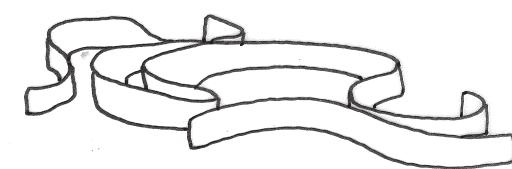
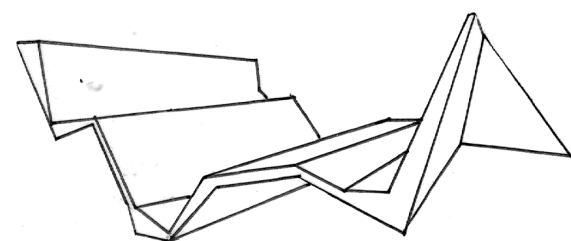


THEE SOUND-DOCK

Thee Sound-Dock responds to Chatham's historical creative industry by developing a 24-hour music space that celebrates various genres. Chatham's music culture has declined over the years, which was viewed as an opportunity for the basis of my creative direction. Music and dance is an important component of society, allowing groups of people to express and let go of their inhibitions from the constraints of everyday life - a place of free expression and fun that connect a range of demographics. The youth crime rate in Chatham is extremely high, because the lack of services targeted at the young demographic.

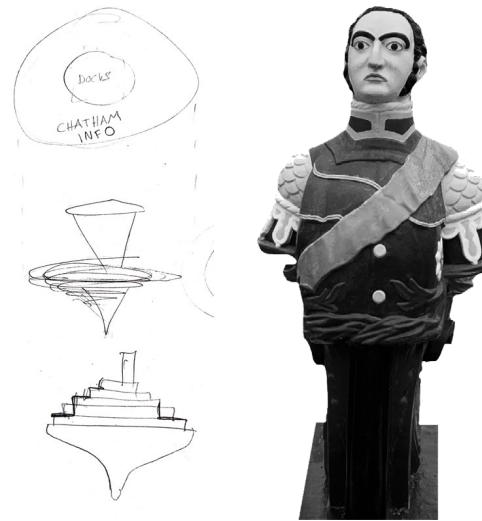
10 million tons of paper are used and disposed of in the UK annually, with the average family in the UK throws out the equivalent of six trees worth of paper every year. This opportunity was the basis of my circular economy to used paper waste collected from school and homes to get broken down using an acoustic barrier and music genre aesthetics. To allow the space to adapt to inevitable changes as music evolves, which can also be implemented in other event venues.



THE SOUVENIR



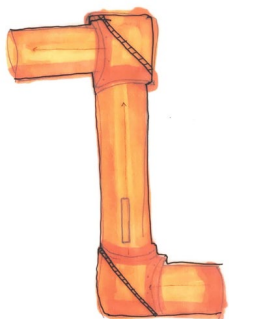
For my souvenir I wanted to make something playful so explored movement. The ink is a way of expressing the dilapidated area (Chatham) around the dockyards which is presented by the clay figurehead of LMS Wellesey found on site. Which was named after Duke of Wellington.



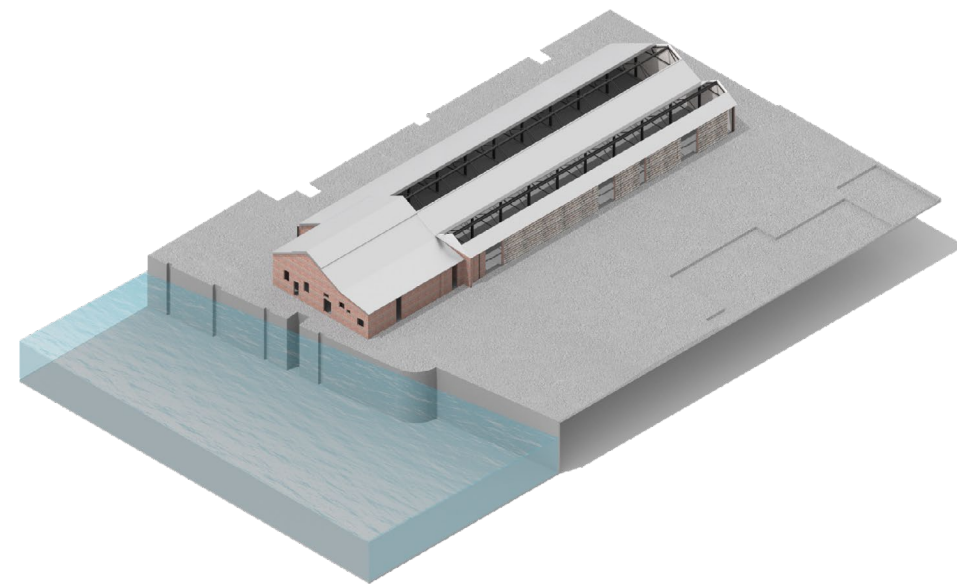
THE DEVICE (PERISCOPE)



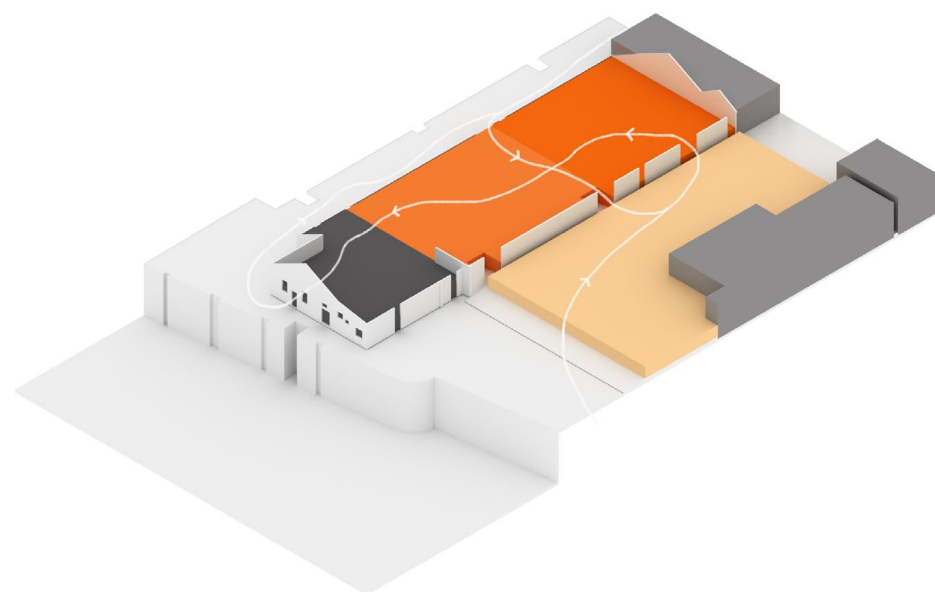
My device was inspired by the ship parts found in the Armoury and the periscope in the submarine next to the site. 'Seeing the unseen'. Having modularity in my device is purposely done to make it playful and allow the user to adapt the device to their needs.



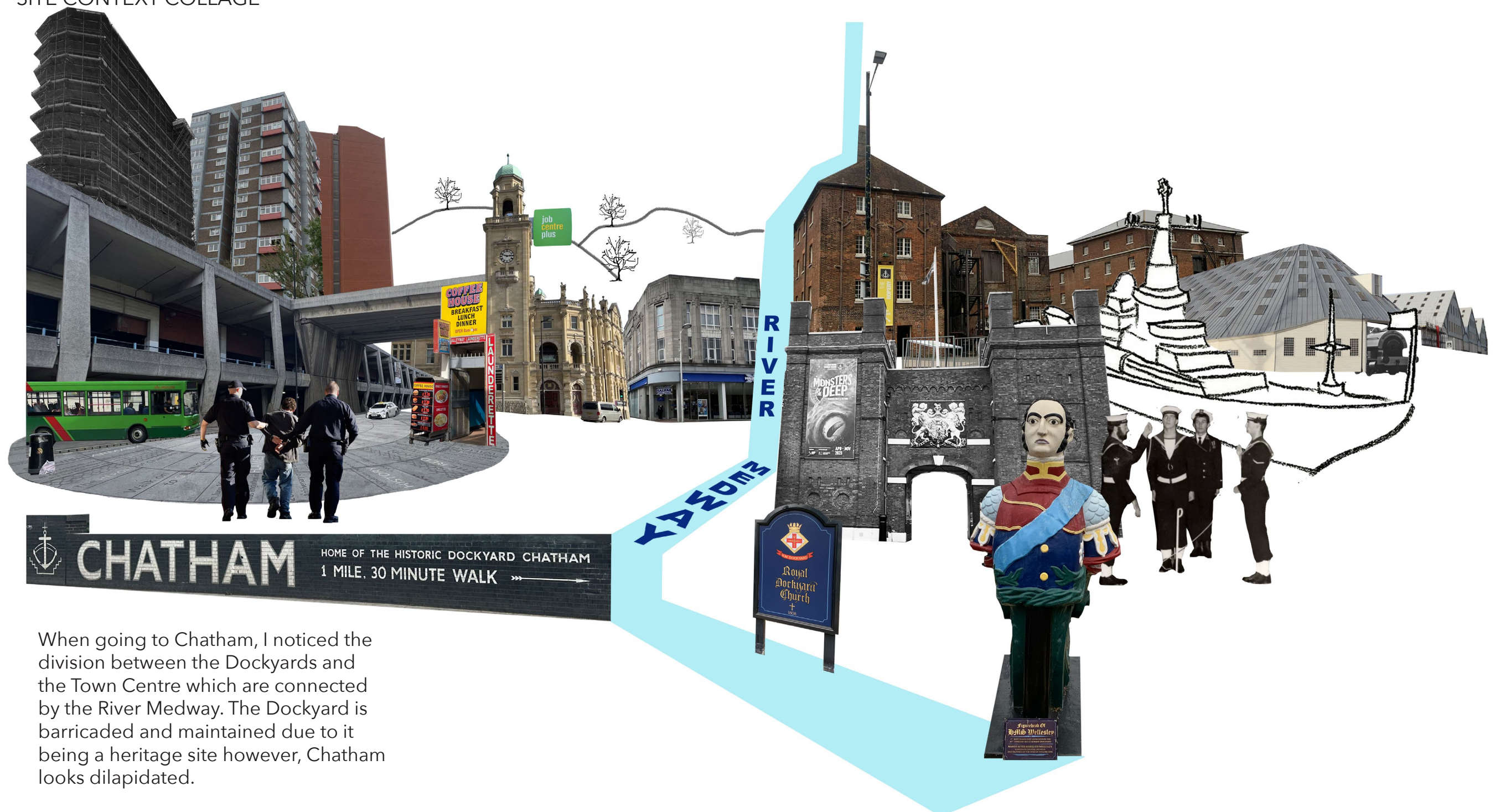
EXISTING SITE



CIRCULATION



SITE CONTEXT COLLAGE

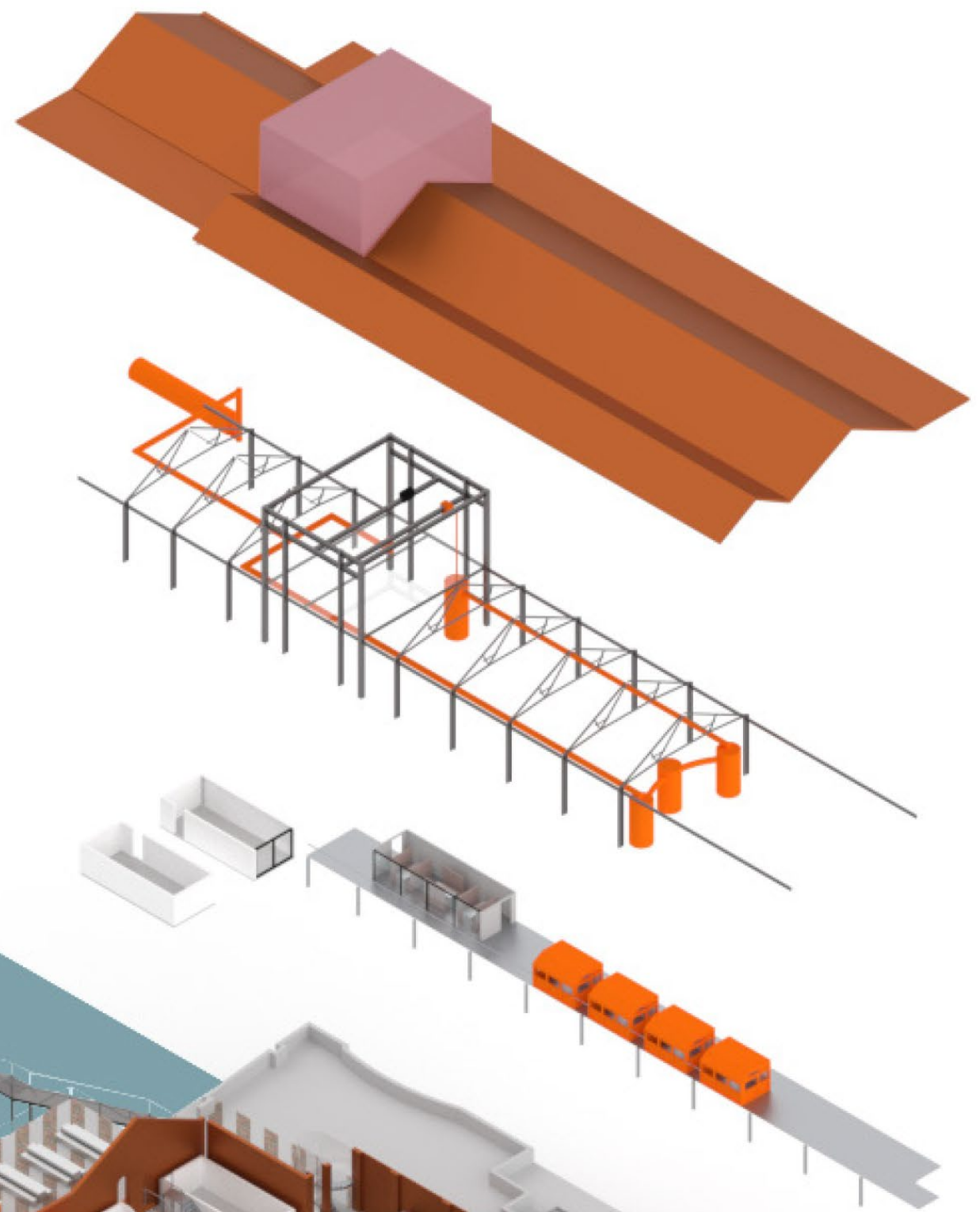


When going to Chatham, I noticed the division between the Dockyards and the Town Centre which are connected by the River Medway. The Dockyard is barricaded and maintained due to it being a heritage site however, Chatham looks dilapidated.

ISOMETRIC

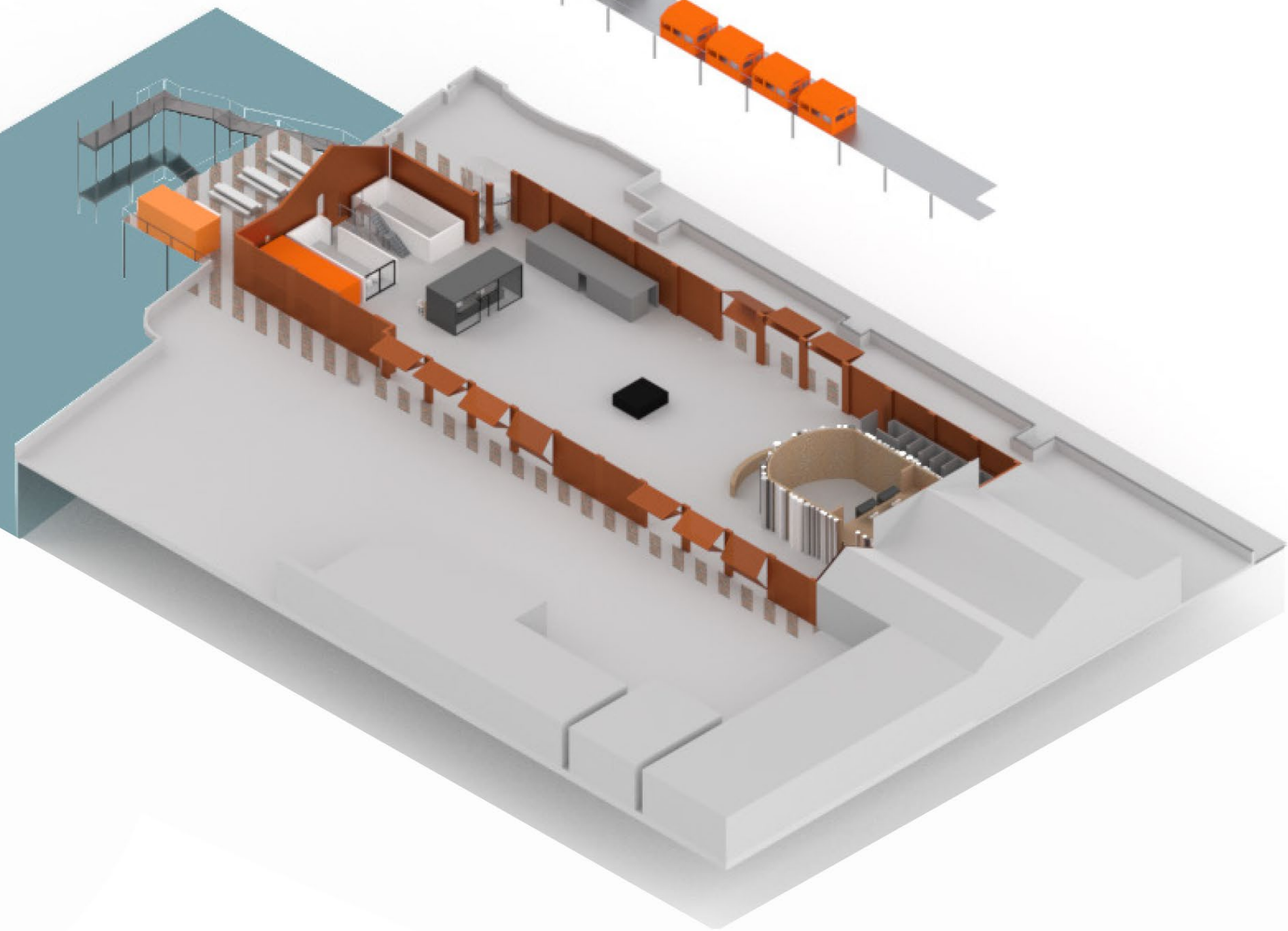
FIRST FLOOR

- Content Room
- Small Recording Studio
- Podcast Room
- Security Room
- First Aid Room
- Recording Control Room
- Pulp Process Tanks
- 3D Pulp/Shredder Tower

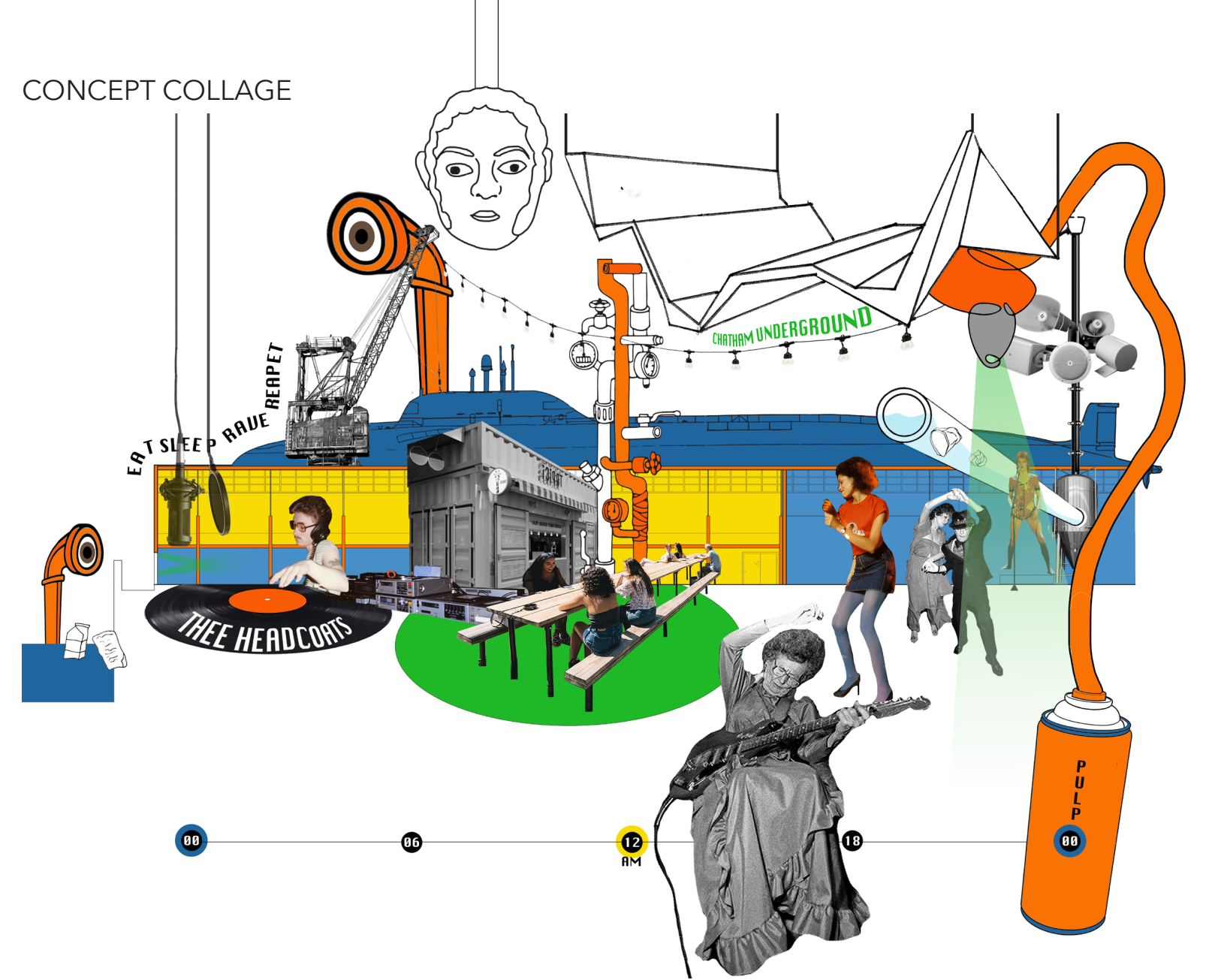


GROUND FLOOR

- Stage
- Bar
- Sound Control Room
- Main Recording Studio
- Merch Shop
- Content Room
- Small Recording Studio
- Backstage
- Storage
- Food Vendor
- Boat Dock



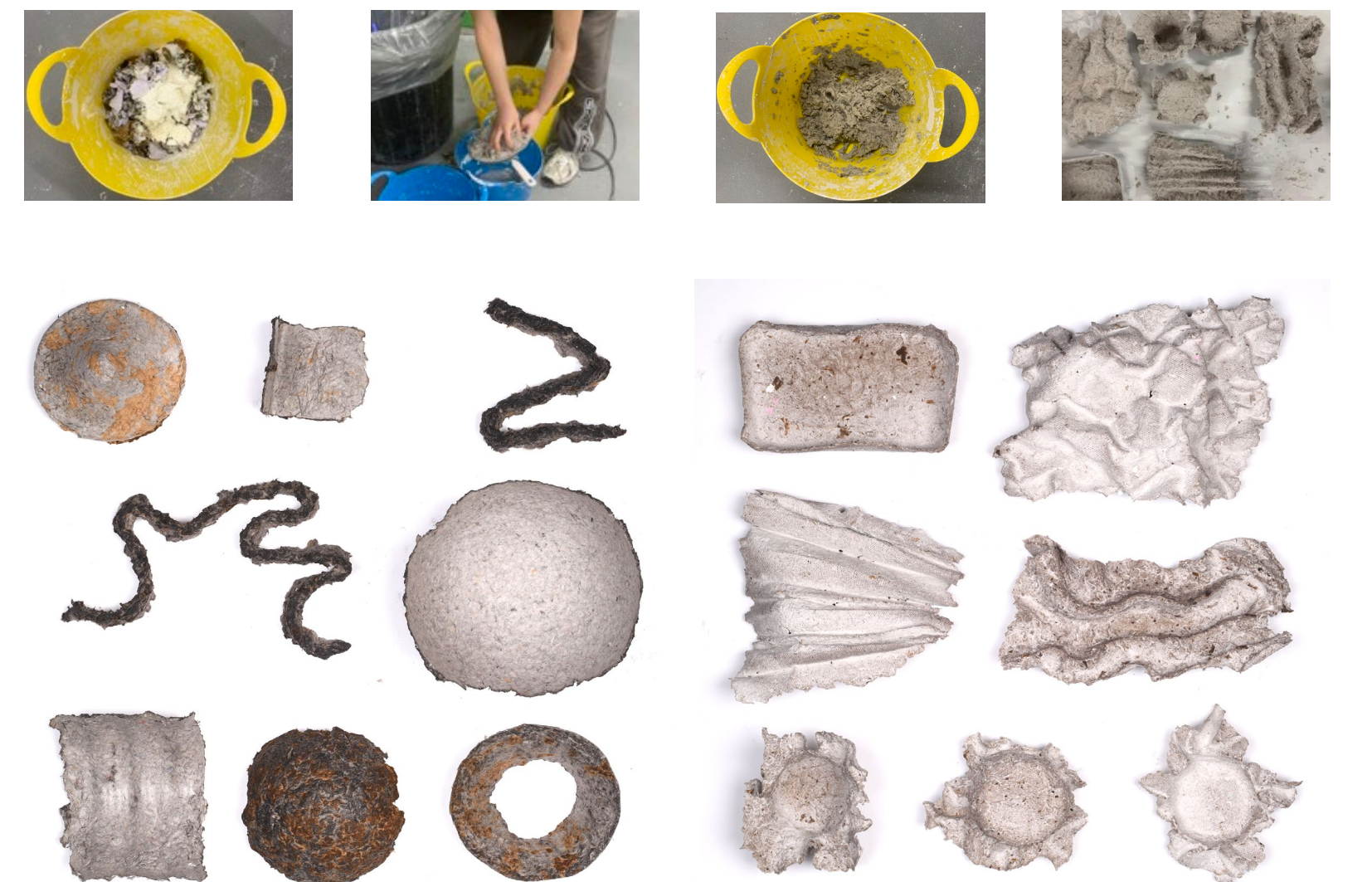
CONCEPT COLLAGE



BRINGING CIRCULAR ECONOMY AND EVENT SPACE TOGETHER

Thee Sound-Dock facilitates is a 24-hour venue responding to challenges in the music industry for upcoming artists by hosting podcasts, a recording studio, merch and content rooms to nurture young talent to perform in the event spaces as artist are now responsible for there own branding and promotion. Through research, music venues are in decline and creating an interior than can work with an existing building and adapt alongside the inevitable changes as music evolves. Therefore, I have introduced a paper waste circular economy by having a paper waste process- a 3D printing tower. During the day this will be utilised to create the forms for the night-time events, this works by modernizing the existing hoist within the building to move it into the event space below.

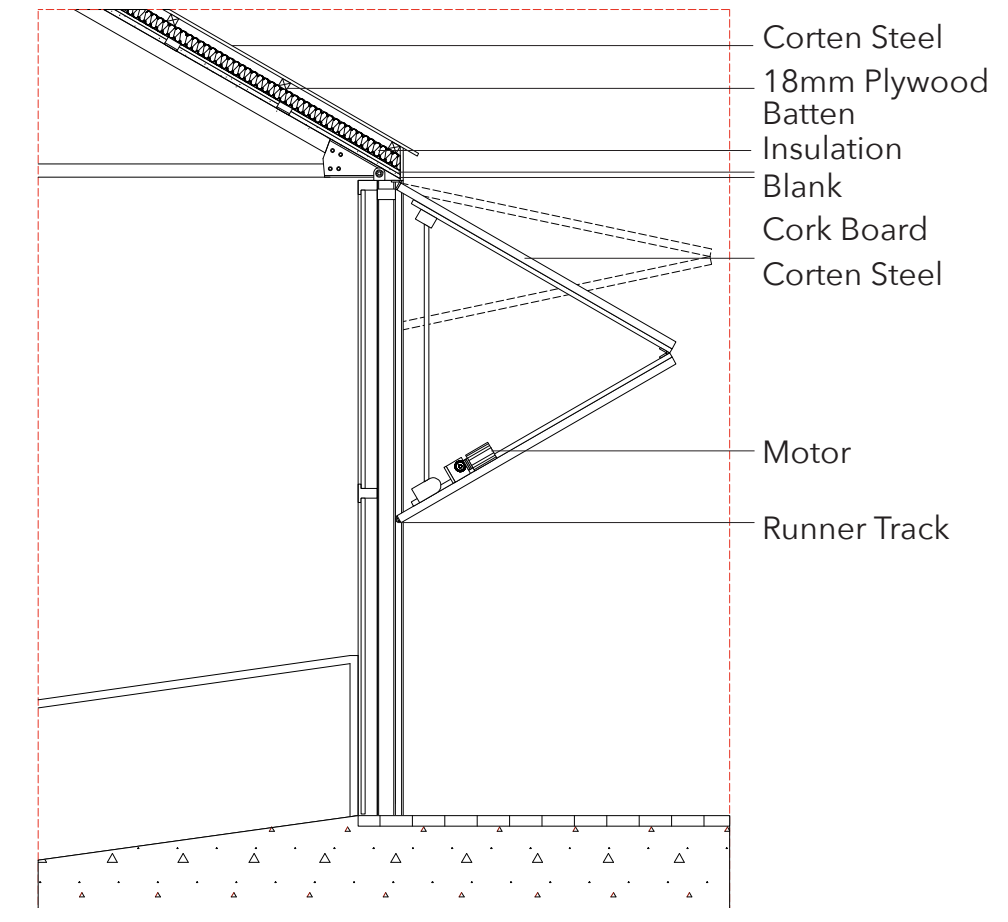
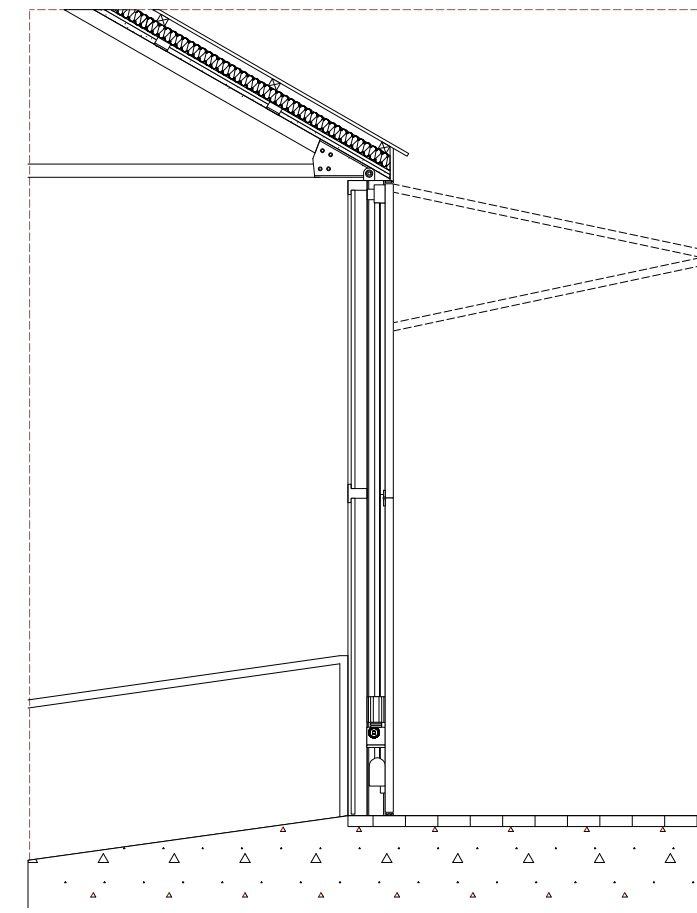
PULP EXPERIMENTS



DAY-LIFE VIEW OF EVENT SPACE



DETAIL OF ENTRANCE DOORS



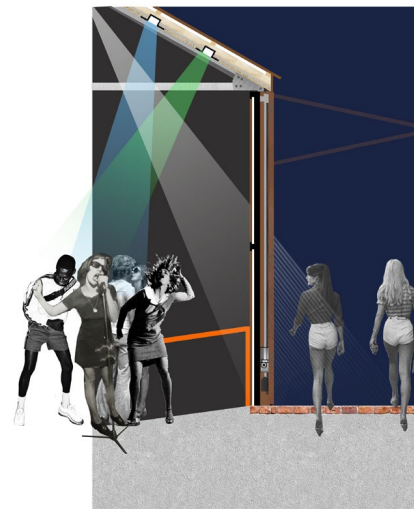
- Corten Steel
- 18mm Plywood
- Batten
- Insulation
- Blank
- Cork Board
- Corten Steel

- Motor
- Runner Track

(not to scale)

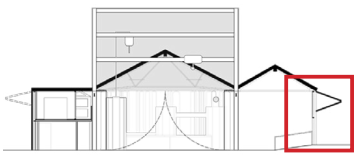
NIGHT-LIFE

The recording studios, podcast and media rooms will mainly be in used during the day. Therefore, the majority of the folded doors will be open to allow multi function for and encourage people in.

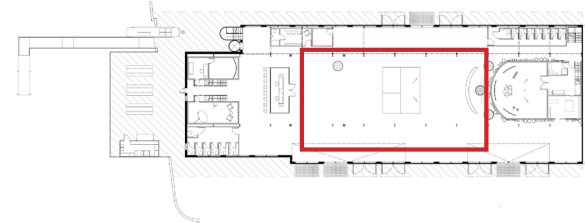
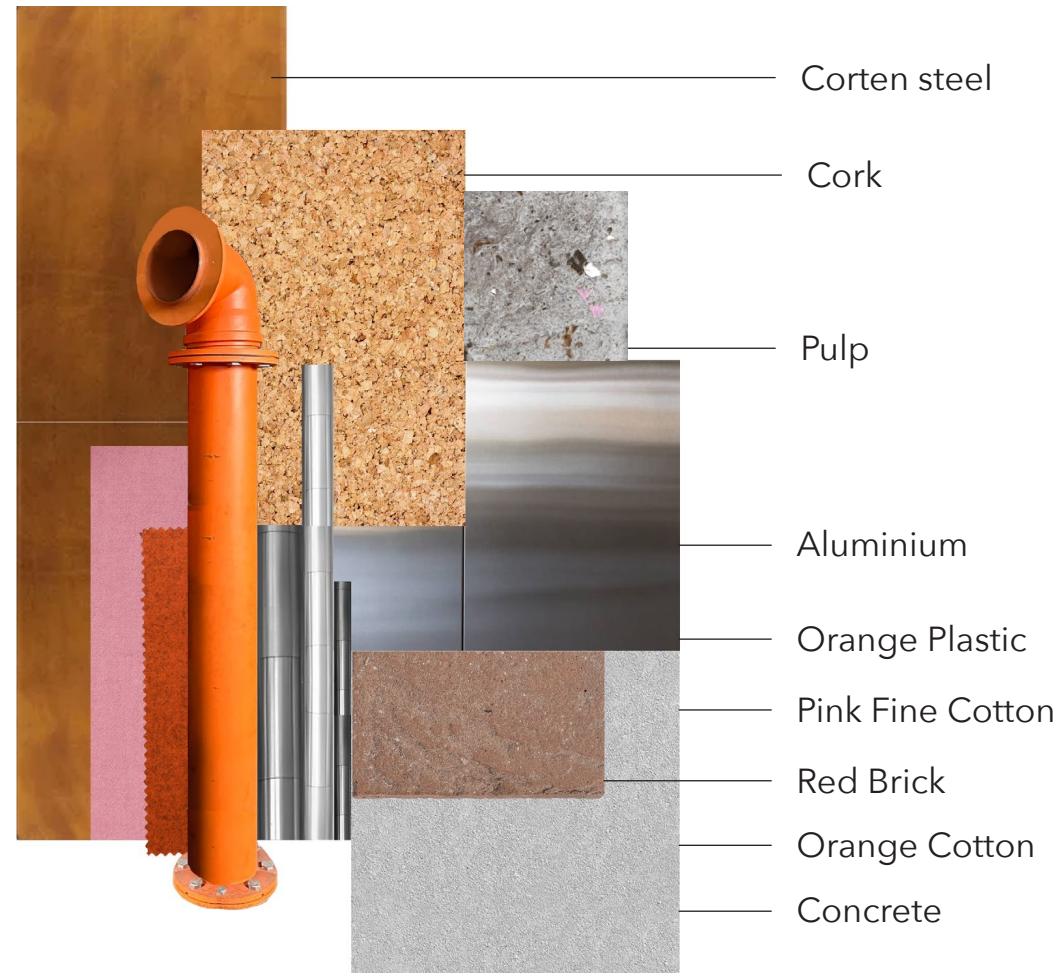


DAY-LIFE

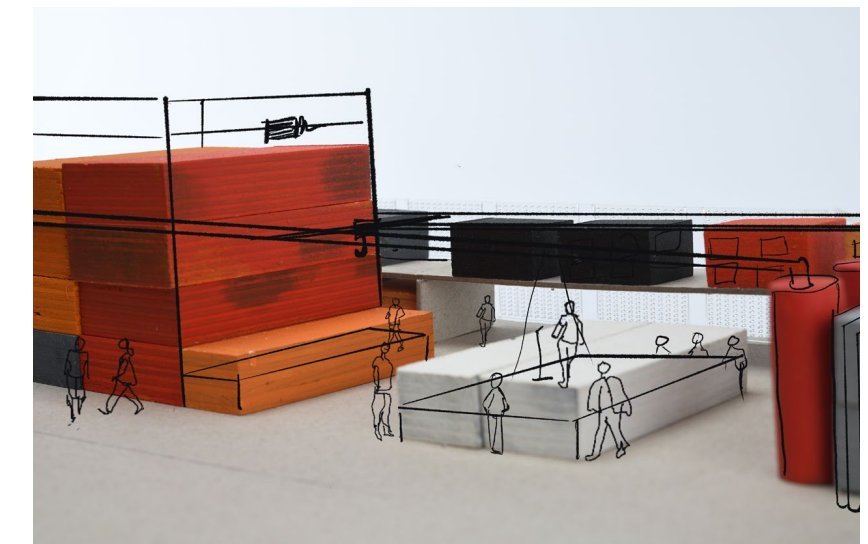
The event space will mainly be in use during the night. Therefore, the majority of the folded doors will be closed to control circulation for security and create a club atmosphere .



MATERIALITY

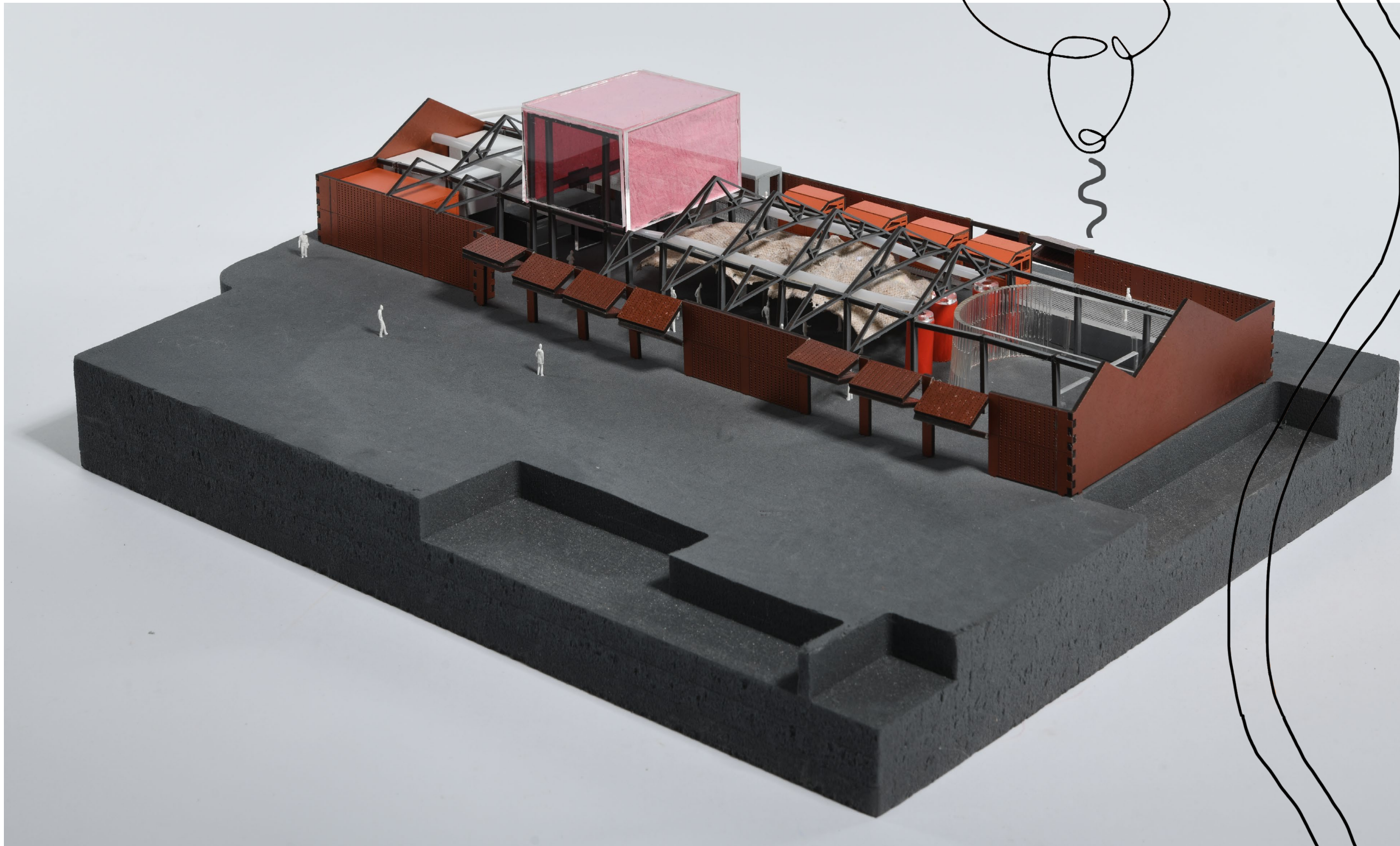


SKETCH MODEL

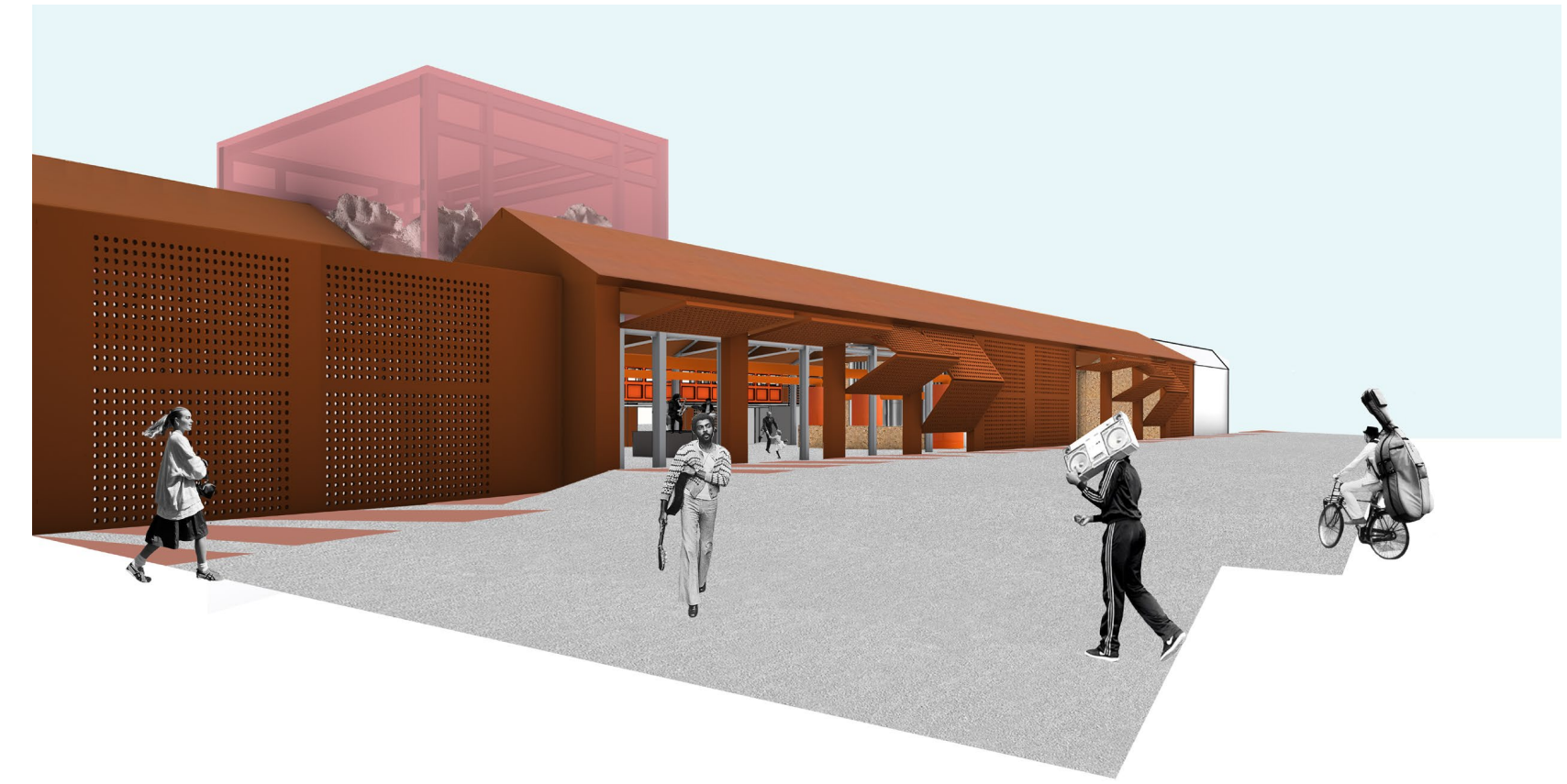


With the sketch collage I explored scale by cutting out blocks of MDF and arranging them in different configurations to finalise plans.

FINAL MODEL



EXTERIOR ENTRANCE VIEW



SECTION INTERIOR VIEW



SECTION

- 0 stage
- 1 bar
- 2 sound control room
- 3 content room
- 4 Small Recording Studio
- 5 Pulp Process Tanks
- 6 3D Pulp/Shredder Tower
- 7 main recording studio
- 8 podcast room
- 9 security room
- 10 first aid room

