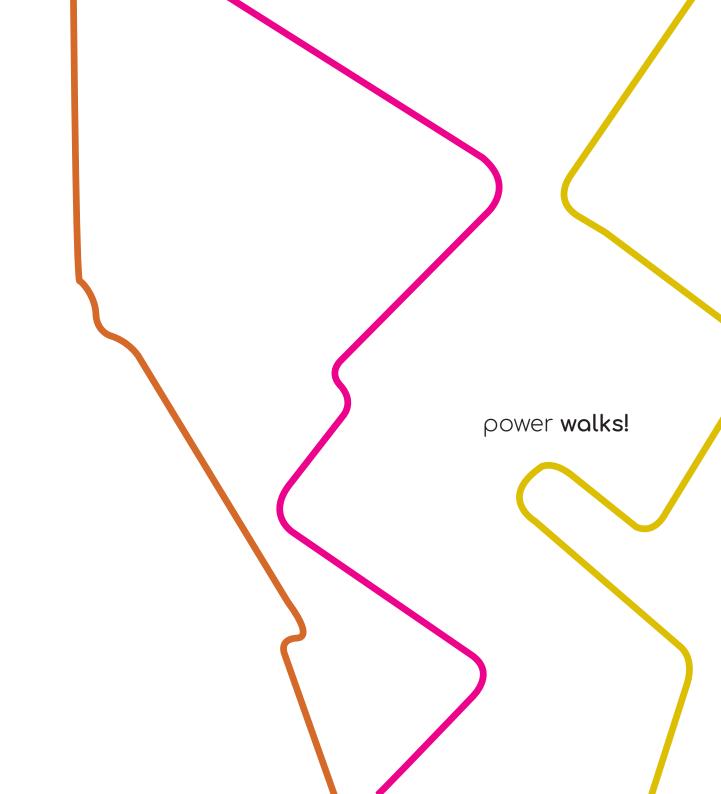
An intriguing, striking and intuitive wayfinding system, Knowledge is Power will tempt pedestrians away from major roads, and then simplify and enrich their journeys.



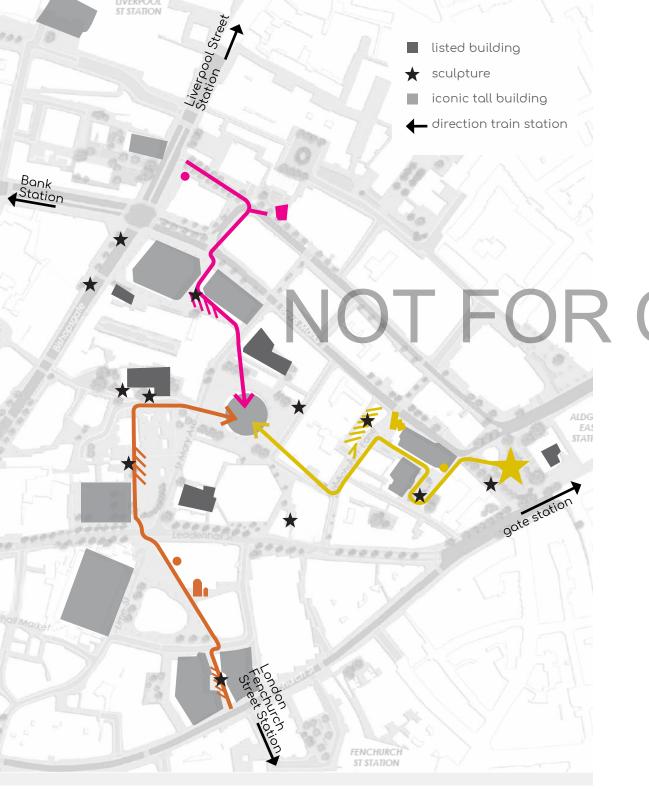
Projects Office 2020 City of London Power Walks

Our Proposal



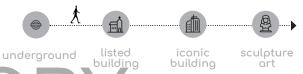






### the selection of the routes

Each route effectively leads to a least one listed building, one iconic tall building and one existing sculpture. The 3 routes reach and are connected to the centre of the Cluster City: The Gerkin.



Our installation indicates some of the most interesting views and perspectives for the pedestrian, looking forward or up to the sky and high buildings. It also aims to help the visitors to discover unknown places or point of views.

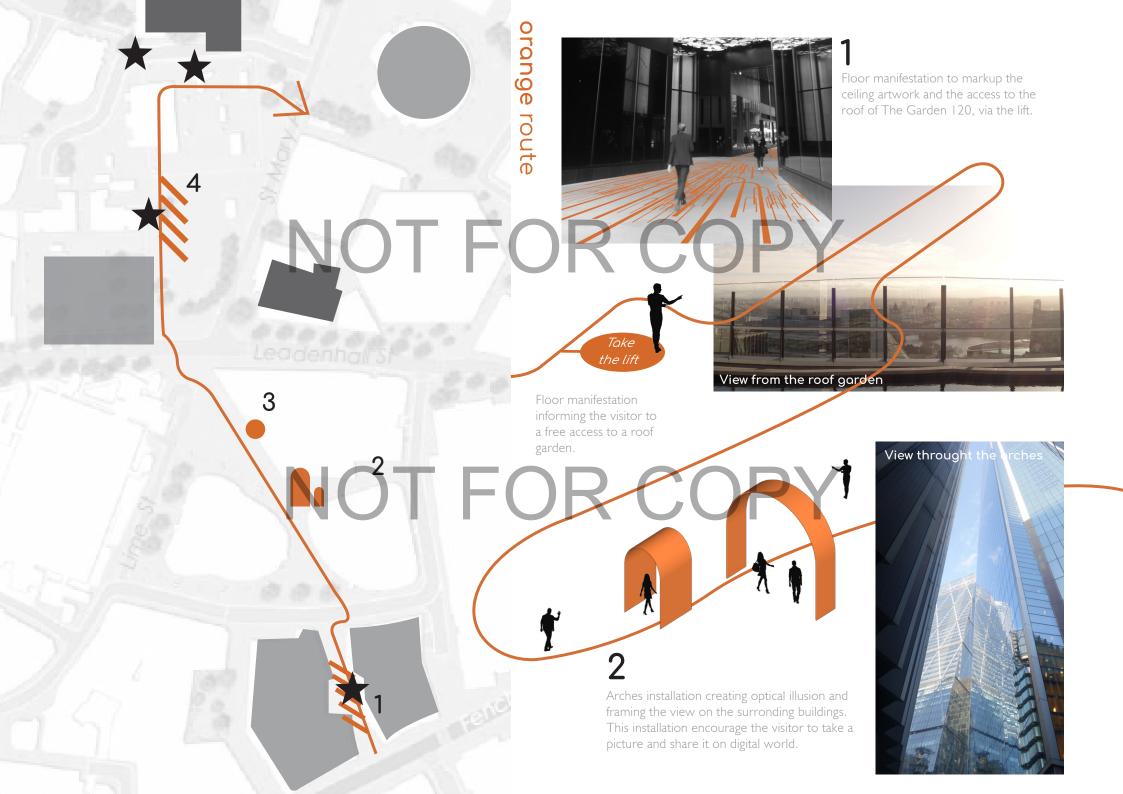
The routes are materialised by 3 bold and bright colors, in contrast with the monochromatic environment.

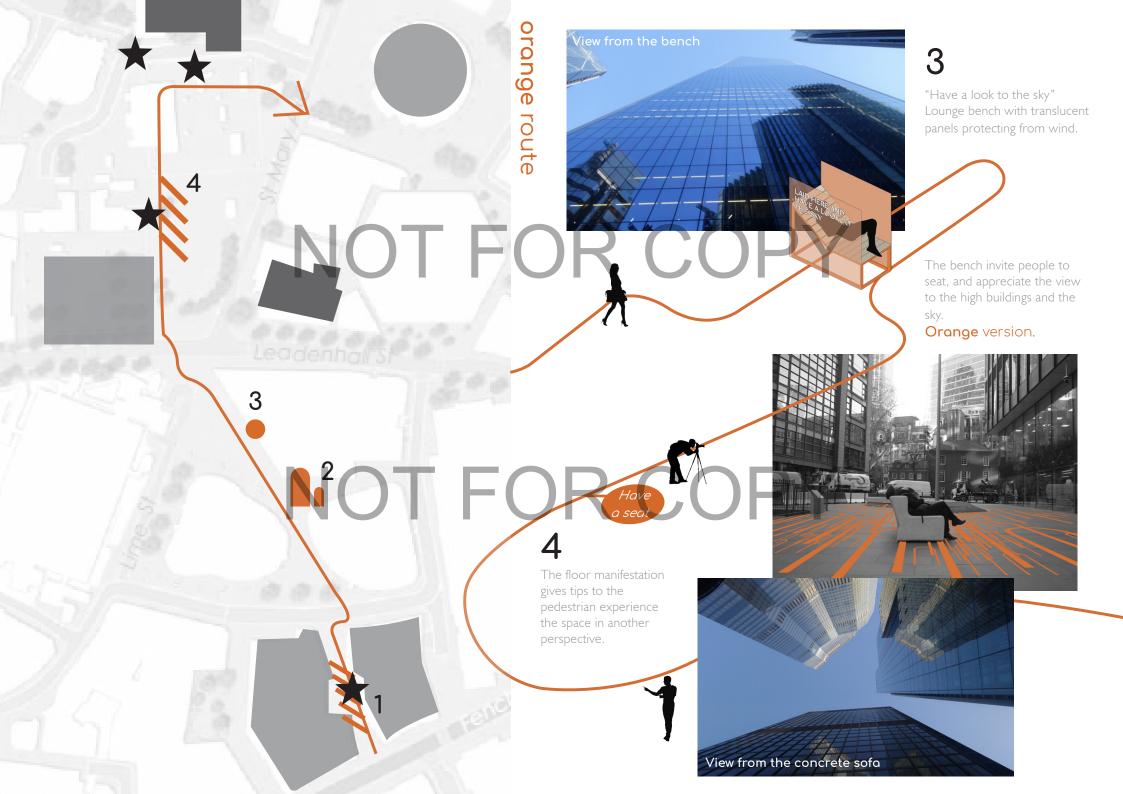
#### orange route

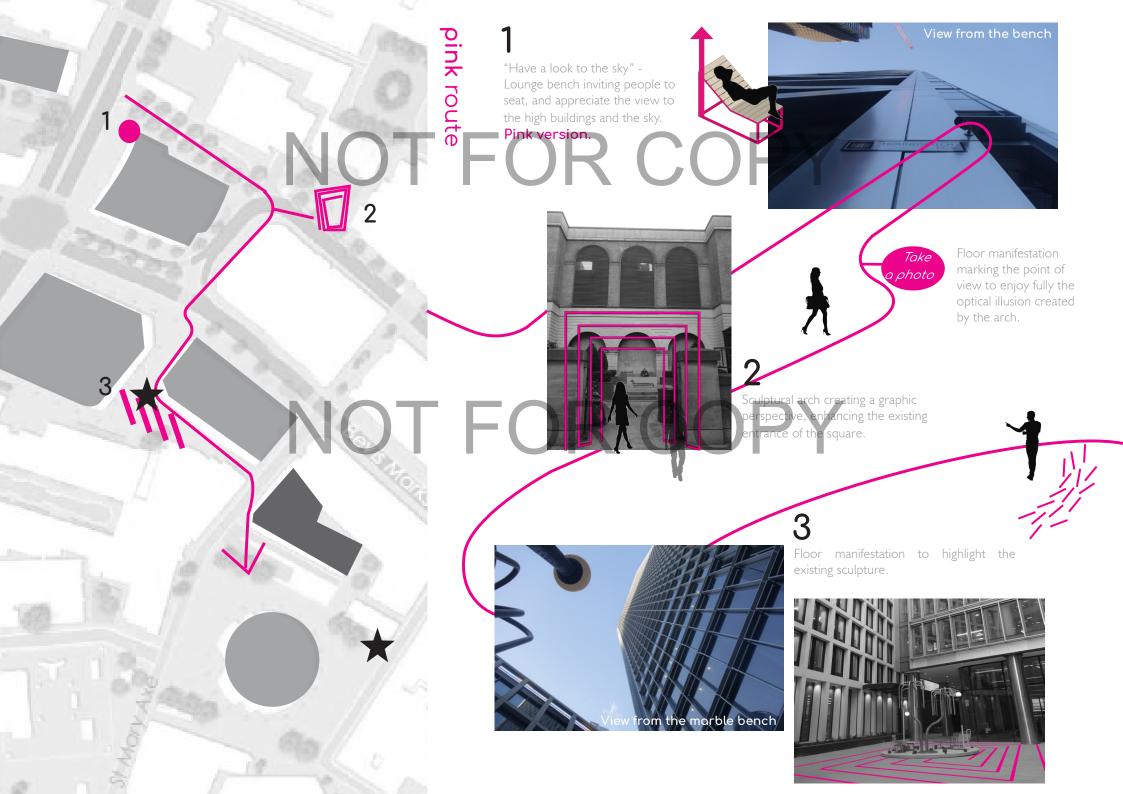
#### yellow route

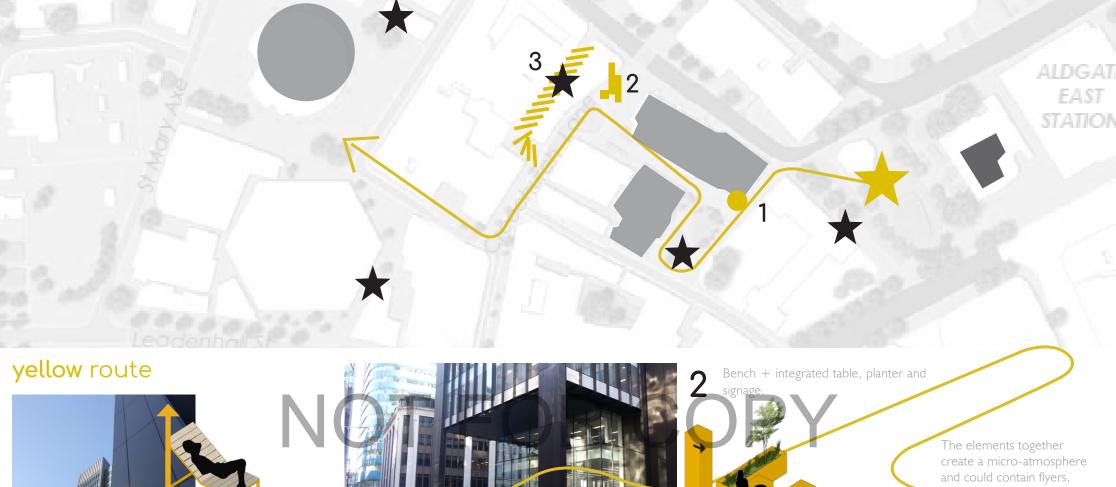
A minimum of 3 types of intervention will guide the visitors: floor manifestation, small observation point (bench) and large installation. Various informative signage will be display along the route with maps and additional information (e.g. flyers).

Each intervention, by it's strong, bold and graphic effect will encourage the digital engagement of the visitor on social media.









from the marble bench

"Have a look to the sky" - Lounge bench inviting people to sea and appreciate the view to the high buildings and the sky.

Yellow version.

Look Up

Floor manifestation and street lamps and bollards in yellow to highline this unused street.

maps and information about the routes.





differente shades of

yellow.

The Aldgate Square is a protagonist of the route. A wide sunny area with great accessibility.

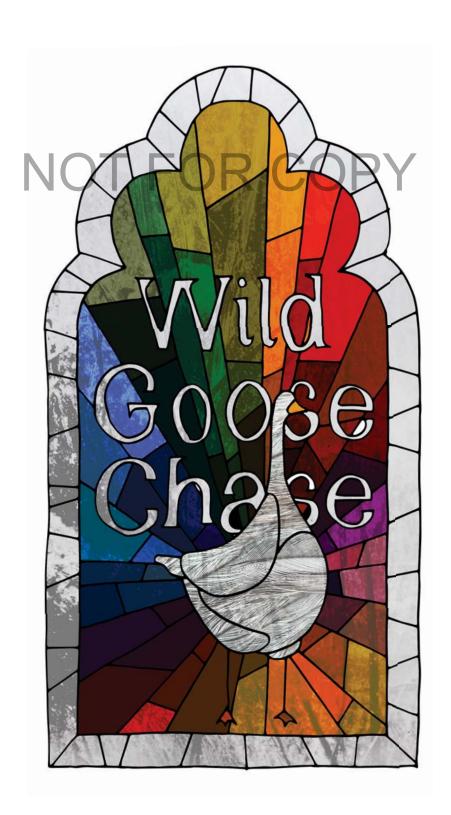
A multifunctional installation with vegetation

A multifunctional installation with vegetation, seats, stage and bold visual will enhance the paved area by its graphic feature.



...planters.

... outdoor tables and chairs (could be responsability of the cafe).





### Goose Meets Gander

Tom the goose was hatched in Calais, France. As a young gander, he fell for a gosling but was devastated when he discovered her flock was due to fly to England.

### Goose at Sea

Tom had an intense fear of flying but, upon hearing of the departure of his love, refused to be left behind and followed her on a merchant ship bound for London.



### Escape from the Poulterer

After docking in London, Tom realised he and his fellow geese were due to be slaughtered in Leadenhall Market. Tom, fearing for his life, overcame his phobia and took flight from the poulterer.

### Freedom of Leadenhall

Following a series of daring escapes, The Company of Poulters granted Tom his freedom. He lived in Leadenhall Market until the age of 37 (98 in goose years), and became affectionately known to local traders as 'Old Tom'. Upon his death, he was buried beneath the market.

### **Proposed Route**

The windows will form a trail between St Botolph's Churchyard and Leadenhall Market. Goose footprint stickers will be strategically placed on the pavement to guide passers-by along the route.

The five windows illustrated in this document have been located along the route shown below. The various churches and synagogue that inspired the shapes of the proposed stained glass windows are also highlighted in colour.

NOT FOR CO

The quantity of windows along the route could be increased pending design development and a review of costs at the next stage of the competition.



Gooseprint Pavement Stickers

#### Route

- Window 1: Wild Goose Chase 1. St Botolph's Churchyard
- 2. Window 2: Goose meets Gander Creechurch Lane
- 3. Window 3: Goose at Sea 30 St Mary Axe
- 4. Window 4: Escape from the Poulterer St Helen's Square



# ST PAUL'S PLINTH







