

Barriers Thresholds and Inter-connections

'A Pierced Environment' is focused on looking at the notions of boundaries, limits, openings and junctions and to create a space where expression persists.

The space is formed into two coexisting environments; Club culture and printmaking. A space of collective, bodily expression, where movement, sound, and atmosphere is held. The print workshop where ideas can be recorded, reproduced, and shared and kept. Their coexistence is informed by the culture of creative production and collective action. Just as activist and campaign groups, architecture studios, and newsletters often work through the night to produce prints, posters, and publications, the nightclub becomes another site of nocturnal activity and release. By bringing these programmes together, the project creates a continuous cycle of production and expression, where making, communicating, gathering, and performing operate as a singular mechanism within the framework of the Victorian bathhouse.

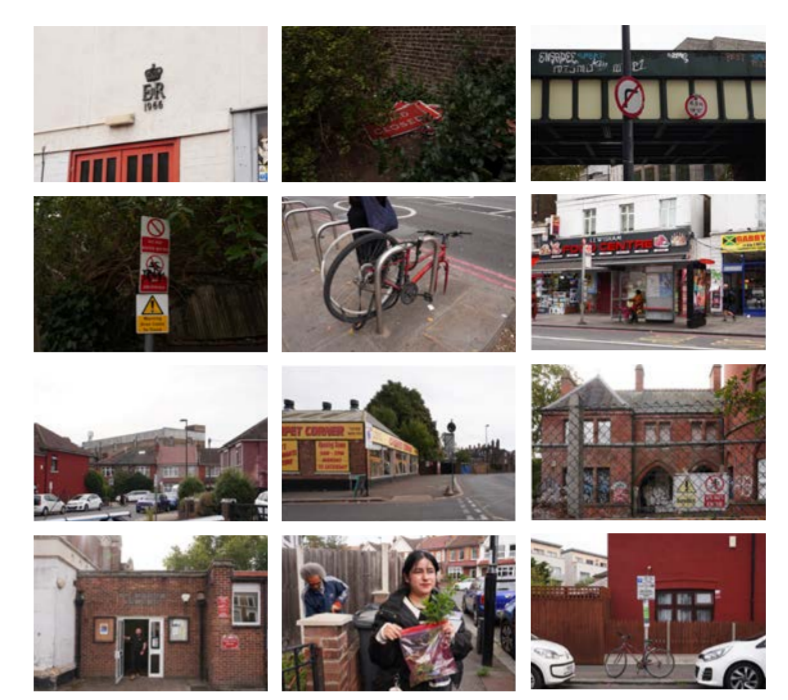
Throughout my project, I developed an experimental design process that combined analogue and digital methods to explore new ways of understanding and inhabiting space. Through mapping, printmaking, model making, hand drawing, collage, and material experimentation, I investigated the traces, markings, and expressions embedded within the site. These processes informed the development of a nightclub and print workshop, where making, gathering, and self-expression coexist.

By using a range of tools and iterative methods, the project demonstrates how process can become a generator of spatial design, creating new relationships between architecture, creativity, and freedom of expression.

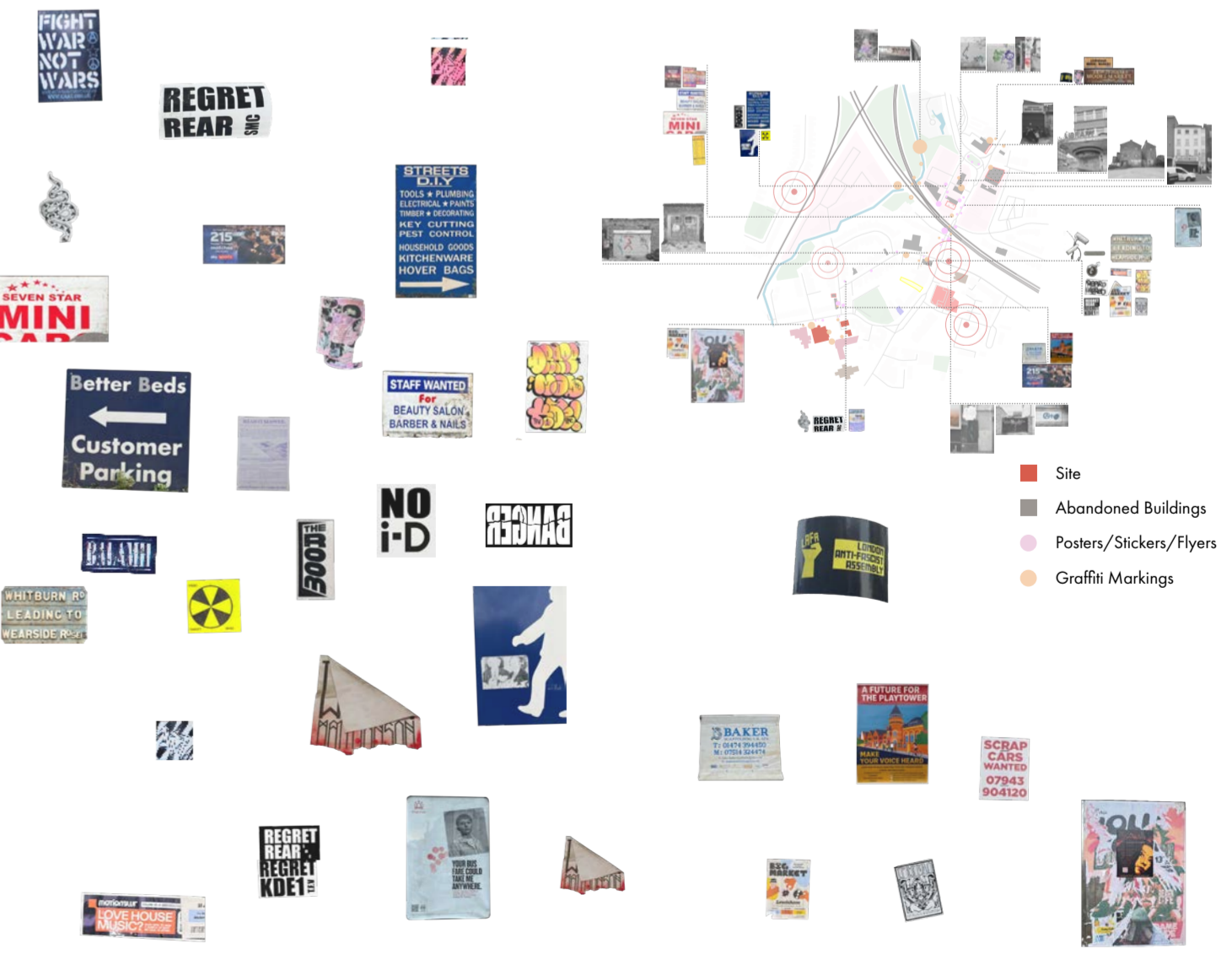
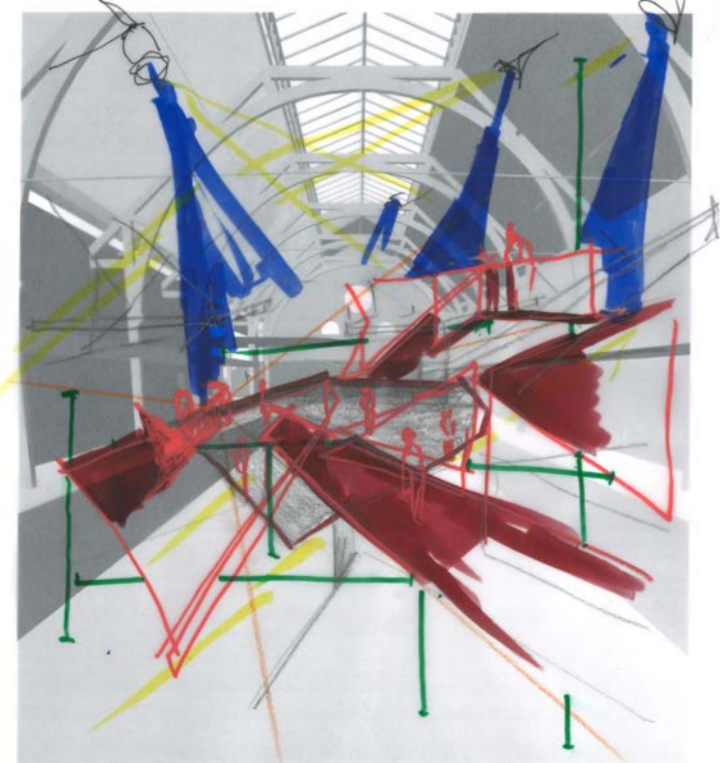
... Escapism, connection, belonging, rebellion - whatever it is you want to feel the building has been pierced - have at it.



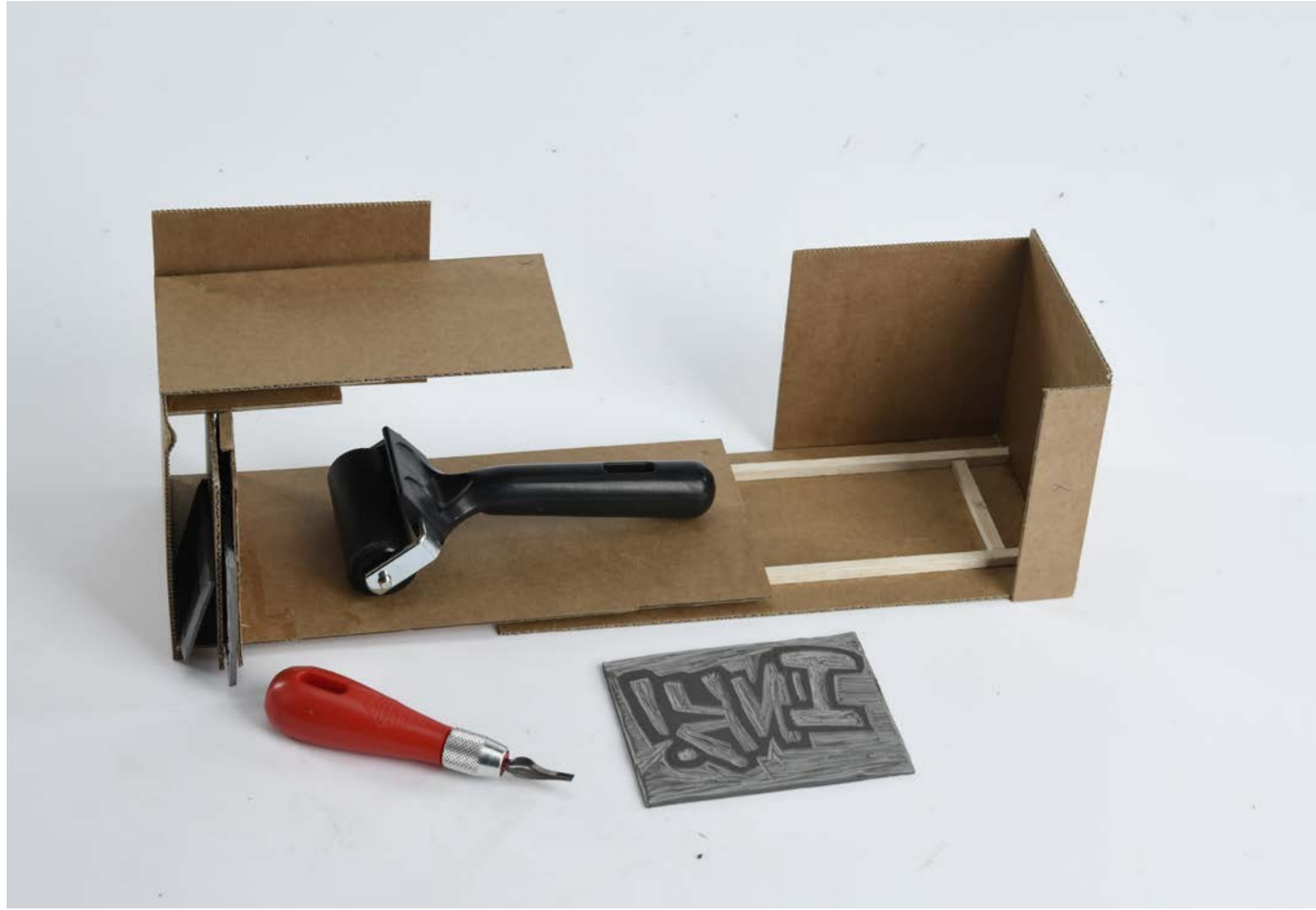
Throughout my visit, I found myself instinctively drawn to the colour red. It emerged as a striking visual thread, bold, insistent, and impossible to ignore. Reappearing across graffiti, sign-age, and street markings, red carried a sense of prominence and urgency, cutting through the surrounding environment and demanding attention.



- BALAMI: Delivering mixes recorded in London's clubs straight to your phone no a radio station
- Regret Rear: Skateboarding Brand
- London Anti-Fascist Assembly
- NTS: London Based Online radio station.
- "Fight war, not wars" is an anarcho-pacifist slogan coined by the British punk band Crass in the late 1970s.
- THE ROOM: The Room Studios in London, which is used for band rehearsals, music writing, and studio recording

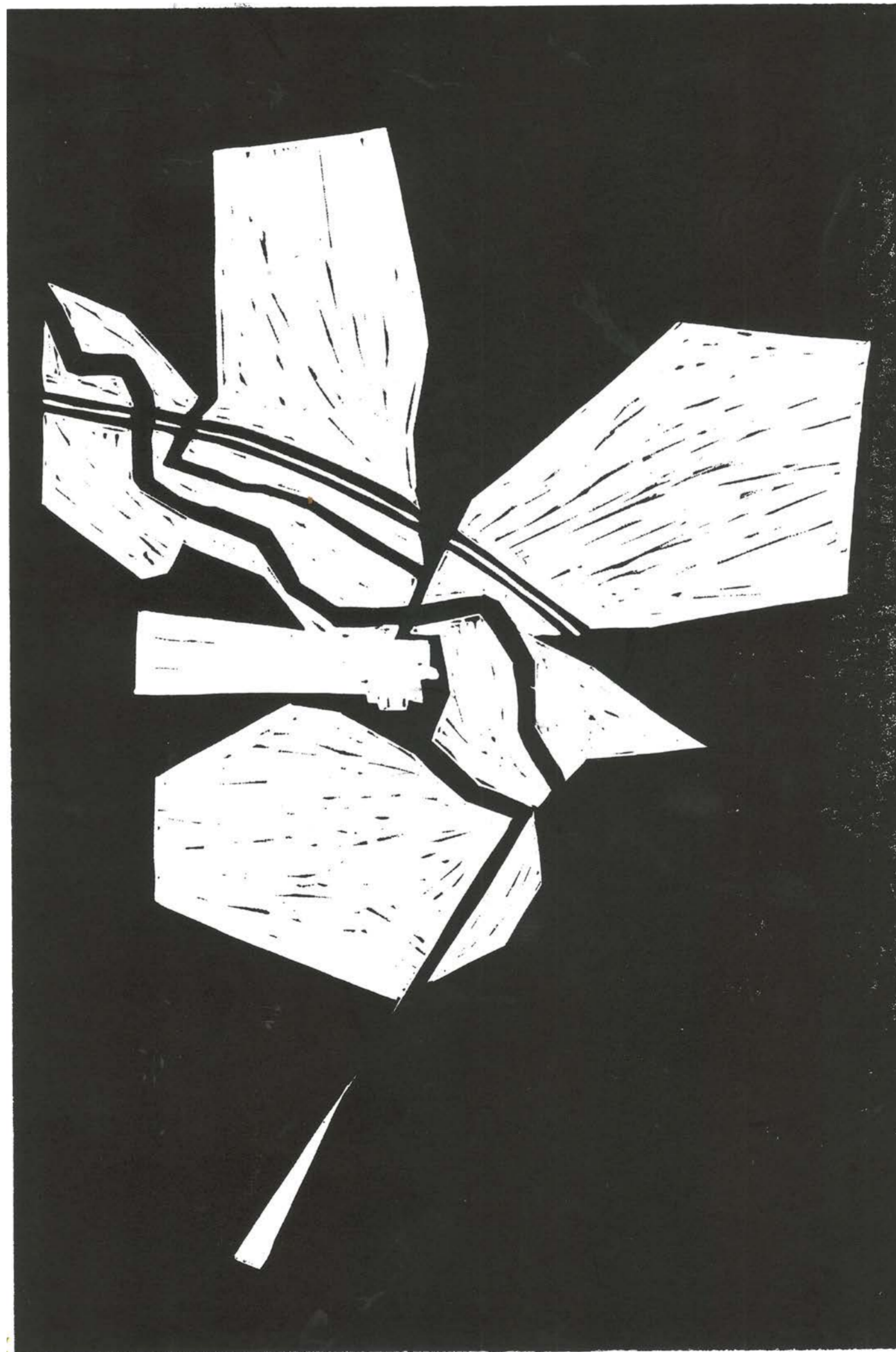
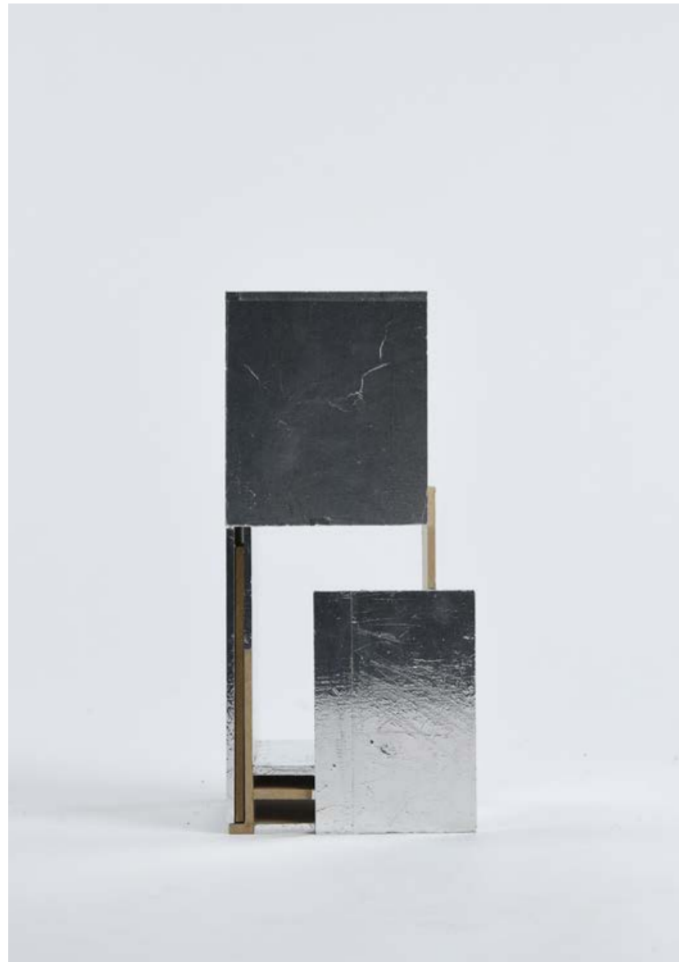
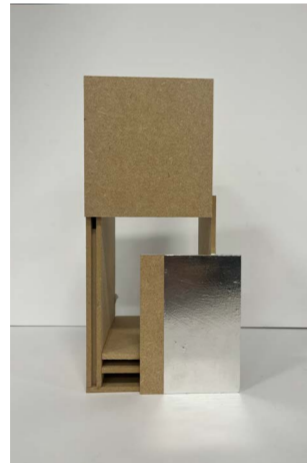


INTERACTIVE PRINTING DEVICE



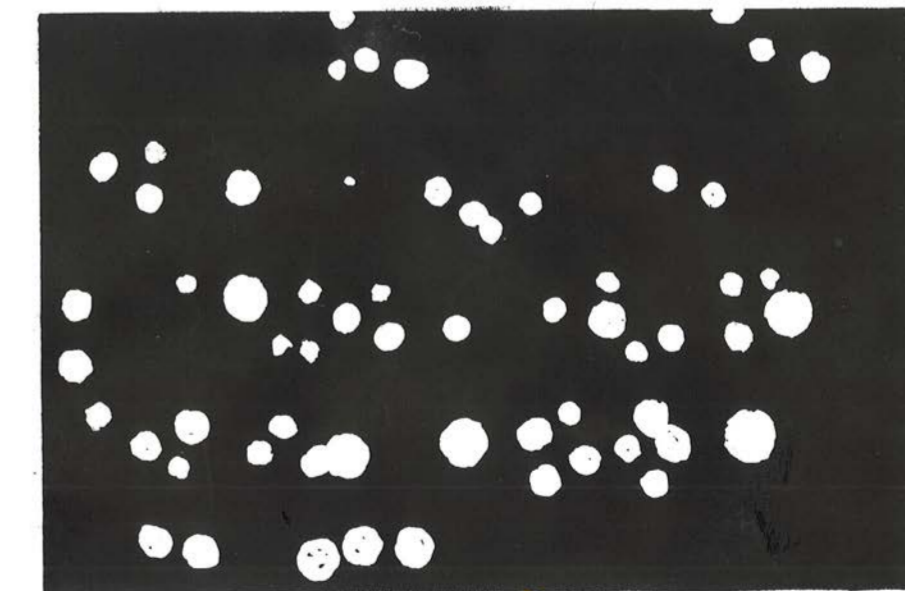
Hidden production and archiving are explored through this tactile architectural object. Designed to operate hidden behind its reflective surfaces. It allows users to print, duplicate and store materials and tools. The piece functions with a sliding mechanics, which allows printing to occur from within. Integrated elements include a hook for a print roller and internal archive for storing outputs.

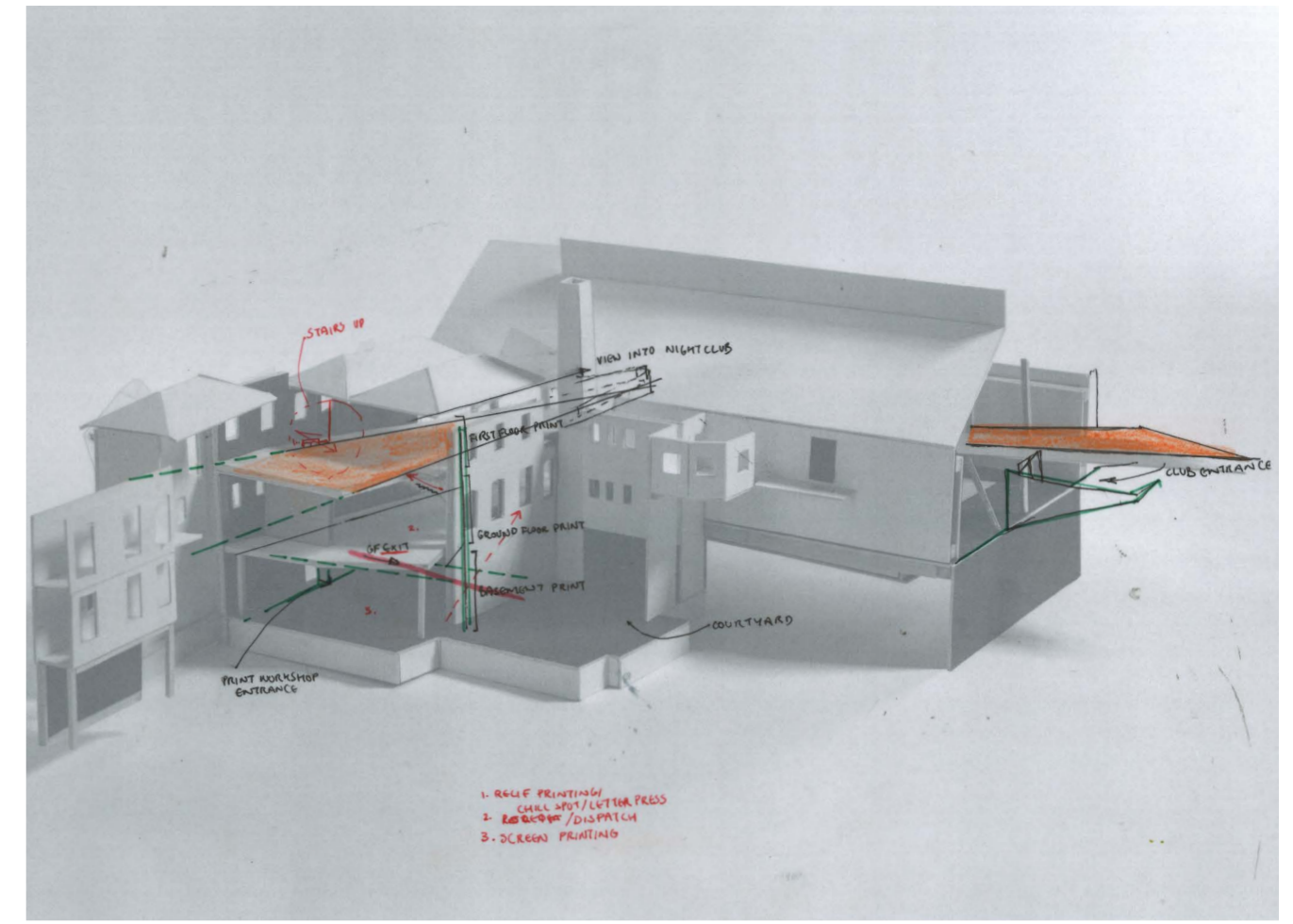
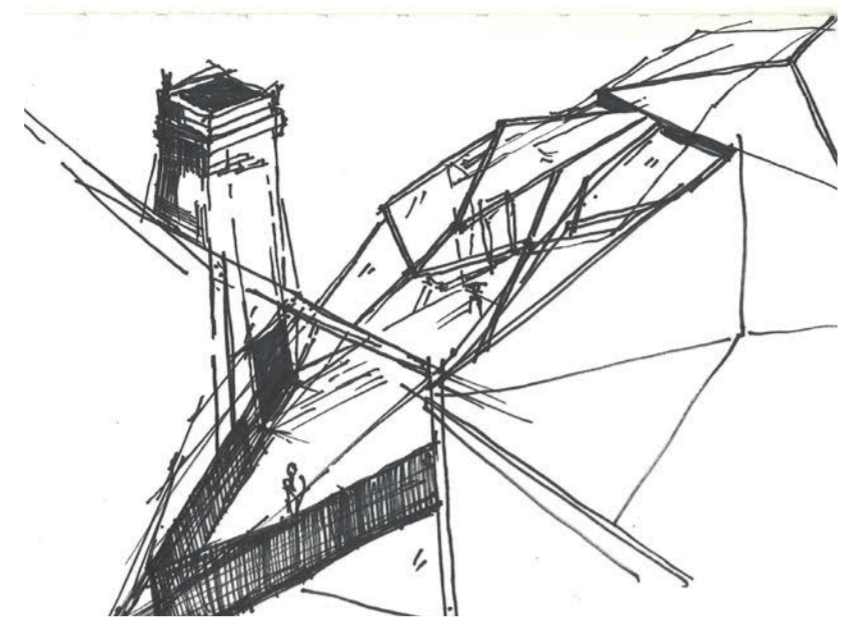
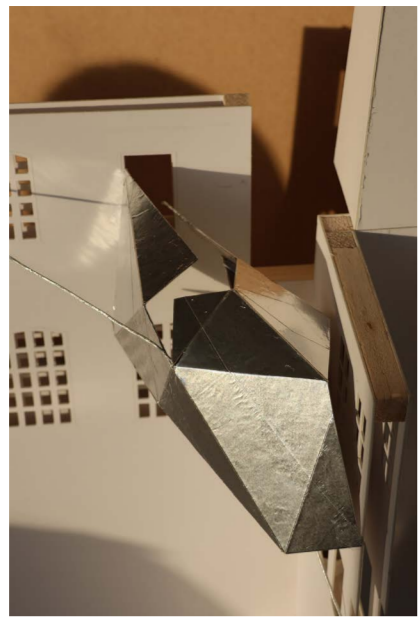
Exploration of the Proposed Device Situated Within the Site @ 1:20



Handmade Lino Prints

1. Conceptual Map of Site and Area
2. Existing Graffiti markings on exterior of site
3. Existing engraved markings on exterior of site, where vicotiran childrens twisted coins whilst waiting in line for the baths.

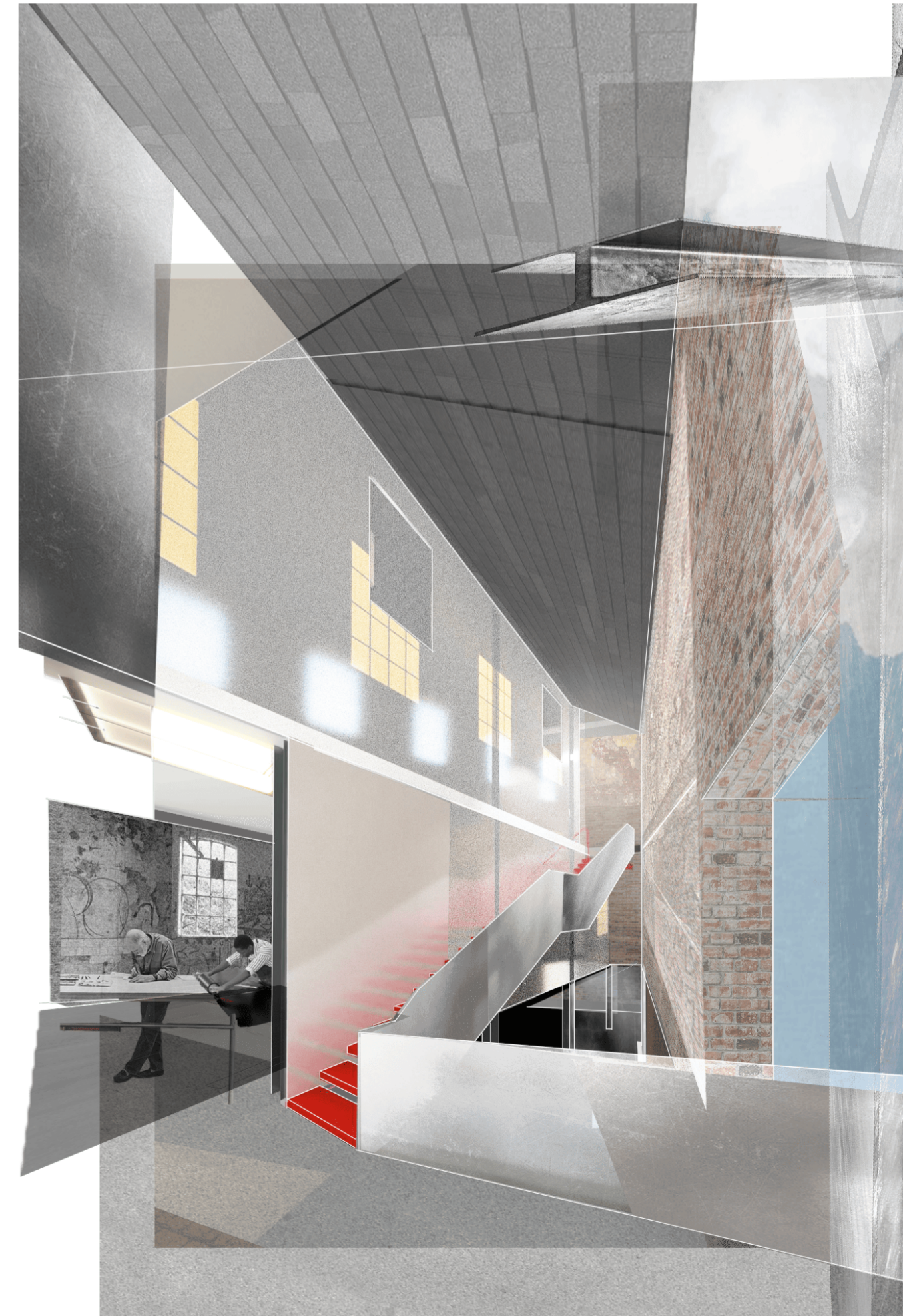
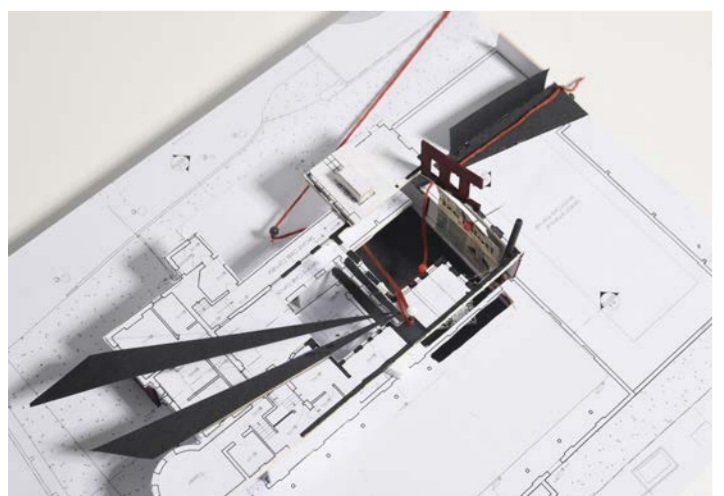
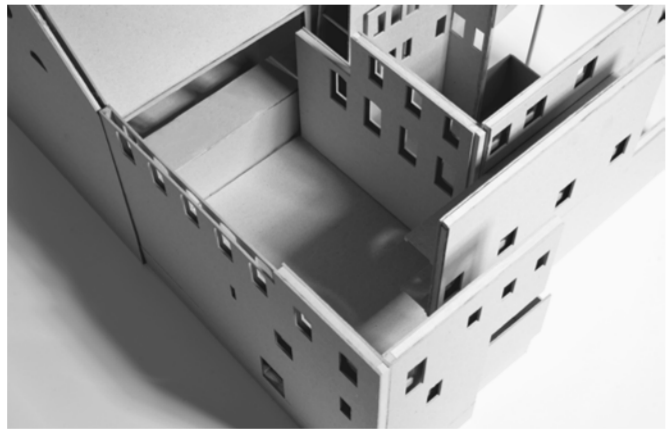
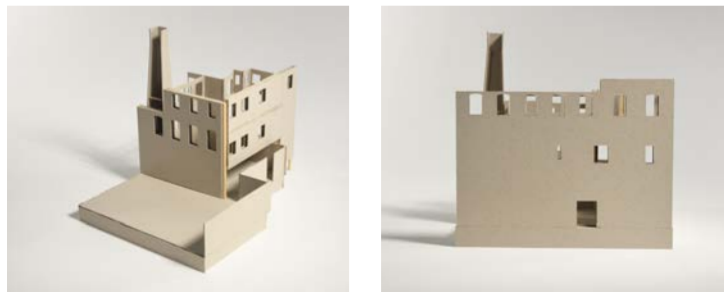


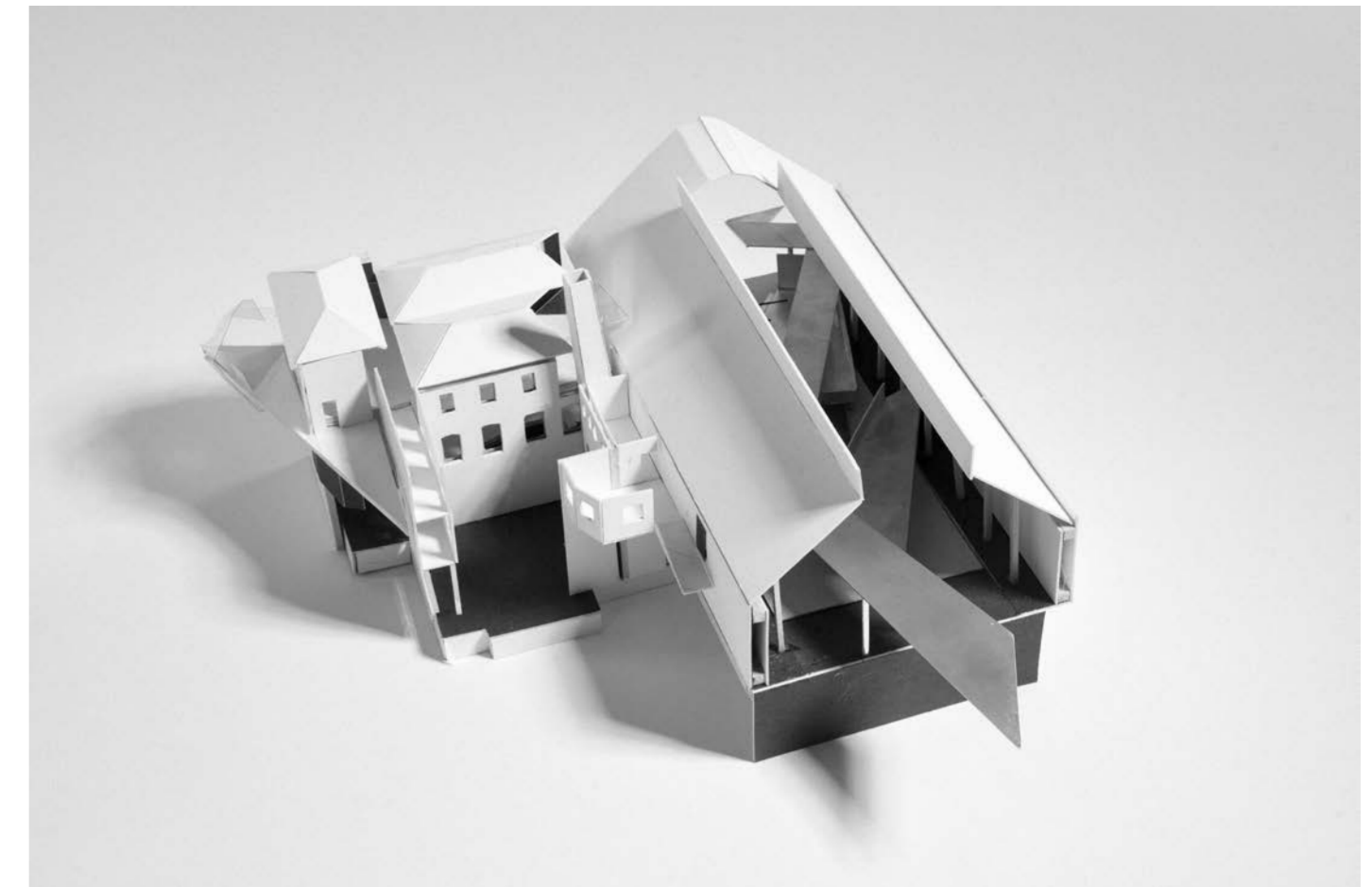
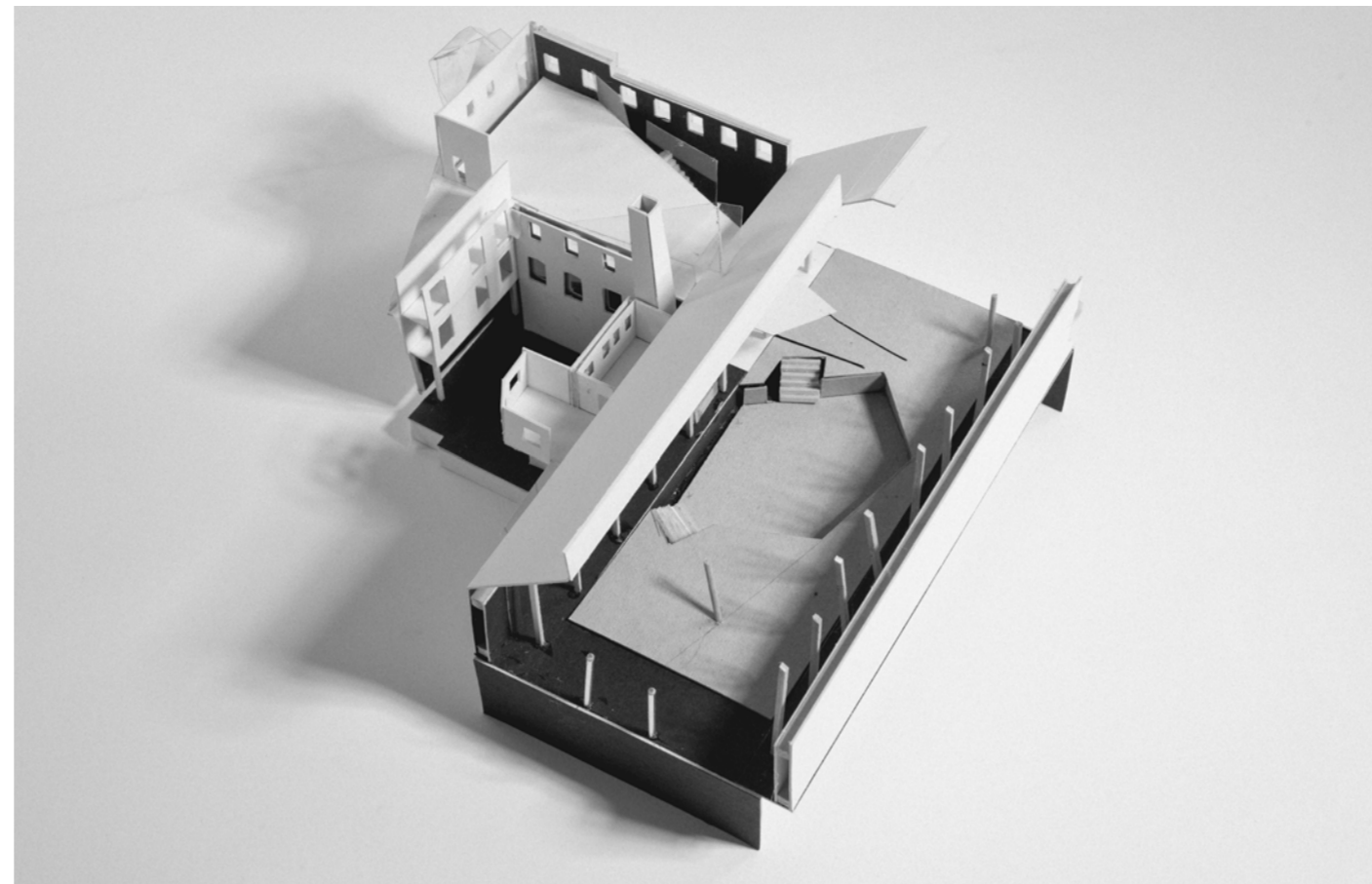
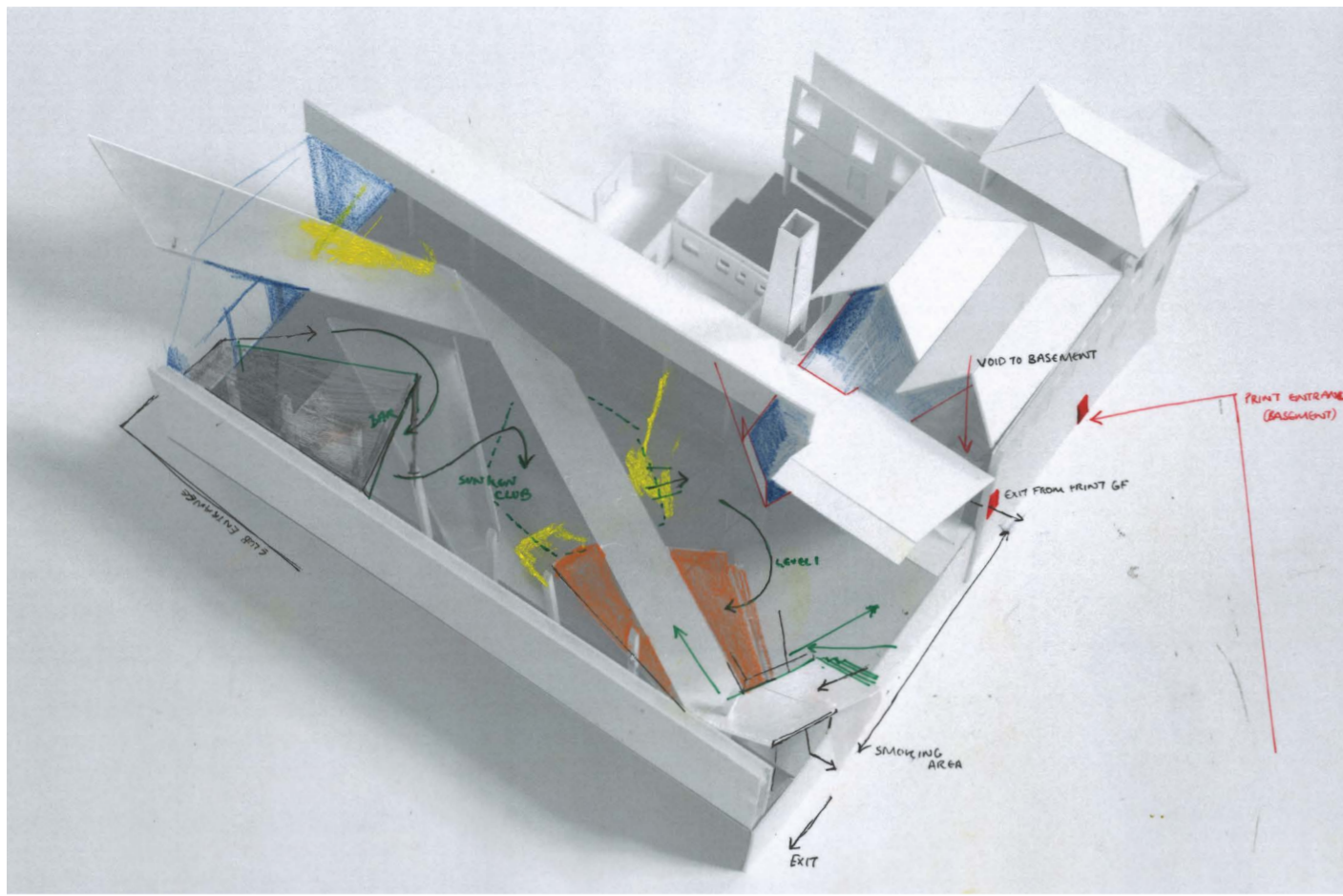


Digitally collaged interior views of the print workshop, where visitors are greeted by the inserted piercing form and a red stairway that acts as a wayfinding device. Concealed within the existing building fabric, the intervention is revealed gradually through a hidden basement entrance, creating a sequence of discovery and spatial transition.

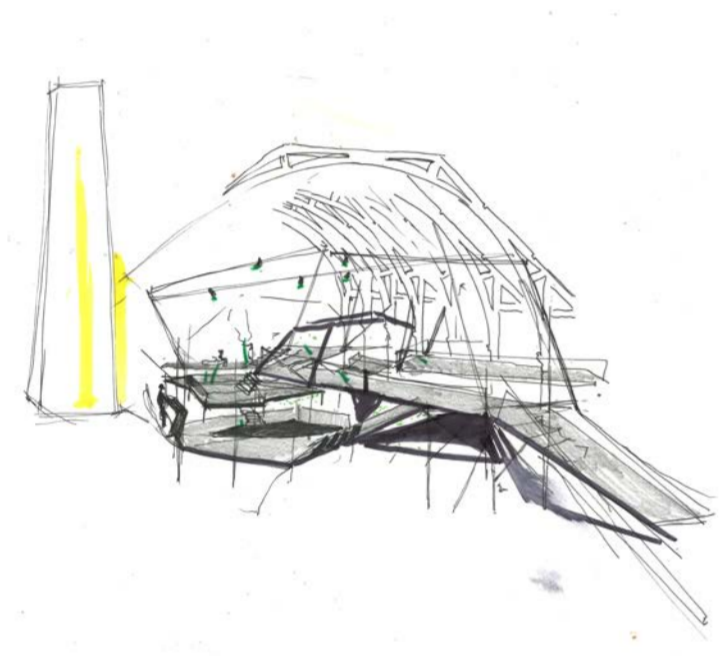
01. Entry begins through a concealed tunnel connected to the park rather than the main road. The descent into the basement acts as a transitional threshold, gradually revealing the central void and inserted metal structure. Emerging within this space, visitors encounter the contrast between the existing ruin and the new intervention.

02. The hidden rear of the building offered the greatest opportunity for intervention. Existing floor plates, weakened by decay, were removed to form a central void. Within this space, remnants of former floors, wallpaper, tiles, and graffiti are preserved, revealing layers of occupation and creating a dialogue between past and present.





Part of the existing bath is proposed to be filled with concrete, leaving behind a sunken dance pit with layered platforms suspended above. I explored this by folding metal, 1:100 model and creating a 1:50 plaster model.



Zoning and circulation collage

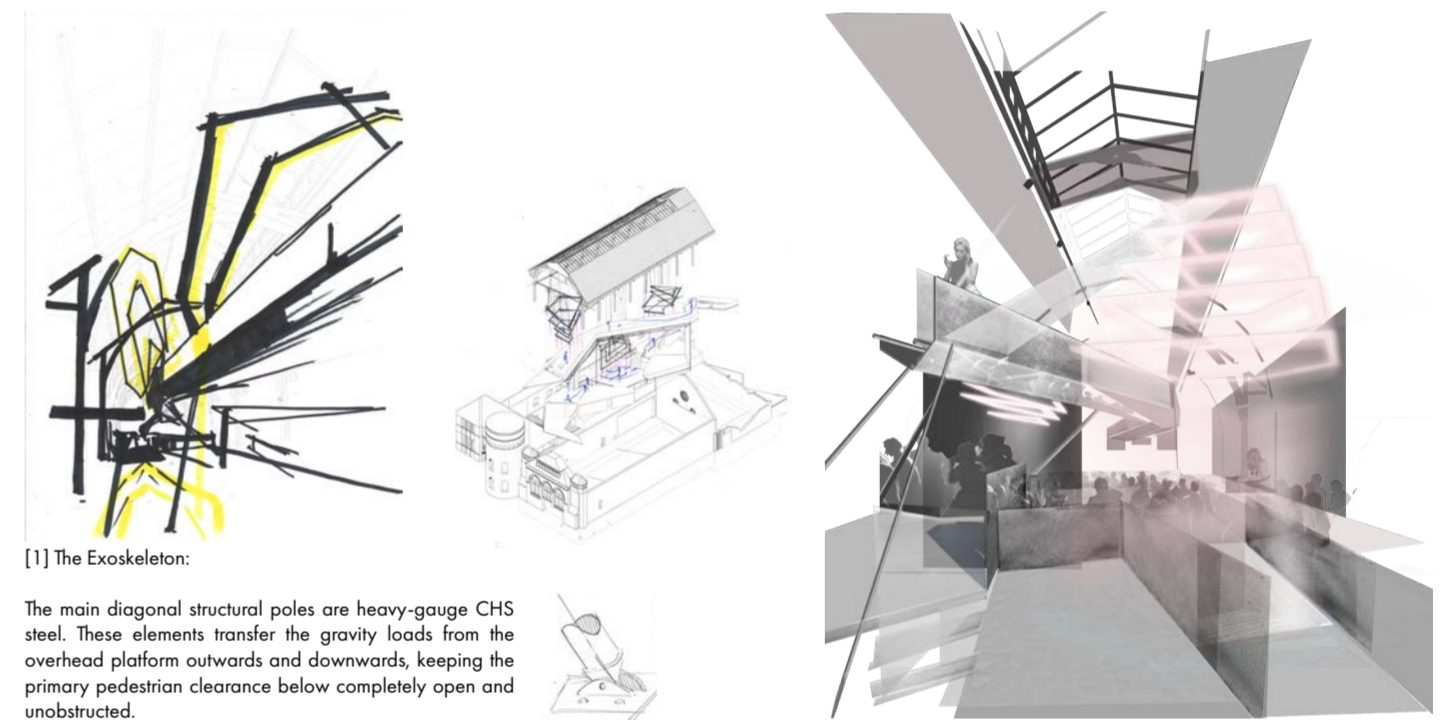
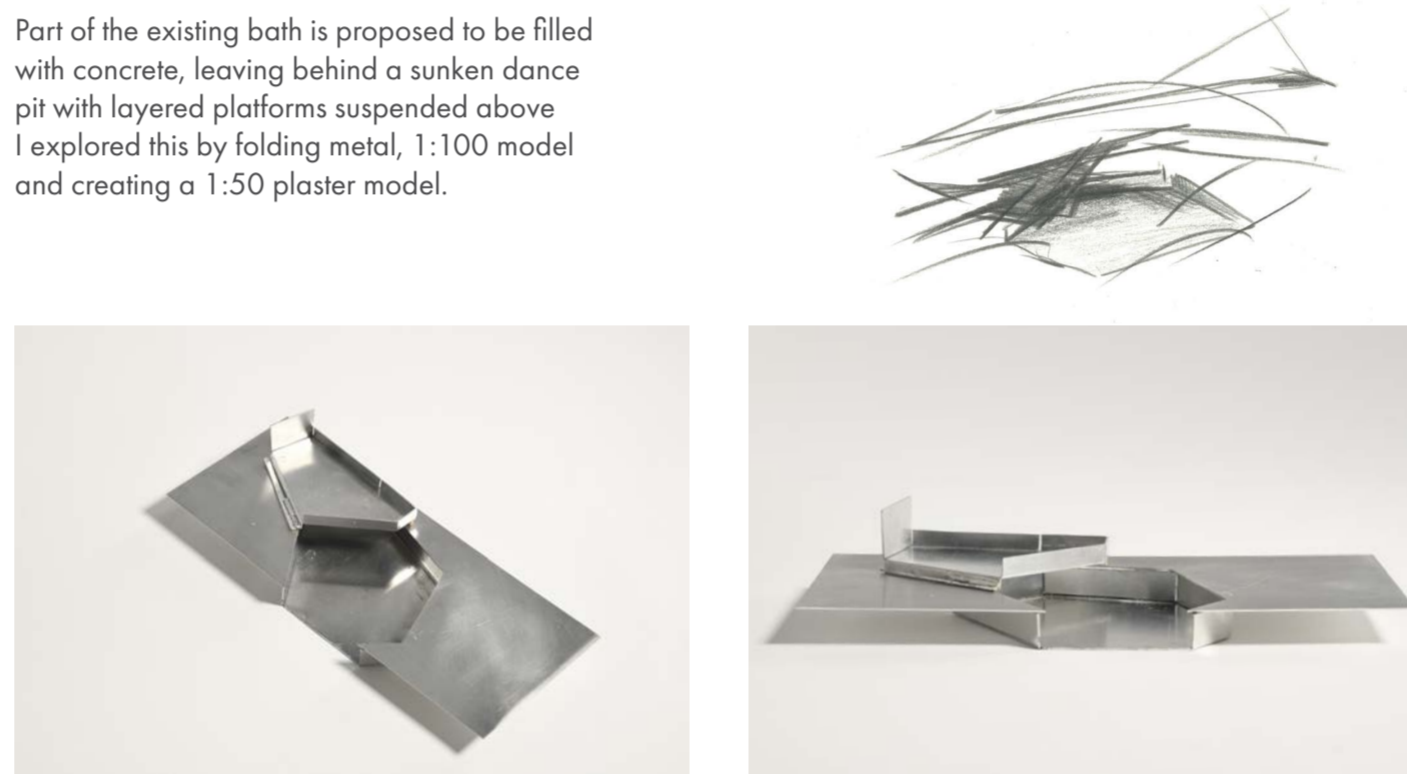
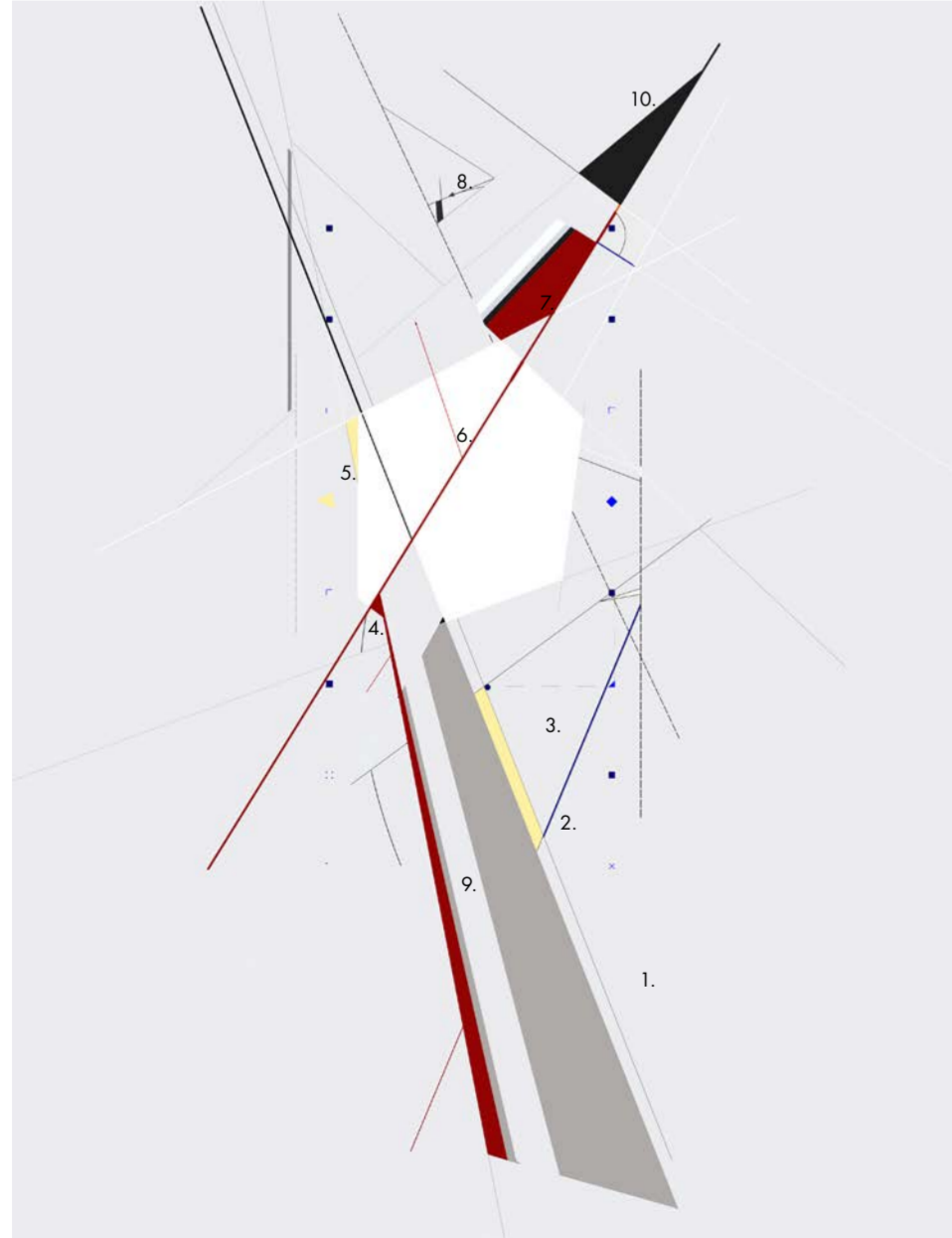


[2]

Zoning and Circulation of the Night Club [First Class Bath]

1. Night Club Entrance, under Sculptural metal marker, a landmark and way-finding device.
2. Cloakroom/Ticket station
3. Bar
4. Stairs down to Pit
5. DJ Booth
6. Sunken Dance Pit
7. +1 Level
8. Stairs up to Mezzanine
9. Chill out sofa booths
10. Outdoor Balcony Smoking area [First floor and Ground Floor]
11. Exit

03. The design of the Night Club.
The nightclub is created as a layered spatial intervention within the former First Class Bath [2]. A folding mezzanine and elevated circulation routes cut through the existing volume, responding to the building's structure while appearing to pierce its fabric. Creating a space of adventure, discovery and movement.

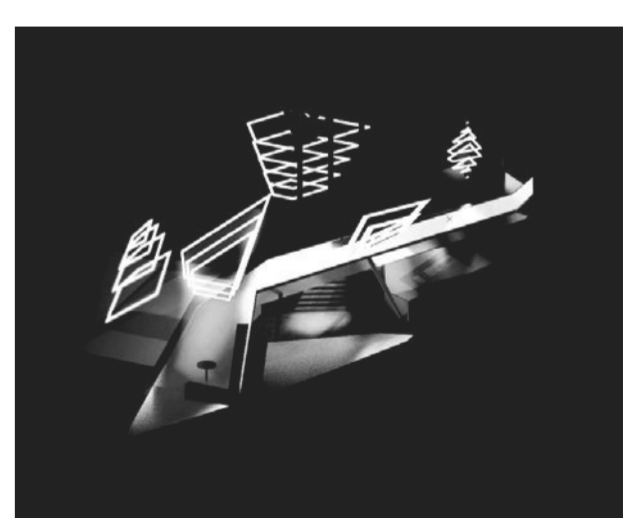
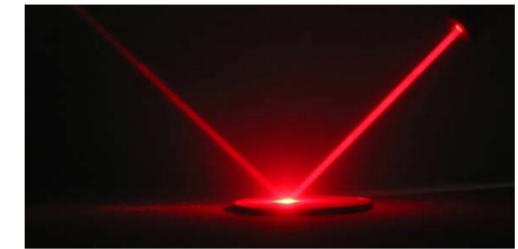


[1] The Exoskeleton:

The main diagonal structural poles are heavy-gauge CHS steel. These elements transfer the gravity loads from the overhead platform outwards and downwards, keeping the primary pedestrian clearance below completely open and unobstructed.

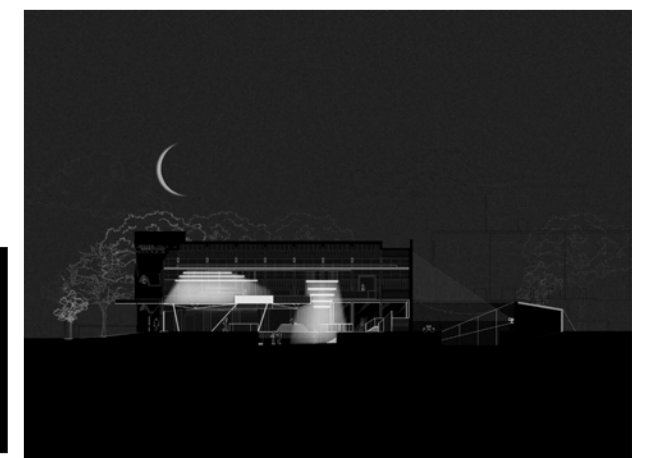
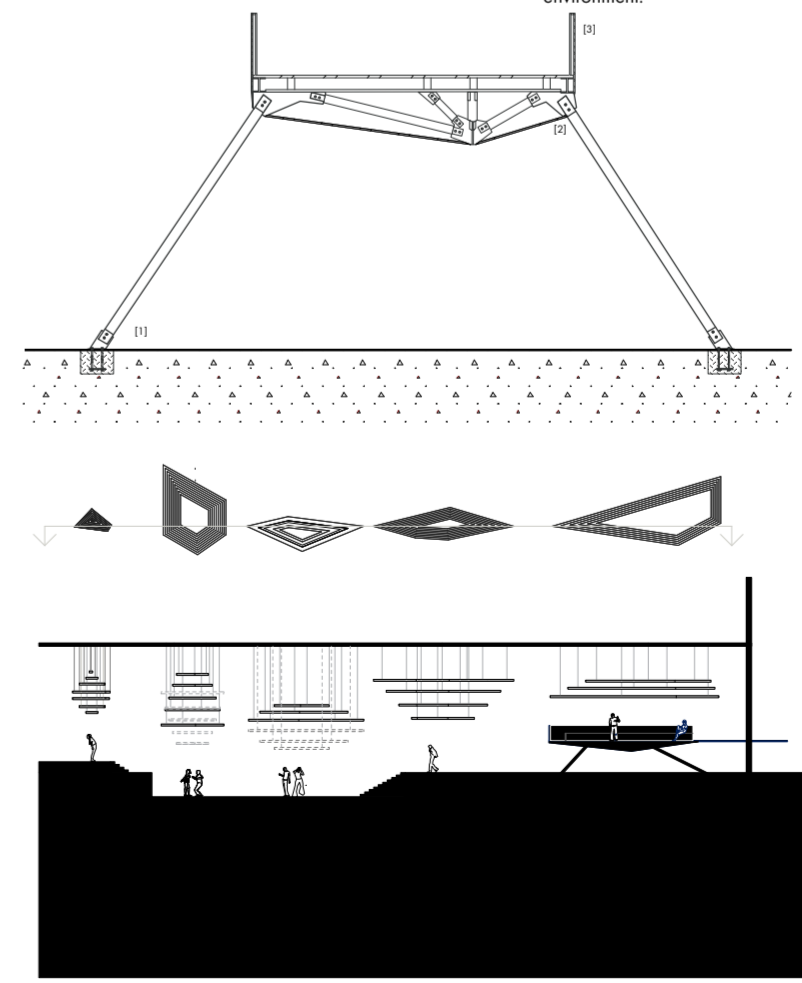


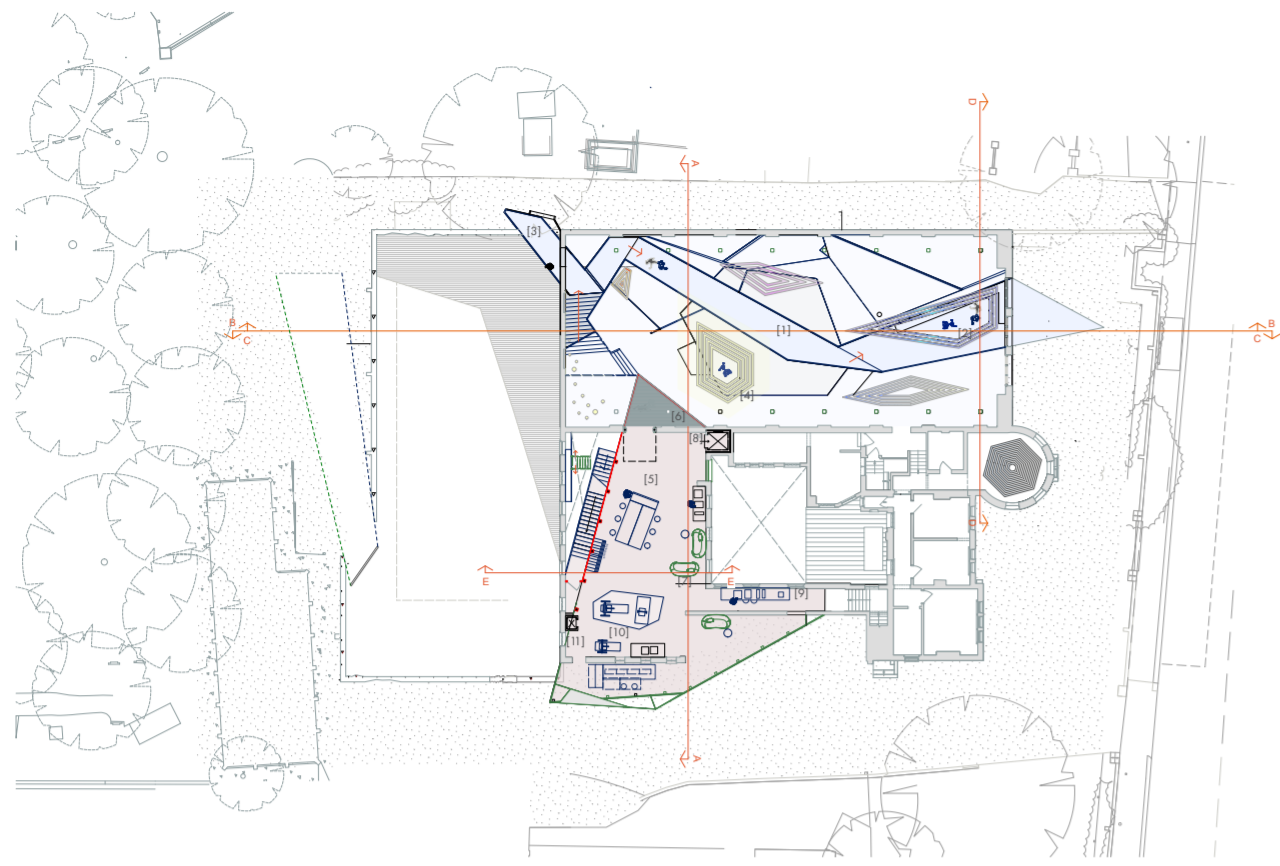
[2] The structure is clad in metal panels that partially conceal the underlying framework, creating a sleek and refined aesthetic. These reflective surfaces also enhance the nightclub atmosphere by capturing and dispersing light throughout the space, generating dynamic visual effects and an immersive environment.



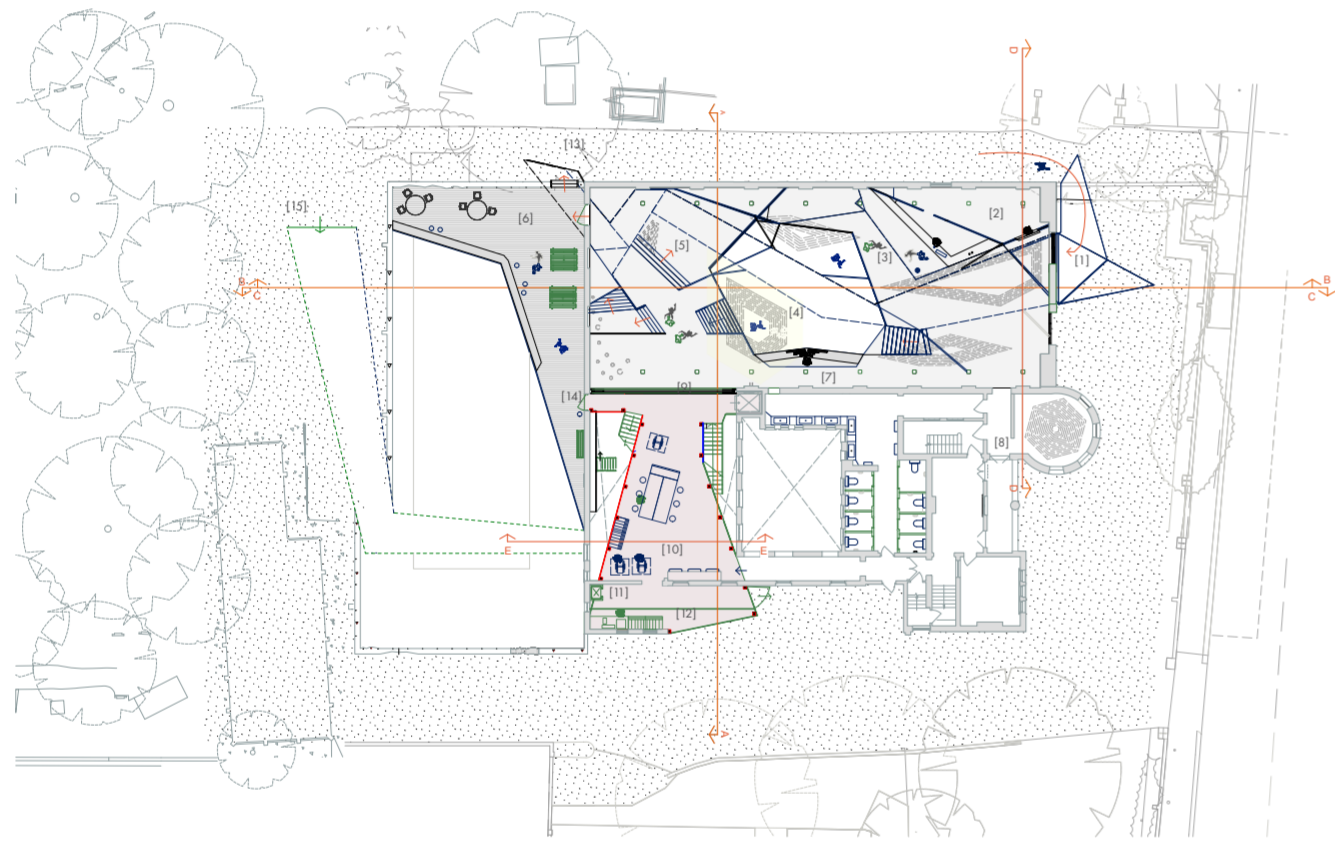
Design of light feature

The lighting installation is created by a series of suspended elements suspended from the roof. The idea is that new spatial zones are created forming movement and release under their glowing shells.

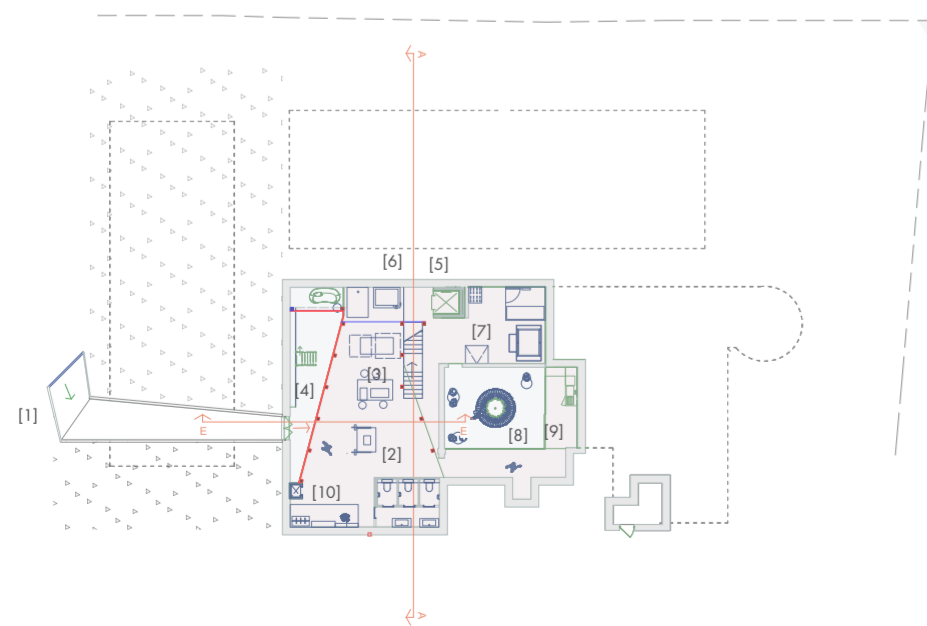




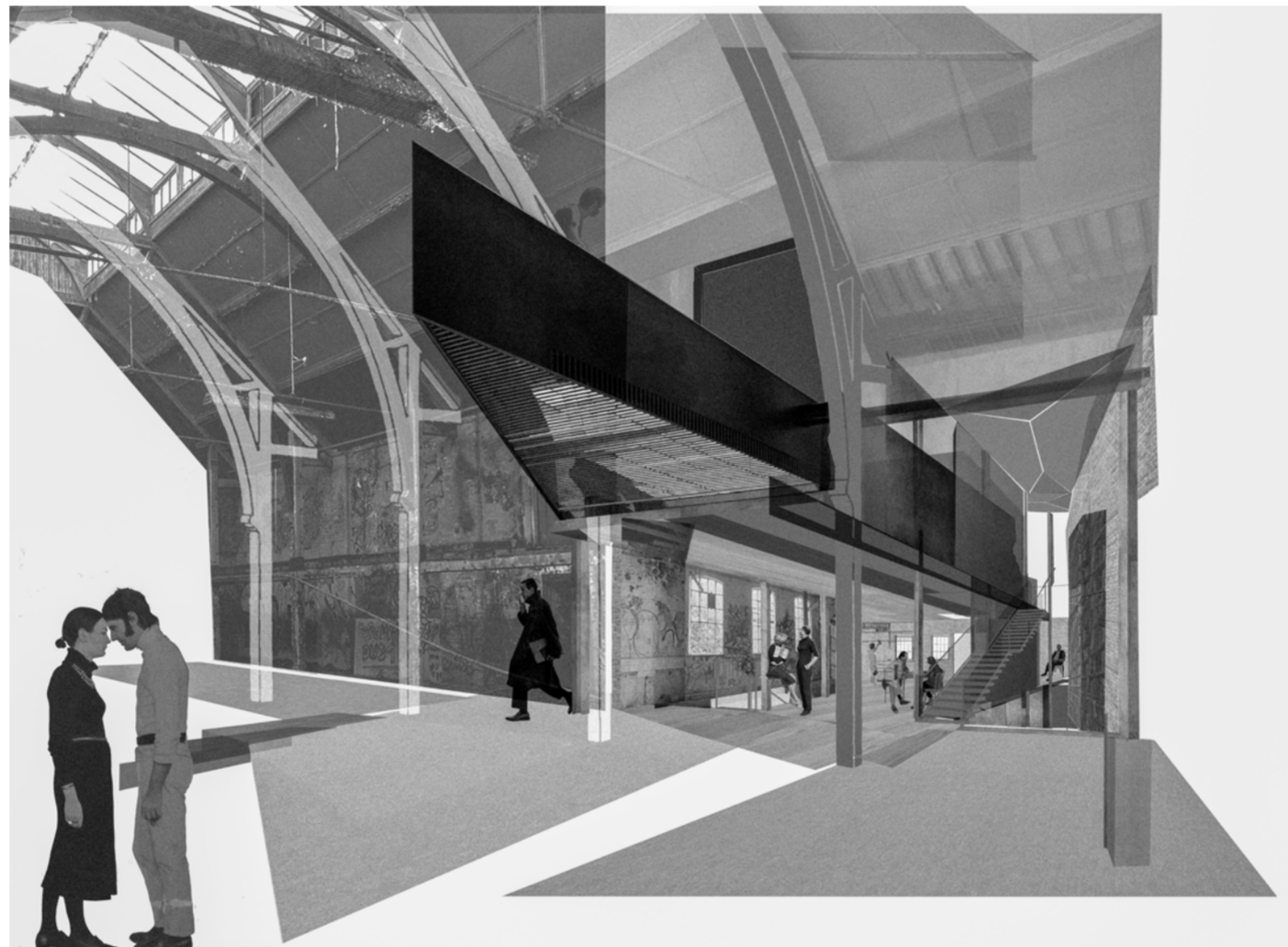
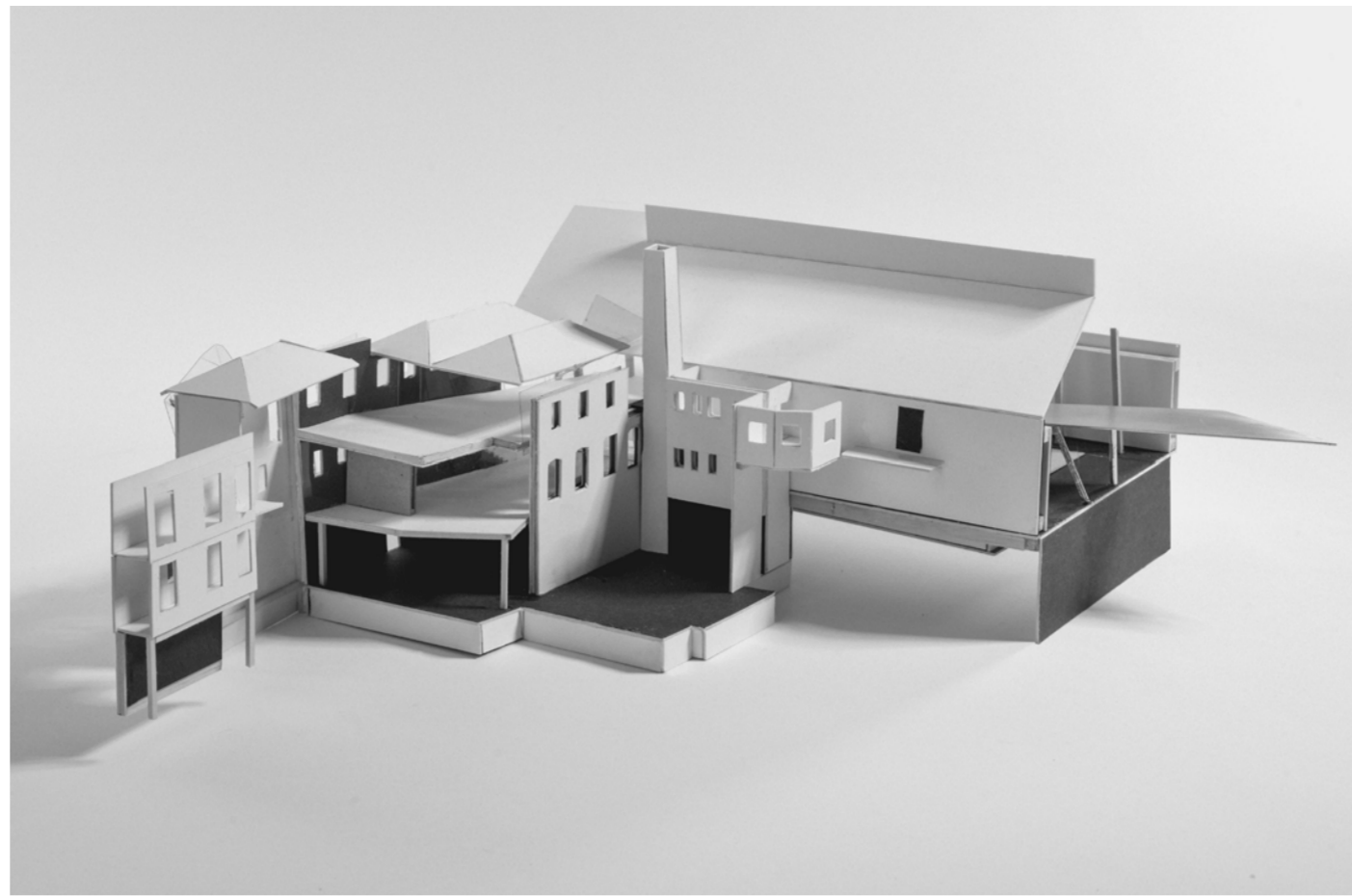
1. First Floor Plan
[Not to scale]



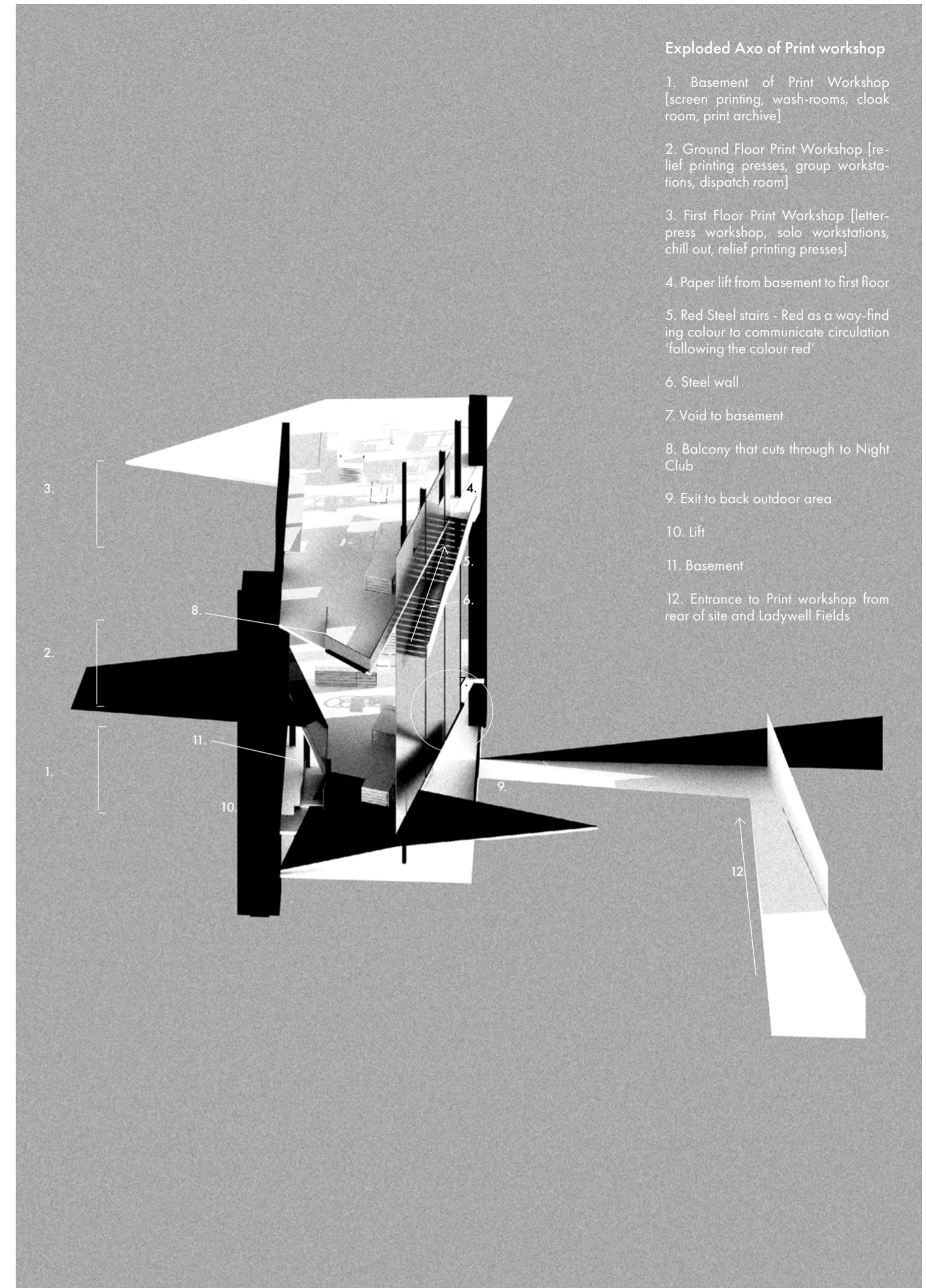
2. Ground Floor Plan
[Not to scale]



3. Basement Plan
[Not to scale]



4. Section A-A
[Not to scale]



Exploded Axo of Print workshop

1. Basement of Print Workshop [screen printing, wash-rooms, cloak room, print archive]
2. Ground Floor Print Workshop [relief printing presses, group workstations, dispatch room]
3. First Floor Print Workshop [letterpress workshop, solo workstations, chill out, relief printing presses]
4. Paper lift from basement to first floor
5. Red Steel stairs - Red as a way-finding colour to communicate circulation following the colour red
6. Steel wall
7. Void to basement
8. Balcony that cuts through to Night Club
9. Exit to back outdoor area
10. Lift
11. Basement
12. Entrance to Print workshop from rear of site and Ladywell Fields

1. First Floor

- [1] Night Club Steel Mezzanine
- [2] Seating Area
- [3] Outside Balcony
- [4] Light Display
- [5] Printing Work Stations
- [6] Print Workshop Viewing Balcony
- [7] Chill Out Spot
- [8] Lift
- [9] Solo Workstations
- [10] Relief Printing Presses/Roof Light
- [11] Paper Lift

2. Ground Floor

- [1] Night Club Entrance
- [2] Ticket Office/Cloakroom
- [3] Bar
- [4] Sunken Club
- [5] Level +1 Dance Space
- [6] Outdoor Smoking Area/Chill Area
- [7] DJ Decks
- [8] Visuals Room
- [9] Glass Window
- [10] Printing Presses
- [11] Paper Lift
- [12] Dispatch Zone
- [13] Club Exit
- [14] Print Workshop Exit to Outside Platform
- [15] Print Workshop Entrance through Tunnel

3. Basement

- [1] Entrance to Print Workshop
- [2] Cloakroom
- [3] Paper/Book Archive
- [4] Screen Printing Work Stations
- [5] Sinks/Ventilation Station
- [6] Lift
- [7] Screen Printing Wash-room
- [8] Outdoor Courtyard Seating
- [9] Kitchenette
- [10] Paper Lift to Dispatch

4. Section A-A

- [1] Basement Entrance
- [2] Ventilation/Screen Printing
- [3] Printing Work Stations
- [4] Drying Rack
- [5] Printing Press
- [6] Dispatch Sector
- [7] Roof Skylight
- [8] Paper Drying Line
- [9] Paper Lift
- [10] Print Workshop Balcony
- [11] Night Club Mezzanine
- [12] Level +1 Dance Space
- [13] Lighting Display
- [14] Outside Balcony