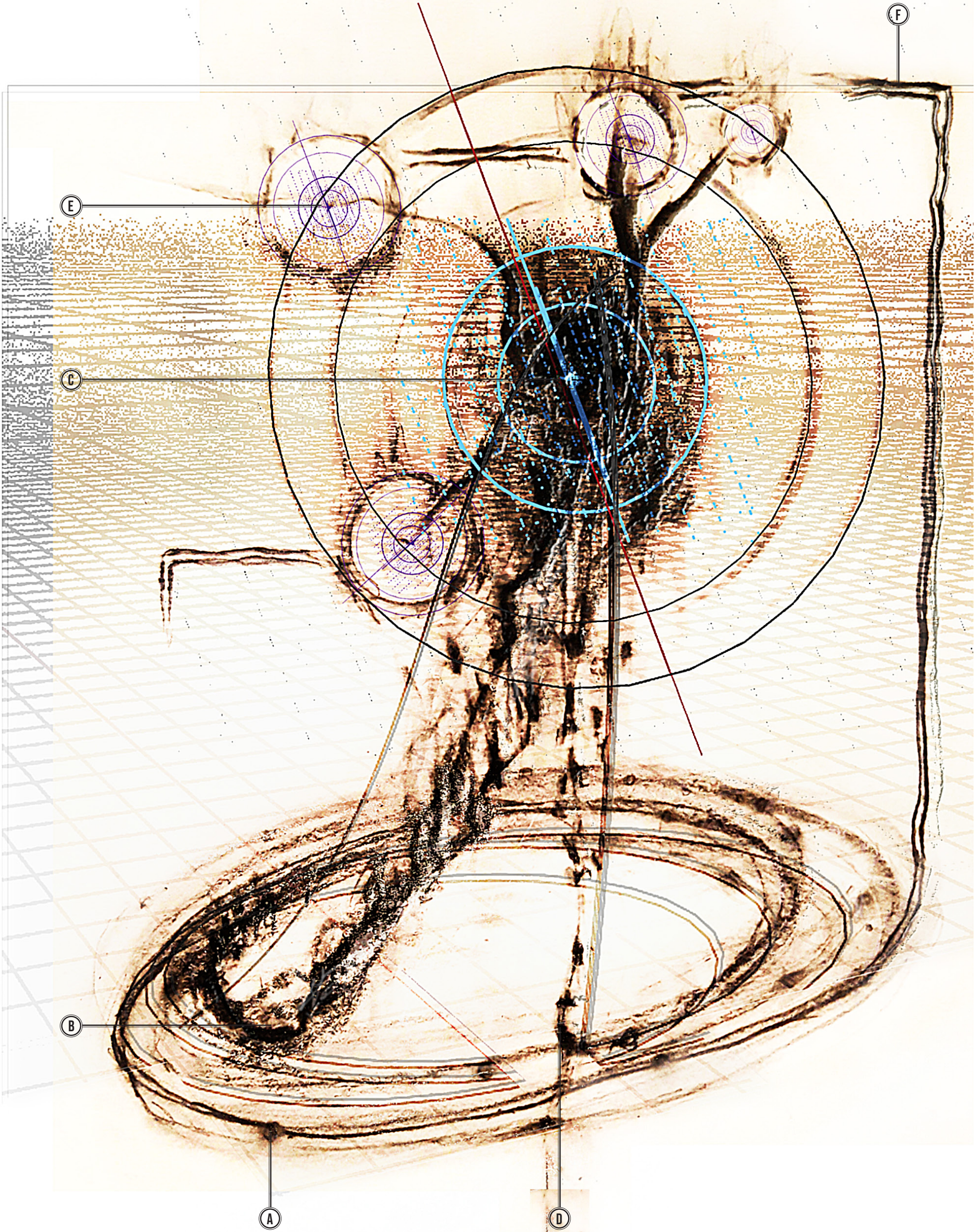


ORCHESTRATING PEOPLE

-The Proposal-

‘ORCHESTRATION PEOPLE’, A project which looks into designing community spaces, fulfilling the needs of not only developed community groups, but also spaces for those who don’t wish to entirely invest their time and energy into those activities. However, through examining ones subconscious experiences, perceptions and associations, we aim to combat the issue of this avoidance to community spaces in order to encourage its growth.

The design proposal sitting within the Jewellery Quarter, in the James Cond Building. Allowing it to occupy surrounding community groups, alongside university students who will experience it as a safely net before and after graduation, due to the space helping to establish talent through its development into a buissness, and ability to meet professionals.



“THE ENEMY OF MY ENEMY, IS MY FRIEND”

These balls of rage exploding into the open, with all their times of release following on from the first. Their fires burning the government walls that are barred up from the streets. That, which has now become the enemy of the 2 groups, sparks a sort of friendship, one which i like to call ‘the conflict ship’.

- Ⓐ The people orbit in their worlds, their cycle of life staying stationary

Ⓑ But from time to time people collide and emerge higher into the system

Ⓒ This point of “hype” pumping energy as it darkens.

Ⓓ Often what occurs at this stage is people become drained, and so their world fall back down.

Ⓔ However, some stay afloat, over time, now forming their own kingdoms.

Ⓕ But there are some that join after all has died down. who now lift up in their own time, now awkwardly knocking on those solidified bubbles.

DRIFTING INTO COND

-A site analysis-

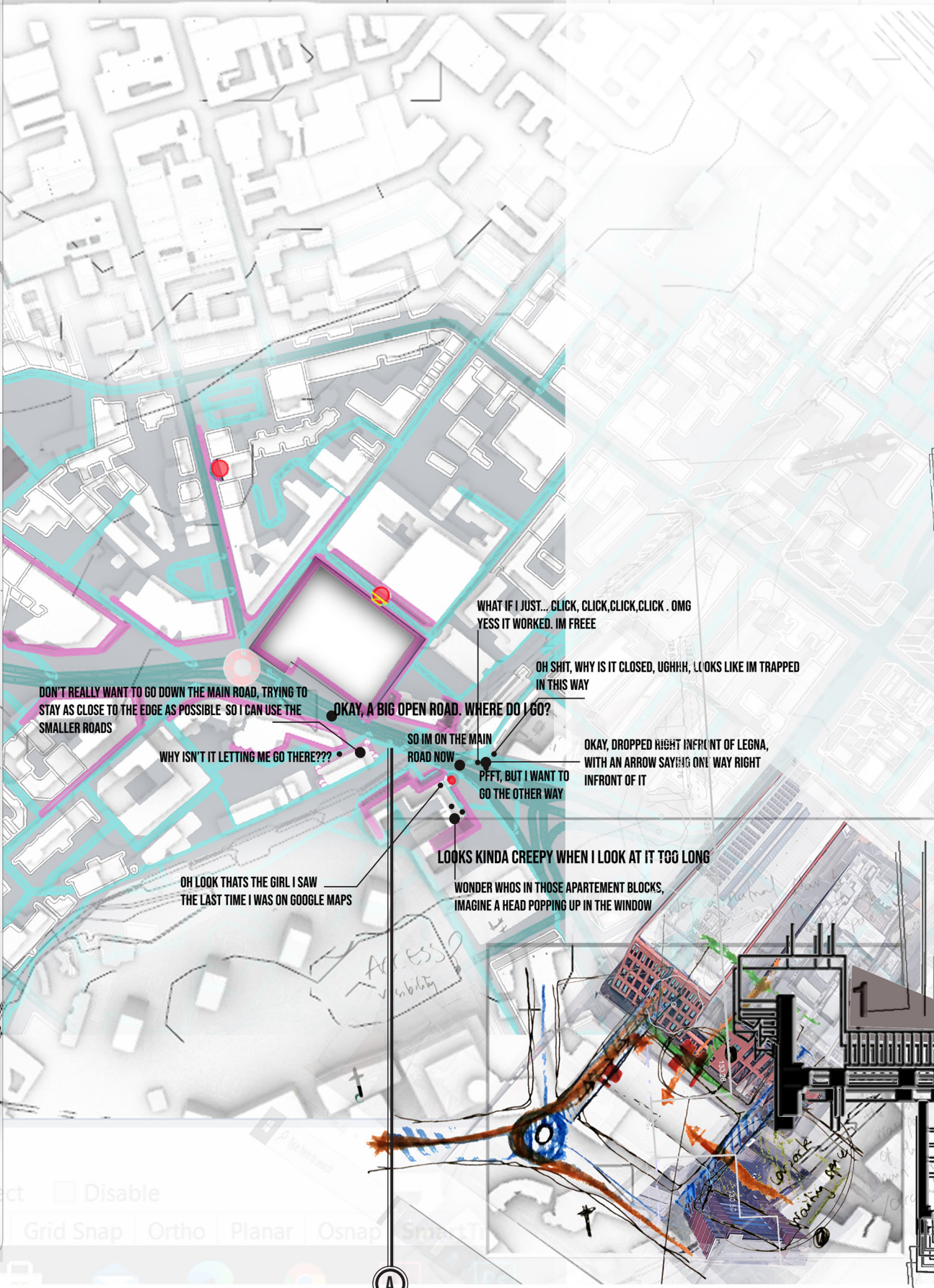
Analysing the [surrounding] James Cond site, through mapping the thought process of the drifter, starting at any point on the map and letting what draws my attention, guide me. This being done through digital means - google maps.

PSYCHO - GEOGRAPHIES
- A LYNCHIAN MAP -

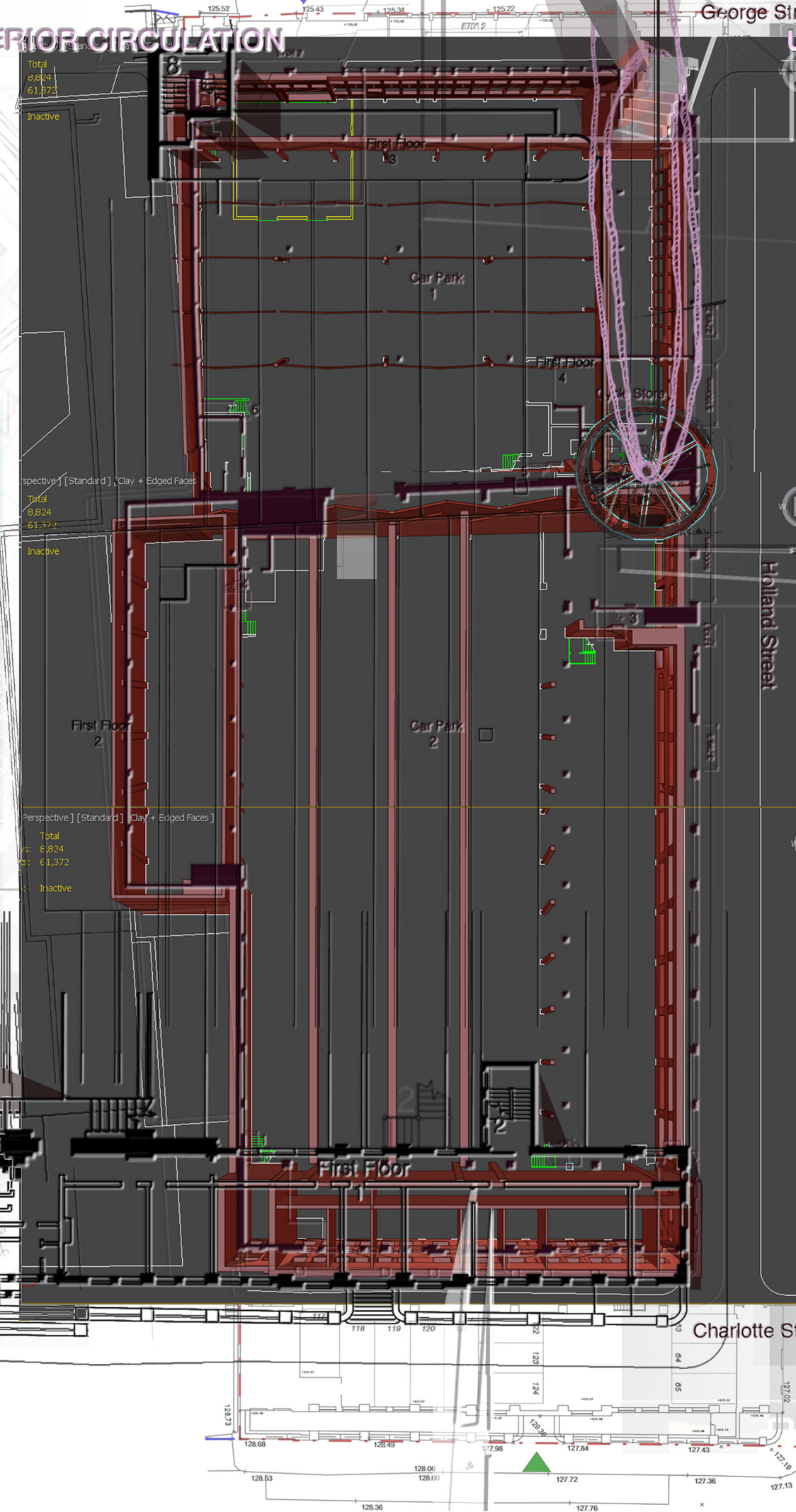
KEY

- PATHS
- EDGES
- DISTRICTS
- NODES
- LANDMARKS

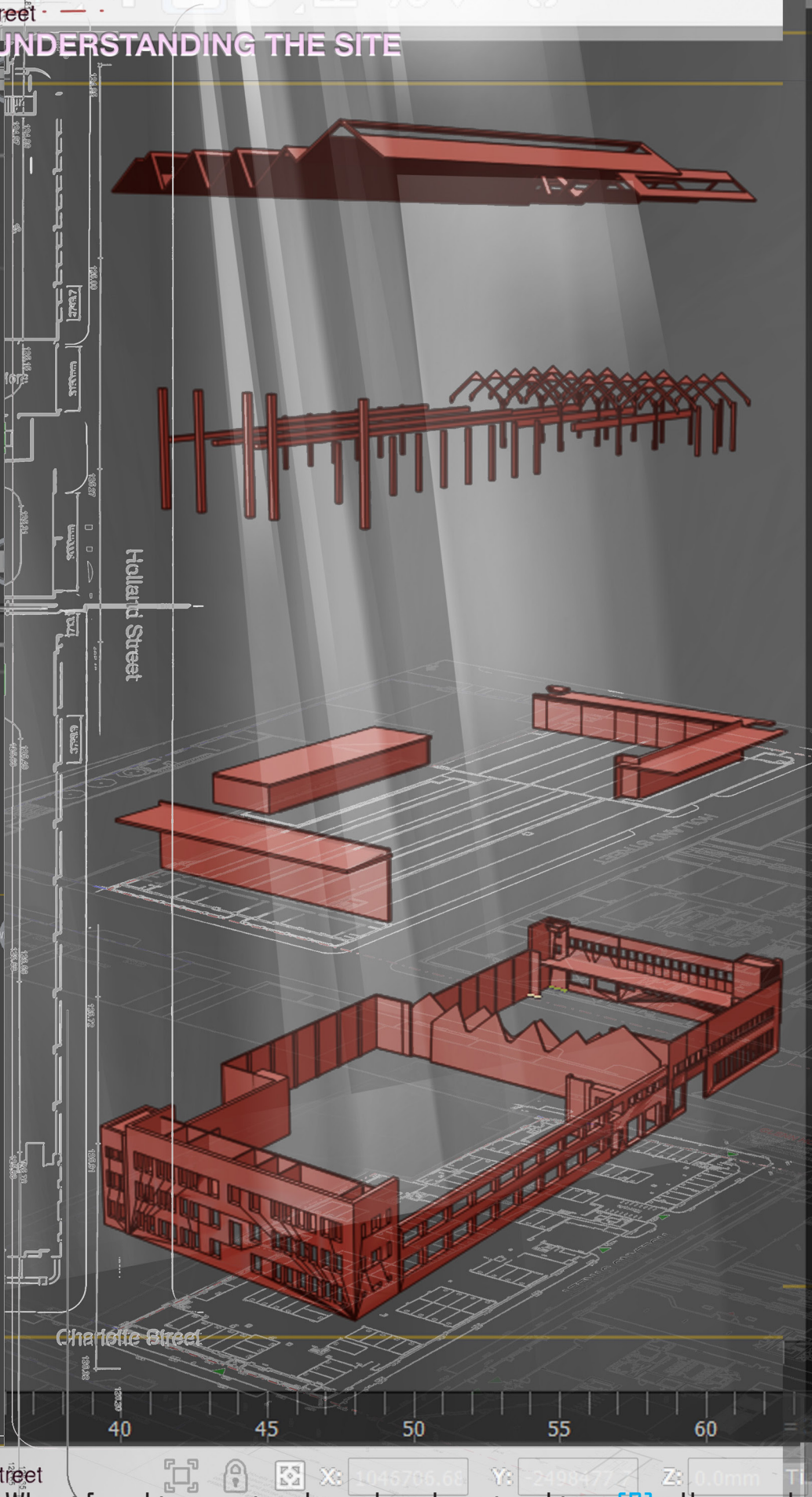
PROPOSED
NODE



INTERIOR CIRCULATION



UNDERSTANDING THE SITE



What i found interesting through undergoing this was that, although this drift was supposed to allow me to move freely, digitally it caused more restrictions, through the blocking of smaller paths. However, this then puts forth the fact that when one aims to be free, they tend to do so by going against what is told.

[A] - In this case trying to desperately use the minor/ hidden roads. Alongside this, i found an intimidation towards the main road, this long, neverending path that could be seen to have no destination.

[B] - Upon exploring the interior circulation it can be seen how these transitional spaces like stairs and old lifts all lead to rooms that have just been abandoned, the drifter discovering these hidden access points. [C] - Now also finding these objects, unmoved from their position, but holding the life of its previous owners through its marks.

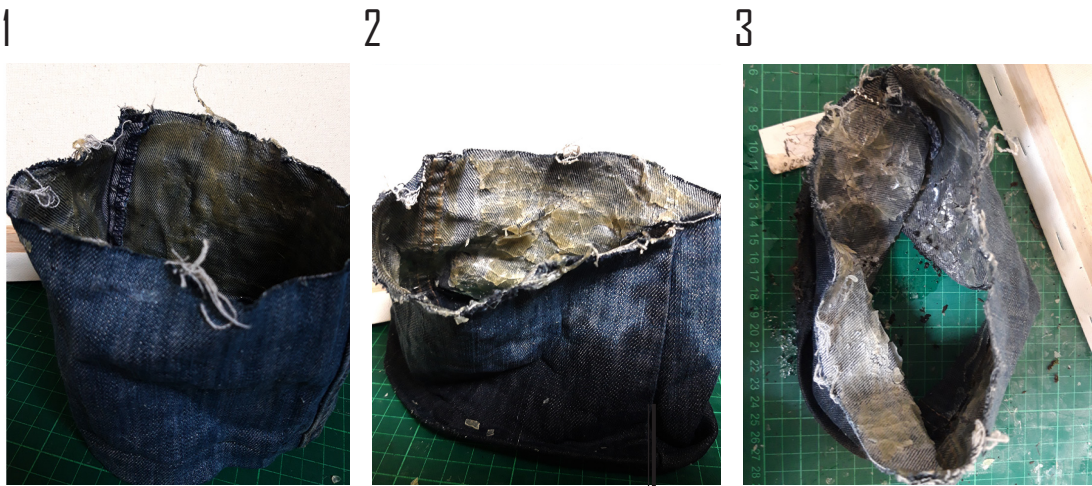
The drifter falling deeper into their curiosity, tinkering with what lies there, to them, each discovery is theirs, and only theirs.

LIFE OF THE SKINS SURFACE

-Material exploration-

Exploring the idea of how materials are able to store memory and life, and how their marks give evidence to not only how it was used, but also who it was used by.

With the artefact of the jean, although shown with the narrative of its life, it is also a piece which i intentionally wore down, this being done in a much shorter amount of time.



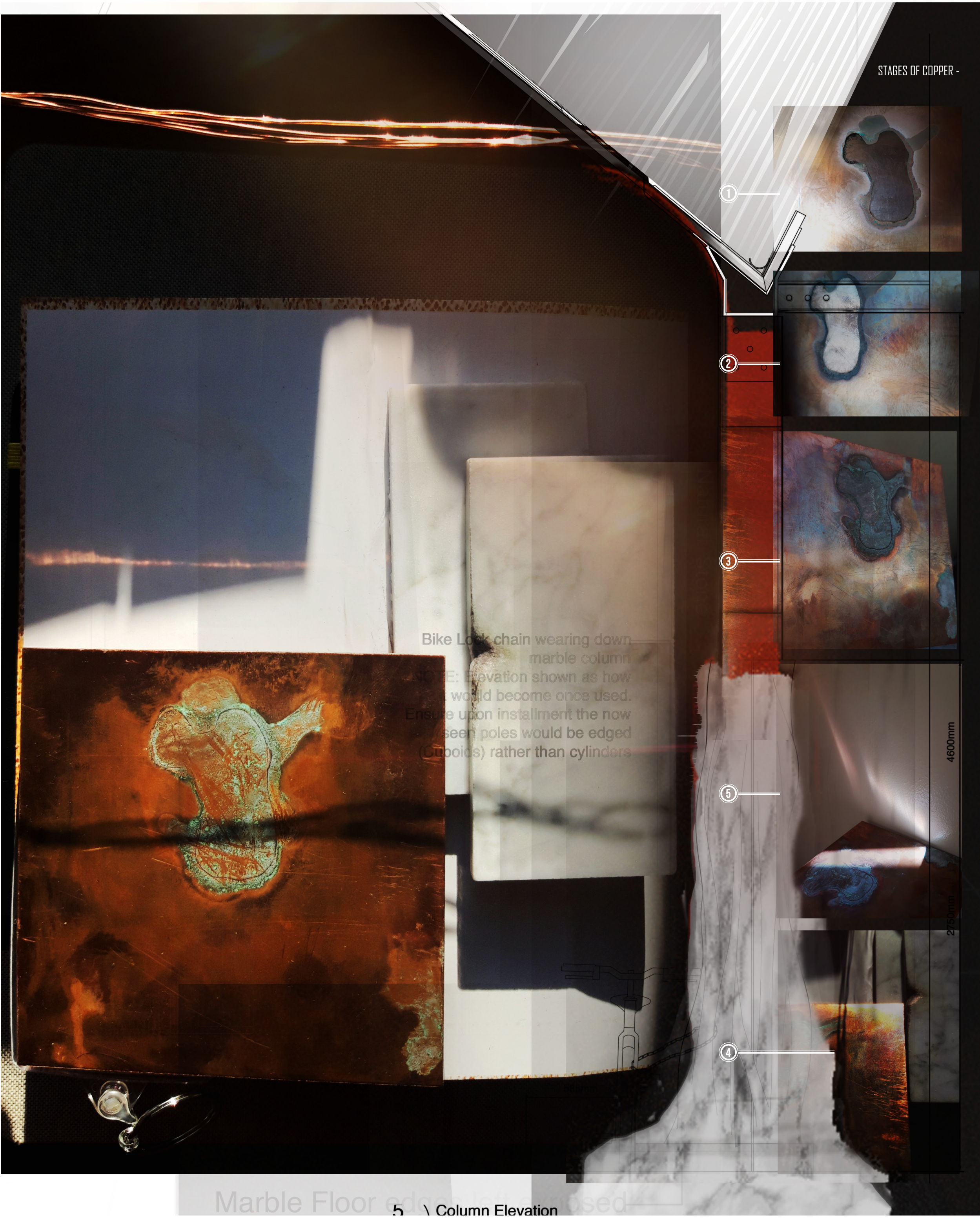
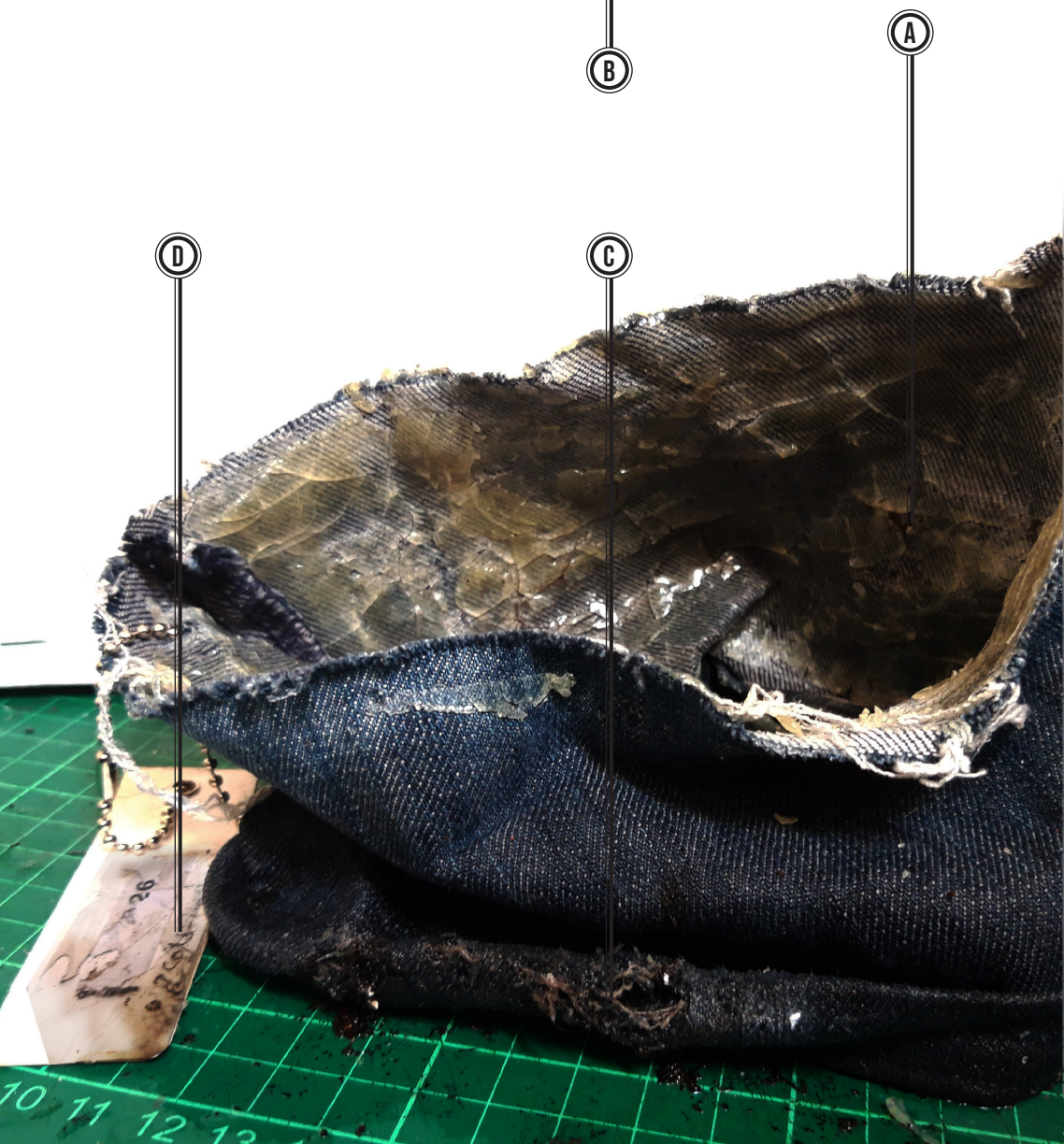
Using hot wax on the inner jean to represent how one "breaks into" clothing. First evidence of use.

The travellers jean soaked in a puddle. Its probably quite baggy on them. Likely walked in some grass aswell for there to be soil residue.

Looks like its been dragged across some rocky floors. They must de-finetly be short, or just loving the 90s fashion.

Still has the tag. Might have had the intention of returning it, [doesnt seem likely now though]

Oh and looks like theres a phone number written on the tag, probably written in a rush.



STAGES OF COPPER

Bike Lock chain wearing down marble column
NOTE: Elevation shown as how it would become once used. Ensure upon installment the now seen poles would be edged (Cuboids) rather than cylinders

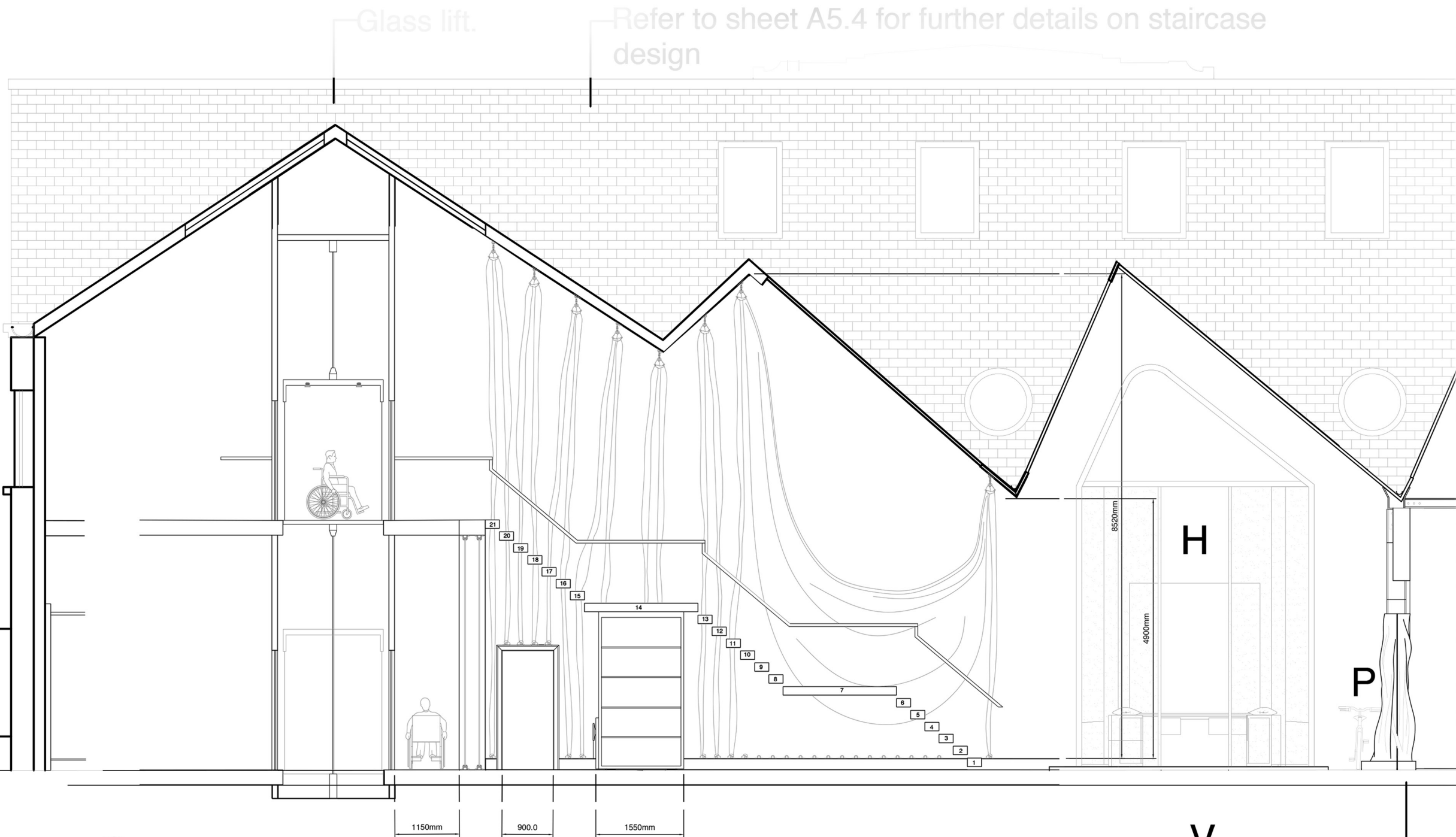
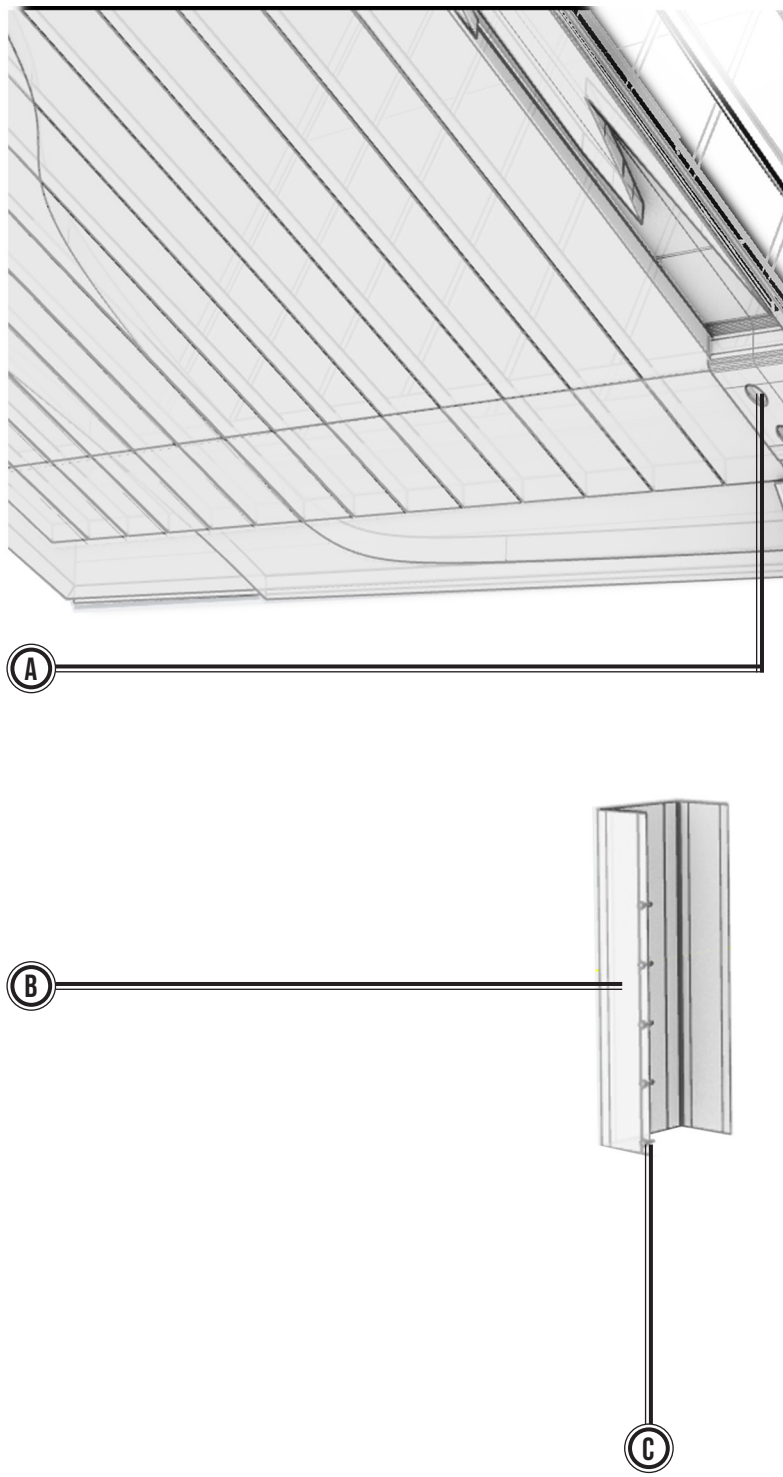
Marble Floor edging used

5 \ Column Elevation

COLUMN ENCASING

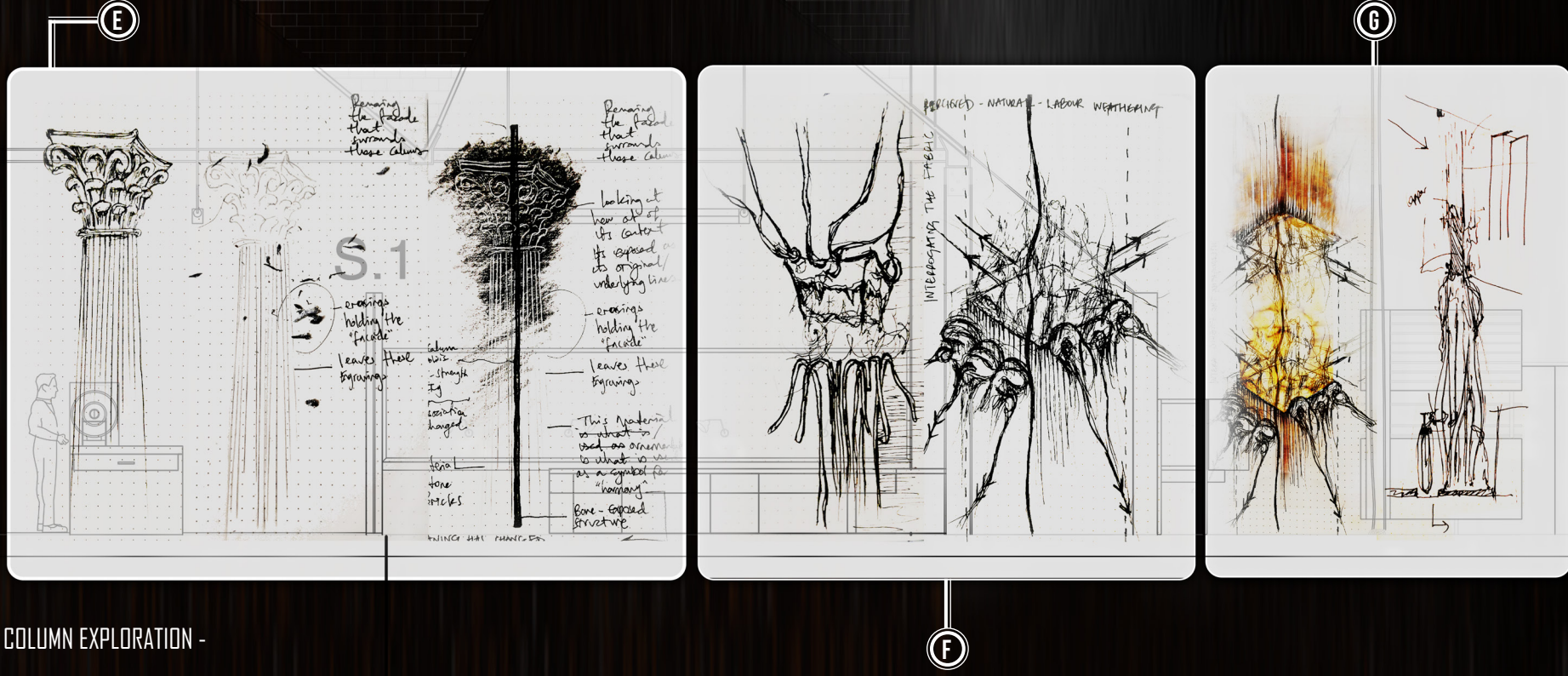
-Face the Storm-

Testing out various ways to manipulate the classical column, this encasing wrapping around the existing steel beams,

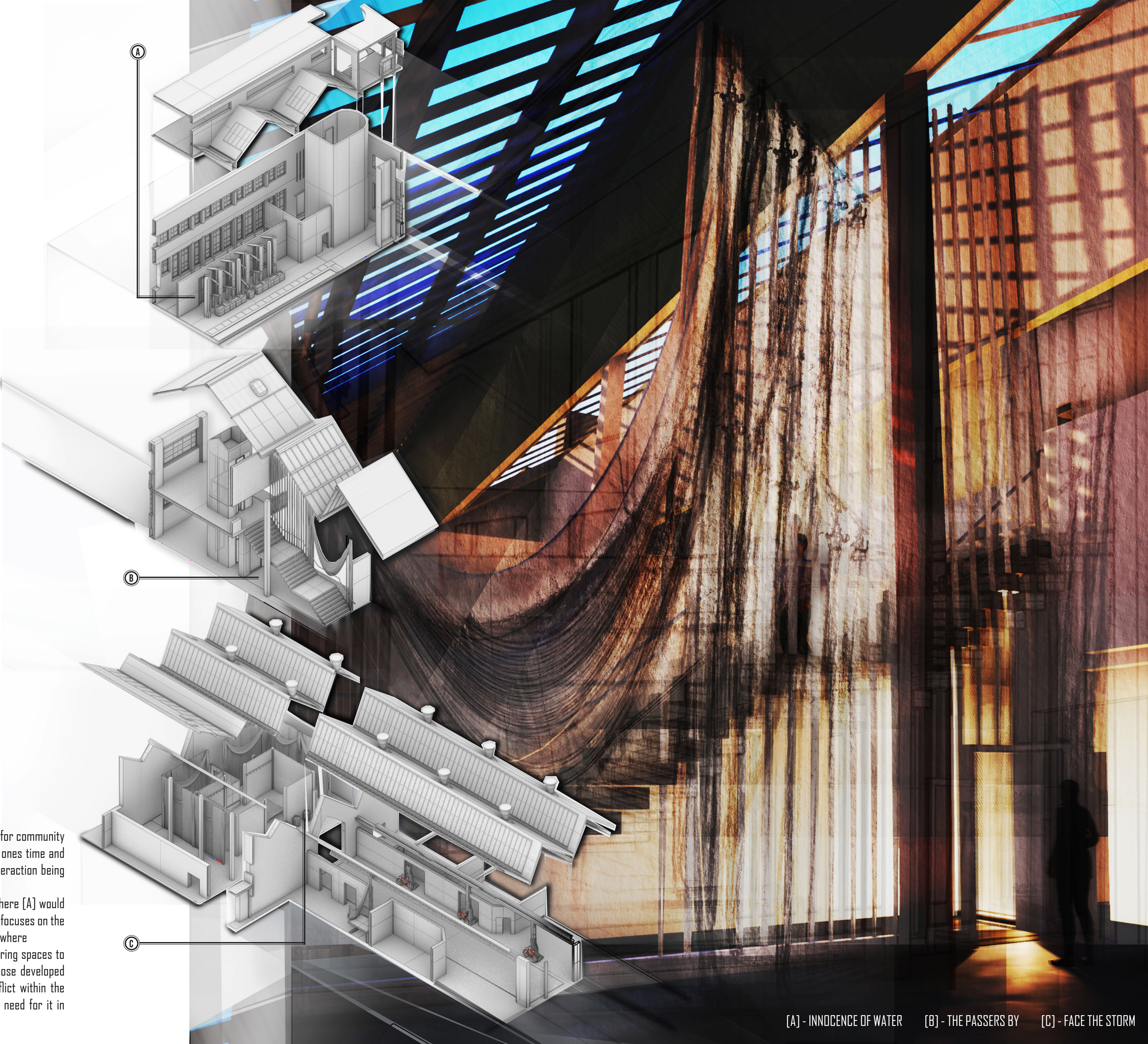


- (A) - Openings within copper to allow weathering to seep through to opposite side - This way the effect of oxidization is seen, but rain water doesn't enter the building. Inclination of copper allowing seepage to occur faster.
- (B) - Using 3 types of copper, the varying feature being its stage in life.
- (C) - Copper sheets moulded into C form, not only allowing it to stand alone (easy for construction), it also minimises the amount of screws.
- (D) - Residue from Bike chain parking on marble material, moulding it with every use

- (E) - Manipulating the classical column
- (F) - Extracting its facade
- (G) - Providing a golden hour moment, alongside exploring how the use of the space can wear it down.



ORCHESTRATING PEOPLE
-The Final Cut-



What has been achieved through this design proposal is the ability for community spaces to still act as one, but in a way that doesn't extract all of one's time and energy, a space where significant change, diversity and social interaction being allowed to take place.

This all being achieved through the 3 key stages of the scheme, where [A] would build trust with the user, occupying solely their needs, and [B] which focuses on the decision making stage of where or not one would want to interact, where avoidance to waiting rooms and dreaded walkways allow for tinkering spaces to be the desired place. And with [C] which doesn't forget about those developed communities and helping them overcome what they avoid - Conflict within the communities, which the design breaks down and encourages the need for it in order to establish successful ideas.