

klima2+

Add on by Johnny Huynh Vo

The task_

Each student is required to create a concept and corresponding design that acts as an addition to the current exhibition "klima2+" at the Norsk Teknisk Museum. This extension can include, but is not limited to, an (imaginary) additional room as form of an exhibition extension, a further exhibit under a specific and to be verified perspective, the creation of an additional display or expanding (spatial) forms of visitor`s engagement etc.

What can you - as a spatial and object designer - add to "klima" as a "+"?



Photo: Nina Bratland

Why Klima2+?

It all started in 1975 with an economist Dr. William Nordhaus. He saw the warming planet as a threat to the global economy and asked "Can we control carbon dioxide?". Nordhaus said an increase in the global average temperature of two-degrees Celsius (caused by man-made carbon dioxide) would change our climate in ways not seen before. He based his theory on science, and saw that we were headed for "the danger zone" beyond two-degrees Celsius around the year 2030.

Two-degrees may not seem like a lot. But the last time the Earth was as warm as it is now was over 11.000 years ago. For example, intensified heat, less rain and drier soil. If we reach that two-degrees Celsius, the world will be a lot drier, which will impact economies, agriculture, infrastructure and weather patterns. Rising temperatures will damage ecosystems and species that cannot adapt.

So with other words, if the world gets warmer by two-degrees Celsius, we're screwed.

Source: NASA and Popular Science.



Concept_

My concept is to give a new value to the Forest by developing an idea based on the issue of two-degrees Celsius, which is on title the exhibition "Klima2+".

The aim_

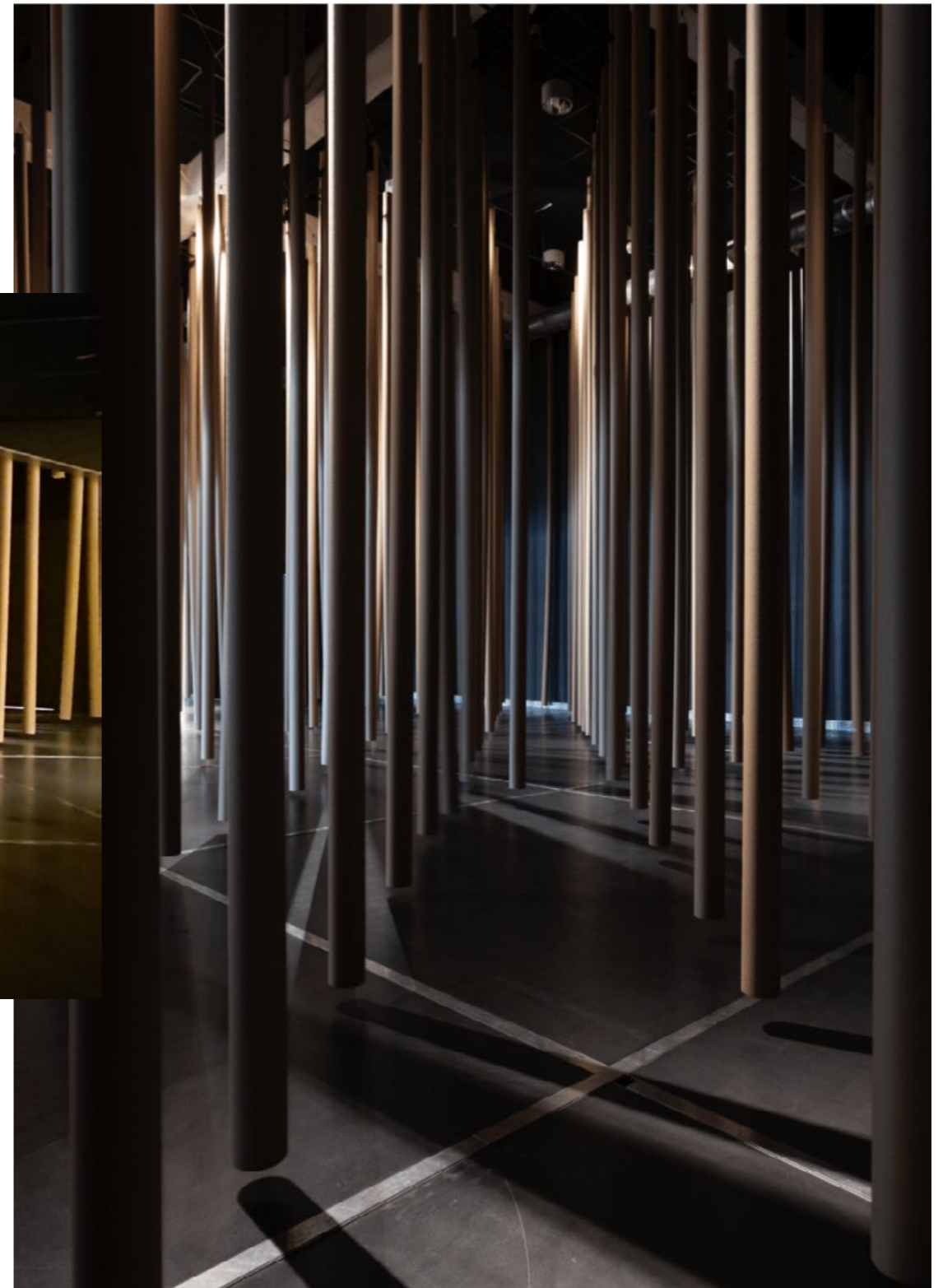
The overall goal is to bring more visitors into the Forest, by making it more exciting while their spending time in it, and leave with a feeling that they've been inspired or impacted - but still keep it simple with no sign or information.

By adding something surprising or use the space to tell another story. For ex. The further you walk into it, the further you see how the consequences of global warming with the two-degrees can affect our nature. Not only will they get the sound and the light, but also a third element: They'll discover something that can't be seen from the outside but only when they walk in the Forest.

Dream scenario_

They shouldn't walk pass it, but be encouraged to walk through it and then tell their friends to do the same!

The Forest (today)

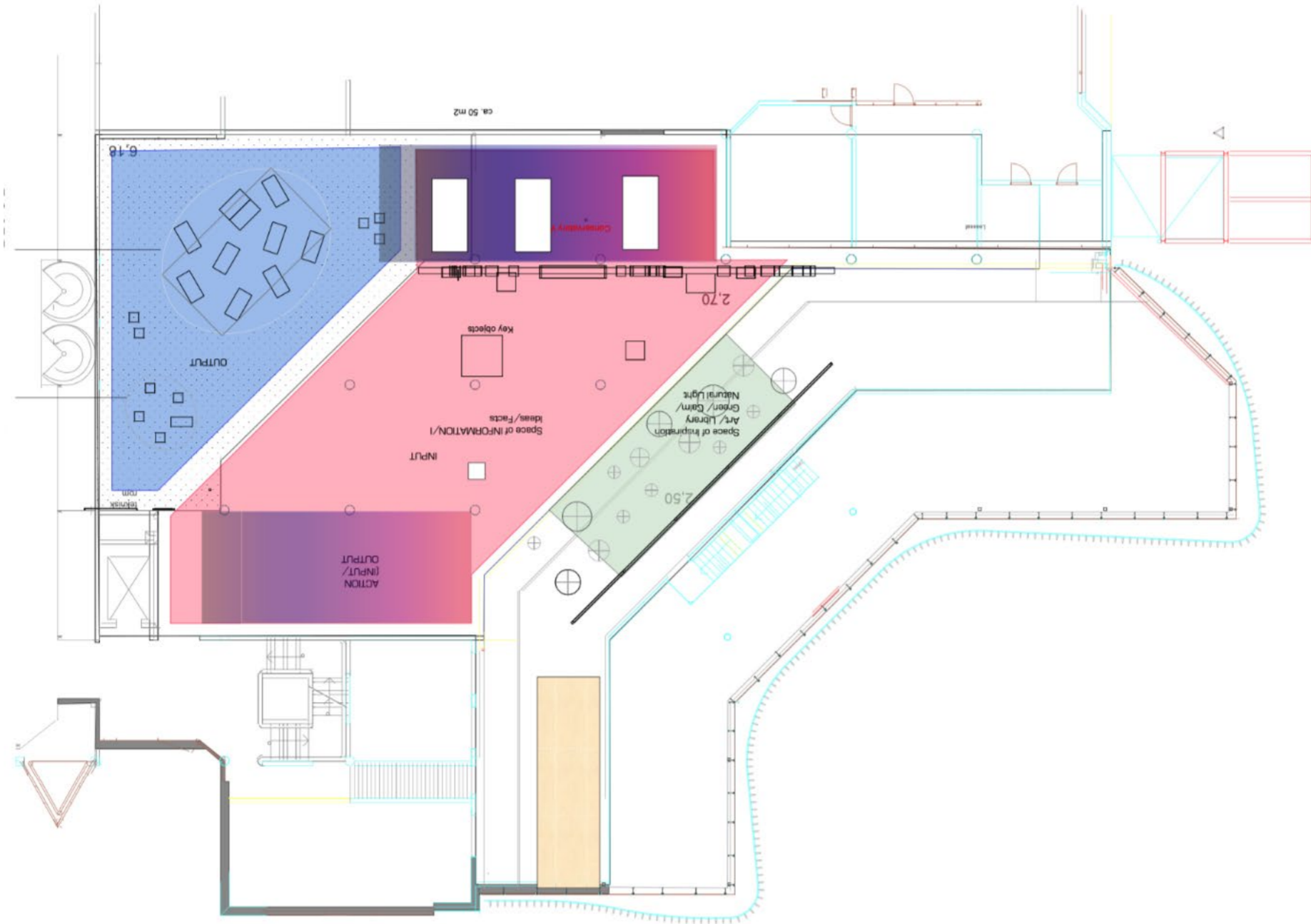


The space_

Height_6m

Wide_25mx30m (?)

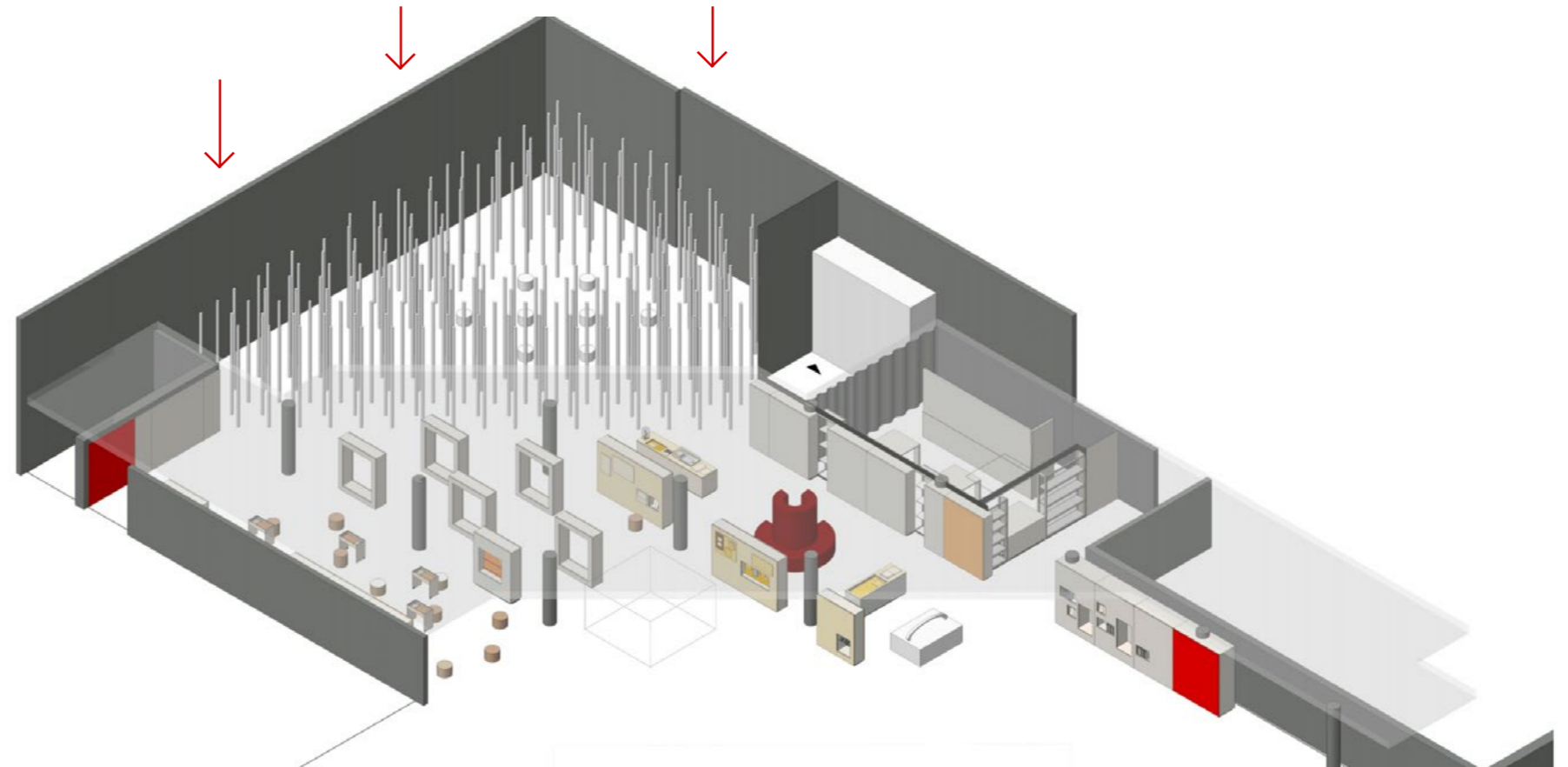
(Blue area)



First round_

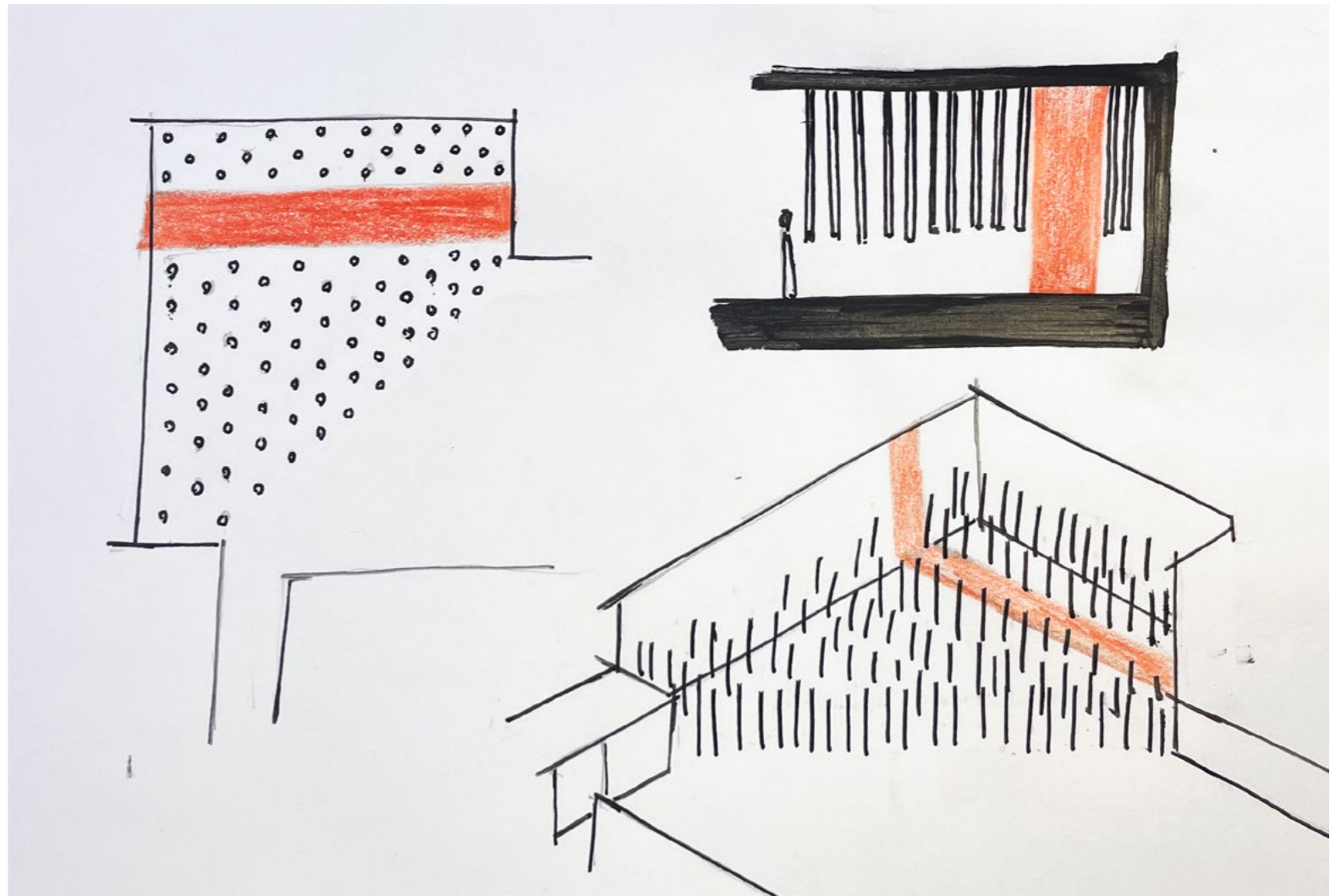
1. Adding some pictures on the walls in the back - as something to discover, it can be either something abstract or some real photos of the beautiful nature that we have, or photos of the consequences.

Why? Today is too dark and nothing happening in the back.



2. Still keep all the tubes hanging from the roof, but disconnect some to make a empty space - to indicate a space between where you are now and how it will be if we're not taking care of our nature. Mark with red on the floor, walls and roof to make an obvious change in the scenario - but in an abstract way.

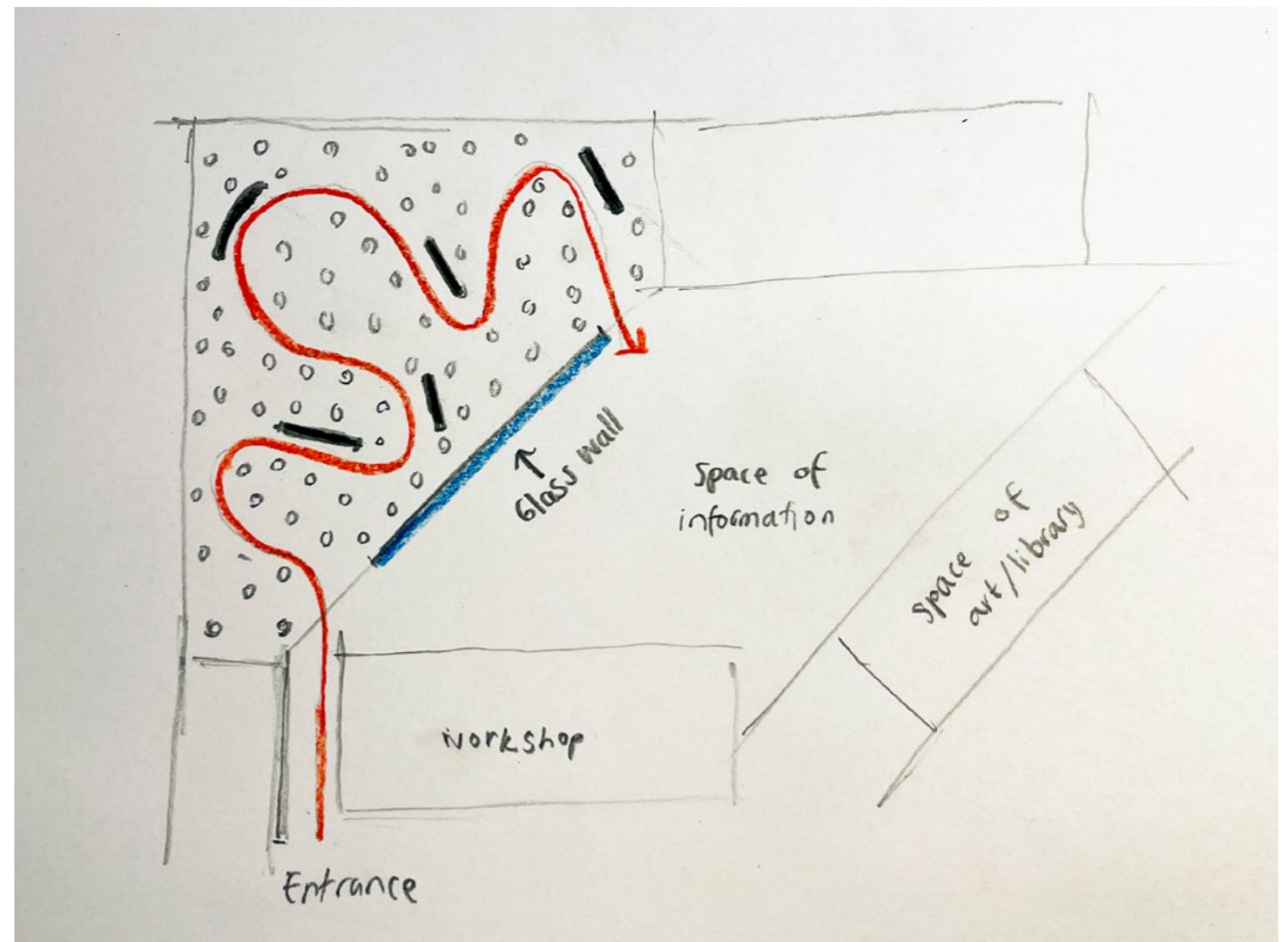
Why? The red marking will bring different references/reflections to the visitors. *Can I cross it? Why is it red? What does it mean?*



3. Make an entrance and an exit, and use the tubes to lead you a certain way through the Forest. On their way they will get some knowledge.

Why? To tell a story with the Forest, without making it too obvious. By leading the visitors in the same direction, we can secure that everyone get the same experience. However still up to each individuals to reflect on their own.

Today the Forest can be accessed from different angles.



Second round_

After feedback from first round I decided to go for idea 2. The idea is a good connection to the two degrees plus issue and brings awareness to the title of the exhibition, compared to the other ideas.

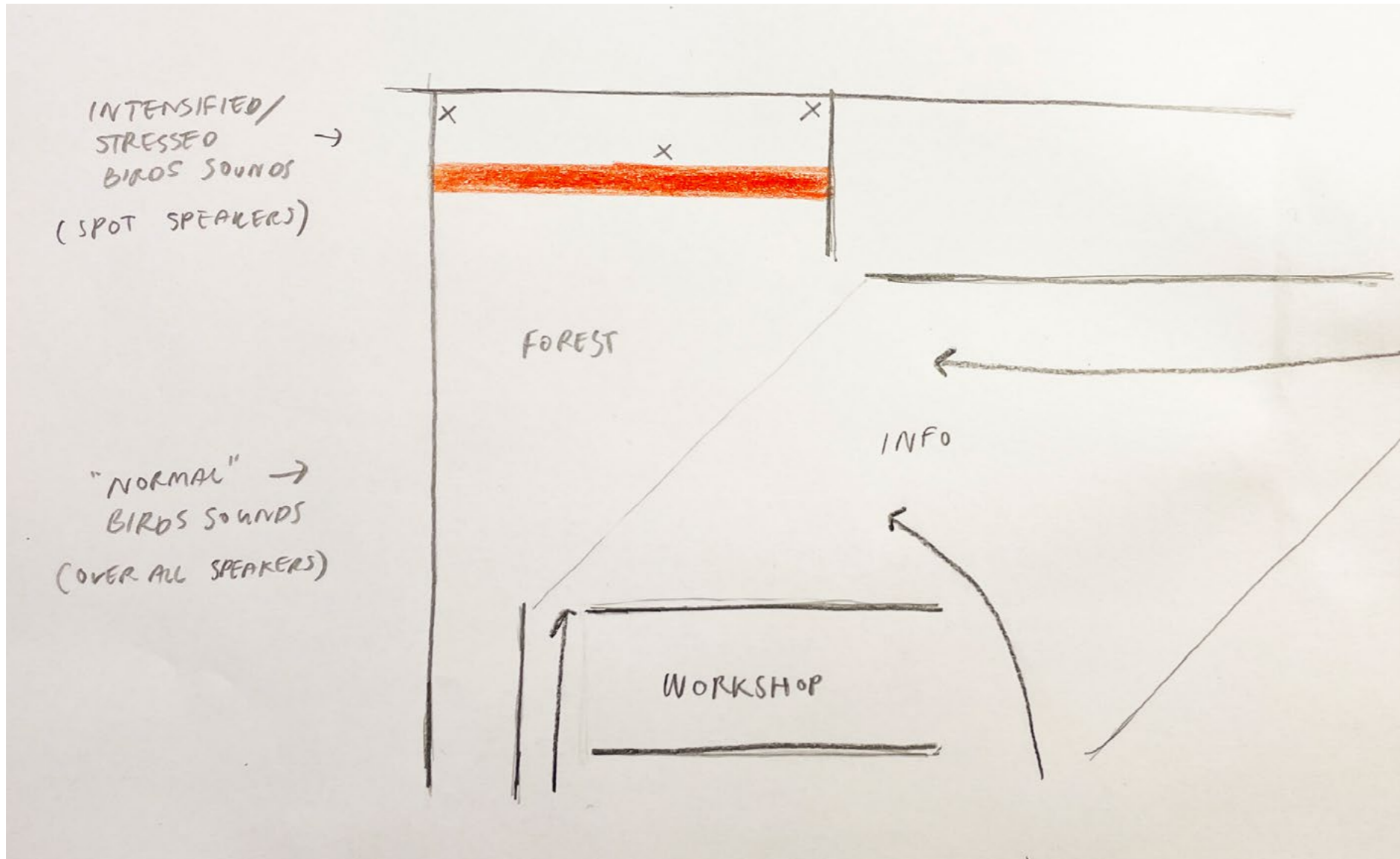
What? By translating the issue of two-degrees Celsius to connect the title of the exhibition a new abstract element will be added to the Forest.

How? Still keep all the tubes hanging from the roof, but disconnect some to make a empty space - to indicate a space between where you are now and how it will be if we're not taking care of our nature. Mark with red on the floor, walls and roof to make an obvious change in the scenario - but in an abstract way.

The bird sounds will still be kept in the big part, but as they crosses the red line the bird sounds will be louder and intensified - but run in a loop trough speakers that are placed in different spots - as a sign of burning Forest where birds has to flee.

Why? The red marking will bring different references/reflections to the visitors. *Can I cross it? Why is it red? What does it mean?* The intention is to make they think, and connect the red marking the consequences of humans surpassing the two-degrees Celsius: That we have failed our nature and the species that lives in it!

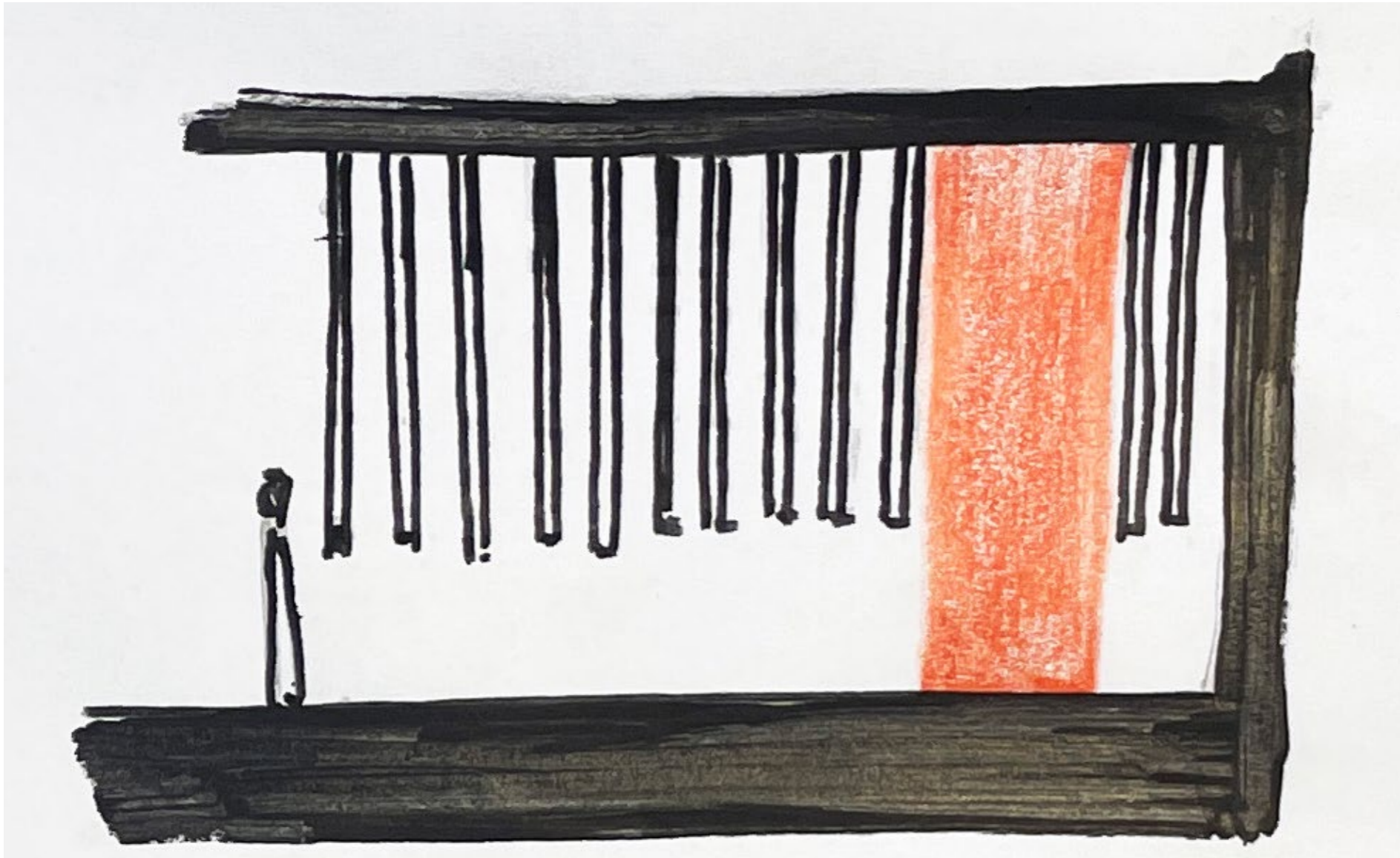




Effect:

The bird sounds will still be kept in the big part, but as they cross the red line the bird sounds will be louder and intensified - but run in a loop through speakers that are placed in different spots - as a sign of burning Forest where birds have to flee.

Alternative silence in the last part.



What does the line consist of?

I want to keep it simple and abstract, so it's communicating well with the rest of the Forest (which is also very abstract)

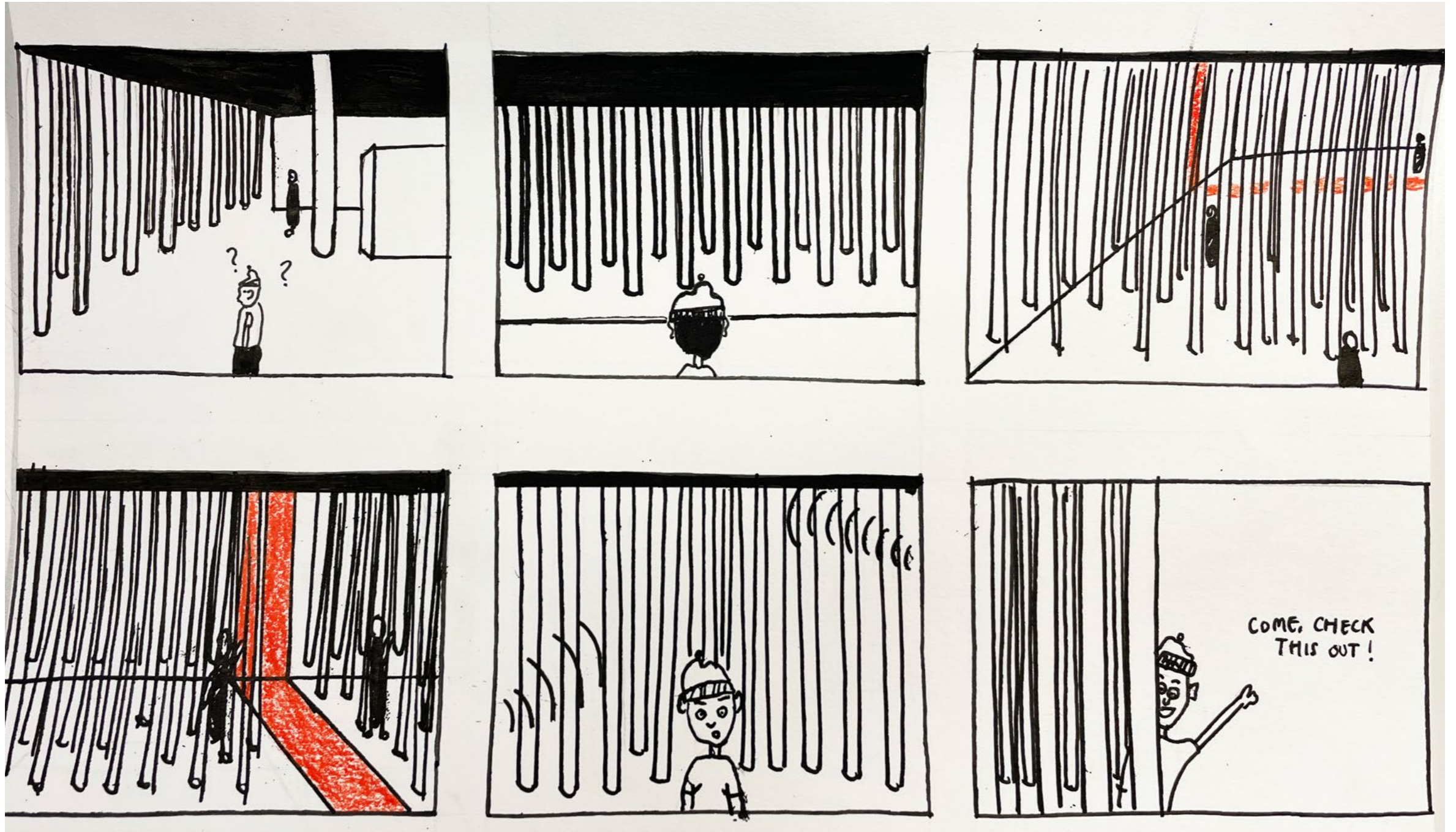
What allows one to understand the 2+?

This is very tricky to make sure that everyone or even anyone to reflect on the connection with the title. However I think by using the effect of sound and making a dramatic statement with the red line in the Forest, it will generate a conversation around it. It's dramatic but also very settled, so it doesn't punch you in the face - but hopefully makes you think.



Experience:

Going from something very calm and harmless to chaos and louder sounds.



Comic_

An illustration on how I imagen it to be. From the outside you can't see any hint of the red line, but when you're in the Forest, you'll discover a hint that leads you further and further into it.