
THE OLD SOLDIERS' BLOCK
QUEEN MARY HOSPITAL, HANMER SPRINGS

CREATIVE PROPOSAL
100% PRESENTATION



wētā WORKSHOP

Location Based Experiences Division

The **LBE division** is a diverse team of creatives, project managers, artists and writers creating highly-engaging and immersive experiences around the globe.

From the epic to the intimate – what inspires us is the fresh challenge of every new project, and the opportunity to exceed all expectations.

LOCATION BASED EXPERIENCES



GALLIPOLI THE SCALE OF OUR WAR - TE PAPA NEW ZEALAND



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ALIF - MOBILITY PAVILION - DUBAI EXPO 2020

A PLACE OF LIGHT & LIFE

The Old Soldiers' Block is unique in Aotearoa New Zealand, designed to bring healing light and fresh air to shell-shocked soldiers returning from the Great War. It was the beating heart of a community still dedicated to health and well-being.

Visitors will discover the stories of soldiers, nurses, and doctors in the authentic setting of the historic ward. They are immersed in these soldiers' nightmares in a powerful, haunting display of light and sound. They then see how New Zealand's compassionate and forward-thinking therapies brought the soldiers back to the lives they had left behind.

Visitors then move through a series of encounters that tell the story of the hospital through to the twentieth century; the compassionate creative work of Dr Robert Crawford; the pioneering and innovative Taha Māori programme, before releasing their own creativity by painting, drawing, designing and building in our Creative Play space.

Queen Mary Hospital has healed the lives of New Zealanders, for the greater part of a century. We want to retell its stories of hope and recovery in compelling, immersive and interactive experiences, so this remarkable place again becomes **a significant part of Hanmer Springs, the greater-Canterbury region, and Aotearoa New Zealand.**

the experience

As visitors explore the Old Soldiers' Block they move back through time, from the treatment of shell shocked soldiers in the Great War, to the history of the hospital and its role in the community, to the groundbreaking work of Dr Robert Crawford and the Taha Māori Group.

Visitors come together to create their own art and stories in a series of interactive, participatory, and fun activities.

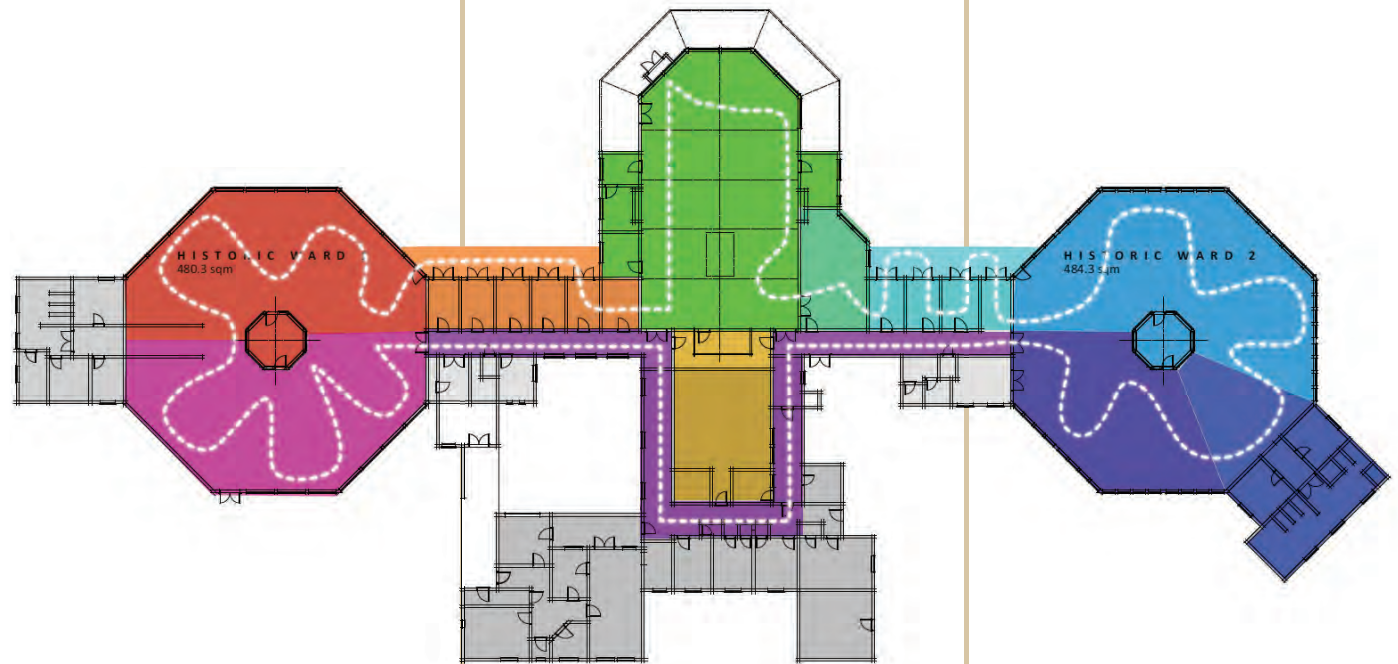
VISITORS ARE GIVEN A CLEAR INTRODUCTION TO EACH PART OF THE EXPERIENCE

CONSISTENT DESIGN AND INTEGRATED GRAPHICS WILL GUIDE VISITORS AROUND THE EXPERIENCE

Creative Play Space

Community Space

Immersive Space





THE HOME OF JOYS UNBOUND

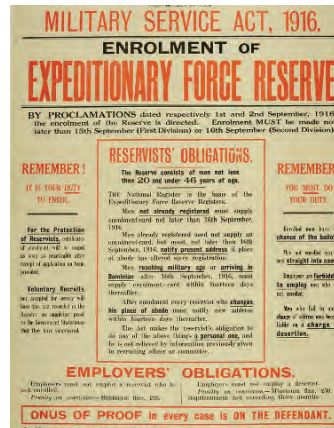
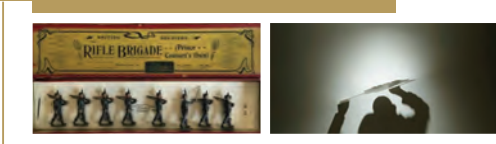
QUEEN MARY HOSPITAL AND THE GREAT WAR

QUEEN MARY HOSPITAL AND THE GREAT WAR

As visitors arrive at the Old Soldiers' Block, engaging and informative displays tell the story of the men and women who volunteered to fight and serve in the First World War. Nearly 100,000 New Zealanders fought in the war – over 50,000 were killed or wounded.

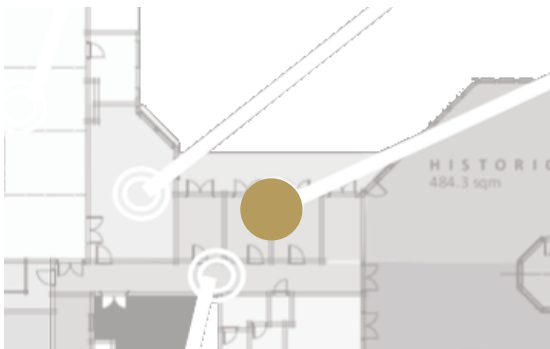
Striking visuals and compelling stories bring history to life: from local regiments throughout the country, to nurses and nursing volunteers, to the often-forgotten story of the Māori Battalion who fought with distinction throughout the war.

Old-fashioned boxes of toy soldiers in khaki brown are placed purposfully amongst the display.



GOING BACK IN TIME

A series of rooms show visitors the traumatic experience of war, the 'shell shock' of psychological trauma, and how the Old Soldiers' Block was designed by New Zealand's progressive medical experts. In the final room, visitors are introduced to the real soldiers, doctors, and nurses at Queen Mary's in 1919.



HORRORS OF WAR

An office from 1918 is blown apart, the room capturing the frozen moment of shattering detonation.

Among the fragments hang haunting photographs from the war, their edges burnt from the explosion. With them hang burnt maps, battle reports, and letters home. Footage of the war plays through the window. There is the acrid smell of burning with the rumbling sounds of battle.

And hanging among the debris are the toy soldiers, twisted and melted by the explosion, the paint burnt and in places showing the metal beneath.

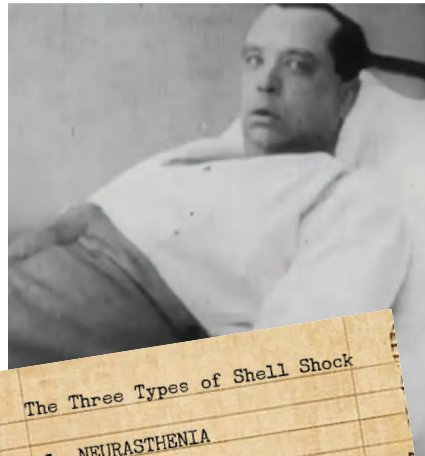


SHELL SHOCK

It is the same room as before. But the contents are now stuck across the walls, the ceiling, and the floor.

Hanging in the space are the toy soldiers, among photographs, medical reports, letters and poems describing what it is like to be shell shocked.

There is the sound of short, gasping breaths with the faint rumbling of battle, and a smell of distant fires. Films of shell shocked soldiers can be seen through the window.



The Three Types of Shell Shock

1. NEURASTHENIA
Exhaustion. Irritability.
Pale face. Clammy hands.
2. HYSTERIA
Uncontrollable spasms
Facial ticks
Paralysis
Uncontrollable tremors
Often mute, or deaf
3. PSYCHASTHENIA
No confidence in himself
Withdrawn
Bad nightmares
Joyless



THE OLD SOLDIERS' BLOCK

In the centre of the room is a model of the Old Soldiers' Block in 1919. Around it are letters and plans explaining the origins of the hospital – the benefits of light and air discovered at Brockenhurst in England, the octagon design found at Trentham Camp, and the generosity of Duncan Rutherford and the local community.

Over these documents crawl the toy soldiers, their melted bodies started to reform. The ones nearest the building are turning from khaki to hospital blue.

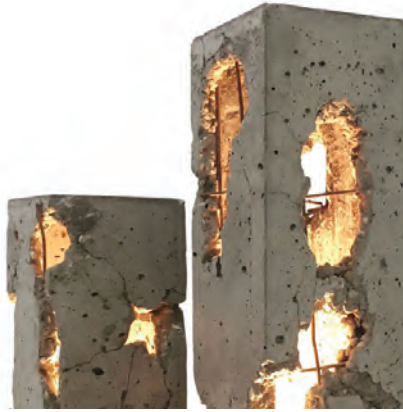


SOLDIERS DOCTORS NURSES

The visitors discover a doctor's office in 1919. The debris is gone, and there is the distant sound of birdsong and the smell of flowers.

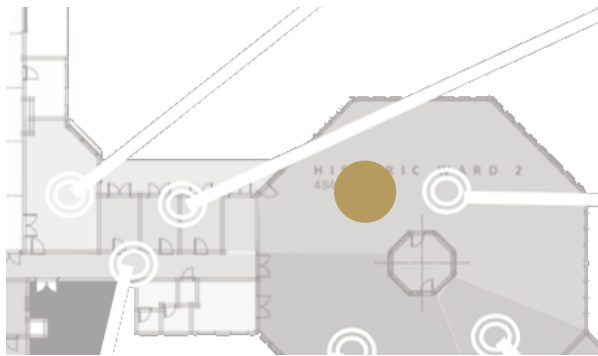
As visitors look closely they can see how the room has been rebuilt from its shattered pieces, the cracks and joins in the furniture shining with thin lines of gold.

Exploring the office they find photographs, letters, and reports that introduce them to the soldiers, doctors and nurses whose stories they will discover in the Soldiers' Ward.



THE SOLDIERS' WARD 1919

Light is everywhere in the open space of the first octagon. A breeze blowing through brings the scent of flowers. There are the sounds of birdsong, of soft laughter, and quiet conversation.



As visitors move through the ward, the images of the people here come to life. They flicker onto glass, or onto fabric screens. The shadows of their bodies appear on the beds. Visitors can hear their voices. Digital, interactive documents and photo albums tell their stories, and of their lives here at the hospital





NOTE | These reference images show how these ideas might look and feel.

NIGHTMARES IN SHADOW

NIGHTMARES IN SHADOW

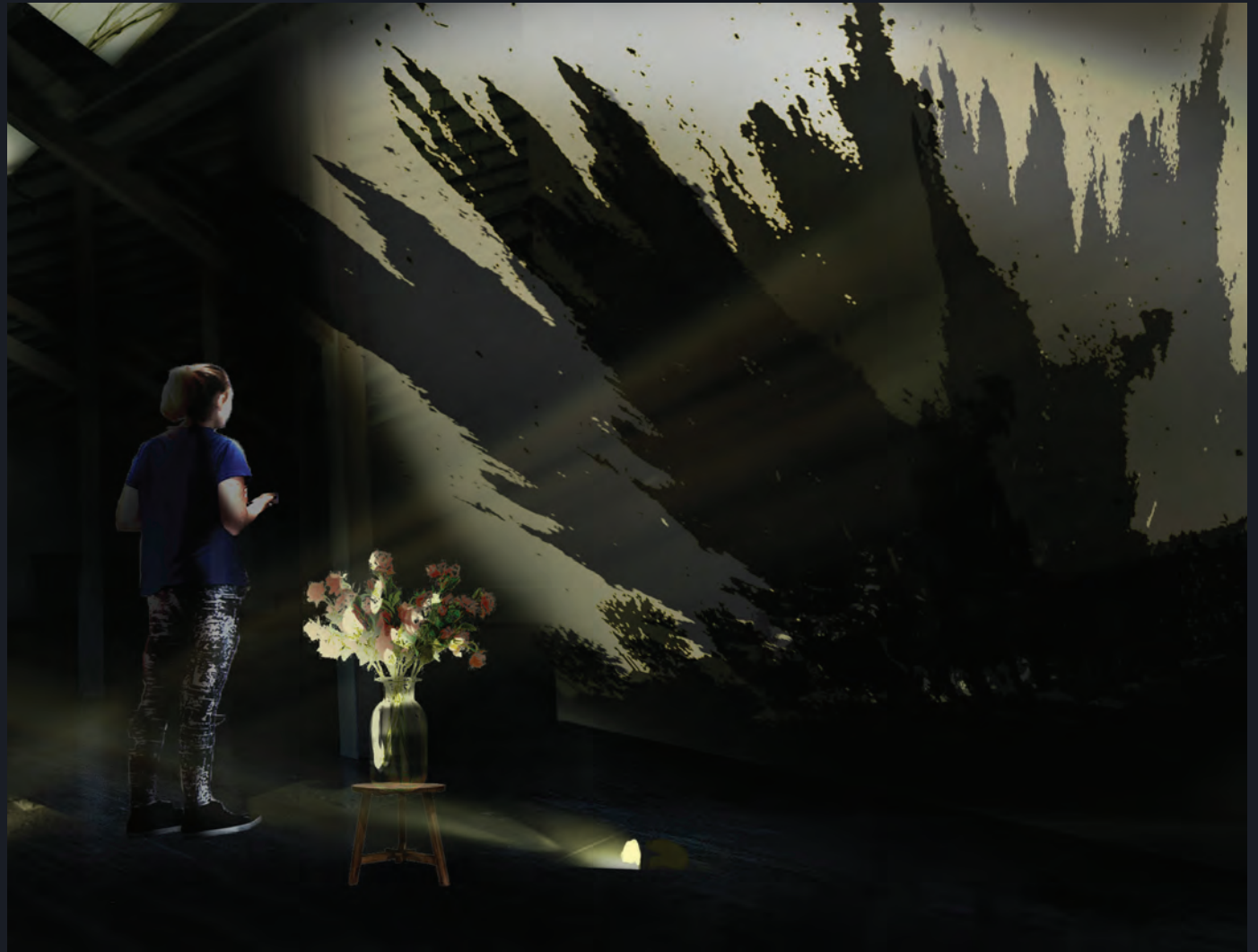
A partition wall takes us into a new part of the ward.
The blinds rise as night falls. And the electric lights fade.



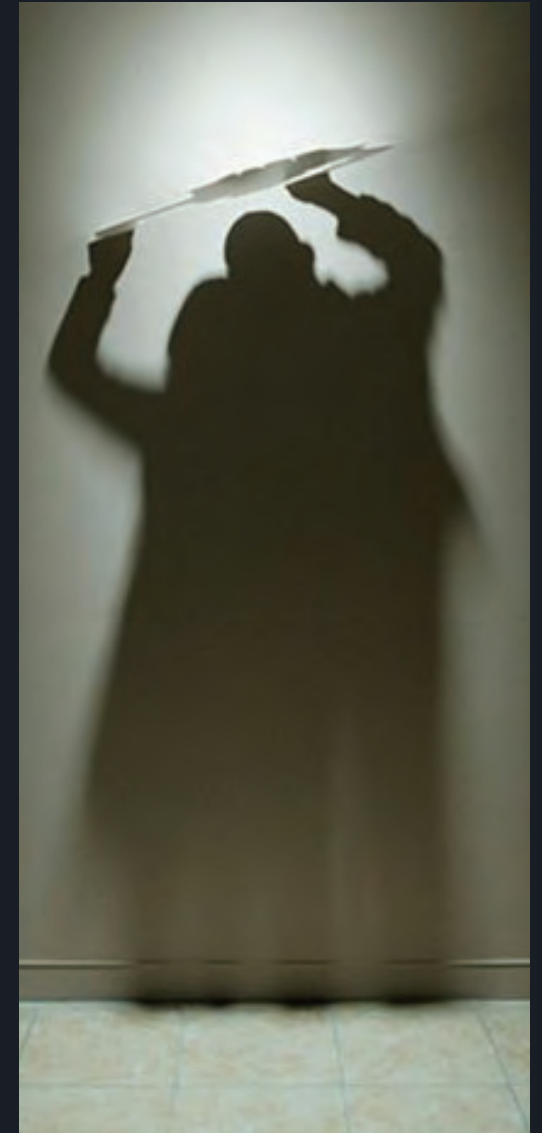
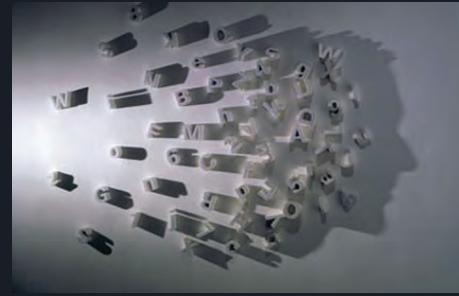
In the dark, we hear our soldiers' dreams - the sounds of war, of guns and explosions and the cries of wounded men.

A light swings through the space, not the healing sunlight from before but the sour light of a flare in the trenches. The objects in the rooms cast sweeping shadows across the wall.

As the light moves, the shadows join and become shapes – the silhouettes of soldiers in the trenches, of the stunted trees and tangled wire of No Man's Land.



NOTE | These reference images show how these ideas might look and feel.



NOTE | Reference images - light and shadow effects created from everyday objects



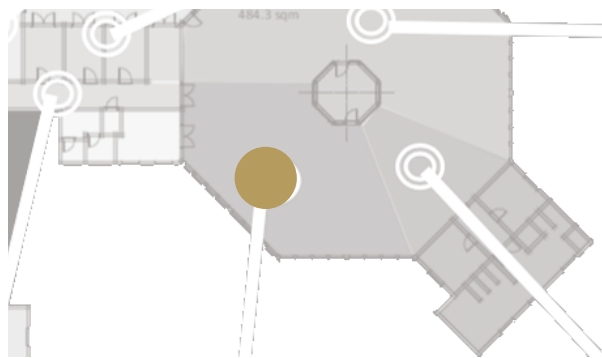


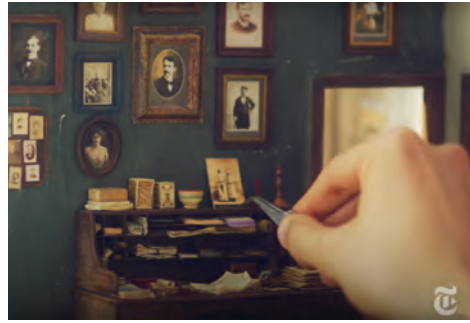
REBUILDING LIVES

REBUILDING LIVES

The blinds open and light floods back in. The haunting shapes disappear, becoming everyday objects again.

As visitors move around the ward they discover how the treatment programme helped soldiers rebuild their lives. Exploring the medical equipment, cabinets and bookshelves, they find tiny scenes in exquisite detail showing the soldiers learning new trades, or tramping over the hills, or swimming in the pool.





NOTE | These reference images show how these ideas might look and feel.

A WORLD BEYOND THE WAR

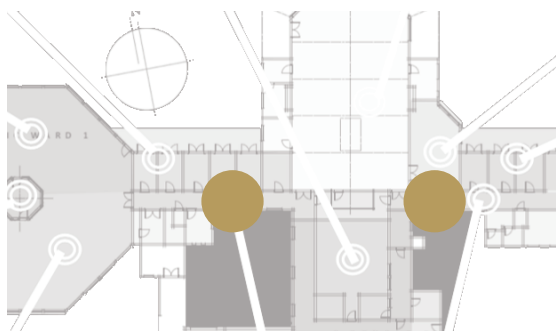
The wall at the end of the octagon is filled with a large bookcase. The small blue figures of the soldiers are climbing up the books and along the shelves. They are all moving towards a gap in the books, at the height of the visitors' heads, which glows with light.

As they get nearer, their colours are changing from hospital blue to the different colours of their civilian clothes. They are leaving Queen Mary Hospital.



THE TWENTIETH CENTURY HOSPITAL

Leaving the Soldiers' Ward, visitors cross to the other side of the building. They find a succession of rooms, capturing the style and colour, of different decades, like photographs brought to life. Showing the life of the hospital, here visitors encounter the generations of dedicated and compassionate staff, and the people they helped.



30s



40s



50s



60s



70s



80s





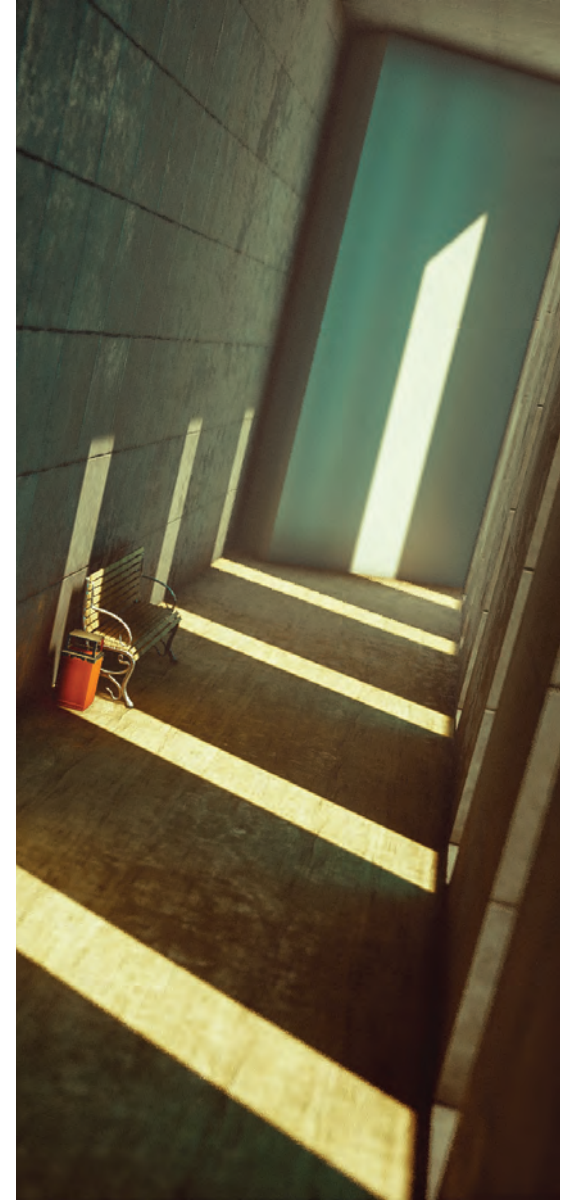
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CREATIVITY AND CONNECTION

CREATIVITY AND CONNECTION ART WORKS

In the second octagon, visitors are introduced to the life and work of Dr Robert Crawford. Dr Crawford helped those lost to addiction by using creativity, art, and drama. Dr Crawford's story, his pioneering work, and his patients, are celebrated in this dynamic and informative space that offers visitors the chance to create their own works of art.

This is an excellent opportunity to bring school groups to Hanmer Springs. Mental-health and well-being is a key part of the New Zealand School curriculum, and these informative and interactive experiences would make this a must-see attraction for students of all ages.

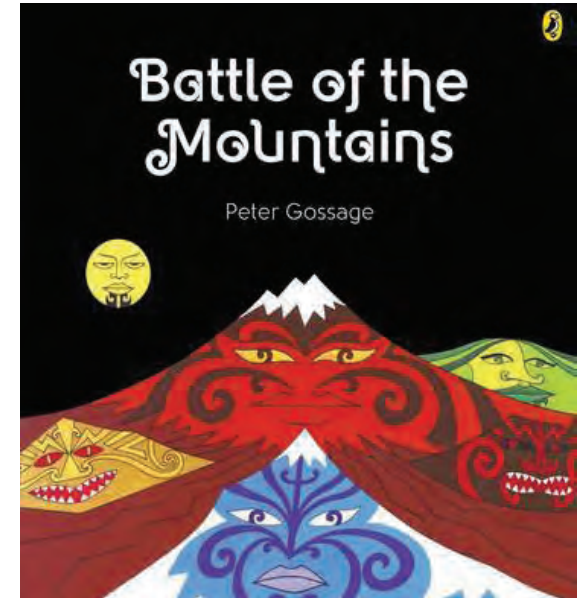
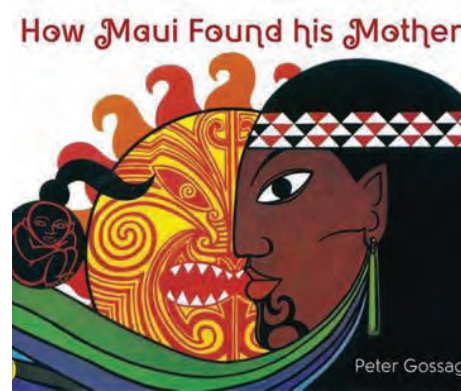




CREATIVITY AND CONNECTION THE TAHA MĀORI GROUP

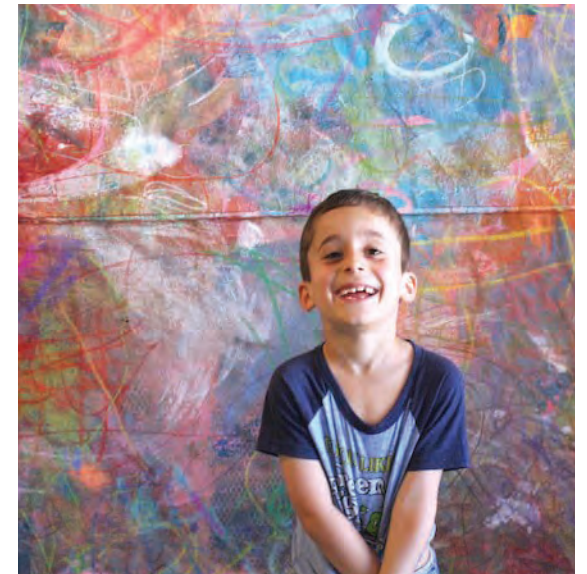
Visitors discover how the ground-breaking Taha Māori group helped patients through the perspective of Te Ao Māori, reconnecting the people with their Mana and Whanau.

Developing this part of the experience needs respectful consultation and collaboration with the Iwi, to develop an experience that we hope would both teach and entertain visitors.



CREATIVITY AND CONNECTION THE CREATIVE PLAY SPACE

A dynamic, interactive, collaborative experience where people create and connect – by building, making, sculpting, carving, painting, and playing.

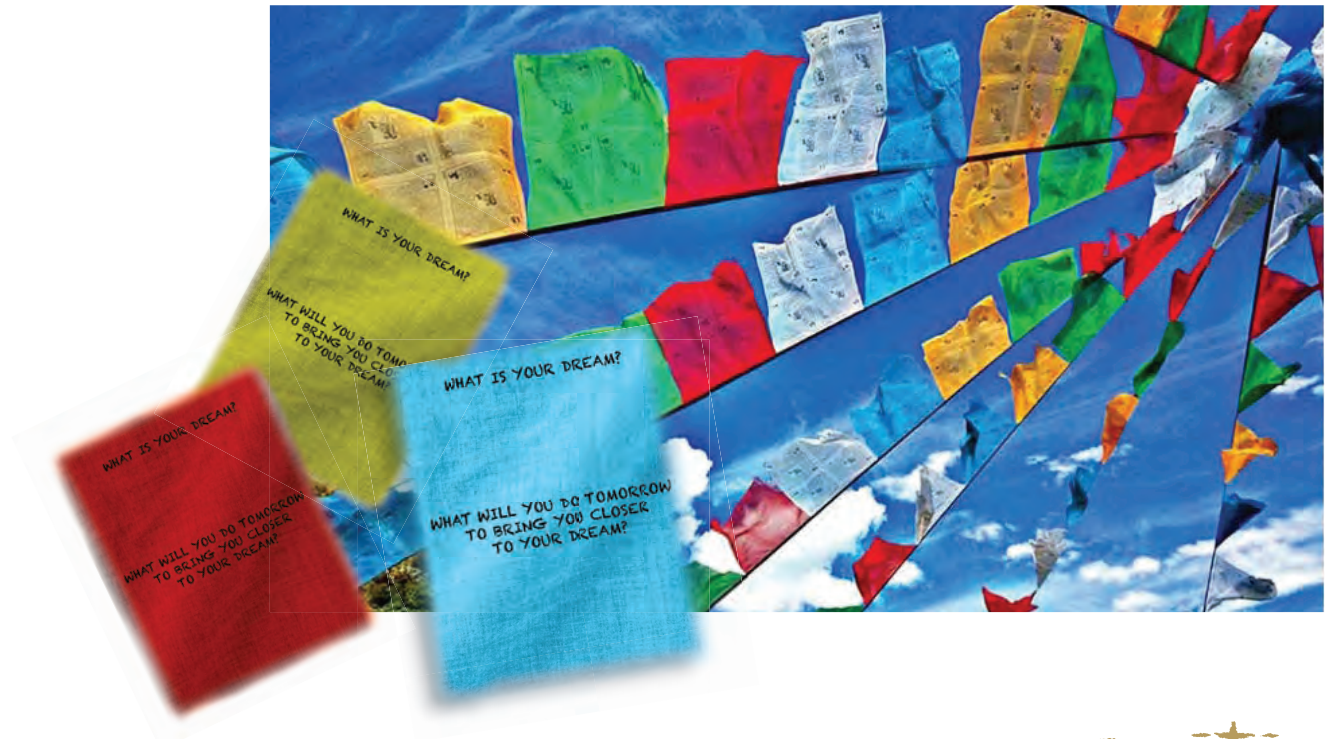


CREATIVITY AND CONNECTION MAKING DREAMS

Visitors have discovered stories of soldiers building new futures, and people finding life again after trauma and addiction.

This place has helped people find their dreams. What are yours?

As visitors leave the experience, they write a simple statement on brightly-coloured flags – a statement of intent and a promise to themselves. They pin them to the walls and fly them up to the ceiling, creating a vibrant multi-coloured statement of hope and positivity.



RECREATION HALL

From its earliest use in 1917, this has been a community hall, a theatre, an exhibition space, and a cinema.

By re-opening the space, with new technology and a design that reflects its past, the space will be reconnected to its history.



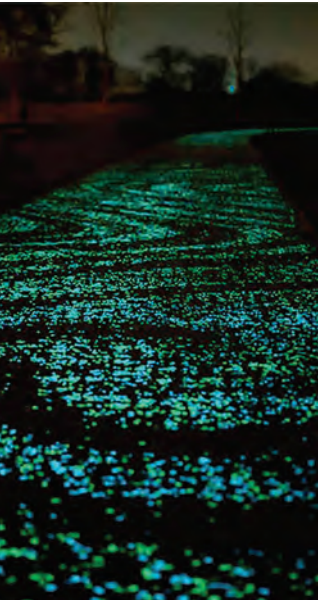


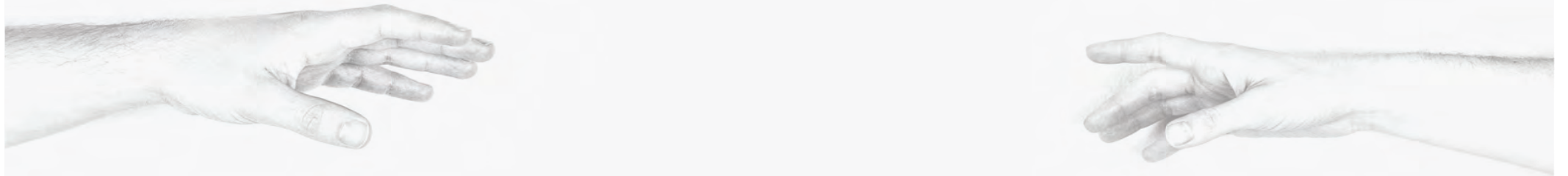
THE GROUNDS

The peaceful natural grounds are a place of beauty and harmony.
They are a place where Whānau can come together.

Artworks and sculptural pieces beautifully reflect the story of the Hospital.
The grounds can still tell that story when the buildings are closed.







Ngā mihi nui, thank you!