











## **Information**

Client: Perth and Kinross Council - United Kingdom

Location: Perth, Scotland - United Kingdom

Products Used: MaxiLED Large Globe, MaxiDEPTH 102 / 302 / MaxiLINK

Controller Used: Pharos LPC

## **Products used:**



MaxiLED Large Globe DMX RGBW



MaxiDEPTH 102 Surface Mount



MaxiDEPTH 302 Surface Mount



MaxiLINK



Overview of site

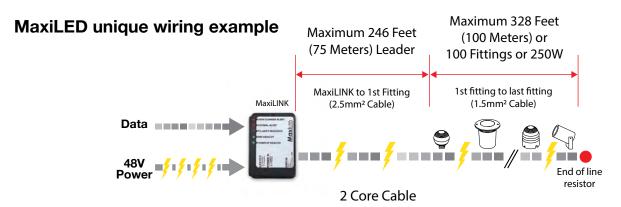


**Environment:** Dry, damp and wet locations (IP68).



**Power Output:**48VAC with combined data over line voltage.

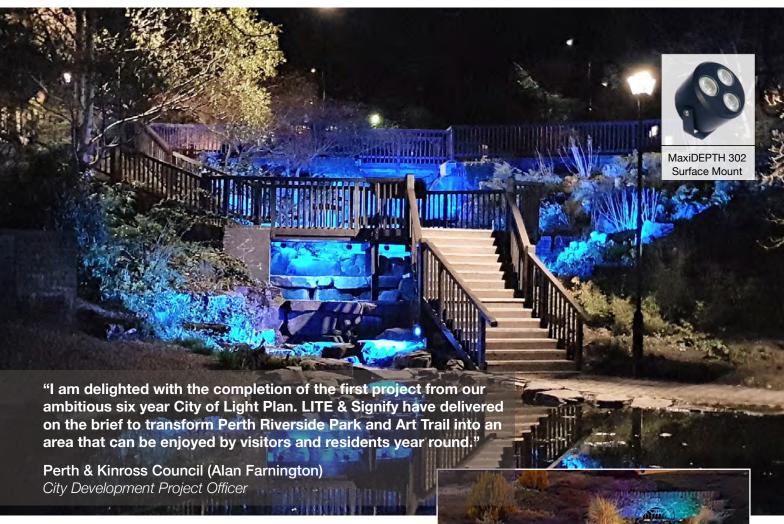






## **Background**

The Perth City of Light Action Plan identified and provided a comprehensive approach to the lighting of Buildings and spaces throughout the City. Lighting of the city's greenspace and promoting Perth's biggest natural asset, the River Tay, is a key strategic aim of the Action Plan. As one of Perth's most unique attractions, Norie Miller Park sits next to the River Tay and plays home to wildlife, gardens, walks, water features and public art. Following the success of recent light show events within the Park (53,000 visitors), this highlighted the future potential of a permanent and stimulating lighting design and installation.



## **Design**

Creative and innovative solutions were required to illuminate the Sculptural Artwork, along with the water features and tunnels which act as a link between two areas of the park. Whilst at the same time a functional solution to provide a safe and inviting location for the public to use at night.

This is an important and popular public space used every day, and much thought was given to the programming and installation methodology in order to mitigate any disruption to the public, the adjacent gardens, and wildlife. With over 600 meters of underground ducting, specialized machinery was used to minimize any damage to the surrounding park space and gardens. An environmental impact survey was carried out, and much care and attention were taken to reduce any disruption to the local wildlife - otters, birds, bats, and newts.



