

Heart of the City II - Block G Pocket Park

Artist Brief for Lighting Design

20 August 2021

602719-19

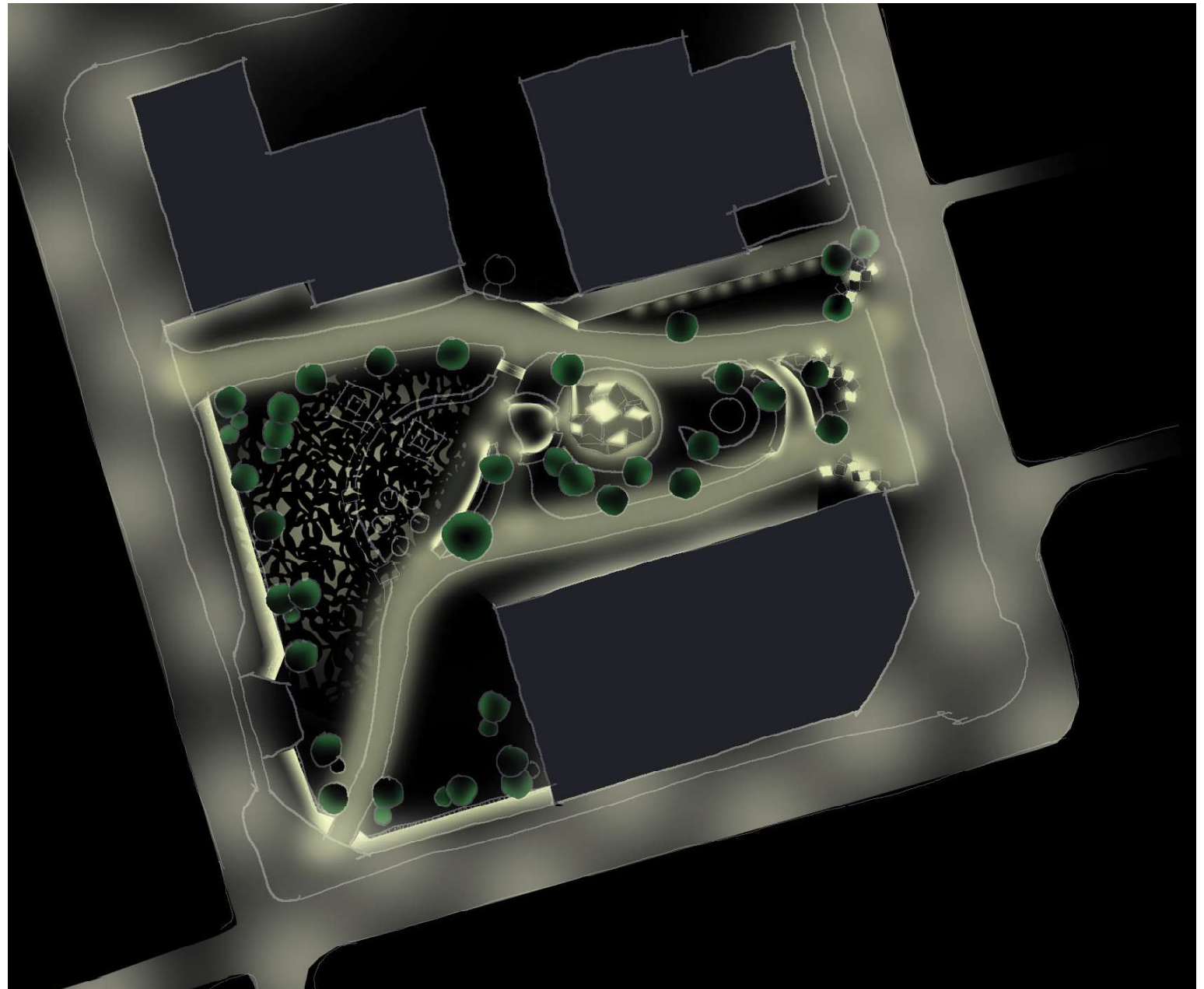
File Reference: HOCII - Block G Pocket Park - Artist Brief for issue.indd

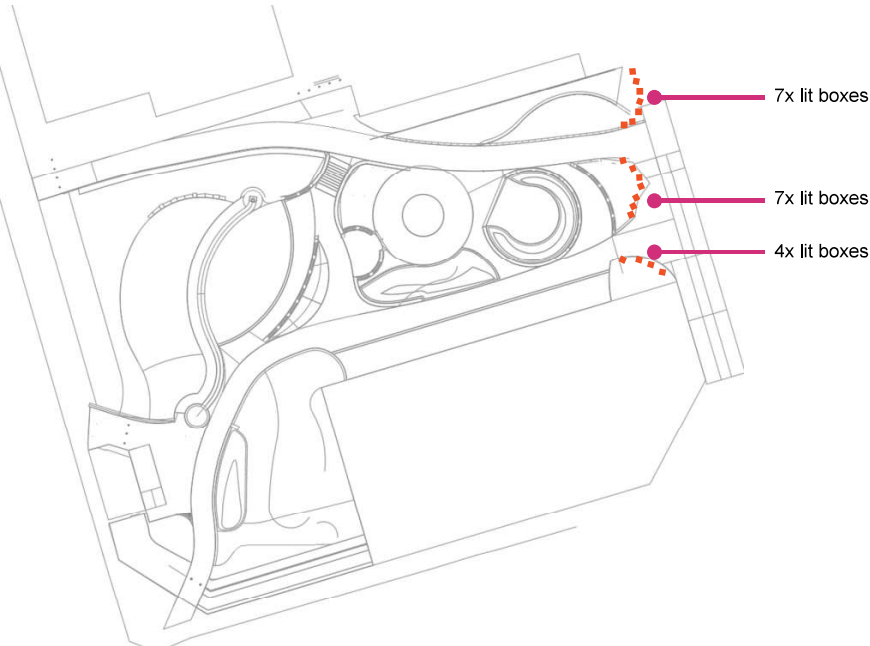
ARUP

1 Introduction

This document presents the outline design intent for Artist designed elements throughout the park.

The purpose of this document is to convey the salient points of the elements to inform development by the Artist.





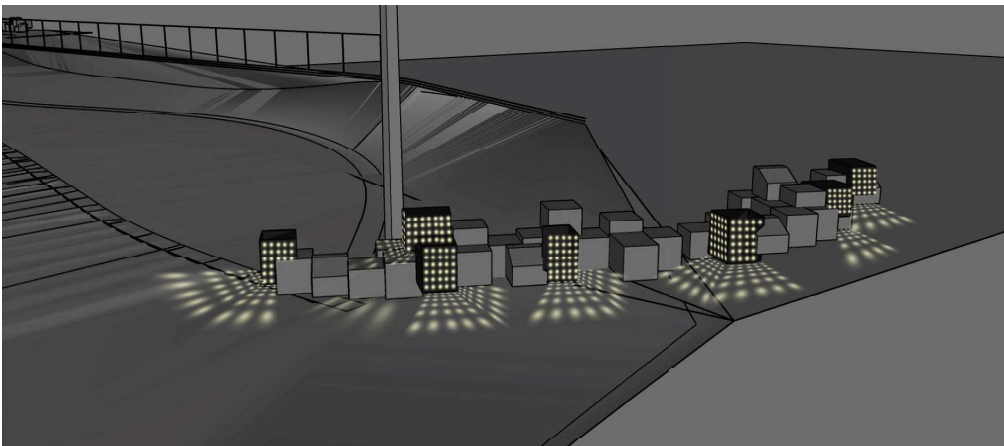
Indicative Luminaire Locations

2 Block Seating

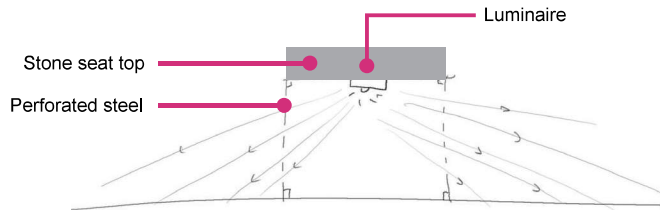
Stone blocks of 450-600mm are found throughout the park. At the east entrance, selected blocks will be replaced with internally lit perforated steel boxes. A light source mounted to the underside of the top face of these boxes casts light on the path surrounding them.

The structure will be a steel frame topped with a stone seat and clad on the sides with a perforated metal sheet to be designed by the artist.

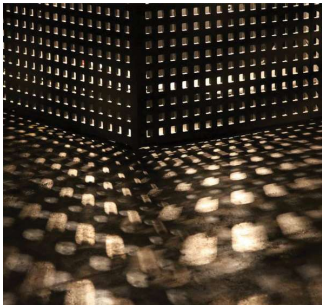
The design should avoid any potential finger traps, and any direct view of the luminaire from an adult or child standing position.



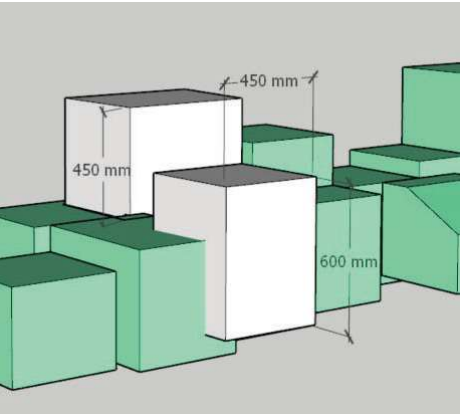
Indicative Lighting Visualisation



Basic Lighting Principle



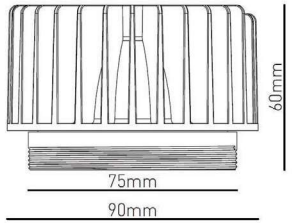
Shadow and Light Pattern



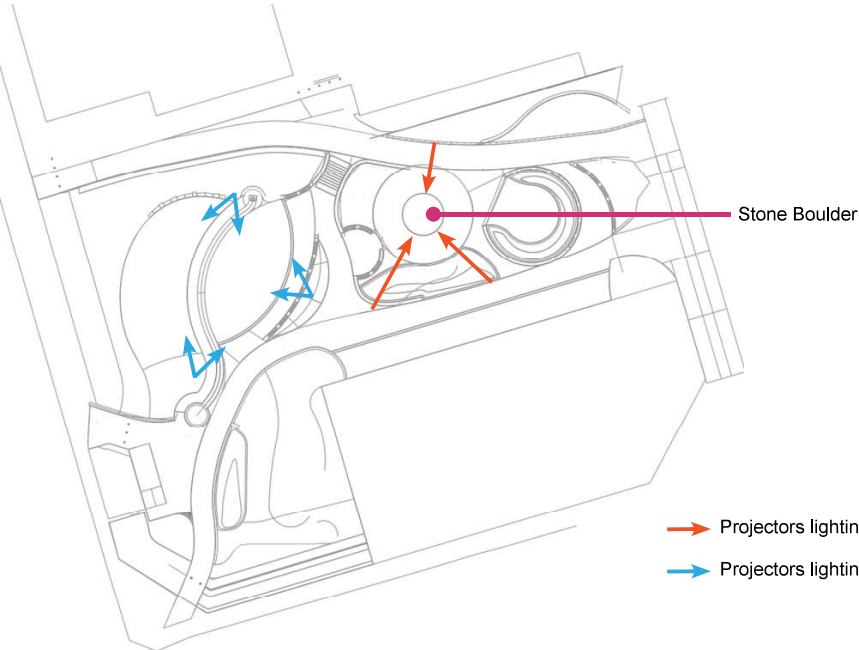
Example block dimensions (lit elements in white)



Proposed Luminaire Image



Proposed Luminaire Dimensions



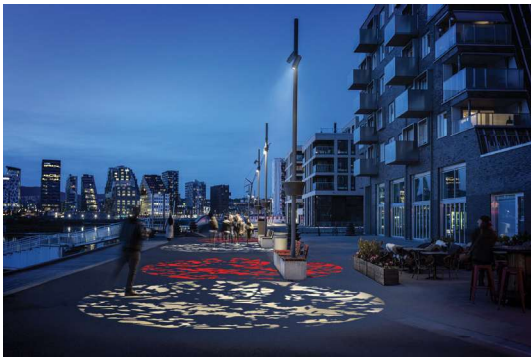
Luminaire Locations

3 Column mounted projectors

The play areas to the west of the site and the climbing boulder wall in the centre of the site will be decoratively lit using projectors.

The projector specified is capable of gobo and image type projections.

Custom metal or glass gobos for these projectors are to be designed by the artist.

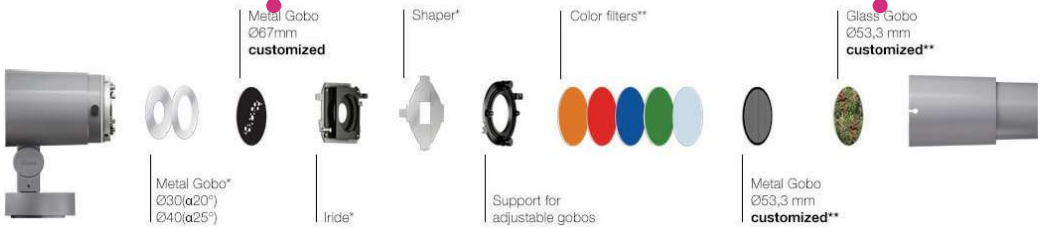


Precedent gobo projection



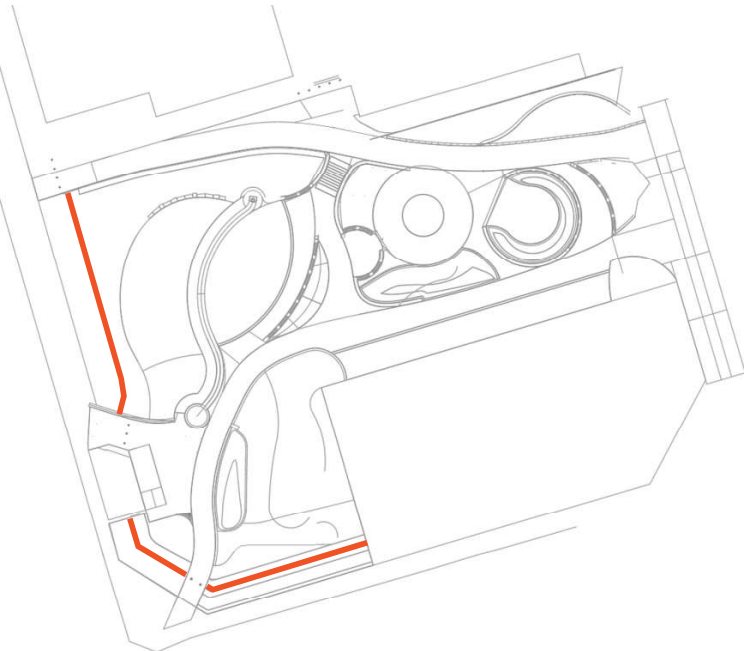
Precedent image projection

- Projectors lighting vertical surface of stone boulder from 5m column
- Projectors lighting play areas from 8m column



*Supplied with the appliance /**installation is possible by using an accessory frame

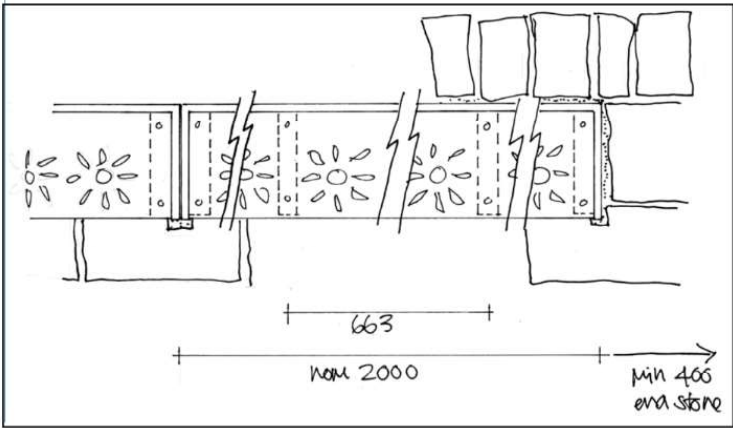
Luminaire (iGuzzini Palco InOut Framer) exploded view and customisable elements



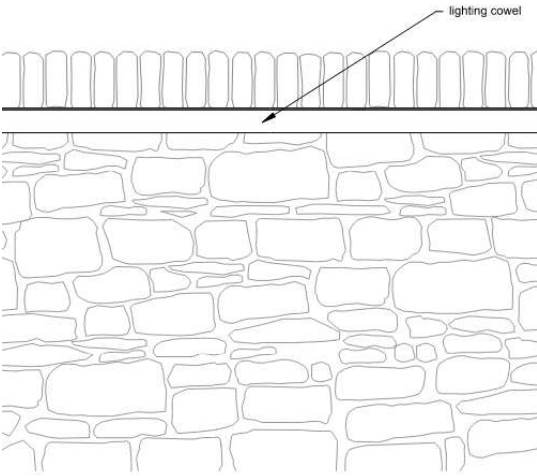
Luminaire Locations

4 Ha-ha wall coping detail

Along the west perimeter of the site is a ha-ha wall with a stone face. Underneath the capping stones along its length there will be a cowl made from metal which is internally lit. The underside of the cowl is open, allowing light to graze down the face of the stone wall. The cowl itself will be perforated on its front face to a design by the artist. The pattern chosen will be visible at night by being defined in silhouette by the lit wall behind.



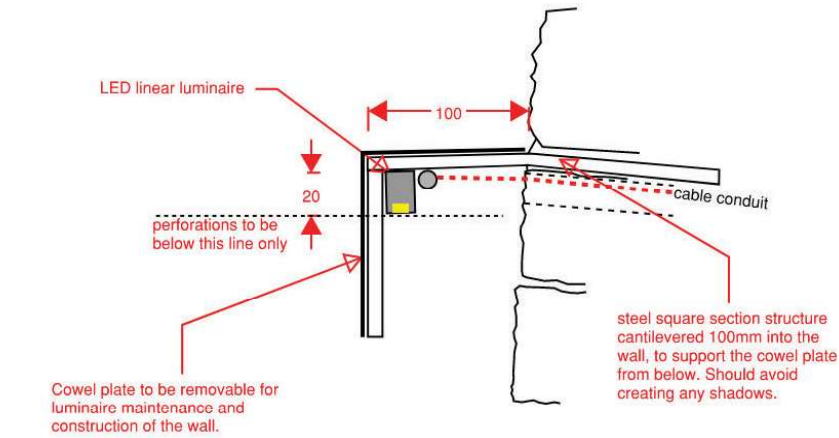
Lighting cowl concept sketch. 'Sun' perforation pattern indicative only.



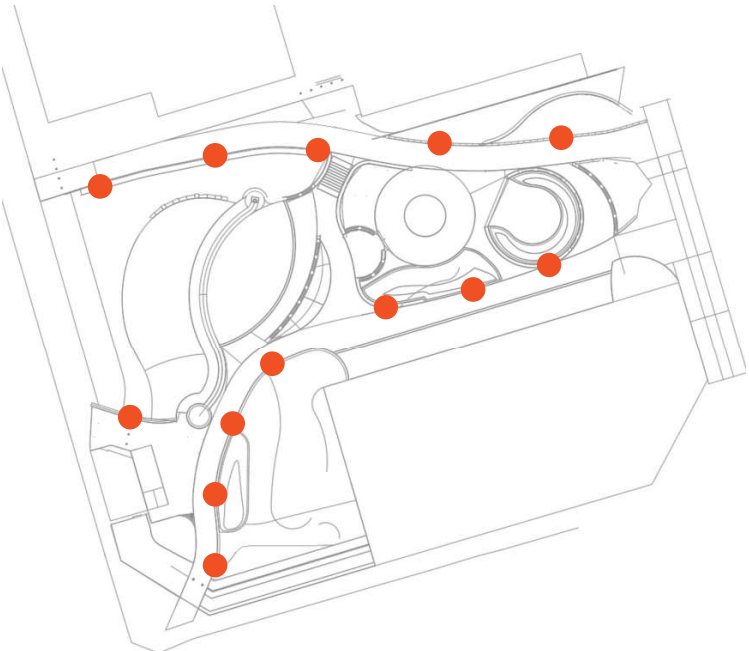
Indicative front elevation



Coping detail precedent



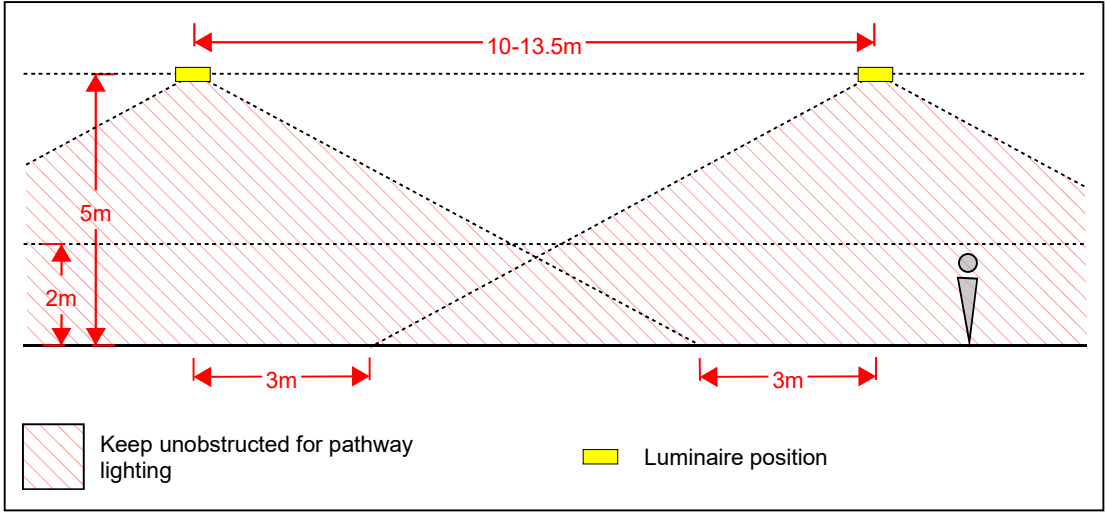
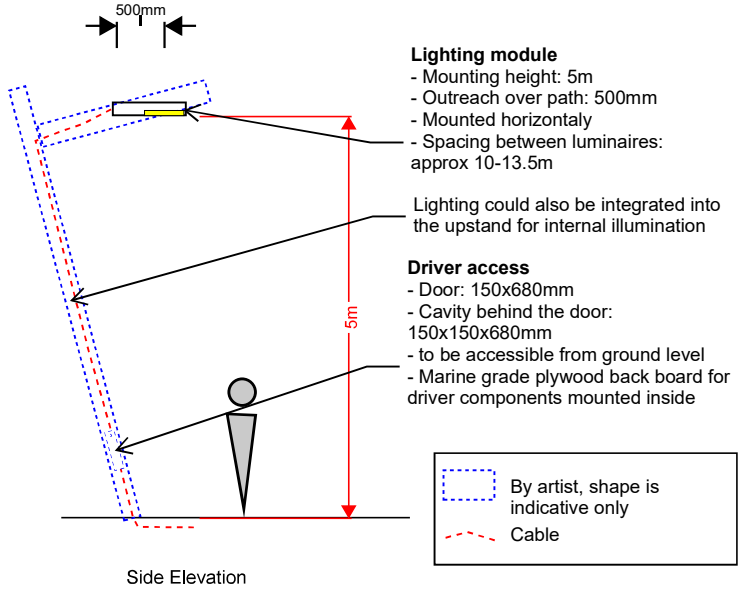
Section detail



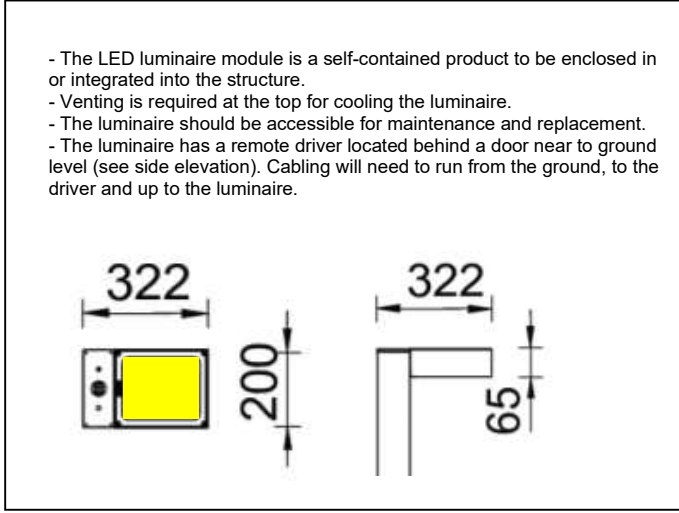
Luminaire Locations

4 Custom lighting columns

The main routes through the park will be lit with luminaires mounted on an artist designed column.



Front elevation sketch of light distribution on the pathway



LED Luminaire Details

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