

THE MALTHOUSE

How strategic spacial organisation enhances a buildings efficiency and improves user experience.

This project aims to secure the commercial future of The Malthouse in Canterbury, both a school and public theatre venue, through its phase two expansion, prioritising the safeguarding of the school pupils through strategic design choices while introducing an additional theatre, bar and improved dining facilities.

Aiming to find the balance between connection and seperation, this scheme rethinks how two groups can exist and utilise a space at the same time, both allowing collaboration and prioritising student security, through a considered approach to zoning and utilising an alternating tier system across floors, creating clarity in the layout.

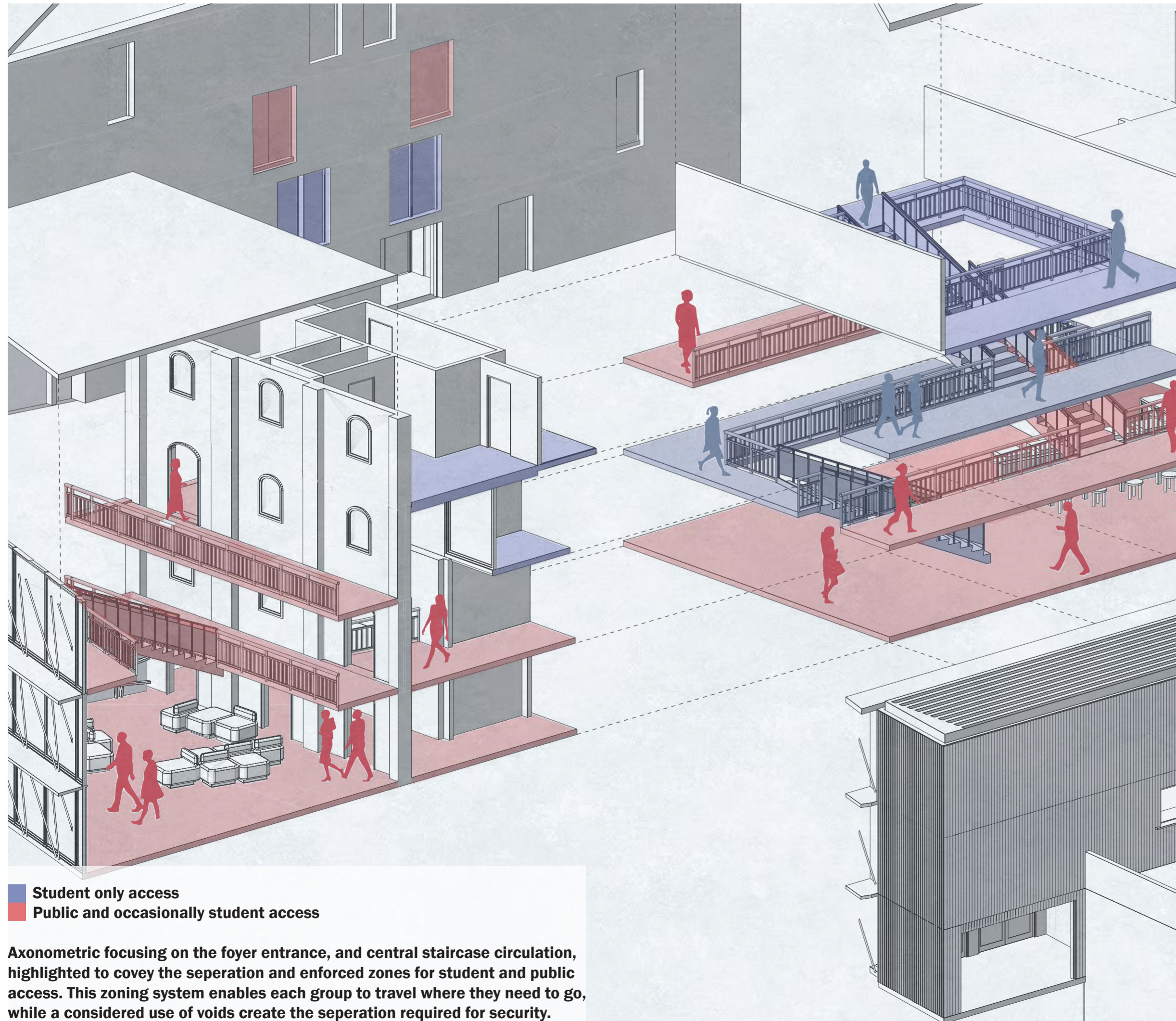
Client Brief

Commercial Drivers

To facilitate the commercial expansion of the site, the client requested a new, improved feature entrance and large foyer, as well as improved back of house facilities, including an additional bar to ease congestion during shows. They also required a black box theatre added, as well as improved circulation, especially when shows are on in both theatres.

School Drivers

The main consideration from the school perspective is the security of the pupils with the arrival of additional public visitors, as well as maintained access to dining and educational facilities.



■ Student only access
■ Public and occasionally student access

Axonometric focusing on the foyer entrance, and central staircase circulation, highlighted to convey the separation and enforced zones for student and public access. This zoning system enables each group to travel where they need to go, while a considered use of voids create the separation required for security.



Transportation

1



Grain Cleaning

2



Steeping

3



Turning the Malt

4



Kiln Drying

5



Root Removal

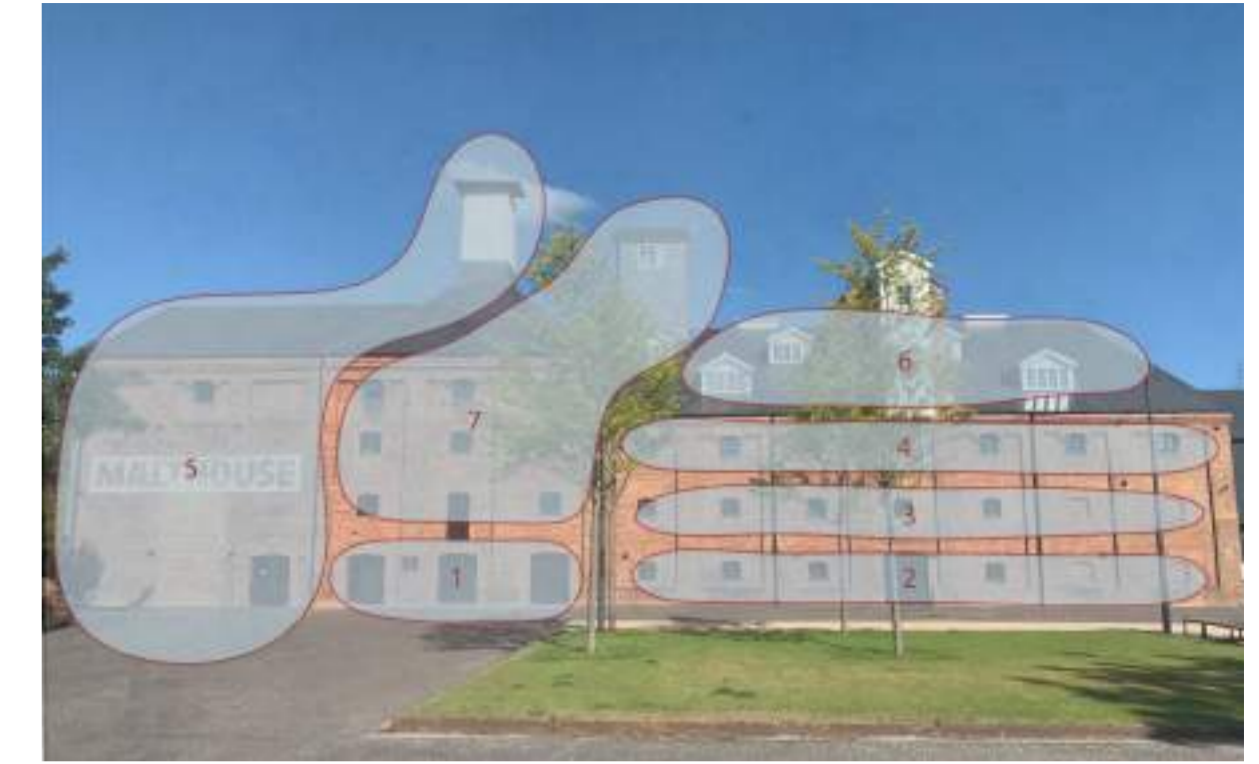
6



Storage

7

Historic Function of the Malthouse



Present Day Malthouse



Future of the Malthouse





Site Mapping and User Analysis



User 1- Students
The students from Kings School and International College will be using the site for classes, residential facilities and some productions in the theatre.



User 2- Customers
Customers will range from young to elderly, and will be people watching productions in the theatre. They will also be visiting the restaurant facilities.



User 3- Performers
The performers could either be students from the schools, or could be from outside the school, renting the theatre space. The ages will range, depending on the performance.



User 4- Staff
The staff will include people running the restaurant, the bars, as well as sound engineers, lighting, maintenance etc. They will need access to a lot of the site.



- International Students
- Kings Students
- Public

Diagram demonstrating how the site is used by students and the public.



Above: Historic imaging suggests potential existence of a second malthouse on the site as well.

Micheal Morpurgo
Narrative Inspiration

Micheal spent his childhood a student at Kings School Canterbury, before going on to write books aimed towards children, with reoccurring themes such as overcoming differences and initial hostilities, and uniting through common cause. His stories have strong moral teachings, creating links between people and themes, and have been adapted to stage productions and films, including War Horse.

Syntax Heat Mapping

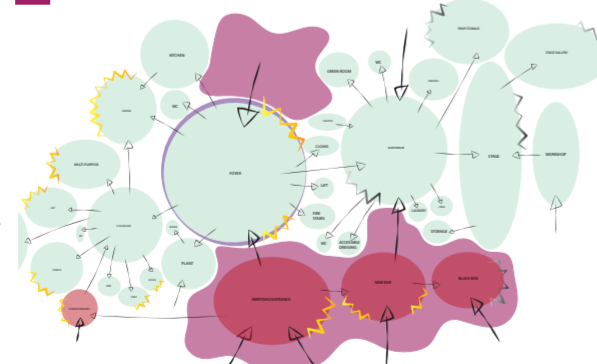
The most congested areas surround the central staircase, to improve circulation this must be remedied.

Upper Right: Architectural inspirations for the project, enhancing social engagement and a playful use of colour.

Lower Right: Narrative Collage, emphasising connectivity but also separation.

Below: Ideal bubble diagram, showing the ideal relationship between existing rooms and additional ones introduced as part of the scheme.

Areas of potential



Exploring shapes using Concept Models

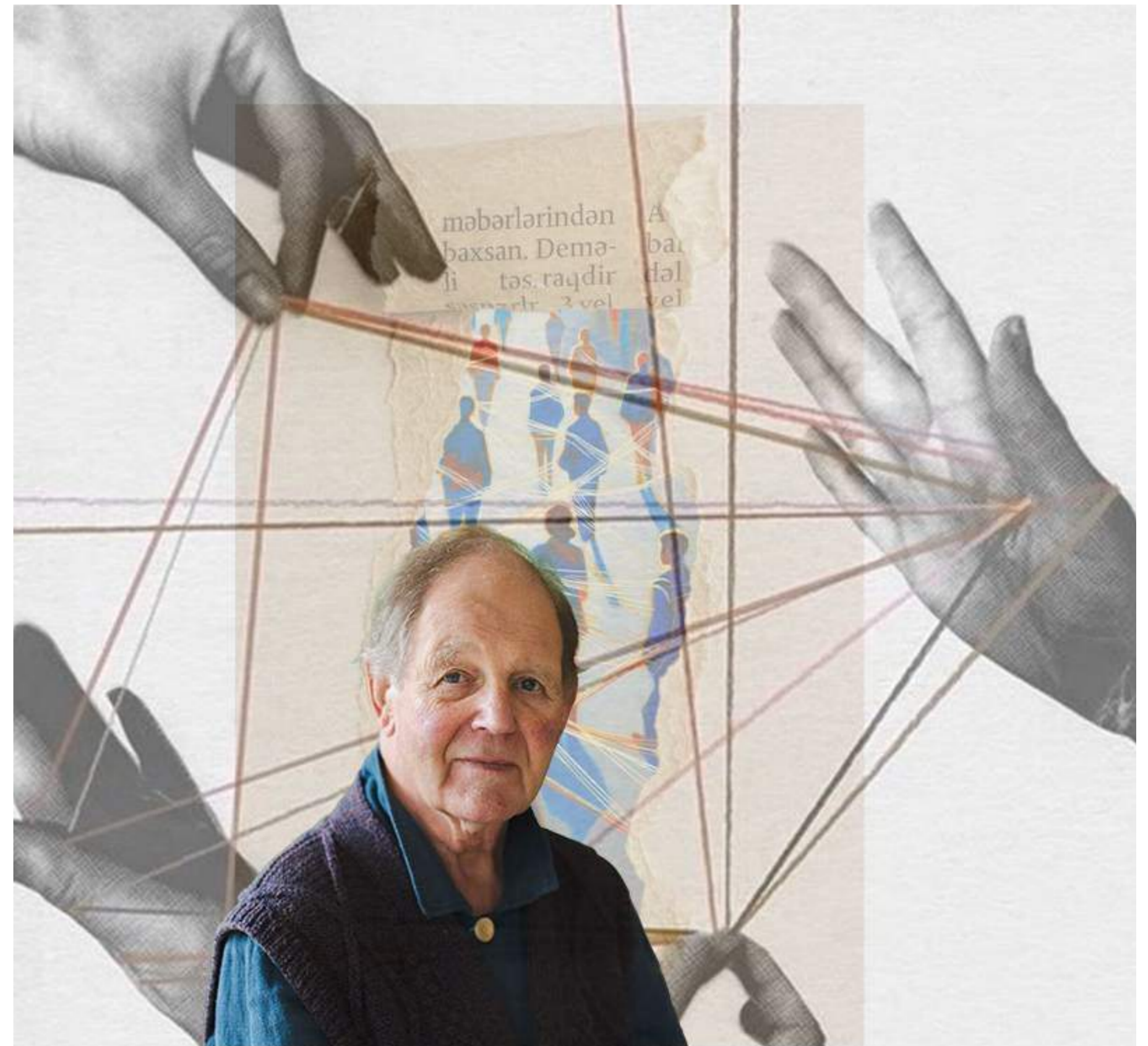
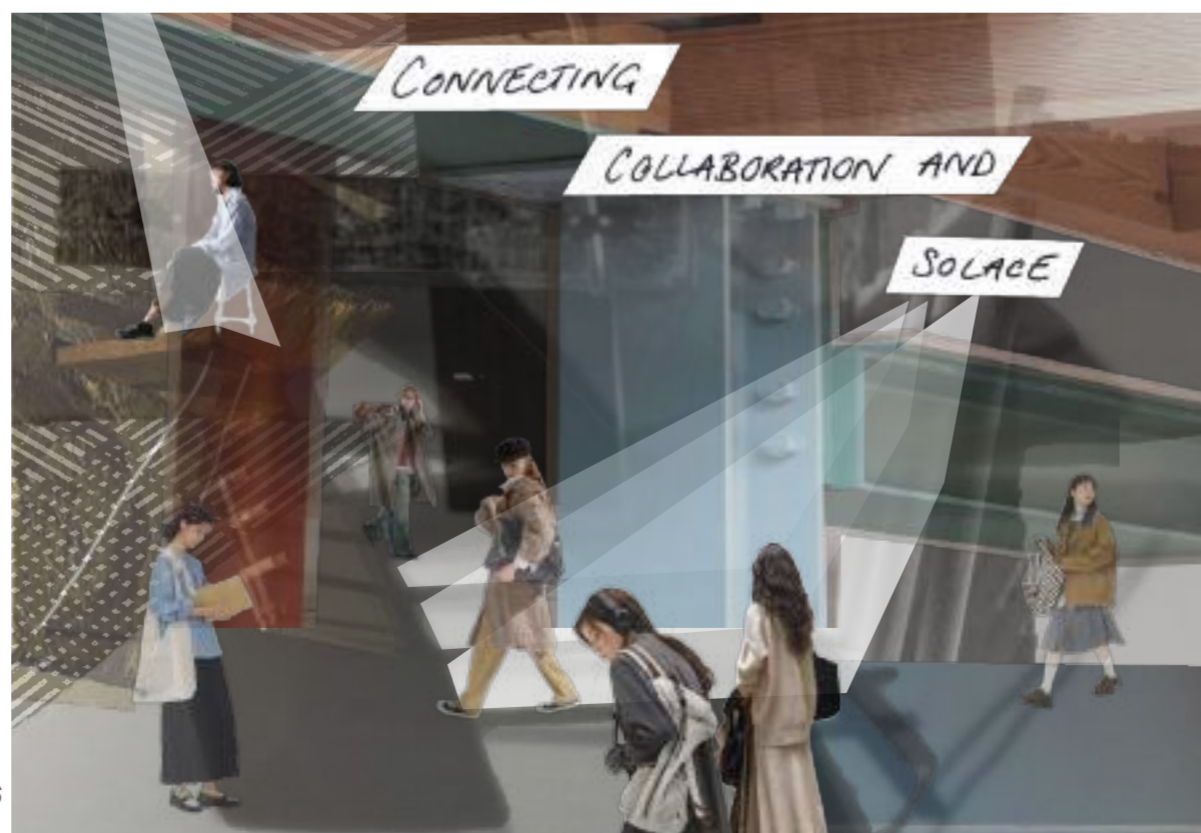
KRULLI KVARTAL
COBE ARCHITECTS
former steelworks, now offices and public functions

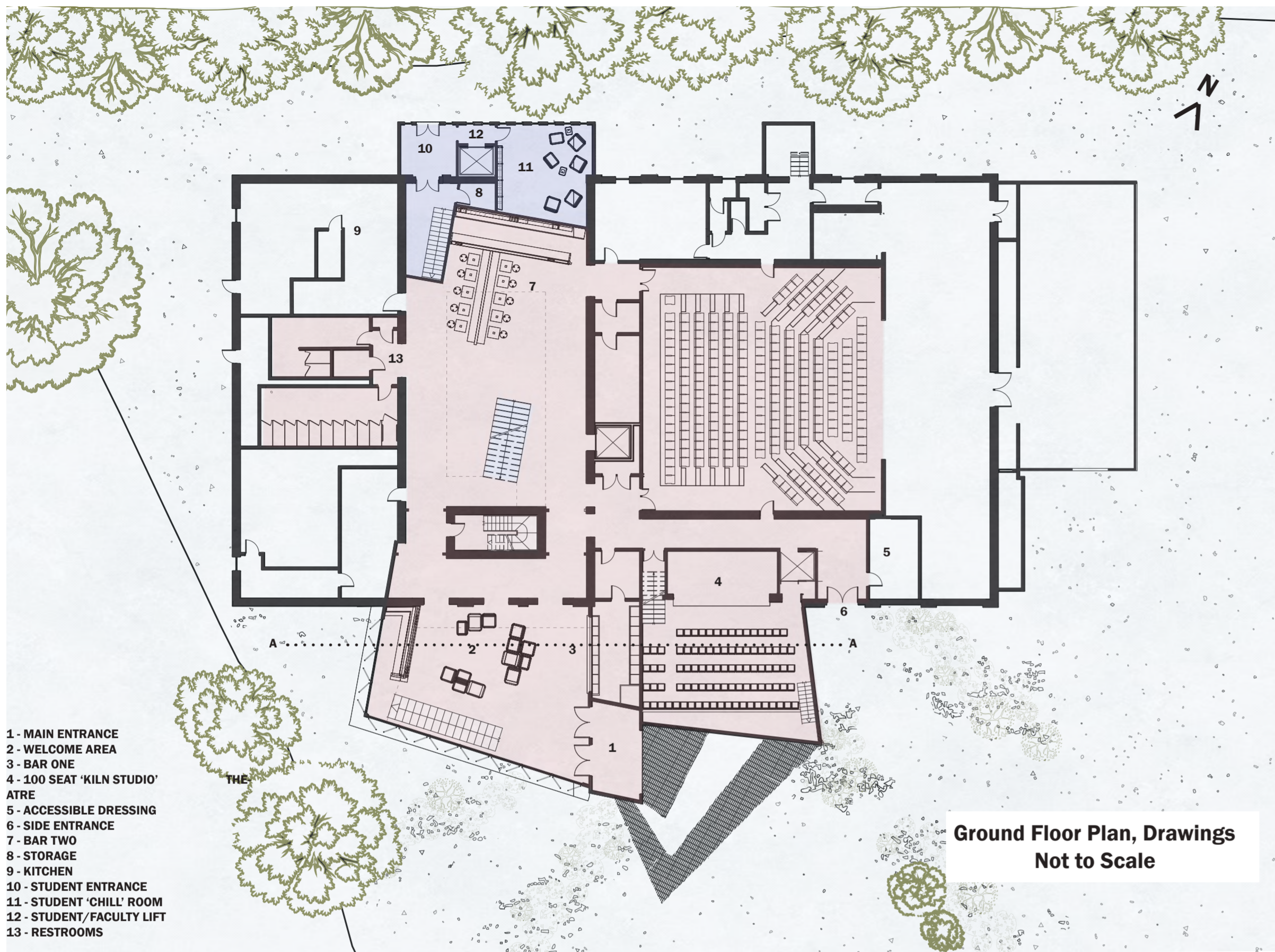


A HOUSE FOR THE FUTURE
OS ARKITEKTER
parking garage/culture hub, flexible functionality



MARENGO MULTIMODAL HUB
BIG
transport hub, including rest, retail, and offices





- 1 - MAIN ENTRANCE
- 2 - WELCOME AREA
- 3 - BAR ONE
- 4 - 100 SEAT 'KILN STUDIO' ATRE
- 5 - ACCESSIBLE DRESSING
- 6 - SIDE ENTRANCE
- 7 - BAR TWO
- 8 - STORAGE
- 9 - KITCHEN
- 10 - STUDENT ENTRANCE
- 11 - STUDENT 'CHILL' ROOM
- 12 - STUDENT/FACULTY LIFT
- 13 - RESTROOMS

- Student only access
- Public and occasionally student access

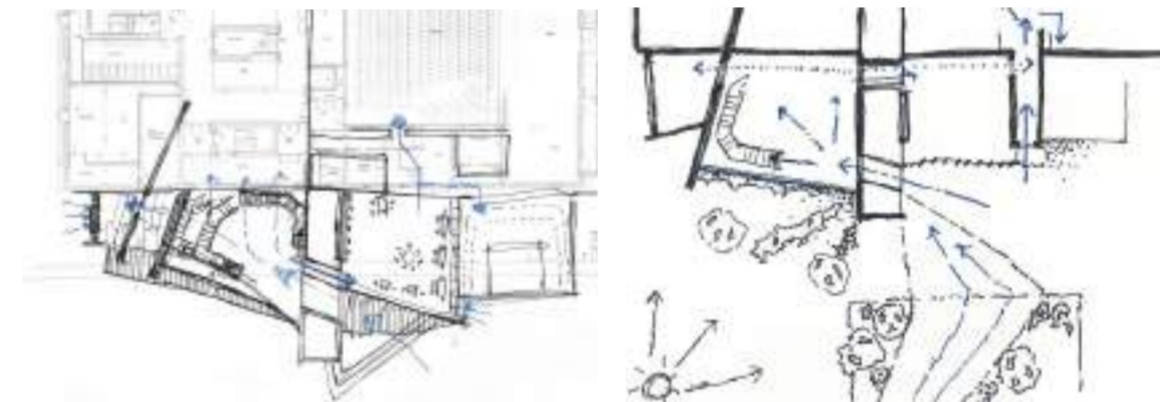
The varied use of voids helps to create separation between where the public can go and where the students can go, which creates a much more secure environment for the students, while also maintaining light and circulation levels. I respected and maintained as much of the original structure as possible, and where I have expanded I followed the architectural language of the building.

Ground Floor Plan, Drawings Not to Scale

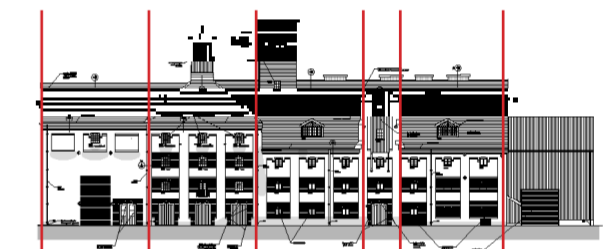
Axonometric of Scheme



Development Sketches over Existing Plan



Architectural Analysis and Reasoning

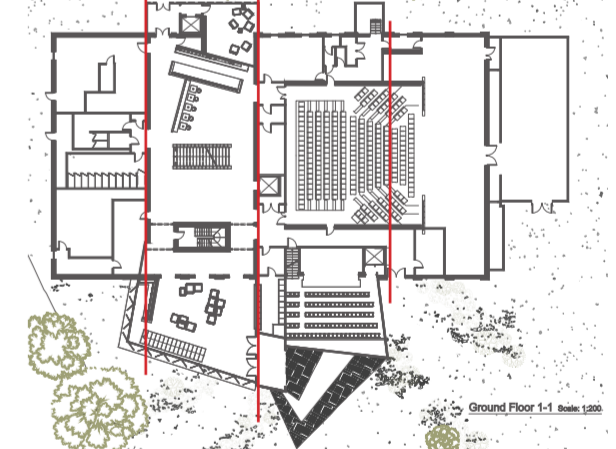


Above: Existing Building
Below: New Design

Using angles to direct visitors through the entrance and into the foyer helps to create a more enveloping experience, and one of the main considerations I had when sketching this was how visitors could be drawn in and pulled through the space.

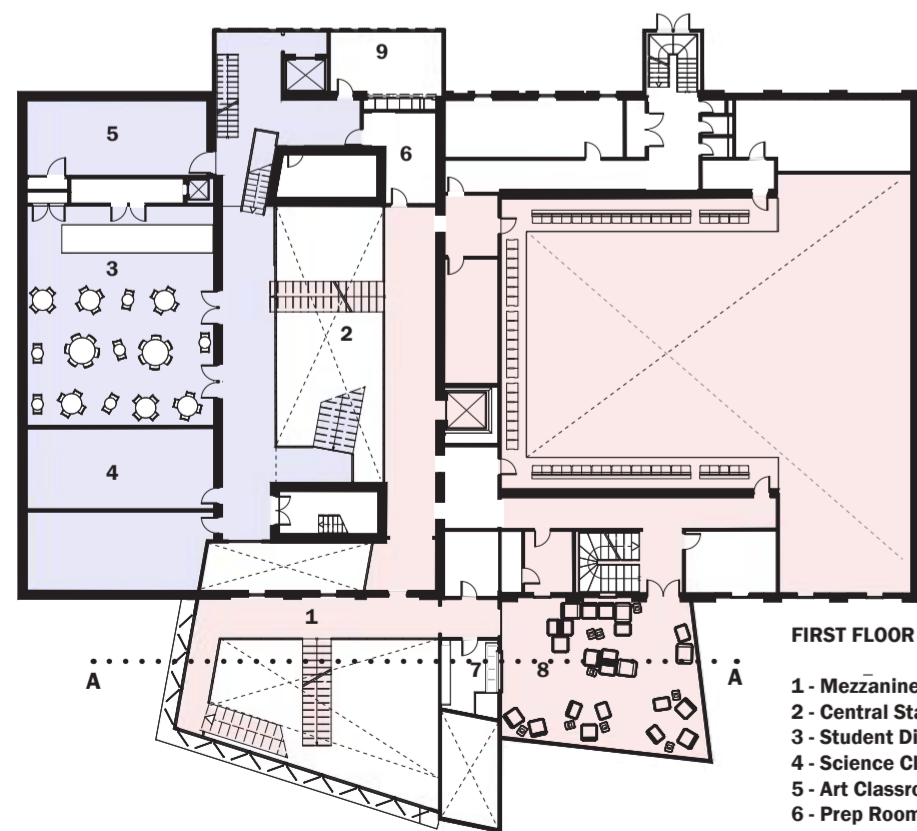


Model of New Entrance



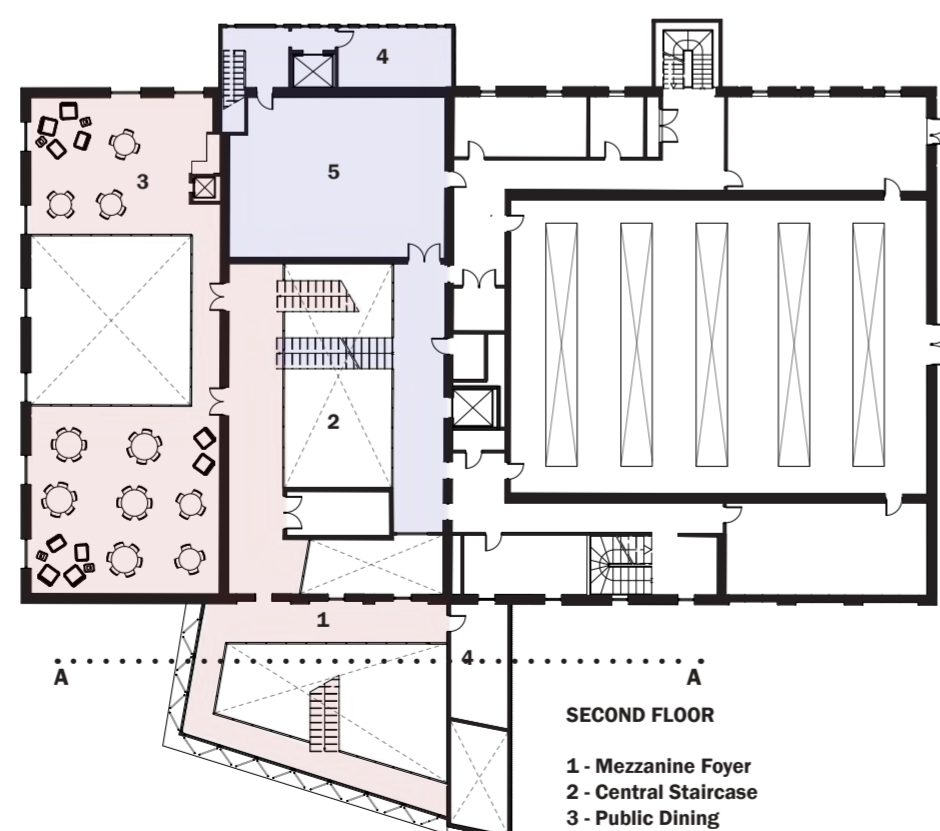
Longitudinal Section of New Entrance A-A

The below section highlights the relationship between the levels in the entrance, as well as the directional overlap of staircases.



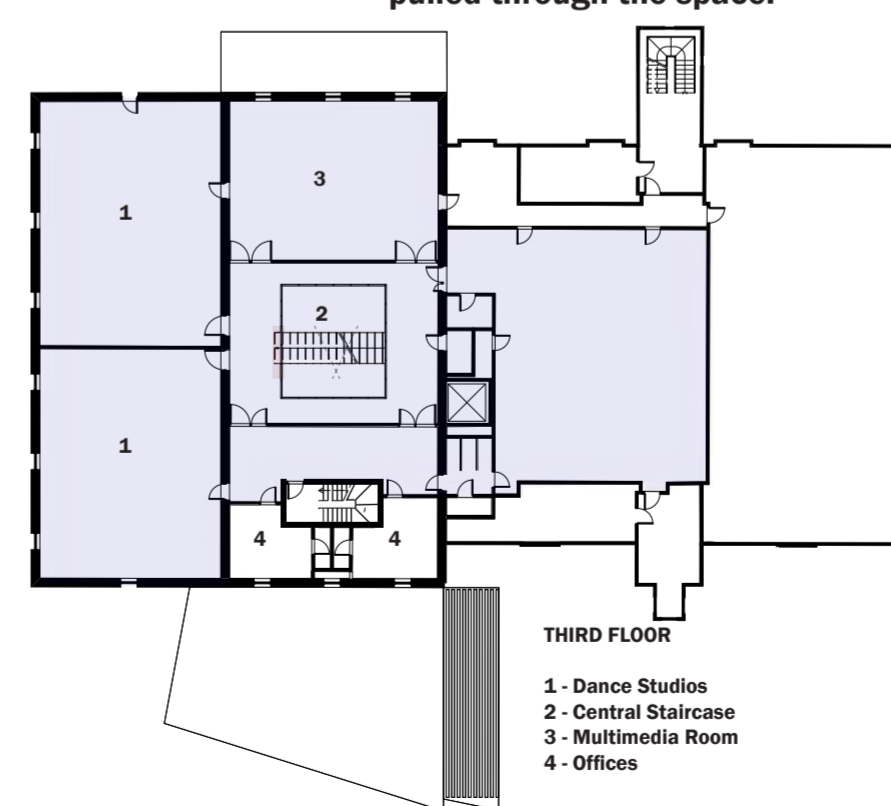
FIRST FLOOR

- 1 - Mezzanine Foyer
- 2 - Central Staircase
- 3 - Student Dining
- 4 - Science Classrooms
- 5 - Art Classroom
- 6 - Prep Room
- 7 - Bar Three
- 8 - Exterior Bar Terrace
- 9 - Staff Room



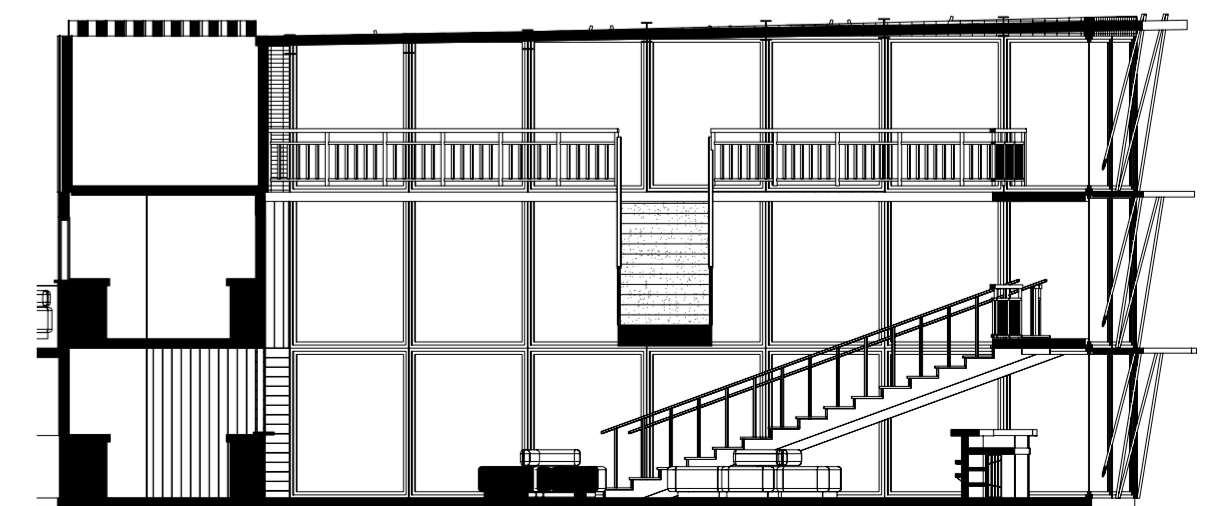
SECOND FLOOR

- 1 - Mezzanine Foyer
- 2 - Central Staircase
- 3 - Public Dining
- 4 - Offices
- 5 - Multimedia Room



THIRD FLOOR

- 1 - Dance Studios
- 2 - Central Staircase
- 3 - Multimedia Room
- 4 - Offices



Welcome Area Interior Perspective



Model Showing Shadows

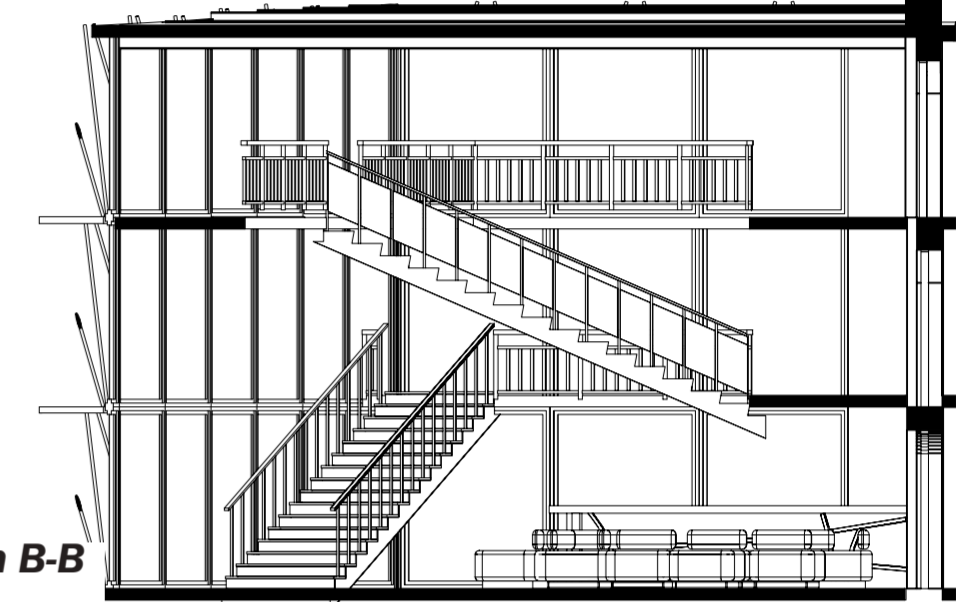


THE NEW FOYER

As the entrance I wanted it to feel large and open, as this is one of the main areas guests and students will congregate in, either before, during or after theatre shows. By having a large void in the middle and platforms circling the outside, it creates a very engaging atmosphere, emphasised by the way you enter through the dark triple height space which then opens up into a much more vast room.

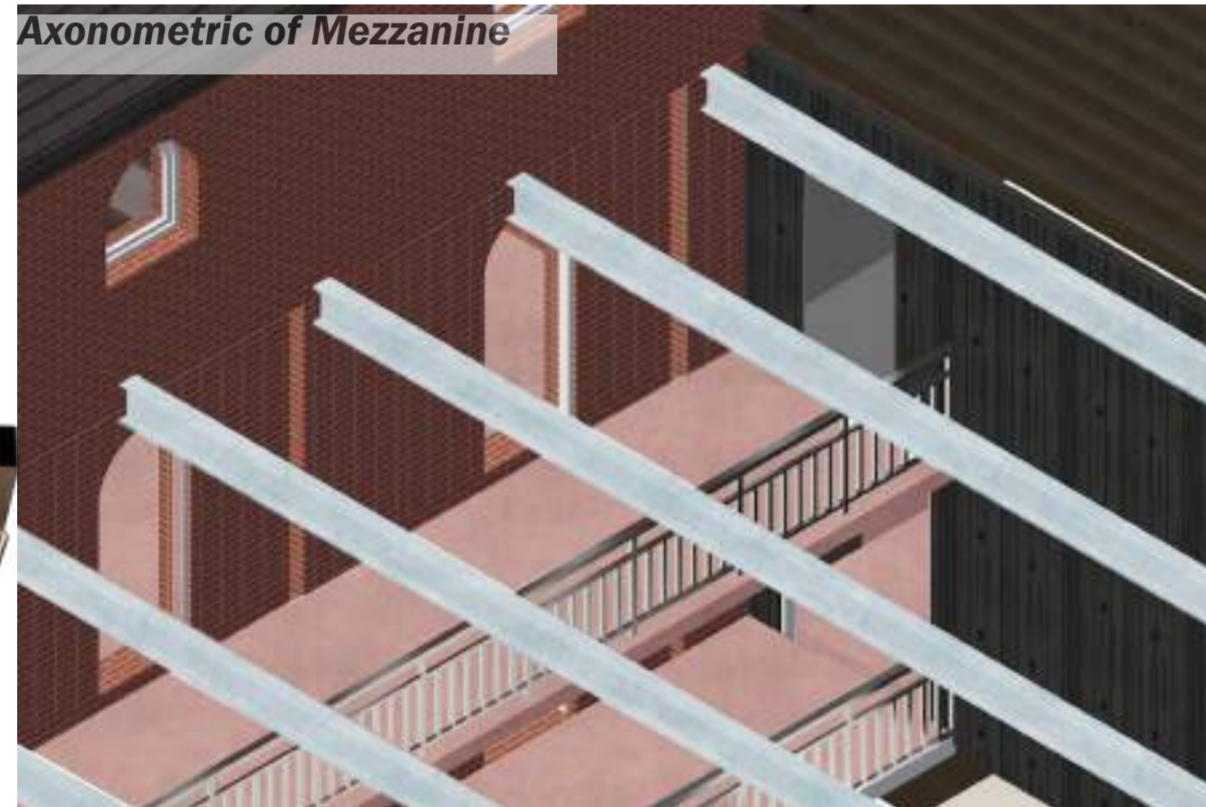
The poles arranged in front of the windows cast shadows on the walls alongside the staircases throughout the day, creating a constantly evolving and interactive environment.

Foyer Section B-B



The colour scheme and material palette selected uses the warmth of the red and the fresh accents of blue to engage with each other in a way to mimic the contrast between the two main user groups this design caters for. When I created a model of the entrance space, I kept it neutral aside from the blue and red elements to help them to stand out as key features

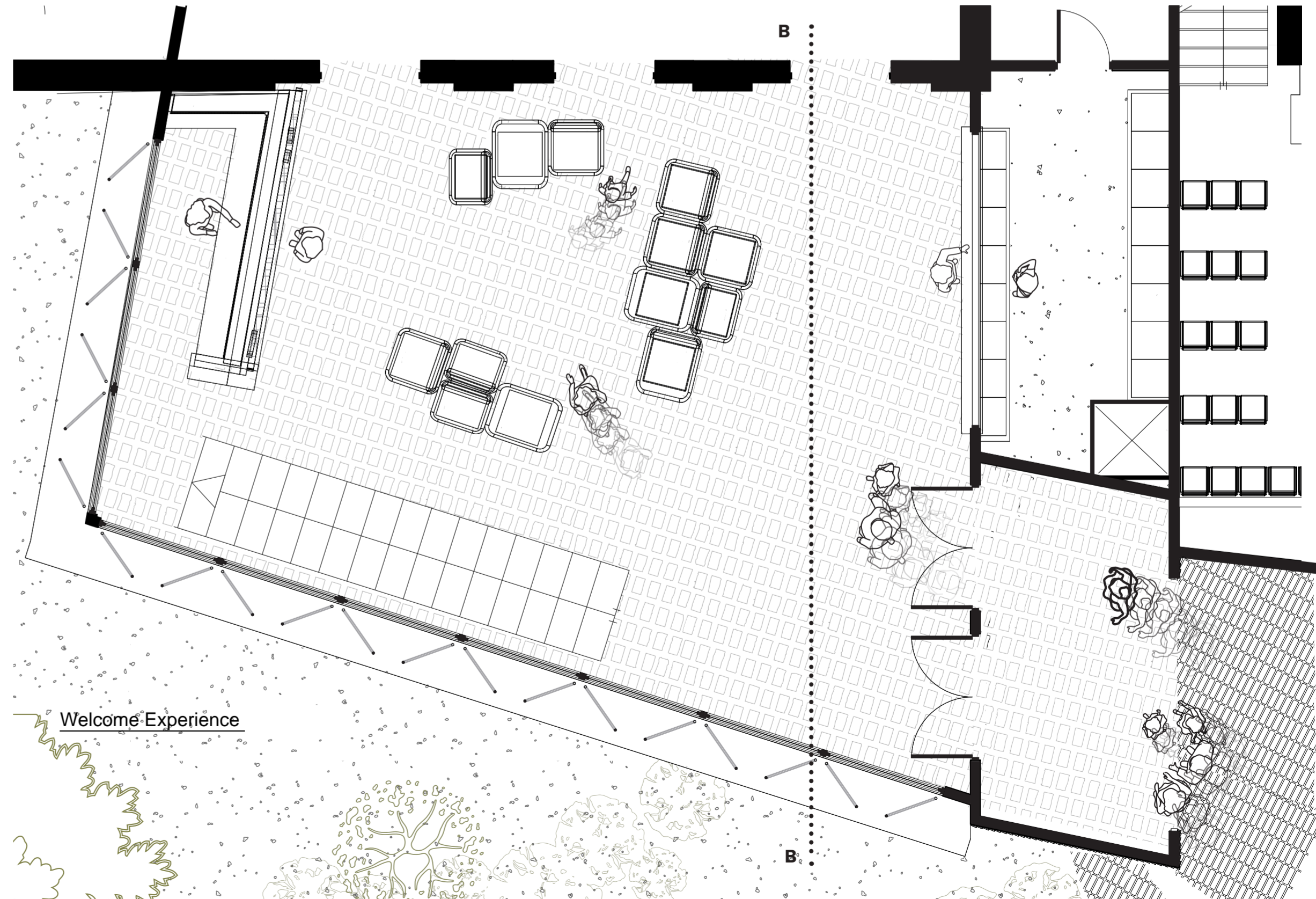
Axonometric of Mezzanine



Material Board



Foyer Entrance Model

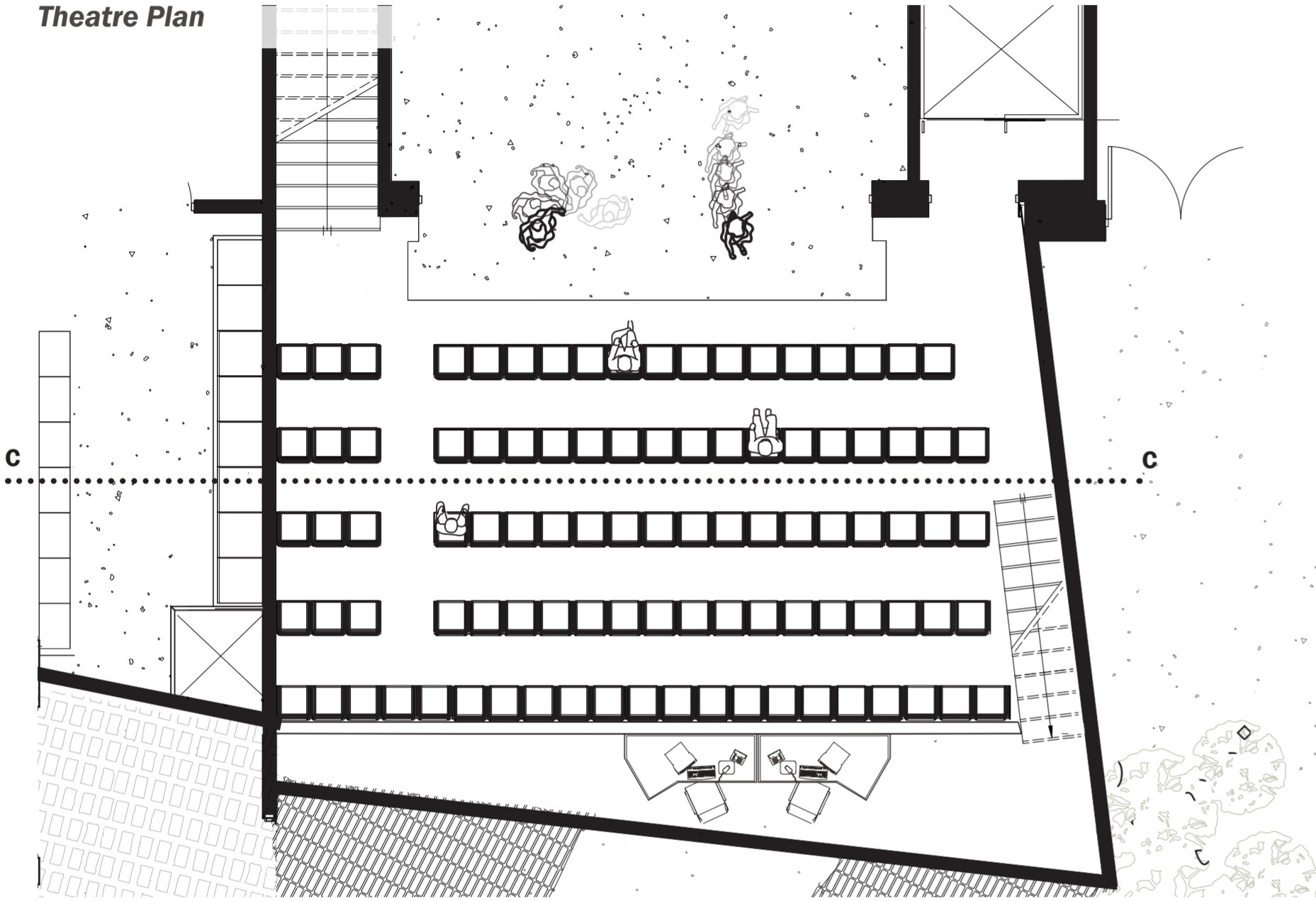


Welcome Experience

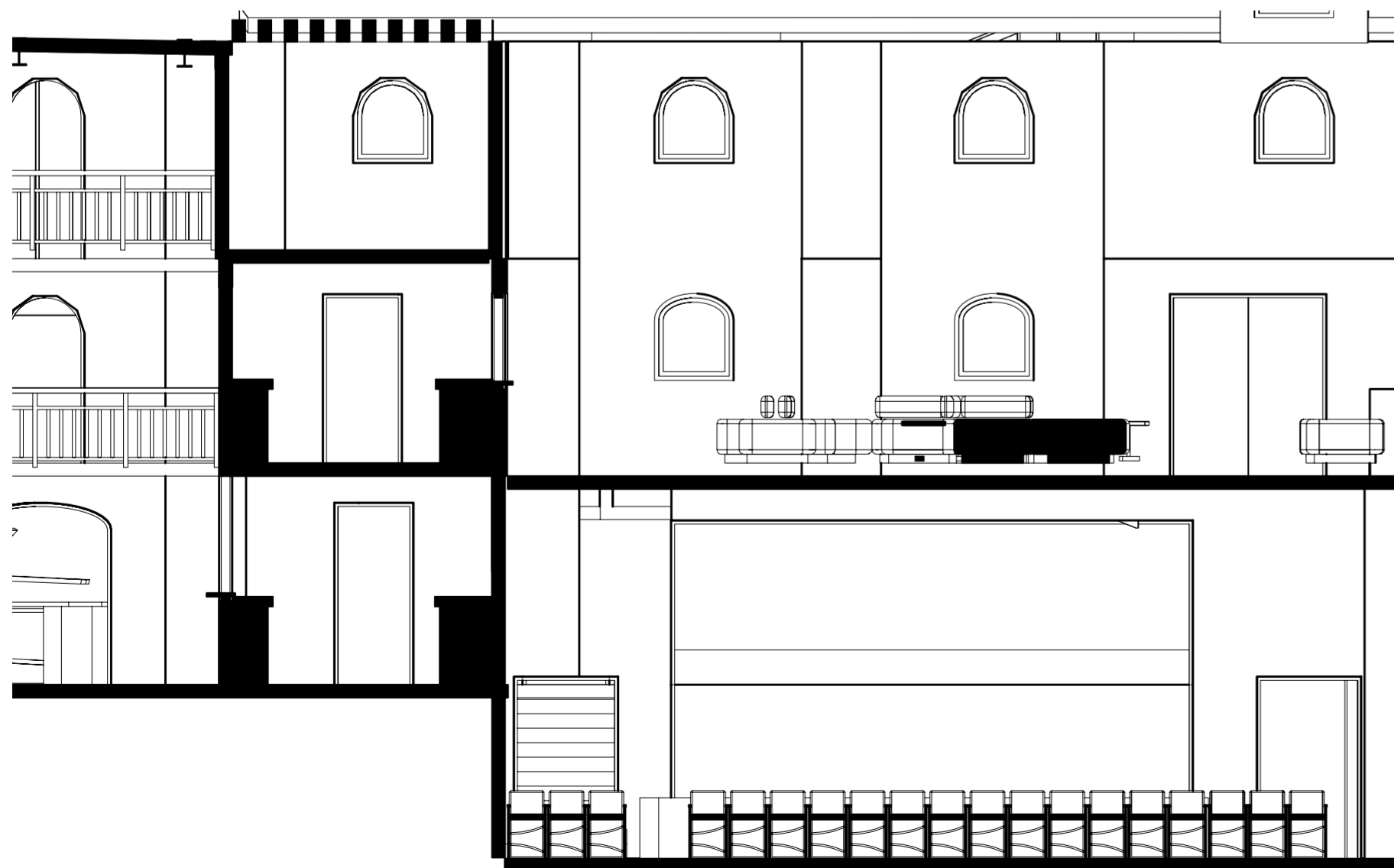
KILN STUDIO

Named as a nod towards the industrial heritage of the Malthouse Theatre, Kiln Studio is a smaller black box theatre addition. Smaller than the current theatre, I wanted Kiln Studio to have a more intimate and encompassing atmosphere, somewhere guests can get fully immersed in the production they're watching. Made from angles inspired by my concept models, attention is directed down towards the stage. Although sunken below ground level, this theatre is fully accessible.

Theatre Plan



Longitudinal Section C-C



Interior Perspective of Kiln Studio



Left: Longitudinal section showing sunken black box theatre, allowing a lower overall external profile.

Right: Plan view of model, focusing on the relationship between the external theatre walls and paving design. The angles created help to guide guests inside.



Above: Interior perspective of the black box theatre. Through this collage I wanted to emulate the drama that you might feel sitting here to view a play, how dark surroundings can contrast to a light stage design, drawing the audiences attention.