

Final Test

Tourist Information/Visitor Centre

NB: This project must be completed and submitted for assessment only after the Preliminary Project has been assessed and returned to you, and you have taken full note of any pertinent comments. This Final Test Project carries fully 25% of your course marks, so it is vital that you take the time and trouble to devote your very best efforts to it.

Introduction

The drawings show a three-floor stone building built towards the end of the 19th century and situated close to a town centre. For the purposes of this project you can select which town you wish to base your project on. The site has a driveway to one side which leads to a small car-parking area to the rear for staff and visitors. There is a considerable slope from the front to the back of the site which gives access to the ground floor at the front of the building and to the lower ground/basement floor at the rear. The building affords good views from the rear at ground and first floor level. (Known as the first and second floors respectively in some countries.)

The building has been stripped of much of its character over the years: the outside has been surfaced in smooth sand/cement render but the roof retains its grey slate finish. The simple timber framed, double-hung sash windows are the originals. Most of the original interior features (fireplaces, doors, skirtings [base boards],

picture and dado rails, cornices, etc.) have been removed. The rather fine original timber staircase and simple dog-leg stair to the lower ground/basement floor were removed in the 1960's and replaced with very plain precast concrete ones. At the same time much of the original timber ground floor was also replaced with precast concrete. More recent interior work has involved the installation of a lift (elevator) near the front entrance and the construction of a fire escape at the back of the building. Assume for this project that the lift/elevator is adequate for vertical wheelchair access and that the fire escape is suitable to satisfy fire escape legislation.

Generally speaking the thicker walls in the building are substantially load-bearing, so take care if you decide to open them up. Making openings larger than, say, 1.5m (5 feet) could have significant structural implications. Removing or making openings in the thinner walls represents little problem.

The building was originally a large town house but over the years has been used as offices and is currently a shop/advice centre selling fabrics and wallpaper. The ground and first (or first and second - see above) floors are mainly retail display with storage space and consultancy rooms. The lower ground/basement floor is mainly given over to storage plus a toilet/washroom area. Although the building has a rather anonymous feel to it, the basic original room proportions have been retained.

Part of your design challenge will involve deciding how you treat the existing building. You may wish to try to restore something of its original character, in which case you will need to do some research to find appropriate details for a building of this age pertaining to the geographical region in which you set your project. Alternatively you may feel that because the building has little of architectural/interior merit you can take a fairly radical approach in designing a modern, stylish interior.

Notice that the building is heated by radiators run from a boiler in the basement. Assume that the boiler will remain in its existing position and that the radiators will be replaced with new ones or with skirting convectors. There are many available styles of radiators and skirting convectors to choose from, illustrated in catalogues and trade literature. Assume that the replacement radiators will be of a similar length to those indicated on the existing drawings but feel free to change their position to suit your proposed room layouts.

As with the Preliminary Project concentrate your efforts on the design of the interior and assume any outside work will be the responsibility of other design professionals.

Design Process Notes

Before commencing the project, carefully re-read the Final Test Design Notes and Final Test Objectives.

Project Report

In addition to your project design work you are required to compile a 'Project Report' and submit this in your portfolio of work for assessment. The purpose of the report is to encourage you to think about the process of design activity you engage in whilst undertaking the project. It should be in A4 (or 8.5" x 11") format and be sufficiently robust (avoid bindings that easily spring open). As a very approximate guide the report will probably be in the region of 1500 - 2500 words plus diagrams/illustrations.

The project notes have already emphasized that there is no 'right' or 'wrong' way of designing: you eventually have to evolve a system that works best for you as a creative person. Your project report will describe your design process whilst undertaking the project so whilst doing the work keep a logbook/diary that traces your activity. Be honest in keeping your diary: be prepared to record difficulties and frustrations as well as to acknowledge when things go smoothly. Include in your diary any cuttings, quotations or inspirational bits and pieces you collect as you work on the project.

Towards the end of the project compile an illustrated report in two sections:

SECTION 1 Research

This should include an account of both visual and practical research carried out in resolving the project and include:

- a description of your design solution and a brief explanation of your thinking behind it (a paragraph should be sufficient for this).
- 'precedent studies': examples of buildings, designs or artefacts that have been influential in shaping your design response. Remember to name the designer/ architect/artist in each case whenever possible.
- accounts of any visits you may have made and meetings in order to clarify the brief, gather expert advice or view examples of good interiors/buildings.
- an account of any expressive work you may have engaged in to help you understand or appreciate the nature of the project/brief or to generate ideas for your initial concept.

SECTION 2 Process

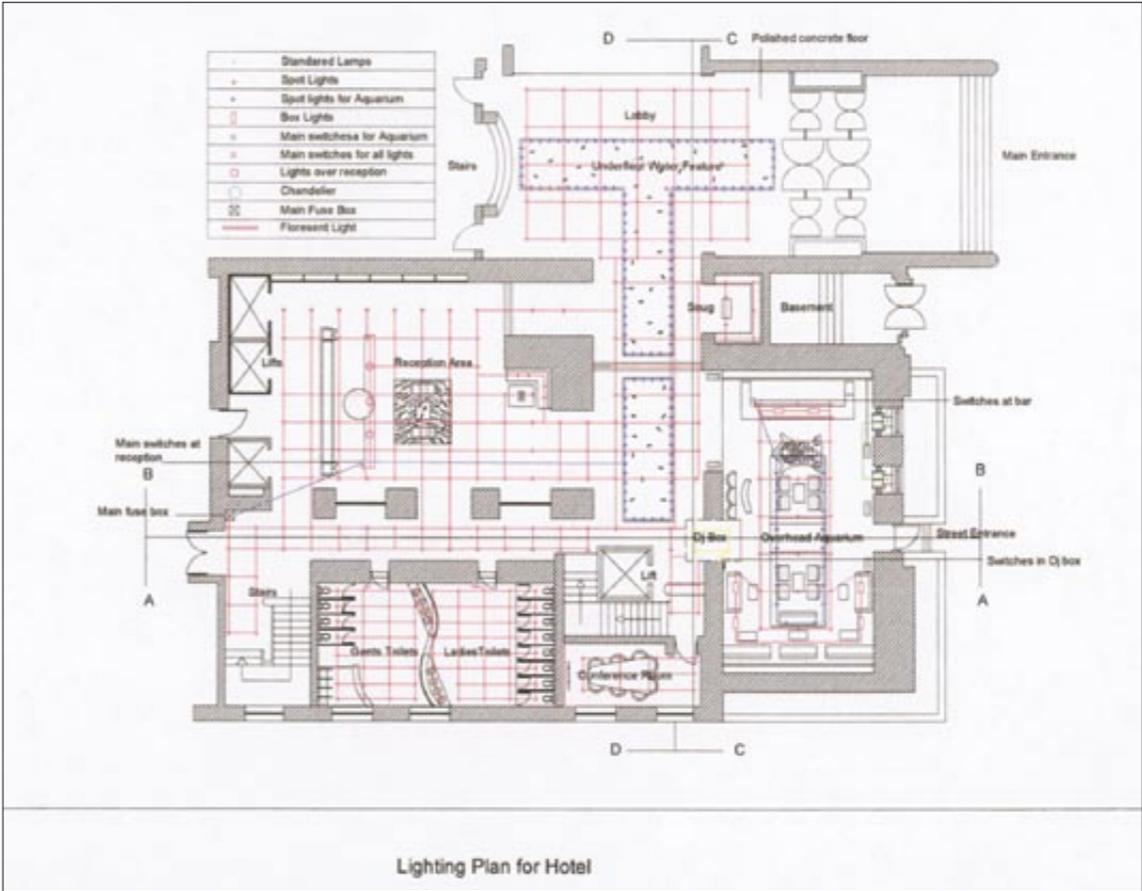
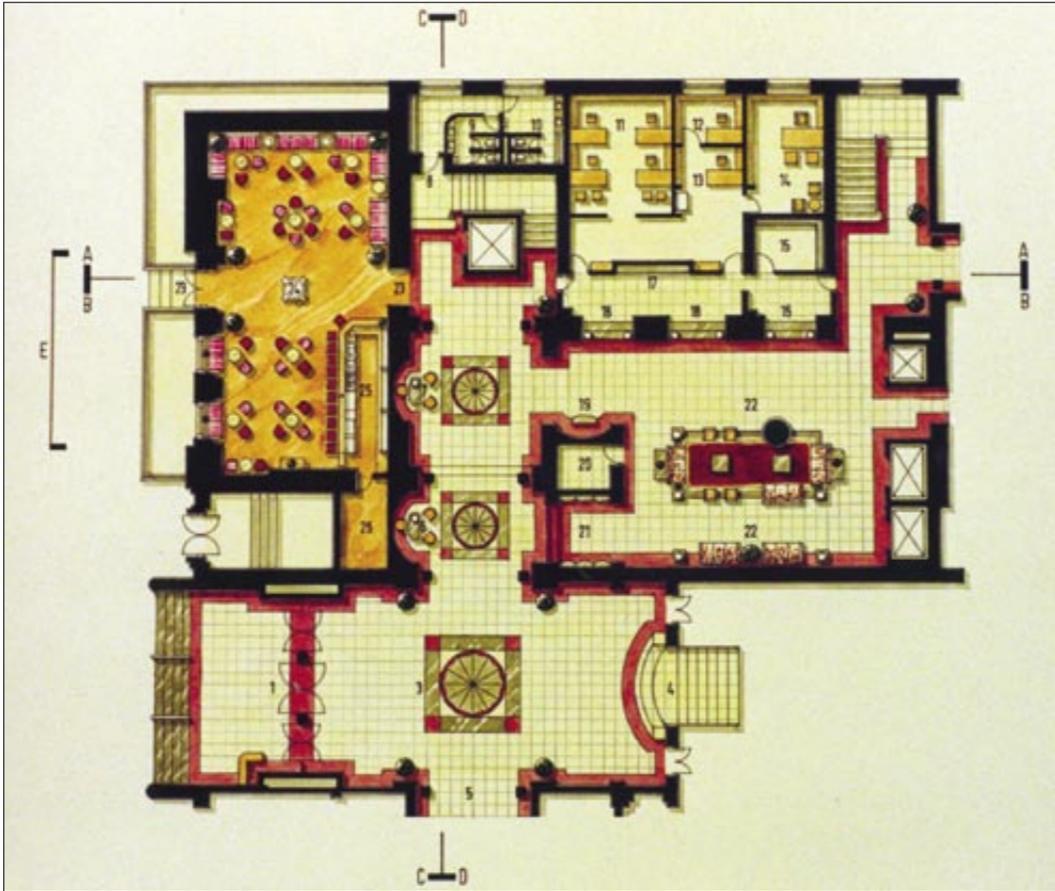
This section will be a description of your design process based on information taken from your diary/logbook. It should present a coherent account of how you went about the project including difficulties and challenges and things learned in doing the work. Since much of your research is covered in Section 1 it is probable that Section 2 will largely describe the initial concept and concept development stages of the project. Include sketches and diagrams to help describe key stages.

a Initial Research

- 1 Think of a town you know, or know of, and do extensive research to find out about its history, geographical and architectural features, important figures, etc. (The Internet is ideal for such research.) Compile a list of the things you particularly feel make the town unique or give it character that might provide inspiration for design ideas then follow these up in a little more detail. Think about how some of these things could be translated into design ideas for the centre. In playing with ideas try to develop sophisticated and subtle notions that avoid obvious clichés. Sometimes it helps to abstract ideas (for example taking a piece of prominent architecture and concentrating on single aspects of it such as proportion/geometry, or colour/texture or playing with ideas for form by hugely

Samples of Former Rhodec Students' Final Test Work

PLANS



Lighting Plan for Hotel

