





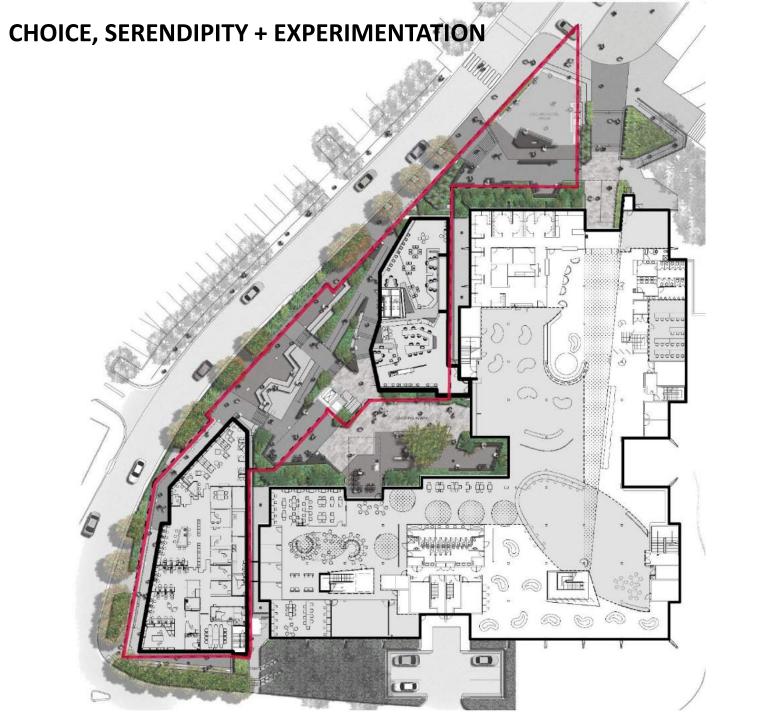








# The most sustainable building is often one we do not have to build.







We are in the business of conversations.

Conversations spark creativity + realise best value.



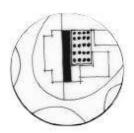






Create places of soul + joy. This heightens the likelihood of engaging meaningfully with people.

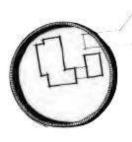
# **CONNECTIVITY + OUTREACH**



Potential to create a volumetric exhibition space + civic landscape



Immediate site infrastructure A connected, panoramic site



Imagine an environment that epitomises "wholeness" + prioritises people



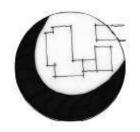
Axial links complement the campus geometries + unite the concept with the city + Mt Cootha



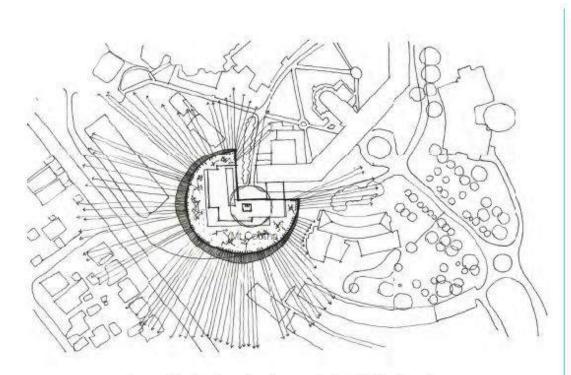
Prominent wider site features "lasting impressions"



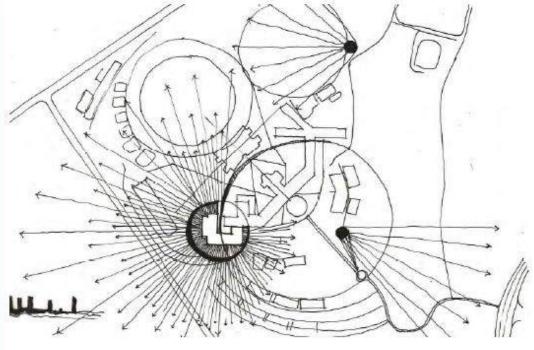
Existing areas inspiring ideas of tradition, innovation + progression



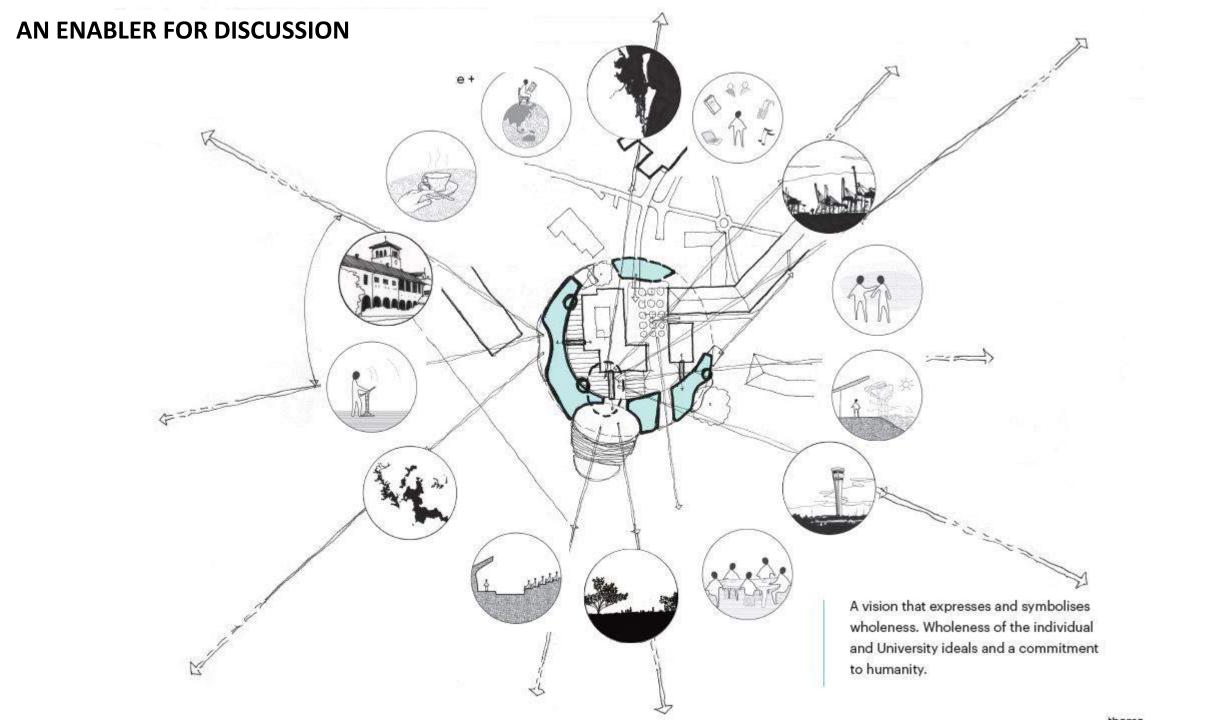
Enveloping + transforming the existing library to create a destination + sense of place / wholeness



An arena of learning + innovation with panoramic views + kinetic collaborations.



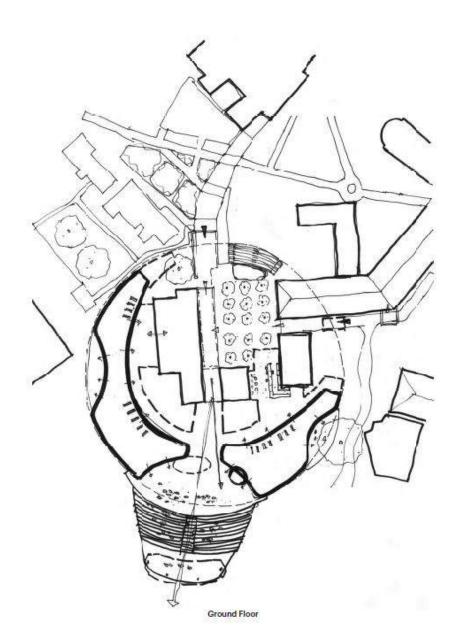
Inspired by context.

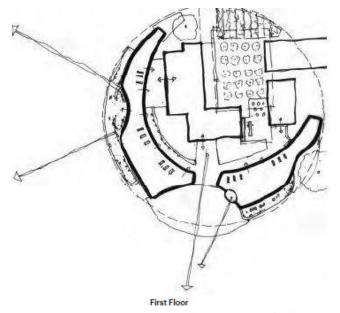


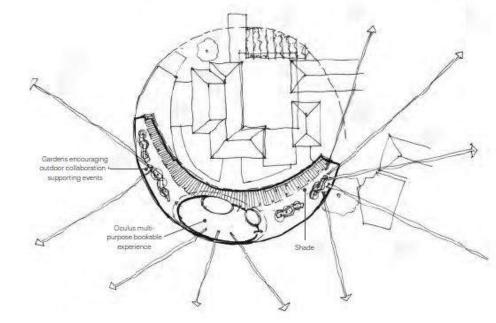
# **EXPRESS UNITY, WHOLENESS + COMMUNITY IN A PHYSICAL FORM**

### **PLACE MAKING**

ENVELOPING
ECOLOGICAL GARDEN
CITY TERRACE
EXISTING TREES
PARTNERING
DESTINATION







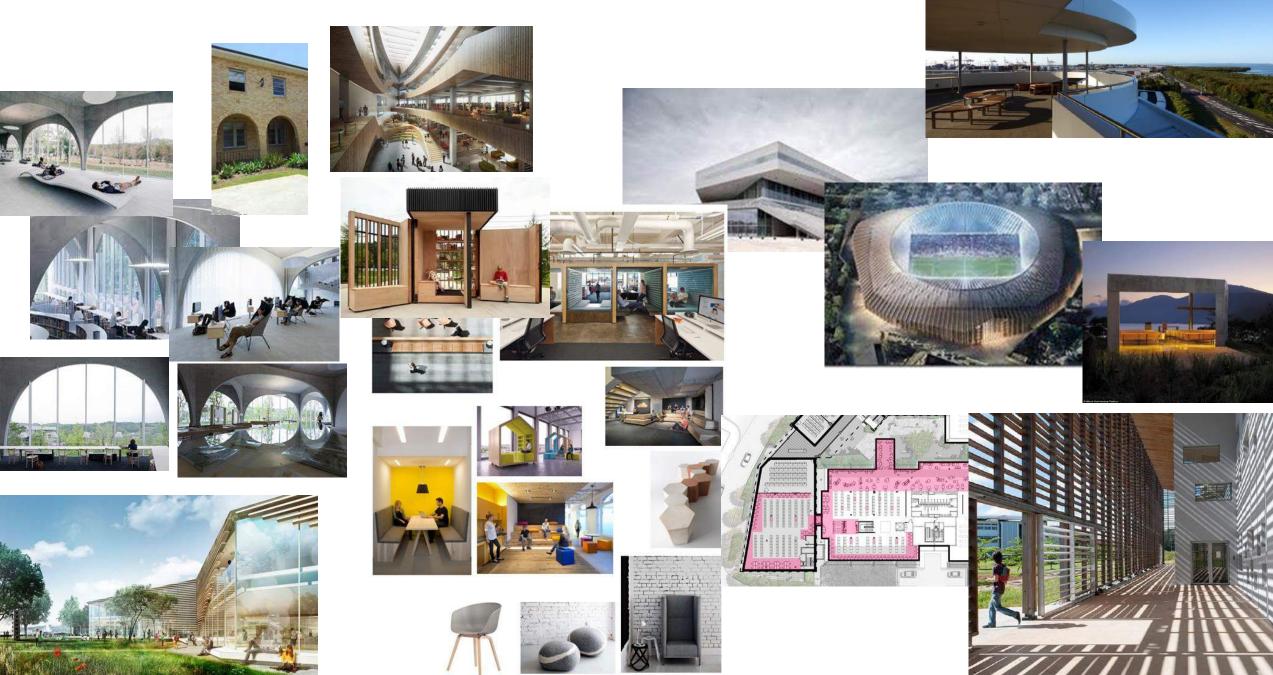
# AN 'ARENA OF LEARNING' – BEACON FOR BANYO

### **ATTRIBUTES**

PURE SIMPLE PERMEABLE MEMORABLE



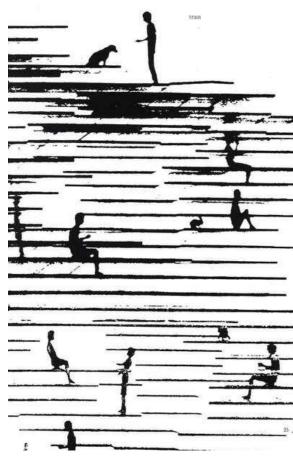
# ARCHWAYS..GREENERY..VIEWS..ARENAS...FRINGES...TRANSITIONS...COMFORT



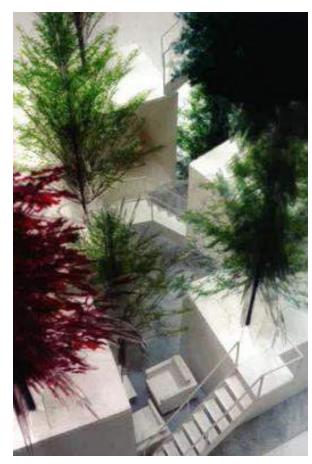
# **SOUL + SIMPLICITY**



'I love gardens. Gardens do not reject people'.



35cm increments

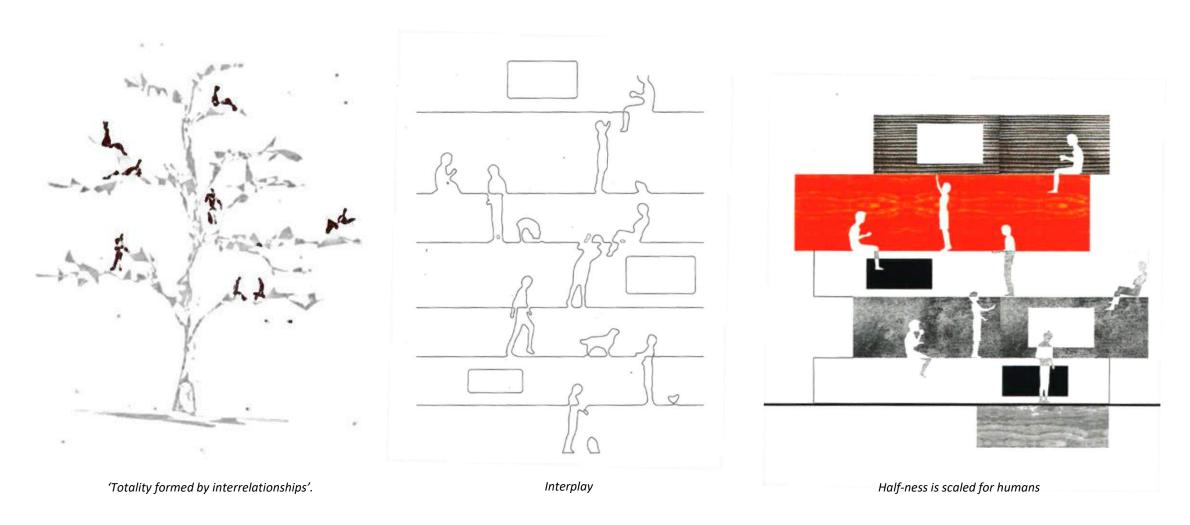


'World is made for dualities.'

'Exteriority is not architecture. Interiority is not architecture. Architecture exists in how interiority + exteriority are connected.'

Sou Fujimoto, Primitive Future

# **HALF-NESS**

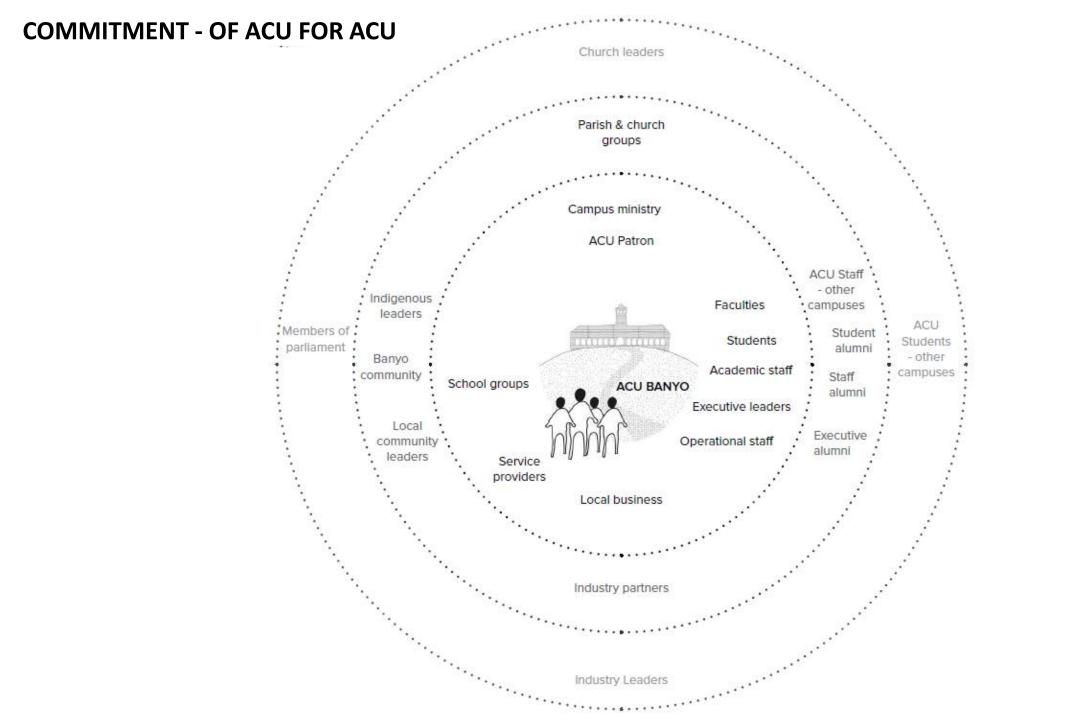


'To live in a house is akin to living in a tree.

There are many branches and each is a pleasant place to be.'

Sou Fujimoto, Primitive Future

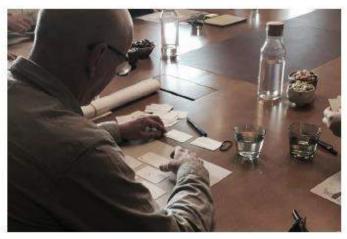
A deeply considered concept saves time. A rushed stakeholder process will only bite + disappoint.











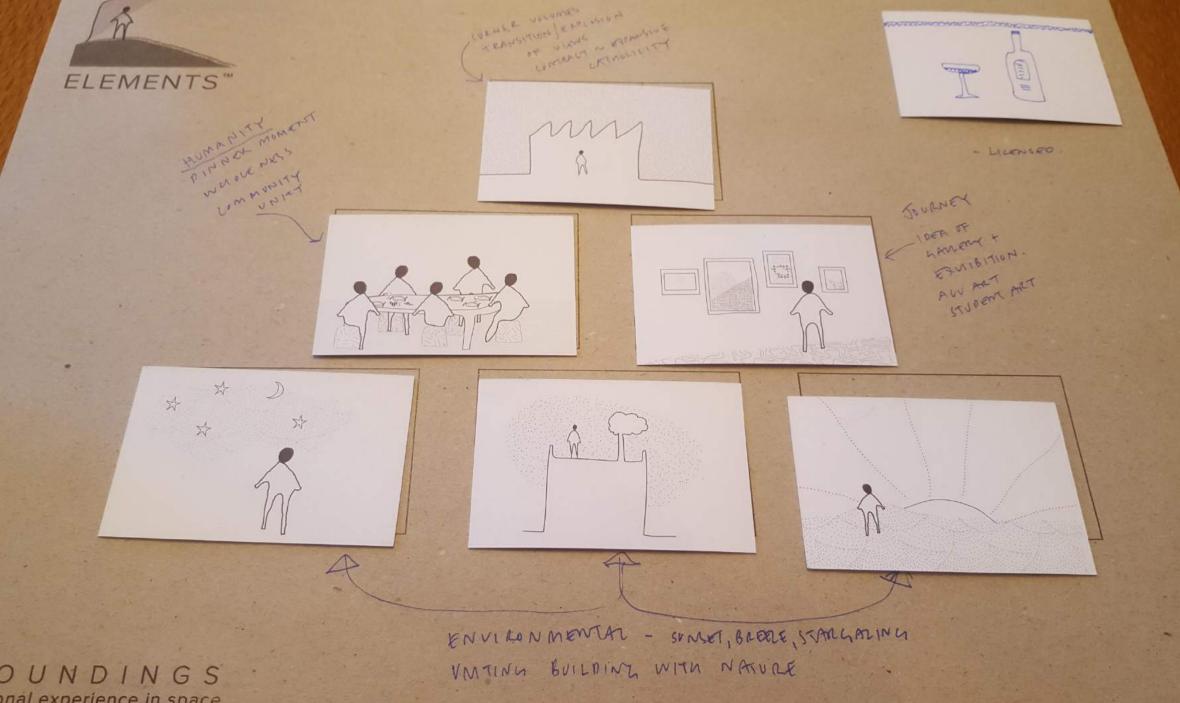








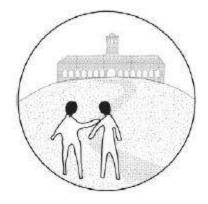




RROUNDINGS personal experience in space

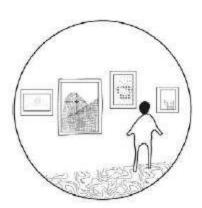


### **STAKEHOLDER TRENDS**



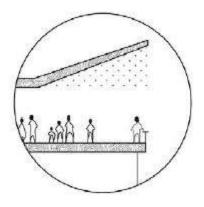
### BELONGING

Create a sense of belonging to the campus and it's community.



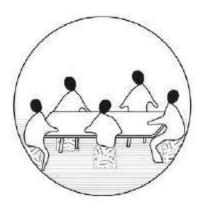
### **REFLECT & EXPRESS**

Fostering the full expression of self through providing opportunities for expression and reflection.



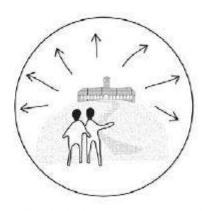
### HOST

Elevate ACU as a destination where they can host community and celebrate in a variety of ways.



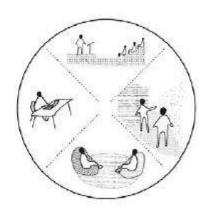
### COLLABORATE

Environments and settings which foster collaboration and participation.



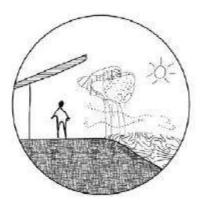
### CONNECTION TO COMMUNITY

Connecting the community on campus and beyond through shared values and experiences.



### AGILITY

Flexible spaces and environments to adapt to diverse users and formats.



### CONNECTION TO NATURE

Create a sense of place where people can connect and identify with the local surroundings and beyond.



### **FUTURE FORWARD**

Spaces, systems and platforms to enhance natural integration of digital and physical interactions.

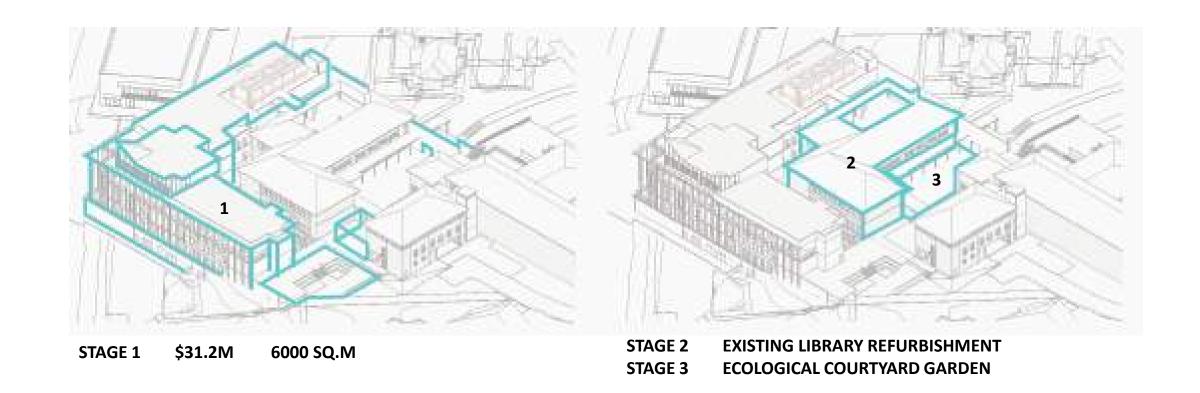
# Constructively challenge masterplans. Good masterplans are agile frameworks, not blueprints.

# **MASTERPLAN APPRAISAL**

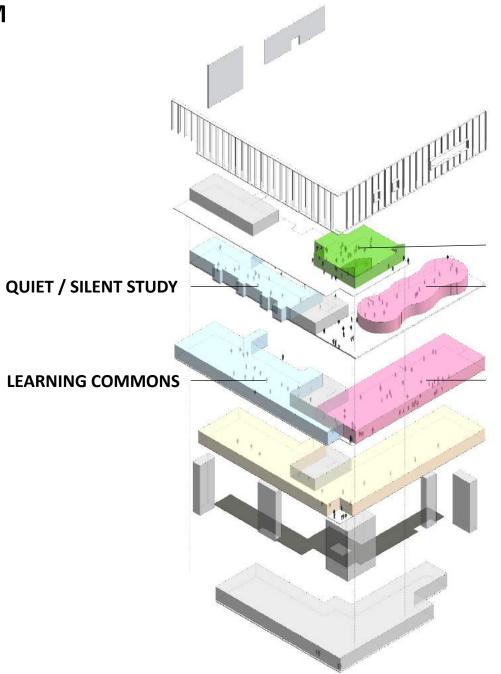
# 4,000 6,000 10,000 ??????????

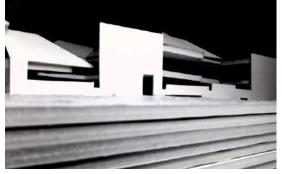
Stage visions to retain project control. Do not promise what you can't deliver.

# **STAGING + COMMUNICATION**



# **PROGRAM**





UNITY

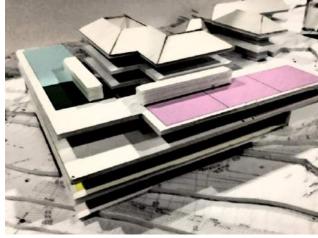


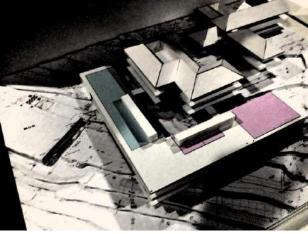
01 INNOVATIVE LEARNING SPACE

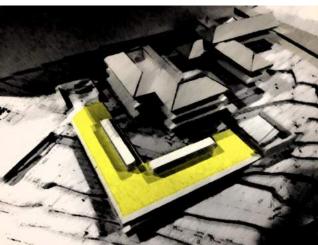


-01 COLLOCATION OF STAFF

-02 PLANT / SERVICE DOCK

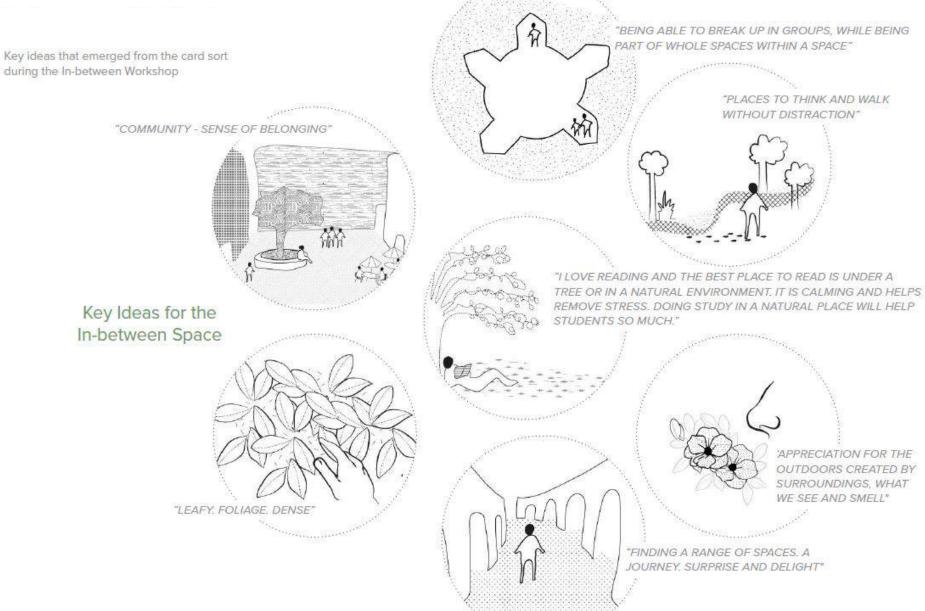






### **MERCY LANE – SENSORY EXPERIENCES**

during the In-between Workshop



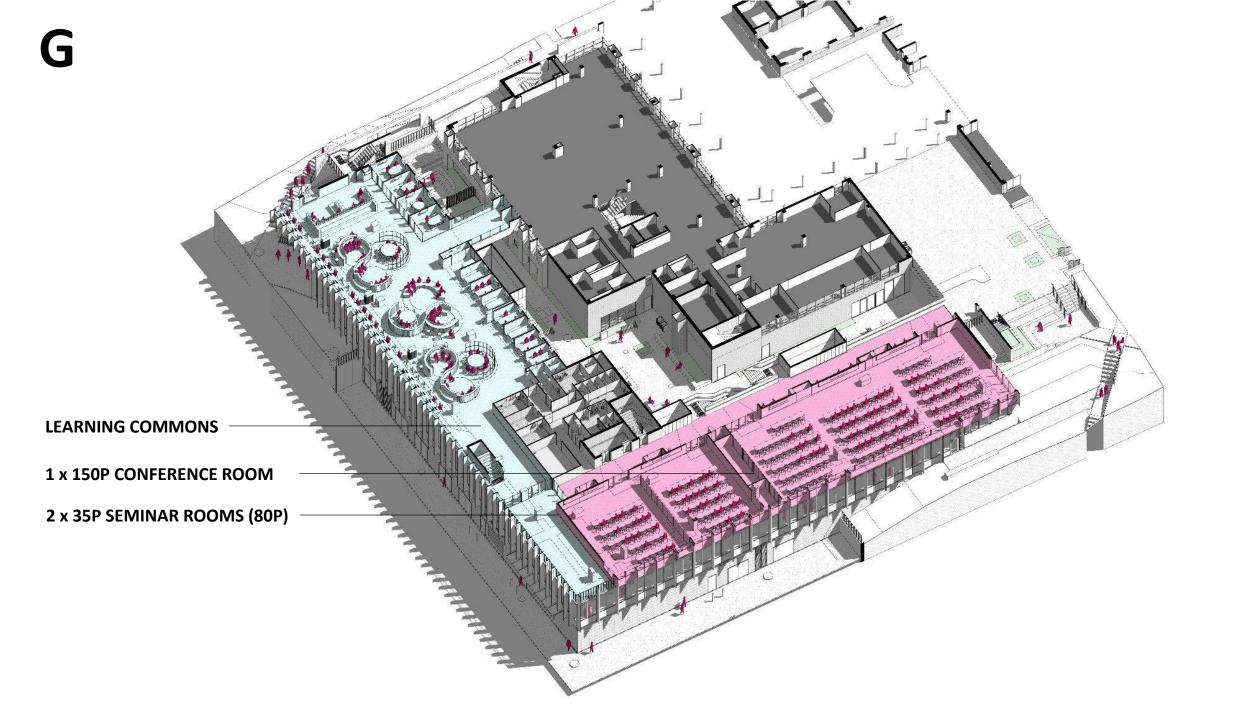
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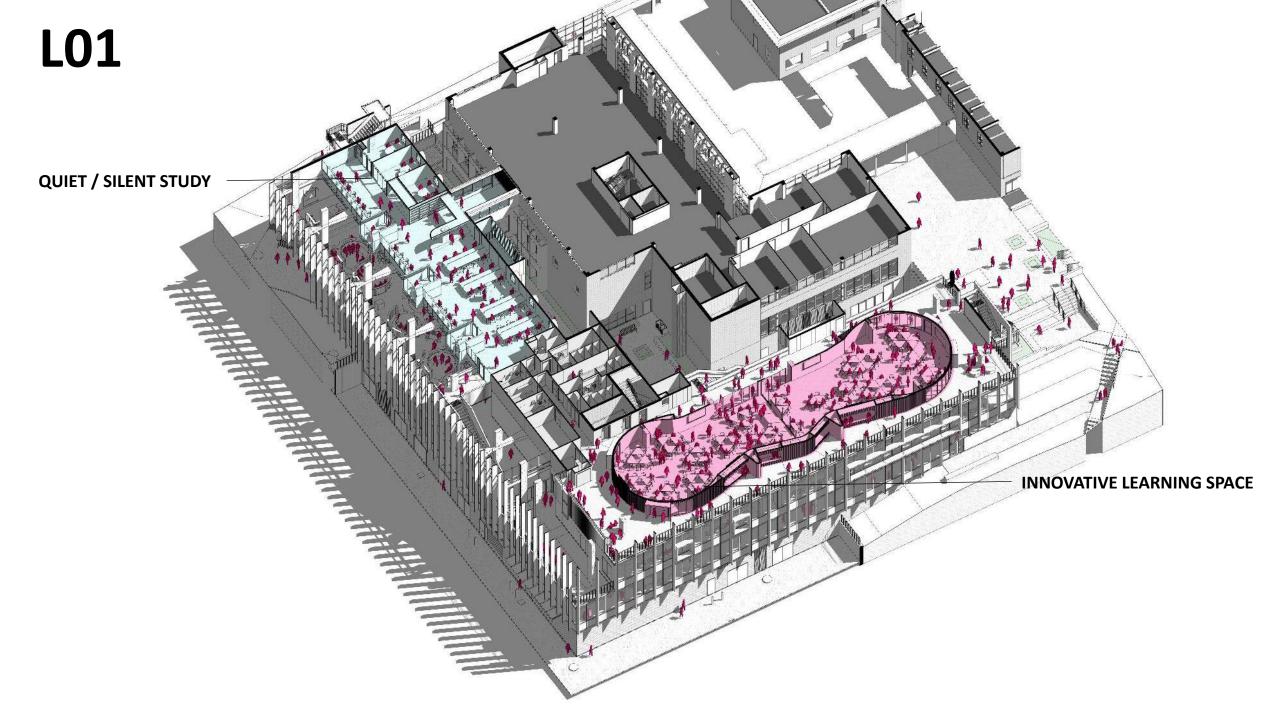
**MERCY LANE** 

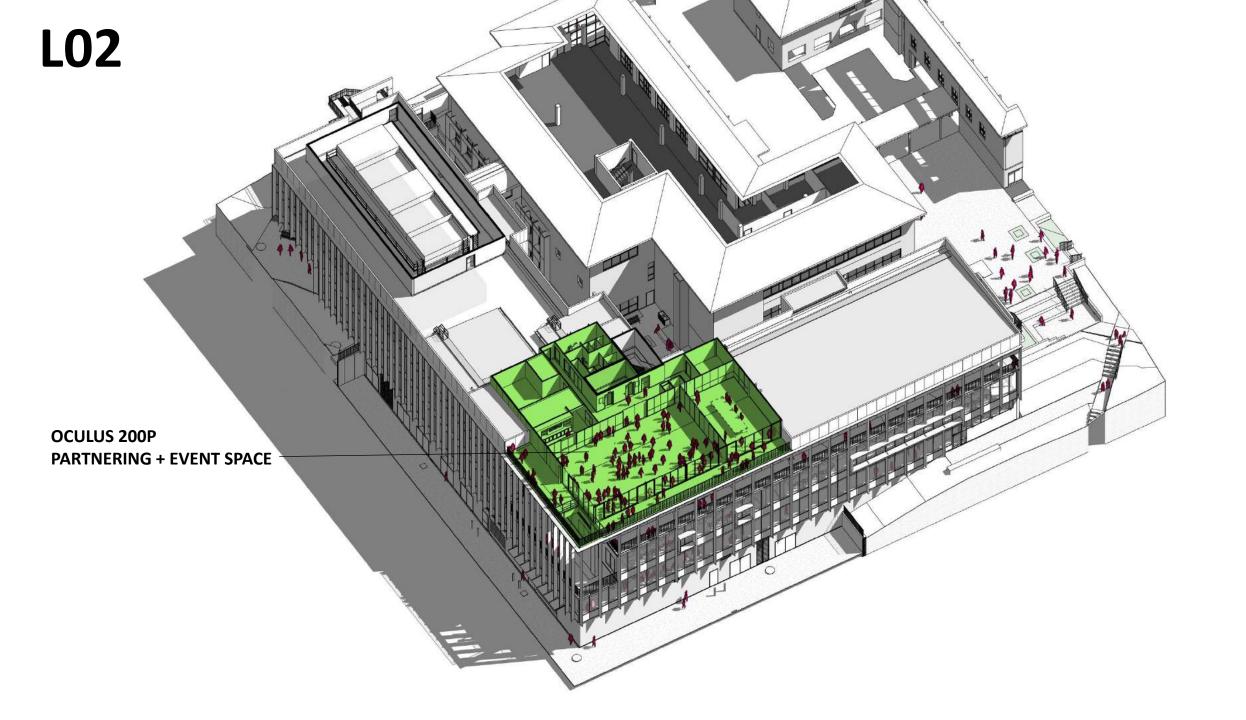


The future is exciting + uncertain.

Plan + construct your library to
enable future change.









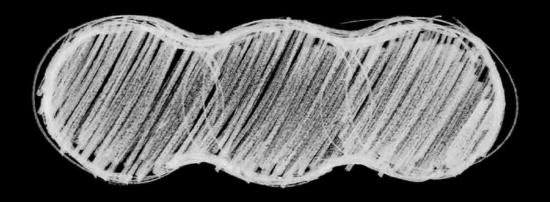






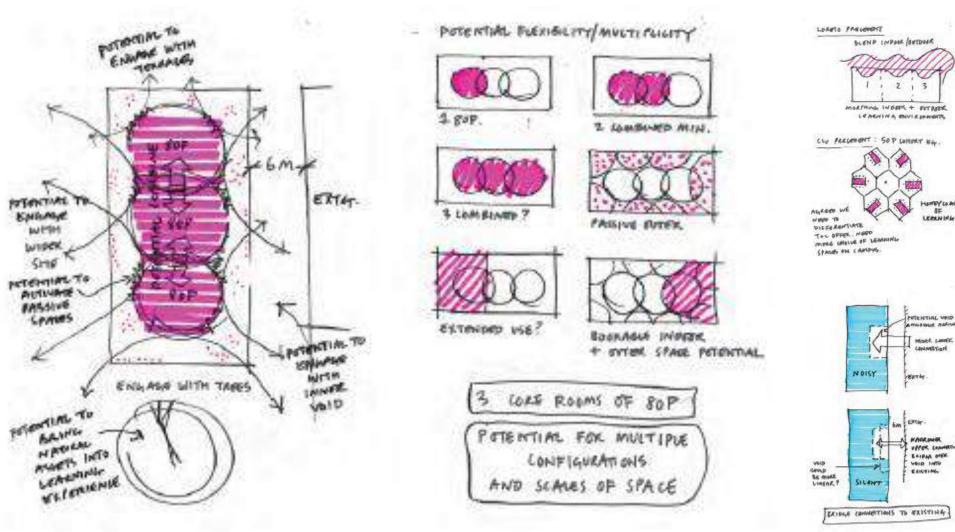


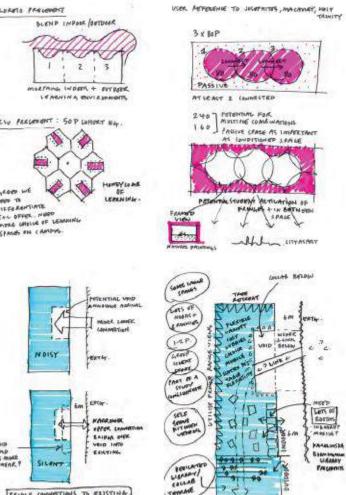




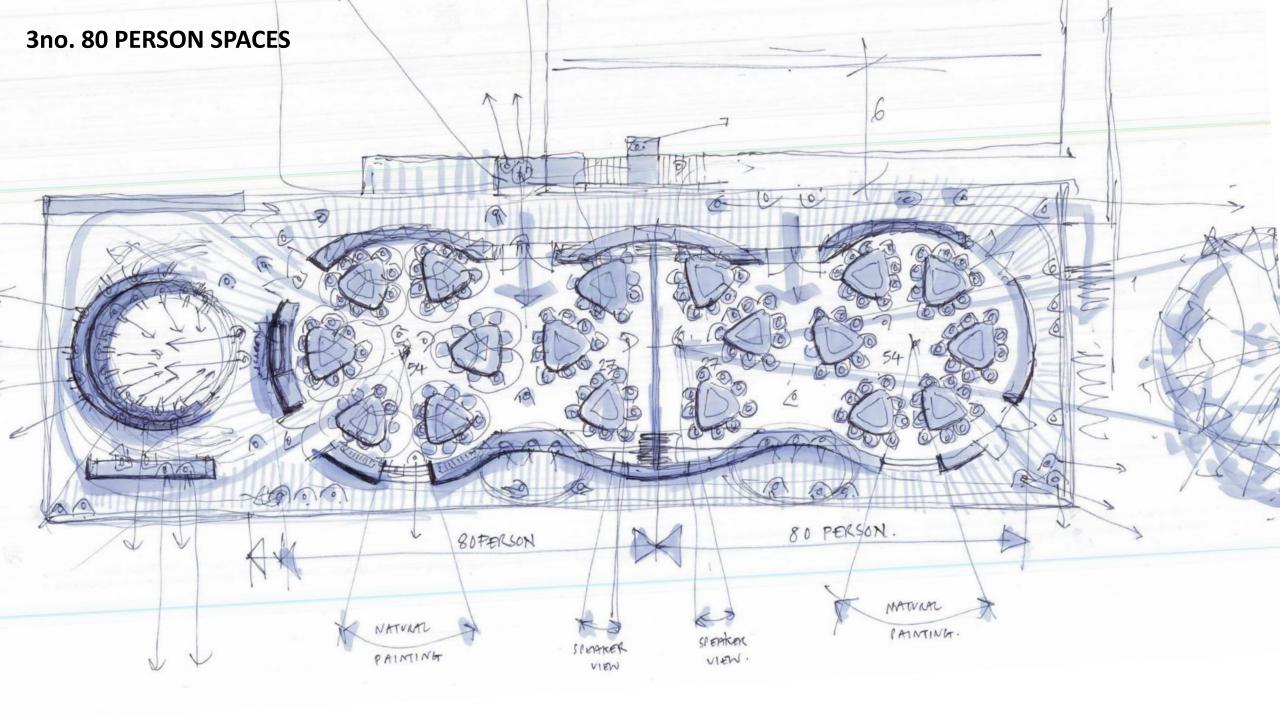
Timetabling + utilisation mapping highlights demands but responses need to avoid predictability + monotony. Embrace pedagogical needs through choice + innovation.

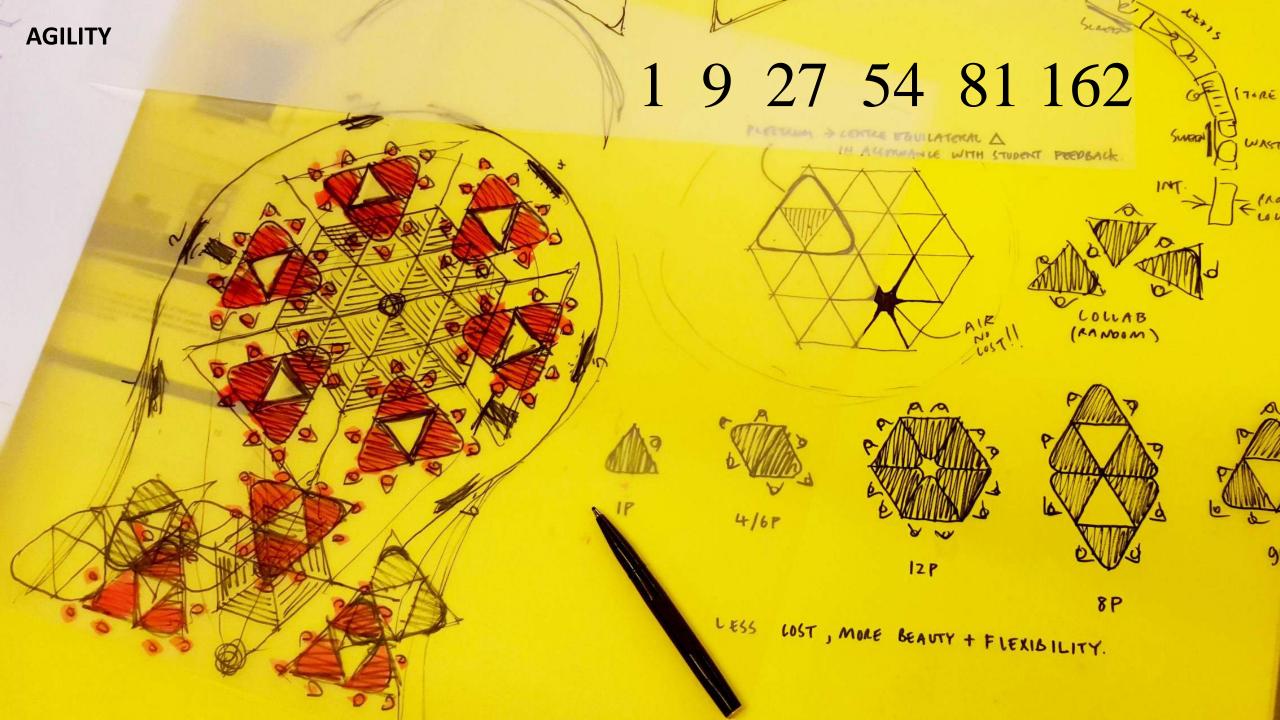
### **DETAILED COLLABORATION**



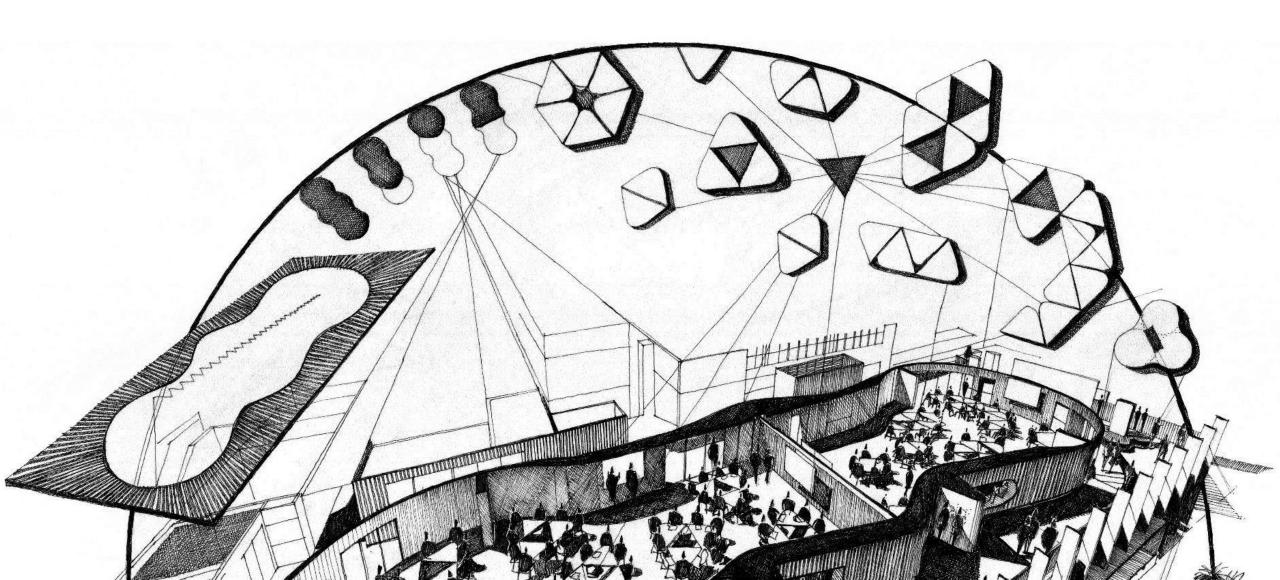


SOCIAL CITY GATHWING

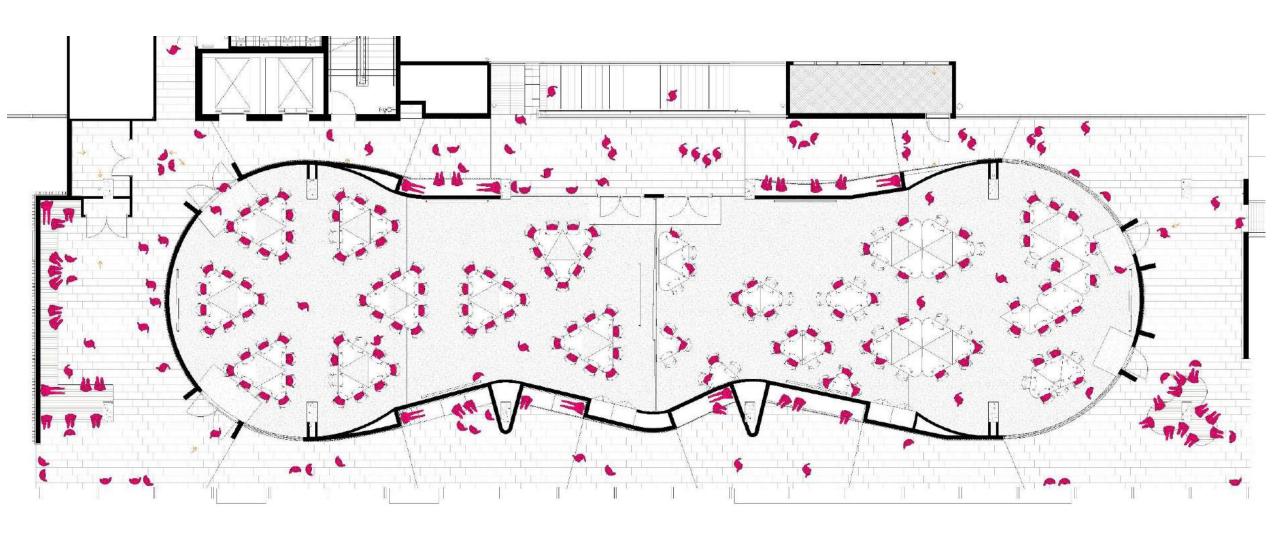




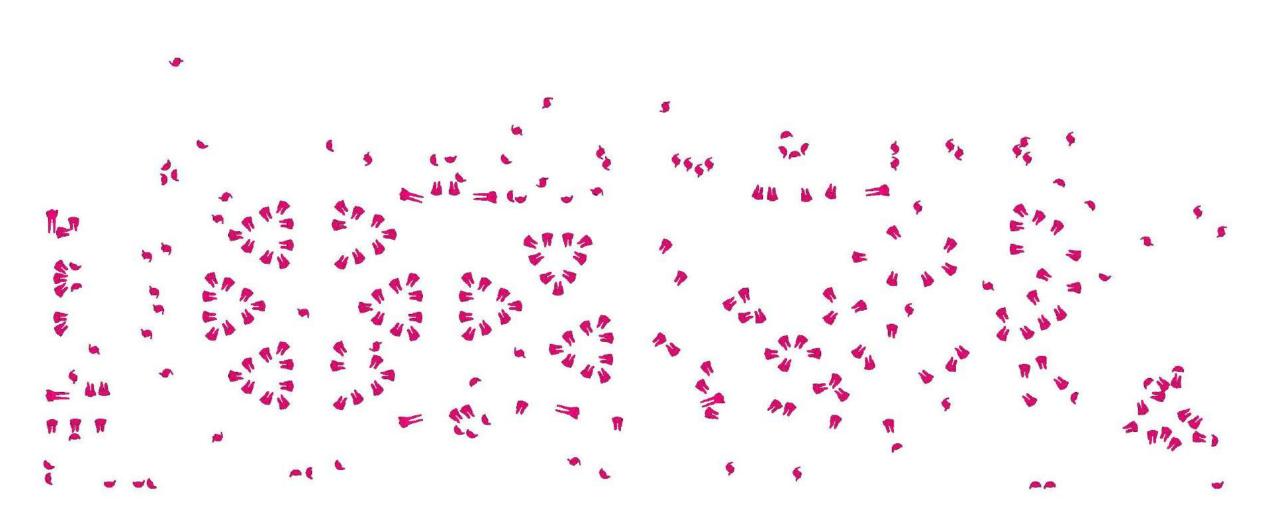
# **INFORMED BY STUDENT CONSULTATION**



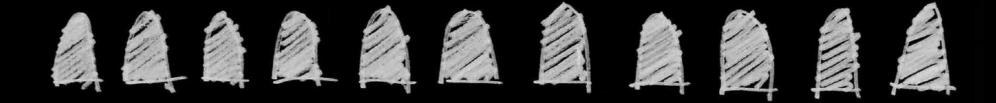
## **FORMAL + INFORMAL**



# **INFINITE COMBINATIONS**

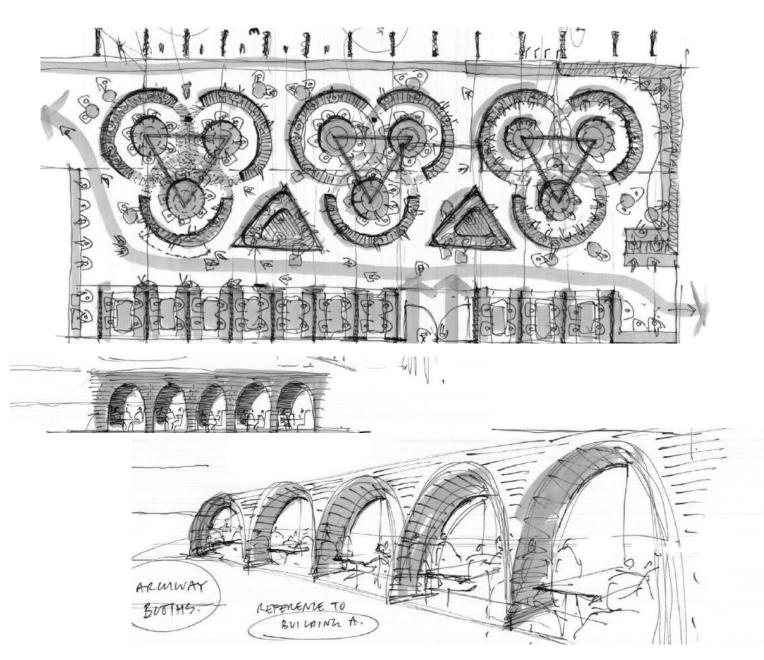


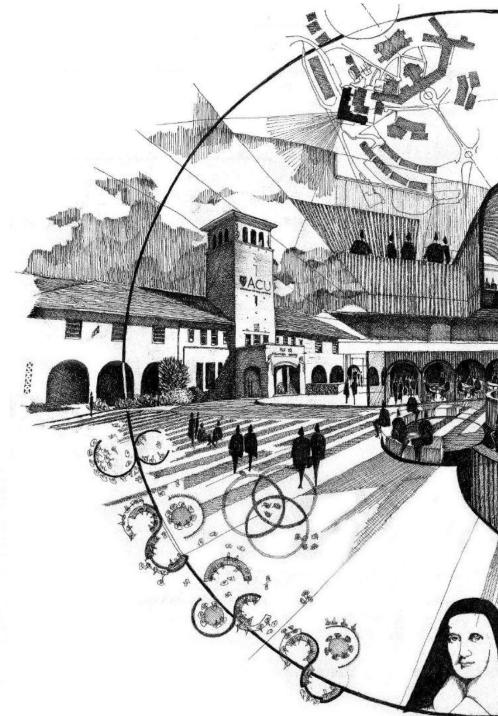




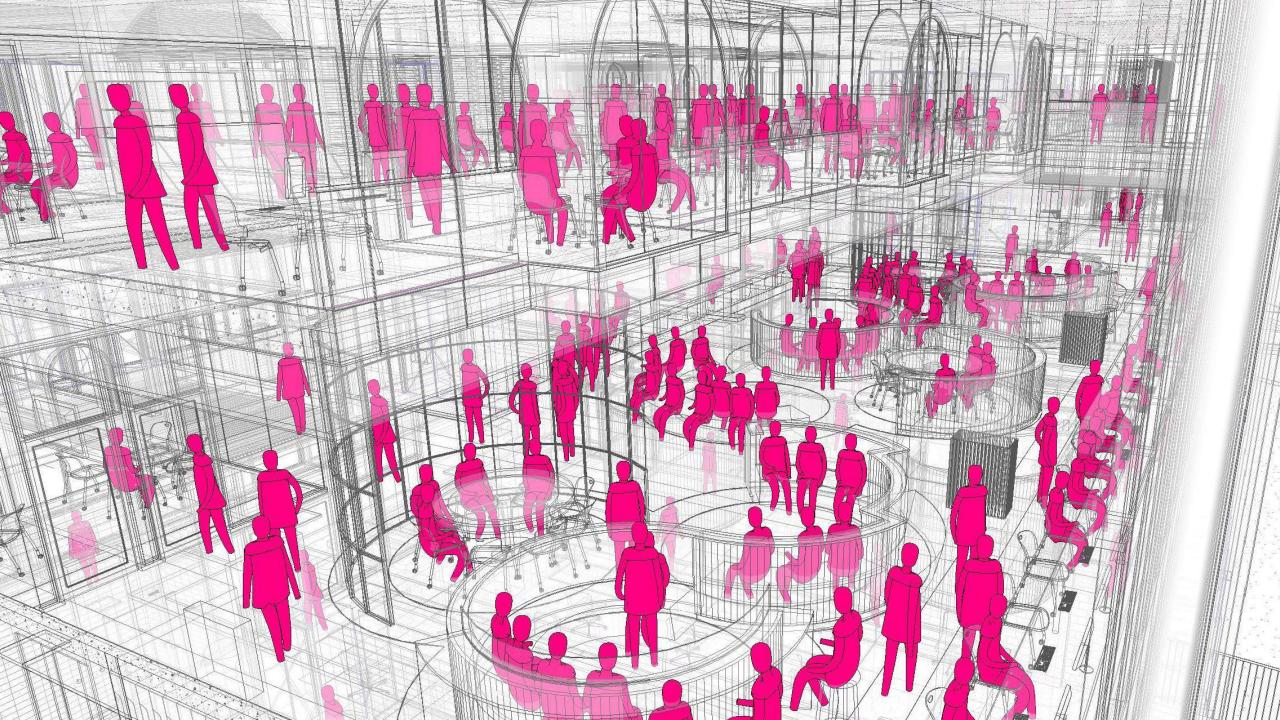
Design to support semester change + the diverse needs of socialisation + study.

### **HOLY TRINITY INSPIRED LEARNING SETTINGS**



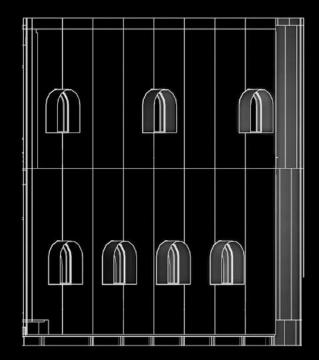




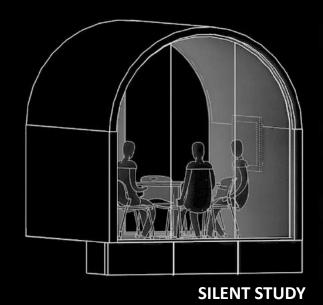


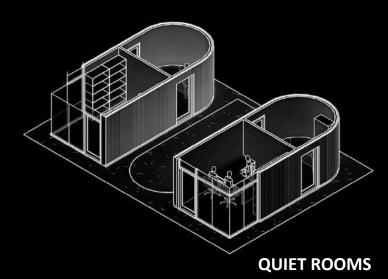




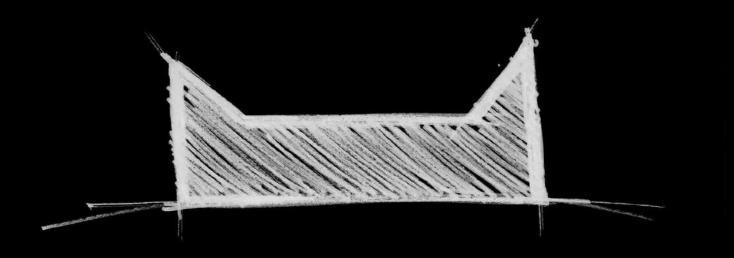


**MERCY LANE ARCHES** 



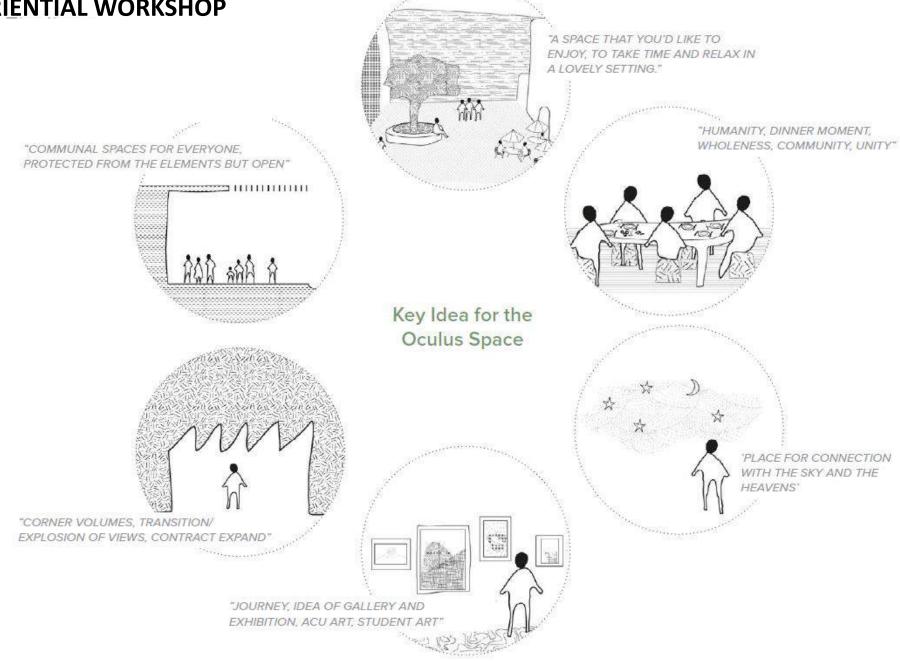




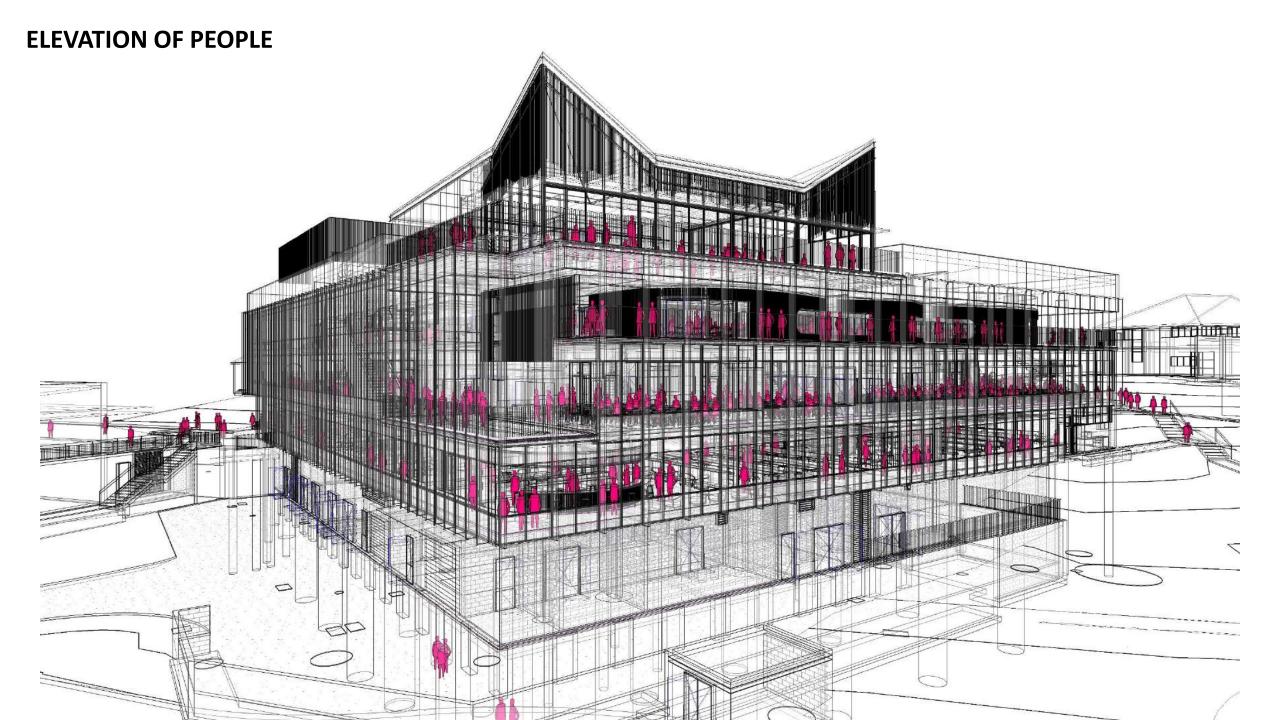


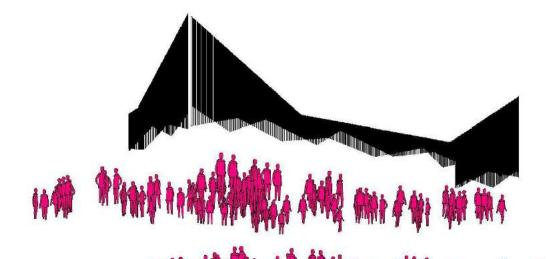
Enable the staging of events that support sharing + enterprise. Unite such places with the wider community + beauty.

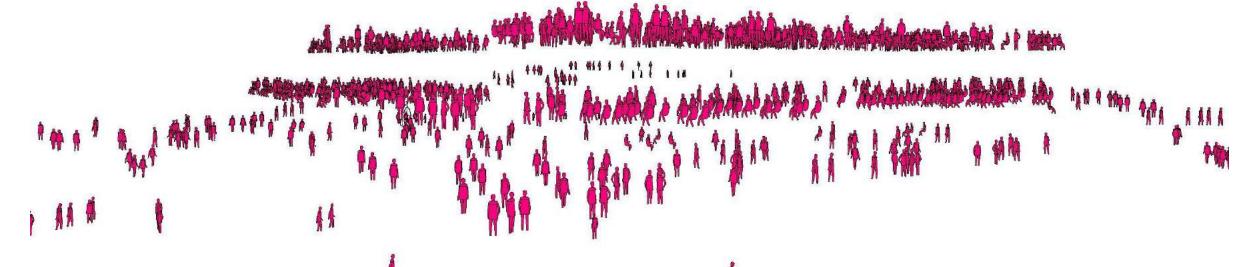
### **OCULUS EXPERIENTIAL WORKSHOP**









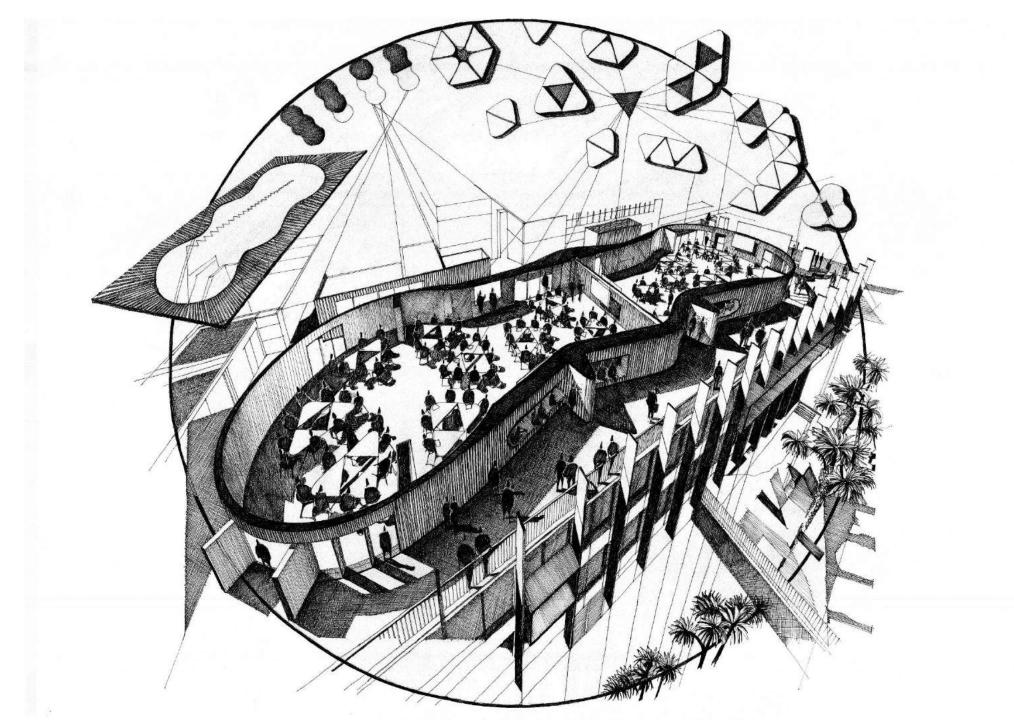


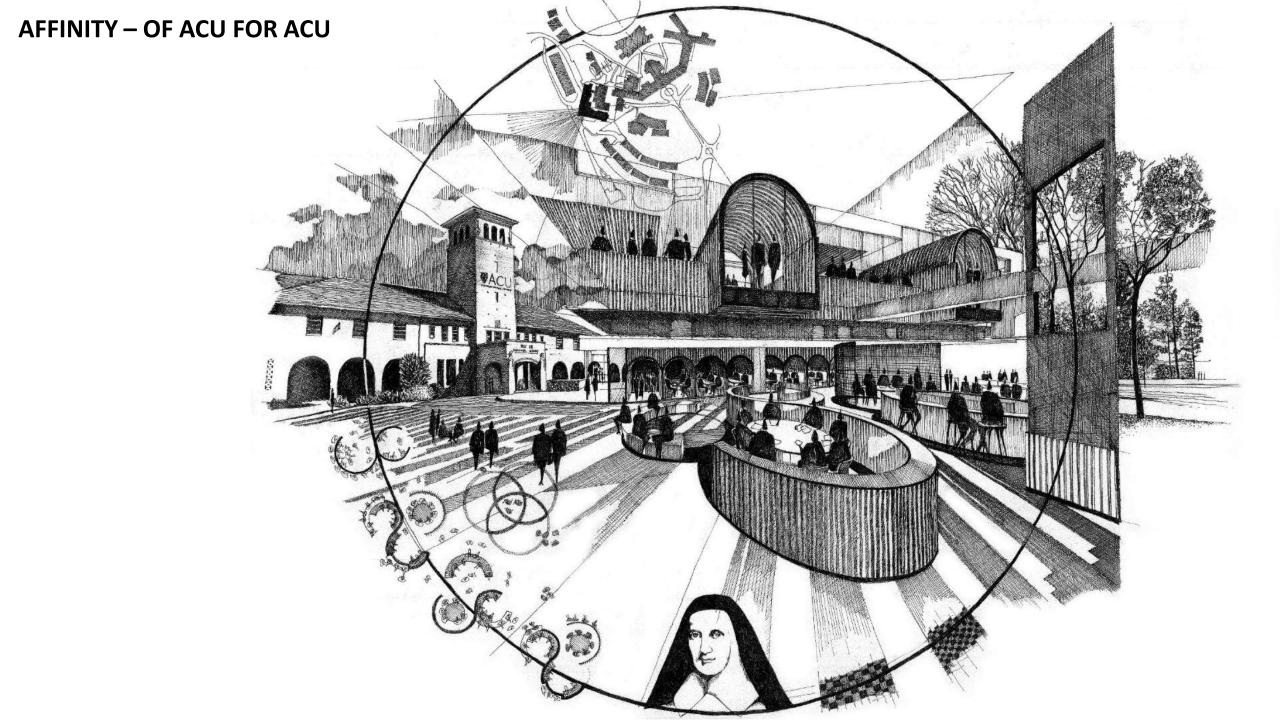




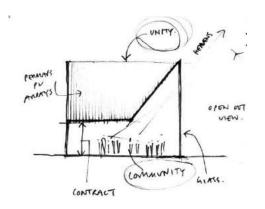
Dare to be different + embrace pedagogical needs through choice + innovation.

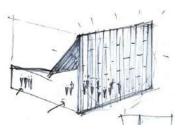
# **BEYOND DEMAND**





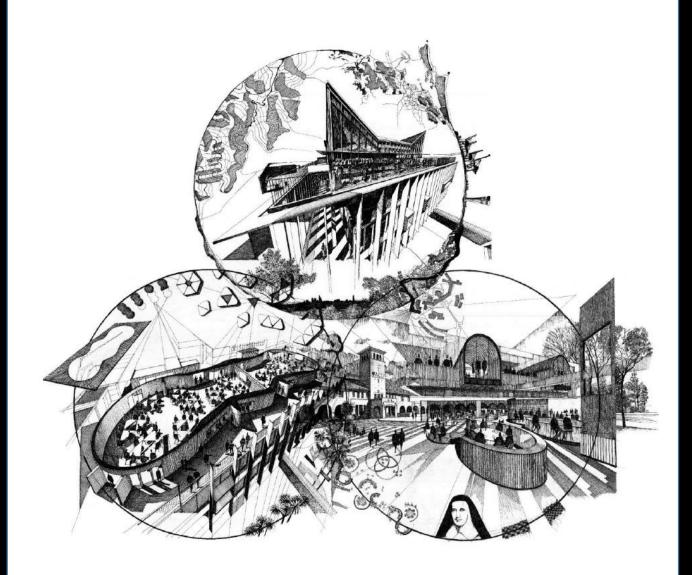
# **MEMORABLE EVENTS**







# Remember that a magical place also needs to be a functional space.



OF ACU, FOR ACU