

THE INTERIOR AFTERLIFE

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The Interior Afterlife transforms a derelict Victorian Safehouse in Peckham into a community-led reclamation workshop, archive, and community hub. Developed in response to the abundance of second-hand furniture stores and the lack of repair facilities on Rye Lane, the project creates a space where furniture can be restored rather than discarded. Through repair workshops, public archives, and opportunities for knowledge sharing, the design preserves both objects and the stories attached to them.

This directly aligns with the Social & Cultural Agency Award by creating an inclusive and meaningful environment that responds to local needs while strengthening the community connections and encourages more sustainable ways of living whilst celebrating material heritage.

MY DESIGN CONCEPT AND OBJECTIVES

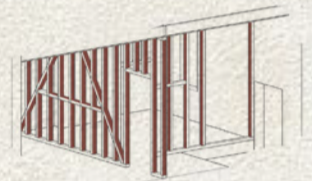
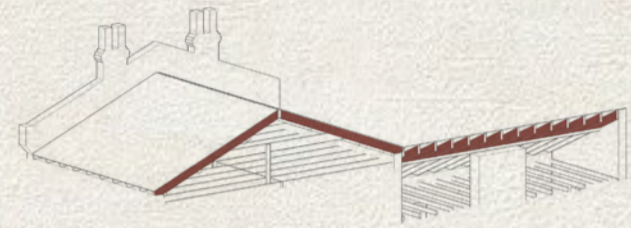
- WHERE** Safehouse 2, Copeland Park, Peckham.
- WHO** The project is aimed at anyone interested in restoration, creatives, and the Peckham community. It also welcomes wider visitors through accessible workshops and social spaces.
- OBJECTIVE** To transform the Safehouse into a community-led reclamation workshop.
- WHY** Peckham has a strong second hand culture, however a lack of repair infrastructure, with a creative community.
- KEY THEMES** Repair, reuse, circular economy and sustainability.



CONCEPT DEVELOPMENT

RESTORING SPACES AND PRESERVING STORIES

Rooted in principles of sustainability and social responsibility, the project reimagines the Safehouse as a community resource where repair, knowledge-sharing and heritage preservation come together.

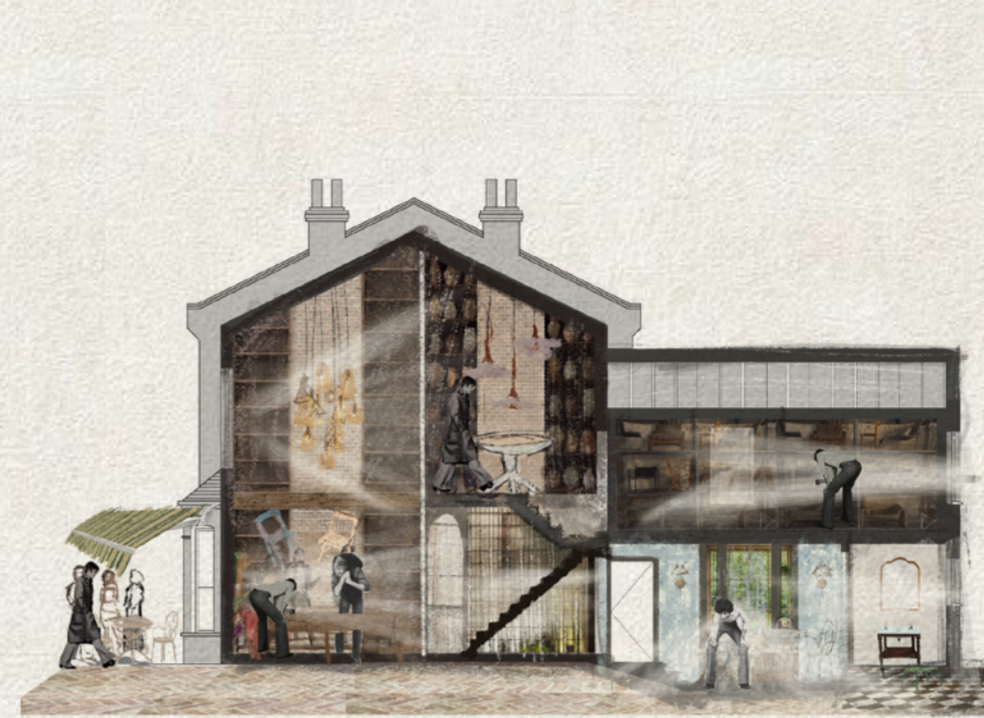


FROM DERELICT TO RENEWED



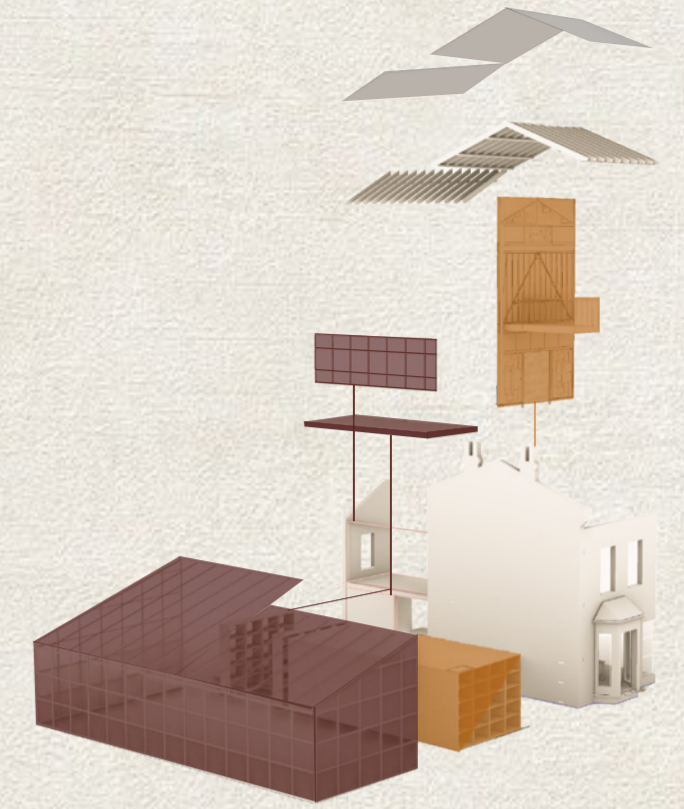
HERITAGE

Honouring the history of the safehouse and its existing character



PROGRAMME

A plan that allows the space to evolve with the communities needs.

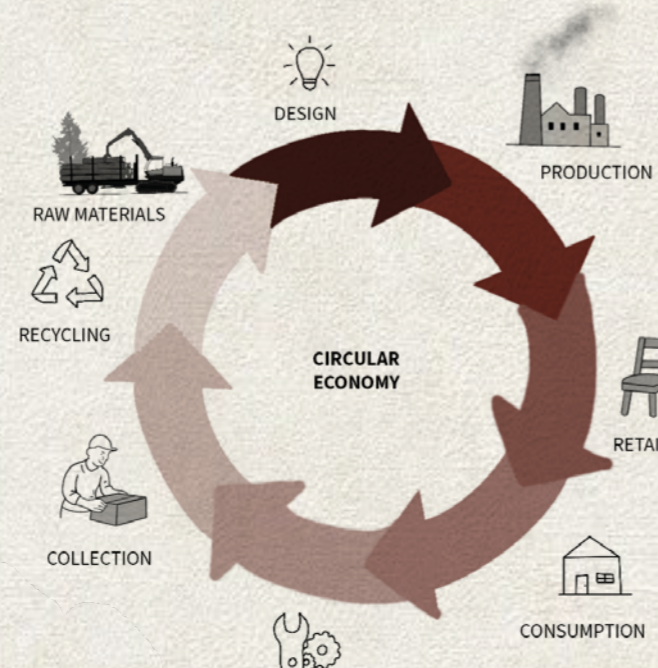
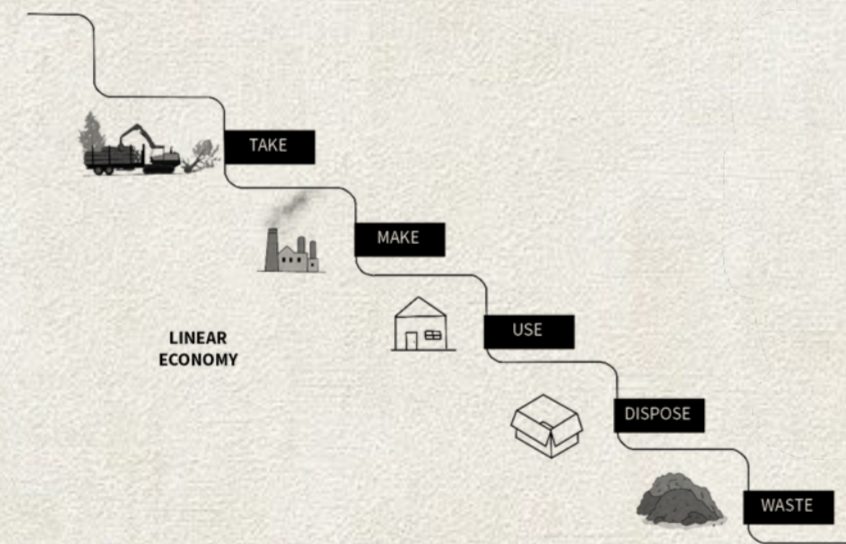


ADAPTIVE REUSE

Introducing new interventions that sit in and alongside the existing building

LINEAR TO CIRCULAR

Rather than a linear lifestyle, the design promotes a more circular future while fostering a stronger sense of belonging and collective ownership.

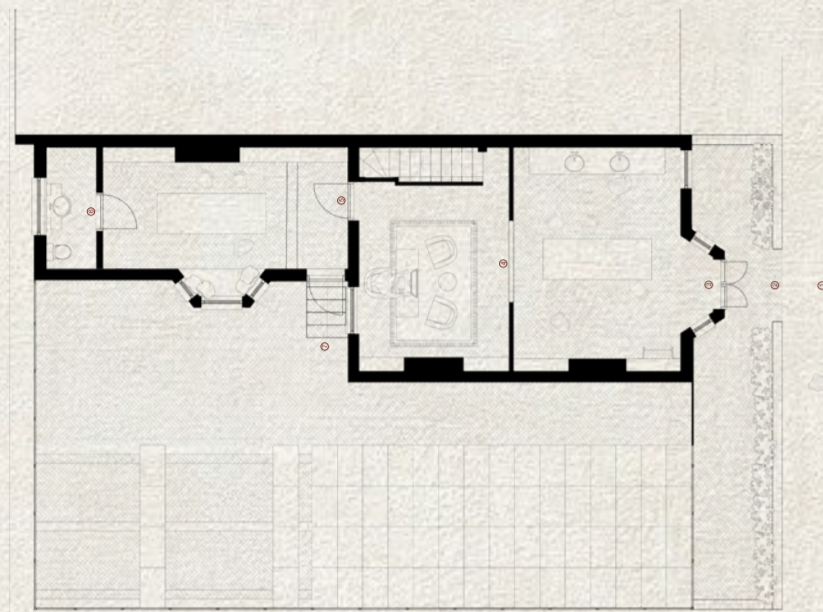


SPATIAL AND MATERIAL CONCEPT

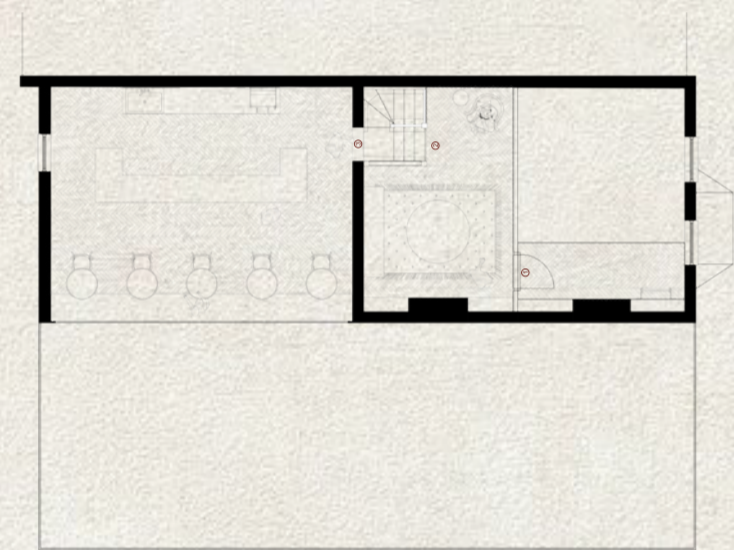
A series of spatial drawings were used to translate research and concepts into tangible design proposals. These explorations helped me to evaluate how the spaces could best support the local community while promoting sustainable and environmentally responsible outcomes.



DESIGN OUTCOME



GROUND FLOOR



FIRST FLOOR



ZONING



1. WORKSHOP 1

The workshop is located in the first room of the Safehouse, benefiting from natural daylight and a double-height space that supports making and collaboration.

Original brick walls, timber beams, and the bay window are restored and celebrated, while a reclaimed glass mosaic wall showcases material reuse. Together, these elements create a welcoming space that connects repair and heritage.



2. RECEPTION

The reception acts as a welcoming introduction to the project, providing a space for consultation and community engagement.

Original features, including the fireplace and exposed brickwork, have been restored to celebrate the history of the Safehouse, while soft furnishings and reclaimed materials create a comfortable and inclusive atmosphere.



3. WORKSHOP 2

Workshop 2 provides a quieter and more private space for focused repair work, supporting a range of user needs and working styles.

By creating an inclusive environment for learning, skill-sharing, and restoration, the space encourages meaningful engagement with both objects and the repair process while fostering a stronger connection between people and heritage.



4. SALVAGE STORE

The salvage store provides a space where reclaimed furniture and materials can be collected, stored, and reused rather than thrown away.

It highlights the potential within overlooked objects, encouraging visitors to see value in what already exists and giving the people purpose. By giving materials a second life, the space supports more sustainable ways of making while preserving the stories and history attached to each piece.



5. CAFE

The cafe overlooks the archive, creating a space where visitors can sit and engage with each other and with the collection from above.

This relationship between the two spaces makes the archive more visible and accessible, encouraging conversations around the stories and history attached to the objects on display. By bringing people together in an informal setting, the cafe helps strengthen community connections and celebrate local heritage.



6. ARCHIVE

The archive provides a home for furniture and objects that might otherwise be discarded, preserving both the items and the stories attached to them. As a public collection, it encourages visitors to engage with local history and acts of repair, highlighting the cultural value of everyday objects and their continued life within the community.



7. RECLAIMED GLASS FEATURE

The reclaimed glass mosaic wall acts as a visual thread throughout the building. It connects many of the spaces together. Made from reclaimed glass, it celebrates the potential of discarded materials while reflecting the project's focus on repair and reuse.

Visible from most rooms, the feature creates a shared identity across the building and serves as a constant reminder of the value that can be found in existing materials.



8. DRAWING THE COMMUNITY TOGETHER FROM OUTSIDE TO IN

The archive is made visible from the street, allowing objects to be seen before the building is entered. This outward-facing display turns materials and traces of repair into a public invitation, drawing people in through curiosity. Seeing the life of the archive from outside becomes the first point of connection, pulling the community into the building's shared act of making, and history.

REPAIR AS INFRASTRUCTURE

SPACES OF CARE WITHIN A CULTURE OF CONSUMPTION

SUPPORTING A SUSTAINABLE FUTURE

4 QUALITY EDUCATION



The project supports SDG 4 by promoting inclusive and equitable access to quality education and gaining lifelong learning opportunities for all.

8 DECENT WORK AND ECONOMIC GROWTH



The project supports SDG 8 by creating opportunities for skilled repair based work and restoration. It encourages local employment and small scale craft industries.

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



The project supports SDG 9, as my design introduces a new type of infrastructure focused on repair rather than production. It is a part of the furniture industry, by combining workshop, retail and archive spaces into a circular economy.

11 SUSTAINABLE CITIES AND COMMUNITIES



The project supports SDG 11, by introducing a local furniture repair hub that strengthens the community infrastructure. It encourages a more sustainable system by reducing waste and promoting reuse within the area.

12 RESPONSIBLE CONSUMPTION AND PRODUCTION



The project supports SDG 12, by challenging throwaway culture and extending the life of furniture through repair. It promotes reuse and reduced material consumption instead of buying new products.

13 CLIMATE ACTION



The project supports SDG 13, by reducing furniture waste and extending product lifespans, the project lowers carbon emissions linked to landfill and the manufacture process.

17 PARTNERSHIPS FOR THE GOALS



The project supports SDG 17, by engaging the local council, companies, and community organisations in collaborative efforts to reduce waste and source furniture for upcycling, creating strong partnerships that support sustainability and community impact.

FINAL DESIGN SITE MODEL



EXTERNAL VISUALISATION

