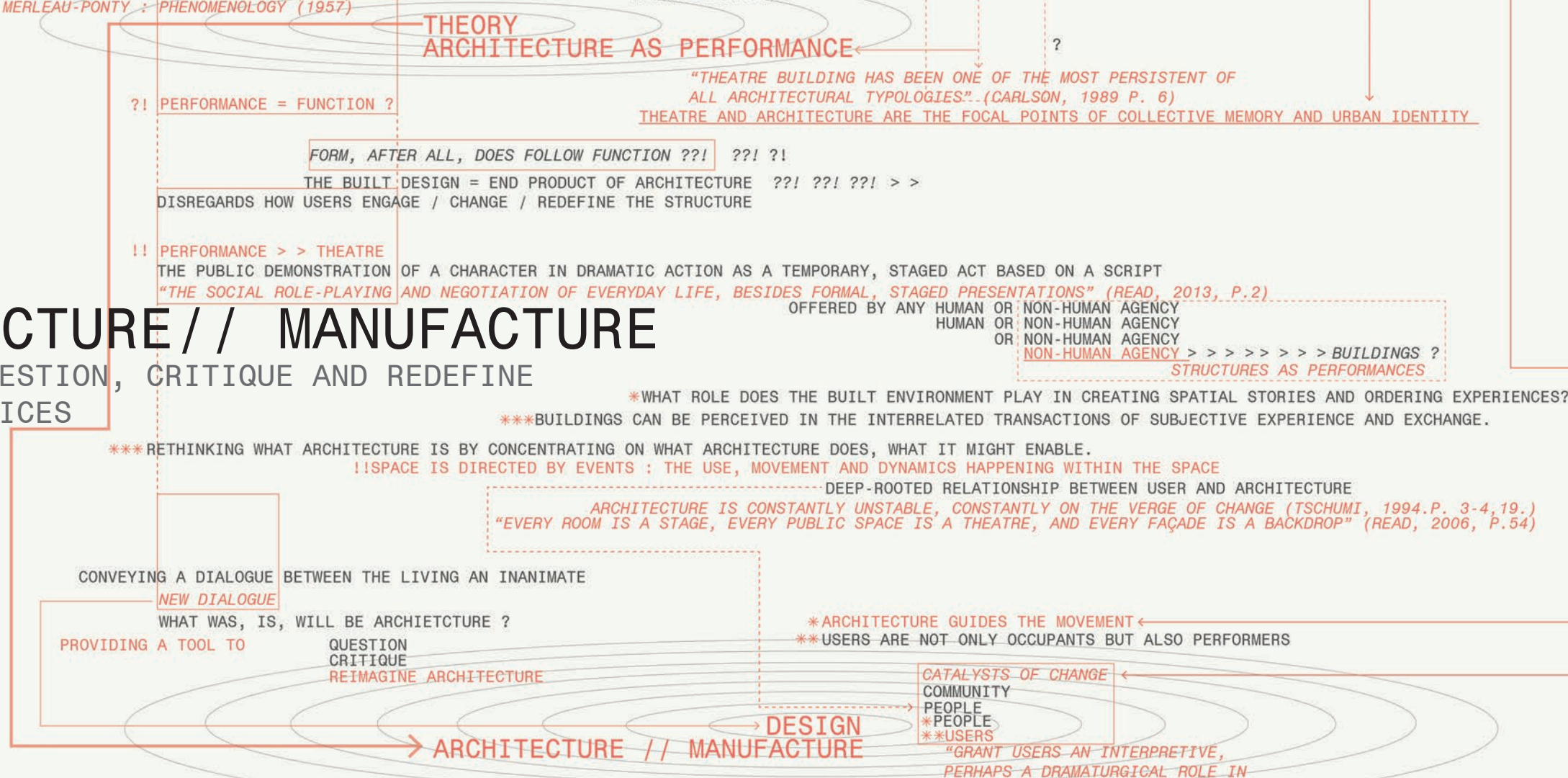


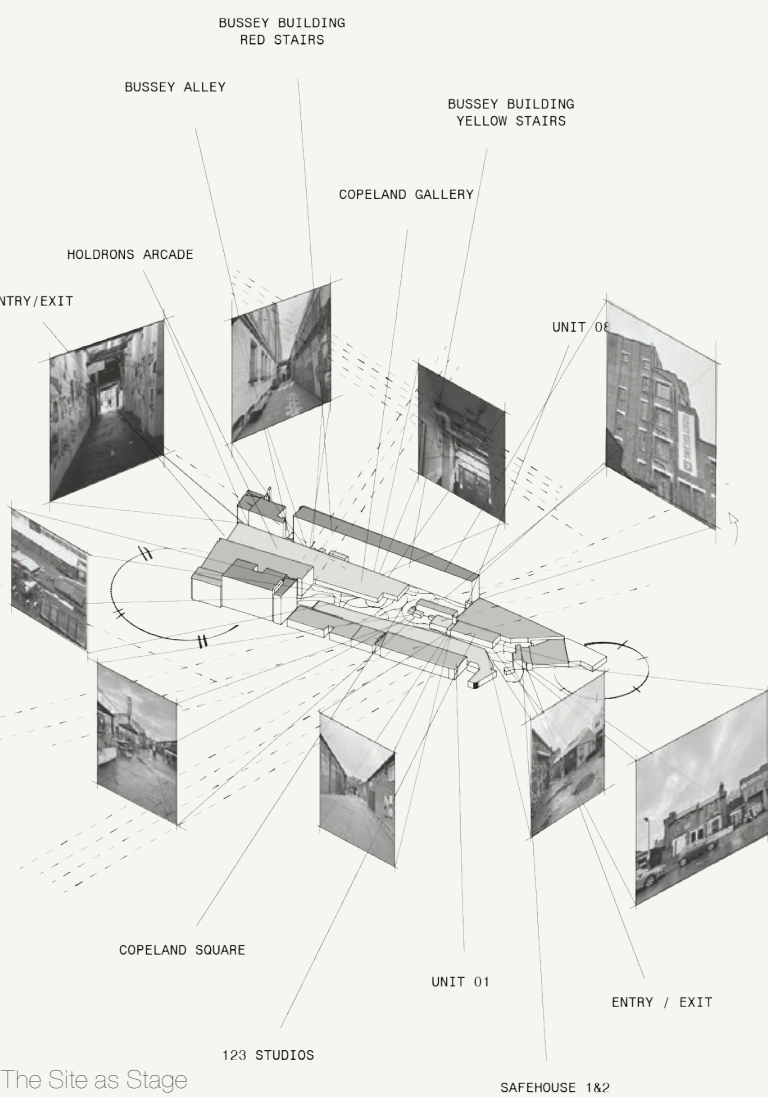
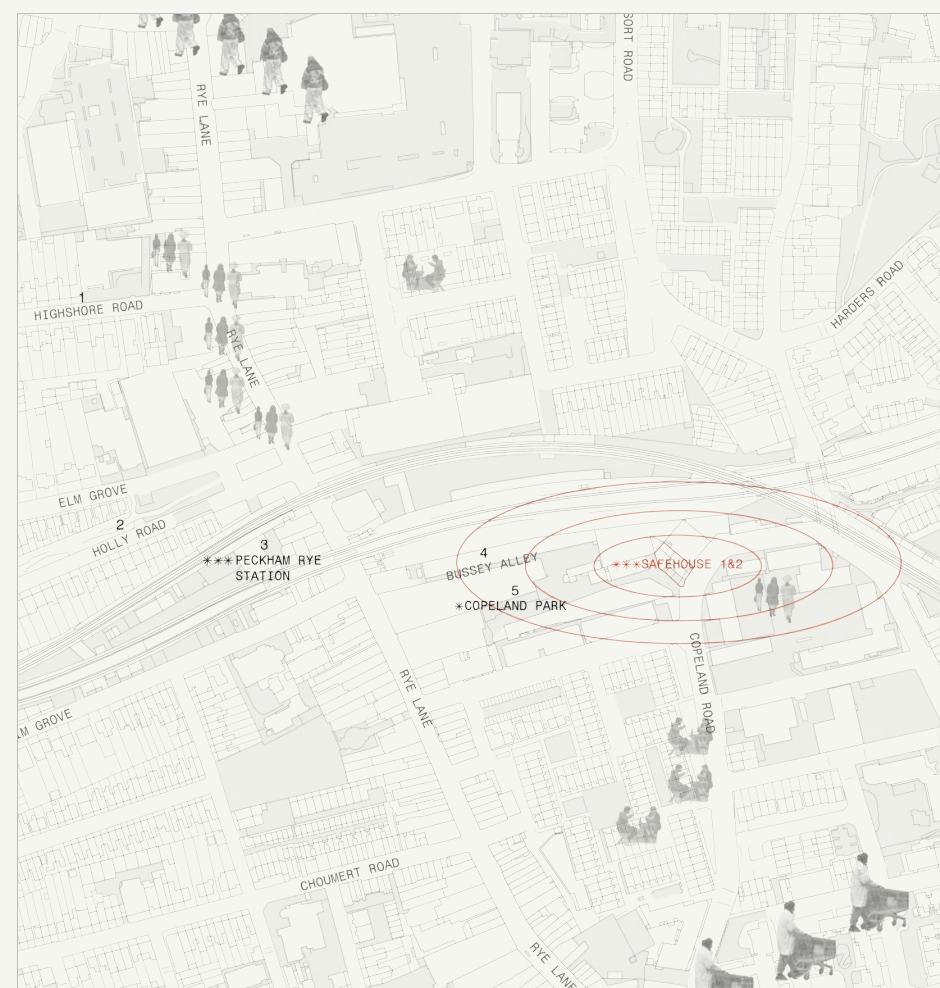
A STAGE TO QUESTION, CRITIQUE AND REDEFINE
SPATIAL PRACTICES



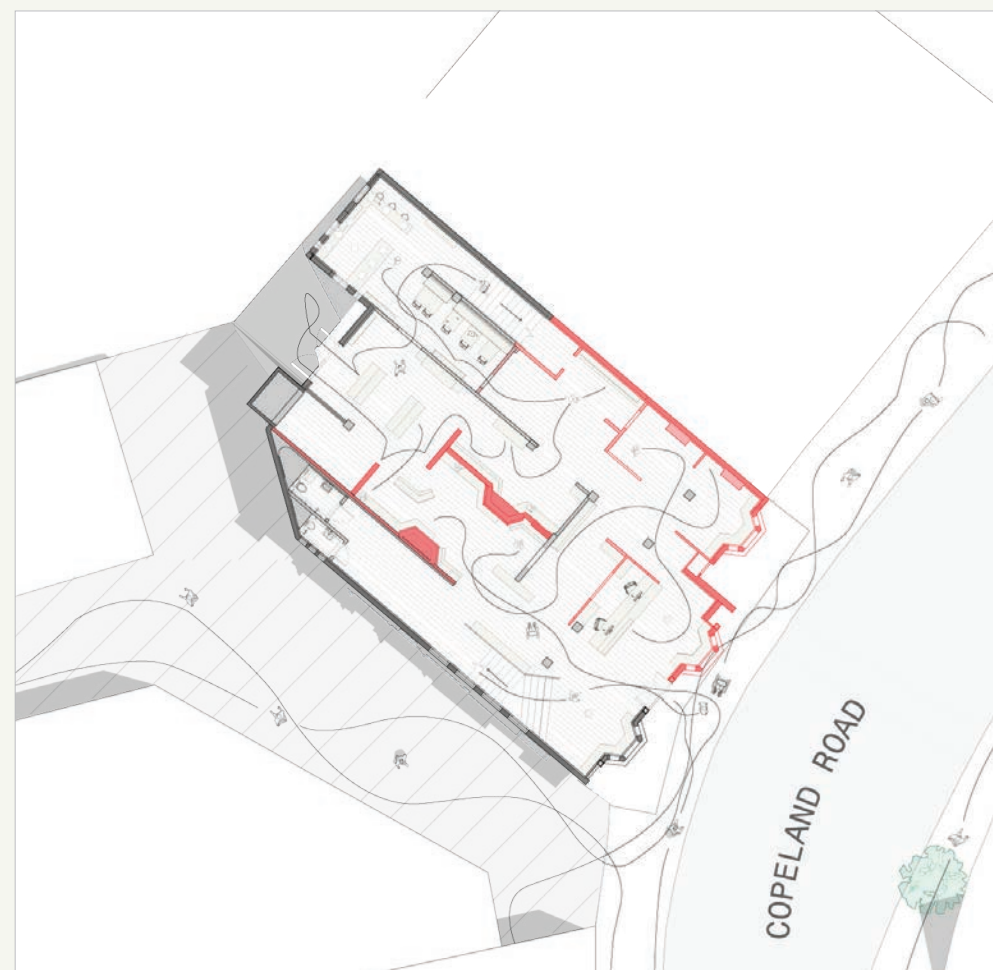
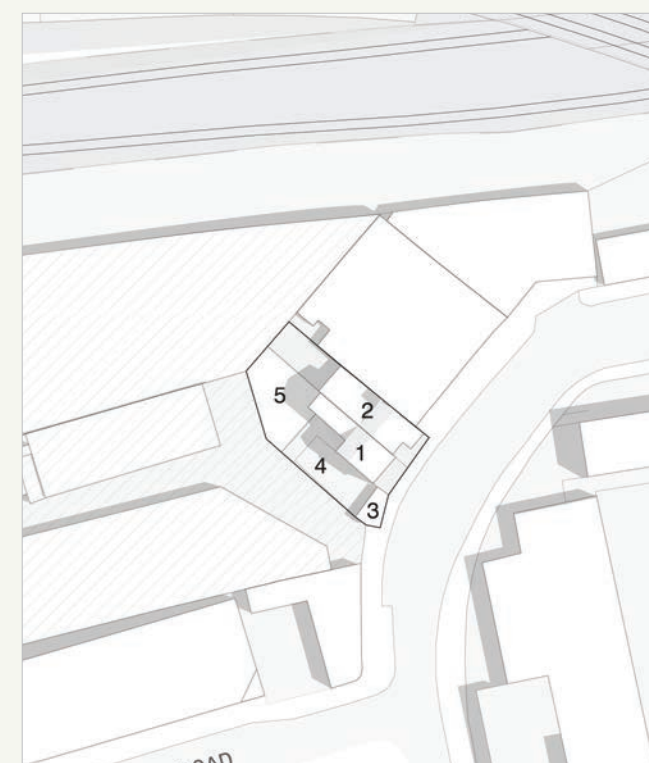
ARCHITECTURE // MANUFACTURE is a spatial exploration grounded in adaptive reuse, performativity, and material storytelling. Situated within South London's creative complex, Copeland Park, the design spans across the allocated site, and relies structurally and creatively on the existing two Victorian houses. Developed from my dissertation *Architecture as Performance*, the project challenges conventional practice by treating architecture as an active participant shaped by material memory, users, and time, rather than seeing buildings as static objects.

The proposal *holistically embodies the design ethos* and carefully reinterprets the existing layers of the site through a theatrical lens, celebrating spatial fragments and transforminWg them into new architectural narratives. *The result is a library—a space not just for storing knowledge, but a stage for both learning and unlearning.*

Blending between the old and new, permanence and adaptability, the building performs through its sustainable material choices, solar-responsive layout, and embedded memory. *It invites users to engage critically with architecture's role and imagine alternative futures—redefining what architecture is, what it does, and most importantly what it could do differently.*

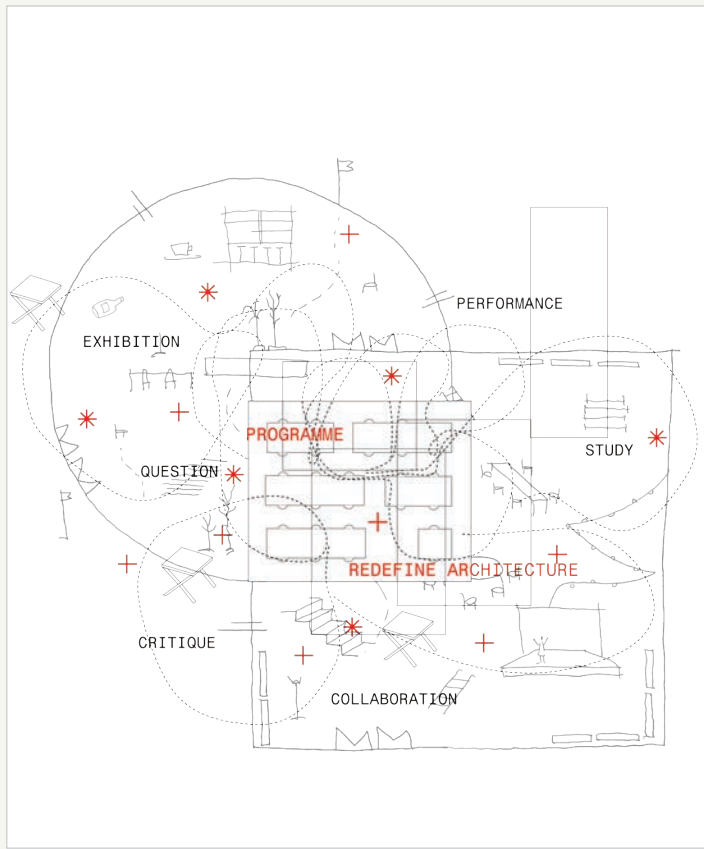


SITE/DESIGN SPECIFICATIONS:
1+2 VICTORIAN HOUSE
3 PARKING INSPECTOR
4 JUNKYARD
5 TEMPORARY BAR STRUCTURE
■ EXISTING WALLS
■ PROPOSED WALLS

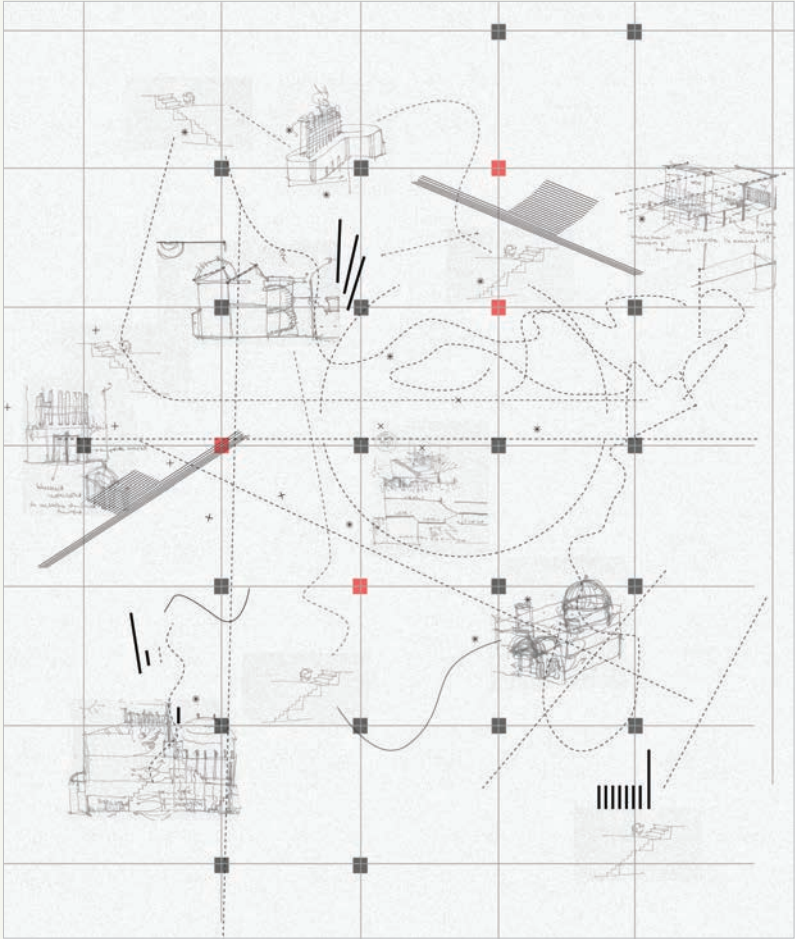


SPATIAL CONCEPT

The spatial concept centers on the idea of architecture as performer: spaces that evolve through material memory, user interaction, and temporal layers. Rather than treating the Victorian houses as static relics, the design uses them as narrative foundations, embedding their character into a new architectural language shaped by adaptive reuse. The spatial strategy emphasises transformation through curated circulation, shifting light conditions, and reinterpretations of traditional details, allowing the building to communicate continuity while advocating for reinvention. Spread across four levels, the proposal unfolds as a series of layered environments that encourage learning, reflection, and dialogue. The design is a dynamic space for knowledge exchange: architecture not only houses ideas but invites users to question, contribute to, and reshape them.



Programmatic Drawing



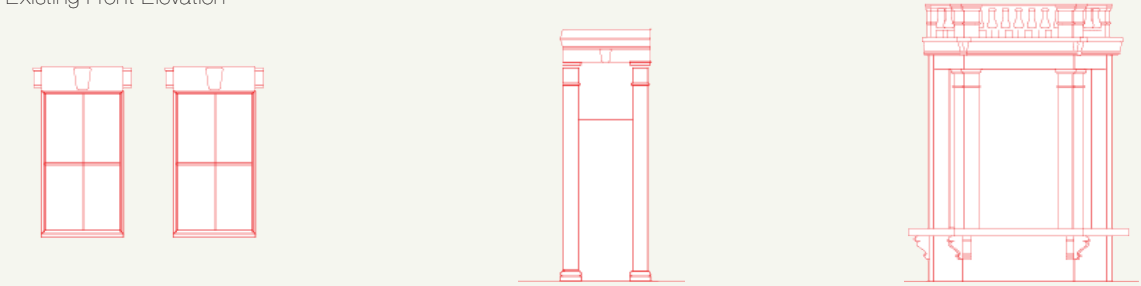
Concept Exploration



Experimental Concept Exploration



Existing Front Elevation



Ornate Details of Victorian Facade

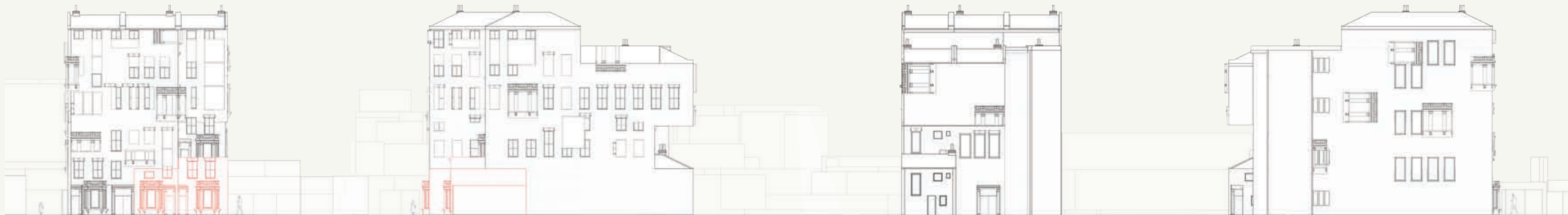
It was essential that the exterior shell of the building visibly communicates the spatial narrative held within. By embedding the ornate details of the original Victorian houses, and material and tectonal contrats, the design signals its layered history while asserting its new identity. The facade performs as a visual prologue, inviting curiosity, and making the building's performative and educational role legible from the outside.



Proposed Facade (3D Visualisation)

SITE/DESIGN SPECIFICATIONS:

- EXISTING WALLS
- PROPOSED WALLS



All side Proposed Elevation, emphasis on Facade

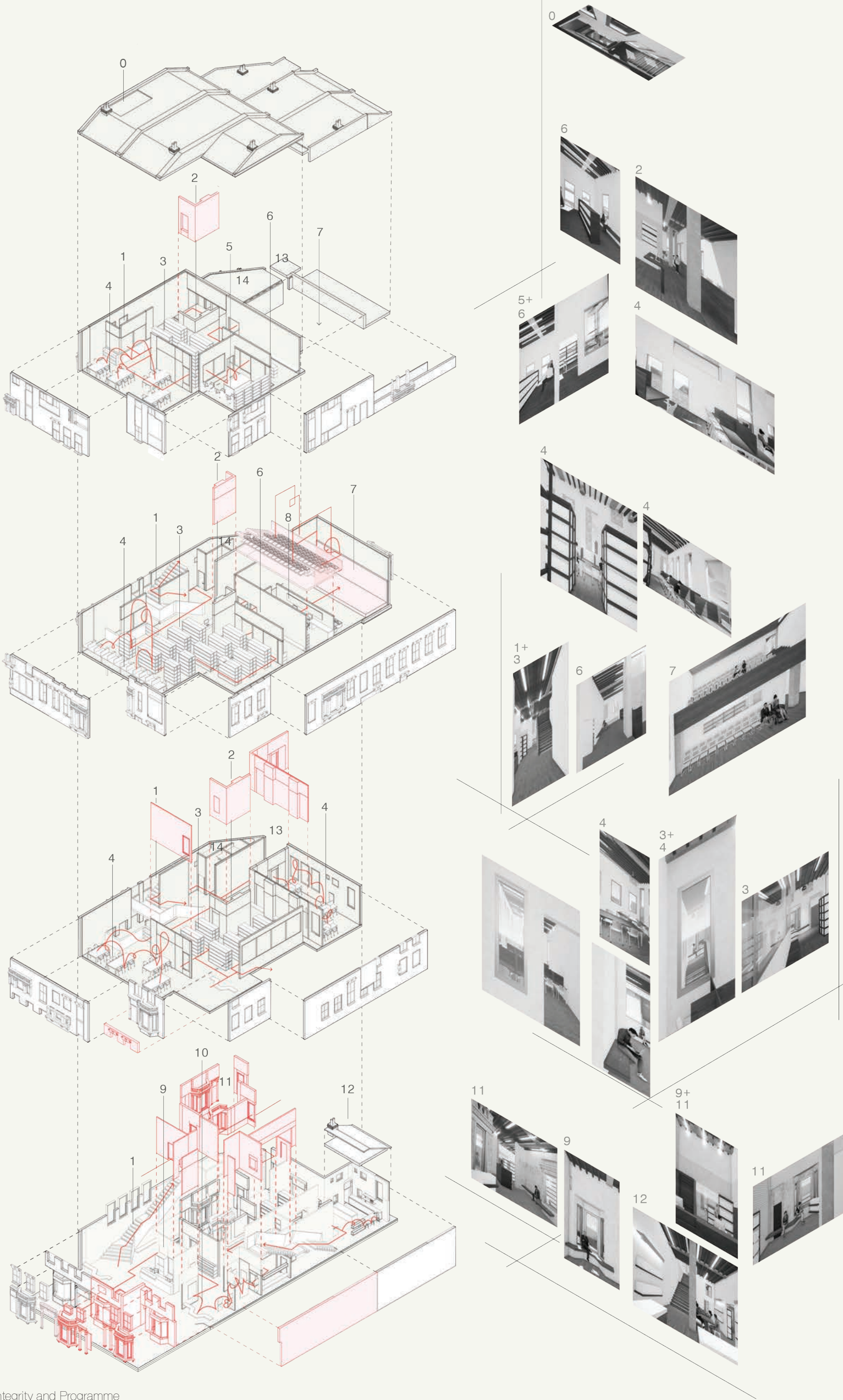
PROPOSED SPACES :

- THIRD FLOOR:
- 1 STAIRCASE
 - 2 REFERENCE DESK
 - 3 BOOK STACKS
 - 4 STUDY AREA
 - 5 LIBRARY SUPPORT
 - 6 WAITING AREA
 - 7 AUDITORIUM
 - 13 ELEVATOR
 - 14 RESTROOMS

- SECOND FLOOR:
- 1 STAIRCASE
 - 2 REFERENCE DESK
 - 3 BOOK STACKS
 - 4 STUDY AREA
 - 6 WAITING AREA
 - 7 AUDITORIUM
 - 8 TECHNICIANS
 - 13 ELEVATOR
 - 14 RESTROOMS

- FIRST FLOOR:
- 1 STAIRCASE
 - 2 REFERENCE DESK
 - 3 BOOK STACKS
 - 4 STUDY AREA
 - 13 ELEVATOR
 - 14 RESTROOMS

- GROUND FLOOR:
- 1 STAIRCASE
 - 9 RECEPTION
 - 10 EXHIBITION SPACE
 - 11 BOOKSTORE
 - 12 CAFÉ
 - 13 ELEVATOR
 - 14 RESTROOMS



Exploded Axonometric highlighting Structural Integrity and Programme



Ground Floor (3D)



First Floor (3D)



Second Floor (3D)



Third Floor (3D)