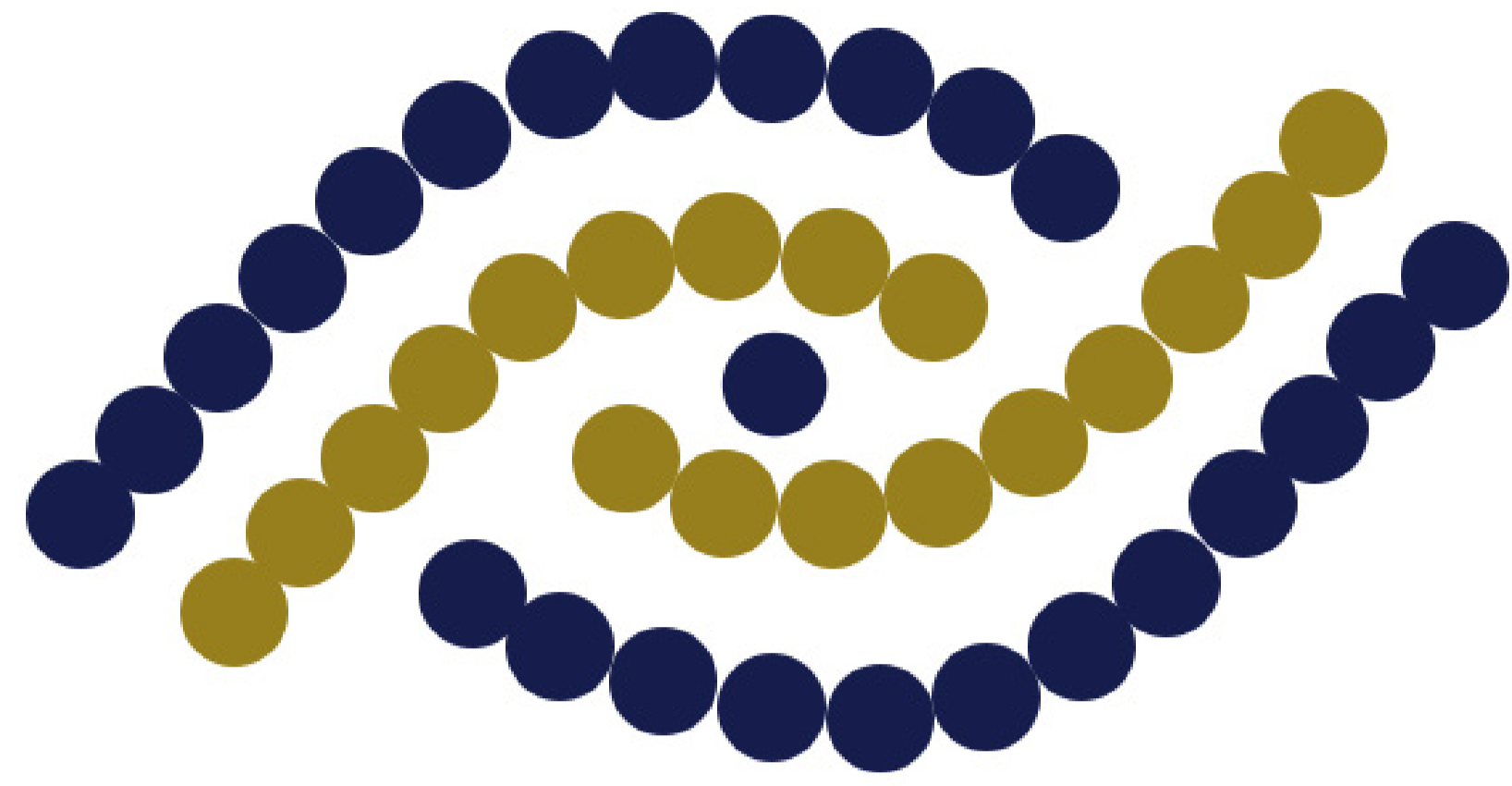


# Brief & Site



## Beyond Vision

Beyond Vision is a learning & research centre for the blind and visually impaired. Olfactory, auditory and physical texture have influenced the design of this building to create an interactive and inclusive space for all.

### Main Objectives

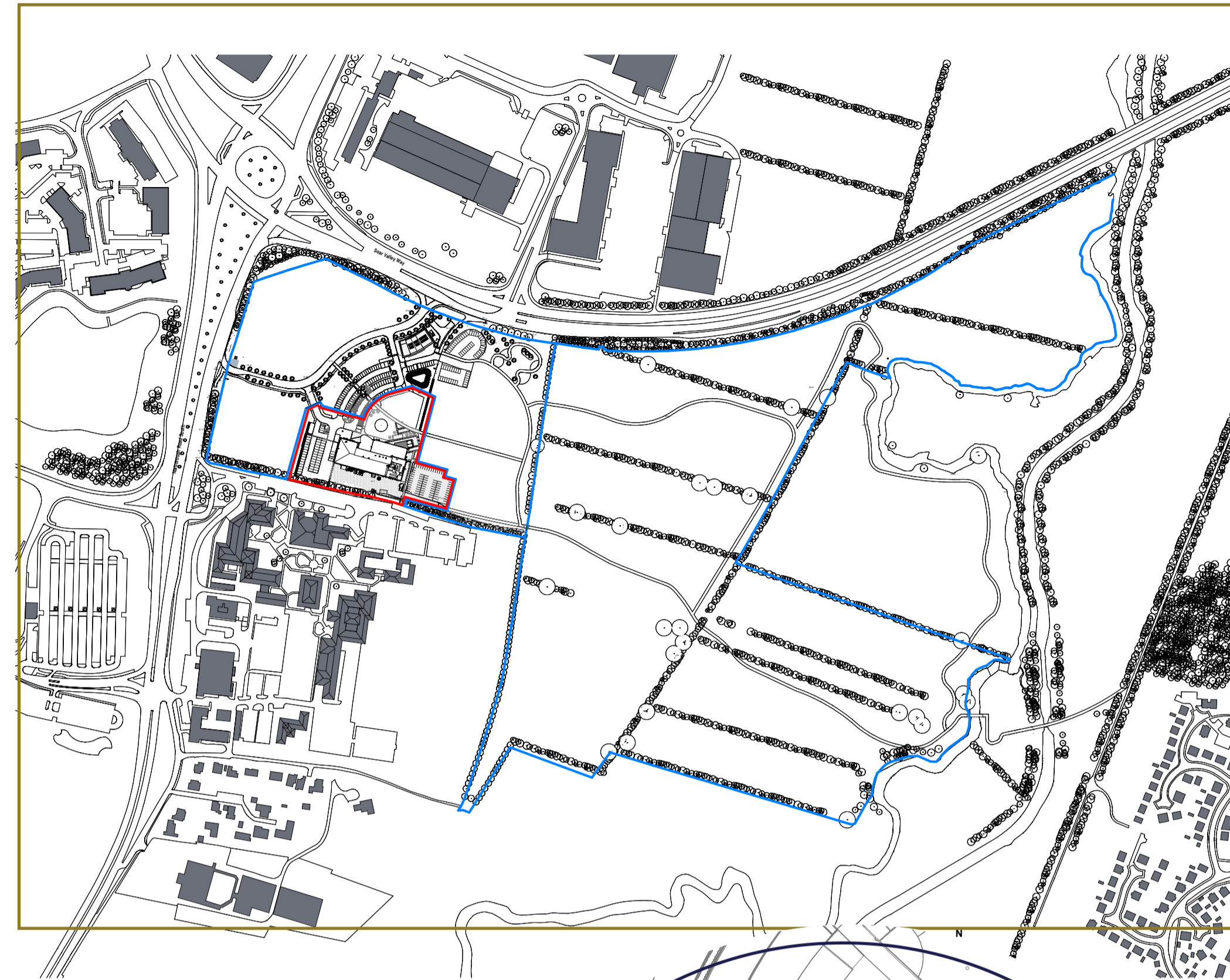
- To revolutionise the way visually impaired individuals experience design and create a fully inclusive space with learning and leisure facilities.
- To create a space where people can comfortably connect and communicate with each other, while gaining confidence within their surroundings due to the accessibility and innovative design solutions.
- To raise awareness amongst the general public about the challenges the visually impaired face every day.
- Apply universal design principles and carefully select materials which enhance way finding and independent travel within the building.

### End User

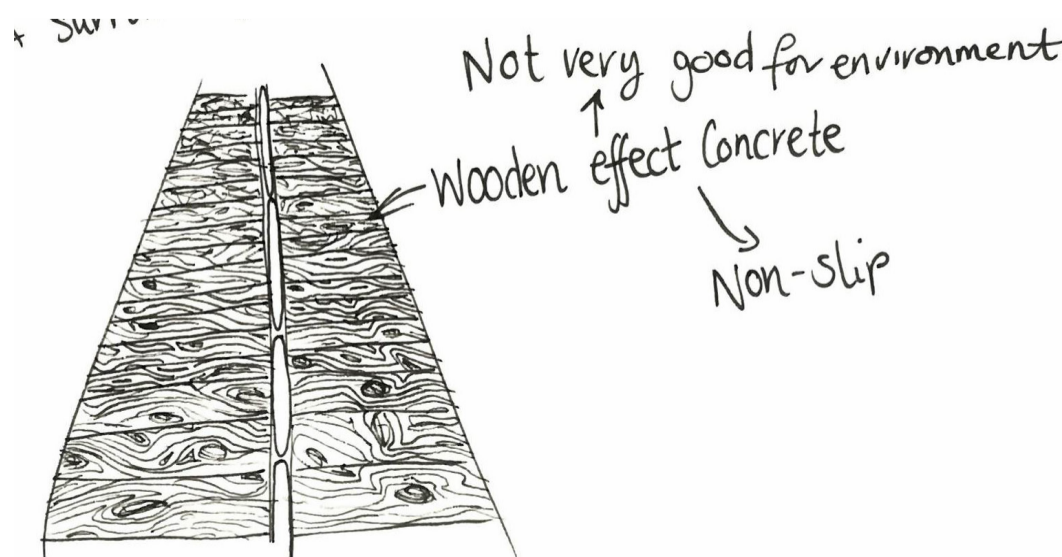
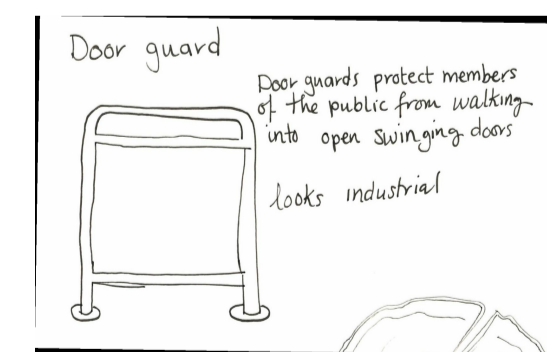
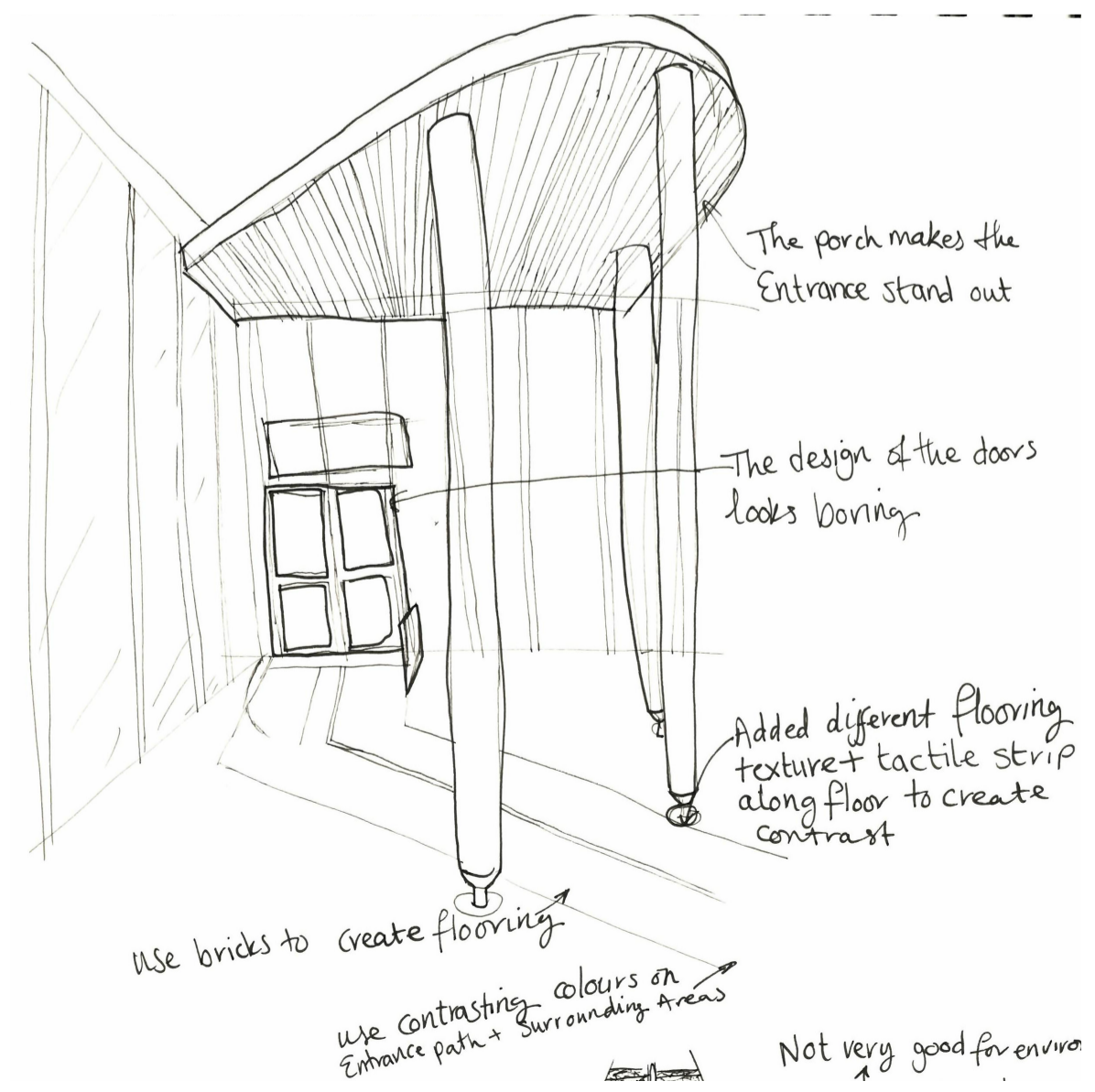
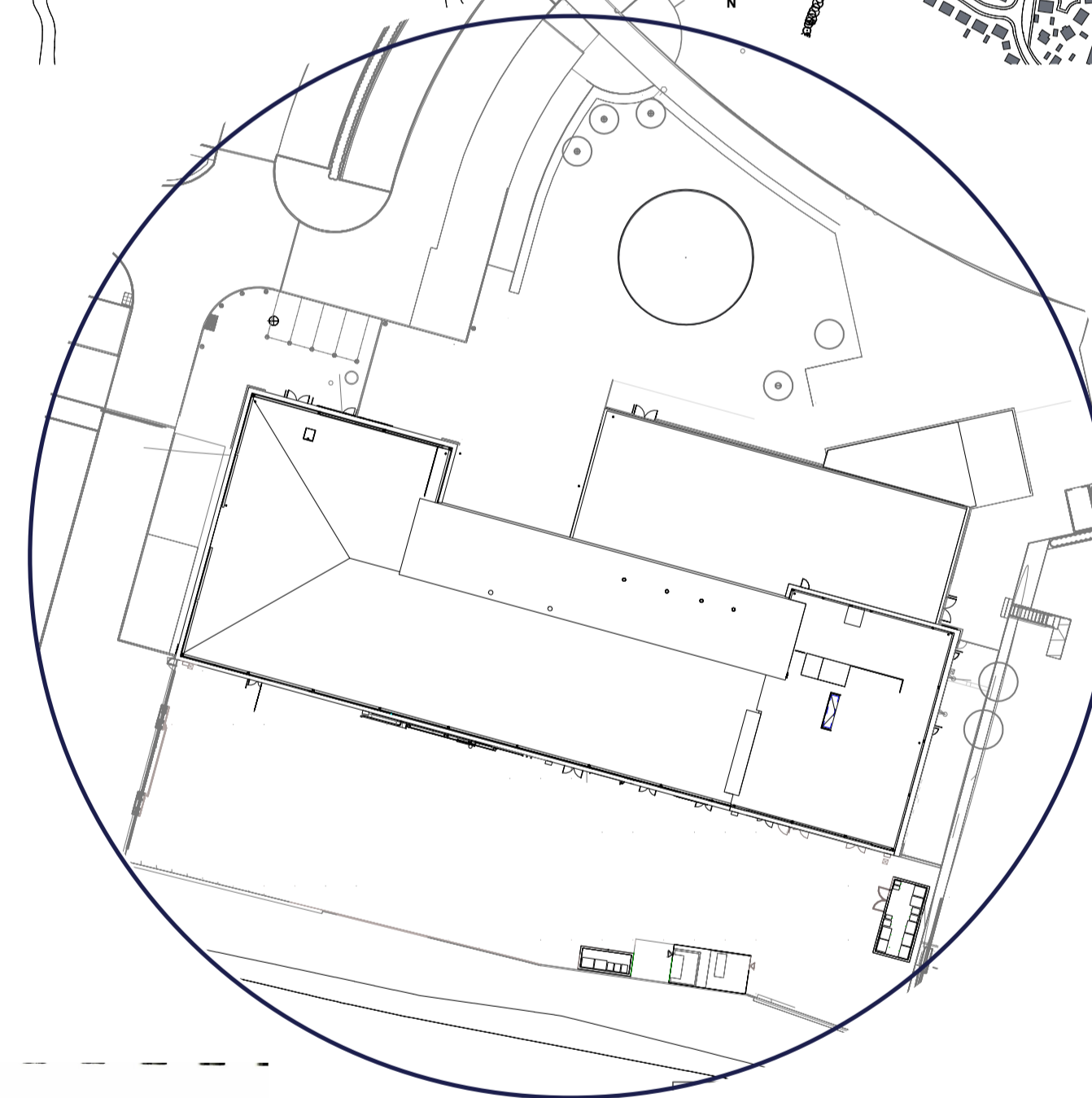
- The end user for this project are the general public and people with vision loss above the age of 17 and working dogs.
- The clients will have vision loss and are having lessons on how to live an independent life confidently.
- This building project will have the building meet the needs of the users, giving them confidence to navigate, cook, socialise and gain hobbies.
- They will need spaces to relearn skills to live an independent life.

### Key words

Texture  
Biomimicry  
Nature  
Contrast



Cooper Way,  
Everards Meadows,  
Leicestershire LE19 2AN



Everards Beerhall and Brewery was built in 2019 by Franklin Ellis Architects. The brewery was built for Everards, a Leicestershire-based beer company which was founded in 1849.

The building is located in Enderby, Leicester. The building has lightweight aluminium cladding, rendered with industrial cladding paint (IPC). The entrance has timber columns, supporting

There are many transport links nearby such as bus stops and depots, train stations and motorways nearby. The building is located next to Fosse Park Shopping Centre and has 90 acres of privately owned meadows which are open to the public to use. Leicester is located in the midlands making it a manageable commute for people coming from all directions.

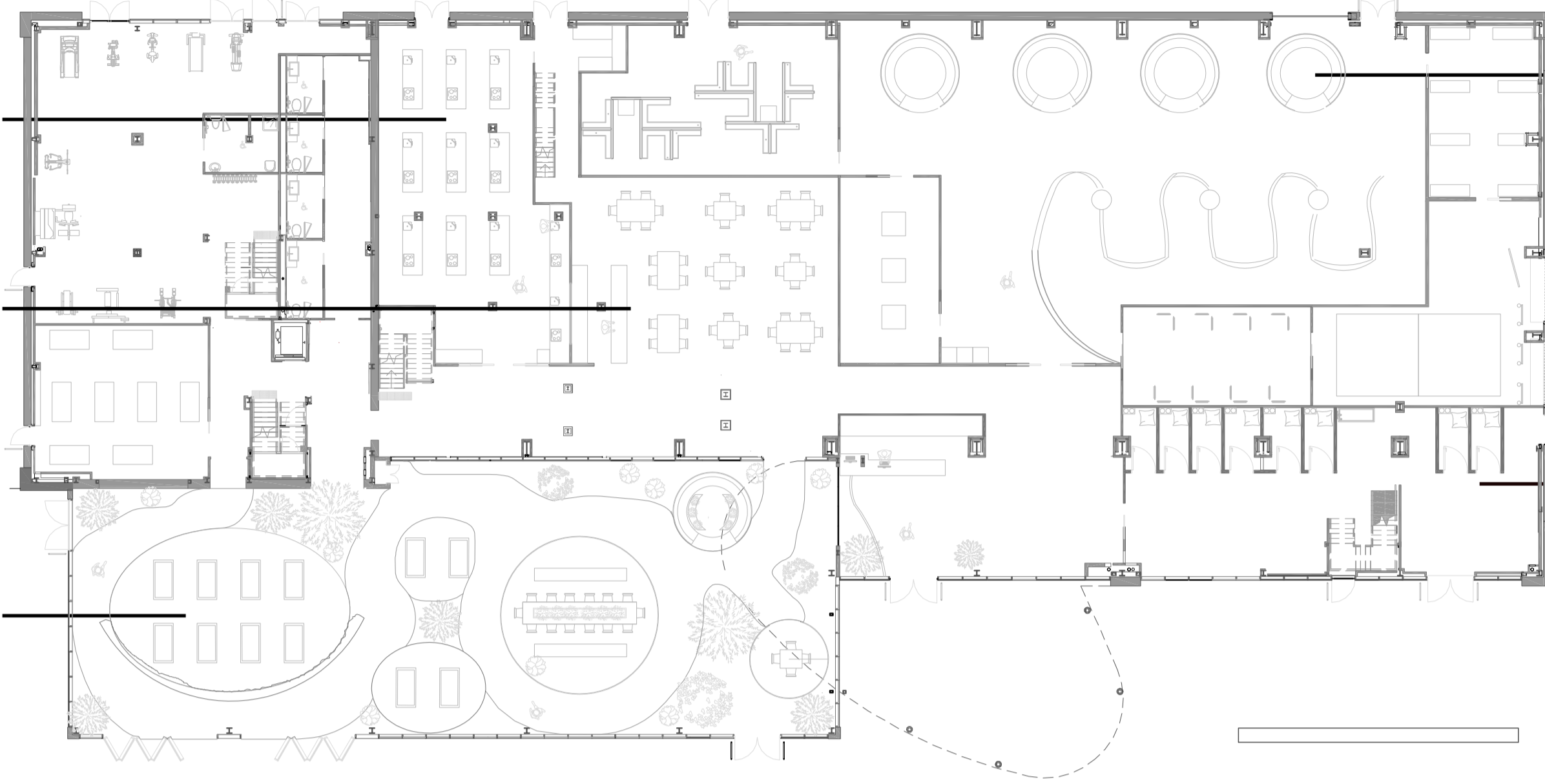


# General Arrangement & Zoning

The kitchens are next to the cafe as the kitchens will produce some of the food which the cafe serves. The kitchens also need outdoor access so more air can get into the room.

The garden and cafe are at the centre and front of the building in an L-shape to take advantage of the triple height ceiling and to keep the cafe near to the main public spaces. The cafe needs views so it needs to be put at the front of the building.

Sensory Garden Room needs outside access.



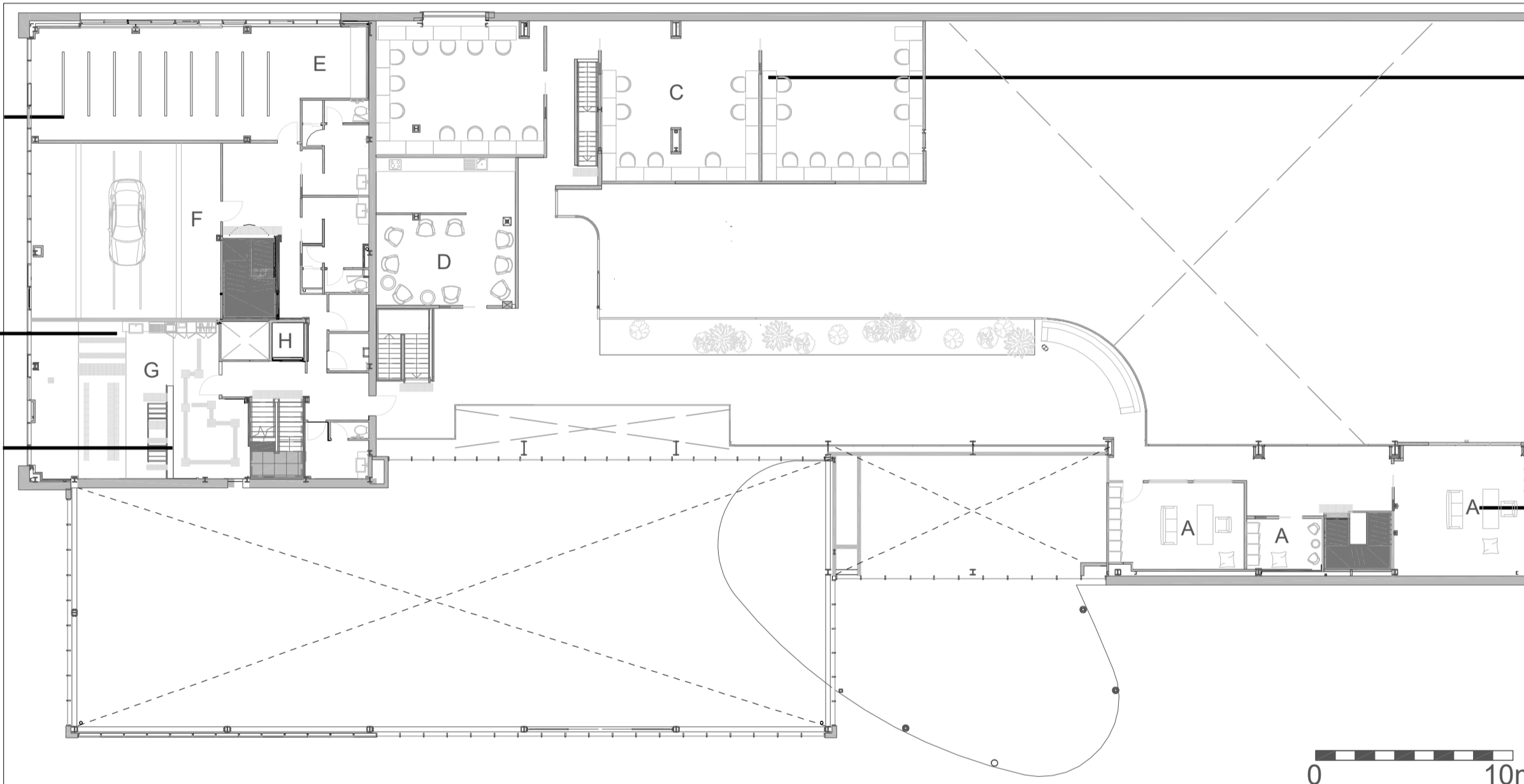
The exhibition space is a large area. The exhibition room will have a one-way system to avoid confusion or accidents and will be open for the public to see. It is located towards the back of the building to take advantage of the triple height ceiling.

The dog area is at the front of the building so the dogs can get some natural sun light and have access to the outdoors.

Orientation and mobility room with car which moves on tracks to teach visually impaired people how to safely cross roads when cars are around without a pelican crossing.

Orientation and mobility room with blister paving floors to teach visually impaired people the different types and textures.

Orientation and mobility rooms are at the far end of the building as they need the most acoustic insulation. The computer suites will block the sound coming from the exhibition before it gets through to the orientation and mobility rooms.



Computer suites are positioned towards at the back of the building to reduce the amount of noise coming from other areas. The computer suites will need to be heavily acoustically insulated as there will be lots of noise coming from the computer software.

Therapy rooms have been moved to the front of the buildings as they don't need much space

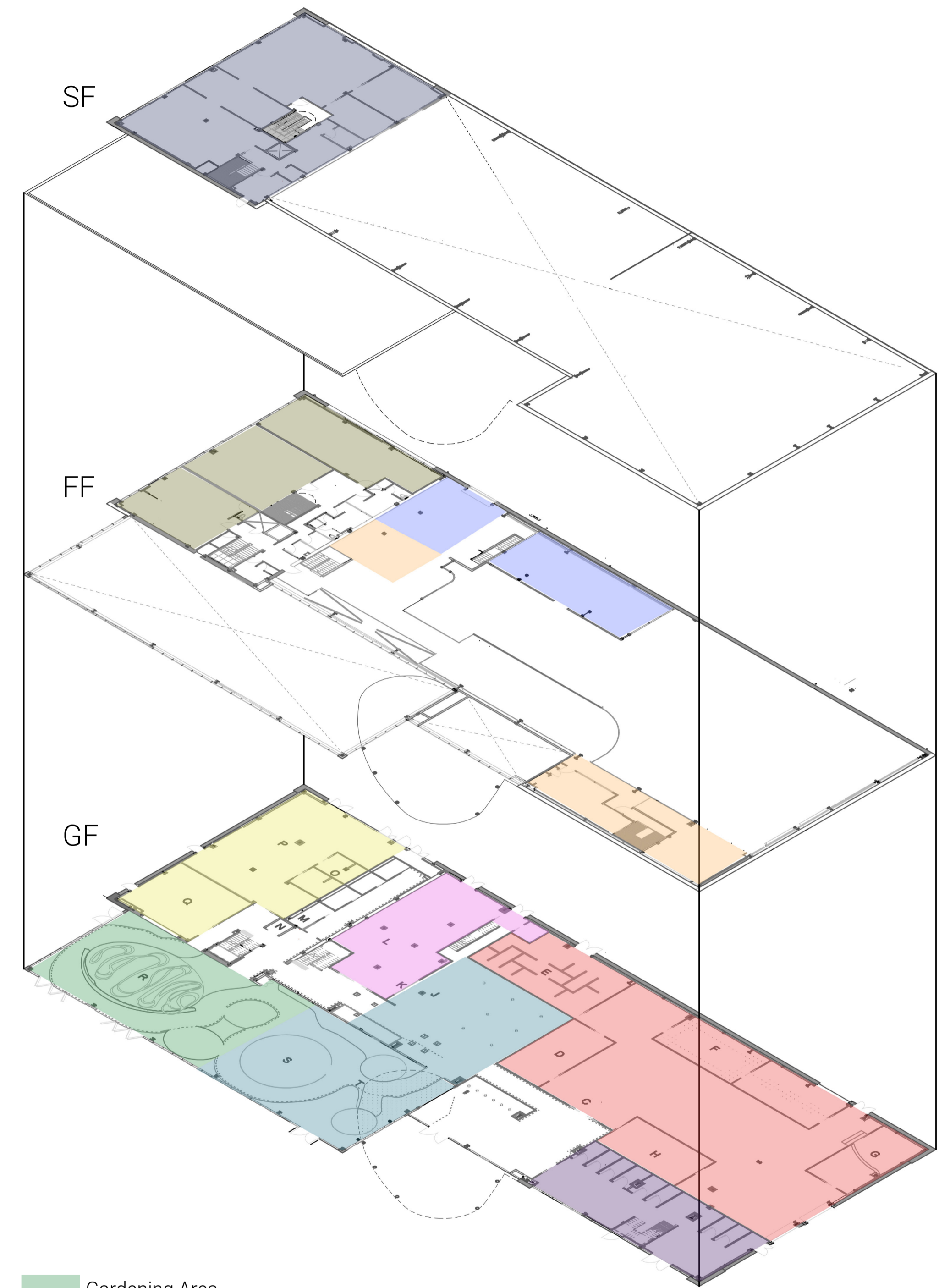
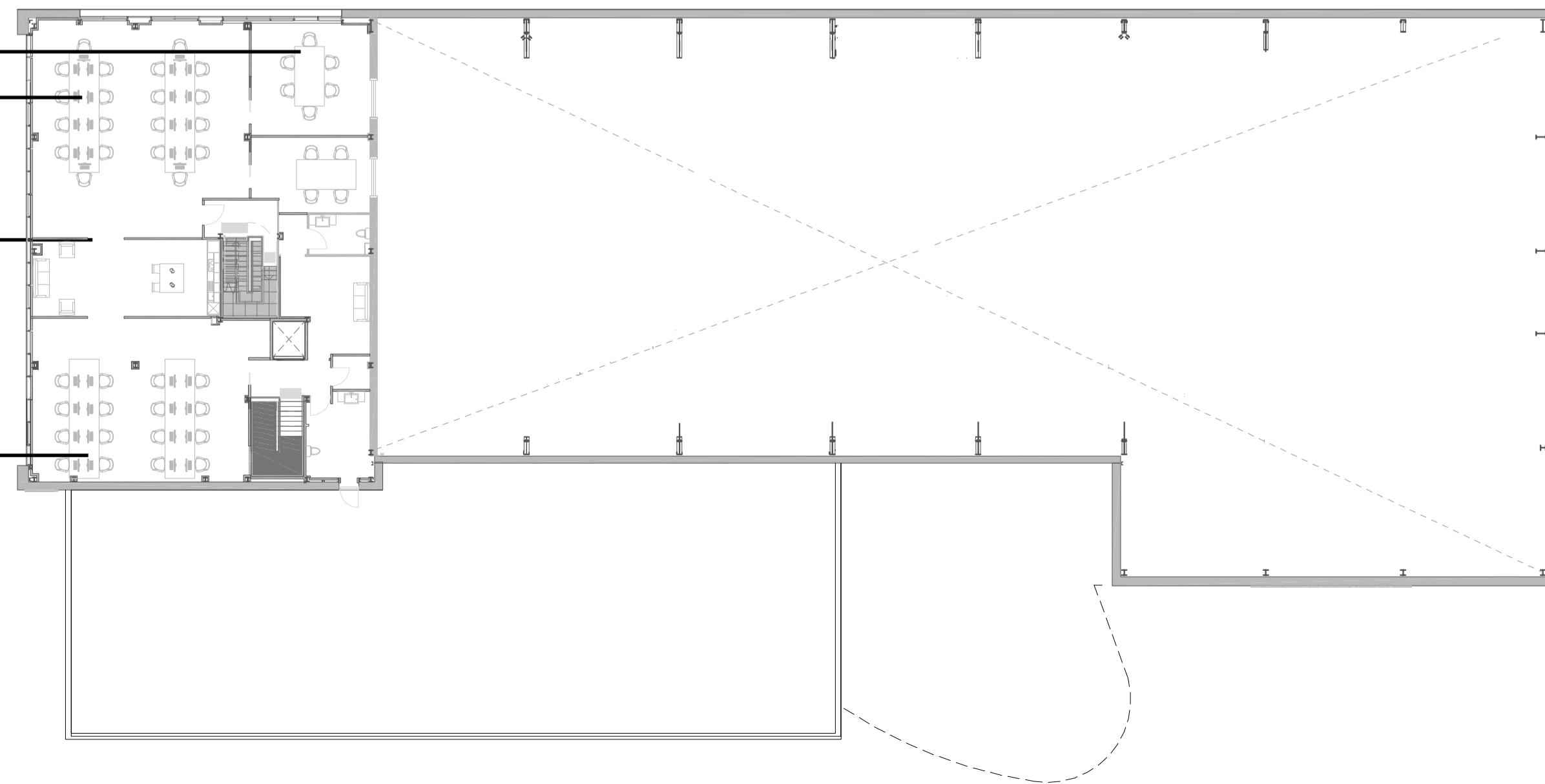
0 10m

Meeting rooms

Office area

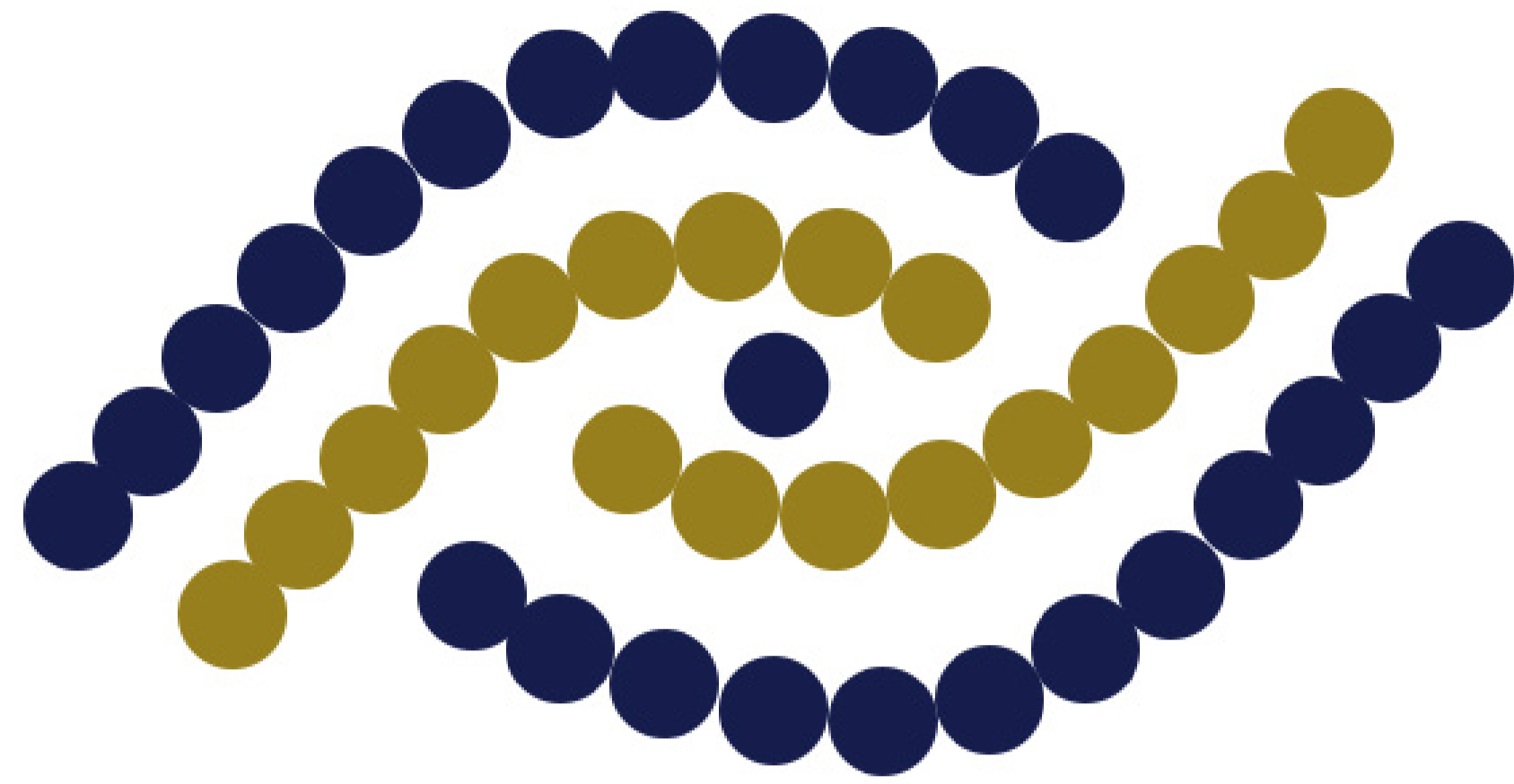
The research centre is on the top floor as this will reduce the likely hood of the general public finding their way to it. This is a private space for staff only.

Office area



- Gardening Area
- Cafe
- Dog Area
- Exhibition
- Kitchen
- Exercise area
- Therapy Rooms
- Computer Suites
- Orientation & Mobility Rooms
- Research Centre

# Branding



# Beyond Vision



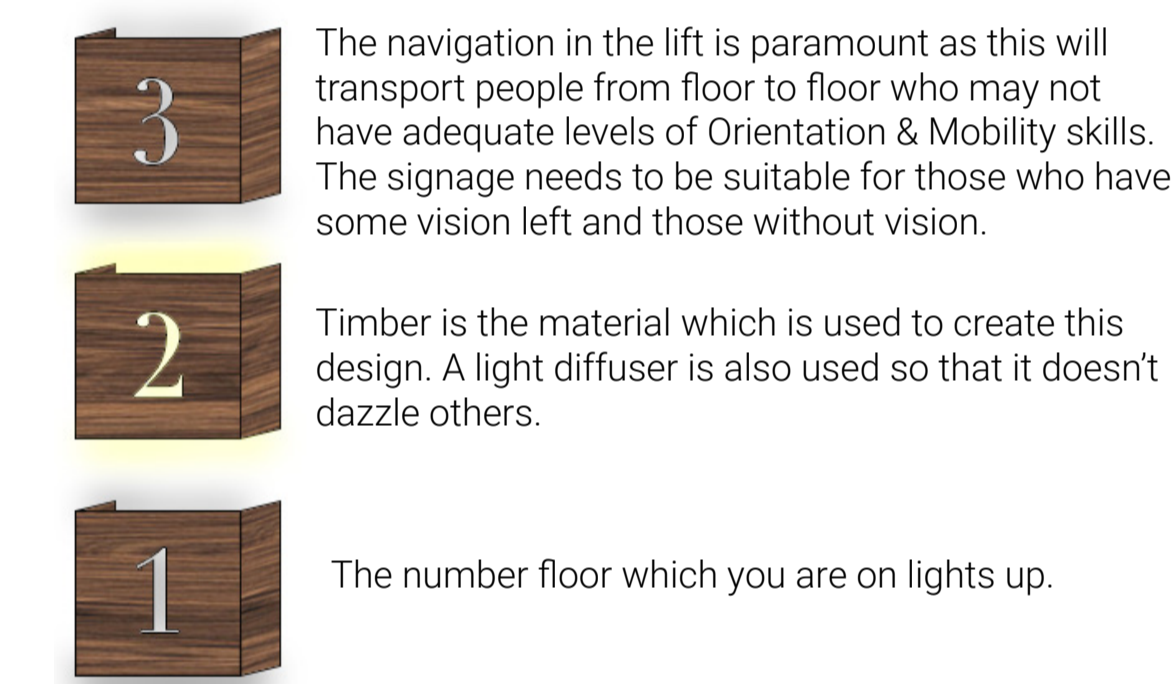
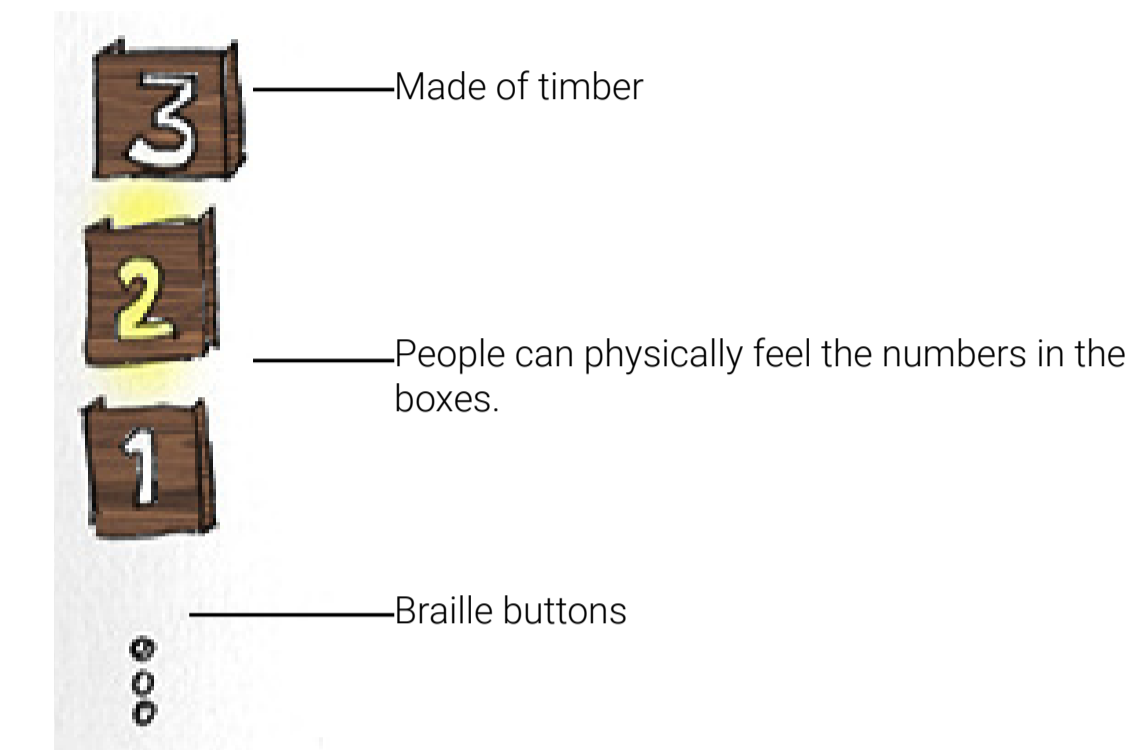
## Beyond Vision App

This app allows clients to create a profile about them and notifies staff how much assistance they would like before coming into the building. Staff will be trained how to assist those with low to no vision. The app lets the staff know when the clients have arrived by them clicking a button and allows staff to help people as there will be differing abilities and people may feel more accommodated this way.

This app will also help with booking leisure activities such as gardening and yoga. The app will be accesible as this will be usable for a broad range of people.

## Signage

Signage is key for visually impaired people as this helps them to navigate where they're going. The signage for this project is key as it needs to be accessible to aid independant navigation.



The font used for the letters is Didot LT Pro Headline



Beyond Vision logo written on the notepad. The logo is debossed so that those without vision can feel it. Beyond Vison is also written in braille so braille users can read it.



The logo is debossed onto the cane to provide textural contrast.

Quote written in braille along handle : "The only thing worse than being blind is having sight but no vision."

## Concept "Eyes of the Skin"

For visually impaired people, their skin is used as their eyes, feeling the different textures, shapes and surfaces surrounding them. Senses are often forgotten as there is an ocular bias in how we design the world around us. By having the main concept of "Eyes of the Skin", the buildings design will be guided by this concept, creating an inclusive and interactive space for all.

This concept is created in the belief that everyone can experience the world using their skin and will enhance the kinaesthetic learning experience for those without vision. Visually Impaired people will connect with their surroundings and explore the world around them without the barriers of ill-conceived design, creating a safe space for them to explore. This concept encourages the designer to embrace factors which makes navigation without sight effortless by embracing contrast, symmetry and texture to create a seamless, hands-on and predictable design.

Timber box with the room name on the front.

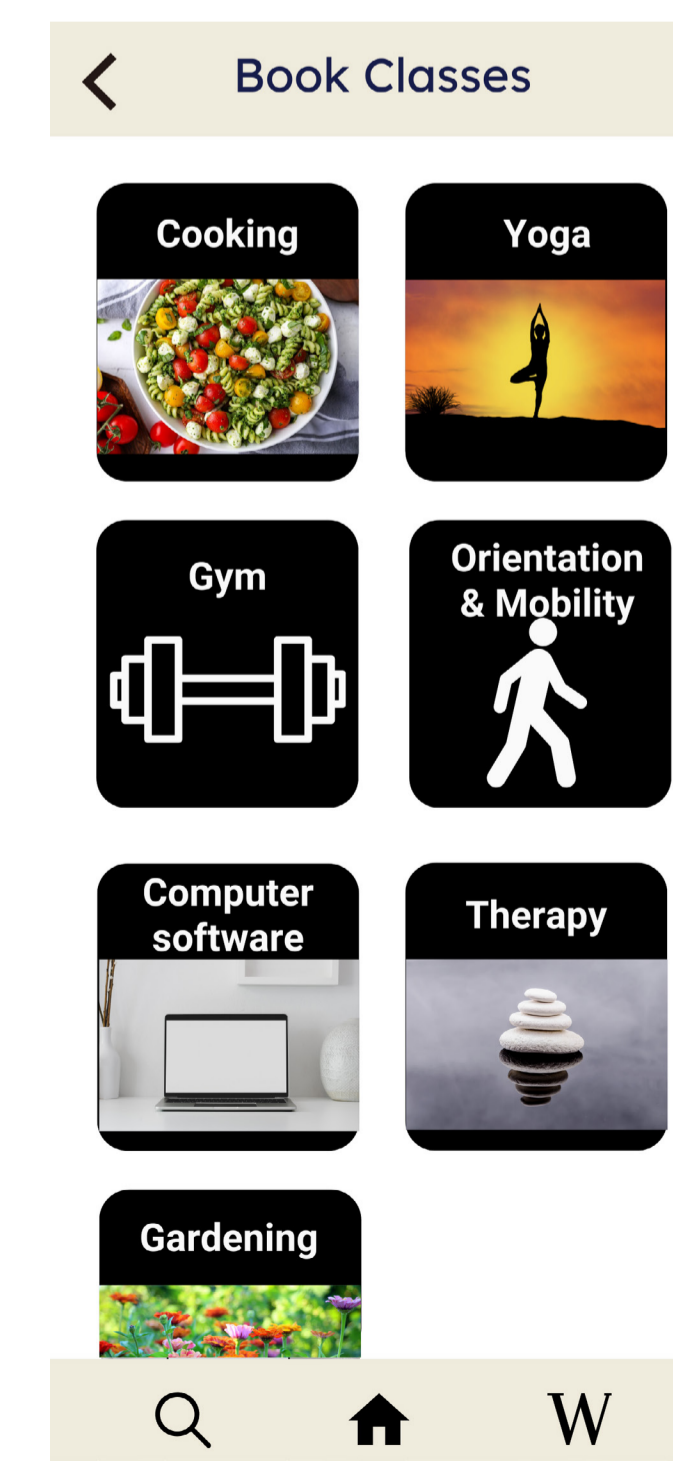
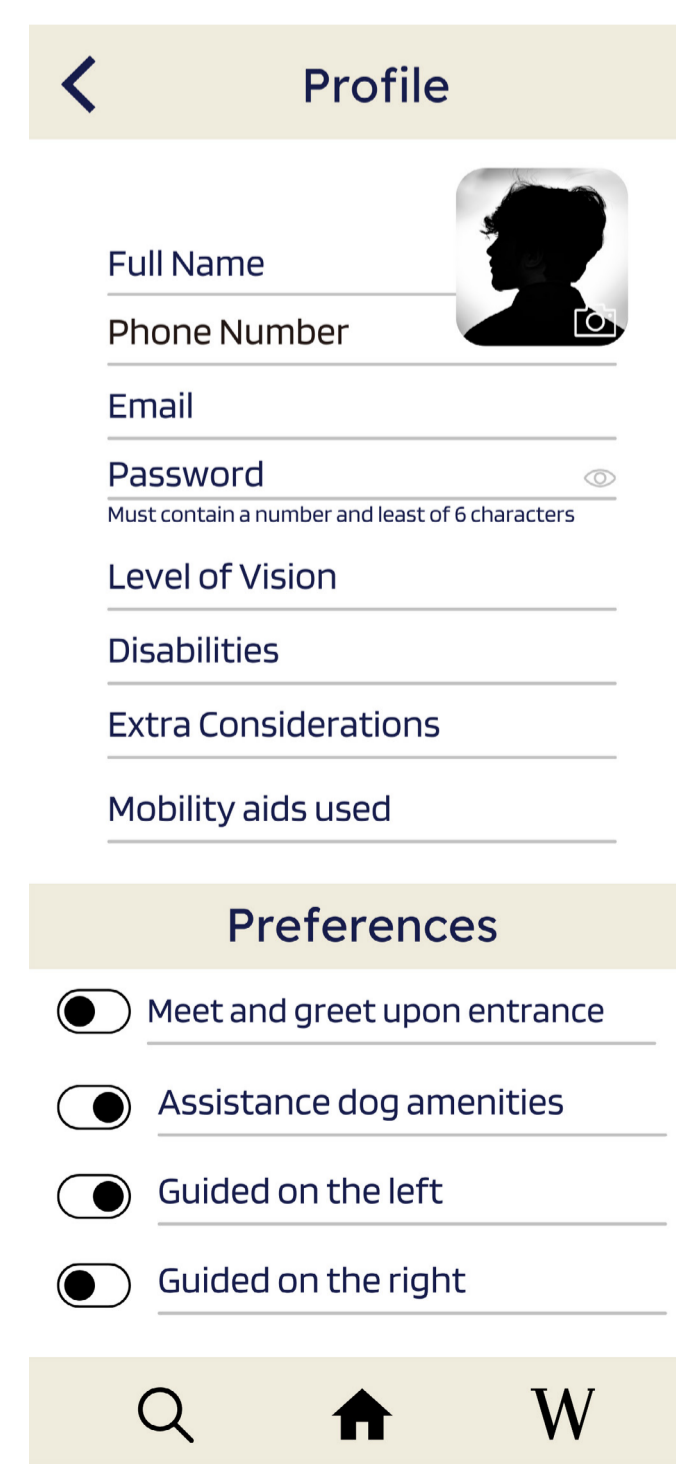
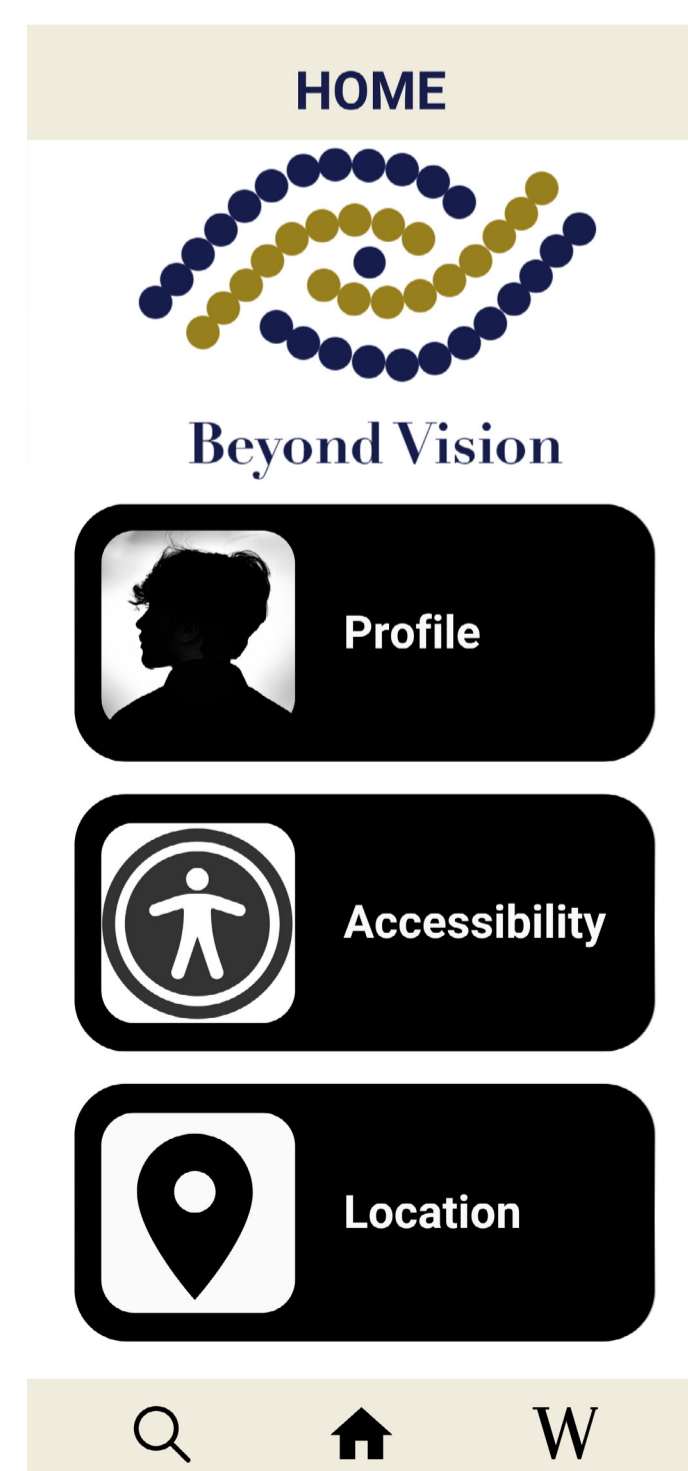


The signage needs to be at arm height so that people can read the Braille or feel the carved lettering.

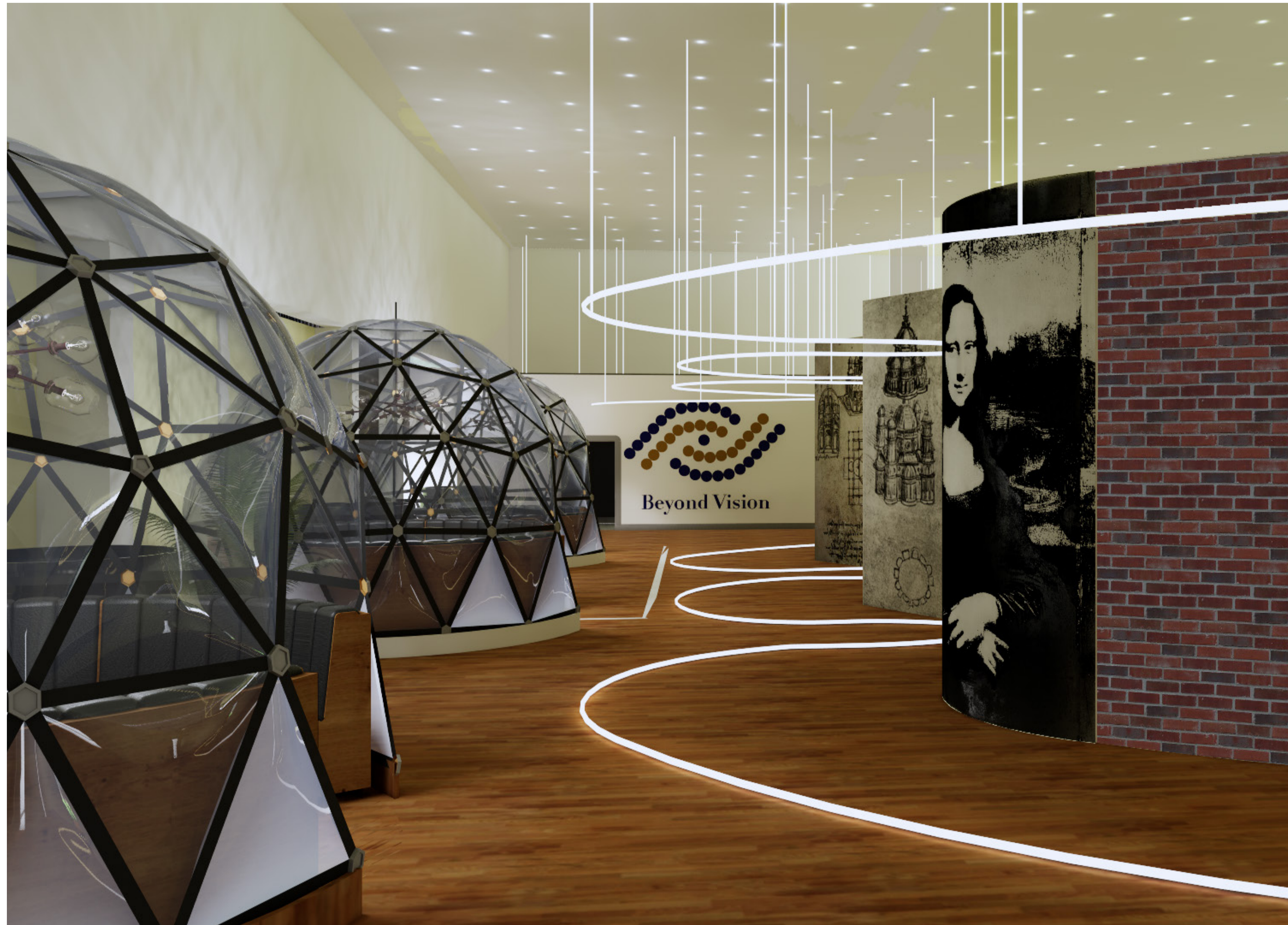
The timber contrasts against the white walls in the corridor.



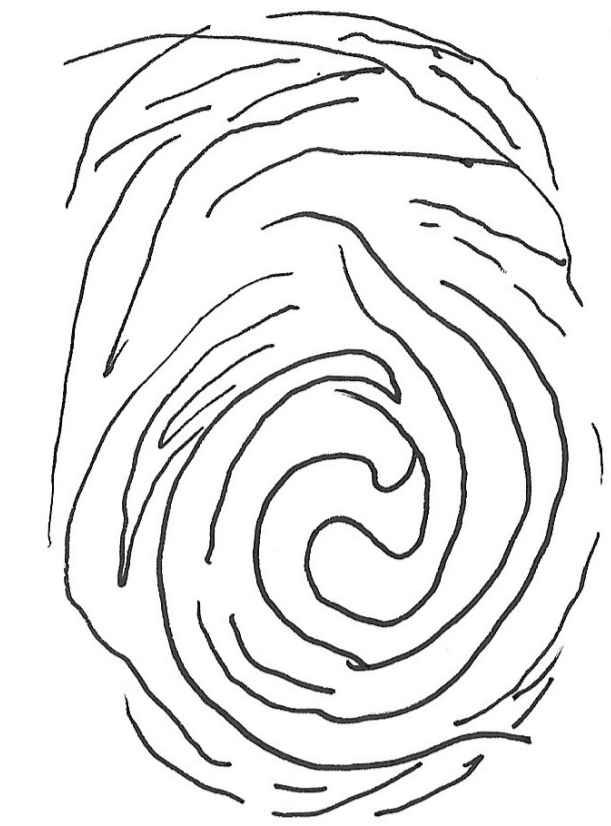
Timber box diffuses the light, preventing a glare. Braille on the front



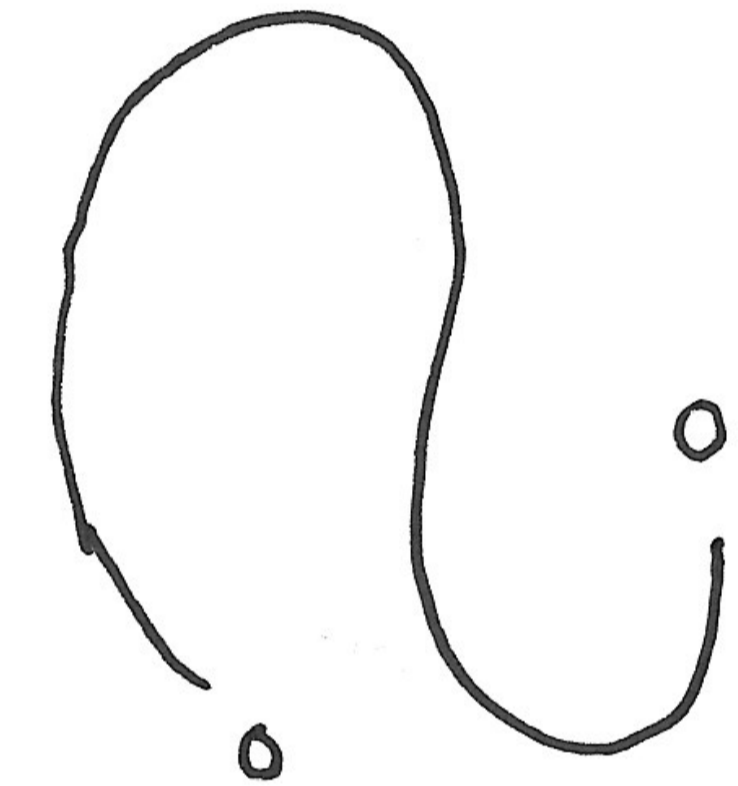
# Exhibition



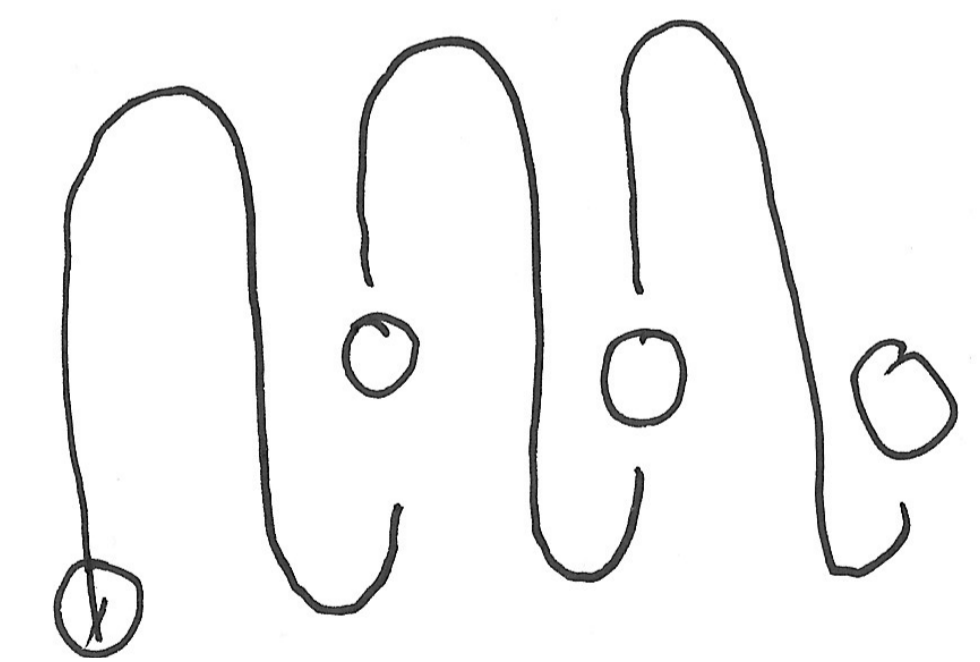
The tip of the finger is used to touch and feel the surroundings.



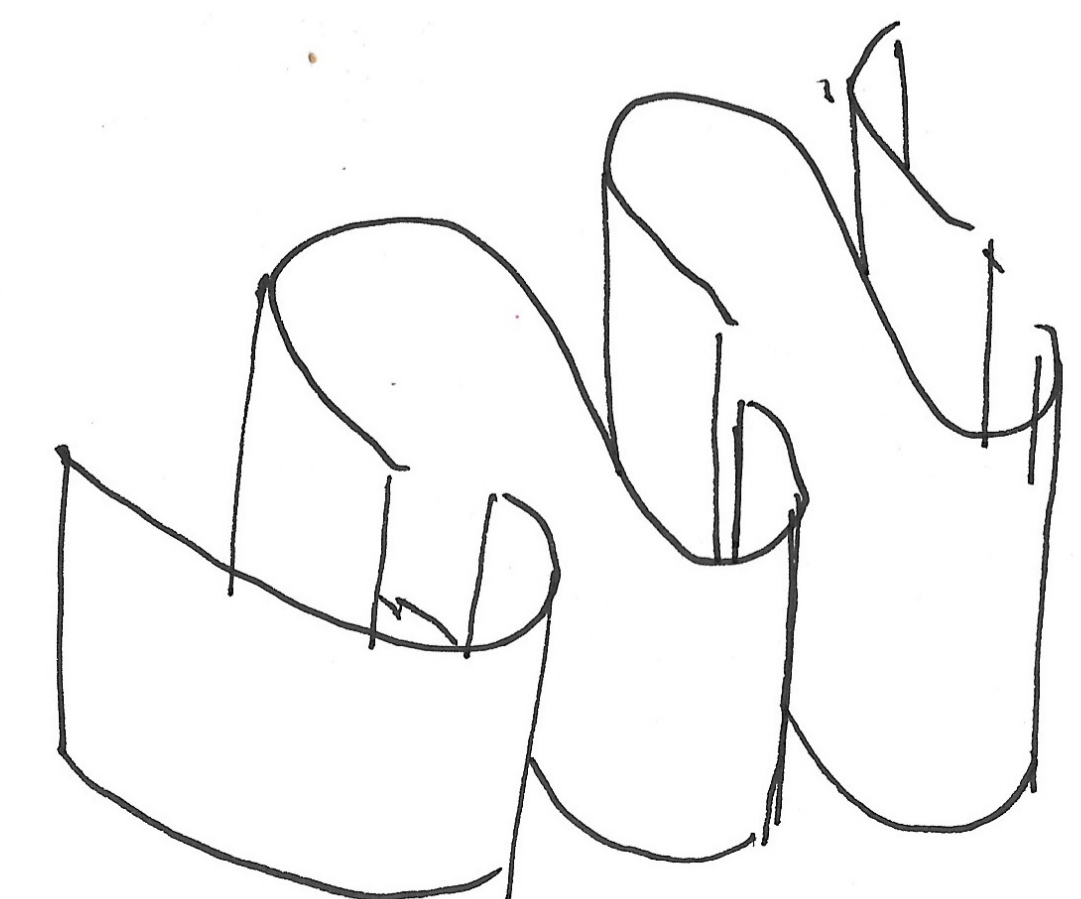
Influences how the exhibition is navigated.



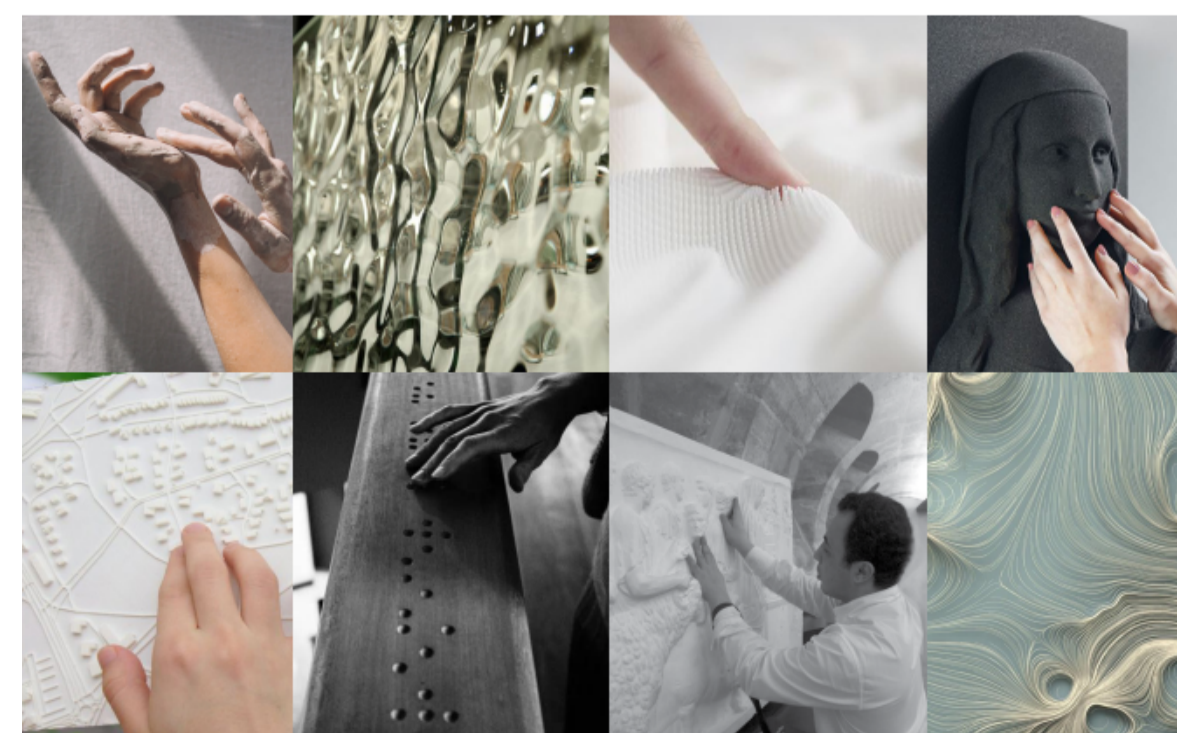
Joined the pattern together to create the shape of the exhibition.



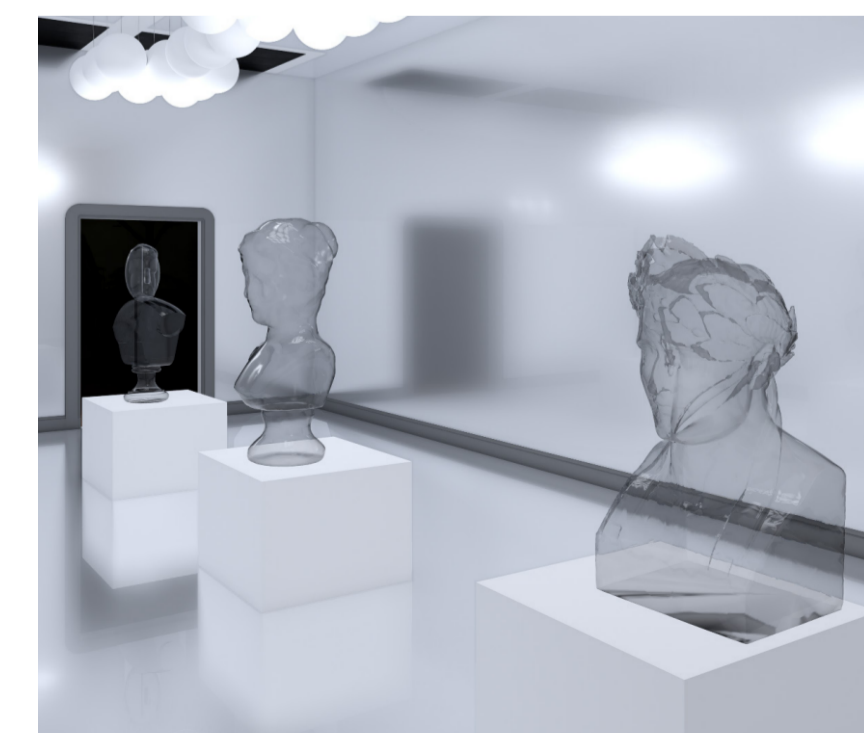
Dots could represent sculptures in the exhibition space.



The main exhibition has geodesic domes where stories can be told. The geodesic domes isolate the noise meaning that it shouldn't affect the other areas of the exhibition or confuse people. The curved walls are inspired by fingerprints and have Leonardo Da Vinci's artwork as he is a prominent piece of history with many buildings and artworks of his being able to be scaled down into models to be felt. The lighting strips coming from the ceiling and on the floor are there to guide the way for those who have sight. The floor strip lighting is slightly raised for cane users to safely navigate the space.

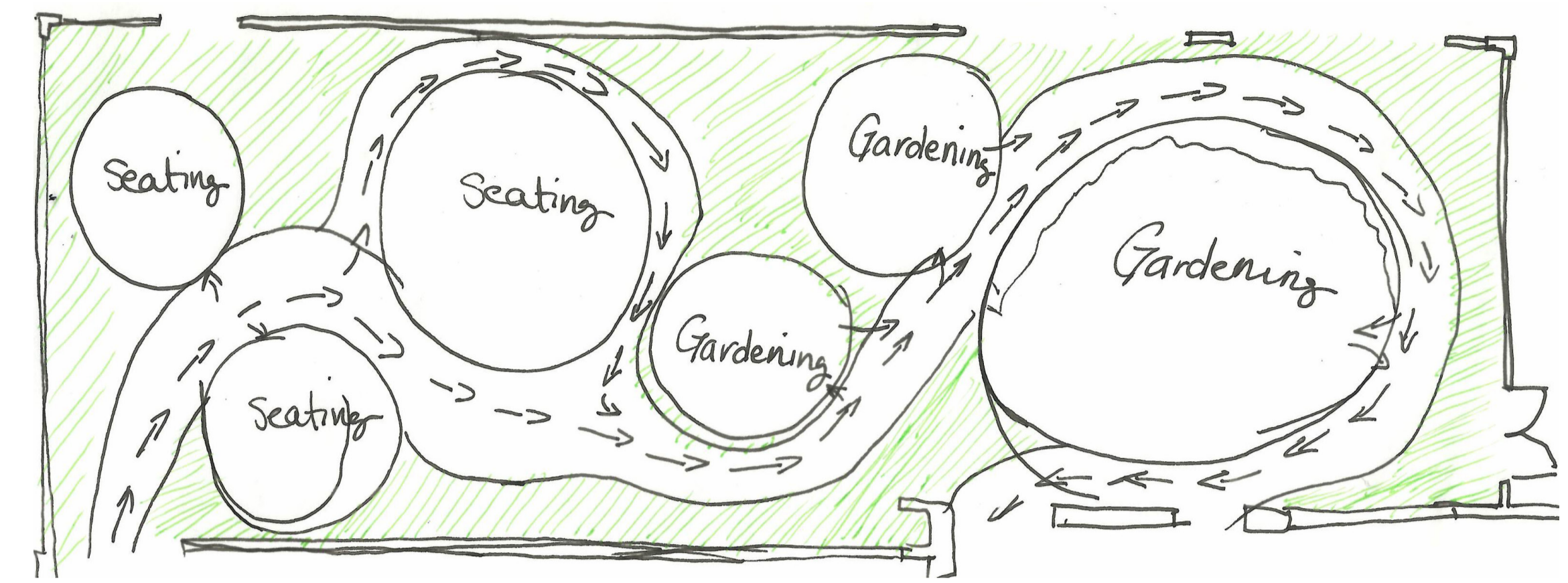
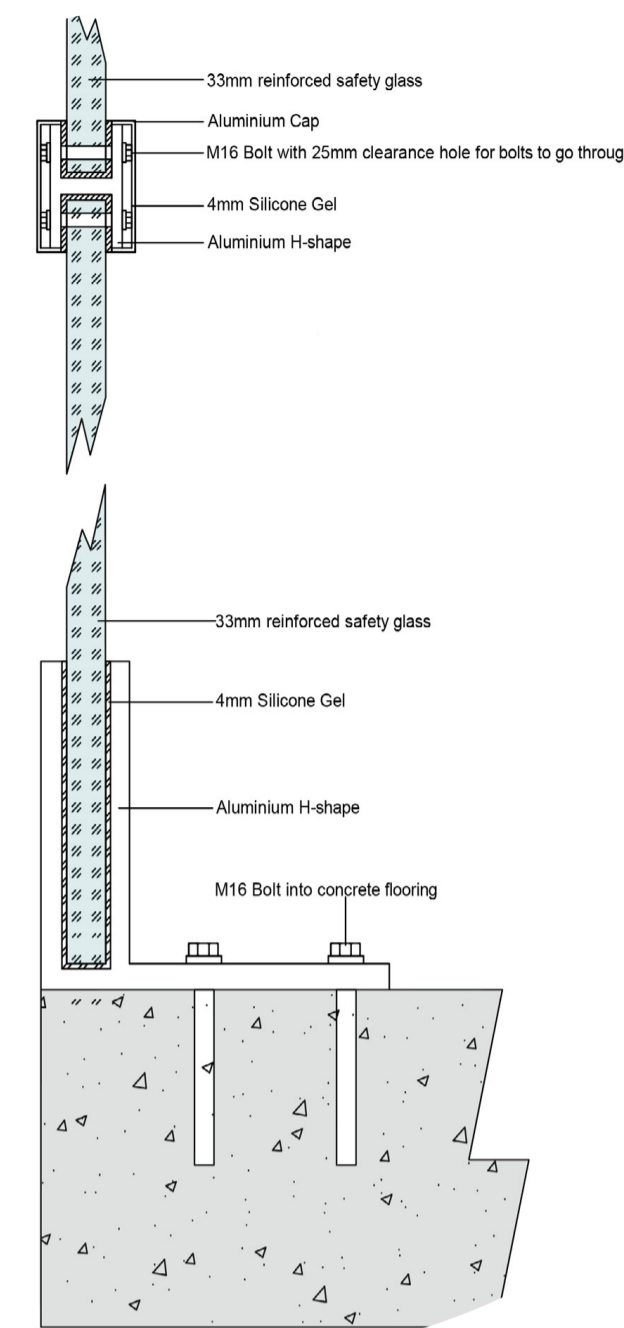


Textured Artwork

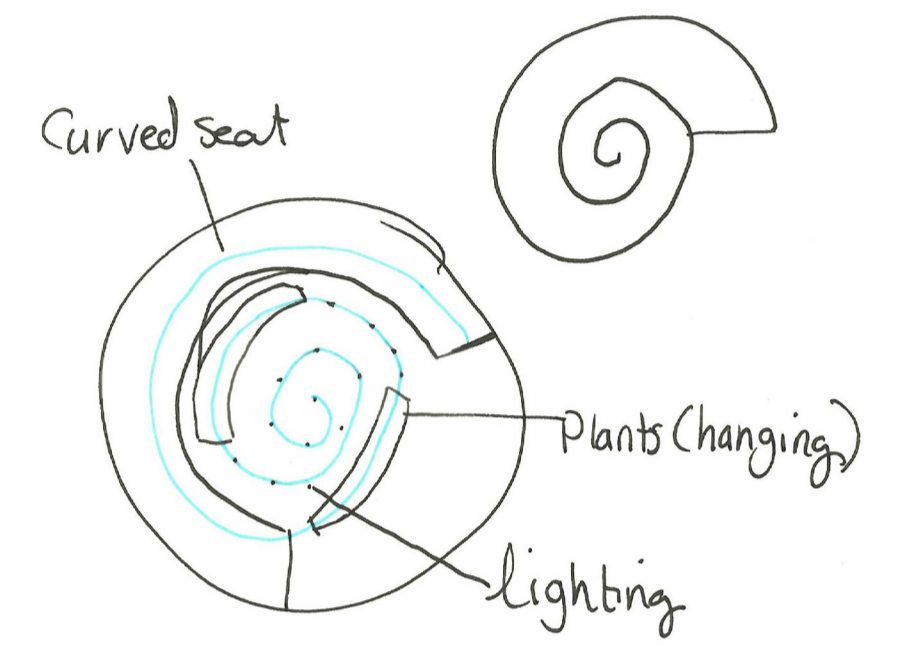


Feeling Sculptures

# Geodesic Domes in Café.



Using biomimicry within the pods



## Materials Board

A. Light grey pebbles attached to a grid-like material. This will line both sides of the walkway to provide textural differences. The pebbles are attached to the grid so they don't move and become a trip hazard.

B. Mid toned engineered wood to create a hard-wearing and sustainable flooring by using recycled wood. The wood is mid toned to create visual contrast between a wide range of objects.

C. Porcelain tile with curved indents - will be used in the cafe to help aid navigation.

D. This image represents the lighting contrast in the cafe area to help with orientation in the building.

E. Brass hardware will be used to stand out from the light coloured doors.

F. Dekton will be used for the work surfaces and table tops. Dekton is a carbon neutral material and is incredibly hard wearing.

G. This represents the plants within the design.

H. These paint samples show the colours which will be found in the cafe.

I. Brass hardware.

J. Graphenstone paint shade "Porcelaine"

K. a highly textured, handmade fabric made of polyolefin (made from sugar cane). This material is known for its durability and lightweight.

L. Concrete effect porcelain tile - This material is sustainable as it's made of natural clays and minerals. Porcelain is scratch resistant, stain resistant and hard wearing.

M. Pleated beige material is highly textured and



very hardwearing.

N. Pleated leather will be used as a trim on the chairs.



Geodesic domes will reduce the amount of noise coming in from the rest of the room. Using geodesic domes will help visually impaired people accurately navigate by blocking out surrounding noise.