

Grand Design Library Portfolio

Jack Powers

Library Specification

- The library will contain sufficient knowledge on a vast number of cultures.
- The aesthetics of the building will be a compromising style of both modern and old-fashioned design.
- The size of the library will be much larger than its predecessor, which will be essential in keeping an immense number of customers in the library at once
- A café will accommodate along the library. This is useful to lure people in who do not necessarily enjoy reading.
- A gift shop will entice children and adults alike if advertised correctly.
- A bank could also be implemented into the design.
- Charity shops will be a secondary source of income if the items are subtly placed to attract buyers.
- A community hall would be a great way to host pantomimes or shows of all calibres.
- A respectful plaque for all the fallen orphans who used to accommodate there would be a beautiful way to pay tributes whilst also feeding information to the people who take notice of it.
- Classrooms are a must for the library, as it would attract schools in the area to plan an educational school trip at the library.

Architectural Research

Ettore Sottsass

Ettore Sottsass was born on 14 September 1917 and died on the 31 December 2007. He was an Italian architect who created the Condominio in Viale Roma and Ceramiche di Shiva. His inspirations came from the popular culture and the cultures that he discovered during his travels. His preferred style of architecture was postmodern, as he used bold colours and fibreglass as his materials. I like how the architect uses a subtle cubic feature to his designs, therefore making them absorb the natural light and compromising it with the artificial side. I don't like some of the almost tie-die patterns that he uses on his designs, as it seems almost unneeded when you compare to the clean and blankness of his other work.

Marcel Breuer

Marcel Breuer was born on the 21 May 1902 and died on the 1 July 1981. He was a Hungarian architect and was most famous for his tubular style furniture and the Hagerty House. He was inspired by the shape of bicycle hand bars, as the connotations between the two are outlandishly clear in his later designs. Brutalism was the style that Marcel Breuer accommodated most to, as he romanced the idea of using concrete into a building structure. His colours consisted of different types of white and black, his natural themes were connected to fortress-like structures and he used concrete for the main material of his architecture. I like the bizarreness of the shapes that the architect uses for his designs. I don't like the use of concrete for the materials, as I have the mentality that it shouldn't belong inside the structure of a building.

Aldo Rossi

Aldo Rossi was born on the 3 May 1931 and died 4 September 1997. He was an Italian architect and was best known for his exquisite designs of postmodern buildings, such as the Monte Amiata complex and the Teatro Carlo Felice. He was inspired by the architectural theory, which pushed him to create what he believed belonged inside that category. Aldo Rossi's preference of style was postmodern, which connotes back to Ettore Sottsass. He used a vast majority of bright and beaming colours that glistened off his architecture, his theme of the buildings he made was ultimately up to the public's preferred trend and his usual materials were glass, steel and metal. I like the use of windows the architect uses in his designs, as it complements the complexity that is the buildings he makes. I don't like some of the colours he uses in his designs, as they sometimes feel a tad childish when you compare to much matured colours.

Julia Morgan

Julia Morgan was born on 20 January 1872 and died on 2 February 1957. She was an American architect who was most famous for the Hearst Castle in California and the Neptune pool. Her inspiration was to show the world that women could pursue great things as much as any man could. Her style was inspired by a few of her teacher's personal preference of design, which was closely related to brutalism. Her personal collection of colours that she used in her buildings consisted of brown and cream-like aesthetics, her themes vastly connotated to a subtle message of women's rights and her usual materials were concrete and glass. I like how she uses her designs to reach out for the deserved rights of women. I don't like how she uses concrete to accommodate the aesthetics of the buildings.

Comparisons

Based on the architects that I have discovered during this PowerPoint, I have discovered the following comparisons:

-Ettore Sottsass and Aldo Rossi both had the architectural preference of postmodern, and therefore both pursued that into their career.

-Marcel Breuer and Julia Morgan both shared the interest of brutalism as their first choice of architecture. I am unsure whether Julia Morgan's architectural style is something different to brutalism, however her designs and materials closely relate to brutalism.

Library Mood board





The Building

I chose this as a reference building architecture because I believe that it is very eye-catching and will attract people of



The Window

I decided to choose the style of Georgian architecture for the windows, as I believe that the shape and format of the window will make it very simple to display products and other objects. The window will allure customers and alike to the library.



Use of Space

I believe that this design was extremely useful on conservation of space yet keeping so many factors that make it spacious. One reason being that the stairs, located at the bottom left of the screen, lead the customer to a group of bookshelves, or the mysteries that await them on the next floor. This is effective as it gives the explorer a choice of where they will traverse the building while still receiving crucial information about the history of the land.



What about you don't like reading?

I have employed a café in
building as it will attract people
who are not necessarily interested
in reading to the library, where
they will pay money for the
and drink products they buy
which will then benefit us
financial way.



For All Ages

If the customers are in pos of small children, they can enjoy themselves whilst a library with an indoor, soft area. This will be great as invite a younger audience about history whilst also n pleasure from a play area

Research – Materials Science

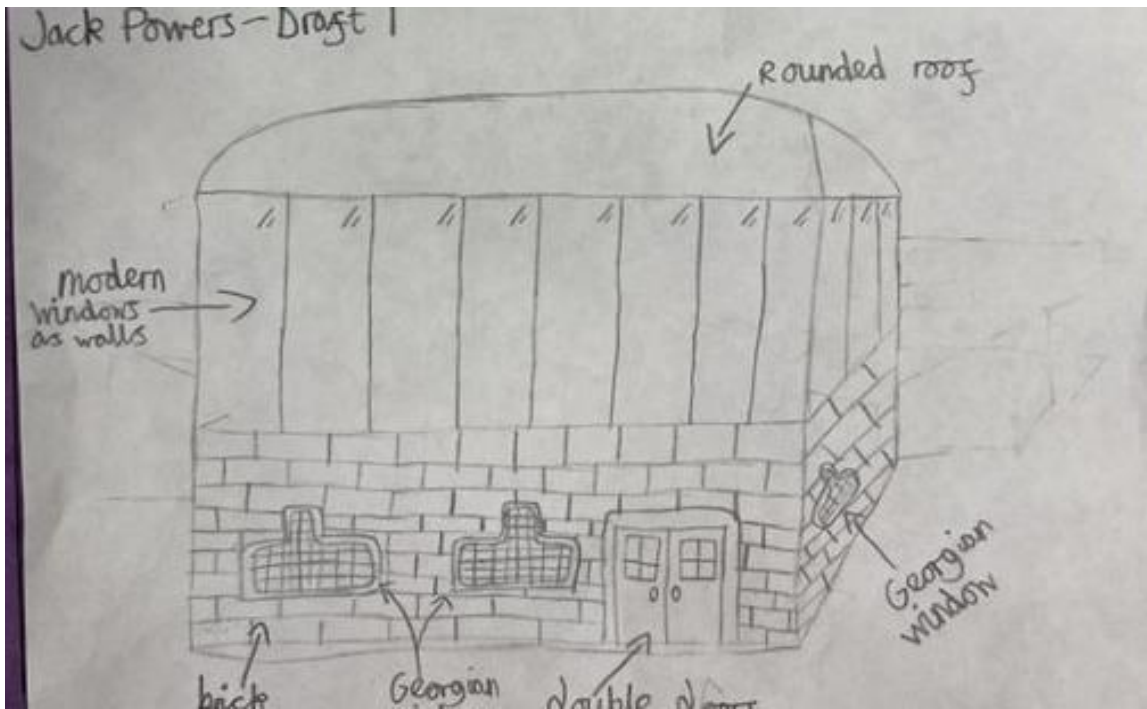
Materials

- One of the materials that I will use is brick. I have chosen this because it is a very sustainable material and will be very good for building the hard structure of walls. I also believe that it will accommodate well with the other materials I have decided to use.
- Another material that I will use is wood. This will be useful because wood is a very easy and cheap material to obtain and can be used for multiple purposes. I will probably use this material for the flooring of the library.
- I would also use glass, as this is essential for the windows of the design.
- Steel is another essential material, as this will be used to reinforce the structure and the aesthetics of the library.
- Cement is a must for the library, as without adhesives, everything would fall apart.
- Concrete would be exclusively used as an aesthetically pleasing structure or object.
- Plastic could also be an alternative cheaper option if things do not go to plan.
- Clay/slate could be used for completing the roof of the architecture.
- A type of foam would go nicely with an indoor play area.

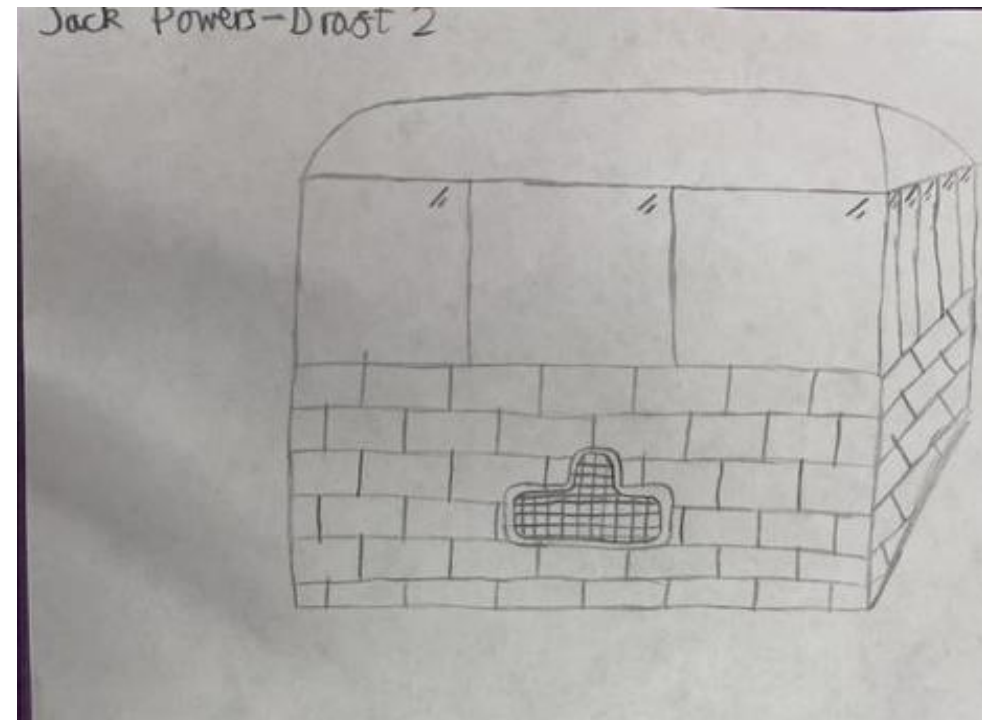
Brainstorming and Modelling

Brainstorming and Modelling – Drafts Plans

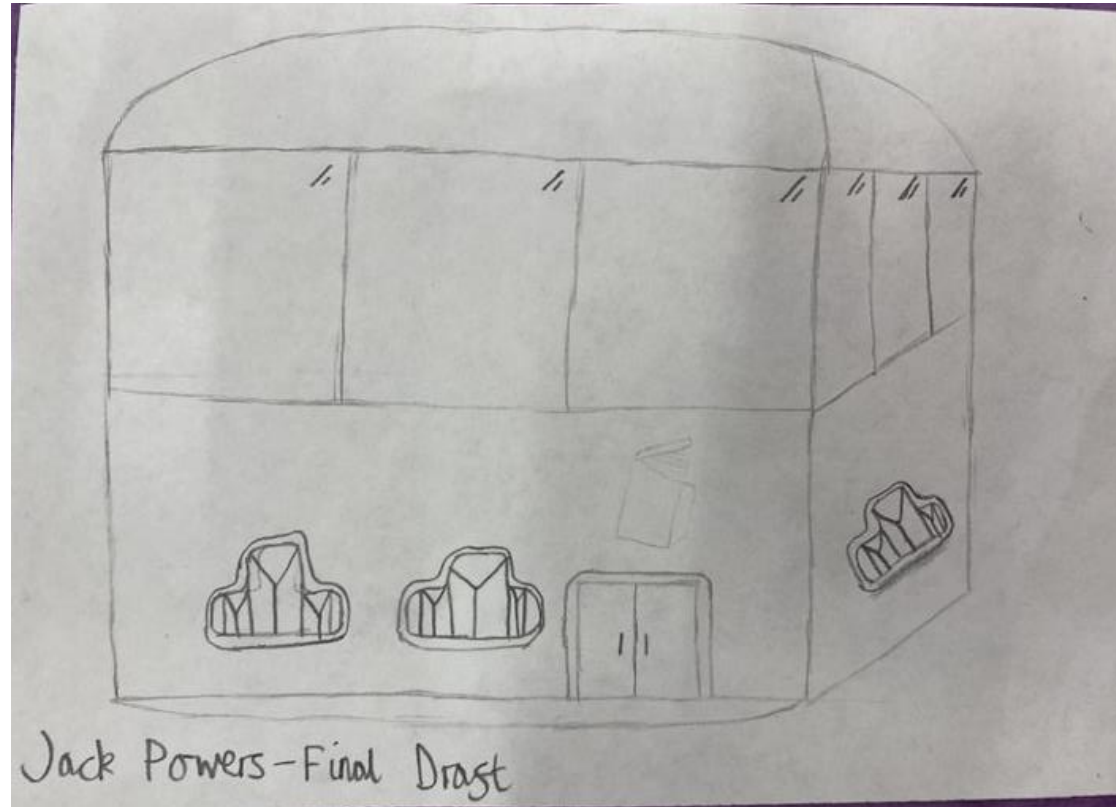
First Draft

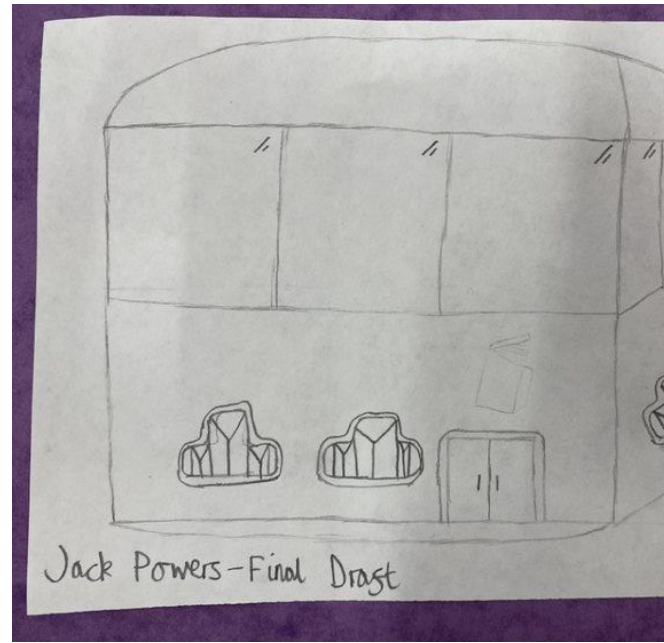
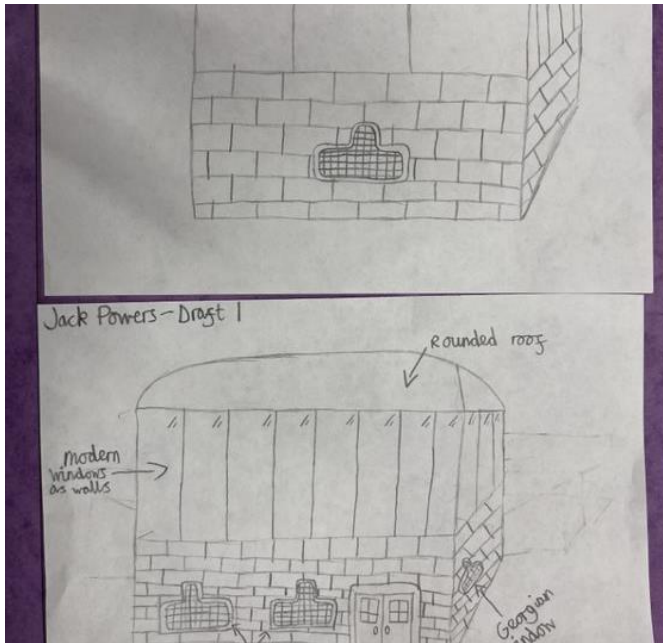


Second Draft



Brainstorming and Modelling – Final Design





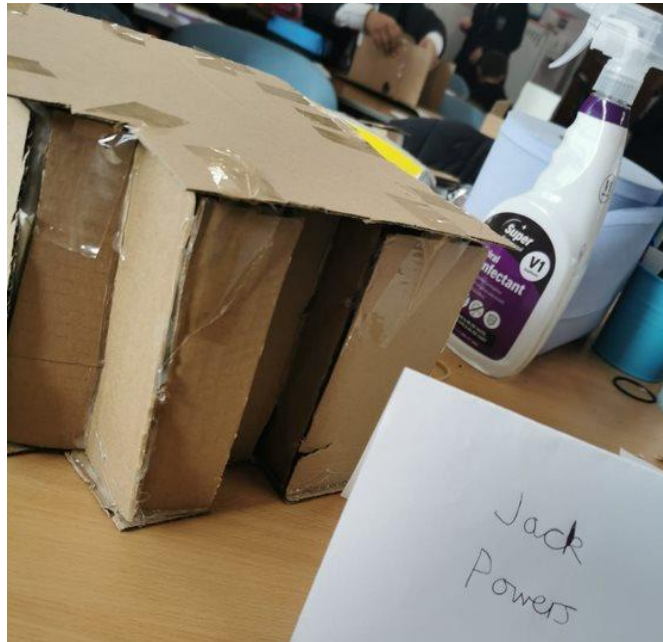
Design Development

The top left design was my first ever draft of the architecture. This was where I began to experiment with the aesthetics of the building, and if they were invalid, I could always improve it during the final draft.

The top right photo was of my final draft. The feedback from my previous design fed into the creation of this final draft, as it contained broad windows, and a separate window design.

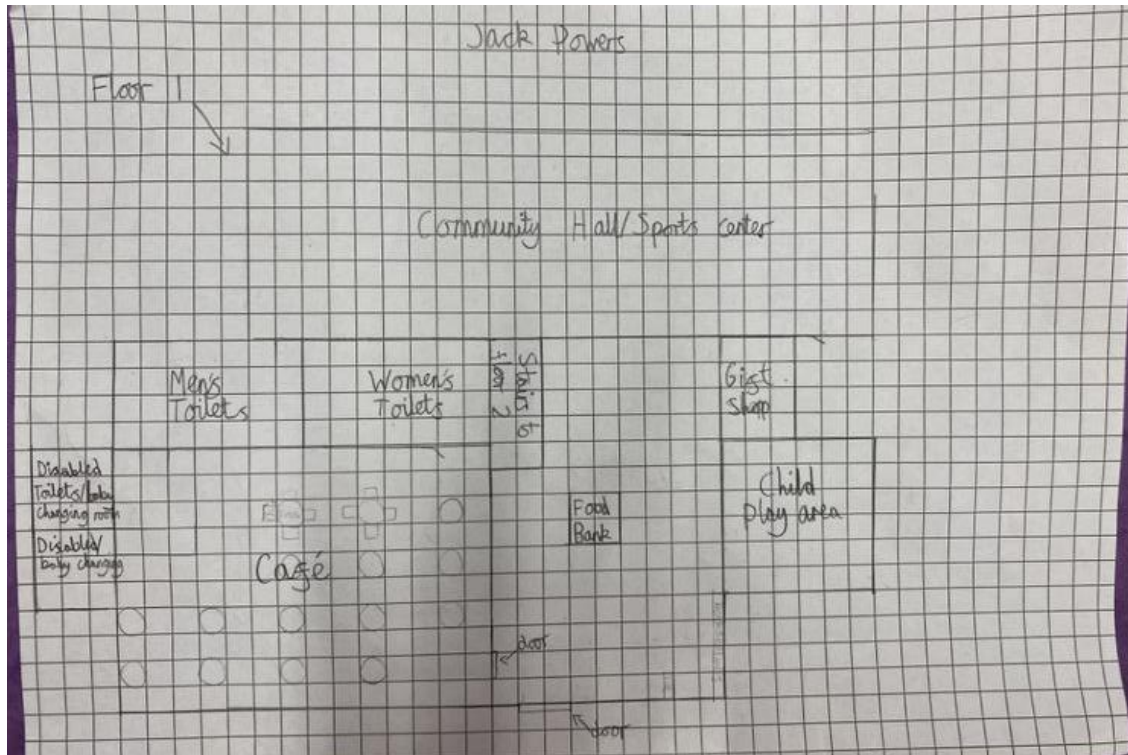
The bottom images were of my final 3D design. These creations were based around the outside visuals of the compound.

After all these diagrams, I had received a response from a fellow peer. His thoughts were: Good use of an arched roof to make it more aerodynamic, good design of windows, put less windows and add more detail to walls.

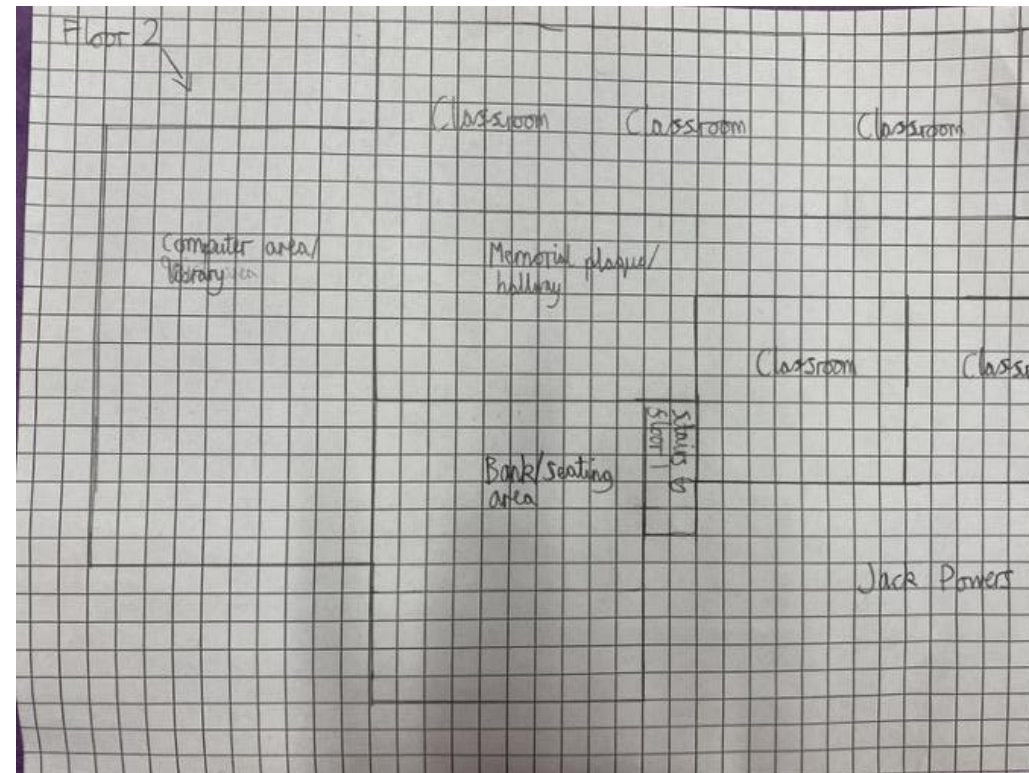


Plans and Elevations

First Floor

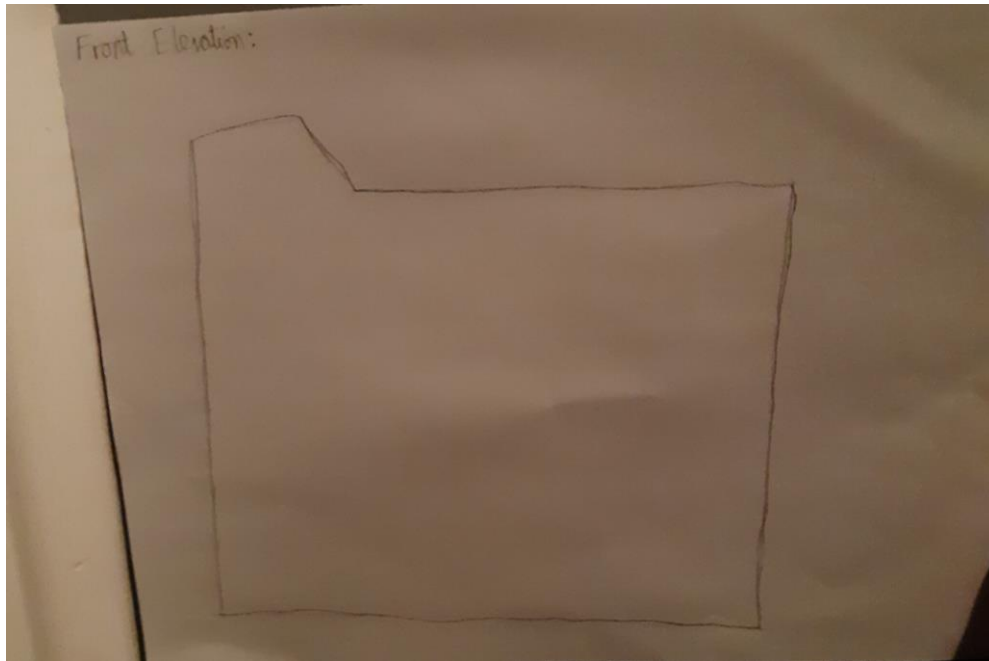


Second Floor

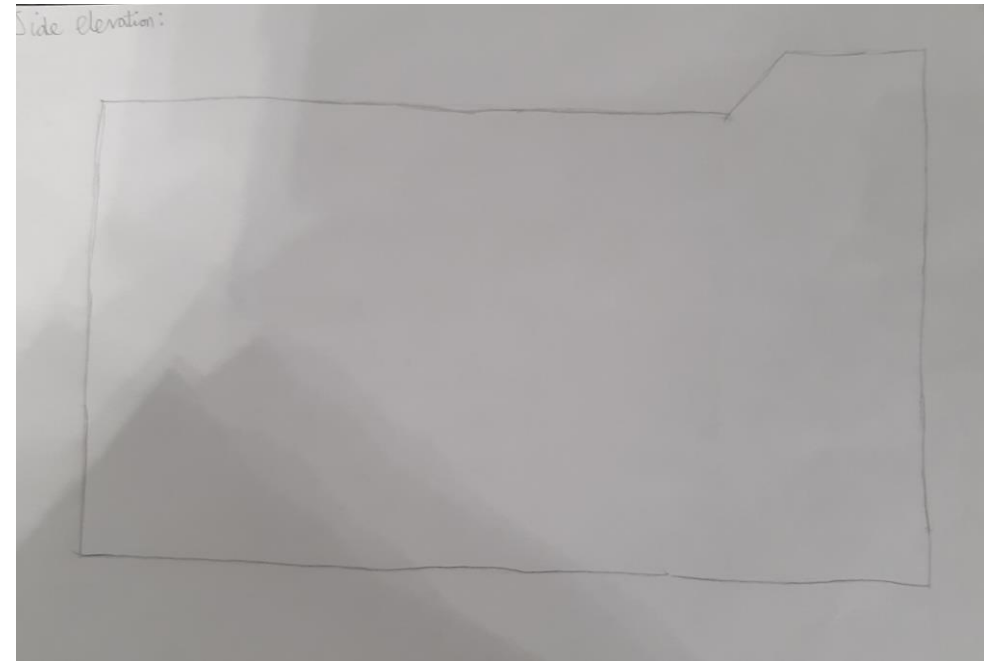


Plans and Elevations

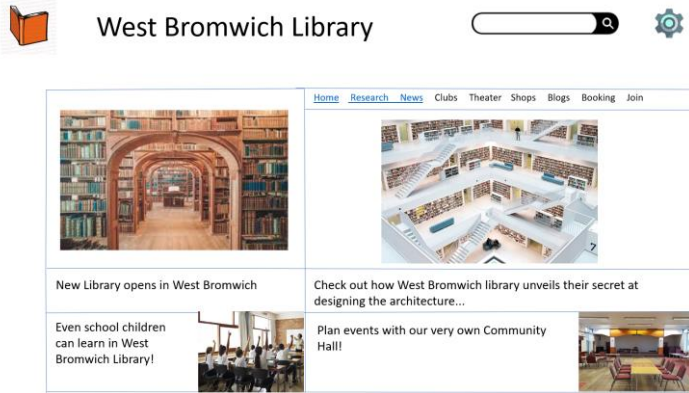
Front Elevation



Side Elevation



Web Design



Coding on Notepad:



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"West Bromwich Library - Notepad
File Edit Format View Help
<h1>West Bromwich Library</h1>
<a href="https://www.google.co.uk/?safe=active&ssui=on">Home</a>
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Coding Website:

