# **REFRAME: THE THIRD SPACE AT SAFEHOUSE 2**

Adaptive Reuse of Safehouse 1 through Modular Architecture and Media **Yuhan Yang** 



This project reimagines Safehouse 2 in Peckham as a dynamic cultural hub through a strategic and respectful transformation of its existing structure. By preserving the historic red brick walls and timber textures while integrating modular architectural elements — such as a reconfigurable stage, auditorium, and projection systems — the design builds a dialogue between past and future.

Inspired by mobile architecture and traditional craft techniques, the modular design supports diverse cultural uses while responding to the site's layered history. A rooftop extension contrasts gently with the original structure, while TouchDesigner-powered projections activate the building's facade at night, blending memory with media.

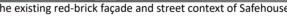
Situated in one of London's most multicultural neighbourhoods, the project enables evolving community needs through flexible, adaptive reuse. It is both architectural and social: a respectful reinvention that transforms a disused structure into a living, expressive platform for exchange, performance, and creative continuity.





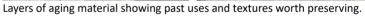
## **EXISTING SITE CONDITION**























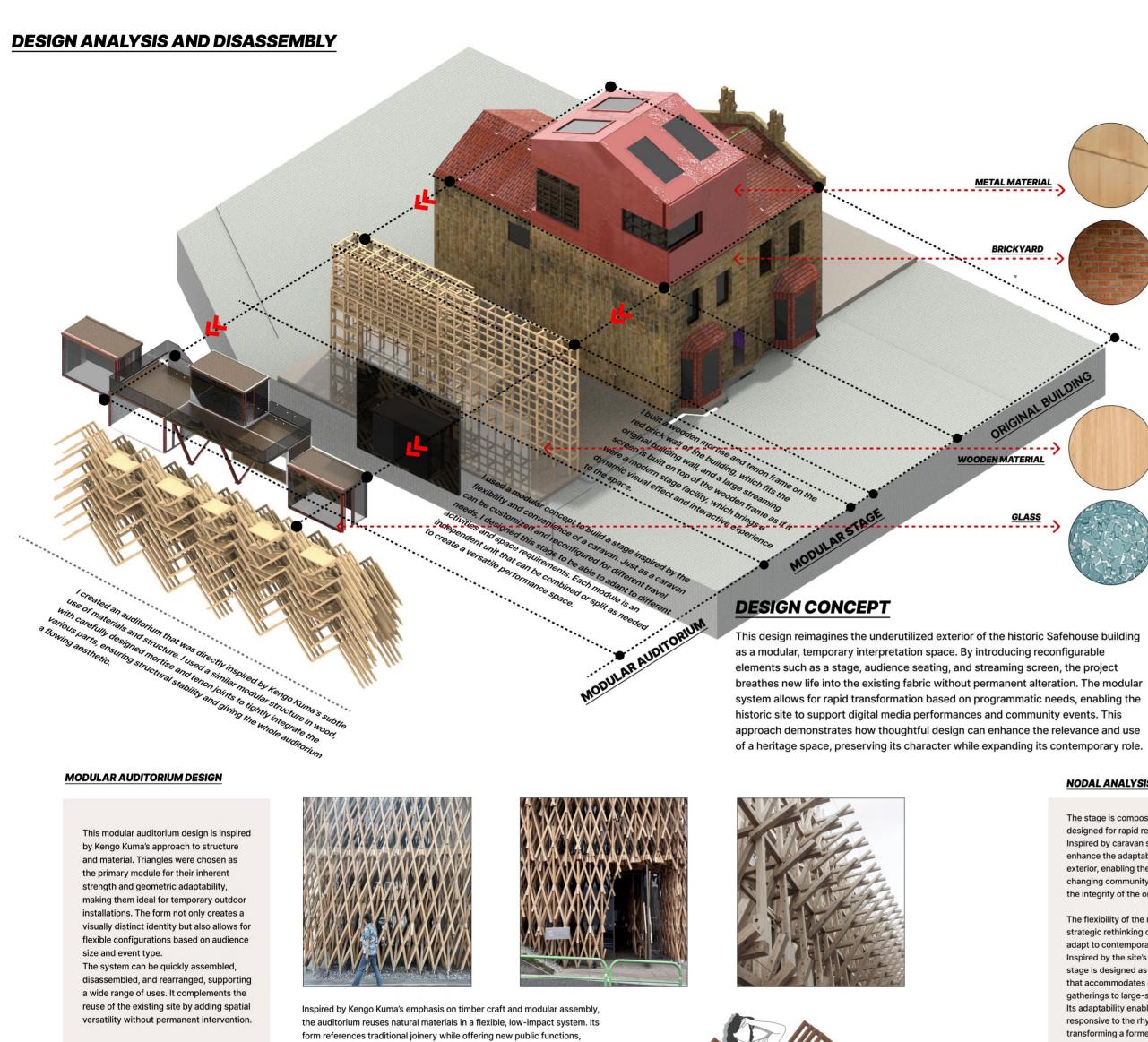


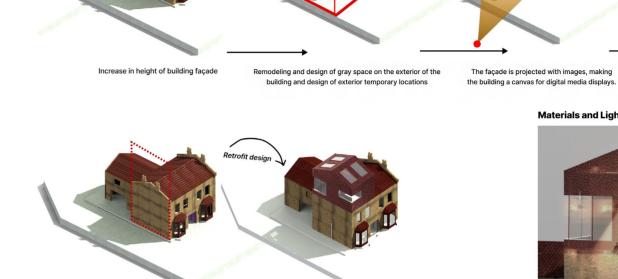






Original interior with worn timber floors and exposed concrete surface





The design retains and elevates the character of the original building by expanding upward in a respectful yet expressive way. This new extension uses a contrasting material palette — red brick and reflective metal — to celebrate the intersection of heritage and contemporary innovation



SPACE FORM DEVELOPMENT

Drawing from the flexibility of RV modularity, this

adaptive stage system enables the heritage

while enhancing its public use value.

building to host contemporary events without permanent alteration. The reuse strategy ensures

that temporary structures respect the existing site



The entire side of the building will become a 'screen',

transforming the surface of the building into a dynamic 'gallery of works' through projection.

Rather than conceal the past, the added rooftop structure highlights it. The interplay of old and new materials enhances the building's visual identity and supports its transformation into a vibrant cultural platform. The reflective cladding is not only a design gesture but a tool — amplifying the effects of projected digital art, adapting dynamically to time, light, and movement. This is an architecture of reuse that engages with memory, invites participation, and anticipates new forms of collective storytelling.

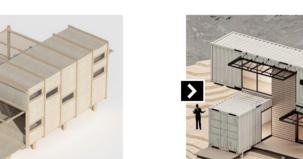
### **NODAL ANALYSIS AND STRUCTURE**

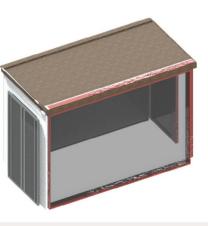
The stage is composed of modular elements designed for rapid reconfiguration and reuse. Inspired by caravan systems, these modules enhance the adaptability of the reused building exterior, enabling the space to accommodate changing community programs while preserving the integrity of the original architecture.

The flexibility of the modular design reflects a strategic rethinking of how historical spaces can adapt to contemporary communal needs. Inspired by the site's rich cultural context, the stage is designed as a reconfigurable system that accommodates everything from small gatherings to large-scale public performances. Its adaptability enables the site to remain responsive to the rhythms of community life, transforming a formerly static exterior into a dynamic cultural interface that evolves with time and activity.

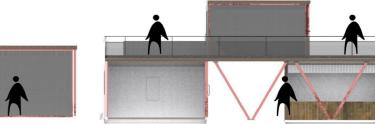


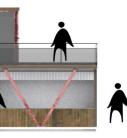
Further expanding the range of applications for modular design. By transforming industrial modules such as containers into functional outdoor spaces.

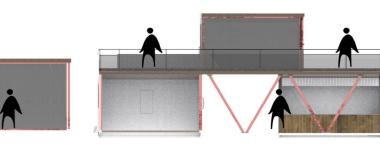




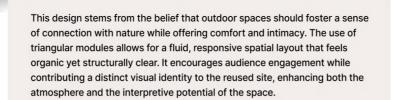
The modular units are designed for structural clarity and visual cohesion, creating a unified yet adaptable outdoor stage. Their form responds to both functional flexibility and the character of the surrounding site, offering a contemporary layer that complements rather than competes with the existing

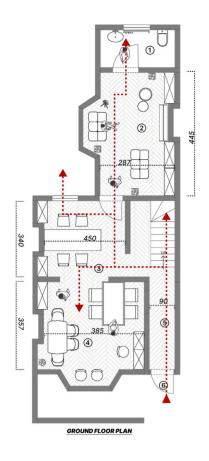


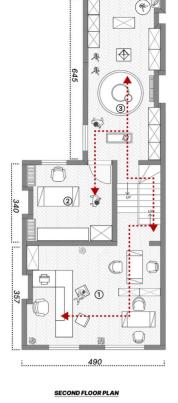


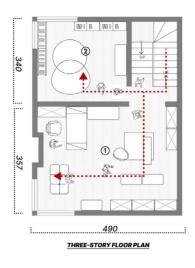




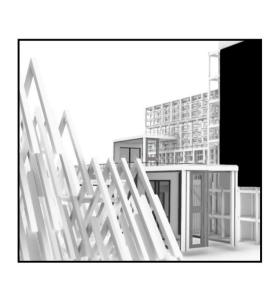


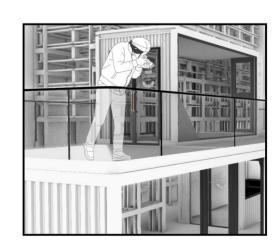


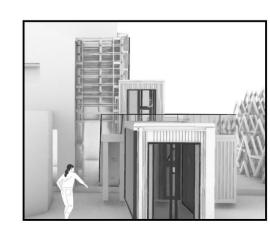


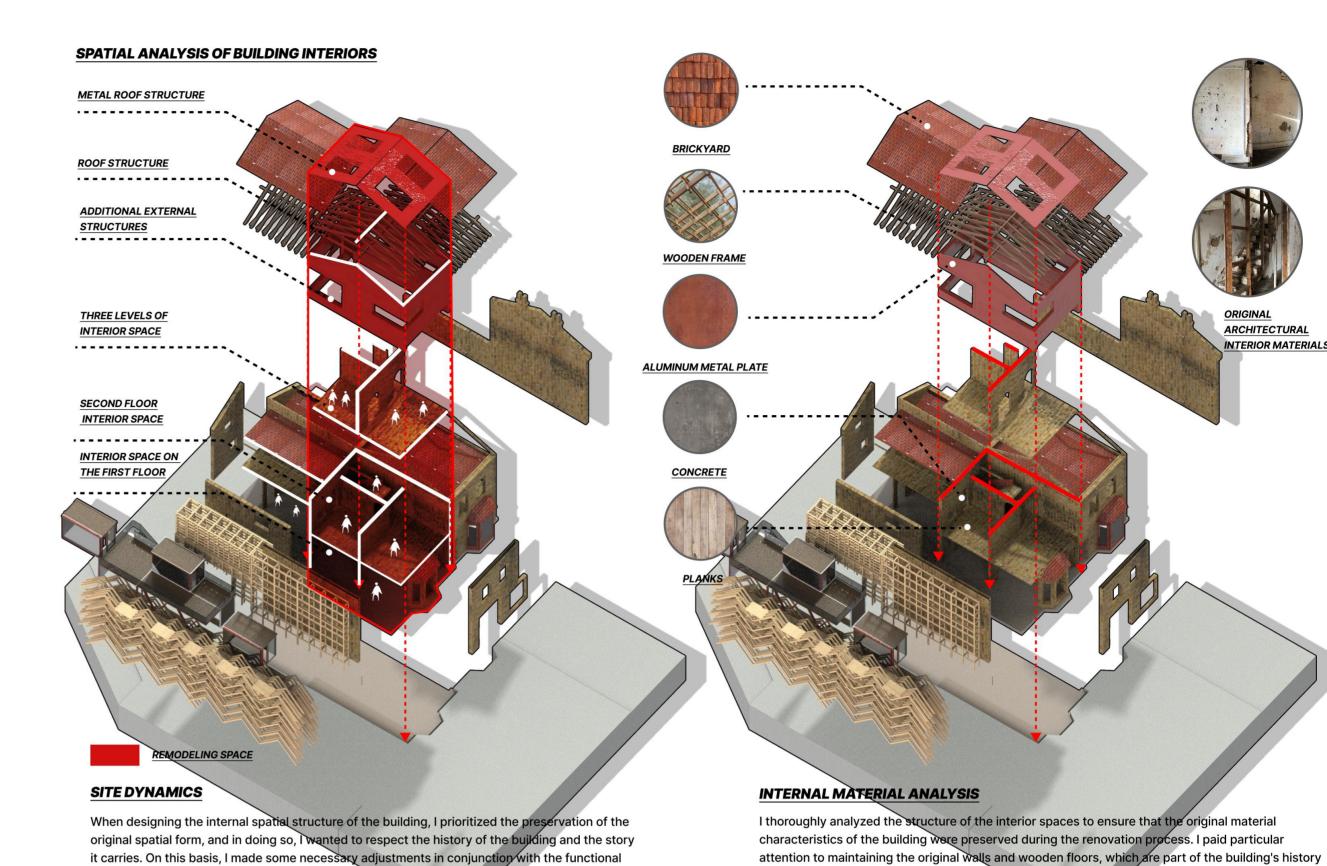


This project carefully reorganizes the internal structure of Safehouse 1 to support diverse creative functions while preserving its original architectural character. The spatial planning responds to the building's layered history by retaining aged surfaces, wooden textures, and spatial traces, transforming them into a canvas for modern use. Across three floors, distinct zones for digital media production, exhibitions, and community interaction are clearly defined, supporting both flexible programming and efficient circulation. Through thoughtful zoning and movement design, the space becomes a platform that balances historical reverence with modern functionality — offering opportunities for innovation, collaboration, and cultural continuity.





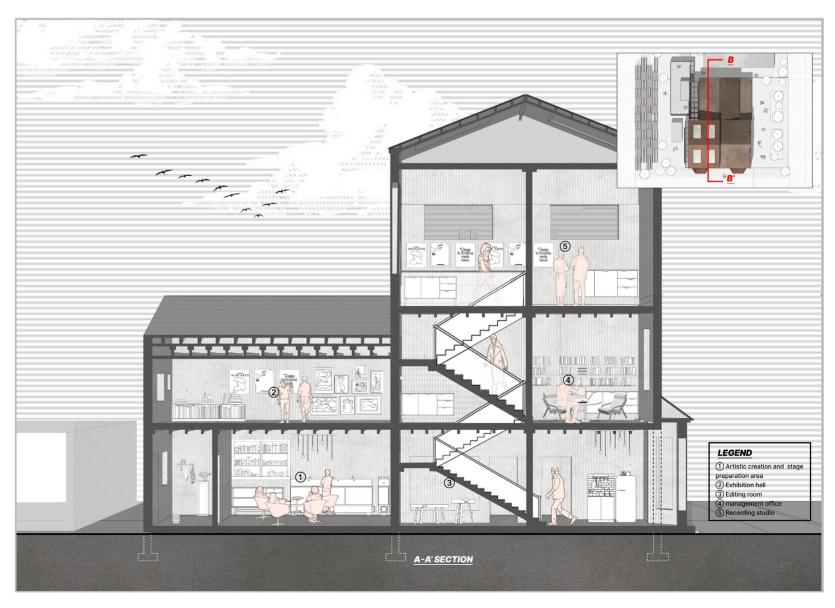




needs of the Digital Media Workshop. My goal was to create a space that reflects the past while

adapting to the demands of modern technology.





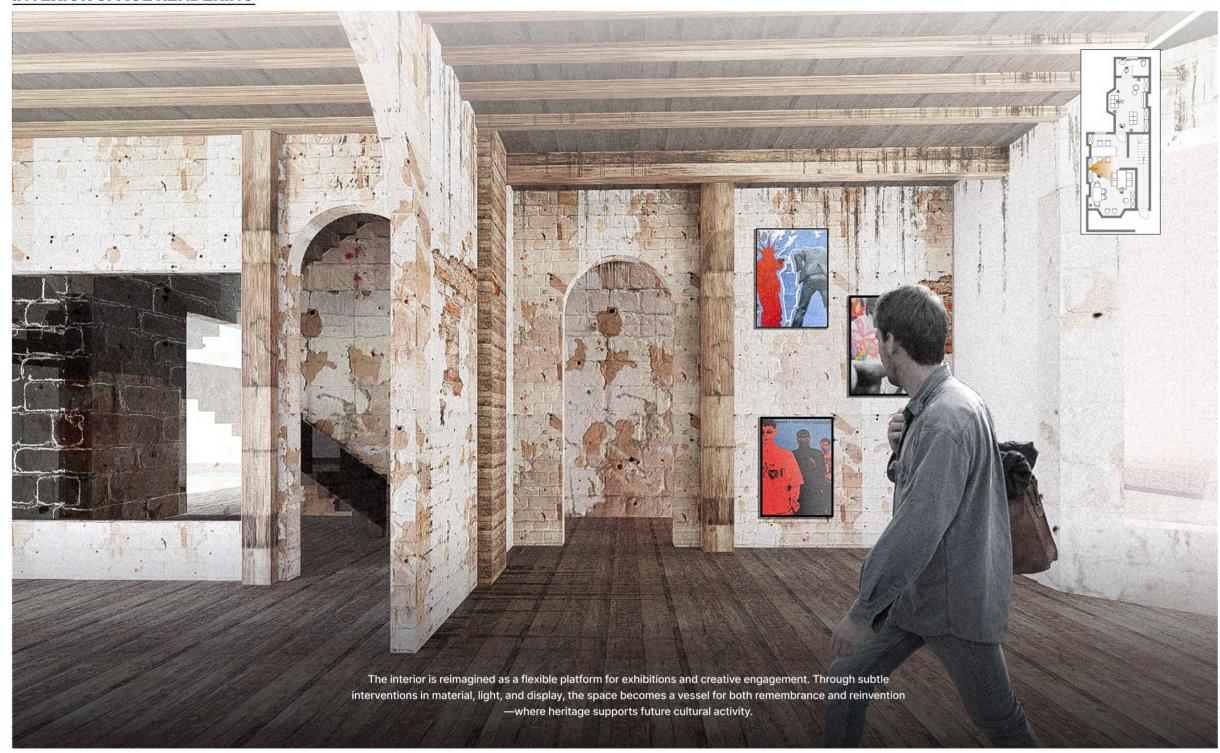
past.

and which not only give the space a unique texture, but also carry memories and stories from the

ARCHITECTURAL

INTERIOR MATERIALS

## **INTERIOR SPACE RENDERING**



Original timber partitions are carefully restored and reintroduced as spatial elements, offering both warmth and historical continuity. Digital artworks are integrated with restraint, allowing old and new to coexist without overpowering the original fabric.





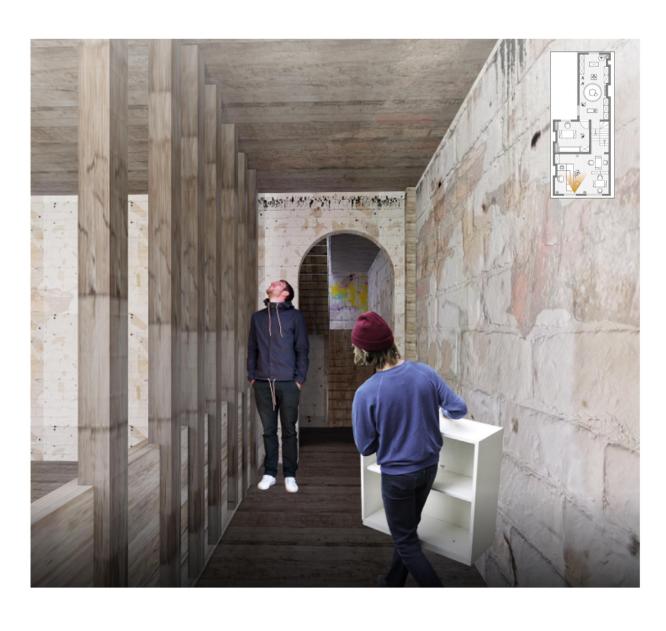






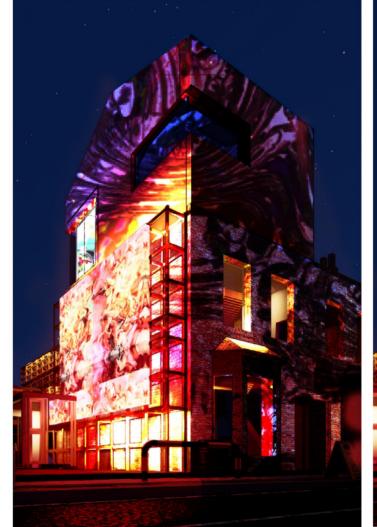


The design preserves the building's aged concrete walls and wooden floors, allowing visible traces of time—cracks, textures, and faded finishes—to remain as part of its identity. These materials are not restored to perfection, but retained to highlight the building's layered past and unique narrative.

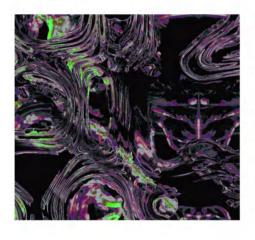


## THE LIVING FAÇADE: BRIDGING PAST AND FUTURE THROUGH PROJECTION

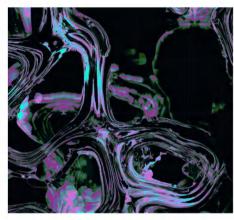






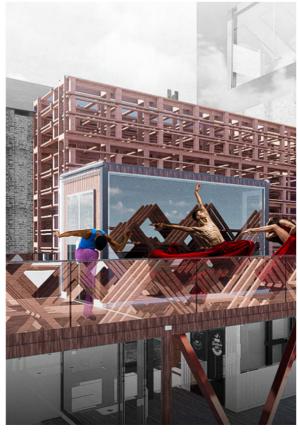


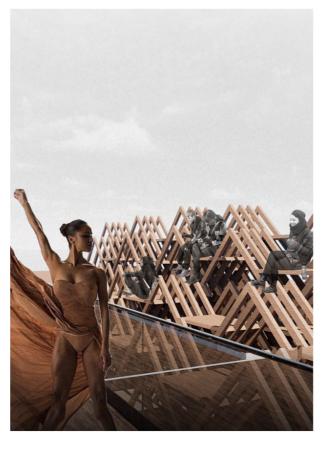


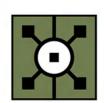












Touchdesigner





Video results

video process

Using TouchDesigner software and advanced projection technology, I plan to transform the building walls into a giant digital canvas. Through this innovative approach, I hope to enliven not only the building itself, but also bring a visual feast to the surrounding community.

I envision dynamic images and videos mapped onto the surface of the building through projectors at night time, which could be artworks, cultural displays, or interactive information relevant to the local community. This design not only revitalizes the Safehouse at night, but also makes it a bridge between the past and the future, between tradition and innovation.