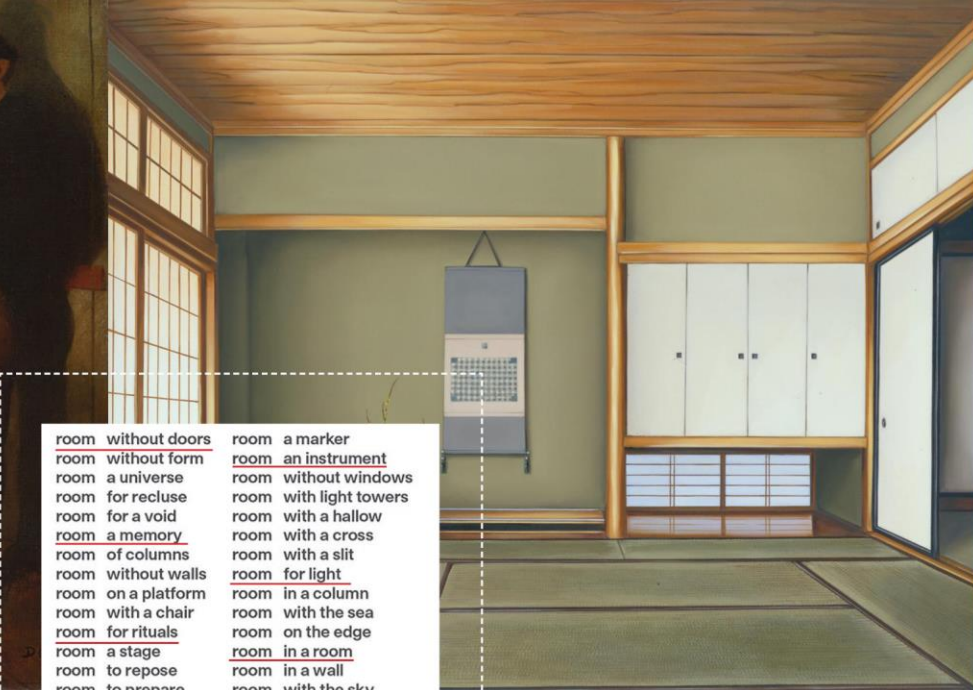
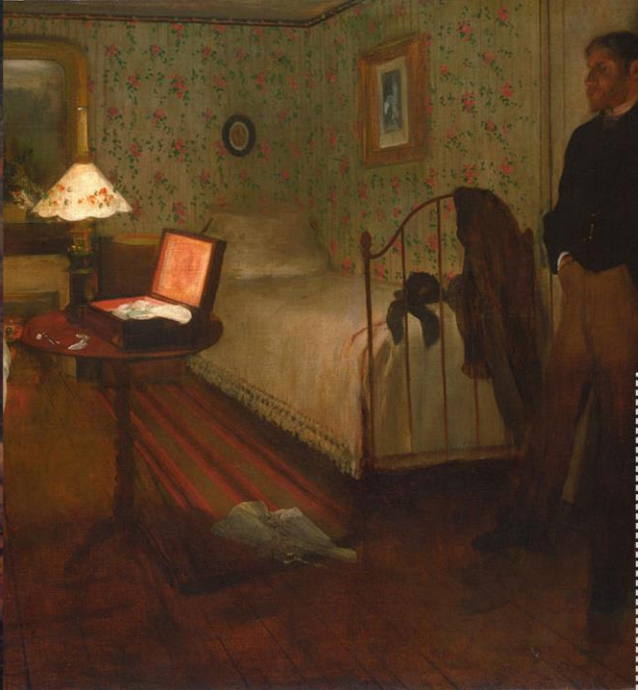




The Domestic **a** Imaginary



room without doors
 room without form
 room a universe
 room for recluse
 room for a void
 room a memory
 room of columns
 room without walls
 room on a platform
 room with a chair
 room for rituals
 room a stage
 room to repose
 room to prepare
 room to partake
 room to meet
 room to cleanse
 room in the sky
 room for time
 room for seasons
 room with a niche
 room in the garden
 room with a window
 room for a painting
 room with an altar
 room for the dead
 room to reflect
 room to be still
 room to hide

room a marker
 room an instrument
 room without windows
 room with light towers
 room with a hallow
 room with a cross
 room with a slit
 room for light
 room in a column
 room with the sea
 room on the edge
 room in a room
 room in a wall
 room with the sky
 room with a garden
 room to get lost
 room to be close
 room for them
 room to open
 room to close
 room to dwell
 room for identity
 room to negotiate
 room for distance
 room to give room
 room for communion
 room for a relationship
 room with a border
 room for oneself





room for light



room to reflect

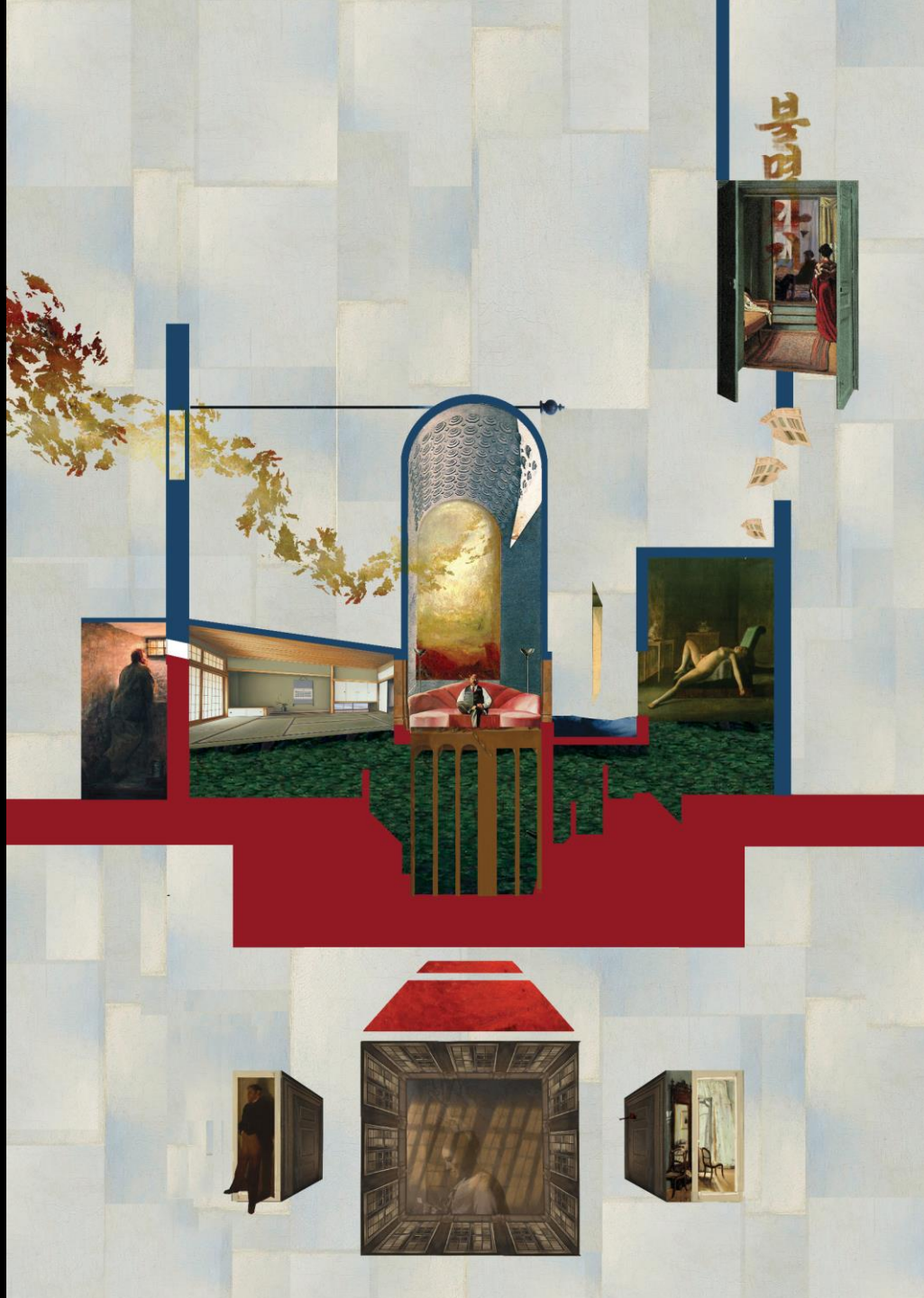


room for oneself



room a memory





b
Research



350 Tonnes – 456 Olympic Swimming Pools



350 Tonnes – 456 Olympic Swimming Pools

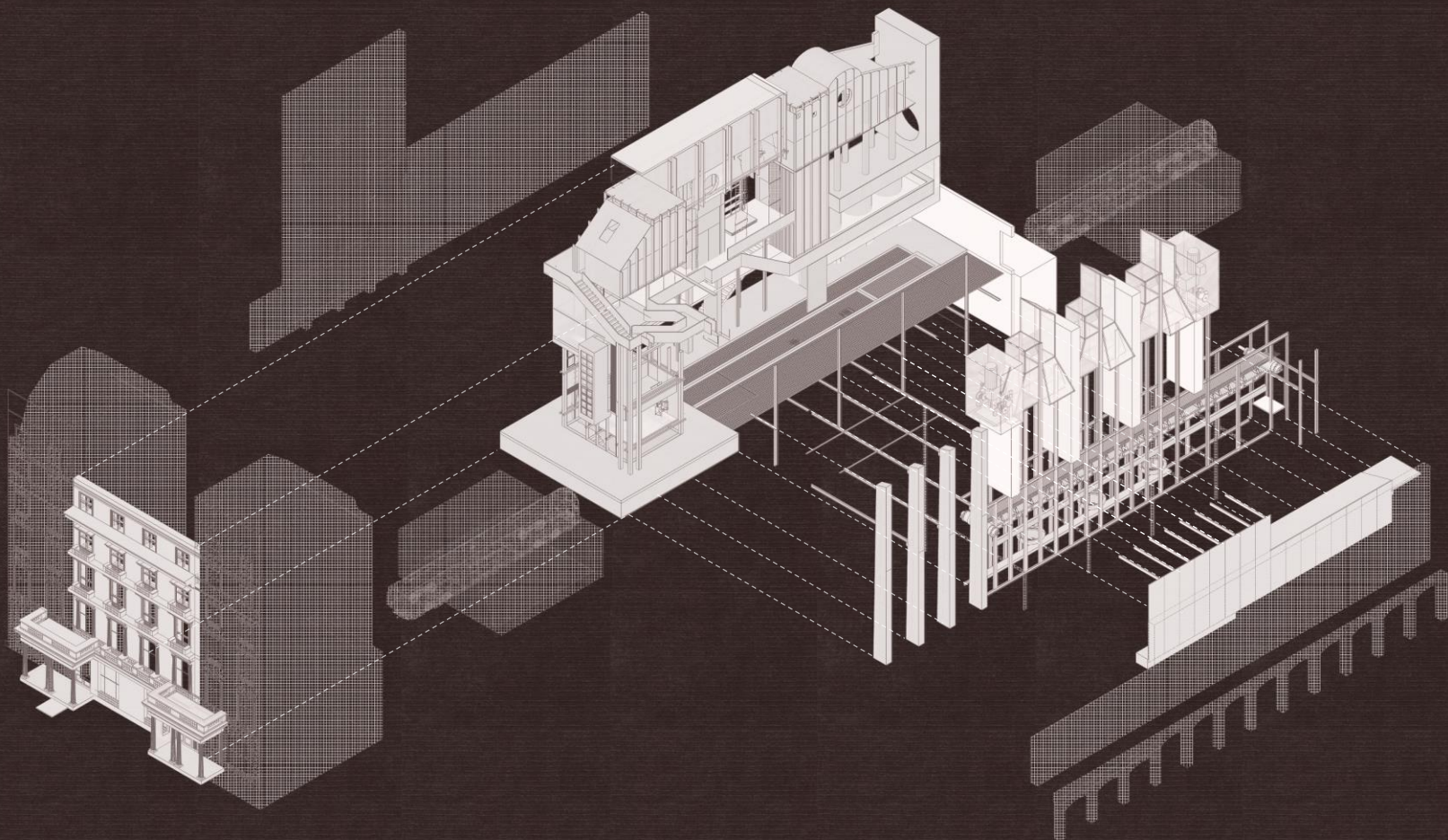






Waste House

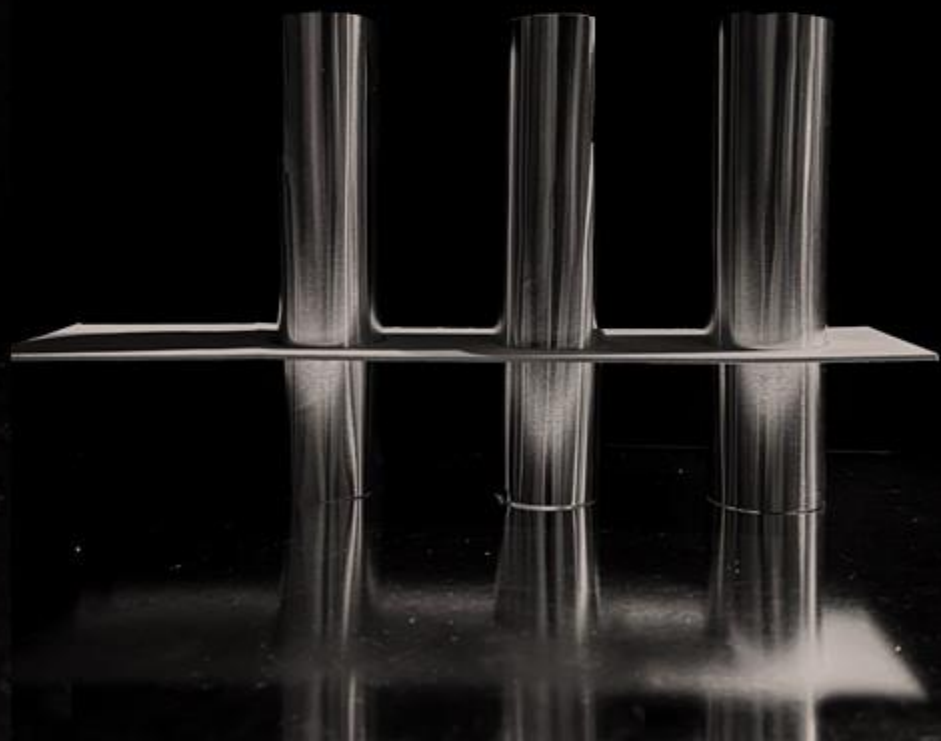
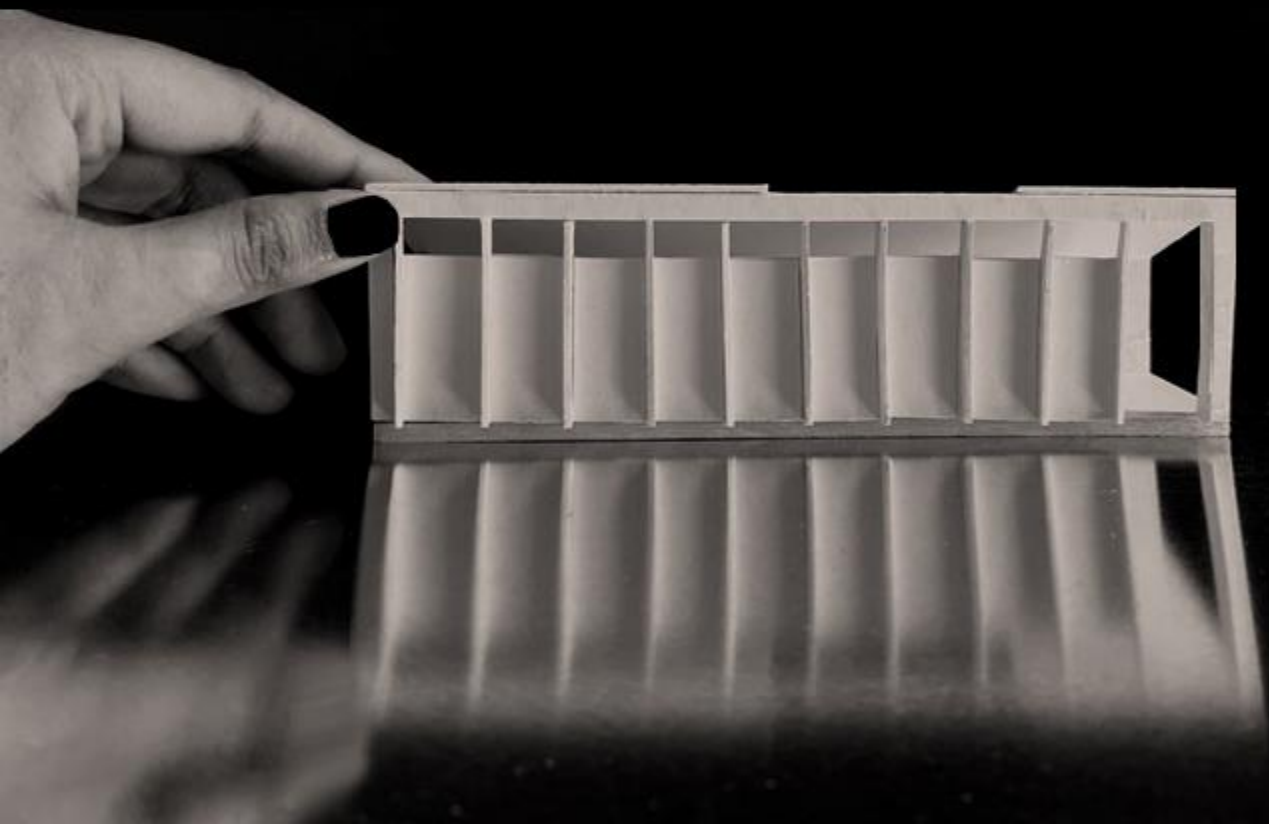


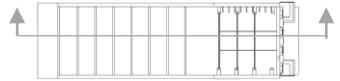
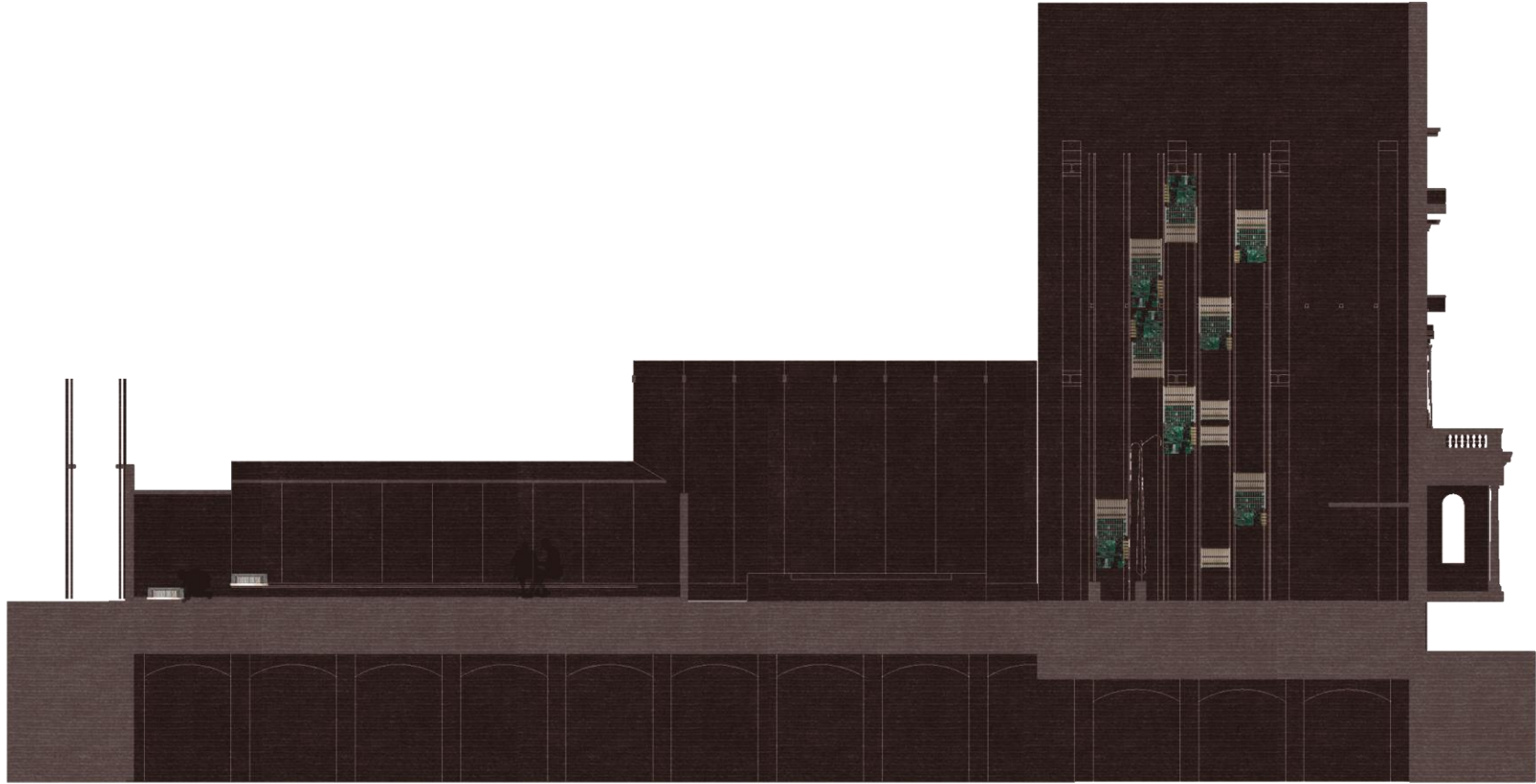


WASTE HOUSE
Scheme Overview

JOURNEY OF WASTE

I

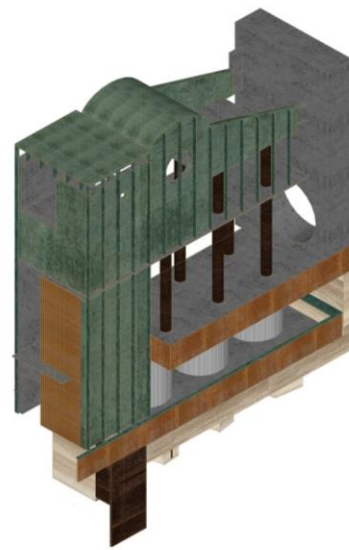
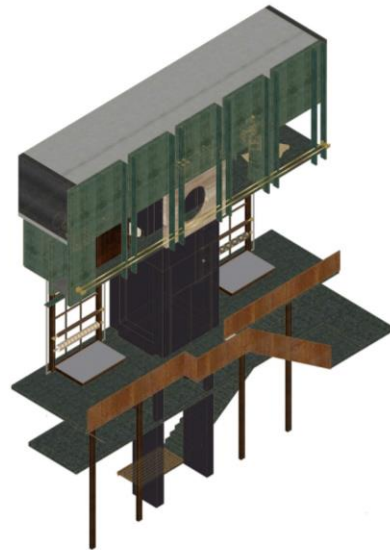
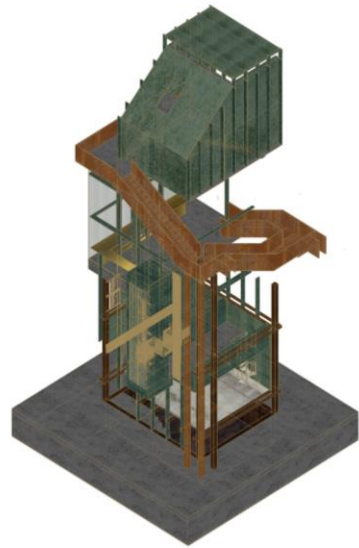




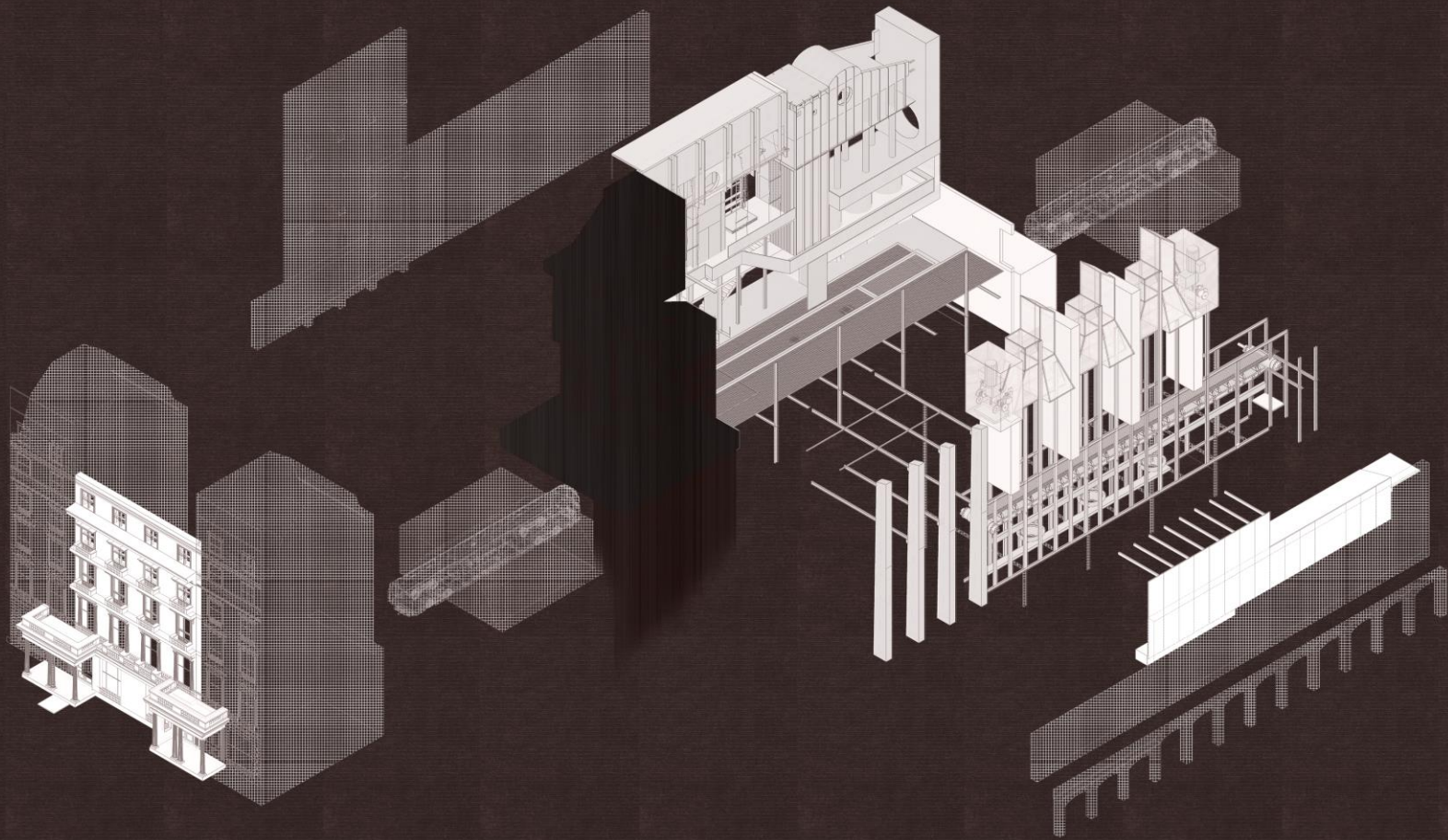


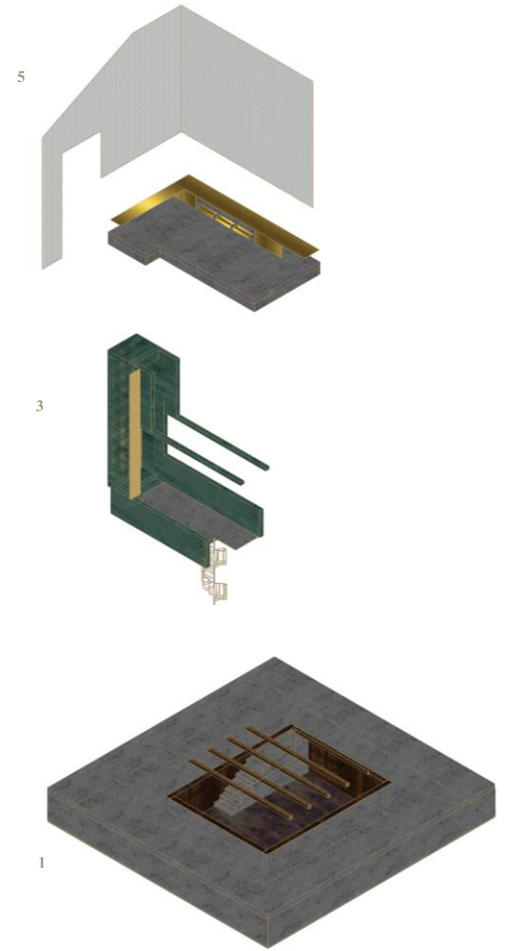
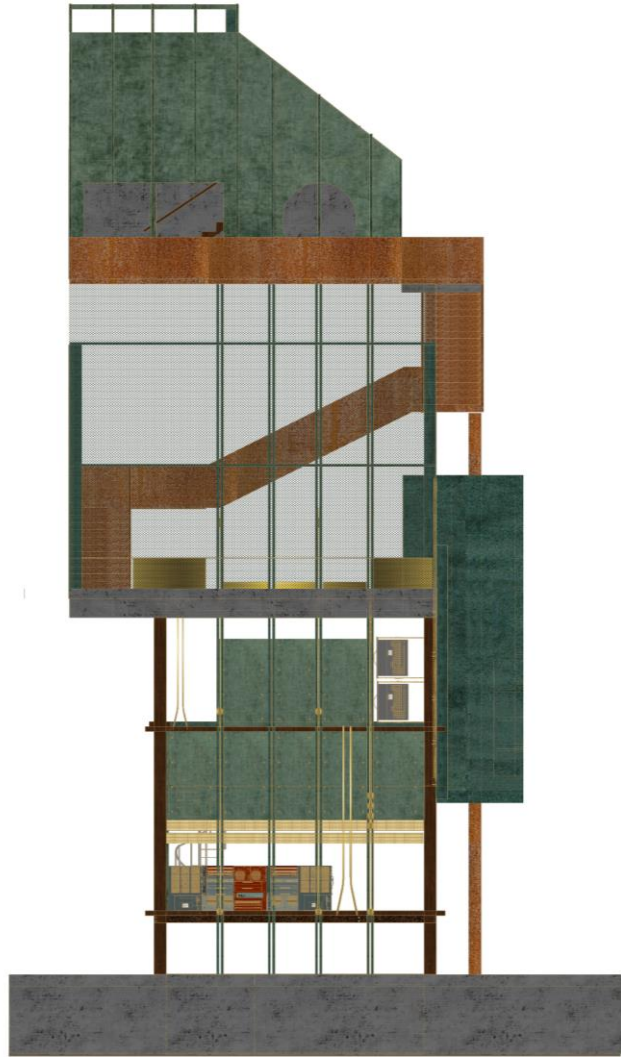
SILO

II



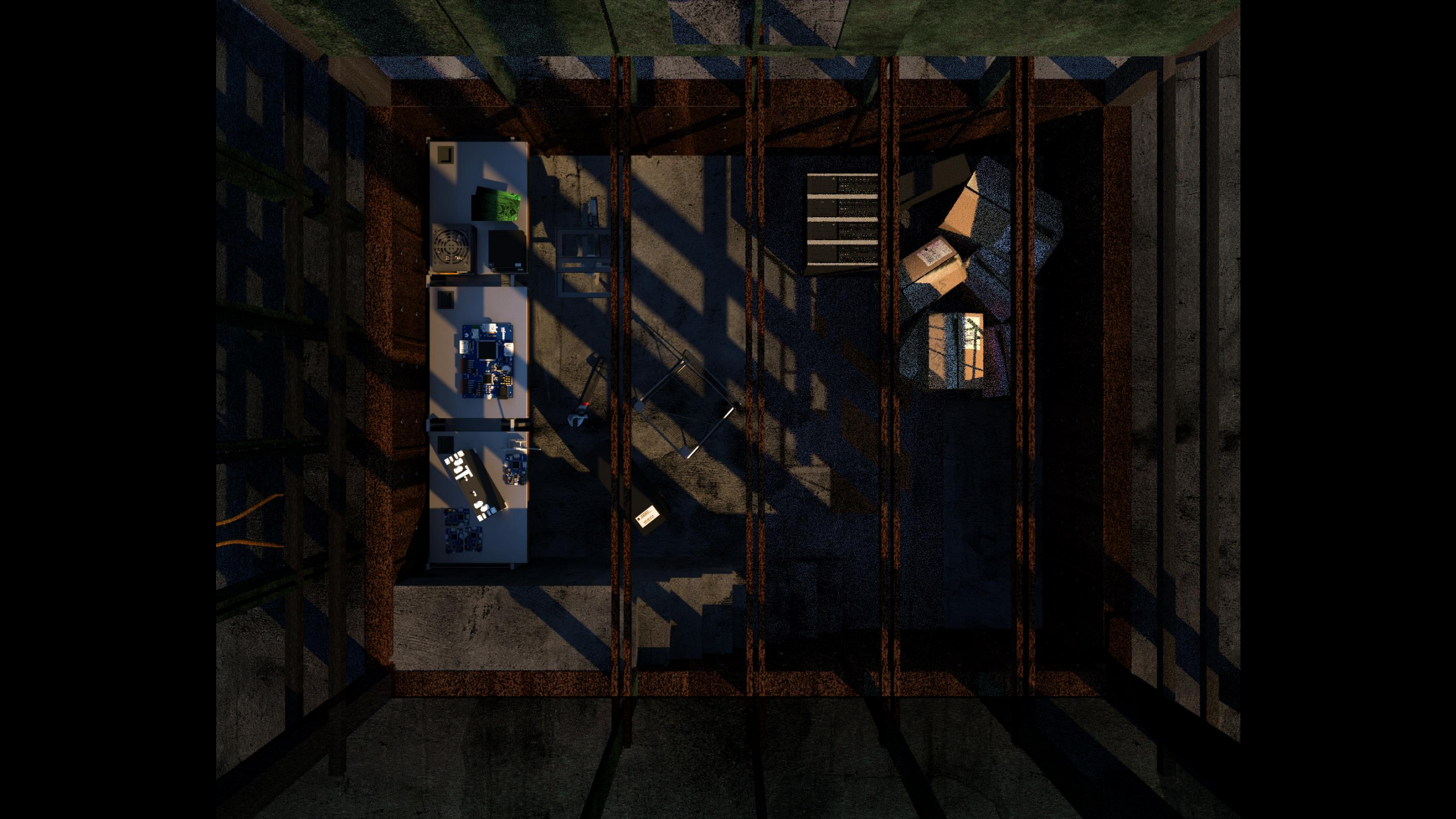
WASTE HOUSE
Characters in a Stage Set

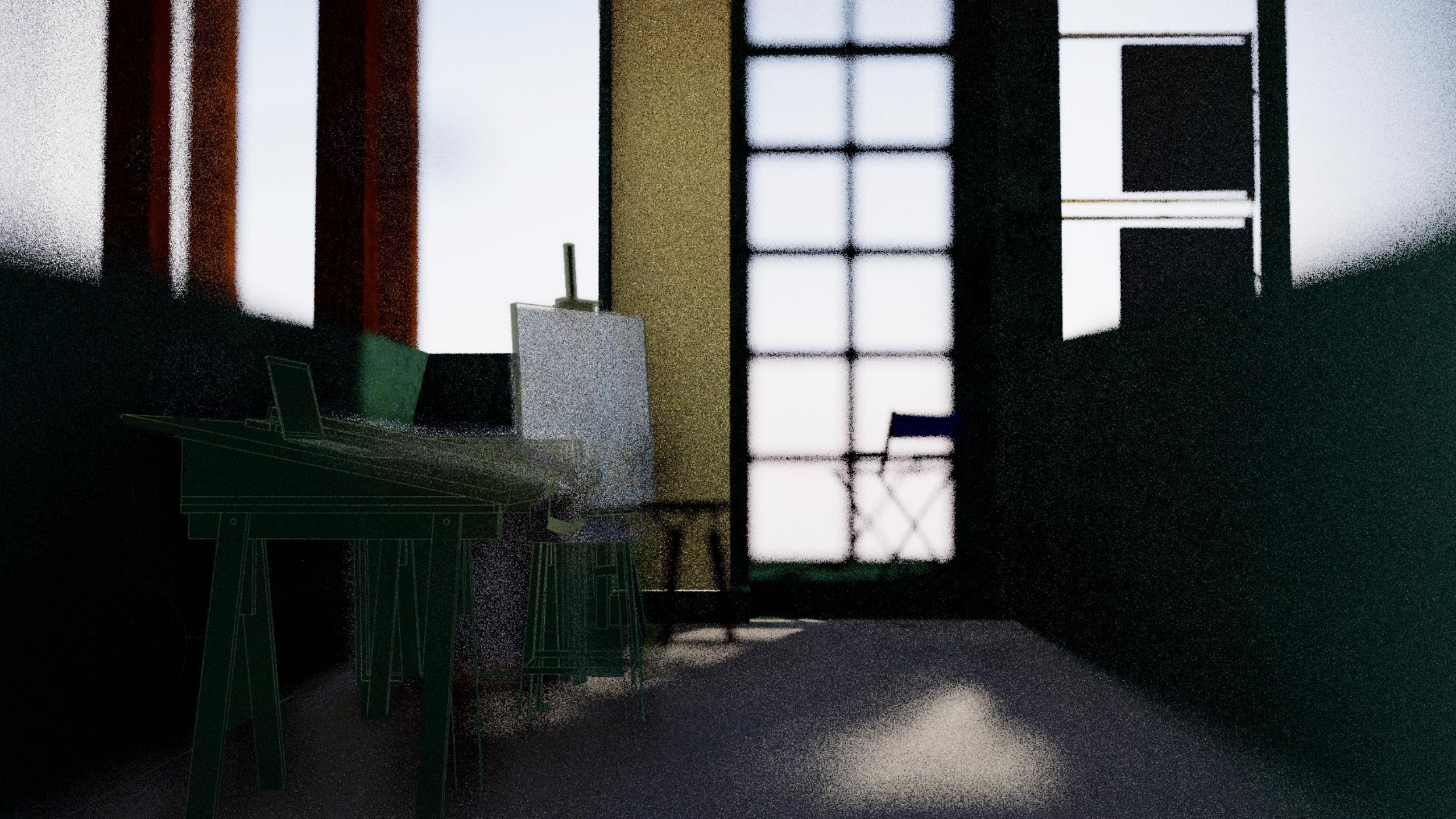


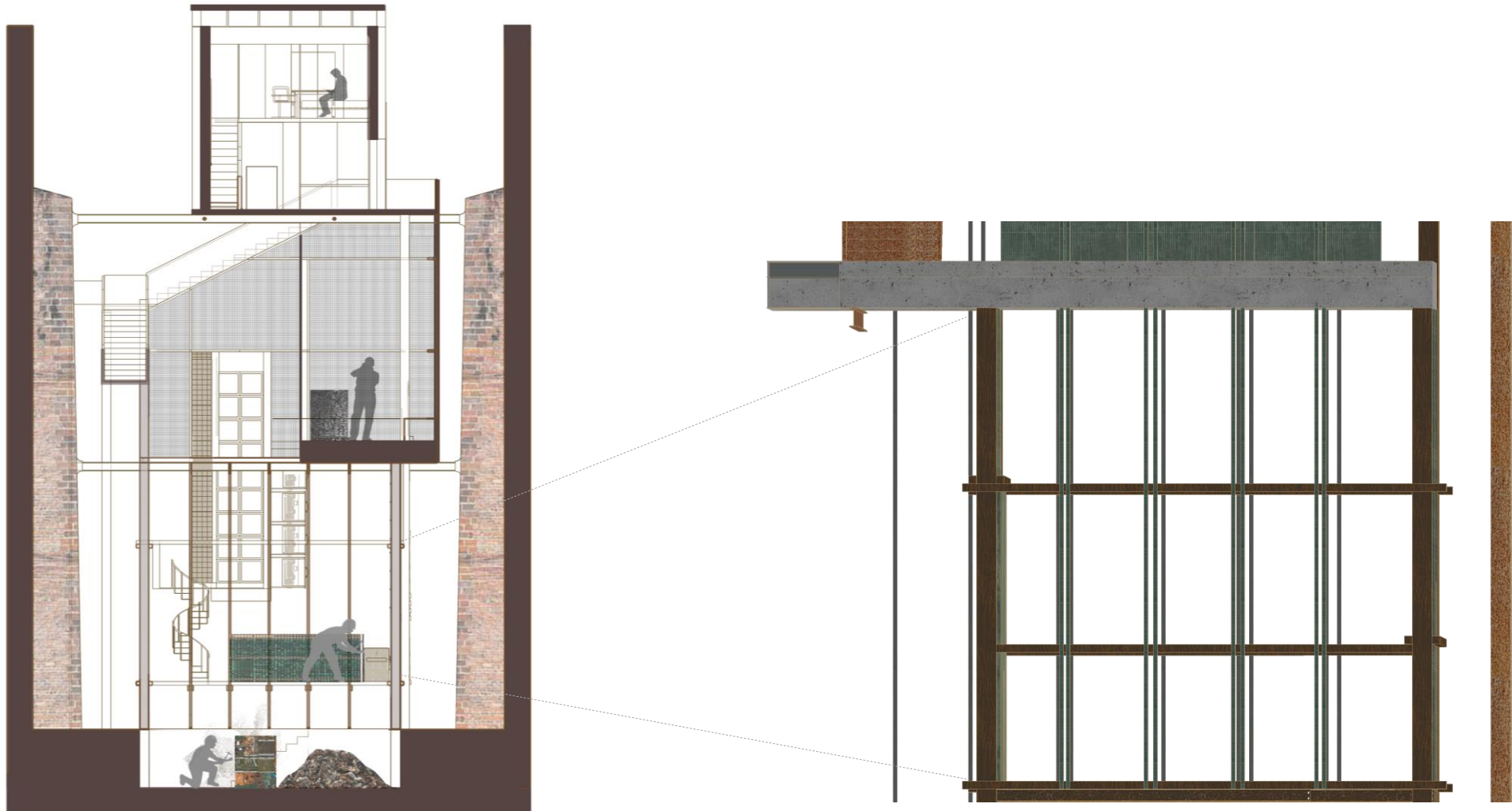


SILO 1
Spatial Exploration

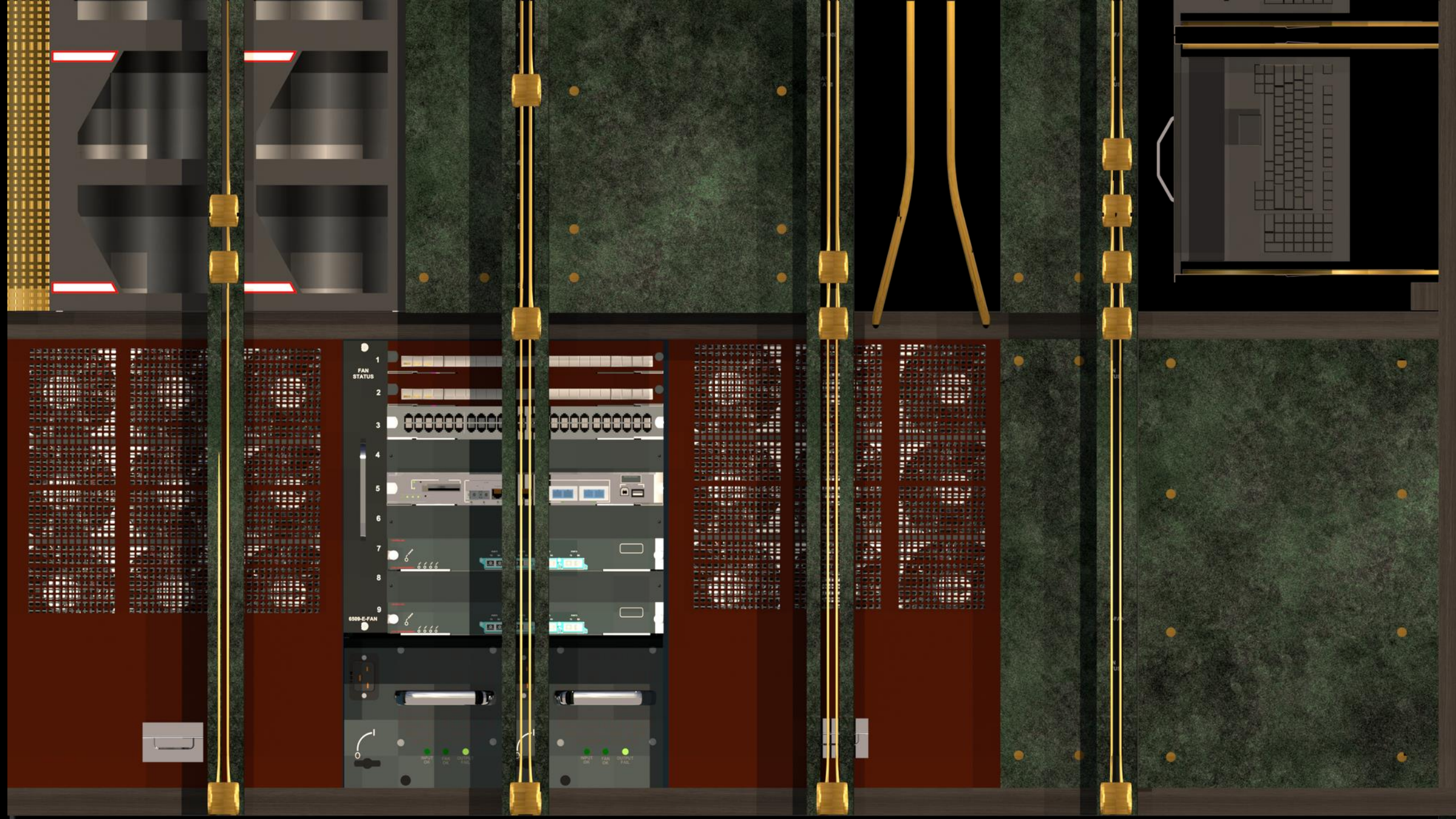




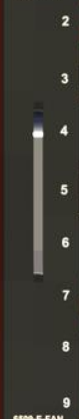




SILO 1 - ESILO
Referencing Cityscapes found on Circuit boards



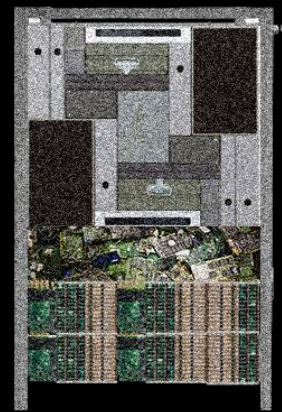
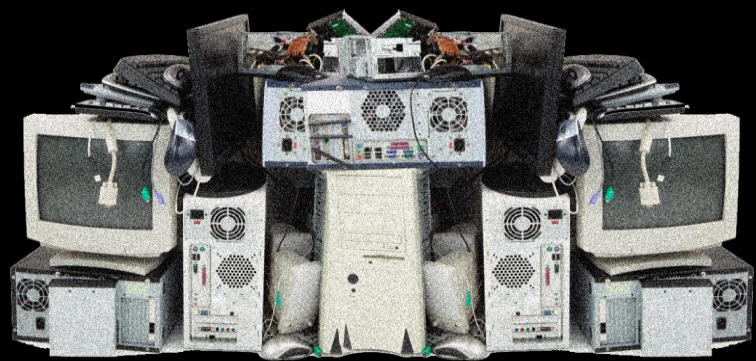
FAN STATUS



6500-E-FAN

SPRINT OK FAN OK OUTPUT FAN







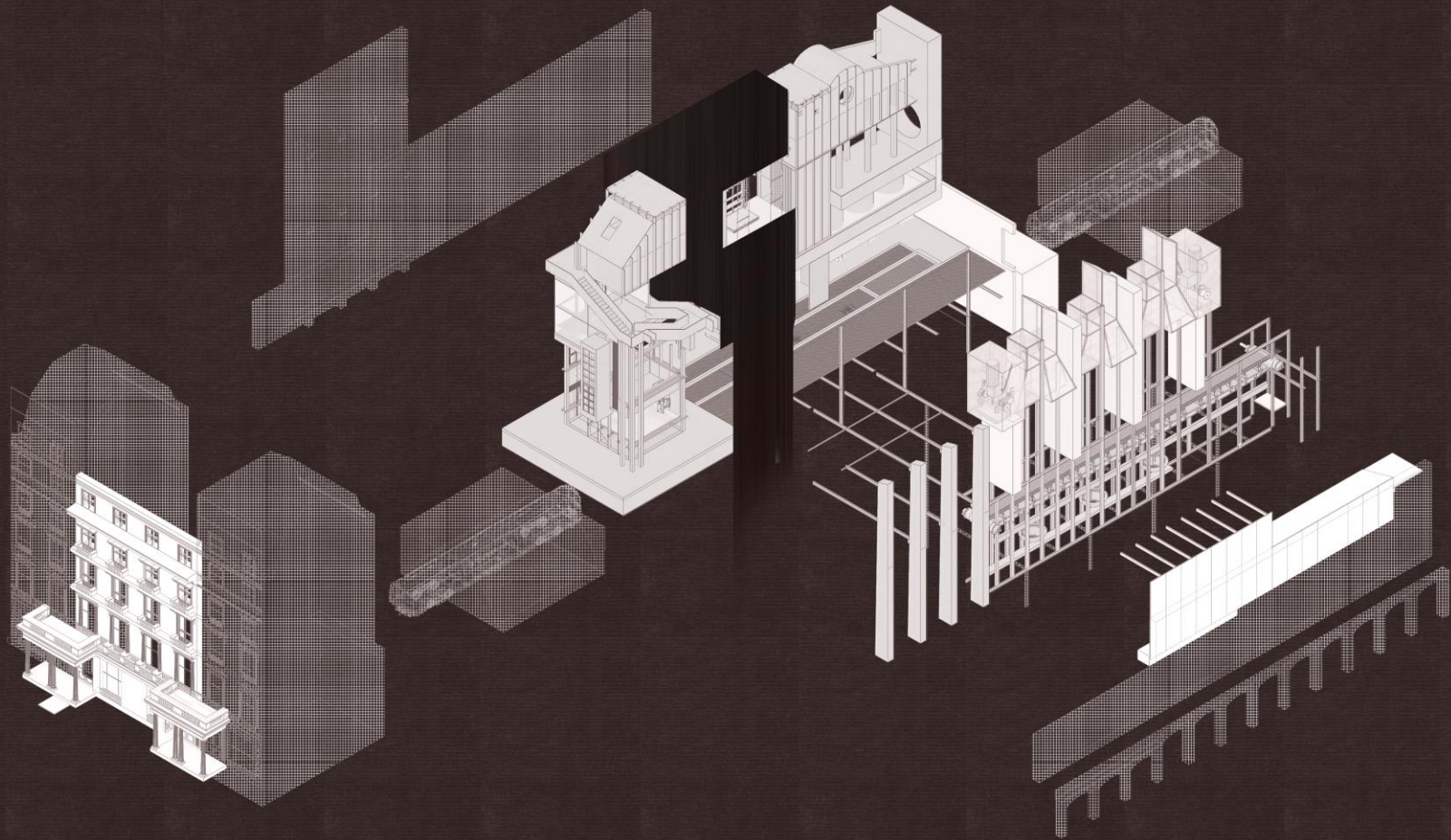


room for oneself







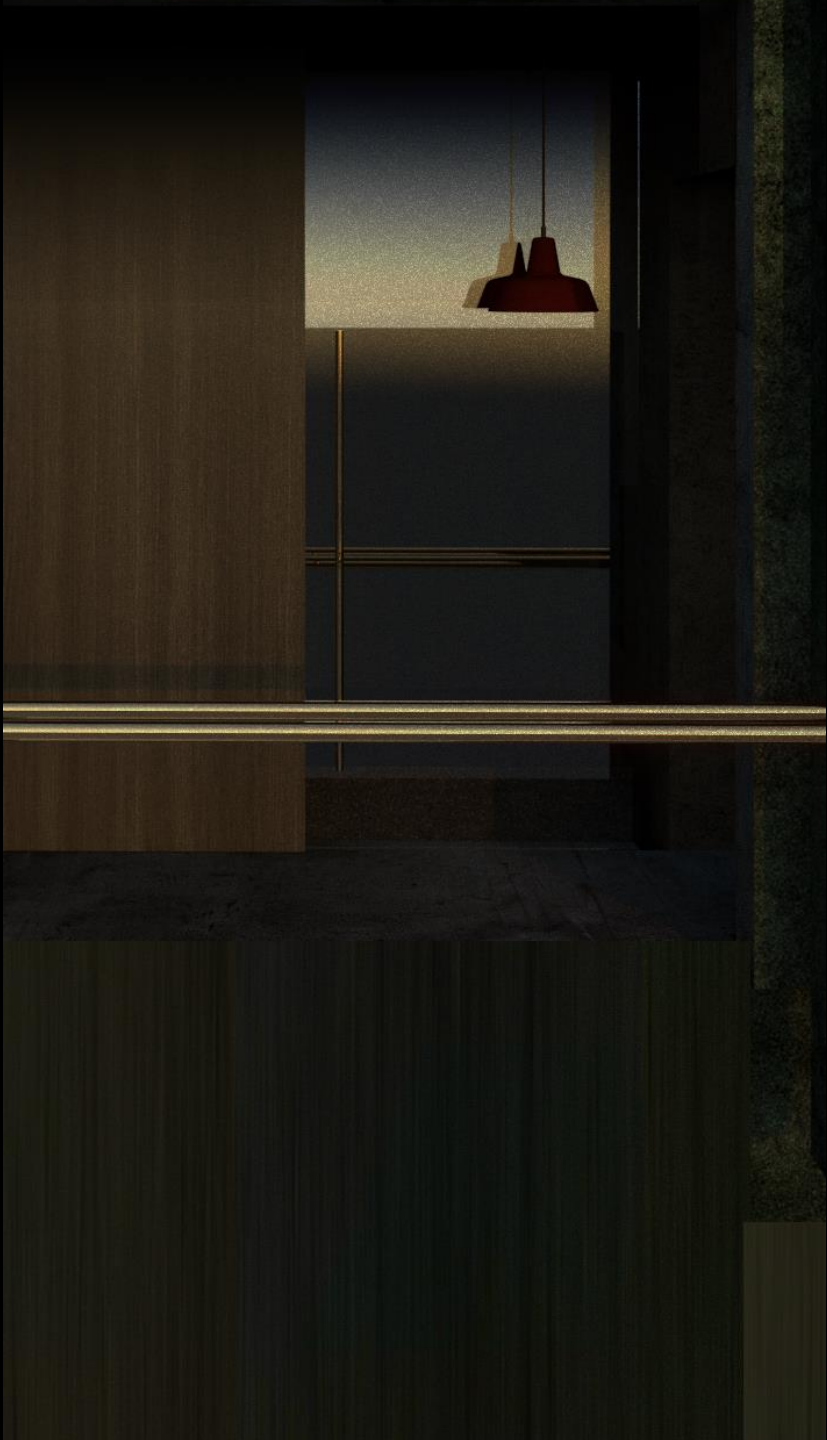




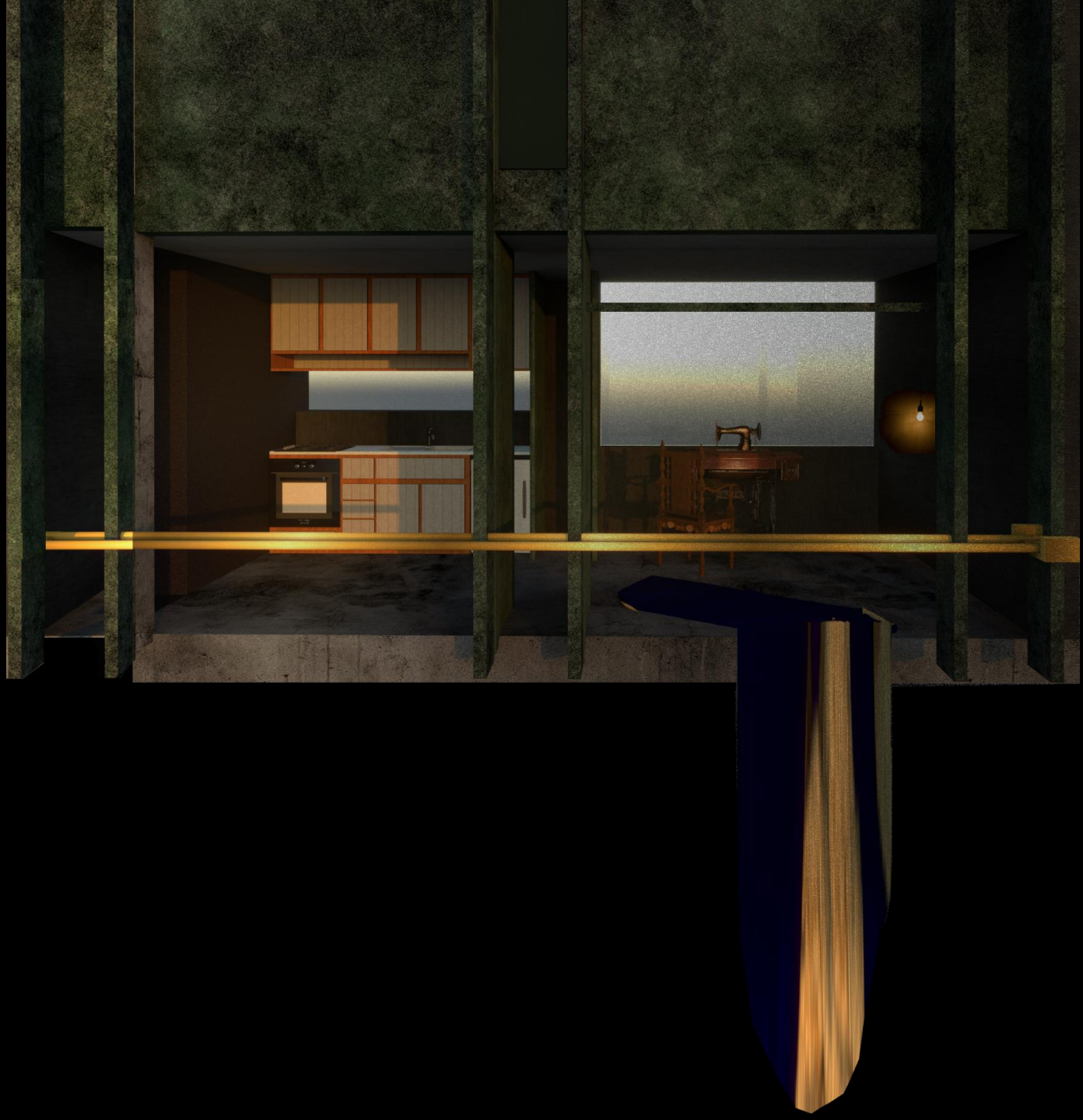
room for light

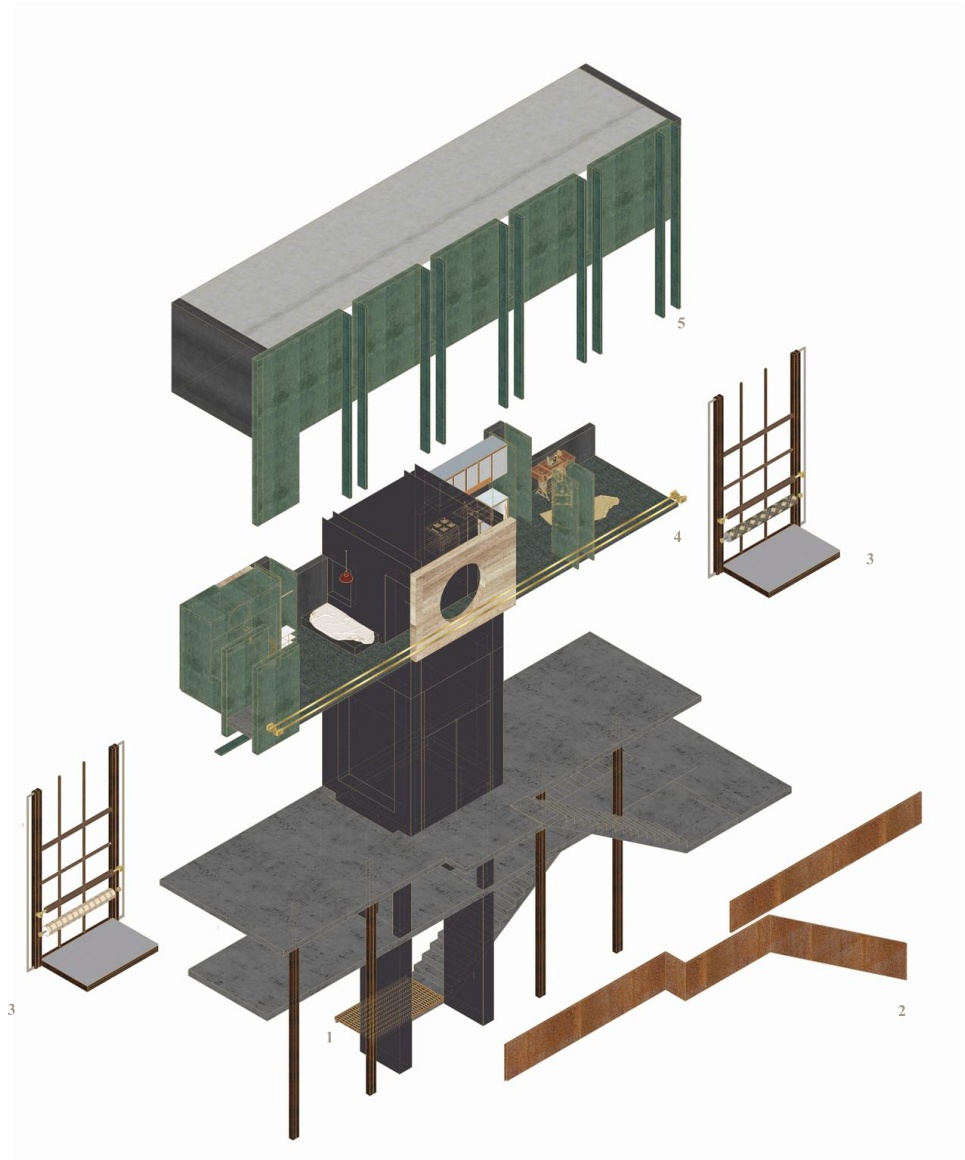
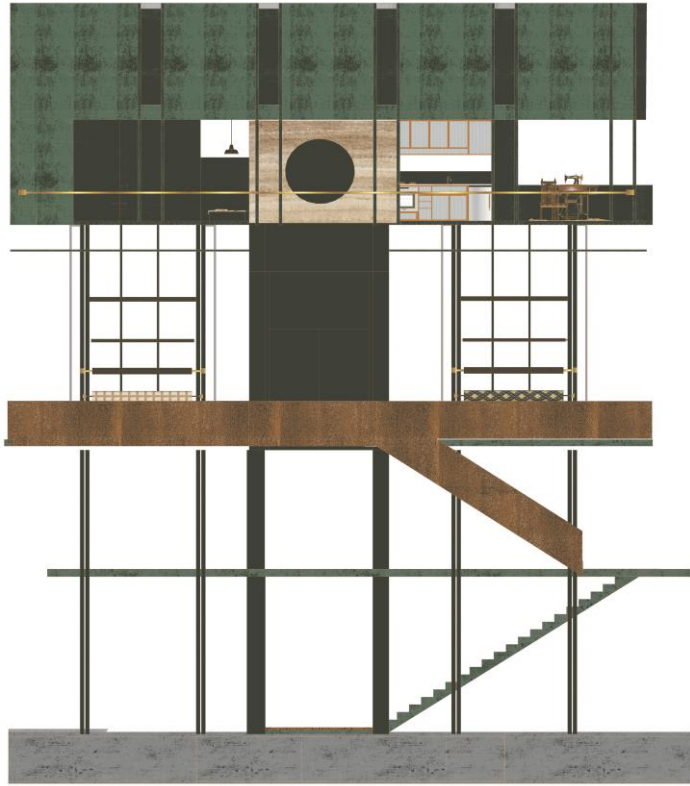




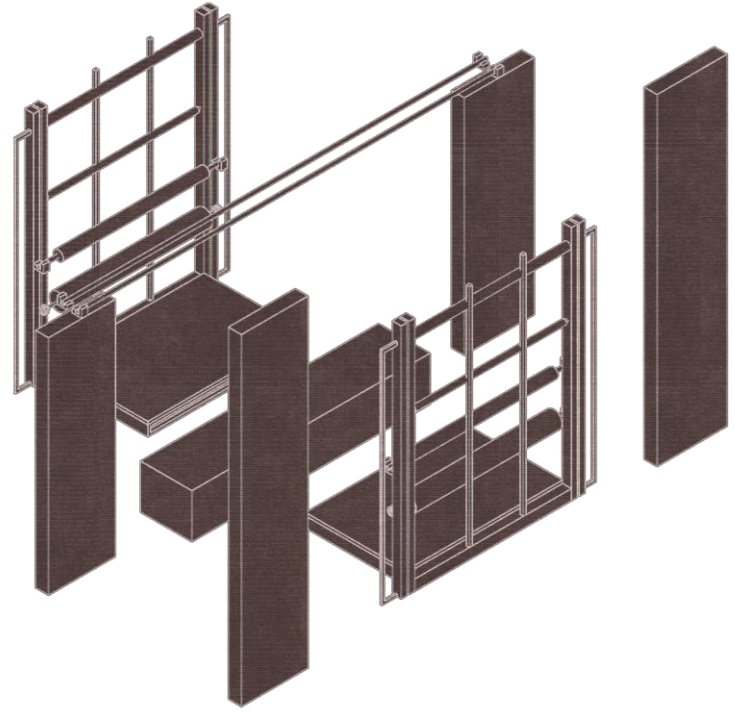
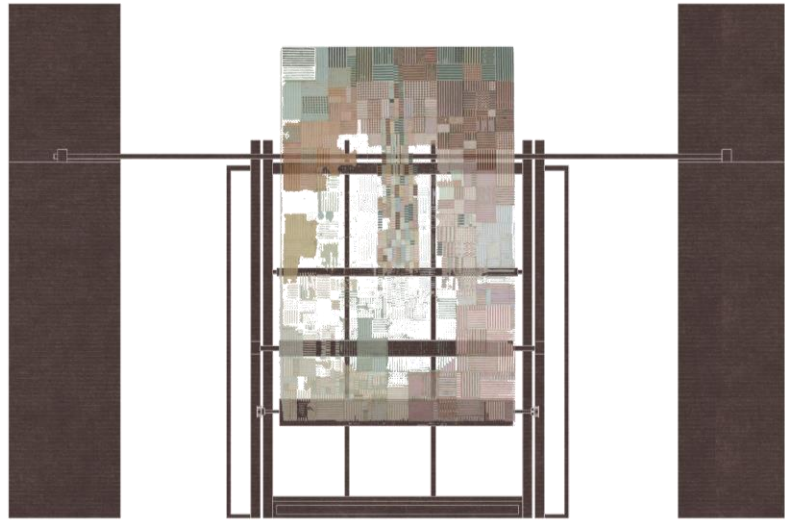


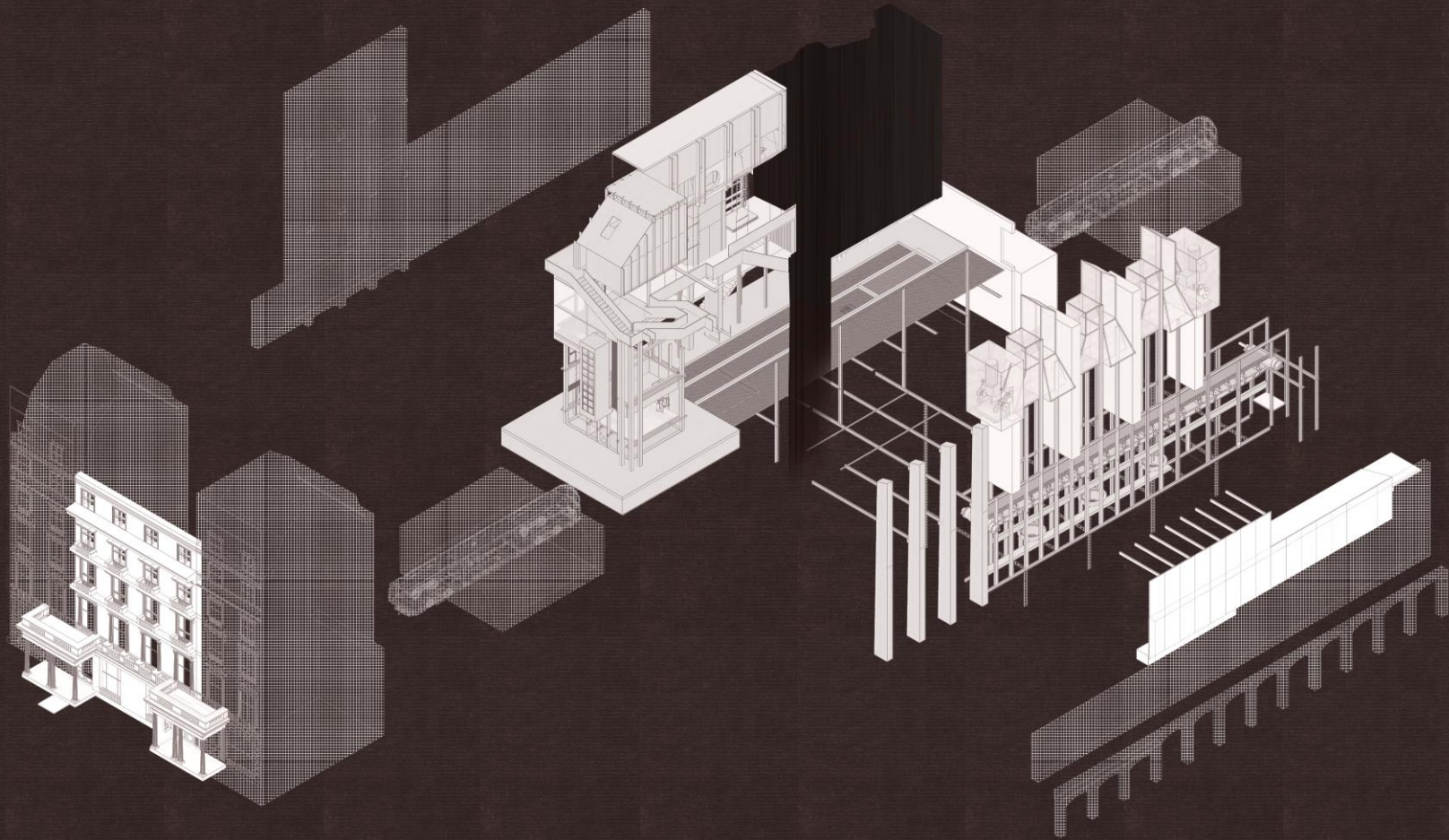






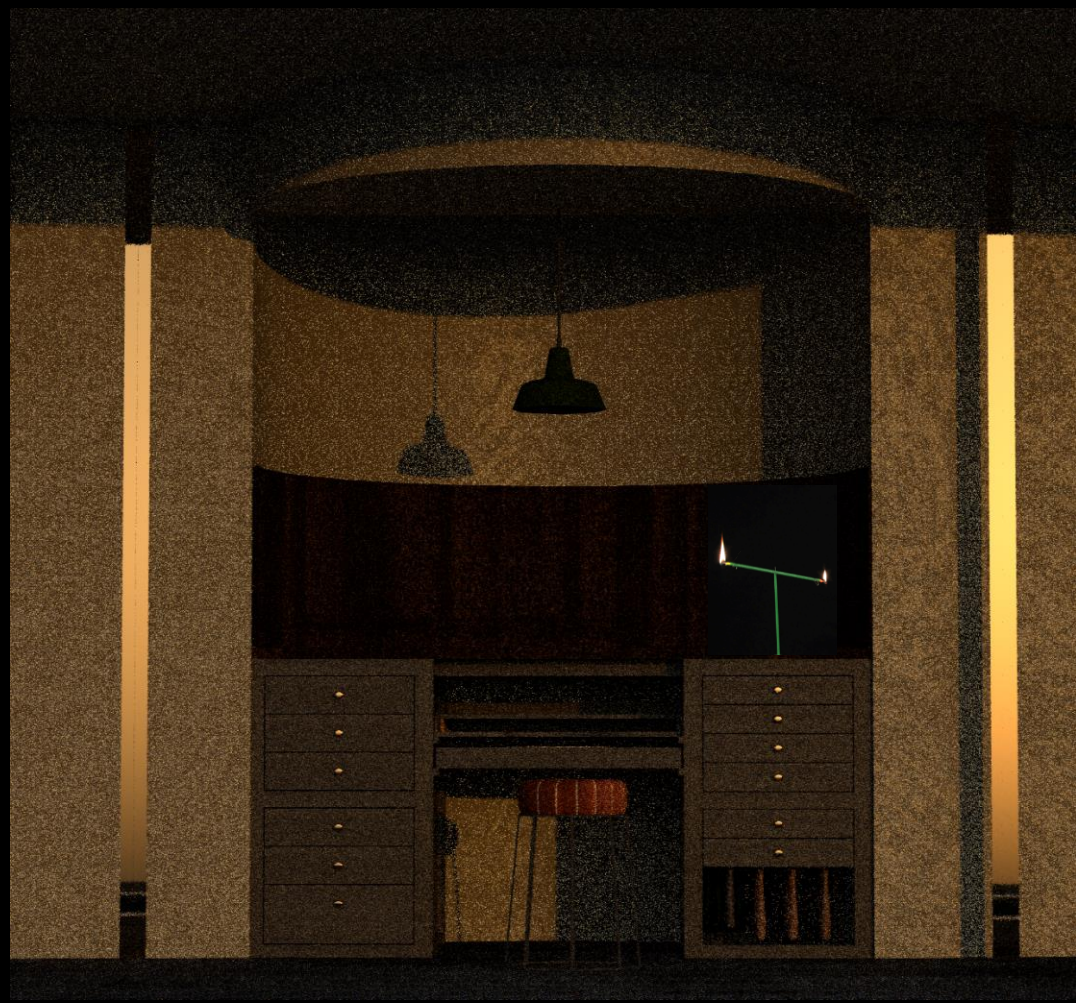
SILO II
Textile Silo

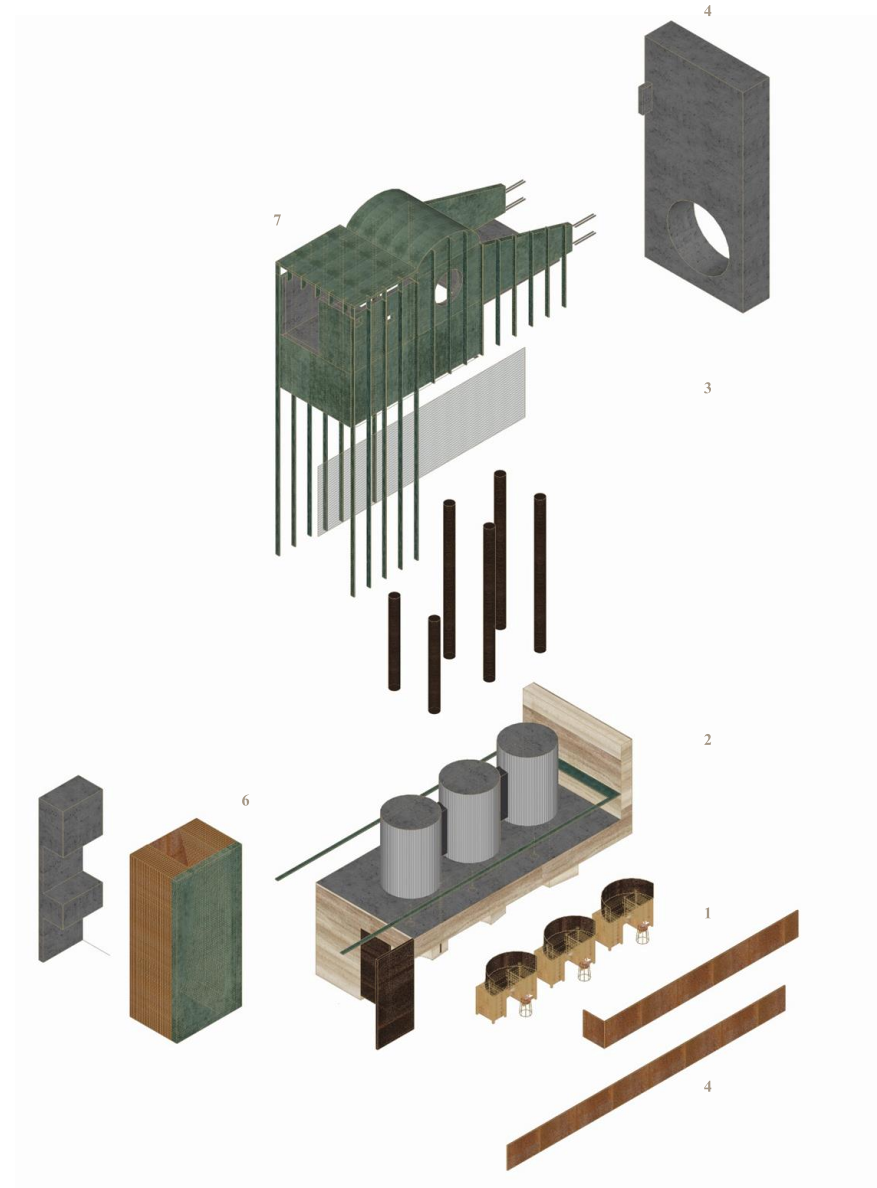






room to reflect



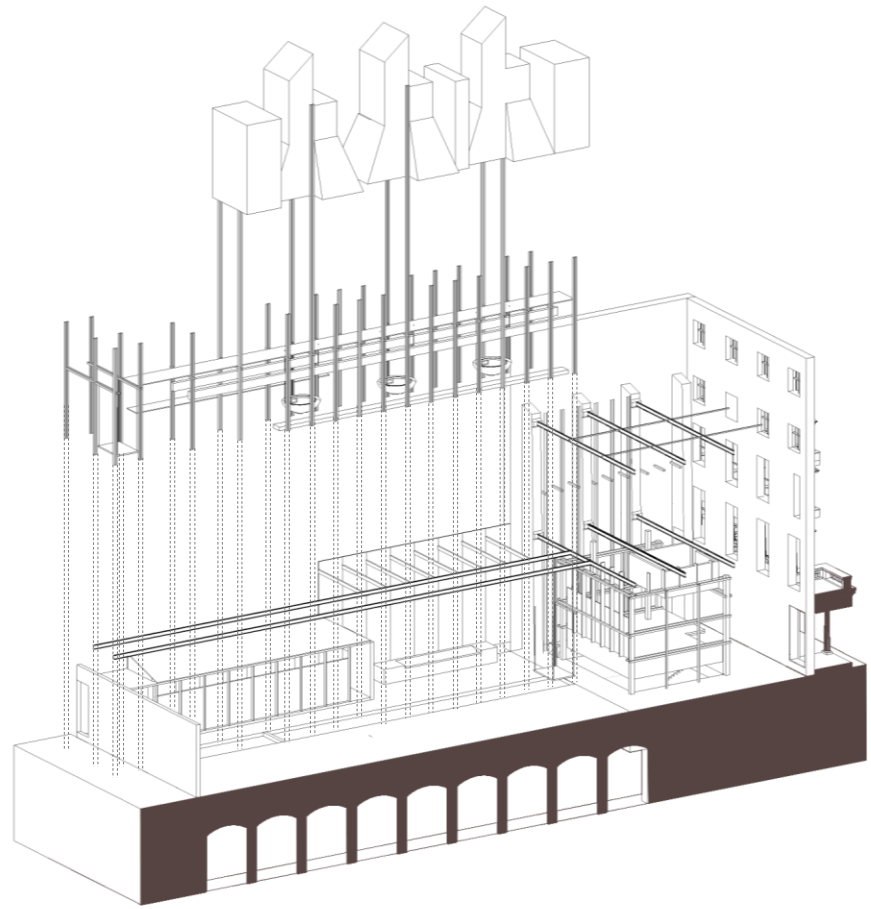
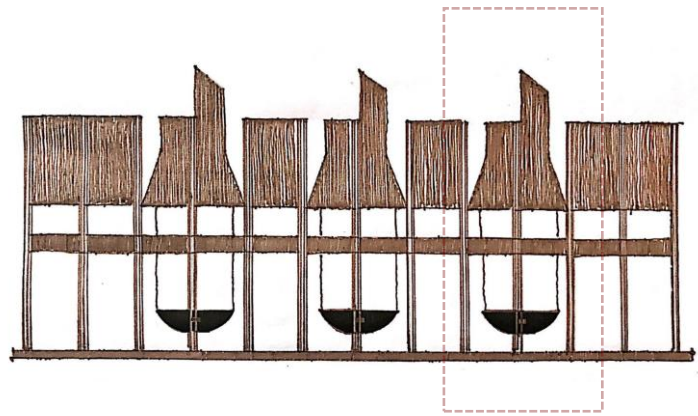


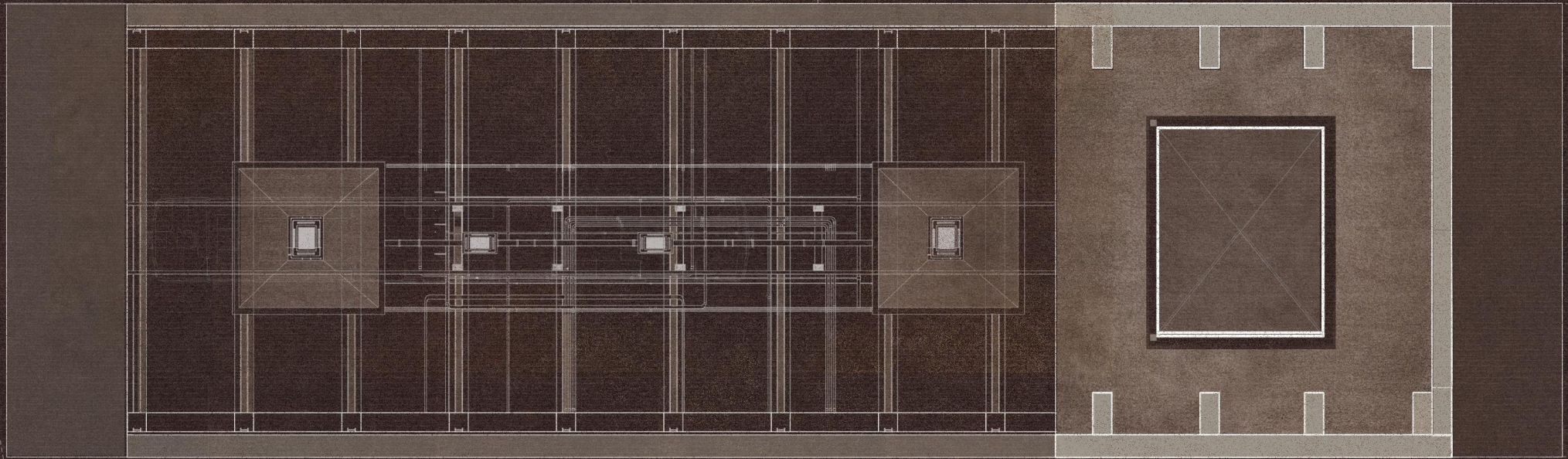
SILO III
Against Planned Obsolescence of Technology

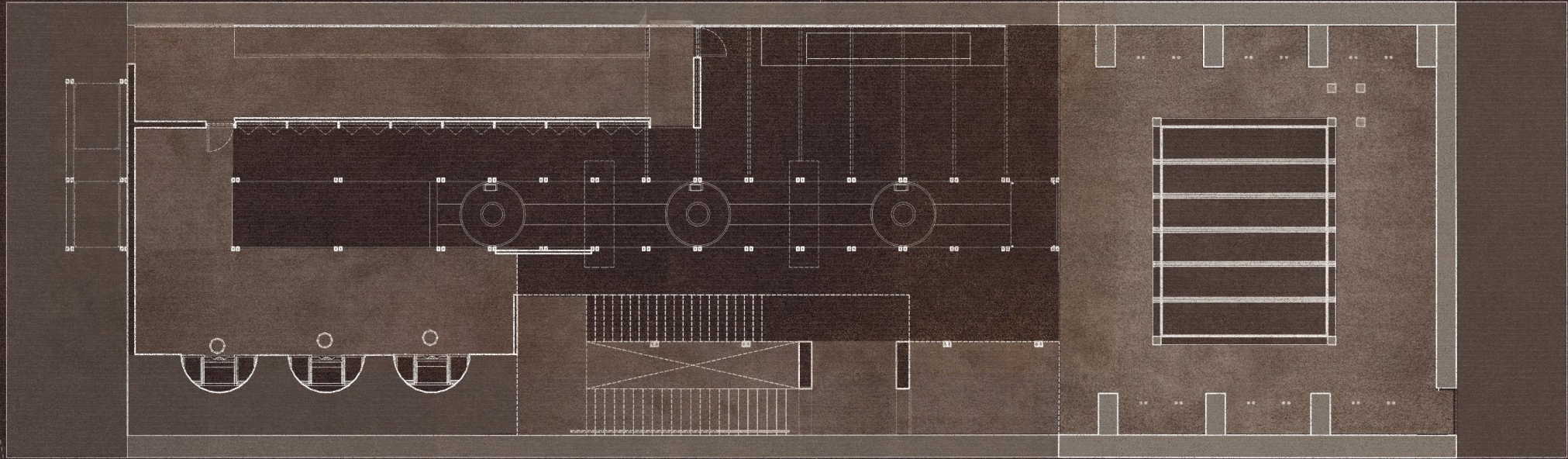
FIREPLACE

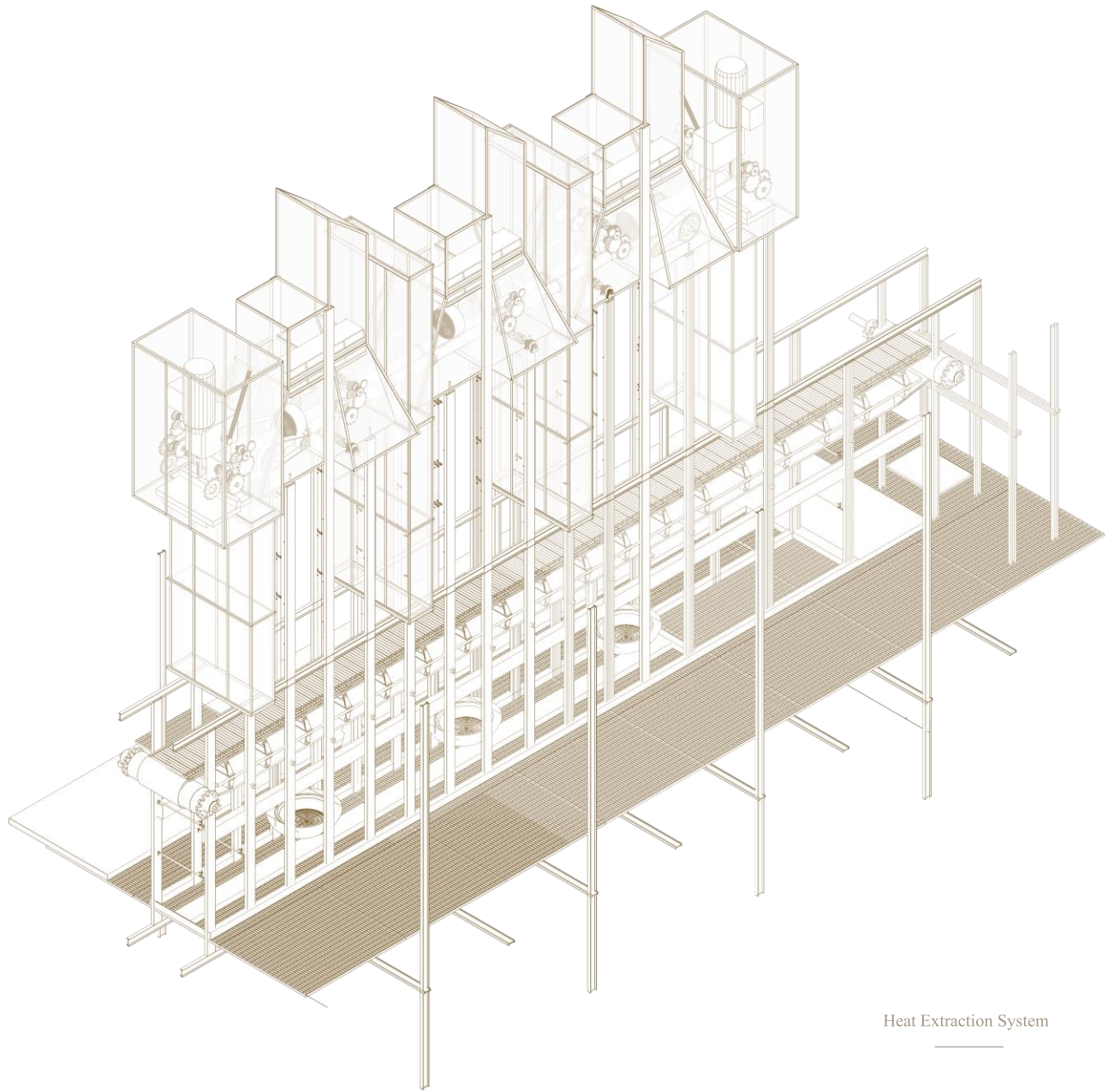
III



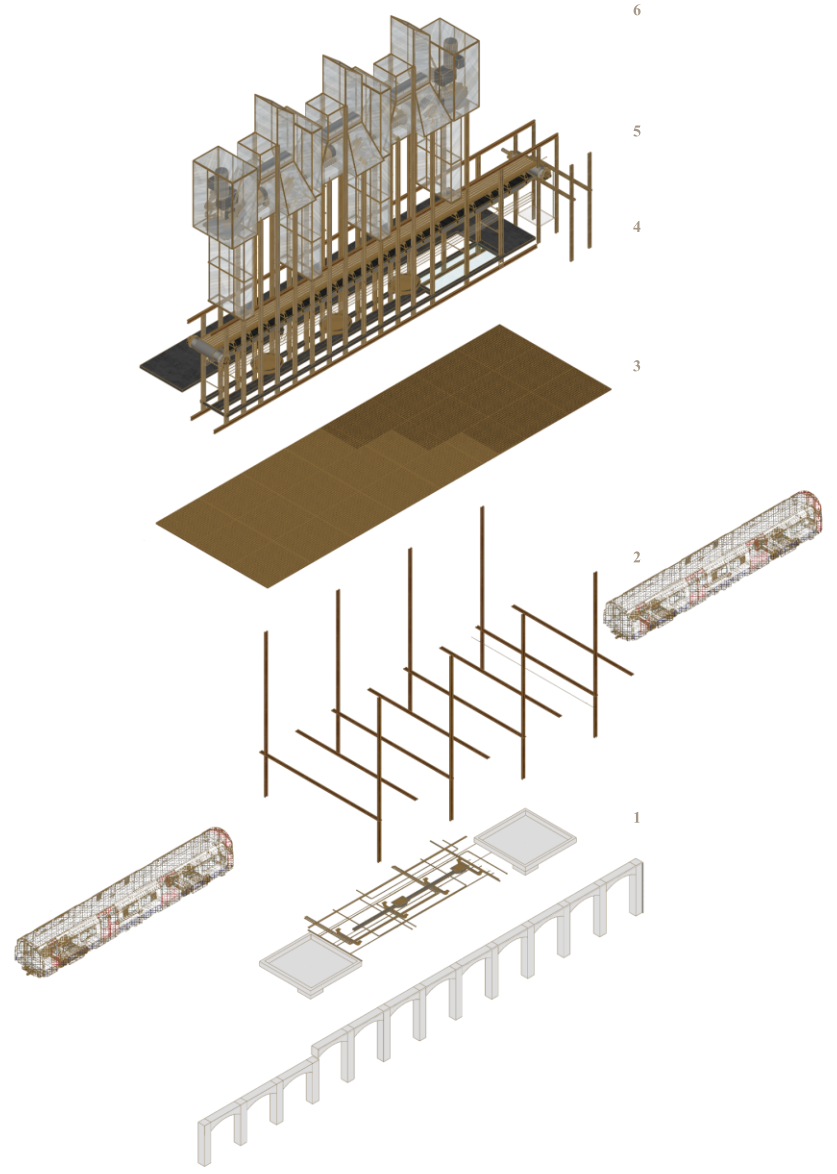






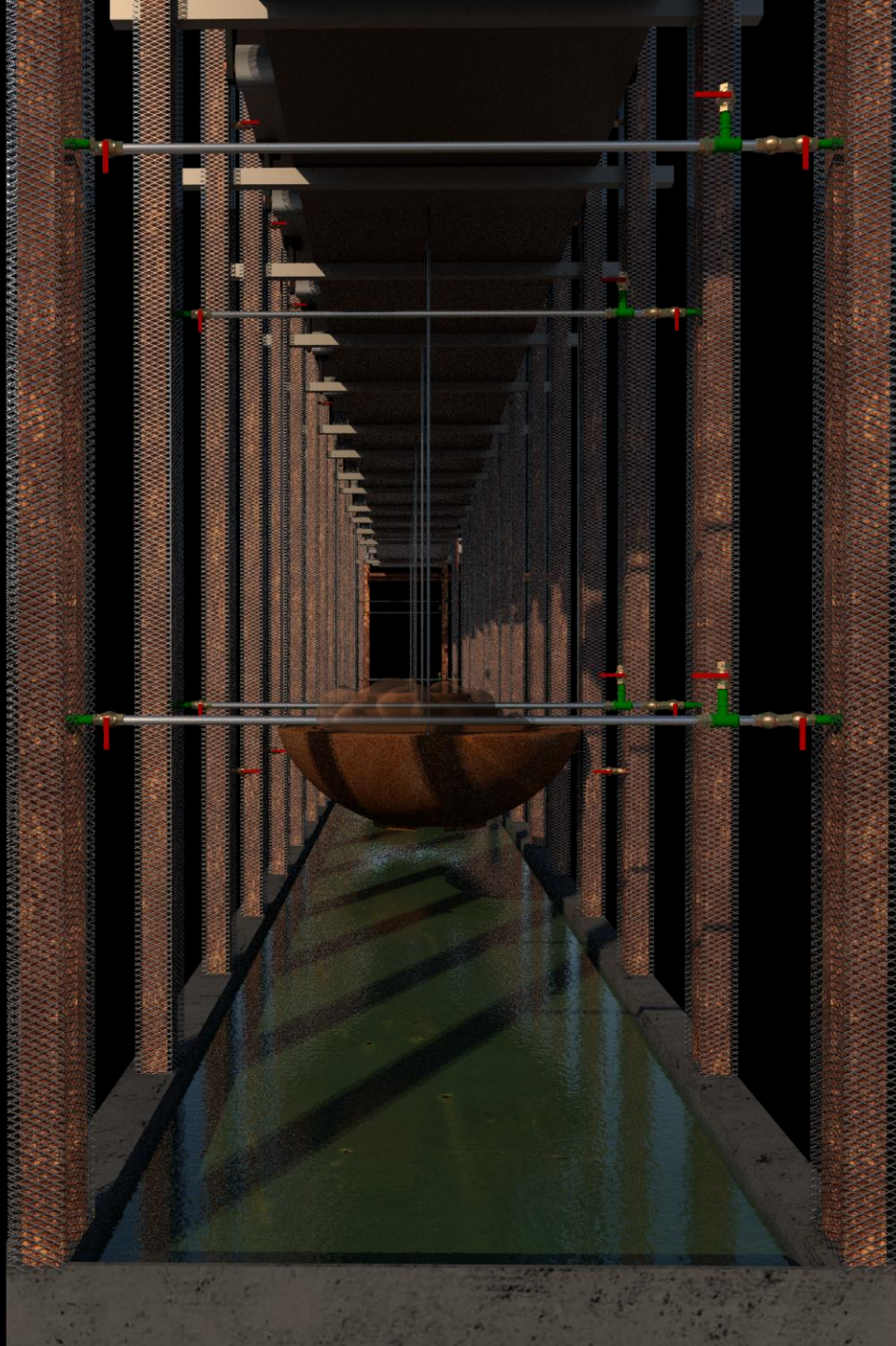


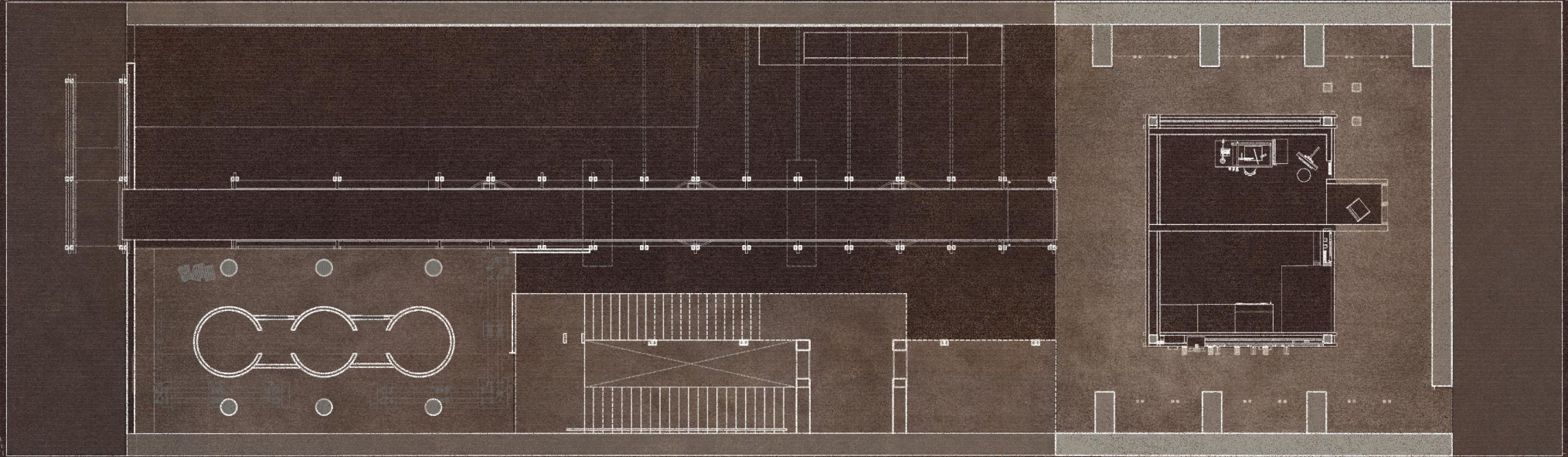
Heat Extraction System

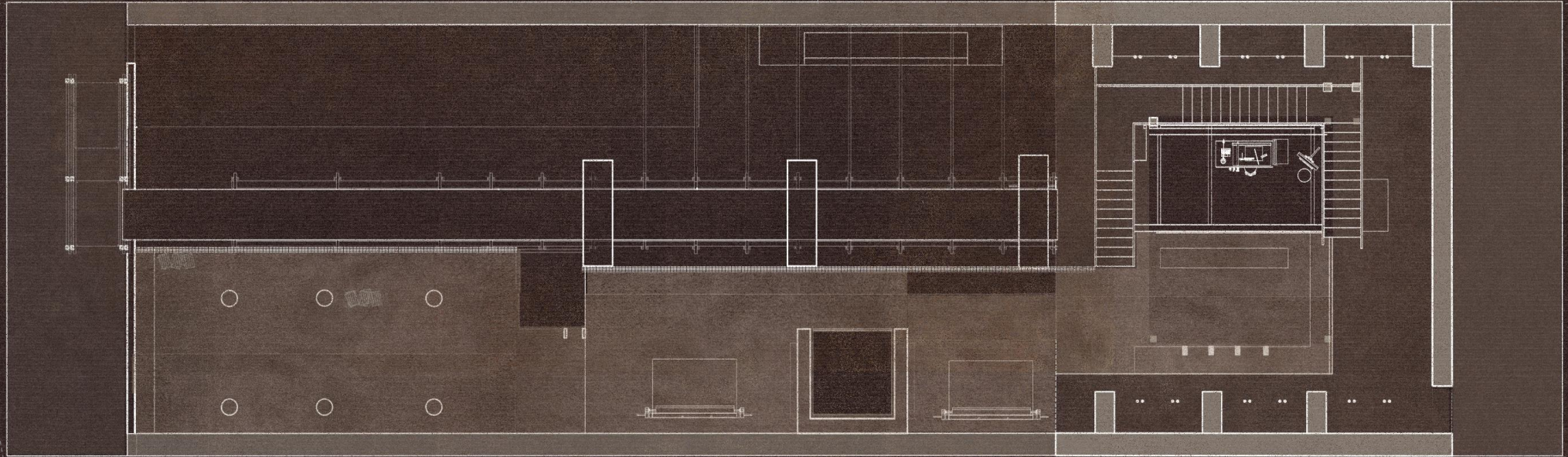














GHOST FACADE

IV



