













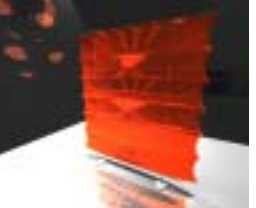




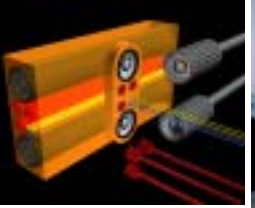





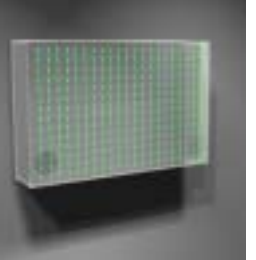



Crowd Productions P/L is a trans-disciplinary design practice focused on design research and the deployment of new technologies in architecture, spacial design and industrial design. Projects include *Hyperlounge*, semi private high definition media viewing capsules, *Hyperkitchen*; a mobile, modular kitchen work station composed of interlocking appliances, *MVR Bathroom*; a roll in, roll out bathroom service capsule with retractable fittings, built around a water recycling unit, the *Mechanical Dry Break Integrated Service loom*, a flexible multi cell service duct integrating all building services and *Hyperhouse* a proposed production engineered house pod with a digital glass facade responding to light, temperature and the demands of the occupants. Other projects include design and construction of an interactive exhibition environment for the new parliament house in Canberra, design of the exhibition environment, *Convicts*, for the Hyde Park Barracks, Museum of Sydney to coincide with the Sydney Olympic games and we are currently designing a modular structural and service system infrastructure for a private house on a sensitive rainforest site in Queensland, Australia. Project work is included in *The Unprivate House* exhibition at MoMA in New York. Crowd is also a graphic design studio with a portfolio of large commercial and government clients and has developed a strong advertising base.

Crowd Productions collaborates with an extended multi-disciplinary network of some 40 professional researchers, designers, photographers, artists and fabricators. Crowds core team consists of five people. Crowd has offices in Melbourne and London. Michael Trudgeon is the principal designer with Crowd Productions, Melbourne. He has a Bachelors degree and a Masters degree in architecture and has taught over the past 15 years in industrial design, interior design, graphics and architecture. In 1998 Michael Trudgeon won the Seppelt Contemporary Art Award at the MCA in the Environmental Design Category with an architectural project addressing the integration of new technologies and innovative design strategies. Glynis Teo has worked as a graphic designer and principal visualiser with Crowd Productions since 1994.

Crowd Productions and network: a brief history; Selected projects completed in a decade

Crowd Productions has been working for a decade in researching the technological possibilities for shaping, servicing and constructing space.

1993	1994	1995	1996	1997	1998	1999	2000	2001	2003	2004
 <p>project: pneumatic valve collaborators: Cash Engineering Research</p>  <p>project: modular table system collaborators: David Poulton Architects, Cash Engineering Research, Milpro Engineering, Damien Ibbott</p>  <p>project: fridge collaborators: Cash Engineering Research</p>	 <p>project: hyperkitchen collaborators: David Poulton Architects, Joseph Brabet</p>  <p>project: interactive exhibition environment collaborators: David Poulton Architects, Mcgregor Knox Design</p>	 <p>project: crucible exhibition collaborators: David Poulton Architects, Simone Leamon</p>  <p>project: melbourne central magazine collaborators: Studio One</p>	 <p>project: modular mobile bathroom collaborators: Neo Metro Architects, RMIT Centre for Design, Cash Engineering Research, John Burne</p>  <p>project: melbourne central guide collaborators: Studio One</p>	 <p>project: smart cart/smart store collaborators: RMIT Centre for Design, Cash Engineering Research, John Burne</p>  <p>project: 21c magazine collaborators: Studio One</p>  <p>project: contemporary craft review collaborators: Studio One</p>	 <p>project: hyperhouse collaborators: Cash Engineering Research, Joseph Brabet, David Poulton Architects, Steven Adam</p>  <p>project: melbourne central guide collaborators: Studio One</p>	 <p>project: biolumina ambulance engine collaborators: John Burne</p>  <p>project: mobile modular kitchen collaborators: David Poulton Architects, Cash Engineering Research</p>  <p>project: chadstone magazine collaborators: Studio One</p>	 <p>project: convicts exhibition collaborators: David Poulton Architects, Live Load Architects</p>  <p>project: melbourne central retail promotion collaborators: Studio One</p>	 <p>project: integrated service loom collaborators: Cash Engineering Research, RMIT Centre for Design</p>  <p>project: iilee visual identity collaborators: Studio One</p>  <p>project: melbourne central magazine collaborators: Studio One</p>	 <p>project: hyperlounge collaborators: David Poulton Architects, Riva Fab, Cash Engineering Research</p>  <p>project: lab.3000 visualisations</p>	 <p>project: hoys cinemas collaborators: David Poulton Architects</p>  <p>project: pervasive entertainment system</p>  <p>project: lab.3000 Report03</p>