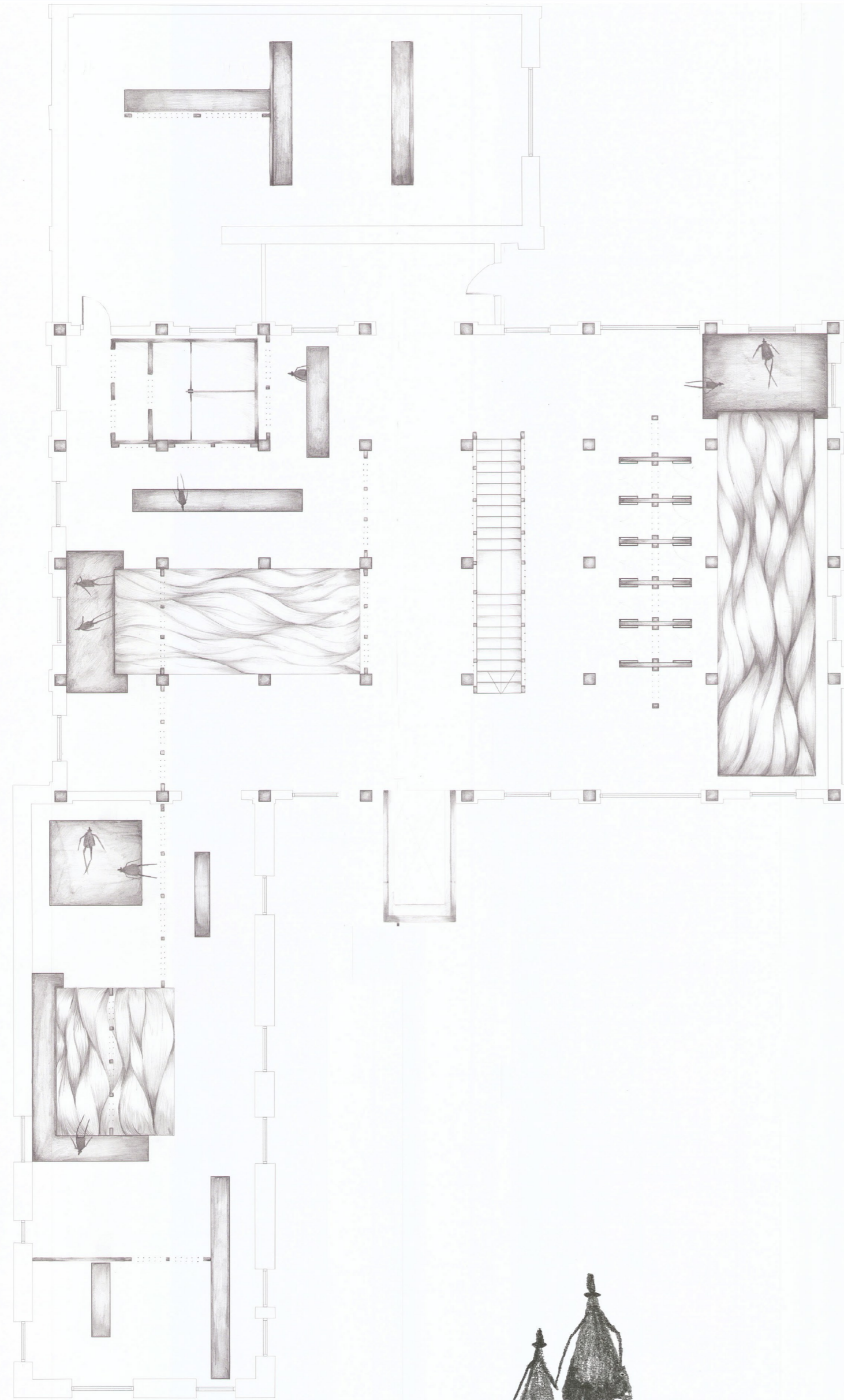
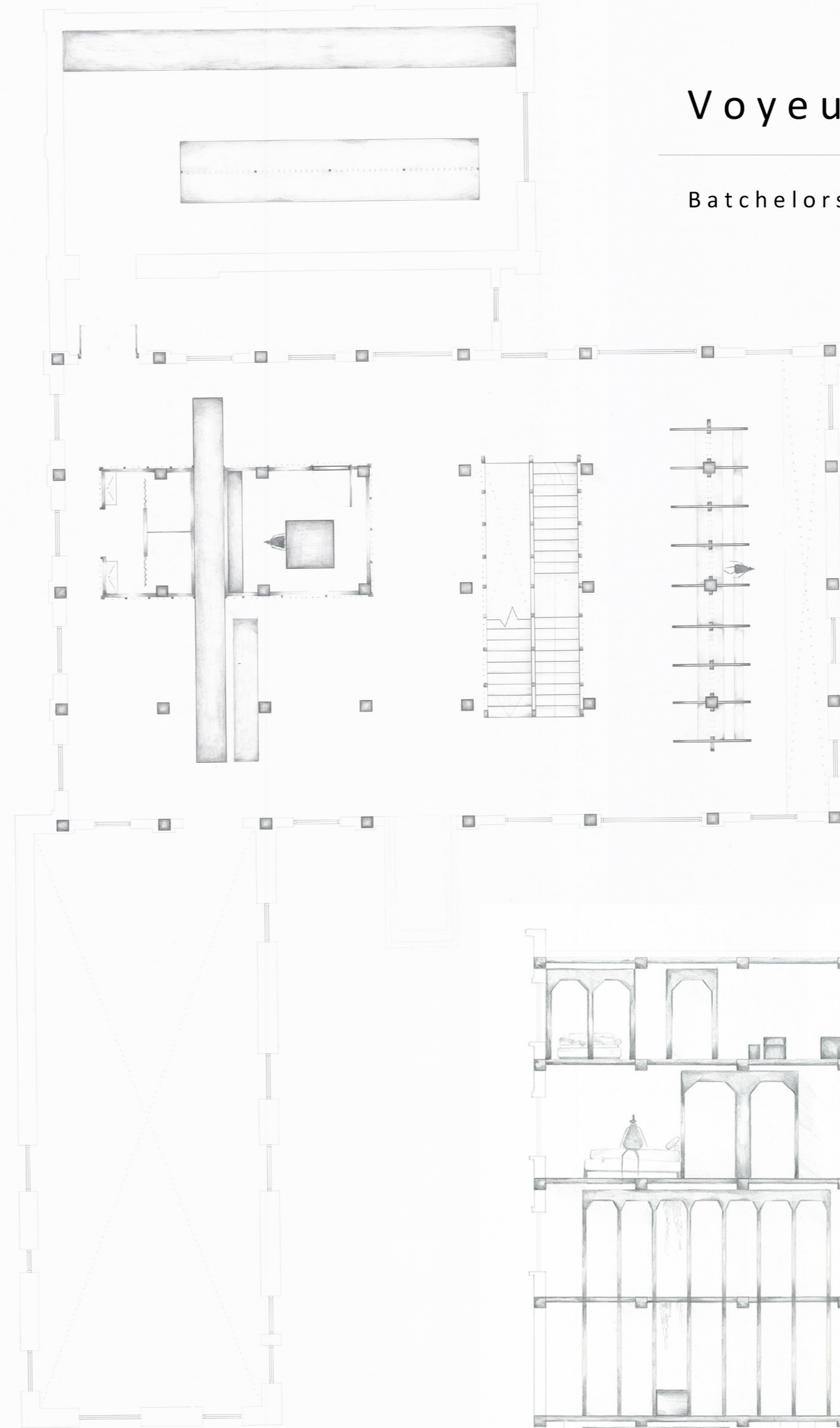
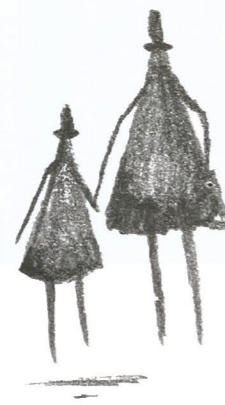


# Voyeur

Batchelors Building Hotel

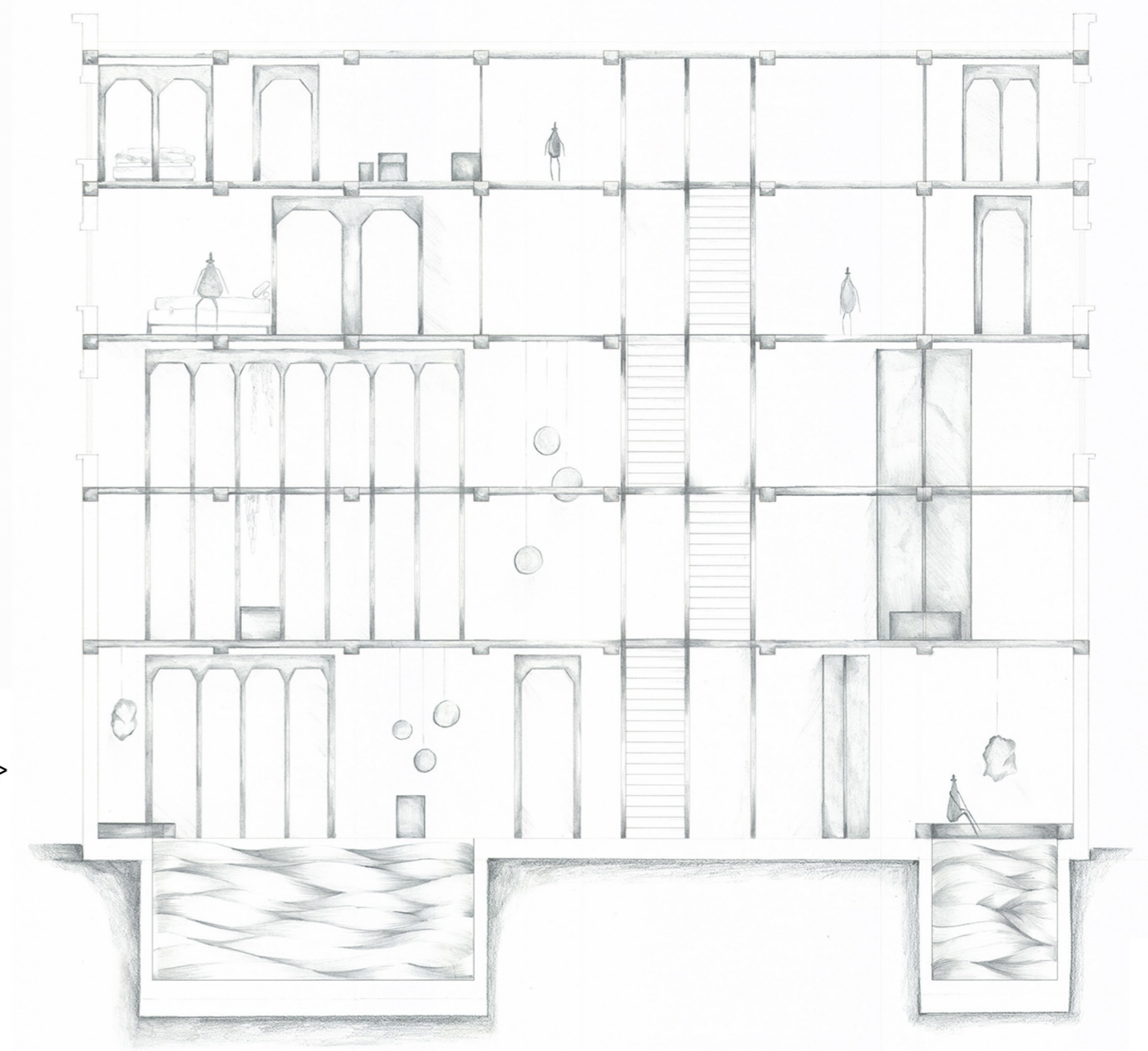


Ground Floor Plan



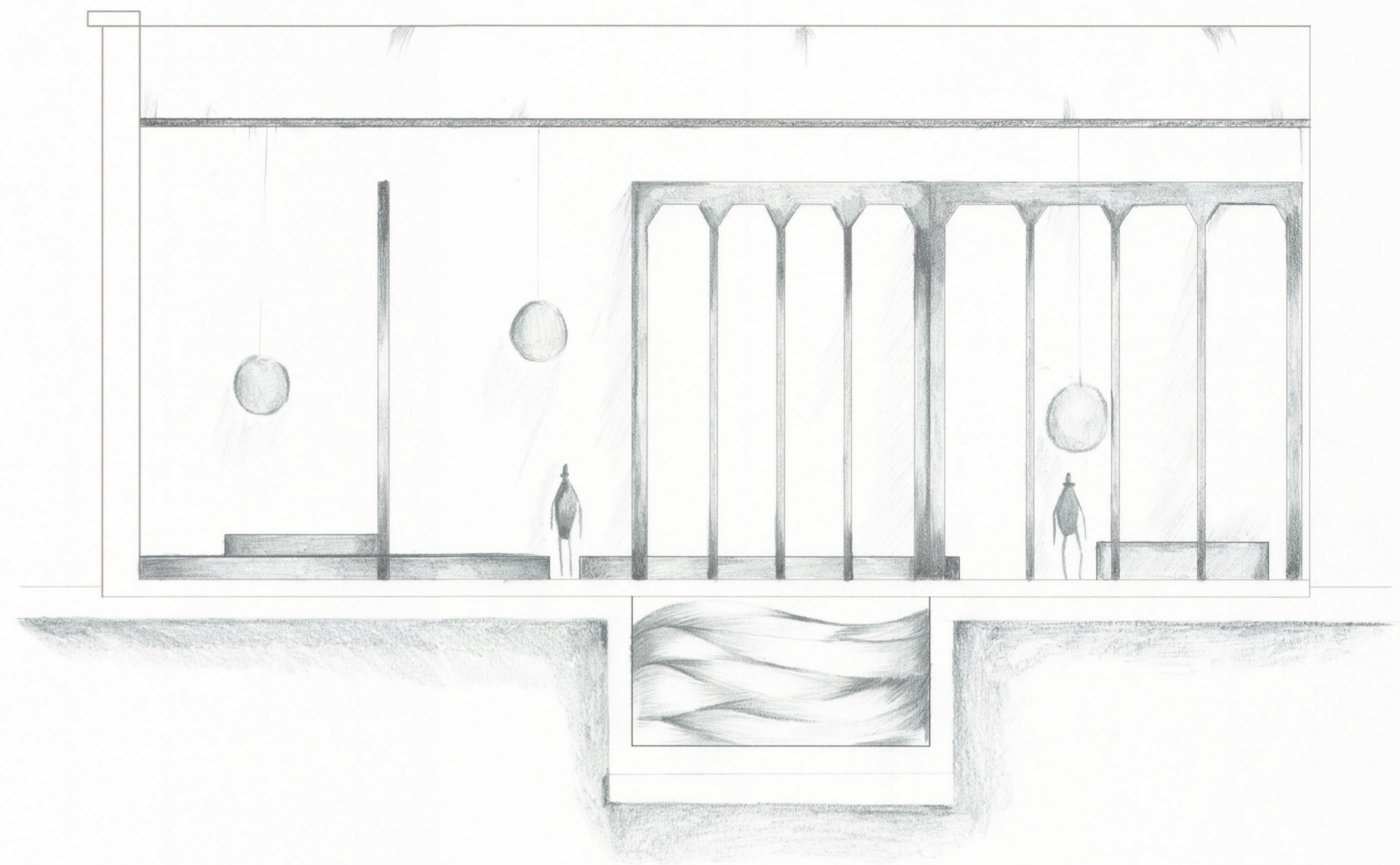
First Floor Plan

Section >





Light study from site trip

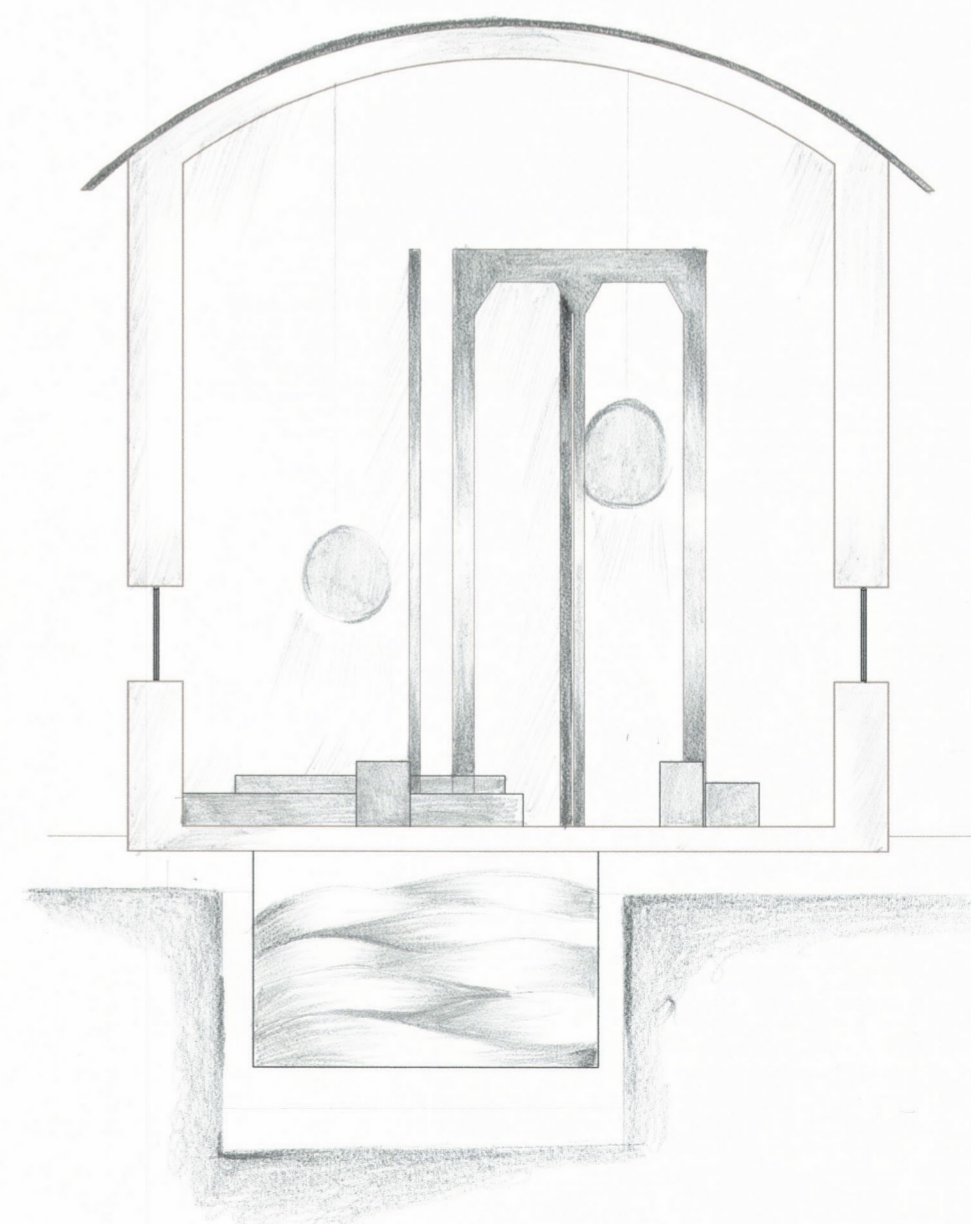


A series of buildings that have joined together over the years - an outhouse, a store house and the main workhouse. Over five floors to be designed with the existing 'Hennebique' frame in place that couldn't be altered.

Pools of water and towering columns are at the fore-front of this design, helping guests have an idea of natural wayfinding and once again keeping the users experience as a number one priority.

The design displays high levels of functionality and conceptual freedom, featuring key areas of spas and pools for guests to relax in as part of an exhibition and facility.

With strong connections to water and cave-like materials such as slate and stone, this allows guests focus on themselves and go through a journey of differing temperatures to find their relaxation in a minimalist area.

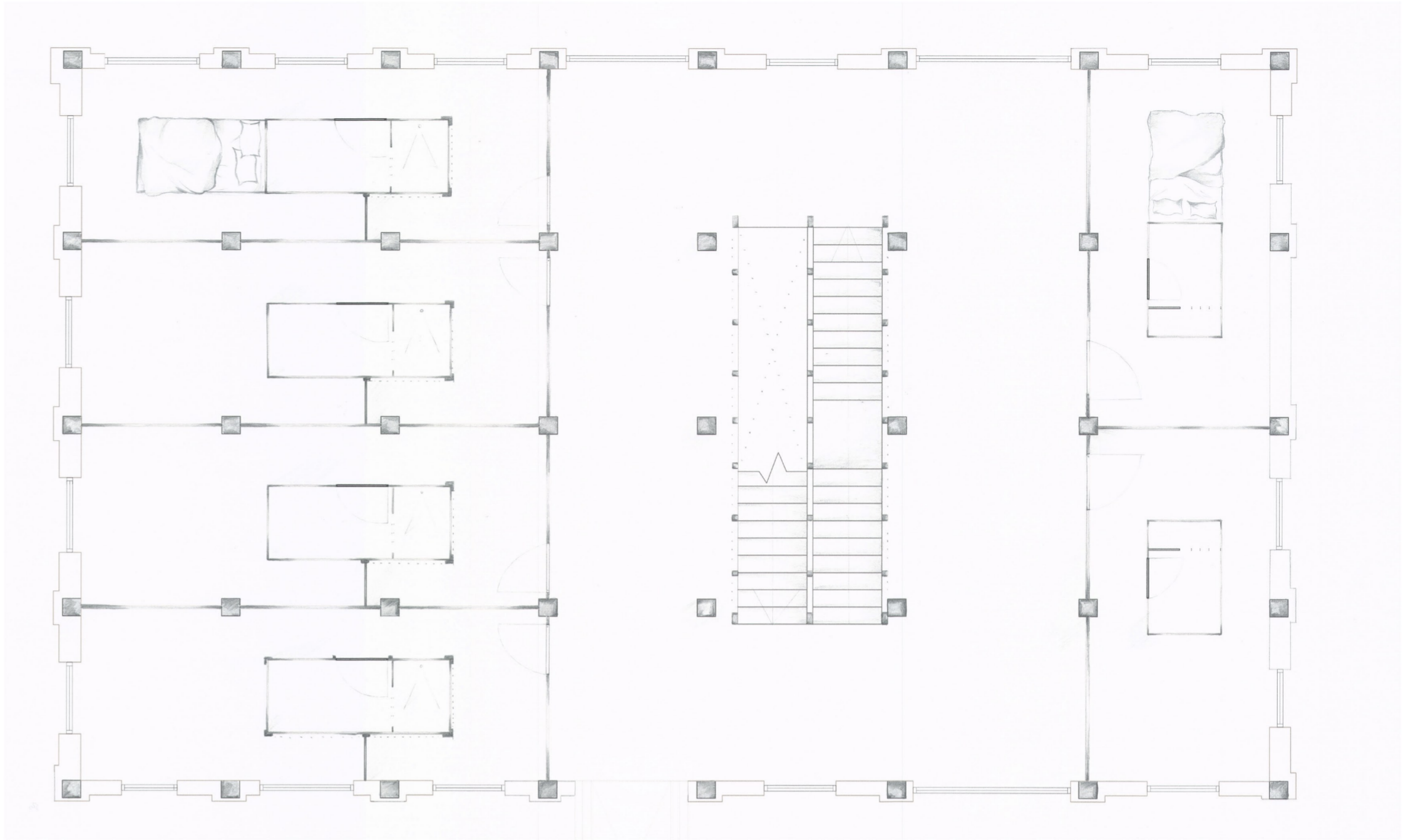


Sections of Outhouse

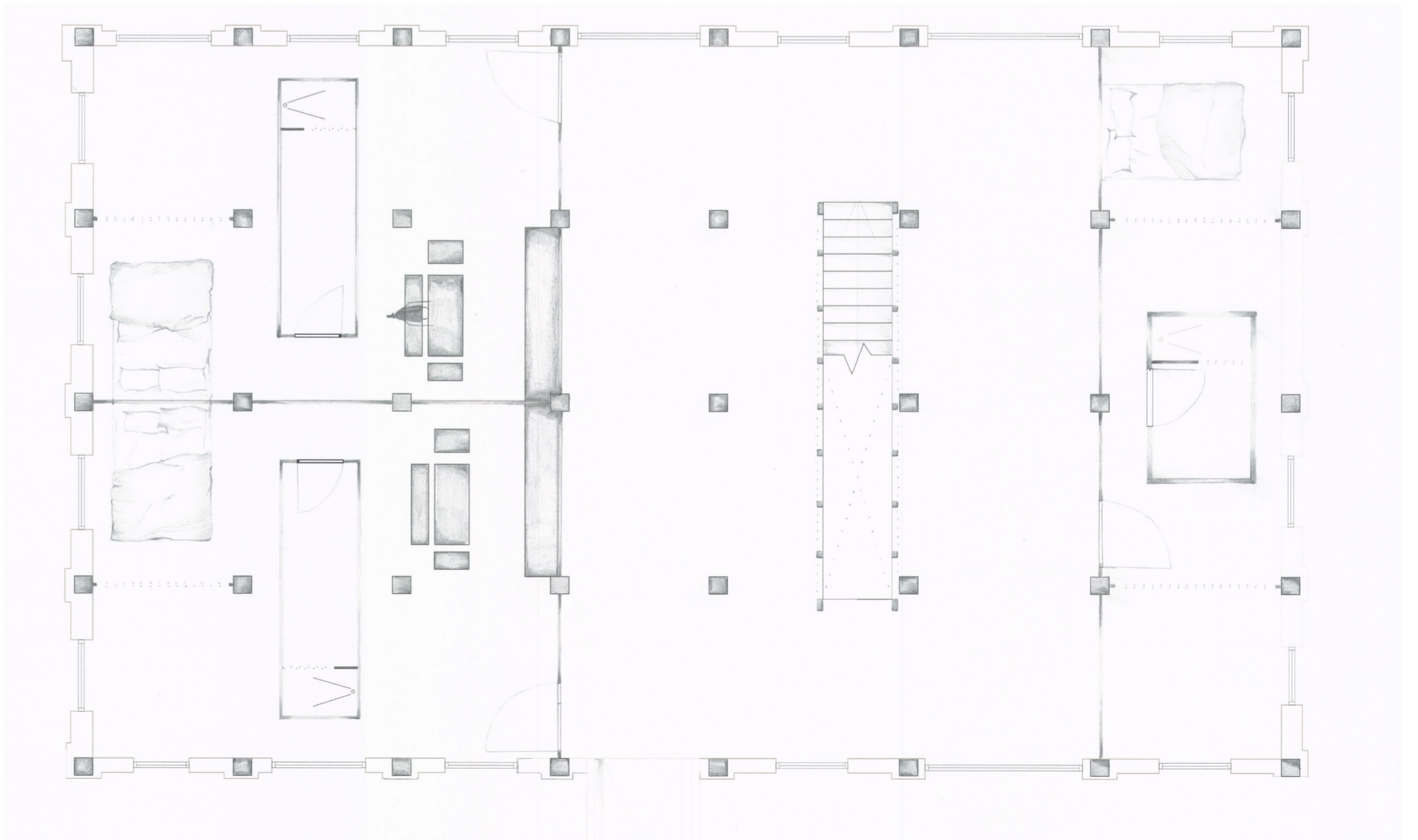




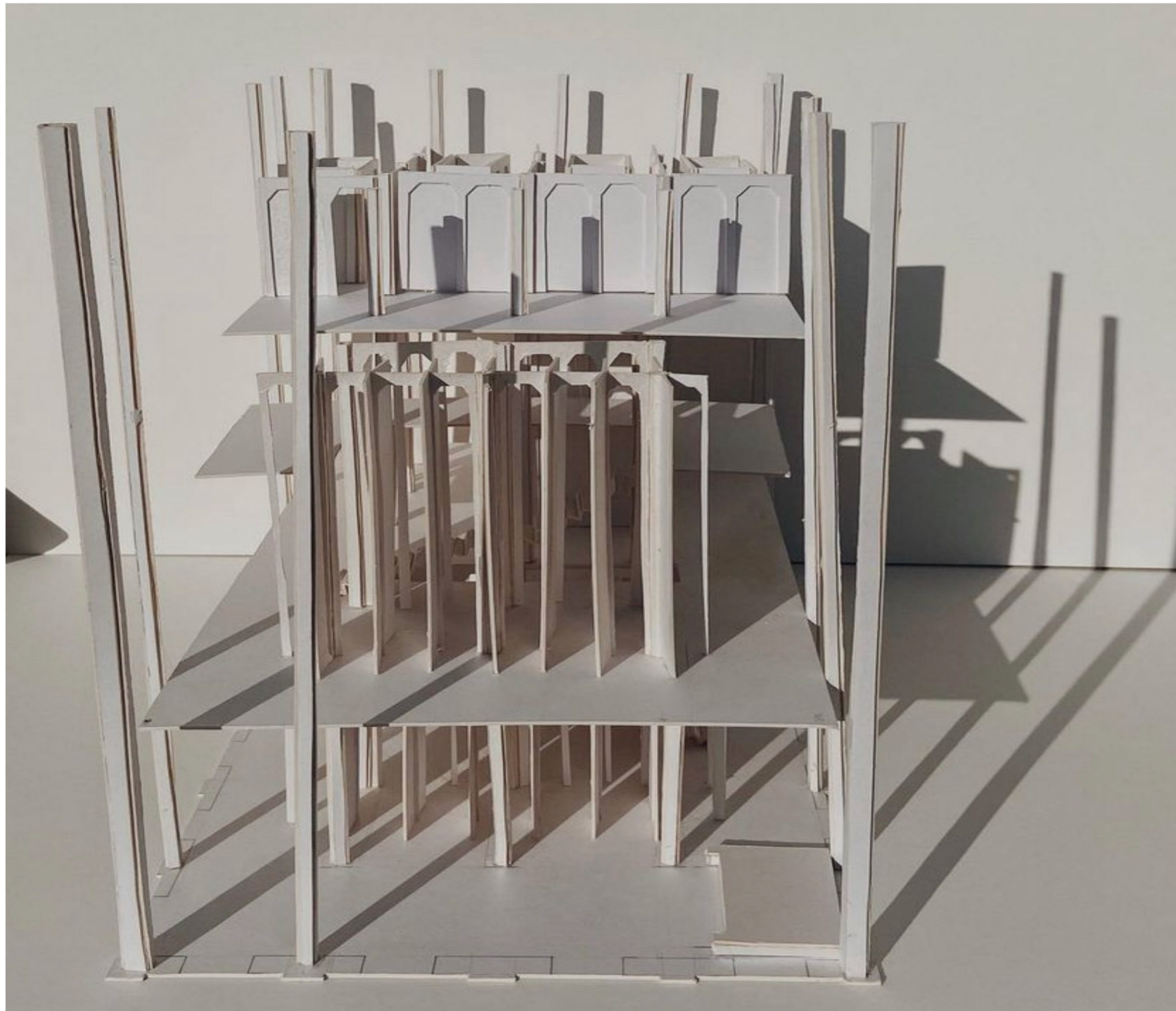
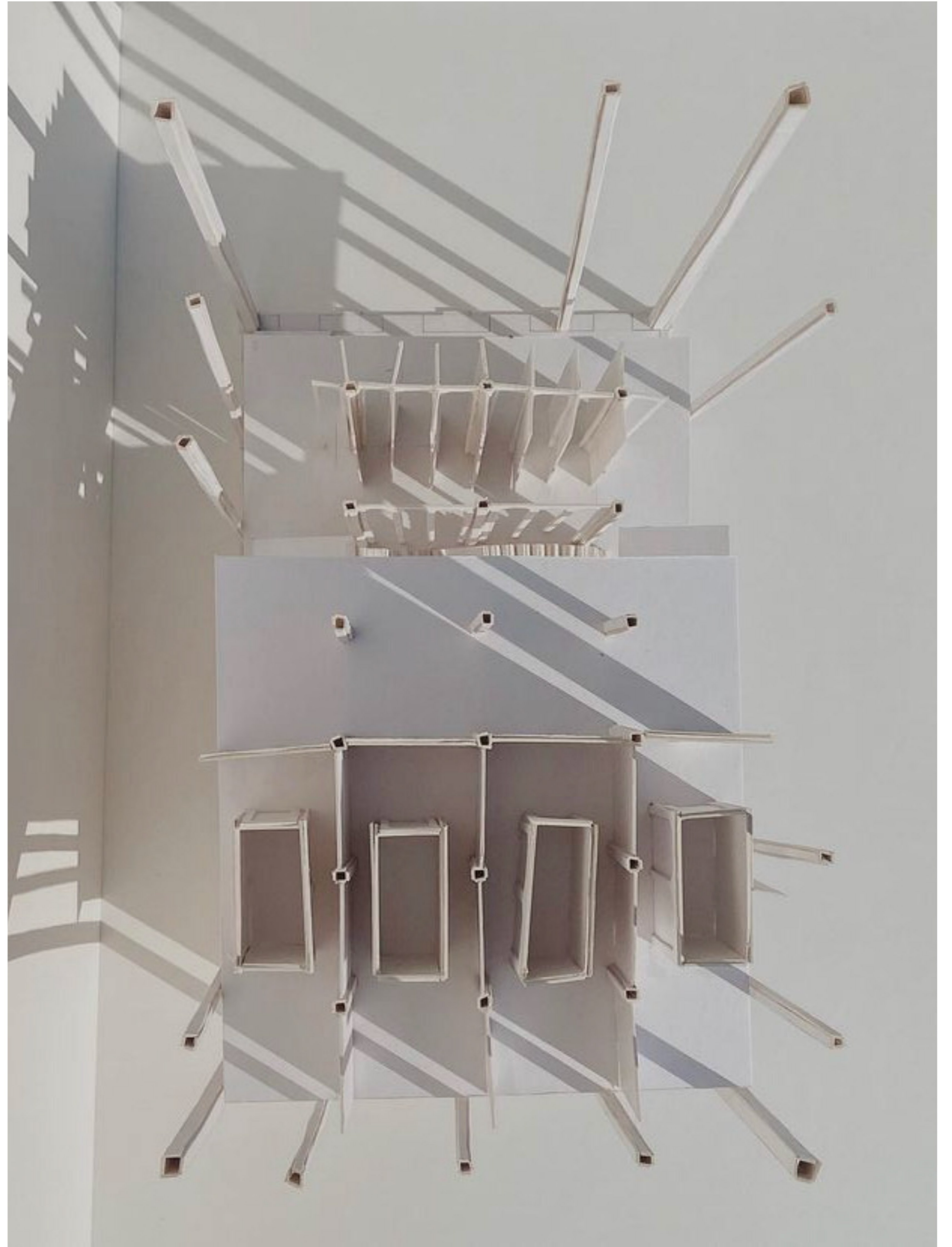
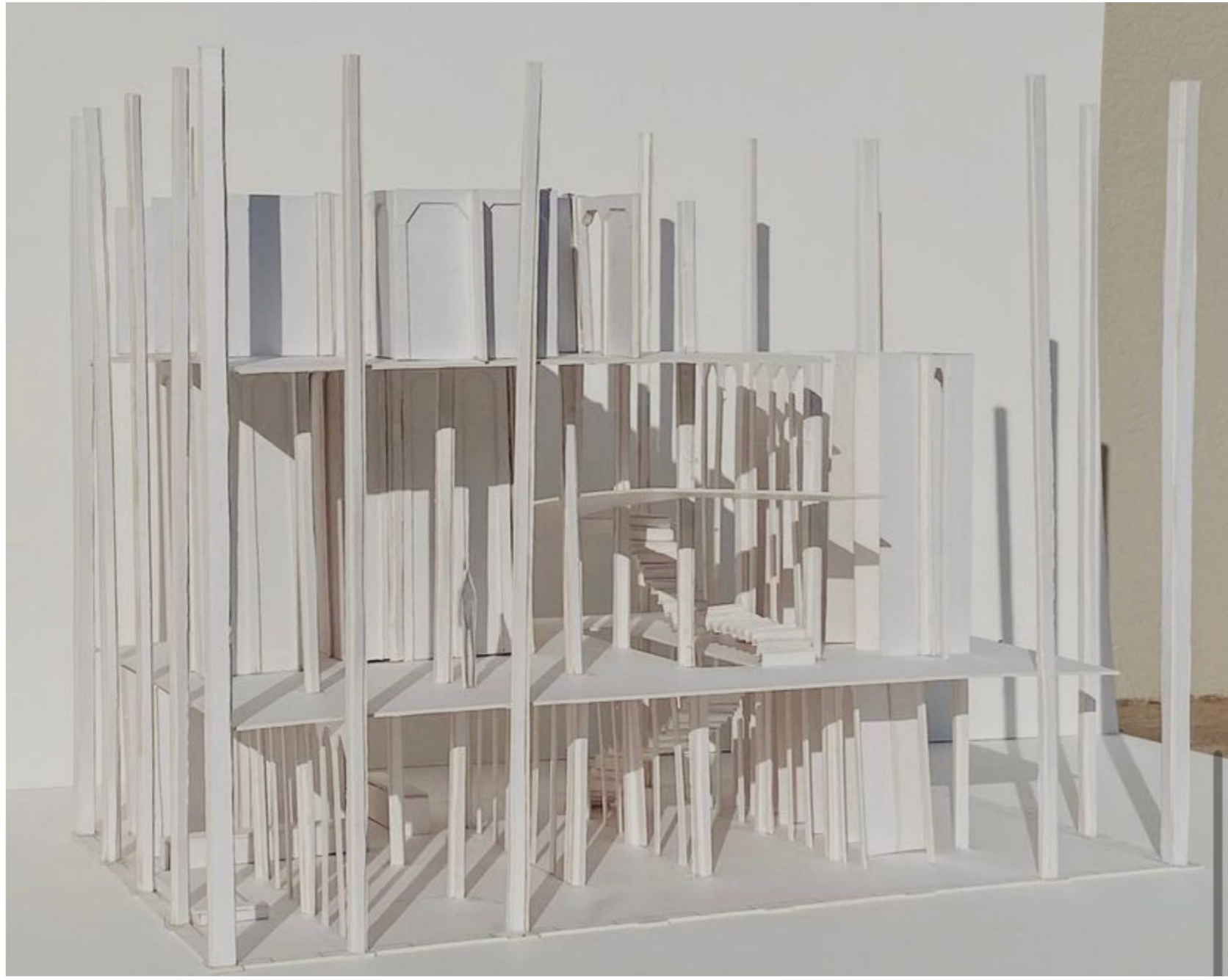
Renders



Third Floor Plan

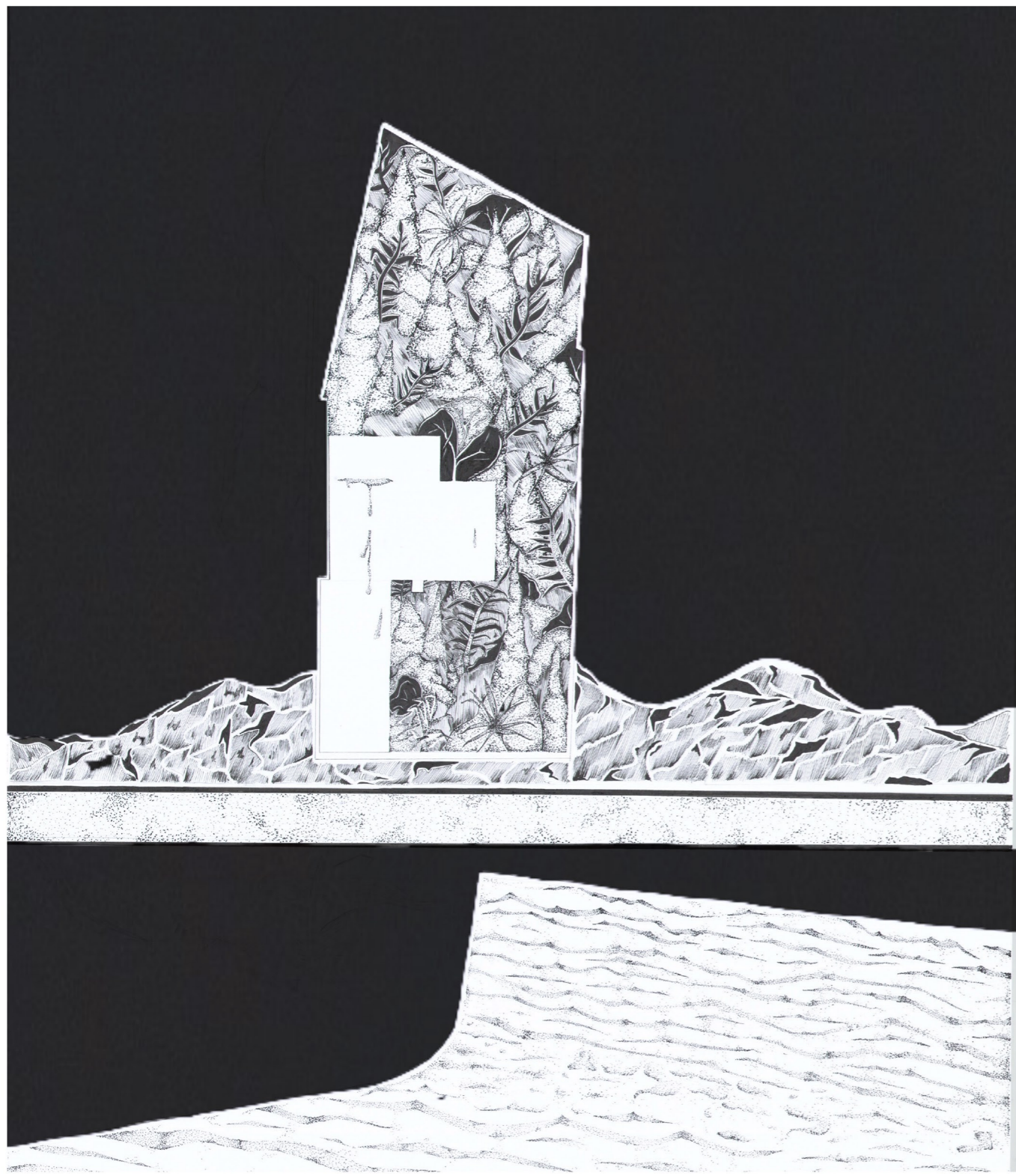


Fourth Floor Plan

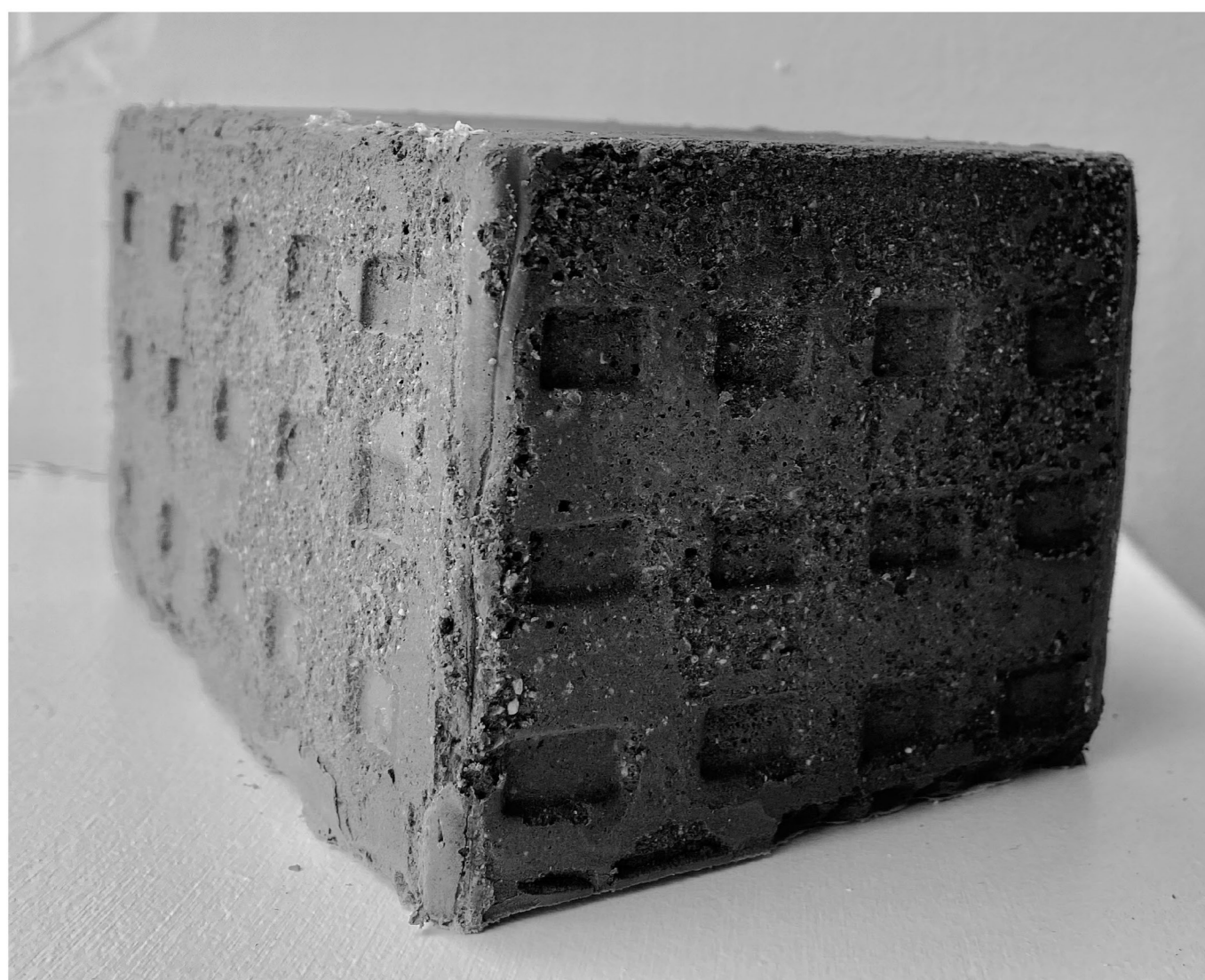


Physical modelling





Hand-drawn concept collage



Concept concrete model



Final pin-up presentation