

bend

Becca Craig



FIRST FLOOR - WORK STATIONS

Drawing inspiration from the curvature of scoliosis, 'Bend' appears as to be more than just a hostel—it's a place where comfort and connection intertwine. Situated within the historic walls of 15 Shore Terrace, Dundee, this architectural building, formerly the city assembly rooms, was constructed in 1890, and now homes Bend. Once a departure point for city tours, this Greek-style building is situated in the perfect spot for Dundee's newest hostel.

In a world where hostels often are often stereotypically uncomfortable, the aim is to redefine these thoughts. Recognising that many travellers back away from hostels due to their perceived lack of comfort, I set out to bend this notion. To personally link and engage myself with this project, I was thinking about what discomfort is for means to me; that being scoliosis. Scoliosis is where the spine twists and curves to the side.

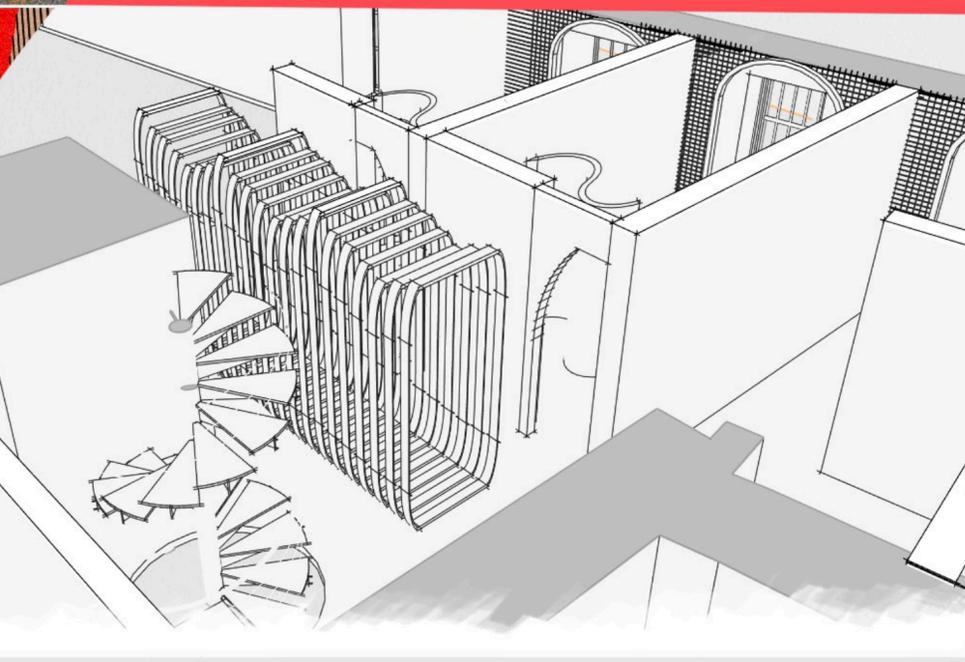


RELAX
3rd Floor

SLEEP
2nd Floor



GROUND FLOOR - RECEPTION



FLOOR PLAN SKETCHES

WORK
1st Floor



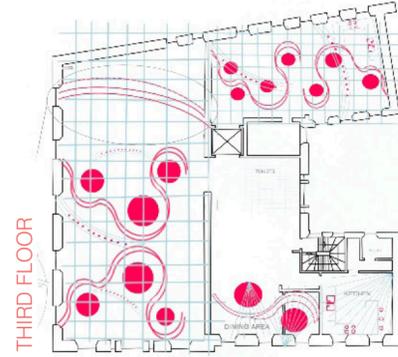
MEET
Ground Floor



SECOND FLOOR



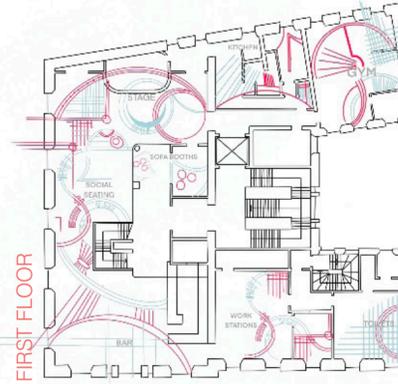
THIRD FLOOR



GROUND FLOOR



FIRST FLOOR



THIRD FLOOR - RESTAURANT



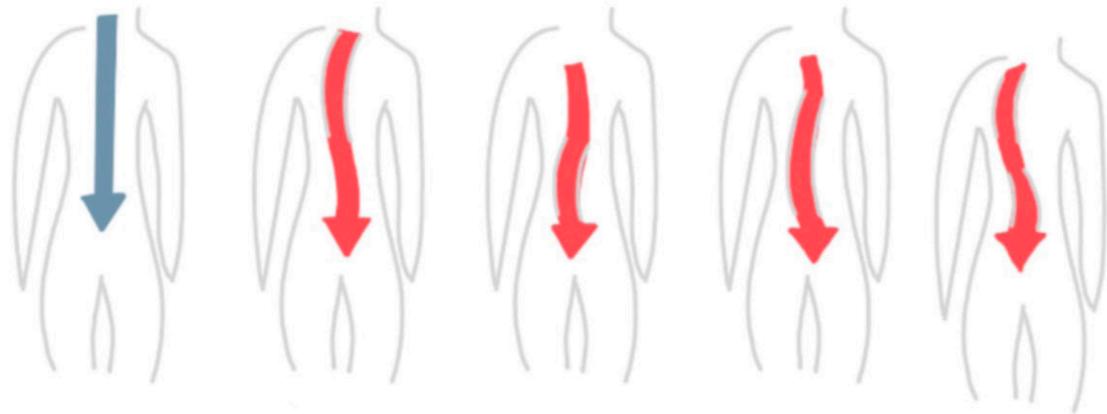
FIRST FLOOR - WORK BAR



RIGHT SECTION

Viewing the building as a structured, healthy spine—representing a comfortable, organized space—the interior offers a striking contrast with its curved, organic design. While the curvature may initially seem uncomfortable, I'm playing with the idea that discomfort within hostels can evoke a new sense of comfort for guests. Here, discomfort transforms into growth, leading guests from unease to peace within Bend's unique design. Let Bend be your refuge—a place where discomfort fades into calm, and where finding comfort is a journey worth taking.

WHY SCOLIOSIS?



WHAT PUTS YOU OFF A HOSTEL?

SOPHIE HENDERSON, AGE 21

“ I don't like the idea of not know who I will be sharing a room with, solo travelling as a girl especially since there isn't that many room options that me me feel safe. Also the idea of bunbeds makes them **UNCOMFORTABLE** ”

AMY MORRIS, AGE 21

“ I am worried as a girl about sharing with males and the groups of people that I may be sharing a room with. I do like the communcal aspect but only for the social settings not for the rooms. I would feel more comfortable habing my own space to retreat to not having this makes me feel **UNCOMFORTABLE**. ”

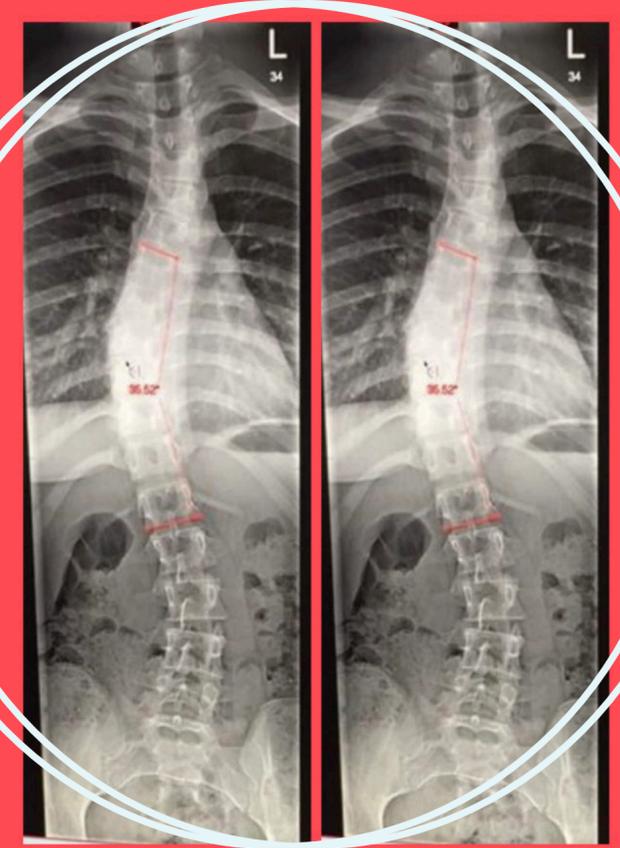
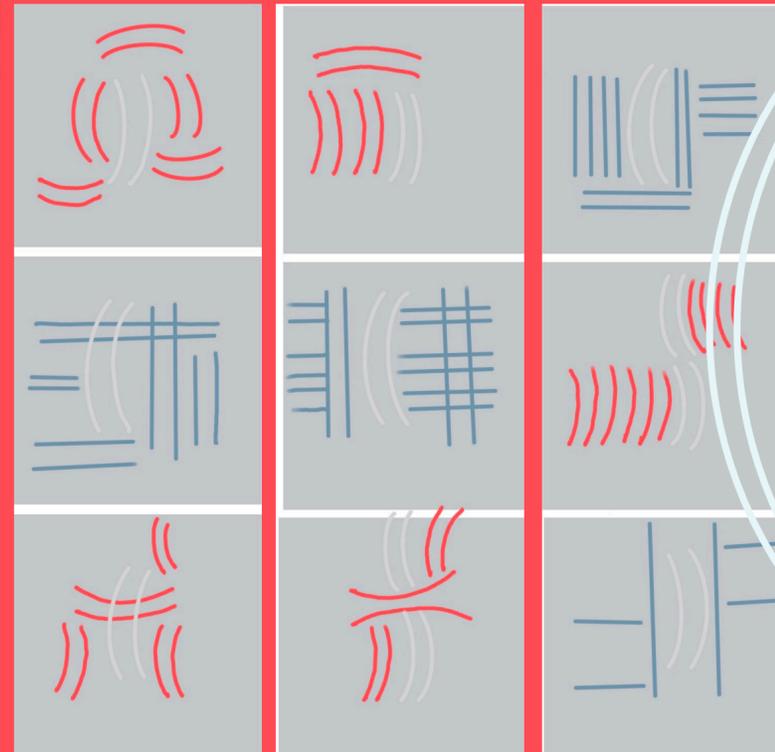
KIRSTY LAMOND, AGE 21

“ I dont' feel super safe if I were solo travelling and if I were to be with someone else it would be more appealing to stay somewhere more upmarket. I feel as though there isn't enough safe spaces for my belongings and the beds are always **UNCOMFORTABLE** ”

MADDY DREZE, AGE 22

“ They are dirty and I do not like sharing with people that I do not know, the fully communal aspect makes me feel **UNCOMFORTABLE** ”

SCOLIOSIS TYPES



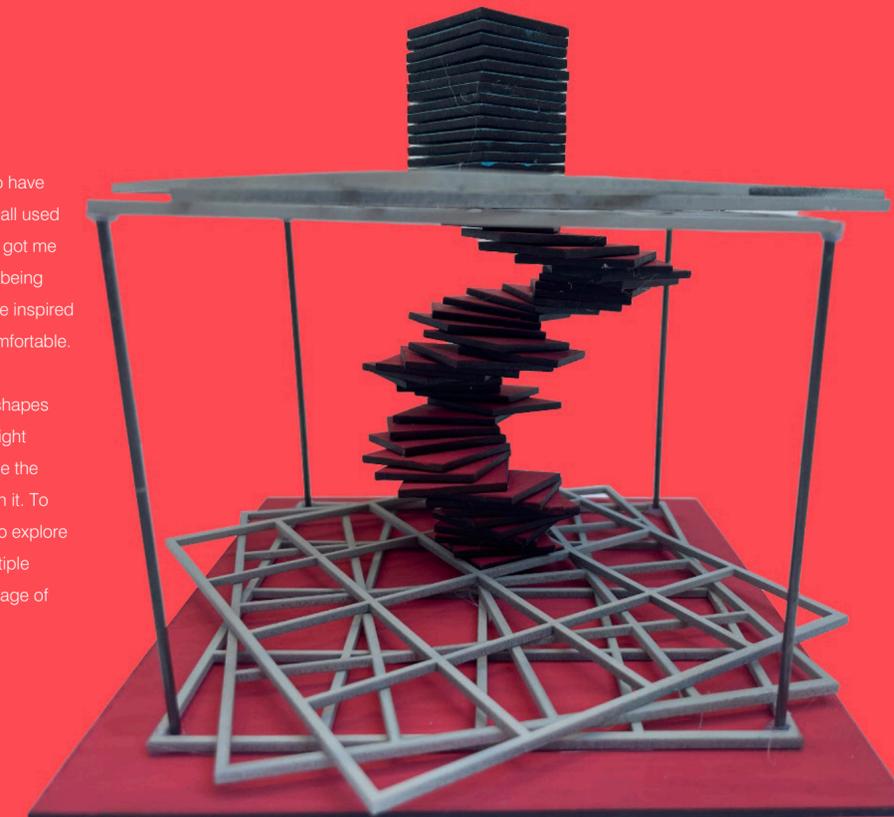
MY SPINAL XRAY



HOSTELS = DISCOMFORT

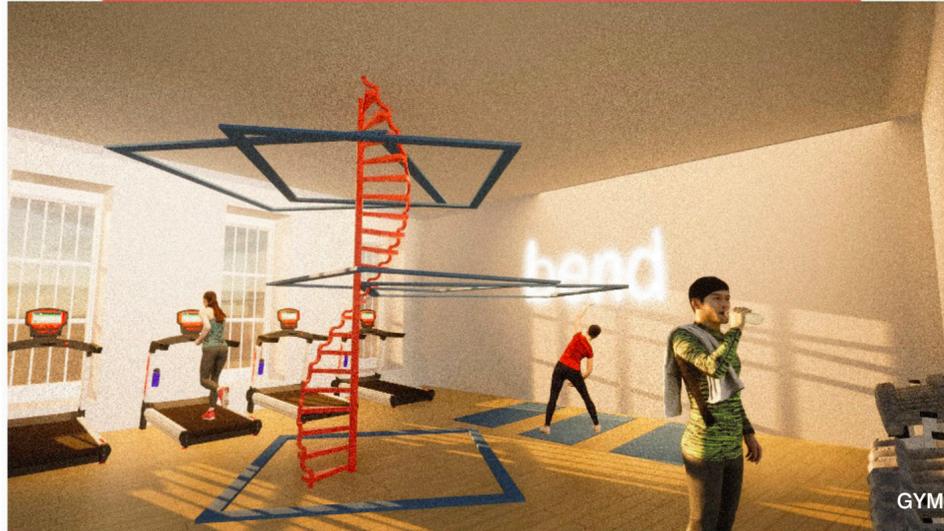
SCOLIOSIS = MY DISCOMFORT

After having a quick initial conversation with those who have stayed within hostels before, it became apparent they all used the word “uncomfortable” to describe the hostels. this got me thinking about what my personal discomfort was, that being scoliosis. I wanted to use my personal discomfort to be inspired by to create a comfortable space that was once uncomfortable. There are Four distinct types of scoliosis exist, each characteried by slightly different curves. These curve shapes served as the basis for pattern grids. The healthy, straight spine was represented in blue within the diagram, while the uncomfortable spine was shown in red, interacting with it. To add depth and dimension, the patterns were layered to explore how the five different spines could interact across multiple floors. This concept was then translated into the language of sketch models to visualize in three dimensions.



REPRESENTING THE CURVY SPINE CURVED UNTIL IT HITS TAHE GRID AND BECOMES STRAIGHT

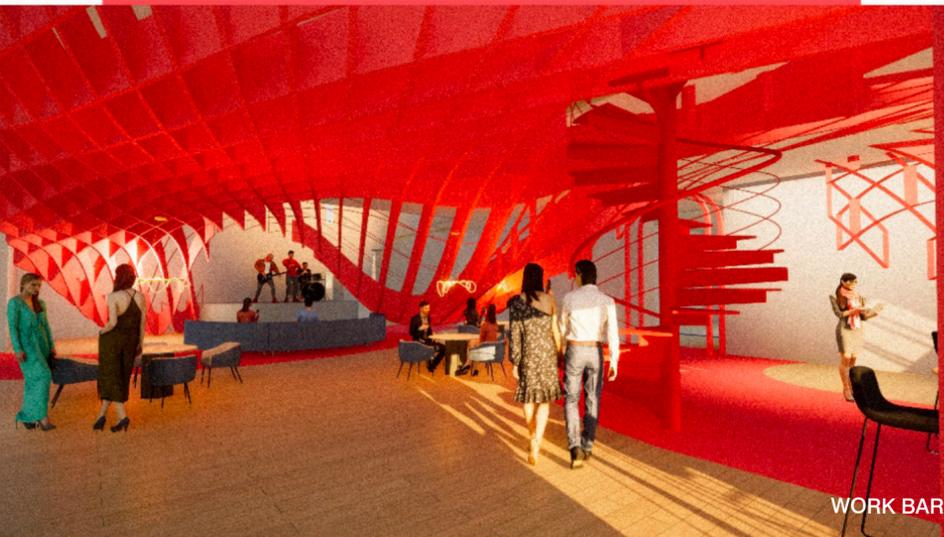
FIRST FLOOR



GYM



WORK STATIONS



WORK BAR

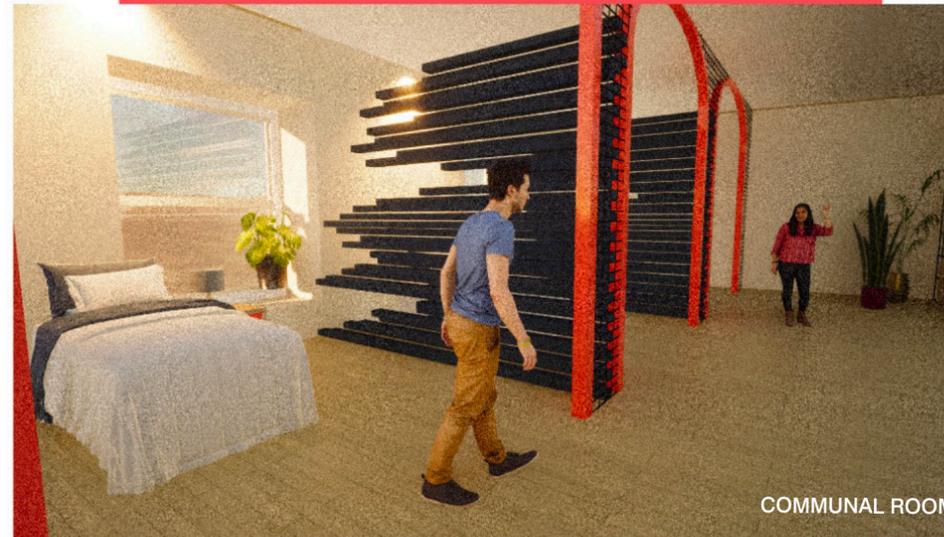
SECOND FLOOR



DOUBLE ROOM/DISABLE ACCESS ROOM



SINGLE ROOM



COMMUNAL ROOM

THIRD FLOOR



RESTAURANT



DINING ROOM



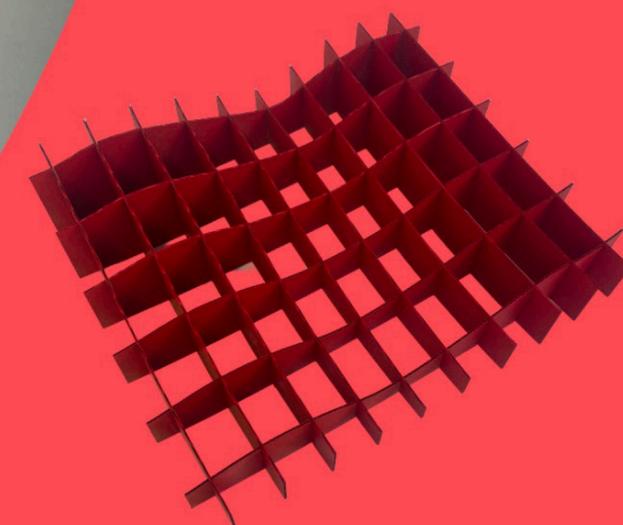
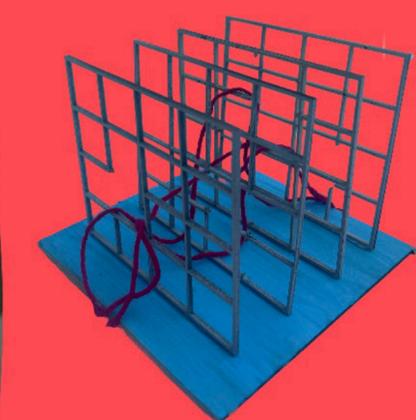
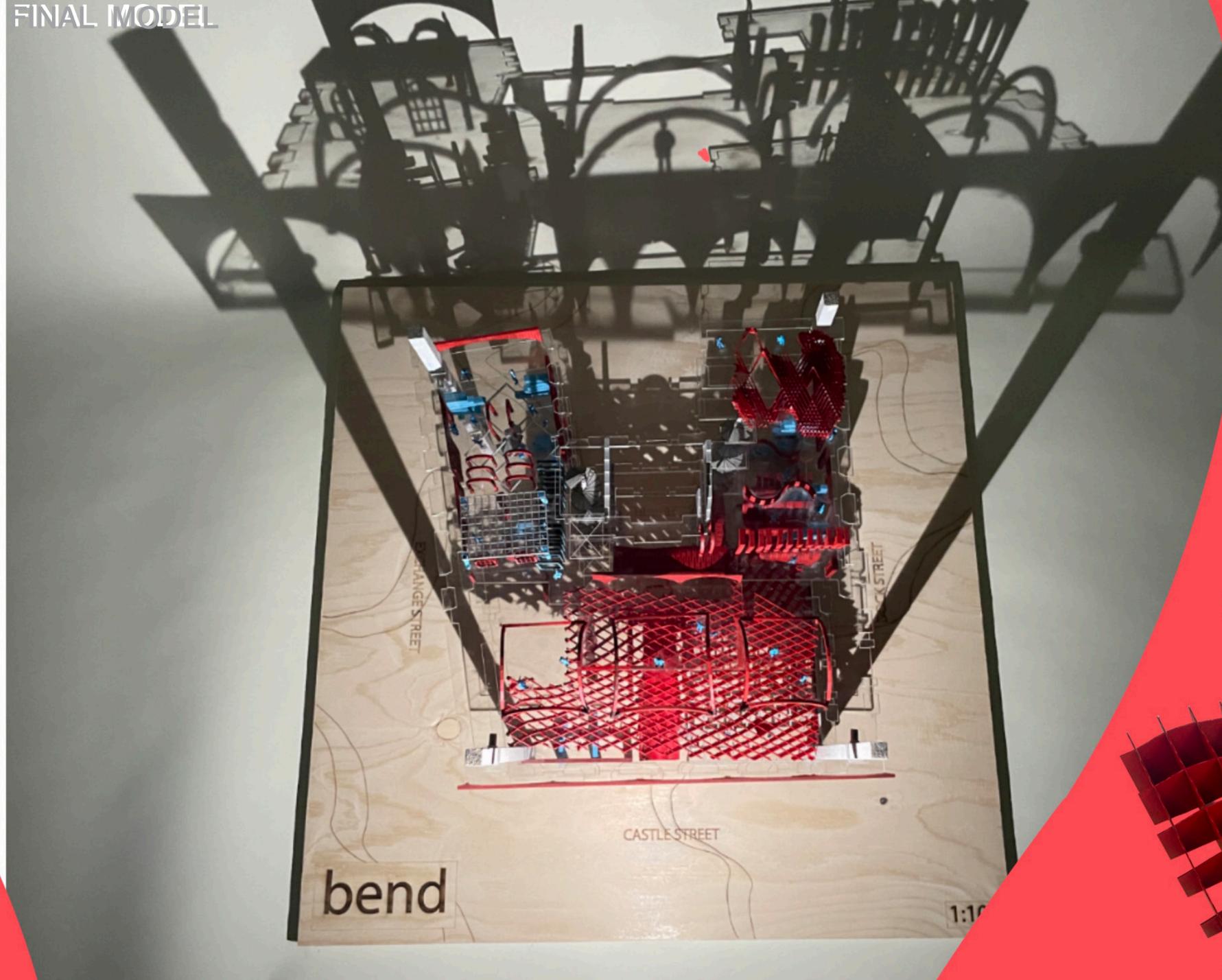
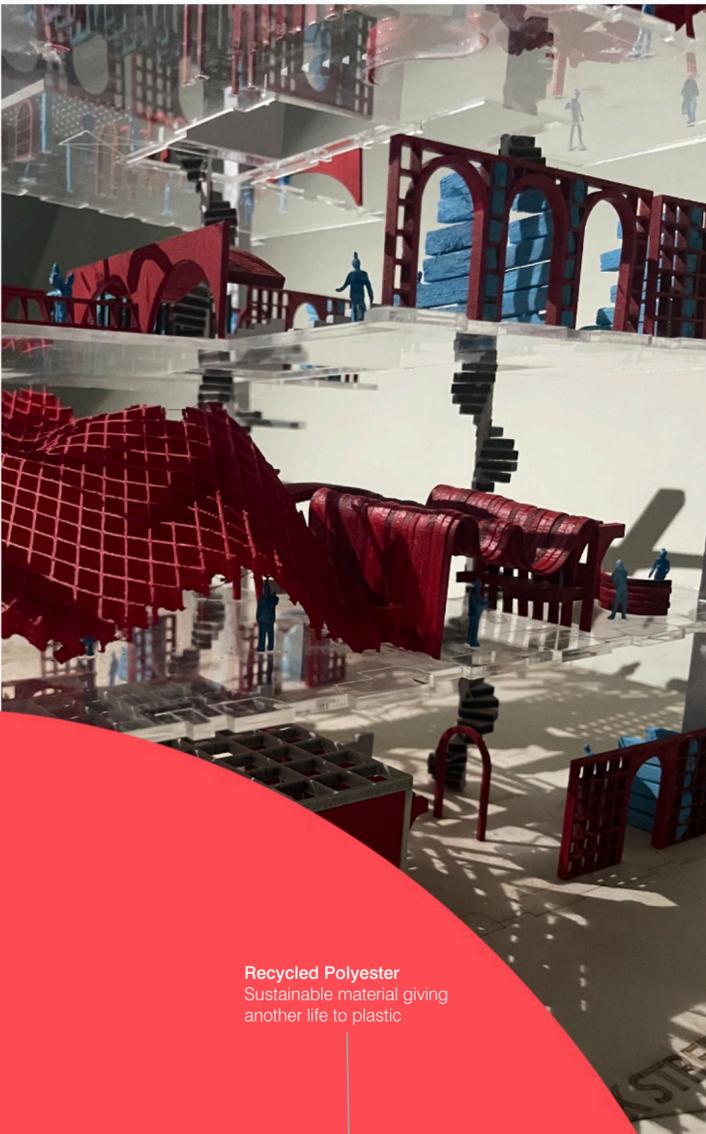
ROOF TOP BAR

The first floor is about working and engaging with others to put emphasis on the 'typical' communal hostel. The gym is an added extra not often seen in hostels but was an intisment for people. All equipment is tailored for those who suffer with back problems. The work room has a curved ceiling adds a touch of warmth, softening the otherwise square space and reducing the corporate feel often associated with offices. The main bar occupies the double-height room within the building, welcoming guests through an arched entranceway. A curved grid structure shelters the room, not only referencing the initial inspiration but also varying the space with its varied heights, creating multiple zones within one area to cater to different social preferences. Serving as a focal point, this structure draws guests to gather and socialise. The space is divided into three distinct areas: the bar, the main seating area, and a cosier, more intimate seating arrangement, ensuring a variety of atmospheres to suit every guest's comfort level.

While communal rooms are a standard feature in hostels, the overwhelming negative feedback from the engagement task highlighted the need for improvement, rather than elimination. Making sure every guest is as comfortable as possible I designed three room types to suit every traveller. In redesigning the communal room, each of the three beds is framed by its own arch, symbolising the importance of every individual. Departing from the conventional bunk beds, the room now features more comfortable single beds. The slats stemming from the arch's grid can be adjusted to provide varying levels of privacy, catering to guests' preferences for social interaction. The disabled access room is located on the ground floor so that they have on street entrance to their rooms. Finally the double room is divided into two sections, the bedroom occupies one end, while a stack of columns stemming from the grid structure, discreetly conceals the shower room behind it.

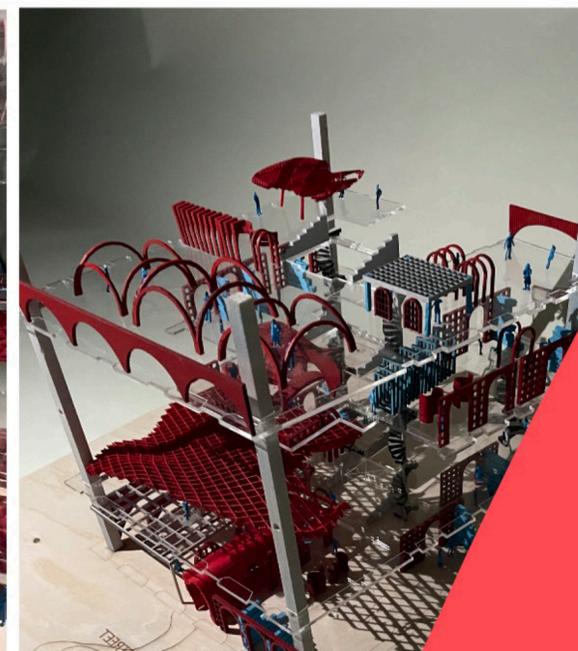
The third floor is all about the kitchen. Reviews from the previous hostel within dundee was said that the kitchen was the "social hub" of the hostel and I wanted to take this and dedicate a whole floor to the kitchen to create a top social hub for those staying or visiting the space. The restaurant offers a dining option for guests who prefer to be catered for, providing a welcome break for exhausted travellers. With two seating options available, guests can choose between more intimate enclosed spaces or open floor seating, depending on their comfort preferences. For guests who prefer self-catering, a dining room option is available next to the kitchen for added convenience. The curved structure of the roof entices you from the corridor, creating an inviting atmosphere for communal dining. The rooftop bar is essential in enhancing guests' experiences, offering a fresh setting for socialising outdoors and stimulating community growth.

FINAL MODEL



SKETCH MODELS

Sketch Models were made to demonstrate the healthy straight spine (the grid) and the uncomfortable curved spine (the blocks) interacting as one form together. The healthy, straight spine was represented in blue within the diagram, while the uncomfortable spine was shown in red. This was a tool to help visualise how the shapes discovered and found from my spinal xray and scoliosis types diagram would be in one space together.



Recycled Polyester
Sustainable material giving another life to plastic



Sustainable Oak
A sustainable choice of wood for natural, calming flooring



Concrete Ribs
Gives visual interest within the main bar space



Glass
A material kept from the original building for windows and door panels



Metal Frames
A lightweight material for structures

