Figure 1: Attention to Detail

Figure 2: The Existing Site

Nathalie Huber
“Craft & Making”
Interior Educators 2022
Project: Transforming Bargehouse, London
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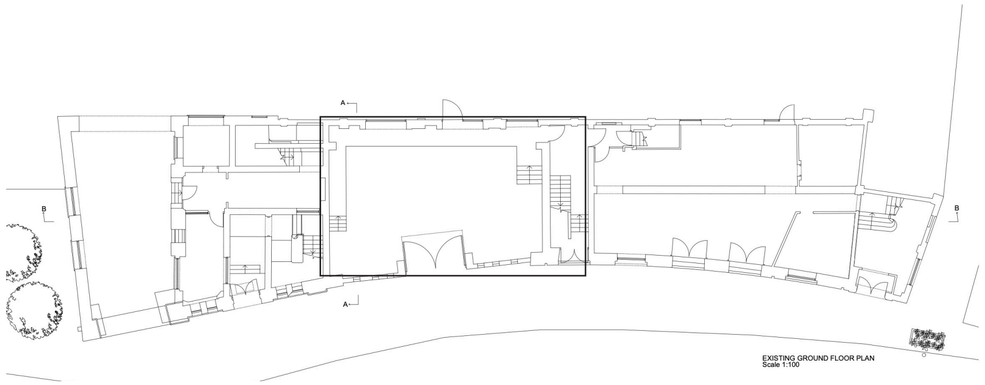
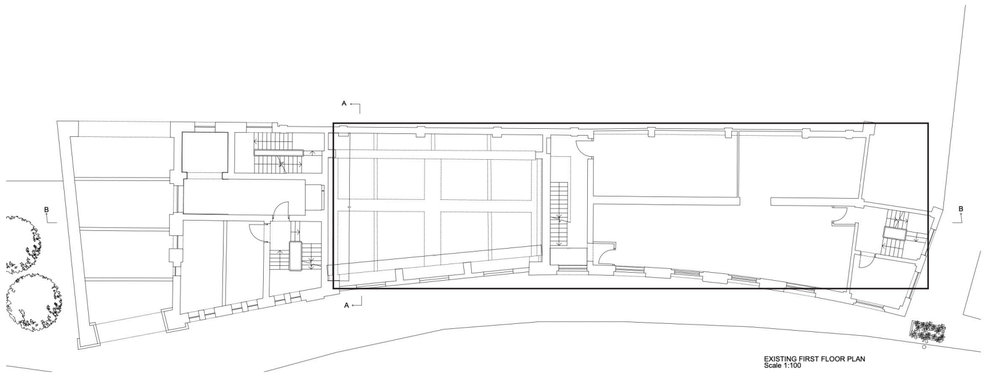
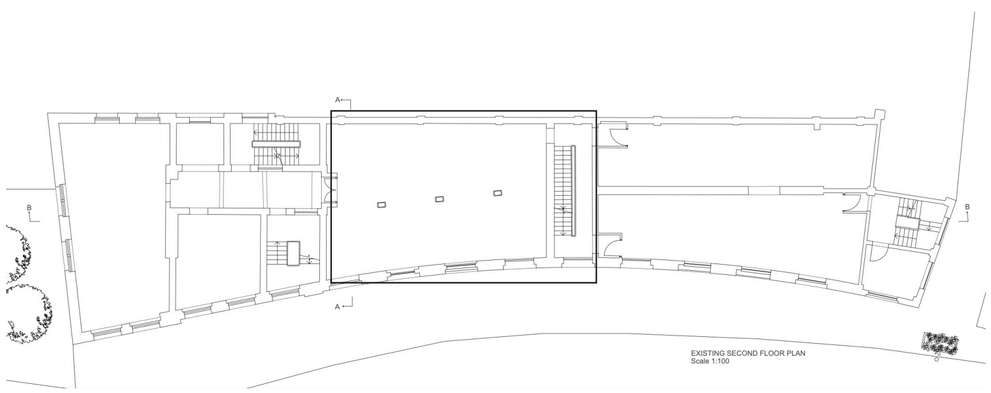


EXISTING GROUND FLOOR PLAN
Scale 1:100

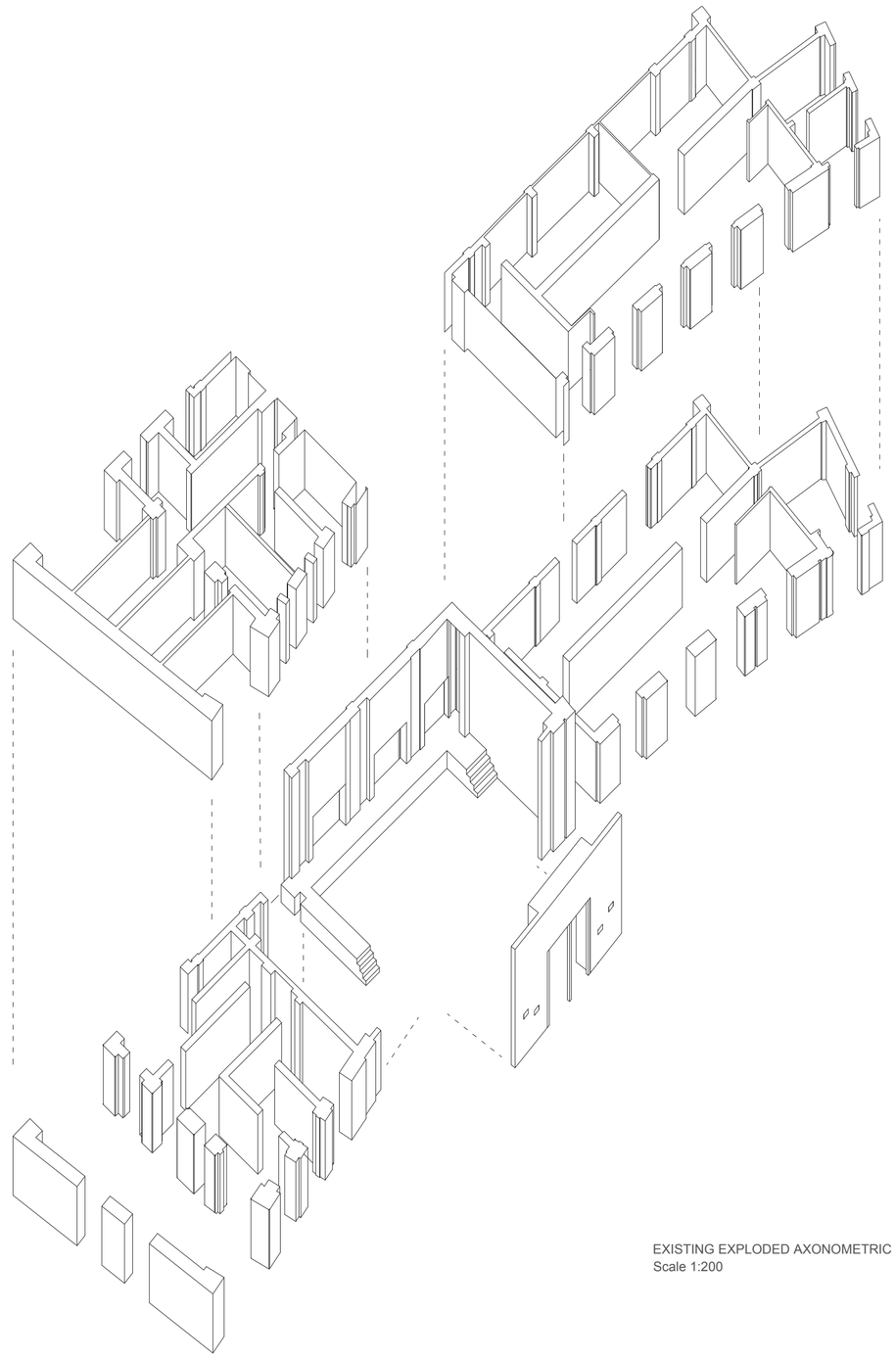


EXISTING FIRST FLOOR PLAN
Scale 1:100



EXISTING SECOND FLOOR PLAN
Scale 1:100

The provided site for this project is the Bargehouse, as part of the OXO Wharf Tower, located in Southbank, London near the river Thames. The aim of this project is to work with what already exists, by adapting and transforming it for a new context and use. We are asked to create our own detailed programme of inhabitation, and develop conceptual design ideas and spatial strategies. Furthermore, building regulations and general access needs to be taken into consideration when transforming the building. The Bargehouse is composed of 5 levels including the ground floor, however only limited space is provided to work with, as indicated. This space may be extended, but only if the space is multifunctional.



EXISTING EXPLODED AXONOMETRIC
Scale 1:200

Concept Collage: Bringing the Street Inside

"I would like to create an experience that will **acknowledge London's Street Culture** within the existing **Bargehouse**, situated in Southbank".

The **artistic feeling** of the **industrial appearance** of Bargehouse will fall hand in hand with the essence of street art and culture.

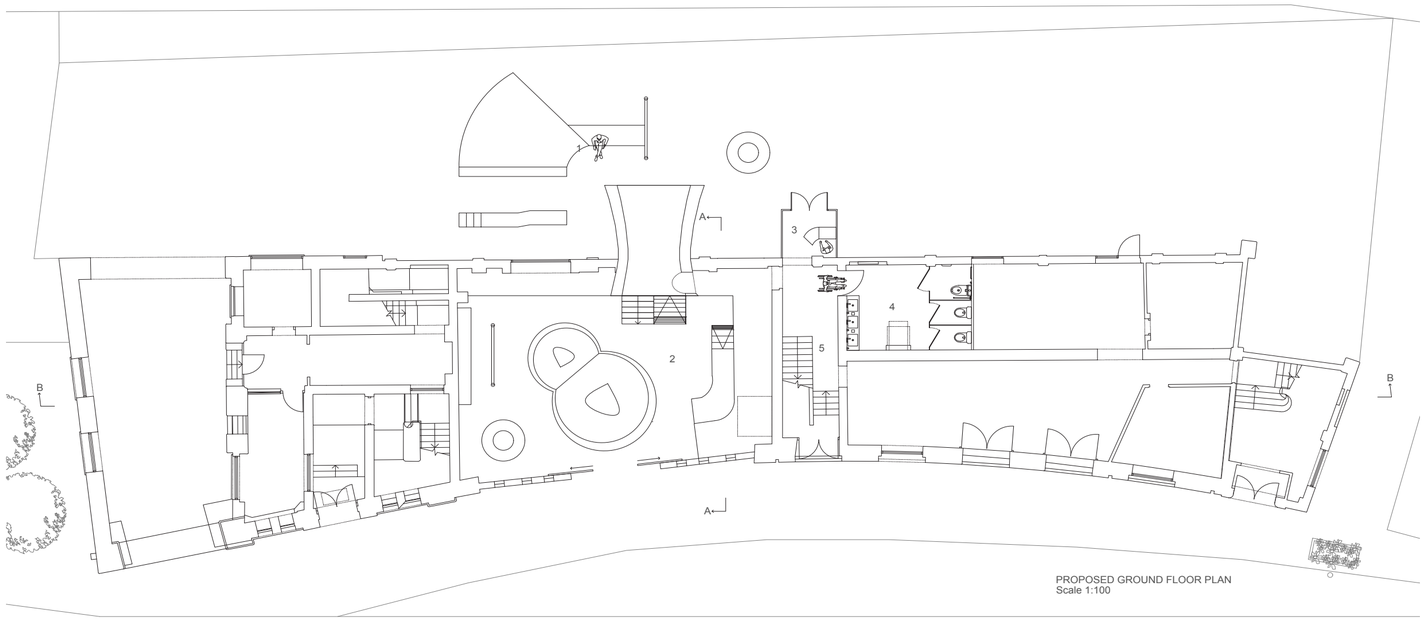
Due to the pandemic, we are adapting our lives to a **new normal**. Street culture and art went **dormant** ever since and is now slowly coming **"back to life"**.

To approach the problem of a dormant street culture, the new space will provide **street artists** with the recognition they deserve and desire. **Locals, students, tourists and families** will be able to experience art and culture to its fullest when visiting the site.

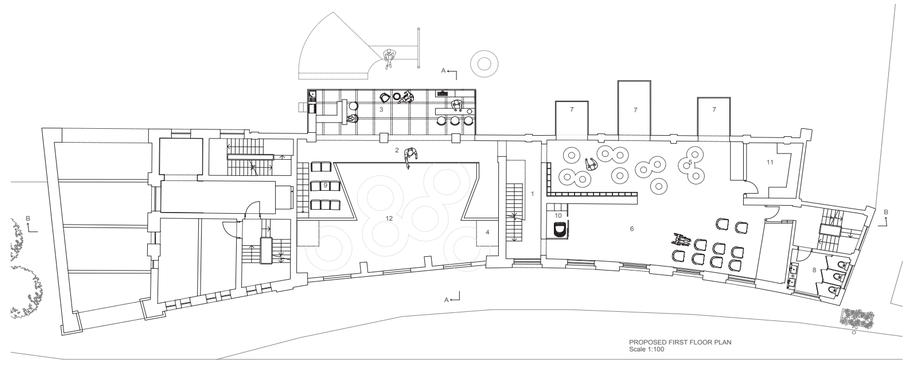
The interior will be **transformed** into a space that **unites different street cultures in one single space** through bringing together a variety of functions: **Skate, dance, sing, graffiti and paint**.

Skatelite and concrete will be used as the main materials for the skate park. Other materials include metal for details, wood for the second and third level floor, tiles for the bathrooms, orange fabric for the balcony seating area and copper for the railing to highlight the industrial aspect.

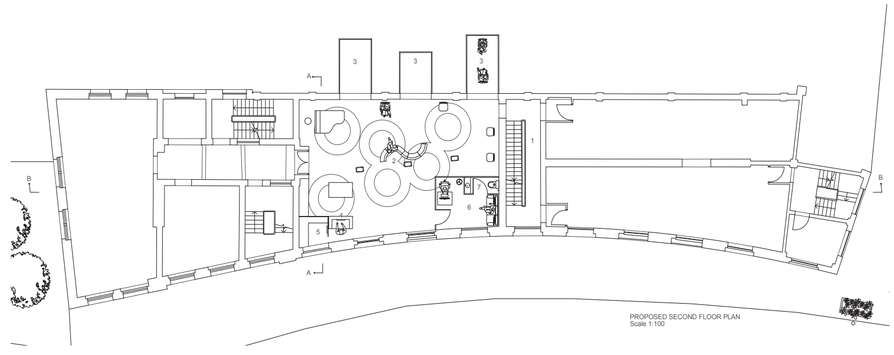
The Proposed Site



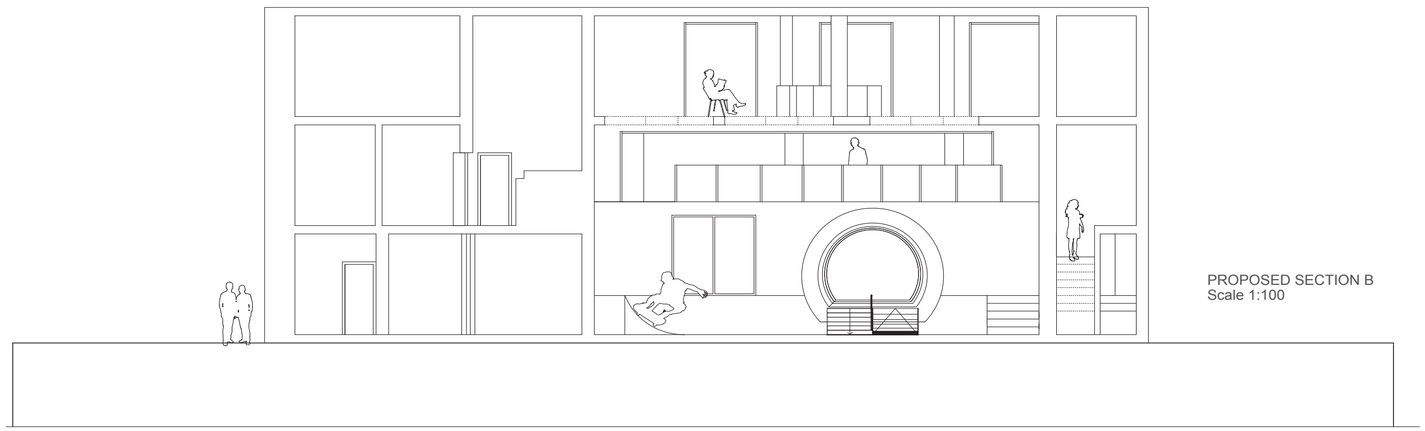
PROPOSED GROUND FLOOR PLAN
Scale 1:100



PROPOSED FIRST FLOOR PLAN
Scale 1:100



PROPOSED SECOND FLOOR PLAN
Scale 1:100



PROPOSED SECTION B
Scale 1:100

The main focus lies on the ground level skate park, that stretches onto the first level due to the double ceiling height. The key element of my project is the concrete cast tunnel which substitutes the main entrance of the building and brings my concept of "Bringing the street inside" to life. The ground level also features an accessible bathroom and an extended reception area. The second floor introduces functions including dance and theatre/performance, featuring extended showcase glass boxes and a stage. Furthermore, users of the space are welcomed with a cafe, that connects to a balcony area, which provides seating and standing spaces to watch the skaters on the ground level. I decided to partially transform the third floor as well, to clearly highlight the aspect of artist acknowledgement, by providing more space. Therefore, the third floor is dedicated to painters, featuring a small retail area as well as a staff office and separate toilets. The key element of this floor is the glass elements on the floor, which allows viewers to look into the second floor, to create harmony between the spaces.

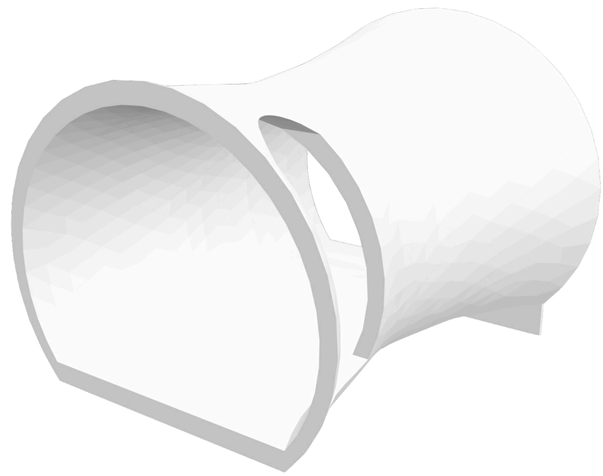


Figure 3: 3D Model of the cast concrete tunnel

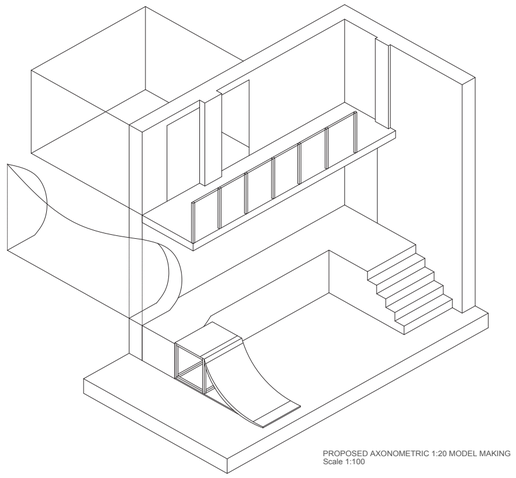


Figure 5: 3D printed tunnel side view

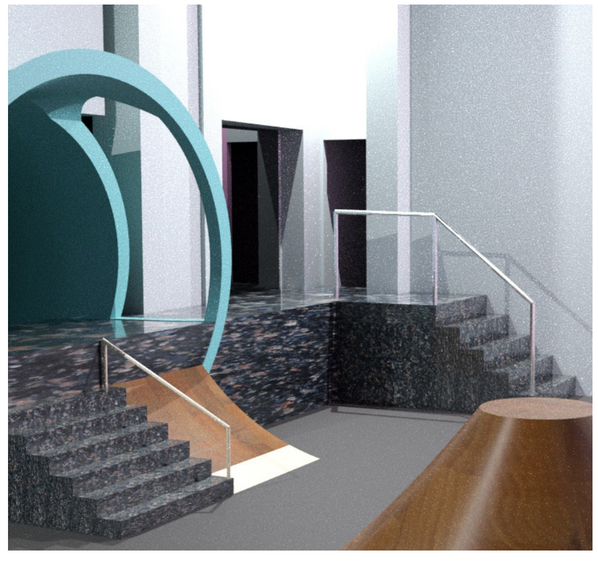


Figure 6: 3D Studio Max rendering of proposed space

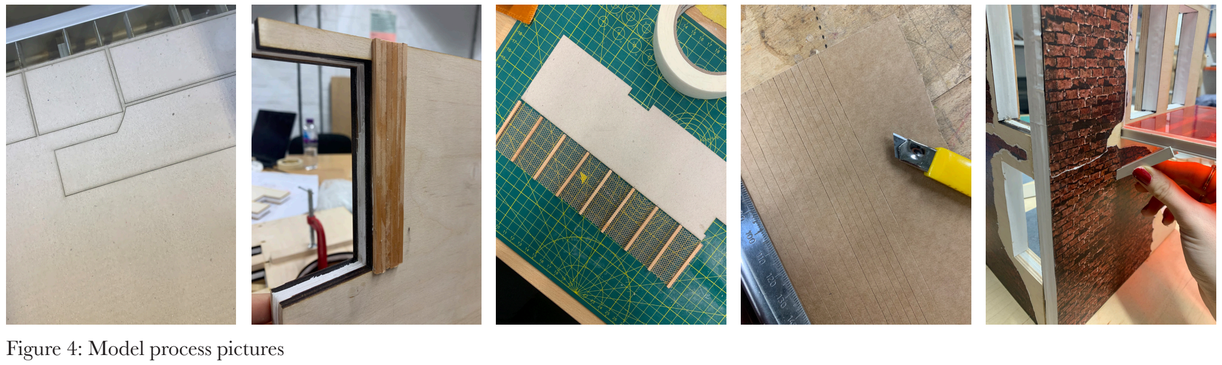


Figure 4: Model process pictures

A specific area of the ground level space was selected as indicated on the figure to the right, to test at a 1:20 scale. As a medium of perception of space, a physical model at this scale was constructed to indicate details. All cardboard pieces were laser cut to ensure precision, walls are triple layered with wood and foam board, detailed construction of balcony railing, working with wooden sticks, copper and grey board, cardboard was sliced to create the curve of the ramp and finally, I beams act as support to extended glass cafe area. The tunnel was 3D printed and sliced to show the interior curves. Extreme precision was required.