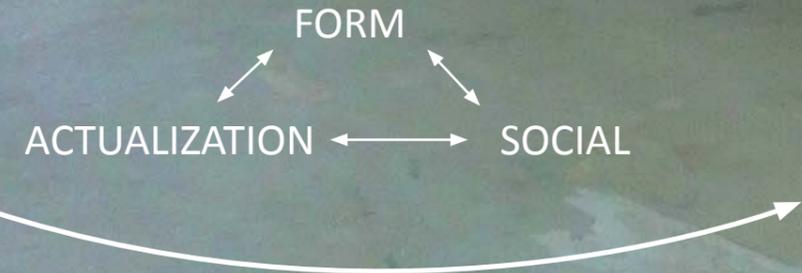


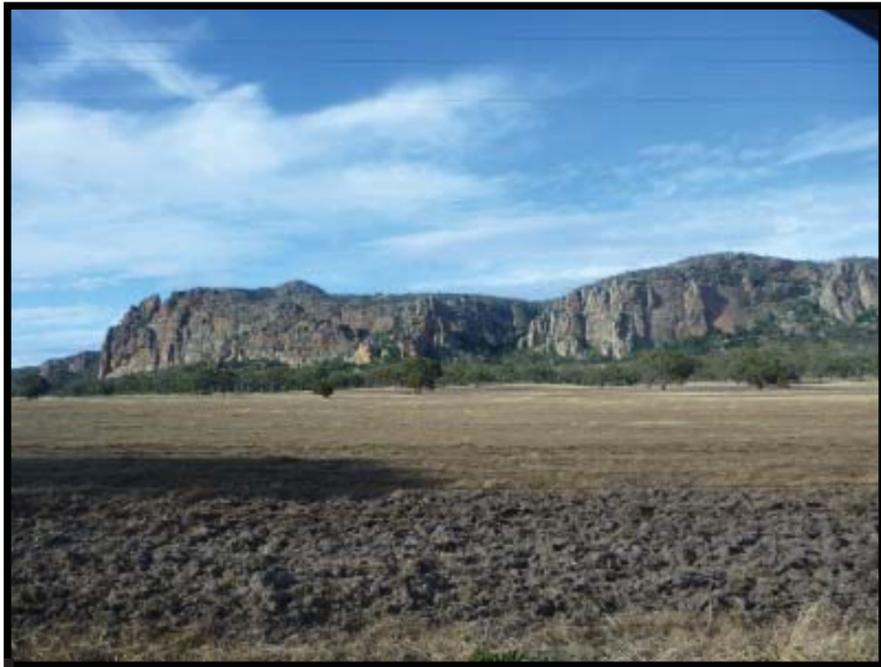
BOULDERGEIST 
DESIGN FOR A CLIMBABLE WORLD

WHAT DOES IT
LOOK LIKE?

HOW IS IT
FUNDED?

WHAT DOES
IT DO?





Araplies

Grampians

Macedon

Mt Buffalo

You Yangs

Cathedrals

MELBOURNE

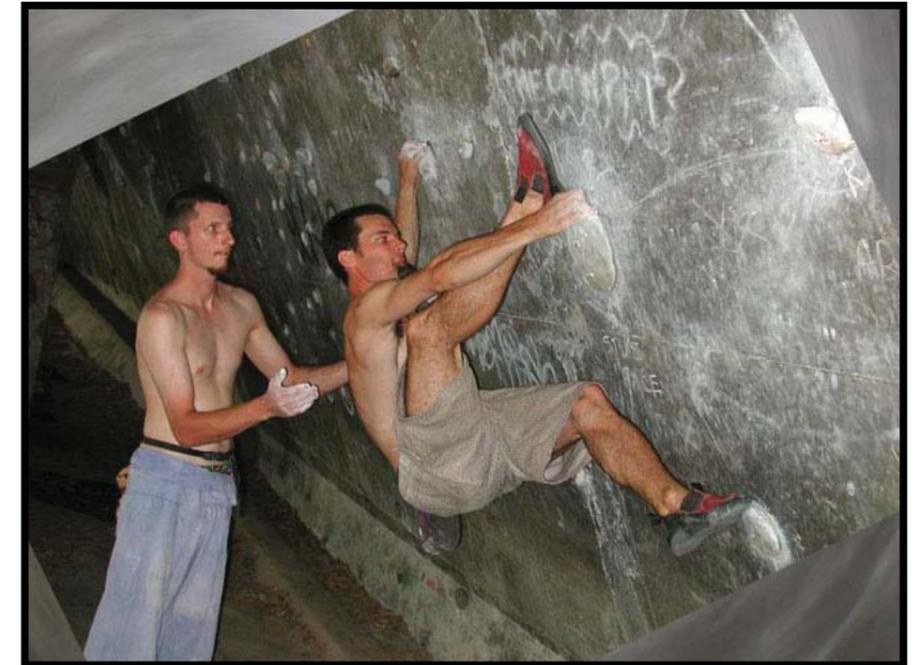
150 km



Burnley Public Bouldering Walls



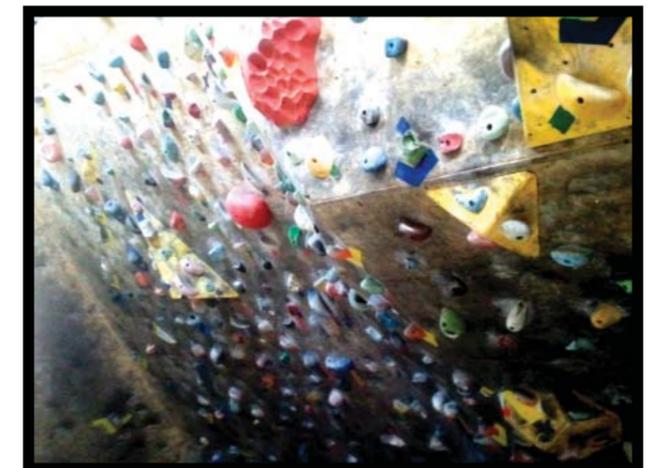
Burnley Public Walls



Old Burnley - DIY Public Climbing



The Lactic Factory



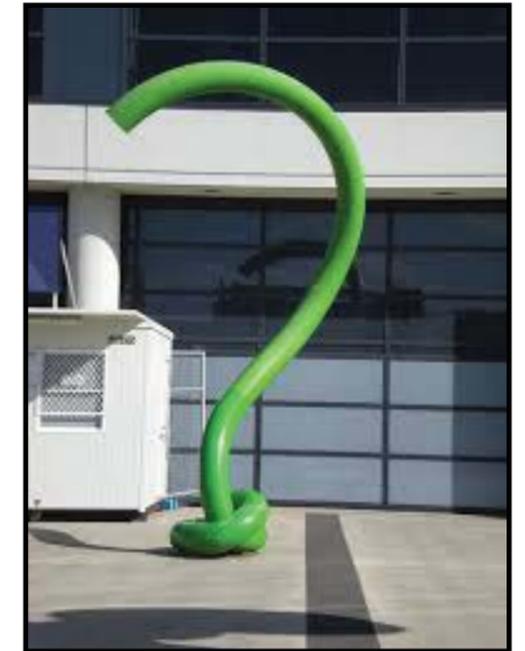
Hardrock Melbourne



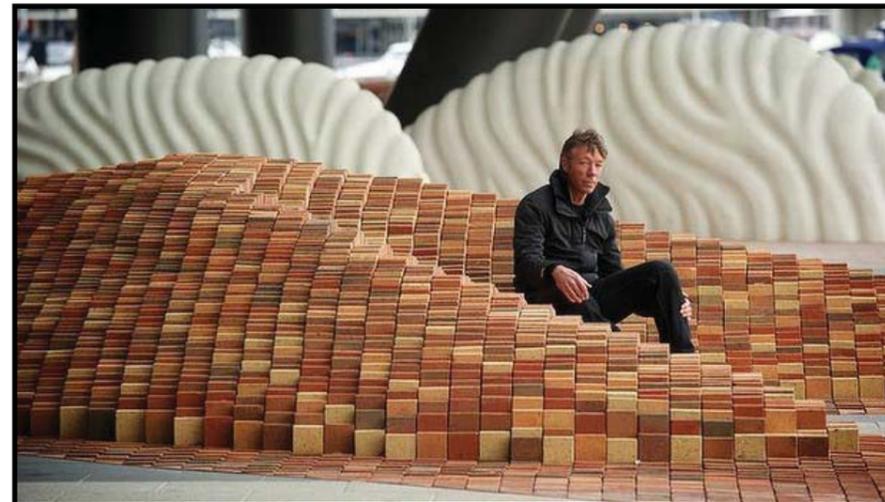
Bluestone Buildinging



Dockland's Melbourne



1% of development spent on (generally good) public art yet the public realm is considered a failure.....why? Could climbing help?



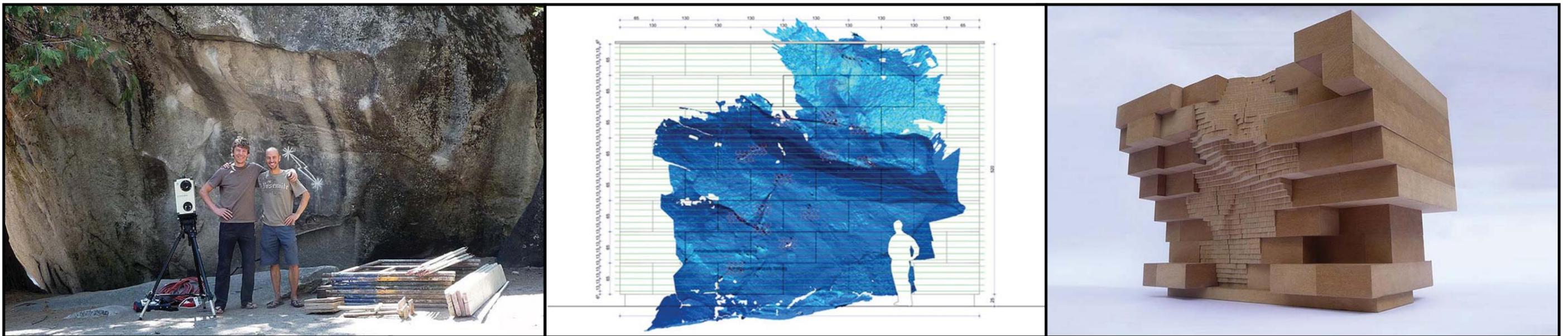
John Frankland - Shoreditch Boulders

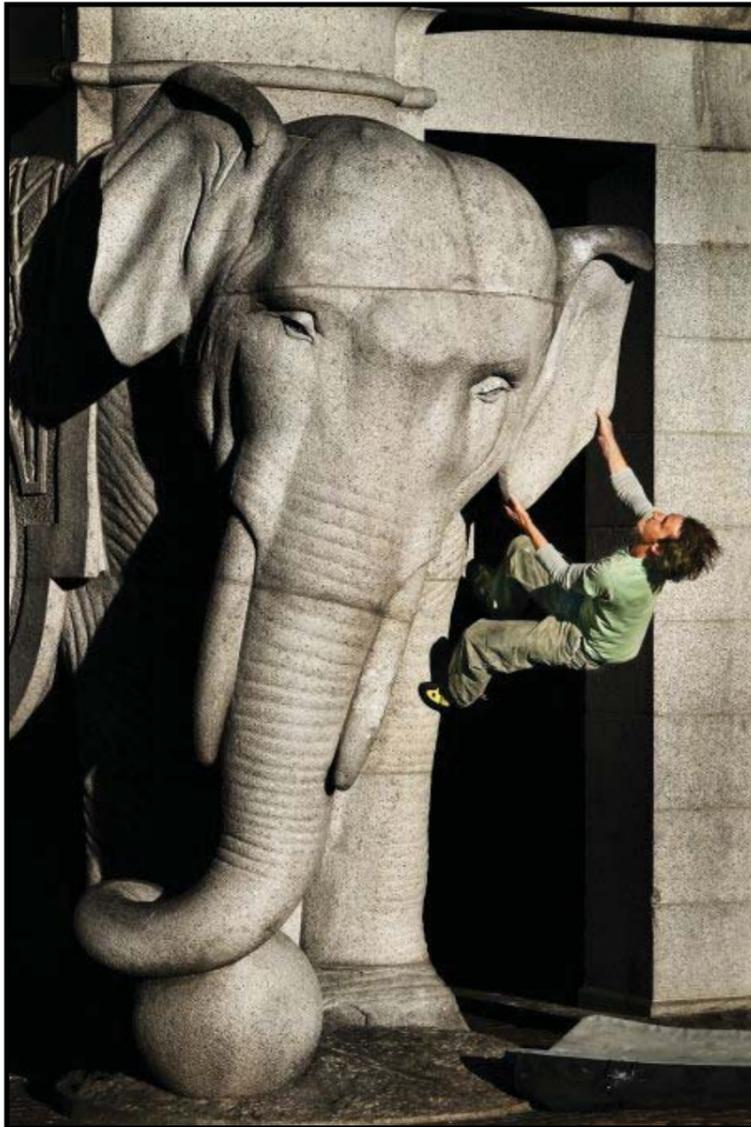
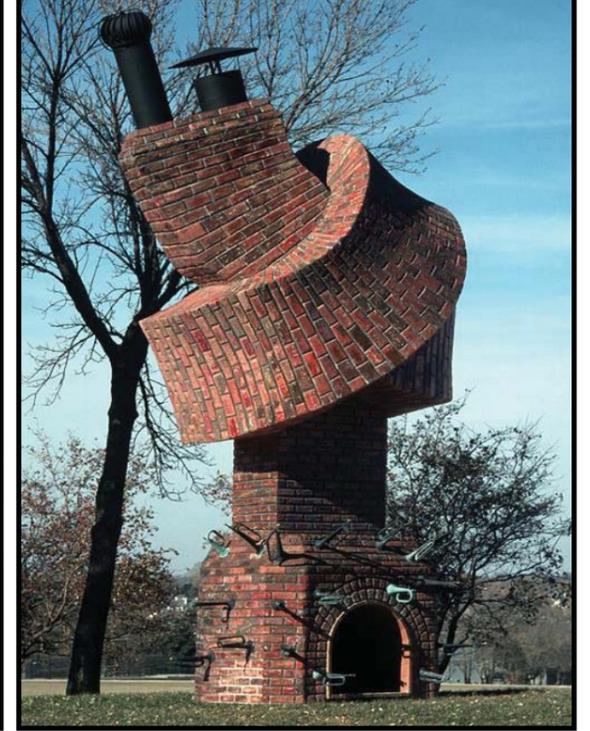
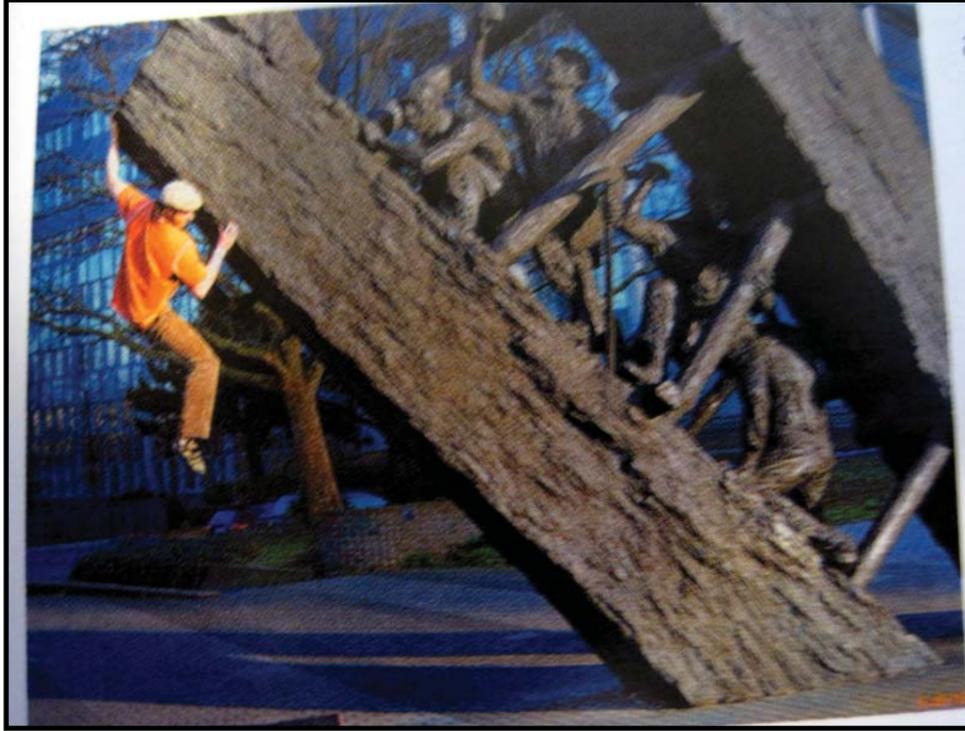
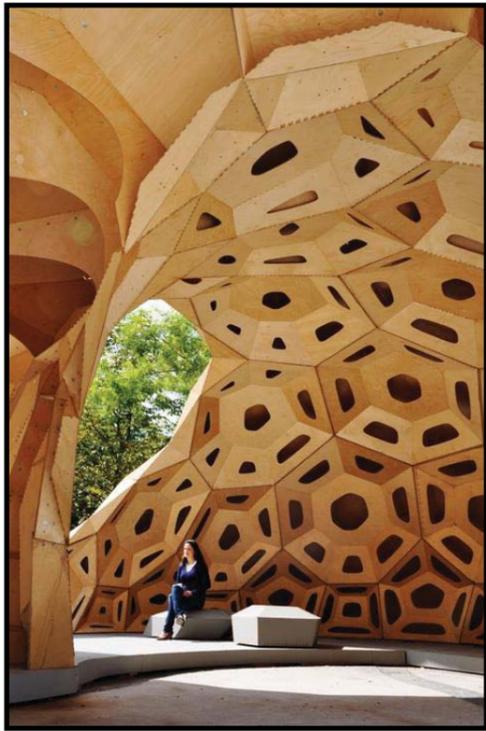
Bouldering placed in the public realm as art using quarrying process



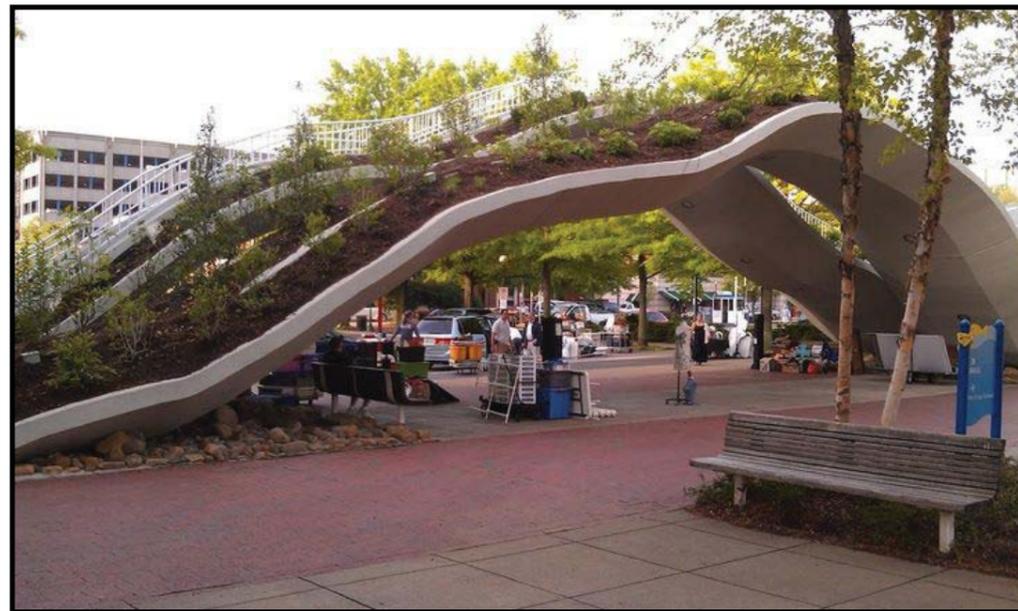
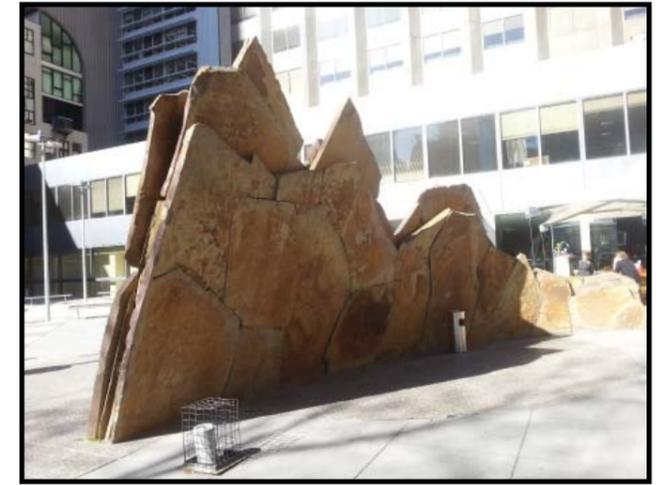
Albrecht Thausing - Bergstoss

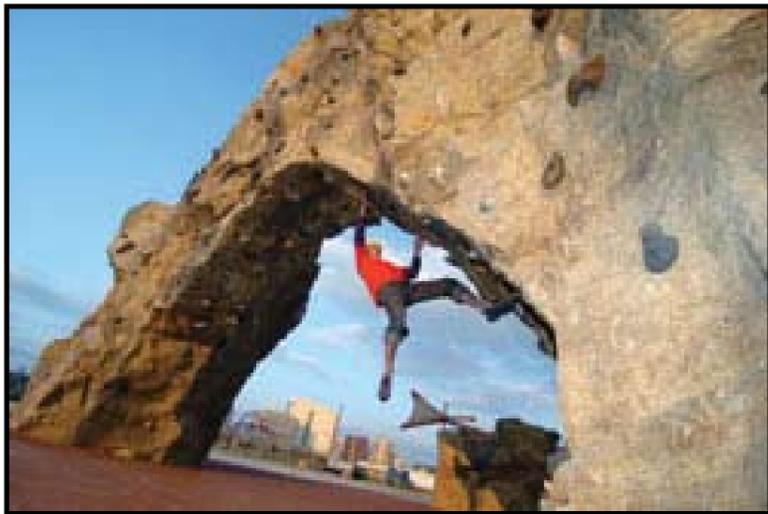
Interpretation of boulder placed in the public realm as art using digital technology





Possibilities for climbing seem to be everywhere in the urban environment





Built urban bouldering is not new





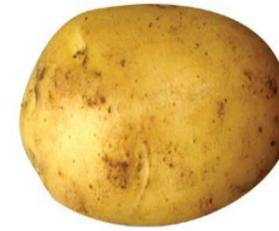
Neanderthal skull scanned



Faces



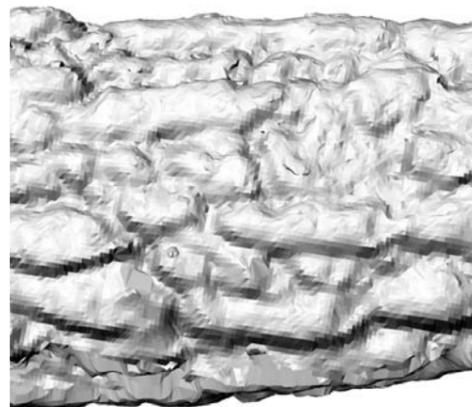
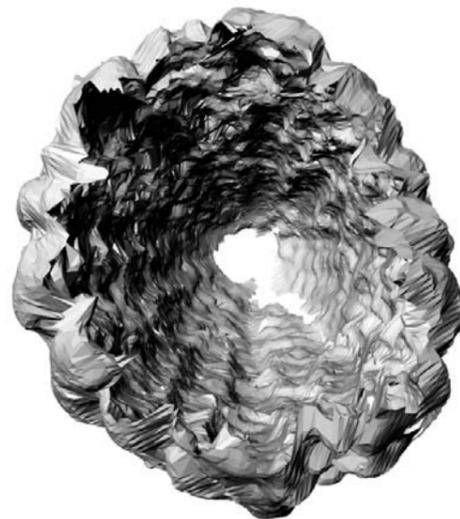
Beethoven bust



Could fruit work?



Bitter melon scanned



What would make good climbing that is not rock?



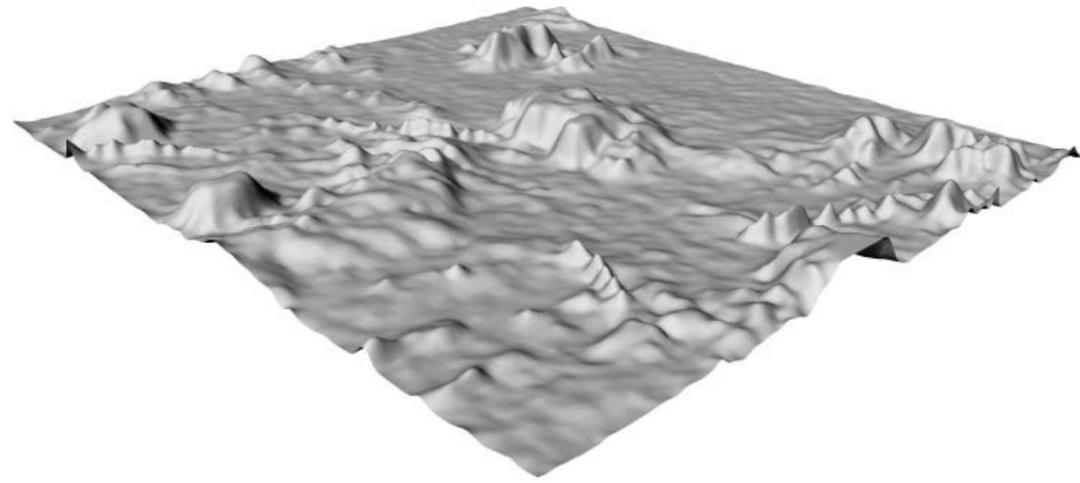


The Lettuce Boulders

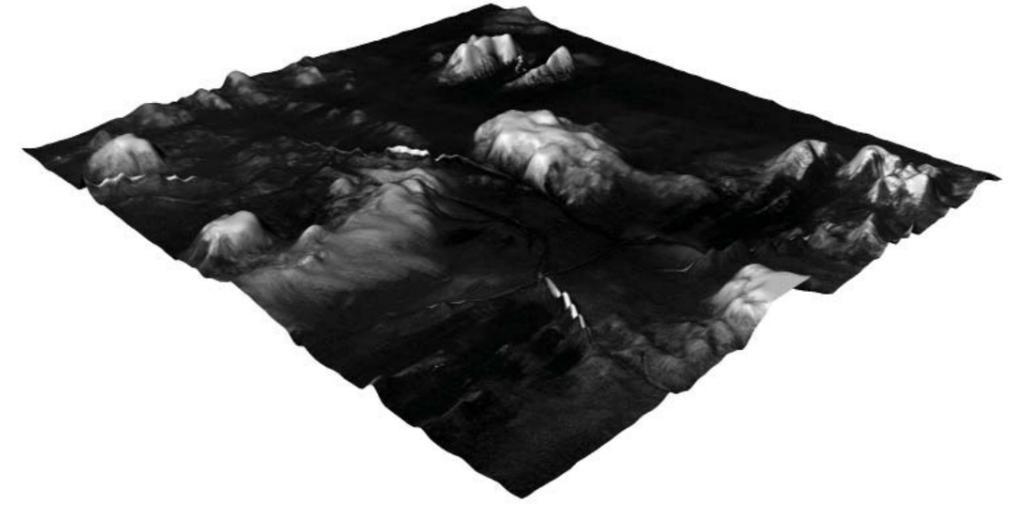
Propositional landscape investigating the seriality of multiple replications of a single object with seemingly climbable features created using digital technology



Source



Height field



Height field with original painting placed on top via a bit map

Height field technique used in collaboration with painter Josh Fartch.

A sketch painting was used to create a topography that was then re interpreted by the painter at a new scale and depth of detail.



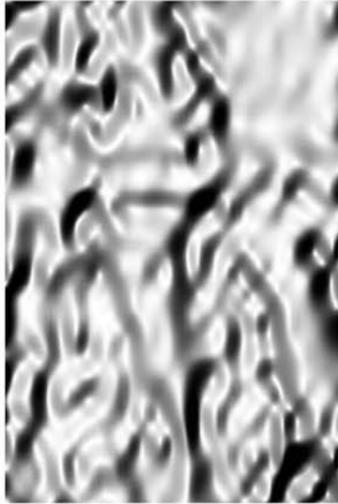
25 x 25 sample points

50 x 50 sample points

100 x 100 sample points

200 x 200 sample points

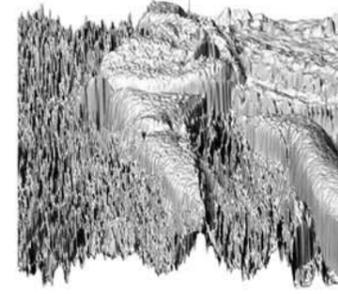
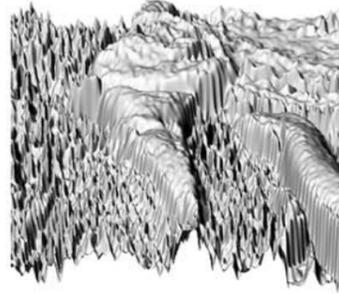
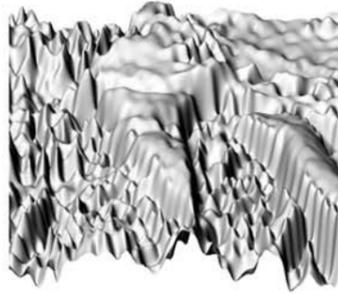
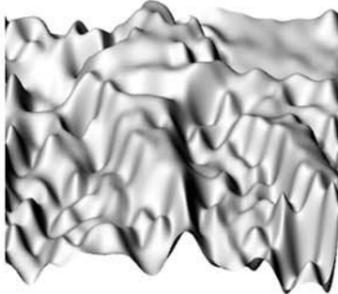
PLAN



SECTION



AXO



Experiment in using a picture to create a height field with the intent of turning that form into a climbing hold

Sample points

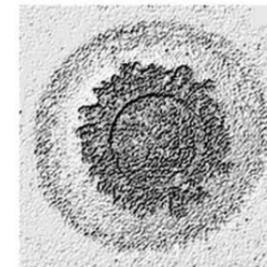
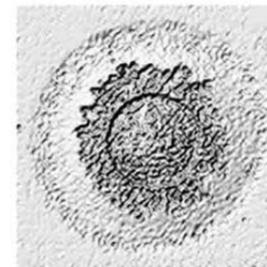
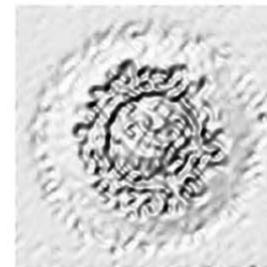
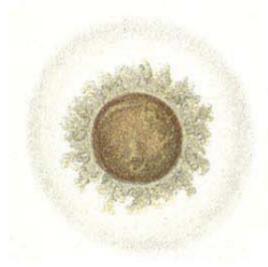
25 x 25

50 x 50

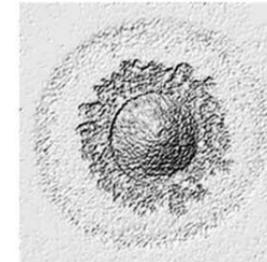
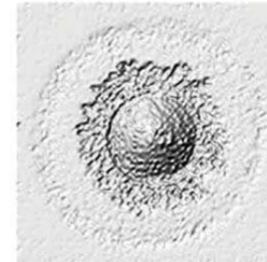
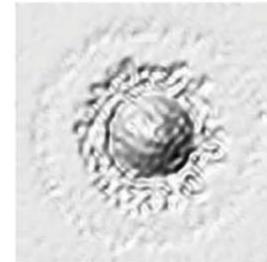
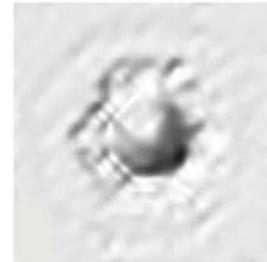
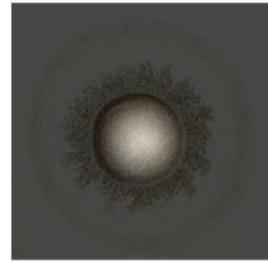
100 x 100

150 x 150

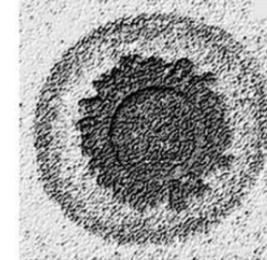
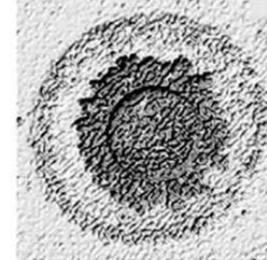
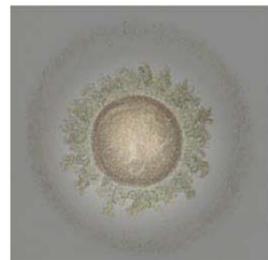
A: source



B: 87% opacity
over circular
gradient



C: 18% opacity
over circular
gradient



A



B



C



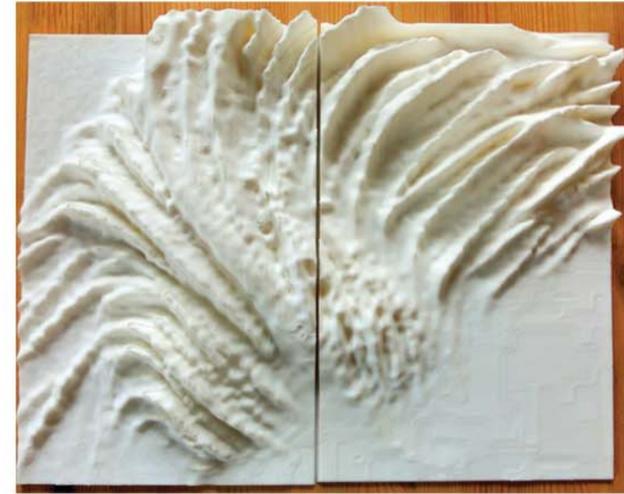
Experiment in controlling erratic forms in height field using layer, and gradient masks



source



model



print



mirrored prints



Configurations

Generation of image into 3D model then 3D print to test possible forms for holds



From
print to
climbing
hold

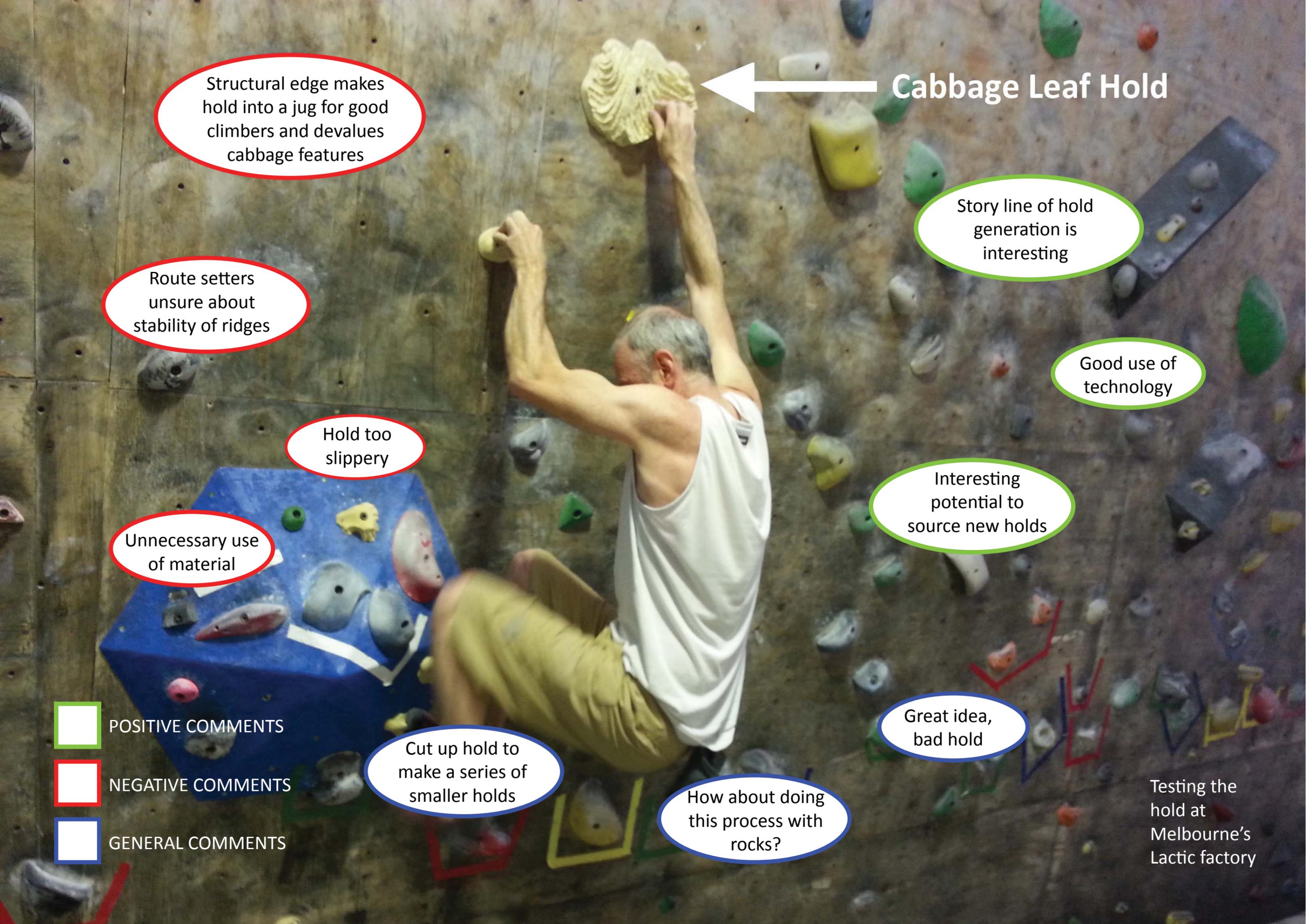
Edge created
to increase
structurality

Silicone
mold and
polyurethane
cast



Finished holds





Cabbage Leaf Hold

Structural edge makes hold into a jug for good climbers and devalues cabbage features

Story line of hold generation is interesting

Good use of technology

Route setters unsure about stability of ridges

Interesting potential to source new holds

Hold too slippery

Unnecessary use of material

Great idea, bad hold

Cut up hold to make a series of smaller holds

How about doing this process with rocks?

Testing the hold at Melbourne's Lactic factory

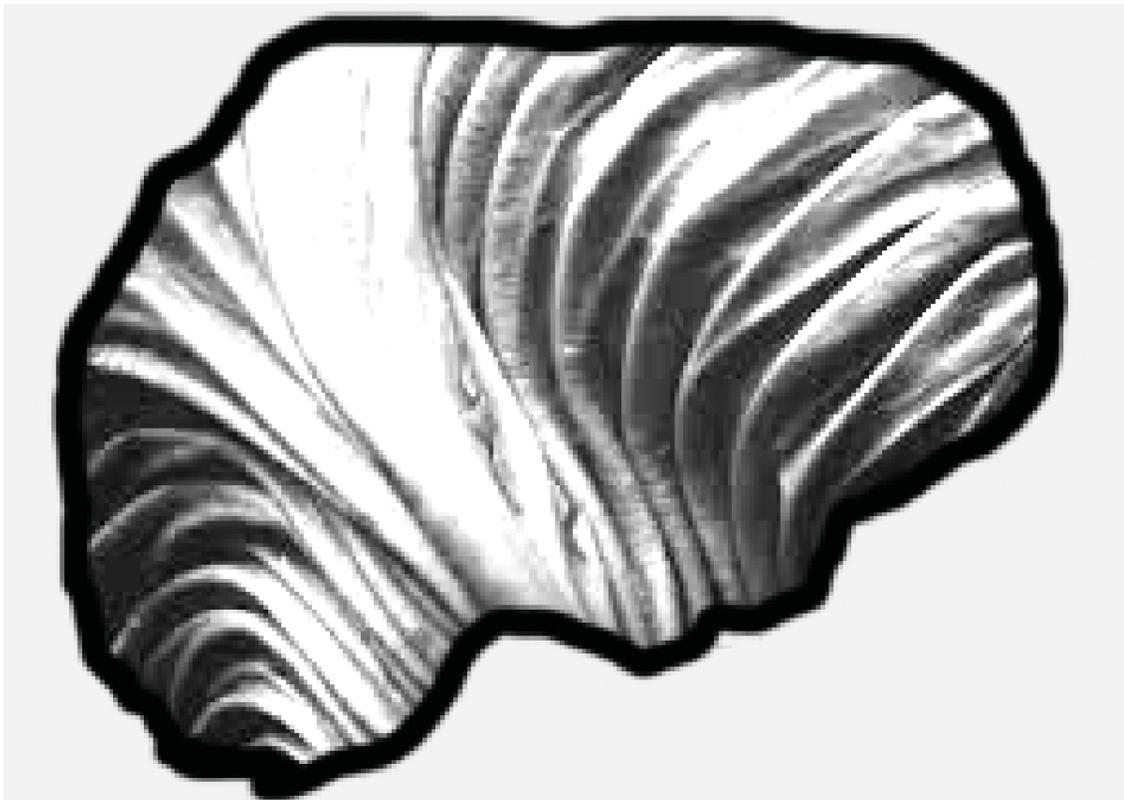
- POSITIVE COMMENTS
- NEGATIVE COMMENTS
- GENERAL COMMENTS



Manual manipulation of printed hold to create texture

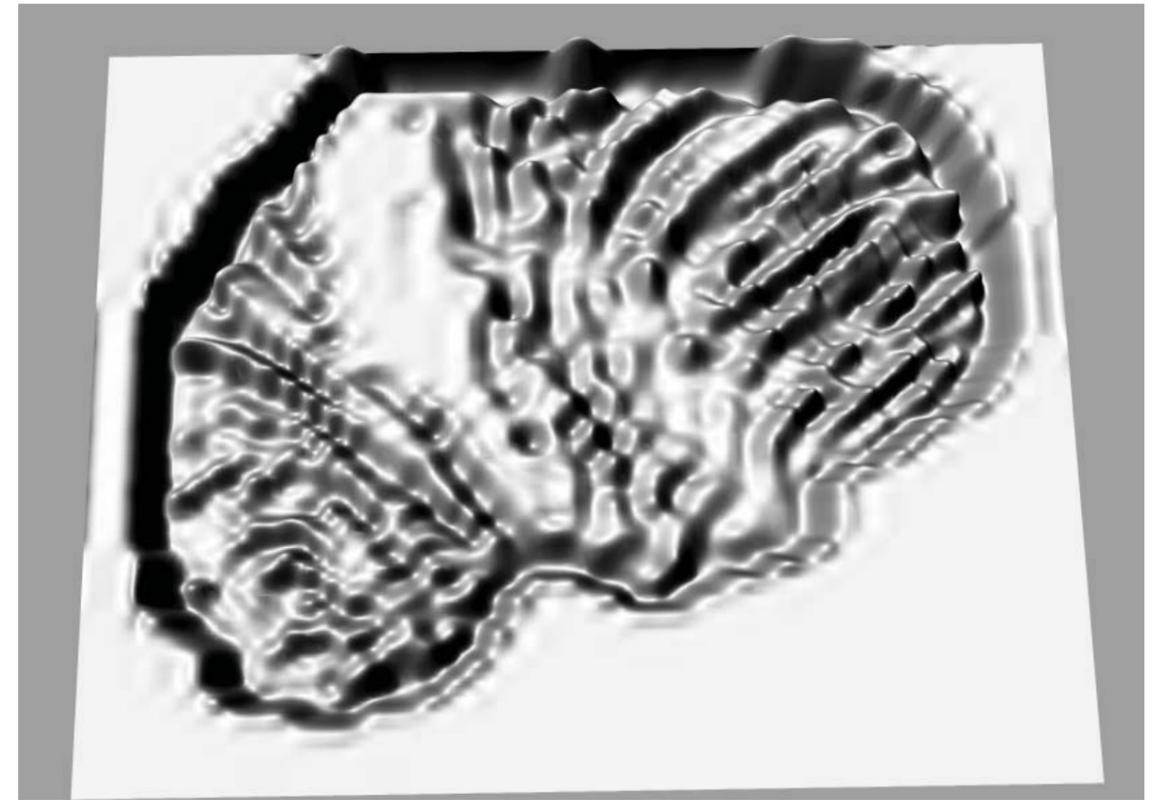


Manual manipulation of printed hold to create texture

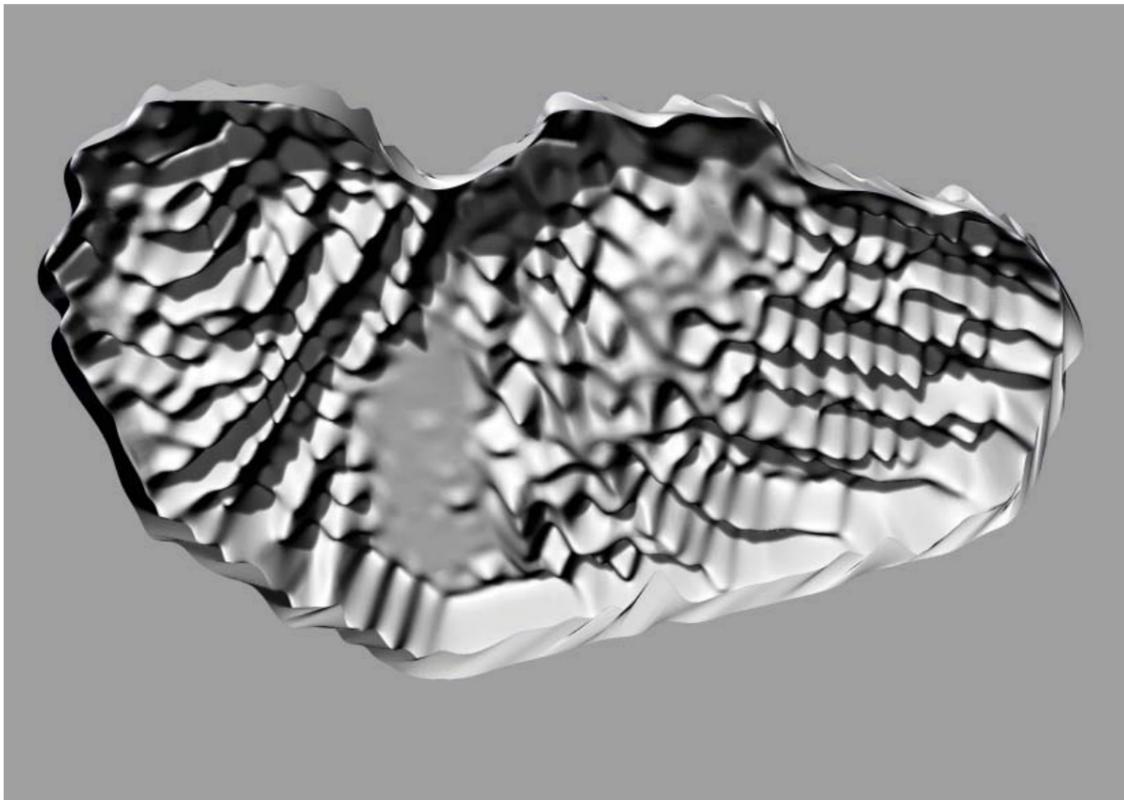


New jpeg processed in photoshop

Using contract and layer masks to create a jpeg which, creates a more structural shape limiting the need for hand sculpting



New jpeg after height field

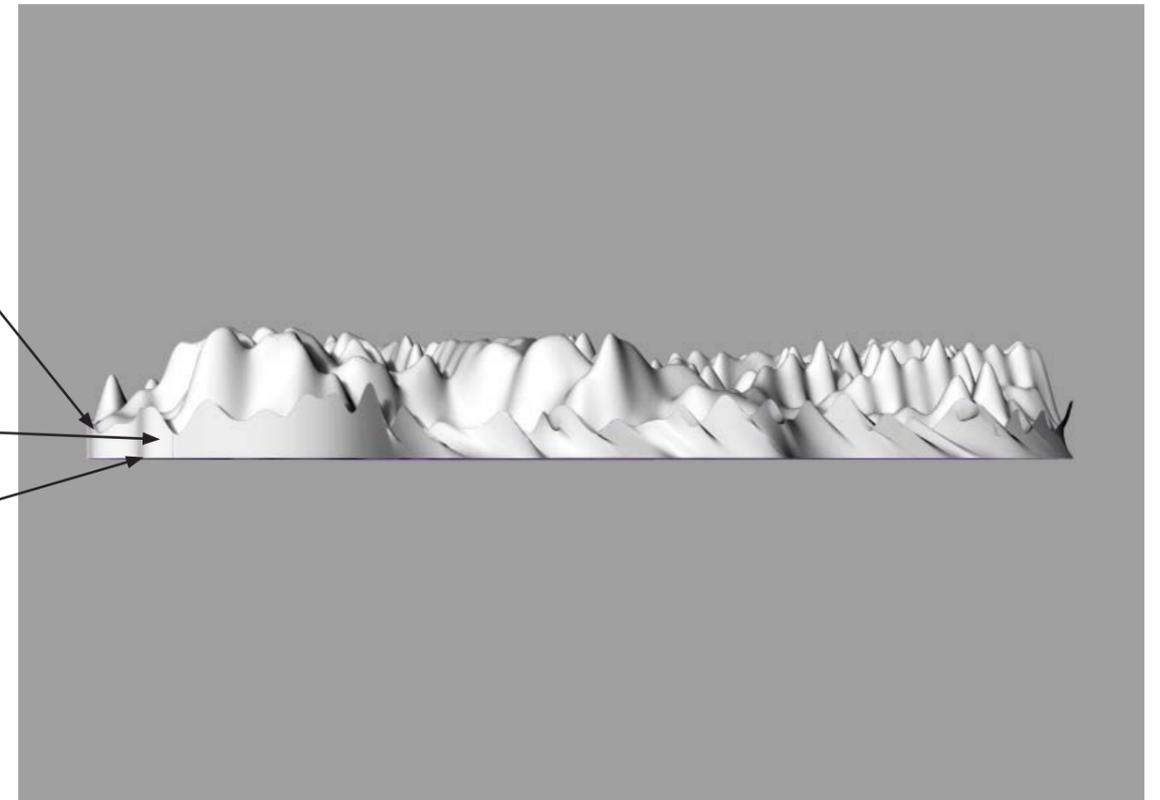


Underside of hold. Void gives clues to structurally

Line of height field

Added surface

Flat base



Section of hold with flat base added



Worlds largest 3D printer

3D printing is allowing formidable possibilities in conceptual art and architecture



D- shape printer by Enrico Dini can print 2 story sandstone building



Digital Grotesque by Micheal Hansmeyer and Benjamin Dillenburger

Why not something climbable?



1971 Gran Torino by Ioan Florea

BOULDERGEIST

DESIGN FOR A CLIMBABLE WORLD



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THANKS FOR LISTENING