

A2arquitectos

The kaleidoscope is a mesmerising and traditional concept toy invented in 1816; it has been played with for generations, all of whom have enjoyed its optical effects. We decided to build a large-scale model of the object so that the public can physically interact with it. The piece includes a hexagonal tunnel measuring six metres in length. The magic is then created by reflecting external views, repeated images of the people that walk through the space, thus designing multiple worlds for visitors to encounter. It allows the public to communicate with all of the parameters, becoming part of their own three-dimensional pattern whilst experiencing a strange sensation of weightlessness from the view that is generated. As a collective, we develop projects based on the play of light and reflections, modifying locations to enact a dream-like environment. The result is a set of loci that respond to different sensory perceptions; ultimately the viewer is reintroduced to a forgotten sense of amusement with shapes, colours, fluorescence and texture.

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Kaleidoscope, 2015.
Expanded polystyrene covered by polyurethane and acrylic mirrors.
232cm x 268cm x 600cm.

