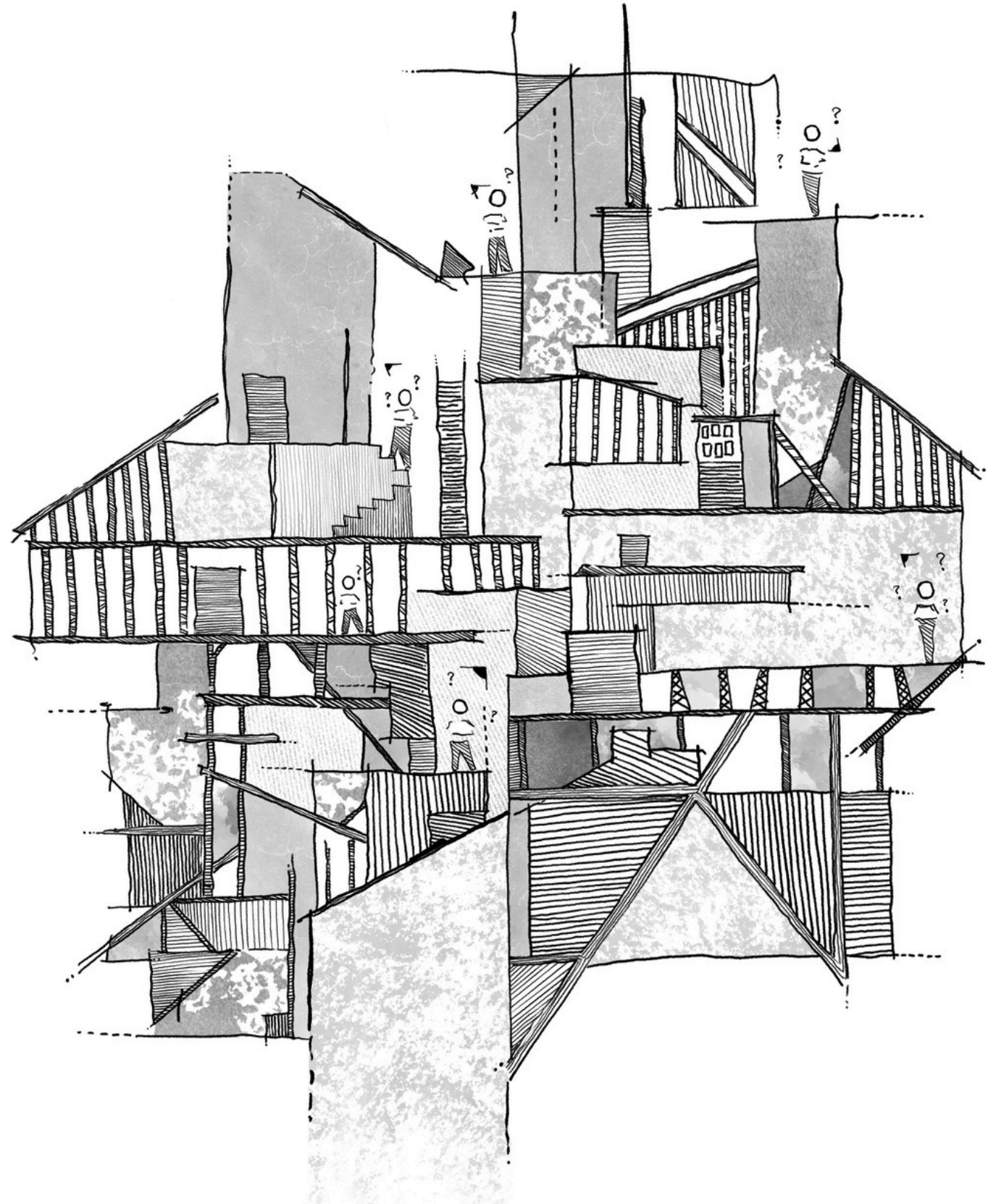


THE COLLECTIVE THREAD: WEAVING A COMMUNITY

DEVELOPMENT PORTFOLIO
ARC3003

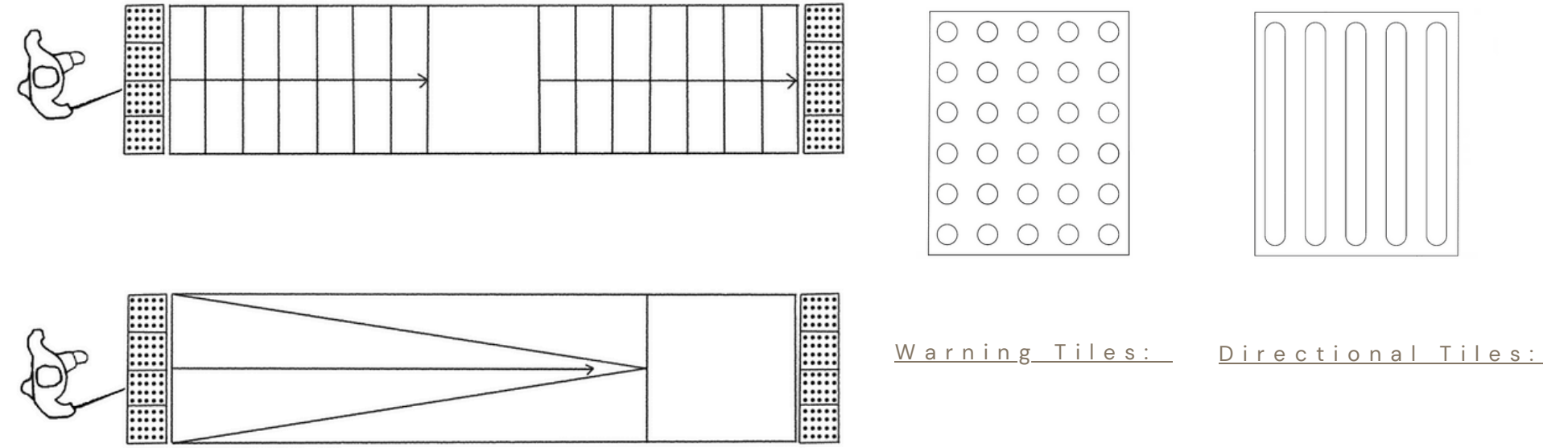
SITE AND USER ANALYSIS

CONCEPT DEVELOPMENT

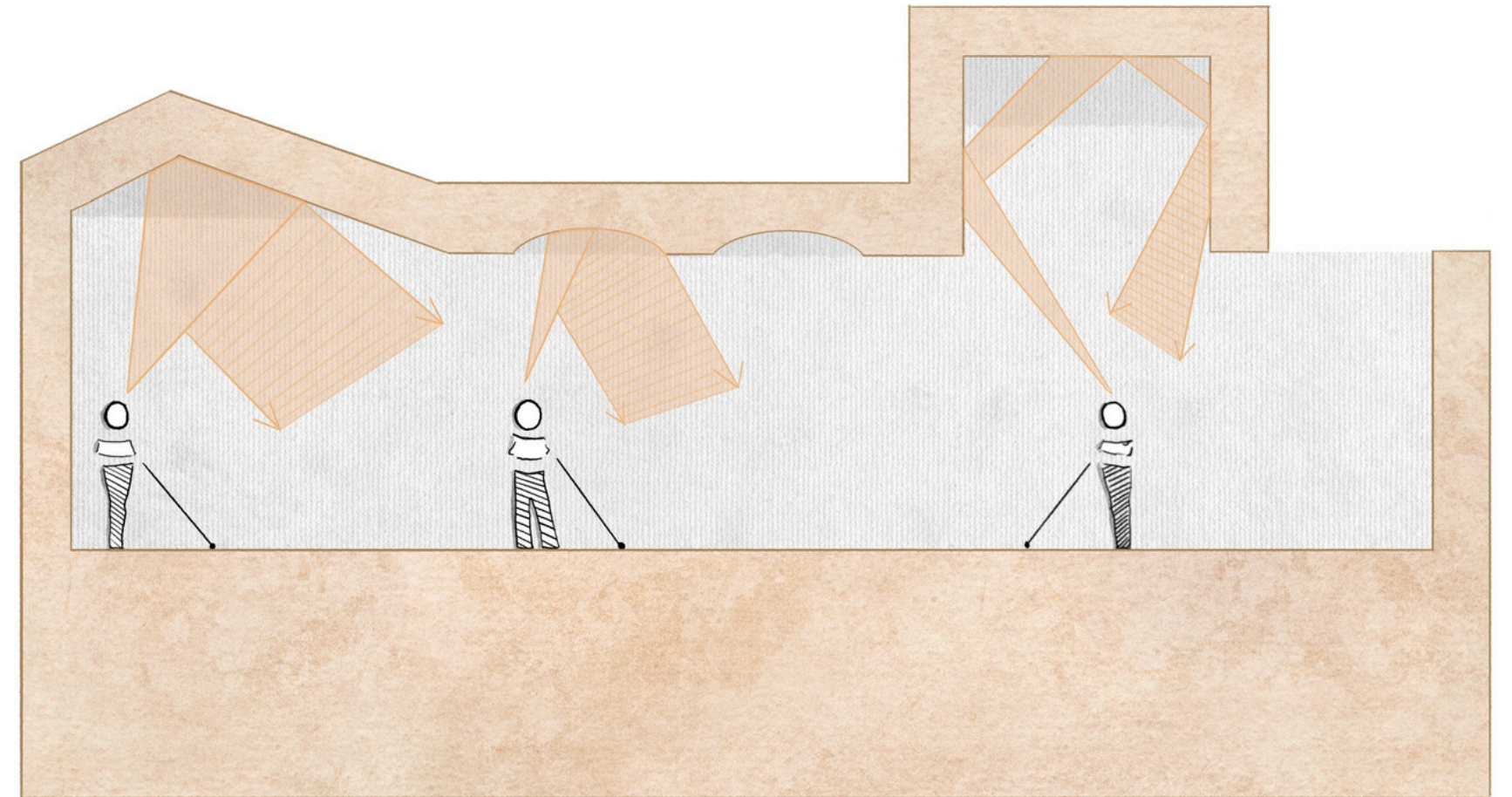


Visual illustration of user:

Analysing how the built environment has a major impact on how visually impaired individuals depends on tactical cues to navigate and perform day to day tasks.



Warning Tiles: Directional Tiles:

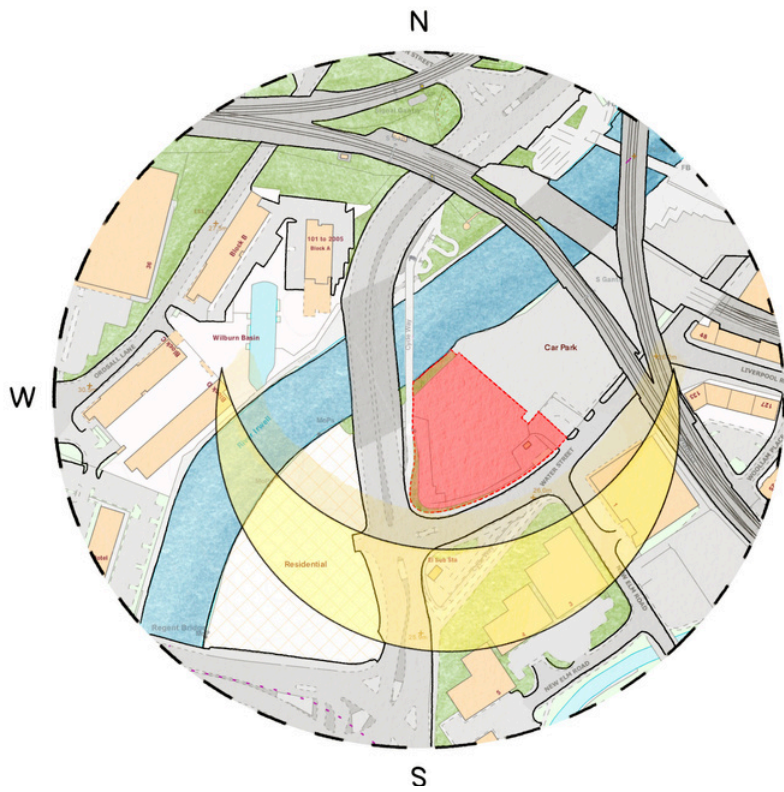


Sound and Ceiling:

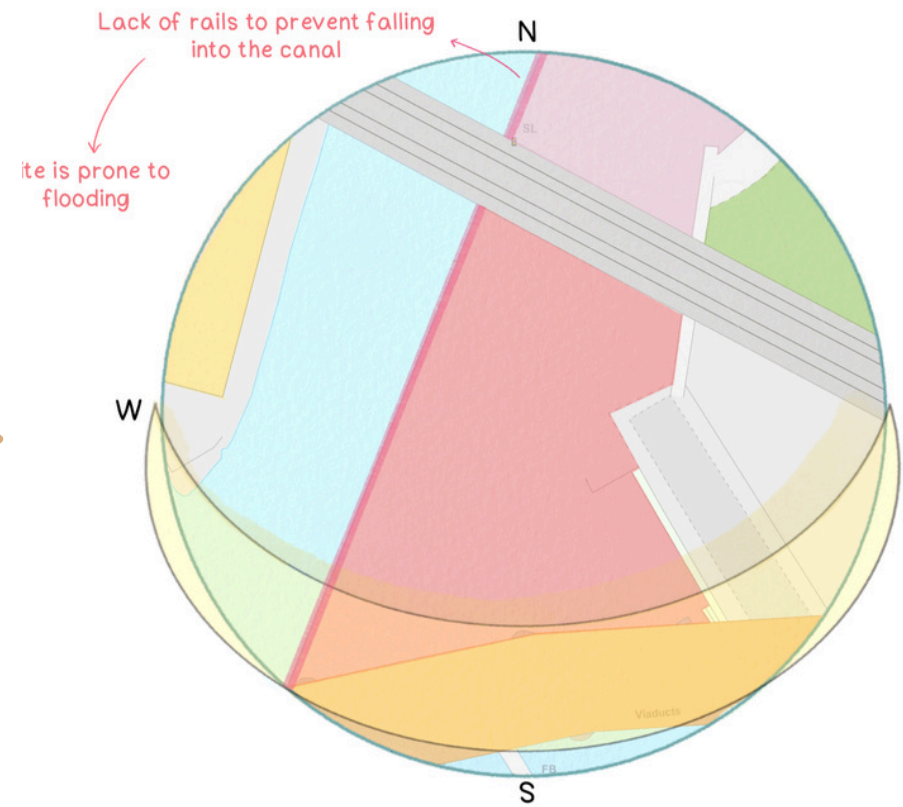
Analysing how the emitted sounds are affected using different roof ceilings. The one on the left has the best outcome for sound emission.

SITE AND USER ANALYSIS

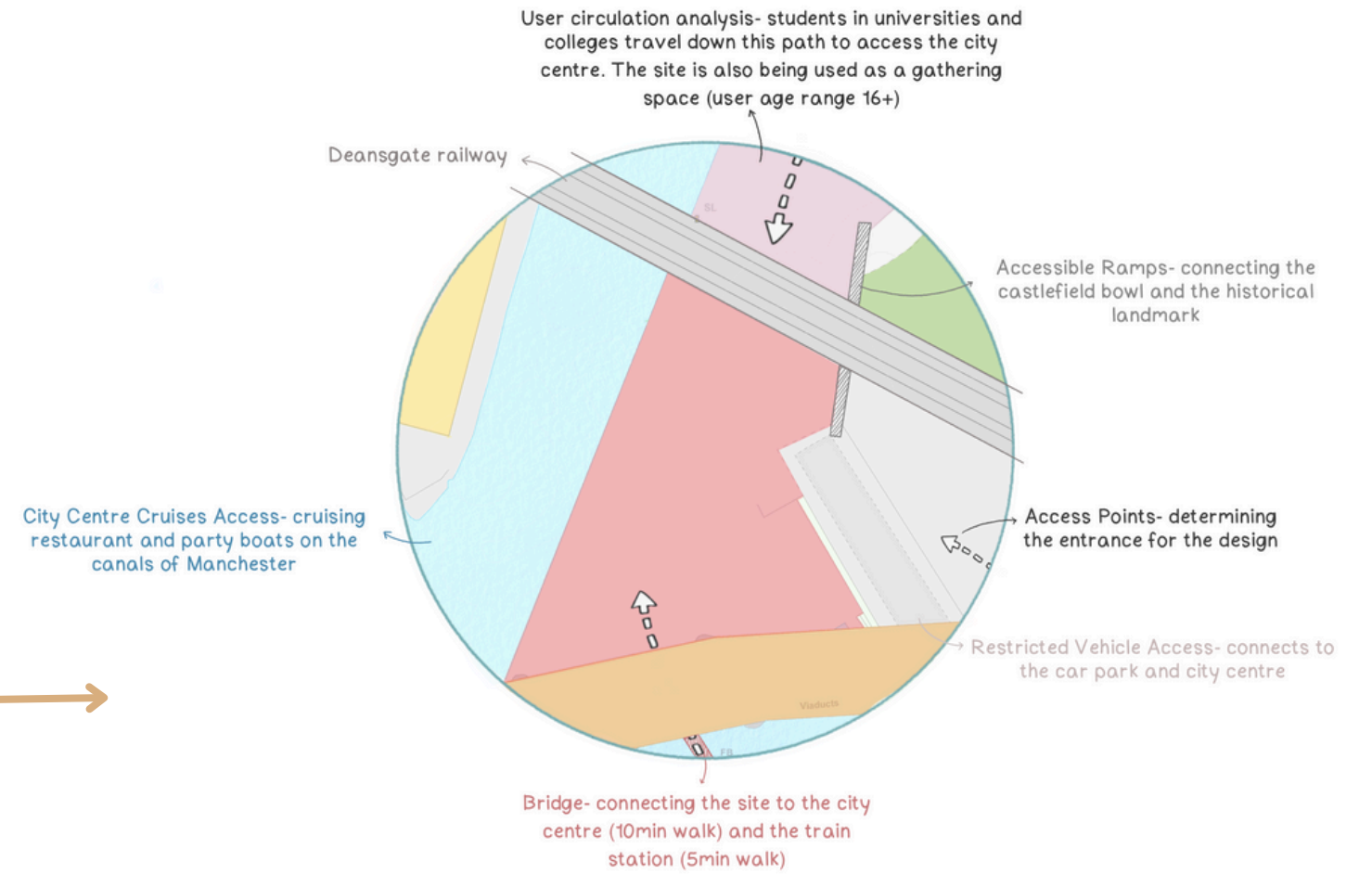
CONCEPT DEVELOPMENT



The site that was chosen prior to visiting the site could not work for my concept due to having a highway being close to the site, which would be dangerous or difficult to get access to.



During the site visit, I noticed teenagers passing by the site to access to the city centre but also it is close to a canal. Hence the first design strategy was to keep the circulation going on the ground floor and raise the building which also benefits for flood preventions.



After analysis, manchester is known for its textile heritage hence I went to make a model out of textile to develop my concept

SITE AND USER ANALYSIS

SITE FACILITIES AND MATERIALS



The materials that were the most common seen around the site was different types of bricks and steel. to allow my design to fit the context, brick will be used for the outer envelope.

DESIGN DEVELOPMENT

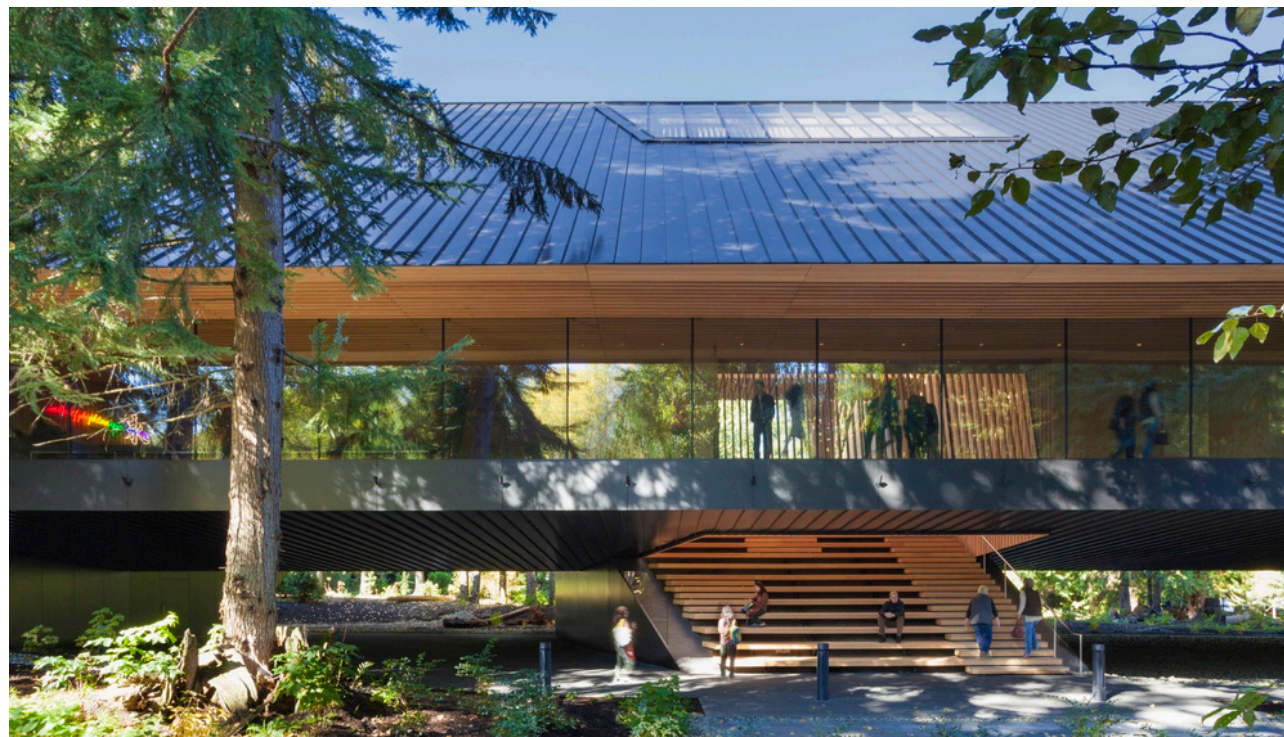
PRECEDENT INFLUENCE



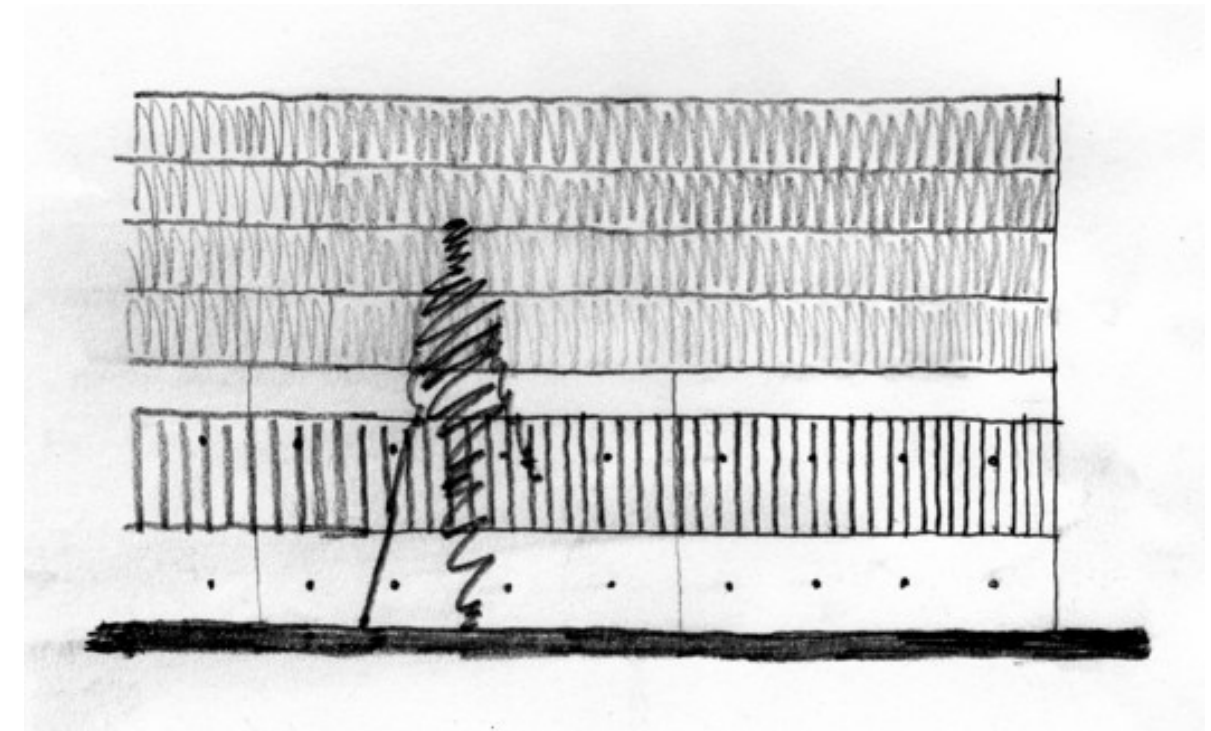
Maggie Centre- Timber Framing and wide windows



Audain Art Museum- The stair entrance and suspended floors

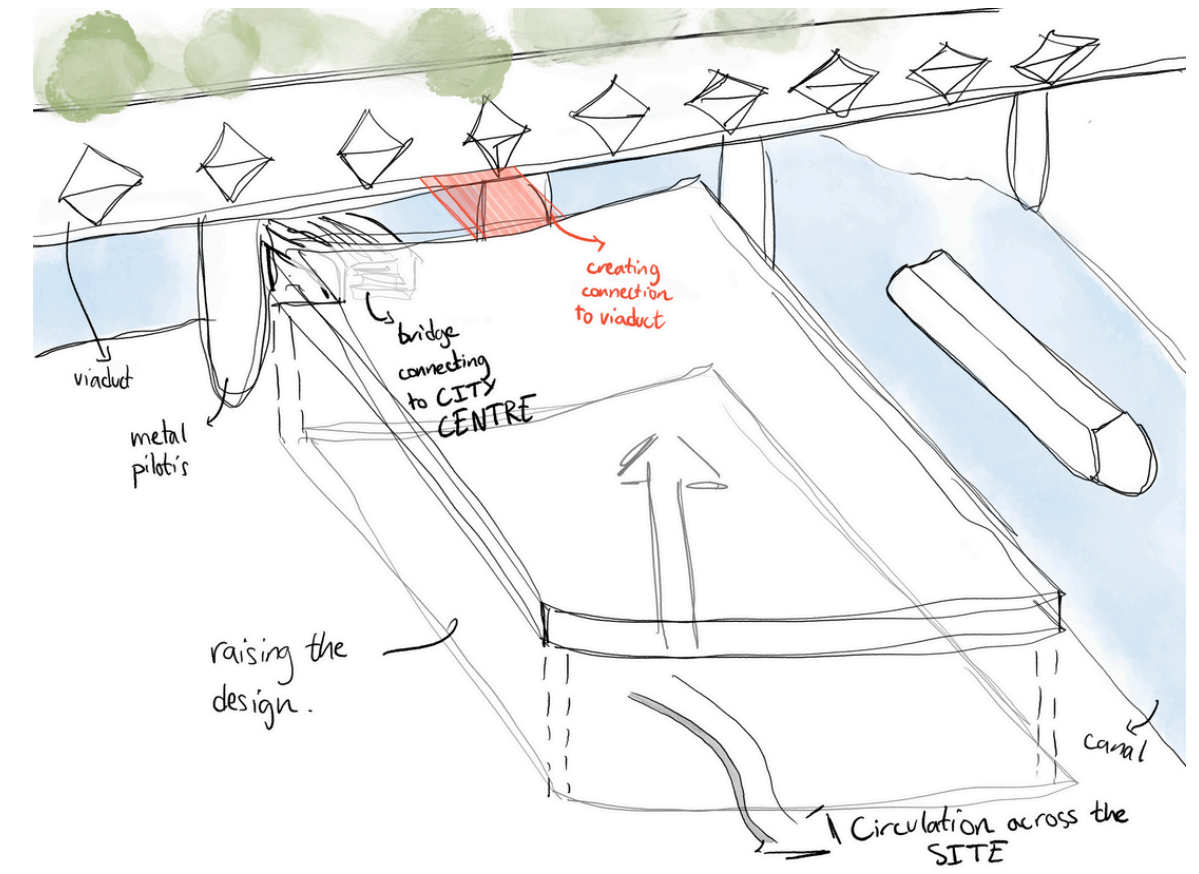
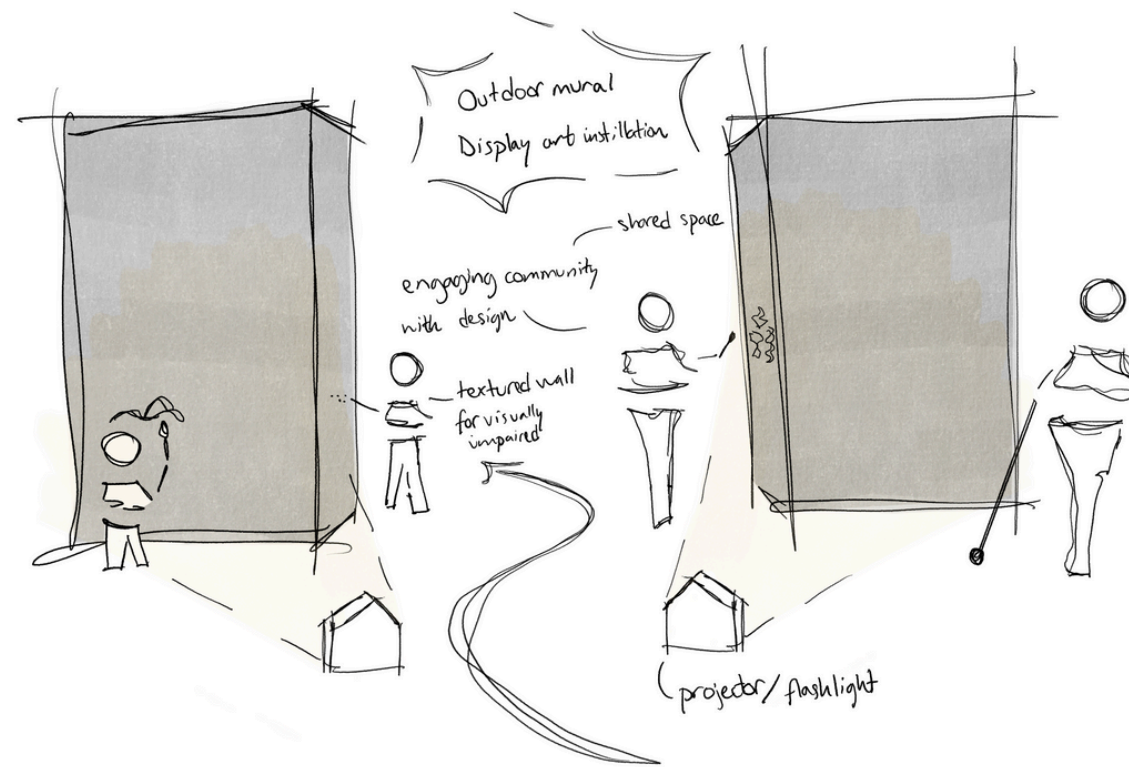
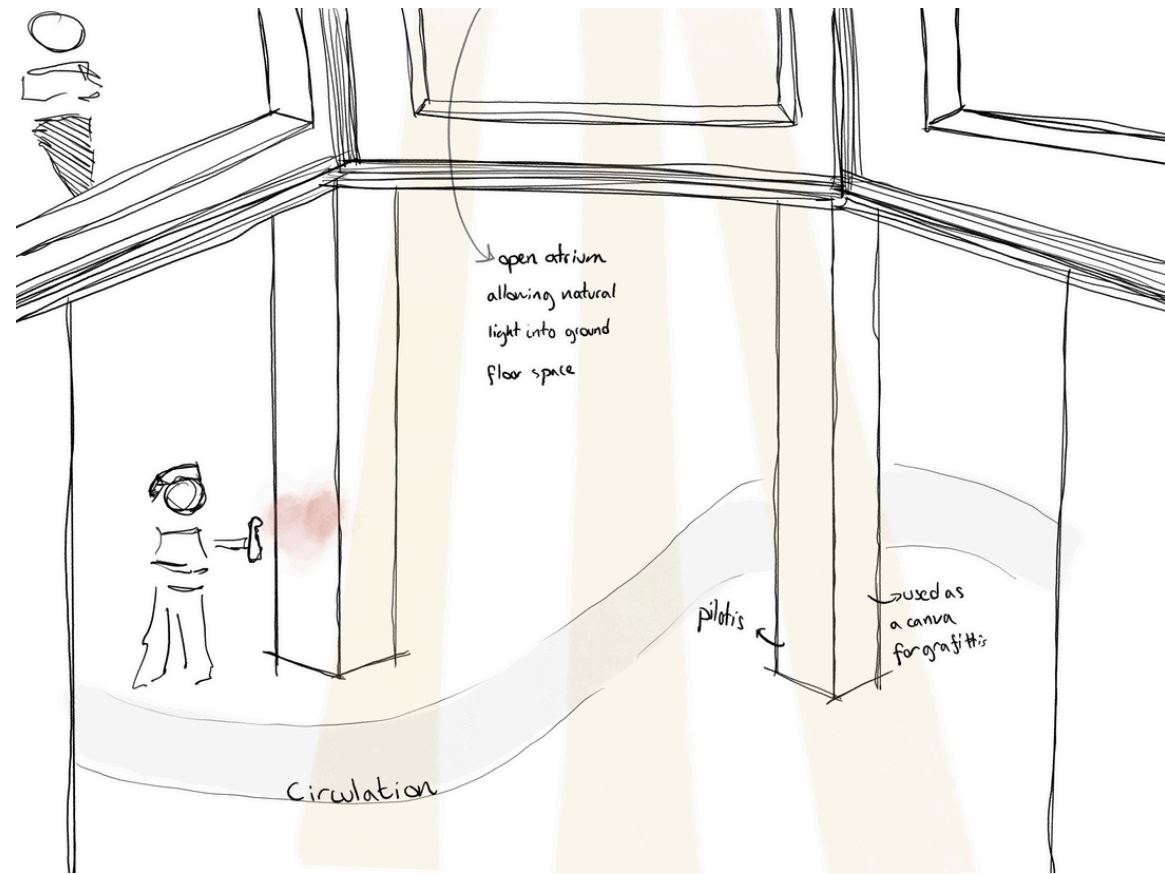


The Center for the Blind- Guiding Wall to access different spaces within the building

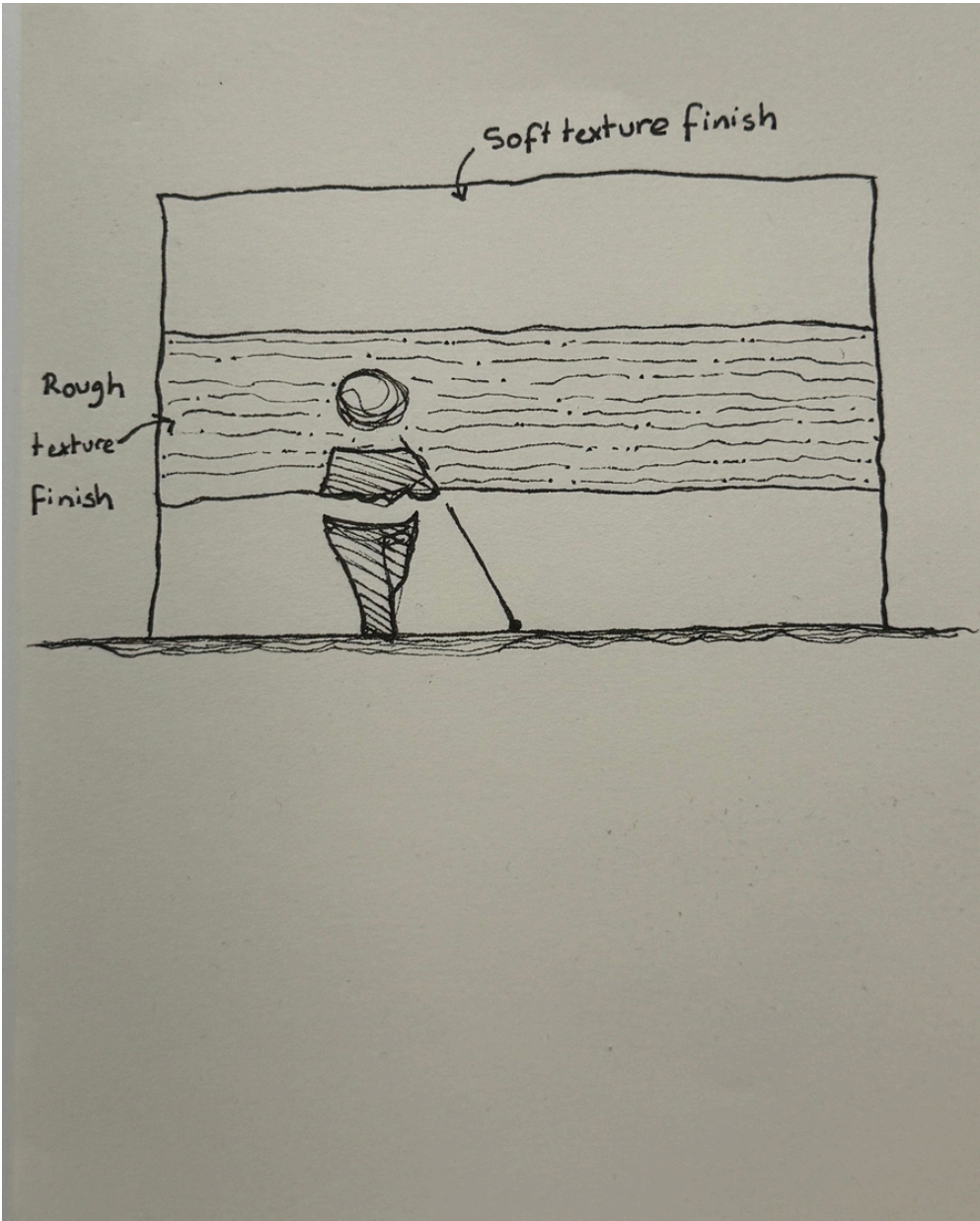
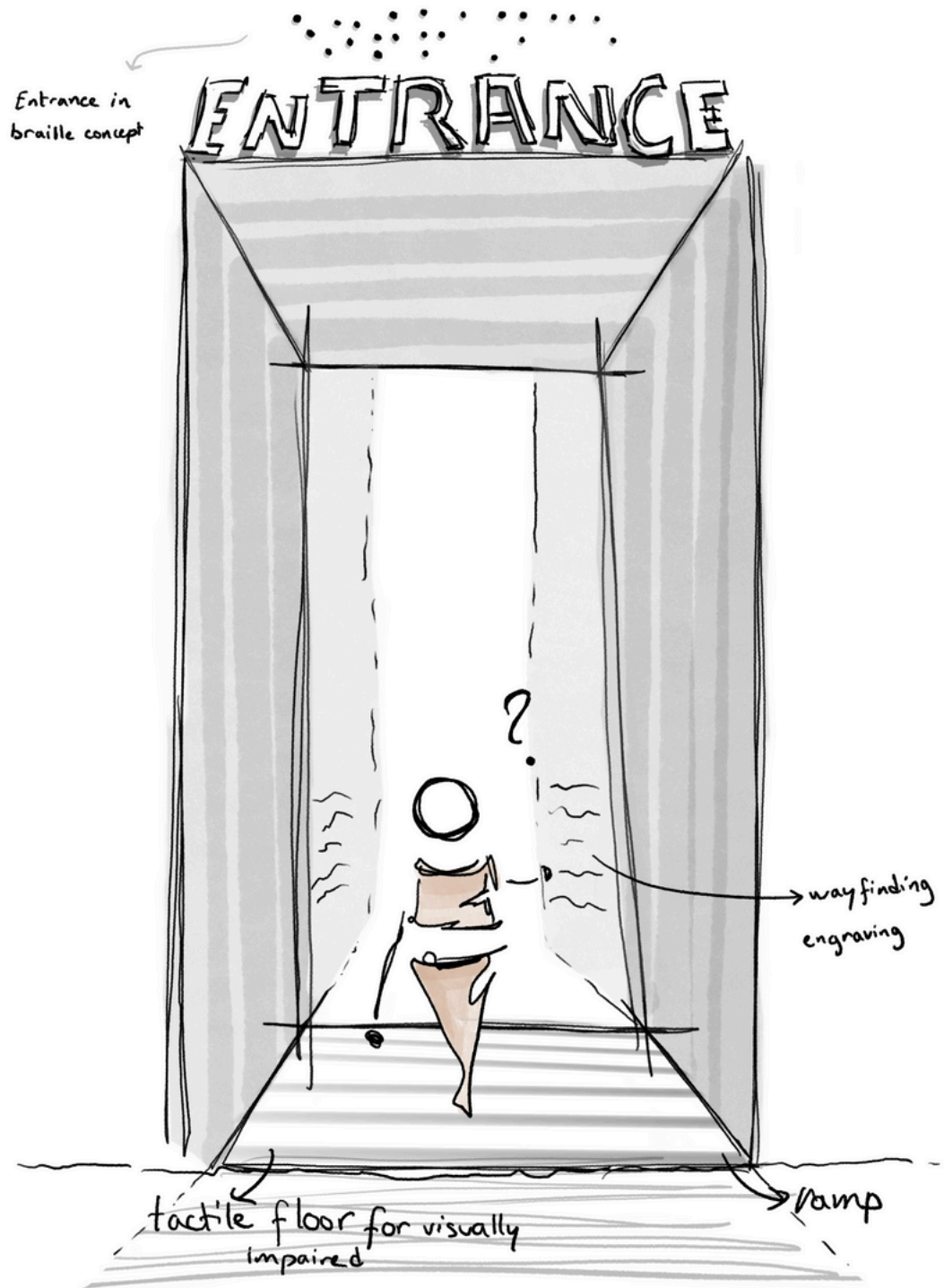
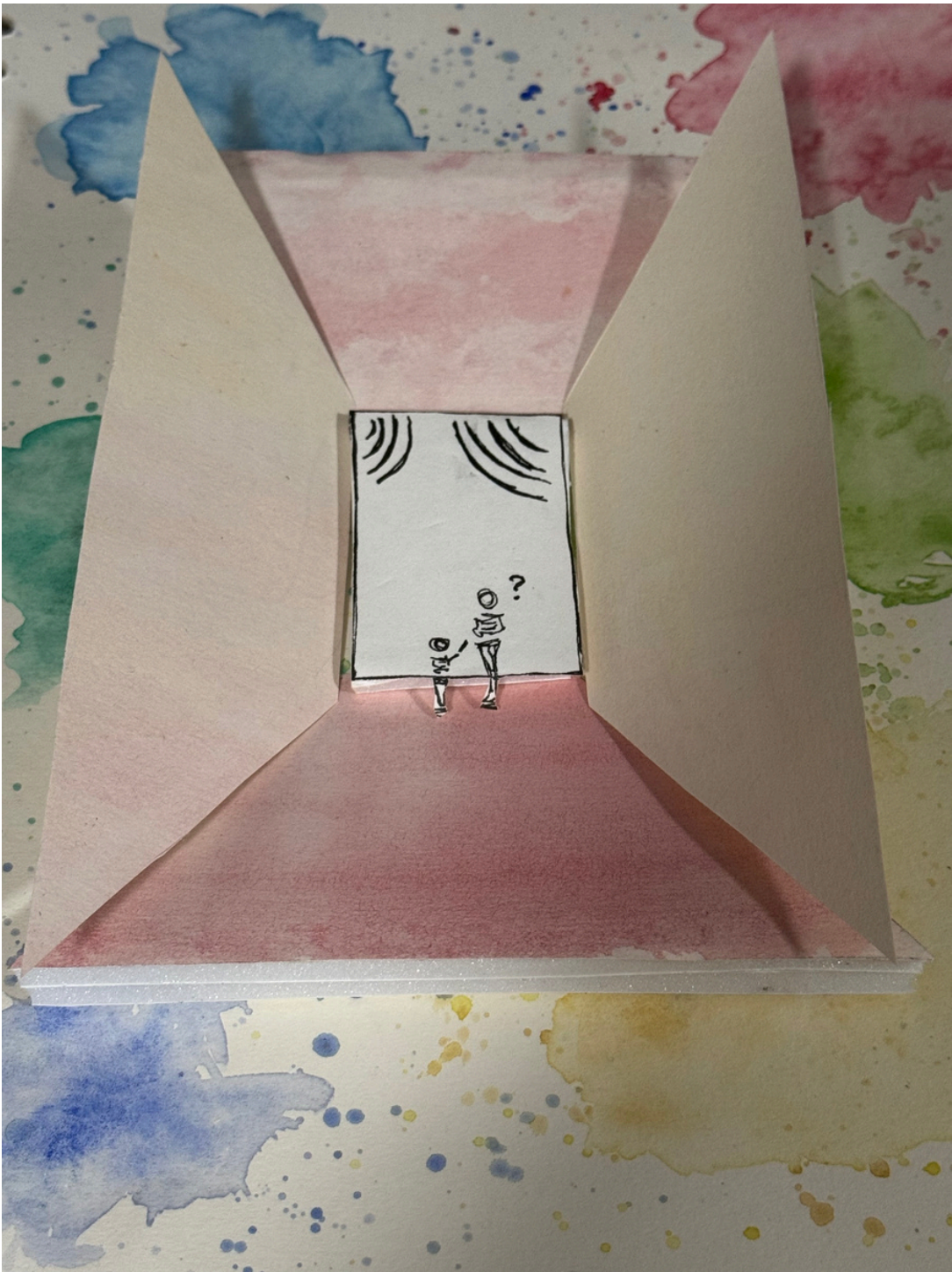


The Center for the Blind- A water feature going across the whole building for easing navigation



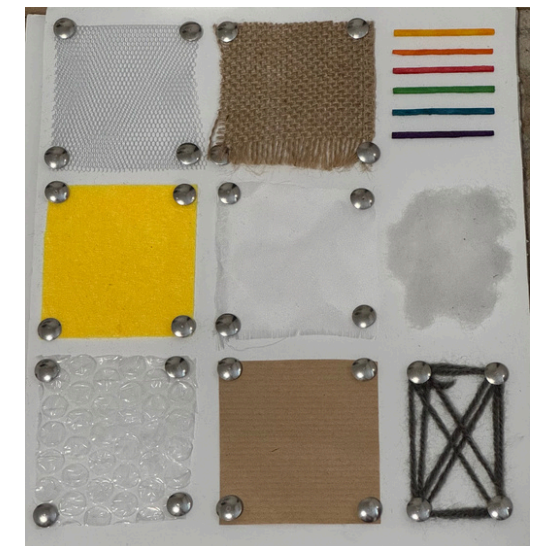
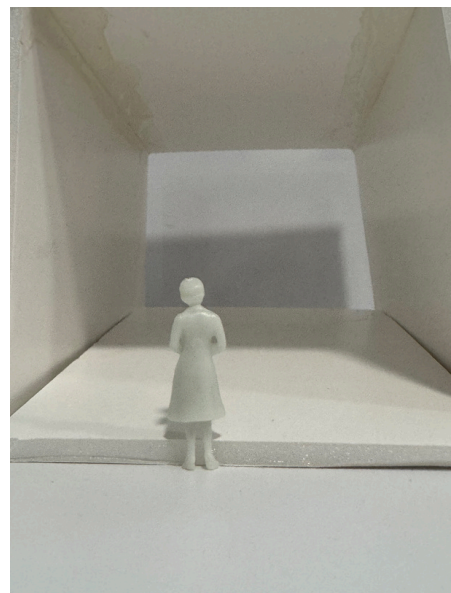


Creating a space where the community can use to circulate around the site, create art and use as a gathering space



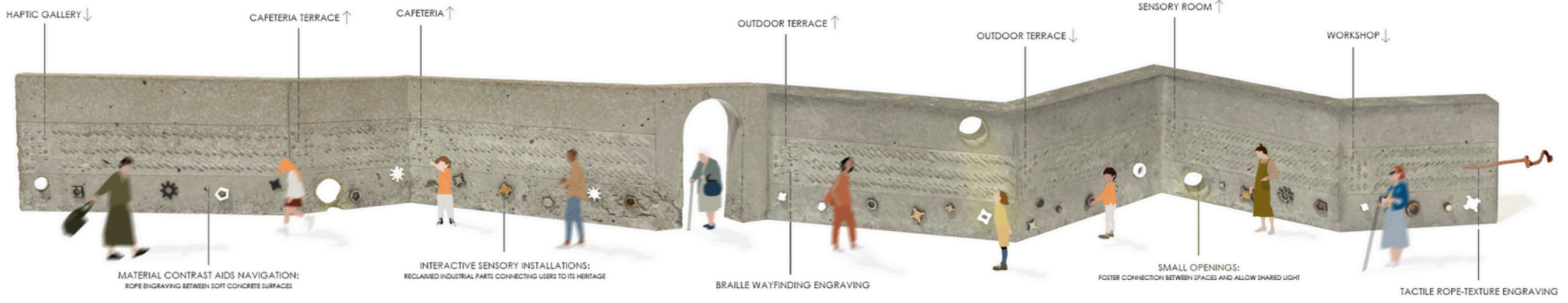
Experimenting entrance design for the blind users easily accessing the building and navigating the different spaces

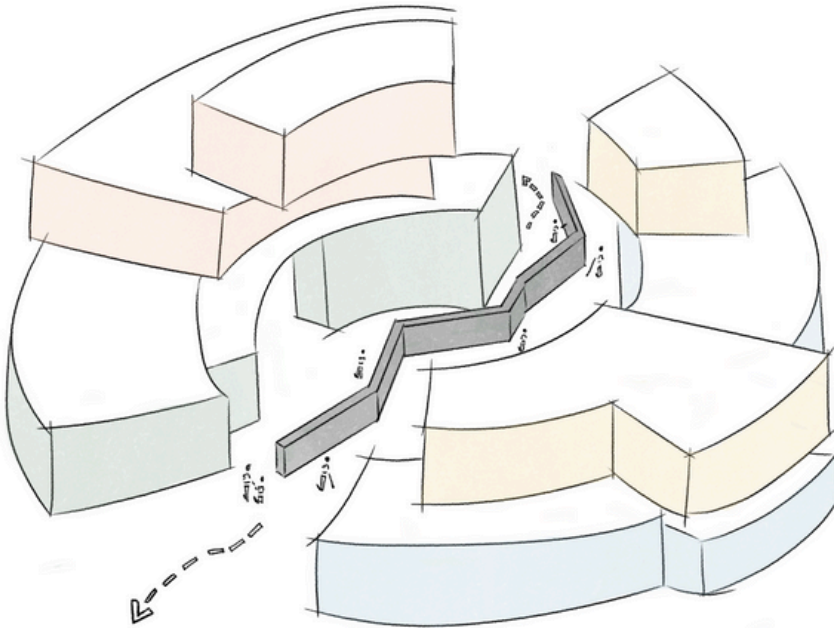
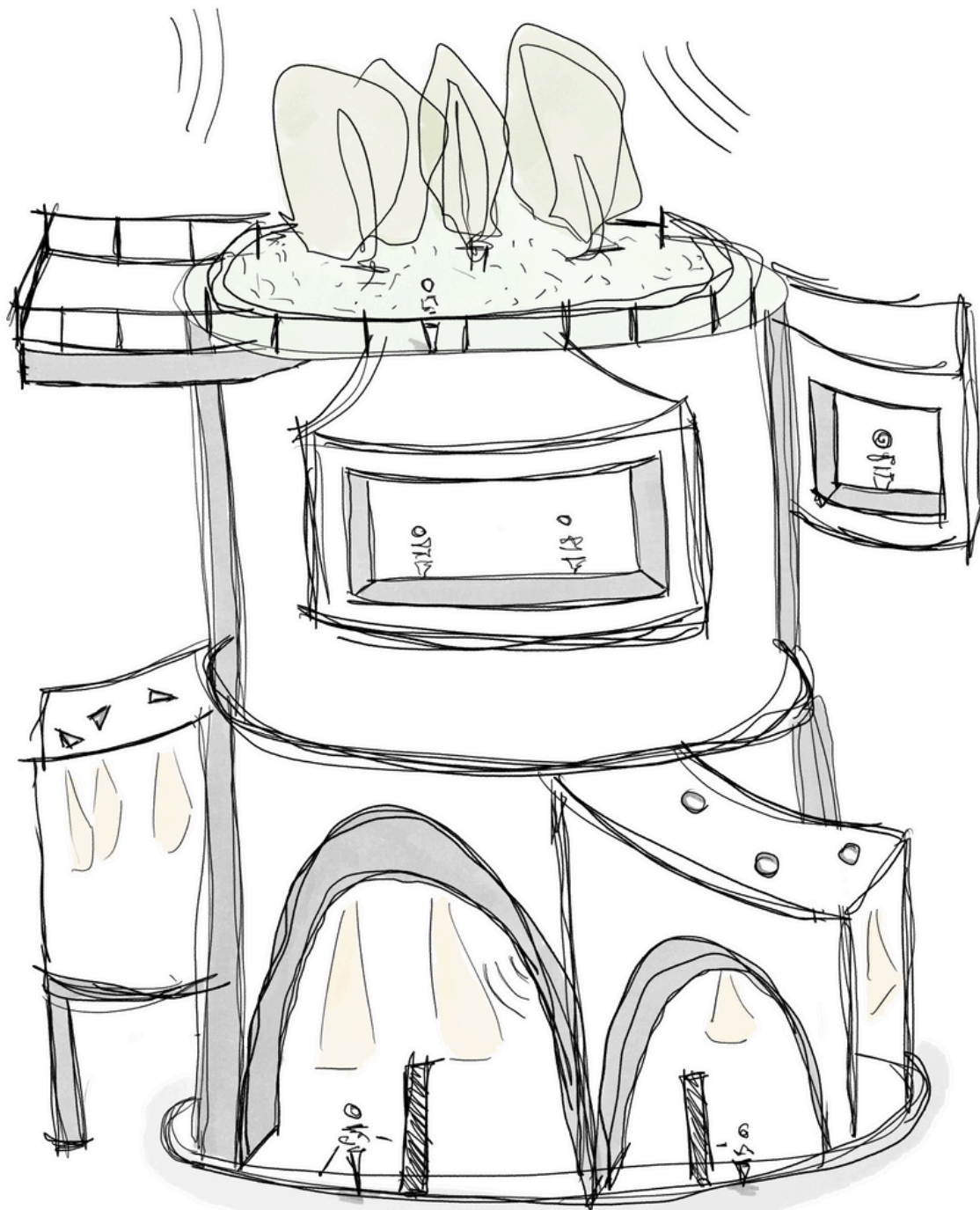
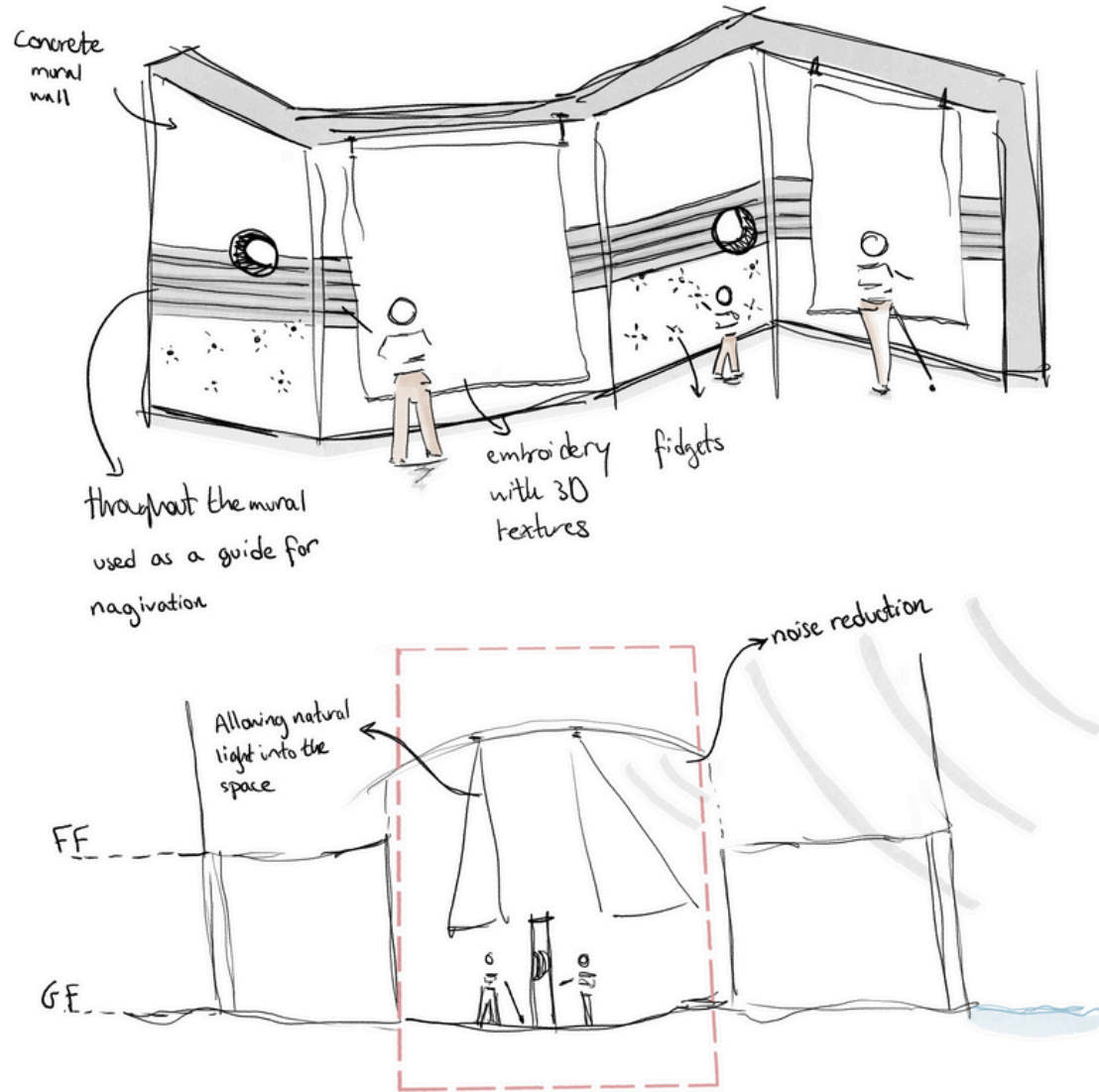
DESIGN DEVELOPMENT
MODEL MAKING AND DIGITAL COLLAGE



Experimenting with different medias, creating a carpet, a board full with different materials and textures to understand how different materials can provide different effects, embroidering a view of the site, concrete model testing with different patterns for the user to feel and navigate, ramp mode and plaster model with circular patterns to experiment different textures and engraving.

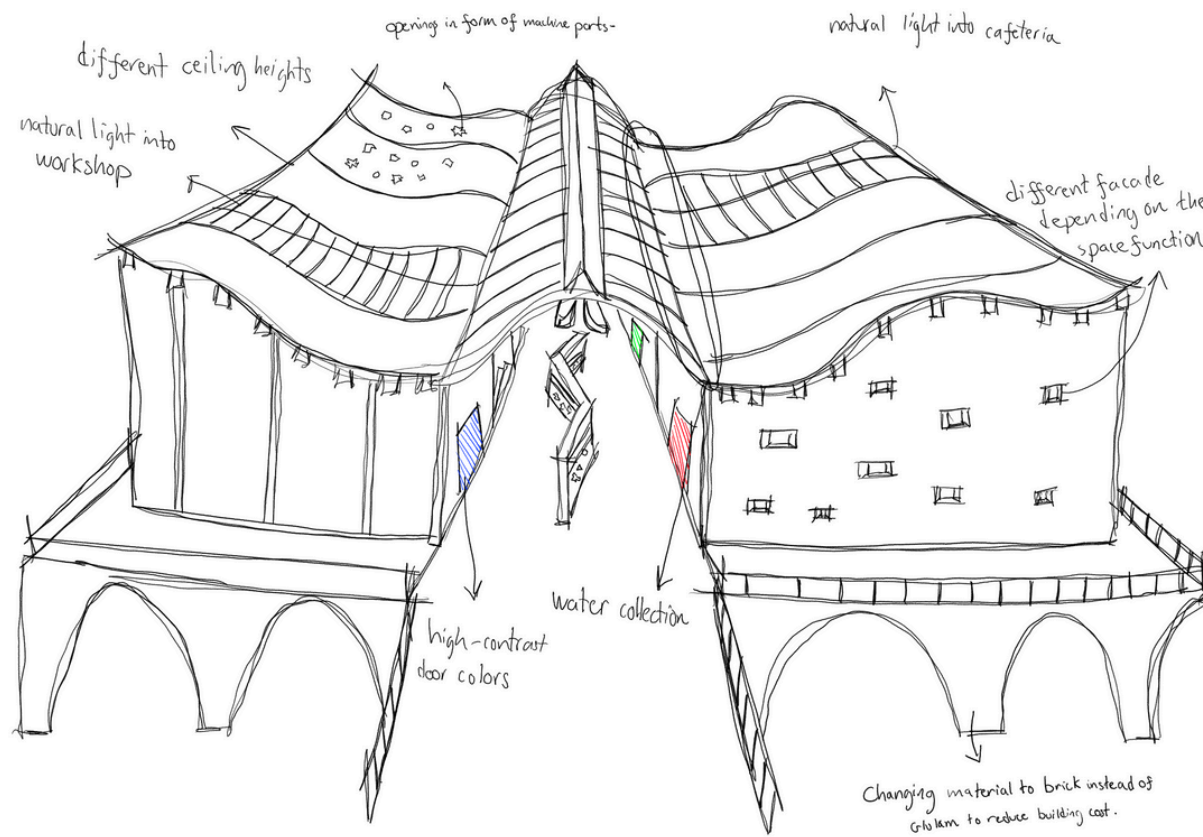
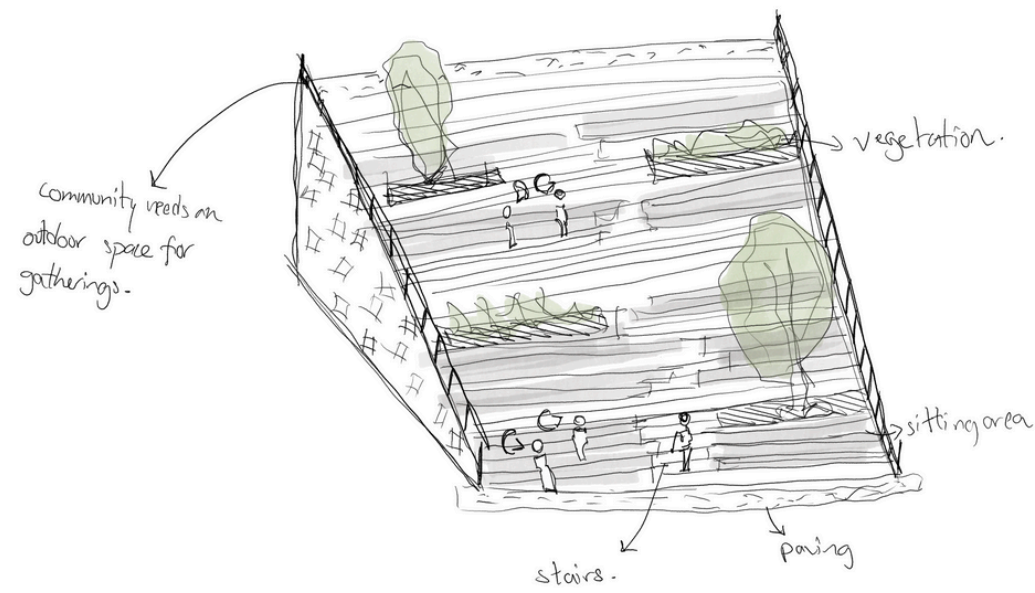
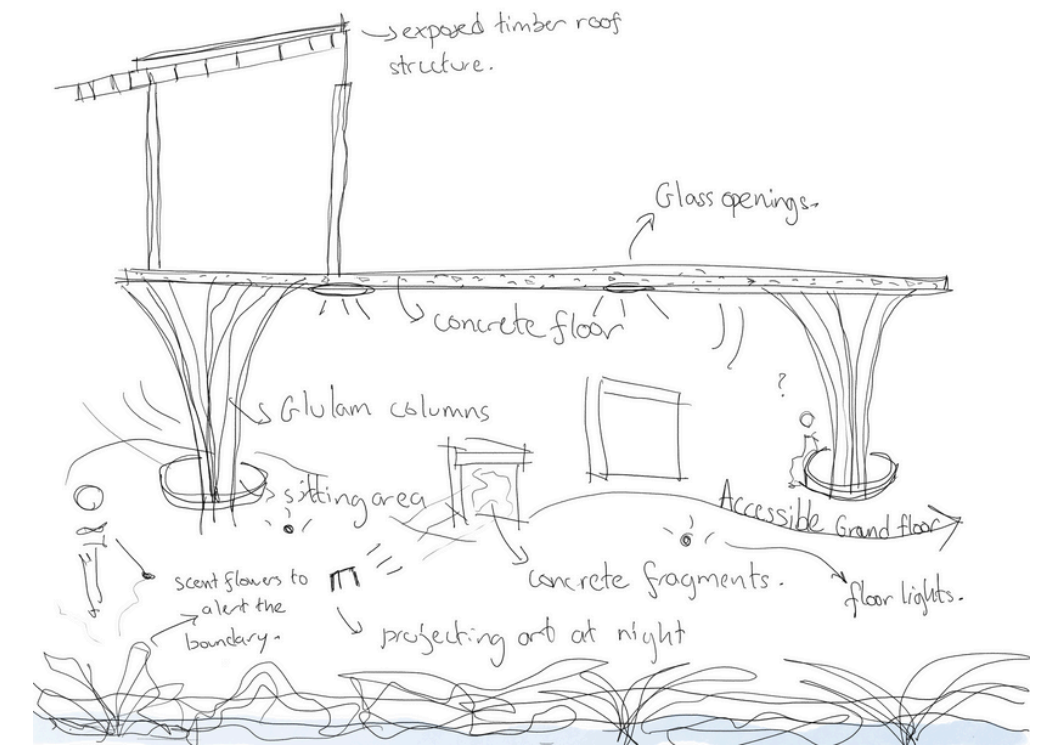
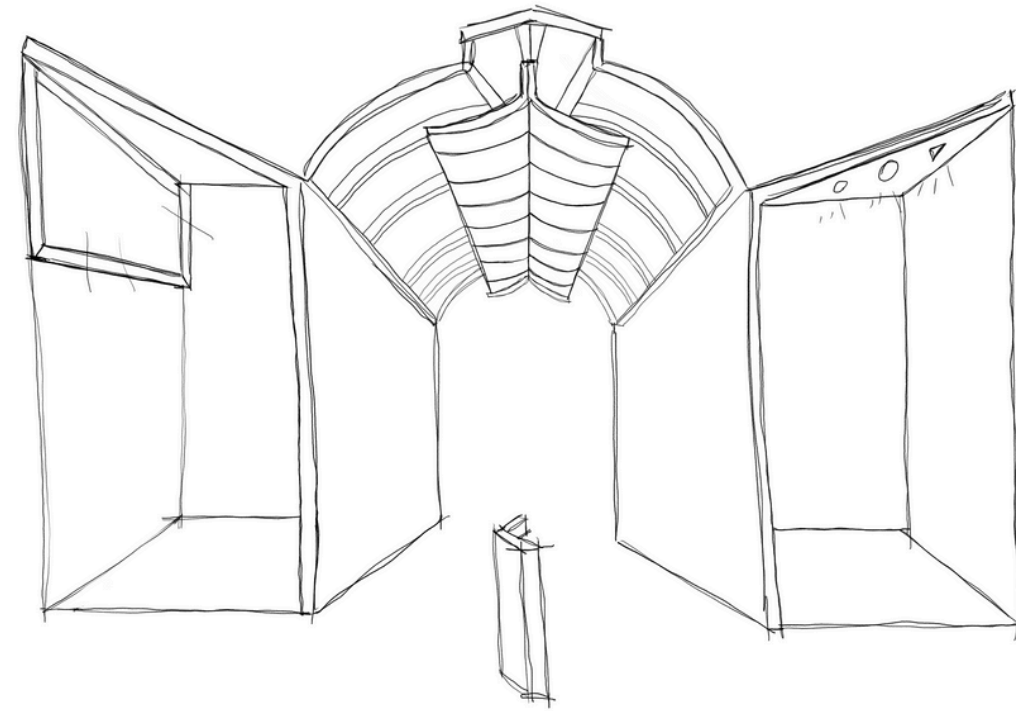
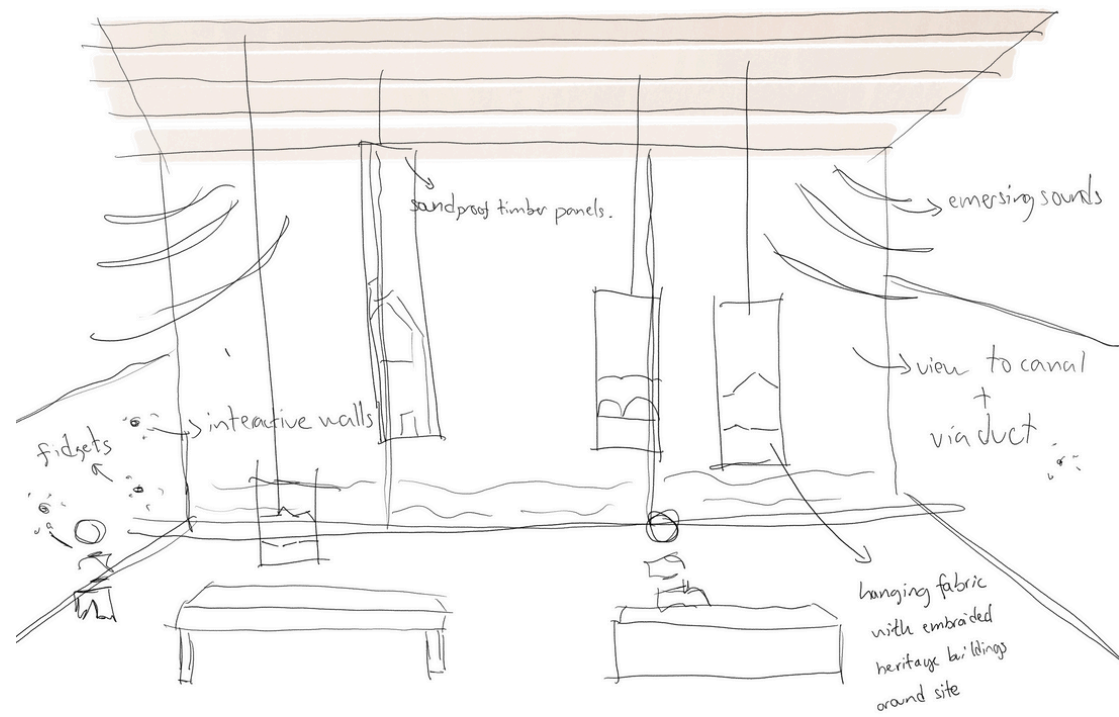
DESIGN DEVELOPMENT
 MODEL MAKING AND DIGITAL COLLAGE



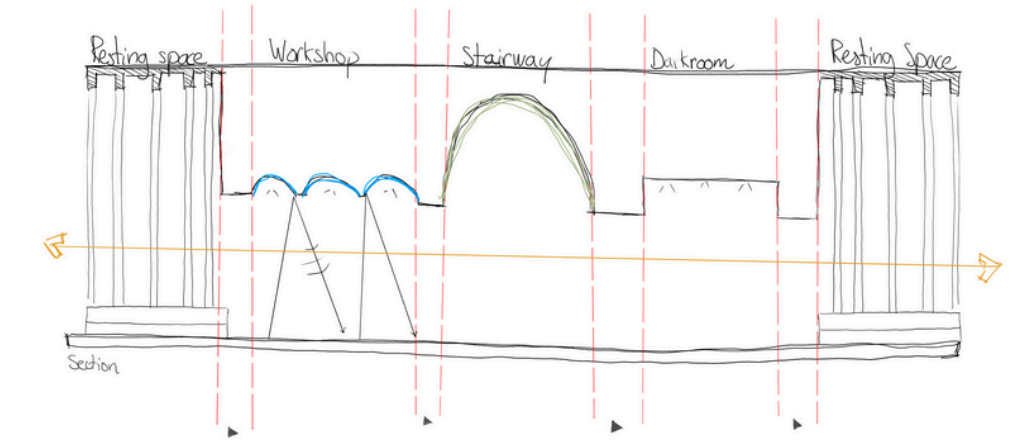


Experimenting different senses by incorporating the sense of touch, smell and hearing. Having a central design piece along the whole building that can be used to navigate between the different spaces.

DESIGN DEVELOPMENT



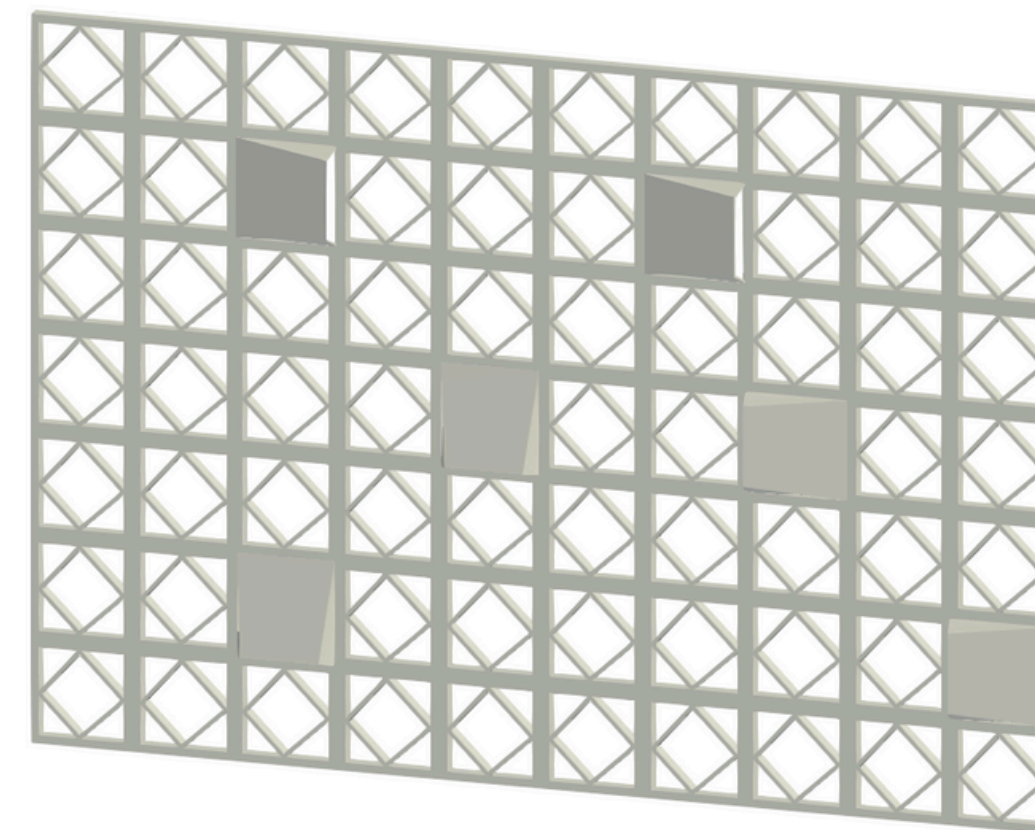
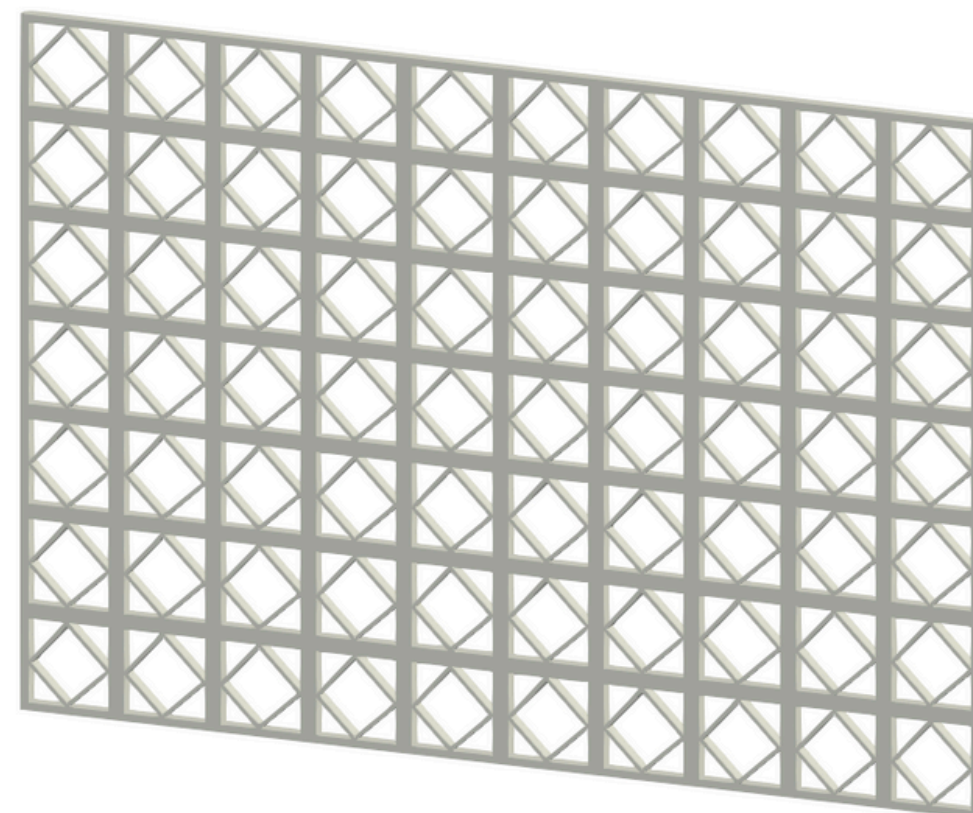
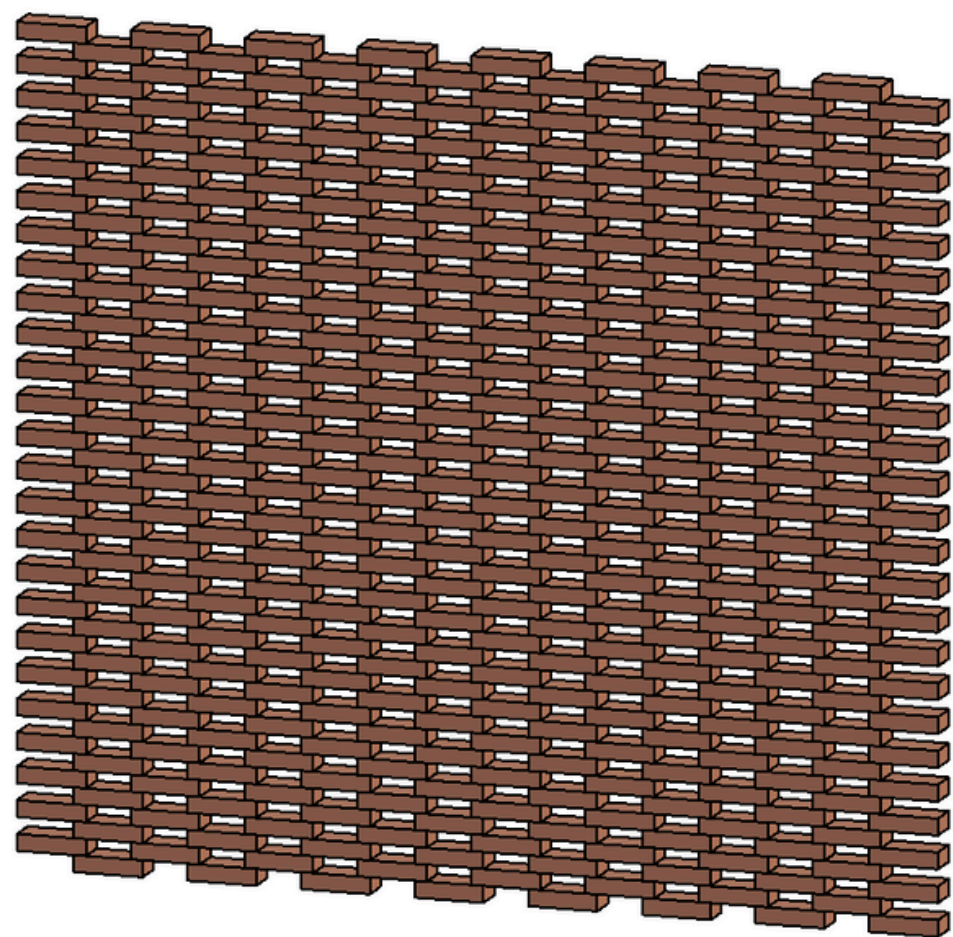
- Different ceiling heights depending on the space function
↳ emits different sounds + vibration.



- Keys:
- ▶ - Pause zone
 - ▣ - Timber structure
 - ↔ - Two-way Entrance
 - — — - bold colours for each spaces to provide contrasts.

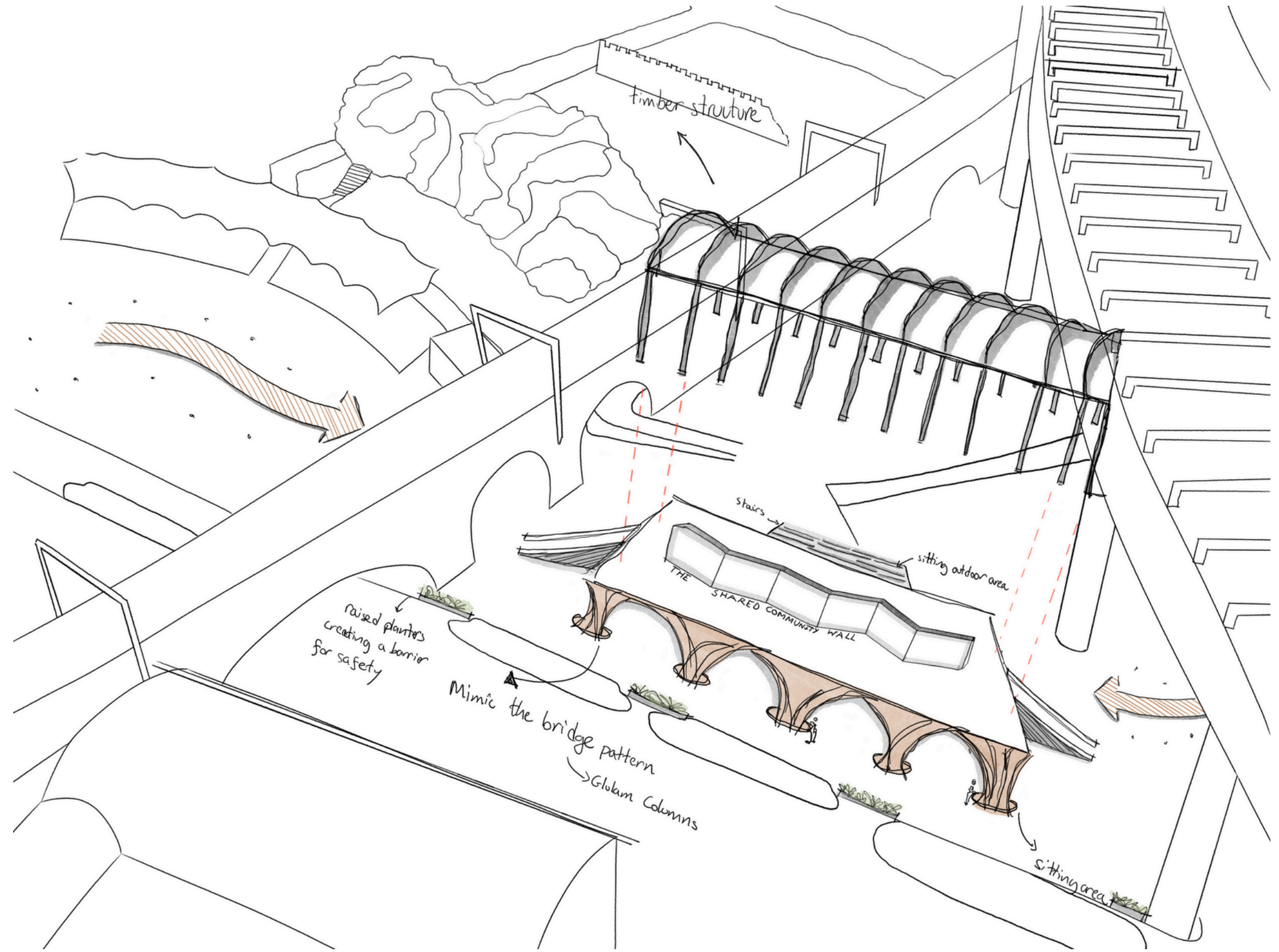
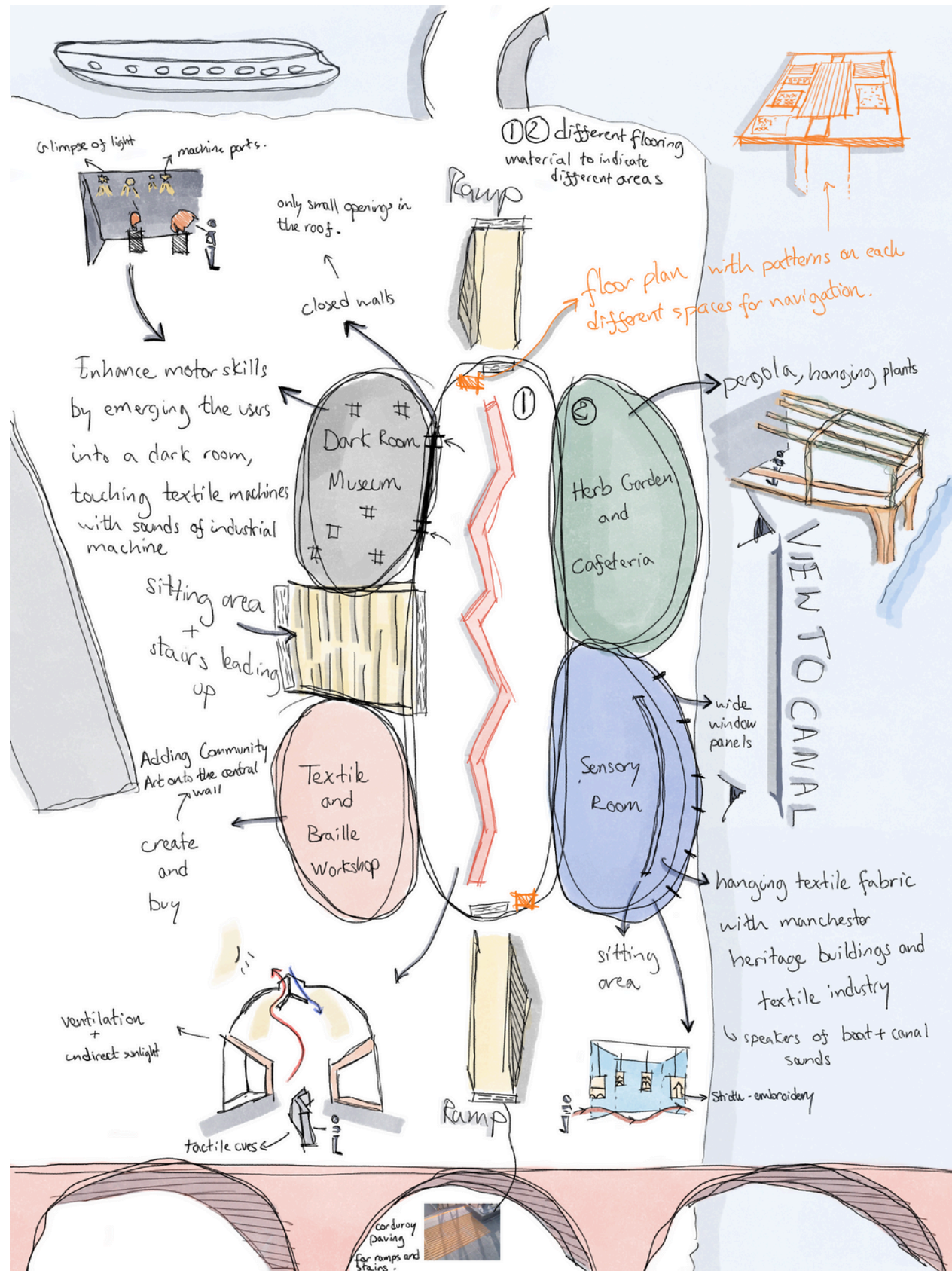
Developing the different spaces and outer envelope to create links and connection between my design, the user and the site.

DESIGN DEVELOPMENT
DIFFERENT WALL DESIGN TYPES
EXPERIMENT



3D experimenting different walls for the interior space. the brick layering allows glimpse of light coming into the space and the steel frame resembles the shape of the viaduct. Also experimented air openings for the steel frame.

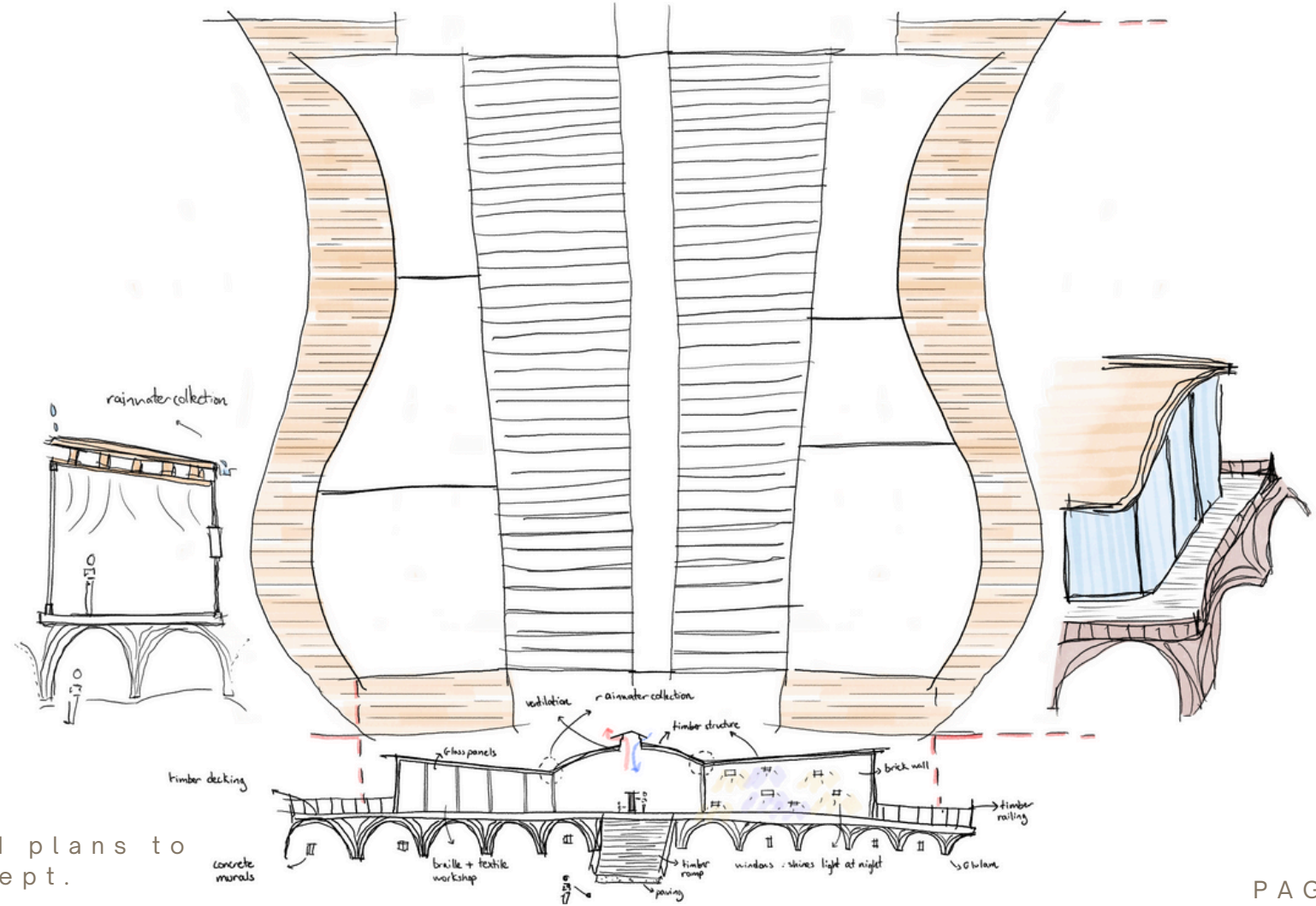
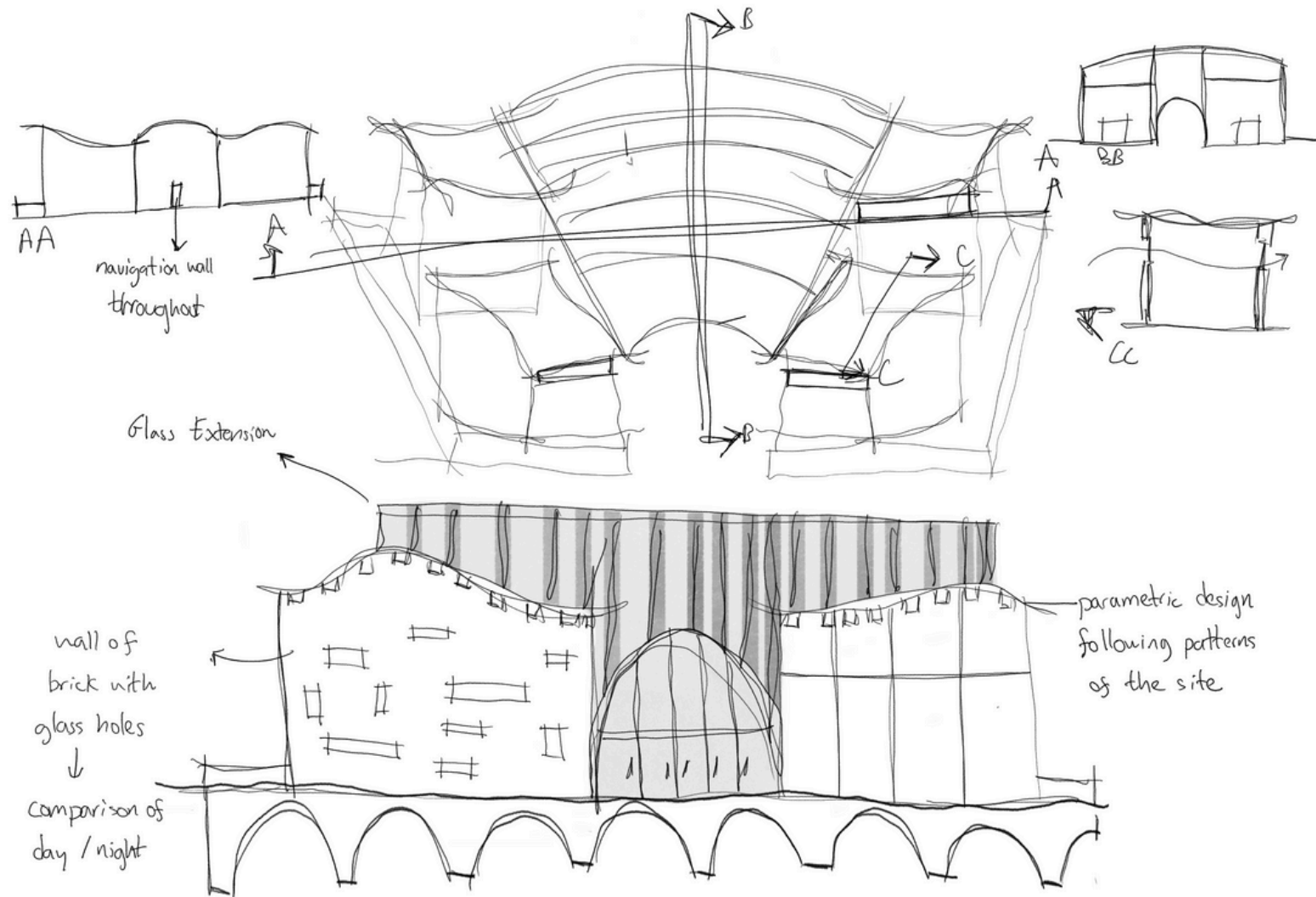
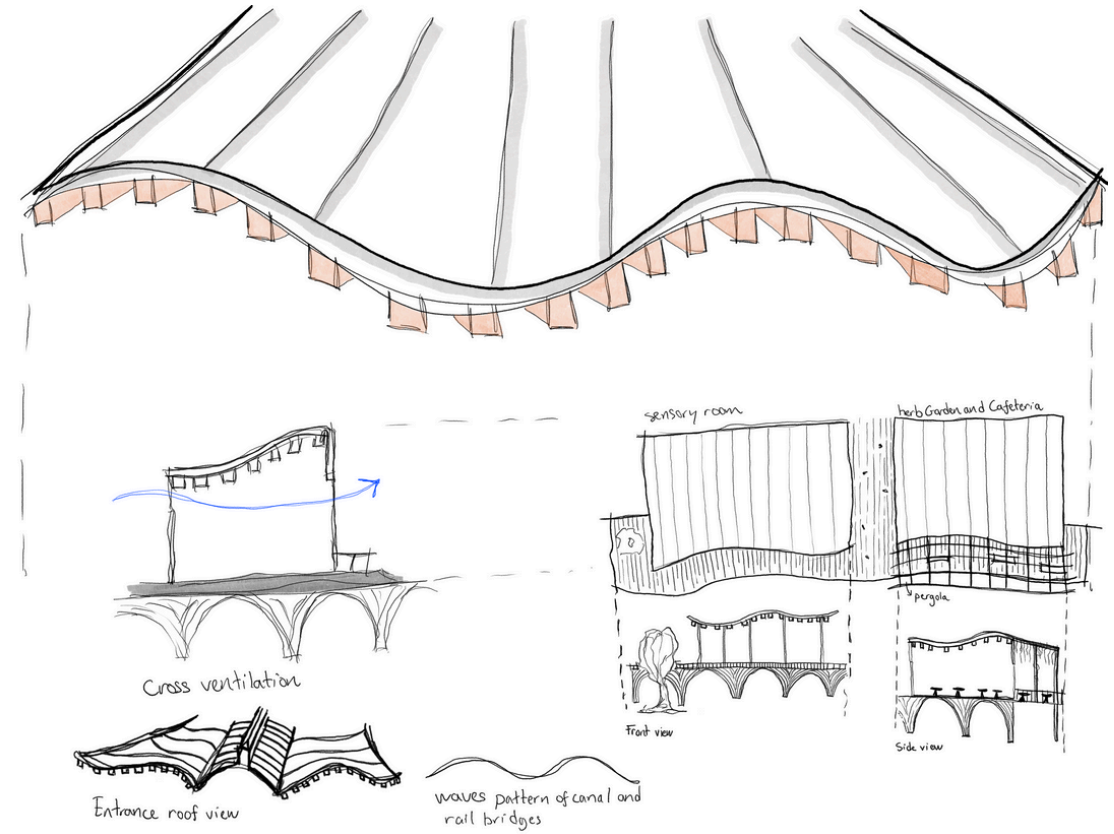
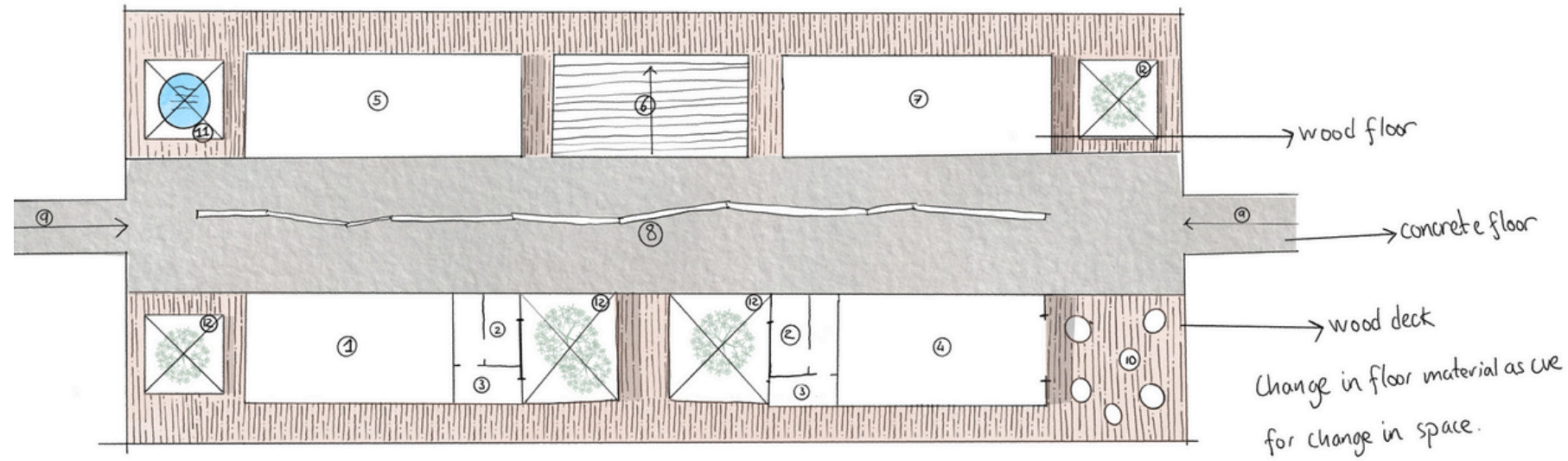
FINAL DESIGN ITERATIONS



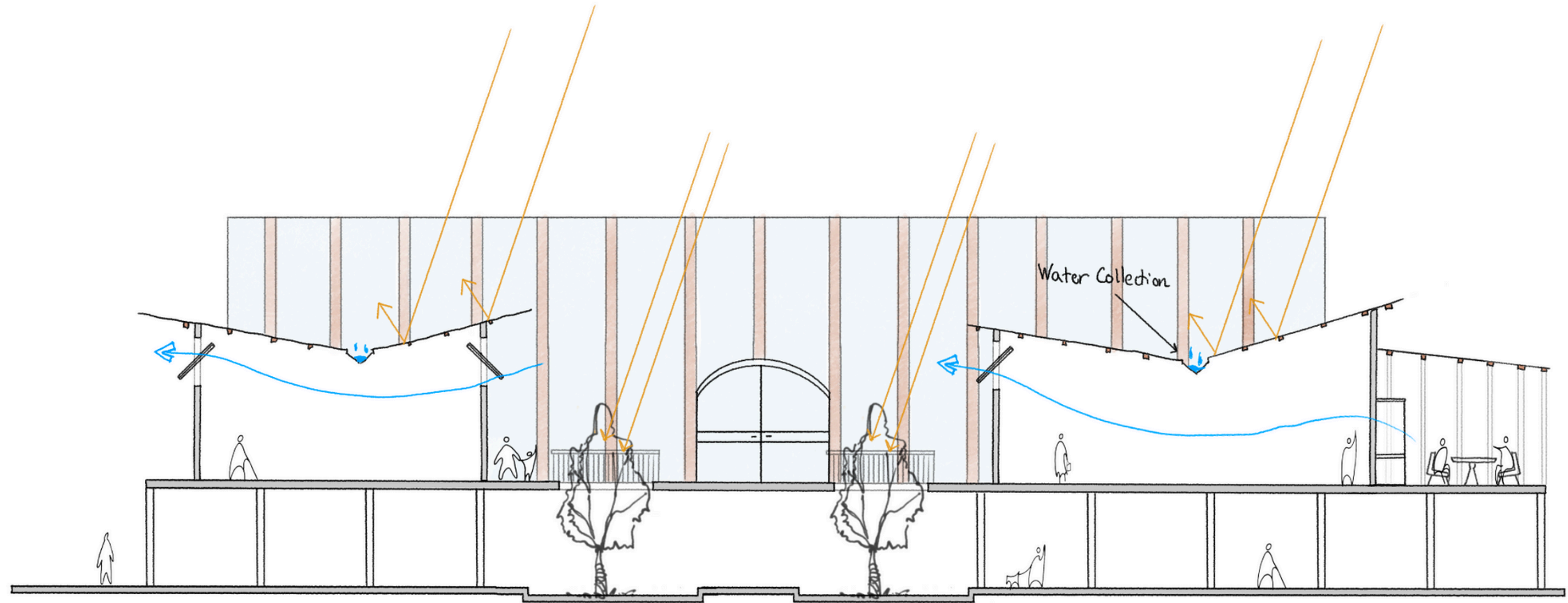
Finalising the different spaces using a detailed bubble diagram and 3D perspective view.

FINAL DESIGN ITERATIONS

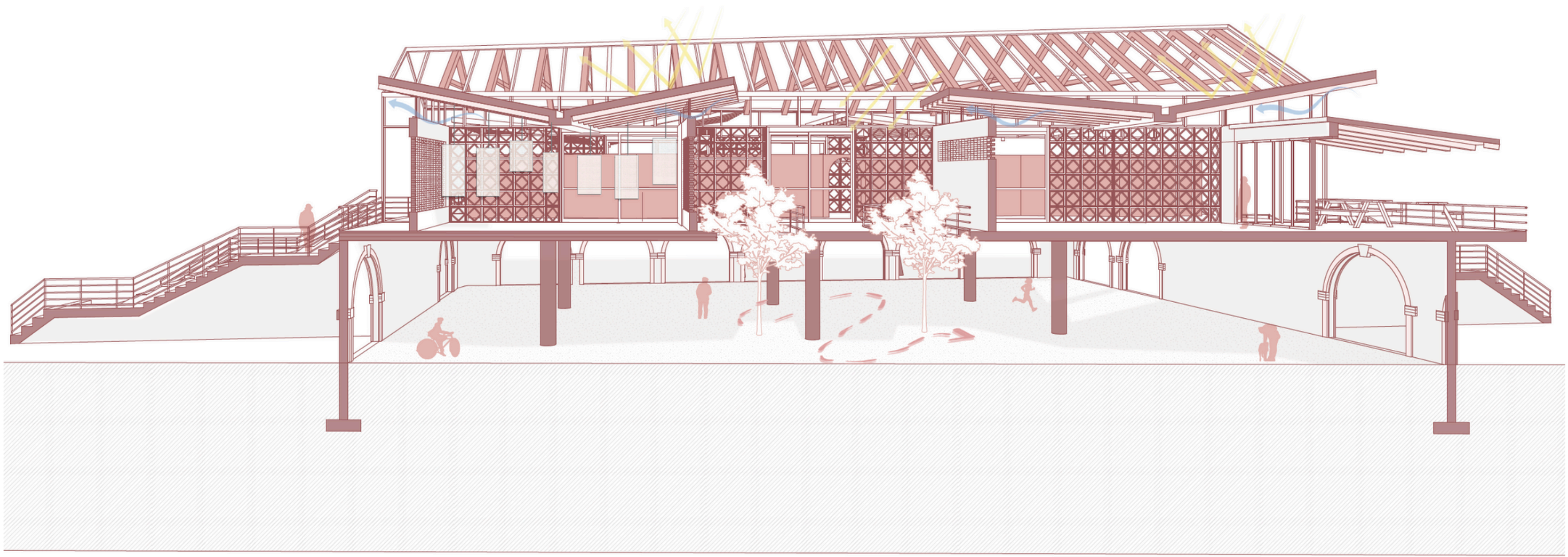
- Keys:
- 1. Sensory Room
 - 2. Toilets
 - 3. Disabled Toilet
 - 4. Cafeteria and Garden
 - 5. Braille and textile workshop
 - 6. Terraced seating/stairs
 - 7. Darkroom Museum
 - 8. Navigation Wall Corridor
 - 9. Ramp/Bridge
 - 10. Outdoor Cafeteria Extension
 - 11. Rain water collection from roof
 - 12. Courtyard



Working in different views and plans to finalise the design concept.



East elevation view showing the sustainable strategies of my design including how the sun orientation was used to create different spaces, allowing cross ventilation between each rooms and showing the ground floor design concept with added green spaces making the space more open and comfortable whilst aiding circulation for the pedestrian.



Finale 3D perspective drawing of the east elevation grouping my design strategies and concept all together.