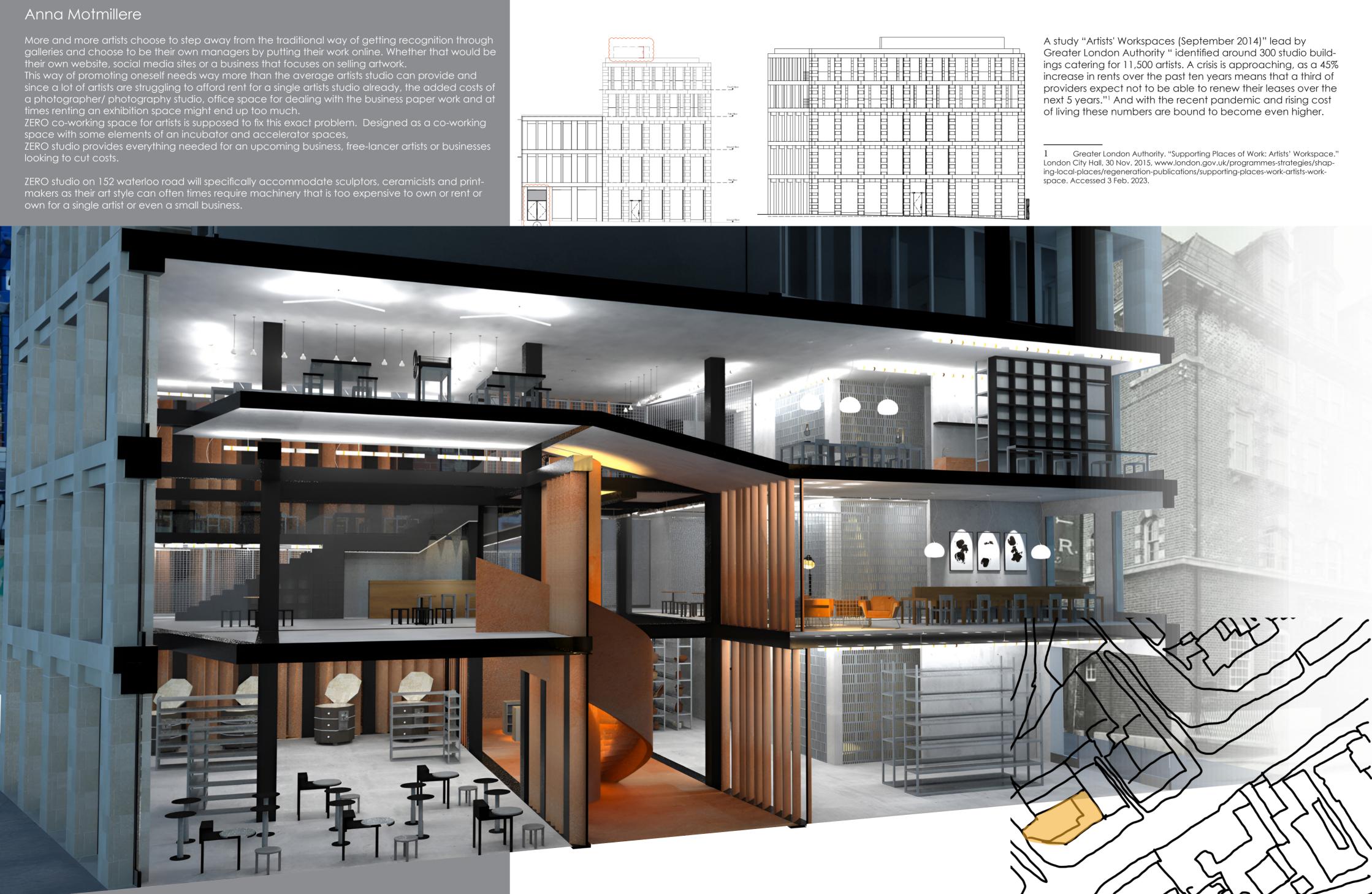
## **ZERO STUDIO**





## DEVELOPING CONCEPT: PROCESS OF CREATING

When coming up with something that is fully inspired from an art form it is important to analyse the whole process of that said art form.

Starting with the materials used and their textures and finishing with the actual properties.

All of the looked at art forms include positives and negatives in their process. This is more so noticable in sculpting and ceramics, but can also be said about printmaking.

There isn't one singular word that could describe the concept for this studio. As it is mainly a place for artists to unite and work on their art pieces without the worry of not being able to afford the best. I want the space to reflect their world of creation, almost as a little factory of the creative mind that the visitors have the luxury of peeking into.

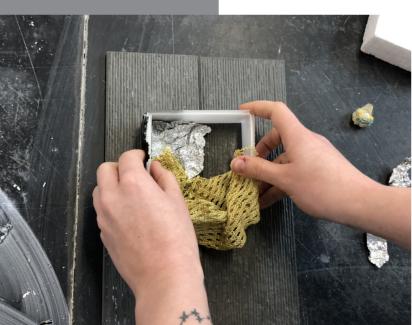
The space is entirely inspired by the beauty of all of the little details that go into creating an art piece.







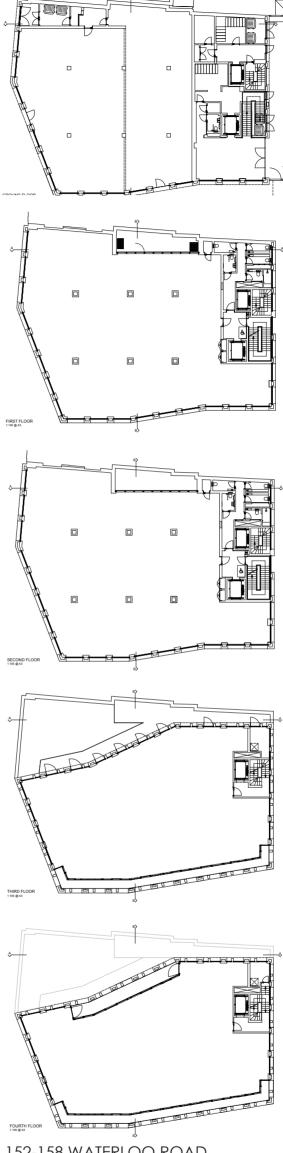








**EXISTING STRUCTURE** 



The building is a relatively new building finished around 2016, it has a grid like facade which also serves as columns helping to hold the structure. Other than the structural columns of the facade, first three floors also have six columns distributed throughout the space to support the open plan space inside of the building.

The building has a lot of natural light with windows being installed on most walls.

The size of the windows or entrances can't really be changed efficiently since the form is achieved from the gaps of the structural columns.

First three floors are very similar in layout, they are about the same size open plan spaces with the only differences being in the south-west wall. On the ground floor this patch seems to be just a continuation of the floor, while on the first floor it serves as a balcony and a cut out space on the second floor.

The rest of the two floors of the building are smaller in size and follow a different shape. The third floor has an ac-

cess to a roof terrace at the part where the second floor roof continues on. And the fourth floor has a bacony running along the facade of the building. These floors are accessed by a different set of stairs than the first three floors and have veen transformed into apartments. Other than the facade

and the structural columns non of the walls are loadbearing so the space can be transformed to the best of liking.

152-158 WATERLOO ROAD

The site is located in the Waterloo area with the station mere metres away.

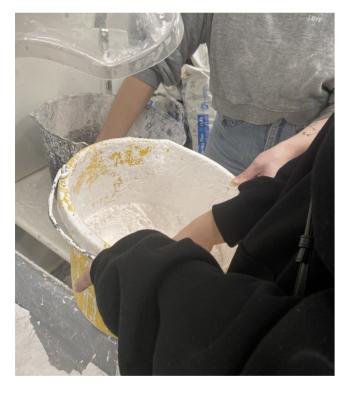
It is packed with famous attractions and theatres and is much of a tourist friendly area as locals. The area and the roads surrounding the building have a 24 hour life-cycle.

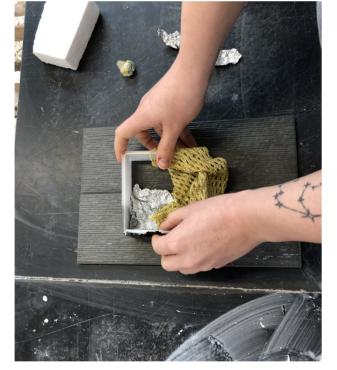
The experience at the ceramics workshop had inspired to look more into different levels for floors. The ramp-like workshops are directly inspired from a piece created at this ceramics workshop. These floors beautifully play into the design of the space and allow for the galleries underneath to have their own special feeling.

The gallery under the raised ceiling has a grander feel while the opposite one with the lowered ceiling has a more intimate atmosphere.

The design of the space is also very reliant on the very structure of the building (columns and beams) creating a factory like feeling and asking to experiment with materials that would give a similar aesthetic like metal, glass, plaster, stone.

There is a grand entrance to highlight the experience of entering the studio, making it feel as if you've entered a different world.



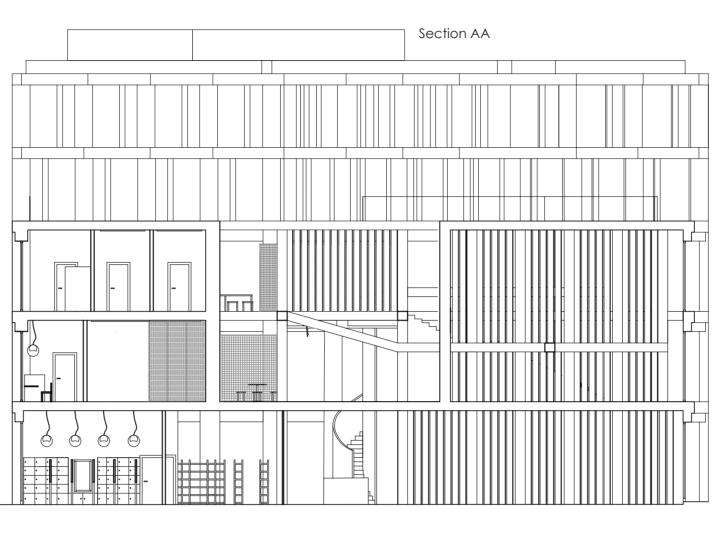






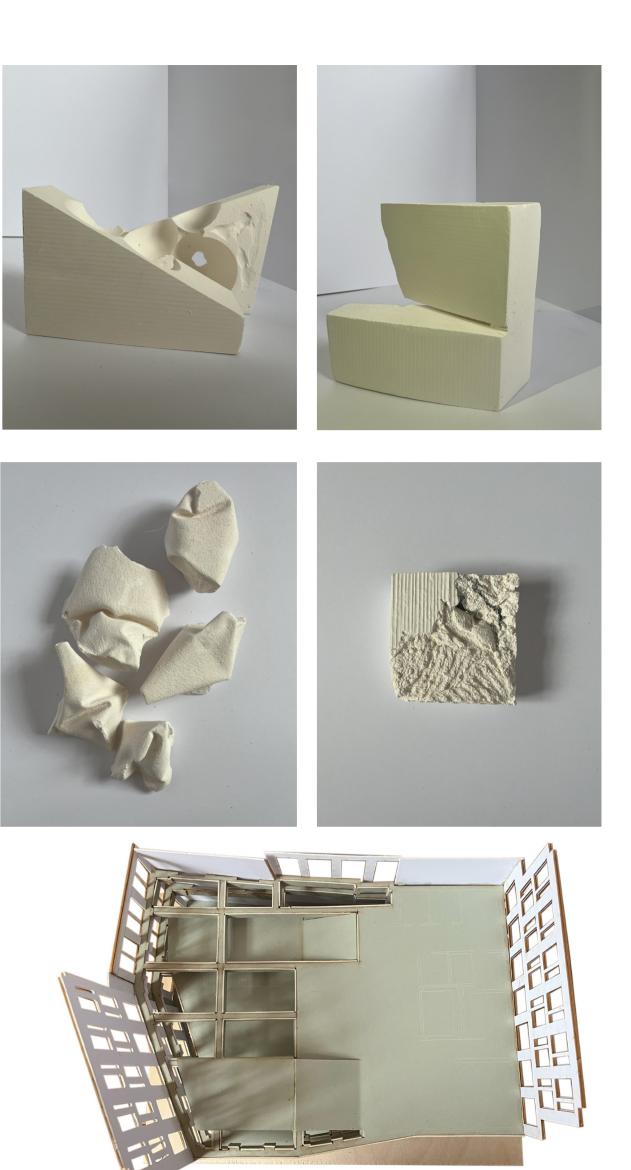












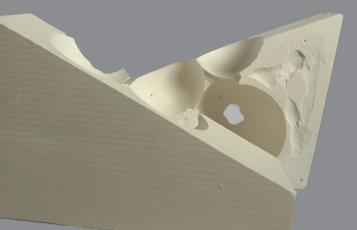
Since the project relies heavily on understanding artists' needs, one of the most important parts is getting inspired by and trying out the creation process. For example, understanding how plaster is mixed and how it sets can be crucial in choosing materiality.

The finished forms ,two of which can be seen above, inspired the finished design greatly. Both accentuating the importance of positive and negative forms. The form consisting of the two different levels directly inspired the different height floors in the final design. When creating ZERO studio my wish is for any visitors to feel like they are immersed in the artists world. In the middle of the process.

When entering the building the guests are taken through an interal street that allows them a peak into the sculptours and ceramists studio on the left and into the storage area on the right for all of the pieces. This street leads them straight to the reception desk and a staircase that leads to the second floor.

The first floor is the gallery and bar floor as well as the digital and office space for the clients of the space. There is an area in the gallery that allows to look down into the sculptors workshop as well as a lowered ceiling behind the bar, that allows a look into the printmaking workshop.

The second floor is exclusevly printmaking studio with seperate areas for lithography, traditional etching, linocutting and screen printing.



Kiln room, with kilns meant for different purposes and enough quantity to ensure that there is always space for new clients.

> Main area for bigger sculptural pieces, with moving shelving and pedestals

Main ceramist workshop with turntables and dedicated spaces as well as sinks and bund FLOOR storage.

Small gallery space with lower ceiling creating a more intimate atmosphere.

cutouts in the floor allowing to look into the ceramists and sculptors studio below.

> bar area for gallery guests to receive any refreshments.

main screen printing studio with space to print and prepare the drawings for lighting.

> open space looking into the bar and gallery bellow.

Main lithography studio, where the stones get pressed and also the drawings are prepared.

