

HISTORY OF PLACE M SHED, BRISTOL

SCHEDULE OF MODELS AND TACTILE ELEMENTS

21 July 2017

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MODELS

CODE	MOD01
EXHIBIT	FOUNDERS AND SHAPERS
SHORT DESCRIPTION	Model of telephone (with audio embedded?)

Description

This touch model will replicate an Edwardian style telephone.

- Visitors should be able to pick up the ear piece of the telephone, which will trigger the playing of audio through the ear piece.
- The ear piece will need to contain a microphone/speaker.
- The earpiece should be coloured to indicate that you touch this part of the exhibit, while the rest of it remains white/neutral colour.
- Cabling between earpiece and telephone body should be durable and not easily broken.

Design Reference:



An Edwardian-style telephone is preferred as this suits the period of the story – approximately 1900-1912. The model should have sufficient detail that it is recognisable as a telephone but does not have to be a hyper-realistic textured model.

Materials Reference:



Science Museum, Information Age gallery (interactives by Clay)

Here, the white model is the element that visitors can touch, modelled on an authentic artefact in the showcase behind. Our exhibition will not feature the telephone as an original object – we only require the white model.

CODE	MOD02
EXHIBIT	LIFE AT THE GUILD
SHORT DESCRIPTION	TACTILE REPLICAS OF GUILD BADGES

Description

Four (4no.) badges will be replicated as touch objects that sit adjacent to the original badges in a showcase.

The badges will be fastened to a worktop with the front surface being tactile.

Precise selection of the badges to be confirmed, but ideally the ones with the raised patterns would work best.

The model maker can have access to the badges in order to model them if necessary.

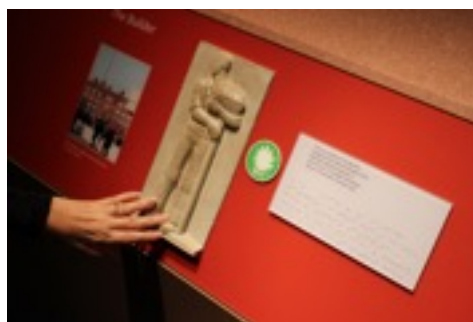
Style

- A realistic tactile finish is preferred.
- The badges can be visually different from the originals – to mark them out as replicas – but should feel of a set themselves.
- The models should replicate the badges as they are right now (i.e. not as they were when new)
- We would like the badges scaled up slightly, so they can be “read” more easily with the fingers

Materials

Something similar to Jesmonite / resin containing metal powder

Design reference



Pattern must be sufficiently raised to be “read” by the fingertips

Images of the badges (precise selection TBD):



CODE	MOD03
EXHIBIT	LIFE AT THE GUILD
SHORT DESCRIPTION	INTERACTIVE CRAFT STATION

Description

This interactive station should allow visitors to touch samples, and have a go at one activity they would have undertaken.

Touch samples:

The following samples recreate things made by Guild members of the past, and should be available to touch. All touch samples must be fixed down and sharp elements made safe.

- rope
- wickerwork (similar to the wickerwork on the basket image below)
- beadwork (fine beadwork, similar to the choker image below)

Low-tech interactive

The interactive element will be a weaving interactive, where visitors can weave strands of brightly coloured, durable fabric through a pre-existing frame or loom.

This interactive must be simple enough for young children and those with physical disabilities to manage, but be made of quality materials (i.e. not “Fisher Price” looking).

We would like to see proposals for how this interactive can be re-set.

Reference images for touch samples:

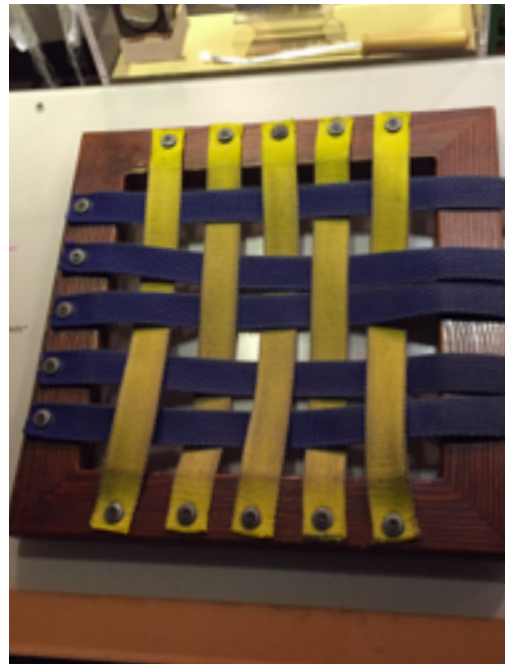


Beadwork choker as ref for tactile beadwork



Basket wickerwork as ref for tactile wickerwork

Reference images for interactive element:



Bright colours and simple shapes are important.
Producers might consider using simple ribbons / similar off-the shelf materials.

CODE	MOD04 and MOD05
EXHIBIT	A NEW BUILDING
SHORT DESCRIPTION	TACTILE PLAN AND TACTILE ELEVATION

Description

These two models will be raised, tactile interpretations of two images. One shows an elevation of the original Guild building, the other shows a floor plan. These two models will show a simplified version of the images themselves, which will also be on display.

The layout and legibility of the model will be the responsibility of the model maker, in consultation with the AHOP curator and project coordinator.

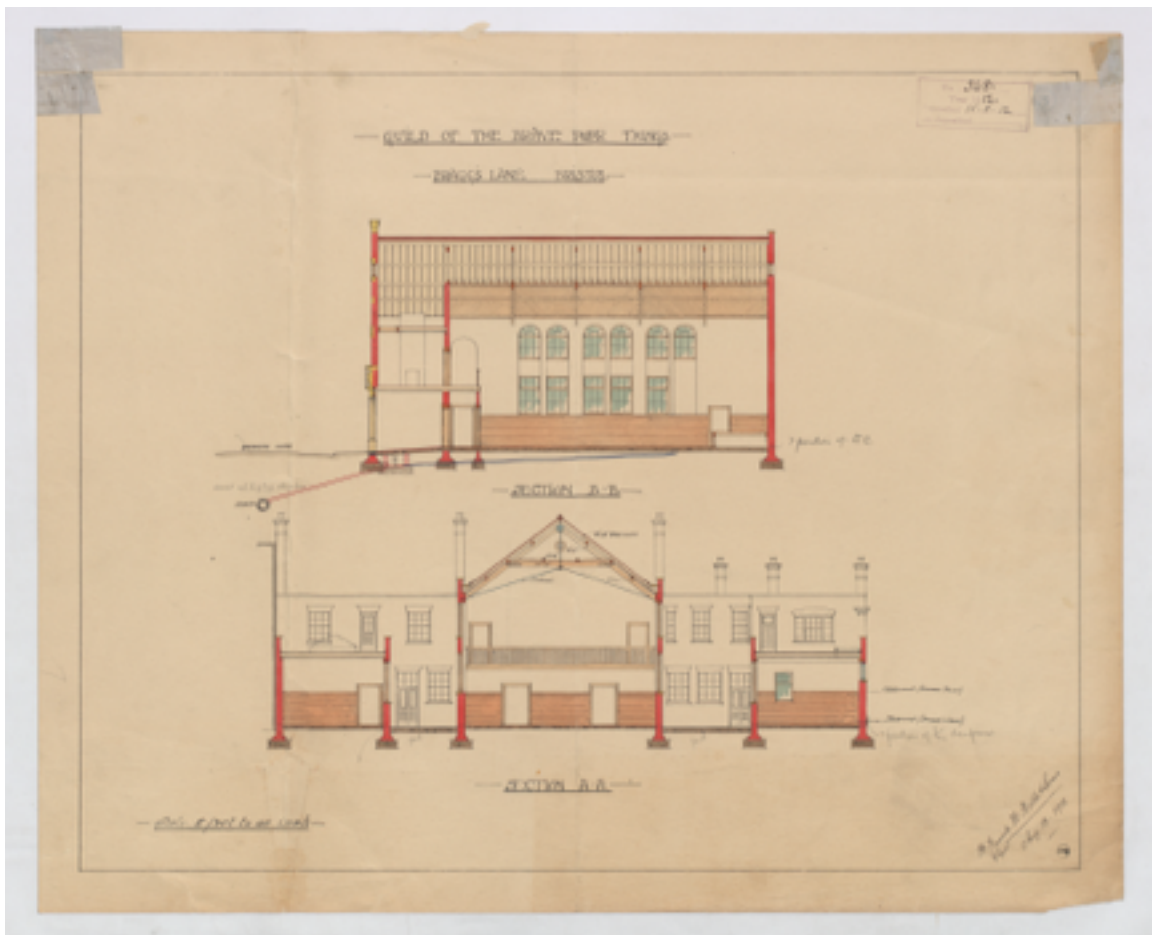
Users must be able to “read” the tactile drawings with their fingertips, and therefore consideration should be given to the layout and textures of different elements.

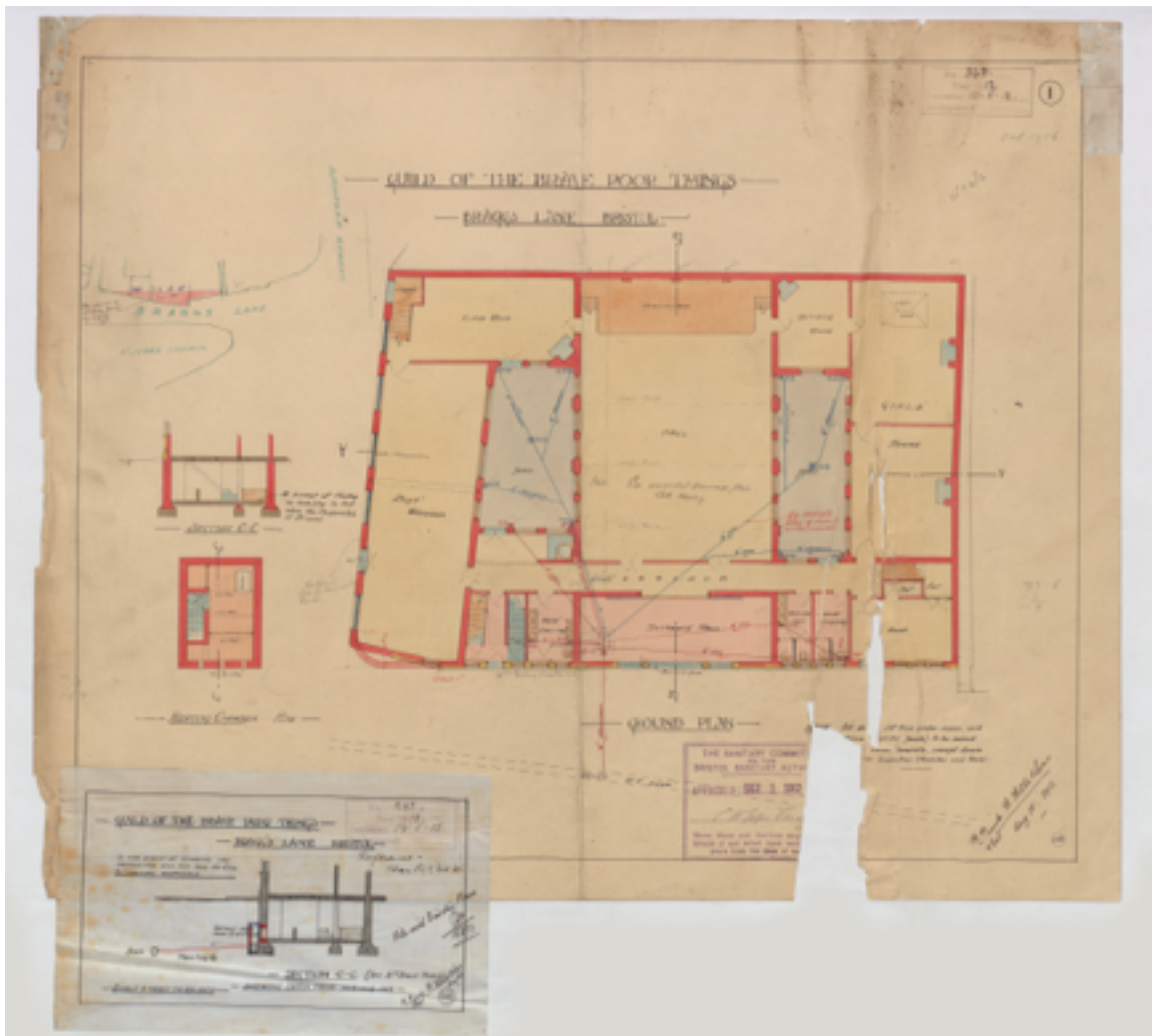
Relevant sources:

<http://www.tactilegraphics.org/readability.html>

<http://www.afb.org/info/solutions-forum/electronic-files-and-research-work-group/tactile-graphics/345>

Images to be turned into tactile plan/elevation:





Reference images:

Raised elements are very important.

Use of colour can be bold, to help visually impaired, but should be inspired by the historic plans and elevations. Symbols could also be used.



End of Schedule of Models and Tactile Elements