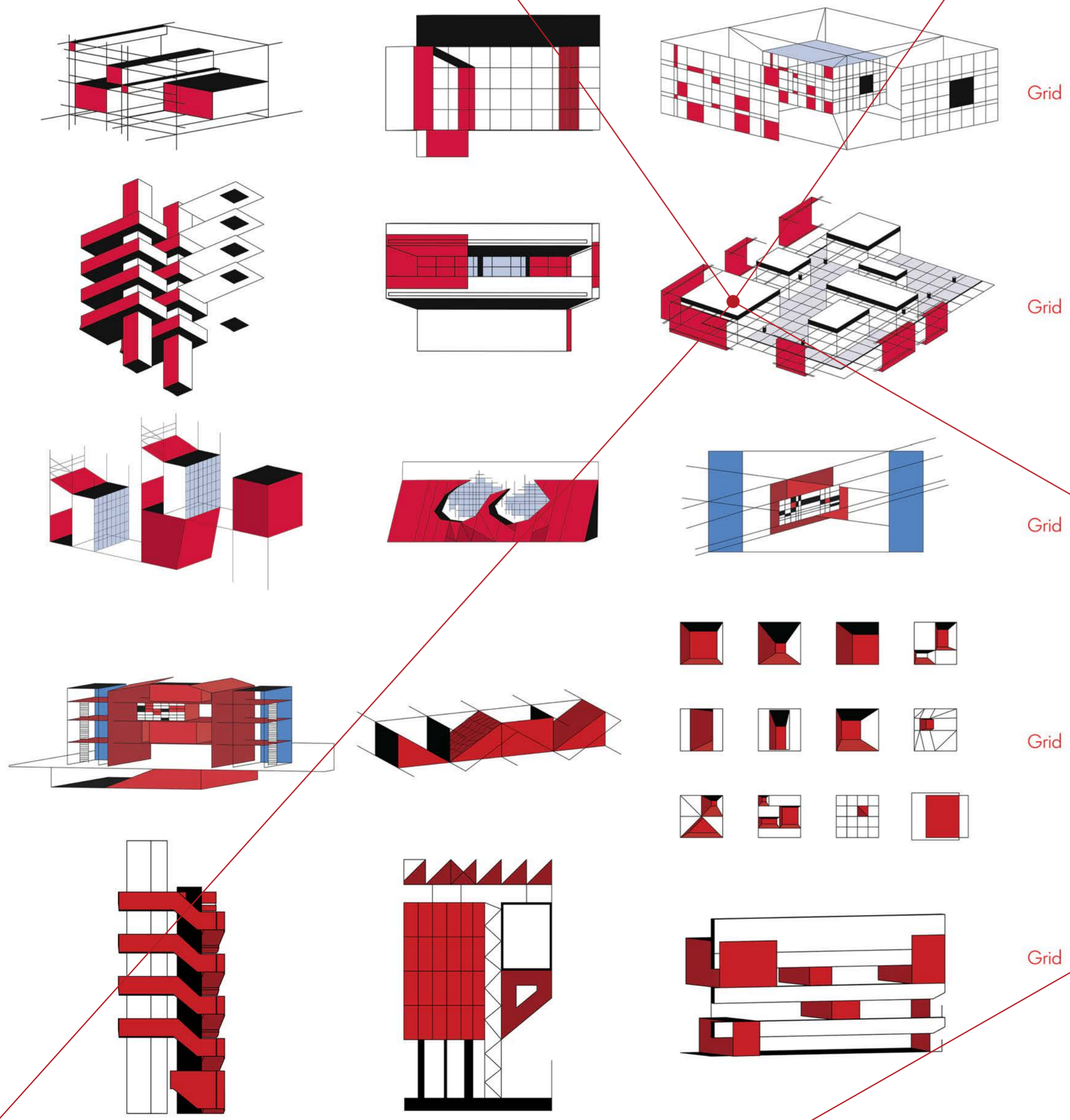


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Occupying the Architecture of Curiosity

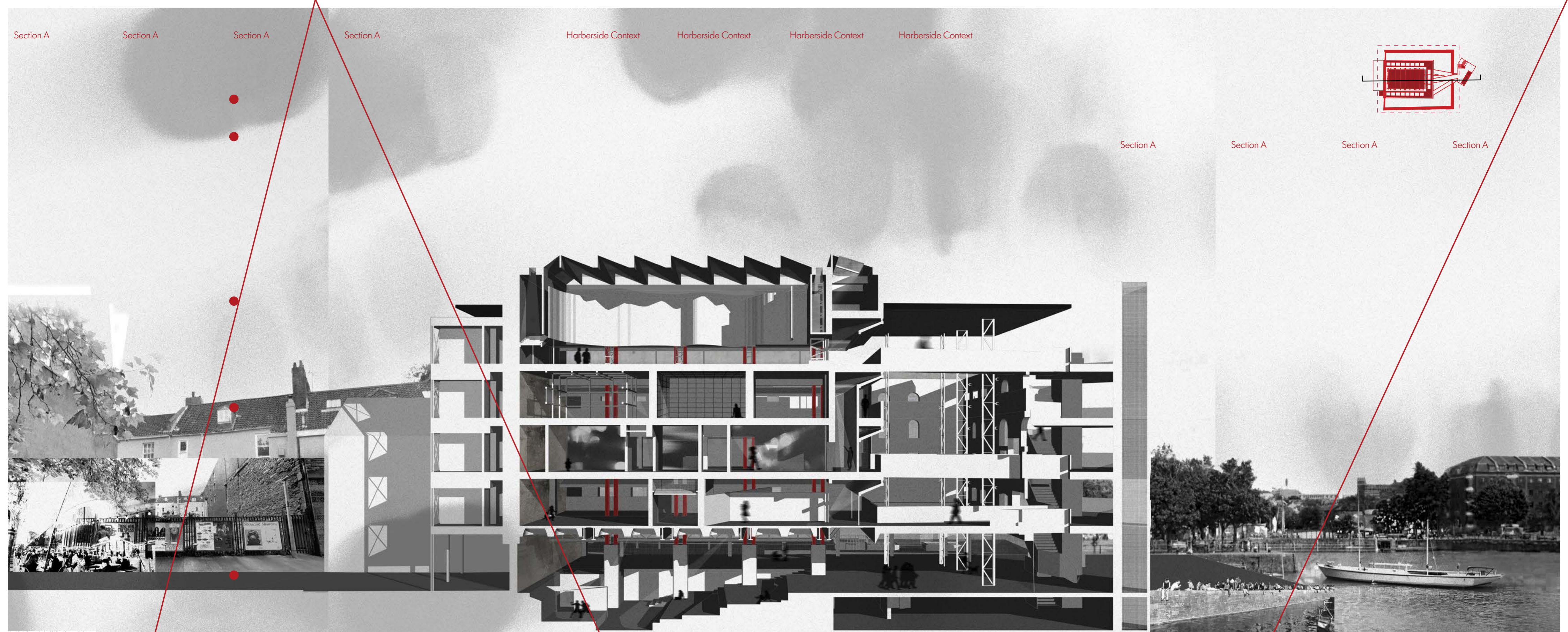
Occupying the Architecture of Curiosity reimagines Bush House by stripping back internal constraints and inserting a parasitic spatial framework within the historic shell. Informed by Walter Benjamin's figure of the flâneur and Bernard Tschumi's event-space, the project develops wandering as a spatial strategy rather than a fixed route. Gestalt principles of continuity, proximity, repetition and enclosure structure an interior response to the existing building, drawing visitors through light ducts, flexible galleries, atmospheric rooms and a public amphitheatre. Through movement, encounter and inhabitation, the proposal centres subjective embodied perception, allowing spatial experience to be authored by each visitor.



Design iterations Design iterations Design iterations Design iterations Design iterations



Block model within the skin of Bush House Block model within the skin of Bush House



Section A

Section A

Section A

Section A

Harberside Context

Harberside Context

Harberside Context

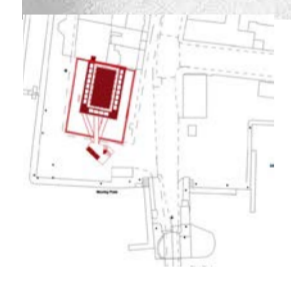
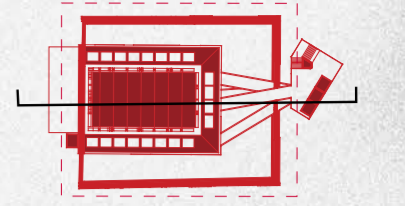
Harberside Context

Section A

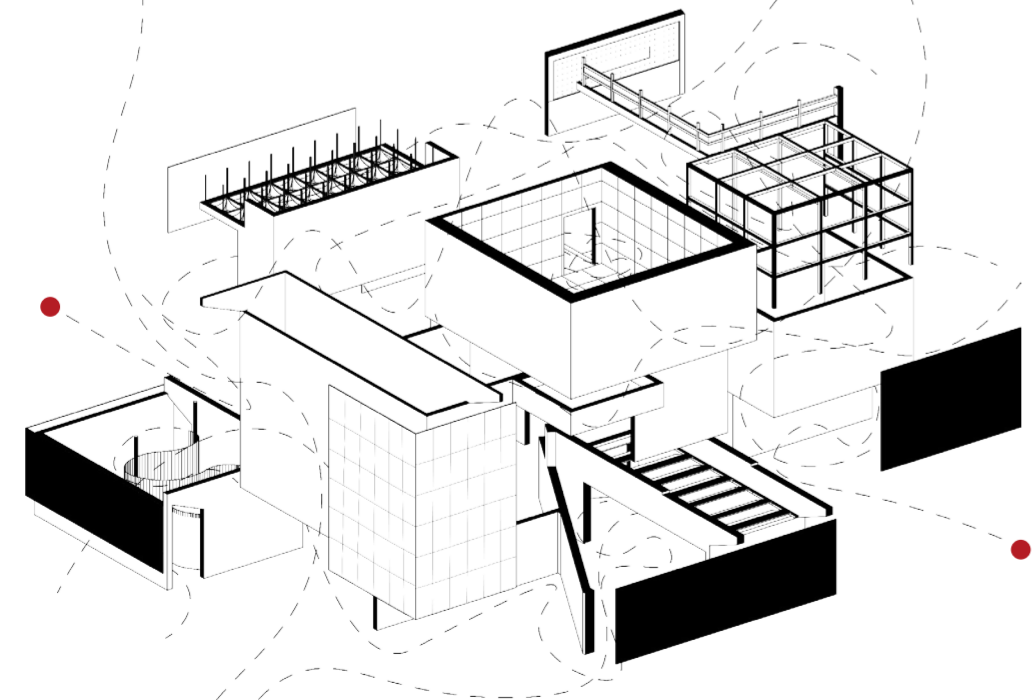
Section A

Section A

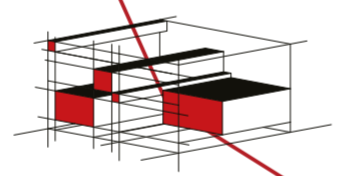
Section A



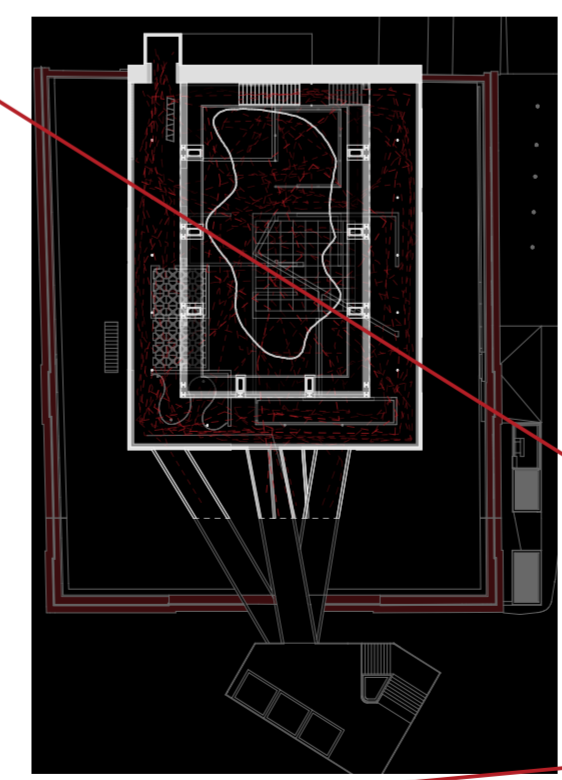
Interrupted organisation



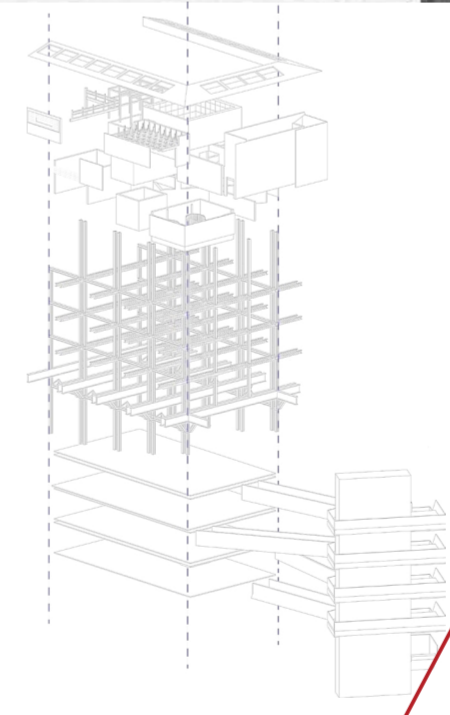
Interrupted organisation



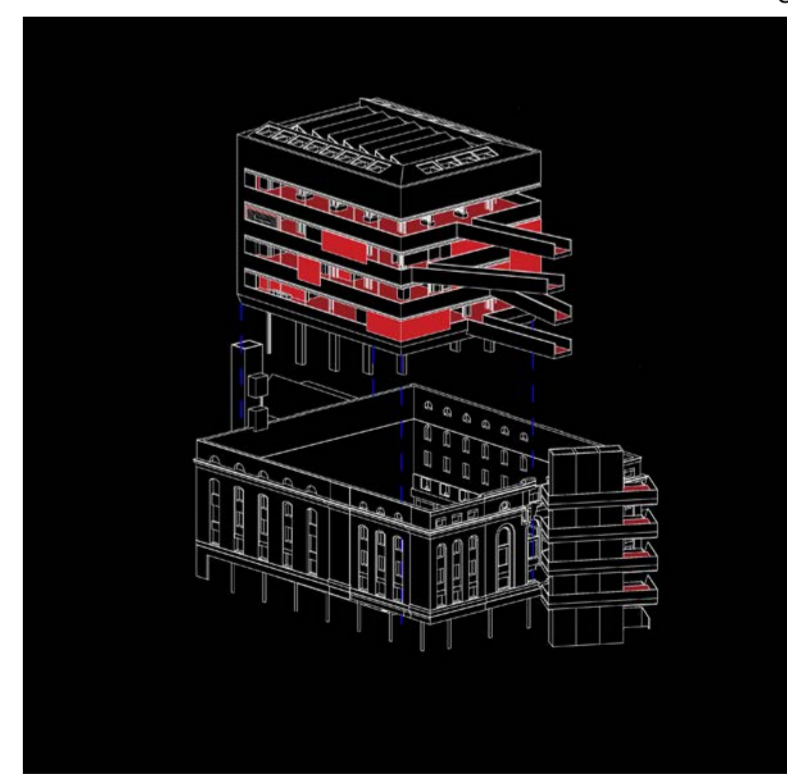
Human Circulation



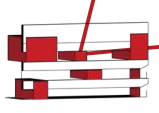
Human Circulation



Inserted Building



Inserted Building



Spatial Strategy

Spatial Strategy

Spatial Strategy

Spatial Strategy

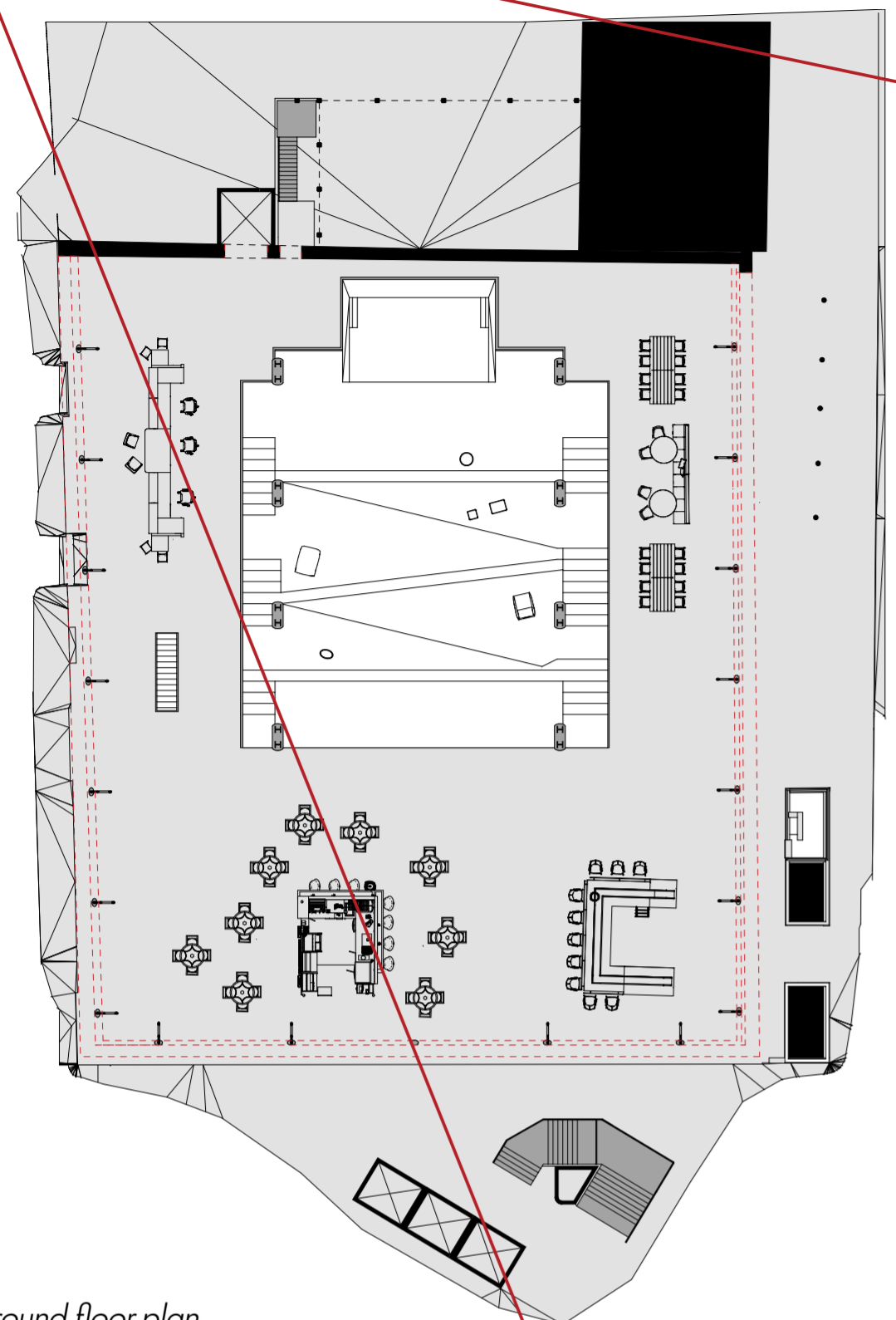
Spatial Strategy

Spatial Strategy

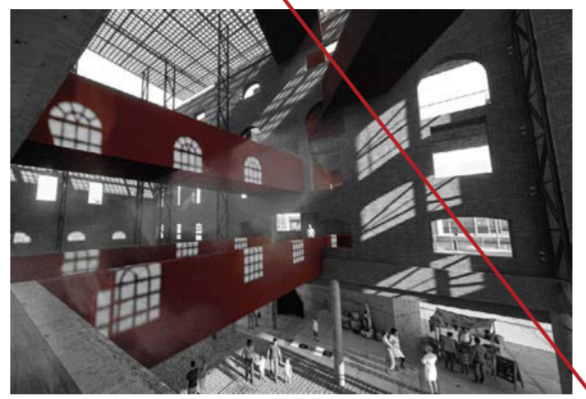
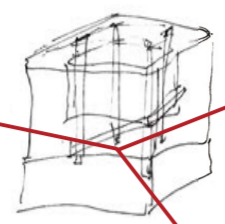
Spatial Strategy

Spatial Strategy

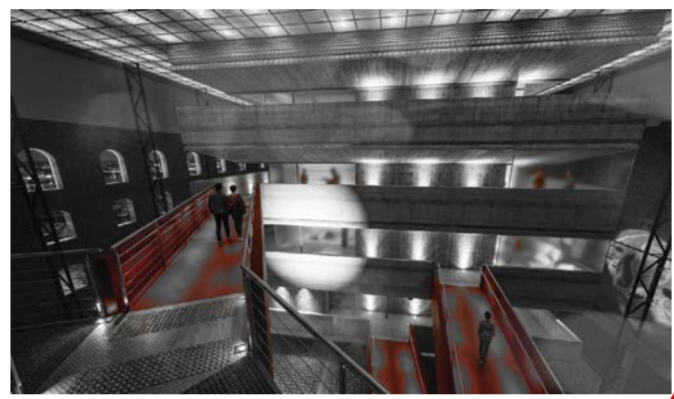
The whole ground floor is designed for the community. Since there are no windows or doors, the transition between outside and inside is totally seamless—people can just drift through. It's a super social spot that can easily transform into a food market with pop-up kiosks and seating for anyone to use.



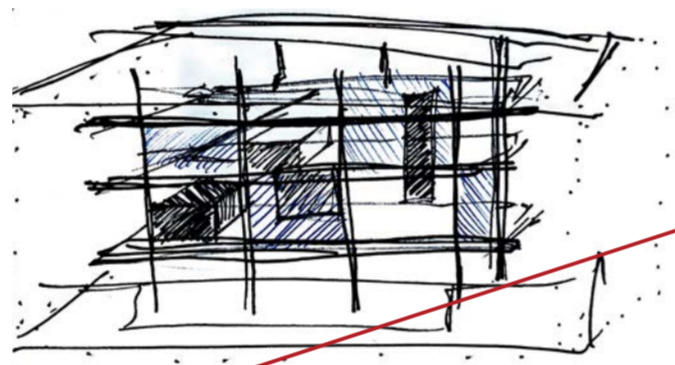
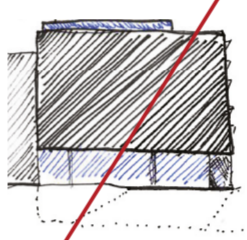
Ground floor plan



In-between space

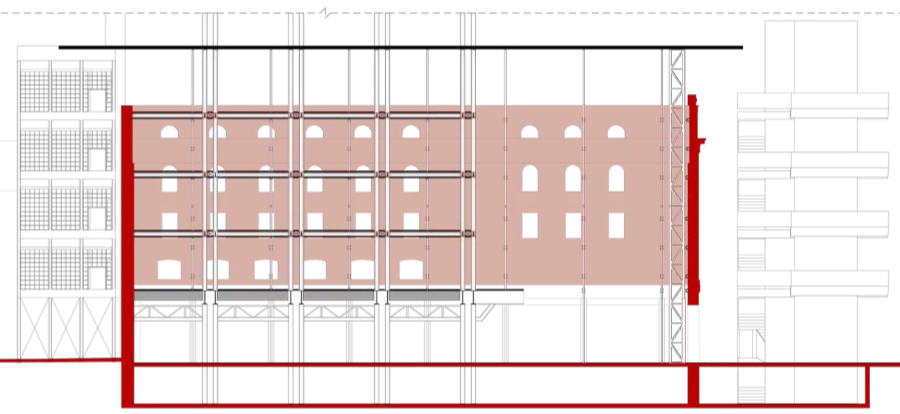
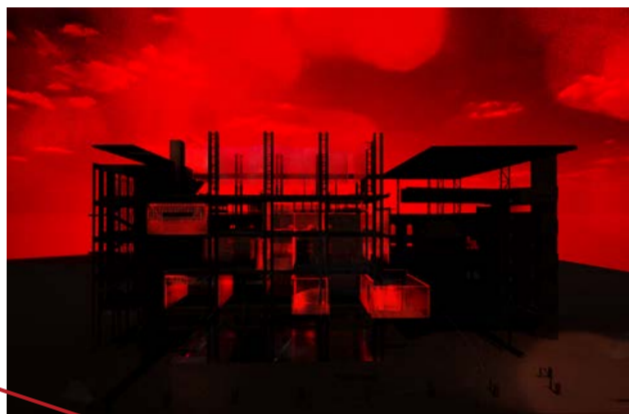


In-between space

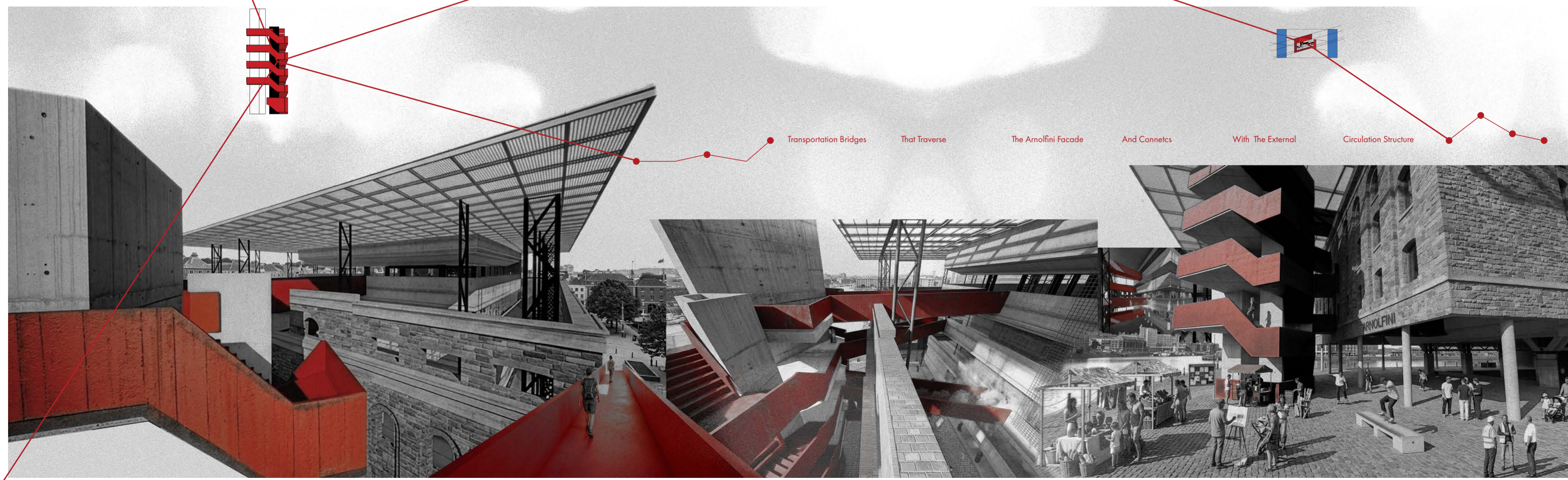


Ground floor amphitheater

The amphitheater's gradual descent creates an inviting, flexible public bowl that draws in passing commuters. This versatile space seamlessly adapts to diverse programming—from exhibitions and large-scale installations to talks, performances, or even a skate park.

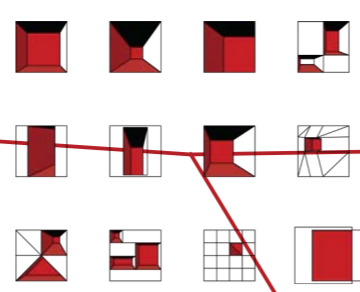


New Structural Section

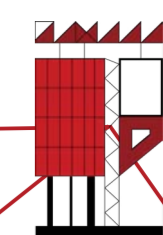


Transportation Bridges That Traverse The Arnolfini Facade And Connects With The External Circulation Structure

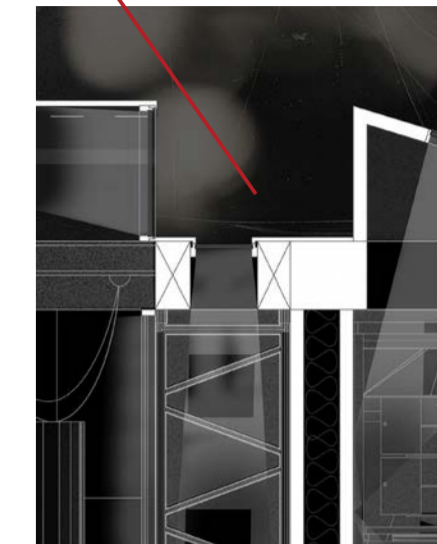
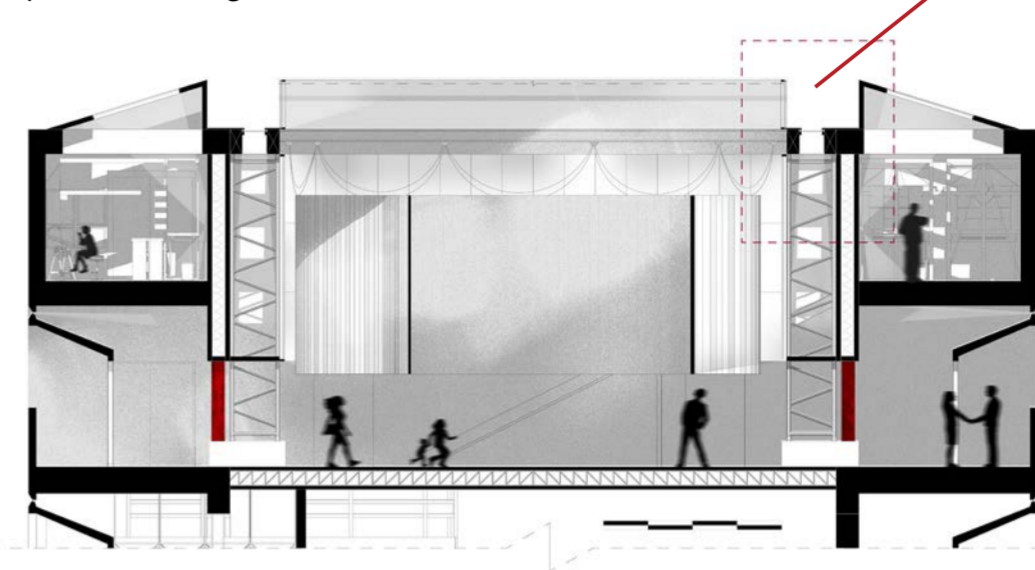
Top Floor Gallery



Flexible open air, atmospheric, exhibition space
 This drawing illustrates a hanging semi-transparent material which is illuminated by the diffused light from the light ducts. The through flowing air can gently move the fabric.



Top floor and light duct detail



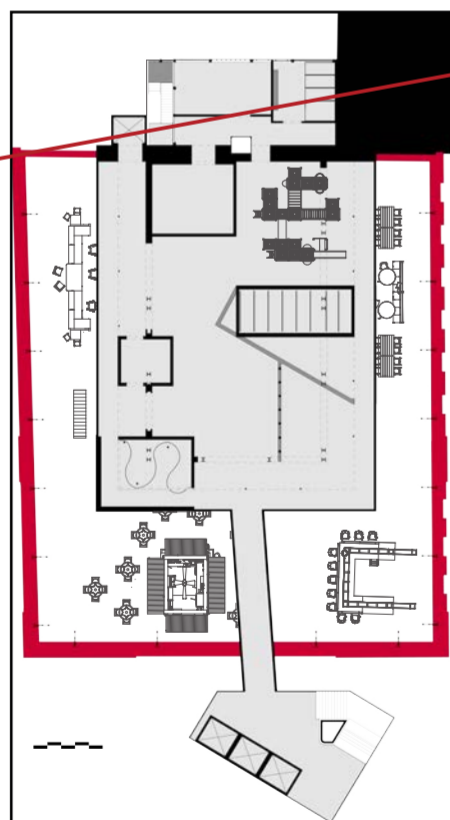
Example for room uses

- 1. - 4. Offices + Wc
- 5. Flex Space - Childrens Playground
- 6. Flex Space - Exhibition Room With Controlable Ceiling Louvres
- 7. Open Gallery Wall
- 8. Flex Space - Enclosed Atmosphere Room
- 9. Walkthrough Space - Partly Enclosed Projector Room
- 10. Flex Space - Partly Enclosed Projector Room
- 11. Flex Space - Mirror Room
- 12. Flex Space - Family Social Space
- 13. Design Studio For Students

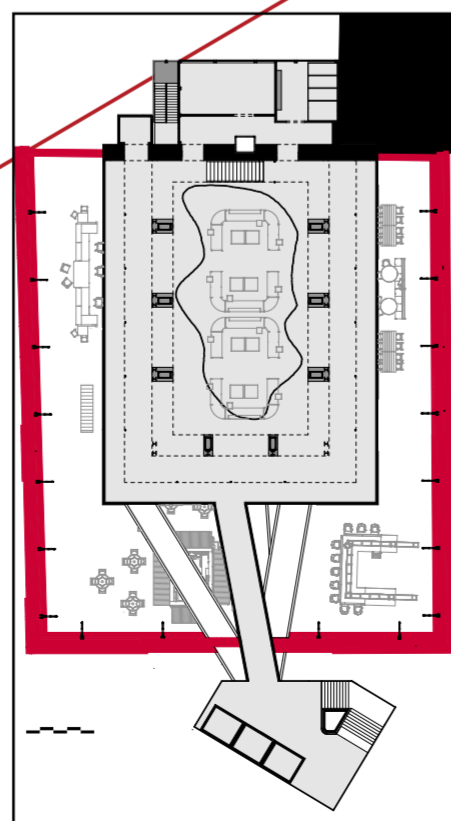
Key:

Level 1/5

Level 4/5



Natural light enters from the ceiling, transforming the floor into an open-air exhibition. Hanging large scale installations can be lit by the diffused light through the light ducts.



Temporary structures tucked inside the building's structural grid, so the rooms can change based on the artists curation.



Inhabitation

Inhabitation

Inhabitation

Inhabitation

Inhabitation

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