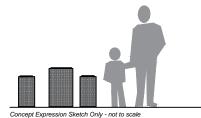
# PROPOSED BANGARANG PARK REDEVELOPMENT

# BESPOKE & SCULPTURAL FEATURES

#### **BANG-ARANG THE DRUMS**

A group of three drums in different heights/widths for varying tones, for simple bongo style percussion. (Just bring your own hands- no drum sticks needed)

Custom fabricated from reclaimed gum stumps and hollows, based on the concepts shown below,





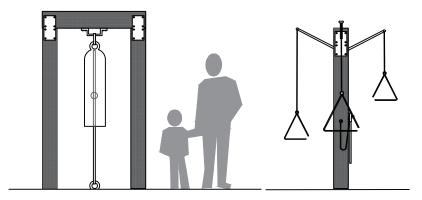
#### **BANG-ARANG THE BELL**

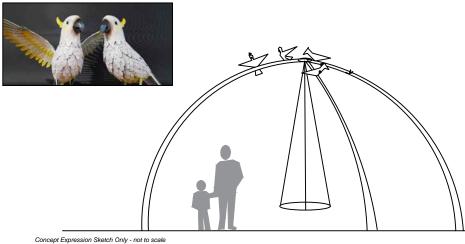
A very large (approx 2.4m tall) simple bell shaped chime suspended from a frame, with a simple striker that can be shaken fixed to the ground.

Constructed from chunky cypress posts with mild steel bell and hangers (could be galvanised or left to oxidise)

Alternate design - Triangle Tree, Timber post with steel percussion triangles on three sides at different heights and

Placed near the rail crossing, either of these could be used for imaginative play to warn of the mini train approaching, (or just the opportunity to be noisy)!

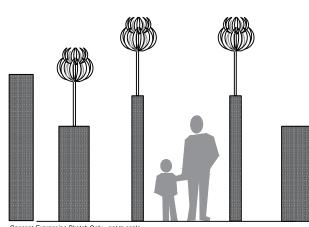




#### VISITING COCKATOOS

Placement of a group of life size, light weight painted steel cockatoos on top of the tripod swing for a cheeky whimsical

Cockatoos mate for life and pairs are usually in close proximity, and also commonly travel in flocks, so between 4 - 8 birds suggested for the feature and congregated closely as a cluster).



## KINETIC "GYMEA FLOWER" TOTEMS

The shape of the wind sculpture is evocative of the flower spike of the native Gymea Liliy, which also has striking large sword shape leaves .

Mounted high on posts set into a reclaimed timber totem, these fanned steel sculptures will catch the wind and spin and swirl to give movement at a higher plane that will be able to seen from both the playspace and the mini rail journey Incorporating Gymea plants into the section of texture garden in proximity will echo the theme, (especially when the plant flowers and sends up a flower spike

Proposed location near spinner dish/amenity area to link spinning motion between play equipment piece and sensory feature.



## TYPHA REED TOTEMS

These large steel totems resemble the flower spike of cumbingi or typha type sedges, reinforcing the river theme and adding vertical interest to the waterplay area while not obstructing views for supervision. The "stalks" galvanised surface references the bends and frame material of the Tripod Swing further along

The oxidised finish for the "head" contrasts and potentially links to other accents around the park.





SMALL SURPRISES

Ready made items could be used around the park waiting to be discovered .... for example these steel ants could fixed to the existing dead tree (up high out of harms reach).

## **CUSTOM STEEL ENTRY ARBOUR**

Visitors entering from the Carpark gain a sense of arrival as the pass through a ?m long steel arbour.

The arbour is to only have low, grass type plantings at the base (if any) and no climbing plants that would soften the strong lines of the entry marker.

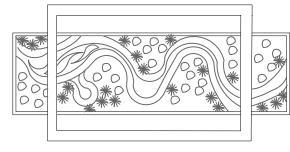
Main frame proposed to be constructed from steel "I" beams main supports that reference the same construction material and colors used

in the Cantilever shelters within the park., Laser cut screens insets with a modern/abstract "flowing" design representative of the river are suspended from the main tunnel frame so as the roof appears to float.

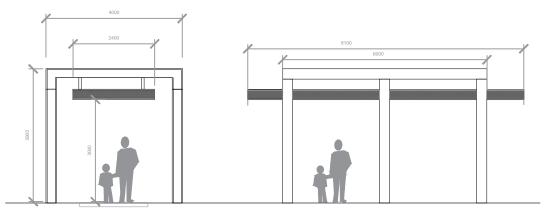
Laser cut screens overhead would cast shade patterns onto the concrete path below, and could be interpreted by people passing through (depending on the time of day) as a feeling of being either being underwater, swimming in, or floating on the river.

Wood insets incorporated into the recess space of the suspended screen provides a contrast between materials and provides an element of warmth to an otherwise all steel structure.





Plan View Concept Expression Sketch - Showing laser cut pattern roof infill feature

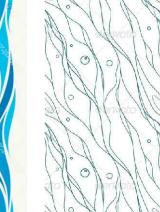


Concept Expression Sketches Only - Subject to Engineering Design/Modifications









#### SHADOW PATTERNS

Examples of patterns featuring flowing lines that could be adapted to laser screen cutting for use in overhead feature.