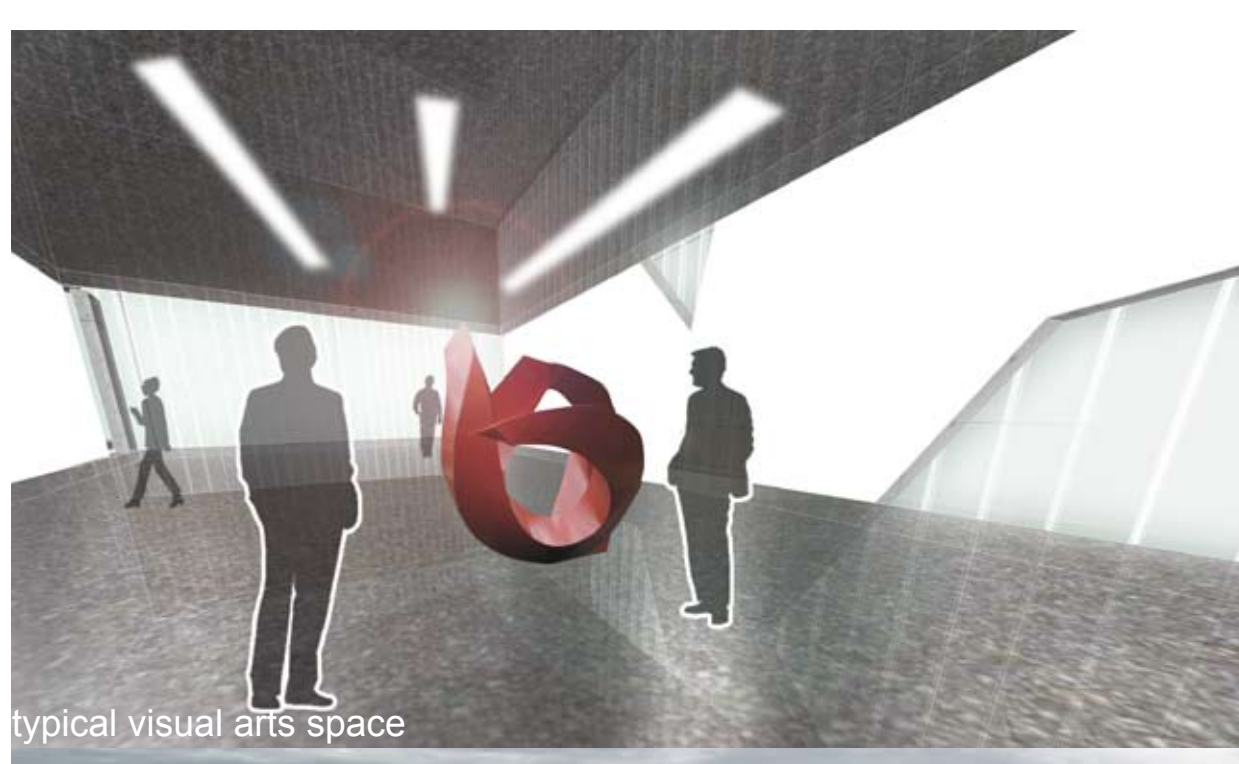
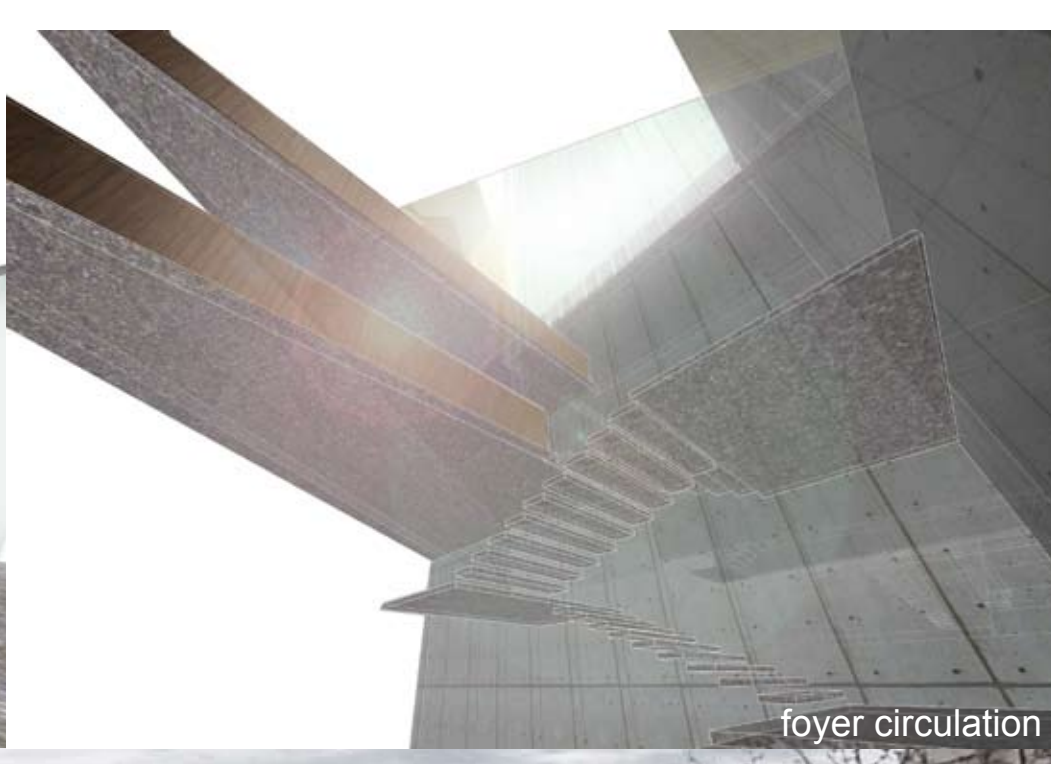




1. studio theatre
2. foyer
3. kitchen
4. plant
5. control room
6. theatre
7. scenery dock
8. assembly space
9. store
10. dimmer
11. technical store
12. lighting store
- 6 13. bar
14. reception/box office
15. retail
16. cloaks
17. secure store
18. retail store
19. green room
- 5 20. dressing room
21. performer's WCs
22. bar store
23. chair store
24. production office
25. office
- 4 26. laundry/costume
27. workshop
28. visual arts
29. sculpture garden
30. main office
31. meeting room
- 3 32. staff room
- 2
- 1
33. arts group office
34. dance studio
35. rehearsal studio
- 0 36. education/digi arch
37. viewing platform



typical visual arts space
view from academy street



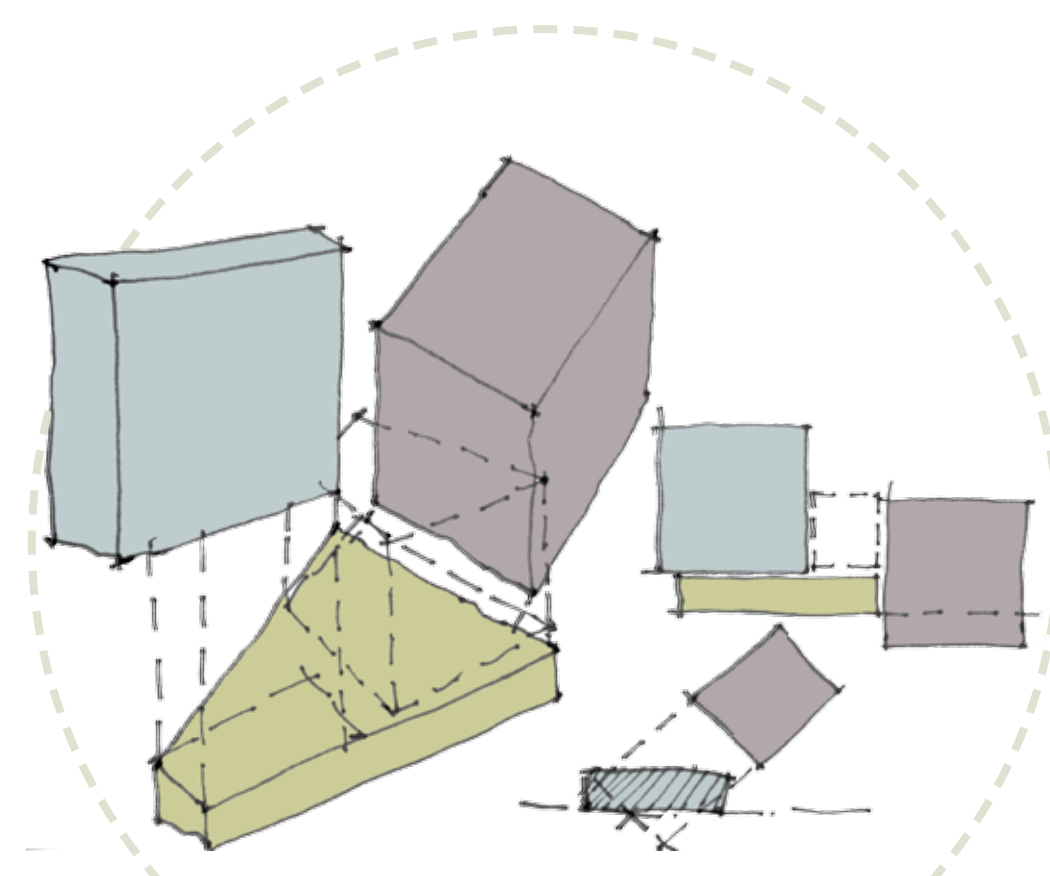
foyer circulation



double height gallery
view from piazza



first floor foyer



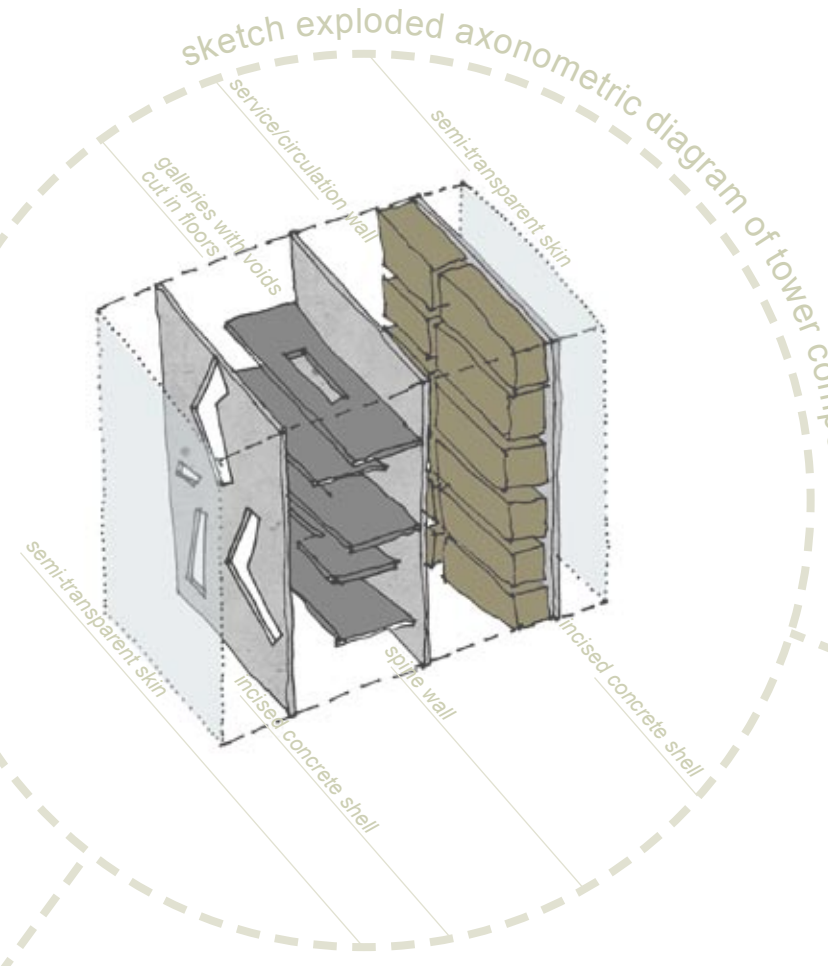
conceptual sketches



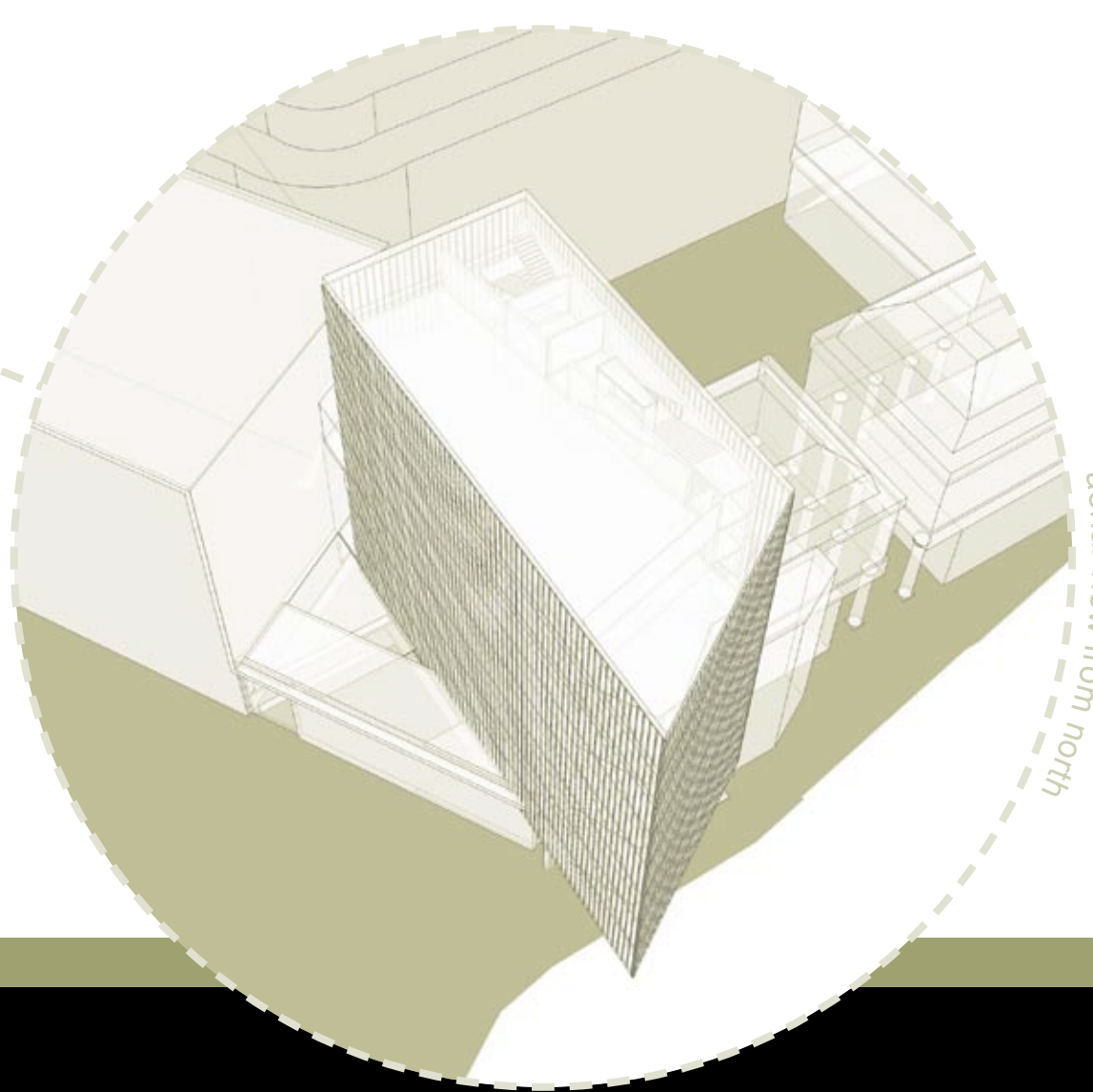
materials



section through double height spaces showing ends of galleries



sketch exploded axonometric diagram of lower components



aerial view from north

A RELEVANT INTERVENTION: ADDRESSING THE URBAN CONTEXT

The approach of the designers has been to create an architecturally multivalent intervention, which effectively 'stitches' together the denser, more structured built environment of Belfast city centre, which from the cathedral northwards, gives way to a looser, more disparate landscape of infrastructure and large industrial and institutional blocks.

The plurality of form we have developed reflects on the one hand the vertical elements of the city such as the cathedral (particularly in anticipation of it's proposed modern spire), and the Albert Memorial clock, and, on the other hand, the larger massing of our neighbours to the North and West – the BELB, the University of Ulster buildings, and the mass of the TURNUS scheme, to the North-East of the adjacent site.

Our building therefore, attempts to synthesize the abstract elements of TOWER & PLINTH, creating a microcosm of the city in all it's richness and rawness; a distinct pair of formal elements that give the building a visual, spatial and diagrammatic logic enabling it to be accessible and navigable from both outside and inside. These elements set up a dialogue with the square in the same way that the cathedral and the Albert Clock relate to their respective civic squares.

