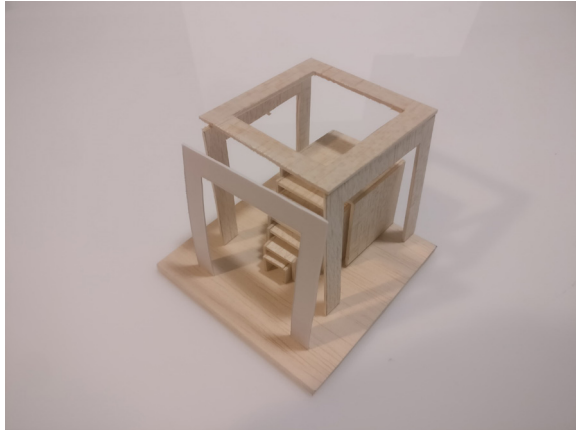


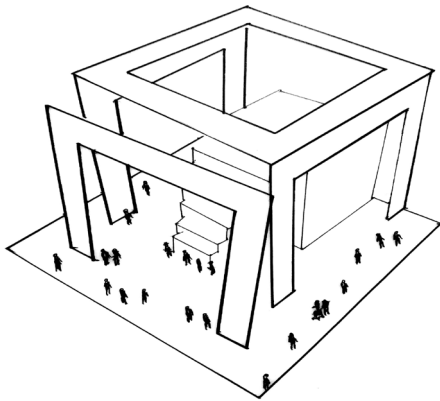
THRESHOLD

(Aaron Saggu)



MODEL 2 SUBMERGE/EMERGE

The initial conceptual interpretation of Submerge and Emerge is evident within the wharfs submergence into the inside of the structure. This movement disregards external structural appearance and external environmental factors. The affect of this allows for differentiation between the feeling of public and private with the contextual information of the structure being aspects of both private and public. The following Emergence aspect is realised through leaving the building back into the completely private realm. The model displays the submergence with the smaller entrance, which further becomes larger the more the space itself expands. The Emergence aspect represents an open design showing the expansiveness of both area's.



MODEL 4 COMPRESSION

The initial compression design displays the structural aspects of the wharf layered within a small frame. The wharf contains both private and public realms that are separated respectively whilst also having two levels to support this concept. Due to the length of the building, the representation of repetition of design is evident through till the end of the wharf. The compressed model shows the evidence of different area's with the addition of both floors. The framing of the structural elements along the whole building was added to show the structural foundation the built aspects, which is also applied through out the building. The threshold within this models is the differentiation between the top and ground floor. The overlay image shows an iteration of a mildly populated space at a higher scale to test the human interactions against a space at a realistic height.

