

# **WHISPERS OF EAST LONDON**

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# CONTEXT

*East london map/Community analysis*

1. East London has had a multi-immigrant and multi-racial culture since the late 19th century, As the city grows, some of the original cultural elements may be commercialized and altered.

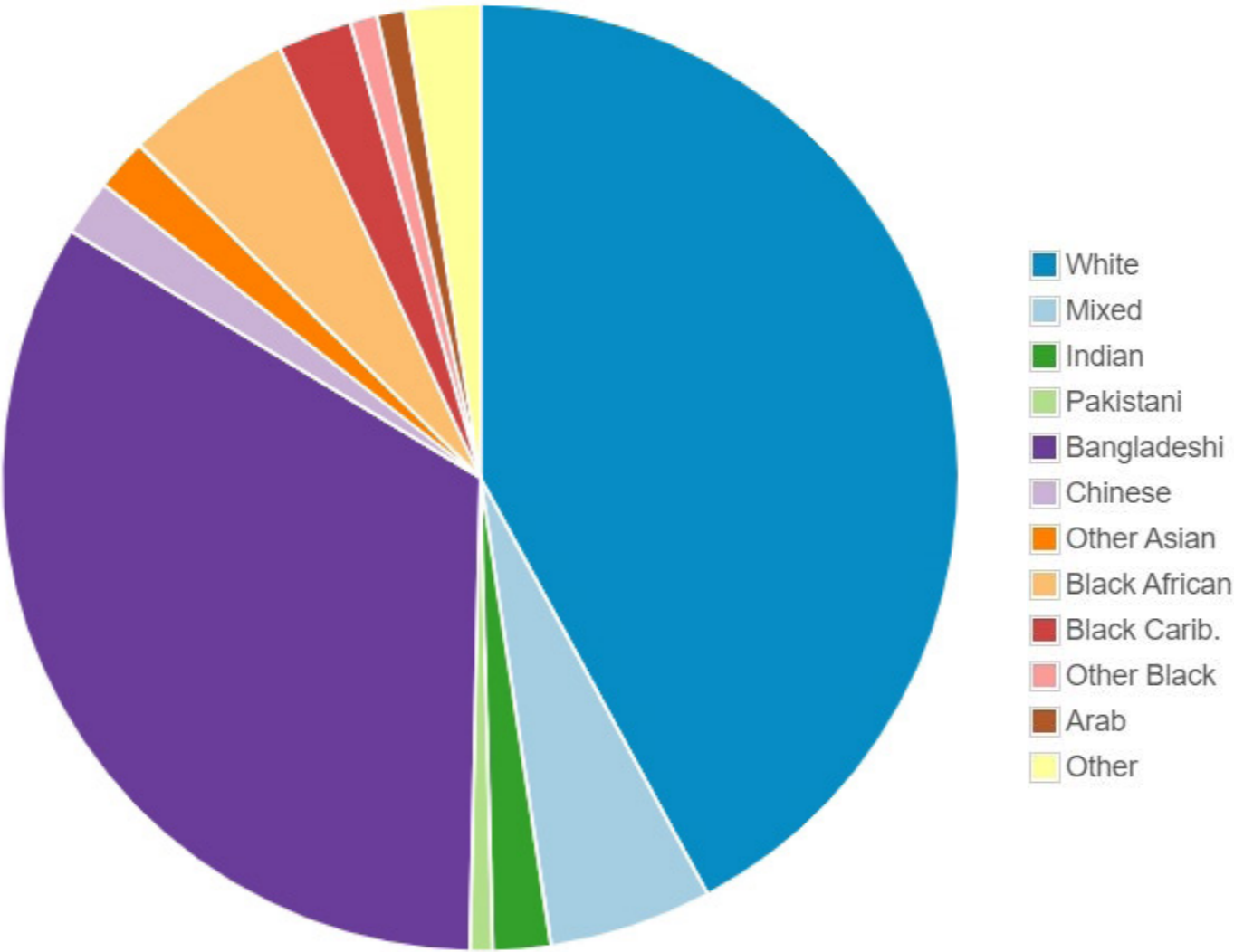
2. Our site is located on the edge of a residential area, with many factories nearby Secondly, our site is located at the edge of a residential area, near many factories, and sandwiched between a highway and a river, so that it seems very desolate.

Therefore, I hope to avoid the dilution and melting of multiculturalism caused by excessive commercialization, and at the same time to bring more popularity to the area, so as to make the place lively.

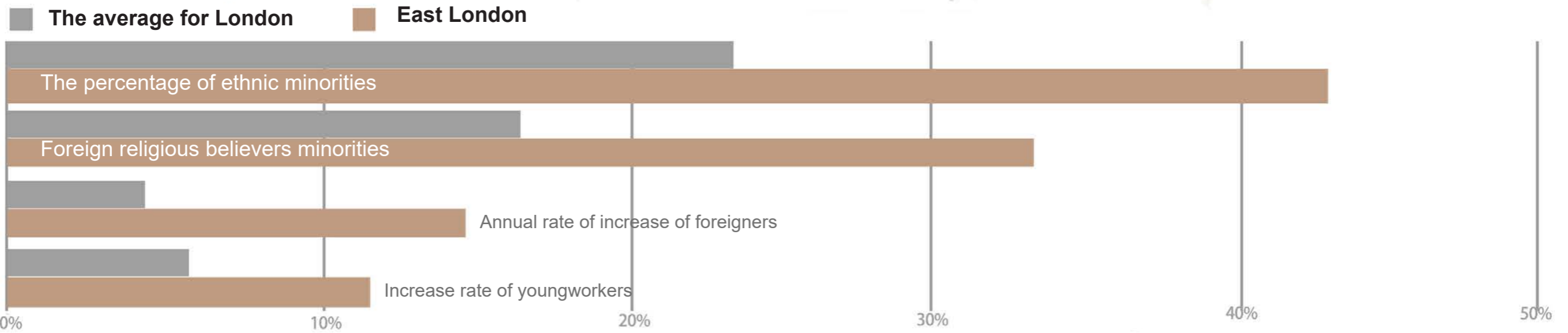
EAST LONDON MAP



ETHNIC GROUP



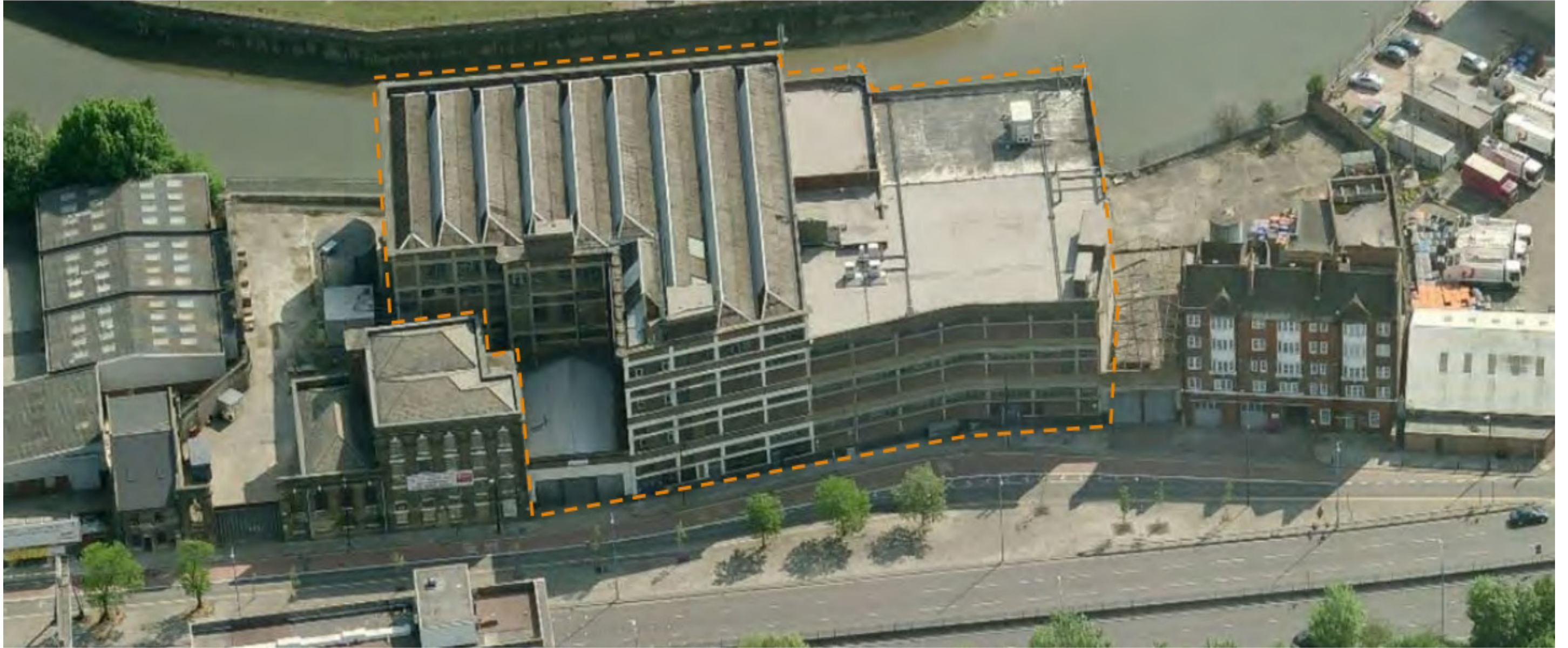
# PROPORTION OF THE FOREIGN POPULATION



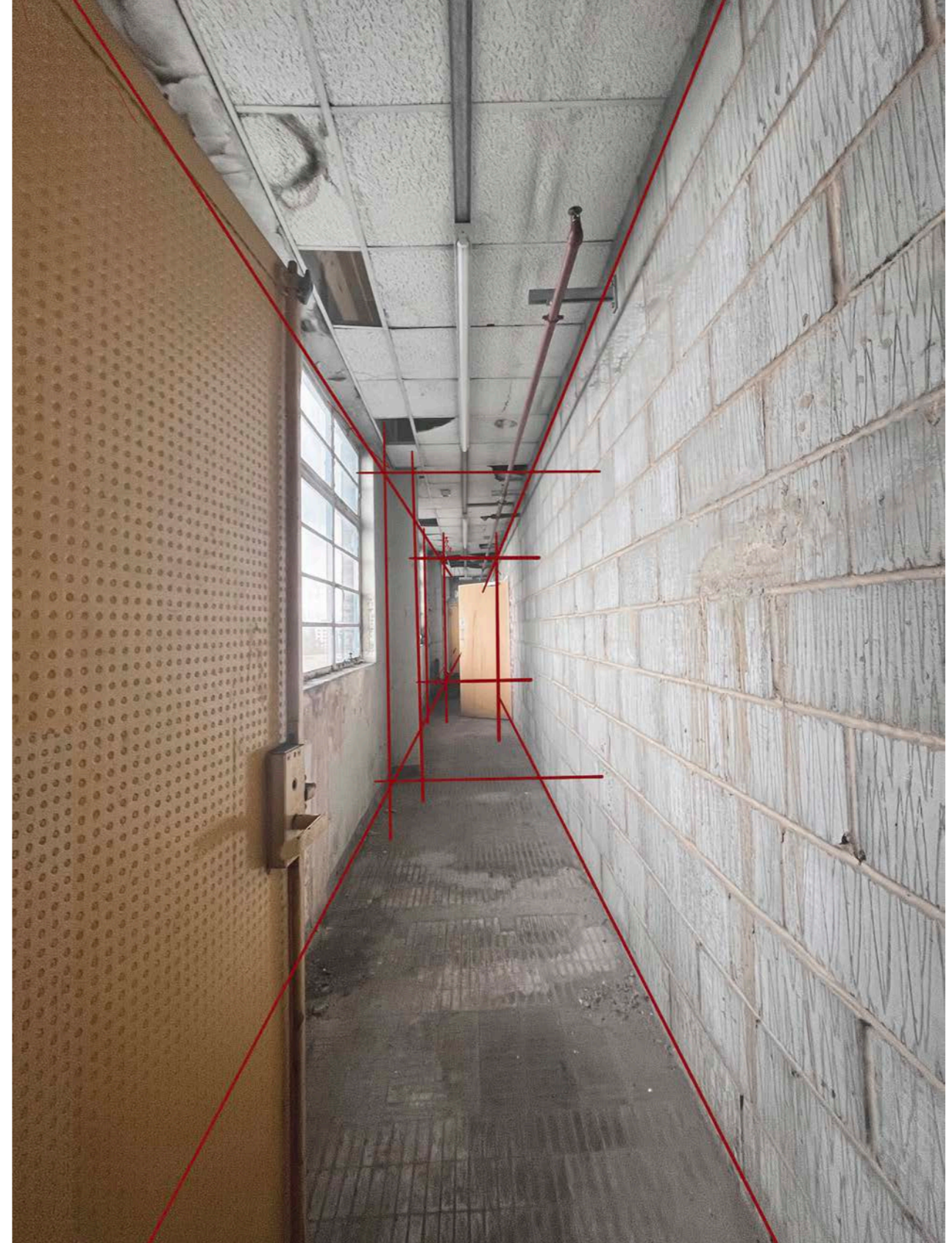
# CONCEPT

*Site/Specific/Artifact/Reflections*

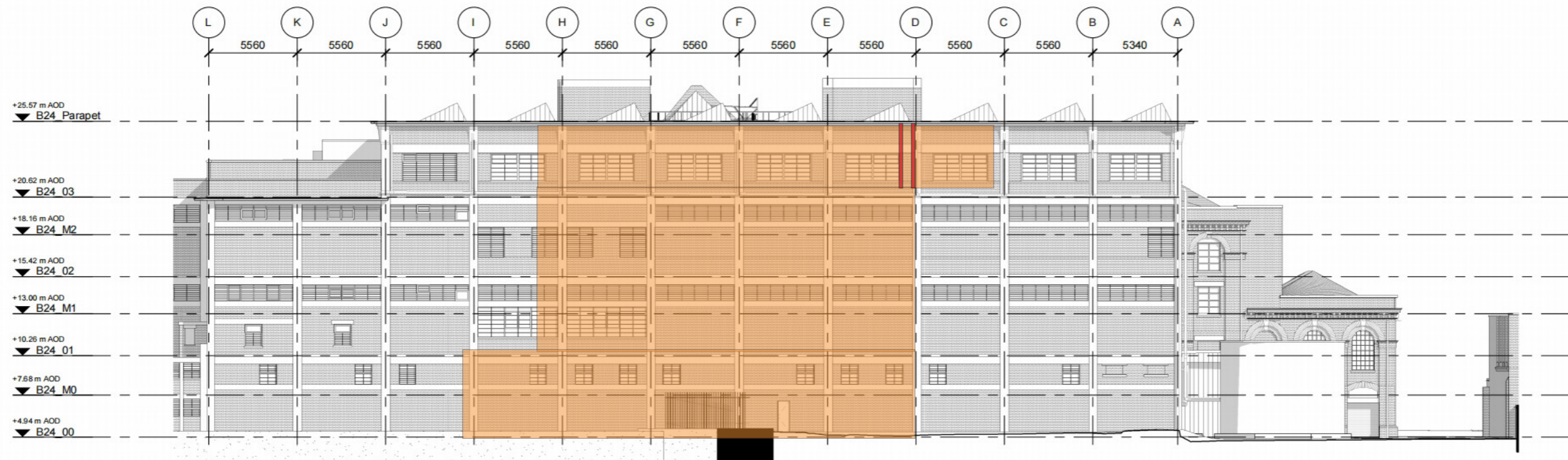
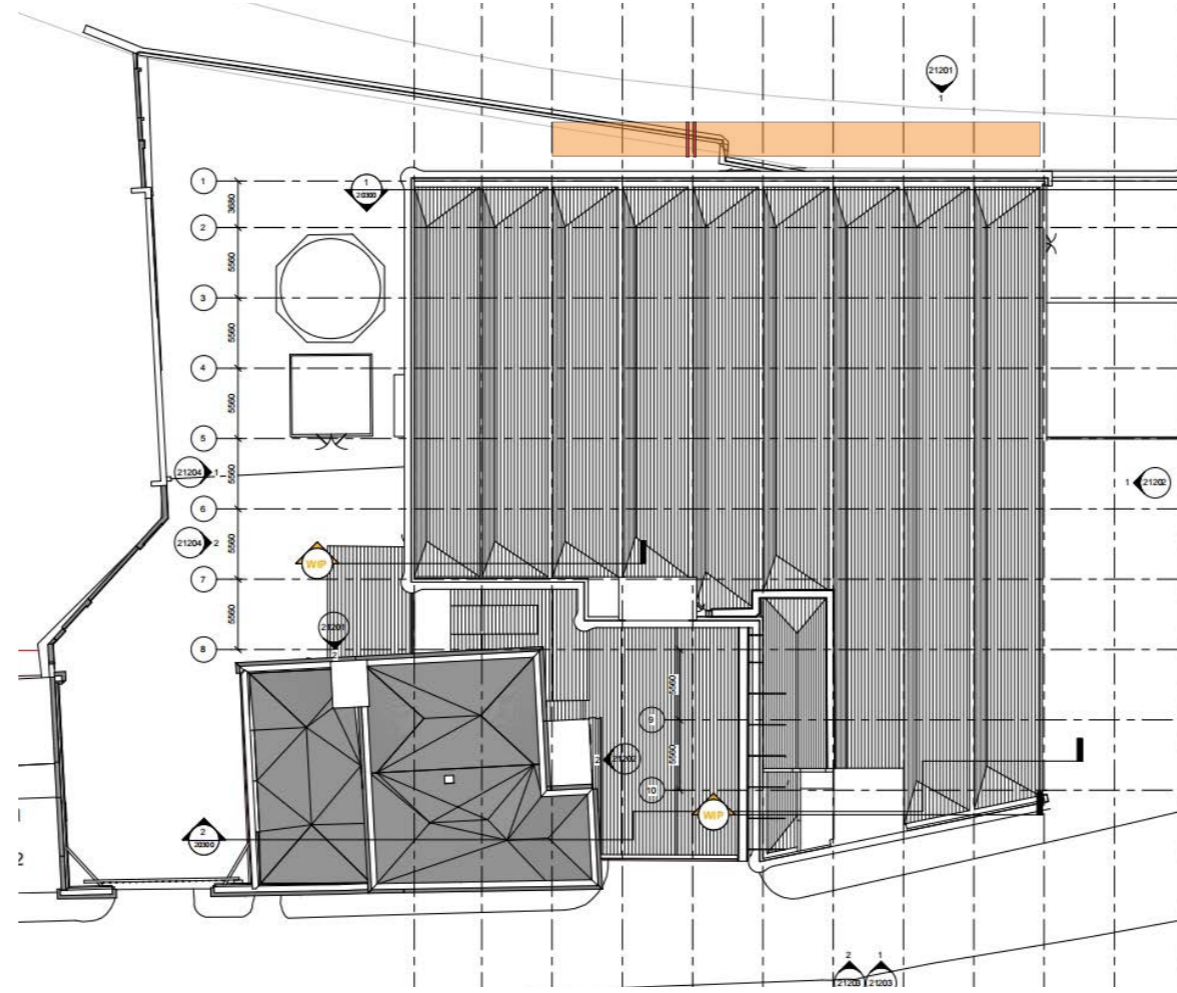
SITE



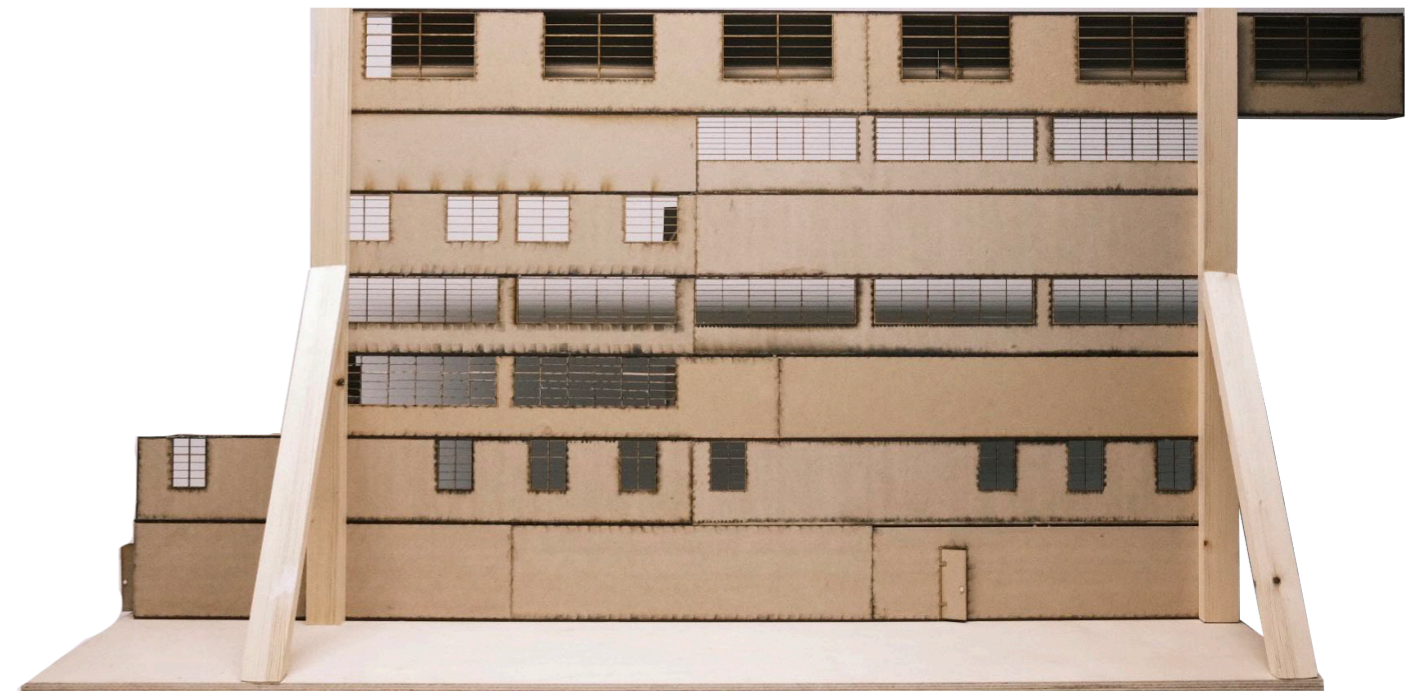
SPECIFIC: TWO DOORS



# POSITION OF THE DOOR



## SECTION MOODLE



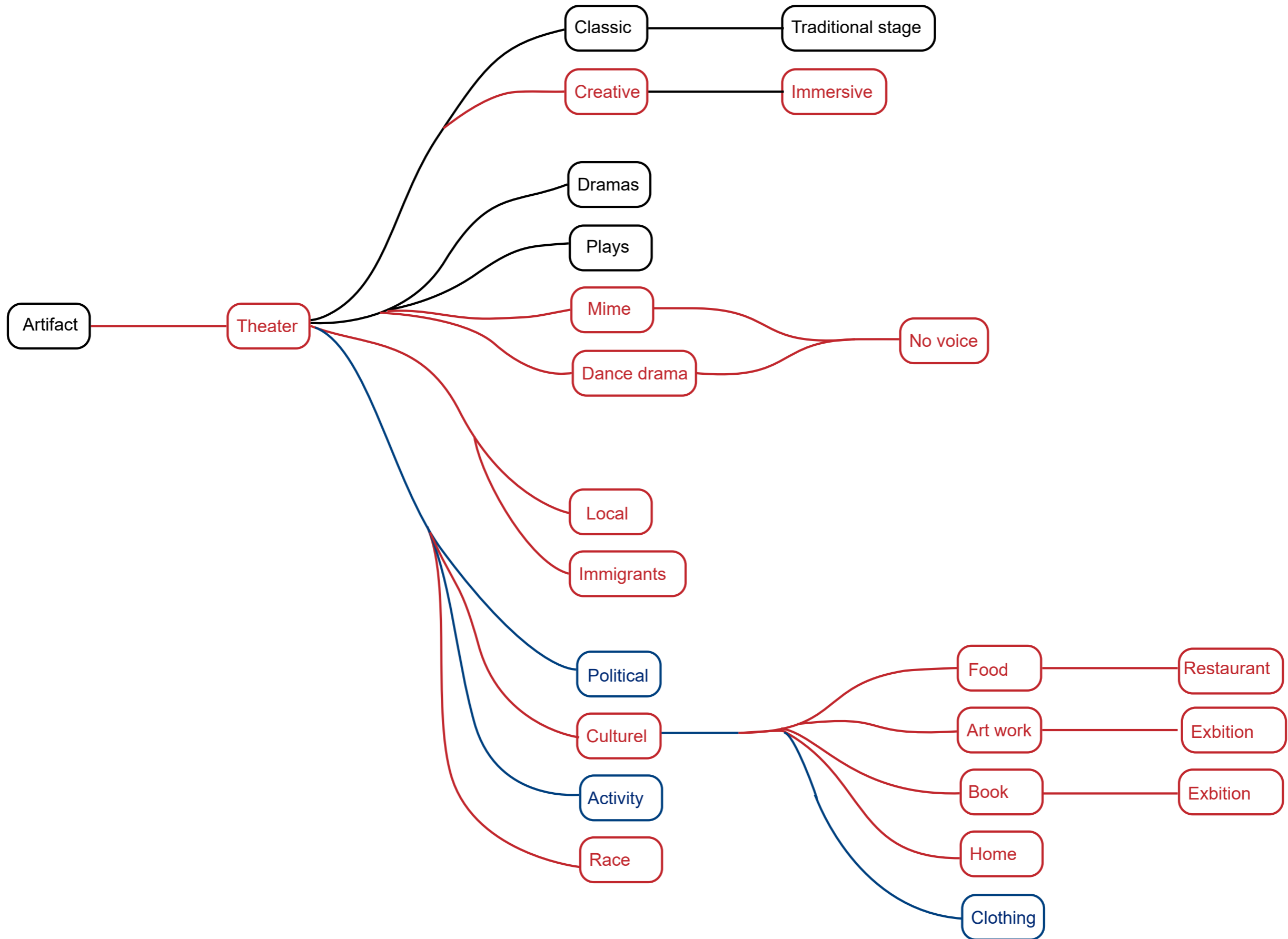
To show the distance between the doors and the space on either side of the doors.

The prison rock movie starring Elvis Presley



# PROGRAMME

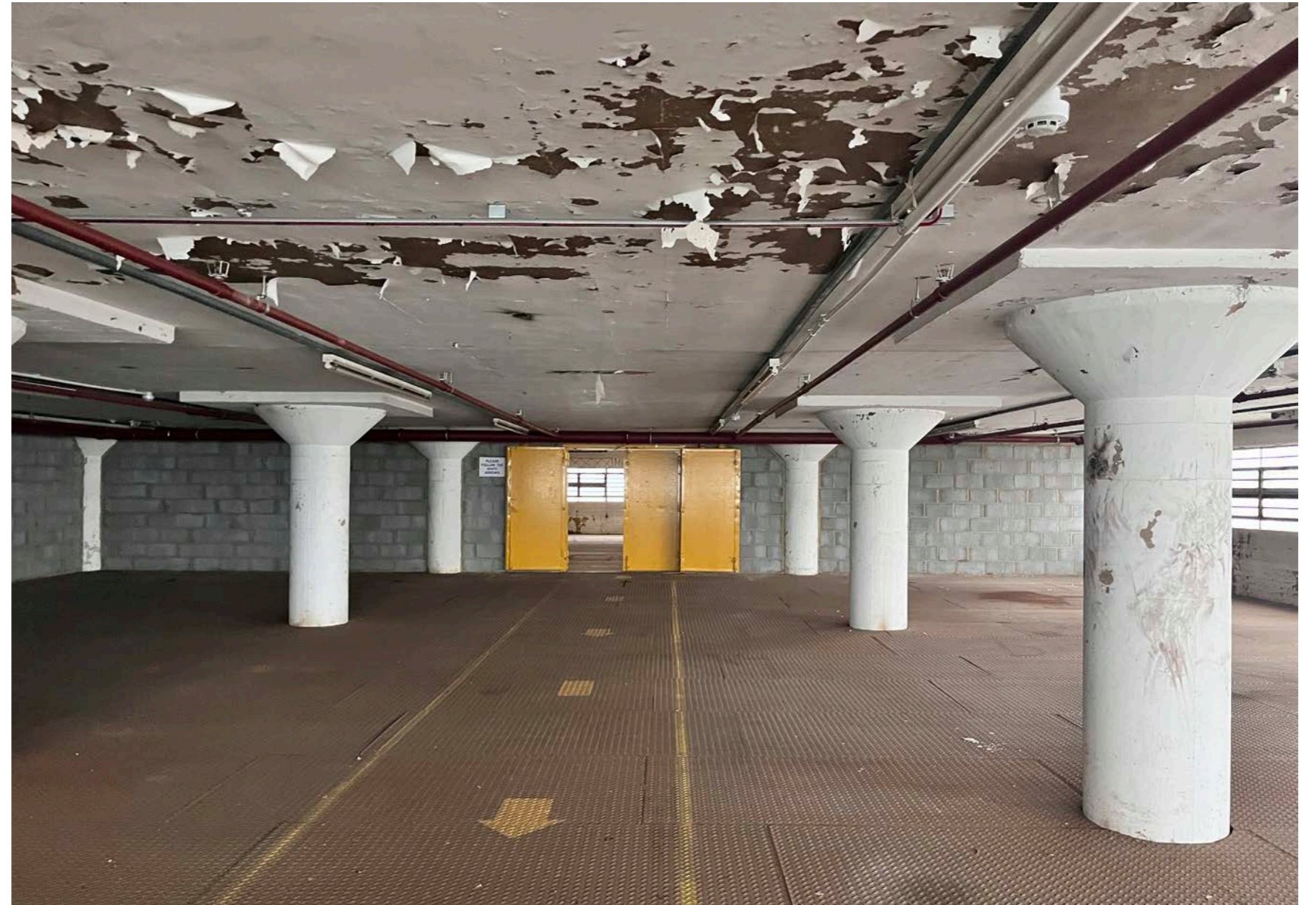
*Mind map*



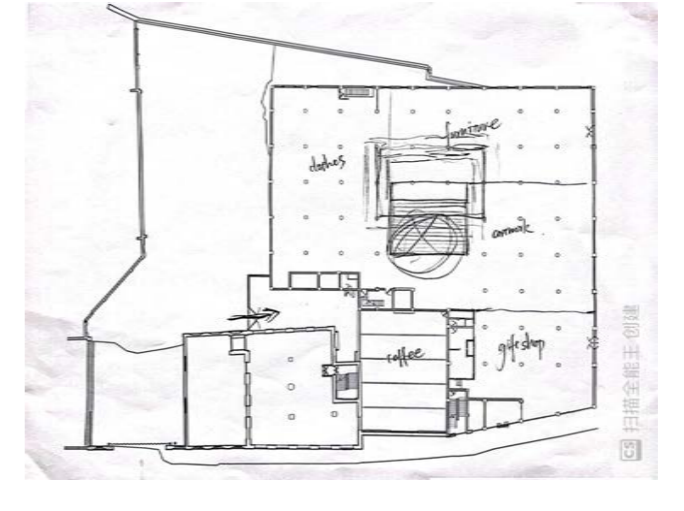
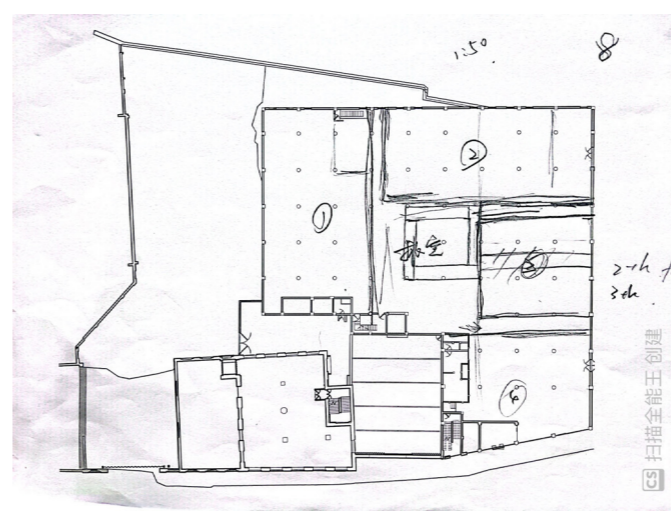
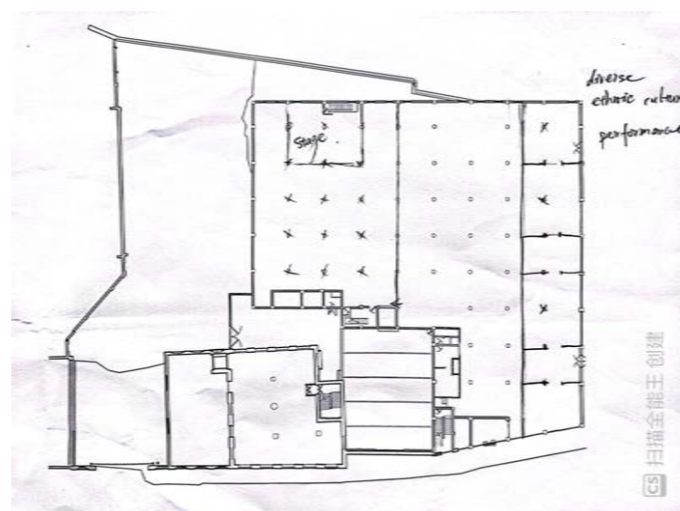
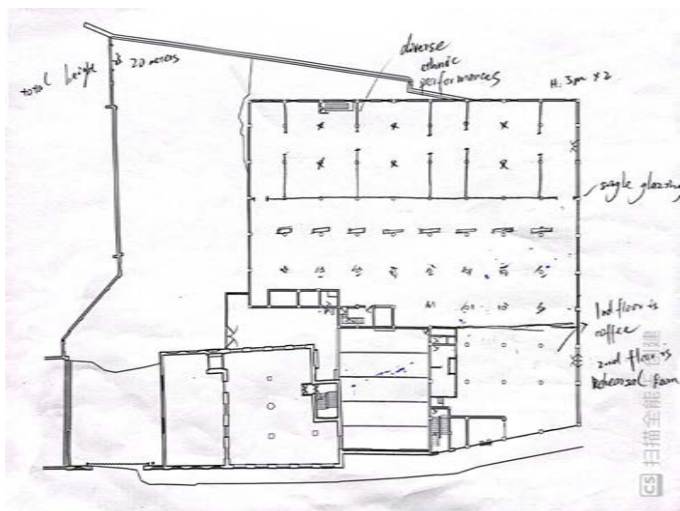
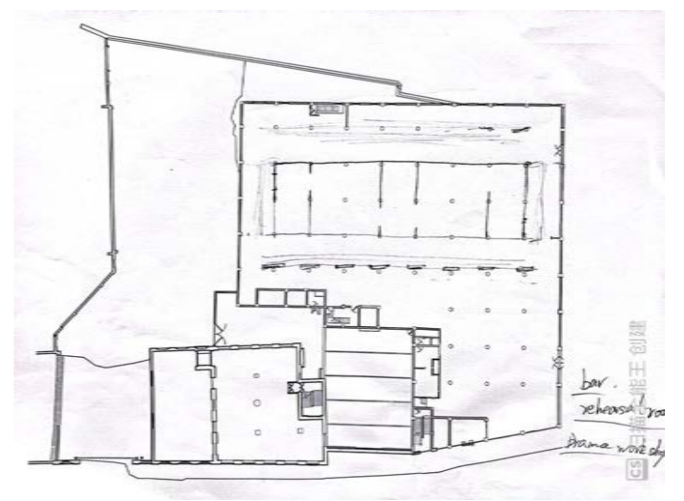
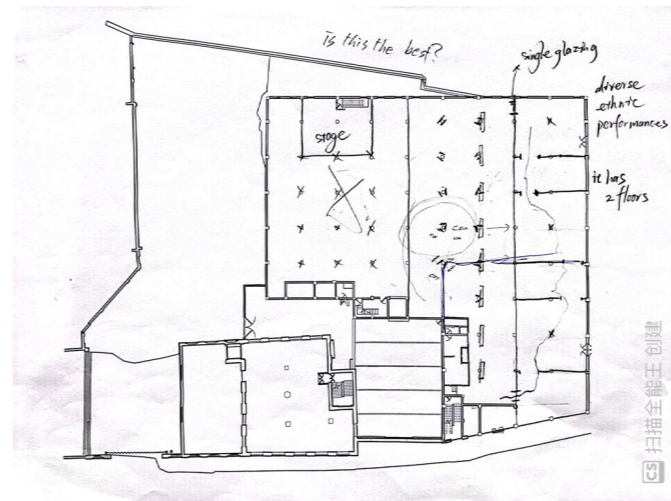
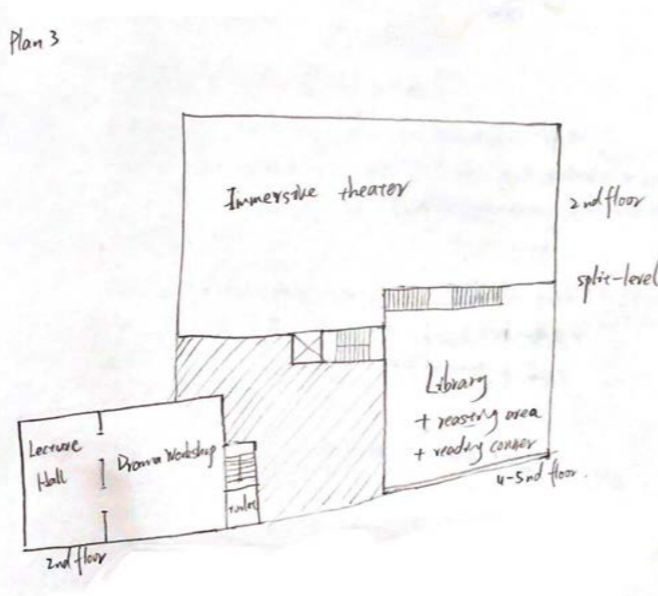
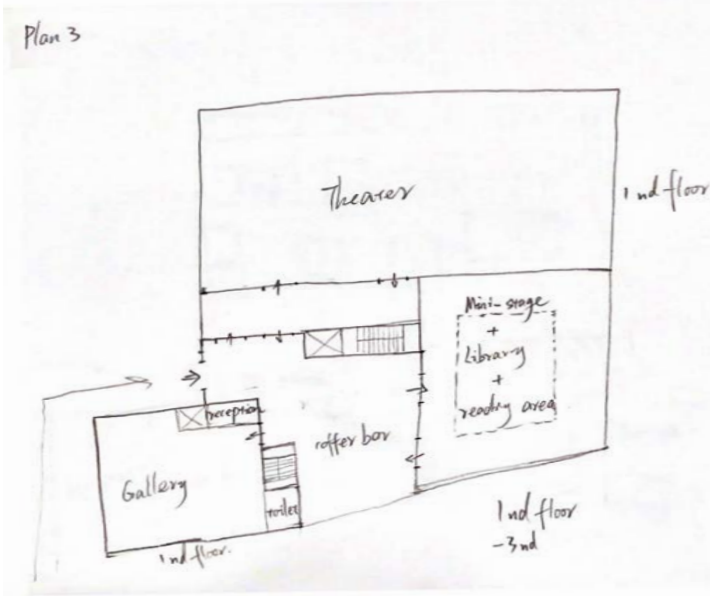
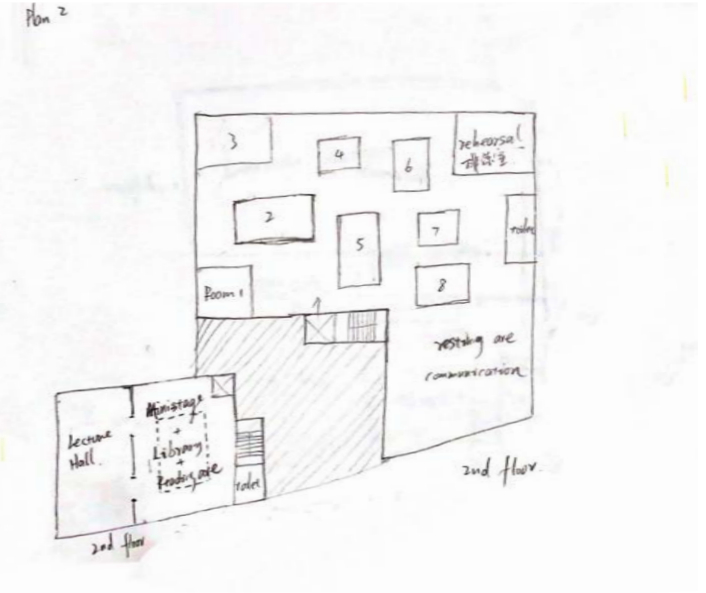
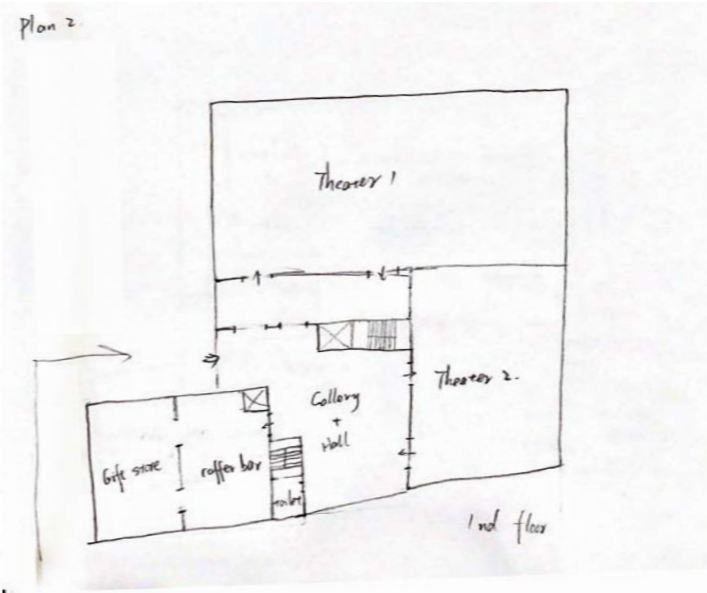
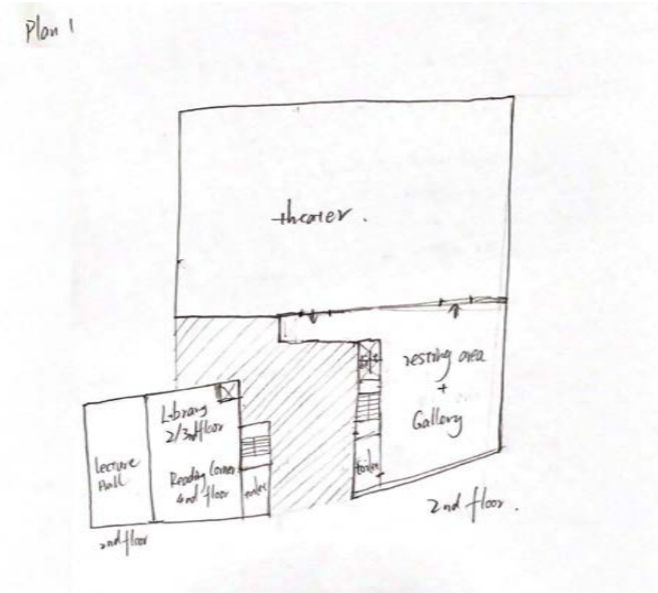
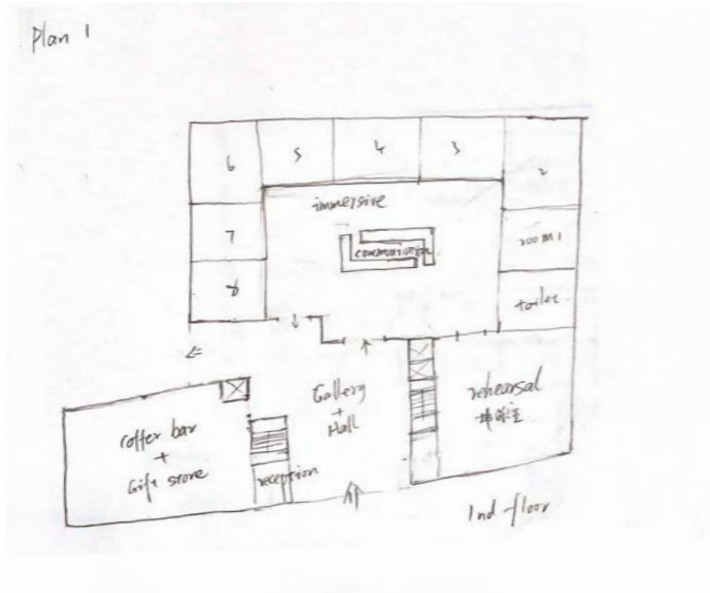
# DESIGN PROCESS

*Existing/Sketch*

EXISTING

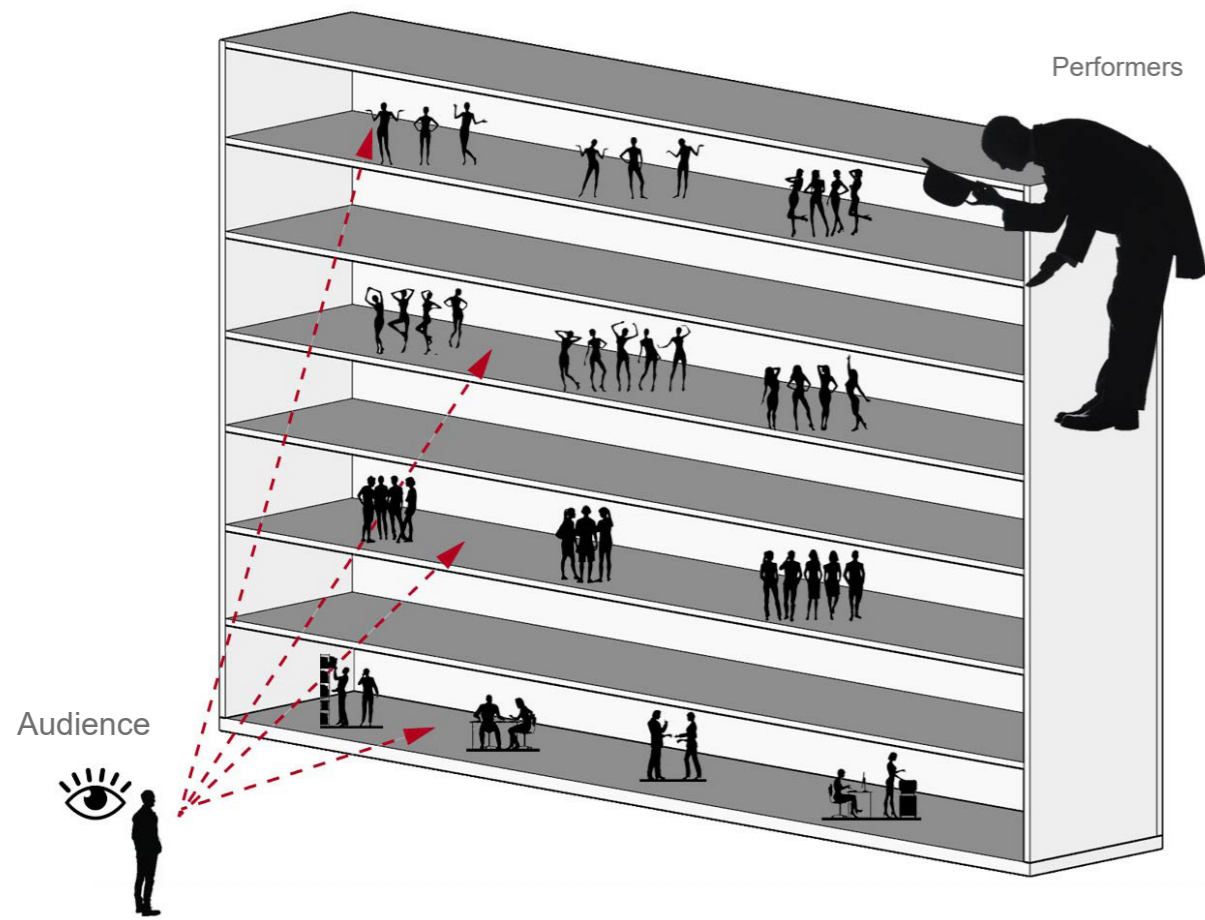


# ITERATION

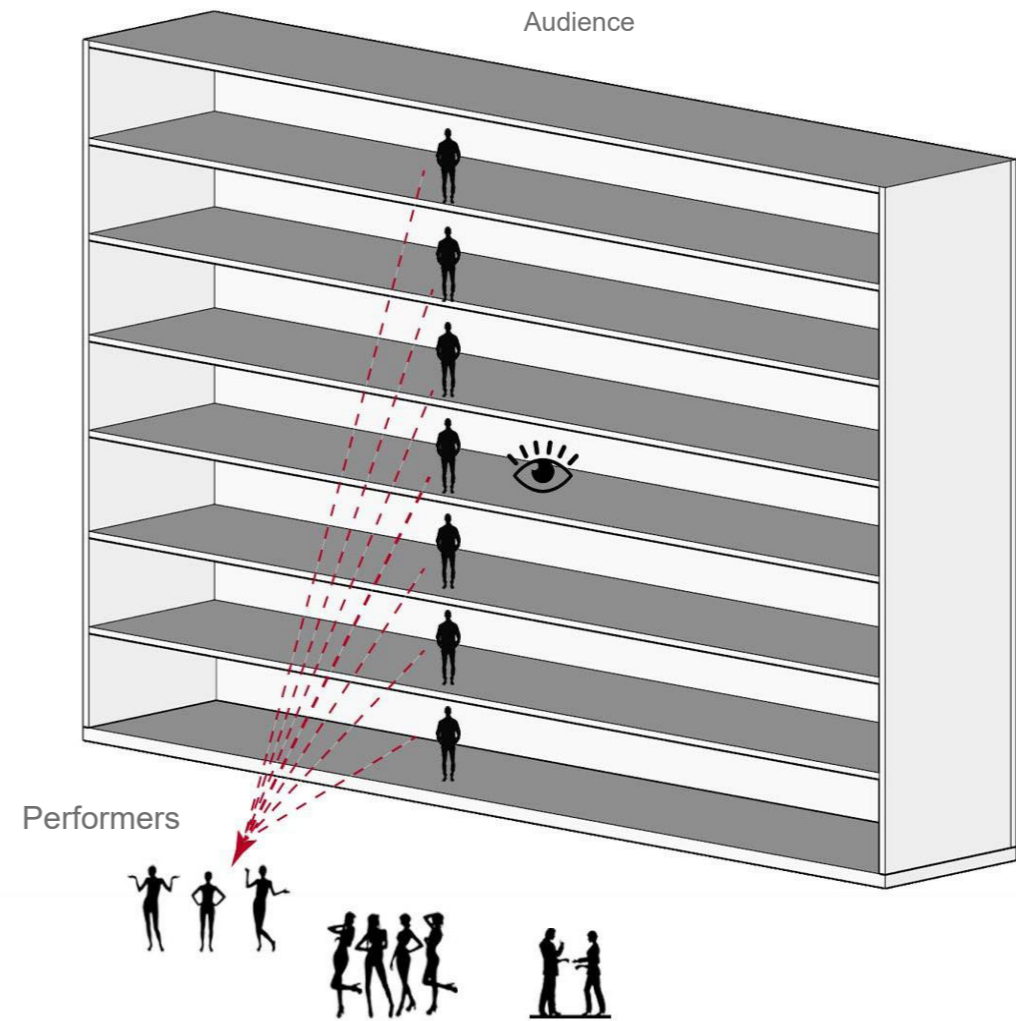


## BACK TO THE SPECIFIC

Then inspired by my modeling concept I realized that spaces interact with each other, so why shouldn't I make the stage and the audience swap places.



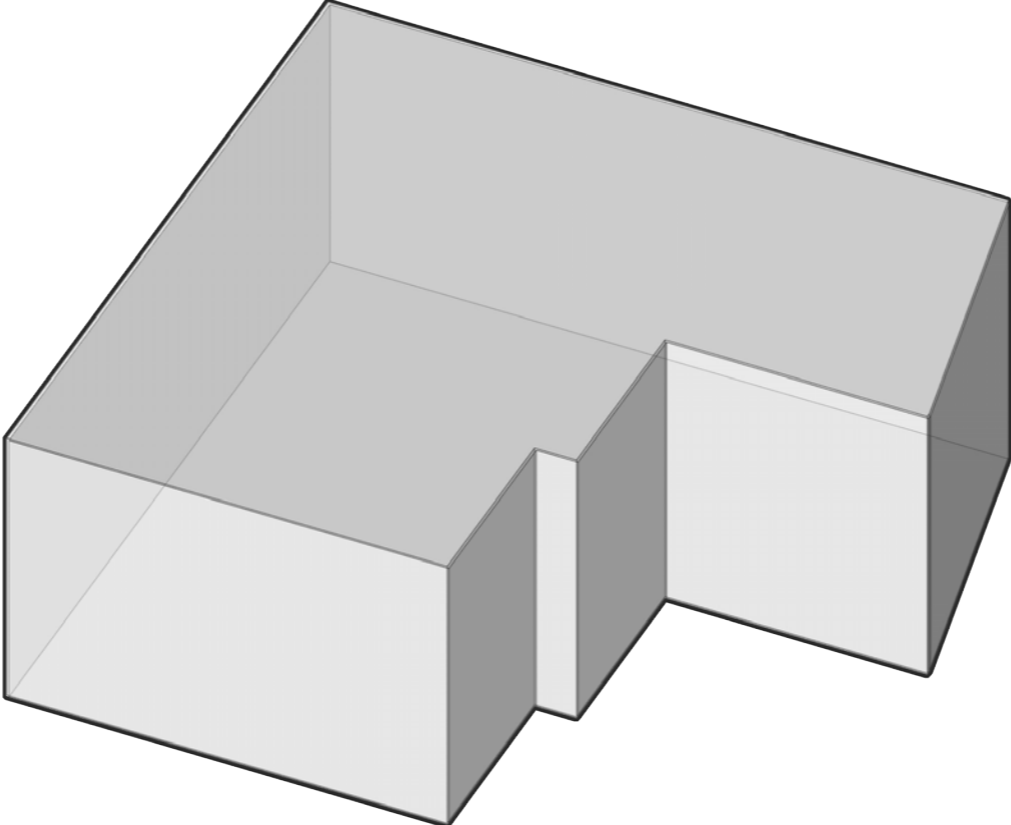
The way we usually watch

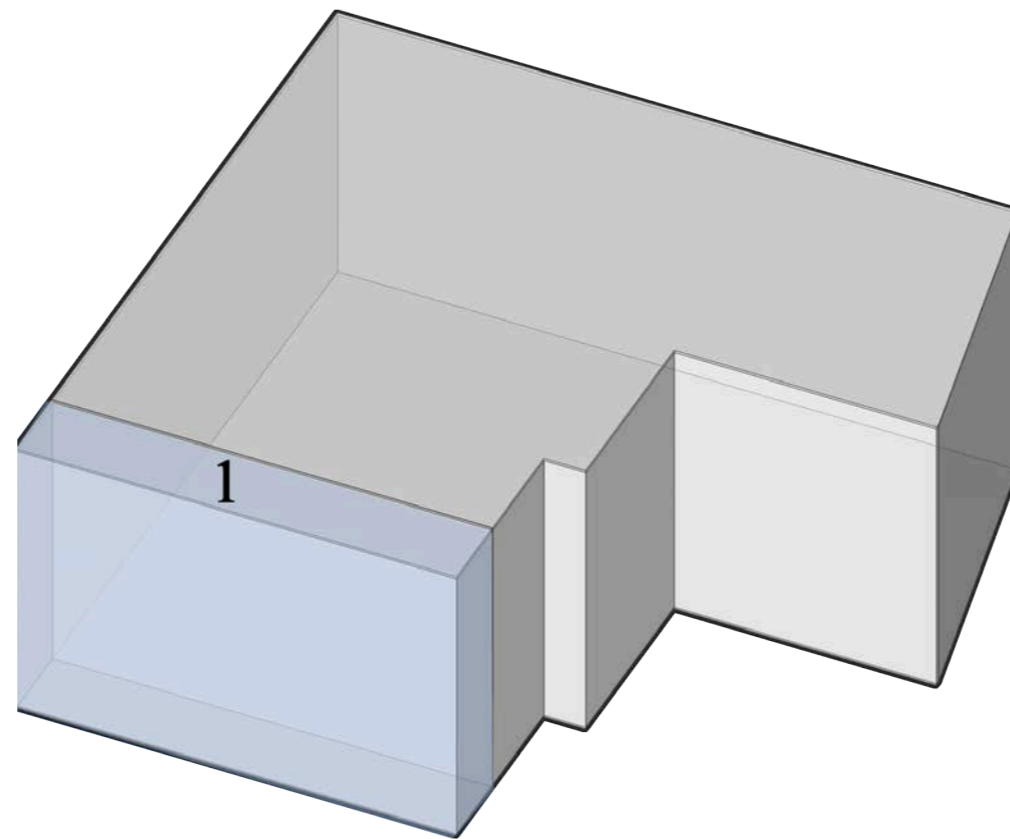


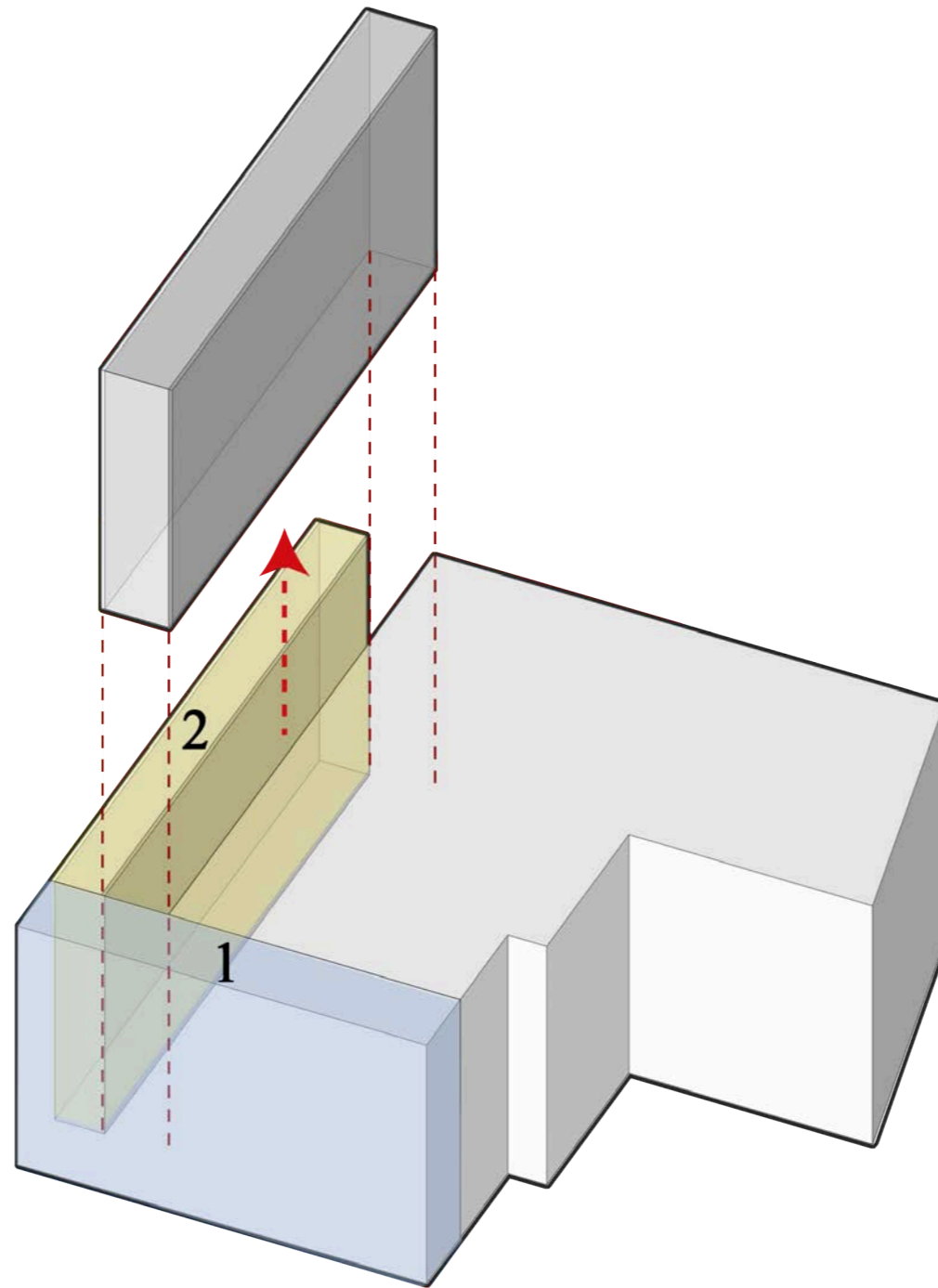
Try to swap performers and audience positions

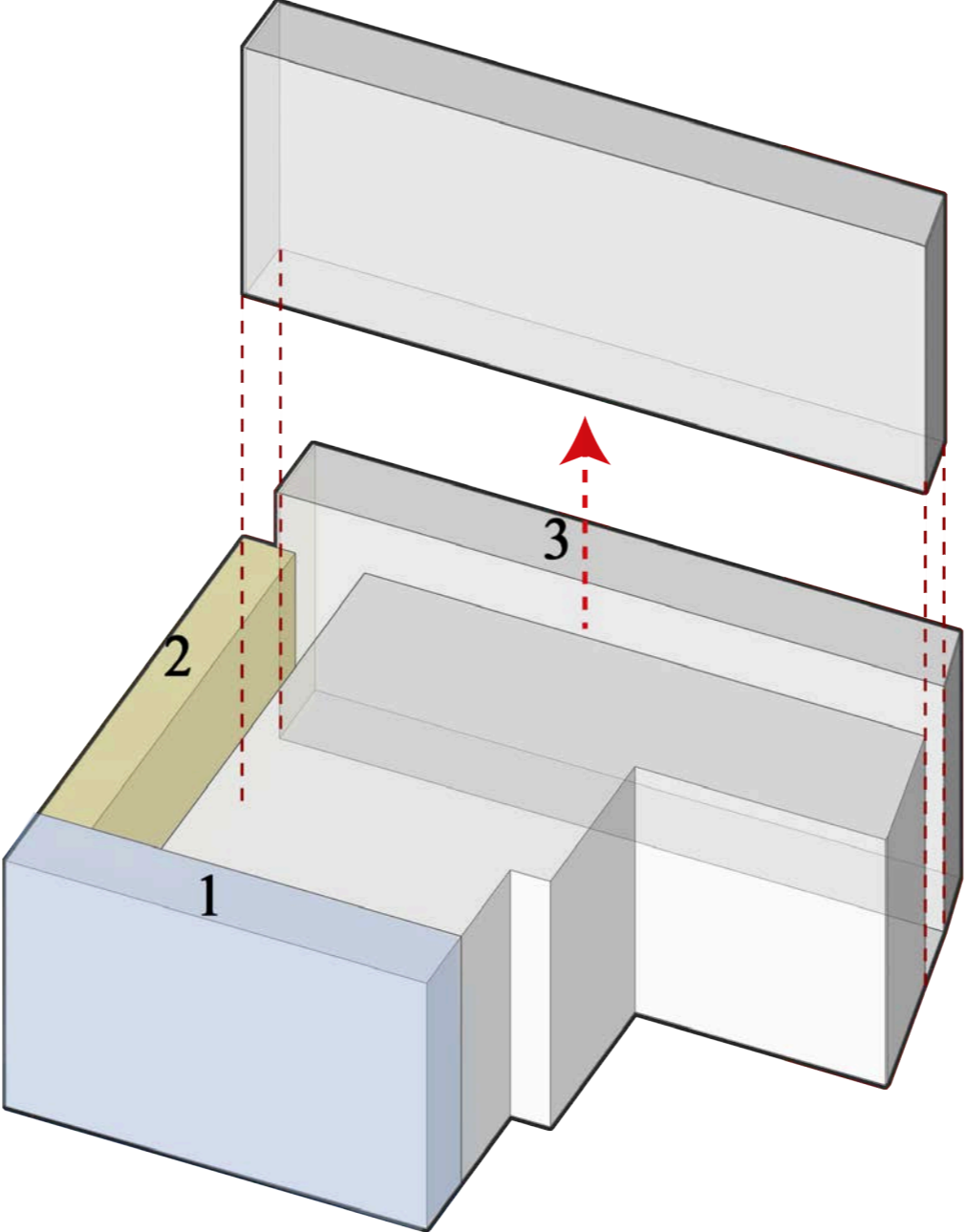
# DESIGN STRATEGY

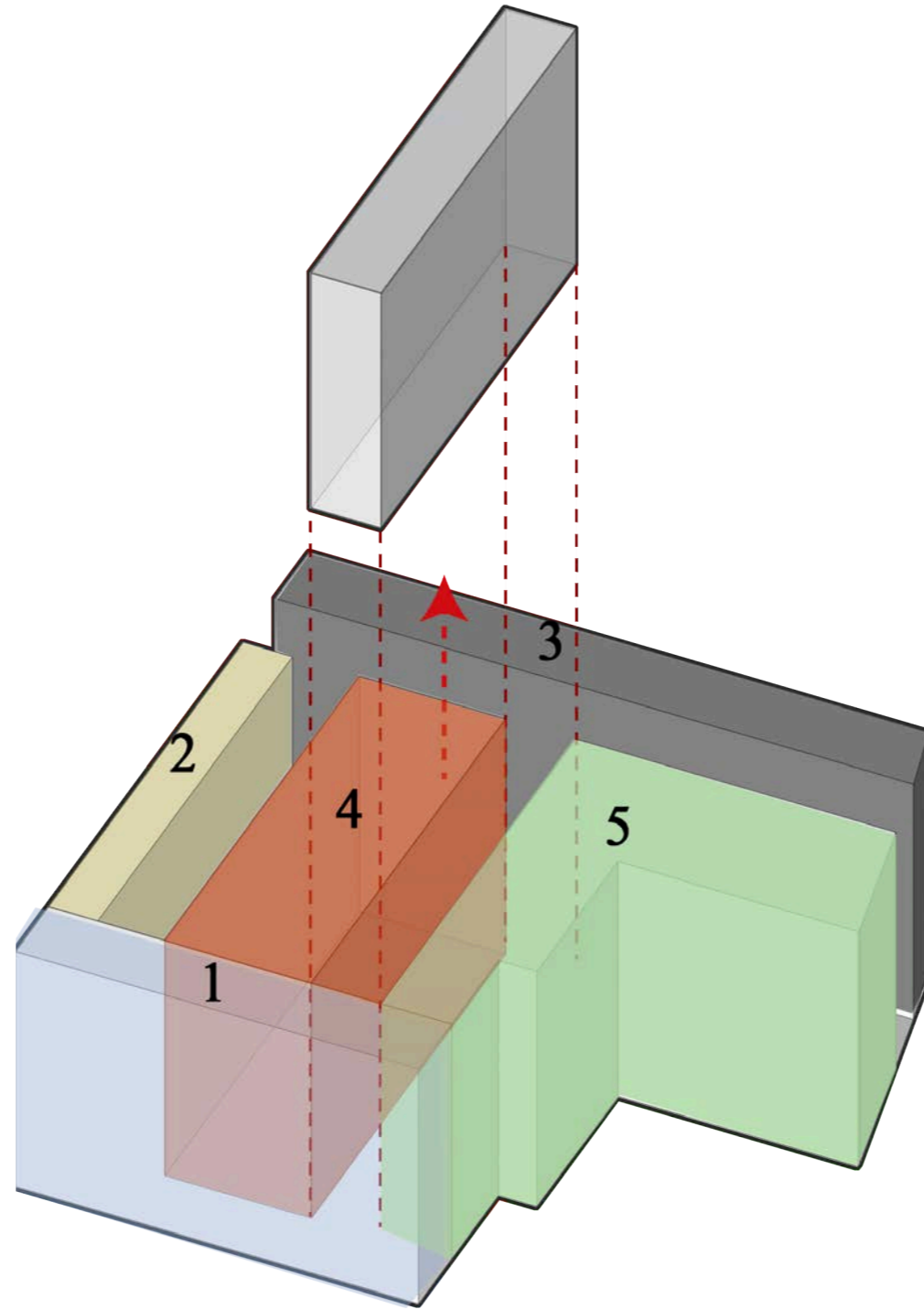
*Building division/Spatial composition/Plan*

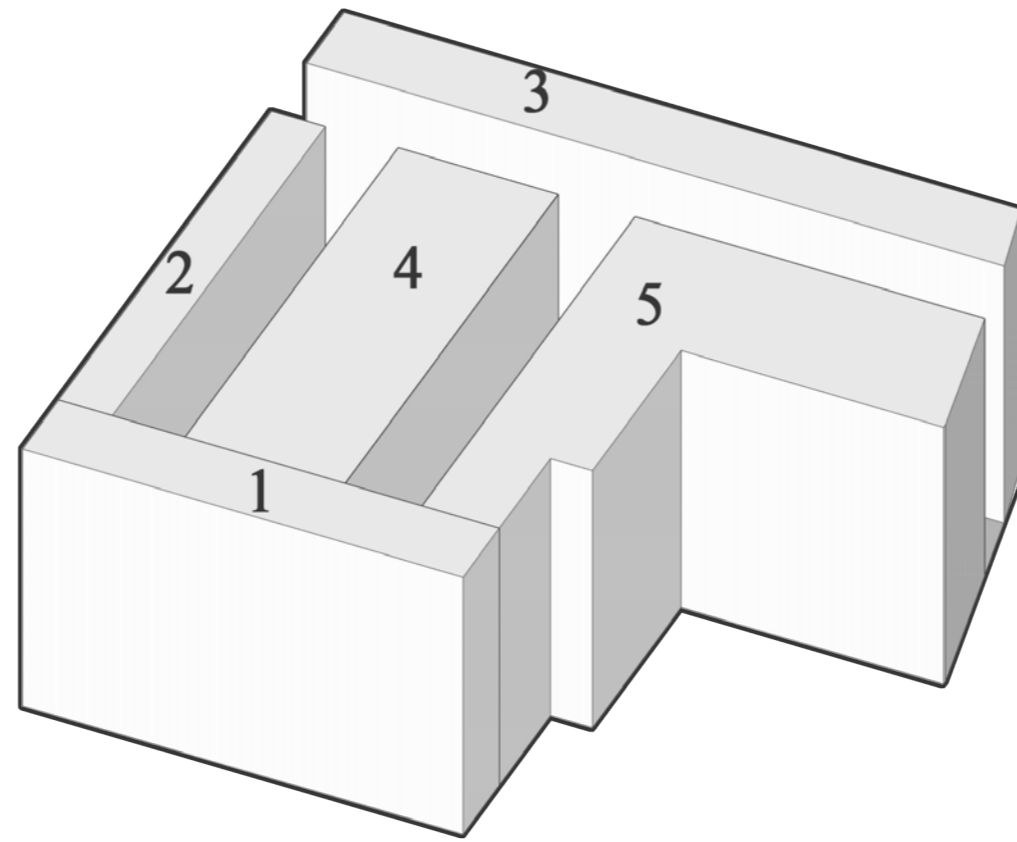


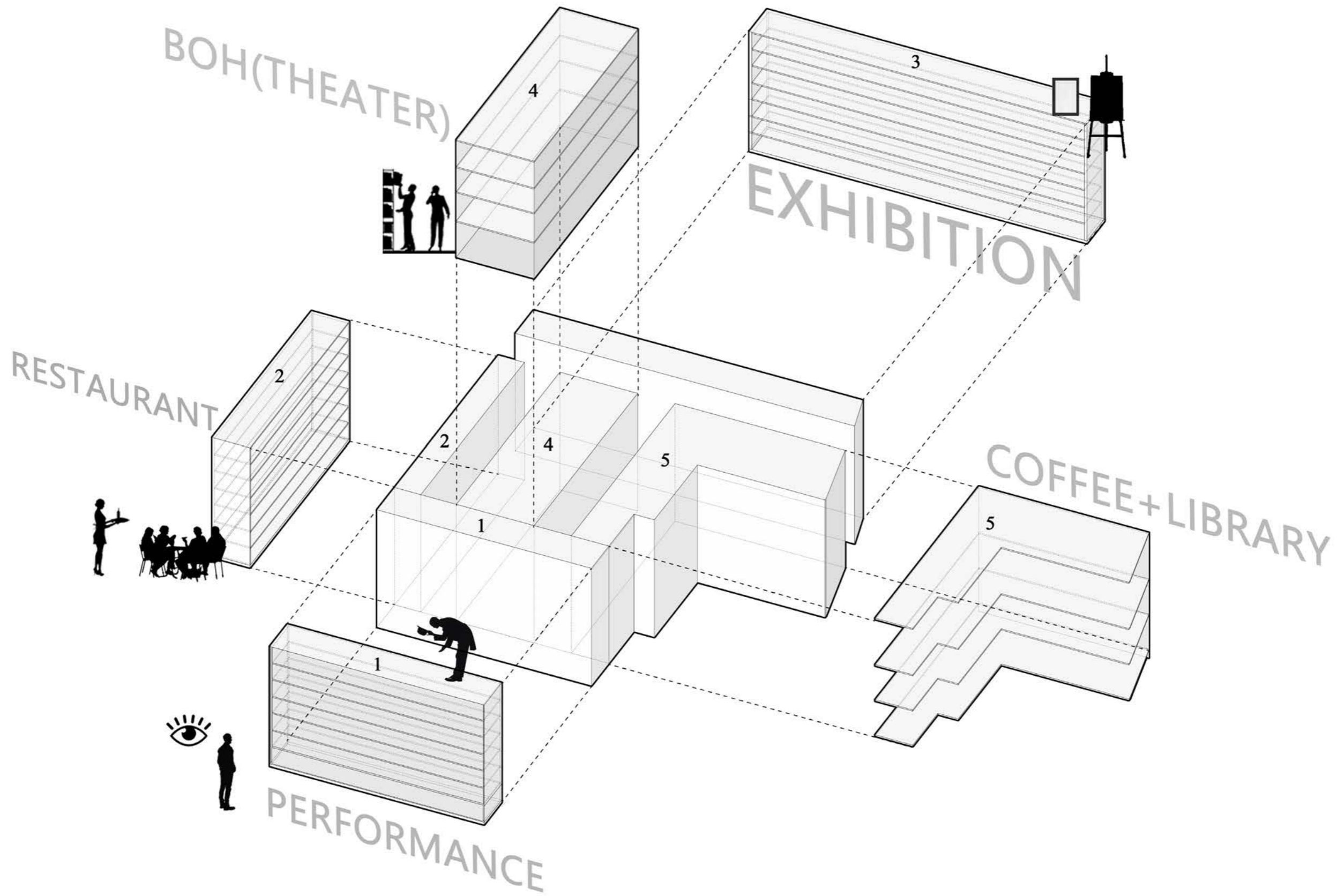


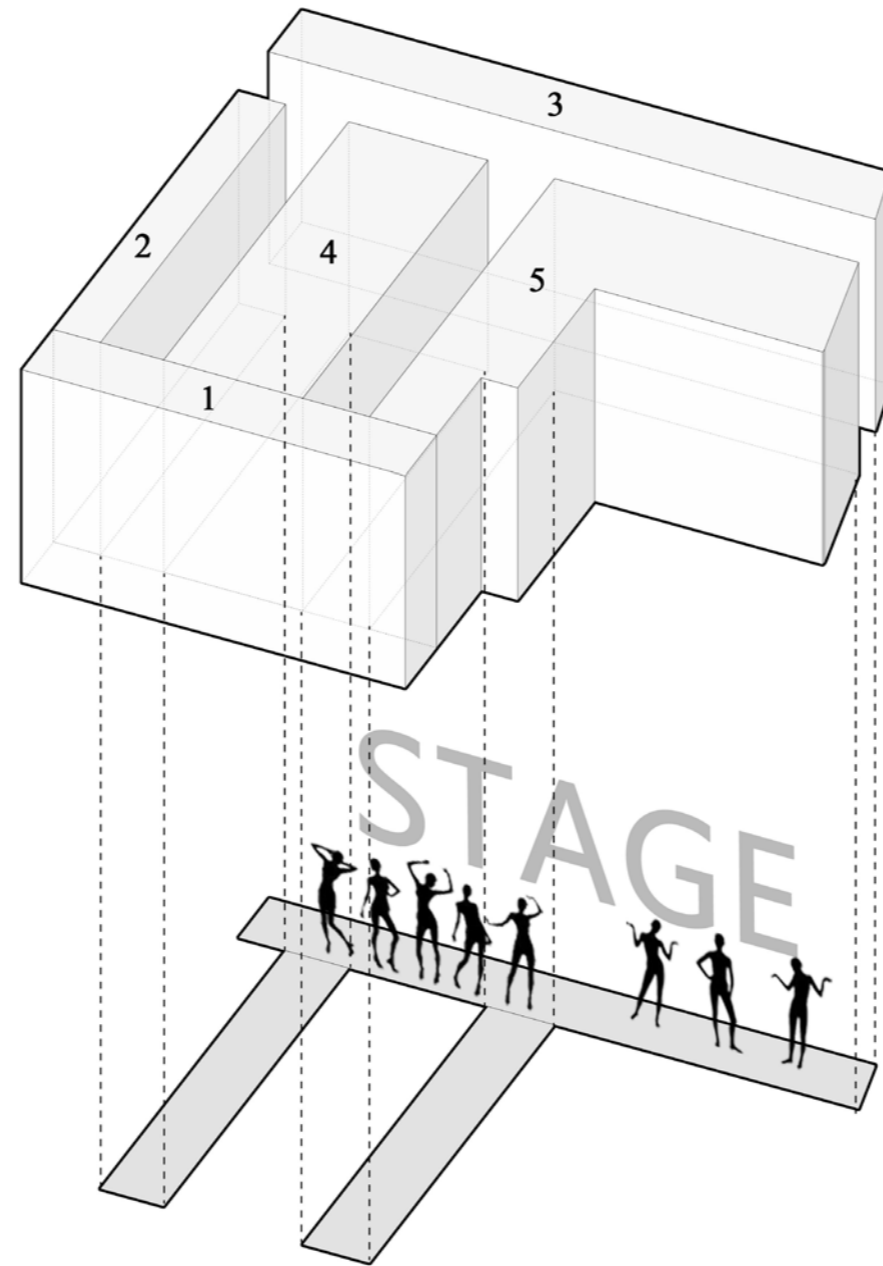






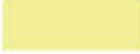


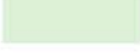
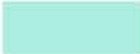


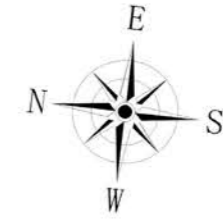
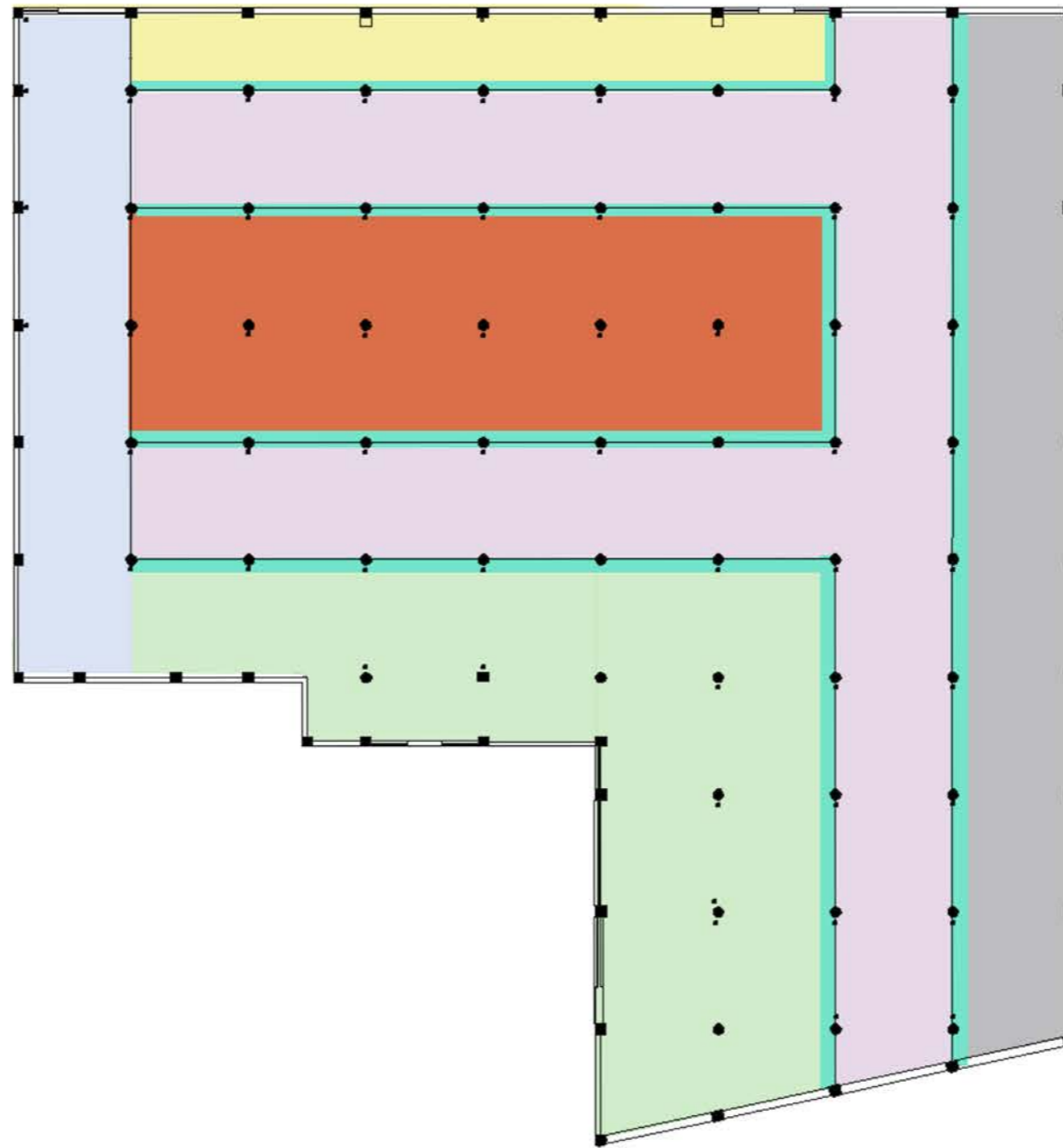






# FUNCTIONAL ZONING

-  **BACK OF HOUSE**  
1F: Changeing Room  
2F: Make Up Room  
3F: Rehearsal Room  
4F:Work Shop
-  **MUSEUM**
-  **RESTAURANT**
-  **SHEIF STAGE**
-  **GROUND STAGE**
-  **FROUNT OF HOUSE**  
1F: Reception, Coffe  
2F: Library  
3F: Library  
4F: Bar
-  **AUDIENCE**

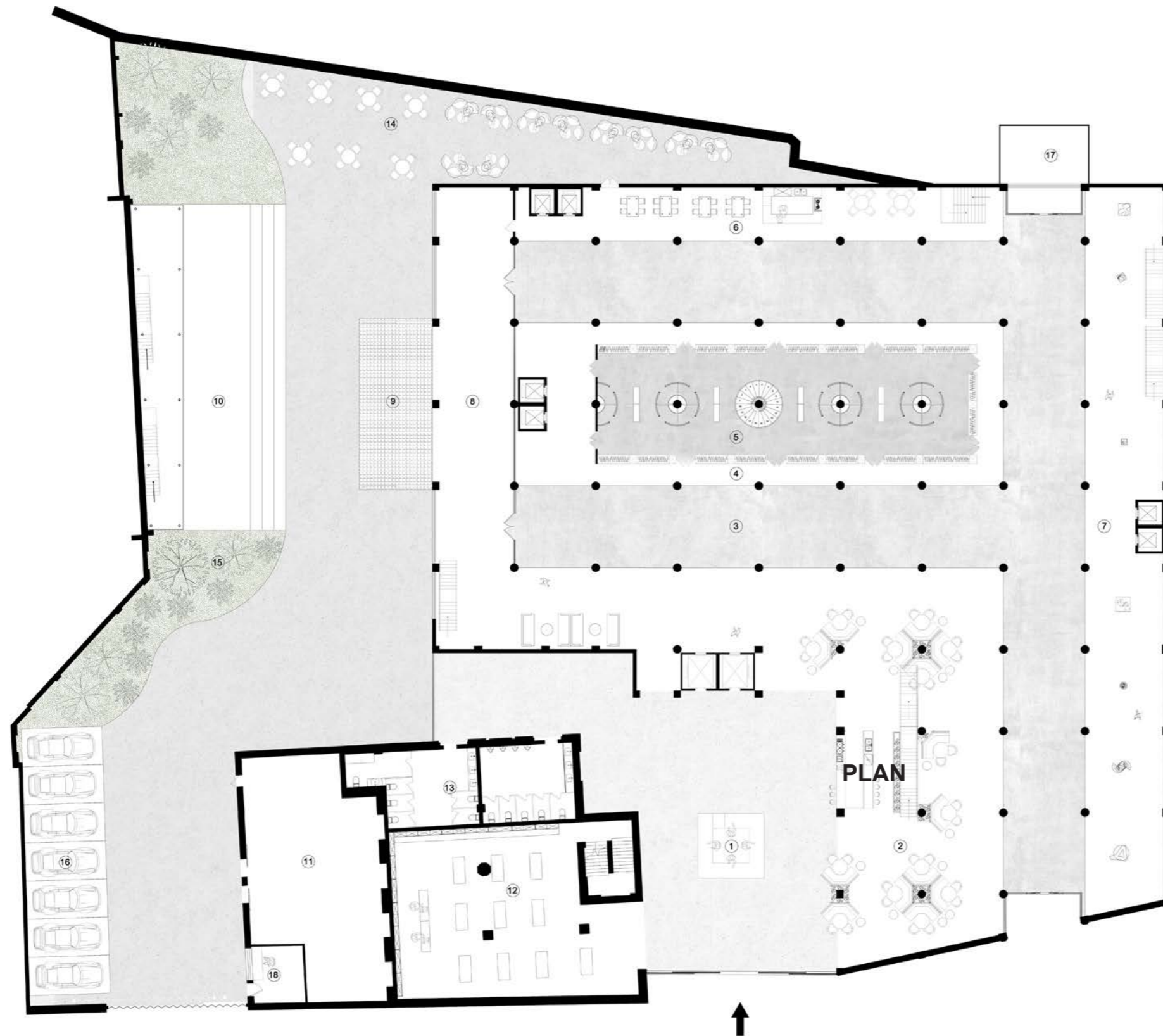


# DESIGN PROPOSAL

*Floor plan/Visualisation*

ELEVATION



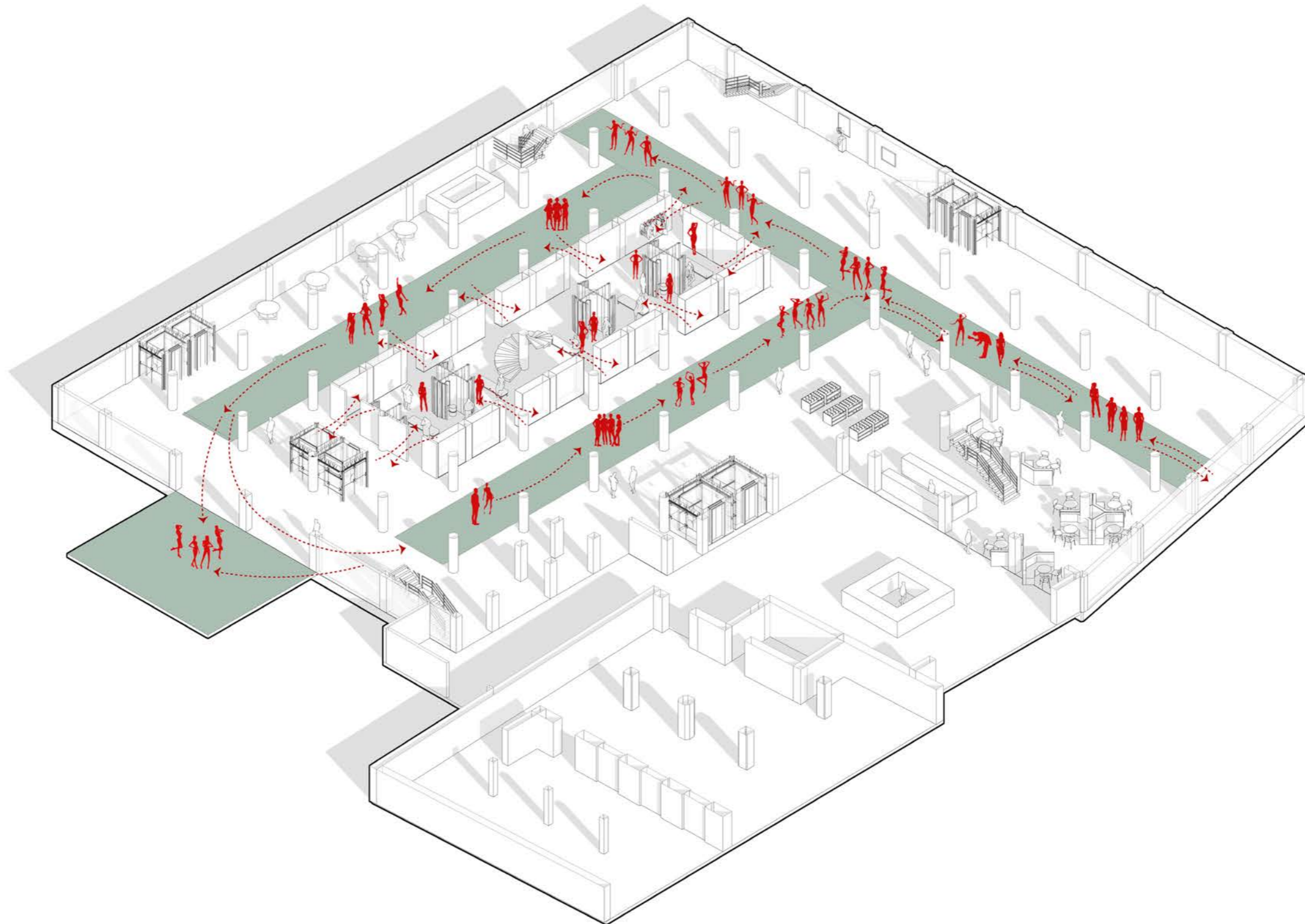


**Ground Floor Plan**  
1:200

- 01. Reception
- 02. Coffee
- 03. Main stage
- 04. Spectator stand
- 05. Theater (Changing Room)
- 06/14. Restaurant
- 07. Museum
- 08. Set design+Plays
- 09. Extension stage
- 10. Auditorium
- 11. Warehouse
- 12. Gift shop
- 13. Toilets
- 15.Greenery
- 16.Parking
- 17.Terraces
- 18. Janitorial office



The main stage



How the show works



The exsention stage and Immersive Theatre



Immersive Theatre



Changing room



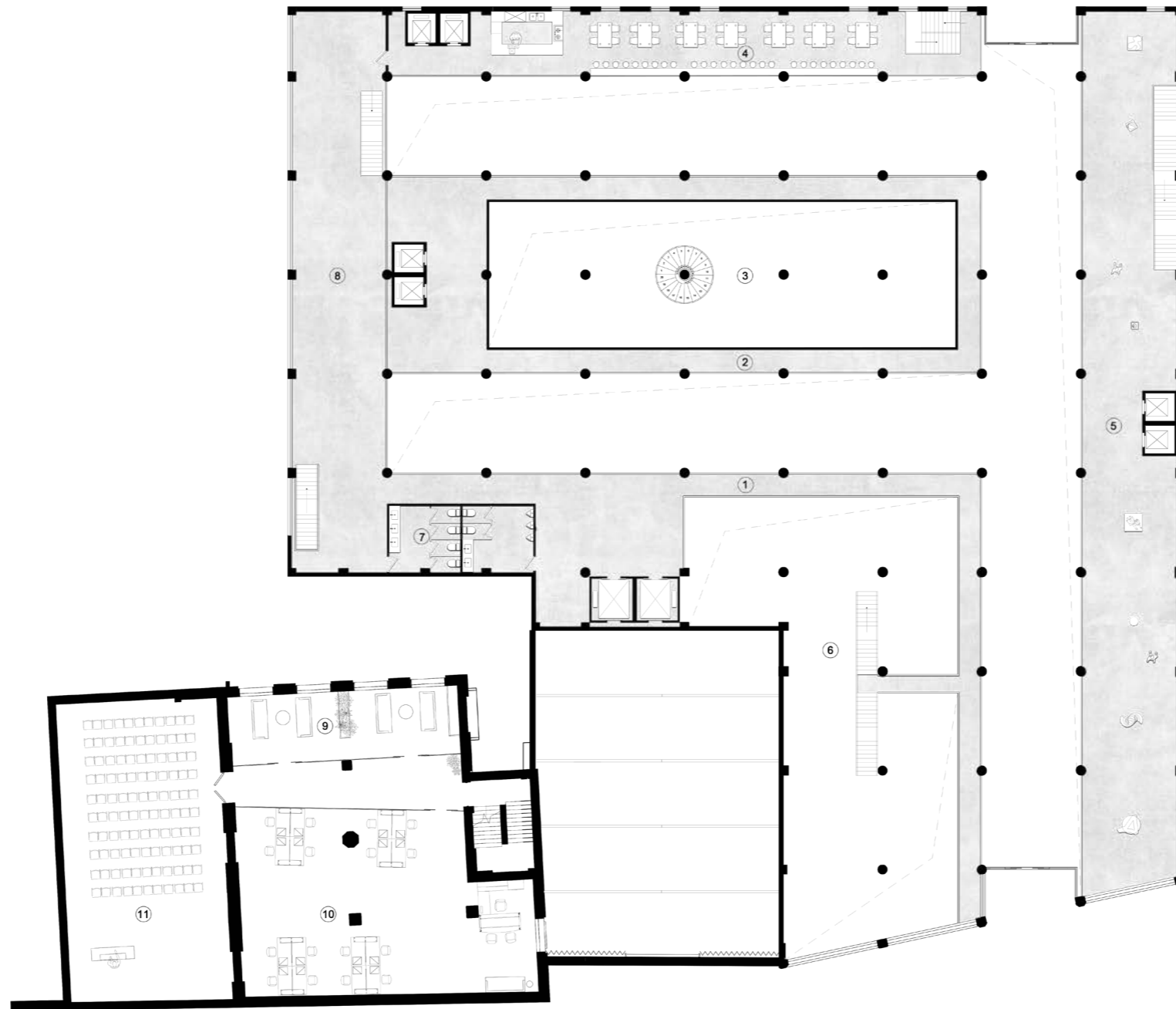
Costumes are shown to the outside



Reception



Coffee and communication



**Ground Mezzanine Floor Plan**  
1:200

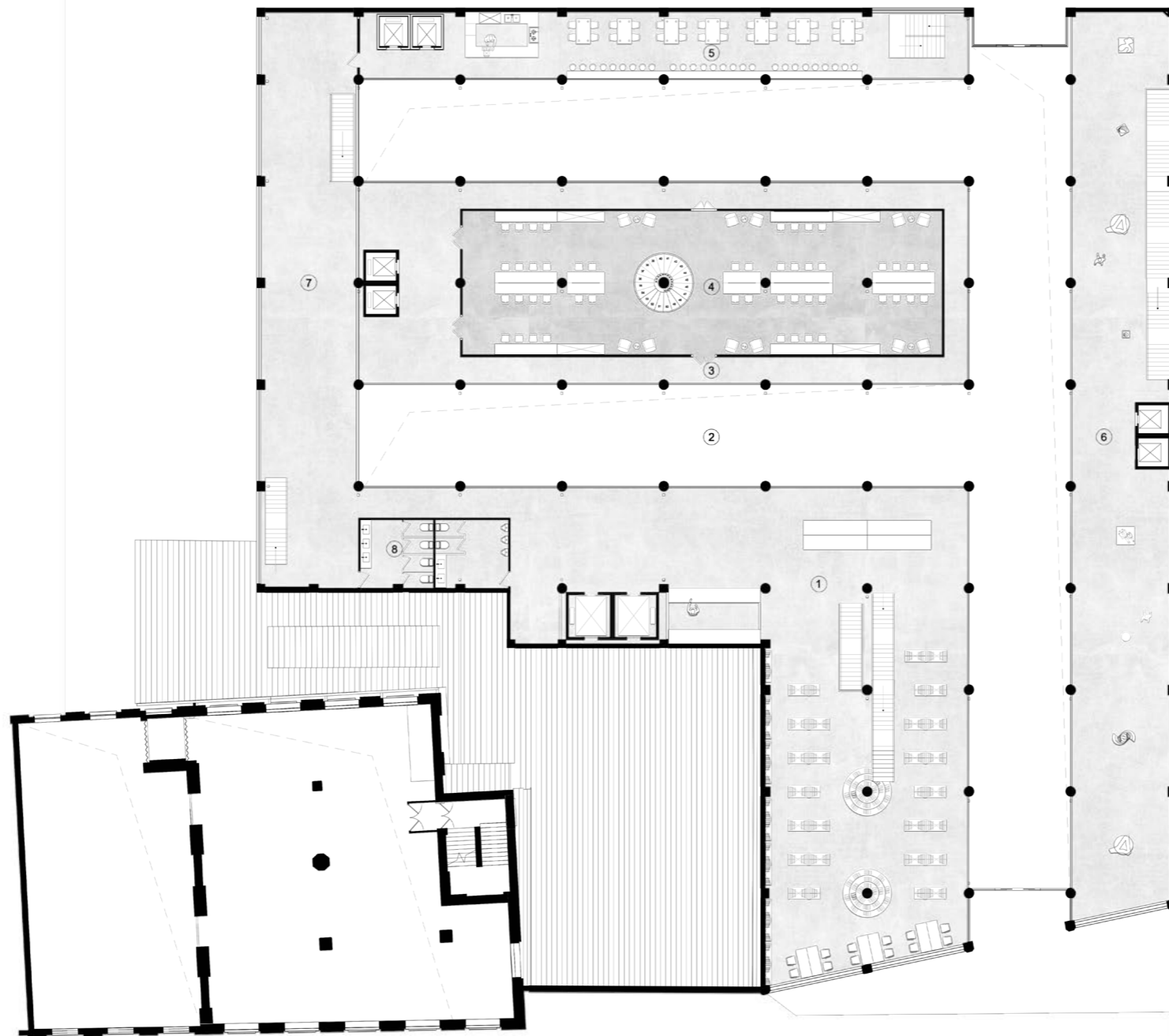
- 01/02. Spectator stand
- 03/06. Void Area
- 04. Restaurant
- 05. Museum
- 07. Toilets
- 08. Set design+Plays
- 09. Meeting room
- 10. Office
- 11. Hall



Exhibition of artefacts from different ethnic groups



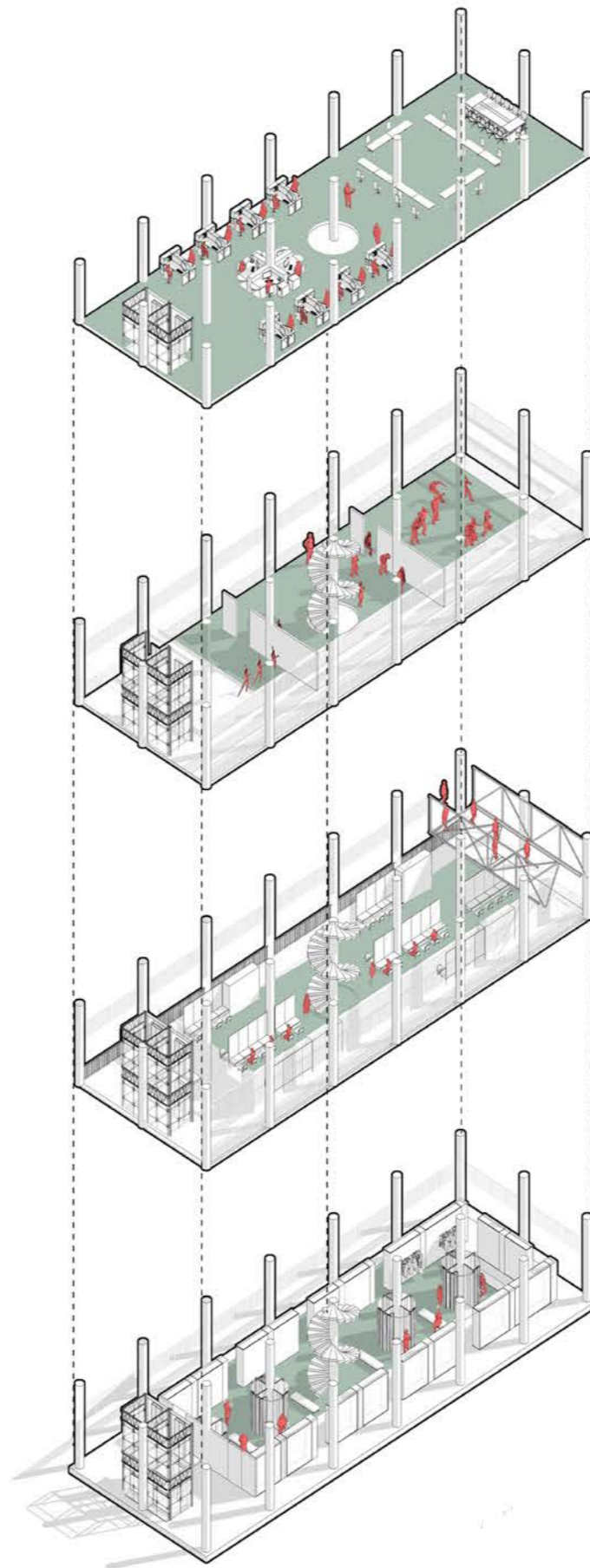
Restaurants of different nationalities



**First Floor Plan**  
1:200

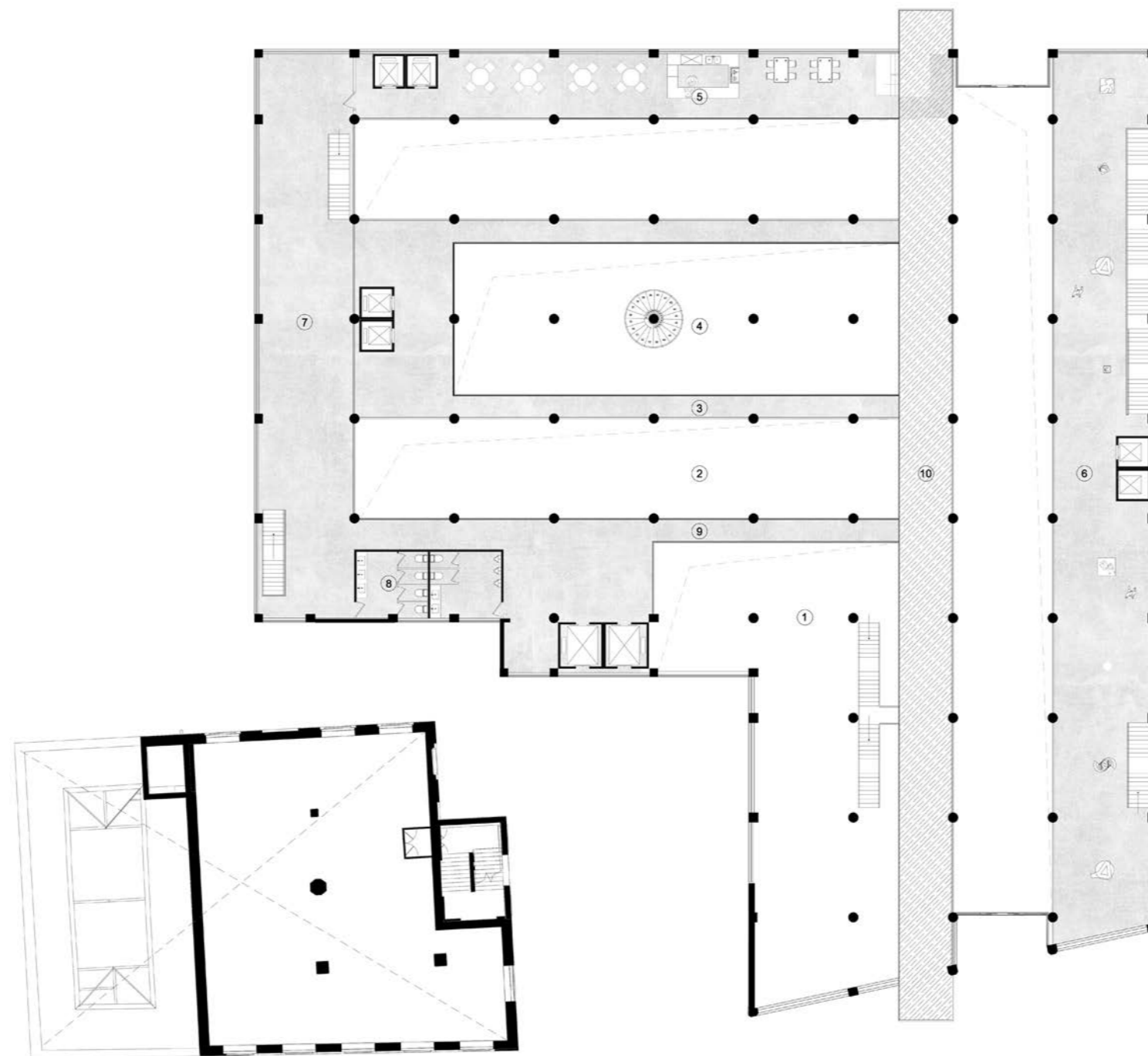
- 01. Library
- 02. Void area
- 03. Spectator stand
- 04. Theater (Make up)
- 05. Restaurant
- 06. Museum
- 07. Set design+Plays
- 08. Toilets

# AXONOMETRIC





Library

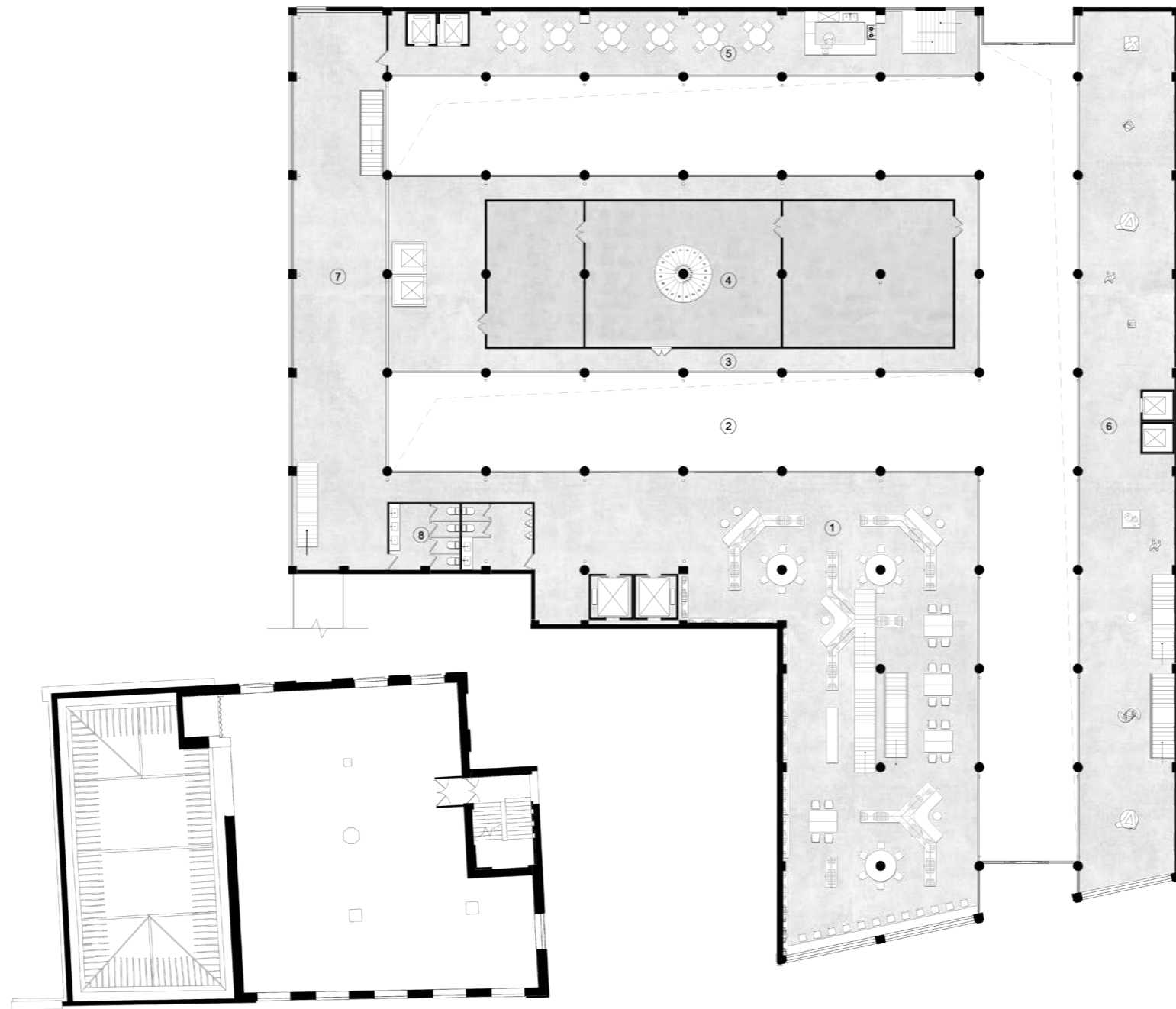


**First Mezzanine Floor Plan**  
1:200

- 01/02/04. Void area
- 03/09. Spectator stand
- 05. Restaurant
- 06. Museum
- 07. Set design+Plays
- 08. Toilets
- 10. Glass Bridge

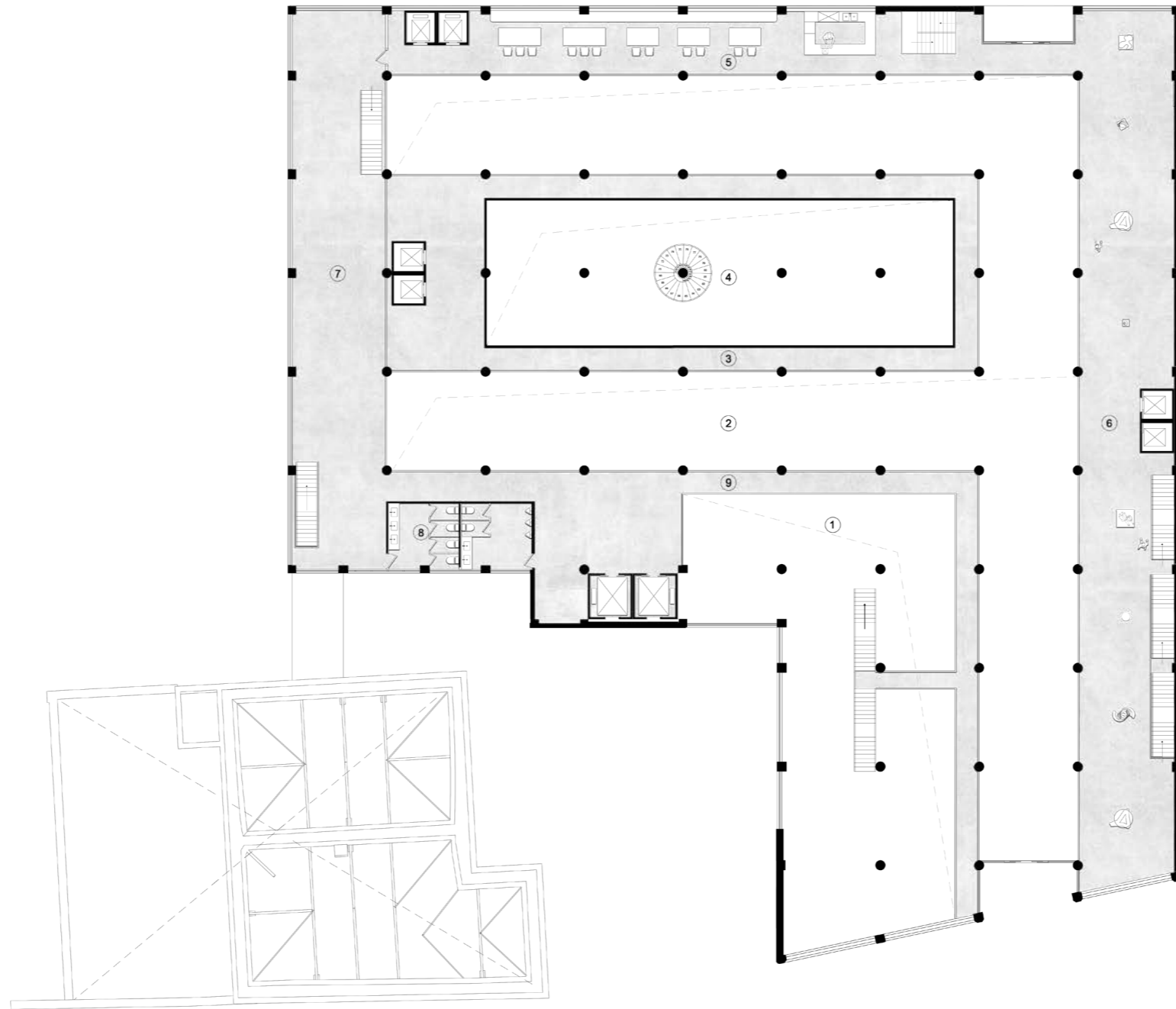


Glass bridge



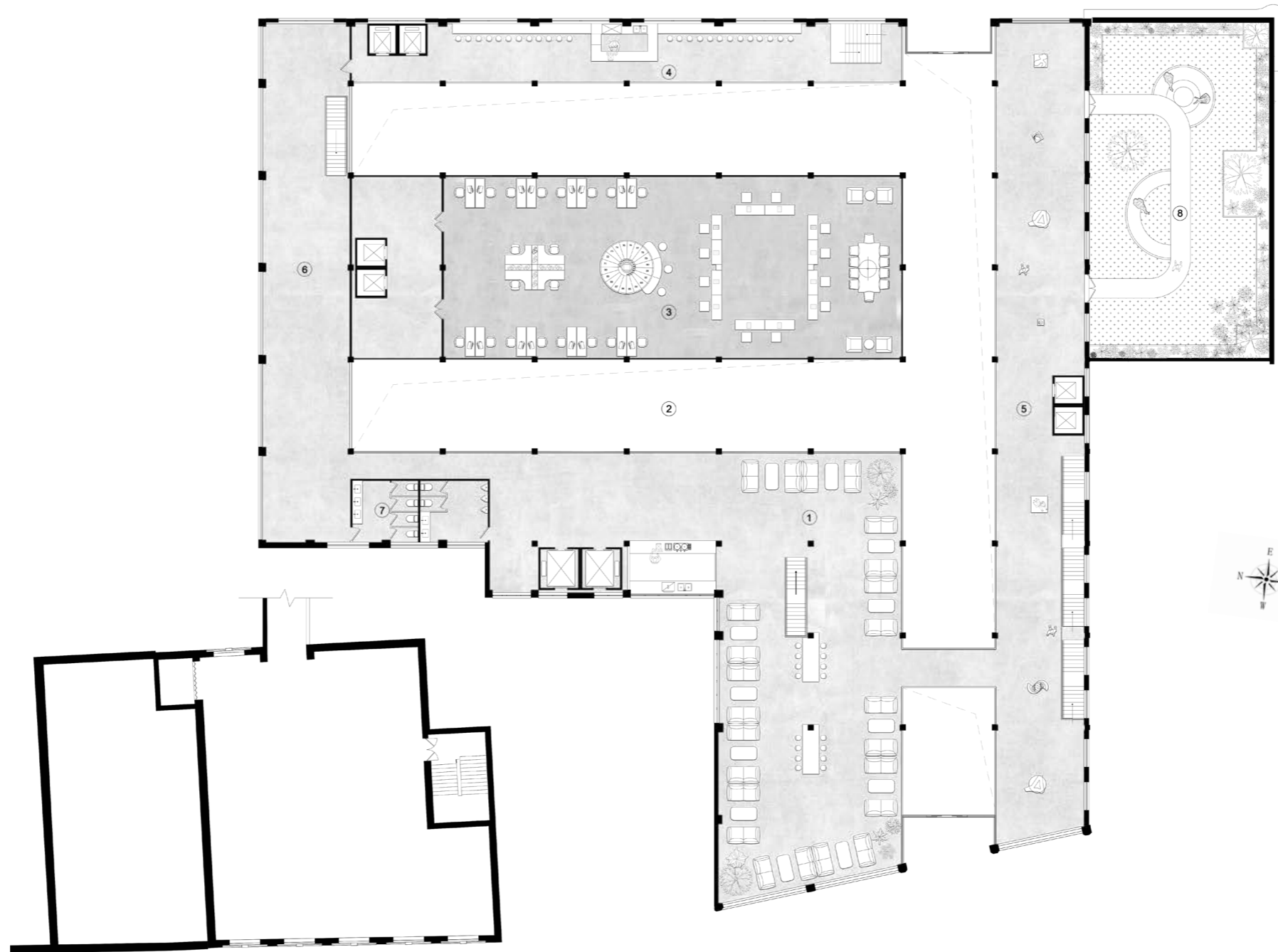
**Second Floor Plan**  
1:200

- 01. Library
- 02. Void area
- 03. Spectator stand
- 04. Theater (Rehearsal room)
- 05. Restaurant
- 06. Museum
- 07. Set design+Plays
- 08. Toilets



**Second Mezzanine Floor**  
1:200

- 01/02/04. Void aera
- 03/09. Spectator stand
- 05. Restaurant
- 06. Museum
- 07. Set design+Plays
- 08. Toilets

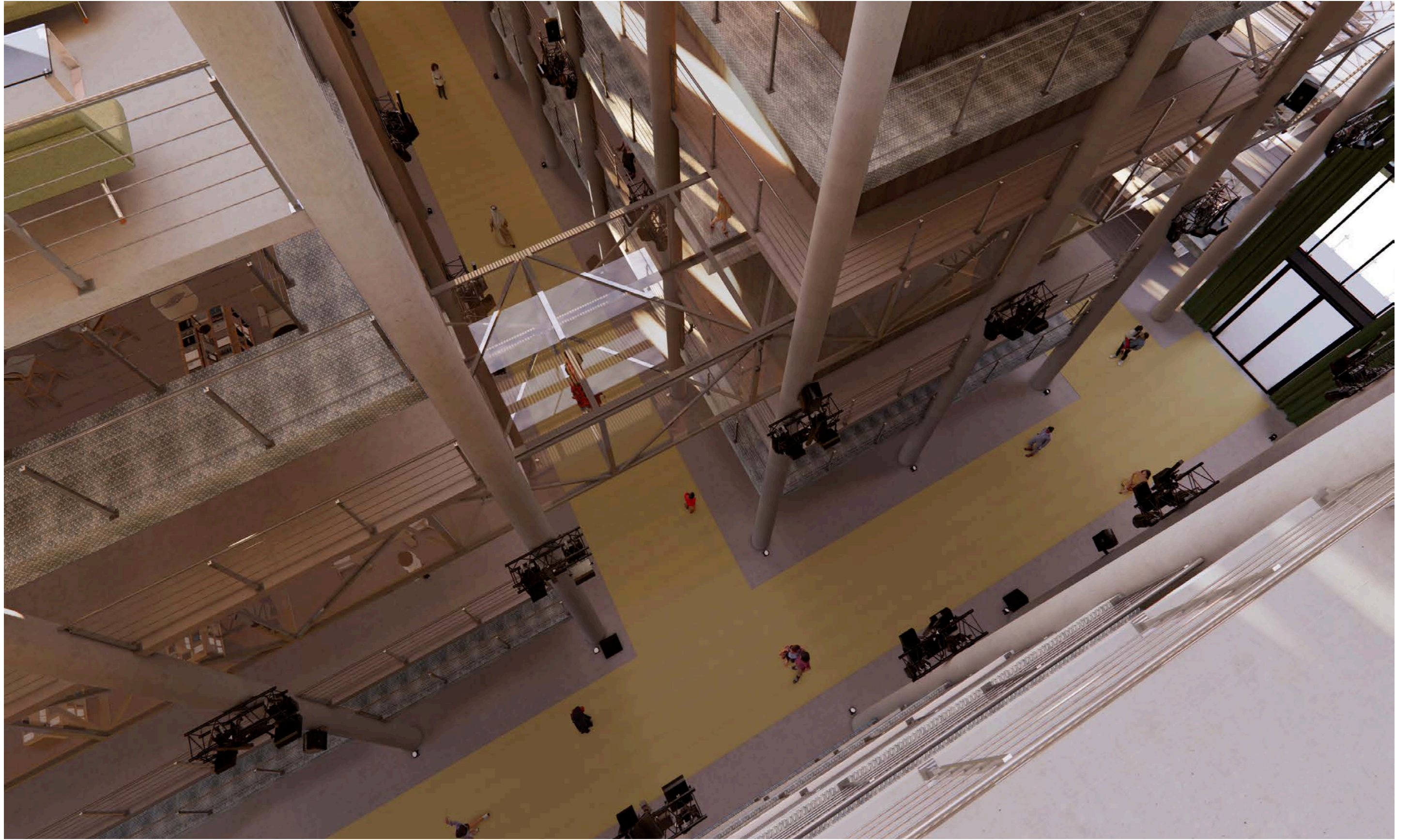


**Third Floor Plan**  
1:200

- 01. Bar
- 02. Void area
- 03. Theater (Drama work shop)
- 04. Restaurant
- 05. Museum
- 06. Set design+Plays
- 07. Toilets
- 08. Roof garden



Drama work shop



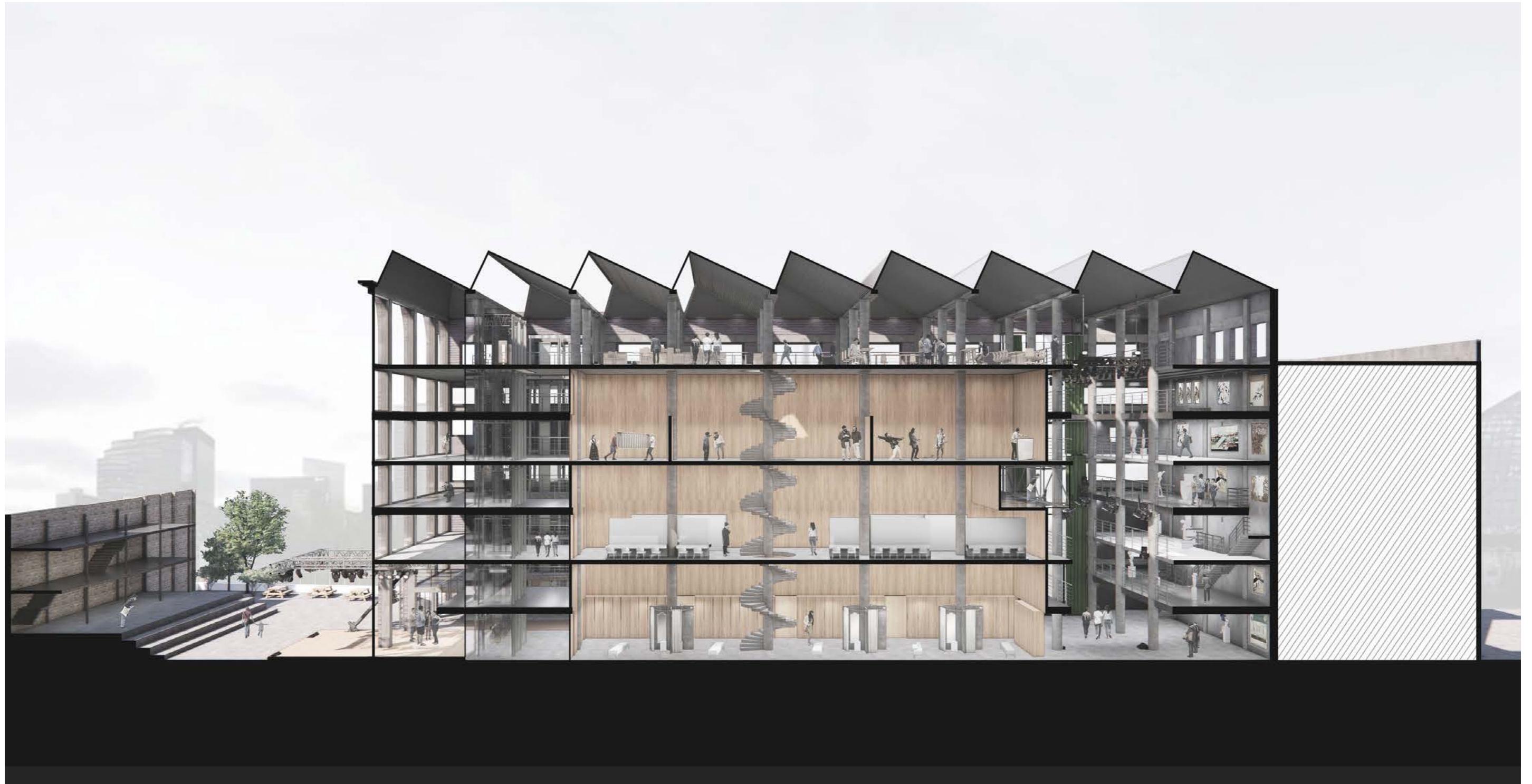


Bar and communication

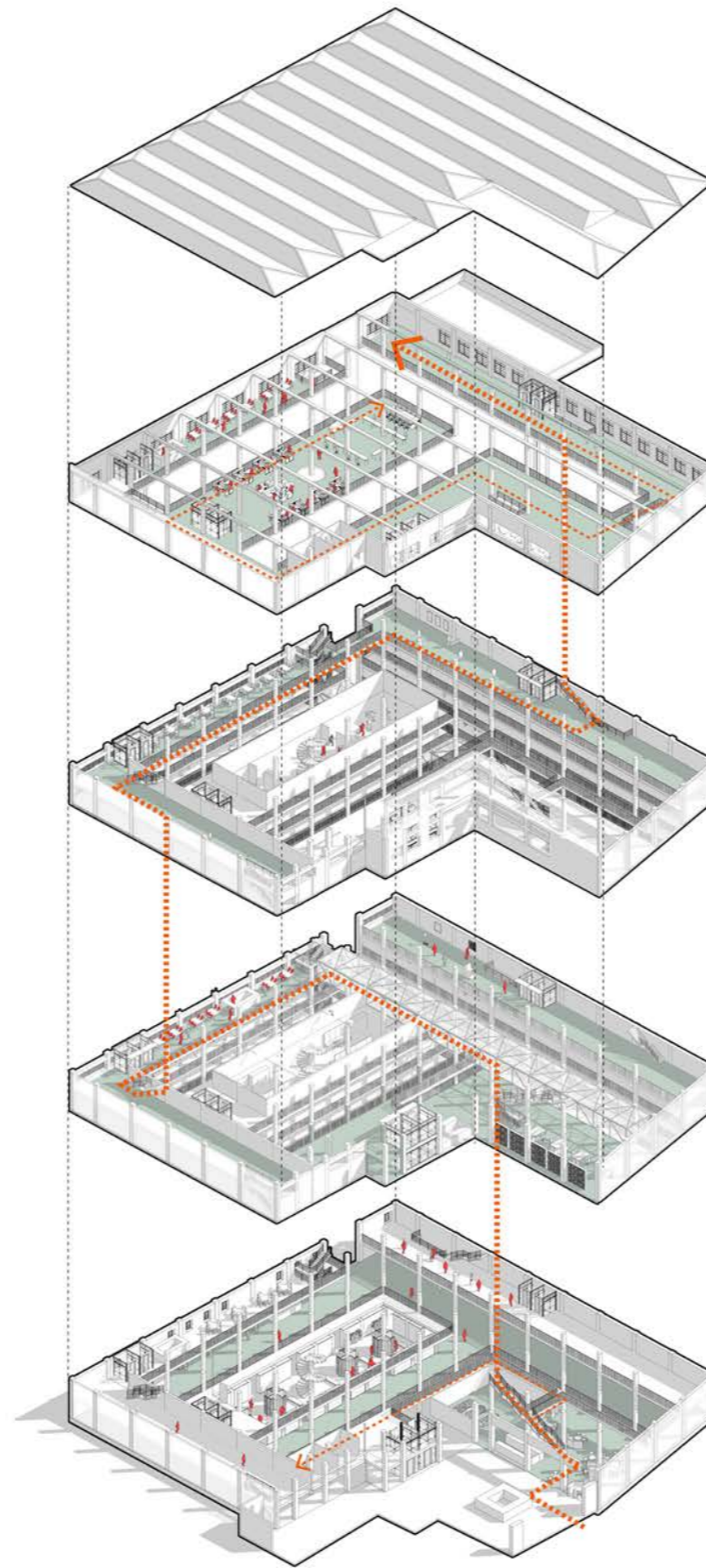
SECTION 1



SECTION 2



# CIRCULATION



**THANK YOU**