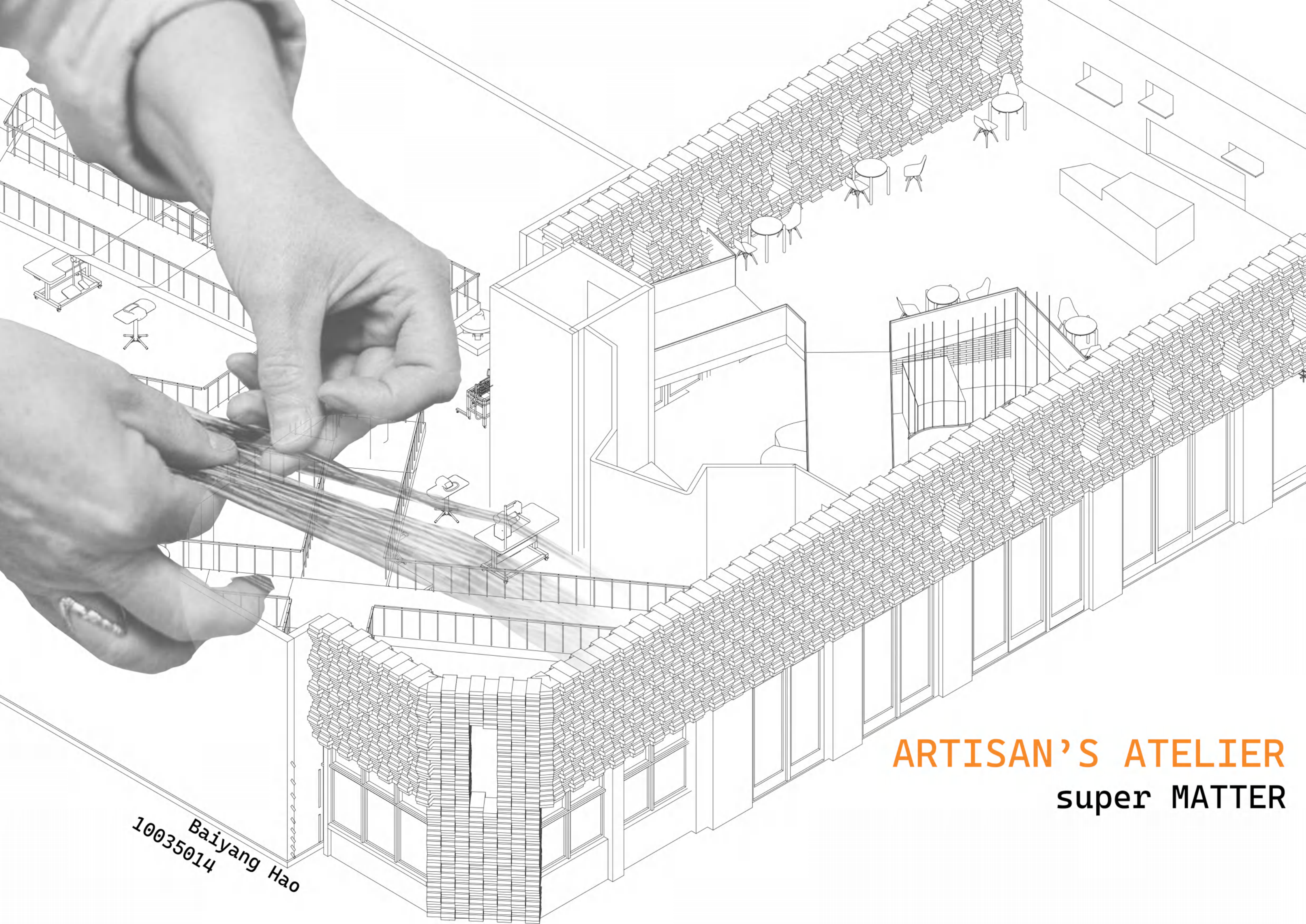
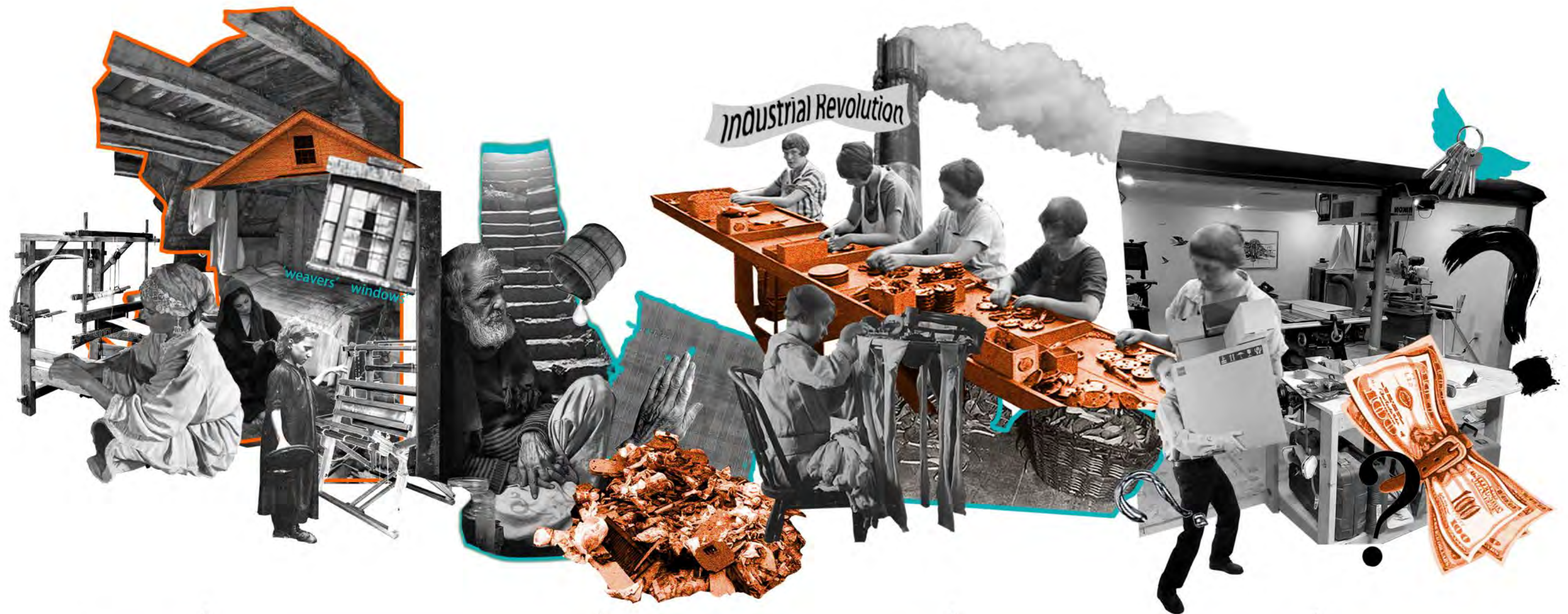




ARTISAN'S ATELIER
super MATTER

Baiyang Hao
10035014





18th century

The town part of this parish is extremely populous; being inhabited principally by journeymen weavers, who live three or four families in a house

19th century

The room is unwholesome, close, and dirty. Through one part of it the staircase comes up in a bulk, and roughly partitions off a corner.

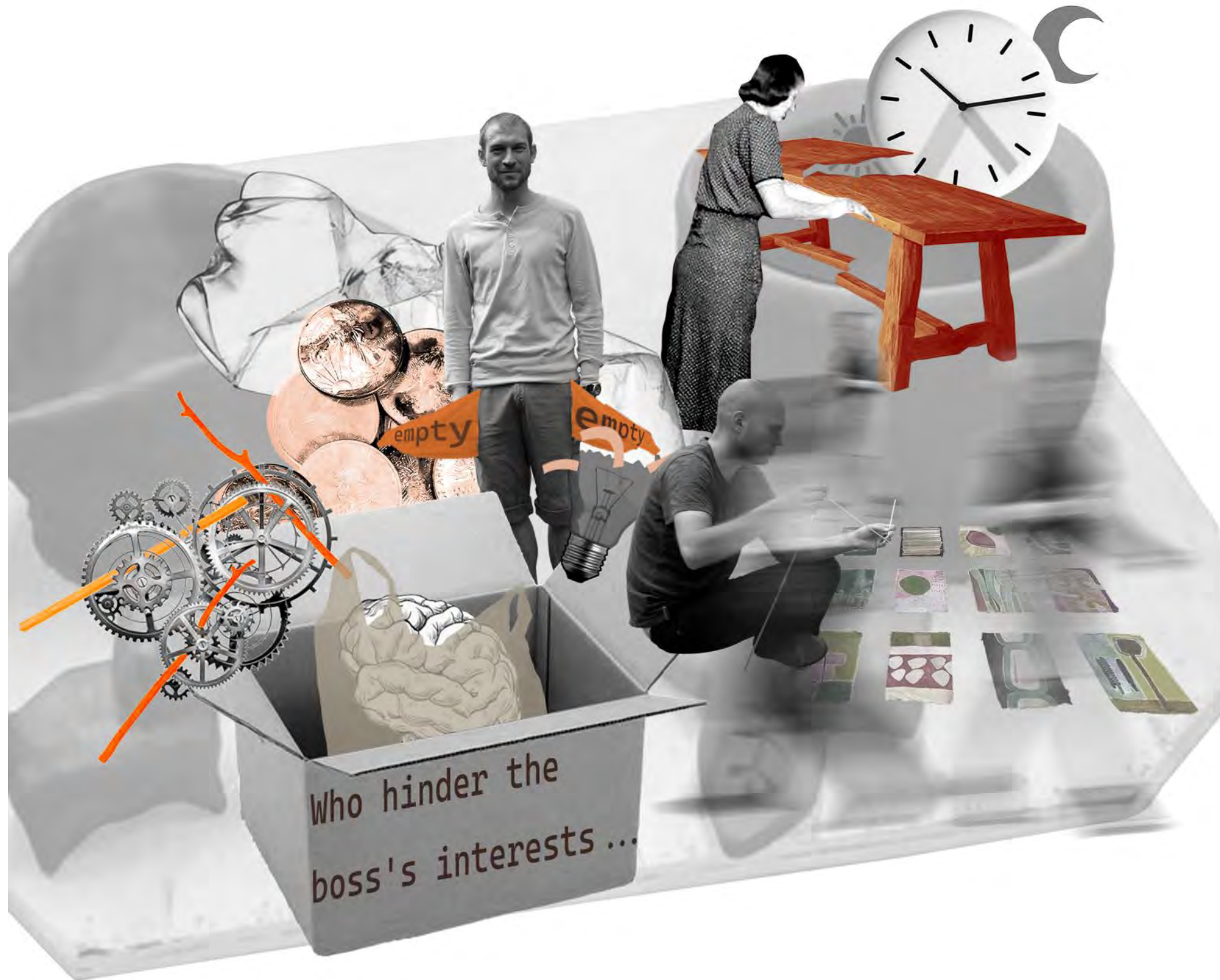
20th century

During the Industrial Revolution, they were assigned to work in factories and did not have many creative rights. At the same time, their wages were not very high, making it difficult to make a living.

21th century

In some developing countries, artisans may accept lower wages due to a lack of bargaining power, especially in regions producing traditional handicrafts. This makes it difficult for them to maintain a basic standard of living.

■ Working Enviroment Analysis



Leather craftsman

I hope more people can learn about my products, They are all made of very good leather.



Wood craftsman

I enjoy working alone, but sometimes I still want to communicate with other people about my work, because it will be more interesting and give me different opinions.



Paper craftsman

I wanted to have a place to display my work, because art made of paper is rarely noticed.



Silk craftsman

I sometimes wonder if it would be better to collaborate with other craftsmen.



Ceramic craftsman

I hope my works can sell well and be seen by more people, otherwise I will soon be unable to afford the rent.

■ Site Analysis

The site is located on Blossom Street and has a rich history. It was once the largest "silk factory" and is now an economic and commercial district, retaining



Blossom street 16

Kindy Crafts



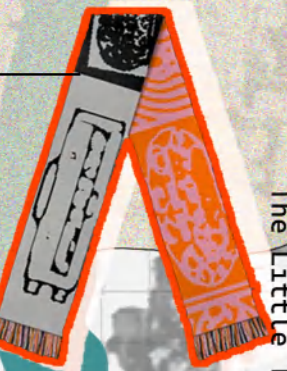
There are many handicraft shops in this area, and they have a very rich variety.



Shan London

The Little Tibet

Simple Works



There are many residential areas in this place.



The location of the base was originally a neighborhood with a history of handicrafts. There are still some handicraft markets and small shops around it, which promotes the development of handicrafts and provides a good reason for the base to be used as a crafts making area.

There are also several schools in this area, as well as commercial buildings and squares, so there are many types of people in this area.



The presence of these different groups of people can also give this space more visibility.



Textile Artists

Artisans working with textiles may produce handmade clothing, accessories, and home decor items. This includes knitters, weavers, and embroiderers who often use traditional techniques.



Jewelry Makers

Many artisans in Spitalfields create unique, handmade jewelry using a variety of materials such as metals, gemstones, beads, and recycled materials.



Ceramic Artists

There are potters and ceramic artists who create functional and decorative items, such as vases, plates, cups, and sculptures.



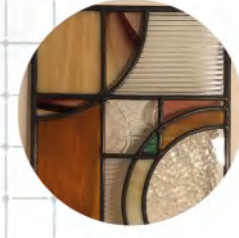
Woodworkers and Furniture Makers

Craftsmen specializing in wood create furniture, decorative objects, and utensils, using both traditional woodworking techniques and contemporary designs.



Printmakers and Illustrators

Spitalfields hosts a number of artists who specialize in printmaking and illustration, creating artwork that can be found in local galleries and markets.



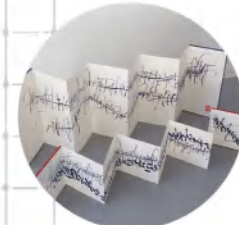
Glass Artists

Some artisans work with glass to create decorative items, jewelry, or art pieces through techniques like glass blowing, fusing, or stained glass.



Leatherworkers

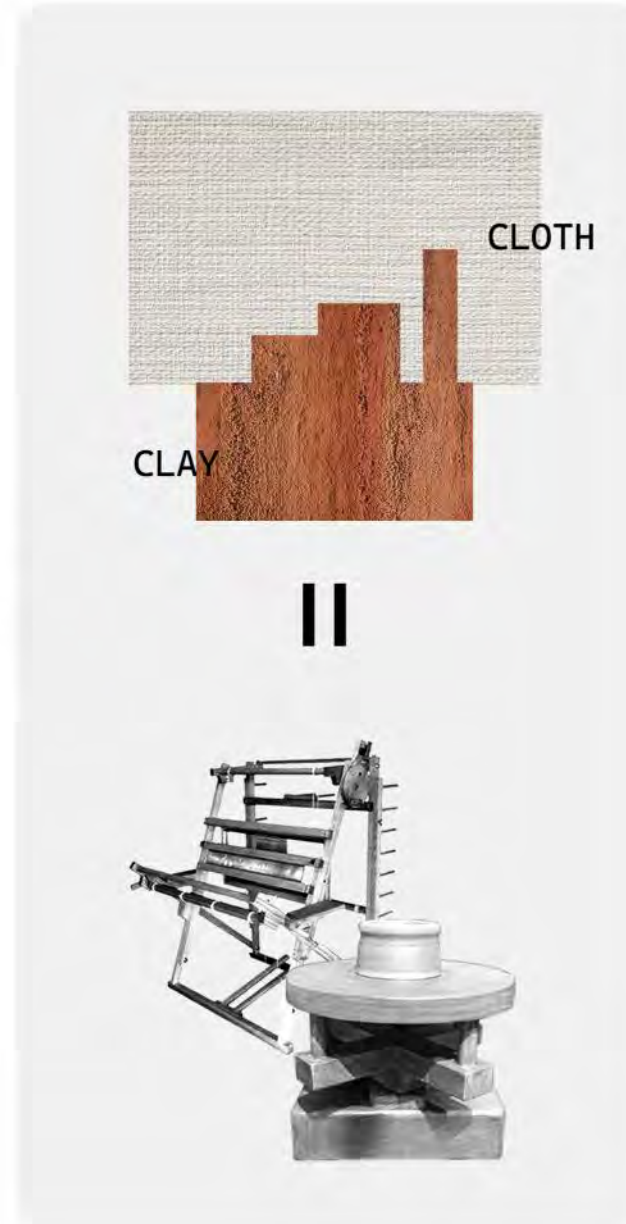
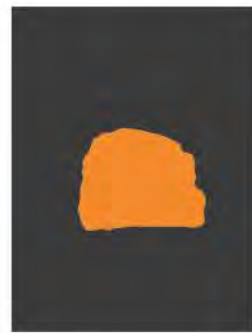
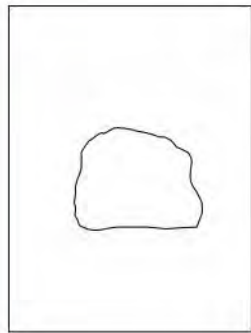
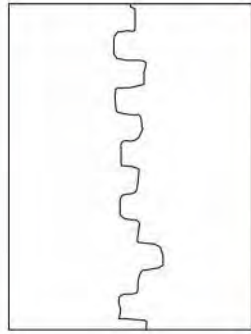
Artisans skilled in working with leather produce bags, wallets, belts, and other accessories, often combining traditional craftsmanship with modern designs.



Bookbinders

There are also artisans who specialize in bookbinding, restoring old books, and creating handmade journals and notebooks.

■ Working space concept Analysis

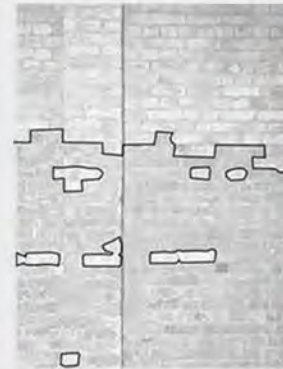


■ Connection Method



Intersperse

To mix one thing in with another in a way that is not regular.



Transition

The process or a period of changing from one state or condition to another.



Insert

To put something inside something else.



Interleave

To combine different things so that parts of one thing are put between parts of another thing.

■ Material Experiment

Intersperse



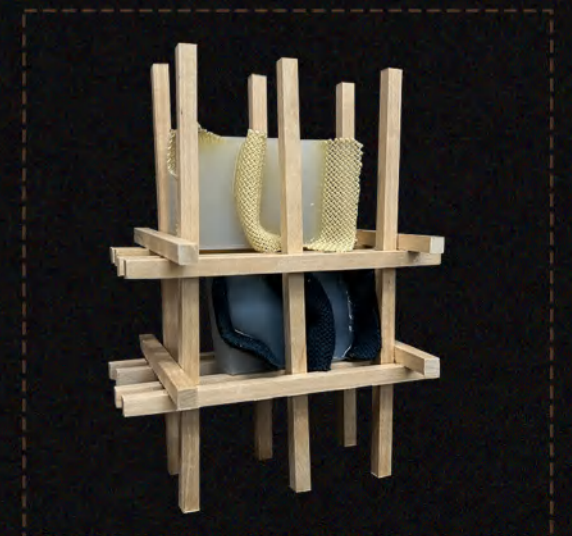
Transition



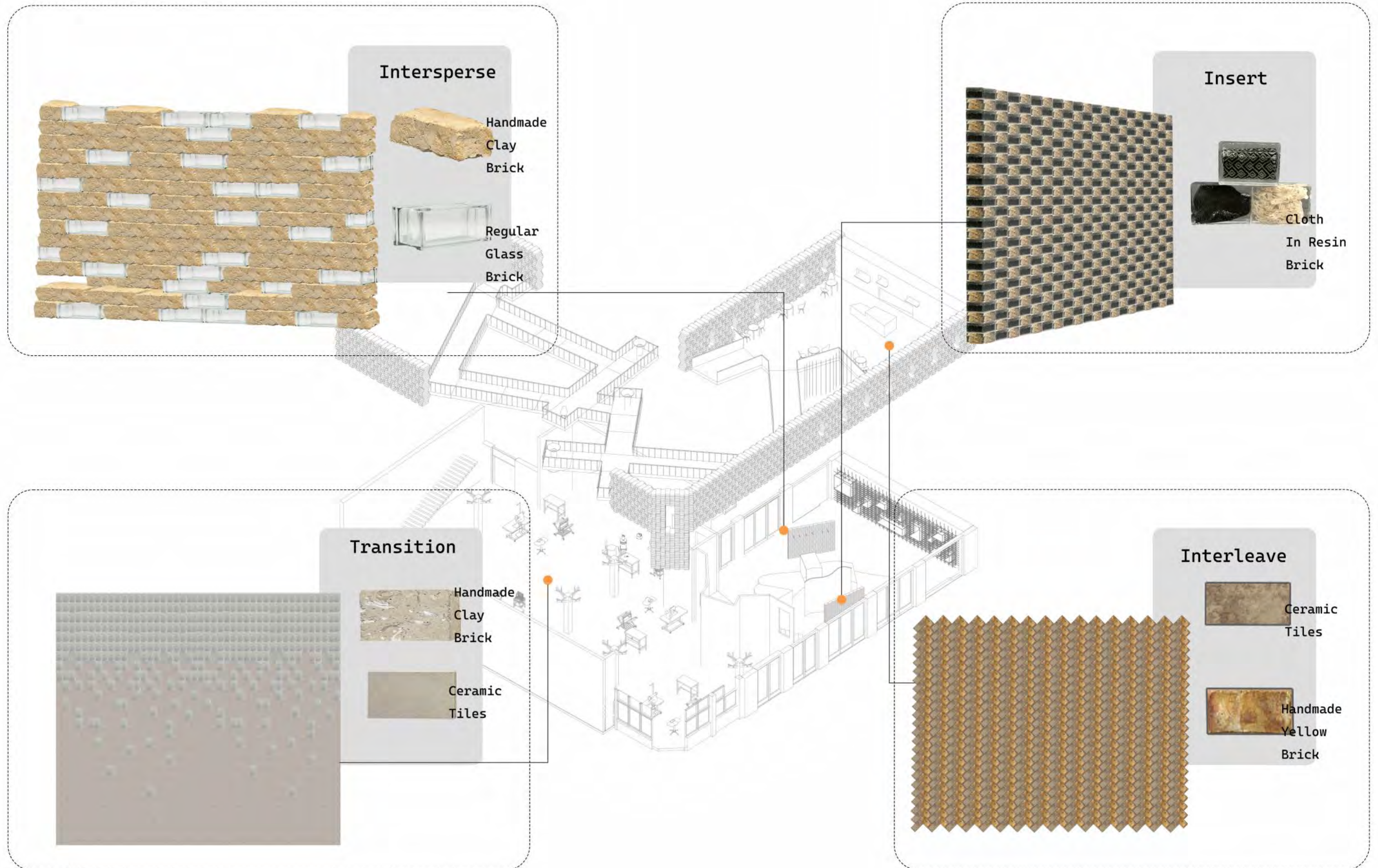
Insert



Interleave



■ Concept performance



■ Tools Analysis

Clay Craftsman



Slip Casting Table



Kiln



Pug Mill/Ball Mill



WorkBench

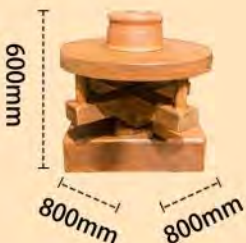
Slip Mixer



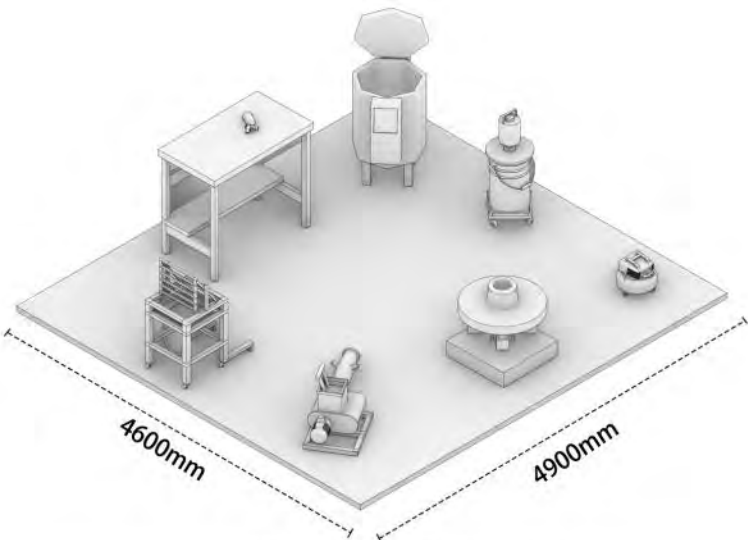
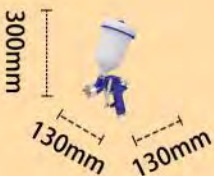
Air compressor



Potter's Wheel



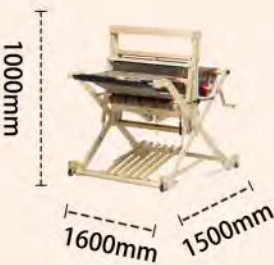
Glazing Spray Equipment



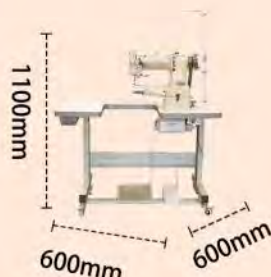
Cloth Craftsman



Ironing and Pressing Equipment



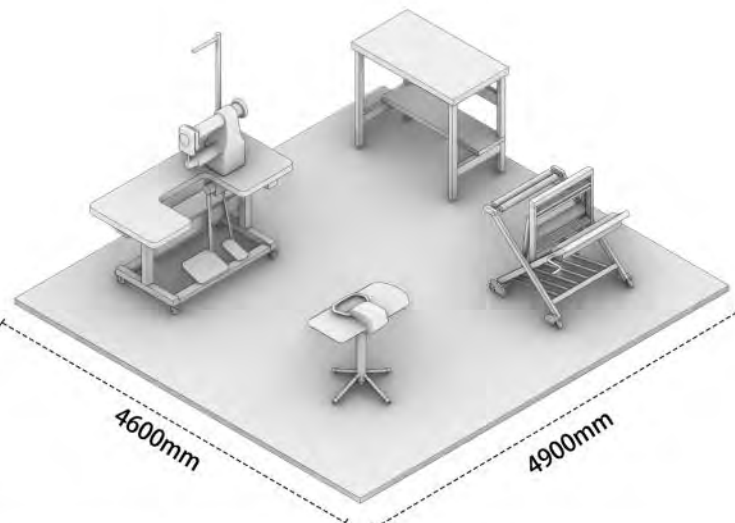
Manual loom



Sewing Machine



WorkBench



■ AI Collaboration



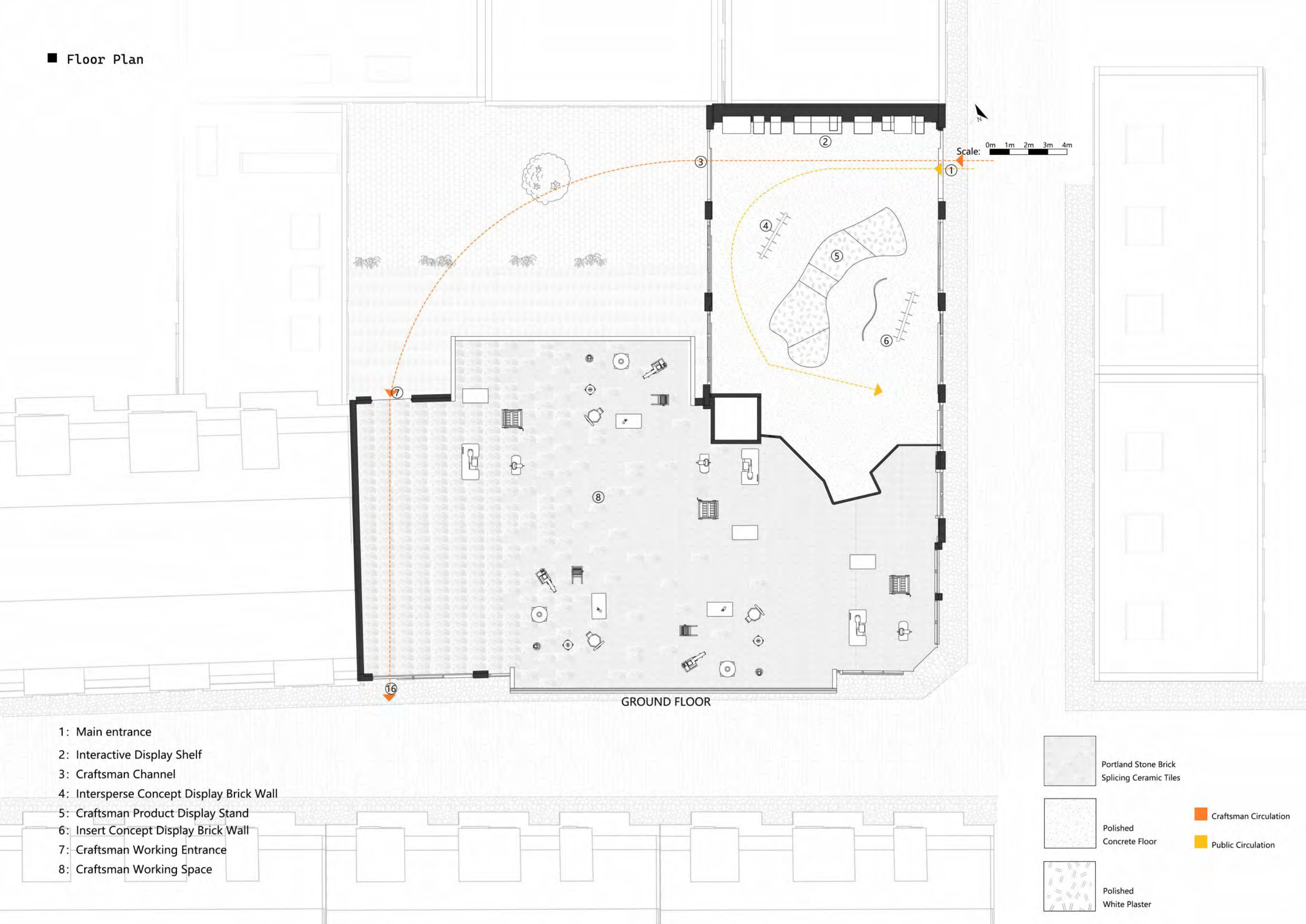
```
{  
  "prompt": "A craftsman  
workshop with wooden  
columns, tiled floors,  
wooden walkways, and  
abundant sunlight. The  
studio features large glass  
windows, allowing plenty of  
natural light to illuminate  
the space. The workshop  
includes various  
workbenches, tools, and  
equipment for different  
crafts. The atmosphere is  
warm and inviting, with the  
wooden elements adding a  
touch of natural beauty."  
}
```



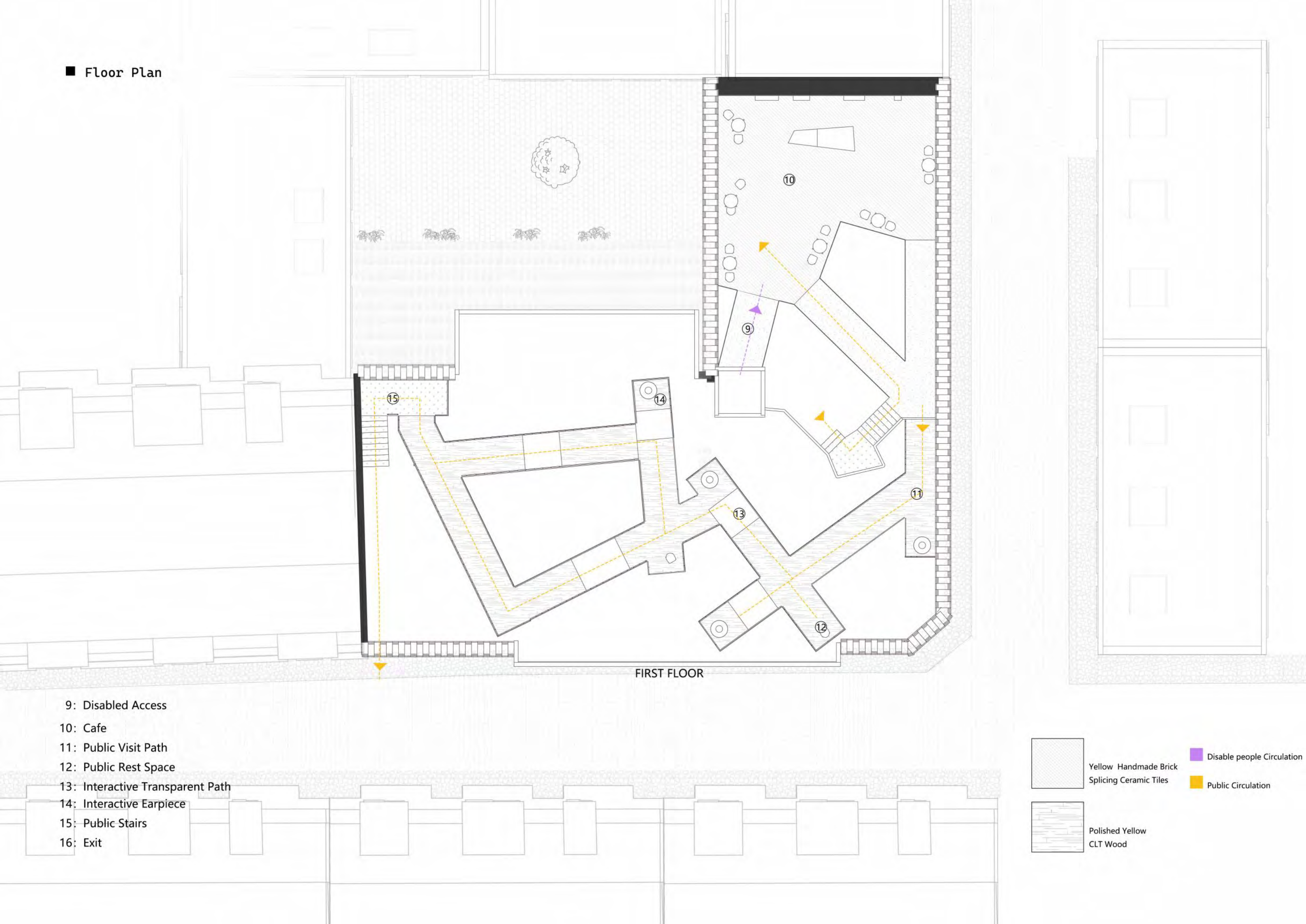
■ Material palette



■ Floor Plan



■ Floor Plan



- 9: Disabled Access
- 10: Cafe
- 11: Public Visit Path
- 12: Public Rest Space
- 13: Interactive Transparent Path
- 14: Interactive Earpiece
- 15: Public Stairs
- 16: Exit

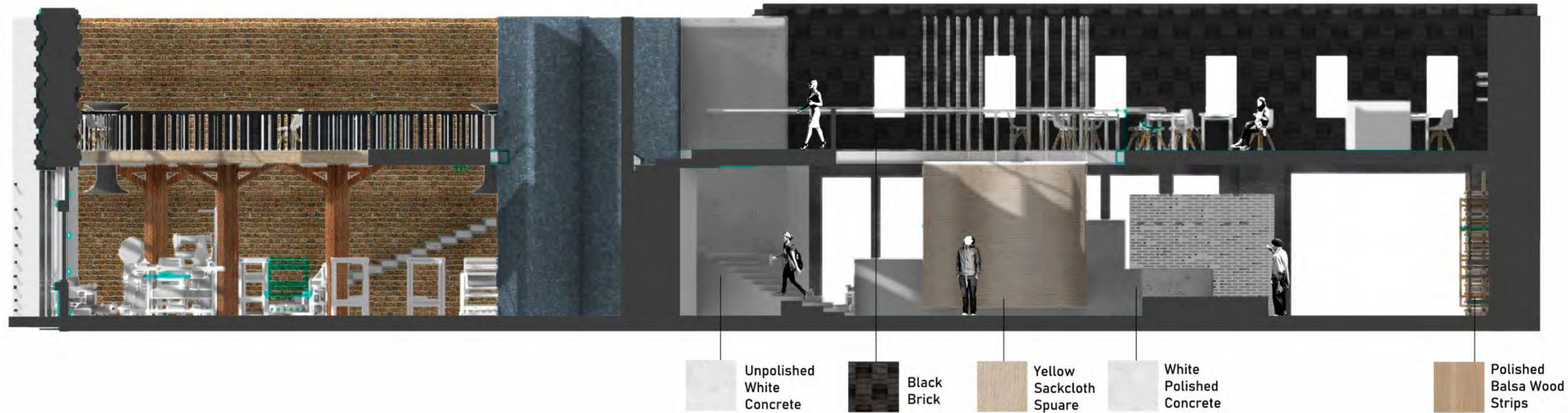
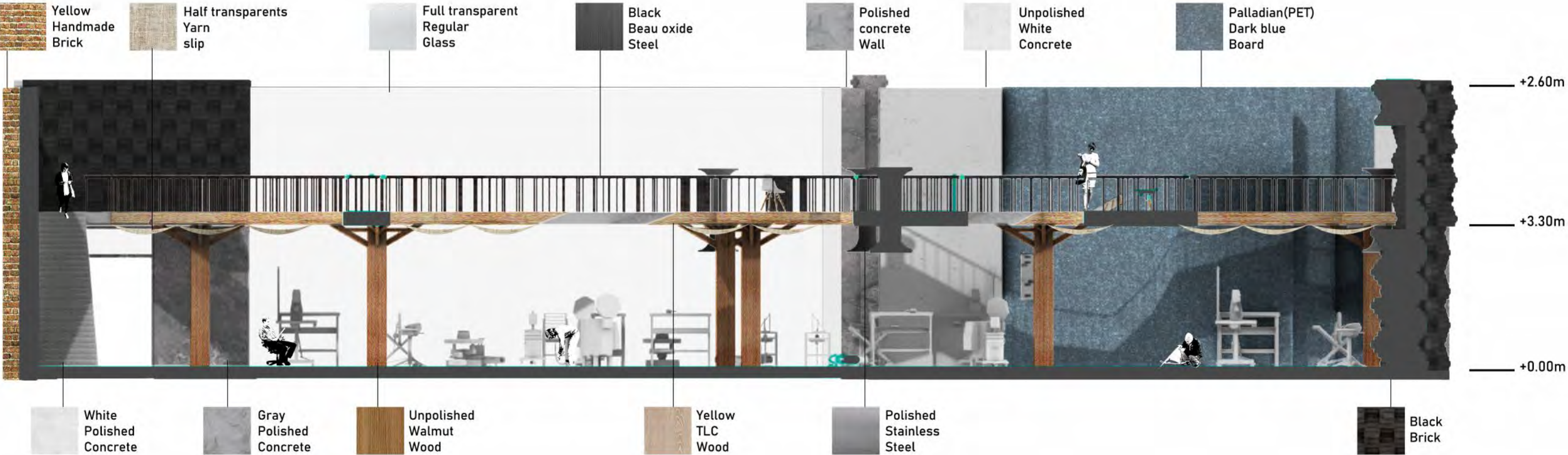
Yellow Handmade Brick
Splicing Ceramic Tiles

Polished Yellow
CLT Wood

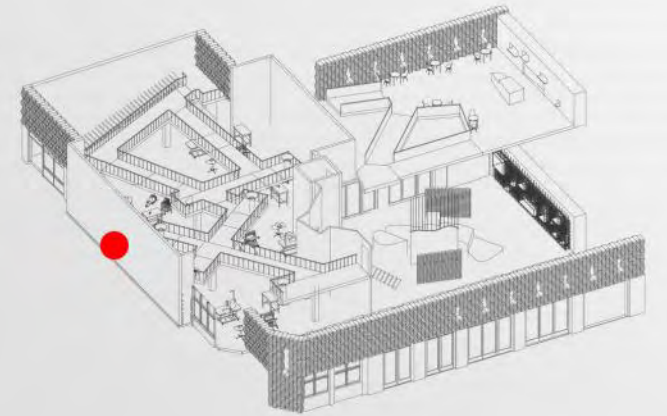
Disable people Circulation

Public Circulation

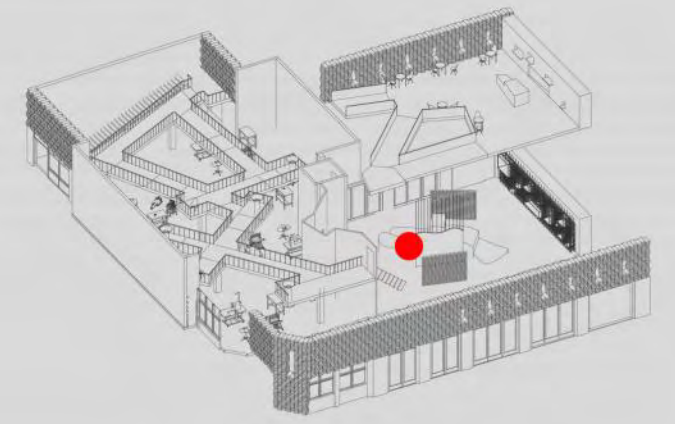
■ Sectional Drawing & Materials Analysis



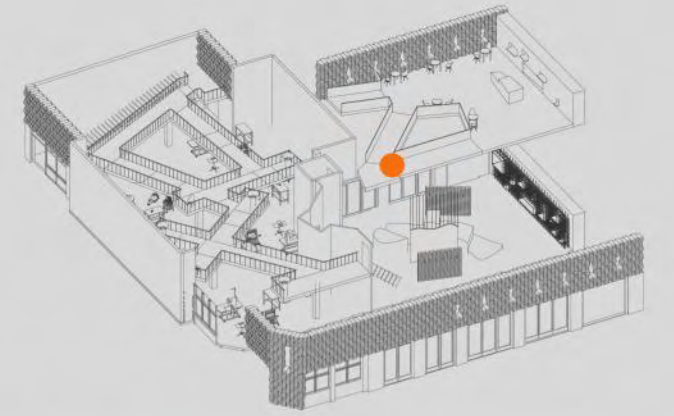
■ Rendering



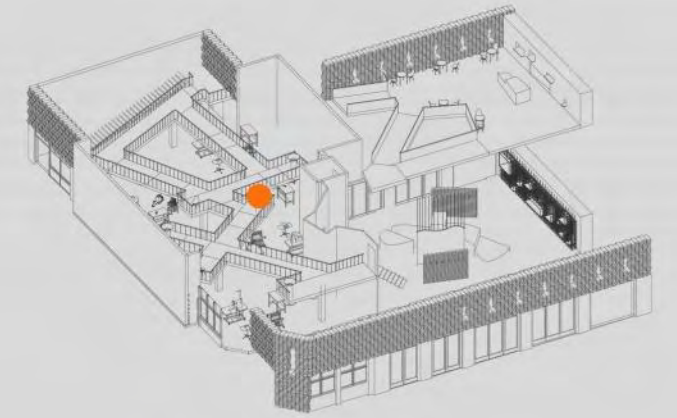
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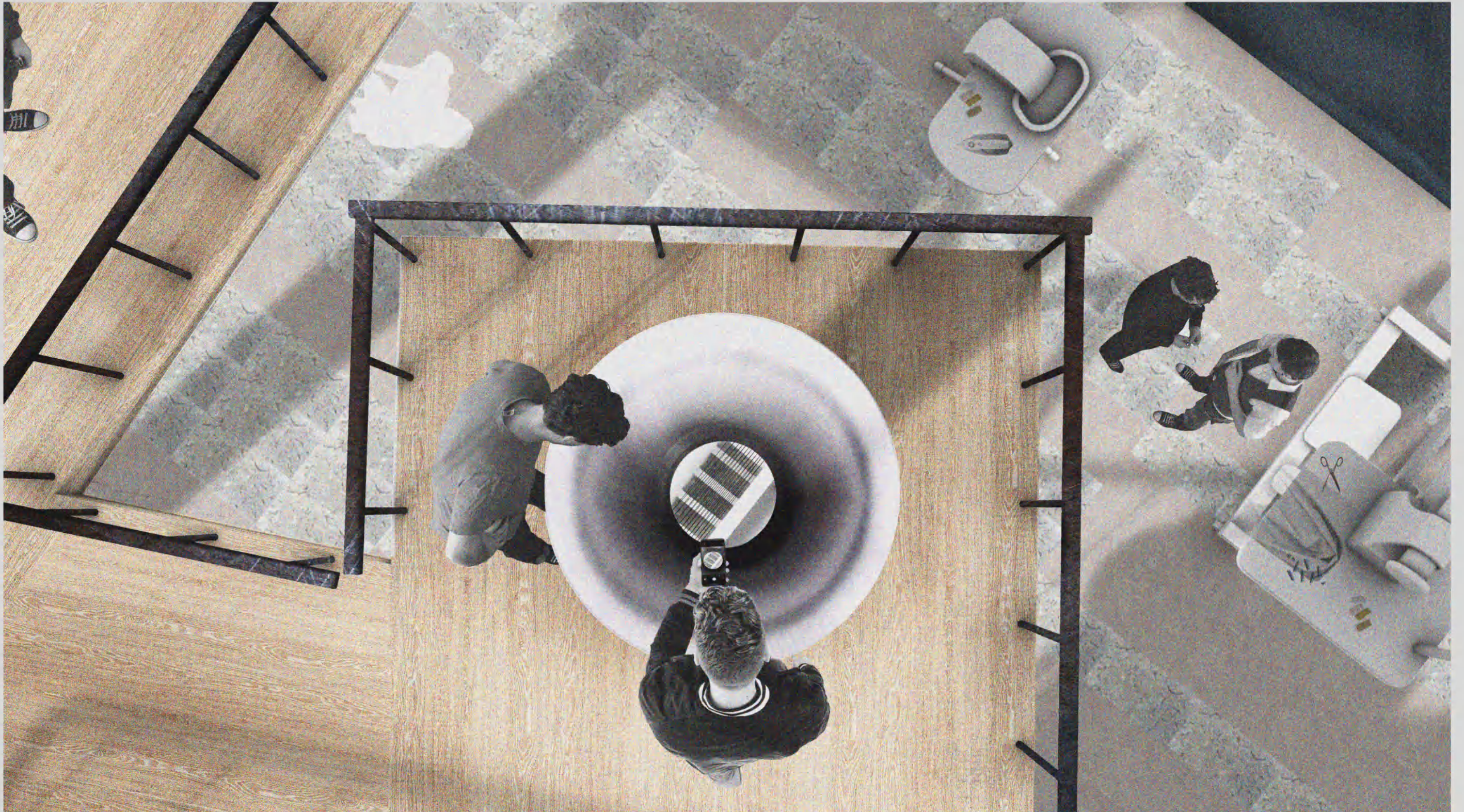
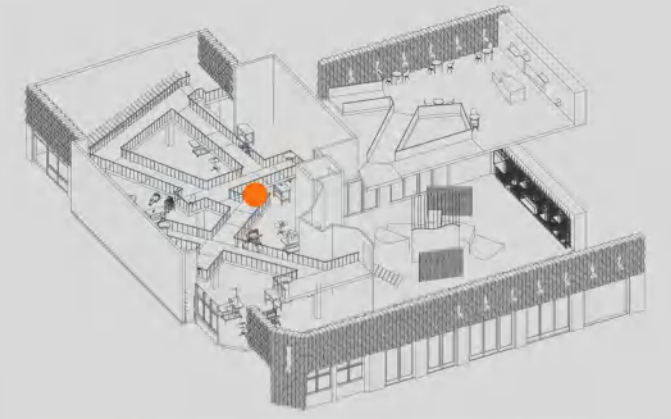
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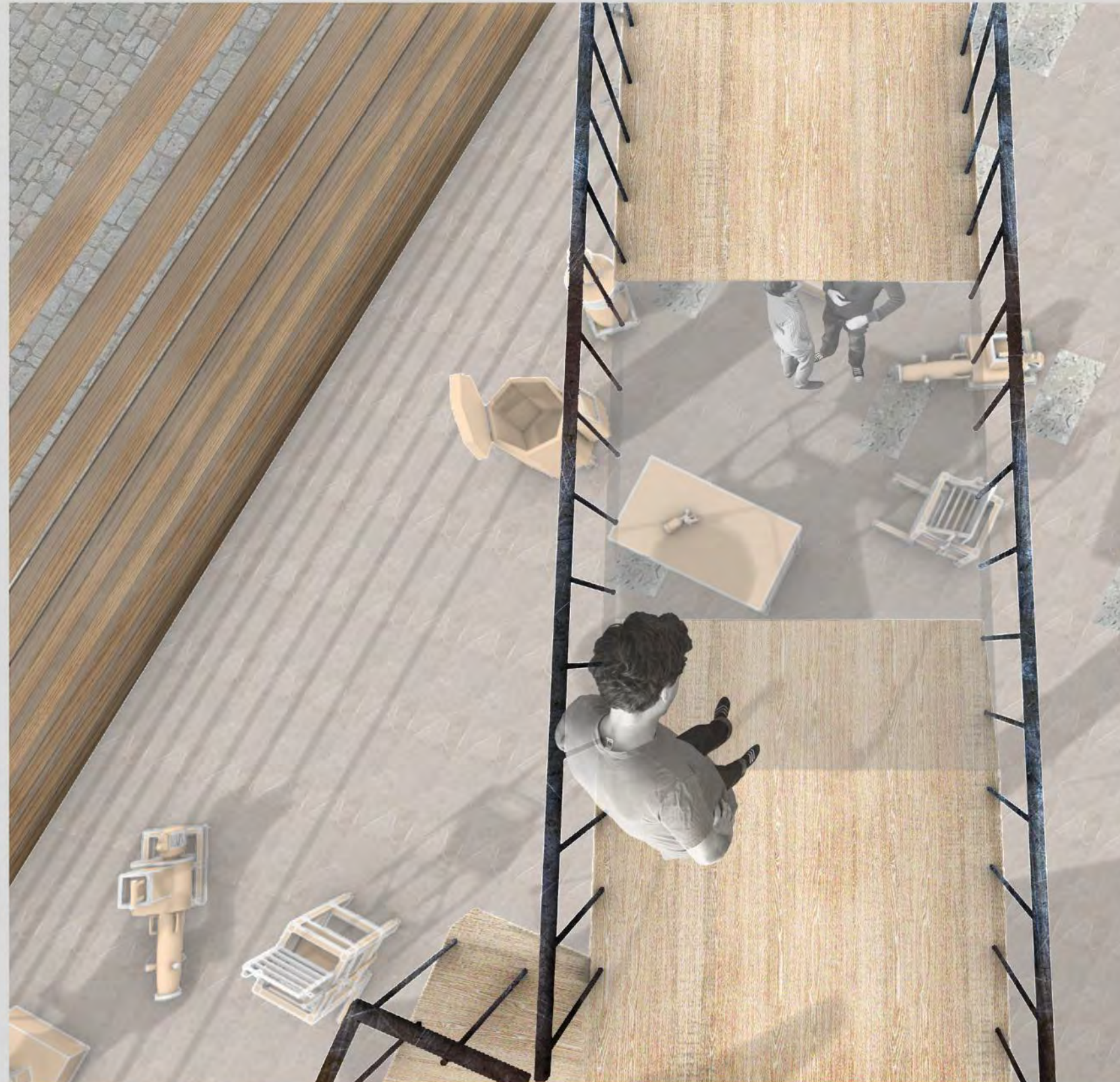
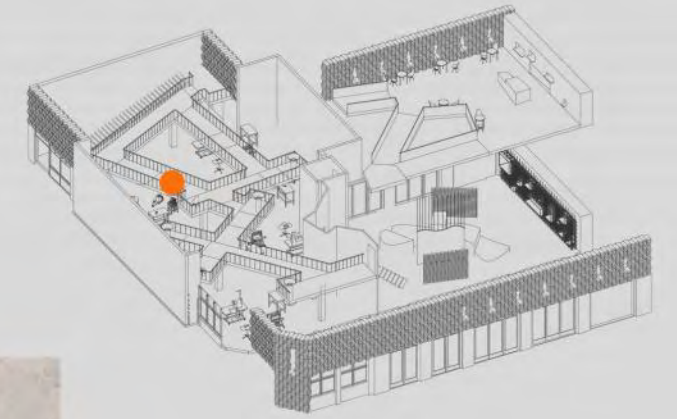
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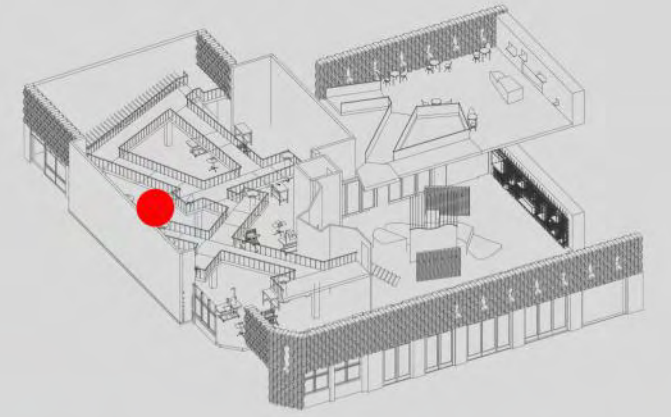
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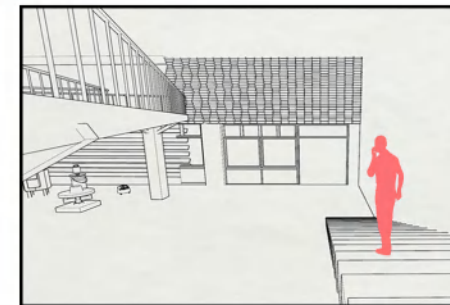
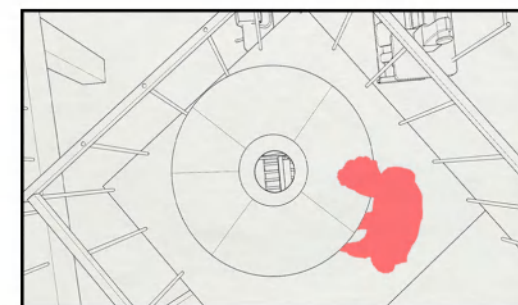
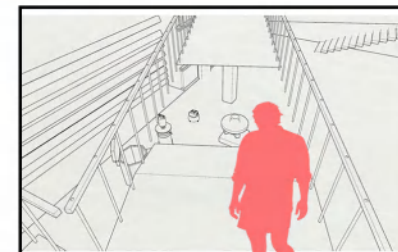
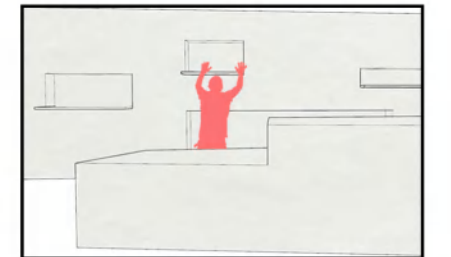
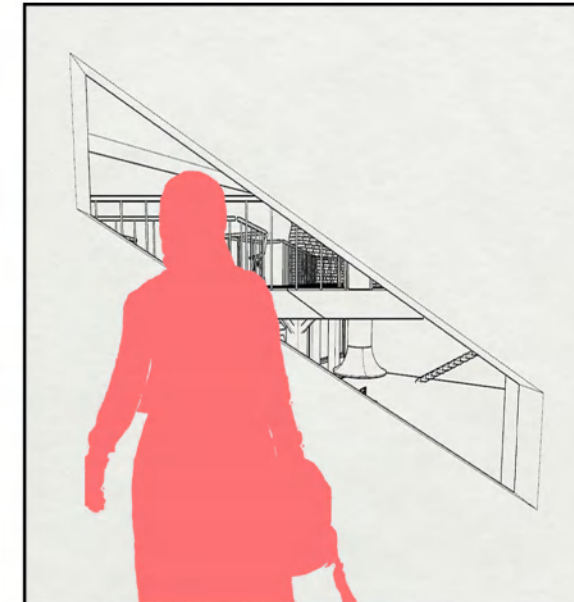
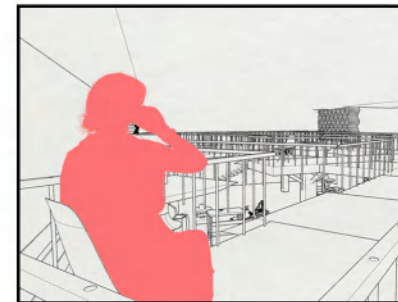
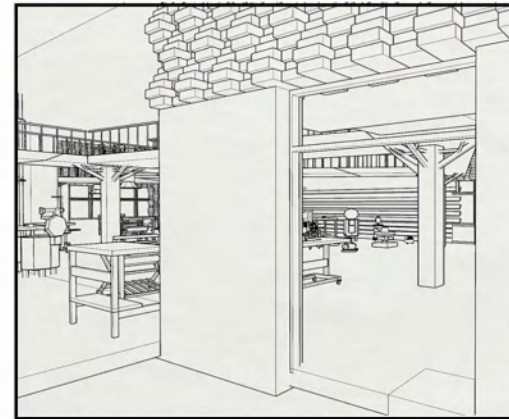
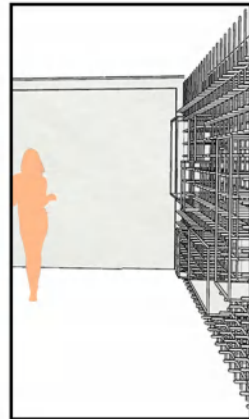
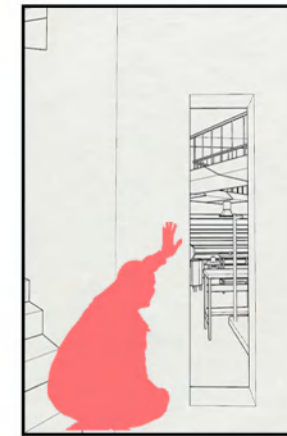
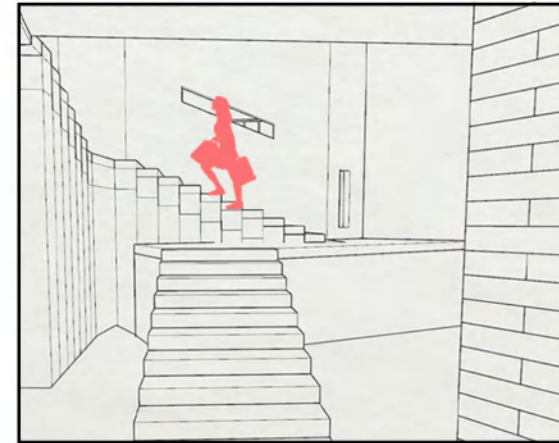
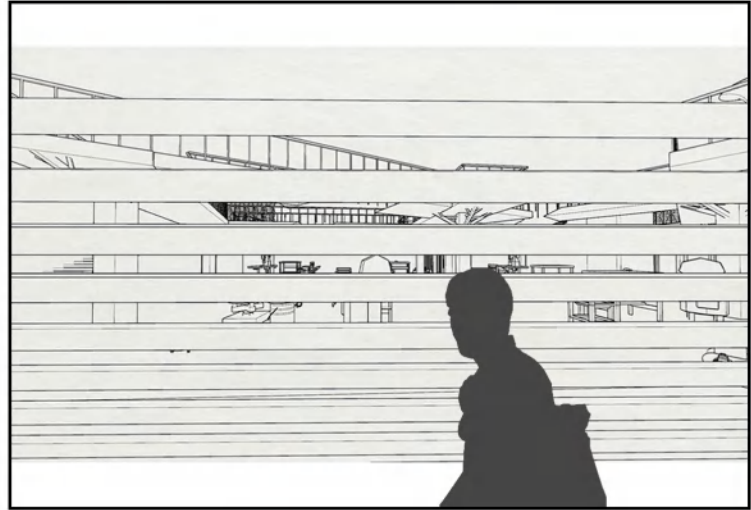
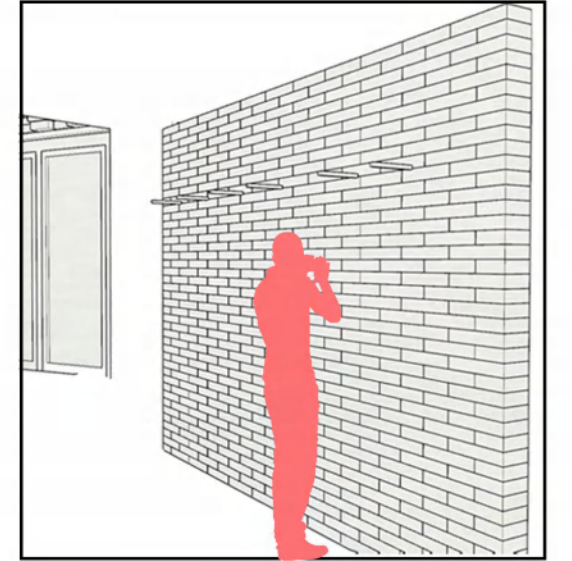
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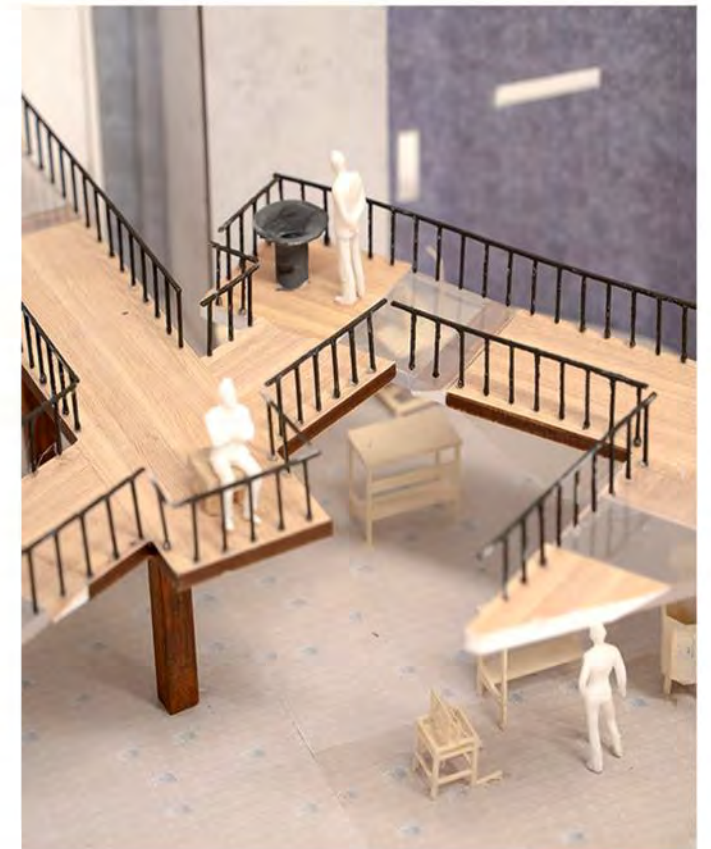
■ Rendering



■ Story Board



■ Physical Model





Thank you!

Baiyang Hao