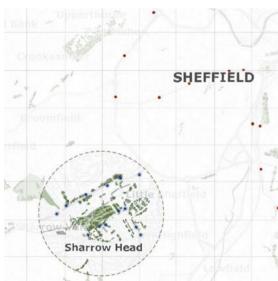


INTERIOR ARCHITECTURE + DESIGN

Samuel Worth Chapel

Exploring site and surrounding areas



Sheffield Cemetery has six historical buildings and several monuments that are grade II listed. The site's main entrance is located on Cemetery Avenue, near the gatehouse that sits on Porter Brook River.

The site has several areas of footpath erosion from weather and visitors and the majority of the paths are accessible for wheelchair use after recent development. Near the cemetery there are rows of terraced housing and commercial shops/restaurants along Ecclesall Road - a popular street near the City Centre.

The map of Sheffield's blue dots pinpoints several transportation links to the site via bus. And the red dots highlight the main tram/train networks in the city centre. Near the site, there are on-street car parking spaces along the residential areas and a handful near shops, but not any large car parks that could facilitate considerable crowds.

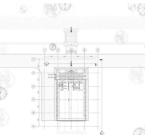


textu Pattern and Overgrow vegetation is everywhere on site - the planting has been allowed to roam, weaving itself among the graves. With a few exceptions of planned planting along the new development works. In the oldest areas of the cemetery, aged trees in varying conditions twist and curve upwards, while on the floor, ivy grows and races up to the sky, clutching onto anything nearby.

The winter colour palette is muted and minimalist, with the exception of bright white planting and vivid red berries. Other seasons bring an array of colours through flora, nestled among flower beds and graves graves.

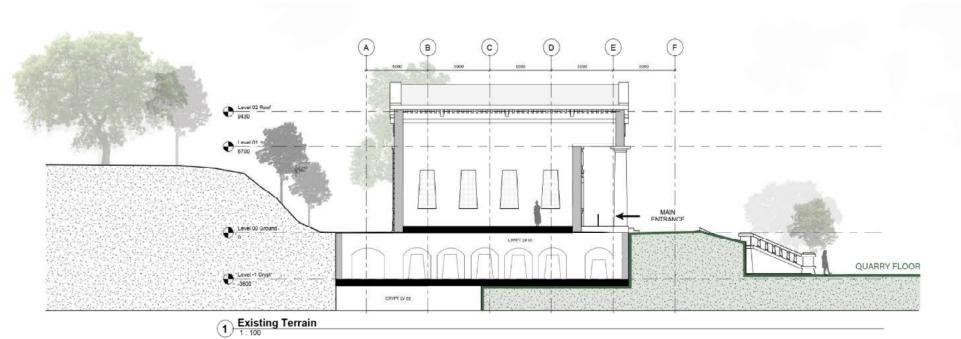


Dimensions are indicative and need to be checked on-site



Design Brief:

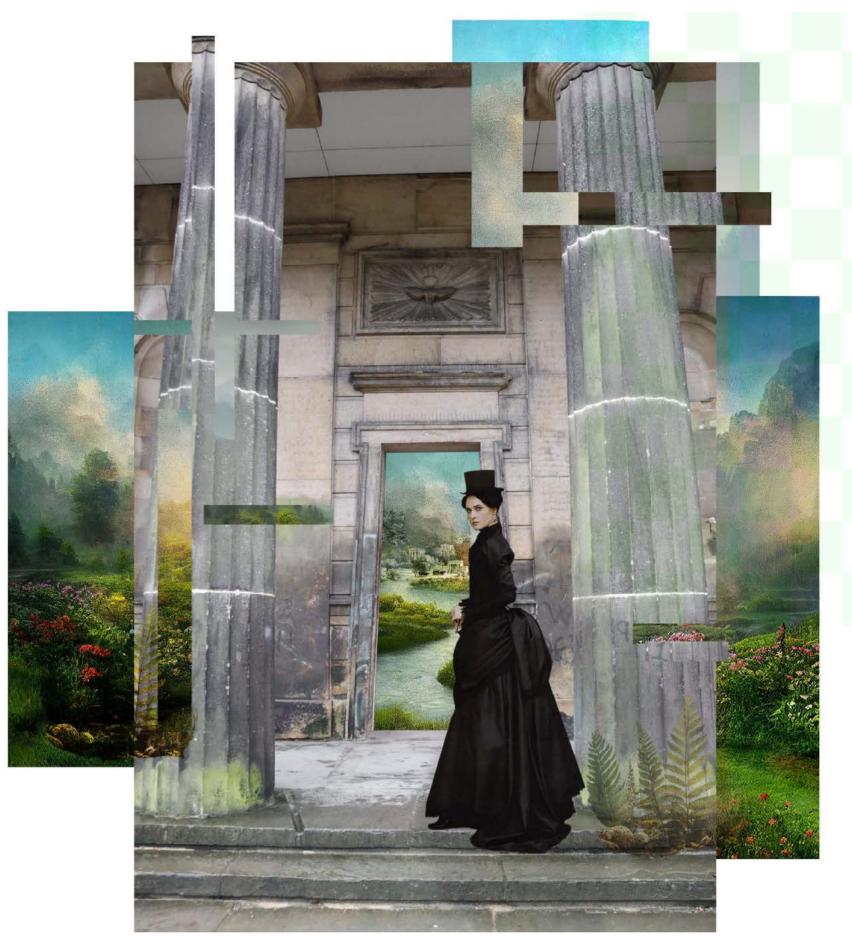
Design a permanent eatery within/ around Samuel Worth Chapel, exploring the site's rich history and fabrication. By linking the historical *nature of the site through conceptual exploration and storytelling.*



Exploring the existing terrain

Landscape

INTERIOR ARC



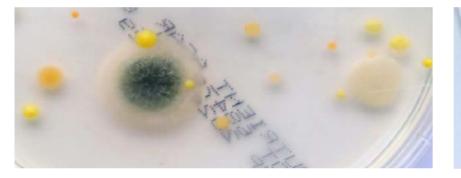




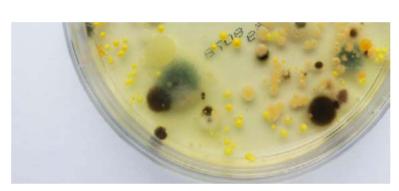
Sample 02



Sample 03





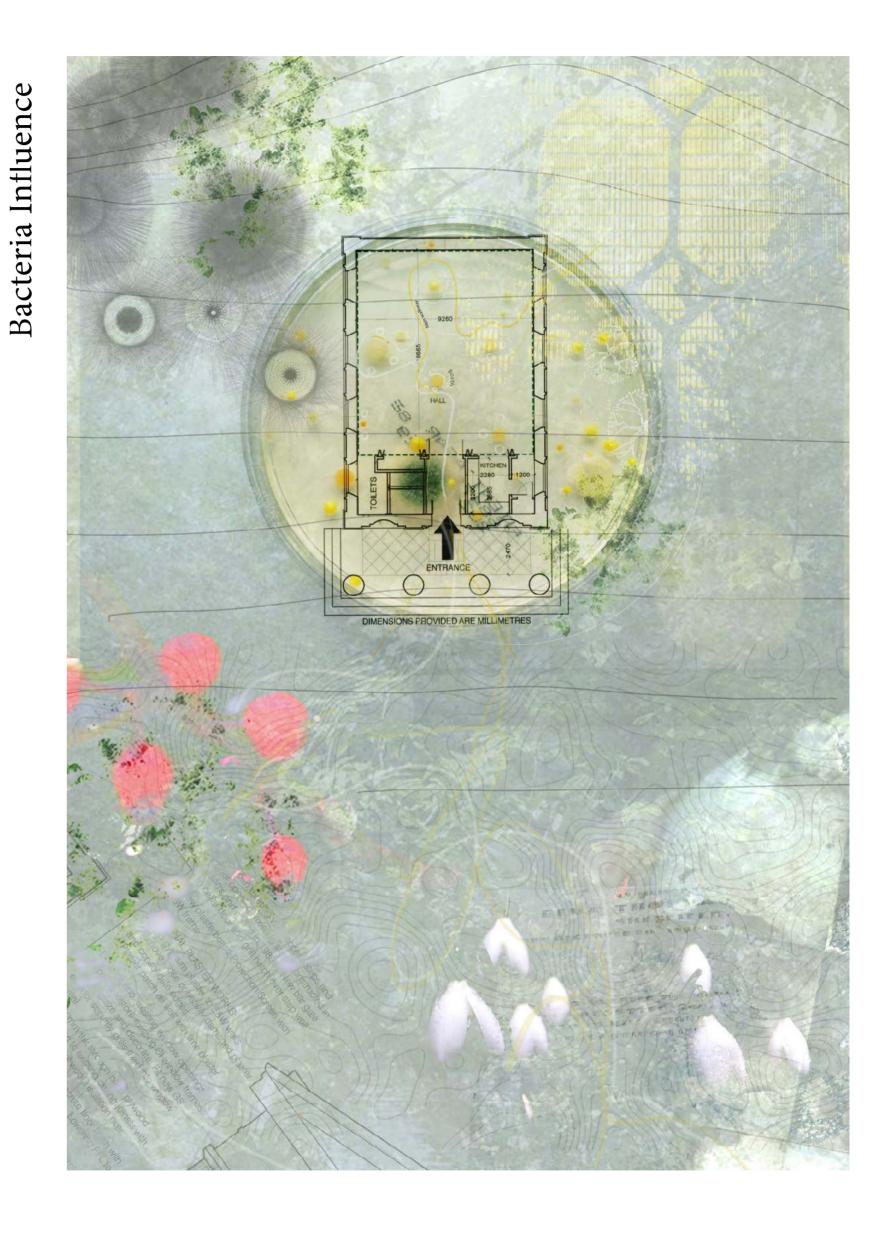


Present day

Exploring site and surrounding areas



Biodiversity changes have to be made gradually over a ten-year period, to not overly disturb existing habitats. And diseased and 'bad condition' trees were removed, with new mature trees planted in their place, with the exception of permanent tree removal. To make way for more green spaces and public areas.



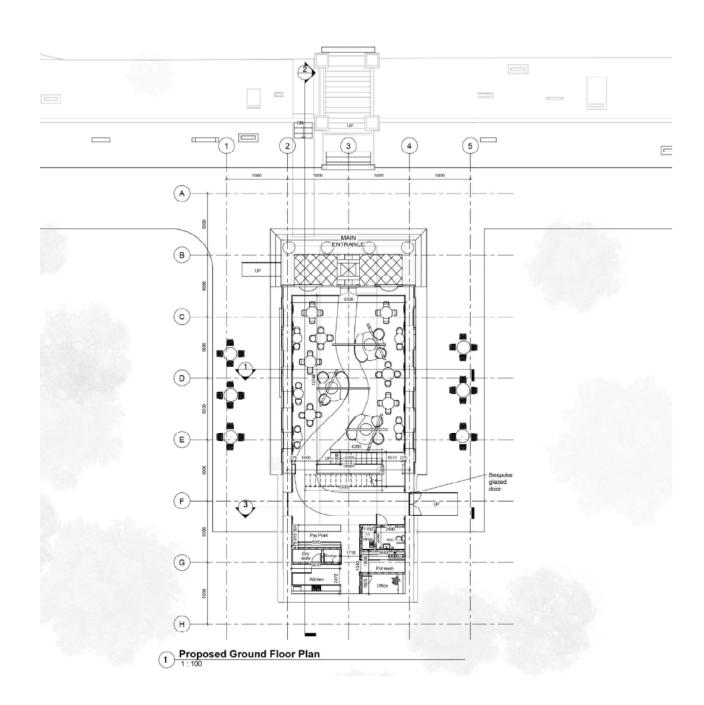
Conceptual model

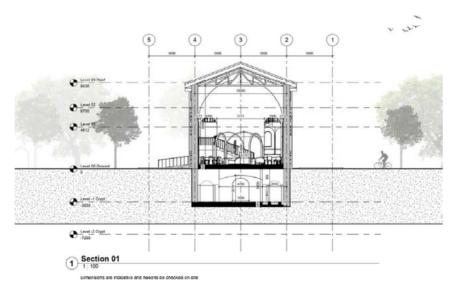
Design influence

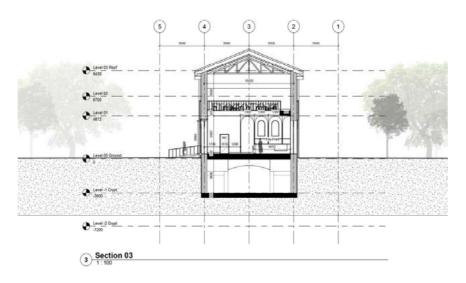
As part of my project, I wanted to explore form and texture with a model to influence my conceptual design approach. I aimed to explore height and the possibility of creating a large-scale piece within the building that makes an impact, just like Egyptian pylons do.

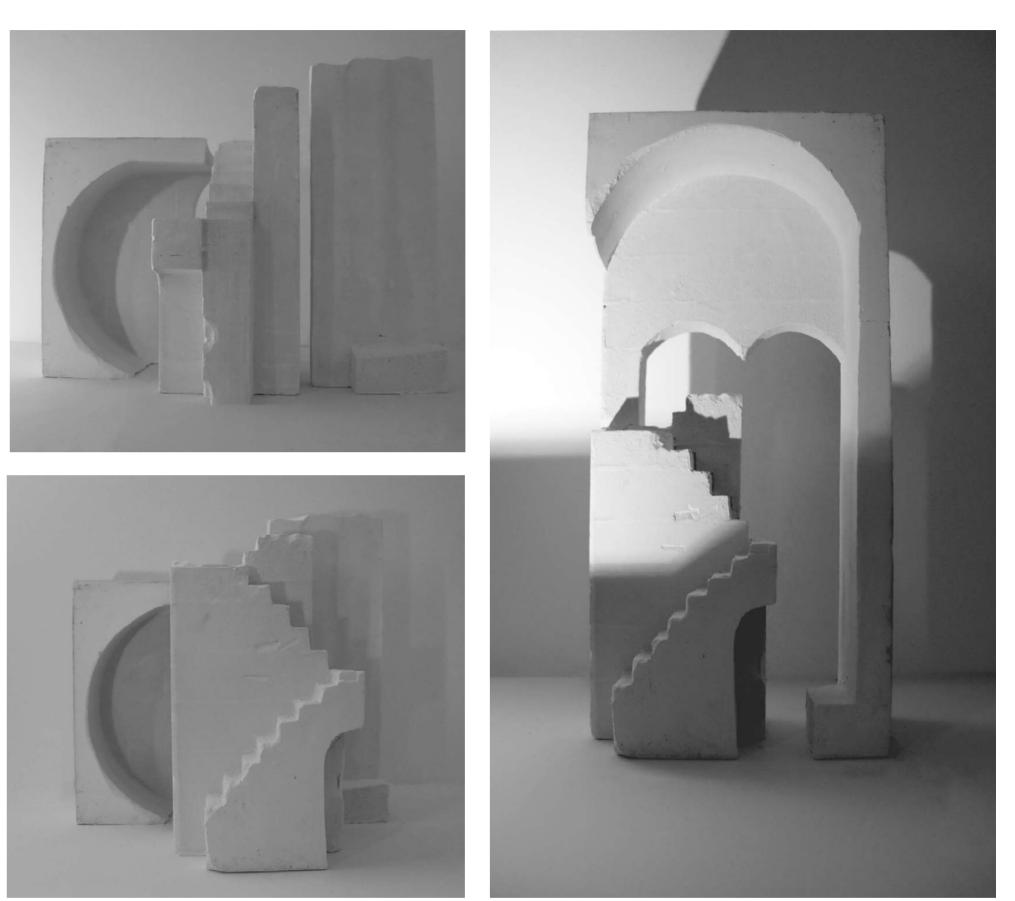
Inspired by the existing arches in the crypt and the uneven terrain, I designed a plaster-cast model.







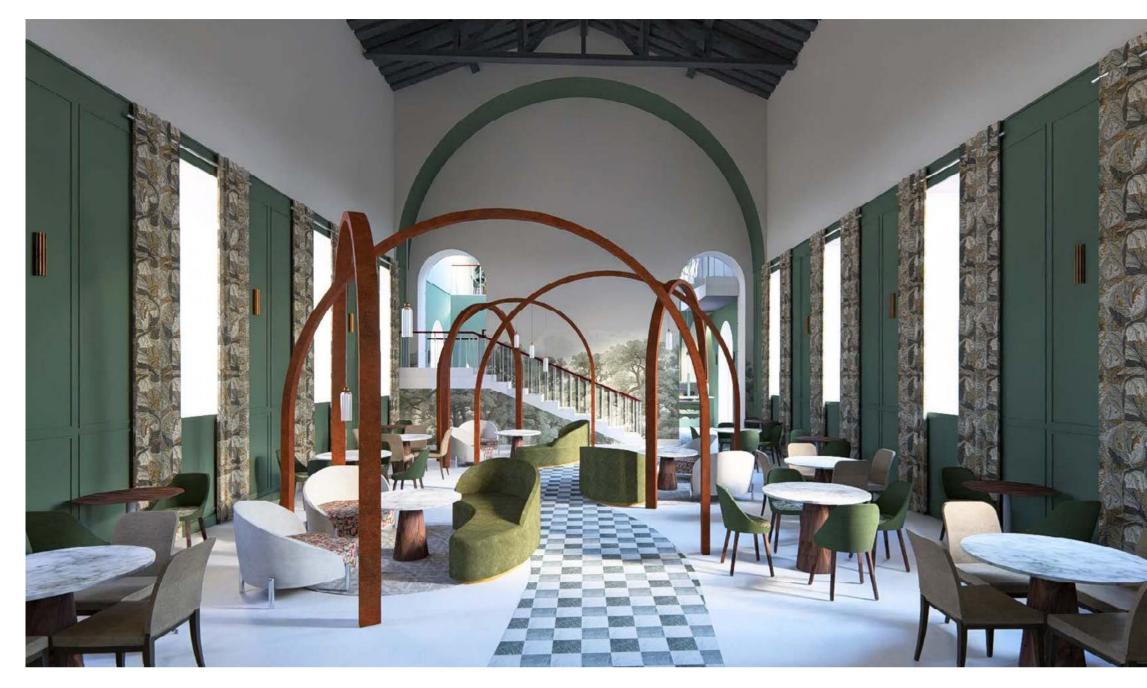






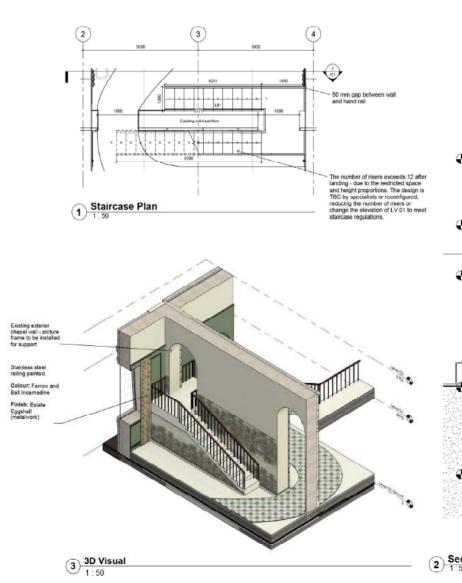
Delving into materiality and symbolism, I wanted to look at the pattern and transparency of snakeskin. Tessellation patterns are one of five patterns that naturally repeat in nature. The sophistication of this pattern involves the reassurance of a variety of hexagonal cells in a honeycomb or diamondshaped. In snakes, it is typical to see hexagonal and diamond-shaped designs.

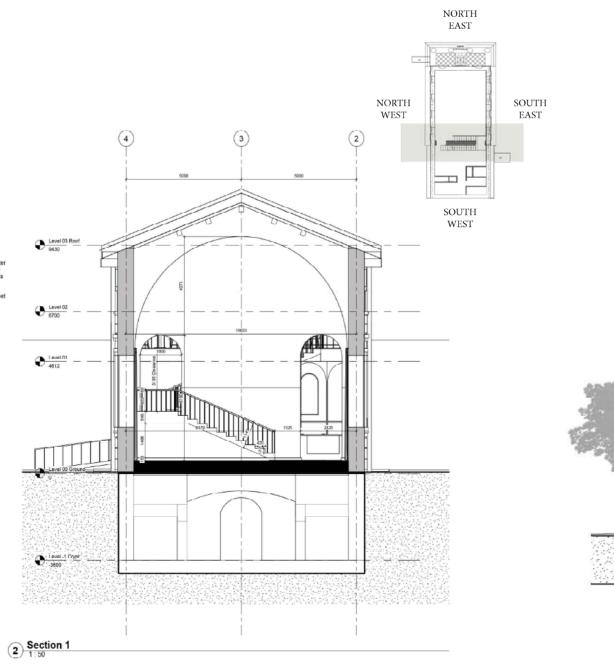
This pattern is efficient in not leaving loose space, with each part of the pattern slots together like a puzzle. The mathematics behind this design allows for maximum coverage - densely packing shapes together.



INTERIOR ARCHITECTURE + DESIGN

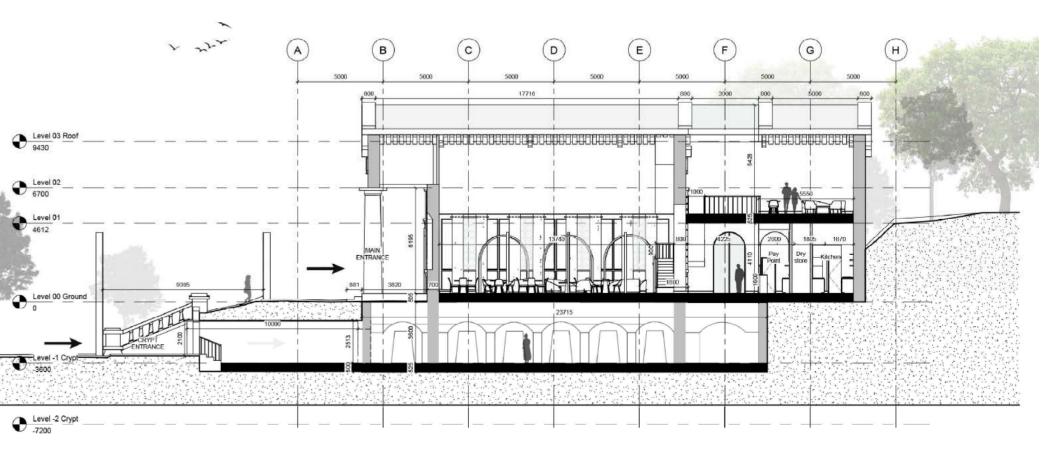
Tectonics Proposed staircase





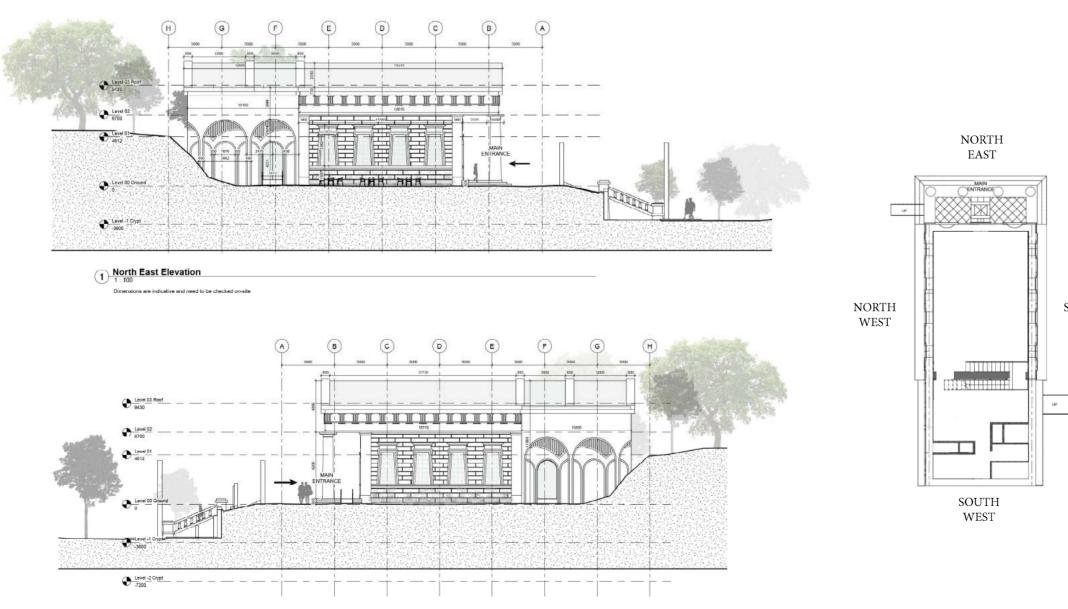






2 Section 2 1:100

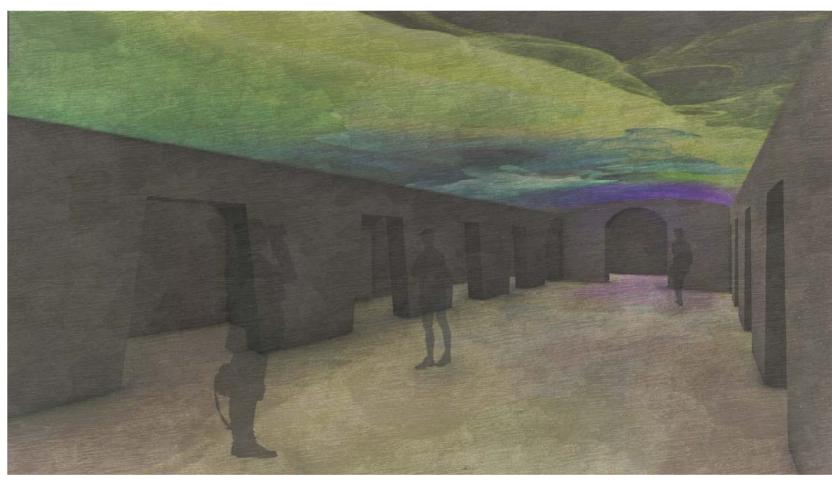




1) South West Elevation



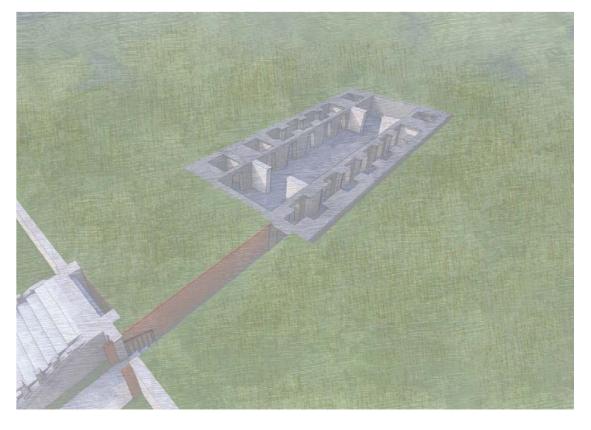




As part of my design, I wanted to connect the living with the dead with an almost out-of-body experience. To link both worlds like a portal, I created a design proposal to open up the existing crypt under the chapel, which has been empty for some time.

Inside, I chose to create a sensory experience involving LED screens and projections that cast visuals that the user can interact with. Using the existing layout and design of the crypt, I opened individual crypts to allow the user to walk through each one, weaving through.

I hope to use it as a functional space for events, exhibitions and historical and ghost tours - which are already taking place at the cemetery.



SOUTH EAST