

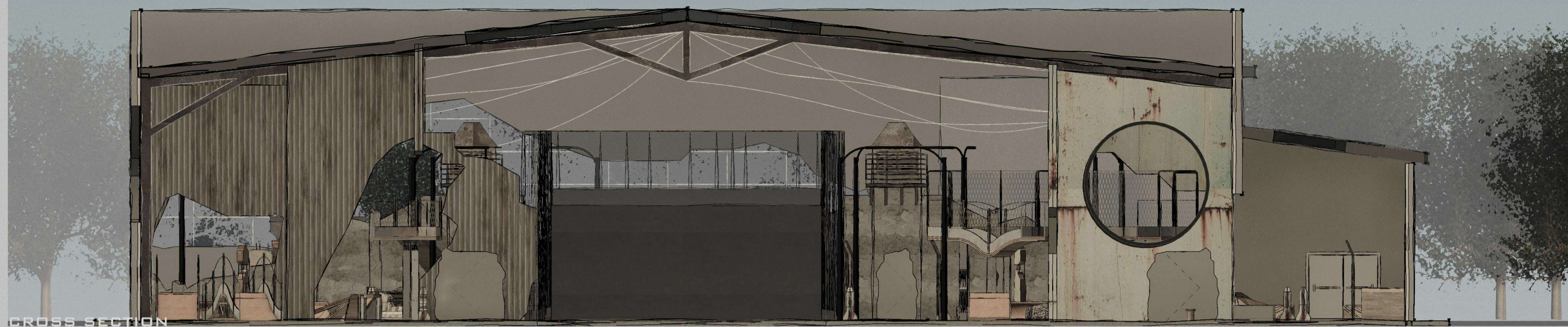
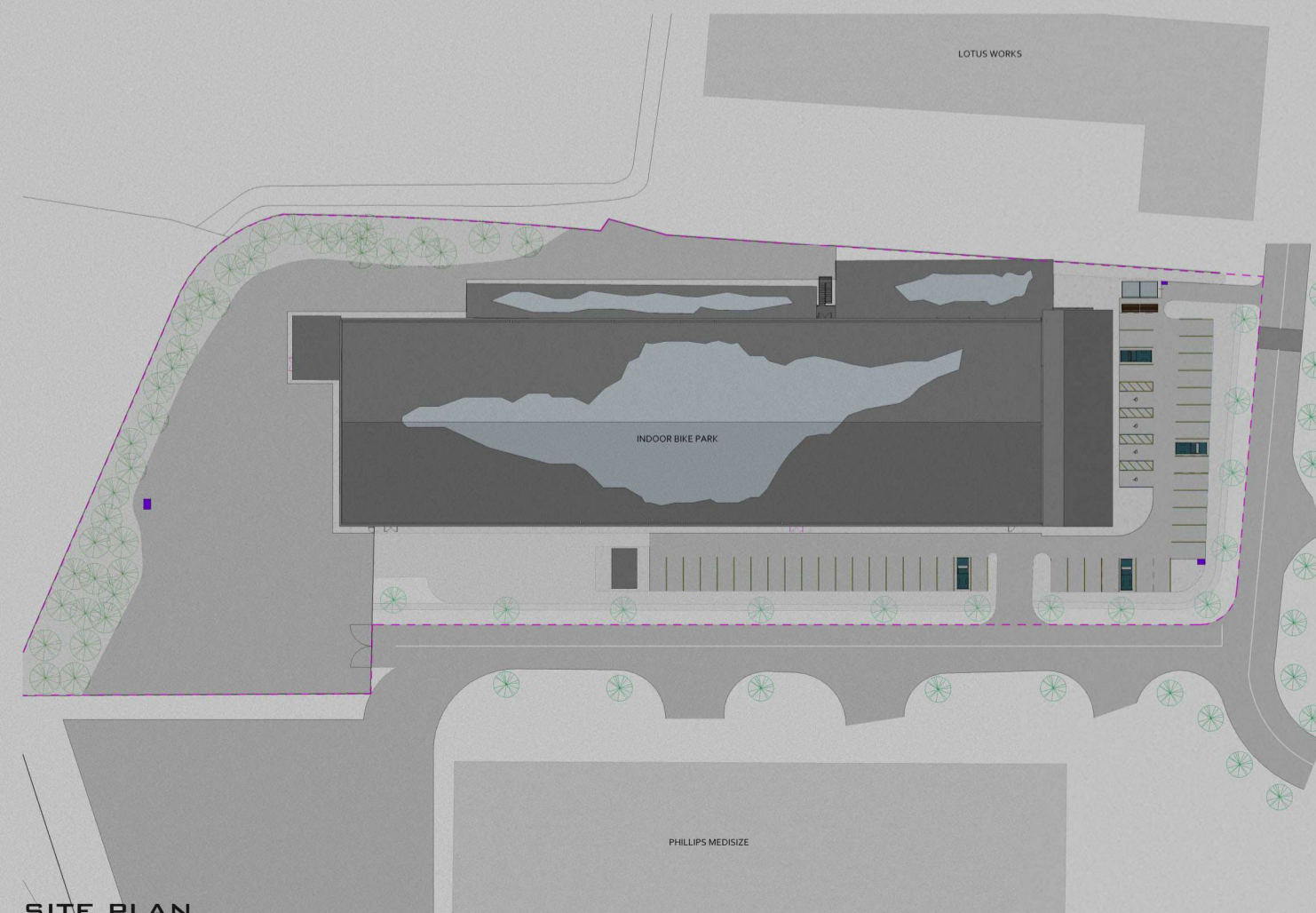
UNDERCITY ENDURANCE

BY EXPLORING ABANDONED BUILDINGS AND SKATE PARKS, AS WELL AS POST-APOCALYPTIC VIDEO GAMES, I FOUND INSPIRATION TO DESIGN AN INDOOR BIKE PARK THAT WILL OFFER THE SAME VISUAL STYLE. BY ZONING MODELS WITH CARD, PAPER STRIPS, AND PLAYDOUGH, I WAS ABLE TO BETTER UNDERSTAND AND SHOW KEY ELEMENTS I WANTED TO FOCUS ON IN MY DESIGN. WHILE ALSO FIGURING OUT THE BEST WAY OF ORIENTATING THE PLAN OF THE BIKE PARK. BY THEN BRINGING IT INTO REVIT TO CONTINUE TO PLAY AROUND WITH DIFFERENT SCALES AND HEIGHTS, WHILE TESTING OUT DIFFERENT ROUTES A USER COULD TAKE WITHIN MY DESIGN. IN LOOKING AT HOW PIPES AND WIRES WOULD RUN THROUGH BUILDING, I EXPERIMENTED HOW A CYCLING TRAIL MIGHT DO THE SAME. THROUGH SKETCHING, MAKING PHYSICAL MODELS, THEN BRINGING IT INTO REVIT AND RENDERING THROUGH D5 RENDER, I WAS ABLE TO ACCURATELY BRING MY IDEAS TO LIFE.



MY OVERALL CONCEPT FOR THIS DESIGN IS POST-APOCALYPTIC. BY TAKING INSPIRATION FROM MOVIES AND VIDEO GAMES SUCH AS THE LAST OF US AND RESIDENT EVIL, I AIMED TO MAKE THE SPACE LOOK LIKE A BROKEN-DOWN CITY. BY DESIGNING THE TRAILS TO WEAVE IN AND OUT OF BUILDING LIKE FEATURES AND THROUGH TUNNELS, IT MIMICS A POST-APOCALYPTIC SETTING.

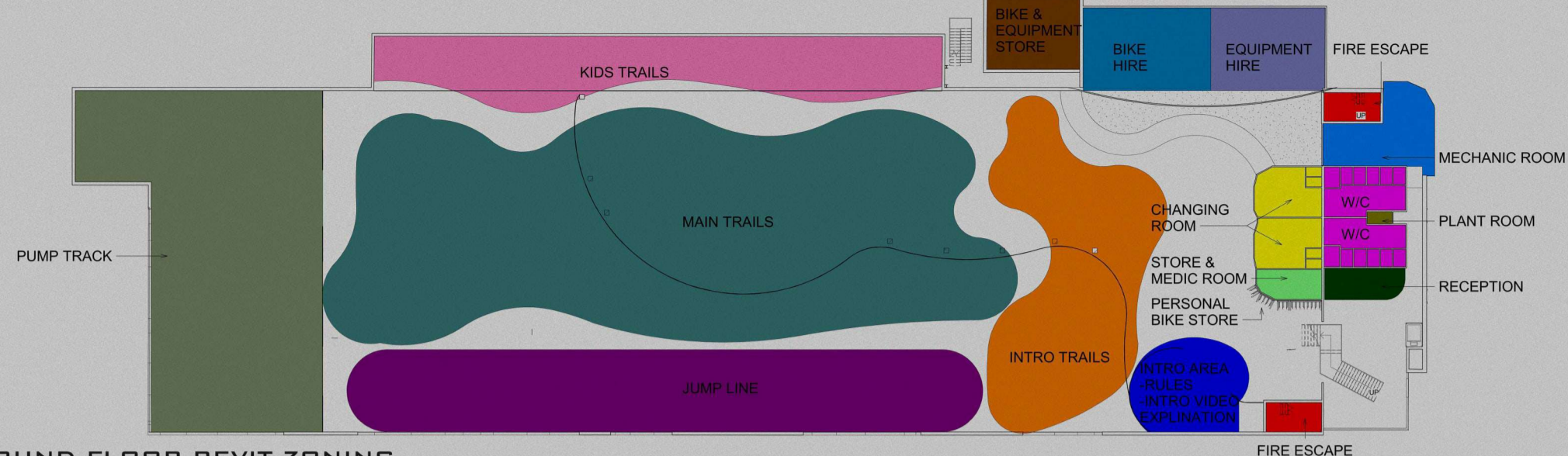
THROUGH USING WEATHERED MATERIALS SUCH AS RUSTED METALS, CRACKED CONCRETE AND OLD BRICK WITH WORN IN GRAFFITI AND ADDING OVERGROWN ASPECTS, IT HELPS TO IMMERSIVE THE USERS THE VIDEO GAME LIKE SETTING



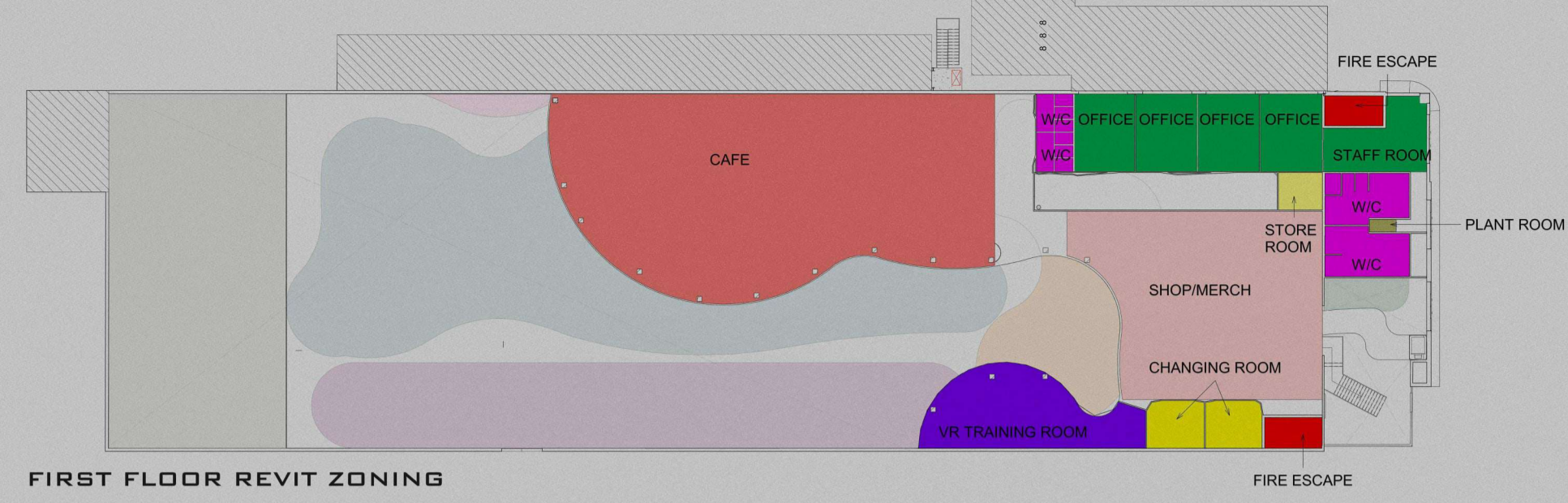
FOR MY PROJECT, I PLAN TO DEVELOP AN INDOOR BIKE PARK WITHIN THE AMCOR FLEXIBLES BUILDING LOCATED IN SLIGO. AMCOR IS A LEADING COMPANY IN THE DEVELOPMENT AND MANUFACTURING SOLUTIONS FOR VARIOUS PRODUCTS. TO SUPPORT THEIR OPERATIONS, THEY REQUIRE A SUBSTANTIAL WAREHOUSE SPACE AND SUFFICIENT FLOOR AREA TO ACCOMMODATE THEIR MACHINERY AND STORAGE NEEDS. THIS IS PERFECT FOR MY FUNCTION AS IT OFFERS SUFFICIENT AREA FOR DIFFERENT LEVEL BASED TRAILS.

I DECIDED TO FOCUS ON AN INDOOR BIKE PARK BECAUSE I HAVE A STRONG INTEREST IN THE SPORT, AND I THINK IT WOULD HELP PROMOTE THE SPORT MORE WIDELY BEYOND THE EAST COAST OF IRELAND. IT WOULD BE A GREAT WAY TO ENCOURAGE YOUNGER CHILDREN TO PARTICIPATE IN SPORTS AND OFFER THEM A SAFE SETTING TO LEARN NEW SKILLS, STAY ACTIVE, AND BUILD CONFIDENCE. IT IS A SPACE FOR ALL CYCLISTS AND ANYONE INTERESTED IN SPORTS WHERE THEY CAN LEARN AND DEVELOP SKILLS IN VARIOUS DISCIPLINES. TO CREATE A SPACE WHERE CYCLISTS FROM ALL DISCIPLINES CAN COME TOGETHER IN ONE COMMON SPACE, SHARE INSIGHT AND LEARN FROM EACH OTHER.



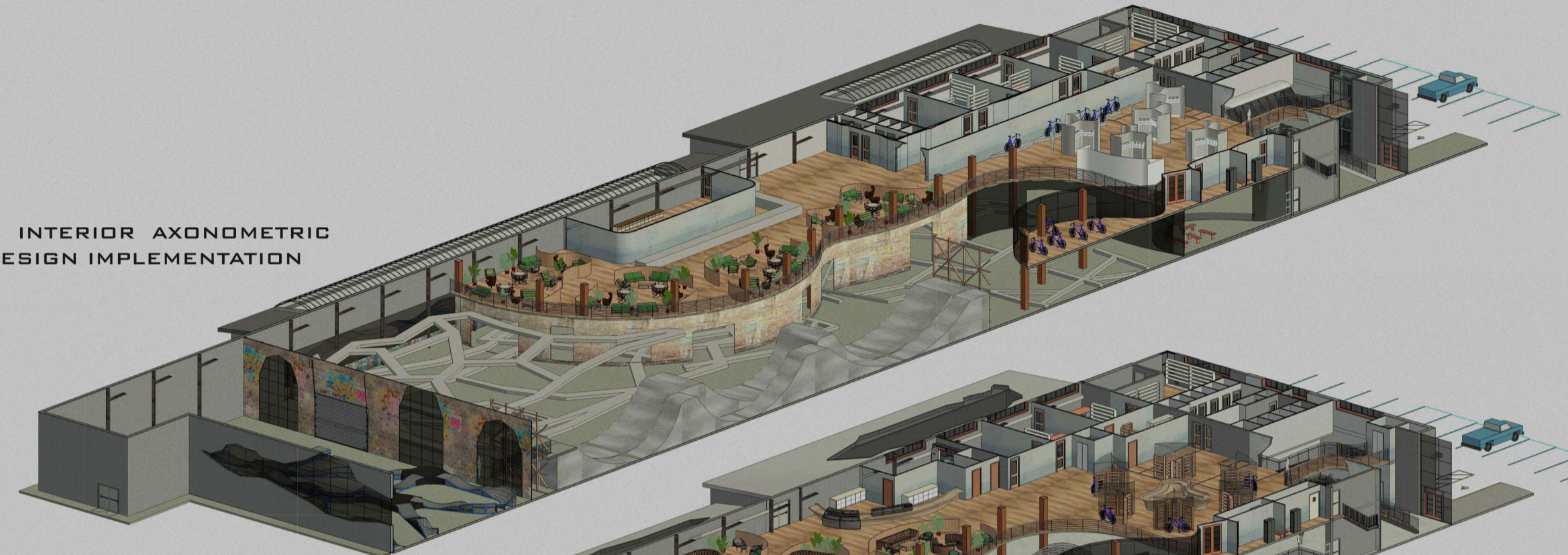


GROUND FLOOR REVIT ZONING

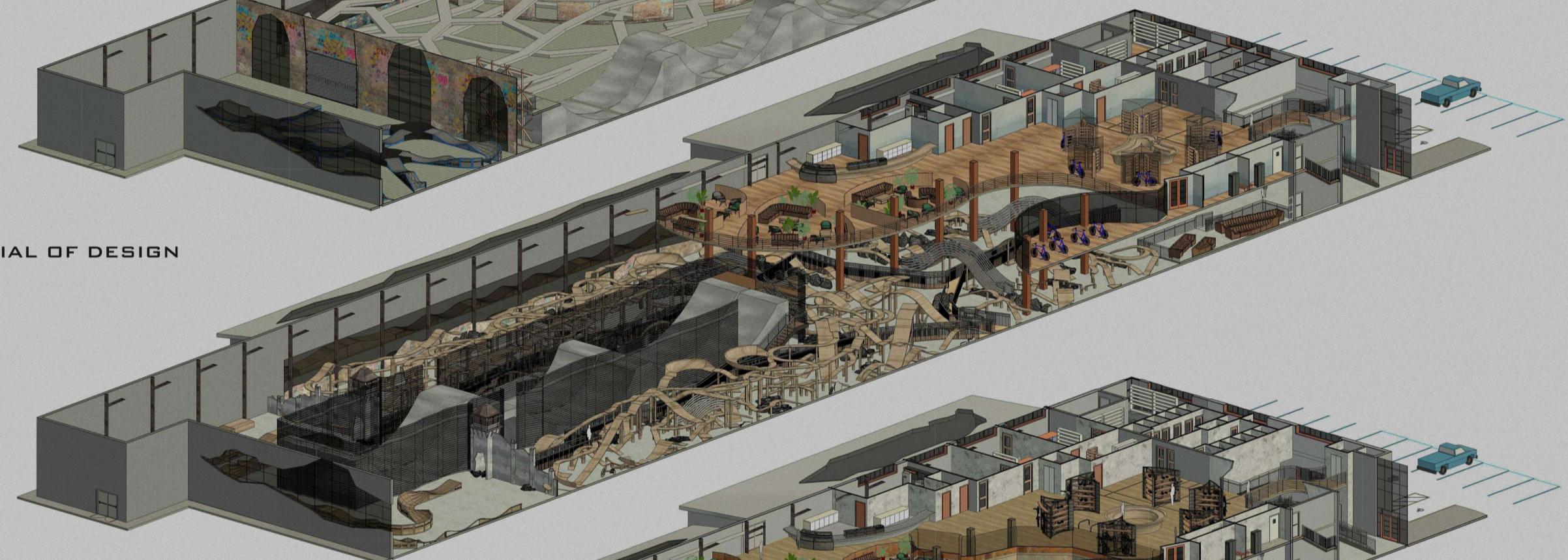


FIRST FLOOR REVIT ZONING

INITIAL INTERIOR AXONOMETRIC WITH DESIGN IMPLEMENTATION



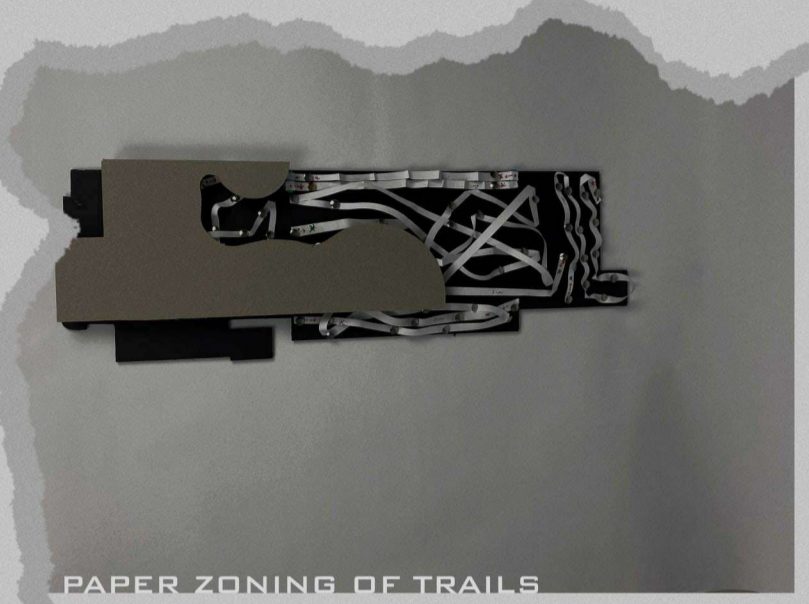
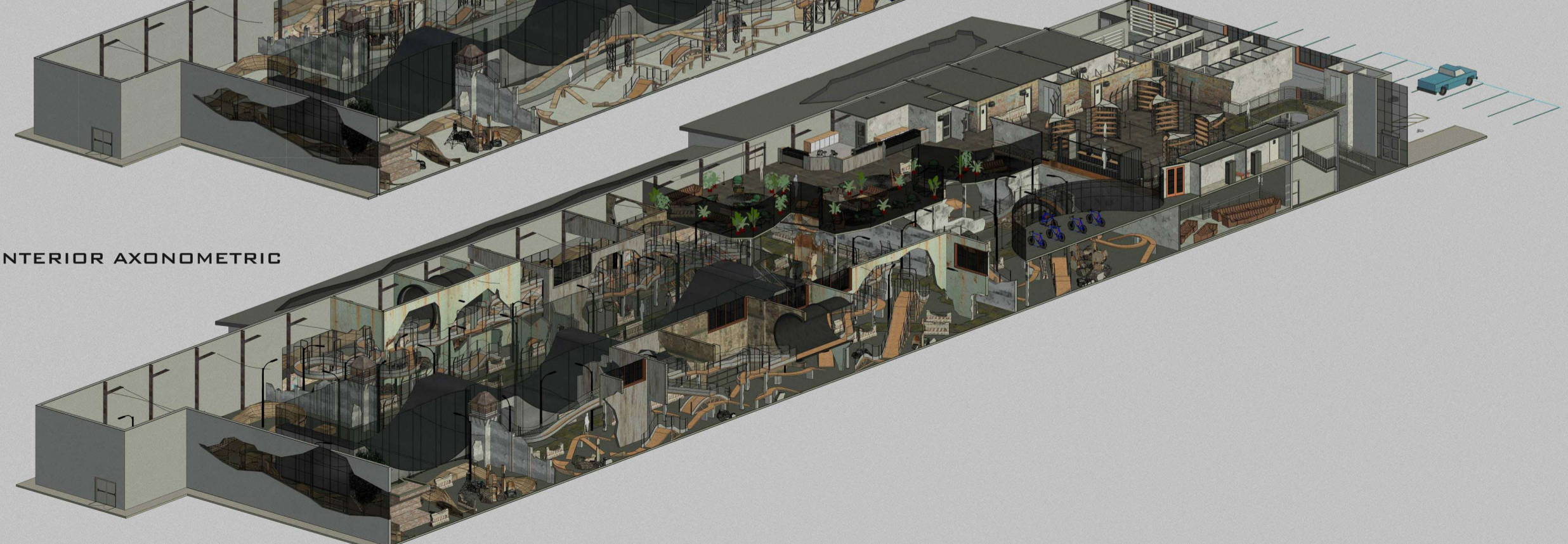
1ST TRIAL OF DESIGN



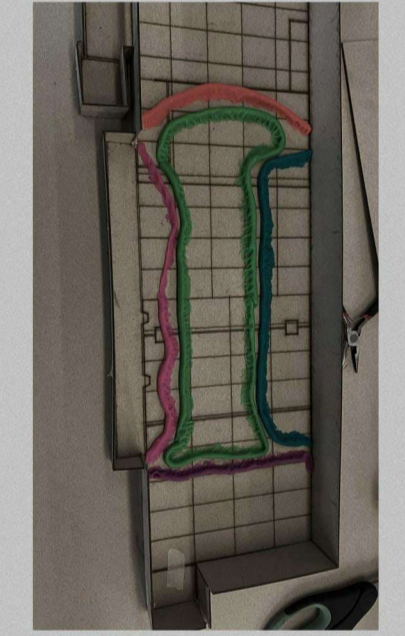
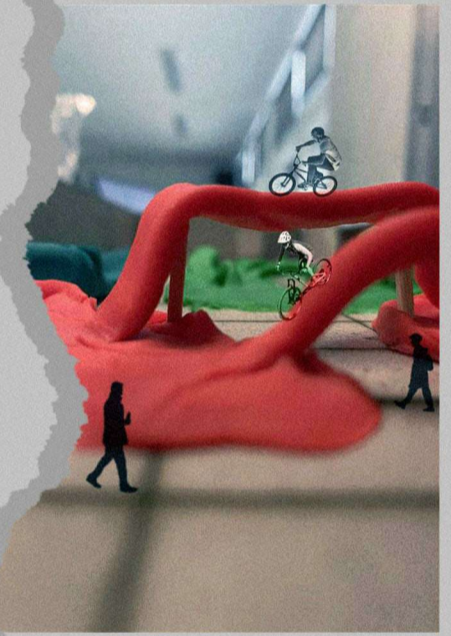
2ND TRIAL OF DESIGN



FINAL INTERIOR AXONOMETRIC



PAPER ZONING OF TRAILS



PLAYDOUGH ZONING OF TRAILS

THE BIKE PARK OFFERS A NEW PLACE FOR PEOPLE OF ALL AGES TO COME TOGETHER WITH THE JOINT LOVE OF CYCLING. IT OFFERS A NEW FACILITY OUTSIDE OF DUBLIN, ALLOWING FOR MORE PEOPLE TO GET INTO THE SPORT. BY HAVING DIFFERENT AREAS, IT ALLOWS FOR BMX, MOUNTAIN BIKERS, THE CASUAL CYCLIST, CHILDREN AS YOUNG AS 5 YEARS AND BEGINNERS.

THE BUILDING ALSO OFFERS A SHOP AREA FOR ANYONE LOOKING TO BUY BIKE ACCESSORIES OR CLOTHING, CAFÉ FOR AFTER THEIR SESSION OR AS A VIEWING SECTION, AND A VR TRAINING ROOM FOR THOSE WHO ARE LOOKING FOR HIGH TENSE TRAINING. IN CASE OF ANY BREAKDOWNS ON THE TRAILS THERE IS A MECHANIC AREA, AND FOR THOSE WHO DON'T HAVE THEIR OWN BIKE OR EQUIPMENT THEY HAVE THE OPTION TO HIRE. WITHIN THE BUILDING THERE WILL BE MULTIPLE AREAS FOR PEOPLE WHO ARE AT DIFFERENT LEVELS WITHIN THE SPORTS AND FOR THE DIFFERENT DISCIPLINES. IT WILL BE A SPACE FOR ALL CYCLISTS AND ANYONE WHO WANTS TO GET INTO THE SPORT WHERE THEY CAN LEARN AND GAIN SKILLS IN DIFFERENT DISCIPLINES.

BOLLARD LIGHTING DETAILS - INSPIRED BY ROAD BOLLARDS DESIGNED IN DIFFERENT STAGES OF DECAY WITH LED LIGHTING IN THE CENTER. THESE ARE USED THROUGHTOUT MY DESIGN AS A WAY OF GUIDING THE USER, AS WELL AS TO SEPERATE AREAS WHERE THE USER COULD AND COULDN'T GO. THEY HELP IMMERSE PEOPLE IN THE ENVIRONMENT CREATED.

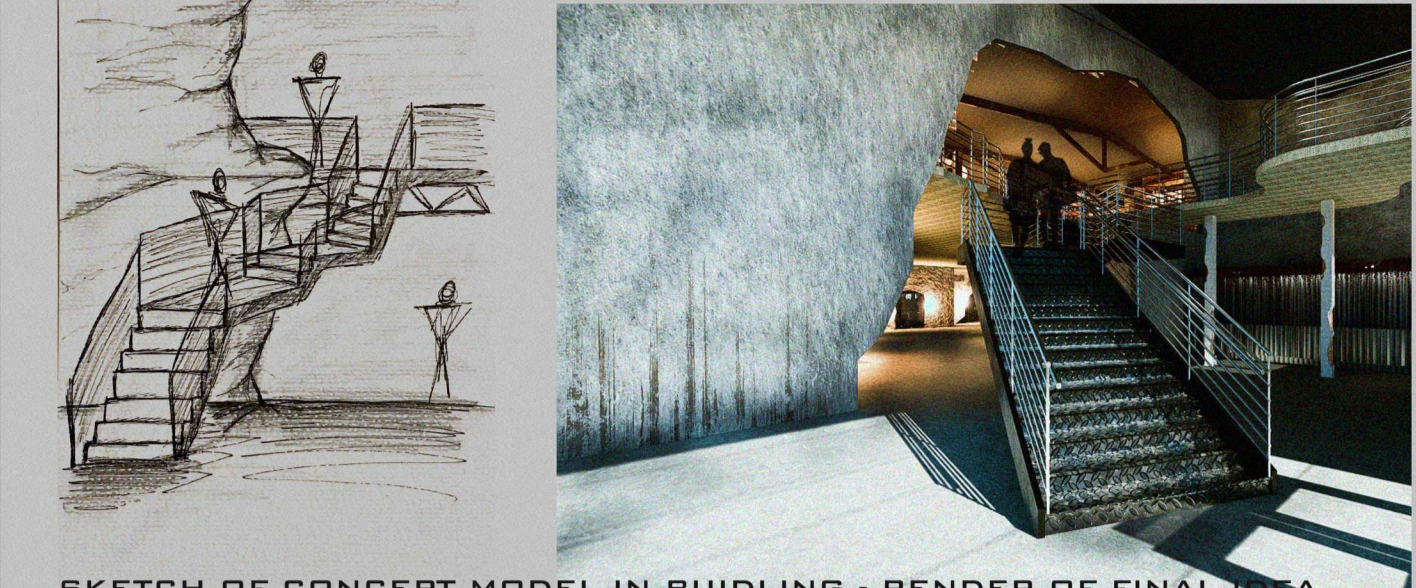
MATERIALS USED - LIGHTWEIGHT CONCRETE, LED STRIP WITH ALUMINUM PROFILE.



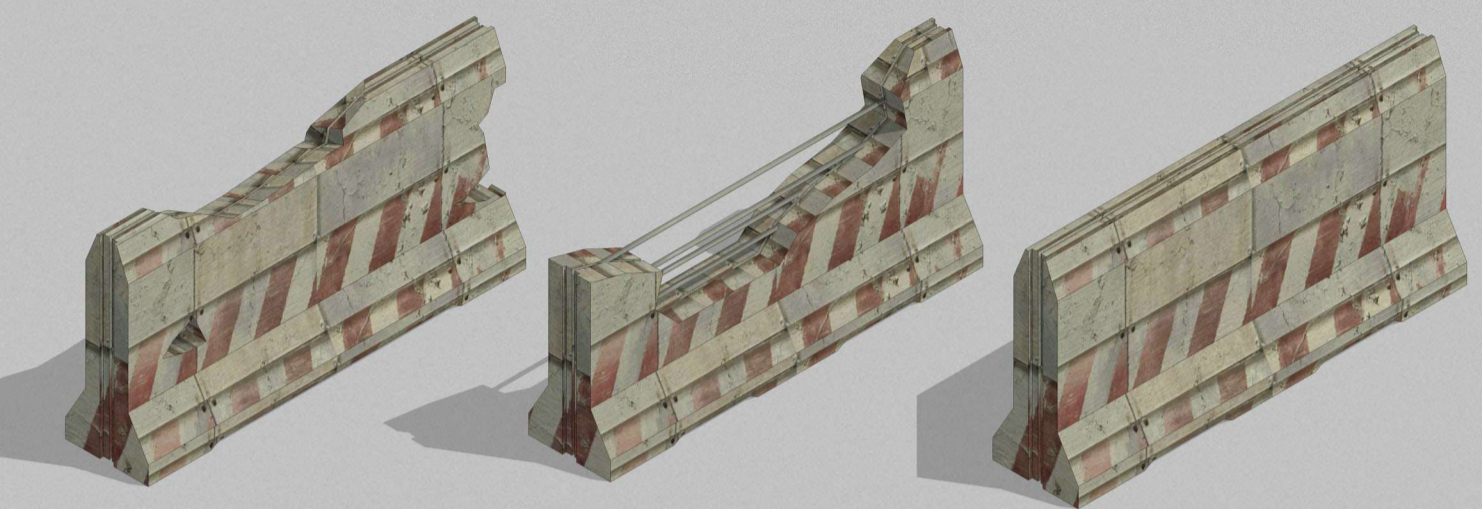
BOLLARDS PHYSICAL MODEL



INITIAL CONCEPT SKETCH - PROCESS MODEL - FINAL CONCEPT MODEL



SKETCH OF CONCEPT MODEL IN BUIDLING - RENDER OF FINAL IDEA



FINAL BOLLARD LIGHTING DESIGN

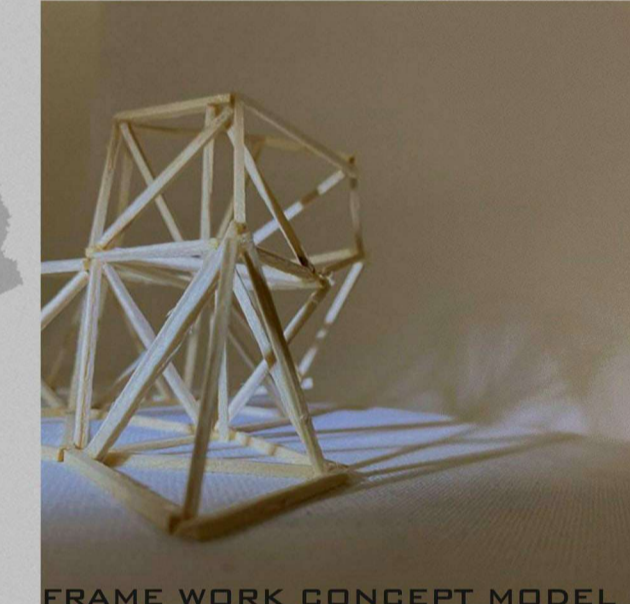
WHEN DESIGNING MY TRAILS AREA I WANTED THEM TO BE WEAVING IN AND OUT OF RUN-DOWN BUILDINGS, AS IF THE SPACE WAS AN ABANDONED DOWN CITY THAT HAS BEEN TAKEN BACK BY PLANT LIFE. HAVING THEM RUN THROUGH TUNNELS AND UNDER EACH OTHER TO CREATE A STIMULATING SPACE TO CYCLE IN. BY USING WEATHERED CONCRETE, ROCKS, URBAN STREET LIGHTING AND MESH FENCING TO HELP CONVEY A RUN-DOWN CITY IN A ZOMBIE APOCALYPSE.

THE MAIN TRAIL AREA HAD 3 DIFFERENT SECTIONS TO IT, THE INTO AREA, INTERMEDIATE TRAILS AND DIFFICULT TRAILS WHICH ARE LOCATED 2500MM ABOVE FLOOR LEVEL. TO AID IN WAYFINDING, I USED BROKEN PARTS OF THE PATHWAYS AS A METHOD OF INDICATING WHERE THE TRAILS START AND END. I USE MY BOLLARD LIGHTING ELEMENTS AND SECTIONS OF RUSTED FENCES, ALONG WITH DEBRIS AND RUBBLE, TO SECTION OFF THE PATH FROM THE TRAILS AND USE THEM TO DISTINGUISH DIFFERENT SECTIONS OF THE TRAILS.

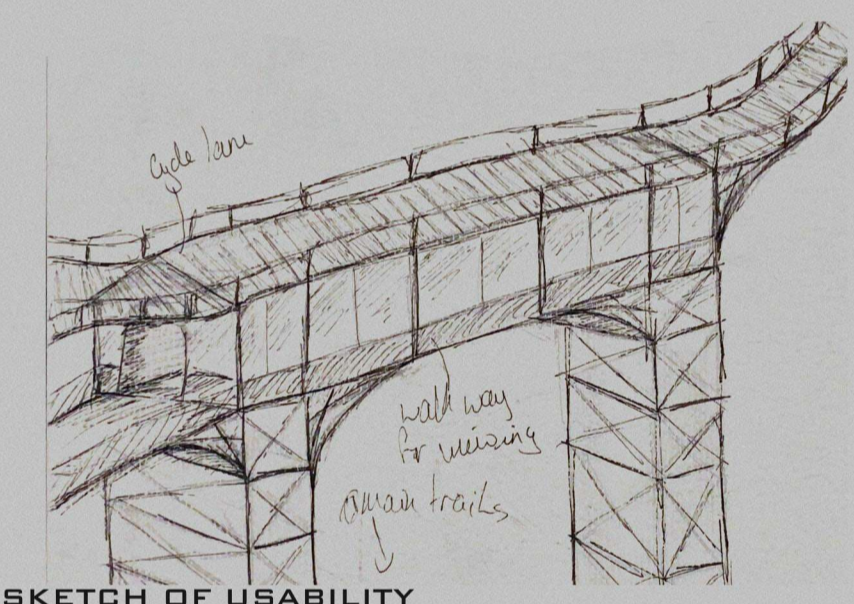
FOR MY CONCEPT I WANTED TO FIND A WAY TO MIX THE IDEA OF CYCLING OUTDOORS IN THE FORESTS AND COUNTRYSIDE WITH THE OVERLY USED RUNDOWN SKATE PARKS. FROM LOOKING INTO THIS I FOUND MYSELF CONSTANTLY LOOKING INTO POST-APOCALYPTIC ARCHITECTURE AND SET DESIGNS FROM DYSTOPIAN MOVIES. TO EXPLORE INTO THE POST-APOCALYPTIC DESIGN THAT WE SEE IN MOVIES. IT WILL INFLUENCE MY DESIGN IN A POSITIVE LIGHT AND MAKE IT SEEM MORE THAN JUST A BIKE PARK. AS IF YOU ARE IN A MOVIE SET AS YOU ENTER THE BUILDING.



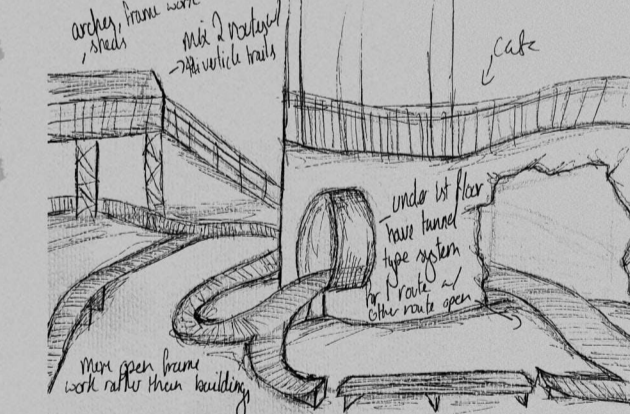
VIEW OF MAIN TRAILS



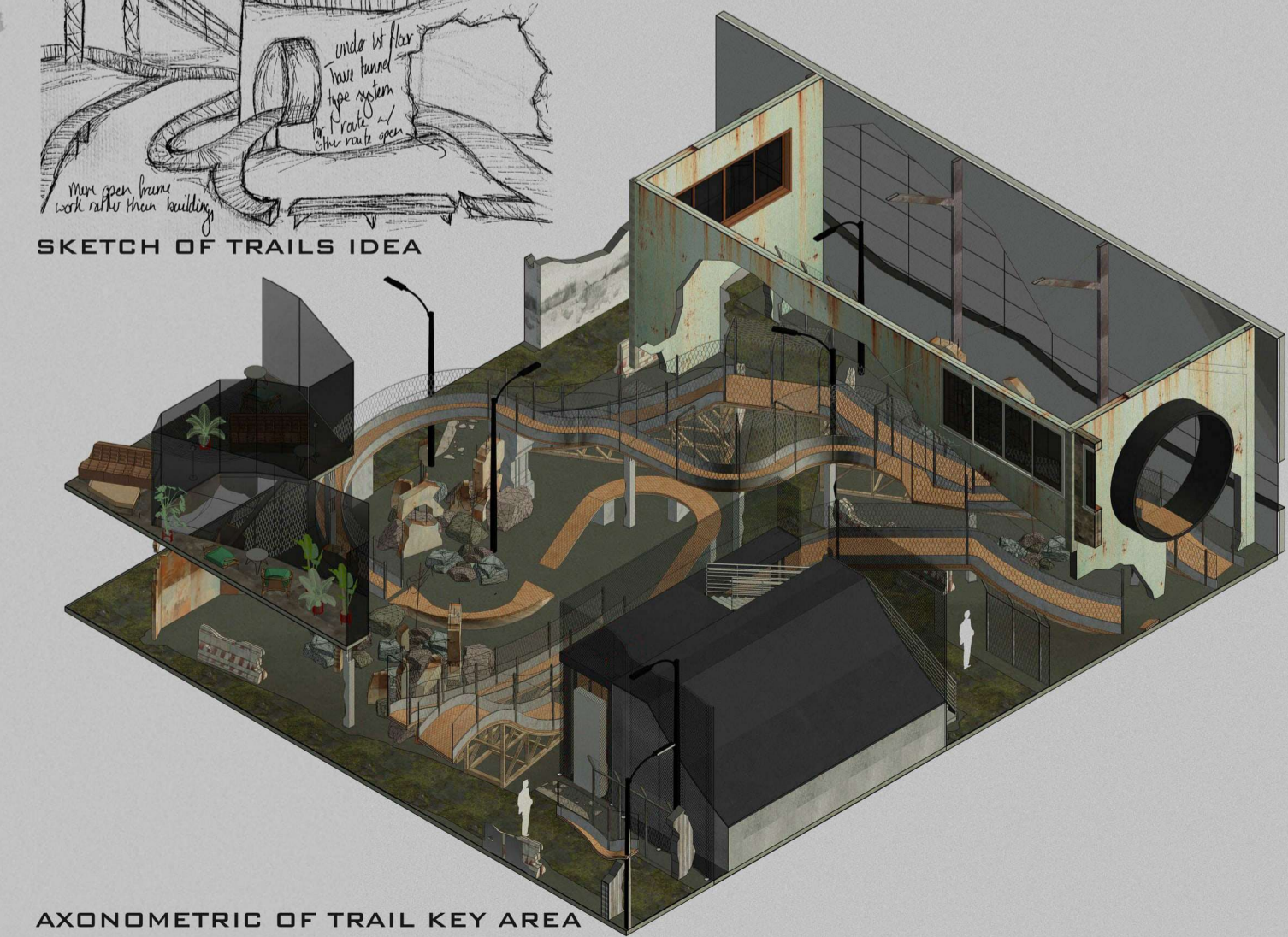
FRAME WORK CONCEPT MODEL



SKETCH OF USABILITY



SKETCH OF TRAILS IDEA



AXONOMETRIC OF TRAIL KEY AREA



LONG SECTION 1/2



VIEW OF MAIN TRAILS



VIEW OF MAIN TRAILS



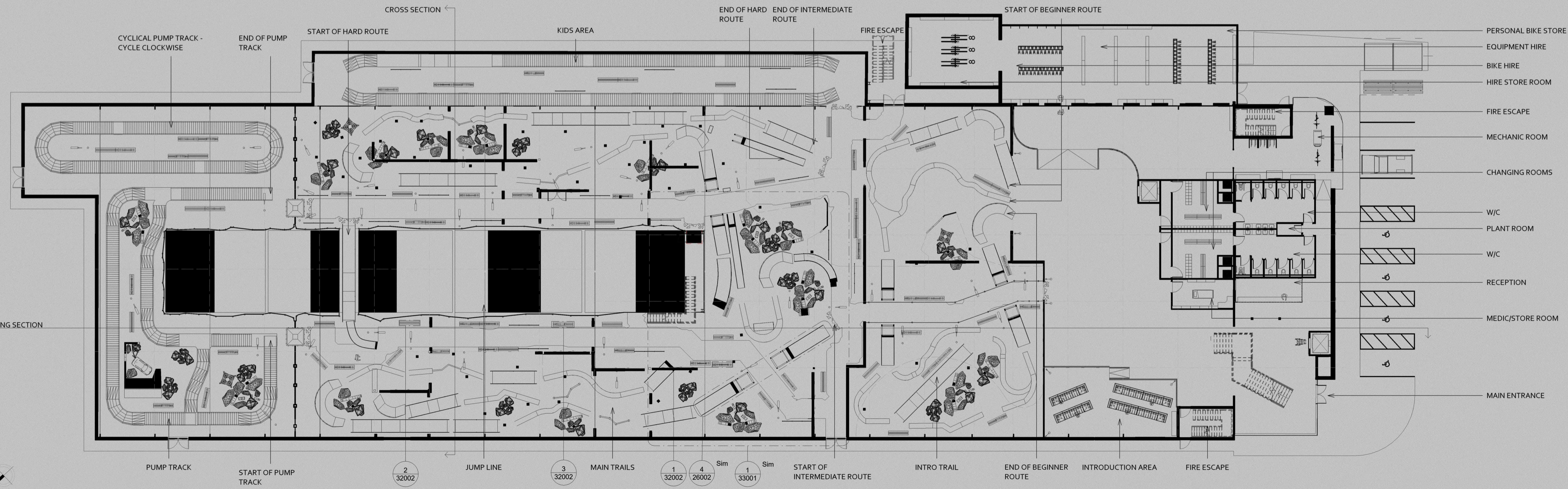
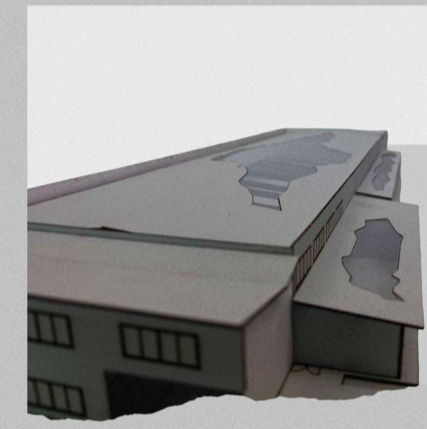
VIEW OF SHOP AREA

MY MAIN IDEA WHEN DESIGNING THE CAFE SPACE WAS FOR PEOPLE TO USE AS VIEWING AREA, LOOKING DOWN ON THE TRAILS. IT GIVES THOSE A PLACE TO SIT AFTER THEIR CYCLE OR IF THEY'VE DROPPED SOMEONE OFF AND ARE WAITING FOR THEM WHILE PROVIDING THEM WITH SOMETHING TO LOOK AT WHILE THEY WAIT. BY DECORATING WITH OVERGROWN PLANTS AND DIM LIT LIGHTING IT HELPS TO BRING THE DYSTOPIAN AESTHETIC INTO THE DESIGN.

THE SHOP AREA IS FOR COMPANIES TO DISPLAY THEIR PRODUCTS AND MERCHANDISE AS WELL AS TOOLS OR BIKES. THE LAYOUT OF UNIT'S IS A WAYFINDING TECHNIQUE TO MIMIC PATHWAYS TO DIFFERENT SECTIONS ON THE FIRST FLOOR. AS WELL AS USING BROKEN FLOORING AT STAIRS AND HAS PIECES DISSIPATE WHERE THE USER WOULD WALK TO.



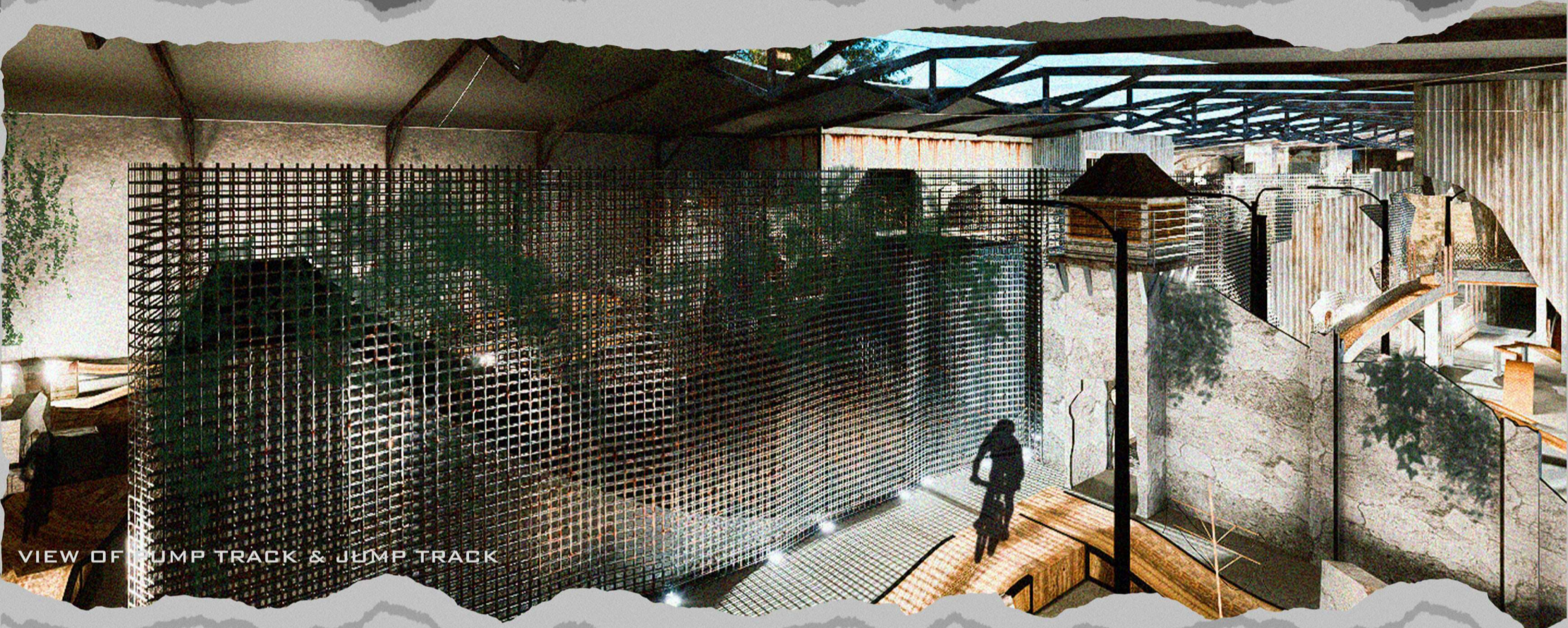
PHYSICAL MODEL OF EXTERIOR OF BUILDING



GROUND FLOOR PLAN



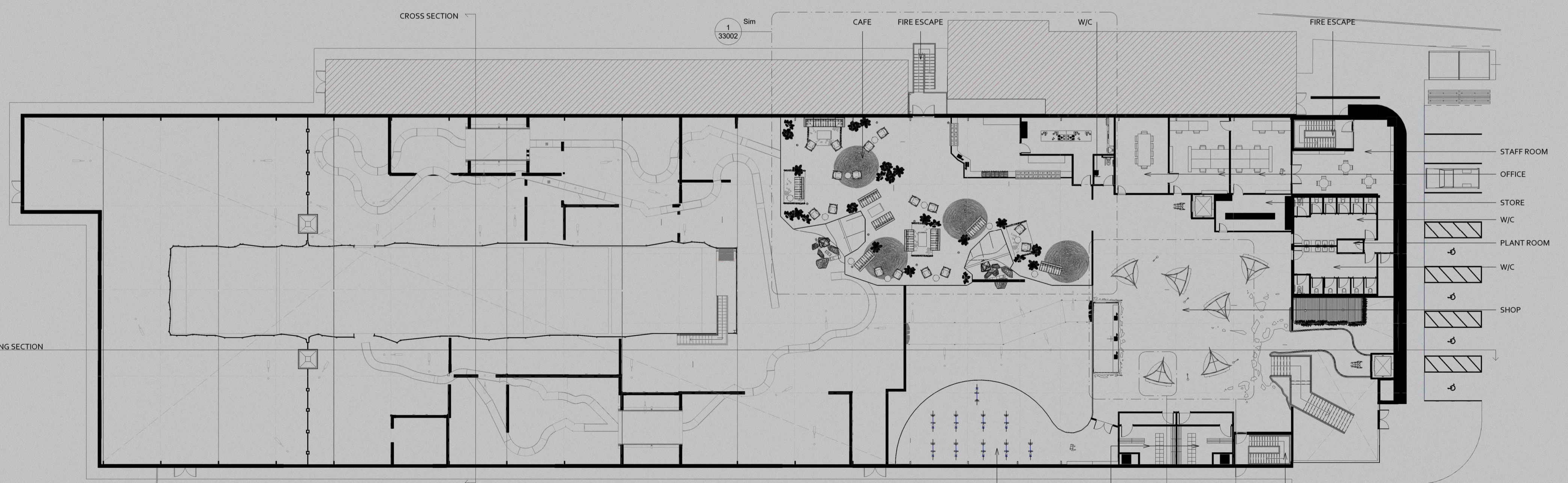
LONG SECTION 2/2



VIEW OF JUMP TRACK & JUMP TRACK



VIEW OF CAFE AREA



CROSS SECTION

1
33002
Sim

CAFE

FIRE ESCAPE

W/C

FIRE ESCAPE

- STAFF ROOM
- OFFICE
- STORE
- W/C
- PLANT ROOM
- W/C
- SHOP

VR TRAINING ROOM

CHANGING ROOMS

1
26003

1
33003
Sim

FIRE ESCAPE

FIRST FLOOR PLAN

