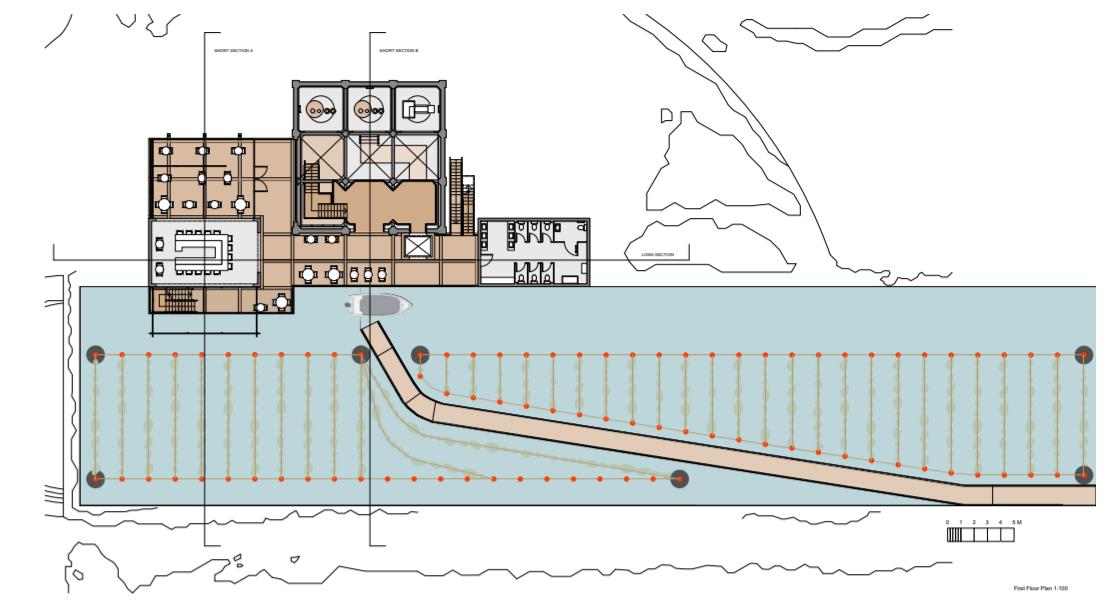


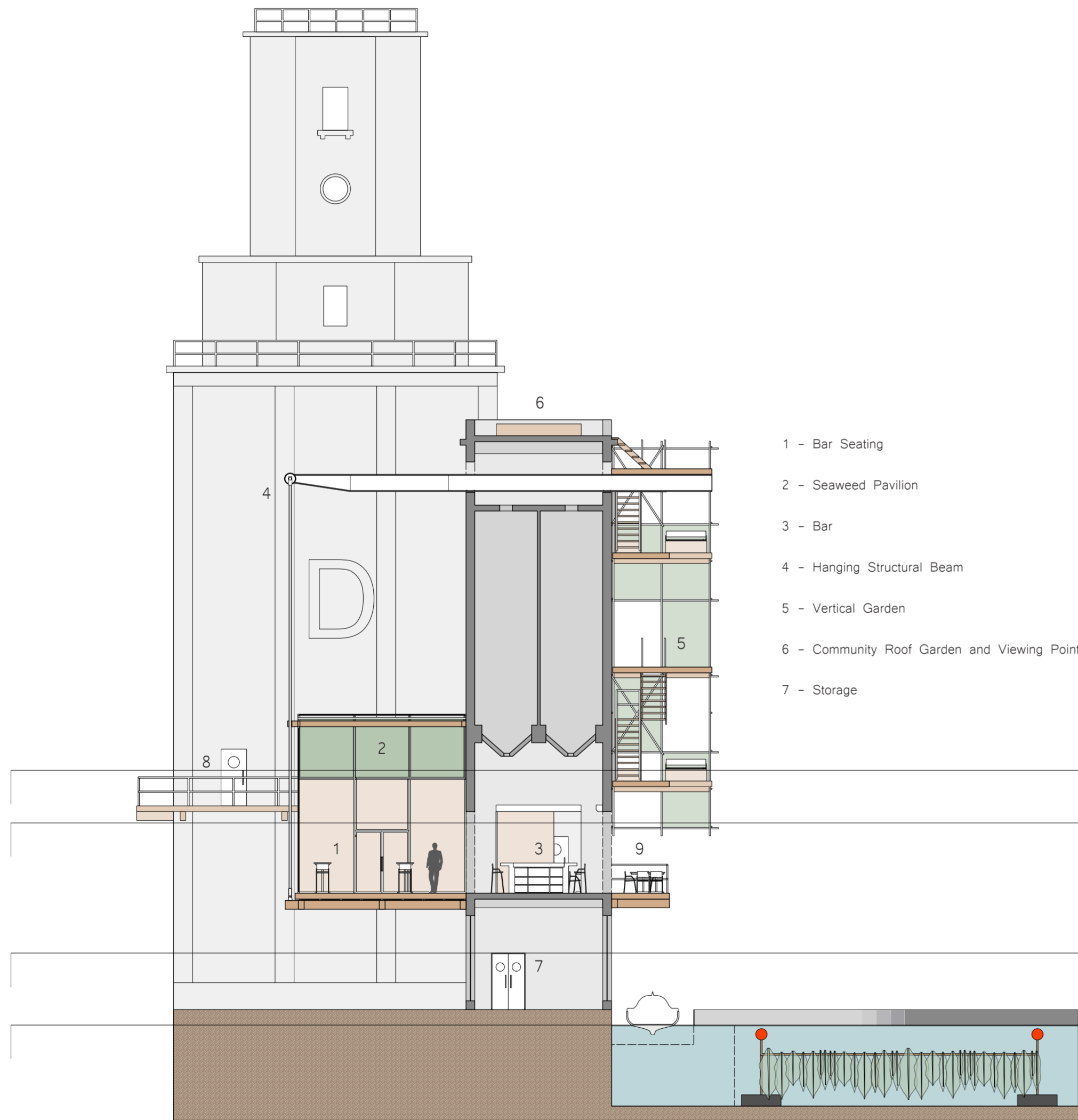
My Final Major Project, located in Silo D, a Grade II listed building in the London Docklands, consists of an immersive, walk-through brewery experience. By utilizing the adjacent dock for seaweed farming, my scheme incorporates this natural material within construction, for seaweed panels and insulation, as well as the brewing of rum and creation of Notpla biodegradable packaging to be used in the bar on site. As visitors begin the experience, they make a downwards journey into the dock within a ramped, glass tunnel, behind which the seaweed can be seen growing. Visitors then enter the main silo tower via the basement where they wind their way through a display of hanging, drying seaweed, before making their way to the bar, where the seaweed products are utilized.

The use of seaweed throughout the design celebrates and reminds visitors of the circularity of the proposal: as the seaweed biomaterials breakdown and as rum and Notpla packaging is used in the bar, the growth of new seaweed in the dock allows these products to be made again. The design also features a seaweed-clad vertical garden, leading up to the rooftop of the silo, providing the local community with a viewpoint of the surrounding area. The bar floor, which floats above the ground and wraps around the existing silo towers, and vertical garden are simultaneously supported by a set of three structural beams, which cantilever like warehouse lifting beams through the windows of the side tower on both sides, balancing one another out, and giving a nod to the past industrial use of the site.

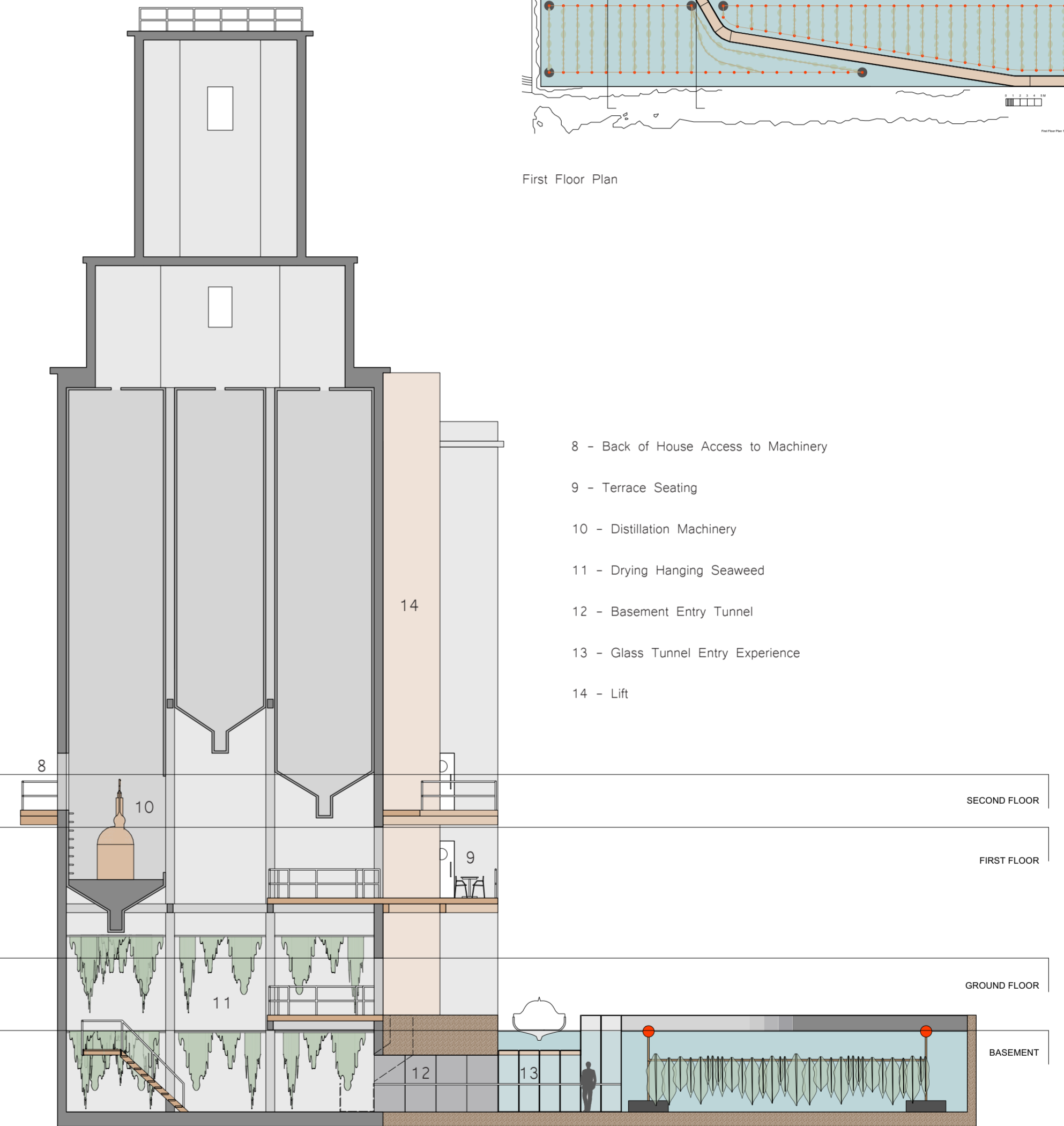
In order to preserve the original identity of Silo D, my proposal largely maintains the existing key characteristics, for example the silo bins, which are used as chambers for the distillery machinery, and as a striking ceiling above the bar space. Moments of excitement are key to this scheme. Upon entry through the dock, the glass panels gradually narrow, creating a sense of anticipation as visitors near the interior. Similarly, the dark and confined passage that leads from the immersive seaweed growing experience into the drying space makes the vast height of the main tower feel amplified as visitors enter, with glimpses upwards towards the existing concrete bins. As the farmed seaweed hangs and drips in the basement, a thin layer of water is formed on the floor, mirroring what is seen above, creating dynamic reflections. Visitors move through the space on a thin sheet of metal mesh, just thick enough that it is not flooded, allowing an almost sacred experience as they are able to 'walk on water'.



First Floor Plan

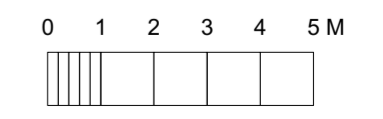


- 1 - Bar Seating
- 2 - Seaweed Pavilion
- 3 - Bar
- 4 - Hanging Structural Beam
- 5 - Vertical Garden
- 6 - Community Roof Garden and Viewing Point
- 7 - Storage



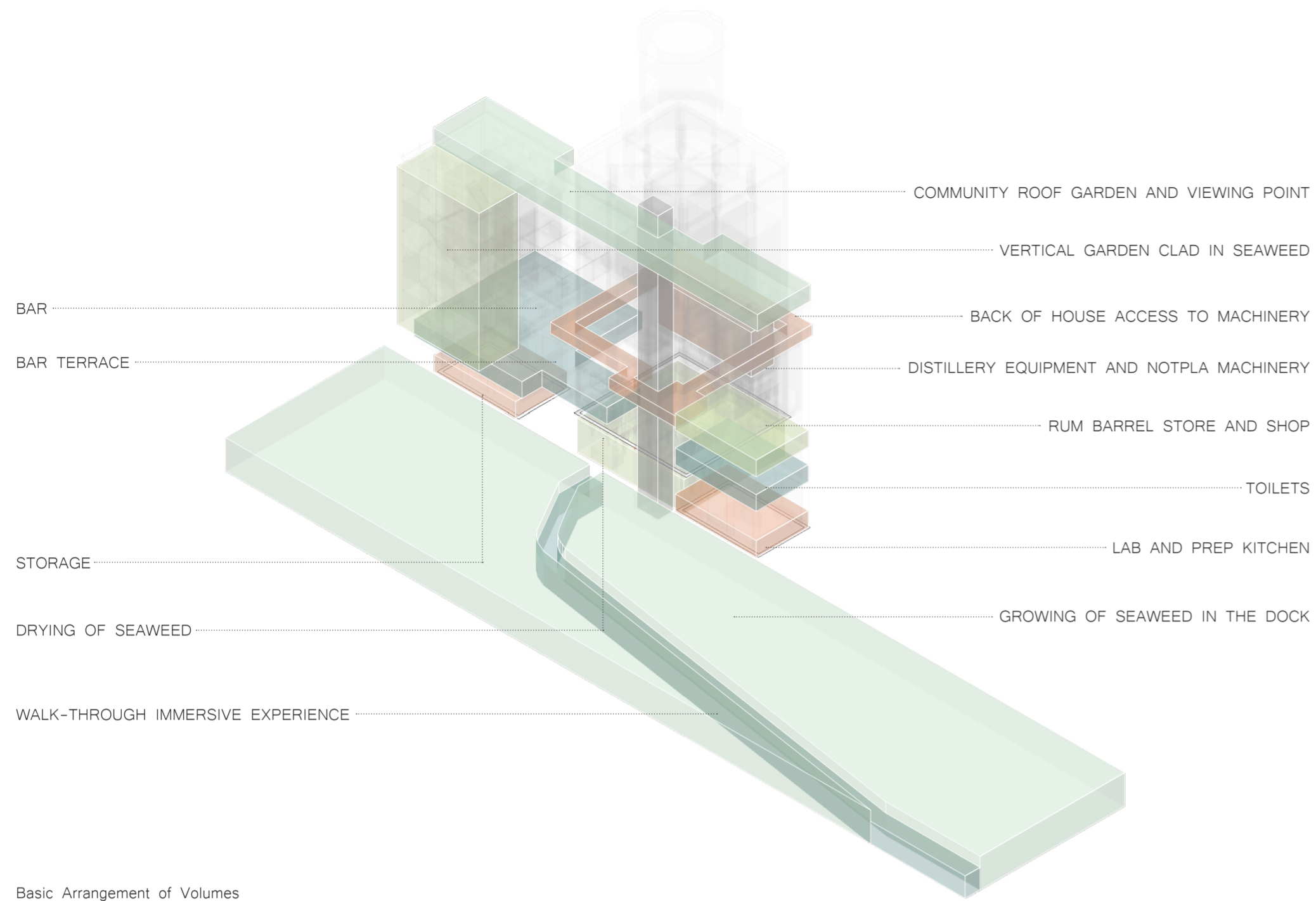
- 8 - Back of House Access to Machinery
- 9 - Terrace Seating
- 10 - Distillation Machinery
- 11 - Drying Hanging Seaweed
- 12 - Basement Entry Tunnel
- 13 - Glass Tunnel Entry Experience
- 14 - Lift

SECOND FLOOR
FIRST FLOOR
GROUND FLOOR
BASEMENT

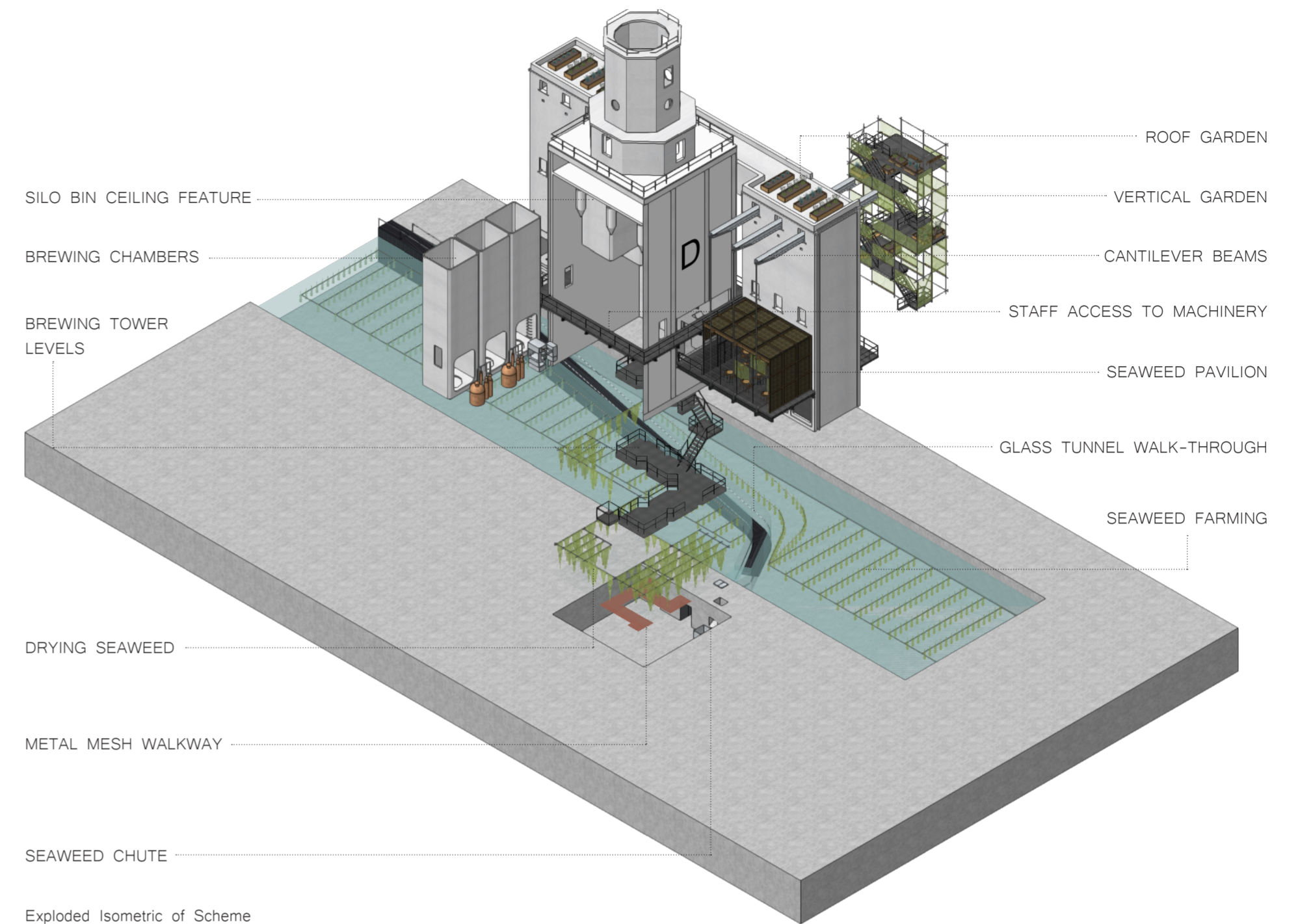


Design Strategy and Materiality

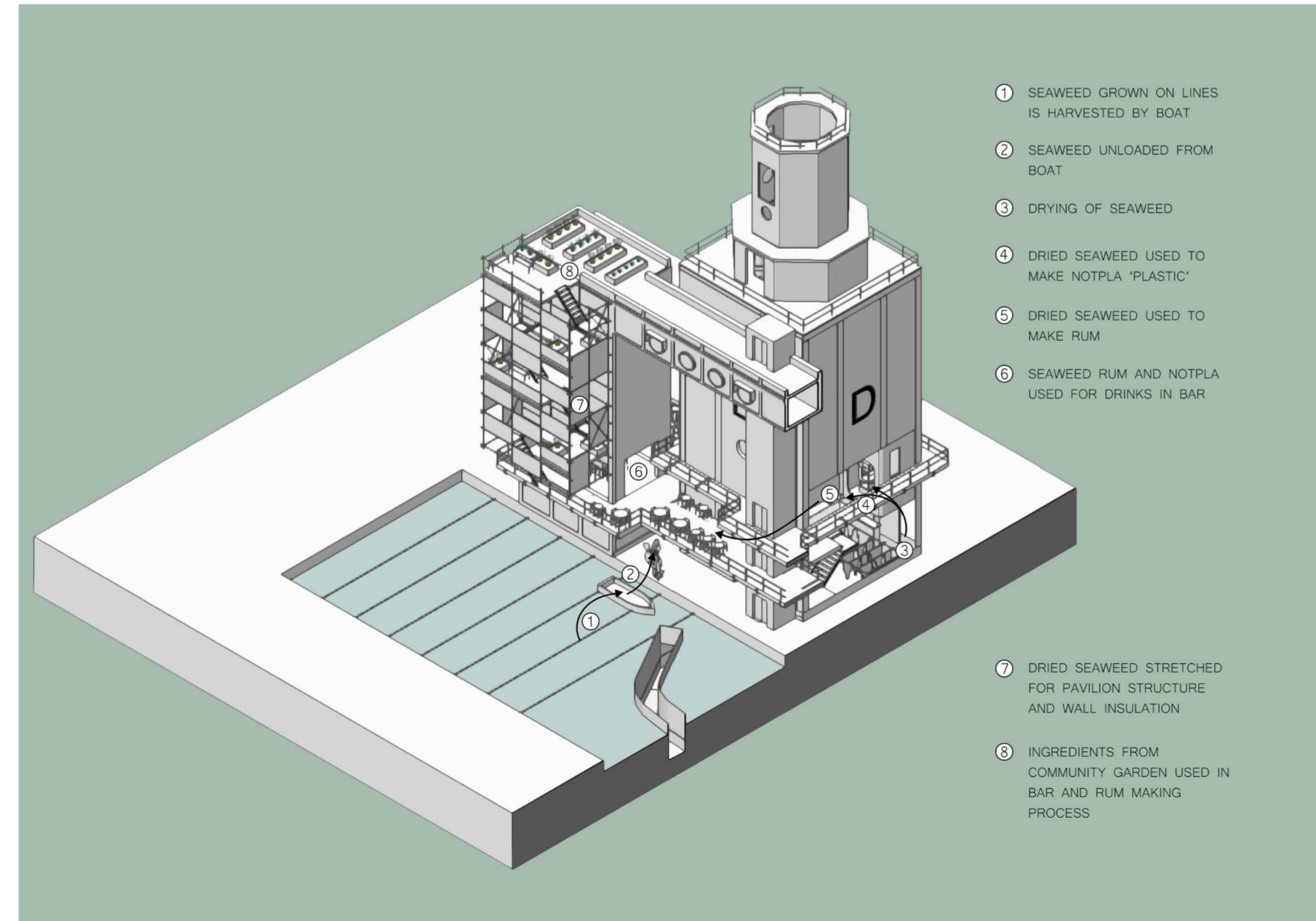
Climate Emergency and Sustainability



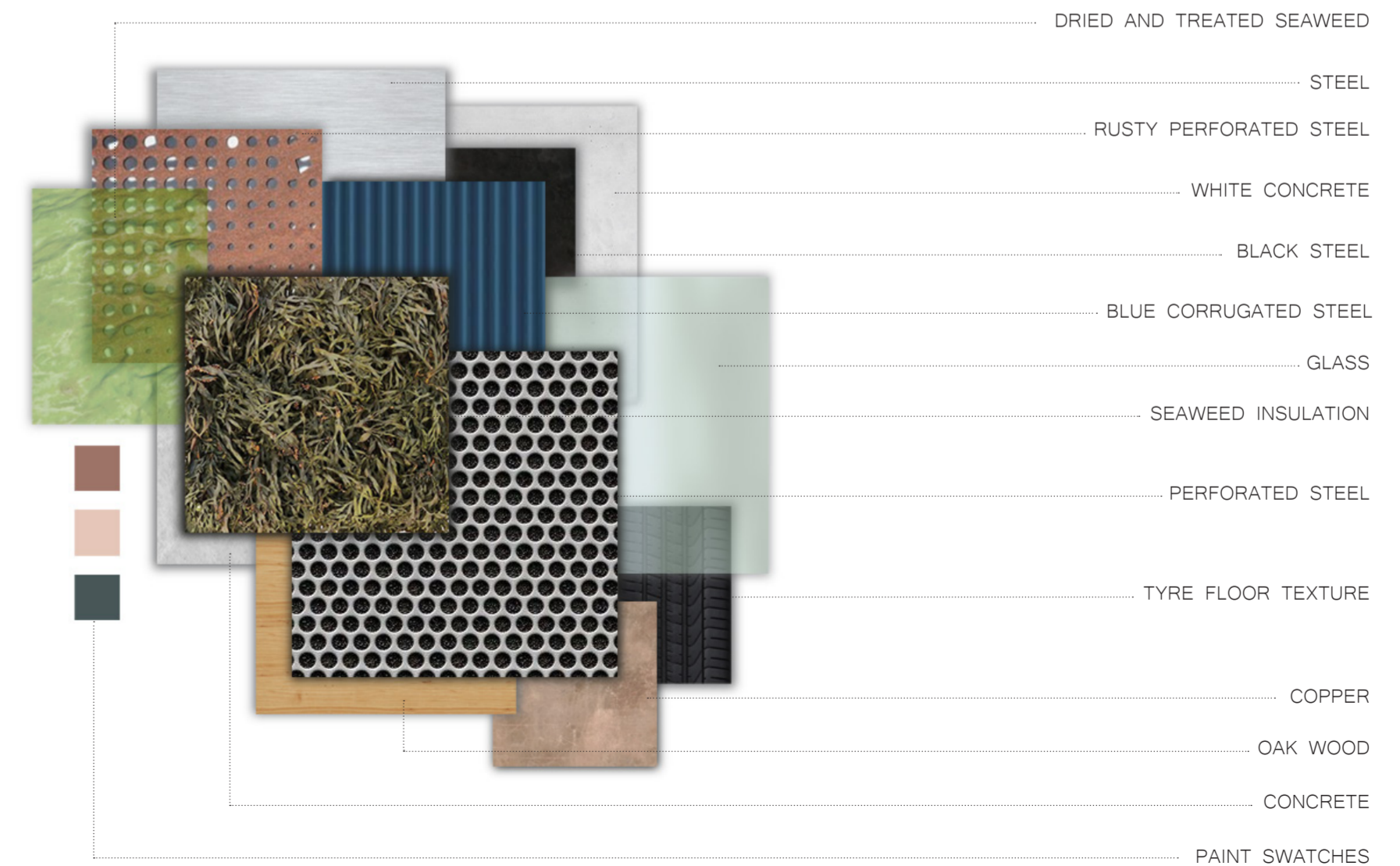
Basic Arrangement of Volumes



Exploded Isometric of Scheme



Basic Operational Relationships within the Proposal



Material Palette

Interior Visual 1 - The Immersive Seaweed Growing Entry Experience



Interior Visual 2 - Observing the Brewing Chambers and Outlook to the Bar



Interior Visual 3 - Outlook from the Main Bar Space towards the Brewing Tower

