THE REVAMPA LAMP

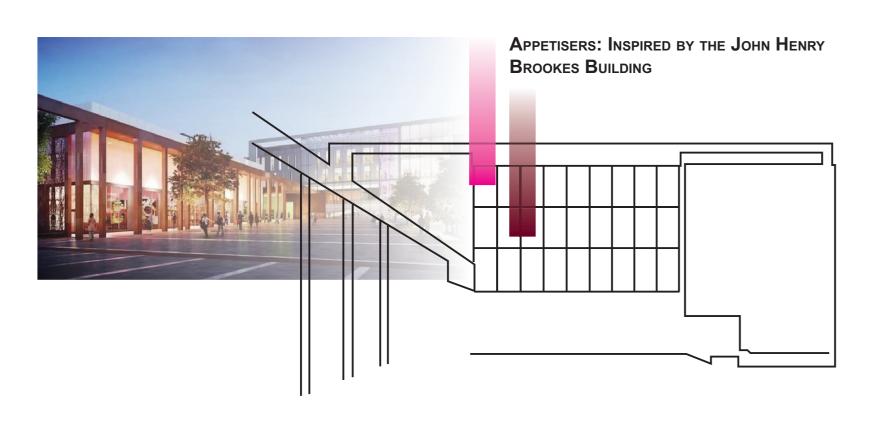
AN INTERACTIVE LIGHTING SYSTEM THAT BRIDGES
THE GAP BETWEEN AESTHETICS AND FUNCTION WITHIN THE INTERIOR

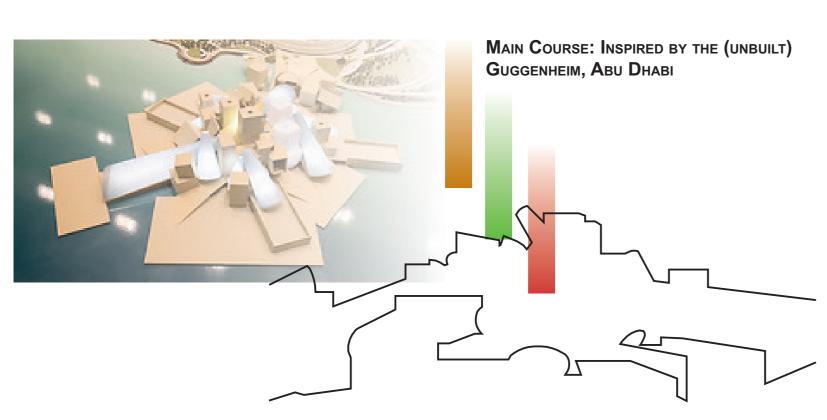
Maitreyi Seraphina Gogate

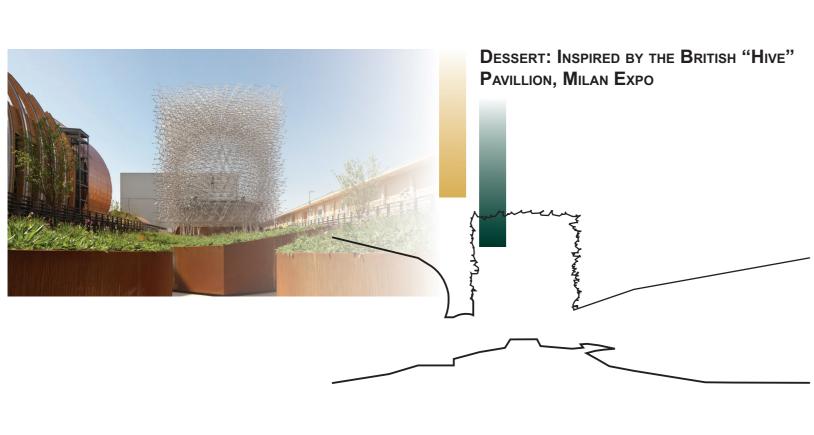


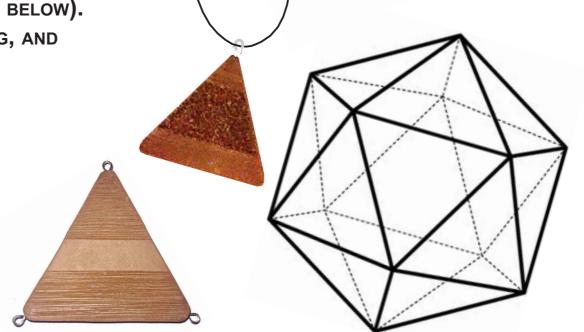
SCHOOL OF ARCHITECTURE
FACULTY OF TECHNOLOGY, DESIGN AND
ENVIRONMENT

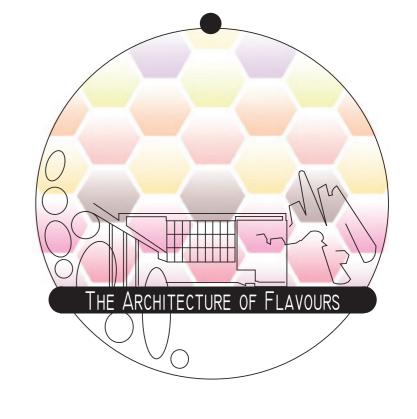
This system of lighting has been produced for the "Architecture of Flavours" expo to be hosted on the 19th of April, 2016. My brief entailed producing lighting for 12 dinner tables that the invitees could interact with. The design is meant to stem from the menu that showcases food inspired from the "flavours" of three buildings as conceived by members of the graduating class of 2016 (shown below). The organisers of this event also want their guests to take an experience away from the evening, and have tasked me with making this idea come to fruition literally.



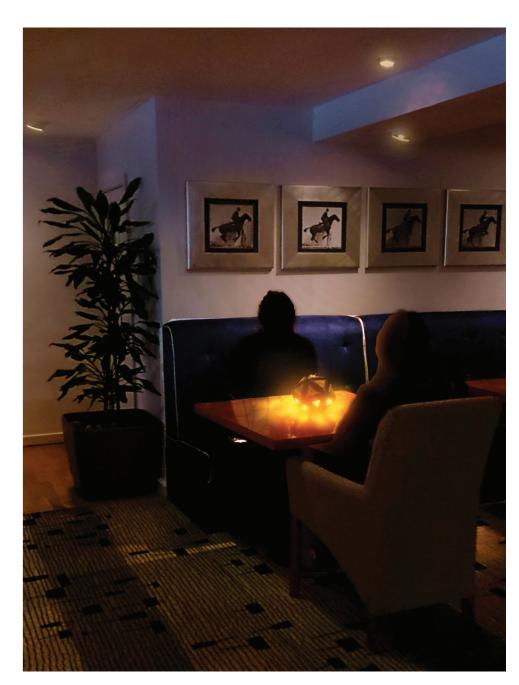




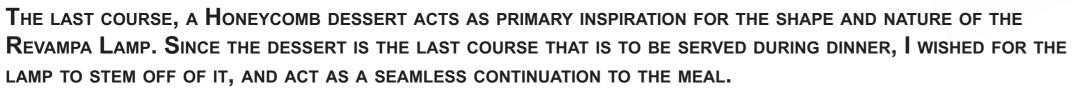




The lamp exudes a soft glow onto the table. The brightness of the lamp can be adjusted by using the triangular terracotta artifacts that can be moved around within the skeleton MDF structure. The bottom apertures of the skeleton structure are left uncovered allowing maximum light on menus and food, and a soft glow on guests.



Post Event Use: Once all of the terracotta jewellery pieces/ artifacts have been taken away, the skeleton is going to be installed on the rather mundane lampshades hat hang from the ceiling of the Brookes Restaurant to give the atmosphere a sense of drama and depth.



The hexagonal honeycomb structure has been deconstructed in order to create an icosahedron that acts as the base skeleton structure for holding terracotta artifacts that can be used to control the amount of light emitted from the lamp during the meal, and taken away at the end of the event as pieces of memorabilia.





