

CHAPTER FIVE

RETROSPECTIVE ASSESMENT

This chapter will draw conclusions from the design process in order to develop a framework for buildings of production within an urban centre.

In analysing a model for places of light production within an urban context, it is useful to draw conclusions from the design process employed. This design approach or model is not an attempt to have a blanket approach within an urban context, but rather a set of guidelines, that when applied to different sites, have completely different outputs. The design model can therefore be viewed as a linear approach to identifying a base for what places of production could become, employing an input-output based system, advocating a hybrid production facility within an urban context.

The main objective of the design process was to identify how places of light production can become part of the urban context, in reaction to current places which have an introverted nature. This process was informed by the theoretical premise of labour, which draws parallels to the production of architecture as both artefact and object of utility within an urban context. Here the architecture responds both spatially and programmatically to its context. Spatially the building accommodates the urban intensity of people within the context of a major transport node, and programmatically the building responds to the influx of imported apparel merchandise, as well as being located within a close proximity to residential and transport functions.

The idea of process being elevated above product is explored at all levels of the intervention. Architecturally the building is designed, based on the idea of continuously making and remaking the building; using modularised components and low-tech materials, spatially allowing the building to grow and recede. Further to that, the process of making and servicing the building becomes evident through the building revealing its intrinsic structure. Programmatically, extending the production process beyond the packaged product, allows for the public interface to become part of the production facility, partaking in repair and recycling processes.

ANALYSIS OF CONTEXT



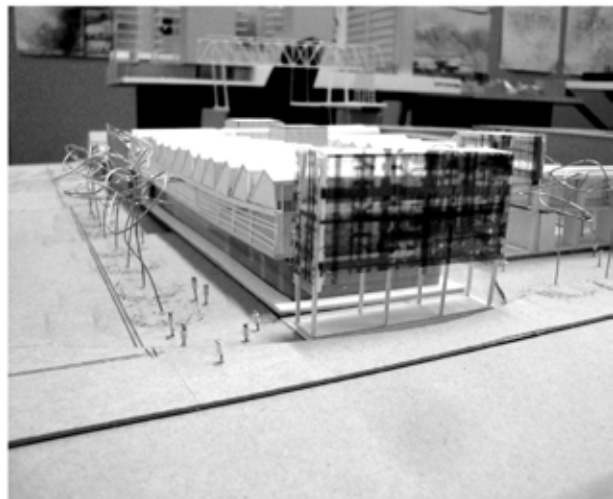
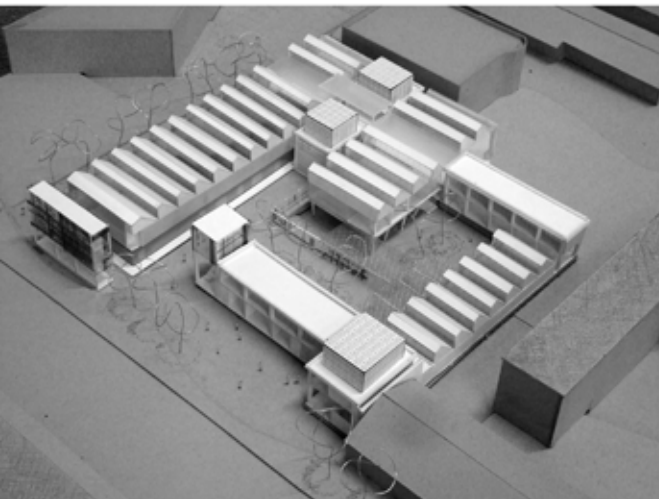
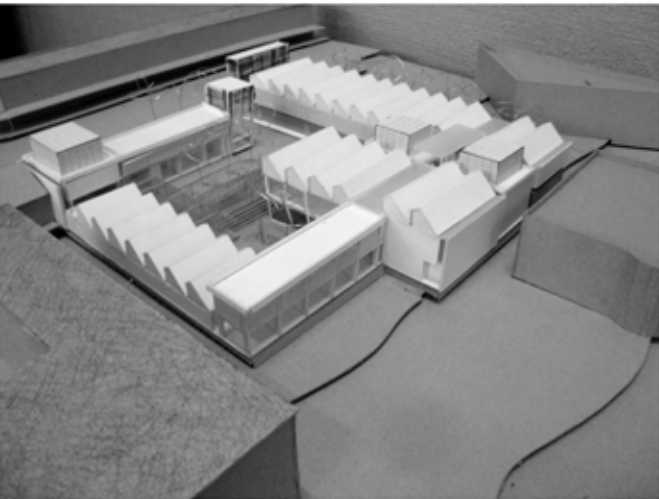
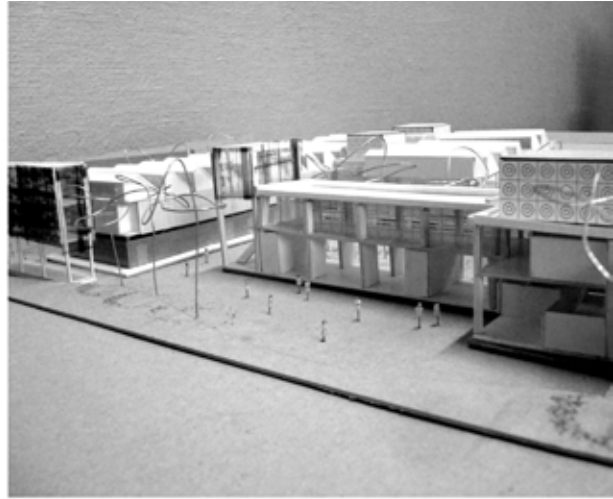
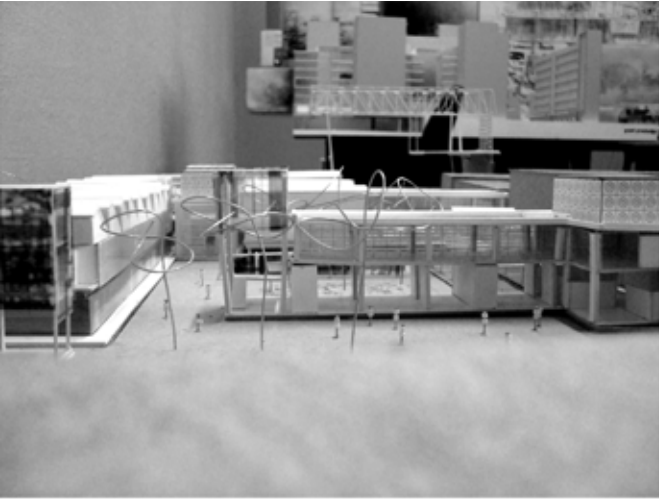
PRODUCTION FACILITY



HYBRID PRODUCTION FACILITY MODEL

The design model looks at Production facilities becoming part of the urban context rather than having an isolated or introverted association to it.

- Allow the edges of the facility, in a high movement or urban intensity location, to respond adequately to the users of the space.
- Allow for courtyard spaces to become an extension of the street, using public surveillance at threshold points within the city.
- Allow for the public to occupy space within production facilities through cross programming, allowing for a more direct contact with the processes involved, i.e. making, distributing, repairing, recycling and refuse.
- Making the process of production accessible, avoiding the viewer and viewed relationship; advocating a symbiotic relationship.
- Allowing people working in the facility to have control over what level of visibility occurs within the facility to the public.



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PERSONAL COMMUNICATION

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