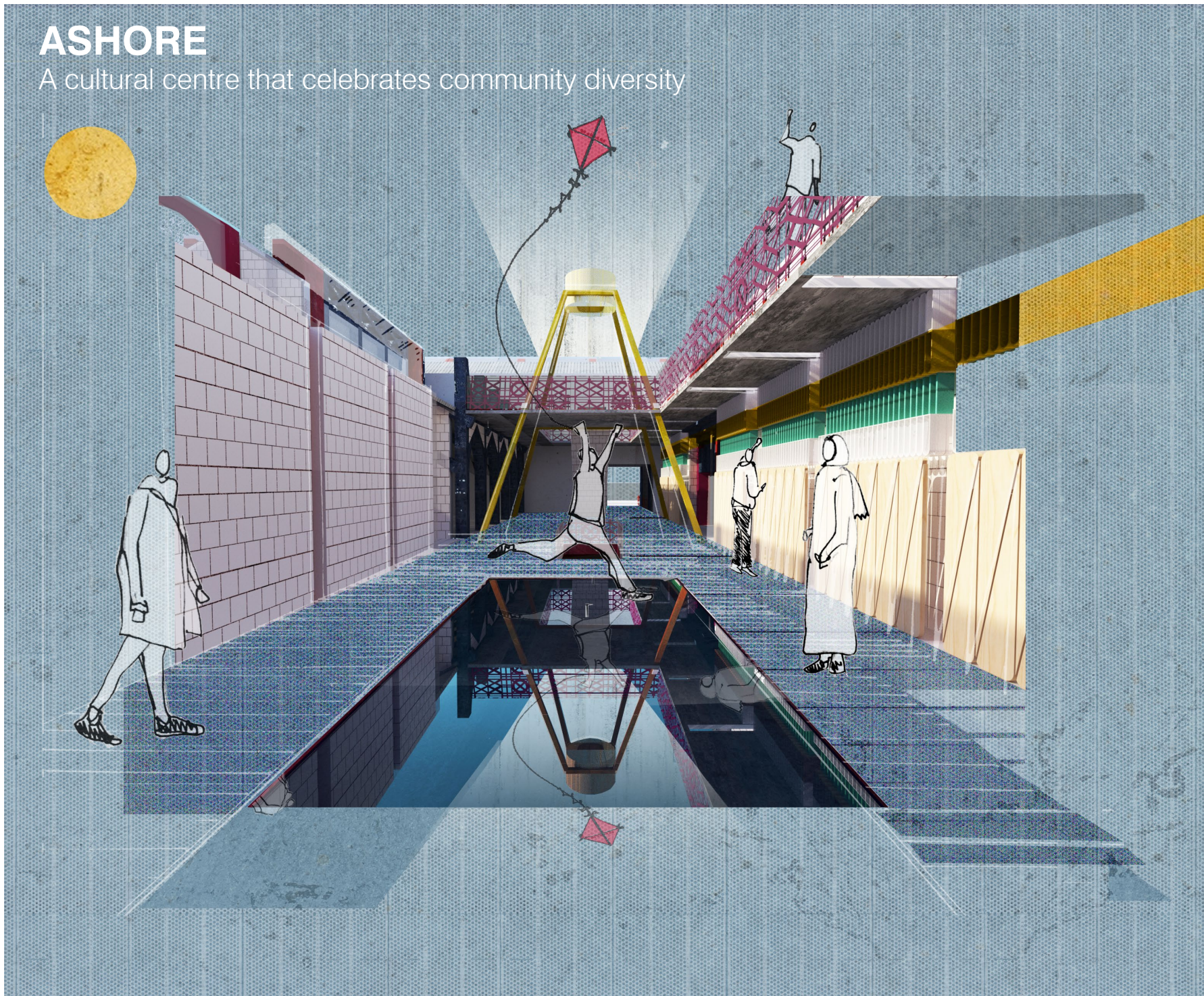


ASHORE

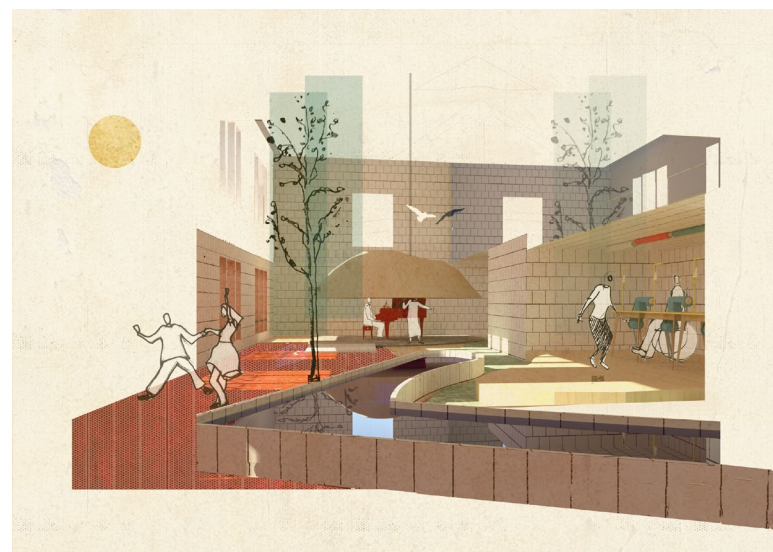
A cultural centre that celebrates community diversity



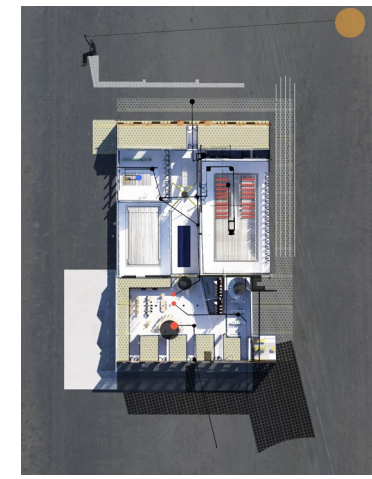
The Courtyard



North/ East Exterior



The Create Space



Ground Floor Plan

ASHORE is a cultural centre that celebrates community diversity in an abandoned Edwardian bathhouse. All ethnic groups are encouraged to share their culture and journeys through story telling, music, art, food, workshops, play and performances.

This adaptive reuse proposal is based on the property of Govanhill Baths in Glasgow and aims to challenge negative attitudes of immigration within the most culturally diverse area of Scotland. A narrative of sea crossings influences the design and nods to the setting of the public baths while honouring the bravery of refugees who have crossed dangerous seas to make this community their home.

Facade Photograph



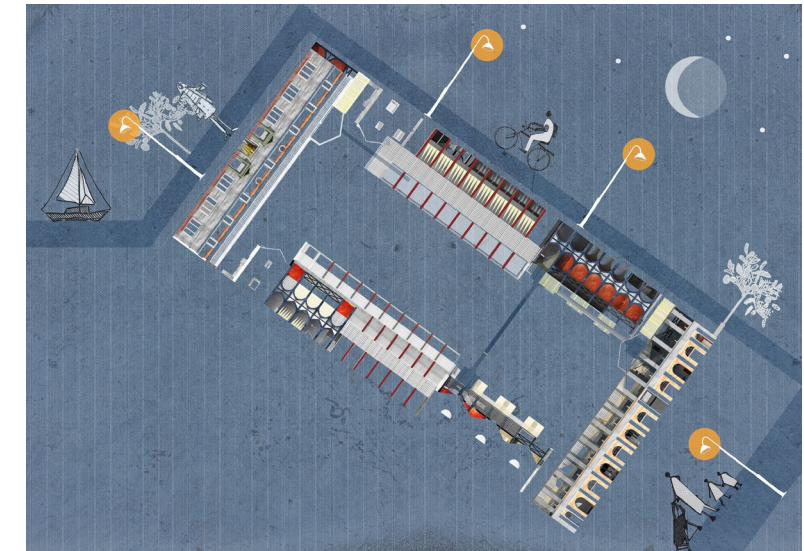
Site visit urban sketch and photographs investigate spatial volumes, architectural details and left items inspiring materiality and colour use.



Main Pool Sketch

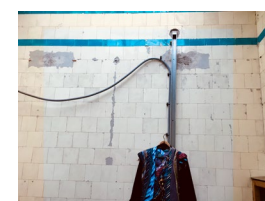


Section A



Elevations

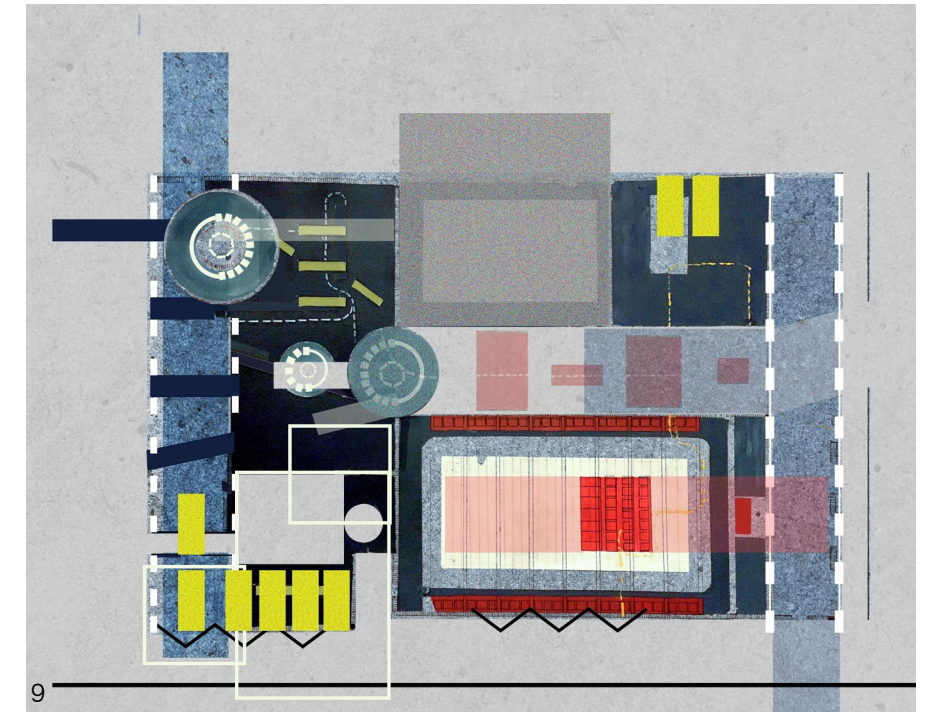
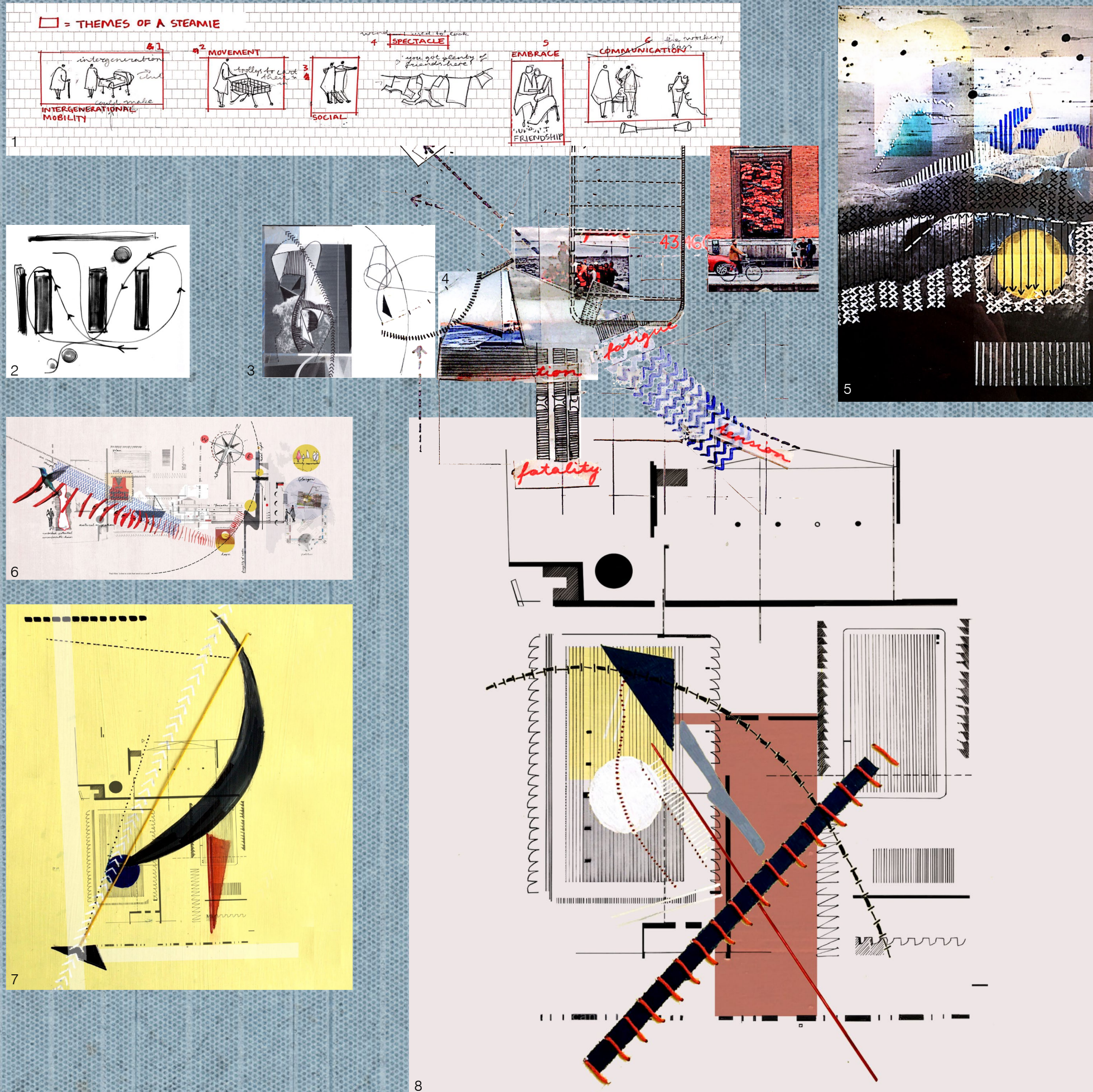
Digital sketches are completed by combining illustrations, sketches, paint, collage and renders. They form the contextual images of interior spaces, plans and elevations of the design.



Site Visit Photograph

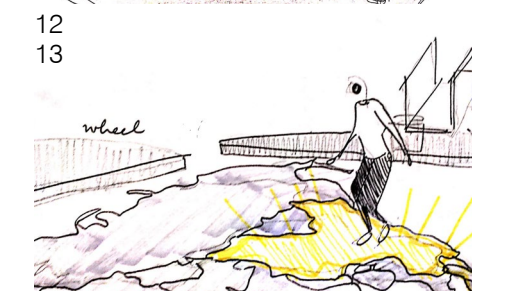
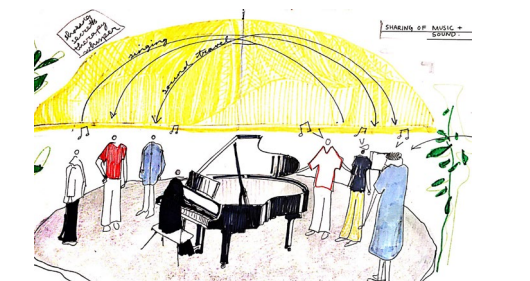
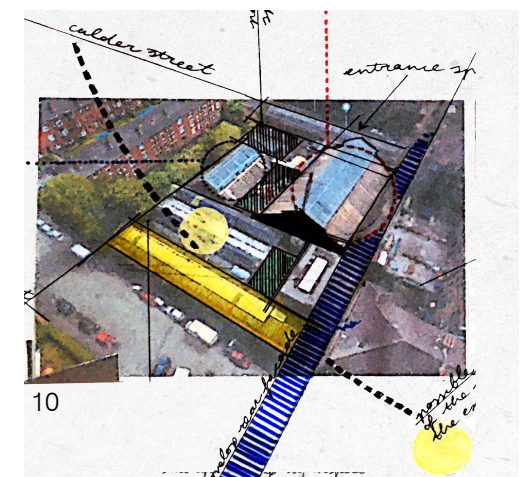
Concept sketching

Research collages, abstract painting and scenario illustrations



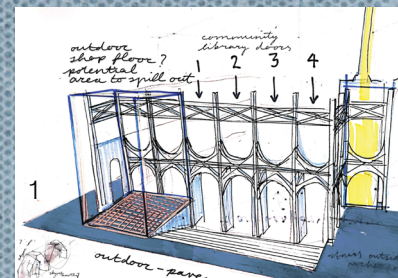
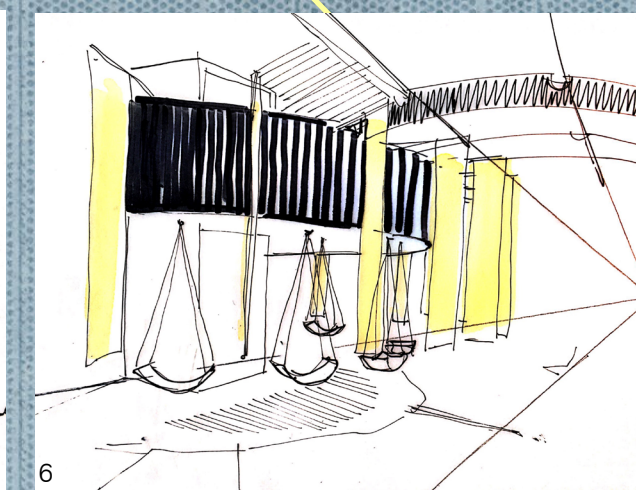
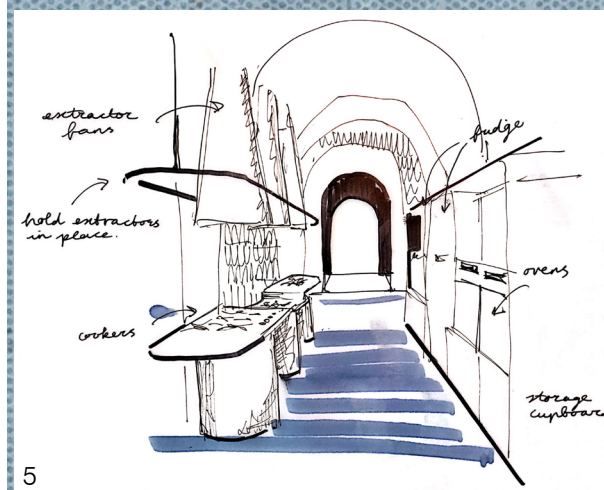
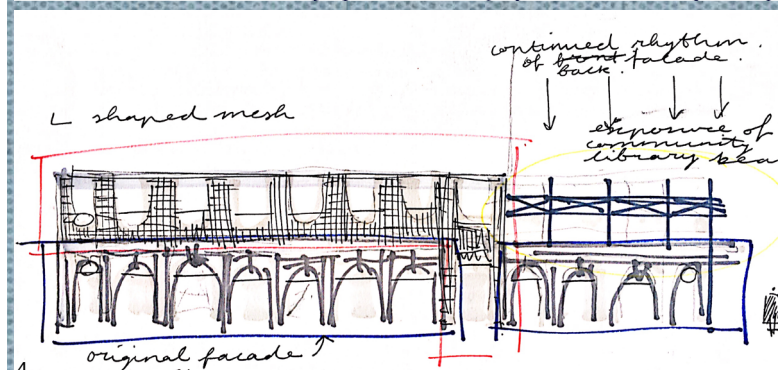
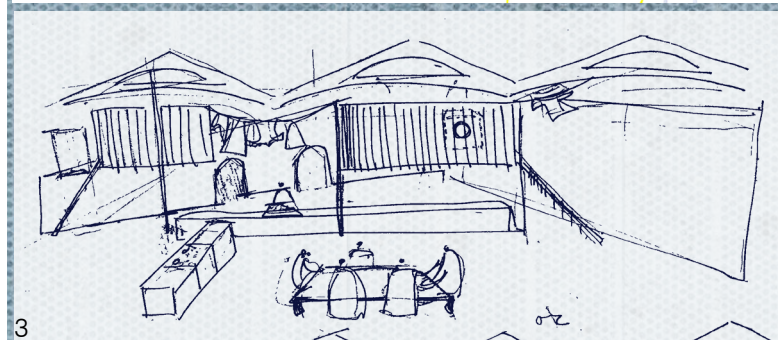
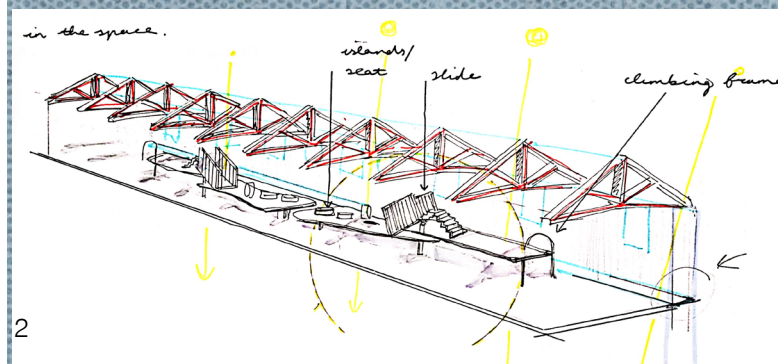
Sketching has enabled me to express research visually, helped establish a design process and has encouraged me to explore ideas from a user based perspective.

1. Setting a criteria list based on themes found in the Scottish play 'The Steamie'.
2. Considering flow of movement around kitchen stations.
3. Extracting shapes from sails.
4. Diagram of a refugee's journey across the Mediterranean sea.
5. Collage on marks made in the sand as the sea laps over the shoreline.
6. Diagram of research on sea crossings.
7. Painting from sail shape extraction.
8. Collaging the painting over the existing ground floor plan.
9. Artistic plan developed from image 8.
10. Investigating different zones in existing building.
11. Fine art zone.
12. Sound cloud illustration.
13. Diagrammatic sketch showing the country map light up with pressure.

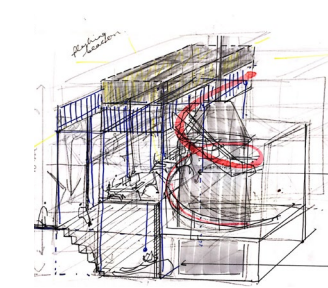
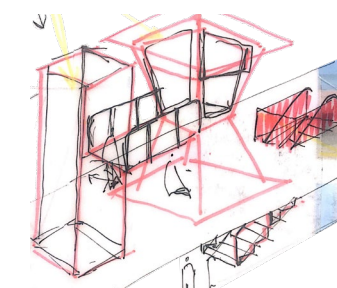
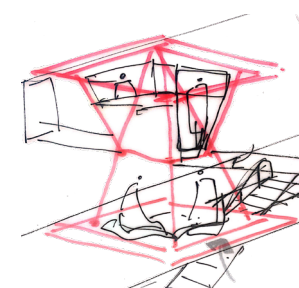
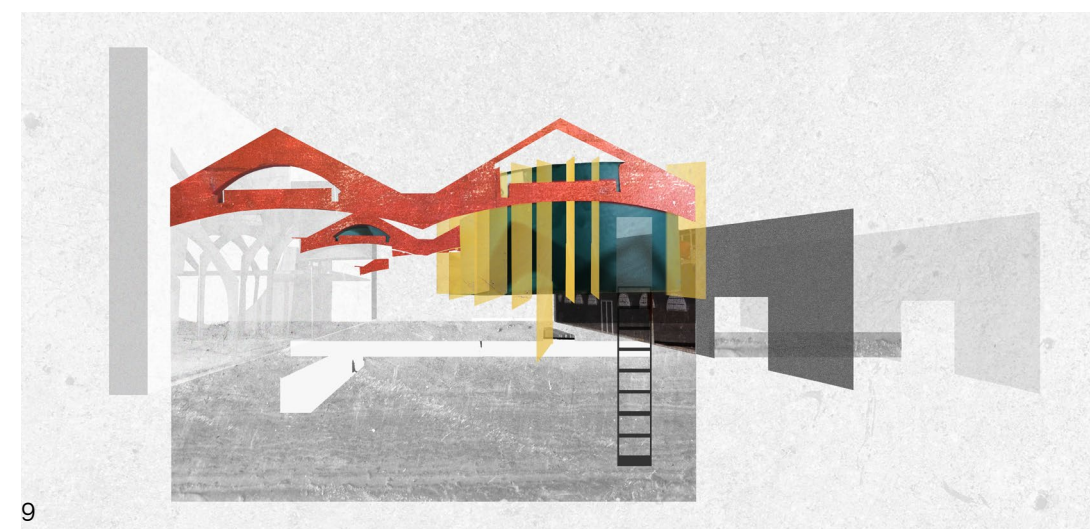
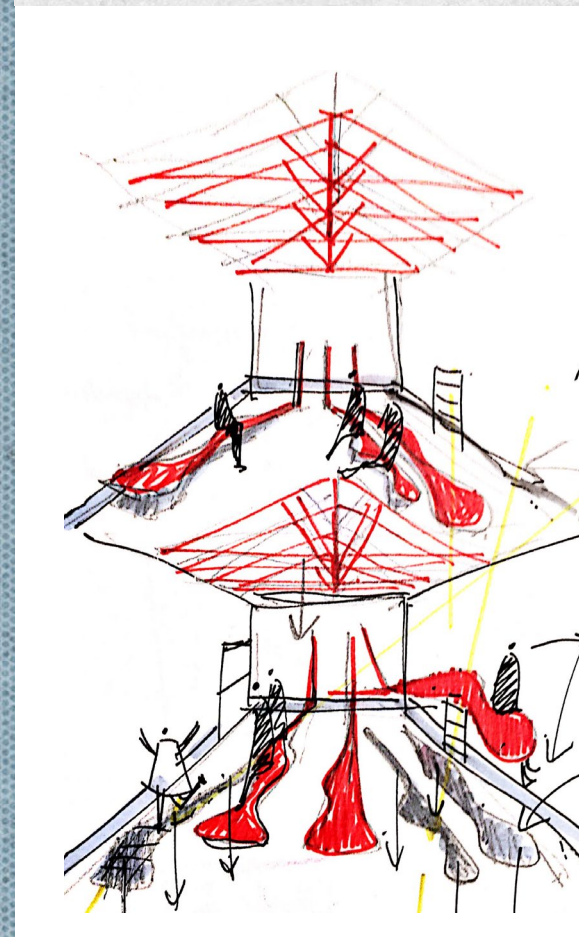
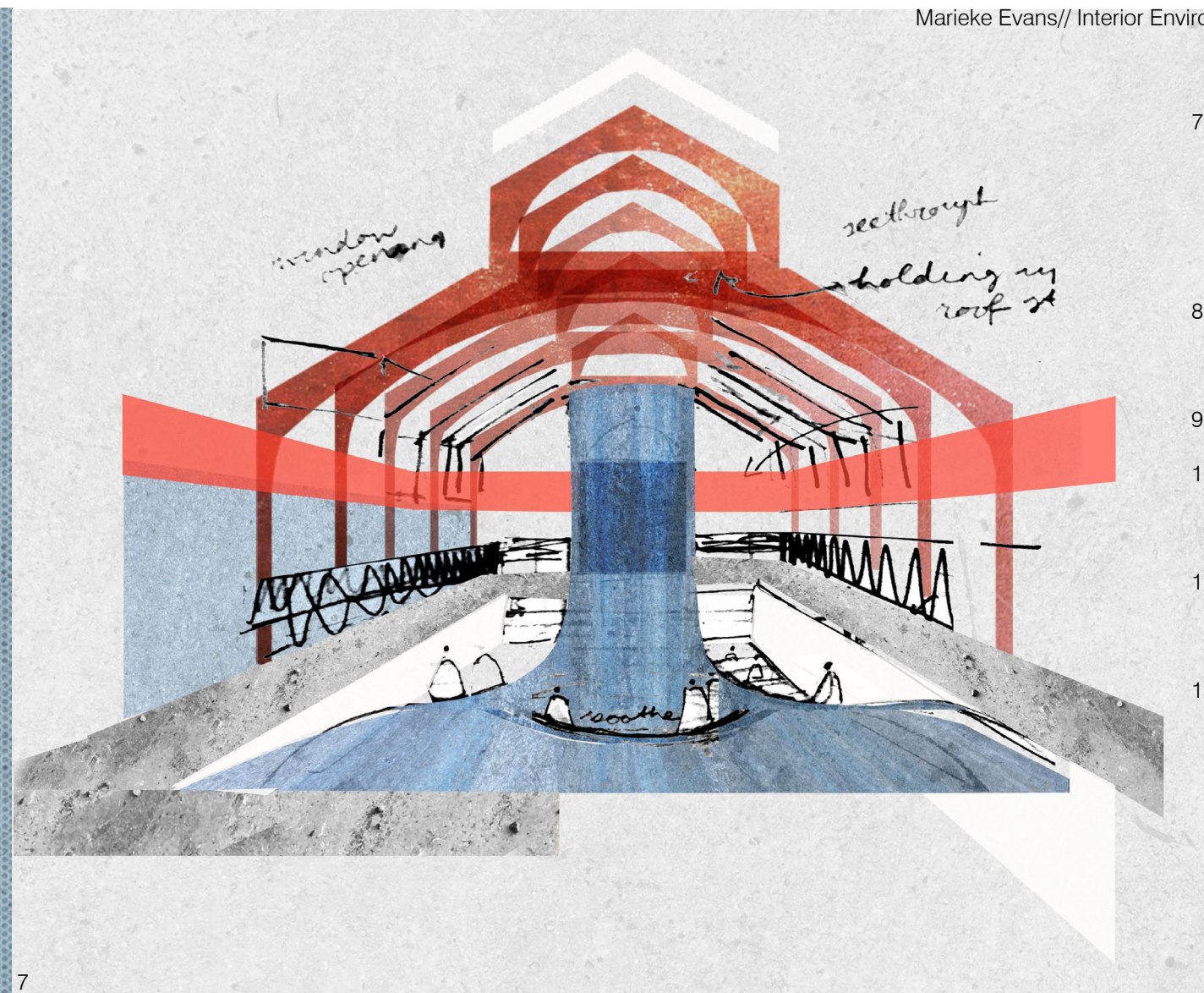


Sketch Development

Digitalising sketches and sketching to scale



1. Access to the community library from the alleyway
2. Early sketch of how the kitchen stations may occupy the space.
3. Early sketch of community kitchen in context with the steamie pods.
4. Original design idea to expose the beams of the community library design.
5. Perspective drawing of cooking stations inspired by the appearance of nautical cleats.
6. Steamie pod 1 with lift. Final design hosts swings from the base of the pod, rather than being placed within the pod itself.



7. Initial proposition of the space. The 'sail' reaching to the beams to provide a platform for screenings, with space for sitting at the rear end.
8. Initial ideas revealing a space underneath as the rudders move across the floor.
9. Collage of steamie pod in context.
10. Adapting the structure of a lifeguard seat as a viewing platform and shelter.
11. A sketch considering wheelchair access in the lighthouse structure.
12. Understanding the level change in the community library.