

A Sublime Transcendence

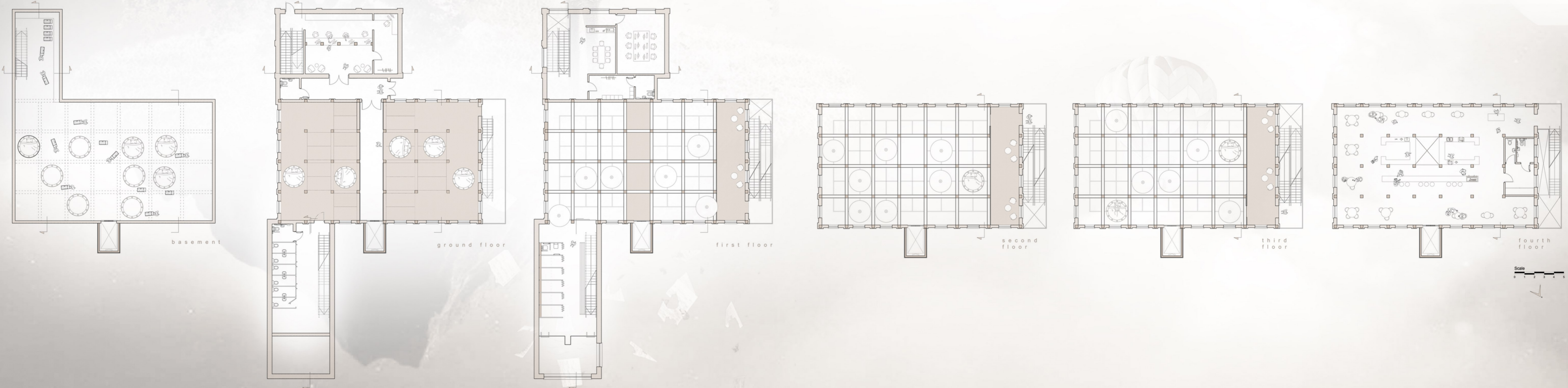
Section Scale: 1/50

Scale
0 1 2 3 4 5

The Harper Campbell building is a derelict grain store which was built on the quays in Sligo in 1905. The building's structure is protected due to its architectural importance. This area was once a bustling transport hub. I used this notion of transport and movement as a source of inspiration for my design.

This project intends to re-imagine this forgotten building as a new and exciting hotel. The building will house sleep pods that can move freely throughout the building and beyond. The pods are suspended so the occupant can choose to be daring and elevate themselves up through the building.

This journey induces emotions of both fear and excitement. It's that spine-tingling feeling you get when you stand at the edge of a cliff. It's a feeling of transport and transcendence, as you forget about your surroundings and are caught up in the moment.



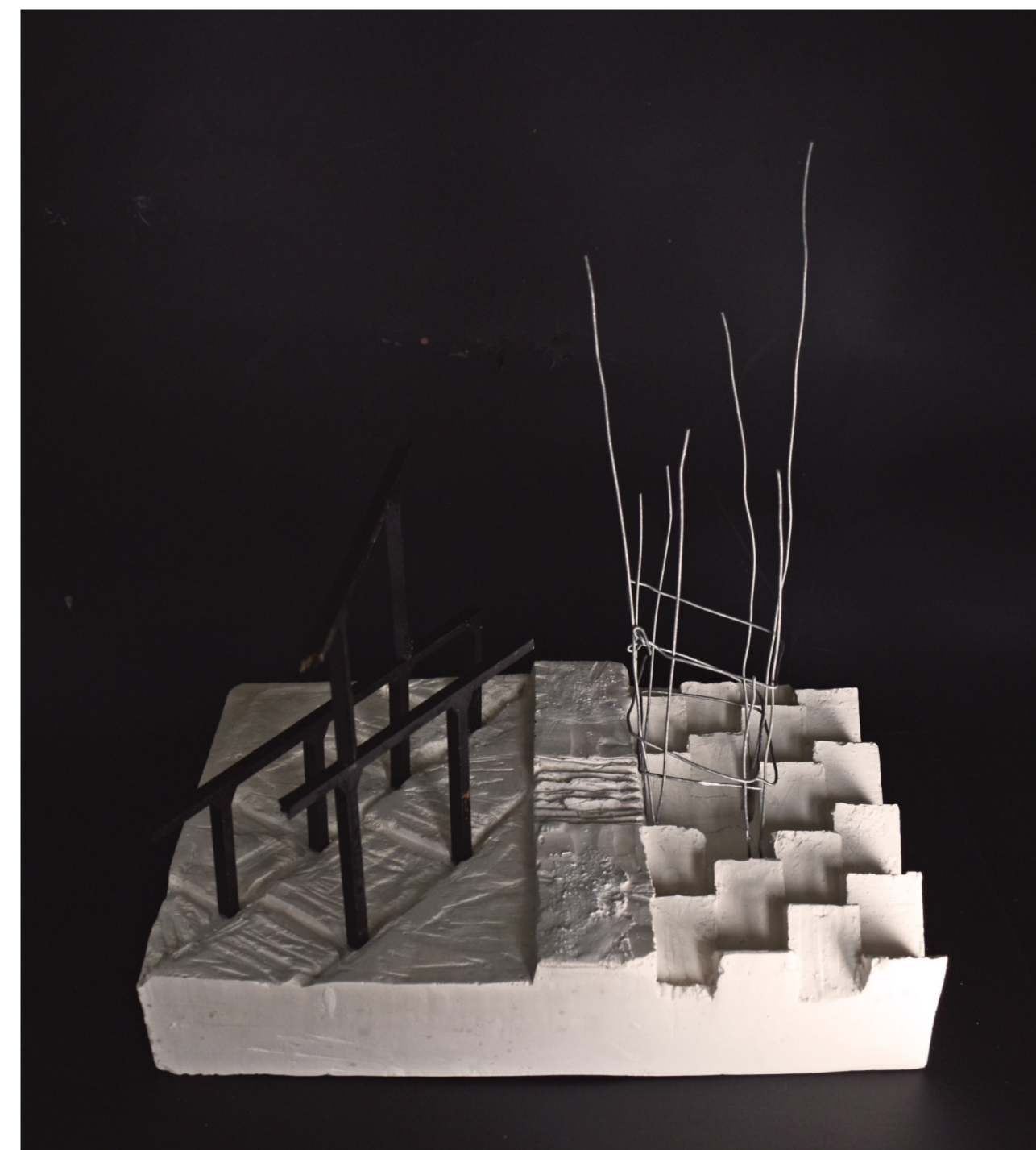
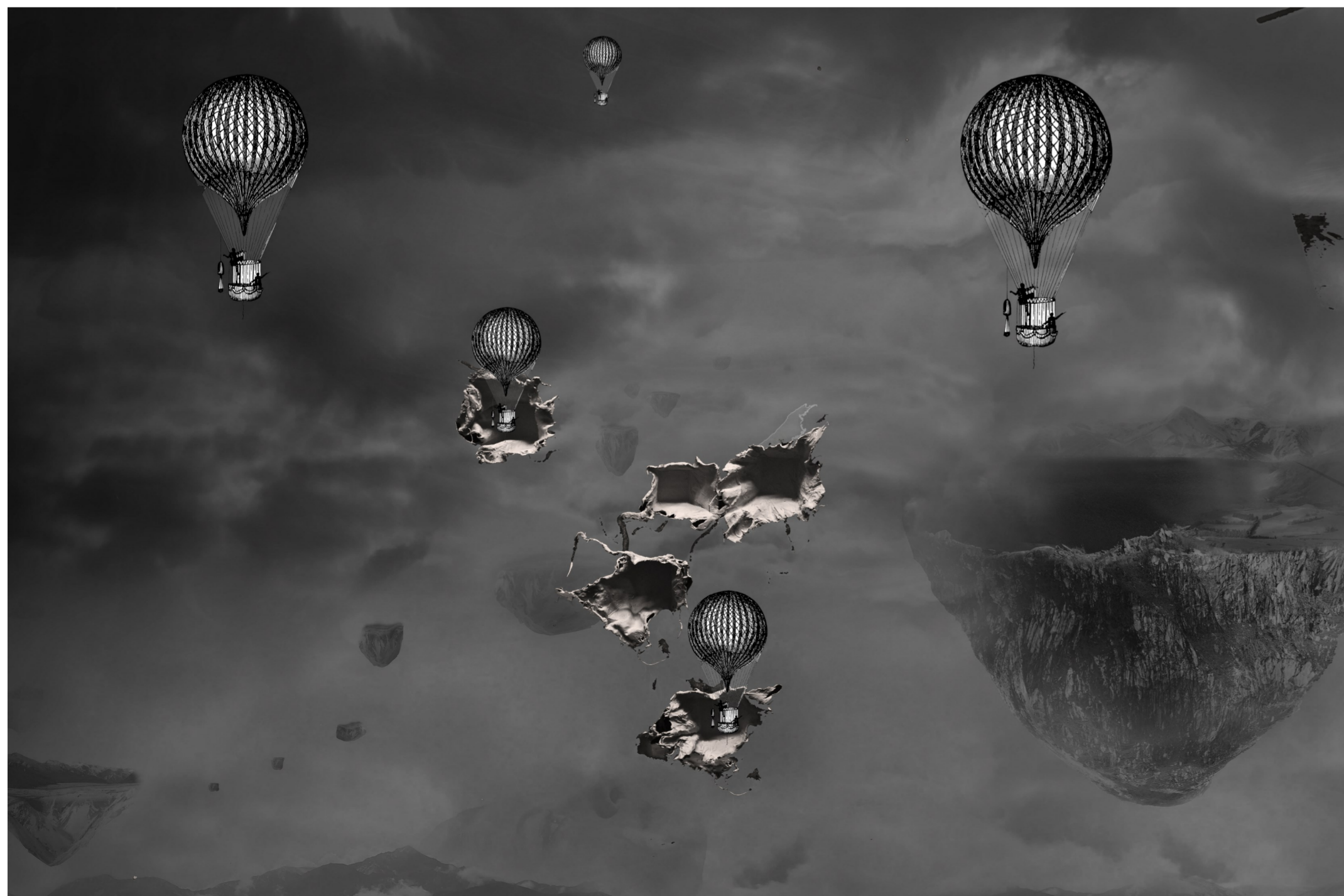
Scale

A b s t r a c t C o n c e p t M o d e l & S e n s o r y M a p

This project began with an abstract concept model. I wanted to convey a feeling of exploration, travel and intrigue. The model reinforced the notion of movement,

which would later become central to my design concept. I used plaster, recycled fabric and dried twisted hazel branches as a mount. Even though the plaster was attached to the branches there was an other worldly floatiness to it.

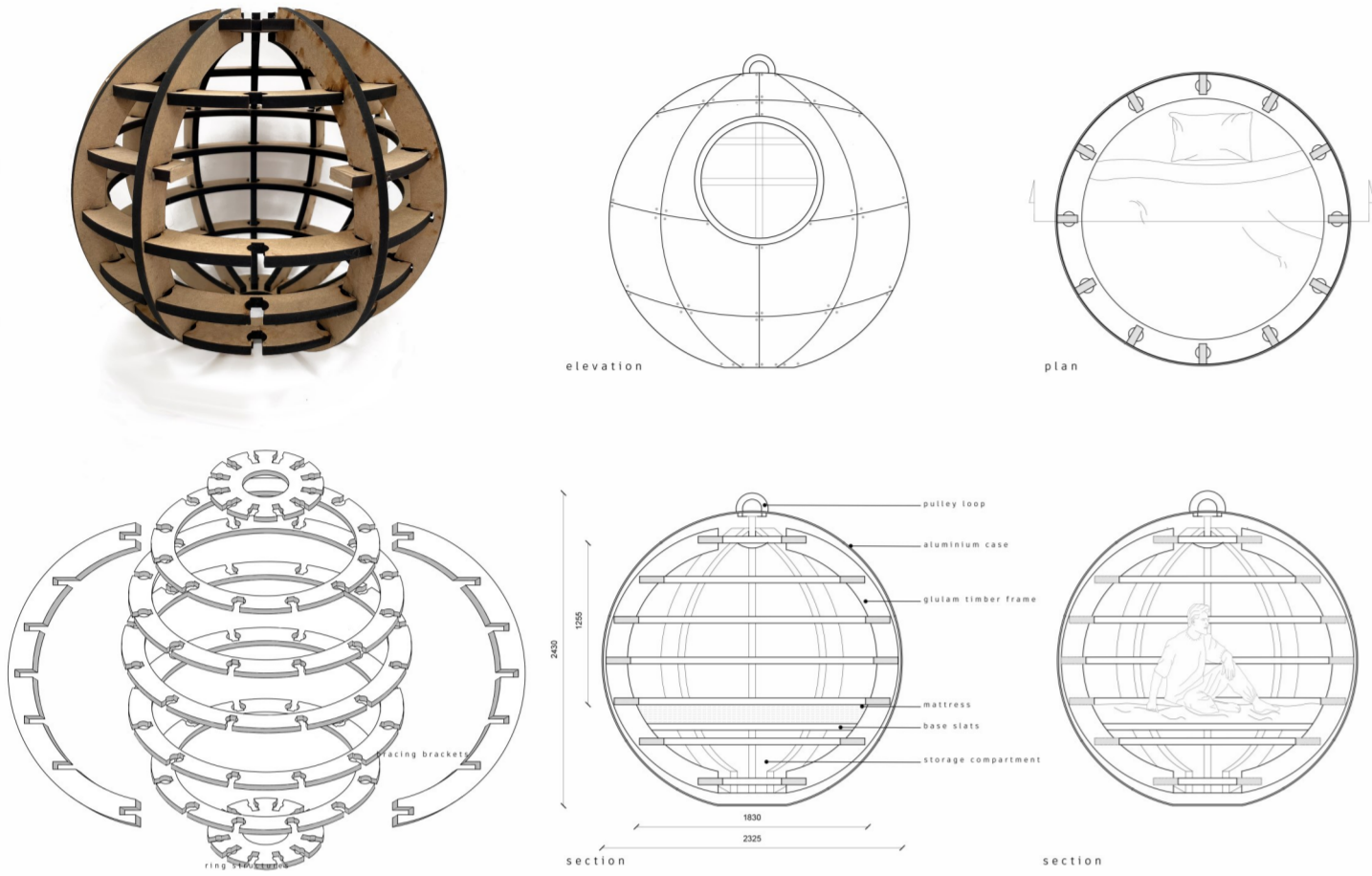
The sensory map helped explore the surroundings of the building. I used materials and textures that were present on site and built a three dimensional haptic model. This map helped me to engage with the site on many levels.



Crafting

I felt that physical models would be the best way to communicate my design. Physical models naturally attract people's curiosity and because the hotel design is quite conceptual the physical model brings tangibility to the project.

1 / 1 0 model



Mattress

Finished 1:10 scale model

I created several models in varying sizes for the project. The main building model is built at 1:50 scale, a fragment at 1:20 and the sleeping pod is at 1:10.

1 / 2 0 model

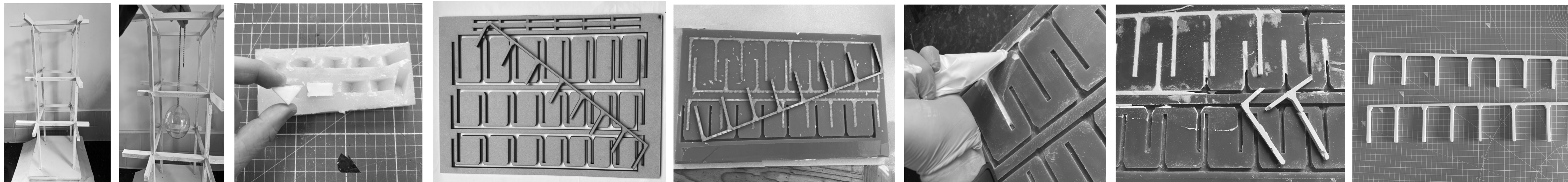


Finished 1:20 scale timber and resin model



1/20 process

1/50 Model-Experimentation with plaster and resin



Foamboard prototype

Silicone mould & resin castings for corbels

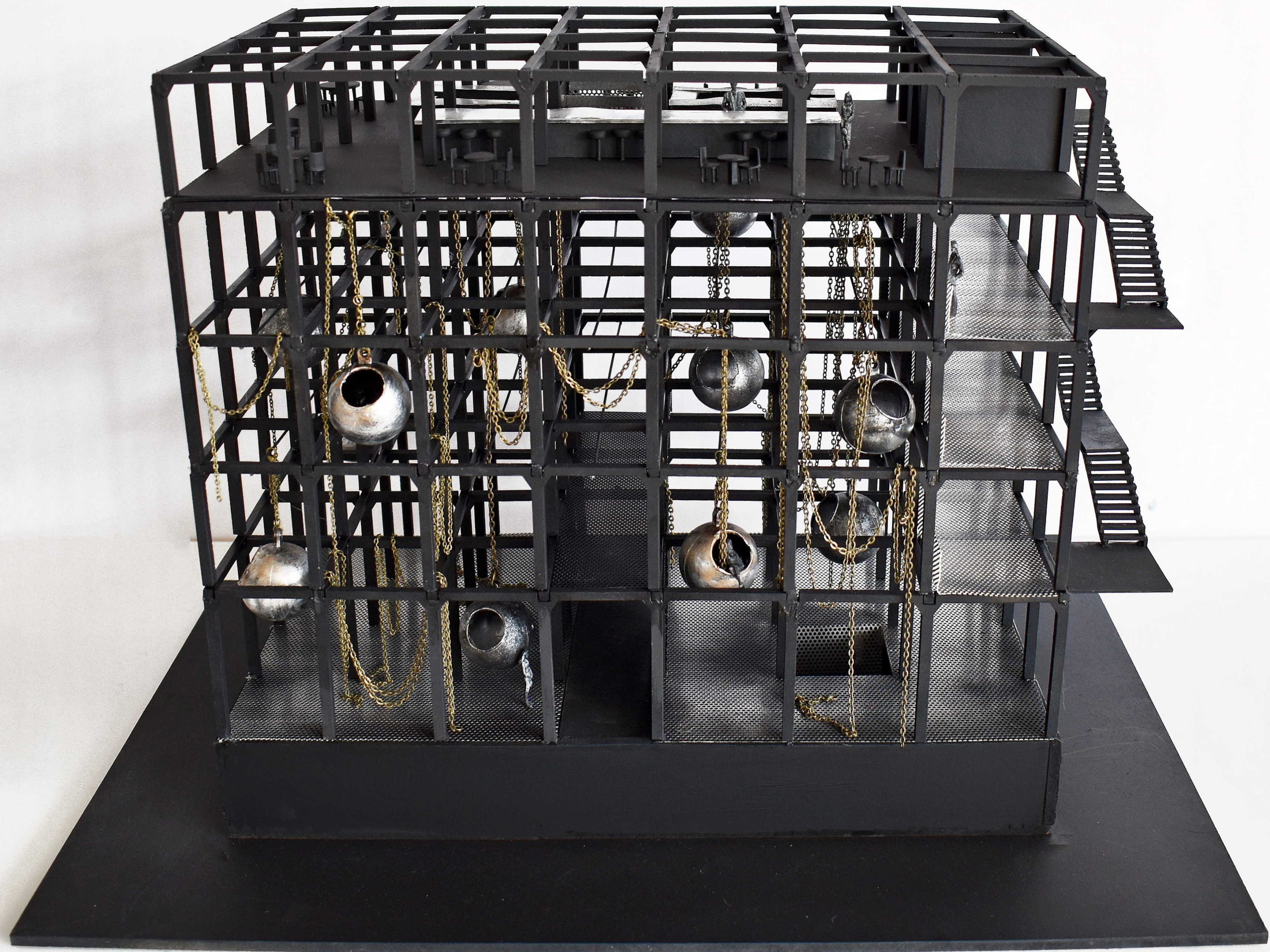
Laser cut pieces

Silicone mould

Piping plaster

Plaster - great texture but was too brittle.

Resin casting too flexible/ a lot of finishing work.





The final show.....

The models were invaluable in enabling me to clearly communicate my design concept. They helped me to and engage with the audience during the end of year exhibition.

Models were also used digitally and graphically to communicate atmosphere by creating hybrid digital/physical imagery using photoshop. This was particularly useful in the hallway where monochromatic lighting was a big part of the design.

