Hannah Wood



Projects

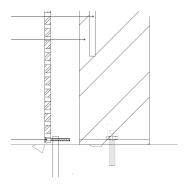
1 The Source



17 Cortado Coffee



12 Construction Detailing



1 Union Office



05 Market Hotel



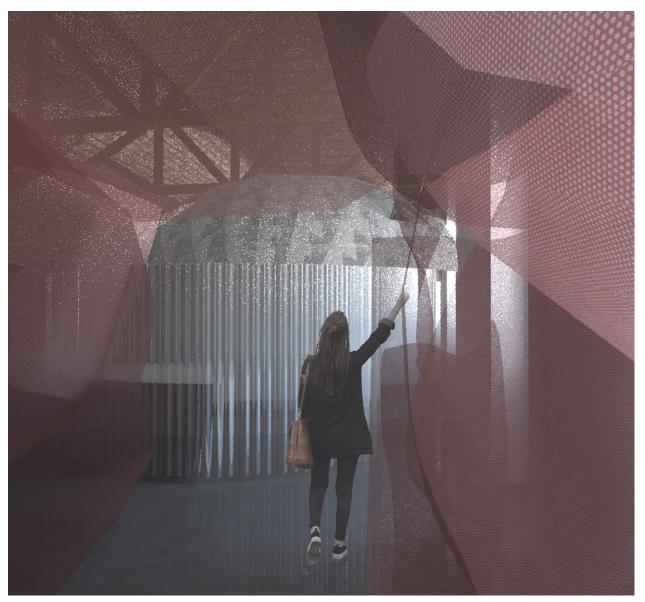
06 Branding





Final Major Project 2019-2020

THE SOURCE AIMS TO EXPLORE THE COMPLEXITIES OF THE HUMAN BRAIN. IT IS AN INTERDISCIPLINARY SPACE IN WHICH THE ARTS AND SCIENCES MEET. I'VE CREATED A HUB WHERE NEUROSCIENCE CAN BE RESEARCHED AND THE FINDINGS CAN BE SHOWCASED IN AN IMMERSIVE INSTALLATION ON SITE.



Research

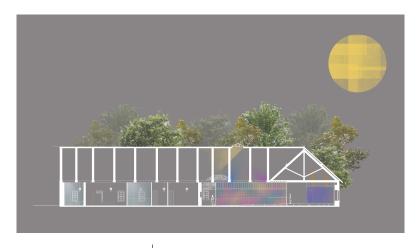
- MY RESEARCH STARTED WITH A PHENOMENON CALLED SYNESTHESIA; A NEUROLOGICAL CONDITION WHERE PEOPLE EXPERIENCE A CROSS WIRING OF THE SENSES. THE IMAGE BELOW IS BY ARTIST AND SYNESTHETE JACK COULTER WHO SEES SOUNDS IN COLOURS.
- I THEN SPOKE TO JAMES WANNERTON, ANOTHER SYNESTHETE WHO HAS LEXICAL-GUSTATORY SYNESTHESIA BEING ABLE TO TASTE WORDS. JAMES CREATED THIS MAP OF THE LONDON UNDERGROUND AND THE TASTES HE EXPERIENCES AT EACH STOP.
- THE SITE FOR MY PROJECT IS BASED CONVENIENTLY IN WHAT WAS A MEDICAL PART OF EDINBURGH AROUND THE BURKE AND HARE MURDERS. THE BUILDING IS CALLED THE OLD SURGEONS HALL AND WAS BUILT IN 1697 TO ALLOW DISSECTIONS TO BE CARRIED OUT IN TEACHING ENVIRONMENTS.

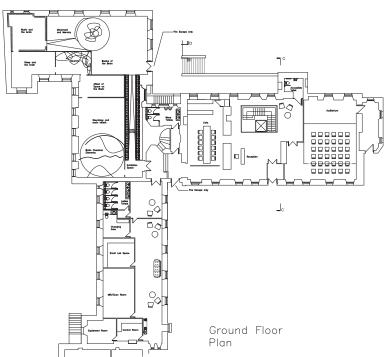






Sections







WHEN PLANNING THE SPACE I CONSIDERED THE WAYS IN WHICH PEOPLE WOULD USE THE SPACE AND THE TYPES OF PEOPLE THAT WOULD BE VISITING, WORKING, CLEANING OR BEING MRI SCANNED. THE GROUND FLOOR IS ZONED INTO THE MRI SPACE WITH A WET LAB, MRI ROOM, DRESSING ROOM AND TOILETS. AFTER LOOKING AT THE NEUROSCIENCE CALENDARS, I REALISED THERE ARE A LOT OF GLOBAL EVENTS SO FIGURED A LARGE MULTI USE THEATRE SPACE WOULD BE NECESSARY IN EDINBURGH THEREFORE IN THIS BUILDING. LASTLY, APART FROM THE LARGE OPEN ATRIUM, CAFE AND GLASS STAIRS CONNECTING THE THREE FLOORS IS THE MAIN EVENT; THE IMMERSIVE NEUROSCIENCE EXHIBITION.

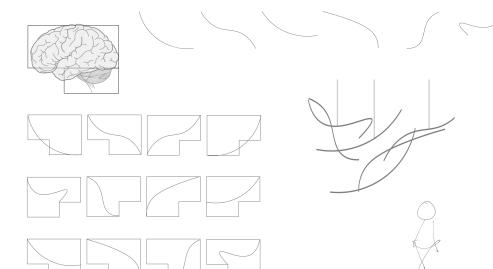
Laboratories

I SPOKE TO JANE HALEY WHO IS THE CO-ORDINATOR AT EDINBURGH NEUROSCIENCE. WE DISCUSSED THE IMPORTANCE OF DESIGN WITHIN LABORATORIES AND HOW THE SPECIFICATIONS OF SAFETY OVERRULE ALL DESIGN FACTORS. WE VISITED THE ROYAL INFIRMARY, GEORGE SQUARE AND LITTLE FRANCE LABS AND THEY WERE ALL DIFFERENT.

THE USE OF MATERIALS ARE IMPORTANT WHEN CREATING A LABORATORY ENVIRONMENT THAT WILL STIMULATE THE NEUROSCIENTISTS WORKING THERE DAY TO DAY AND BOOST THEIR MOOD AND PRODUCTIVITY. I COMPILED A LIST OF NEEDS IN AND AROUND THEIR SPACE. SOME OF THE THINGS WERE NECESSARY, SUCH AS FRIDGES TO STORE TISSUE BUT OTHER THINGS AREN'T ALWAYS FACTORED INTO THE DESIGN; WHITEBOARDS, HOOKS FOR LAB COATS, PLENTY OF STORAGE, COMPUTERS AND DESKS NEAR TO THE LAB BENCHES, NATURAL DAYLIGHT AND A COFFEE AREA.











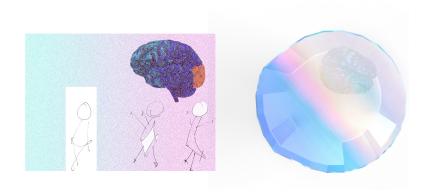
Neuroscience Exhibition

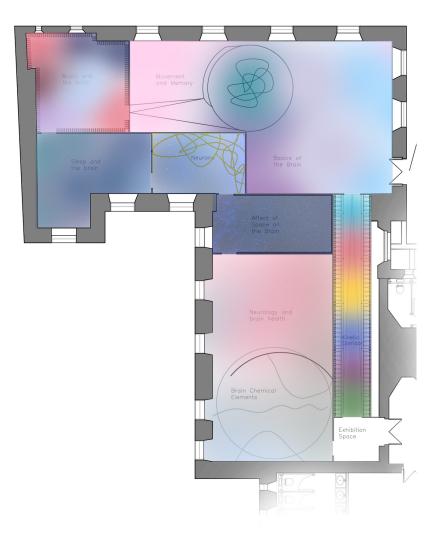
THE EXHIBITION IS MY MAIN SPACE AND ONE OF THE AREAS I'VE SPEND THE MOST TIME ON. APPROACHING THIS SPACE TOOK A BIT OF THOUGHT. I WANTED TO CREATE A SOMEWHAT EDUCATIONAL. IMMERSIVE AND EXPERIENTIAL EXPERIENCE WHERE LEARNING ABOUT THE COMPLEXITIES OF THE HUMAN BRAIN WOULDN'T BE A TEXTBOOK LESSON.

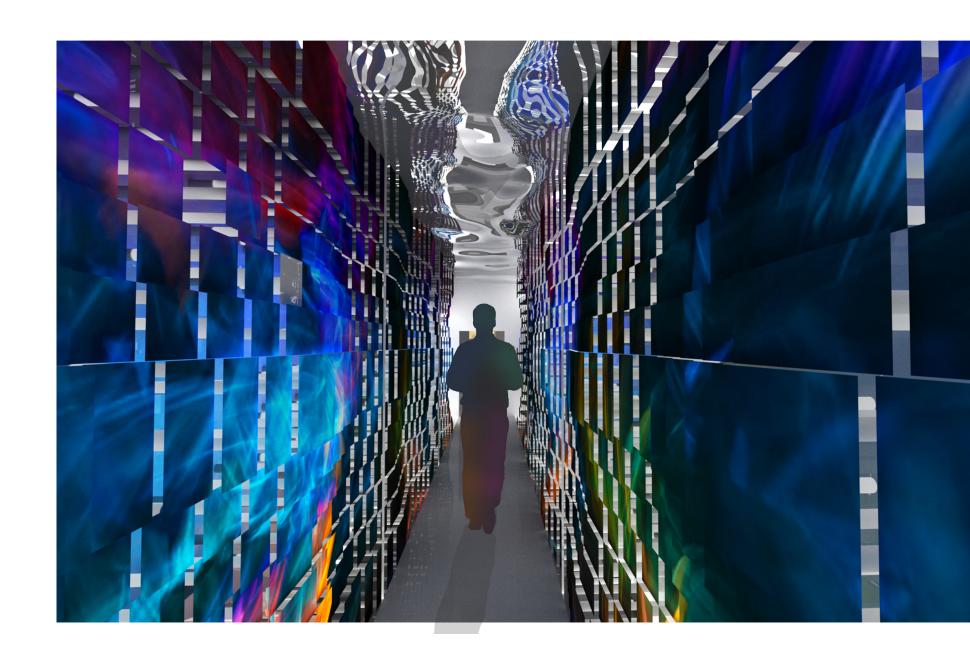
THERE WAS A NUMBER OF TOPICS I WANTED TO COVER AND BY SPLITTING THESE INTO DIFFERENT ROOMS OF DIFFERENT SHAPES AND SIZES WITH A DIFFERENT EXPERIENCE, OUR CONNECTION TO THE SPACE WOULD BE STRONGER.

THROUGH MY BASIC NEUROSCIENCE RESEARCH, I WANTED TO WORK WITH THE CONCEPT OF WAVES. EVERYTHING IN LIFE CAN BE FUNDAMENTALLY DESCRIBED BY A WAVE FUNCTION. FROM SUBATOMIC PHYSICS, TO TIDAL PATTERNS, LIGHT, SOUND AND ELECTRICAL BRAIN WAVES. USING THIS RHYTHM WILL FURTHER HELP CONNECT TO THE EXHIBITION SPACE AND INSTALLATION.

I WANT VISITORS TO FEEL LIKE THEY CAN VISIT THIS EXHIBITION MORE THAN ONCE. MY FOCUS ON IMMERSIVE DESIGN MEANS THAT THEIR VISIT IS BOTH AS EXPERIENTIAL AS IT IS INFORMATIVE. I HOPE THAT WITH EACH SUBSEQUENT EXPERIENCE, THE USER WILL BE ABLE TO TAKE MORE AWAY.

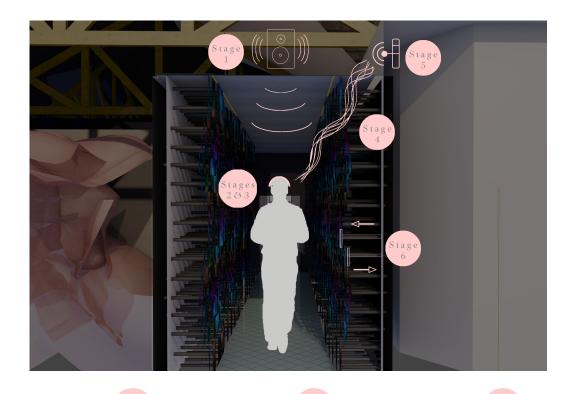






Kinetie Corridor

Sound Emitted



Data Sent to

Computer

Data for Pistons

Emulating Brain Waves

EEG Headset Records

Brain Activity

Visitor Reacts

VISITOR WILL EXPERIENCE THROUGHOUT THIS EXHIBITION AND SPACE - BRAIN, LIGHT, ELECTROMAGNETIC...

THE CONCEPT OF THIS CORRIDOR FOCUSES ON WAVES. THE WAVES THAT THE

THE VISITOR WILL BE LISTENING TO SOUNDS, MUSIC - EACH ROOM HAS A DIFFERENT PURPOSE AND USES A RANGE OF SENSE FOCUSED ROOMS. THEY WILL BE HOOKED UP WITH A WIRELESS ELECTROENCEPHALOGRAM (EEG) HEADSET.

THESE LITTLE KINETIC SCREENS ARE ALL HOOKED UP TO A CIRCUIT AND USING THE EEG WILL MEASURE THE BRAIN ACTIVITY AND BRAIN WAVES OF THE VISITOR. AS THEY ARE LISTENING TO THE MUSIC (WHICH IS THE STIMULI) THE DATA FROM THE BRAIN IS SENT TO THE CIRCUIT AND THE SCREENS OUTPUT THEIR FLOW BASED ON THE VISITORS REACTION. SUBSEQUENTLY, THE COLOURS PRODUCED ON THESE SCREENS ARE MIRRORED BASED OFF OF THE FLOW OF THE WAVES.

FOR EXAMPLE, IF THE VISITOR WAS LISTENING TO CALM PIANO MUSIC THEIR WAVES MAY BE RATHER RELAXED, IF THEY WERE LISTENING TO SHARP UNENJOYABLE MUSIC THE WAVES COULD BE QUITE DISJOINTED.

THE CEILING WILL BE RIPPLED STAINLESS STEEL AND THE FLOOR WILL BE ACOUSTIC

Fluid Rhythmic Movement ABSORBING RUBBER.

Music, Space and Neurons

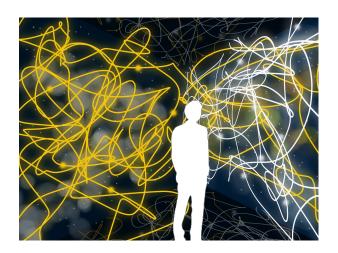
THERE ARE NINE ZONES IN TOTAL; SOME ARE INDIVIDUAL ROOMS AND OTHERS ARE SPACES THAT BLEND TOGETHER. STARTING WITH I. KINETIC CORRDOR. 2. BASICS OF THE BRAIN. 3. MOVEMENT AND MEMORY. 4. THE EFFECT OF MUSIC ON THE BRAIN. 5. SLEEP. 6. NEURONS. 7. THE AFFECT OF SPACE ON THE BRAIN. 8. NEUROLOGY AND BRAIN HEALTH. 9. CHEMICALS AND ELEMENTS IN THE BRAIN. EACH OF THESE TEACHES THE VISITOR ABOUT THE WAY THE BRAIN WORKS AND THE EXTERNAL INFLUENCES SHAPING THE BRAIN.



THIS ROOM USES LIGHT AND MUSIC IN PULSING WAVE MOTIONS TO TEACH THE EFFECT THAT MUSIC HAS ON THE BRAIN. THERE WILL BE AUDIO DESCRIPTION THROUGH THE HEADSET BUT ALSO SPEAKERS WORKING IN HARMONY WITH THE MUSIC.



THERE IS ONGOING RESEARCH INTO EFFECTS OF SPACE ON THE HUMAN BRAIN. WHETHER IT HAS POSITIVE OR NEGATIVE EFFECTS IS A QUESTION THAT IS STILL BEING ANSWERED. THIS ROOM WILL SPEAK ABOUT THE RESEARCH WHILE RESEMBLING SPACE WITH THE LIGHTING. THIS IS TEMPORARY EXHIBITION ROOM WHERE OTHER TOPICS WILL BE DISPLAYED OVER TIME.



THIS ROOM WILL SHOW THE WAY THAT NEURONS CREATE PATHWAYS AND CREATE CONNECTIONS, MEMORIES AND HOW WE EFFECTIVELY LEARN THINGS. THERE WILL BE DARK WALLS WITH THE NEON LIGHTING BEING THE FOCAL POINT. VISITORS WILL STAND BACK AND WATCH THE LIGHT ZIPPING THROUGH THE STRIPS FROM POINT A TO POINT B. IT WILL BE A LIGHT ART INSTALLATION.

Chemical Elements and Issues





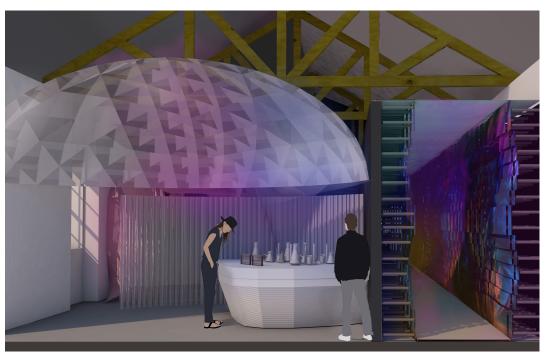
THIS IS THE LAST PART OF THE EXHIBITION. IN THIS ROOM, VISITORS LEARN ABOUT THE CHEMICALS AND PURPOSES FOR THESE WITHIN THE BRAIN.

THE LABORATORY GLASSWARE WILL BE INTERACTIVE AND HAS INFORMATION ABOUT CHEMICALS SUCH AS DOPAMINE AND SEROTONIN AND SPEAK ABOUT WHAT SMALL CHANGES YOU CAN IMPLEMENT TO AID BALANCE THESE.

THIS ROOM INFORMS VISITORS WHAT HAPPENS WHEN THE BRAIN GOES WRONG.
THE MUTATION OF CELLS WHICH CAUSE PROBLEMS WITH THE BODY. IT WILL
TALK ABOUT THE EFFECTS OF FOOD, ENVIRONMENT, HABITS AND HOW THESE
CONTRIBUTE TOWARDS BRAIN HEALTH.

IT WILL SPEAK ABOUT STROKES, BRAIN ANEURYSMS, ALZHEIMERS, CANCERS, PARKINSONS AND MANY MORE ILLNESSES. IT WILL HAVE INFORMATION DIRECTLY FROM NEUROSCIENTISTS ABOUT THEIR RESEARCH AND ANY POSSIBLE WAYS THAT THE RISK CAN BE REDUCED.

THE SPACE WILL BE COVERED WITH NETTED FABRIC, TULLE AND CHIFFON AND WILL RESEMBLE WALKING THROUGH THE CENTRE OF A BRAIN. THIS WILL BE AN AUDIO DESCRIPTIVE EXHIBITION BUT WRITTEN TEXT WILL BE DISPLAYED. LIGHT WILL CAST OFF THE FABRIC AND VISITORS WILL BE INVITED TO SIT DOWN AND LISTEN TO THE INFORMATION GIVEN.

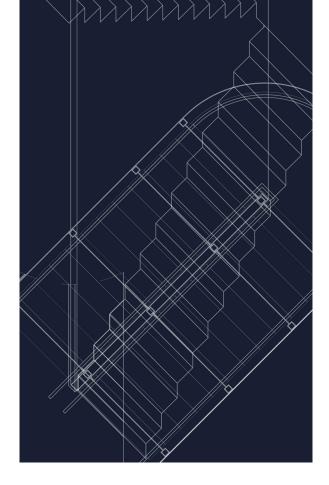


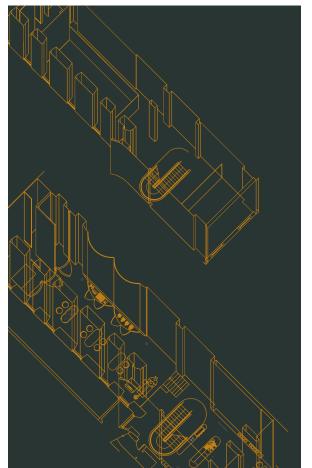


THIS PROJECT REQUIRED ME TO CREATE A DESIGN SOLUTION FOR A RETAIL FOOD BRAND. I WAS GIVEN COFFEE AS MY SECTOR WHICH INITIALLY I THOUGHT MIGHT BE SLIGHTLY CHALLENGING GIVEN THE VOLUME OF INDEPENDENT COFFEE SHOPS CURRENTLY IN EDINBURGH. THE ROUTE I TOOK WAS RESEARCHING THE PROCESS WHICH HELPED BUILD MY CONCEPT.

THROUGH THE RESEARCH, I DISCOVERED THAT THE TASTE OF COFFEE CAN BE ALTERED BY THE ALTITUDE, THE WAY THEY ARE PICKED, WASHED AND DRIED, ROASTED AND BREWED. THE EQUIPMENT INVOLVED INFLUENCED MY MATERIAL CHOICES AND FORM FOR ONE OF THE MAIN COMPONENTS OF THE SHOP - THE STAIRCASE. THIS CONNECTED MY TWO FLOORS AND WAS CONSTRUCTED USING PERFORATED STAINLESS STEEL. THE TASTING PROCESS IS AN IMPORTANT PART IN THE PRODUCTION SO I IMPLEMENTED A TASTING BAR AT THE BACK OF MY SHOP FOR EVENTS.

I DETAILED MY STAIR AND CREATED A I:I MODEL OF PART OF MY STAIR TO SHOW THE STRENGTH AND MATERIALITY OF THE CORE OF THE PROJECT. USING PERFORATED STEEL AS ONE OF THE MAIN MATERIALS TO REFLECT THE IDEA OF FILTER COFFEE.







VIEW FROM MAIN DOOR ON GROUND FLOOR.



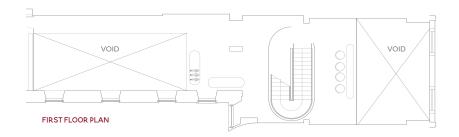
VIEW FROM BEHIND COUNTER
LOOKING TOWARDS MAIN
ENTRANCE ON
GROUND FLOOR.



VIEW OF FIRST FLOOR MEZZANINE LOOKING ONTO GROUND LEVEL.



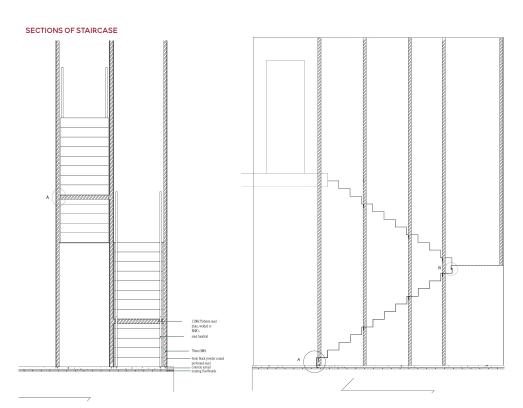
VIEW OF COFFEE TASTING AREA.

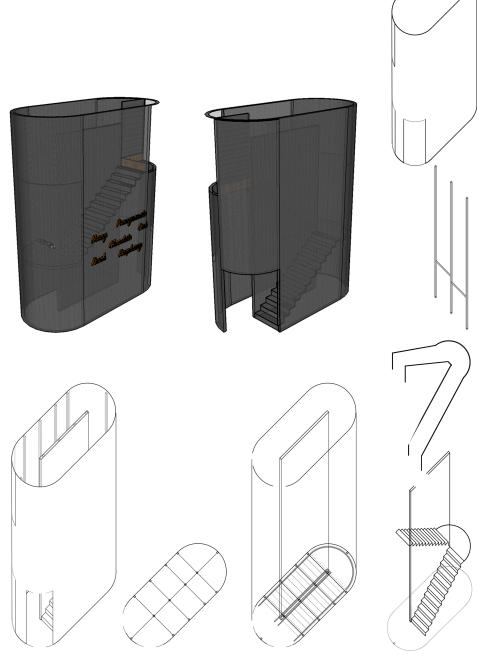


GROUND FLOOR PLAN

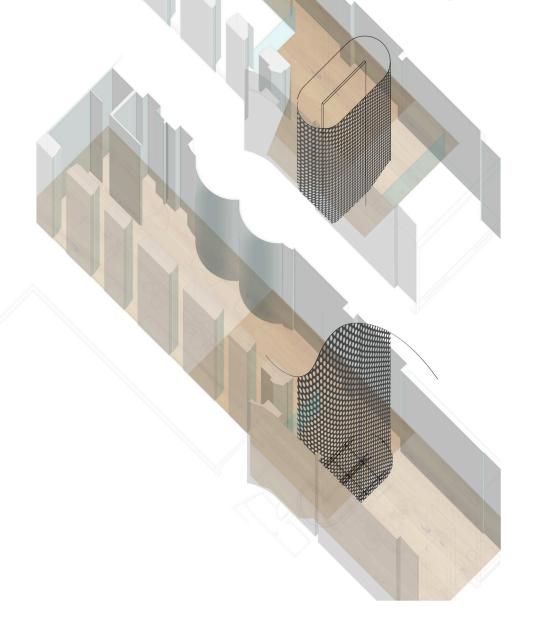
Construction Drawing

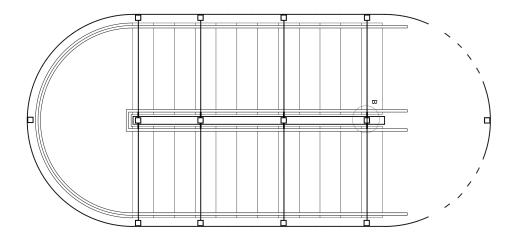
PART OF OUR COURSE REQUIRED US TO DETAIL A COMPONENT OF OUR SPACE. AS THE PERFORATED STAIRCASE IS THE MAIN ATRIUM I DETAILED HOW SUCH A LARGE STRUCTURE WOULD BE ASSEMBLED ON SITE, AS WELL AS HOW IT WOULD BE SUPPORTED BY THE EXISTING SPACE.

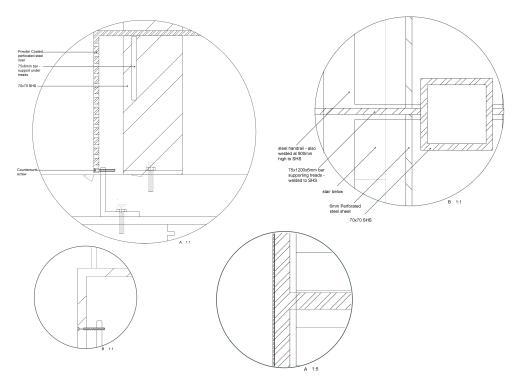




Construction Drawing







04



UNION ARE AN AWARD WINNING MARKETING AGENCY BASED IN EDINBURGH. THEIR CURRENT WORKPLACE IS THE CHURCH BUILDING PICTURED TO THE RIGHT. OUR BRIEF FOR THIS PROJECT WAS TO REDESIGN THE INTERIOR OF THE BUILDING TO PREPARE FOR THE FUTURE OF THE COMPANY WITH RESPECT TO THE CLIENT. STAFF AND ELEMENTS OF THE BUILDING.





OUR SITE VISIT HIGHLIGHTED A PLETHORA OF ISSUES:

LACK OF SOCIAL SPACES
LOTS OF CORRIDORS (DEAD SPACE)
DATED TECHNOLOGIES
EXTREME TEMPERATURES

NOISE DISTRACTION DUE TO THE LARGE CURVED CEILING
NORTH FACING BUILDING WHICH DOESN T GET MUCH LIGHT

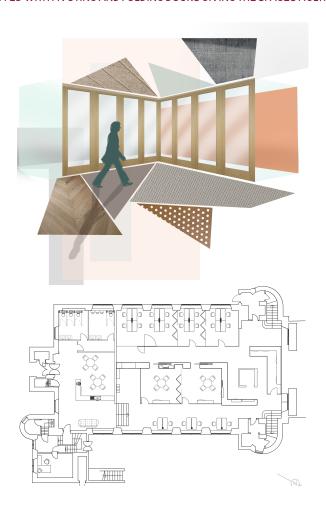
THE CONCEPT I PRODUCED SITUATED A WALL IN THE CENTRE OF THE SPACE ON ALL THREE STOREYS; ITS PURPOSE IS THREE-FOLD; TO LINK ALL THREE FLOORS, TO BE USED AS STORAGE FOR SHELVING, (TV MOUNTS, DOORWAYS ETS) AND BEING GOLD REFLECTIVE IN COLOUR - BOUNCING LIGHT AROUND A LITTLE MORE. IT WOULD ALSO SEPARATE THE AREAS DEDICATED FOR CLIENTS VS FOR STAFF.



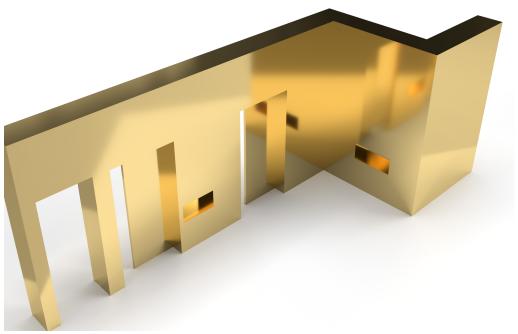


Lower Ground Floor

THIS IS THE FLOOR WITH THE BIGGEST SOCIAL SPACE AS IT HAS THE MAIN LUNCH AREA FIT WITH A KITCHEN AND MULTIPLE SEATS AND TABLES. THE WORK ZONE IS THEN SPLIT INTO THREE PARTS; THE ENCLOSED MEETING ROOMS THE WORKING AREAS IN THE OPEN CORRIDOR (BOTTOM OF FLOOR PLAN) AND THE WORKING ZONES AGAIN ENCLOSED (TOP OF FLOOR PLAN). ALL OF THESE HAVE BEEN EQUIPPED WITH PIVOTING AND FOLDING DOORS GIVING THE SPACES MULTI USE FUNCTIONS.





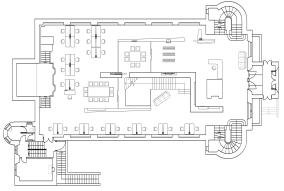


Ground Floor

THE PROPOSAL FOR THE GROUND FLOOR WAS TO UTILISE THE WALL IN MANY WAYS BOTH FOR STORAGE, DISPLAY AND ACCESS. THERE ARE 'COMPARTMENTS' FOR WORKING AND THE SLIDING DOORS GIVE EASY ACCESS TO OTHER DEPARTMENTS. THERE ARE BUILT IN SHELVES AND TV MOUNTS ON BOTH SIDES; THESE CAN BE USED FOR CLIENT PRESENTATIONS AND FOR STAFF TRAINING.

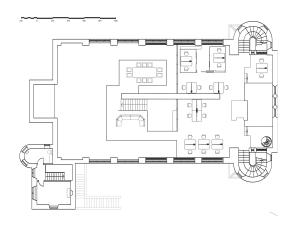








First Floor



THE TOP FLOOR IS IN THE SAME SPACE AS THE GROUND FLOOR AS THE CHURCH WALLS ARE DOUBLE HEIGHT. THIS MEANT THAT I KEPT THE WALL HANDRAIL HEIGHT AS NOT TO BLOCK OUT NATURAL DAYLIGHT. THE TOP FLOOR HAS A MEZZANINE THAT FLOATS ABOVE THE GROUND FLOOR WHICH MEETS THE STAIRCASE. THERE ARE SEVERAL SOCIAL SPACES UP HERE. LOOKING AT THE PLAN, ON THE RIGHT HAND SIDE THERE IS AN EXISTING RAISED PLATFORM WHICH I DEDICATED TO AN EATING, NO WORK SPACE. THIS ENSURES THAT EACH FLOOR HAS BOTH SOCIAL SPACES. I PRODUCED THE BOX CONCEPT FOR SMALL MEETING AREAS OR SMALL OFFICES FOR SMALLER DEPARTMENTS; THERE ARE TWO SEPARATE OFFICES WITH A THIRD AREA IN THE MIDDLE USED TO COLLABORATE.















THE BRIEF FOR THIS PROJECT WAS TO DEVELOP A HOTEL CONCEPT USING THE FORMER FRUITMARKET GALLERY IN EDINBURGH AS OUR SITE. TO HELP OUR DEVELOPMENT, WE WERE EACH GIVEN A DESIGNER TO BASE OUR DESIGN ON. THE DESIGNER I WAS GIVEN WAS ATHENS FASHION DESIGNER MARY KATRANTZOU. HER STYLE IS BOLD AND BEAUTIFUL AND FOCUSES ON BOTH SILHOUETTE, POINTILLISM AND DIGITAL PRINT.

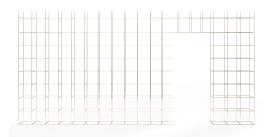
MY CLIENTELE WILL BE TOURISTS WHO ARE HAPPY TO SPEND SOME MORE TIME IN THEIR SURROUNDINGS AND TAKE A SLOWER APPROACH TO A CITY BREAK - THIS MAY BE COUPLES OF VARYING AGES.

EACH ROOM, WHETHER IT BE THE BEDROOMS, LOUNGE OR DINING AREA WILL REPRESENT KATRANZTZOU'S ETHOS - BRIGHT AND BOLD. THE MATERIALS ARE AN IMPORTANT FACTOR IN THE DESIGN AND THE USE OF CONTRASTING COLOURS AND TEXTURES HELPED CREATE THIS BOLD CONCEPT.

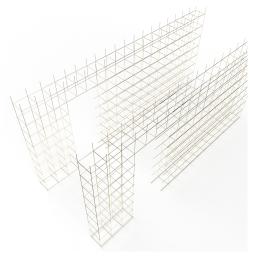


Grid Structure

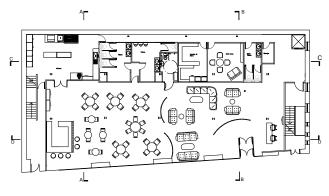




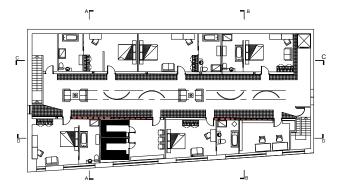




THE CONCEPT OF THE GRID WAS INSPIRED BOTH BY KATRANTZOU'S DESIGNS AS A WAY TO REFLECT THROUGHOUT THE SPACE. THE GRID SITS PROUD OF THE DOORS TO THE BEDROOMS. THE HALLWAY ON THIS FIRST FLOOR IS A TRANQUIL, CALMING SPACE TO GIVE A BIT OF RELIEF FRO THE BOLD PATTERNS IN THE ROOMS AND GROUND FLOOR. THIS IS A RECREATIONAL SPACE TO READ, SOCIALISE AND TAKE A MOMENT OF CALM. THE STRUCTURE IS MADE OF STEEL, COATED IN A POLISHED BRASS AND THE WALLS BEHIND HAVE A SLIGHT MIRRORED FINISH TO REFLECT THE LIGHT AND SHOW OFF THE ROOF AS IT IS A FEATURE.



GROUND FLOOR PLAN



FIRST FLOOR PLAN

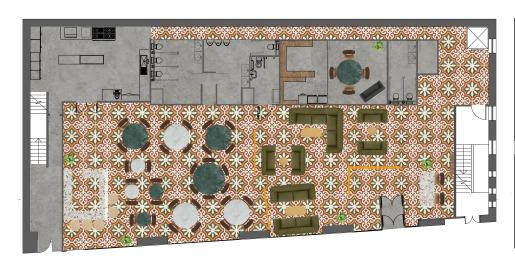








GROUND FLOOR PLAN



FIRST FLOOR PLAN



Branding









