Scape

DESIGNED BY ADAM GOODRUM

Tait.



With almost 70% of the world's population living

in cities by 2030, the thoughtful design and planning of our public realms will be vital as rapid urbanisation takes hold.

> There's never been a more pertinent time to address the design and planning of our public realms. These challenges are manifesting in growing issues around the way we live and work - including, poor social connection, loneliness, low employee engagement, impaired physical and mental wellbeing, inhibited creativity, a disconnection with nature as well as negative community or workplace sentiment.





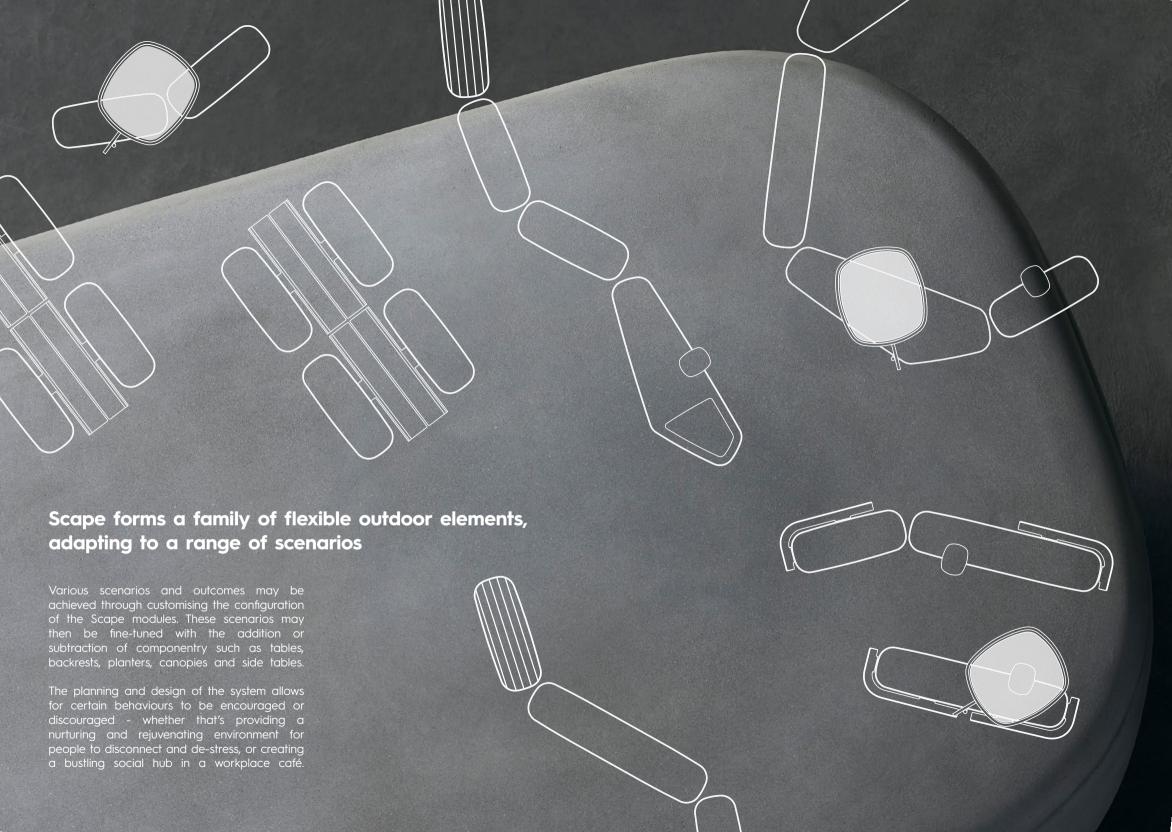




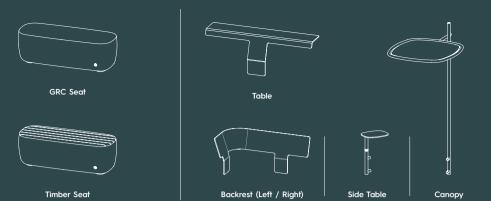












Scape Module





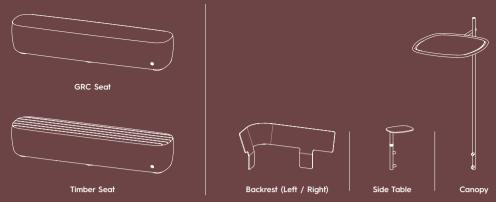




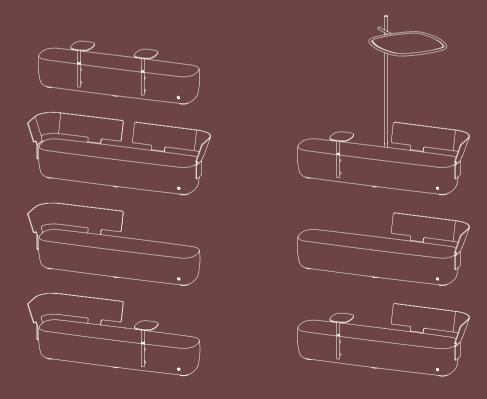




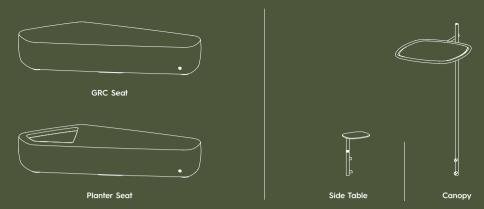




Scape Long Module







Scape Island

