

LOST IN TRANSITION

.....

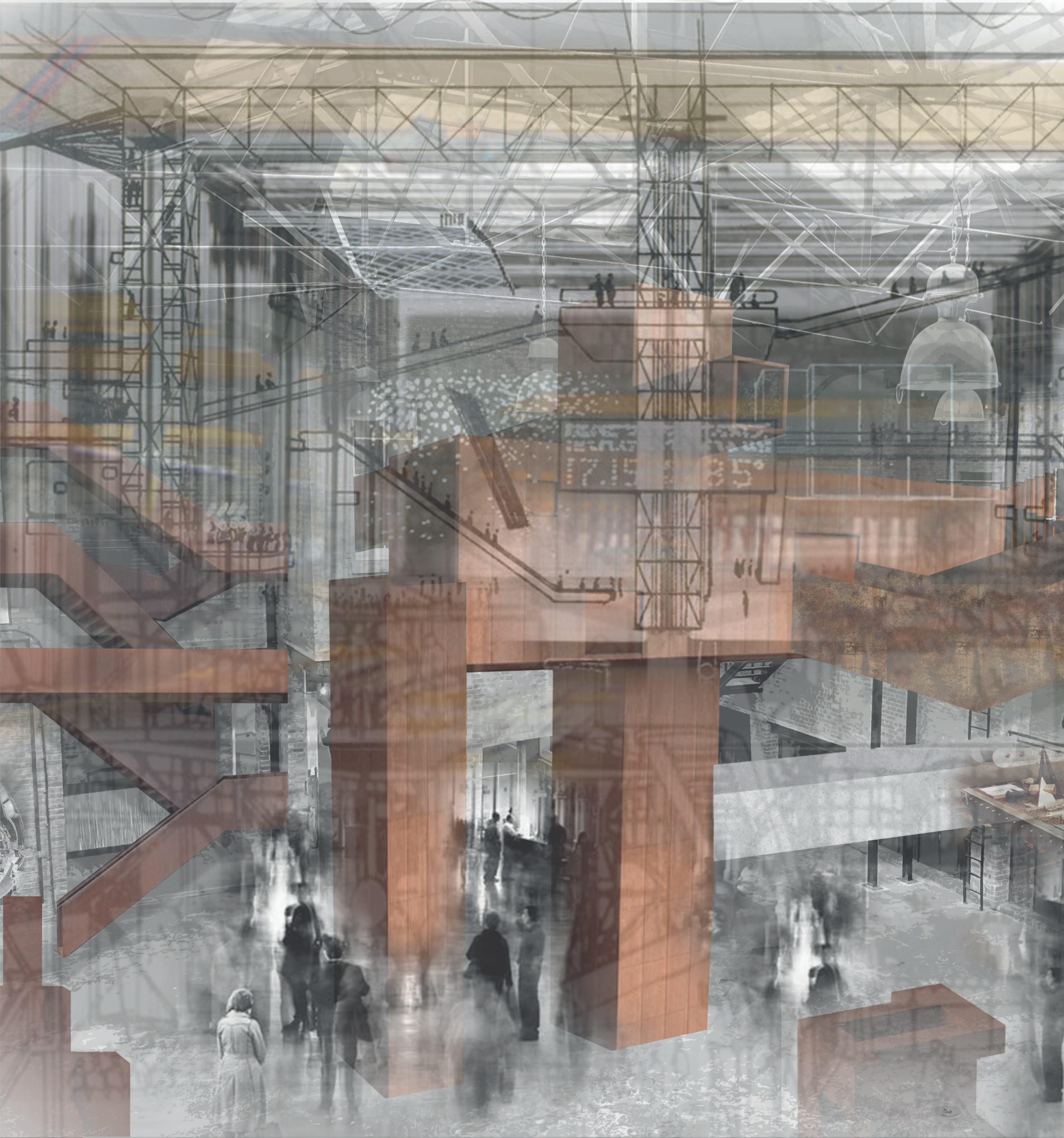
WHAT HAPPENS DURING THE TIME OF UNKNOWN WHEN ALL THAT IS LOST IS YET TO BE REGAINED?

In recent years, we can perceive society’s shift into a more flexible lifestyle where people are working, playing and relaxing at various times of the day. This offers the opportunity for growing the city’s night-time economy beyond pubs and clubs by creating a vibrant night scape. Here rises the new challenge to rethink buildings as 24 hour spaces supporting the Mayor of London plan for 2036 which promotes ‘A vision for London as a 24 hour City’.

The project investigates the area of Spitalfields and the site at 106 Commercial Street to understand both the significant history of the neighbourhood and the needs of this culturally rich community. The proposal draws upon the society’s changing needs by designing a constantly changing space inspired by the idea of the unknown, trial and discovery which happens when something is lost but yet to be found. The design of this historic space enables an inclusive and flexible interior setting which transforms through a 24 hour period as various activities take place, welcoming both the community and passing visitors at any time of the day or night.

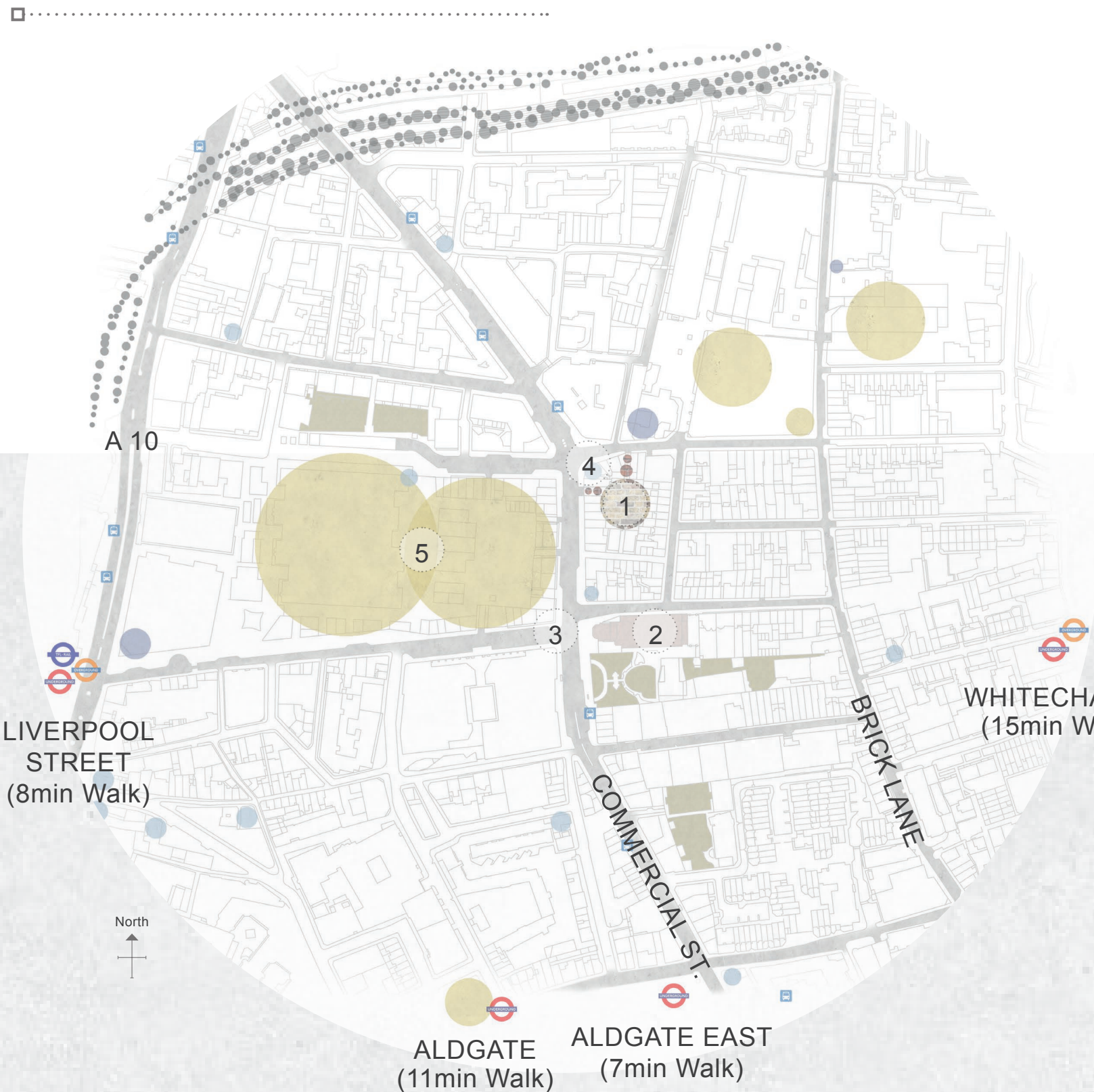
The concept originates by questioning what the site which served as a horse and carriage repository would have felt and looked like at that time. This question led to the creation of an imagined time capsule containing a series of objects which could have been collected by a child within the building between 1890 and 1915.

This sensory kit is at the core of the concept as it introduces the idea of lost and found and, more importantly, raises questions of what happens during this time of unknown, trial and discovery when all that is lost is yet to be regained? Perhaps, the unknown and uncertain time between the lost and found leaves space for discovery, interactions and connections leaving the mind free to imagine both the past and the future.





PROPOSED COMMERCIAL STREET FRONTAGE



Site

- 1 Site at 106 Commercial Street.



Church

- 2 Christ Church Spitalfields.



Commercial Street

- 3 Shops along Commercial Street facing opposite the site.



Pub

- 4 Truman's pub. The Trueman's brewery currently owns the site.



Spitalfields market

- 5 Consists of the Old Spitalfield's Market and the New Spitalfield's Market.

IMAGINED TIME CAPSULE



Photographs of object found within the sensory kit showing a natural and aged aesthetic.

DEMOGRAPHICS



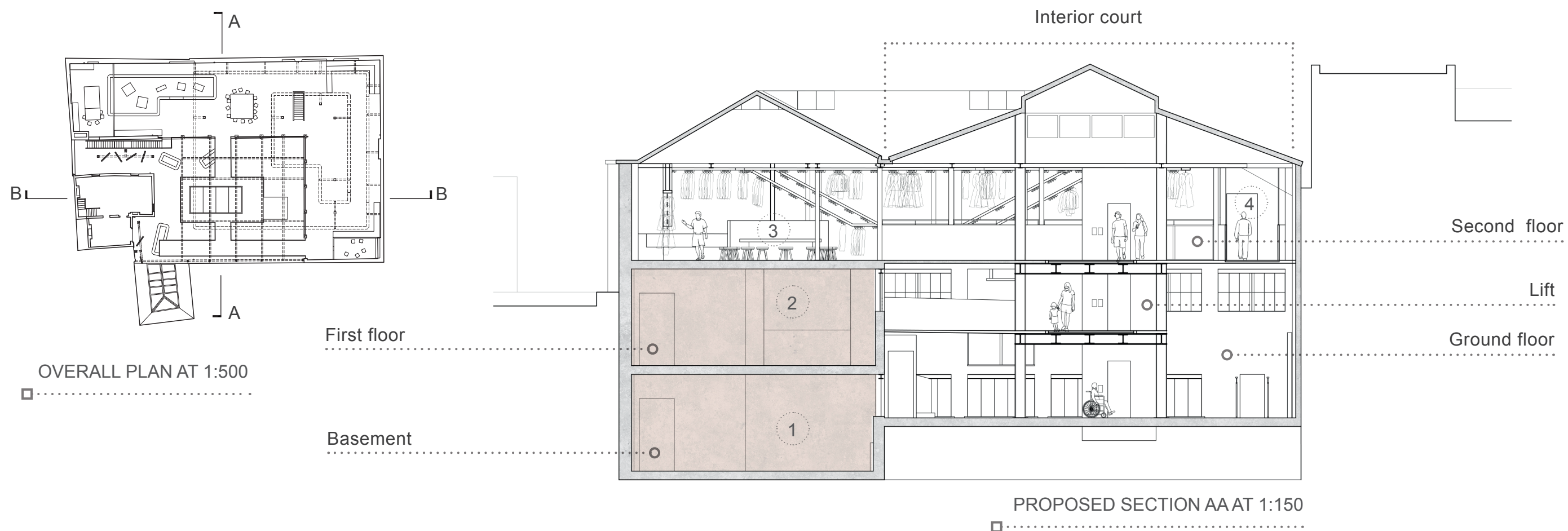
The proposal is designed for the community but is accessible to all.

FEASIBILITY AND FUNDING

The space will be run by a collaboration between the Truman's Brewery (which currently owns the site) and a range of entertainment companies (particularly puppetry theatre companies).

The space will be funded through the shop which sells restored and renovated items as well as through the hiring of spaces by small businesses which provide clubs and classes in the space throughout the day. Additionally, the first floor of the space is designed to house temporary exhibitions which could have an entry fee providing a further source of income.

CONTEXT



WORKSHOP

1 This is where the journey begins. The items are left in this space for cleaning, restoring or repairing. Valuable or re-invented items are moved to the shop whereas other objects are displayed on other floors until they are picked-up to be brought to their new home.

GROUP STORYTELLING

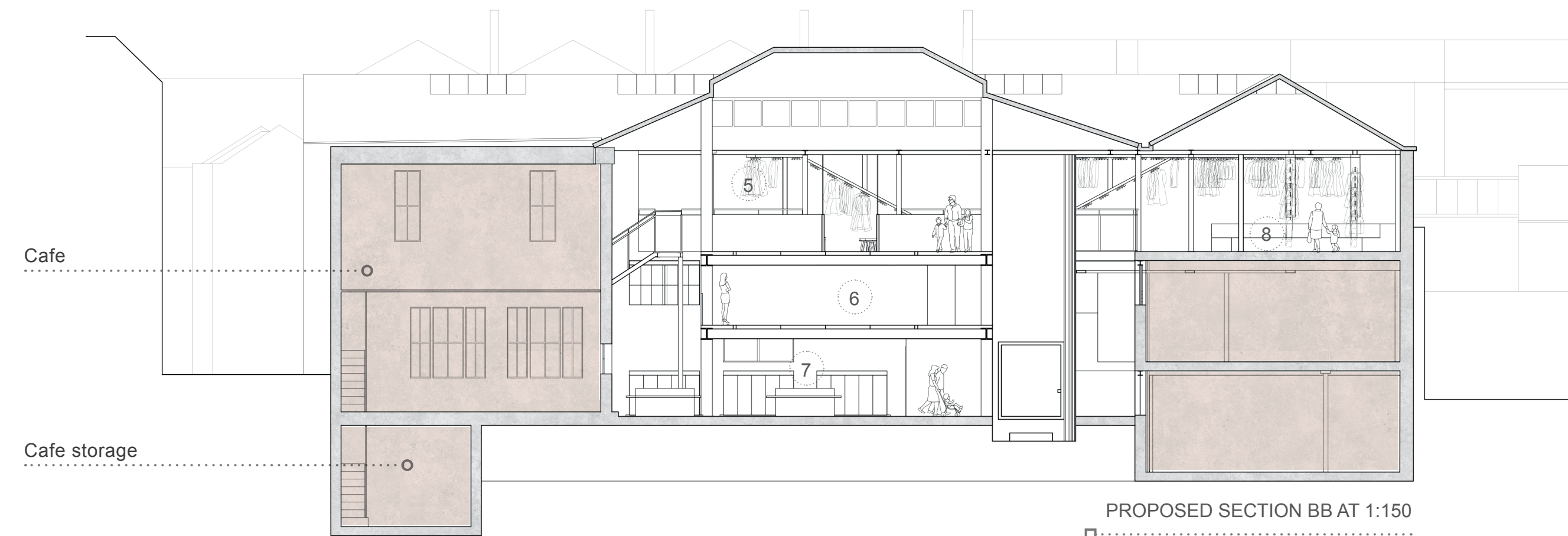
2 Here, people can create and write down their own stories for objects and then leave them attached to the object (or in a pocket) ready for the next person to read all the stories and decide if any might be true. This floor can also be hired for temporary exhibitions.

CRAFTS, ART AND DESIGN

3 A large table becomes a hub of activities which vary throughout the day and night. Activities include making bird feeders, painting, creative writing classes and making sculptures out of waste or unwanted objects (such as plastic bottles or drawers handles).

PERFORMANCE STUDIO

4 Space dedicated for the members of staff to leave their belongings. Rehearsals also take place here as artists create stories with objects ready to share with an audience.



HANGING CONVEYOR BELT SYSTEM

5 This system displays items around the spaces whilst creating a continually changing, moving surrounding. The system lowers in some part of the spaces to enable people to take and put back items.

EXHIBITION | STILL DISPLAY

6 Space where people can view artwork made from the items. This floors offers view of the floors above and below through balconies as well areas of glass ceiling and floor.

FLEXIBLE SPACE

7 The open floor plan leaves opportunities for various activities to take place throughout the day and night.

PERFORMANCE | ACTIVITIES SPACE

8 A more private and intimate group seating space for watching puppetry shows, taking part in acting classes, reading clubs and board games.



Imagining stories and leaving them behind with the object.

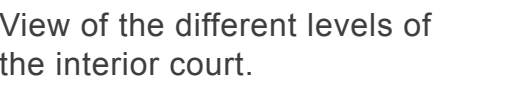
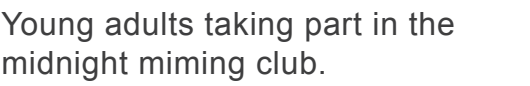
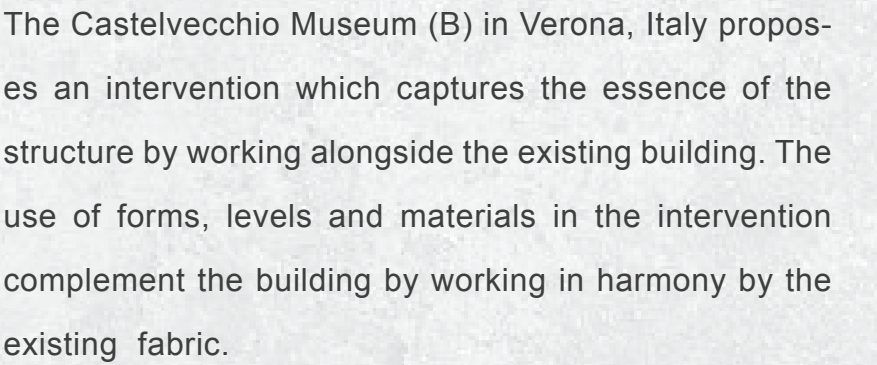
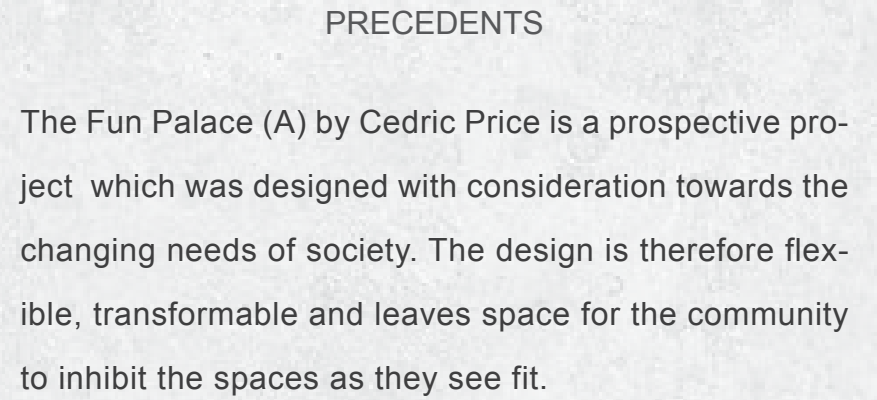


Exploring the surroundings, discussing stories and choosing items to bring home.



Walking around the shop and discovering objects with unusual purposes, original artwork and historic items.

The items for the object exchange will come from the lost property of the Truman's Brewery (which owns more than 200 businesses) as well as from local shops and the Transport For London (TFL) warehouses. The infographic below shows a representation of the scale and type of items lost by commuters.



This space is used by artists as a place to make crafts which are sold in the shop.

The workshop is open to the public at specific times of the year (particularly around festivities) where people can book a slot and join small group DIY classes including birdhouses during the summer, terrariums, original pottery, origamis or Christmas decorations.

Area used for activities such as puppetry shows for children two times a week in the afternoon.

During the evening and at night (from 7pm to 7am) this zone is used for classes such as acting or sewing classes and clubs for instance, the chess or midnight miming club.

Large table which encourages a group work approach and interaction. During from 7am until 1pm, safe objects are placed in the centre of the table to encourage people to come together and create changing art, crafts or drawings.

Throughout the rest of the day and night, the space is used for activities and clubs. A range of unique activities are especially present at night-time to provide safe environment for the community to learn new skills and have fun in a space other than pubs or clubs.

This area has a network of suspended paths and bridges where items and the space can be observed from various angles.

During the day, people can bring cushions (provided on this floor) and gather around to listen to stories, riddles, guessing games or some stand up comedy (during the evening).

The entire second floor enables people to inhabit the space (except the activity areas) as they wish.

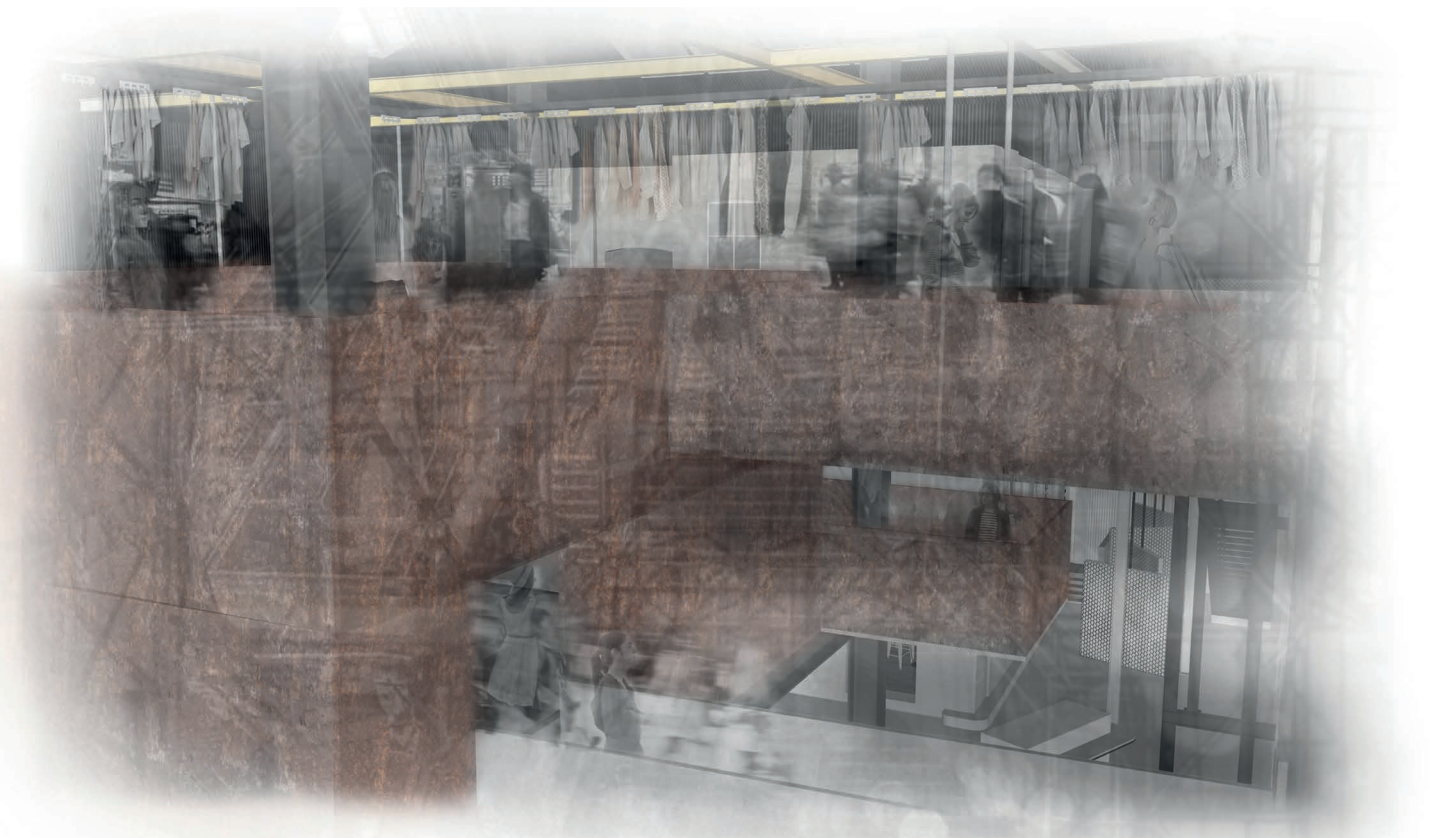
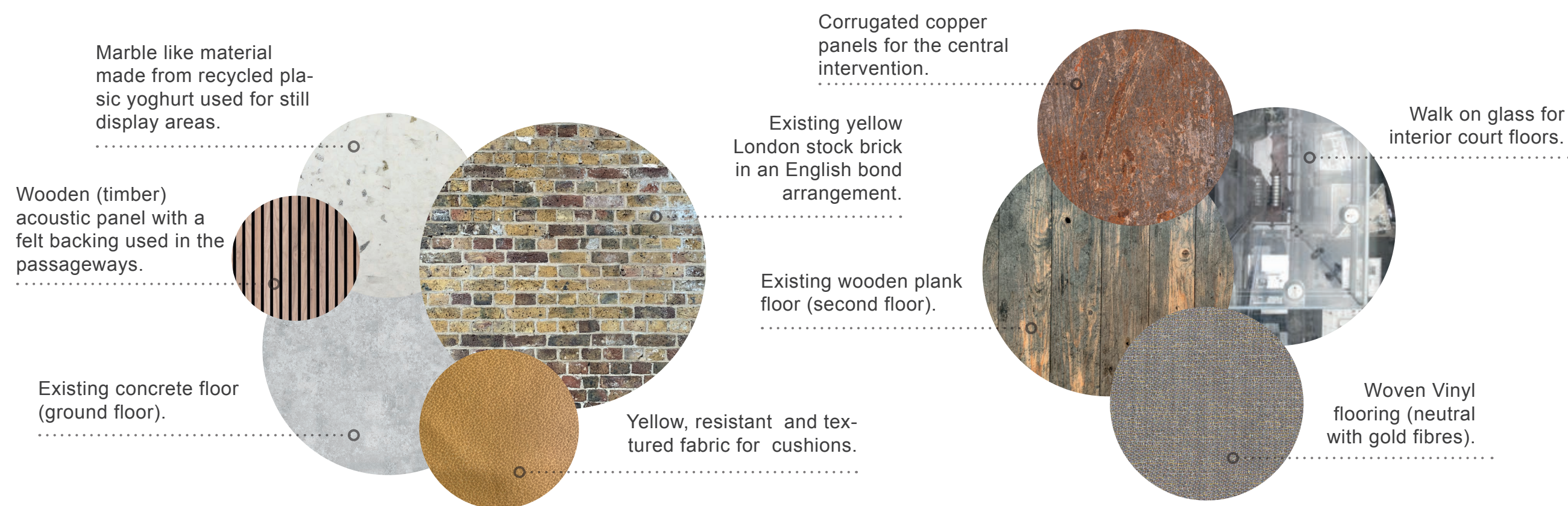
Cushions and board games can be picked up in a few locations scattered around the floor and people are free to sit where they like and play with friends, family or even with strangers!

PROPOSED FLOOR PLAN



PROPOSED RENDERED SECTION BB AT 1:150

MATERIALS AND FINISHES



Visual of the suspended passageways and bridges with hanging objects and people walking by.

PROPOSED SECTION