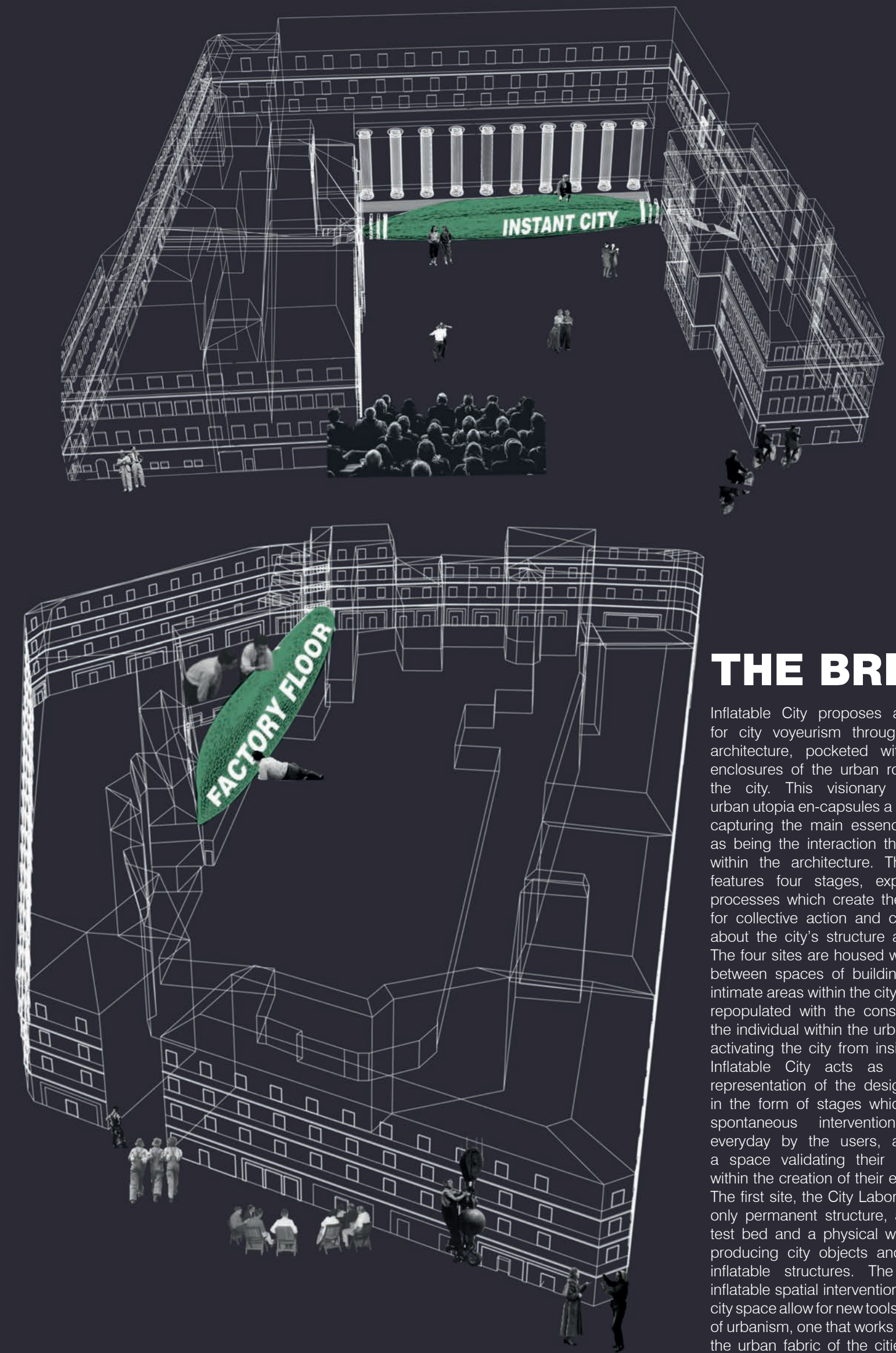
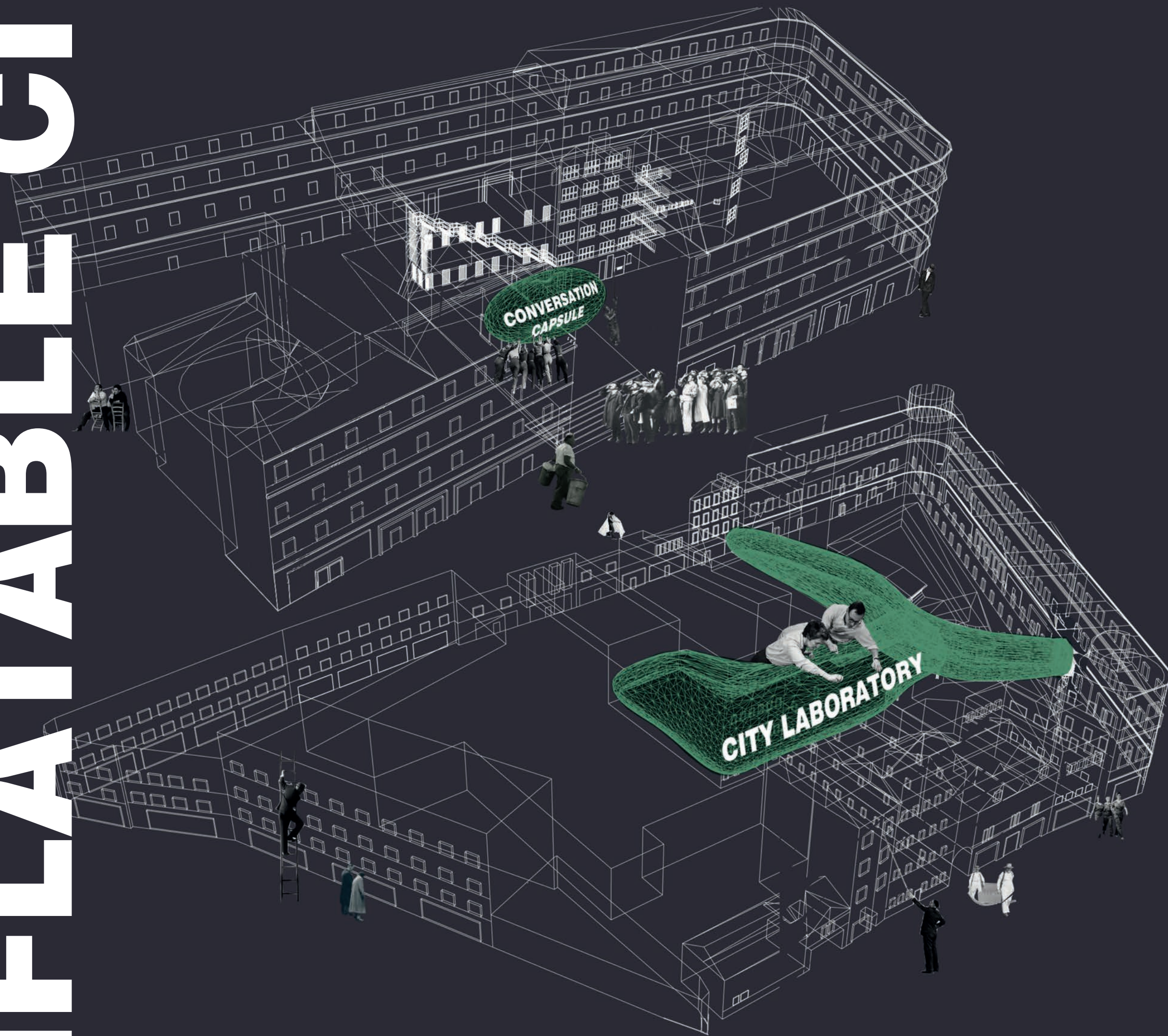


# INFLATABLE CITY.



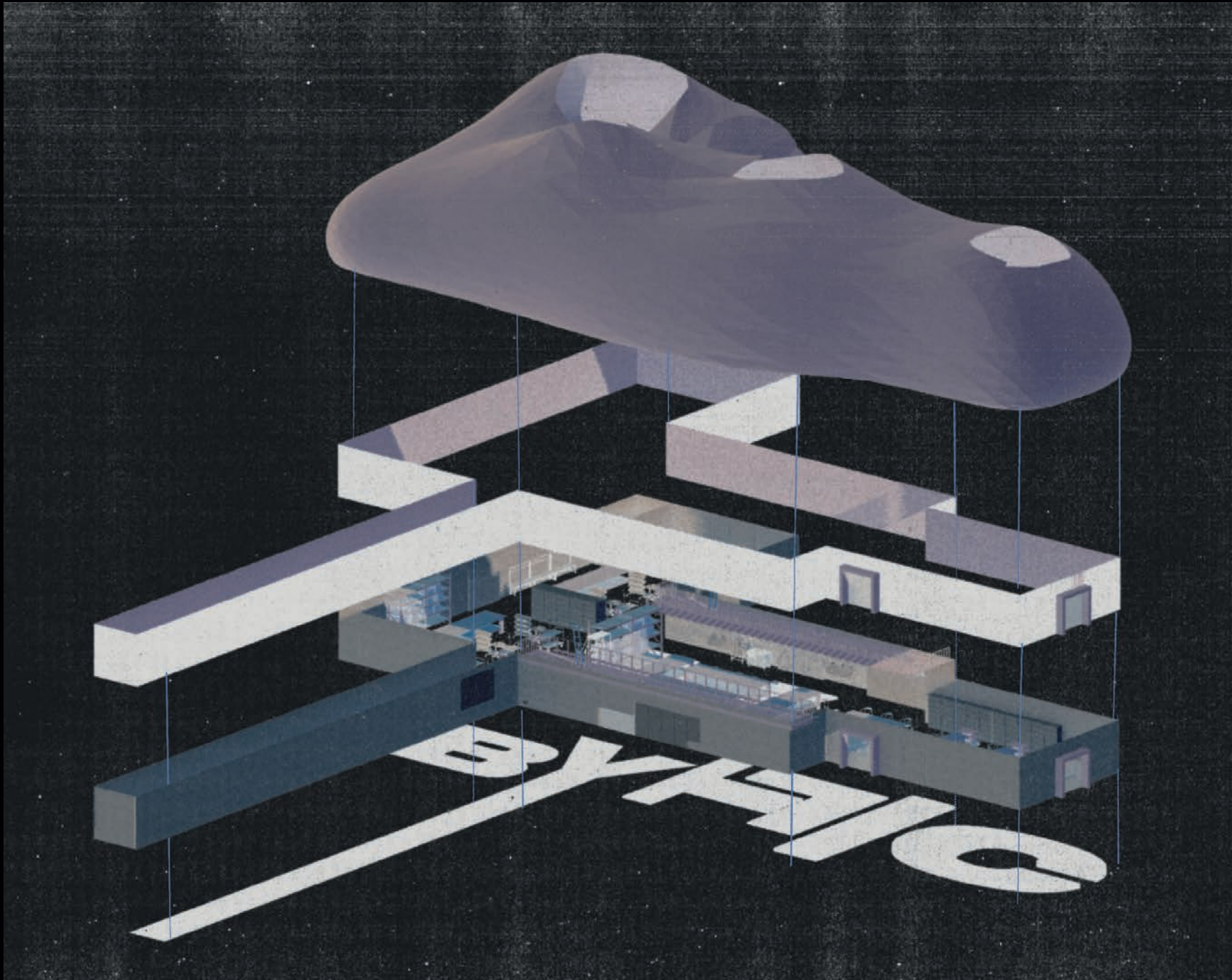
## THE BRIEF.

Inflatable City proposes a new tool for city voyeurism through inflatable architecture, pocketed within spatial enclosures of the urban rooms within the city. This visionary metropolis/urban utopia en-capsules a packed city, capturing the main essence of a city as being the interaction that happens within the architecture. The concept features four stages, expanding on processes which create the possibility for collective action and collaboration about the city's structure and design. The four sites are housed within the in-between spaces of buildings creating intimate areas within the city that can be repopulated with the consideration of the individual within the urban process, activating the city from inside the city. Inflatable City acts as a physical representation of the design process, in the form of stages which allow for spontaneous interventions created everyday by the users, allowing for a space validating their involvement within the creation of their environment. The first site, the City Laboratory, is the only permanent structure, acting as a test bed and a physical workshop for producing city objects and prototype inflatable structures. The temporary inflatable spatial interventions within the city space allow for new tools and modes of urbanism, one that works directly with the urban fabric of the cities, merging with the collective community. This form of urbanism analyses the relationships between space, place and social relations. Acting as a proposal for public space, one that facilitates the collective involvement of the city's inhabitants.

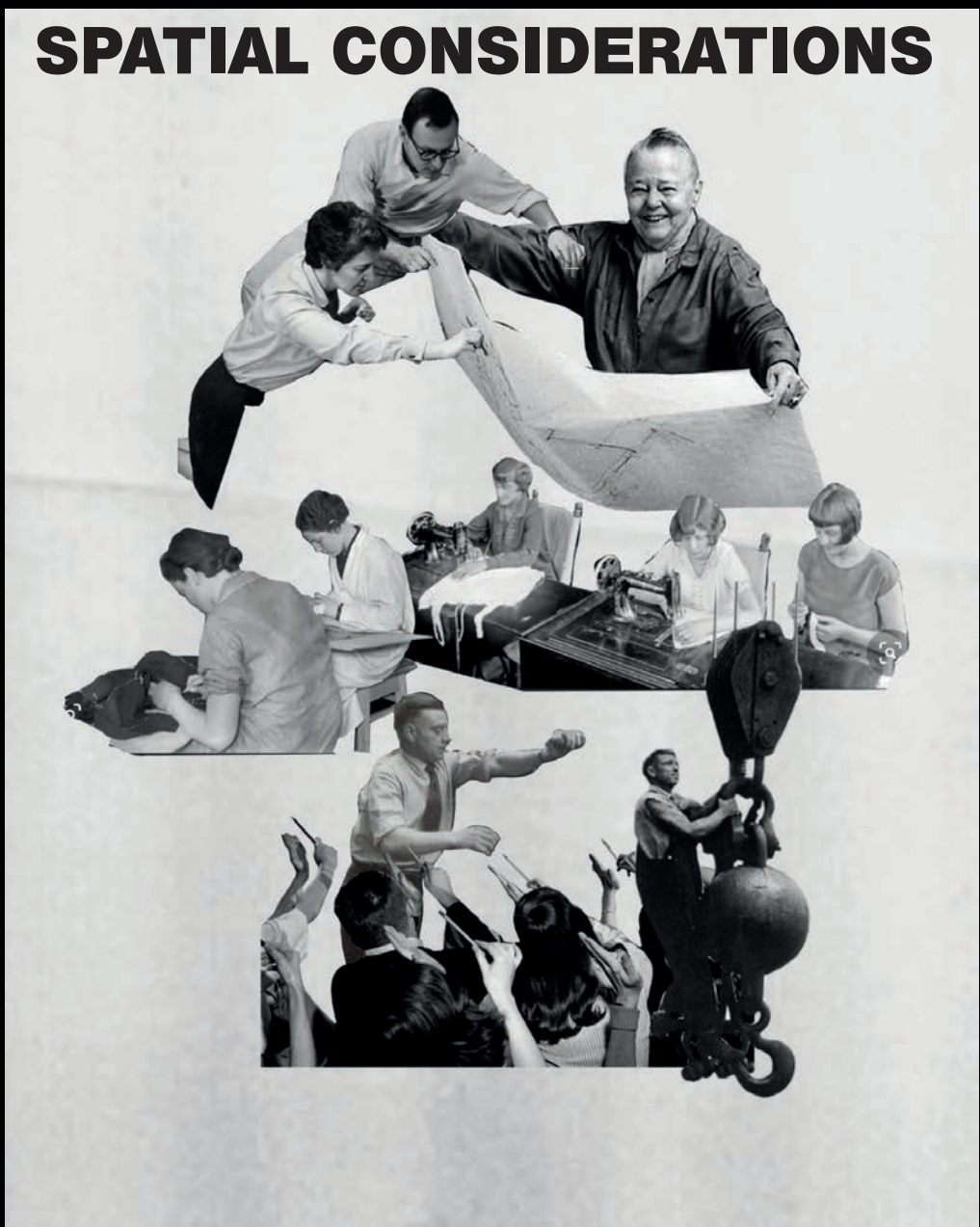


# FOUR SITES OF THE INFLATABLE CITY

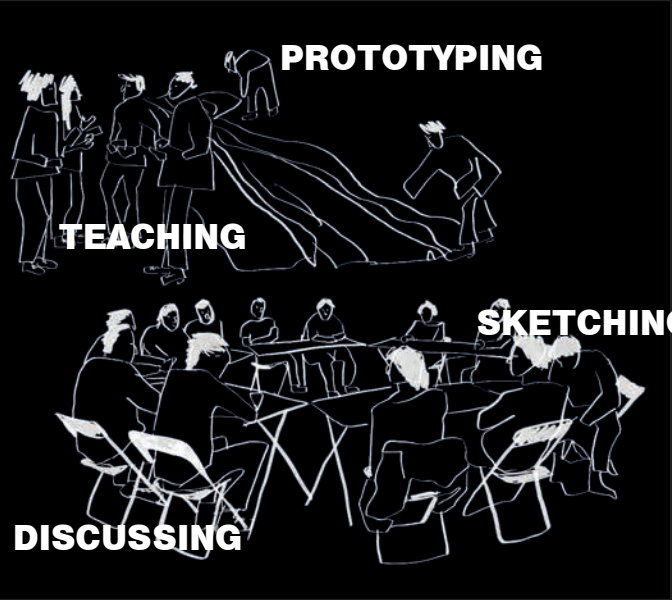
## 01 CITY LABORATORY



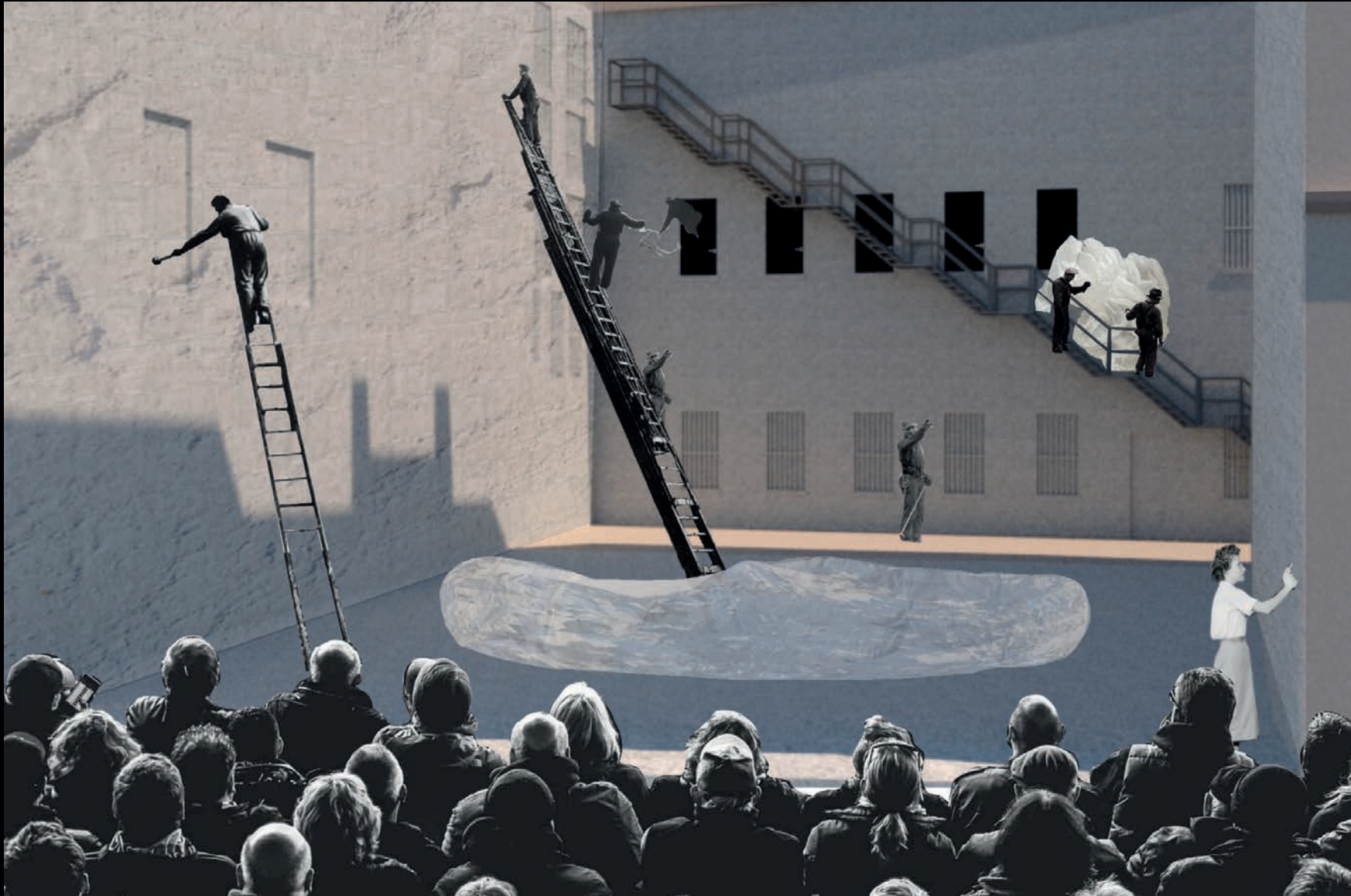
The City Laboratory is a testbed of idea generation and processing as well as a physical workshop for producing city objects and prototyping inflatable structures. A nucleus for the city's urban circulatory system, producing and exchanging concepts and structures that permanently or temporarily live within the city.



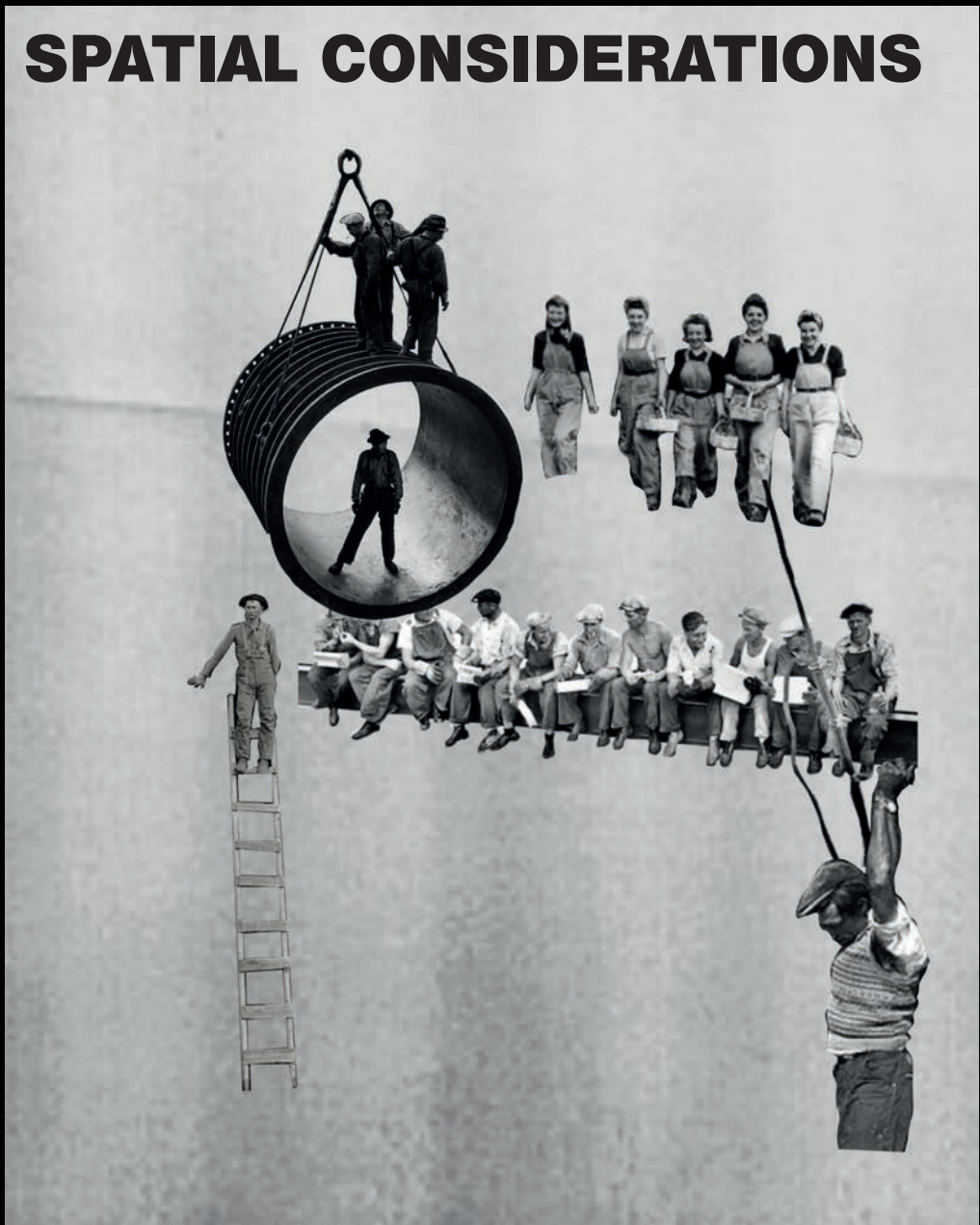
Each of the sites are inspired by hands on, making techniques. For the City Laboratory each of the zones is broken down into the process of city development through collective involvement. Community involvement is crucial to the concept and this is facilitated through accessible entry level workshops through physically making and skill building.



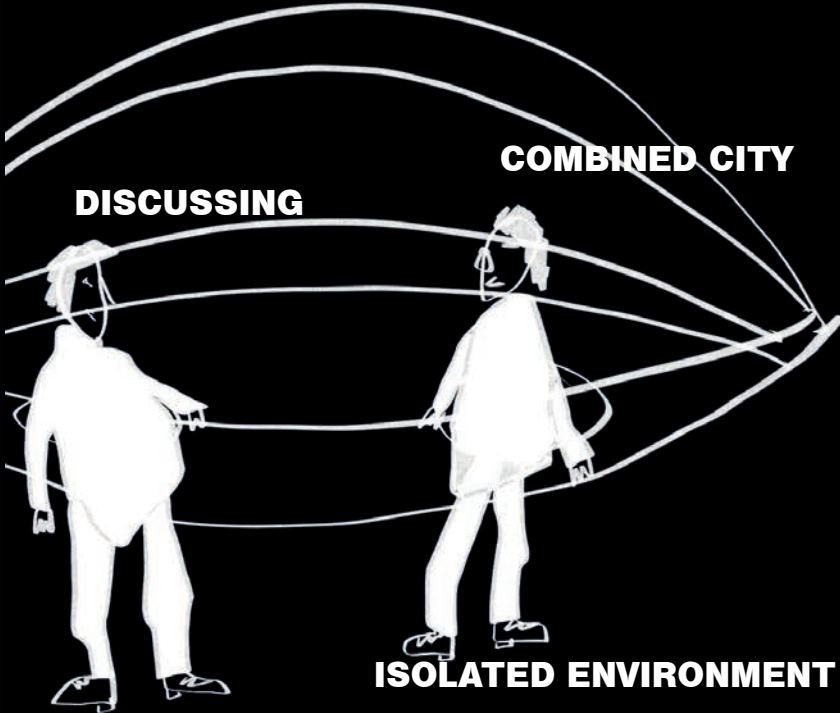
## 02 CONVERSATION CAPSULE



Conversation Capsule considers how individuals interact with architecture and combines that with the dual interaction of human connection and the communication with architecture. Merging individual, space and social relations, offering a place to contemplate and discuss the city. An inflated temporary environment which offers a unique isolated environment within the urban fabric of the city. Through inserting only their head the user opens a new perceptual realm of experiencing the city. Free from personal representation, the user is uninhibited and able to experience the abstracted city textured tiles that the inflatable environment pushes up against.



Spatial ideologies for the conversation capsule have been taken from city building construction site. Since the site houses the very raw initial stage in the design process the spatial intervention reflects that. Inspired by hands on making techniques of construction and take on a similar aesthetic form of Brutalist water tanks.





# 03 FACTORY FLOOR

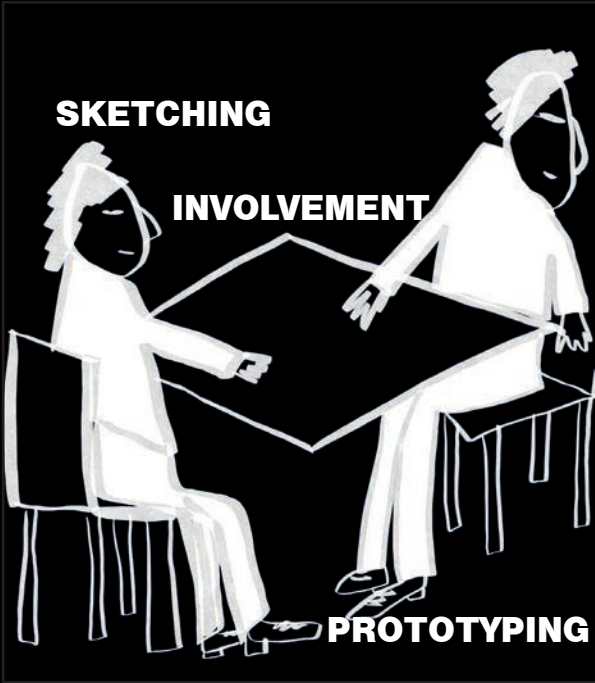


The Factory Floor is a space to prototype concepts and structures for the city, before they are presented and displayed at the final site. The inflated site sits within the urban room of the buildings and pokes out of the façade, relying on the spontaneous interactions that happen within the city to activate urban engagement. The structure acts as a city simulator, encompassing the raw forms of the city that represent the structure that is being prototyped. It gives the opportunity for city dwellers to draw on the urban fabric against the inflated structure and sketch their feedback of the city.



## SPATIAL CONSIDERATIONS

Spatial ideologies for the Factory Floor refer to the traditional usage of the street. From children playing to hanging up the washing and applying that to the way the space will be used. Allowing individuals to sketch against the urban fabric within the inflatable structure much like chalking up the street. Presenting their ideas within the space just like hanging up the washing on the line for neighbours to see.



# 04 INSTANT CITY



Instant City is the final stage in the design process, presenting the precooked concept for the city within the city square. Instantly inflating the concept and allowing for the inhabitants to experience their discussions in physical form. A spectacle square treating the city as a stage for mass theatre and embedding collectively produced inflatable structures that represents that inhabitants' desires. Turning conceptual ideas into urban form, a hybrid of architecture and discussion. Utilising the historic significance of a public square for spontaneous meetings, demonstrations and revolutions.



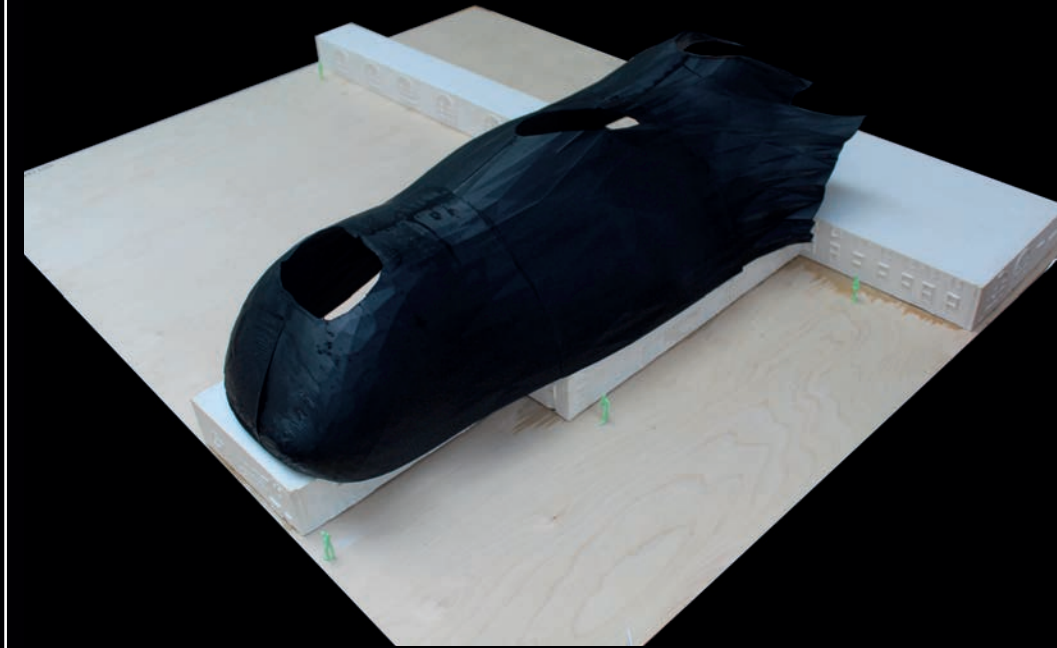
## SPATIAL CONSIDERATIONS

Spatial ideologies for Instant City have been taken from the physical need and desire to people watch. Looking at spectators and applying that to the city square as a place to congregate and observe the creation of Instant City. As well as focusing on the usage of public squares to protest. Applying that to the design of the space which gives the collective the space to voice their opinions.





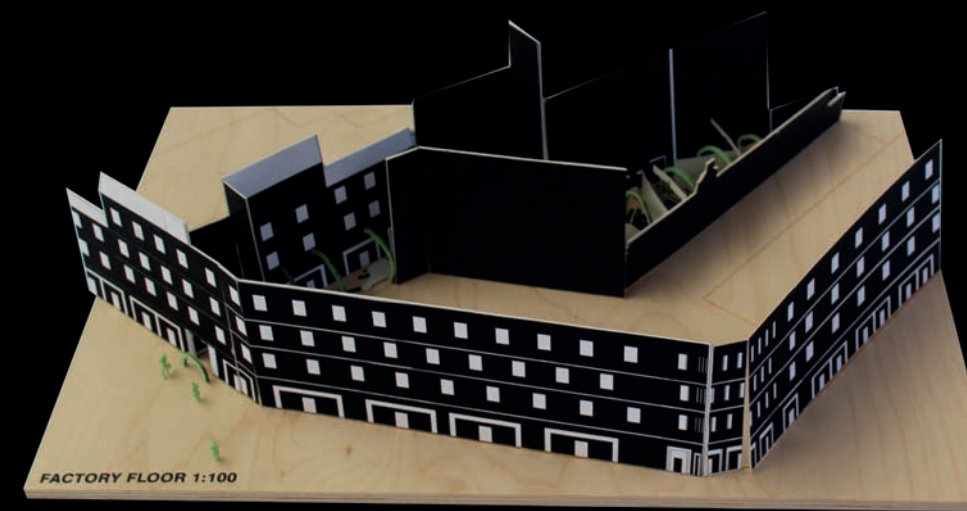
# MAKING



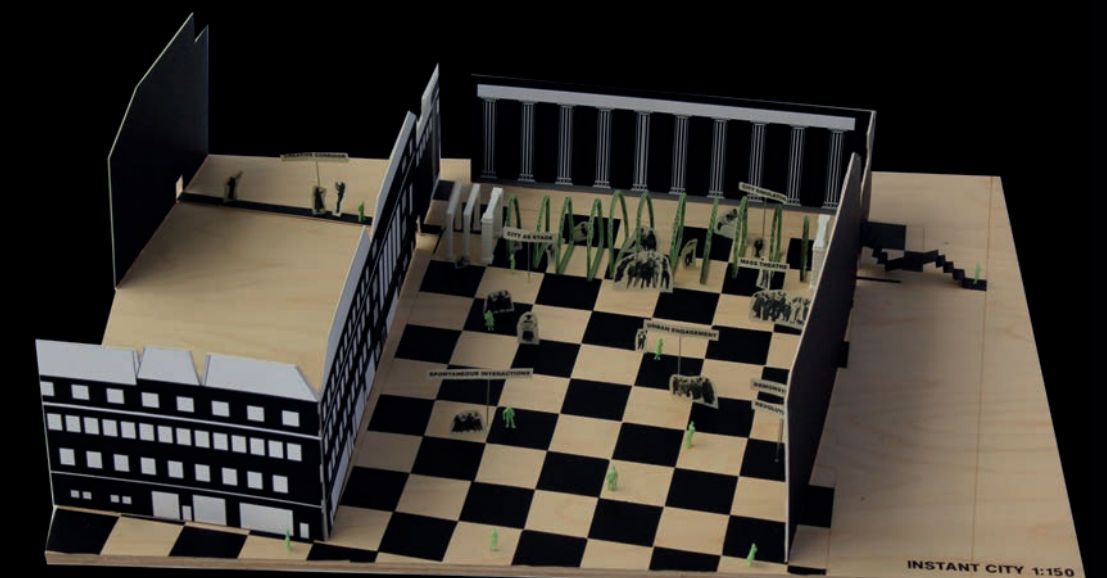
## 01 CITY LABORATORY



## 02 CONVERSATION CAPSULE



### 03 FACTORY FLOOR



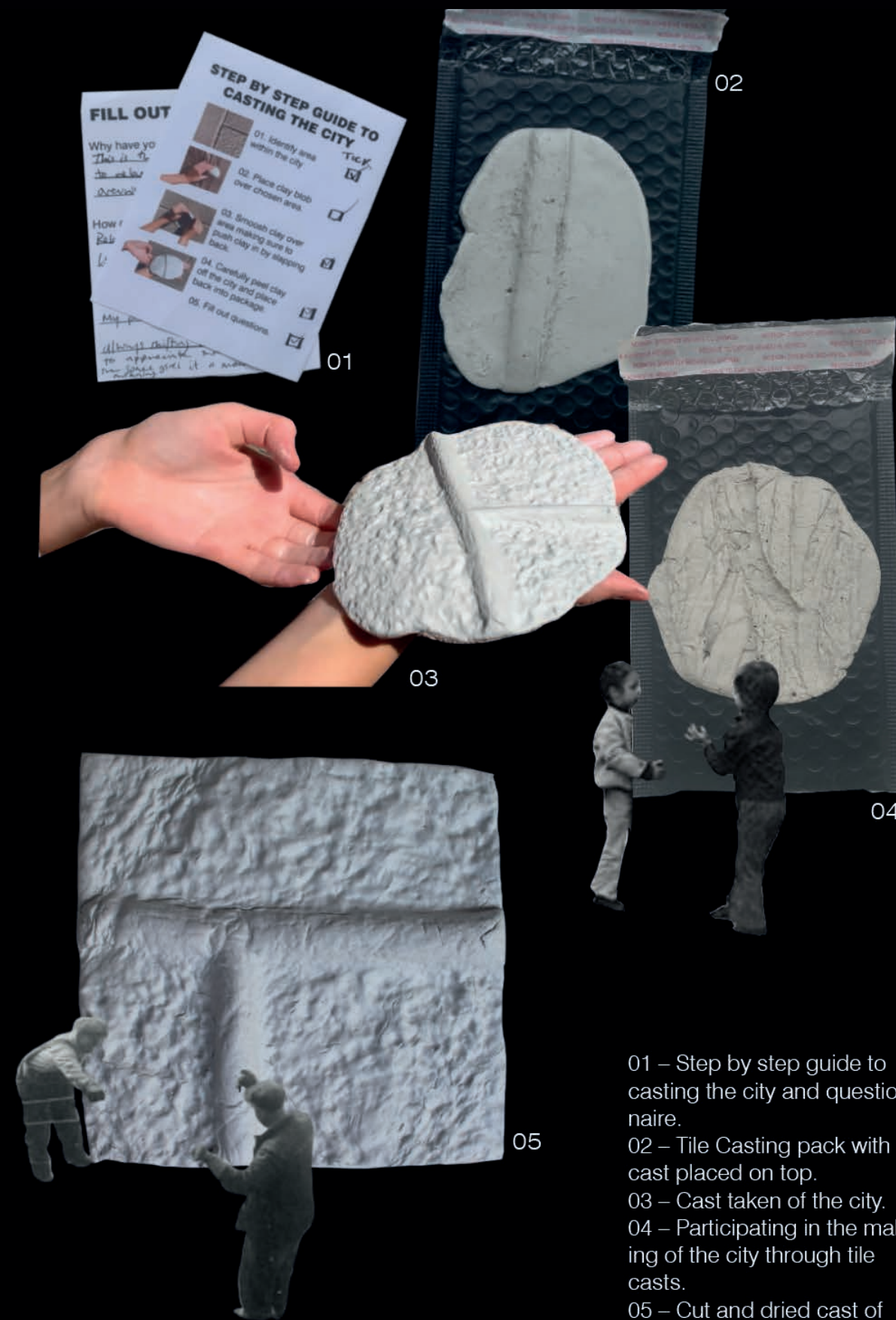
## 04 INSTANT CITY

## INFLATABLE KIT.



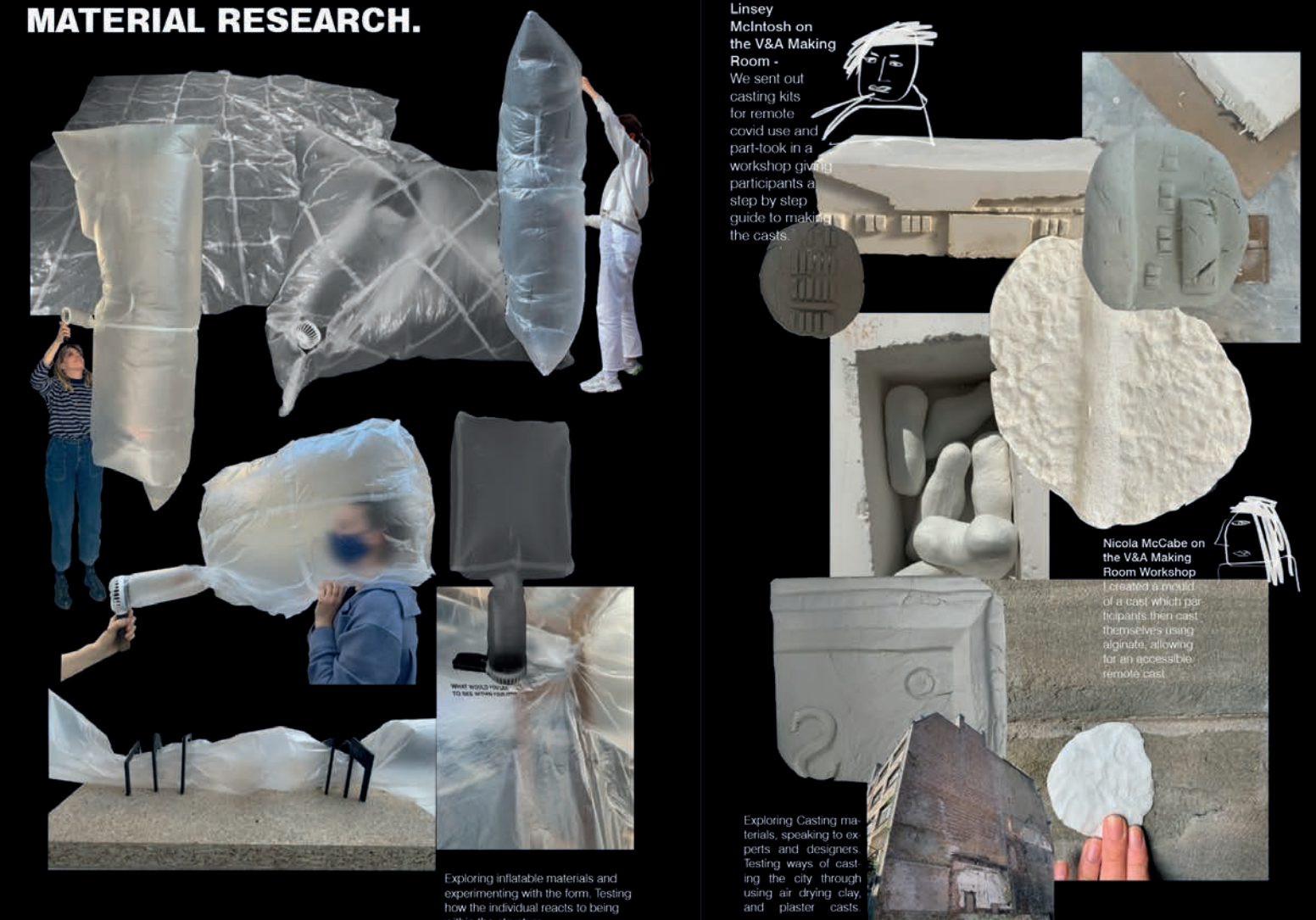
01 – Collecting the step by step inflatable city guide.  
02 – Unpacking kit to see fan, inflatable and questionnaire.  
03 – Filling out questionnaire and considering what area within the city you would like to see change.  
04 – Inflating the kit within the area of the city you would like to see change.  
05 – Informing the workshop of the area within the city and allowing them to go collect the space to be considered and discussed.

## TILE MAKING KIT.



- 01 – Step by step guide to casting the city and questionnaire.
- 02 – Tile Casting pack with cast placed on top.
- 03 – Cast taken of the city.
- 04 – Participating in the making of the city through tile casts.
- 05 – Cut and dried cast of airdrying clay.

## MATERIAL RESEARCH.

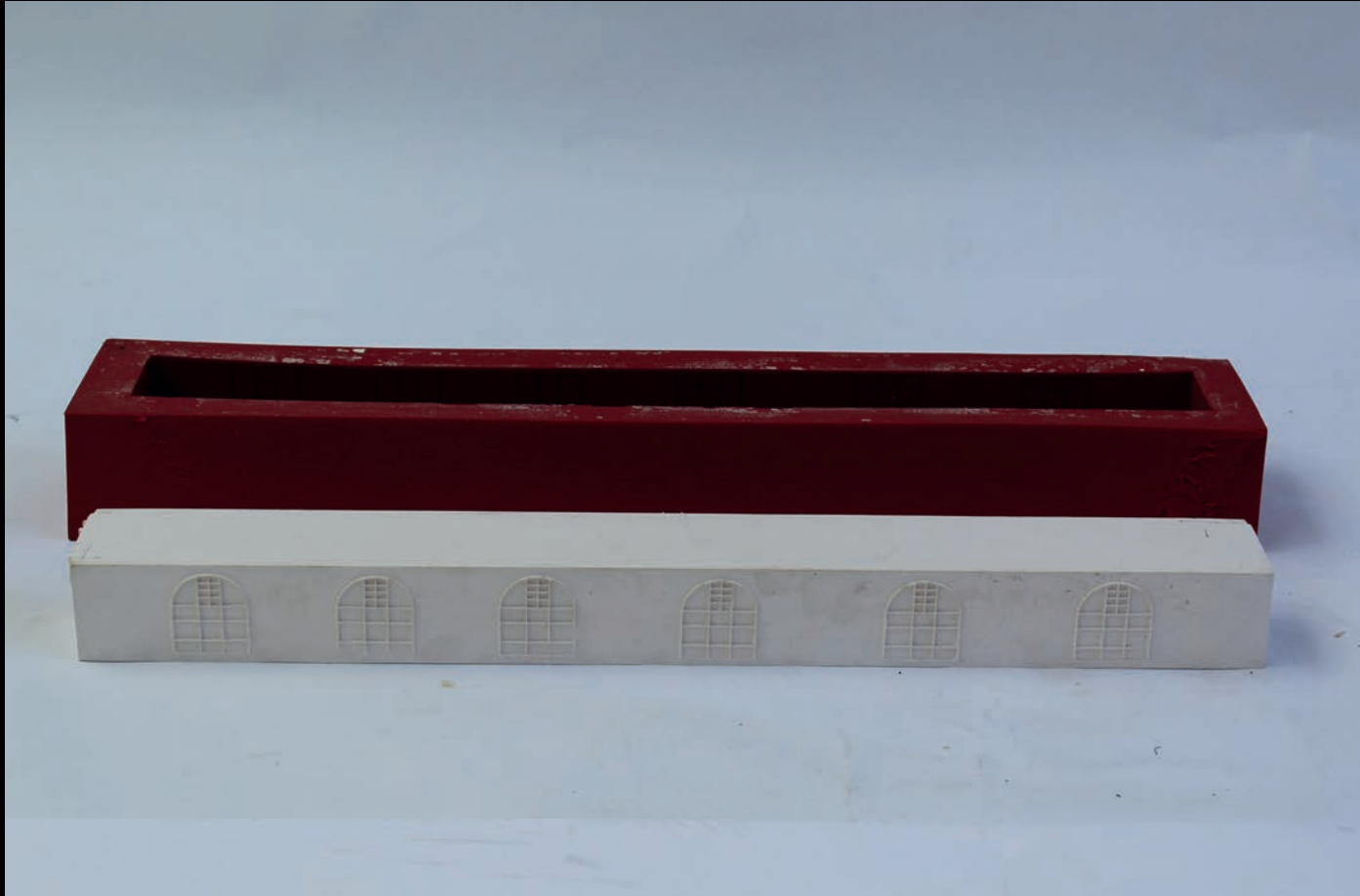


Community engagement through tile making. The tile making kits would be picked up from the City Laboratory and taken out into the city. The individual would then take a cast of a city texture and bring it back to the Laboratory. In doing so the individual is experiencing the city 1:1 and creating the city on a smaller scale causing them to question their perception of the city. These tiles would then be made weather resistant by creating ceramic tiles using plaster moulds and creating clay tiles which would be fired in the kiln. These would then be displayed within the Inflatable Conversation site acting as a curation of the city made by the inhabitants. Community engagement is also done through inflatable kits which would allow members of the public to collect kits and then bring them into the city. The user would inflate an environment within an area of the city that they would like to see change. This information would then be fed back to the City Laboratory where conversations would begin about how to change the city to for the inhabitants of the city.

The structures question the standard concept of buildings which are no fixed form and cannot be translated through to normal architectural plans and section. Inflatables move away from the reliance of expert architectural knowledge constituting a type of participatory architecture that allows the users to take control of their environment. Housed within in-between spaces of buildings making the city a laboratory of temporary spaces activating, creating and sharing public space and involving citizens in creative processes. Replicating the effect that inflatables have when pressed up against a surface therefore 'casting' the surrounding space.



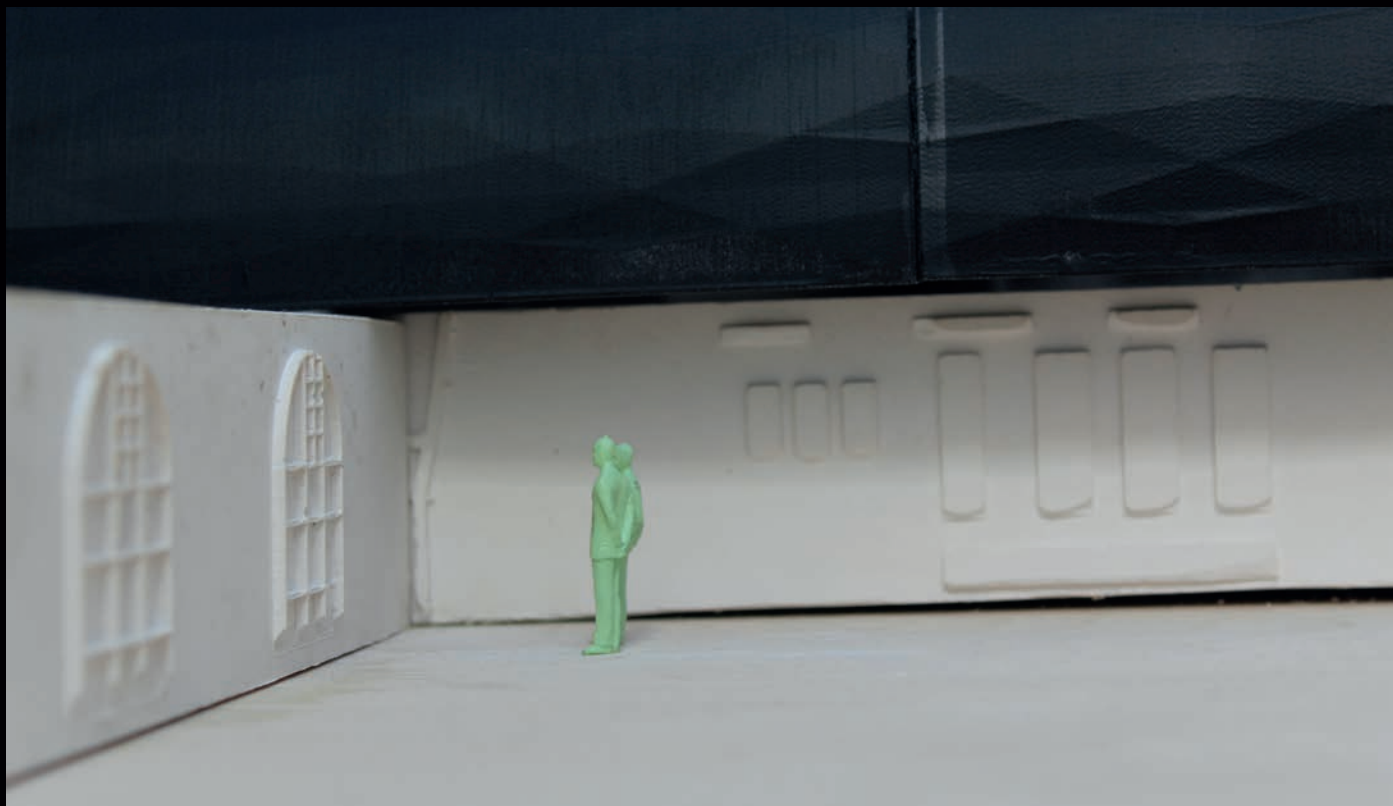
# CASTING THE CITY



Rubber Mould and Plaster Cast

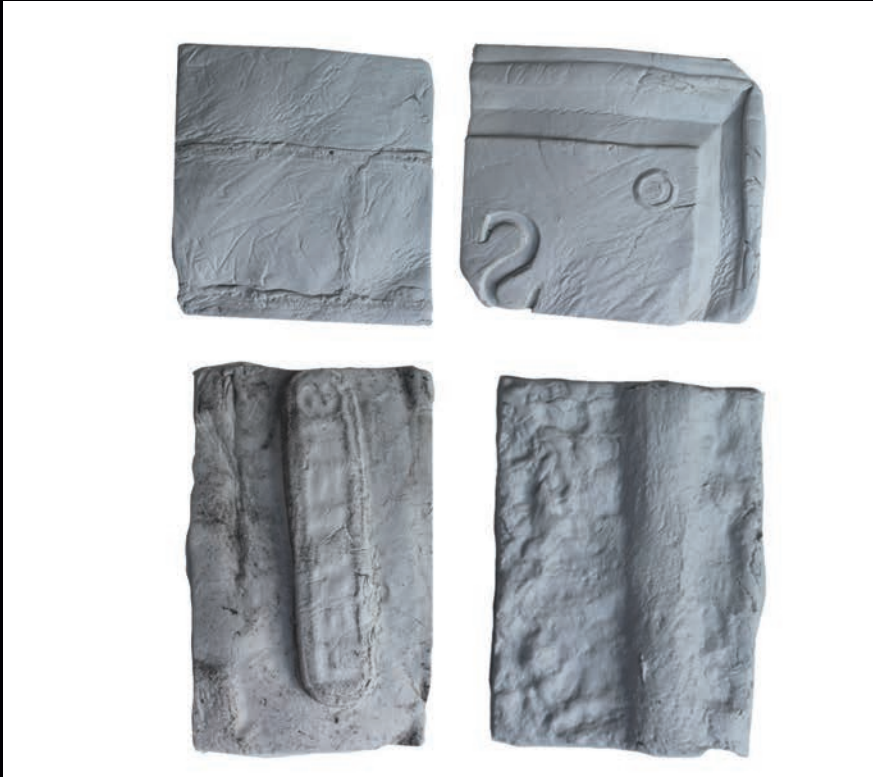


Rubber Mould



Plaster Mould in City Laboratory Model

Final Model of the City Laboratory Cast Walls. The Laboratory sits within the urban room of the in-between spaces of buildings and the interior walls cast the existing surroundings of the city. Replicating the effect that inflatables create when pushed up against a surface. The final model was created by taking a rubber mould of an MDF model and then from that a plaster mould.



City Texture Tile Cast



CNC Rubber Mould and Plaster Cast



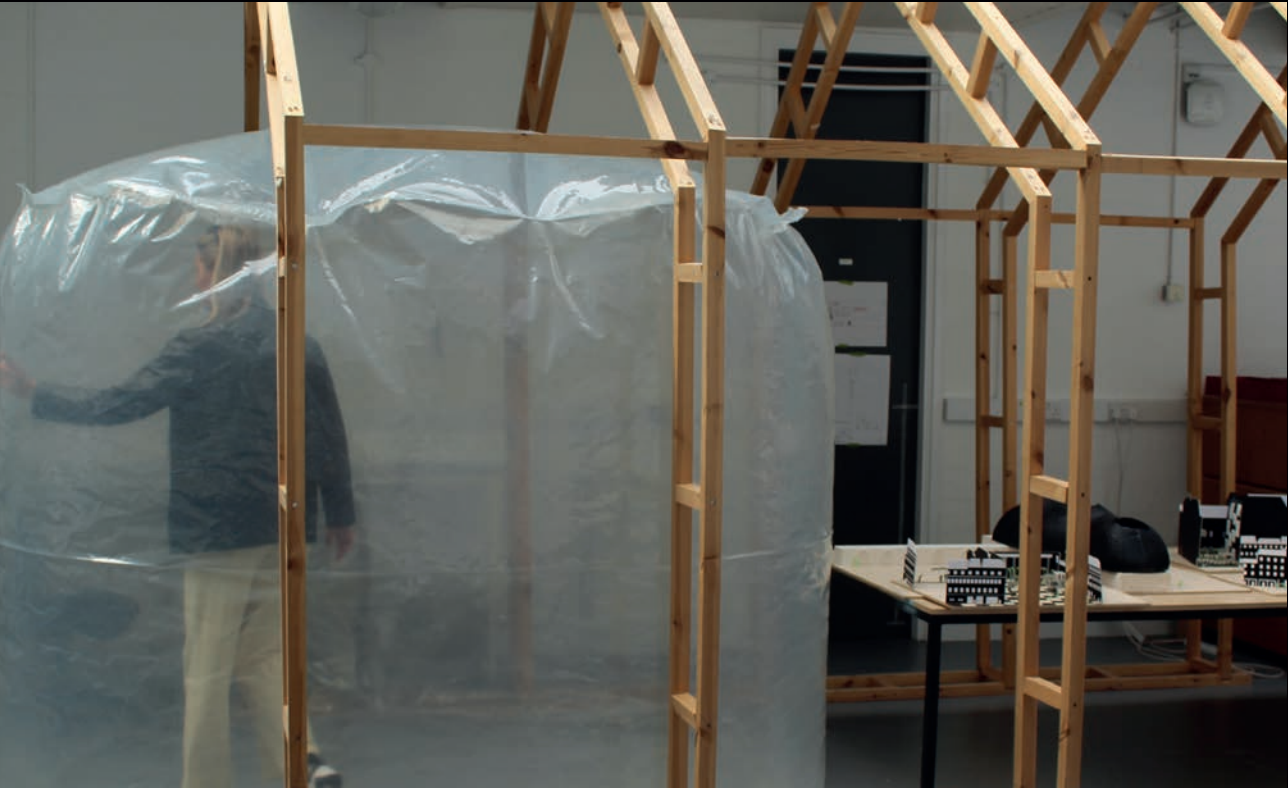
Plaster Cast of MDF Mould



Details of Plaster Cast Mould for City Laboratory

Above are experimentation of casting the city through model making. The textured tiles are casts of individual details from around the city that an inhabitant would produce. The other images are process models of creating the final plaster model.

# INFLATABLE STRUCTURE



Inflatable Model - small scale replica of an inflatable that would be produced at each stage of the process. Replicating the experience of being within isolated environment.

Further Processes.  
Inflatable City Overview - <https://www.youtube.com/watch?v=bJVCea4WNFs&t=1s>  
Making Processes - <https://www.youtube.com/watch?v=lpWGJdW7KWY&t=9s>  
Website Link - <https://niamhcbrownlie.wixsite.com/my-site-1>