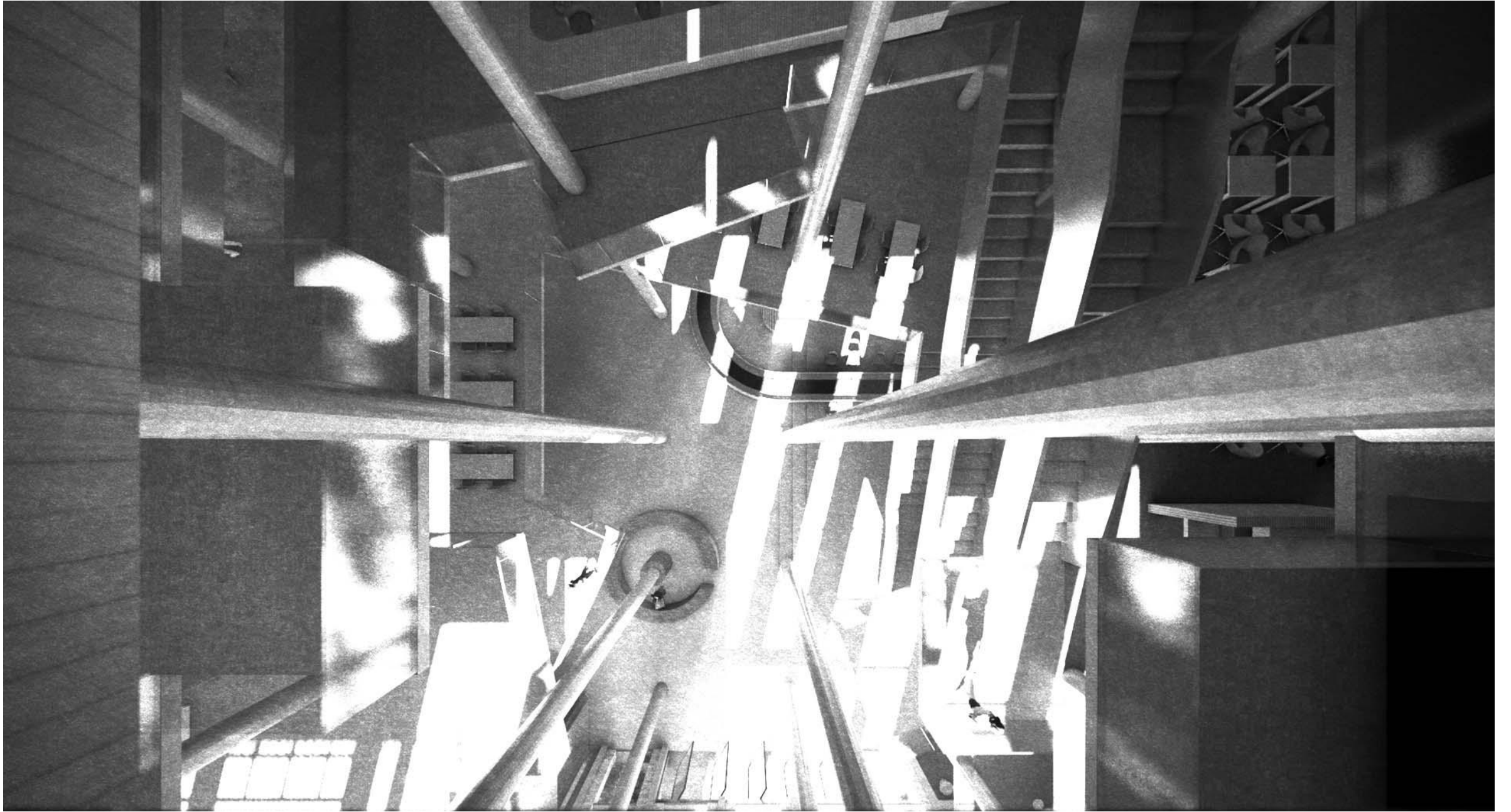


# Fusion

SuperReuse

- Liying Lin(Kira)





## CONTENTS

- CONTEXT
- CONCEPT
- DESIGN STRATEGY
- FINAL
- PHYSICAL MODEL

CONTEXT

# Site introduction:



## History of Bromley-by-Bow

### River industry

1086s

Soap making, printing, paper making,  
gun, powder, flour milling, distilling...

Brewery

1730s

Boarding School

1960s

Residence

1990s

Storehouse

2010s



23-24 Gillender Street is a 170,00 sq ft part Victorian and part 1930's modernist warehouse in the London Borough of Tower Hamlets.



There are many residential areas around the site, with roads in the west and rivers in the east.  
Near site (2km) has less commercial function and also has to be further away to have a market, **small** **communicaty**, etc.

## About Site:



Immigration: Thousands of people from India, Pakistan, Bangladesh, Jamaica, and other Commonwealth countries arrived in London after the British Nationality Act of 1948 granted them citizenship. Many of them settled in the East End.

Immigrants have brought vibrant cultures, music, and culinary traditions, contributing significantly to the socio-cultural tapestry of the district. East London began to hum with an enriched multicultural vibe.

Because all ethnic groups in East London live in mixed communities, different habits and cultural differences have contributed to the multicultural atmosphere in East London.



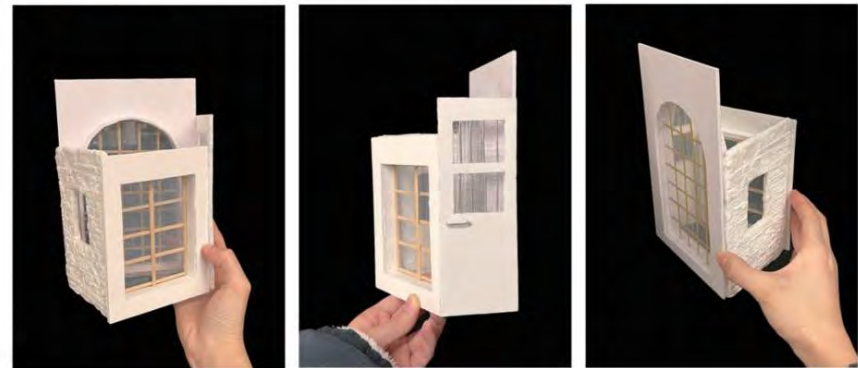
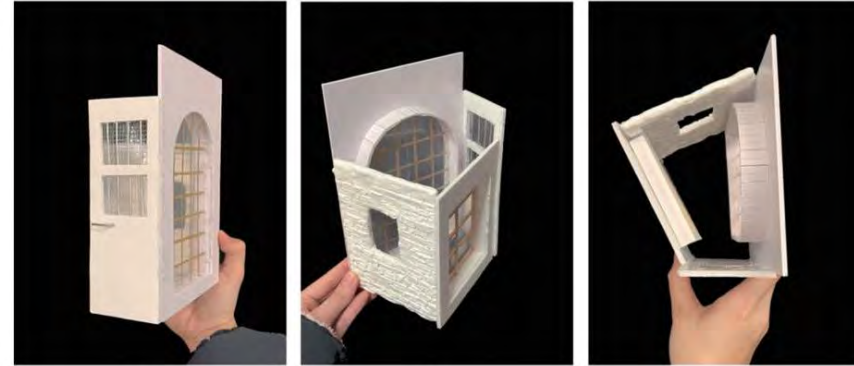
Back to term one :



Different doors and windows/holes in the factory are caused by different construction time, and windows can also represent the entrance of different cultures. Breaking the boundary into the factory means breaking the barrier caused by this difference for cultural exchange and experience. Market can be a community where different foods, music and products are mixed, and even different games can be played. You can also design different styles of space according to culture.

Different holes

Break boundary



CONCEPT

# Concept:

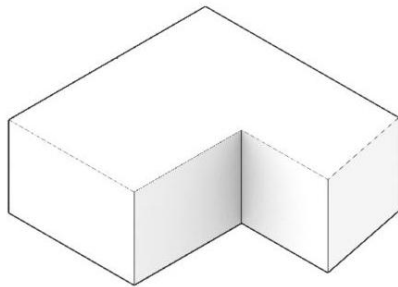
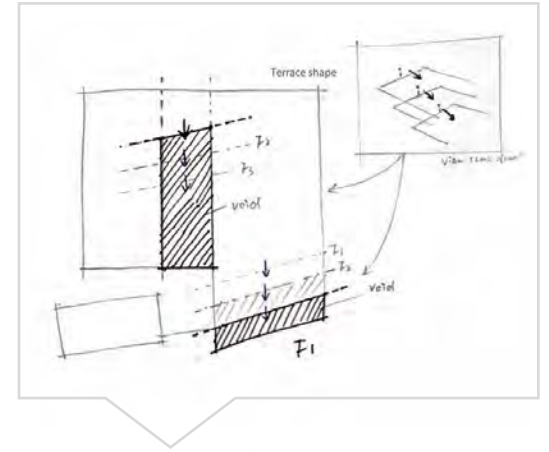
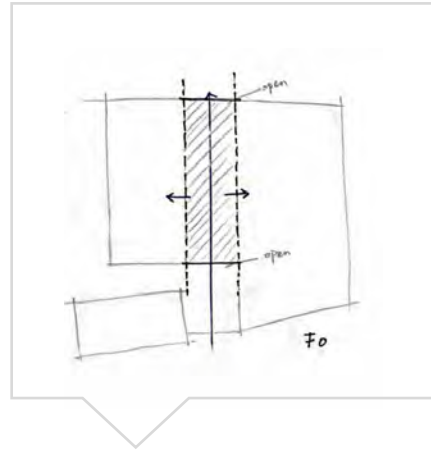


Make a communication community to connect different people around the site. Food is the most acceptable way, so food courts become an important part of site. supplemented by plantations, share kitchens, etc., aiming at promoting communication between people.

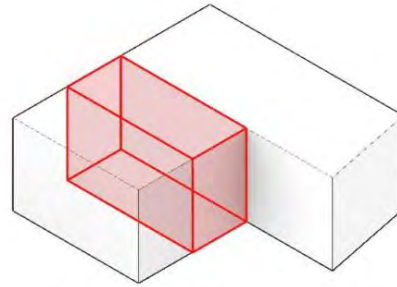
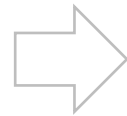
# DESIGN STRATEGY



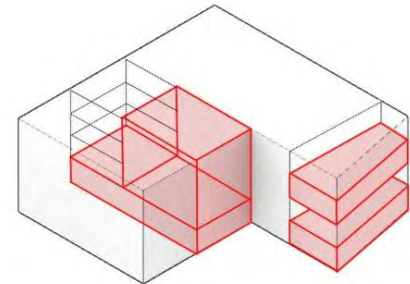
# Change Circulation:



The original

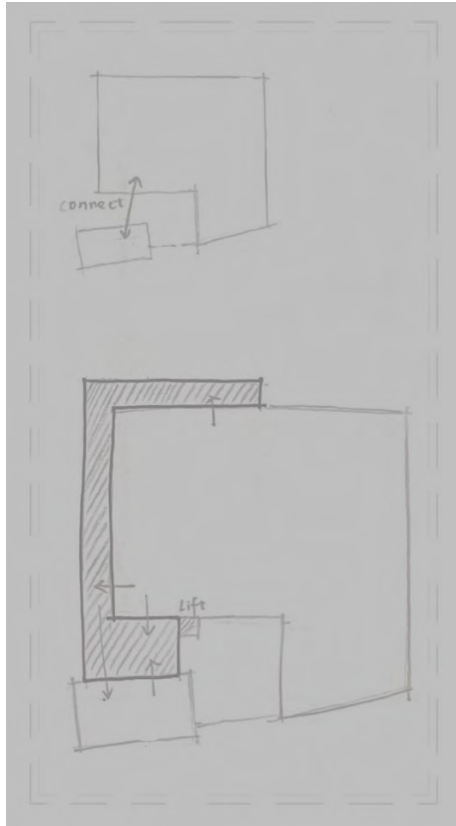


Through the middle

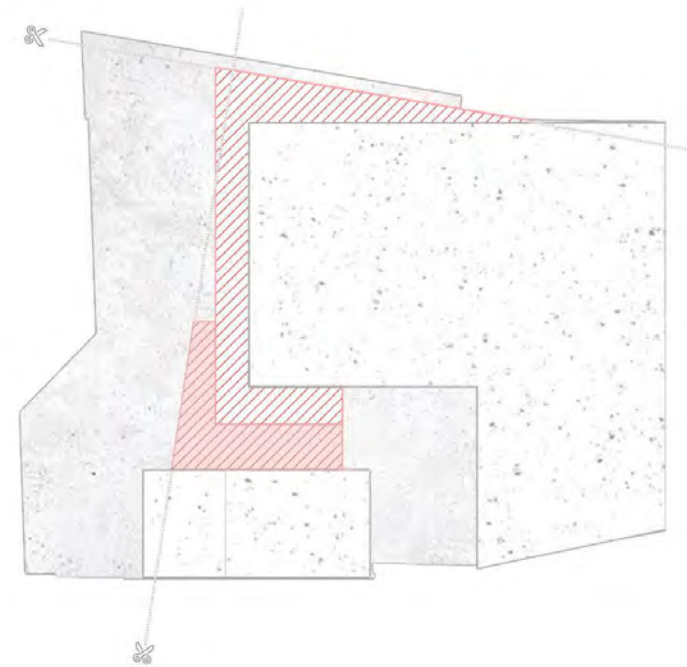


Create more perspectives

# How to Connect:

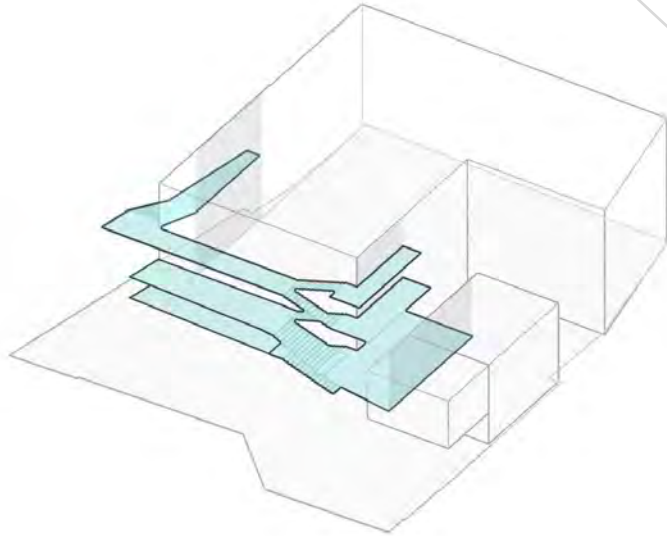
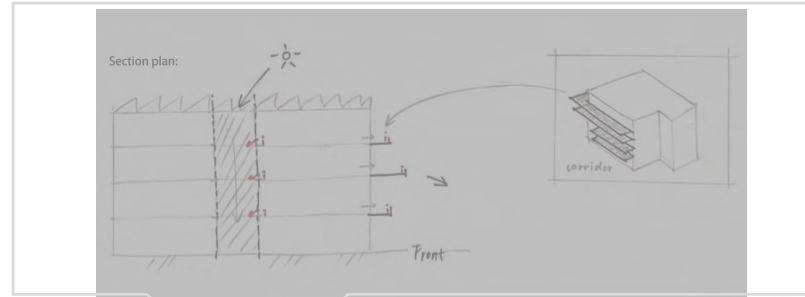


Connect balcony

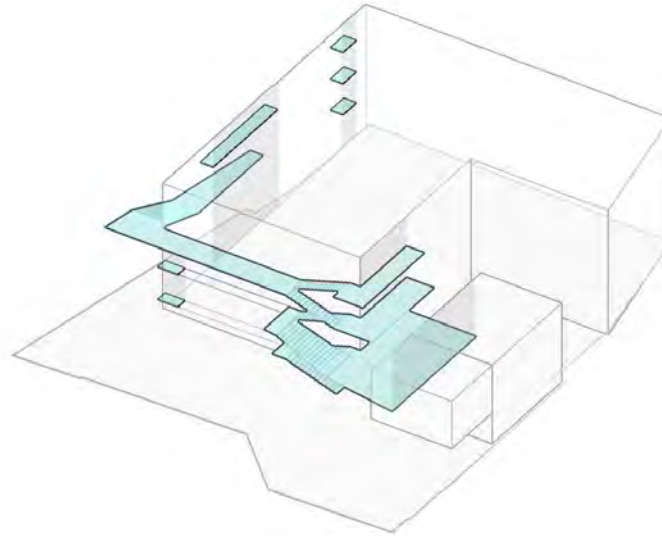


Change shape  
(And different floors)

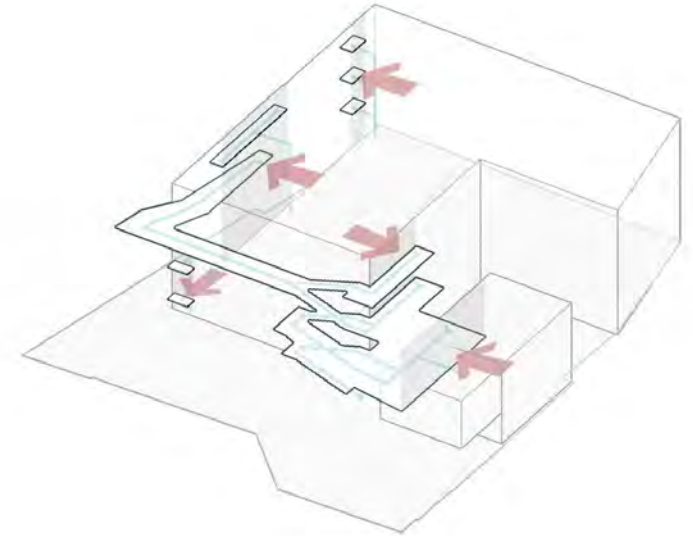
# How to Connect:



Outside balcony  
( To connect two buidings and outside )

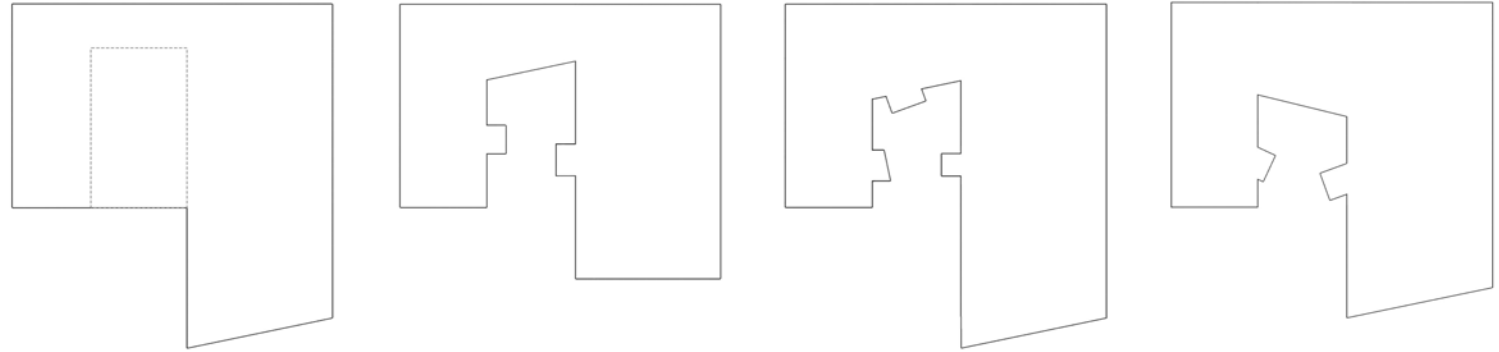


Refine and Divide

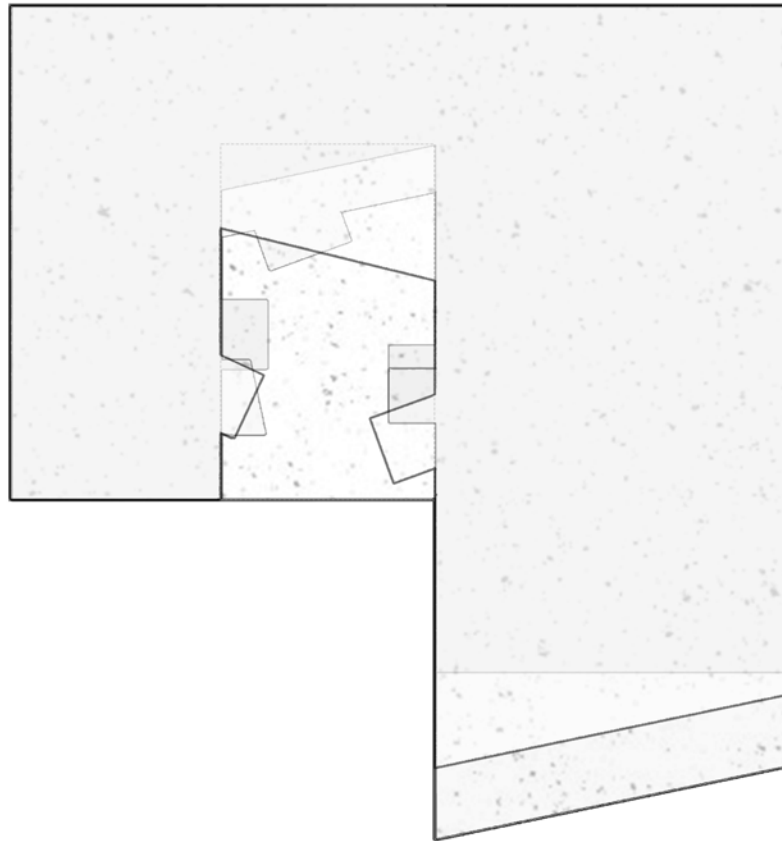
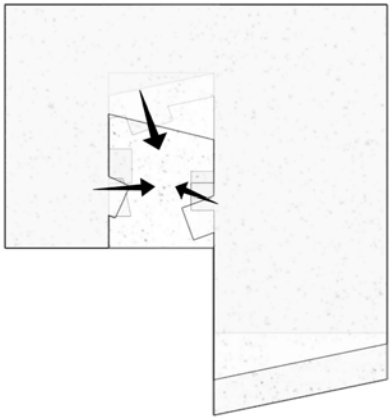


Circulation

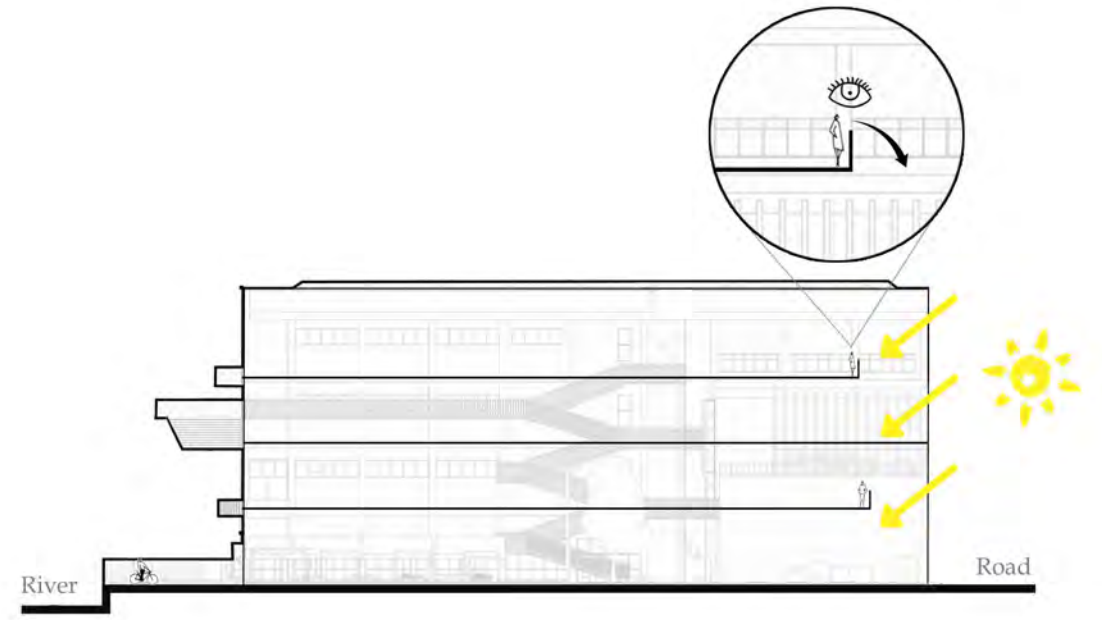
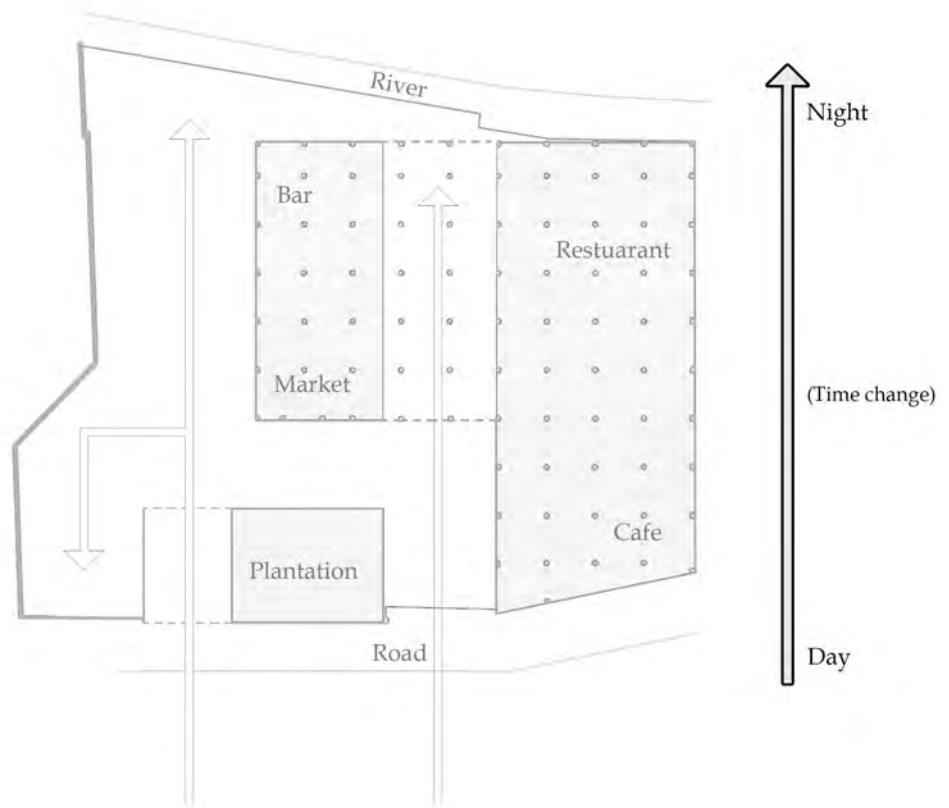
# How to Connect:



Inside balcony  
( Platform to encourage communication )



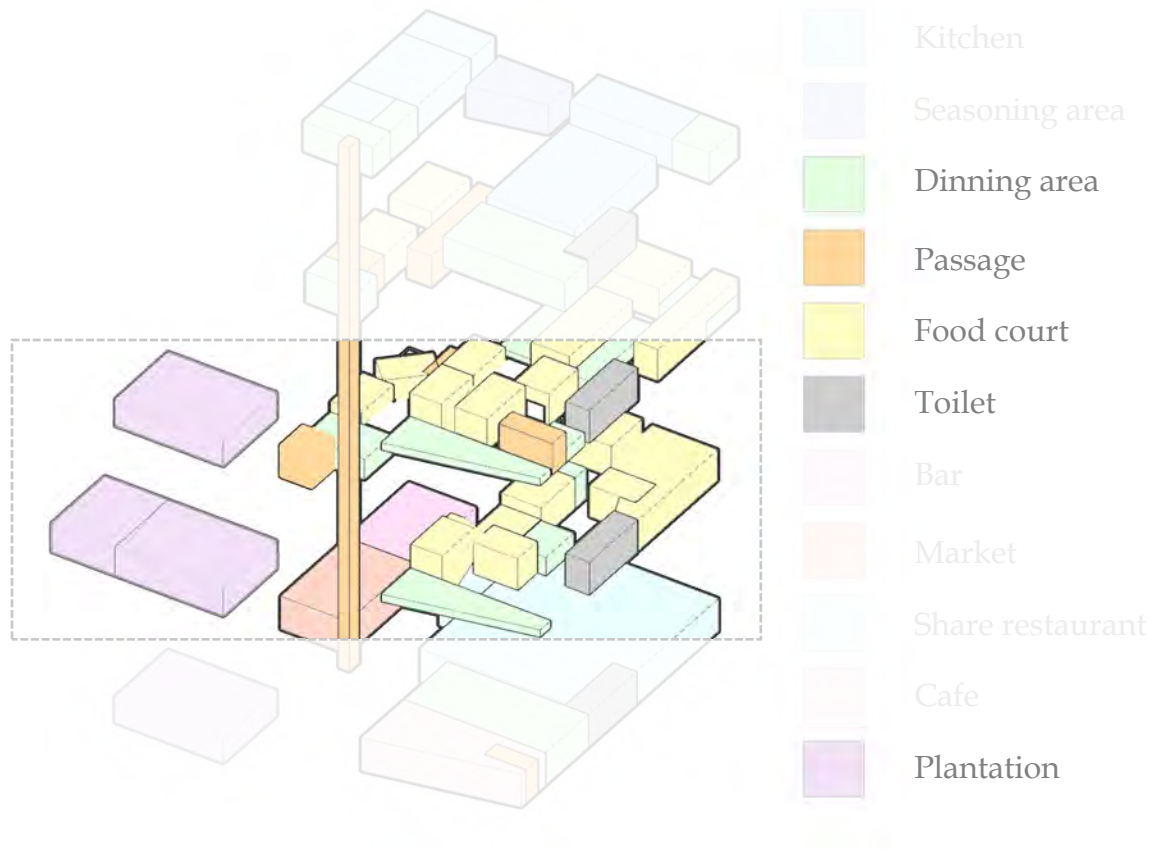
# Time and light:



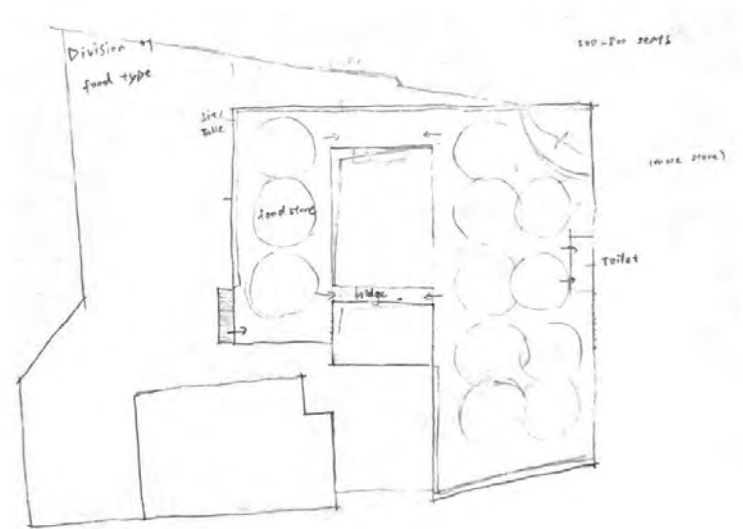
( Platform to encourage communication )



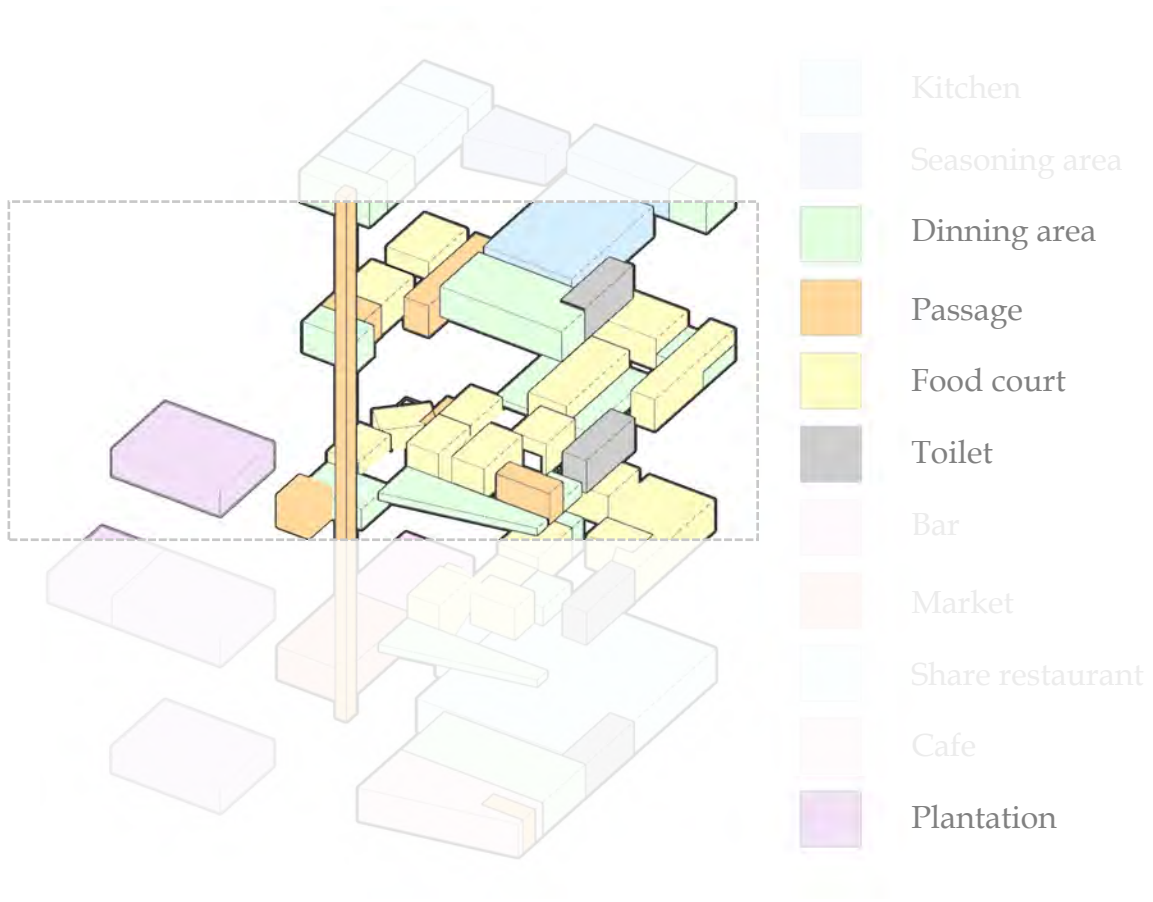
# Functional zoning:



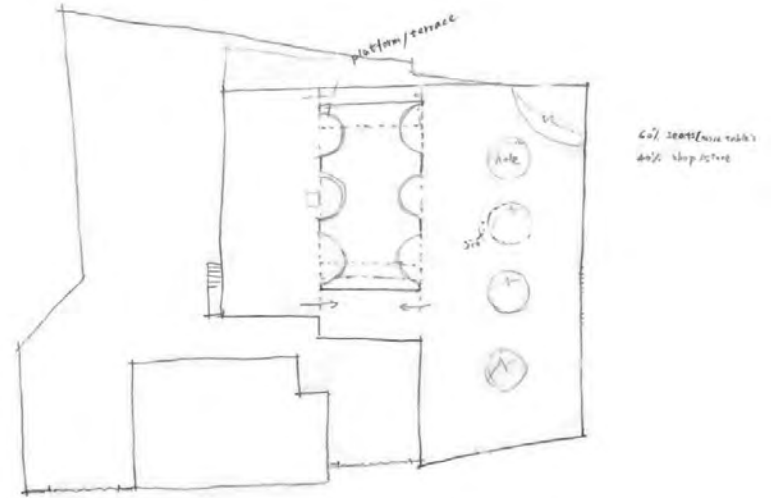
( Preliminary idea of functional zoning )



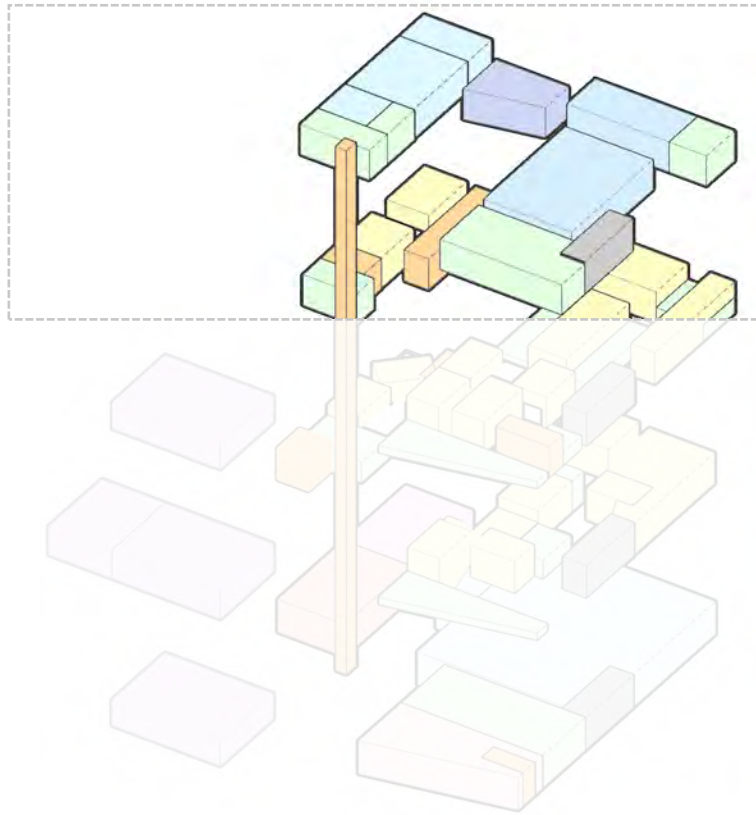
# Functional zoning:



( Preliminary idea of functional zoning )

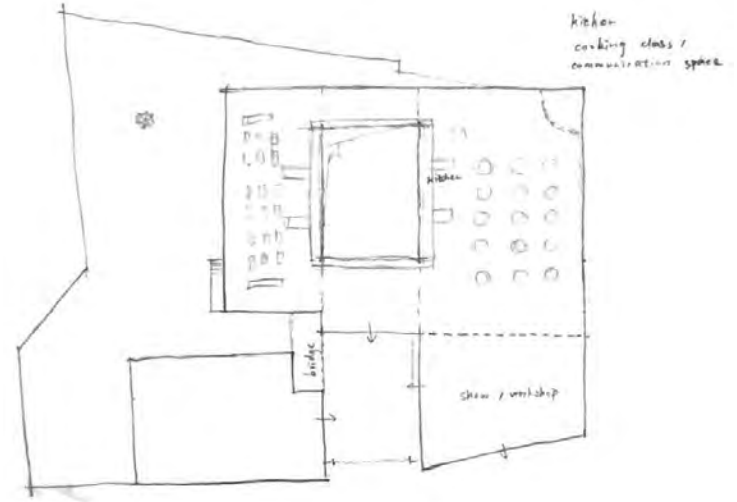


# Functional zoning:



-  Kitchen
-  Seasoning area
-  Dinning area
-  Passage
-  Food court
-  Toilet
-  Bar
-  Market
-  Share restaurant
-  Cafe
-  Plantation

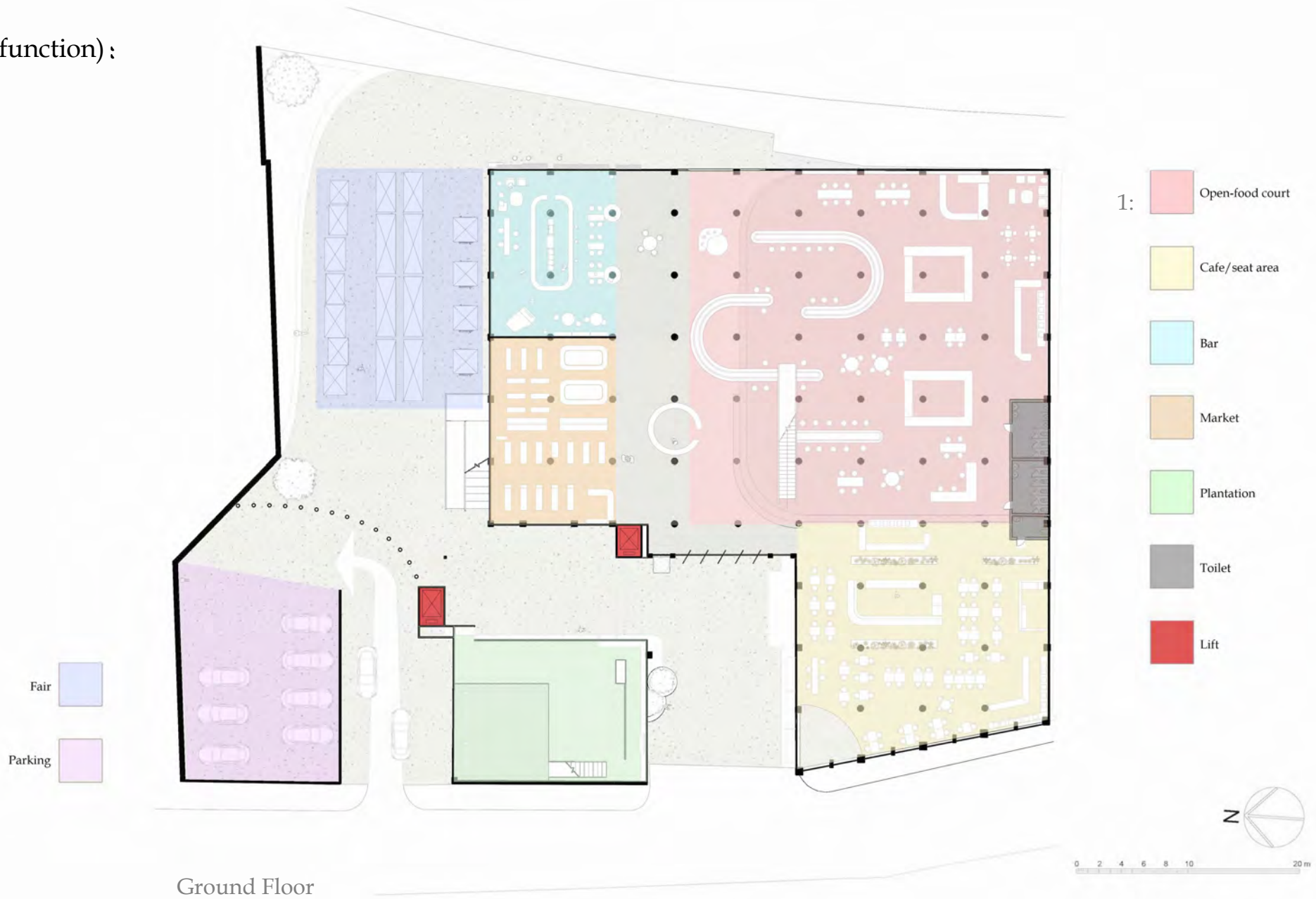
( Preliminary idea of functional zoning )

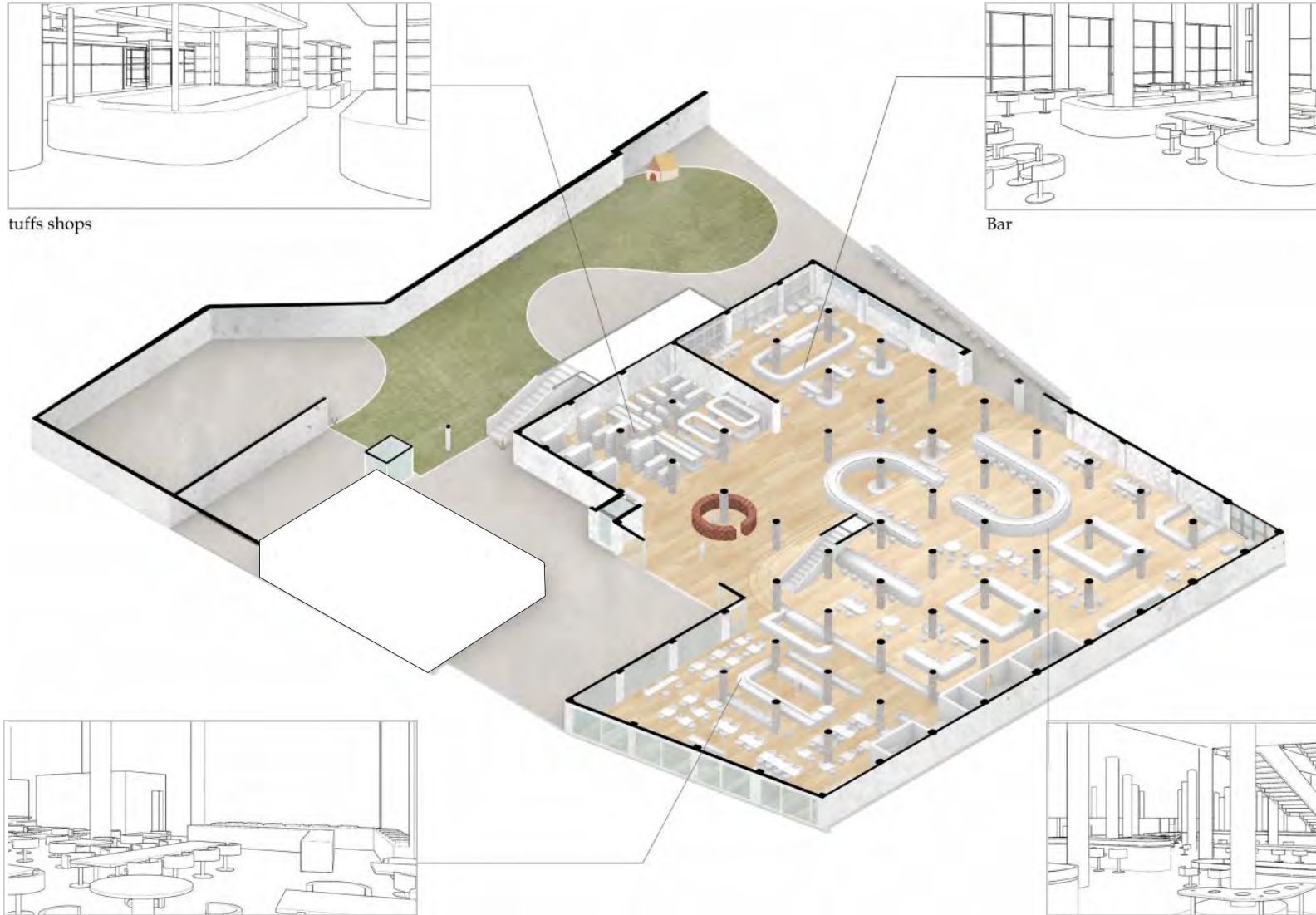


FINAL

Building 1970's  
Ground floor

# Floor plan (function):





Axons of floor-0

Entrance and Fair



Pedestrian Entrances and Pathways



Atrium



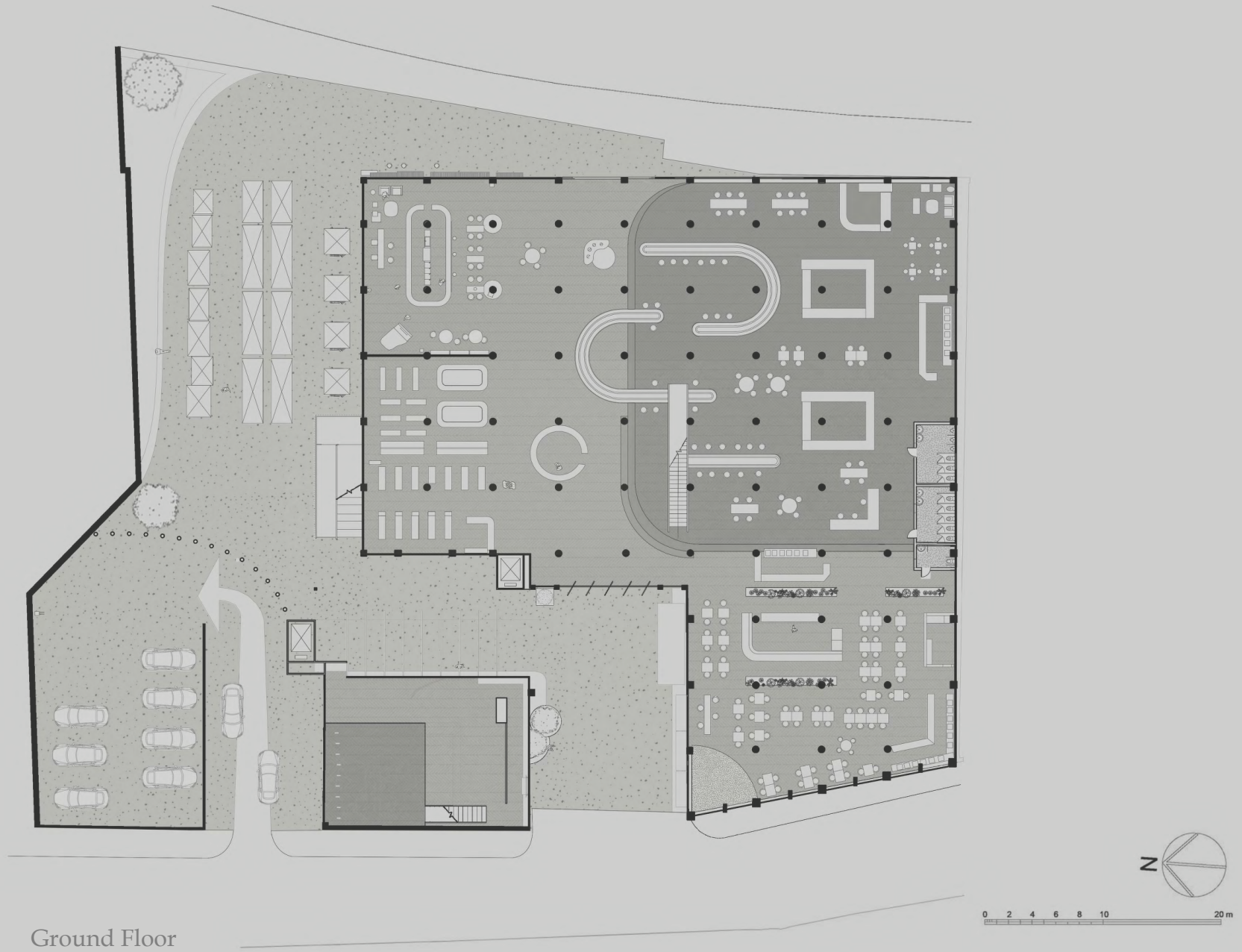
Open-Food Court



Bar



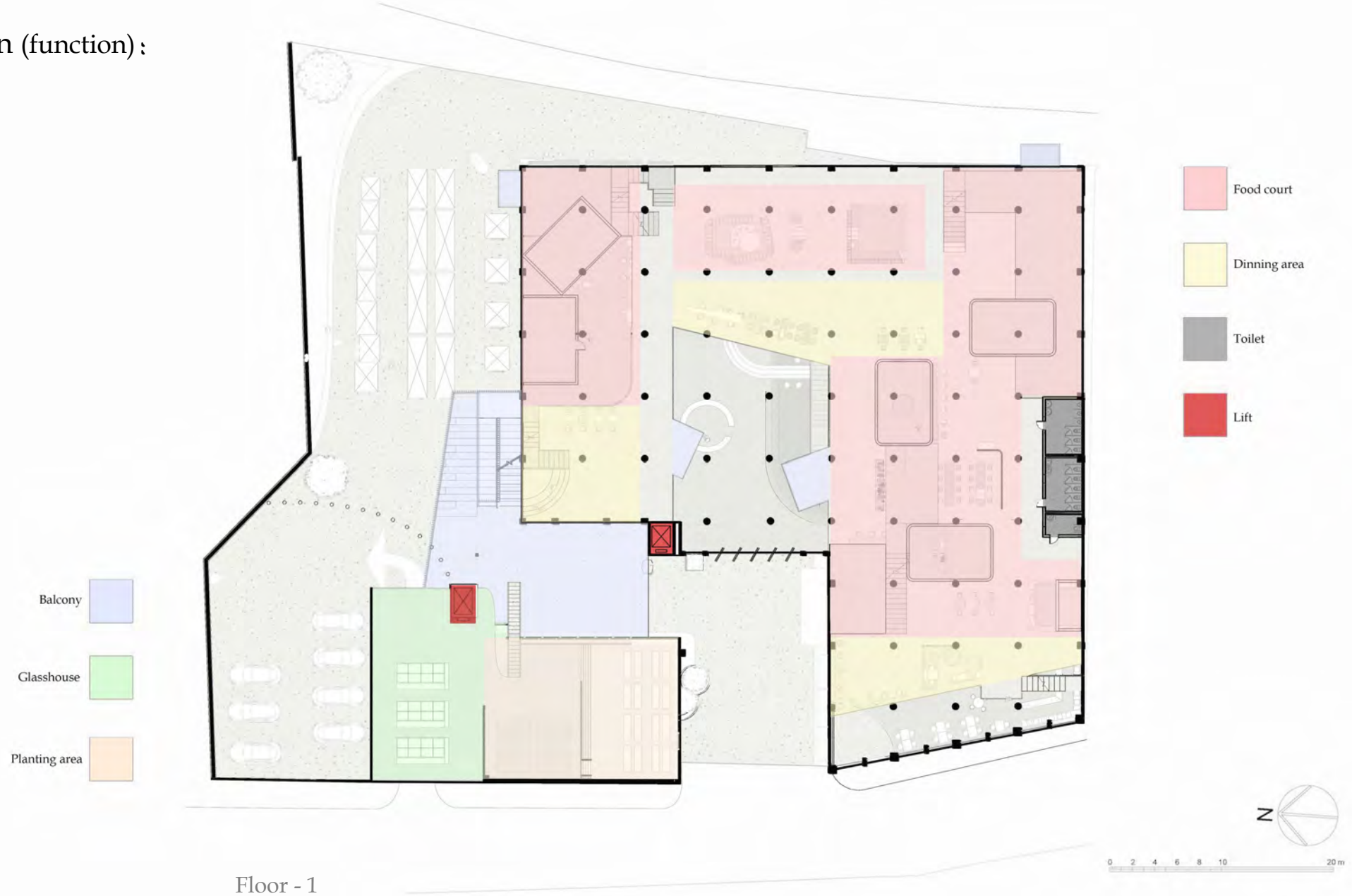
Floor plan:



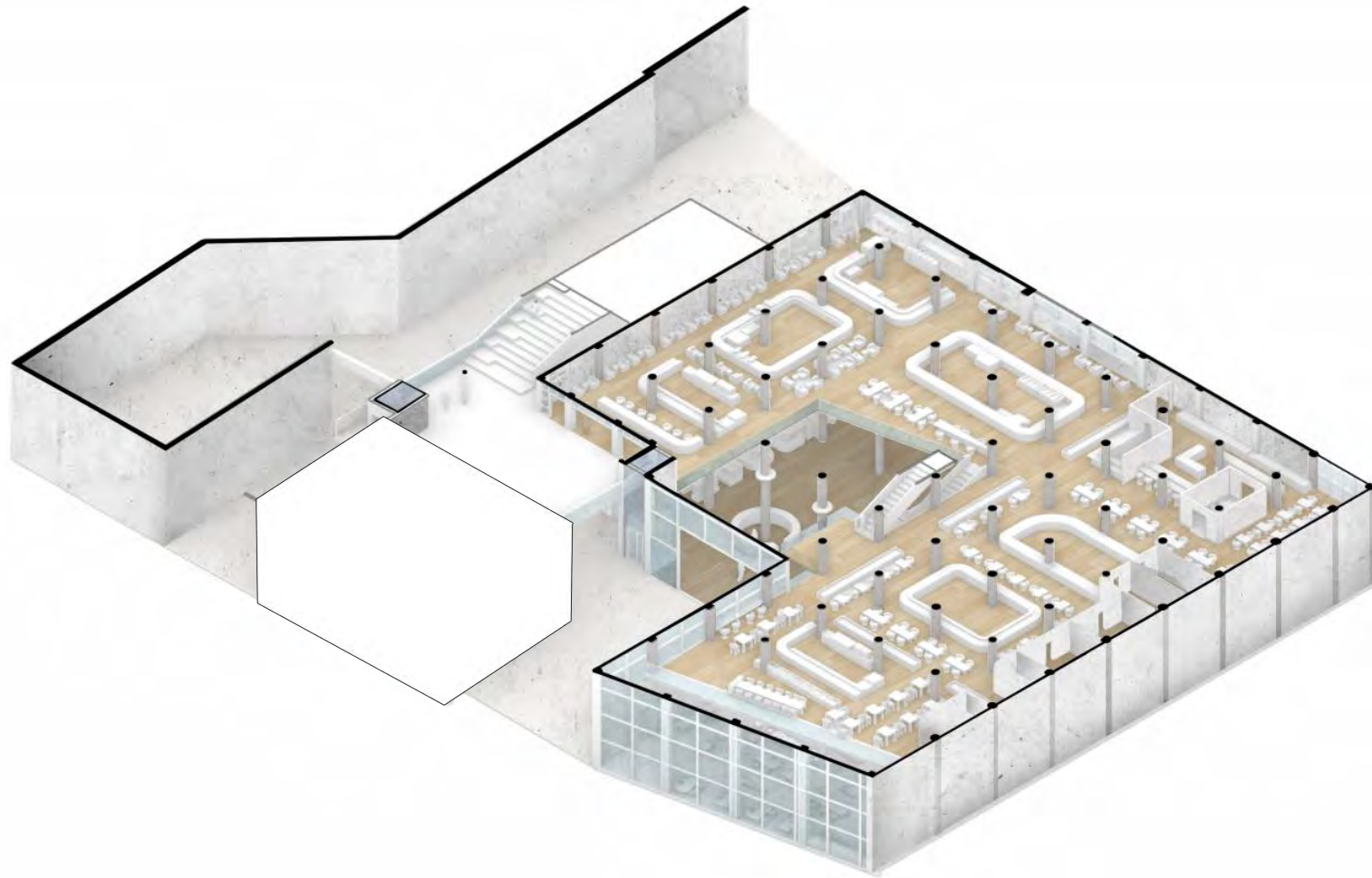
Ground Floor

First floor

# Floor plan (function):



Floor - 1



Axons of floor-1

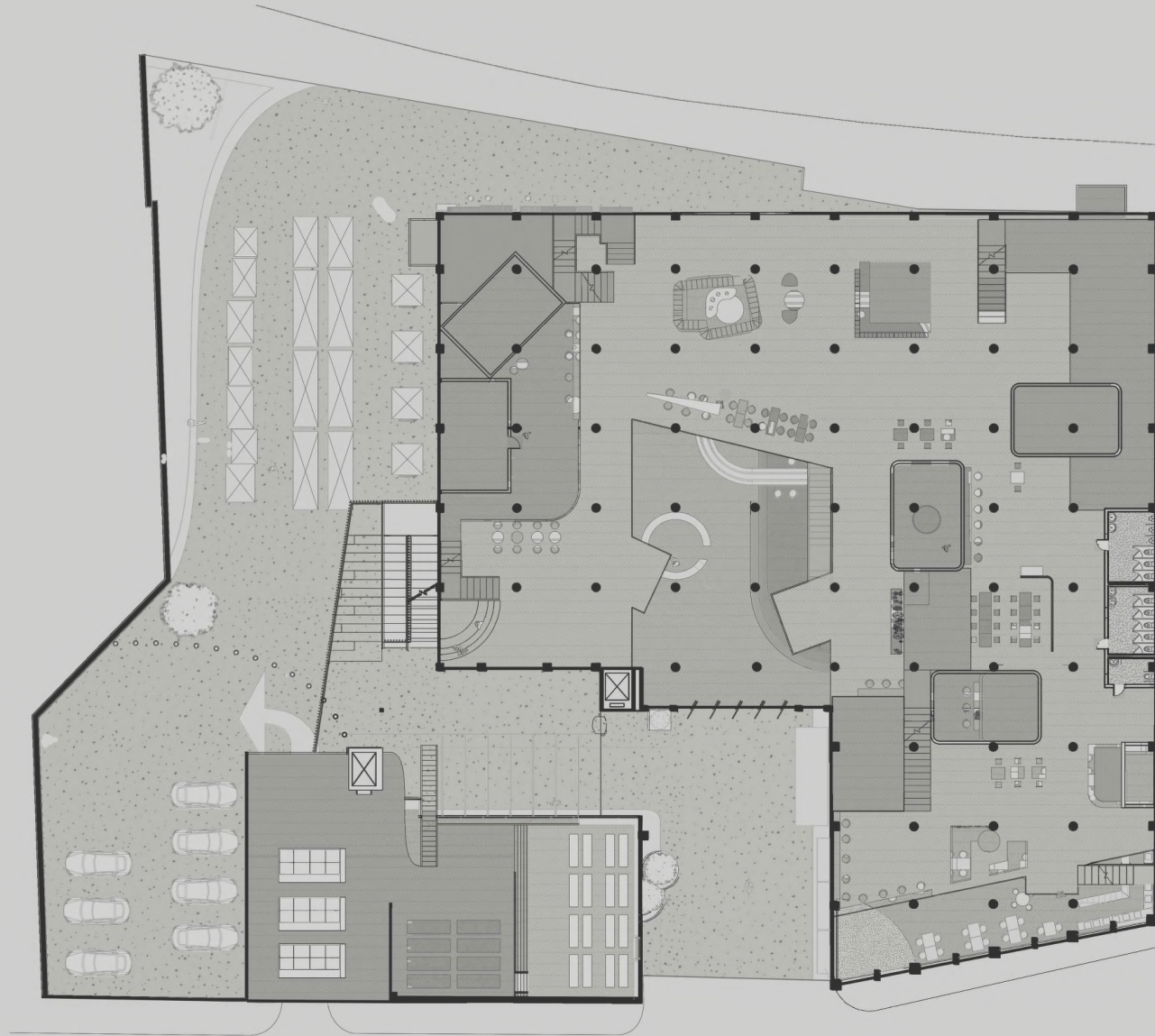
Food Courts



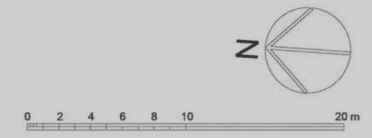
Food Courts



Floor plan:

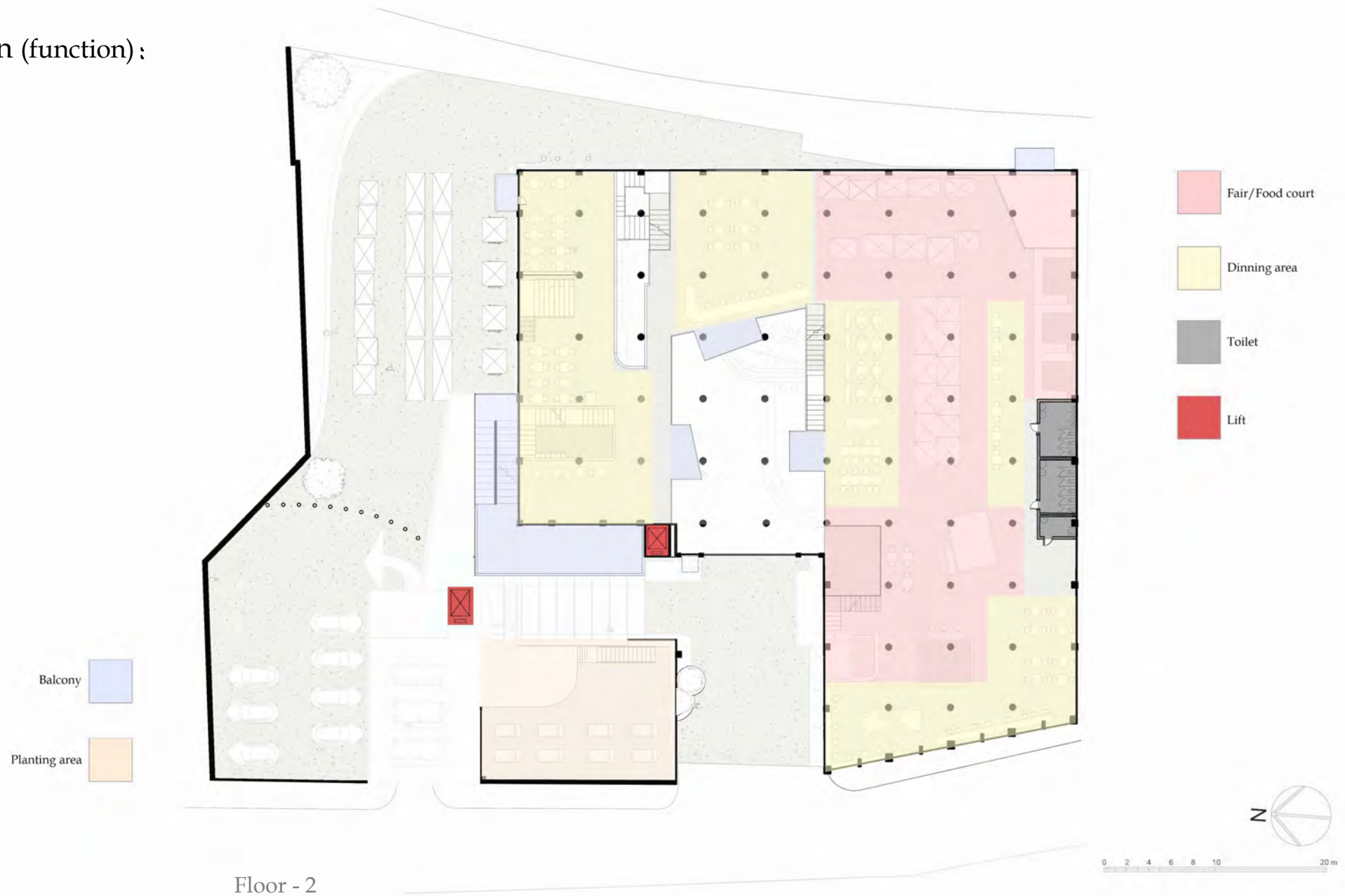


Floor - 1

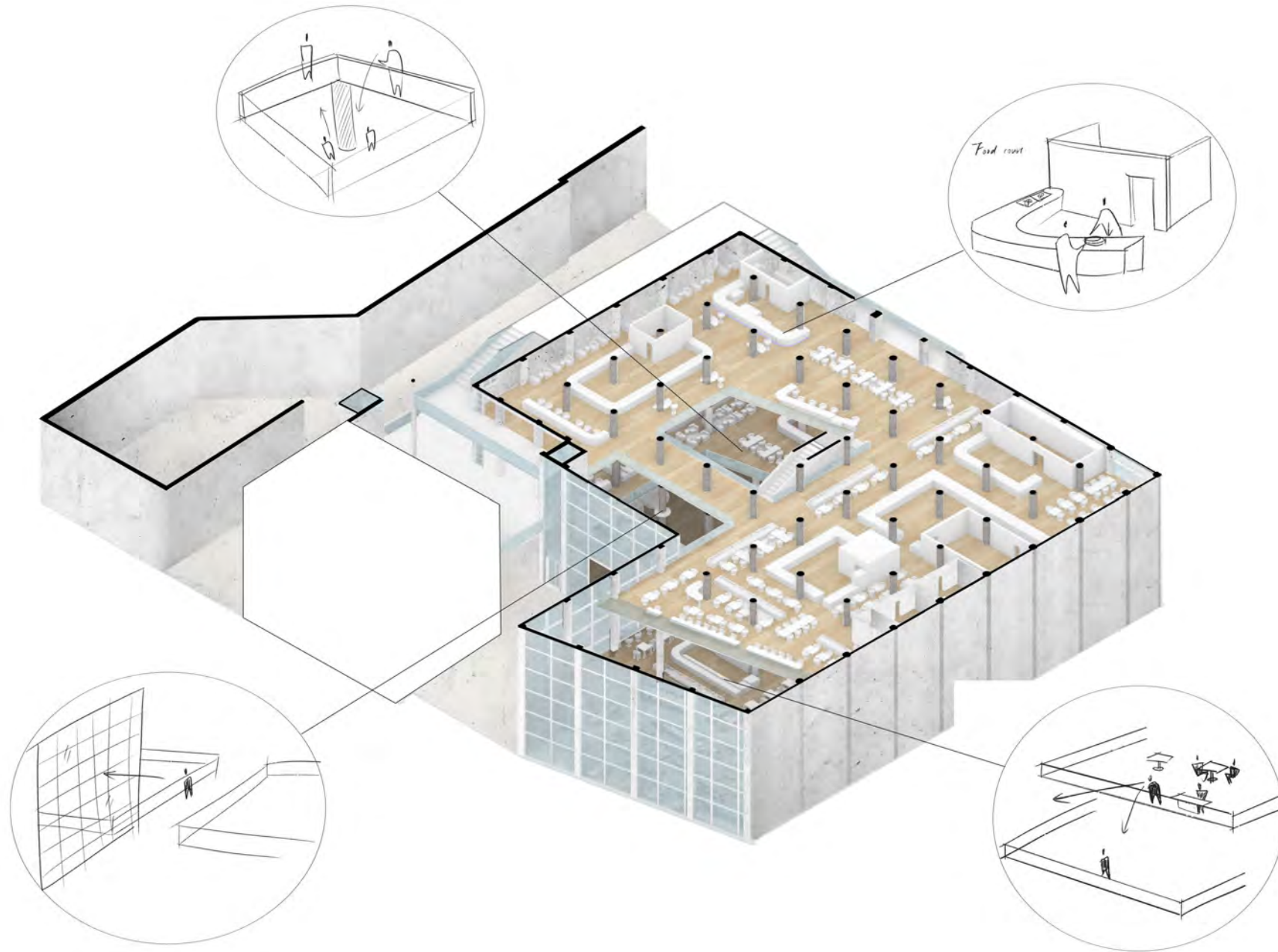


Second floor

Floor plan (function):



Floor - 2



Axons of floor-2

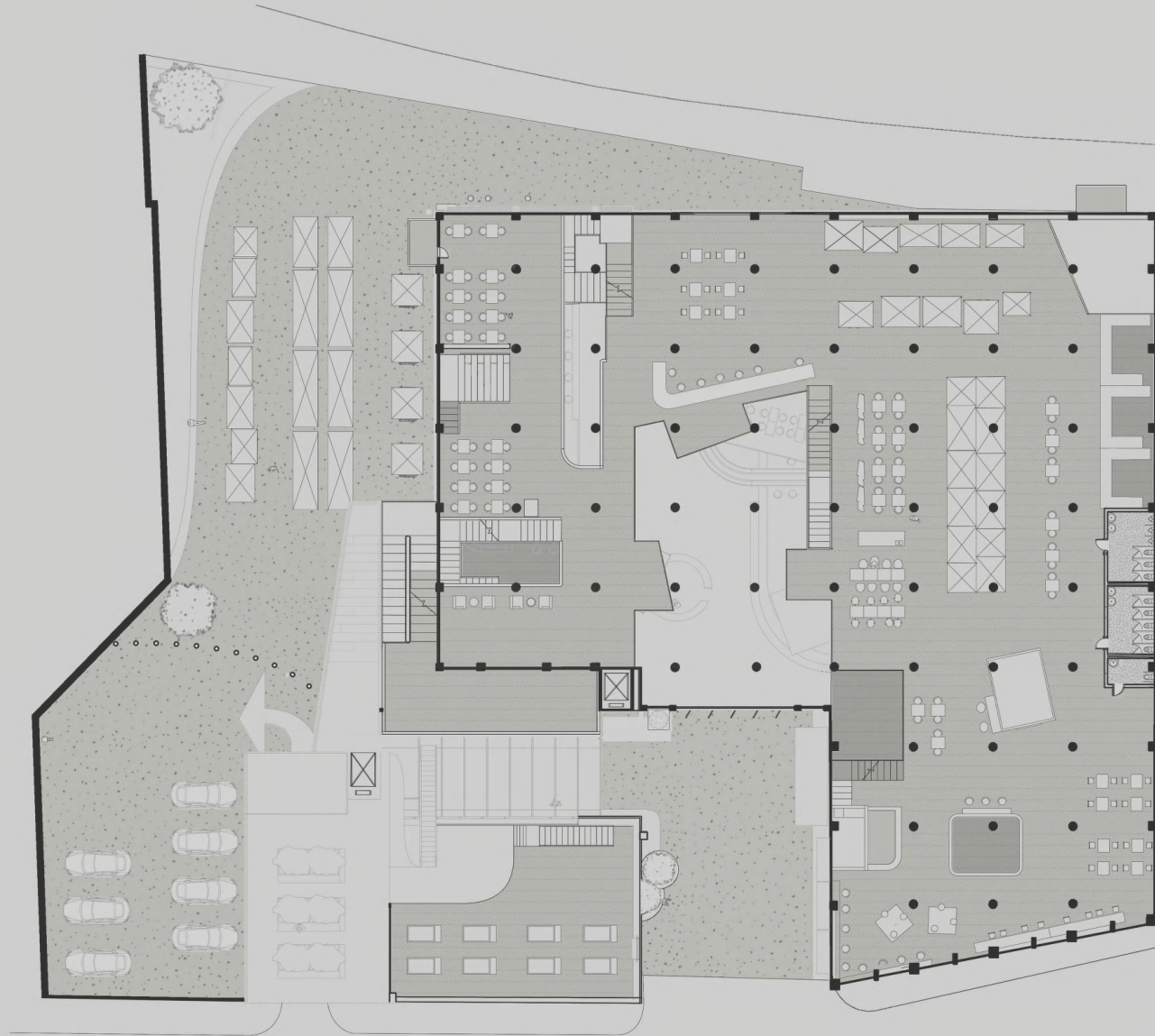
Dinning area



# Connecting Stairs



Floor plan:

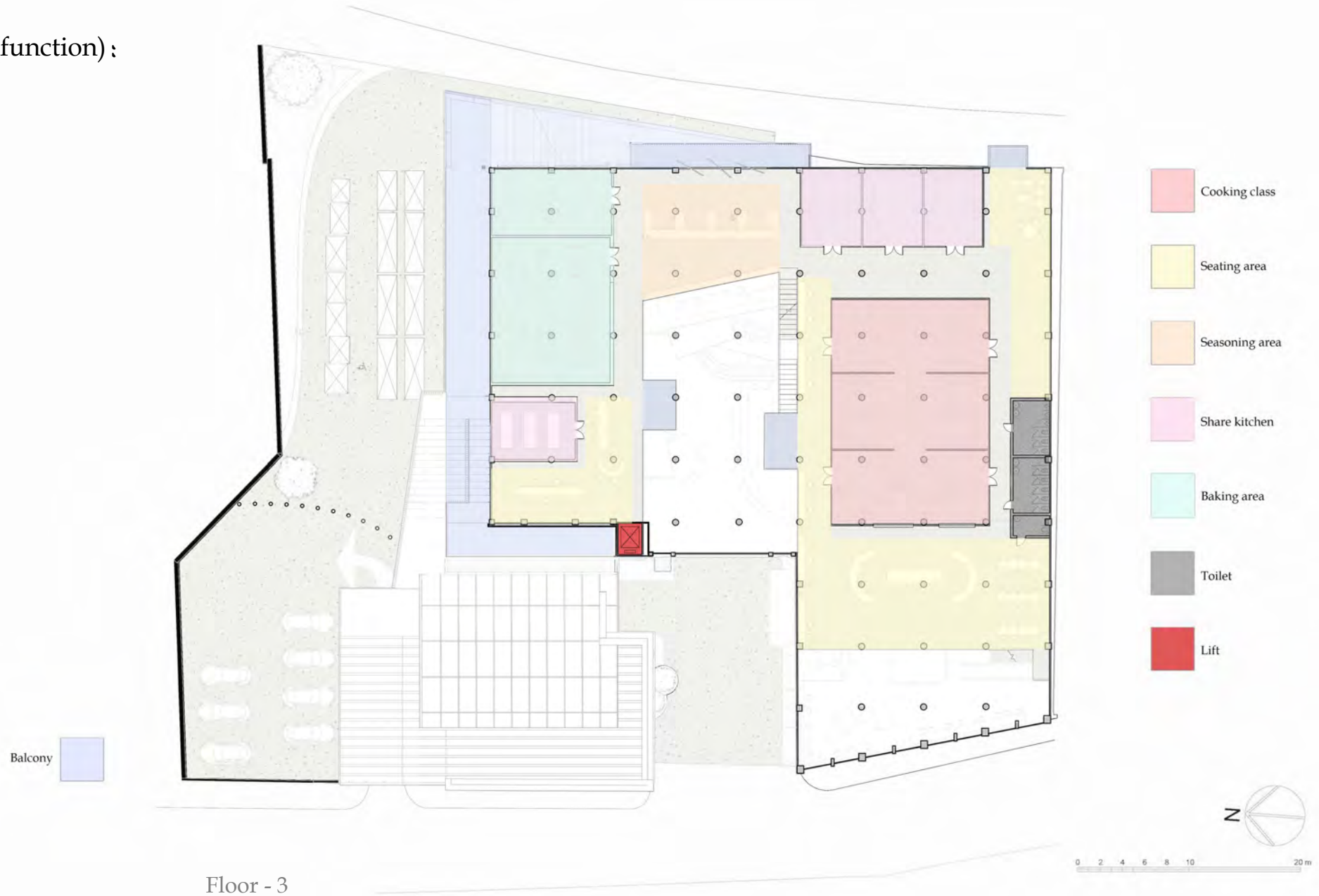


Floor - 2

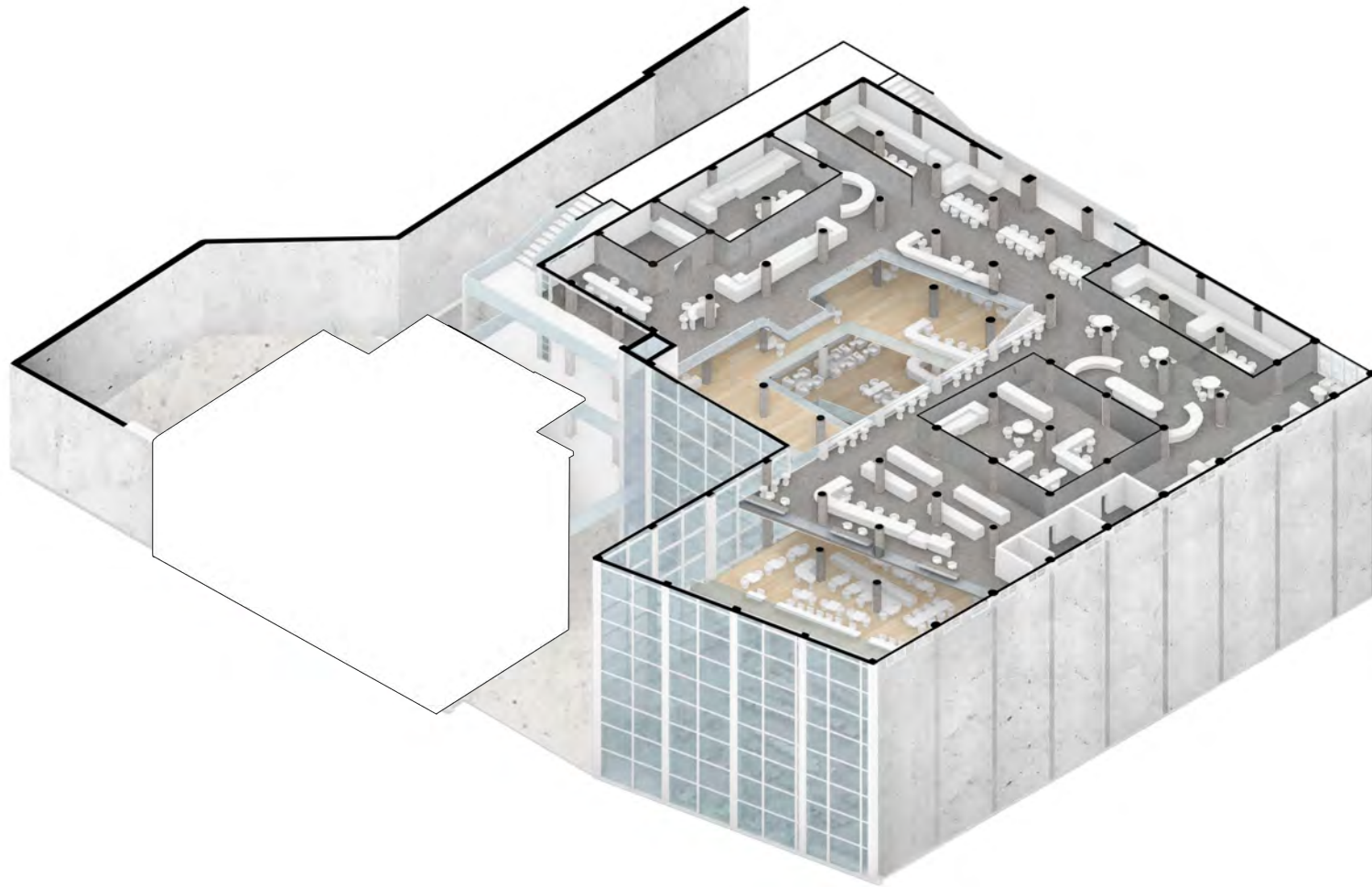


Third floor

Floor plan (function):



Floor - 3



Axons of floor-3

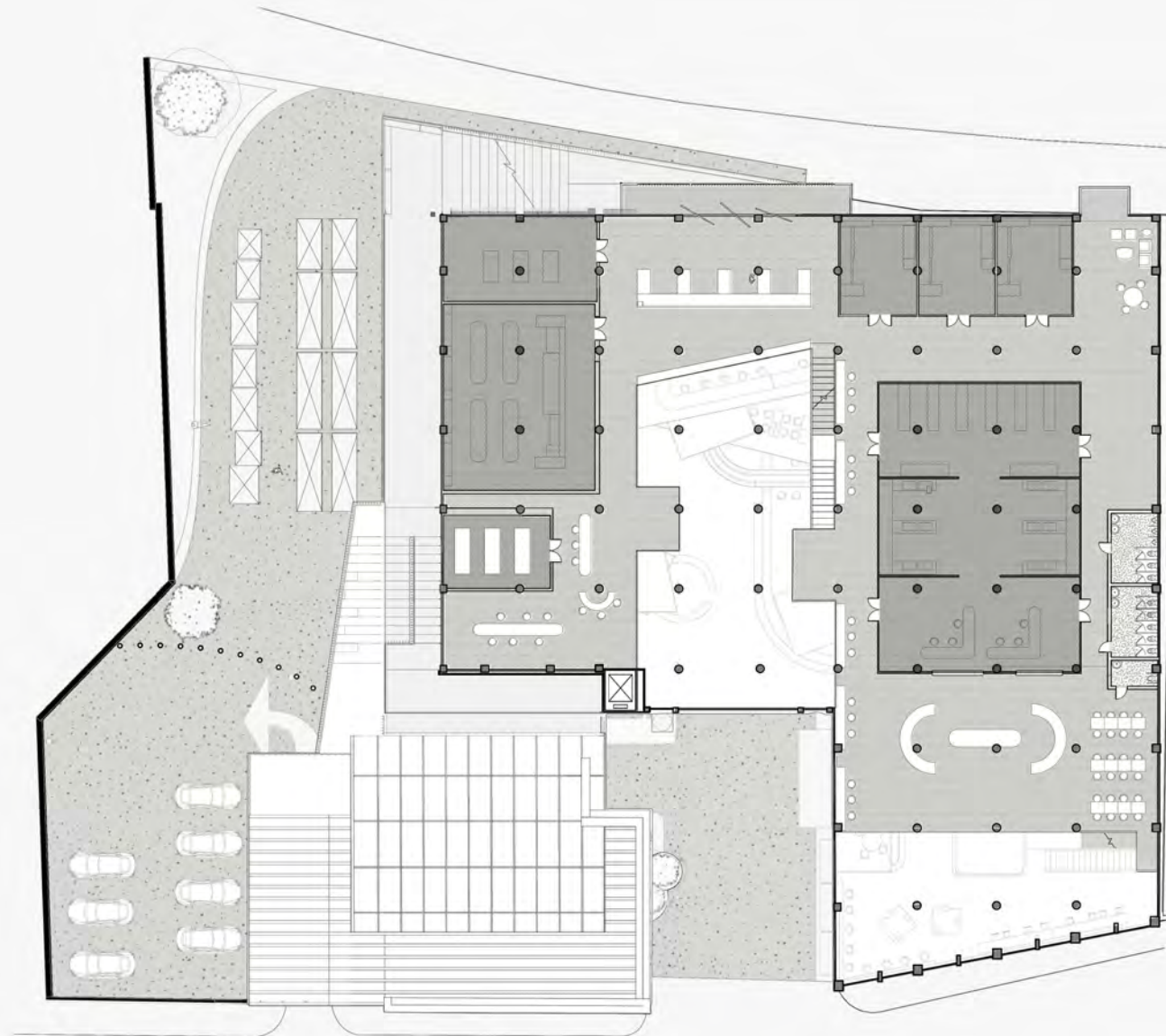
Seasoning area



Share Kitchen and Cooking class



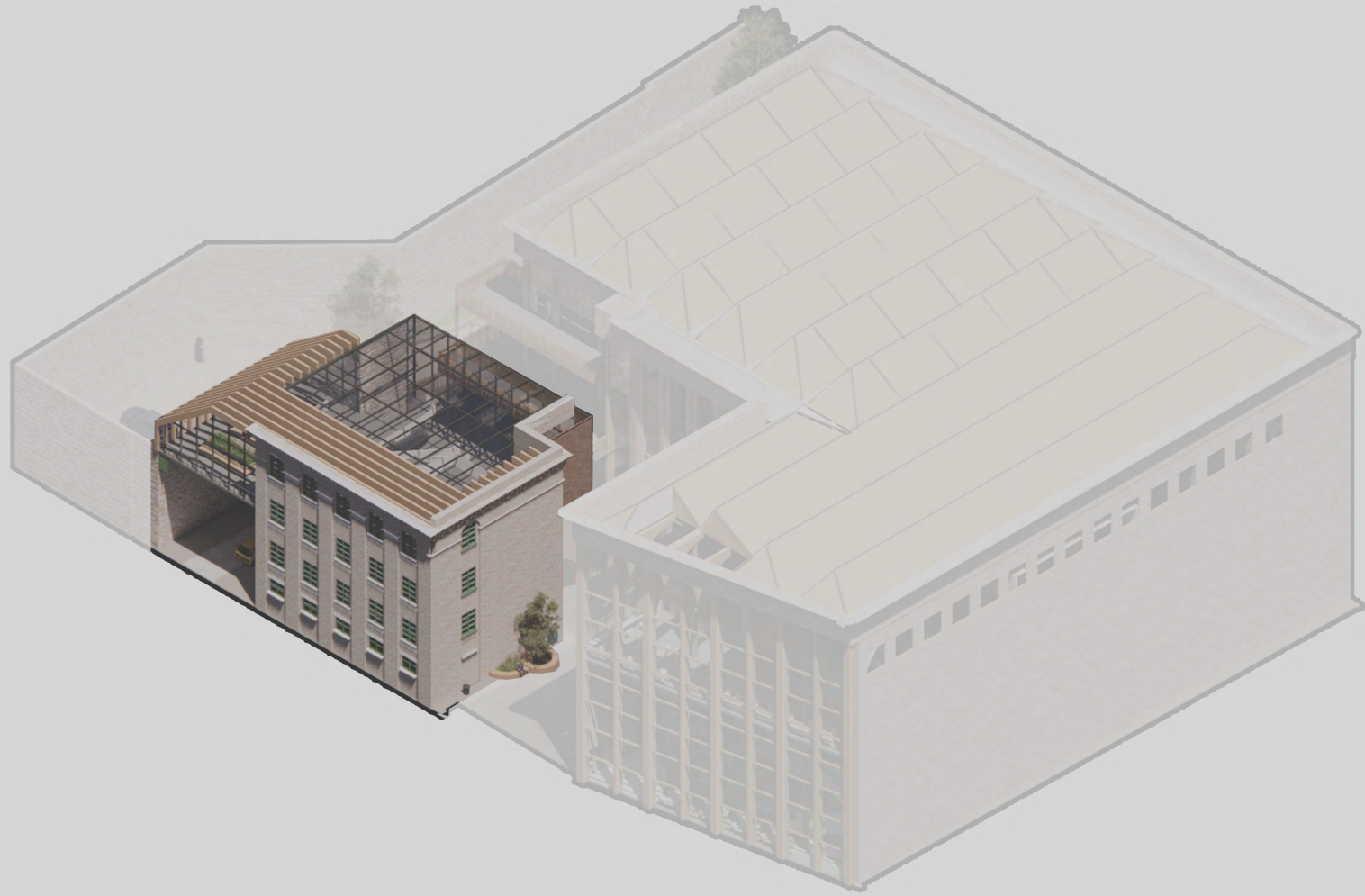
Floor plan:



Floor - 3



Victorian building



Axons of Victorian building

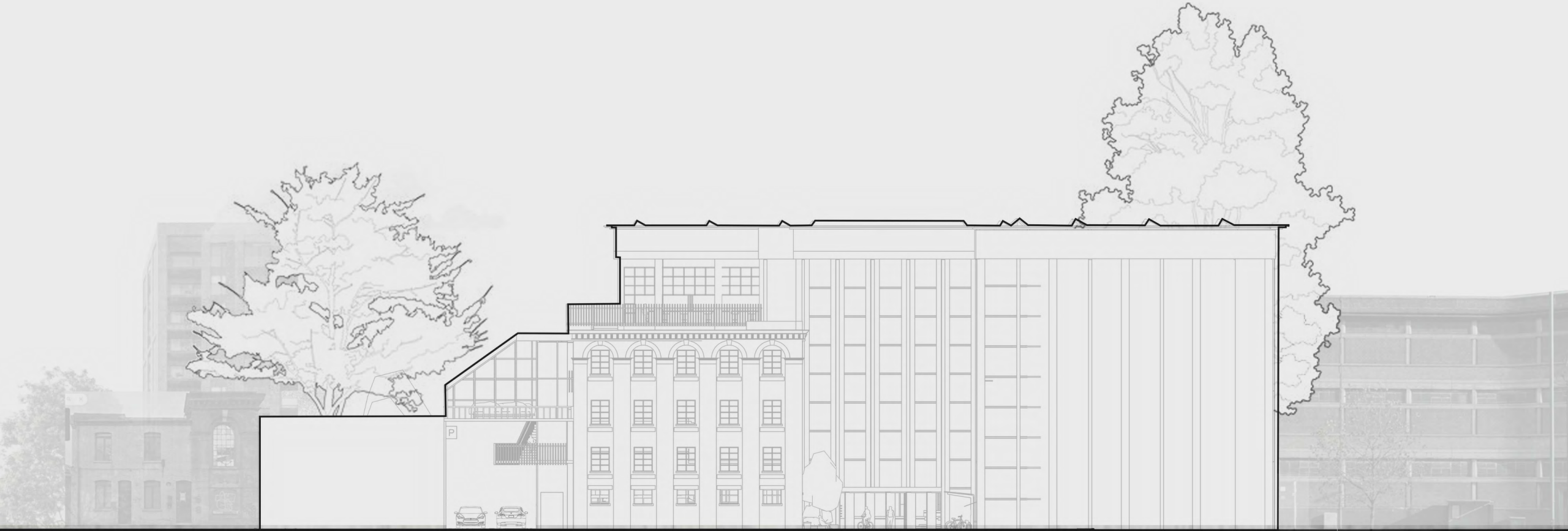
Display area



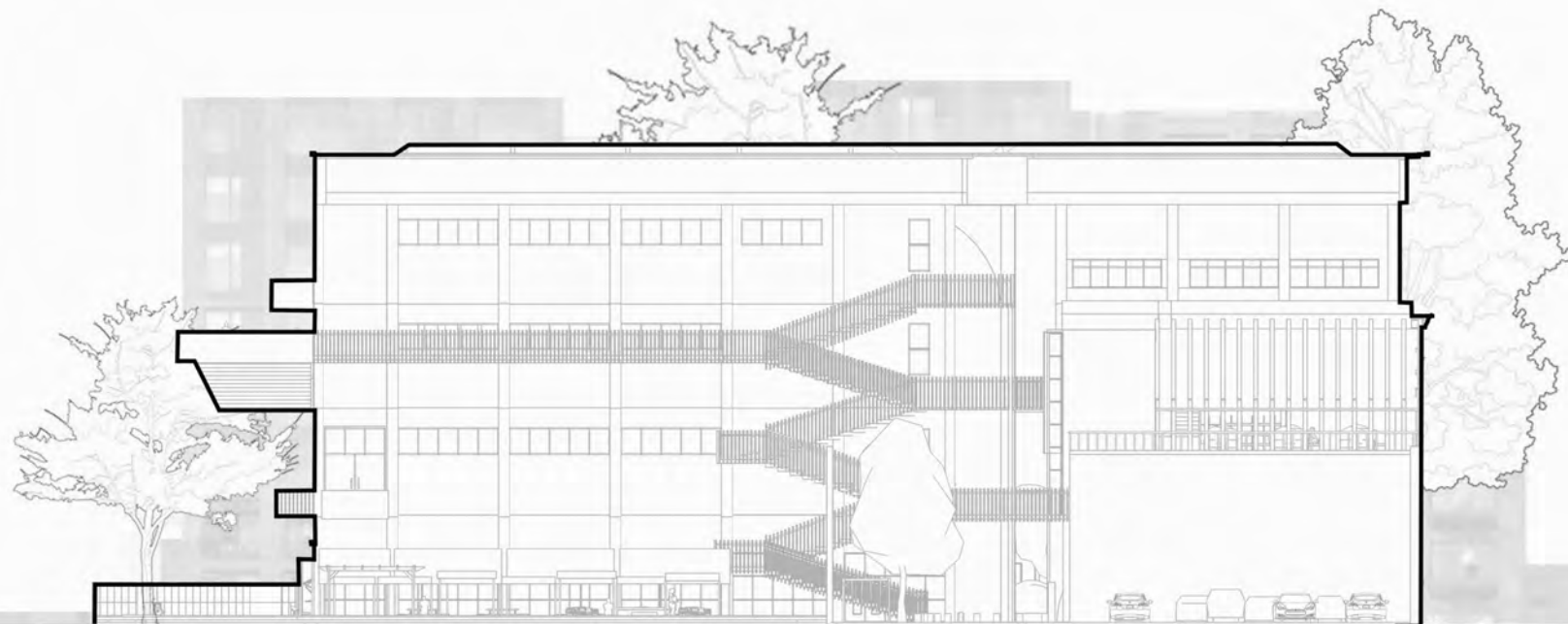
Plantation (sunroom)



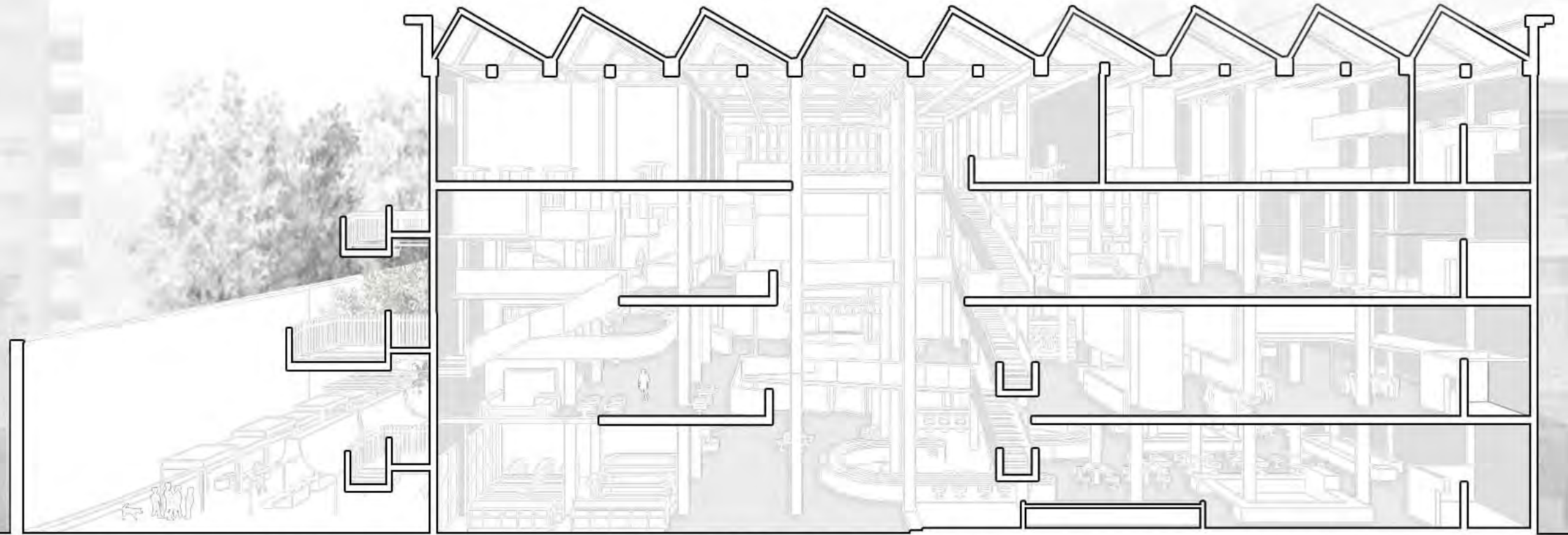
Elevation-North  
(Front)



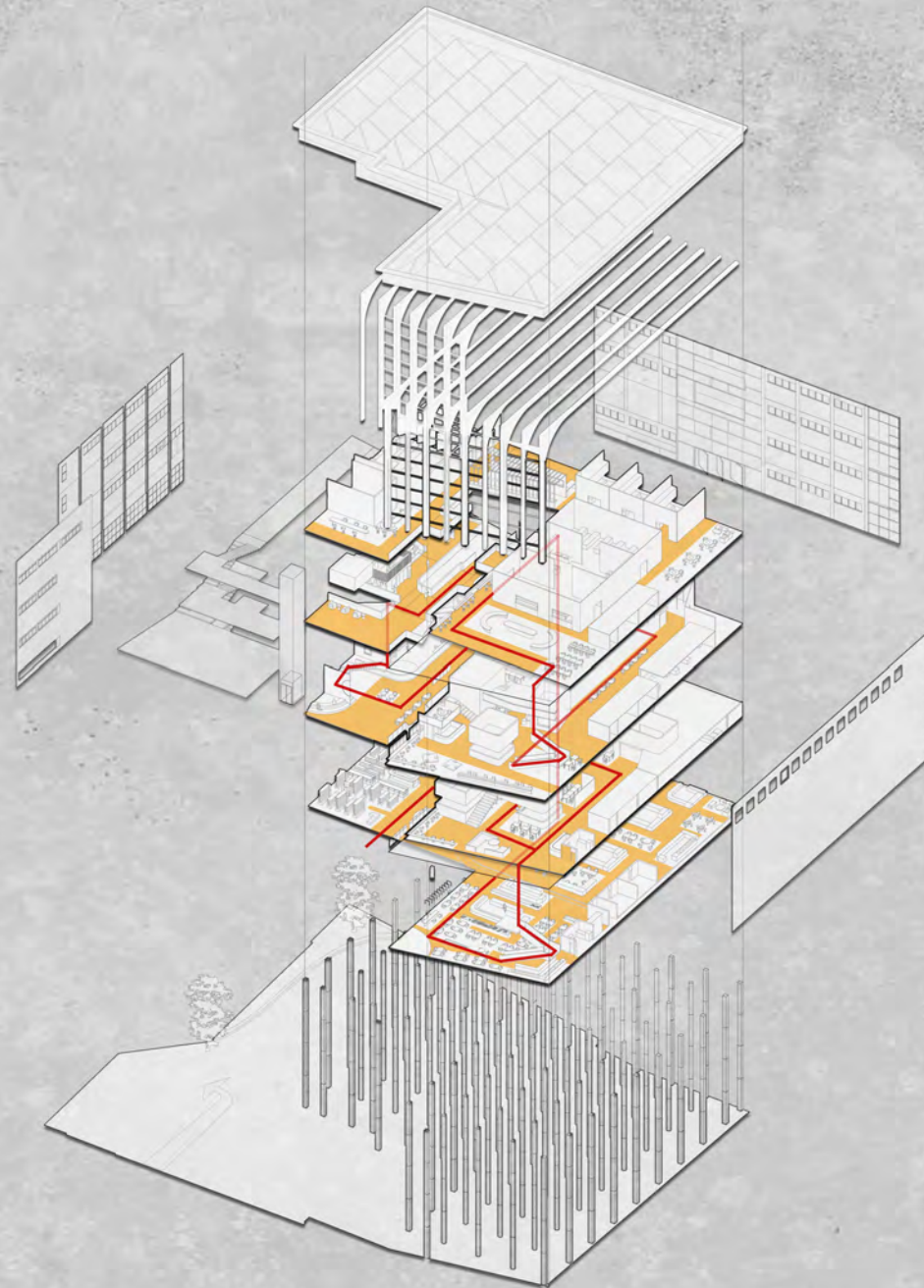
Elevation-West  
(Left)



Section-North  
(Front)



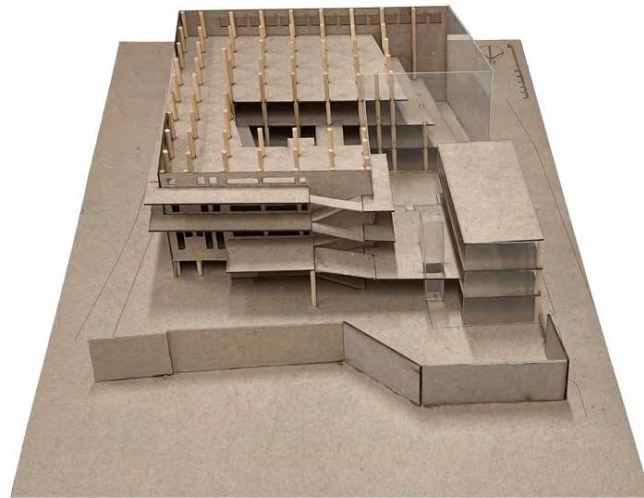
# Exploded Views:



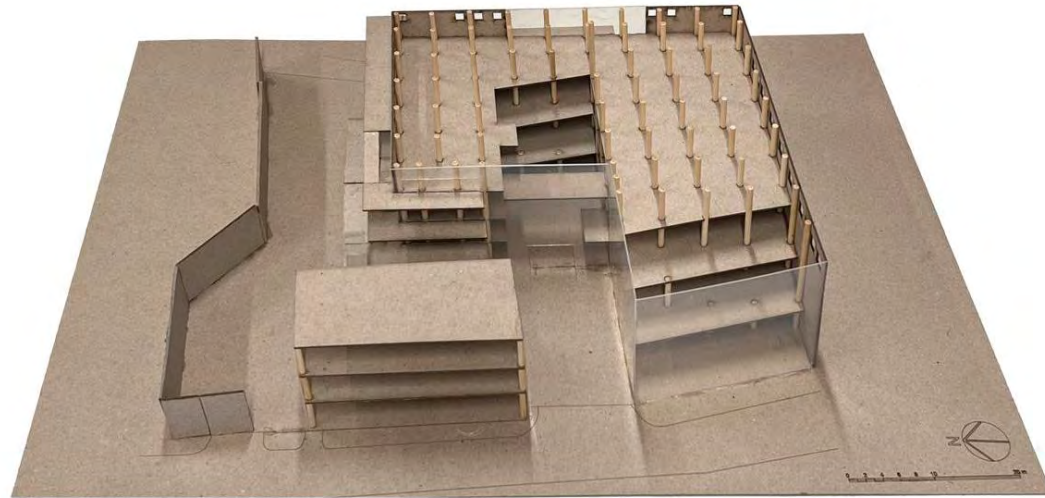
- Open space
- Circulation

PHYSICAL MODEL

Physical model:



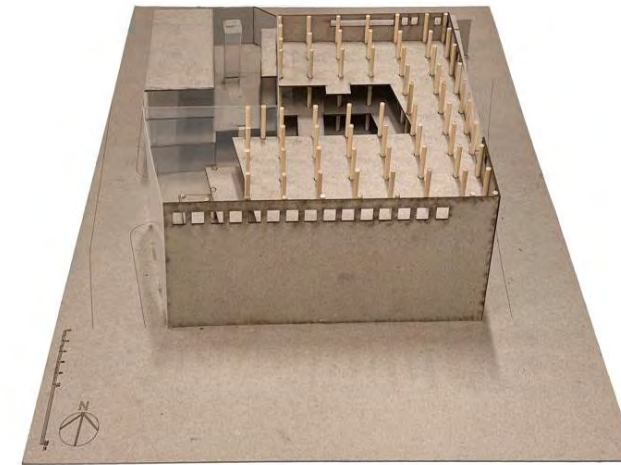
Left



Front

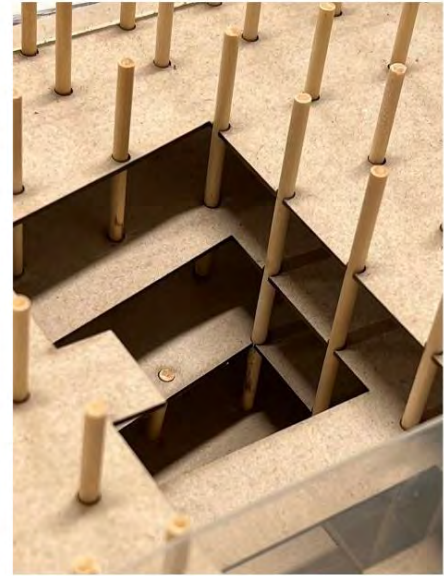
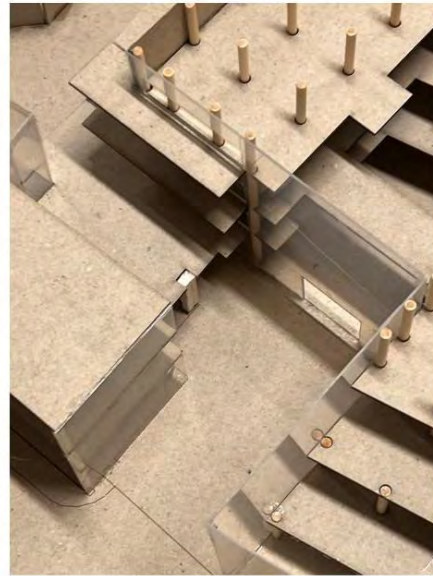
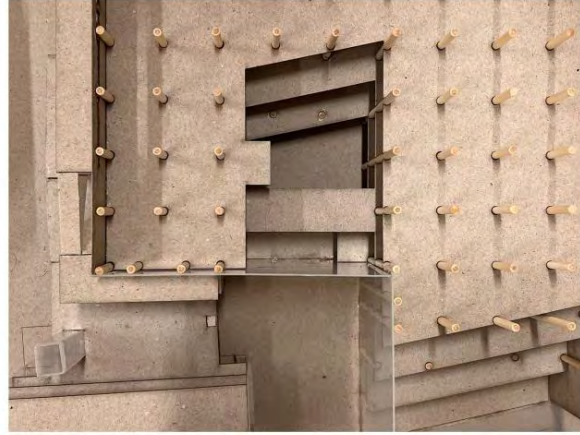
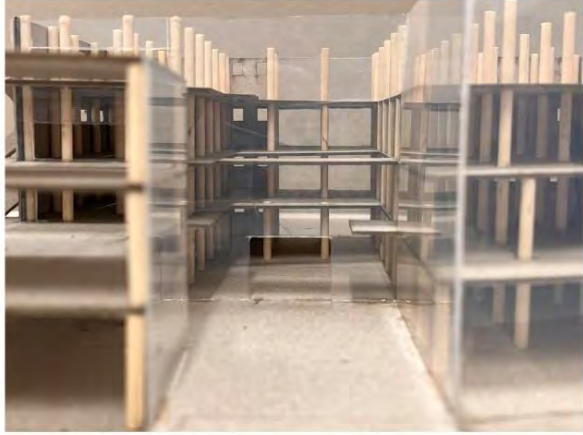


Back



Right

Physical model (details):



Thank you for watching ~