

The Cinema Vault

PROJECT THEME:

The Cinema Vault serves as a tribute to the depth and breadth of Scottish cinema. Tailored to appeal to both aficionados of design and cinephiles alike, this immersive museum experience serves as a comprehensive journey through Scotland's cinematic treasures.

Located within the esteemed site of Adam House, the interior undergoes a transformative metamorphosis, ingeniously integrating internal structures to craft an immersive cinematic environment.

Across the various floors visitors are transported into the captivating worlds of seminal Scottish films such as Gregory's Girl, Local Hero and Trainspotting. Through a skillful blend of set design, artifact display, and cutting-edge technology, each film is transformed into an "active screen" that encourages visitors to immerse themselves in the vividly brought-to-life cinematic narratives.

EXPLORATION THROUGH DRAWING:

The project has been extensively explored through drawing, starting with the initial conceptual development of ideas through strategic analysis of the host building and the emerging spatial characters of each floor of the project - relating to the research and thematic approach to each area.

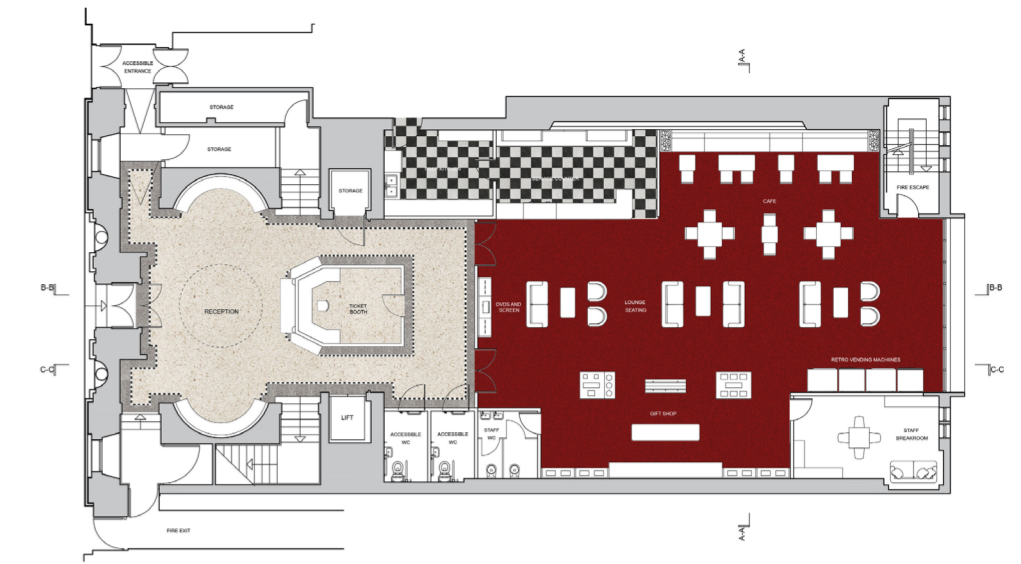
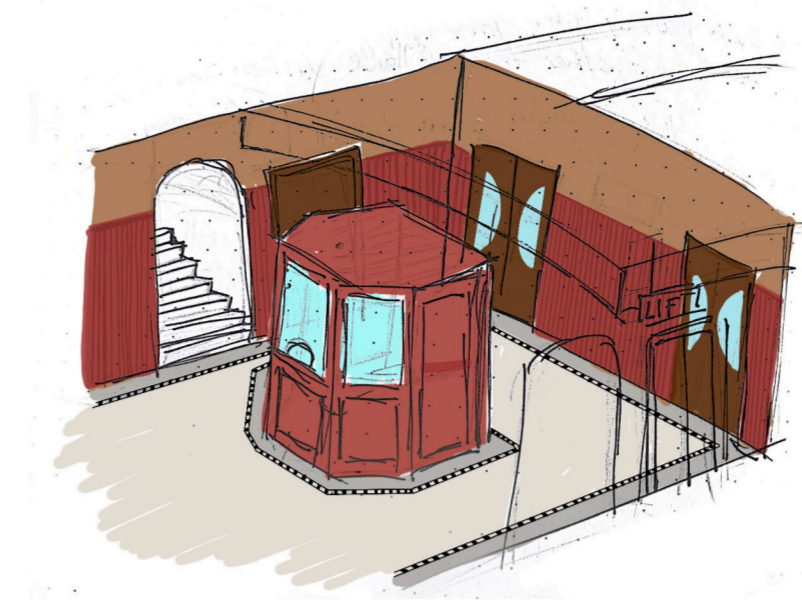
Using a combination of collage, hand drawn cartoon-style interior sketches, digital 3d renderings and isometric diagrams alongside richly coloured orthographic plan and section drawings the design is communicated through a broad range of projections and views.

The spatial arrangement capitalizes on the multi-level structure of the site by dedicating specific floors to individual films, allowing for tailored and immersive design approaches for each.

The strategic placement of circulation areas and private spaces at the front of the building frees up the rear sections, ensuring that these open areas are solely devoted to the exhibitions. This layout supports the overarching theme of "recreating the cinema-going experience," beginning with a welcoming ticket booth that sets the tone for the visitor's journey.

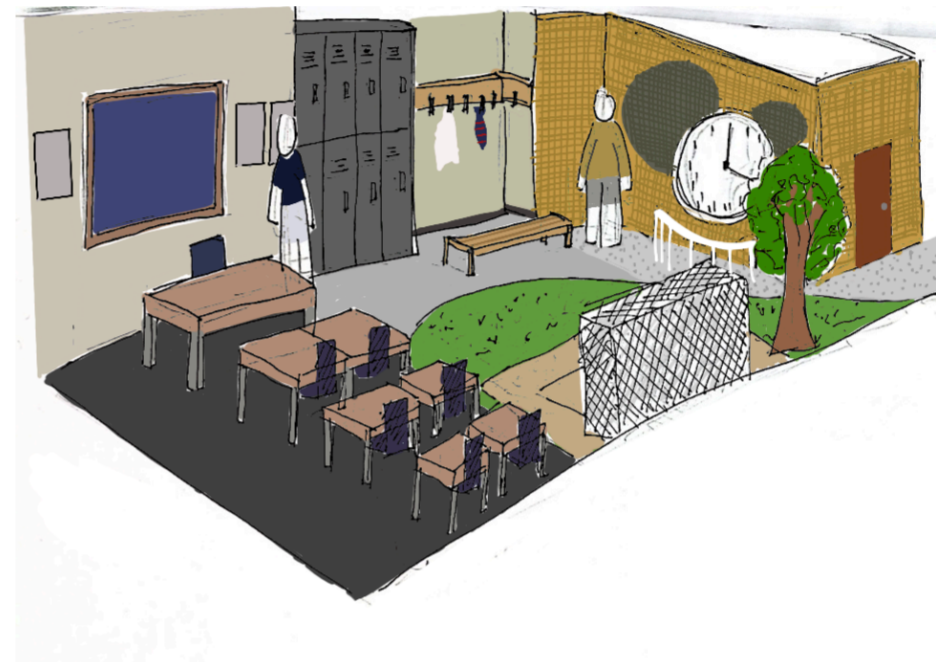


Short collage sectional perspective conveying the schematic vertical arrangement of spaces.



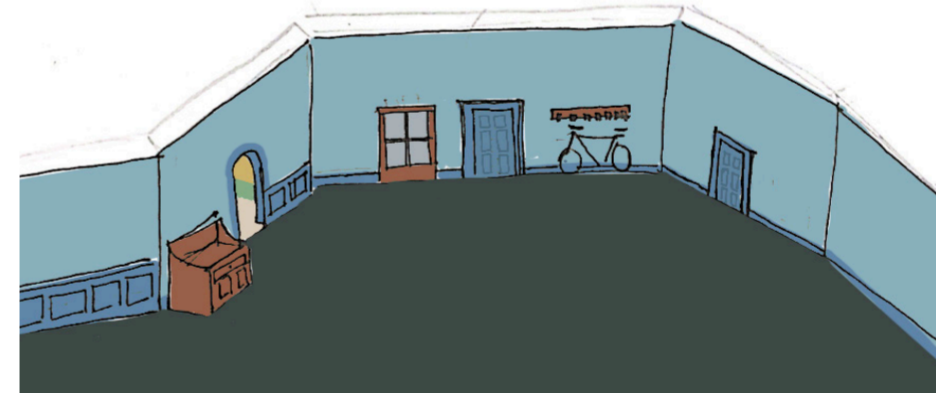
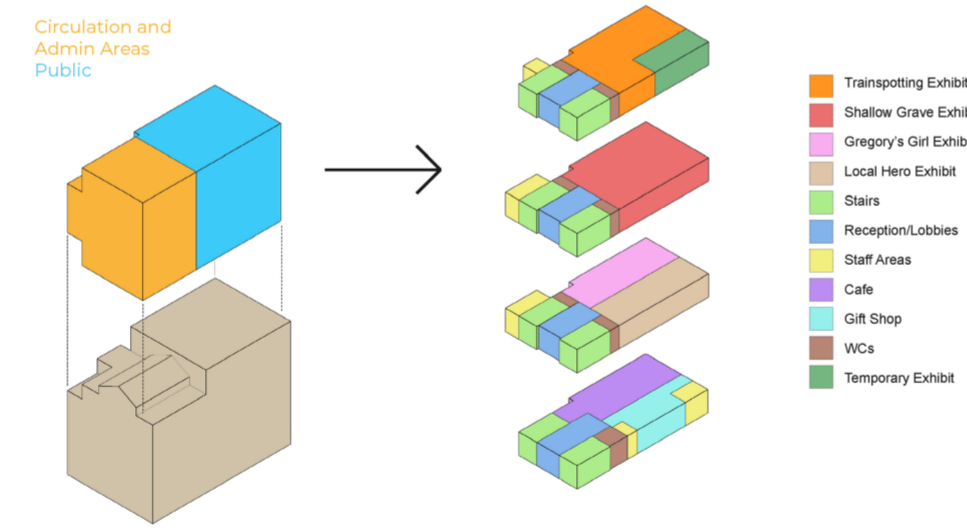
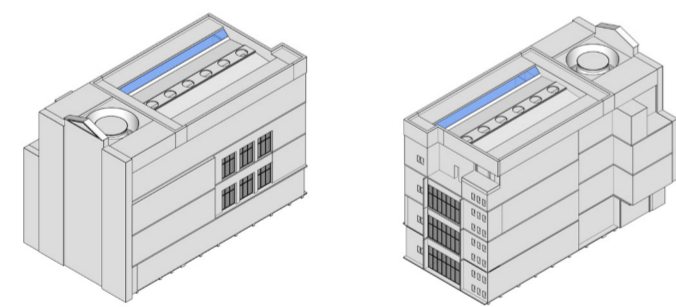
Ground Floor Plan

Floor finishes plan with a cartoon 3d sketch to explore the lobby area.



First Floor Plan

Floor finishes plan with a cartoon 3d sketch to explore the Gregory's Girl spatial sequence.

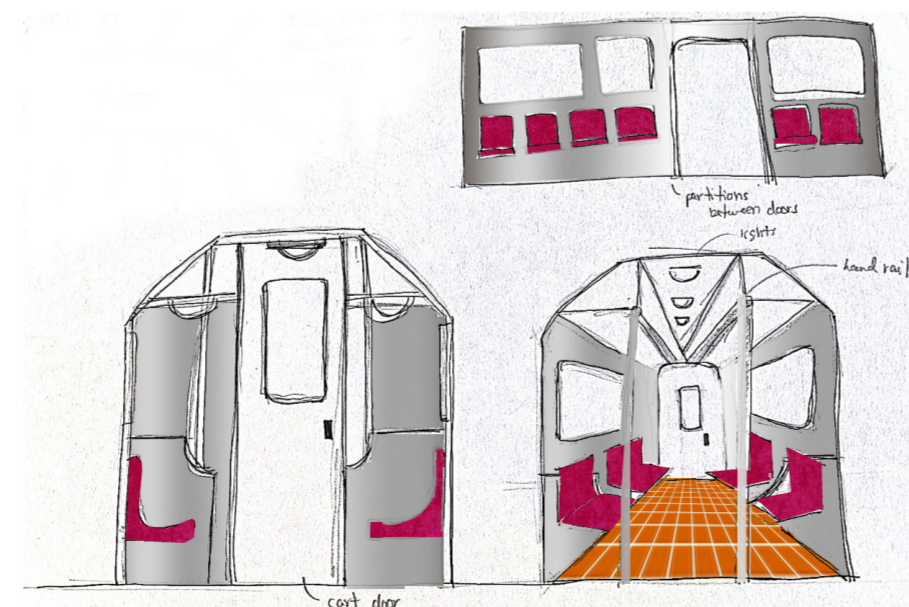


Second Floor Plan

Floor finishes plan with a cartoon 3d sketch of the exhibition ante space.

Left to right: 3d block diagrams from the front and rear describing the existing volumes of the site. Public and circulation space diagram and floor-by-floor breakdown of all functions.

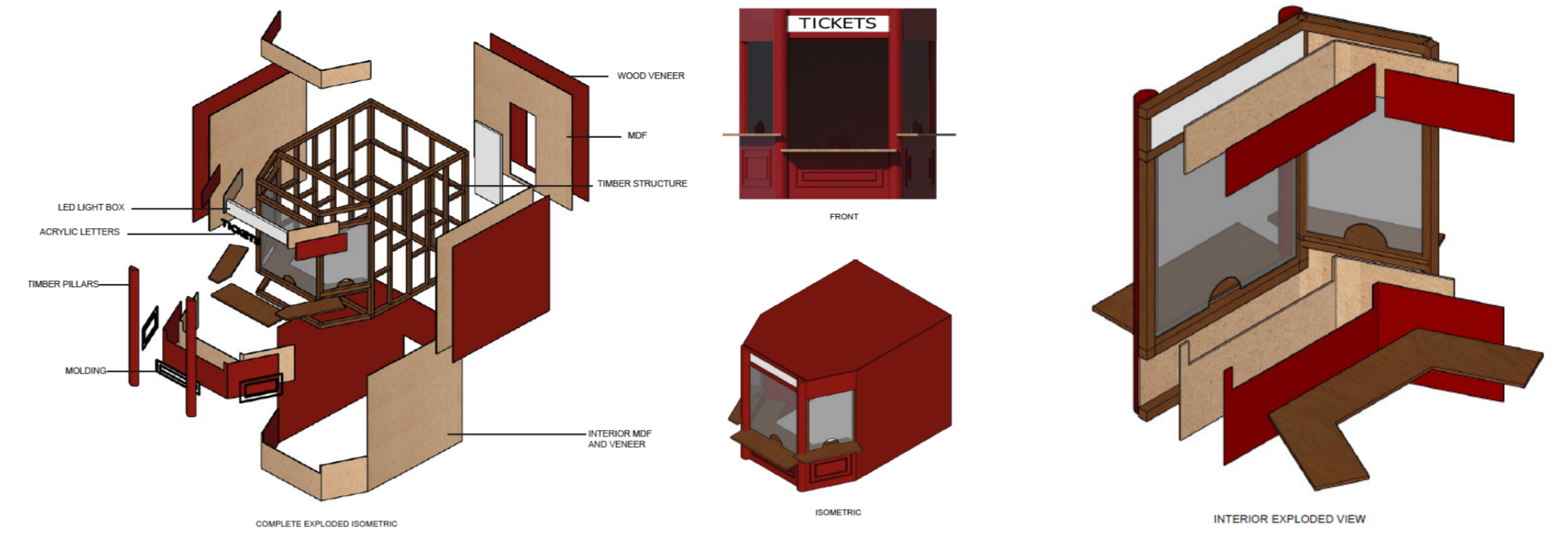
Below left to right: digital collage used to explore the material and atmospheres of the key characters' rooms in Shallow Grave. Sketch proposal as used to test ideas for the Trainspotting exhibition area.



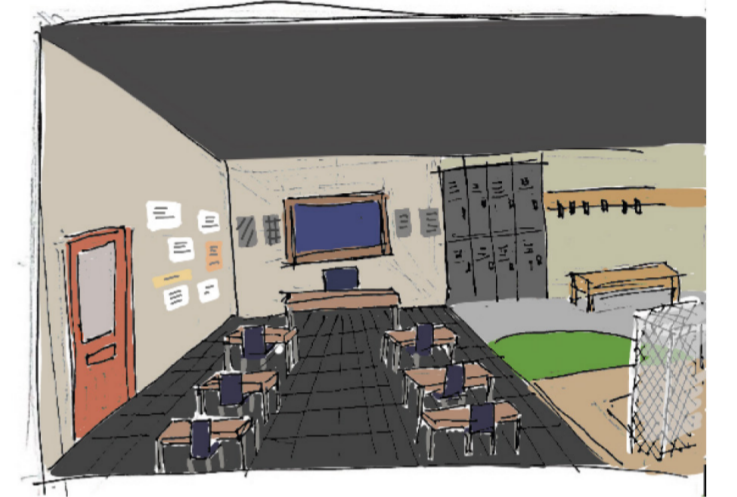
Third Floor Plan

Floor finishes plan with a cartoon 3d sketch proposal for the Mother Superior's Flat exhibition space.

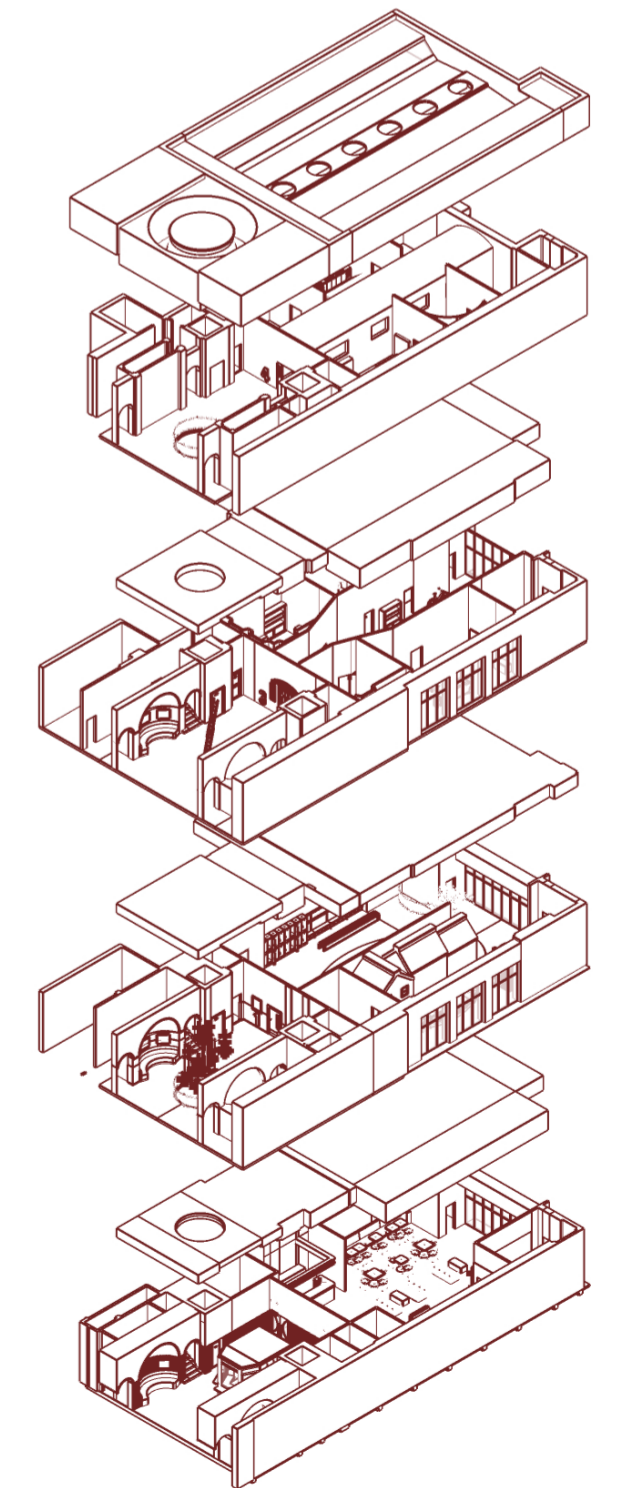
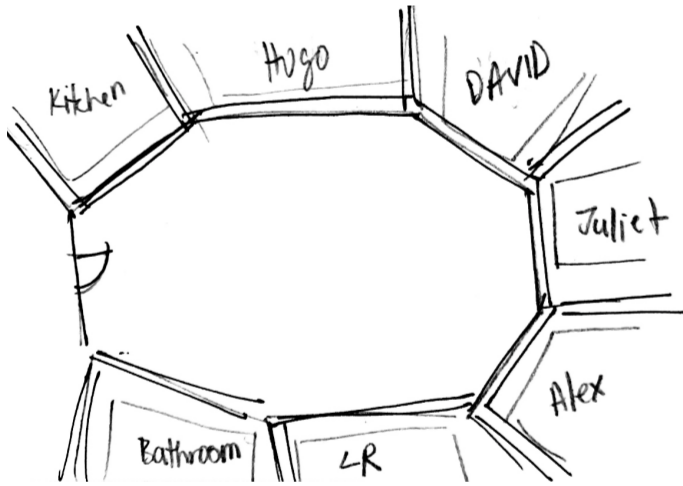
Reception and Cafe.
 Overall strategic organisation model.
 3d CGI views and detailed resolution of the ticket office construction assembly, materials and connection details.



Gregory's Girl and Local Hero Exhibition Spaces.
 Hand drawn concept proposal, CGI views of the public lobby area and exhibition space and cartoon sketch of the 'classroom' space.



Shallow Grave Exhibition Spaces.
 Hand drawn sketch plan to organise the 'rooms'.
 CGI image of the lobby and a digital collage of David's room (moodboard).



Trainspotting Exhibition Spaces.
 Digital drawing research into colour palette,
 CGI images of the lobby and exhibition spaces.
 3D isometric overview of all floors in context.

