

FRAME

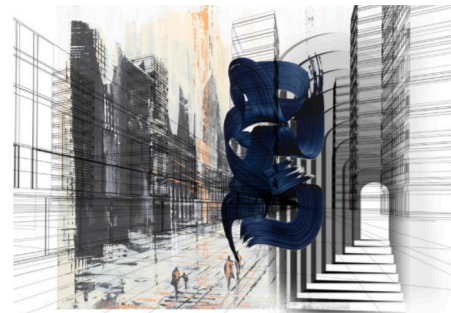
Frame is a project located in The Old Fruit Market in Glasgow's Merchant City – a vibrant district known for its restaurants, bars, and cultural venues – and directly connected to City Hall. It combines a dedicated gallery for emerging artists with two dining formats: a food hall and a fine dining restaurant. This model allows for revenue diversification, enabling the gallery to operate independently of art sales and addressing the lack of early-career opportunities in the art world. Here, architecture becomes a tool for creating sustainable, socially engaged cultural spaces.

CONCEPT

Frame is inspired by a historic path that ran through the building and branched to two neighbouring markets. This is expressed through a central ground-floor platform with an accessible ramp and intimate balconies. The custom-designed lighting references the rhythm of street lamps, but when viewed from a specific angle, the fixtures form the shape of a gate – a symbolic threshold and invitation into a new space. The branching is echoed in two spiral staircases resembling highway off-ramps. Upstairs, simple glass balconies create a modern, light-filled extension of the restaurant space.



The Old Fruit Market in 1969 (road & gate)



Concept montage



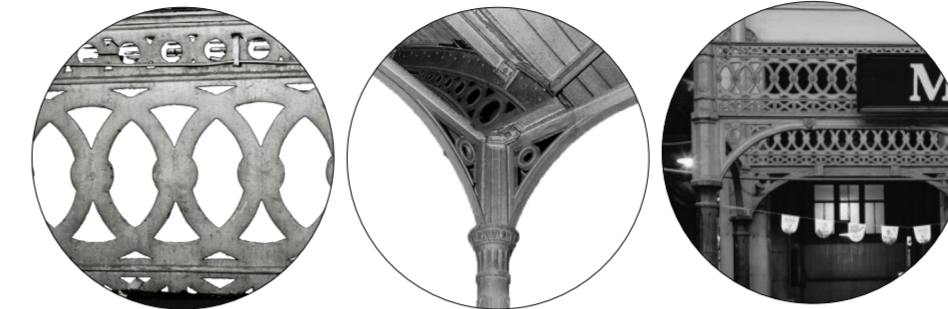
Concept sketch



Road concept render



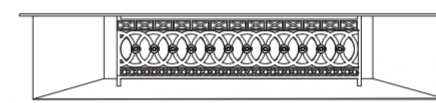
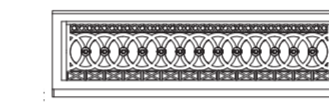
„Road“ concept - interior model at scale 1:100



Counter in Food Hall



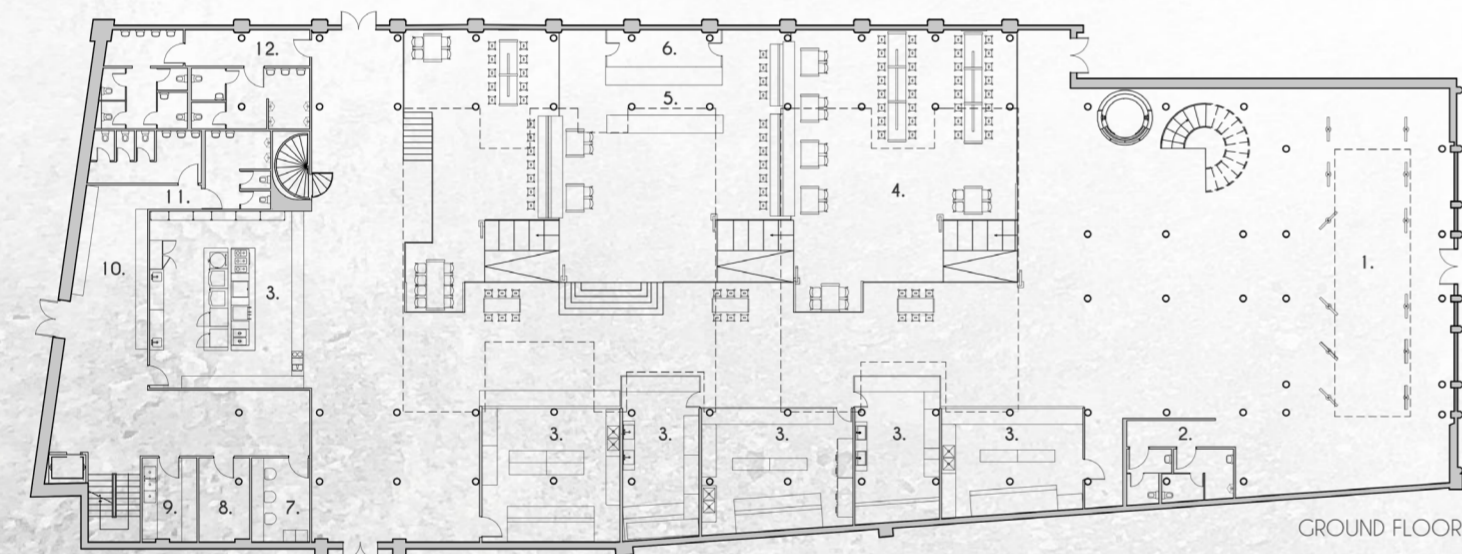
Bar in Food Hall



Bar & high table in Food Hall

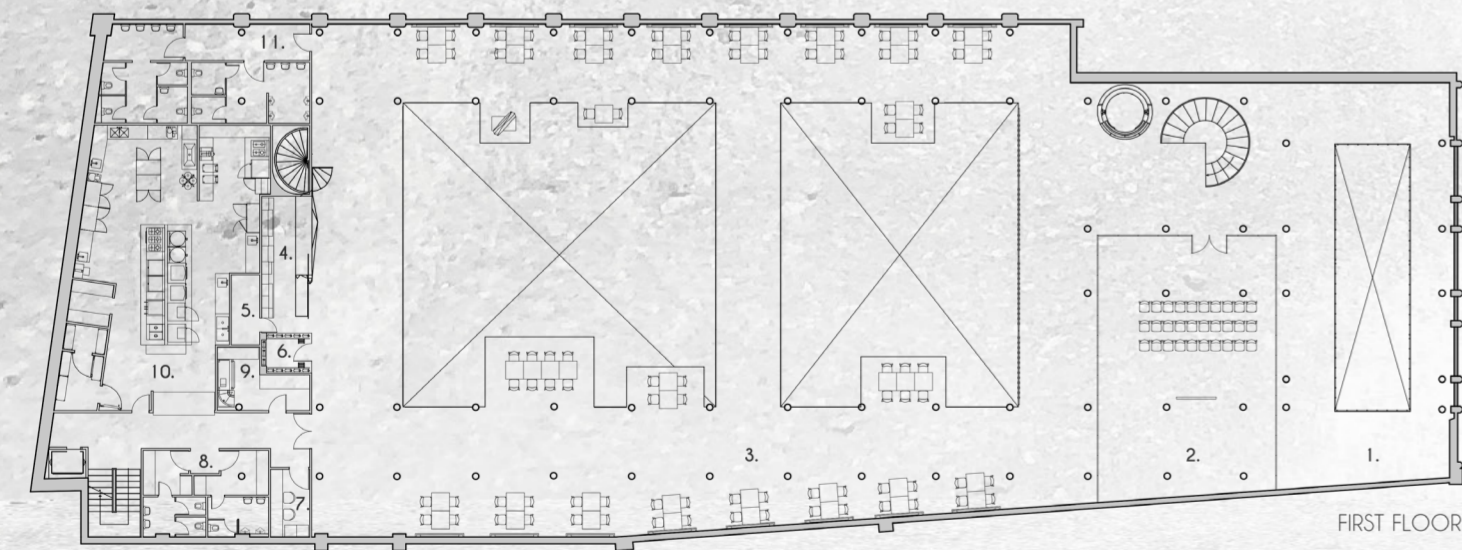


Kitchen counters in Food Hall



GROUND FLOOR

- GALLERY/
FOOD HALL
1. GALLERY
 2. TOILETS
 3. FOOD STALLS
 4. CUSTOMER AREA
 5. FOOD HALL BAR
 6. BAR STORAGE
 7. OFFICE
 8. STORAGE
 9. CLEANING STORE
 10. LOCKER AREA
 11. STAFF TOILETS
 12. TOILETS



FIRST FLOOR

- GALLERY/
RESTAURANT
1. GALLERY
 2. WORKSHOP ROOM / FUNCTION ROOM
 3. RESTAURANT
 4. RESTAURANT BAR
 5. BAR STORAGE
 6. WINE CELLER
 7. OFFICE
 8. LOCKER AREA & STAFF TOILETS
 9. DISH WASH AREA
 10. RESTAURANT KITCHEN
 11. TOILETS



Long section

PROTOTYPE BAR MODEL



3D printed model



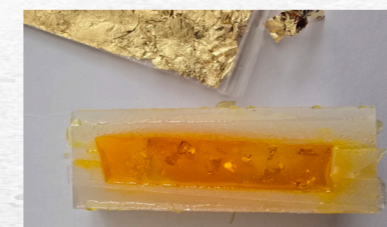
Preparation for silicone mold



Ready silicone mold



Preparation for epoxy model



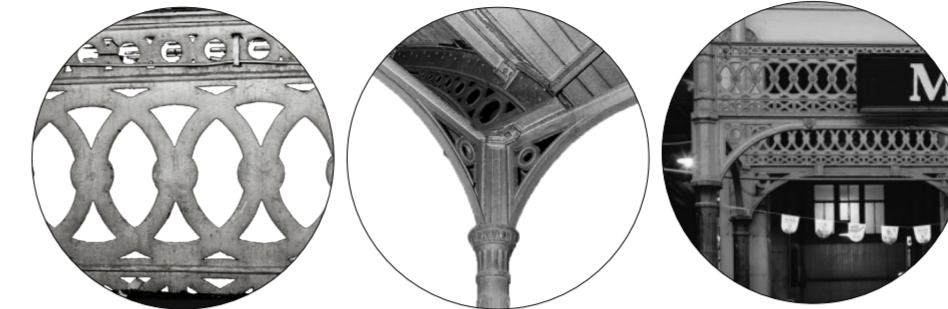
Epoxy model with gold flakes & pigment



Finished prototype model in scale 1:50

A NEW LIFE FOR HISTORIC DETAILS

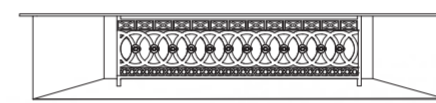
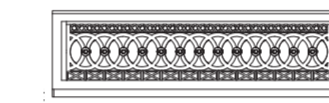
The original cast-iron balustrades, once securing the building's balconies, no longer meet current height regulations and are now largely obscured by historic merchant signage. However, their distinctive character has been thoughtfully preserved and reinterpreted within the interior. Integrated into the counters and bar of the Food Hall, and set against a backlit, translucent stone surface, they gain a refined, contemporary expression. The recurring motif of interlocking circles—present in both the balustrades and the roof structure—has been intentionally echoed in the design of the bar table and steel bar framework, softening the simplicity of modern forms and creating a subtle dialogue between old and new.



Counter in Food Hall

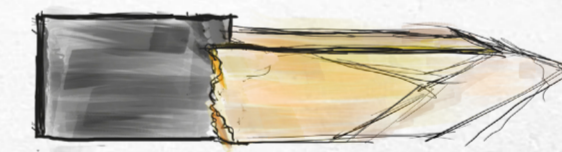


Bar in Food Hall



DETAIL MODEL - BAR IN RESTAURANT

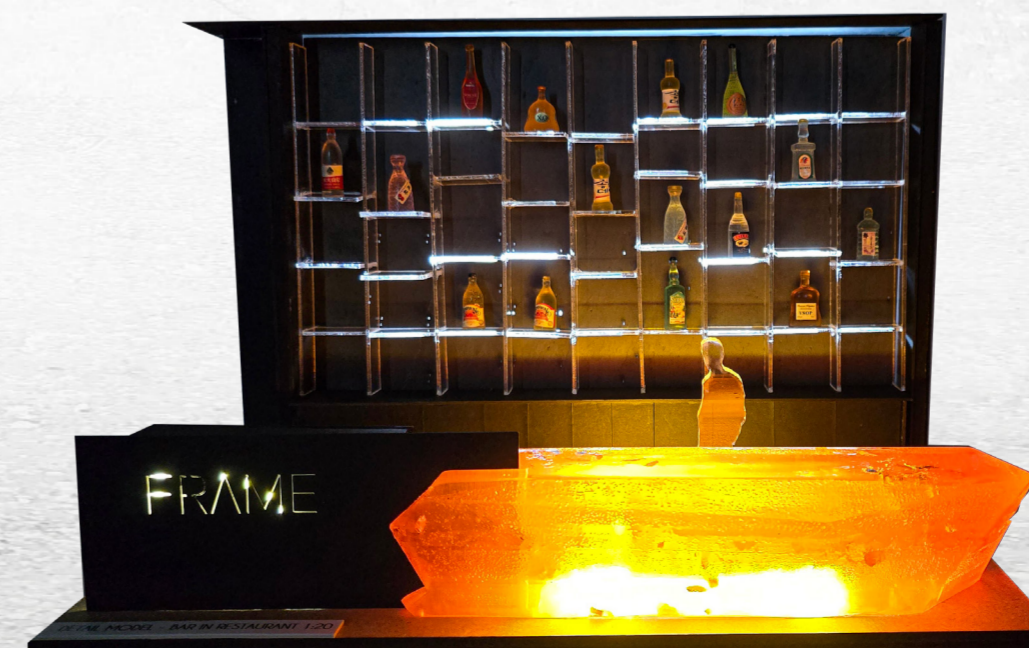
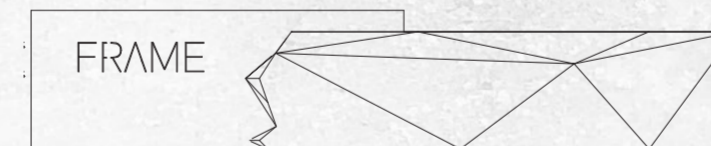
The epoxy resin counter, softly illuminated, defines the main serving area of the bar in the restaurant. A custom-fit steel insert with a cut-out and backlit logo conceals the functional workspace behind it, where sinks and under-counter fridges are discreetly located. The use of biodegradable silicone moulds and partially plant-based bio-resins with a reduced carbon footprint makes this bar not only visually striking and highly durable, but also a sustainable design solution. Its bold materiality and refined detailing create a strong focal point while aligning with contemporary environmental values.



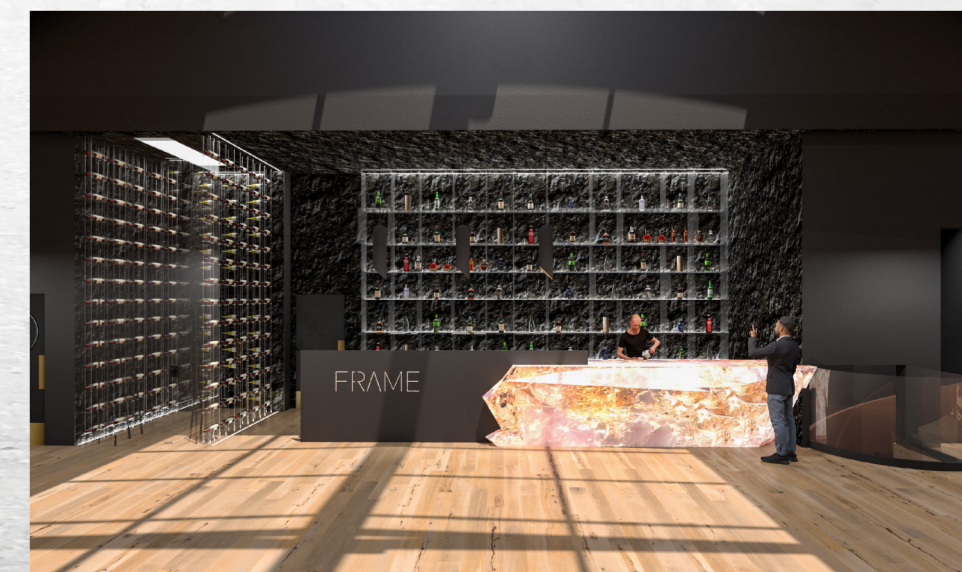
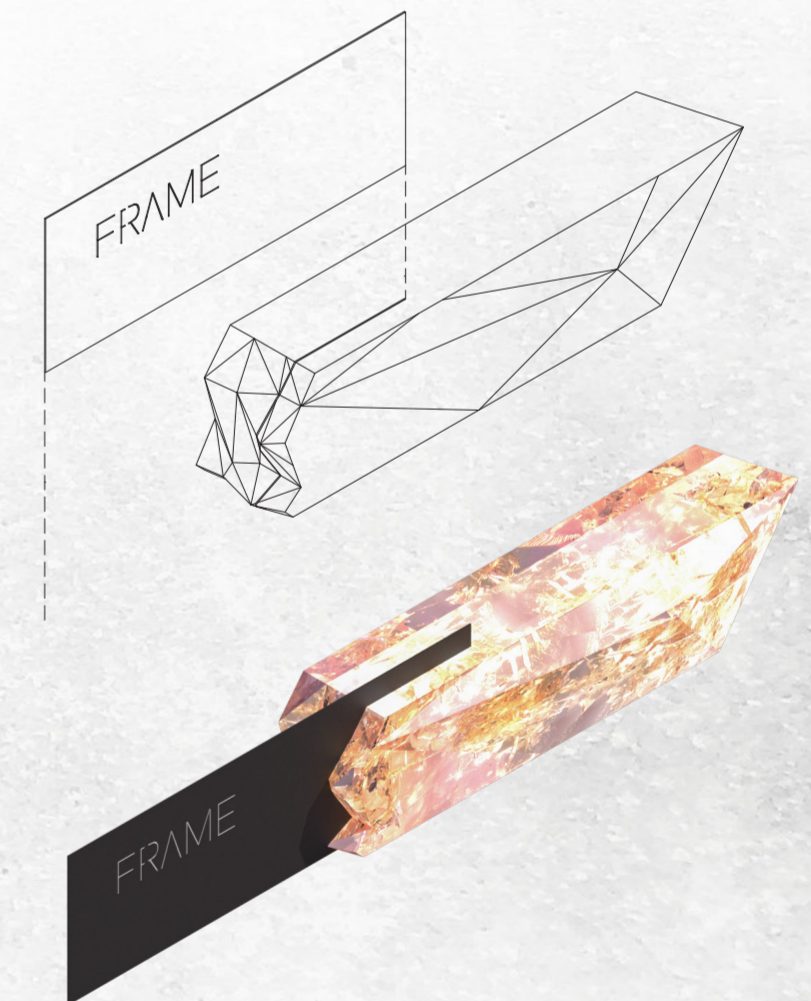
Front view



Top view



Bar in restaurant - detail model at scale 1:20



Bar in restaurant render



Gallery on the ground floor



Gallery on the first floor with workshop room on the right side



Fine dining restaurant on the first floor



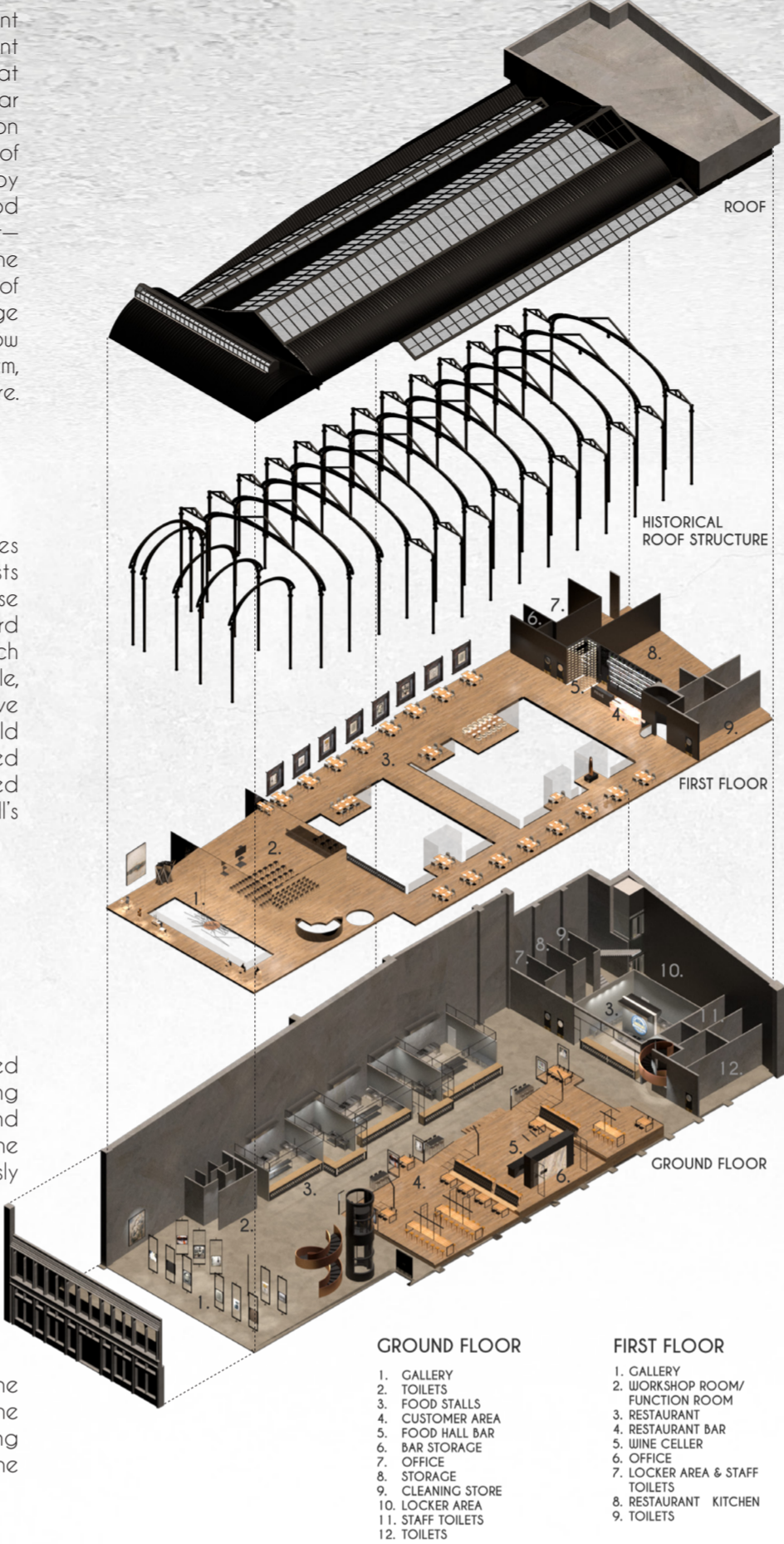
Food Hall and Fine dining restaurant

Originally, emerging artists were meant to exhibit their work on the restaurant walls. However, research showed that a dedicated gallery would offer far greater value, leading to the creation of a gallery space in the front part of the building. Financially supported by two distinct dining formats—a food hall and a fine dining restaurant—this revenue diversification allows the gallery to operate independently of art sales, addressing a key challenge faced by young artists. Frame shows how architecture can enable long-term, socially responsible cultural infrastructure.

The use of tall, rotating aluminium frames for displaying works by emerging artists was an intentional design strategy. These full-height elements draw the eye upward toward the double-height space, which allows for the exhibition of large-scale, suspended artworks. This spatial move also revealed the roof structure – bold and expressive in character – crowned by a central skylight along the curved roof profile, echoing the main hall's dramatic geometry.

The restaurant features uniquely designed frames for showcasing works by emerging artists. Their three-dimensional form and subtle LED backlighting create the illusion of windows, while simultaneously becoming works of art themselves.

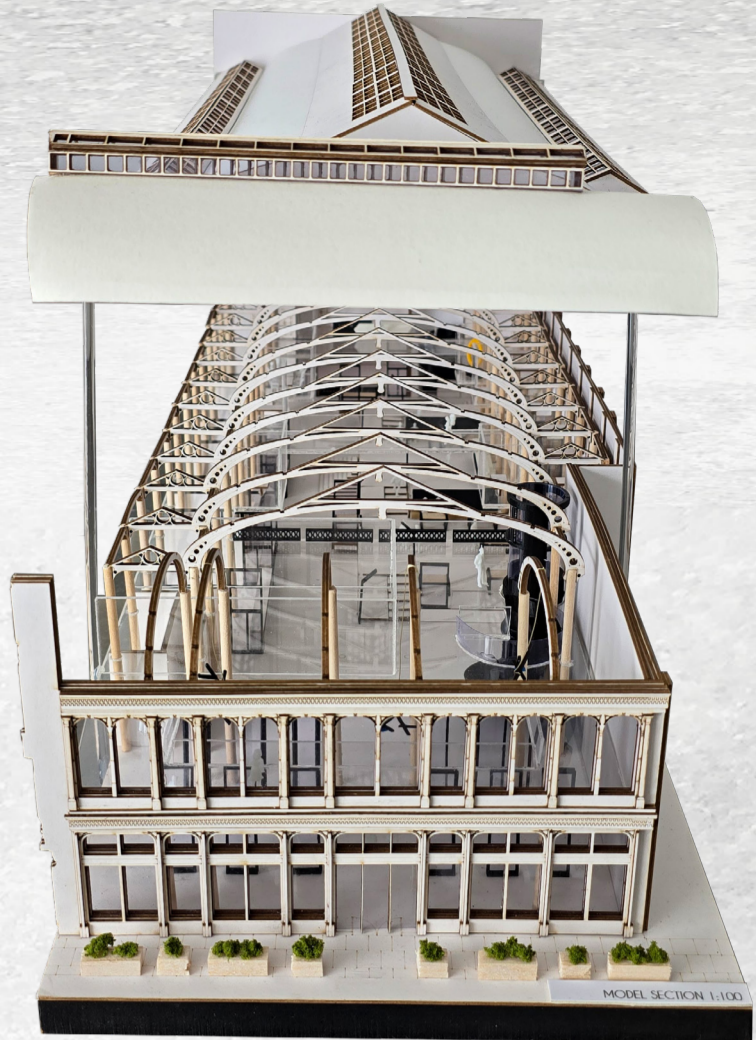
The cladding is crafted from black stone veneer with copper veins, referencing the finish of the spiral staircase and creating a harmonious connection within the interior.



A key objective of the project was to revive the building's historic elements, restoring its original coherence and identity. The central entrance was carefully reinstated, allowing for a seamless flow into the subsequent spaces and enhancing the overall spatial experience. Equally important was the restoration of the original roof windows, which not only bring natural light into the interior but also highlight the striking cast-iron roof structure. This interplay of light and shadow, shifting with the time of day, creates a unique atmosphere that accentuates the building's distinctive character.



Interior model at 1:50 scale, featuring the Food Hall and restaurant.



Building façade with visible roof structure layout at 1:100 scale.



Main building model at 1:100 scale, showcasing the Gallery, Food Hall and Fine dining restaurant.



Detailed 1:50 scale model of the building's central section, highlighting the Food Hall and restaurant layout with key architectural features.