#### Concept Development:



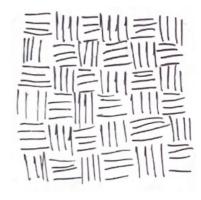


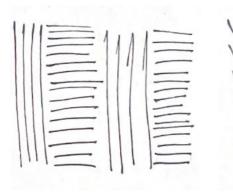




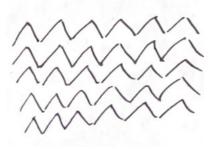
Using the original pointed concept model to develop further to create a feature that could be used in the design.

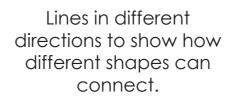
In photoshop the model images was duplicated and the contrast, brightness and and hue of the image was edited to create contrast in the image.



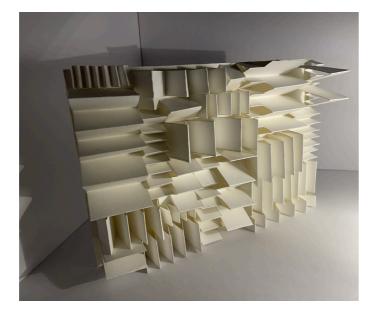














To develop the concept further, another model was produced but with smaller and larger folds to creare contrast in the model. The folds are placed horizontally and vertically, which creates a more integrated design.



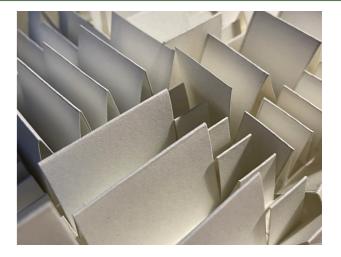
The different directions of the folds show how the patterens can connect together to produce a model which could be used in the design. Taking this model further, it would be intresting to see how it can be adapted and used within the final design. This design could be used as a wall feature to create an intresting aspect to the building, connecting the old and new use of the building.

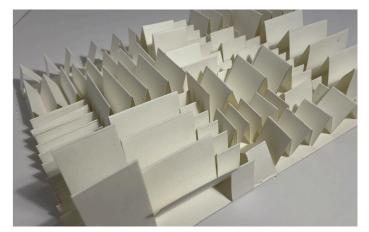
### Concept development: Feature wall



Using the developed concept model in the design as a feature will create an intresting aspect for the design. The initial idea was to use the model at an increased scale to create destailed aspect of the design, with will be the main focus of the space due to the lager parts.

The different sections the model going in different sections creates an abstract feature, however the larger scale off the model means there is not enough detail. It makes the model in the space to large and out of space, especially when peple are palced next to it.







The repetition for the folds going in different directions created an important aspect in the design. Using the same idea to create a feature wall, however this wall is created by keep the scale of the model the same, but repeating the folds as it creates a design that fits the space more.

The smaller scale creates a more intricate design. The feature wall would be used in the entrace of the building, so it has the best impact on the space and people visting the building.

The smaller scale would be the best to use in the design as it looks better compaired to the larger scale.



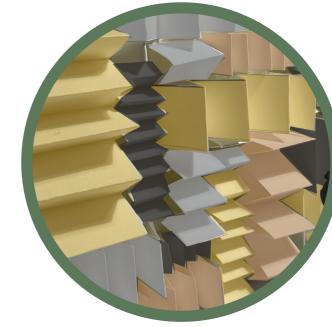
# Feature wall development: Materials











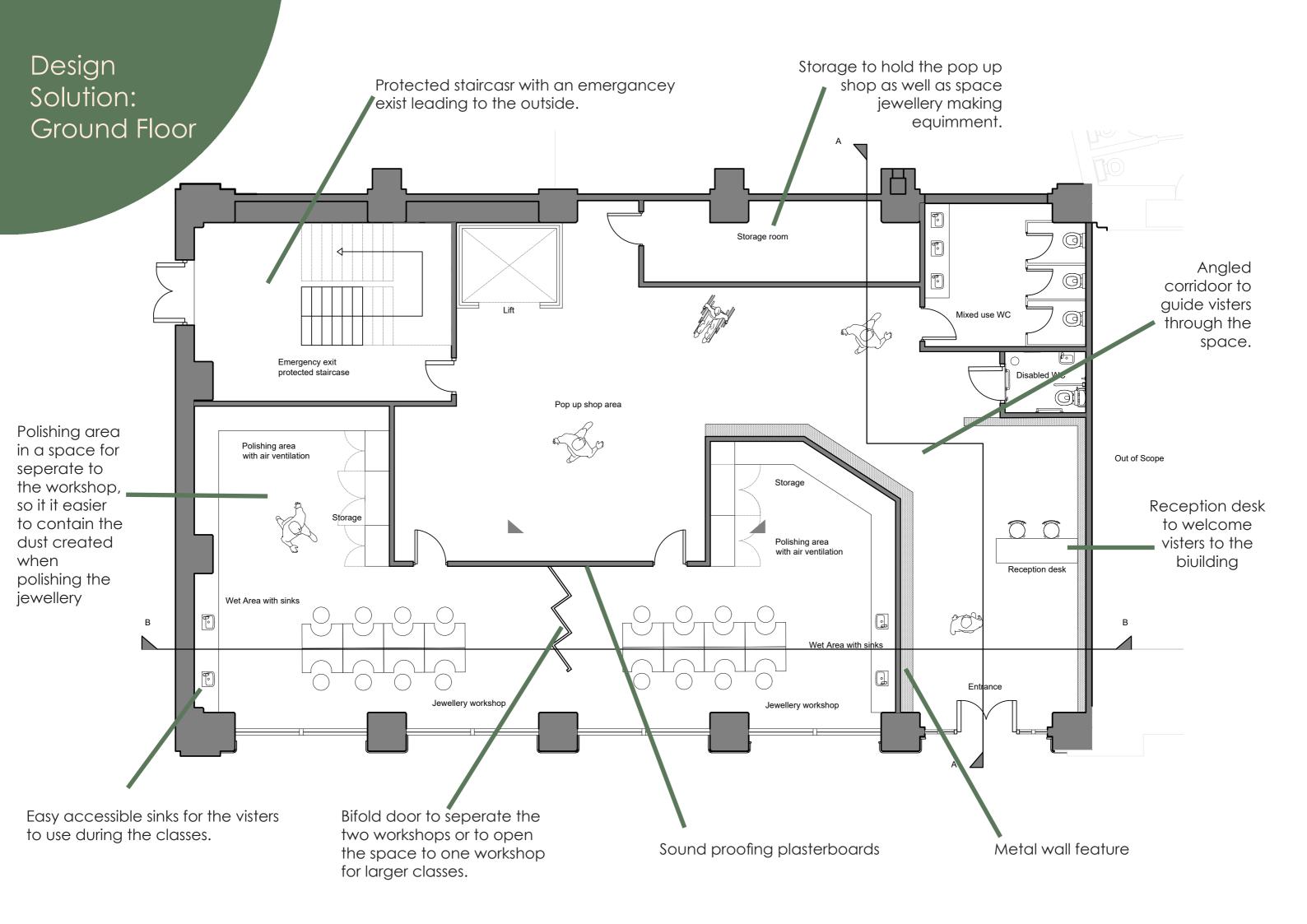
To hightlight the different patterns in the model, each section can be a different metal to hightlight all the different aspects of the wall. The different mentals will create a reflective aspect to the space and reflect light throughout the entrance creating an intresting and inviting atmosphere.

#### Materials:

The material selection for the feature wall is important as the material will need to the sustainable as well as effective for the space, the material should not be dark as the it might be too over powering in the entrace. This would not highlight the different sections to the wall, which is an important feature in the wall. Using contrasting material or colours will create the contrast the design needs to have a good impact in the entrance.







# The Entrance:

The entance has a large abstast wall feature, inspired by the concept model. The horrizontal and vertical lines of the feature creates destail, without the design being two complicated for the size of the space. The design creates a feature that will wow people when they enter the building as it is a contast to the original features of the building. The materials are metal which are sourced from local companies or sorced from recycled metals in the jewellery industry. The feature has LED strip lights along the top an bottom, so warm tones from the gold and bronze aluminum is relected through the space.

