

NATALIA SALWA  
DESIGN PROJECT



# PART I

## THE BEGINNING



*'And suddenly you know:  
It's time to start something new  
and trust the magic of beginnings.'*

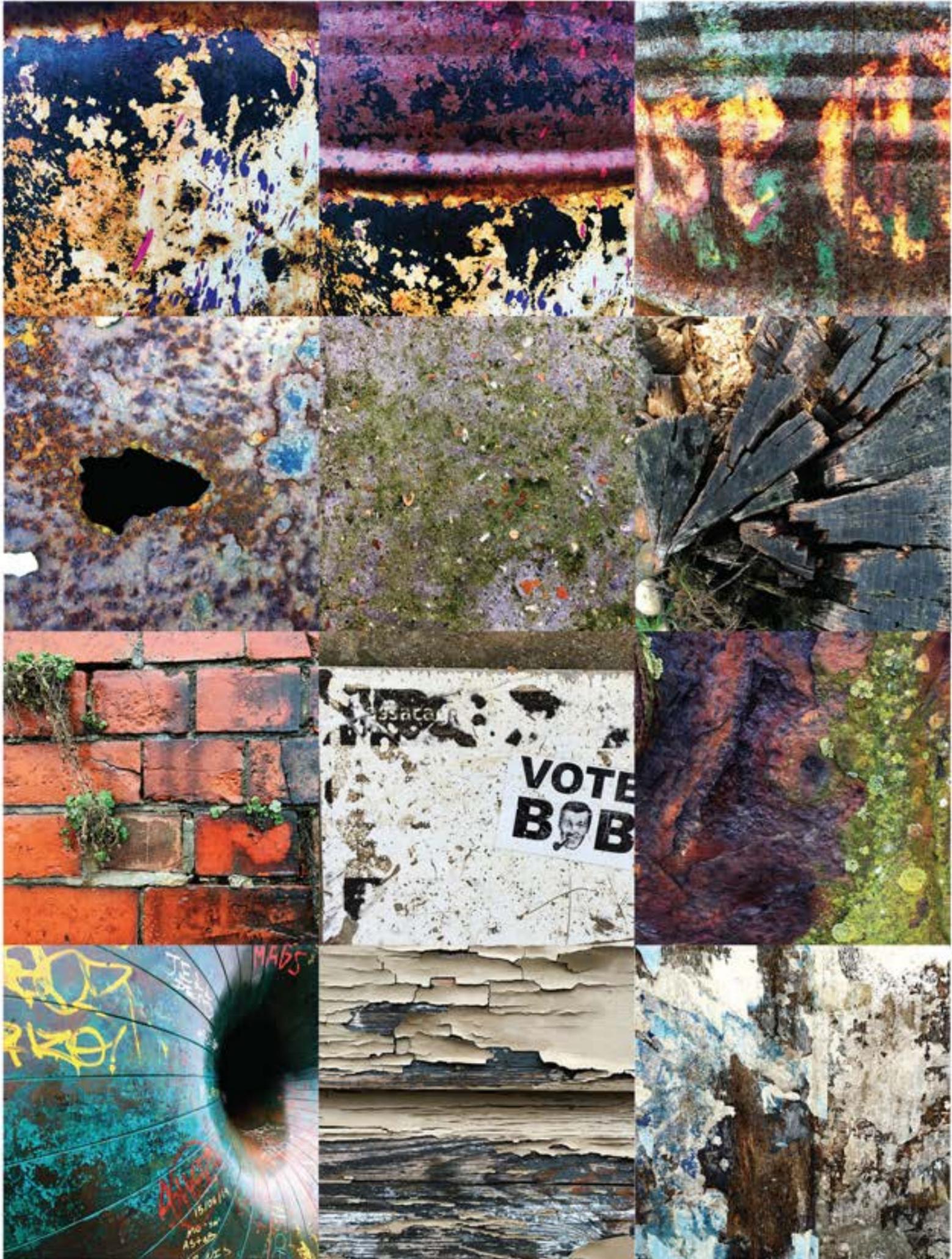
**Meister Eckhart**

Do you remember where you belong? Do you remember you are a part of the system? Do you remember what system is it? Do you remember how does that system work?

Remember.

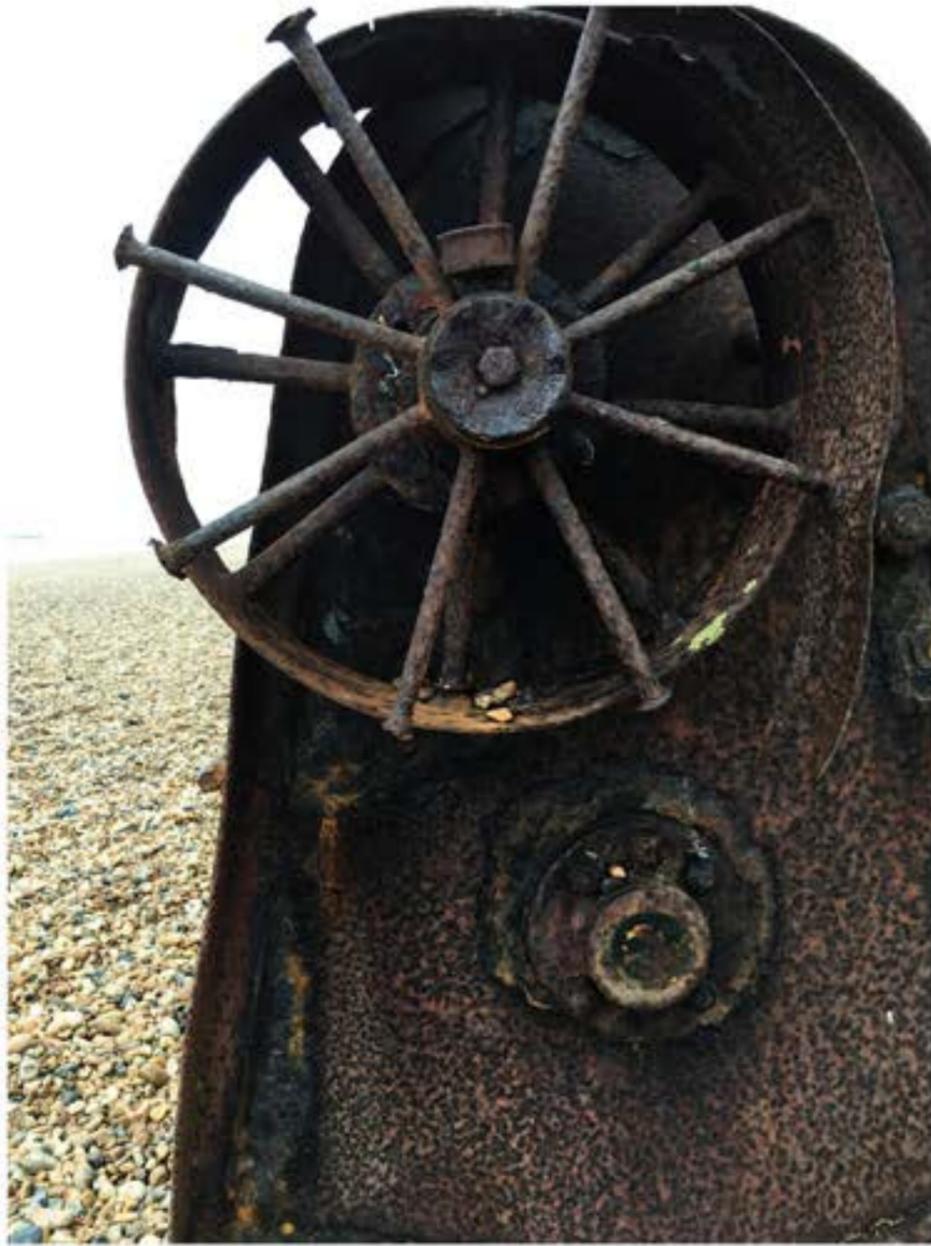
The project is trying to bring the nature and wilderness and reconnect it with people - to remind people that we are a part of it, that it is not anything to be afraid of, and, most of all, to help them understand it. With understanding comes respect, and respect is key to preserve our natural and local habitat.

## THE BEGINNING



Series of pictures showing the change of state/reality - decay, change.  
This change is caused mainly by nature and it is  
affecting man-made objects. The nature is claiming them back.  
It is remind us about its existance.  
It is omnipresent.

## THE BEGINNING



Pictures of man-made things rusting and falling apart, caused by nature

## THE BEGINNING



Something that looks nice from the front could be different at the back -  
change of reality of man-made things by nature

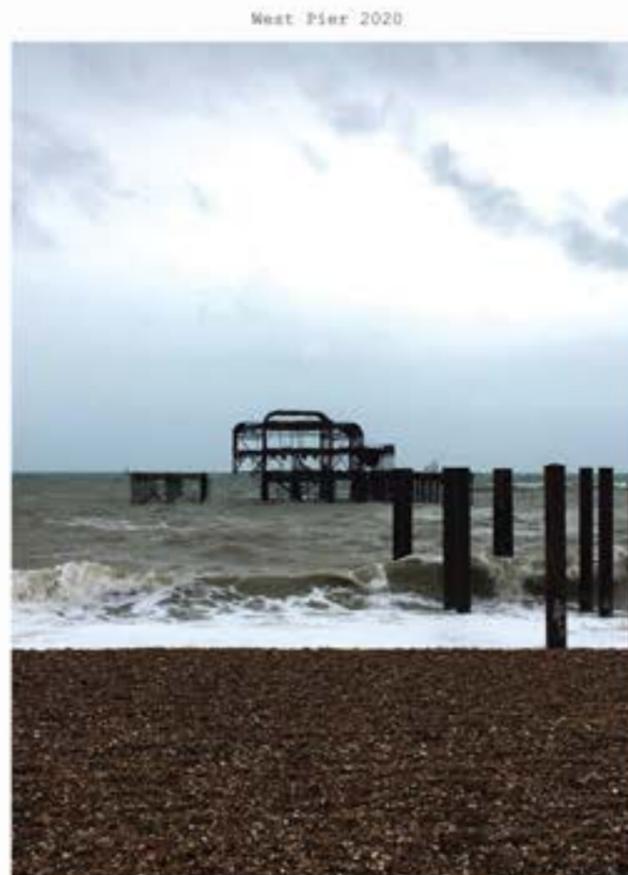
# PART II

## INSPIRATION

*'Hold fast to dreams,  
For if dreams die  
Life is a broken-winged bird,  
That cannot fly.'*

**Langston Hughes**

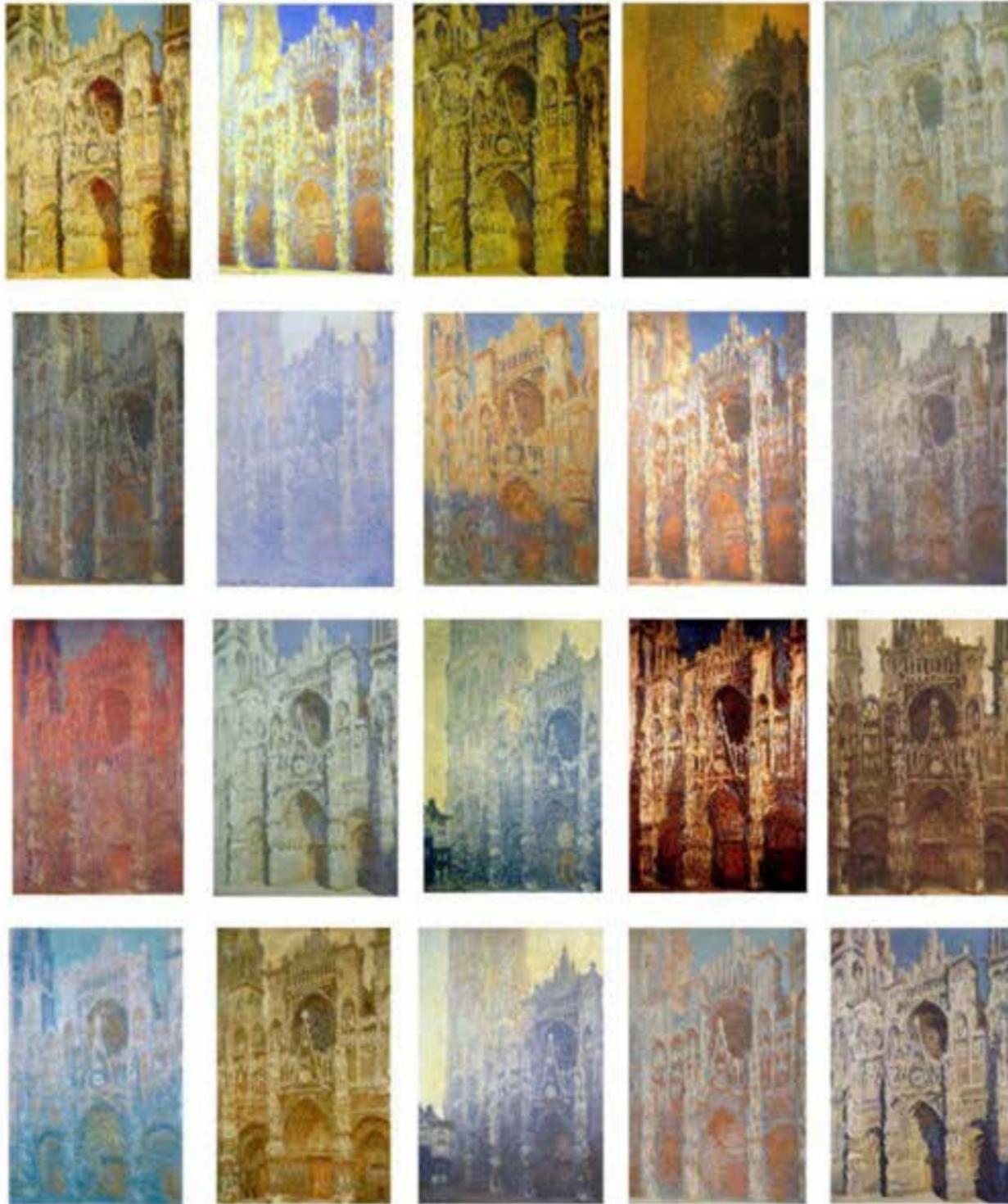
## WEST PIER



One of Brighton's symbols of decay and change is West Pier -  
once functioning as entertainment place for people, now  
abandoned, burnt down and claimed by nature,  
changed its reality.

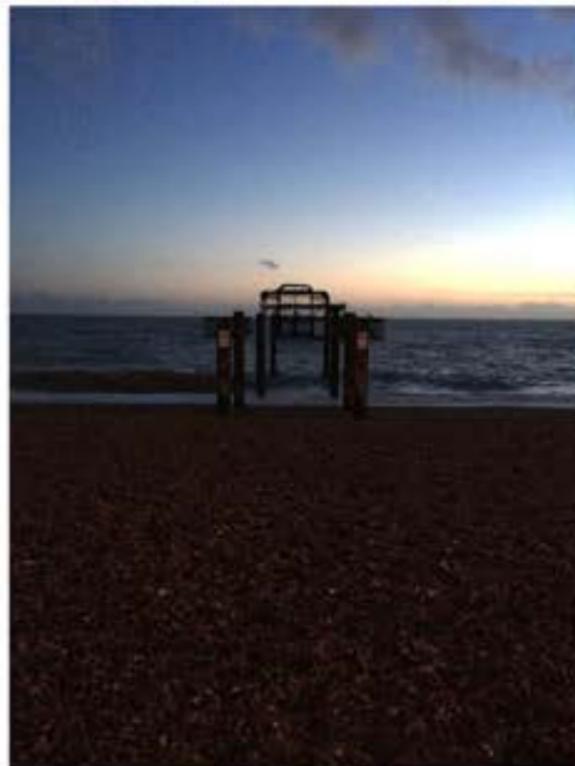
## INSPIRATION

### C. MONET, CATHEDRAL IN ROUEN



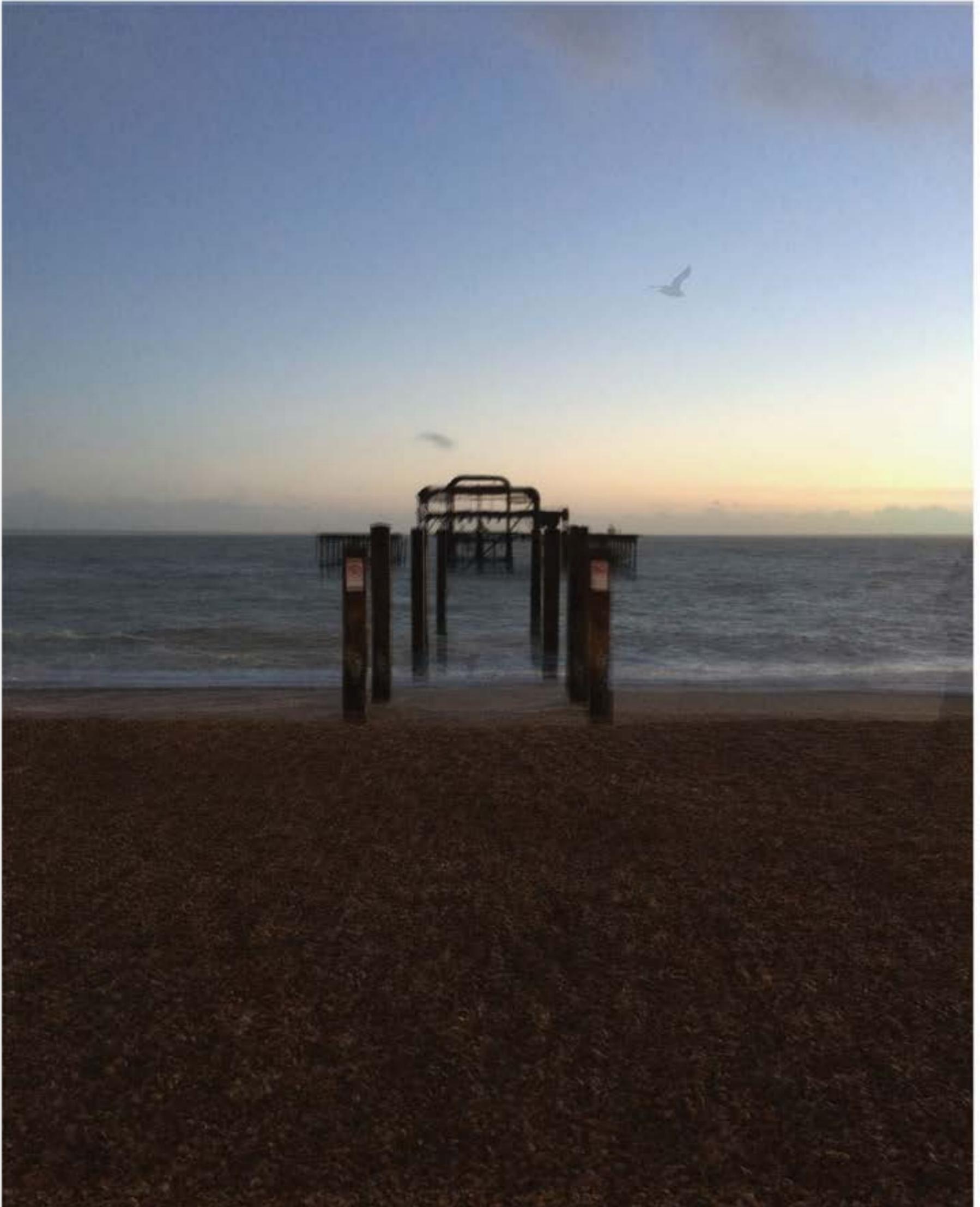
Monet painted a series of paintings of Cathedral on Rouen choosing exactly the same perspective, yet different times of year and day. He believed that even static objects change depending on the surrounding like weather, light, time etc - those factors gave the Cathedral different atmosphere and look.

## INSPIRATION



West Pier during different times of day (morning, afternoon, evening).  
The intensity and quality of light, time of the day, weather etc highly affect the  
general "vibe" of the place - it can be spooky, melancholic, post-card pretty, happy, sad etc.  
Inspiration found in C. Monet's series of paintings of Cathedral in Rouen.

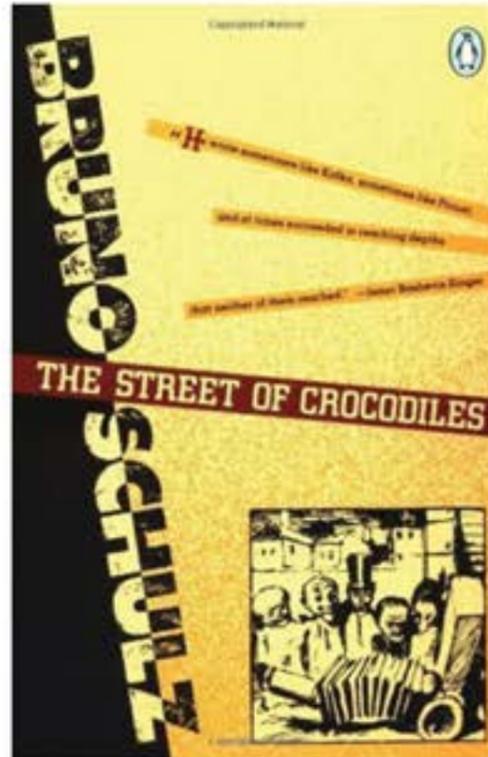
# INSPIRATION



Pictures of West Pier taken at different times of day layered together  
- inspiration found in C. Monet's series of painting  
of Cathedral in Rouen showing that even a static object  
is changing through the day/time of year etc.

## INSPIRATION

Bruno Schulz 'The Street of Crocodiles'



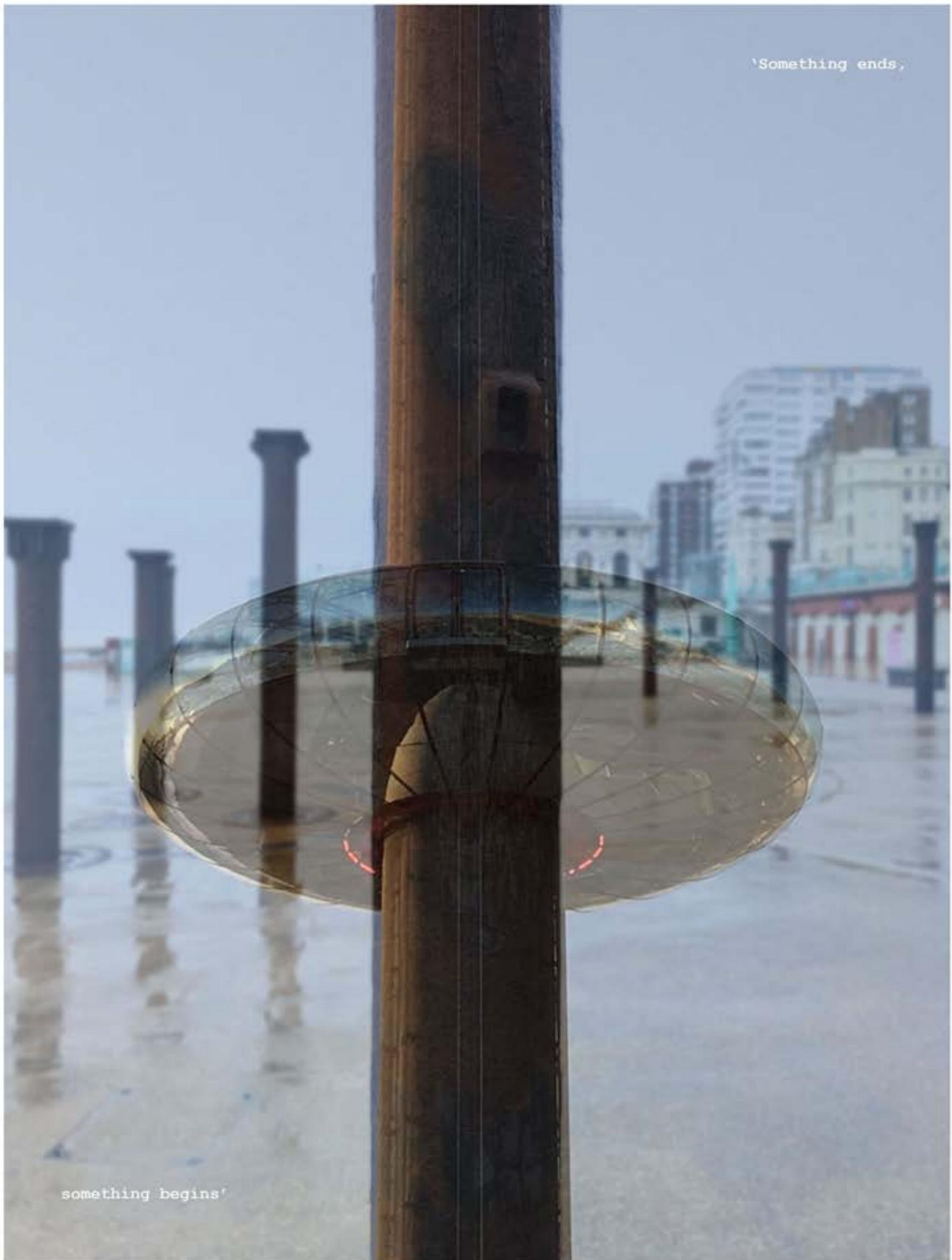
Occasionally he climbed on a pelment and froze into immobility, a counterpart to the large stuffed vulture which hung on the wall opposite. In this crouching pose, with misty eyes and a sly smile on his lips, he remained for long periods without moving, except to flap his arms like wings and crow like a cock whenever anybody entered the room.

Gradually these disappearances ceased to make any impression on us, we became used to them and when, after many days, Father reappeared a few inches shorter and much thinner, we did not stop to think about it. We did not count him as one of us any more, so very remote had he become from everything that was human and real. Knot by knot, he loosened himself from us; point by point, he gave up the ties joining him to the human community.

The book written by Polish-Jewish writer contains a strong idea of divided reality into nature and culture (human made reality, physically and non-physically). Nature represents the primar world, the beginning of everything before and the end of now, when consuming culture - the change, transition, from one reality to another.

In the quote there is a transformation of character (Father), who is representing the generally understood culture and man made reality, into a bird (here representing the nature) which results in him to decend into madness - it's a representation of nature claiming the man made, the culture, tranforming it back into wilderness.

# INSPIRATION



'Something ends,

something begins'

Layering the 1360 tower with one of the remaining pillars of West Pier - the new with the old. The  
change.  
The contrast  
(quote used from A. Sapkowski's books "The Witcher")

# PART III

## SITE AND ANALYSIS

*'I felt my lungs inflate with the  
onrush of scenery—air, mountains,  
trees, people.  
I thought,  
"This is what it is to be happy."*

**Sylvia Plath, *The Bell Jar***

# THE SITE

## THE UPPER LEVEL



Not to scale



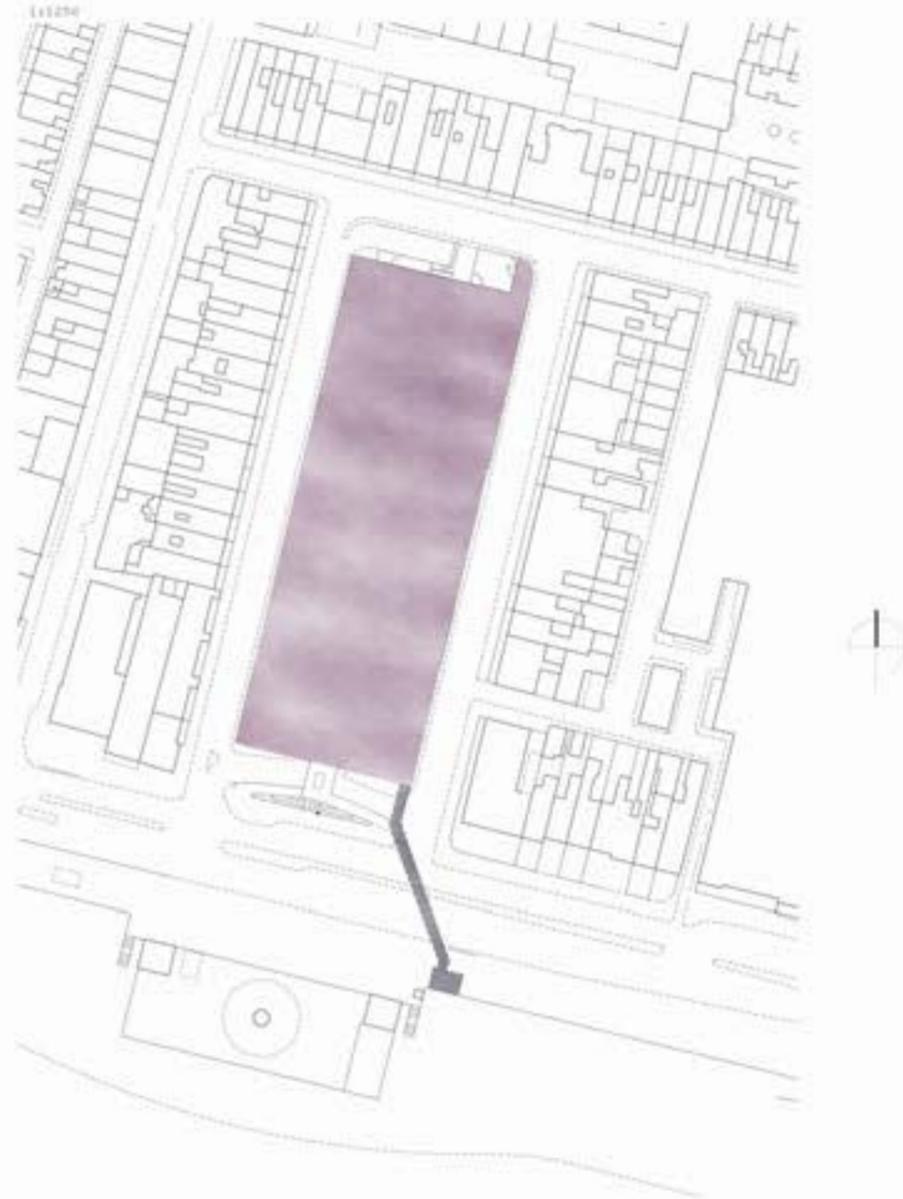
The upper level for the site is part of Regency Square located near 1360 and West Pier. The site is located near the city center, which together with unique architecture will attract more people into passing by and visiting it.

The closeness to the sea will also attract more tourists into visiting the site, and also make it easier to reconnect with the nature the sea represents here as well.

It is the other end of the tunnel connecting the beach with the city.

# THE SITE

## THE UNDERGROUND LEVEL



Not to scale



The underground level of the site includes the carpark (bright purple) and the tunnel connecting the beach with the city, and at the same time with the upper level of the site (dark purple). There is access to the carpark from the tunnel as showed on the map.

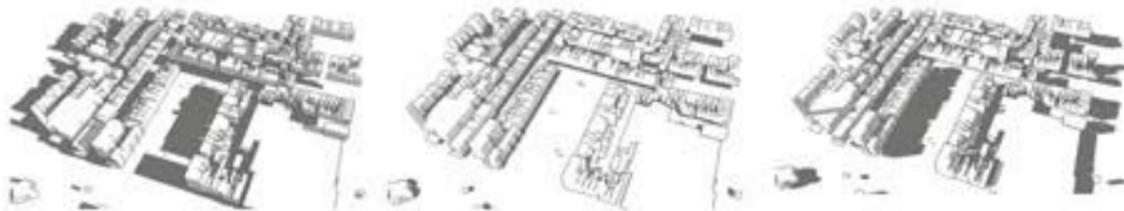
# LIGHT STUDY ON THE SITE

MORNING

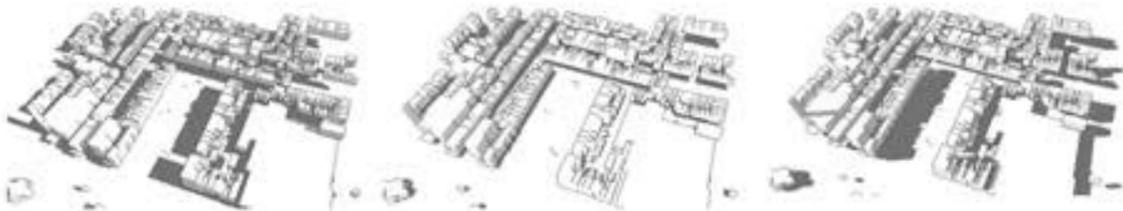
NOON

EVENING

SPRING



SUMMER



AUTUMN



WINTER



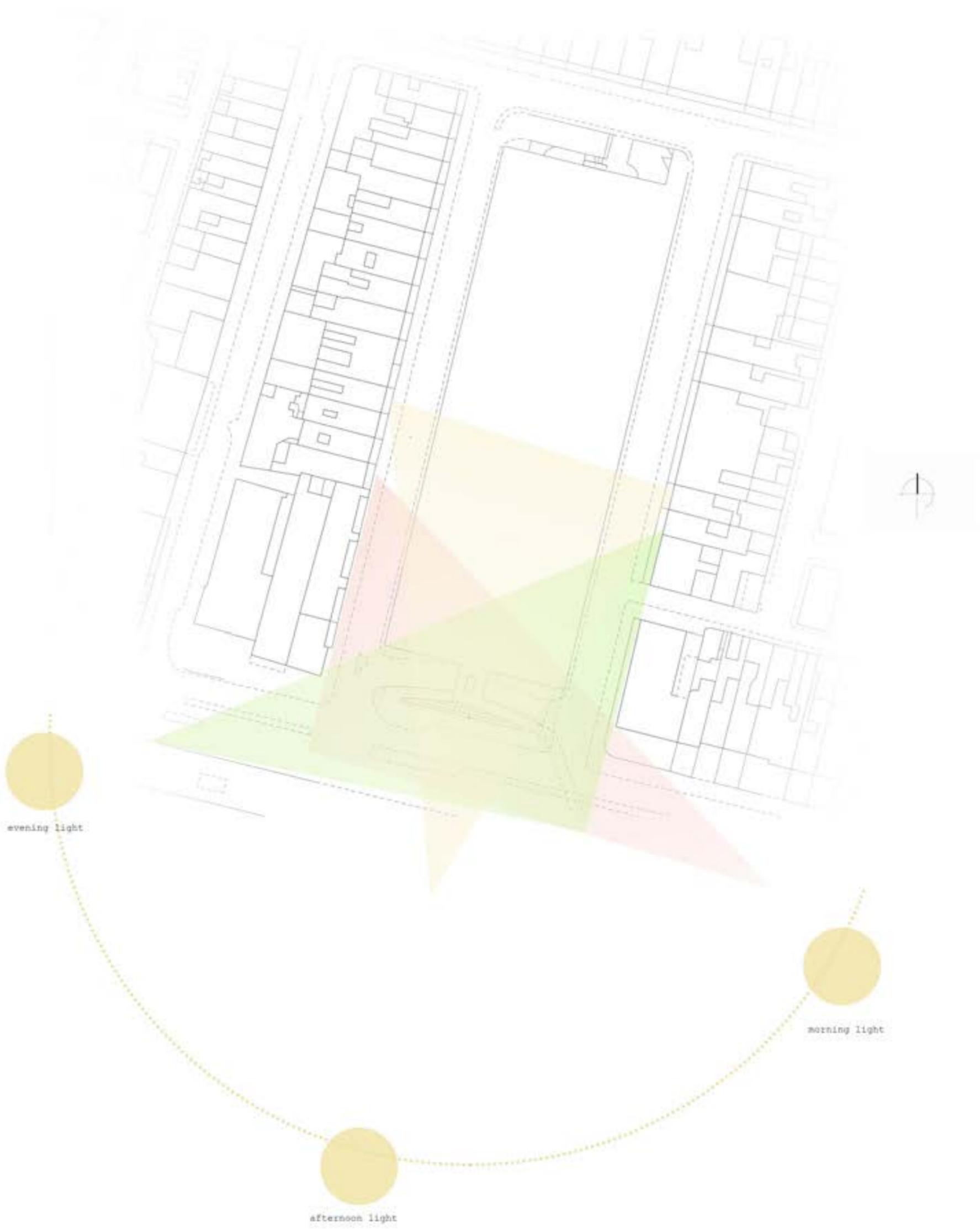
W

E



# SUN ANALYSIS

DURING THE DAY



The daily sun analysis shows which part of the site receives most sunlight during the day. (based on that the shape and design of the courtyard in Development stages 4+ are created)

# NOISE ANALYSIS



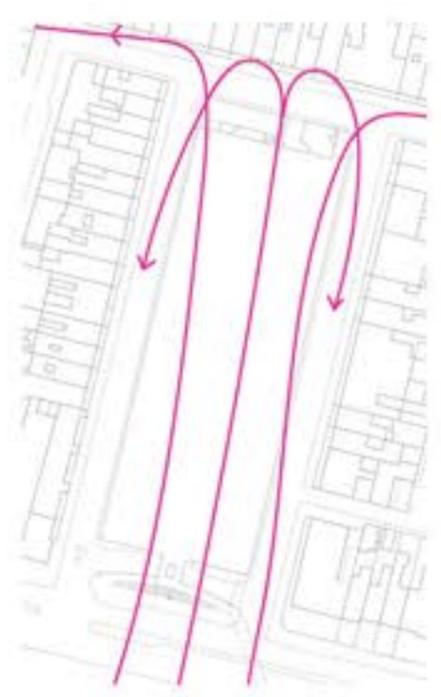
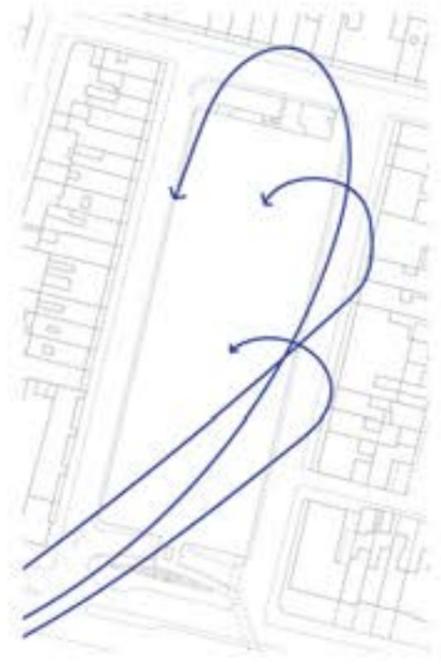
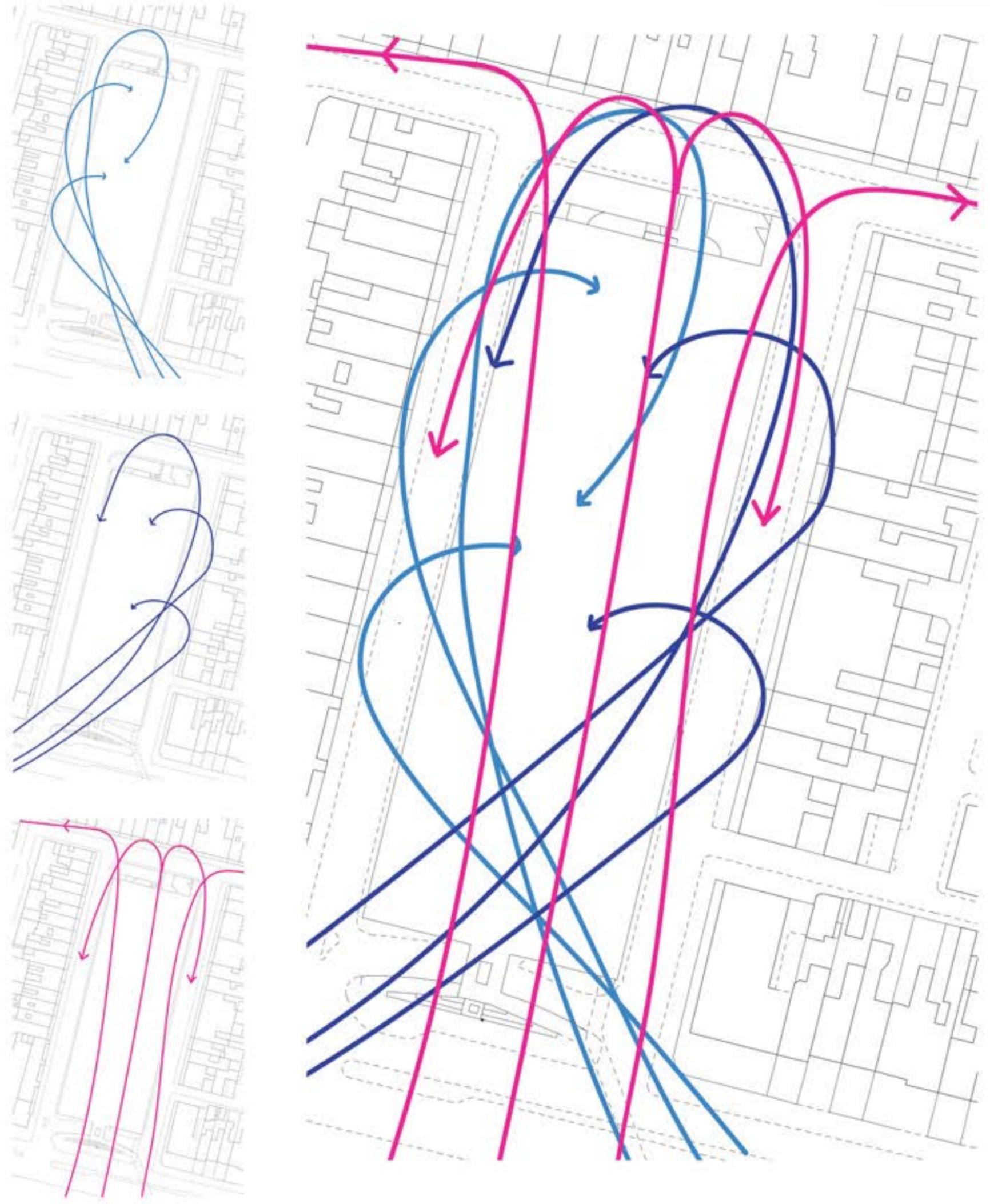
■ higher noise level street



The main source of noise is the busy street going along the seafront, thus the front side of the site could be pretty noisy during rush hours.

The back of the site is rather quiet due to its distance from the main street and the tightly surrounding buildings.

# WIND ANALYSIS ON THE SITE



Wind analysis showing wind blowing from different directions (sketch)

# PART IV

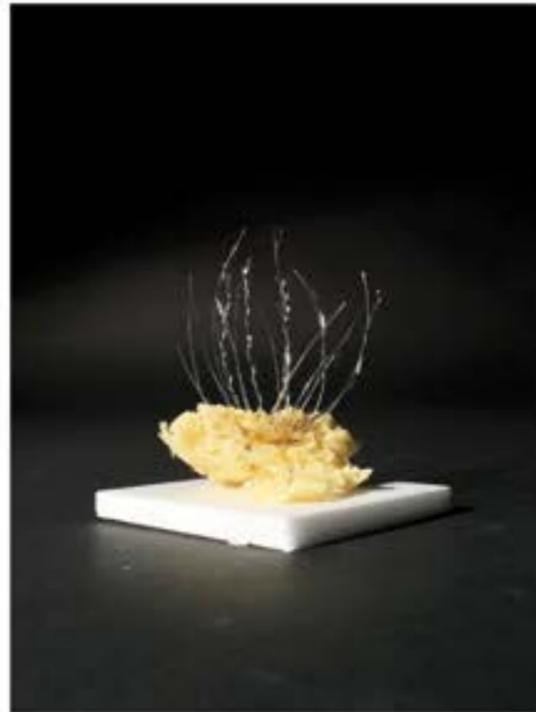
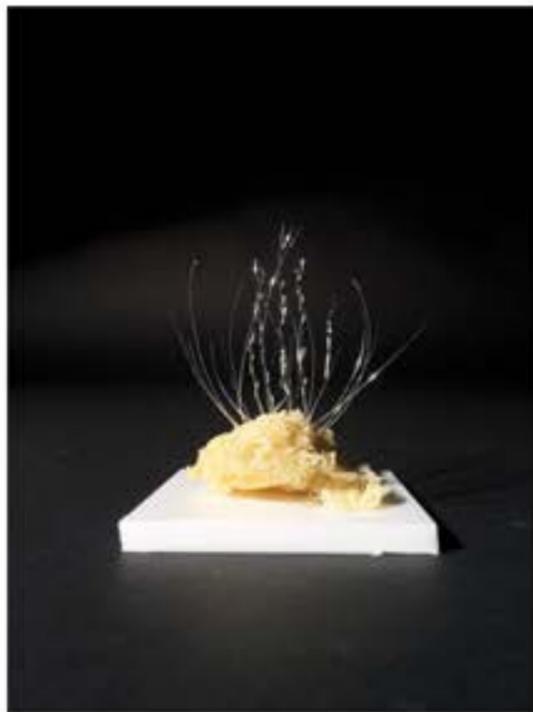
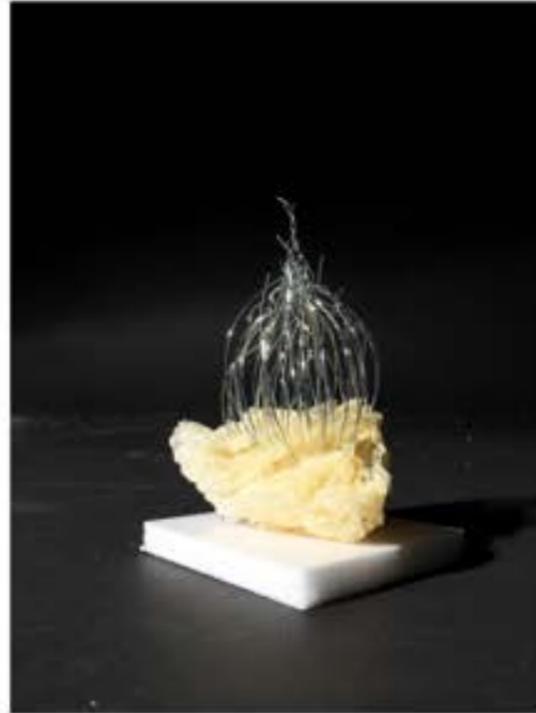
## CONCEPT IDEAS

*"There is a pleasure in the pathless woods,  
There is a rapture on the lonely shore,  
There is society, where none intrudes,  
By the deep sea, and music in its roar:  
I love not man the less, but Nature more"*

**Lord Byron**

## CONCEPT MODELS

### THE OUTSIDE



Those concept models represent the idea of 'the outside' of the project.

The structure here presented with wires, is showing that the building is semi transparent, so that it does not disconnect the project from the outside world completely. The plants could be covering the structure as well, to make it different from surrounding buildings, and for it to be visible that the project is strongly nature based.

The structure can be changing depending on the season, weather conditions, lighting intensity etc so that every aspect of nature is taken into the project, including the weather.

## CONCEPT MODEL

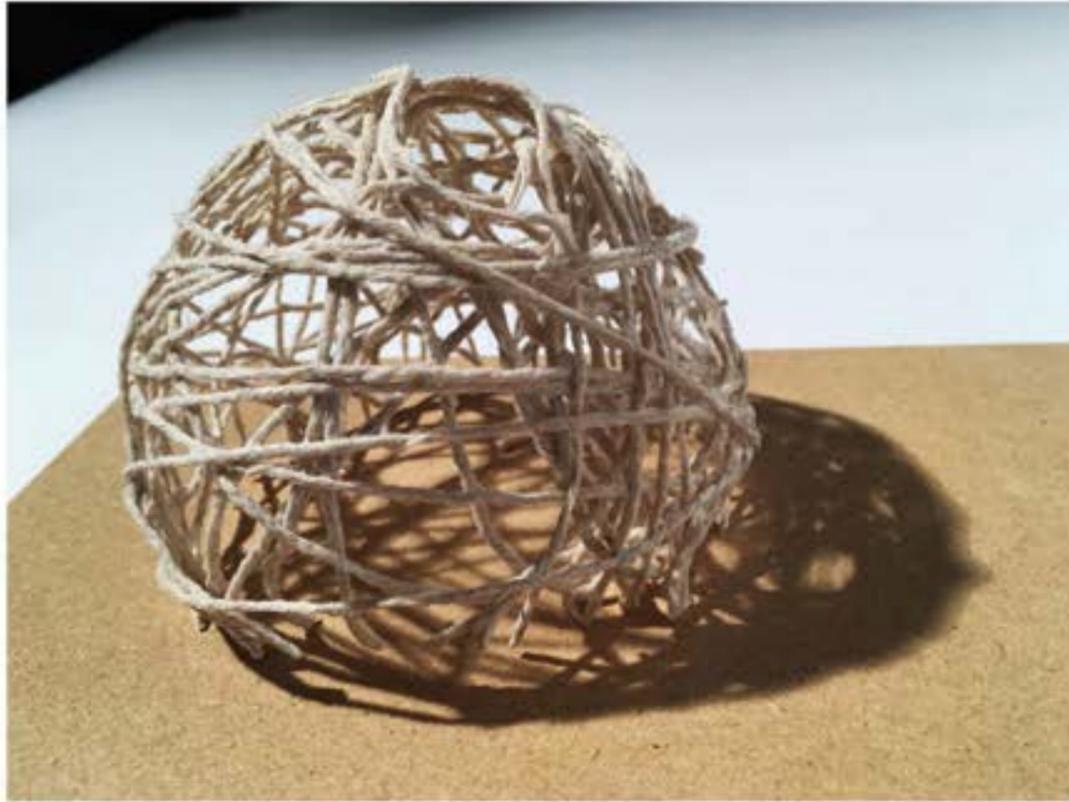
### INTERIOR



The models represent the concept of 'the inside' of the project;

The internal structure is happening on different levels - the reason for it is that different plants and animals live on different levels, require different light intensity, heat etc.

**CONCEPT MODEL STRUCTURE  
AND LIGHT STUDY**



## CONCEPT MODEL SHADOW STUDY



Shadows created by structure showing the intensity of light coming through it

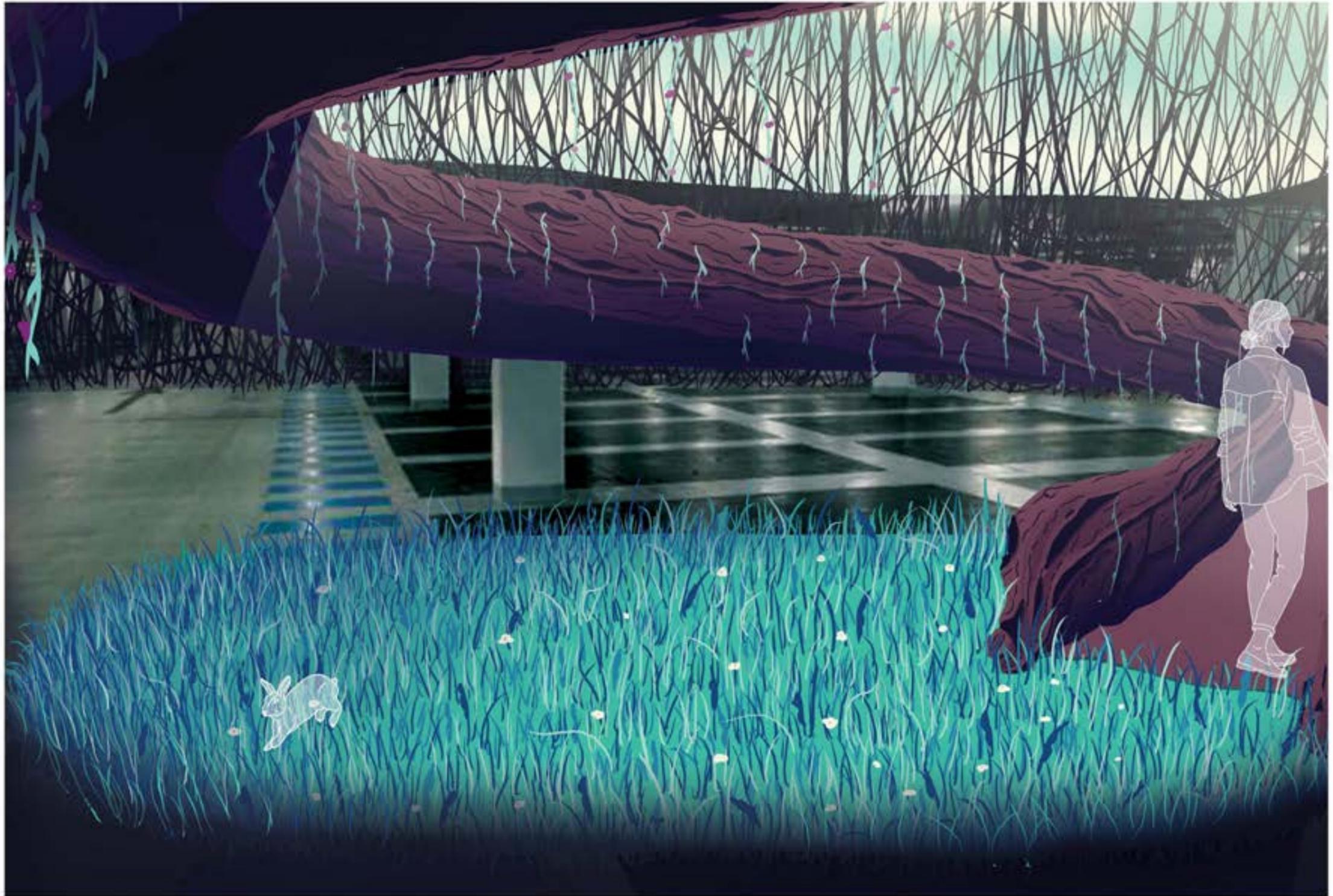


Transformation of the Square

Flora

## THE CHANGE

### THE CARPARK



The carpark below Regency Square, connected with upper level by the ramp

# PART V

## DEVELOPMENTS

*"A human being is a part of the whole called by us universe, a part limited in time and space. He experiences himself, his thoughts and feeling as something separated from the rest, a kind of optical delusion of his consciousness. This delusion is a kind of prison for us, restricting us to our personal desires and to affection for a few persons nearest to us. Our task must be to free ourselves from this prison by widening our circle of compassion to embrace all living creatures and the whole of nature in its beauty."*

**Albert Einstein**



by:

- facilities and technology provided
- workshops created by them for public
- re-creation of the environments found in Sussex, on the site

**Headquarter for Living Coast organisation, running in Sussex (currently having HQ in Hove Townhall):**

- general workspace (for bureaucracy and "office" work)
- labs, where the staff can do more physical research about the environments re-created on the site (by e.g. observing the behaviours of animals and plants etc)
- introduce their works and raise the awareness to people more directly
- more comfortable way of working and direct experience with natural habitats without the need of constant transport to reach them outside Brighton

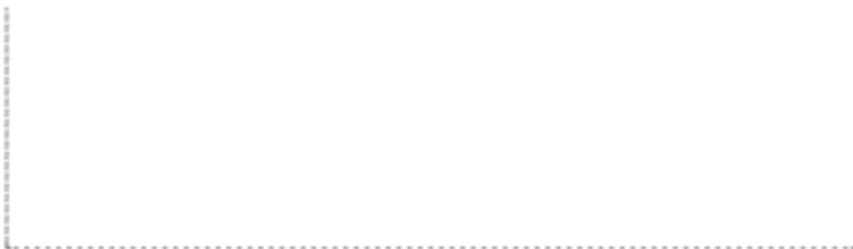


## WHAT DOES THE SPACE GIVE?



**'educational' space for people:**

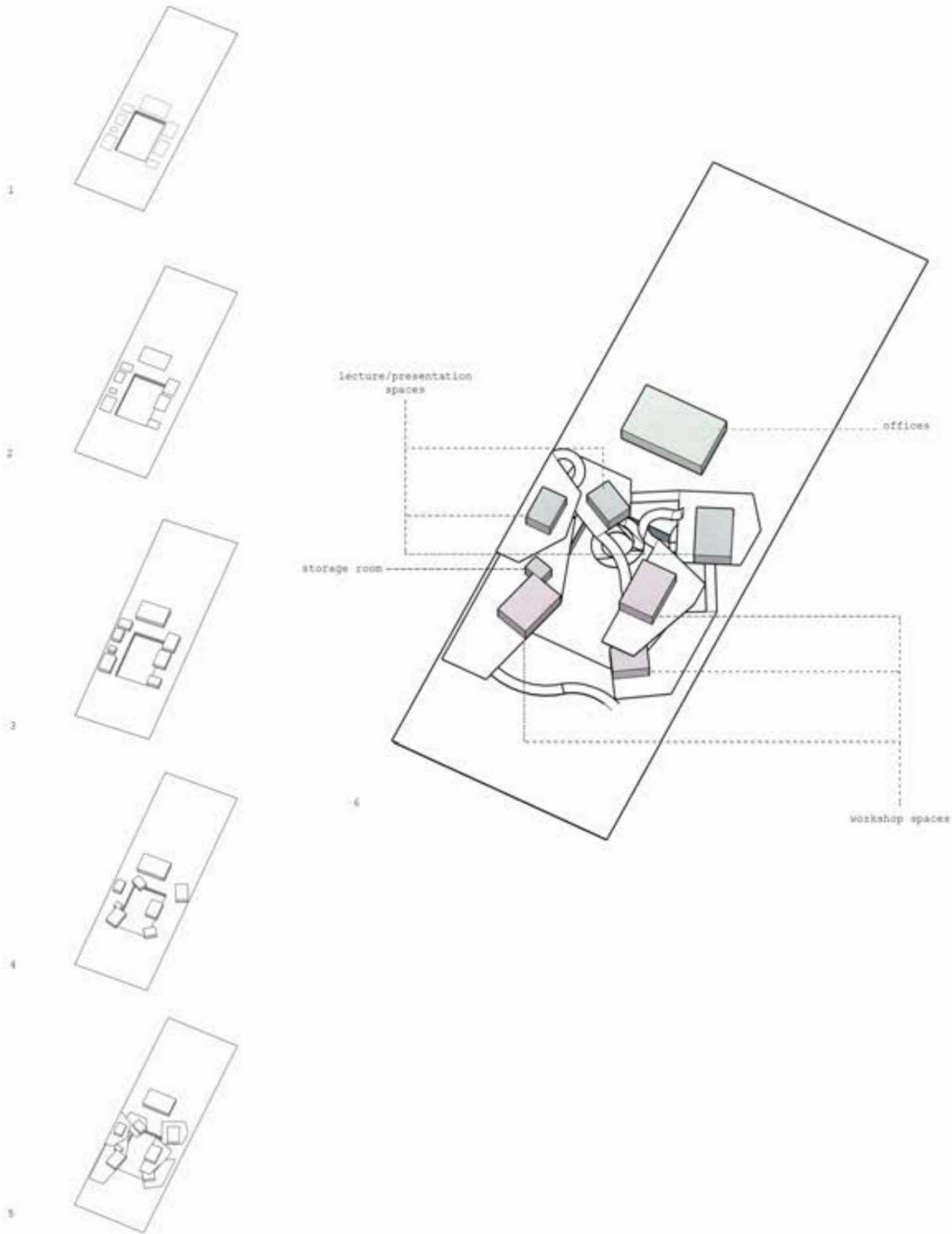
- raising the awareness about unique natural environments local to Sussex area
- teaching the delicacy of those environments; what actions destroy them and what actions could we take individually to prevent that
- teaching not only how to preserve but also support the eco-system
- giving direct experience of all the features characteristic to those environments - you can smell it, touch it, see it, interact with it.



by:

- workshops offered by Living Coast and The Wild Trust (most of them can be found on their websites)
- directly experiencing the nature and learning about it "as you go" along the ramp with facilities provided (library, bat room, information boards, technology, staff working there etc)
- re-creation of few important and unique environments on the site, which are normally found and studied in Sussex area

## DEVELOPMENT - STAGE 1



The first stage of the development was to divide each space according into their sizes and distribute them on the site according to the noise analysis.

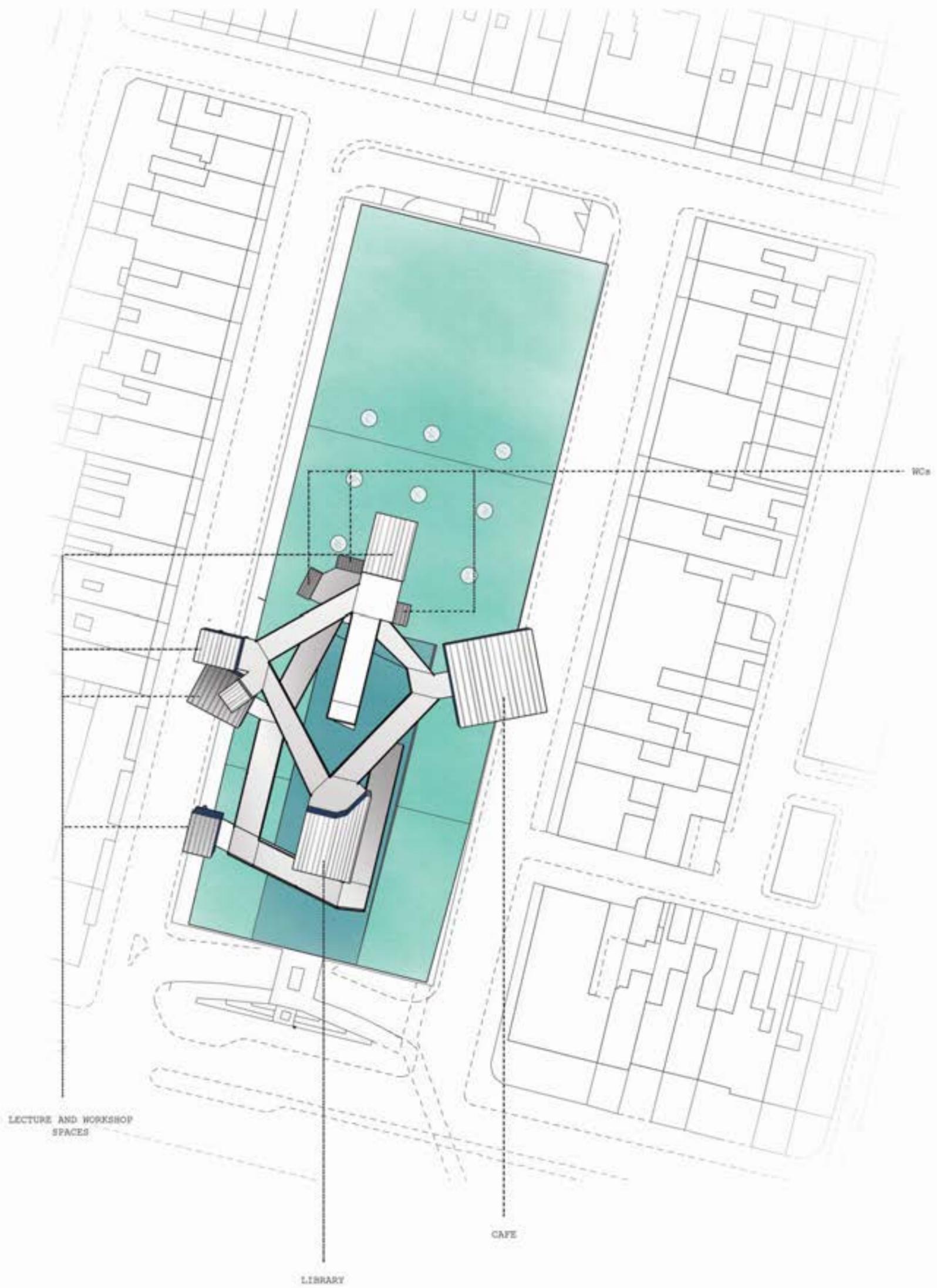
The next stage was to display them on different levels and give them their heights.

For more dynamic, the stage after that shows the distribution of spaces off the grid and rotated in different directions.

Next, adding the extensions of the floors outside of the spaces, for them to connect them with the ramps as main form of movement around the building shown in the last stage.

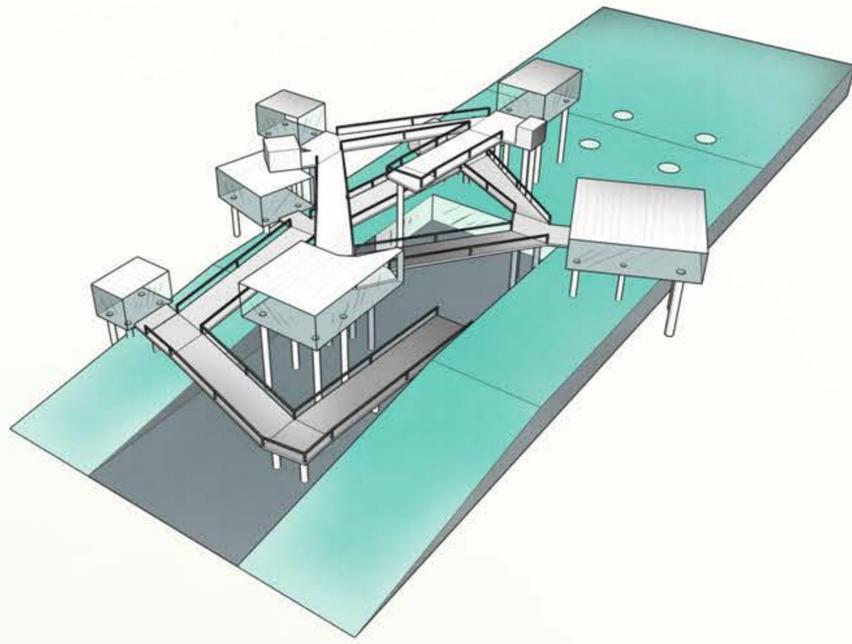
# DEVELOPMENT STAGE 2: PLAN ELEVATION

SCALE: 1:500



# DEVELOPMENT STAGE 2: LONG SECTION

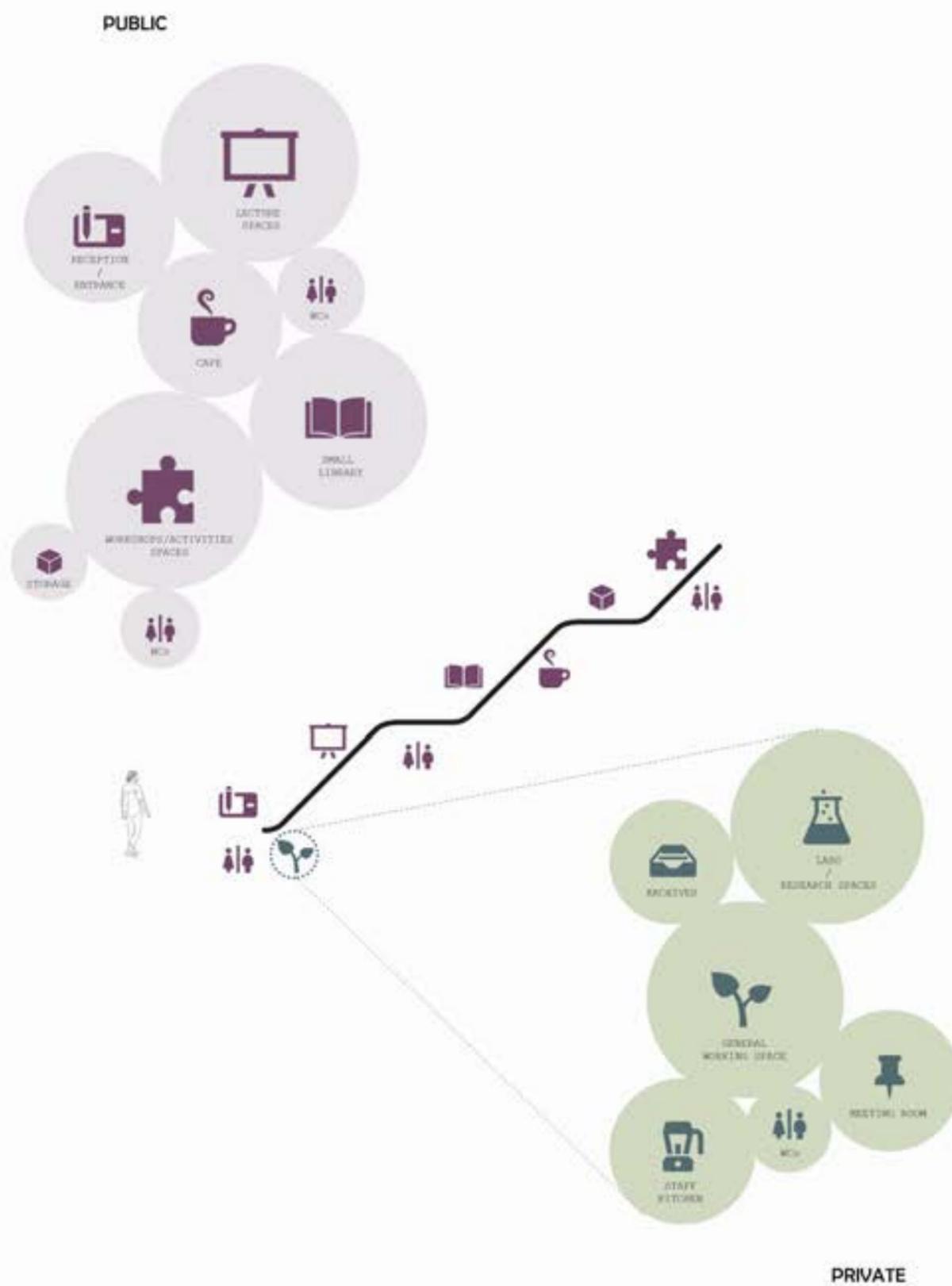
SECTION SCALE 1:200



PLAN NOT TO SCALE



# SPACE DIAGRAMS



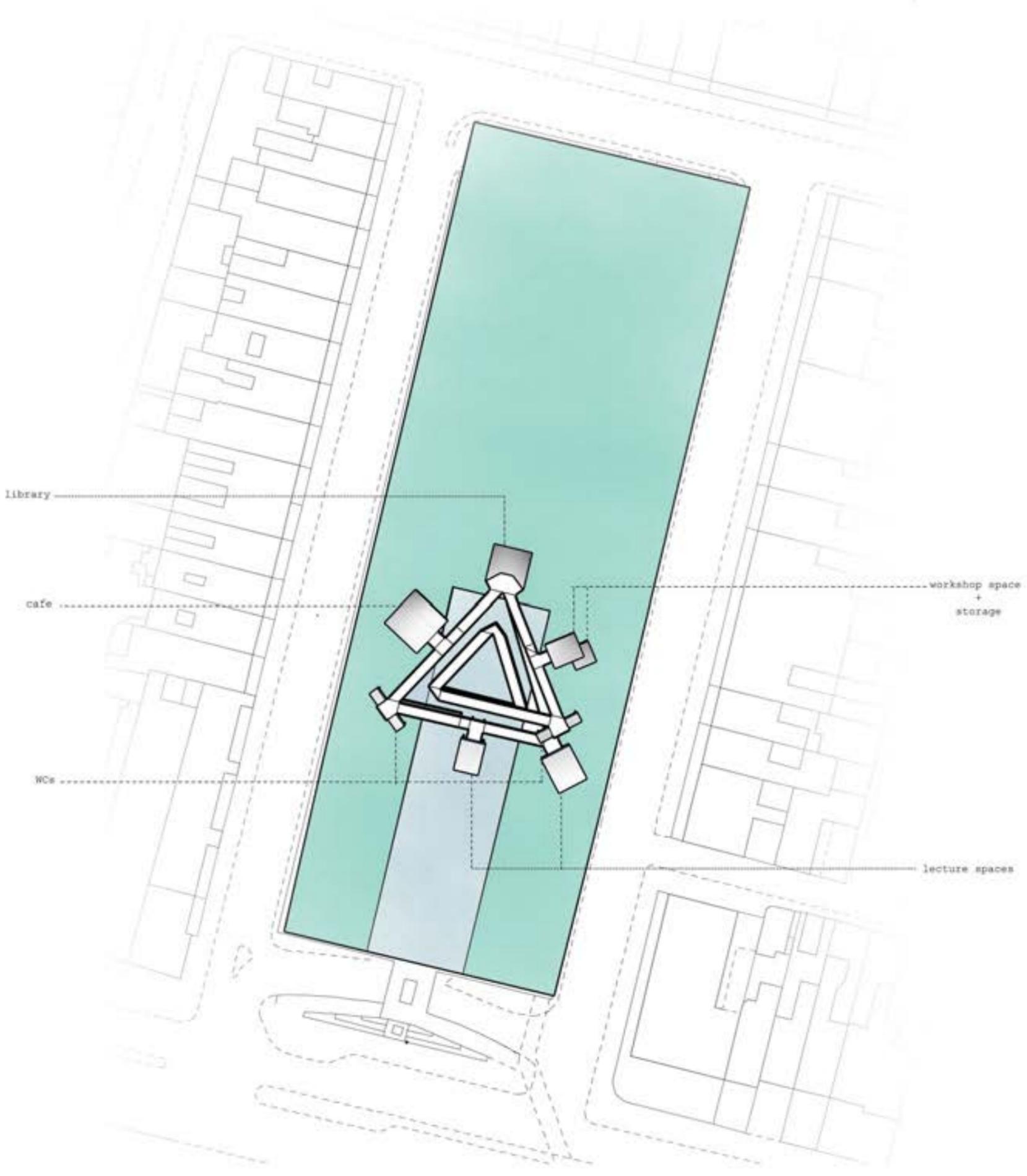
The diagrams show the organisation of particular spaces in the building.

The bubble diagrams, divided into Private and Public spheres, represent the spaces that should be close to each other (if the bubbles touch or not).

The simplified diagram in the center shows the organisation of those spaces in the building, "along" the ramp going upstairs.

# DEVELOPMENT 3: PLAN ELEVATION

SCALE 1:500



library

cafe

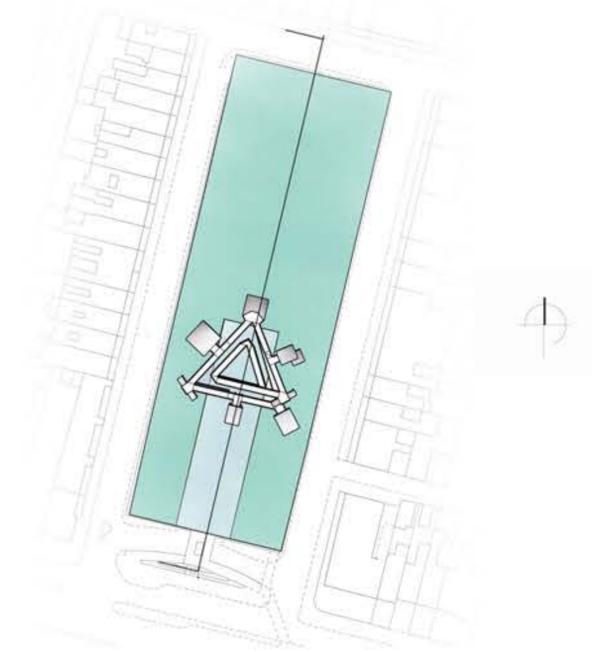
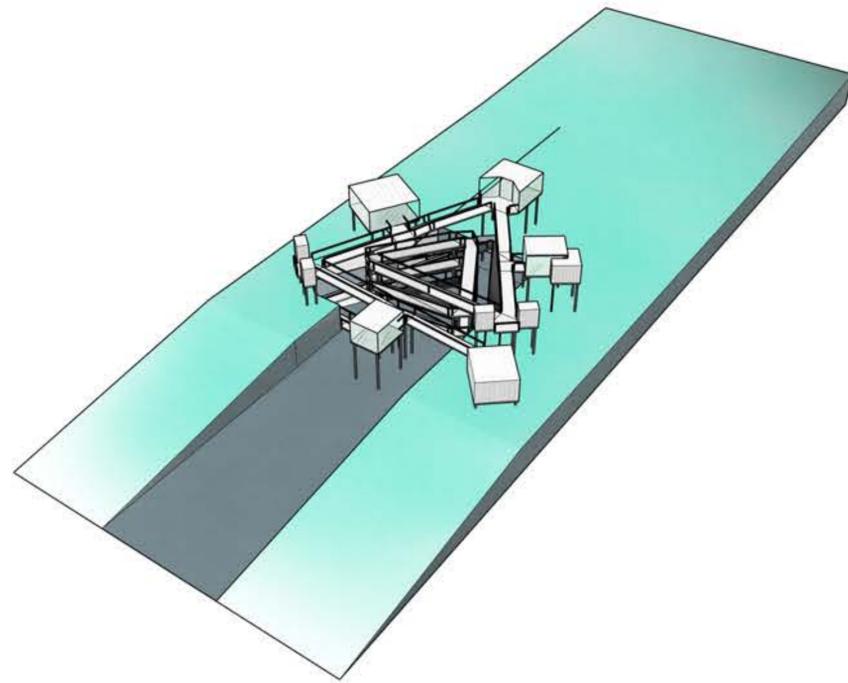
WCs

workshop space  
+  
storage

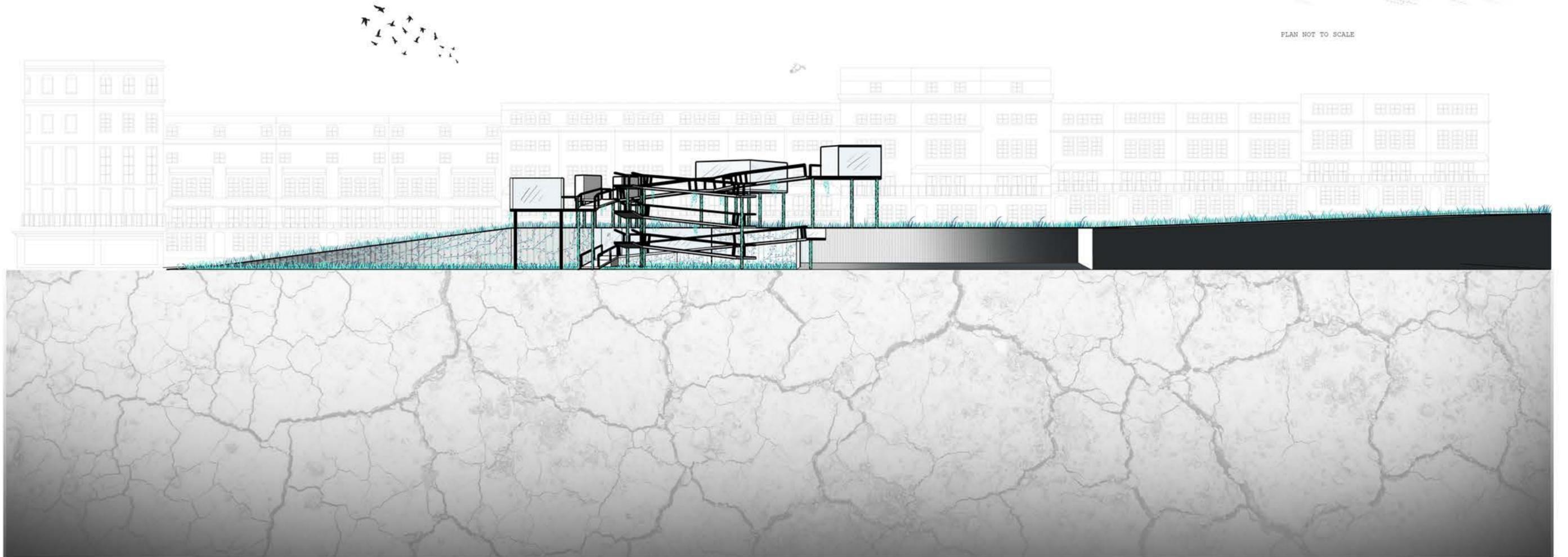
lecture spaces

**DEVELOPMENT STAGE 3: LONG SECTION**

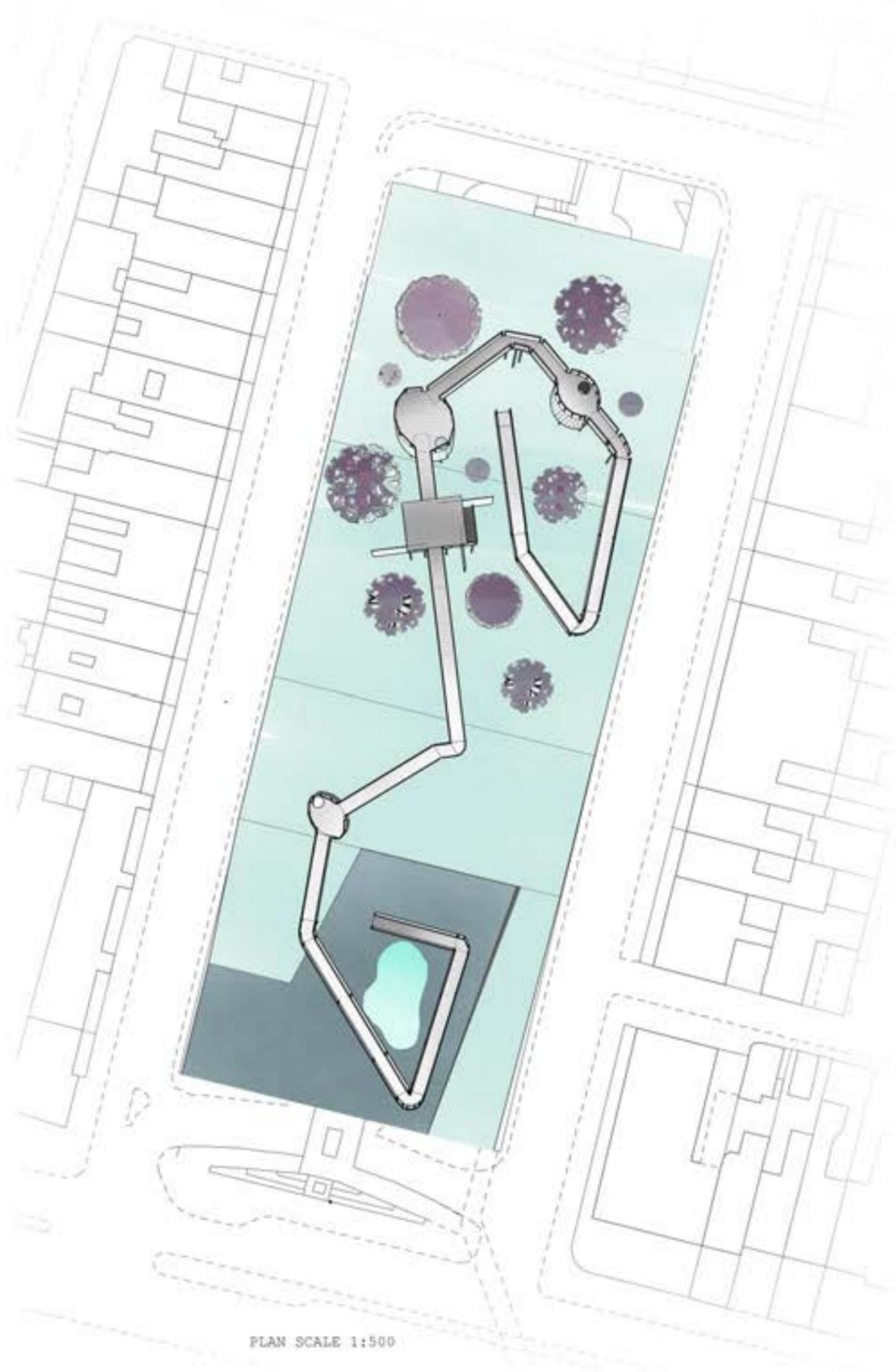
SCALE 1:200



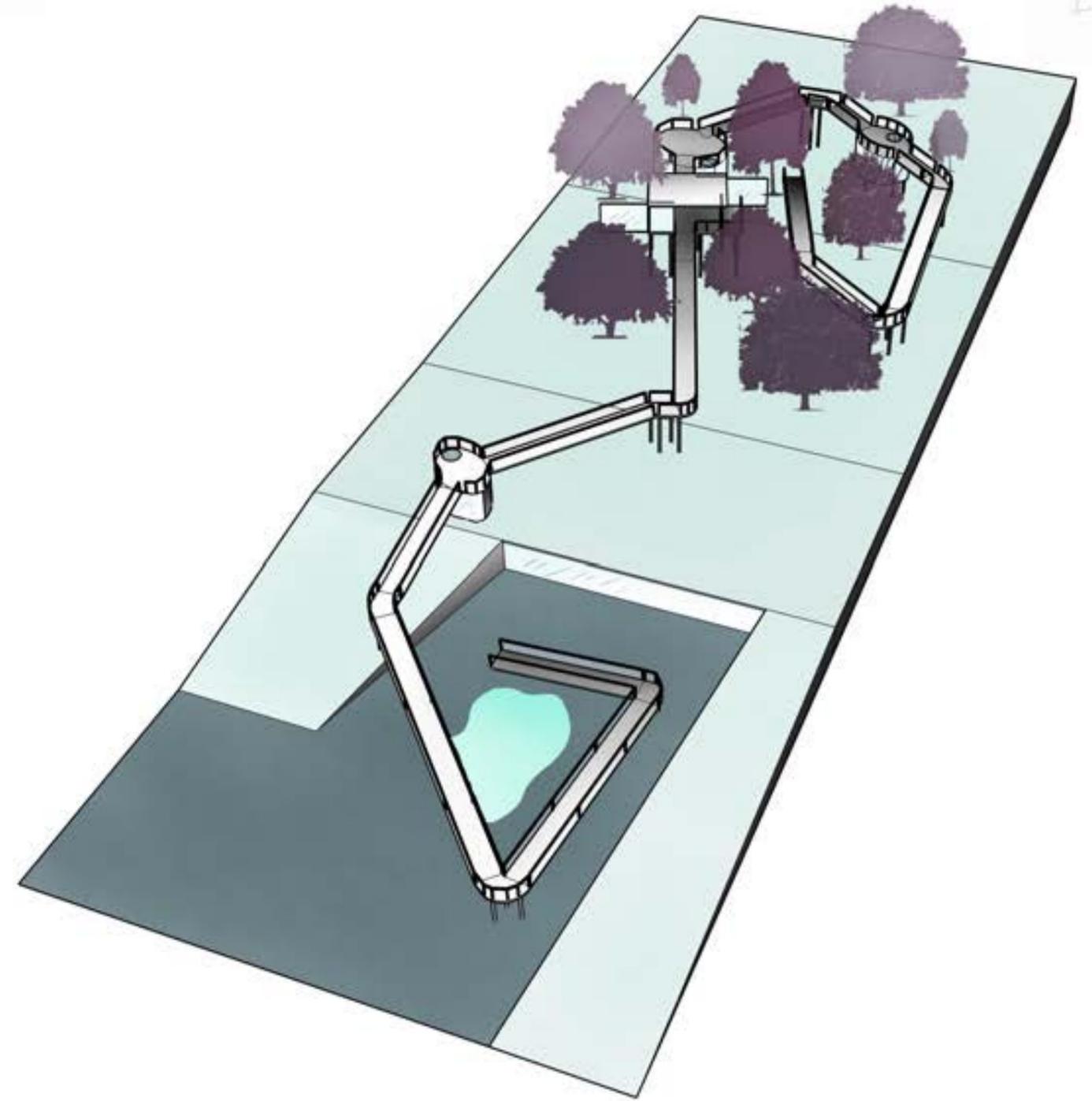
PLAN NOT TO SCALE



# DEVELOPMENT STAGE 4

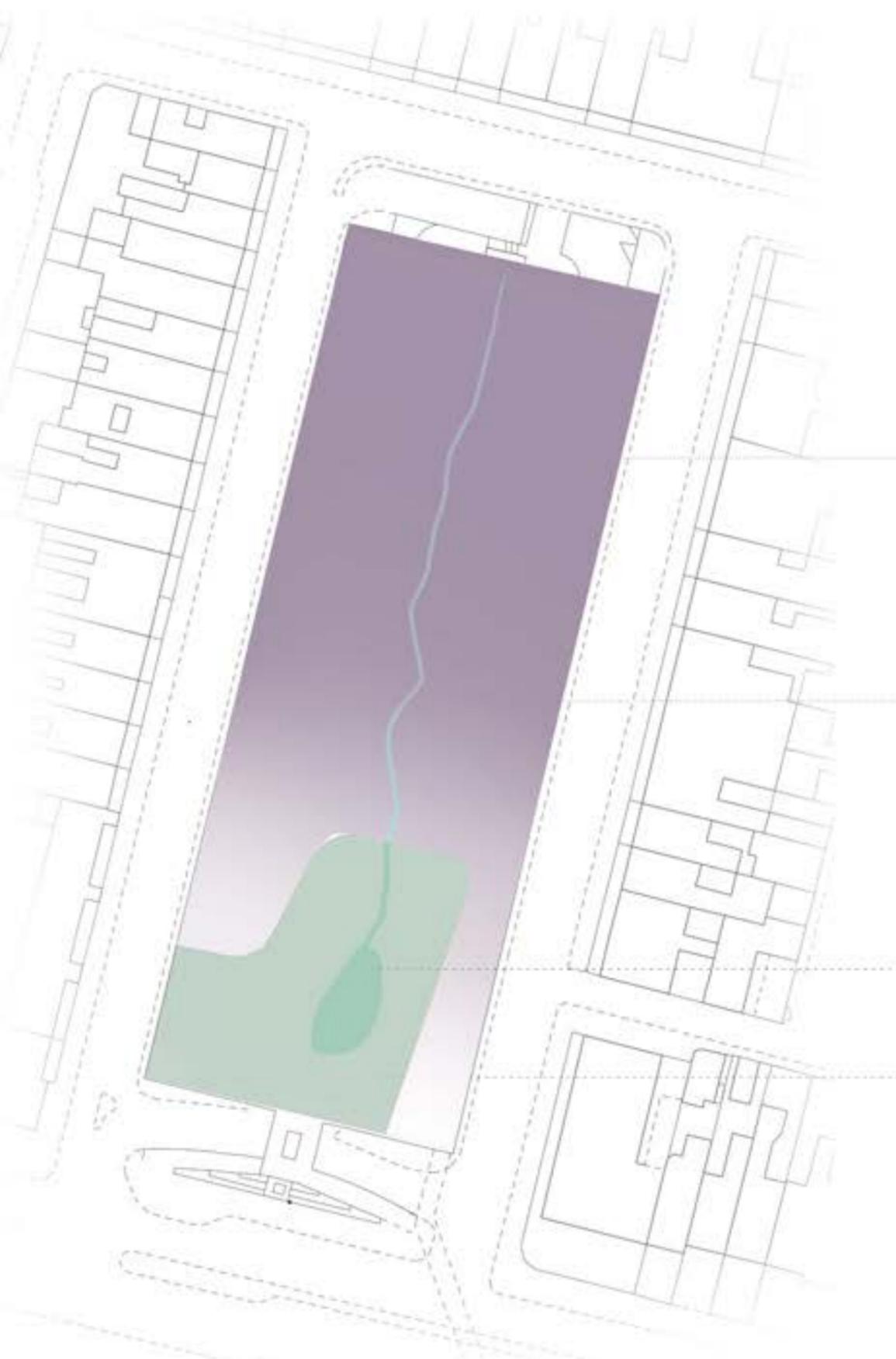


PLAN SCALE 1:500



SKETCH MODEL

# RECREATION OF HABITATS



## FOREST

Recreating the forest environment with the trees and plants characteristic for Sussex area. This is inspired by The Wild Trust's project called West Weald Landscape Project which is trying to preserve and recreate the forest that is present there. It is a vital habitat for many rare species, including very rare bats - 15 out of 18 of UK's species. It is thus important to preserve it. Additionally there is many species of butterflies that are already under threat of becoming endangered. Upper part of the site will be a recreation of the forest environment.

## CHALK STREAM AND POND

Chalk streams are extremely rare in Europe yet we can still find them in Sussex area. They are vital for creating unique environment around them, and the wetland habitat. Due to their rareness and importance for some of the rarest species of insects and plants found here, the stream will be included in the project, going through the forest part and powering the pond which will be located in wetland part.

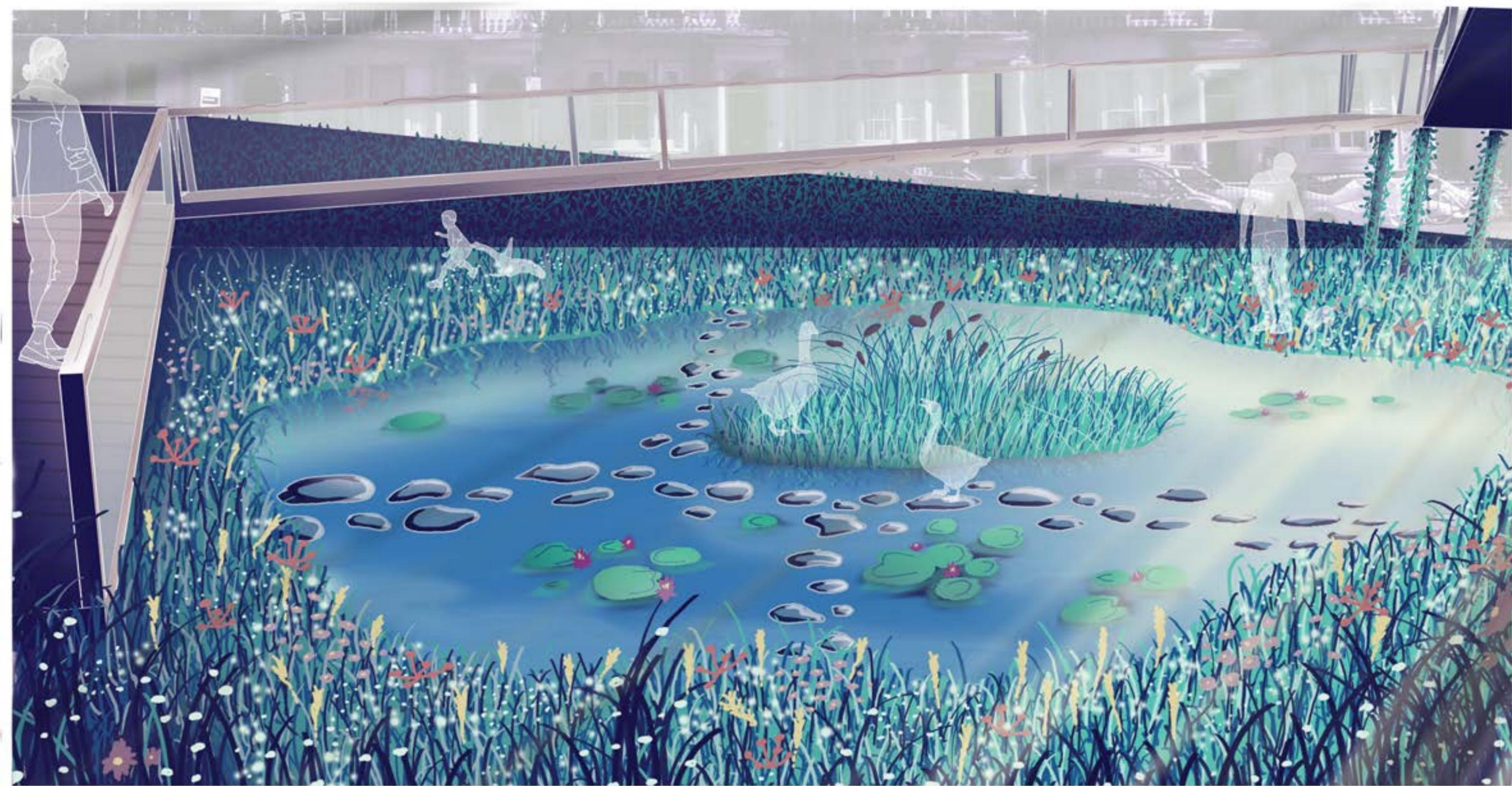
## WETLAND

Wetlands are very popular in Sussex area. They are very important as they are rich with rare plants and are full of animal life. Especially South Downs area created a very significant and unique wetland habitat, which is one of a kind. That is why part of the site will be recreation of wetland environment, to show people the uniqueness of it and importance of preserving it. It would be helpful for researchers to study it further as well.

Showing which part of the site would be used to recreate and preserve the unique habitats for Sussex area.

The decision of which habitats to incorporate in my project was based on the importance and rareness of those habitats in the UK, according to The Wild Trust website.

# WETLAND



Wetland habitat re-created in lower part of the site

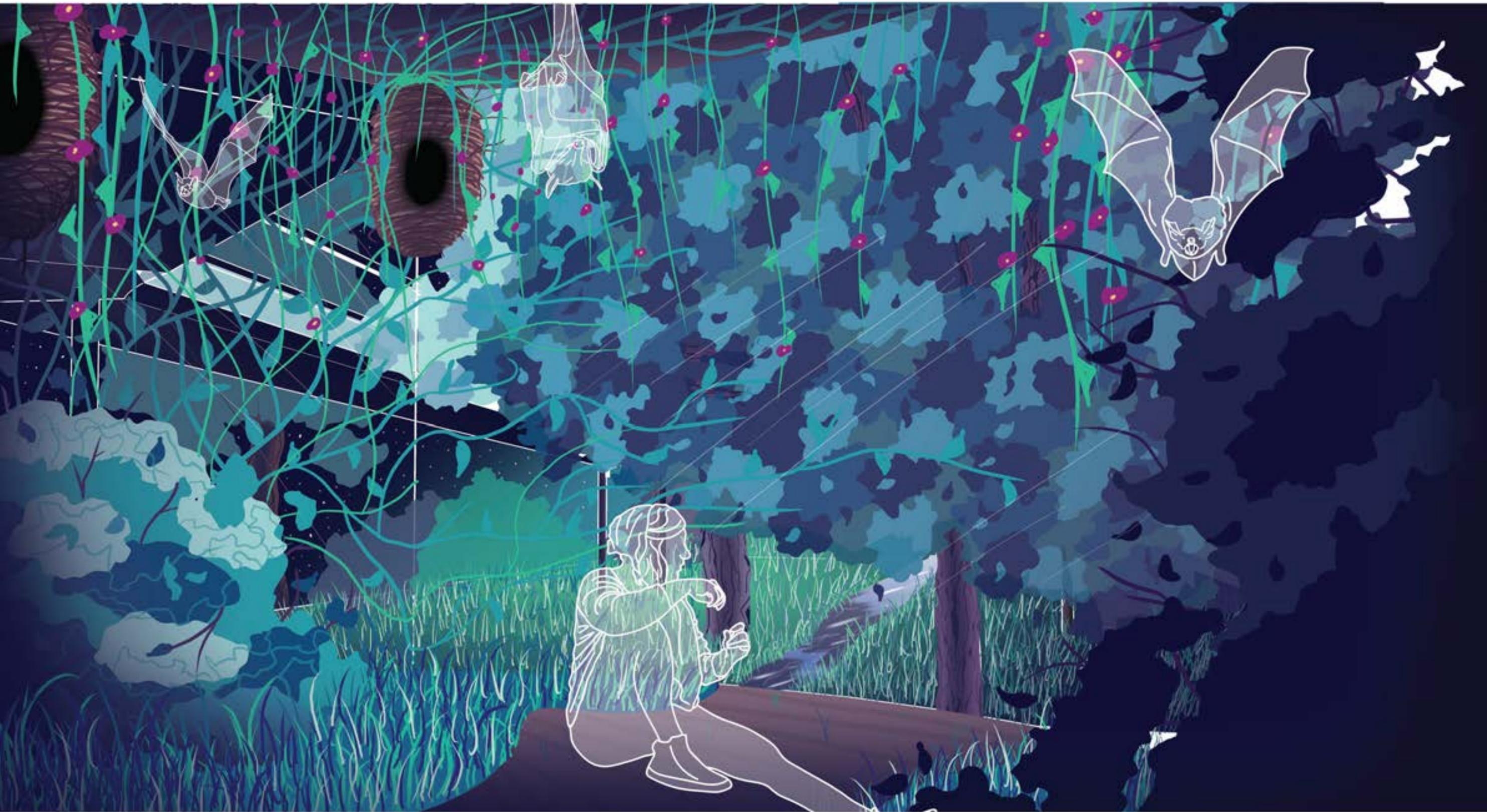
## THE RAMP



The walkway through the forest environment created in further parts of the site

## THE BAT ROOM

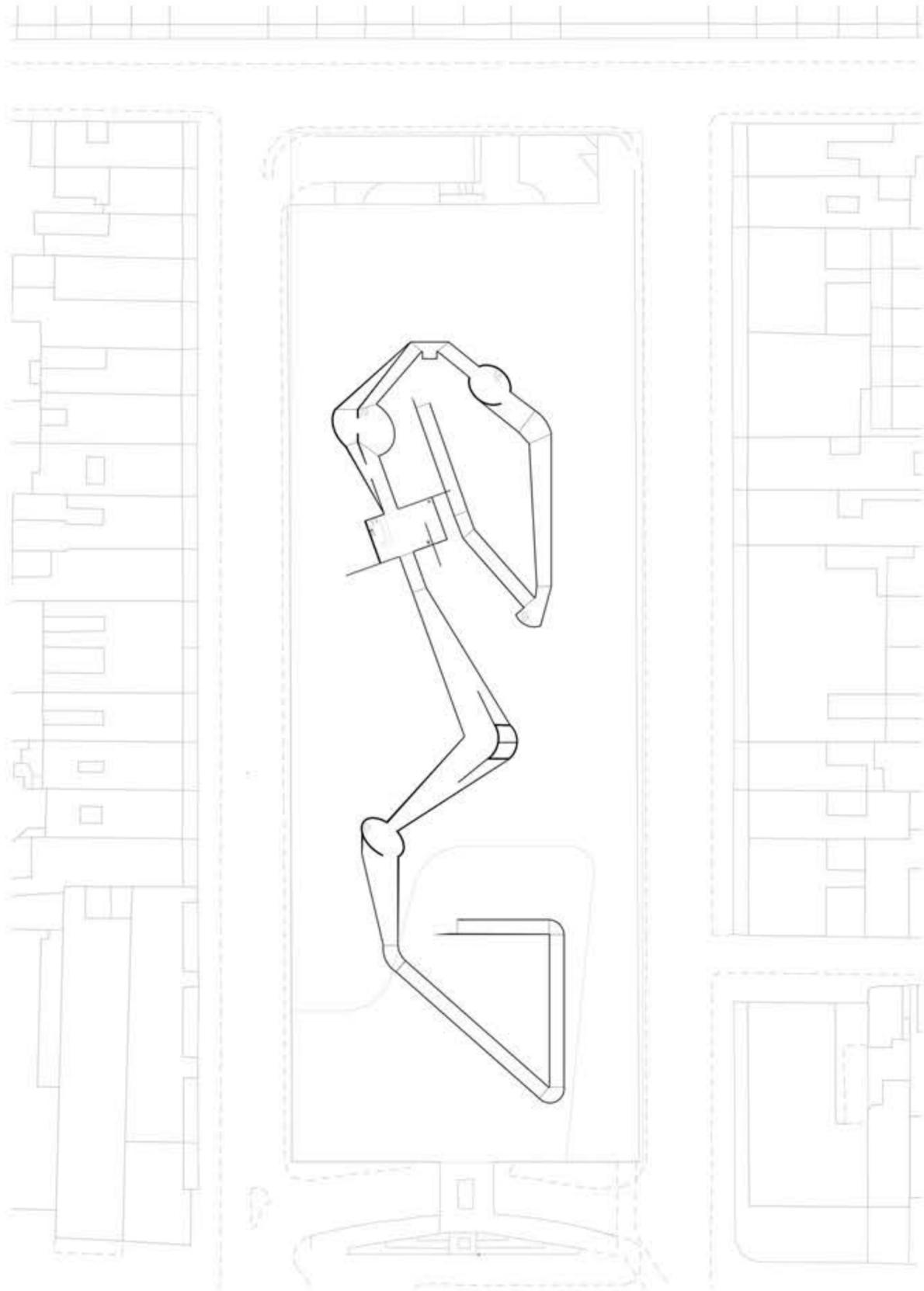
( 'LECTURE' SPACE )



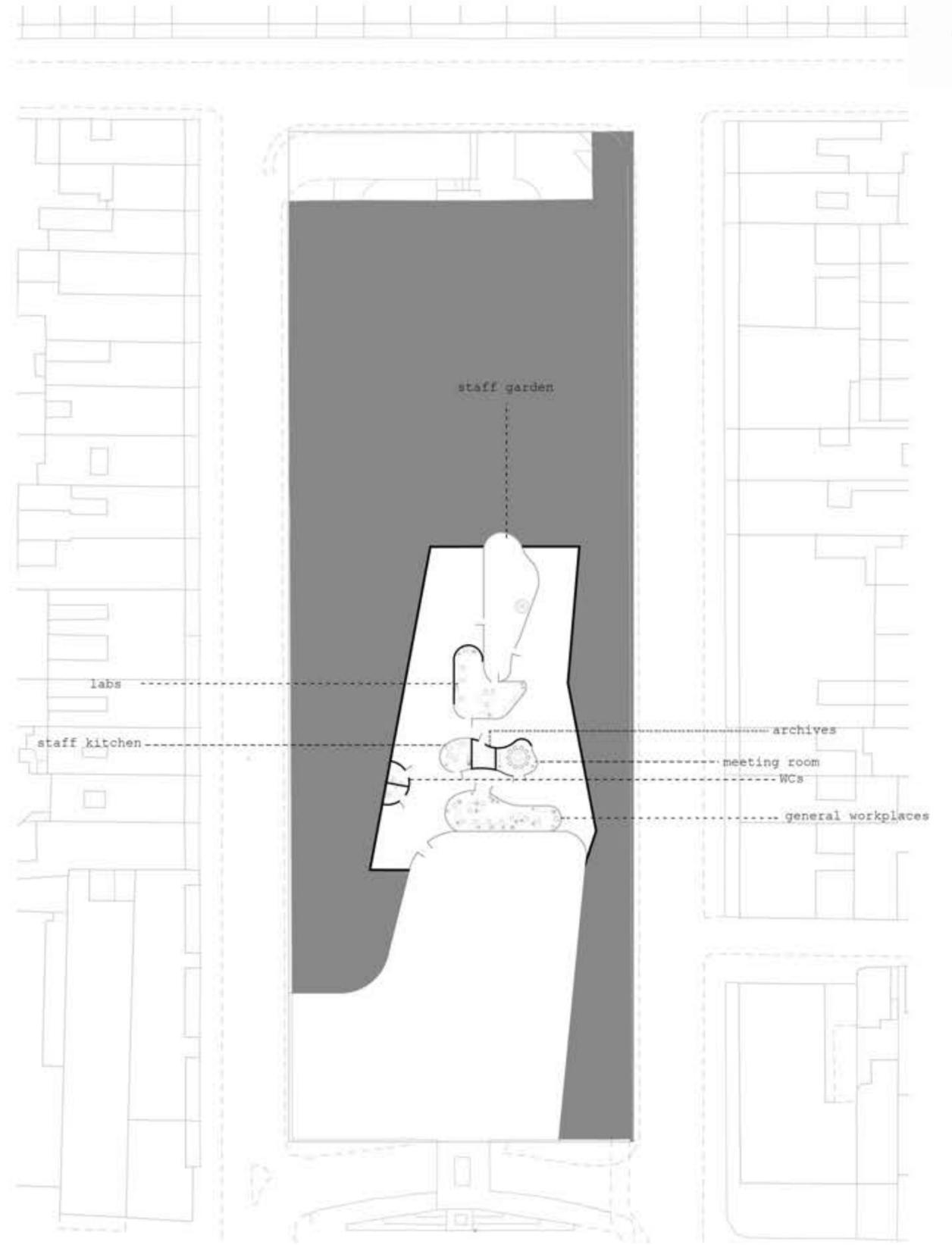
The inside of The Bat Room which also serves as non-conventional lecture space - guided by trained member of staff, the guests could learn about natural habitats of UK's bats, especially the ones living in Sussex areas.

# DEVELOPMENT STAGE 5

PLAN SECTIONS SCALE 1:500



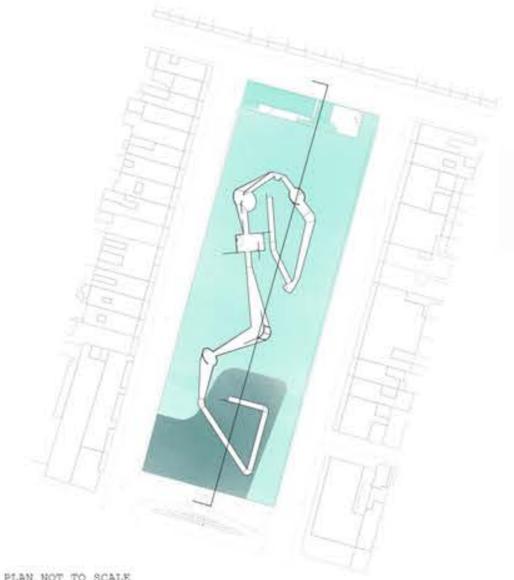
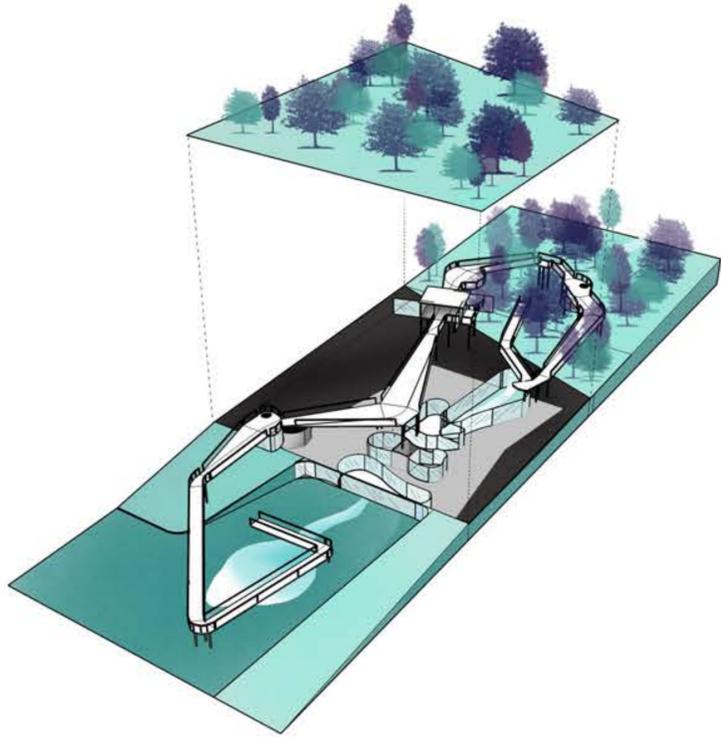
PLAN OF THE RAMP



PLAN OF UNDERGROUND WORKPLACES

# DEVELOPMENT STAGE 5: LONG SECTION

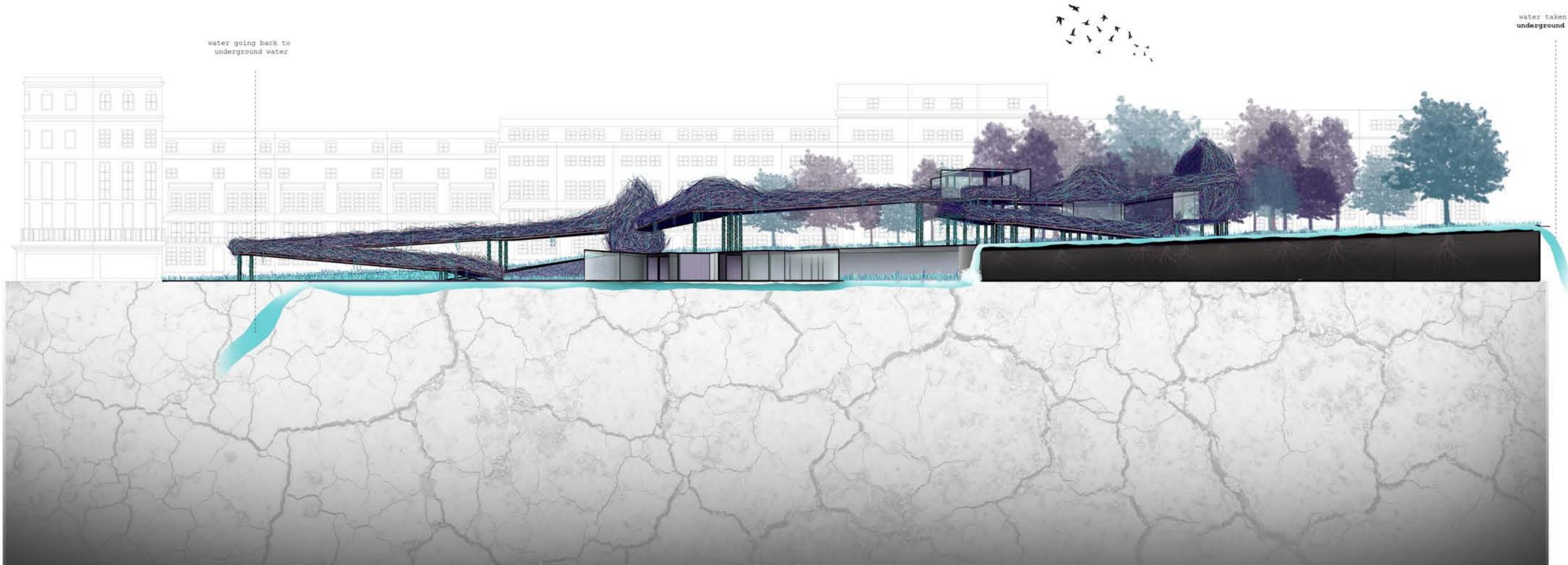
SECTION SCALE 1:200



PLAN NOT TO SCALE

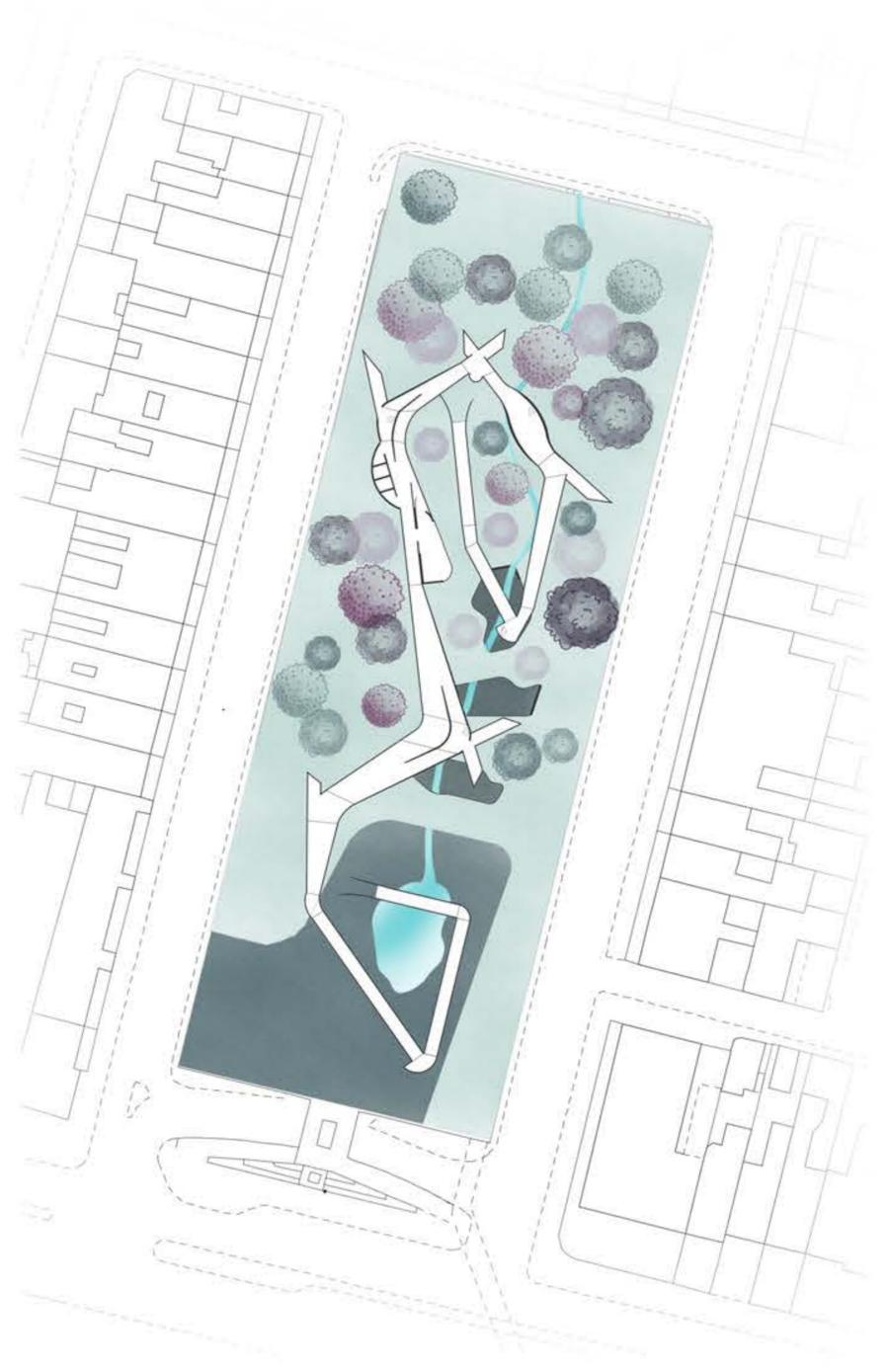
water going back to underground water

water taken from underground waters



# DEVELOPMENT STAGE 6: PLAN SECTIONS

SCALE 1:500



THE RAMP



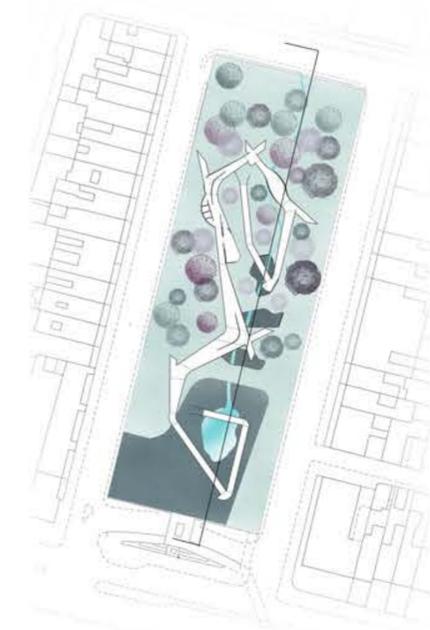
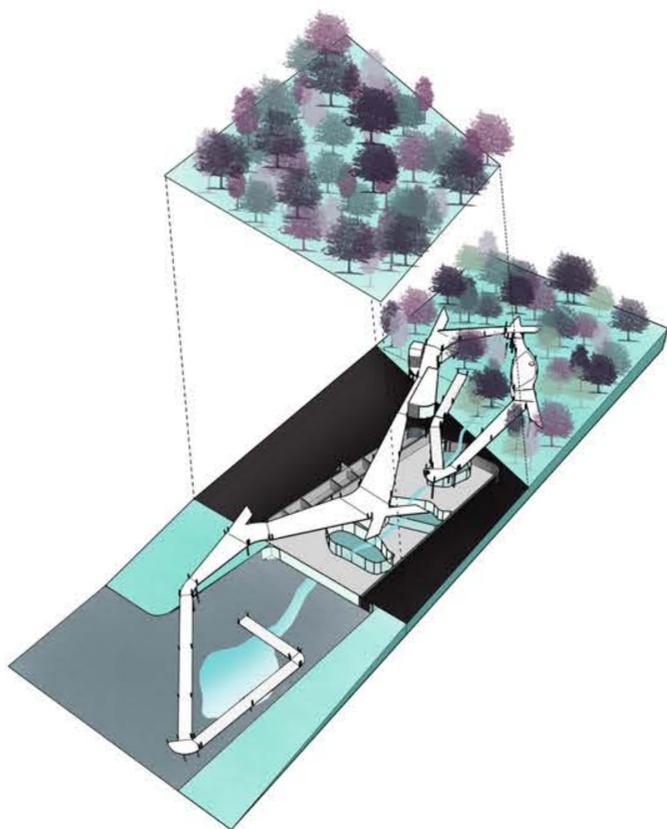
UNDERGROUND WORK SPACES



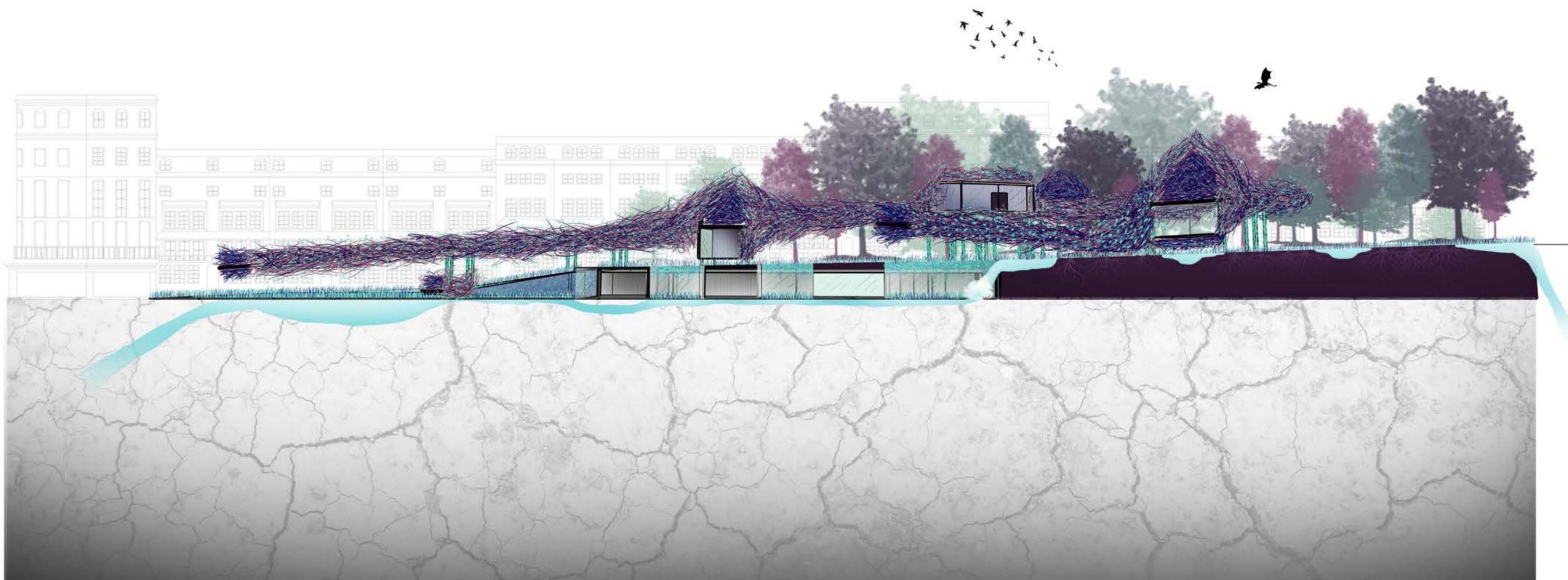
- archives
- staff kitchen
- WCs
- locker/changing room
- utilities room
- chill corner
- labs
- meeting space
- general workspace

**DEVELOPMENT STAGE 6: LONG SECTION**

SECTION SCALE 1:200

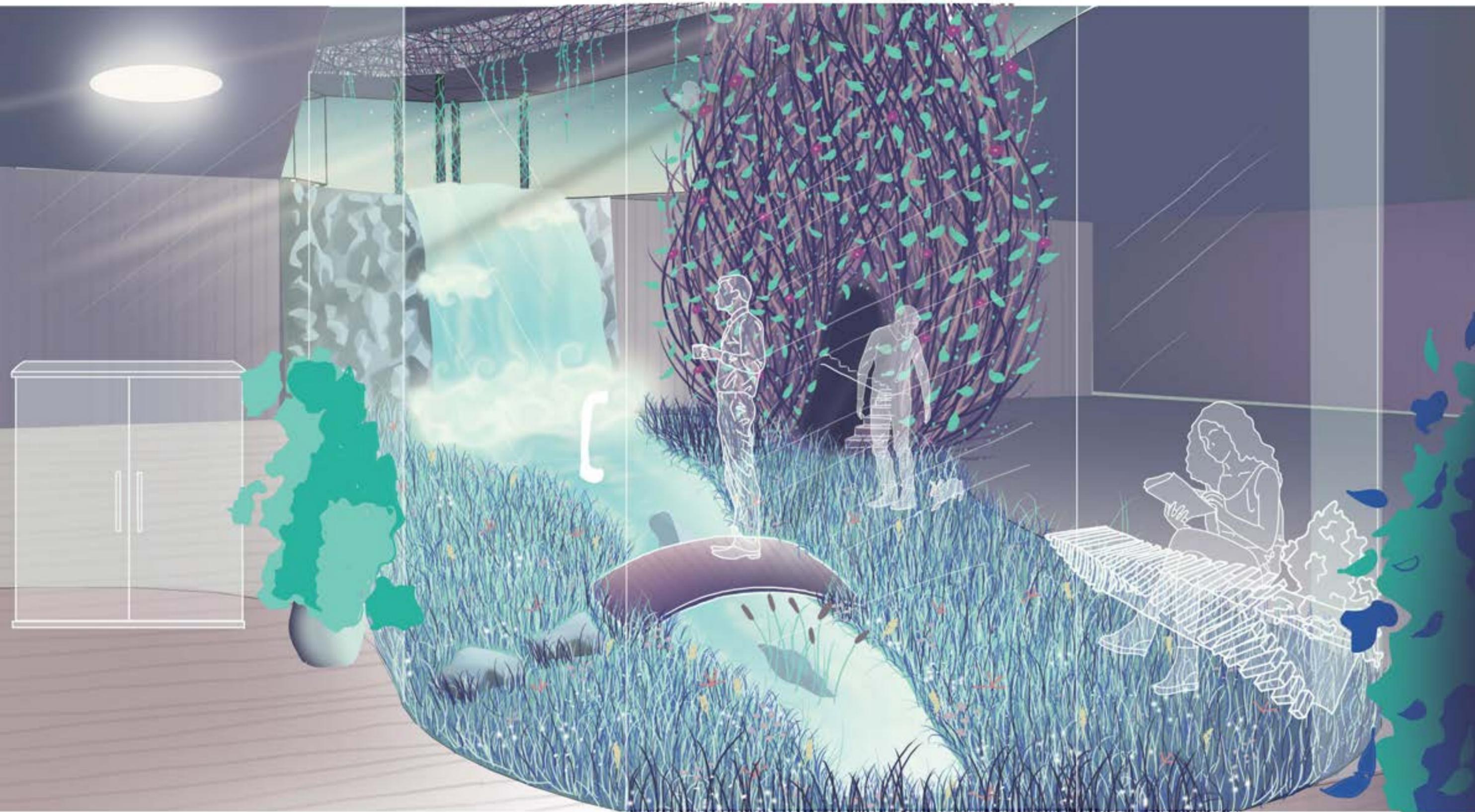


PLAN NOT TO SCALE



## THE WORKSPACES

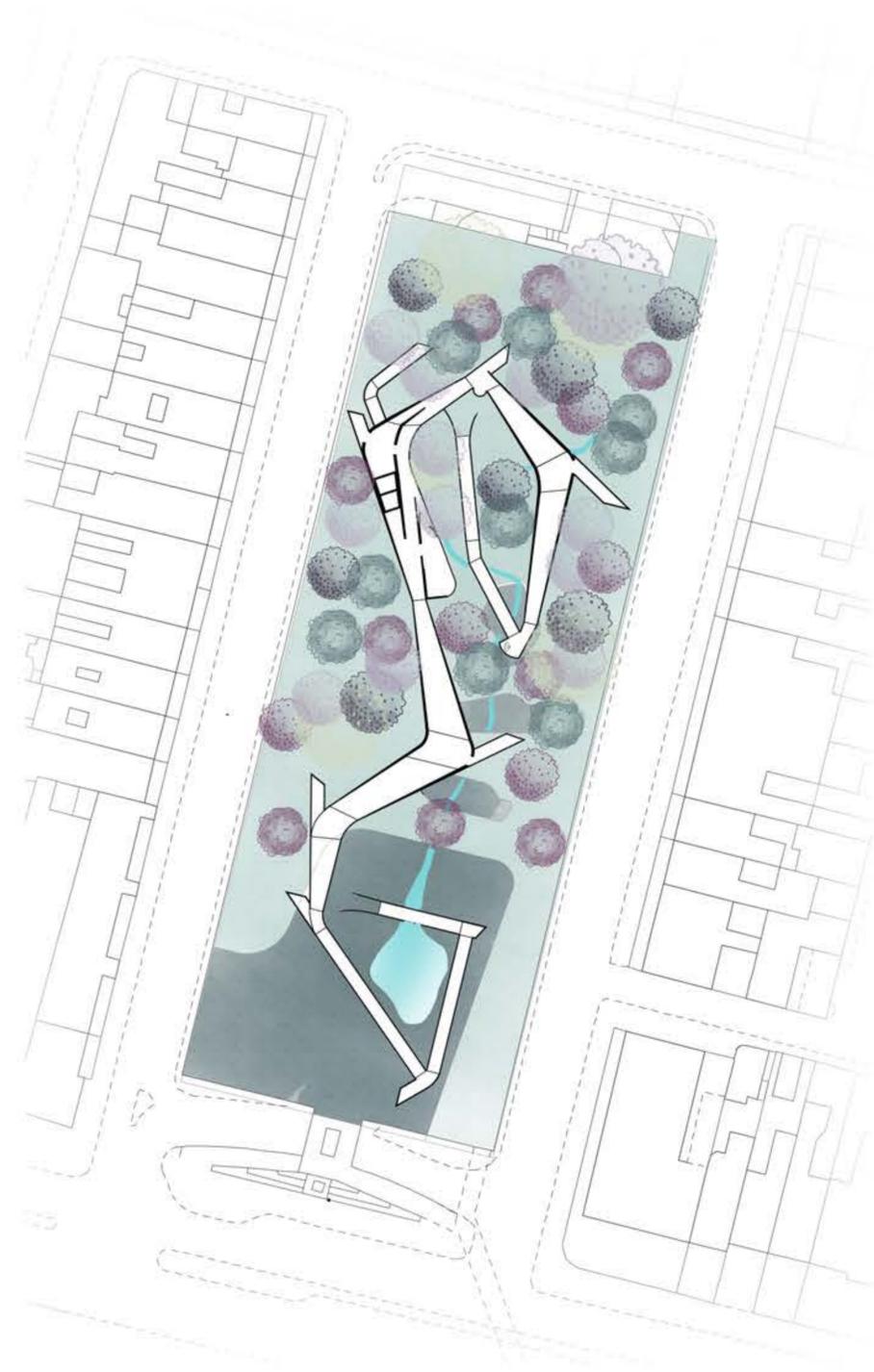
### GARDENS



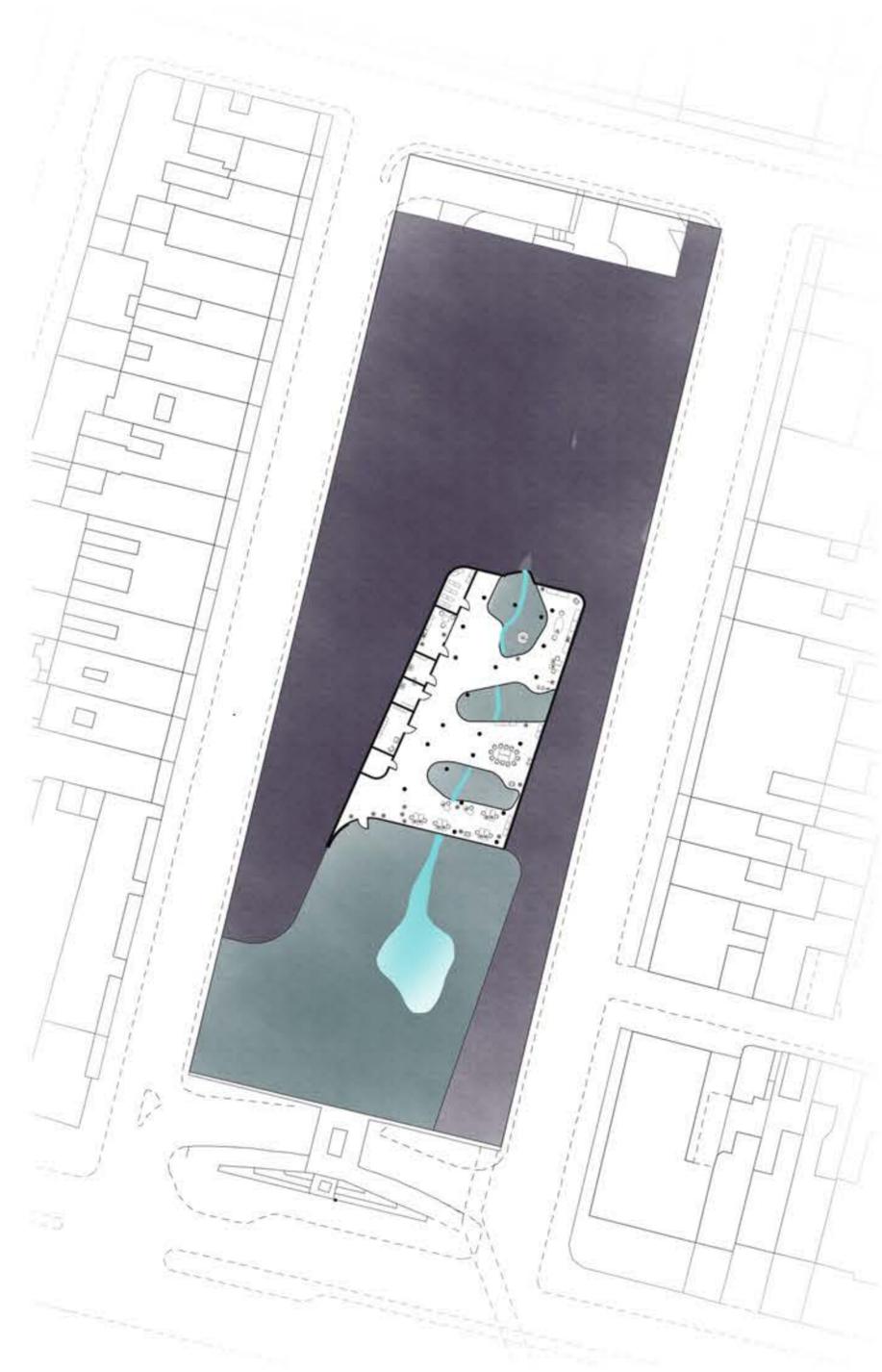
In the workspaces underground, the gardens play vital role - those are spaces to relax and study. They also directly connect underground private sphere with the public one on upper level, yet the visitors have no access to it.

**DEVELOPMENT STAGE 7: PLAN SECTIONS**

SCALE: 1:500



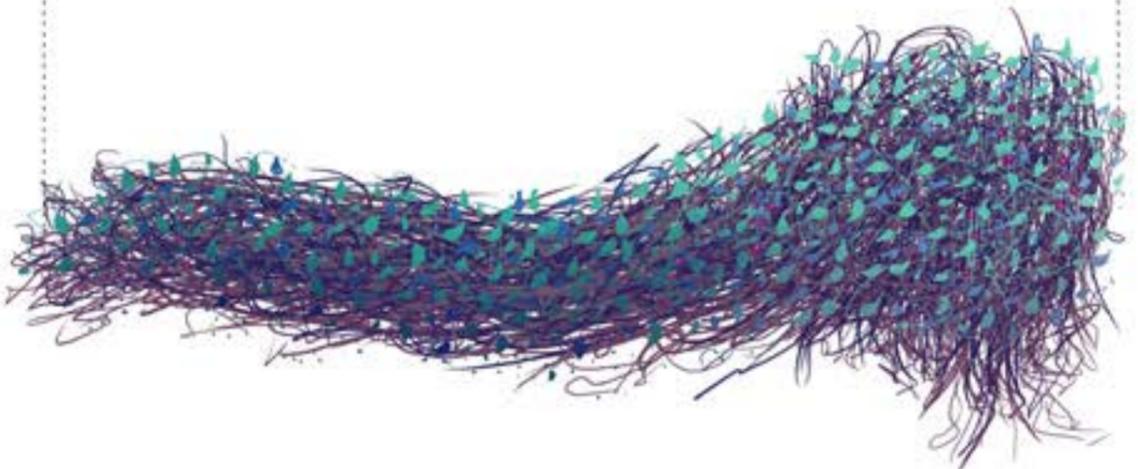
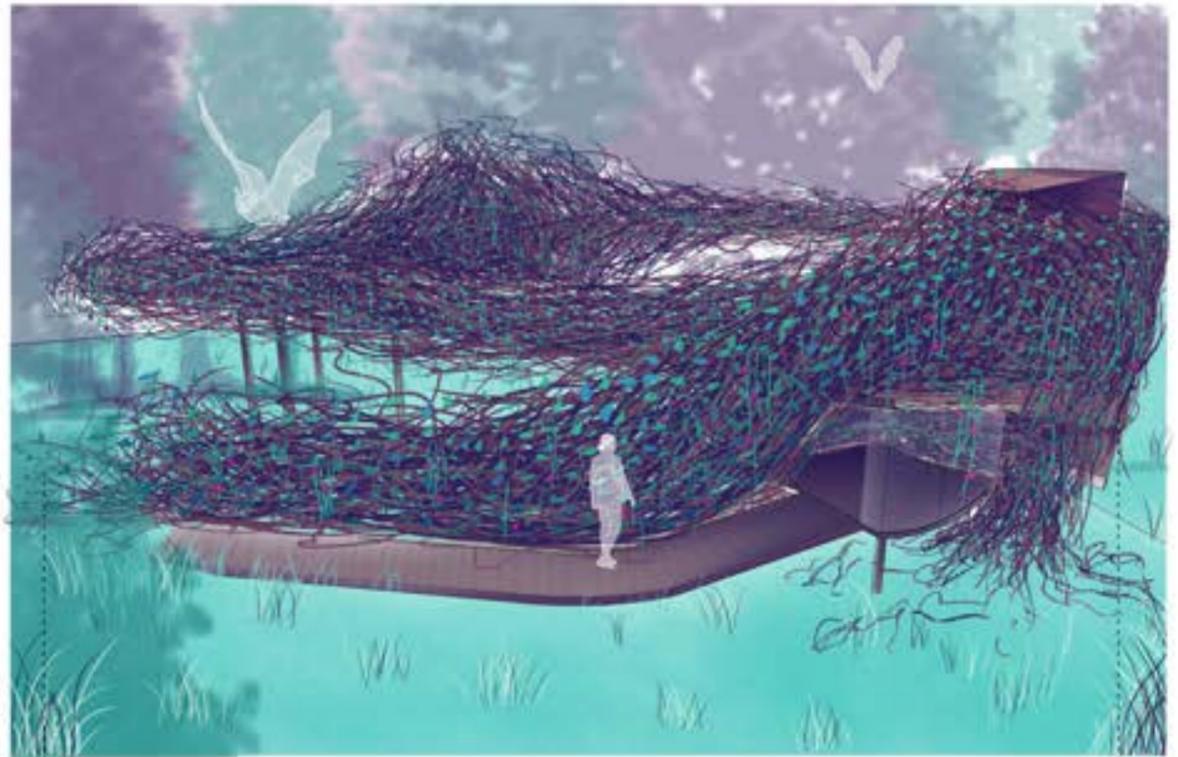
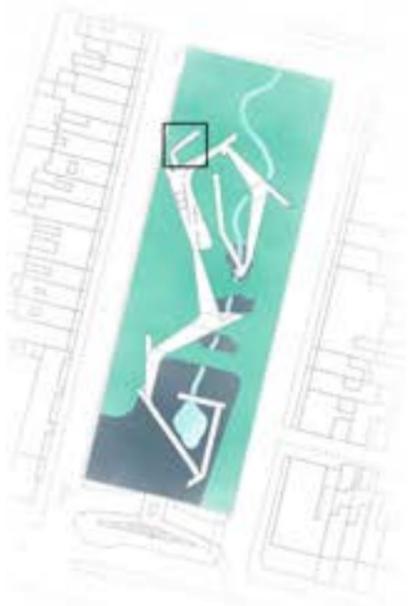
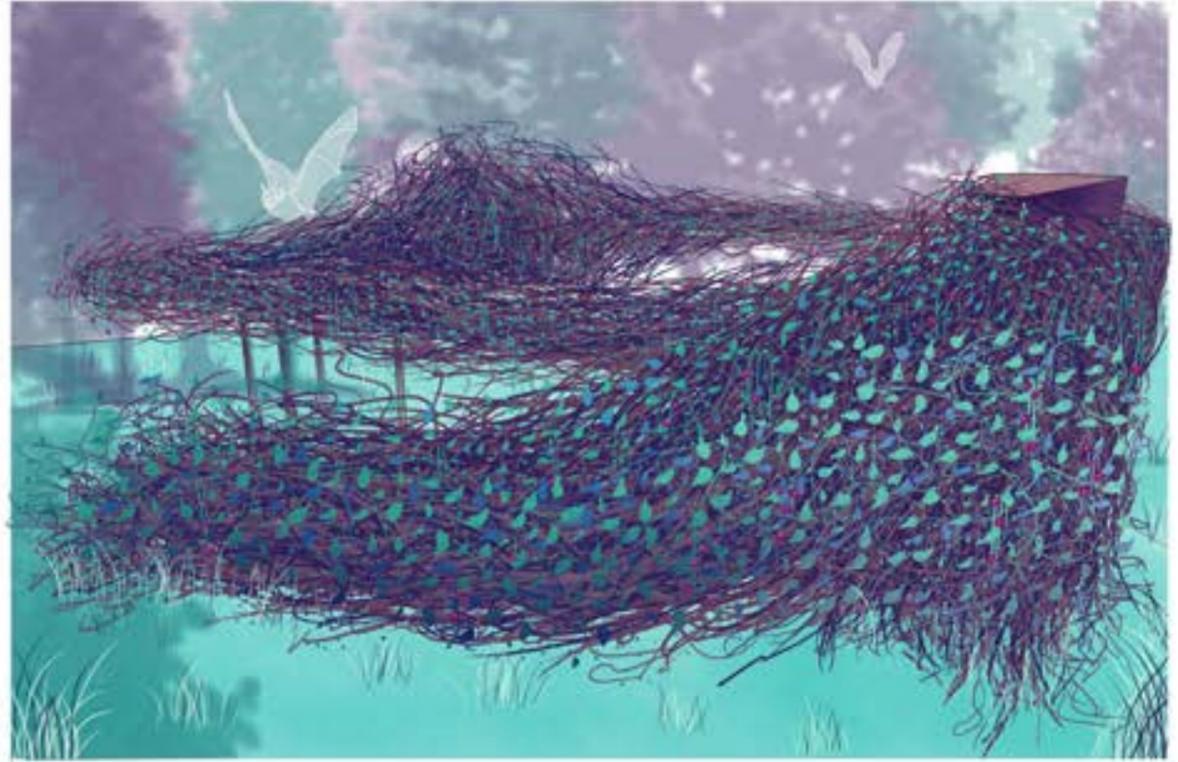
THE RAMP



UNDERGROUND WORKPLACES

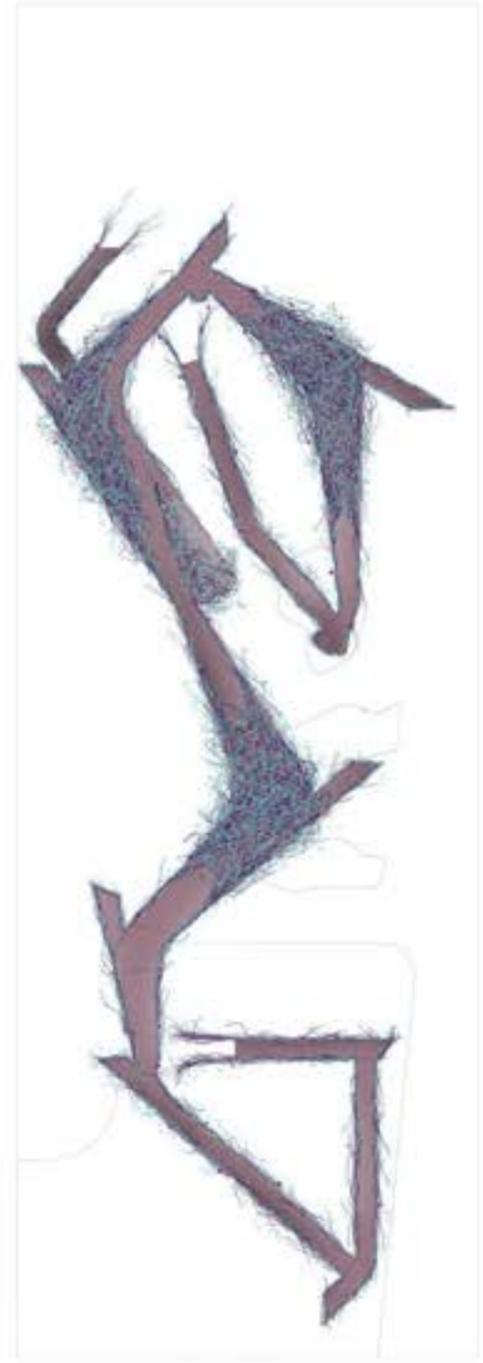
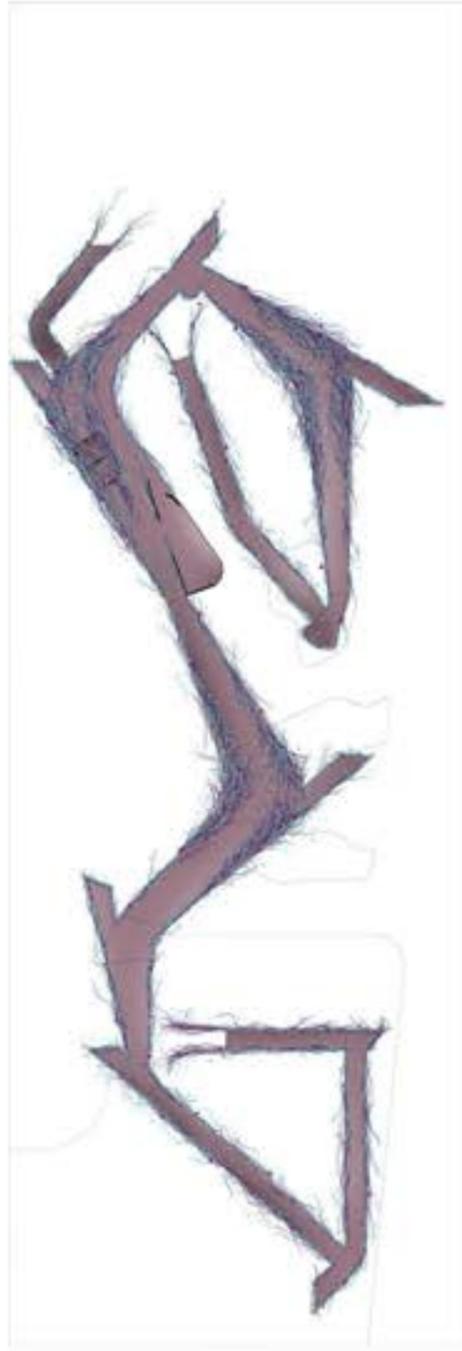
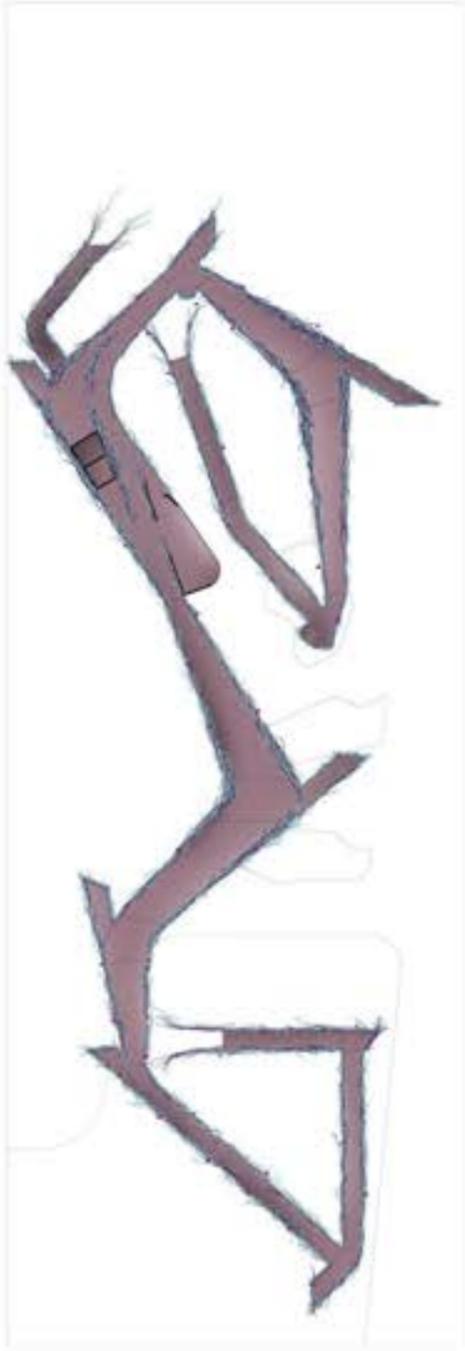


**DEVELOPMENT STAGE 7:**  
LIBRARY ENTRANCE



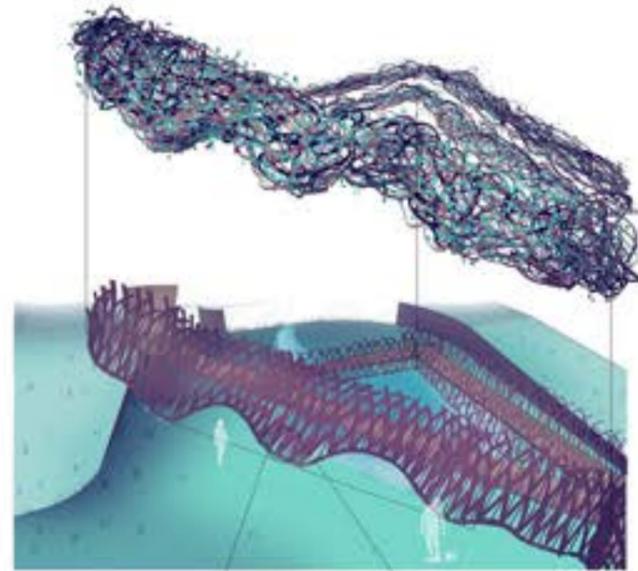
Another entrance gives more freedom for people who came to just see the library content/exhibition - it creates a shortcut

## NEST ON THE RAMP

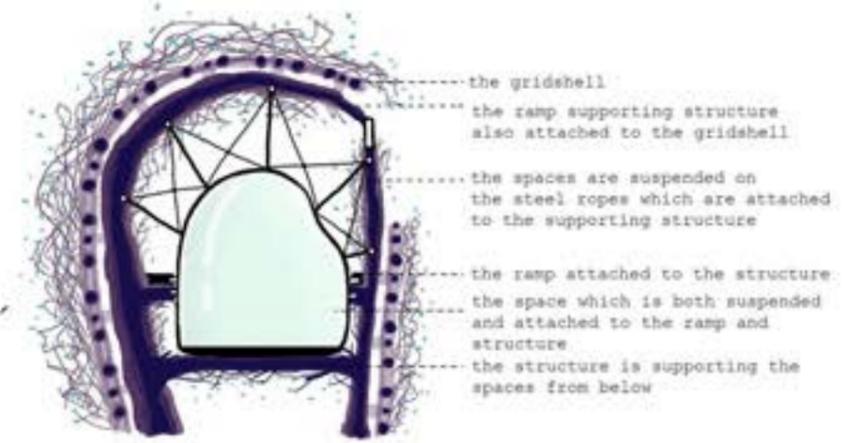


The "nest" plays a role of handrail as well as walls and roof on some bits, covering the entrances to certain spaces like library, bat room, workshop room and the toilets. It's a part of the ramp. It goes around it, with it and below it.

# DEVELOPMENT STAGE 8: SUPPORTING RAMP STRUCTURE



THE GRIDSHELL



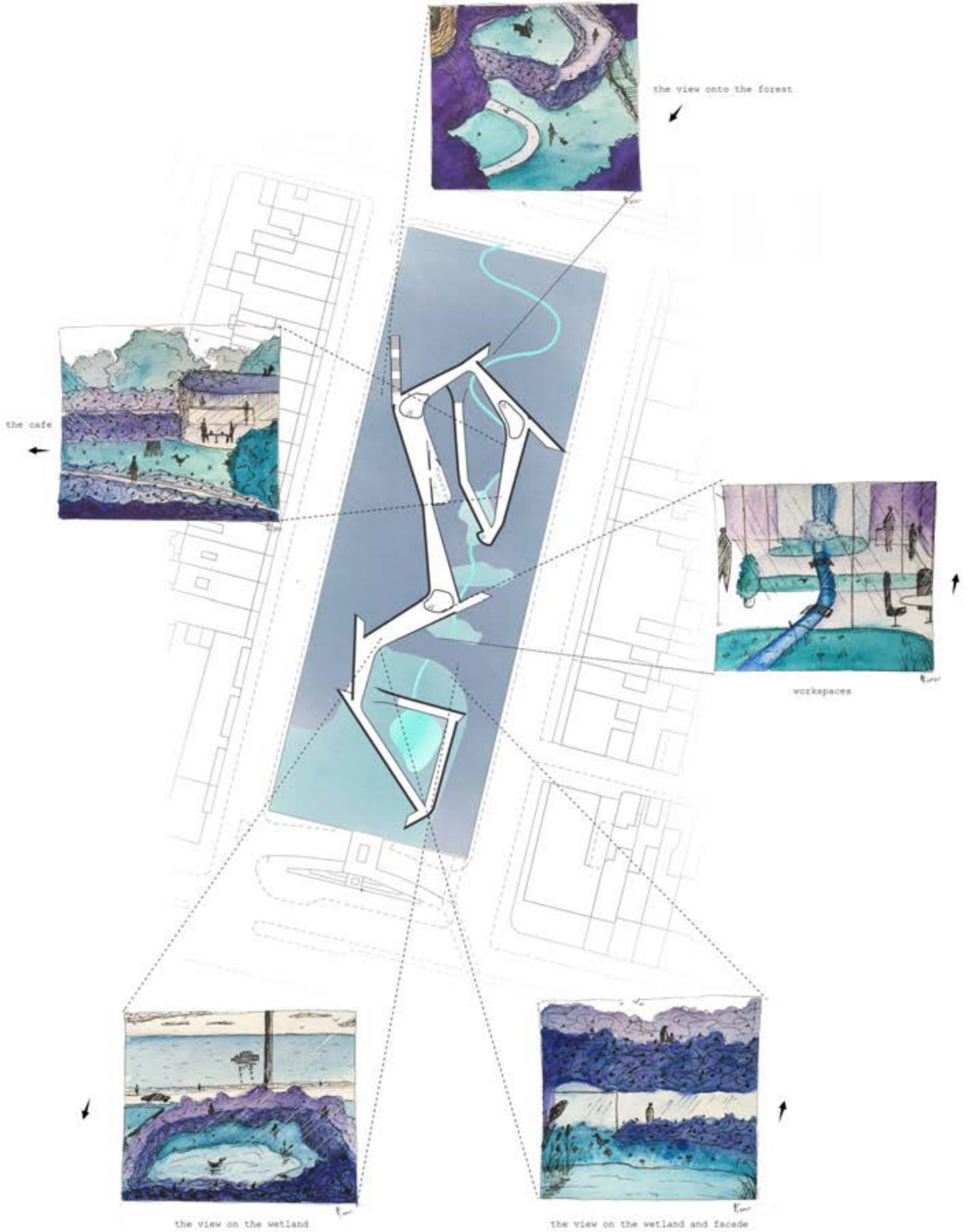
WITH SUSPENDED SPACES



WITHOUT SUSPENDED SPACES

# DEVELOPMENT STAGE 8: SKETCH VISUALS

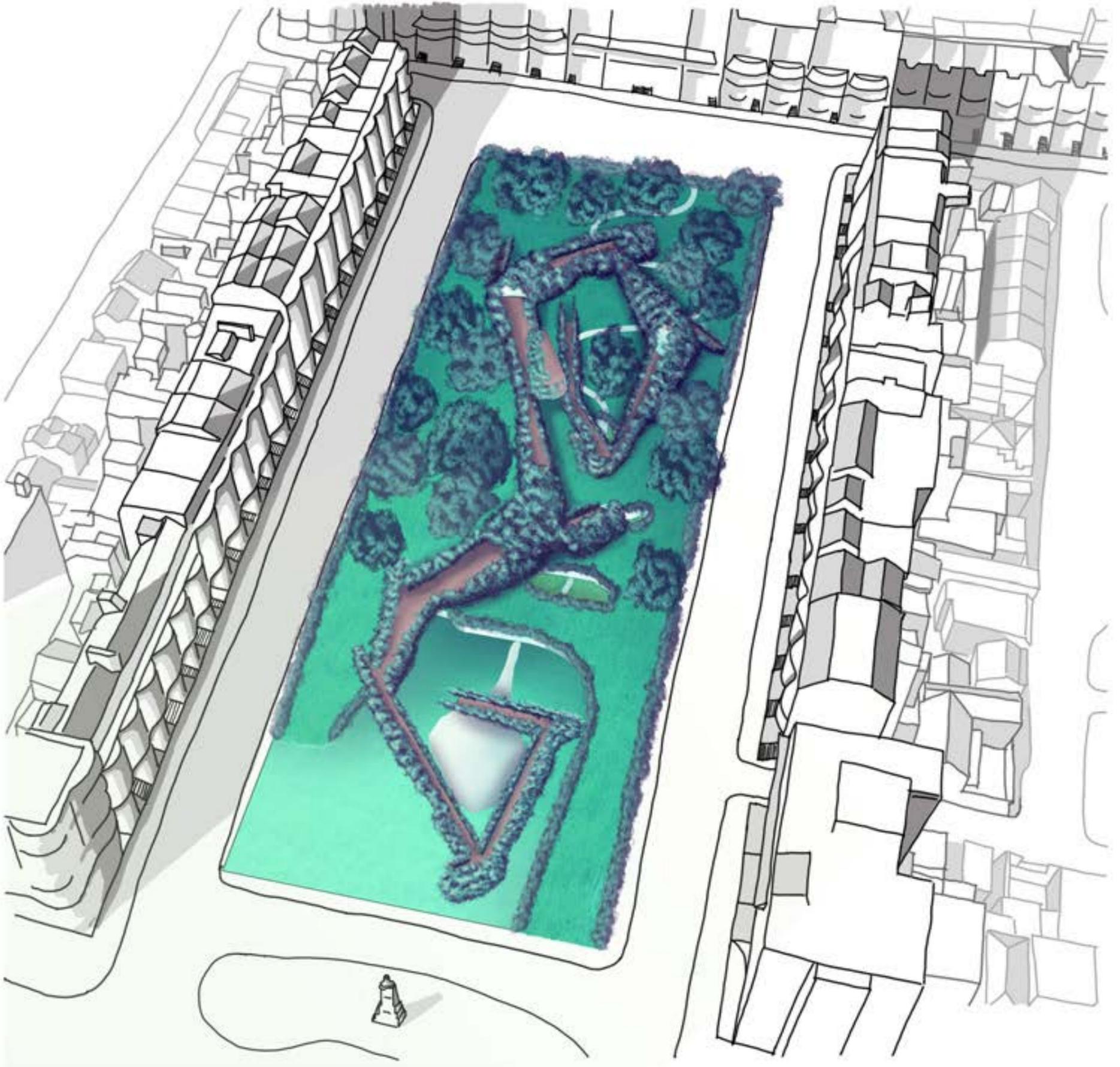
NOT TO SCALE



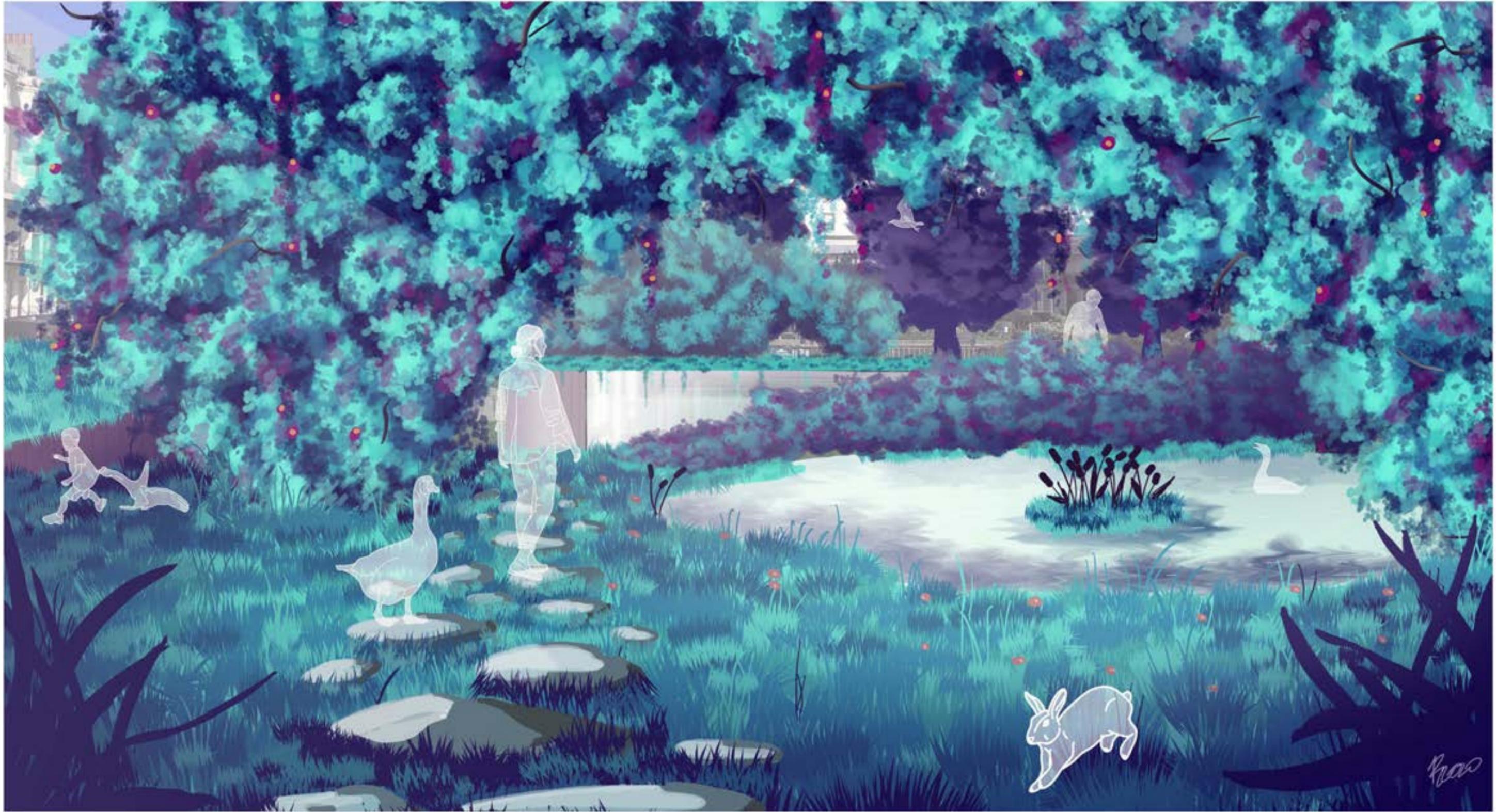
The arrows indicate from which direction one is looking at

## DEVELOPMENT STAGE 8: AERIAL VIEW

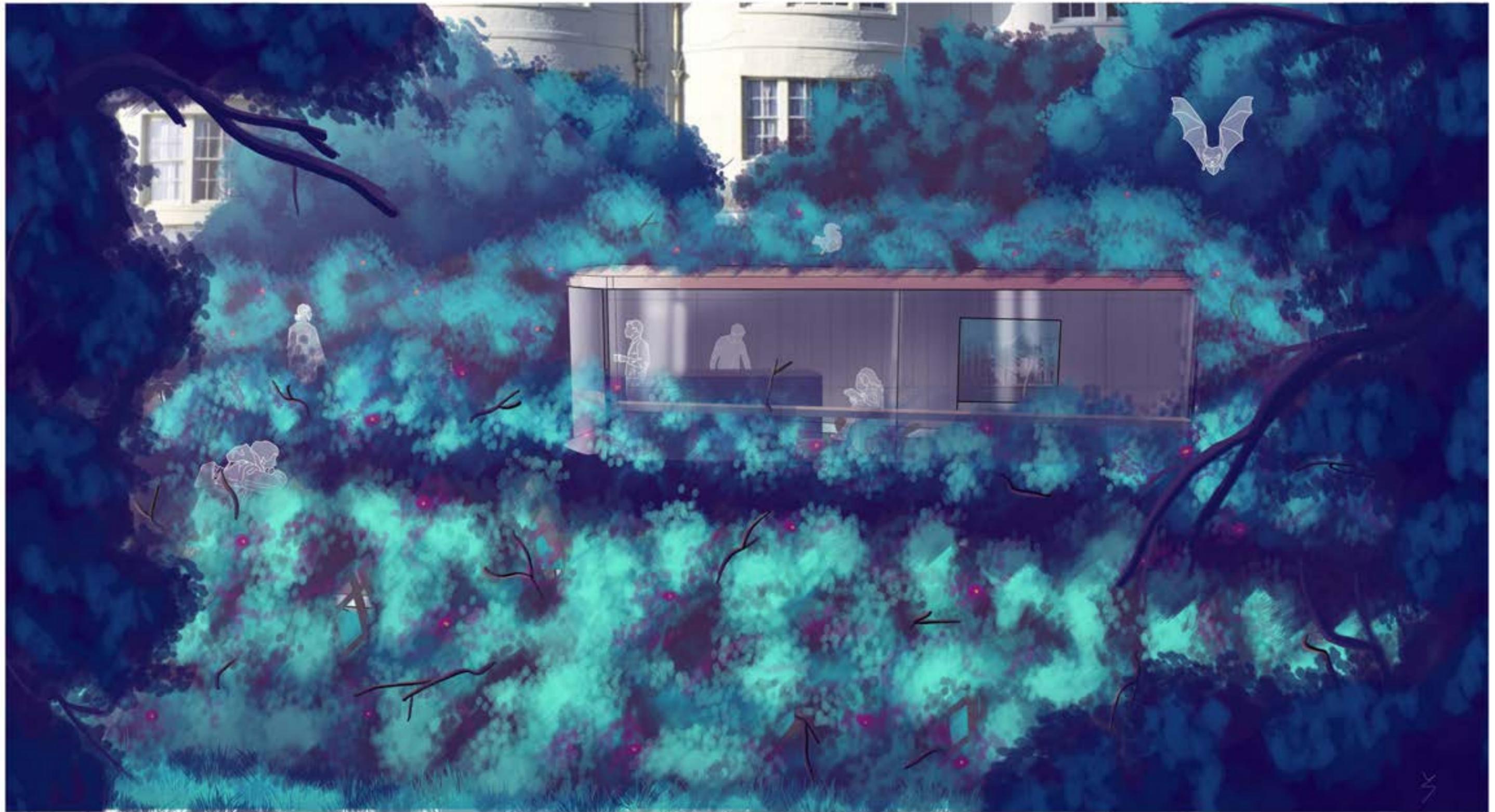
IN THE CONTEXT



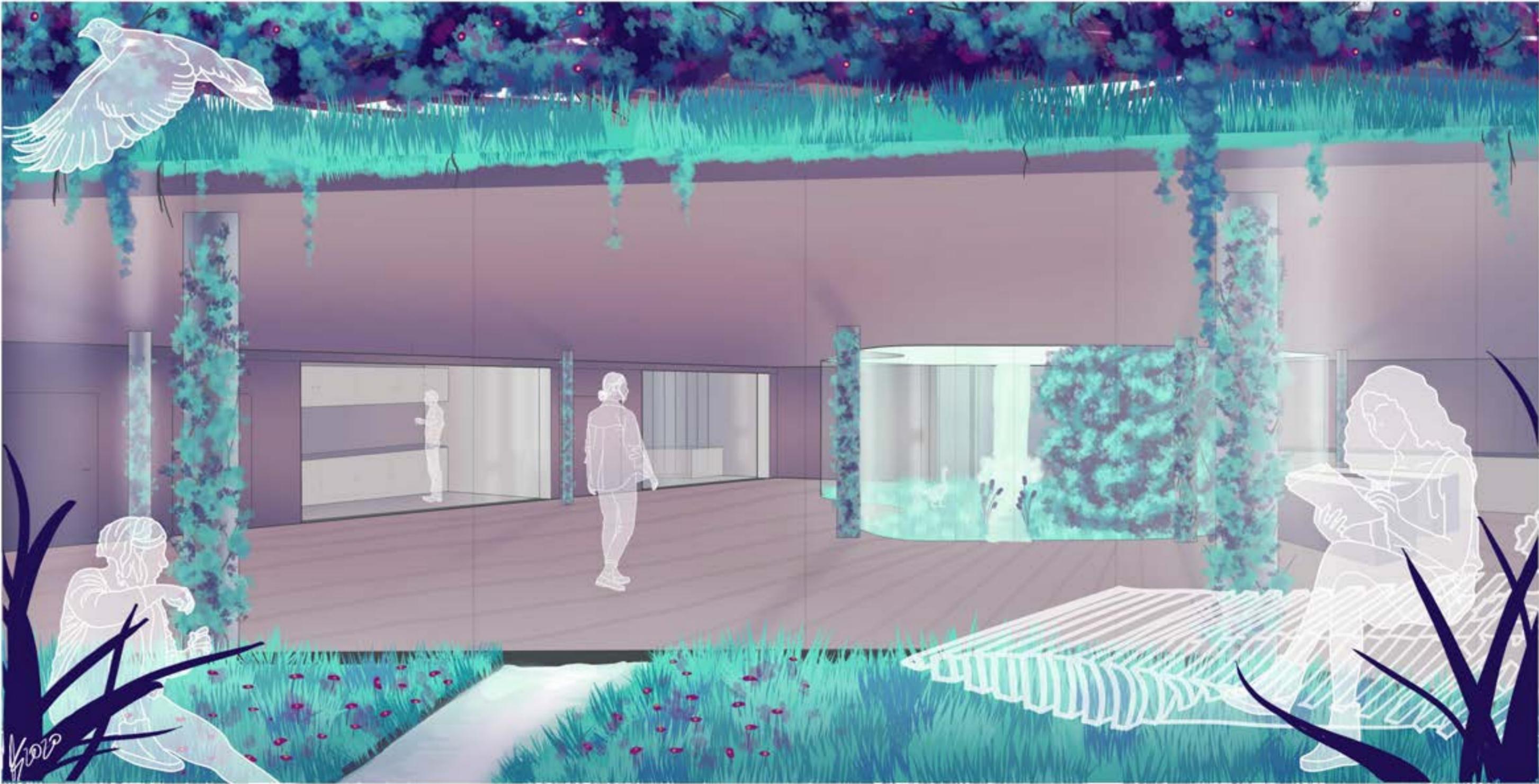
The building shown on the site, Regency Square.  
It is a general presentation, not detailed.  
It shows the location of wetland environment,  
the forest and how the ramp wraps through the site.



The view onto wetland habitat, and the same at the entrance and facade



The view onto the Cafe



The view unto interior of the workplaces underground.

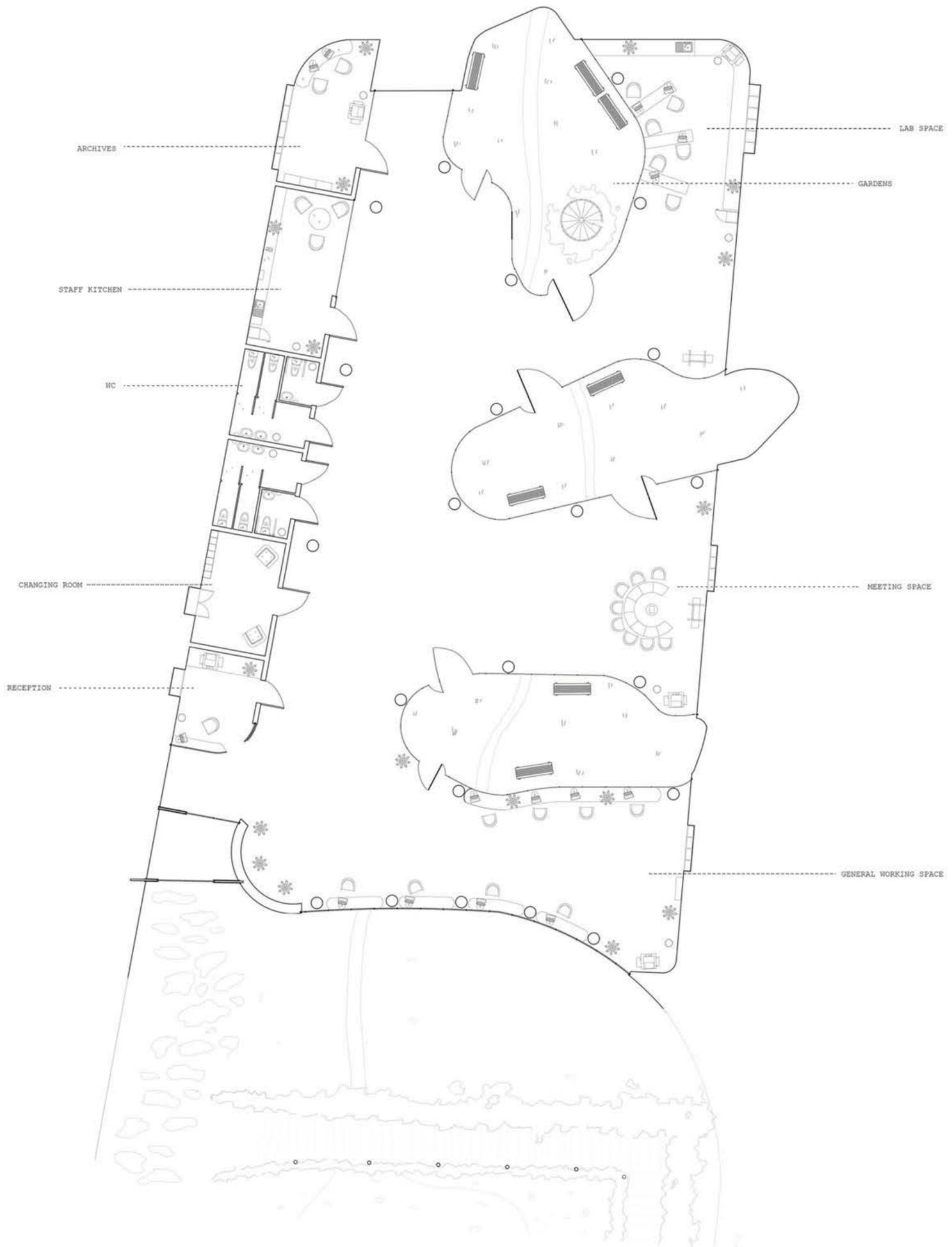


The view onto the forest and the same - another entrance to the ramp

# **FINAL PLANS AND SECTIONS**

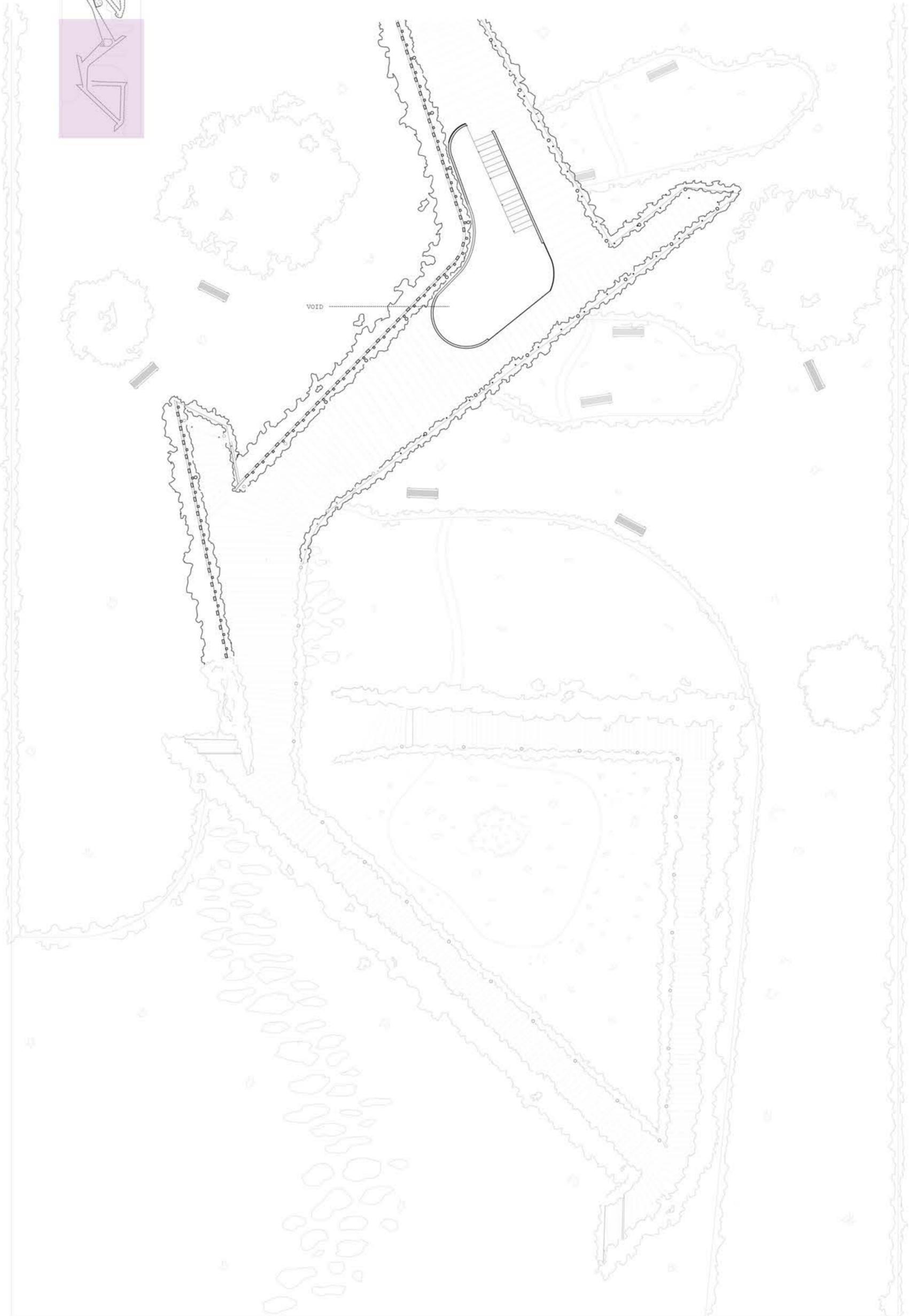
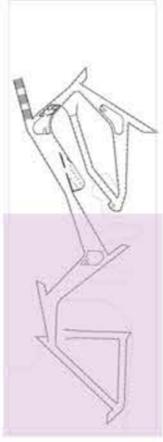
**DEVELOPMENT STAGE 8: SECTION PLAN, WORKSPACES**

SCALE:1:100



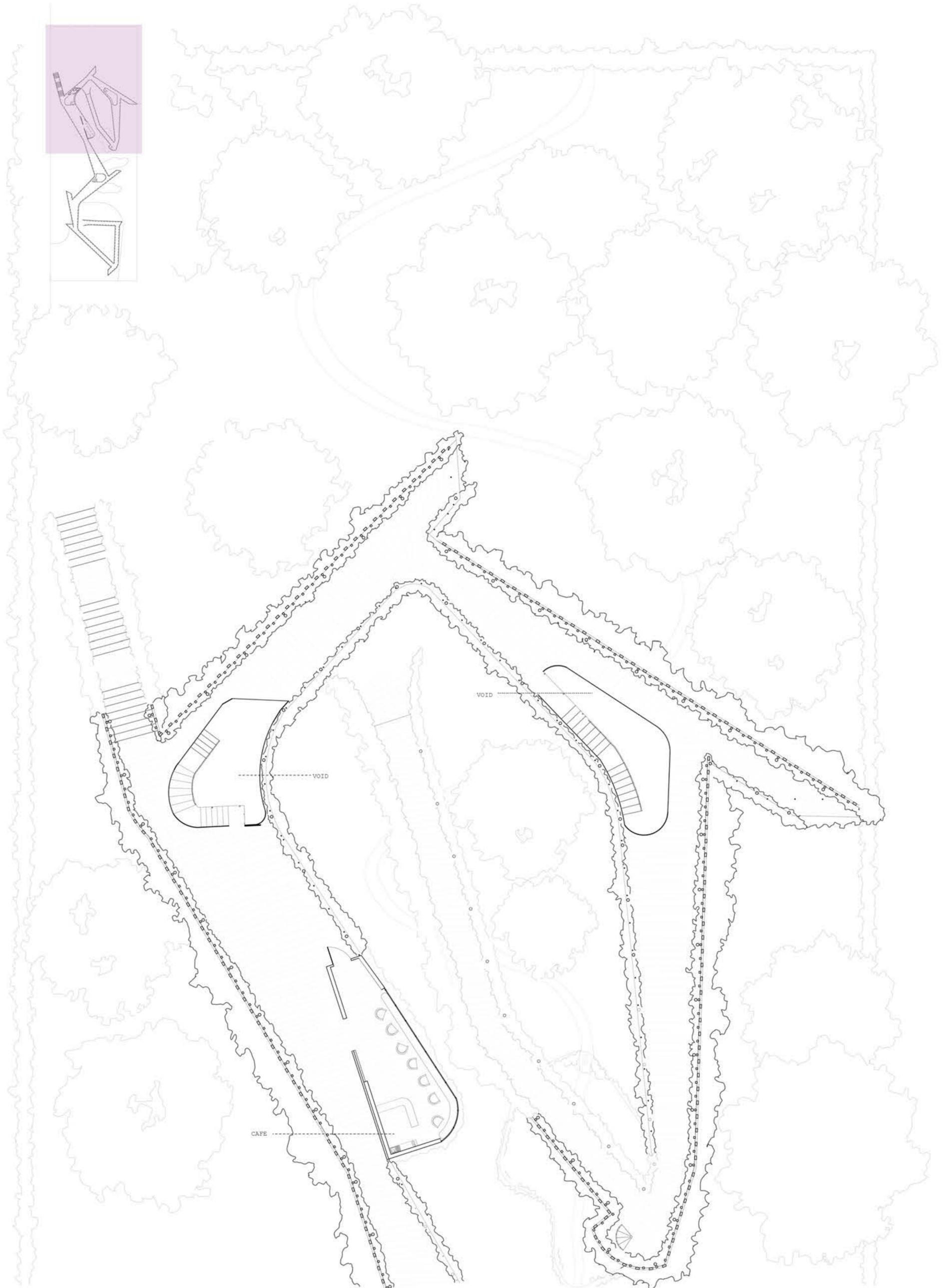
**DEVELOPMENT 8: SECTION PLAN, RAMP, PART 1**

SCALE: 1:100



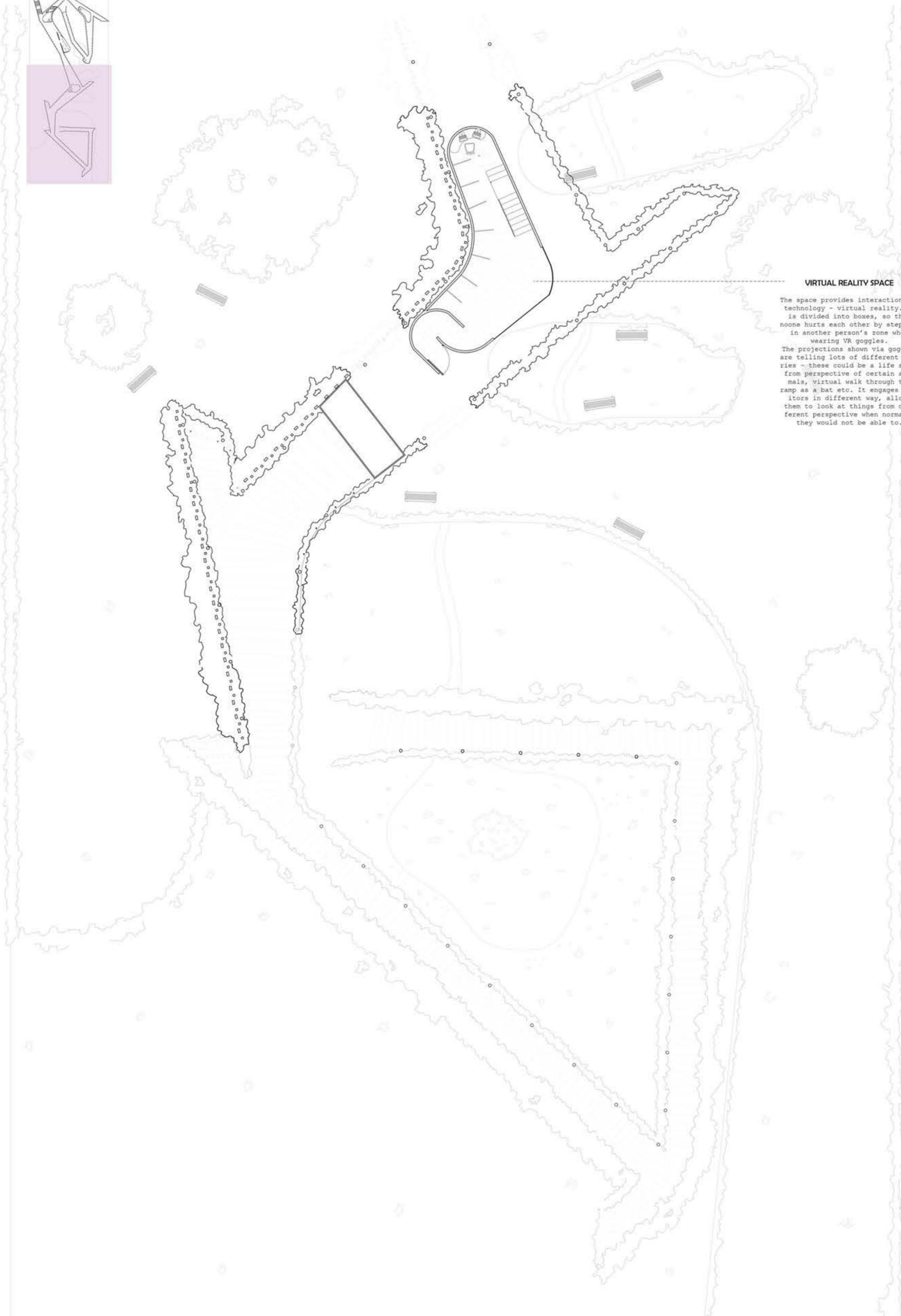
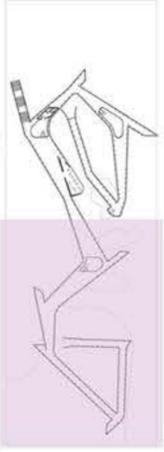
DEVELOPMENT STAGE 8: SECTION PLAN, RAMP, PART 2

SCALE: 1:100



# DEVELOPMENT 8: SECTION PLAN, RAMP, PART 1

SCALE: 1:100



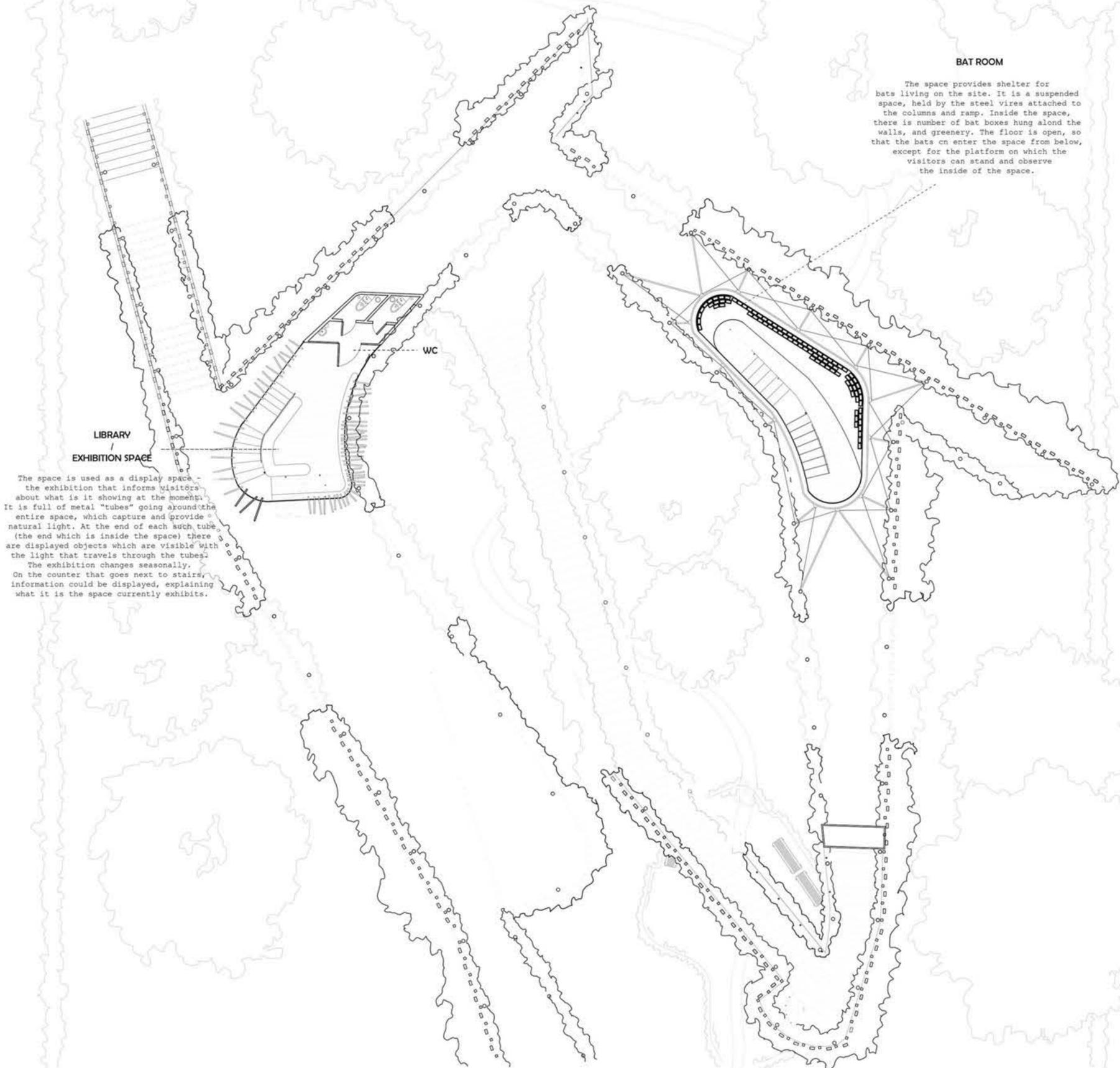
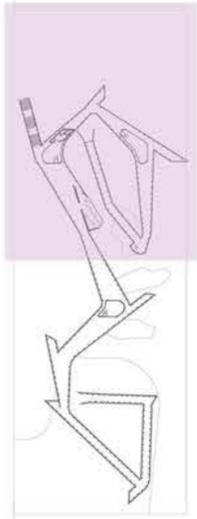
### VIRTUAL REALITY SPACE

The space provides interaction via technology - virtual reality. It is divided into boxes, so that noone hurts each other by stepping in another person's zone when wearing VR goggles.

The projections shown via goggles are telling lots of different stories - these could be a life shown from perspective of certain animals, virtual walk through the ramp as a bat etc. It engages visitors in different way, allows them to look at things from different perspective when normally they would not be able to.

# DEVELOPMENT STAGE 8: SECTION PLAN, SPACES BELOW RAMP, PART 2

SCALE: 1:100



LIBRARY  
EXHIBITION SPACE

The space is used as a display space for the exhibition that informs visitors about what is showing at the moment. It is full of metal "tubes" going around the entire space, which capture and provide natural light. At the end of each such tube (the end which is inside the space) there are displayed objects which are visible with the light that travels through the tubes. The exhibition changes seasonally. On the counter that goes next to stairs, information could be displayed, explaining what it is the space currently exhibits.

BAT ROOM

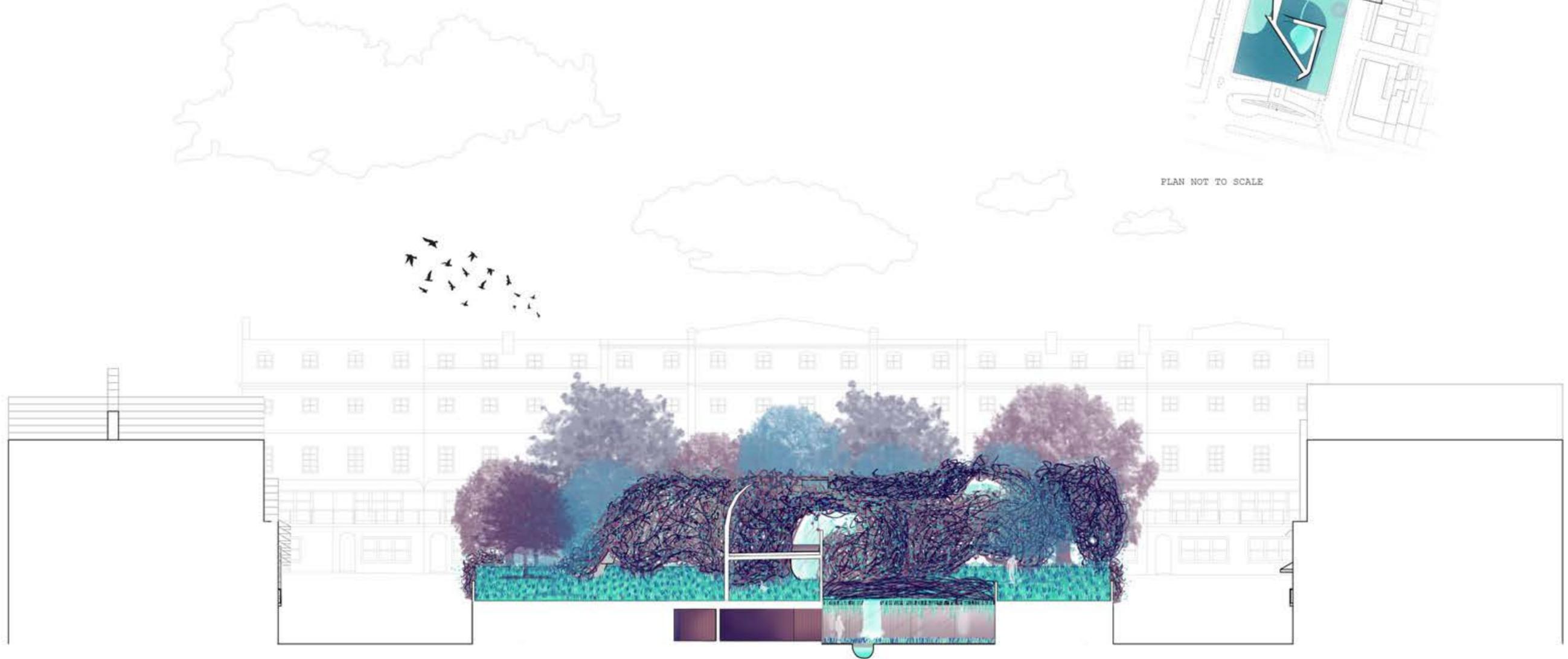
The space provides shelter for bats living on the site. It is a suspended space, held by the steel vires attached to the columns and ramp. Inside the space, there is number of bat boxes hung along the walls, and greenery. The floor is open, so that the bats can enter the space from below, except for the platform on which the visitors can stand and observe the inside of the space.

# DEVELOPMENT STAGE 8: SHORT SECTION

SCALE: 1:200

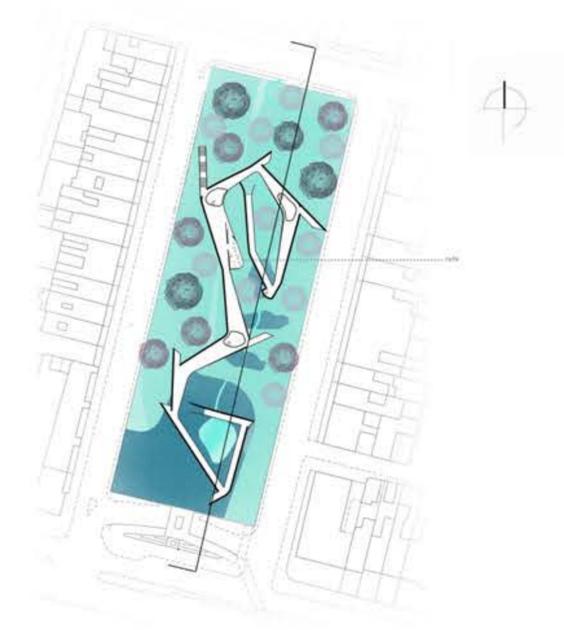


PLAN NOT TO SCALE



# DEVELOPMENT STAGE 8: LONG SECTION

SCALE: 1:200



PLAN NOT TO SCALE

