

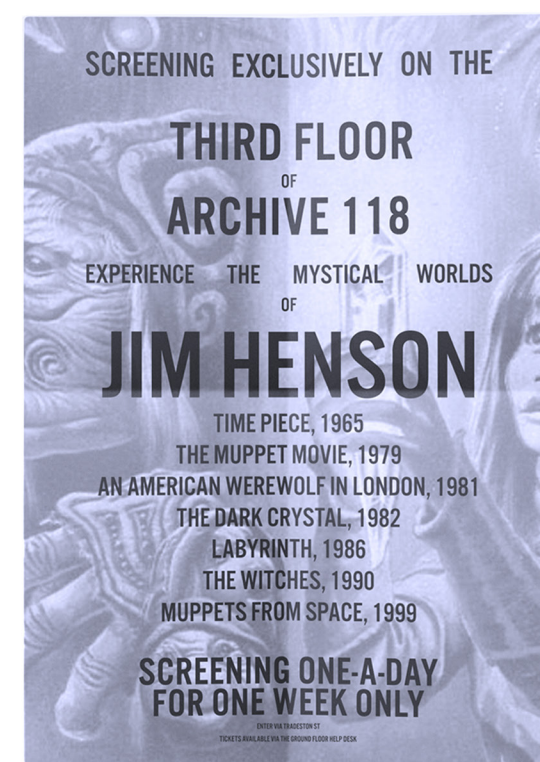
## ARCHIVE 118

A multifunctional archival & research facility dedicated to film & literature.

Offering visitors a space to investigate & explore the past, present & future facets of the physical, hypothetical and imagined worlds of fiction & non-fiction.

ARCHIVE 118 is based within an abandoned Venetian gothic paint warehouse, spanning four floors - each with its own individual purpose - ARCHIVE, LOUNGE, VIEW, SCREEN.

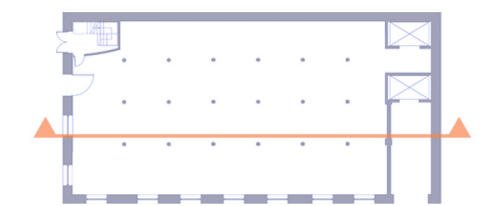
The interior honours the existing industrial aesthetic & form of the site, by ensuring any interventions created, maintain the structural & decorative features of the site whilst bringing a sense of interaction, possibility & permanence to the site & space.







## SECTION OVERVIEW



### SCREEN

The Third Floor secrets itself away at the top of the building, awaiting the entrance of the user & the commencement of the screening experience .  
**SCREEN** layers & stacks a collection of TV's, monitors & screens from the past, present & possible future. Simultaneously screening a single film across each display. The experience can be viewed up close via a single device and/or from the stacked cast concrete platforms in the centre of the space.

### VIEW

The Second Floor focuses on the users connection with curated display & film viewing within auditorium-esque spaces.  
**VIEW** presents a collection of prop/ replica artefacts contained within a series of cast concrete plinths, whilst also merging characterful design & digital technology within six Viewing Rooms - available to book for educational or recreational, independent screenings.

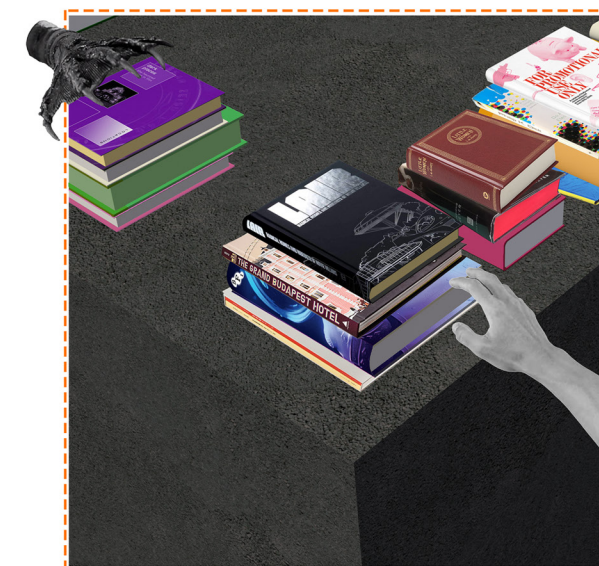
### LOUNGE

The First Floor the user to experience tangible iterations of the worlds of fiction & non-fiction.  
**LOUNGE** offers a curated collection of prop furniture - Sit-In Sets - for users to habitate, whilst also having the opportunity to grab a drink from a custom vessel at the What A Mug! bar.

### ARCHIVE

The Ground Floor explores the research dynamic of Digital & Physical Archives.  
**ARCHIVE** encourages movement and interaction within the space through the use of cast concrete forms - created in situ.



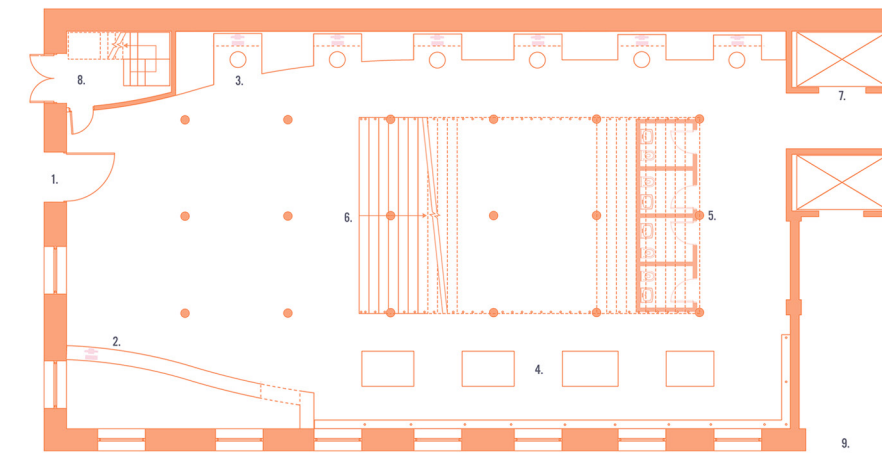
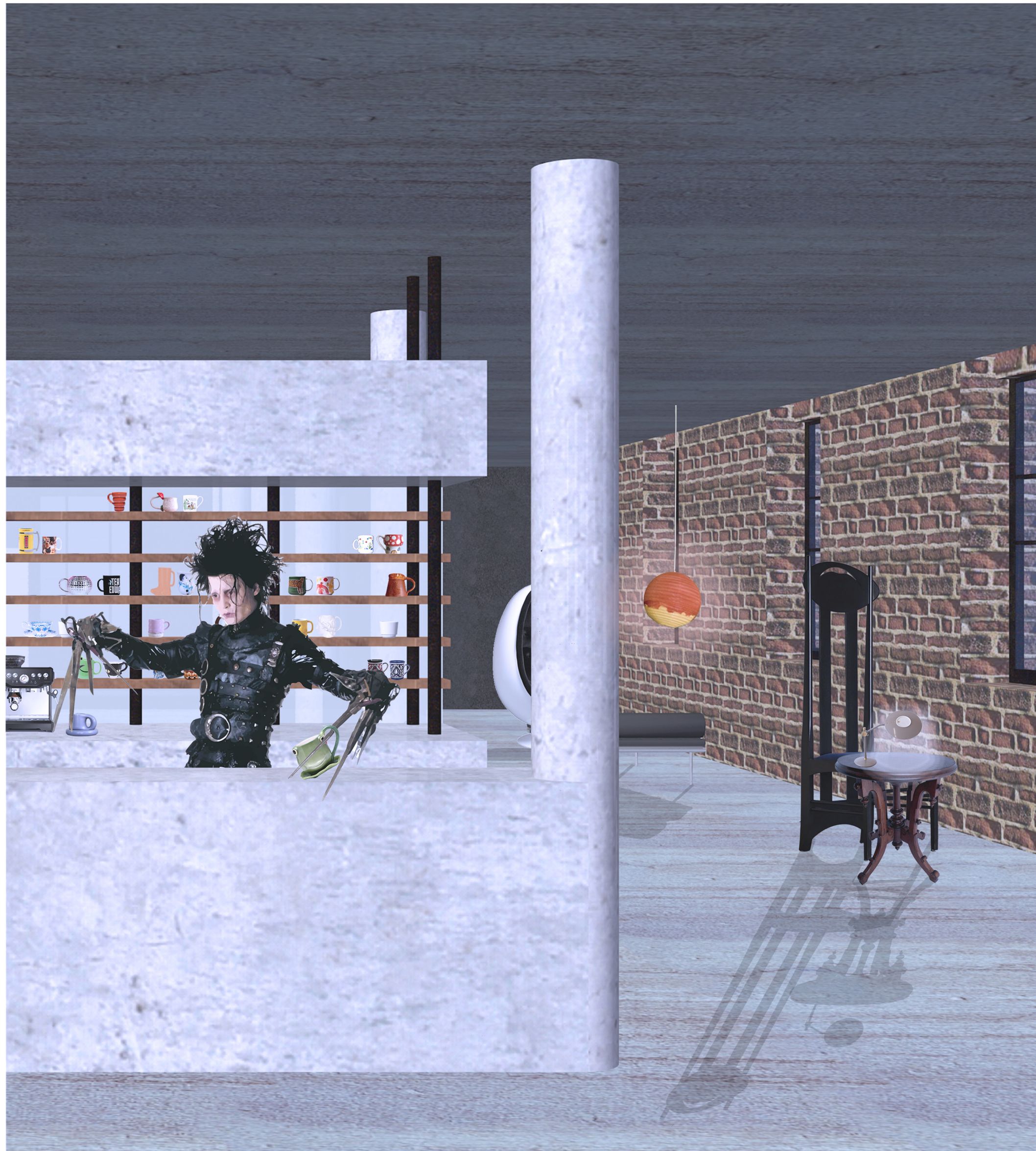


#### ARCHIVE

Exploring the possibility of archival research coming to life within the Ground Floor, through researching, discovering, exploring & interacting via the screen, internet, page & imagination.

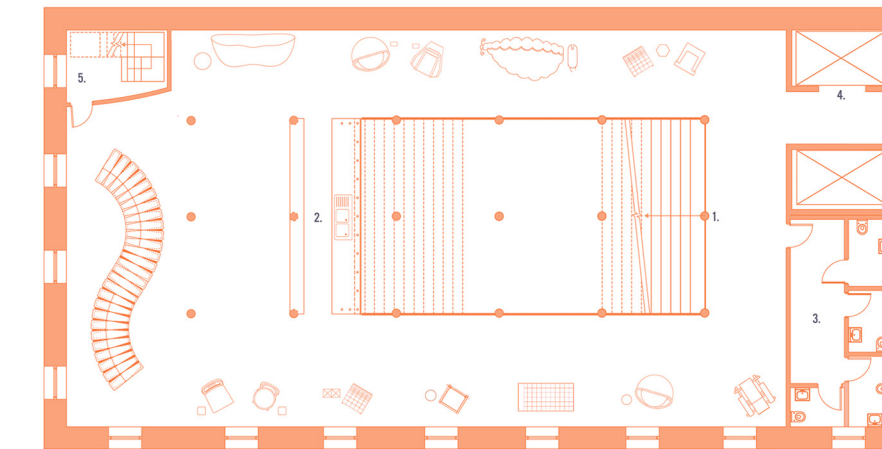
Perhaps a user would like to research macabre aesthetics within film & comic texts, could Thing help the user access the Digital Archive as the Creature rifles through a stack of texts in the Physical Archive? Or maybe a visitor would like to investigate the art & creators behind iconic book illustrations as the BFG speaks to Sophie on the stairs & the Mad Hatter loses his shoe.





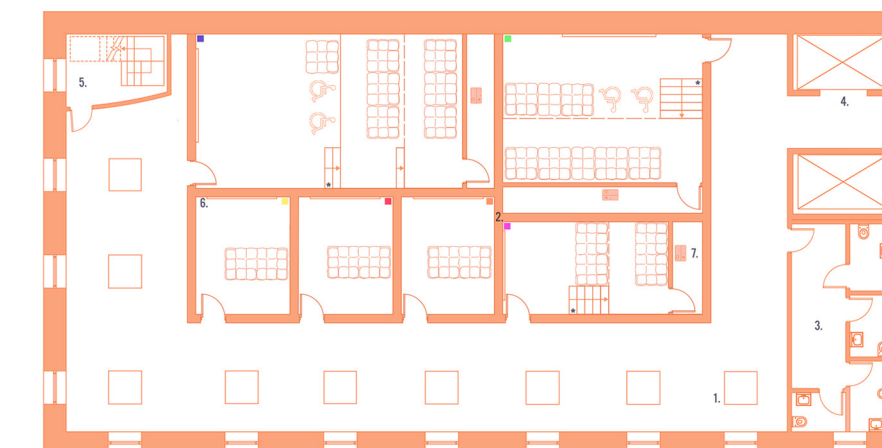
ARCHIVE  
Ground Floor Plan

- 1. Cook St Entrance
- 2. Help Desk
- 3. Digital Archive
- 4. Physical Archive
- 5. Toilets
- 6. Stairs to the First Floor
- 7. Lift
- 8. Fire Exit
- 9. Third Floor Entrance via Tradeston St



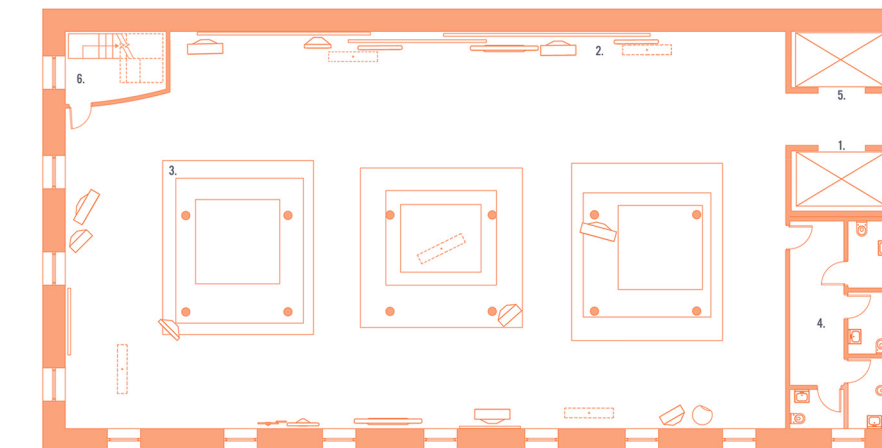
LOUNGE  
First Floor Plan

- 1. Stairs to the Ground Floor
- 2. What A Mug!
- 3. Toilets
- 4. Lift
- 5. Fire Exit
- Furniture from Film



VIEW  
Second Floor Plan

- 1. Display Plinth
- 2. Thickened Soundproof Walls
- 3. Toilets
- 4. Lift
- 5. Fire Exit
- 6. Digital Screen
- 7. Projection Room
- Viewing Rooms
- \* Raised Platforms



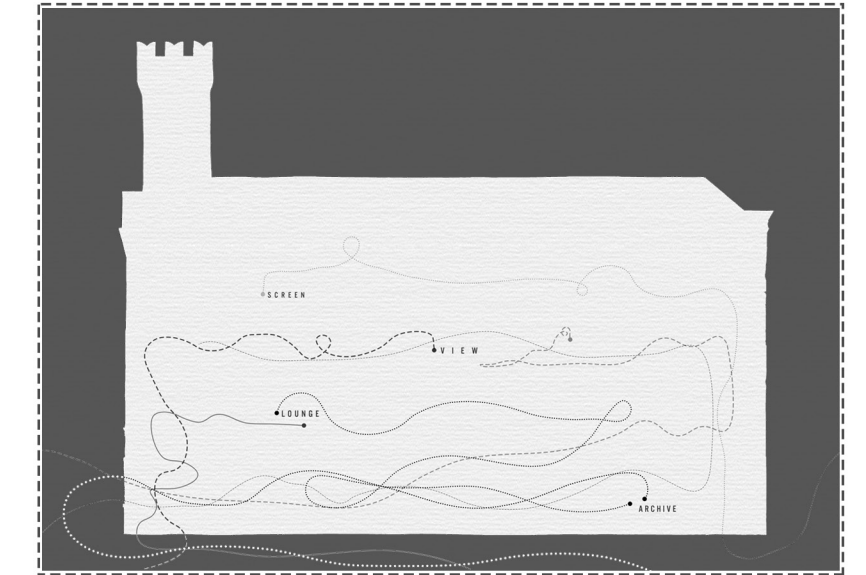
SCREEN  
Third Floor Plan

- 1. Direct Entrance Lift
- 2. Screen Wall
- 3. Stacked Platform
- 4. Toilets
- 5. Lift
- 6. Fire Exit

## SPATIAL INTENTIONS & MOVEMENT

The designations used - ARCHIVE, LOUNGE, VIEW & SCREEN - allow for a clearer understanding of the experience held on each floor.

Despite this, the form & layout of each floor encourages movement, allowing the user to curate their own experience, through pace, interaction & exploration.



From selecting a drinking vessel on the First Floor from the What A Mug! Bar & hoping the drink makes its way over in one piece... to viewing physical & imagined props & set pieces at the users' own leisure on the Second Floor.







**"WHAT WOULD YOU PREFER? YELLOW SPANDEX"**  
 Inspired by the moody tone of thrillers & the sunny cast over sad rom-coms  
 - Cobalt Blue Camaleonda Sofa  
 - Yellow Ochre Velvet Carpet  
 - Tiffany Style Blue & Yellow Heart Scavens



**"A RED SUN RISES. BLOOD HAS BEEN SPILLED THIS NIGHT"**  
 Inspired by historic and modern soft classic horror  
 - Anthracite Black Camaleonda Sofa  
 - Blood Red Velvet Carpet  
 - Gothic Style Scavens



**"YEAH, THAT'S REAL. YOURS IS ORANGE. NOT BRIGHT ORANGE. SOFT, LIKE THE SUNSET!"**  
 Inspired by the rusty aesthetic of the 70's  
 - Warm Brown Camaleonda Sofa  
 - Burnt Orange Velvet Carpet  
 - Little Space Age Scavens



**"YOU LIKE, YOU LIKE PURPLE RIGHT? PURPLE'S COOL"**  
 Inspired by the dreamy feeling you get after watching a comfort movie  
 - One Eggplant Purple Camaleonda Sofa  
 - One Medici Violet Custom Three Piece Sectional Camaleonda Sofa  
 - One Indigo Custom Three Piece Sectional Camaleonda Sofa  
 - Violet Indigo Velvet Carpet  
 - Antique World shaped Scavens



**"IT'S BECAUSE I'M GREEN ISN'T IT?"**  
 Inspired by other worldly green tone that surrounds sci-fi and fantasy imagery  
 - One Phoenix Green Camaleonda Sofa  
 - One British Racing Green Custom Five Piece Sectional Camaleonda Sofa  
 - Moss Green Velvet Carpet  
 - Banker and Antique Scavens



**"MAKE IT PINK!"**  
 Inspired by evil & iconic women in film with a touch of Y2K  
 - Two Lila Camaleonda Sofas  
 - Hot Pink Velvet Carpet  
 - Murano & Tiffany Style Scavens

## INTERVENTION, MOOD & CHARACTER

A layered screen experience awaits the user on the Third Floor - using a variety of TVs, screens & monitors from the past, present & possible future to explore what immersive viewing & screening could look like.