

CHAPTER SIX



Figure 38: Design narrative (Author 2010)



Design process

6.1. Design narrative

Poem of lamentation

I lament the anger within my society
Hence all the rioters
They shout majorities, they shout minorities
But peace is not their priority
Abandonment & isolation yet an urge for prosperity
I lament the people that have made me
Lament my society
Anger & violence have become a norm
I call that insanity
Could it be provocation or just a rivalry?
Undeniably, this is what humanity has become
Violently!!
The society in its entirety
Has become unjustifiably
Chaotic!!
Quietly and not rudely
I say that,
There is no sanity in humanity
Could it be my personality?
When I defiantly suggest that, most feel desolated
In their existence within this angry society

Sabello Malcom Sibanda 2016

Chapter six

Figure 39: **Design intent**
(Author 2016)



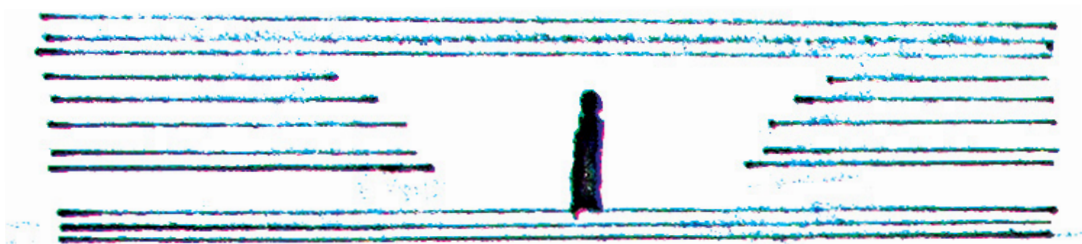
6.2. Design intent

The design intent is to create an urban landscape that consists of poetic moments in which an individual that intends to be detached from society (urban hassles) can escape to. The design is about the relationship between an individual and masses (groups of people in a public space). The individual is taken through three types of spaces (escaping reality, reflecting on reality and facing reality) which are designed to make the individual experience different emotional phases in the quest of detaching him or herself from society.

- Escaping reality: First stage of the detachment process, the individual physically separates him or herself from the masses (Bosman Bus Station, Central Business District and Station building).
- Reflecting on reality: Individual reflects about the problems he is attempting to detach himself from.
- Facing reality: Space allows for a dialogue concerning societal problems.

In order to design these spaces, the following scenographic principles are used:

Figure 40: **Negative space**
(Author 2016)



The principle of *Negative space* is used to put emphasis on feature elements.

Design process

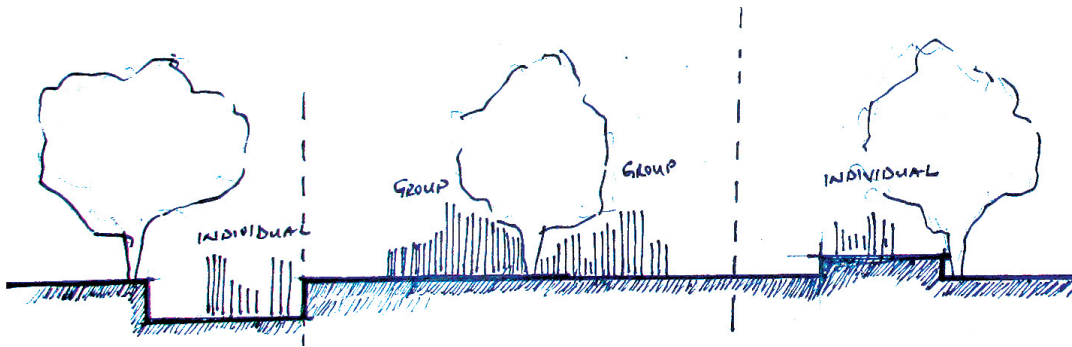


Figure 41: **Grouping**
(Author 2016)

The principle of *grouping* is used in the *reflecting on reality* spaces where the individual is separated from the masses by either elevating or lowering him.



Figure 42: **Depth**
(Author 2016)

Depth is used in all the spaces to give a three dimensional effect by dividing the spaces into foreground, middleground and background.

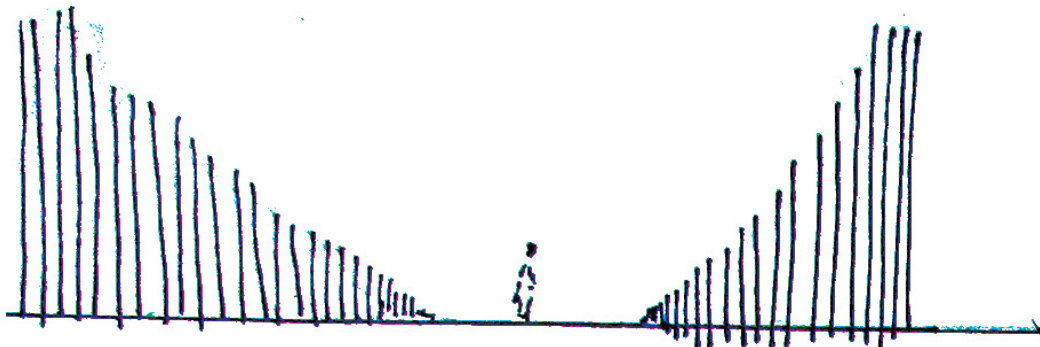


Figure 43: **Visual cues**
(Author 2016)

Visual cues is used in the *escaping reality* space where vertical elements are used to give directionality to an elevated viewing steel structure.

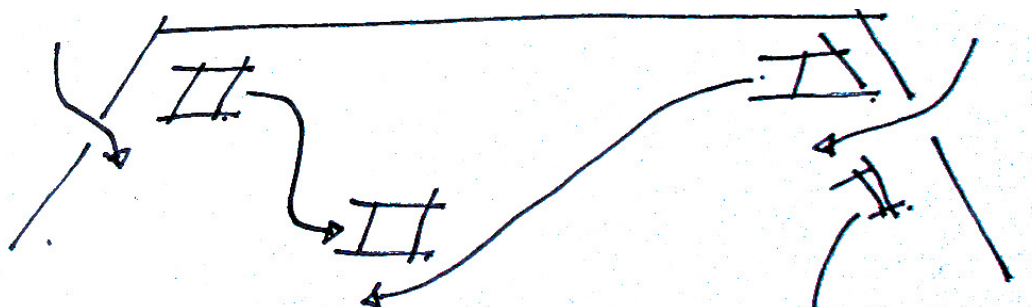


Figure 44: **Blocking**
(Author 2016)

Blocking is used to solve circulation from one space to another.

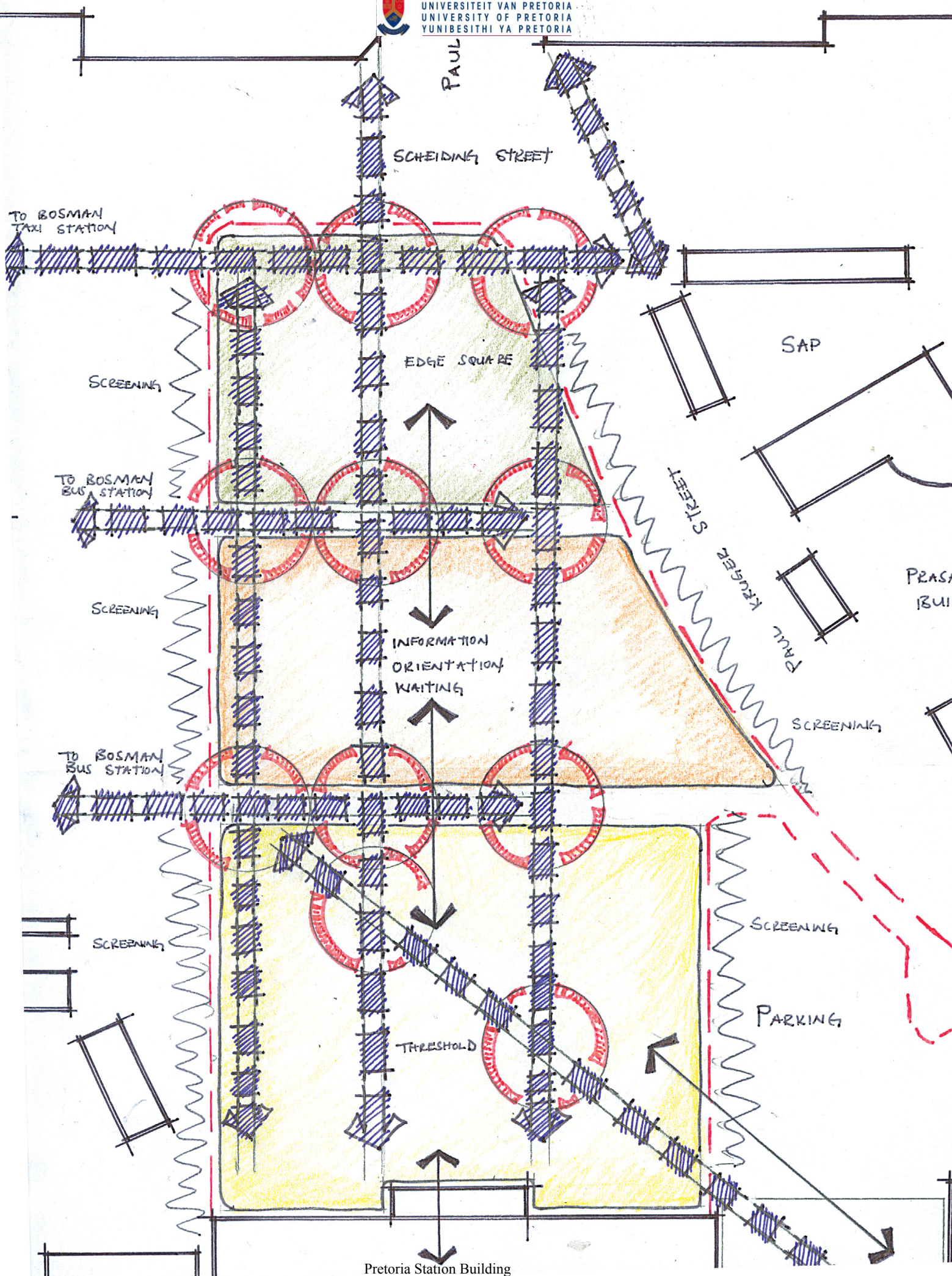


Figure 45: Circulation and conflict spaces (Author 2016) © University of Pretoria

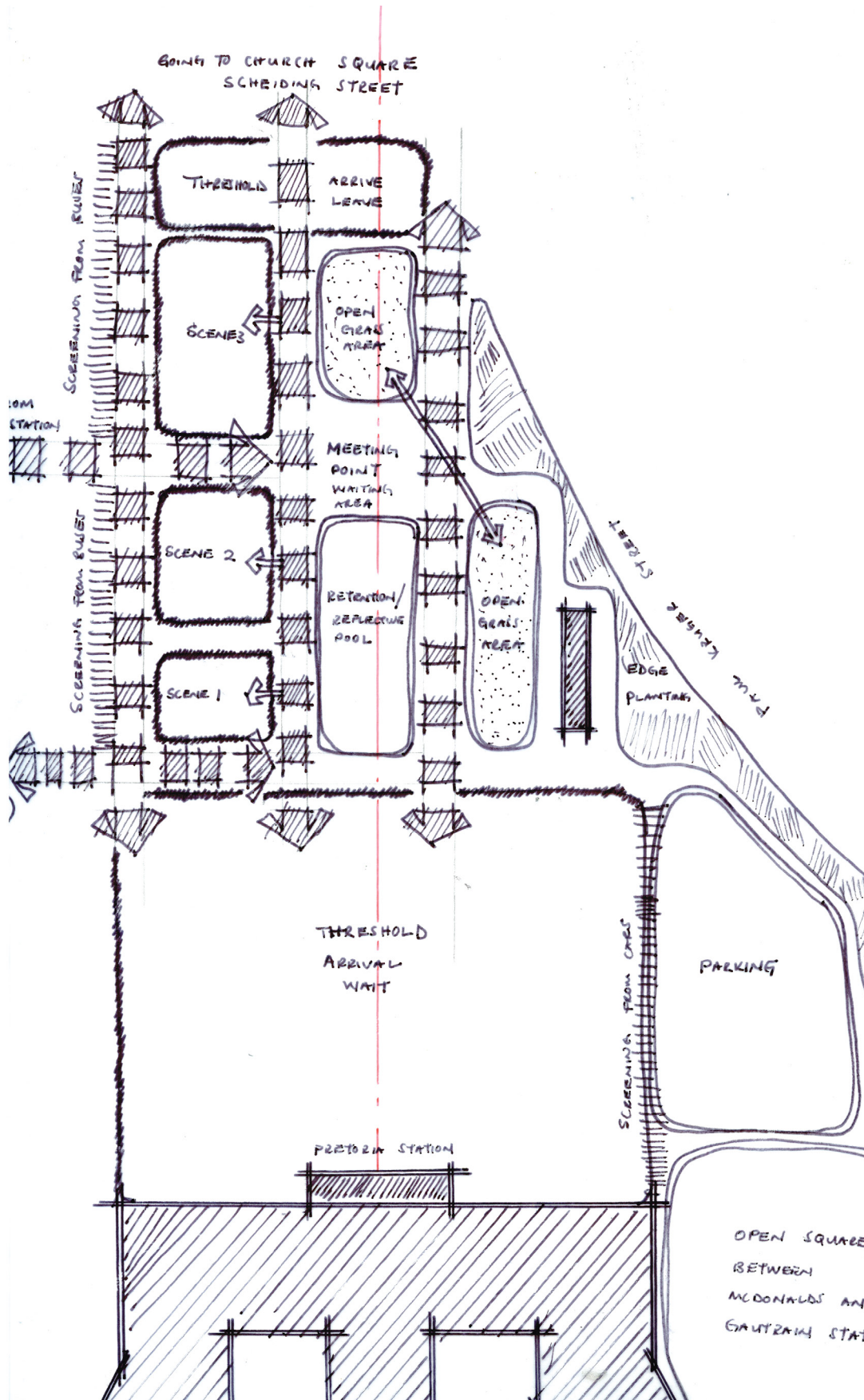
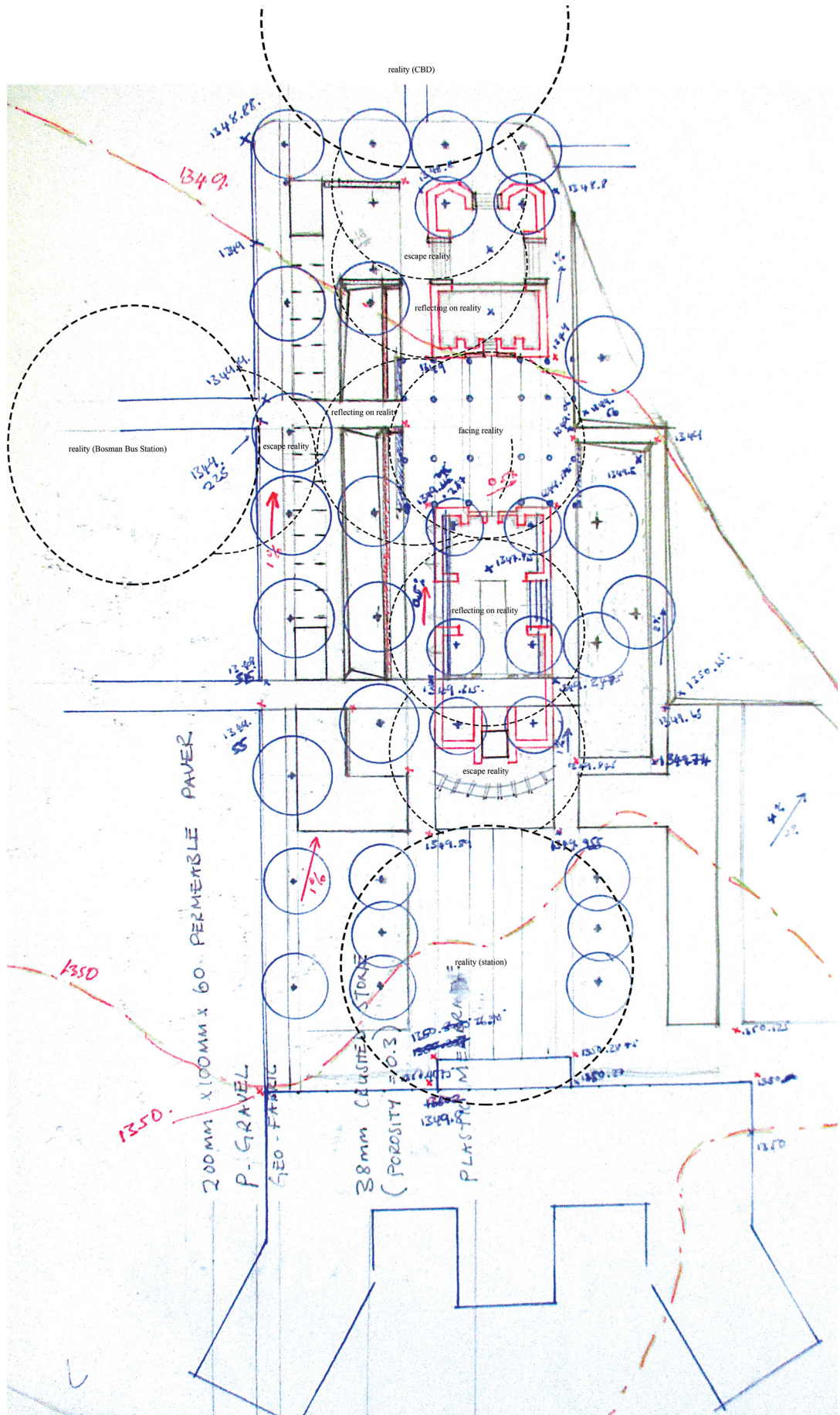


Figure 46: Spatial arrangement exploration (Author 2016)



Figure 47: Preliminary sketchplan (Author 2016)



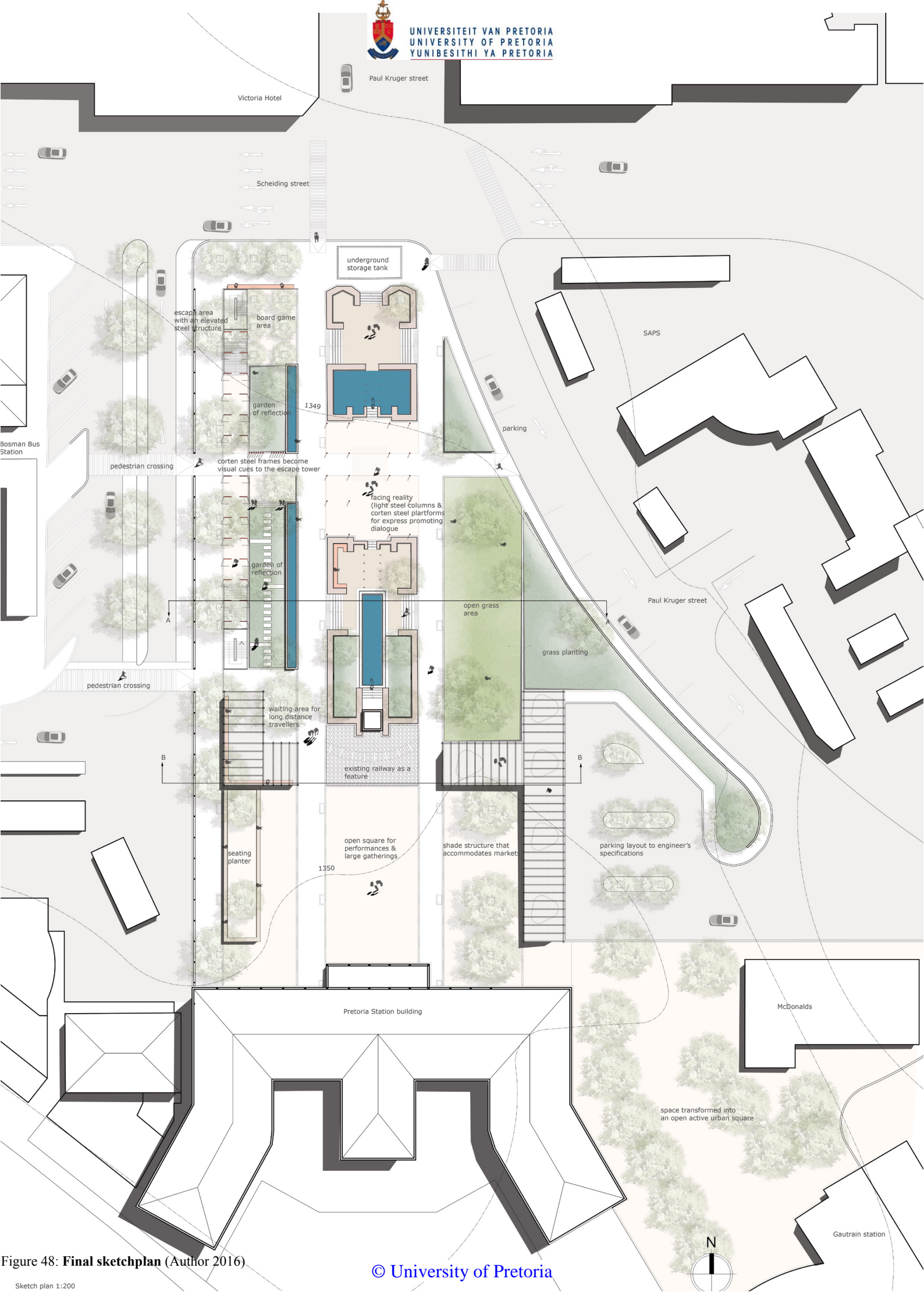


Figure 48: Final sketchplan (Author 2016)



Victoria Hotel

Paul Kruger Street

Figure 49: Perspective (Author 2016)

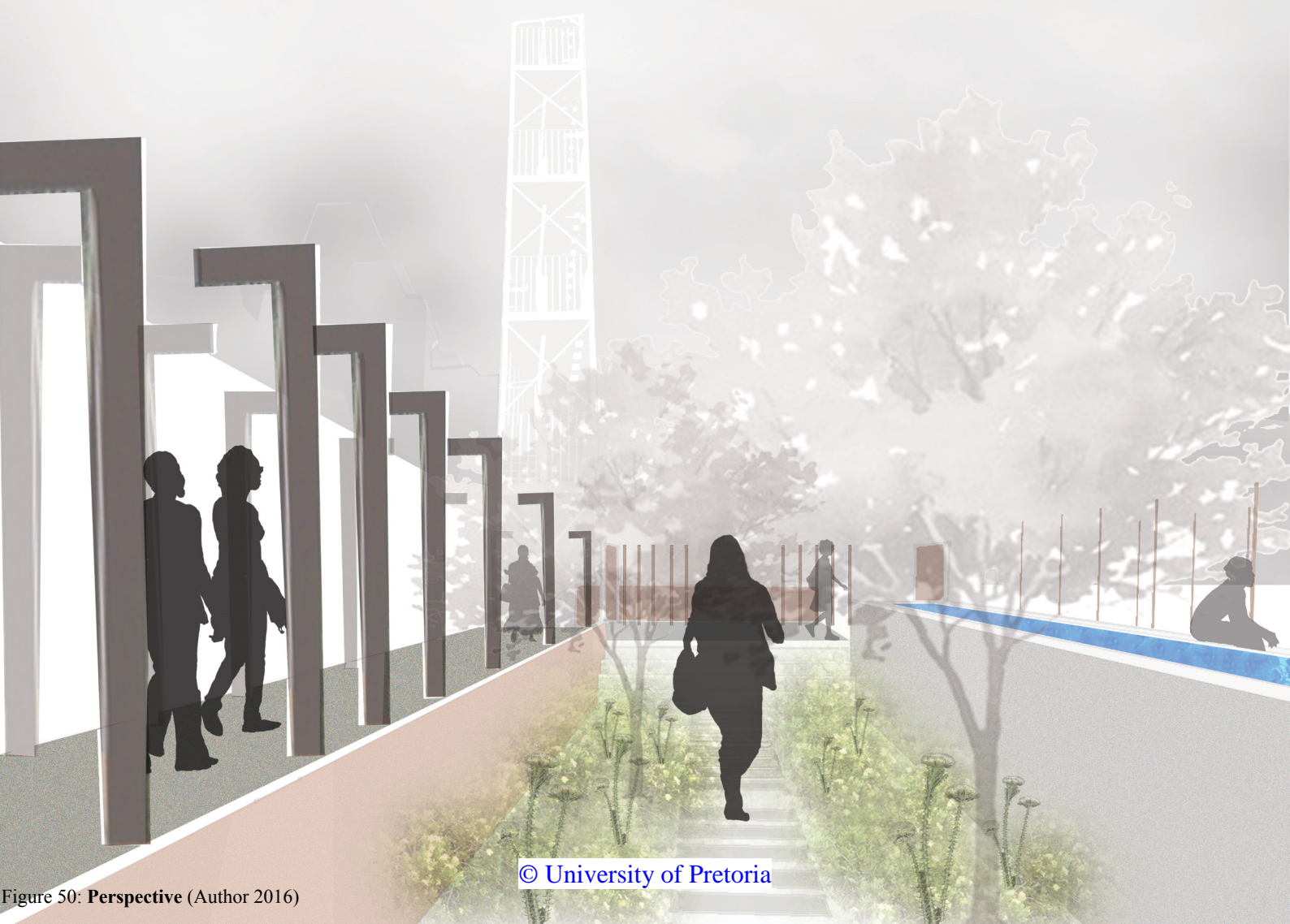


Figure 50: Perspective (Author 2016)

