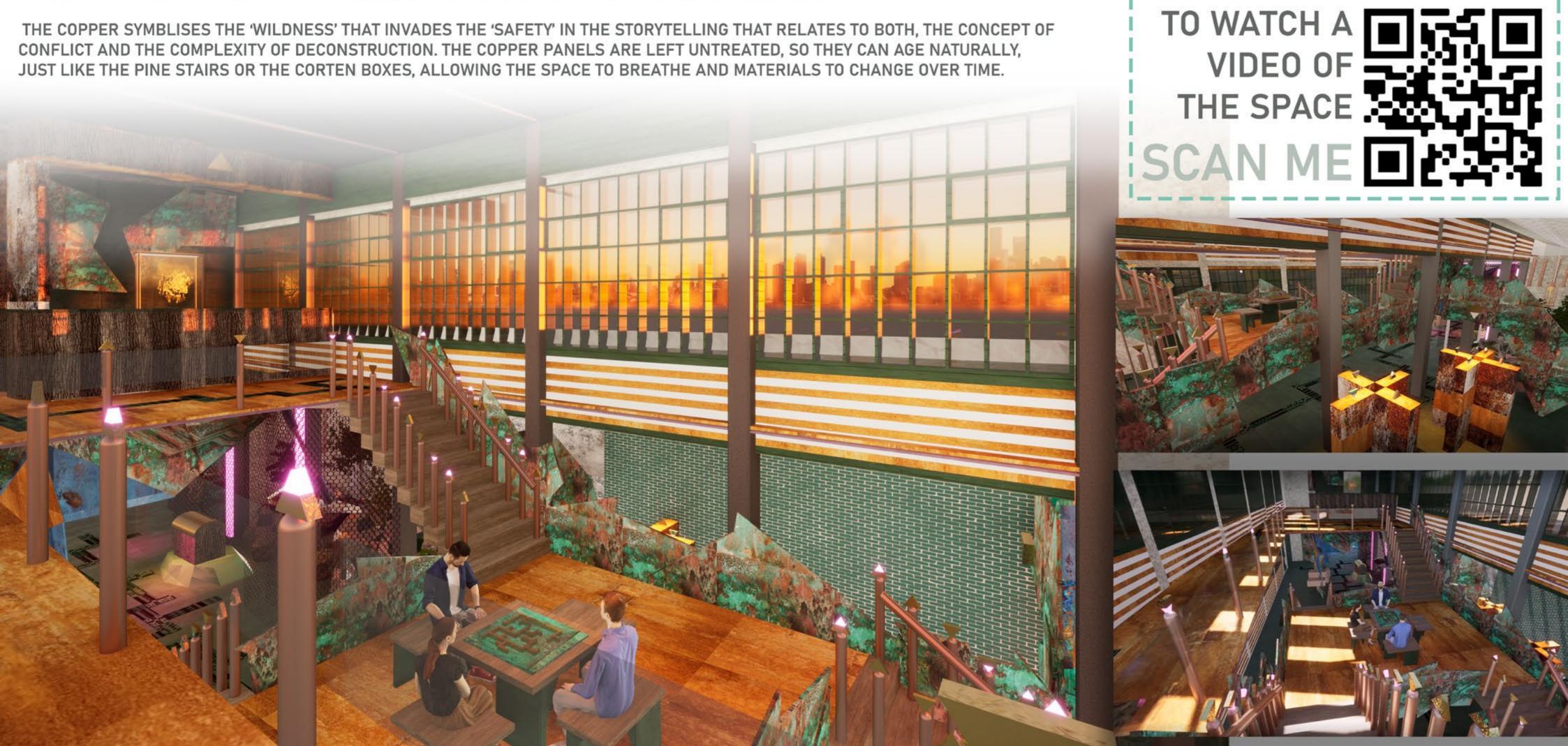


COPPER STAIRCASE PROTOTYPE

THE HERITAGE DESIGN AIMS TO MAKE THE LANDMARKS MORE POPULAR WITH THE YOUNGER AUDIENCE THROUGH A HYBRID GAME WHICH ENCOURAGES GAMERS TO PLAY IN REAL LIFE, OFFERING A MUCH MORE IMMERSIVE AND MEMORABLE EXPERIENCE.

THE STAIRCASE IS AT THE CENTRE OF THE SPACE, DICTATING THE CIRCULATION AROUND THE INTERIOR, WHICH IS DESIGNED TO REFLECT THE BOARD GAME LEADING THE GAMERS TO THE CHALLENGE SPACES, CONNECTING THEM TOGETHER.



ᇳ CONCEPT DEVELOPMENT MOD CARD DISTORTED SYMMETRY S ANEL 0 COPPER CARD MODEL ATMOSPHERIC DIAGRAM — CONCEPT COLLAGE AIMING TO PRESERVE THE ORIGINAL SET OF TILES FROM THE GRADE II LISTED SITE, DECONSTRUCTION THE TILES PROVIDED AN INSPIRATION FOR THE 'DECONSTRUCTED' BESPOKE TILES THAT AID THE CIRCULATION AROUND THE SPACE. ___ _ NATURAL AND ARTIFICIAL LIGHT COPPER PANEL DETAIL EXPLORATION TO ENSURE THE COPPER PANNELS CAN BE RECIPROCAL ATTACHED TO THE SIDES OF → copper STRUCTURE THE STAIRCASE AS WELL AS THE WALLS, THERE ARE A RECIPROCAL FRAME IS A CLASS been TWO WAYS IN WHICH THEY OF SELF-SUPPORTING STRUCTURE MADE OF THREE OR MORE BEAMS CAN BE ASSEMBLED AND AND WHICH REQUIRES NO CENTER SUPPORT TO CREATE ROOFS, ATTACHED. **BRIDGES OR SIMILAR STRUCTURES** PRIMARY METAL/TIMBER STRUCTURE SKETETON PRIMARY AND TERTIARY COPPER PANELS SECONDARY CONNECTORS / STRUCTURE STRUCTURE LINKERS CONNECTORS TERTIARY SECONDARY COPPER STRUCTURE / LINKERS STRUCTURE



