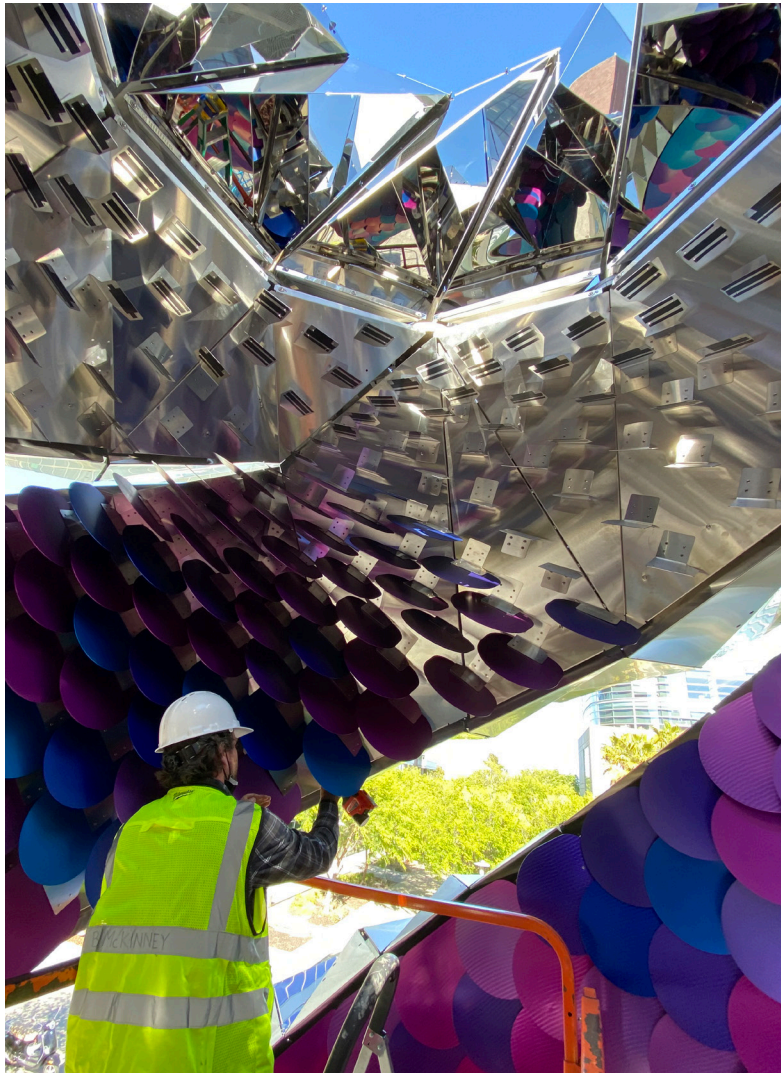


NATALIE ABBOTT *PORTFOLIO OF WORKS*

www.natalieabbott.com

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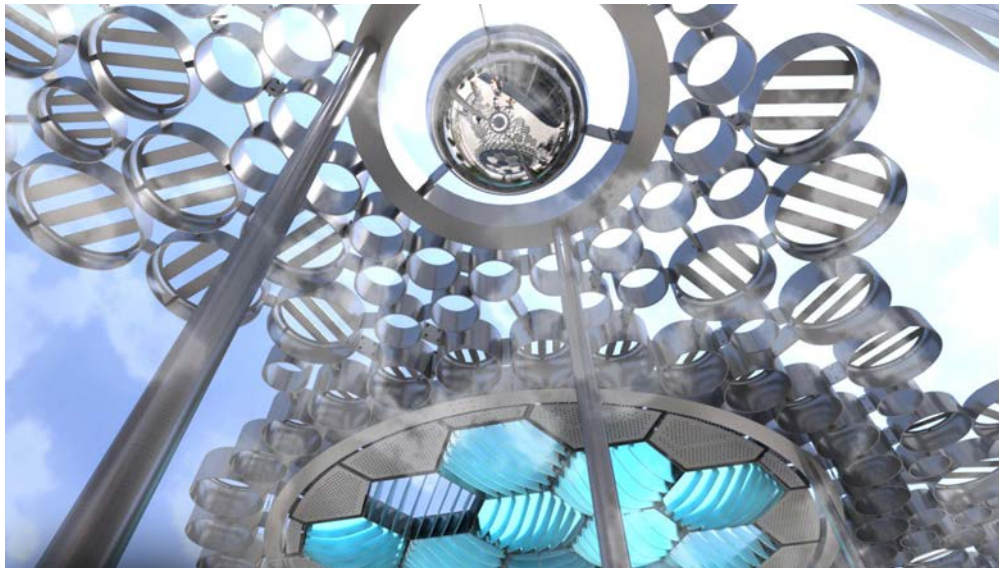
01



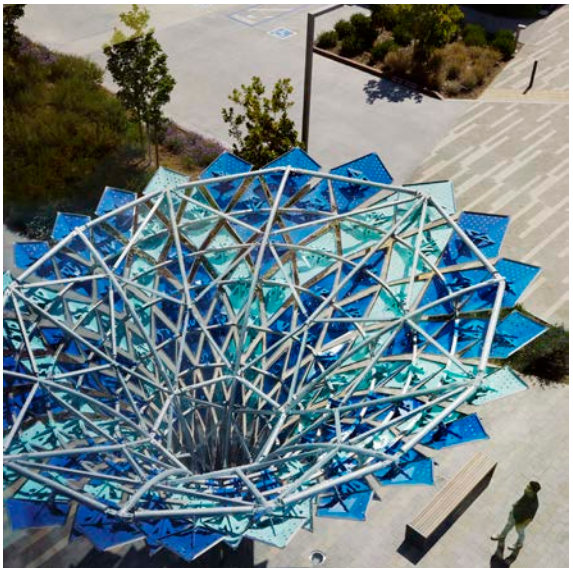
03



04



05



02



SURROUNDED BY
THEATRICAL
LIGHTING



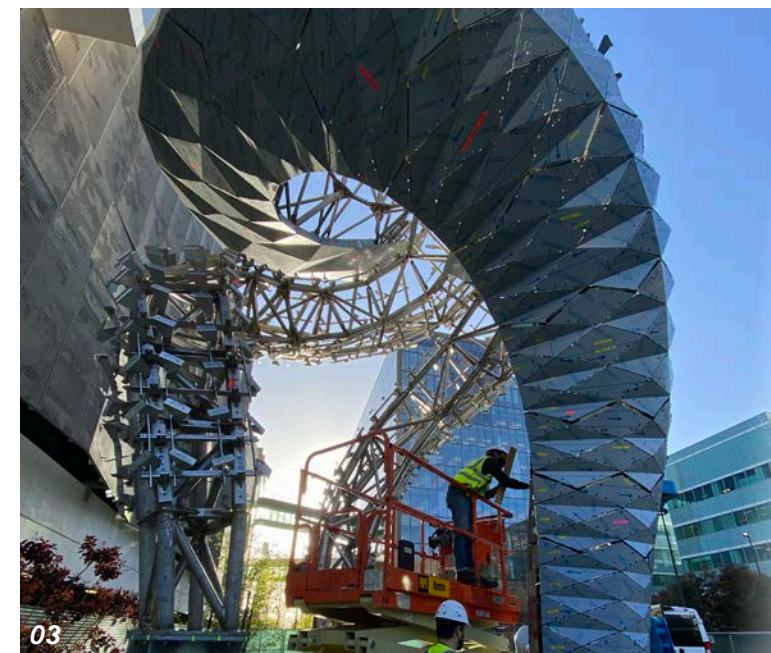
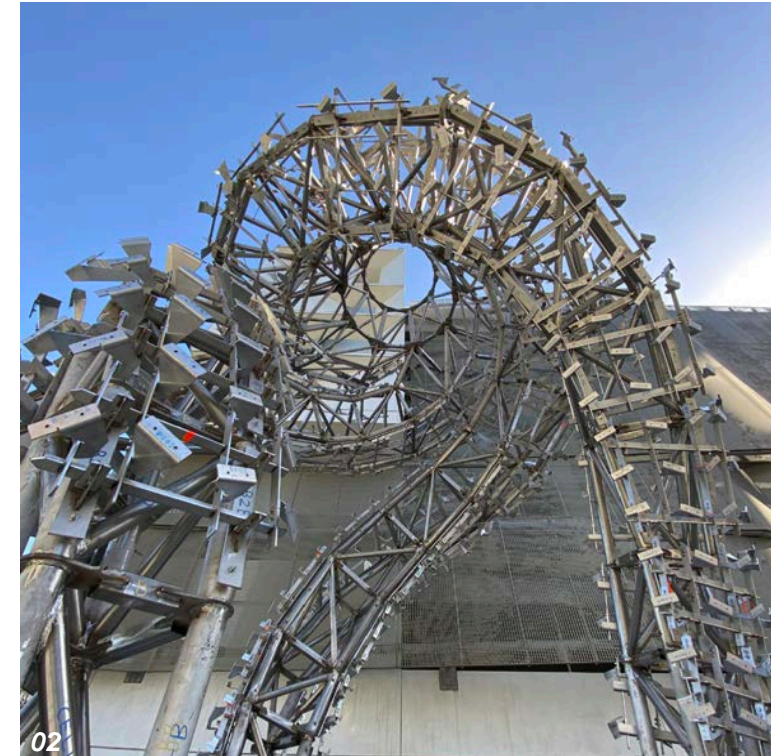


01
Looking up through the Anodized Aluminum shingles and reflective oculus.

02
Structure, **skinless**, bearing only its secondary framing

03
On site with the first leg enveloped in Stainless Steel skin

Orbital's 3 monstrous legs twist towards the sky in the courtyard of the new Uber Headquarters in San Francisco. It's hard exterior is made of bent stainless steel panels that jump between highly reflective and matte as they twist upward. While the mysterious legs maintain a hard exterior their underbelly is clad in delicately milled aluminum shingles colored in hues of purples, blues and pinks. I **scripted construction details, laid out part files**, worked with various fabricators to have parts formed and finished, and **managed a team** to assemble both interior and exterior skin parts.



TITLE
ORBITAL

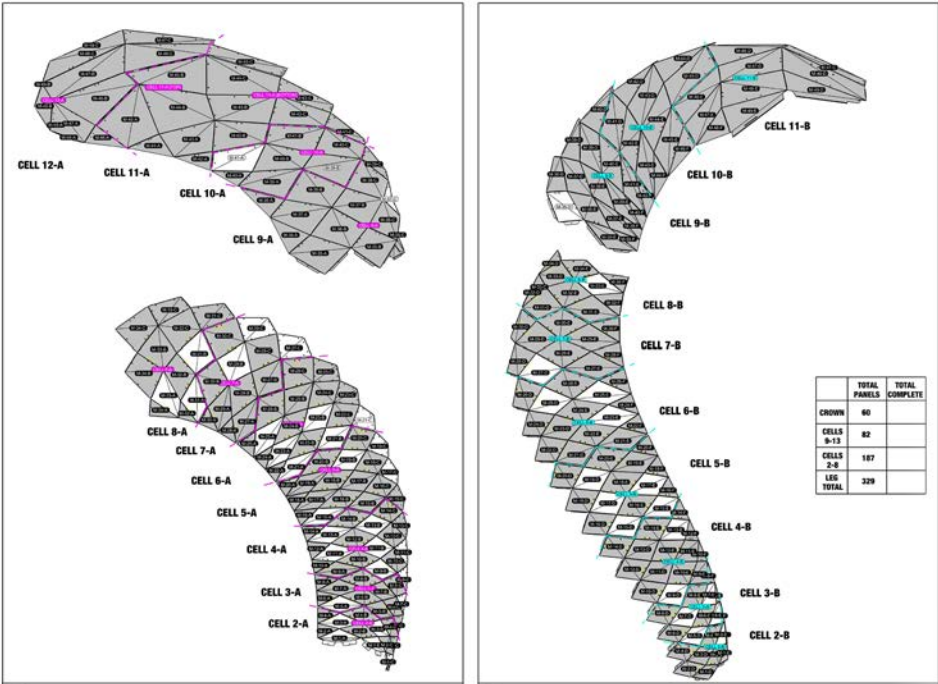
ROLE
Fabrication Manager

DESIGN TEAM
FUTUREFORMS
ARUP
Olson steel

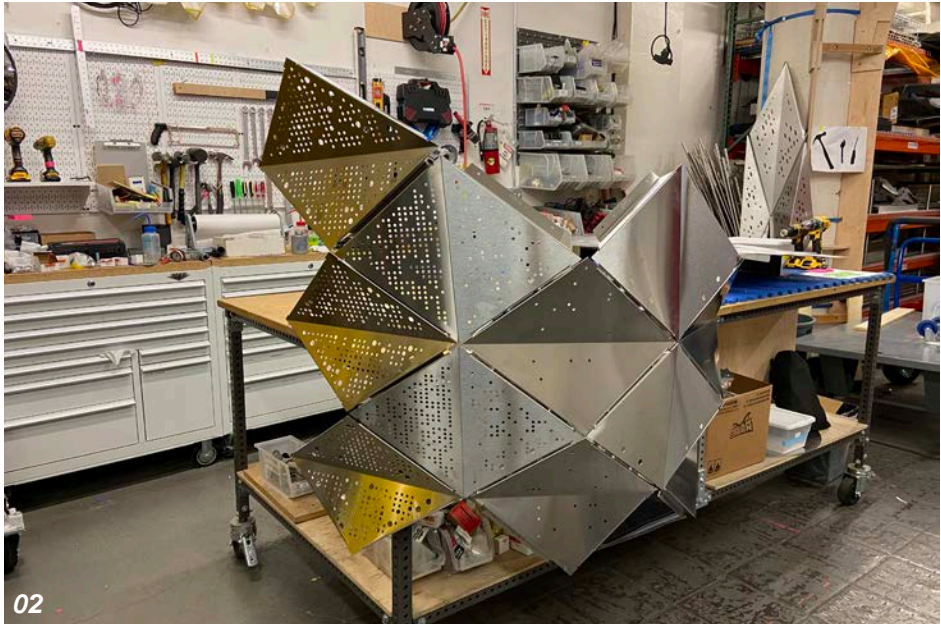
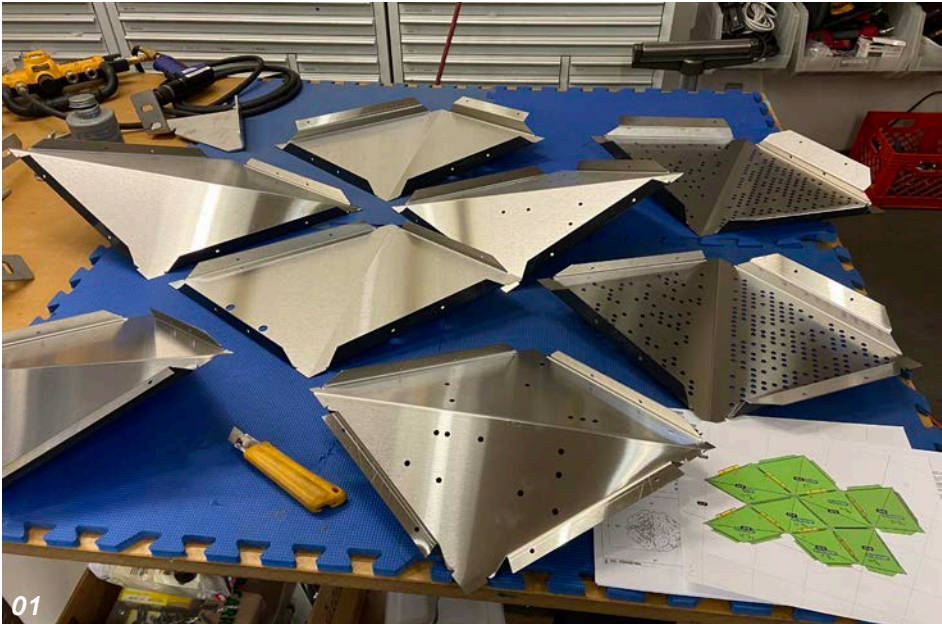
LOCATION
Uber Headquarters
Mission Bay, San
Francisco

YEAR
Completed 2021

**THREE LEGGED
MONSTER** **1**



1.1 Leg A Unrolled assembly diagram



CELL 3 - SIDE B
3B

LEG A - QC CHECKLIST
CHECKED BY: _____
DATE: _____
PANEL ID/BRACKET ID
TIGHTEN BOLTS
TEST FIT

LEG B - QC CHECKLIST
CHECKED BY: _____
DATE: _____
PANEL ID/BRACKET ID
TIGHTEN BOLTS
TEST FIT

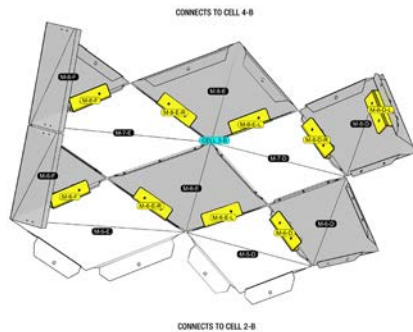
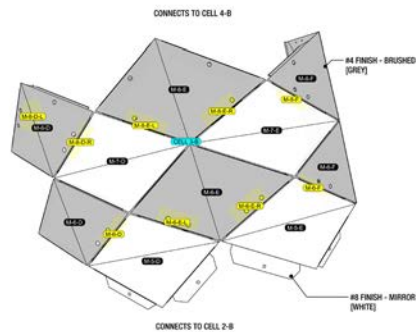
LEG C - QC CHECKLIST
CHECKED BY: _____
DATE: _____
PANEL ID/BRACKET ID
TIGHTEN BOLTS
TEST FIT

PART ID	QUANT
M-5-D	1
M-5-E	1
M-6-D	1
M-6-E	1
M-6-F	1
M-7-D	1
M-7-E	1
M-8-D	1
M-8-E	1
M-8-F	1
TOTAL	10

1 SCHEDULE OF PANELS

PART ID	QUANT
M-5-D	1
M-5-E	1
M-6-D	1
M-6-E	1
M-6-F	1
M-7-D	1
M-7-E	1
M-8-D	1
M-8-E	1
M-8-F	1
TOTAL	10

2 SCHEDULE OF BRACKETS



1.2 Cell 3 Side B Bracket and panel assembly



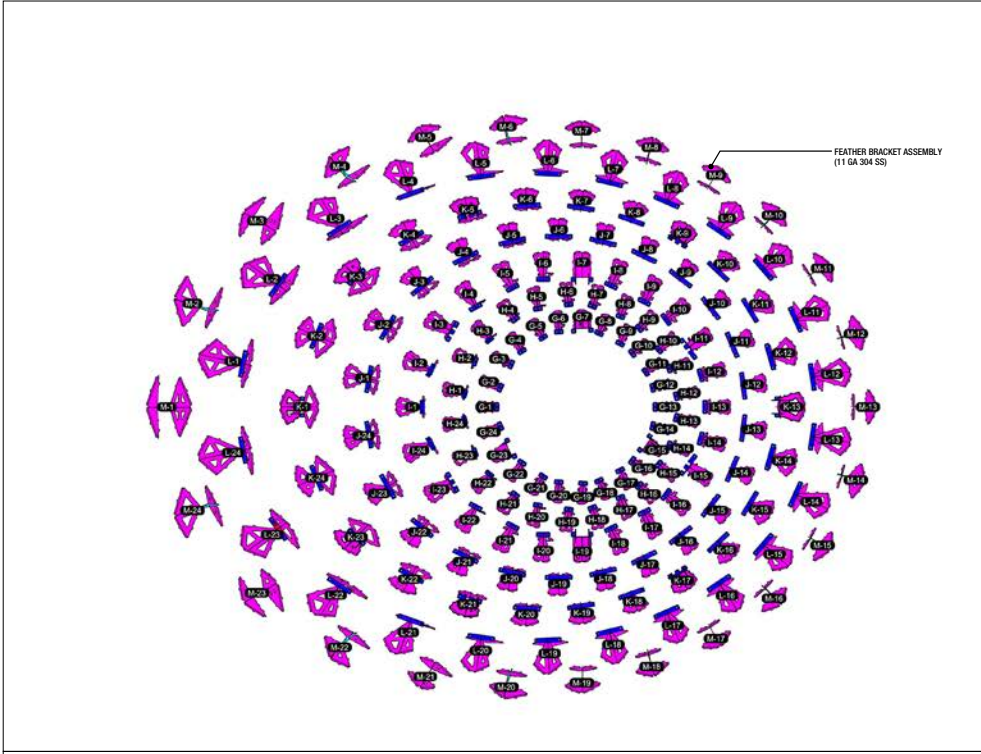
01
Pyramid panels, quality control
passes, awaiting assembly

02
Pyramid panel cluster
assembled and studio fit up
confirmed

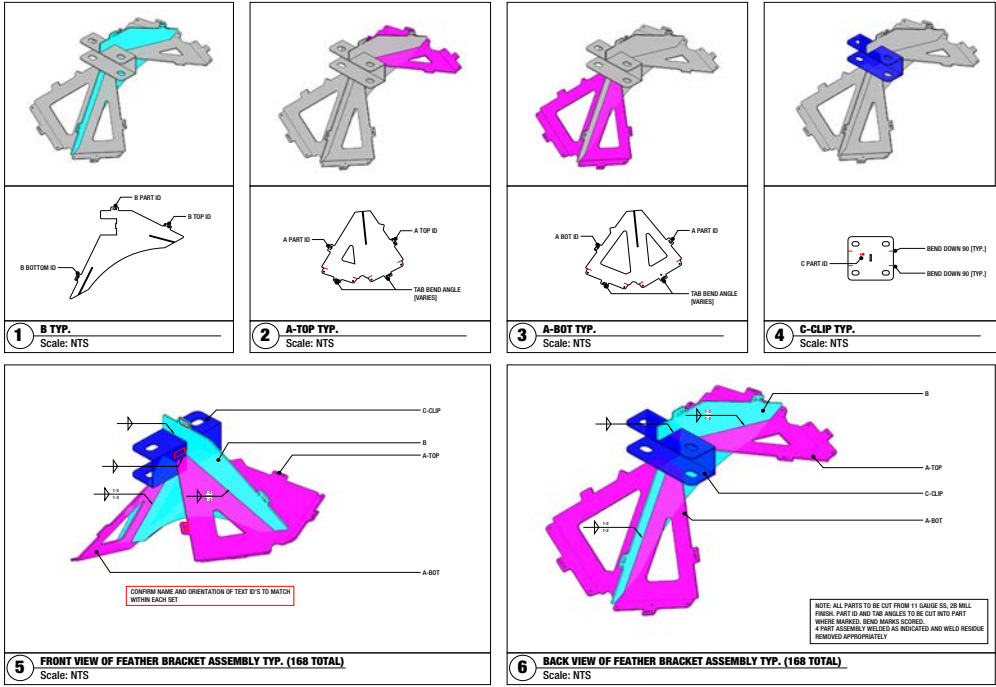
03
Clusters 3A and 3B test fit on
site with access panel

04
Close up of Leg B panel
installation

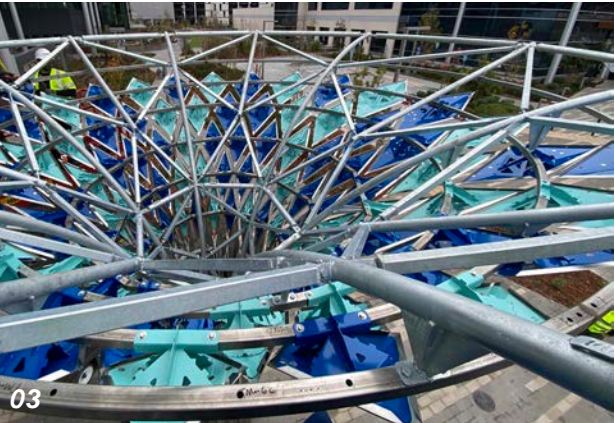




2.3 Feather Bracket Layout



2.4 Feather Bracket fabrication guide (cut, assemble and weld)



01
Inner panels between stainless steel fabricator and powder coating

02
Feather Panel, Inner Panel and Feather Bracket Assembly

03
View of Cosmos from above Mid Installation

04
Photo by Matthew Millman
View of Cosmos from above



01
*view through the preforming art
center field of the cloudscape
animation*

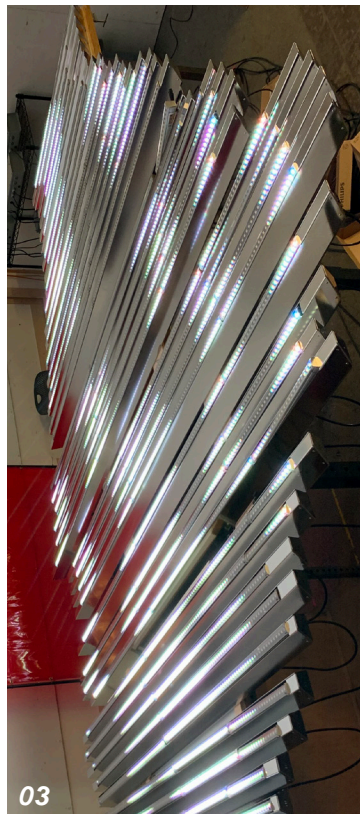
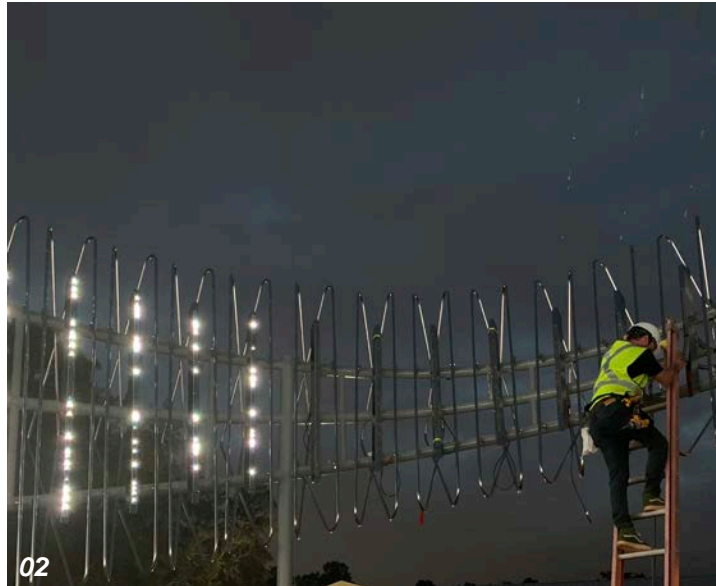
02
*Mid installation, LEDs coming
online as they are connected to
main controller hub*

03
Program testing in SF studio

04
Sculptural element staging

Constellations is a digital theater in the round located on the University of West Florida Campus. The welcomes students and visitors to step inside the low res pixel display woven through stainless steel lattices. Animations mimics natural typologies of the world around us and pull from Pensacola weather data.

I designed the lighting system for constellations, laid out wiring diagrams. I created animations using Touch Designer pulling various data sets to inform graphics and then translating these into DMX language for both test sequences and the final artwork scenes.



TITLE
CONSTELLATIONS

LOCATION
University of West Florida
Pensacola, Florida

DESIGN TEAM
FUTUREFORMS

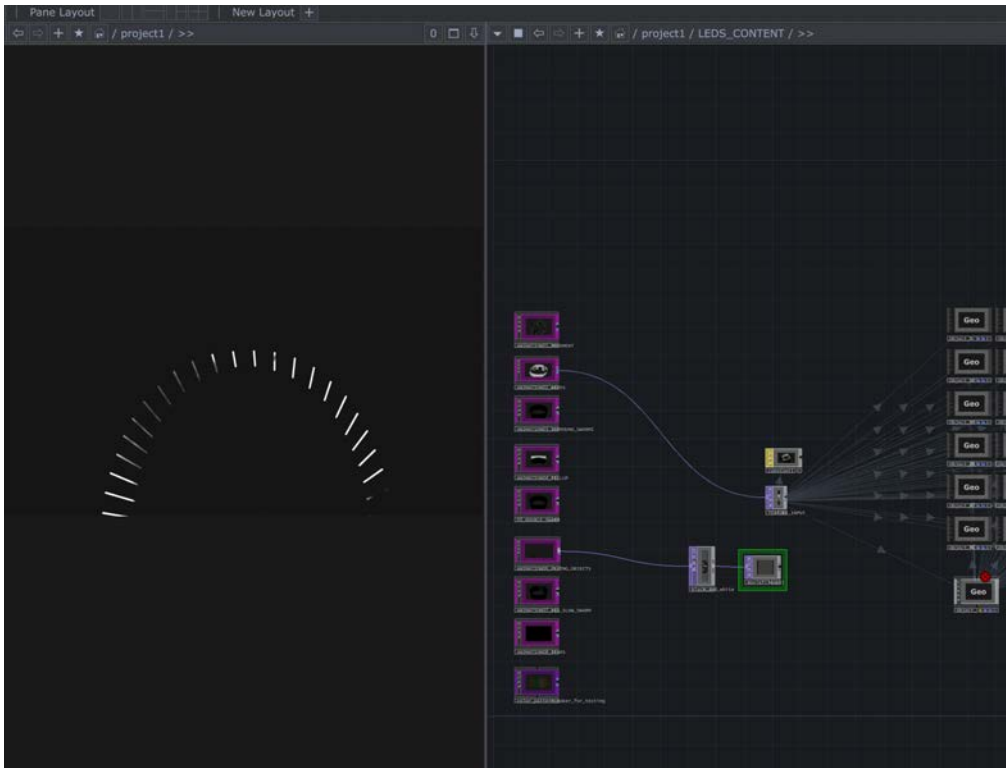
YEAR
2020

ROLE
Lead Programmer,
Fabrication Manager

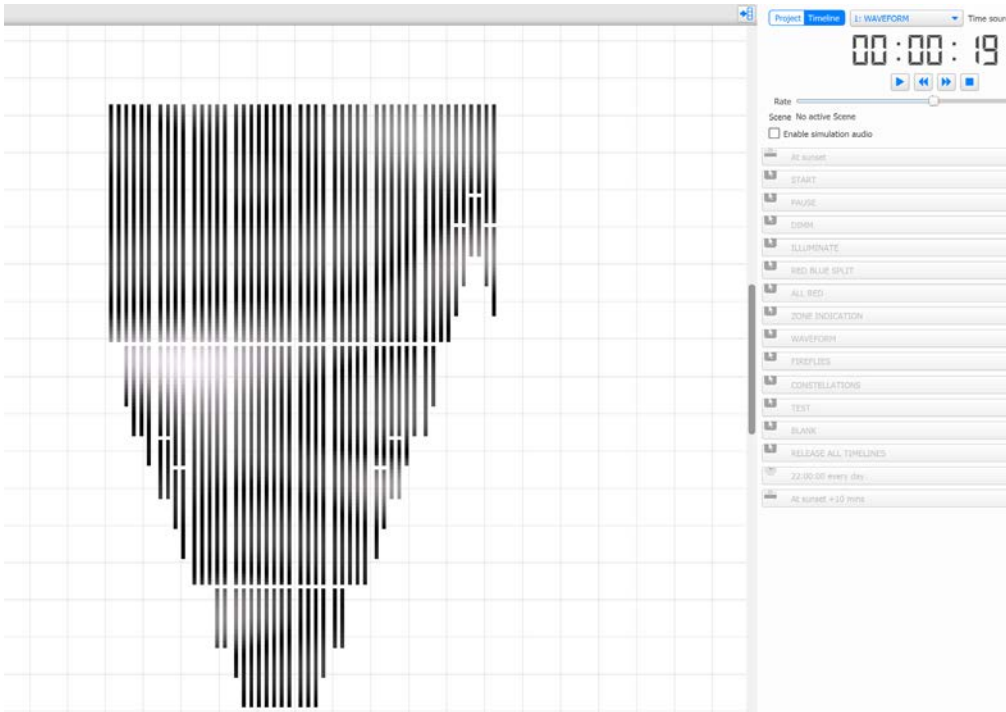
TECHNOLOGY
Touch Designer, Pharos
Designer, Grasshopper

**ROUND ROUND
DIGITAL
THEATER**

3



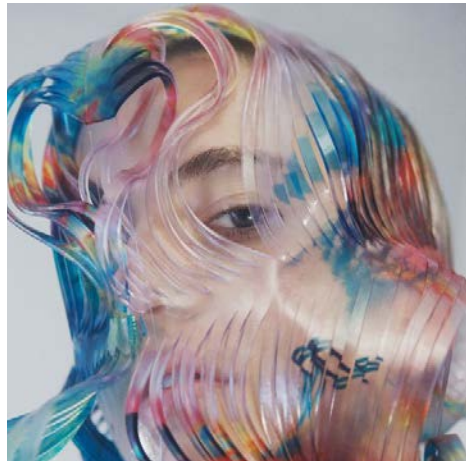
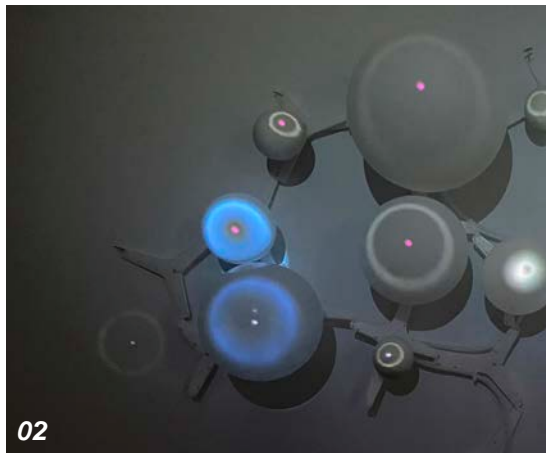
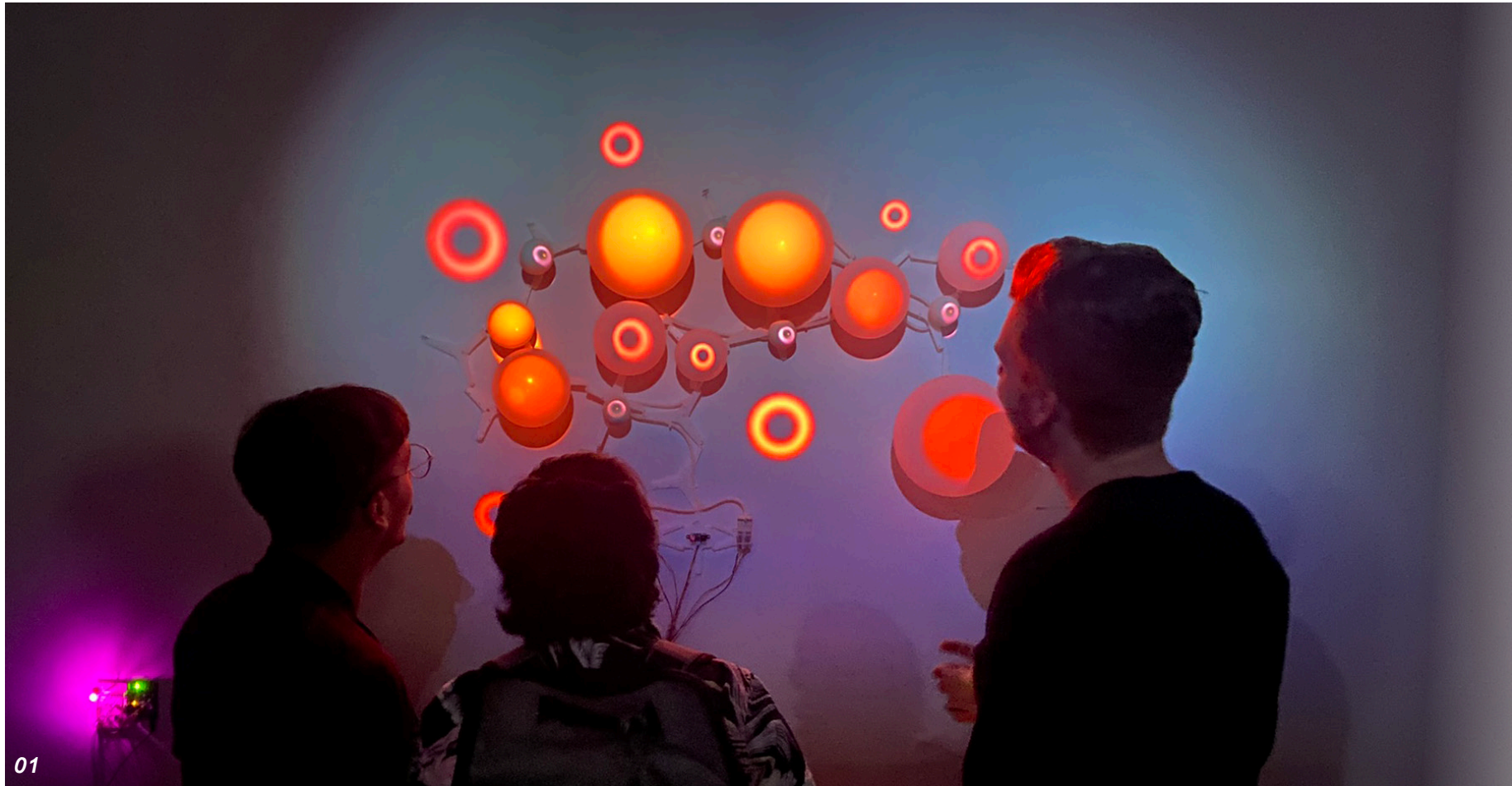
3.1 TouchDesigner animations and scene preview



3.2 Pharos Designer sequencing and preview



- 01
Constellations starscape Animation
- 02
Cloudscape Animation
- 03
Blue Wave Animation
- 04
Resolution and color range testing
in the studio



TITLE CEPHALOSCAPE

PROJECT LOCATION
Grey Area Gallery, San Francisco

PROGRAM
Grey Area Creative Coding Immersive

DATE
2022

MATERIALS
PLA, latex balloons, Silicone Tubing, motorized pumps

TECHNOLOGY
Arduino, IR sensor, Mad Mapper

01
Gallery viewers approaching the expanding and contracting cscape

02
Detail views of cscape layered skin construction

03
Anemone and cephalopod inspiration images
Process, inflation testing

In Cephaloscape the porous and textured screen will mimic the cellular makeup as it exists in a carefree daily motion and as it's impacted by external forces, threats, food sources, potential mates and symbiotic counterparts. As viewers move around the piece they can trigger both touch and sensor events, acting as threat or rewards in the cellscape system. Events will illuminate the cellscape with different projections, changing its looks, feel, color and texture for the viewer to fall prey to the show. **I designed the physical skin, coded the inflation and approach responses, and developed projection mapped artwork for Cephaloscape.**

APPROACHABLE ATTACKING SKIN

4



TITLE
WEATHERSCAPE

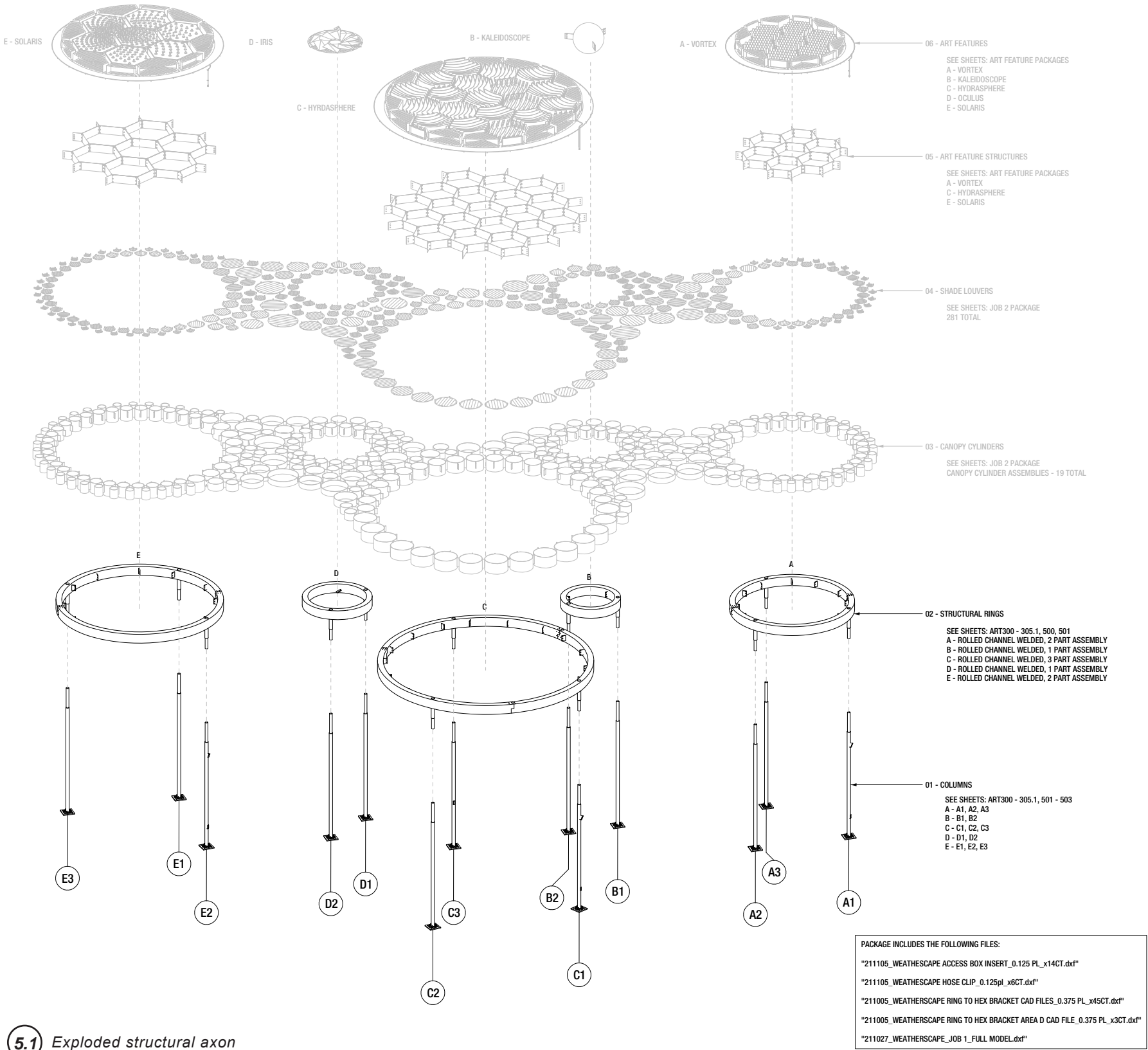
ROLE
Fabrication Manager

DESIGN TEAM
FUTUREFORMS
Endrestudio
NJM

PROJECT LOCATION
EL PASO, TX

DATE
IN PROGRESS

PROGRAM
Interactive shade canopy
for the El Paso Children's
Museum



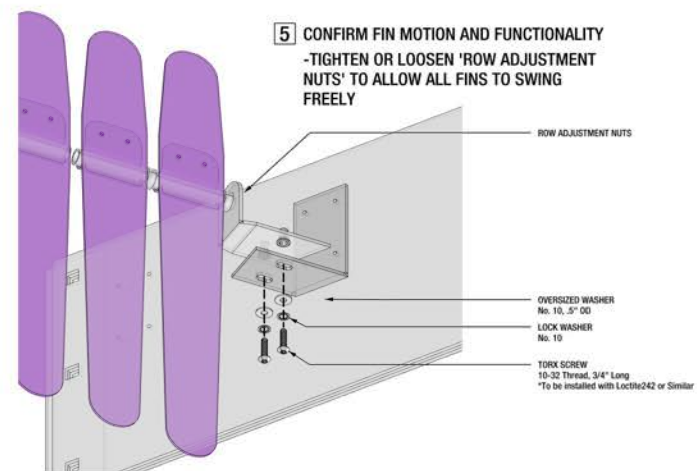
5.1 Exploded structural axon

5 MUSEUM MIST MACHINE

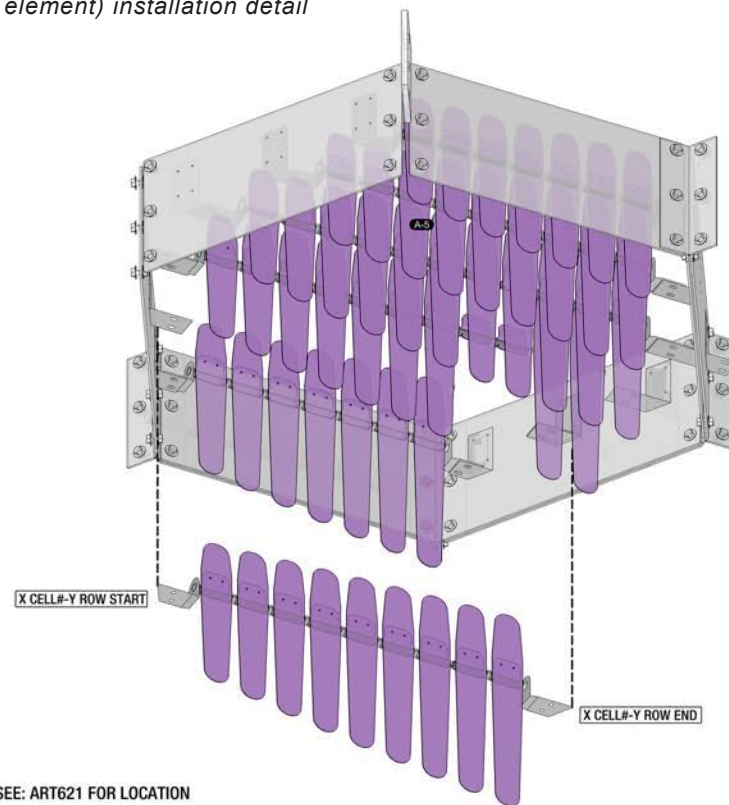
Weatherscape is a functioning ecosystem of weather systems contained into a single shade canopy. Each circular zone contains a different event (Wind, Sun, Water etc) Integrated misting and fog systems activate the canopy and provide additional cooling in the Texas heat.
I working with our team and engineers to make **construction drawings for the structural steel**. I **scripted and designed fabrication details** for various weather event pods and **facilitated the fabrication**, assembly and packing of these elements.

01, 02
Photo taken at NJM (steel fabricator of canopy layout and welding

03
*Design Rendering by FUTUREFORMS
View of the canopy from above*



5.2 Vortex (wind element) installation detail



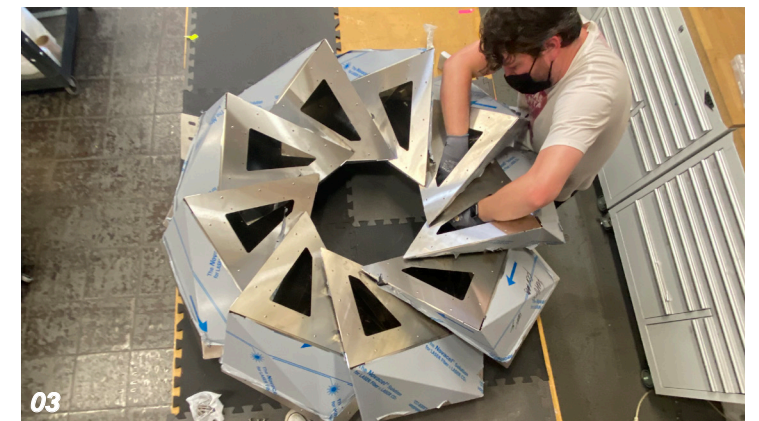
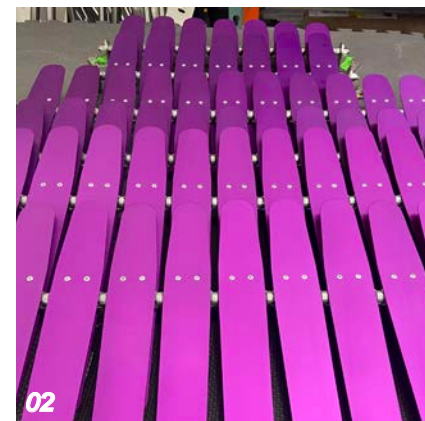
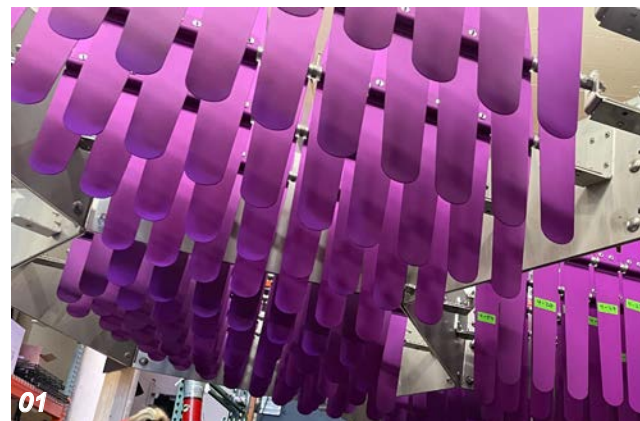
4 INSTALL FIN ROWS. SEE: ART621 FOR LOCATION

5.3 Vortex Installation sequence

01
Vortex (wind event) studio
assembly and fit up

02
Vortex anodized fins laid out
for packing

03
Iris (aperture event) mid
assembly



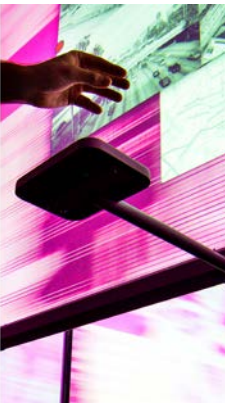
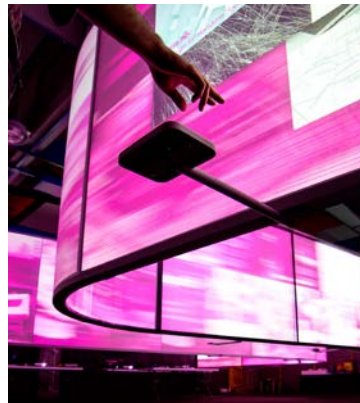
04
Solaris (sun event) assembled
and installed facing upwards in the
studio



01



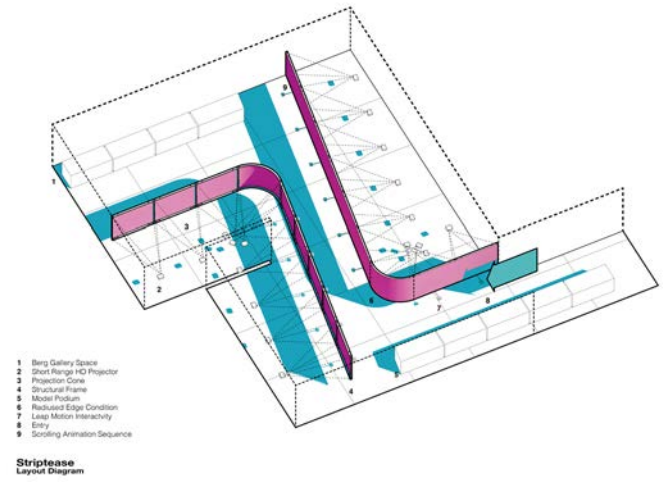
02



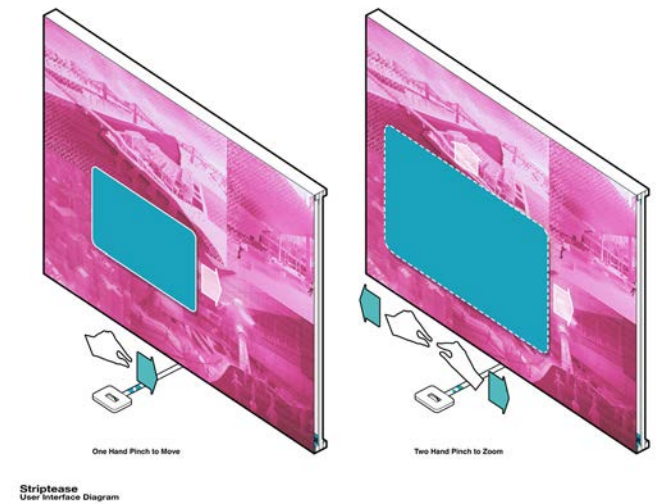
01
Everyone who enters the gallery is surrounded by content streaming around them.

02
Individual viewers have control of selecting and viewing content in front of them

Striptease, was an immersive, interactive show presenting all of the thesis projects from Doug Jackson's studio 2015. As a studio we deigned, and constructed two screens that ran the length of the Bulge gallery. We projected a streaming ticker tape sequence onto these screens. Viewers were surrounded by content streaming on either side of them through the gallery. Viewers were able to use sensors to pick projects from the ticker tape stream and view them at their leisure while the other projects streamed by.
I built a website to view gallery contents before and after the opening and organized the opening day live stream from the gallery.



6.1 Gallery Layout Axon



6.2 Interaction Diagram

TITLE
STRIPTEASE

PROJECT LOCATION
Berg Gallery, Cal Poly San Luis Obispo

TEAM
Studio Jackson

DATE
2015

MATERIALS
Custom Projection Screens (MDF, Steel, Fabric)

TECHNOLOGY
Leap Motion Sensors, Projectors

NATALIE ABBOTT

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