

由香港故宮文化博物館到 STEAM 教育 —— 「燃展故宮魅力」照明設計比賽

學校名稱 瑪利曼中學

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作品名稱 Illumine

視覺傳意獎

Illumine

Light up Palace Museum with Hope

by Tam Tsz Shan, Chong Eugenie & Wong Dawn,
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We want to show the visitors what the HKPM has to offer and to refresh their memory after their visit through interactive projections of the key exhibits.

Our wish is that visitors retain knowledge of our history and culture, and pass the light on to the world with new ideas inspired and extrapolated from the HKPM.

Visitors may press the buttons labeled different sections of the museum, and they can project an image of an exhibit onto the wall.

Microbit is used to light up the wall, which will be programmed to switch on during nighttime, while they will be turned off during daytime to preserve energy.

The buttons are installed onto a wooden box in front of the water area to cater to children. When a button is pressed, its corresponding boat will project pictures of some museum artifacts or paintings on the wall.

Solar panels are installed nearby to absorb sunlight during daylight hours, to collect electricity for the projectors.

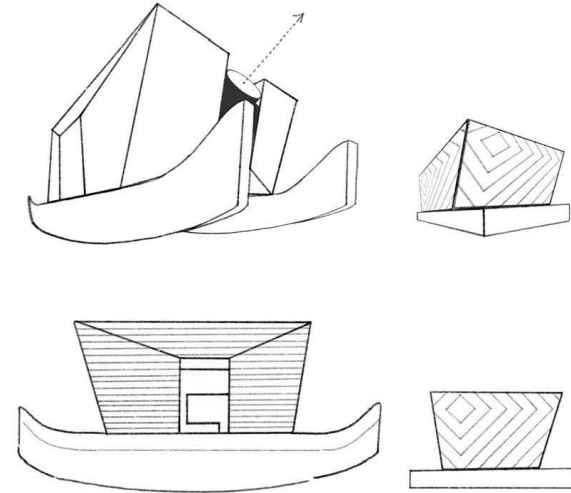
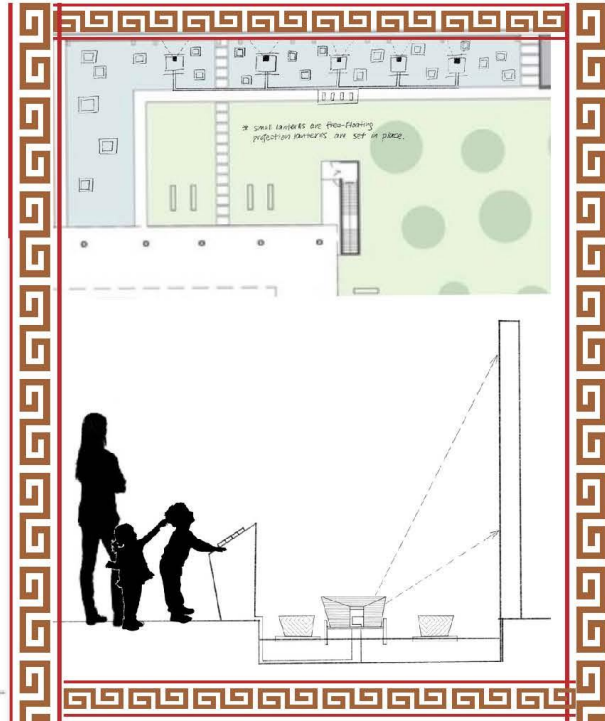
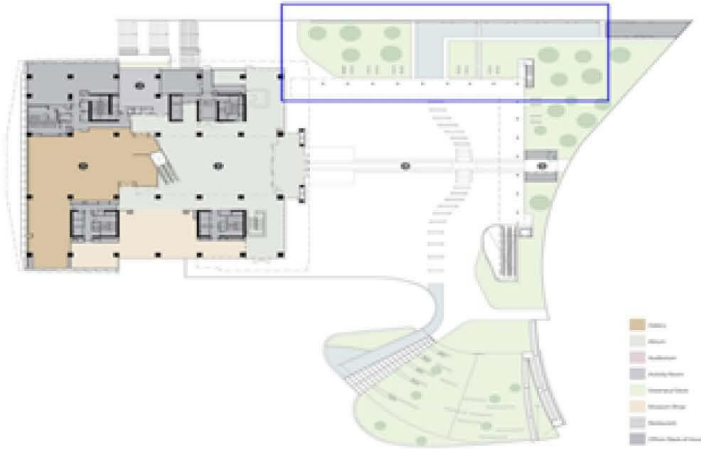


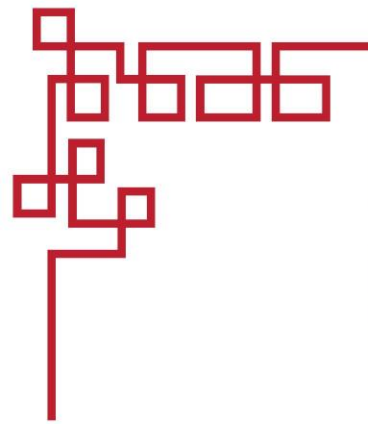


Inspiration:

Chinese water floating lanterns symbolize light, happiness and prosperity. We would like to spread happiness and express the beauty of Chinese culture to the general public. The lanterns are also a tradition with cultural significance, and it is an alluring way of illuminating festivals— by remixing it with contemporary lighting technology, we wish to show the integration of tradition and modernity, and appreciation of Chinese history and arts.

Our Design





Our Prototype

