

MANAL OMAR
STUDIO 66
DESIGN 2 PORTFOLIO

51.4452°N 0.0207°W

BRIEF SUMMARY: FUN TOWN NOT OLD TOWN

The site is located on the east side ring of Catford, which is one of the most important conjunctions in this area. It acts as a regional transportation hub, commercial centre, local food centre, local health centre and local government centre. All those functions are separated apart and in a disordered condition due to the lack of responsive planning approach. Meanwhile, the importance of this conjunction is not fully used by the residents. My proposal uses the space to create a sanctuary where the elderly and others can connect and create a link for everyone (especially the elderly) can feel a union and not feel lonely. This new space is oriented with the similar form as the local culture symbol and it will reconnect daily needs in a coherent manner. With the help of sensors and real-time updates, this conjunction can deliver a convenience living condition for the elderly, a space for celebration of local culture, AGE and give a chance to all ages to connect.

A sequential project to the "Urban Field Lab" that would be build on ornamental slabs and structural components have been created. A landmark dedicated to evoking the sacred essence, power and characteristics of the site in the 'Deep South' (Deptford / Catford). This sanctuary will be placed in the heart of South East London, it will be a place where the elderly will feel invited and embraced. They will be able to escape from everyday struggles and walk in to appreciate the energy, materiality, geology and history that is embedded in their town. I will be analysing the relationship between 'man' and 'nature' which I would consider a blur in question, and how we as a humanity can essentially blur its boundary. The elderly will be able to do activities such as hot air balloon, salsa and meet other people who they can talk to.



SETTING AND CONTEXT

CATFORD BROADWAY

Due to continuous redevelopment which has been carried out in Catford over the years, there is a mix of architectural styles from various periods. As a result, the townscape which surrounds the Broadway Theatre offers a mixture of nineteenth and mid- twentieth century terraced buildings, office buildings and larger scale commercial and residential buildings.

The principal road layout around the theatre remains largely unchanged from the time of the construction of the theatre, although the Broadway was semi-semi-pedestrianised in 2014. The building stands on a historic peninsula site which is formed by Catford Road to the south and the semi-semi-pedestrianised Catford Broadway which wraps around the north elevation of the theatre.

Directly east of the Broadway Theatre is the Black Horse and Harrow which stands as one of the oldest buildings (constructed 1897) on Catford's main high street Rushey Green. Further north on the high street, the building stock is largely late nineteenth-early twentieth century, three storeyed buildings which express a mix of exposed masonry and painted stucco facades. Here the terrace aligns the street pavement which immediately meets the vehicular road. To the south of the high street, the gabled elevations with stone bay windows to the upper storeys are set back from the road and offer a transitional grassed area in between the road and the pavement.

Whilst the majority of buildings do not exceed three storeys, to the south, Laurence House competes with the massing and height of the Broadway Theatre and the adjoining Civic Centre extension. It stands at six storeys with rooftop additions.

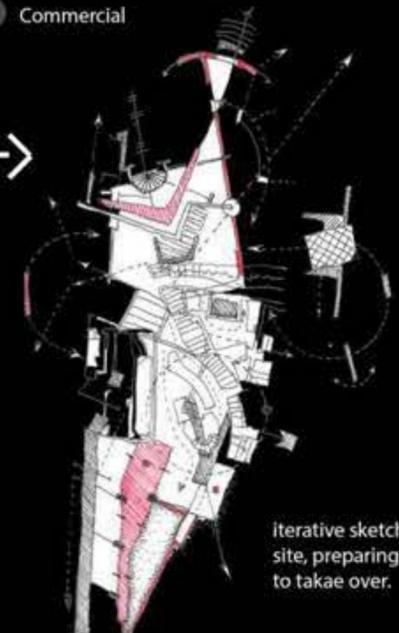
To the east of the Broadway Theatre is the Catford Shopping Centre. Designed and built by Owen Luder in 1977, it is an early, but much altered, example of brutalist architecture which combines retail units to the ground floor and a car park to the upper levels. To the rear, Milford Towers provides residential accommodation.

There were a number of demolitions of historic buildings across the area in the 1960s including the Town Hall formally adjacent to the Broadway Theatre, Lewisham Hippodrome, Eros Cinema and St Laurence Church. As a result, Catford has lost the historic public buildings which one established the area's sense of place. The Broadway Theatre is one of the few surviving buildings which refers to the towns historic past as a centre for leisure and entertainment in south-east London and which also references the original gothic architecture of the Town Hall.



SITE OVERVIEW PLAN:

- Retail Units to Ground Floor with Residential to Upper Storey
- Residential
- Commercial



Iterative sketch movement of site, preparing for design idea to take over.



VIEW POINT 1

The view is dominated by curved east facade of the Broadway theatre which is surmounted by a steeple, establishing its central axis. The east entrance canopy protrudes over the pavement which is immediately in front of Rushey Green. To the left the six-storeyed Laurence House can be seen with foliage on its facade and demonstrates the competing building heights and massing within close proximity. To the right hand side, the semi pedestrianised Catford Broadway is in view which wraps around the north elevation of the theatre and forms the boundary for the peninsula site.



VIEW POINT 2

To the left hand side the six storeyed Laurence house can be seen. Here, it is demonstrated that Laurence House dominates the view of the Broadway Theatre from the left hand side on Sangley Road. Also in view is the 1960s Civic Suite which adjoins the Broadway Theatre to the west and greatly contrasts the neo gothic style of the theatre building. It does, however, respond to the theatre and its subservient to its scale and massing in this view.



VIEW POINT 3

From the Junction of Catford Broadway Facing East. To the left is the 1960s Town Hall reconstruction of the three-storeyed Civic Suite. To the centre, the photograph captures the pedestrian island in between the north and south bound roads of the south circular with retail accommodation to the rear. To the right of the image, we can see Lewisham council's offices, Laurence House. The south elevation of the Broadway Theatre is also in view with its den-tilled canopy. Here, the viewpoint demonstrates the wide variety of architectural styles, heights and massing. Whereas the Broadway and Laurence House stand protruding above the skyline, we are also introduced to the three storied terrace buildings to the east.



VIEW POINT 4

This view looks towards the east curved elevation of the Broadway Theatre. The steeple rises up above the townscape and provides a focal point to the main high street.

The view captures the mixed array of three-storeyed retail buildings to the right-hand (west) side of the road with residential accommodation above. The elevations of which have shop fronts to the ground floor and mixture of exposed masonry and stucco to the upper storeys. To the street, the buildings are set back from the pavement. Immediately left of the theatre, Laurence House is visible with further high-rise



VIEW POINT 5

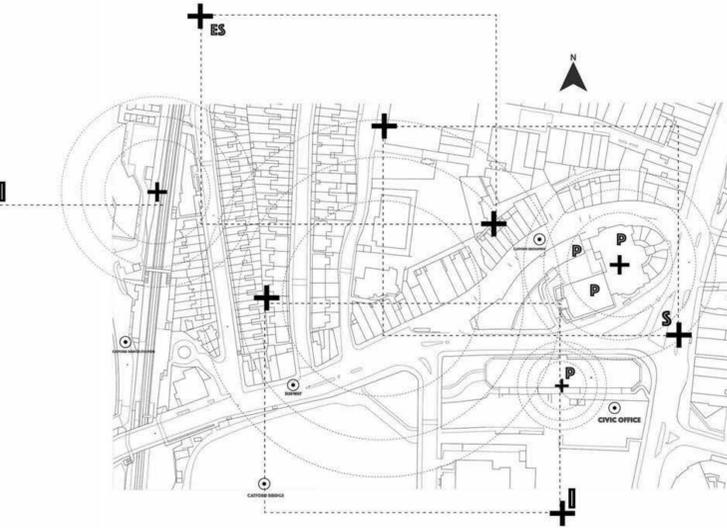
From the Eastern End of Catford Broadway Facing West

Consists of the semi-pedestrianised Catford Broadway and retail shops on the opposite side of the road. The viewpoint demonstrates the contrasting building heights of the Broadway Theatre and the gabled facades to the north as well as showing the large glazed openings to the ground floor of the theatre building which curve around the peninsula site. This semi-pedestrianised road gives opportunity for daily markets and offers a quieter alternative route contrasting to the busy Rushey Green high street and Catford Road to the south side of the theatre.

LOCATION

Diagram highlighting the immediate surrounding of the site and its location within the district of Catford

+ 51.4452°N 0.0207°W



KEY

Original Site **S**

The main area of intervention is located in the central part of Catford covered an area of approximately 3450.4 a highly diverse district, however natural environment (green spaces) is extremely low.

Extended Site **ES**

After a closer look at the urban context and questioning a possible future development of "Fun town not old town" of the area of Catford, it's become clear to shift and readjust the the focus and as well as the position of interest.

Infrastructural lines **I**

There are two main infrastructural lines along Catford (highway and railway) making the area of catford accessible and connecting it to its surrounding towns such as Lady well, Kentish Town and many more through the 'Thameslink'. Emphasizing friendly transportation

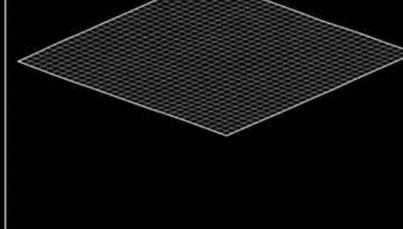
Potential developing area **P**

Inbetween the existing infrastructural lines highlighted as potential developing area of interest in Catford, a linking zone between the existing site and the proposal for the elderly in "Fun Town Not Old Town".



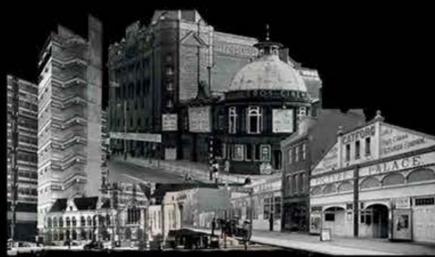
CATFORD SITE ANALYSIS

LOCATION: + 51.4452°N 0.0207°W



Buildings

Catford's most prominent landmark is the Catford Cat, a giant fibreglass sculpture of a black cat above the entrance to the Catford Centre. This is a small shopping centre, housing Tesco and Iceland supermarkets as well as other high street stores. There is a street market on Catford Broadway. Catford has several pubs and a variety of non-chain restaurants and cafes. Catford's oldest pub is the Black Horse and Harrow and Karl Marx is reputed to have been an occasional patron. Between 1932 and 2003, Catford Stadium was a successful greyhound racing track, but was closed and then destroyed by fire in 2005[9] and ultimately demolished to make way for a new housing development.



Railway

Catford Bridge railway station is on the Mid-Kent Line, serving Hayes line trains from London to Hayes. It lies between Ladywell and Lower Sydenham stations, 7 miles 42 chains (12.1 km) from London Charing Cross and in Travelcard Zone 3. It is adjacent to (and on a lower level than) Catford railway station (from which it is separated by the former Catford Stadium site) on the Catford Loop line. The station entrance is on Catford Road, a part of the South Circular Road (A205), and has brick buildings on both platforms, though the up side building is no longer in use by the railway. The station is managed by Southeastern, who operate all trains serving it.



Paths

walking paths around Catford. Because Catford is a town, there are several routes that leads up to my site and everything is walking distance.



Parks

River Pool Linear Park - The walk follows the River Pool downstream from the Ravensbourne River. The banking has been planted with native trees and shrubs, herbaceous planting, wild flower grassland and wetland marginal planting. The park forms part of the Waterlink Way which forms a significant section of the river from Sydenham to the Thames. Unlike many of London's rivers, the Pool remains above ground for most of its length. The section of river flows through a linear park from Southend Lane to Catford Hill. **Mountsfield Park** - In the 1920s, Charlton Athletic played at The Mount (stadium) in the park. The Council holds its annual People's Day event here in July. **Ladywell Fields** - The park consists of three fields with a river running through them, and is next to University Hospital Lewisham. The middle field contains one of the last established rare Dutch Elm trees in London. **Iona Close Orchard** - Iona Close Orchard is a preserved Victorian garden. In common with most old orchards, the site is of high nature conservation value. The houses to which it originally belonged dated to about 1825.



River

Start: Catford or Catford Bridge station
End: The River Thames at Greenwich (nearest rail link: Cutty Sark for Maritime Greenwich DLR)
Distance: 4.2 miles (6.75 kilometres)
Terrain: Flat and paved

Contours

In this method several radial lines are taken from a point in the area. The direction of each line is noted. On these lines at selected distances points are marked and levels determined. This method is ideally suited for hilly areas. In this survey theodolite with tacheometry facility is commonly used.

Topography

Topography in a narrow sense involves the recording of relief or terrain, the three-dimensional quality of the surface, and the identification of specific landforms. This is also known as geomorphometry. In modern usage, this involves generation of elevation data in digital form (DEM). It is often considered to include the graphic representation of the landform on a map by a variety of techniques, including contour lines, hypsometric tints, and relief shading.
Name: Catford topographic map, elevation, relief.
Coordinates: 51.34732 -0.28765 51.66732 0.03235
Minimum elevation: 0 ft
Maximum elevation: 903 ft
Average elevation: 194 ft

THE HISTORY OF CATFORD

Perhaps surprisingly, the district's name is not some arcane corruption, but probably does mean that wild cats used to frequent the ford that is now the site of Catford Bridge, although an alternative explanation is that 'the cat' was a local landowner's nickname. The name was first recorded in 1254, around the time that the Abbey of Ghent, which had owned the land hereabouts since at least the early tenth century, sold it off as a sub-manor. Two moated houses are recorded as having been built thereafter, one near Catford Bridge and the other at Rushey Green. Each of these houses had become the nucleus of a small hamlet by the mid-18th century.

The green was enclosed in 1810, and soon built upon. The opening of Catford Bridge station on the Mid Kent Railway in 1857 encouraged the construction of houses for the more affluent middle classes. In 1875 the Lewisham board of works built offices here, which later became the town hall, and in the 1880s parades of shops lined Catford Broadway and the parish church of St Laurence was consecrated.

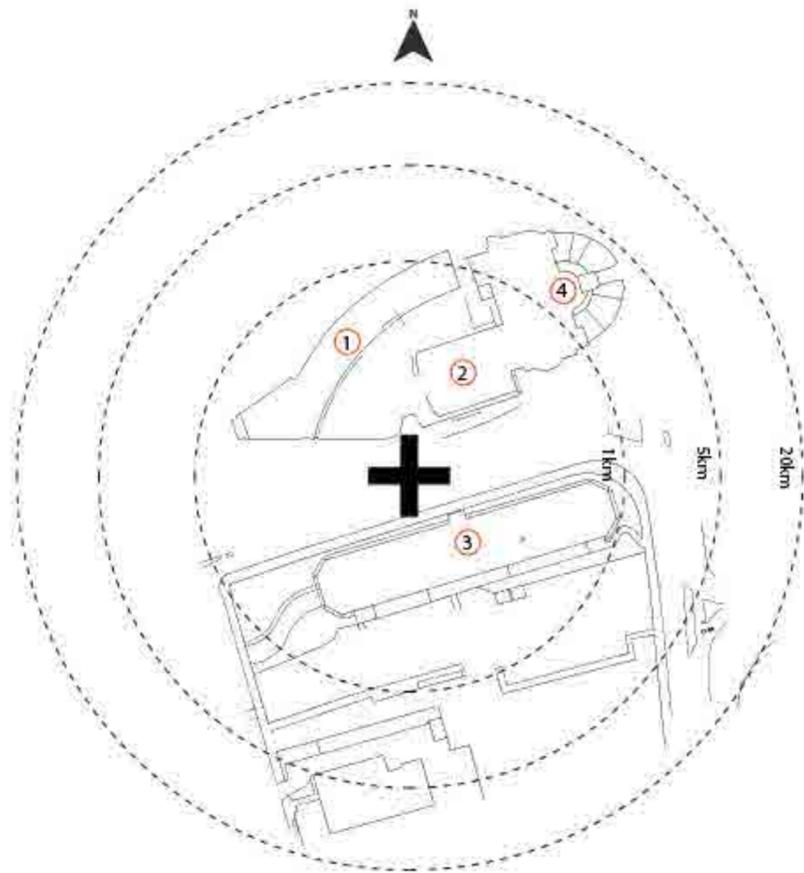
With the opening of Catford station in 1892 and the arrival of tram services, suburban development began in earnest. Landowners sold their farms and major developers built extensive estates for clerical commuters, with some light industry to the south. Between the wars, numerous places of entertainment were built, including a theatre, concert hall and greyhound stadium, together with new shops on the Broadway.

Lewisham town hall was knocked down and rebuilt in 1958 and the council radically redeveloped the town centre from the early 1960s, with blocks of flats and a shopping centre. The brutalist office tower Eros House replaced the Lewisham Hippodrome and the Gaumont cinema. St Laurence's church was demolished and replaced by the council's Laurence House, and a new church was built on Bromley Road.

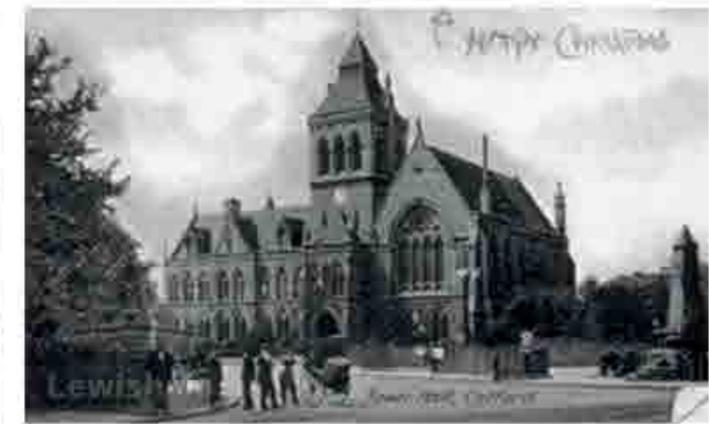
The council's area action plan has sought to improve the town centre and build its role as an "attractive, safe and animated" shopping, cultural and leisure destination – though some locals suspect that the idea of Catford ever regaining its status as a 'destination' is an over-ambitious statement of intent.



POINT OF INTEREST



Catford Civic Suite (1)



Catford Town Hall (2)



Laurence house (3)



Broadway theatre (4)

The idea is to form and create a new focus and centrality in Catford. Establishing a new networks on different scales to open up possibilities for a richer urban life for Fun Town, and for new mix of different programmes that can connect the elderly with the rest of Catford. My site location varies from different building holding different programmes that all connect. Having a large scale proposal I want to be able to have everything near each other however still take over Catford broadway by not completely starting over but being able to use what is there and create a "Fun Town".

THE COLLECTIVE MEMORIES OF CATFORD



I decided to create these black and white picture of Catford and add texture and edit it to become an old and gloomy place (based on what people percieve Catford to be) and eventually from these first edit of my poerfolio, you will be able to see how Fun Town slowly but surely starts to not take over but help Catford grow for the better, with the use of sustainable material and the economy of production of beer and fresh fruits and veg. Hopefully once Fun Town is implemented into Catford, the views of Catford will eventually be more positive.

Although I am from London, I have never been to Catford before having to go for this project. When people asked me where my site was based, when I told them that it was in Catford all the reactions were either shocked or confused as to what can be in Catford. When I told my mother she instantly thought that Catford was a rough area although the last time she went was over 20 years ago. This clearly tells me that Catford and the borough of Lewisham has a bad view on some people. The view of it being rough, messy, dirty or just still in the old days. I knew that I wanted to keep the history going however, I want other people from other parts of London to view Catford differently once Fun Town is created.

- In mid-2018, the population of the UK reached an estimated 66.4 million.
- The UK population's growth rate in mid-2017 and mid-2018, at 0.6%, was slower than any year since mid-2004.
- Long-term international migration to and from the UK has remained broadly stable since the end of 2016 and has also continued to be the main driver of the UK's population growth.
- In 50 years' time, there is projected to be an additional 8.2 million people aged 65 years and over in the UK – a population roughly the size of present-day London.
- After decades of improvement to life expectancy, the latest figures show a slowdown in improvement – life expectancy at birth remained at 79.2 years for males and 82.9 years for females in 2015 to 2017.

2012 there were estimated to be 465,500 people aged 90 and over living in England and Wales, just under 1% of the total population

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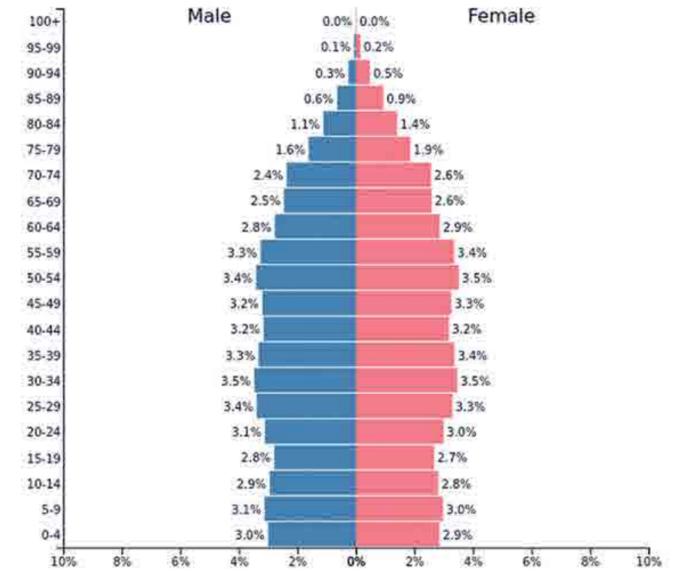
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2016 - The population aged 90 and over has grown more rapidly than most younger ages in recent years but it remains a small part of the total UK population

In 2017 there were 579,776 people aged 90 years and over living in the UK, including 14,430 centenarians.

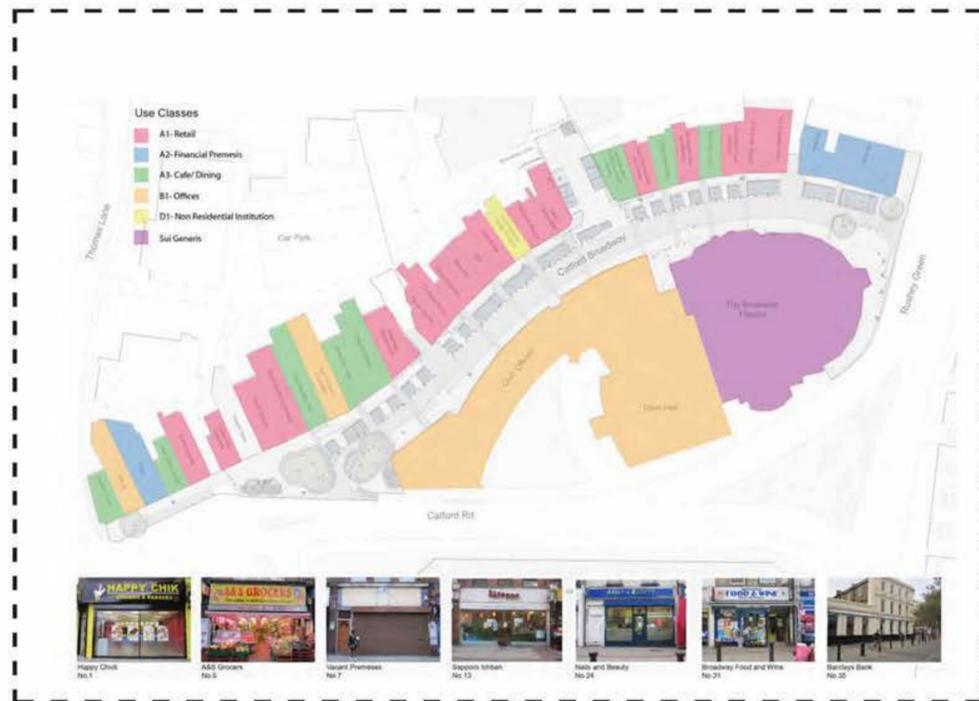
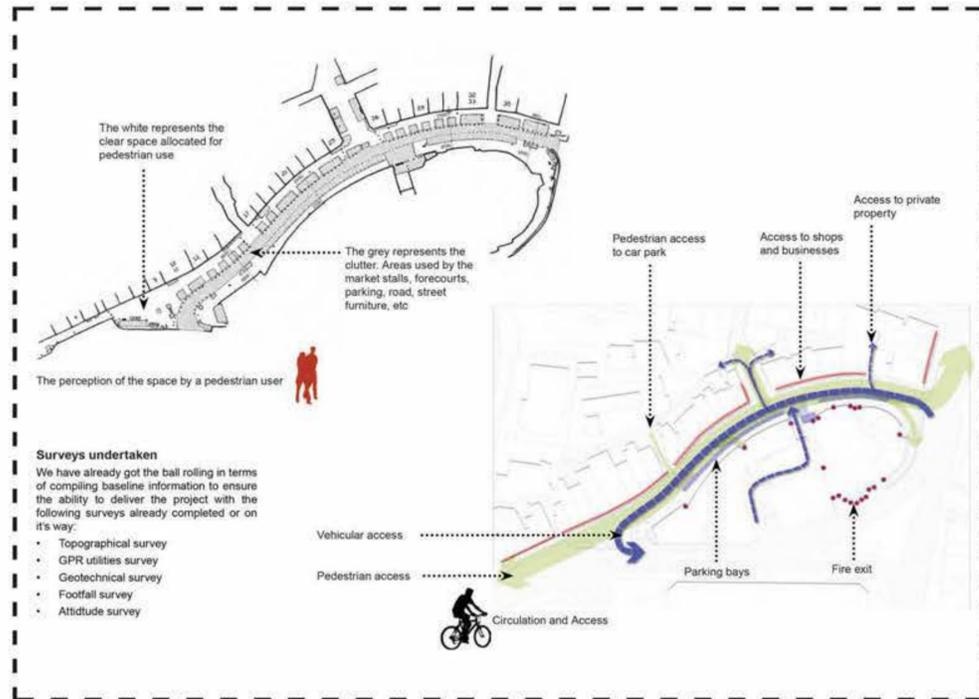
In 2018, there was an increase of 0.7% in the number of people aged 90 years and over, from 579,776 in 2017 to 584,024 in 2018.

"The United Kingdom is a good example of the Beveridge-lite systems that have historically failed to combat old-age poverty," Ebbinghaus said. "These have rather ungenerous basic pensions with means-tested supplements, and this reproduces relatively high severe poverty rates among the elderly. British basic pensions are particularly low, 16% of average earnings, and require a long contribution period. Income-tested or means-tested targeted benefits are needed to supplement basic pensions and to lift them out of severe poverty – every sixth British pensioner receives such additional benefits."



UK elderly suffer worst poverty rate in western Europe

CATFORD RESEARCH SITE LOCATION



FUN TOWN NOT OLD TOWN

The importance of Catford Broadway, which is already a key local shopping street in Catford Town Centre, is likely to be increased during the proposed redevelopment of the Catford shopping centre. This is therefore an opportunity to review how the street operates and supports local businesses and market facilities. The project will allow for any issues to be resolved to ensure that the street is functioning well and has the capacity to deliver more town centre services than currently.

For my site location I would like for my proposal to be located in the heart of Catford and the Broadway is just that. I want to be able to create a link which will be a sanctuary that will be able to connect the elderly with everyone else.

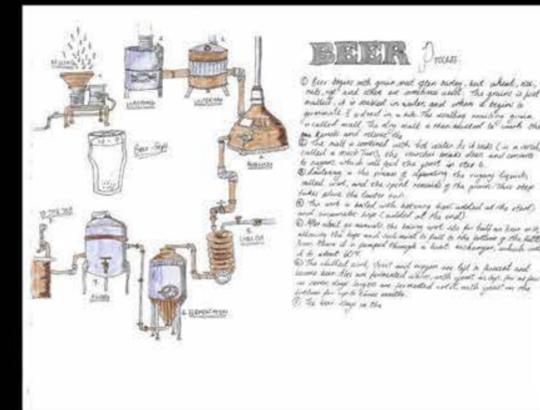
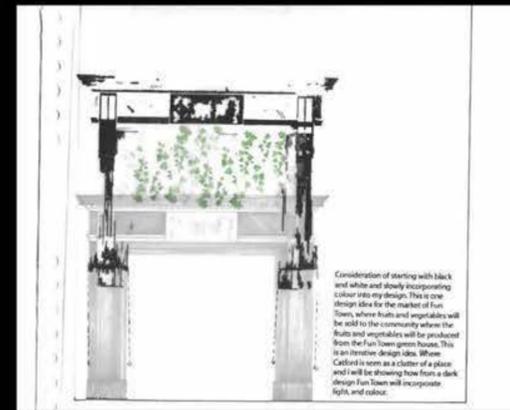
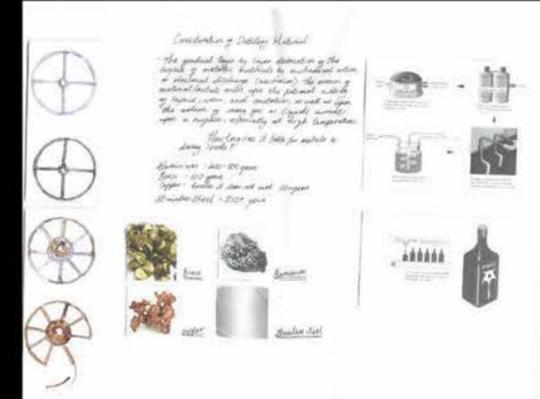
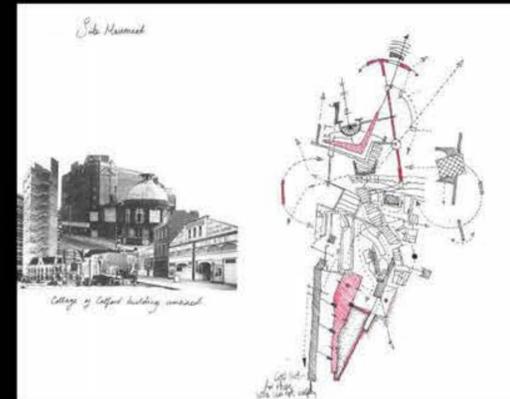
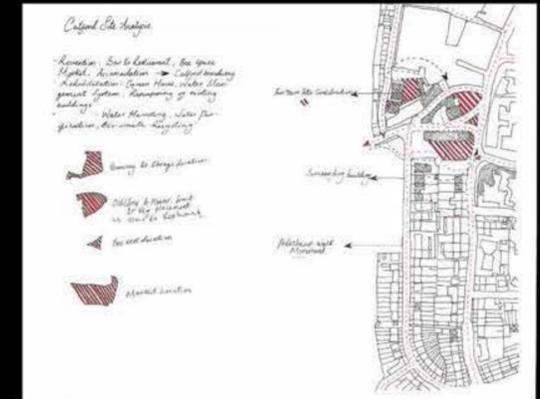
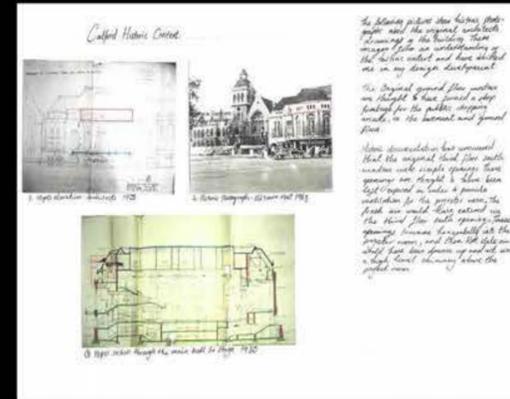
ARCHITECTURAL PORTFOLIO

Design Summary: for my first term project, I was looking at how the elderly can be integrated into society and not feel lonely. I decided to get information as to where they usually go to where they don't feel shunned from society. So I decided that I wanted to be able to create a proposal where I can have a "nursing home" however, it would not only be considered that but its own little "town" within a "town" named 'Fun Town NOT Old Town' within this they will be able to do things independently or with help for those who can not help themselves. This little town will include its own market where they can shop themselves and also run the market (and also a green house where they can produce their own fresh fruits and veg), a pub and a distillery where they can produce their own alcohol (as I've come to the conclusion that a lot of elderly love to attend pubs to socialise), There will also be housing units included for those who chose to stay at the the nursing home. The main question is how to we incorporate the elderly into society and not just place them into one area, and that will be for them to work in the local hospital where they can help people to get to their destination.

SITE LOCATION IN CATFORD

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FUN TOWN NOT OLD TOWN

SUMMARY: MOVEMENT DRAWING

This is a movement drawing of how Fun Town would eventually from stage 1 stake over to different parts of Catford gradually allowing Catford to blossom. The nature of Fun Town not Old Town would move like ivy slowly taking an old clutter town like Catford and turning it into some where the elderly can truly feel safe and no longer lonely.

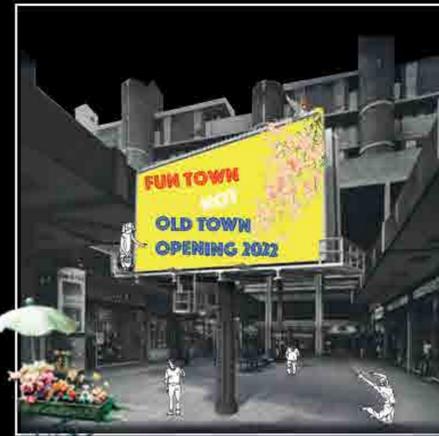
FUN TOWN NOT OLD TOWN

BRIEF 2: TIME LAPSE

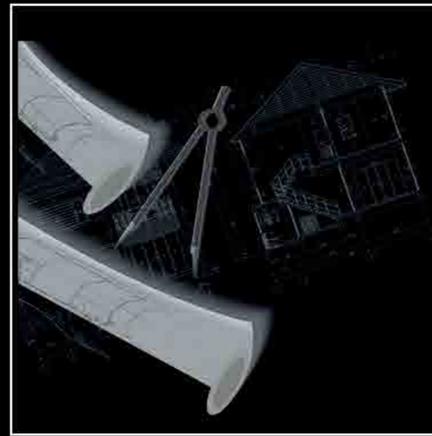
PART 2



The start of letting people of Catford know that Fun Town Not Town will be coming to Catford.



A big billboard will be placed where Catford Market is currently placed. People tend to go through the market for their grocery shopping or to go through to get to the train station. The placement is essential so that everyone knows about Fun Town.



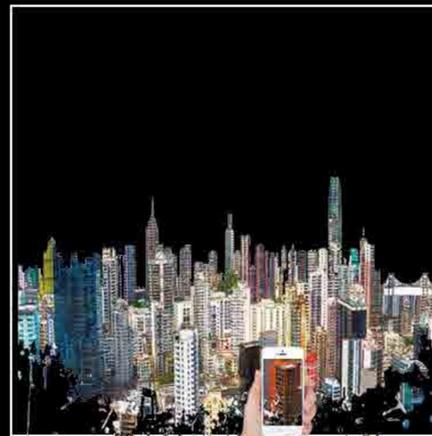
Final preparations for Fun Town, the architects will confirm the final touches before construction starts.



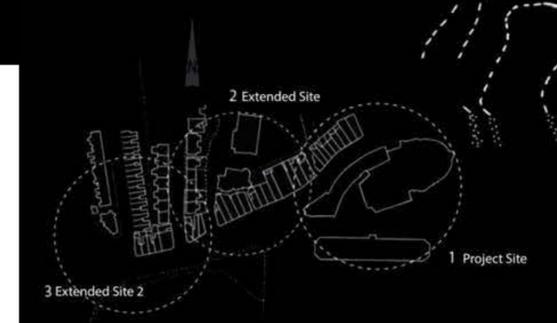
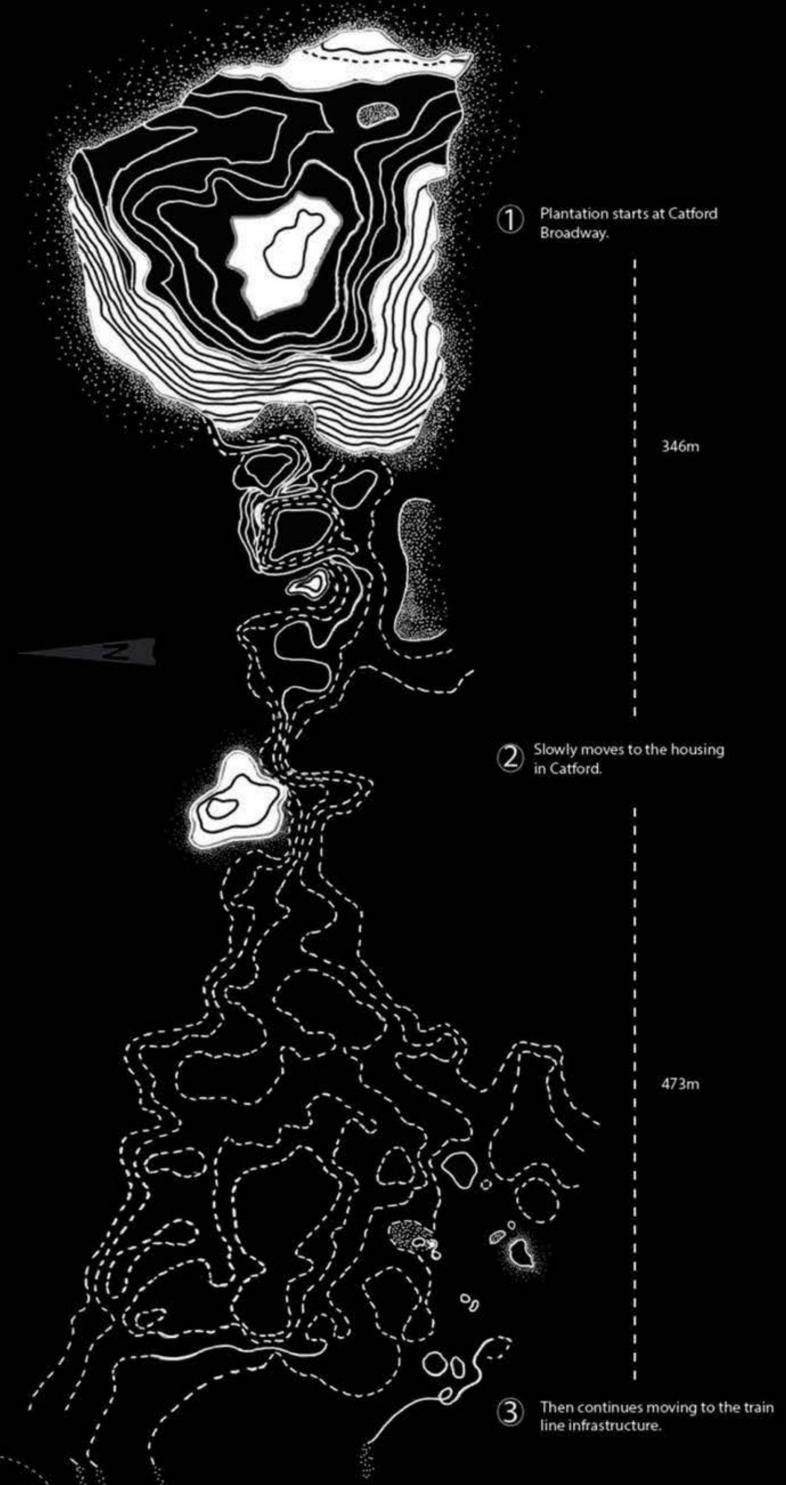
The start of Fun Town Construction.



Fun Town is finally created this town within a town is for the elderly to be able to live life fully without being disconnected from society.



Fun Town being extended to different parts of the world if Fun Town in Catford works out well.



FUN TOWN NOT OLD TOWN PLANT FARMING & DISTILLERY

FUN TOWN NOT OLD TOWN

SUMMARY: TYPES OF FLOWERS NEEDED

Being able to produce flowers for the bees and it being able to grow throughout all seasons can be extremely difficult especially when the proposal is in England where natural sunlight isn't too often. I chose to grow flowers from Chile that artificial lighting can help grow during dark times and winter time, the steam from the distillery can produce the humidity needed for an all year round growth.



Hedera Helix



Tropaeolum speciosum



Alstroemeria pulchra var. pulchra



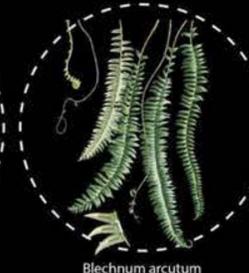
Nothofagus allestrandii



Pasithea Caerulea



Berberis rotundifolia



Blechnum arcutum



Gunnera tinctoria



Sophora cassioides



Maytenus magellanica



Corynabutilon ochensei



Elytropus chilensis



Acrisione cymosa



Iris histrio



Iris sprengeri

STAGES OF PLANT GROWTH

SEED GERMINATION

The plant's life cycle starts with germination of the seed. All you need is water, oxygen, and the right temperature for the seed to germinate. How about light? Well, most seeds are not affected by light or darkness, but some seeds will not germinate until they see sufficient light. As the right temperature is reached, and water is provided, the seed will germinate. When a dry seed uptakes water, we call it imbibition. Imbibition means to drink; seeds imbibe water.

This process is so similar to a dry sponge exposed to water. As the sponge absorbs water, it grows in size. The color of the sponge becomes more vibrant and becomes heavier. Seeds do the same.

VEGETATIVE AND GROWTH

Now that the root system can support growth, the vegetative stage begins. Plant nutrient requirements call for a large amount of nitrogen for the production of chlorophyll. Growth during this stage is primarily dedicated to stem, branch, and leaf areas.

The most substantial growth over the life cycle of the plant occurs in the vegetative stage and will continue unless hindered by a change in environment or lack of water and nutrients.

REPRODUCTIVE, FLOWERING AND FRUIT

The final stage of the plant growth is the reproductive stage. Since the objective is now to reproduce, the plant's energies are directed to the production of flowers, fruits, and seeds.

Nitrogen is no longer the main nutrient the plant needs. We now need to boost up other nutrients like phosphorus and potassium (P-K). This is all due to a slowing down of plant growth.

POLLINATION

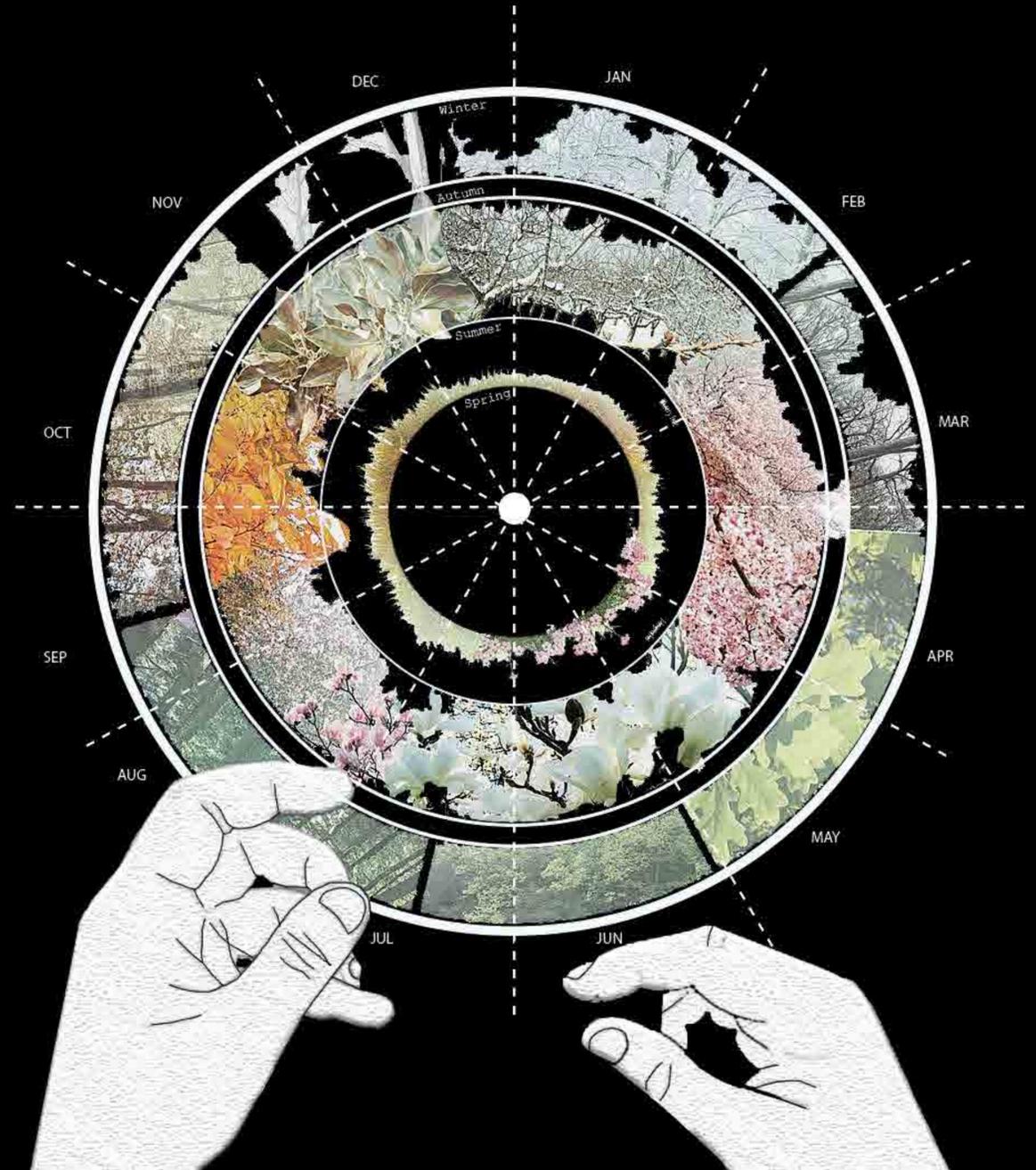
Plants are pollinated by various means like wind, water or bees and other insects. Pollination occurs when the pollen from one plant is transferred to another plant. Reproduction in flowering plants begin with pollination, the transfer of pollen from one plant to the stigma of another flower or to the stigma of another flower of the same plant.

FUN TOWN NOT OLD TOWN

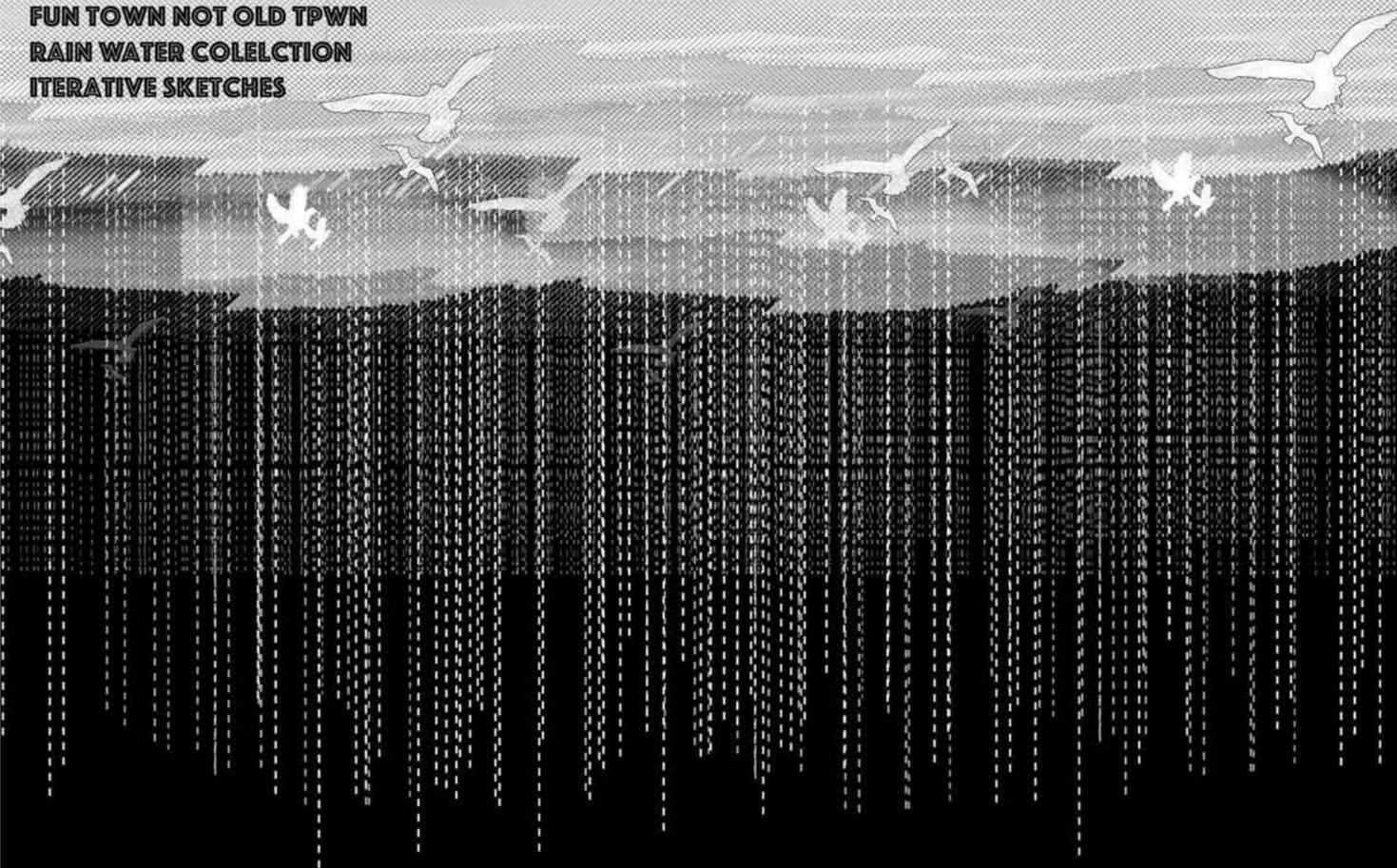
SUMMARY

A diagram showing when flowers blossom in which season and this will be one of two. The other one is of which season that fruits grow and why they grow then so that the green house inside the theatre can be full functional for all those who are involved in the growing of the fruits and veg alongside flowers.

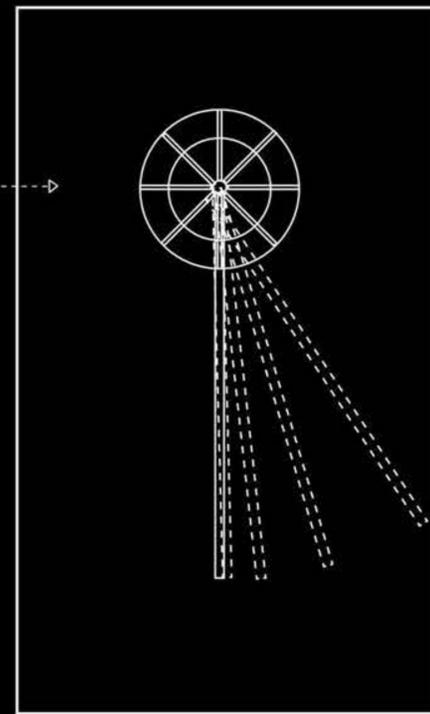
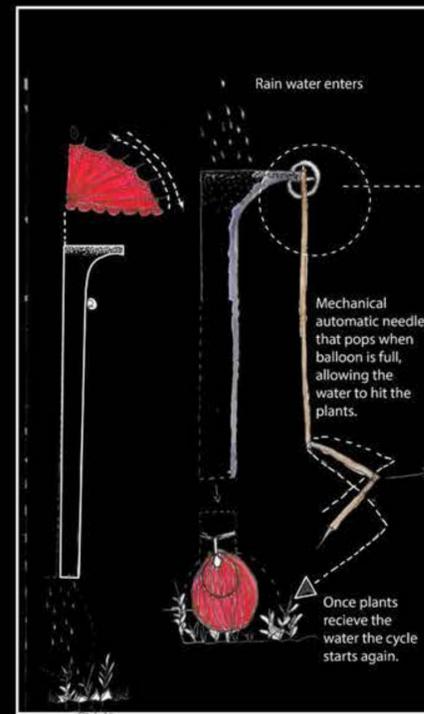
This is to have an understanding of how I can create a space that the growth of both flowers (for the creation of honey) and fruits/veg can be produced in every season. With the consideration of how artificial lighting can be incorporated to help the growth of such plants that require photosynthesis all year round.



FUN TOWN NOT OLD TPWN
 RAIN WATER COLELCTION
 ITERATIVE SKETCHES



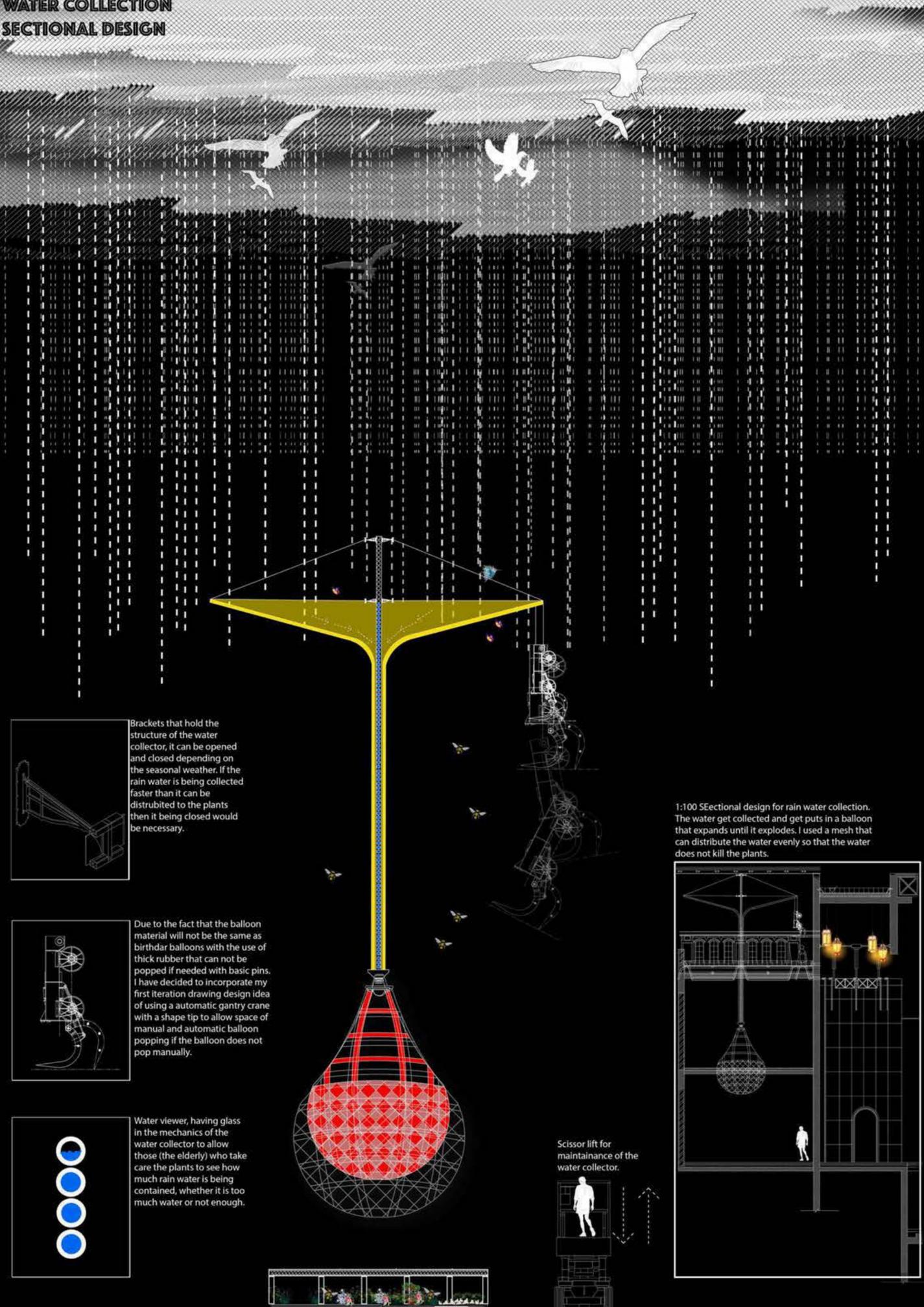
FUN TOWN NOT OLD TOWN
 WATER COLLECTOR - PLANT
 FARMING PROCESS



Sectional design idea
 - Folds up and down to allow rain and the sun to hit all vegetation. Closes if the weather is not compatible for particular vegetations. Rain can also go with the grain to water plants that need water plants that need a lot of water.
 ① If pushed up the rain water will go into the water container.
 ② The water container filters the water and then goes into thick balloons that can be popped manually or automatically.

FUN TOWN NOT OLD TOWN
WATER COLLECTION
SECTIONAL DESIGN

FUN TOWN NOT OLD TOWN
WATER COLLECTION
AXONOMETRIC DESIGN

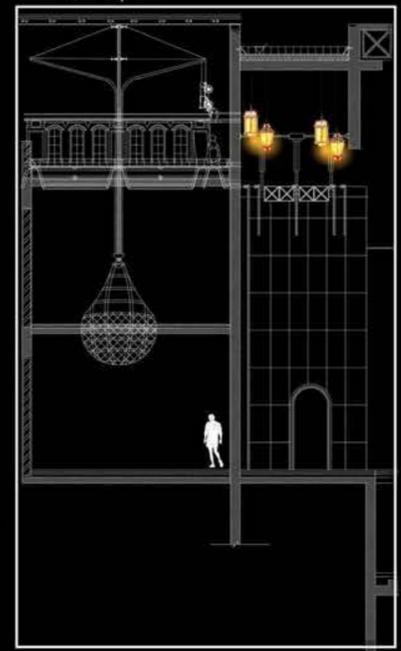


Brackets that hold the structure of the water collector, it can be opened and closed depending on the seasonal weather. If the rain water is being collected faster than it can be distributed to the plants then it being closed would be necessary.

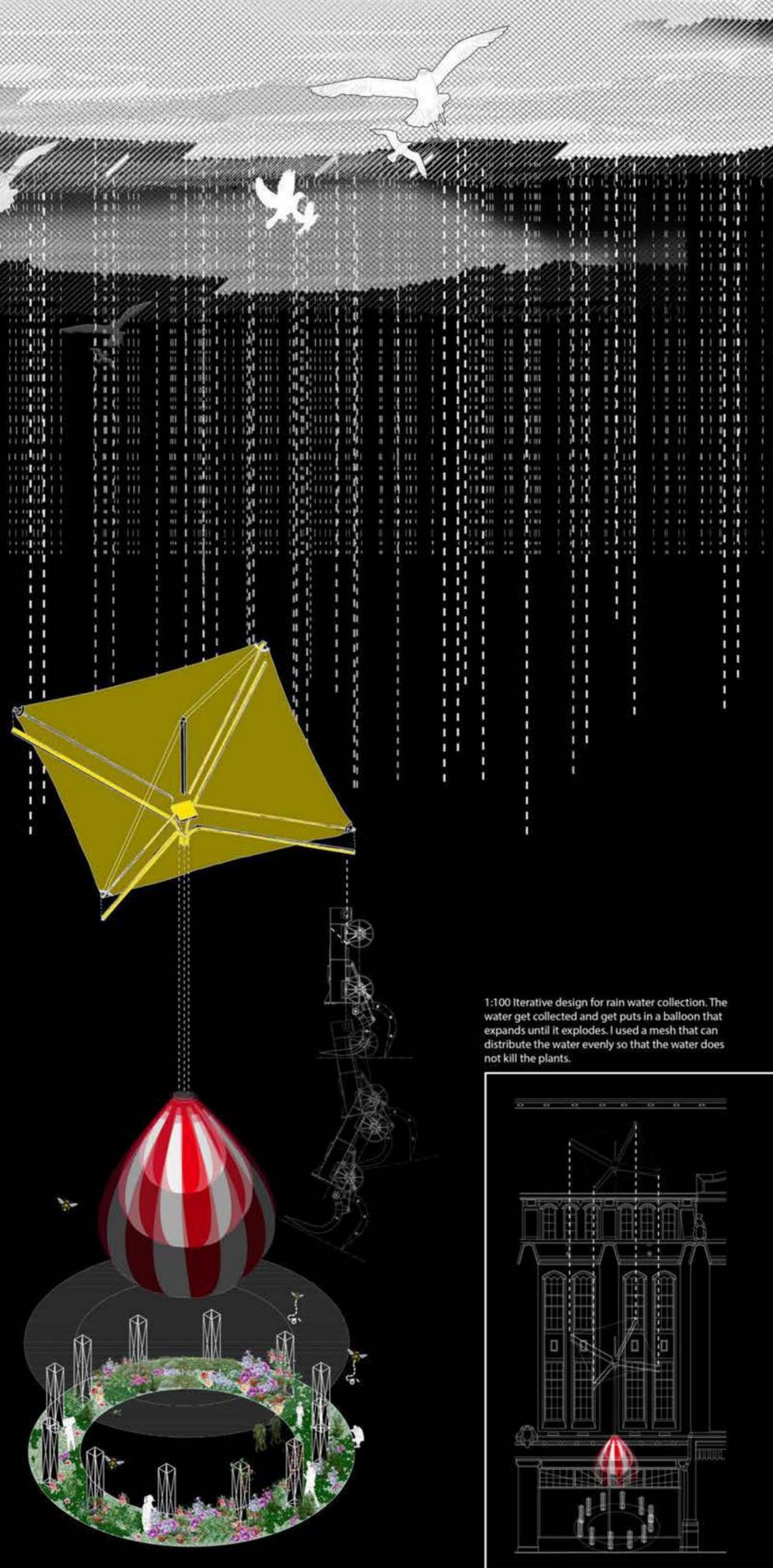
Due to the fact that the balloon material will not be the same as birthday balloons with the use of thick rubber that can not be popped if needed with basic pins. I have decided to incorporate my first iteration drawing design idea of using a automatic gantry crane with a shape tip to allow space of manual and automatic balloon popping if the balloon does not pop manually.

Water viewer, having glass in the mechanics of the water collector to allow those (the elderly) who take care the plants to see how much rain water is being contained, whether it is too much water or not enough.

1:100 Sectional design for rain water collection. The water get collected and get puts in a balloon that expands until it explodes. I used a mesh that can distribute the water evenly so that the water does not kill the plants.



Scissor lift for maintenance of the water collector.

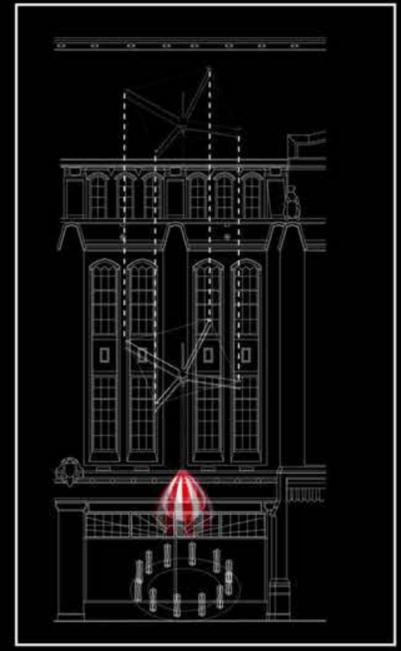


Location Mapping, of water collector placement. Broadway Theatre.

Bio-inspired net
 Net featuring cactus- inspired conical structures increase surface area available for droplet interception and help facilitate efficient droplet coalescence and movement, resulting in a greater amount of distribution.

Casting model iteration of how rain can enter the balloon.
 Although the shape of the cast did not go to plan, this gave me an understanding what needed to be changed

1:100 Iterative design for rain water collection. The water get collected and get puts in a balloon that expands until it explodes. I used a mesh that can distribute the water evenly so that the water does not kill the plants.

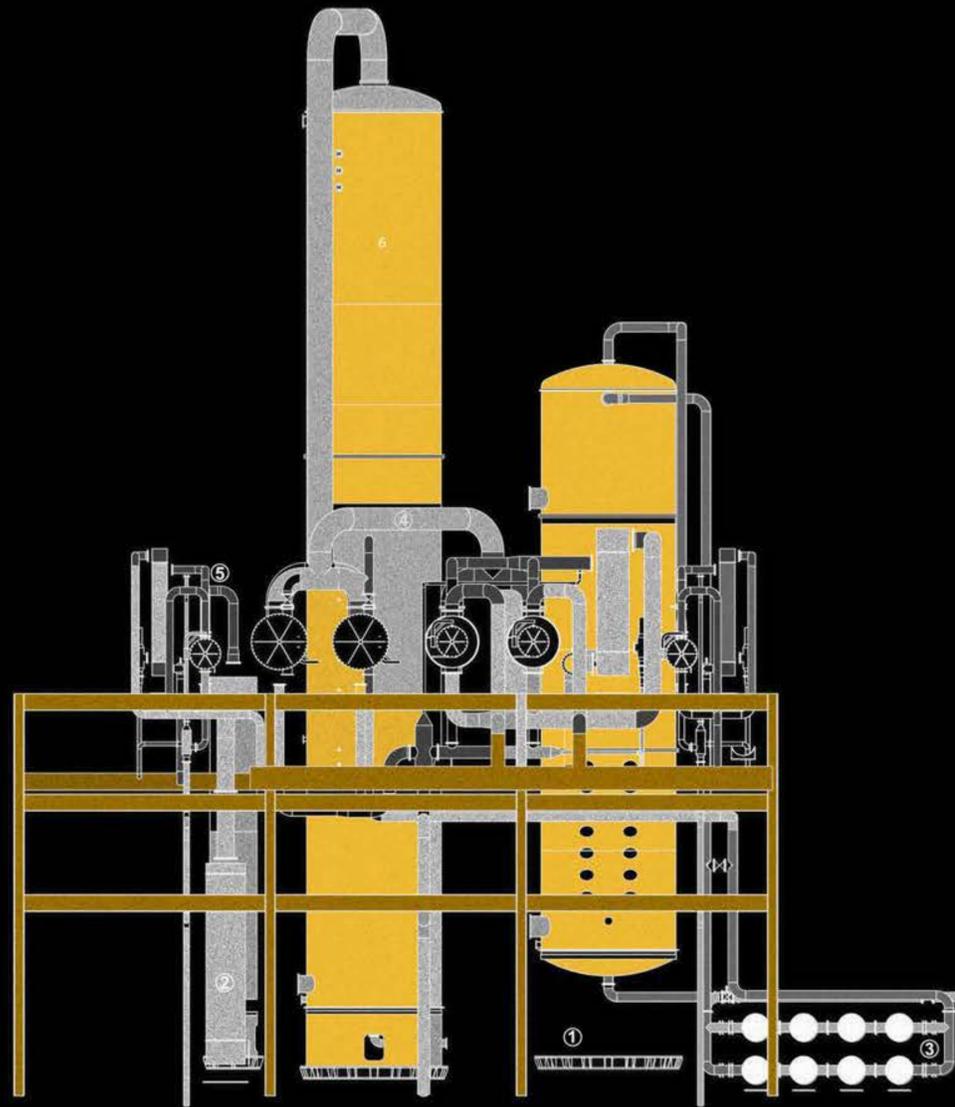


FUN TOWN NOT OLD TOWN
WATER COLLECTOR - PLANT
FARMING PROCESS



FUN NOT NOT OLD TOWN DISTILLERY

Front Elevation
NTS



① The Frementer

A distillery mixes yeast, water and sugar (or a sugar contained grain) in a frementer, aka a mash tun. After three to seven days of various fermenting, the yeast has consumed most of the sugar, turning the mash into wash (10-12 percent of alcohol by volume). A pump moves the wash into the pot of still.

② The Pot

A boiler pump steams into a jacket, or two walled metal sleeves, that surrounds the bottom of the pot. The heat builds for a half hour or so to raise the wash to its boiling points.

Ethanol boils at 173 degrees F
Water boils at 212 degrees F.

③ The Distillation Column

As blended alcohol and water vapor rises from the pot, it enters a cool copper column. Most of the vapor condenses and falls back into the pot as reflux. Flat copper condensing plates can span the column, controlling the pace of the process (and the taste of the product). The vapor with the highest alcohol content, and thus the lowest boiling point, continues to the outlet at the top of the column.

④ The Lyne Arm

Concentrated alcohol vapor enters a horizontal pipe called a lyne arm. Precise heat is key. Too hot and the vapor contains excess water; too cool and not enough vapor enters the arm.

⑤ The Condenser

Vapor in the lyne arm flows into a vertical chamber, where a pipe of cool water surrounds a pipe of alcohol vapor. As vapor cools, it condenses into liquid ethanol, which drips from the condenser into a collection vessel.

⑥ The Distillate

The first 5 percent of the run, aka the foreshots or heads, contains large amounts of congeners, or volatile chemical compounds such as acetone, aldehydes, esters, and fusel oils. Next comes the hearts, the high-proof alcohol base. Distillers mix the hearts with small quantities of heads, and the blend is diluted and aged to make spirits. With too high a percentage of congeners, the drink tastes rough; with too little, it's bland. The last bit, the tails, is a low-proof mix often set aside and redistilled later.

FUN TOWN NOT OLD TOWN

SUMMARY : Iteration 1 Not to scale

The continuation of the distillery however, now incorporating nature and adapting the green house into the same space as the distillery. Sectional model and iteration of both. Currently using a back background because of the colour use which allows for the full vision of what Fun Town's distillery and Greenhouse can become. Lighting will soon follow as both programmes need serious lighting consideration.

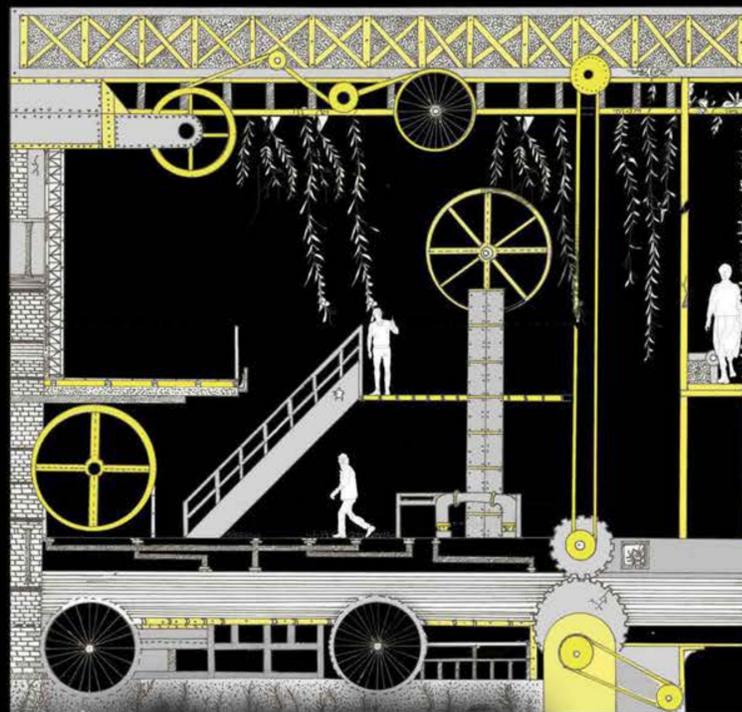
Through adaptation, the Distillery and Greenhouse recollects the former architecture of Catford Broadway, which will be placed inside the Broadway Theatre. The theatre although an historical building does not have a very large customer attendance. In a conversation with the wider context the city will be a facsimile creation of what the future could be in Catford once Fun Town is built. Whilst the structure of the theatre will not be changed the colour use and the interior will be (to create a new and fun town within what is considered a cluster and gloomy town).



Fermentation Vessel

**DISTILLERY SKETCHES
ITERATIVE 1 SKETCHES**

1:100
Hand Drawn.



These sketches were drawn before I had a full understanding of how or what a distillery should look like and what was truly needed to create a full working one. I decided to sketch my own interpretation of a distillery before doing an intensive research on it as I wanted to see what a person who's never been in a distillery nor has an understanding of one would think of before doing such research.

FUN TOWN NOT OLD TOWN

SUMMARY: Distillery iterative sectional sketch model

1:100 scaled model of all my ideas of what a distillery should look like and the movement needed to explore space and movement.

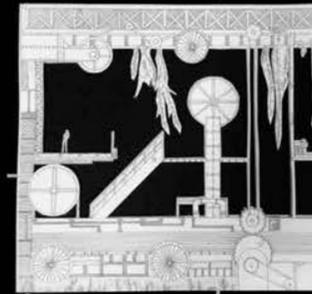
Stage 1: Large moving parts and mechanism used to move heavy goods around the space so the elderly does not have to.

Stage 2: Continuation of extra moving parts connected to the structure.

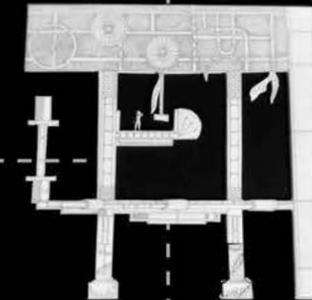
Stage 3: Both stage 1 and 2 being placed as an overlay.

Stage 4: Stage 3 design of an existing distillery that explores the creation of whiskey and brandy.

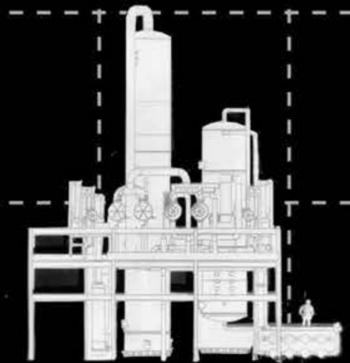
Stage 5: All ideas being placed together to create depth.



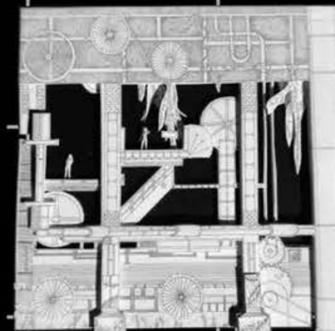
Stage 1



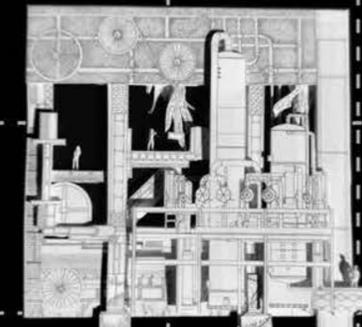
Stage 2



stage 3



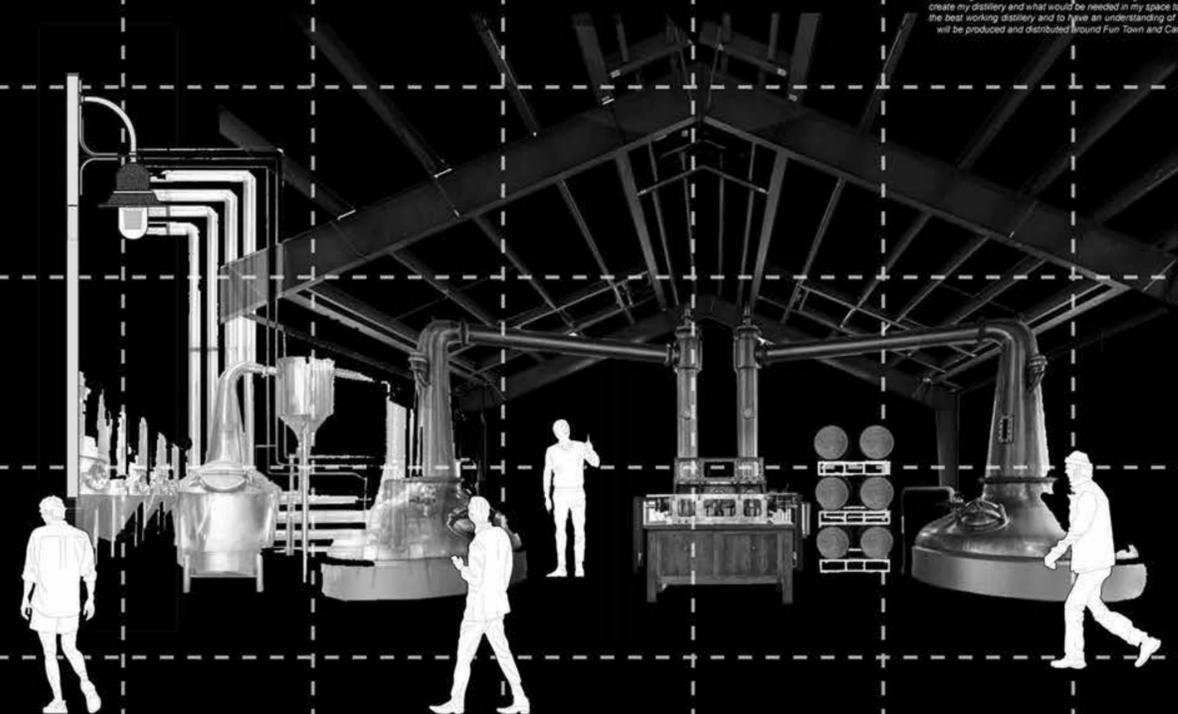
stage 1 & 2 combined



stage 1, 2 and 3 combined

**FUN TOWN
DISTILLERY COLLAGE**

This collage is created to have all understanding of how I could create my distillery and what would be needed in my space to have the best working distillery and to have an understanding of how it will be produced and distributed around Fun Town and Catted.



FUN TOWN NOT OLD TOWN HONEY FARMING

FUN TOWN NOT OLD TOWN

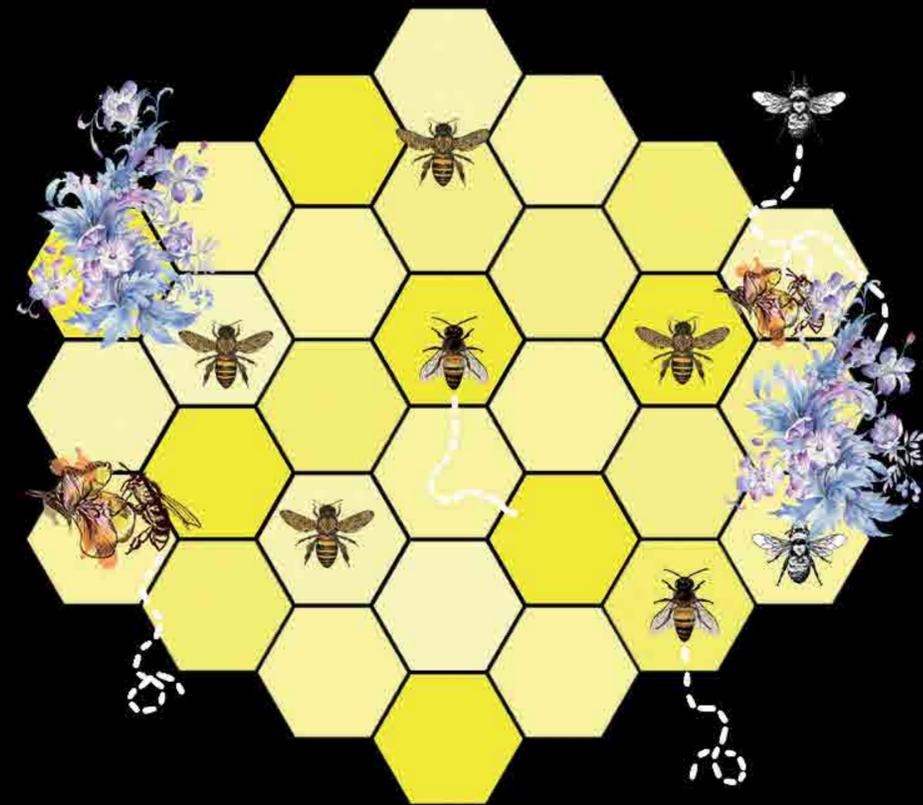
SUMMARY: BEE POPULATION STUDY

Have you ever wondered how a tiny little insect like a bee could ever fill a jar of honey? If it were just down to one bee it would be a mighty task but the work is shared by many thousands of bees and is a great example of what can be achieved by a co-ordinated effort. Think of it in terms of humans creating something like a pyramid.

A jar of honey weighs 454 grammes and a bee can carry about 0.04 grammes of nectar. But nectar is only about 40% sugar and honey needs to be about 80% sugar so the bee actually only carries about 0.02 grammes of honey on each trip.

Now how many bees would we need to fill a jar of honey? The answer is $454/0.02$ grammes which equals 22,700 trips are required to fill a single jar of honey.

This sounds impressive enough but of course a colony of bees doesn't just make one jar of honey. Over the year the queen will produce between 100,000 and 200,000 bees that will each spend between 10 and 20 days collecting nectar. At its most productive a single colony of bees could theoretically produce around 800 kg of honey, that's almost a tonne! The reason that beehives aren't the size of warehouses to accommodate all this honey is that it is being continually used up by the bees as fuel, primarily to keep the brood warm. So at any given time there may only be between 10 and 20 kg of honey in the hive.



1 Drone Bee (Introverted, Limited visits outside hive) - Bound to hive to serve as a reproductive partner to Queen Bee. Freedom to move through hive, evolutionary gym and the training ground to carry out duties and pay conjugal visits to the queens private quarters.

2 Worker Bee (Extroverted, Regular expeditions outside hive) - Access restricted to the evolutionary gym and main hive to carry out honey production. This bee experiences maximum exposure to the Red/Infrared networks and should be monitored closely.

3 Queen Bee (Introverted, Selfish, will not travel far from hive) - In each hive module resides a single queen who births the population of the hive. She is free to roam where she desires. She will restrict access to unwanted guests, namely worker bees within her extended quarters - the training ground.

4 Undifferentiated Juvenile Bee - Access limited to the training ground.

FUN TOWN NOT OLD TOWN

SUMMARY : BEE & POLLEN COLLECTION

Diagram highlighting the immediate surrounding of the site and its location With the districts of Catford.

This map is the consideration of how the creation of honey and the movement of bees will link to Fun Town and its placement, using Catford Broadway's unused areas for the production of honey.

+ 51.4452°N 0.0207°W



HONEY PRODUCTION.



One who keeps bees, specifically one who cares for and raises bees for commercial or agricultural purposes. Also called beekeeper.



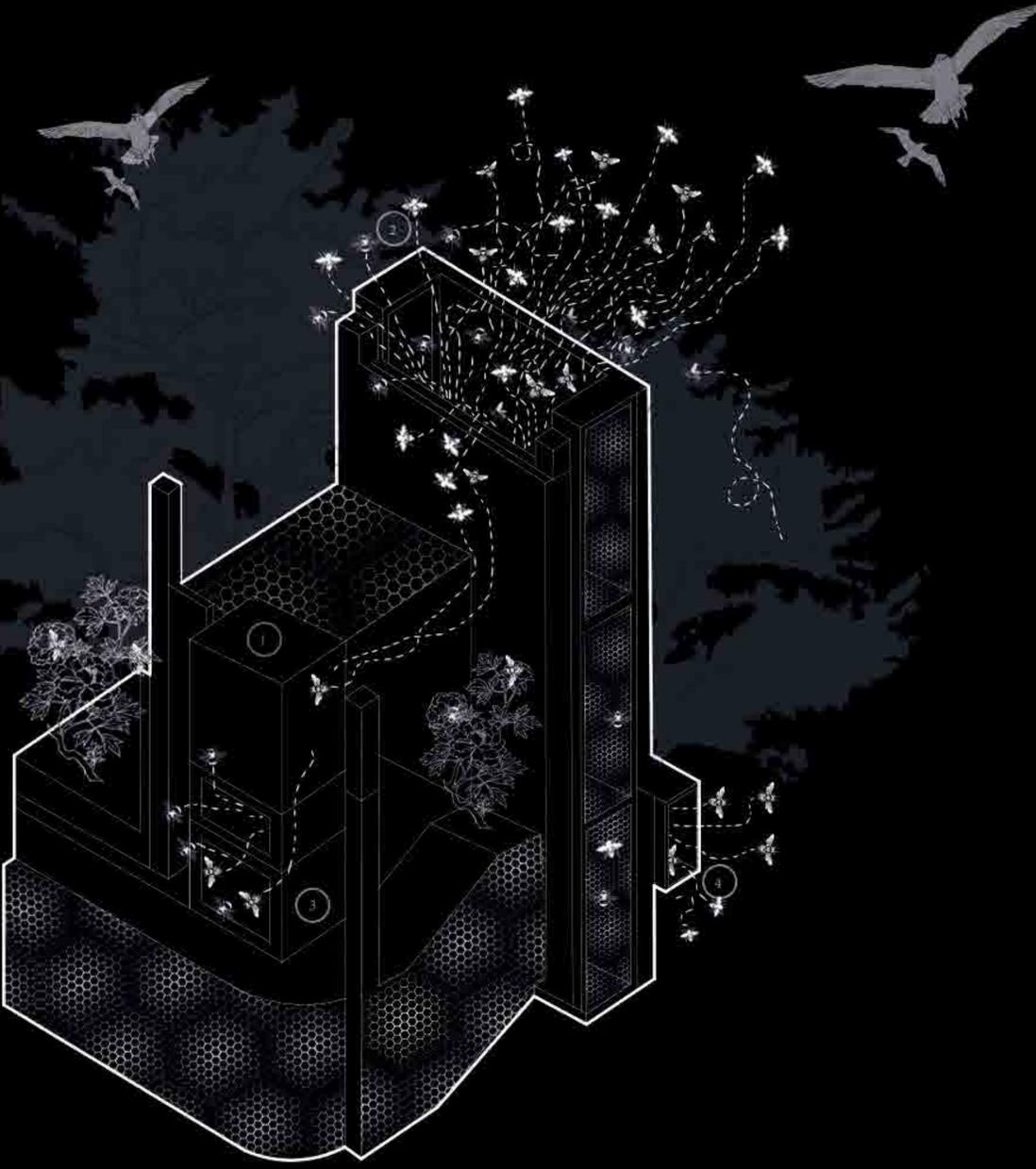
- Step 1**
Foraging worker bees fly from their hive (sometimes miles away) to gather nectar from flowers and other blooming
- Step 2**
Once enough nectar is collected, the bees bring it back to the hive.
- Step 3**
The nectar is chewed up and deposited into honeycomb wax cells. The honey is still wet and not the familiar consistency.
- Step 4**
Light the smoker. Use dry branches, hay or newspaper. The smoke dulls the bees' receptors, and prevents them from releasing the alarm odor, a volatile pheromone. The smoke also makes bees gorge on honey, which further pacifies them!
- Step 5**
Using the hive tool, lift the hive lid and blow some smoke in the hive. Open lid slowly. The honey should be ready for scrape extraction.
- Step 6**
This is a manual spinner for honey, but can now be done automatically with machines.
- Step 7**
After spinning the honey, production into jugs and distribution is ready!

FUN TOWN NOT OLD TOWN

SUMMARY: A PLACE FOR THE BEES.

Designs for where the beehive is located so that the beekeeper can collect the honeycomb from ready to be turned into honey and sold to Fun Town Not Old Town's market. There will be three entrances/exits for the bees. The Facade will be of the honey comb design so that people have an understanding of what it is.

Scale: Not to scale.



Location: Catford Broadway Road.

Broadway Theatre

Laurence house

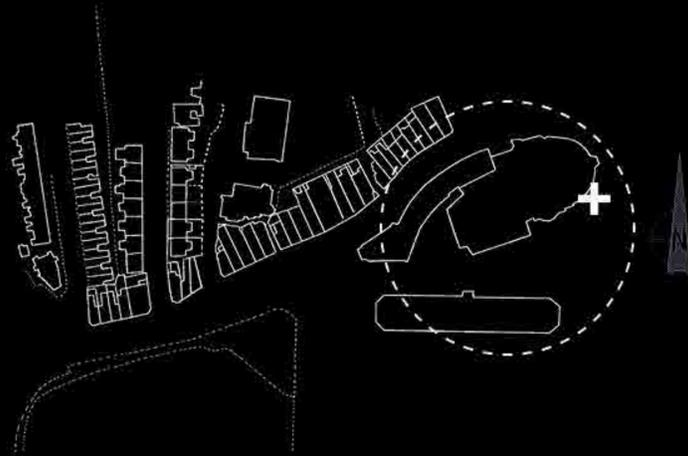
- 1** Location of where the queen bee will be, so that she can reproduce more bees. To produce more than 1500 eggs a day! If the other bees are not out collecting nectar for the hive they will be in hive paying attention to the queen, tending to her every need.
- 2** Entrance for bees to enter the space.
- 3** Exit
The bees will have two exits for them to collect pollen from different areas that have flowers. this exit is the south exit.
- 4** Exit
The bees will have two exits for them to collect pollen from different areas that have flowers. this exit is the east exit.

FUN TOWN NOT OLD TOWN

SUMMARY: FUN TOWN MARKET COLLAGE

To be able to create a "Fun Town" I decided that the town will need programs that can create money and produce their own food and essentials. I decided that a market that will have bright colours can be incorporated. The outside will have food stands and also green spaces that will link with the other programs.

I did research other markets around England and I decided that Camden Market was the closest of market to what I wanted my proposal market to look like and function the same way or similar, where there is fresh produced sold by the people of Fun Town.

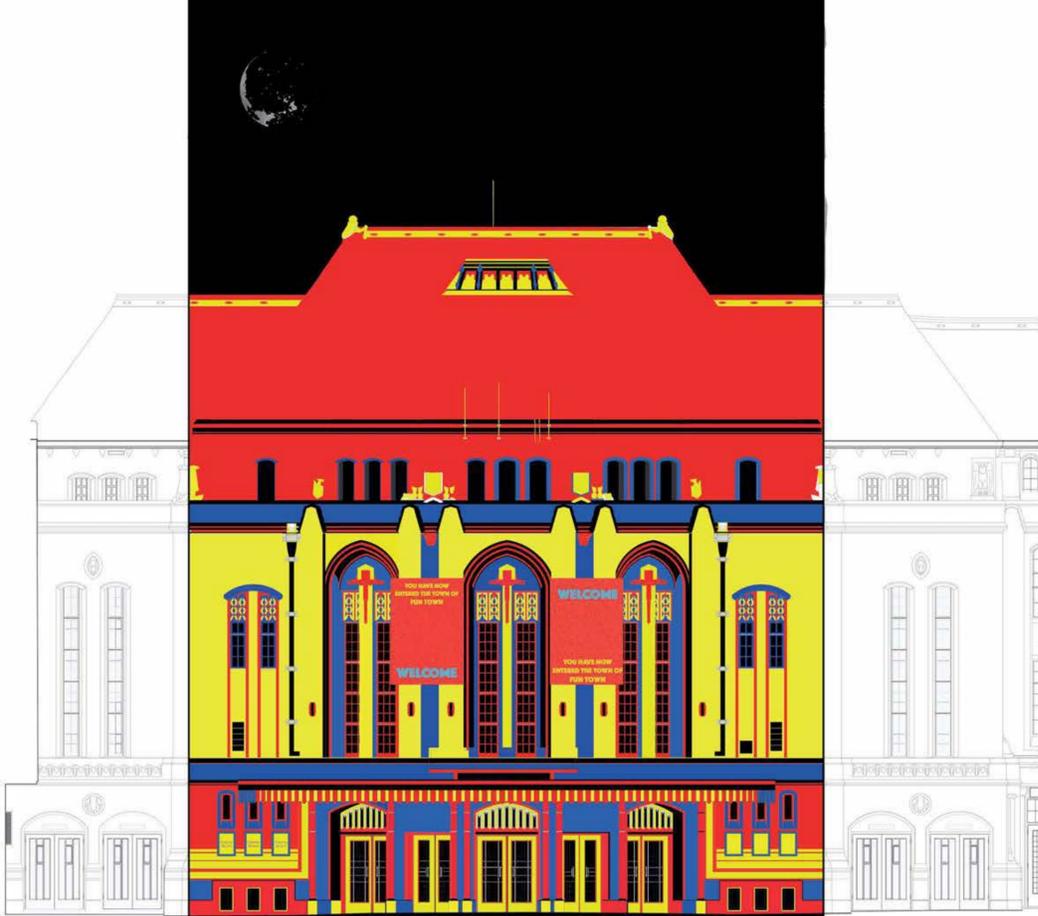


CAMDEN MARKET



FUN TOWN NOT OLD TOWN DESIGN ITERATION 1

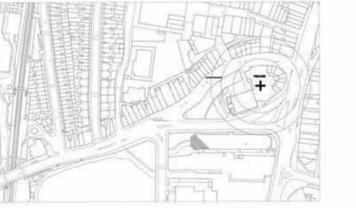
Exploring having the distillery and plant farming inside Catford's Boradway Theatre. The reason I decided to chose the theatre is because its in the centre of Catford and the only place I considered "Fun". Exploring a building of such magnititude and allowing the moving of Gantry's to create a space that can work for the elderly was my priority.



CHANGING THE FACADE OF CATFORD BROADWAY THEATRE

This elevation is of Catford Broadway theatre, this building is one of the only buildings in my proposal site that I won't be changing the structure nor the activity it currently has due to it being a historical building and also because the elderly do enjoy attending theatres. However, in my personal opinion I believe that Catford is very gloomy and dark and because I am only working in a small site compared to the whole of Catford, which will be my site in Catford Broadway "Fun Town NOT Old Town" will not be gloomy and dark I need my little town inside of a rather larger town to stand out and because the theatre is in the centre of the town and the first building people will see while entering Fun Town, I have decided to change the facade of it to start a proposal of where Fun Town will be placed.

Elevation 1:100



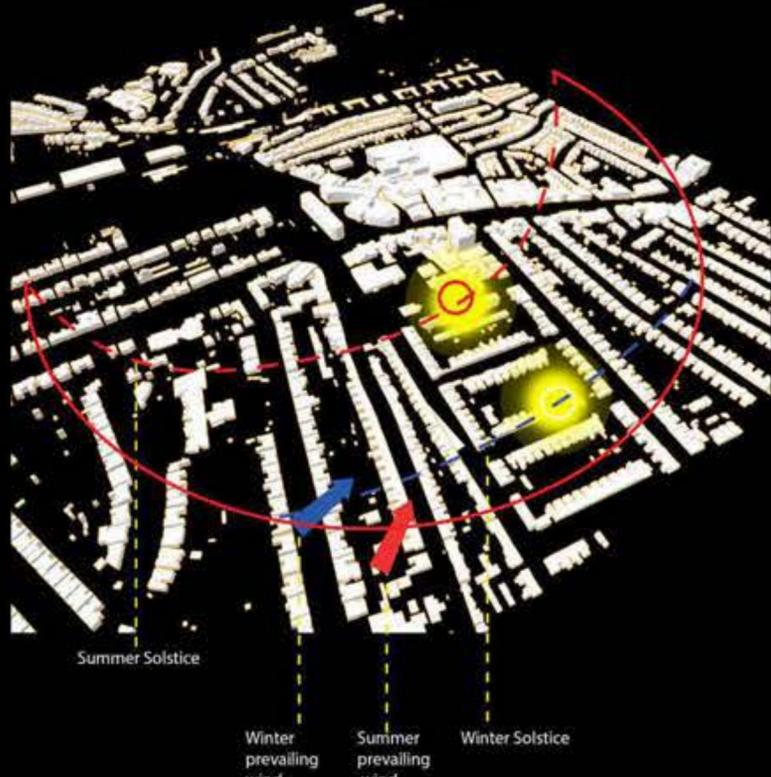
1:50 scaled section of first iterative design for Fun Town Distillery.
 The idea is to create a void that can incorporate different spaces for different programs that are all placed in one large space. This is placed inside the Catford Broadway Theatre.
 Location might be changed.



PROJECT BRIEF:

The site is located on the east side ring of Catford, which is one of the most important conjunctions in this area. It acts as a regional transportation hub, commercial centre, local food centre, local health centre and local government centre. All those functions are separated apart and in a disordered condition due to the lack of responsive planning approach. Meanwhile, the importance of this conjunction is not fully used by the residents. My proposal uses the space to create a sanctuary where the elderly and others can connect and create a link for everyone (especially the elderly) can feel a union and not feel lonely. This new space is oriented with the similar form as the local culture symbol and it will reconnect daily needs in a coherent manner. With the help of sensors and real-time updates, this conjunction can deliver a convenience living condition for the elderly, a space for celebration of local culture, AGE and give a chance to all ages to connect.

A sequential project to the "Urban Field Lab" that would be build on ornamental slabs and structural components have been created. A landmark dedicated to evoking the sacred essence, power and characteristics of the site in the 'Deep South' (Catford). This sanctuary will be placed in the heart of South East London, it will be a place where the elderly will feel invited and embraced. They will be able to escape from everyday struggles and walk in to appreciate the energy, materiality, geology and history that is embedded in their town. I will be analysing the relationship between 'man' and 'nature' which I would consider a blur in question, and how we as a humanity can essentially blur its boundary. The elderly will be able to do activities such as grow their own plants, produce their own beers and wiskey and meet other people who they can talk to.



SITE ELEVATION:



PROJECT THESIS: TIME LAPSE

Because Fun town is all about gradually taking over Catford, a time lapse of how it is possible is needed. The time lapse underneath explains from the billboards going up to construction and slowly figure 2 (map over the amount of space that Fun Town will eventually take over)

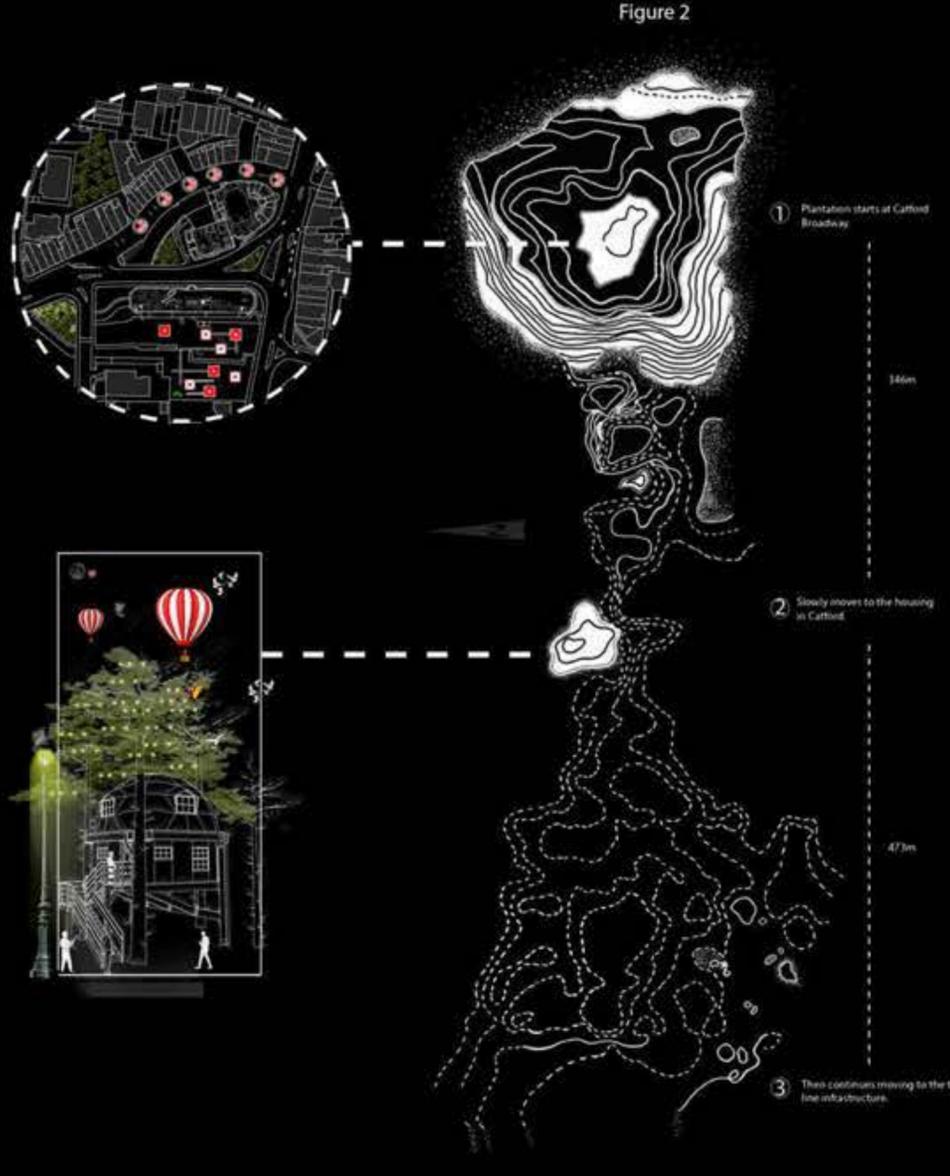


MASTERPLAN OF FUN TOWN: SITE AND PROGRAMS

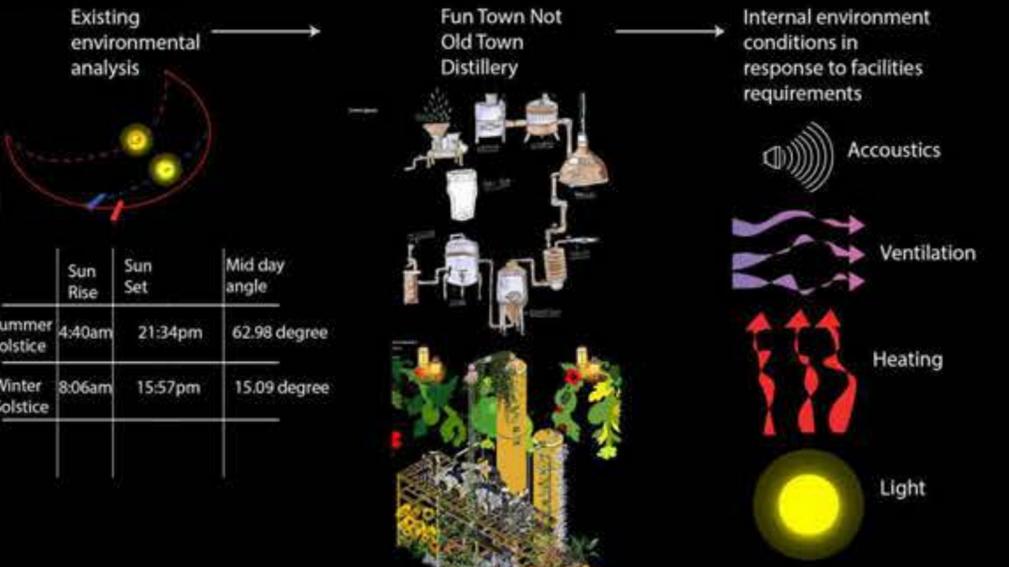


MOVEMENT DIAGRAM:

This is a movement diagram of how Fun Town would eventually from stage 1 take over to different parts of Catford and gradually allowing Catford to Blossom. The nature of Fun Town not Old Town will move like ivy slowly taking an old and clutter town like Catford and turning it into somewhere the elderly can truly feel safe and no longer lonely.



TECHNOLOGY FOCUS:



FUN TOWN NOT OLD TOWN - CONSTRUCTION SYSTEMS AND MATERIALS

DISTILLERY AND PLANT GROWTH

CONSTRUCTION DETAIL:

FUN TOWN DESIGN:

Canopy for prevention of too much sun or rain if the roof layer of ETFE is opened. It can be pulled up or down depending on weather.

Distillery, the production of distilled spirits.

Distillery ventilator/Pagoda. Multi-tiered, structure that can be ascended and descended.

Vertical farming system which operates on rotating track system to ensure plants has the adequate and consistent amount of direct sunlight which will be coming in from the south.

Consideration of how the plants can get watered. This is a manual and automatic system. The balloon pops every morning between 6am - 10 am allowing only 50 percent of the total volume of water. The water will be collected from rain water and be released for the plants. It can also be filled manually with water if hotter weathers or the climate changes.

GROUND CONSTRUCTION:

The steel beam interfaces with the concrete by means of a base plate; this is vital, as the heaviness of the steel pillar needs to disperse over a zone sufficiently wide to guarantee stresses in the solid are not surpass. They will likewise bolster the overwhelming materials on the gantry crane.

Support for brick flooring

Crushed Brick

Levelling Resin.

Continuation shelf angle to create frame that ground brick can

Corrugated metal decking to increase stiffness and be able to withstand the weight of the bricks and the compressing of the brick during construction.

ROOF CONSTRUCTION:

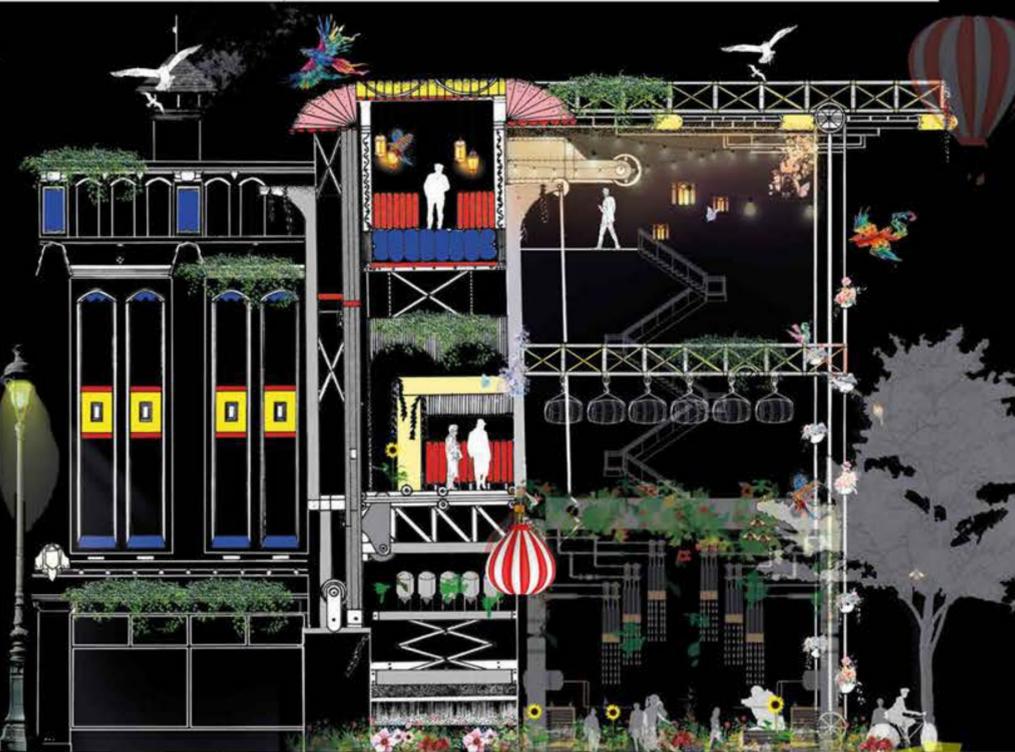
Gantry cranes will be placed in the roof to allow heavy good to be moved around the facility with no need of manual labour for the elderly. The gantry crane will allow for horizontal and vertical movements.

Windows: keeping the same windows of the original building.

Timber panel

Double glazed unit in casement window to have toughened glass to inner pane. Low iron glass to both panes - to match depth of double glazed unit windows.

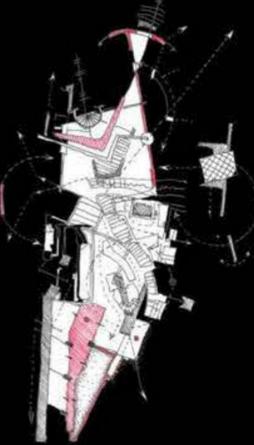
Timber cross section and timber panel.



FUN TOWN NOT OLD TOWN - STRUCTURE

STRUCTURE:

The existing structure is a concrete structure, the strategy is to peel away portions of the structure and add to the existing structure. The new structure will be added and begin to inhabit the frame of Catford Broadway theatre with a new steel structure, where the heavy materials have enough support without collapsing.



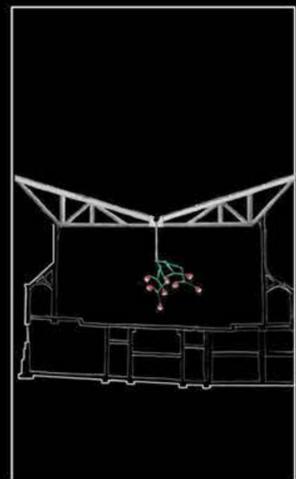
Structure of whole site movement, seeing the movement of how the machinery can run smoothly. This strategy works because the purpose of Fun Town is for it to be running itself as the elderly will not be able to operate heavy machinery.

WATER COLLECTOR ROOF STRUCTURE:



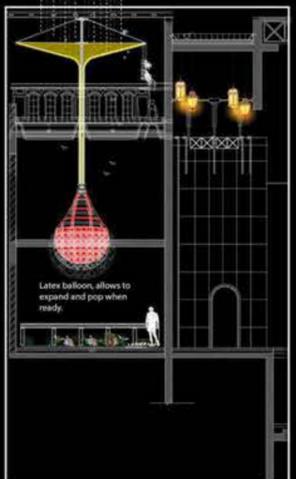
Strategy 1, this sketch is of my first iterative idea of how water could be collected. Rain water being collected from a large bronze container that will release the water onto the plants and flowers.

The reason I did not chose this idea, is because the process would not be fun enough and the whole idea of Fun Town is that the building is able to run itself.



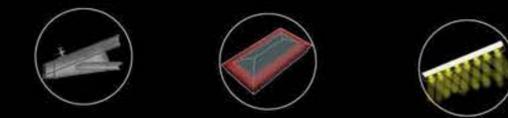
Strategy 2, this sketch is of the second iterative idea of changing the structure of the roof. The roof sketch is of a slanted roof that will allow the water to enter the building and then be distributed to the plants.

The reason I chose not to use this idea is because of the fact of the changing of the roof would essentially mean changing the structure of the building itself, and I did not want to tamper with the facade of the listed 2 building.



Chosen structure of the water collector was to have the water collector come out of the roof and essentially be apart of the roof structure. The ETFE membrane and the latex of the water collector will not rust like metals allowing long longevity to the water process of Fun Town. It is a fun process that work automatically and manually which is the whole purpose of Fun Town.

ROOF STRUCTURE: Original Ideas, that have changed.



At first I wanted to keep the structure and work around it without adding any extra support, however I came to the conclusion that it would not work as the extra machinery that will need to be supported by the structure will be too heavy and the current structure was not design nor build for the purpose of Fun Town.

My original design proposal to allow more natural light to enter the building was for the use of sky lights, however I decided to change this strategy due to the heavy use of glass that the current structure of the theatre would not be able to hold, although I'll be adding more steel beams the use of light weight materials and structure is more efficient for the space.

T5 HO fluorescent tubes

My first strategy was to use T5 HO fluorescent tubes to allow the continuation of the farming process. However, I came to the conclusion that this would not work. The tubes have not got enough power to truly help the process of growing plants, although they do have some positive aspects such as:

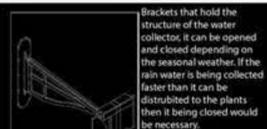
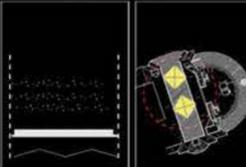
- They give off comparatively little heat making them safe to place close to plants
- They are generally economical to run, but not as energy efficient as LED (Light Emitting Diodes) lighting
- The best option would be to use L.E.D Lights alongside ceiling light reflectors.

MATERIAL SOURCE: LOCATION

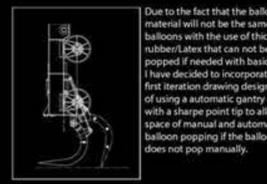
Steel supplier. The steel frame will be made from recycled steel purchased from local suppliers.

Recycling site	Distance from Fun Town
South East Steel Fabrications	1 Mile
I S & G Steel Stockholders Ltd	2.7 Mile
EMR Wandsworth	7.5 Mile
EMR Canning Town	8.2 Mile
EMR Croydon	8.7 Mile
EMR Willesden	14 mile
WC Evans & Sons Ltd	14 Mile

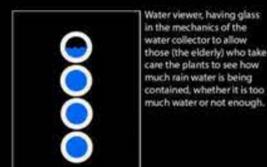
Exterior pavement
100mm concrete
100mm hard core



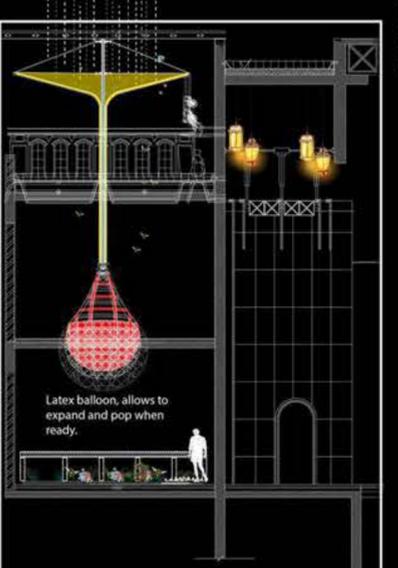
Brackets that hold the structure of the water collector. It can be opened and closed depending on the seasonal weather. If the rain water is being collected faster than it can be distributed to the plants then it being closed would be necessary.



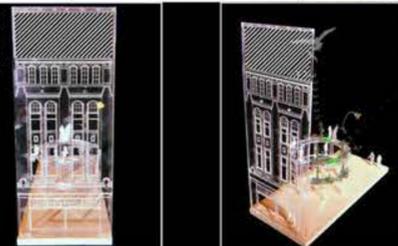
Due to the fact that the balloon material will not be the same as balloons with the use of thick rubber latex that can not be popped if needed with basic pins I have decided to incorporate my first iteration drawing design idea of using a automatic gantry crane with a sharp point tip to allow space of manual and automatic balloon popping if the balloon does not pop manually.



Water views, having glass in the mechanics of the water collector to allow those (the elderly) who take care the plants to see how much rain water is being contained, whether it is too much water or not enough.



Latex balloon, allows to expand and pop when ready.



1:100 Iterative model of diagram proposal. Analysing space and the consideration of ETFE placement. Due to the shape of the roof not being flat. The material will take over the roof to allow extra sunlight, yet the light material will mean that it will not affect the structure of the building.

SITE ACCESS: The main entrance of the Broadway Theatre will be the only and main access for those who chose to visit the site.



ROOF: Addition of sky lights to allow more natural light in for the plants.



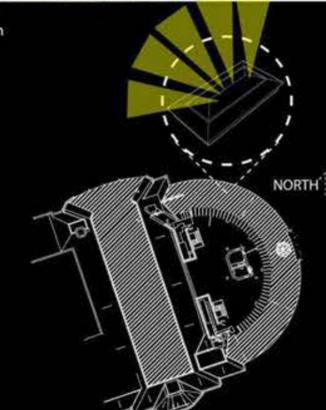
Views across roof facing north-west.



Views across roof facing south-west.



Views across roof facing east.



Placement needed for ETFE membrane to allow enough natural light for the plants.

A steel structure was picked for a few reasons far beyond different materials.

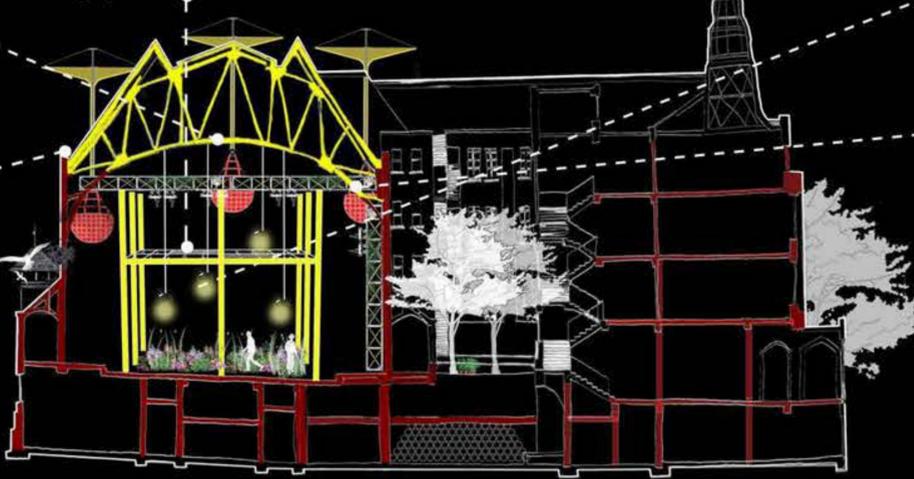
A steel frame is generally light weight and can traverse long separations without help, not at all like timber which requires increasingly standard backings, or adequately thicker pillar, for example, stick lam bar which will have an all the more impressive impact on the structure. Because of the steel being lightweight this implies less broad establishments are required for a proportional strengthened solid edge. This lessens the carbon impression and cost of the work, because of less concrete being poured into the ground.

Ethylene tetrafluoroethylene (ETFE) is a fluorine-based plastic. It was intended to have high erosion obstruction and resistance (which is important due to the fact that the water collector will be placed on top of the roof structure) and quality over a wide temperature range. ETFE has a generally high dissolving temperature, phenomenal substance, electrical and high-vitality radiation obstruction properties. At the point when consumed, ETFE discharges hydrofluoric corrosive.

Additional steel beam will be put in place for support of the gantry cranes alongside to support the structure of the building as currently it is not strong enough to support the heavy materials that will be placed in the gantry crane.



Essential steel structure takes all the weight of the structure moving it to the ground development utilising a progression of columns



LED lights are currently utilised the anterooms and outer open zones. LED lights are more proficient than the ordinary lights as they have longer life expectancies, discharge less warmth, use less heat (watts) per unit of light created (lumens) at last diminishes greenhouse harming gas emissions outflows. Additionally another brilliant lighting control framework utilising development sensors and surrounding lighting controls to use regular sunshine. Consideration of the lights being placed within the structure of the roof with different heigh levels depending of the height of the plants, this would mean calculating the weight of all the lights and how it would hold with the structure.

Utilising an unenclosed steel structure, completely adjusted by voyaging gantry cranes the structure contained a 'unit of parts': pre-created dividers, that could be moved and amassed by the cranes. Allowing for heavy materials to be transported to different areas of the building so the elderly that are working there do not have to do heavy lifting.

FUN TOWN NOT OLD TOWN

SUMMARY: Long Section detail sketches.

Long sections program details.

Long section scale - 1:50
Placement Catford Broadway Theatre,

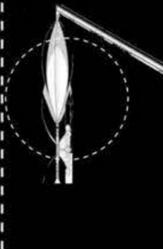
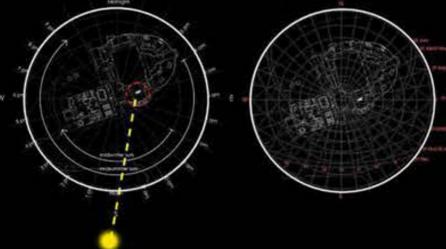
FUN TOWN NOT OLD TOWN - ENVIRONMENTAL

LIGHTING

Natural light through ETFE Membrane roof which will allow enough natural light to enter the distillery and farming space. This will have a three layer placement which will not only allow enough light but also shade in necessary areas.

Natural light will be the most important attribute to the farming process.

Because the farming process will be an all season growing, artificial lighting will be needed, the reason for this is because englands weather can fluctuate drastically, and LED lighting will be essential to keeping the growth going.



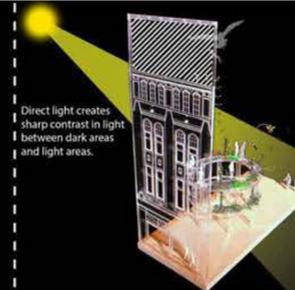
With the use of ETFE Membrane Light can likewise be controlled for nearby atmospheres by applying nontransmittable examples (e.g. dabs) during the assembling procedure. With dull spots engraved on the translucent plastic light beams are diverted. These application examples can be utilised related to layering — utilising photograph sensors and PC programs, the area of the "dabs" can be deliberately moved by controlling the air between layers, by "extending or listing". The lights will be for the farming process during night time and seasonal changes. ETFE will be the most effective material to use for lighting both natural and also artificial once implemented into the design.



The use of LED lights for seasonal changes, indoor growing and night time.

POSITIVES: Almost every plant producer who prescribes utilising LEDs for developing plants will discuss the effectiveness of such a lighting framework. LEDs are in certainty way more proficient than HID lights, which means lower utility expenses for Fun Town.

LEDs run altogether cooler than HID bulbs. Shrouded frameworks can turn out to be incredibly hot, putting crops in danger of warmth harm, and can even become fire perils when they're utilised in little spaces. LEDs offer something other than improved proficiency and cooler temperatures. You'll additionally get more develop hours out of your LEDs — significantly more. Driven develop lights ordinarily keep going for 50,000 hours or more, though HID bulbs by and large last 10,000 to 18,000 hours, contingent upon the particular sort of bulb. With regards to life span, there's actually no opposition.



Direct light creates sharp contrast in light between dark areas and light areas.

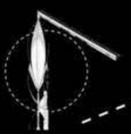
VENTILATION

Due to the fact that the farming and distillery are in the same space, having different ways of heating and ventilating this space is crucial to allow the plants to grow healthy and to allow the distillery to function without over heating from too much sun light.



Introducing a Ducting System in a Unique Listed Building Situated in the basement cellar of the theatre, the refinery's ventilation channels must be adjusted to fit the unique design of the theatre and distillery.

For the inventory air on one side of the basement cellar, the utilisation of a megaduct framework, intended for use in limited spaces. This rectangular ducting is simpler to hide than round ducting, which was significant as a result of the low roofs in the entranceway. The opposite side of the structure has a banded divider, which implied the utilisation of spiral ducting for extraction is significant. This is totally round and fitted all the more effectively into the state of the divider.



The utilisation of ETFE membrane is on the grounds that I needed to make a rooftop structure that can permit a proficient measure of light into the structure for the plant farm. The thought of skylights was my first, be that as it may, having glass on the roof would mean rethinking the structure of the building more than utilising light weight steel. In this way I figured the best system is to use ETFE film which offers comparable light transmission as glass however with just 1% of the weight.

ETFE foil is an imaginative design membrane. It's an exceptionally translucent texture — up to 95% — that is very down to earth for a wide scope of building applications.



Although the reason the Pagoda was chosen for my design was purposely for the aesthetics for fun town, however they really fill a need. They are intended to improve the progression of smoke out of the whisky refinery from the flames and are also a form of ventilation, which will be integrated with the structure of Fun Town's distillery.

Reasons proper ventilation is important.

- In order to create alcohol, carbohydrates like starch and sugar must be converted through fermentation. During this process, yeast eats carbohydrates and creates carbon dioxide—an odourless, colourless and toxic gas.

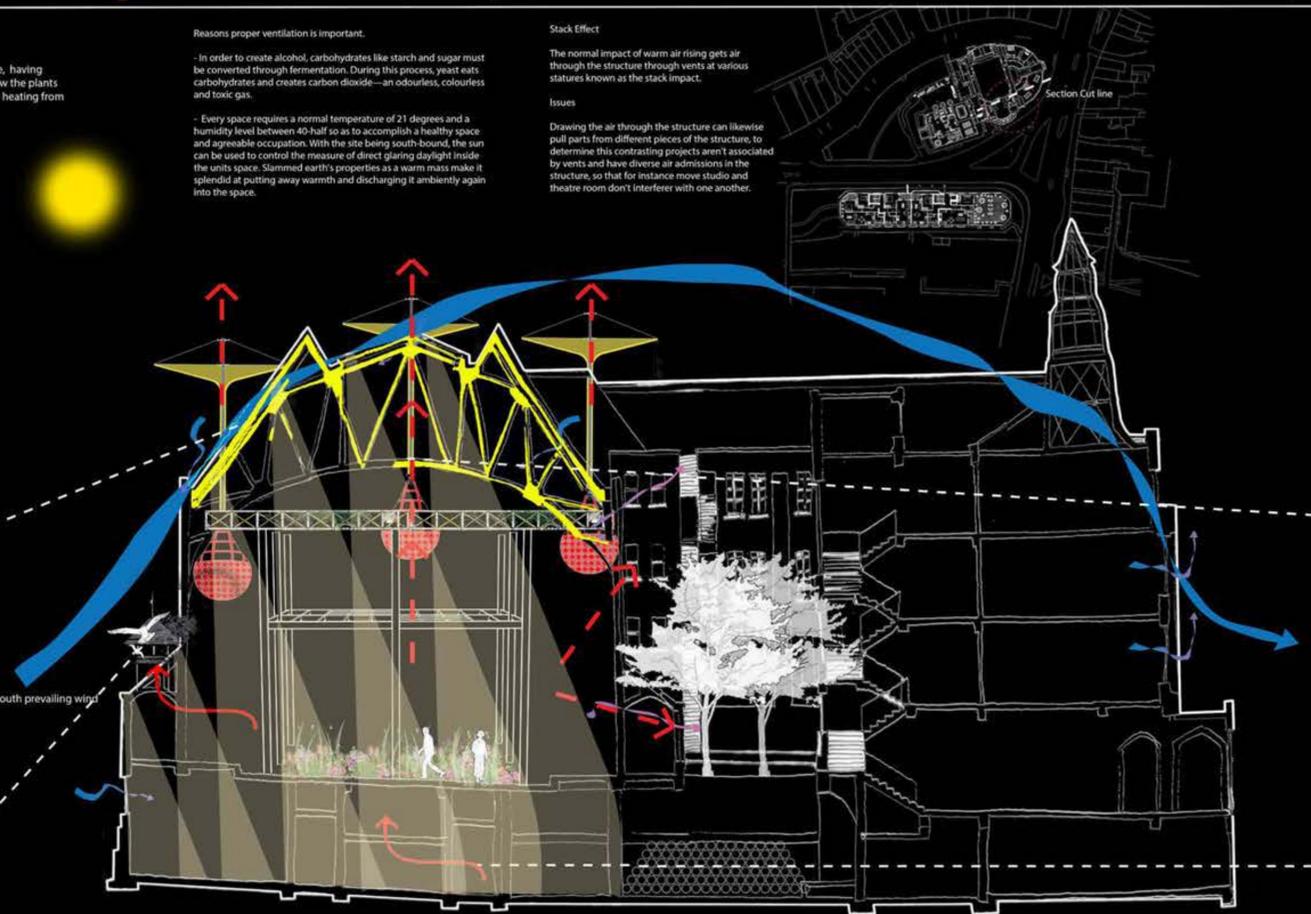
- Every space requires a normal temperature of 21 degrees and a humidity level between 40 half so as to accomplish a healthy space and agreeable occupation. With the site being south-bound, the sun can be used to control the measure of direct glaring daylight inside the units space. Slammed earth's properties as a warm mass make it splendid at putting away warmth and discharging it ambly into the space.

Stack Effect

The normal impact of warm air rising gets air through the structure through vents at various statures known as the stack impact.

Issues

Drawing the air through the structure can likewise pull parts from different pieces of the structure, to determine this contrasting projects aren't associated by vents and have diverse air admissions in the structure, so that for instance movie studio and theatre room don't interfere with one another.



During various parts of the day, and certain seasons, the space can turnout to be hot. Particularly the south windows which in the mid year warmth with no ventilation could get unbearable. One choice is to introduce skylights that will naturally ventilate the space alongside allow enough light for the farming of plants. It would likewise be useful and ventilation required would rely upon the kind of day and climate condition.

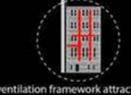
Issues

Skylights can be heavy on the roof structure and the use of glass can have negative effects on the weight if the roof structure if the weight is not supported. I have decided to go with another route where the layering and shading can be monitored.



Cross ventilation and Benuli Principle

The southwest prevailing breeze hits the structure causing a high weight as an afterthought it hits. The breeze flowing over the structure has less impediments thus can move quicker, this causes a low weight zone on the top of the structure. The distinction in pressure between where the air enters the structure and leaves the structure makes a suction from the high strain to the lower.



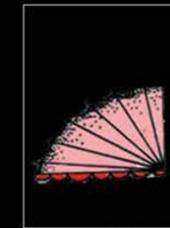
This ventilation framework attracts air at low level from a channel recessed into the ground jumping the south side of the structure. This untreated air is then isolated into two, with half ducted toward the north side of the structure through huge solid pipes developed underneath the procedure corridor. Banks of fans drive this natural air into the refining lobby at low level to assist cool with dividing and to weaken the ethanol fume present.



Distillery ventilator/Pagoda. Multi-tiered, structure that can be ascended and decended.



Distillery, the production of distilled spirits.



Canopy for preventions of too much sun or rain if the roof is opened. It can be pulled up or down depending on the weather



Consideration of how the plants can get watered. This is a manual and automatic system. The baloon pops every morning between 6am - 10 am allowing only 50 percent of the total volume of water. The water will be collected from rain water and be released for the plants. It can also be filled manually with water if hotter weathers or the climate changes.



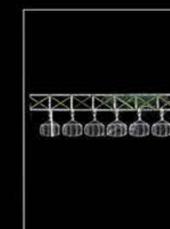
Vertical farming system which operates on rotating track system to ensure plants has the adequate and consistent amount of direct sunlight which will be coming in from the south.



Bar placement consideration for section one.



Market outside Broadway Theatre.



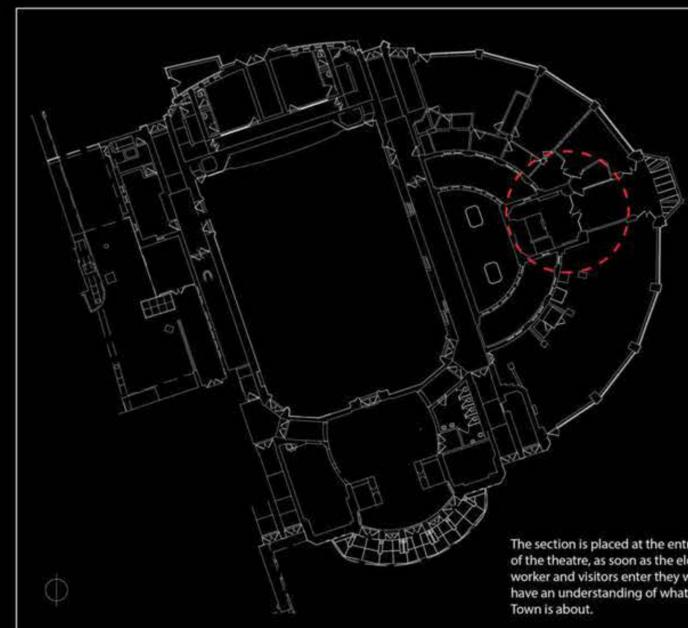
Vertical system that carries heavy goods, such as barrels.



Top elevator view from overall view of Fun Town's Distillery

Horizontal lift for a better view of the Distillery and flowers.

Vertical lift, for heavy goods.



The section is placed at the entrance of the theatre, as soon as the elderly, worker and visitors enter they will have an understanding of what Fun Town is about.

FUN TOWN NOT OLD TOWN

SUMMARY: 1:100 Scaled model
 1:100 model of a small section of the theatre, consideration of where the water collector can be placed. I decided that a south facing model and placement would be the most ideal placement as the plants need enough sun light and the water collector needs to be placed where the plants are placed.

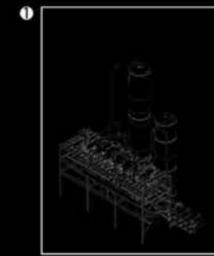


FUN TOWN NOT OLD TOWN

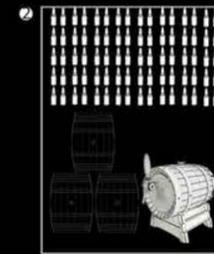
SUMMARY: MOVEMENT DRAWING / COLLAGE - UNDERSTANDING SPACE

Understanding the space of my distillery and the inclusion of nature (flowers, trees, fruits and veg) is important to have an overall view of the final design. This Diagram shows the movement of peoples around the site and outside and also the consideration of my programs placement. Including bees and butterflies to the space.

Diagram not to Scale



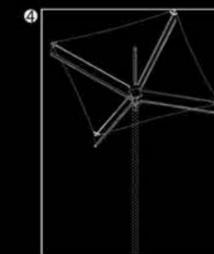
1 Consideration of distillery placement intertwining with the growing of plants.



2 Distillery items placement consideration. Working within an already existing site that isn't design for a distillery is difficult and having to consider placement of goods is important for easy access to them.



3 The trees that are in the diagram will be placed on the outside where the greenery can be viewed from the inside and outside.



4 Rain water collector to distribute to the trees outside and flowers in side the building and space.



5 Visitor movement within site. Location: Catford Broadway Theatre.



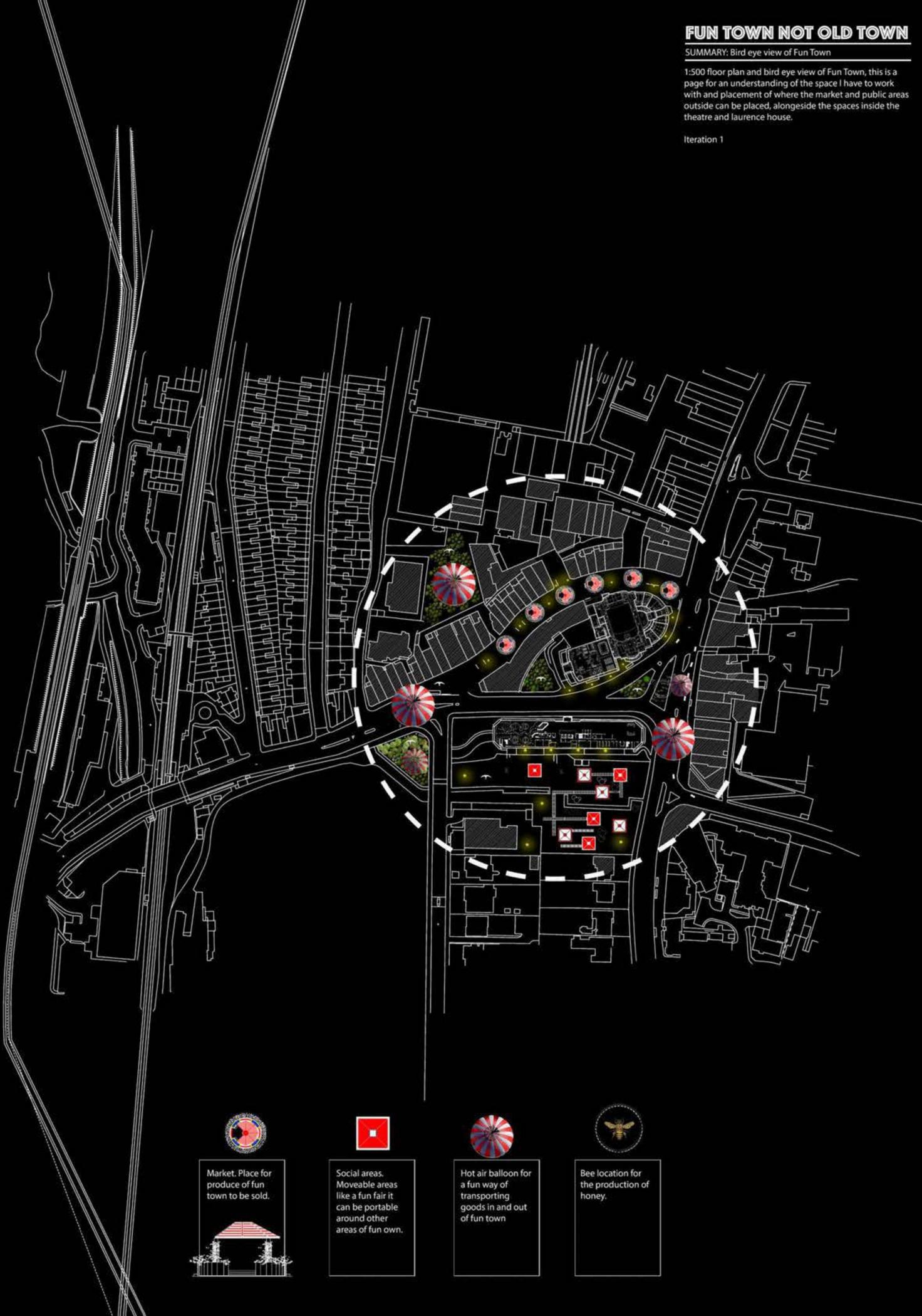
1:100 iterative model of diagram proposal. Analysing space and the consideration of allowing bees to enter the theatre alongside people.

FUN TOWN NOT OLD TOWN

SUMMARY: Bird eye view of Fun Town

1:500 floor plan and bird eye view of Fun Town, this is a page for an understanding of the space I have to work with and placement of where the market and public areas outside can be placed, alongside the spaces inside the theatre and laurence house.

Iteration 1



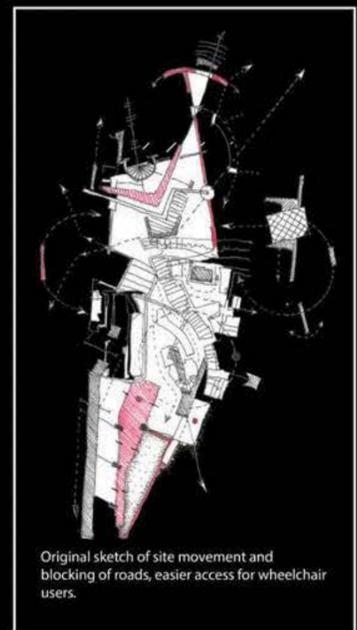
THEATRE FINAL PROPOSAL

The last proposition for the auditorium and Catford Broadway Theatre is leaving the performance centre for what it's worth. The explanation I concluded that disregarding the venue is on the grounds that changing a listed 2 building that is so stupendous and has a great deal to offer would not be practical. The motivation behind fun town is changing Catford to an all the more tolerating and adoring zone where the old can have a space for themselves as well as to have the option to associate with every other person. The auditorium is a spot that does that as of now and changing it's capacity and function would just not bode well.

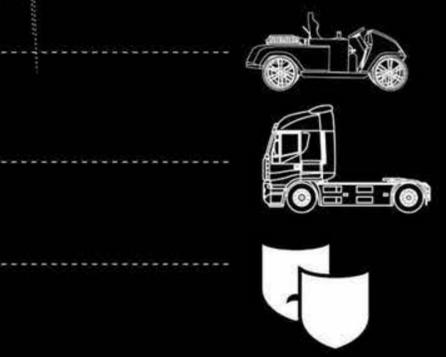
The refinery/distillery and plant farm will be moved to another location.



MAPPING OF ALL FINAL PROGRAM CHANGES - FINAL PLACEMENTS.

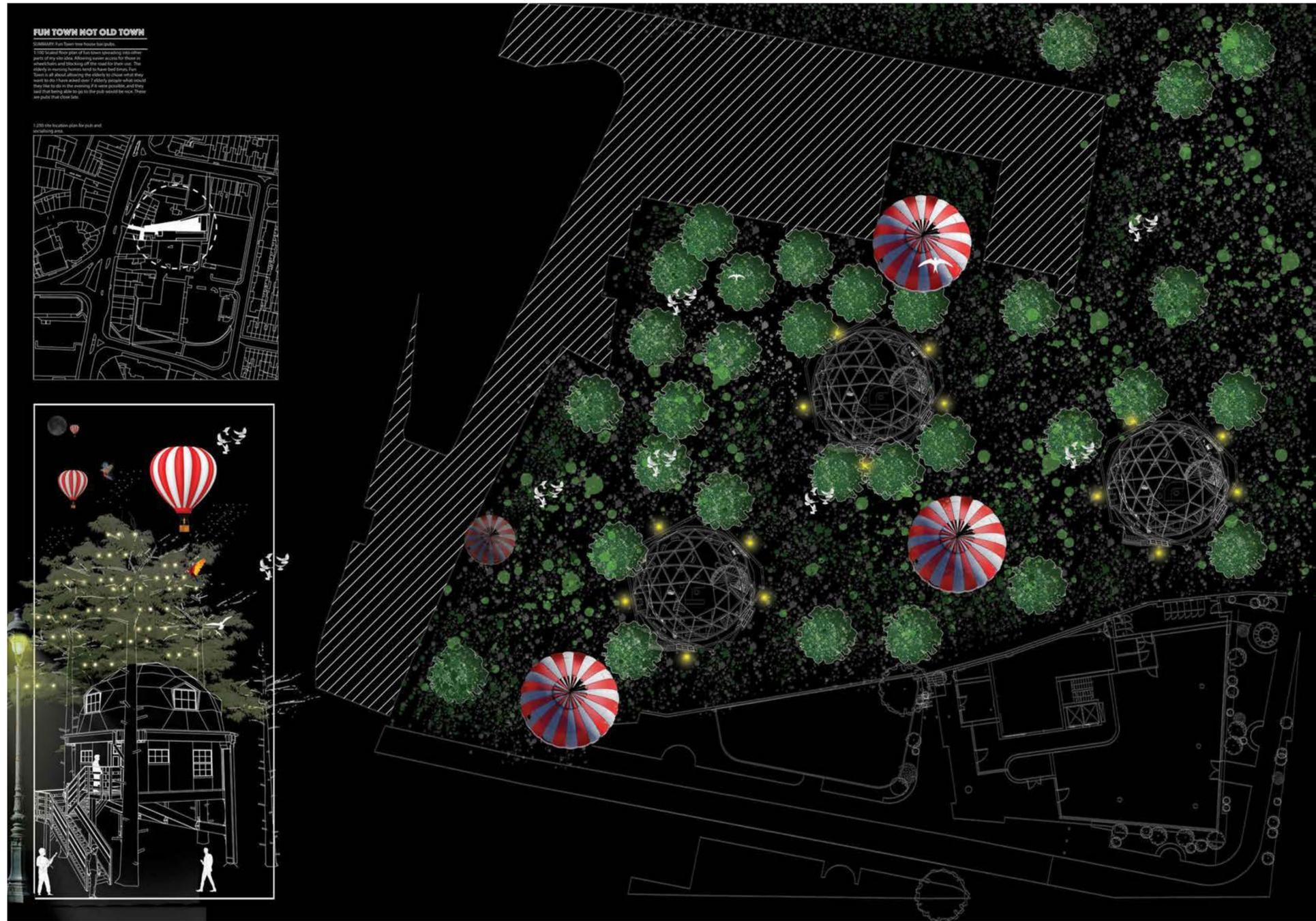


-  Program placements
-  Blocking of main road for easy movement for the elderly.
-  new routes - Heavy goods transportation can only access the red areas.
-  Existing building, with the same program being used but reformed.



FUN TOWN NOT OLD
 Mapping 1:500 scale.
 Understanding of final site and what is needed for the environmental to be easier for the elderly.

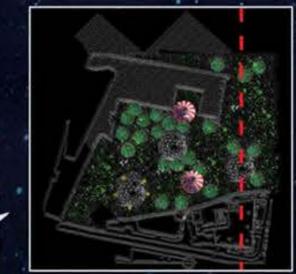
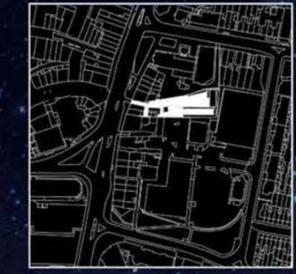
FUN TOWN NOT OLD TOWN TREE HOUSE PUBS



FUN TOWN. NOT OLD TOWN

SUMMARY: Bar/ Pub.
 1:100 scaled elevation of the pub and bars that will be based in Catford, it will be a place that supplies the drinks that the distillery will be producing. It will be family friendly with the elderly of Catford can spend time with family and friends and the residents of Fun Towns nursing home.

Site Location



Time lapse of the bars/pubs seasonal running time. This is a collage that shows that regardless of the time the pub will be running and the surroundings adapts to it from natural lighting to artificial lighting being implemented



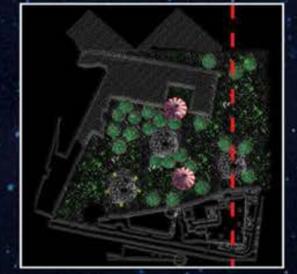
Night time, collage of bar, string lights will be placed on the trees and also street lights will be placed around the location so that visibility is easy for everyone.



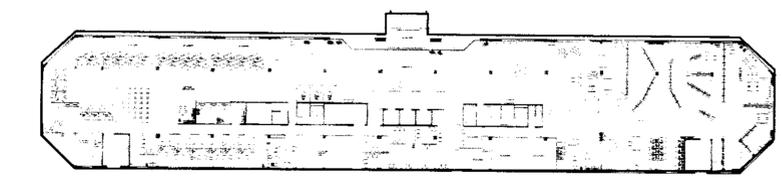
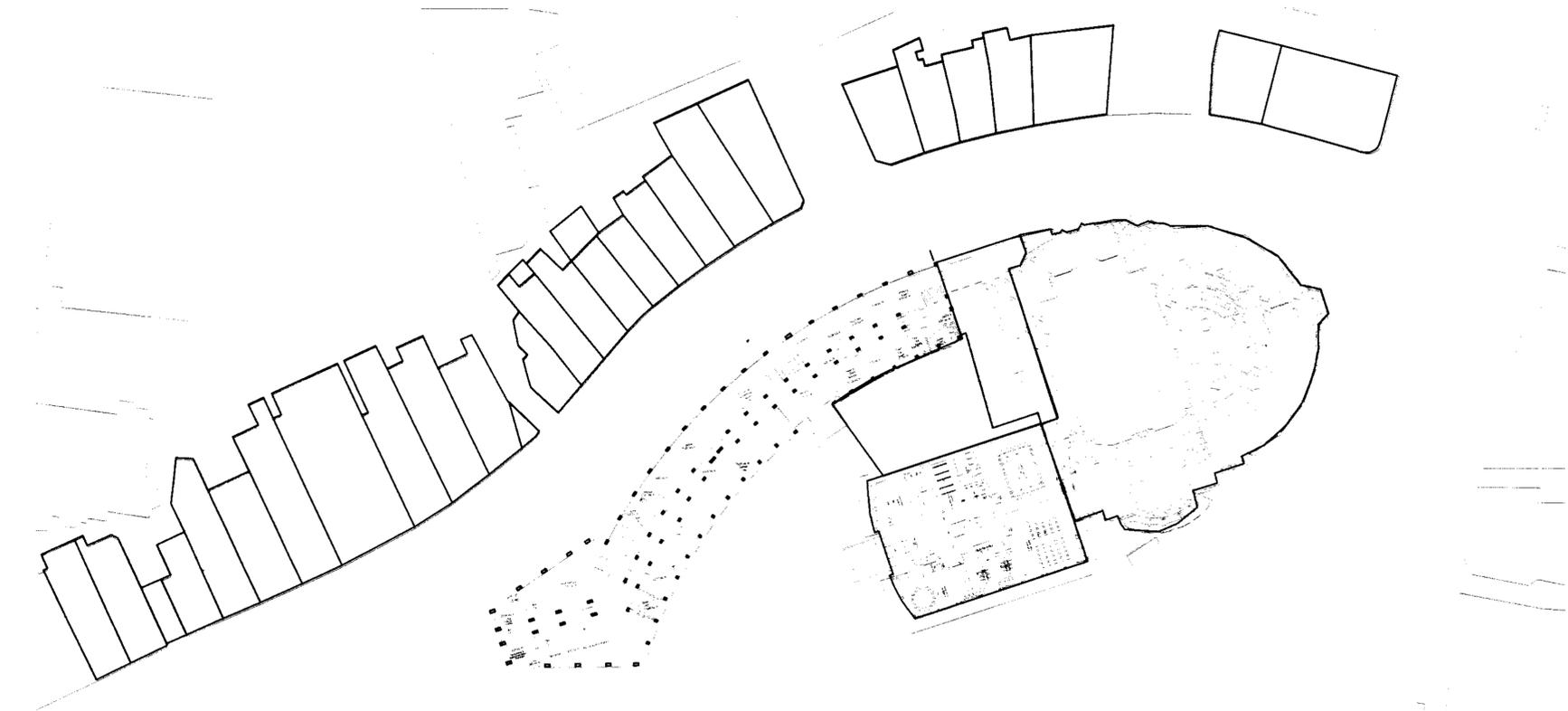
Sun set collage of design in place alongside elevational design.

FUN TOWN NOT OLD TOWN

SUMMARY: Bar/ Pub.
 1:100 scaled section of the pub and bars that will be based in Catford, it will be a place that supplies the drinks that the distillery will be producing. It will be family friendly with the elderly of Catford can spend time with family and friends and the residents of Fun Towns nursing home.



FUN TOWN NOT OLD TOWN ELDERLY HOUSING UNITS



Laurence House, existing floor plan
before nursing home changes.

**PICTURES OF LAURENCE HOUSE BEFORE BEING CHANGED INTO FUN TOWNS
NURSING HOME.**



FUN TOWN NOT OLD TOWN

SUMMARY: Laurence House nursing home.

Laurence House nursing home. I have changed the facade of Laurence house to allow a more welcoming atmosphere that Fun Town is about. with the addition of outside lifts to take those who wish to be on the roof top to view the additional growing of flowers and help alongside have a view of what Fun Town is compared to the areas that have not been touched.



Elevation cut.

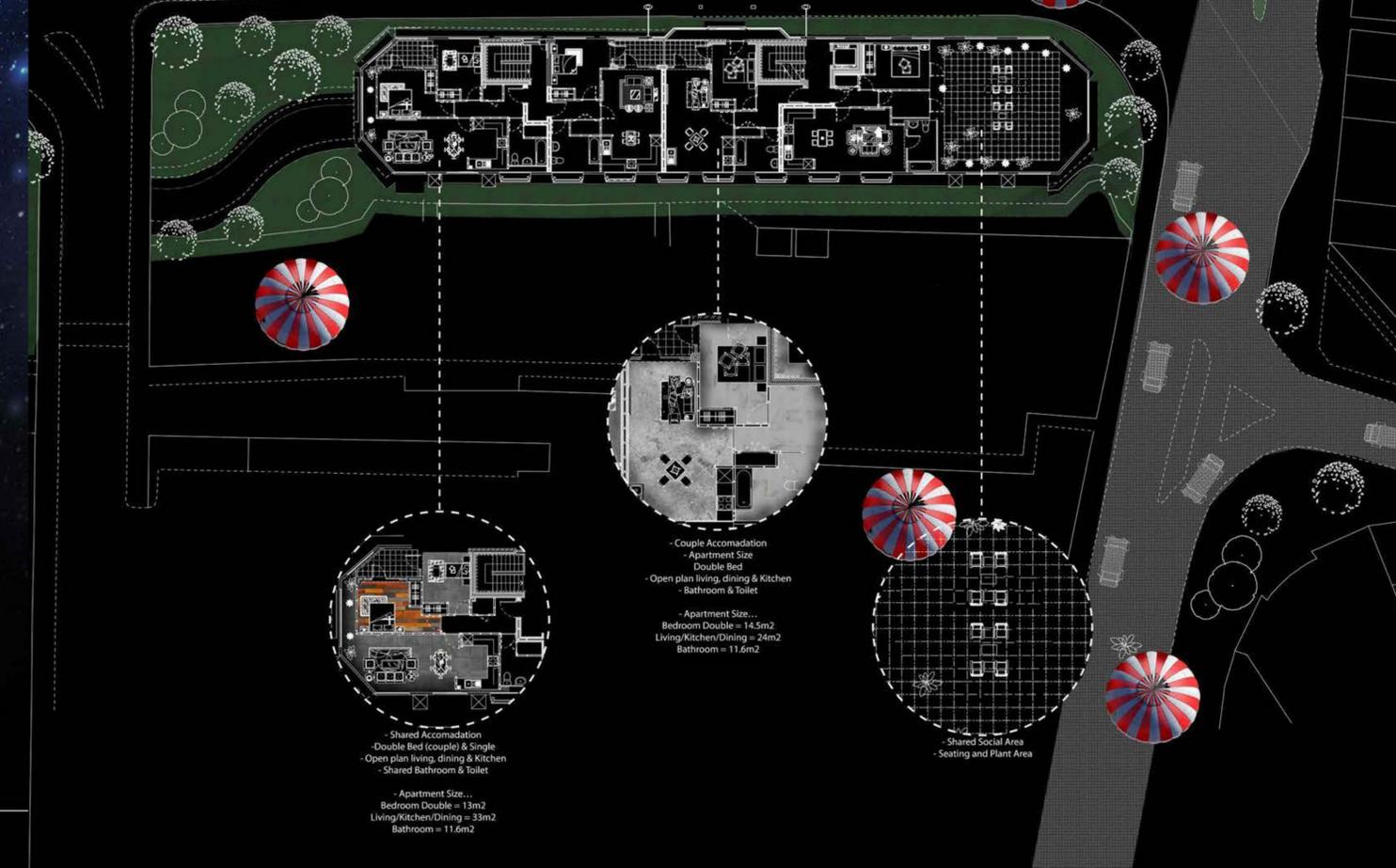


Laurence House before Fun Town.



FUN TOWN NOT OLD TOWN

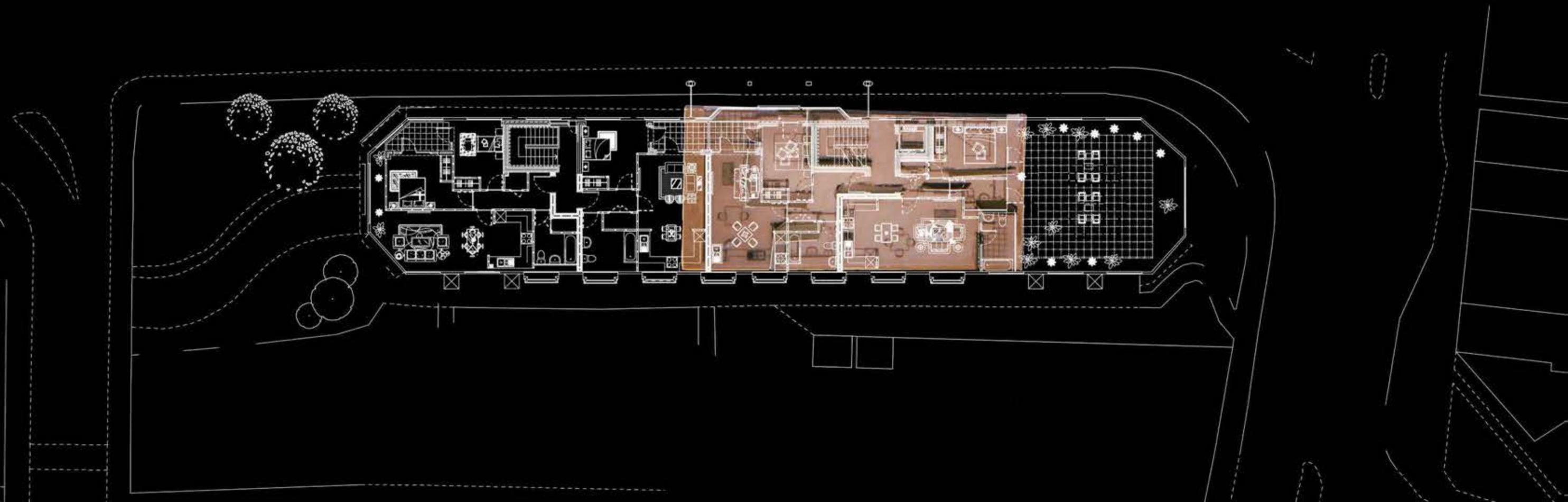
1,200 floor plan of the new format and layout of Laurence House. I have changed the first floor, added new balconies as a social area where people can view Carford and Fun Town and also a new fire exit. Creating large and spacious living spaces for the elderly and creating a home rather than a nursing facility.



FUN TOWN NOT OLD TOWN

SUMMARY: Sketch Model 1:500

I decided that I needed to create a sketch model, to understand the space and place the models at different angle to have an understanding of how shadow and light will play inside the nursing home building. I want the space to be able to allow as much natural lighting as possible, unlike my other programs where I am working with more of an artificial use of lighting. The use of light is needed as natural light is an anti depressant, and allowing natural light in is extremely important.



FUN TOWN NOT OLD TOWN

SUMMARY: Fun Town Not Old Town Nursin Home

1:200 scaled model of Fun Town Not Old Town facade of laurence house, with the chnage of the windows and addition of the balconies.

Exploration of how much light can hit that space (south facing)

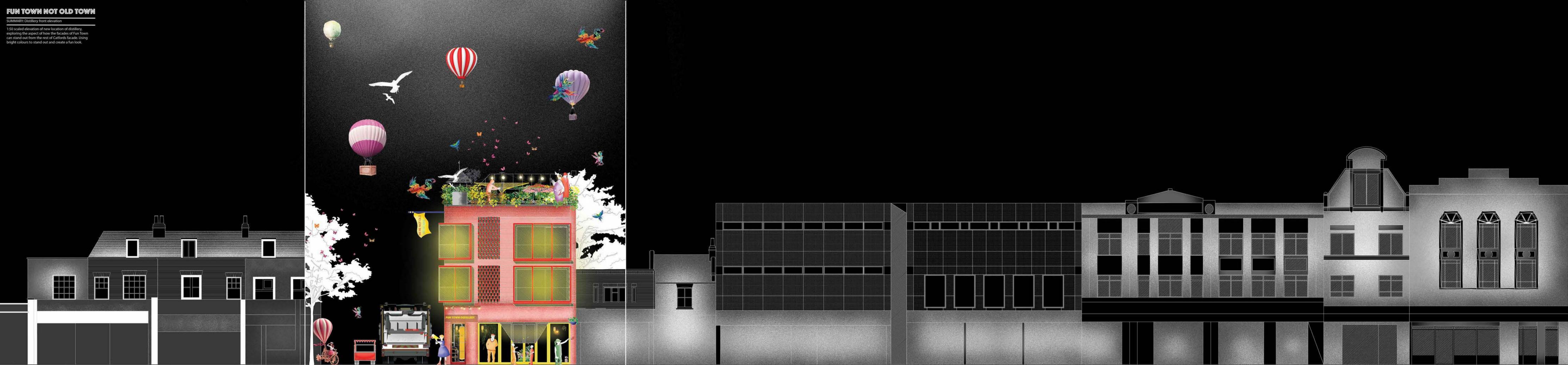


FUN TOWN NOT OLD TOWN DISTILLERY PROPOSAL 2

Distillery iterative 2, exploring a new loaction of where the distillery can be placed, initially I placed the distillery inside Catford broadway theatre. I decided that placing the distillery in a listed 2 building is a mistake, especially a place that hold a lot of history and the fact that I am working around the elderly changing such a building would no make sense. So I decided to keep the theatre as it is. With enough movement of Fun Town, the theatre would get a make over however without changing anything too drastically.

FUN TOWN NOT OLD TOWN

SUMMARY: Distillery front elevation
1:50 scaled elevation of new location of distillery, exploring the aspect of how the facades of Fun Town can stand out from the rest of Catford's facade. Using bright colours to stand out and create a fun look.



FUN TOWN NOT OLD TOWN

SUMMARY: Distillery floor plans, 1:50
Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

When entering the space of the distillery, you walk in to a bar and social area where people can sit down and view the distillery through the glass wall and see what is being used to produce alcohol and how its being done.



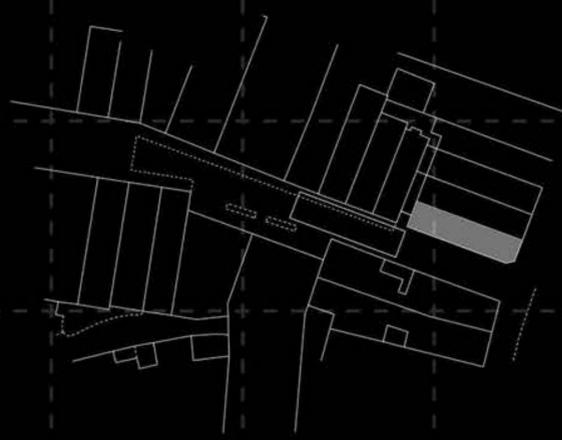
FUN TOWN NOT OLD TOWN

SUMMARY: Distillery floor plans, 1:50

Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

Gallery with different rooms exploring different art from different generational art. Exploring the link between "Old" and "Young" and appreciating the evolution of time.

ADJECENT BUILDING



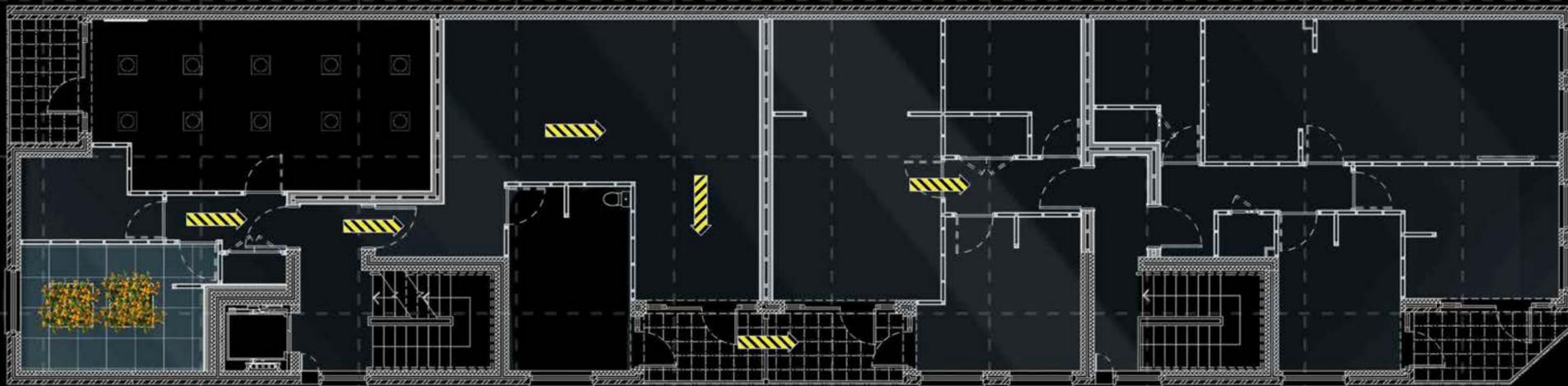
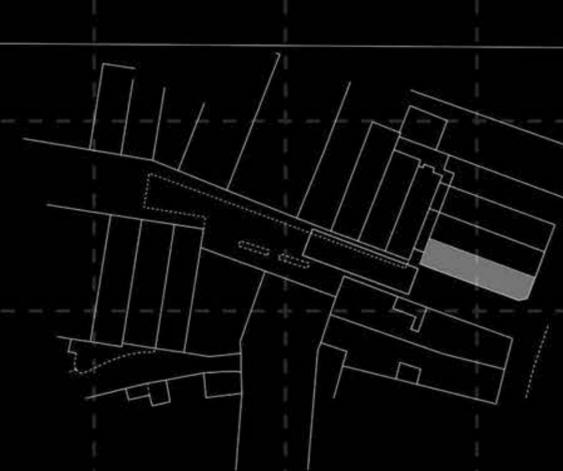
FUN TOWN NOT OLD TOWN

SUMMARY: Distillery floor plans, 1:50

Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

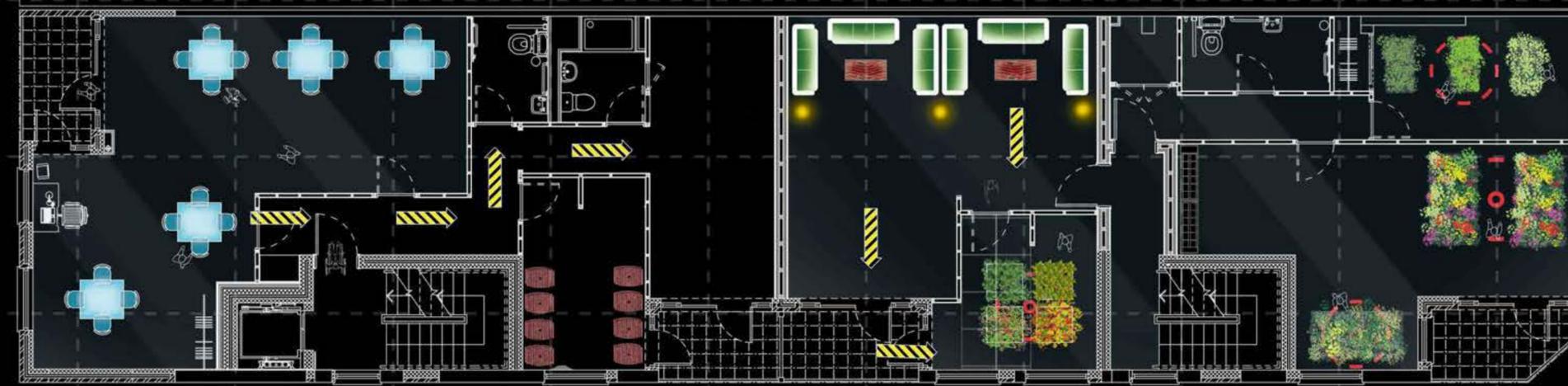
The first floor consists of extra seating areas and indoor plant farming with seats that the customers can see the process of farm growing.

ADJECENT BUILDING



03

SECOND FLOOR



02

FIRST FLOOR

ADJECENT BUILDING

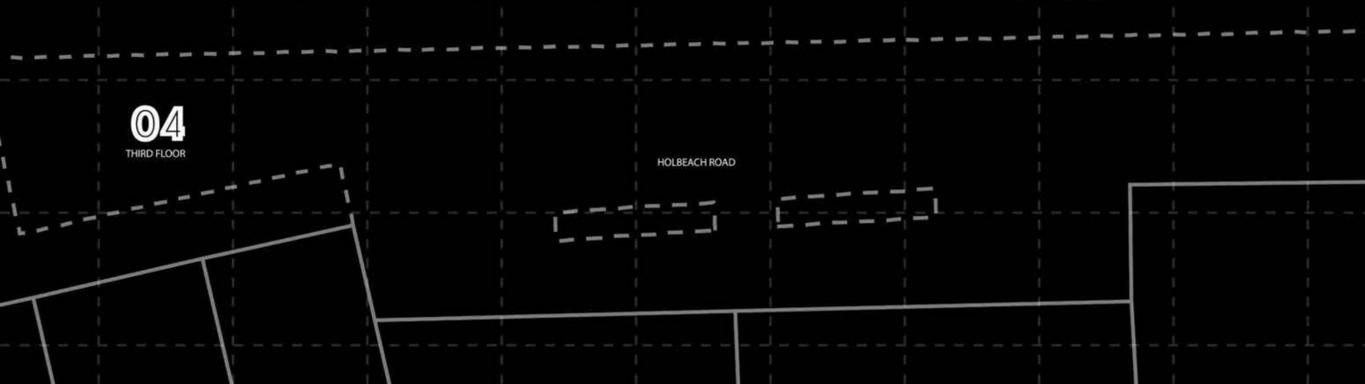
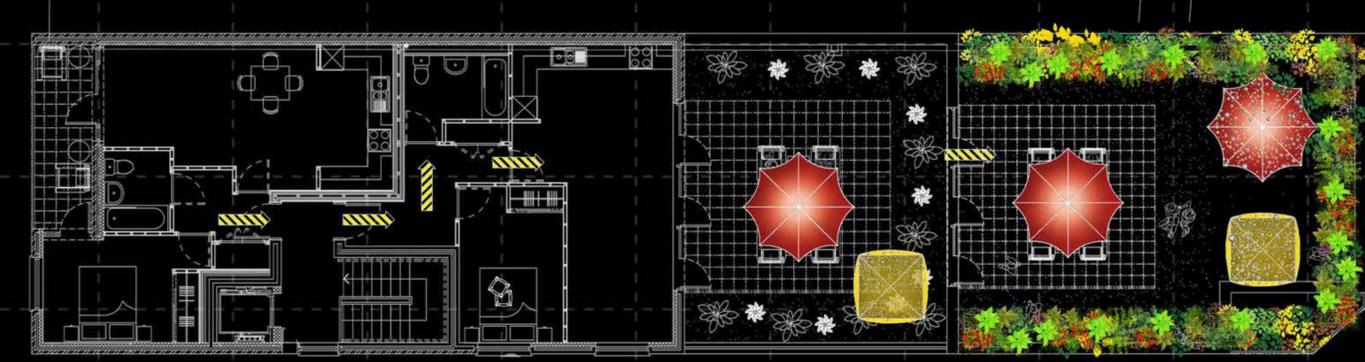
HOLBEACH ROAD

RUSHEY GREEN

FUN TOWN NOT OLD TOWN

SUMMARY: Distillery floor plans 1:50
Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

The third floor consists of a living space for the workers and a roof garden for the continuation of farming.



FUN TOWN NOT OLD TOWN

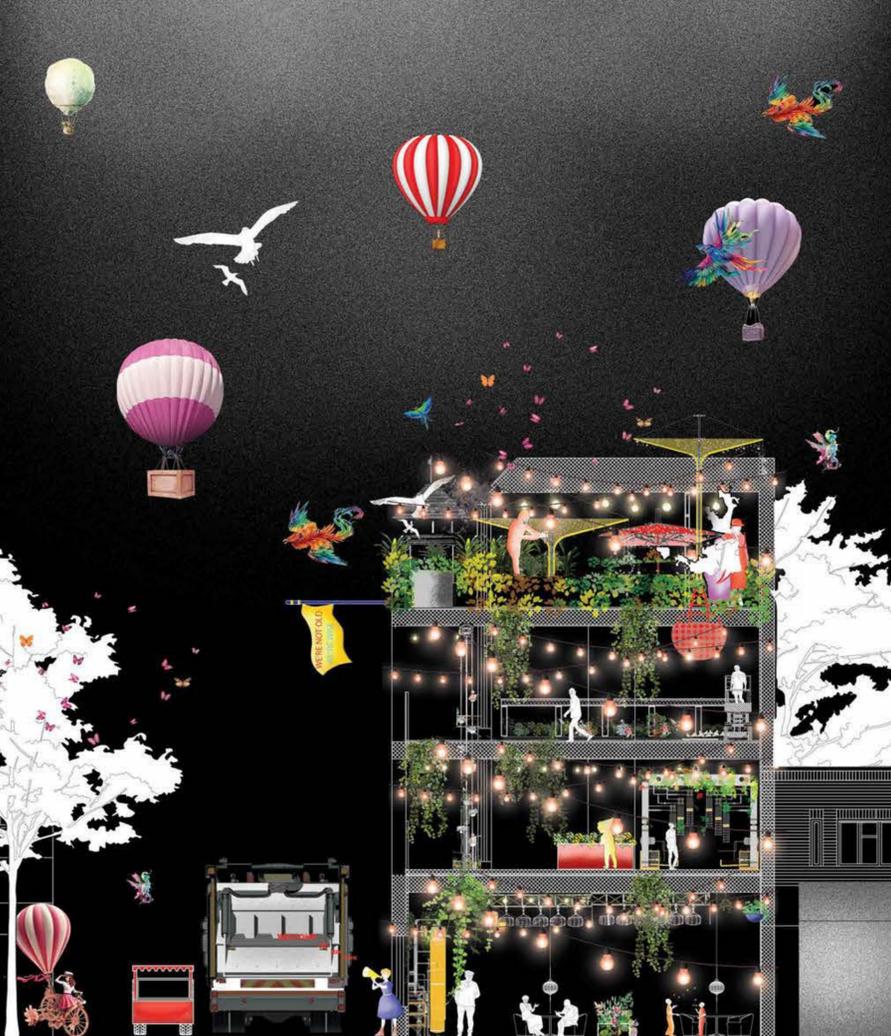
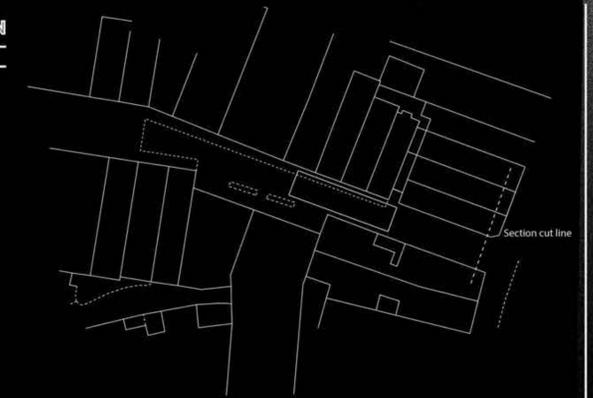
SUMMARY: Distillery section 1:50
Iterative 2, section of placement of new distillery, working around the same concept but changing design ideas to see what would work best with my proposal, what is essential to run the building efficiently and what is added just for the purpose of it being "fun".

This design is hectic with a lot of programs being placed in one building and is created for the purpose of seeing if having several programs is needed to create a fun atmosphere for the people of catford, the elderly, children and visitors.



FUN TOWN NOT OLD TOWN

SUMMARY: Short section 1:50
1:50 scaled section of new location of distillery, exploring the aspect of how the interior of Fun Town can link between the programs and figuring out space and movement. This iterative is using bright colours and exploring the colour use of the elderly and the young to create a space for both.



FUN TOWN NOT OLD TOWN DISTILLERY PROPOSAL 3

FUN TOWN NOT OLD TOWN

SUMMARY: Distillery section 1:20
Iterative 3. section of placement of new distillery, looking around the same concept but changing design ideas to see what would work best with my proposal. What is essential to run the building efficiently and what is added just for the purpose of it being fun?
This design is still as hectic with a lot of programs being placed in one building and is created for the purpose of seeing if having several programs is needed to create a fun atmosphere for the people of cartoon, the elderly, children and visitors.
This design changes drastically from both the first and second iterative designs, as it is more of a void, a big space with only the ground floor and roof to use. This is an exploration on whether all the program for this space can run with less floor space, however with more height space.
Addition of an extra fire exit, all though the staircases are there for those who can leave quickly. Consideration of an easier access for my main focus of elderly, I added a slide for an easy access on the roof for a fun aspect and quick escape.



FUN TOWN NOT OLD TOWN
DISTILLERY FINAL PROPOSAL

PRECEDENT STUDY

Final exploration of pubs and cigar bars, After viewing several establishments I realised that many pubs and cigar bars are hardly colourful. For my final proposal I decided to incorporate these darker themed designs into Fun Town Not Old Town.

At the point when I initially thought of making a space where the elderly can have a sense of security and make a sanctuary, the main thing I imagined that was considered "fun" was colour. In any case, the further I make and research I concluded that making a space or spaces with colour does not necessarily make it fun. So from the main stages to now making the last stages, I went to places that the more established age would no doubt go, for example, pubs and cigar bars. They're both more on the diminish and darker side in tasteful, aesthetic and atmosphere. So I chose to fuse both dark and colour into one space, as the elderly will in general need to invest more energy with their families such as grandchildren and great grandchildren and creating spaces that has that is essential. Notwithstanding, making a space that can take the elderly back in time, a spot where old recollections are revived can be viewed as a good time for them.



FUN TOWN NOT OLD TOWN

SUMMARY: Distillery Ground Floor Plan 1:50

Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

This iteration of floor plans will consist of a less colourful bright theme and incorporate a more rustic and darker aesthetic. With the first floor plans I used bright colours to show the fun aspect of Fun Town. However, normally when you think of the elderly you don't assume bright colours for example in pubs, it tends to be more darker. This design is inspired around cigar bars and pubs.

From the first floor plans I have changed different things such as extra easy access an addition of sliding glass walls and doors so that the bar and seat area is open with the distillery so that people can see how the alcohol is produced rather than it being enclosed.

01

GROUND FLOOR

- 01 Recycling Bins Storage
- 02 Elevator
- 03 Stairs
- 04 Distillery
- 05 Golf Cart Parking
- 06 Lounge/ Seating area
- 07 Bar
- 08 Stair Access/ Fire Escape
- 09 Distillery In Seating Area (Once natural light or artificial light hits the copper and steel, it will light up the room with the reflection).
- 10 Entrance

ADJECENT BUILDING

DESIGN PLACEMENT CONTEXT

HOLBEACH ROAD

ADJECENT BUILDING



FUN TOWN NOT OLD TOWN

SUMMARY: Distillery Ground Floor Space Analysis

Final sketches and iterative 3d design confirming final placement of distillery.

NTS

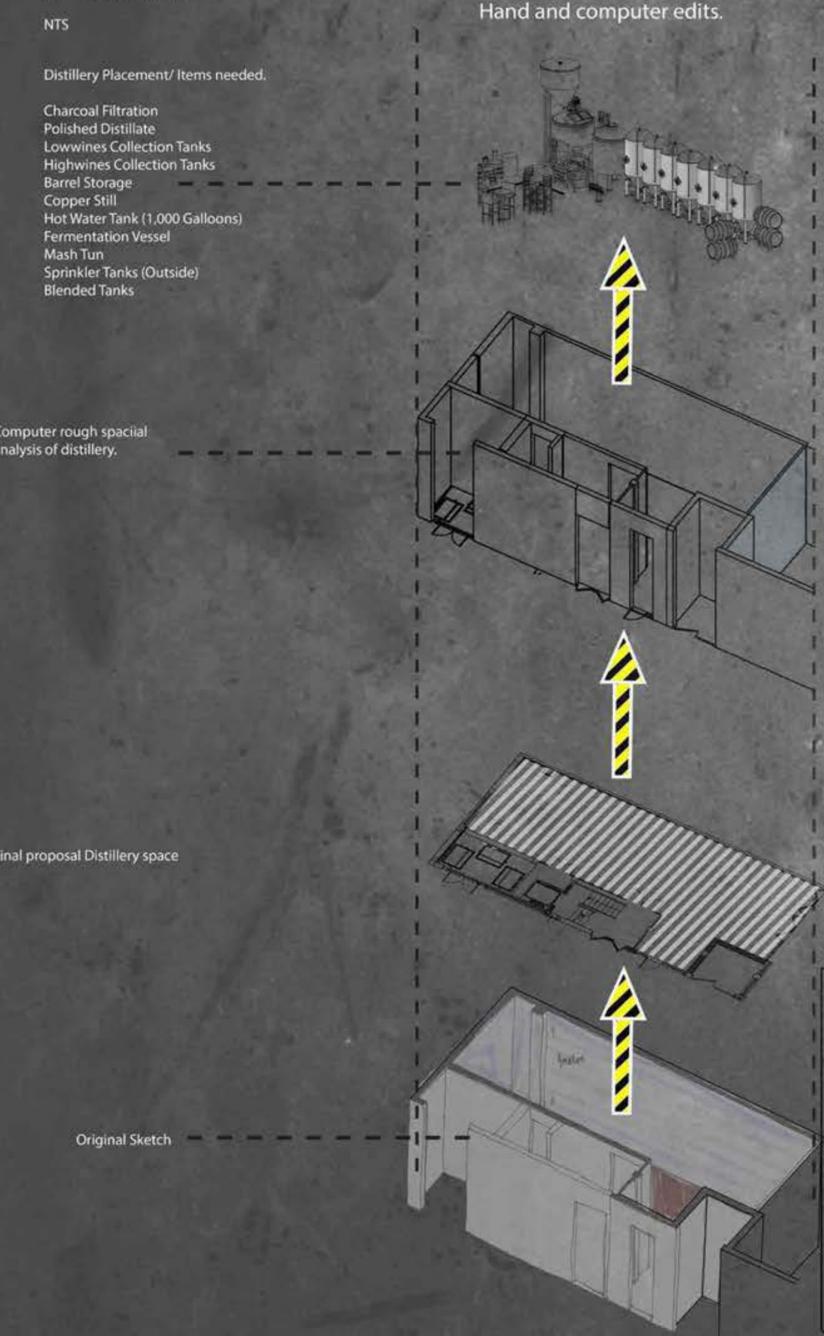
Distillery Placement/ Items needed.

- Charcoal Filtration
- Polished Distillate
- Lowwines Collection Tanks
- Highwines Collection Tanks
- Barrel Storage
- Copper Still
- Hot Water Tank (1,000 Galloons)
- Fermentation Vessel
- Mash Tun
- Sprinkler Tanks (Outside)
- Blended Tanks

Computer rough spacial analysis of distillery.

Final proposal Distillery space

Original Sketch



FLOOR PLAN AXO SKETCHES

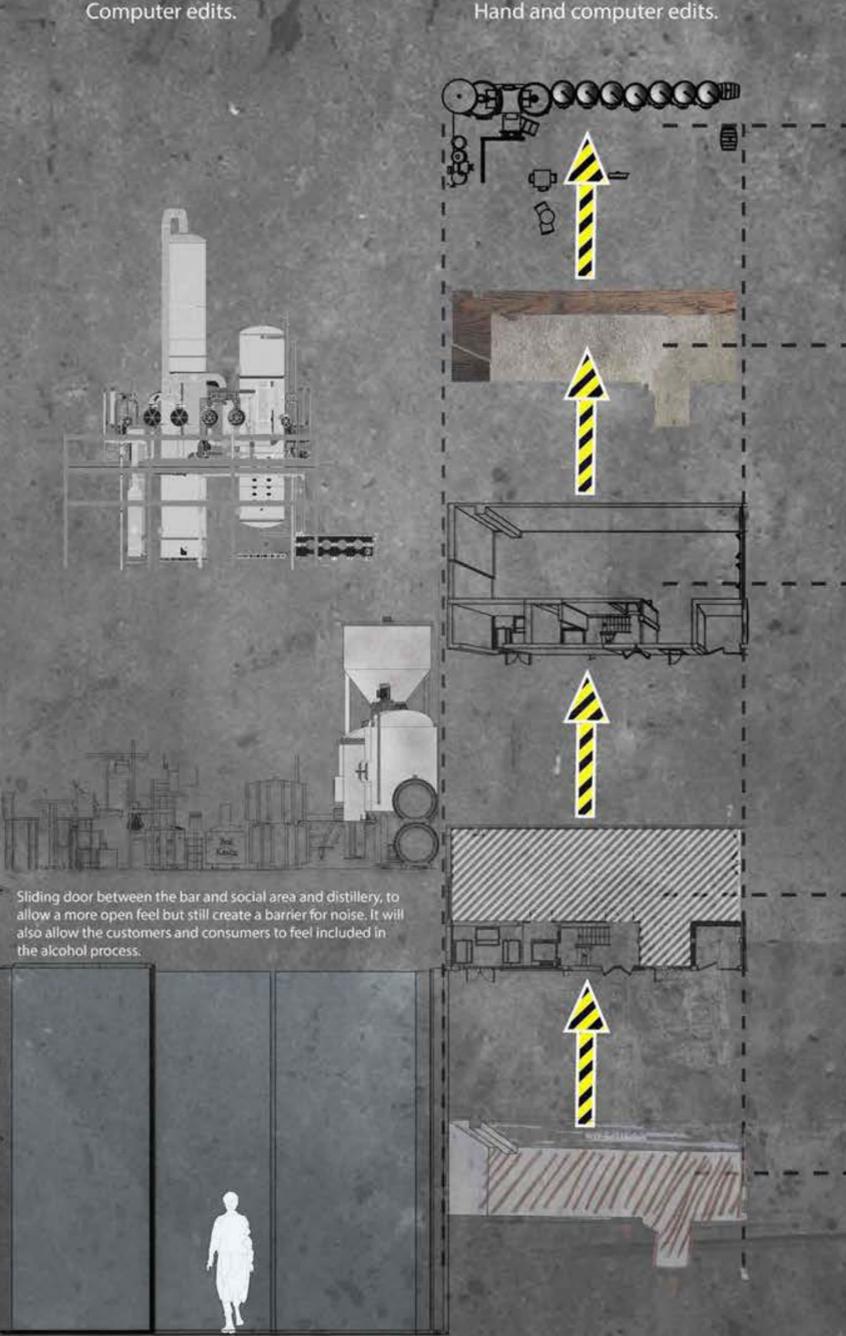
Hand and computer edits.

SECTION EDIT

Computer edits.

FLOOR PLAN SKETCHES

Hand and computer edits.



Distillery Placement/ Items needed.

- Charcoal Filtration
- Polished Distillate
- Lowwines Collection Tanks
- Highwines Collection Tanks
- Barrel Storage
- Copper Still
- Hot Water Tank (1,000 Galloons)
- Fermentation Vessel
- Mash Tun
- Sprinkler Tanks (Outside)
- Blended Tanks

Material Consideration

- Brick
- Wood
- Concrete
- Glass

3D floor plan edit

Computer final edit of space analysis

Original hand sketch

Sliding door between the bar and social area and distillery, to allow a more open feel but still create a barrier for noise. It will also allow the customers and consumers to feel included in the alcohol process.

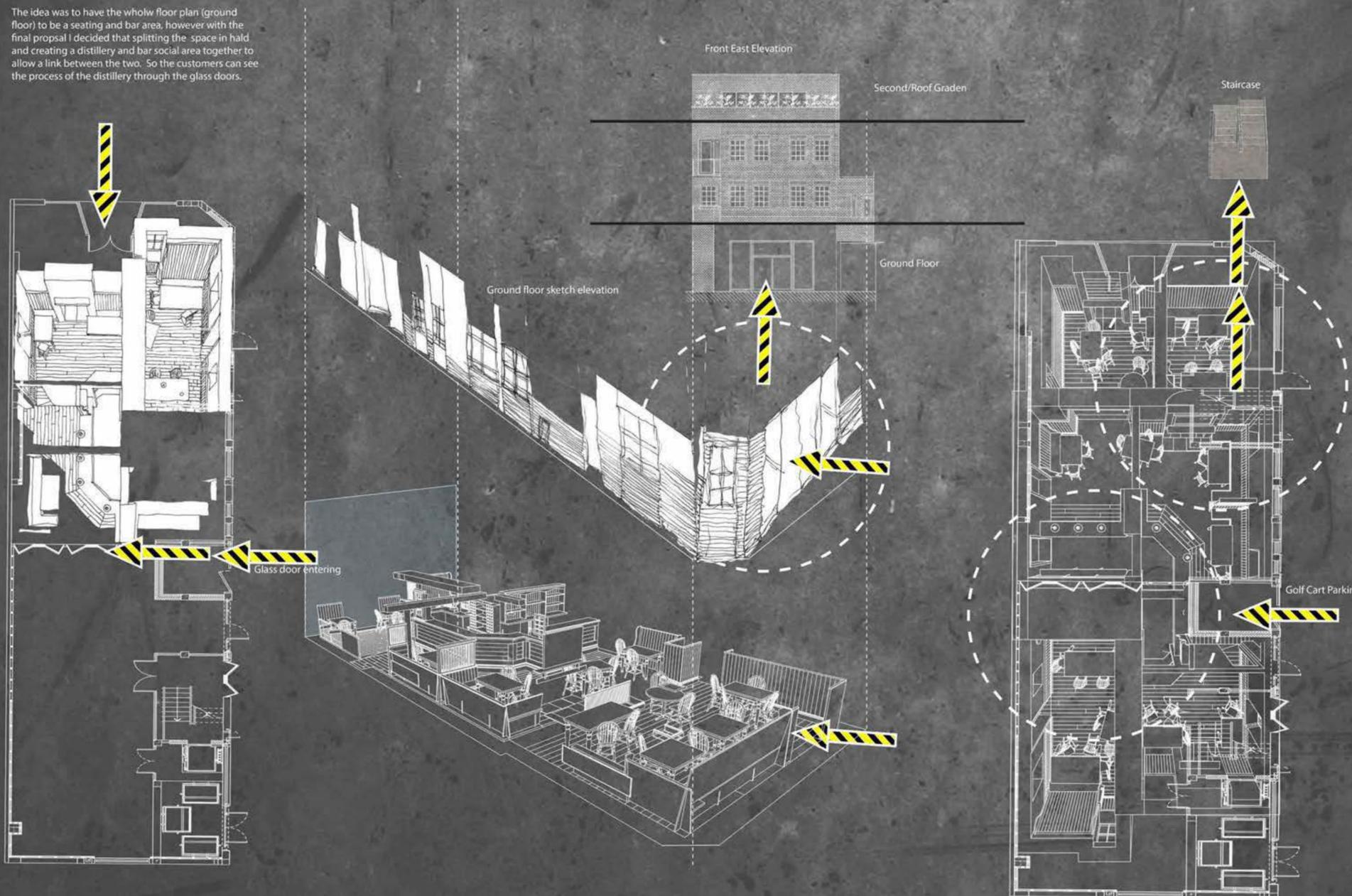
FUN TOWN NOT OLD TOWN

SUMMARY: Ground floor/ Seating and bar exploration

Iterative and exploration of bar and seating placement and size. Exploring using the whole floor.

1:100

The idea was to have the whole floor plan (ground floor) to be a seating and bar area, however with the final proposal I decided that splitting the space in half and creating a distillery and bar social area together to allow a link between the two. So the customers can see the process of the distillery through the glass doors.



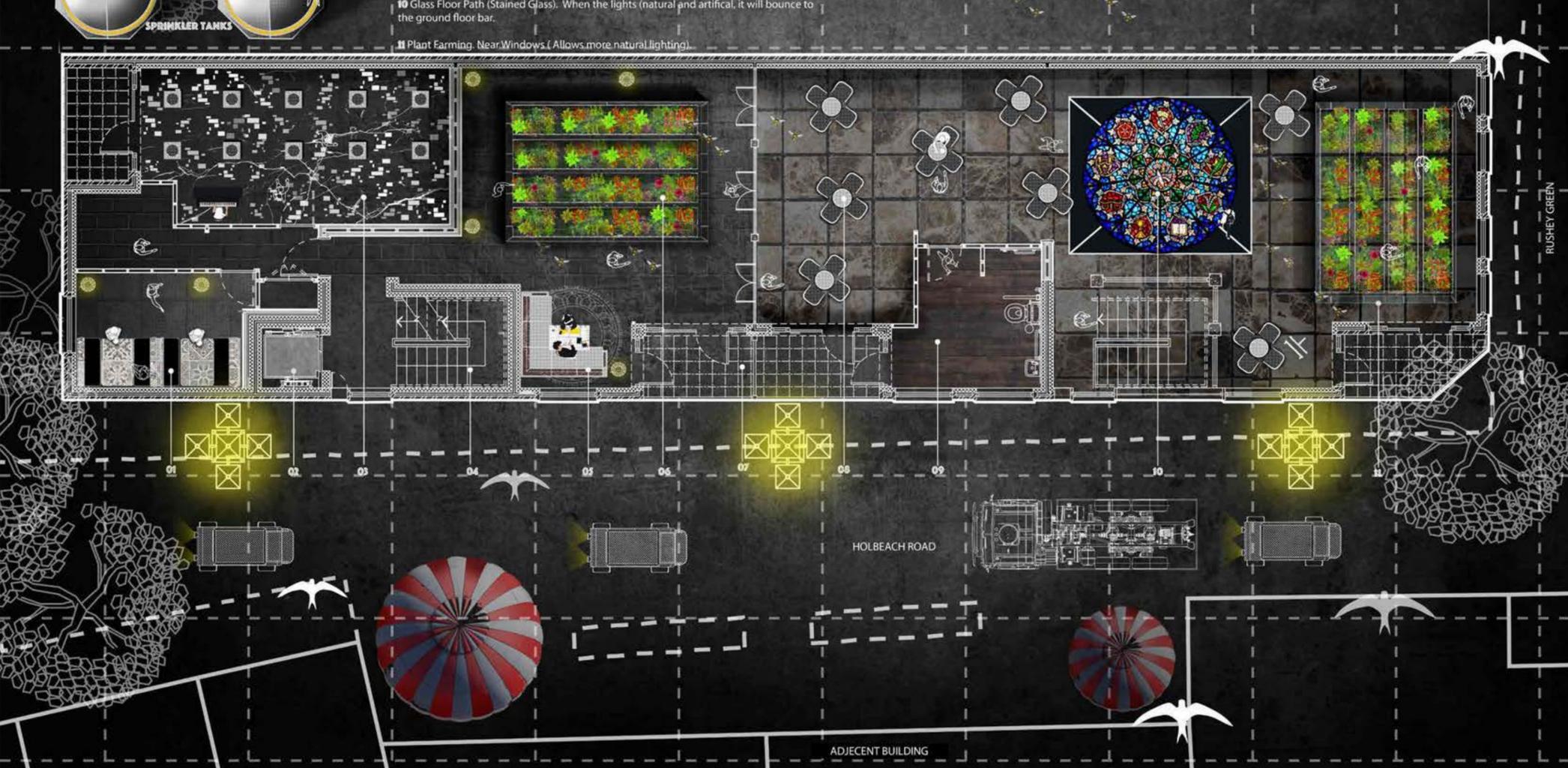
FUN TOWN NOT OLD TOWN

SUMMARY: Distillery Ground Floor Plan 1:50

Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

This iteration of floor plans will insist of a less colourful bright theme and incorporate a more rustic and darker aesthetic. With the first floor plans I used brighter colours to show the fun aspect of Fun Town. However, normally when you think of the elderly you dont assume bright colours for example in pubs, it tends to be more darker. This design is inspired around cigar bars and pubs.

From the first floor plans I have changed different things such as extra access, an addition of sliding glass walls and a ramp that the bar and seat area with the distillery so that people can see how the distillery is produced rather than it being enclosed.



FUN TOWN NOT OLD TOWN

SUMMARY: Distillery First Floor Space Analysis

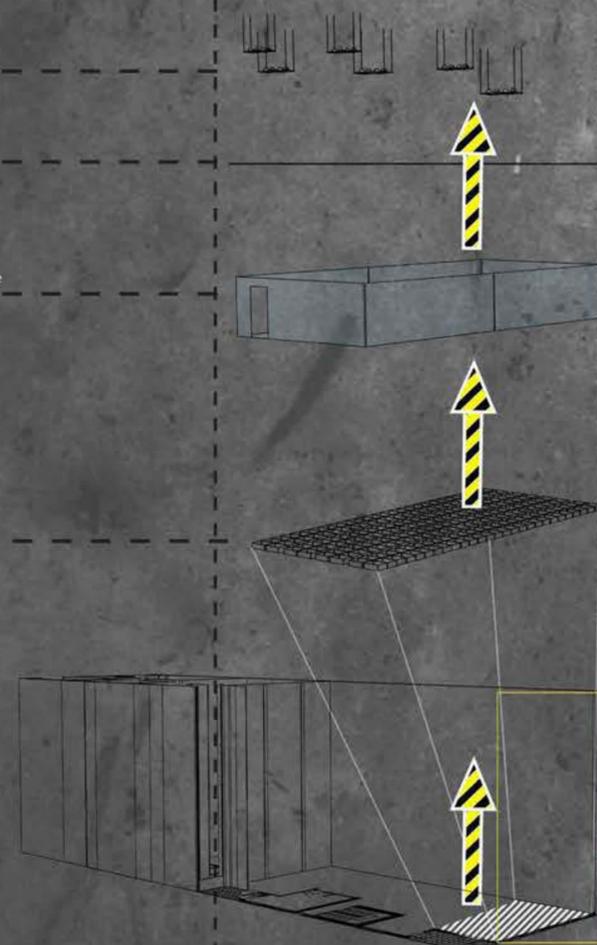
Final sketches and iterative 3d design confirming final placement of Plant Farm.

NTS

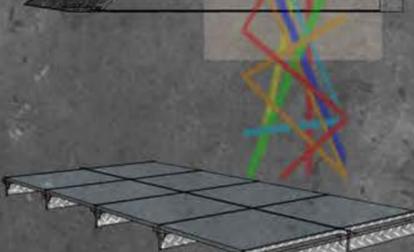
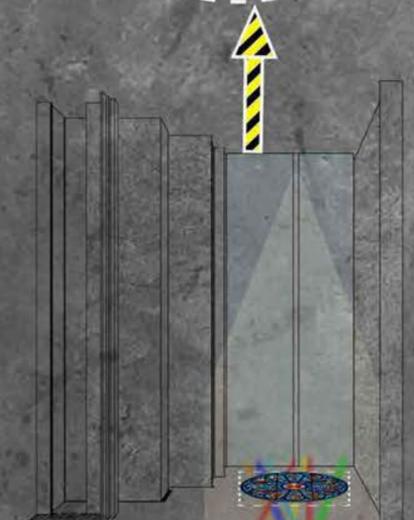
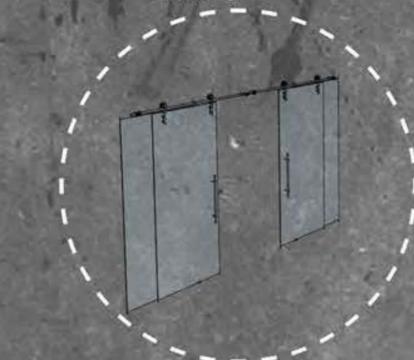
L.E.D light for plant farming, use for winter season.

Glass greenhouse, allows more heat to penetrate the space.

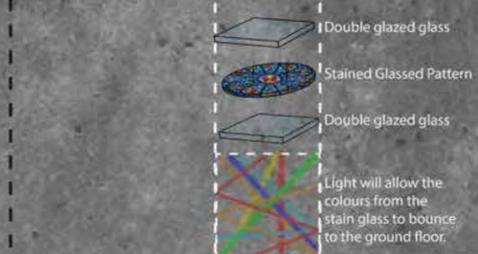
Plant separation, to allow different plants to be sectioned.



Glass doors, to allow an open space feeling.



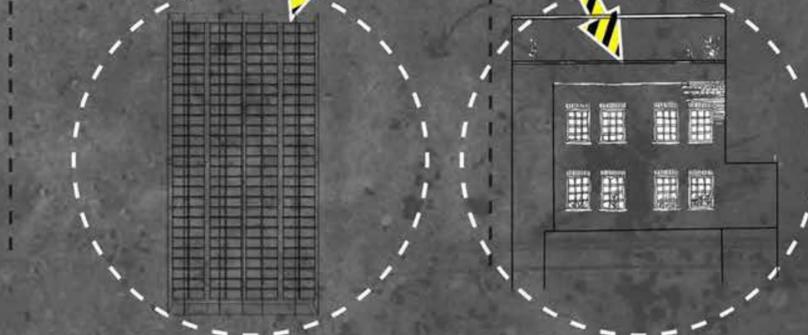
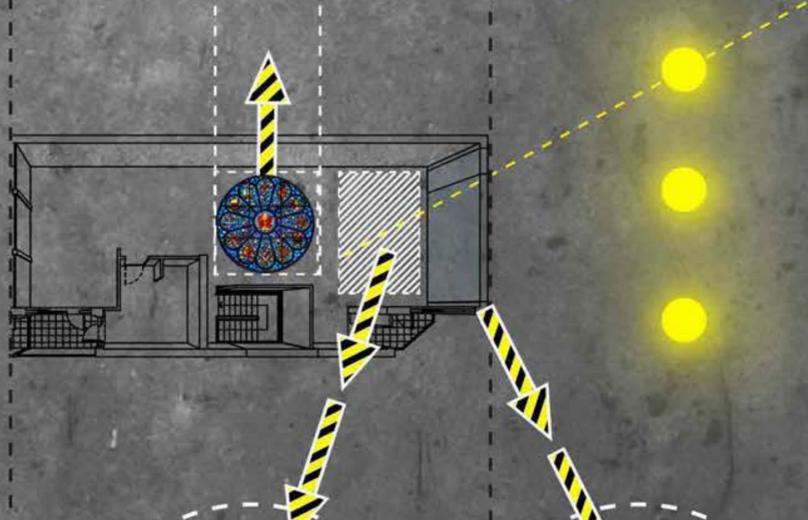
Original floor idea, this idea had to be changed to Porcelaine tiles as the idea of the whole first floor to be glass would essentially mean creating glass so thick that it can hold the materials that will be used within the first floor and changing the structure alongside it. Another issue would be customers not wearing skirts and the ground floor will be able to look up to the first floor.



MATERIAL FOR PLANT FARMING FLOOR

Consideration of the best option of what type of flooring is needed. I initially wanted wood, however it is not water resistant.

1. Carpet
2. Vinyl
3. Laminate
4. Porcelain tile
5. Wood (No longer a choice)



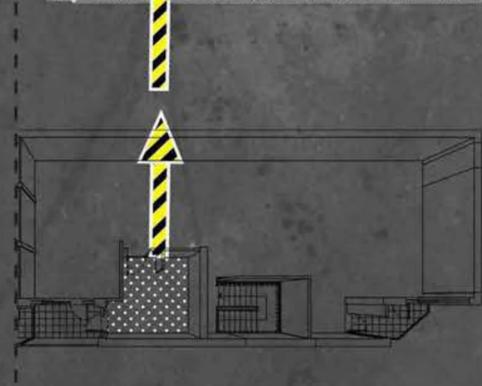
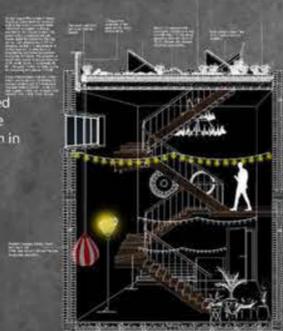
The first floor will be the floor that has the height ceiling (due to the removal of a floor from the first iterative ideal). This will allow more natural light to hit this section of the plant farming. Where as the other section will not have enough natural lighting however, it will be farmed with artificial lighting.

SUMMARY: Gallery First Floor Plan 1:50

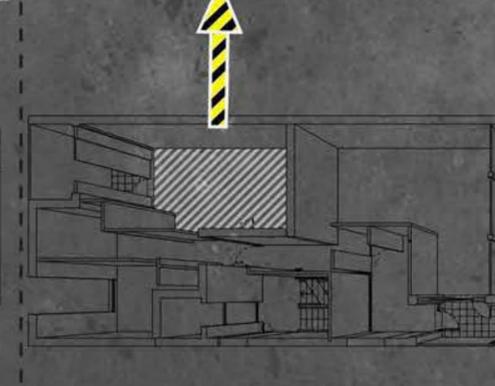
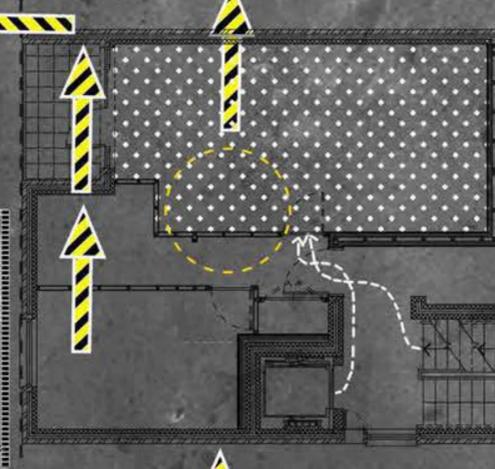
Items placed in the gallery will consist of items the elderly can see from the 1920's, a place where people from different generations can see vintage items. Alongside, I asked my friends to guess items from the past and created a collage of those items.

The gallery floor plan is to scale and is incorporated to show what can be placed inside.

Original booth idea (cigar bar), I worked around the idea of create an extra fire exit stair case which would have been in the centre of the space. (length 8 metres)



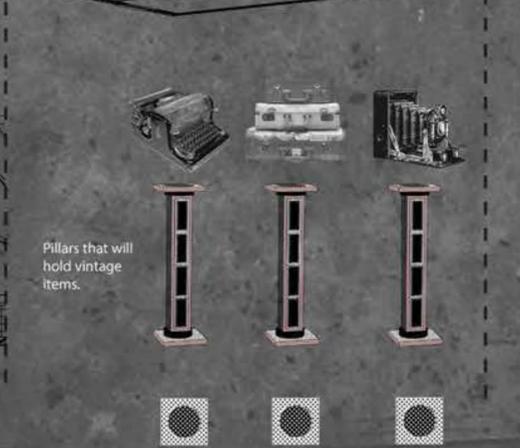
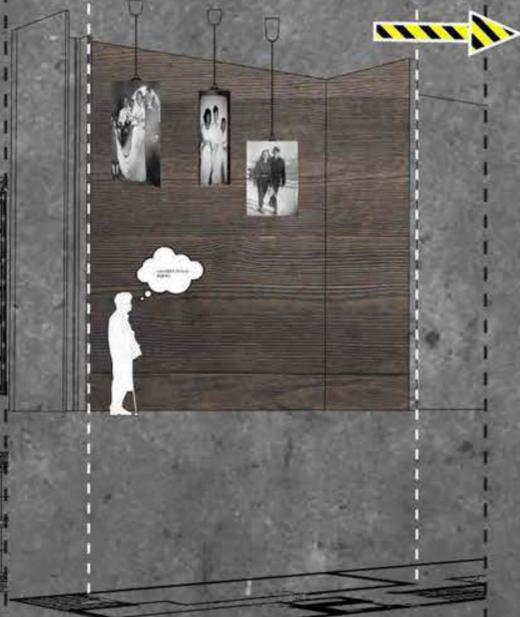
The gallery will also consist of music from different generations. 1920's+ this will allow the elderly to not only view / see their memories but also hear their favourite music/songs.



SPACE ANALYSIS

THE GALLERY OF MEMORIES.

Hanging pictures of people (the elderly) of Catford to be displayed in the "Gallery of Memories". This will not only allow the elderly to reminisce their younger years, but also allow them to share their memories to the new generations.



Pillars that will hold vintage items.

ITERATIVE SKETCH MODEL OF GALLERY

SCALE: 1:50



FUN TOWN NOT OLD TOWN

SUMMARY: Collection of images of people in my life
 These images are of people in my life or in the people I know lives. Pictures are a form a memory that can be kept for life. I wanted to created a collage of a time from the 20's to 70's although for the gallery there will be pictures of everyone who wants to contribute their loved ones images and for it to be shown in the gallery of Fun Town alongside vintage items.



My brother in Law's Grandmother

My mother (left) and aunt in their 30's.

My grandfather, this image was taken 5 day before his death. Died at the age of 90

My boyfriends grandparents (both in the right) in their early 20's. 1946 Switzerland

My brother in law's father in his late 20's

Louis Armstrong with my boyfriends grandfather for the Swiss Jazz festival 1952

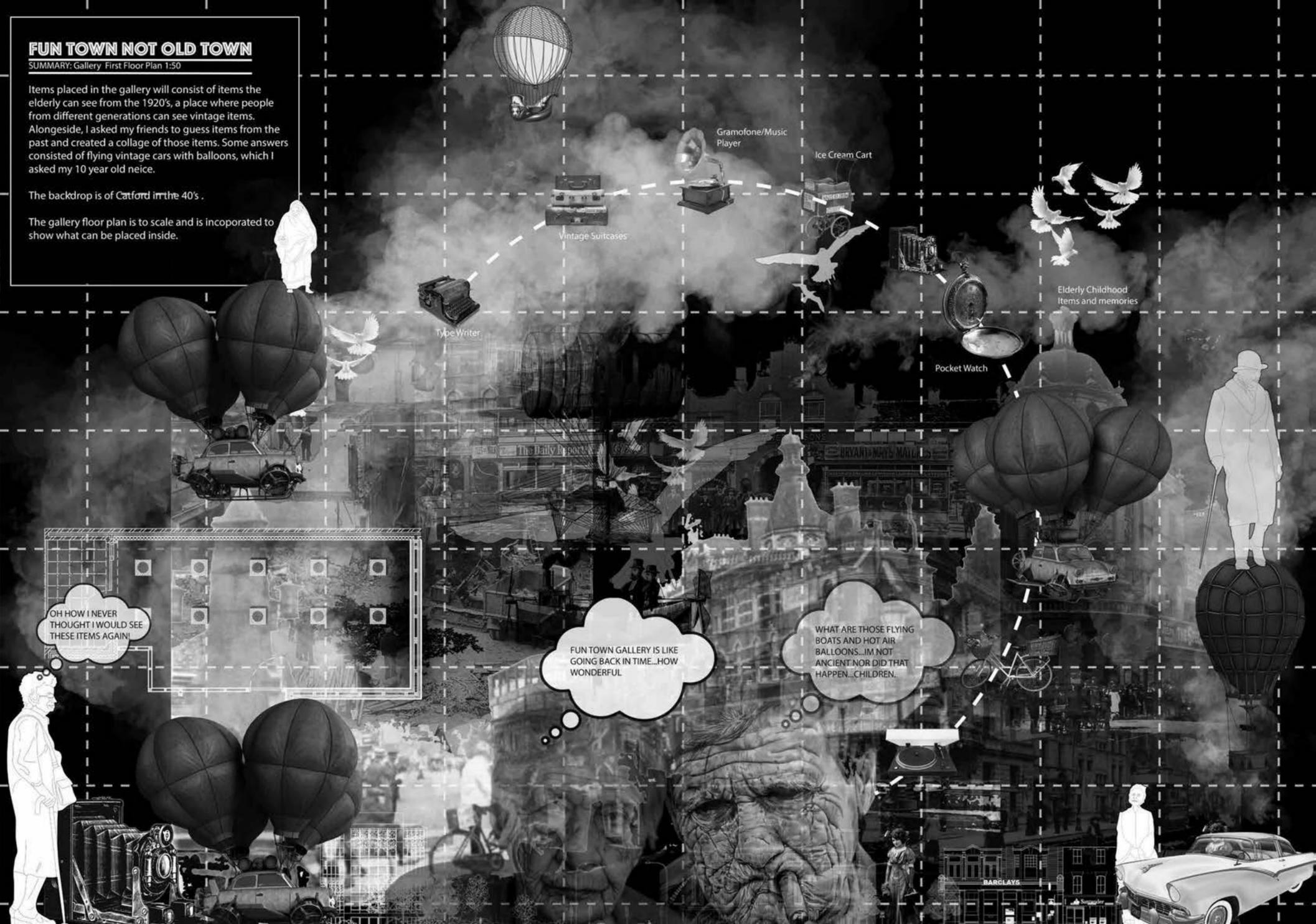
FUN TOWN NOT OLD TOWN

SUMMARY: Gallery First Floor Plan 1:50

Items placed in the gallery will consist of items the elderly can see from the 1920's, a place where people from different generations can see vintage items. Alongside, I asked my friends to guess items from the past and created a collage of those items. Some answers consisted of flying vintage cars with balloons, which I asked my 10 year old niece.

The backdrop is of Catford in the 40's.

The gallery floor plan is to scale and is incorporated to show what can be placed inside.



OH HOW I NEVER THOUGHT I WOULD SEE THESE ITEMS AGAIN!

FUN TOWN GALLERY IS LIKE GOING BACK IN TIME...HOW WONDERFUL

WHAT ARE THOSE FLYING BOATS AND HOT AIR BALLOONS...IM NOT ANCIENT NOR DID THAT HAPPEN...CHILDREN.

Vintage Suitcases

Gramophone/Music Player

Ice Cream Cart

Type Writer

Pocket Watch

Elderly Childhood Items and memories

FUN TOWN NOT OLD TOWN

SUMMARY: Distillery Ground Floor Plan 1:50

Iteration 2, floor plan of new distillery placement. Working on the space use of the new distillery space, understanding what to keep, change and enhance to allow Fun Town's distillery to flourish.

This iteration of floor plans will consist of a less colourful bright theme and incorporate a more rustic and darker aesthetic. With the first floor plans I used bright colours to show the fun aspect of Fun Town. However, normally when you think of the elderly you don't assume bright colours for example in pubs, it tends to be more darker. This design is inspired around cigar bars and pubs.

From the first floor plans I have changed different things such as extra access an addition of sliding glass doors and doors so that the bar and seat area is open with the distillery so that people can see how the alcohol is produced rather than it being enclosed.

- 01 Toilet/ Disabled
- 02 Elevator/ Lift
- 03 Stairs/ Fire Exit
- 04 Water Collector. Customers will be able to view the process of the rain water collection.
- 05 Outdoor furniture, Canopy.
- 06 Solar collector raised clear of the roof surface and low vegetation.
- 07 Outdoor bar and coverage.
- 08 Elevator/ Lift
- 09 Thick see through glass (walkable), once natural lights hits the colourful glass from the first floor will continue to bounce to the ground floor. Stain glass
- 10 Vegetation

ADJACENT BUILDING



ADJACENT BUILDING

FUN TOWN NOT OLD TOWN

SUMMARY: Roof Bar/ Floor Space Analysis

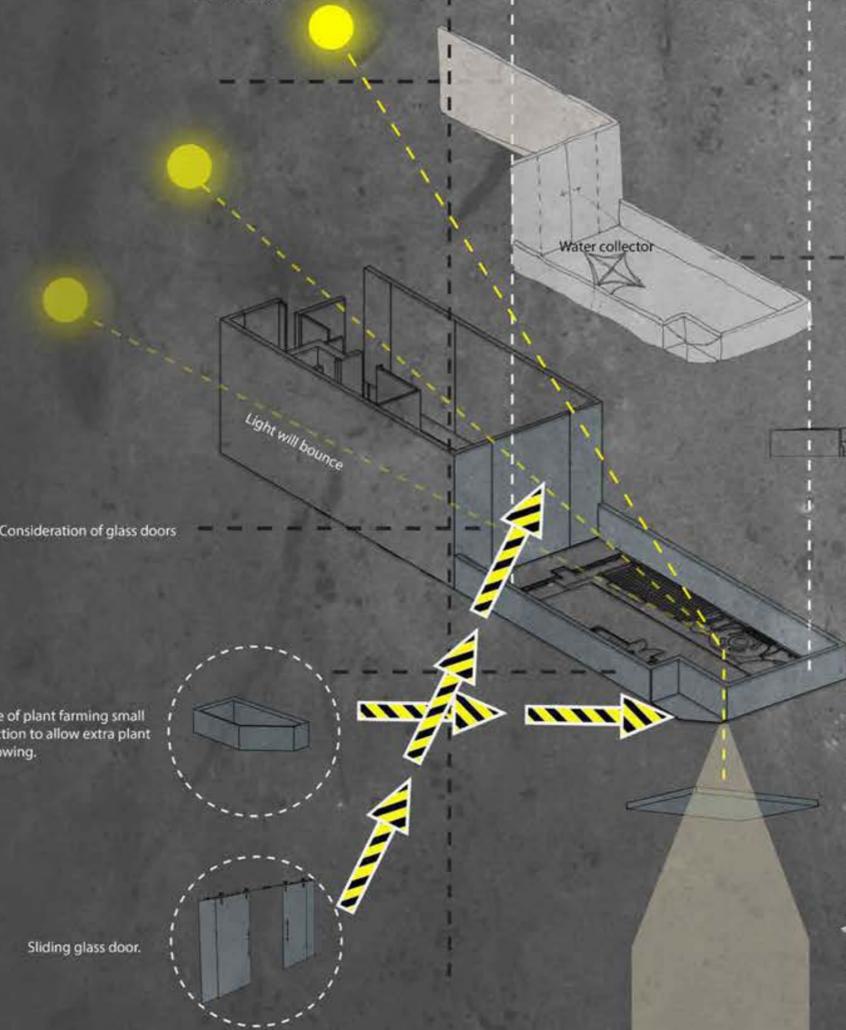
Final sketches and iterative 3d design confirming final placement of roof bar. Consideration of social area.

NTS

FLOOR PLAN AXO SKETCHES

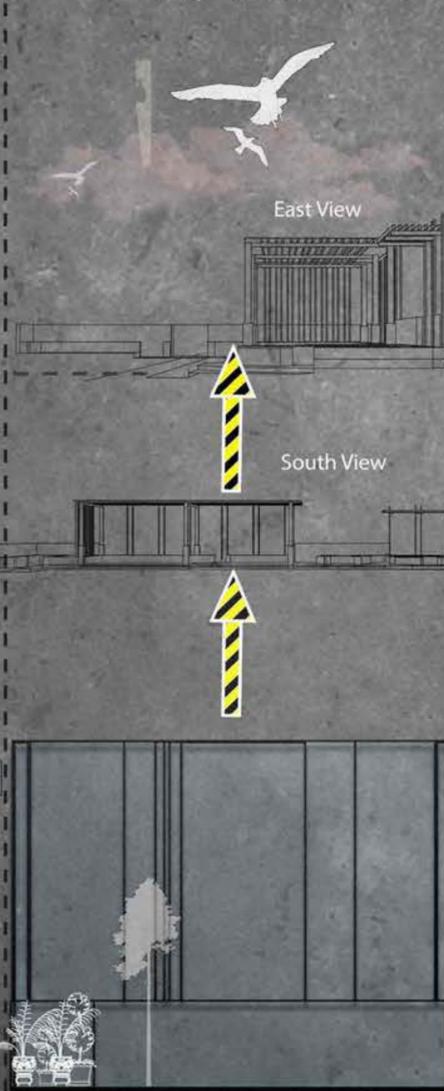
Hand and computer edits.

During the summer when the sun is at its highest (61°) the solar shading prevents any direct sunlight entering the building reducing solar gains and therefore over heating.



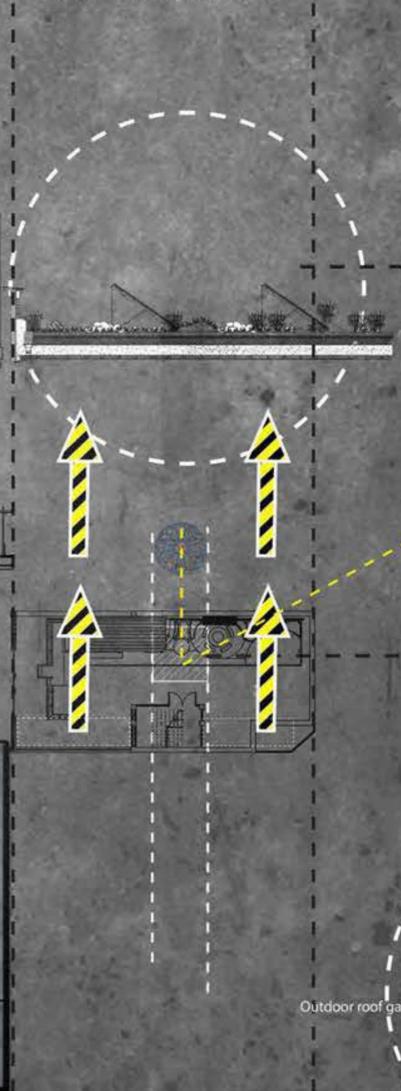
SECTION EDIT

Computer edits.



FLOOR PLAN SKETCHES

Hand and computer edits.



Industrial brownfield locales can be important biological/ eco systems, supporting uncommon types of plants, creatures and invertebrates. Progressively sought after for redevelopment, these natural surroundings are under danger. "Earthy colored rooftops", otherwise called "biodiverse rooftops", can mostly moderate this loss of territory by covering the level tops of new improvements with a layer of privately sourced material.

Development methods for brown rooftops are regularly like those used to make flat green rooftops, the principle distinction being the decision of developing medium, as a rule privately sourced rubble, rock, ruin and so on.

They are seeded—and plug planted in patches—to expand their biodiversity potential for the time being, approaching weeds are invited and the normally poor soil limits development.

The rooftops are colonized by creepy crawlies and bugs (huge numbers of which are getting amazingly uncommon in the UK as such destinations are created) and give a taking care of site to insectivorous winged animals. To energize feathered creatures, bats and creepy crawlies, permanent home blocks are incorporated with the parapet dividers.

Walking glass, creating an atmosphere where I can consider how light can bounce from the building. On the roof there will be a section that light will enter from the floor and hit the stain glass window affect of the first floor and that colourful light will hit the ground floor bar.

Outdoor roof garden.

FUN TOWN NOT OLD TOWN

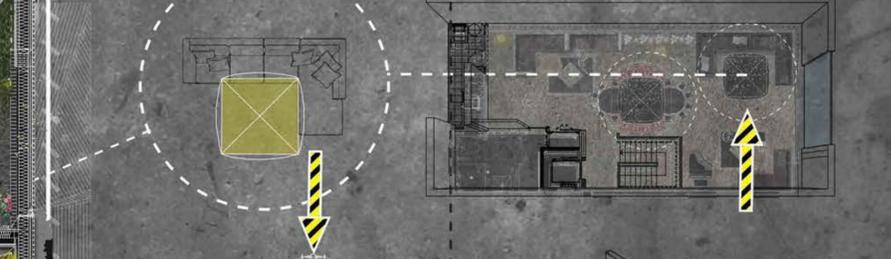
SUMMARY: Second floor/Water Collector Analysis
 Iterative and exploration of water collector placement and size.

NTS



WATER COLLECTOR PROCESS

From previous iterative designs the water collector were placed in separate rooms with the plant farms. However, with this current and final design idea, I decided that separating them could mean people not truly having an understanding of the process. So I decided that placing them with the seating area at the top (second floor) and making them larger from what previously the building would create a space where people can drink the alcohol created from the distillery and also view the natural rain water getting collected and eventually distributed to the first floor plants.



Iterative section of rain water collector

Water collector roof & top floor

Balloon will be on the first floor, to where the plant farm is.

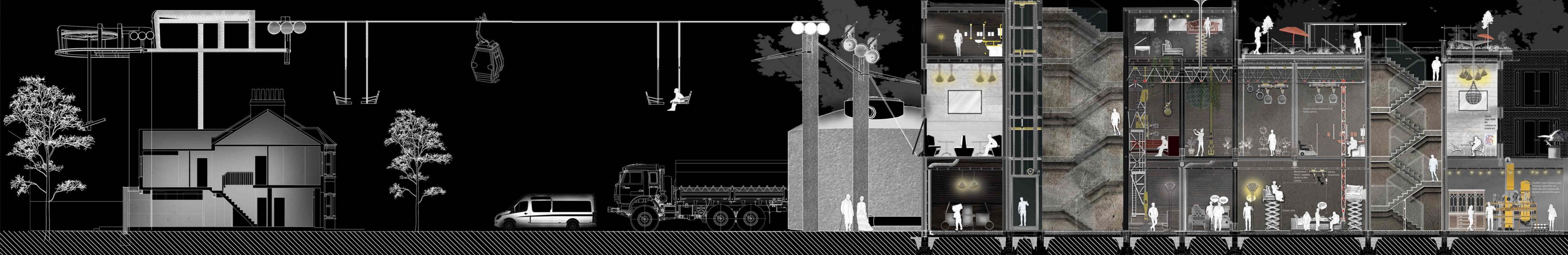
Balloon first floor.

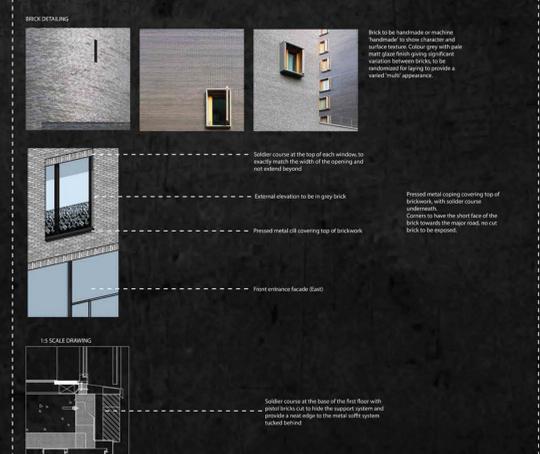
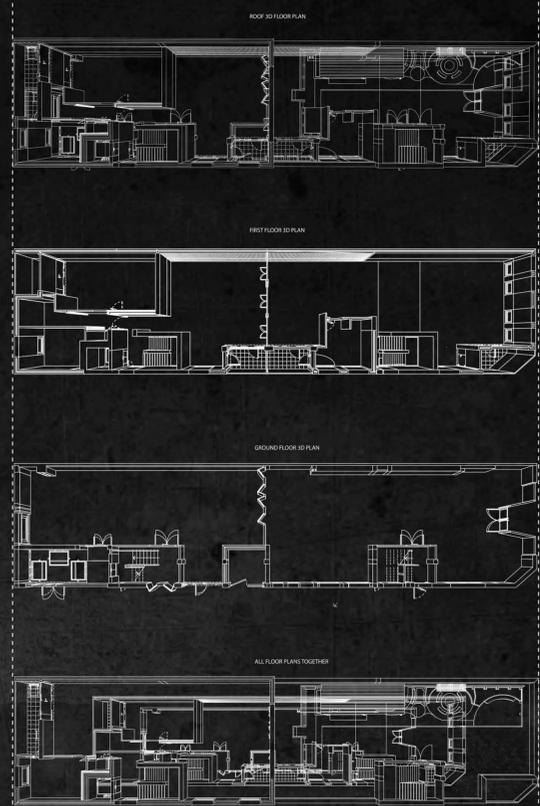
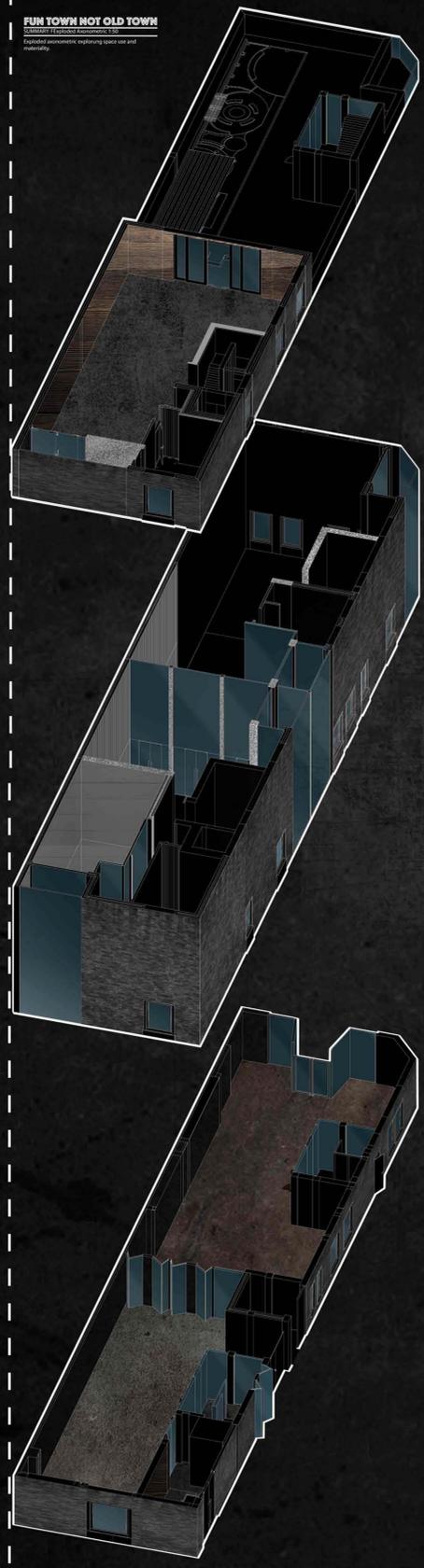
FUN TOWN NOT OLD TOWN

SUMMARY: Long section 1/50

Long section of my final design proposal. This proposal is vastly different from all the proposal I created previously, the less use of colour and more use of materials, consideration of other aspects and spaces where the elderly tend to go to are more darker in atmosphere, and that's the new purpose of my final design.

Although I did consider closing the roads and allowing the elderly for easier access (use of golf carts), with this design I decided to also add cable cars from one part of catford to Fun Towns distillery, creating a fun way for transportation.





FLIN TOWN NOT OLD TOWN!
 100% RECYCLED BRICKWORK
 100% RECYCLED GLASS
 100% RECYCLED STEEL

Brick to be handmade or machine made. No stone, granite and marble. Color grey with some red and blue. Brick to be laid in a pattern to provide a varied visual appearance.

Sillor course at the top of each window to neatly finish the window and not extend beyond.
 External elevation to be in grey brick.
 Pressed metal coil covering top of brickwork.

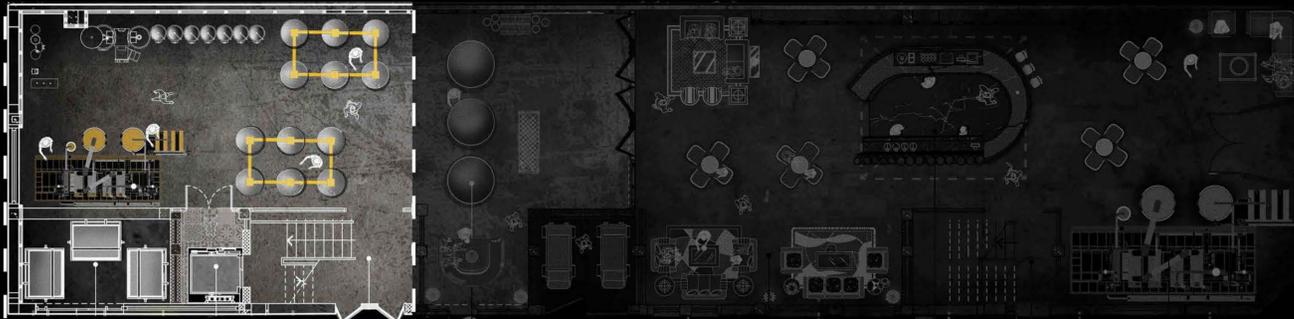
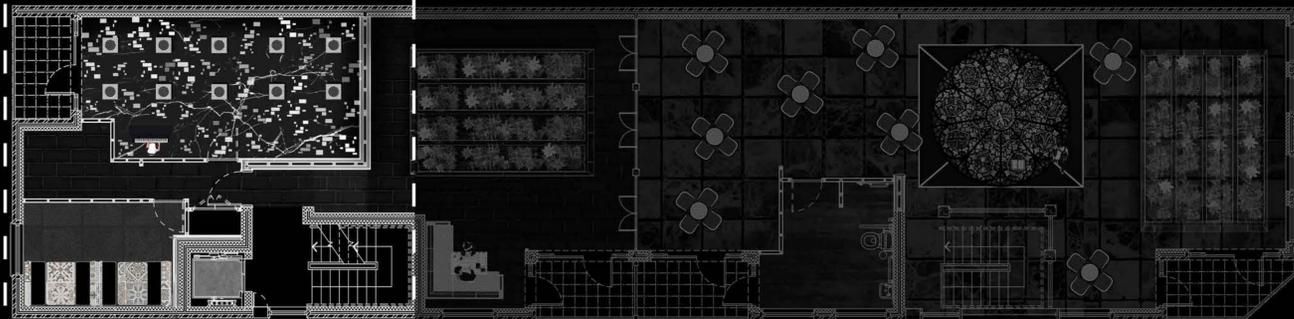
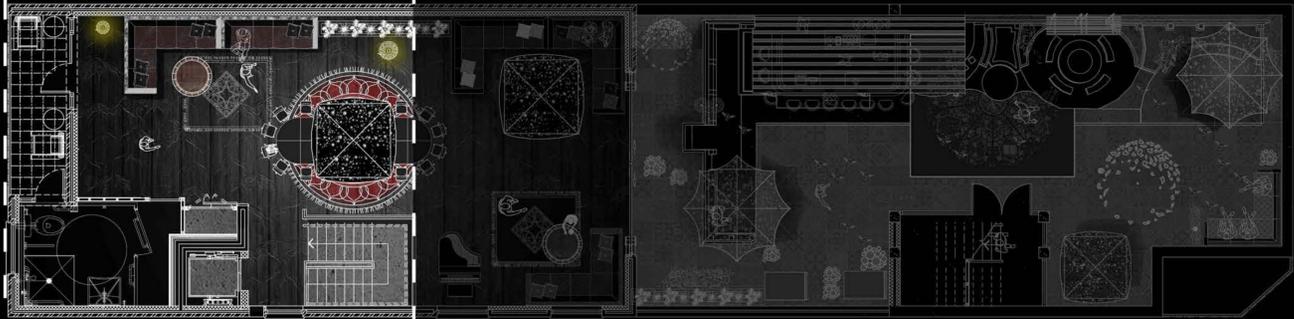
Pressed metal coping covering top of brickwork, with similar course pattern. Coping to have the same face of the brick beneath the coping road, the cut brick to be replaced.

Front entrance facade (East).

1:5 SCALE DRAWING
 Sillor course at the base of the first floor with pressed metal coil to hold the support system and provide some edge to the metal rail system (sillor) below.

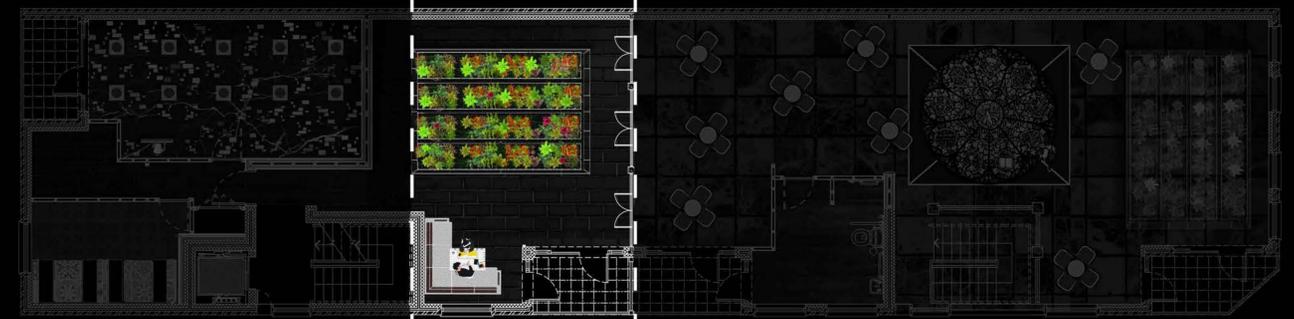
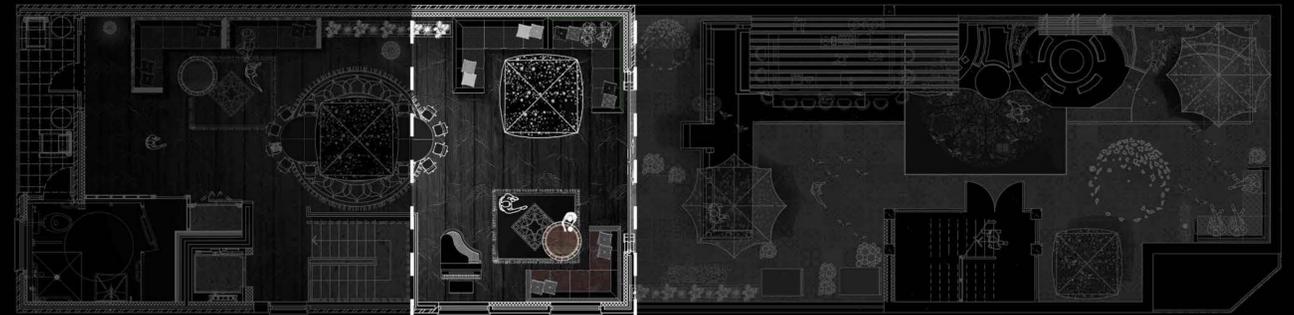
FUN TOWN NOT OLD TOWN

SUMMARY: Fun Town Not Old Town Long Section 1/20
Section and floor plan exploring part of the project (main focus is the coloured section and part located on the floor plans).



FUN TOWN NOT OLD TOWN

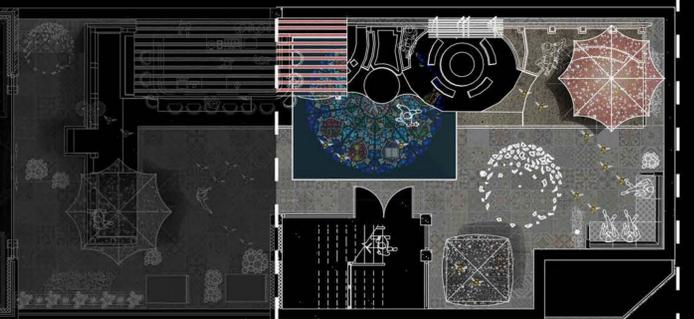
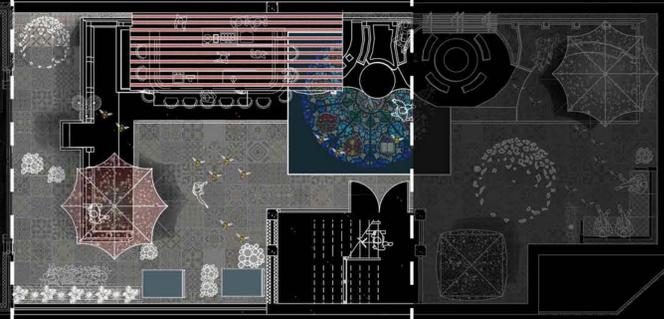
SUMMARY: Fun Town Not Old Town Long Section 1/20
Section and floor plan exploring part of the project (main focus is the coloured section and part located on the floor plans).



FUN TOWN NOT OLD TOWN

SUMMARY: Fun Town Not Old Town Long Section 100

Section and floor plan exploring part of the project (main focus is the covered section and part located on the floor plans).



FUN TOWN NOT OLD TOWN

SUMMARY: Fun Town Not Old Town Long Section 100

Section and floor plan exploring part of the project (main focus is the covered section and part located on the floor plans).

