

# L[inked]



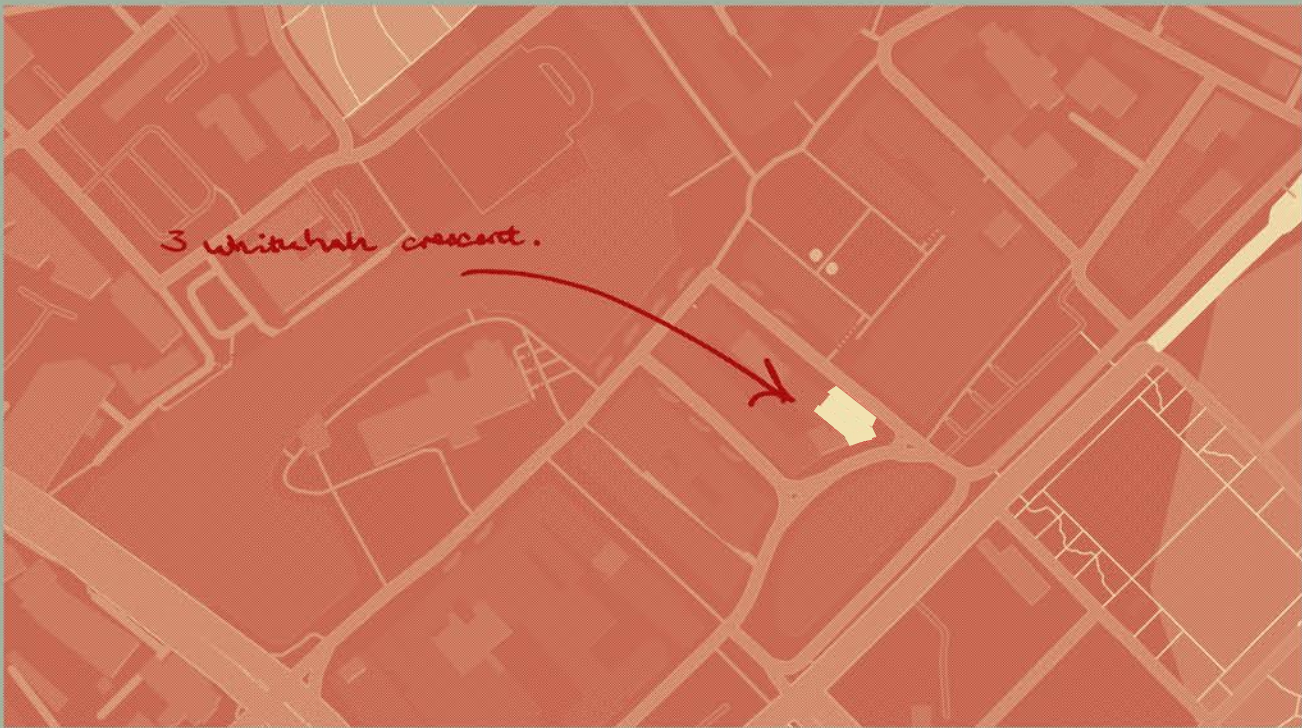
L[inked] is an innovative art and design community hub inspired by the fluid and expressive nature of chinese calligraphy. located at 3 whitehall crescent in dundee, scotland's unesco city of design. this project is designed to foster creativity, build connections, and inspire collaboration. the hub will serve as a dynamic, open space where individuals can engage with art, design, and each other in a vibrant, inclusive environment.

drawing inspiration from the principles of chinese calligraphy as i wanted to incorporate my own culture into my project as there are many aspects within calligraphy, the design will incorporate flowing, organic forms that evoke the interconnectedness of ideas, people, and cultures. L[inked] aims to be a place for both individuals and groups to come together, whether through workshops, collaborative projects, or spontaneous creative endeavors. It will provide spaces for artistic expression, education, and social interaction, offering opportunities for people to meet, exchange ideas, and grow creatively.

as dundee continues to thrive as a hub for design innovation, L[inked] will offer the community a dedicated creative outlook, a space to cultivate new skills, and an opportunity to deepen their connection with the arts.



# site analysis | 現場分析



for my chosen site i have gone with 3 whitehall crescent, dundee. the location being in the city centre make it a 'neutral' spot as this is where everyone can get to. with many bus stops nearby, with only a 5 minute walk from the train station and an 8 minute walk to the bus station. it is accessible by walk or transportation. the building has 7 floors including the rooftop that faces the north east

whitehall crescent was built in 1883 as part of a larger development that involved demolishing older streets and closes, including whitehall close

i went on a site visit to get a better feel for the space i am designing, it is currently under construction for new flats so i managed to contact the site contractor to show me around the space while its getting done up

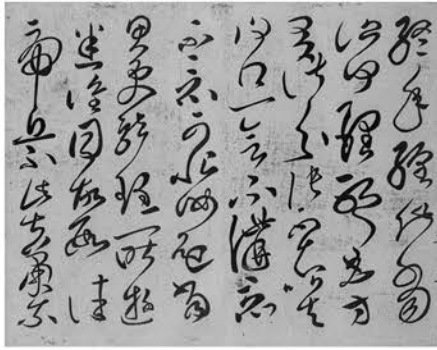
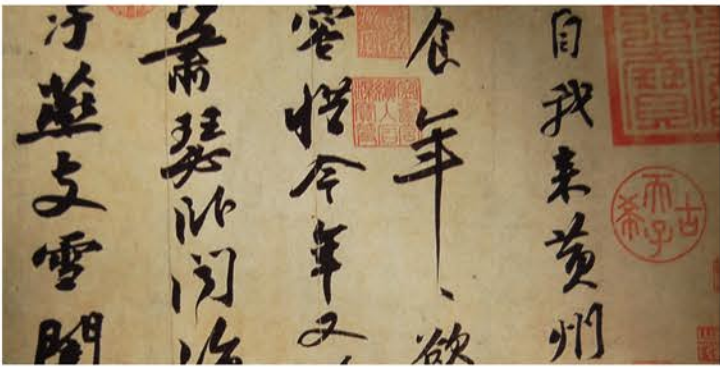
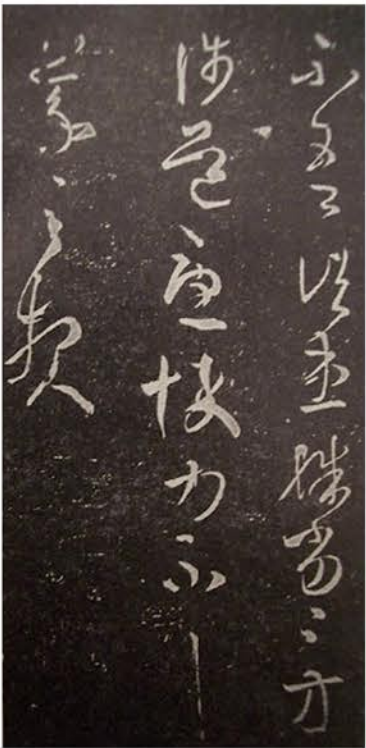


looking into chinese calligraphy as part of my inspiration for this design, as i wanted to incorporate something personal to me from my culture. with lots of different aspects within calligraphy can be taken as a source of inspiration from the styles and strokes to the materiality.

looking more into 'seal' - a chinese calligraphy stamp that was traditionally used by artists and scholars to sign work. It is a key finishing tool that adds both artistic and personal value. this helped my draw inspiration as these are more structured as well as keeping the curved nature of calligraphy.

colours carry a symbolic meaning within chinese culture, with some are considered lucky. one in being red- it is the most iconic lucky colour, it symbolises happiness, celebration, success, vitality, and prosperity. gold/ yellow- also considered highly lucky. yellow, in particular, was the color of emperors in ancient china and signified power, authority, and the center of the universe. gold, meanwhile, conveys wealth, opulence, and success. green symbolises nature, growth, health, fertility, and peace. it represents the wood element and the spring season in the five elements system, making it a color of renewal and freshness.

with all the deeper meanings behind the three colours i decided to use them throughout my design, making red the main colour as this holds significance in tying the project together



## 96.2%

of people in dundee have struggled to find a space they need for their creative practice, business and projects as over half of them work from home due to this issue

## 61%

answered that they had considered leaving dundee due to the lack of creative spaces

## 84.6%

of people need an alternative creative space to work from that is not from their homes

**“creative work is often hidden away, and if people can see creative work happening, people can then understand and value it.”**

eilish victoria

to gauge a better understanding of designing an art and design community hub, i interviewed eilish, creative producer for creative dundee. she creates space for communities to collaborate, she brings people together to better understand the need for creative space in the city and develop new partnerships, with the aim of making culture and creativity more visible and values as a key tool in the equitable transformation of our cities. having experience within curating creative spaces, helps be gain a wider knowledge on how to design for a positive impact.



eilish victoria  
creative producer, creative dundee

research | 研究



development | 發展



playing around with ink on tracing paper, i depicted 6 important words in relation to designing an art and design community hub that i consider as factors that need to be taken into consideration. sustainability, inclusivity and accessibility, culture, community, collaboration and education. with these words i wrote them out in chinese with ink and brush to then abstract it and layered on top of each other to create compositions that could influence my design.



from those six works, i layed the traces together to create abstractions and different shapes that could potentially inspire the layout of my design. from each word, i created six sketchmodel, on in which represents each of the six words. starting off conceptual in mapping out forms

engagement task

for my engagement task i decided to use my sketch models that i had made prior in relation to the 6 words that i think are vital when designing an art and design community hub to engage people with. i had made a frame that stood with different slot points each representing the 6 floors within the building. in doing so, all the sketch models were laid out and then put into order on the frame in hierarchy, from most (top) to least (bottom) in relation to what they think is most important to them when being in a creative space. they were then to write down their answers as well as the reasoning for their choice, which were then analysed to help me further develop my design.



NAME: AARON  
OCCUPATION: designer / producer  
1. community  
2. inclusivity and access  
3. sustainability  
4. collaboration  
5. education  
6. culture  
I think, inclusivity & accessibility is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.

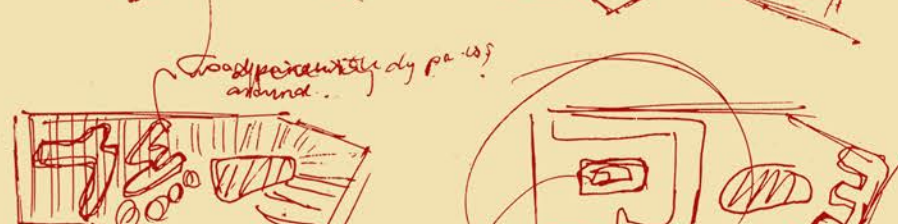
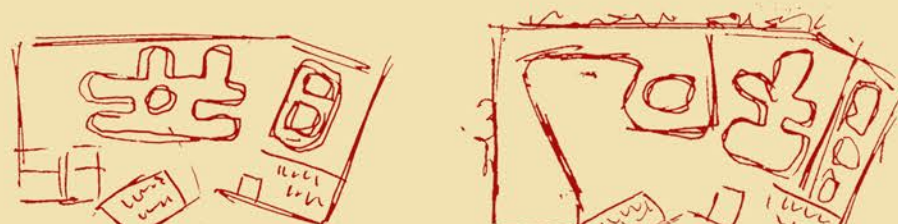
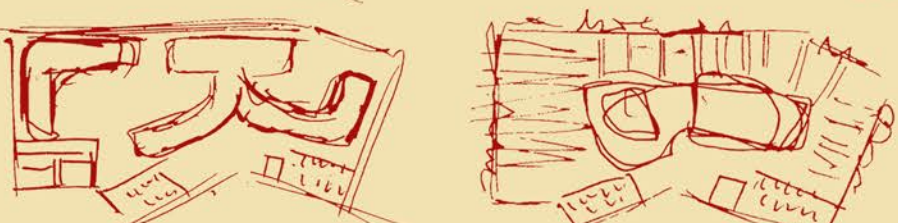
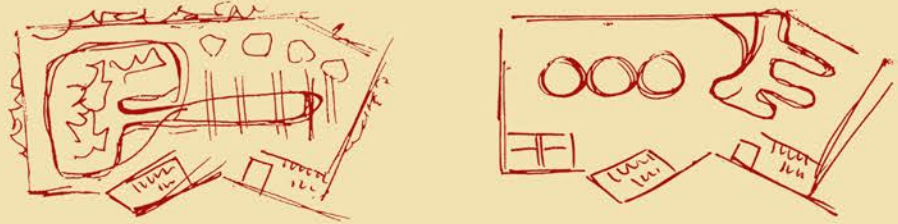
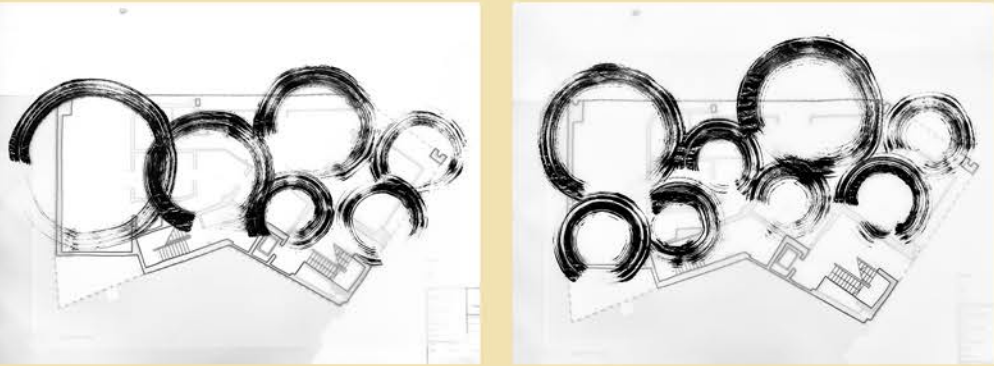
NAME: MICHEL GEDONY  
OCCUPATION: student  
1. INCLUSIVITY + ACCESSIBILITY  
2. SUSTAINABILITY  
3. COMMUNITY  
4. COLLABORATION  
5. EDUCATION  
6. CULTURE  
I think, INCLUSIVITY & ACCESSIBILITY is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.

NAME: EURN/ROSE  
OCCUPATION: student  
1. community  
2. sustainability  
3. INCLUSIVITY + ACCESSIBILITY  
4. COLLABORATION  
5. EDUCATION  
6. CULTURE  
community is important to me. I think, INCLUSIVITY & ACCESSIBILITY is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.

NAME: NINA/FRANK  
OCCUPATION: student  
1. INCLUSIVITY + ACCESSIBILITY  
2. SUSTAINABILITY  
3. COMMUNITY  
4. COLLABORATION  
5. EDUCATION  
6. CULTURE  
community is important to me. I think, INCLUSIVITY & ACCESSIBILITY is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.

NAME: NINA/ROSE  
OCCUPATION: student (us)  
1. INCLUSIVITY + ACCESSIBILITY  
2. SUSTAINABILITY  
3. COMMUNITY  
4. COLLABORATION  
5. EDUCATION  
6. CULTURE  
community is important to me. I think, INCLUSIVITY & ACCESSIBILITY is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.

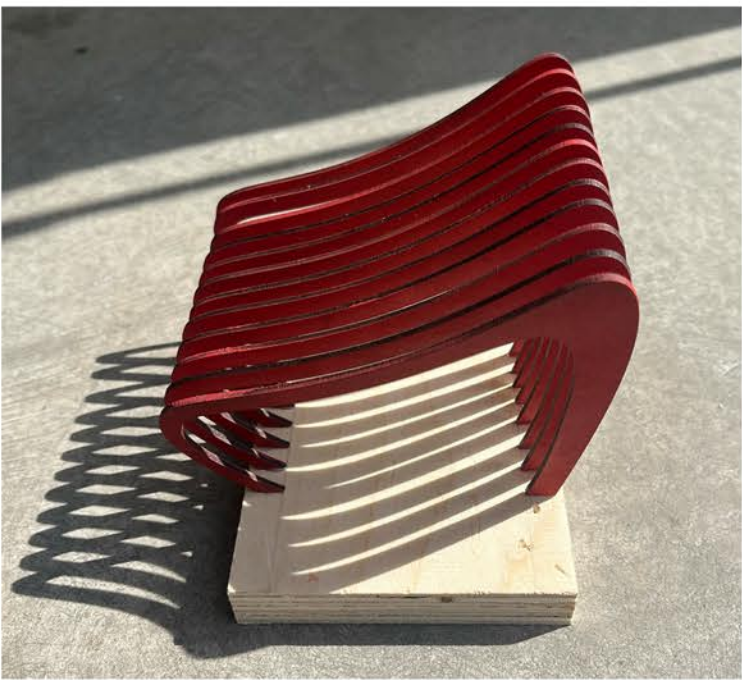
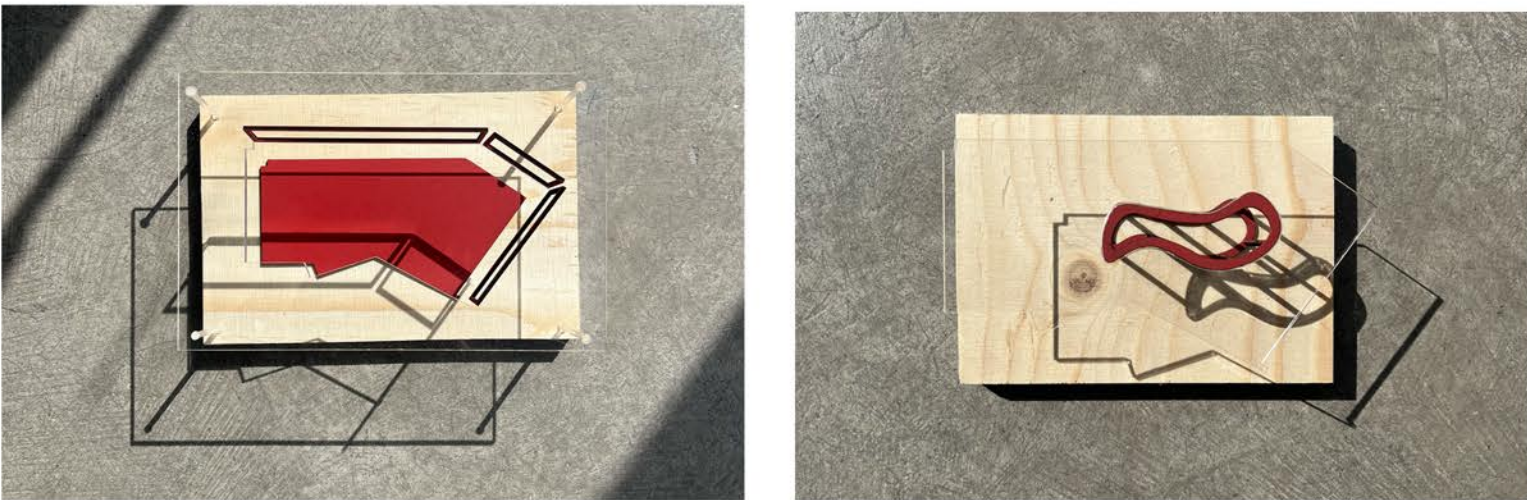
NAME: ELISA  
OCCUPATION: student  
1. INCLUSIVITY + ACCESSIBILITY  
2. SUSTAINABILITY  
3. COMMUNITY  
4. COLLABORATION  
5. EDUCATION  
6. CULTURE  
I think, INCLUSIVITY & ACCESSIBILITY is most important to allow people to be part of the space. Learning is part of community and many people will understand and appreciate the space. As an artist, design and creative space, it is important to have something that people can learn from and be inspired by. I think the space can be made to be a place where people can learn and be inspired by.



i started my zoning with ink and brush on trace, this allowed me to be free flowing like calligraphy, with firstly highlighting the different sections then layering more on top to fill in each zone. experimenting with bigger and smaller zones to make initial marks before deciding what it could be accommodated with.

through this i started noting what my design could potentially accommodate looking at private and collaborative studio space, workshops, exhibition space, art shop/ reuse hub, breakout social area, cafes, offices, wellness room, outdoor garden.

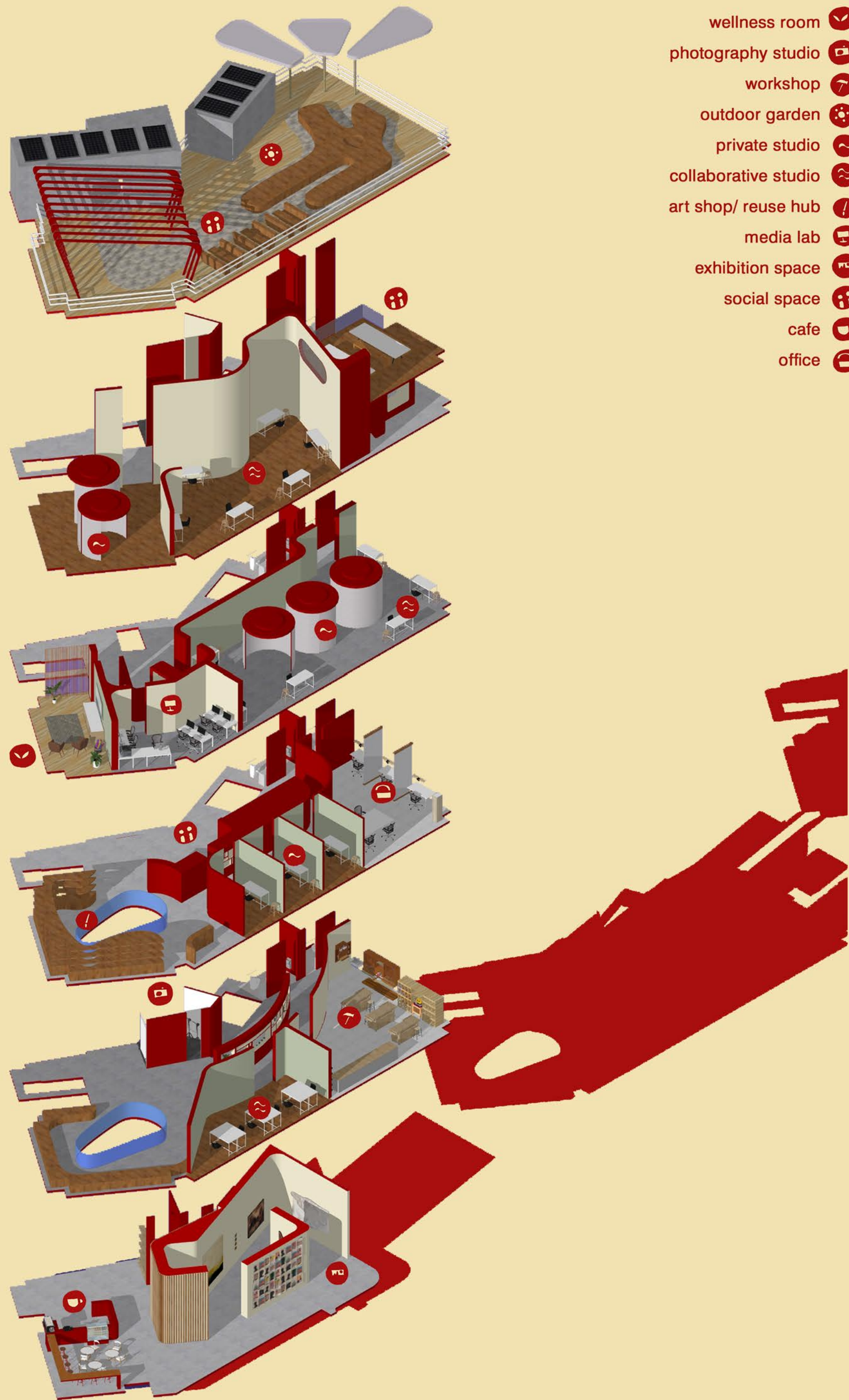
taking into consideration from my interview with eilish, i started filling in each zone, with this i did not limit one floor for one specific thing but instead mixing it up by adding a few to each floor, this allows more chance for collaboration as well as build a stronger community.



through sketchmodeling and the engagement task findings, this helped me explore and create more structured and interior/ exterior based sketchmodels that reflect the designs that are included within the final design.

sketchmodels





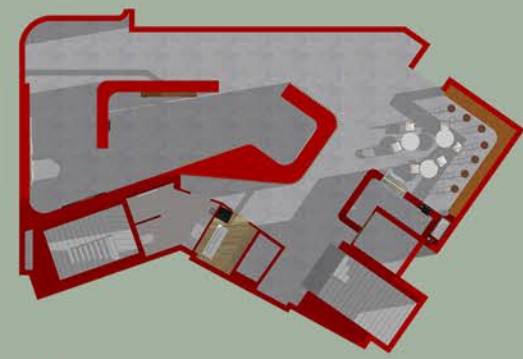
- wellness room 
- photography studio 
- workshop 
- outdoor garden 
- private studio 
- collaborative studio 
- art shop/ reuse hub 
- media lab 
- exhibition space 
- social space 
- cafe 
- office 



the concept of L[inked] is a designated space for artists, designers, students, and everyone to come together to be creative whilst making connections through the community to spark collaboration which is the main drive for this project. all six floors occupying a mix of different spaces to allow a flor of interconnectedness between different disciplines, the chance to build connections.

taking inspiration from chinese calligraphy through the curved nature of brushstrokes and materiality. this was translated into the layout of the design through the different walls and partitions throughout the space, providing the option of privacy to occupants. providing an array of spaces for users that benefit and explore to drive the creative mindset when within the space.

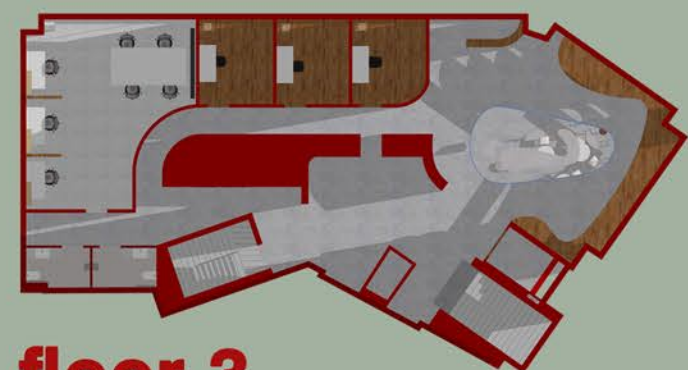




**floor 1**



**floor 2**



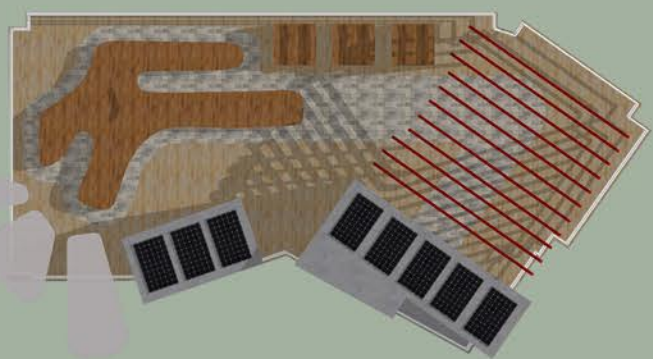
**floor 3**



**floor 4**



**floor 5**



**floor 6**

