

## Bulletin 75: pictures and miscellaneous comments.

Thanks to people who have contributed! These are just thought-provoking snippets... those who want the retention of THE Powerhouse MUSEUM are fully aware of the complexity of these matters and would welcome comment, debate, much more information and ideally some consultation on basic issues ...

### Building scope



The brief for the design teams includes this as a 'building envelope'. The Wran building is well within this envelope and can be demolished in the 'rejuvenation'.

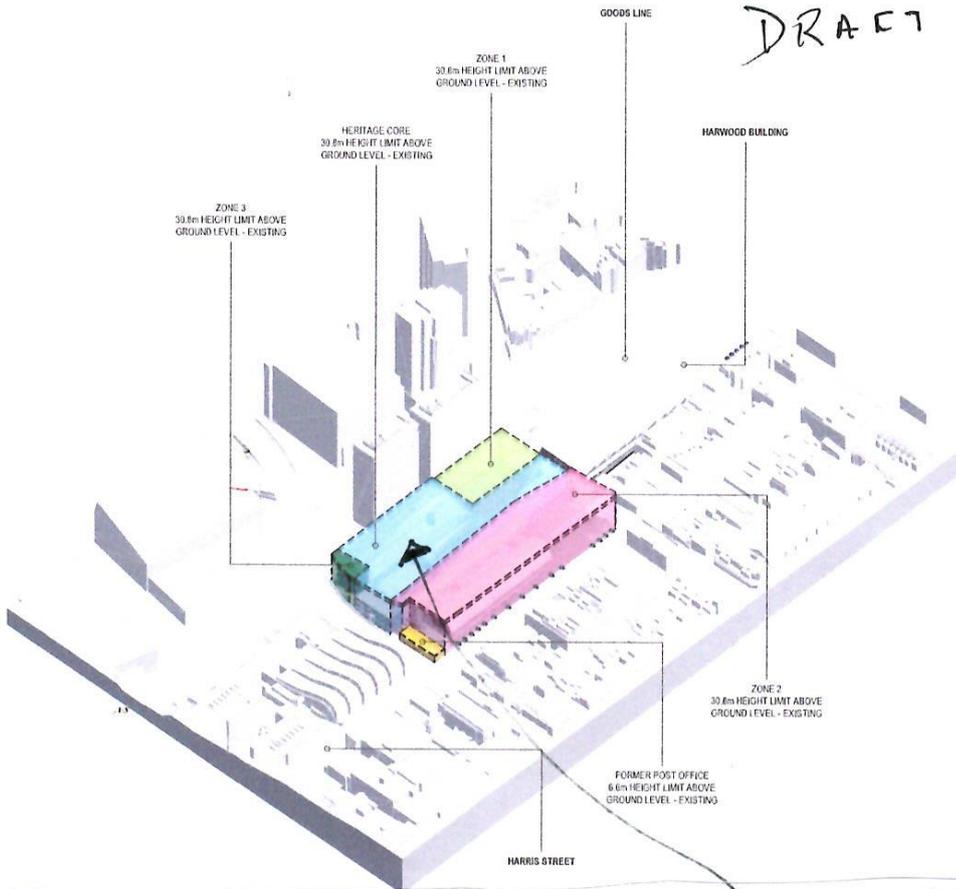
Elsewhere there is a diagram showing a possible seven-storey building on the forecourt, in one document labelled as education space. There is also a big education space planned for Parramatta. Concerns remain about the education planning, and we await information.



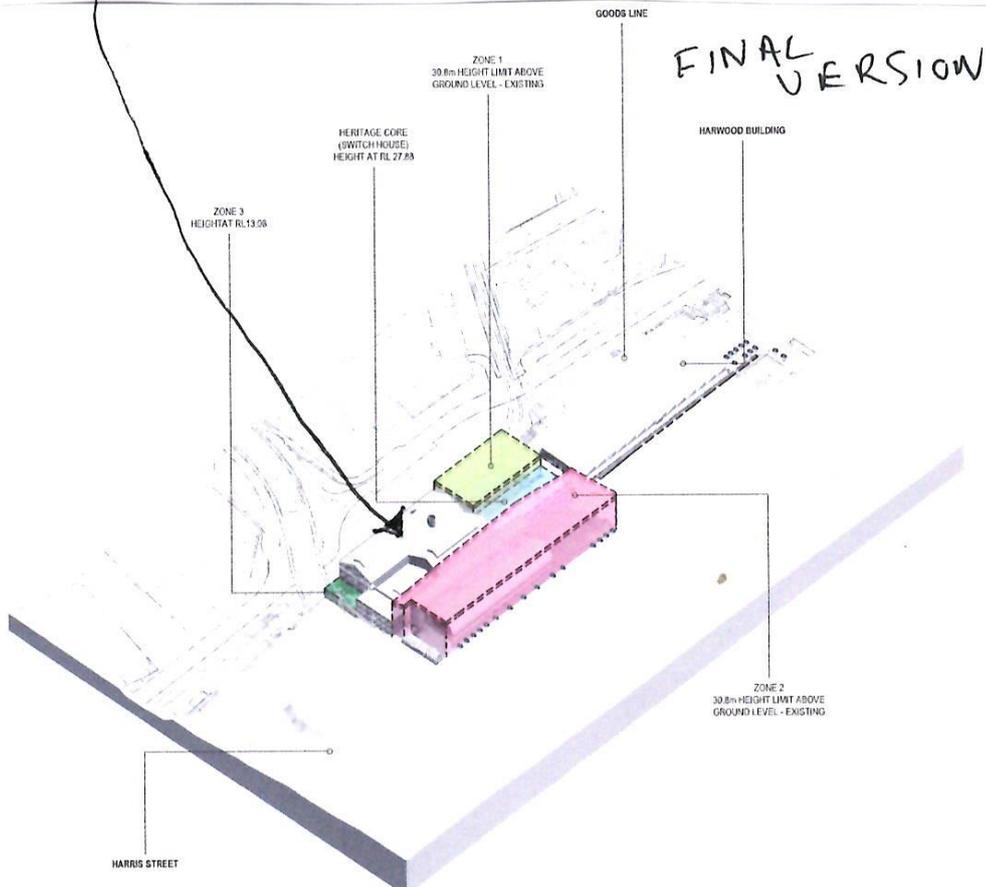
Figure 9 – Reference Scheme Section View of the New Building

The basic problem with the consultation on the Conservation Management Plan was that we thought we were consulting on what should be done with the present situation, when the Government had already determined what would be done and restricted the public's input accordingly. The outcome of this process has been put online on <https://pp.planningportal.nsw.gov.au/major-projects/projects/powerhouse-ultimo-renewal> 'Response to Submissions'. This is being examined, but the next page indicates what may be the major outcome of their process ... we are still checking.

# Outcome of the EIS Consultation



The main difference in the plans as dictated in the preliminary documents is that the roof of the original Powerhouse buildings may now not be altered and that the present roof line must be visible.



## The steam gallery



One of the email correspondents noted this artwork, possibly originally related to *Eucalyptusdom*, still hanging above the steam gallery and wondered whether it would not be better used to describe and give background to the steam gallery. (I agree, especially if it can be made to operate at the press of a button rather than automatically.) People do not appreciate the total significance of this area.

Another pointed out a few interesting snippets from the Arts Minister's testimony at the last hearing session re the decision-making process

*Mr DAVID SHOEBRIDGE: ... Will the steam exhibition remain in Ultimo? ...It does not seem consistent with your Government's vision to turn it into a kind of fashion precinct. ... Is it going to be fashion steam?*

*The Hon. BEN FRANKLIN: ... but this is obviously a programming question. I think it is appropriate that Ms Havilah—*

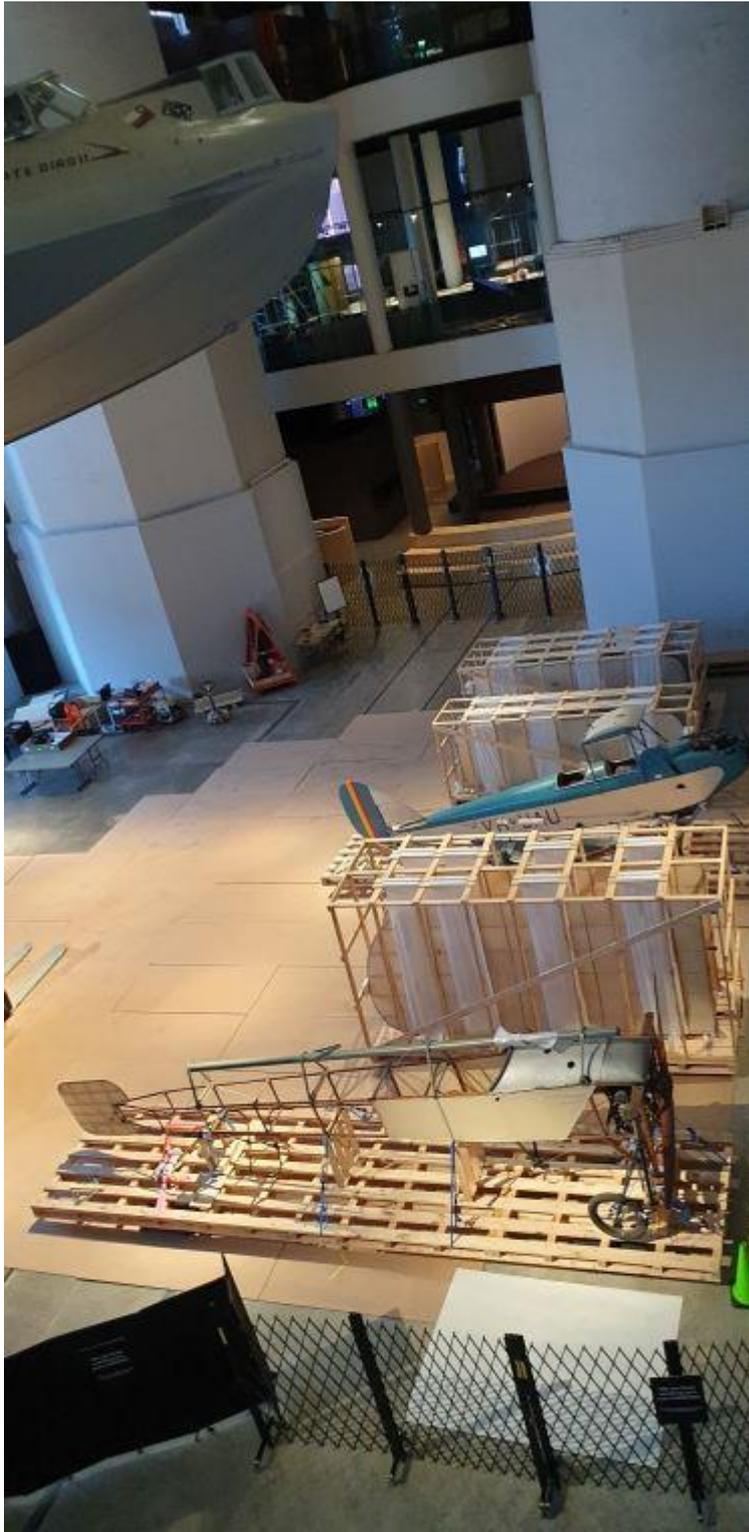
*Mr DAVID SHOEBRIDGE: Minister, this is more than a programming question ...*

And later:

*Mr DAVID SHOEBRIDGE: Who made the decision to have the Ultimo precinct be about fashion and design?*

*... The Hon. BEN FRANKLIN: Mr Shoebidge, you should obviously speak to Ms Havilah about those questions. That is a programming issue.*

## The Aircraft



Removal of the aircraft.



The Beechcraft was moved to the north of the building and is still hanging high. Our experts have reservations about moving it and it is good to see that the process is not being rushed. The dust layer is interesting.



## The Apollo rocket engine



If this huge and significant item is to be removed, a major destruction of walls or ceilings will be required. It cannot stand independently and must be supported by its frame. Its removal would necessitate the removal of much the remainder of the transport hall, and the space area is also under threat. It is a large and spectacular item in the transport hall, and yet another good reason for leaving this area as was, with appropriate updates..

## The problem of significance vs popularity...



*Clay Dynasty* is probably the most extensive exhibition of recent times, scheduled to be open until next year. It illustrates the dilemmas facing museums like ours. It covers this exciting period and its great artistic achievement very well for people with interest in this area, but replaces areas of high activity. The number of people in this area is almost always far less than those in the steam gallery or the space area, to say nothing of *Experimentations*.