

# THE SEED PROJECT



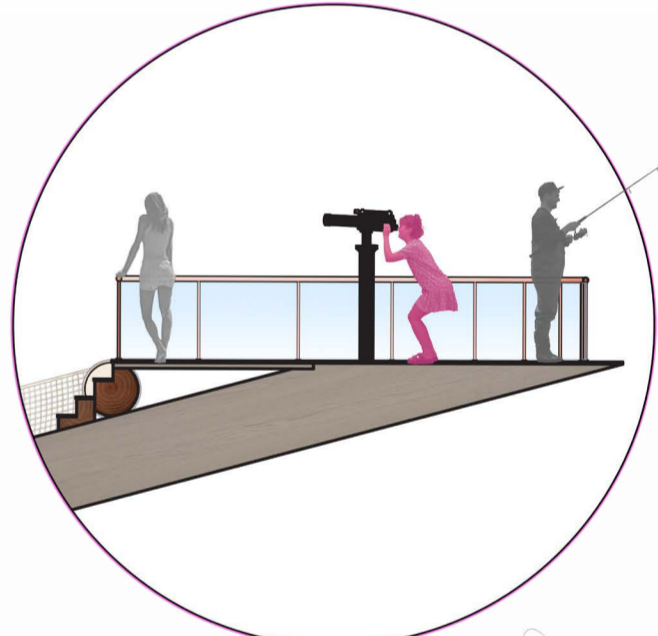
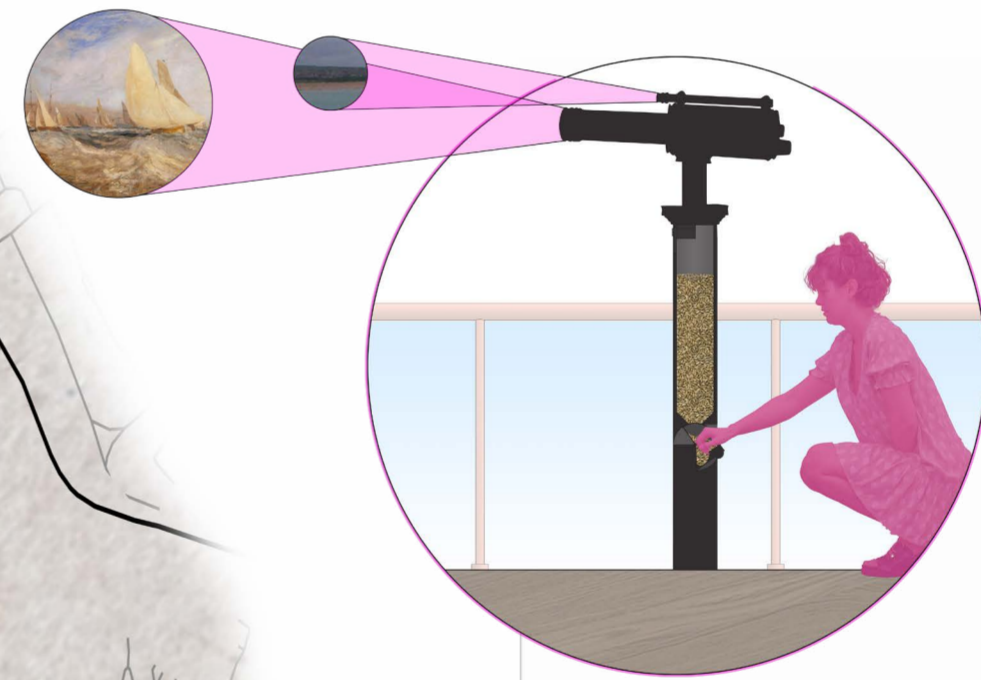
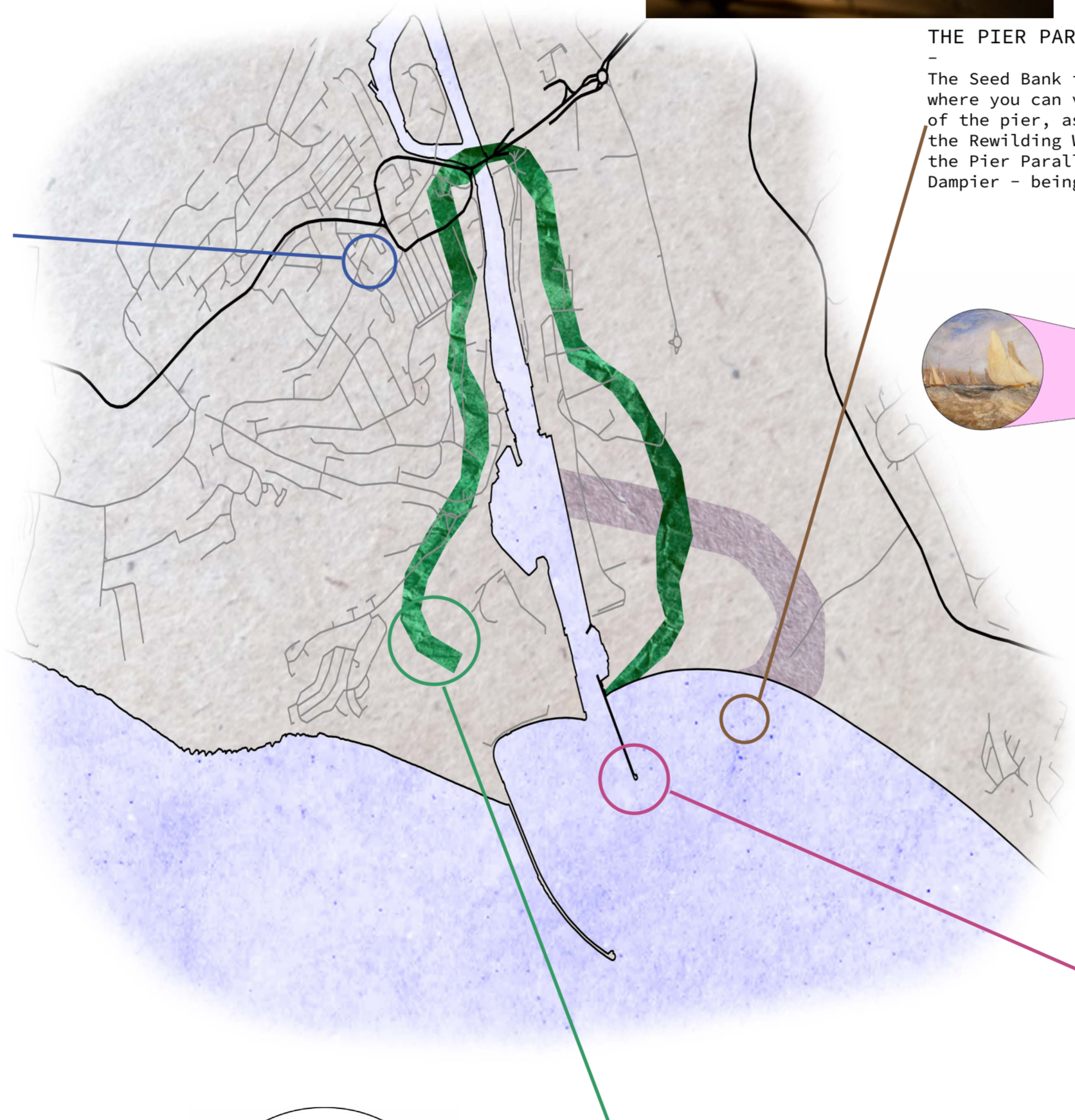
## THE SEED CHAPEL

- Situated in a converted church in Newhaven, the Seed Bank is a place for storing, growing and researching rare and exotic seeds. The original seeds that formed the idea for the program belonged to the pirate botanist William Dampier who lived in Newhaven in the 1700's. Dampier came to Newhaven to practice cartography and mapped out the local area as well as studying its native plants. Whilst living in Newhaven, he also took voyages to Northern Australia and parts of South and Central America where he studied, recorded and collected native plants and seeds to bring back to the UK. A few years ago, some of the seeds Dampier collected were discovered on a site in Newhaven - they have since been grown into plants - some of which were thought to be extinct - these are featured here in the Seed Bank. We hope to take cuttings and store seeds of the species in order to reintroduce them to their natural habitats, as well as protect them from extinction.



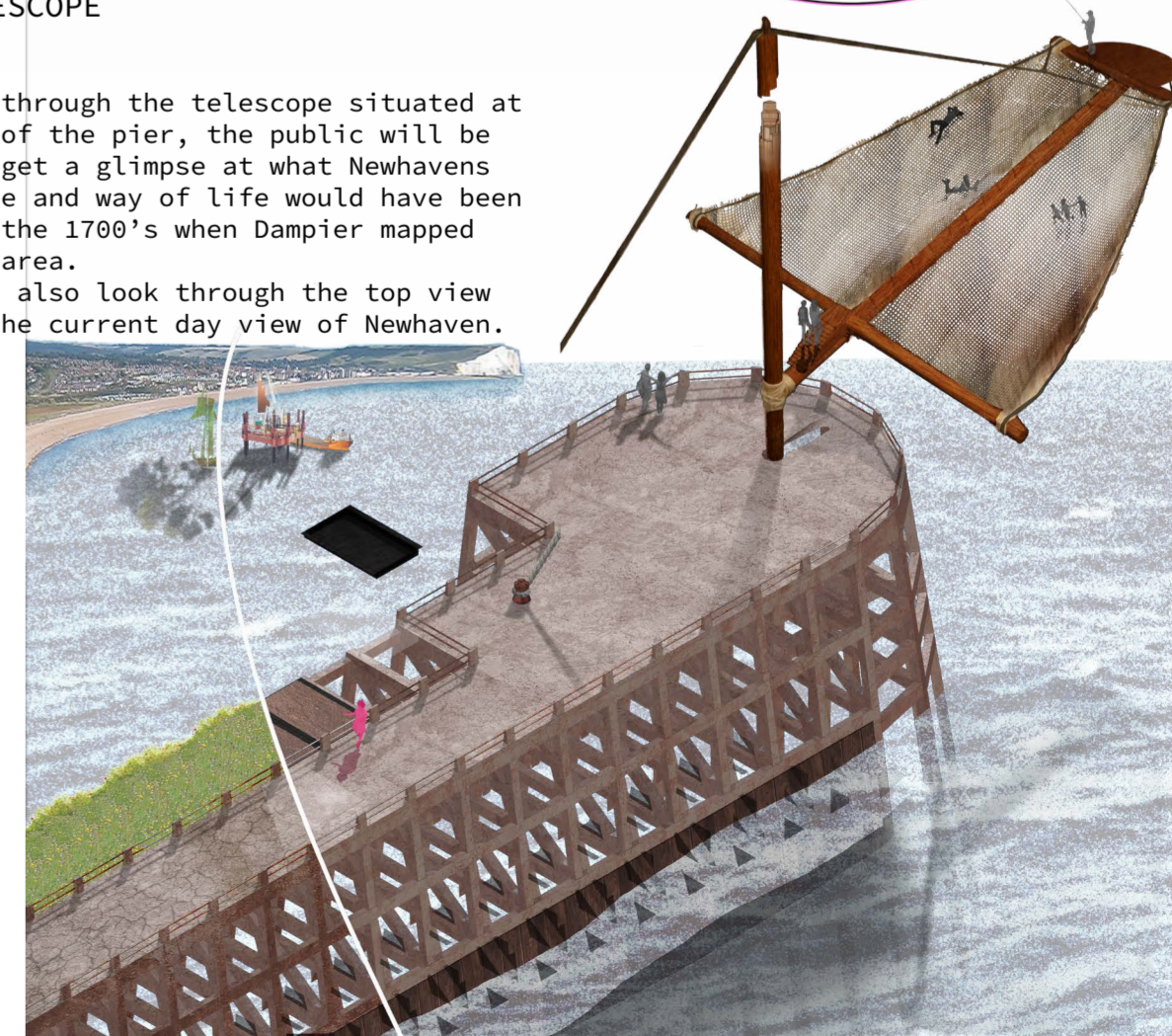
## THE PIER PARALLAX

- The Seed Bank is an extension of The Pier Parallax - where you can view the art installation from the end of the pier, as well as collect seeds to spread along the Rewilding Walk. This project is a direct link to the Pier Parallax, with the pirate botanist William Dampier - being the inspiration.



## VR TELESCOPE

- Looking through the telescope situated at the end of the pier, the public will be able to get a glimpse at what Newhaven's landscape and way of life would have been like in the 1700's when Dampier mapped out the area. They can also look through the top view to see the current day view of Newhaven.



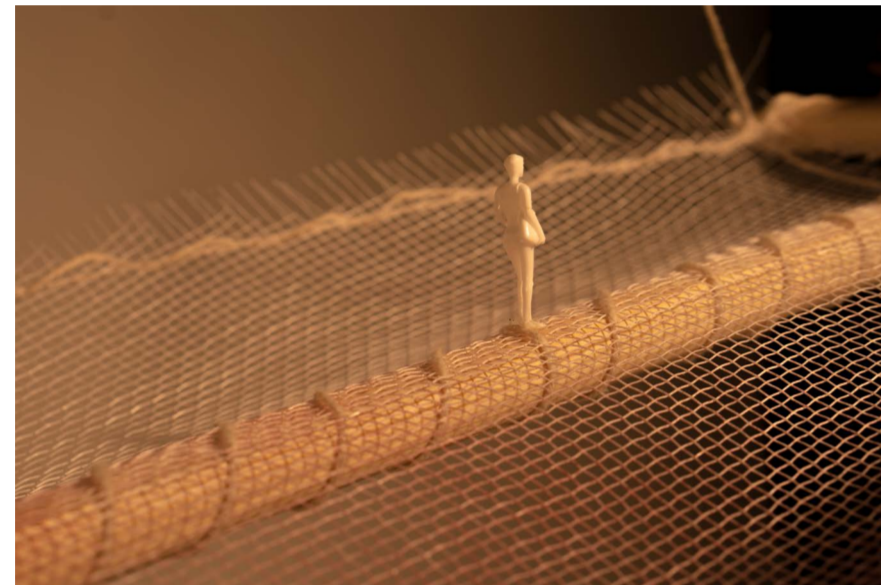
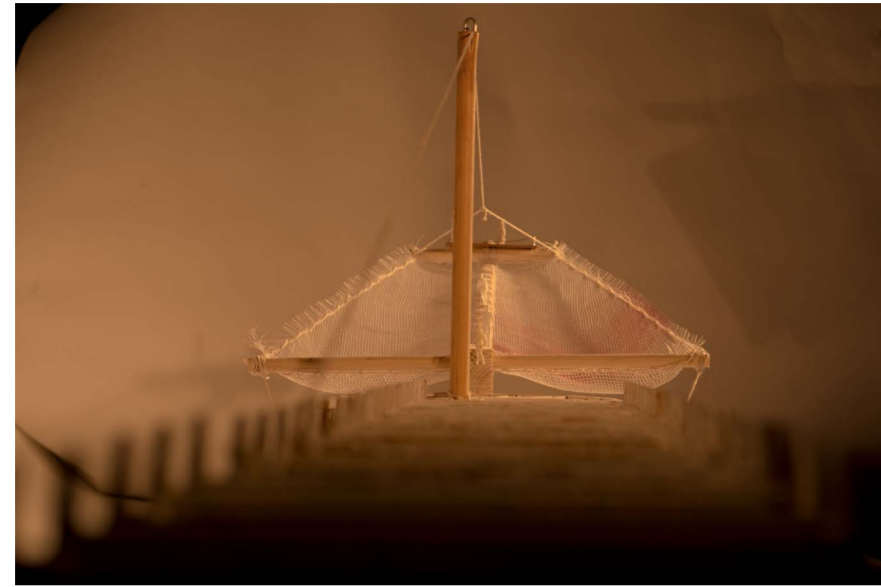
## THE REWILDING WALK

- The public can take seeds from the Pier Parallax and spread them across the Rewilding Walk through Newhaven. The walk will also take them to The Seed Chapel, where they can spend time with the local community, grow, and use their own plants as well as see the researchers working in the laboratory.



# MODELS

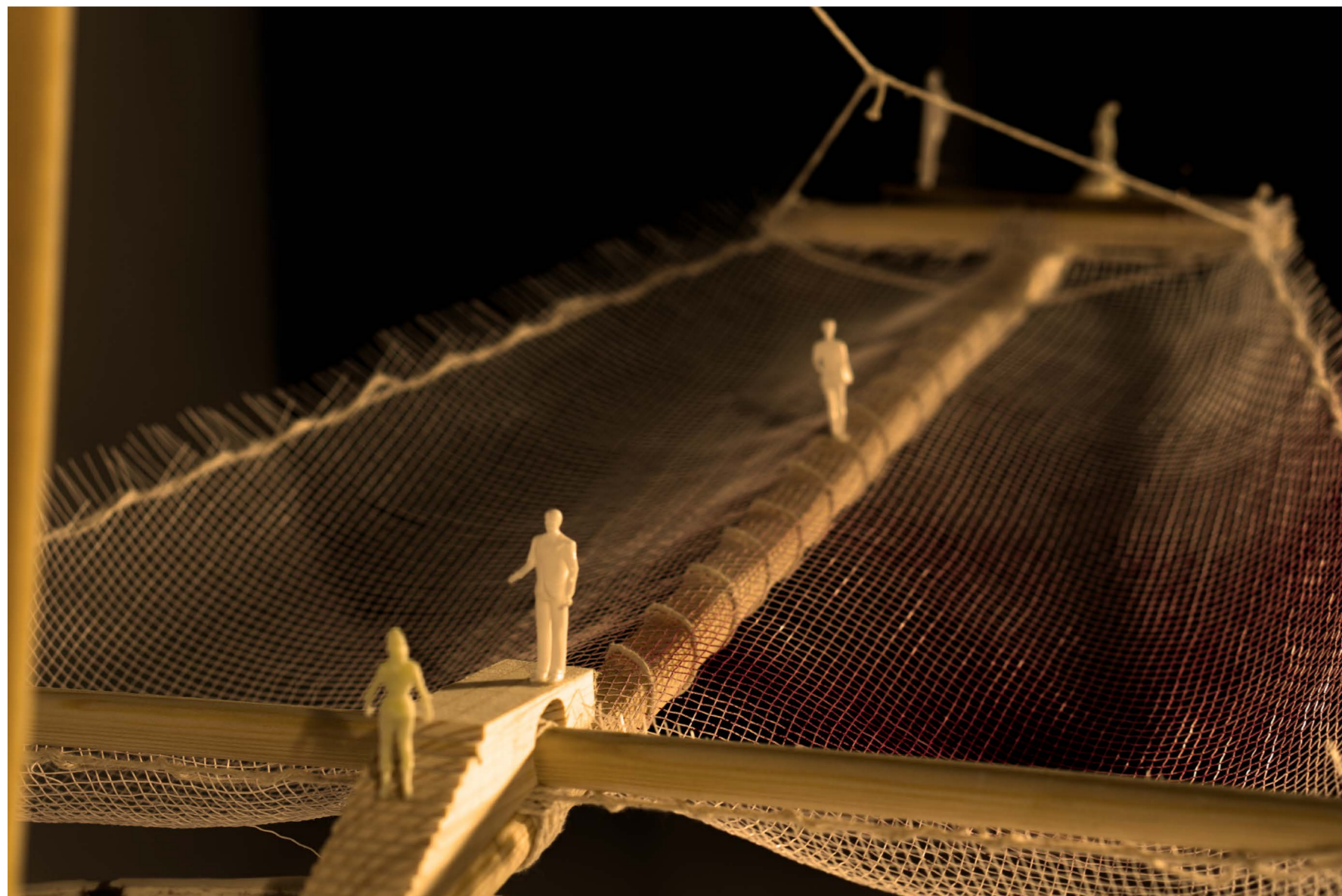
1:50 CONCEPTUAL MODEL



On the pier, a walkway takes the user to the end of the pier, where the bowsprit/lookout is situated. To get to the lookout the user will go up some steps and onto the bowsprit mast.

They can then walk along the mast, which has netting either side for safety and play/relaxing. The platform where the VR telescope is situated will feature a safety hand rail.

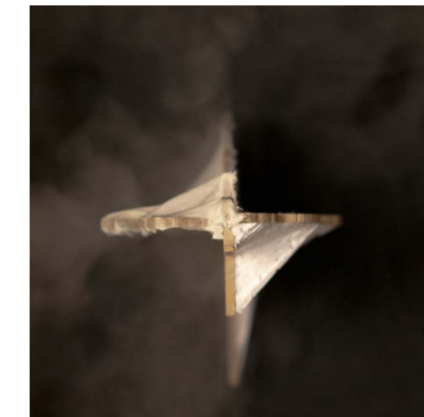
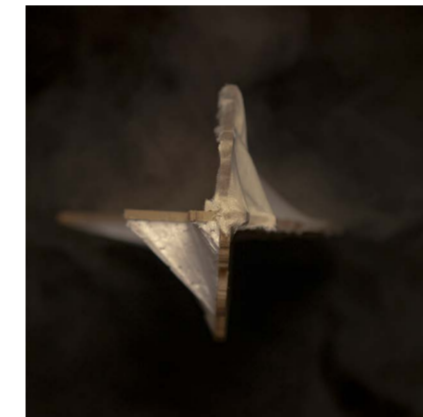
The user will look out from Newhaven and see the parallax flowers made out of copper slowly turning green. They will then walk to the end of the pier, as they do this the flowers will turn into the ship sailing into the old mouth of the river. When they get to the end, they will walk onto the bowsprit up to the platform where they will look through the VR telescope to see Newhaven in the past and discover the code to collect the seeds. They can collect some seeds, and then walk along the pier, where there will be flower beds for them to spread the seeds and when these flower beds are full they can spread them further up into Newhaven - to eventually rewild the walk of William Dampier.



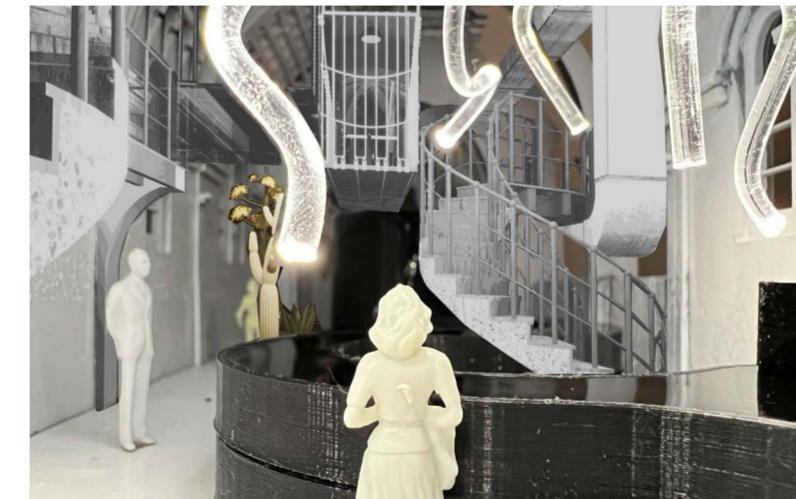
WIND



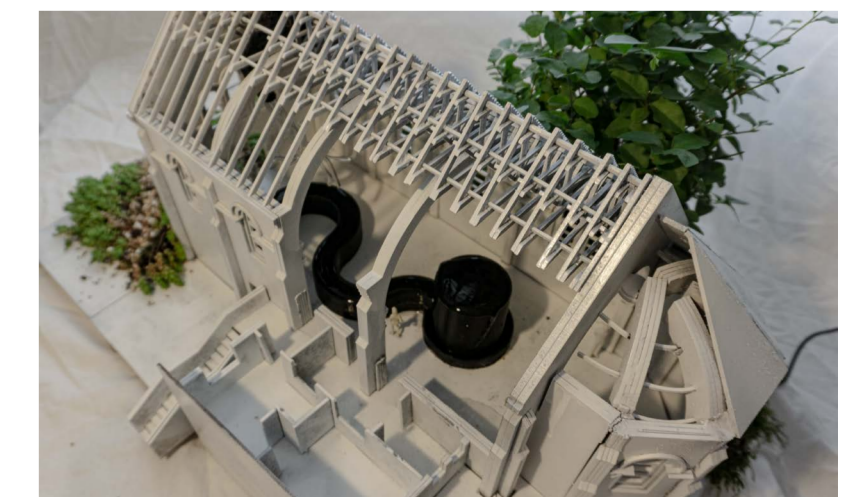
For the parallax out at sea, I experimented with how wind would affect it, as the structure is designed to go up and down with the tide, I wanted it to be sturdy enough, without being affected by the wind. For this reason I played with the aerodynamics of the design. I did this by creating a model of the parallax, and used Styrofoam and fabric to create a more organic shape, that would help the wind deflect off the structure.



1:50 MODEL



For the seed bank itself, it seemed necessary to experiment with the systems that would be implemented in the proposal, therefore a working waterfall and stream with water pump was added, a lens with some acrylic tubing to represent the fibre optic cables that will bring light from the outside in. Some living plants were then added to the model to show the existing and the community garden space.

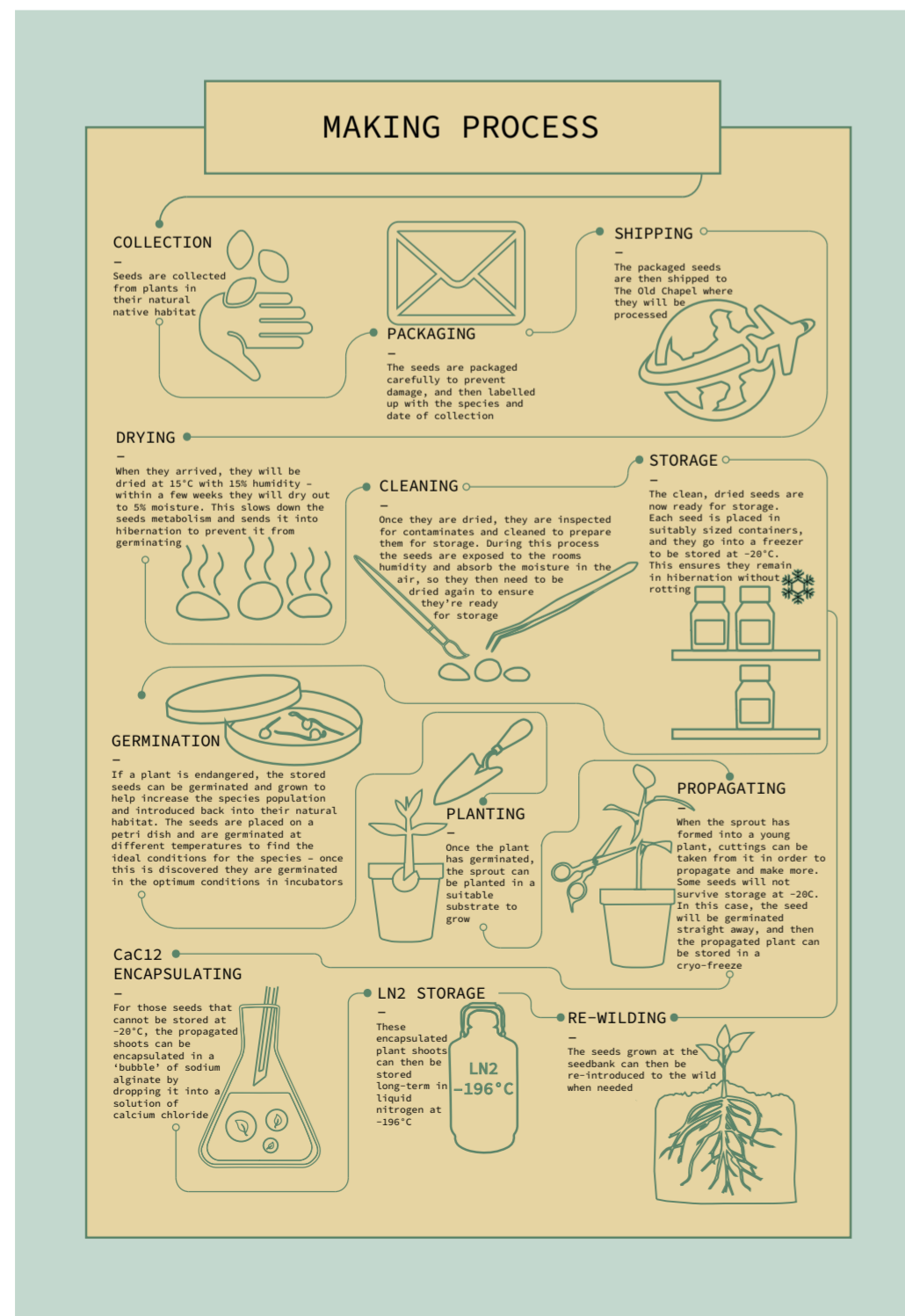
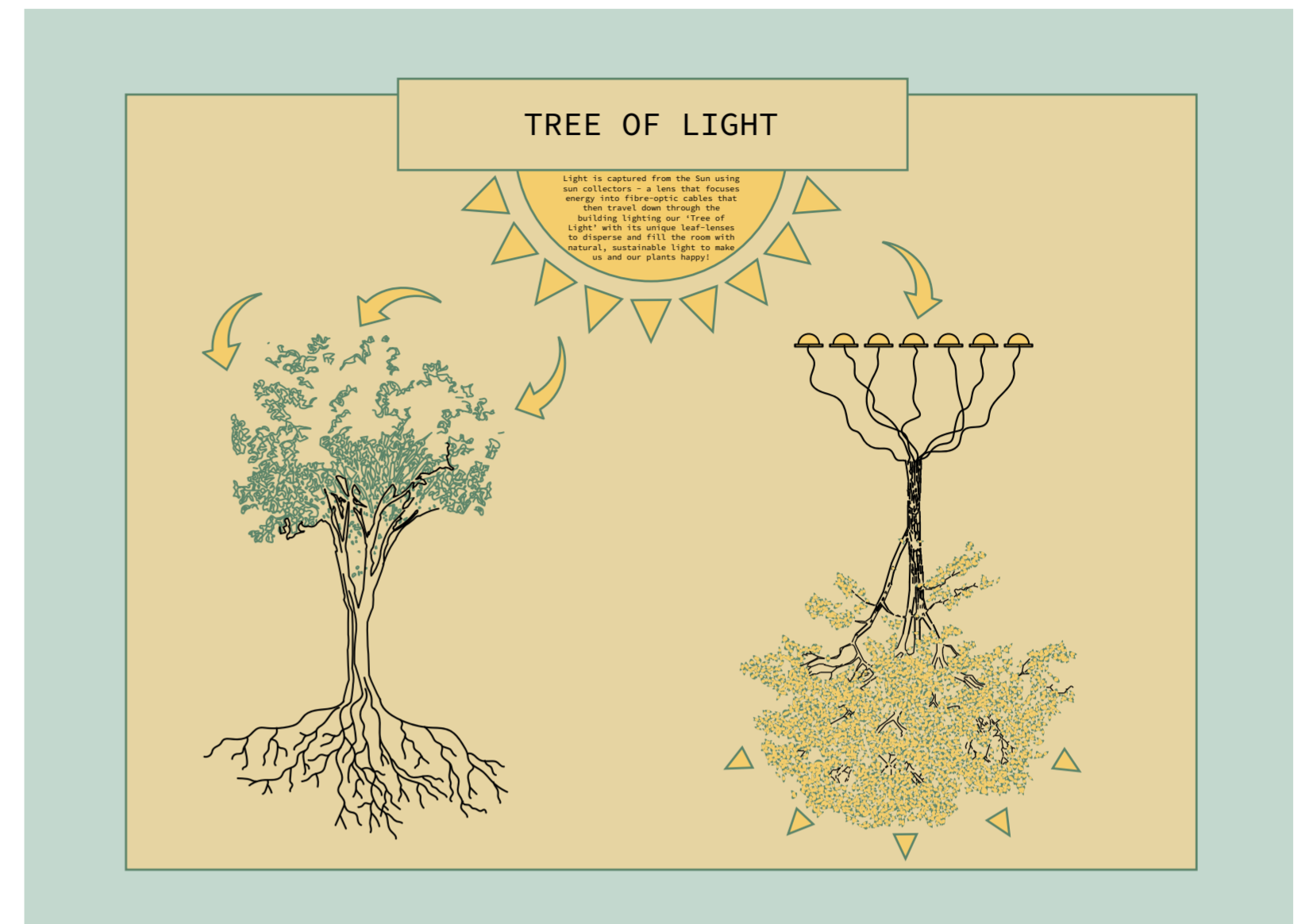


# SYSTEMS



The laboratory within the Seed Chapel is where researchers process and examine the seeds collected from Dampier, as well as other exocytic seeds from around the world. The below diagram shows the process of storing/growing the seeds.

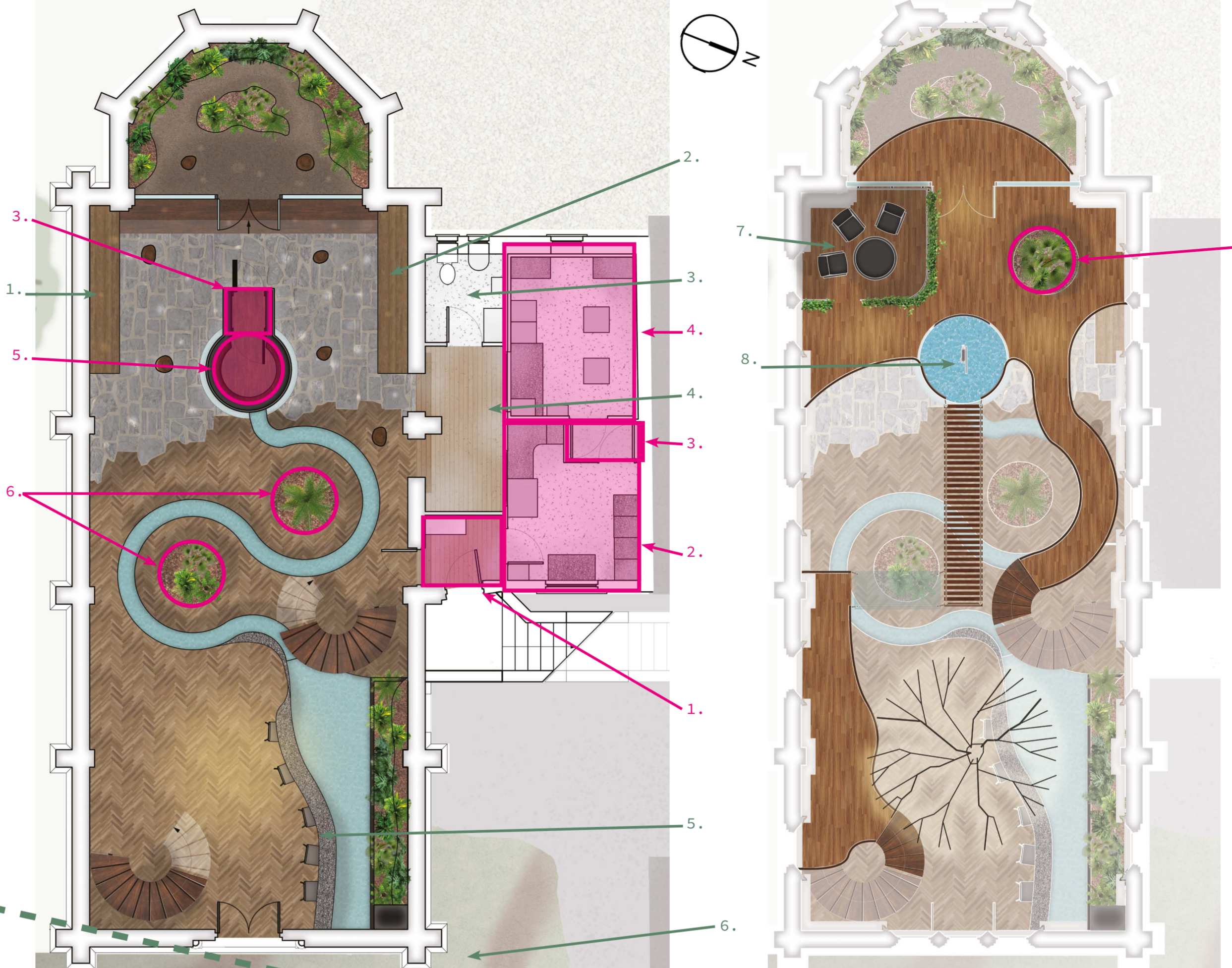
The Tree of Light uses the energy of the sunlight to light the chapel. Light is captured from the Sun using sun collectors - a lens that focuses energy into fibre-optic cables that then travel down through the building lighting the 'Tree of Light' with its unique leaf-lenses to disperse and fill the room with natural, sustainable light.



# BIOPHILIC DESIGN

The 14 points of biophilia were used to influence the design process eventually shaping the space to include all 14 points for instance the use of different flooring such as wood stone earth and carpet to give a sense of zoning as well as varying textures and feel to the space

1. shared community/lab workers potting station
2. shared community/ lab workers kitchen
3. community/ lab workers WC
4. community viewing the process of drying and incubating seeds
5. shared community/lab workers dining area
6. community grow space
7. community cosy corner
8. community viewing the seeds within the bank
1. Lab workers personal storage space
2. research room/incubation room for germinating
3. air lock to reduce varying temperatures and humidity
4. drying room/ cleaning room/storage of new and to be shipped seeds.
5. seed bank captain minus 22 degrees Celsius
6. grow domes with varying climates for seedlings and immature plants.



THE 14 POINTS OF BIOPHILIA

## NATURE IN THE SPACE

1. Visual Connection with Nature View to elements of nature, living systems and natural processes
2. Non-Visual Connection with Nature Sounds, touch, smells, or tastes that engender a positive reference to nature
3. Non-Rhythmic Sensory Stimuli Objects or materials in consistent yet unpredictable motion as found in nature (e.g: grass swaying/ripples on water/leaves in a breeze)
4. Thermal & Airflow Variability Changes in air temperature, humidity, airflow across the skin and surface temperatures that mimic natural environments
5. Presence of Water Seeing, hearing or touching of water
6. Dynamic and Diffuse Light Varying intensities of light and shadow that change over time to mimic natural patterns and cycles
7. Connection with Natural Systems Awareness of natural processes such as seasons and temporal changes

## NATURAL ANALOGUES

8. Biomorphic Forms & Patterns Contoured, patterned, textured or numerical arrangements that mimic nature
9. Material Connection with Nature Materials and elements from nature that reflect local ecology/geology to create sense of place
10. Complexity and Order Rich sensory information that adheres to a spatial hierarchy similar to nature

## NATURE OF THE SPACE

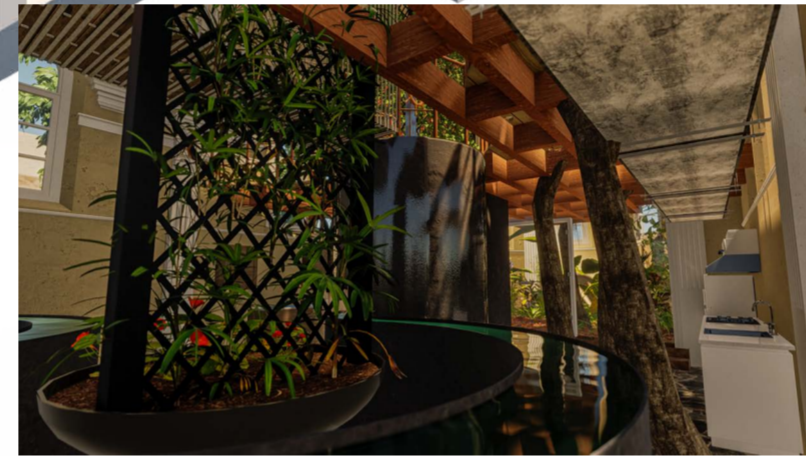
11. Prospect Unimpeded view over a distance for surveillance and planning
12. Refuge Place for withdrawal with protection from behind and overhead
13. Mystery The promise of more information using partially obscured views to entice an individual to go further into the environment
14. Risk/Peril Identifiable threat to create tension paired with reliable safeguard



# VISUALS



Virtual Tour



Seed Bank Overview



A series of photos, videos, and a visual tour to give a sense of size, bring a better understanding of the feel and dynamics of the space

