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Titled 'The Skywalker Experience, my exhibit is based off the legendary Star Wars saga of films showcasing in fine detail the incredible visual directing and storytelling of the Star Wars films in addition to general facts about the films production and the publics response.

Location:

My location of choice would be the empty available shopping where Mothercare was once stationed in Parc Tawe, the perfect location as the as it is already a popular area due to it high shopping and recreational availability (Plantasia, Costa Coffee). The exhibit itself will be split down the middle thus making a straightforward entrance and exit path that would connect to each other the at the end of the exhibit. The entrance of the exhibit will be one singular room where the viewers will be gathered before being allowed entry, the entry system would have to be limited a certain number of guests due to the buildings sheer size, this must also be enforced so that the exhibit doesn't become crowded and entice any claustrophobia. The waiting room will hold posters of the films on screen that will change to footage of fans lining up the premiere of said films, a simple yet effective method of preparing the viewer for what is to come...

The main exhibit will be split into four equal halves, though like previously mentioned designed to be one long continuous hallway that stretches across the large open space. Each unique section will be dedicated to each trilogy of films in chronological order, in addition to the two spinoff films; Solo and Rogue One. In a similar design to the rest of the exhibit, the first two sections would be spilt into three to signify the three separate films, whilst the sequel trilogy will only feature The Rise of Skywalker. All of which would be seamlessly blended into one another through a change in the environment relevant to the film itself. Each section must have its own unique atmosphere to both immerse the consumer and keep them engaged with the exhibits content. This would be done primarily through the unique visual and audio designs as well as the soundtracks that would play for each dedicated trilogy of the Skywalker Saga.

An additional feature I believe would truly engage the consumer would starfighter battles unique to the era each section takes place in. In terms of design they would be securely tied to strings from the ceiling, completely lined with a HD screen to bring the sky's setting to life.

Section A:

The prequel era of the Star Wars saga will be comprised of; The Phantom Menace, Attack of the Clones and Revenge of the Sith. The environments for each film will be the sandy planet of *Tatooine* where Anakin was discovered, the ocean planet *Kamino* to show the birth of the clone army and finally the volcanic planet of *Mustafar* to mark the final battle between Anakin and Obi Wan.



To add to the clone war aesthetic, I will have lined across the sides of the exhibit glass cases with different examples of clone helmet designs with the label of which legion the clone represented, though mainly to signify the vital role the clone army played in the prequel era, but also an eye catcher for the more observant and dedicated Star Wars fans.

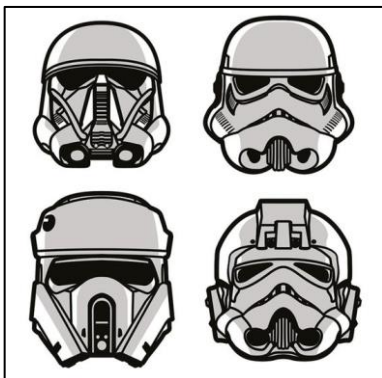
<https://www.wallpaperflare.com/star-wars-clone-commander-helmet-minimalism-clone-trooper-wallpaper-uocsu>

For the aerial decoration, I plan to have a space battle between the Republic's Clone Army and Separatists Droid Army dogfighting above the planet Republic capital planet Coruscant marking the start of Revenge of the Sith and one of the most iconic space battles in the prequel films.

For the choice of music, I would have continuous loop of a few of the most famous themes from each of the three films, my choices being; Dual of the Fates, Jango's Escape, The Arena and most notably Battle of The Heroes, all mixed into one perfect soundtrack.

<https://www.pinterest.co.uk/pin/7670261845856210/>

Section B:



As the viewer exits the prequel era, the spinoff films will be their next target, consisting of Solo and Rogue One. Solo's environment will be set around the mining planet of *Kessel* whilst Rogue One's will be set on the beach planet *Scarif*. To replace the clone troop helmets display, I would have various helmet types of the Empire's troops ranging from: Stormtroopers, Scouts, Death Troopers, Jet Troopers and Officers.

<https://www.starwars.com/news/designing-solo-a-star-wars-story-part-1-making-landos-millennium-falcon>

Solo's environment would be a yellowish rocky floor, with the iconic Millennium Falcon flying overhead. Toxic fumes are common part of the planets mining areas, for this effect I would include an upward fog machine, and to avoid the fog spreading to the other sections, vents will be installed to suck up the leftover fumes.



As for *Scarif*, a sandy like surface with palm trees coating the bright sun projection. Above the viewer would be the newly introduced Tie Reaper and Tie Striker's battling the Rebel Alliances X-Wings and U-Wings.

To end the section, I really want to make the viewer feel the fear the rebels felt at the end of *Rogue One*, where Darth Vader appears in the hallway before cutting down the rebels one by one. To do this, the hallway that directs the viewer to the Original Trilogy section would have a door only slightly open on the left side of the hallway, with a model of the fearsome Darth Vader standing, blood red lightsaber ignited at the end of the corridor. I wish to include this to give the viewer a different perspective of the ending scene of *Rogue One* on the other side of the door, as if they are a rebel trying to save their fellow soldiers from Vader's rage.



<https://www.starwars.com/databank/scarif>

Section C:

The original trilogy, comprised of; *A New Hope*, *The Empire Strikes Back* and *Return of The Jedi* highlights the redemption of Anakin Skywalker from Darth Vader, as well as the timeless story of the Rebellion's victory over the Galactic Empire despite such unlikely odds. Each of the three films also demonstrate the rise in CGI technology as they progress, improvements in the lightsaber/space battles and storytelling.

For location settings, the three areas would be set in the most iconic of the three films; the first being the Death Star hanger, where a model fight between Obi Wan and Darth Vader can be seen on the right o

Much like *Scarif*, the surface would be a sandy like surface with a shining sky. The second area would-be set-in *Cloud City's* carbonite freezing room on the planet *Bespin*, where a smoke machine will creep across the viewers feet and the distant sound of Vader's breathing can be heard.



https://starwars.fandom.com/wiki/Duel_on_Cloud_City

The final area would be set on the forest moon of *Endor* in the Ewok villages where the trilogy eventually ended back in 1983, the sounds of Ewoks and horns can be heard, whilst above the viewer footage of fireworks can be seen erupting in the night sky!

The original trilogy is most famously known for its legendary music from John Williams, still able to hold up by today's standard. The final score would be a blend of classic like: *Binary Suns*, *The Imperial March*, *The Asteroid Field* and 'Yub Nub'.

Section D:

The final piece of the main exhibit will be for the conclusive sequel trilogy developed by Disney after taking the ropes from George Lucas. This trilogy focused on the galaxy 30 years after the Original Trilogy with the newest armies of the light and dark once again battling for the galaxy. Though the films sparked some controversy regarding story writing and story writing, I believe they still captured the magic of the Star Wars universe.

For the sequel trilogy, I wish to only include the final battle between Kylo Ren and Rey played on a wide screen TV, primarily due to the nature of it being the conclusive battle between good and evil. The environment must be heavily chaotic, I'd want to have occasional blasts of wind brushing past the viewer by a hidden fan, and as for music choice, I would include the theme for both Kylo Ren and Rey seamlessly mixed together.

I'd want the viewer to feel like they're spectating the fight from a safe distance, therefore the floor surface must be the same texture as shown in the right image.



<https://narnianwitch.tumblr.com/post/185063853410/jcdirey-vanity-fair-the-rise-of-skywalker>

Section E: Walking Back

Probably the most recognisable and iconic scene in all of Star Wars. The walk back to the entrance of the exhibit would be set around the Rebellion ceremony scene in the end of A New Hope where the main characters receive their medals of heroism for the Battle of Yavin. I see this as the perfect way to both finish the exhibit and maintain the Star Wars immersion to the very end! At the end of the hallway would be a glass case neatly placed in a row with the lightsaber hilts of all the Jedi and Sith of the Skywalker Saga with Anakin's lightsaber placed at the forefront of the display.

<https://www.etsy.com/listing/646464897/star-wars-inspired-3d-printed-lightsaber>



https://starwars.fandom.com/wiki/Royal_Award_Ceremony

