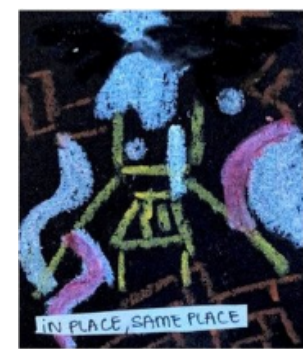
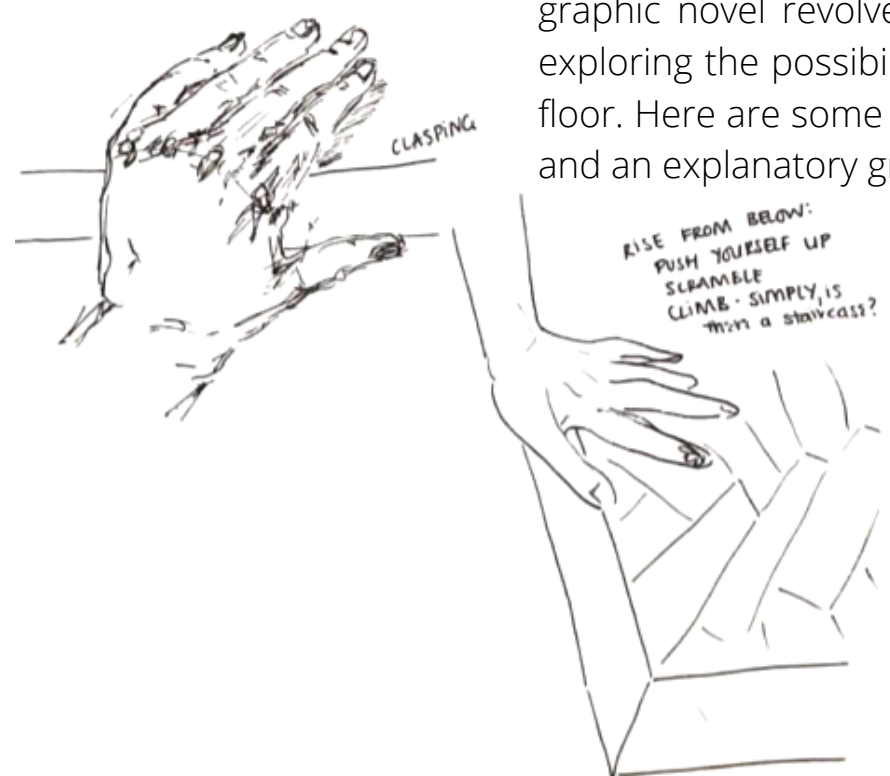


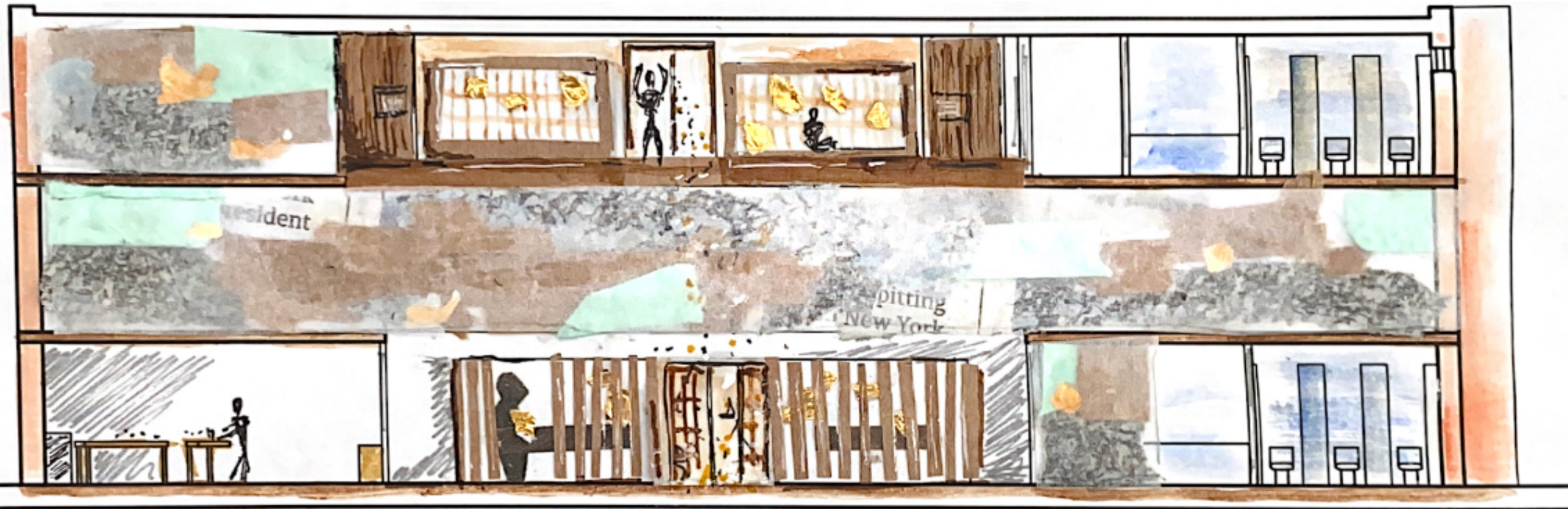
Brief?

: to design a dream space within an existing building, based on a key architectural element and a conceptual phrase, to later progress into an architectural brief that facilitates your dream-like events

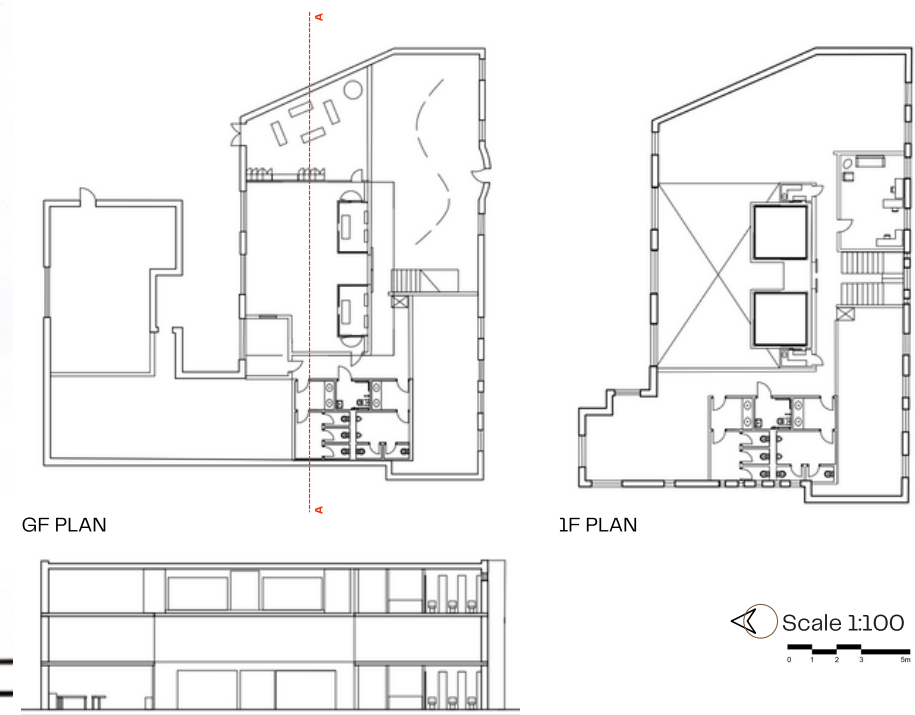
I identified the floorboards as my architectural element of interest. The narrative of my graphic novel revolves around a distorted relationship with the floor and thresholds - exploring the possibilities of entering a space in an unconventional way e.g. through the floor. Here are some exploratory collages of the site, introducing the motif of the flooring and an explanatory graphic on how to climb up through a floor.



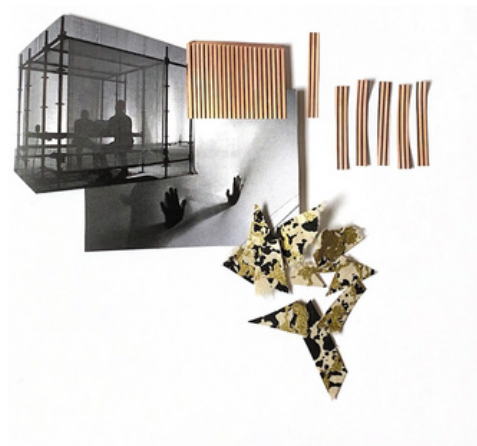
scenes from my graphic novel



SECTION AA

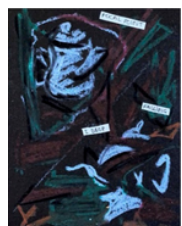
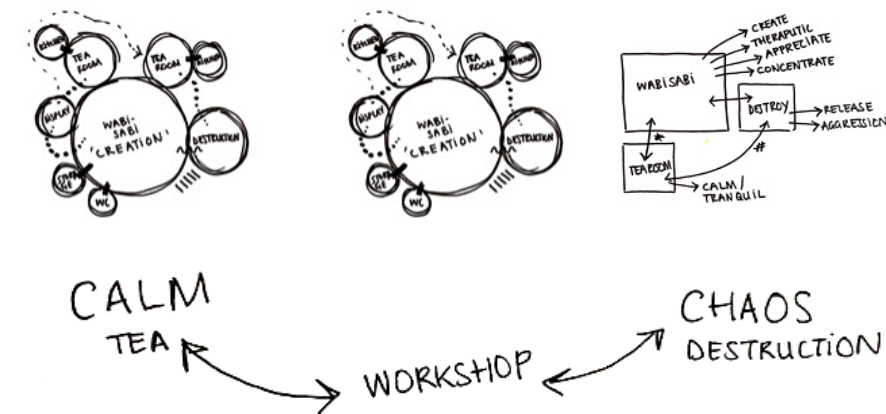


SECTION AA



Developing my concept for the architectural programme through collage. I like to use abstract collage as a medium because I want it to evoke a sensation, rather than a clear description. Here there is a divide between spaces, calm and chaotic contrast.

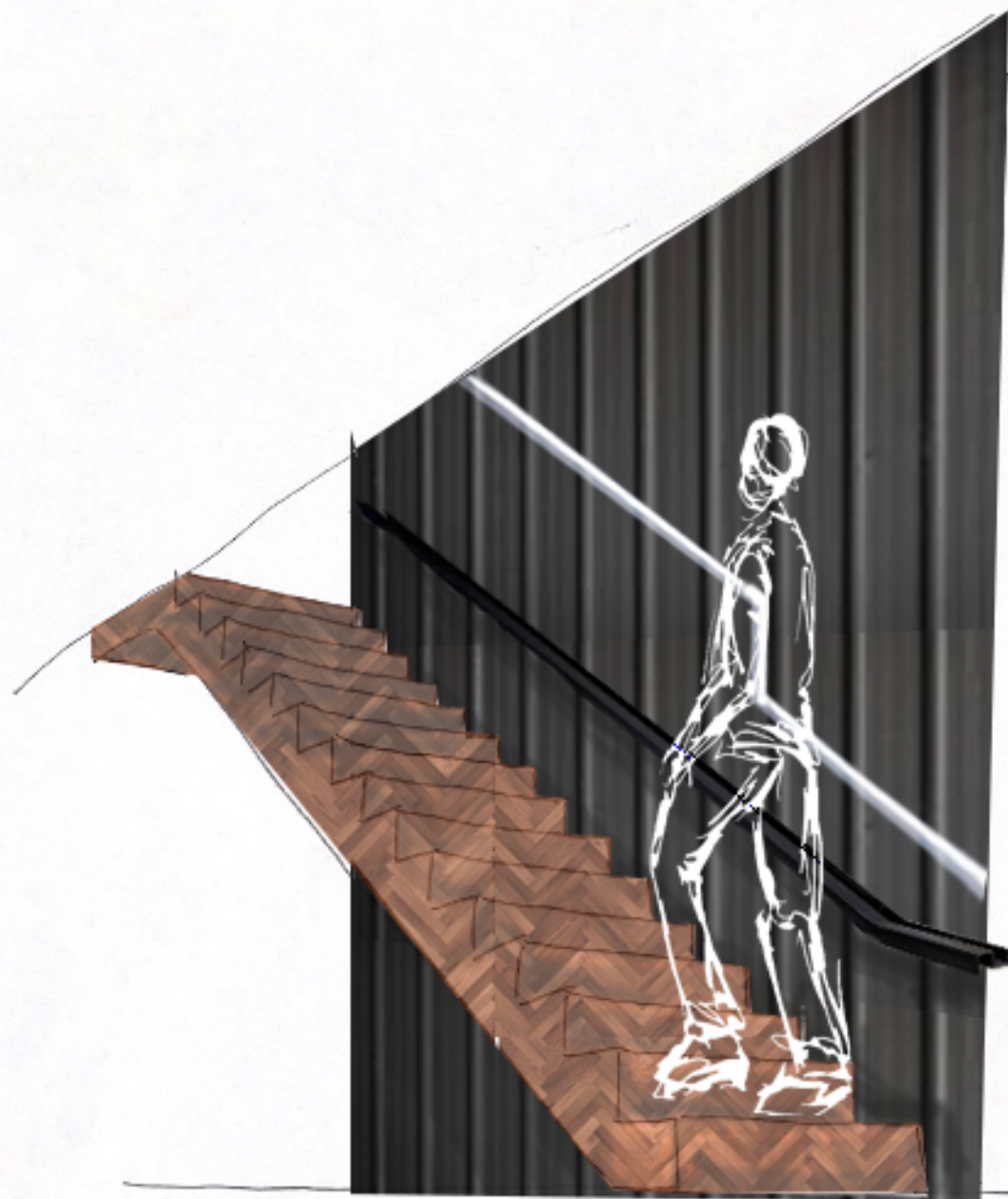
Above: a maquette figuring out the relationship between vertical spaces in a 3D way.



Scene from my graphic novel in which a teapot is dropped, revealing a new opening in the floor from the impact, through which the character will drop down into and re-emerge into another reality of the same room. This inspired my programme which is in the style of a tea boutique...

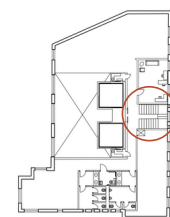
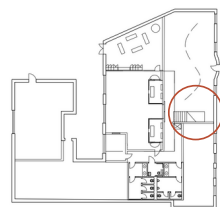
Section AA shows the spaces in use, their separation by space, use and atmosphere and simultaneous connection through the teapots. The teapots are drunk from, destroyed and recreated from the broken pieces. All these activities take place within the building.

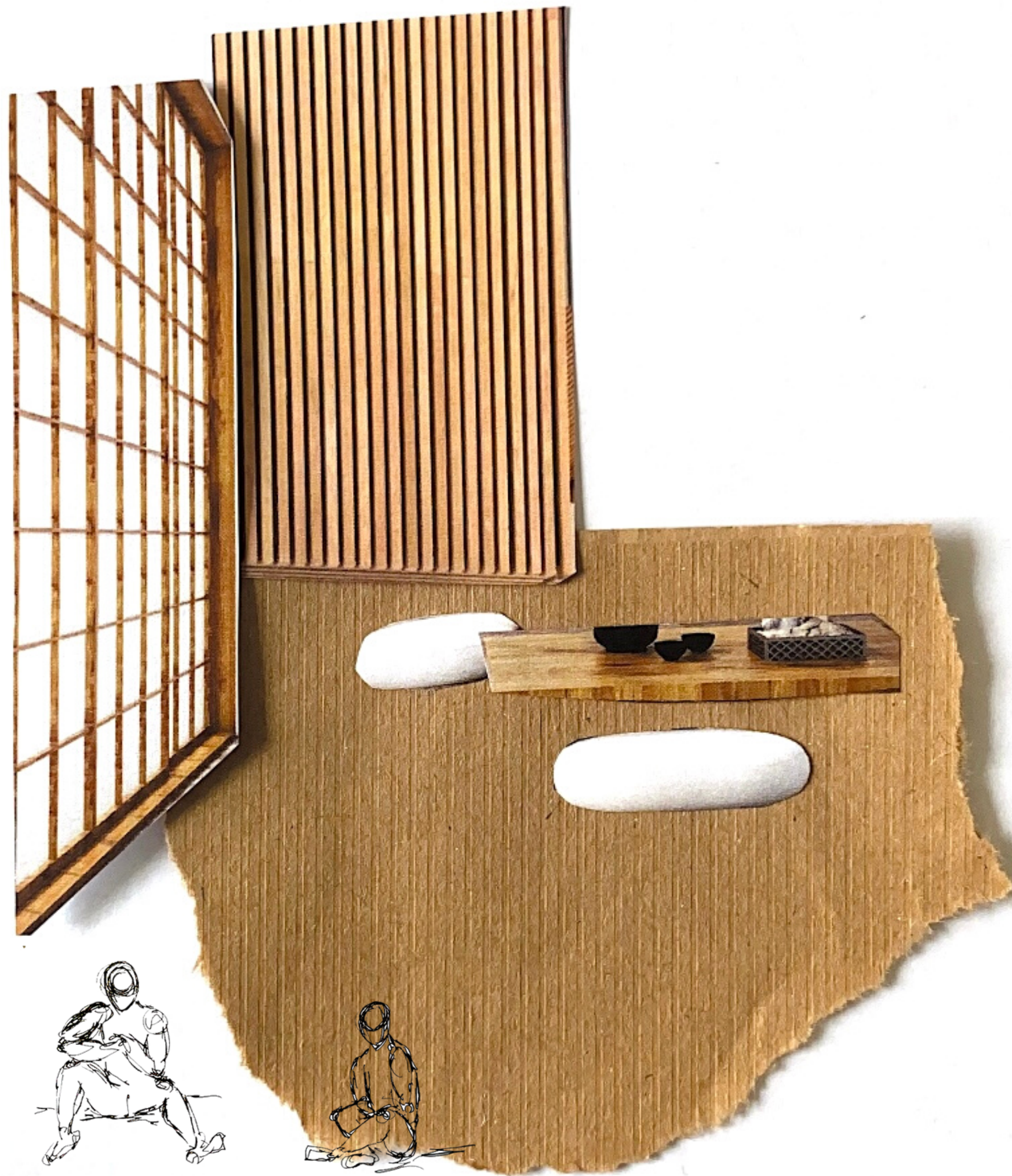
Transitioning through the spaces within the programme:



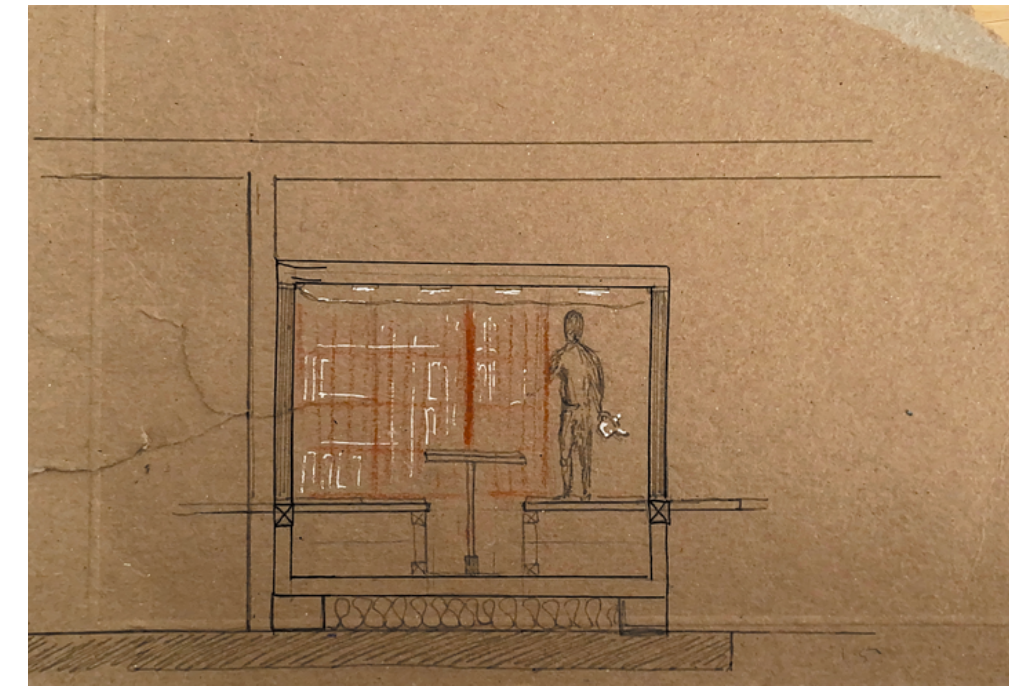
Ascension from the entrance & exhibition of teapots space to the tearooms. The original building's flooring remained in my design and is exaggerated at the top of the staircase to cover all the surfaces. This is to emulate the concept of climbing through the floor and passing thresholds into new spaces in a different way.

Emerging at the top of the staircase, faced by a strange space. The flooring covers every surface and it is confusing, disorientating. You may get down onto your hands and knees for a sense of groundedness. You then crawl towards the low doorway, through which light from the tea rooms is shining. It looks like a respite.

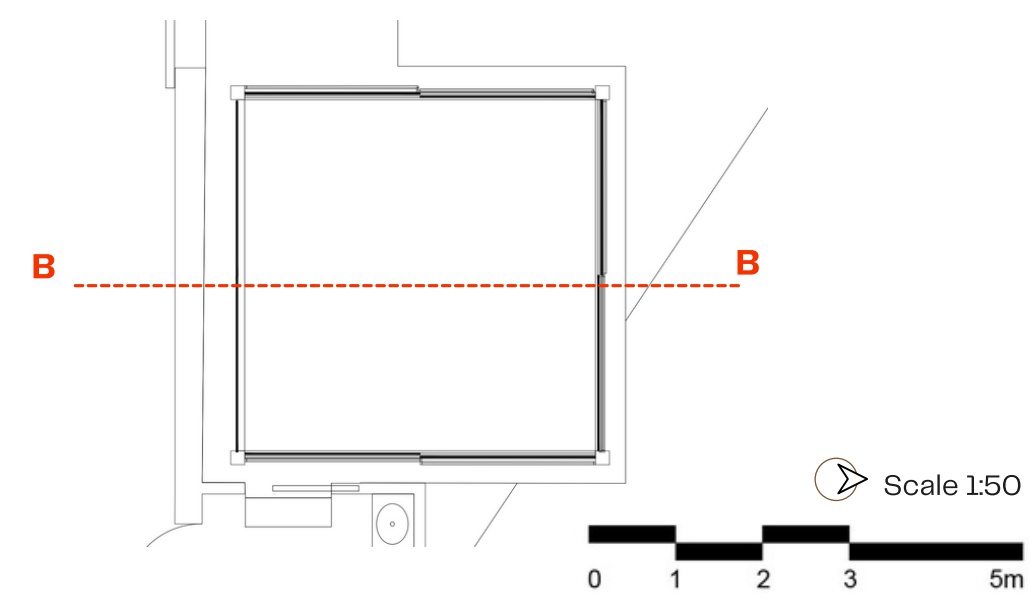




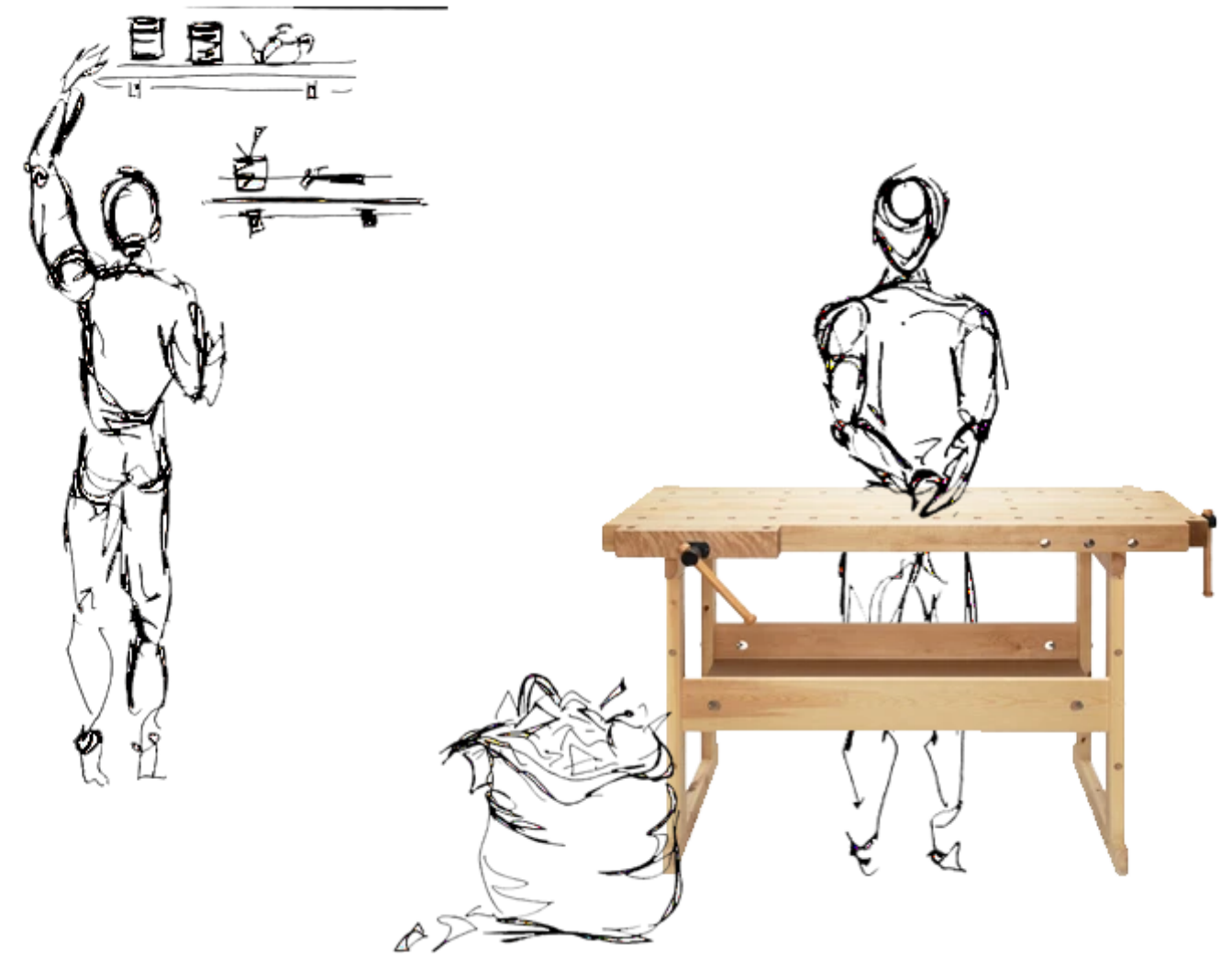
structural model at a scale of 1:20 showing my understanding of how the tea rooms would be constructed



SECTION BB



'Ma' - emptiness of space, a gap, a silence
 'Chado' - 'The way of tea', a formal ceremony closely aligned to the metaphysical notion of being



Producing imperfect teapots. Each is shaped by its individual past fall & experience, and will never be the same again.



The destruction zone. An aggressive way of ending a calm tea drinking experience so that the teapot can be re-made and re-used for the next individual experience. The materiality of the room was chosen to accommodate dramatic acoustics of falling ceramics, as well as being durable (concrete screed flooring). The window facade is covered in a corten screen that has been cut with shapes that are similar to broken ceramics, when the light shines through it creates a dappled light effect on the floor that copies the broken pieces.

Left: a 1:20 model of a scene from my graphic novel. The destruction zone was inspired by this.

