

Ards Forest Park Architectural Commission \_ 800 word design statement

## Stallan-Brand

Architectural Statement  
Picnic Table Construction

We propose a 'means of making' using picnic tables.

Our proposal is to present a construction approach not a final design at this stage that has a unique aesthetic and architectural potential. Our concept for the Ards Forrest Park architectural commission is to construct a theatre, a gallery, a labyrinth or a series of follies using between 100-200 standard 2.4 metre long picnic tables that would be bolted together.

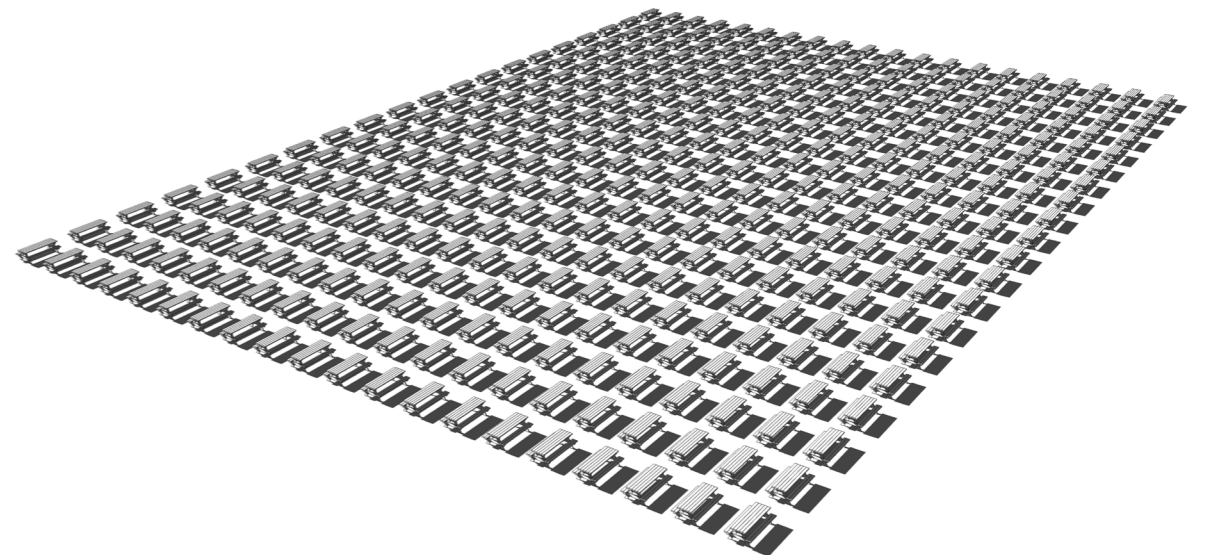
Conceptually a picnic table is a highly familiar if somewhat unremarkable object found in all Forrest parks. Combining the tables in the manner we propose will create an architecture that has no relationship with picnic tables from first inspection. In fact the forms we have detailed appear classical almost existential in appearance, certainly far removed from the traditional picnic table experience.

We have kept the final form of our proposal open ended at this stage in the hope that we might enter into a creative dialogue with the Ards Park commissioning team to refine our plans; i.e. so that the work will have the greatest impact.

We would also highlight that depending on the 'deal' we can strike with a picnic table supplier; i.e. on the cost per picnic table it might be possible to increase the scale of our work allowing us to build more than one structure.

We confirm that we are genuinely excited about the prospect of delivering a highly sculptural work that will delight and surprise the public.

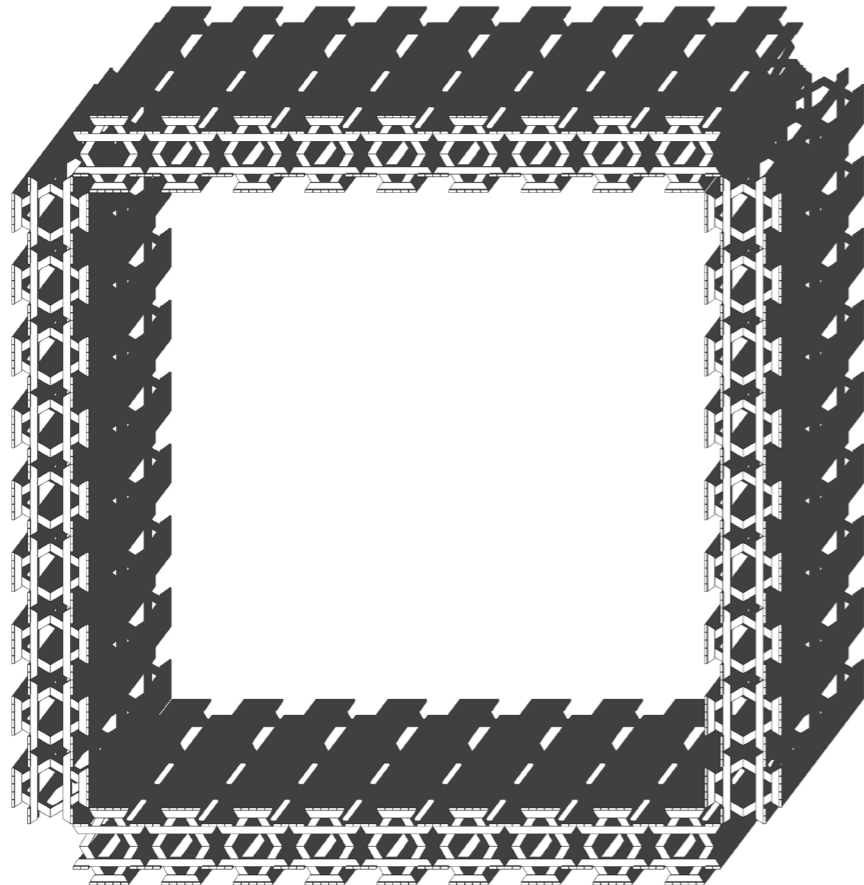
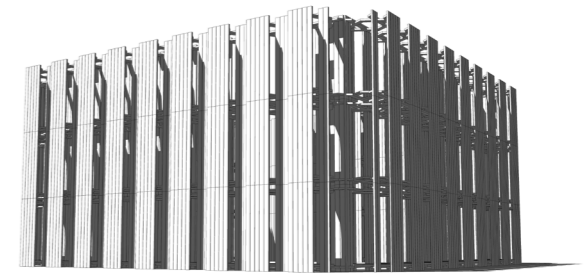
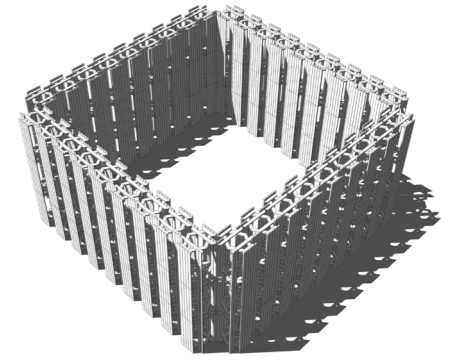
Find following short descriptions for each of the potential forms that our 'means of making' approach to the Ards architectural commission could realise.



## Theatre

Our theatre form creates a fully enclosed internalised space completely removed from the park landscape. Open to the sky above framing the passing clouds our theatre enclosure presents different programming possibilities from leaving the space empty and allowing visitors to enact their own narratives to placing interventions in to the space. The architecture can be a canvas for static artwork, a backdrop for a series of objects, a space for performance or a playground for a group of spirited children.

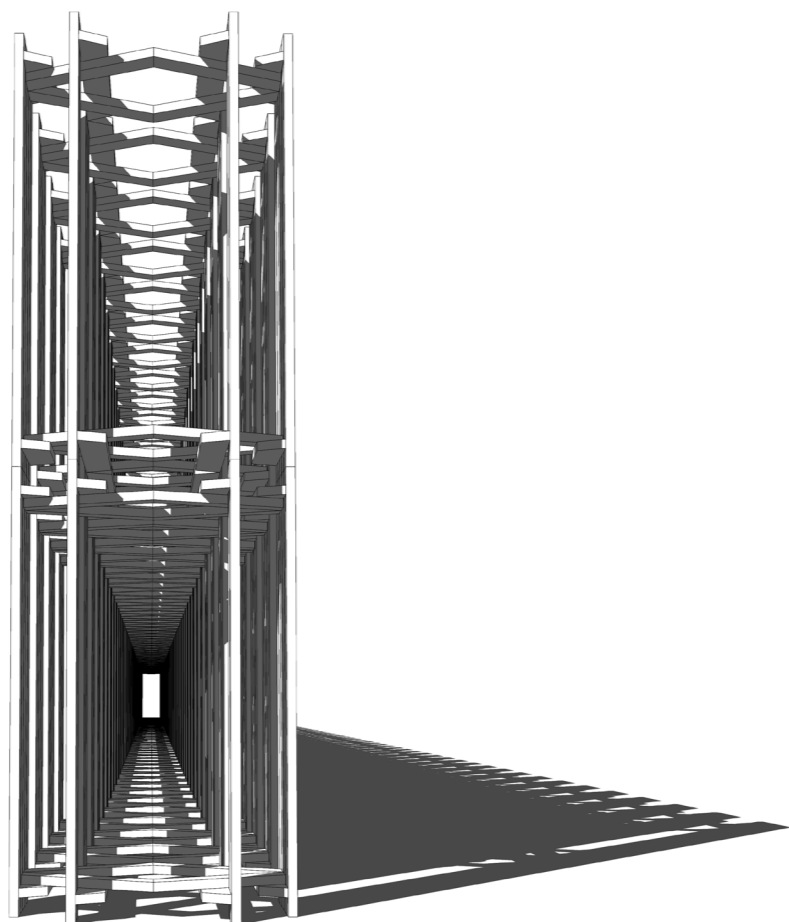
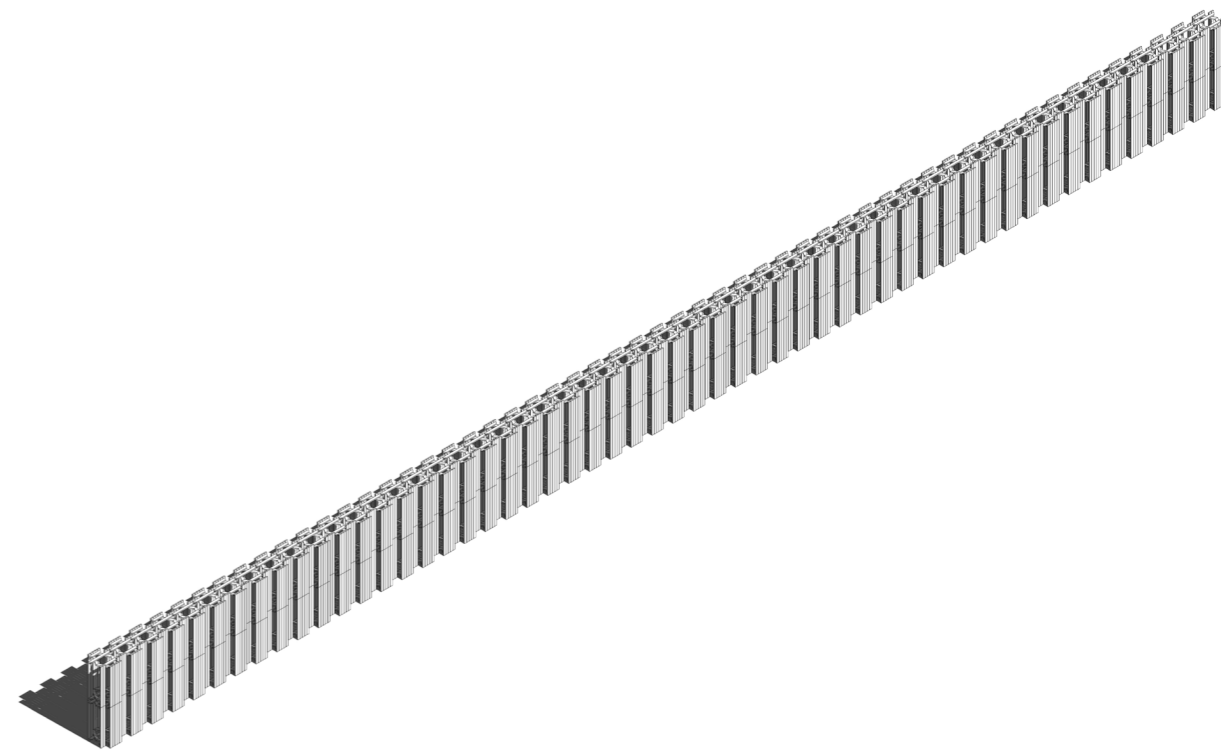
Within the landscape of the park there are two possible areas where the theatre could be sited; i.e. from the sites suggested in the competition brief. Regardless of which site the architecture of our picnic table theatre remains pure and manmade in sharp contrast to the surrounding natural habitat the juxtaposition reinforcing the qualities of each.



## Gallery

Our gallery proposal is long linear minimalist architectural form that super imposes itself onto the park landscape. The architecture is unapologetic and simple in tis repetitive character. Potentially 80 metres long and 4.8 metres tall; i.e. 100 tables length ways and two tables stacked end up, the gallery can be walked through from end to end. Two eight seat picnic tables joined together by their legs creates a typical doorway size opening approximately 0.85 metres wide and 2.0 metres high. When this module is multiplied it creates a passageway that contracts and expands along its length with continuous views out. Some of might even squeeze between the regular gaps created between the table top and the chairs.

Our elongated gallery architecture made for picnic tables presents a linear space that is ideal for commissioned art works, environmental poems or simply left as a form to be experienced at different times of the day in different conditions.



## Labyrinth

Our labyrinth proposal hopes to be surreal and engaging. The dense yet permeable architecture is alien yet playful. Doorway size routes pass through the gridded form to reveal patterns of contrasting light and dark. Our labyrinth architecture is the perfect environment for a game of hide and seek.

As a large scale architectural 'art object' and sculpture to be inhabited the work asks people to react to it. The Labyrinth could also function as a deep plan gallery to contrast with our linear gallery structure. Alternatively the spaces internal to the form can again simply provide shelter.

