## INTERSECTON

## SHATTUCK AND BANCROFT

## unique features

- Traffic. A rich ecology of transit and cycles.
- A transitory space with rhythmic pauses that offer the opportunity to build upon pedestrians' moments of strandedness.

## strategy

Our installation, **NEXT** / **LAST**, is an exploration of the cycles (both immediate and long-term) that exist in and around urban environments, and the unique permutations that the overlap of transit, natural processes, and urban design can produce in a space. Pedestrians and traffic cycle across the intersection, mass transit vehicles pass above, below, and next to the site at regular intervals, and ongoing natural phenomena occur within and around it. The site is an island, a unique ecosystem with it's own circadian rhythm. The most immediate cycle, the on and off of the walk signal provides a unique heartbeat for the space and checks the flow of visitors to the site.

We seek to capitalize on the pauses in this rhythm and the moments of strandedness it creates to engage visitors in the cycles of the site, to recontextualize them in terms of that immediate heartbeat:

$$1 + 1 = 1 Shancroft$$

a specific unit of time, unique to the site, by which we quantify events in an about it. Clocks arrayed within the site offer glimpses of ongoing cycles using this metric and provide a glimpse at the **NEXT** occurrences.

We seek to use this moment to play with and engage the notion of waiting. What do we wait for and why? How does this expose our notions of time.

We ground this action of waiting and of exposure to the cycles of the site by offering a souvenir - a unique token from a specific moment in a non-place. Tickets are fed out at 1 Shancroft intervals. These catalogue the intersection of all the cycles that occurred within the site over that period, providing a permanent record of the *LAST* events to occur there.



