

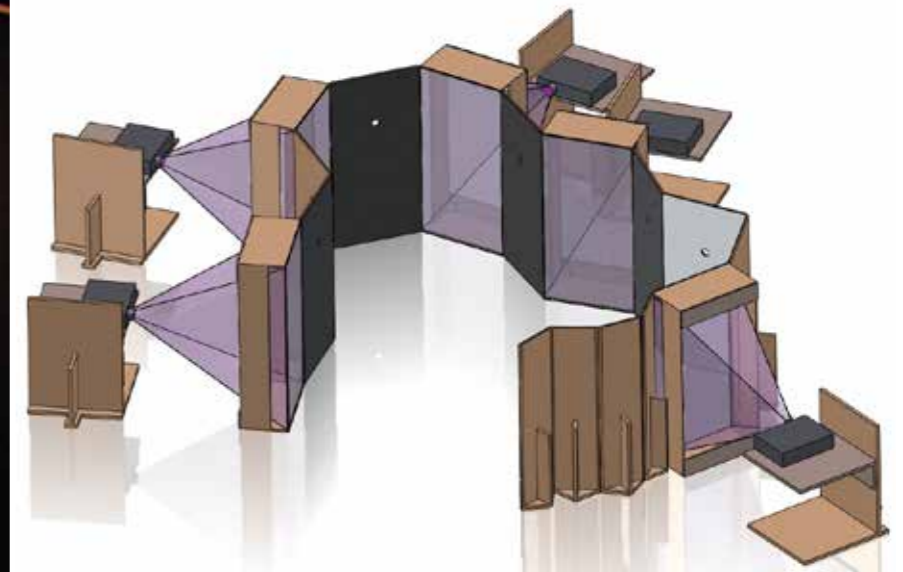
## Frock Stars

Design of interactive exhibits that engaged visitors in role plays of being a model moving through the phases of preparing for a fashion show, as a way to get the visitor to meet the many professionals that support the industry and learn about their work.



## Creating the Look, Benini and Fashion Photography

Technical development of an immersive room of digital projections and mirrors designed by photographer Jean-Francois Lanzarone, Powerhouse Museum.



## The 80s Are Back

The 80s Are Back @ Powerhouse Museum: design of interactive exhibits such as a giant, working Rubik's Cube and signage made from Rubik's Cubes that supported visitors learn about Australian life and culture in the 1980s.



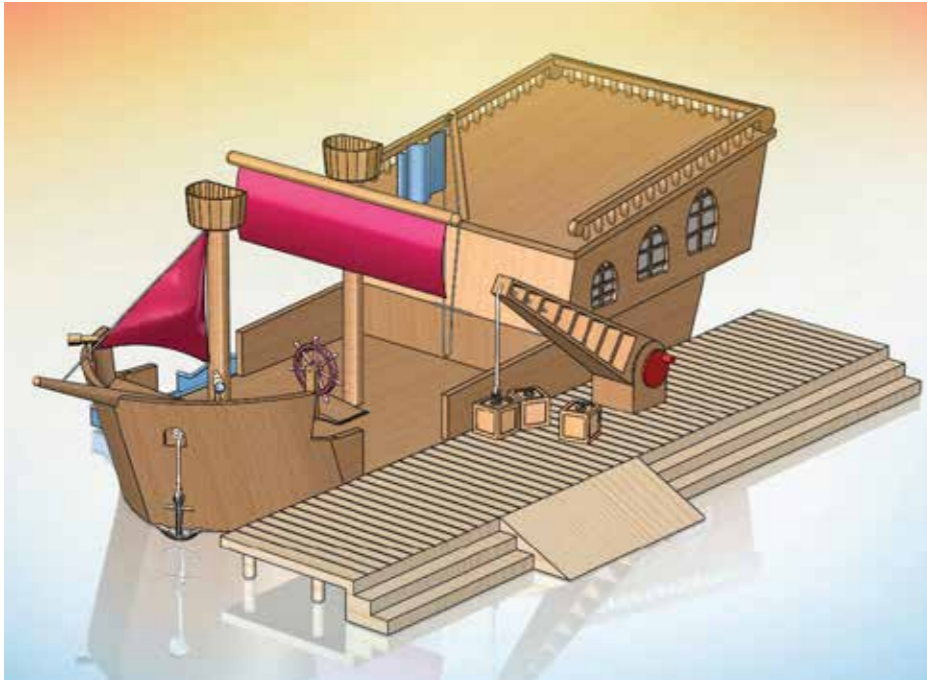
## Engineering Excellence Awards

Design of interactive exhibits and motorised working models demonstrating the inventions and the engineering process of the companies that won Australian Engineering Excellence Awards each year of exhibition. Interactive holograms inspired experimentation into making touch sensitive acrylic user interfaces that controlled the multimedia displays for the 2011 exhibition.



# The Wiggles

Design of interactive exhibits, animatronic storyworlds, rides, digitally projected Pepper's Ghosts of life-sized actors performing on stage, dancing and role playing spaces inspired by the words and music of the children's pop group called The Wiggles, to celebrate their 20 year anniversary.



# Oopsatoreum

Design of an interactive shadow puppet theater with all its mechanisms clearly visible to spark wonderment about how things work and the invention process; showcased in and amongst an exhibition of absurdly odd inventions, narrated by illustrator Shaun Tan, through the fictional and spectacularly unsuccessful inventor, Henry Mintox.

