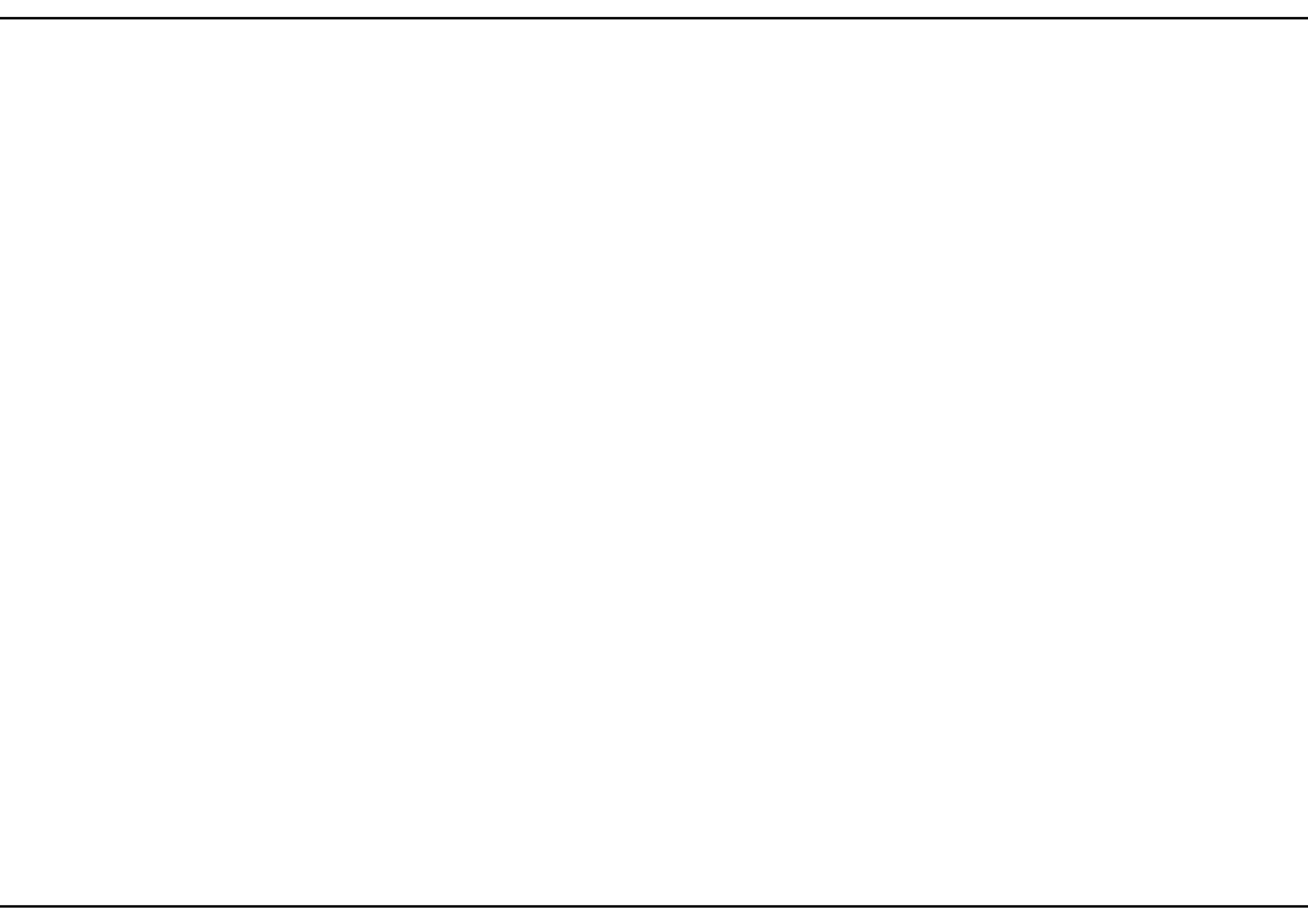




# Ataraxi

*Portfolio 1*

Year 1 | Term 1



# Contents



Project 01  
**Vertigo**



Project 02  
**Perceive**



Project 03  
**Reshape**



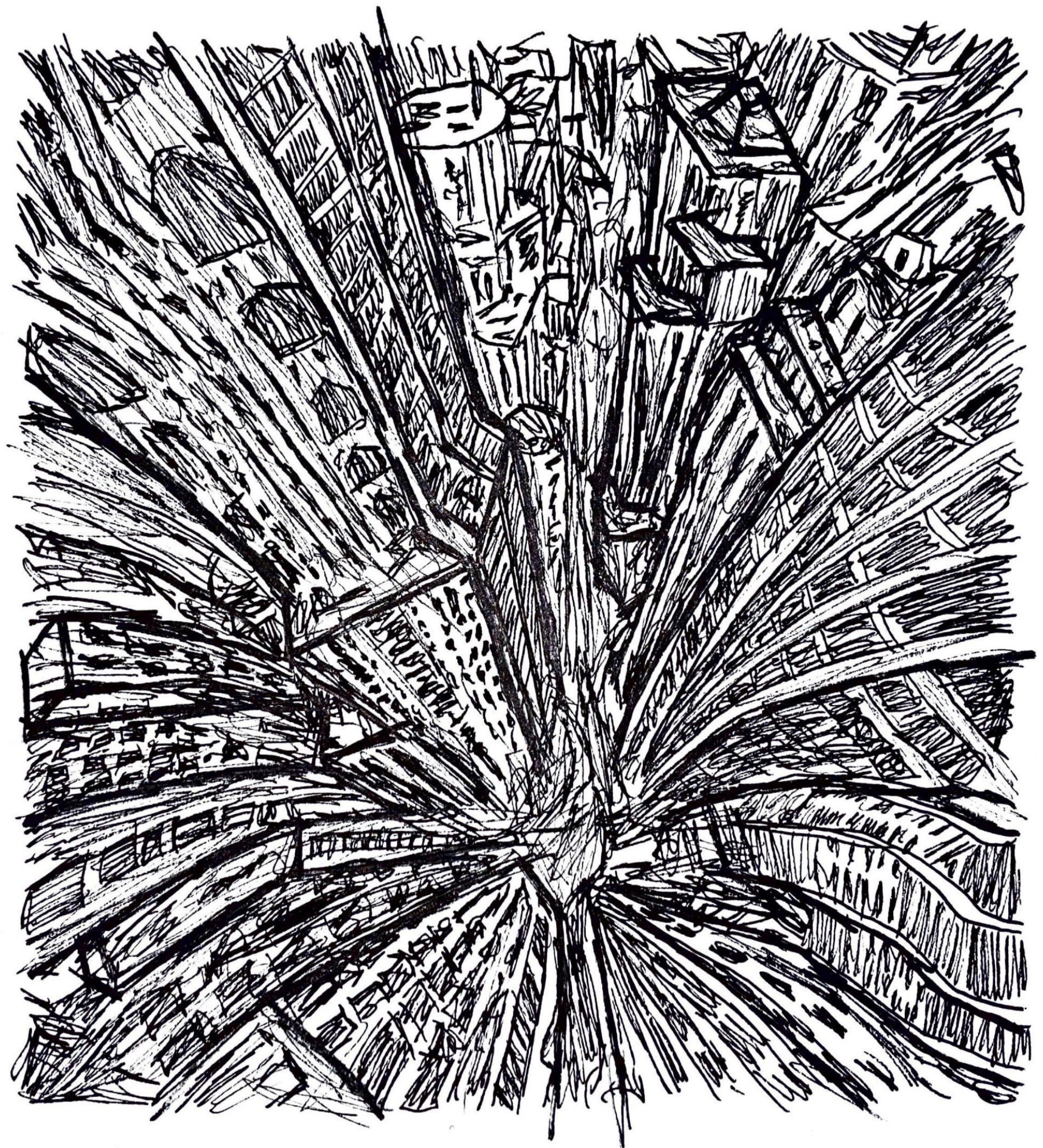
Project 01

# Vertigo

Set 17th October - 27th  
October 2022

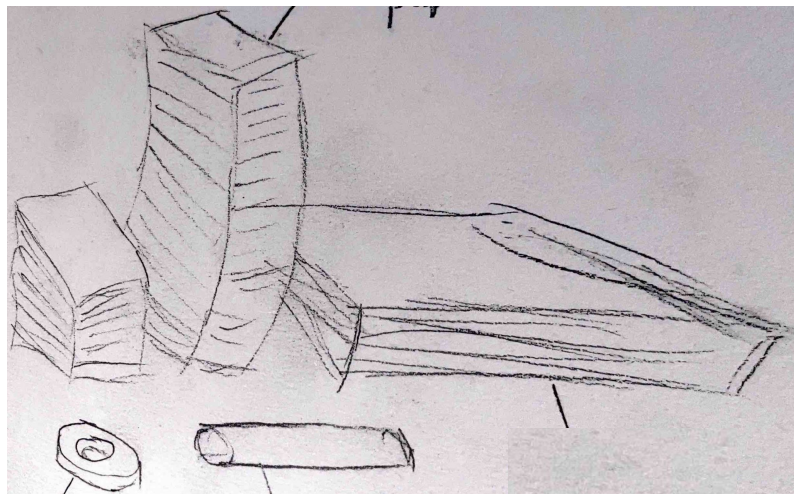
This project led me to reflect upon key childhood memories and how I can present them within a physical object. I constructed an artefact which highlights the feeling of vertigo I used to frequently feel atop my childhood bed. I did this by immersing the viewer in an artificial environment which exaggerates height and causes disorientation.

By experimenting with a range of different techniques to portray this feeling, I ultimately created a window into a key part of my past which may now be experienced by others.

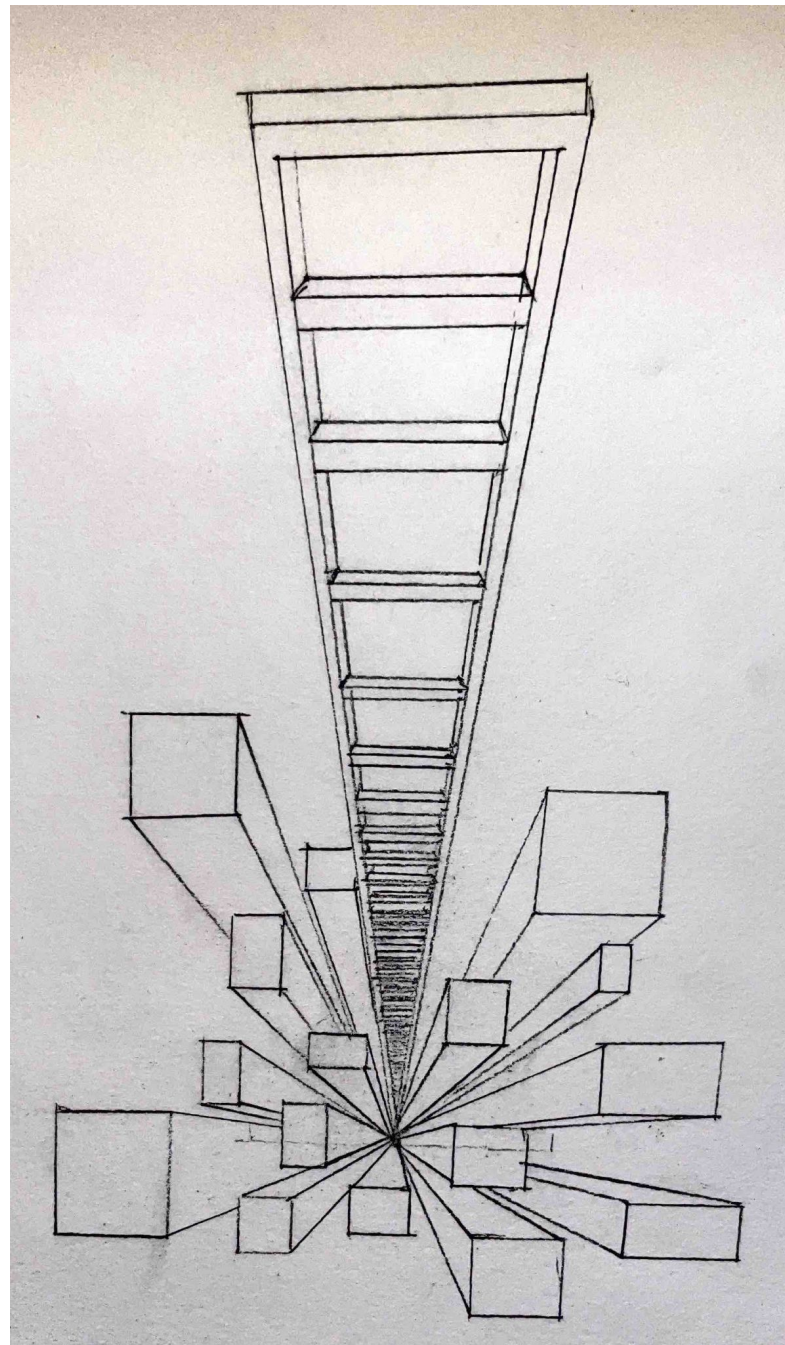




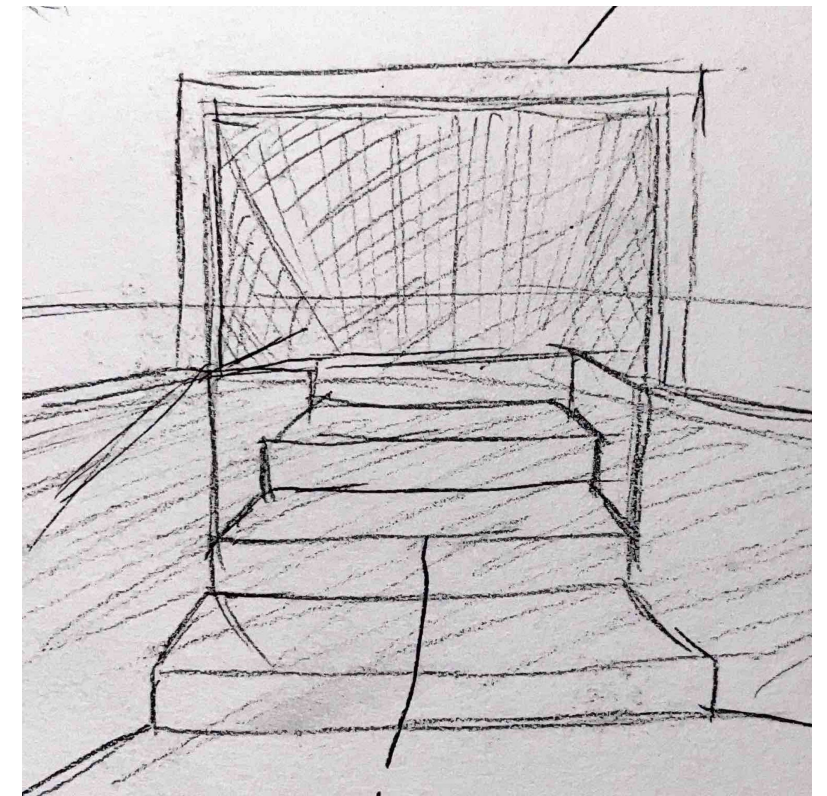
# Exploration of Memories



From a very young age, I became immersed in my own world of creativity and construction from paper and tape. I was in my very own paper kingdom.



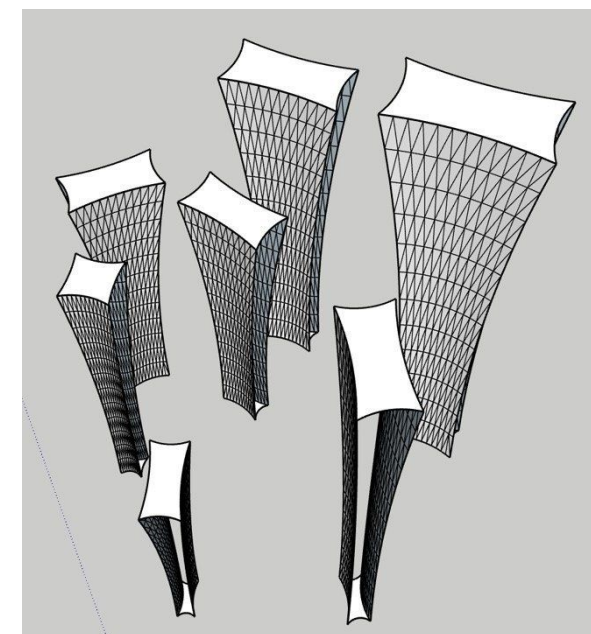
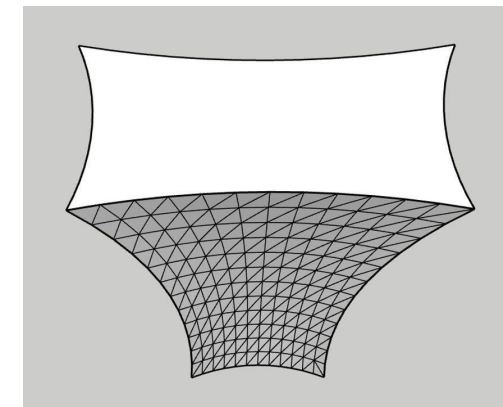
The view of the ladder from atop my childhood bed felt as if I was miles high in the air due to the great sense of vertigo I experienced with it.



Every family holiday saw me revisiting the same game in the same pool with my brother, using the pool stairs as a goal in our imaginary stadium.



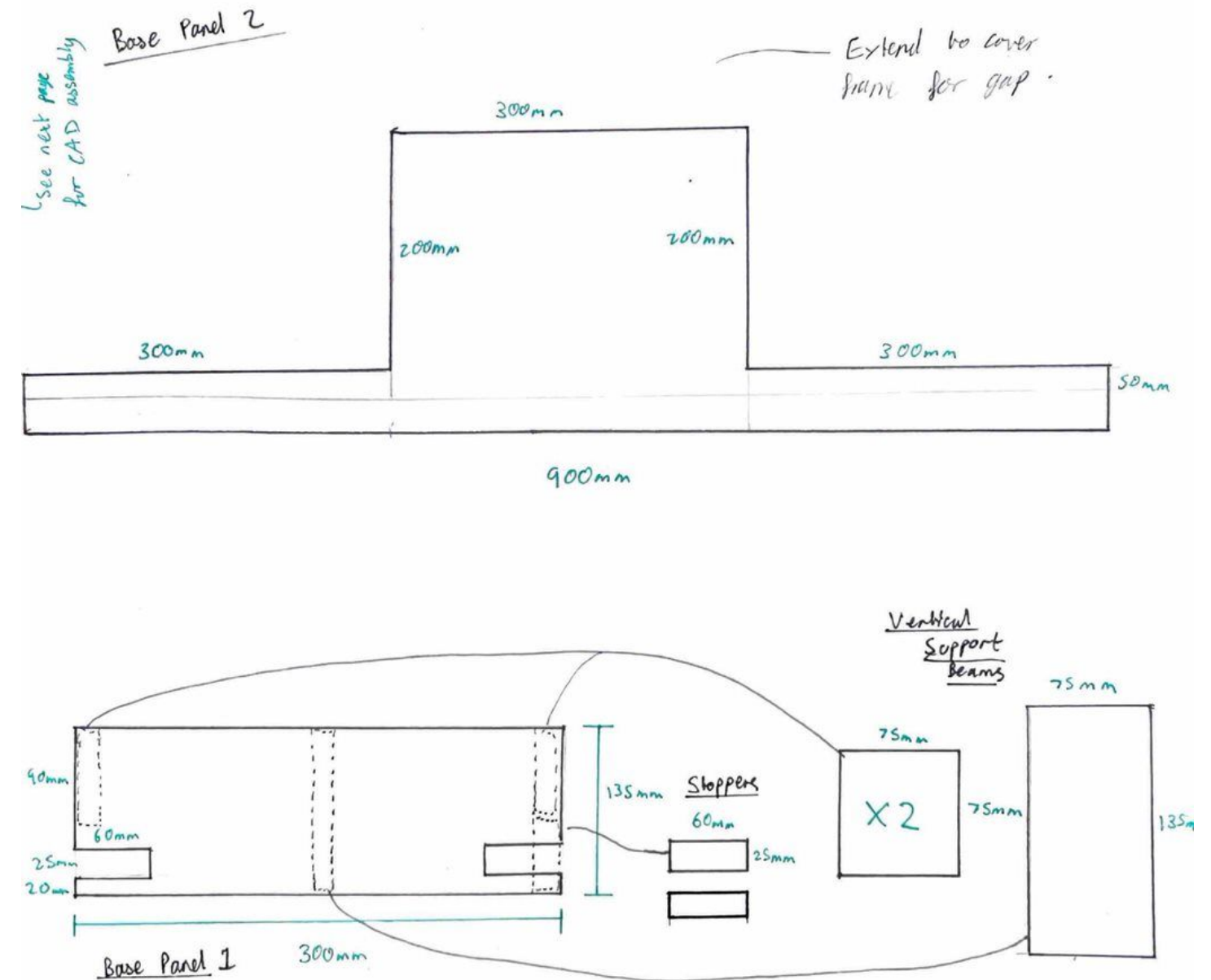
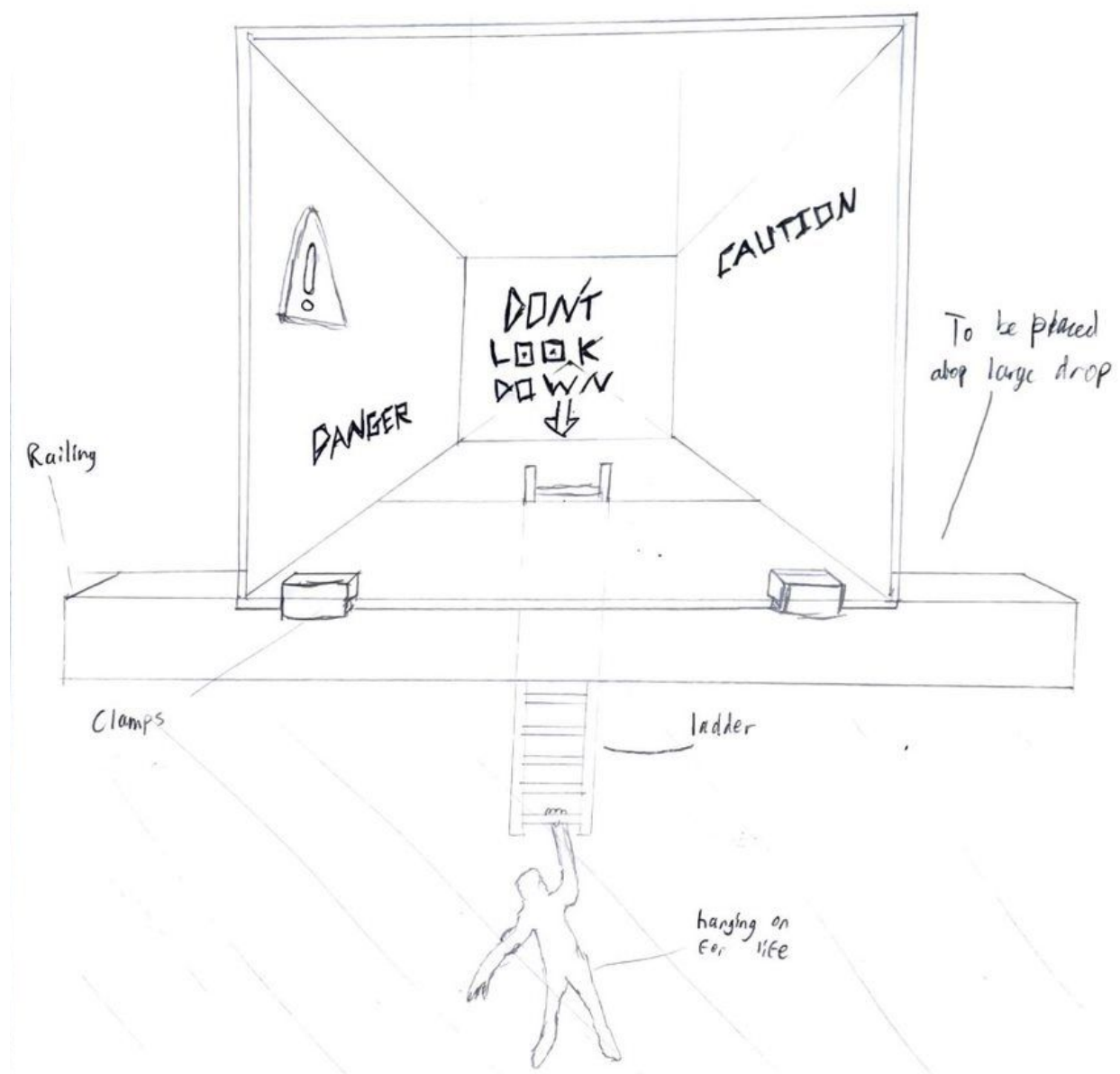
# Selection and Development



I selected to explore the representation of vertigo for my artefact and how the feeling may be portrayed for others to experience. Initially, I was going to utilise warped buildings (as depicted in the surrounding imagery) on a small scale model to construct a cityscape, with a ladder protruding up into the sky to emphasise how high up I felt I was. Unfortunately, the actual feeling of vertigo is unattainable by such a model and so I would need to reconsider how I went about doing such a task,



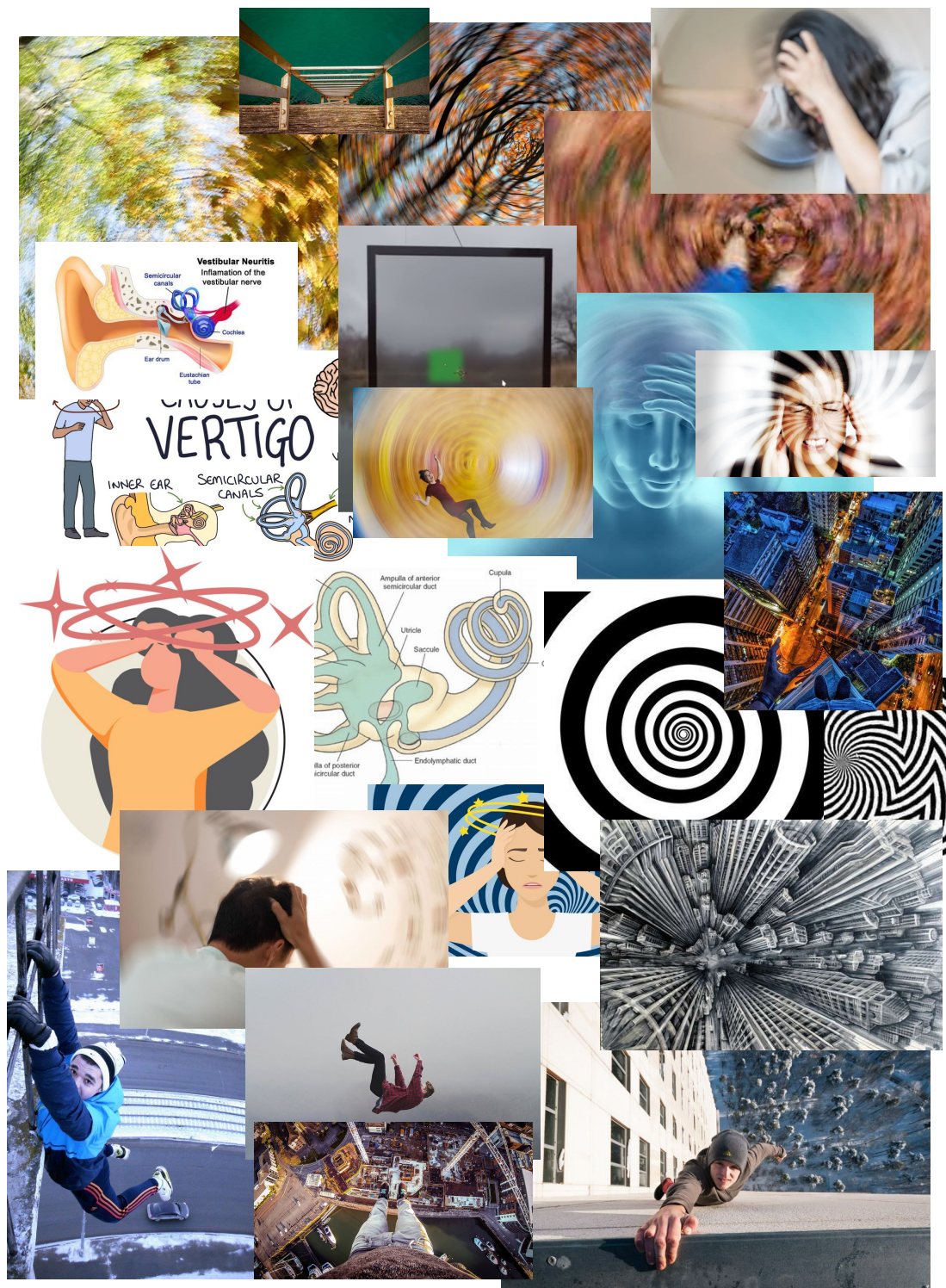
# Design Refinement



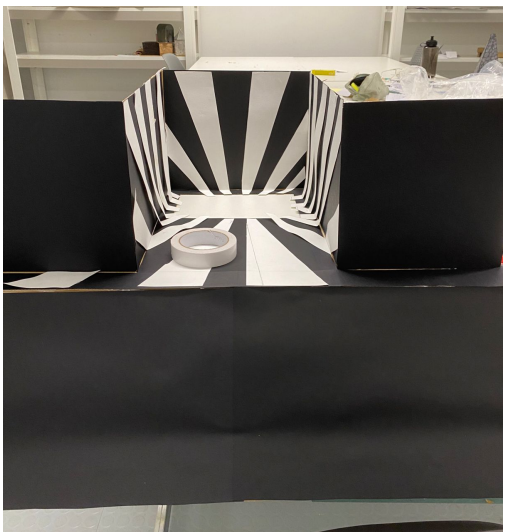
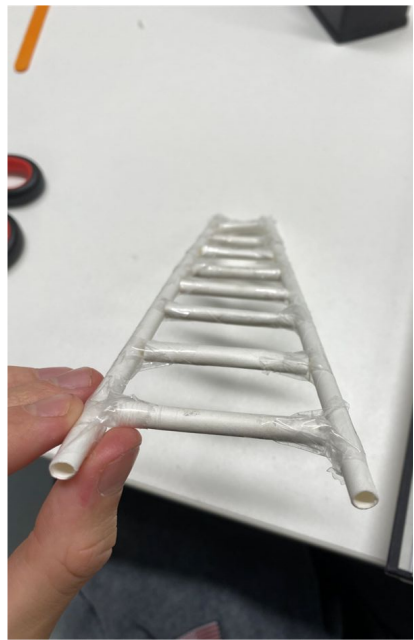
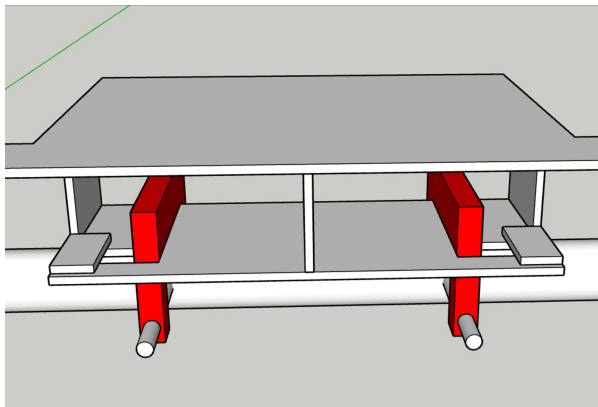
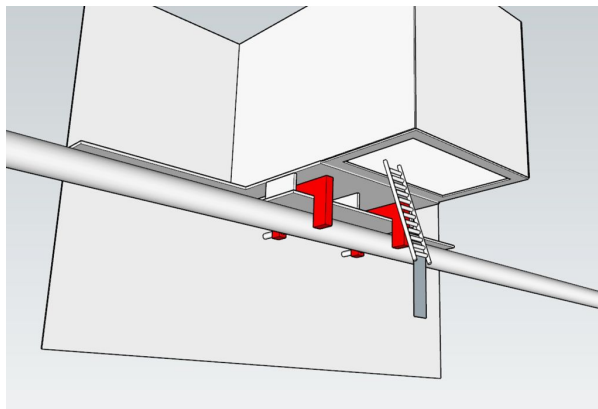
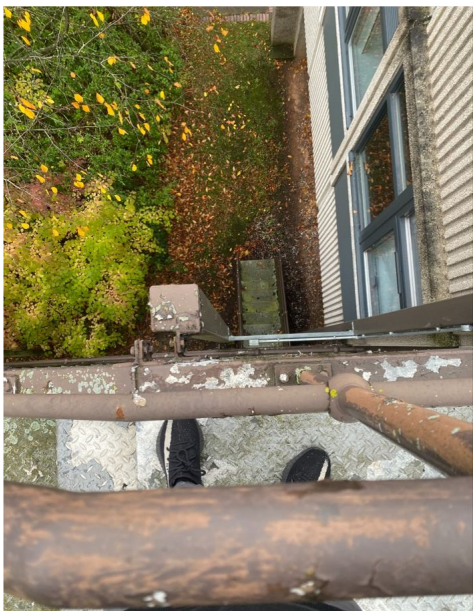
As previously mentioned, a redesign was necessary in order to produce an object which could convey such emotions, leading me to the production of the sketches above. I opted for an interactive experience which would allow the user to become completely immersed in very similar conditions to how I was feeling as a child on my elevated bed. The user must place their head inside the box and look down into a cutout, revealing a drastic drop, complemented by the ladder from my memories and a depiction of myself hanging from it out of fear of falling. Later changes were to be made to this design, as explored later, however this serves as a great premise in my thought process behind the design.



# Exploration and Construction



Mood boards are a great tool for visual exploration, with this case leading me to investigate how others portray vertigo through blurs, warped structures and hypnotic patterns. Additionally, I explored the potential of linking aspects of my design back to the biological cause of vertigo in the ear.

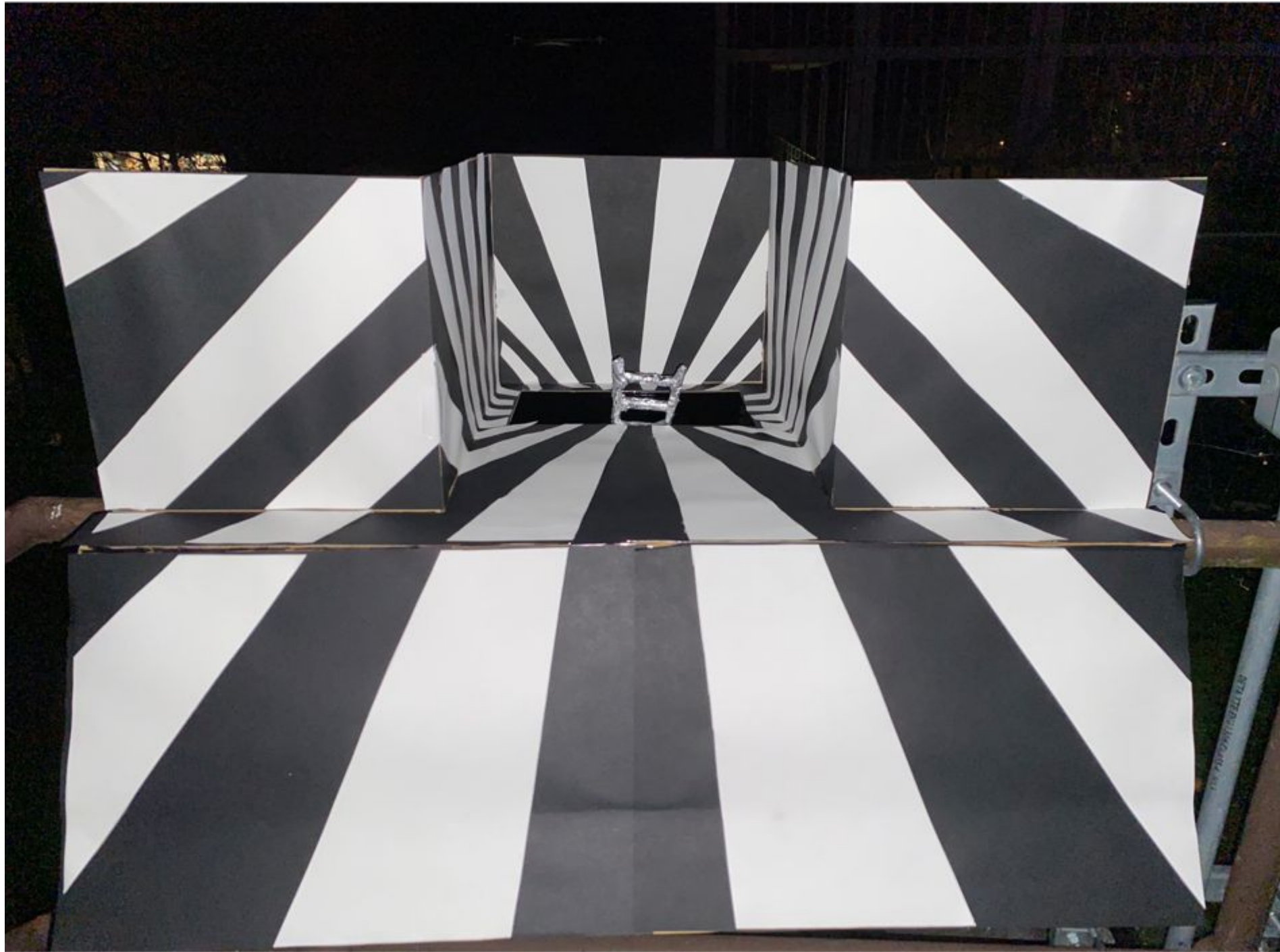


I found a suitable site to help create the vertigo feeling due to its height and began construction of the artefact. Using a combination of my technical and CAD drawings, I was able to fabricate the design. By using clamps with a wide range of available thicknesses, the artefact may be attached to a vast array of areas, providing the user a great deal of freedom to use a space they desire.

The ladder had been constructed with a wide top and narrow bottom, which helps add to the distorted feeling often depicted in vertigo imagery.



# Artefact in Use



I have utilised a pattern which draws the user towards a center focal-point, being the cutout. Therefore, attention shall be guided towards this area and will effectively cause viewers to gravitate towards it. Due to the overhang of the artefact, the user must lean directly out over the drop-off to see down the cutout. Therefore, they should be stripped of their feelings of security, as they have been pulled away from the safety railing. Consequently, a truly overwhelming sense of vertigo is achievable, given the user understands the potential danger they are in.



By following the images as they're numbered, you may see how the artefact is interacted with in order to induce the feeling of vertigo. Framing of the drop, paired with increasingly disorienting surroundings provides the effect successfully as intended..



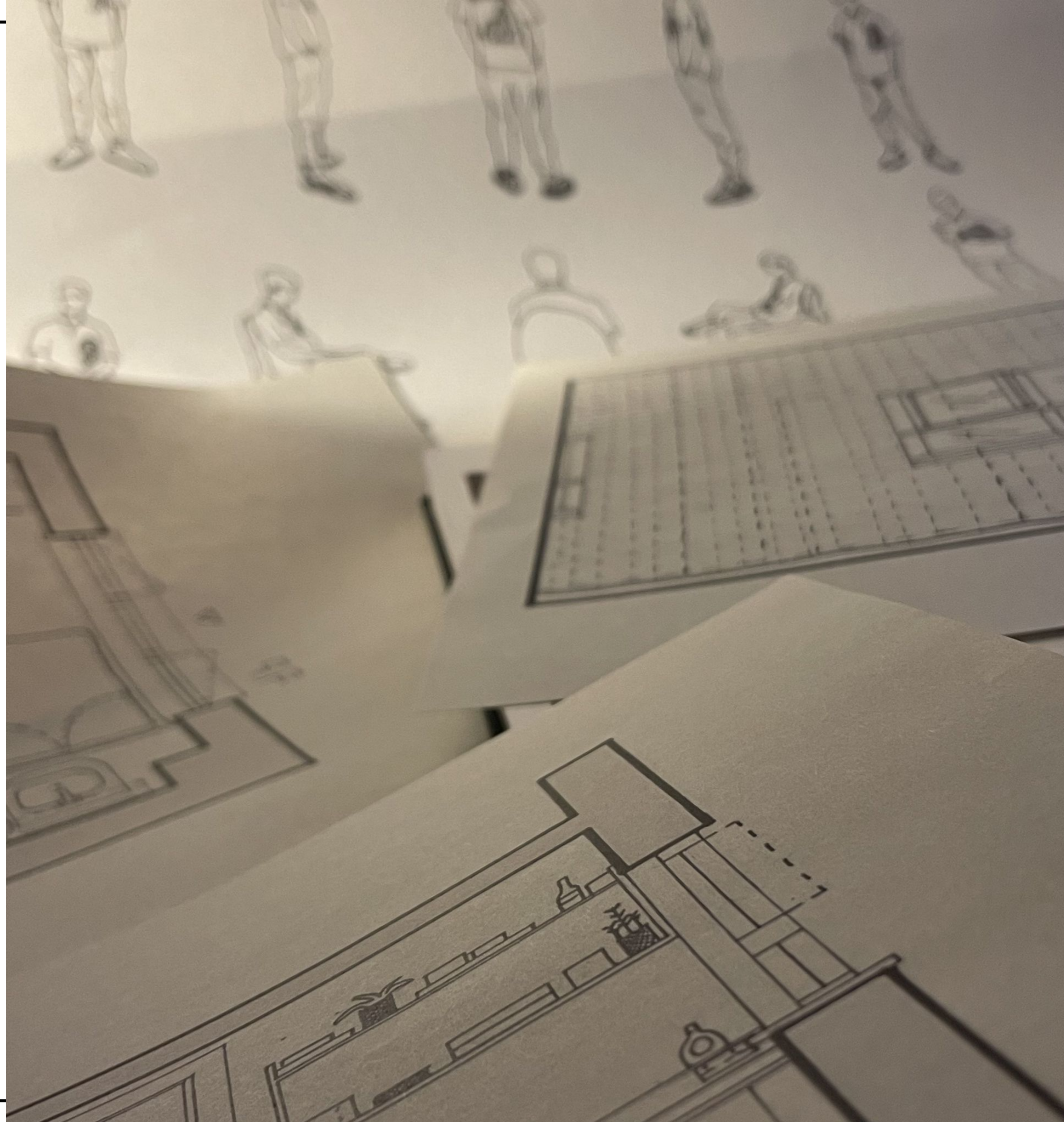
Project 02

# Perceive

Set 31st October - 17th  
November 2022

Utilising orthographic drawings such as plans, sections and elevations is a truly effective way of displaying physical spaces. I made use of these very techniques to represent my room and the surrounding area. Furthermore, I explored what defines me and reflected that within a silhouette which may be included in the drawings to add another layer of scale and personality.

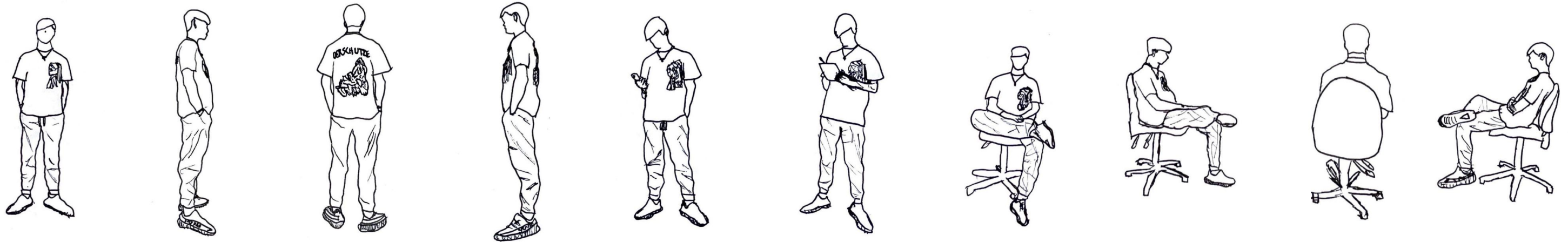
I later explored the flaws of my room and consider different solutions which may improve my quality of life.



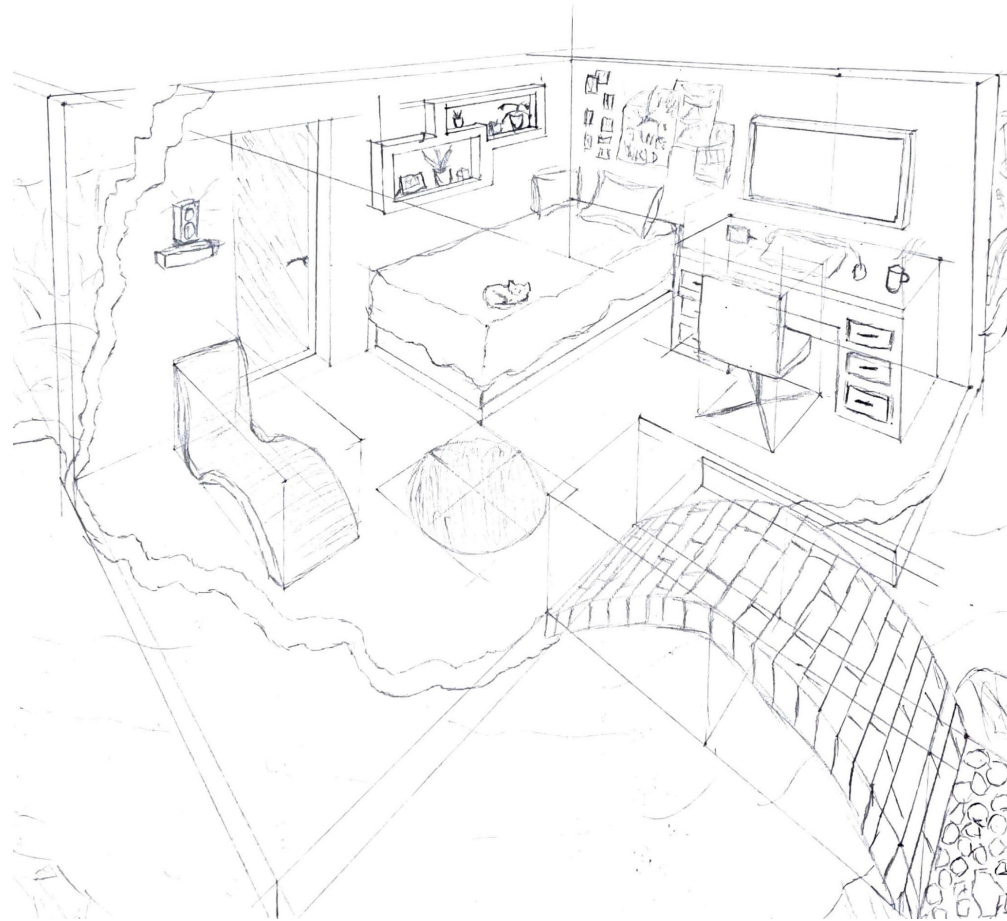


# Portrayal of the Self

I wanted to reflect crucial parts of my personality and outfit, as visible in my relaxed postures and identifiable details.



# Constellation



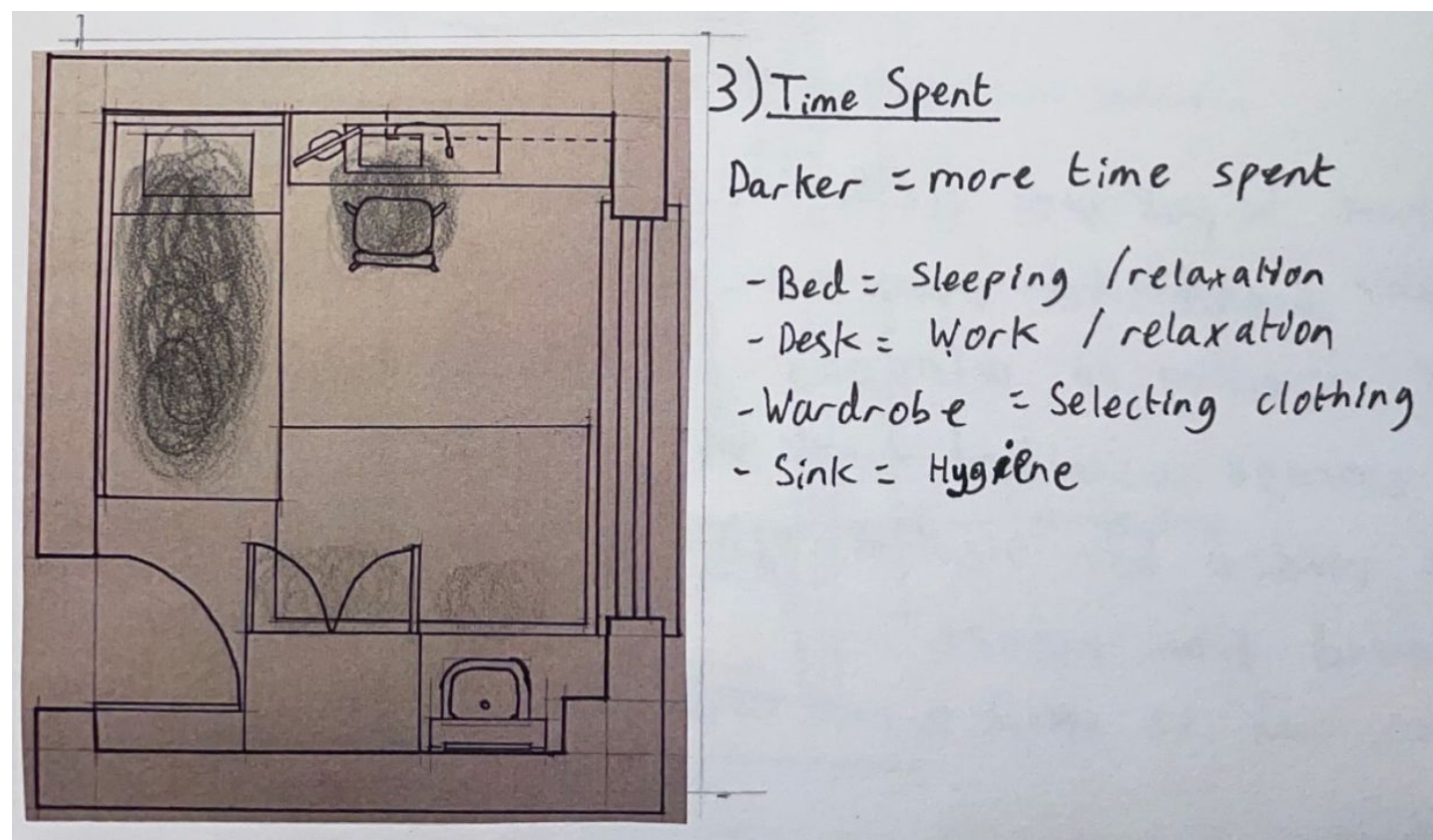
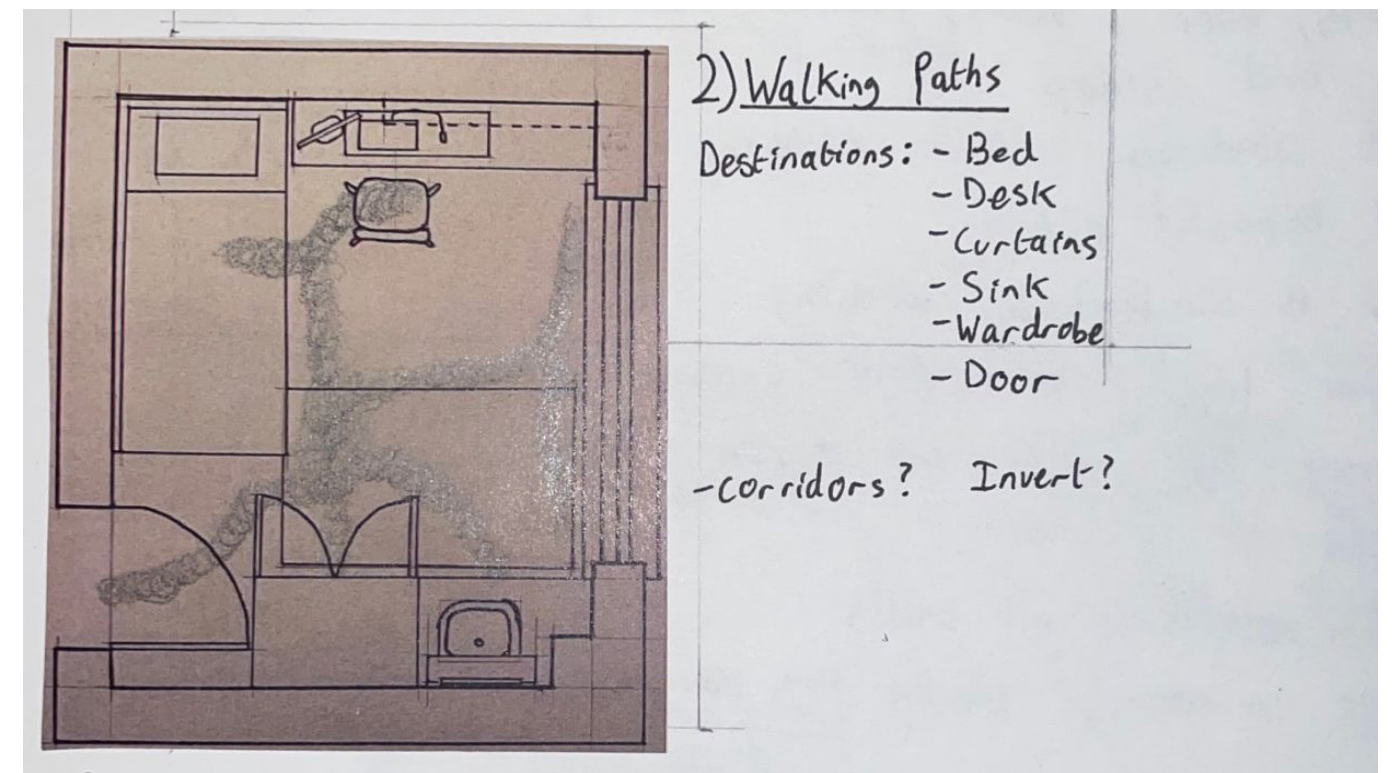
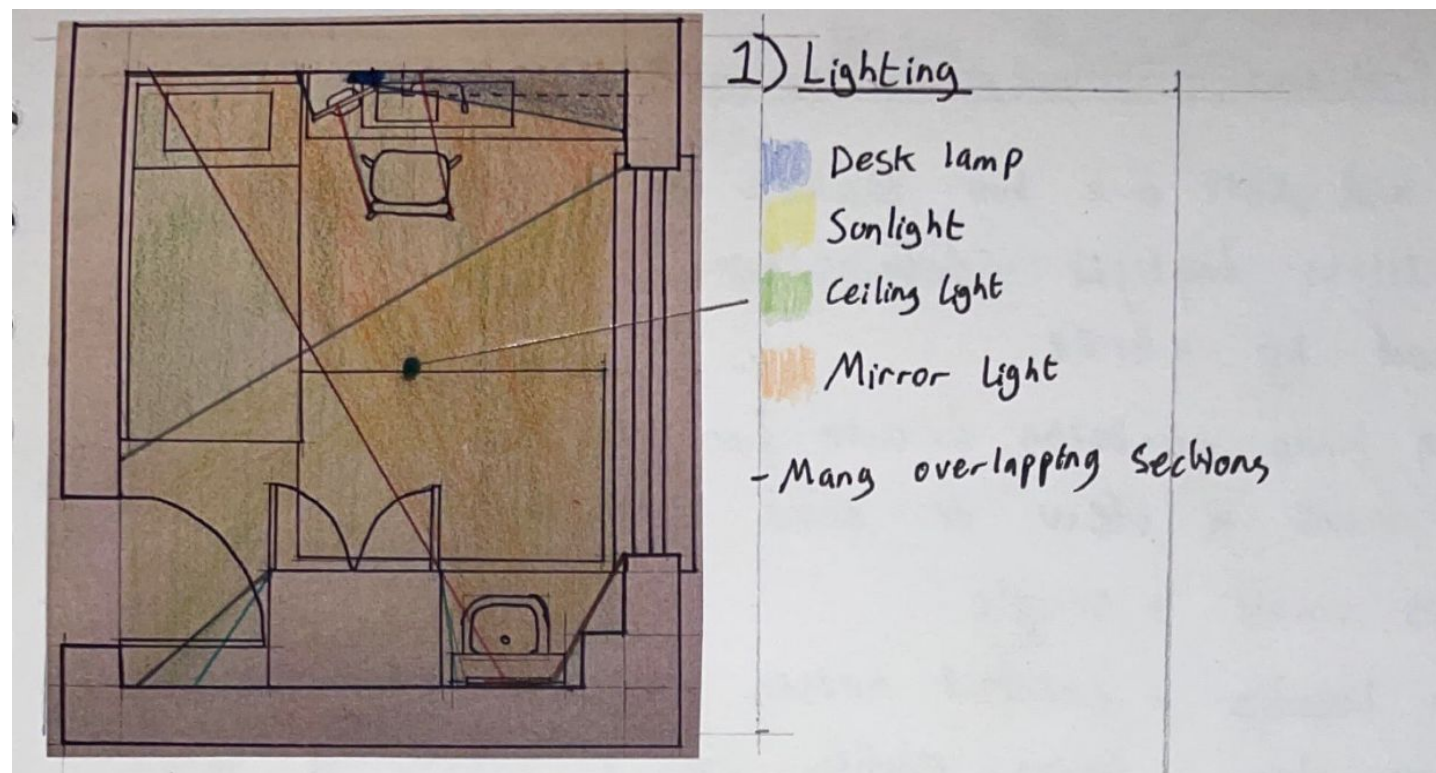
By creating a space in which I feel most comfortable, I identified key aspects of my personality and the space in which I wish to inhabit. Nature brings me peace, as does music, artwork and travel. Additionally, physical comfort is a must for me, as is natural lighting. Accompanying me is my pet companion from home from as long as I can remember.

The space I envisioned has first been represented in a sketch, however I found digitising and rendering this helped envision the space more accurately.





# Finding Deeper Meaning



I investigated the way in which I interact with my space as well as in how the space interacts with me. Conducting light studies highlighted the tremendous amount of artificial light present in my room and the severe lack of natural light, due to room orientation and seasons.

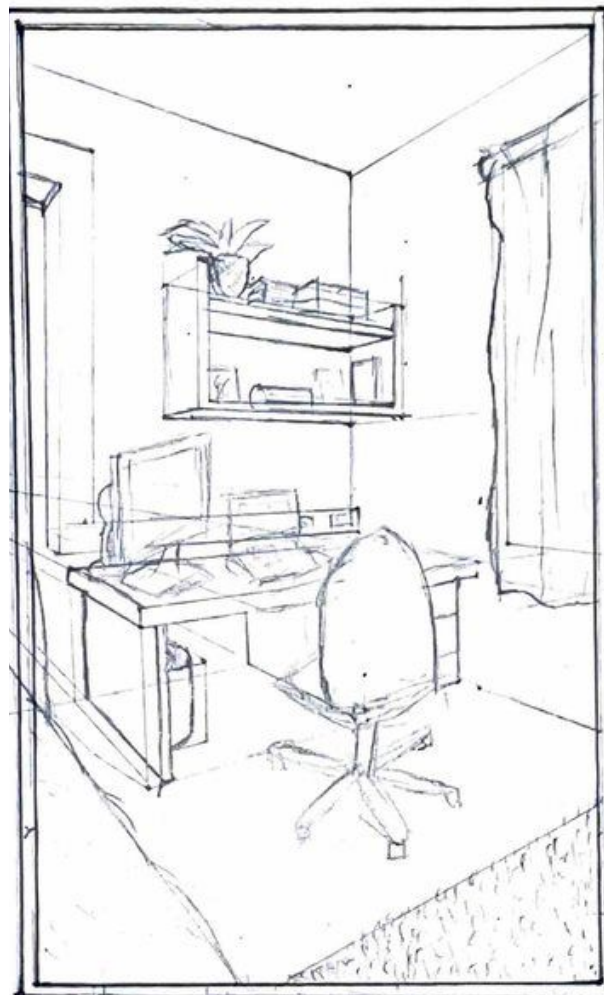
Whilst my room is rather sizeable, I tend to follow the same repeated paths throughout my daily routine. This includes returning from the facilities outside, to work at my desk and to close my curtains. The paths are dictated by the tasks I wish to carry out as well as what obstructions await me..

Most notably is the amount of time I spend in certain areas of my room. Very little time is spent in the open parts of my space, contrary to the wardrobe and sink area. Areas with most time density are of course my work space and my bed, due to sleeping and the lack of a social area within my room such as a couch.

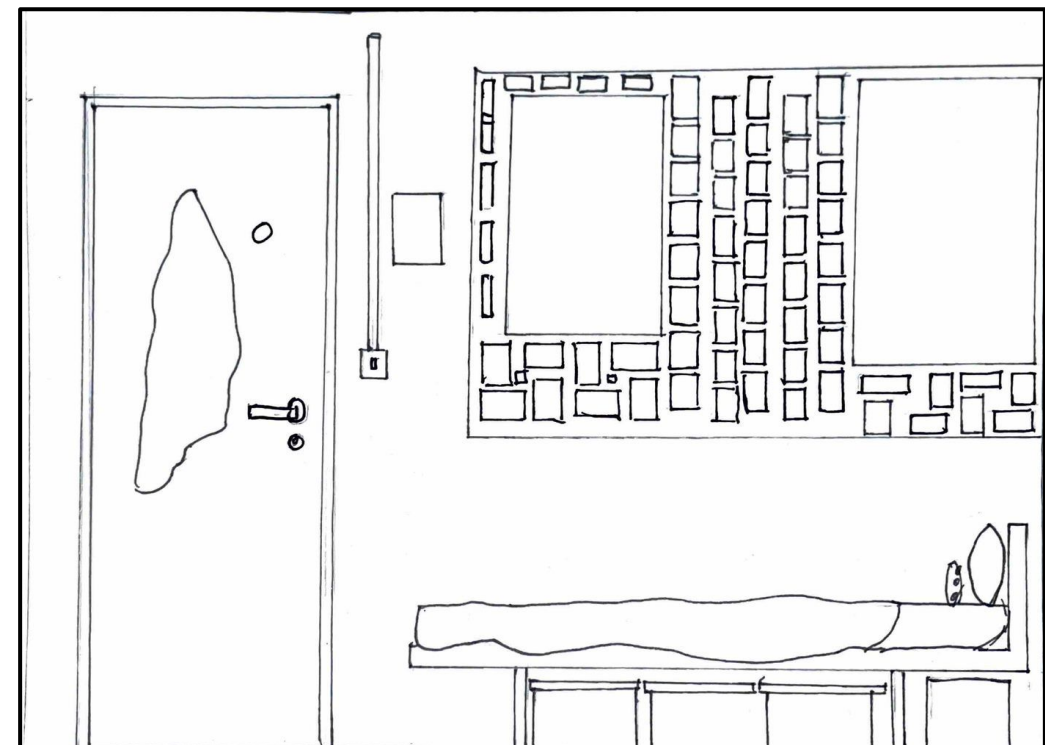
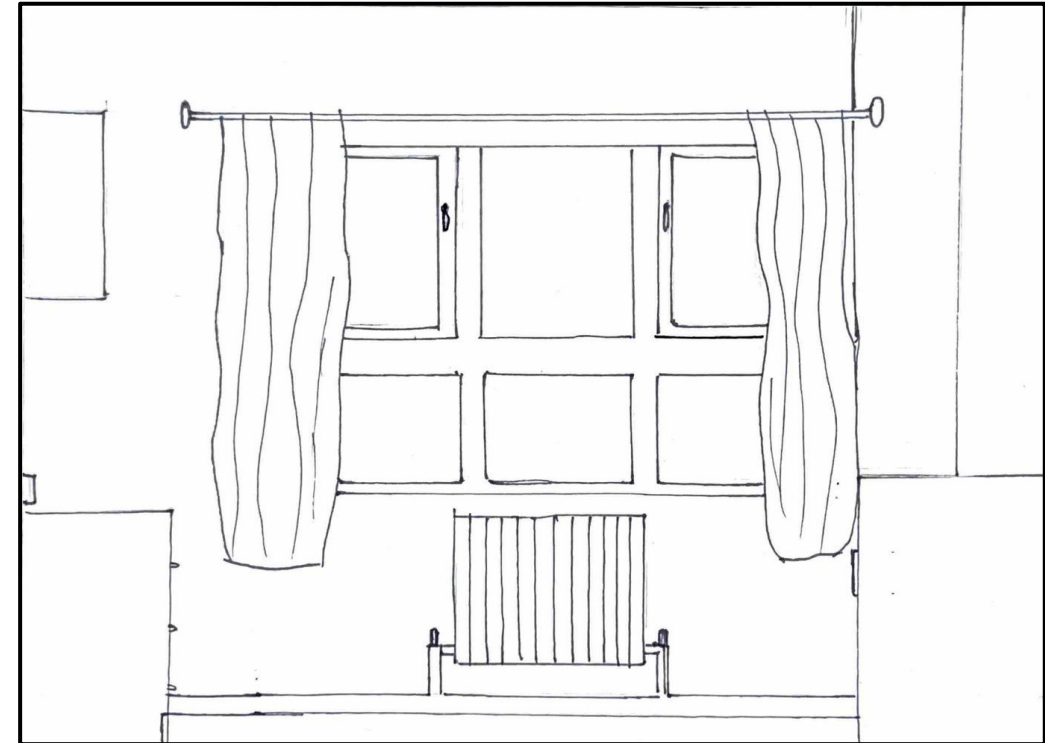
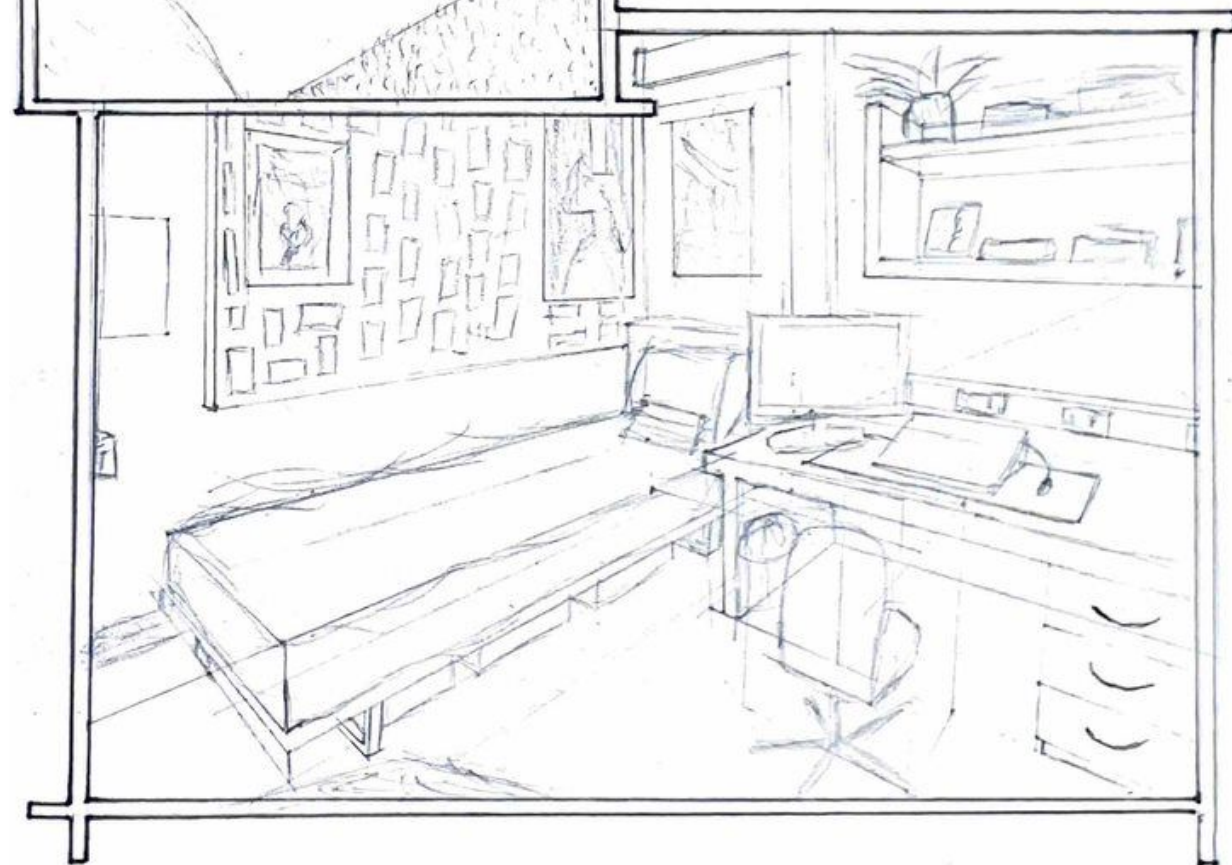
Another avenue worth noting surrounding my room is how it interacts with me. This is done through the noise of my neighbours as well as the invasion of privacy from passer-bys, looking into my room as if I am an animal in a zoo enclosure, leaving me feeling vulnerable and surveyed.



# Beginning to Represent



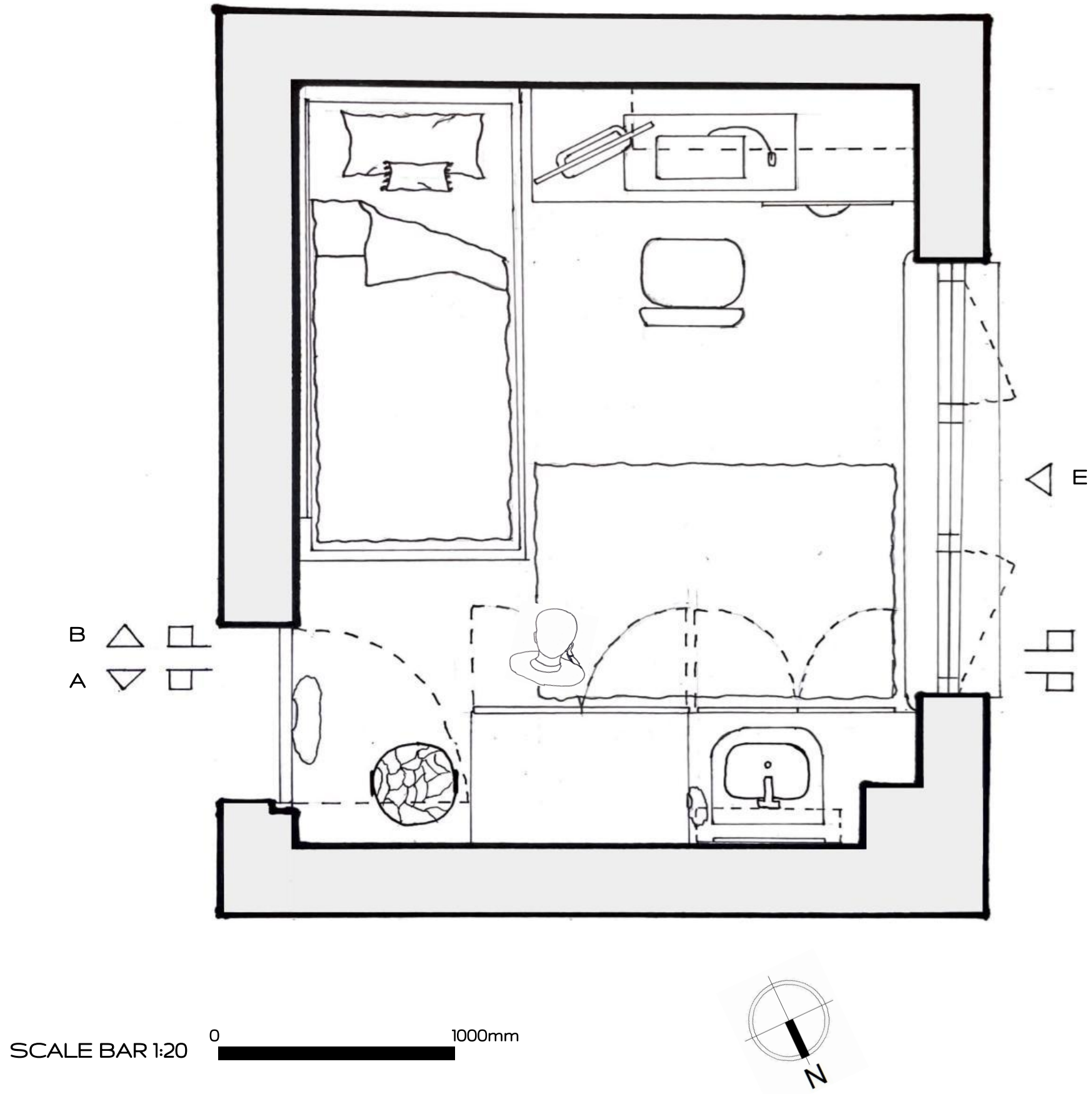
Using two point perspective, I depicted areas of my room in my sketches. Additionally, I went on to measure and record the dimensions of the physical aspects of my room and create scaled drawings. These will later be used to present my room in orthographical ways so that they may be understood in a far clearer manner by the viewer.





# Orthographic Views

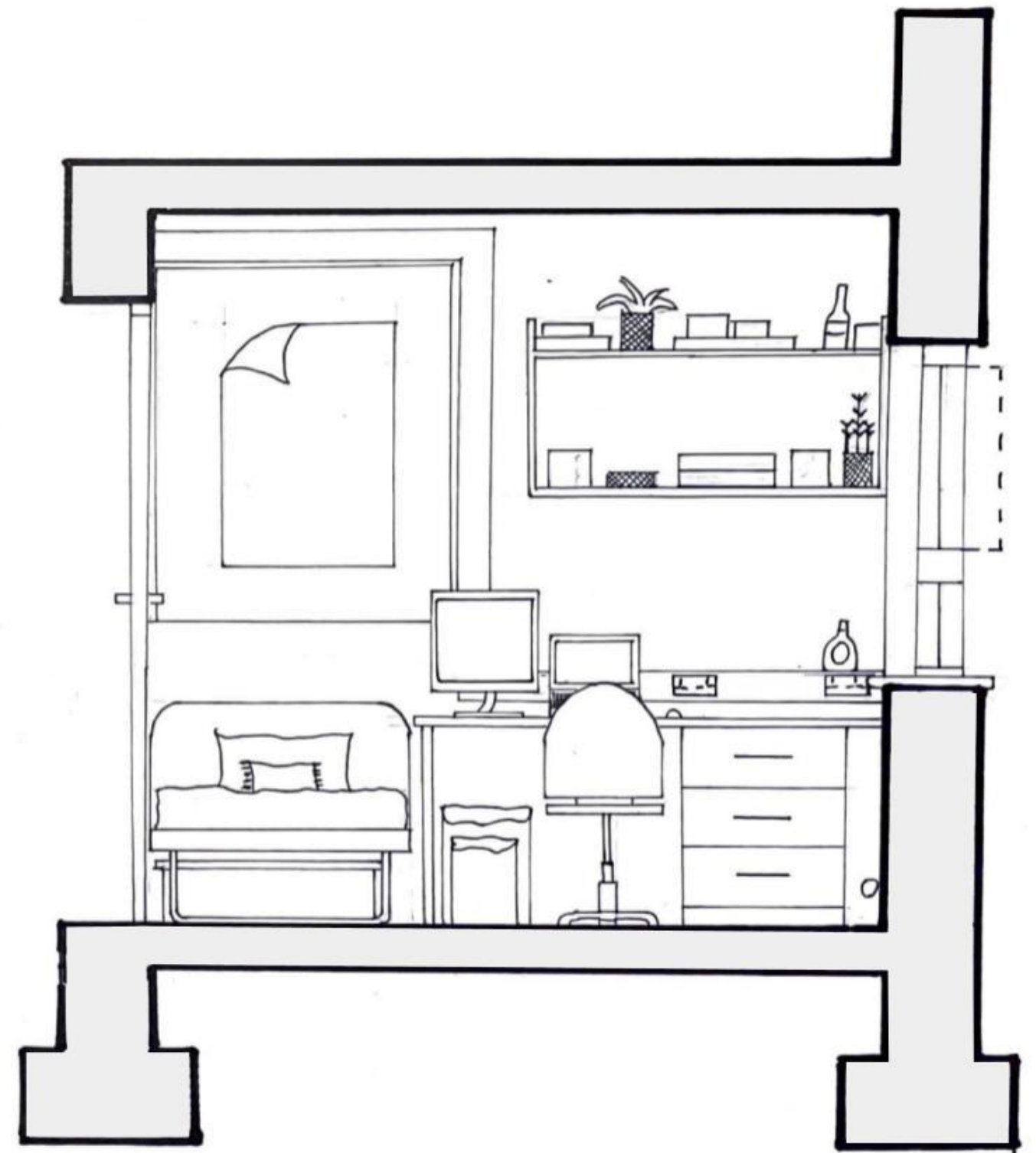
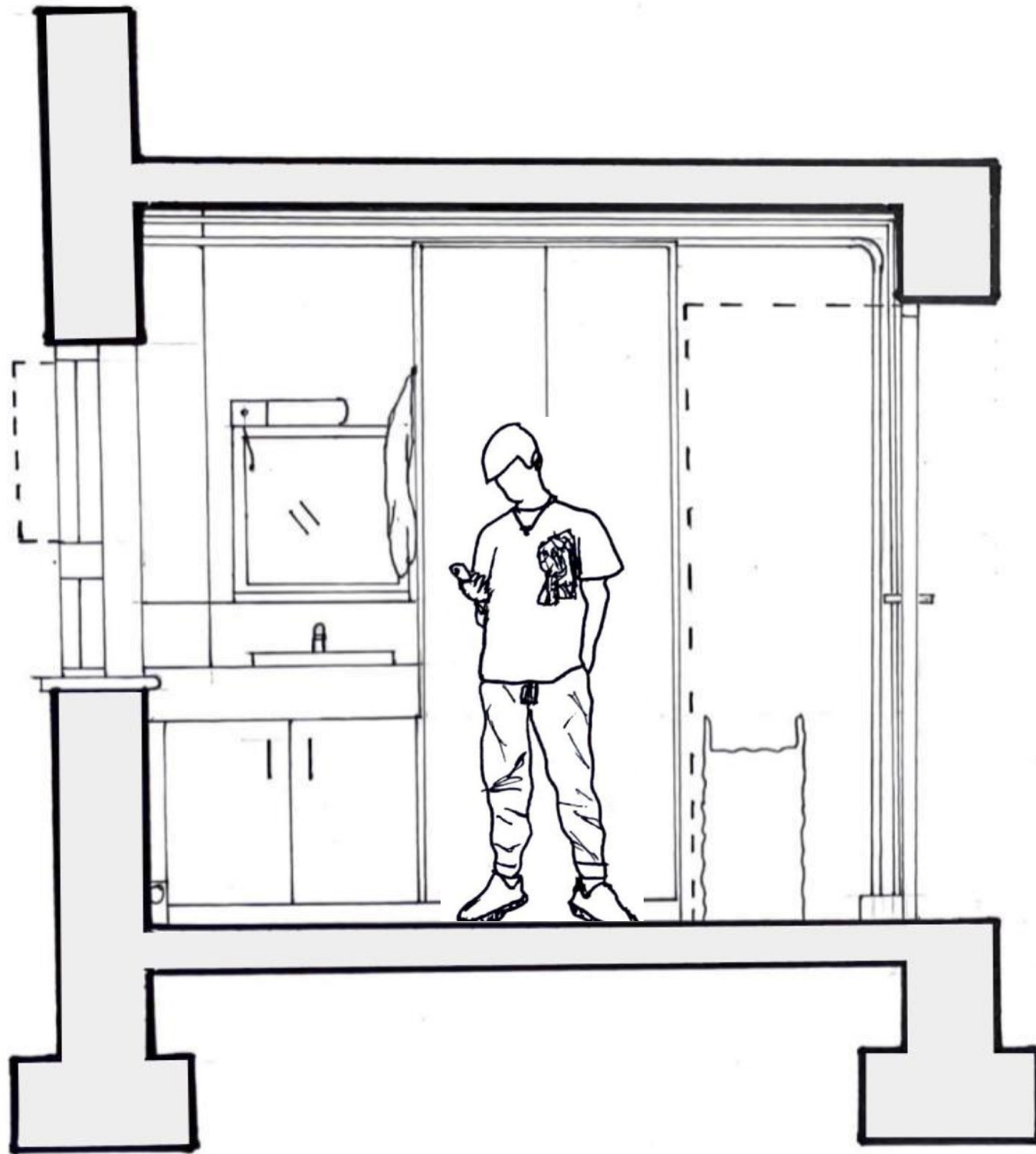
Plan View





Section A

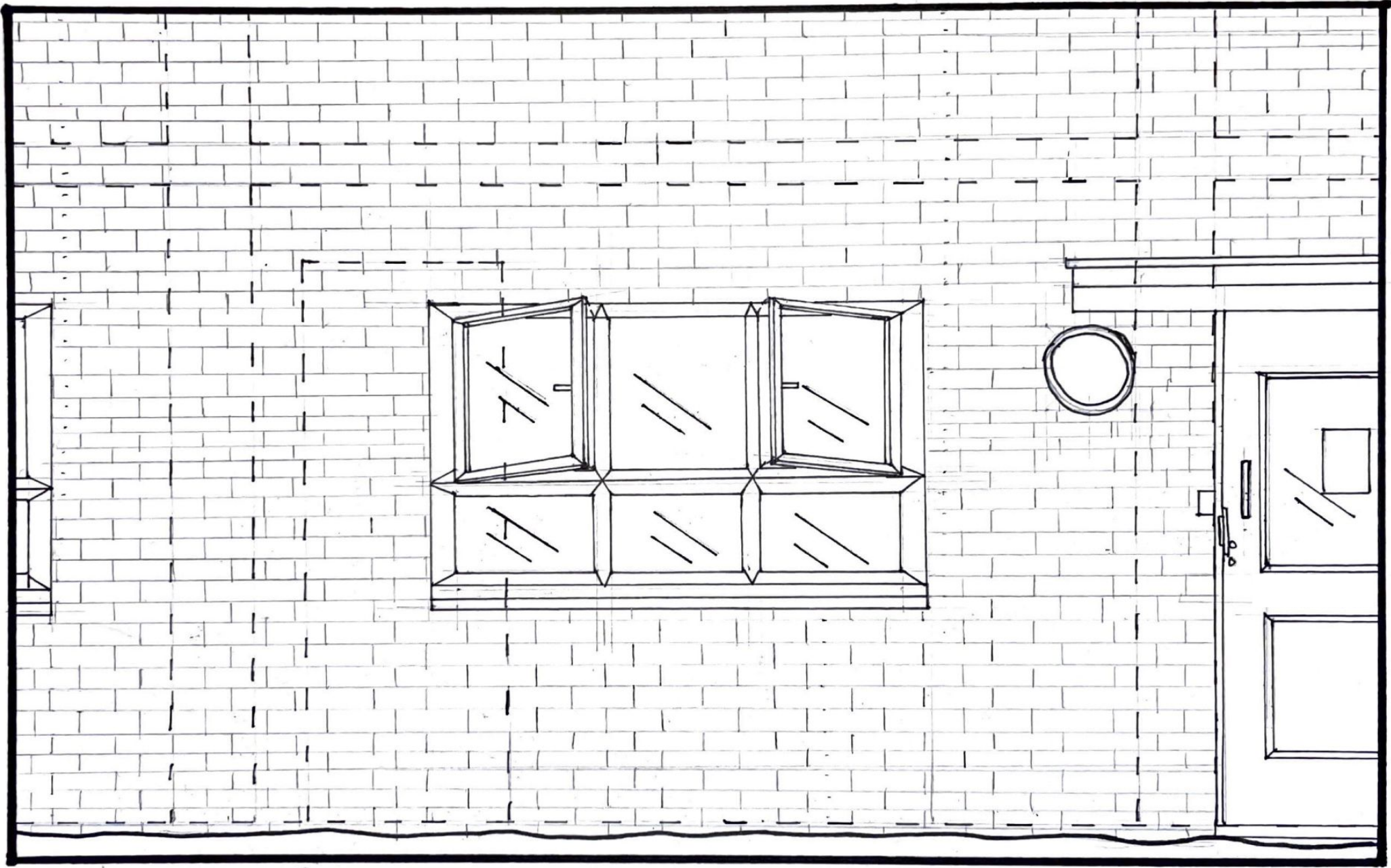
Section B



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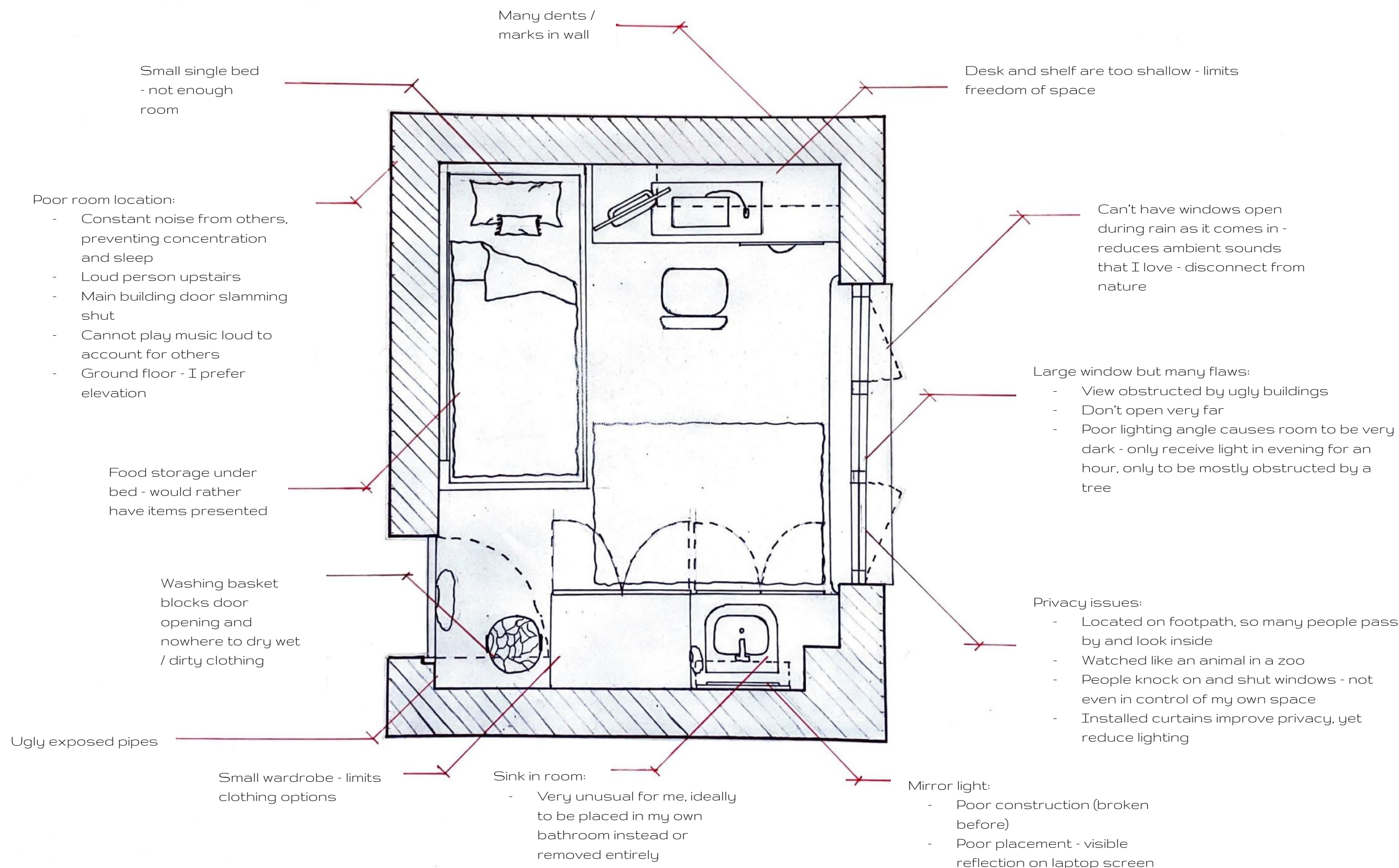
Elevation



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# Map of Desires





Project 03

# Reshape

Set 21st November -  
15th December 2022

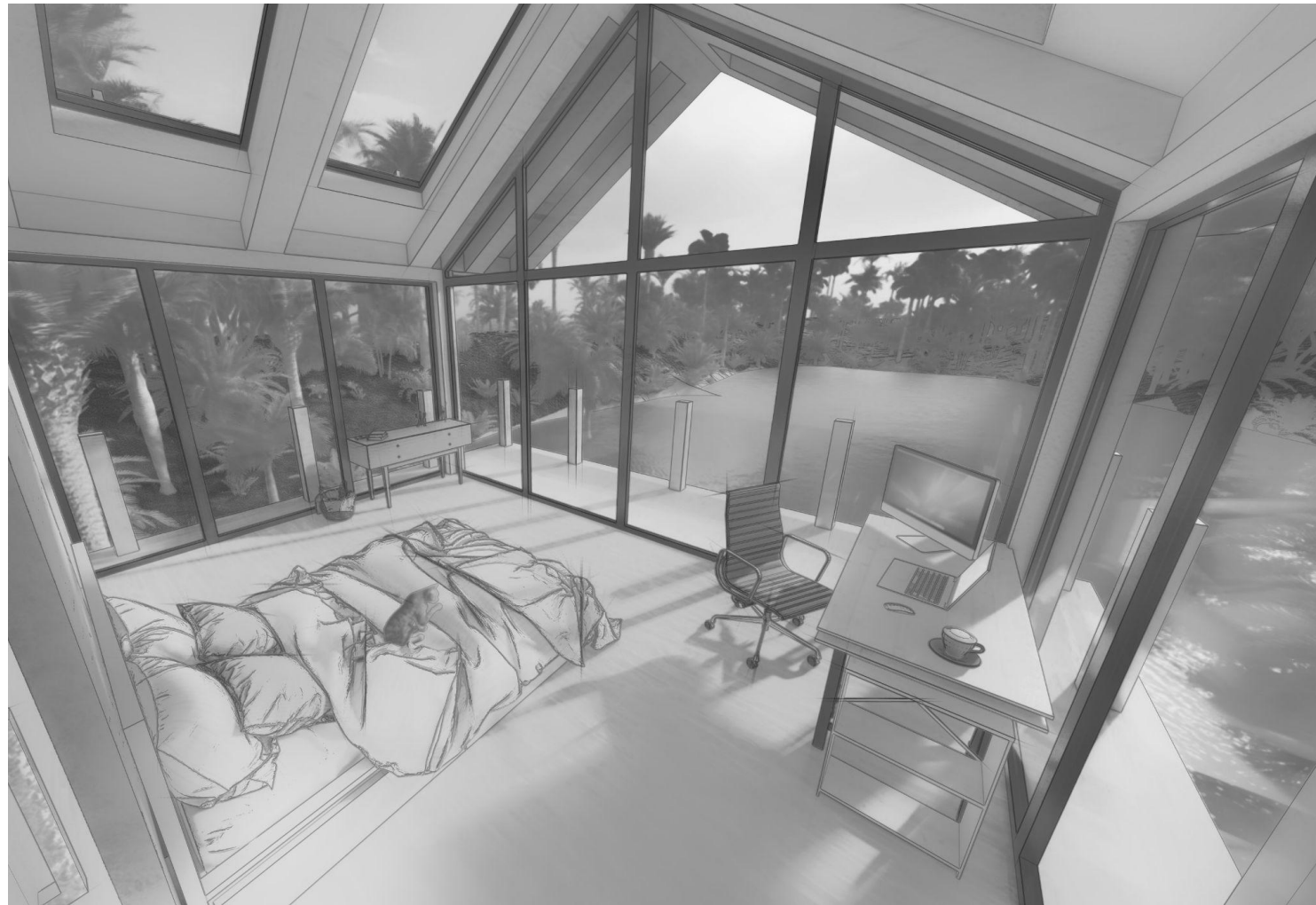
Exploring the flaws of a space can help open up to potential solutions for them. In this project, I set out to rebuild the space in which I inhabit and optimise it for maximum comfort. Birthed from the analysis of existing builds, using a range of drawing and modelling techniques, I have been able to completely transform and enhance the existing space.

A larger scale project comes with greater issues, which were certainly prevalent throughout, yet I was able to overcome them and propose an effective design to improve my living conditions greatly.





# Adaptation Possibilities



As part of my exploration into potential adaptation methods, I explored the possibility of constructing a new space entirely in a world in which I had no boundaries holding me back. I took a list of all of the flaws with my current room and then provided direct solutions to them. These solutions were then interpreted individually to ensure focus on solving them, hence the creation of this drastically different space. I have been able to restore my connection with nature, return to elevated living, have great privacy and have a larger, more freeing space altogether.

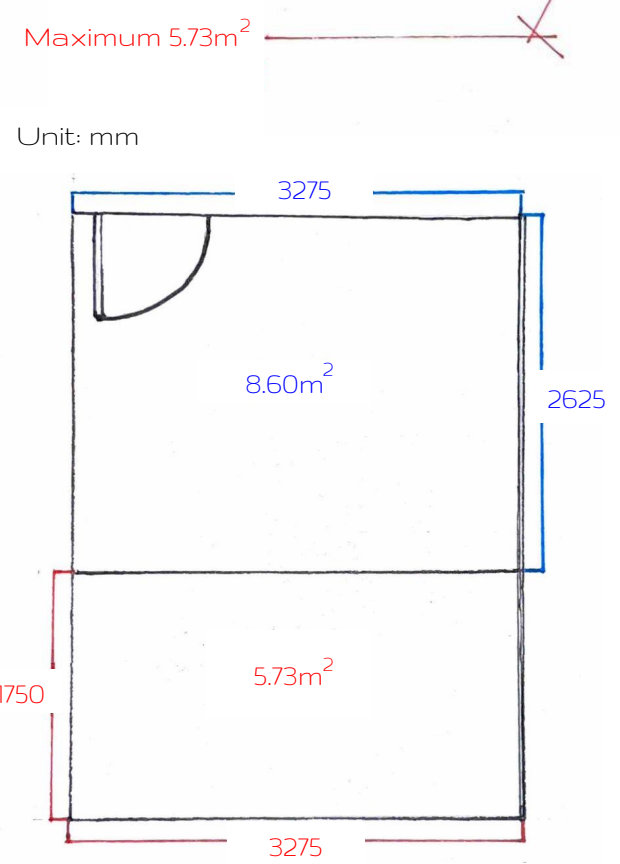
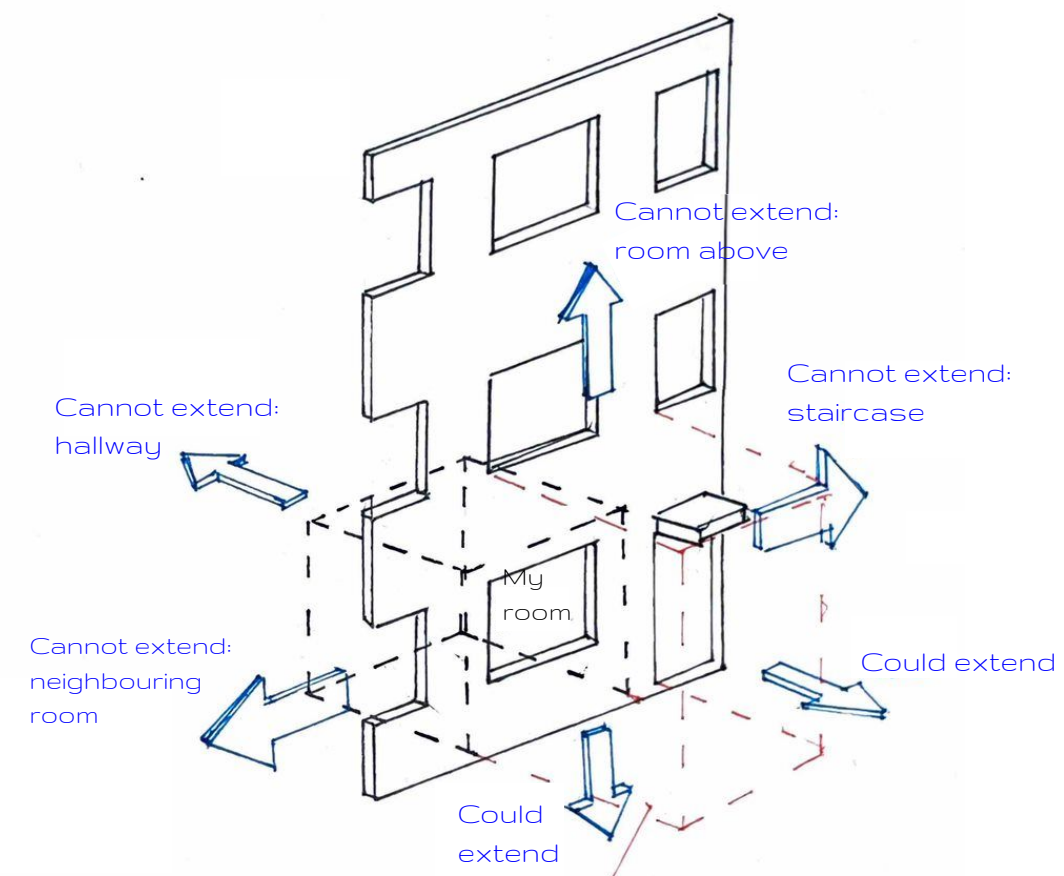
In relation to the true direction this project shall take, I must consider the space in which I am reshaping. Therefore restrictions may apply, whether they be stylistically or spatially, they must be considered and worked around. Therefore, creating a build such as this early in my project allows me to tap into what aspects make this adaptation successful for me, and they are as follows:

- Connection to nature
- Increased privacy
- Different levels used
- Greater use of natural light
- Personal facilities - bathroom and kitchen
- Larger bed
- Increased clothing storage
- Bigger workspace
- Modern aesthetic



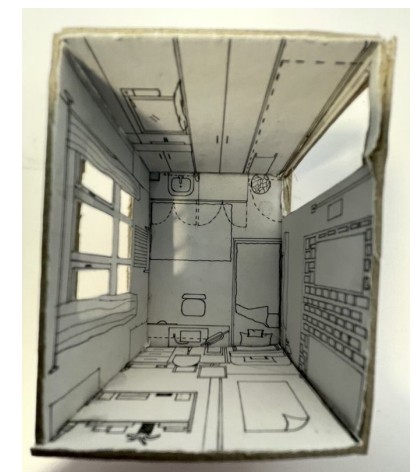


# Extension Potential



Before designing, it is crucial to understand the context and boundaries of the build, as identified by the first diagram.

Restrictions are present in the brief, dictating that the extension must be of a maximum  $\frac{2}{3}$  of the existing floor area. Therefore, a total floor area of 14.33 square metres is possible.



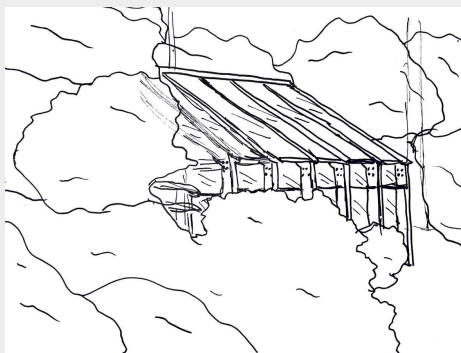
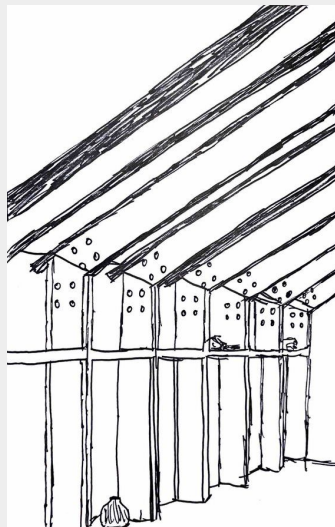
Basic depiction of existing bedroom using scaled drawings.

I constructed a working model with an interchangeable facade area, which will allow me to switch between different designs without having to reconstruct the existing structure each time.



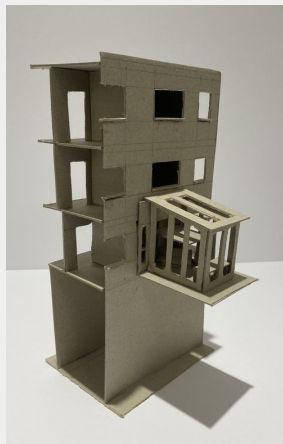
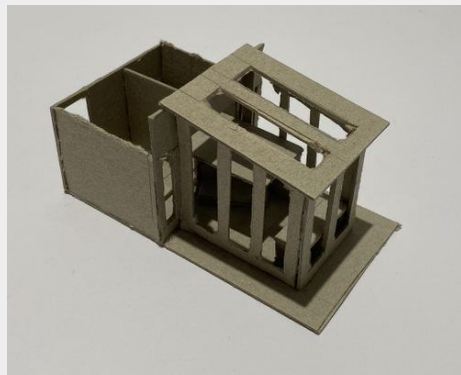
# Initial Solutions

Model 1



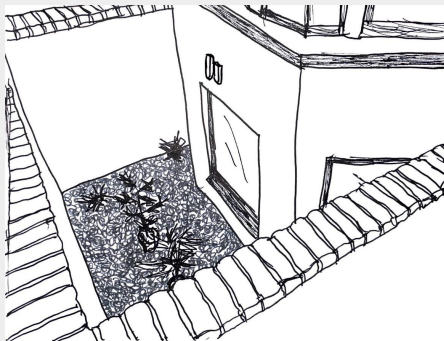
Precedents

- WT Architecture Glass Writer's Studio



Maximising light and visibility through the extensive use of large windows greatly benefits my quality of life, however this is counteracted by the extreme lack of privacy. Therefore, a fence will be required yet this will restrict the light and view, making the design rather problematic as a whole.

Model 2



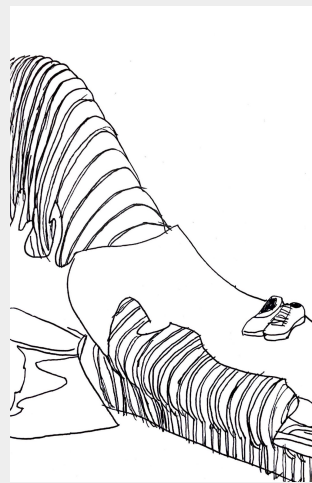
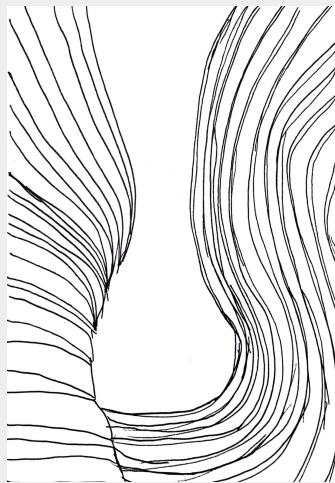
Precedents

- ARCHEA Ltd Basement Lightwell
- Ms Jolly's Lightwell



Lightwells enable me to integrate a garden area, however when segmented in a courtyard, light is obstructed. Further issues include the roof causing rainfall to be directed into the courtyard, as well as slightly protruding on the room above.

Model 3



Precedents

- Cave for Kids, Trondheim
- Camper Store, Barcelona



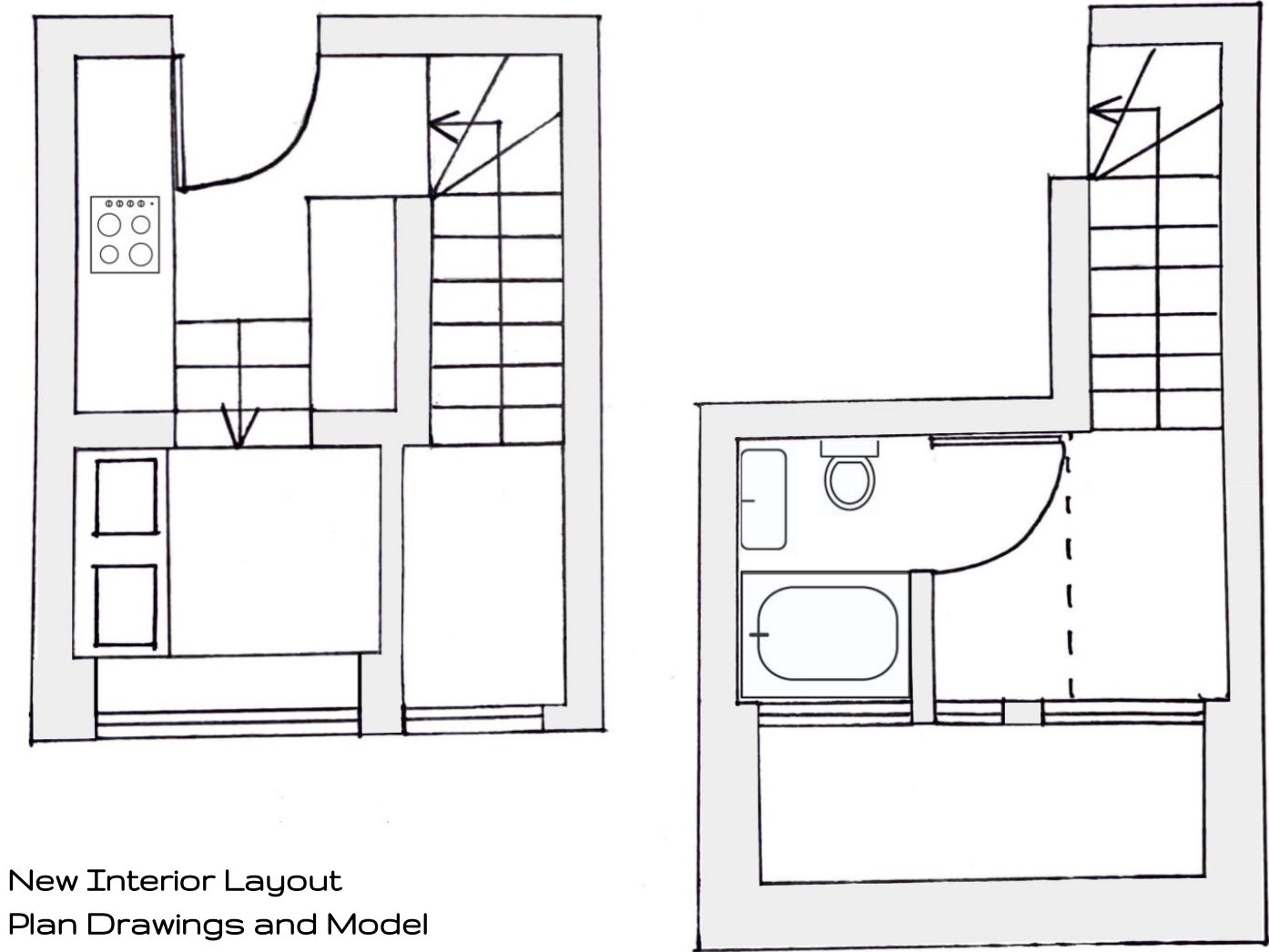
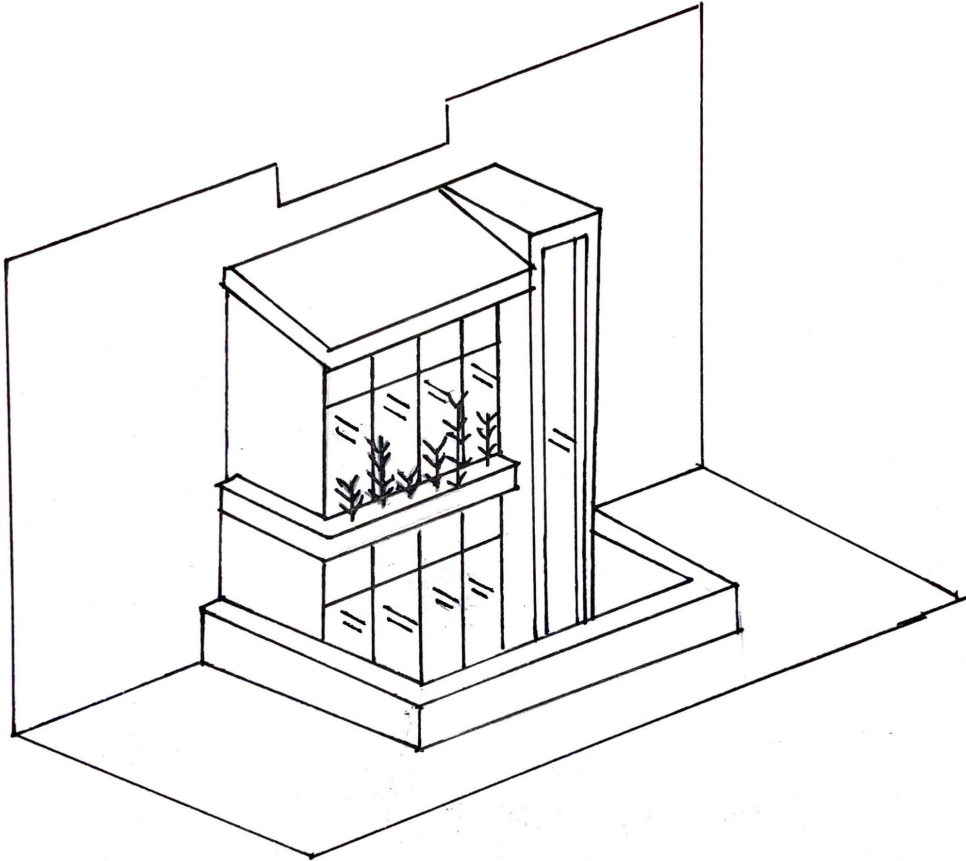
Complex shapes may be achieved by layering, as demonstrated in this model, although the facade is drastically contrasting to the remainder of the building. Ideally, the extension should be seamlessly integrated to the surrounding area, ensuring consistency throughout.



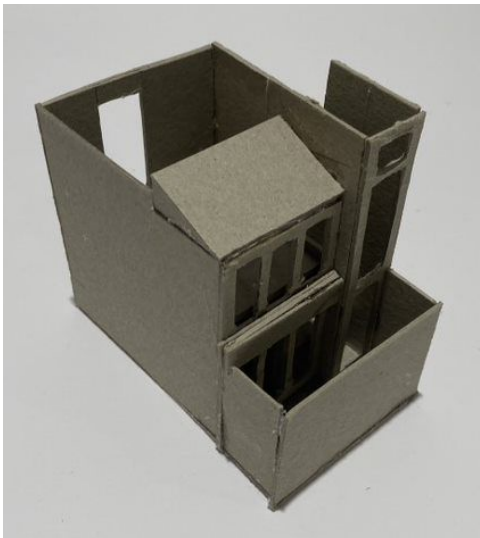
# Layout Refinement

I found the greatest issue with previous designs was in the difficulty I had in organising the interior space. Therefore, I set out to create a universal space which could be utilised across various different facade designs, allowing me to ensure maximum utility of the space I had access to. Featured is a garden lightwell, bathroom, study area, kitchen, wardrobe, loft bed and staircase.

Facade Model Featuring New Interior Layout

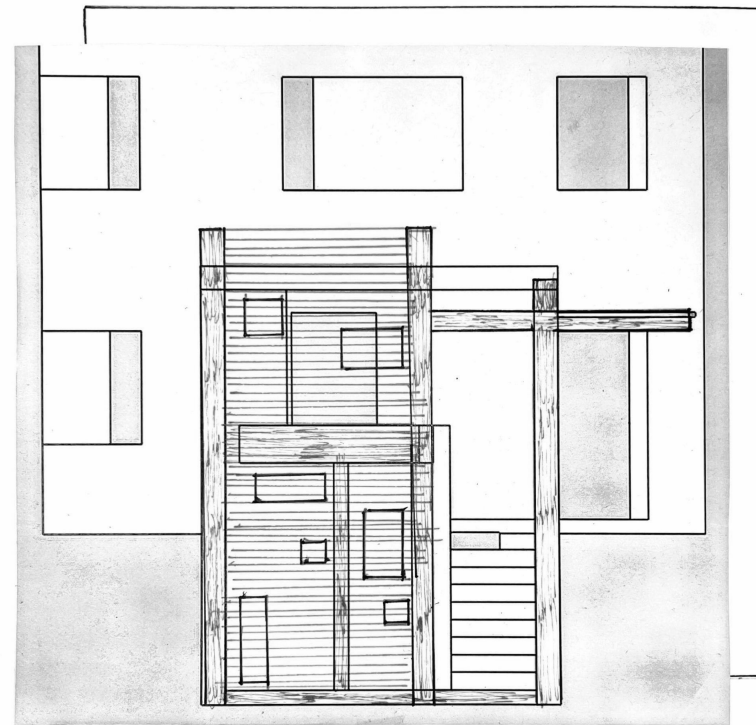
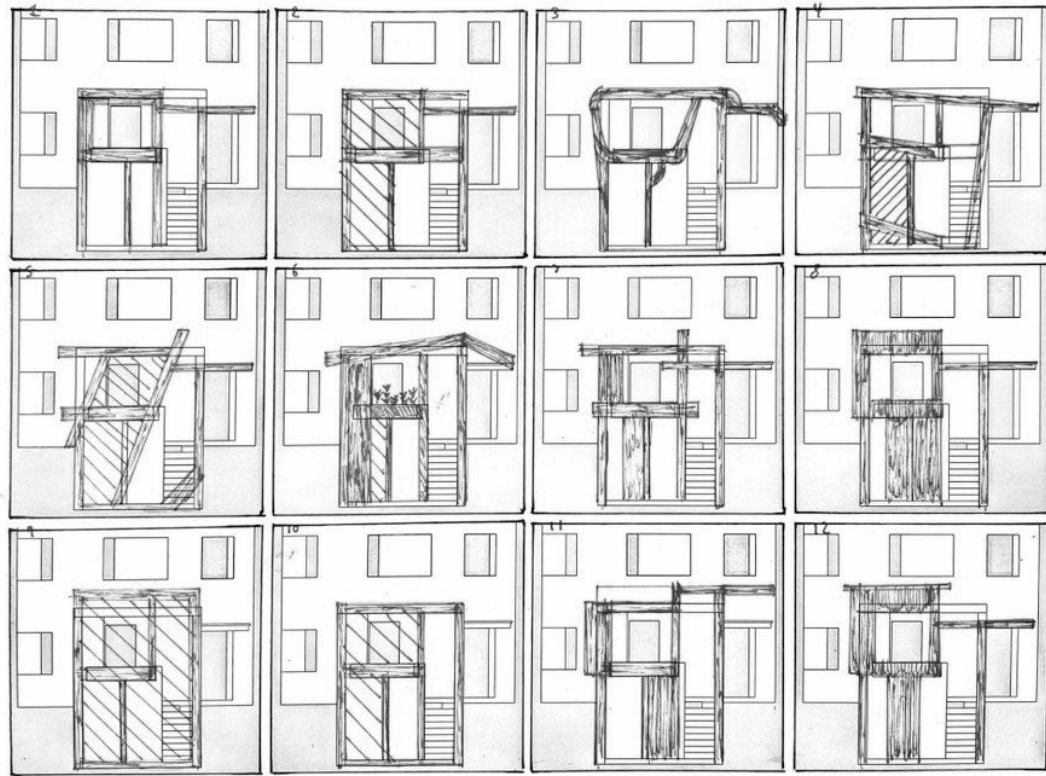


New Interior Layout  
Plan Drawings and Model



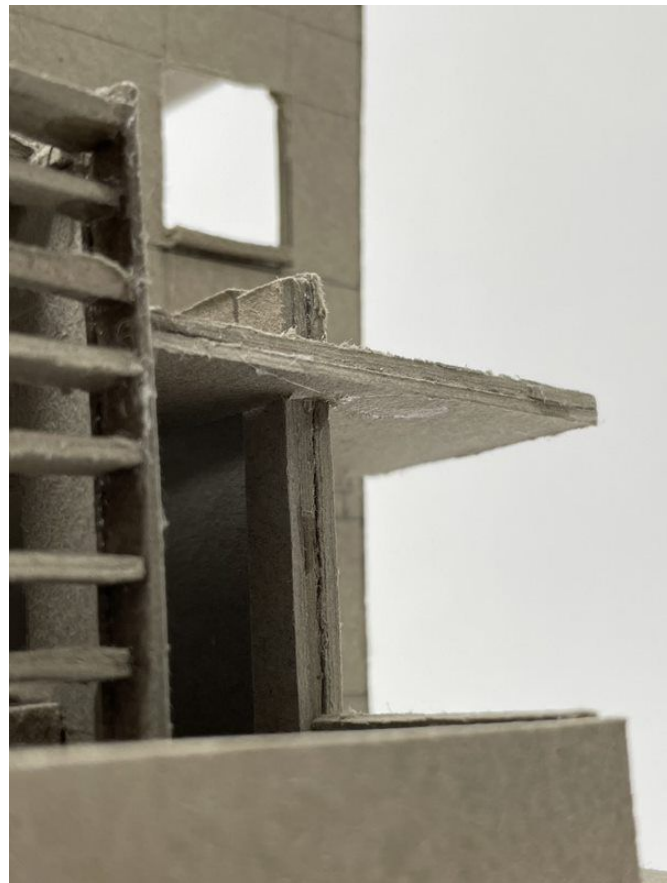


# Facade Exploration and Construction



I experimented with a vast range of facade designs in order to find the most suitable one, leading me to the design on the left. The design adopted a sleek, modern and geometric form (reflecting the interior). Additionally, floor to ceiling windows offer a clear view of the miniature garden in the lightwell, rebuilding a connection to nature. Nonetheless, privacy remains a crucial factor in the design, maintained by shutters and separation of segments of the design. The design clearly brings attention to the entrance of the building, signified by the different colour materials and the overhang, which offers protection from the elements.

This was then constructed as a model and integrated into the building, however there were some changes to be made. In the event of heavy rain or snowfall, plants in the lightwell below may not survive. Therefore, integration of a retractable covering has been considered. Furthermore, shutters on such a small scale become overwhelming (as seen below), leading me to opt for glass which offers privacy..

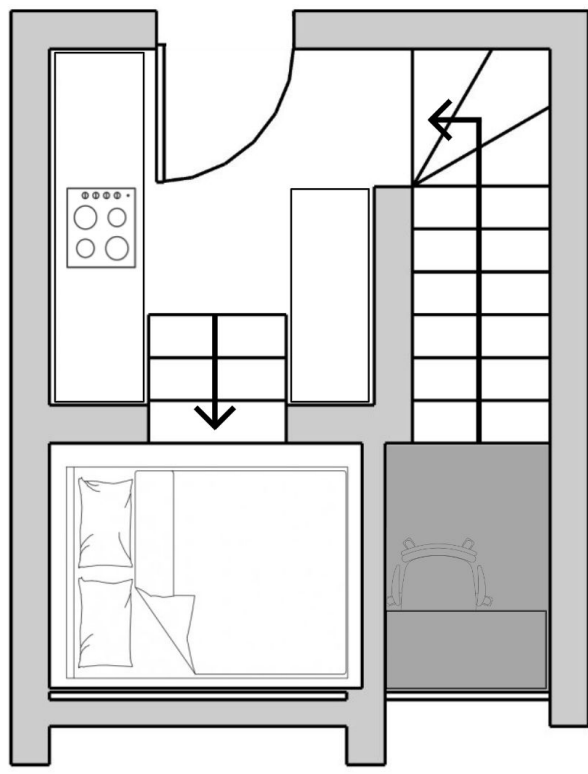




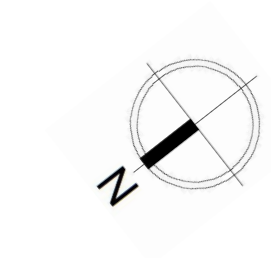
# Orthographic Drawings

Plan View

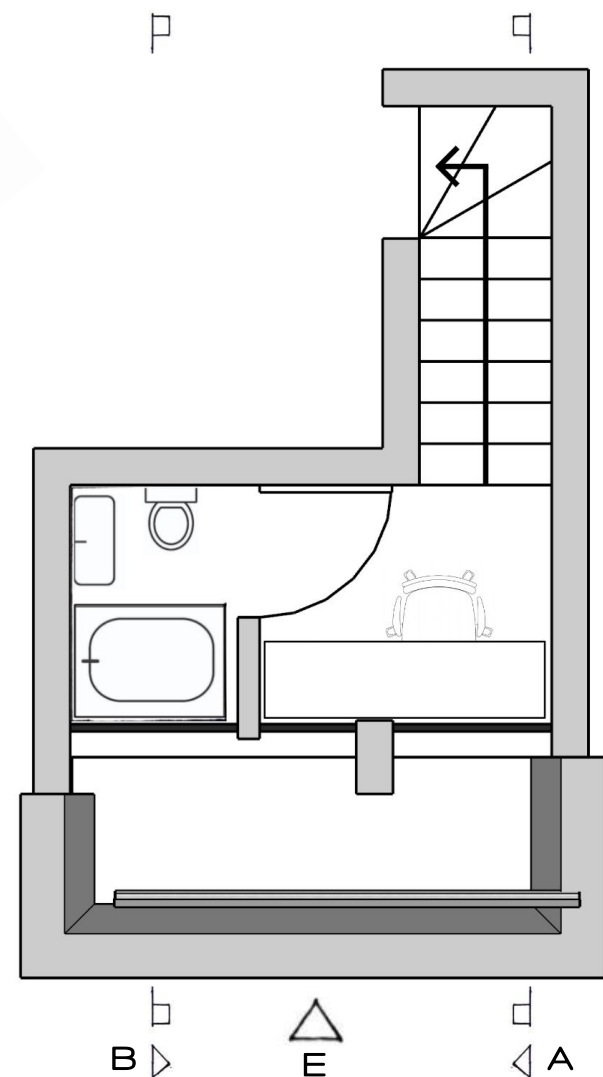
Ground floor



Elevation



Basement level

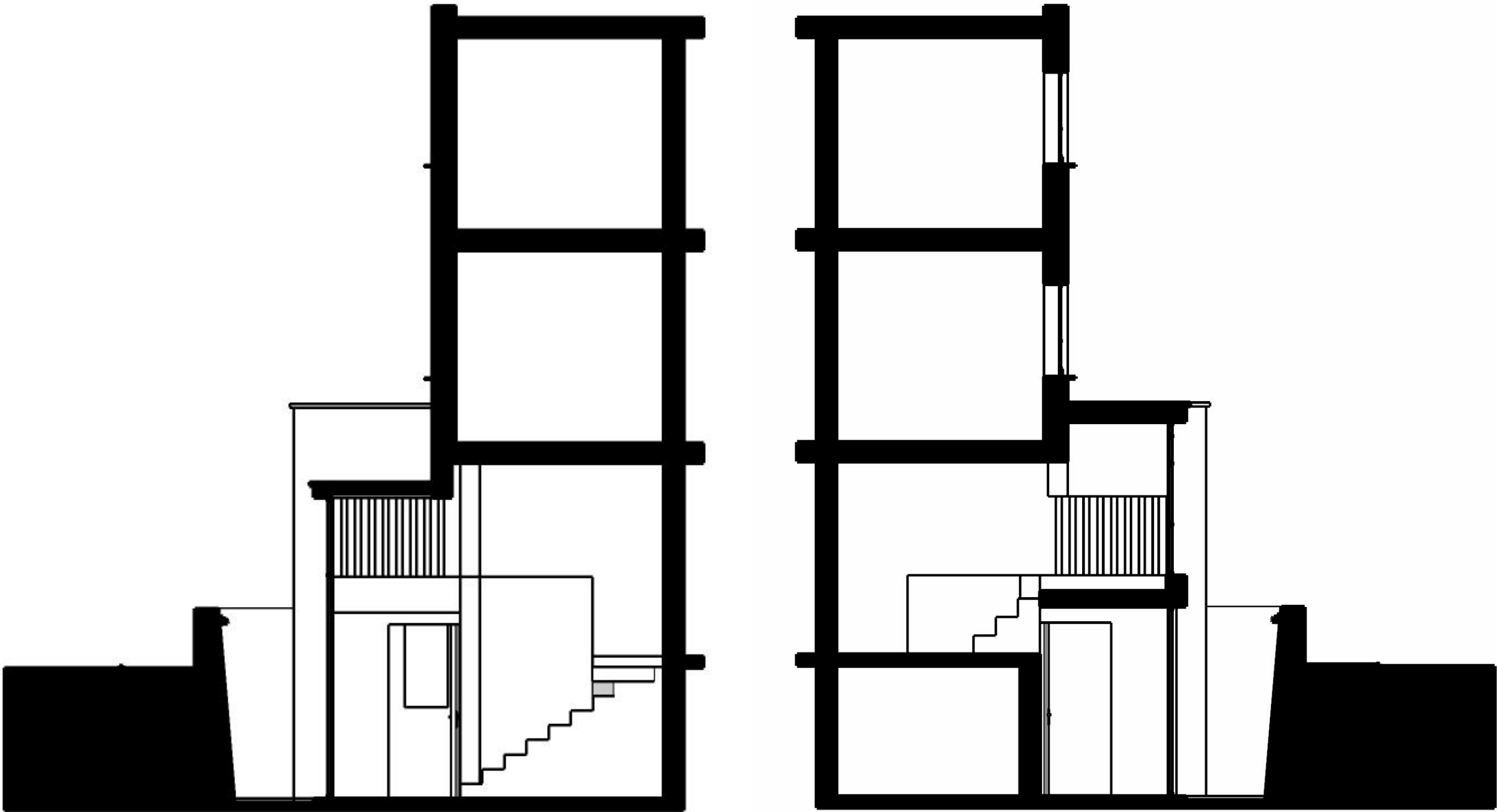


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Section A

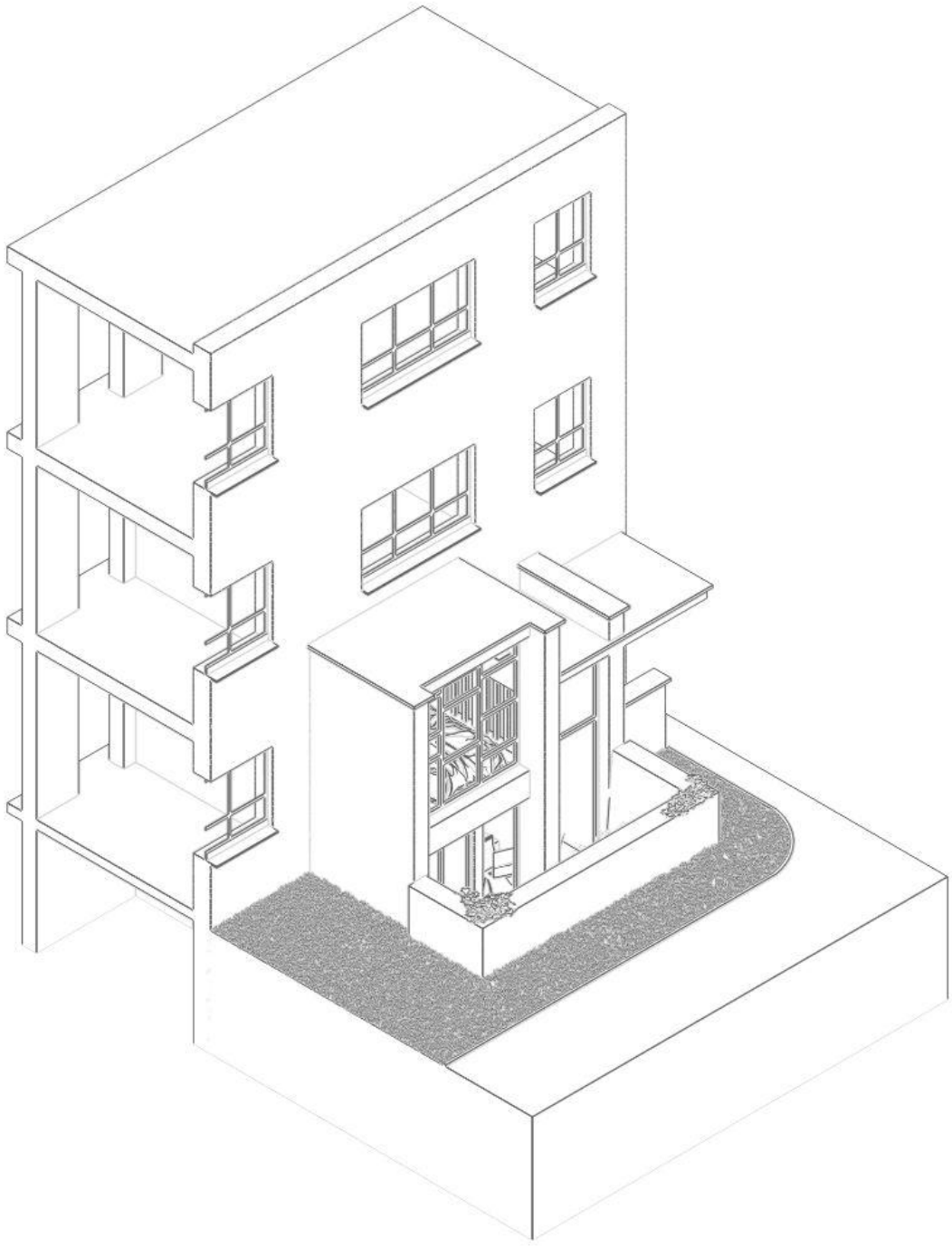
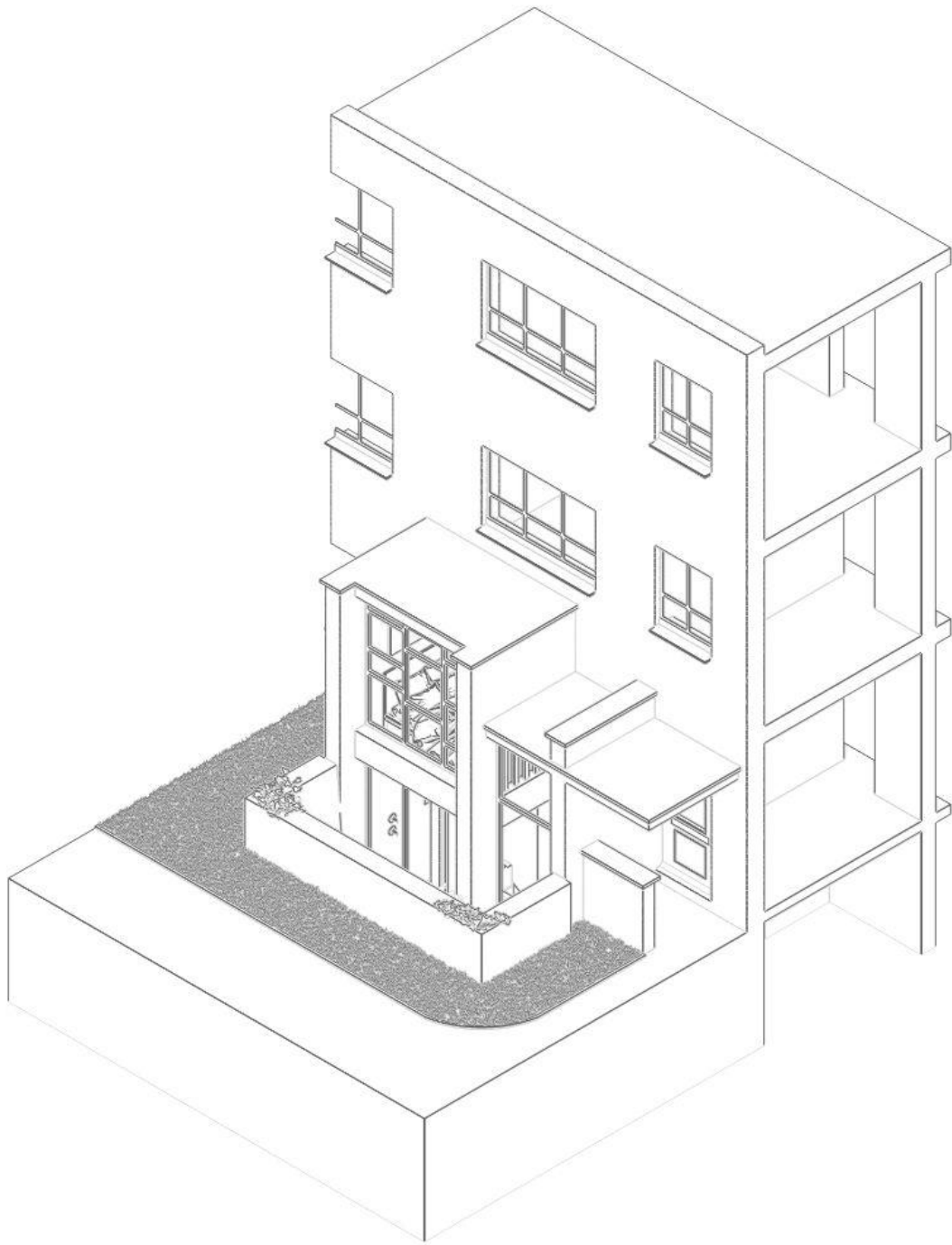
Section B



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Isometric Views



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# Renders





