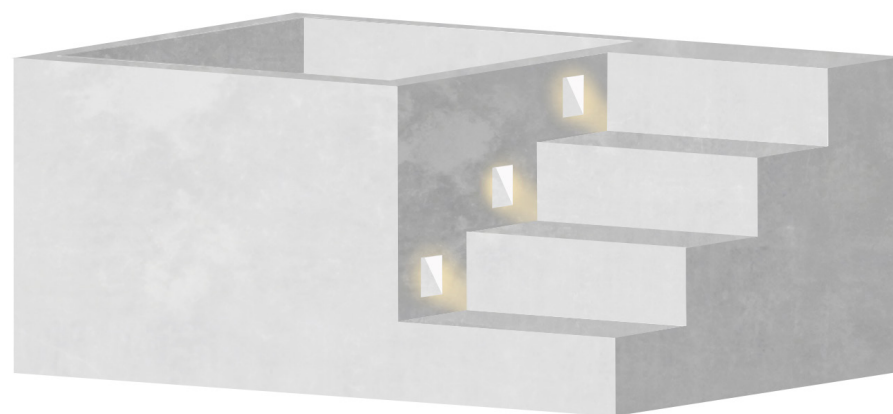




Proposed Interior Elevation

## Aerialist Studio

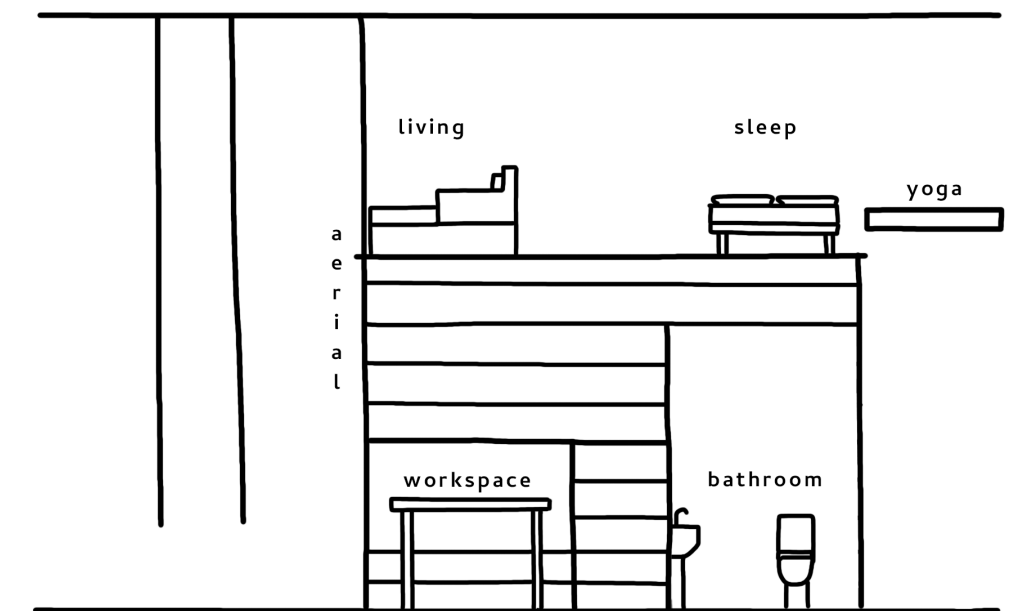
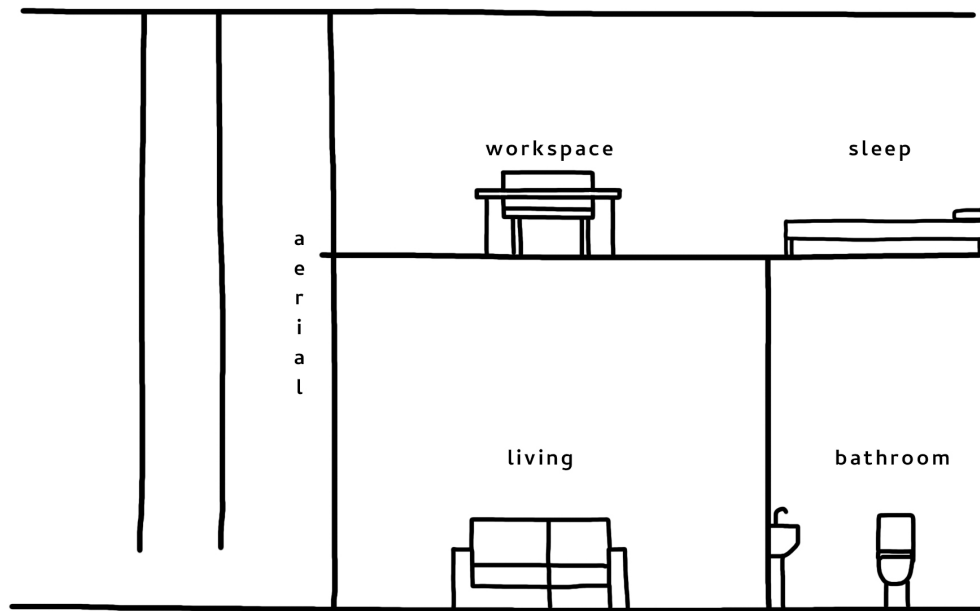
The live-work studio for an aerialist is situated in CoHabLab a co-living building in a disused tower block providing individual live-work units for creatives and collective facilities that allow inhabitants to share resources and experience the benefits of cohabitation. The proposal explores the concept of multiple levels of occupation on a series of flexible use platforms. The vertical and free flowing nature of aerialism is contrasted in this proposal by the horizontal, monolithic concrete structure. The daily activities and personality of the aerialist have informed the resulting proposals.



Detail Axonometric







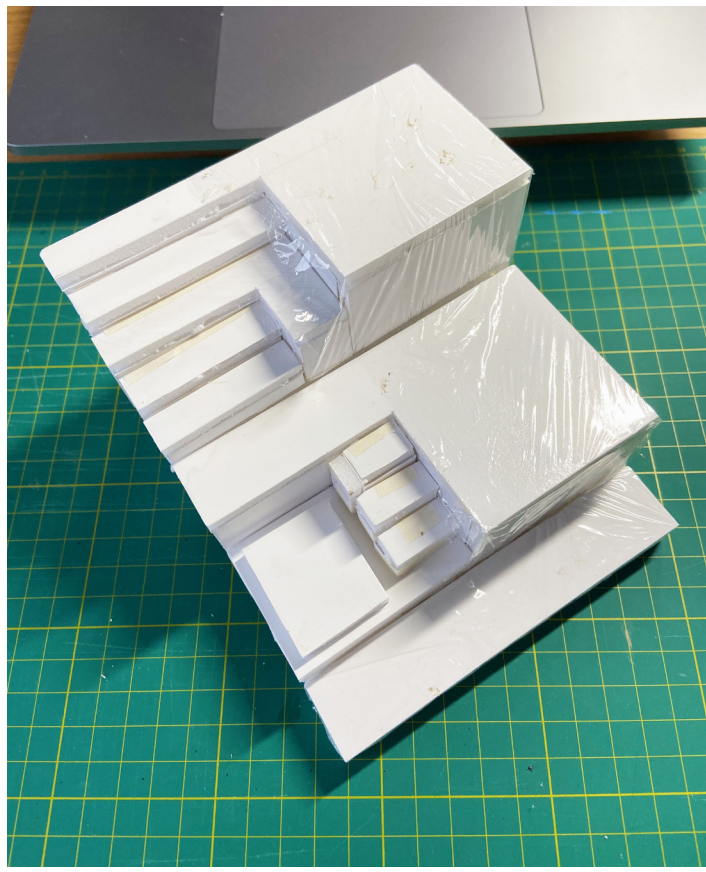
These formal explorations begin to look at how the double height space can be used and experiment with a space operating at multiple levels. Physically building the model allowed me to think about structural issues like the size of the bathroom and how the wrap around balcony would need to be supported.

The Lego model proposes a more developed one piece, monolithic structure with a wrap around platform guiding the inhabitants up to to a living space or yoga platform with views out to the coast. This formal exploration provided the opportunity to get a better understanding of the spatial qualities of the structure.

## EXPLORATIONS IN FOAMBOARD

## EXPLORATIONS IN LEGO





I began by creating a model of the negative space in Vectorworks so I could transfer this into a mould, then I made the physical mould out of foam board and added several beams to support the underneath of the mould.

The first type of concrete I used contained large pieces of aggregate which prevented the concrete from filling the mould. Even though it wasn't successful in the way I hoped, it was a useful step in the process of creating the model.

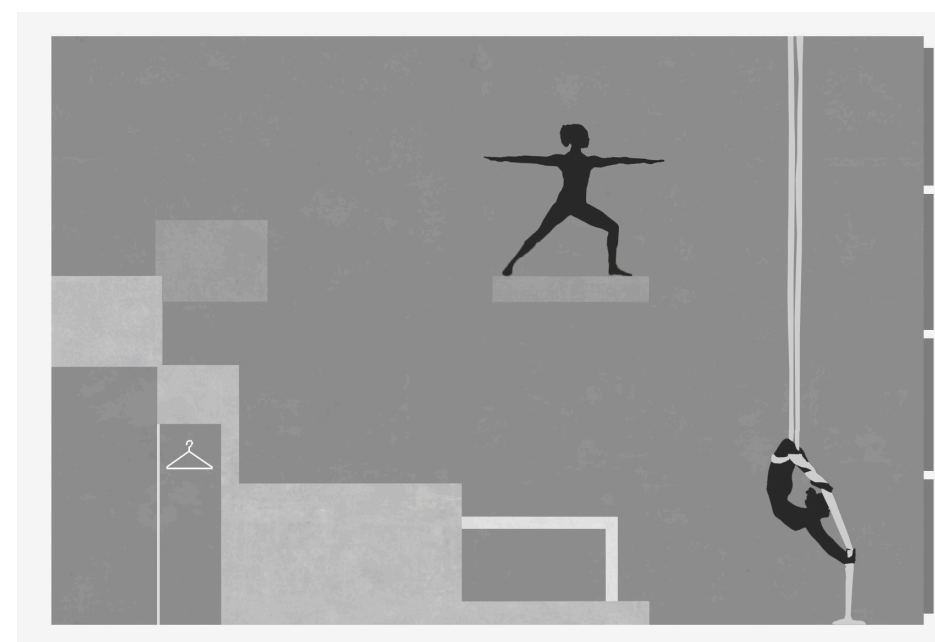
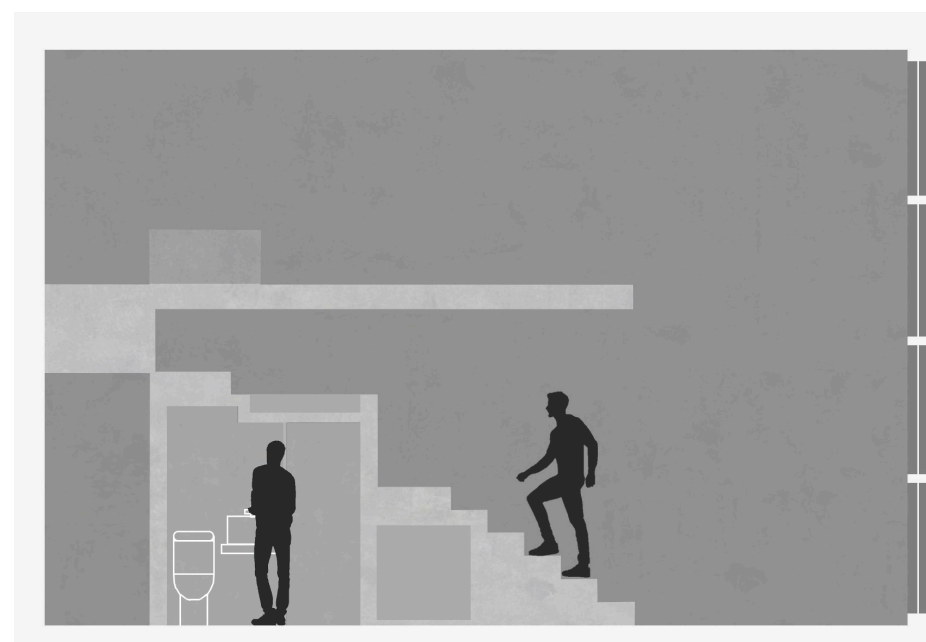
The type of concrete I used in the final model gave a better result and even though it wasn't perfect, after researching different concrete finishes, I began to appreciate all the unique marks and pigmentations. The final model is imposing and monolithic.

## MODEL MAKING PROCESS

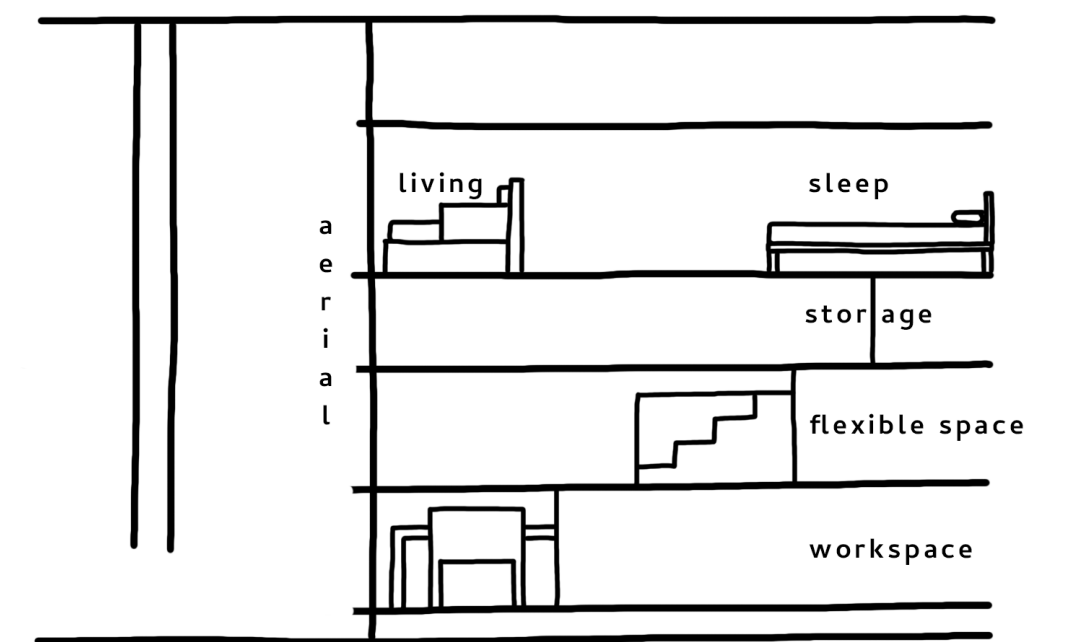




**PREFERRED SPATIAL ARRANGEMENT**



Proposed Sections



Preferred Spatial Diagram