

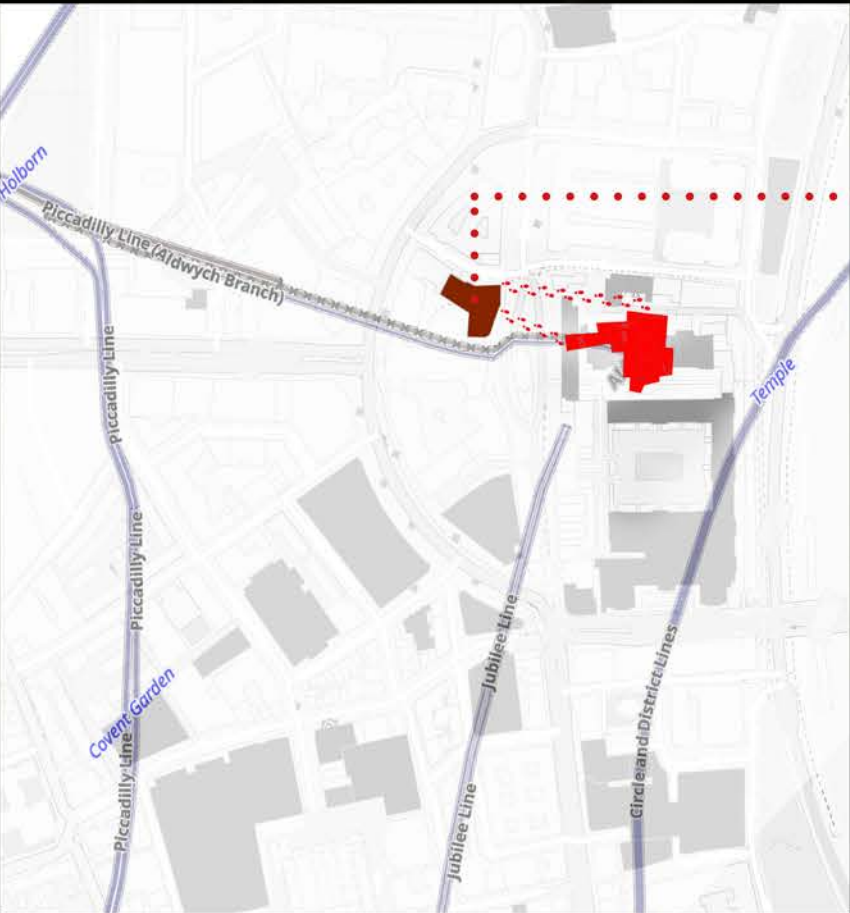
The Lines Beneath

The Lines Beneath is a transformative proposal that reactivates the disused Aldwych Underground Station into a vibrant cultural and student-led environment. The project introduces a layered spatial programme: a public museum and café at entrance level, immersive nightclub, 'trackTion' and performance venue in one tunnel, and student accommodation 'The Understudy' in the other.

The design honours the site's history, retaining and celebrating original elements like Leslie Green tiles, while reinterpreting its subterranean atmosphere through texture, light, and colour studies. Custom concrete and glass tile systems enhance sensory experience and wayfinding, guiding users through evolving environments underground.

By fusing public heritage, performative space, and student life, The Lines Beneath creates a new urban narrative beneath London's surface, illustrating how creative reuse can preserve memory while enabling dynamic, future-facing functions.

This project has been prepared using plans of the station provided by TfL for educational use. It does not represent an official proposal or endorsement from TfL or Places for London and has not been subject to any engineering review, technical verification or assurance by either body.



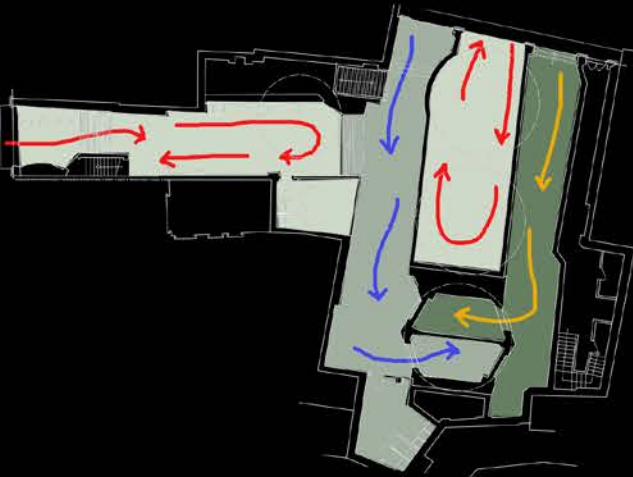
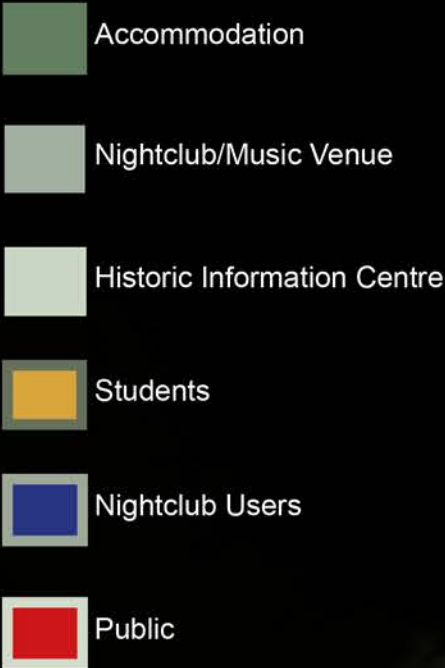
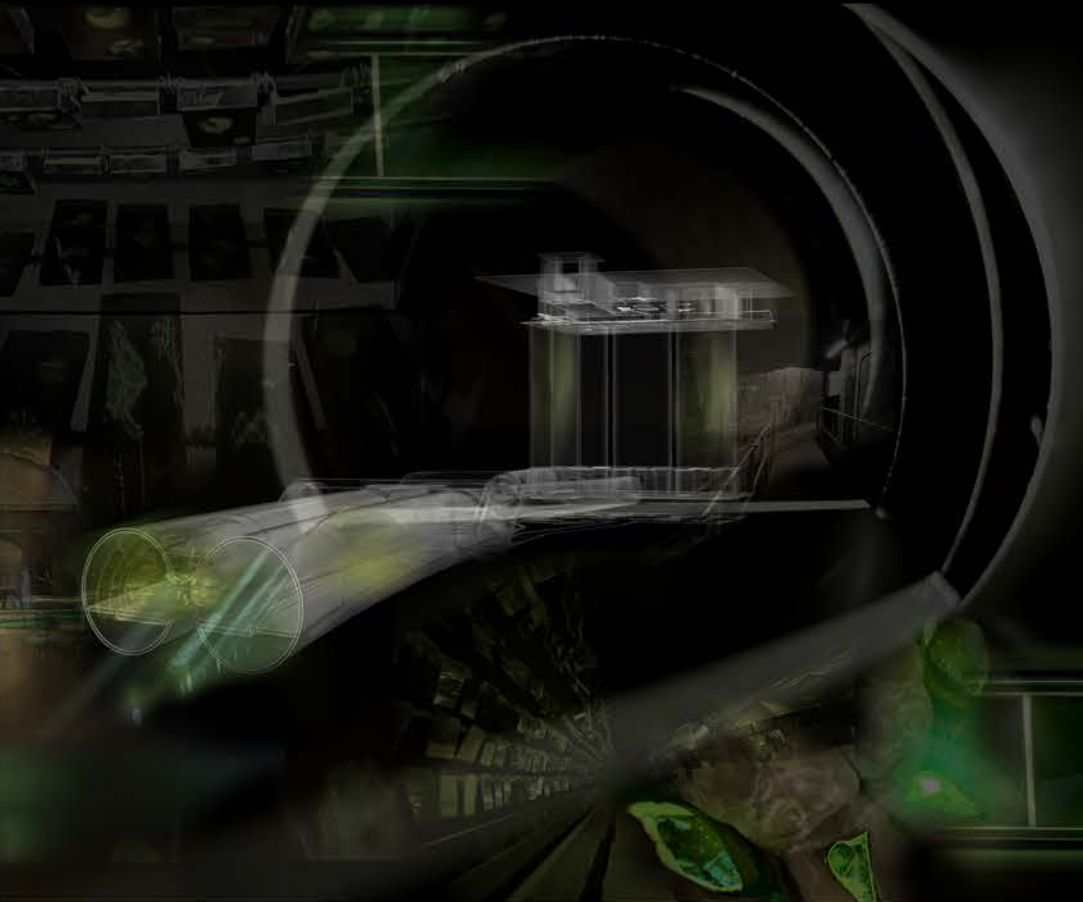
Location of the Student Union and the site/University



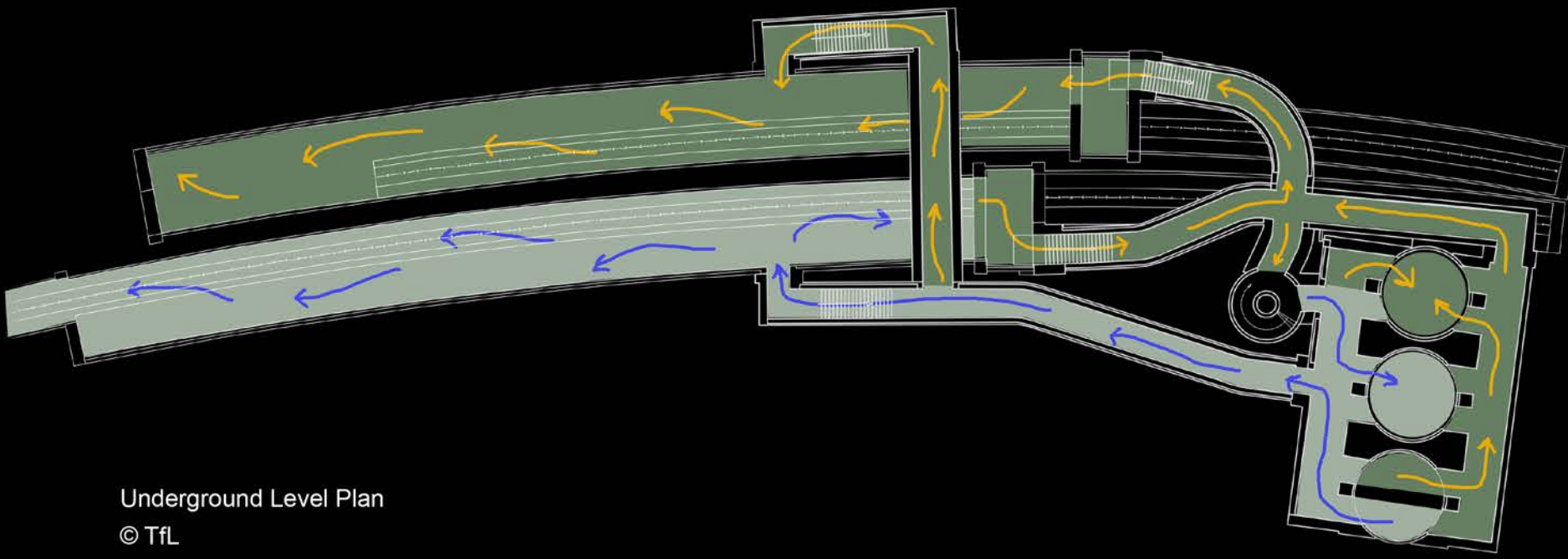
Kings College London Student Union

Current Context

Today the station is not in use other than to give tours, training exercises and a site for music videos and films. However, above the station on street level is King's College London, Strand Campus. This campus hosts subjects including Culture, Media & Creative Industries, Film Studies and Music. The link of the students studying these subjects at this campus has inspired me to think of a programme that would be to their benefit/interests to expand their creative work by using a unique and historical space as inspiration to set a certain atmosphere.



Entrance Level Plan © TfL



Underground Level Plan © TfL



Conceptual Histroical Images © TfL

Historical Inspirations Behind Programmes



During WW2 Aldwych station was used as an air raid shelter and temporary accommodation. To keep spirits high musical entertainment was used as a way to distract from the city above. Inspired from the historical context the main two programmes, a nightclub and temporary student accommodation are celebrating the history and importance the site once had.

Inspired by Original Character

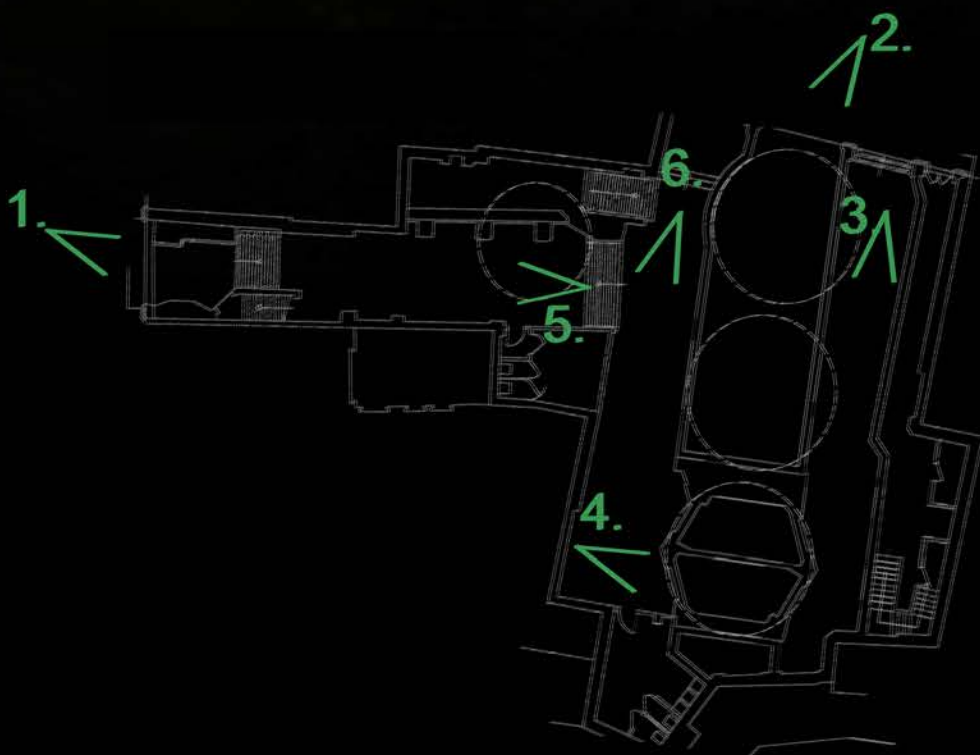


Thinking of materiality, colour and textures. During a tour I understood the scale and what made the site stand out. The character and uniqueness of the Grade II listed building has inspired and been celebrated throughout the design proposal.



Conceptual Model

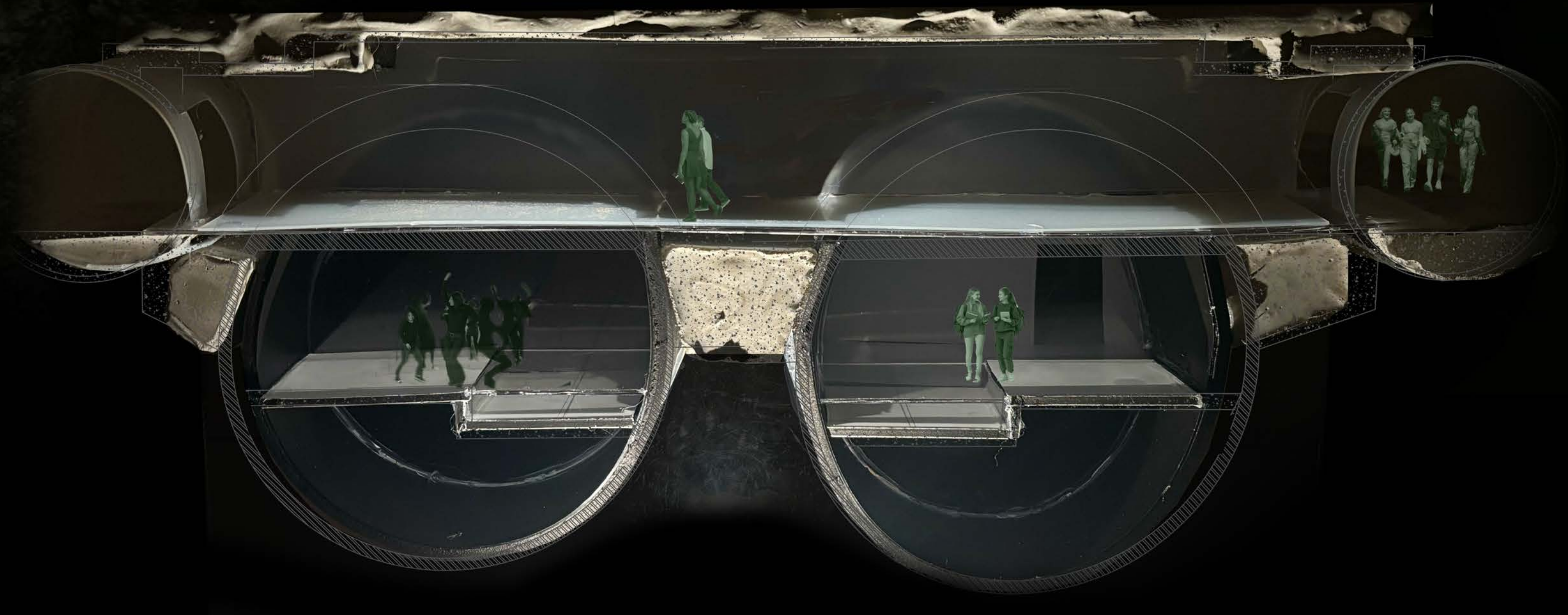
Existing Site Analysis



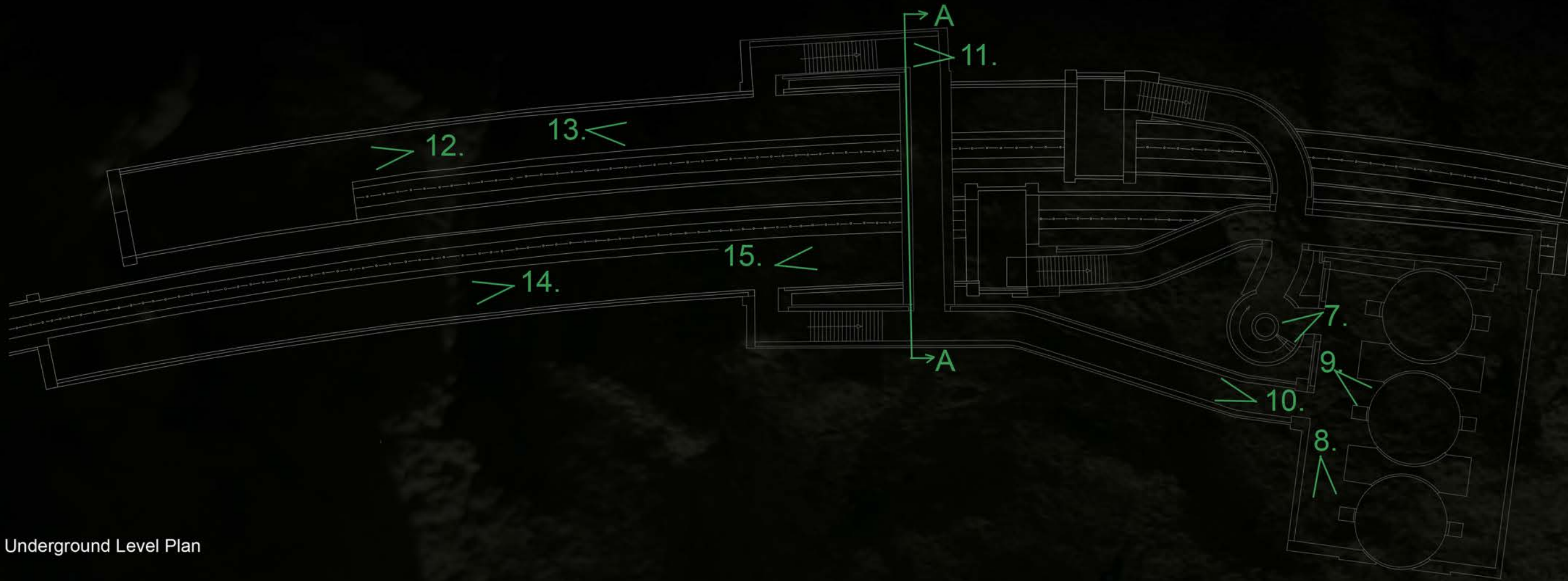
Existing Entrance Level Plan
© TfL



Existing Underground Level Plan
© TfL



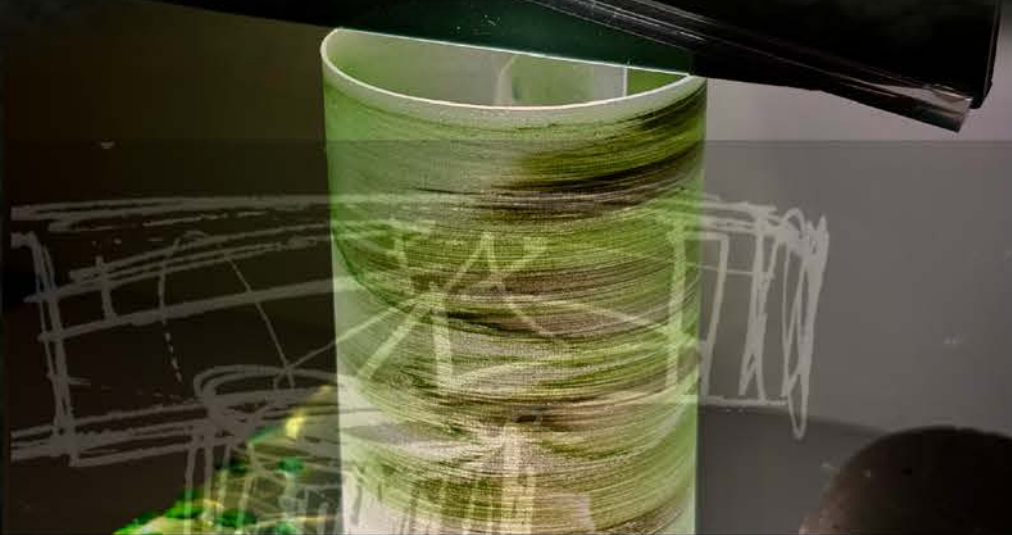
Investigating & modelling structural section AA



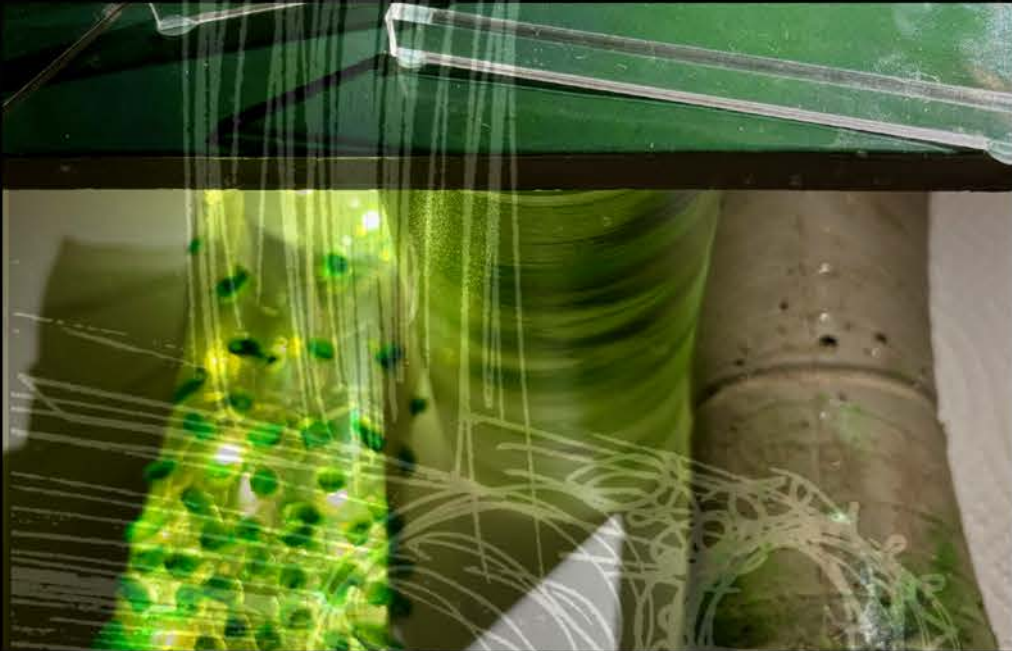
Existing Underground Level Plan
© TfL

Developing Site Through Colour, Lighting, and Texture

The use of colour, texture, and light to build adrenaline and atmosphere throughout the building as you reach the underground tunnels.



Paint strokes to represent movement down underground.



Emphasising the layers of the site and how environments will change.



Visual parti-diagram model highlighting the different programmes and showing how atmospheres will change through lighting and texture.



Concept model to show light and reflection while merging with original material of the site.



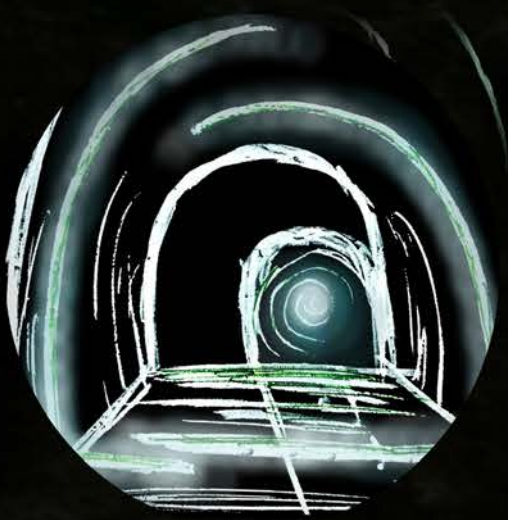
Sketching and exposing different textures to contrast and emphasise light.



Concrete tests, different colours, and textures.



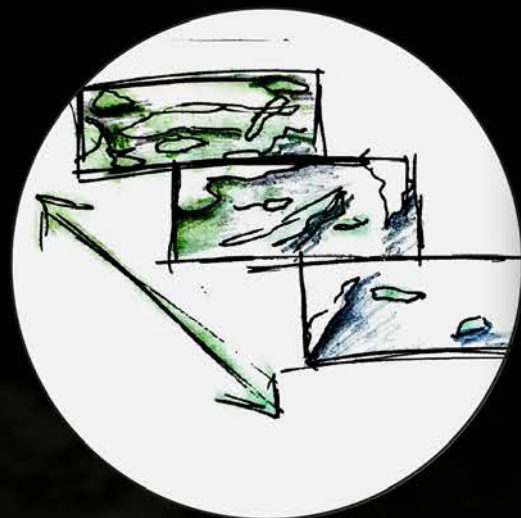
Concrete tests using plastic to reflect light with different ratios in each block.



Sketches highlighting atmosphere and movement.



Using physical models and layering primary videos on top gave a sense of depth and atmosphere to the space.



Sketch highlighting a fade of colour, texture and reflection, to build adrenaline.



The use of different consistencies provided texture and colour that was required to form atmospheres in the underground tunnels.



Altering the colour and angle of the image makes the lighting contrast more and gives a frame for the inhabitation.



Textured concrete contrasting the underground material and the adapted tunnel guiding you towards the programmes.

Bringing Back Movement

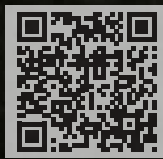
Through the use of concrete, glass, and mirror tiles a unique and immersive experience will evolve through the users movement, footsteps, and dancing within the underground nightclub 'trackTion'



Developed tiles with glass added for reflection.



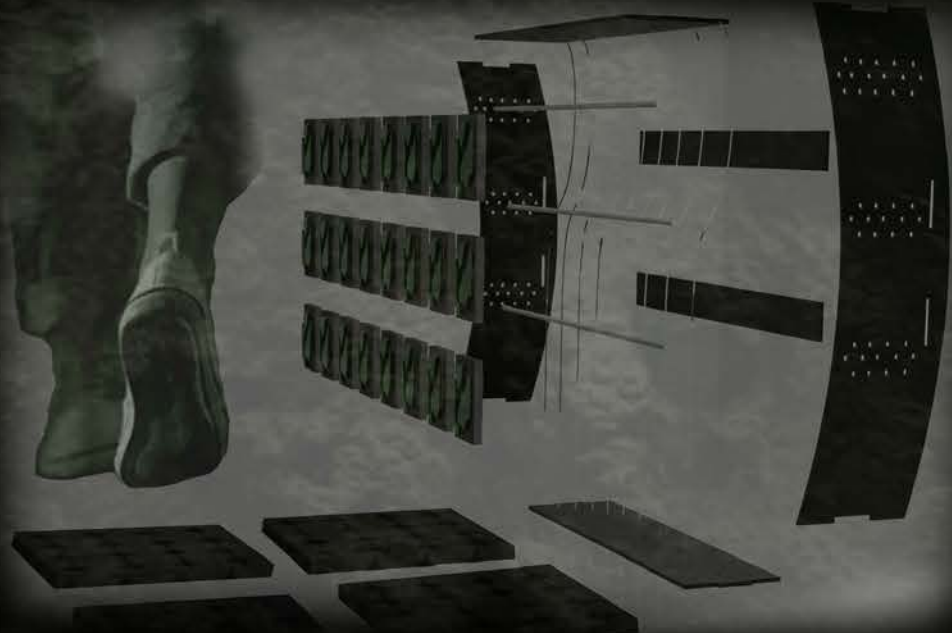
Movement



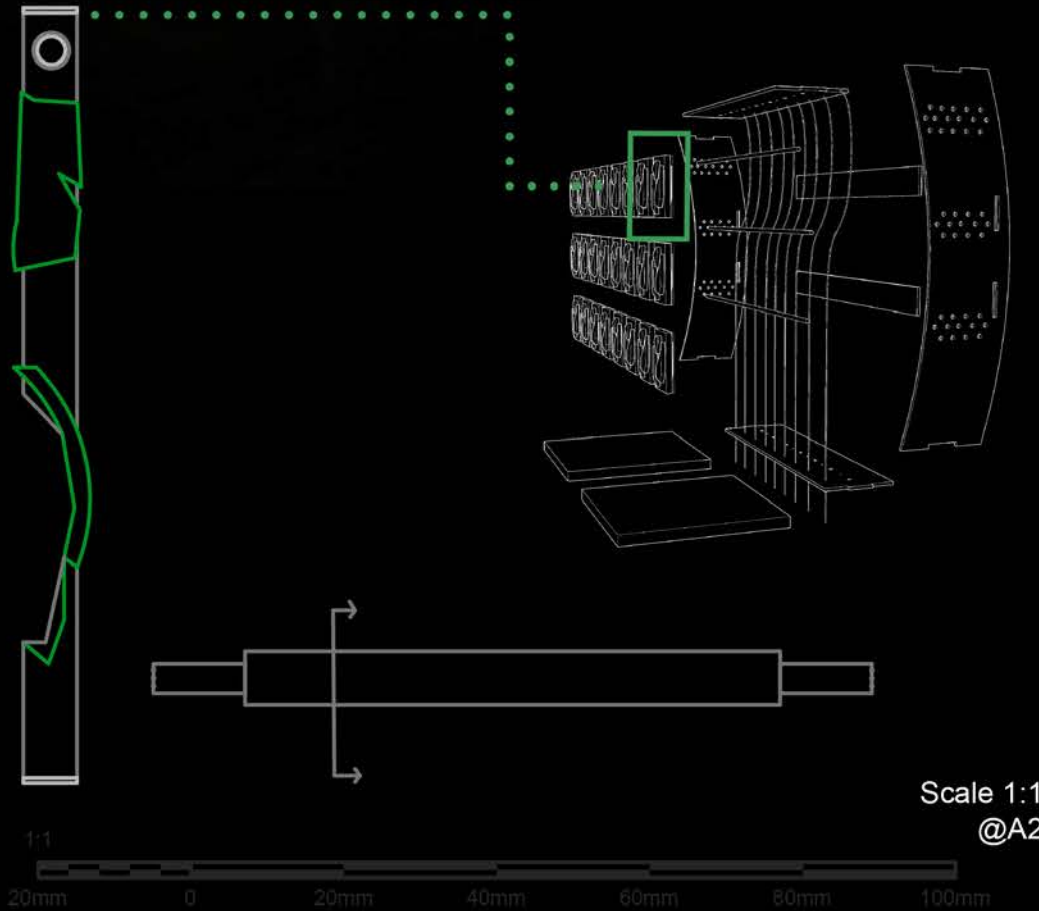
Footsteps & DJ



Reflection



Exploded construction detail of moving tile concept for nightclub.



Nightclub - 'trackTion'

https://youtu.be/uwR1r9D_8OU?si=he-JmQYKNoZqSnZvH



Programmes and Locations

Drawings not to scale.
© TfL



Growth of colour, reflection, and texture
throughout drawings to set atmosphere change.

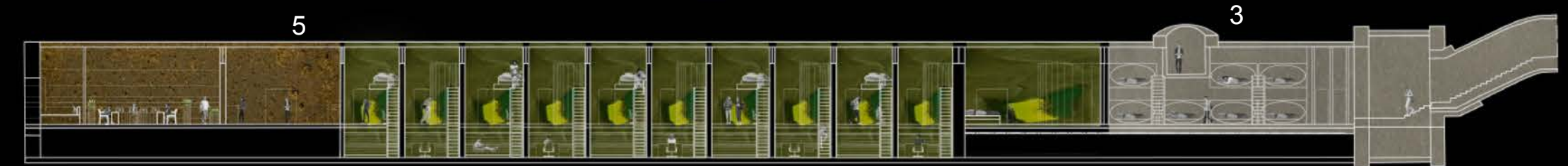


Entrance Plan

Underground Plan



Long Nightclub Section



Long Accommodation Section



Short Section

1. Aldwych Historical Information Centre



2. Aldwych Tunnel Break Cafe



3. The Podterranean



4. Entering the Understudy



5. The Understudy Communal Area



6. Connecting Tunnel Towards Nightclub



7. The Acoustic Cellar



8. trackTion Nightclub

