

MERGING THE REALMS OF REALITY AND VIRTUALITY

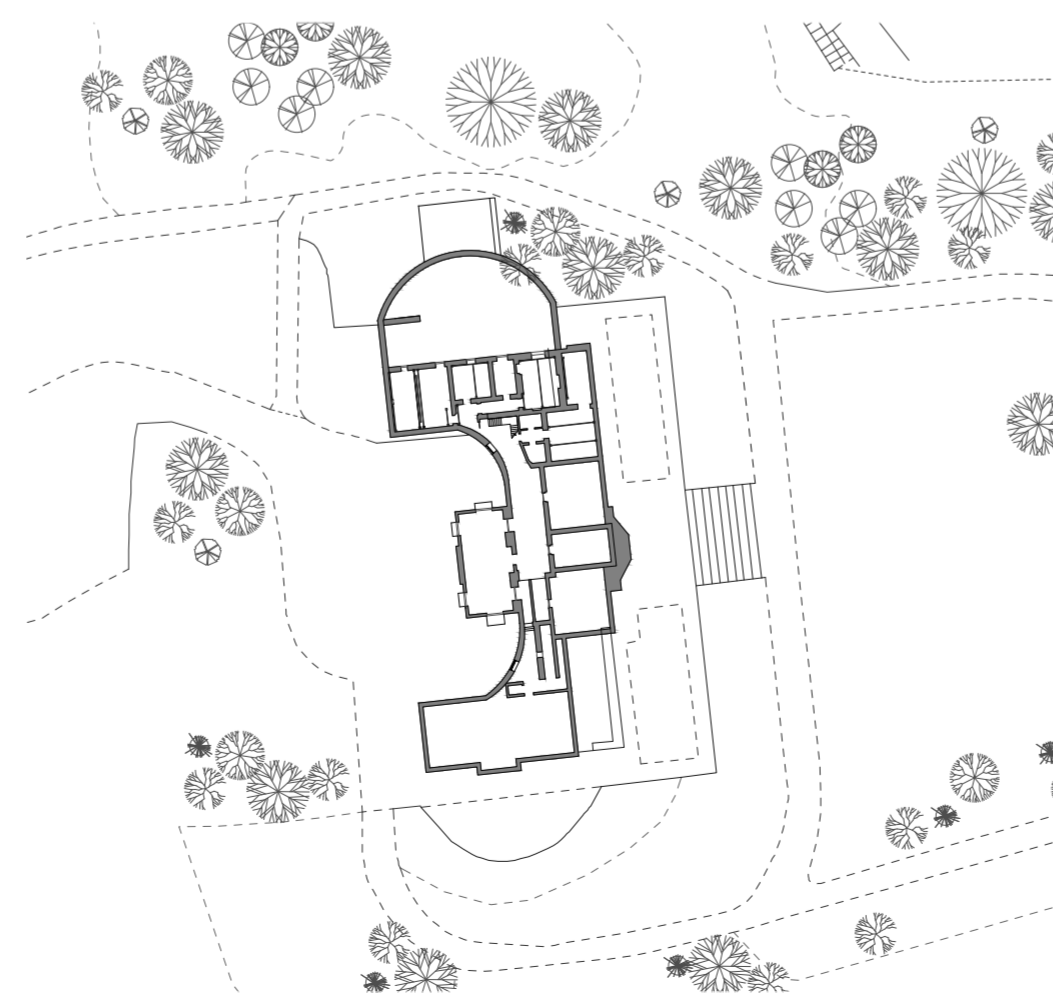
Armley House is transformed into a boardgame cafe with a virtual-reality entertainment experience. The existing historic site served previously as a building for community, leisure and play, this has been honoured by the new design and elevated into an interactive, conceptual and innovative space, contrasting the old building with new technology. The neglected areas of the building have been restored and reused for its new purpose, with play being a key element of the space, allowing individuals to enjoy the past and present through retro boardgames, and enter a new world with the virtual reality experience.

The proposed design provides an innovative use of the space, with a modern and playful purpose, enriching Armley Houses rich heritage and legacy.

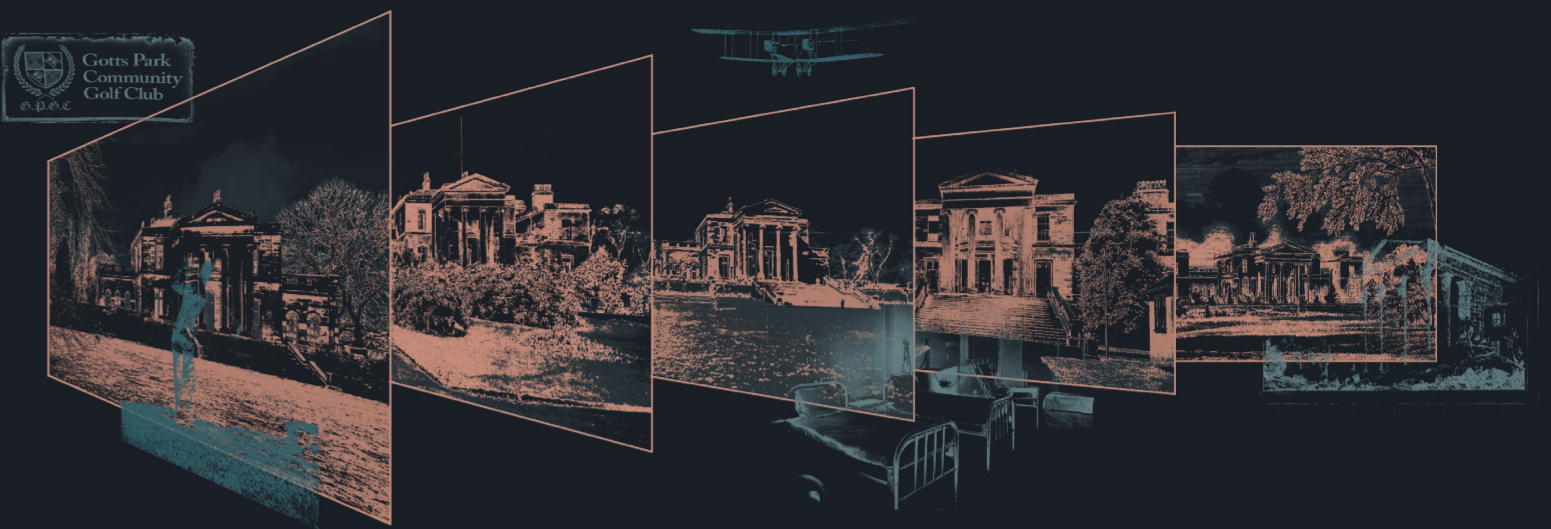


SETTING THE SCENE

Armley House is located in Gotts Park, Armley, West Leeds, and was built in the 1780s. It took on many forms throughout the years resulting in a rich and unique history, from the neo-grecian architecture that was the first of its kind in 19-century England, to the people and their stories that shaped and made the building what it is today.



HISTORICAL HERITAGE:



1780s

Armley House built in 1781, Georgian Villa

1803 - Repton remodelled the landscape, 200 acres

1810s

House was brought in 1812 by Benjamin Gott for his mother-in-law and sister. He moved in after mother-in-laws death

1816 - Remodelled by Robert Smirke with a Neo-grecian design with Portico (East facade)

1840s

Between 1830-1890, the stairs were added to the East facade

Benjamin Gott died in 1840
770 acres in 1860s

1900s

1904 - Becomes the Leeds Hospital for Consumptives (Tuberculosis) Consisted of 44 beds.

1918 - Houses used as a hospital during WW1

Wings removed between 1930- 1950s

1940s

1928 - Wades Trust leased to Leeds City Council for the purpose of "playing of games"

1920s - Became a sanitorium
Sold to Wade's Trust

Present

Gotts Park Golf Club

CIC (community interest company) - friends of Armley and Gotts Park

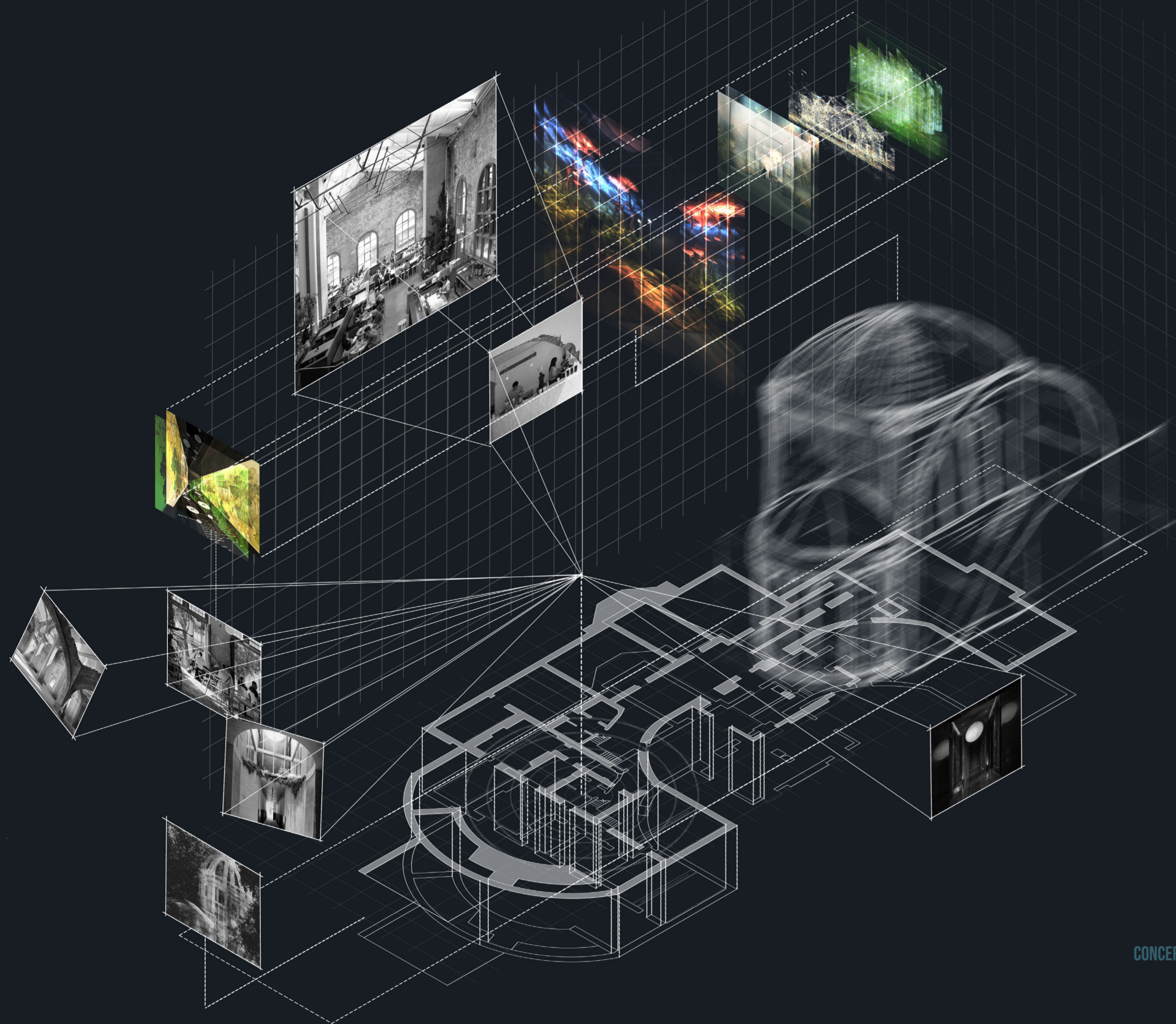
SOCIAL HERITAGE:



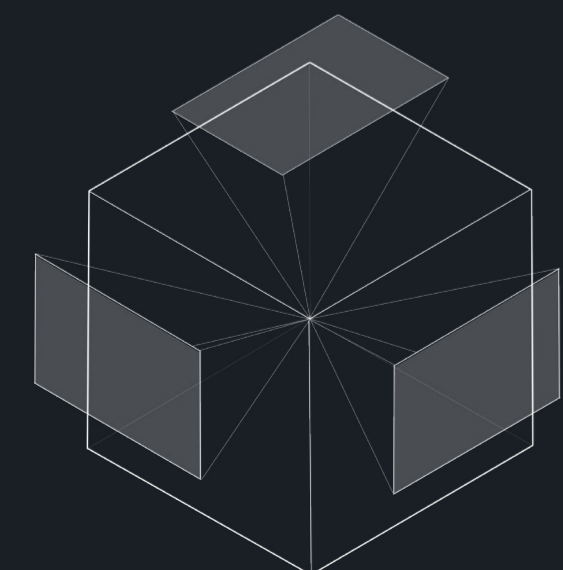
Benjamin Gott - owned Armley House and the surrounding mills. The house represented his status and wealth. His family lived there for years and they had many connections to the surrounding areas through work and community. Henry Repton proposed a new landscape for the house, he had connections to Gott and others in the design industry.

During the First World War and the rise of Tuberculosis, the site became a hospital, a significant part of the site:

"Around the mid-1920's this was used as a sanitorium "I have been told that this house was once a 44 bed where the patients were brought out on to the veranda TB hospital. My Grandmother's Brother William to take the air"- Irene Broughton
Henry Moore died from TB in 1920"- Julie



CONCEPT DIAGRAM



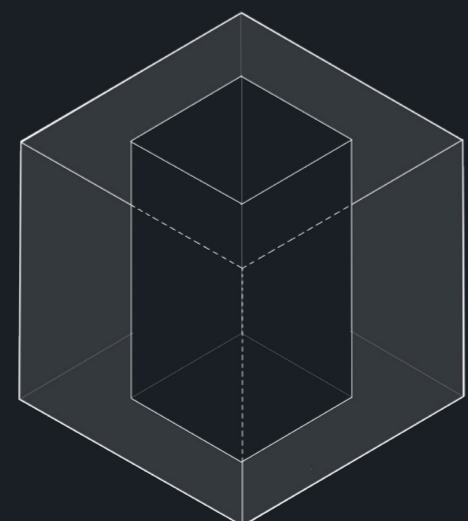
VIRTUAL REALITY

To create an alternate reality to the current reality, immersive space.



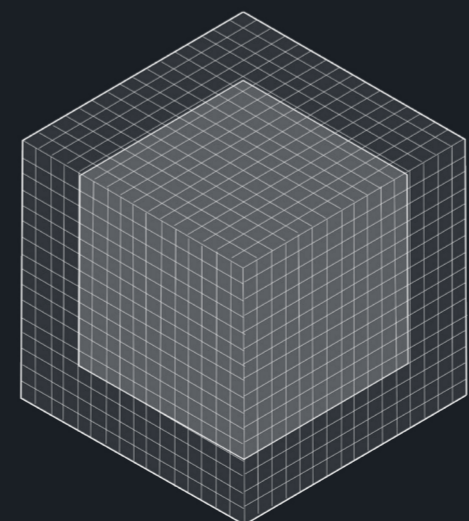
FLOATING/PROJECTION

Idea of the VR Room projecting above the ground floor



V O I D

Creating an opening between the floors, connecting the spaces into one space



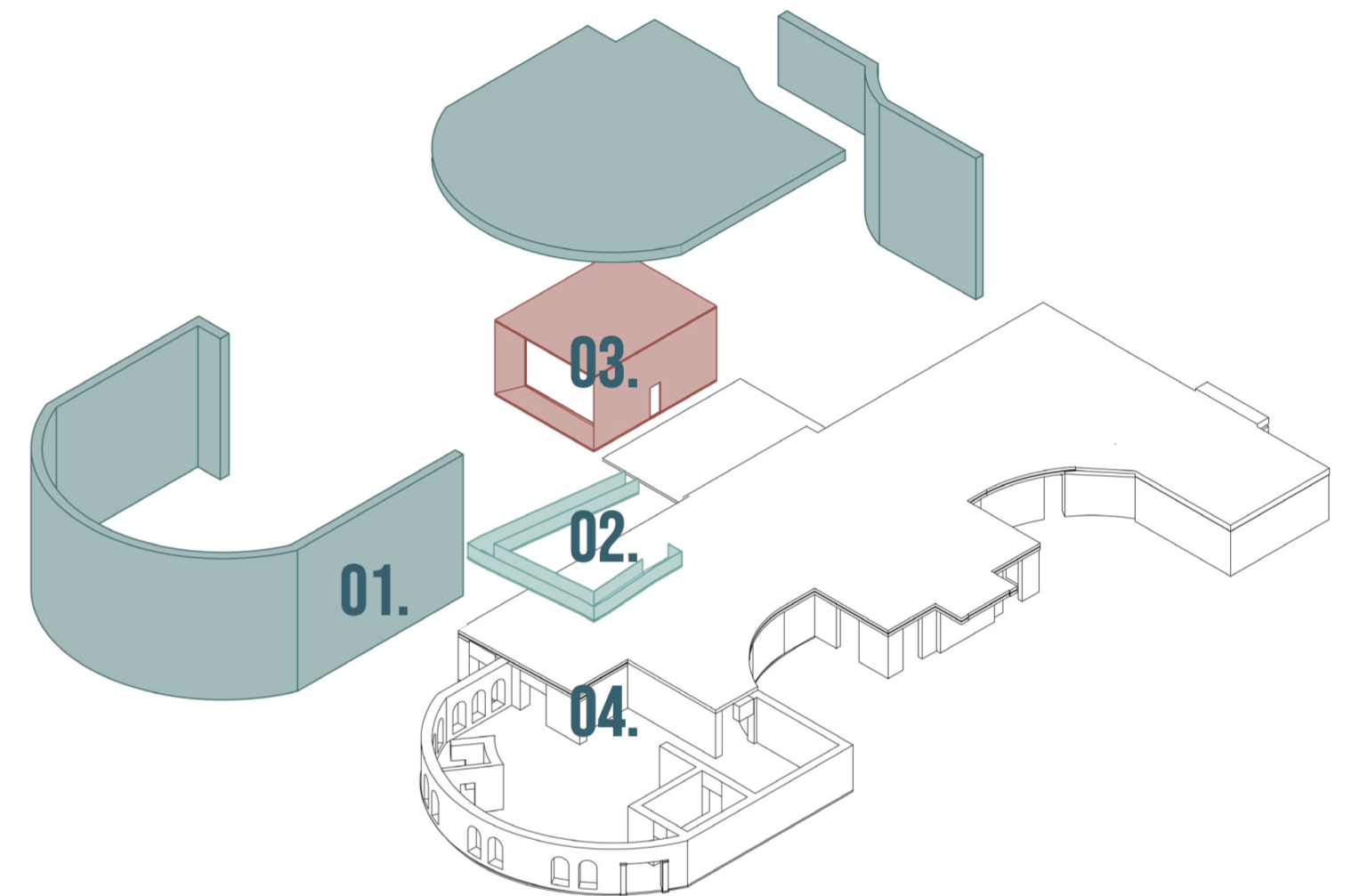
TRANSPARENCY

The architectural language : idea of blurring the lines of reality and virtual reality, conceals yet hints at the different

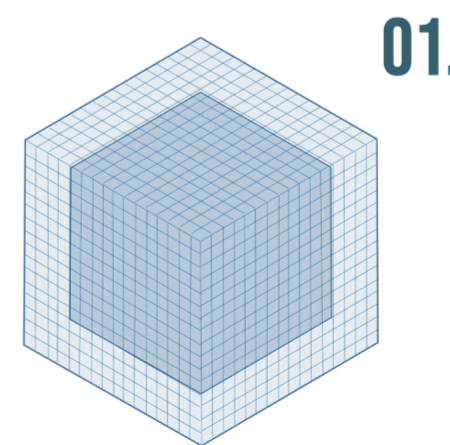
C O N C E P T :

When the building was leased to Leeds City Council and Wades Charity, the main use was for the leisure for the people. "The playing of games" is something that honours what the place is for, and will be continued in the proposed design through the idea of a boardgame cafe, including a virtual-reality experience room.

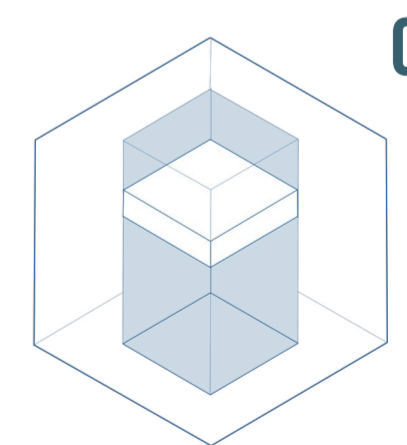
Armley is an area filled with people of all ages: young families, school children, the elderly, and therefore the cafe will be designed to be experience by everyone. It will be an inviting, relaxing yet thrilling space for people to spend their spare time in: catch up with old friends, or even meet new individuals, create a community like space, and escape into the fun and thrill of boardgames.



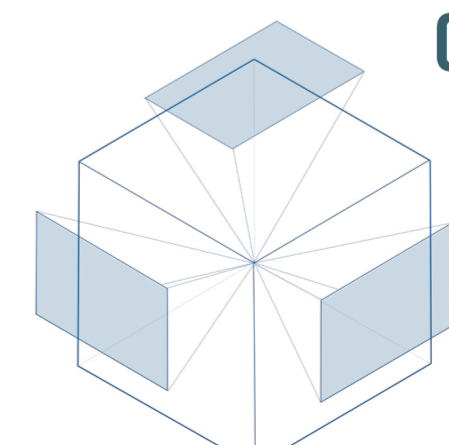
AXONOMETRIC DIAGRAM



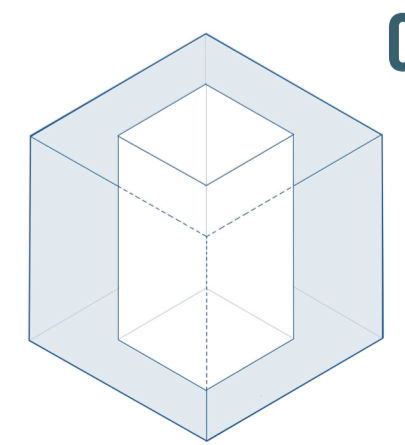
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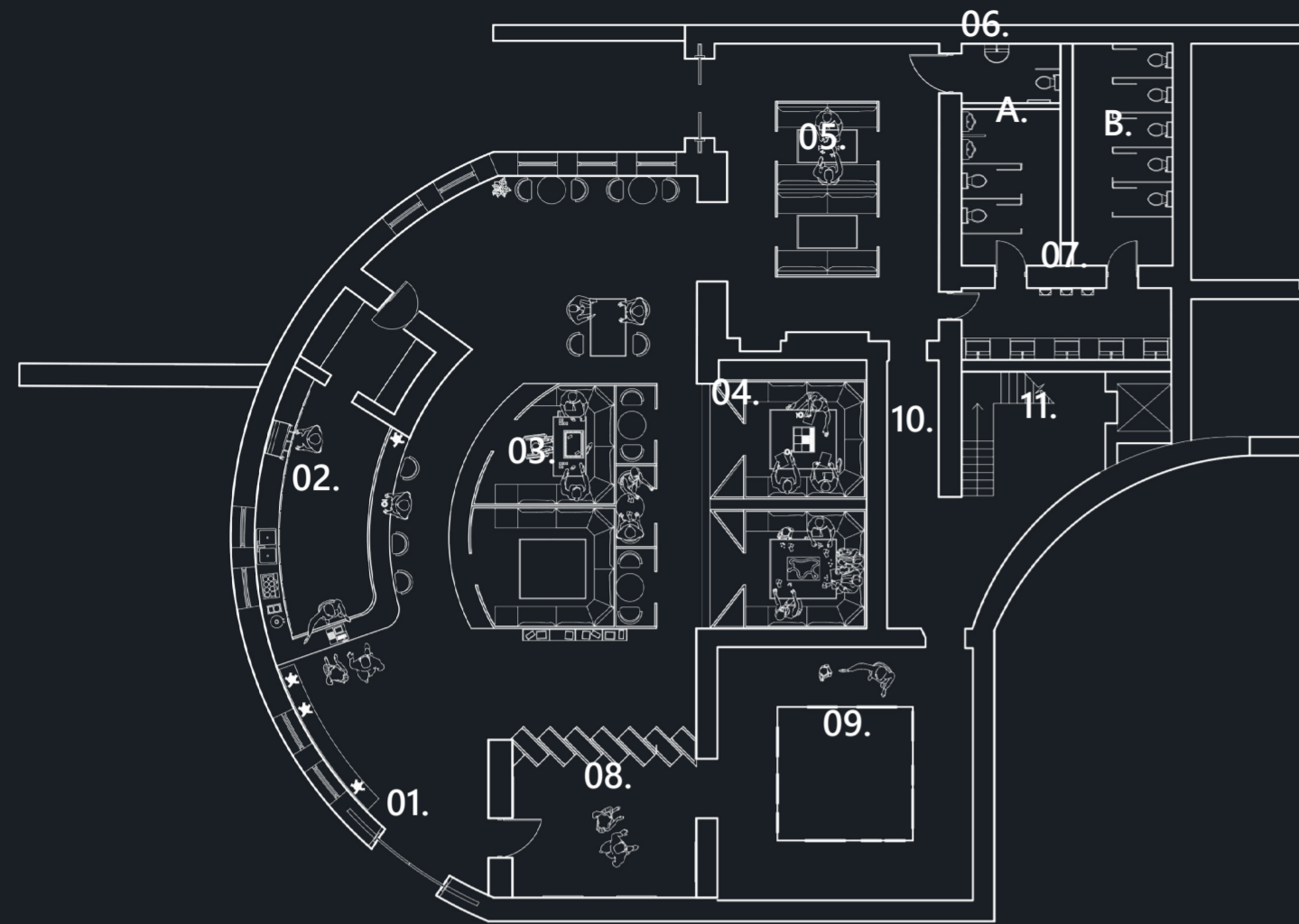


03.



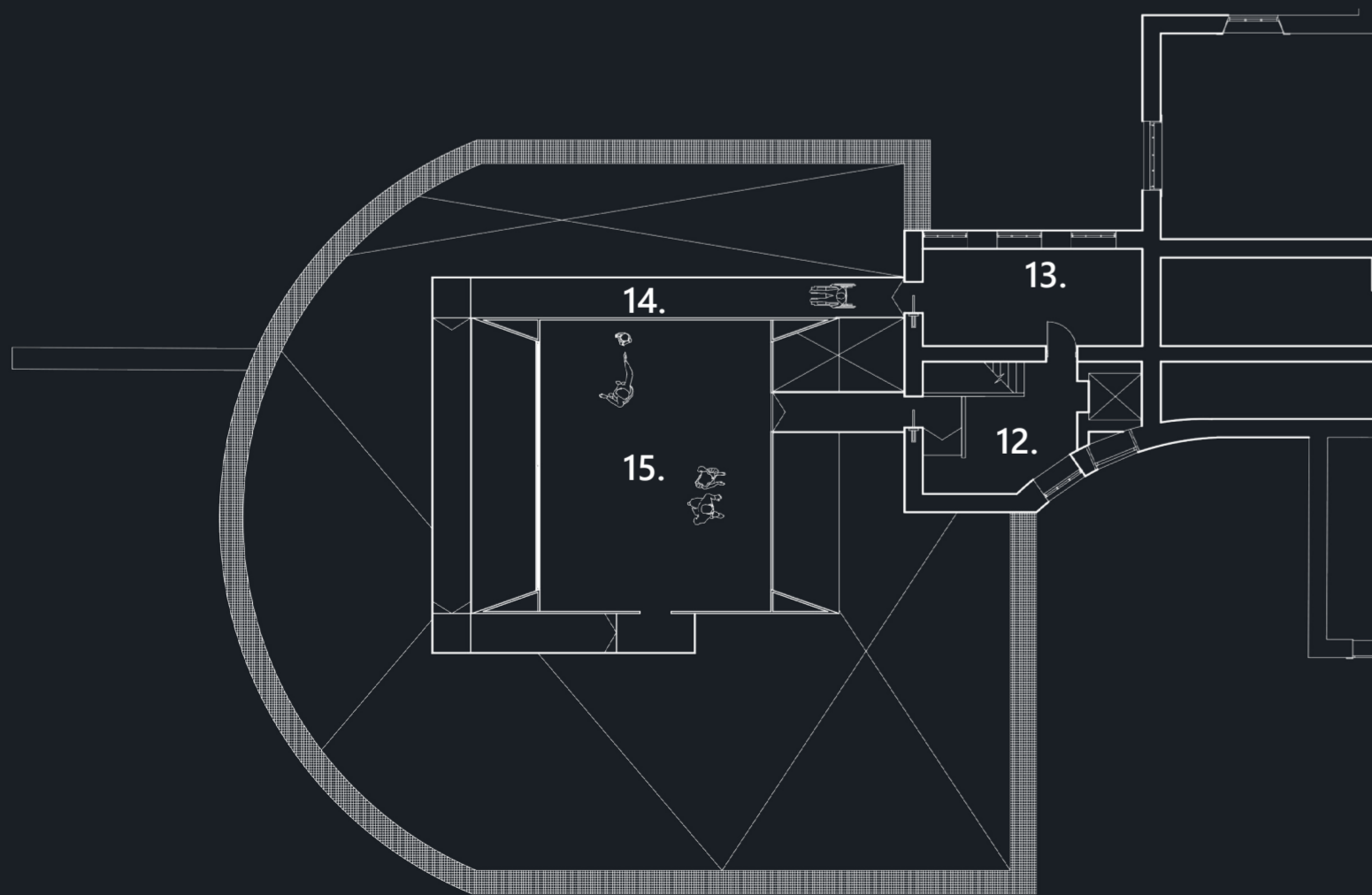
04.

INTERIOR SPACES: B A S E M E N T



- 01. Entrance and exit
- 02. Reception/ Cafe
- 03. Central seating
- 04. Private booths
- 05. Additional seating
- 06. Disabled toilets
- 07. Shared toilets
- 7a. Male toilets
- 7b. Female toilets
- 08. Augmented reality experience introduction
- 09. Main augmented reality experience
- 10. Connected corridor
- 11. Stairs to ground floor and lift.

INTERIOR SPACES: G R O U N D F L O O R



- 12. Stairs to basement floor and lift
- 13. VR introduction room
- 14. Ramp to VR Room
- 15. Virtual reality experience room.



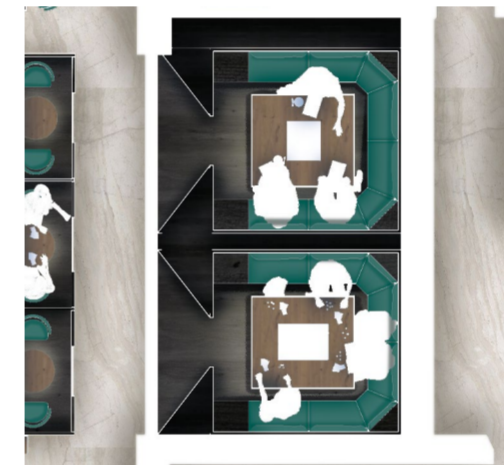
CAFE AND CENTRAL SEATING

The central seating of the cafe with boardgame storage. 5 spaces of seating; booths without a cover, allowing visitors to see and experience the surrounding space. Built in lighting and heating.



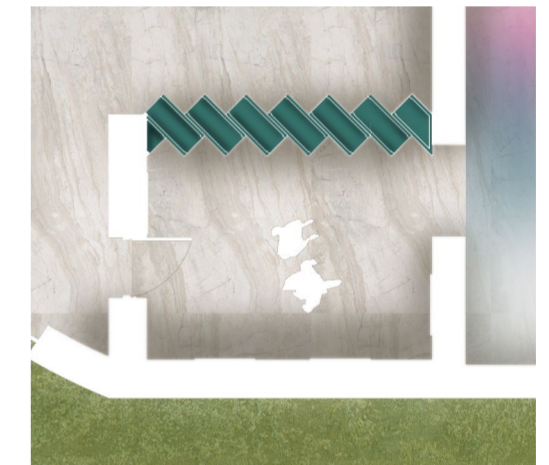
02.

The reception at the beginning welcoming visitors and aiding them with service. Connected to the cafe area, where visitors can buy baked goods, snacks and drinks, whilst playing their boardgames.

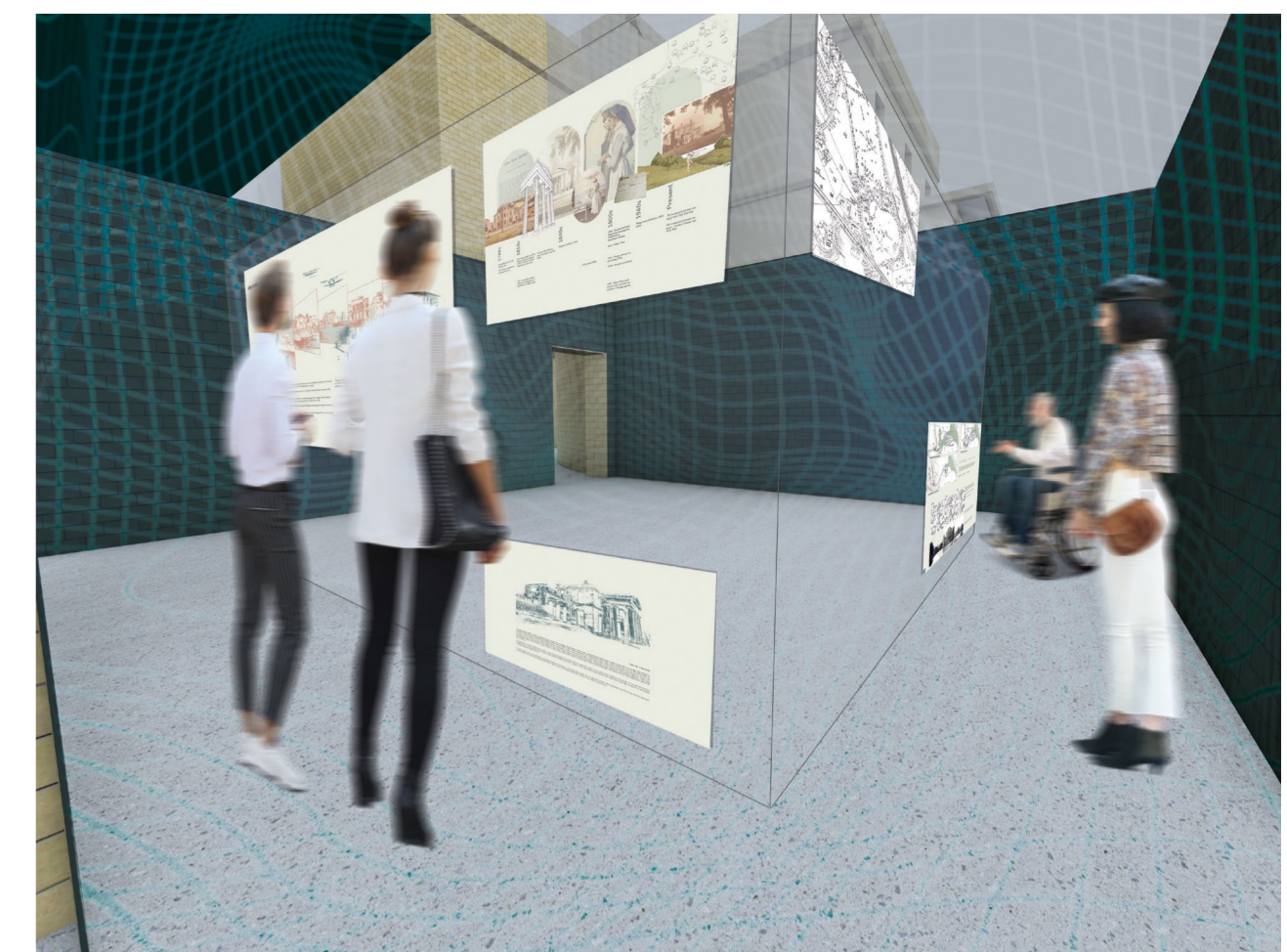


04.

Private and larger seating space, follows the shape of the VR Room. Ideal for large families.

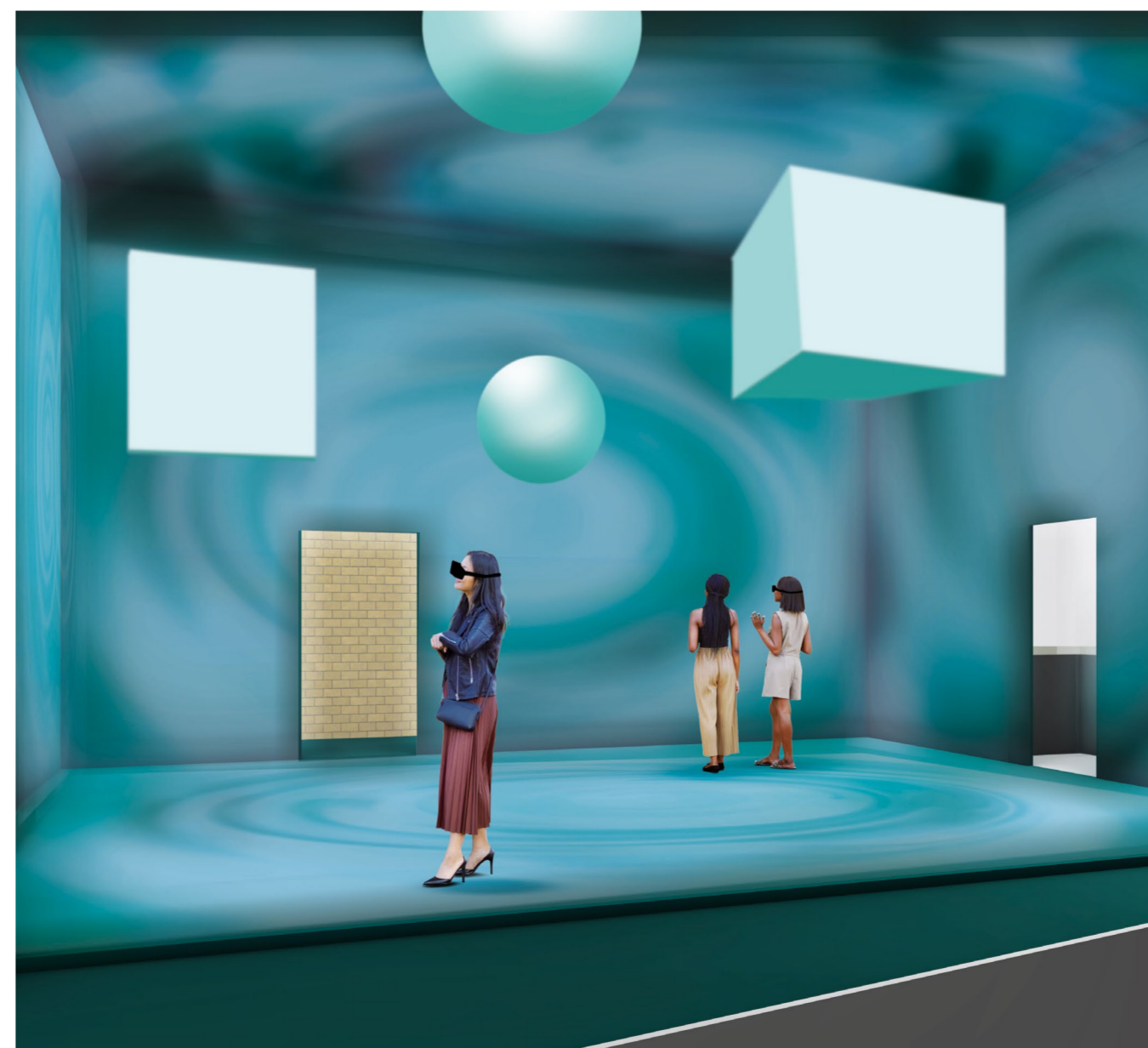


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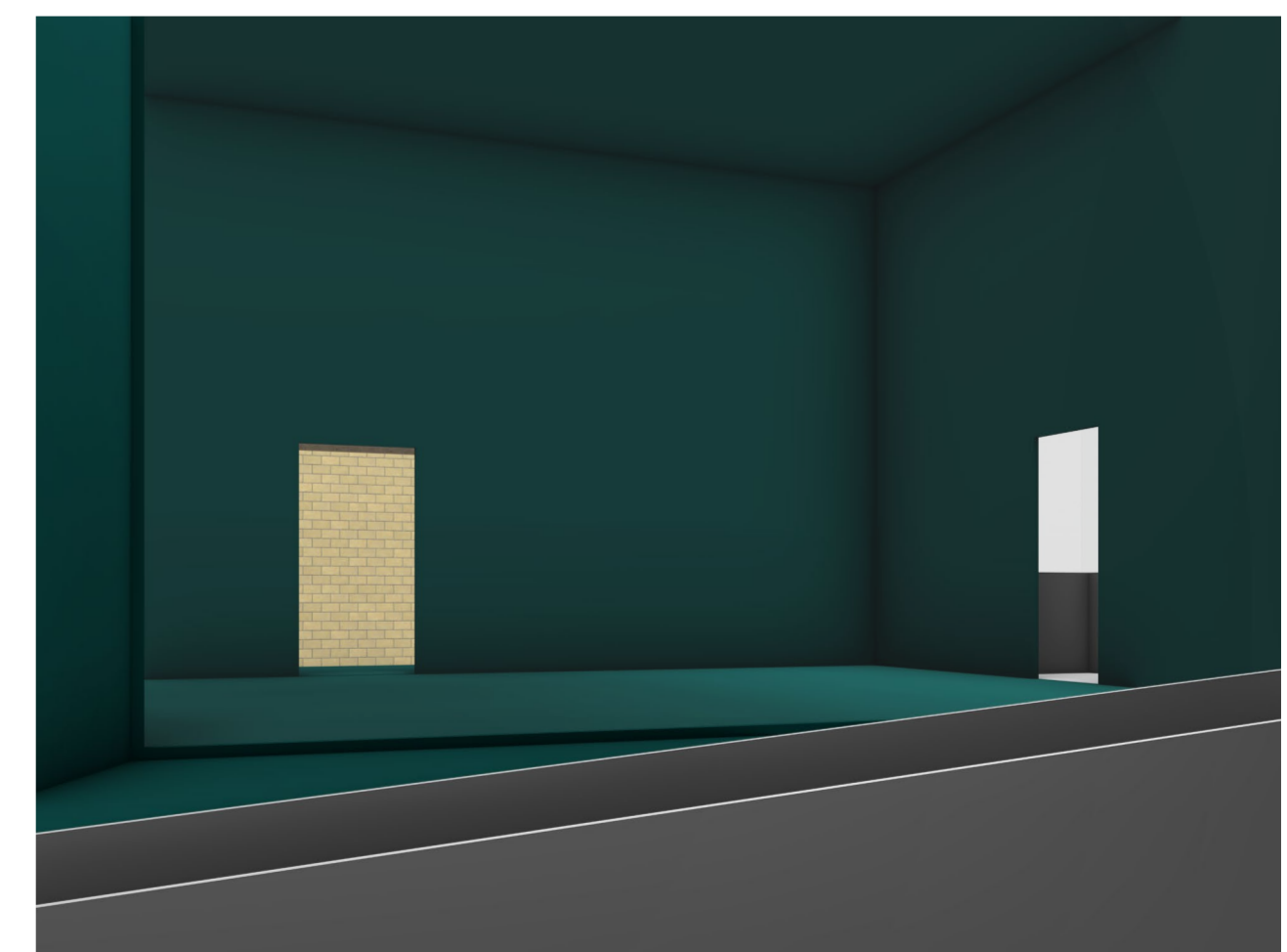


AR EXPERIENCE

Augmented reality experience to the VR Room, gives the visitors an explanation of the VR room, with interesting visuals from display screens, projected images and lighting.

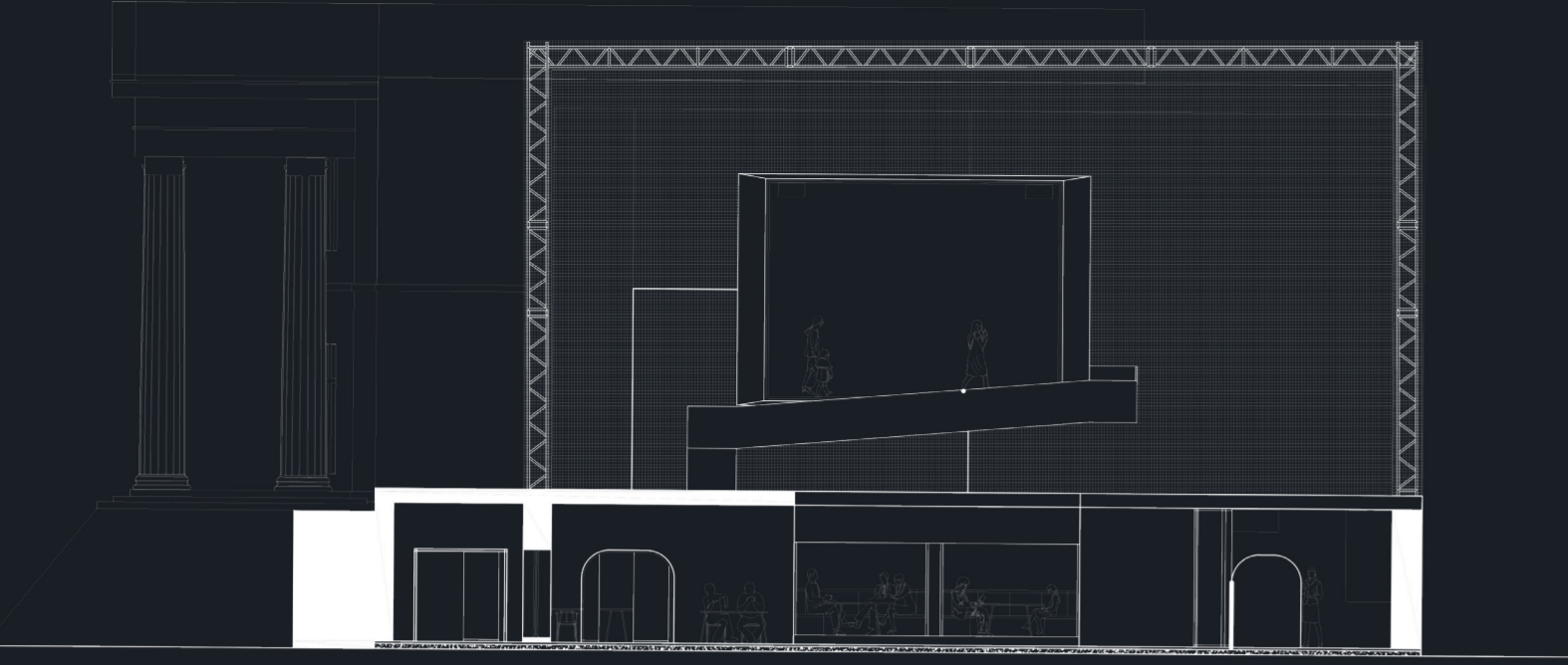


VIRTUAL REALITY EXPERIENCE

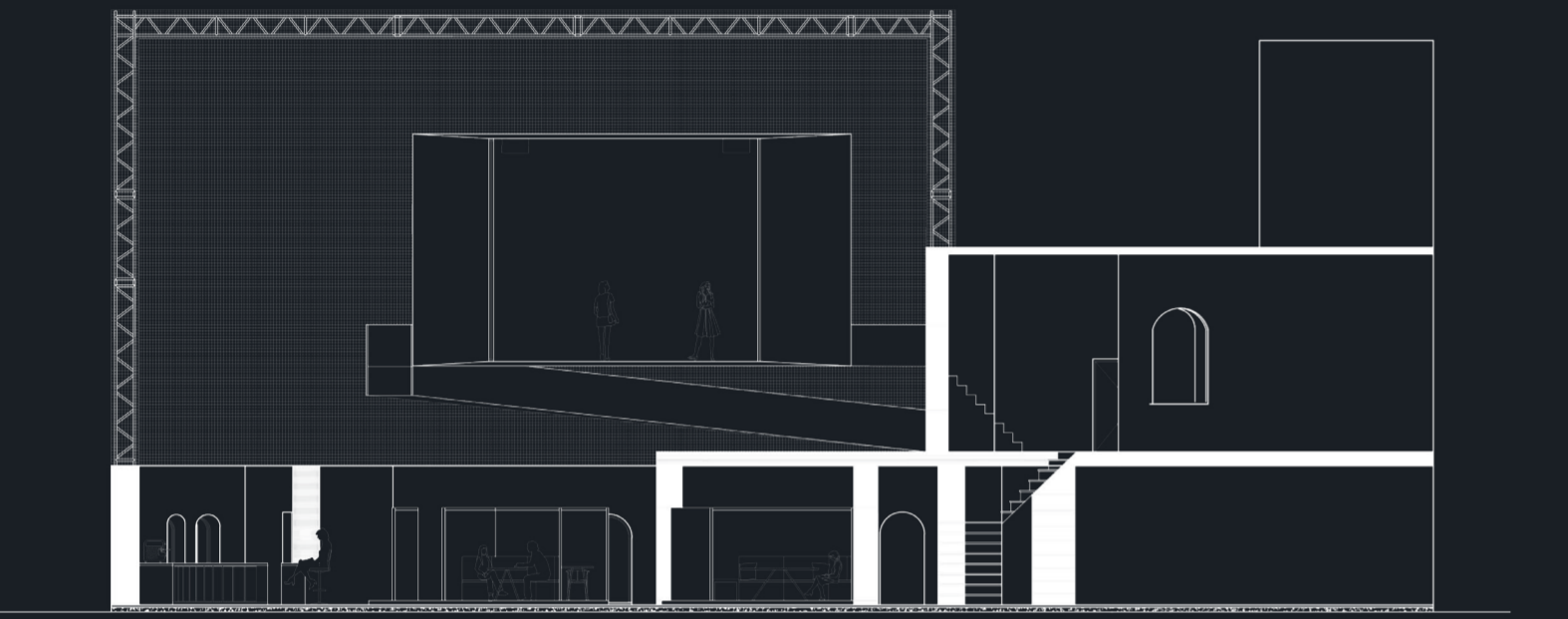


VIRTUAL REALITY ROOM

S E C T I O N S :

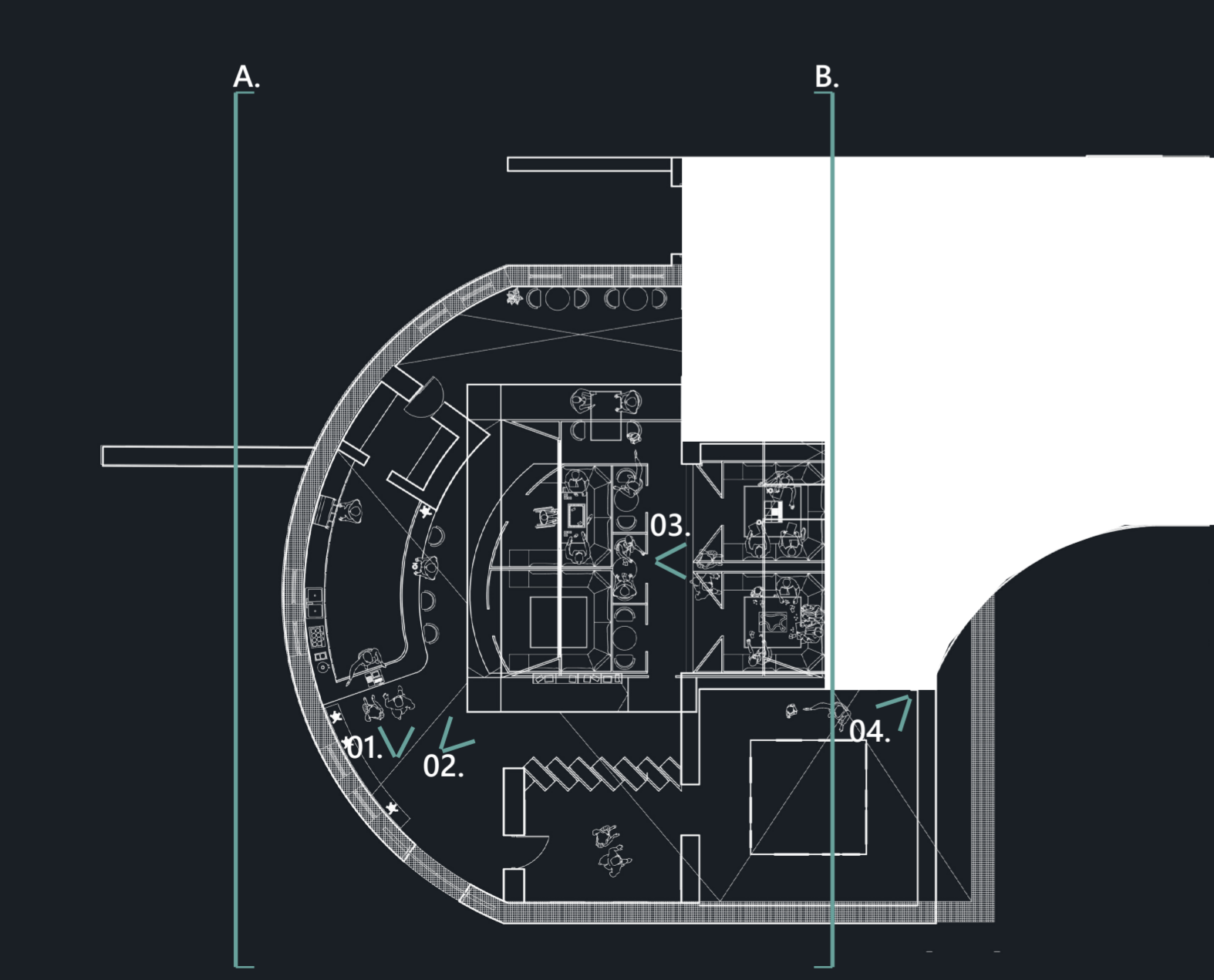


SHORT SECTION - A



LONG SECTION - B

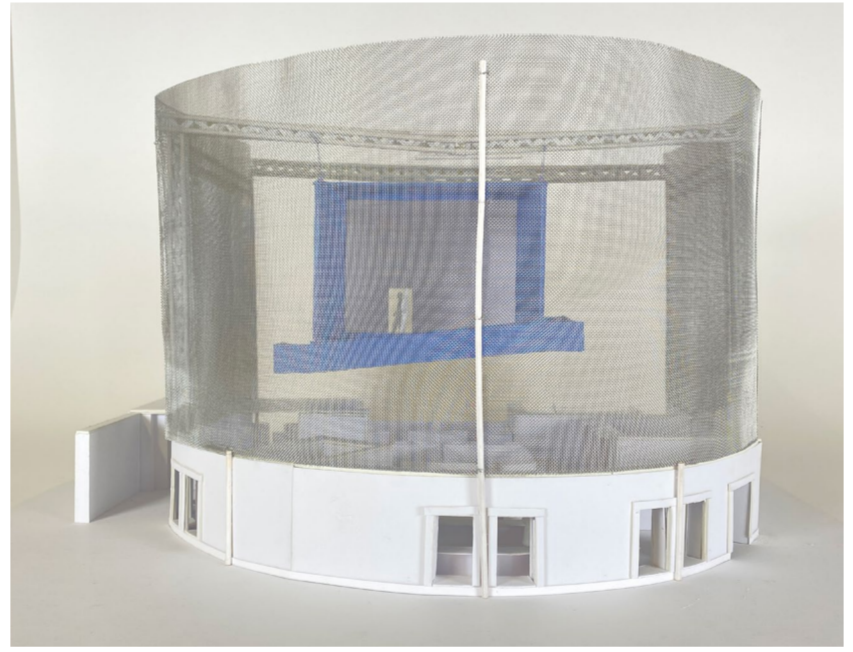
M O D E L :



FLOORPLANS



RENDERED SHORT SECTION - A



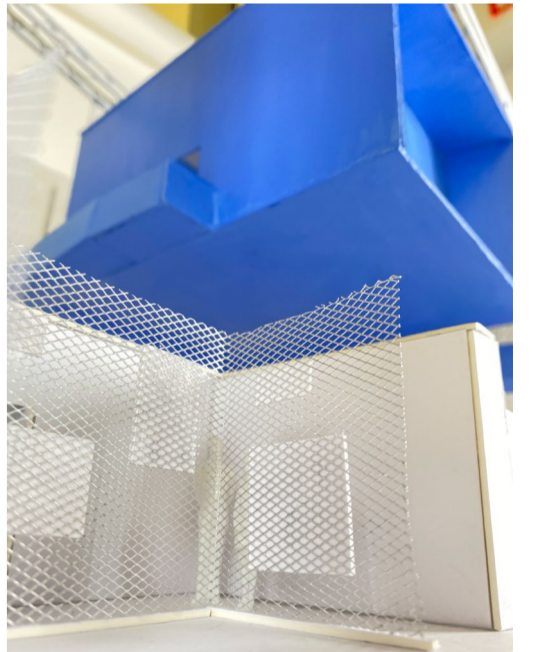
SECTION A



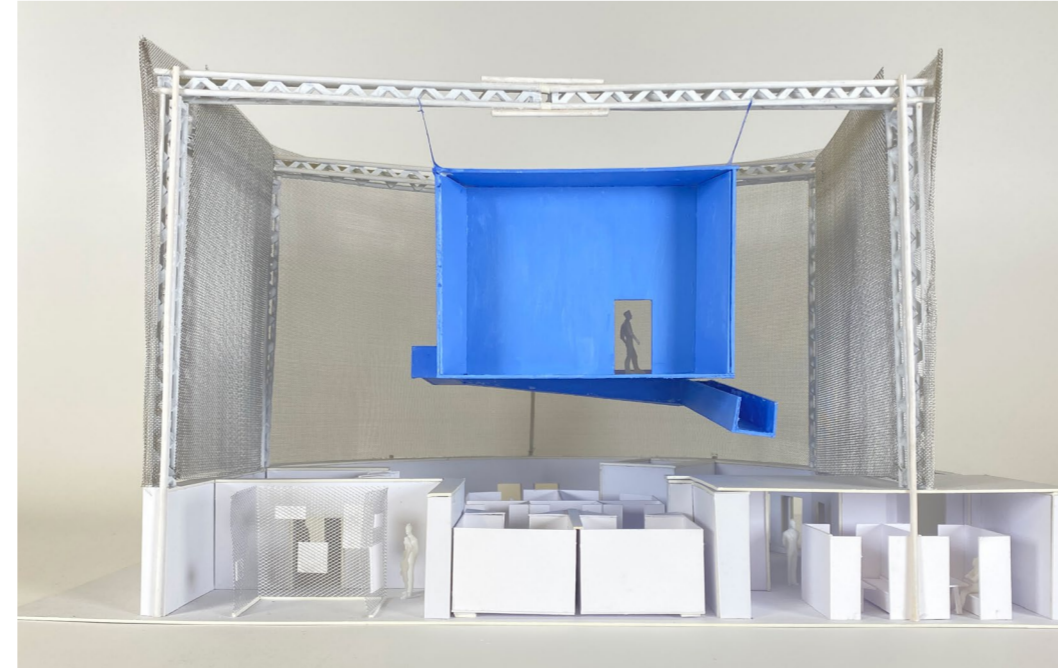
SECTION A - CLOSE UP



02.



04.



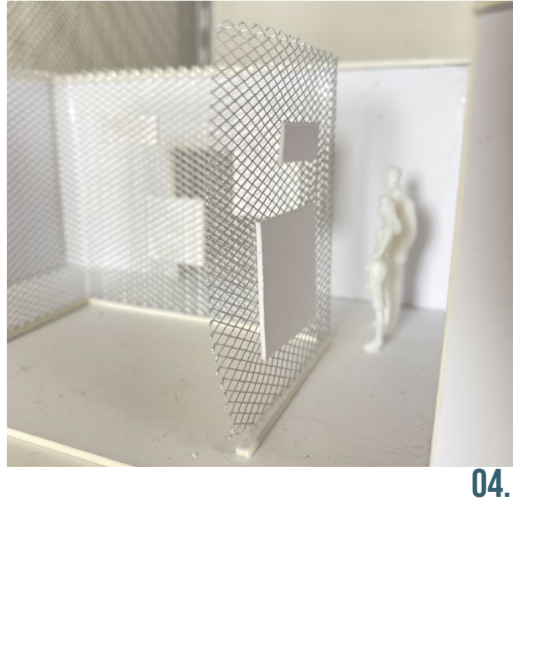
SECTION B



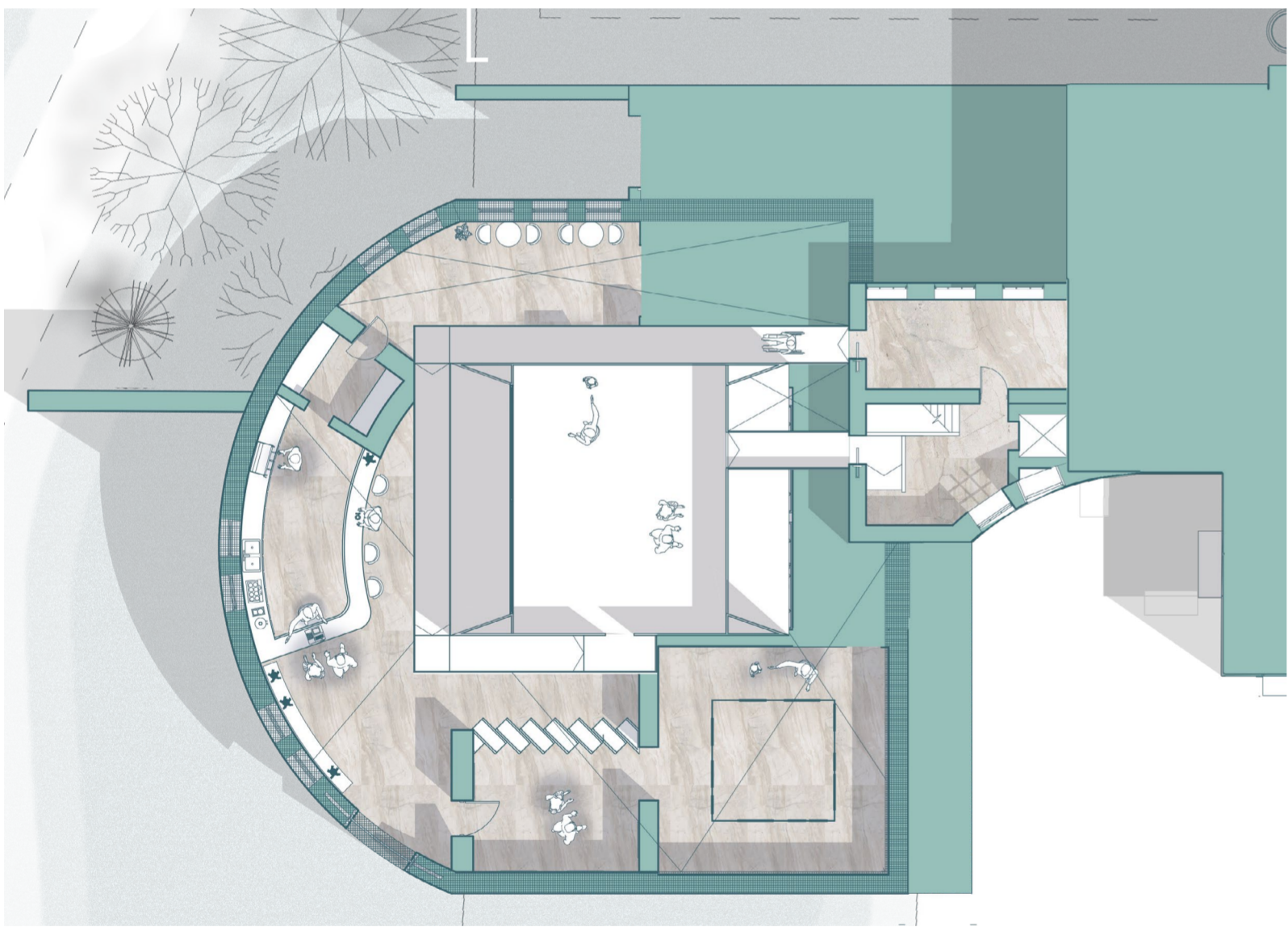
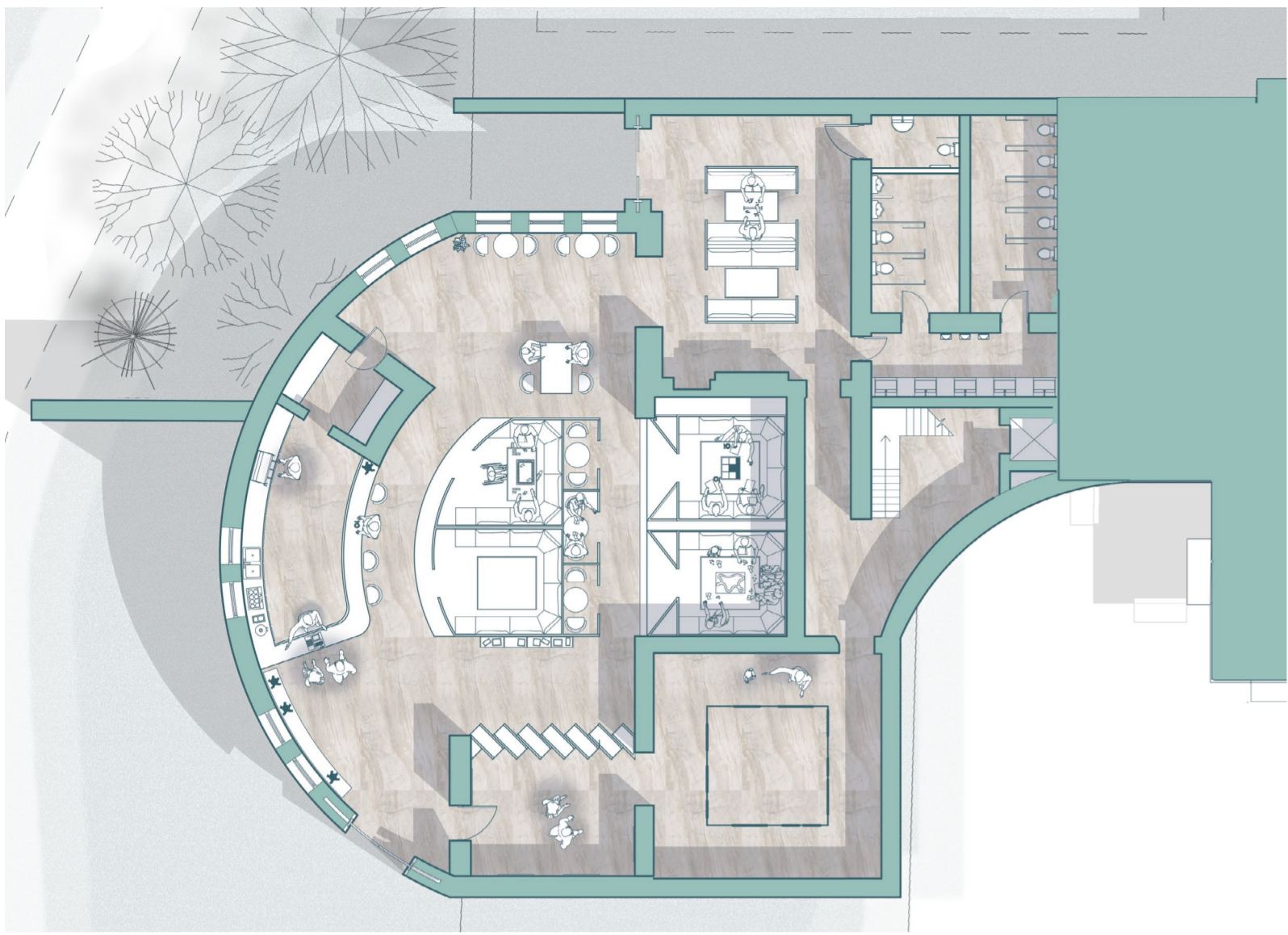
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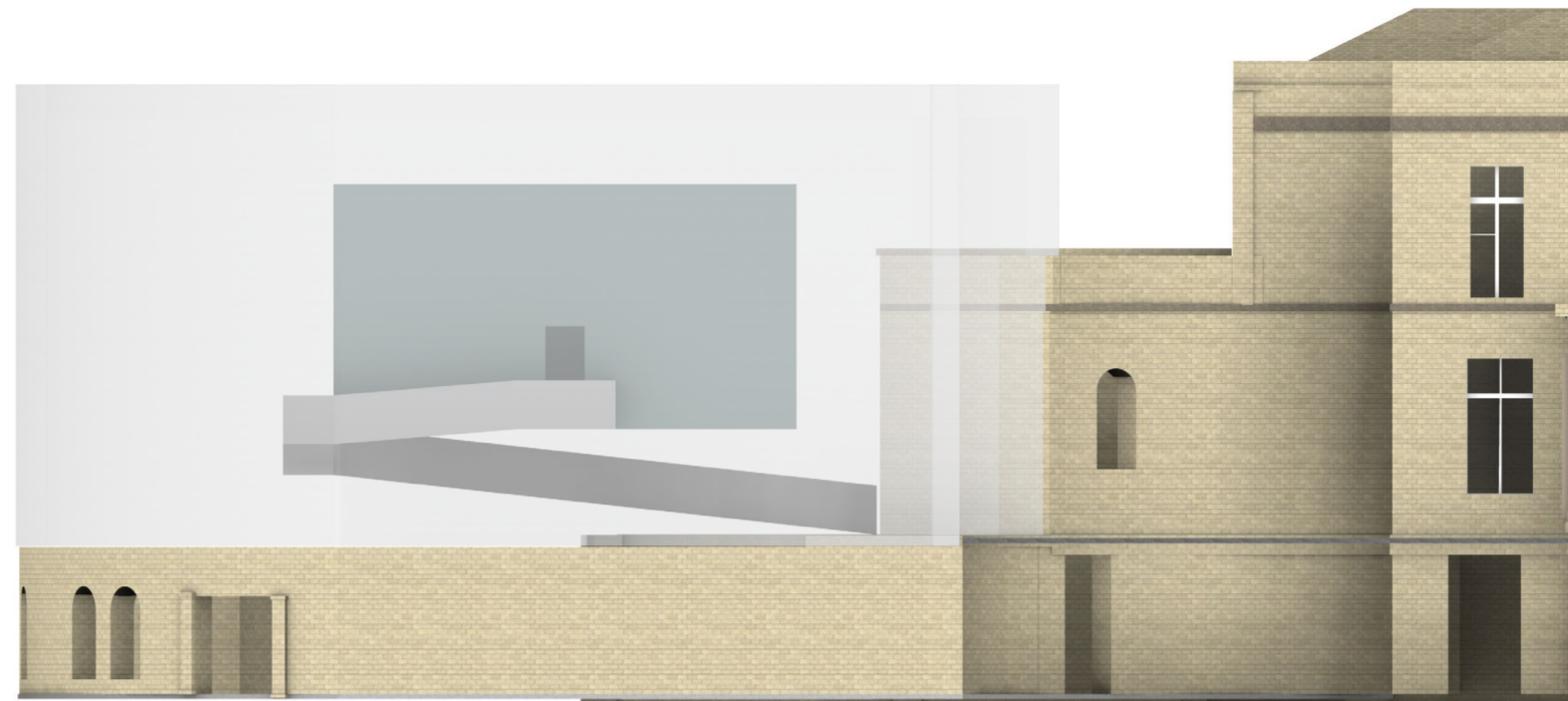


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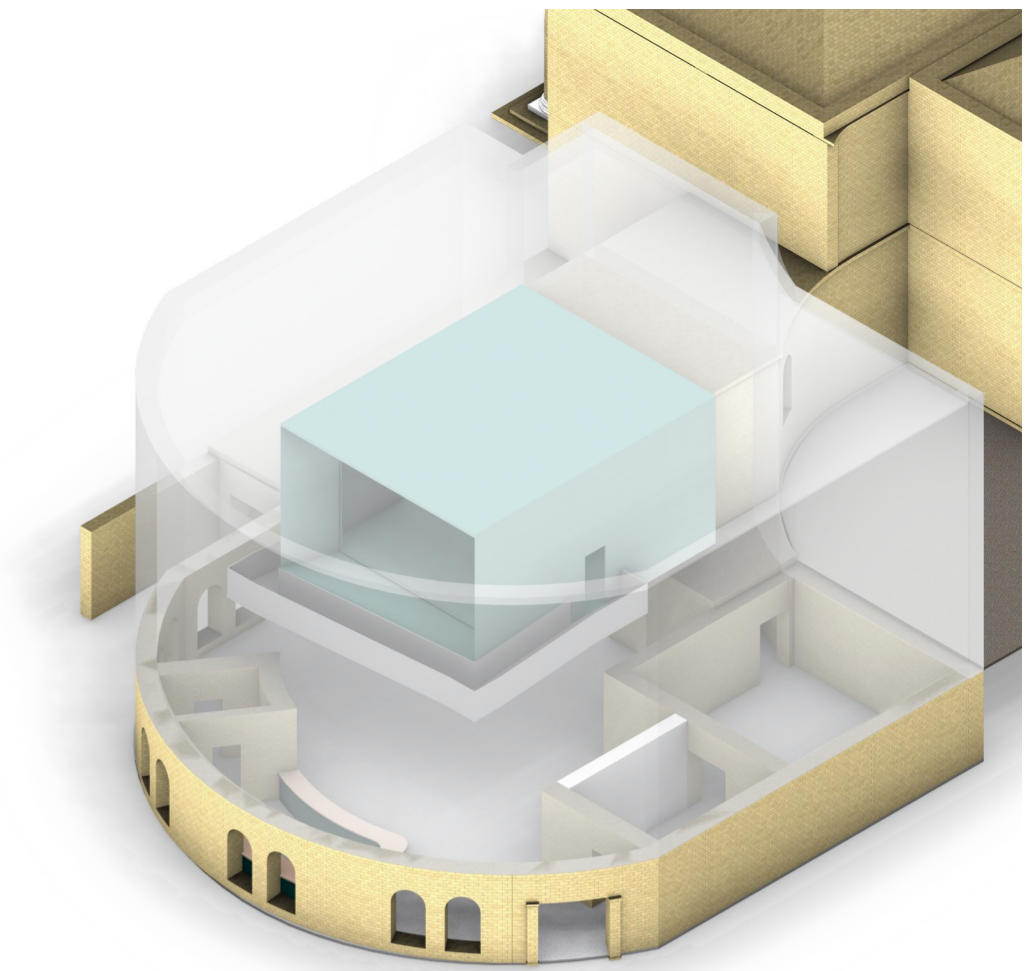


3D

MODEL:

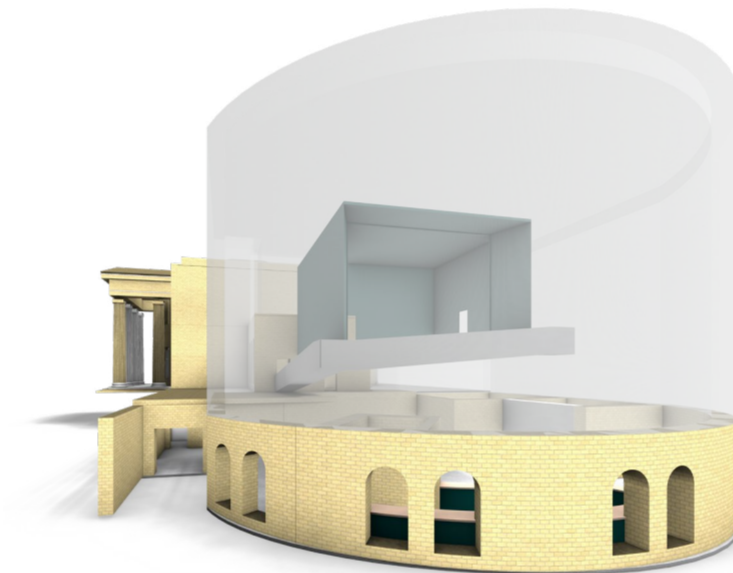


WEST FACADE

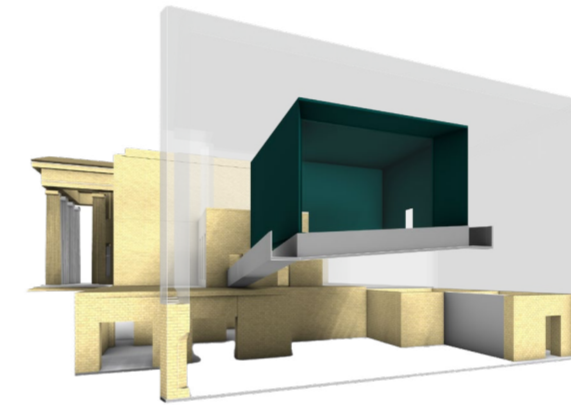


FULL AXONOMETRIC - NW VIEW

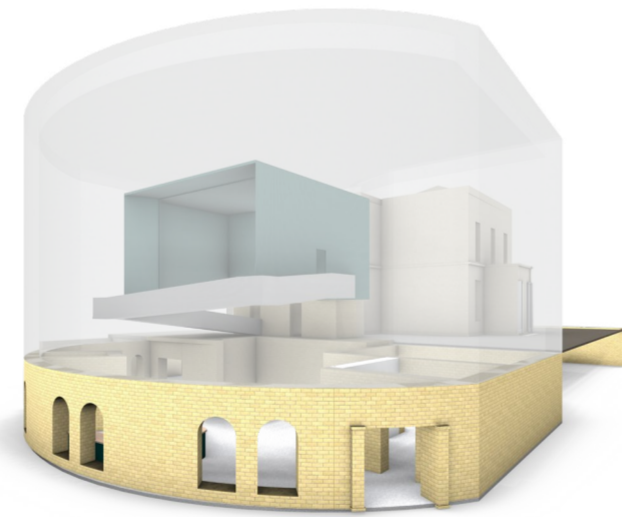
Exterior walls- metal mesh on top of sandstone.
VR Room- fine metal mesh sheets with galvanised steel flooring
Ramp- Steel



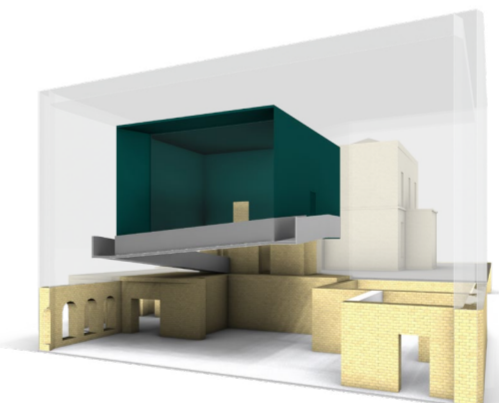
TWO POINT PERSPECTIVE



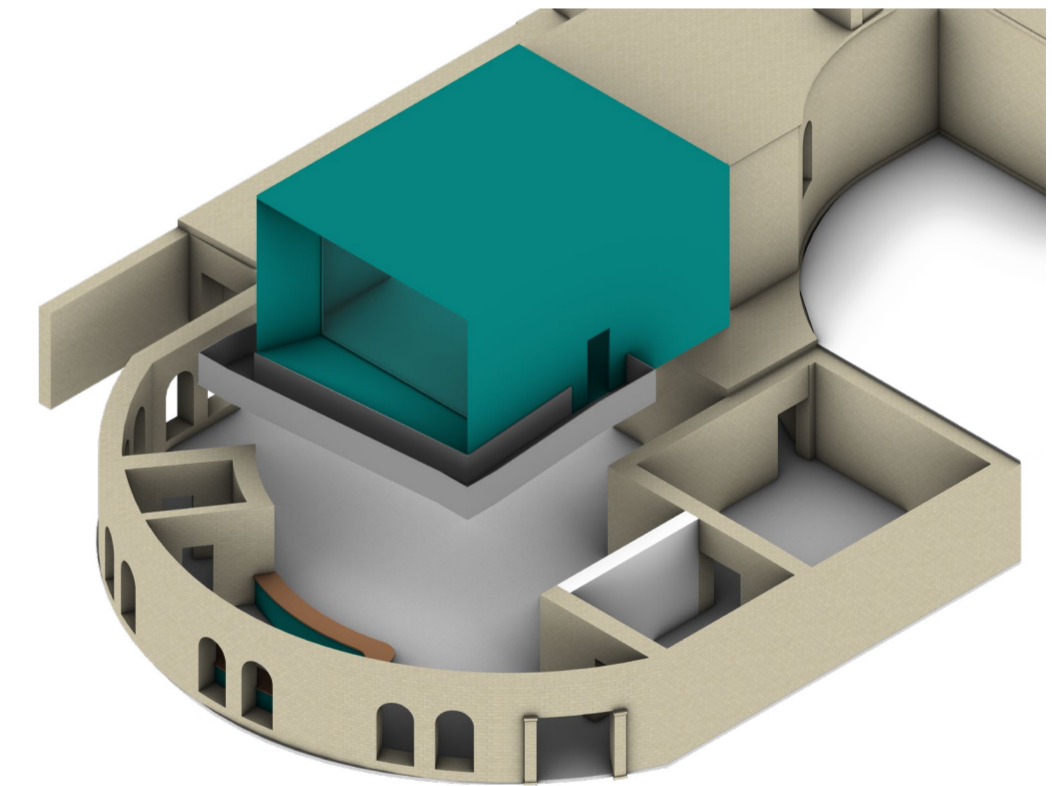
TWO POINT PERSPECTIVE - SECTION



TWO POINT PERSPECTIVE



TWO POINT PERSPECTIVE - SECTION

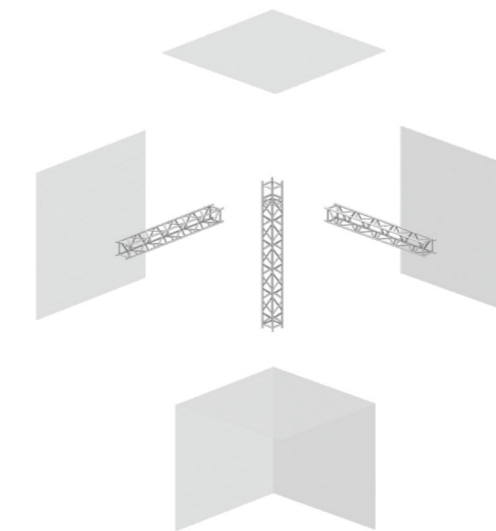
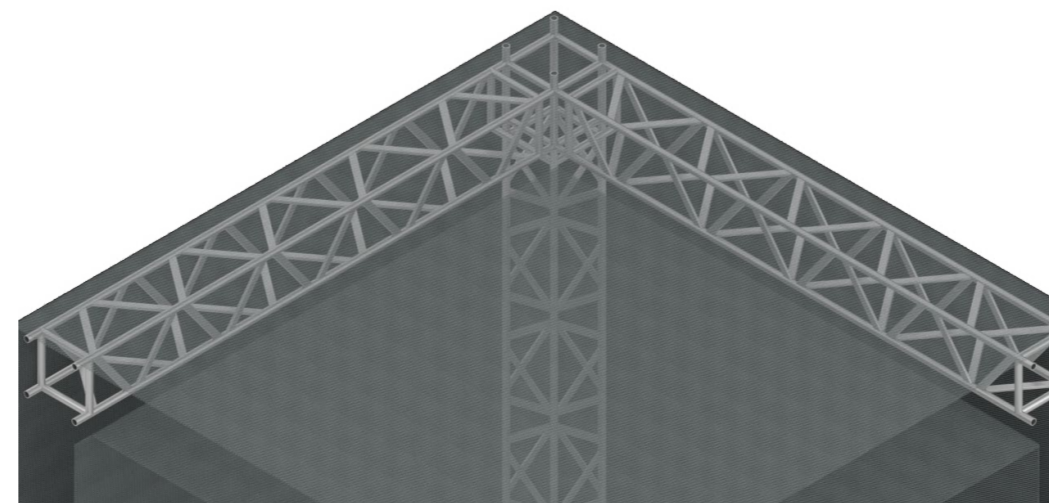


AXONOMETRIC NW VIEW

L I G H T A N D M A T E R I A L I T Y D E T A I L E D C O M P O N E N T :

The majority of the space receives natural sunlight due to the materiality of the walls. The metal mesh allows for the sun to shine through into the spaces without a ceiling such as the cafe and seating. The spaces with a ceiling will have no natural lighting due to it being the basement, therefore, light sources will be put in place.

In the morning, the eastern sun will gently light up the space, over the course of the day there will be shadow casing over the space due to the building and sun being in the south. The space will then receive partial lighting as it sets.



The structure holding the metal mesh: close up view and exploded axonometric