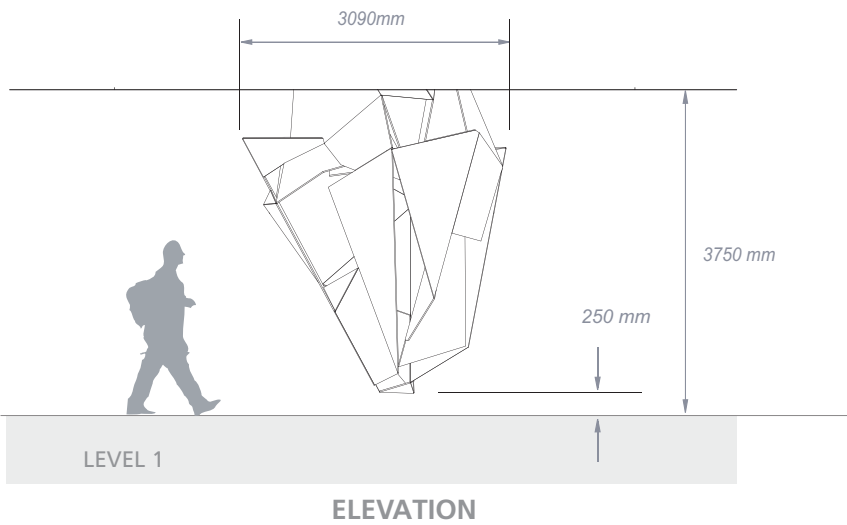




# Inside Ice



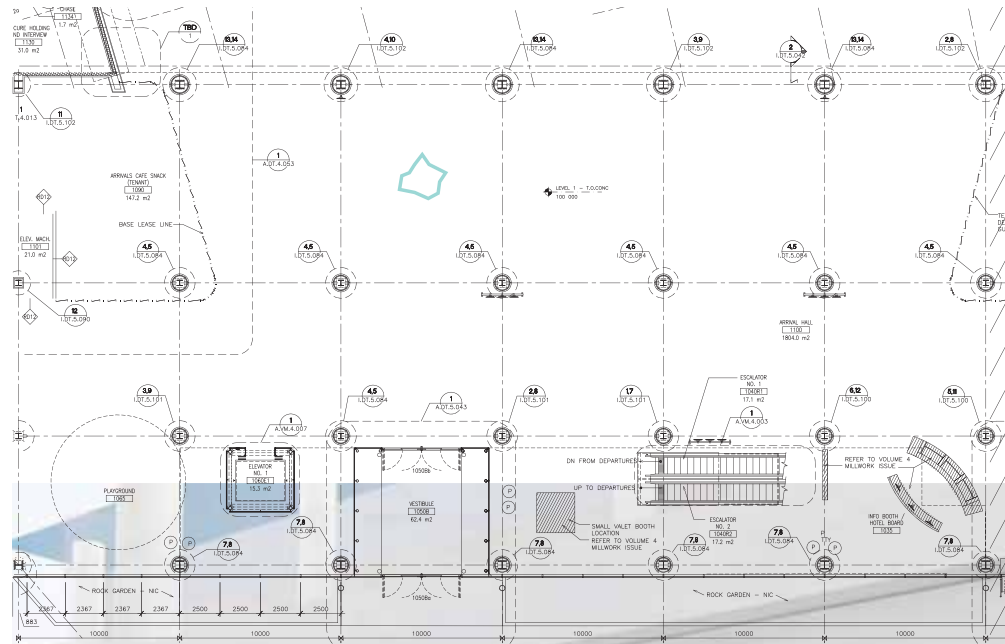
### INSIDE ICE, an ambient data display

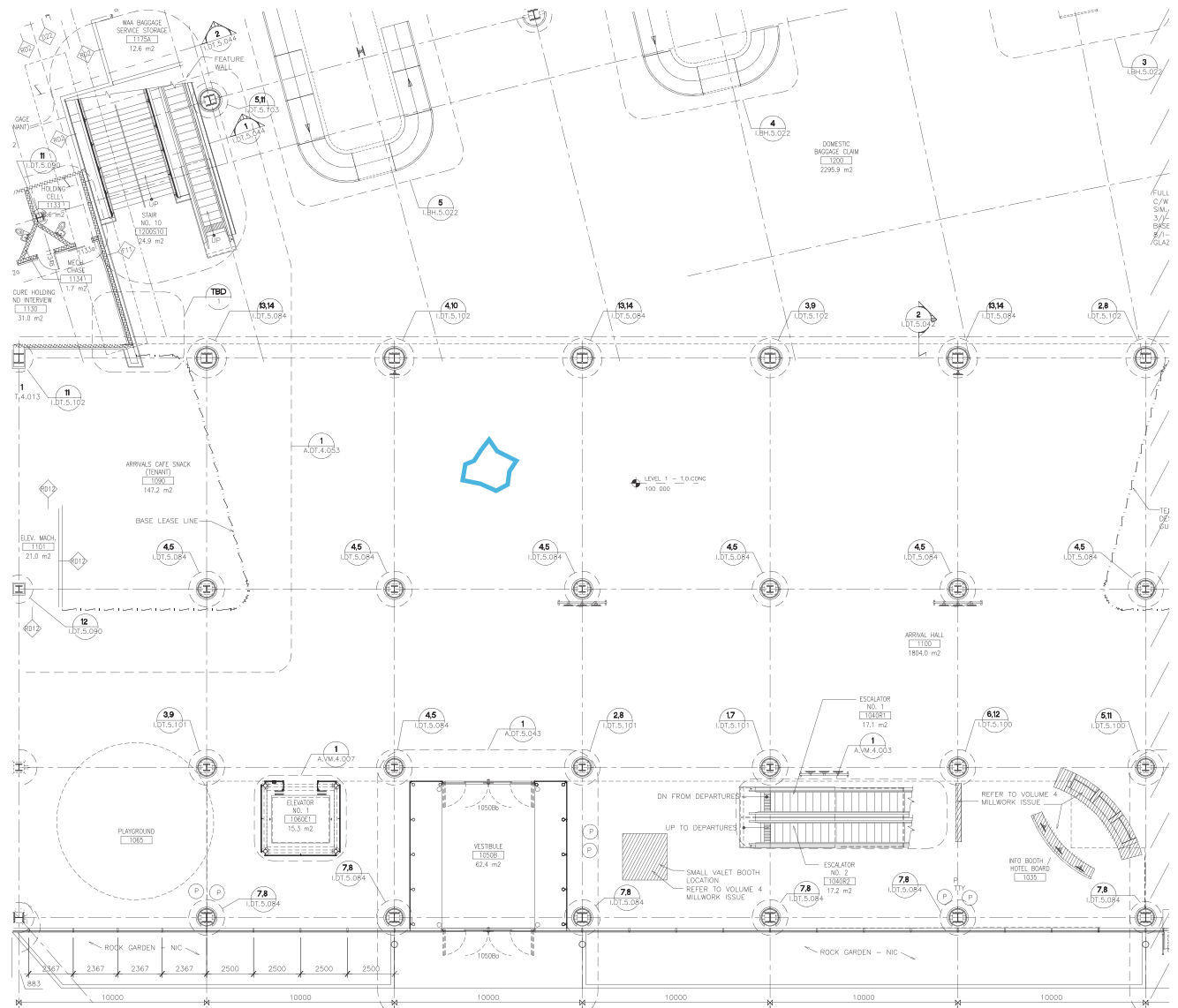
The artists envision a sculpture involving faceted glass forms that create an abstracted impression of glacial ice. The intention is to mimic the cellular nature of frozen water, and to express an environmental kinesis through shifting and changing light. The viewer is invited to experience the art object from a unique perspective, as if they are viewing a floating iceberg from beneath the water's surface.

Faceted glass panels will give strong visual depth to the object. Light will constantly shift and change as the object is viewed from different positions and as the environment changes, busy and chaotic one moment, quiet the next. This will cause the static object to appear dynamic with movement and shifting reflections.

Contained within the sculpture will be a real-time ambient data light display. The ACARS data which the airport uses to communicate arrivals and departures information will be interpreted live. Lighting within the sculpture will be programmed to display in an abstraction of colour and intensity, the events of planes in, planes out; travelers in and travelers out of the airport. As more people and more planes enter and leave the airport, the abstract colour display will grow and intensify.

The Ice will become a live data sculpture reflecting the glacial history of Manitoba while charting in real time the activities of the Winnipeg Airport.

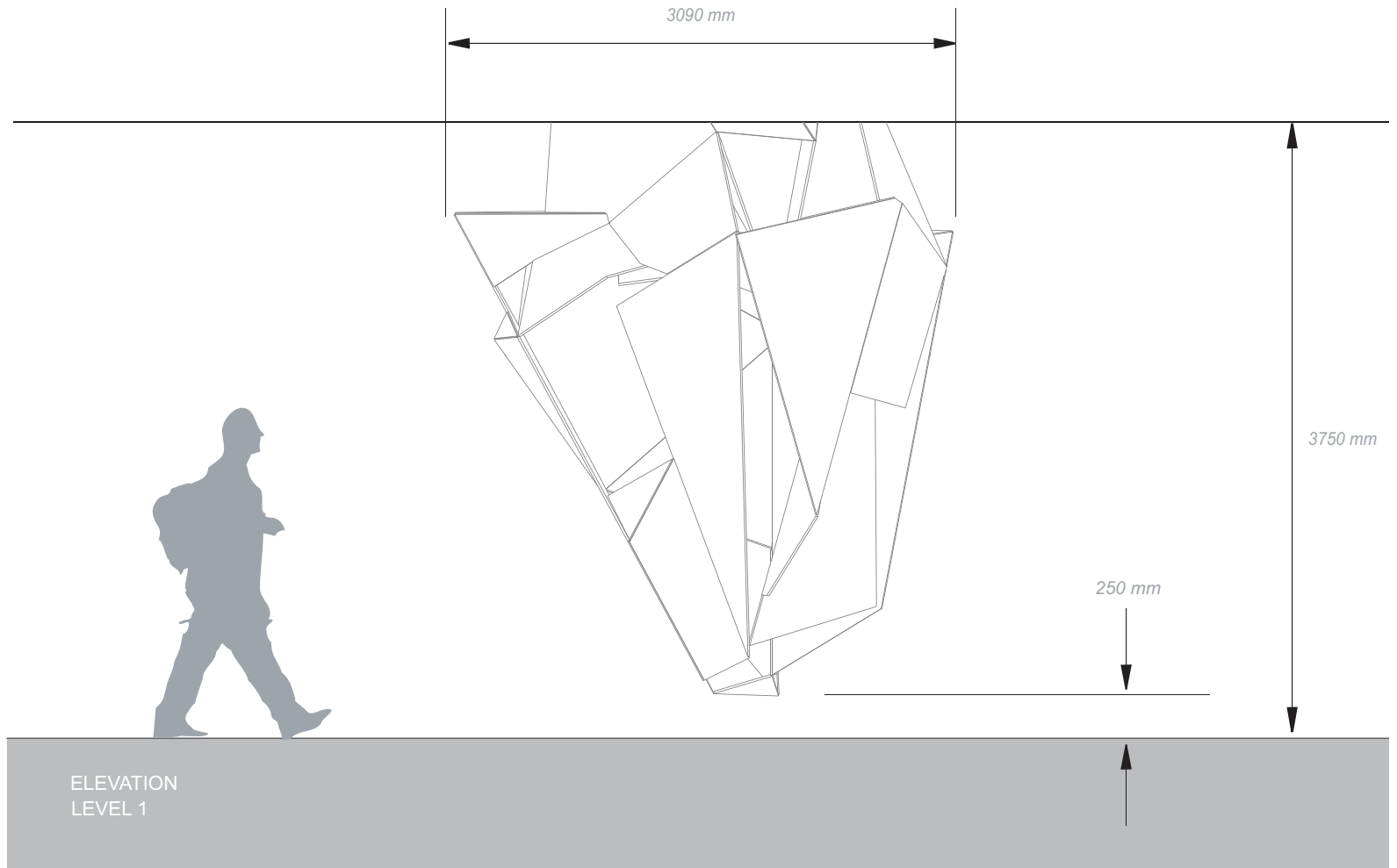




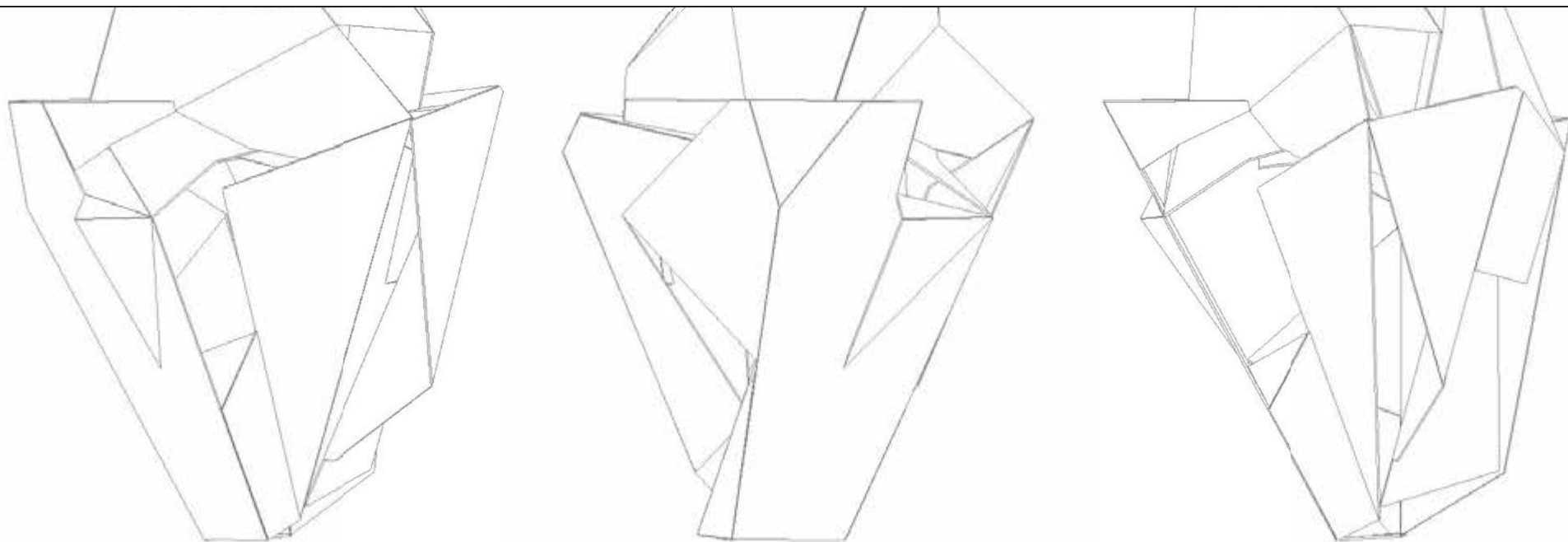
 Proposed sculpture

**PLACEMENT PLAN DRAWING**





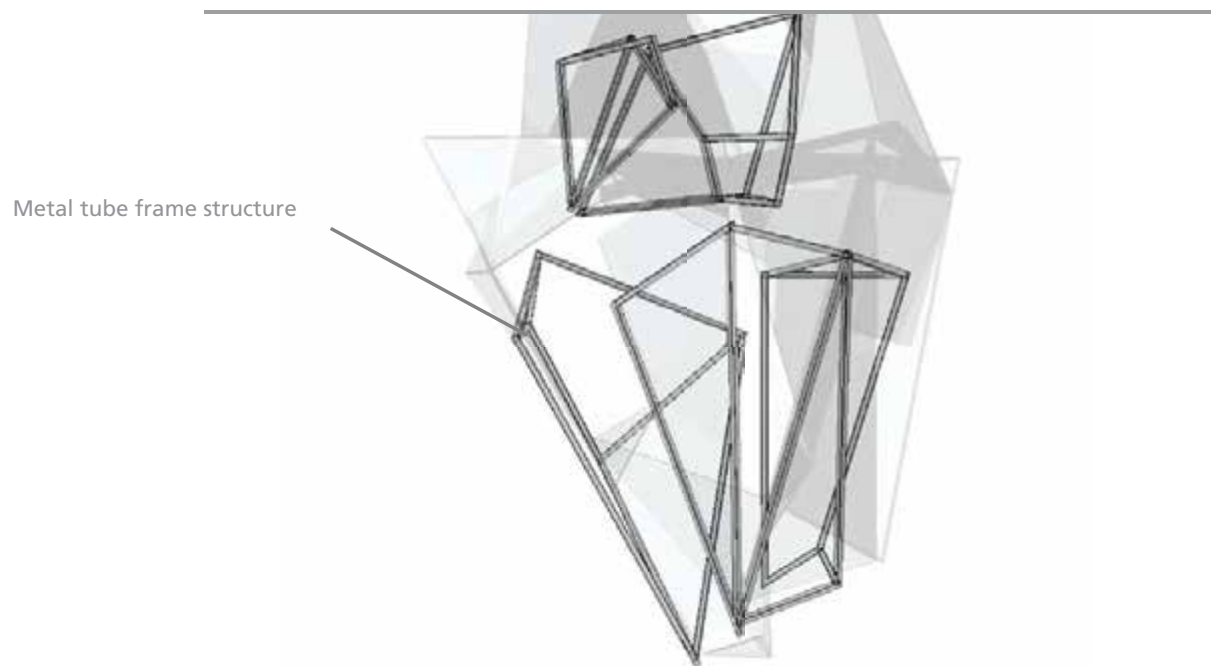
**SCALE DRAWING**



**ELEVATION VIEWS**



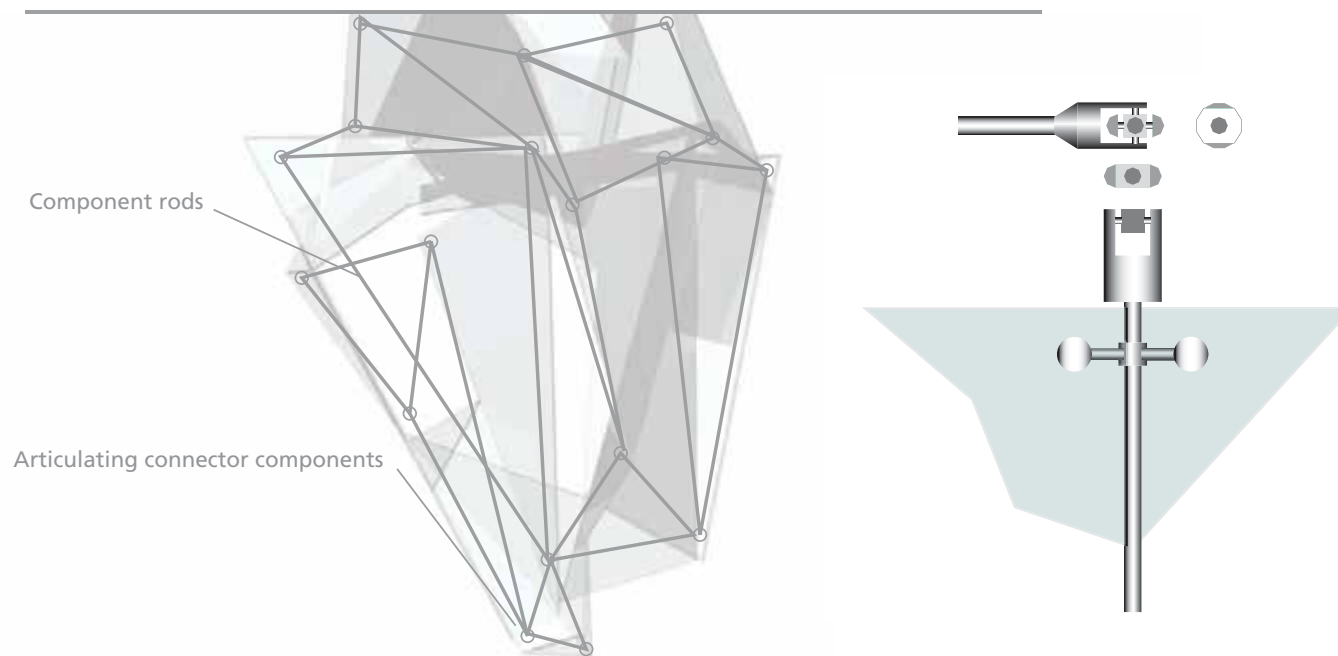
**GLASS ELEVATION VIEWS**



### Interior Tube Frame Structure

The sculpture will consist of a series of metal tube frame structures with glass panels mechanically fastened. This set of frames would mirror the deconstructed appearance of the overall sculpture, emphasizing the dramatic angles and enhancing the expression of the composition.

## FRAME CONSTRUCTION APPROACH

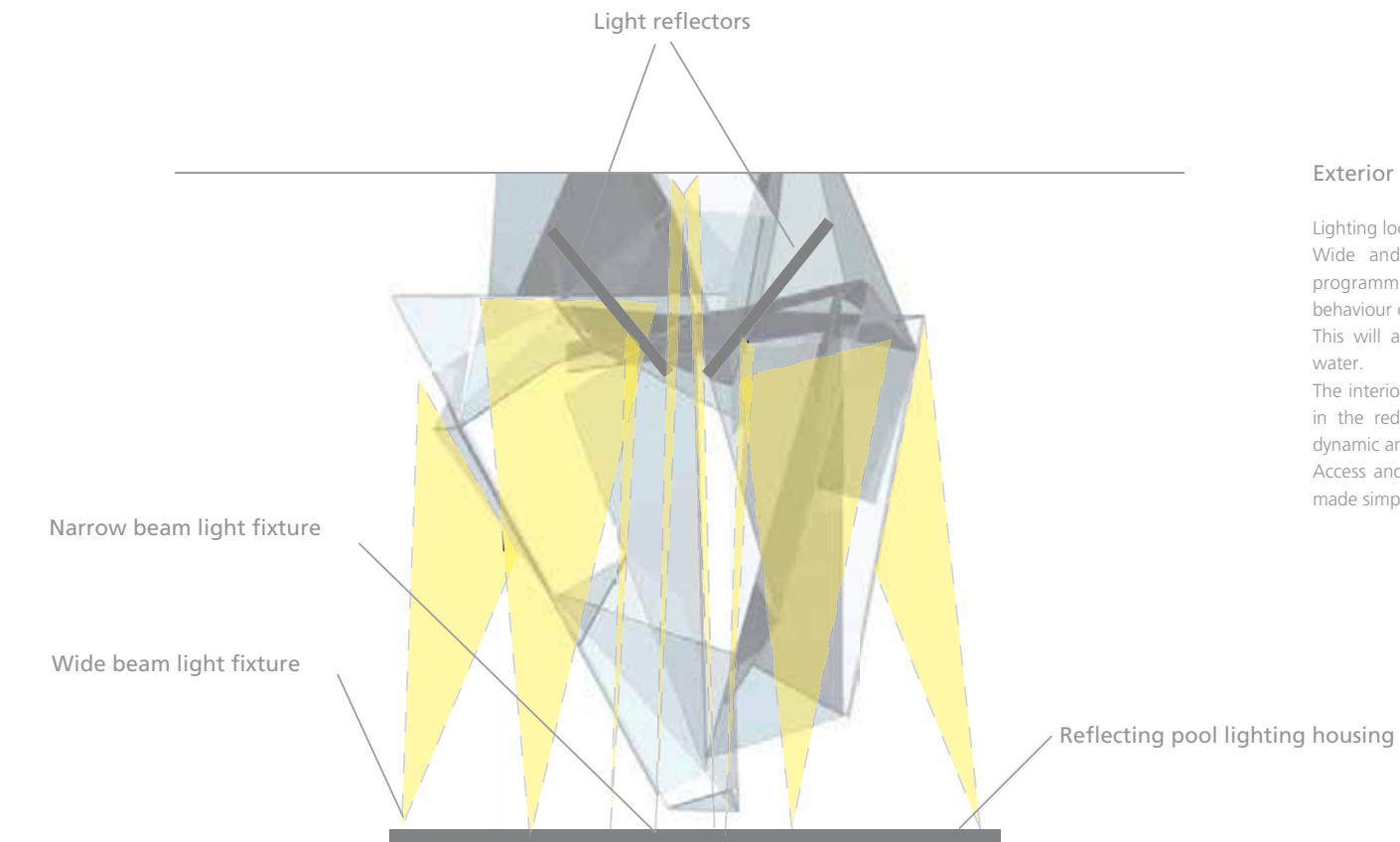


### Component Structure System

The sculpture's structure will consist of a series of metal rods and articulating connecting components to form a rigid frame structure with glass panels mounted to them.

This set of modular components will form an aesthetically elegant solution when fully assembled with glass panels.

### COMPONENT STRUCTURE SYSTEM APPROACH



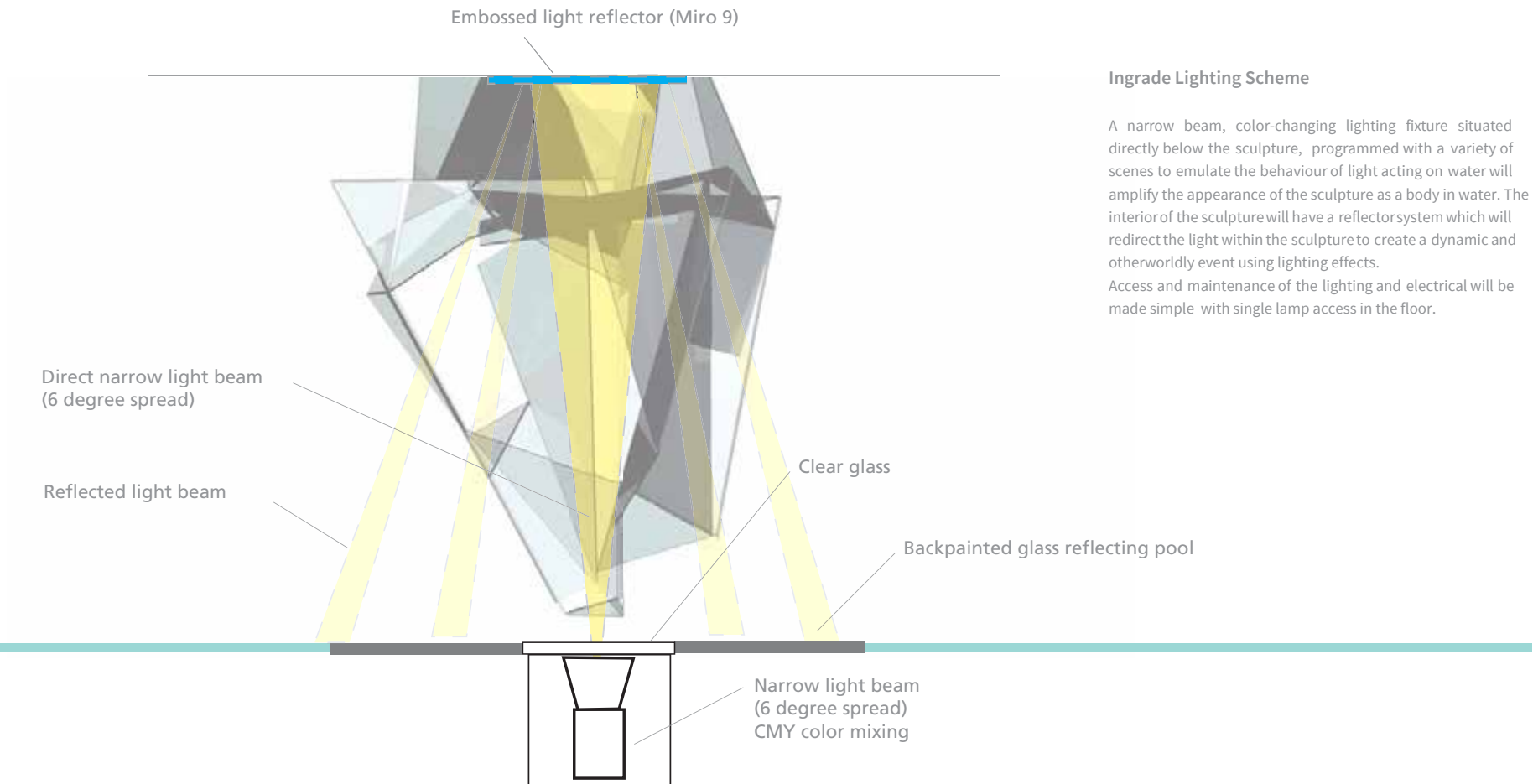
### Exterior Lighting Scheme

Lighting located in an emulated reflecting pool. Wide and narrow beam RGB high power LED lighting programmed with a variety of scenes which mimic the behaviour of light acting on water. This will amplify the reading of the sculpture as a body in water.

The interior of the sculpture will have reflectors which will aid in the redirection of light within the sculpture to create a dynamic and otherworldly event using lighting.

Access and maintenance of the lighting and electrical will be made simple and easy with respect to access.

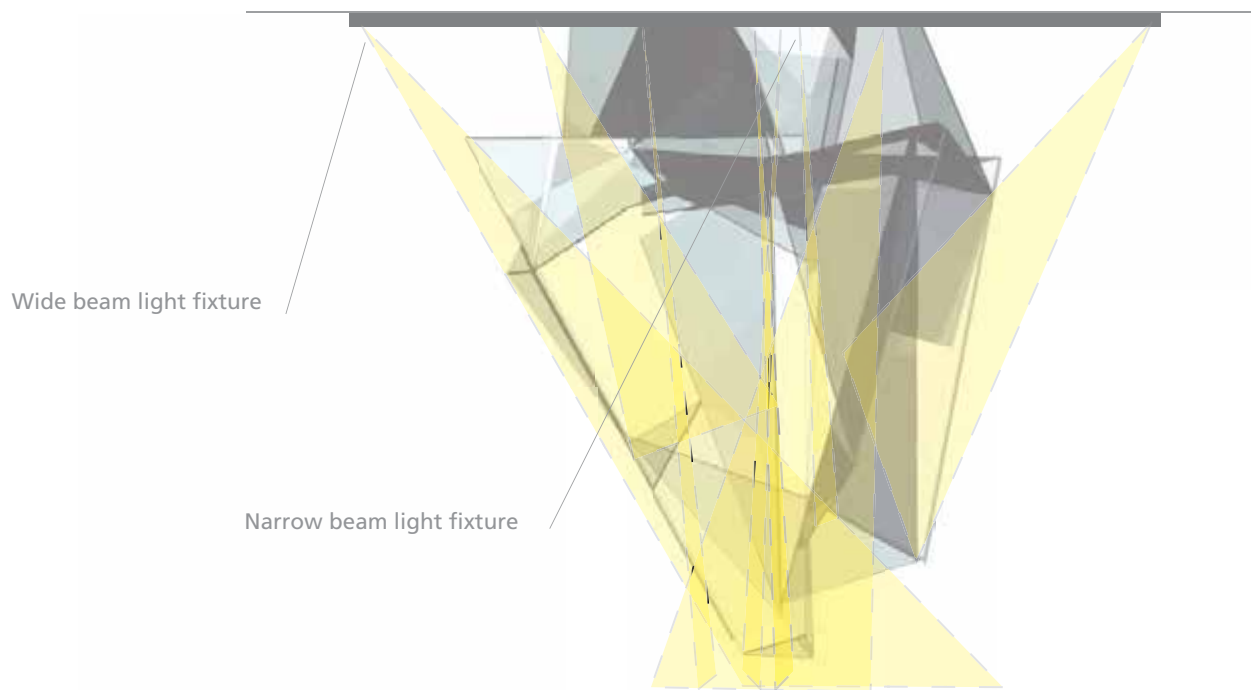
## LIGHTING SCHEME 1



### Ingrade Lighting Scheme

A narrow beam, color-changing lighting fixture situated directly below the sculpture, programmed with a variety of scenes to emulate the behaviour of light acting on water will amplify the appearance of the sculpture as a body in water. The interior of the sculpture will have a reflectorsystem which will redirect the light within the sculpture to create a dynamic and otherworldly event using lighting effects. Access and maintenance of the lighting and electrical will be made simple with single lamp access in the floor.

### LIGHTING SCHEME 2



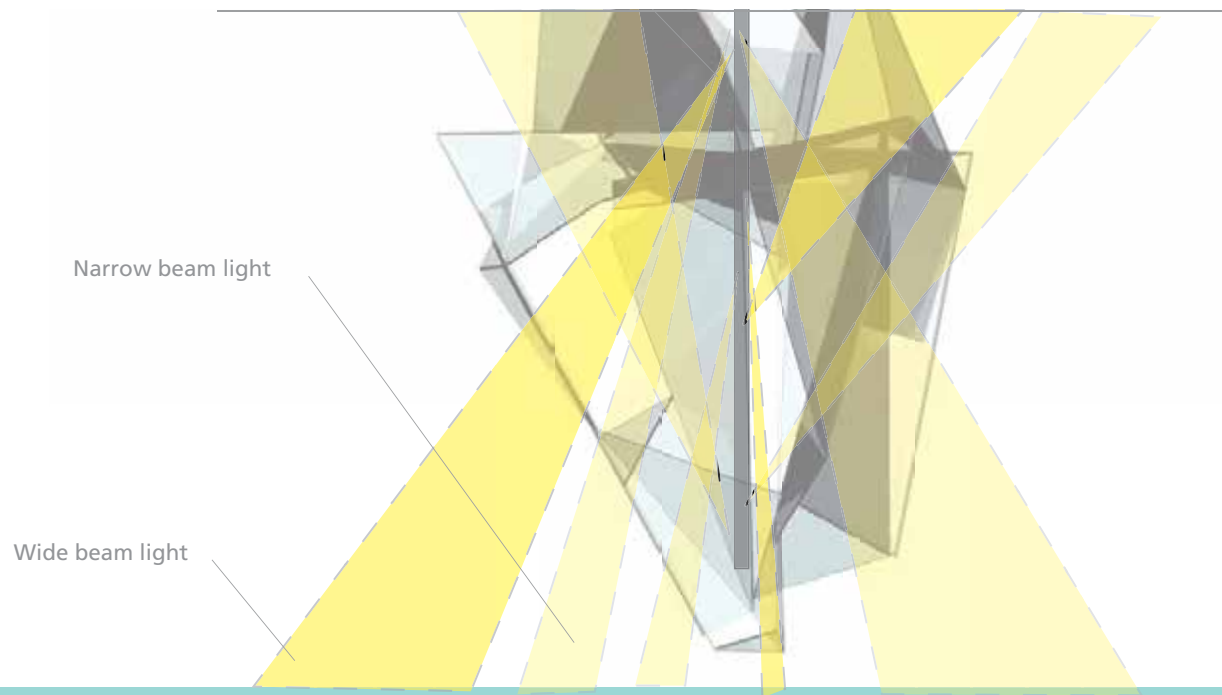
### Exterior Lighting Scheme (ceiling)

Lighting located on the ceiling plane consisting of wide and narrow beam RGB high power LED lighting programmed with a variety of scenes will mimic the behaviour of light travelling into water.

The location and type of lighting combined with the interreflections and refractions of light interacting with glass will create the feeling of being under water.

The resulting effect is intended to transport the viewer under water creating a dynamic, otherworldly experience.

## LIGHTING SCHEME 3



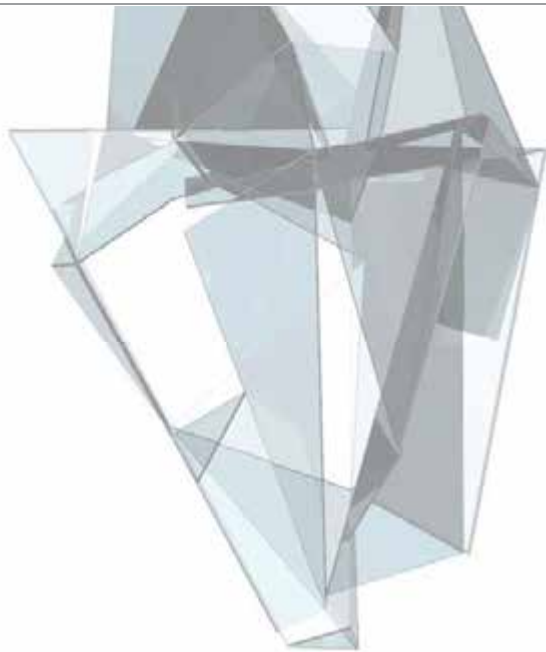
### Interior Lighting Scheme

Lighting located on a central channel inside the sculpture consisting of wide and narrow beam RGB high power LED lighting programmed with a variety of which will provide up and down effects lighting, emulating the behaviour of light in water.

The location and type of lighting combined with the interreflections and refractions of light interacting with glass will create the feeling of being under water.

The resulting effect is intended to transport the viewer under water creating a dynamic, otherworldly experience.

## LIGHTING SCHEME 4



#### Cast Glass Textures



Atlantis



Spruzzo

#### Glass Options

A variety of glass options will be explored to create a result that maximizes the design intent of the sculpture and works to complement the context which it is situated.

Textured cast glass options, such as the Joel Berman Atlantis or Spruzzo series in combination with possibilities of clear and low iron varieties of float glass will be considered. These options can also be further enhanced with the use of glass coatings and various degrees of frosting.

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#### GLASS OPTIONS

