

# WELCOME TO THE PEOPLES JEWEL...

The Peoples Jewel is a multipurpose building for jewellery makers and the Jewellery Quarter community. It is a symbol for the twitch platform with live streaming and in real life community engagement.

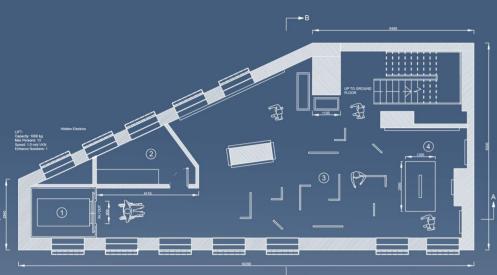
It includes streamer hubs, jewellery making workstations, lecture and demonstration spaces. This is a new lease of life for the building whilst also saving the jewellery making trade within the Jewellery Quarter.

# THE INSPIRATION...

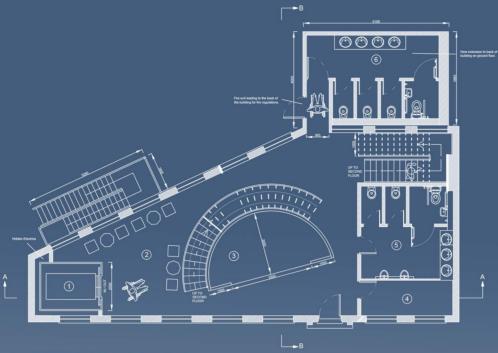
Due to the Jewellery Quarter being under pressure from redevelopment and changing of use, the concept of the Streamer House is to create a space in which the jewellery trade and Jewellery Quarter heritage is preserved. This is where local jewellery makers can continue their craft whilst educating and bringing in the community both online and in real life.

# PROJECT ETHOS...

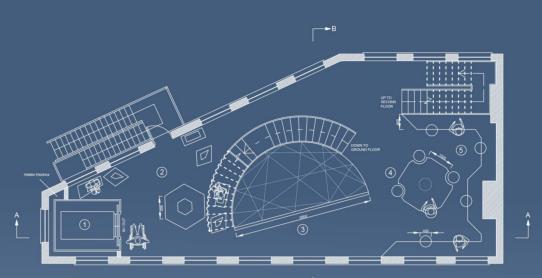
The ethos of the project is to preserve the heritage of the Jewellery Quarter; Community engagement; Merging the historic with the modern; Sustaining a future for jewellery makers and keeping the craft alive. Materiality and tactility will drive my design in relation to the building and users to promote an emotional connection. Sustainability and Acoustics will be important to create a habitable building with long lasting and durable materials whilst accommodating the streamers needs.



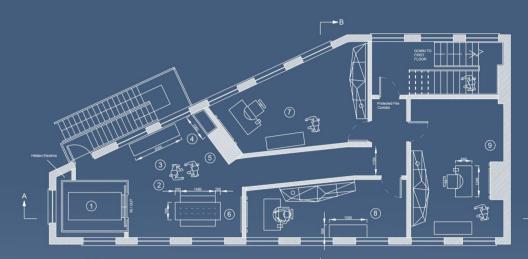
BASEMENT PLAN
SCALE 1:150 @ A2



GROUND FLOOR MATERIAL PLAN SCALE 1:150 @ A2



FIRST FLOOR MATERIAL PLAN SCALE 1:150 @ A2



SECOND FLOOR MATERIAL PLAN SCALE 1:150 @ A2



# PRESERVED ARTEFACTS AND SUSTAINABILITY



The second floor houses the buildings historic artefacts which includes the existing chimneys, clay sink and smelting oven. This area has become a flashback historic jewellery maker workshop and will host television broadcasted events and act as a small museum. Whilst preserving, maintaining and repairing what is possible of the building, it will now adopt a modern purpose of live streaming the jewellery making trade. This will bring online and local communities together whilst also at the same time preserving and revitalising the jewellery making trade. The QR codes shows an animation of the preserved artefacts space.









CHIMNEYBREAST SMELTING OVEN

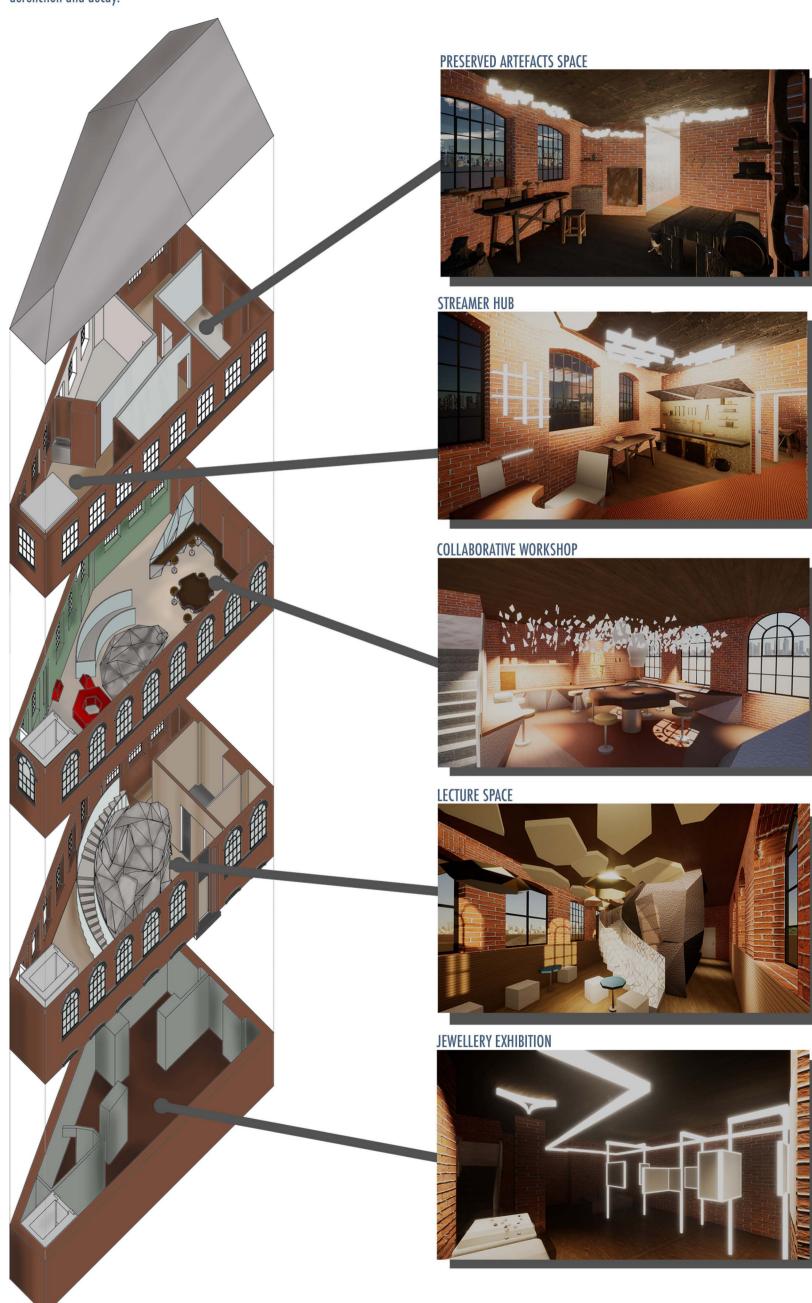


PRESERVED CHIMNEYBREAST

The aim was to embrace the history behind the building and use those artefacts to encapsulate the building's previous purpose and character. This allows the users to have a deeper appreciation and connection with the spaces.

Sustainability between the building and user is to meet the present needs without compromising the needs of the future generations. The sustainability concept combines economic, environmental and social principles which I will look at throughout the project.

By preserving the building and artefacts it would be a sustainable development, this would benefit profits, planet and the people. As the streamer house will allow the jewellery trade, the local and online community to participate. The new use of the building will maintain and protect the site from dereliction and decay.



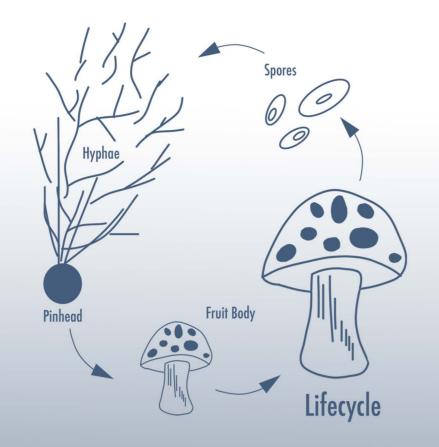
# MYCELIUM RESEARCH

# What is Mycelium?

Mycelium is the root structure of mushrooms; it is thread like and the vegetative part of the fungus. It consists of a network of fine white filaments and is the rooting system of the mushroom. It is the life support of the fungus, it extends into a range of matters like soil, plant and wood to pick up its nutrients.

### Mycelium in Biomaterials...

In recent years mycelium has been extracted and developed into micro-biological matter to be used as a sustainable material. The material has found to be a good insulation of heat and sound without the harmful some materials contain. This can be biodegraded unlike materials like plastic foam and glass fibres.



# CIRCULAR ECONOMY

#### SHARING PLATFORM

When products are brought most of the time they are used once, they become underutilised and end up in waste. This is the idea of businesses allowing the sharing of products.

#### **RESOURCE RECOVERY:**

Recovering usable resources and energy from waste and by-products. To turn waste into secondary raw materials.

#### PRODUCT LIFE EXTENSION:

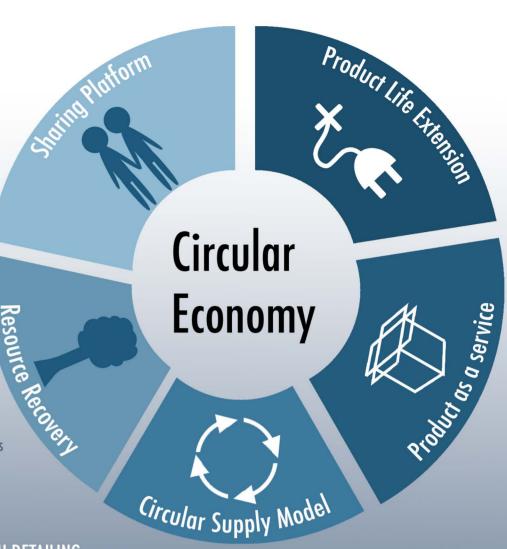
Product life extension is keeping the product in use for as long as possible, this could include repairing, reusing and refurbishment. The benefits of this are to use less raw material, decrease the extraction process and less waste generation.

#### PRODUCT AS A SERVICE:

The aim is to extend the period of use for existing products. This ensures efficient use of products with less wastage. Instead of selling ownership, an access to a service will be sold, changing the idea of ownership.

#### CIRCULAR SUPPLY MODEL:

To replace traditional materials and raw material extraction with renewable and reclaimed materials. This will cut down the extraction of virgin resources. To use renewable energy and bio-based materials.

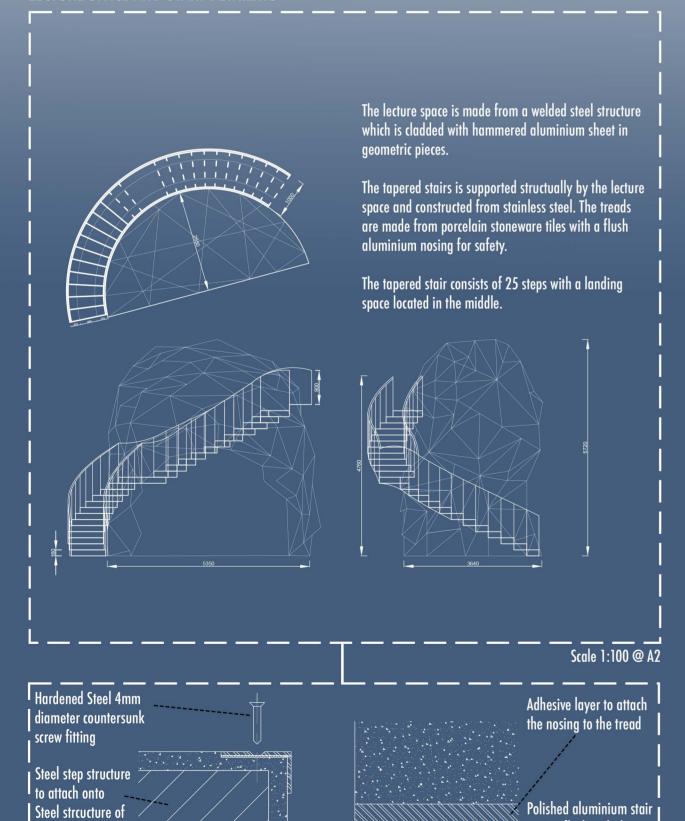


# SUSTAINABLE DETAILING

### LECTURE SPACE AND STAIR DETAILING

the lecture space

TREAD DETAIL



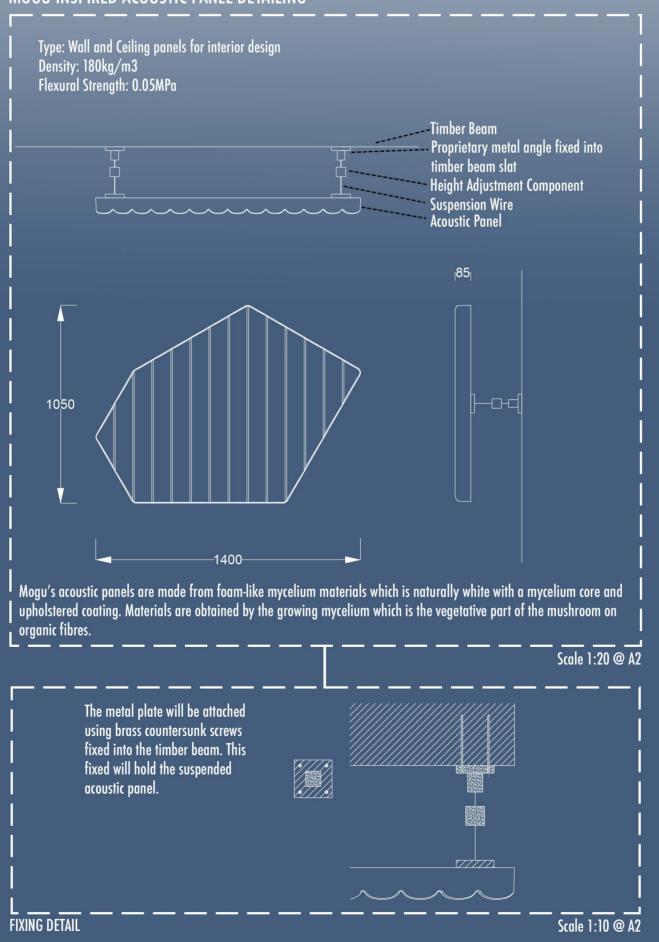
Porcelian Tile Tread

nosing flush with the

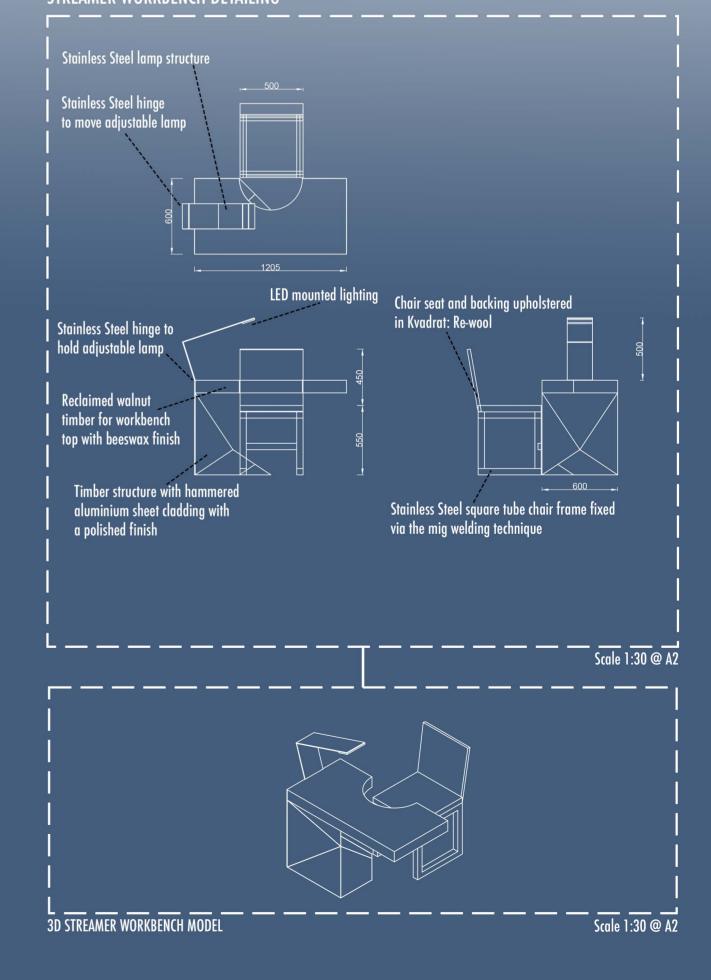
tread tile to avoid trip

Scale 1:2 @ A2

# MOGU INSPIRED ACOUSTIC PANEL DETAILING



# STREAMER WORKBENCH DETAILING

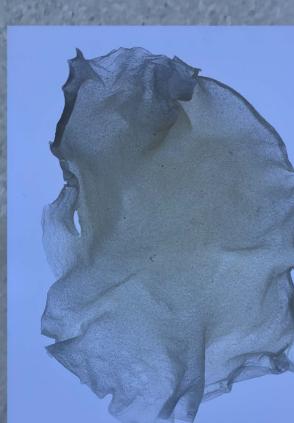


# SUSTAINABLE MATERIAL CHOICES

Sustainability is an important aspect of design and needs to be considered to especially in materials. The materials chosen will need to have a sustainability aspect and to have a purpose instead of just being a trend. The materials will need to be durable and long lasting as this will minimise the need for replacement and contribute to material wastage. Materials which are either cradle to cradle or have a recycled or reused component.

# TACTILE AND BIOMATERIAL MODELLING















# MATERIAL CHOICES...

The use of raw materials shows the age and origin, and this is what I want the building to show whilst connecting with the user.

This will also reflect the heritage and history of the building going through different construction and industrialisation revolutions.

Some materials which have been chosen have mimicking qualities reflecting the building and user. The original timber flooring was damaged and in need of replacing so using reclaimed timbers would mimic the previous timber and still have the ages aesthetic.

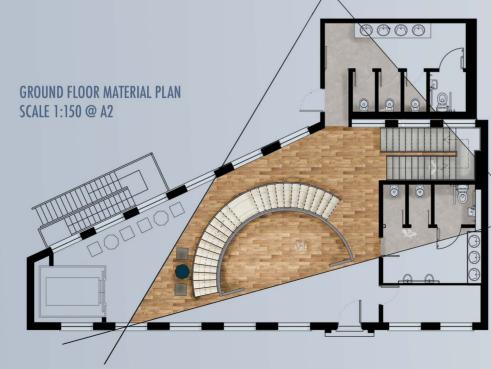
Other materials like metals and reflective qualities mimic the use of the jewellery materials the jewellery makers would use. Another materials used was hammered aluminium which again mimics the jewellery makers working with hand tools and the force that goes into making the jewellery.

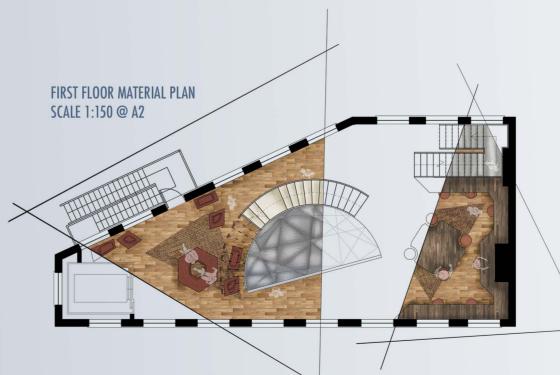


- 1. Johnson Tiles | Loft Glazed Porcelian Floor and Wall Tiles | Beige Mix | Up to 50% of recycled content |
- 2. Corian | Solid Surface | Antarctica |
- 3. G-Tex | Hammered Slate Aluminum | Clear Coating |

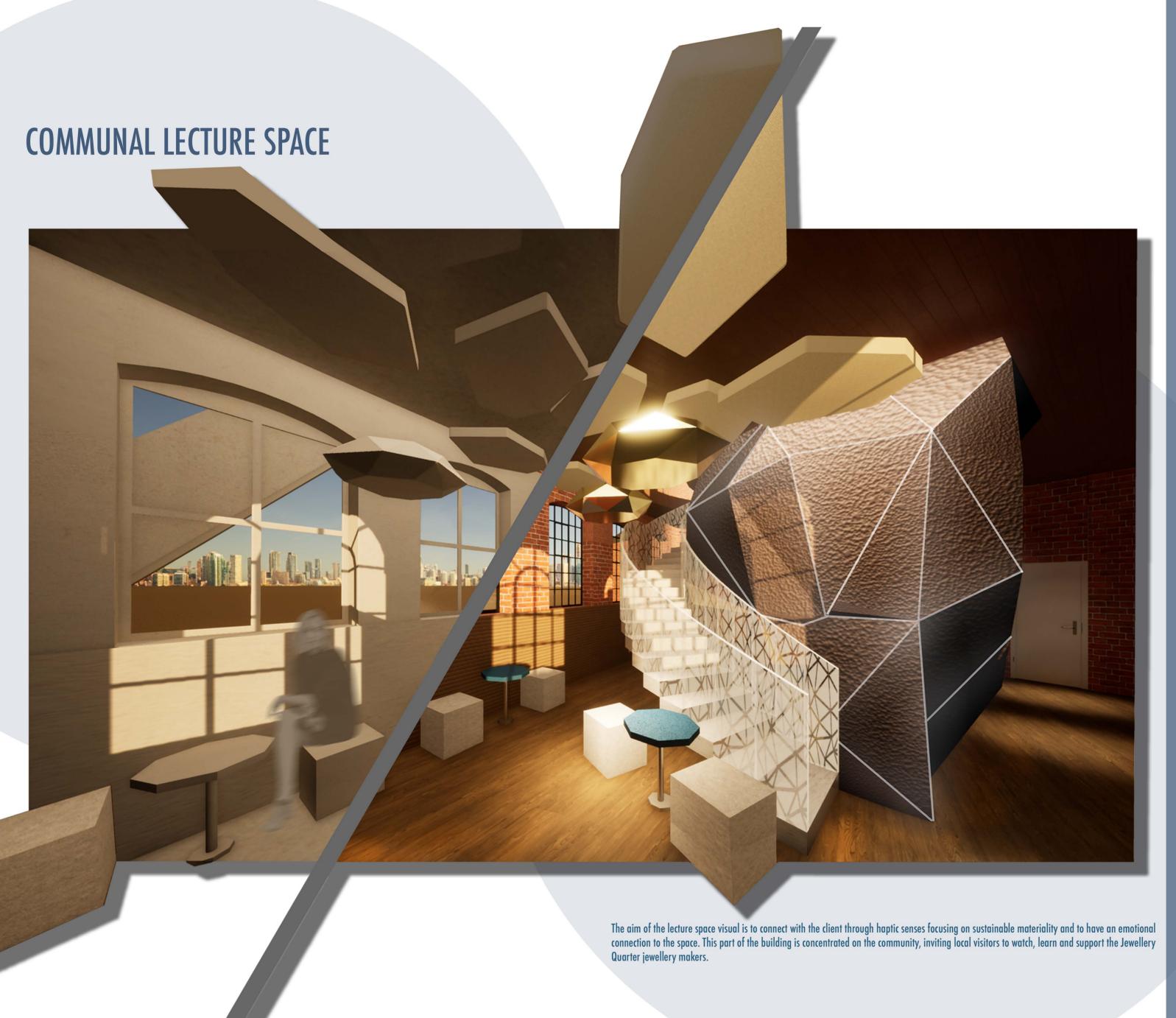
- 4. Kvadrat | Re-Wool by Margrethe Odgaard | 0568 |
  5. Organoid | On HPL | Bampoart | Raw Material Beard Lichen |
  6. Sekers Fabrics | Faux Leather | Montana | 33-Russet |
  7. Nature Squared | Eggshell Snakeskin Variegated | Sapphire Blue | Hand Crafted Natural Materials
  8. Reclaimed Walnut Timber | Beeswax Finish
- 9. Reclaimed Beech Timber | Beeswax Finish











# DESIGN OUTCOME

The outcome of the design project is centred on sustainability, materiality, tactility and community both local and online.

By creating this new streamer hub, it will help maintain the heritage of the Jewellery Quarter and reduce change of use and dereliction of the location. The jewellers will now have a place to preserve and protect the disappearing jewellery trade whilst welcoming the local and online communities support.

Materials and their resources have been considerably chosen so they are suitable and relate to the sustainability concept. Acoustics and insulation of the building have been thought about to maximise efficiency and to reduce energy wastage.

Sustainability alongside with environmental considerations has driven this project to preserve the importance of heritage, materials and processes we use.

FLY THROUGH ANIMATION OF THE WHOLE PROJECT SPACE



https://vimeo.com/561389744