



In a response to adaptive reuse I have created a series of three projects, each following an expressive and curious method of design and development. The driving point behind these designs is the idea of the finished being unfinished – something that can constantly be picked up and developed, and I wanted to show this through the way I create. "KNACKERED" is a well thought through interior project aimed towards art students; therefore, it is designed to fit their practice. The design process usually goes overlooked when a final product is presented to a client, therefore, this interior is designed to celebrate the design process. This is done through bringing knackered (used) materials back to life through making them a focal point in a lively night life environment. Metal and concrete are the focused materials of the design, as they featured in the original space. Furthermore, they effectively portray the idea of industry through the interior. This form of adaptive reuse is an example of simple yet effective design, as very little has been changed but each small tweak makes the space feel different to its original state. Through experimenting with texture and materials, the interior aims to reflect a sense of originality and excitement, which art schools are designed to do, alongside sparking a conversation, or thought around where each piece in the design originated from, and how it makes an unfinished design, finished.



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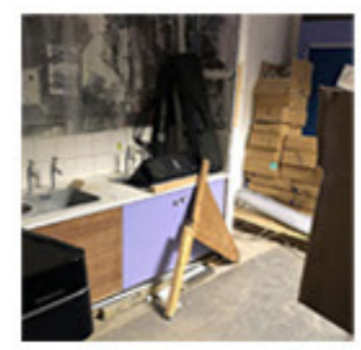
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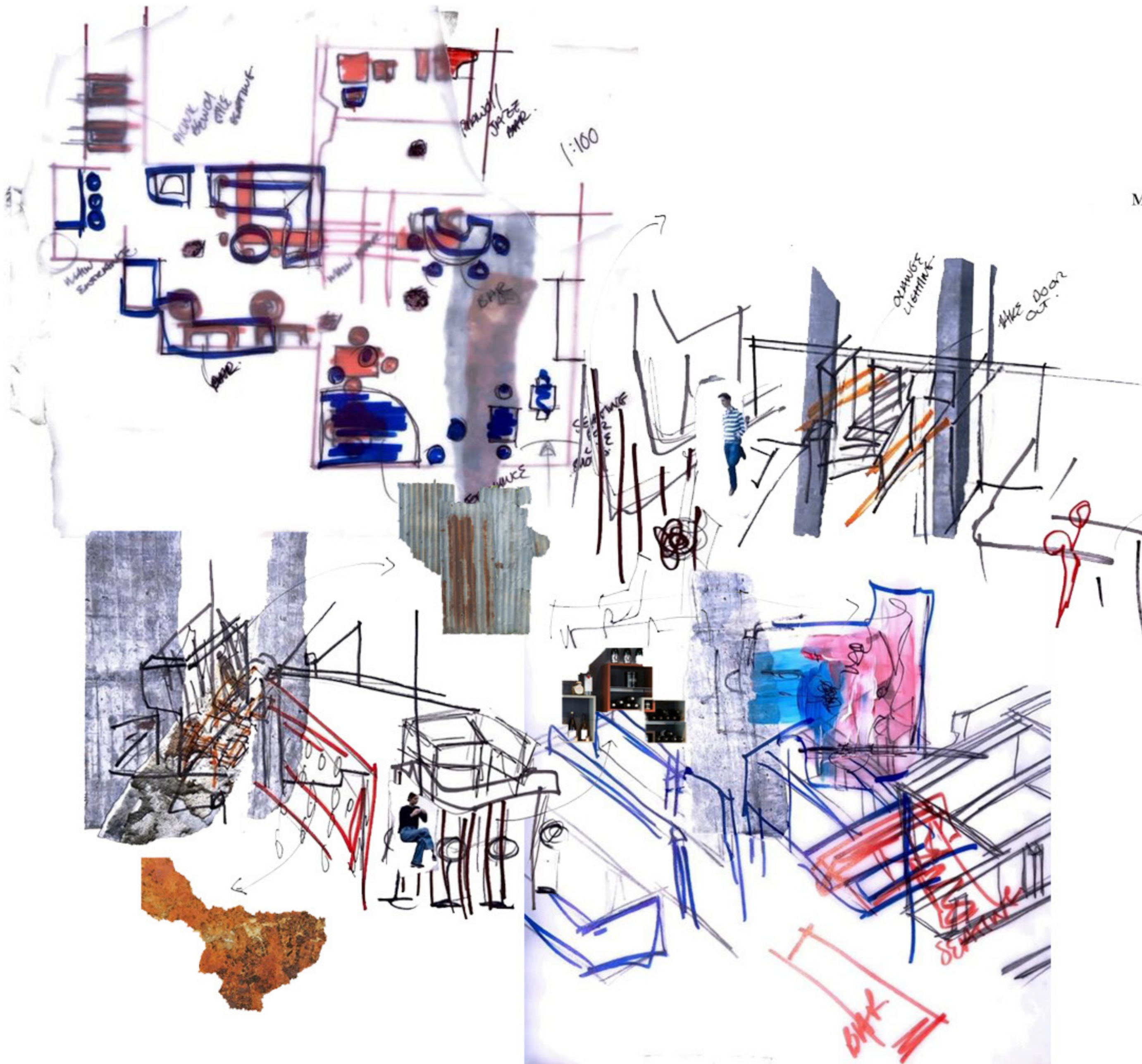
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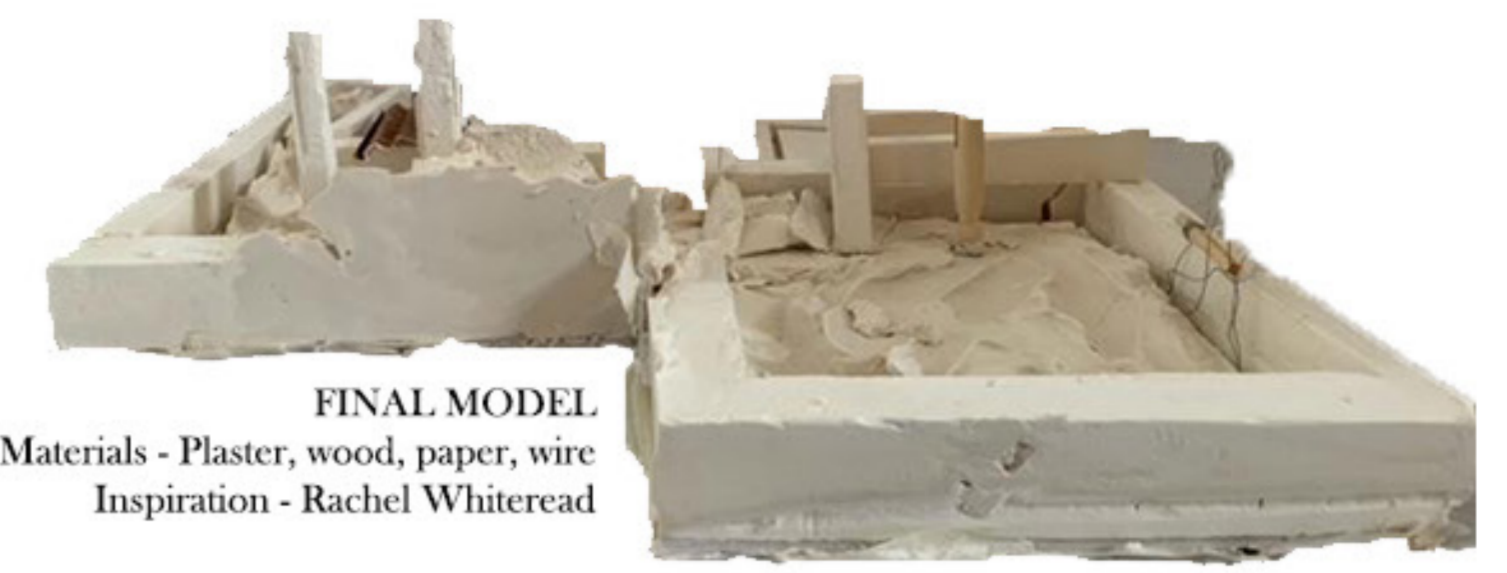
The site is currently being used as a low ceiling storage basement with three floors

**KNACKERED**  
 Exploring incomplete creativity through adaptive reuse



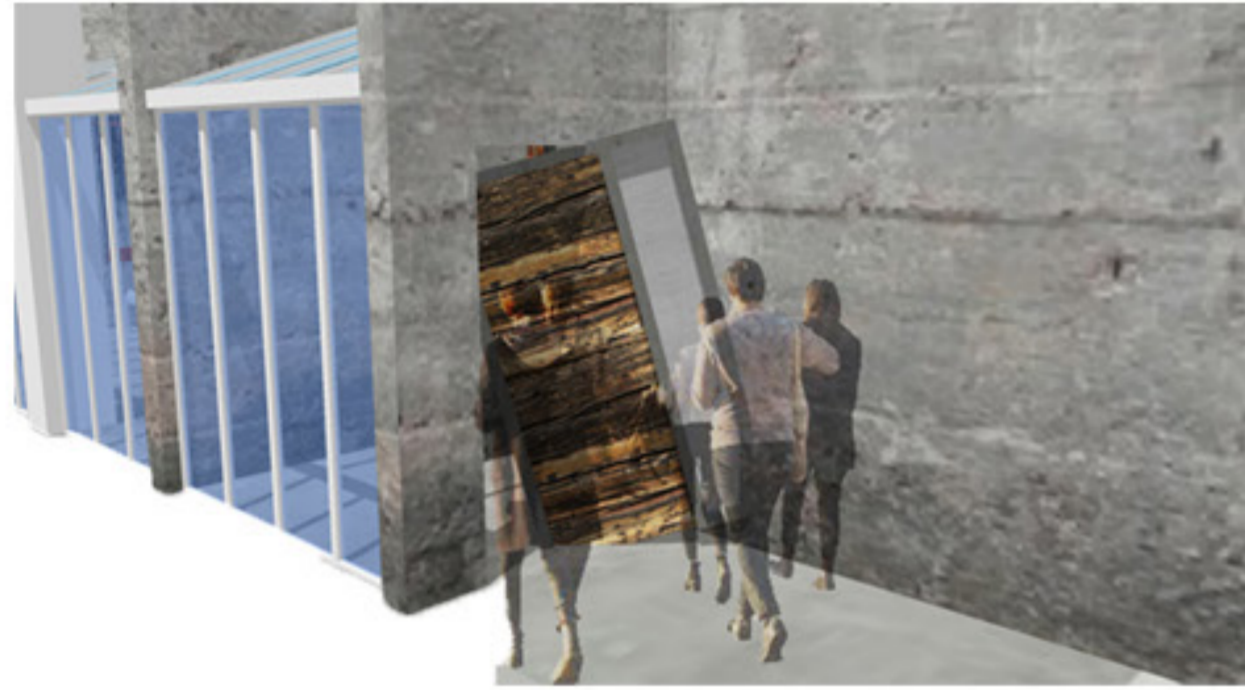


Mixed media sketches exploring floor plans and zoning.  
 Drawing with materials in mind to maximise utility and aesthetics.



FINAL MODEL  
 Materials - Plaster, wood, paper, wire  
 Inspiration - Rachel Whiteread





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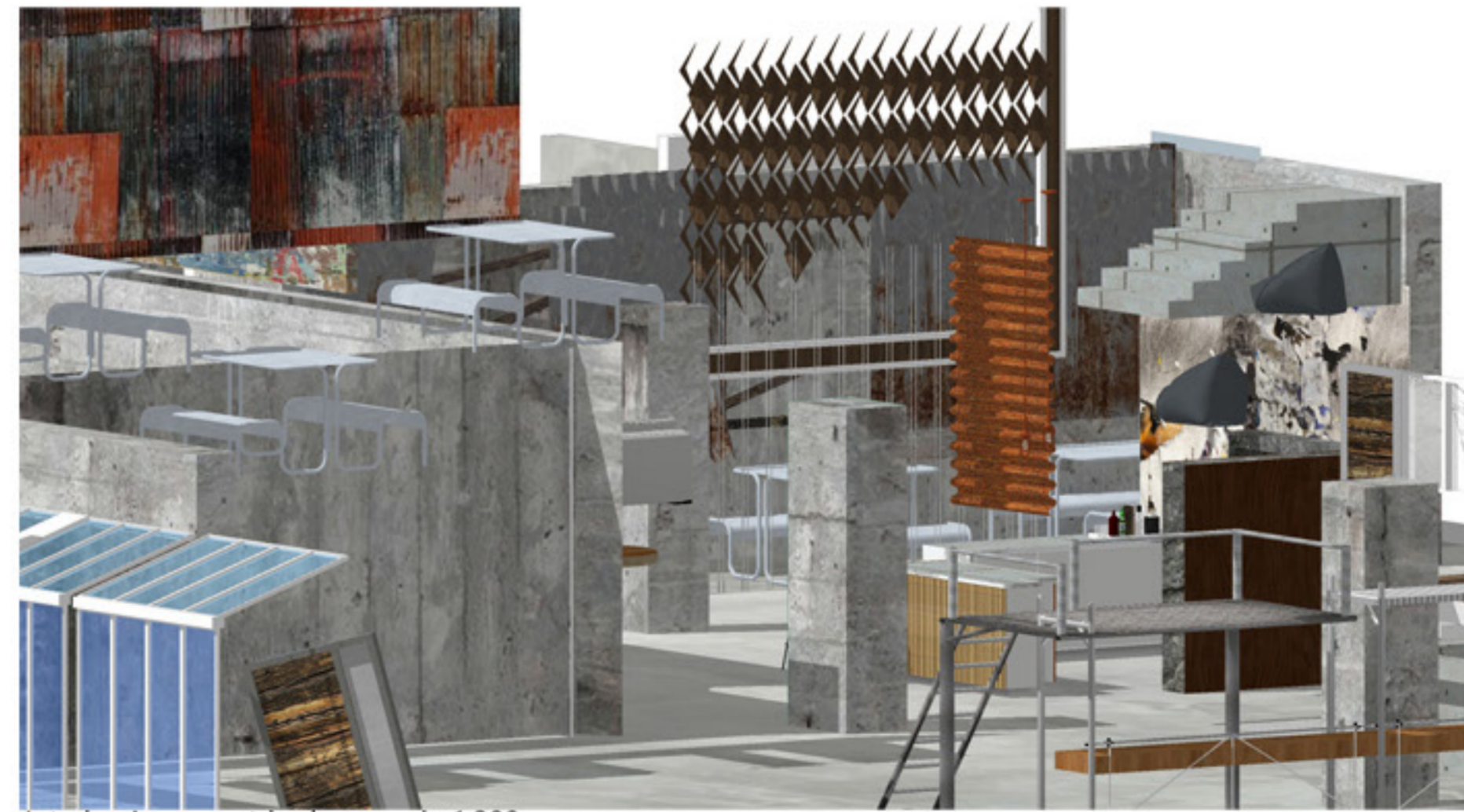
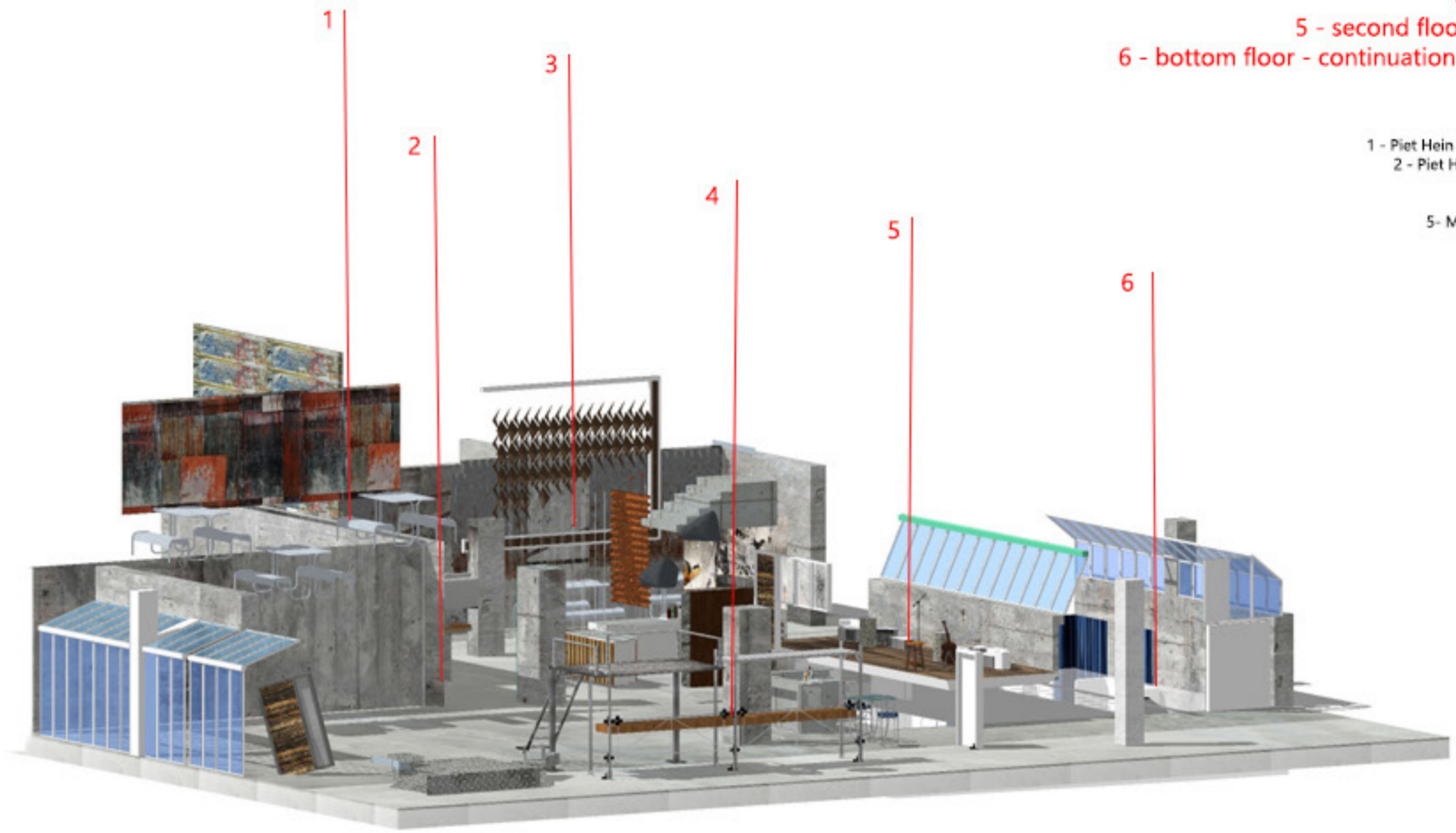


**ZONE KEY**

- 1 - bar and seating area
- 2 - dance floor
- 3 - private social seating
- 4 - elevated seating
- 5 - second floor - live music venue
- 6 - bottom floor - continuation of live music venue

**FURNITURE INSPIRATION**

- 1 - Piet Hein Eek - Aluminum Table - round
- 2 - Piet Hein Eek - Kröller-Müller Chair
- 3 - Punched Mesh Lamp
- 4 - Zinc Bench
- 5 - MUUTO - Outline highback sofa



Interior Axonometric view - scale 1:200



Left - Final model complete  
Right - Development of final model (before paint)



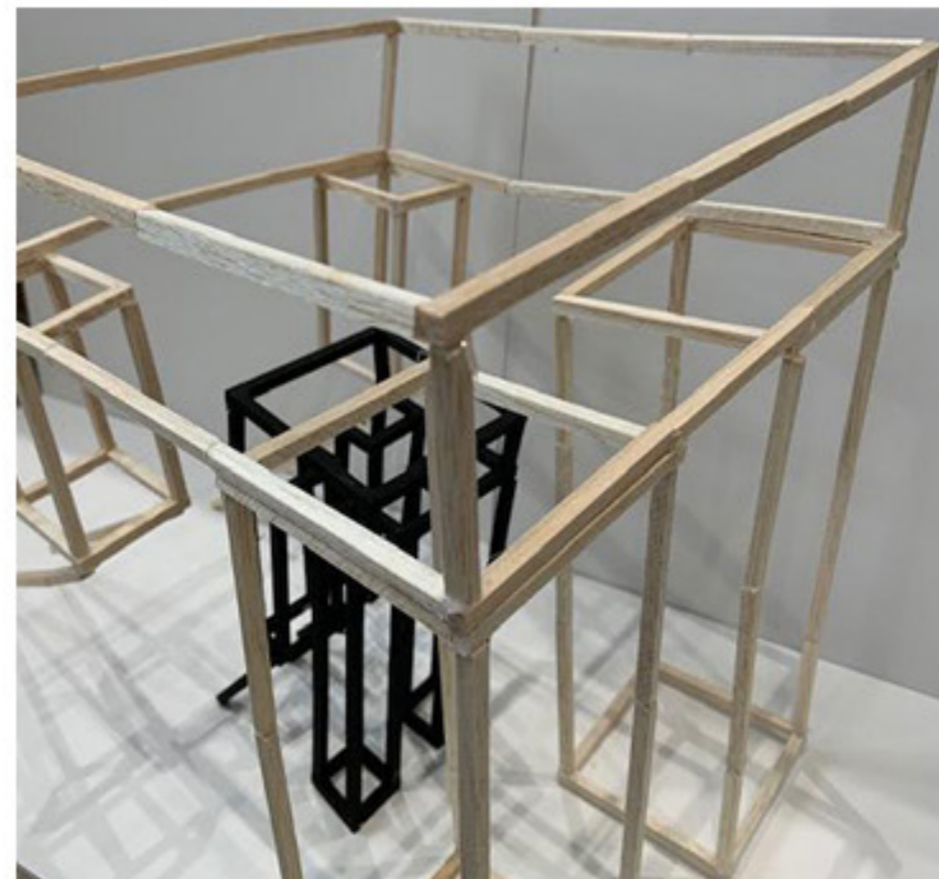
Top - Final model complete "EMBARK"  
Bottom - Development of model



**OBJECT ARCHITECTURE**

Improvised model making to explore and enhance basic forms of the chair and table.  
I took the opportunity to play with match sticks to intricately compose very fragile looking models. This is a reflection of the intricate yet simple design of the original forms being developed.

**"Nest of Sticks"**



Peter Shire - Like Swimming - 2007  
Diana A Side Table - Konstantin Grcic - 2002

