

TILEYARD EDUCATION

SUMMER PARTY 2022 STAGE DESIGN PITCH

NODAR Studio is a London-based collective of design students specialising in the music and wider entertainment industry. With a variety of artistic backgrounds, **NODAR** is able to respond with a wide range of both graphic and digital forms of visual communication, alongside consultation services.



Our Task



Earl, A (2017)

To **design** and **curate** stage areas for Tileyard Education's Summer Party 2022.

The event celebrates the **students**, **artists** and **community** that makes Tileyard Education the unique place that it is.

Our Stages



Neill, A (2017)

Represent the **journey of an artist**, with each stage representing a different phase.

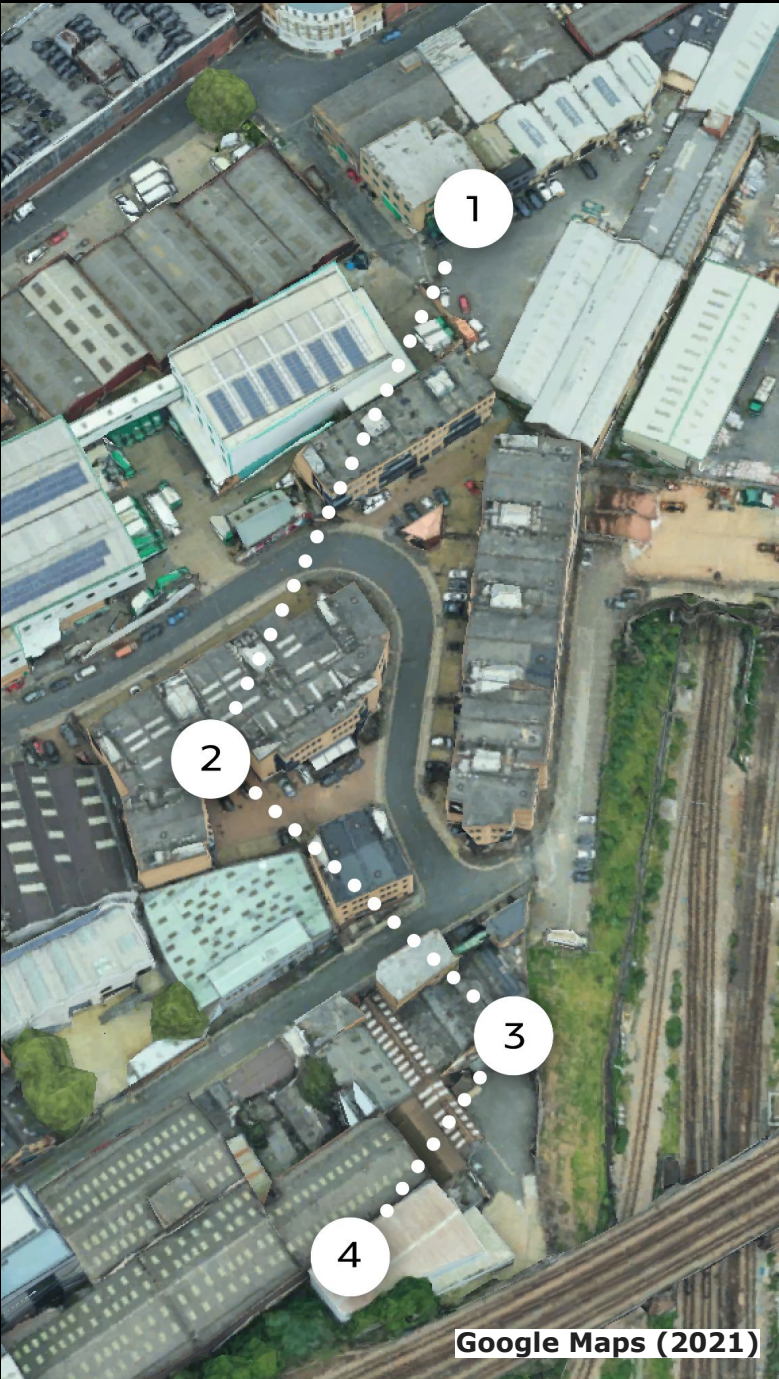
Our designs overflow with colourful and creative energy, with a hint of honest truths.



Stage Locations

The Gallery →

Hensons (Interior) →



← Tileyard Education Courtyard

← Hensons (Exterior)



The **Eden** Stage



Definition of **Eden**

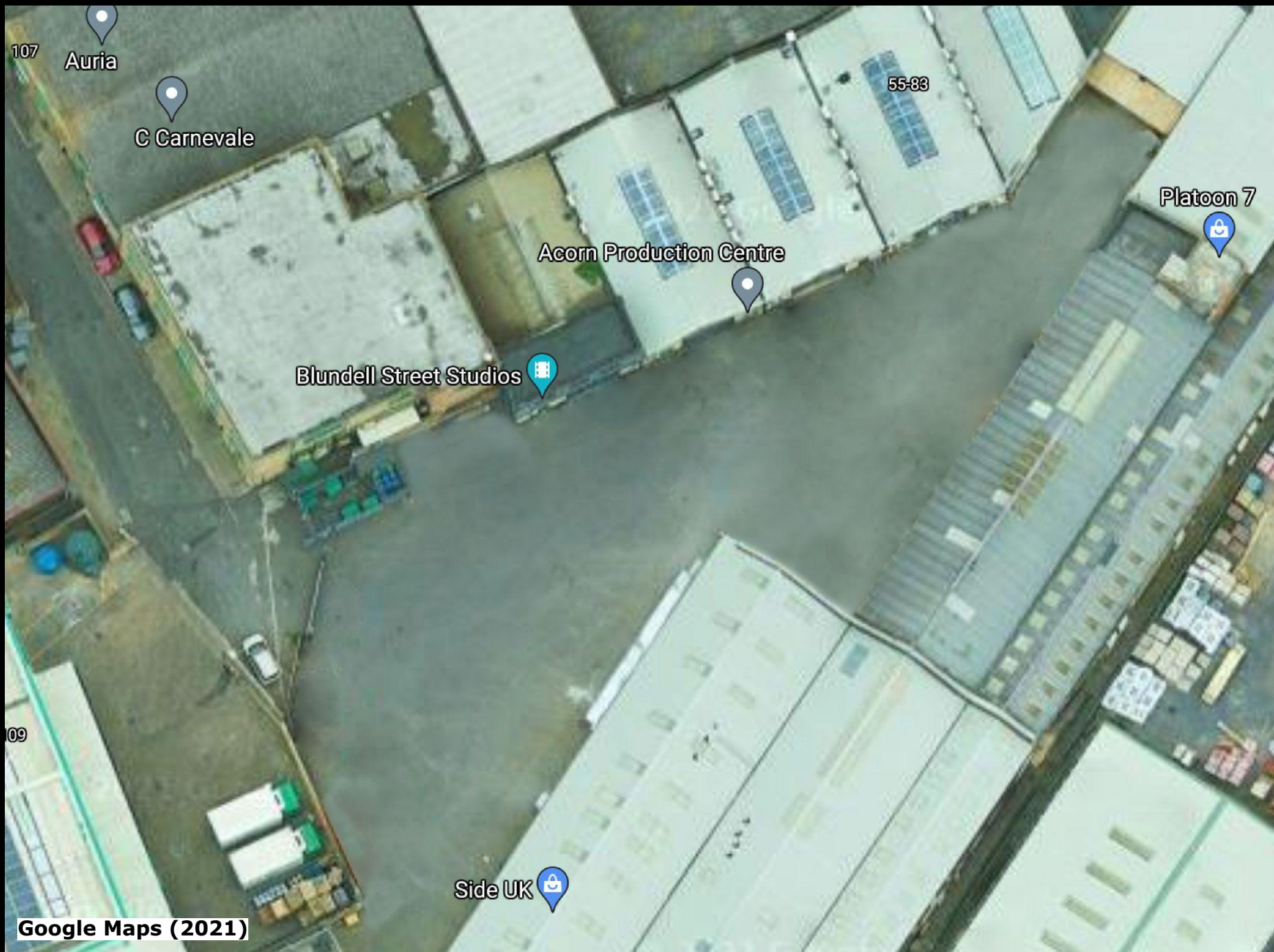
1: PARADISE

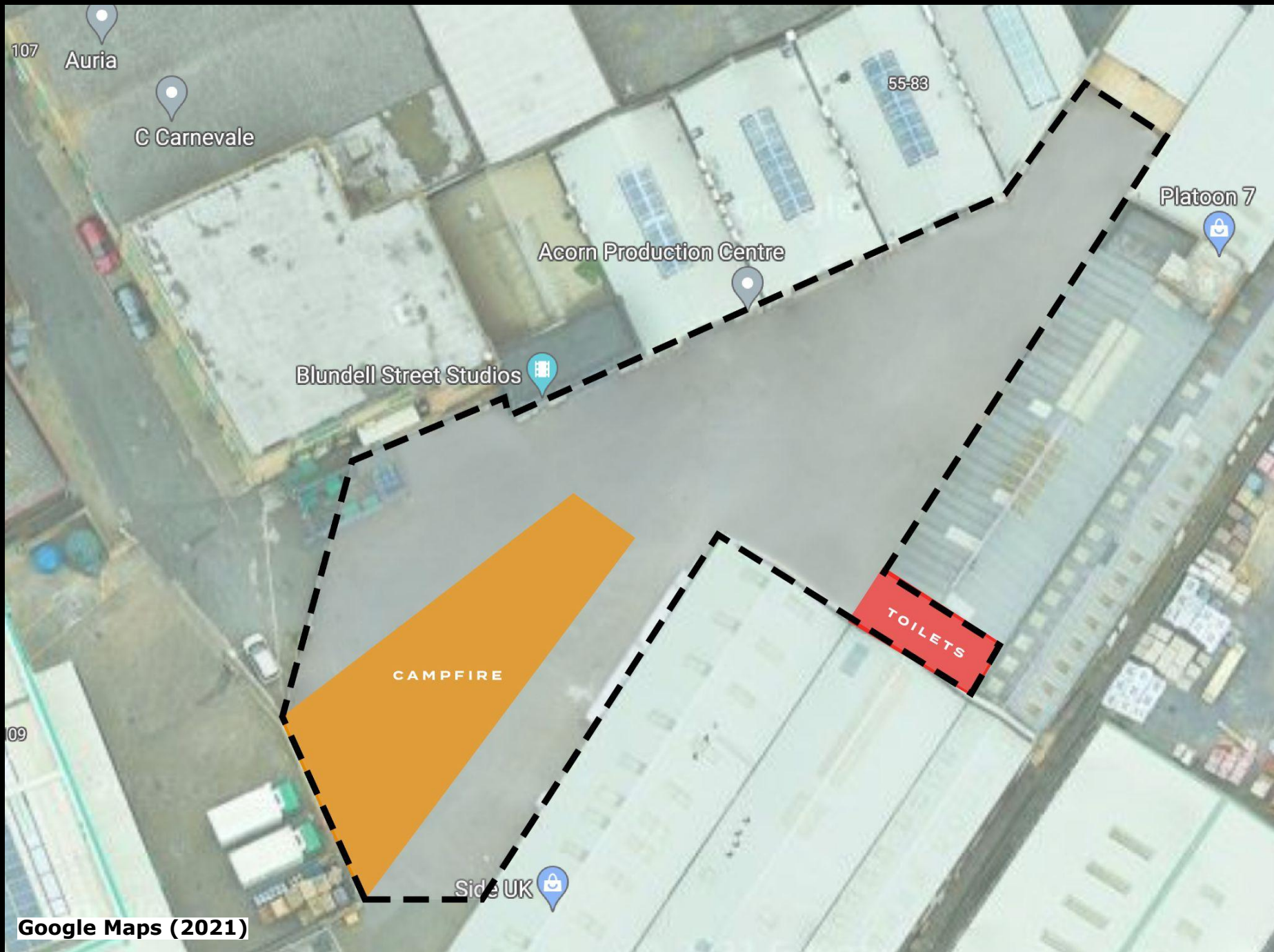
*2: the **garden** where according to the account in Genesis Adam and Eve first lived*

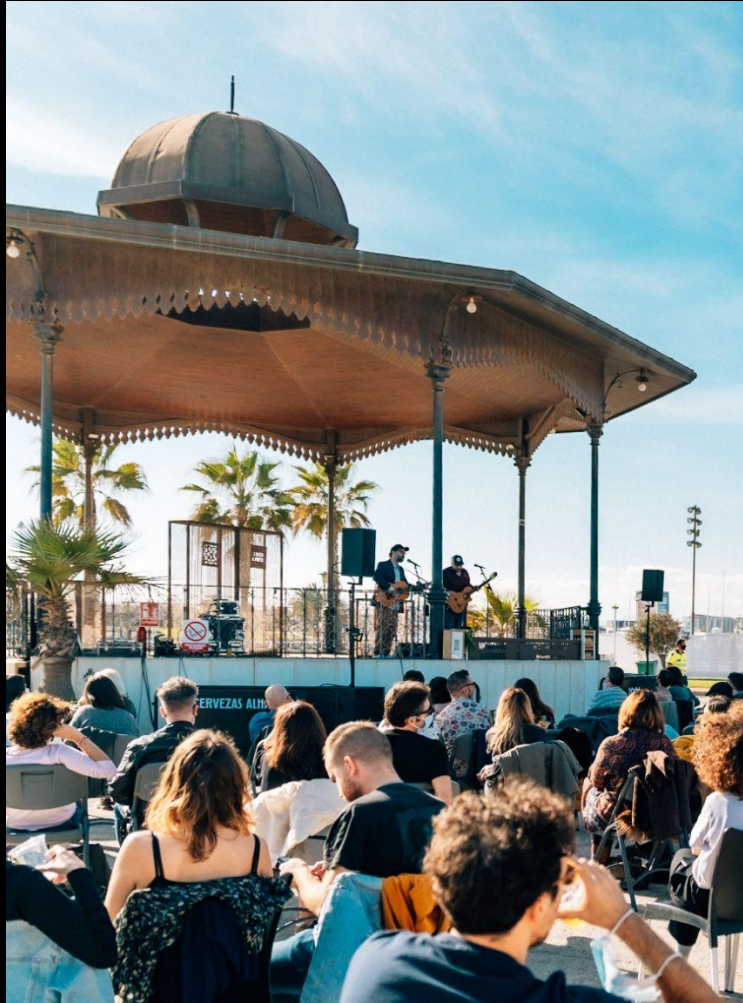
*3: a place of **pristine** or **abundant natural beauty***

Merriam-Webster (2021)









La Marina de València (2021)



Felipe, S (2018)

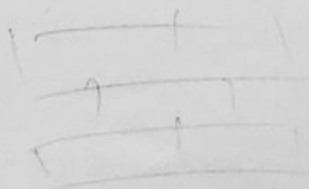
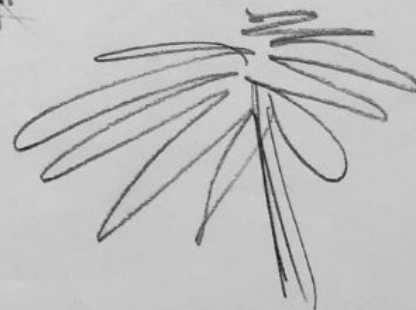
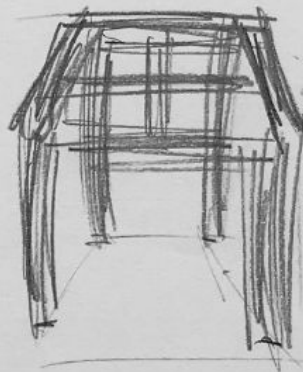
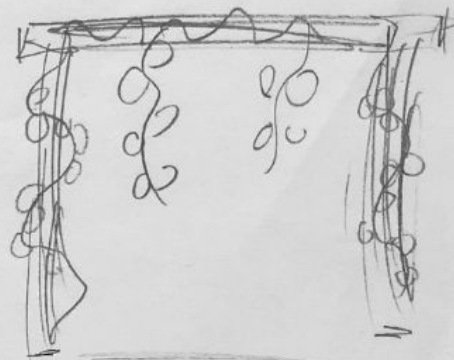
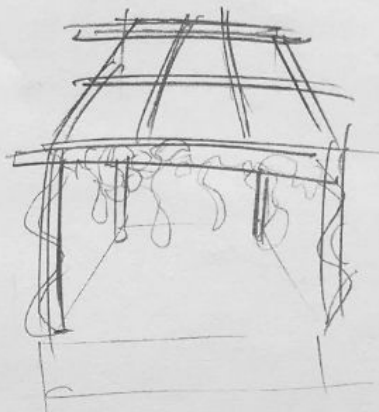


The Halo Group (2015)



Kathryn, B (2021)





toon
FlatGuide



white,
blue, black - environment







Pergola Structure — Width: 4.5 x 4.5 metres. Height: 4 metres

Stage Base — Width: 4.5 x 4.5 metres. Height: 0.5 metres

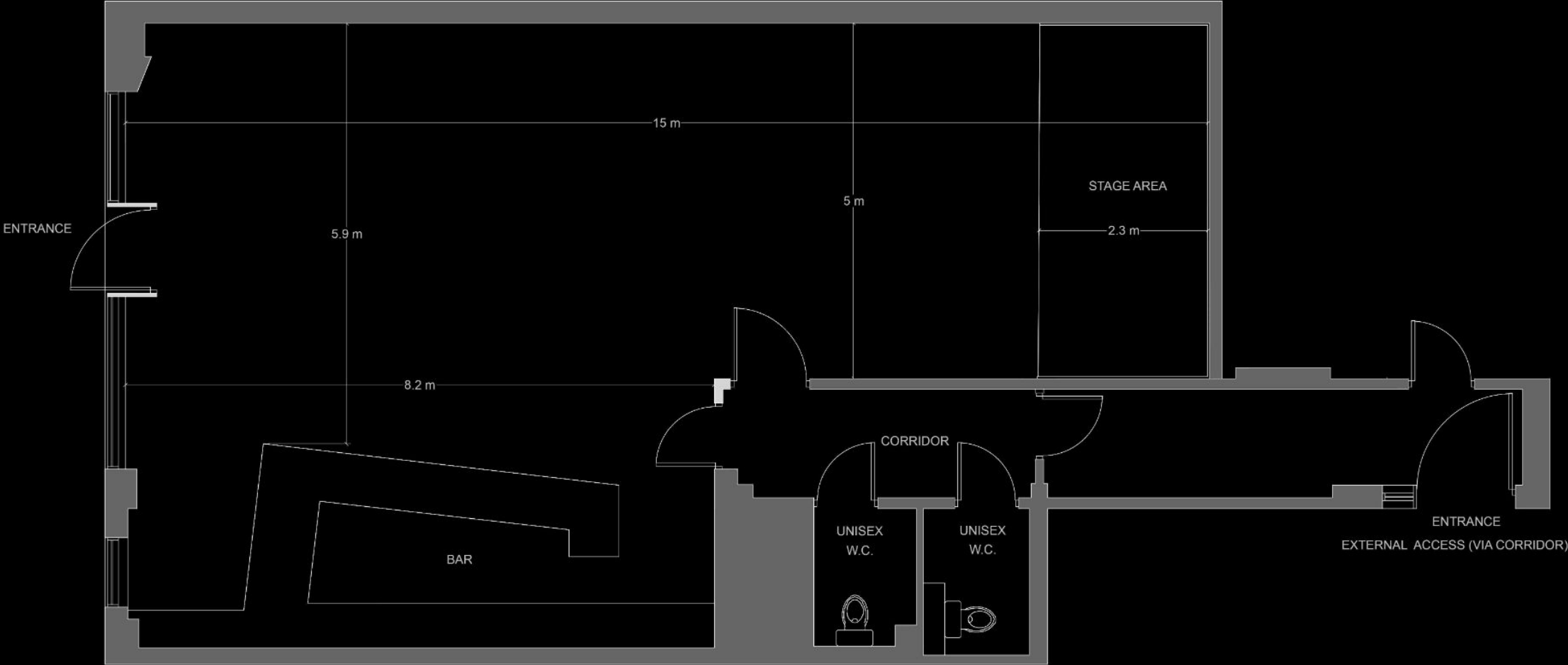
Forsey, A (2021)



The **Synergy** Stage

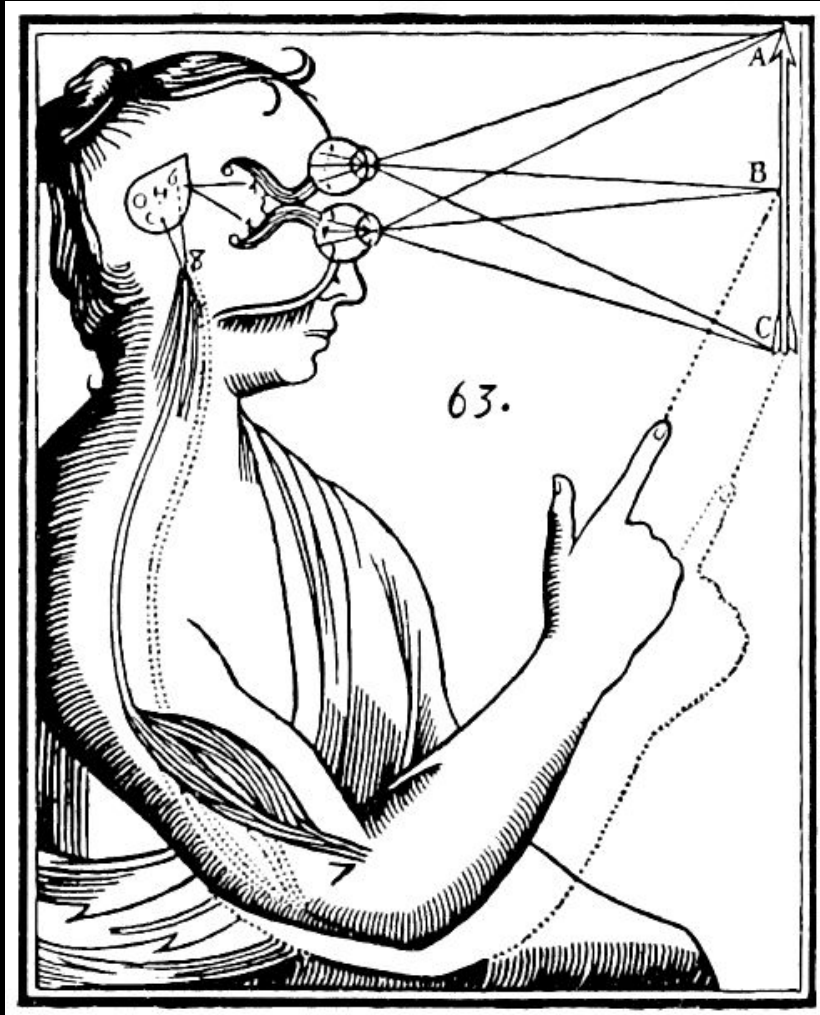


The Synergy Stage



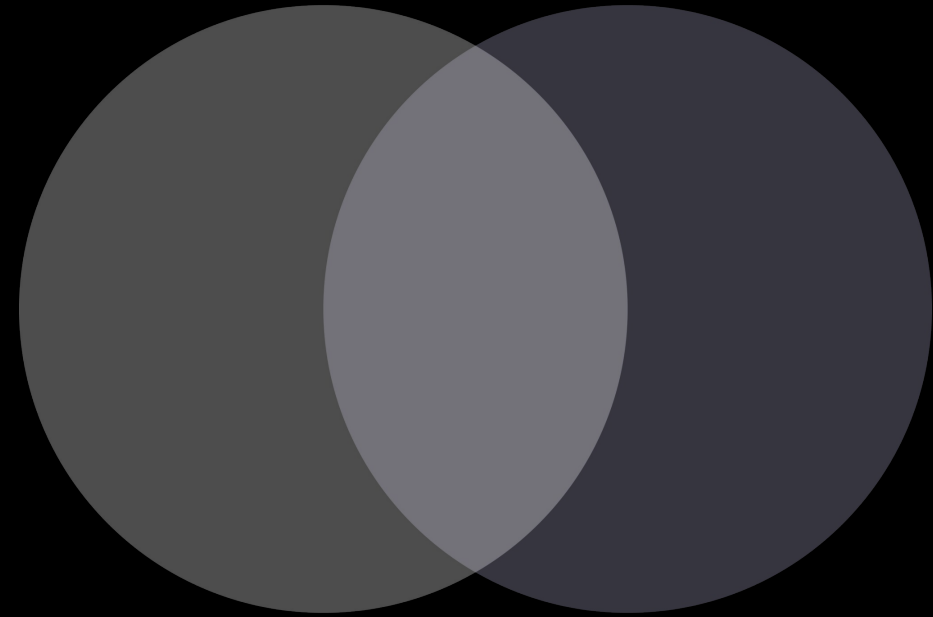
Tileyard London (2021)





Descartes, R (c1644)

MIND



BODY

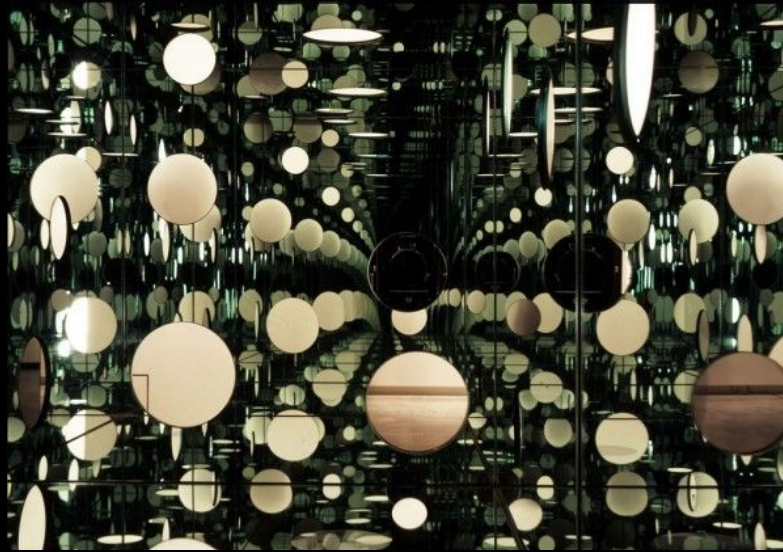
Murphy, I (2021)



The Synergy Stage



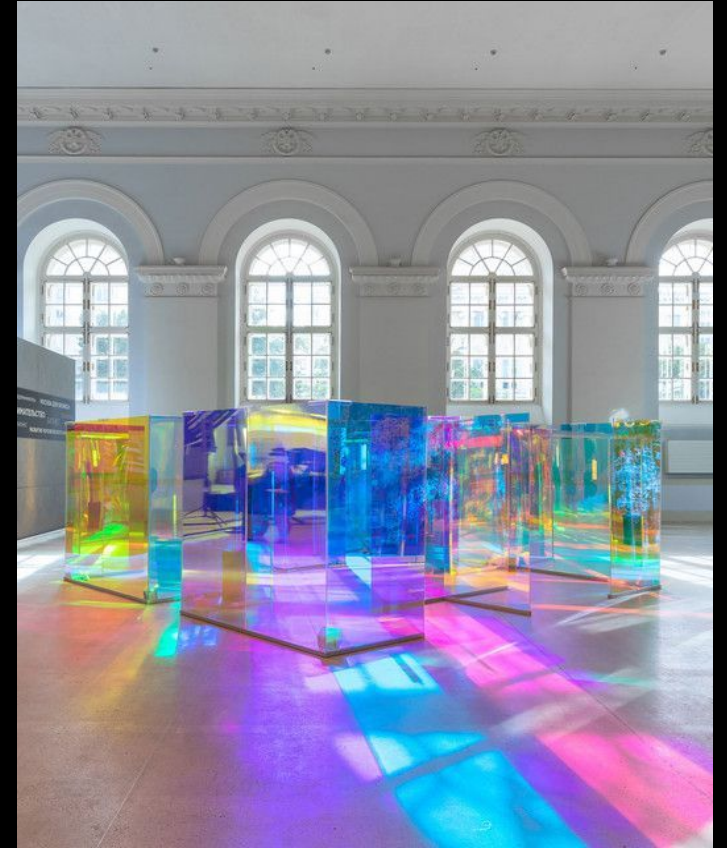
Kusama, Y (2015)



Kusama, Y (2021)

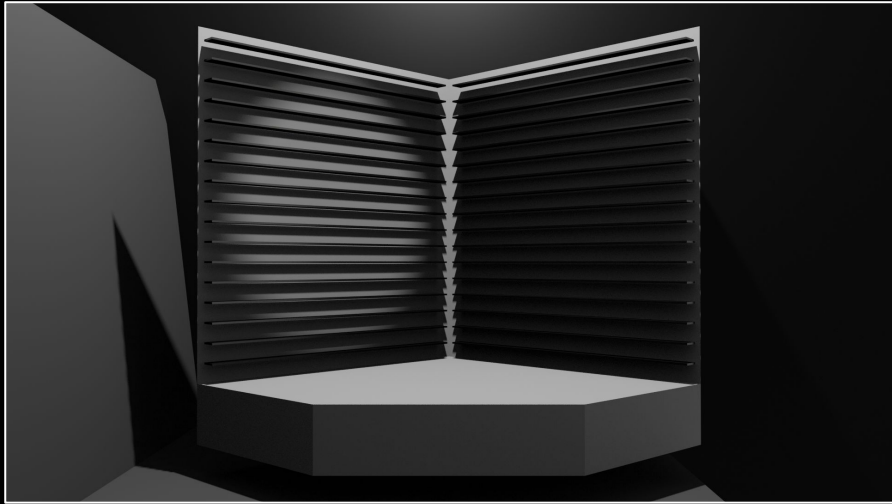


Eliasson, O (2017)

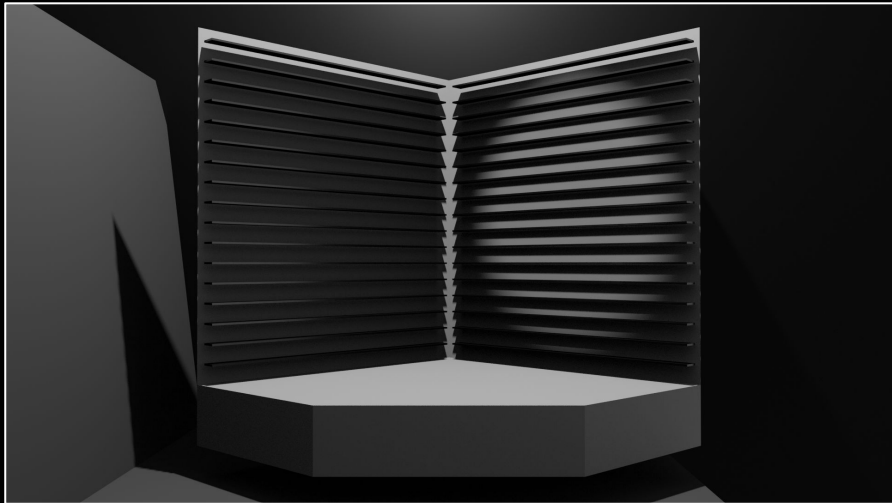


Pravda (2019)





(Murphy, 2021)



(Murphy, 2021)





(Murphy, 2021)

The **Restitute** Stage



Restitute is an immersive stage in a dystopian world and poses questions about the **music scene, post-pandemic life, power** and **technology**.





Block9 (2021)



LichtGespiele (2018)



The Verge (2018)



Levin, H (2019)

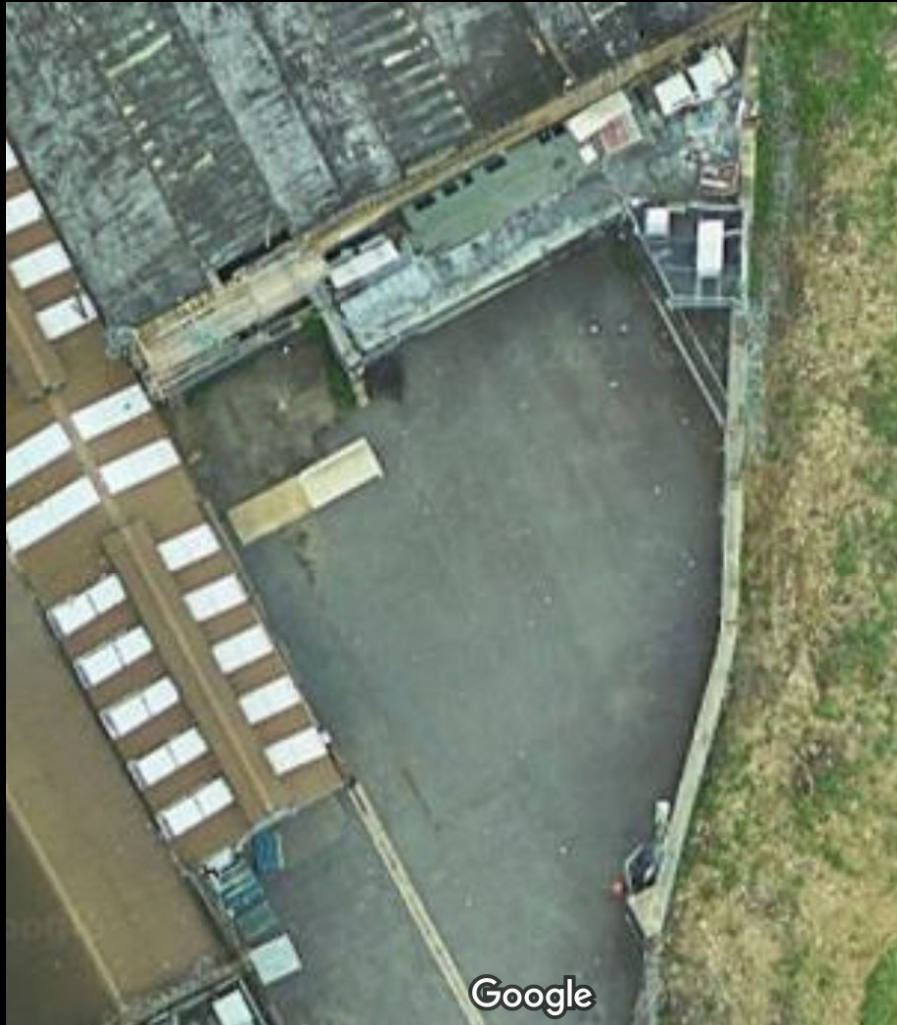


Design Boom (2019)



Crow, D (2018)





Google Maps (2021)



Stopperton, A (2021)



Stopperton, A (2021)



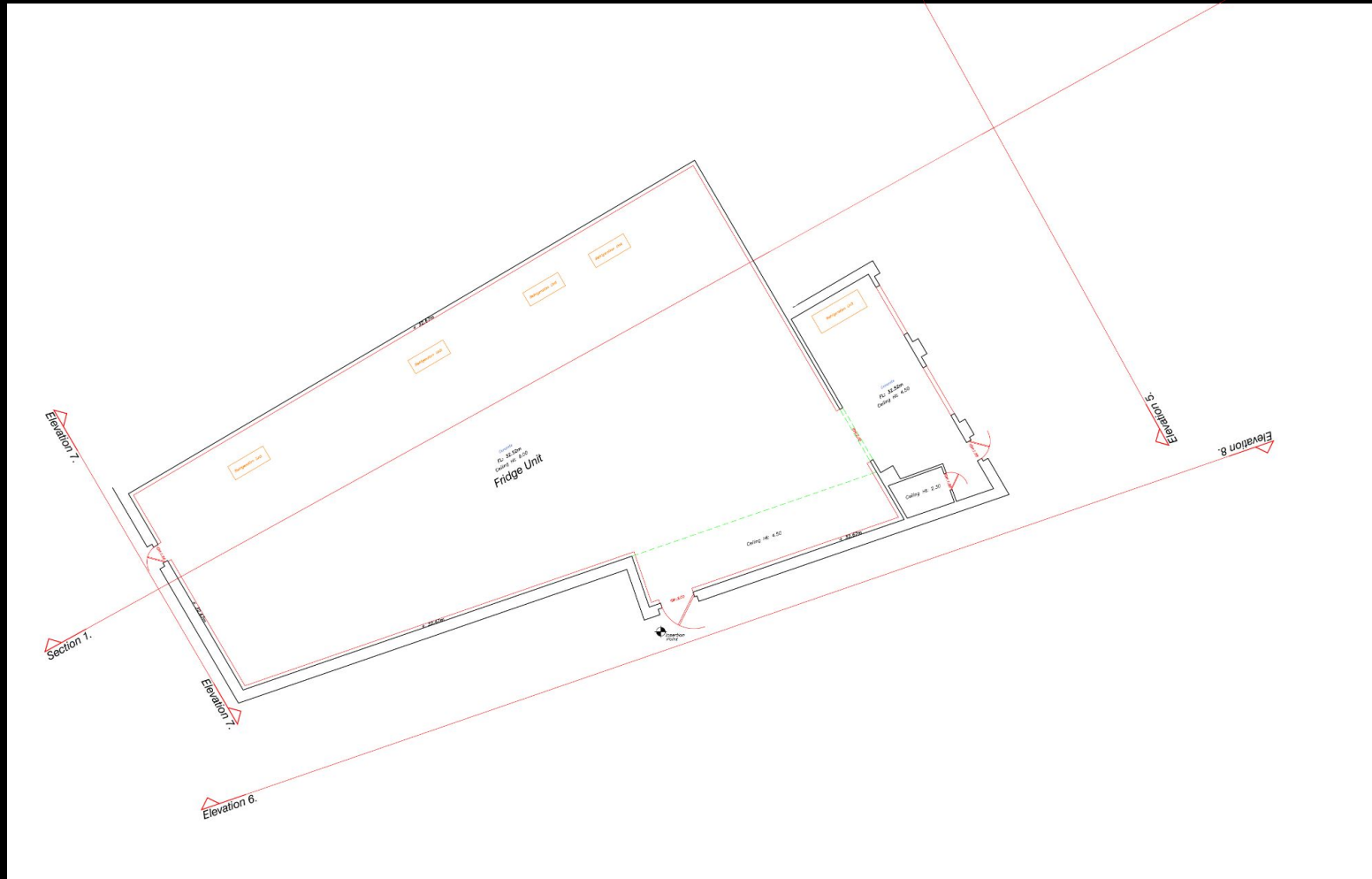




Das Treppenhaus



Area: Henson's Fridge Unit (indoor)



Tileyard London (2021)



Cerroni, A (2021)

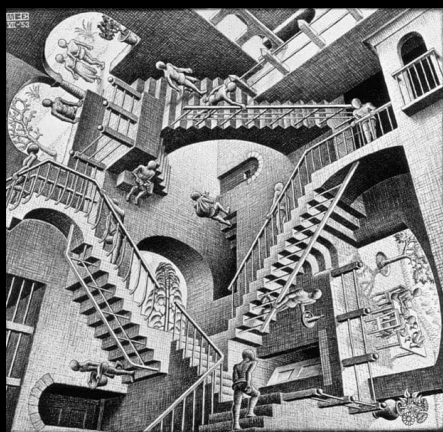




Shuttleworth, I (2013)



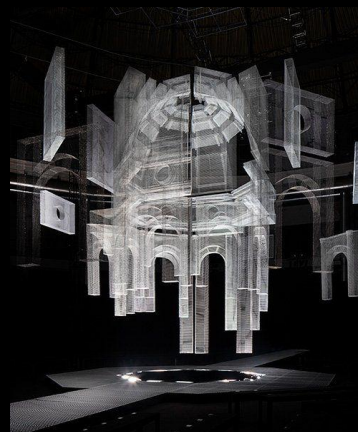
Devlin, E (2018)



Escher, M.C. (1953)



Zazzle (N/A)



Tresoldi, E (2019)



Katharina (2017)



Pdotbrown (2016)



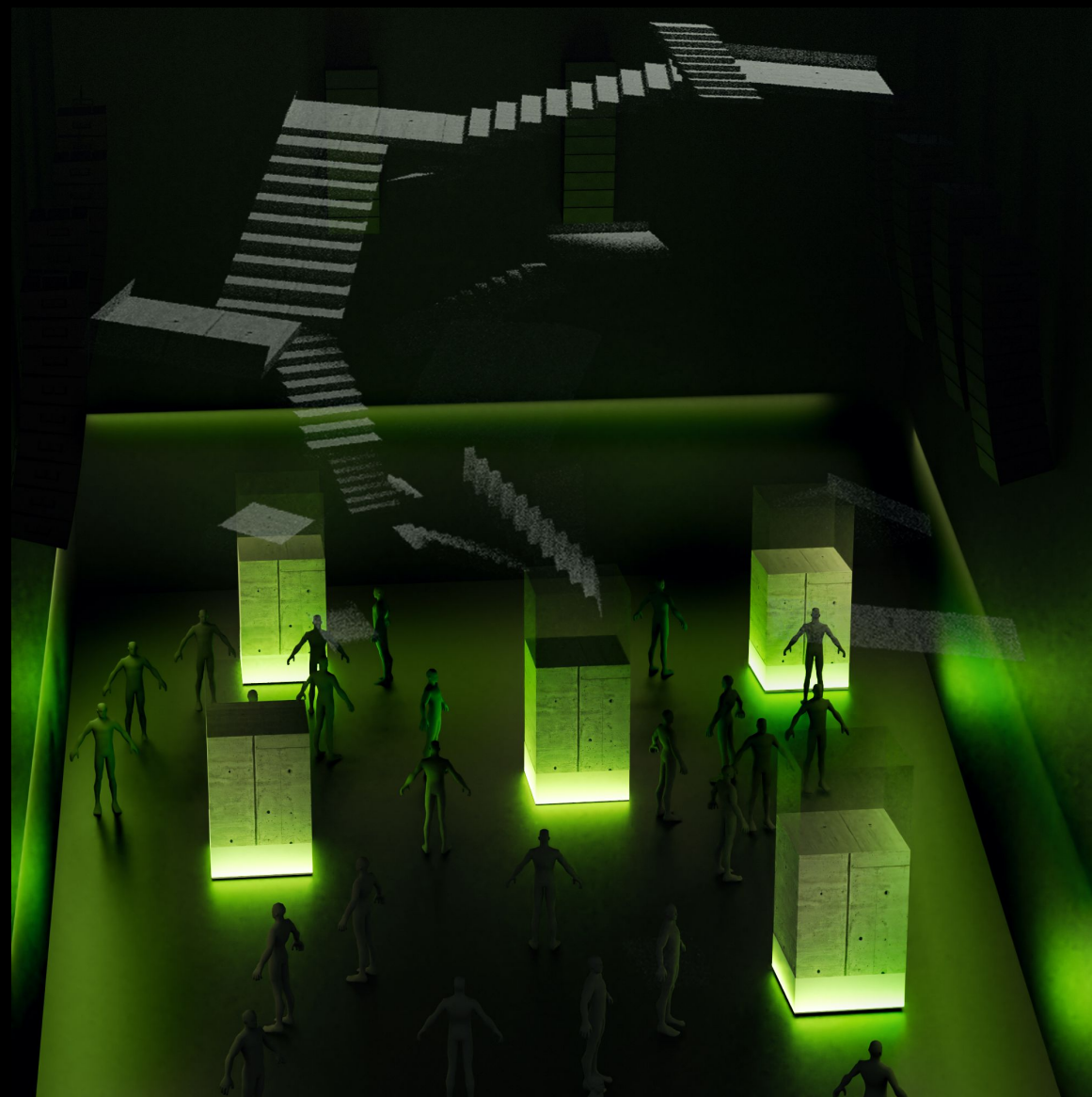
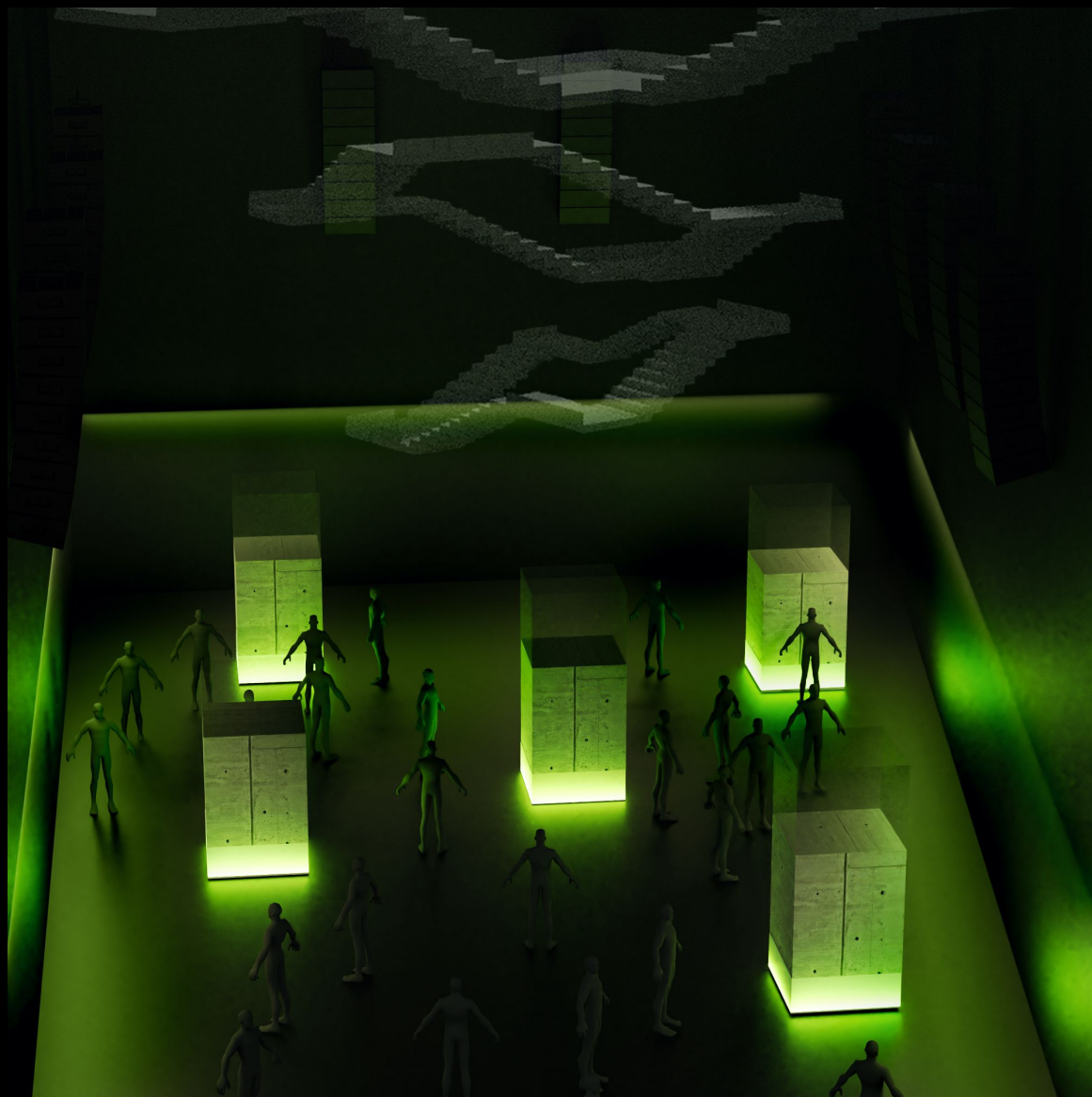


Das Treppenhaus

"So if you find nothing in the corridors open the doors, and if you find nothing behind these doors there are more floors, and if you find nothing up there, don't worry, just leap up another flight of stairs. As long as you don't stop climbing, the stairs won't end, under your climbing feet they will go on growing upwards"

- Franz Kafka (1925)

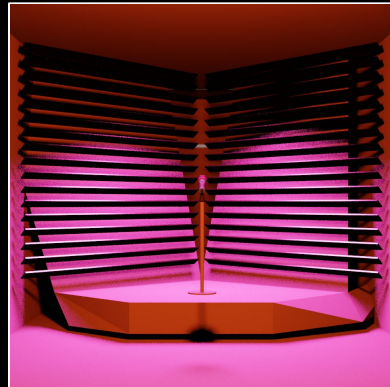




Finding Your Dream



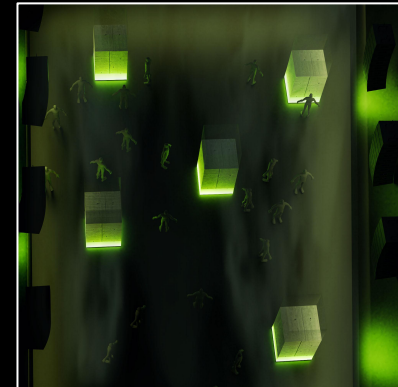
Finding Your Sound



Finding Your Crowd



Lost in Music



Posters/AR Prints



Stage	Time	Amount
Logistic Development	July 2021	£10,000
Creative Response	August 2021	£10,000



Thank you!

We will now take questions



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