

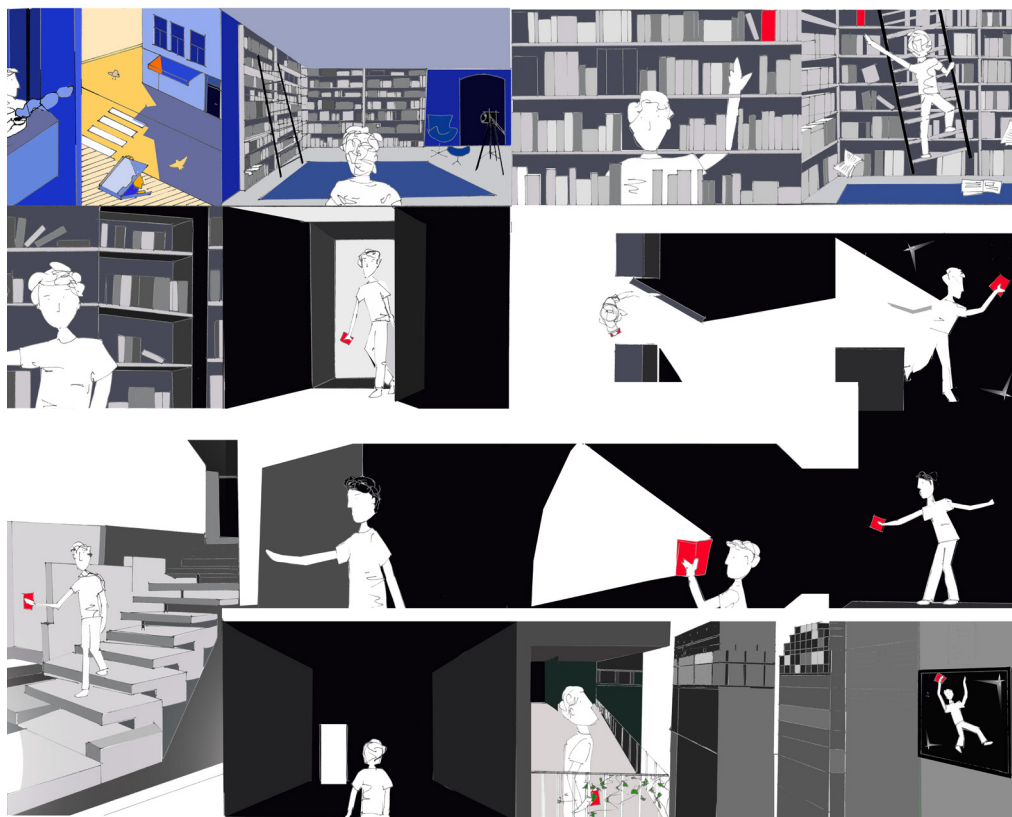
DREAM SPACE: INTERACTING WITH MUSIC AND ART

My final project, I was tasked to transform MSDM studios, an independent artist studio and exhibition space in Woolwich, London. Here I considered the existing fabric of the building whilst proposing a program for a dream-like space, incorporating our given conceptual phrase, 'to your goal, through the door'. Visiting the site, I acknowledged the experience which the audience has with the artists work as a working studios and exhibition spaces.

In response to the brief, I propose a recording studio that opens up to a live performance space, on the upper levels is a music library, these conditions allow quiet space for reading. To explore dream space, I studied abstract artist, Kandinsky, where I focused on his piece, *Composition 8* (1923) showing his experience of music and art. I developed the fabric of the building against this work to form the different spaces and experience of dreams and music.

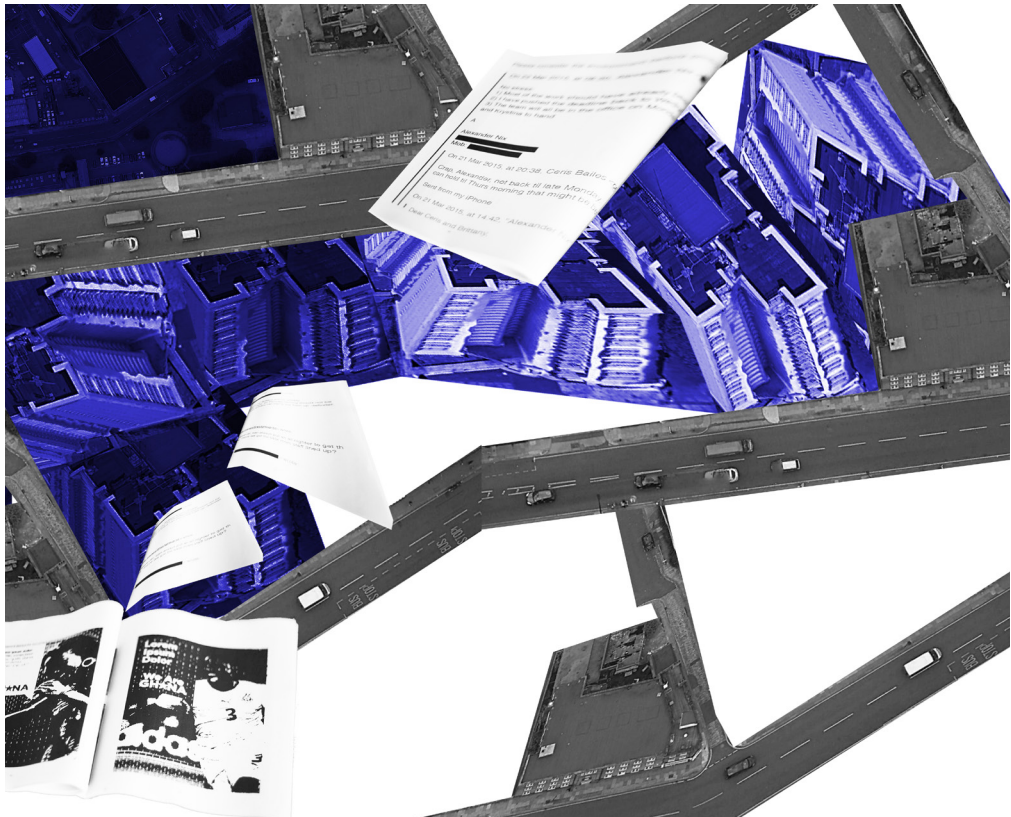


CONCEPT DEVELOPMENT



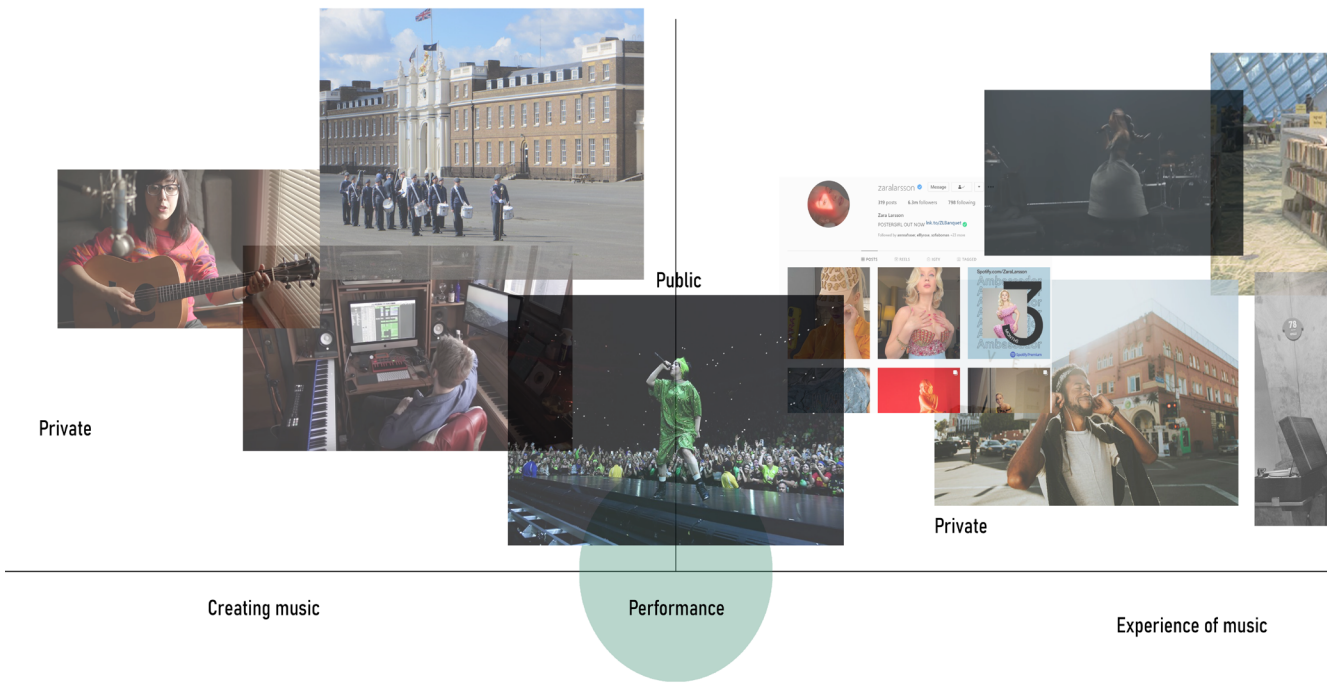
DREAM NARRATIVE:

This graphic novels tells the story of a dream where the character discovers a hidden passageway that takes them to a dream like cityscape.



CITY

Inspired by Architect, CJ Lim. Mergin ideas of publication of stories against the site, the city of London.



PERFORMANCE
Performance as the
pinnacle of
experiencing music.

Spaces needed: Recording



Mixing/ control room



Performing

Spaces needed: Reading



Focused reading



Focused reading



Casual sitting/ public



Casual standing/ public

Spaces needed: Listening



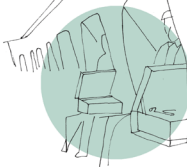
Live performance/ public



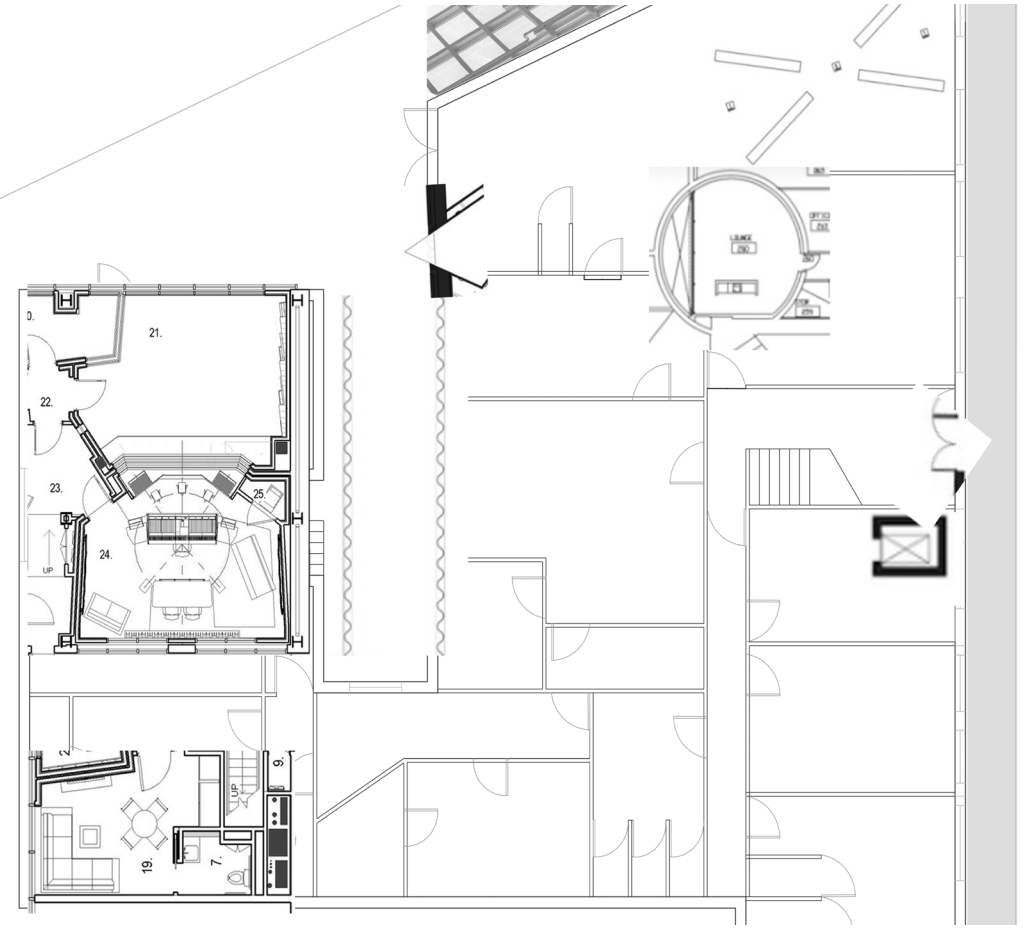
Independent/ public



Shared/ private



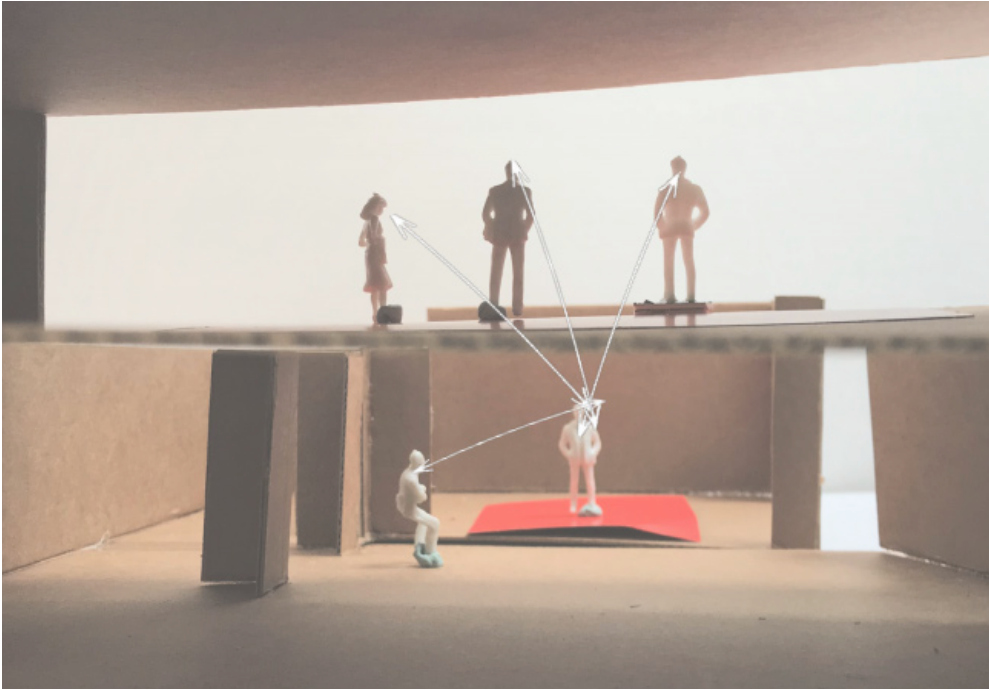
Independent/ private



CONNECTING TWO FUNCTIONS OF SPACE

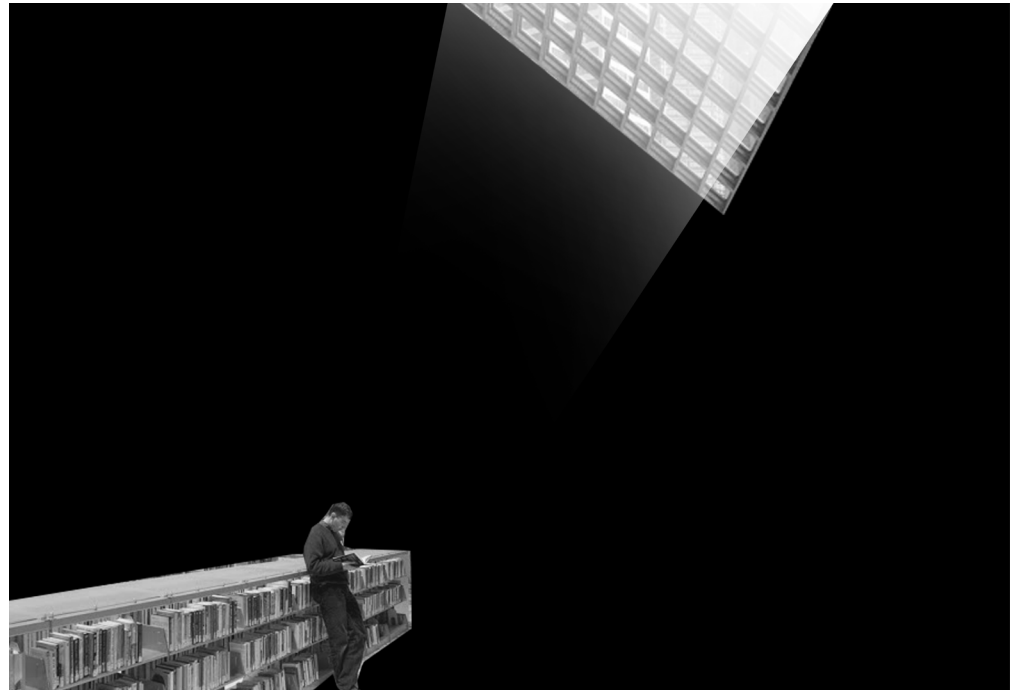
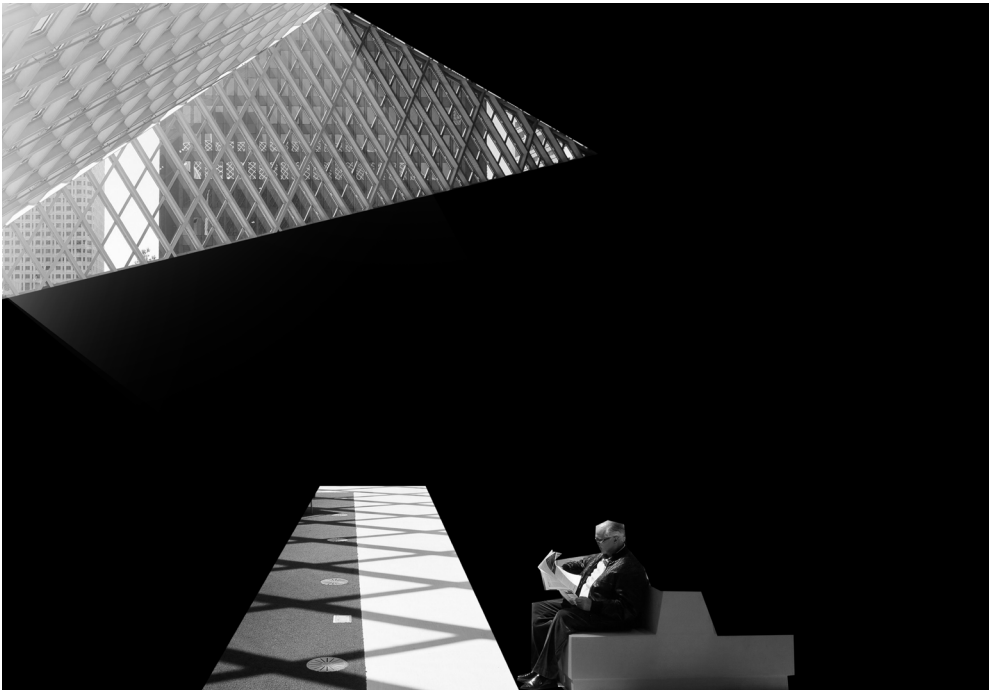
Recording studio and library - Here i'm exploring connecting two functions for a space together.

PROCESS MODELS



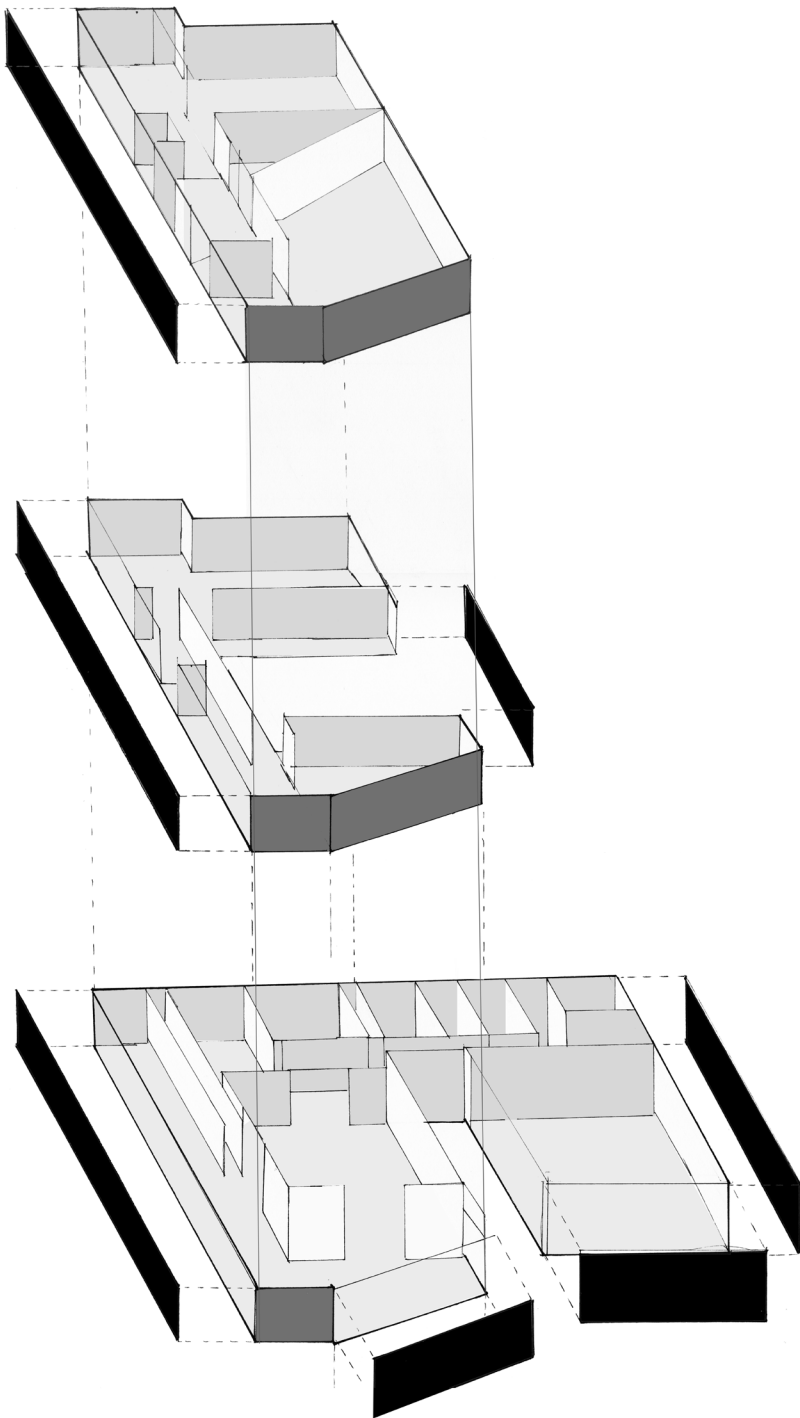
AUDIENCE

Height used as a device for view point



LIGHT AND SHADOW

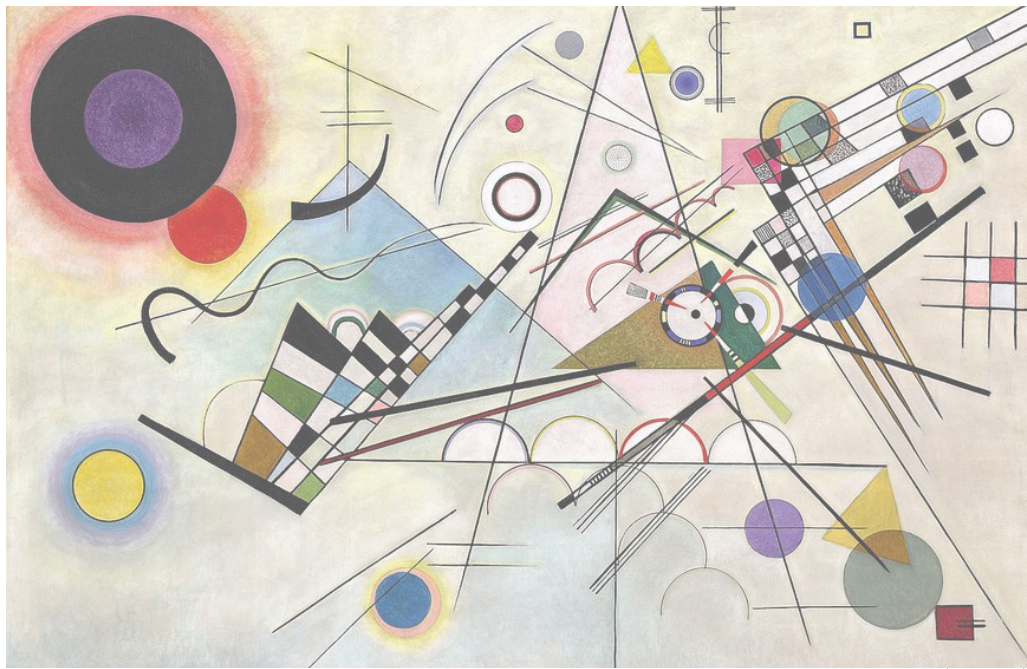
Focused reading for library space



DREAM SPACE

Shadow model to explore how a dream like space would be created. Exploring geometries used by Architect, Hertzberg

MUSIC AND ARCHITECTURE



Wassily Kandinsky - *Composition 8* (1923)

ABSTRACT ART to explore dream like spaces.

SYNESTHESIA - experiencing one sense as a result of another, for Kandinsky he saw colour when he listened to music.



SECOND FLOOR Library



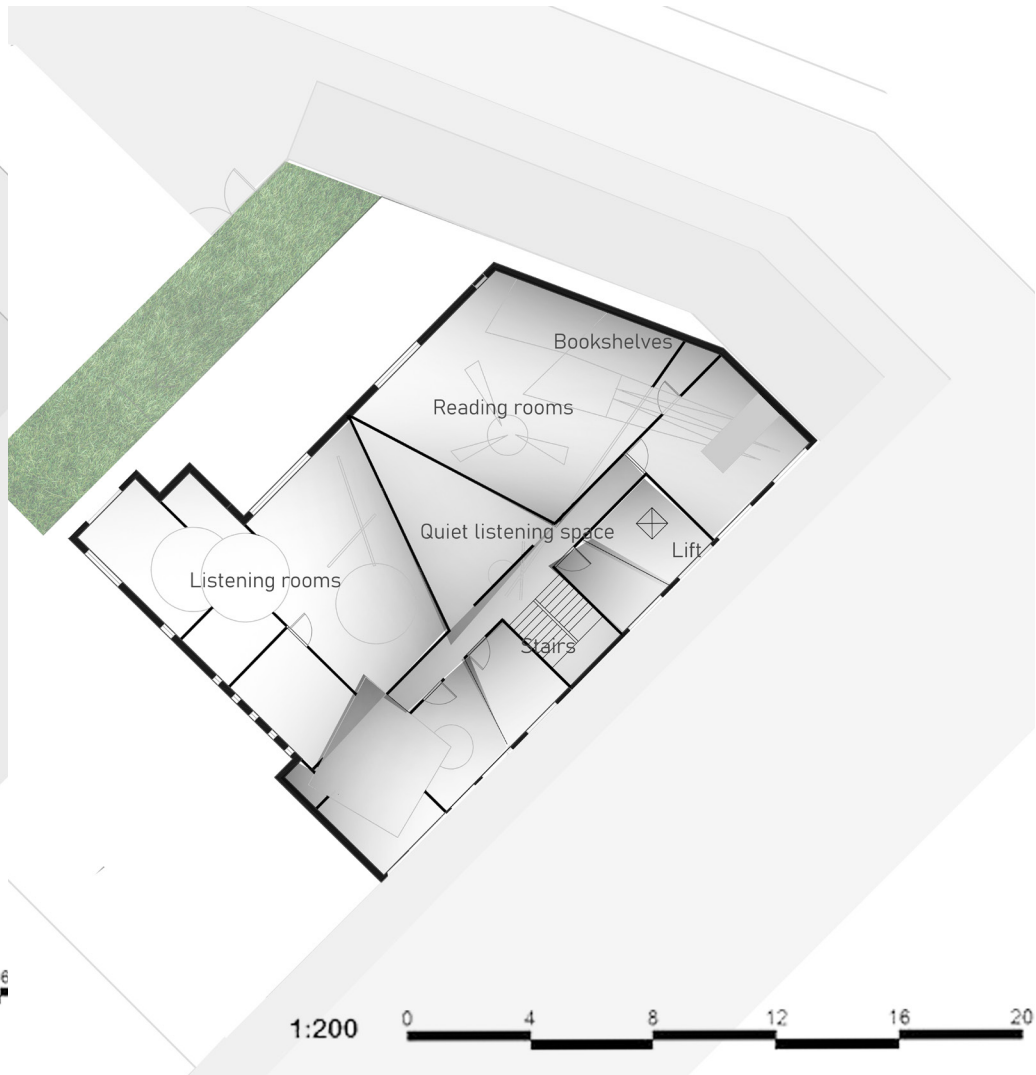
GROUND FLOOR Recording studio as an open air live performance space

RECORDING STUDIO AND LIBRARY



GROUND FLOOR

Recording studio , ground viewing level and entrance to all spaces



SECOND FLOOR

Library, quiet reading space with listening rooms for solo experience.



EAST SECTION

Recording studio and library main space divided vertically.