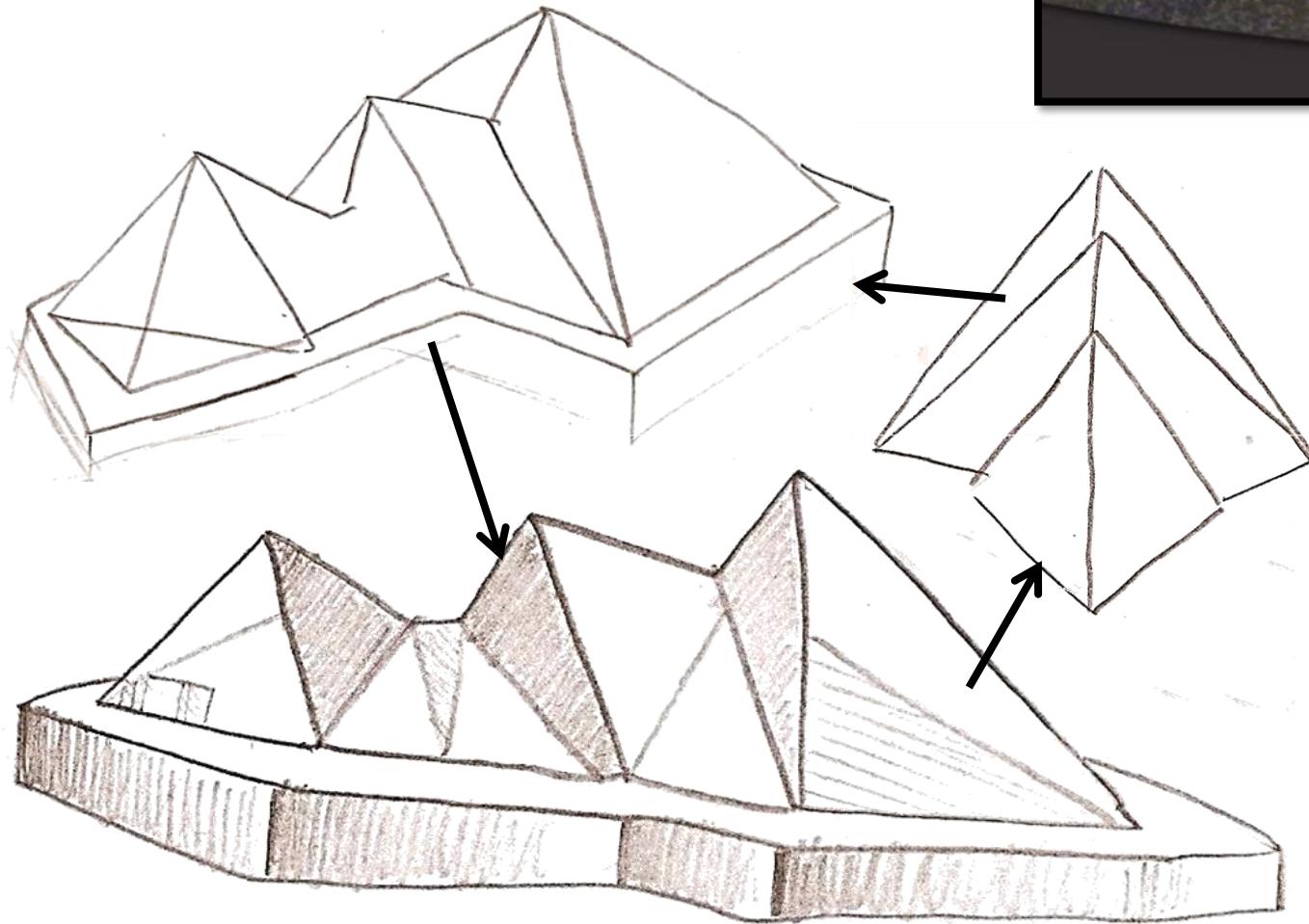
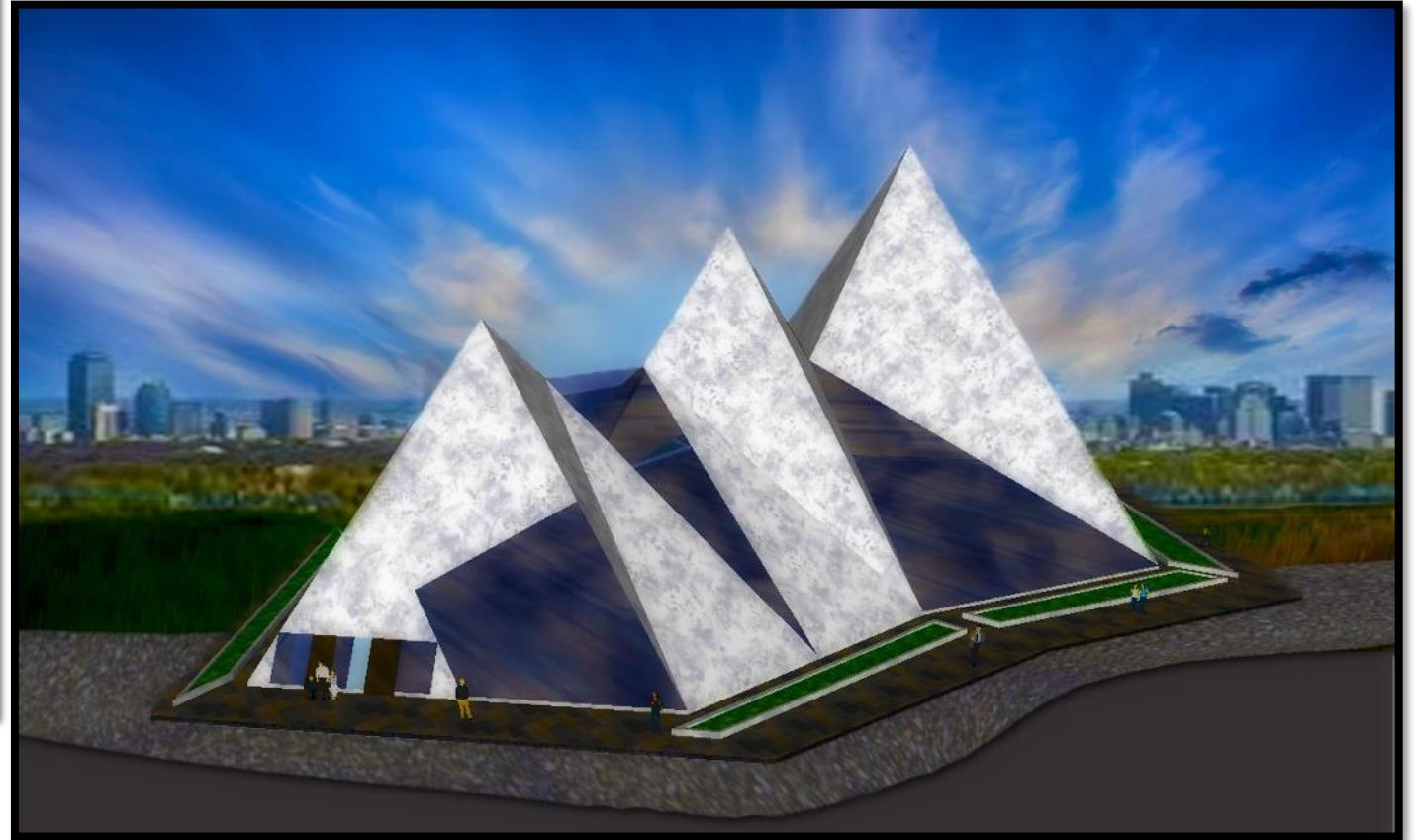
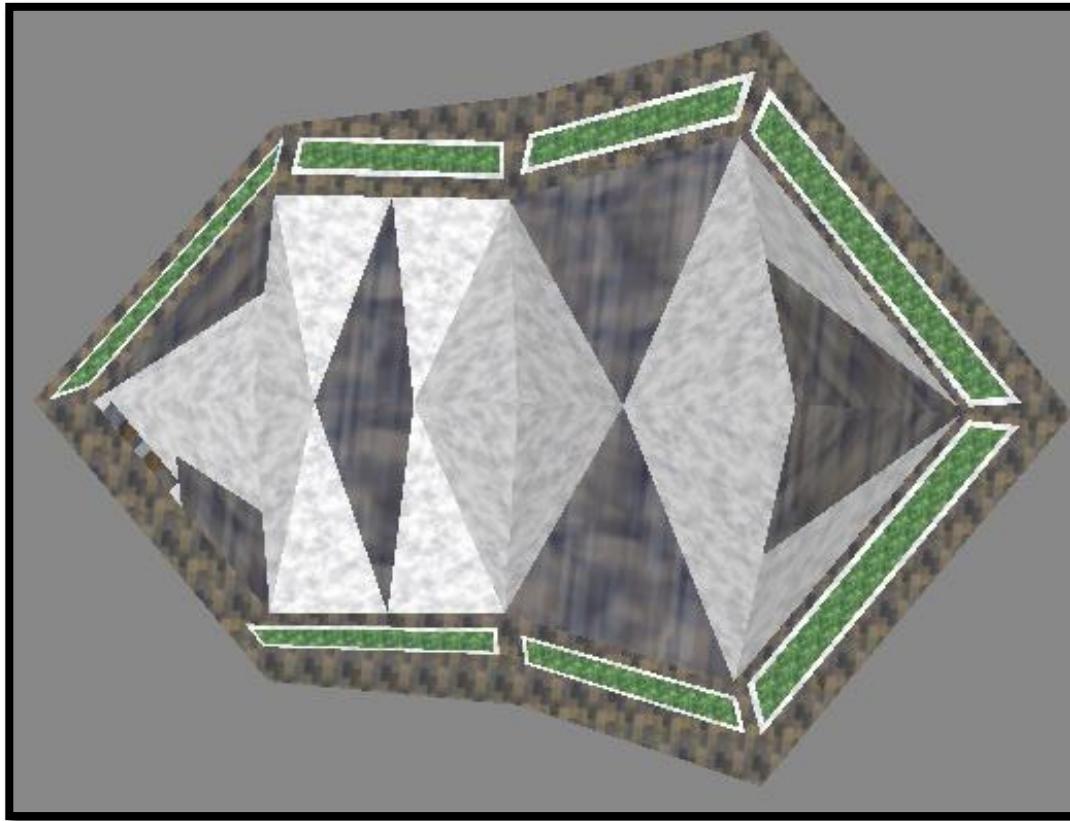
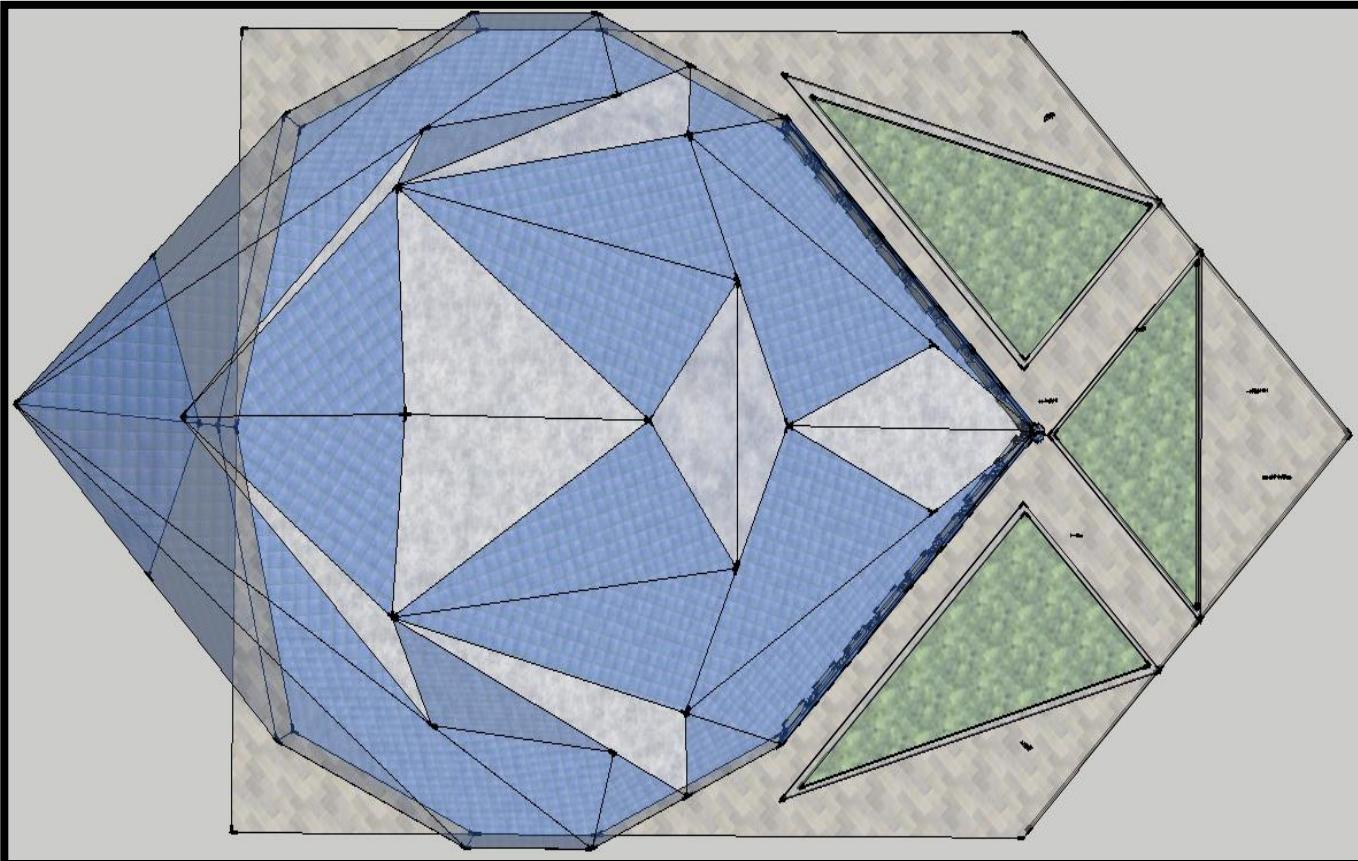
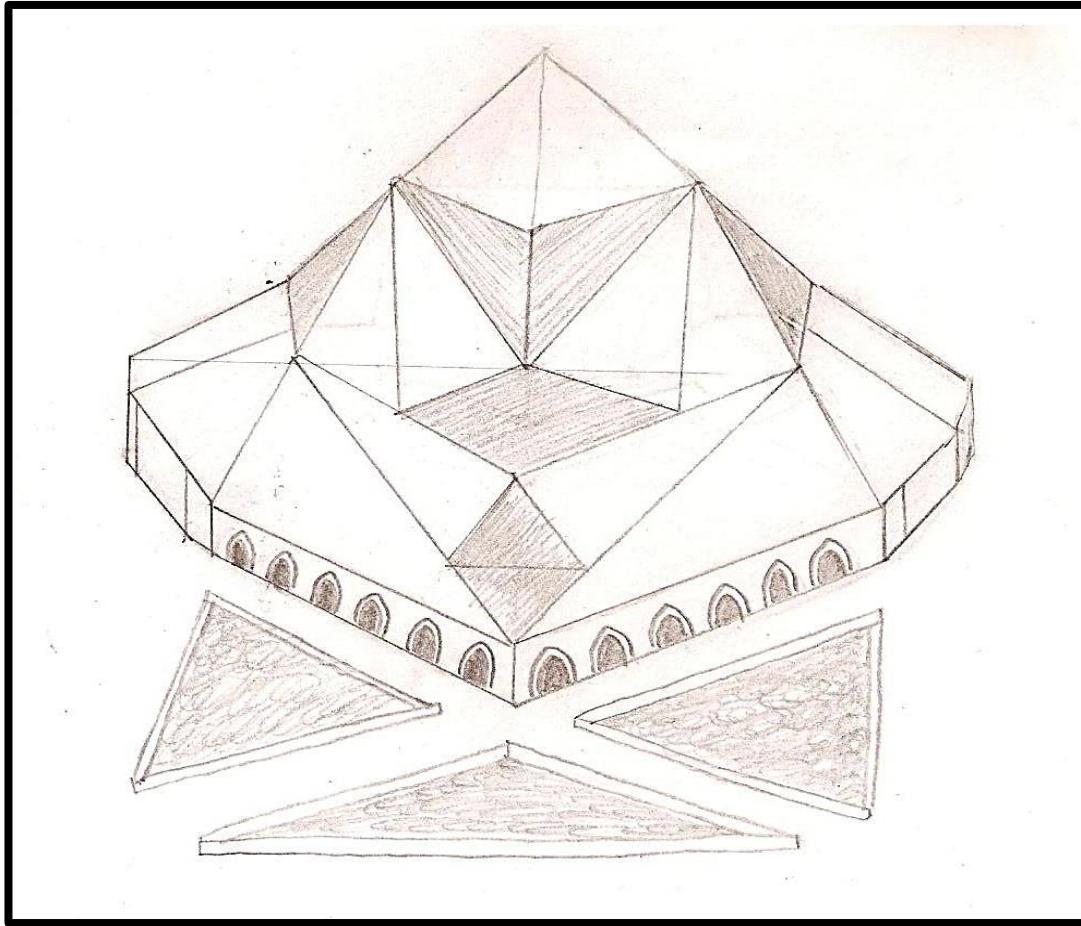


Rough Designs 1



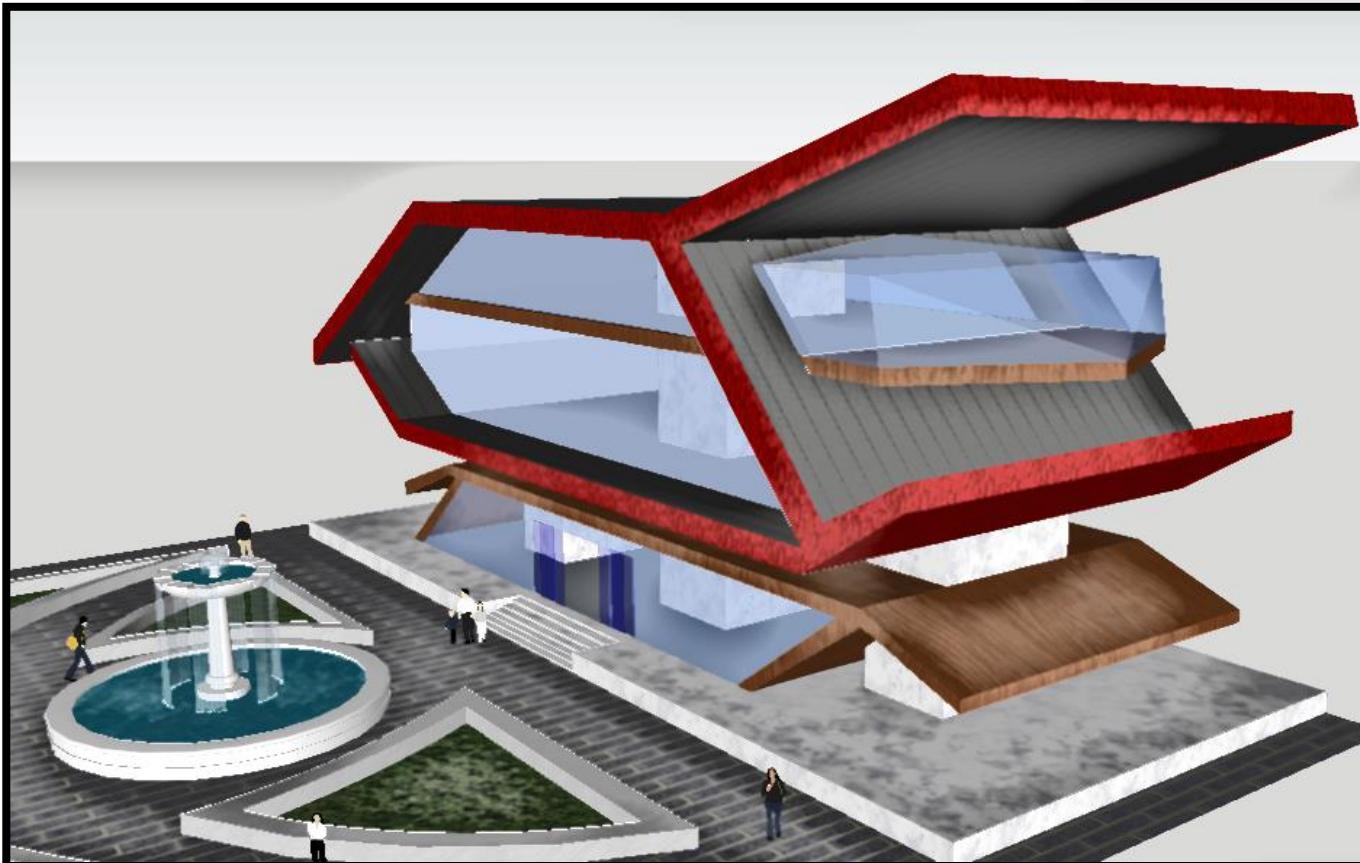
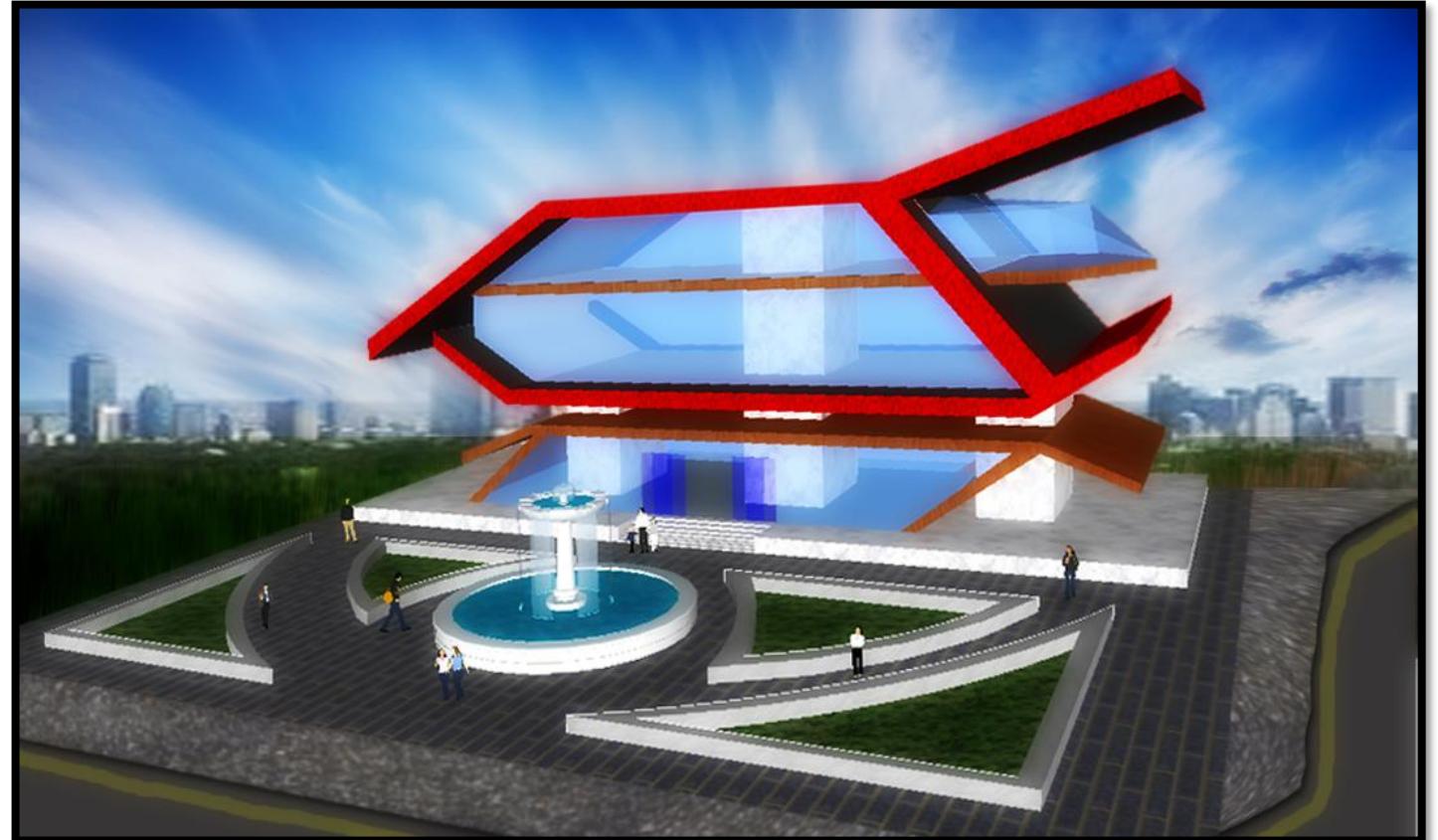
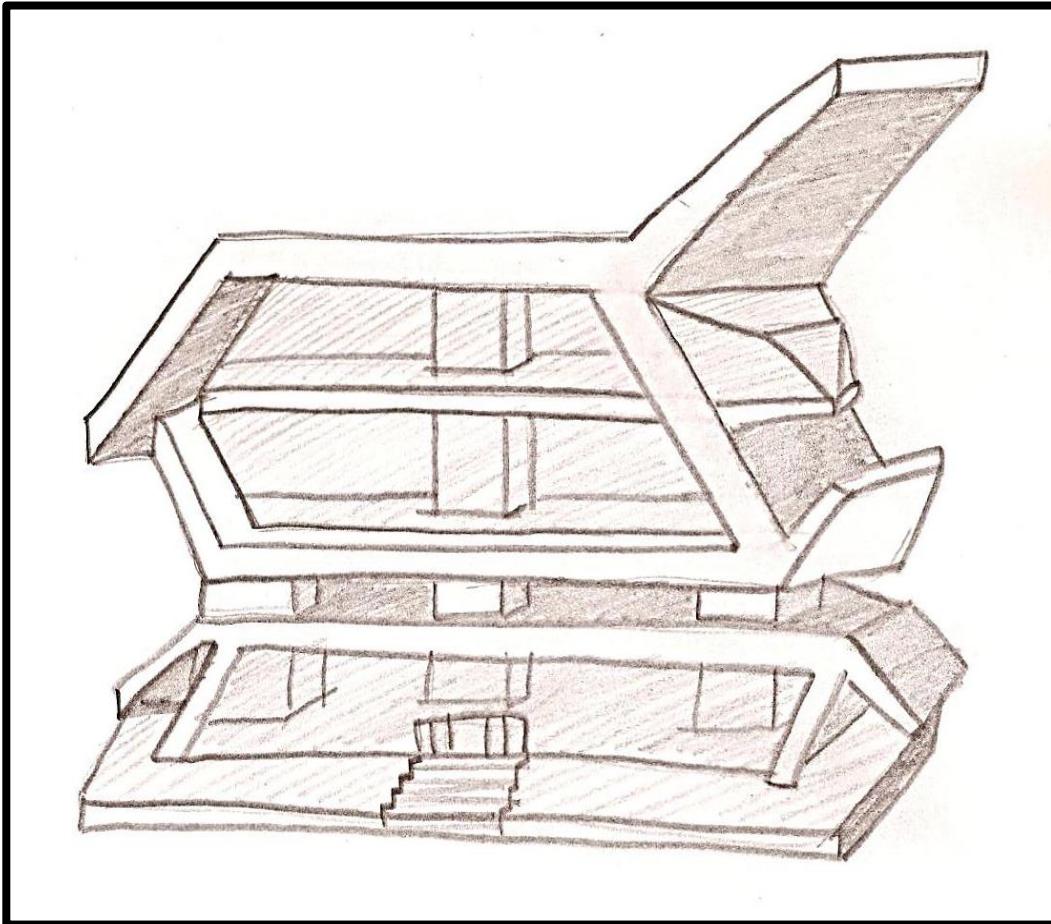
This rough is very modern and incorporates the design of the pyramids, therefore representing old history. It's pyramid structure has been modernised by being merged into other pyramids of different sizes. The materials that could be used for this model would be glass curtain walls as well as concrete shells, but structurally steel framing can be used for strength and durability as well as reliability. On a large plot of land, it has easy accessibility and this ensures that a similar themed railway station access can be built for easier commuting for the town as well. I feel this creative use of space should have positive feedback as it represents the modern development of the town. The design is slightly comparable to Le Louvre in France, which has also been widely credited. The negatives of this design is that it disregards much of the history concerning building features within Harchester and could be looked up badly by older people who recognise the building as a loss of tradition and heritage. Overall, I think this design is very futuristic and therefore has great potential to attract, business and tourism, as well as new students willing to study at the university. The design will lift the image of Harchester.

Rough Designs 2



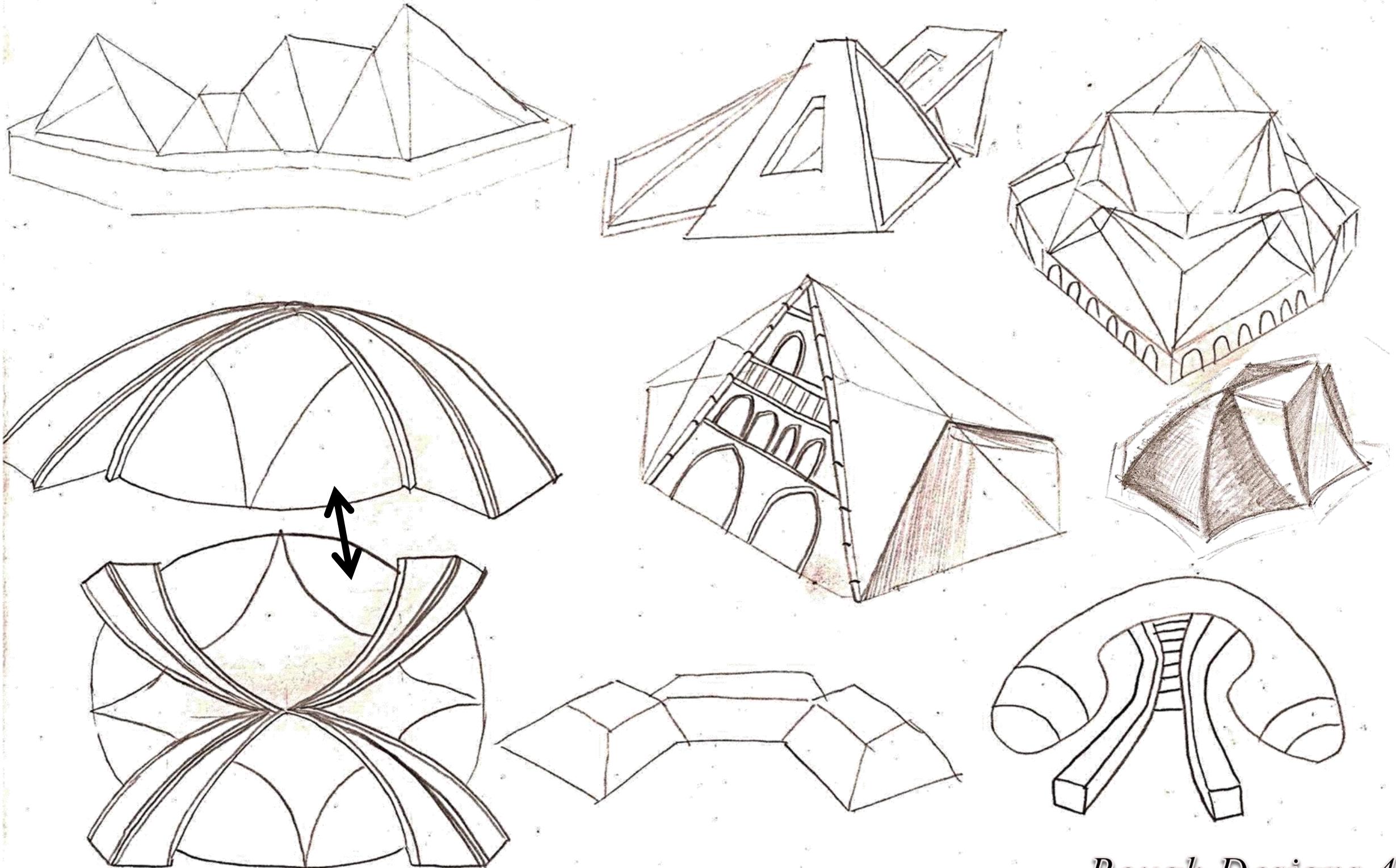
This rough is rather similar to some futuristic space ship designs, adding depth and character within the image it is creating. There is a heavy use of pointed edges and triangular panels as the modern feel isn't afraid to stand out. However, it is arguable that the design is quite over the top, and its form doesn't really follow the function it is needed for, which is initially as a museum. Structurally, steel framing or fibre reinforced plastics can be used, as the framework would be quite interlinked because of the complex structure aesthetically. I feel externally where materials are concerned, the use of metal cladding would be used with maybe some glass walls to act as windows to allow light to spread through. Quite similarly to the first rough, a similar theme design could be used to accommodate a nearby railway station to provide good access. I feel like the design could initially attract people to the museum, but the extent to the design could also deter people from visiting. There is no link to any historical design feature within the area and could stick out like the Guggenheim in Bilbao. Overall, the design is too extreme for my liking and therefore doesn't fit crucial specification points.

Rough Designs 3

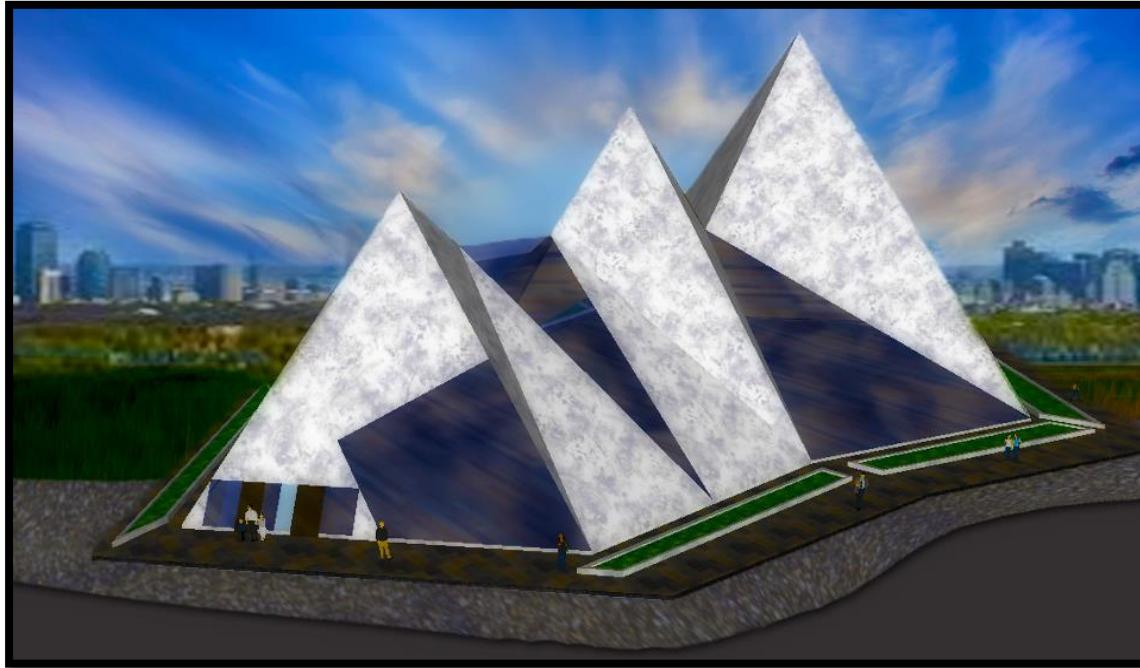


This rough is also quite modern, using random shapes in different directions . It appears to be quite unique in its design idea, being that nothing in the area would really compare to it. It is possible that the building could stand out too much, however it could also be argued that new modern buildings like this are needed in order to regenerate Harchester for the next generations. If it is suggested that the building is to last as long as possible, it should also be themed in such a way so that it fits in with the futuristic constructions around it. Structurally, the building could use a combination of steel framing for the main top half and then the use of timber framing which is slightly exposed for the bottom half and for some floors above as it proves to be a nice contemporary feature. Metal cladding and glass walls can be used as this had also proven to be popular with modern buildings. The combination of strength and opulence gives this combination of materials popularity in construction. Due to the big windows, a lot of light is allowed through the building. The only downside to this is the lack of privacy. Overall, the building balances the extreme modern building taste with a touch of the present.

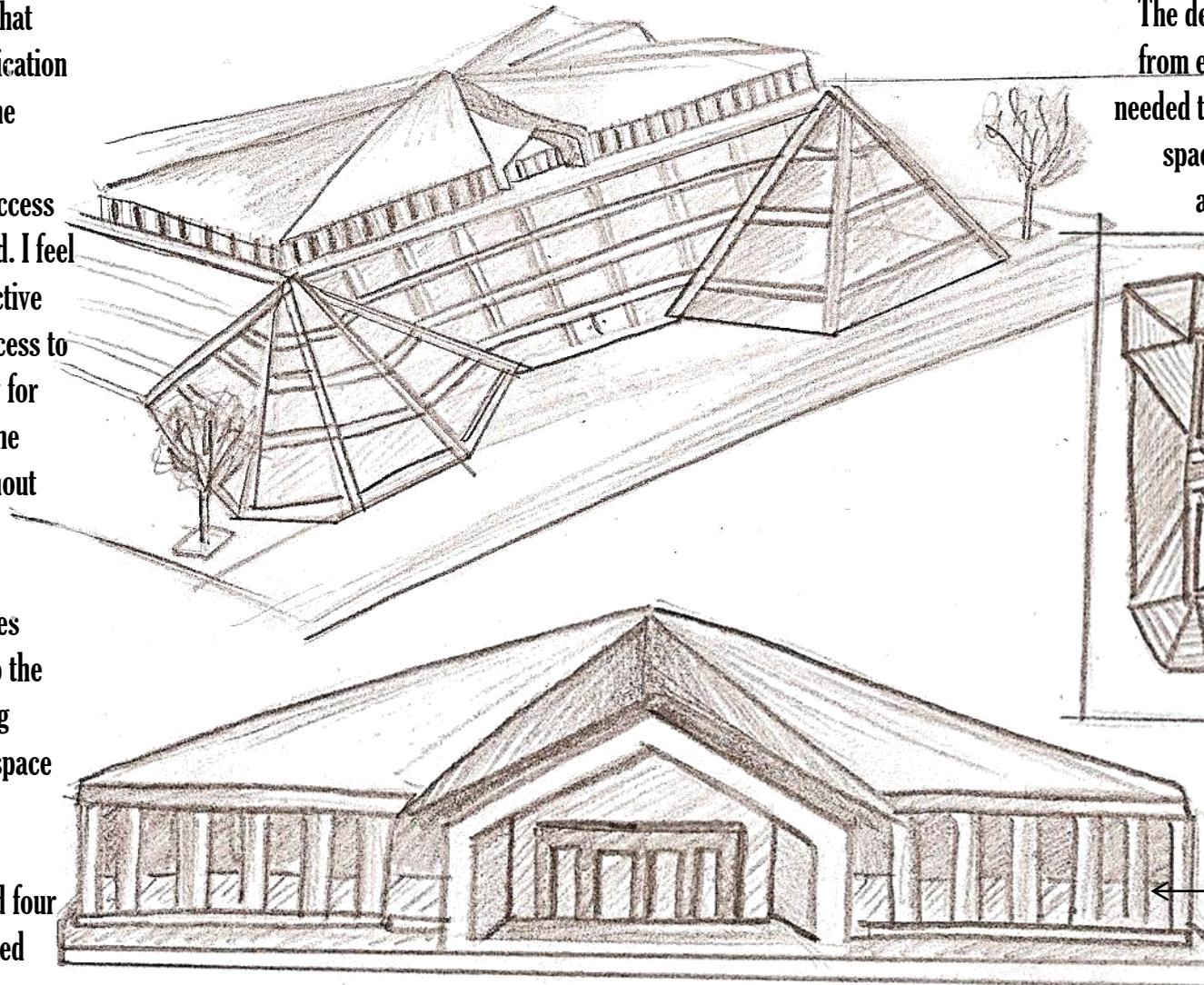
These are some of the roughs I had done along with the others. These are the first stages of the thought process, so I initially explored various shapes using buildings that already existed, being old or modern and then used different shapes and features from objects that surrounded me. Most of my early ideas revolved around the idea of triangles, being closely related to the Pyramids of Ancient Egypt. Other designs include ideas derived from a combination of gothic architecture and pyramids which combine two aspects of famous architecture and history. More include adventurous curves which were developed from the button on my jacket, designs surrounding the ruler I was using what it would like bent into different positions.



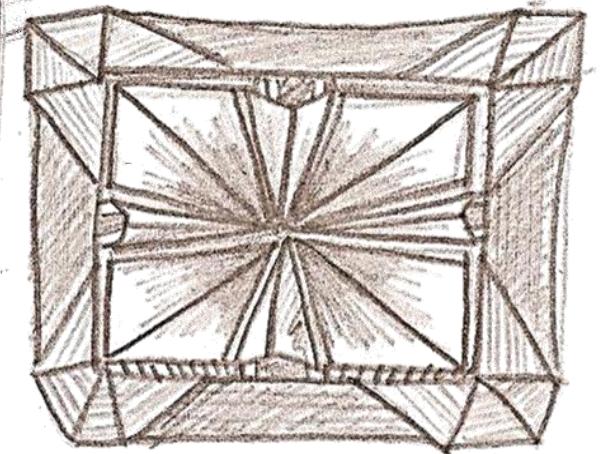
Development of designs -1



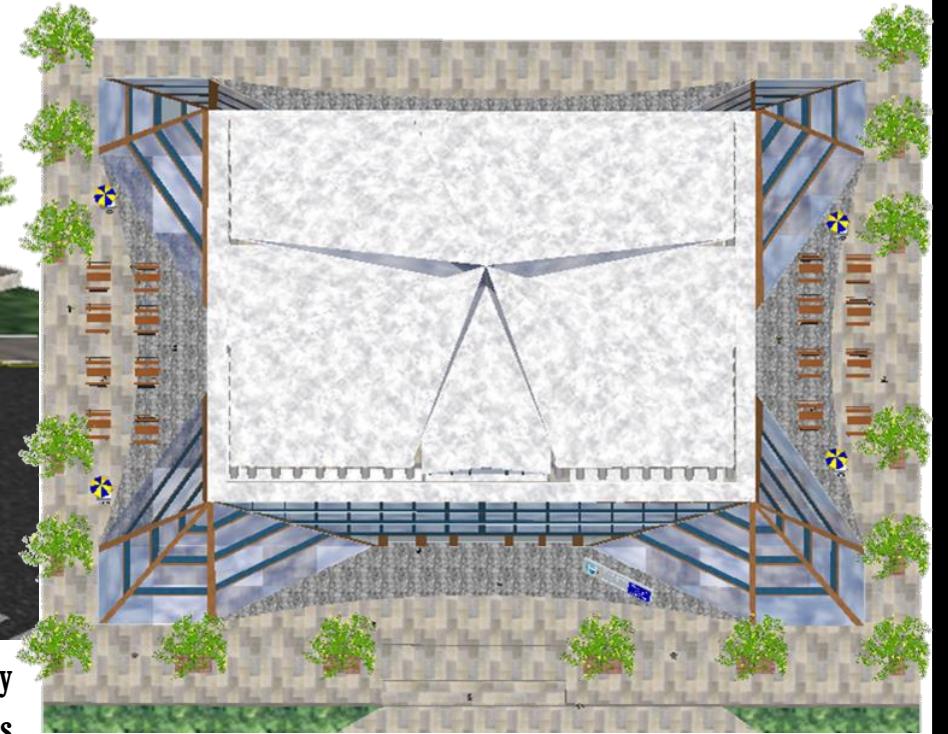
From the many roughs I had drawn, I have decided that this one fitted most of the points made on the specification conducted by the combination of the research and the clients needs. However, there were points that still needed to be developed and met. For example, the access to nearby land for a university department is needed. I feel that the positioning is key as it could attract prospective students towards studying here if they have good access to precious history. Therefore, the department building for History, archaeology and classics has been kept in the same style as the museum, creating a theme throughout the regeneration of Harchester. I feel this theme is refreshing and very modern as well as in touch with history and the arts. The department building features many glass curtain walls allowing plenty of light into the building which is important to institutions of learning especially higher education. There is also plenty of space surrounding, so students can study and eat outside. Pyramid styled structures are on each corner of the building, adding to the theme. The building is around four levels, with the additional roof level, which is designed similarly to more historic architecture, the Acropolis.



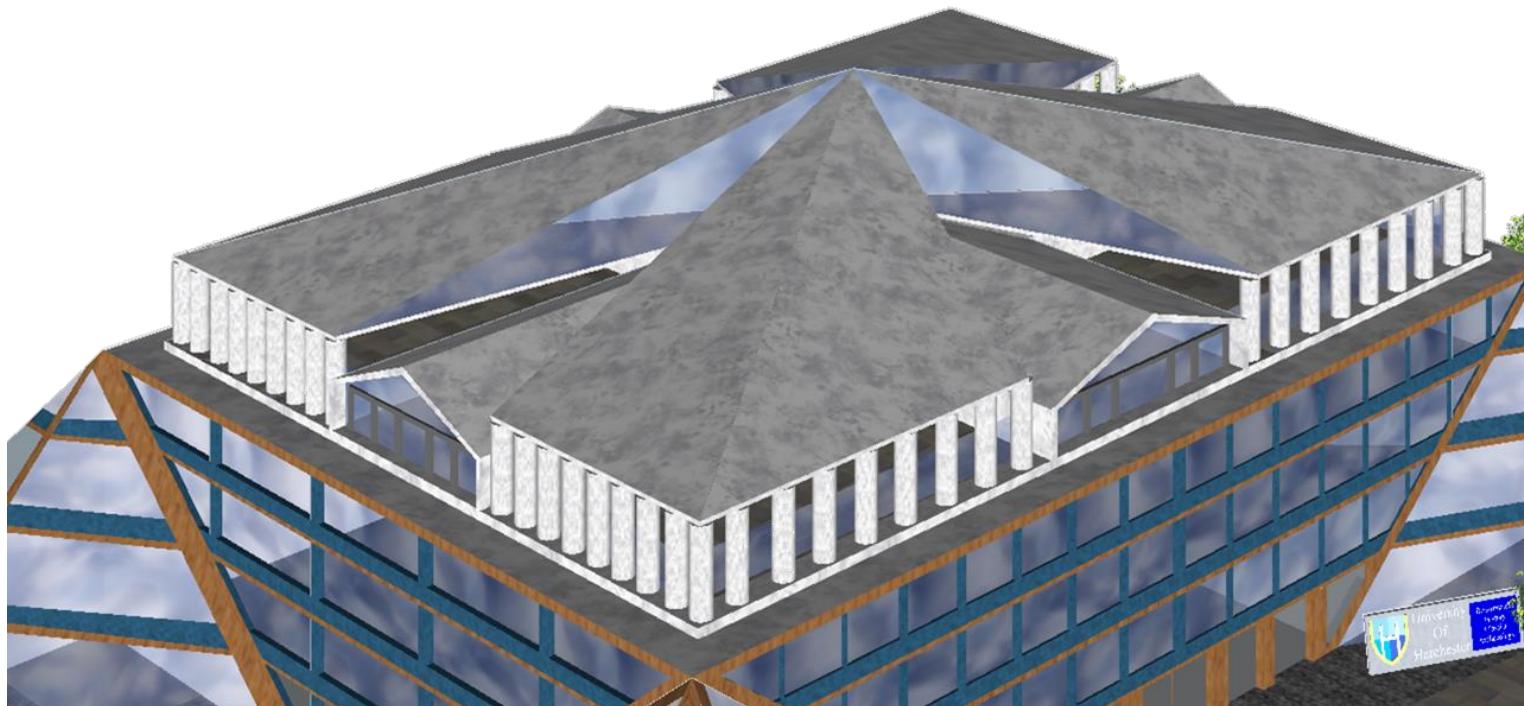
The designs for a university building originally came from existing buildings. I observed how many rooms needed to be combined with many windows to create a spacious existence. It is effective because it has to accommodate thousands of people at one time.



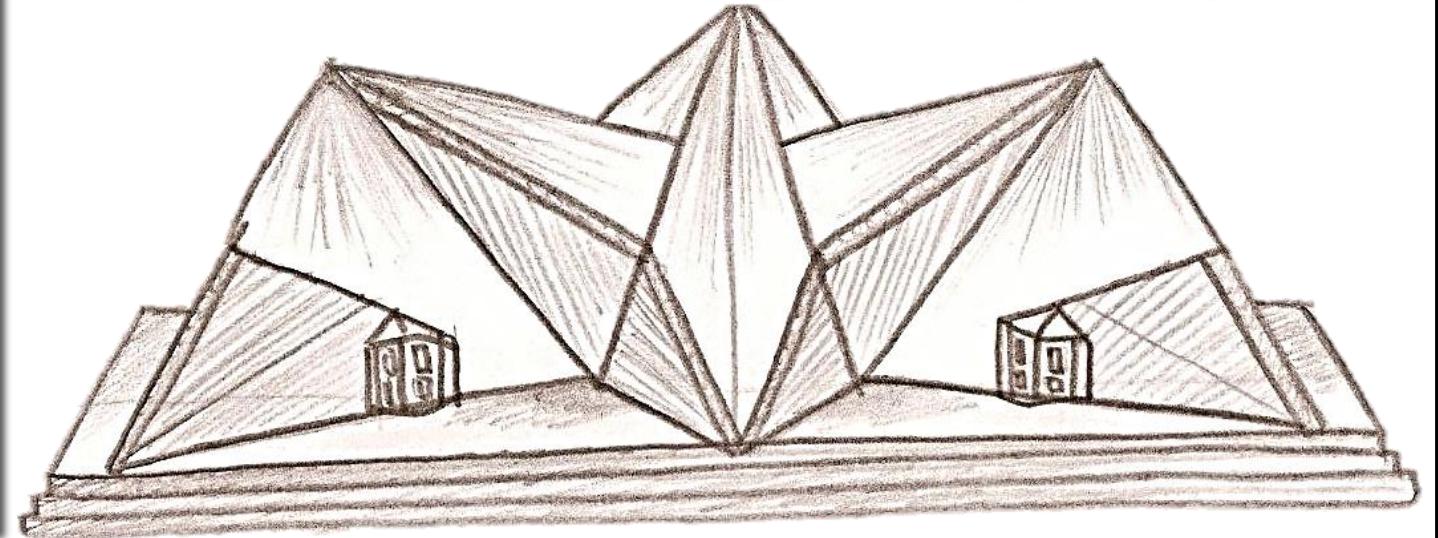
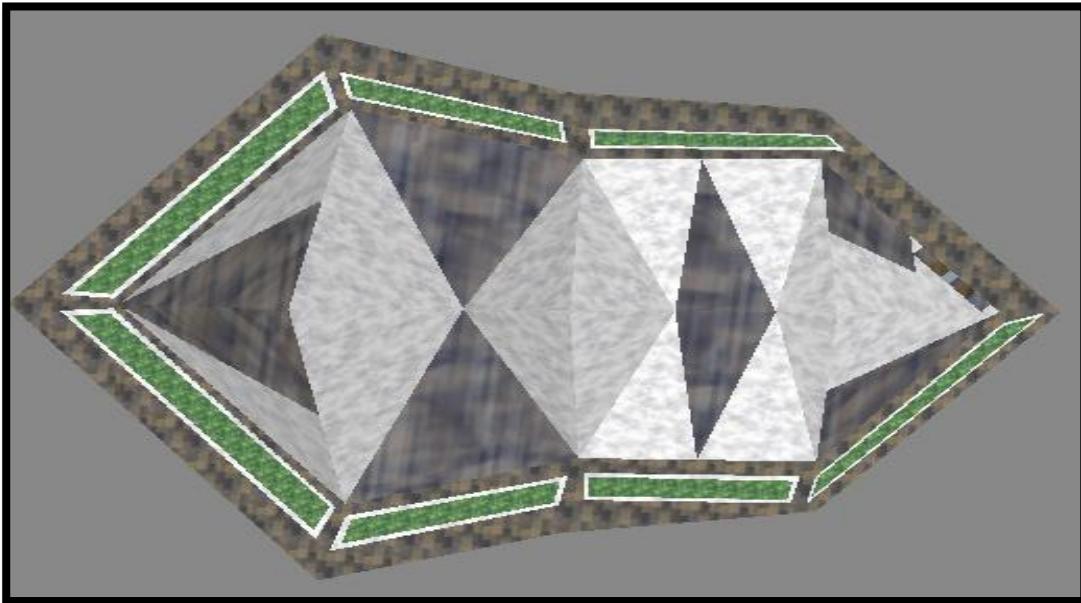
Final University department design



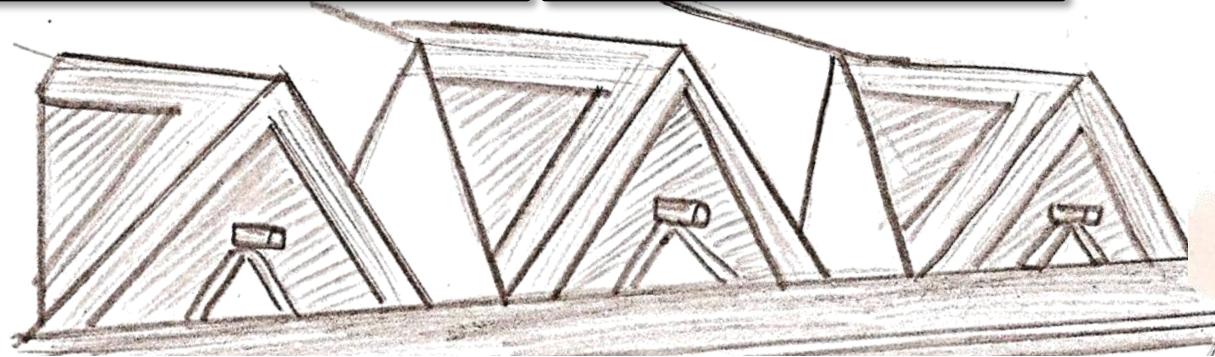
This is the CAD created final design for the University department design designed on Sketch-Up. Structurally, the building uses mainly steel framing all aspects of the building because this is the most effective, being that the building needs to be durable and sustain for as many years as possible. On the roof, structural concrete shells are used to create the Acropolis structure. Stock brick could be used, however this material can be brittle and overtime becomes breakable. Exposed decorative time frames and be varnished and included as a 'trim' for the building, creating a modern style, which is in touch with the present, being not overly futuristic. I though it was also important to include trees on sight. This is because as a place of education, it is important or their to be a good supply of oxygen in the surroundings creating a good learning atmosphere. The seating areas are spacious, and have specific access to the building.



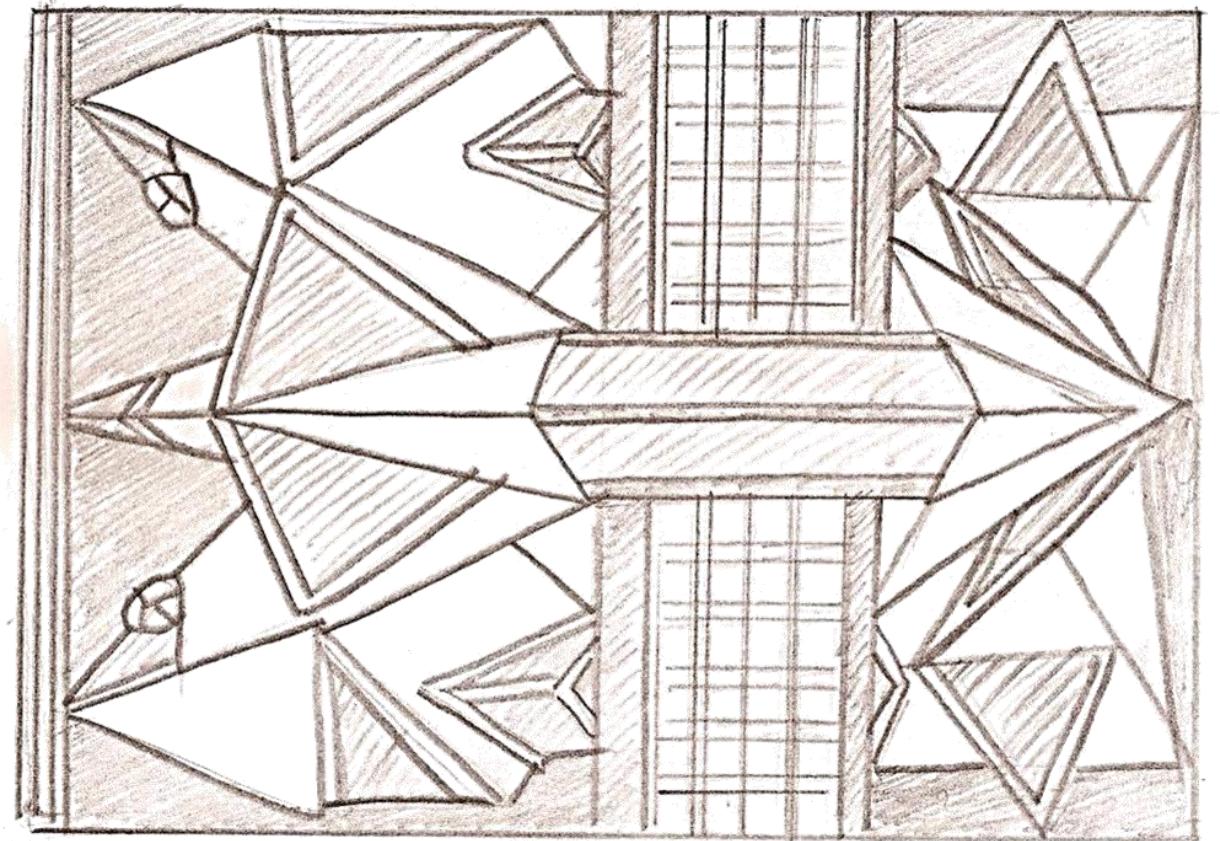
Development of designs - 2



Another specification point that needed to be developed from the existing rough in which I am developing, is that I had to include access to a railway/train station, which is nearby and easily accessible in itself. This design has also been kept to the theme that already exists through the roughs, however in this instance it has been adapted to suit the needs of a train station. The use of triangular design through each wall would also be portrayed through the construction of concrete shells decoratively, however concerning the structure, durability is important, therefore steel framing is the most popular option in this instance. Decoratively, the timber wood trim will be used again.



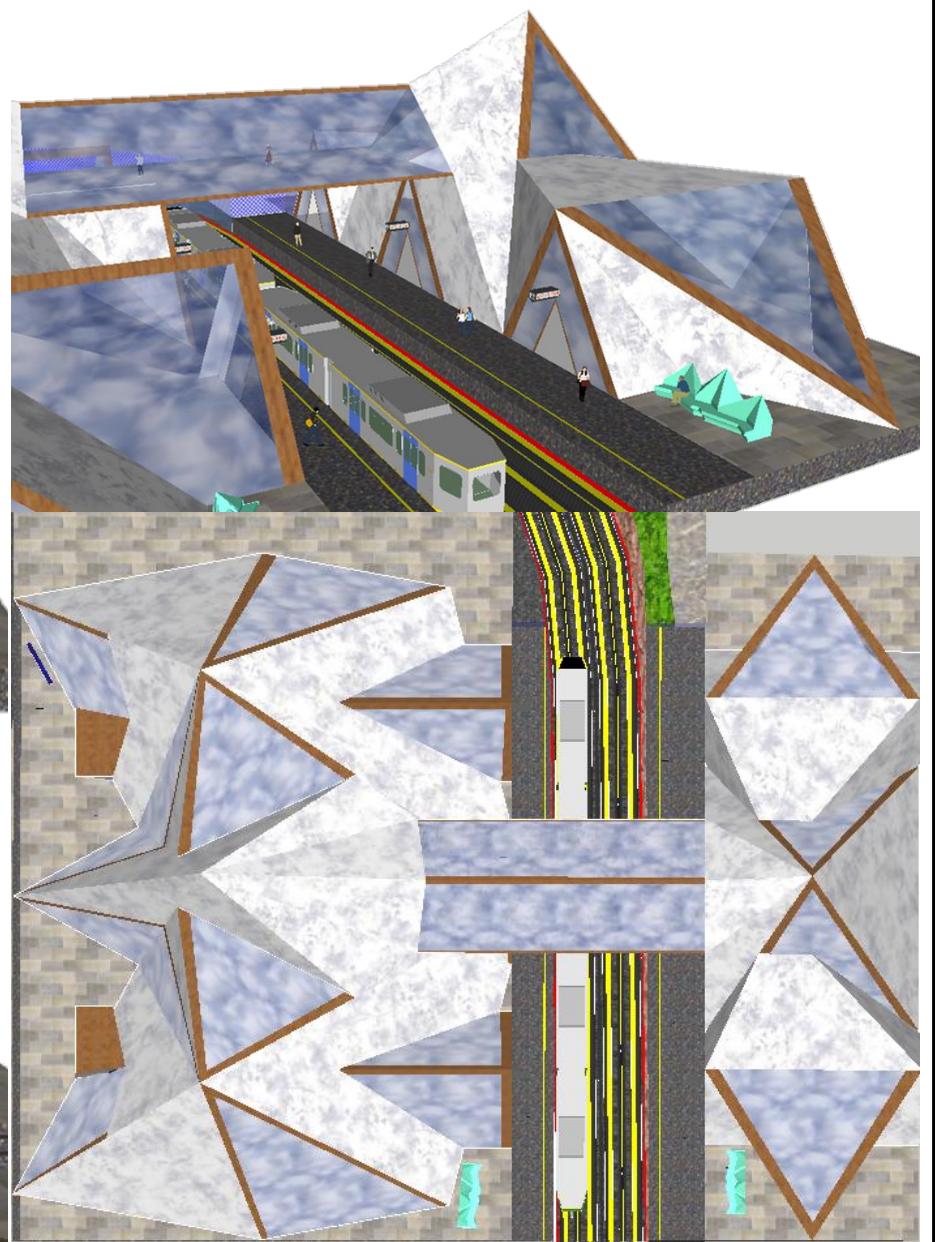
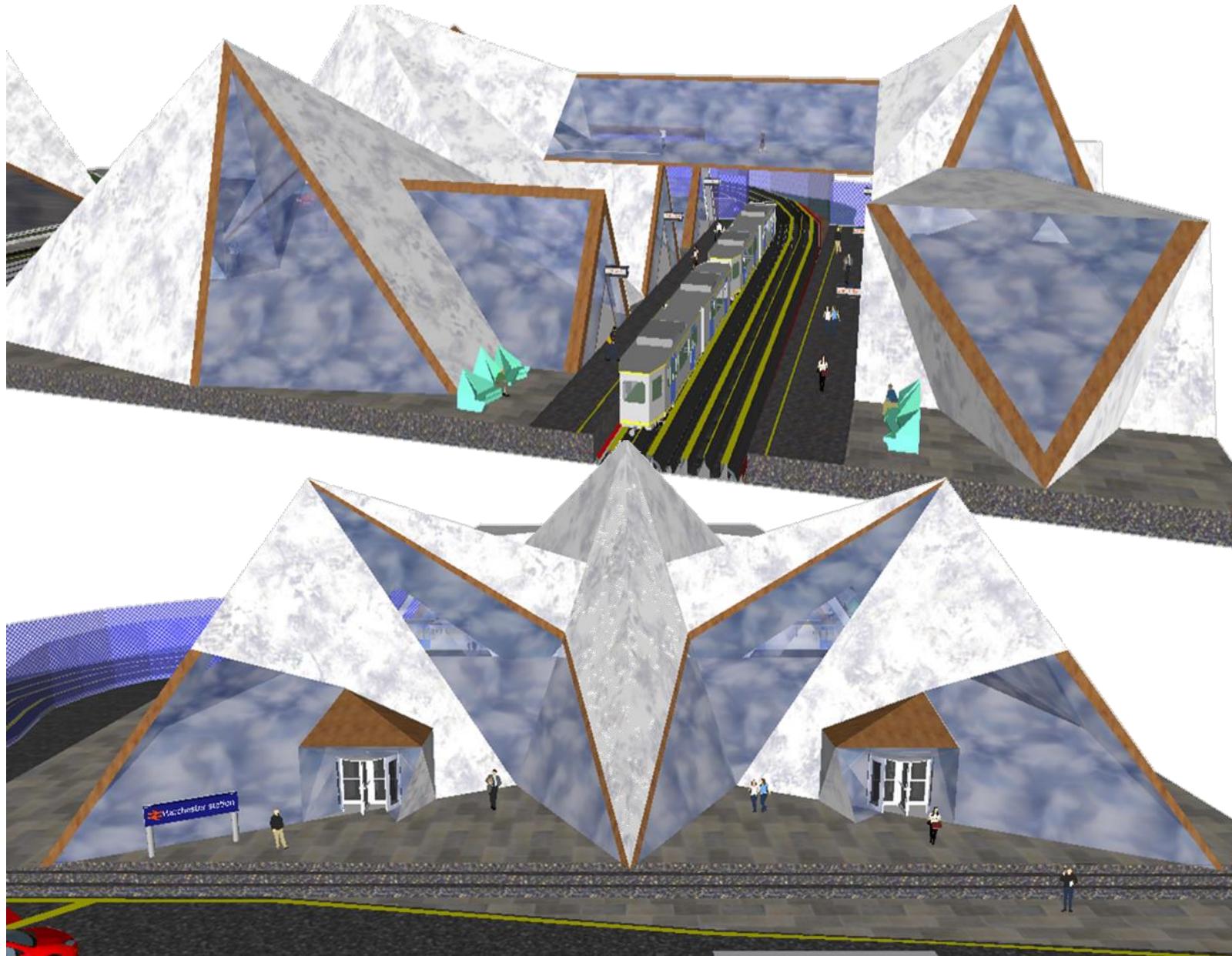
The entrance to the building will have easy access steps as well as disabled access. Revolving doors will be used to reduce crowding and traffic of people around the entrance. This is a modern and current choice. The building needs two floors, which will cater for many travellers and workers as well as two restaurants and shops, to satisfy the travellers needs. The second floor acts as access to the second platform as well as more entertainment areas. The inclusion of such places should introduce many jobs and attract new people to the area. The platform areas are very spacious, allowing access for many travellers through six triangular entrances. Outdoor themed seating areas have been included.



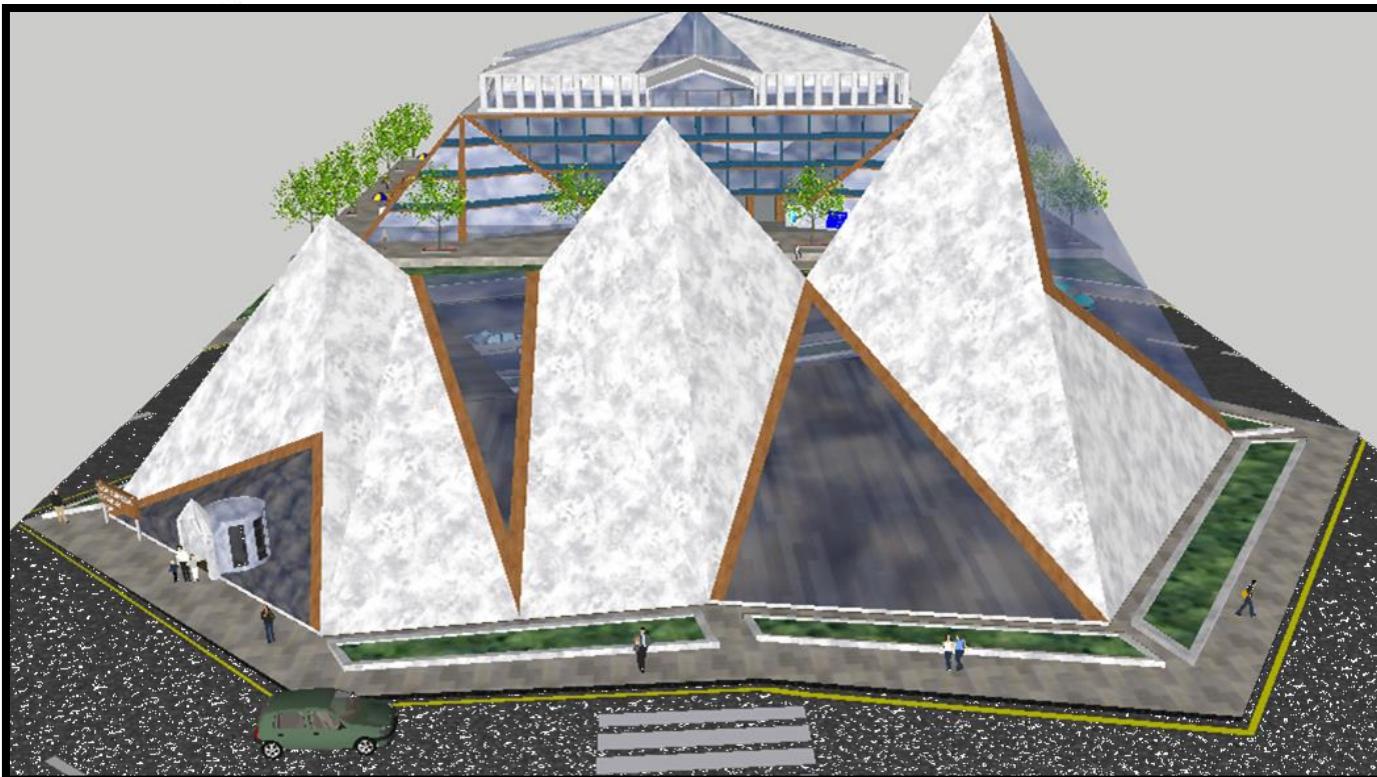
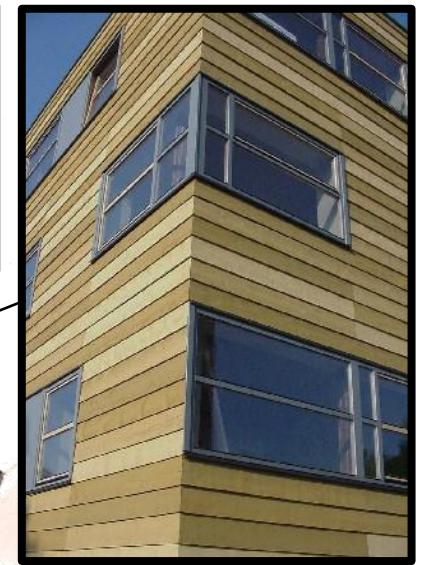
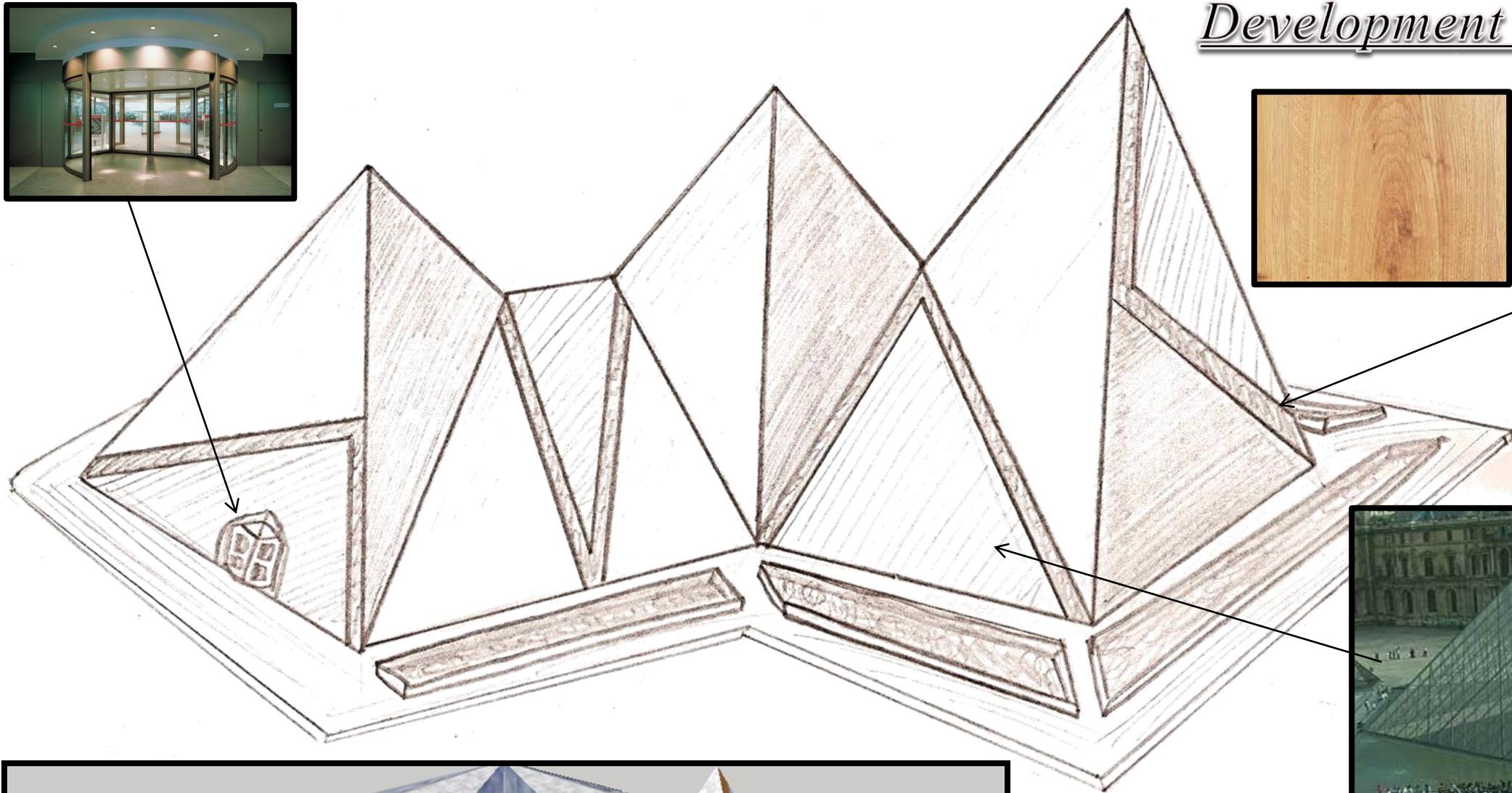
Final Railway station design



This the final design for the Railway station which was created on Sketch-Up. Using many textures and tools, I have effectively constructed the proposed concept for this building, thus adding to the lengthy specification. The building incorporates well into the whole scene where the three buildings are all on one close block, accessible by car or pavement, with the inclusion of crossings to walk between all three. Overall, the design has a very modern touch to the whole pyramid theme. I feel this theme plays an important role into the development of Harchester and is crucial in bringing in tourists and all round attraction to the area which can improve job prospects and business in the area. The impressive features within the station should prove to be popular as money not limited therefore quality is important, however it is also important to avoid extravagance and follow 'form follows function' which in this case is catered to well and creates a contemporary mood.

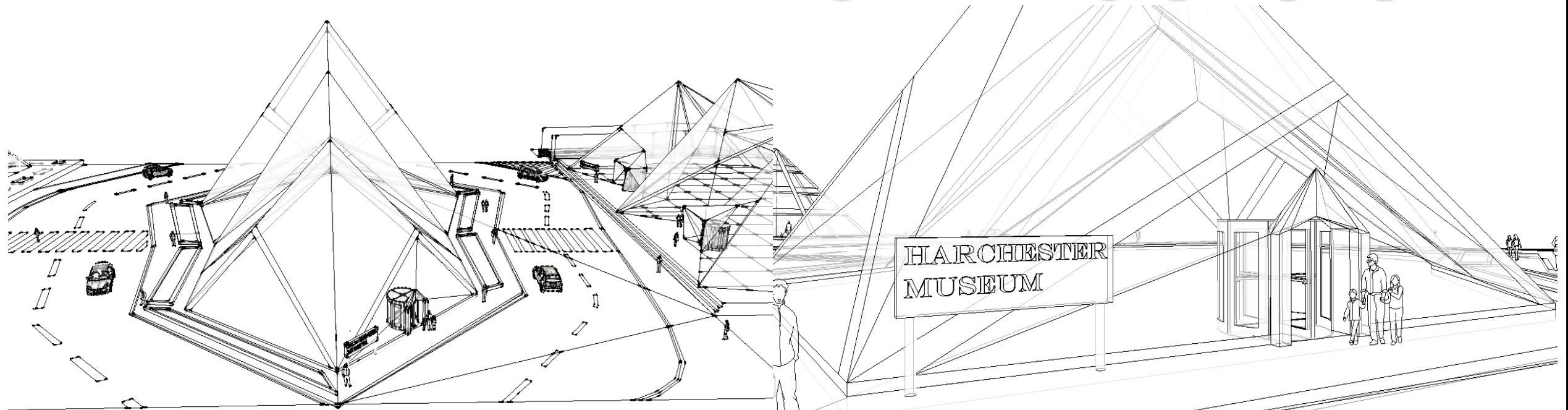


Development of designs 3

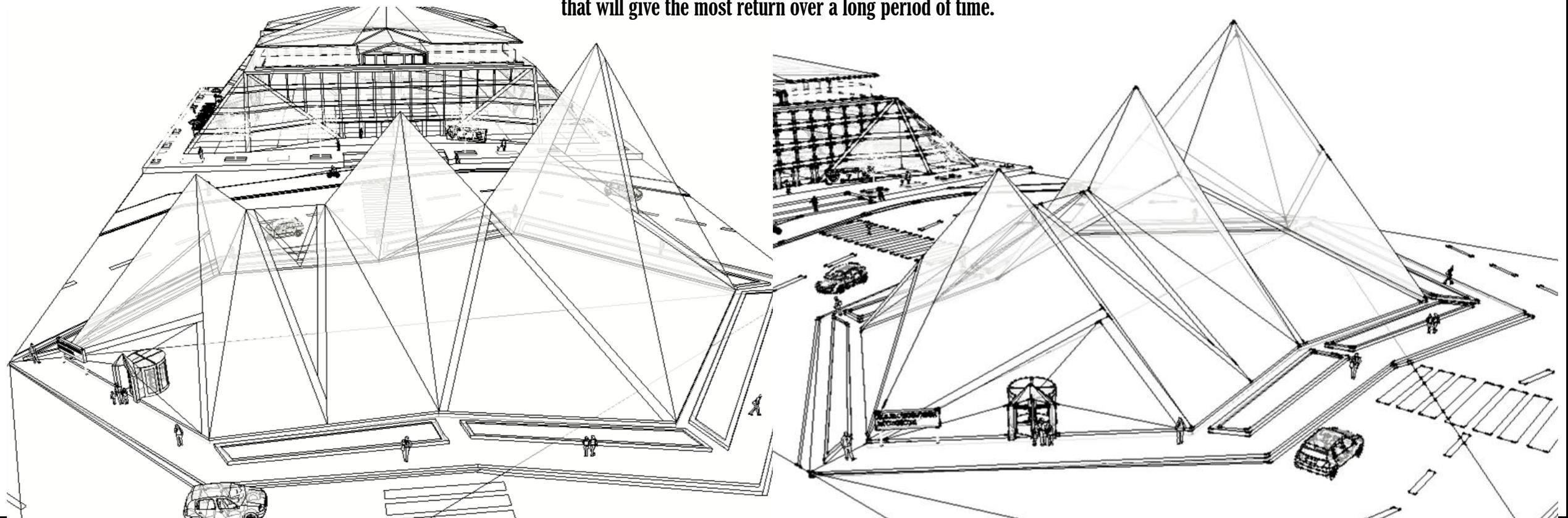


Following the development of the two new buildings, I feel that it is important to constantly develop existing designs to fit in with new concepts. Two particular developments are the use of revolving door and the use of timber wood trim. The revolving door is something which is quite common already in retail and public building and therefore I thought it was suitable for this case, however it has the possibility to be developed in the future. It should be able to handle crowds and filter through guests to create a steady flow. The timber wood trim was introduced with the design of the university department and therefore I felt this touch added a feel of the present within these very modern buildings. The glass walls were also inspired by the art gallery in France, Le Louvre. Le Louvre uses a smart and innovative design regarding glass structure and this is very durable, an important feature within the specification. Therefore the glass walls will feature a similar design and will be intertwined with the steel framing in order to make the glass within the wall quick and easy to replace, however this could be costly because of the vast amount of window glass needed.

Final designs – Orthographic perspective



This orthographic layout is the final design without textures. The measurements follows the idea of the main Museum area being a 24 by 72m area which is then has peaks of 35m, being the highest point of the building. The other pyramid points will be in ratio with the main peak, such as 30 for the next and then 24 respectively. The pavement is 4 metres all around with the inclusion of assorted decorated greenery around of the building. The main structure of the building will be significantly smaller than the decorative outside structure, providing a thick concrete shell and making it easier to access the glass panel to be replaced. Cost wise, the majority of the budget 178.5 million will be spent on steel framing and therefore the rest can be economically spent wisely on durable products that will give the most return over a long period of time.



Final designs - Gallery

