



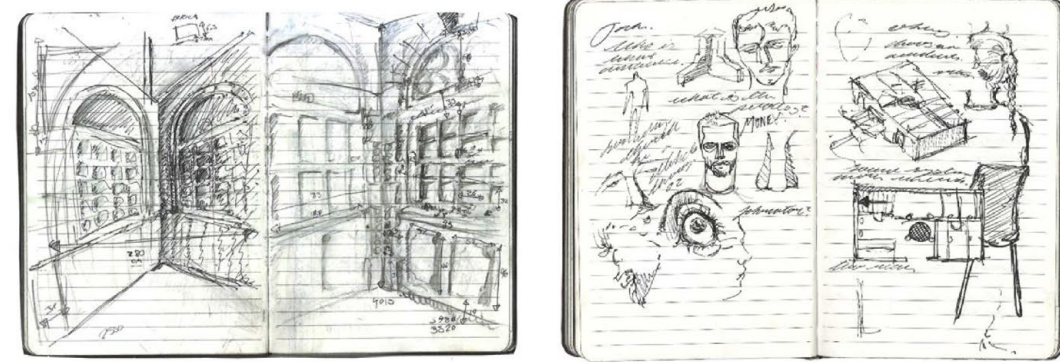
## 01 The Ancient Market House Gallery

The project seeks to explore ways to revitalise our proposed site, the Ancient Market House in Kingston, which has fallen into disuse after the latest occupant, Not My Beautiful House, a pop-up retail shop vacated the premises.

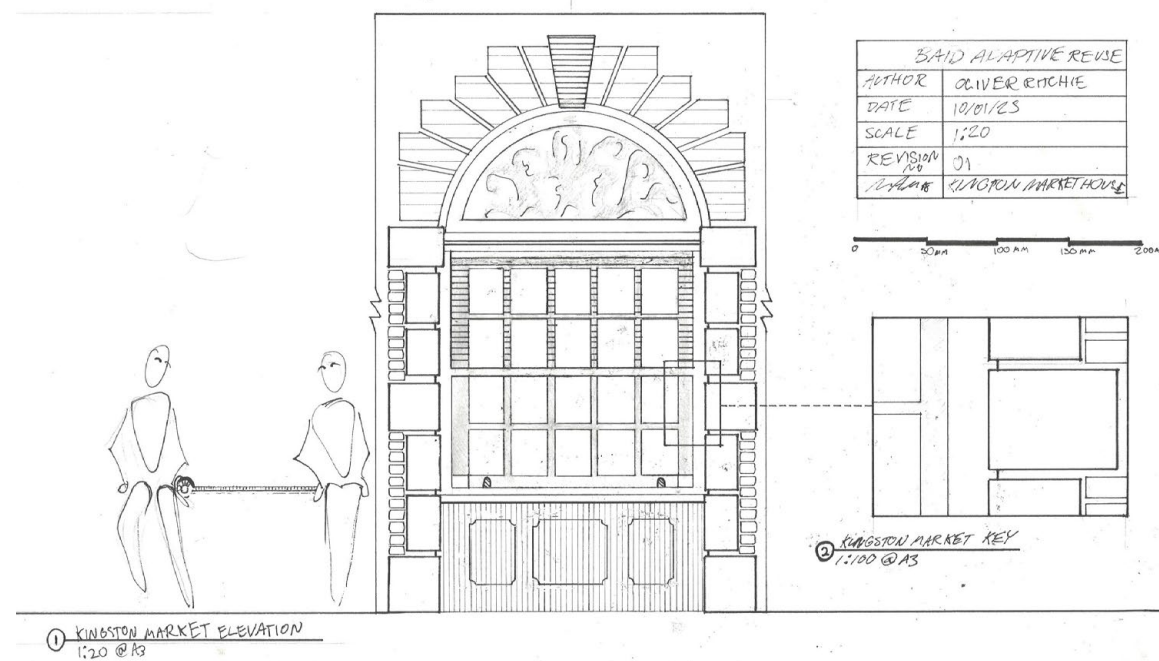
The grade 2 listed building, originally constructed as the town hall, is at once the cultural symbol of Kingston and a manifestation of the decline of the high street. In my search for a program that sought to revitalise this building while making a meaningful connection to Kingston, I uncovered that two of my favourite painters had settled in the area, and therefore sought to create a space where their work could be appreciated by others, hence the proposal of the gallery.

The gallery itself would contain workspace, the idea being that spaces for work and study would be combined with the artworks through large armatures that traverse the volume of the building.

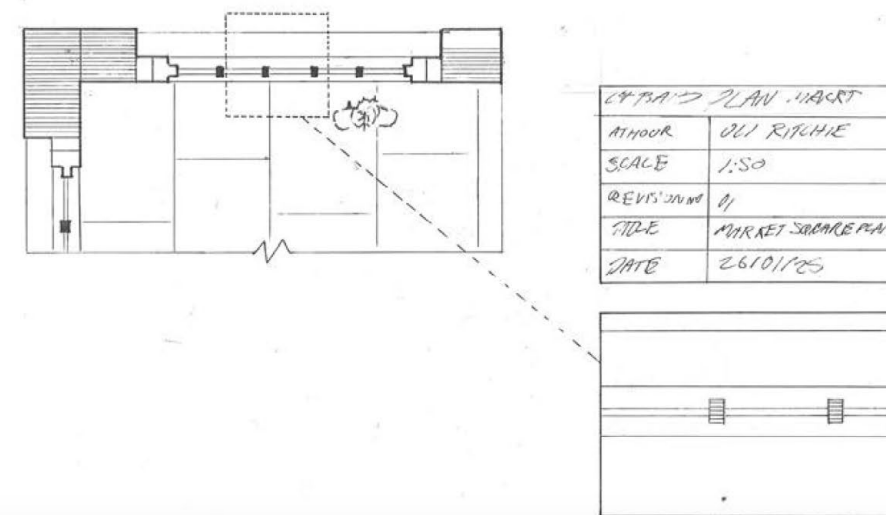
The design proposal seeks to retain as much of the building fabric as possible, the key intervention being to move part of one side of the exterior walls outward and to remove the material from under several of the arches (which had been retrofitted) to create a new, more distinct entranceway.



*my sketchbook  
site studies  
(messy and  
experimental)*



① KINGTON MARKET ELEVATION  
1:20 @ 1/23



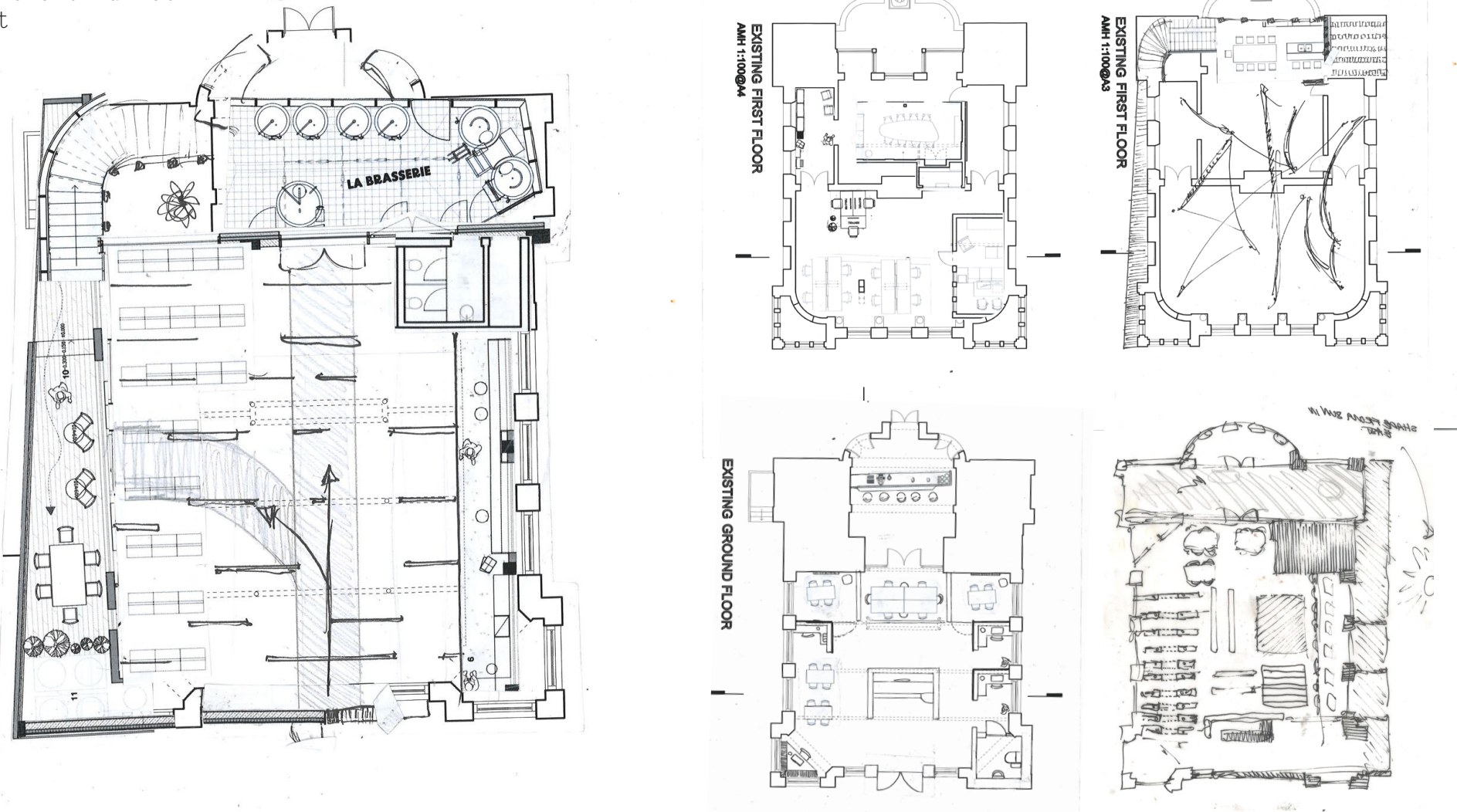


## 02 Research, Concept Ideation and Initial Design Moves

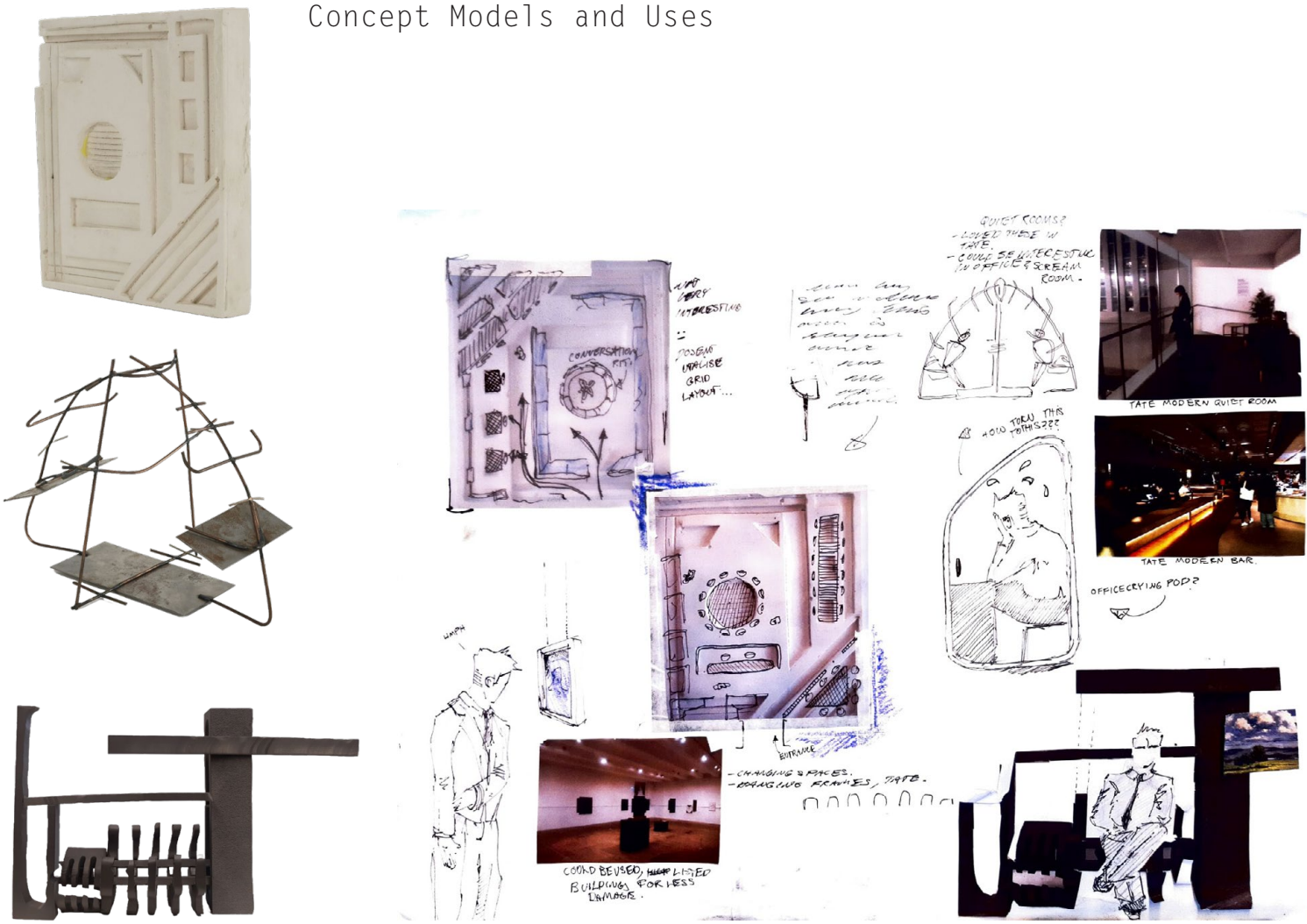
I began the design process by taking a series of 1:100 floor plans, cutting out the spaces and 'transplanting' them onto the existing floor plans of the AMH to test scale and ergonomics. Following this, I explored 3 different types of materials seeking to evolve a concept from the tension between form and materiality. The three materials I used were plaster, metal and foam. For the plaster model, I sought to create a representation of a floor plan, of order, grid and layout. For the metal model, I looked to create a framework for enclosure and with the foam I sought to create a mechanism that could turn or wind.

### Frankenplans

Using other floor plan elements within the ancient market houset

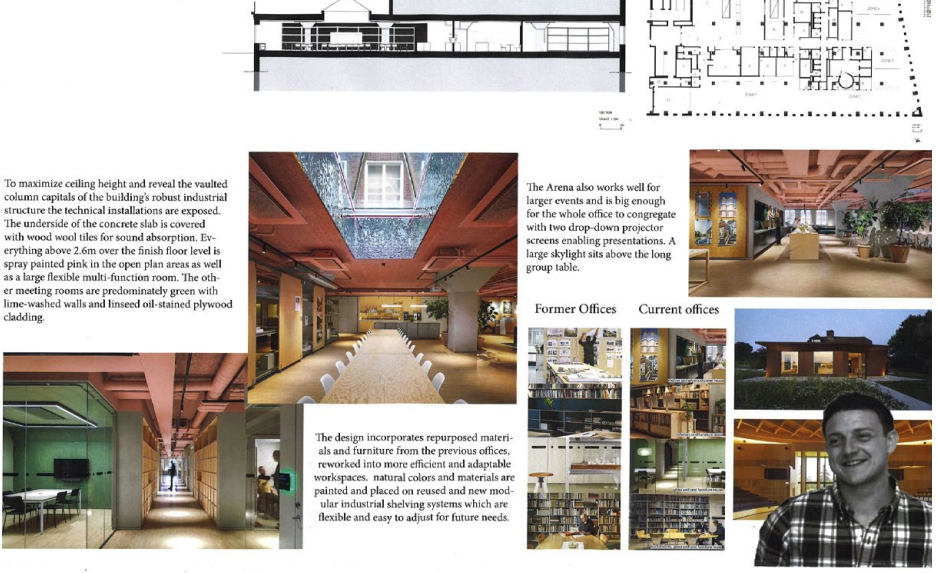


### Concept Models and Uses



### Tengbom Offices

Mark Humphries, Stockholm



### The Gallery of the Kings Museo Egizio

OMA + Andrea Tabacchini Architecture



### Living Lounge Offices

TIN Design Studios, Japan



### Precident Studies

Exploring both different uses and variations of offices, Galleries, and also later looking at local artists to influence the shape and structure of the build through organic forms



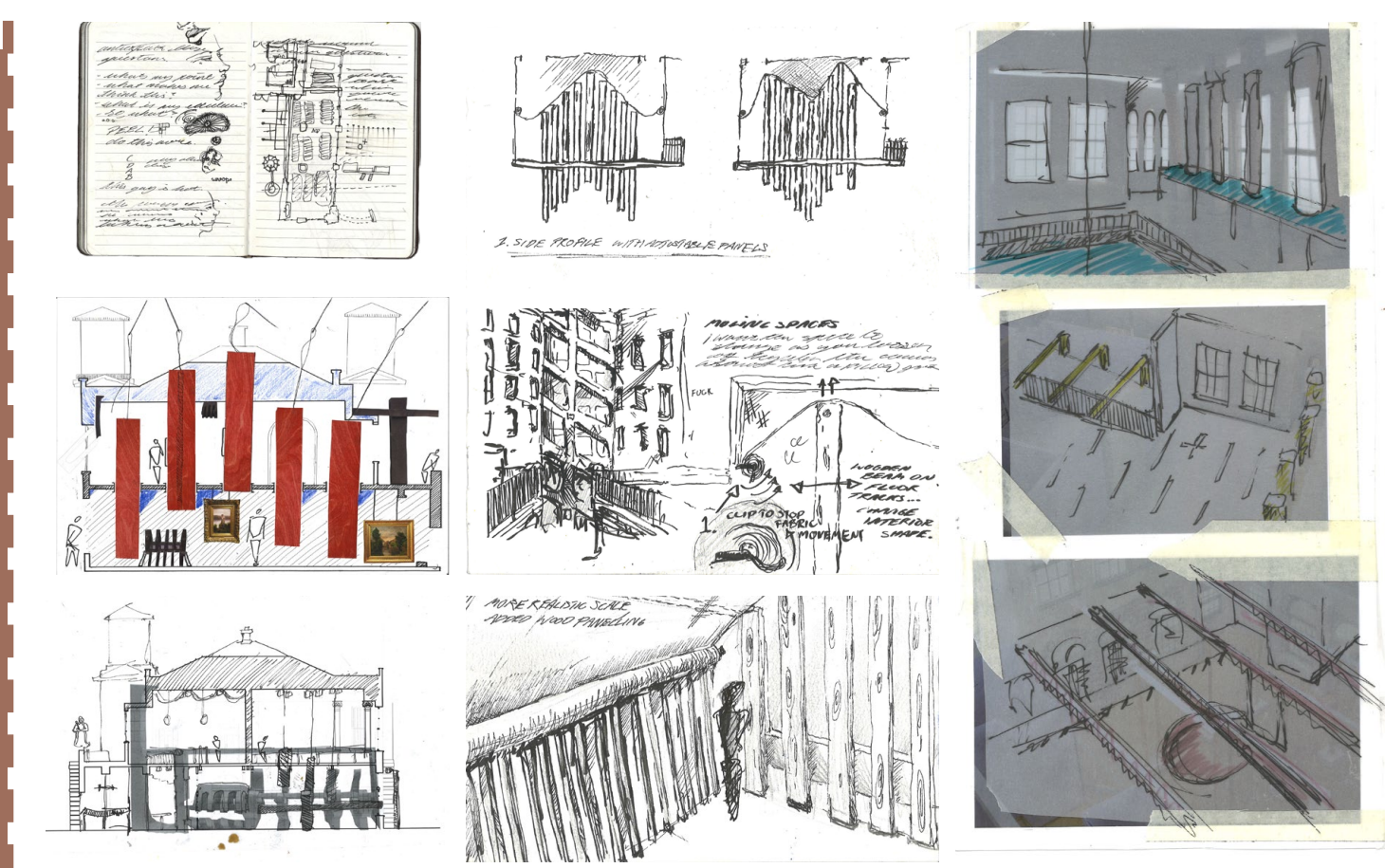
### 03 Design Development

Following the previous exercises, with regards to the 'FrankenPlan', I found taking this mindset of disruption into the section helped challenge the boundary between the floor levels and unlocked the possibility of connecting these spaces.

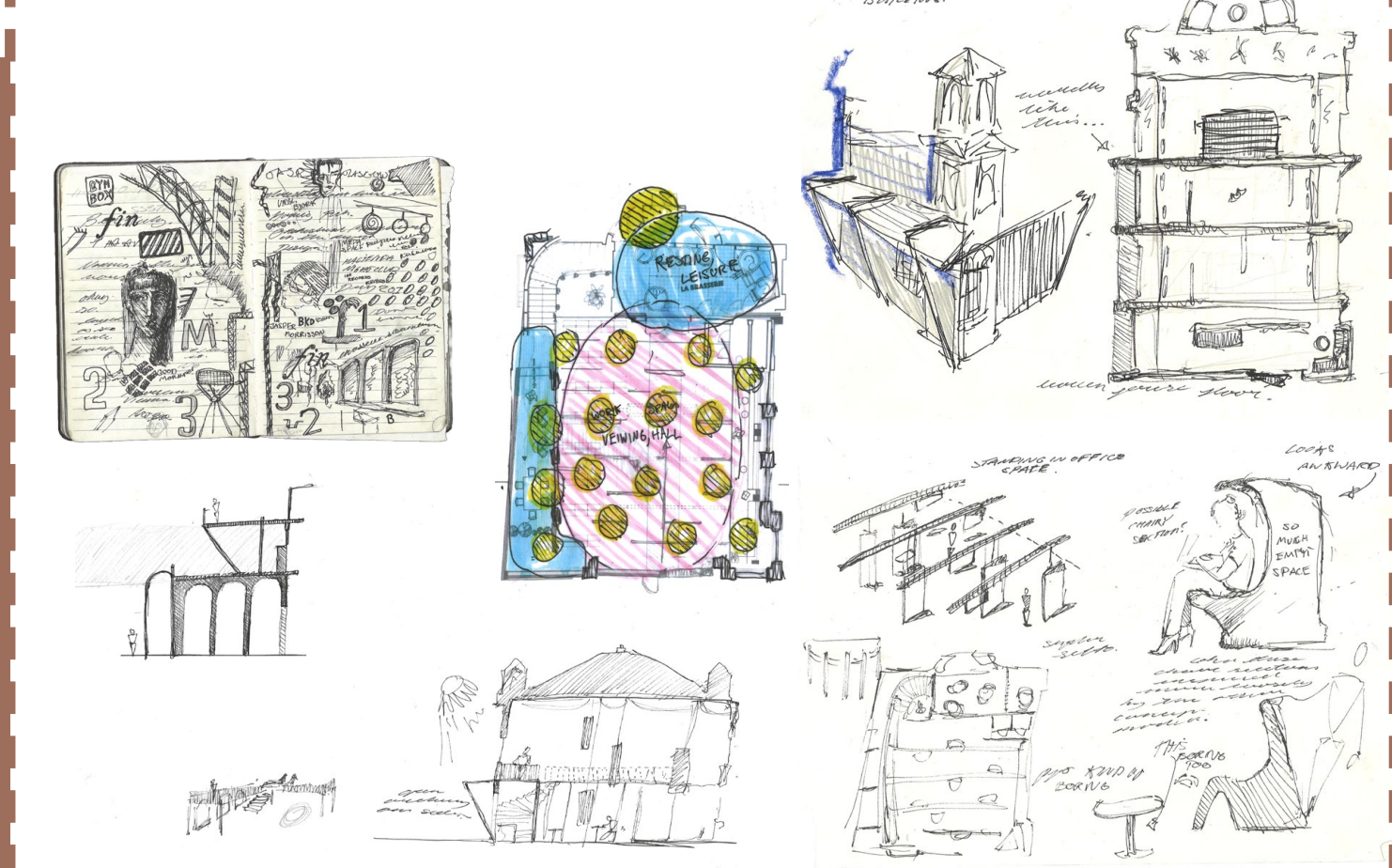
After developing the design through sketches, I moved to model-making. Using photographs of these as a base for input, I deployed AI as a tool for further ideation for how the proposed spaces could be developed.



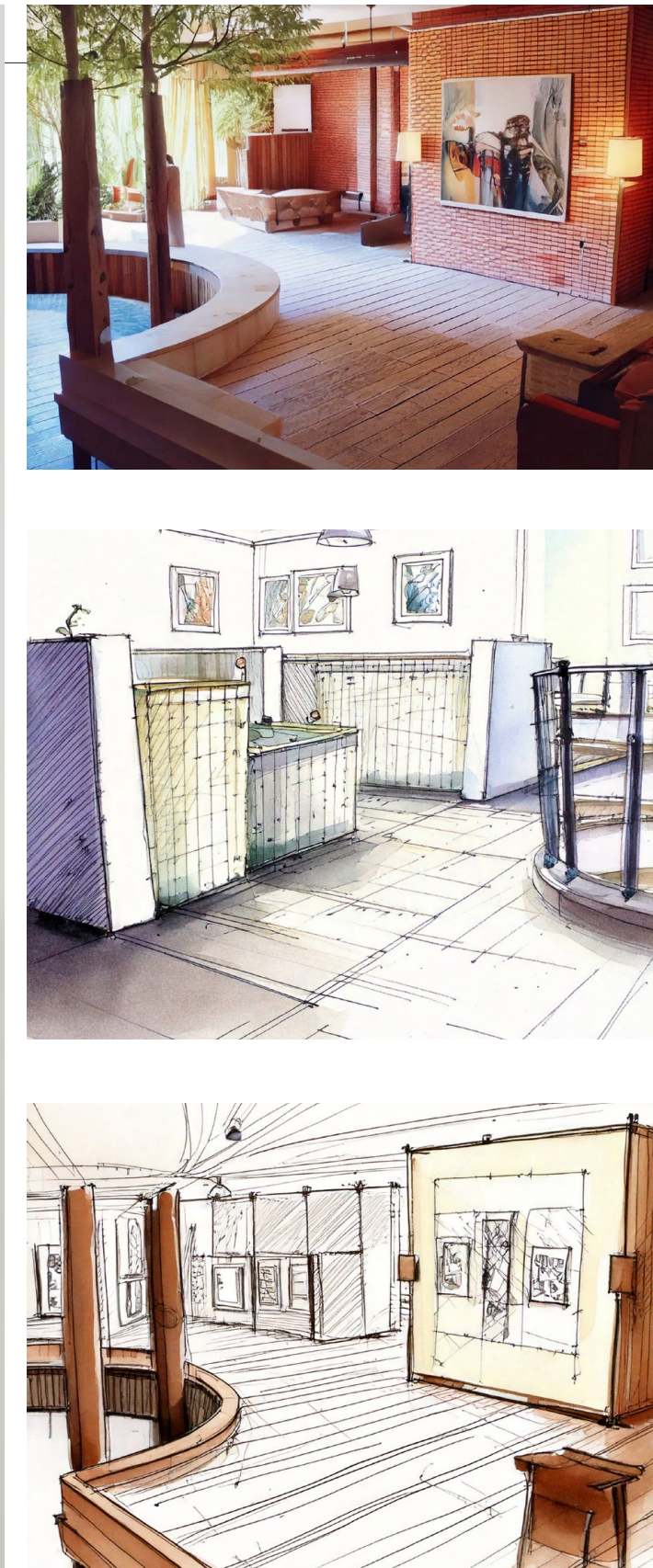
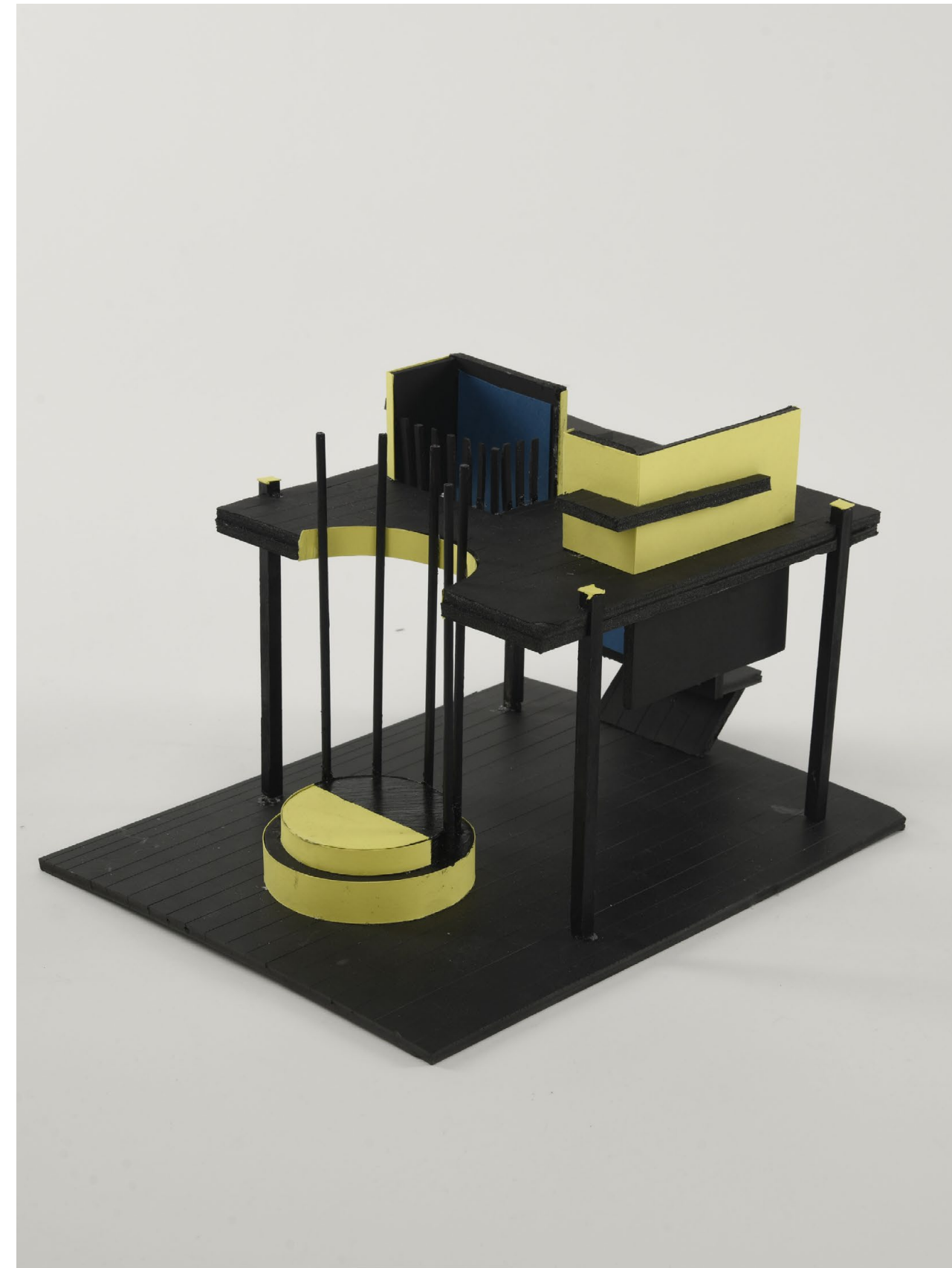
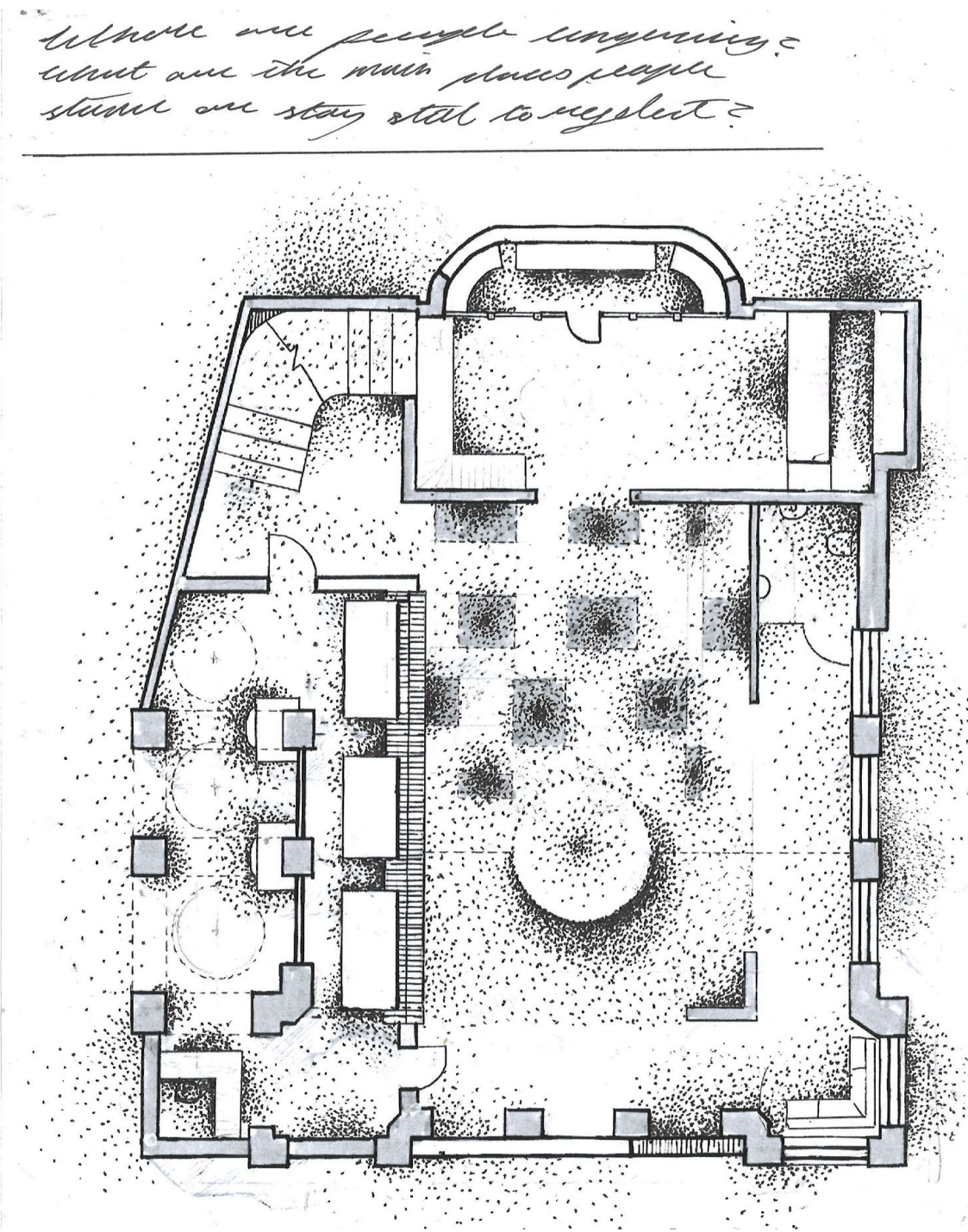
Initial Designs and Concept Sketches



Further initial Design and Concept



### Designs and Orthographs



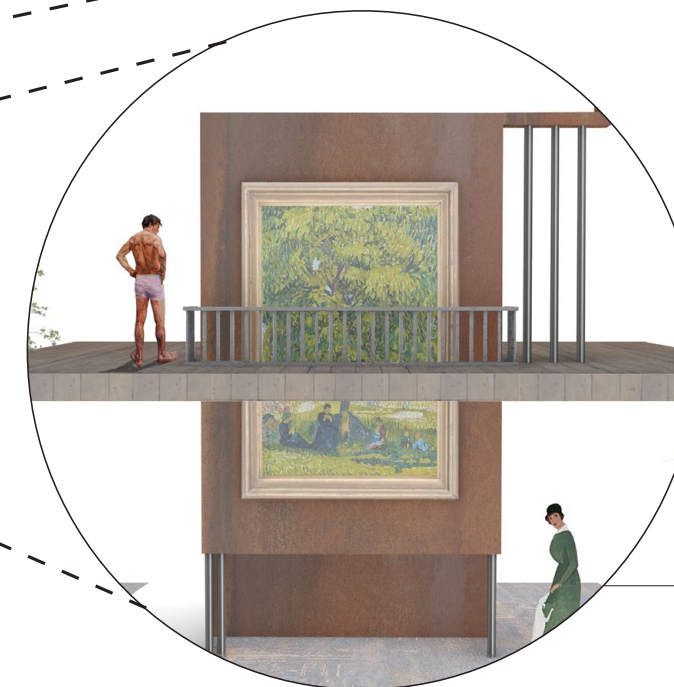
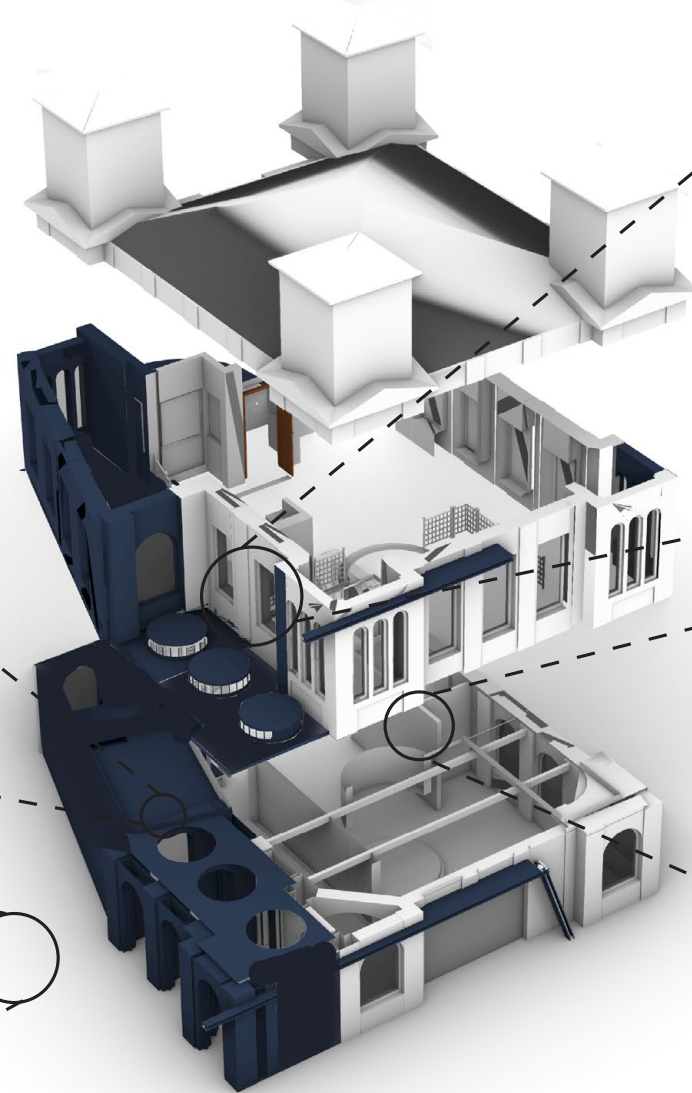




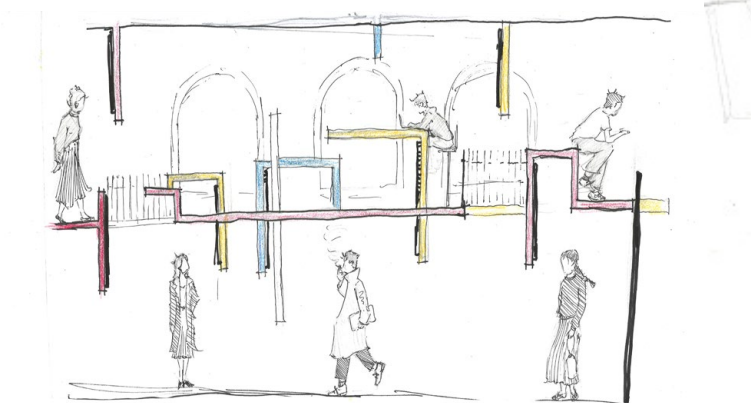
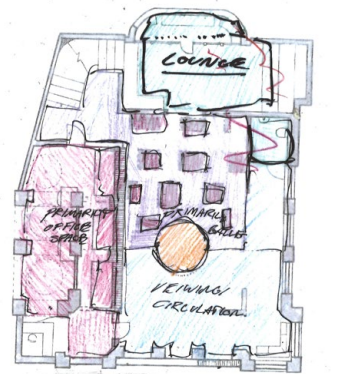
## 04 Project Realisation

Here you can see how the space has been divided up to create the aforementioned 'armatures' which house paintings and places to work or study. I attempted to realise this in detail below.

In addition you can see in the isometric diagram how the building has been altered - shown in blue. New material will be used to fill the gaps created by opening up the side of the building, in this instance forming light-wells, roofing and a section of new walling where the staircase has been repositioned to enhance access to the first floor.

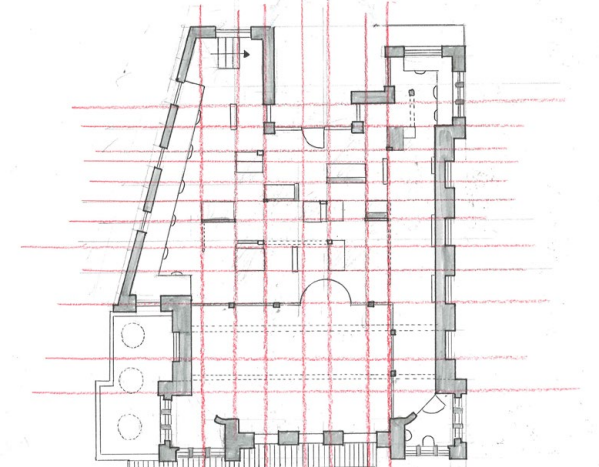
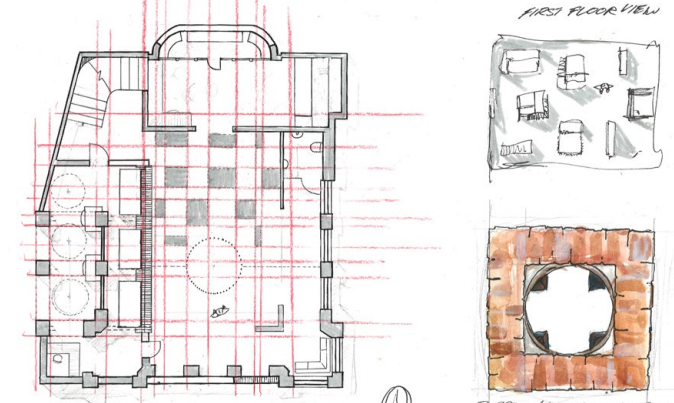


### Designs



### Experimental Orthographs Exploring Internal Gridded Structure

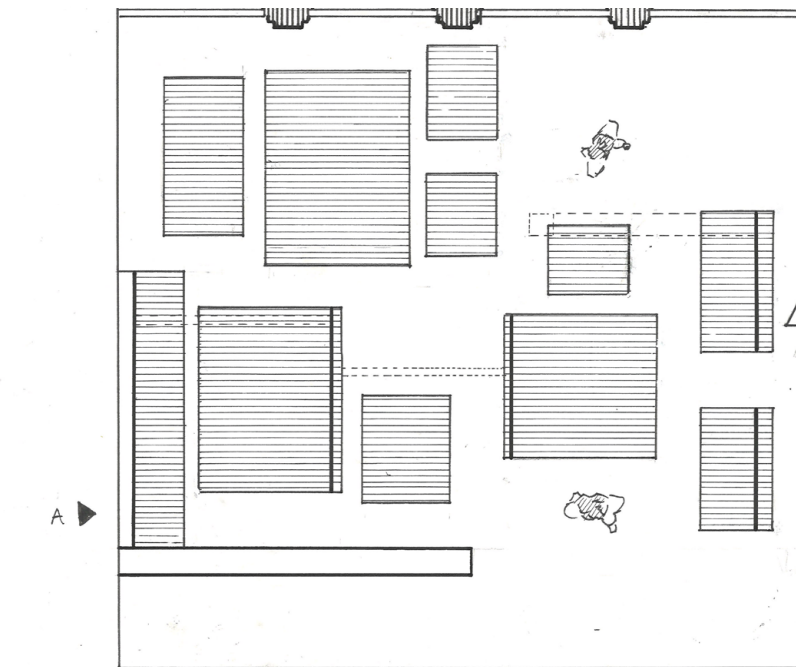
GRIDDED GROUND FLOOR PLAN OF ANCIENT PAINTED HOUSE



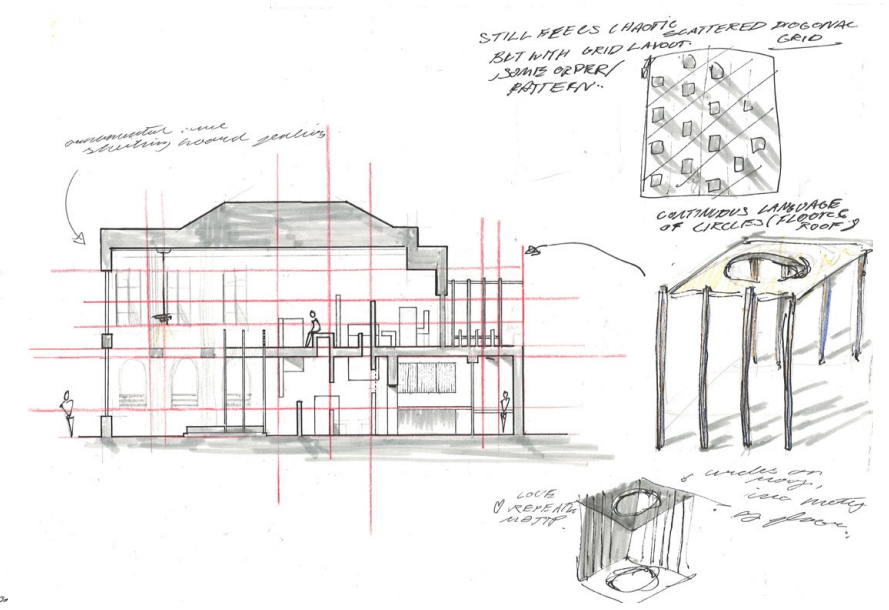
### Plan & Section of Detail



① SECTION OF DETAIL, 1:30



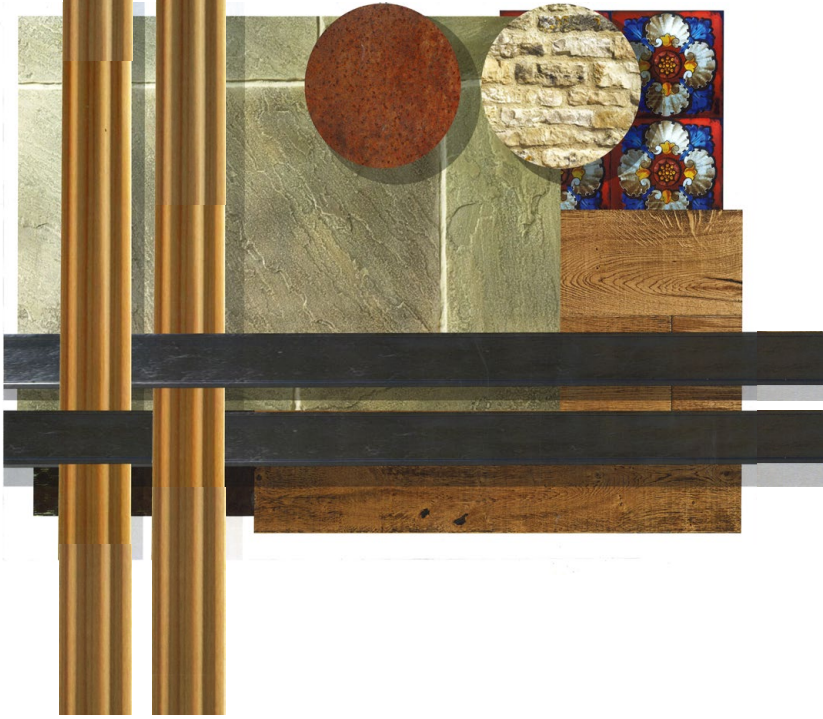
② PLAN OF DETAIL, 1:30





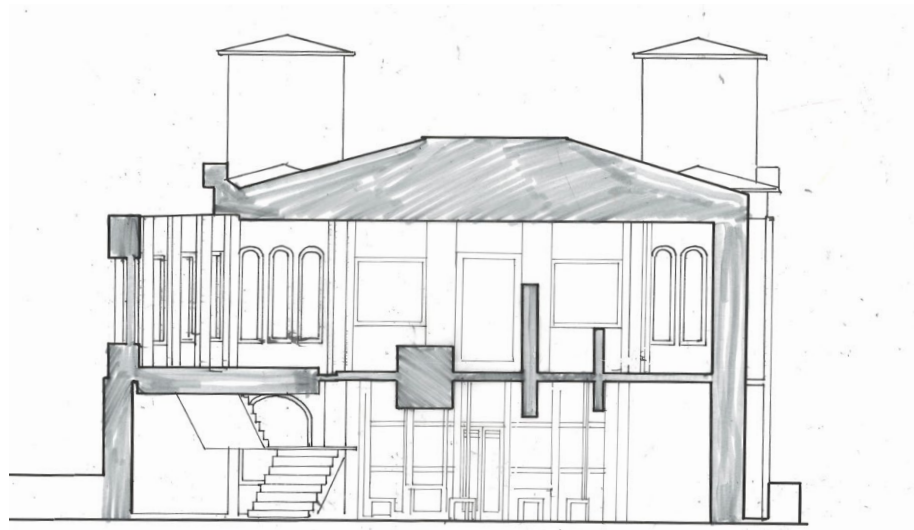
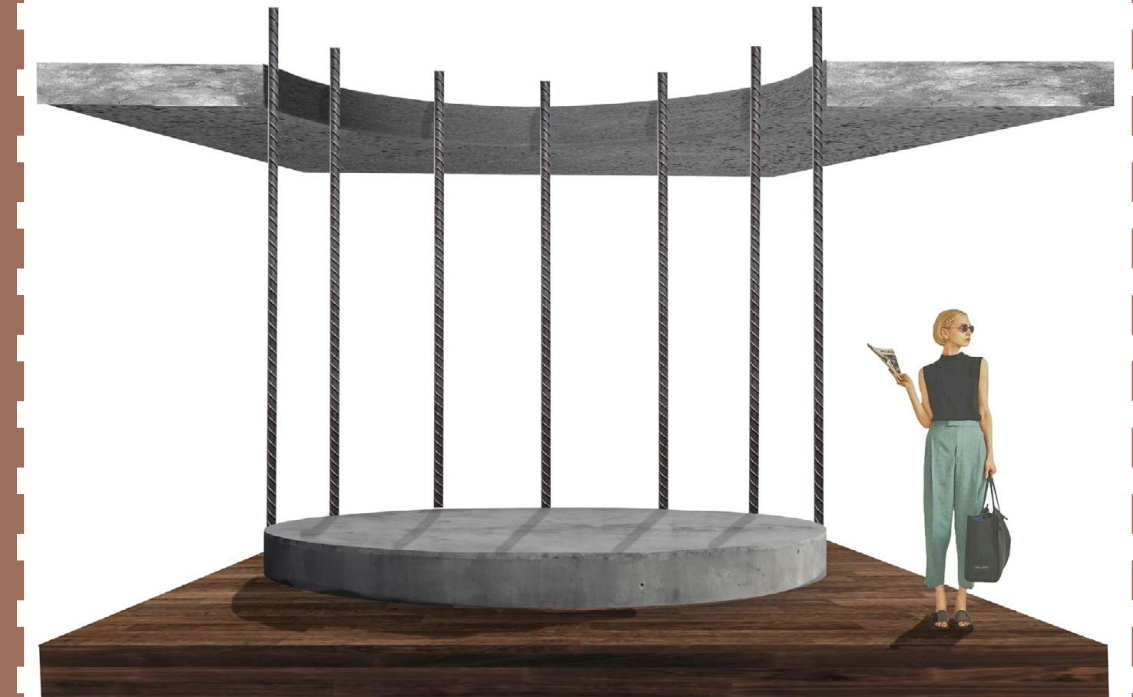
## Material Palette

- 1.Stone Slabs
- 2.Ornamental Wood Panelling
- 3.Oak Planks
- 4.Steel columns
- 5.Limestone Brick
- 6.Corten Steel
- 7.Original Glass Tiles



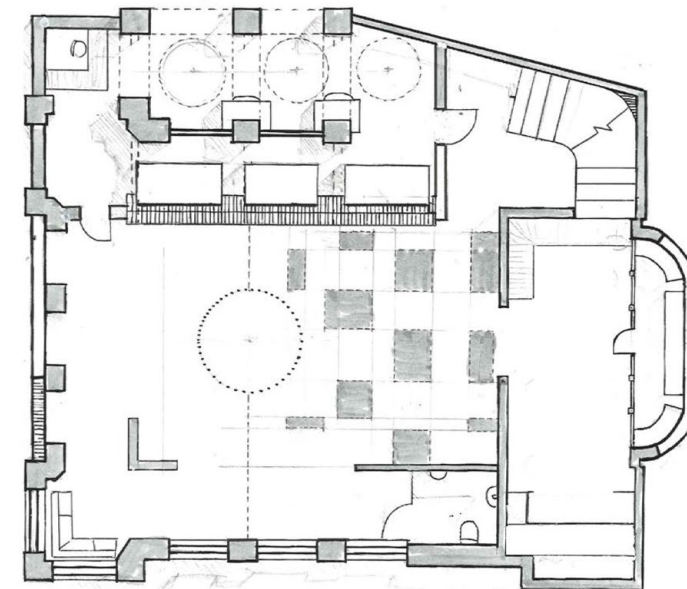
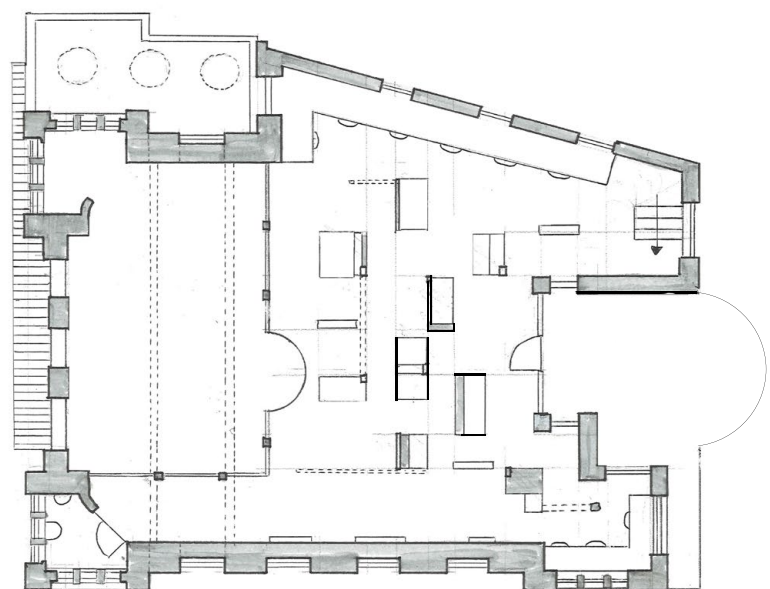
## 05 Materiality

The final iteration of the design shows how the spaces have been developed to include the performance area modelled previously, in addition to ancillary spaces to ensure the functioning of the new programme. In the plan you can see how the existing walls have been re-used to create an enhanced entrance area and the proposed material palette seeks to respectfully contrast to the existing building fabric to delineate the old from the new.



## Plans & Sections of Final Designs

## Zonal Plan of Ground Floor



- primary dining seating
- performance and stage
- office within gallery
- veiwng area
- reception
- primary office area
- gallery

