



Illuminate

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(let there
be
GASSS)

PHASE 01. Research and Design Analysis

Our Task

Based on our visit to the V&A Storehouse to see objects in open storage, propose an experiential intervention for the Kings Cross District that:

District that:

- 1) Uses a single historical object (explicit or implicit)
- 2) Interprets the local history of the area (Gas Works)
- 3) Responds to a specific environment (Gasholder Park)
- 4) Engages multimodal and multi-sensory learning
- 5) Considers audience interaction



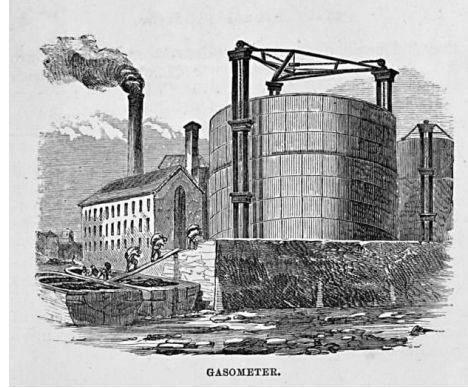


Views of Gasholder Park



Before Gas Lamps

- Streets dark and unsafe
- Hire a linkboy to carry flame torch
- Lights expensive and time consuming - fueled by whale material
- Homes illuminated from candle lamps



After Gas Lamps

- Increase in gas street lamps = increase production of iron cast
- Less expensive
- Pipeline gas to multiple lamps throughout streets and homes
- Changed nightlife in London

Invention of Gas Lamps

- Scottish inventor and chemist - William Murdoch
- Illuminated house in 1790s
- Gas manufactured from coal
- Transported via Regent Canal
- January 28, 1807 - First gas lamps erected on Pall Mall, London

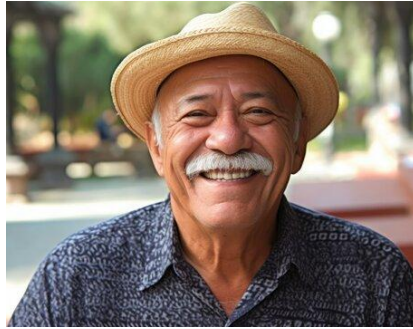


Audience Personas



Name: Selena
Age: 20

Selena is an art student at CSM who enjoys going outside between her classes. Gasholder Park is one of her favorite spot near the university.



Name: Stephan
Age: 60

Stephan is a retired postman. To get exercise, Stephan likes to walk around King's Cross and people watch.



Name: Hope
Age: 7

Hope likes coming to King's Cross with her family to play in the water and go to the park. She likes to run around the gasholders and sit in the grass.



Name: Philip & Tina
Ages: 45

Philip and Tina have been married for 15 years. They love going on dates in King's Cross. They always end the night sitting at Gasholder Park while eating gelato.

PHASE 02. Concept and Design Proposal

Our proposal focuses on:



We plan to implement **light installations** that connect the history of gas powered lamps to the lights of the present.

Initial Sketches



Inspiration



PHASE 03. Detailed Design Solutions



#B2BF3B

RGB 176,191,59

#252601

RGB 35,36,1

#EBEFF2

RGB 235,239,242



#3E5902

RGB 62,89,2

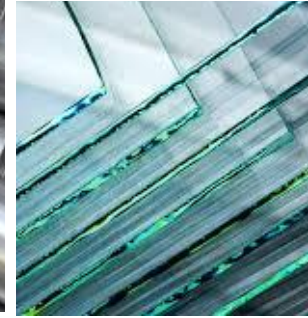
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RGB 243,202,85

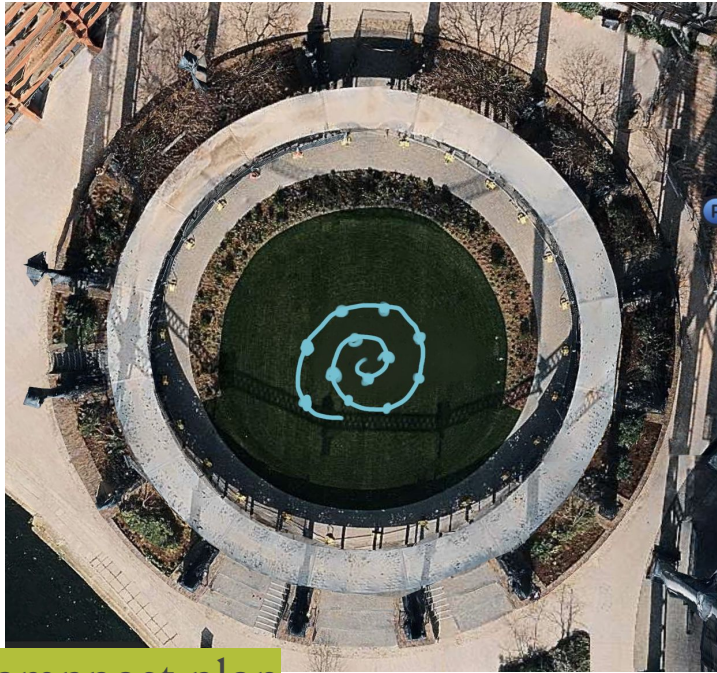
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RGB 64,68,89

A combination of light and dark colors symbolizes brighter contemporary lighting and darker gaslit lamps of the past.



Materials



Lamppost plan



PHASE 04. Design Documentation and Intent



Call to Action

Our design aims to play with **light and dark** to symbolize **the significance of gasholders** and its effects on city life.

By incorporating 1800s street lamps and contemporary lights, we will engage with the history the Gasholder Park holds while embracing the present.