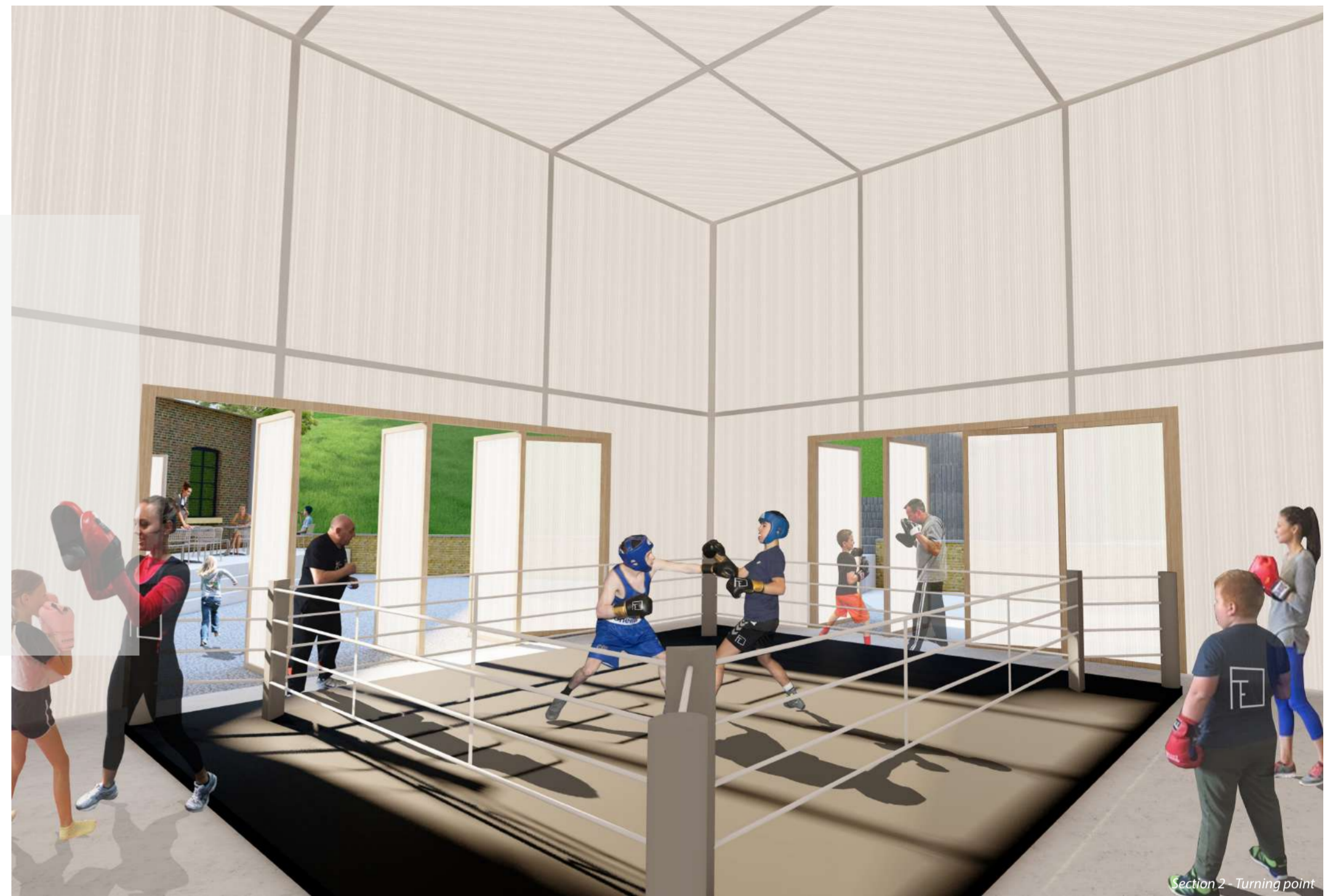
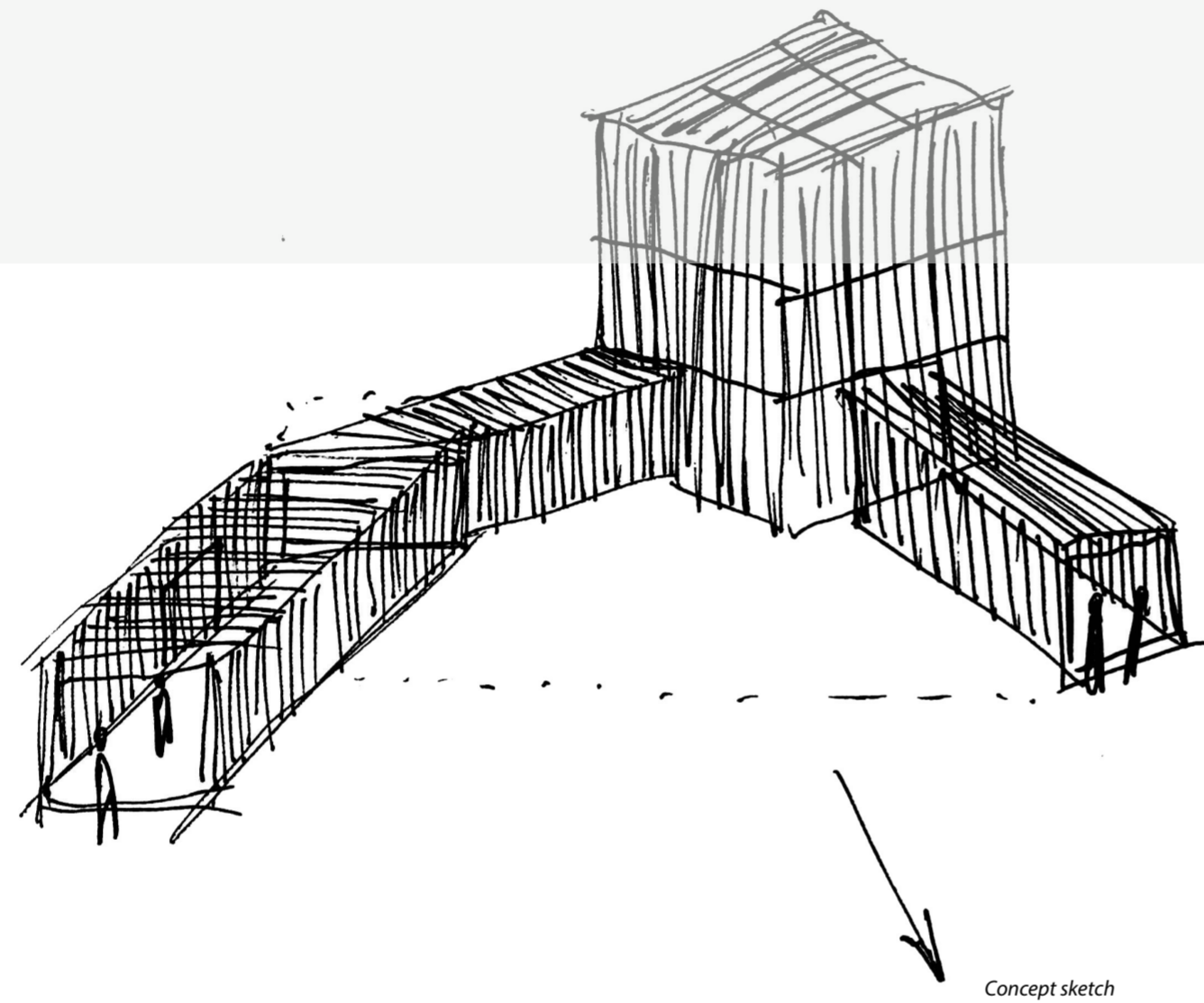
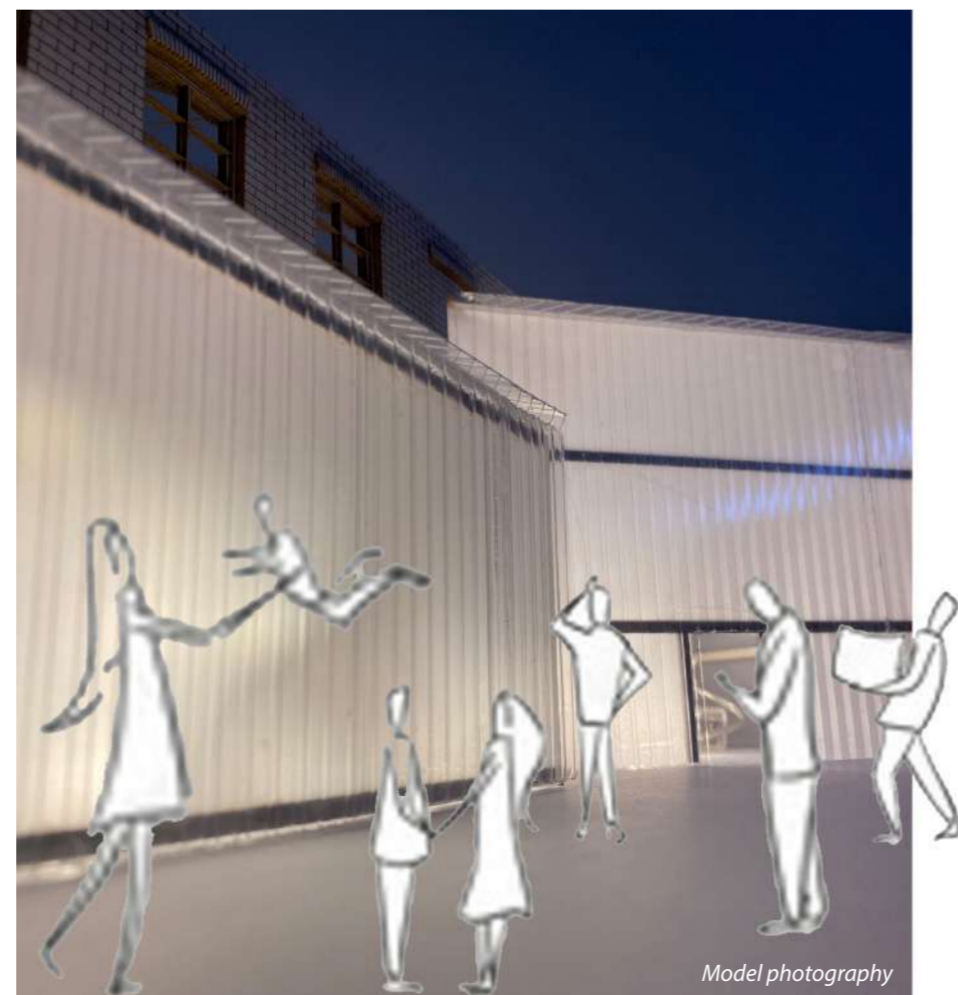


FRAMING THE FUTURE

For my Major Project, I have designed Framing the Future- a new and upcoming community boxing gym in the Engine Works, Maryhill, in Glasgow. It connects to an area which is usually associated with anti-social behaviour, in particular, along the canal side. The building is connected to the canal to the rear of the building, which is to encourage young people to engage with the space. The new space will provide a safe learning environment for the kids, responding to the needs of the local community- tackling issues such as crime, drug issues, lack of education and employment. The use of spatial volume will provide a flexible working space for the user and will have an informal approach to youth work. The purpose of this project is to redefine a child's future, by taking a step-by-step approach to eliminate any hurdles that young people in this community face. Throughout the design process, it was important to me that I considered every child that would walk through the door and how different their backgrounds can be. This is where I focused on 3 main areas- 1. Vulnerability, 2. Turning point and 3. Reflection. The translucent glass throughout creates the storyline of each of these children through the activity they are carrying out. The translucency highlights the potential within and the healing journey that the young people are experiencing. The glowing glass by night creates a safety net for young people and creates a distinguishable building in Maryhill's skyline- encouraging the public to engage with the space.



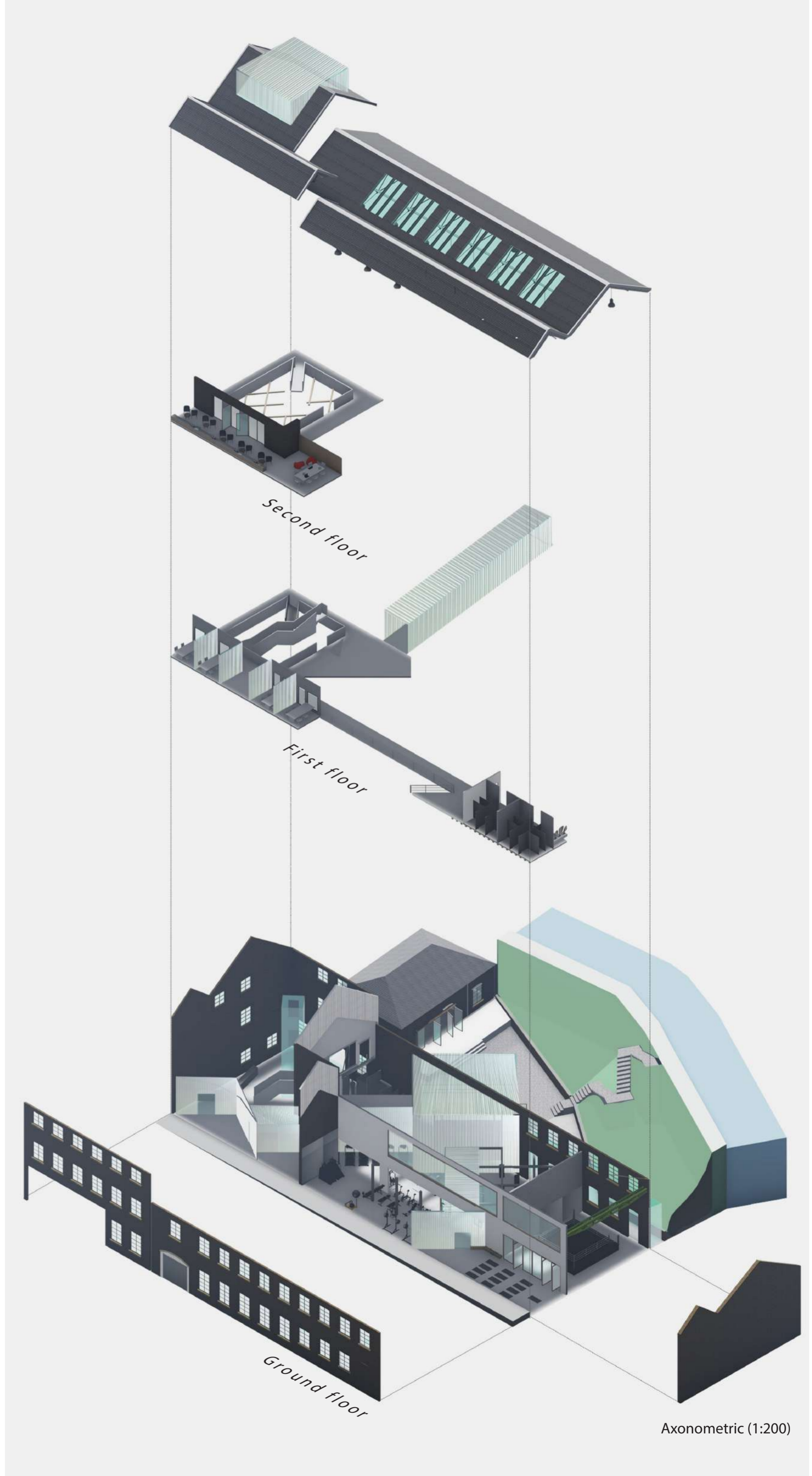
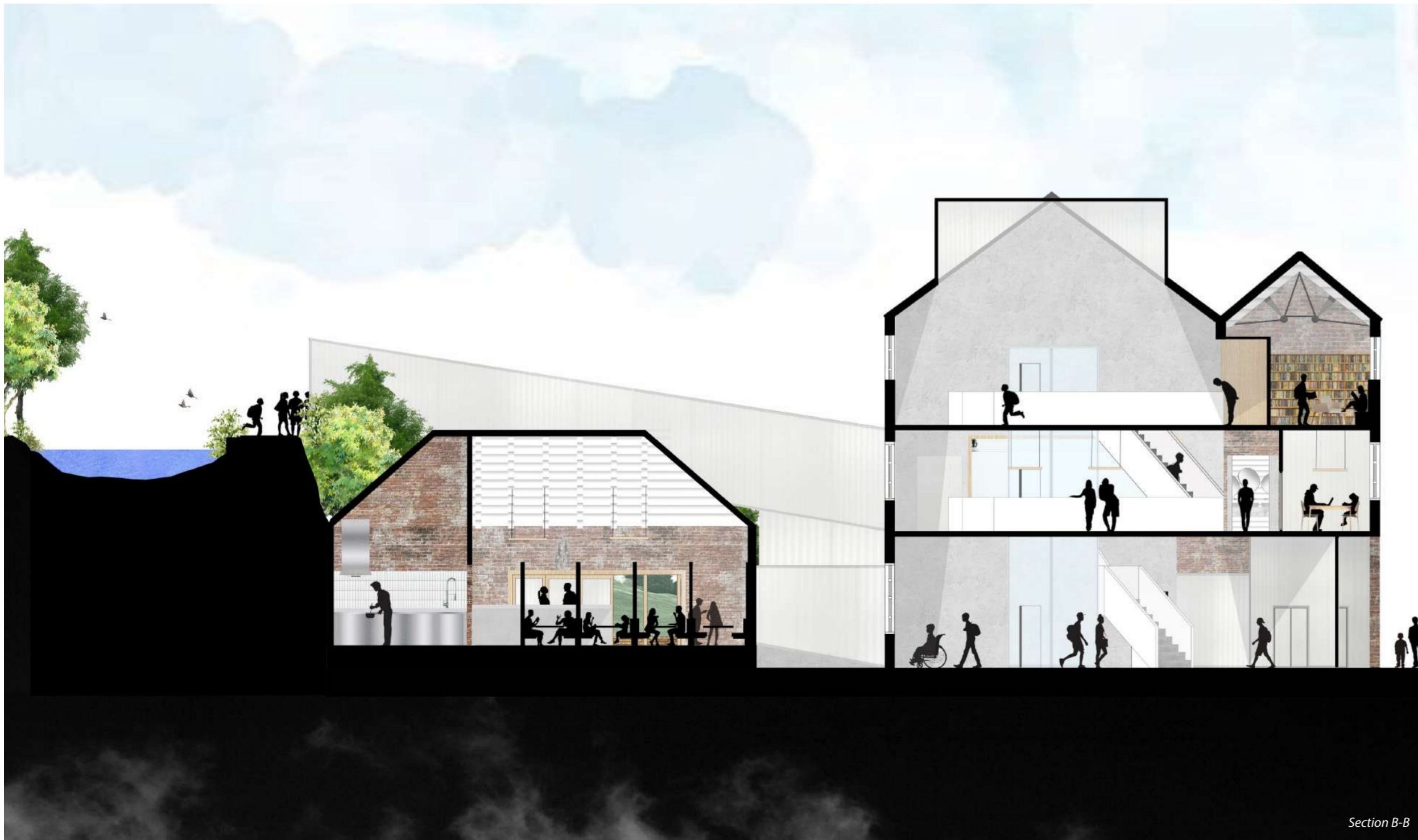
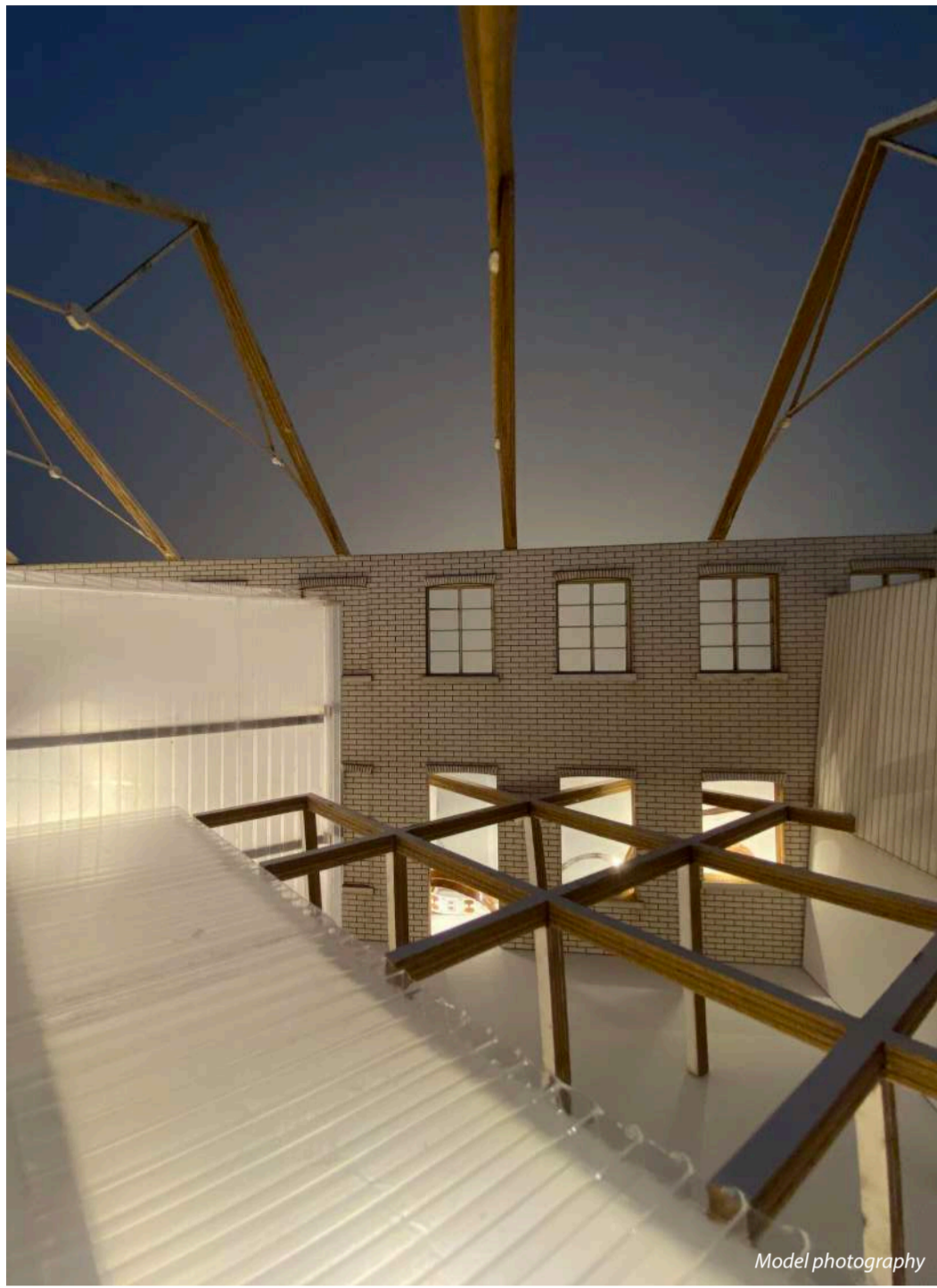
Section 2 - Turning point

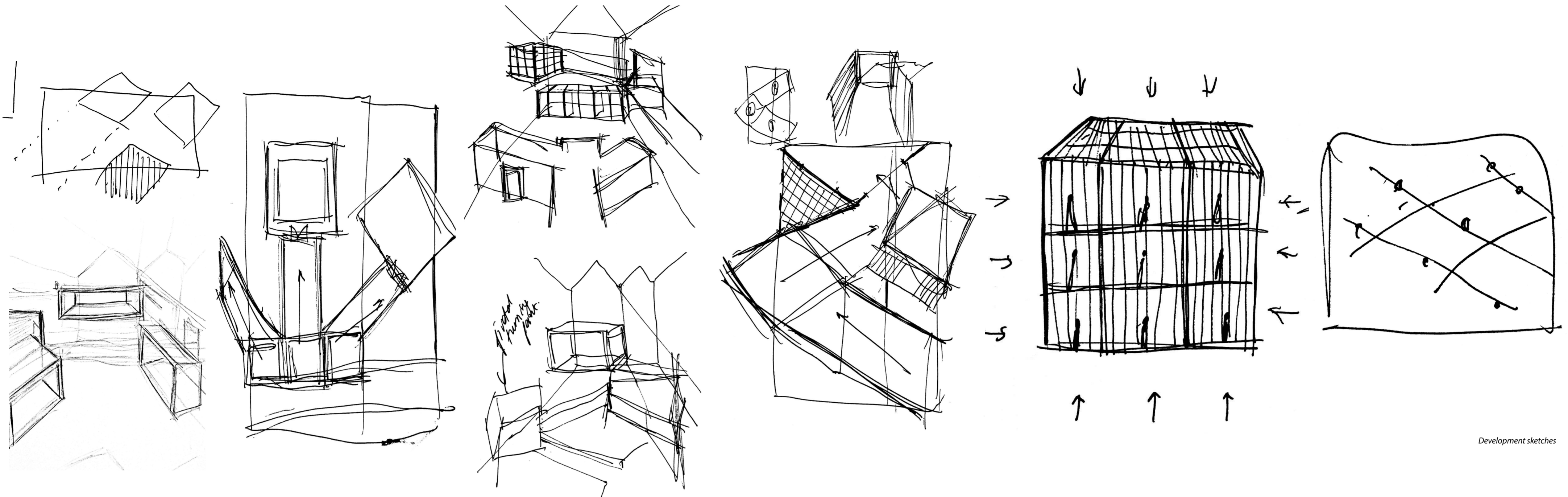


Model photography



Section 2 - Turning point 'Connecting the dots'

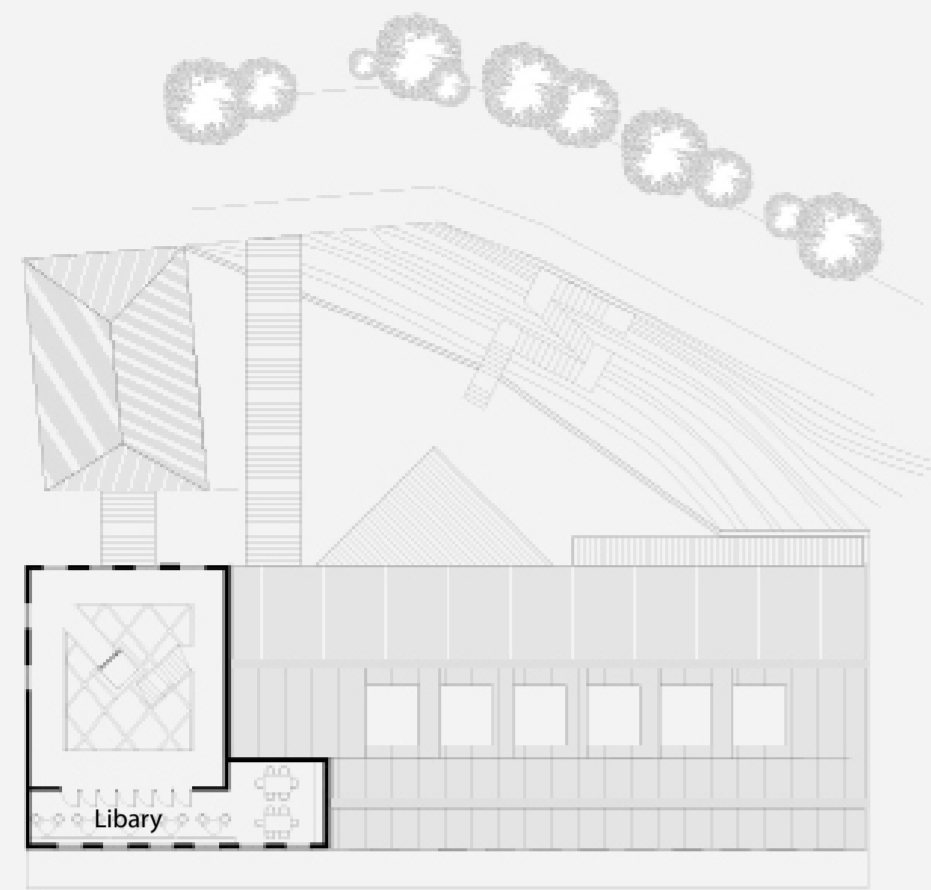




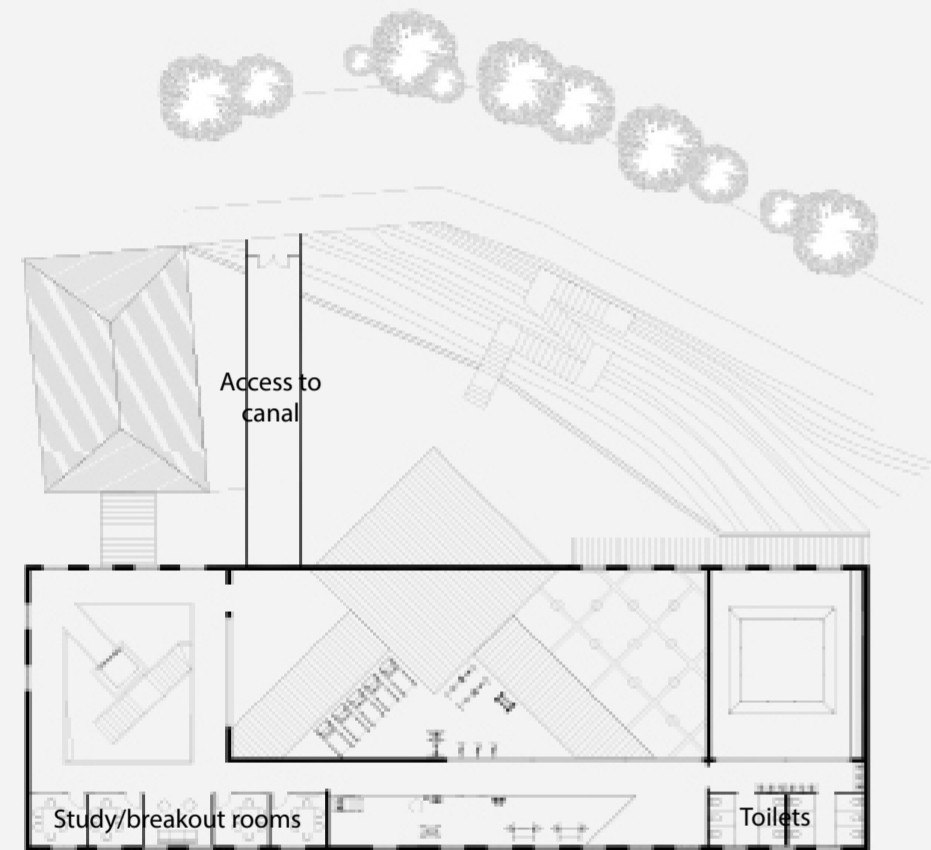
Development sketches



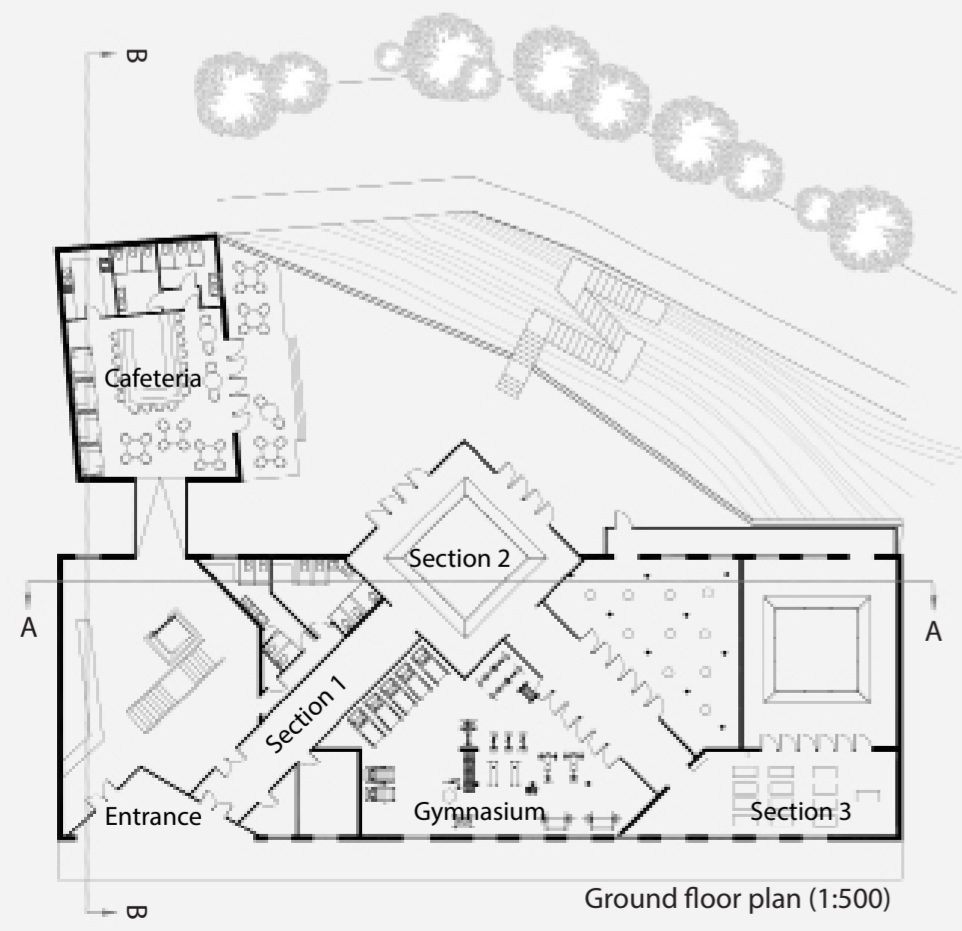
Section A-A



Second floor plan (1:500)



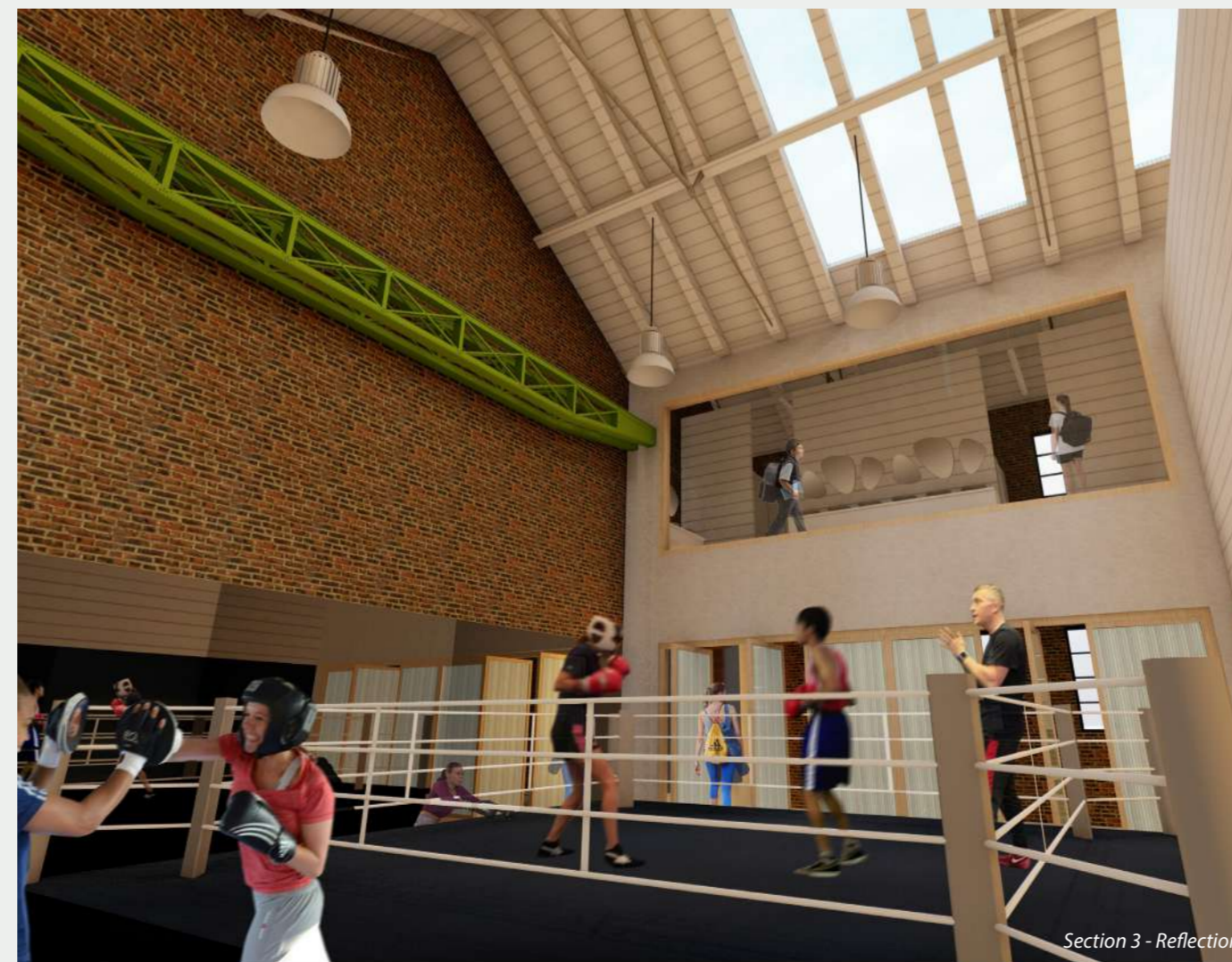
First floor plan (1:500)



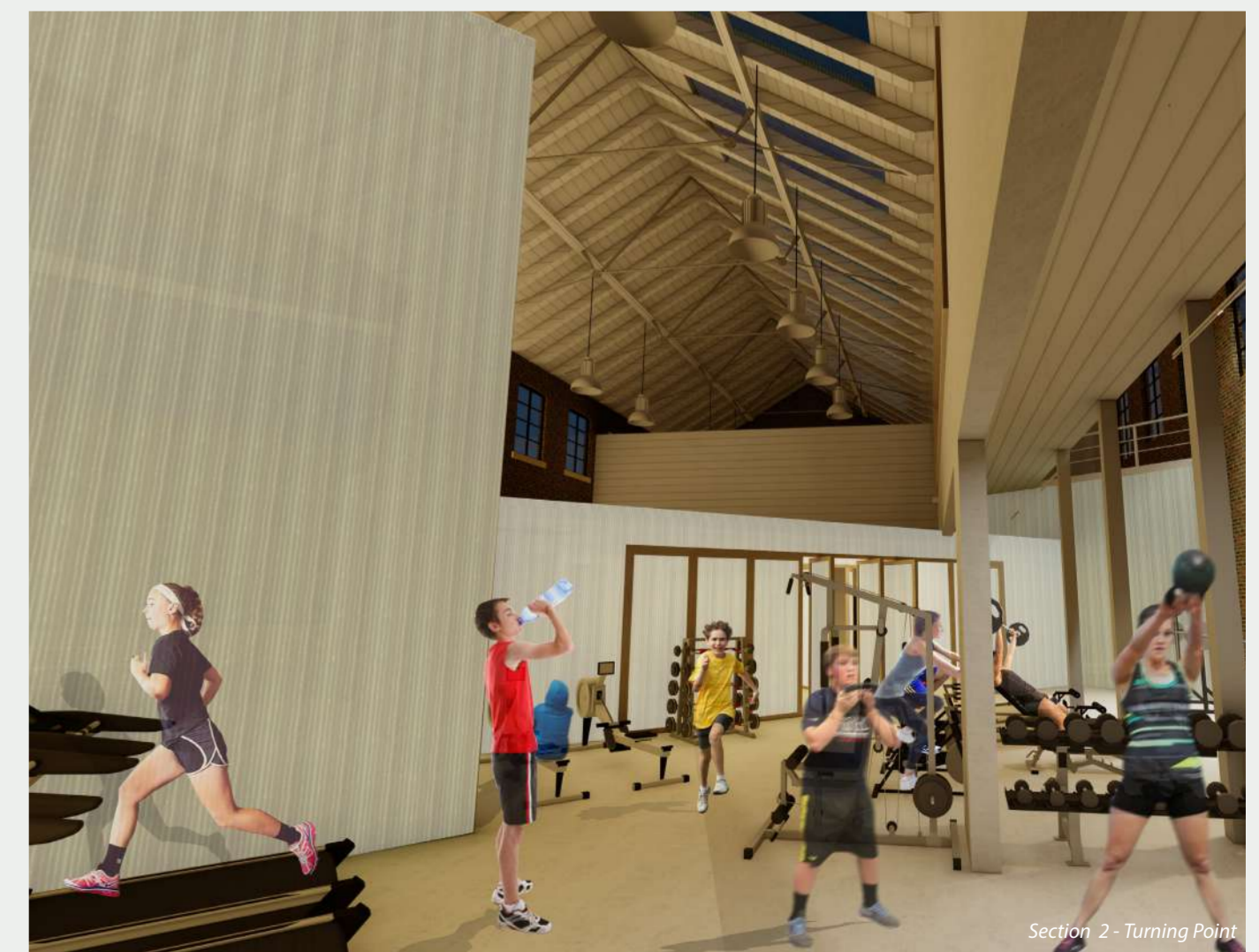
Ground floor plan (1:500)



Section 3 - Reflection



Section 3 - Reflection



Section 2 - Turning Point