



CAST

Collection – educate and inspire

The focus of this proposal for the Wirkkala-Bryk Archive is to create a new relationship between the physical archive and the public.

The archive space is split into three exhibition areas - Cast, Carve, and Compose - inspired directly by the design processes of Tapio Wirkkala and Rut Bryk. Each area provides a different context for the visitor to relate to and interact with the physical collection.

If the visitor chooses, they can simply move around the edges of the exhibition and observe the finished artefacts like a conventional museum.

The more interested visitor can explore a multisensory interactive display to discover more about the inspiration behind and design processes for the objects on display.

Finally the visitor has an opportunity to explore their own relationship with design in the central Create space, where they can share their experiences with other visitors as well as create designs of their own.



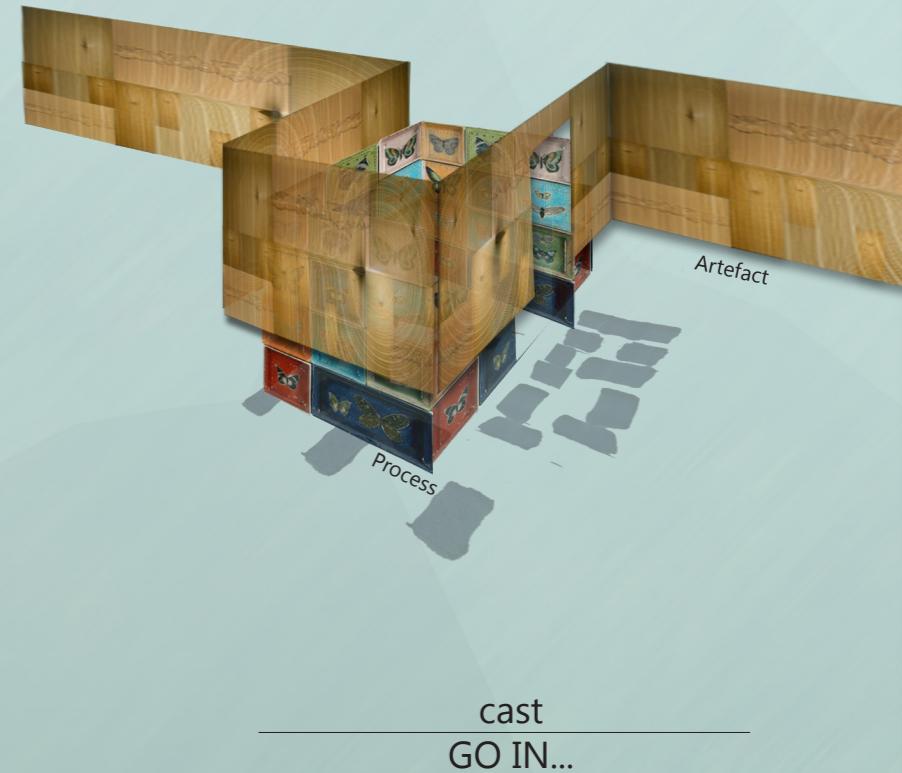
cast
THE PROJECTIVE FRAME

Cast – enter and discover

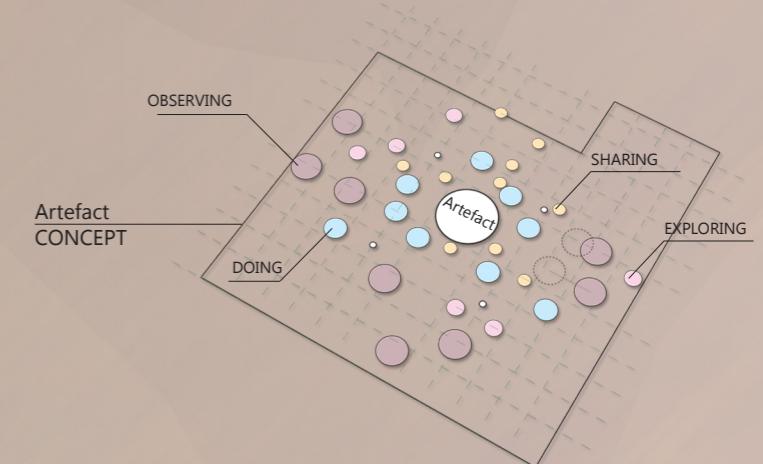
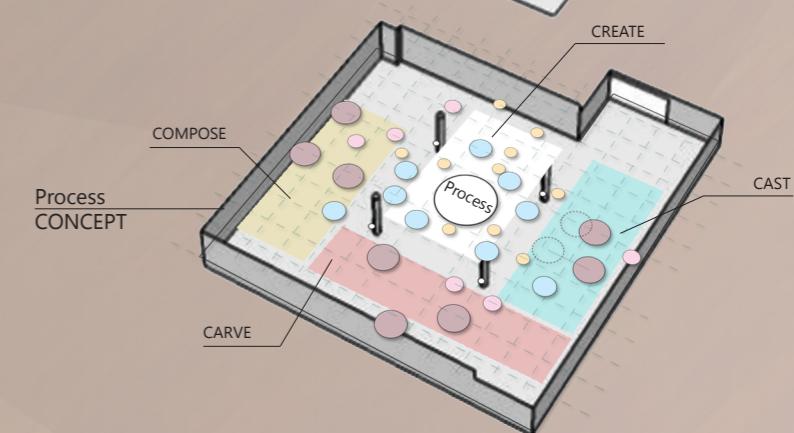
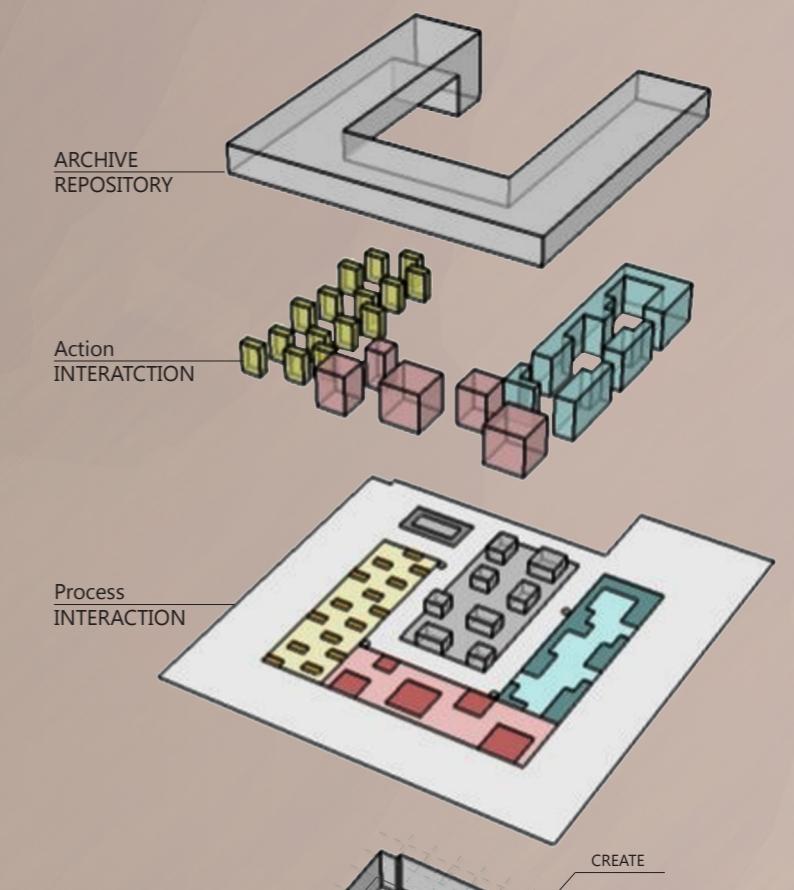
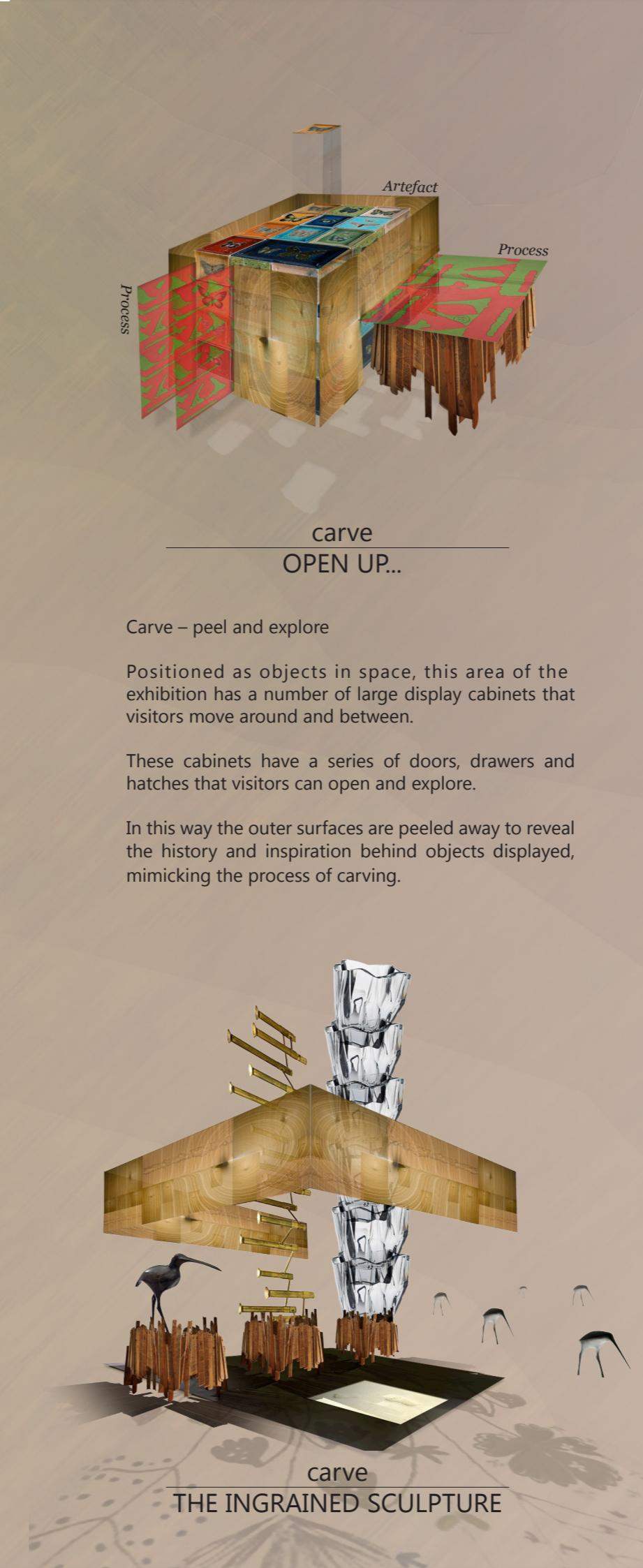
Inspired by the process of casting, this area of the exhibition comprises an outer surface of display walls with rooms on the inside.

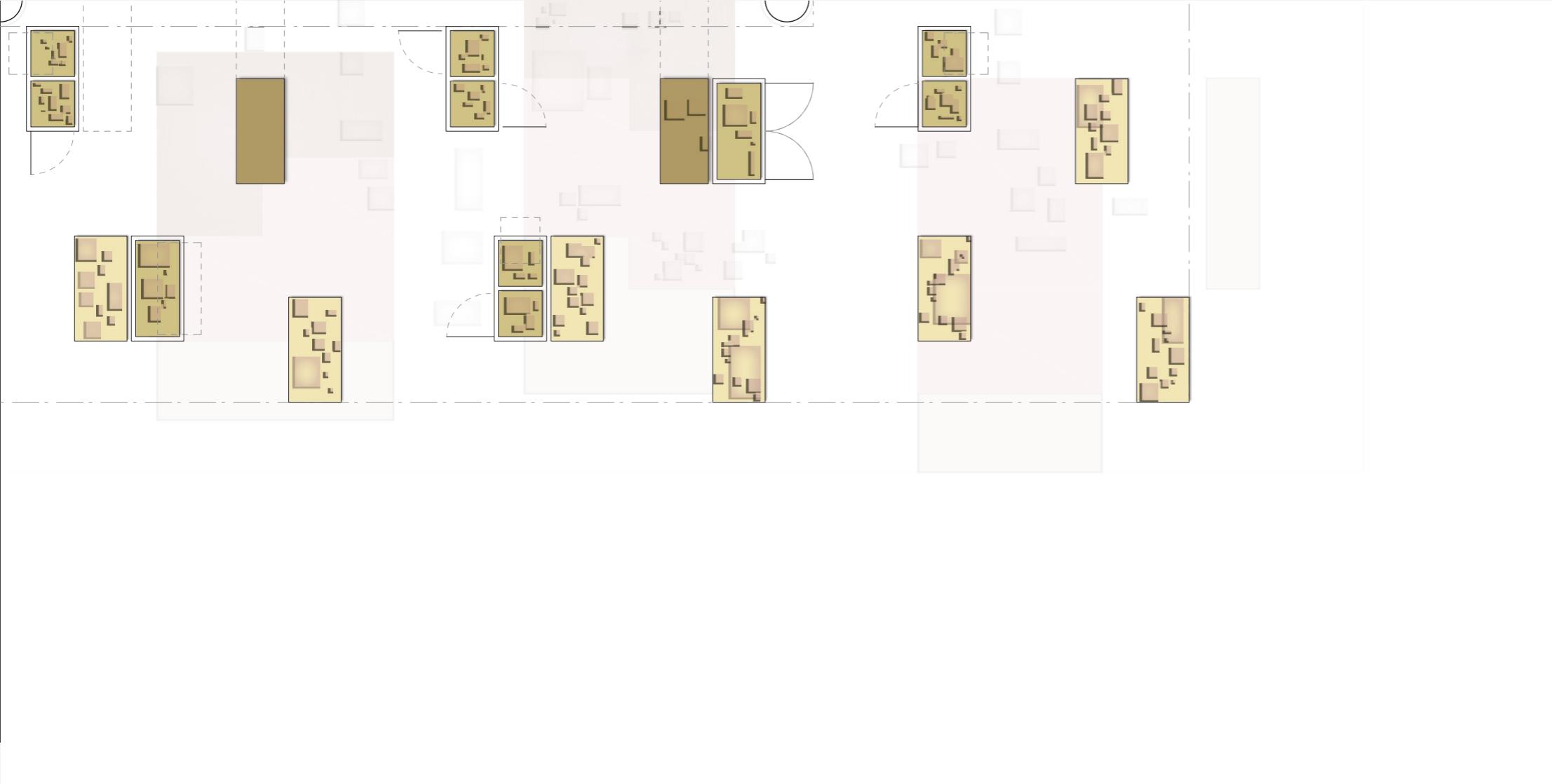
Windows and openings encourage the visitor to penetrate this display edge and enter the spaces behind.

In these rooms visitors can discover more about design and development processes that went into creating the artefacts.



CARVE



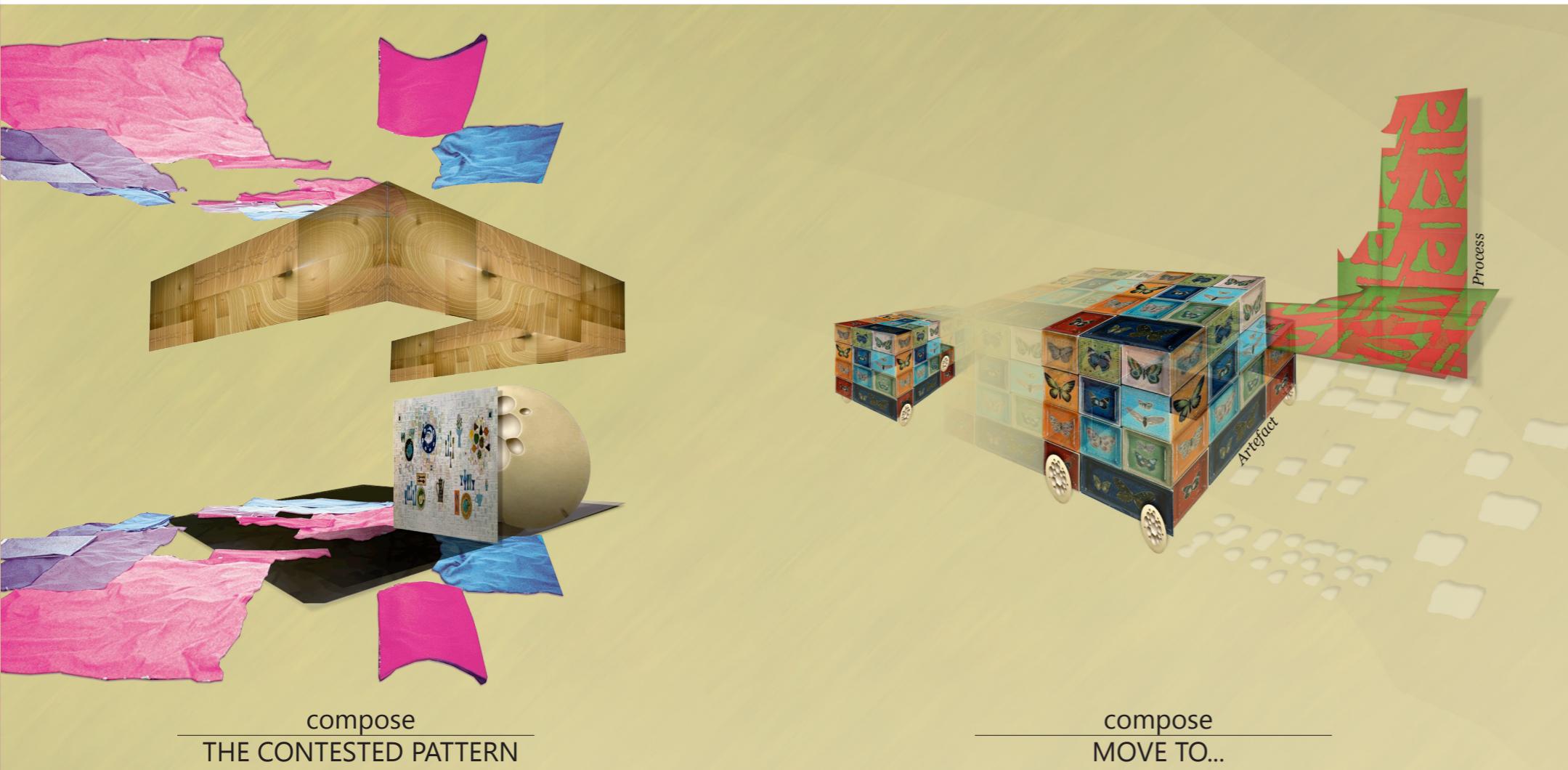
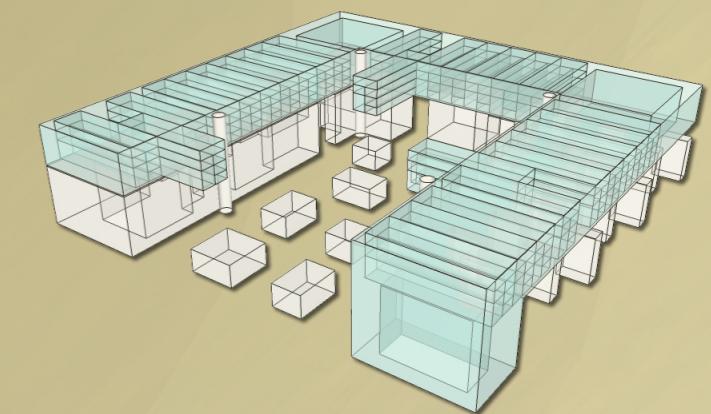


Conserve – protect and reveal

Rather than an off-site repository, the proposal houses the archive in an environmentally controlled glazed box suspended from the ceiling.

This c-shaped repository above the heads of visitors becomes part of the exhibition by allowing oblique views of archive artefacts.

Archive racks slide out over the central space, enabling easy access to individual objects for the renewing of the display and for research purposes.



Compose – position and compare

Moveable and interchangeable, the smaller cabinets in this area can be relocated and juxtaposed to form different compositions.

Visitors can physically interact with the exhibit by moving the objects themselves to compare, contrast and explore relationships that may not be apparent at first glance.

With the exhibit in constant flux, every visitor inherits the layout left to them by their predecessor.

COMPOSE



compose

THE CONTESTED PATTERN

compose
MOVE TO...

CREATE

Create – meet and make

This central space contains benches and worktables where groups and individuals can gather and share their experiences of the exhibition.

Trolleys containing materials and tools, relating to each of the surrounding exhibition areas, can also be moved to dock with the worktables.

In this way visitors are encouraged to explore their creativity by making a composition or an object of their own.

These new visitor designs and objects can then be recorded and added to the archive either physically or digitally, allowing the archive to evolve and renew.

This multi-purpose space can also be reconfigured to host seminars, temporary exhibitions, artists in residence and other collaborations.



A phone app, downloaded on arrival, would give visitors access to additional digital information as they navigate through the exhibition and allow them to share their personal stories, photos and videos.

This digital information would be accessible to future visitors to inform their visit, as well as inform how the archive exhibition should develop and evolve to attract more visitors.

Over time a digital community and online forum could be developed to interact with the archive, allowing it to contribute to design discourse on a local and global level.

