



Library: Travel Thro

Inspiration & Concept:

When I think of books, the first thing that comes to mind is words,
And words always make me think of time.

Words were first created to communicate, to make notes or deliver
Messages, and then people started using them to record history
of a period of time.

Time is mysterious. The concept of time is defined by humans and
is both public and private. It passes through moment to moment.

Humans cannot change or suspend time, but we can use words
to capture moments in time; in this way time is studied, recorded
and widely disseminated.

Inspired by reading, I developed the Library concept from the
notion that the book (the written word) is the link between time,
connecting the past, the present and the future.

Early concept collages evolved around records of stories, research
and fantasy relation to time. Both the library collection and the
interior design focus on the relationships between people and time
both physically and metaphorically.



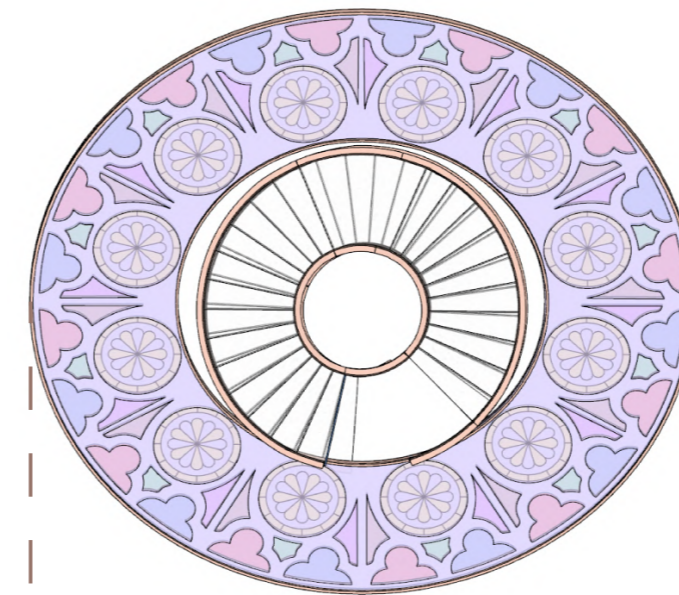
Time Installation:

The time installation is inspired by the mechanical gears in planets and clocks. I think books are similar to gears.

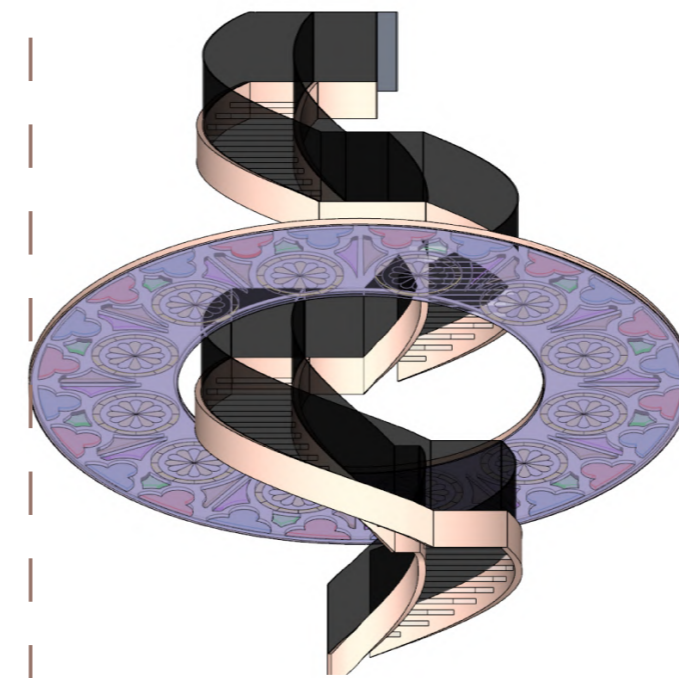
The cogs turn to move the hands of a clock, and this can be seen as a cog that can change time, go back in time, or stop at a specific moment forever.

When one reads a history book, we travel back in time, when one reads a science fiction book we embark on a journey into the future; and when a story comes to an end, the time that belongs to that story stands still forever.

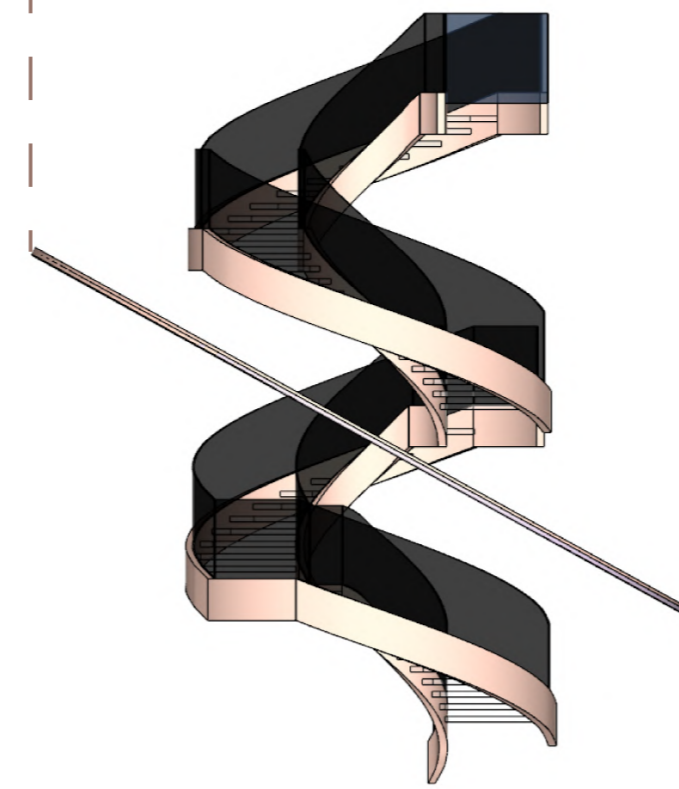
The time installation at the heart of the library bridges the upper and lower floors spatially but also serves to provoke thoughts about the relationship between books, words and time.



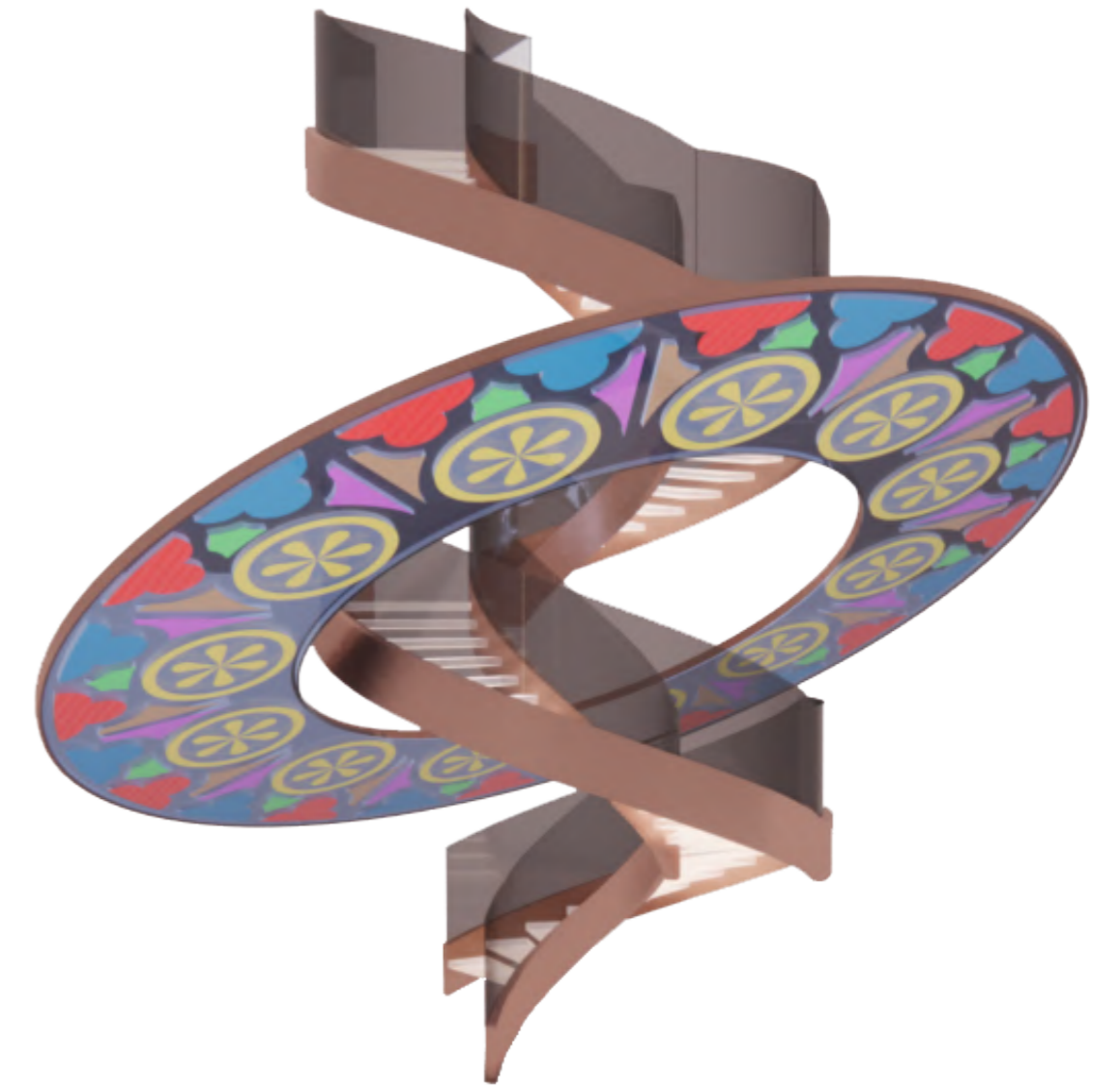
Top view



Front view



Left view



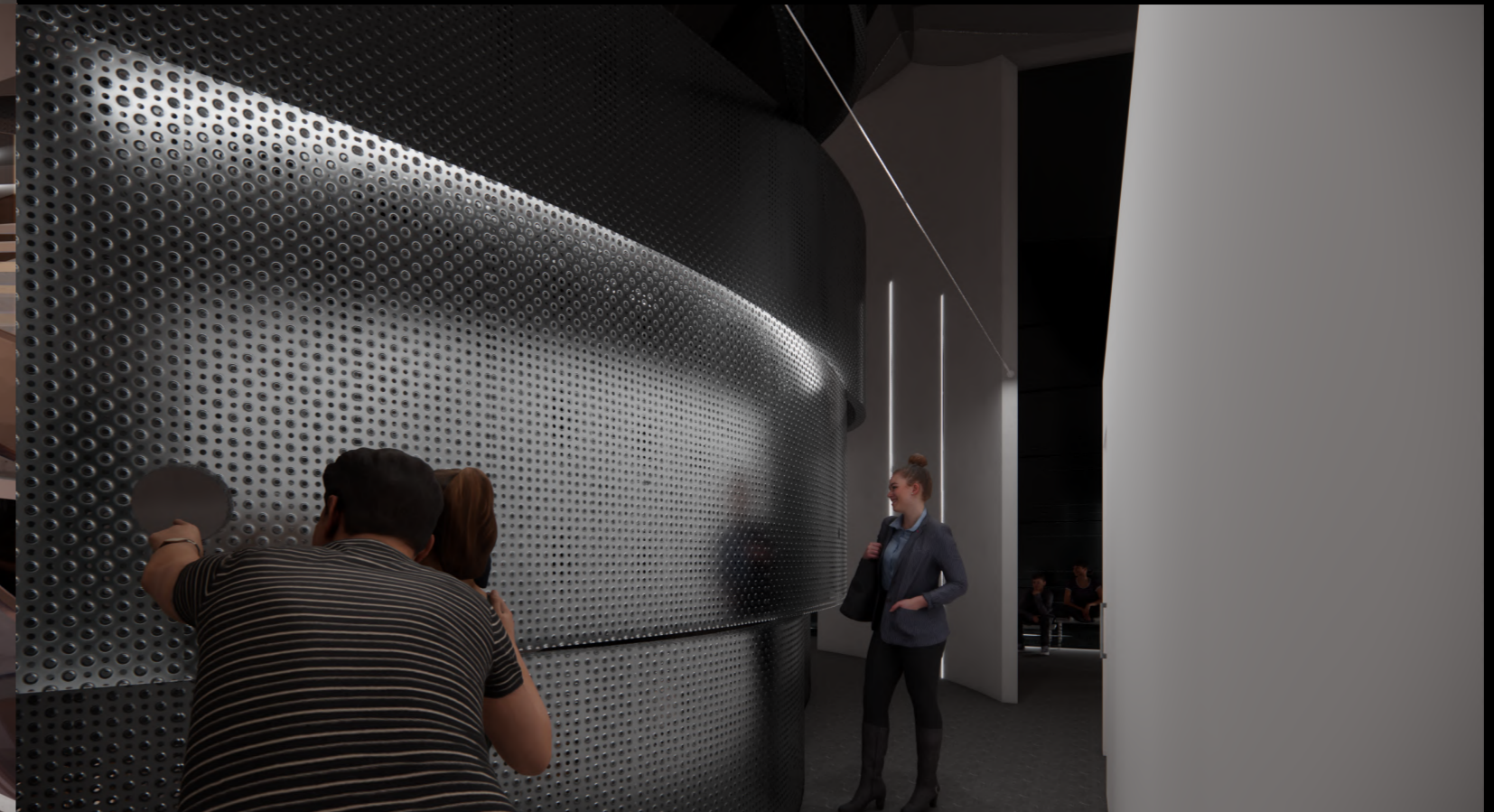
1st Floor – central staircase & time installation



Ground Floor entrance, reception & reading area



1st Floor – study area



2nd Floor – observation installation-screening area

Library Travel Thro:

This project has been nominated for the craft and making award in the progressing student category as a fantastic example of both two and three-dimensional representation(s) in analogue and digital formats' which evidence an innovative approach, with a level of sophistication in the making and execution of all the artefacts. The images presented are a selection of interior renders and photographs of physical modelmaking which not only convey the quality, atmosphere and material palette of the proposed library interior, but also manage to retain the spirit of the original design concept.