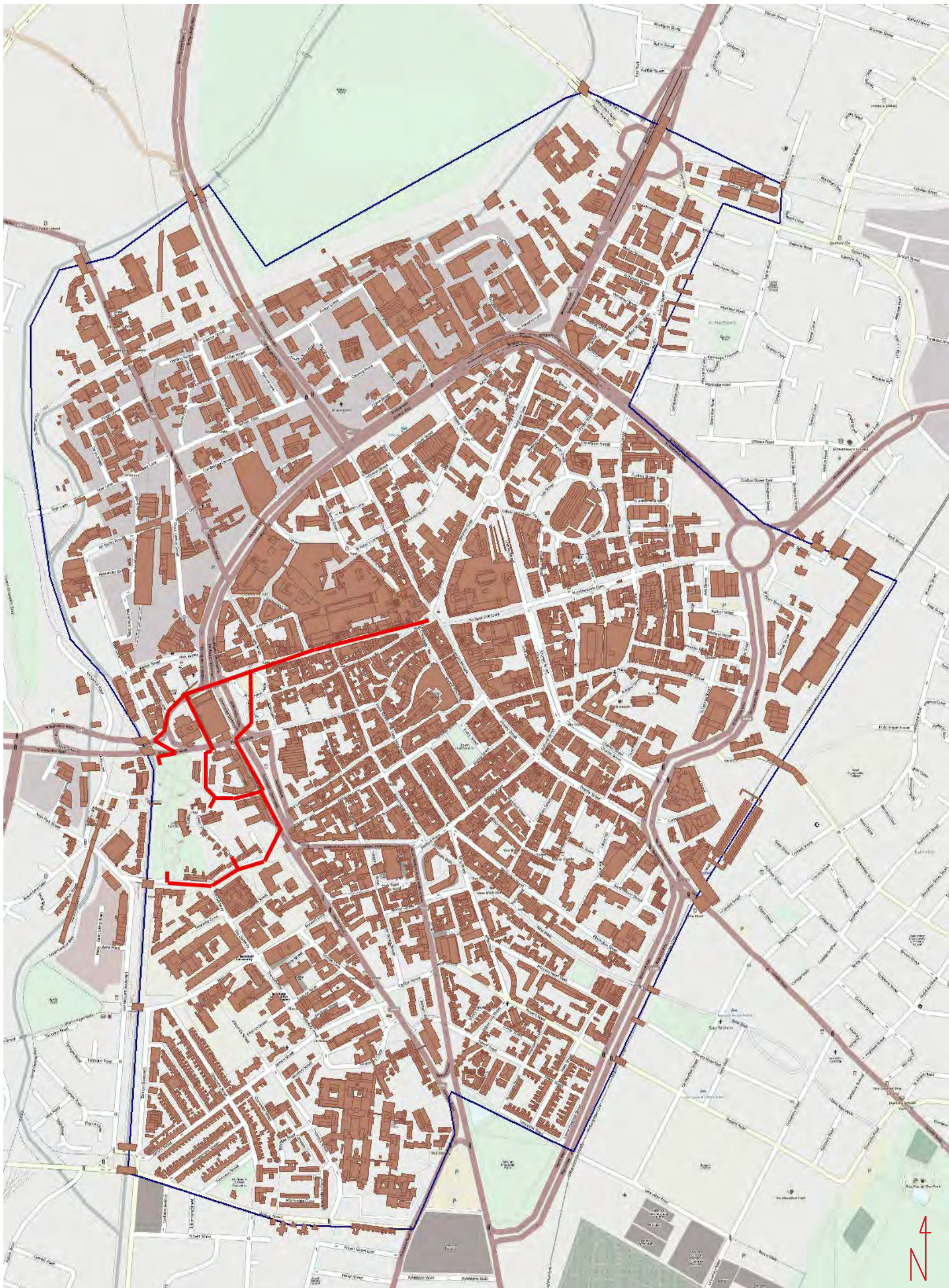
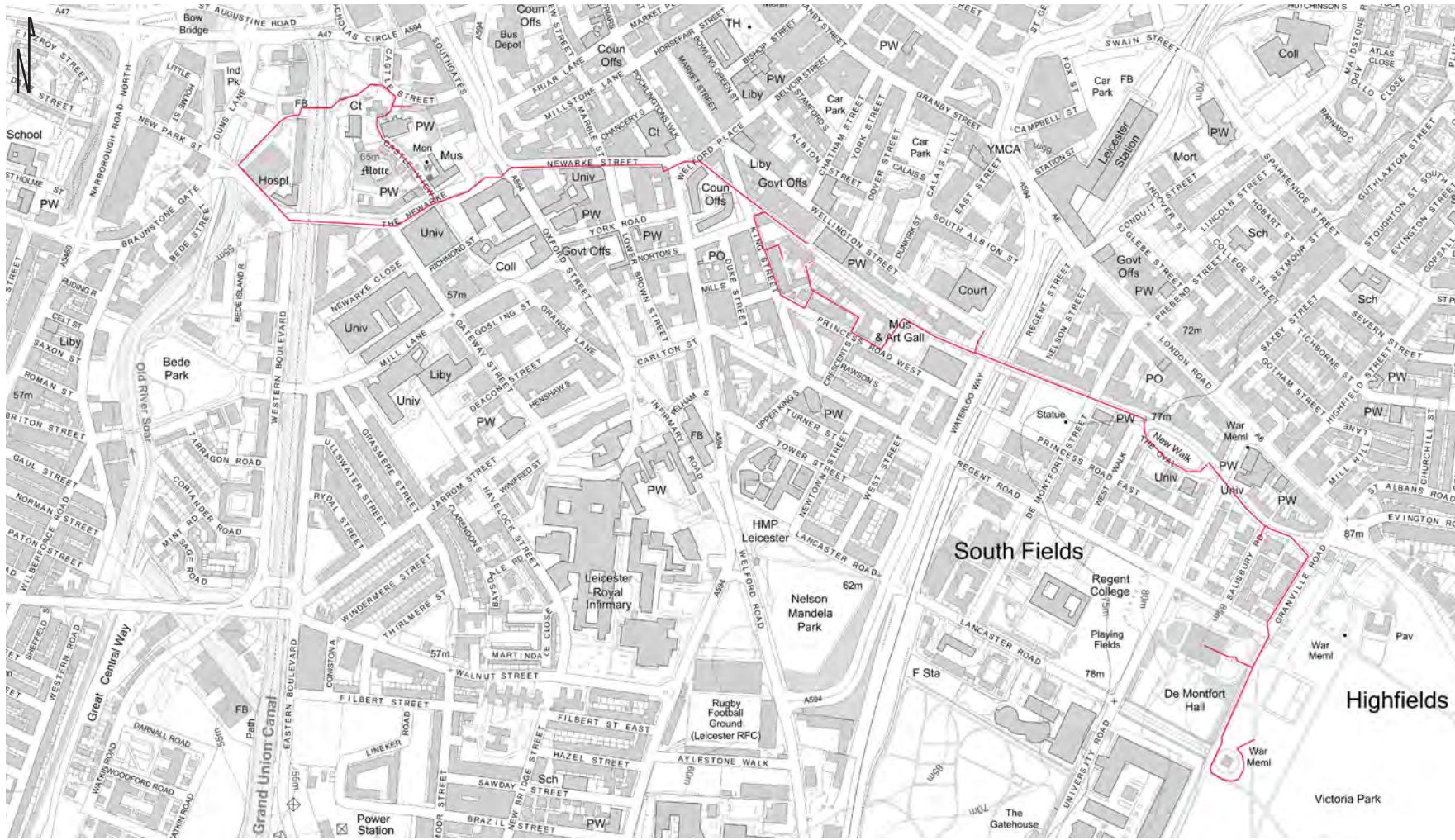


URBAN REVEALING



The three maps of Leicester city above show city growth through history and the rout from the city centre to the area I am investigating within the city. The historically rich area maintained its location on the south of the city centre as the city grew and expanded to the east, And while it grows it creates more horizontal and vertical barriers between and around its historic features.



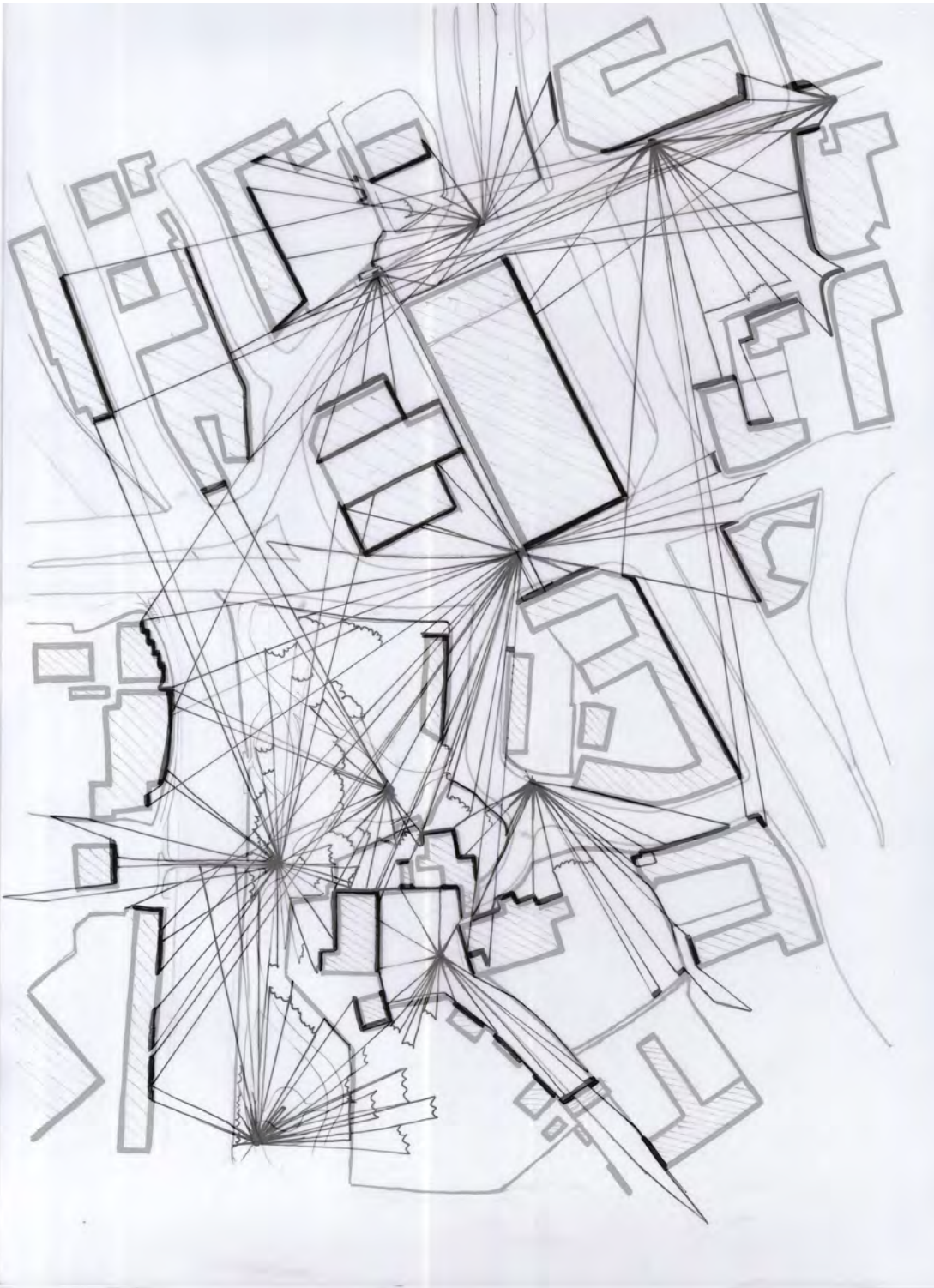
This map shows the journey we took as a group from the war memorial at Victoria park to the Canal.
Scale 1:4500



This drawing show the section of the journey from Victoria park to the Canal.



This drawing show the on end of high street -where I started my journey at the other end of it- ,
And the historic area next to the canal -where my journey and the groups journey ends- ,
To understand the historic areas relation to the city centre.
Scale 1:2000



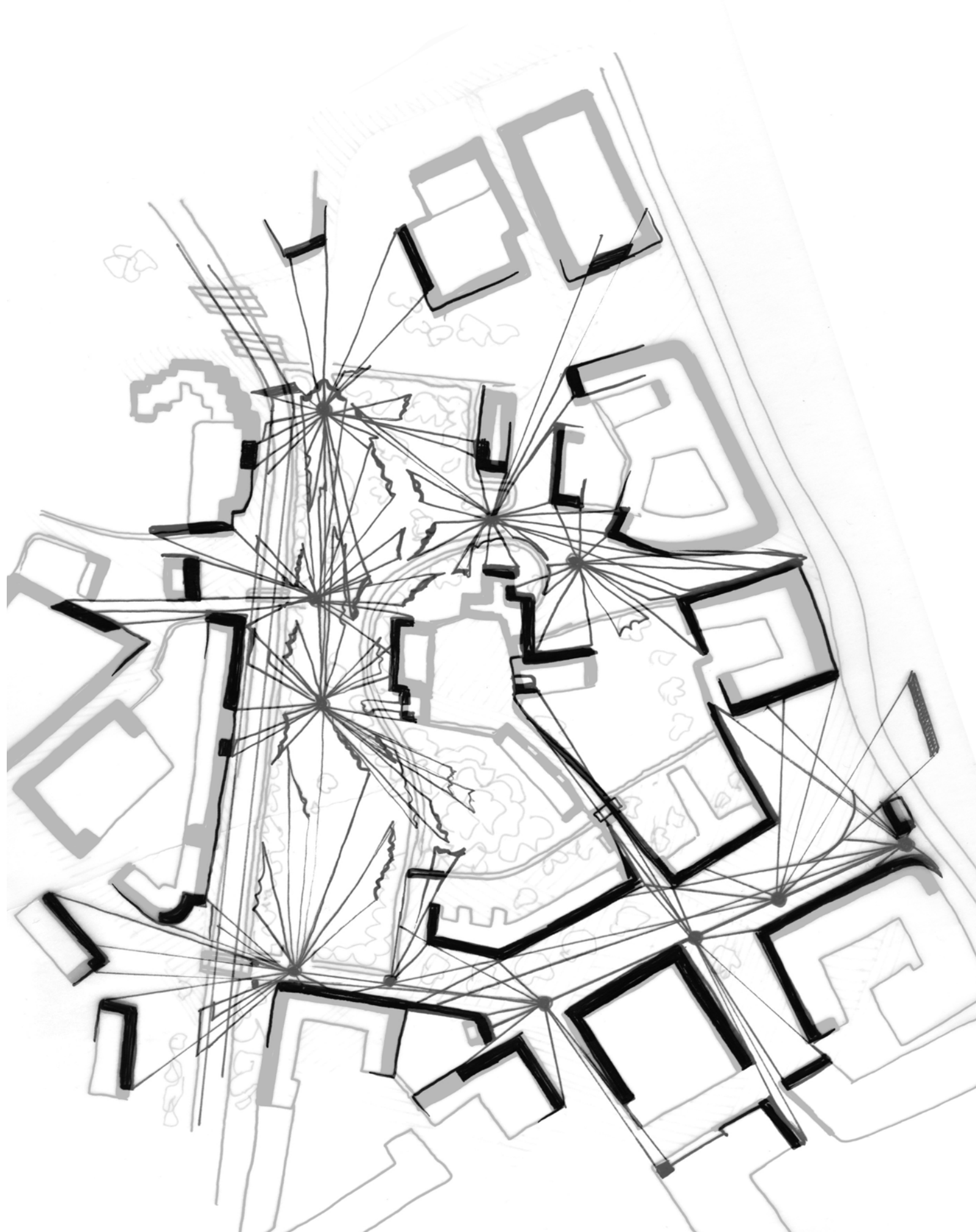
This drawing is a Vision Lines drawing where each point in the map is a view point, the lines extending from it is the vision lines and the thick lines are where the vision line hit.
This Vision Lines drawing is Based on the previous map.
It expresses and talk about what can and cant be seen and experienced, approaching the historic area from the city centre.



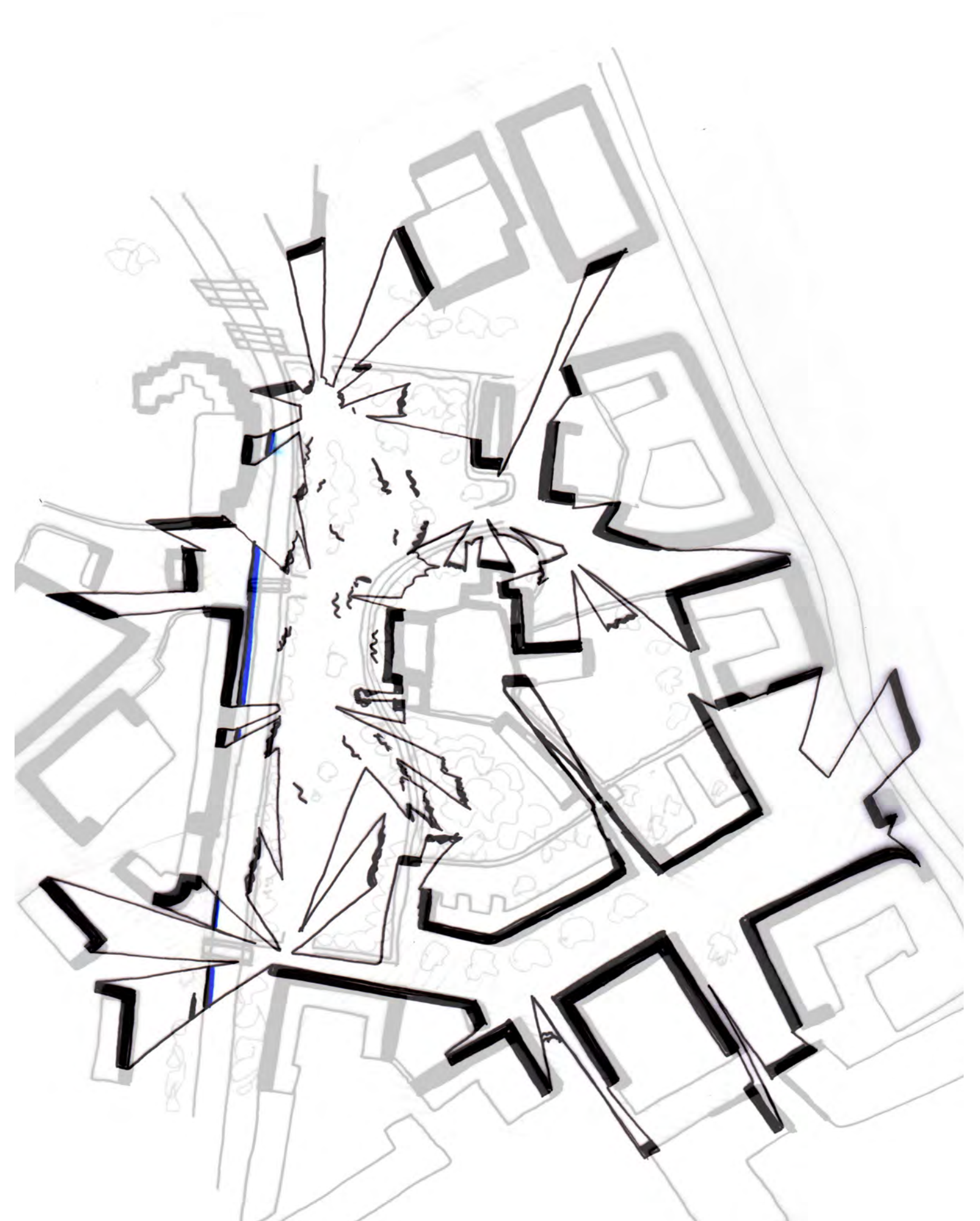
This is a volumetric drawing based on the previous one and it shows the hidden and locked parts in this area.



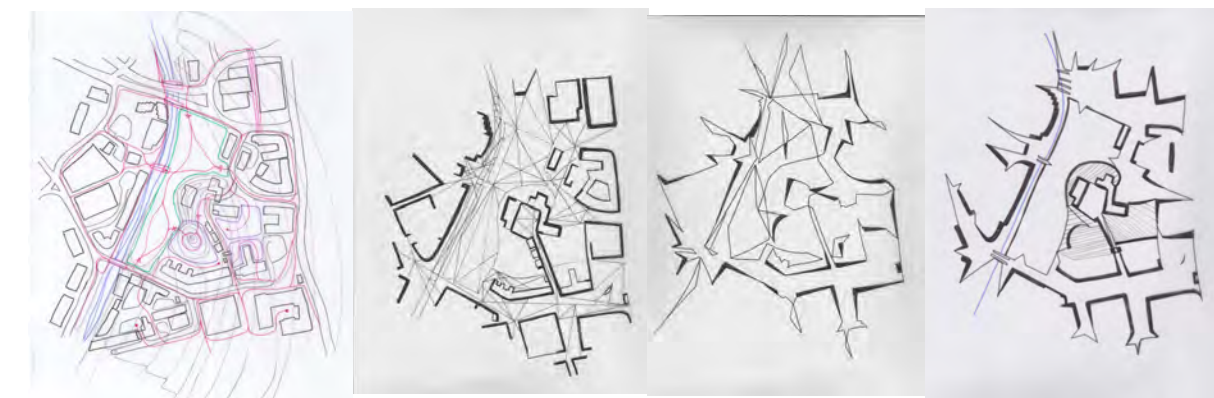
This drawing talk about area around the canal, the garden by it and St.Mary church.
 This area interests me to investigate because of its many historic features that became dislocated with time.
 This drawing talks about the external walls of the buildings surrounding the area.
 The thicker lines are the walls you see when you walk around the area.



Vision Lines drawing over the map of the area investigated.
 Scale 1:100

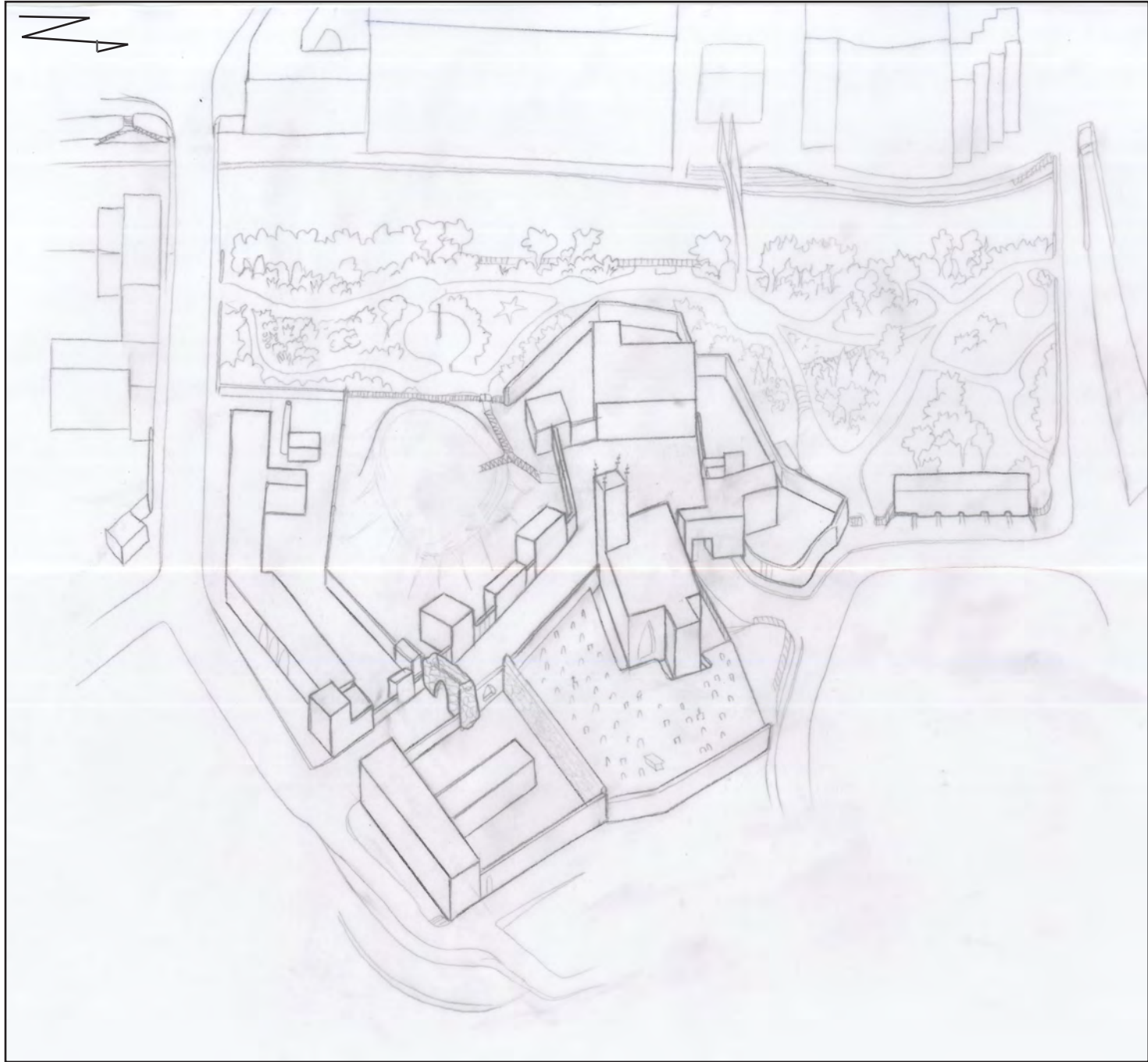


Volumetric drawing based on the previous one.
 The parts between and around the area that are not covered by the volumetric space, are the parts that cant be experienced naturally while being in this area.
 Scale 1:1000

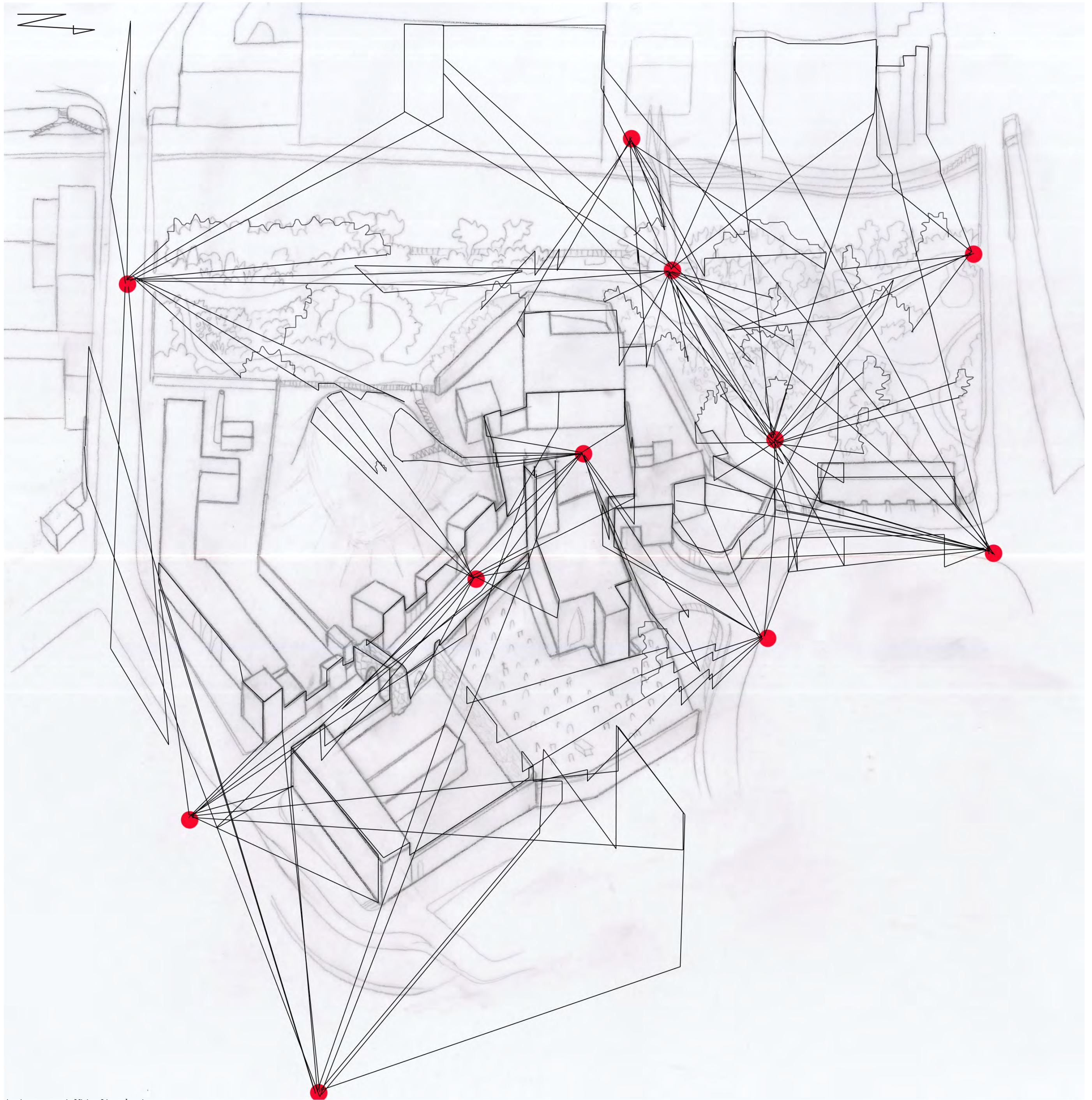




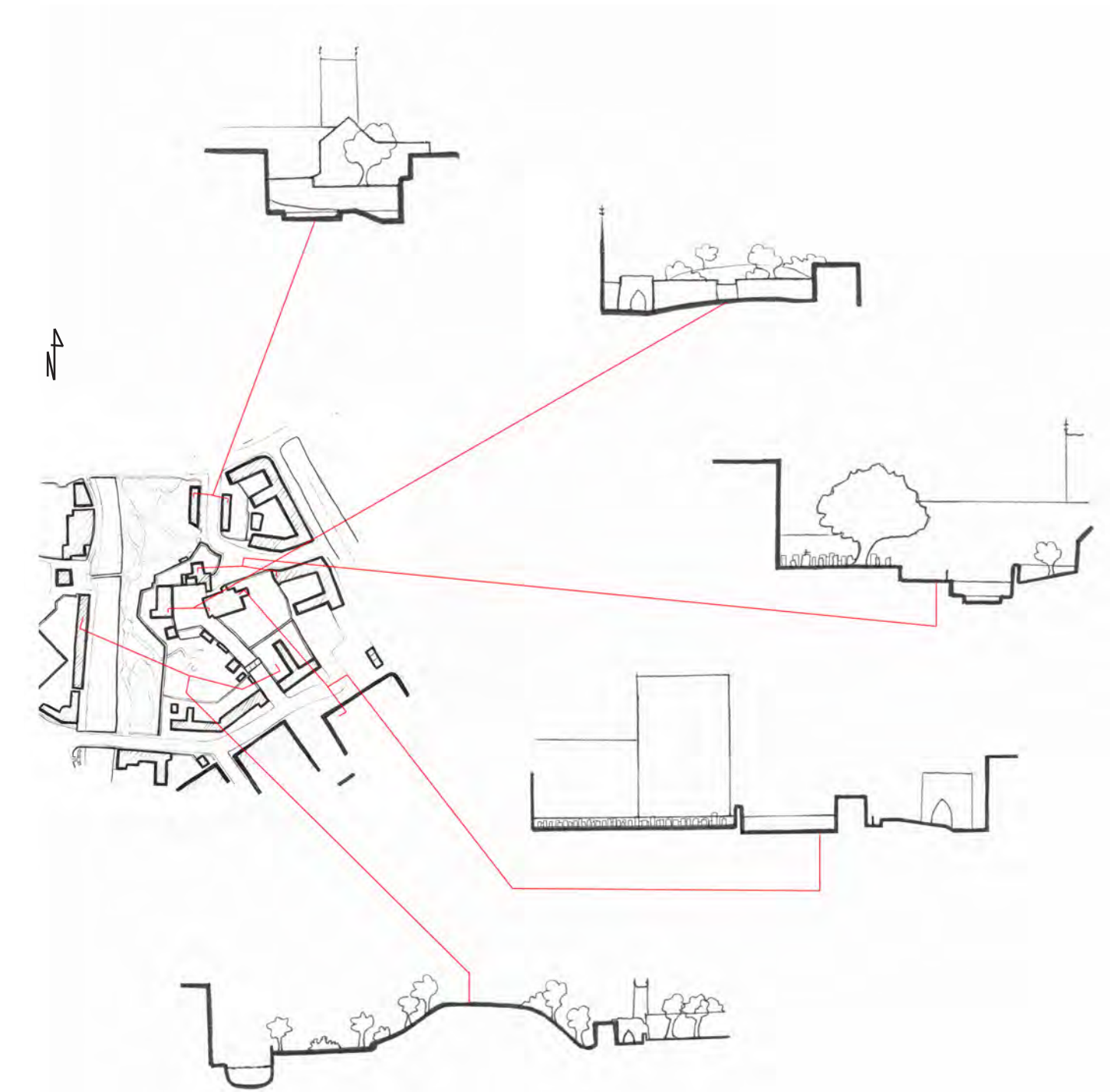
This Drawing talk about the materials
and the feeling of several corners and
spaces around the investigated area
in an abstract way.



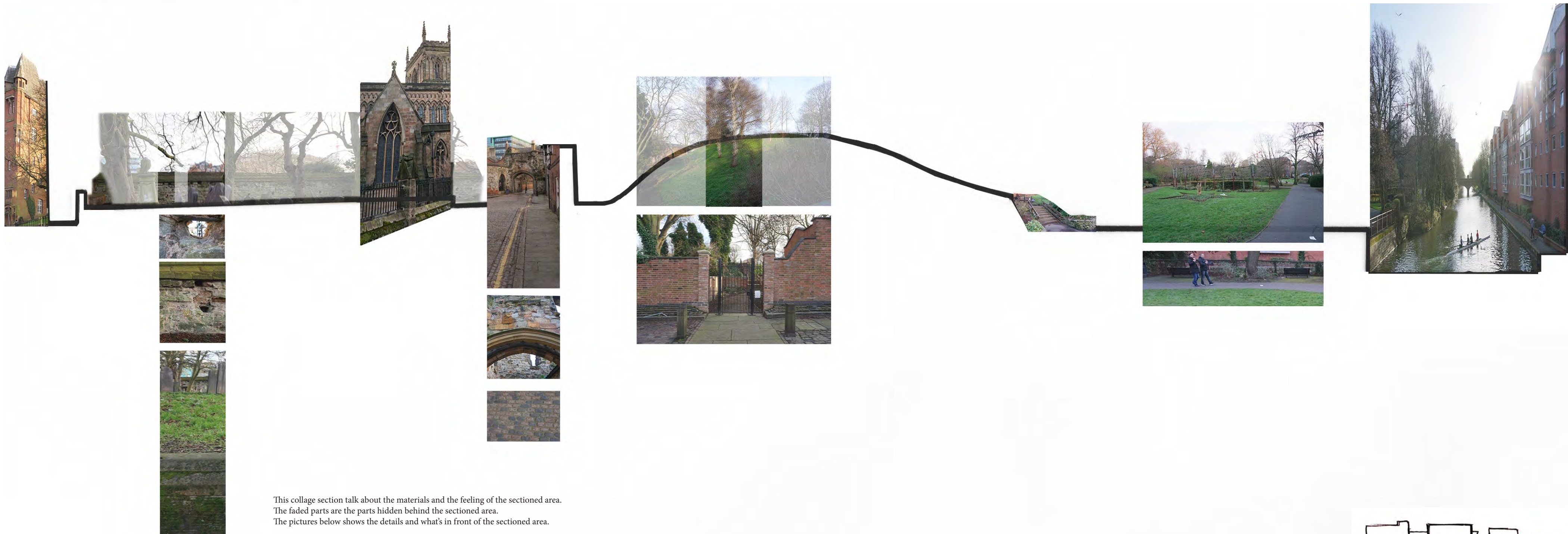
Axonometric of the investigated historic area.



An Axonometric Vision Lines drawing as.



This drawing show a collection of sections around the investigated area, It talks about the surrounding volumes, As well as the rise and the fall of the ground and the choreography it creates .

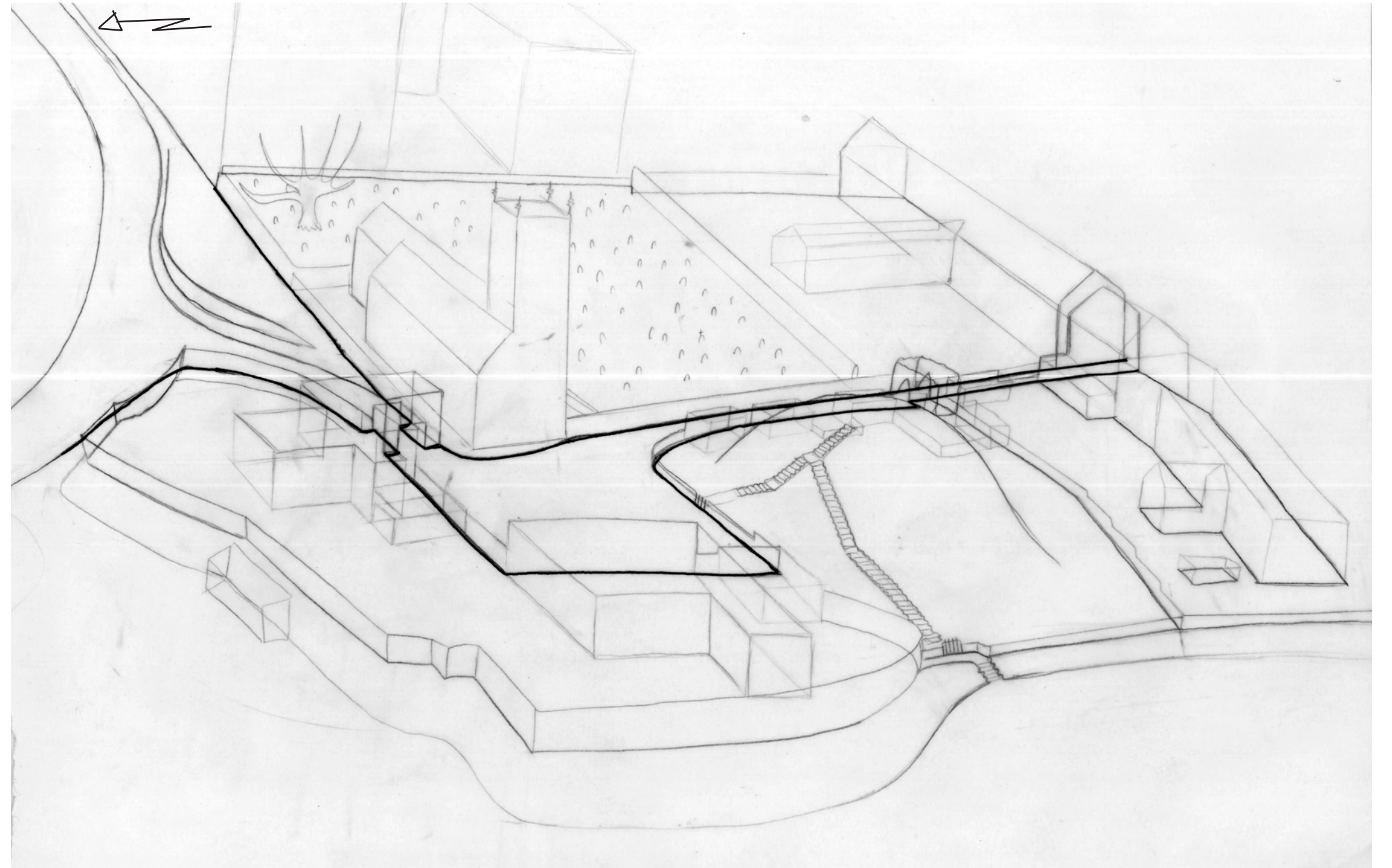


This collage section talk about the materials and the feeling of the sectioned area. The faded parts are the parts hidden behind the sectioned area. The pictures below shows the details and what's in front of the sectioned area.

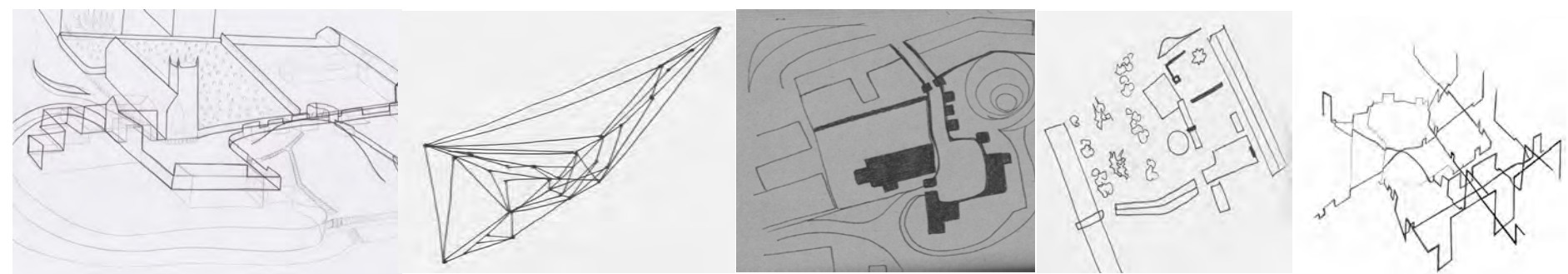


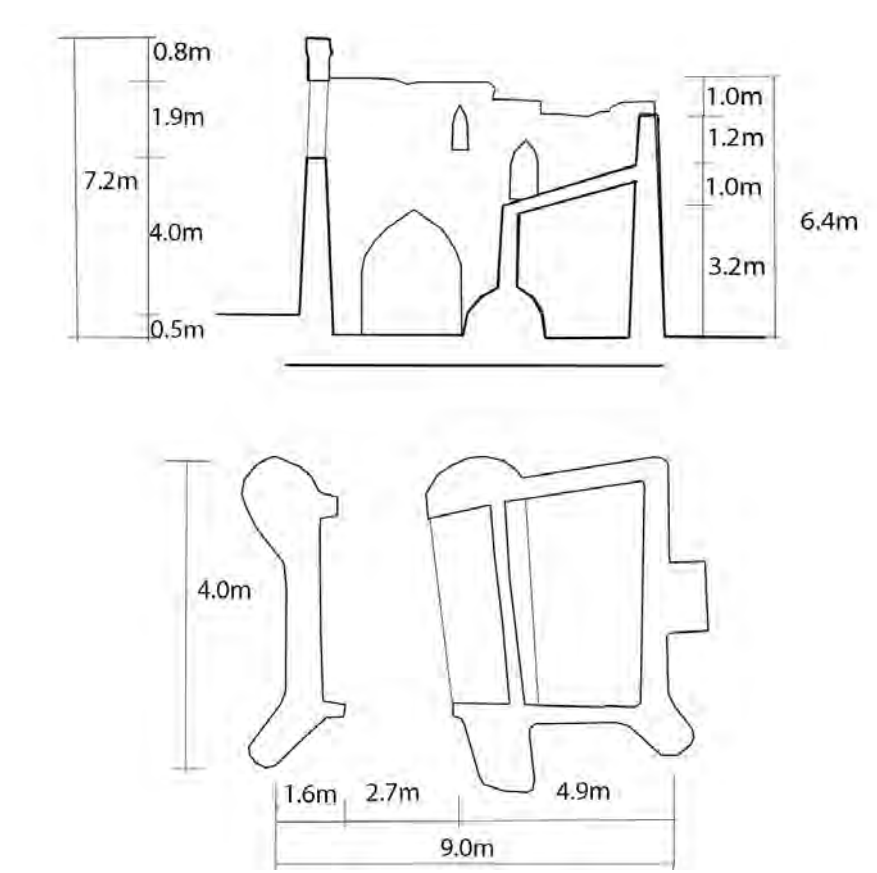


This drawing talks about the movement of people around the area and where it gets busy by people walking and where it does not. Also the dotted lines shows a restricted paths as in places you can only experience with permission or specific times.

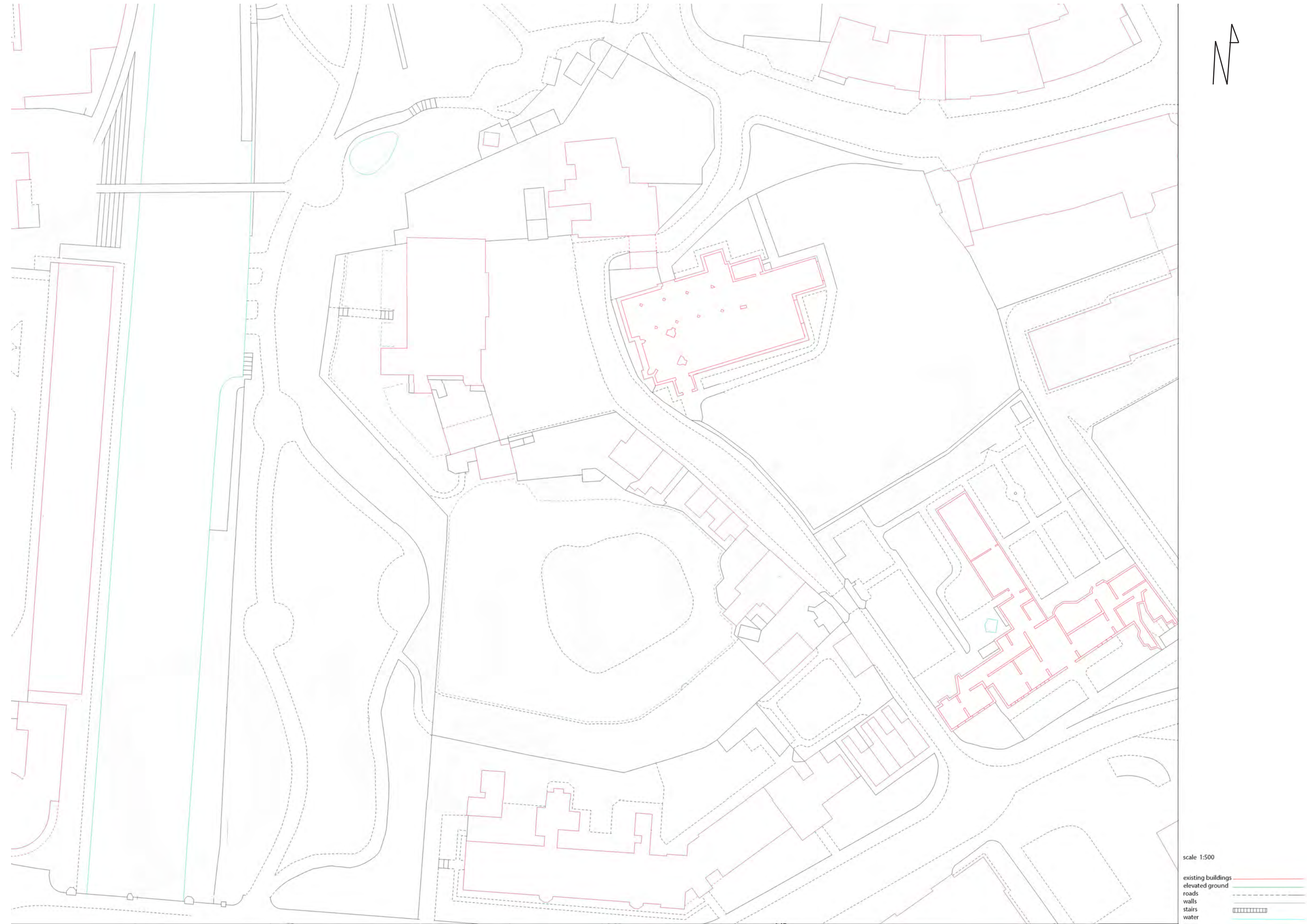


This drawing show the path -that people do not use often- that passes between the locked historic features, where it is also hidden by the horizontal and vertical barriers created around it. There is a semi ruined arch that goes above this path, its located between two important historic features that are hidden and locked. The grave yard at the back of St Mary's Church and Castle mound.

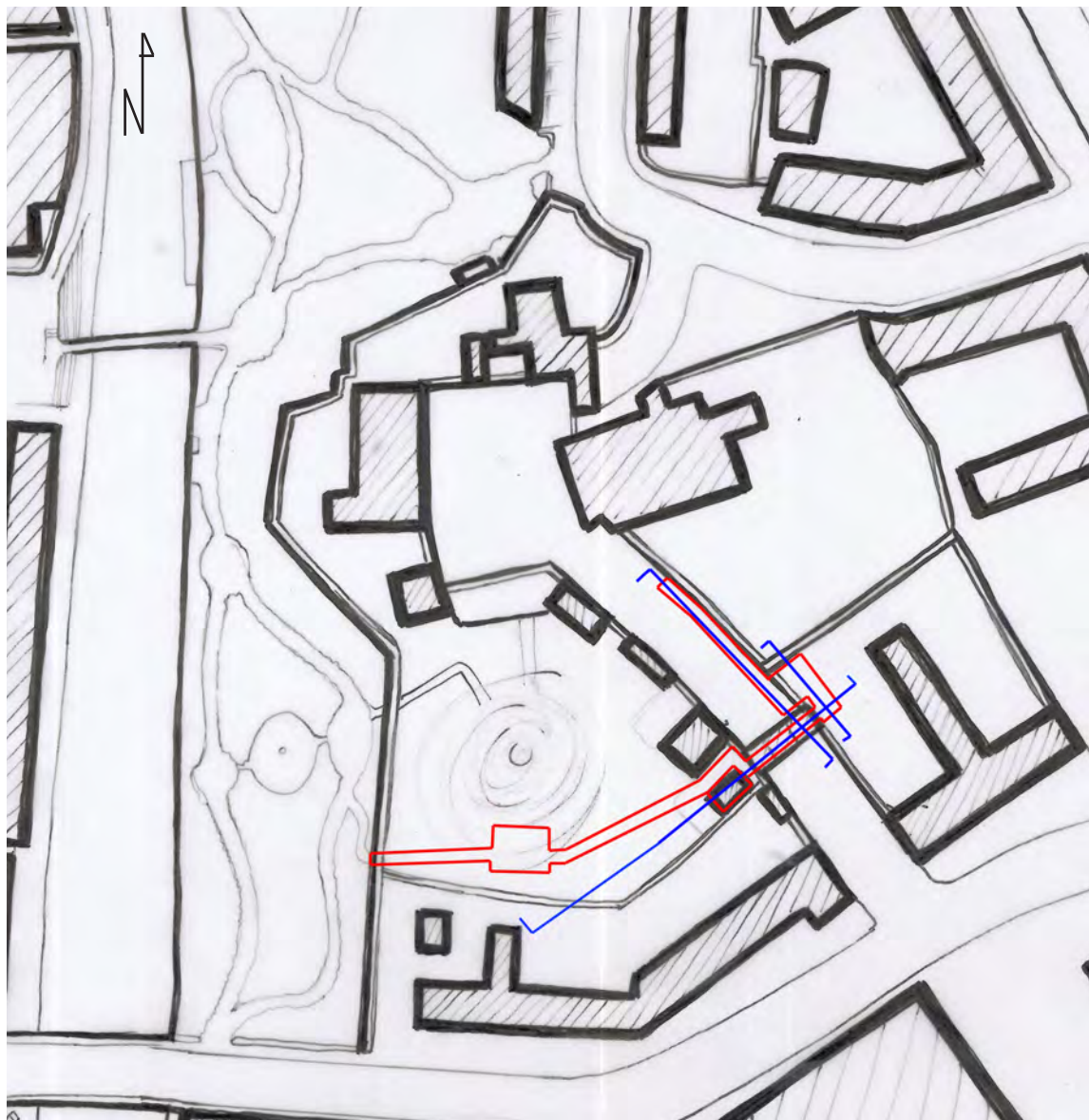




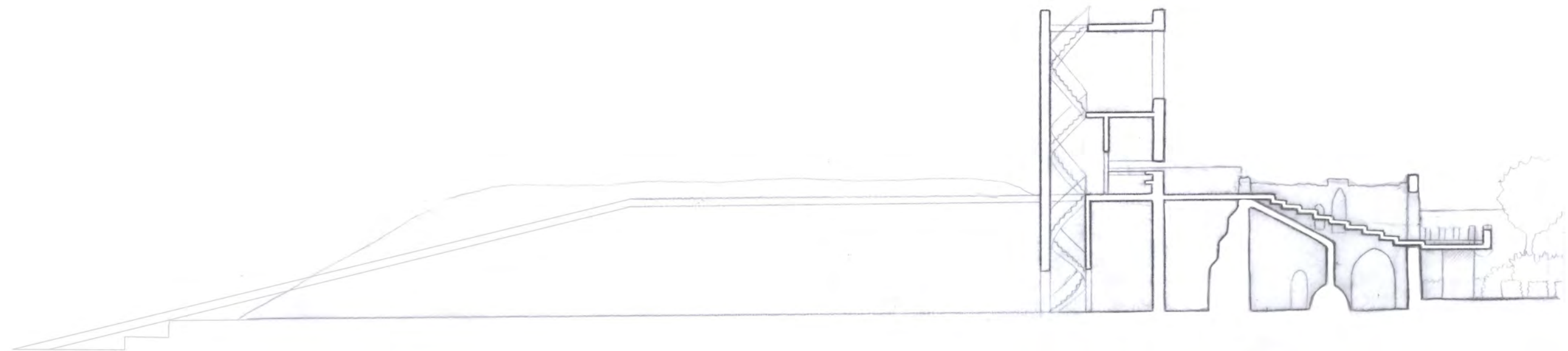
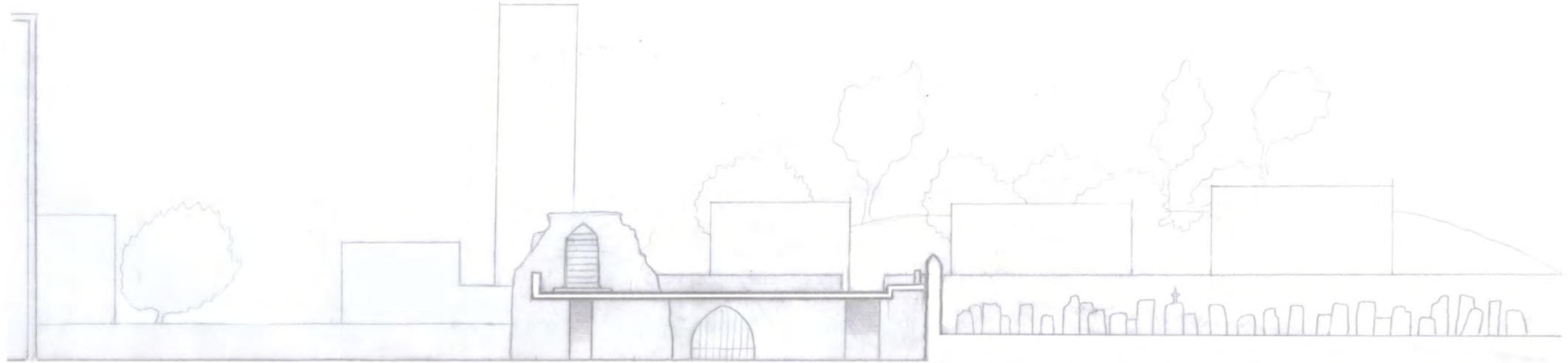
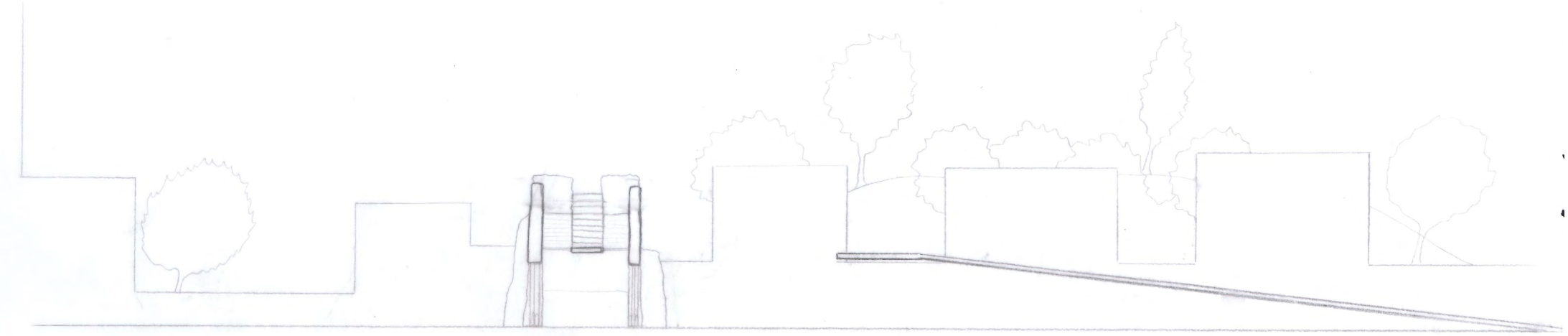
Details of the semi ruined Arch.



Noli plan of the context in details of the chosen area to design around.



Sections of design development 1.
1:200

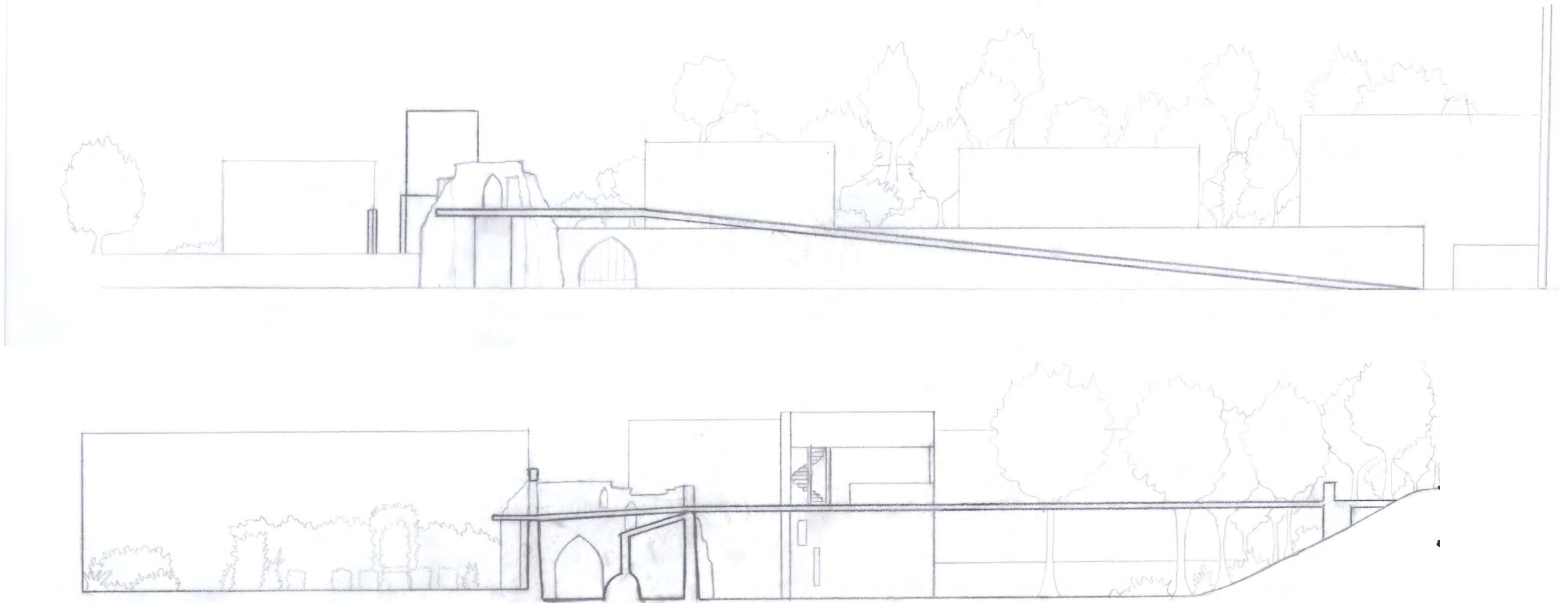


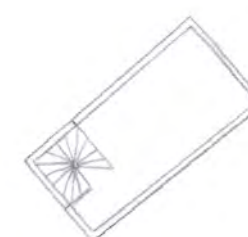


Design development 2 into context.

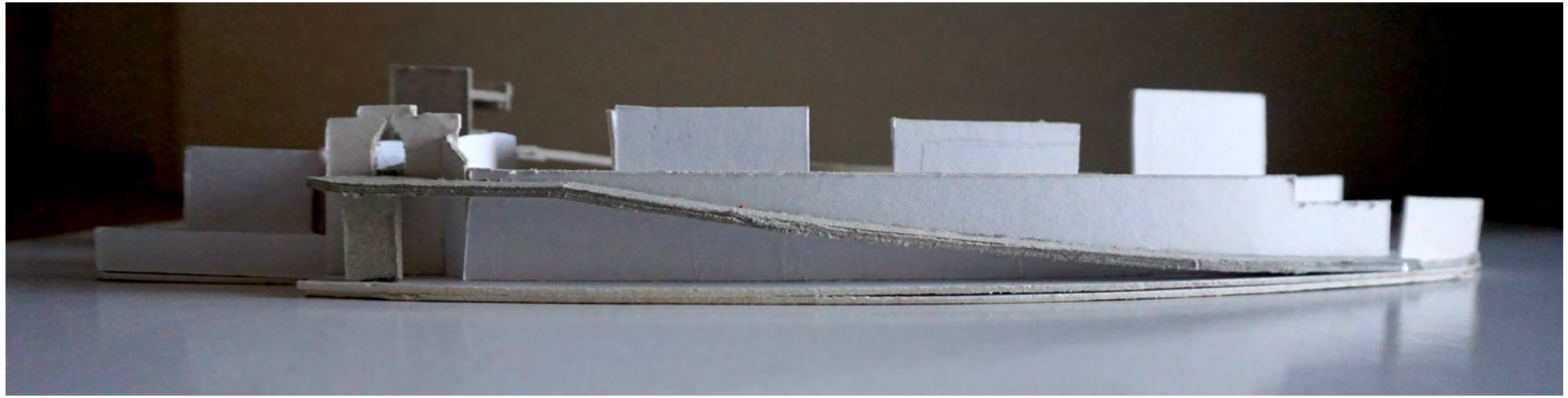
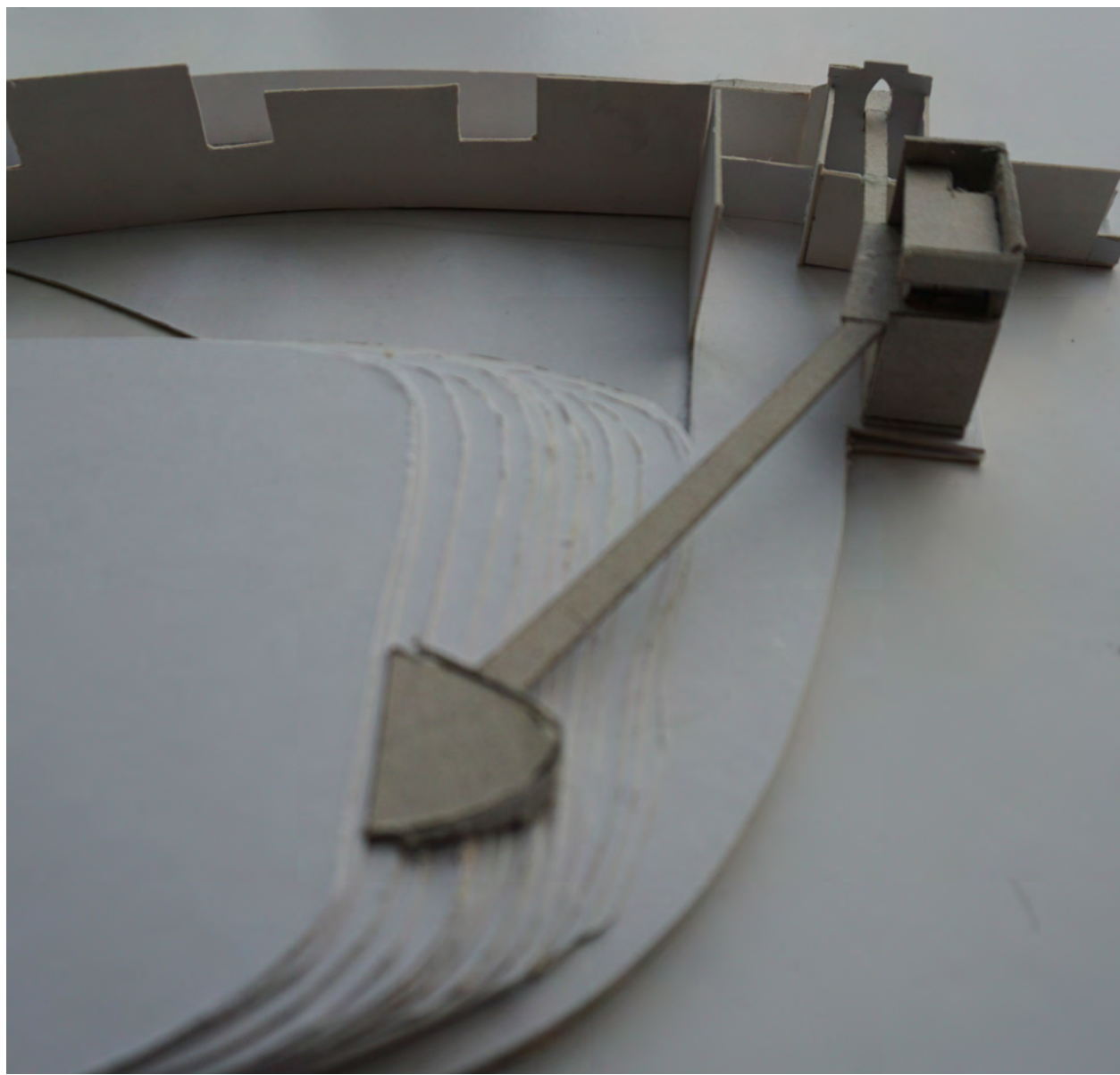
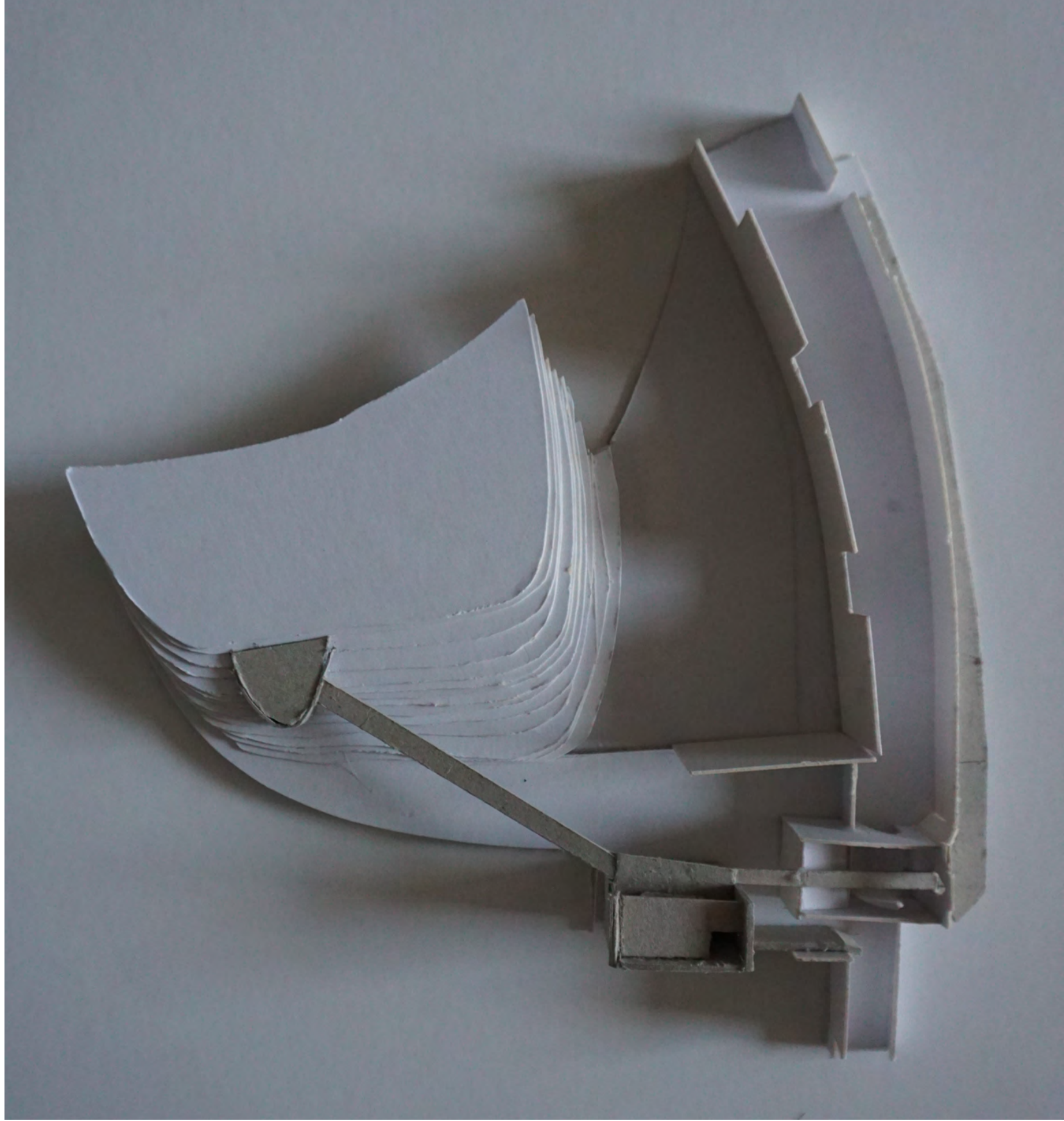


Design development 2 sections.
1:200





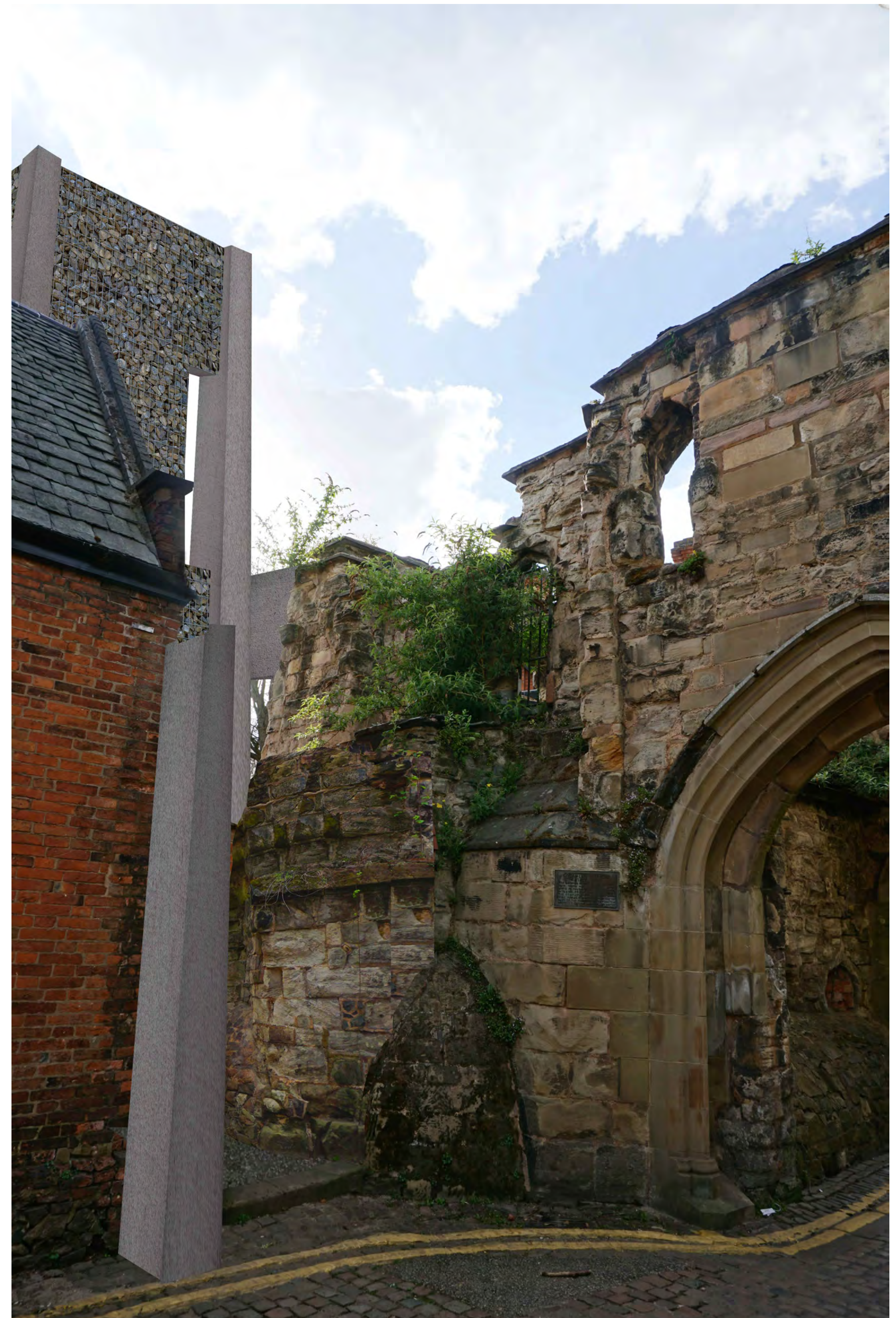
Design development 2 ground, 1st, 2nd and top floor plans.
scale 1:200



Design development 2 Model.
Scale 1:200



A set of perspective Drawings of Design development 2.



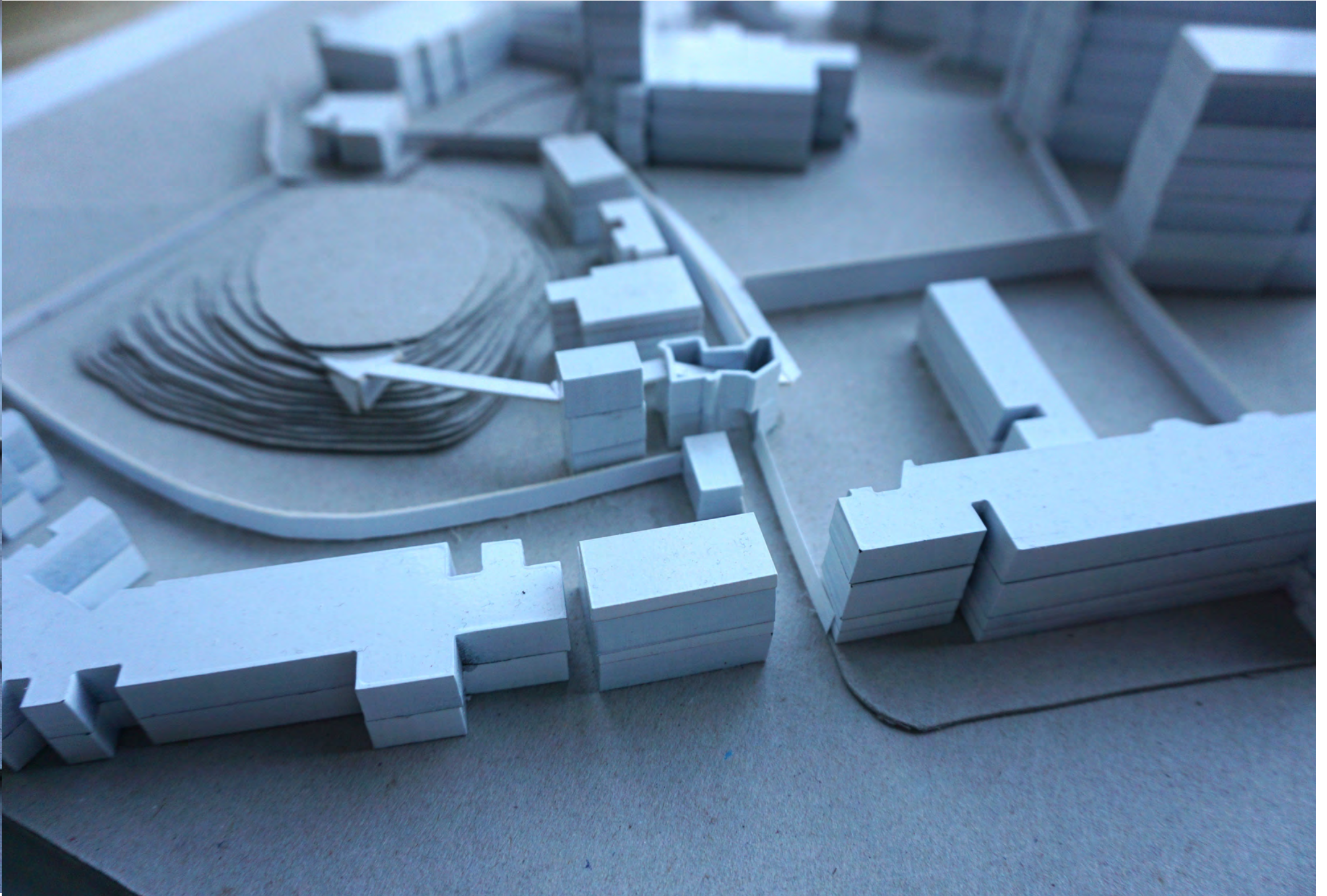
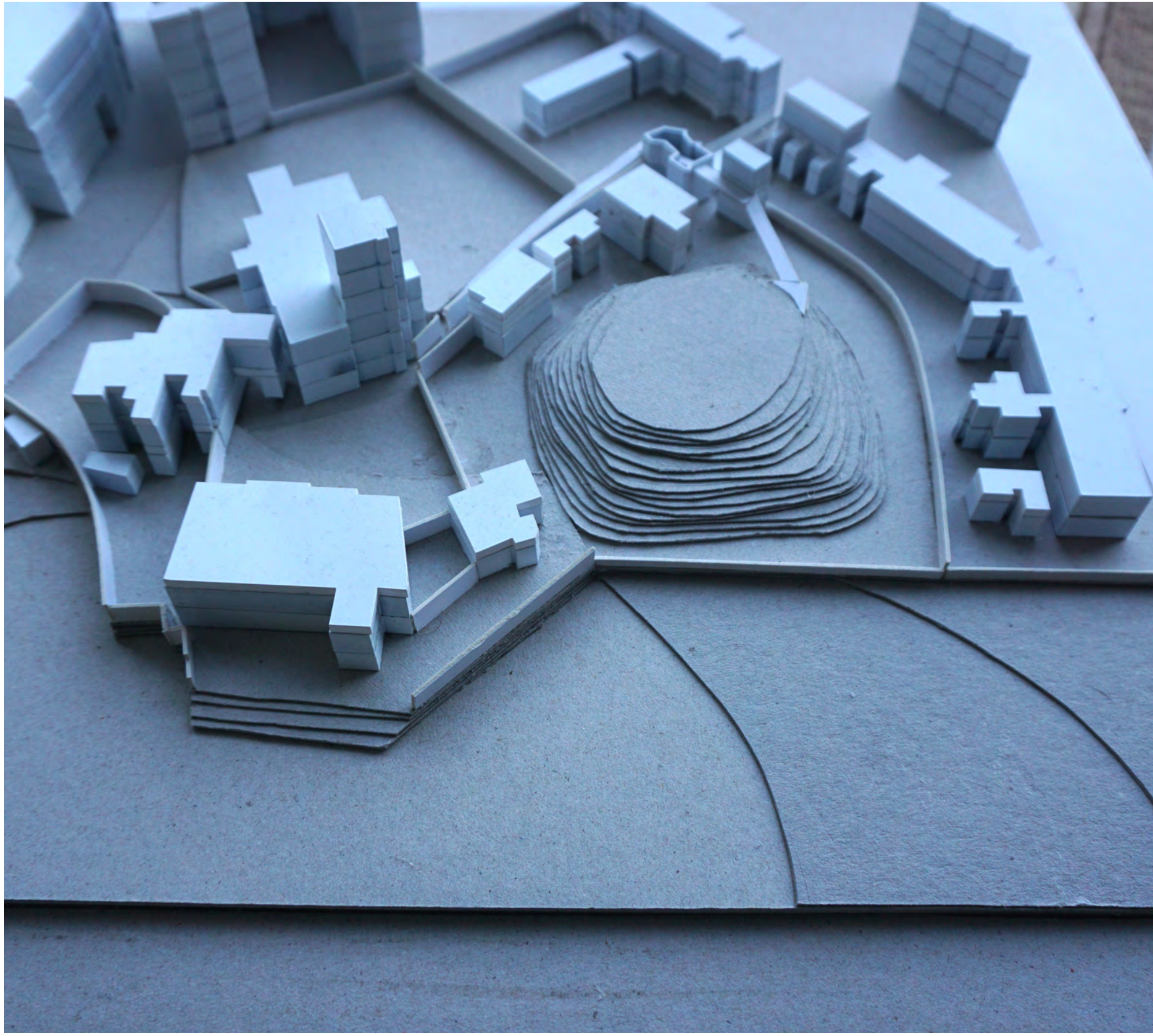




scale 1:500

- existing buildings
- elevated ground
- roads
- walls
- stairs
- water

Design development 3 in context.



Design in volumetric context model.
Scale 1:500



Design development collaged section.
Scale 1:200

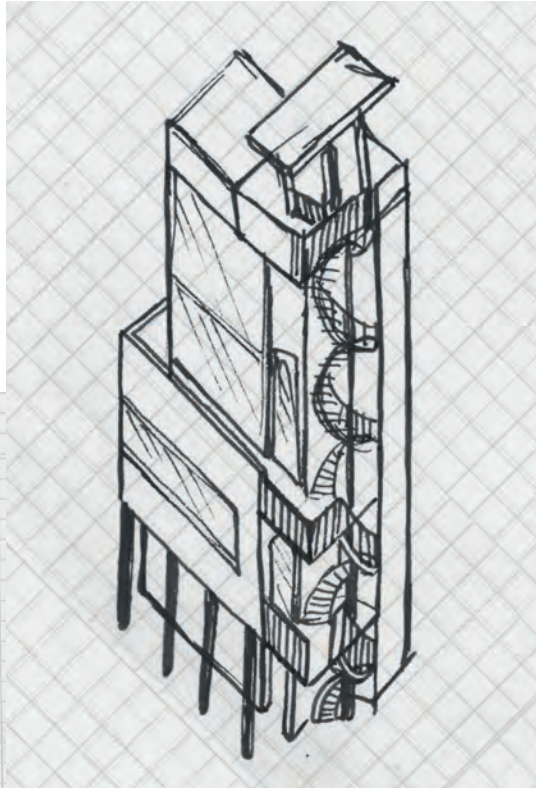
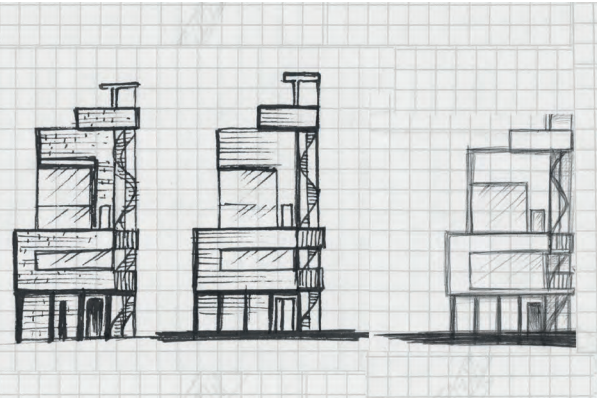




scale 1:500

- existing buildings
- elevated ground
- roads
- walls
- stairs
- water

Final design in context.





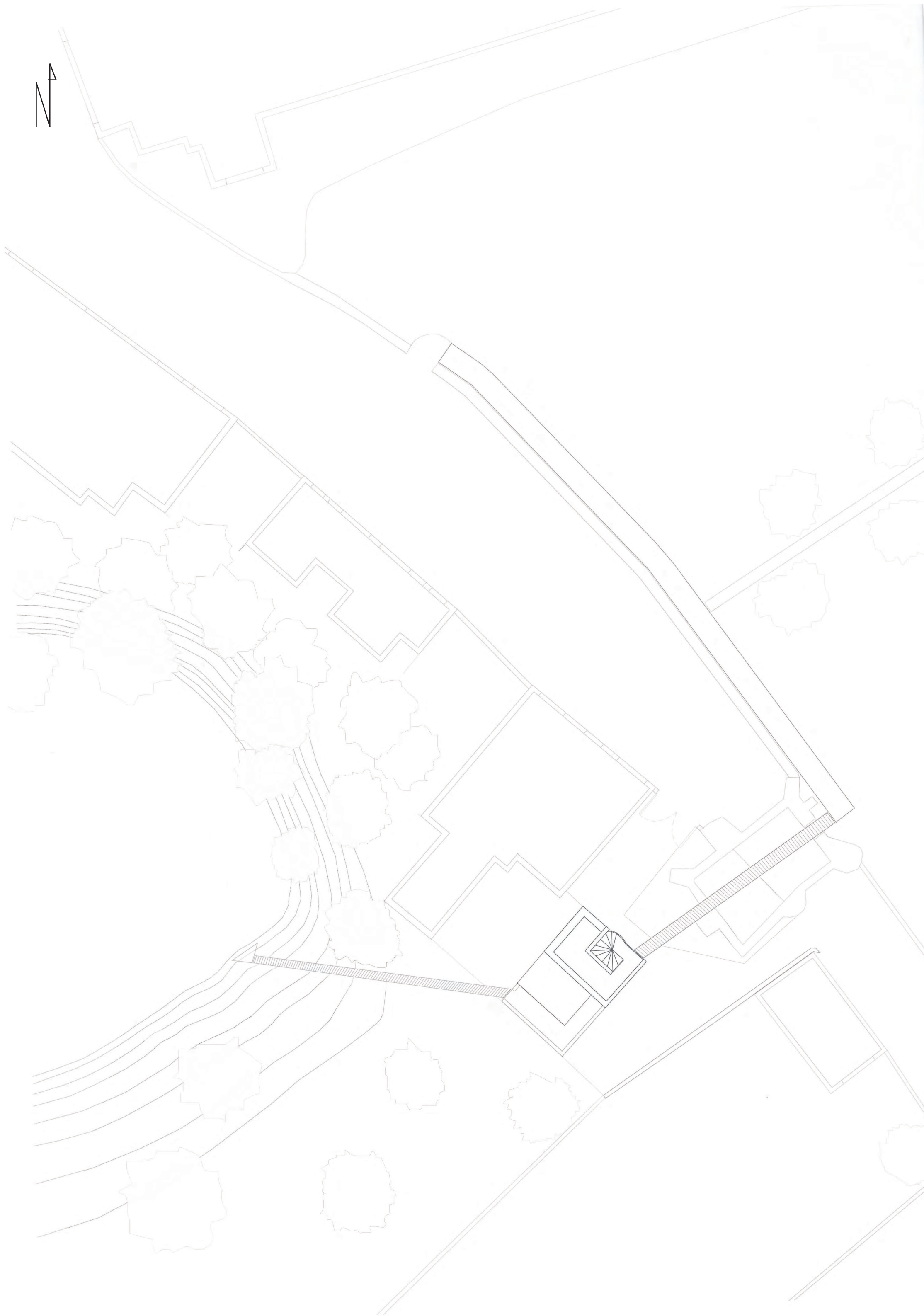
Final design ground floor plan.
Scale 1:200



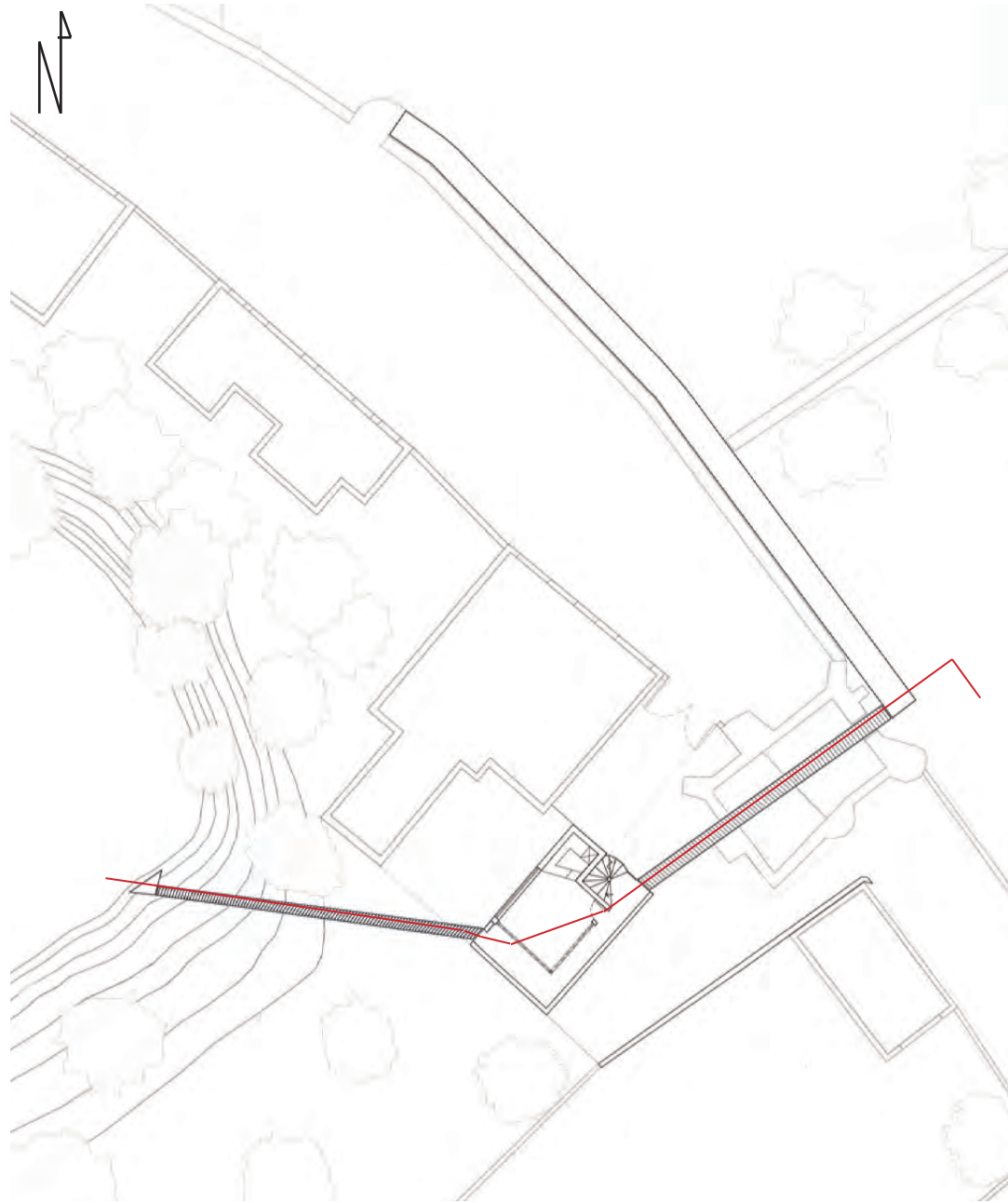
Final design 1st floor plan .
Scale :200



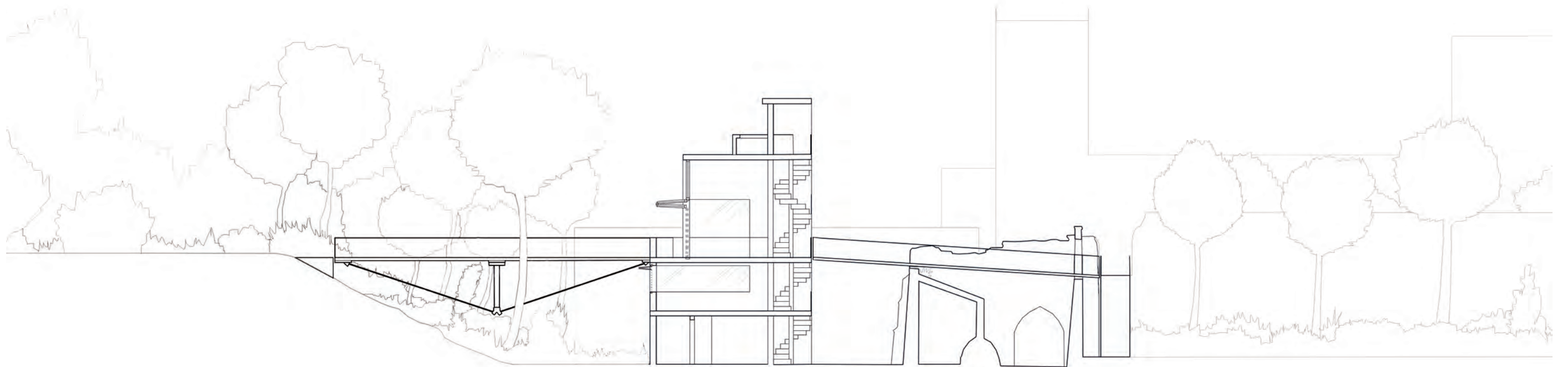
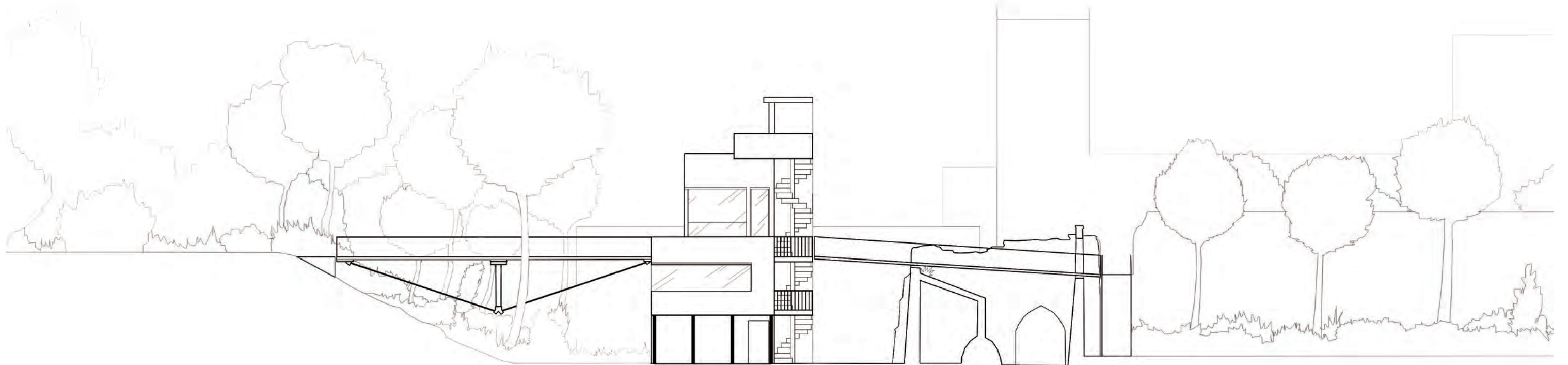
Final design 2nd floor plan.
Scale :200

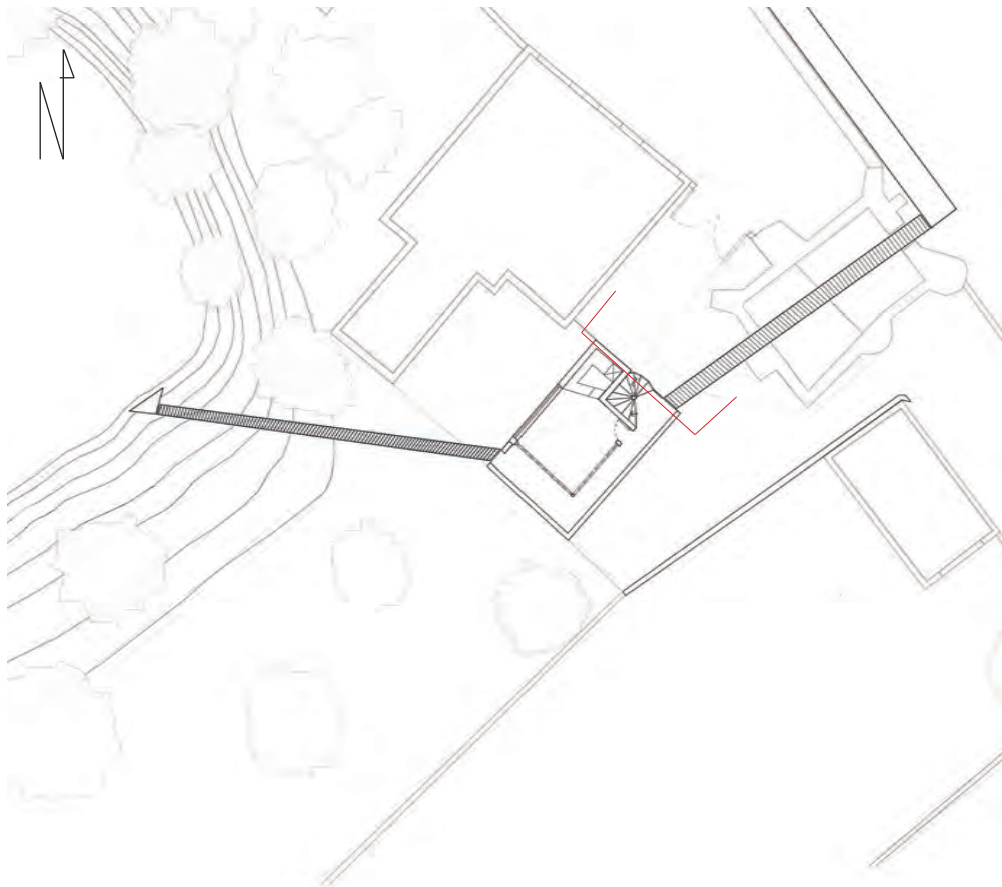


Final design top floor plan
Scale 1:200

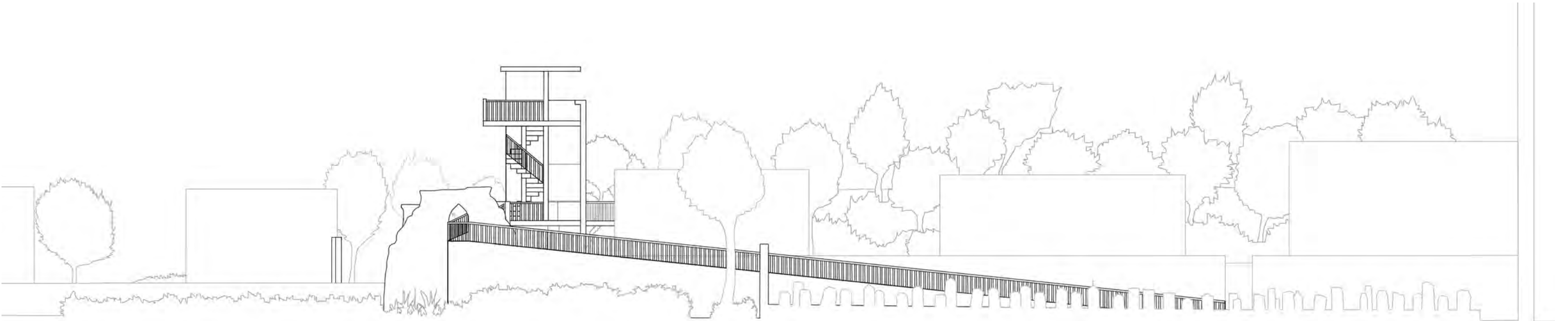
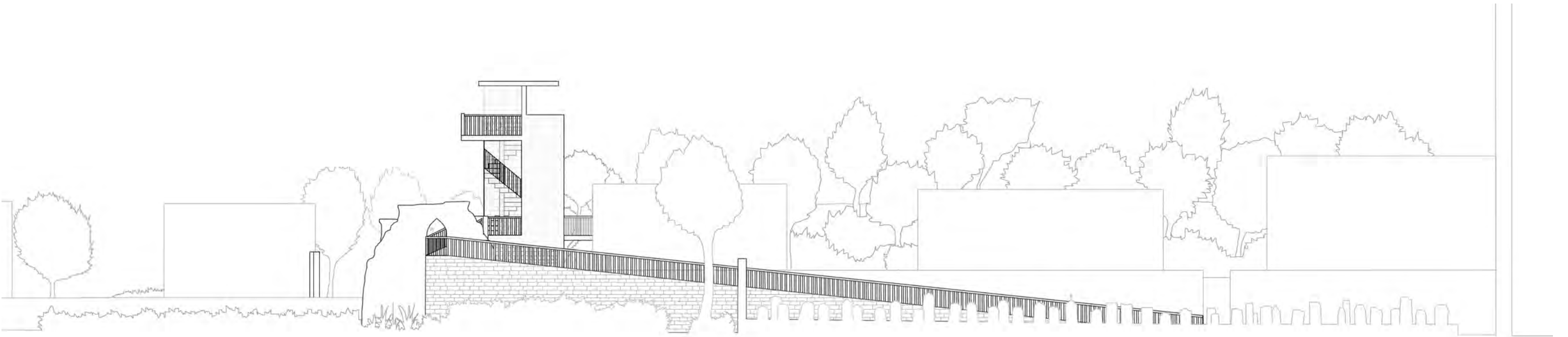
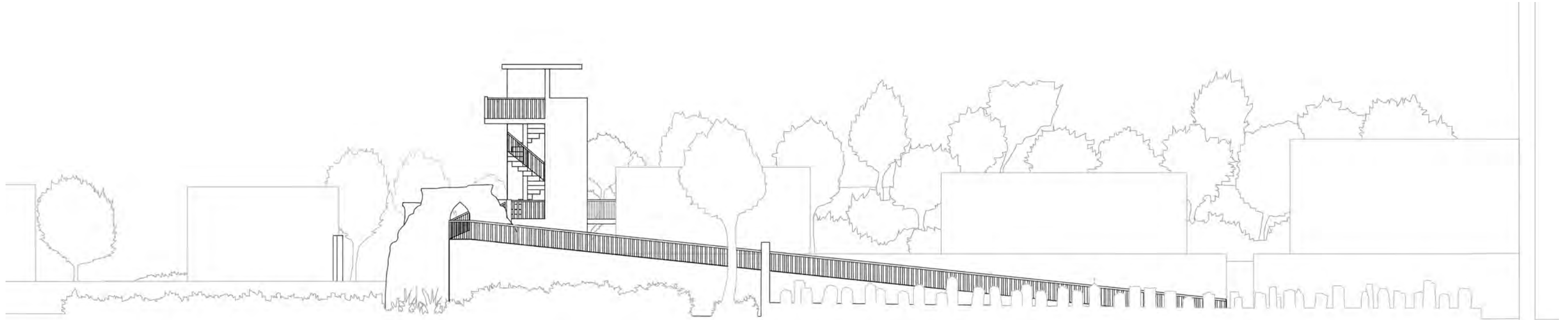


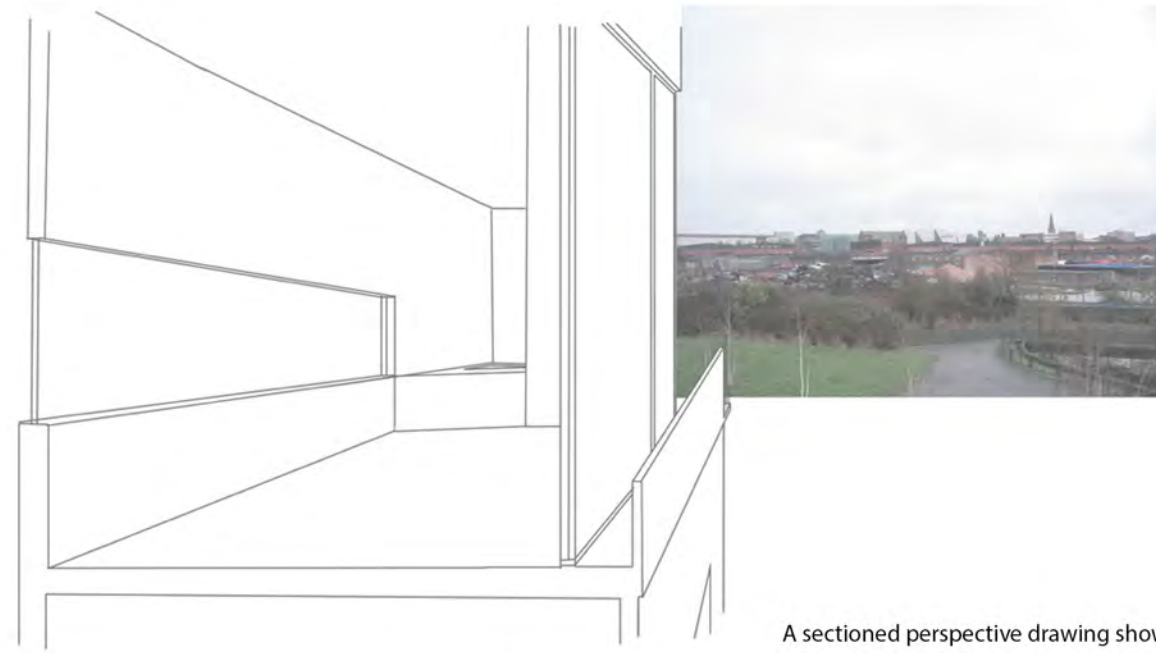
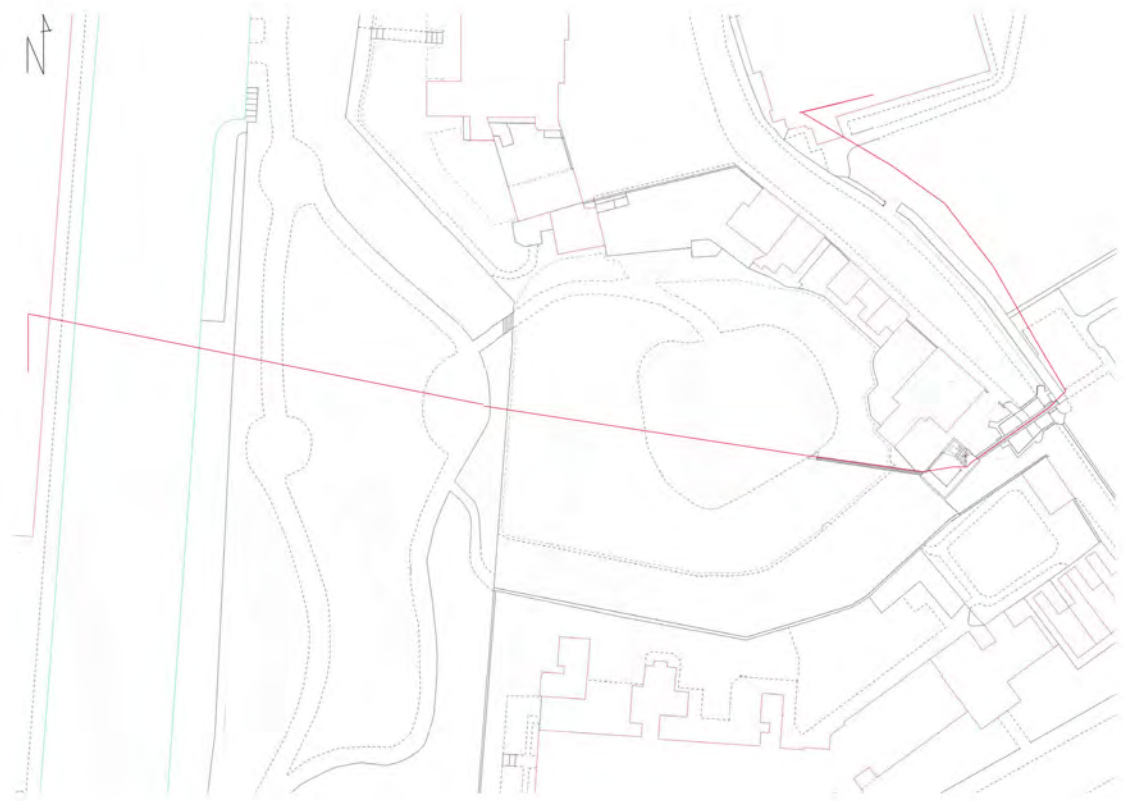
Final design elevation and section facing South.
Scale1 :200





Final design elevations and section facing East.
Scale 1:200





A sectioned perspective drawing showing the bar space at the second floor and a view of the city..



A long section from the graveyard to the canal talking about the views and experiences my adjustment adds to the urban life at the city.



Internal walls are painted white and decorated with calacatta marble.



internal and external flooring is made from matte natural dark wood



External walls and the Ramo are made from modern smooth gray stones.



The bridges are made from matte light natural wood.



The bridges railings are made from simple black steel

