

project brief

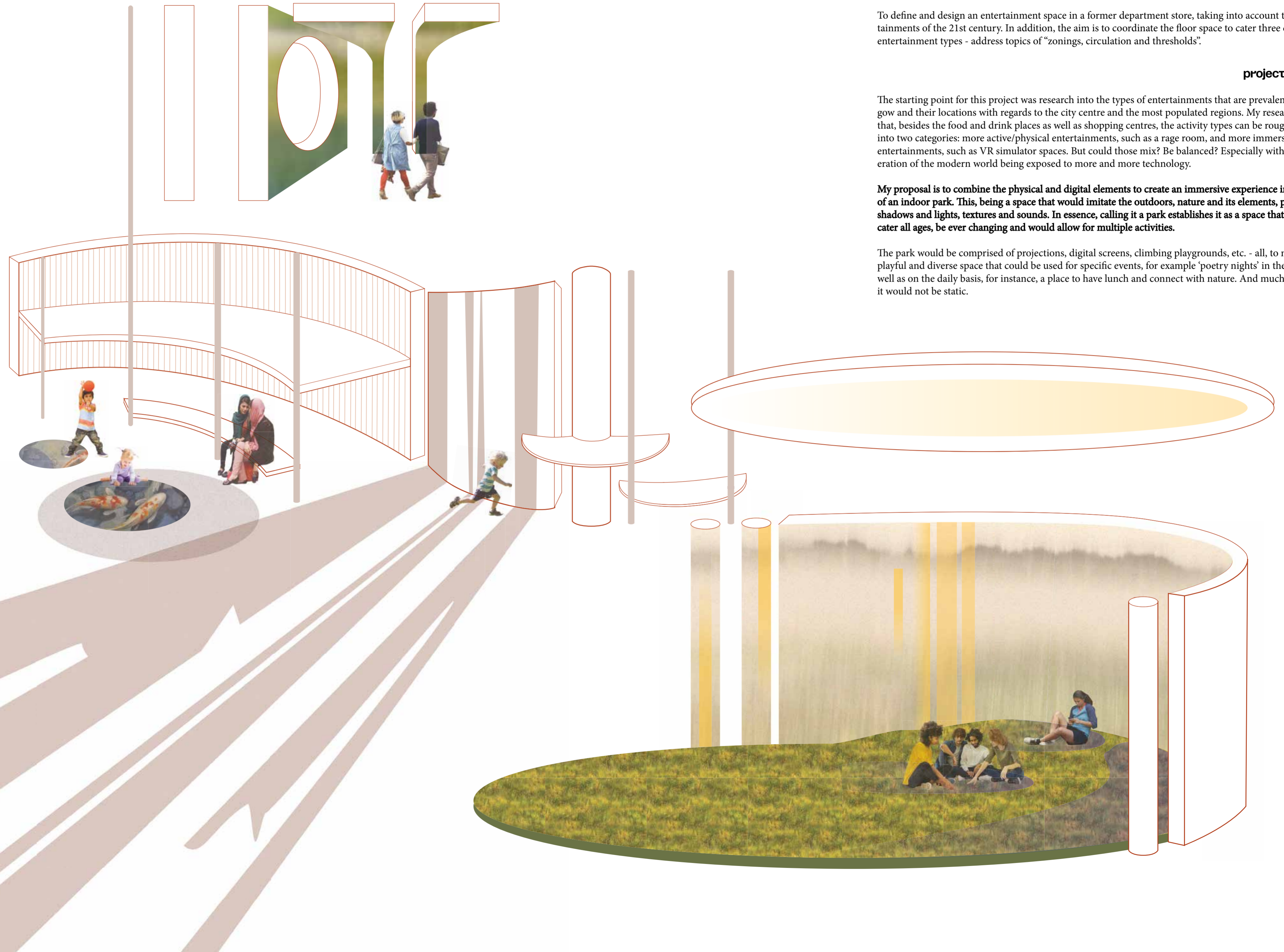
To define and design an entertainment space in a former department store, taking into account the entertainments of the 21st century. In addition, the aim is to coordinate the floor space to cater three distinct entertainment types - address topics of "zonings, circulation and thresholds".

project concept

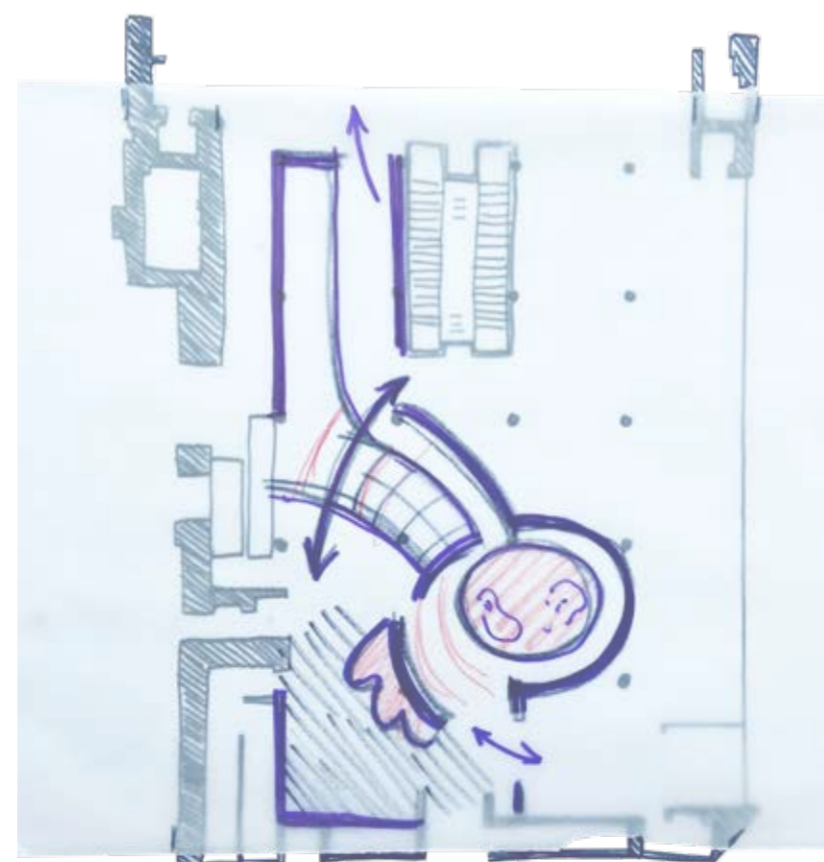
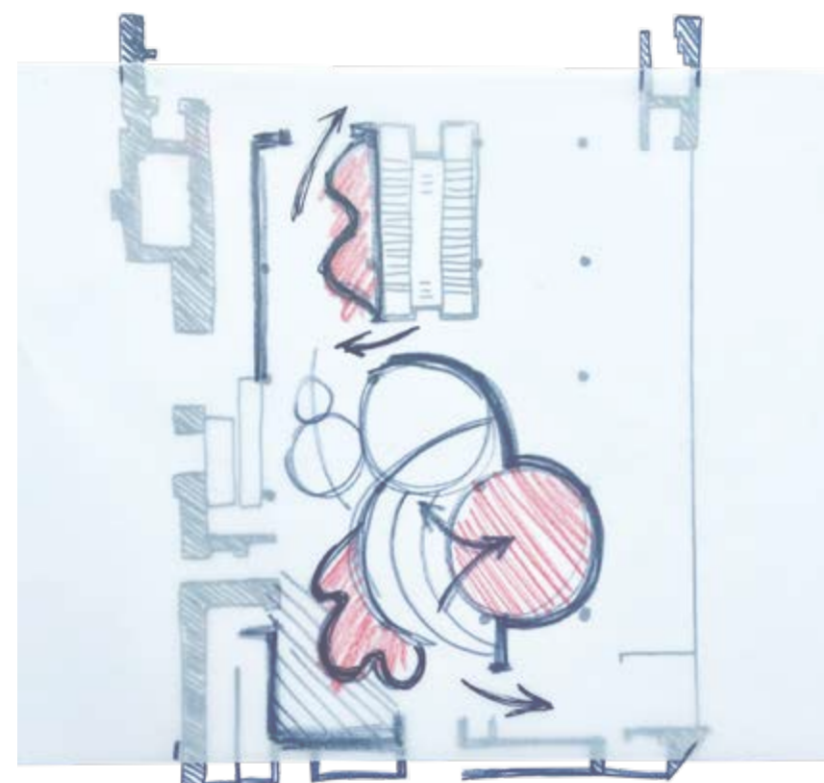
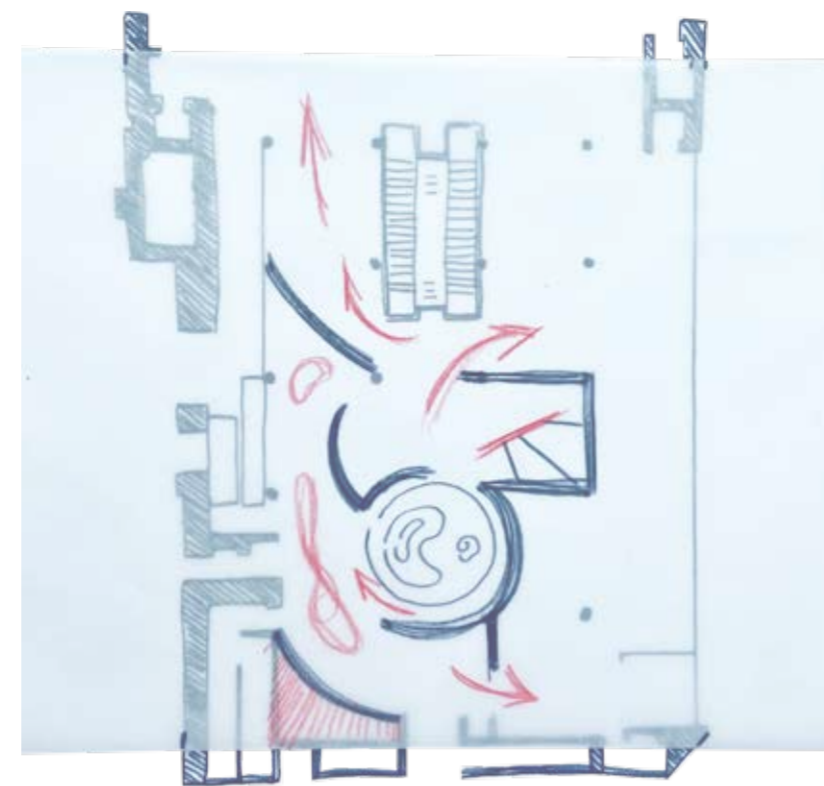
The starting point for this project was research into the types of entertainments that are prevalent in Glasgow and their locations with regards to the city centre and the most populated regions. My research showed that, besides the food and drink places as well as shopping centres, the activity types can be roughly divided into two categories: more active/physical entertainments, such as a rage room, and more immersive/ digital entertainments, such as VR simulator spaces. But could those mix? Be balanced? Especially with the consideration of the modern world being exposed to more and more technology.

My proposal is to combine the physical and digital elements to create an immersive experience in the form of an indoor park. This, being a space that would imitate the outdoors, nature and its elements, play with shadows and lights, textures and sounds. In essence, calling it a park establishes it as a space that would cater all ages, be ever changing and would allow for multiple activities.

The park would be comprised of projections, digital screens, climbing playgrounds, etc. - all, to mould a playful and diverse space that could be used for specific events, for example 'poetry nights' in the park, as well as on the daily basis, for instance, a place to have lunch and connect with nature. And much like nature, it would not be static.



experimenting with zonings and circulation



a place for Glasgow?

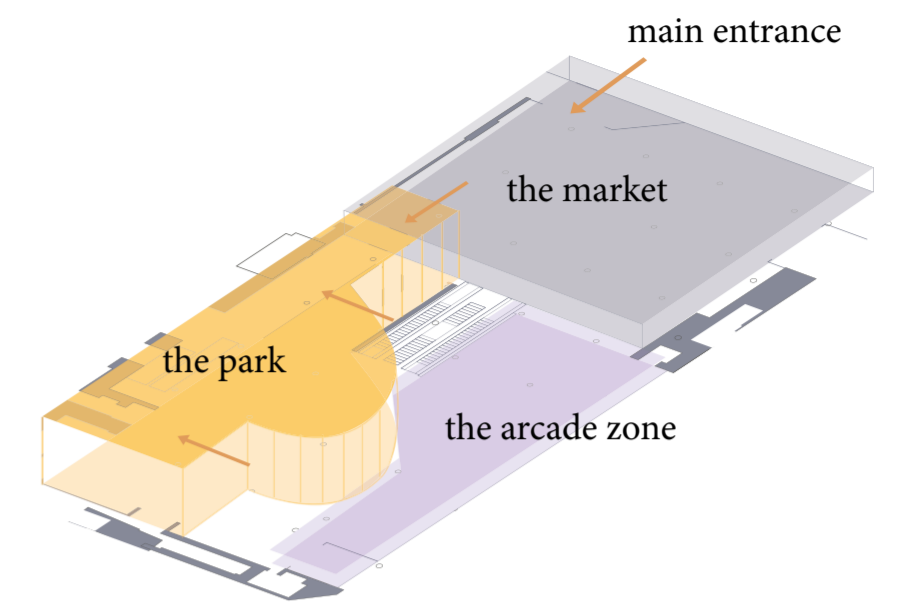
It is apparent that Glasgow has a number of outdoor parks which are quite popular. However, the weather usually hinders with the outings to those places. That is why the proposal is to create an indoor experience that would allow anyone to visit it, regardless of the weather and the season.

Further speaking, the site is located on the Sauchiehall street, the main street in Glasgow. The street is crowded, noisy and popular. As such, I reasoned that having a public space that could act as a getaway, as well as a sociable zone, would respond to the current and future life of the street and the city.

DEVELOPING THE PROPOSAL

The park is situated on the far end of the ground floor and is next to the two other entertainment spaces - an indoor market and a small arcade gaming area. In a way, it responds to those entertainment spaces as it can be a more quiet and enveloping experience that stands away from the busy street and the main entrance. The park combines more private zonings and larger open spaces, structured to be a labyrinth of sorts, a continuous walk where the audience is not limited to one path.

In relation to the other activities on the ground floor, I wanted to shape the park in a way that would establish it as a space of its own, fully immersing the audience. At the same time, I wanted to build on the idea of it being a changeable space that, much like the real park, would have loose borders. As such, in areas the park would be wrapped in translucent polycarbonate walls that would create an airy ambience and extend the space.

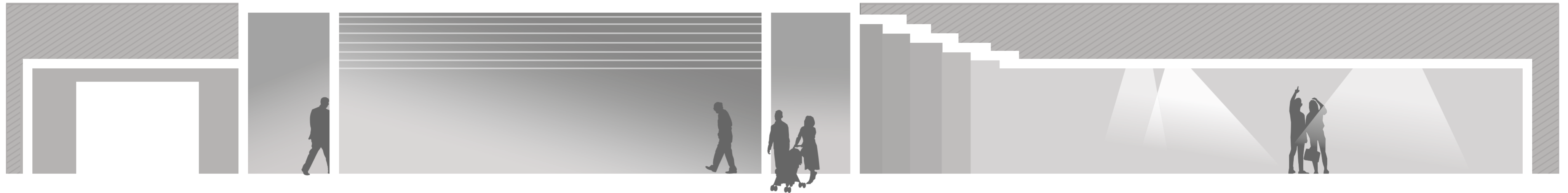


initial concept visual

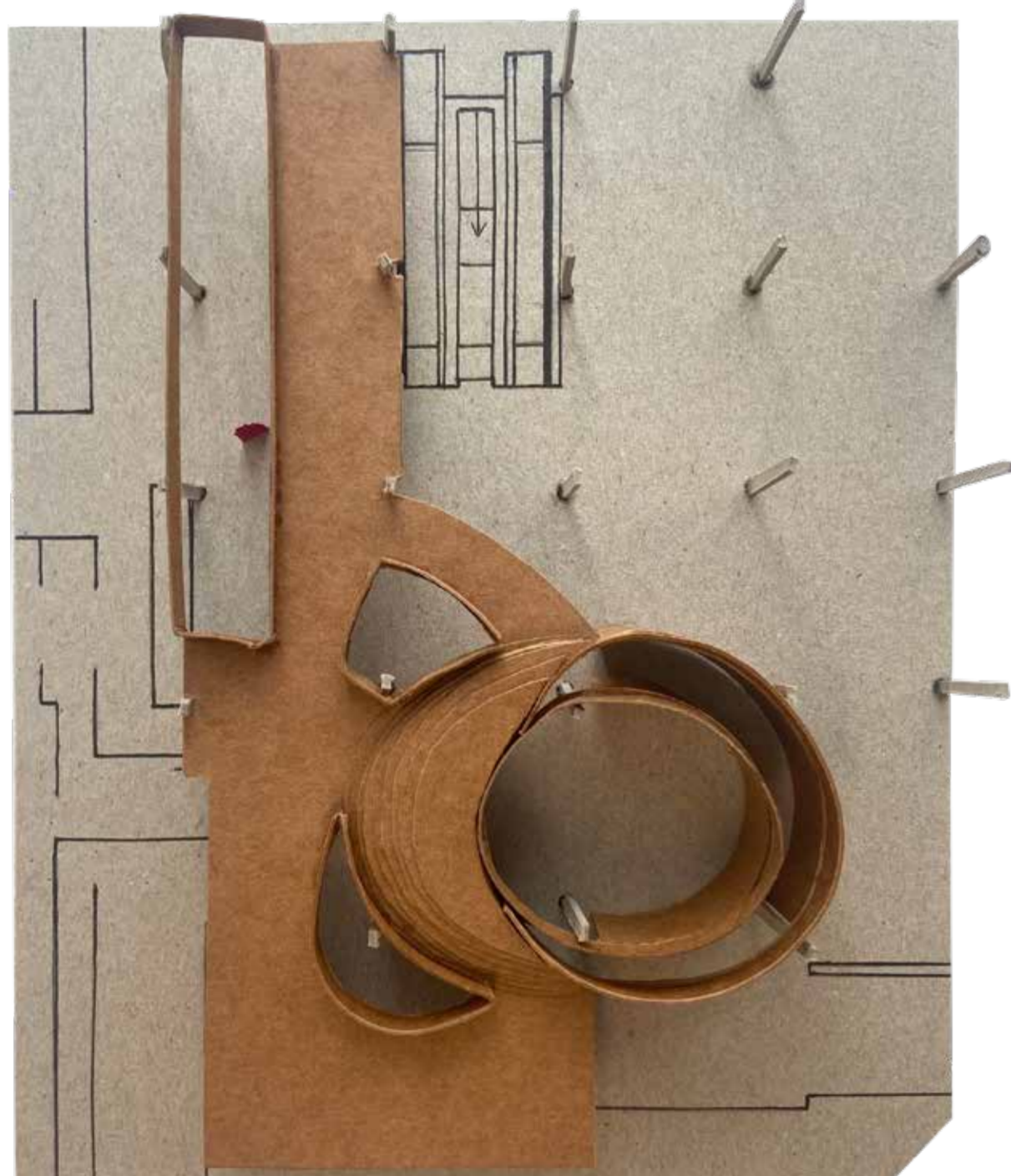


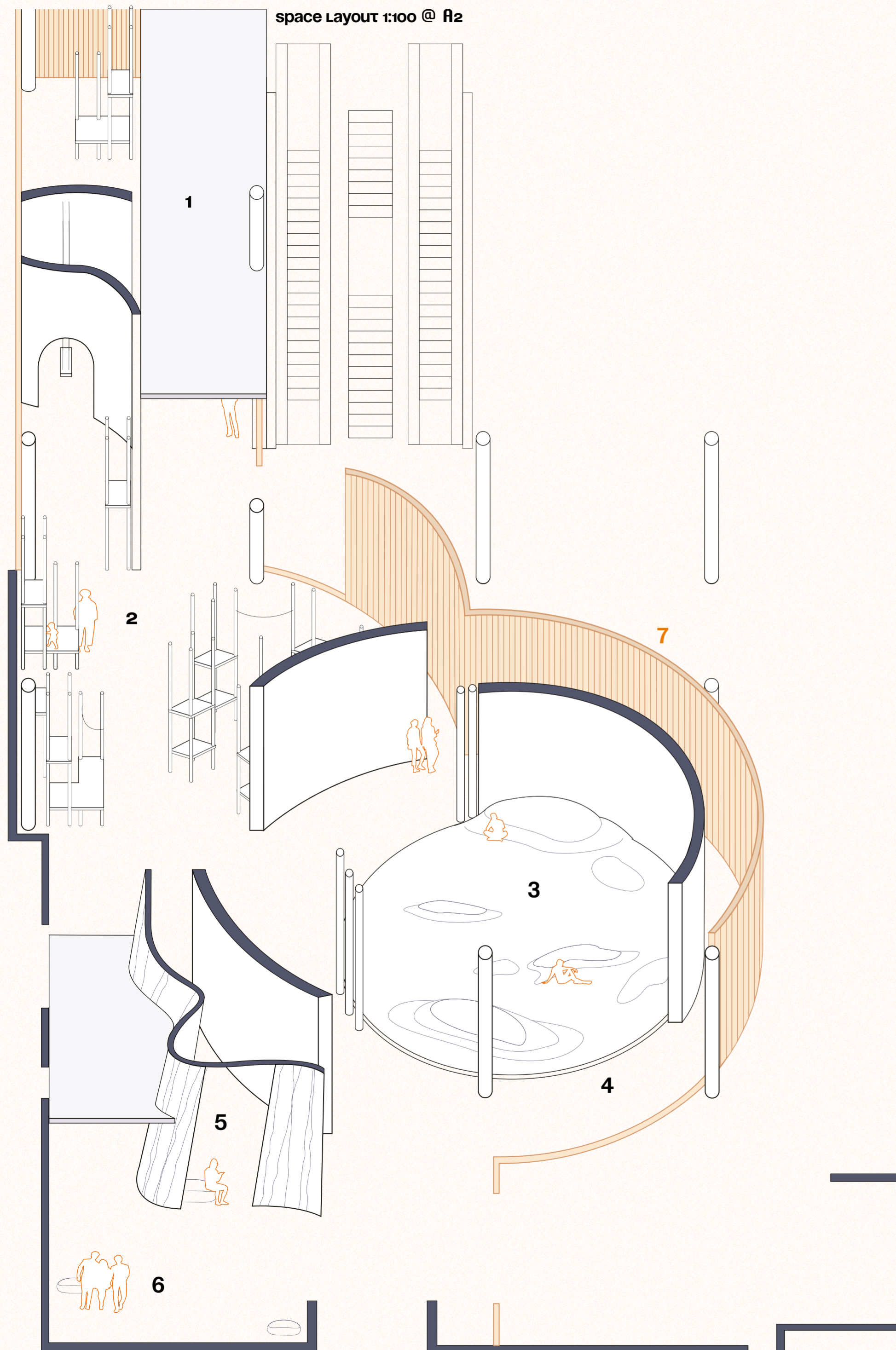
When we think of a park or a space in nature there usually are no such things as ceilings or walls. So how could that same effect come into an interior space? Besides the projections that can happen on the ceiling and as such add to the illusion of the outdoor space, I thought I could explore and play with the height of the ground floor. In some areas the ceilings could extend all the way up to 4 meters and in other parts come lower. With that, the space would become dynamic, with different focal points. Indirect pathways would be created that would lead the viewer through the park. A lot of the time, in public spaces we see signs or hear direct instructions that point to where things are, which without doubt is important. But if space was to add to that and subtly guide the audience, taking from nature to create an organic and playful movement in an interior.

concept section

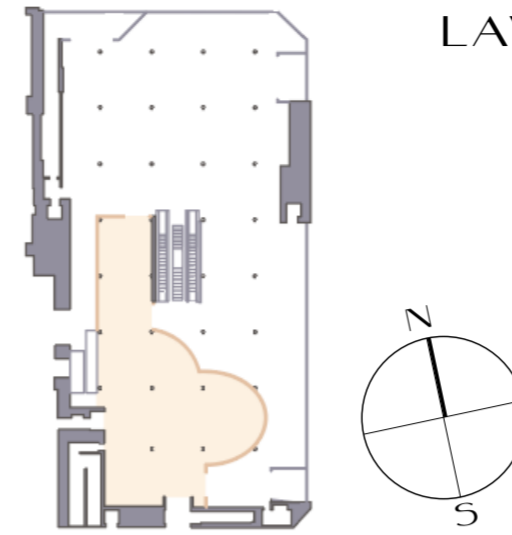


1:200 model - exploring structure and focal points





LAYOUT OF THE PARK AND MATERIAL EXPLORATION



1 An interactive 'corridor'. Lower ceiling. Floor, walls and ceiling interaction. Has physical and digital elements. For instance, a screen fabric with projections on the ceiling. Can directly respond to the user i.e. change shape and the projections can alter as well.

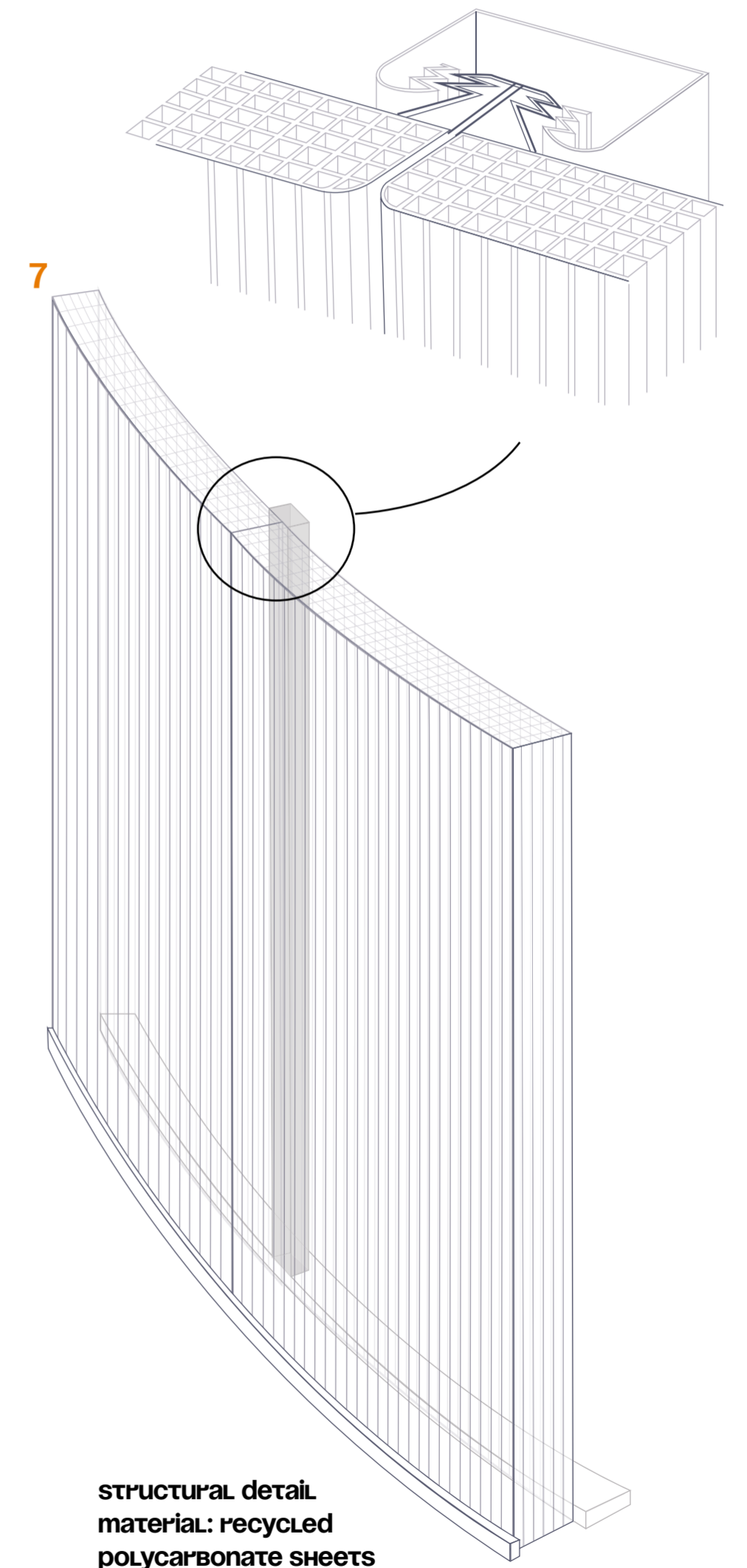
2 An 'active' zone. In essence a large playground space that ranges from having climbing structures to things like swings. Is moulded to be a very flowing structure where the audience can explore the space vertically and horizontally, journey through it, as if through a forest. High ceiling space.

3 Open sitting area. Designed like a small field, the area does not define the sitting, rather the users decide how to occupy the space. High ceiling area. Can have multiple uses from simply being a space to be in, enjoy the interactive projections, to being an event space, where, for instance, a guest speaker can come.

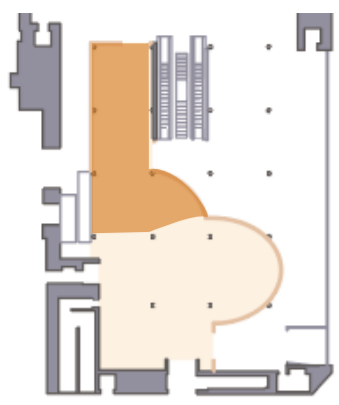
4 An 'exhibition' space. A circular corridor that has projections and sounds and is a high ceiling space. A walk through it allows the audience to be on the boarder between nature and man. There is a translucent wall on the right that gives a glimpse into the other activities on the floor, into the gaming area, while on the wall to the left, the ceiling, the floor - the projections can form into a very different experience - the experience of nature.

5 The more private sitting area. Has a curved glass border and a high ceiling.

6 An area that is located in the far end of the park which establishes it as a more quiet zone. Has digital screens, projections as well as some sitting. Designed to be utilised for various events, e.g. yoga class, art workshop and so on. A space that is at a constant change.



STRUCTURAL detail
material: recycled
polycarbonate sheets



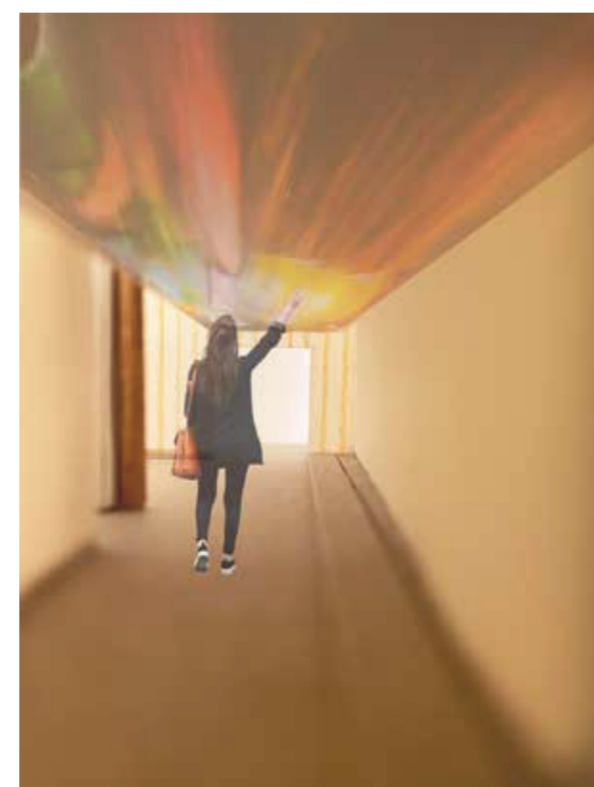
A ZOOM INTO AN AREA OF THE PARK
THE 'active' zone



1:100 model of the 'active' zone



Thus far I have been exploring the space from the perspective of its general structure, atmosphere, etc. As such I decided to zoom into a section of the space in order to understand its components, its structure and generally how it fits within the whole park. The idea is to mould a space that would be playful and dynamic and leave lots of room for audience to define their own activities. This area becomes further interesting as it is located next to the two entrance points. What is the difference between the 'in' and 'out' of the space? What is the journey towards it?



visuals of the space

