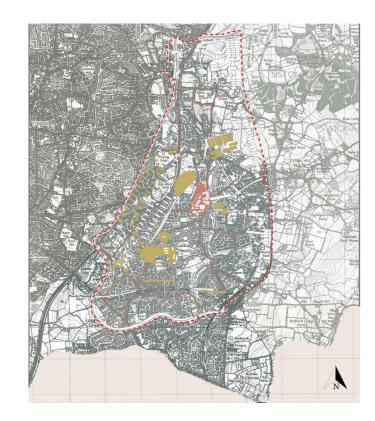
Champion's Brassworks & Gardens Warmley, South Gloucestershire

A place that dates back to the 18th century, meaning it is a remarkable and unusual survivor from the early years of Britain's Industrial revolution.



William Champion (1709-89), an industrialist, metallurgist and entrepreneur built around his home incorporating industrial works, which saw the production of brass and copper goods from raw material to the finished product.

Champion was the inventor of the material zinc; an essential element of brass, meaning he is responsible for the transformation of the British brass and metal working industry and the Warmley site being the first ever place to manufacture it within Europe.

The use of this material as well the sites by-products of clinka, play a significant motif throughout my brief to celebrate its history. its complex surfaces of form and texture develop my concept of fragmentation which can be seen through crafting for the user to inhabit.

brief: the grotto

we all seek for a connection with nature, whether we know it or not. the grotto will allow the user to experience its existing natural habitat of organic surfaces through a form of concious and sub-concious healing, as a hidden space of escapism.







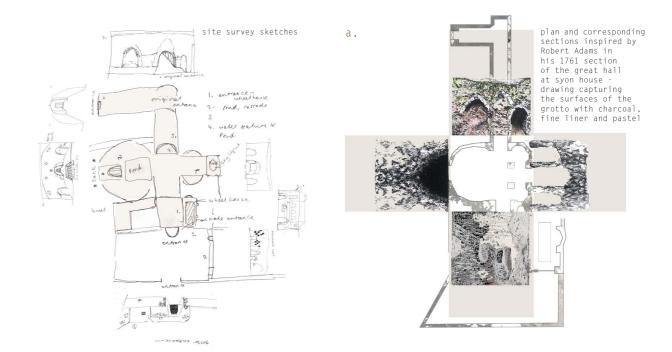
a. a world within the world

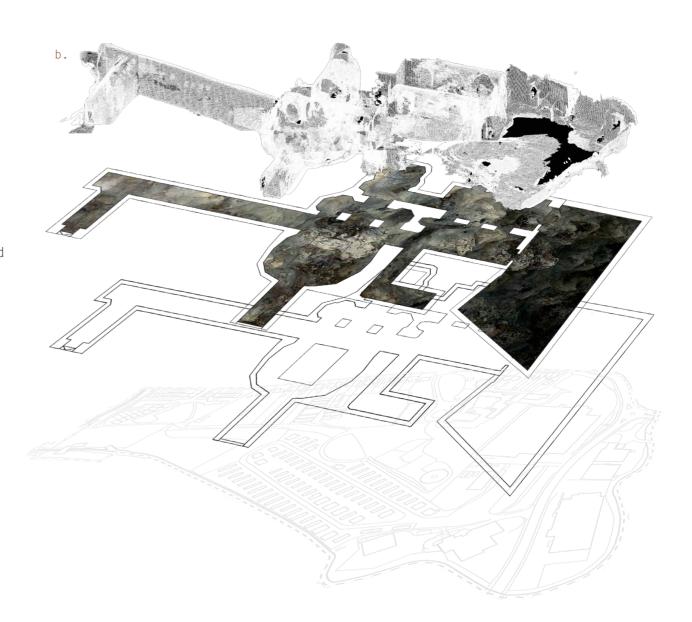
this archaeolgical expansion has fragmented the site into extracts, allowing the reformation of surfaces to be brought together at a large scale and experienced within

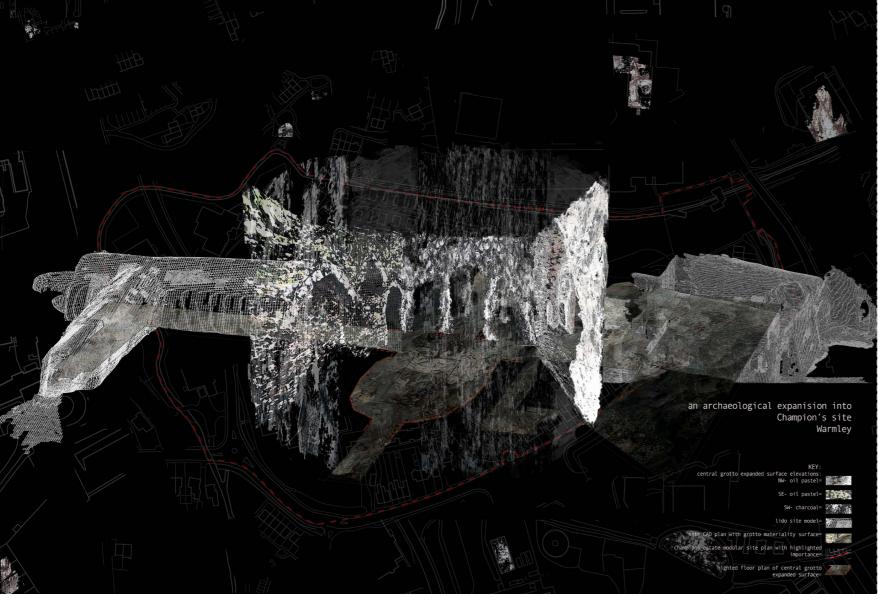
b. exploring the surafces

orthographic drawing capturing the form of the grotto through layers of site survey material

digging deeper beyond the surface lies another scale of life. a form of life articulated through small particles of texture. each particle is made from another particle again, and these can be fragmented and put back together to form an object which exists within our paralell world of escapism







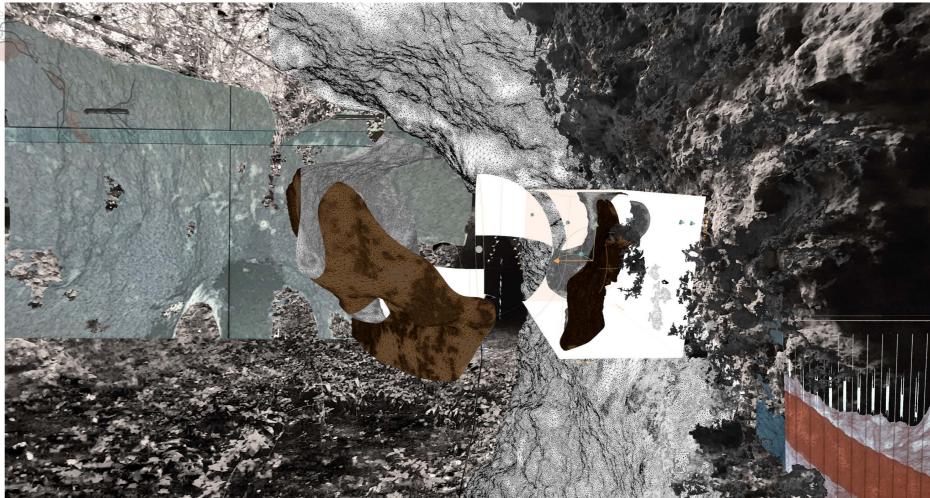
A RETREAT TO THE LANDSCAPES OF THE INTERIOR the site survey

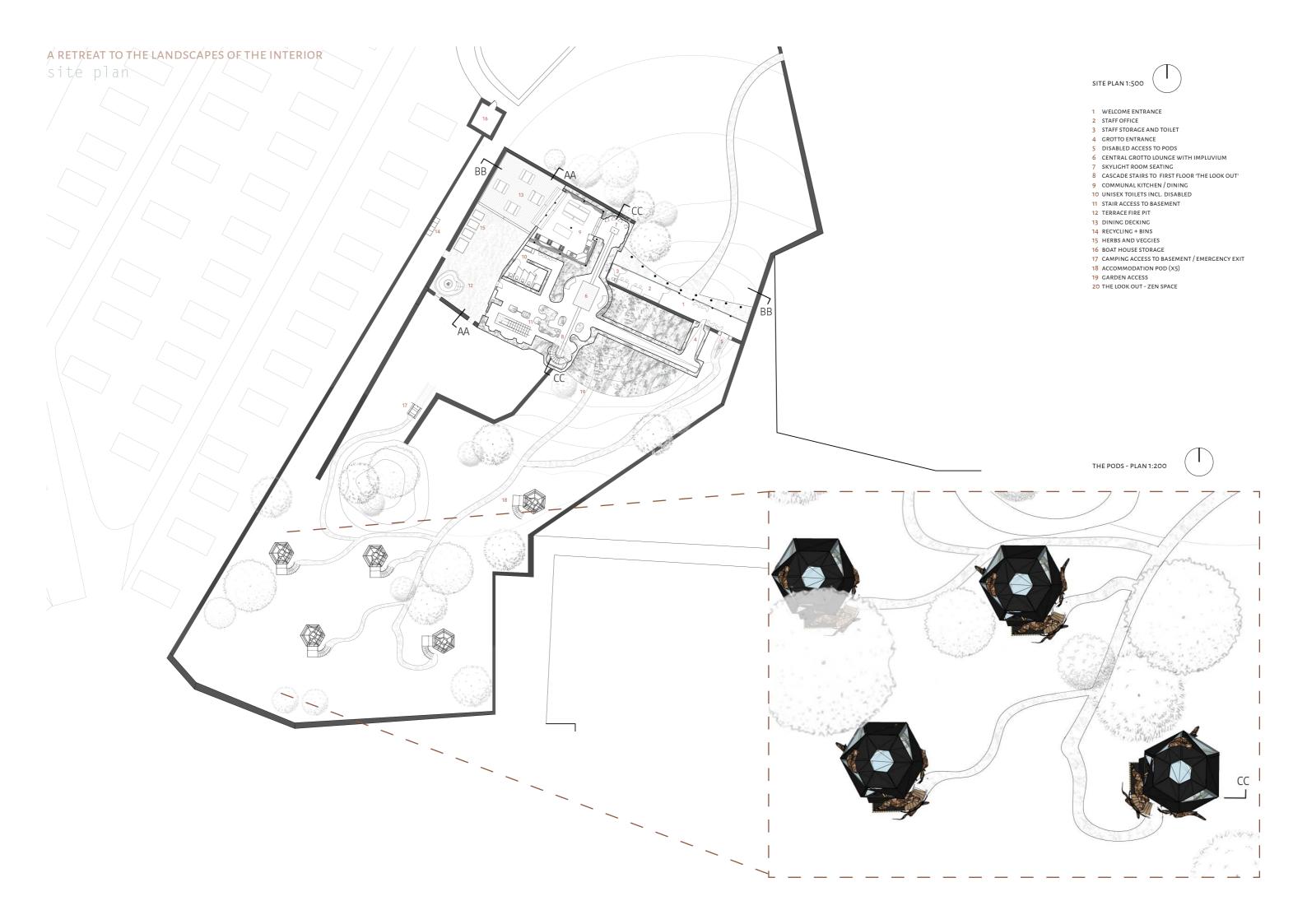
> exploring scale, texture, fragment, curation, image manipulation and even error through the digital form of model making; photogrammetry





using a wide range of photographic content from the grotto and photogrammetry software, the start of my fragmentation process was conducted through 3D geometry. each fragmentation model produced exhibits an indepth analysis of mapped out surfaces and texture that can be translated to a larger scale, one in which invites us to walk through and beyond to the next pathway





the nature pods -

a place of escape, where the user submerges themselves within the organic surrounding areas of the grotto for an overnight stay

a pod on stilts, elevating off the ground,

lightly floating within the trees and fragments of historic fabric pulling away from the surfaces reflecting every direction of light and movement

although a small space, through the separation of levels, the pod allows a number of environments to be enjoyed

ground level - the entrance up the timber stairs- a pathway through the trees

the balcony - a view point of the grottos surroundings

ground pod floor - a place of relaxation with swing seat and 360 fragmented views of the site and maximum daylight

mezzannine floor - the bedroom perfectly aligned with the birds in the trees, a skylight view and fewer fragmented windows for minimal daylight



