The aim of this project should be to create an adapt and reuse project of the derelict St Peters Seminary. The building is located thirty minutes west of Glasgow and has been neglected for over 20 years. Originally designed by Gillespie, Kidd & Coia in 1961; the building is an iconic post-war, brutalist building and despite its short functional life, remains highly regarded. It is A-listed so any adaptations must be carefully considered.

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The final design should include a multifunctional, multidisciplinary and collaborative creative space designed around four main objectives, known as the four E's: Expression, Education, Encouragement and Exhibition.

> Inspiration should be taken from the chosen site and integrated, developed and researched into a consistent theme. The design should have a core purpose, you should focus on an element of the design industry that is overlooked and look at ways to overcome these boundaries and problems. The target audience can be varied, however the design must be inclusive and there should be a focus on young people, from the ages of 12+, to encourage the arts within education.

> > GARDEN SPACE

ORIGINAL STAIRS

MESSY CREATIVE SPACE

LIGHT





SITE ANALYSIS

The

June

























was conducted in five

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of

building.

graffiti

building









exterior of the vibrancy, while building creates also reiterating amazing the level of impact on first destruction and approach. It is vandalism the unsurprising that building has the architecture subjected over of the building the years. The received the RIBA most prominent Architecture features of the award in 1967 . The building on first first site visit glance are the dome-like 2022, structures, the with the sun external stairs, beaming through now sprouting a the arches and tree from the

and

The striking arches,

which highlighted

gave rubble texture.

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Graffiti is one of the main focal points from within the site. The respect that the building holds within the design world, is completely disregarded by those who have used the site as their own 'playground'.

To some, the graffiti creates an interesting and vibrant element, with people being able to express their creativity on a monument of architectural history. However this does not take away from the fact that it can also be taken as disrespect to the building and its designers. It is important to find a balance of creative expression without it becoming disrespectful to the site.



IN THE REAL

















The main building consists of five floors. When conducting a site visit, it was crucial to show the space in a way that would clearly show the scale. While being a large site, the low ceilings of each floor, due to the arches create a more confined space, the support beams of the arches also create separate "pods" of usable space which had to be considered carefully throughout the design.

Body storming created a visual map of the space and made it easier to conceptualise the space as a functioning site. It was important to keep a balance between the original structure of the building, and the building in its current state, to show this idea of erosion and rebirth. Since being derelict, the buildings floors have been stripped, thus allowing for a more open space. In a way, the building has been allowed to "breathe", the open floors allows for natural elements to be felt from the inside, with wind and rain seeping through the arches and with moss, plants and even trees growing through the cracks, as much as it is a sign of destruction and abandonment, it is also a sign of life.

DESIGN WITH A PURPOSE

"The post-pandemic world needs open spaces, it needs to continue the creative process that has kept us all going during lockdown and it needs to rebuild the economy too. We are all in different stages of rehabilitation and we recognise that we cannot continue living the way we did."

"More than ten years ago we began to recognise the need to slow down and spend time together as families and these qualities have informed the primary requirements of our ethos and designs across the Kilmahew Estate."

- THE KILMAHEW TRUST

WHAT IS ART THERAPY?

Art therapy is a form of psychotherapy that uses visual media as the main channel of communication. The aim of art therapy is to facilitate positive change on a personal level through the use of art materials in a safe and facilitating environment. Art therapy can take place with individuals or in groups.

WHY DO WE NEED IT?

- 1 in 4 people in the UK will experience mental health problems per year, for those in the design industry this is 3 times greater.

- 36% of creative's suffer with anxiety and 30% suffer with depression.

- Art therapy has been found to decrease self-harm tendencies in adolescents by 54%.

- Group art therapy can lead to a 45% reduction in negative emotions and feelings of isolation in individuals with serious mental illnesses.

- Art therapy interventions in hospital settings have been shown to reduce patient anxiety and stress by 40%.

- In elderly patients, art therapy has been found to improve cognitive function by up to 35%.



INTERVIEW

What do you do? How did you get into it?

Joe Dias . I'm a painter-mainly landscape but I work to commission as well. I used to teach on foundation course at uni of Northumbria and hosted many workshops in schools and community centres.

How did you get into it?

I've always been a painter/ artist of some sort. Sold my first commission aged 15! (To a relative might add).

How long have you been doing it?

It's only ever been "artist" since my mid teens. Never really wanted to do much else.

Do you do it professionally or do you have a degree in what you do?, if so, do you feel the environment within the professional/education sector supported your needs?

I have a degree and an ma in contemporary fine art. Also a teaching degree. Frankly I've never been able to support myself as an artist solely. I've always had to have another job to grease the wheels. I always chose alternate employment to the usual thing that "professional artists" do - which is to teach. I did actually teach but only for short periods and often unpaid. I did shift work mainly which gave me maximum free time to paint.

Where are you most comfortable being creative working?

On the Solway Firth (or any coastal region really) and in my studio

What does your typical creative day look like?

A mix of dog walking and domestic duties and creative stuff. I don't often get to work in the morning unless I'm out on the coast. I'll often get in to the studio in the afternoon for a few hours and then most often in the evening for two or three hours.

Where do you find inspiration?

The ambiguity and uncertainty of tidal planes. I also get aloft in a giro copter or microlight as tidal areas take on new meaning when seen from above

What are the most used items in your work space?

Oil paint, canvases, brushes. My spotify list!

What is your favourite thing in your work space?

My drum kit . I use it as an alternate therapy when I'm "stuck". The harder and more complex the drum pattern it helps when I return to the painting.



As well as focusing on an Exhibition centre and work spaces, a main priority of the design will be the therapy spaces, which will focus on the use of art therapy and how it can benefit those working within the creative industry and those not within the industry. It will help promote a positive, healthy and creative working environments.

FINAL DEVELOPMENT **PROCESS**

The journey of the development process is highlighted through the main zoning diagrams and sketch models. Showing these elements through their development and showing the resemblance within the final model.

SKETCH MODELS

Close up views of sketch models. Using steel elements found from the site, this mixed with the organic wood elements create a contrast which represents the organic matter that has eroded through the building in its decayed form. The repetition of the arch shape references the original structure with blue string creating zones and a bridge like element, connecting the three floors shown conceptually within the models.







CAFE AND BAR AREA - FOCUSING ON THE USE OF LIGHT TO ZONE DIFFERENT ENVIRONMENTS



