



Game Changing Exhibition

Interior designer Catherine Huckerby, from Homebase, was commissioned by the Museum of Transport and Technology (MOTAT) for the Game Changing Exhibition Experience. The brief was to design and style room sets representing the 1970s, 80s, 90s and 2000s as a backdrop to showcase how computer gaming consoles have changed throughout the years.

1980s
This look was inspired by the Punk style typical of the fashion and interior design of that era. We used a vivid colour scheme of clashing fluorescents with a graffiti slogan taken from 1980's slang. The furnishings were an eclectic mix of contemporary styles to complement the design – including bright red furniture with strong blue accessories to complement the backdrop of acid colours and create a fun and vibrant concept.

1990s
This room set conveys a hard-edged liner commercial looking interior scheme, using a palette of monochromatic metallic tones. Black leather and chrome furnishings with strong clean lines and grid style patterns typify the 1990s style and represent the political climate at that time.

2000s
This room set displays a soft, subtle and more relaxed interior scheme using a colour palette of soft lavender and deep blues with an accent of silver. Contemporary accessories and lighting combined with low level, modern furniture is what defines the late 2000s.

Colour Selection: Catherine Huckerby
Main Painting Contractor: Grant Swasbrook

Painting Contractor: Kevin Chow

Photographer: Jim Janse

Other Key Contributors: First Scene Prop Hire

Colours Used: (1980s) Resene Cabaret, Resene Daredevil, Resene Limerick, Resene Primetime, (1990s) Resene Aluminium, Resene Blast Grey 1, Resene Blast Grey 3, (late 2000s) Resene Ashen Lavender, Resene Celestial Blue

Products Used: Resene Enamacryl Metallic, Resene Lunbersider

Ashen Lavender

Aluminium

Blast Grey 1

Blast Grey 3

Cabaret

Celestial Blue

Daredevil

Limerick

Primetime