BIO MADE

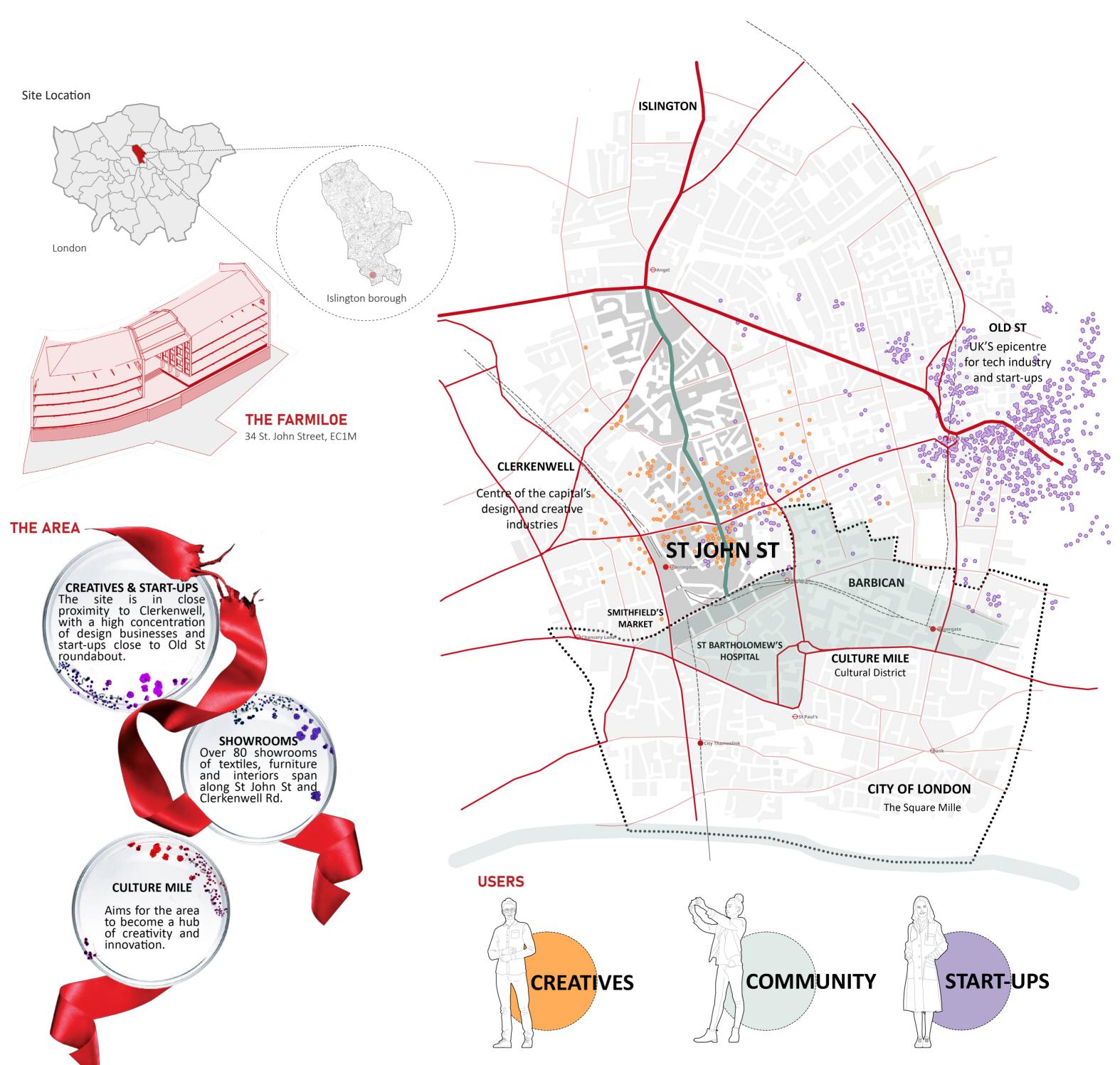
BIO TEXTILES DESIGN CENTER I EXHIBITION SPACE

The integration of science within design practise is opening new possibilities to move towards a sustainable future. The bio-design field has the potential to change the way our clothes are sourced, produced, and consumed by incorporating living organisms to make materials that are biodegradable and require minimal resources, toxins, or water.

Its development is crucial for expanding its applications beyond fashion to other sectors such as architecture, medicine, etc.

The majority of our garments are made in underdeveloped countries where environmental laws are weak or non-existent. The goal of this project is to localise fashion and provide a space where there are no barriers between producers and consumers to raise public awareness and positive change.

BIO MADE aims to foster innovation and promote sustainability. The redevelopment of the Farmiloe building includes exhibition spaces, a pop-up shop, and facilities for the creative industries of the area, comprised of studios, workshops, and laboratories.



THE ENVIRONMENTAL IMPACT OF FASHION



RESOURCES

5 trillion liters of water are used by the fashion industry each year.



POLLUTION

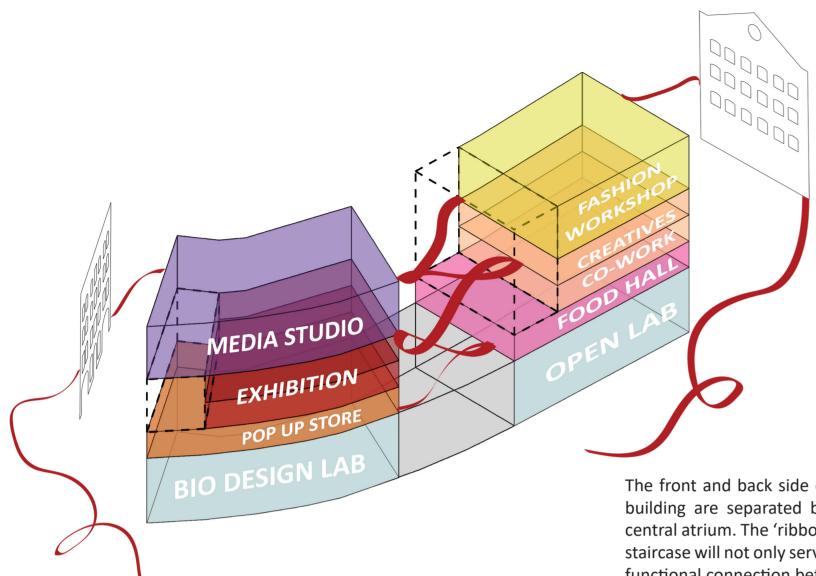
Toxic chemicals are used in the manufacturing process, such as in fabric dyeing and treatments.



WASTE

Polyester, the most used fiber in garments takes up to 200 years to decompose.

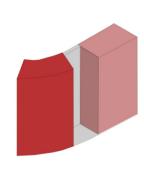
THE BUILDING



The front and back side of the building are separated by the central atrium. The 'ribbon' like staircase will not only serve as a functional connection between the two areas but also as a visually striking centerpiece of the building's design.

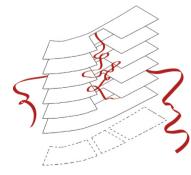


MASSING



The site is divided into three parts

CONNECTED

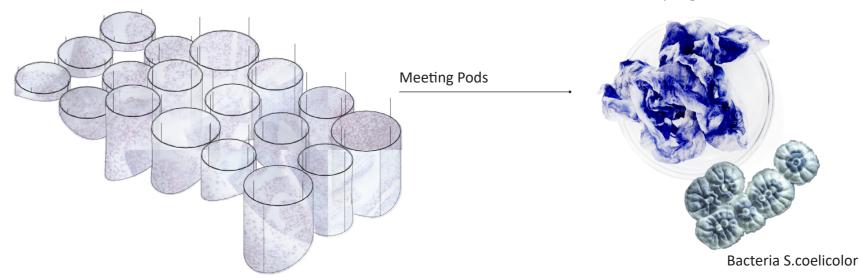


BY A RIBBON



Long Section Not to scale ATRIUM BACK FRONT Short Section Not to scale

Bacteria S.coelicolor generates pigment molecules that can attach themselves to fibres without the use of chemicals.

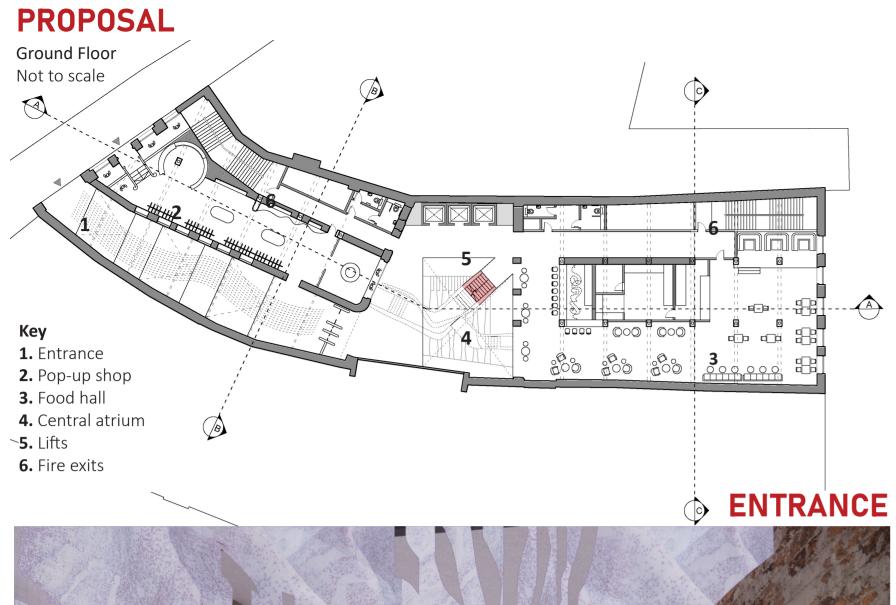


The Atrium - Internal Courtyard

CONCEPT

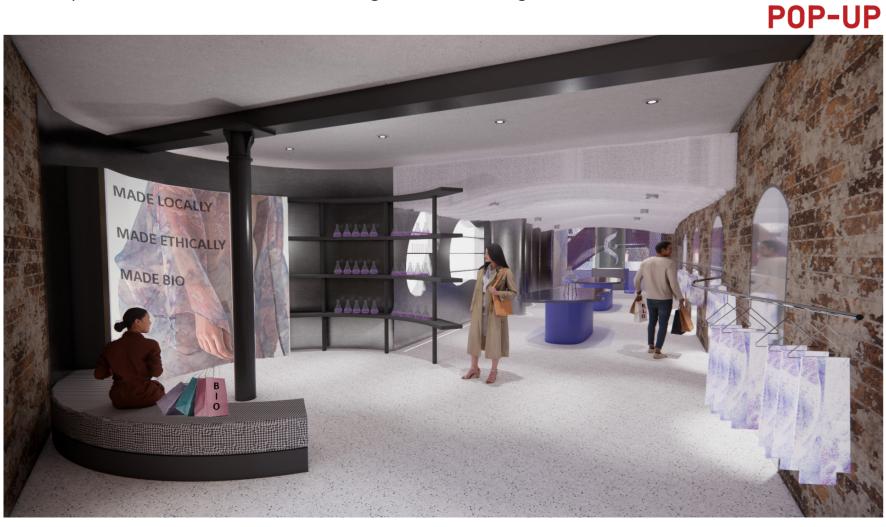
Working with microorganisms to address environmental issues and shift to sustainable means of production.

Bacterial Dyeing





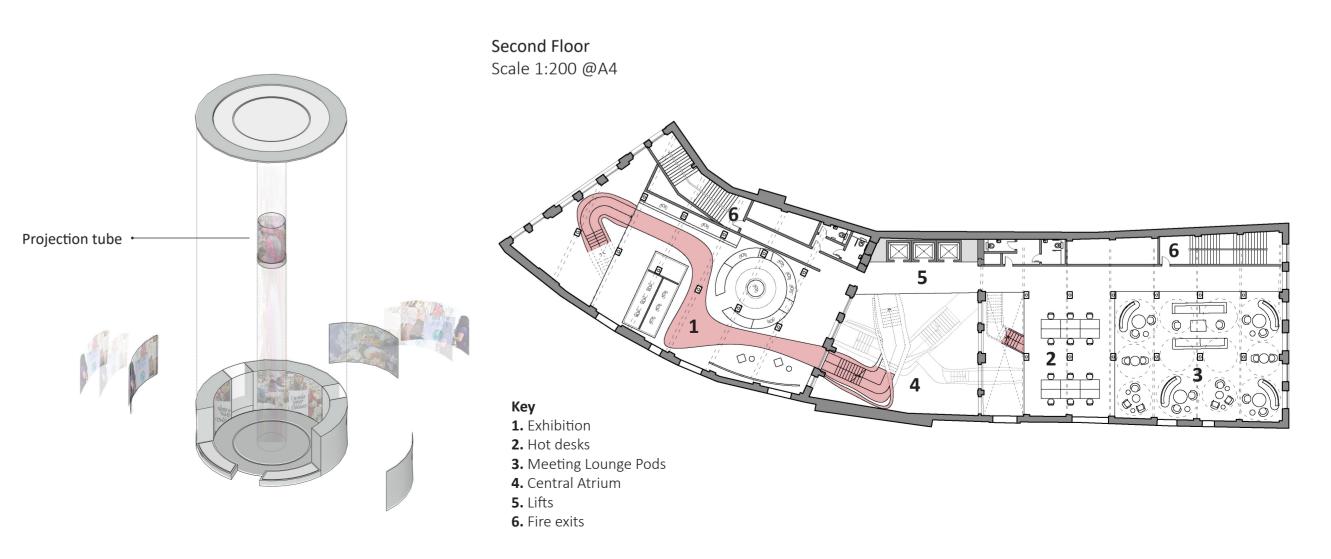
The ramped entrance features a bio fabric ceiling installation leading visitors into the central atrium.



The pop-up shop is where bio garments produced in house are put on sale, appealing to the creative industries of the area.



Interactive displays raise awareness as visitors are encouraged to rethink their relationship with fashion and consider sustainable choices



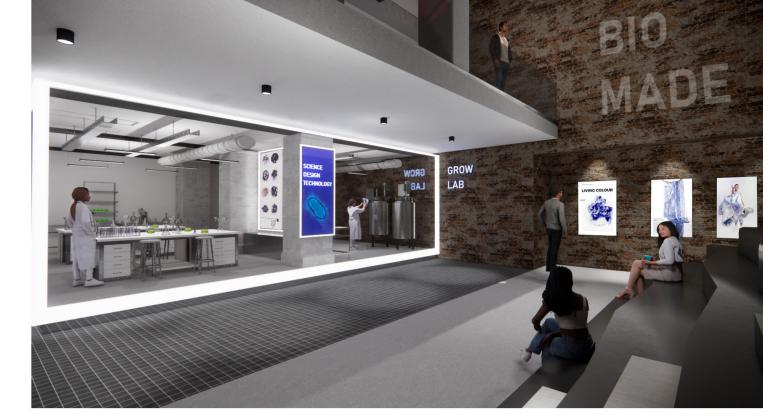
EXHIBITION

BIODESIGN FACILITIES



Bio fabric meeting Pods

GROW LAB



The lab becomes part of the exhibition, the glazed walls allow visitors to see the collaboration between science and design.

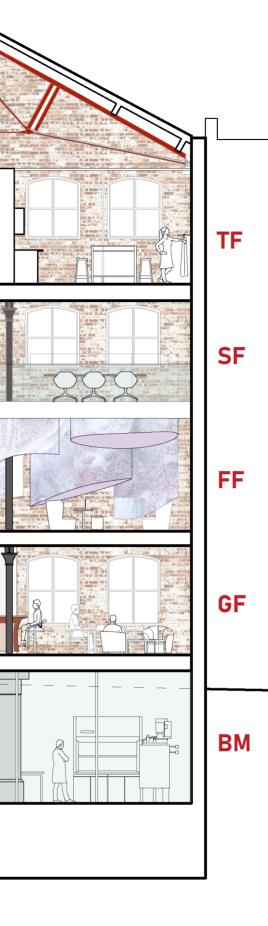
<image>

The shared facility is a dedicated space for designers to create, with areas for pattern cutting, printing, and sewing

BIO MEETING PODS



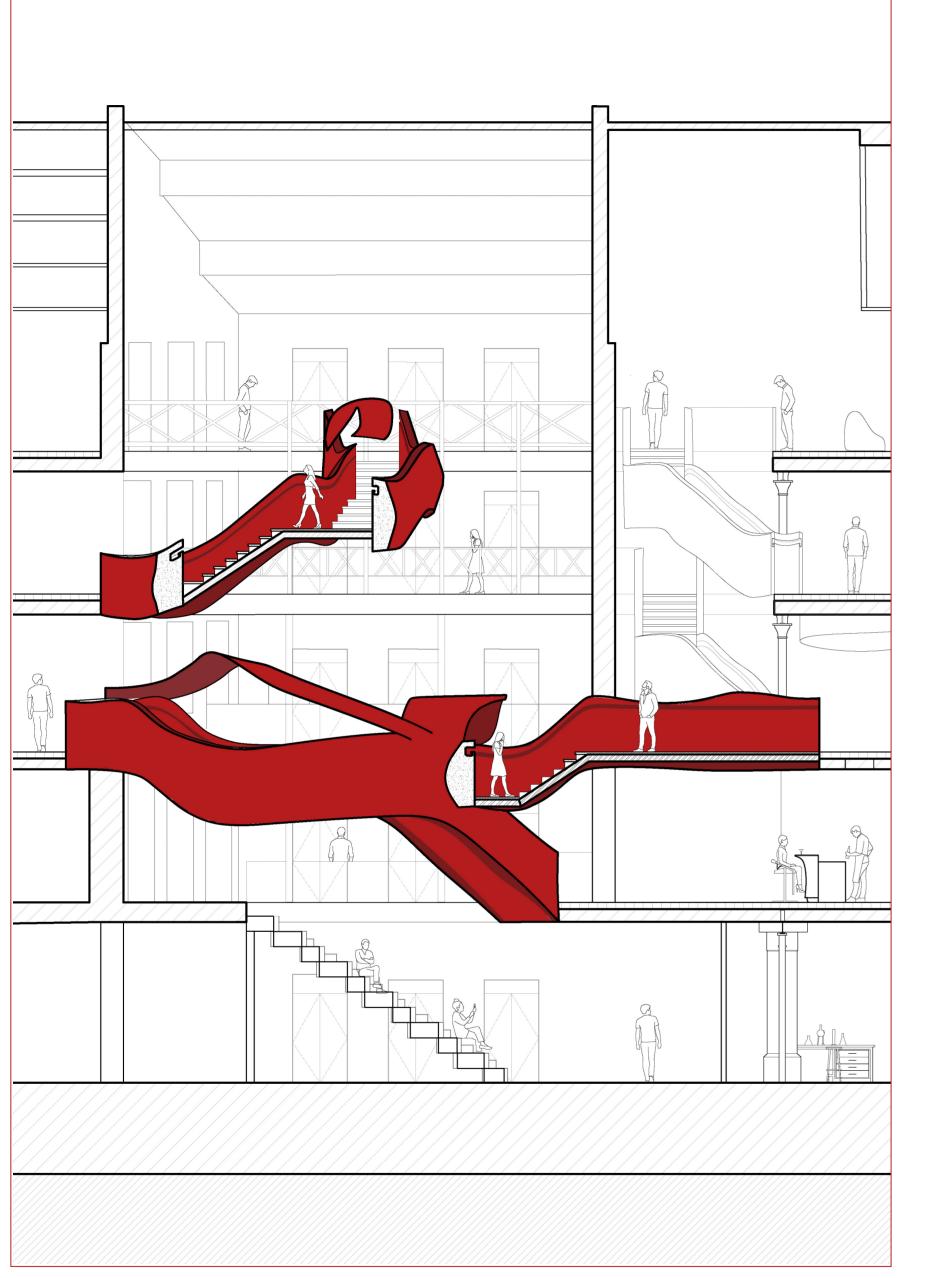
The fabric pods create zones within the space and give a sense of privacy to each meeting area.









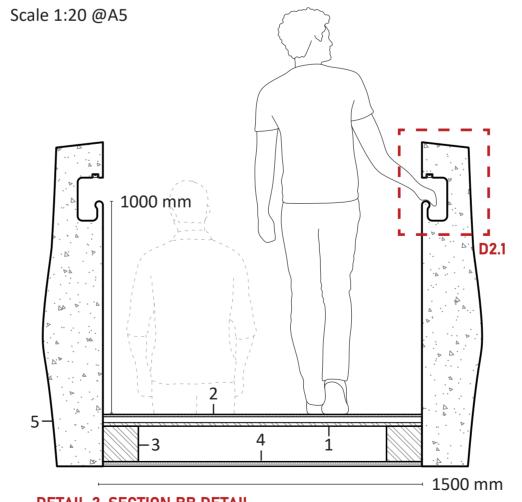


Section AA Detail Scale 1:50 @A3

Ð DETAILS Scale 1:5 @A5 1200mm 165mm 250mm DETAIL 1. STAIR TO FLOOR SLAB CONNECTION 1. Welded steel sheet 12 mm 2. Steel tread 25 mm 3. Tubular stringer 150mm **4.** I-Beam 5. LED lighting below tread 10 mm 6. Floor slab

Staircase Plan View

Not to scale



DETAIL 2. SECTION BB DETAIL

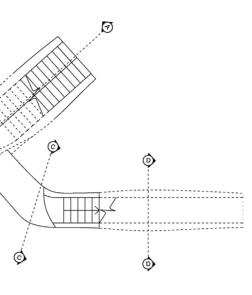
1. Welded steel sheet 12 mm

2. Steel tread 25 mm

3. Tubular stringer 150mm

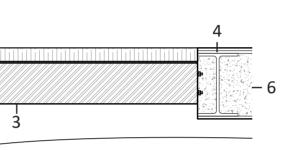
4. LED screen

5. Concrete ballustrade





The 'ribbon' inspired staircases are located at the central atrium providing easy access between floors.



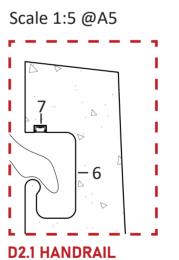


both sides of the building.

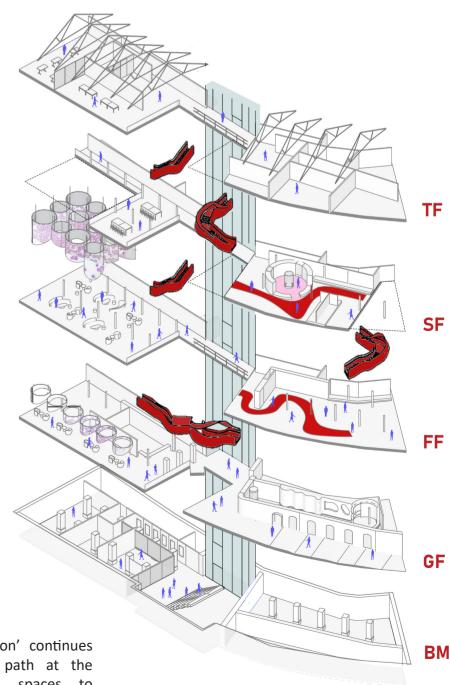


The central atrium's staircases overlay to connect The stair leading to biodesign facilities is partly covered to discourage the public from taking the 'junction'.





6. Recessed handrail 50 mm 7. LED lighting above handrail



The 'ribbon' continues as floor path at the exhibition spaces to guide the user's journey.