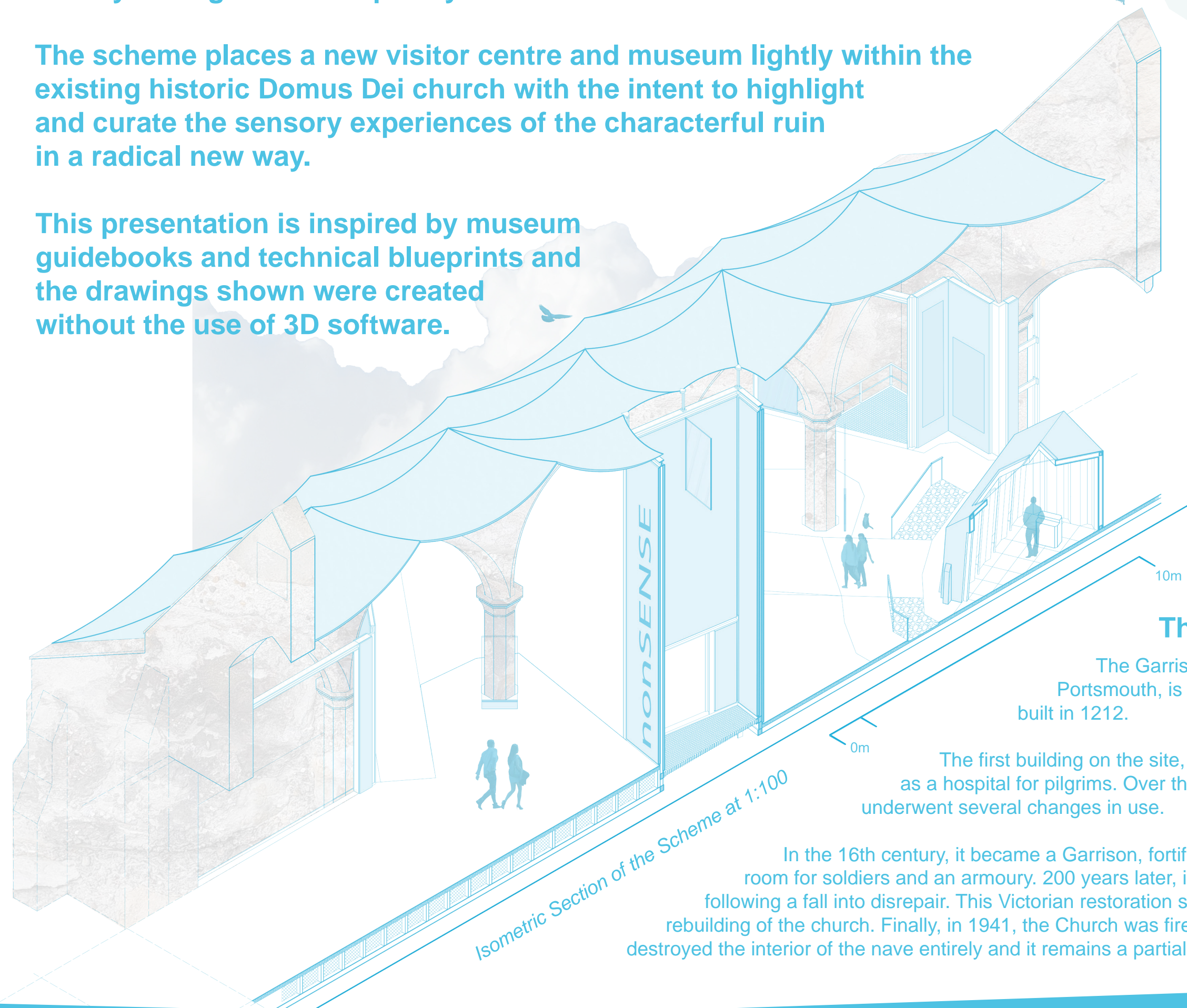


nonSENSE pilgrimage: an exploration of the *re-use* of *a church* in blue

nonSENSE pilgrimage is an attempt to present 800 years of a building's history through a contemporary **re-use** scheme.

The scheme places a new visitor centre and museum lightly within the existing historic Domus Dei church with the intent to highlight and curate the sensory experiences of the characterful ruin in a radical new way.

This presentation is inspired by museum guidebooks and technical blueprints and the drawings shown were created without the use of 3D software.

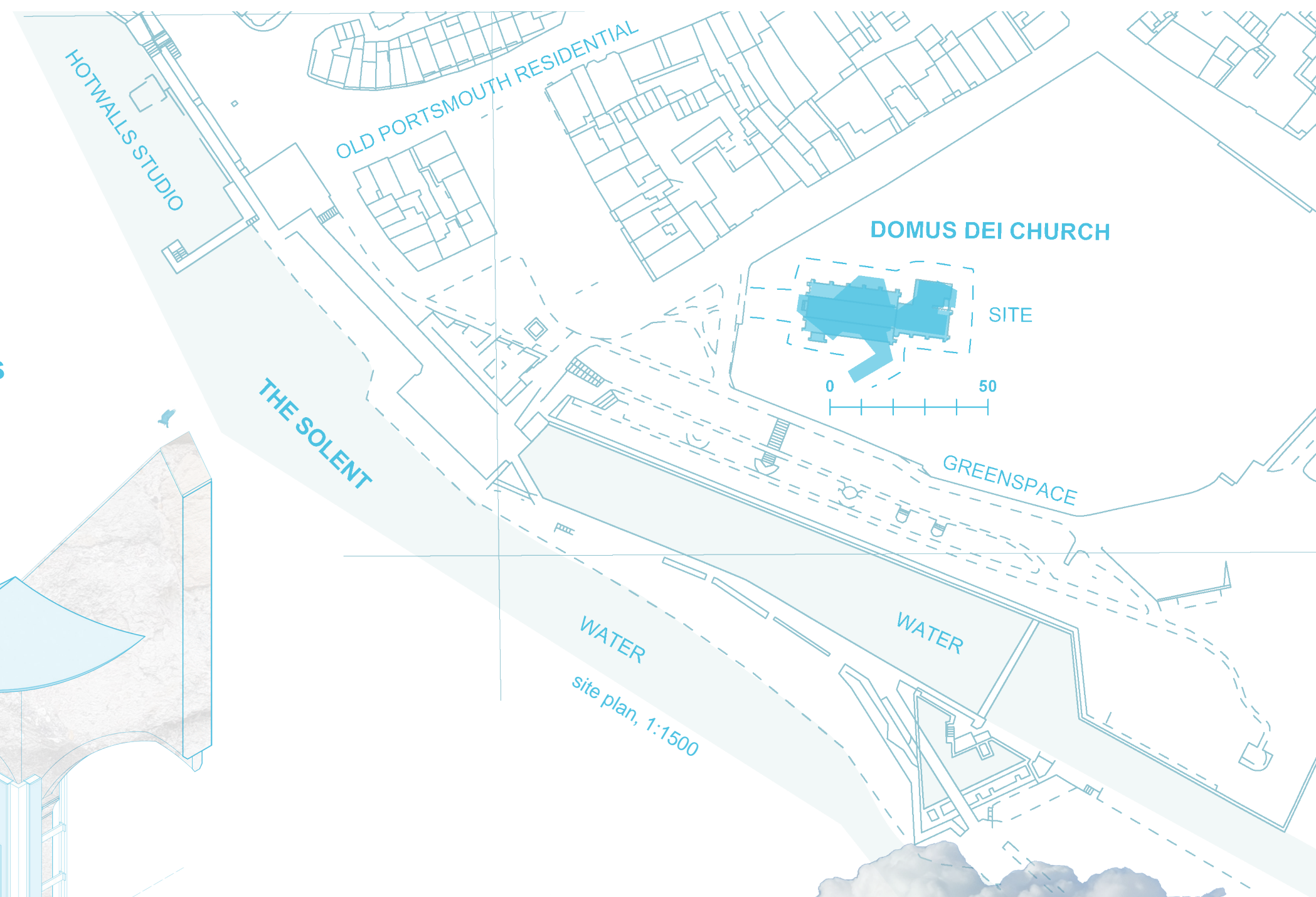


The Existing Space

The Garrison Church, located in Old Portsmouth, is a grade 2 listed building built in 1212.

The first building on the site, the Domus Dei, was built as a hospital for pilgrims. Over the next 800 years it underwent several changes in use.

In the 16th century, it became a Garrison, fortified and defended with room for soldiers and an armoury. 200 years later, it was restored following a fall into disrepair. This Victorian restoration saw extensive rebuilding of the church. Finally, in 1941, the Church was firebombed which destroyed the interior of the nave entirely and it remains a partial ruin up to today.



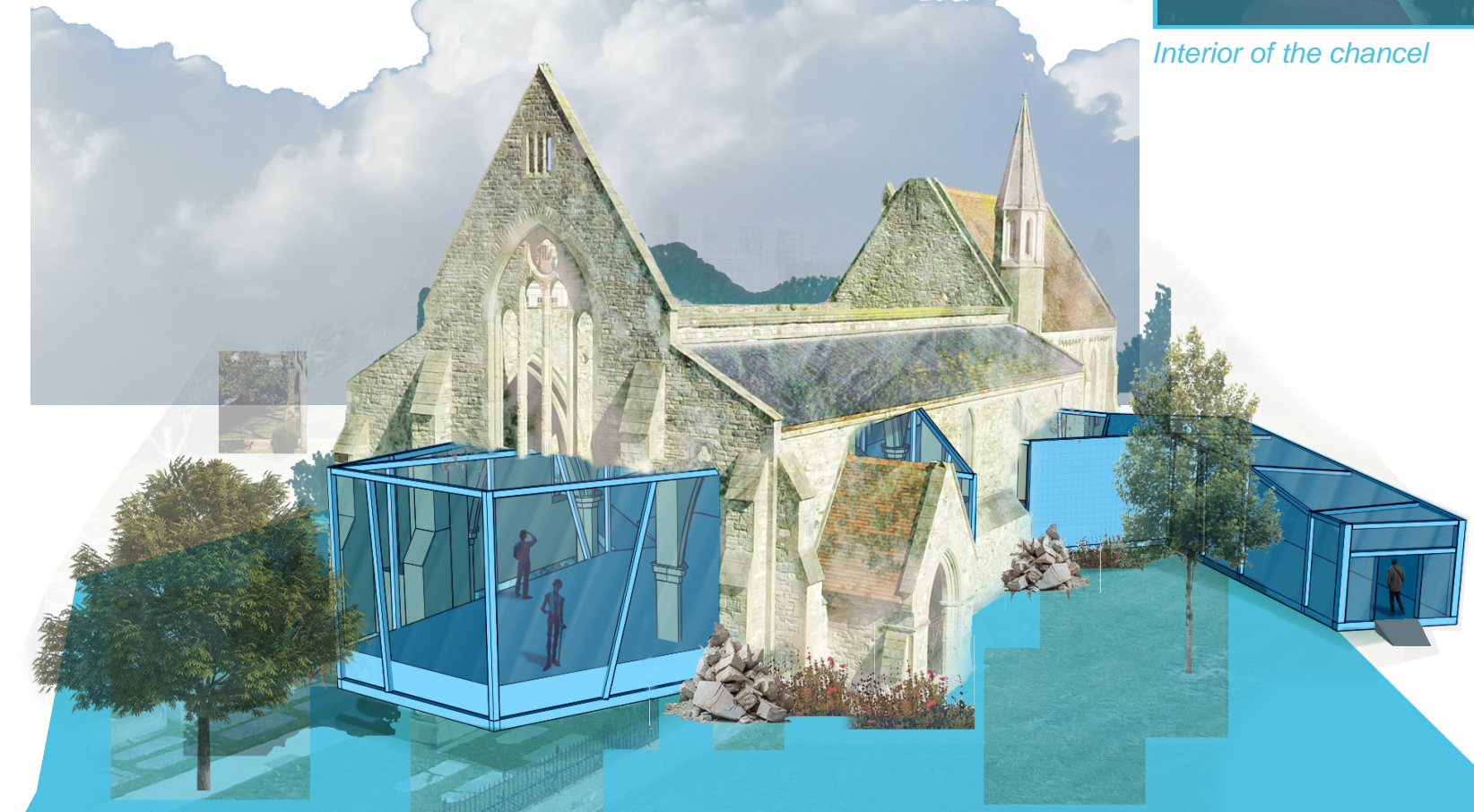
Looking up in the nave



Interior of the nave



Interior of the chancel



The Church is now reimagined as a museum of its own decay. No effort is made to conserve it further, room is merely given to watch it crumble. The Intervention is parasitic and eats through the church, directing visitors to key moments of its history.

The Last 800 years..

1212

The Domus Dei, a hospital for pilgrims



1540

The Garrison Church, re-purposed as an armoury



1865

The Church is restored, rebuilt to an ideal Victorian image



1941

The Church is firebombed, leaving the nave roofless for 80 years



2025 and on...

a journey through the exhibition

The primary function of nonSENSE is as an exhibition and observation space. The exhibition, in the East of the nave is a journey through time inspired by the steps of pilgrims who visited the church 800 years ago.

The exhibition centres around 5 key moments, each of which detail a moment in history for the Garrison Church.

The next few pages will discuss the tour around 4 of these key moments.

The 5th moment, the roof, is detailed here and in the massing diagram and isometric views.

welcome to nonSENSE

1 Look Down
An Uncomfortable Journey around the Past

2 Listen Out
Audio Experience in the Little Nave

3 Look Up
Sky-Gazing Courtyard

4 Reach Out
Miniature Maquette of the Domus Dei

5 Cover Up
Canvas roof covering the nave

↑ Exits

WC Toilets

Mass and Sightlines

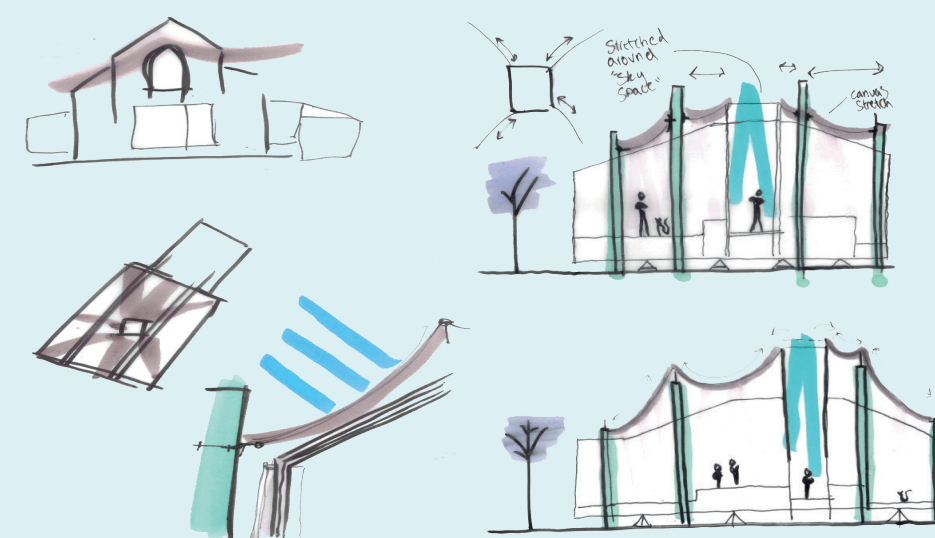
The points where the scheme intersects the church draws the eye to key details.

As one enters the space, the South wall of the church is visible through a large window.

The Windows briefly cease, replaced by hempcrete panels until the intervention cuts through the wall and the rough incision is exposed through glass panels, uncovering the interior of the brick wall.

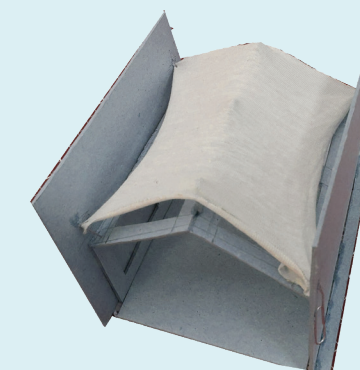
Above, the tension fabric keeps the space light and serves as a reminder of the tragic firebombing of the nave in 1941.

Roof Design Process

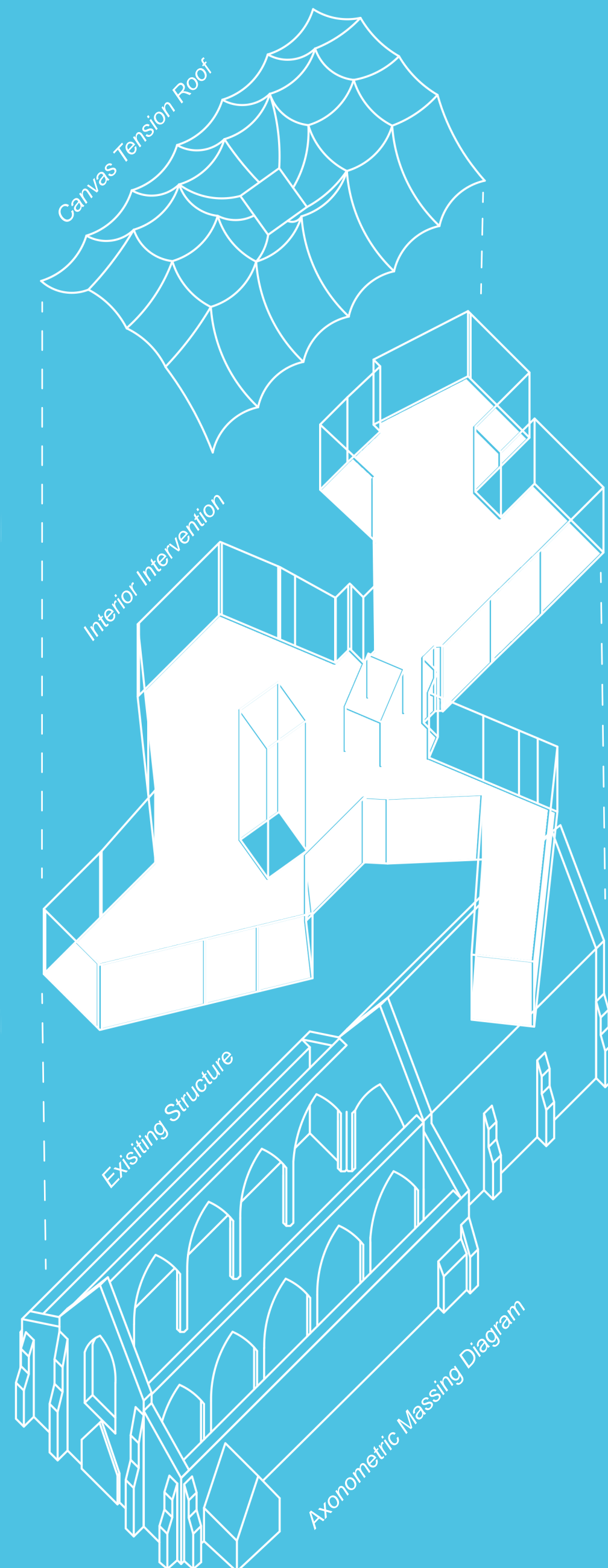


(Left) I created sketches in the early stages of development to

(Right) Early development models testing the tension fabric with scrap cotton samples. I created these models to prove the feasibility of the roof solution.



The first test used a grayboard structure with light cotton pinned at each corner. The next development used wooden dowels with brass fastener rings and the fabric was sewn to these.

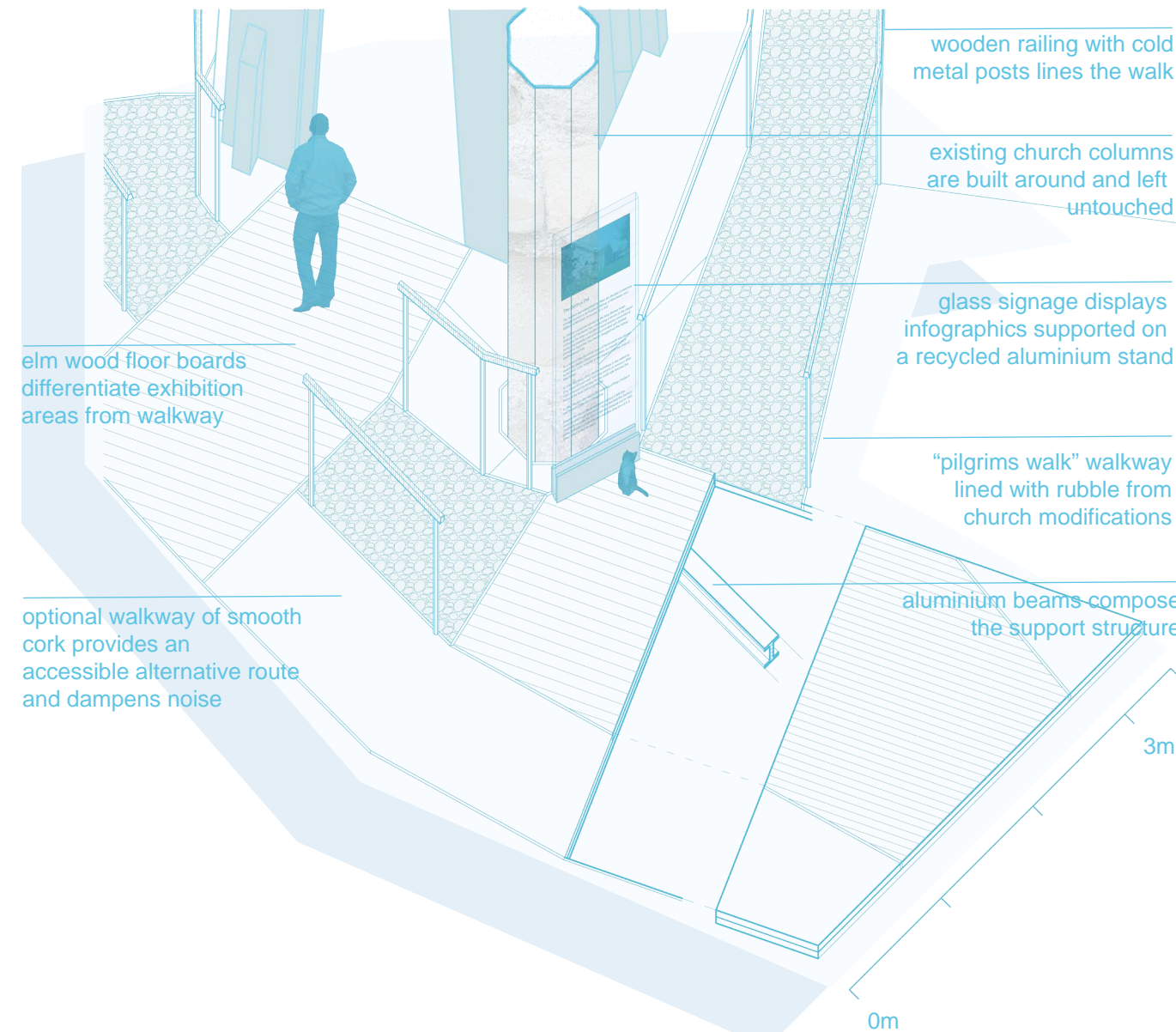


1 Look Down!

Look Down offers an uncomfortable pilgrimage around the exhibition. Visitors walk across pathways lined with rough stone taken from the rubble of the church where changes were made to the original structure.

The way is uncomfortable but clear, each side flanked by angular guard rails, making the walk navigable even without sight.

Like the Pilgrim's resting at the Domus Dei during the "golden age of pilgrims" in the 11th century, exhibits are denoted by a change to elm wood flooring which lets the visitor rest their feet.



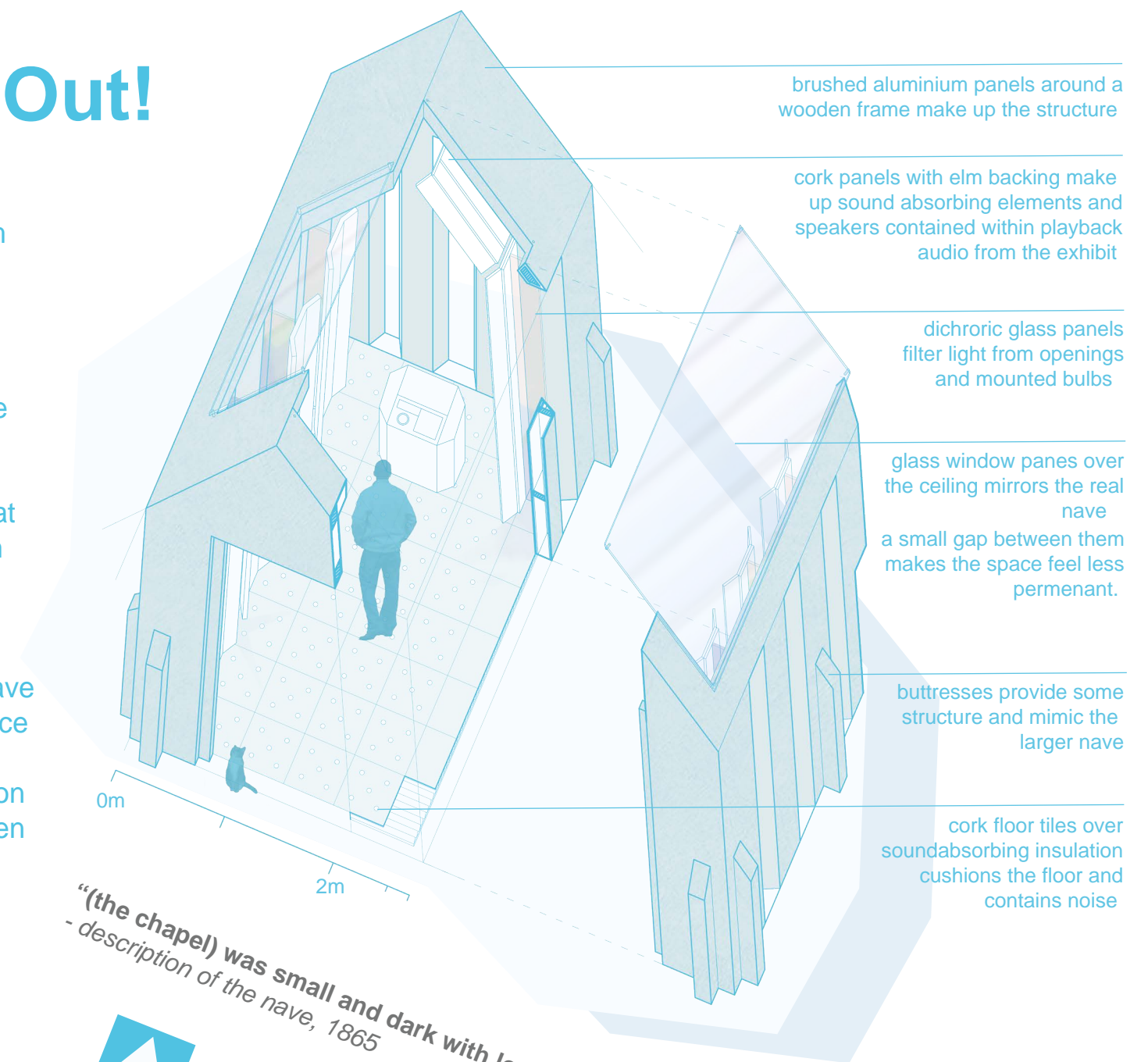
2 Listen Out!

Listen Out at the little nave is a small respite from the Pilgrim's journey like the old Domus Dei.

The little nave is based on the descriptions of the nave pre-1865 restoration.

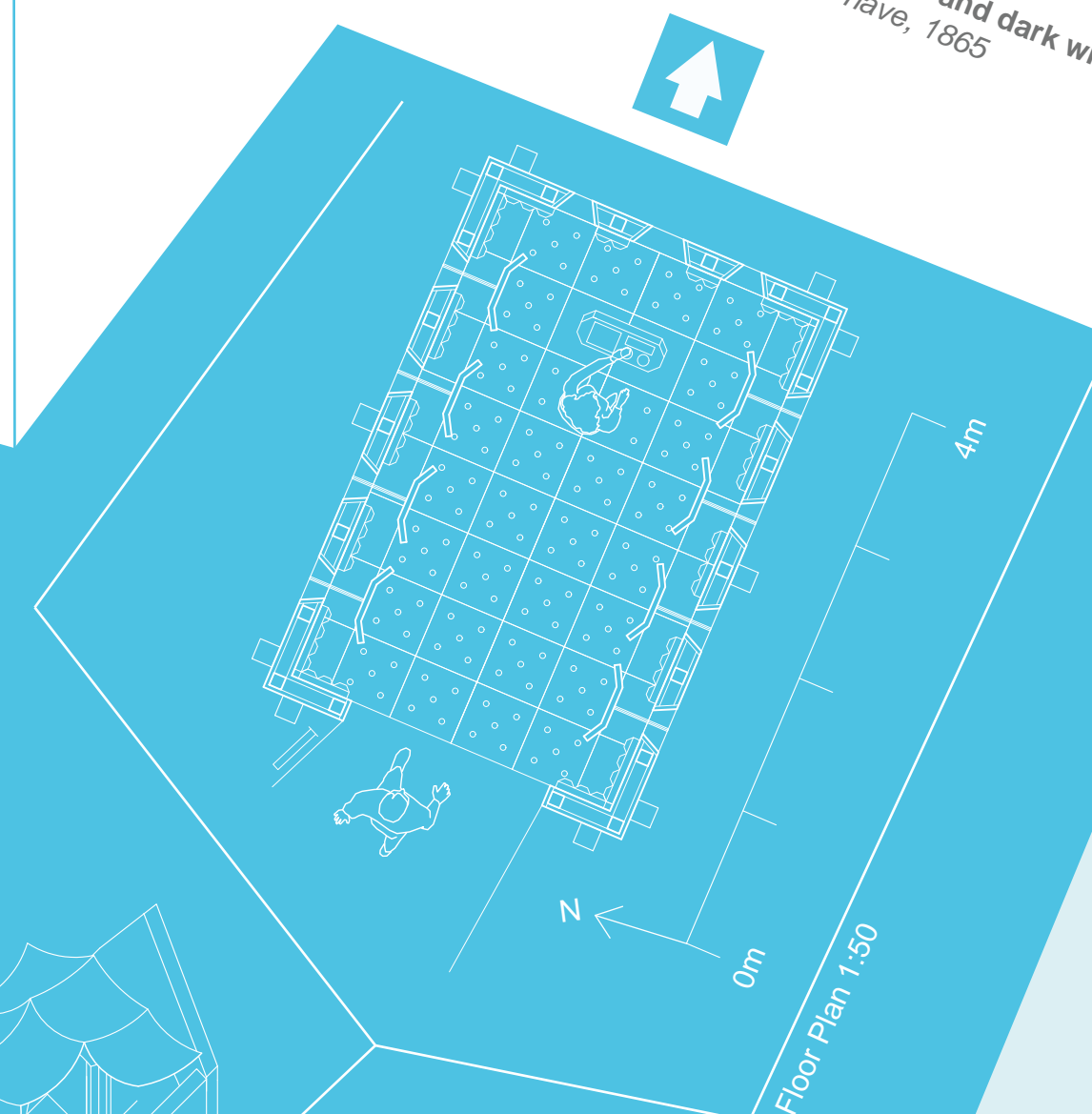
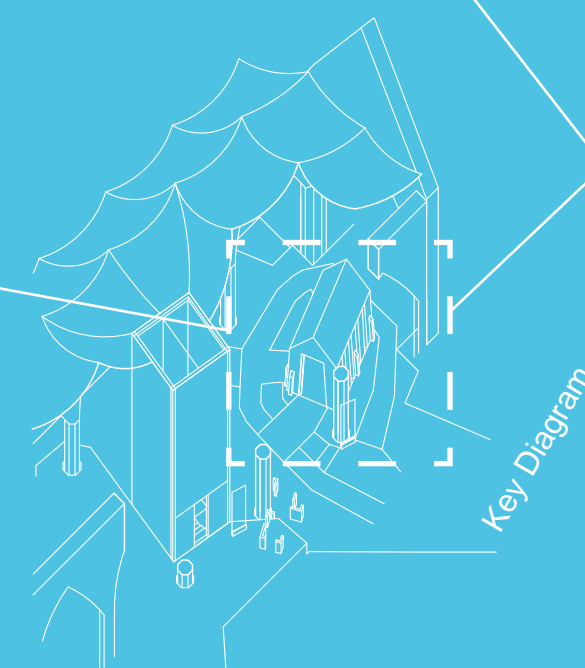
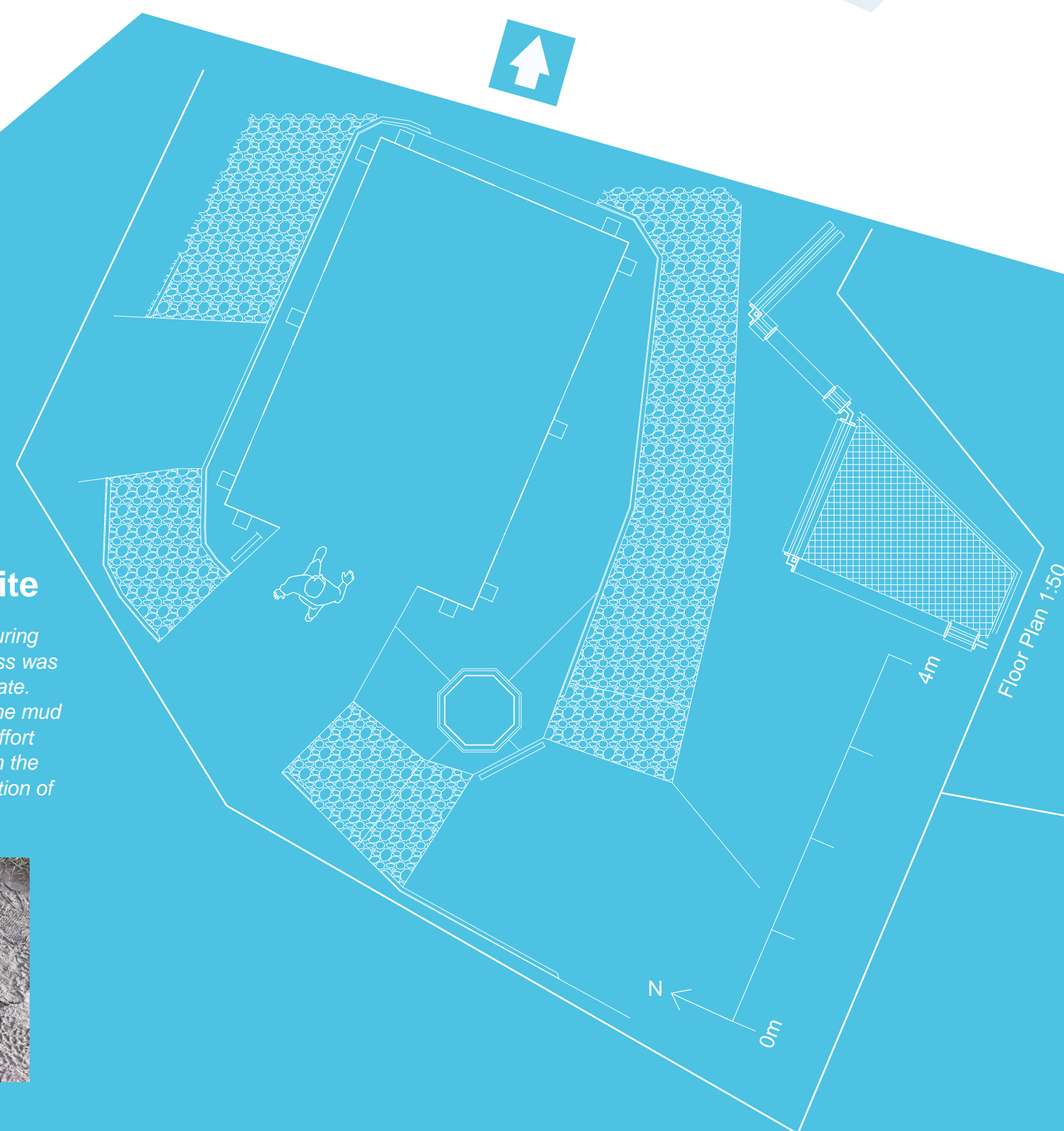
The first pilgrims stopping at the site shared stories from their travels, relying on oral tradition.

Inspired by this, the little nave features an Audio experience where visitors can record experiences and thoughts on a small microphone and then hear playback of others' recordings.



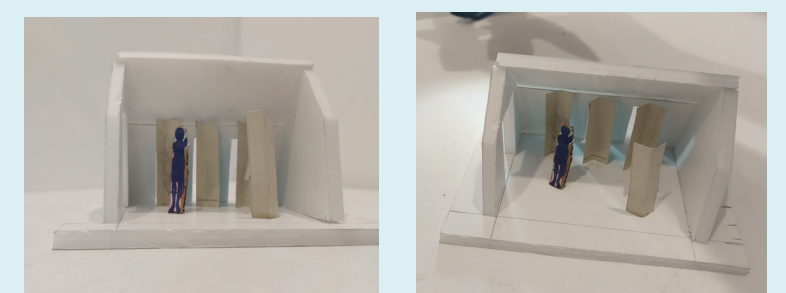
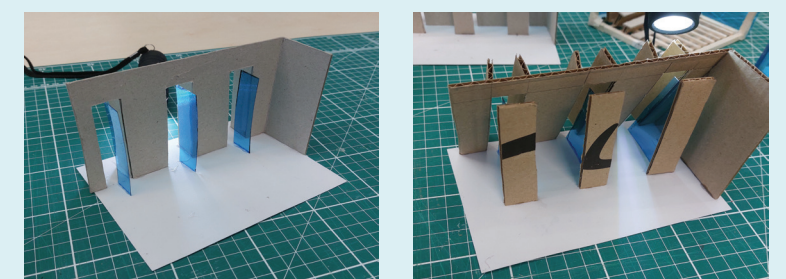
Walking the Site

When I visited the site during the winter, the only access was through a large, heavy gate. My feet sank deep into the mud and I was aware of the effort required to move through the space, inspiring the creation of "Look Down!".



Little Nave Process

I worked through several model iterations of the little nave, testing different window and wall placements and using a torch to test shadows.

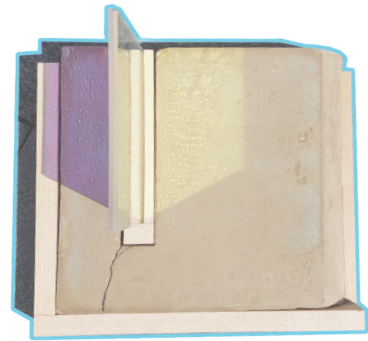
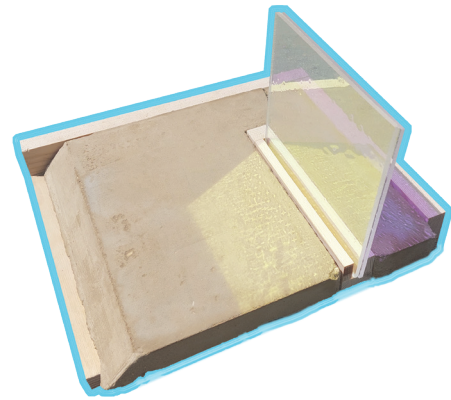


3 Look Up!

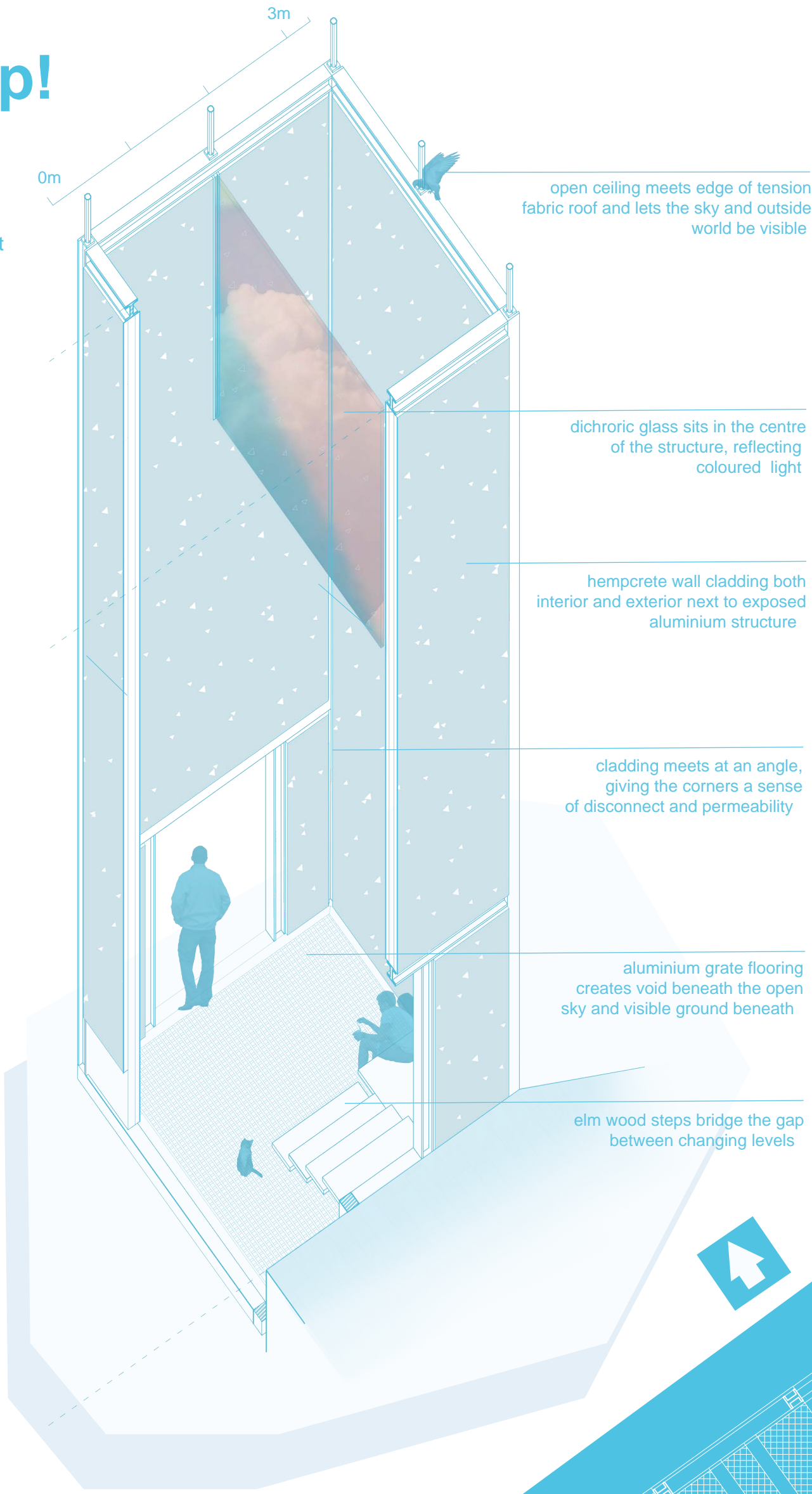
Look Up is the central courtyard of nonSENSE pilgrimage providing a brief look at the sky, inspired by the current nave which lacks a roof.

The courtyard's floor is a metal grate with nothing beneath, creating a shadowy depth to oppose the light of the sky.

Above the head, between the bright blue future and shadowed murky past, the dichroic glass sits as a reflection of the light, a reminder of the present.



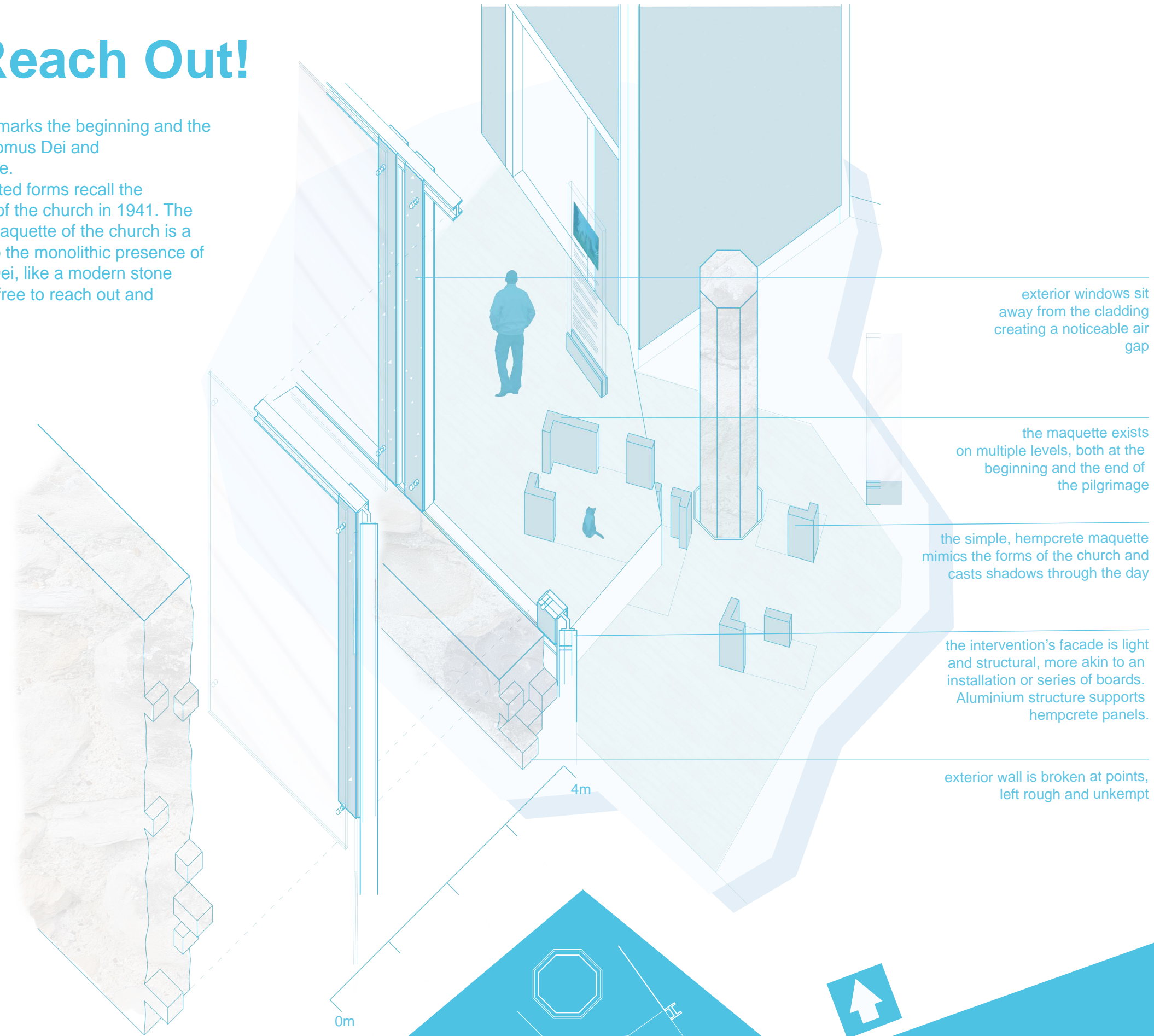
Detail Model showing dichroic effect like the glass used in "Look Up!"



4 Reach Out!

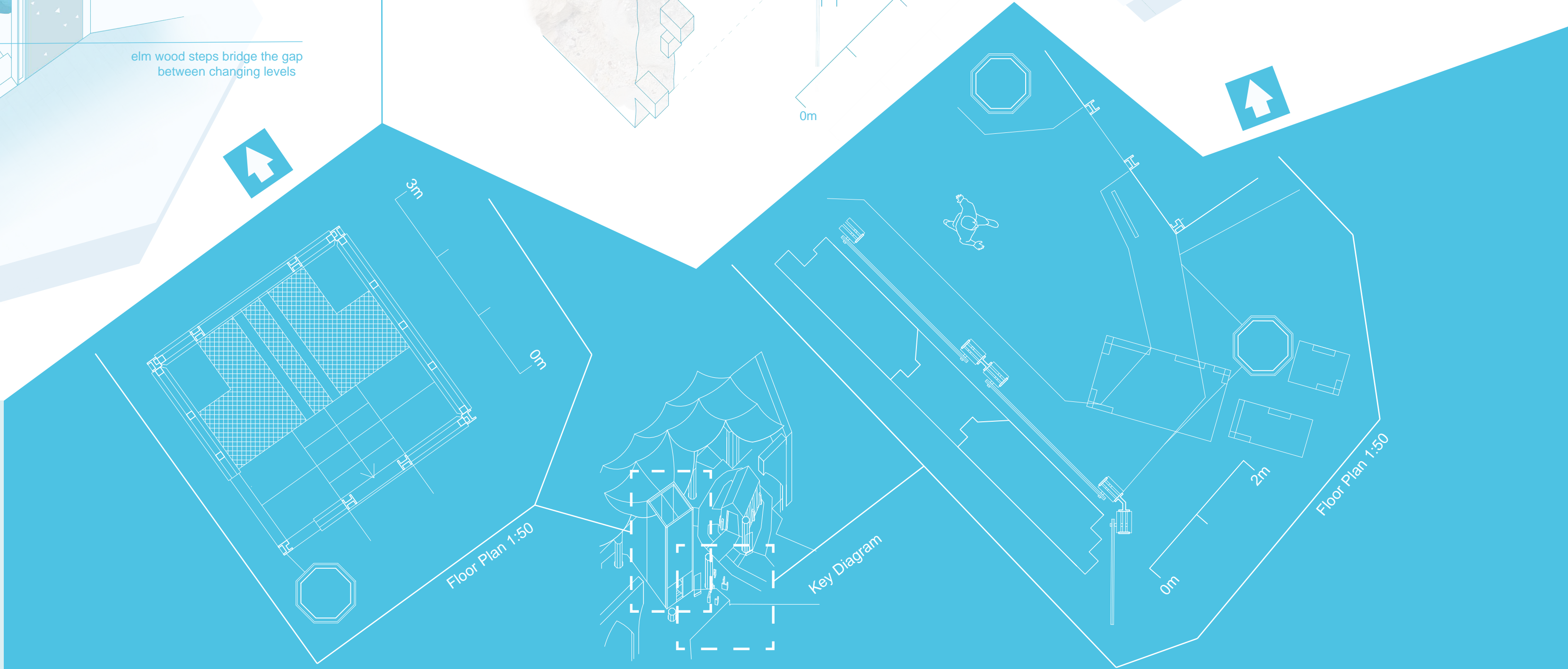
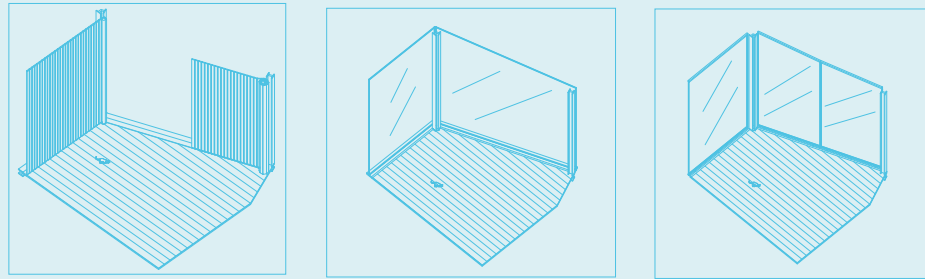
Reach Out marks the beginning and the end of the Domus Dei and the pilgrimage.

The fragmented forms recall the firebombing of the church in 1941. The abstracted maquette of the church is a monument to the monolithic presence of the Domus Dei, like a modern stone henge. Feel free to reach out and touch...



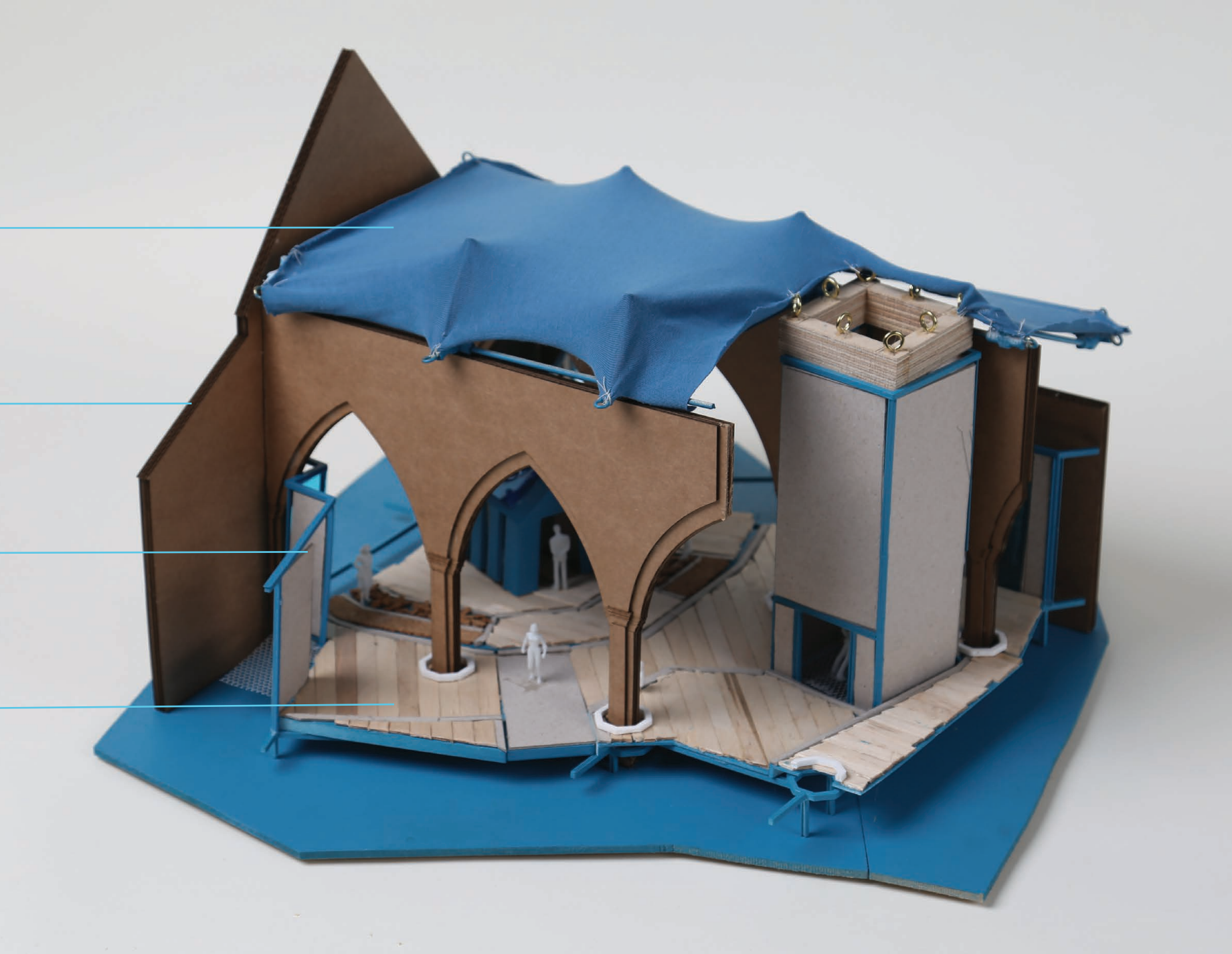
Window Design Process

Due to the large area of glazed surfaces in the scheme, i experimented with various window designs. I played with using rolling shutters to make the relationship with the exterior more physical. I also experimented with relationships between columns and panes .



creating nonSENSE at 1:50

- recycled cotton stretched over a 3D printed frame to create tension roof
- existing structure laser cut from corrugated cardboard
- intervention structure made from grayboard panels in 3D printed frame
- flooring details use wooden stirring sticks and grayboard



nonSENSE model overview, looking South

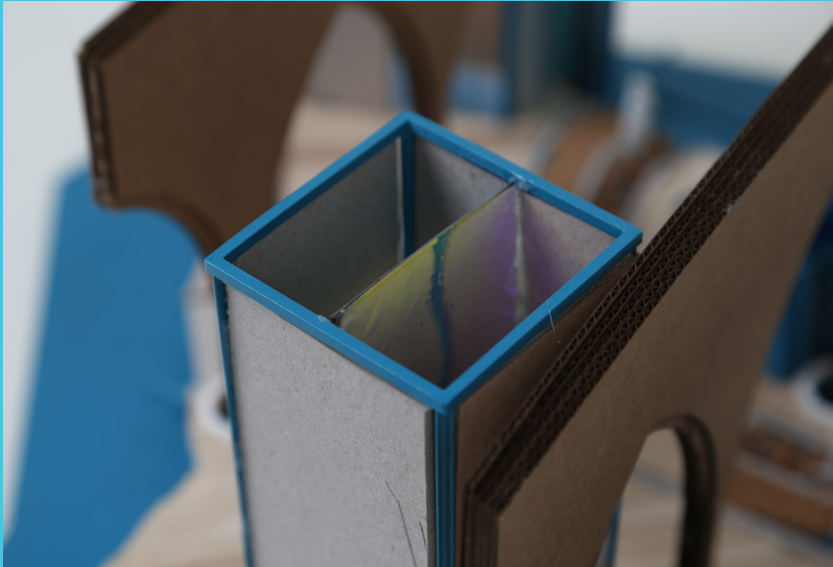
I created a model of the nonSENSE exhibition at 1:50.

The structure was built up as per the proposed intervention.

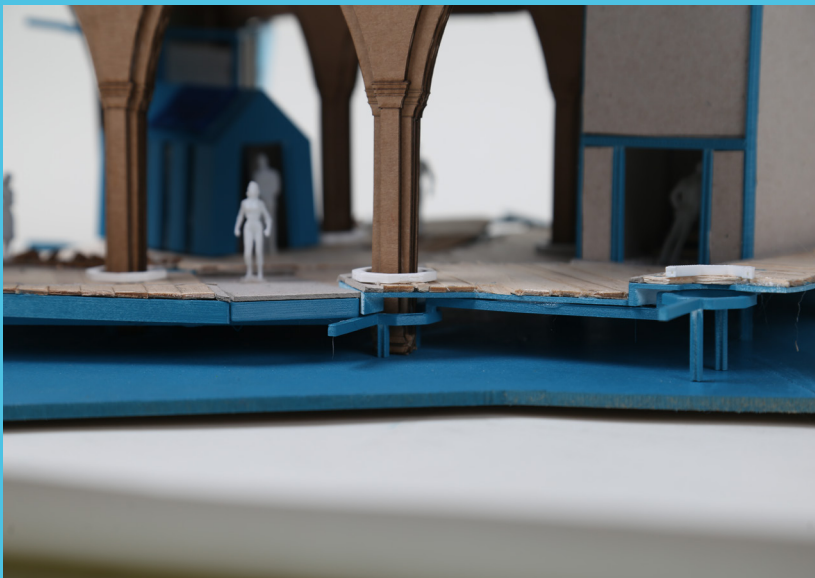
At the lowest level, an aluminium structure weaves around the existing church elements.

Above this, panelling sits beneath the flooring, waterproofing, cladding and insulation.

Above this still, the floor treatment sits, varying throughout the structure from simple elm wood boards, cork tiles, rubble-lined pathways.



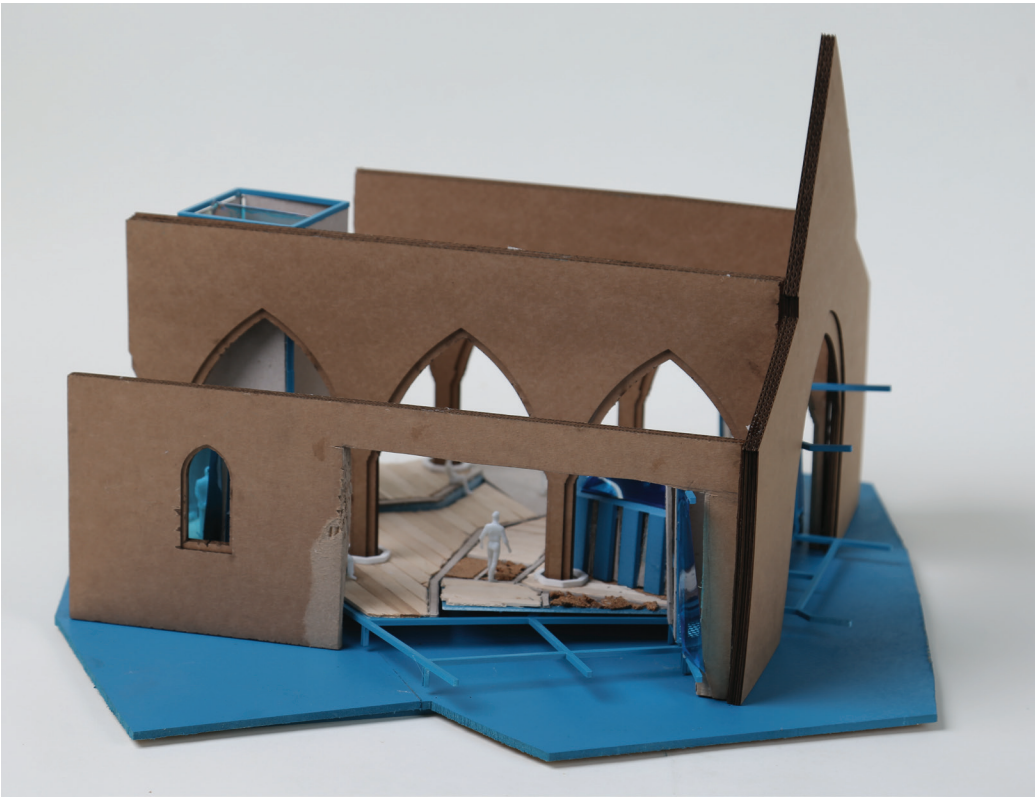
Dichroic film at the top of of Look Up!



Interfacing between column and floor



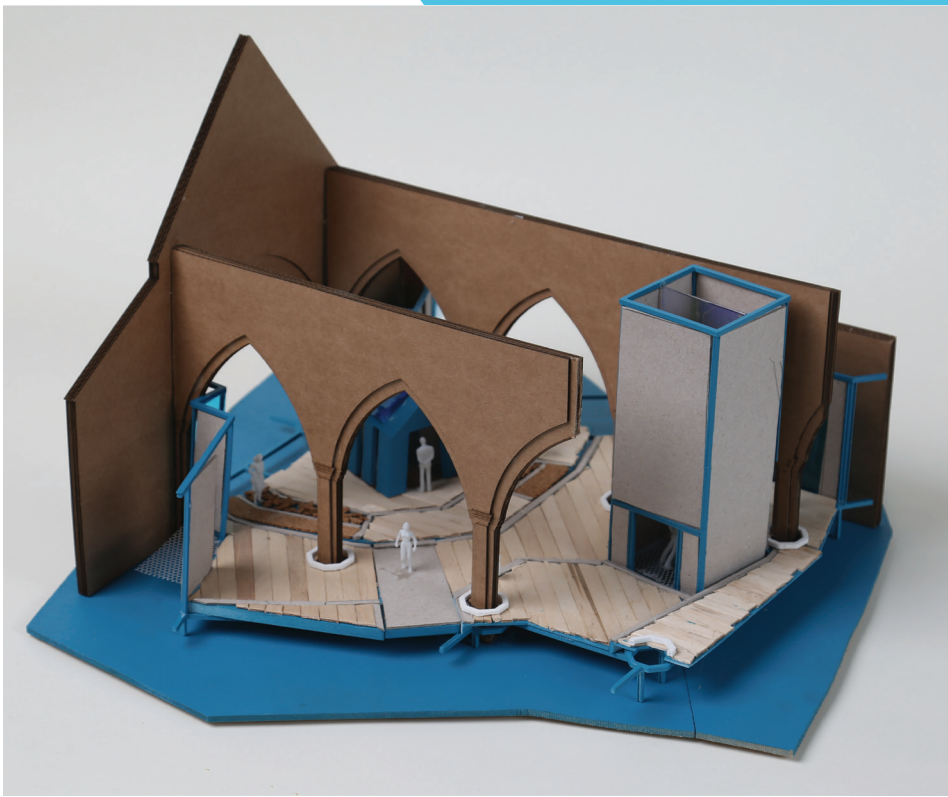
Detail of roof model construction



nonSENSE model overview, looking North



nonSENSE model overview, looking East



nonSENSE model overview without roof, looking south



nonSENSE fabric roof, seperate from main model