



Car Park and Asylum for the Blind Building



The Royal Infirmary, Glasgow



Map of Royal Infirmary Grounds



The Asylum for the Blind is currently an empty derelict building located next to the Royal Infirmary in Glasgow. It is a key part of the hospital architecturally. My aim to design a place where patients could escape to from the ward meant that I needed to find a location as close by as possible. Not only is the site located right next to the hospital but is central to Glasgow with great transport links.



Main Hospital Building and Floor Plan

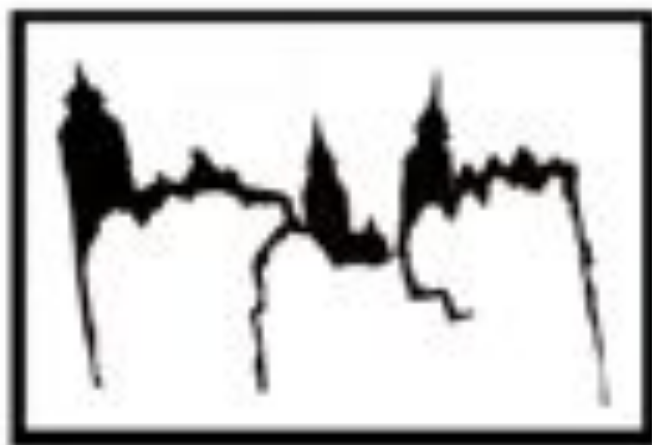




Hospital Characters (Summary of patients found in and around a hospital)



Research
By sending out the postcards shown on the left side of the sheet I was able to analyse and find out exactly what long-term patients in hospital were needing and missed. Within a hospital there are soo many different types of people, ranging from newborn babies right to the elderly, from broken bones to life threatening illnesses a hospital caters for them all.

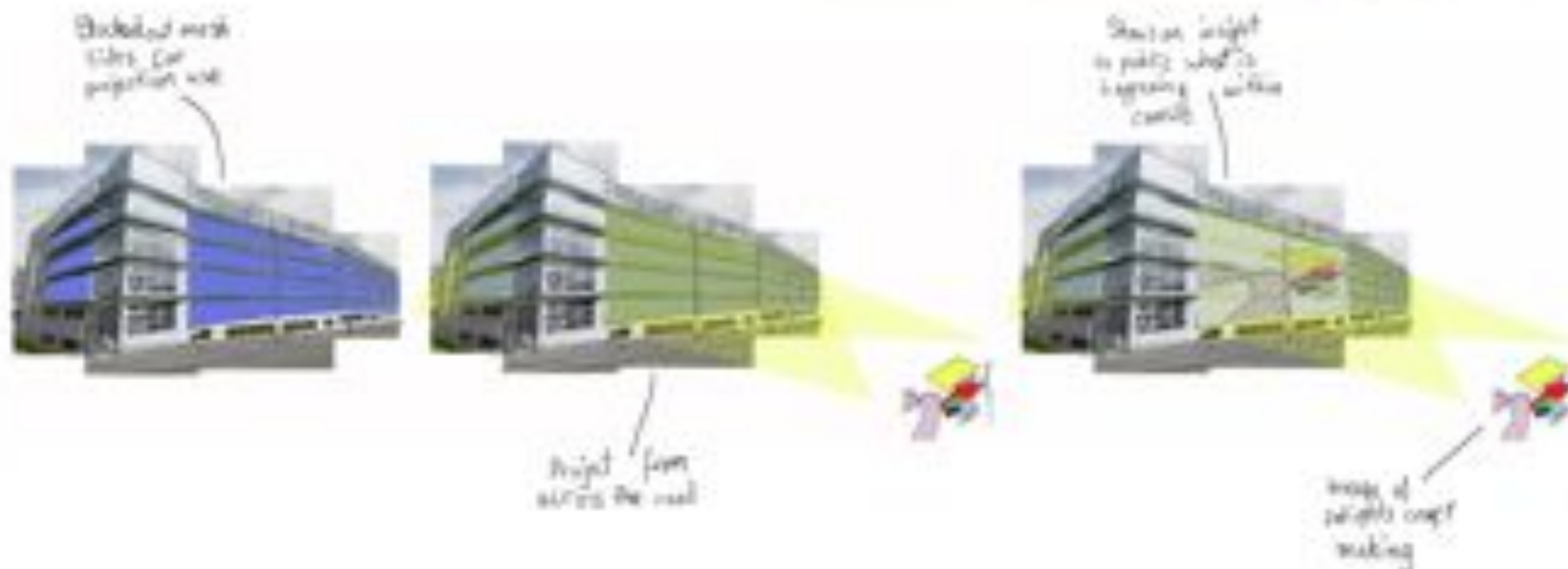
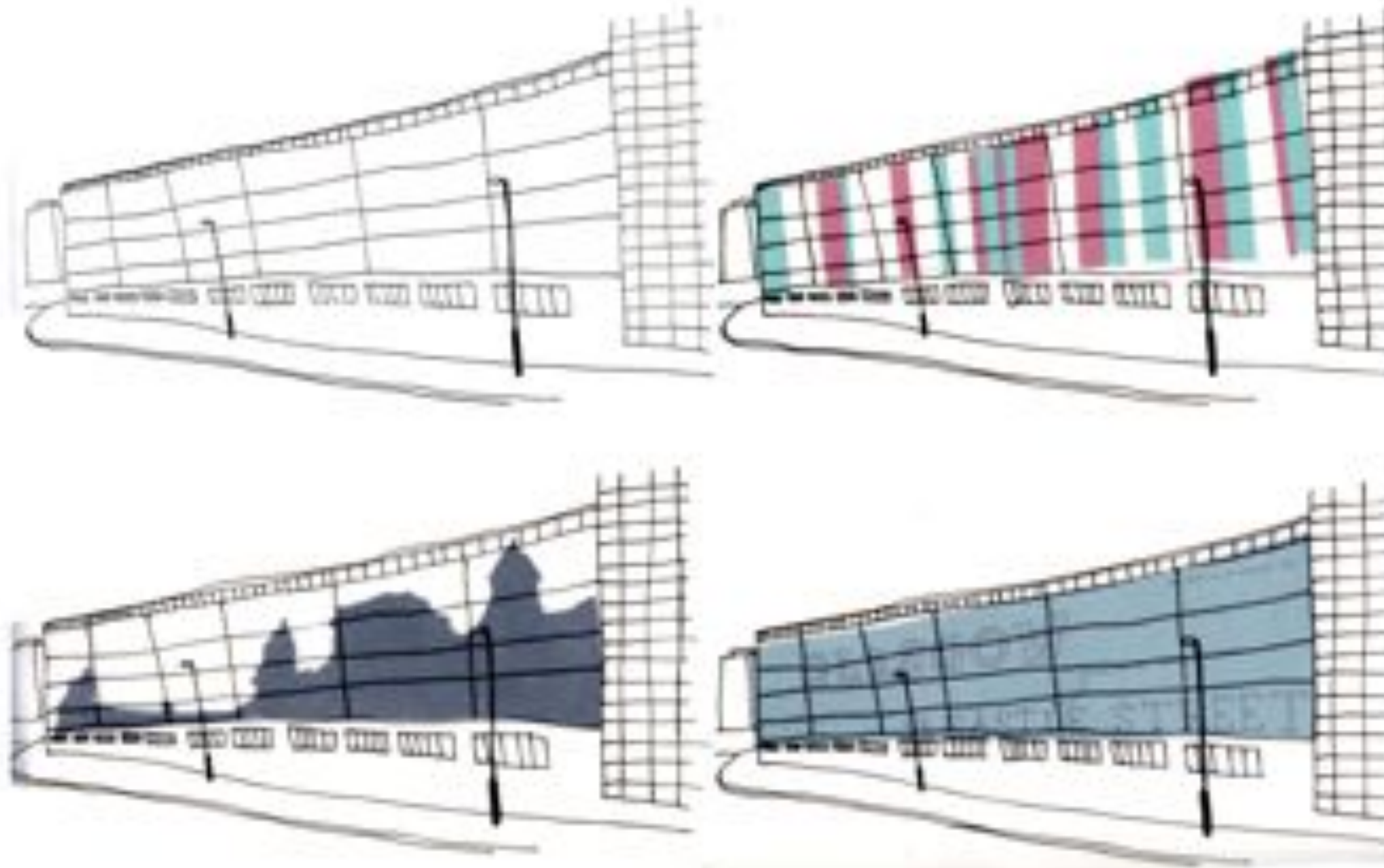


Initially my thoughts were drawn towards the idea of Disneyland and how it takes you somewhere soo magi- cal and surreal that you almost feel like you are in a dream. The patients want to escape their clini- cal wards and go somewhere that is more inviting. The exterior of the Asylum of the Blind made me think of the Disney Castle located in the center of the Magic Kingdom Theme Park. I was drawn to experimenting with the exterior, seeing how colour, text and pattern could change its appearance and make the building look even more "magical" than it already looked.

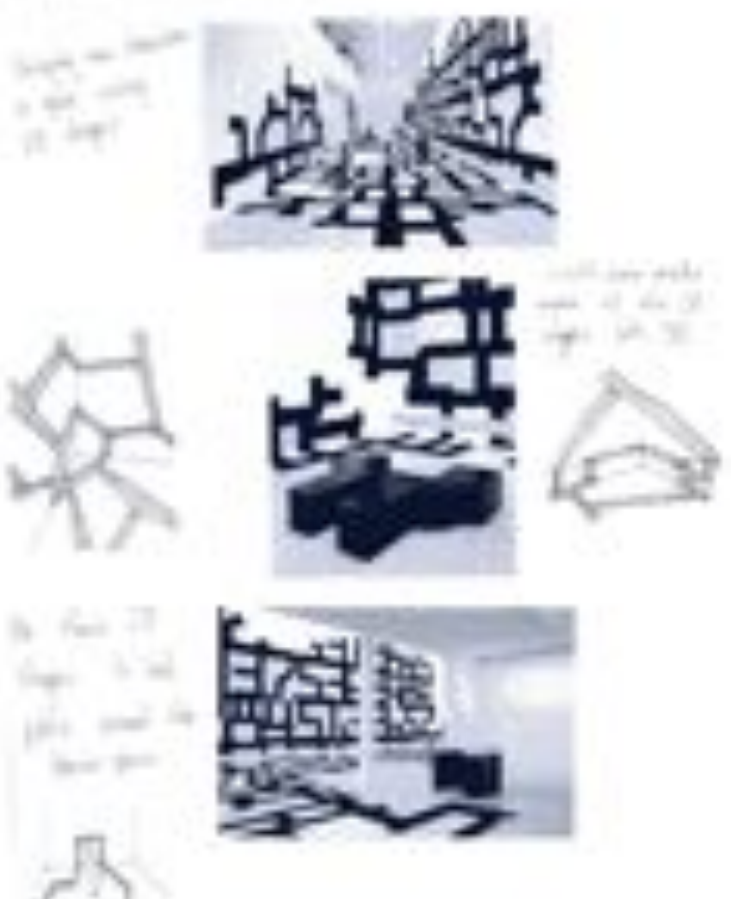


Car Park Exterior

Originally where the car park was was the rest of the Asylum for the Blind building before it got demolished. I wanted to bring a connection to the two structures and use up a vacant space, the exterior. The idea was to use the harsh exterior as a billboard for the Clock Tower. It would be a way of connecting the patients with the outside world and vice versa. In my research I found that many of the patients felt isolated and distant from what happened outside the hospital. Using GKD LED mesh, the exterior would become a large graphic showing what was going on inside the centre so that passers by could see what actually happened within those four walls. This hopefully would draw them into the shop and cafe and spend a little money to keep the self funded centre running. With it being mesh, light would still get into the car park and the people inside could still see what was going on inside.



Light is very important for peoples happiness.

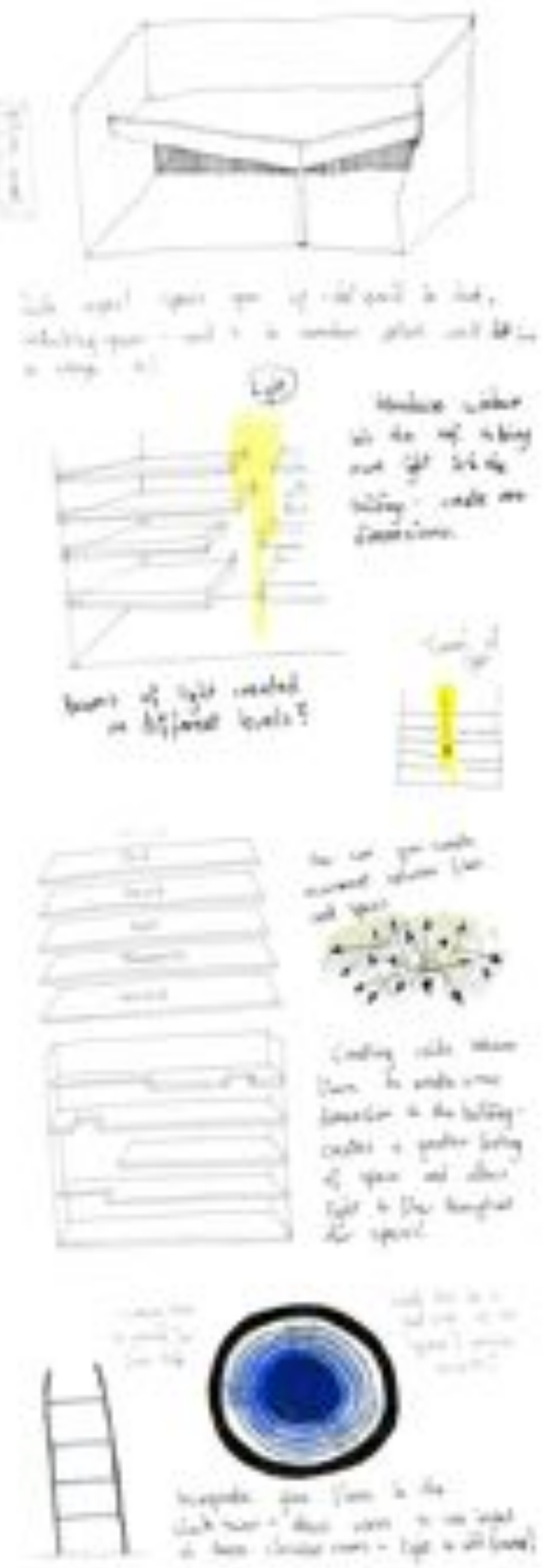


The aim for the interiors was to keep them fun and quirky, providing some excitement to the eye that you did not get sitting in the ward. Each floor is very different allowing the patient to easily recognise what floor they were on without having to read a sign. With the motivation that the centre itself as well as the activities taking place within it is hoped that patients would lead a quicker recovery and have to spend less time in the ward.

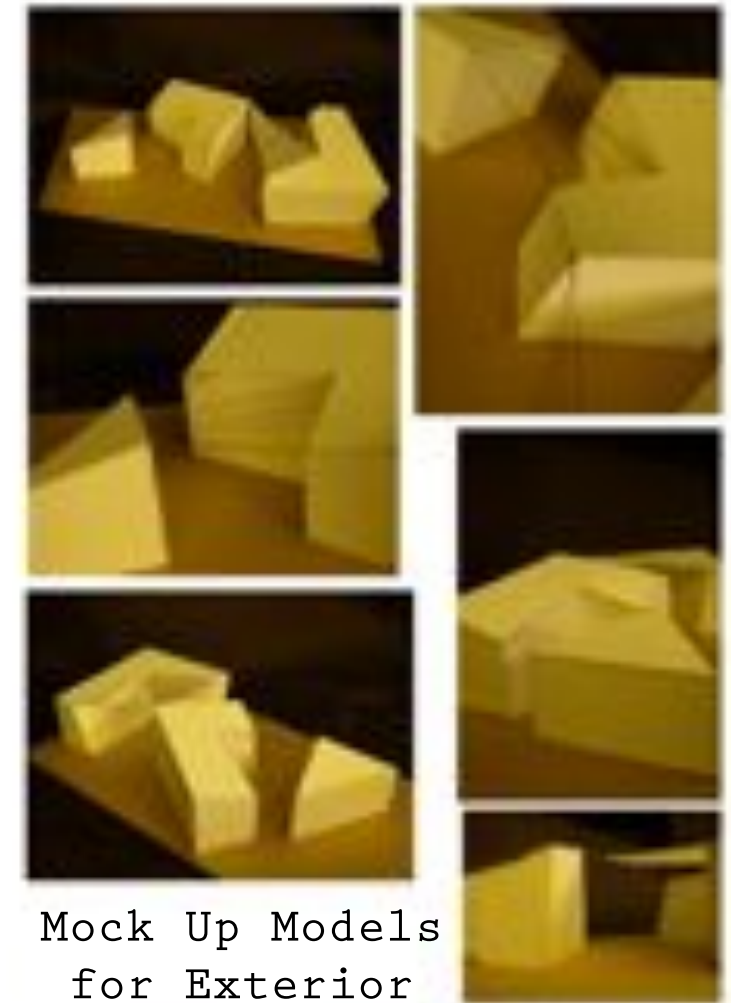
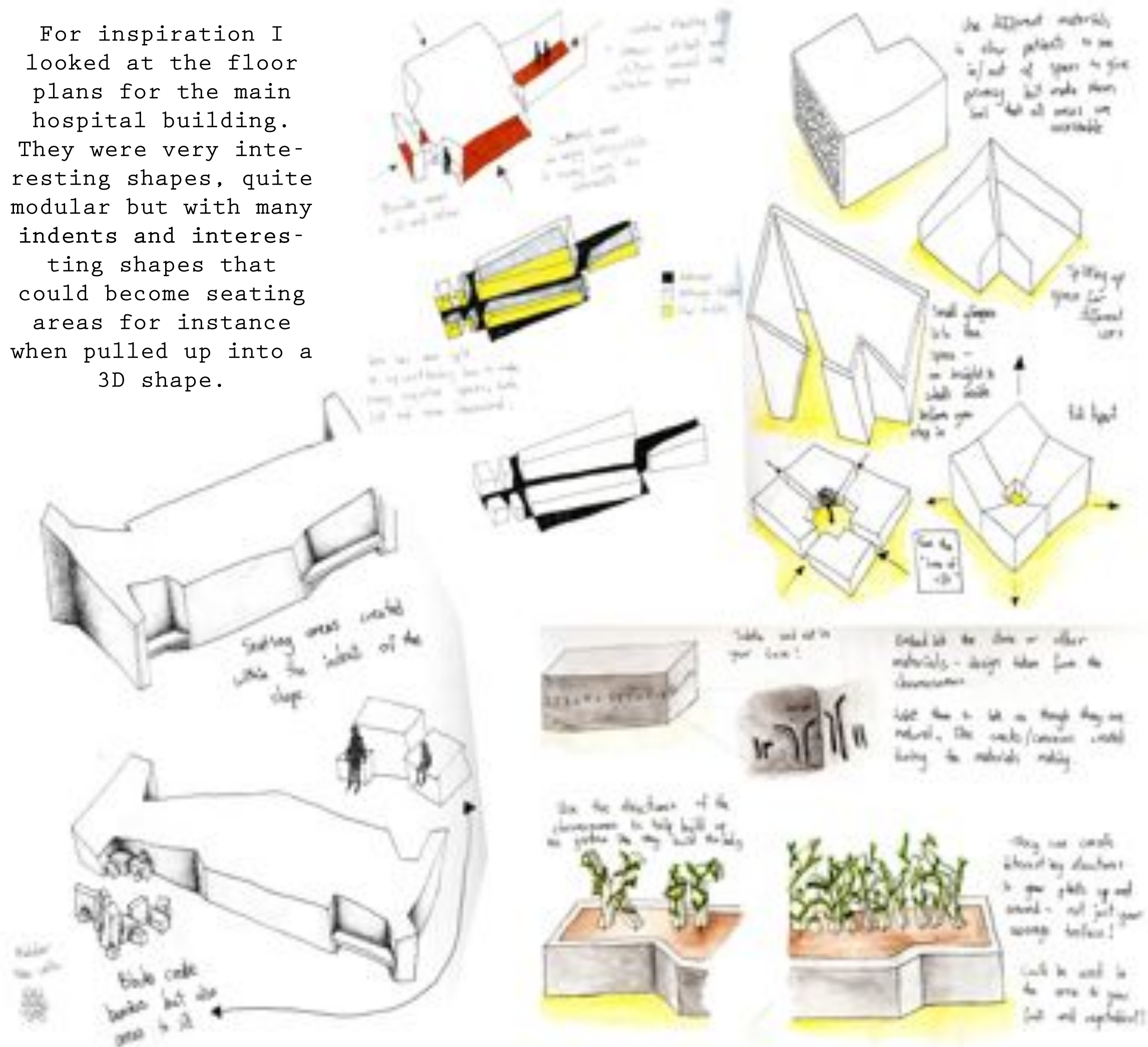


Light is very important for peoples happiness.

Light is very important for peoples happiness. the majority of people would rather have access to a natural light source than be stuck in a dark and dingy room. I want to make the most of the large number of old Victorian windows to bring as much light in as possible. The mezzanine floor didn't have a lot of windows so creating a balcony opened up the space and allowed light to flow up to it.



For inspiration I looked at the floor plans for the main hospital building. They were very interesting shapes, quite modular but with many indents and interesting shapes that could become seating areas for instance when pulled up into a 3D shape.



Mock Up Models for Exterior Spaces



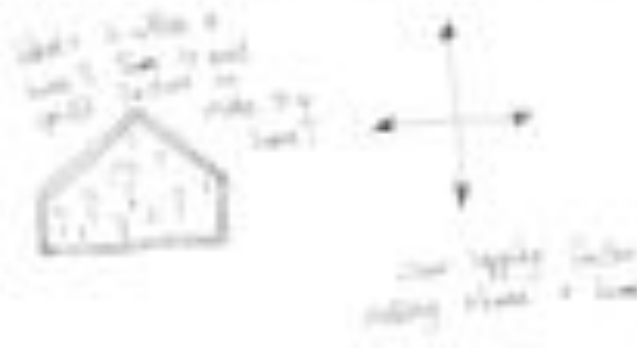
Not all "house" are straight forward design!

Traditional "house"



is the perfect house with everything in the right place!

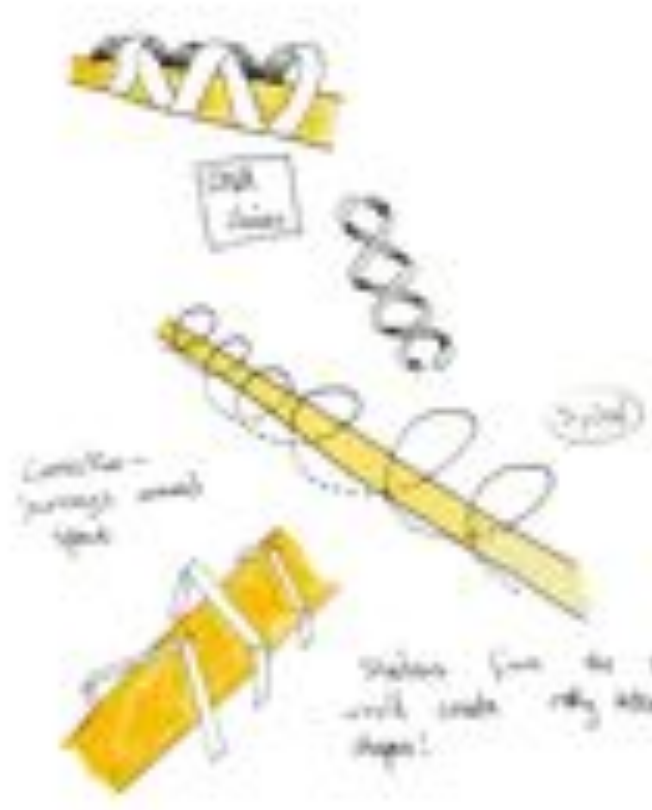
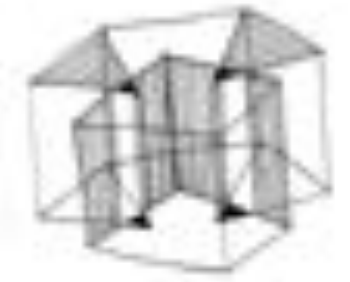
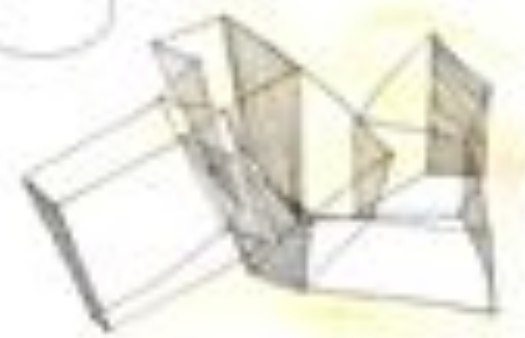
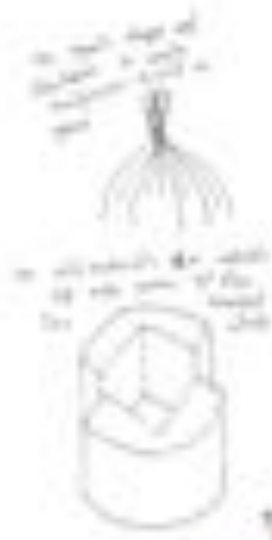
"Single Family / Modern Family" house

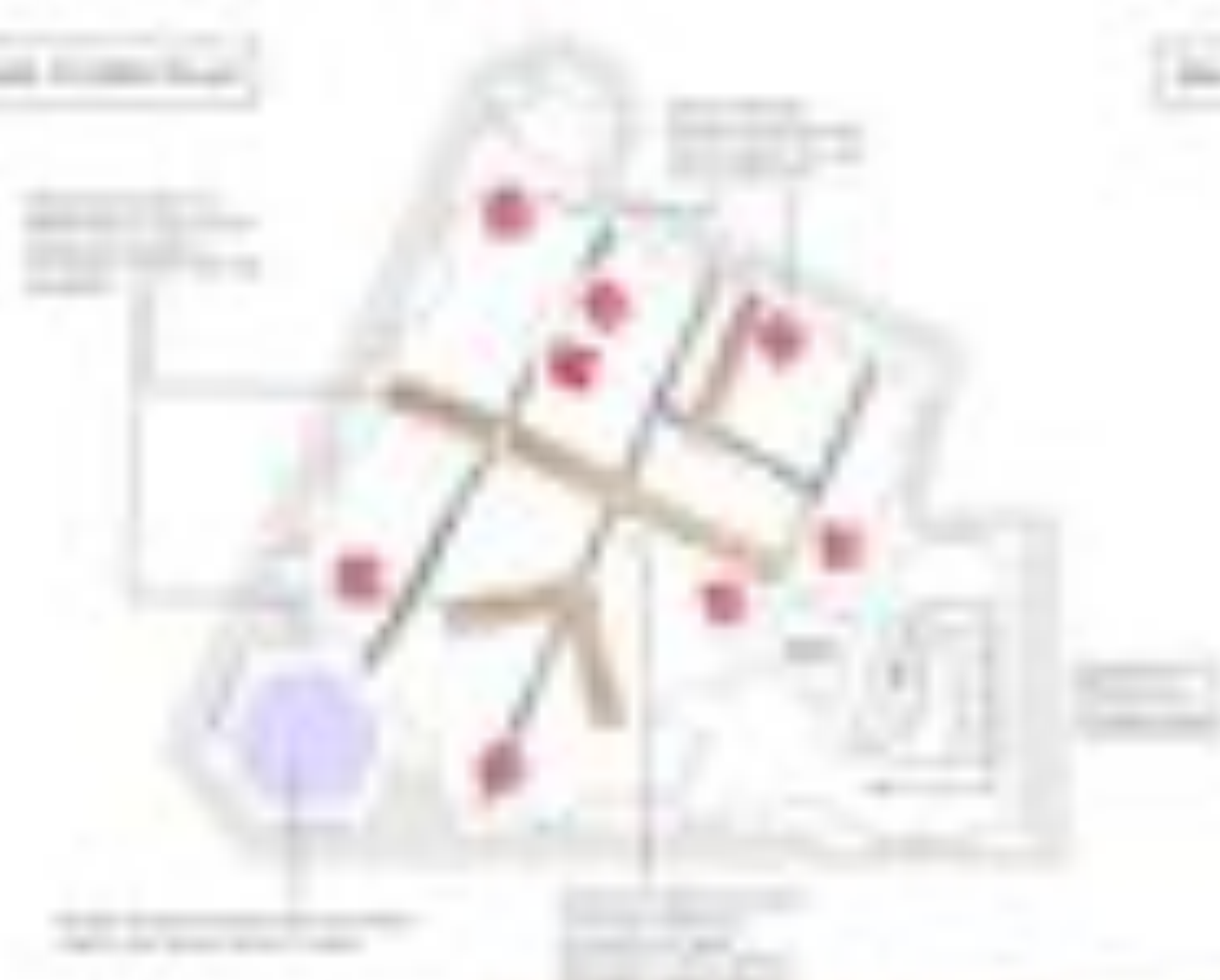


House - is usually close to the street!



Exterior Garden Design







Third Floor - Library



Exterior Garden - Hobby Huts



Exterior Garden - Allotment Area and Outside Cafe



First Floor - Interactive Street



Ground Floor - Cafe



Exterior Garden - Central Distorted House



Car Park Exterior - Interactive Billboard



Mezzanine Floor - Private Meeting Room



Second Floor - Arts and Craft Classes Area



Ground Floor Plan



Mezzanine Floor Plan



Third Floor Plan

S.H.E.D Project



WURDY have used the "Shed" shape in their designs and this inspired me with some ideas.



Sheds For Living have come up with a concept that allows a modern living in a design that had originally been derived from the a traditional shed shape. I really liked this idea as it was similar in ways of what I was hoping to achieve.



liked the combination of the "Shed" structure and wood cladding that Sean Goddard used.

I started off the shed project investigating into creating a space for disabled children. Through this I came to the conclusion that even though people assume that when you have a disability you are missing something, this is in fact not always the case as people with Down's syndrome have an extra chromosome. Finding this out led me to add and subtract from the basic shed structure to design a shed that was in fact disabled itself. I have kept it as a simple structure as I thought this gave it more impact and a minimalist feel, even right down to the small handle that shows where the door is from the outside.

Jonathan Macdonald
Interior and Environmental Design

S.H.E.D Project



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Interior and Environmental Design

S.H.E.D Project



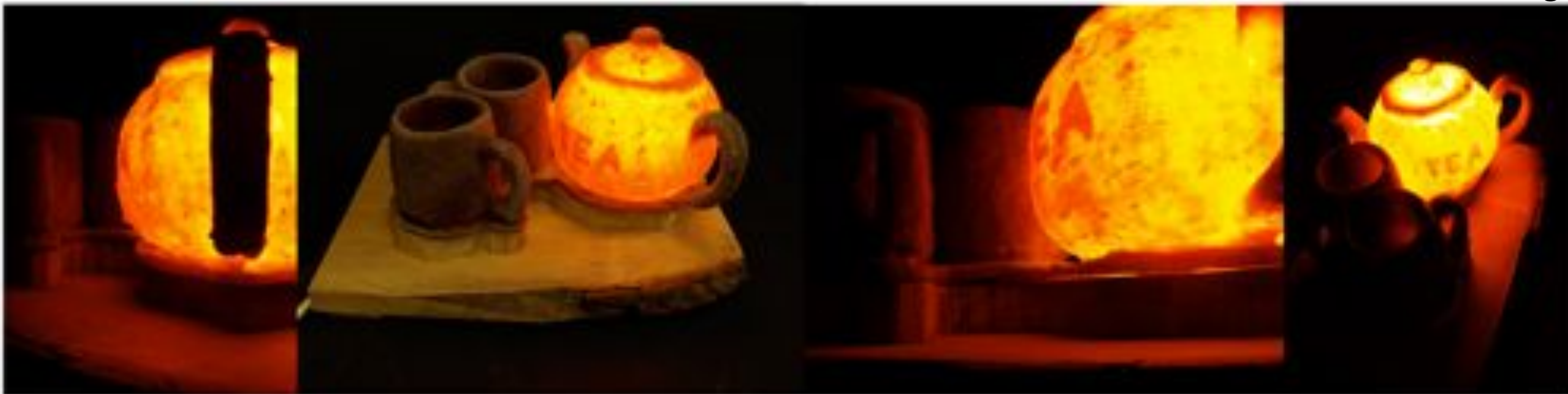
Jonathan McDonald
Interior and Environmental Design



The Illuminative Object

Initially my idea was to take every day objects and bring a new dimension to them incorporating light. Using liquid latex as my main material, I moulded different objects like vases and jars to investigate how exactly the material worked. I found that the more layers added, the more structural the latex became. I loved the fact that when light was in cased within the latex it gave off a distinctive orange glow, highlighting any textures on the exterior of the objects cast. A teapot and mugs are found in most households and symbolise a big part of the day with routine. The glow from the teapot exploits the word "tea" which can only be seen when illuminated.

The Final Design





VANTAGEPOINT



ONCE THE OLYMPICS HAVE PASSED I PROPOSE THE STRUCTURE TO STAY IN A SIMILAR SET UP, PROVIDING BOTH THE COMMUNITY AND VISITORS TO THE AREA WITH A VIEWING PLATFORM AND INFORMATION CENTRE SET WITHIN THE MOUNTAINS



DESIGN A LOOK
UP AT CAFE BY
NORMAN SPENCER



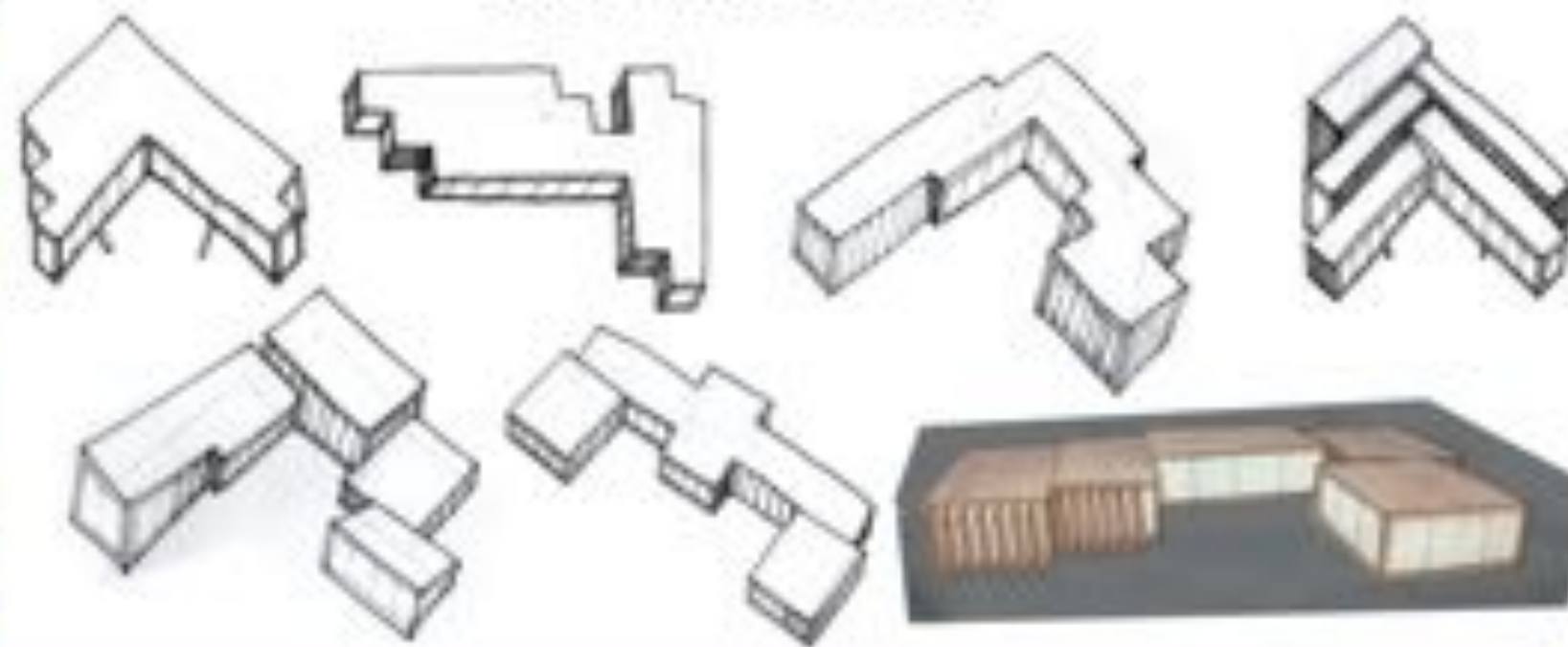
INTERIOR
WALL DESIGN
CENTRE
PLATFORM BY
BIORETTA



THE CHAIR IS AN
ALTERNATIVE TO
THE CURRENT
KIDNEY PIPE THAT
IS SEEN IN THE
MOUNTAIN OF
BUTTERHURST



CONCEPT MODEL EXPERIMENTS





TRADITIONAL
STANDING SEAM
METAL ROOF



ITALY PAVILION
CONCEPT FOR
THE BRASLIA
EXPO



SITE LOCATED NEXT TO "A-THERE" SNOWBOARD
PARK AND FREESTYLE CENTRE

FLAT LAND LOCATED NEXT TO SOME OF THE
LOCAL COMMUNITY WITH AMAZING VIEWS



FLOORING KEY



EXTERNAL FINISHES



MODERN WOOD BURNERS PROVIDE HEAT
DISSEMINATE AND HOT FOR THE VISITORS,
ADDING TO THE TRADITIONAL LOG CABIN
ATMOSPHERE



CRATES RE-USE FOR
TABLES, SURFACES FOR
MERCHANDISE AND A
BACKDROP FOR THE
FORMATION OF THE
LOCAL AREA AND THE
OLYMPIC GAMES



OLD CHURCH Pews PROVIDE
SEATING FOR VISITORS THAT
IS NOT ONLY PRACTICAL BUT
ALSO EASY TO MAINTAIN

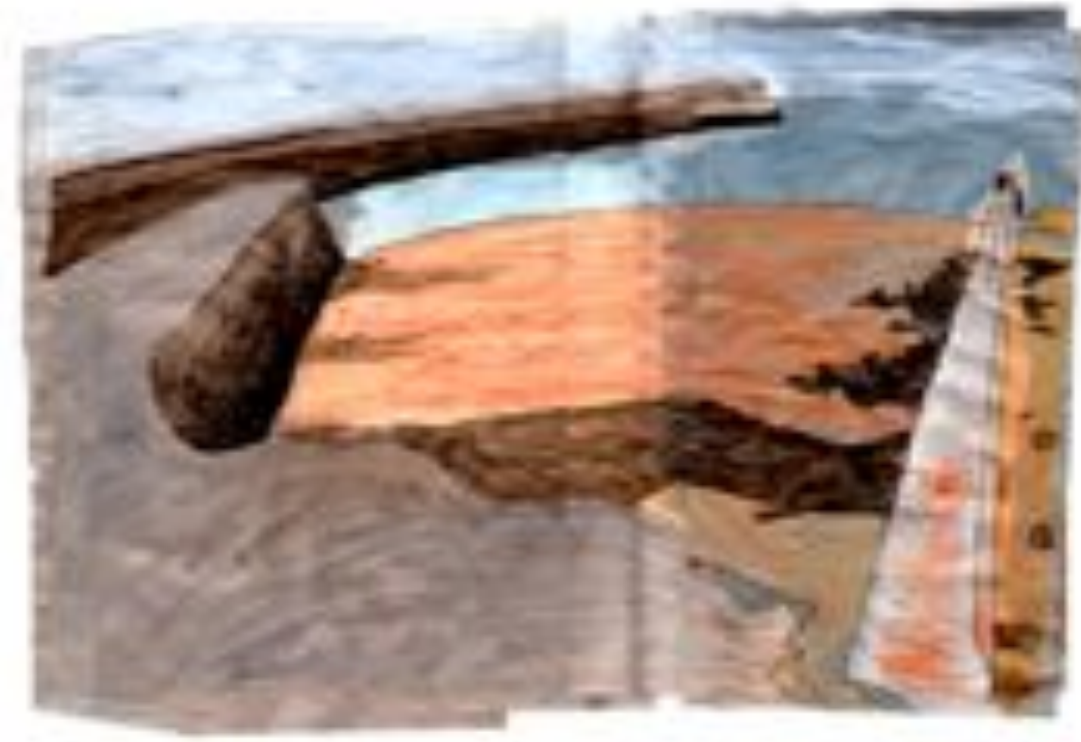
OLD INDUSTRIAL LIGHTS
DECLARED FROM
FACILITIES PROVIDE A
GREAT LIGHT SOURCE
THROUGHOUT THE SPACE



DECLARED PLANKS OF
WOOD FASHIONED INTO
SHELTERS AND BENCHES



East Sands Beach
located next to
St Andrews Harbour



Roseangle, Dundee

Stimulate Simulate

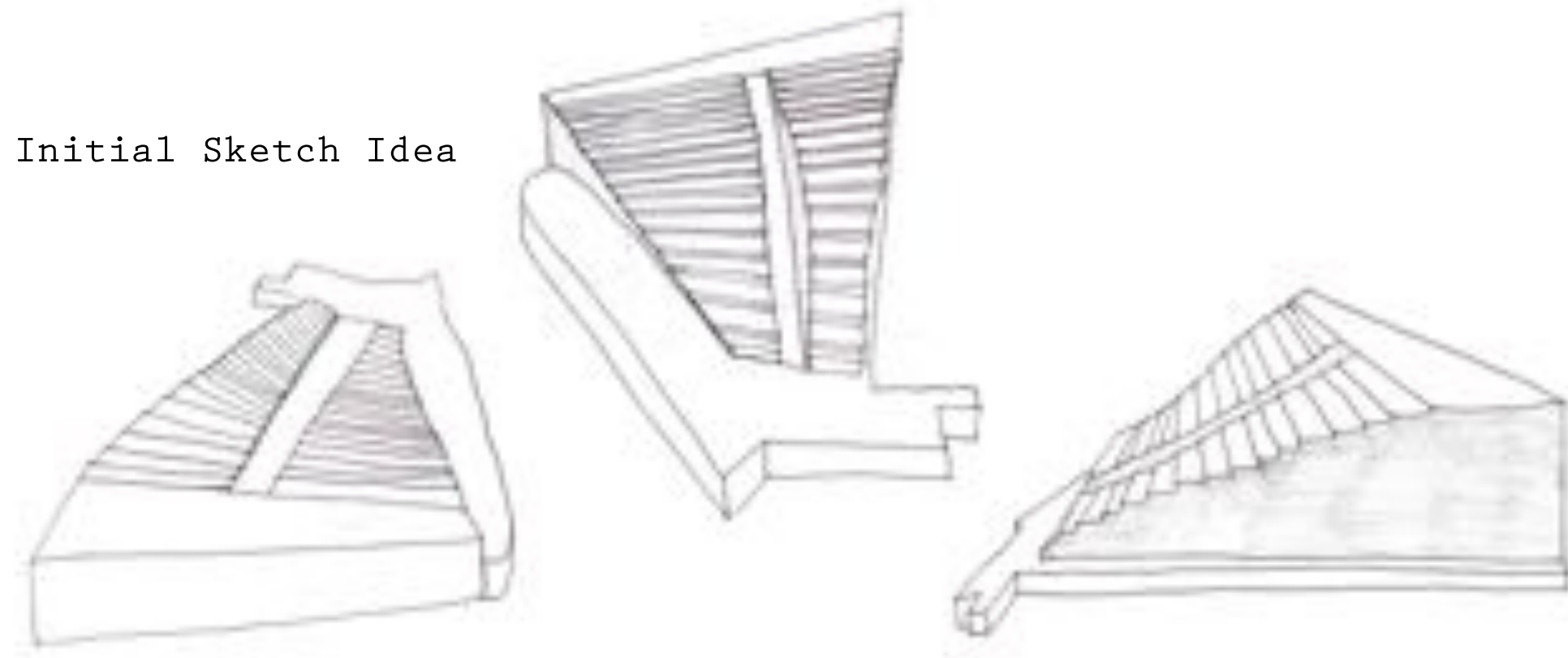
There are too many wasted pieces of land and buildings that are sitting unused and derelict, our jobs as designers are to come up with ingenious ideas to make the most of these spots and bring new life into them.

For this project, we first had to find three possible sites and analyse them to see which one had the best potential.

West Burn Lane, St Andrews



Initial Sketch Idea

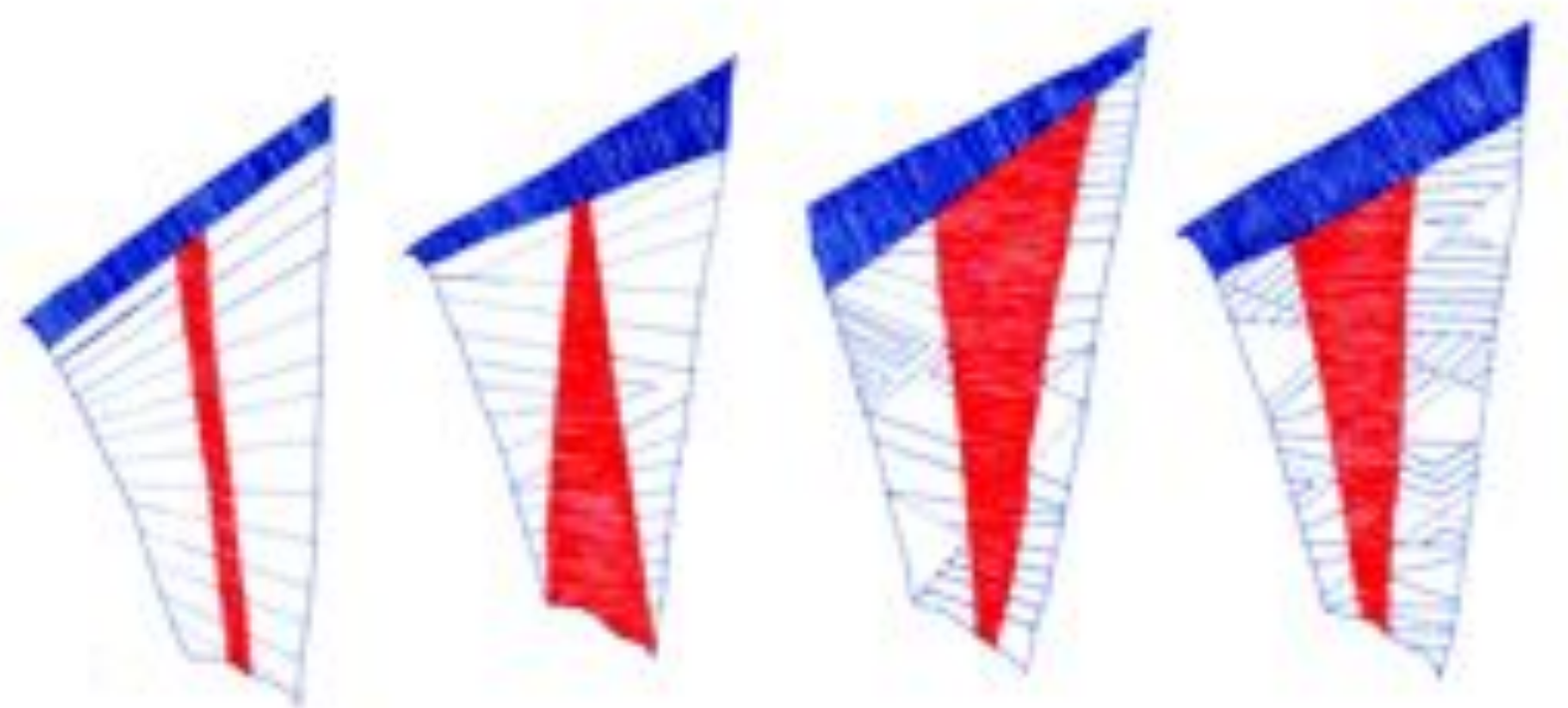


Stimulate Simulate

The site that I chose to base my project at was part of the beach between East Sands Beach and the entrance to St Andrews Harbour. As the site is near to the centre of the town and not far away from the University I wanted to design a seating area where the public could take in the views out to the sea and towards the harbour. My initial idea was to create a triangular structure, which would climb up to the platform where the best views could be seen. The main structure in front would be stepped up to allow plenty of areas to sit and play on with a glass "ramp" going through the centre to allow views below to the beach which would change depending on whether the tide was in or out.



Experimenting with the
Composition of the steps
- Making them less
regular and more playful



Plan View



Simulate Stimulate Final Design

With a combination of toughened glass, polished concrete and reclaimed wood, the structure combines eye catching design with function. The beach is mainly used for watersports and dog walking but I aim to make the harbour once more a hub for the local and tourists community.



Rear View



In the summer everyone flocks to areas like the beach and there is never enough seating, especially when it is amazing weather. The rest of the year, people don't tend to spend a lot of time outside due to the temperature and rain. The platform itself creates shelter from the easterly winds, making it a little more comfortable to sit outside in if it is a fairly decent day of weather.



Stimulate Simulate

The variation in "step" sizes and shapes allows individuals and groups to find a spot of their own where they feel comfortable to relax. They are set out in a way to help engage with other people and also the surrounding landscape. When you are seated, the glass walls at the edge of the platform help frame the surrounding views whilst stopping any danger of falling off.

