

INTERIOR FUTURES: REALITY VS VIRTUALITY

CLIENT

Kode Abdo is an Australian fan artist using digital media to create photo manipulations. He uses Photoshop for the majority of his works. His subjects are mostly comic book characters, actors in their roles or video game characters. He has spent over ten years in the digital artistry industry focusing on manipulation and retouching, mainly in the entertainment sector.

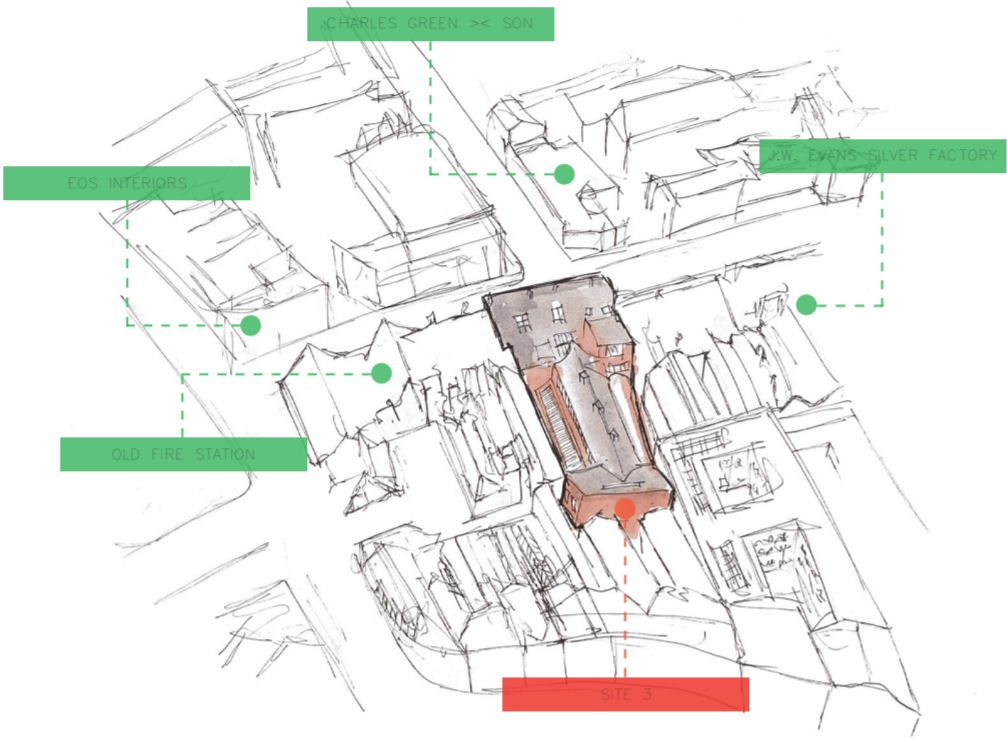


Bosslogic often streams him himself creating his digital artwork. Only recently, he livestreamed for eight hours creating the official artwork for Assassin's Creed's new game; Valhalla, where fans could watch him step by step painting and manipulating images to create his artwork, all while revealing the new game's title and setting.



SITE

Grade II* listed building
1883 Victorian Manufactory
Located in the Jewellery Quarter, Birmingham



DESIGN DRIVERS

TIME

"The man made concept of the progression of existence through the past, present and future."

Using both Bosslogic and The Pre-Raphaelites concepts of symbolism, this project will use the sand that lies beneath the Jewellery Quarter as a symbolism for time, and utilise it as the projects main driver.

LIGHTING

"Whether it's natural, or artifical, something that illuminates its surrounding area, giving depth and colour to its materiality"

Lighting can be seen as an indicator for time, therefore goes hand in hand with the main design driver. Lighting is also physical whereas time isn't.

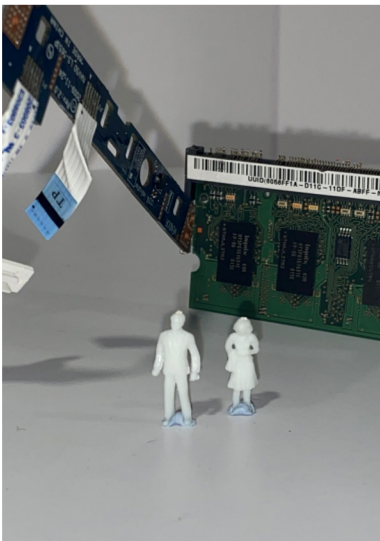
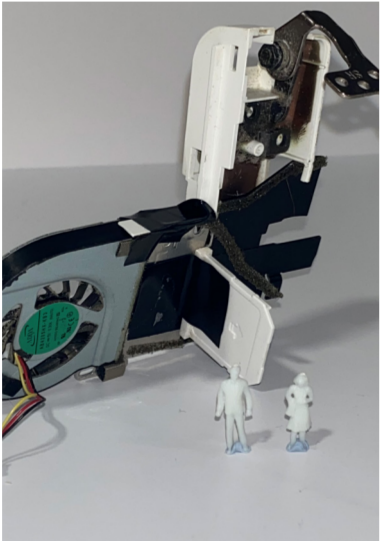
HISTORY

"The events or happenings of a place or time period in the past."

History is a very important part of heritage, conservation and communities. The site is a listed building so it's only right the heritage and context of the building is somehow incorporated.

CONCEPT

"The designing of a multi-use occupancy building contextualising the heritage and history of the location with new avanced technological attributes"



ELOISE HANLON
TRANSFORMING SPACES 2

BOSSLOGIC VS. THE PRE-RAPHAELITES

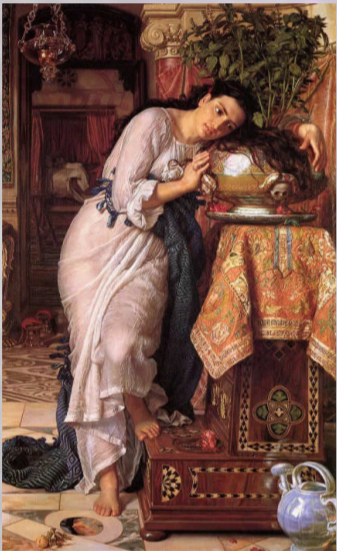
VIRTUAL VS. PHYSICAL

THEATRE VS. CINEMA

The clients work is often focused around cinematic artworks and video game titles, whereas the Pre-Raphaelites would often produce work surrounding theatre and literature. In context, these are greatly similar, and cinema derived from theatre productions. There is a pre defined story behind each art work, and the artists are trying to capture their own personal response to the story.



Dante Gabriel Rossetti - Beata Beatrix 1870
Dante Alighieri - Vita Nuova



William Holman Hunt - Isabella and the Pot of Basil
John Keats - Isabella



Bosslogic - Harley Quinn from The Suicide Squad



Bosslogic - Captain Marvel and Wonder Woman

THE HUMAN FORM

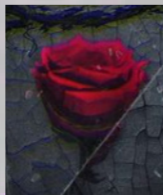
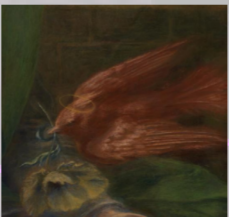
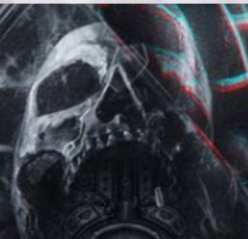
Throughout the history of art, the human form has been the main subject of paintings, sculpture and artworks. From ancient tribal cave paintings depicting our ancestors form to modern day bosslogics movie posters, the human form is obviously a fascinating and intriguing form to work around. Even in the modern age, when times have changed and tecnology has well and truly advanced, the human composition is still admired by artists alike.



SYMBOLISMS AND SUBJECTS

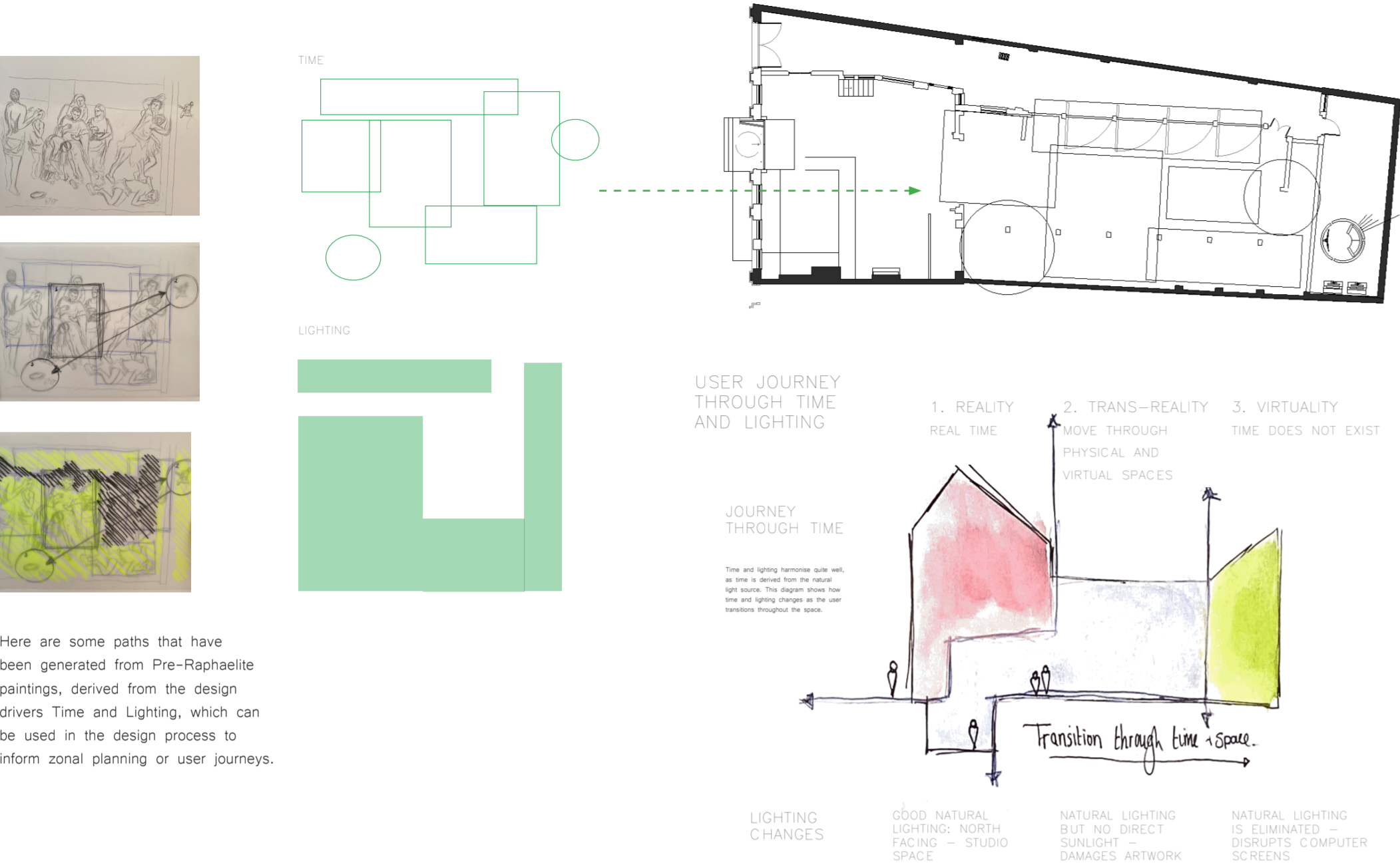
Between the two artists work there are very similar depictions of symbolisms and iconography. Some recurring themes include:

- Flowers
- Birds
- Human form
- Animals
- Anatomy
- Portraiture



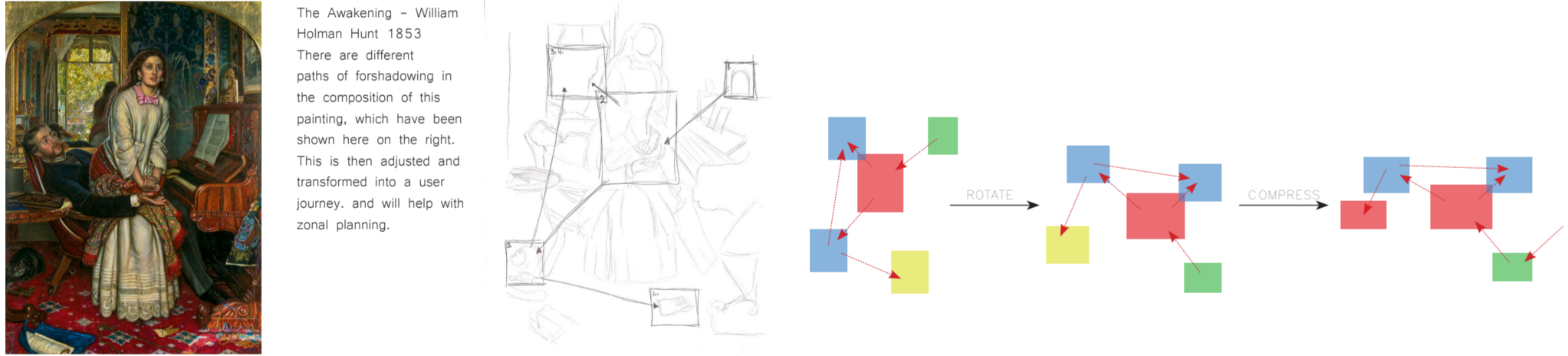
LOADING...

TIME AND FORESHADOWING



Here are some paths that have been generated from Pre-Raphaelite paintings, derived from the design drivers Time and Lighting, which can be used in the design process to inform zonal planning or user journeys.

USER JOURNEY



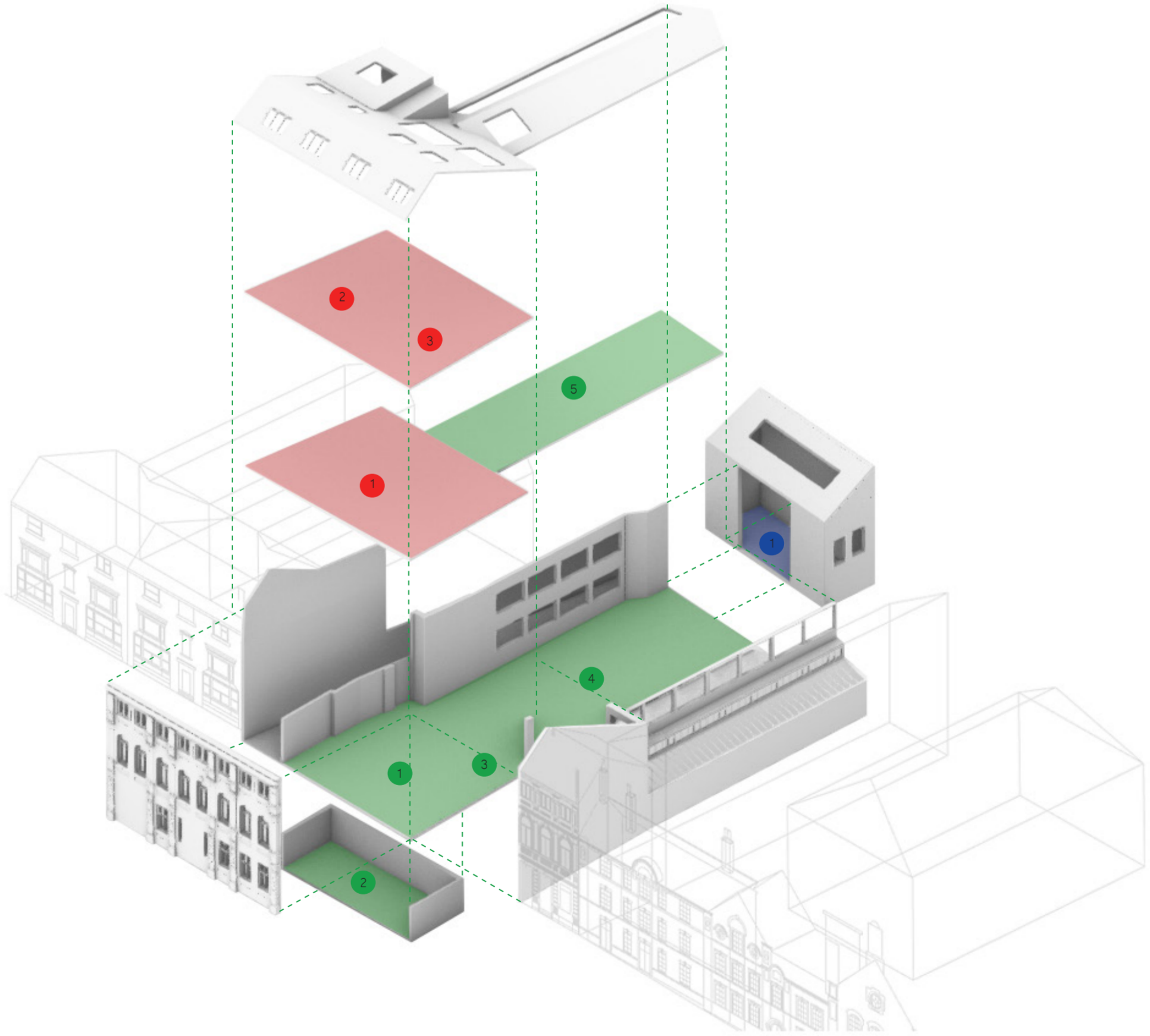
ZONAL PLANNING

- STUDIO SPACE

 1. Art Studio Space
 2. Workshop and Computer Space
 3. Break Room
- ART GALLERY

 1. Entrance Lobby
 2. Videography Room
 3. Toilets
 4. Temporary Exhibition Space
 5. Paintings
- STREAMER HOUSE

 1. Work Pod



THE SANDS OF TIME ART GALLERY AND STREAMER HOUSE

The heritage of this Art Gallery has very much guided the design process. Initially we discovered that the Jewellery Quarter was the Jewellery Quarter because of the land upon which it resides: sand. The sand was ideal for metal moulds and thus powered the area through the Industrial Revolution. We looked at historical context, and compared our Twitch Streamer's modern art to traditional, Victorian art with the help of the Pre-Raphaelites. Using the common theme of symbolism throughout both sets of artist's work, we used sand as the symbolic meaning for time. Time, linking directly with lighting, allowed us to create a user journey by transitioning from reality to virtuality; where ultimately, time does not exist.

The design process and use of restoring original materials

The wind turbines and solar panels

How light enters the building throughout the transition through the site: Reality (natural), Transreality (non direct) and Virtuality (artificial)

The use of natural lighting as an indicator or time, as well as the design process

HERITAGE AND HISTORY

SUSTAINABILITY

LIGHTING

TIME

The studios and workshops represent real-time. These are accompanied by natural lighting through North facing windows

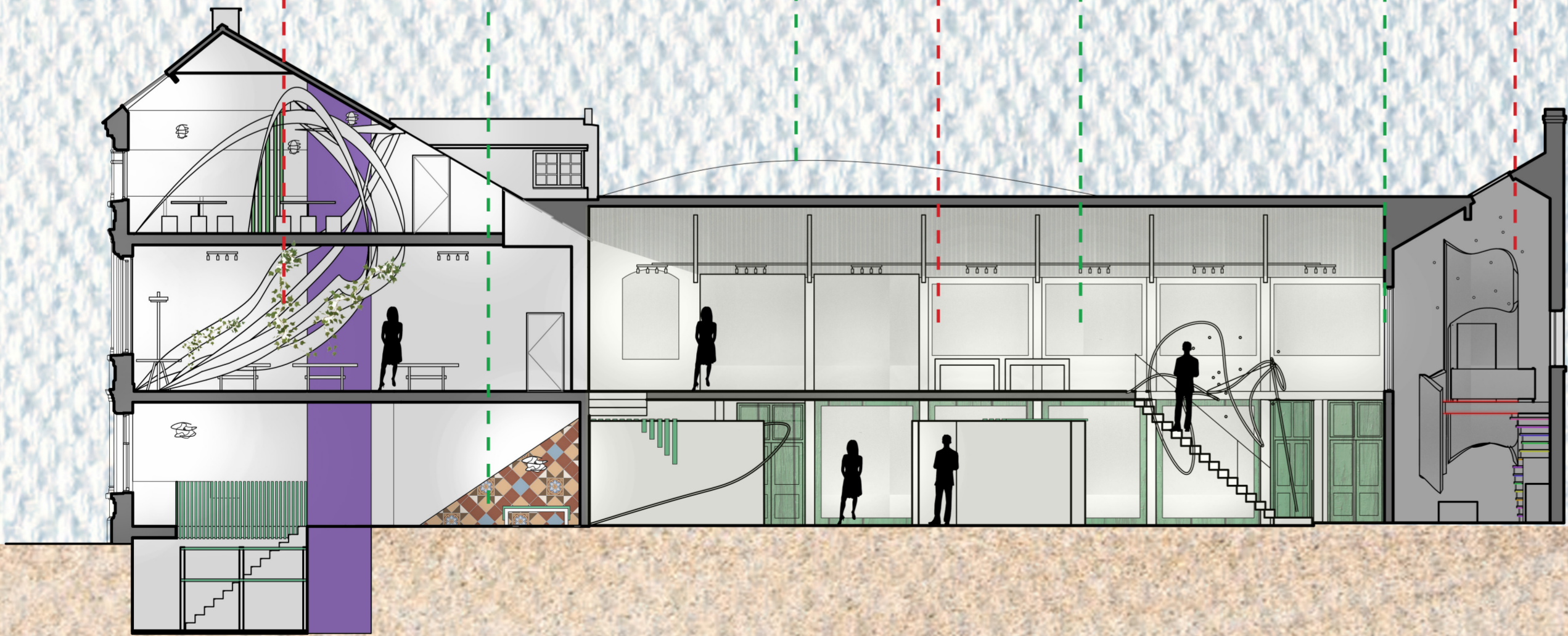
The gallery and exhibition space displays physical and virtual artworks. This uses frosted windows to eliminate direct sunlight

The Streamer House represents the virtual world, and used blacked out windows to cancel any form of natural lighting

REALITY

TRANS-REALITY

VIRTUALITY



VISUALS

Watch the Video! Below is a QR code you can scan with your phone for a virtual tour of the proposed Art Gallery; The Sands of Time.

SCAN ME!

