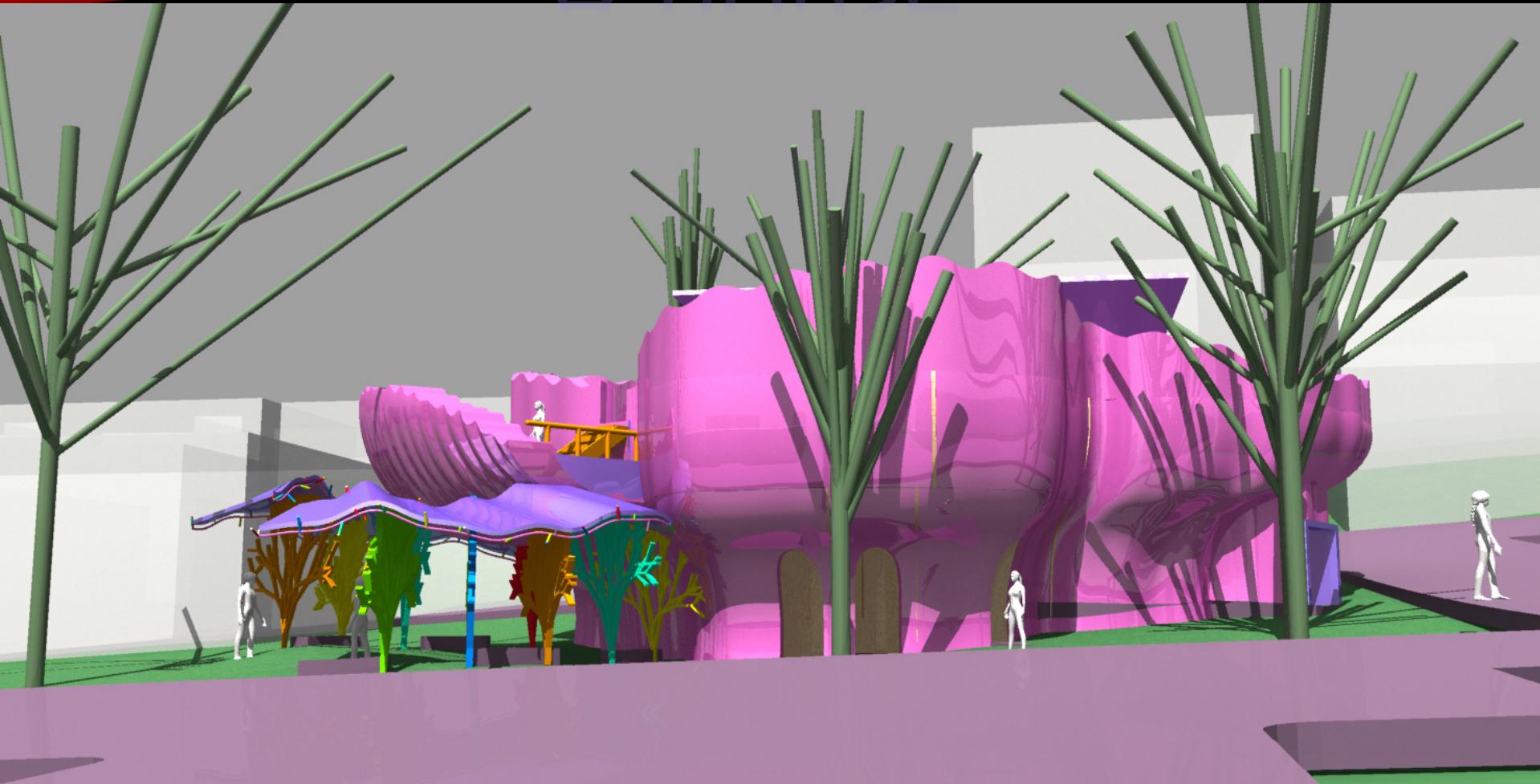
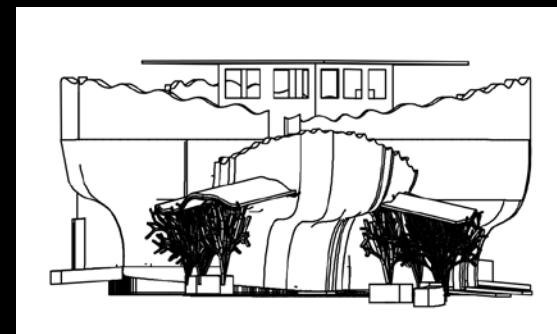
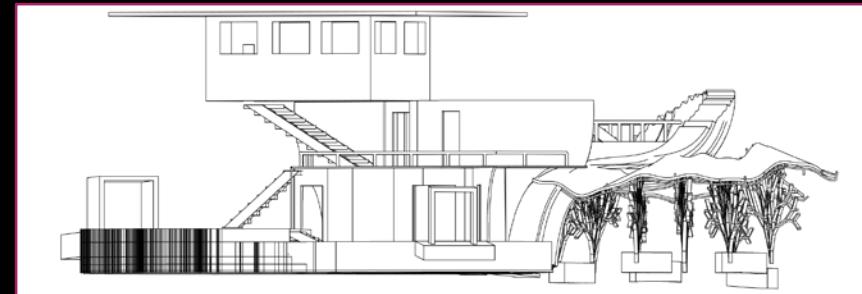
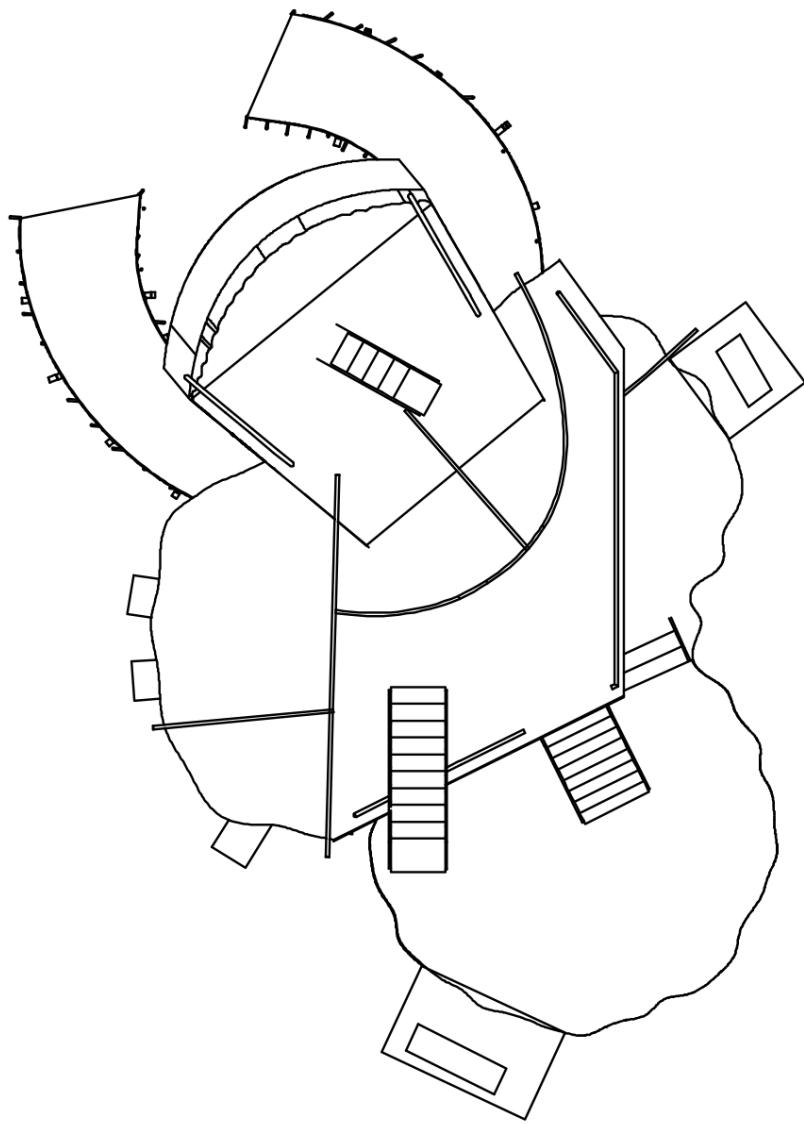
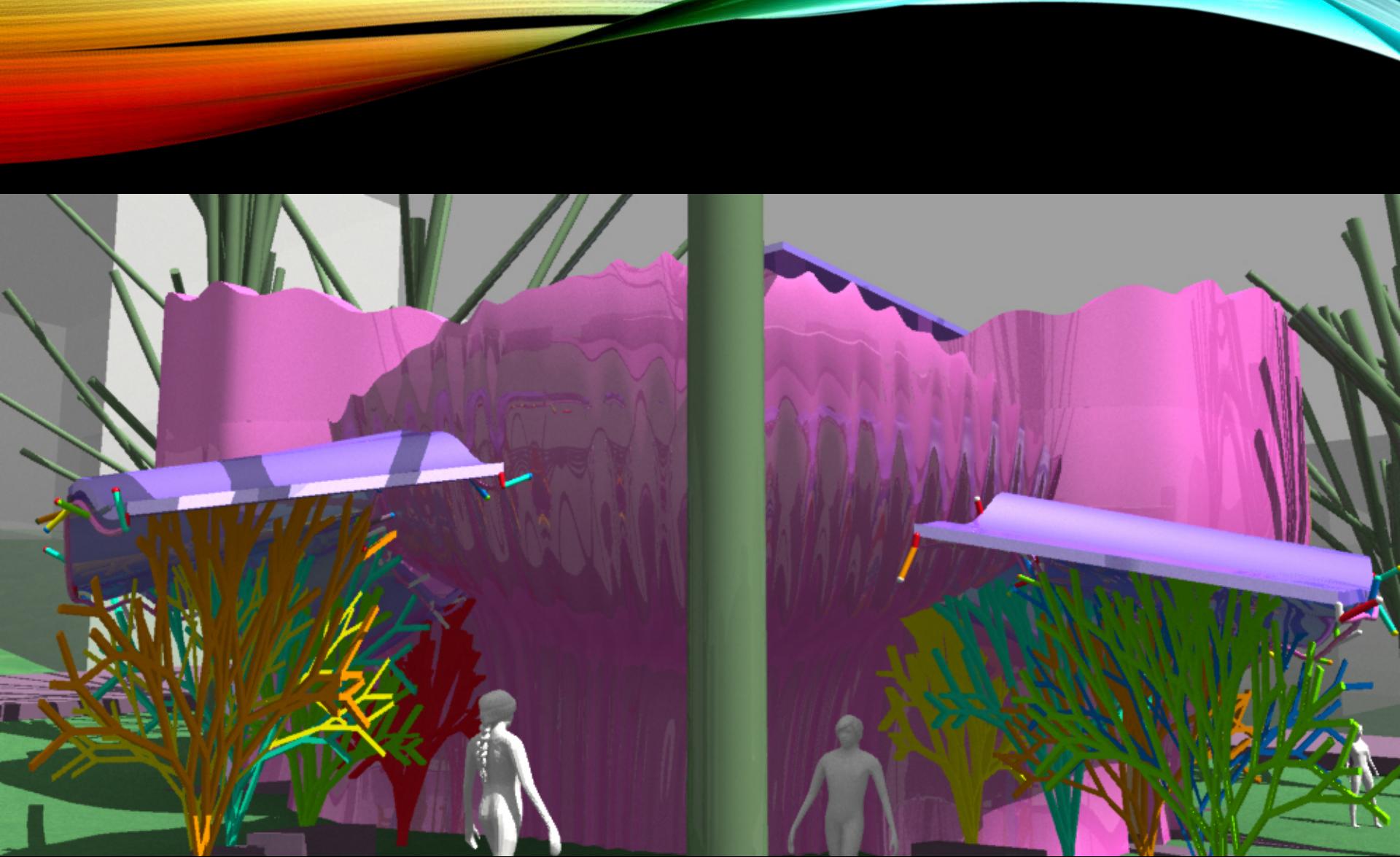


A house



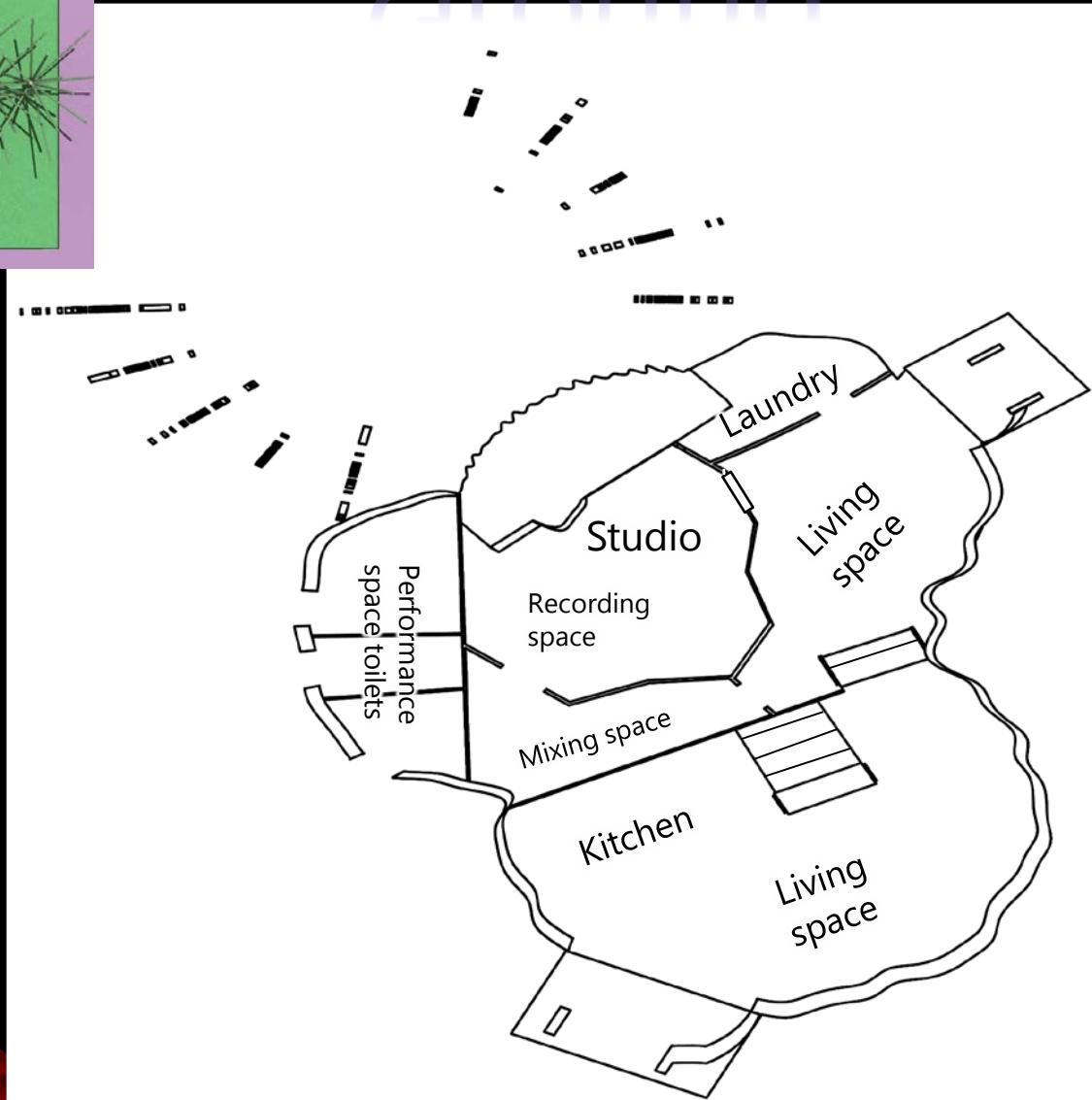
For a Bohemian DJ



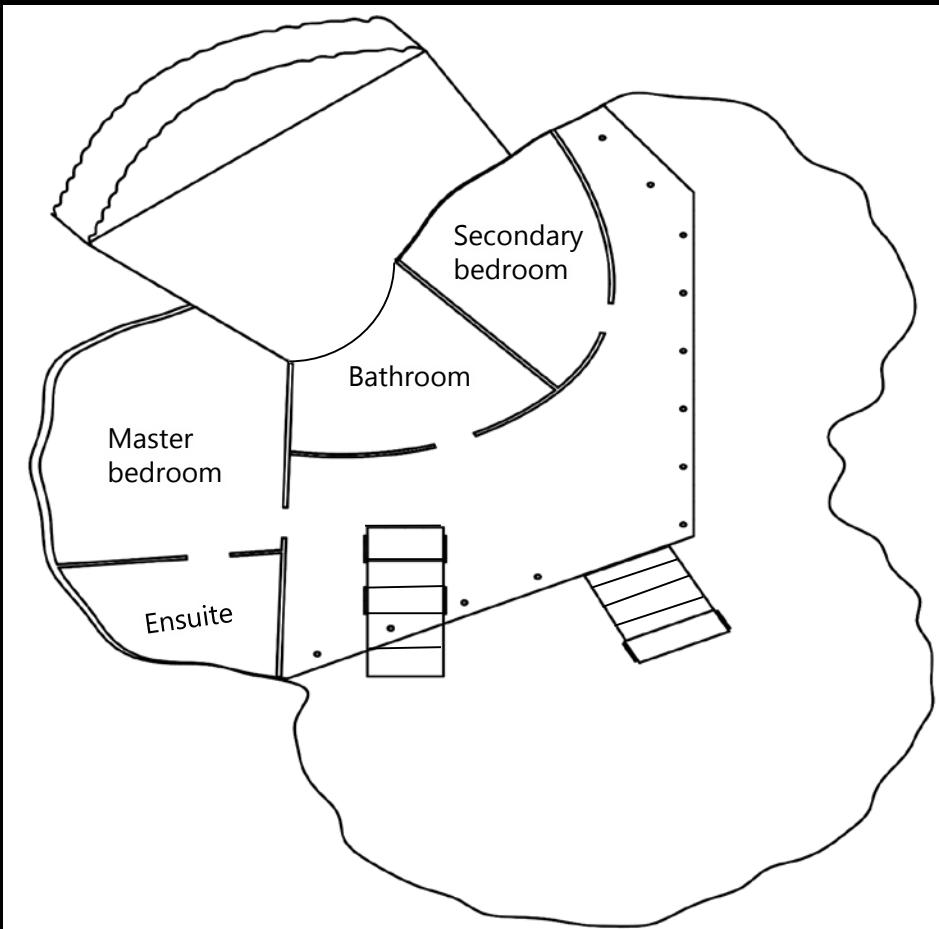


Floor layout

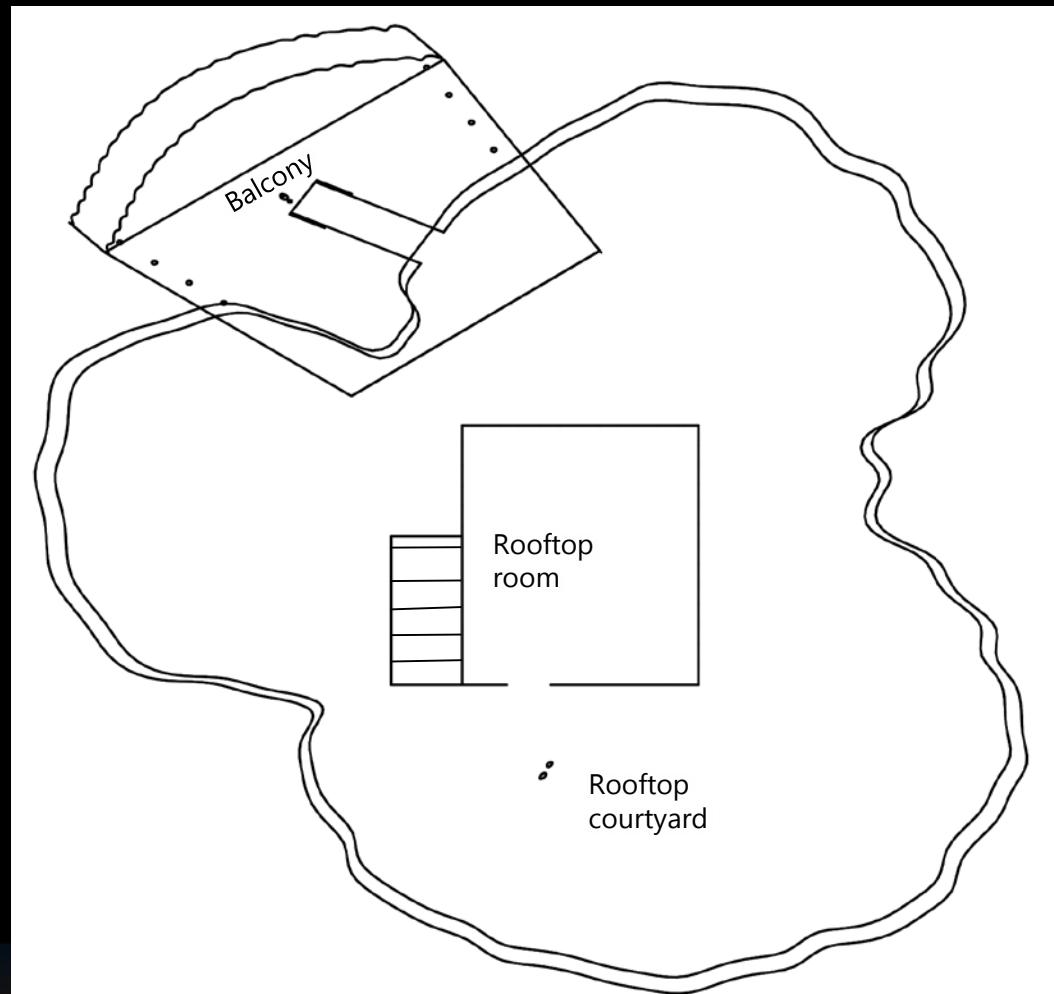
Ground

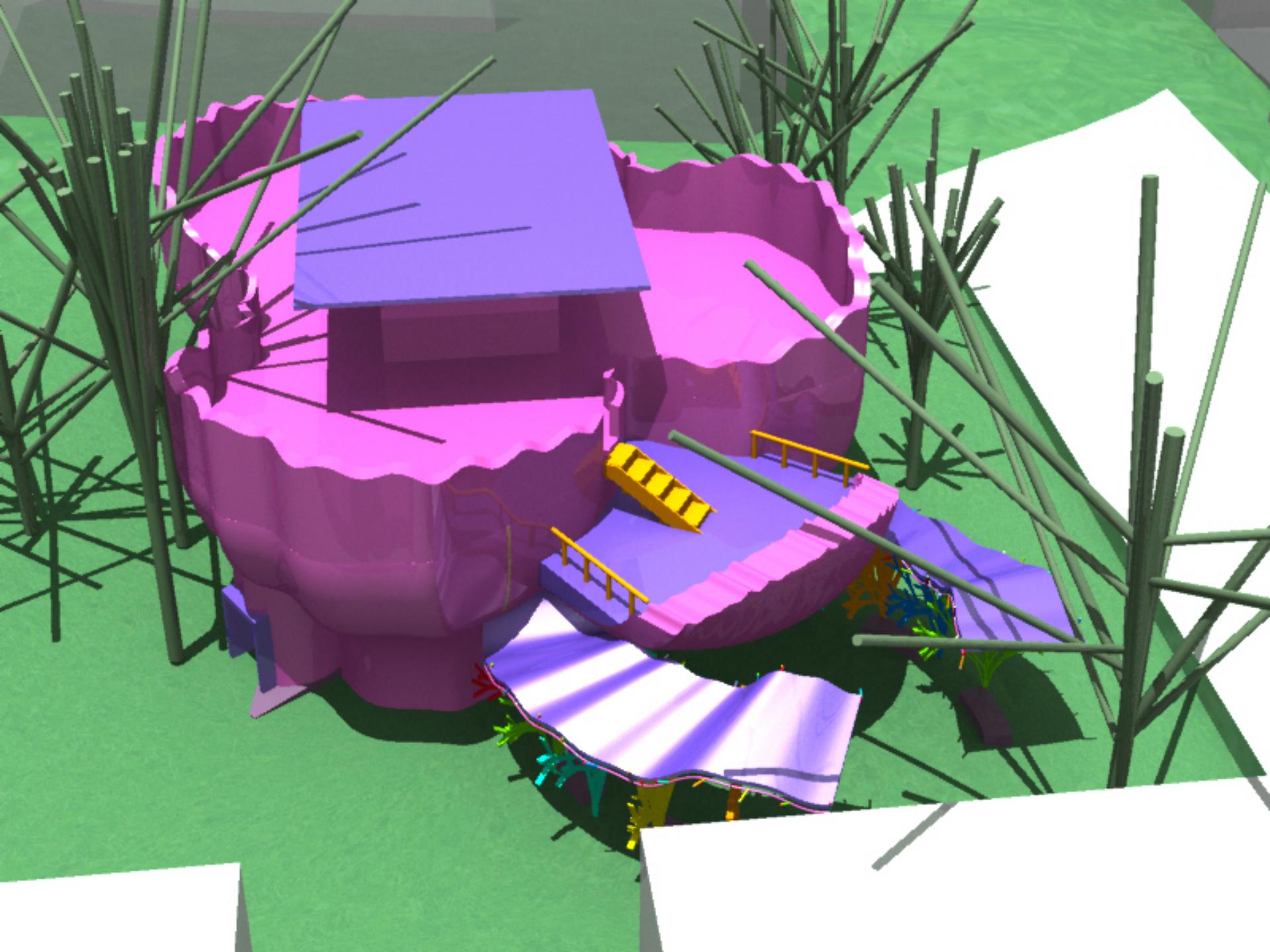


First floor

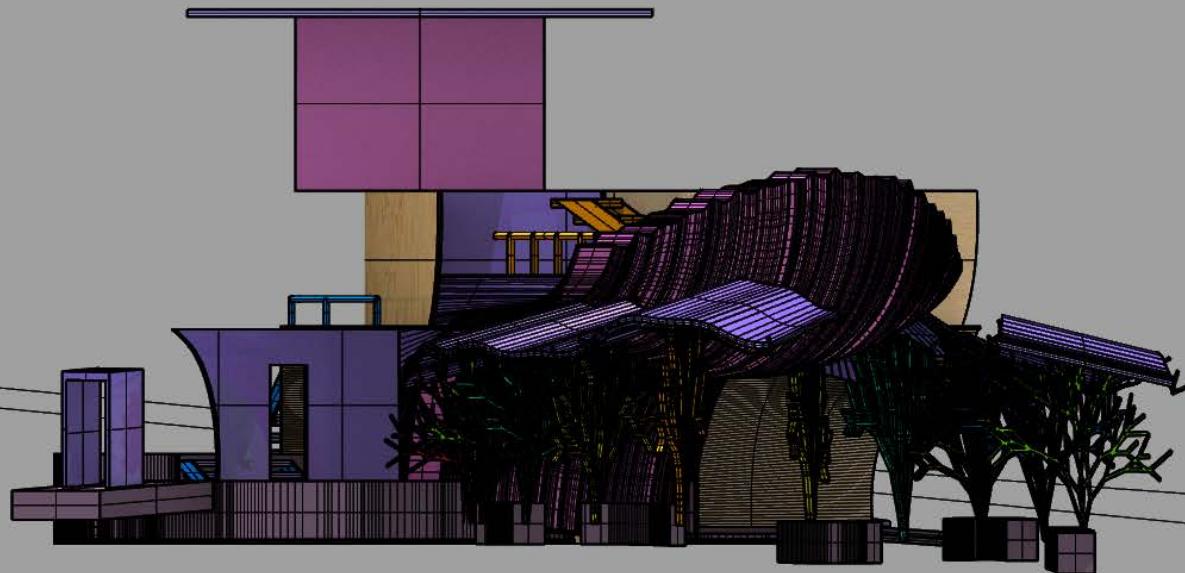


Roof level





Cut away views







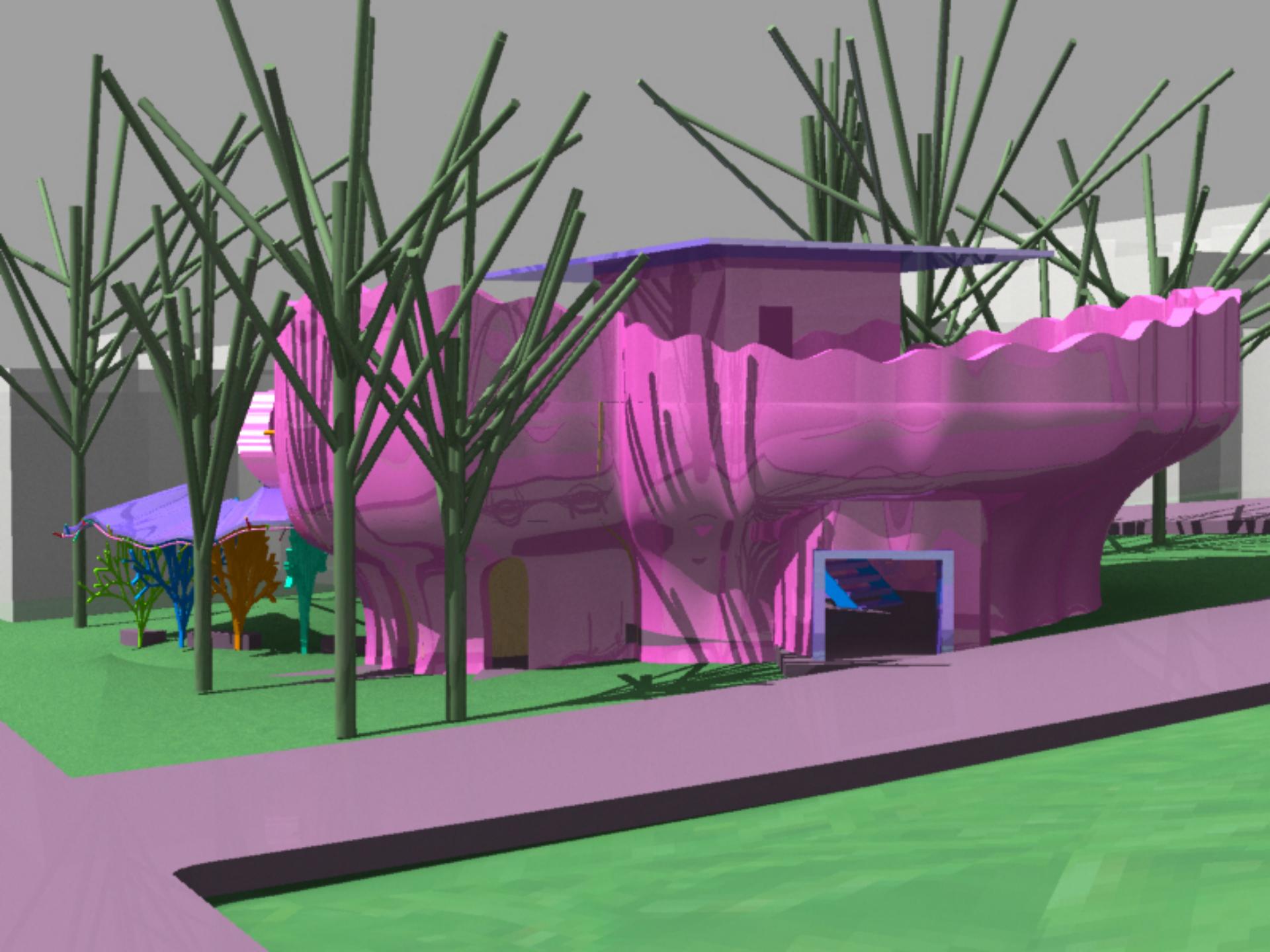
Unreal engine





<https://youtu.be/0OcZrunNDXM>

Fly through video



Design statement

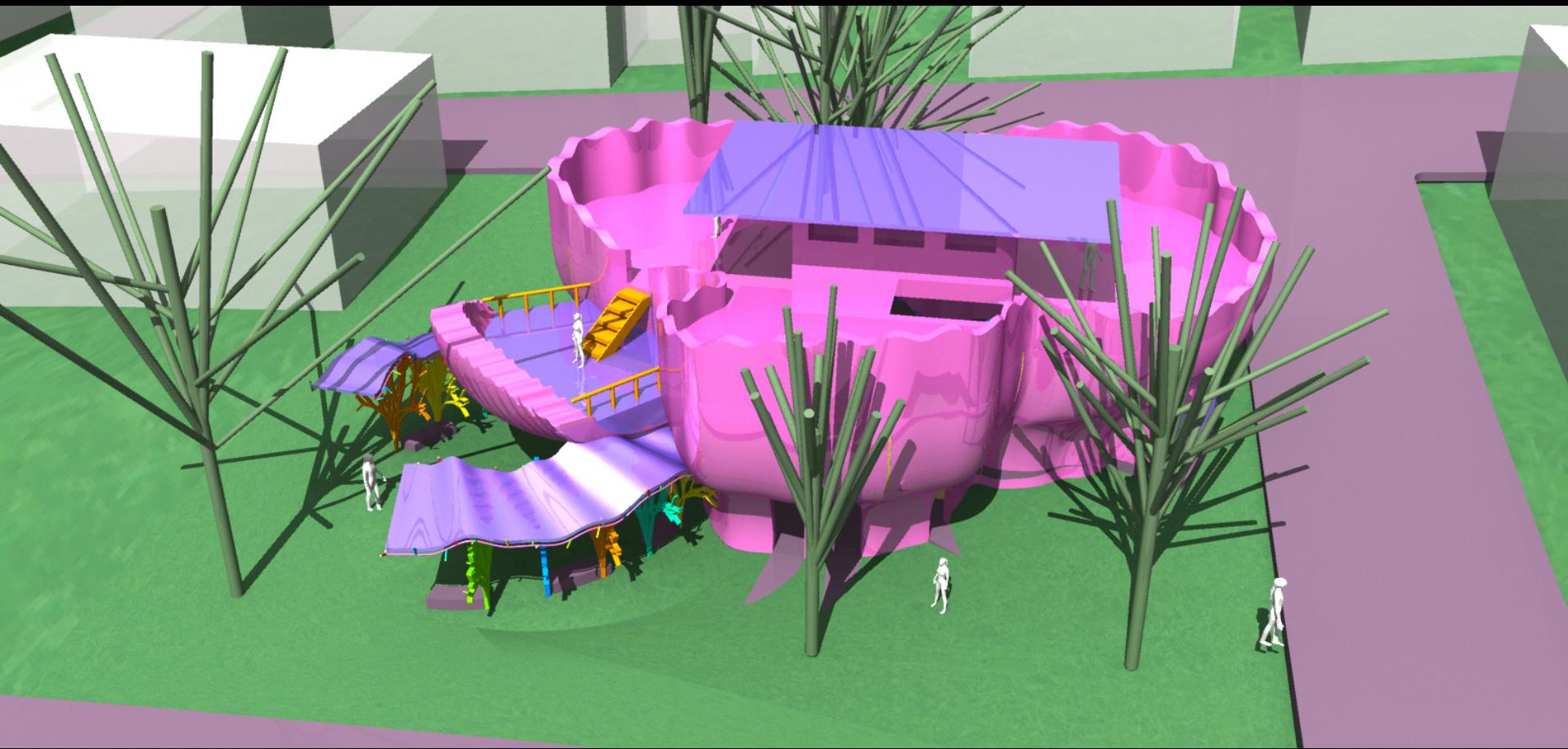


With the performance space project, I took inspiration from the Gorillaz song *Melancholy Hill*, and from plastic beach island featured in film clips. The overall shape of the house continues to use ideas set with the back of the stage.

It has also been designed to fit between the trees of the site. The interior responds to the slope, being split level, accommodating living space and space for a recording studio. Research into recording studios revealed that they were often irregular shapes for acoustic reasons, and that it can be useful to have separate rooms for recording and music mixing areas.

The interior of the house evolved around that, and accommodating the slope and trees, and the placement of the performance space.

A house



For a Bohemian DJ

Thomas Walder

CODE 1240