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may be presented in an external assessment for the purpose  
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# TOP SCHOLAR EXEMPLAR



**Scholarship 2022**

**Design and Visual Communication**

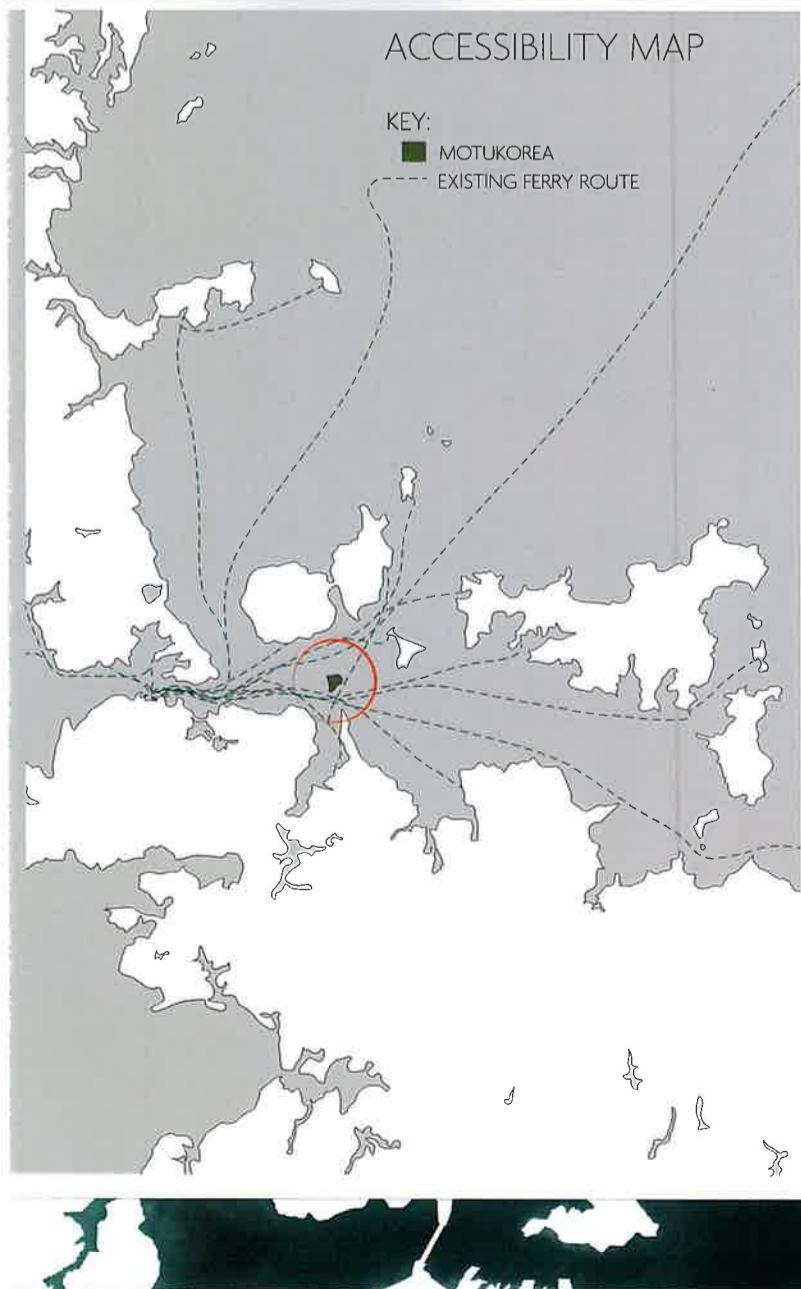
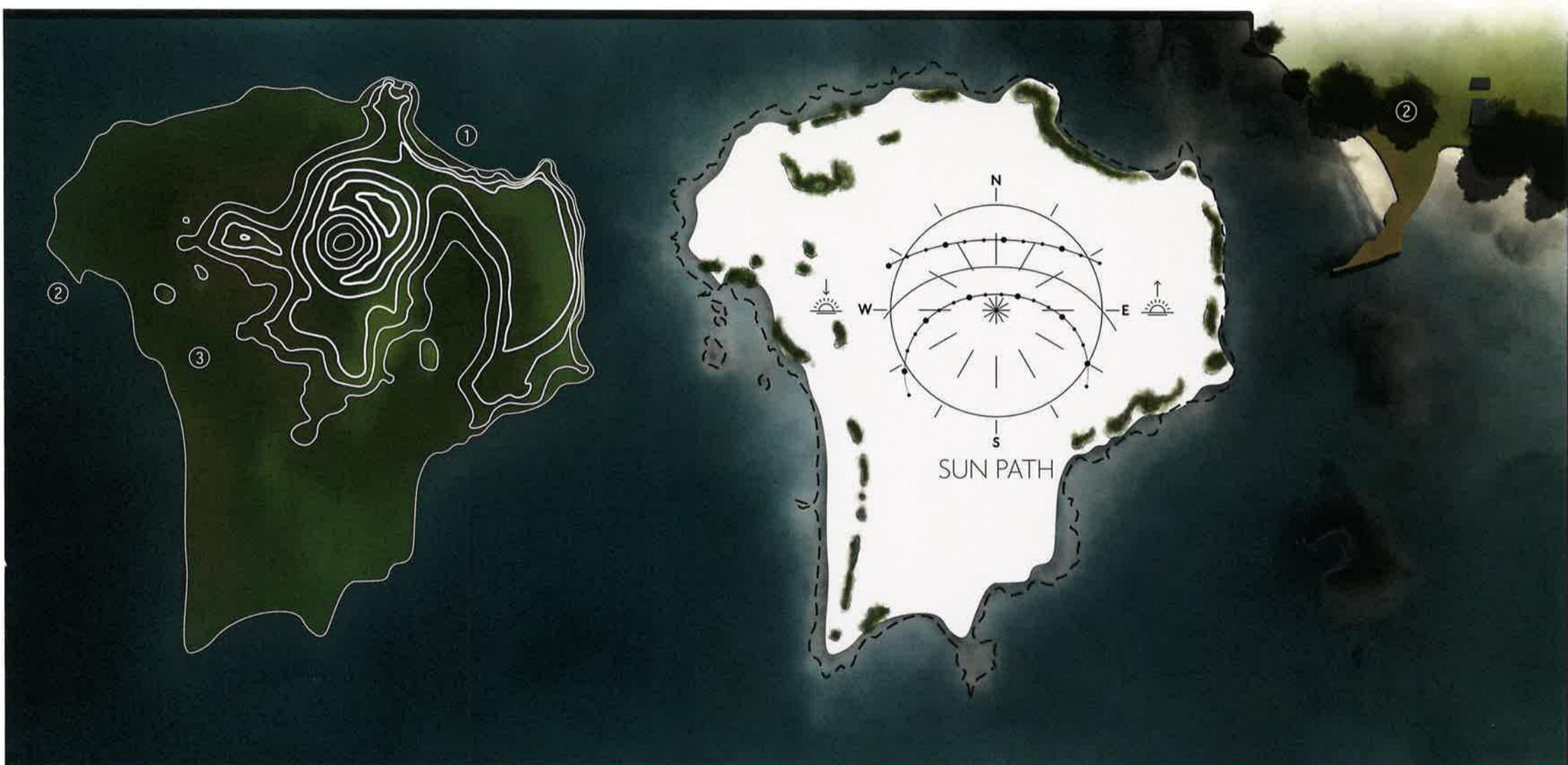
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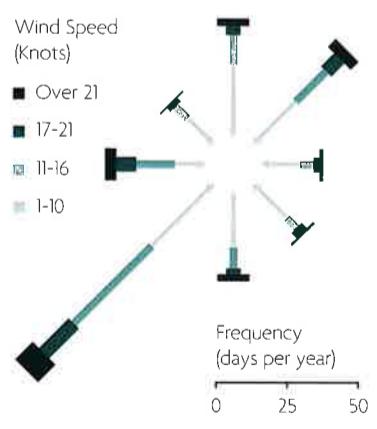
SPATIAL PROJECT – 2022

# MOTUKOREA

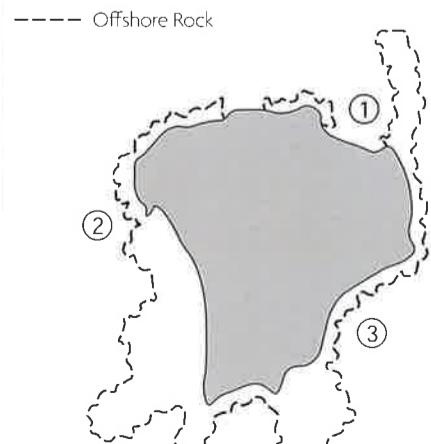
HAURAKI GULF / NEW ZEALAND / -36.830698 S, 174.894668 E / ENGLISH MONIKER - BROWNS ISLAND



### AUCKLAND WIND ROSE



### SUBMERGED OFFSHORE ROCK



STEPPING STONE  
TO THE GULF

### BRIEF



Motukorea has mostly perished. It's predominated by kikuyu grass (an invasive weed) and cannot facilitate thriving native flora and fauna, even though it is the only predator-free island within the Hauraki Gulf. Furthermore although Motukorea is in close proximity to Auckland City, there are no

existing ferry links, indicating a low public interest within the island.

There is a simple solution, reforestation, but there are currently no structures able to accommodate such rehabilitation. This is the main problem I will solve.

#### ① CRATER BAY



Typically where boats anchor when accessing the island

Extremely steep relief around the bay, making it impractical to build

#### ② WESTERN PLAIN



Historically where wharves were established

Underwater rock does inhibit access to the shore, requiring a large wharf

#### ③ SOUTHERN PLAIN



Lots of flat land, but all covered in dense grass

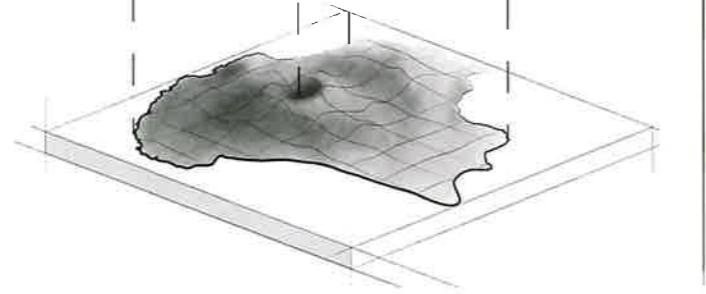
Exposed more to the elements, more likely to get sea spray

# HISTORY

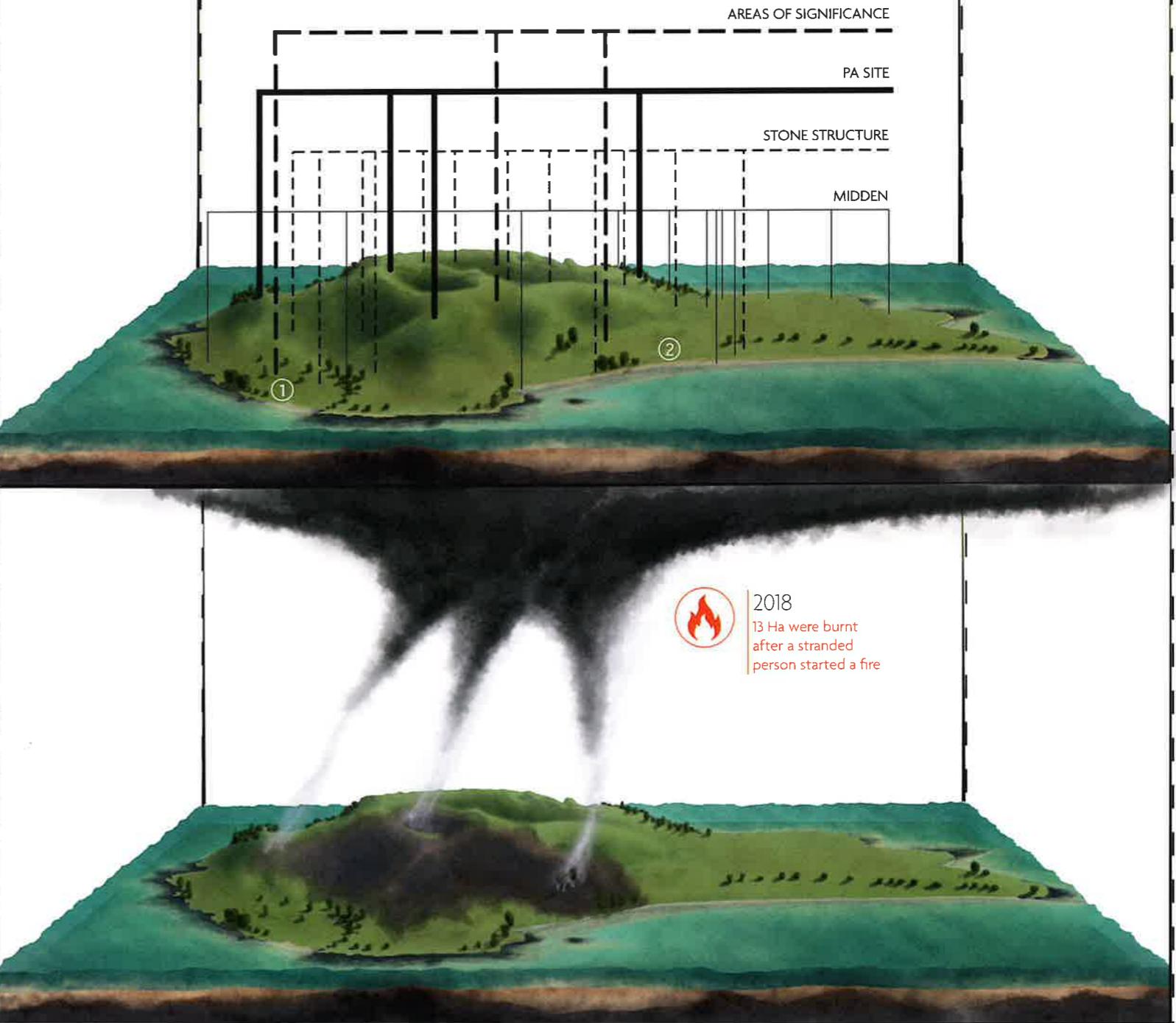
Wet explosive and dry fountaining eruptions built up the main cone, as well as tuff cliffs and mounts. Fluvial and aeolian erosive processes continuously carve into the mountain/island, creating what we see today.

Motukorea was initially occupied by Ngāti Tamaterā, who likely gardened the fertile volcanic soils, and established a permanent settlement. Through the 19<sup>th</sup> and 20<sup>th</sup> century a variety of families operated the island. This led to the construction of a variety of structures on the island that are now of archaeological/historical significance. In 1955 Motukorea was gifted to Auckland, and is now under management by DOC.

Interestingly in 1906, 4 coal powered ferries were abandoned on the western shore of the island.



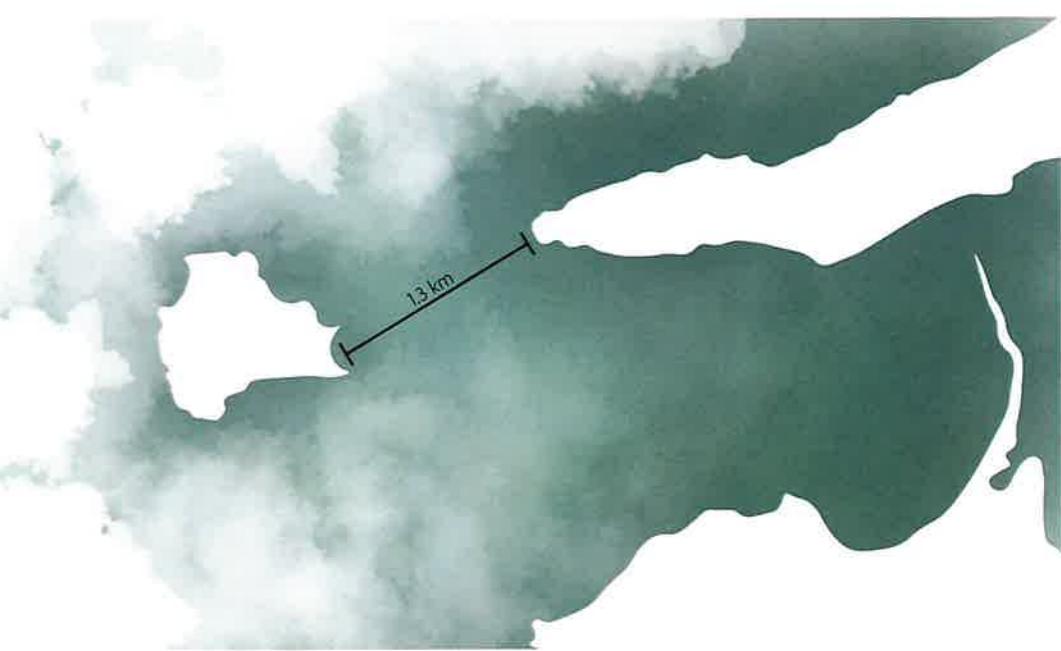
## SITES OF ARCHAEOLOGICAL SIGNIFICANCE



## A BALANCING ACT; HISTORY & NATURE

Motukorea presents a unique opportunity for the future. Motukorea is completely pest free, not even mice find their home on this island. This allows for a variety of endangered (basically verging on the edge of extinction) species, such as Torea Pango (5,000), and Dotterel (2,500) to freely nest on the island without risk of predation.

The island's proximity is key. A short distance from the mainland, shorebirds can freely move to the island to roost after feeding within the estuary. Furthermore Motukorea's location allows it to act as a stepping stone for birds between the Mainland and the gulf islands such as Rangitoto. If Motukorea were to be revitalized it could play a significant role in building back Auckland's decrepit natural environment.



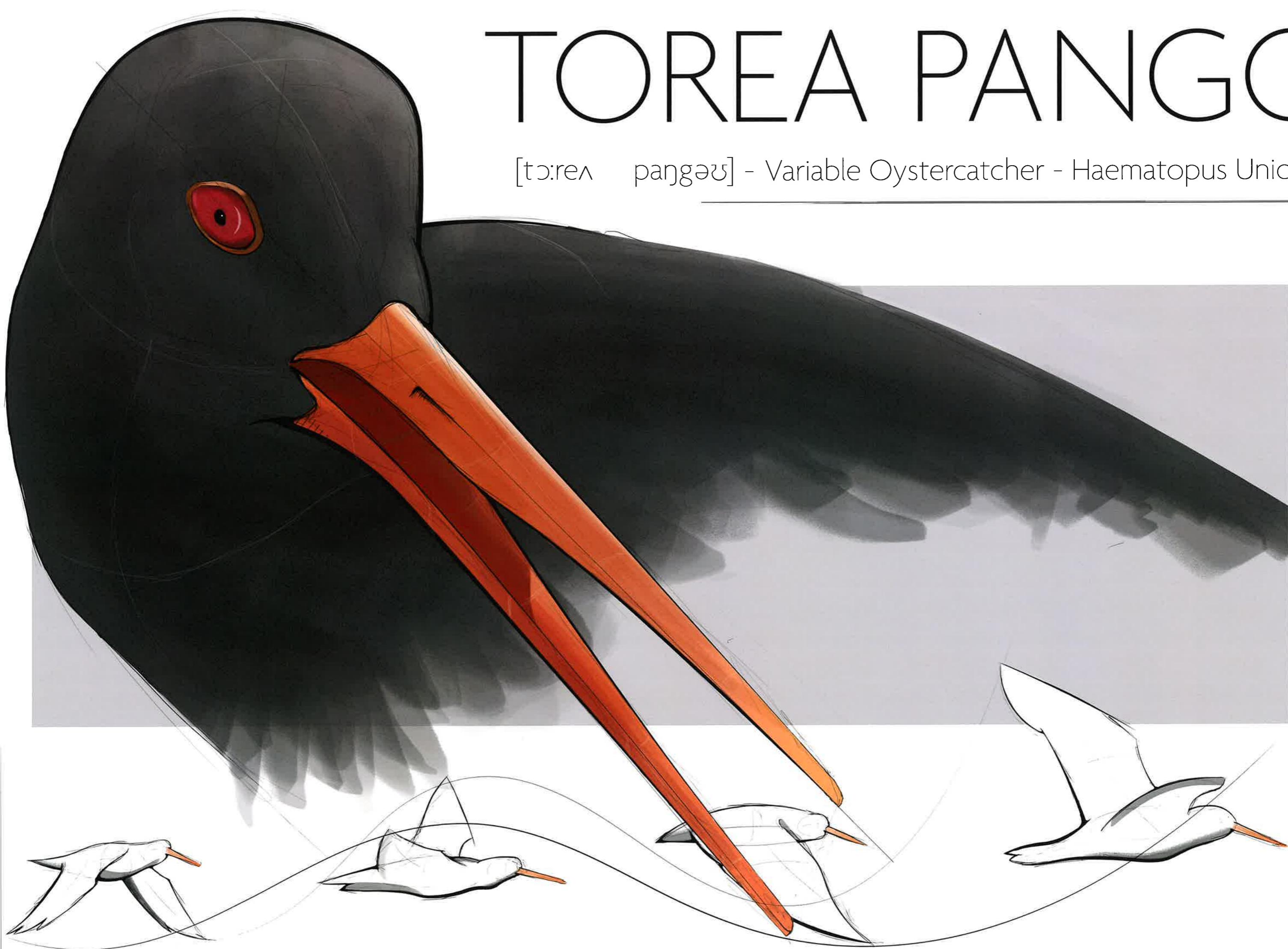
# MOTUKOREA

LITERAL TRANSLATION: ISLAND OF THE OYSTERCATCHER



# TOREA PANGO

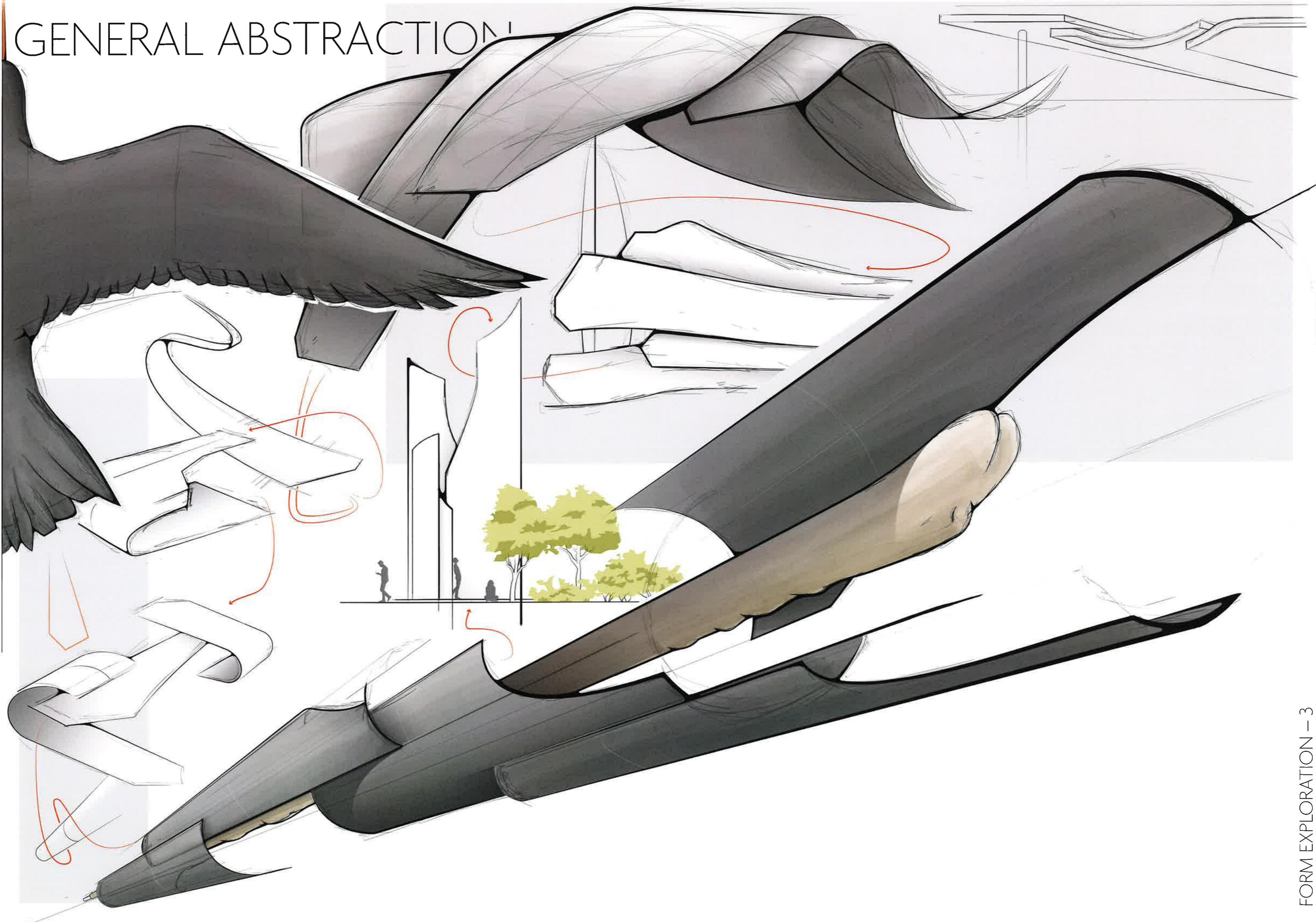
[tɔ:reʌ pango] - Variable Oystercatcher - *Haematopus unicolor*

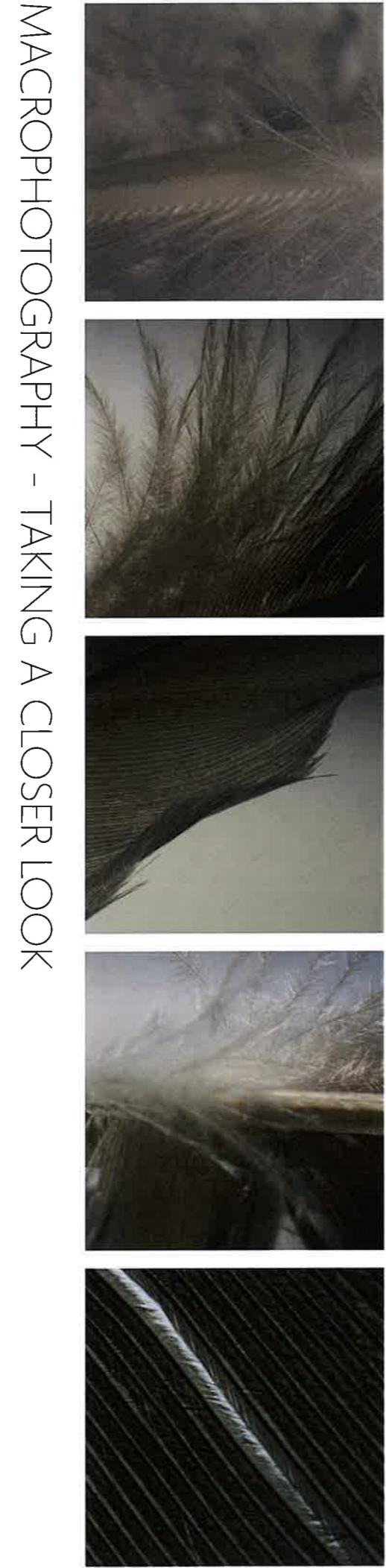
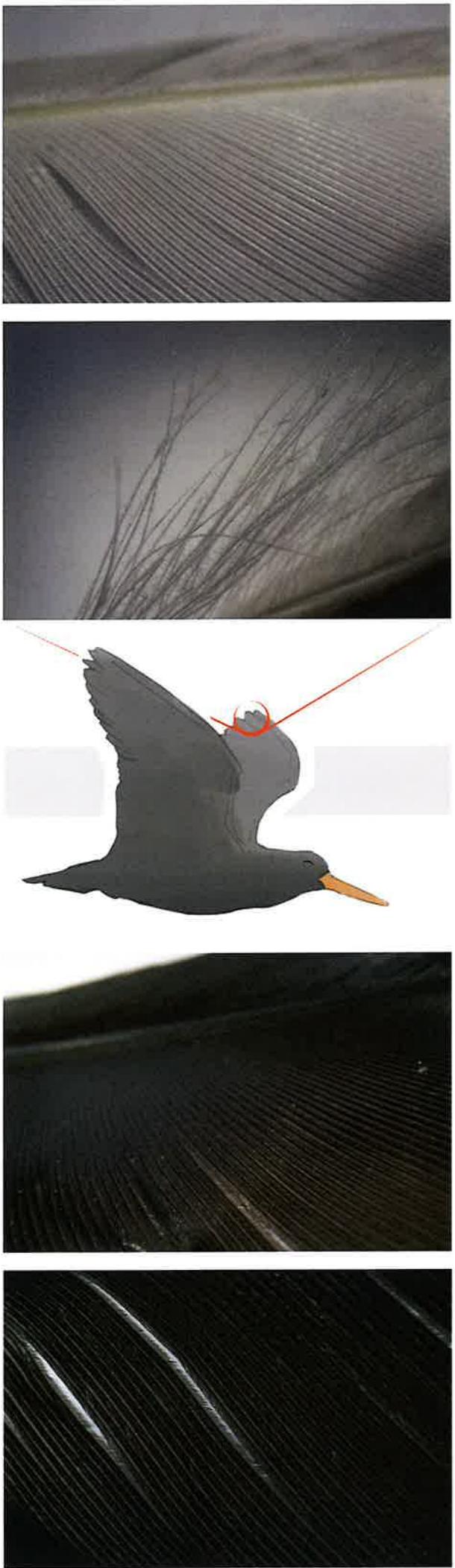


# IDENTIFYING FORMS



# GENERAL ABSTRACTION





## MACROPHOTOGRAPHY - TAKING A CLOSER LOOK



# UNDERGROUND?

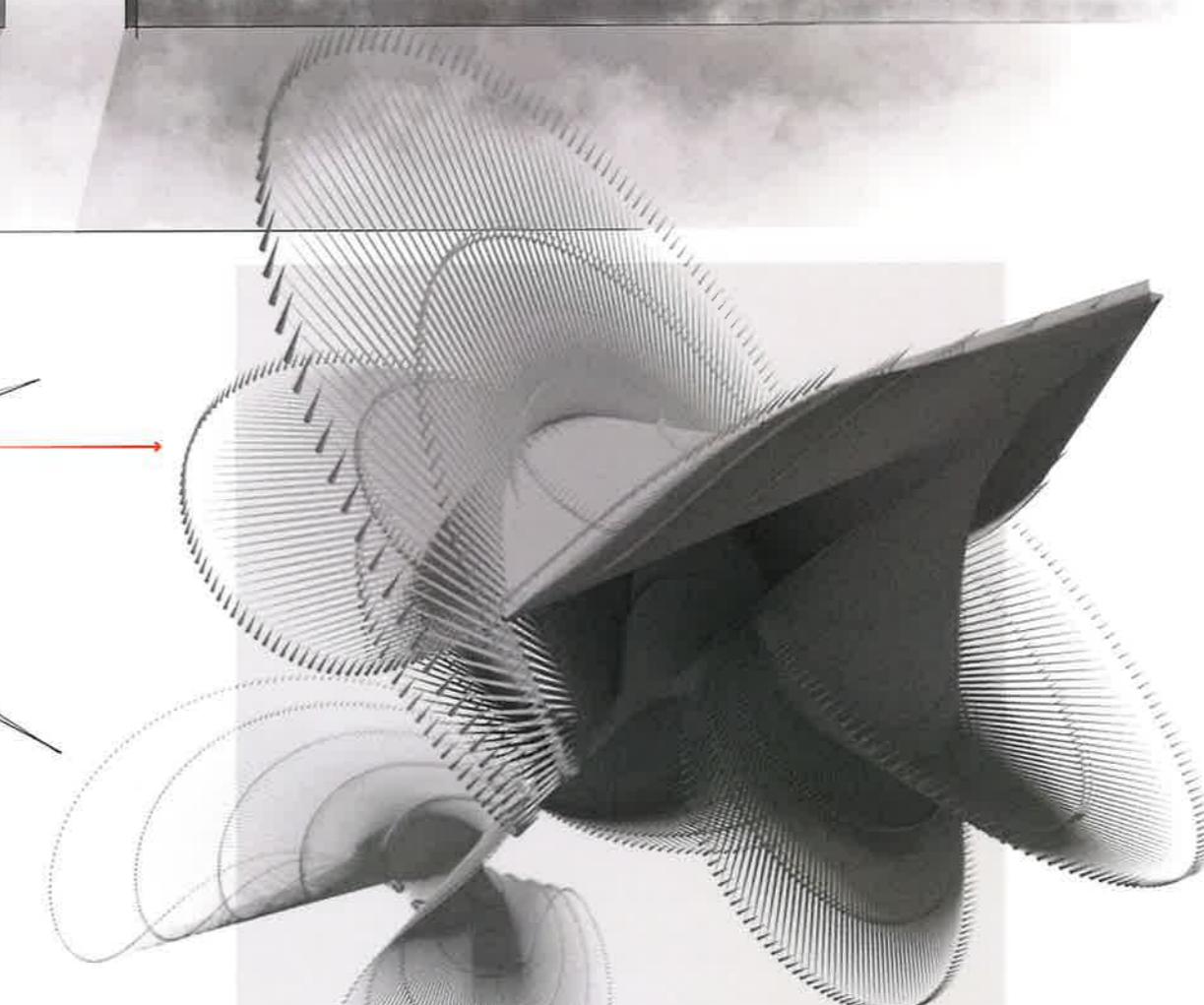
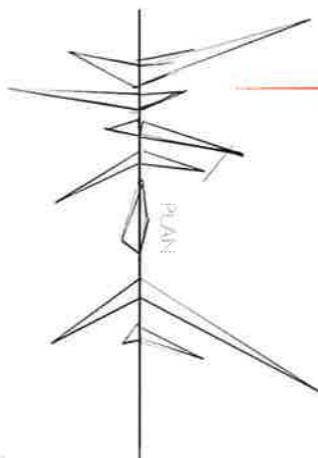
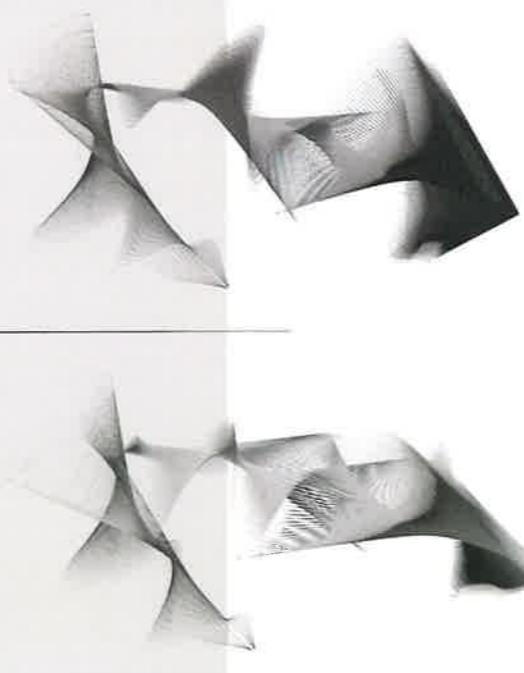
CONVERTING TO A PATTERN

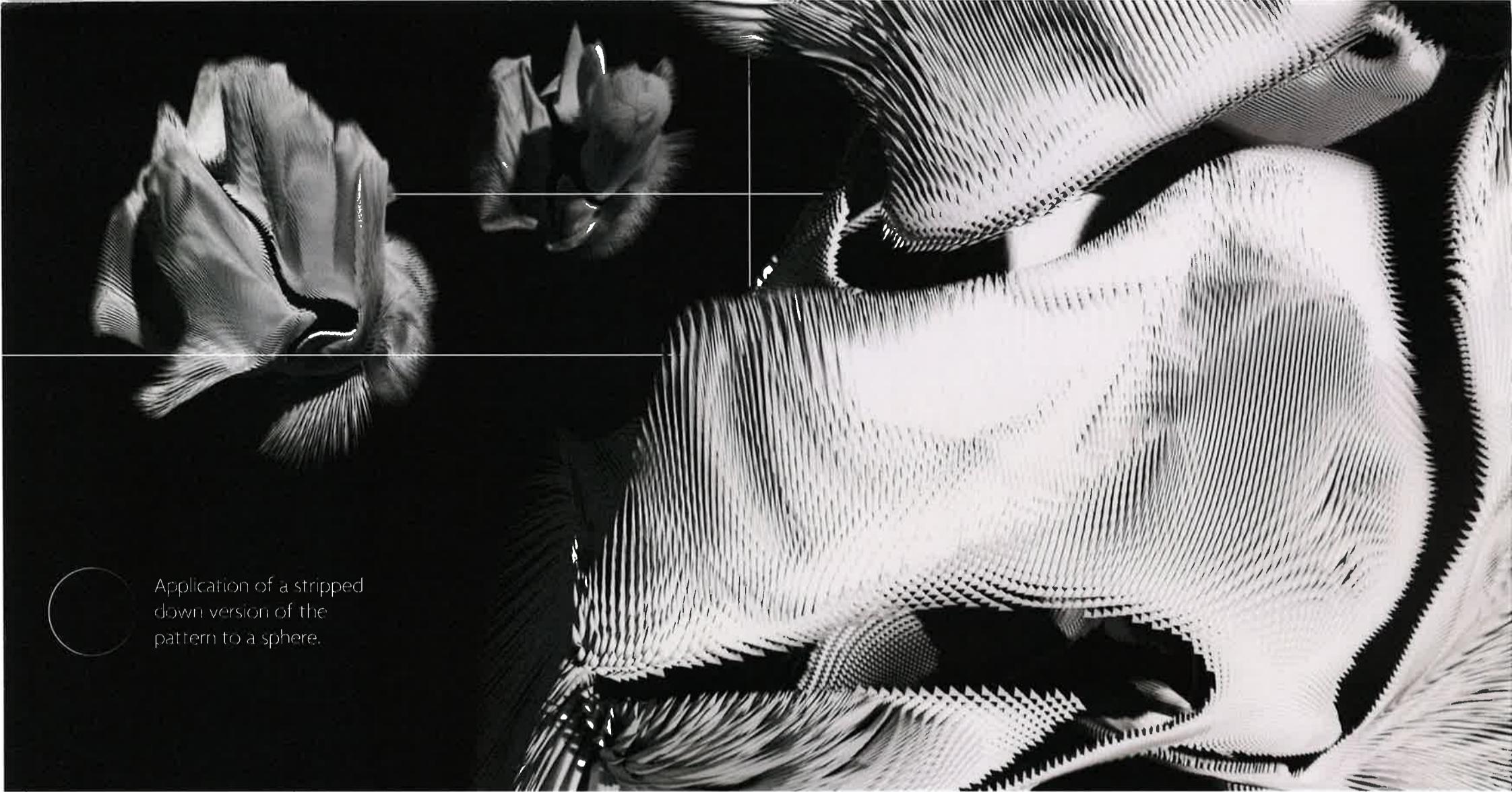
BASIC FEATHER STRUCTURE

I Used CAD to define this rough pattern mathematically. I then applied this pattern to paths to generate forms.

SINE WAVE

EXTENDING PATH LENGTH





Application of a stripped down version of the pattern to a sphere.

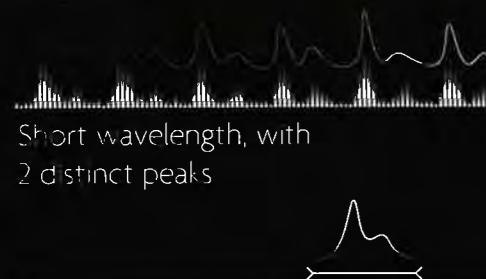
## SCALE

At what point does the size become imposing?

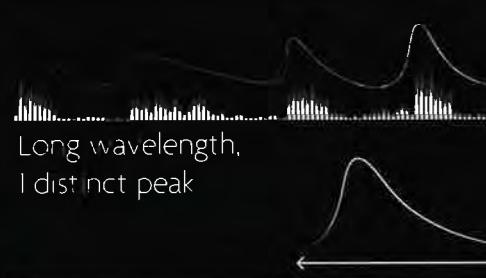




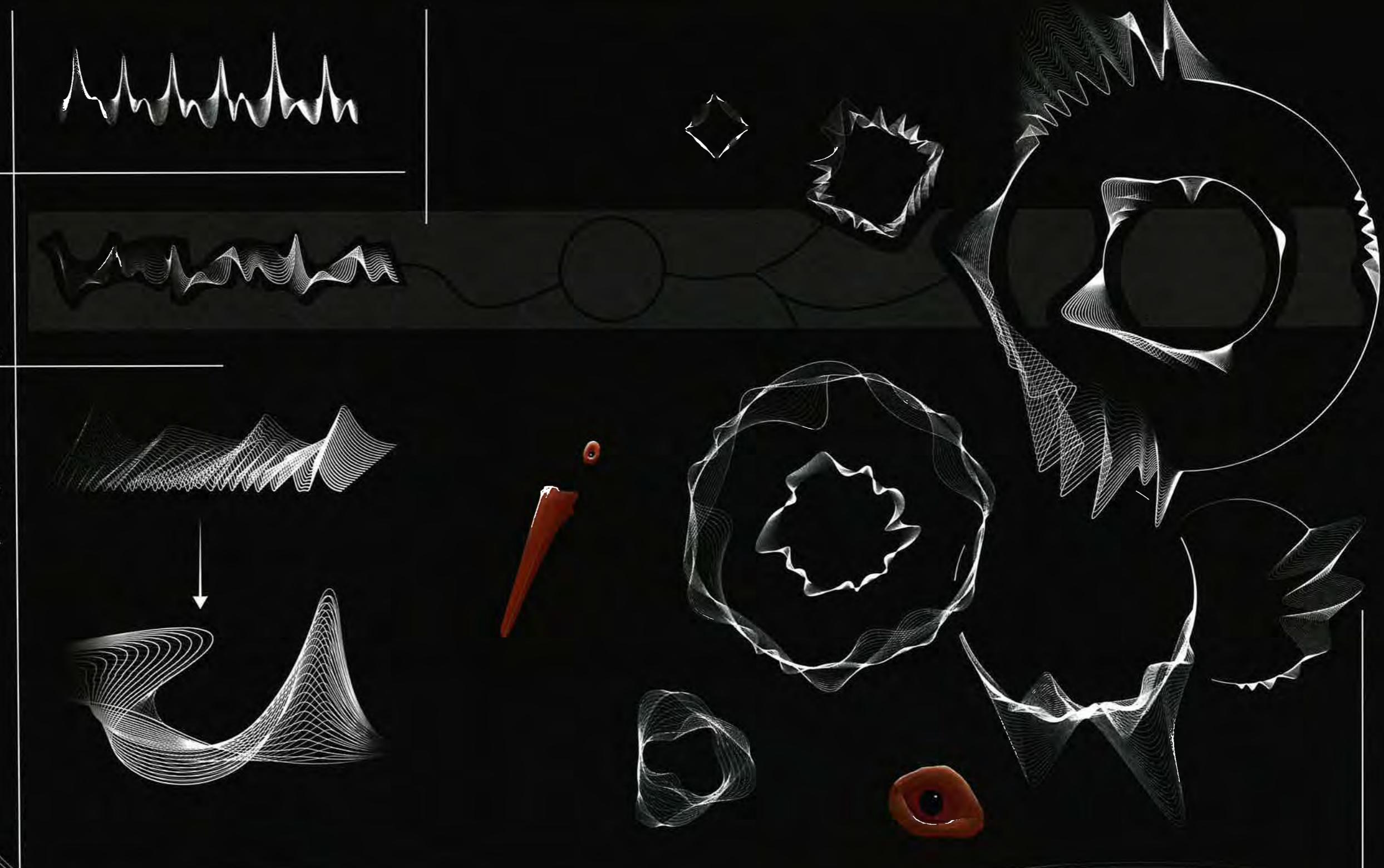
### DISTRESS CALL

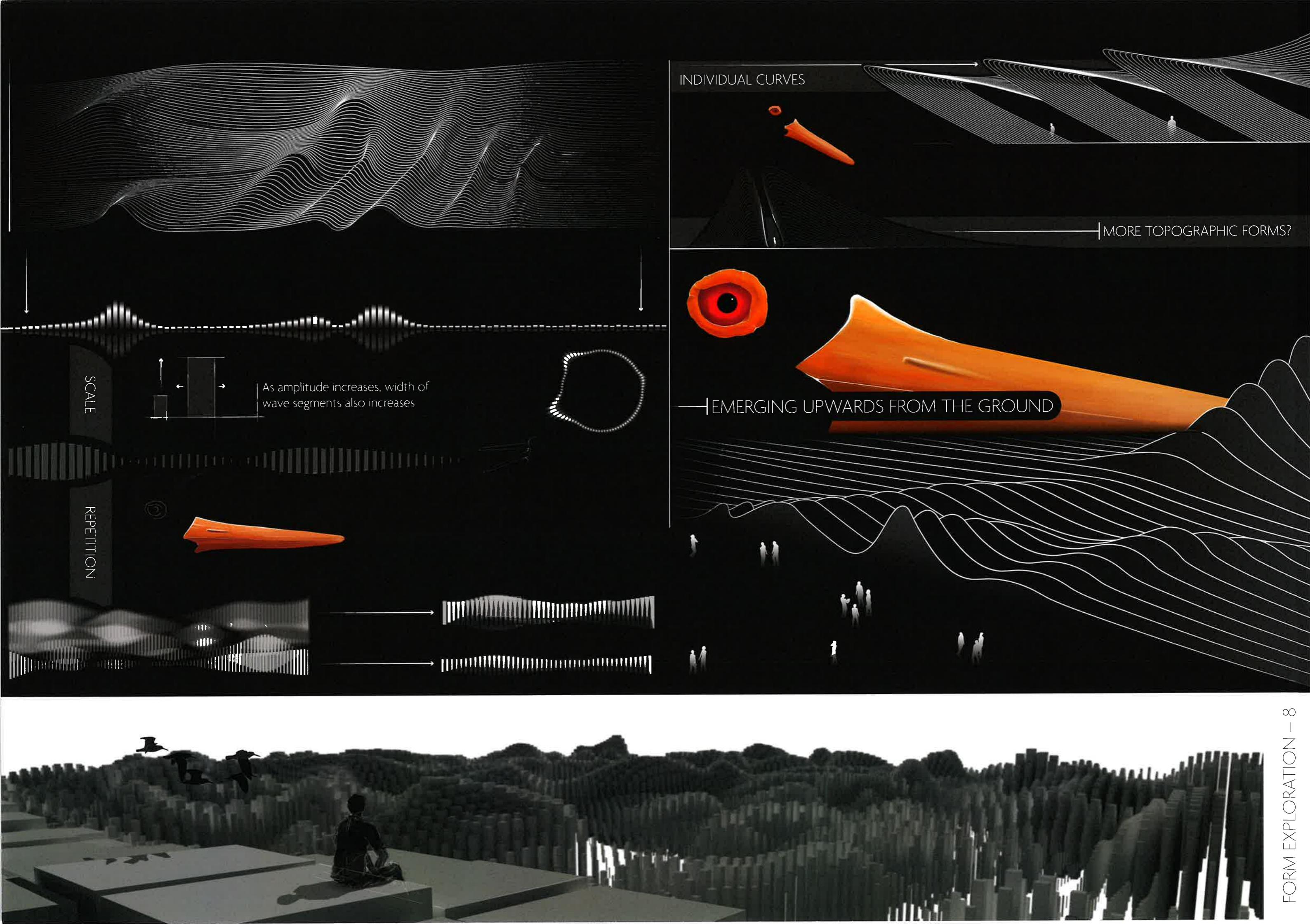


### CONTACT CALL



### TERRITORIAL CALL

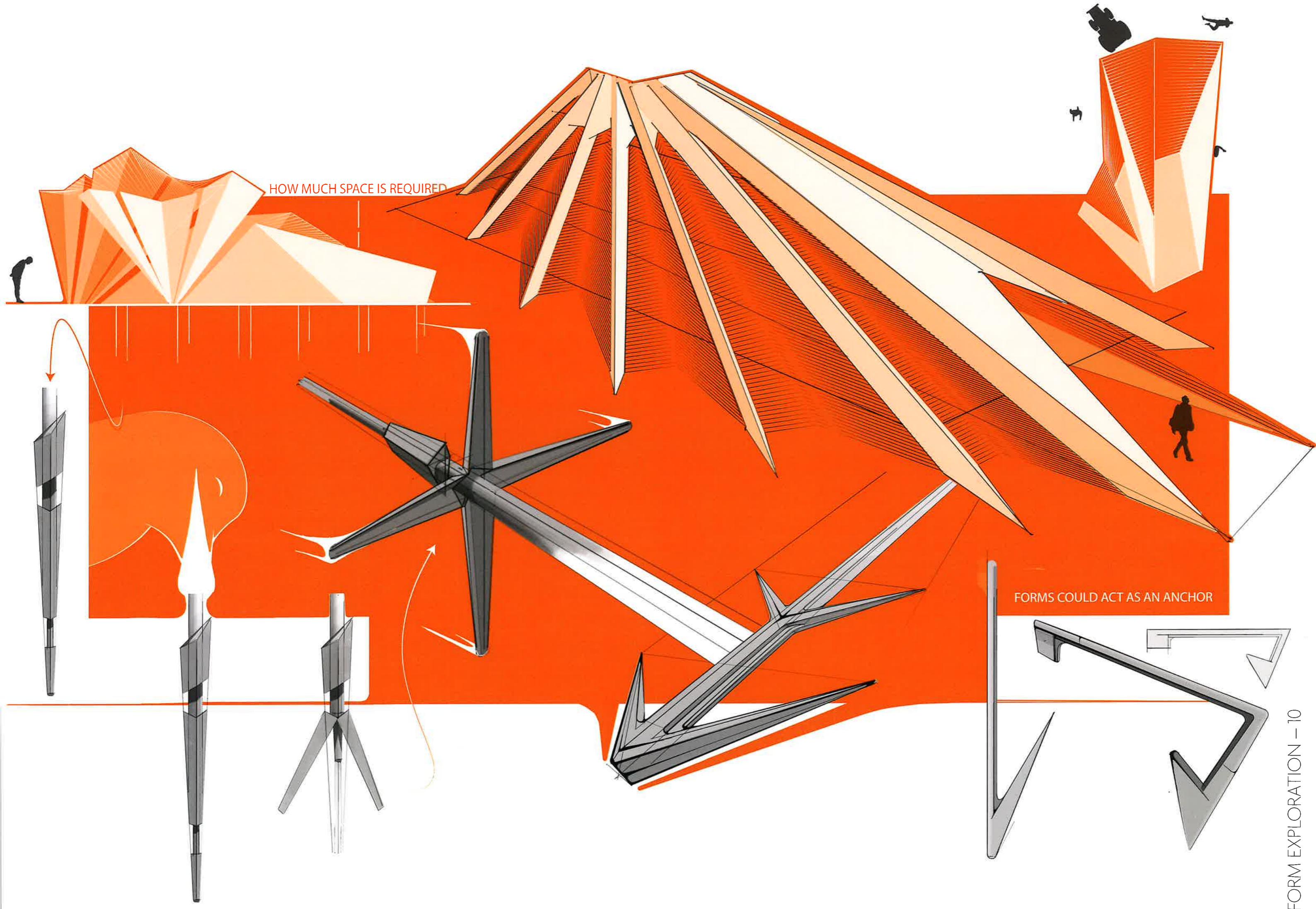




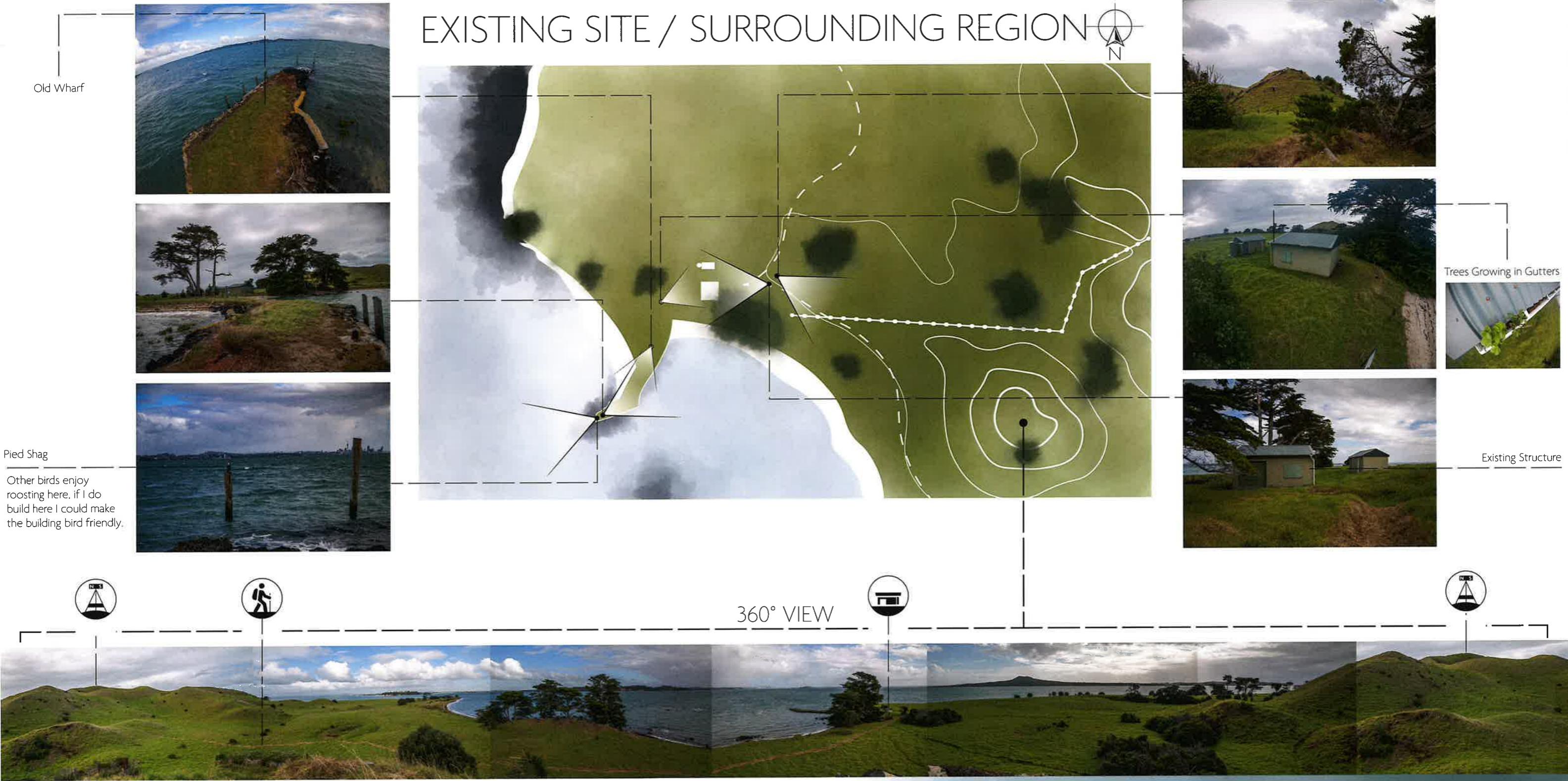


© 2006  
John Gould





# EXISTING SITE / SURROUNDING REGION



Motukorea is a deceptively complex location. My design needs to consider all aspects of this island to be successful.

The idea is to fully rehabilitate Motukorea's natural environment. The existing structure does not allow for this due to lack of facilities, size and other factors. But what would a new structure need to incorporate?

Multiple iwi have expressed tangata whenua interests in the island.

The unvegetated landscape allows for geological and archaeological features to be clearly visible and accessible. The shallow roots of grass that covers the island allows for archaeological/historical sites to be undisturbed. Due to this, in the past some aucklanders have protested earlier

re-vegetation proposals. A new structure would need to ensure that these perspectives are respected, by minimizing impact with the island.

Re-vegetation of the island, with its complex terrain, and hefty volume of grass/weeds would require a fair amount of equipment and people. But what types of spaces would actually be required, and practical, for the structure to include?

Furthermore, should the island cater to tourists? A re-vegetated landscape would likely bring in nature tourism, similar to that of other islands in the gulf such as Rangitoto. A new structure would therefore be likely to receive a fair bit of public attention, and may need to cater to tourists.

## KEY QUESTIONS

- 1: HOW CAN VISUAL AND PHYSICAL IMPACT BE BALANCED?
- 2: HOW CAN FORM AND FUNCTION BE INCORPORATED?
- 3: HOW CAN THE SITES CULTURAL HISTORY BE RESPECTED?
- 4: HOW CAN TOURISM AND REHABILITATION BE BALANCED?



**A PRACTICAL SOLUTION**

**SKYLIGHT?**

**BUILDING USAGE**

**CENTRAL NURSERY**

Native plants could be grown/stored inside the shelter of the building to be planted on the island.

**PHYSICAL IMPACT**

Due to the building's size it could be placed in a location with minimal impact on the cultural/historic significance of the island.

**VISUAL IMPACT**

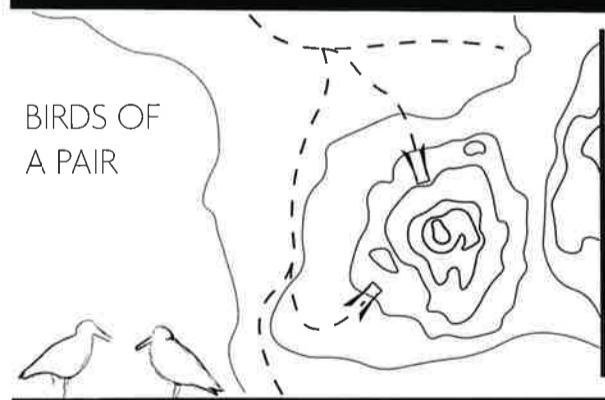
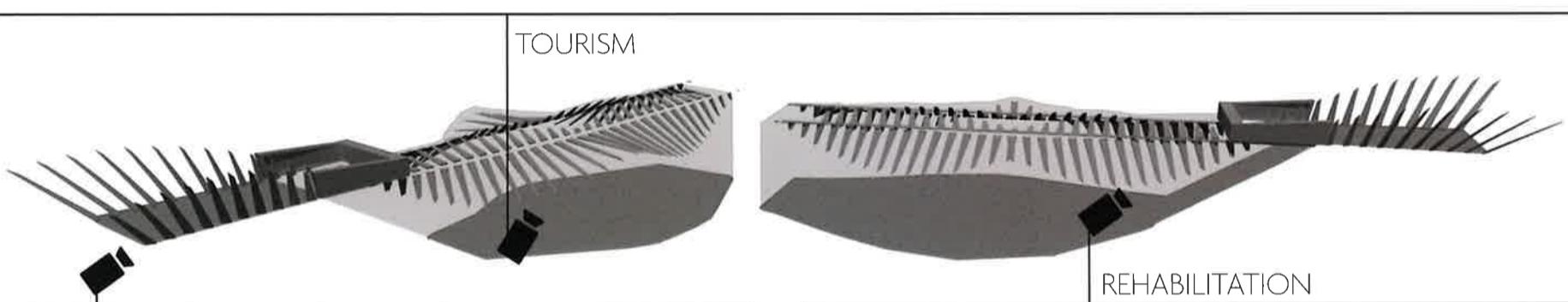
However the structure could come across as a stain on the land, it is not of the land.

**MOIUKOU**

**CONCEPT - 1**



PERSPECTIVE



#### LIGHT POLLUTION

Although Auckland's region is heavily light polluted, having exterior lights might pollute Motukoreia's land further.

Exterior light does have the benefit of drawing people in.

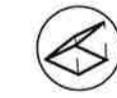


#### PRACTICABILITY

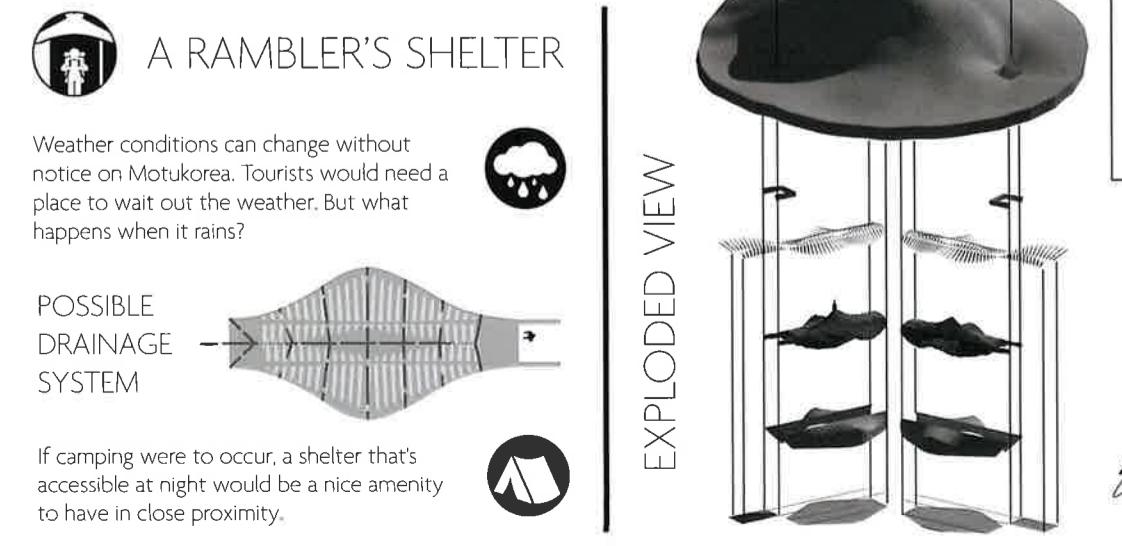
How would the lights be powered?

Is an underground site practical for the islands rehabilitation?

How large would the entrance need to be for machinery?



A hatch could be used to keep the equipment safe.



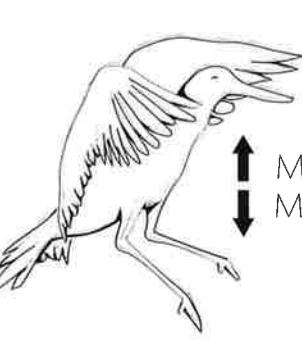
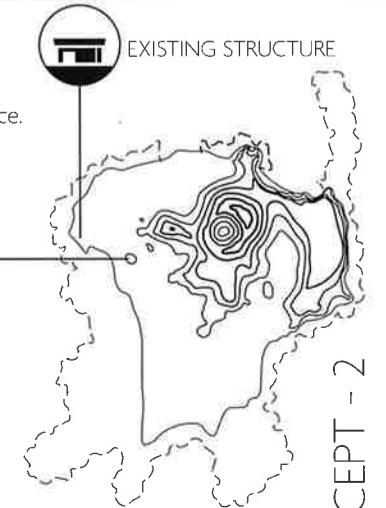
#### ARCHAEOLOGY

The hill that this structure is embedded in has no archaeological significance.

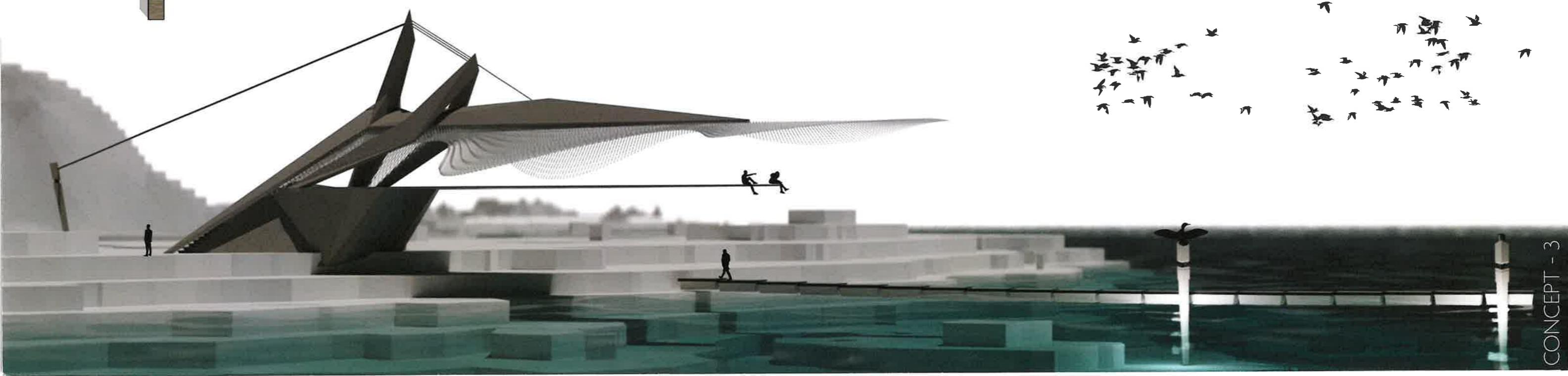
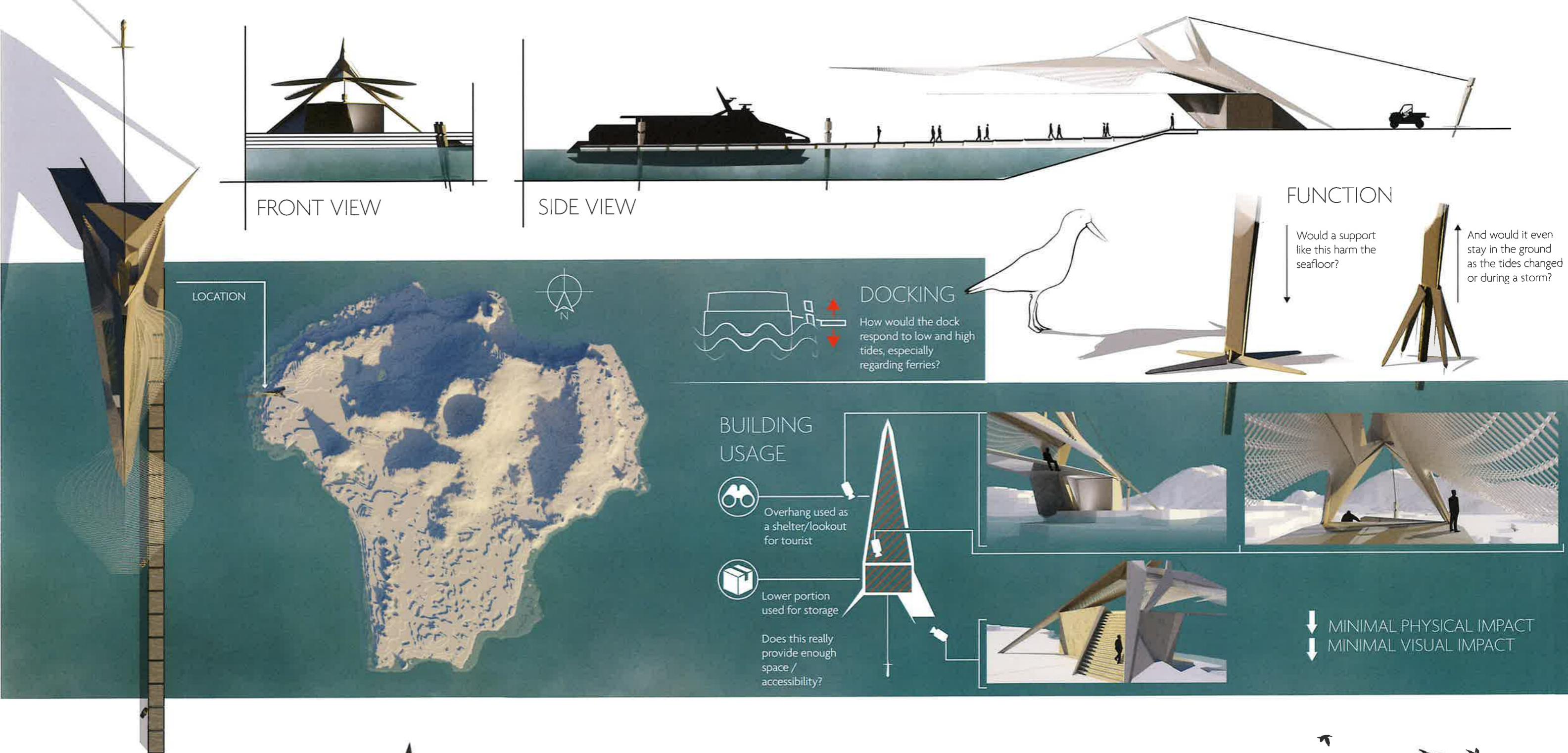
Meaning that the history of the island would be largely undisturbed by this concept.

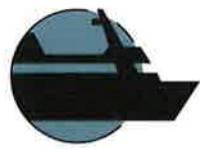
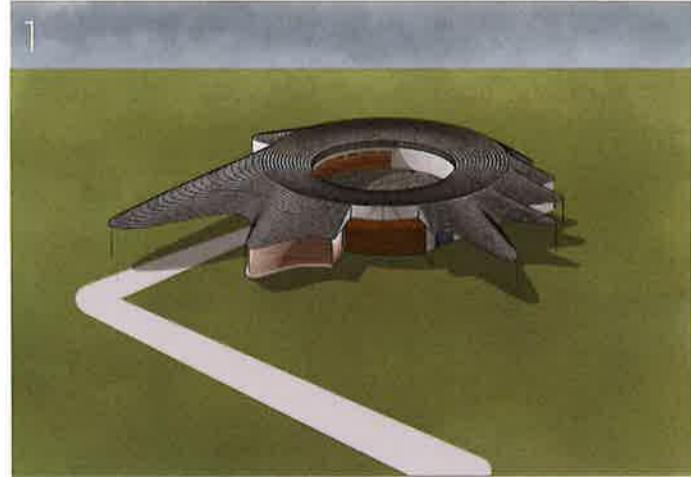
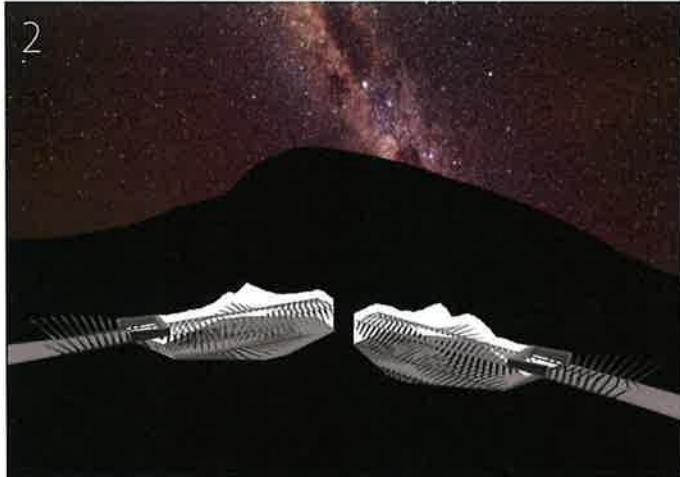


EXISTING STRUCTURE



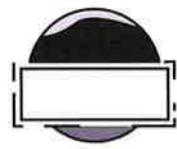
MAXIMUM PHYSICAL IMPACT  
MINIMUM VISUAL IMPACT





### CONCEPT 3 KEY IDEA: ACCESSIBILITY

Incorporating a wharf into my design seems like a natural extension. Accessibility would be needed to the island for construction/tourism, so it makes sense to incorporate a wharf to make the design more cohesive and reduce the impact on the overall island by condensing the footprint.



### CONCEPT 2 KEY IDEA: PERCEPTION

Being underground brings a wealth of benefits to the design. It allows the island to be visually prioritized over the design.

I also feel the forms used in this design provide a cool, near skeletal appearance. I want to incorporate the repetitive feather forms more as I move forwards.



### CONCEPT 1 KEY IDEA: PRACTICALITY

There isn't much about this design form that I enjoy.

However the idea of using a portion of the design as a nursery is definitely a good idea that I want to try and incorporate moving forwards. As well as just the general idea of bringing the flora into the design more.

## ANSWERS TO QUESTIONS

1

### PHYSICAL/VISUAL IMPACT

The best balance between these 2 factors can be found within concept 3, however I feel that this concept could reduce the impact further, possibly by going underground, or even further out to sea.

2

### FORM/FUNCTION

Each concept has its own form, however I feel that concept 2/3 incorporated them the best. I want to further incorporate the more repetitive and natural forms.

3

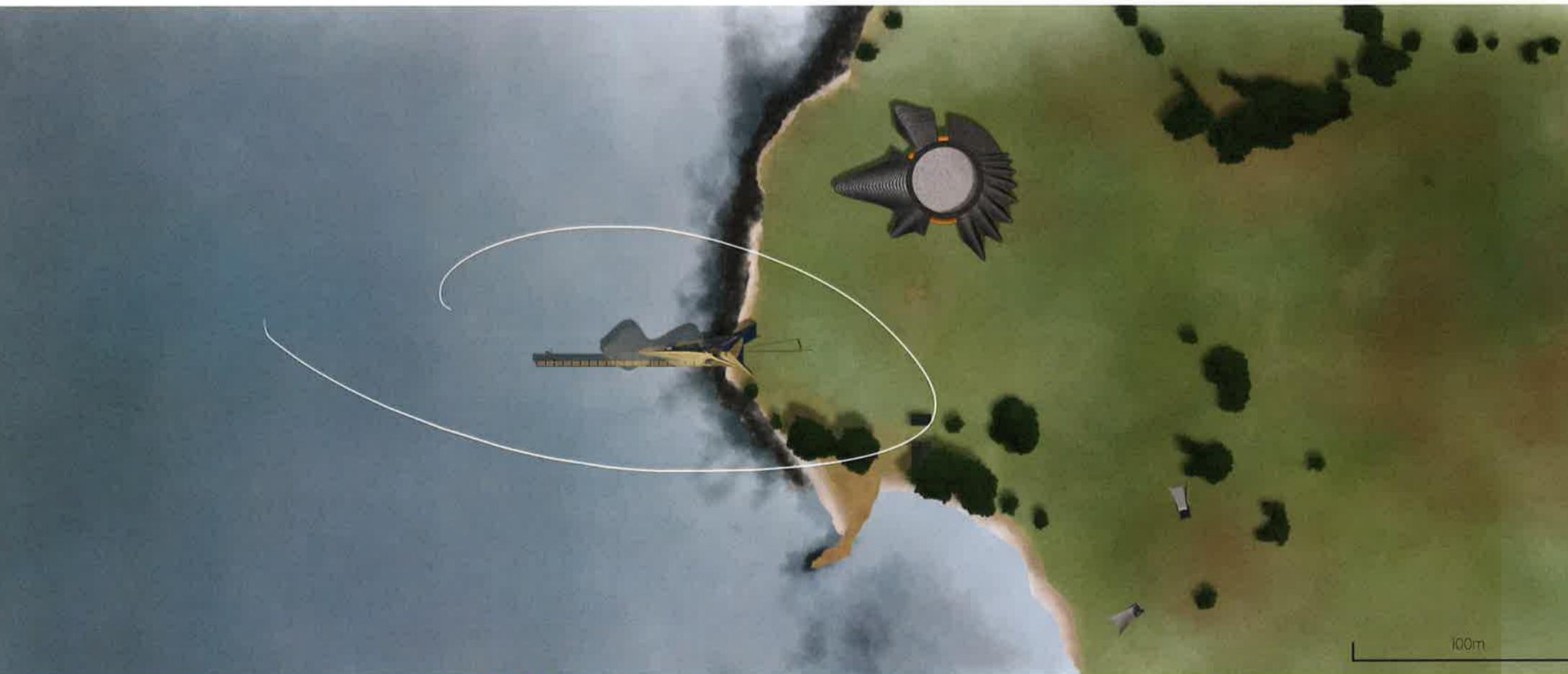
### HISTORY

The best way I have found to respect this history is to simply avoid it, and build around it. However I could try using that history more, and possibly incorporating it into my design. However this may cloud the form of the design.

4

### TOURISM/REHABILITATION

Torea Pango breed in monogamous pairs, and I feel my design could emulate this. By having 2 buildings that form a cohesive pair, and operate as 1 to fulfill their purpose. However this may prove impractical in relation to the site history.



### EXISTING VEGETATION



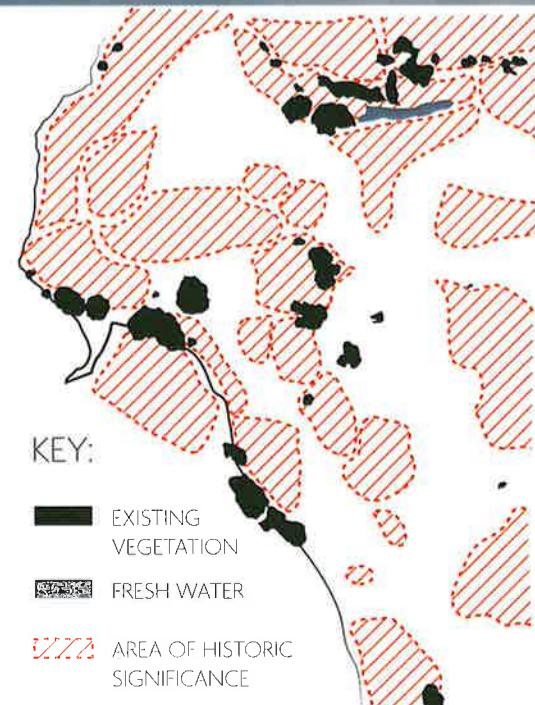
It seems counter productive to harm any existing flora, this would also help preserve the history.

Designing the final structure's footprint with these spaces in mind will be important.

### HISTORY



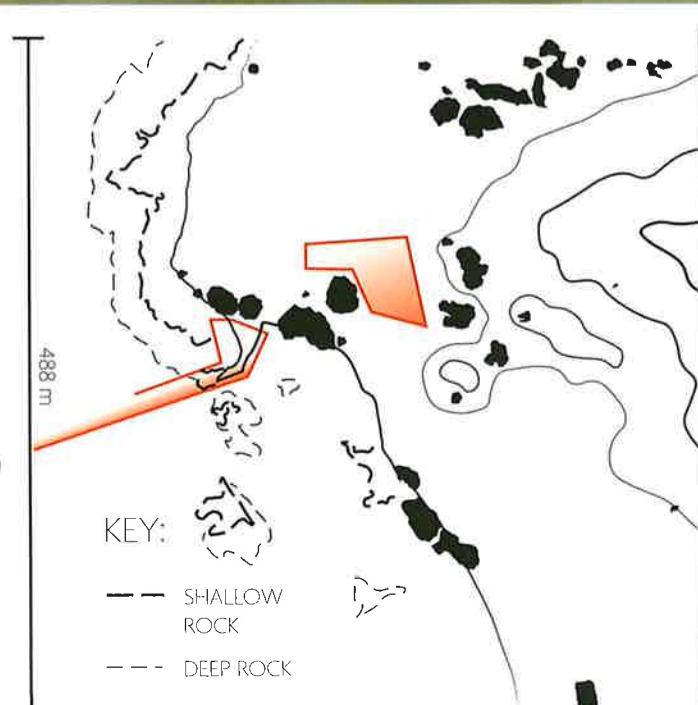
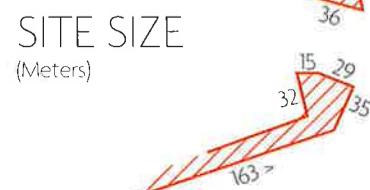
To best respect the history, the building needs to avoid harming it. Therefore the design footprint should avoid impacting any existing site.



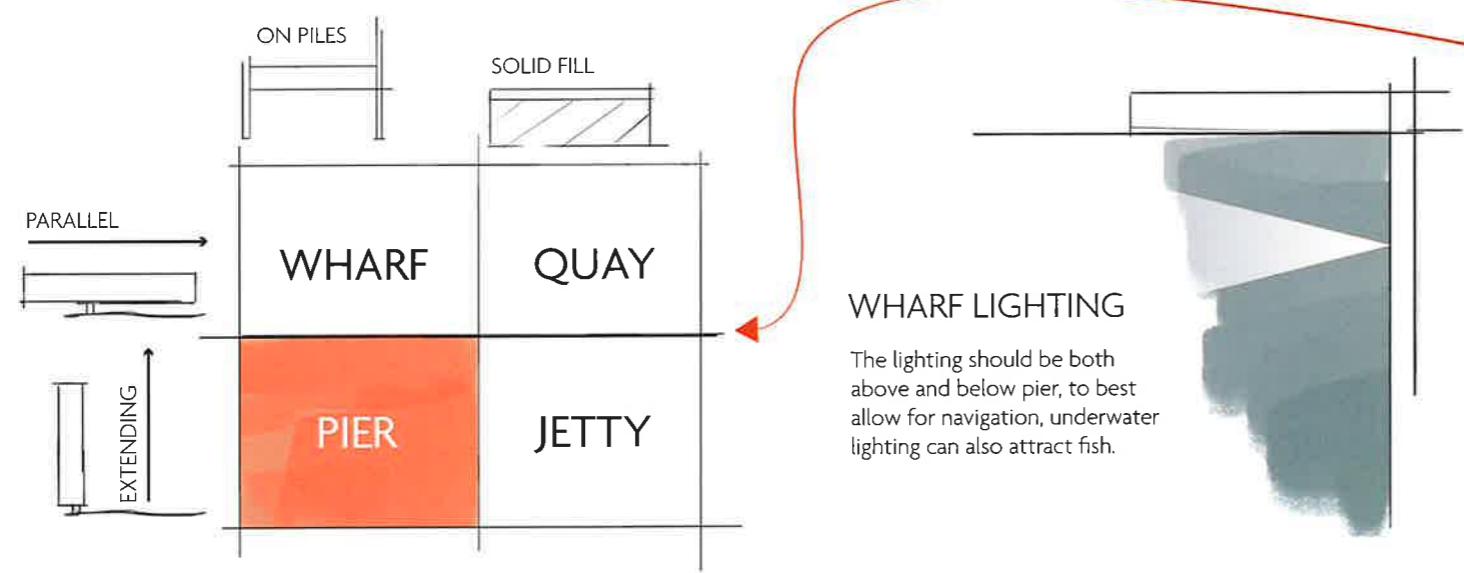
### SITE SCALE



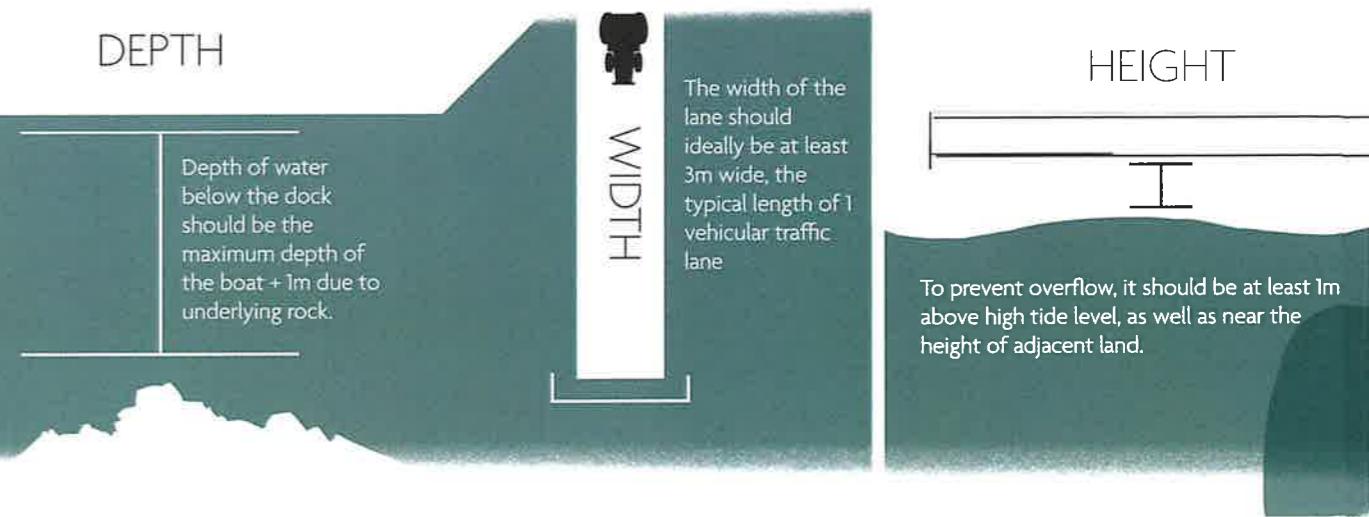
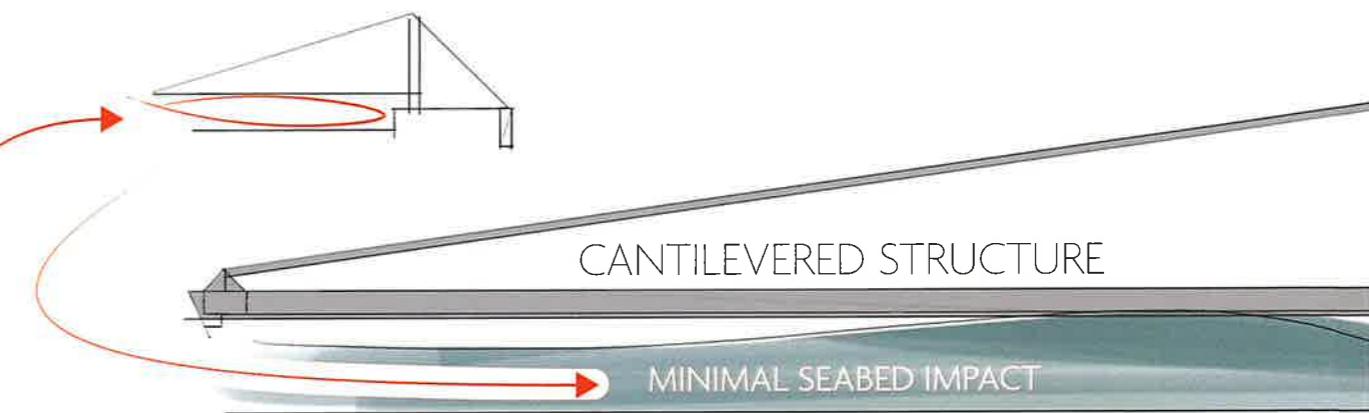
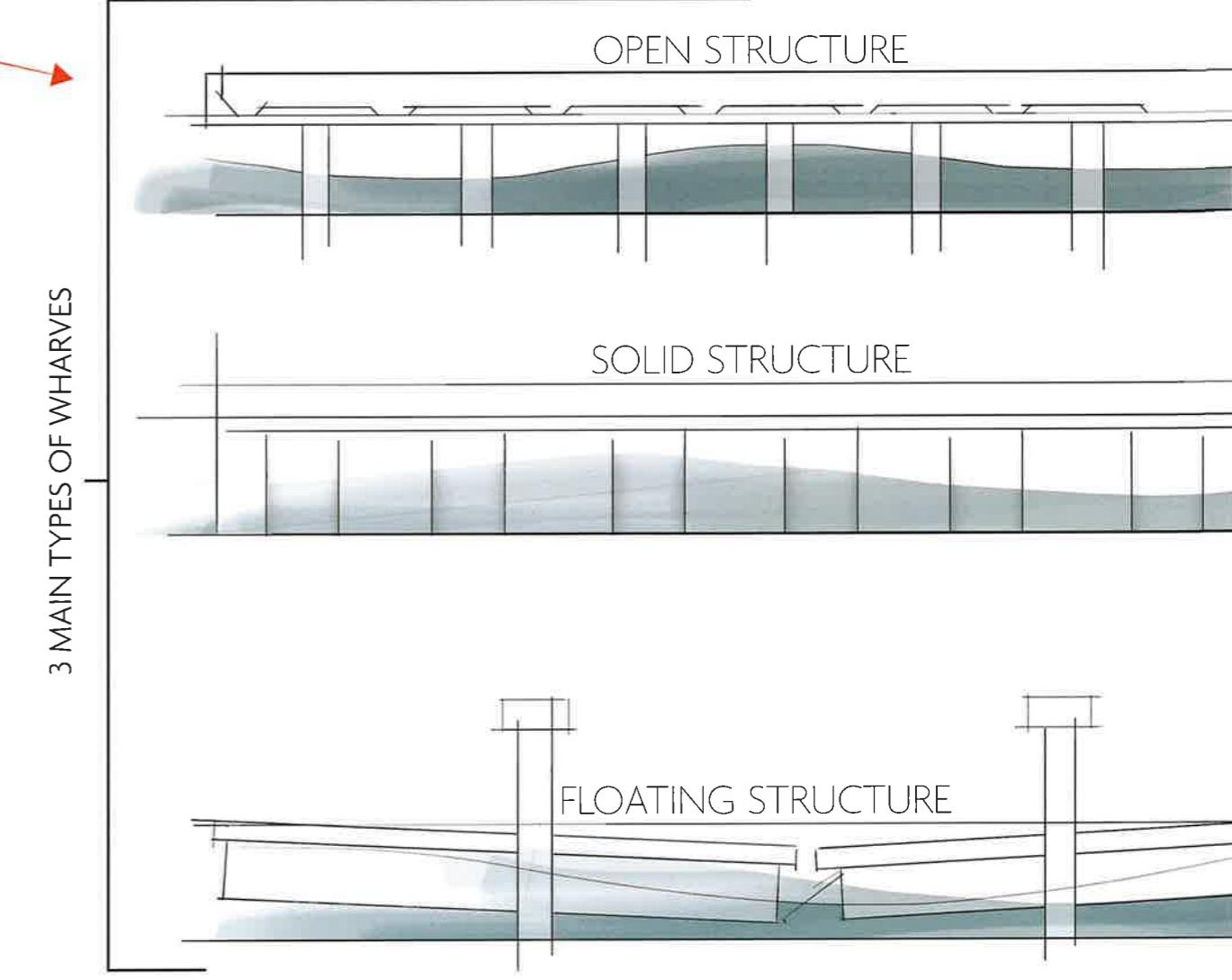
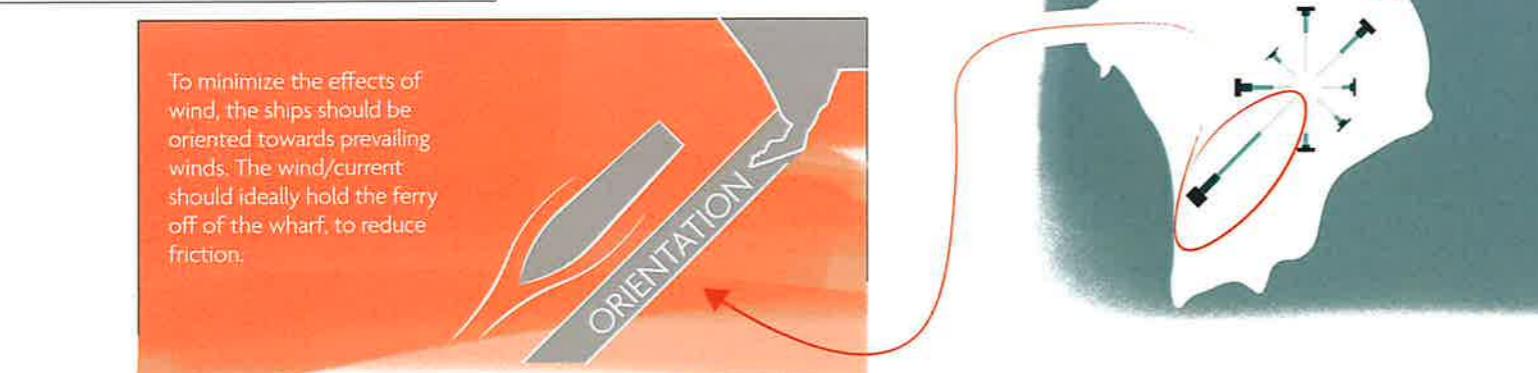
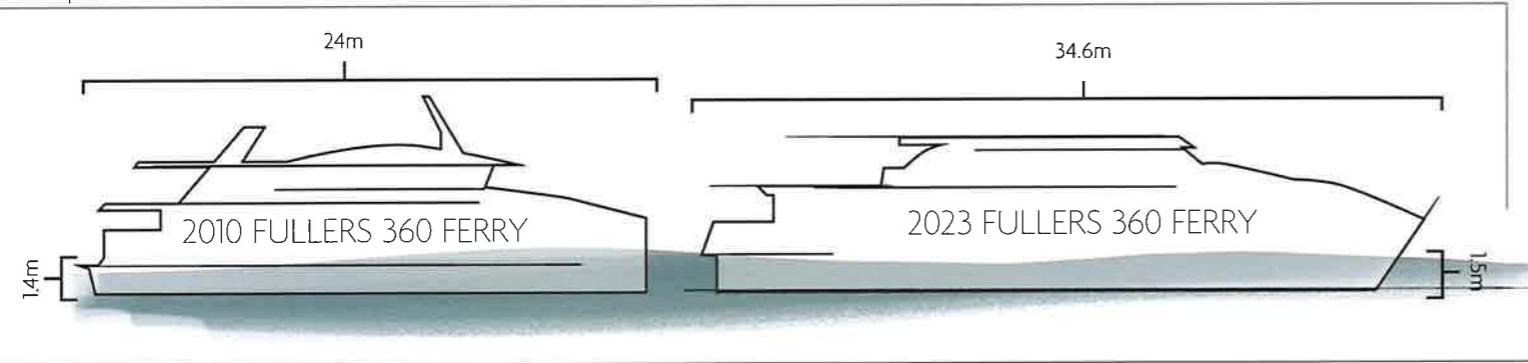
With these considerations in mind, this is the largest and least impactful footprint that my building could occupy. Although this is the largest space, the structure will likely be far smaller to comfortably fit.

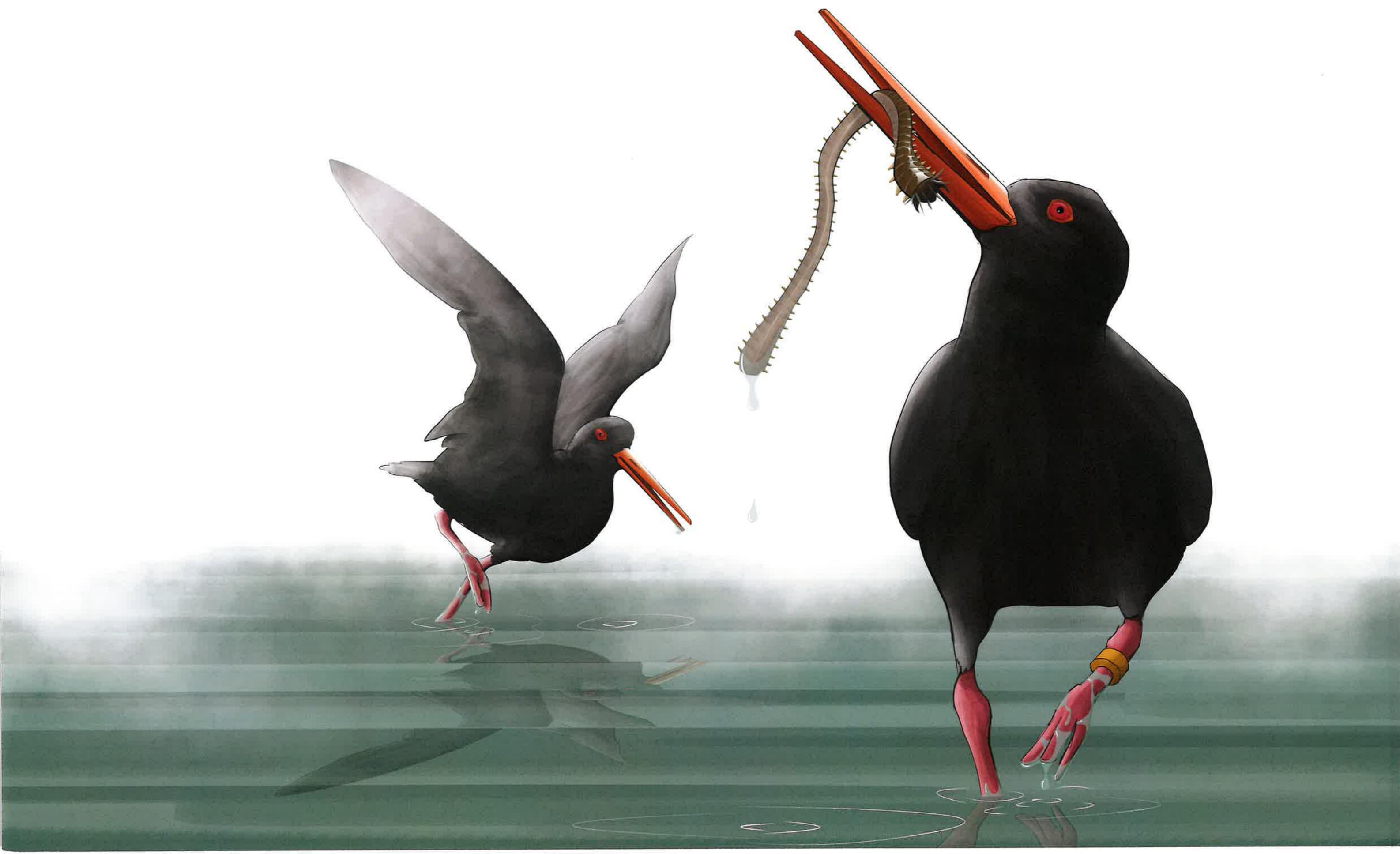


# BASIC WHARF FUNCTION RESEARCH

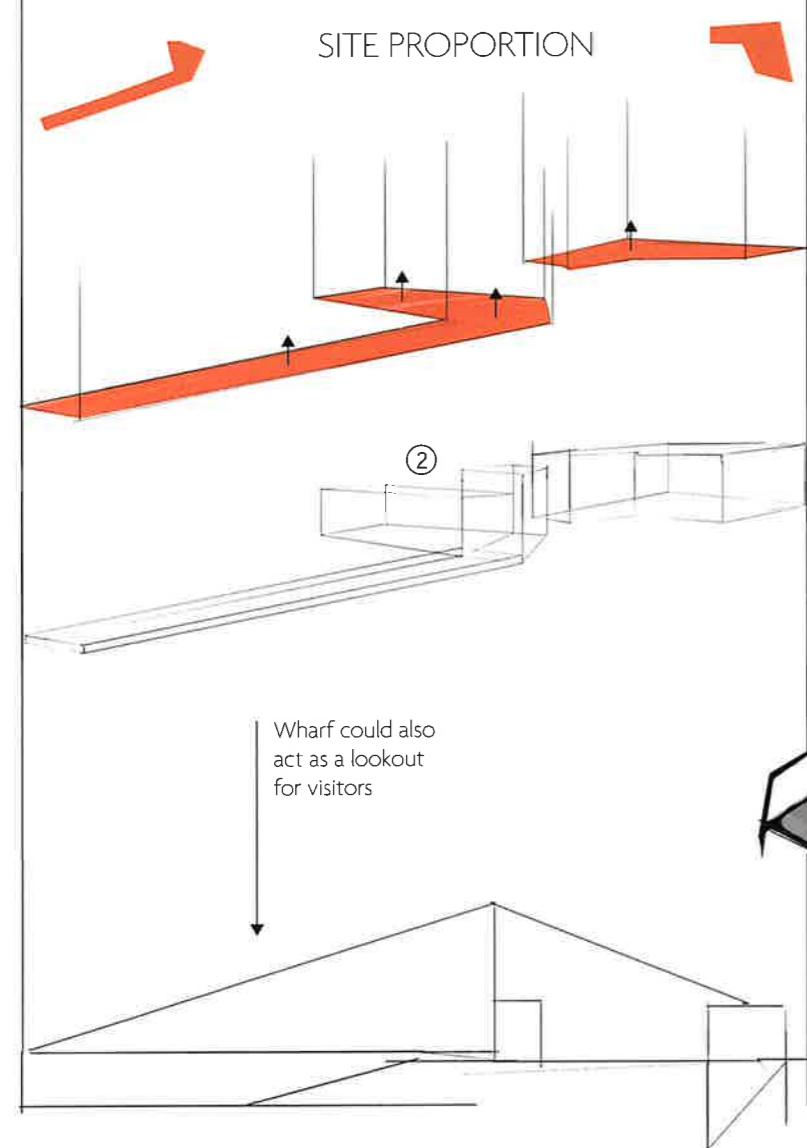


Fullers operates the ferries within the Hauraki Gulf

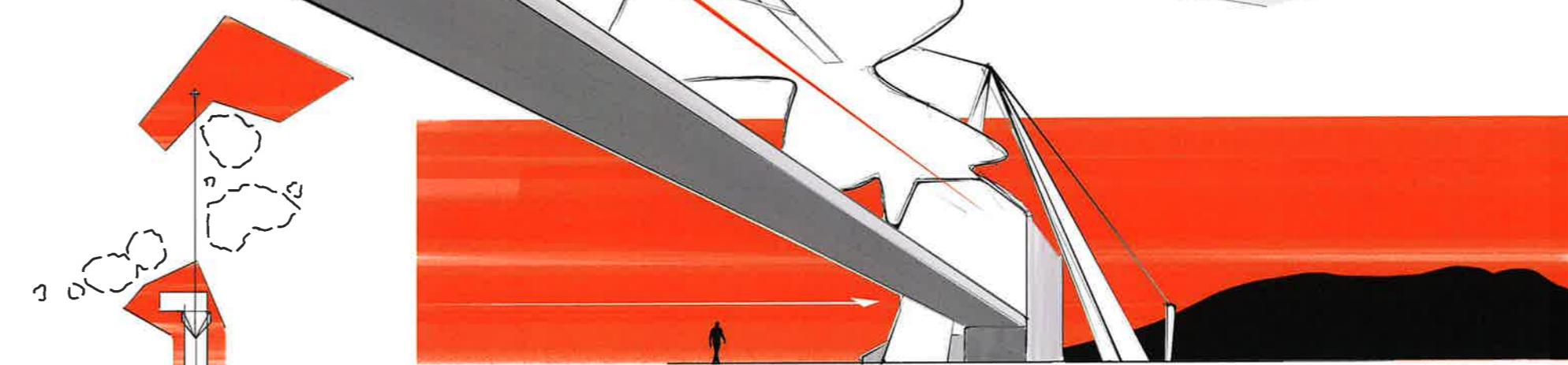
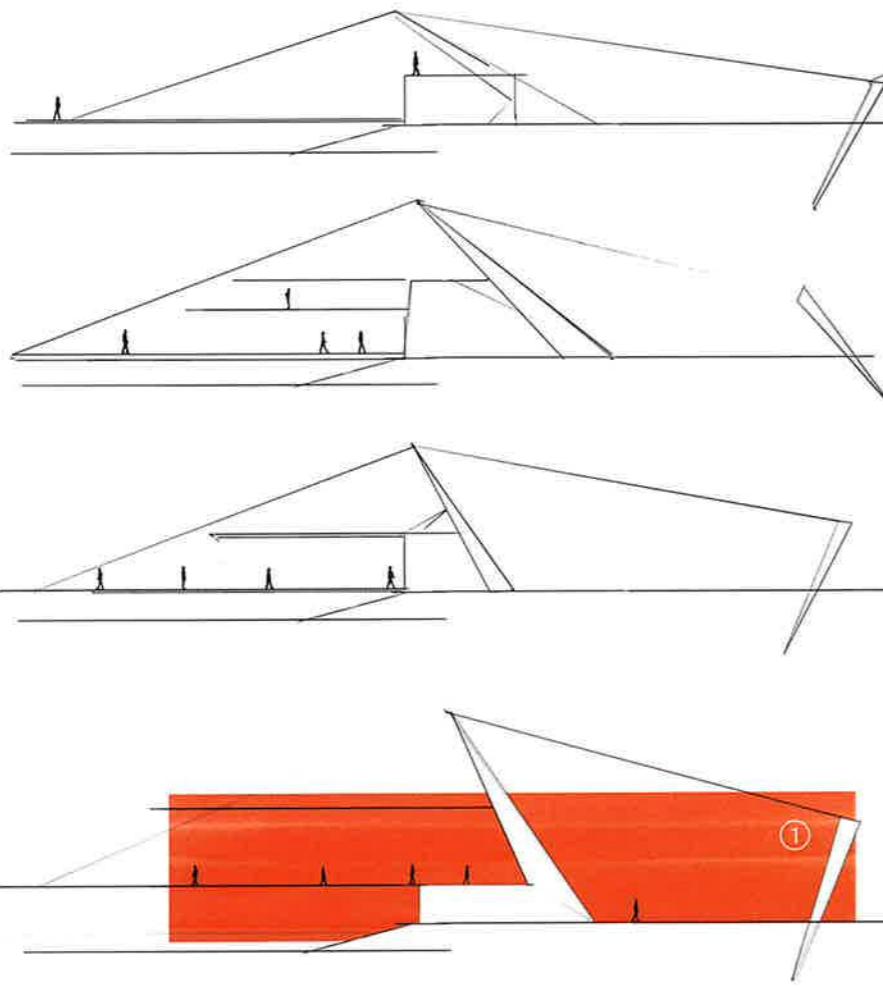
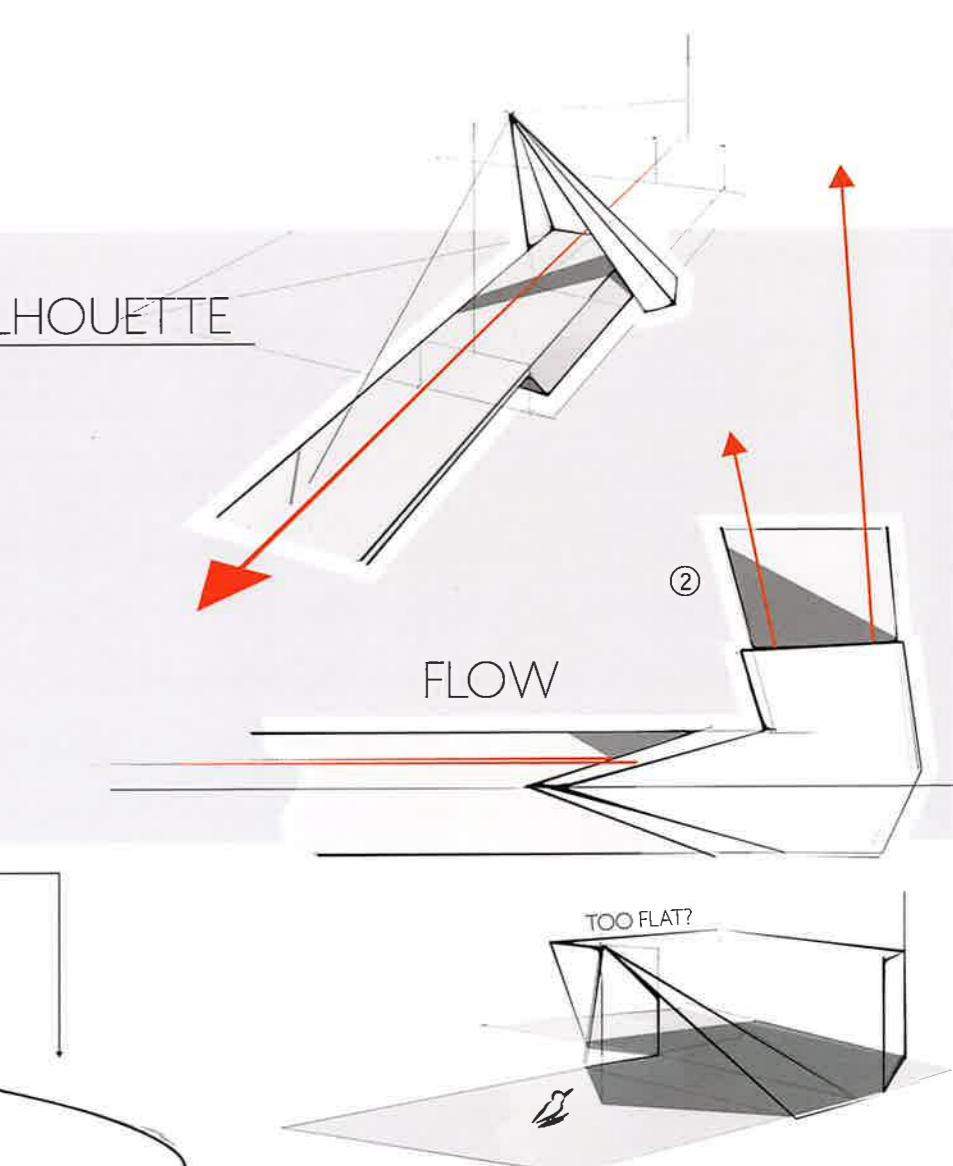




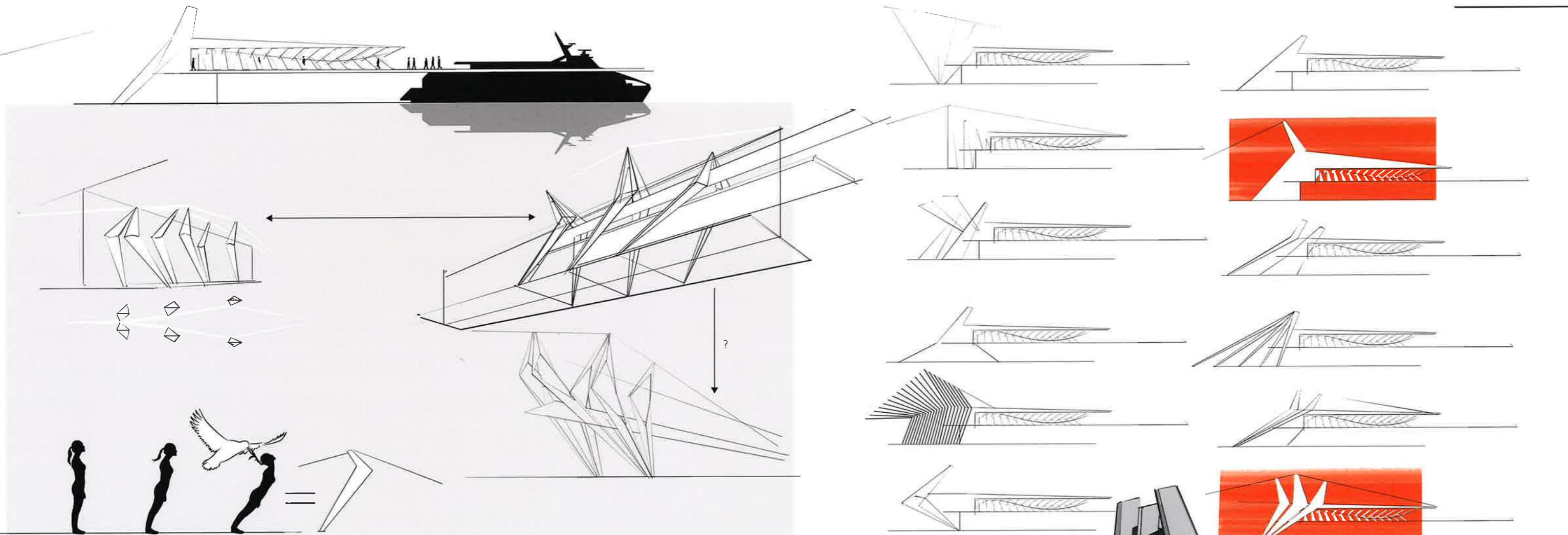
## SITE PROPORTION



## SILHOUETTE







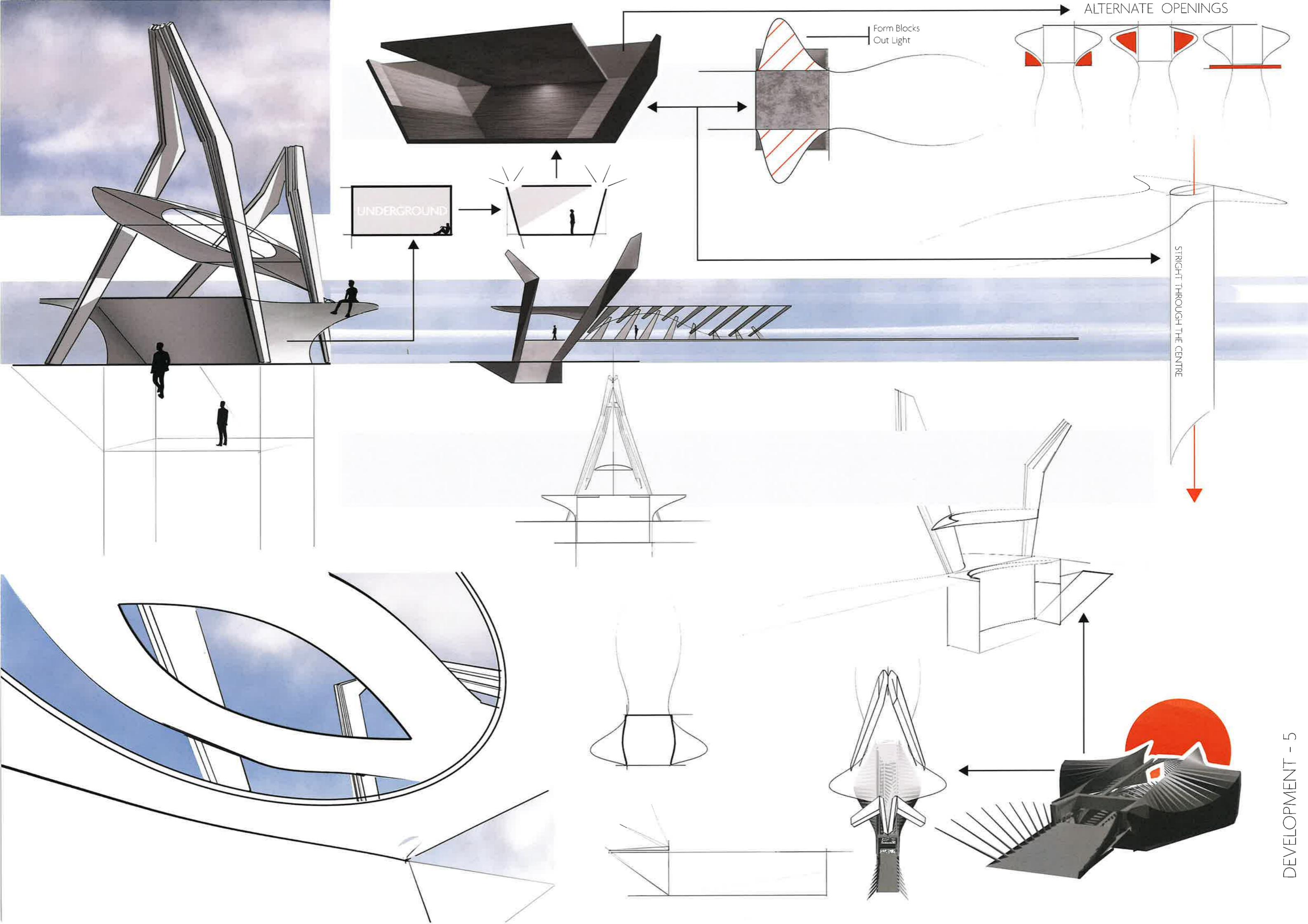
\* I know its a wierd way to think about the form,  
but its how I conveyed the idea to others

BLANCE IS  
BORING

Why does its look...  
like a child made it?



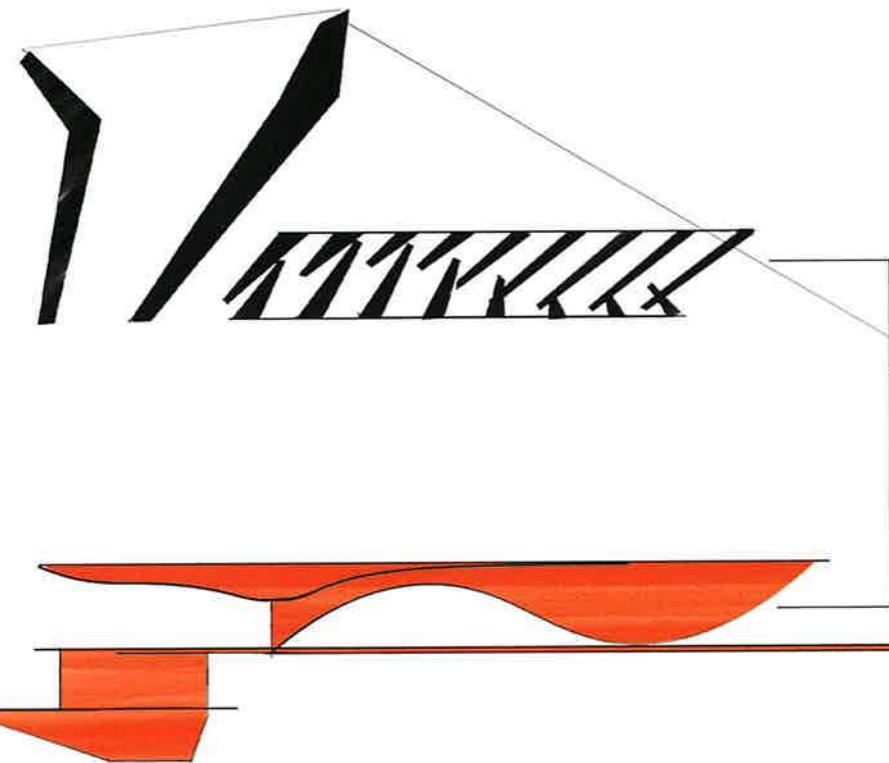




# I LIKE IT, BUT I DON'T LOVE IT



## PROBLEMS



I feel like the design is too disjointed. It has 2 main elements but they don't really interact.

Furthermore the form has largely lost its movement. It also doesn't look as organic as a building designed after a bird should look.



## ORGANIC DESIGN

*"No house should ever be on a hill or on anything, it should be of the hill."*

## OF MOTUKOREA

Frank Lloyd Wright's idea of organic design differs from what I've used so far during this project. Instead of imitating the natural world, he believed that we should fit in with the natural world; the site, and our structure should benefit from their interaction.



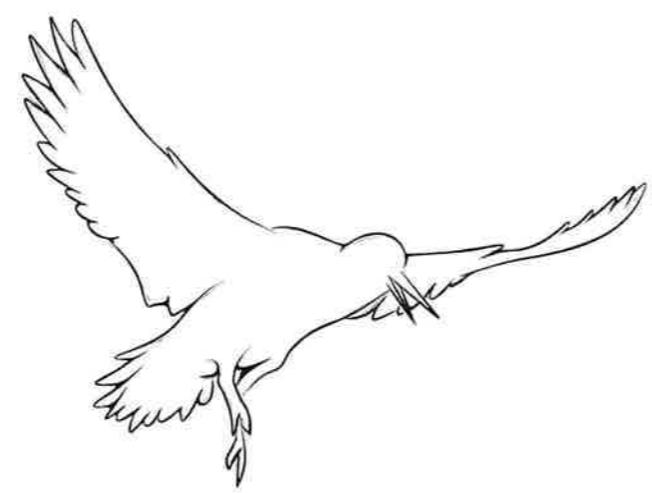
I've already designed the structure to be respectful of the site, and its purpose is to benefit nature. However, I feel that this structure needs to visually fit in more with the land; that it should feel like Motukorea is its home and that it wouldn't belong anywhere else.

## DESIRSES

I want it to feel more organic, like when you're inside the building, you should feel like you've entered into something living. I need to bring back movement into the design, exaggerate the flow more.

I also want the more organic, round forms to feel as though they are being constrained by the more angular forms. This would give a cool sense of the building having a skeleton.

I've built up a good base with my forms/concepts. But to reach the goal I want to, I feel I need to design more freely, with less constraints. However, this design needs to have guidance.

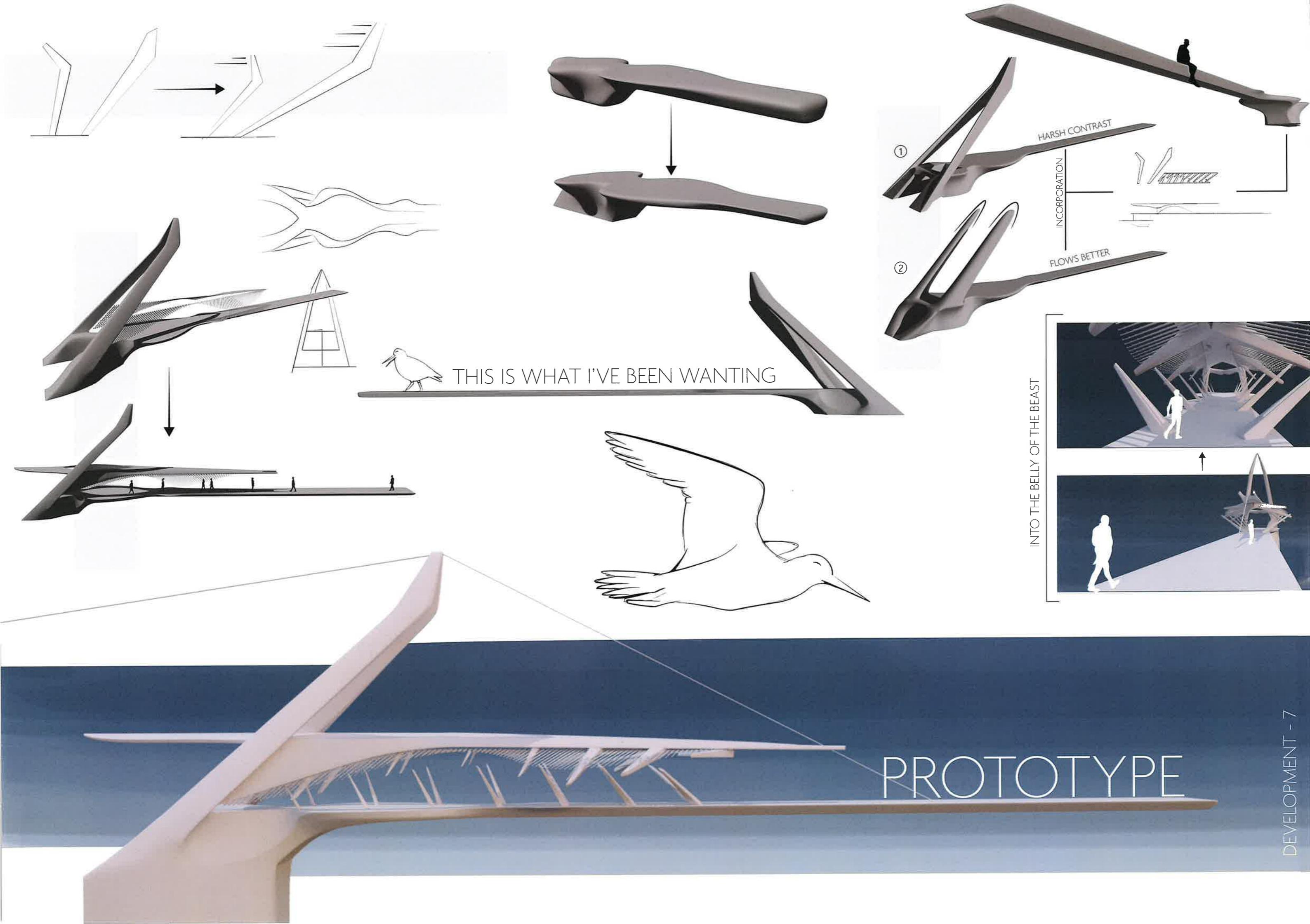


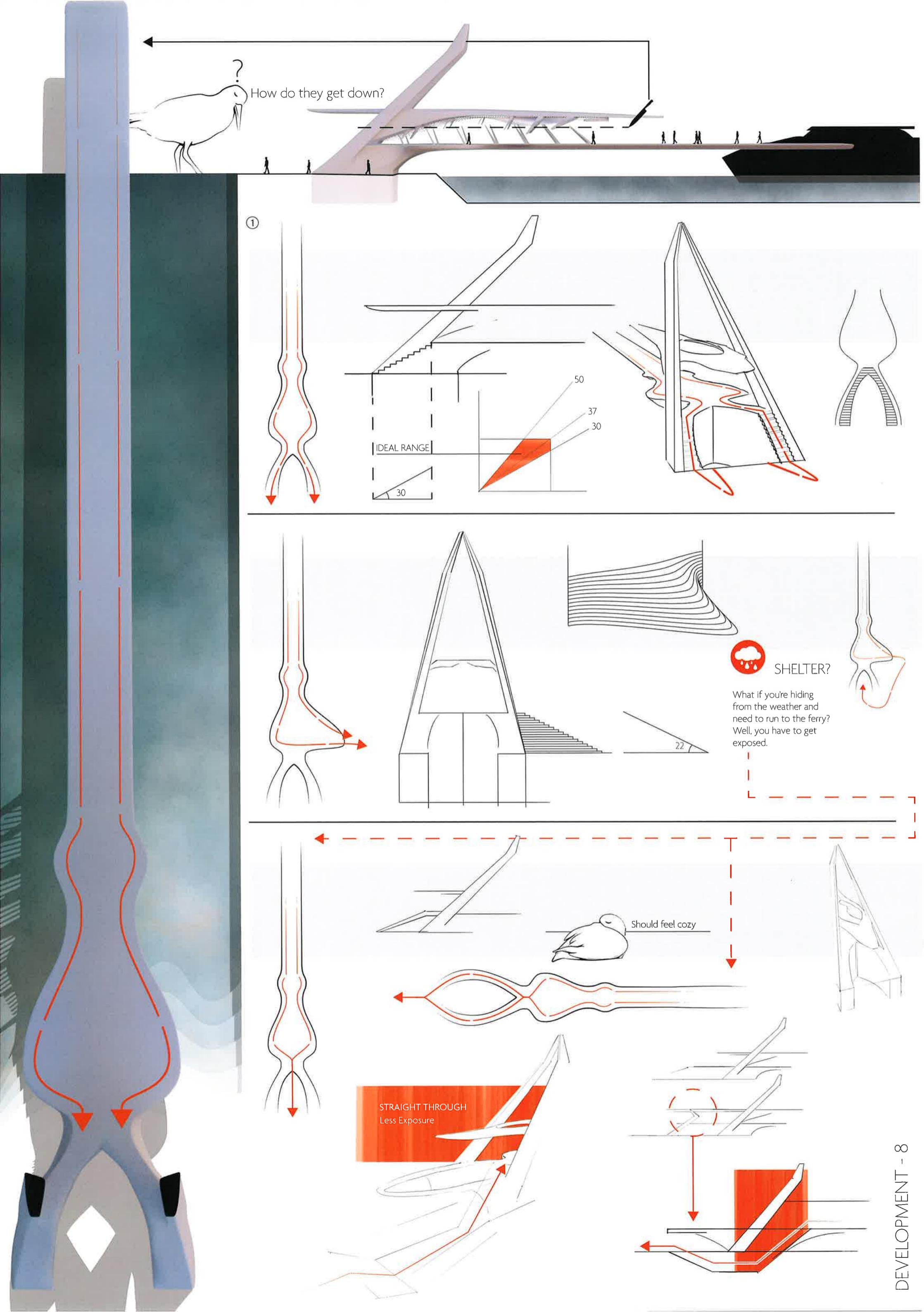
## OF TOREA PANGO

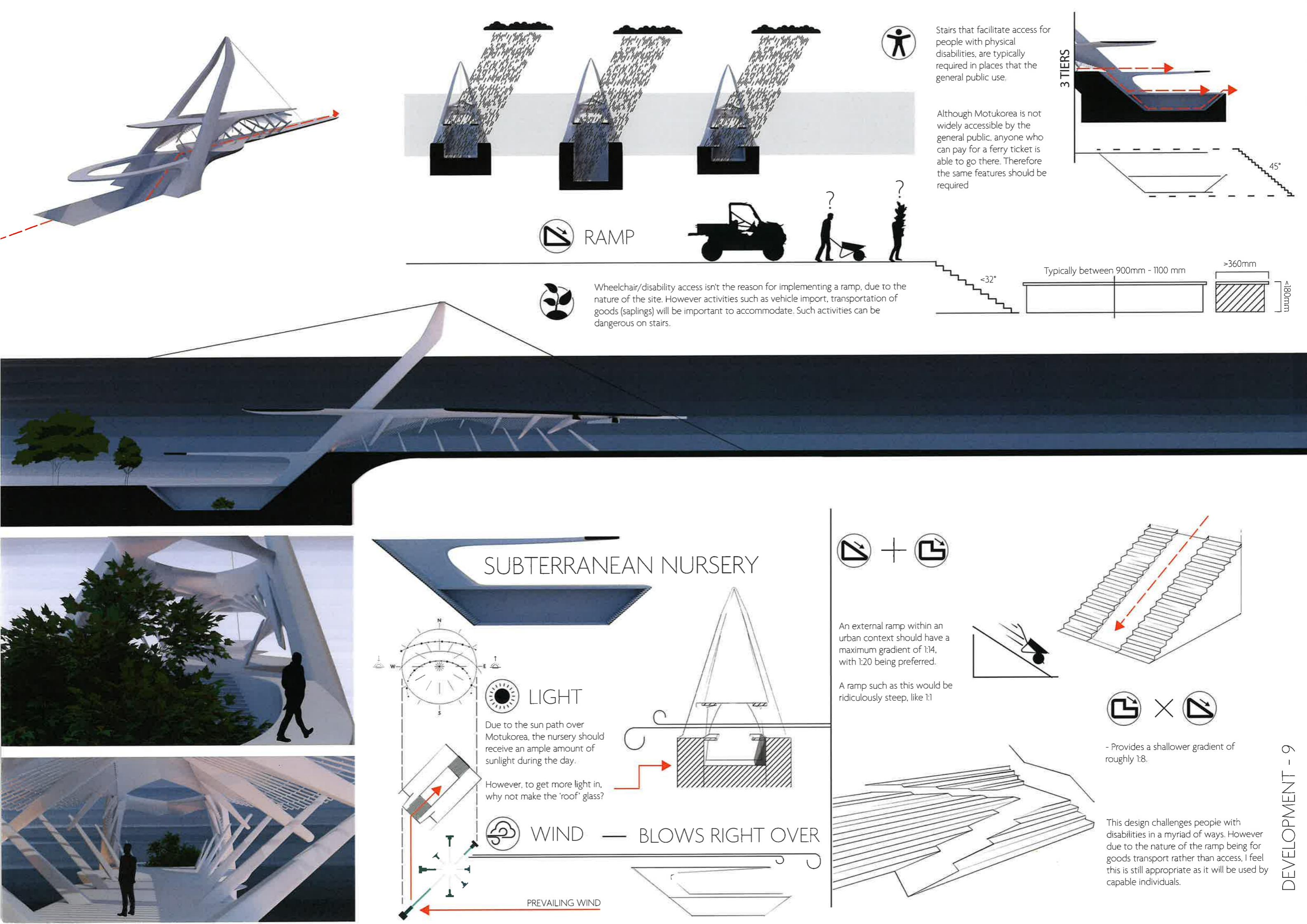
To extend this philosophy, the structure should also be of the Torea Pango. I really want this building to feel alive.

Like when a visitor enters the island through the structure, they feel like they're walking through something alive and thriving, that this thing has swallowed them whole. I'm personally enchanted with this idea, that the structure is a dormant titan, who rests here only to revitalize the island. I just think that would be a really awesome mood to bring to this project.











## UNDERWATER LIGHTING

## LIGHT POLLUTION

## LIGHT DANGERS

## GROUND LIGHTING

I want the lighting to act as a guide for those using the structure, ensuring that in low light conditions people can still use the structure safely.

LED lights will be the best option due to their:  
Energy Efficiency  
Long Lifespan  
No Heat or UV emissions

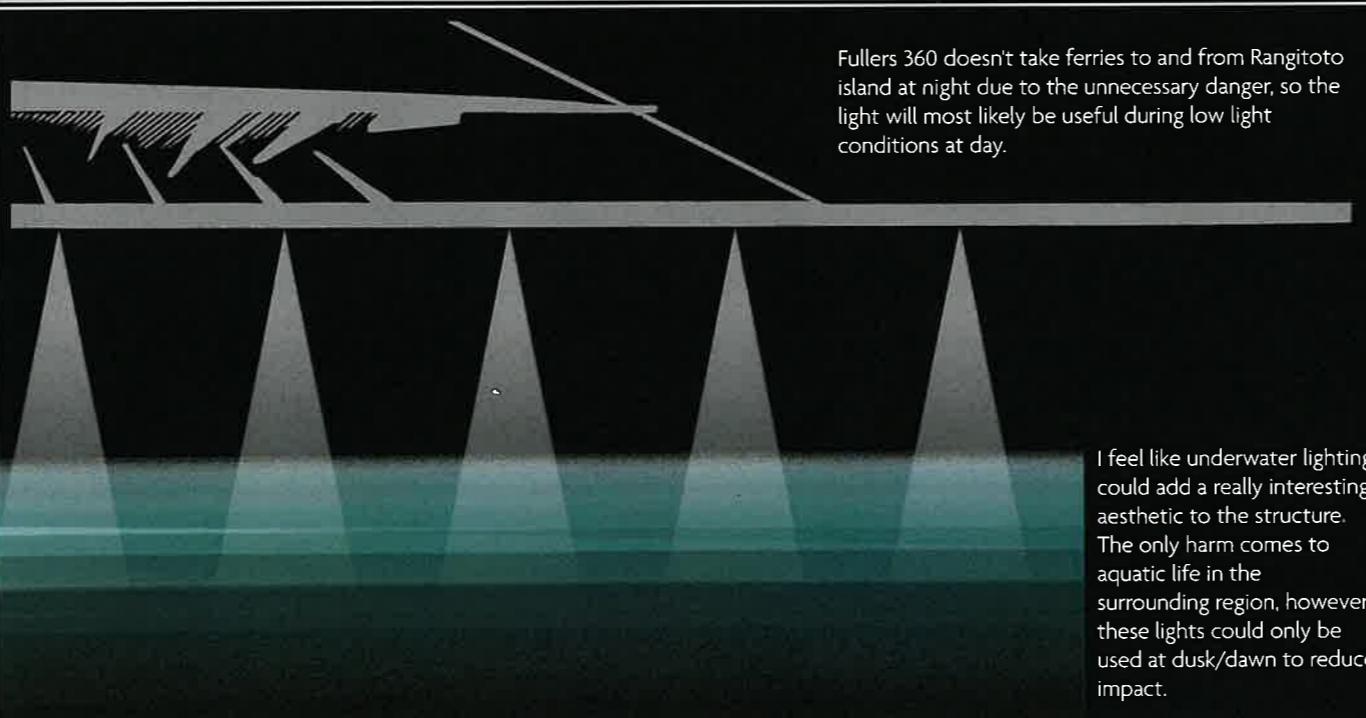


The Auckland region is already far too light polluted. However, Motukorea is dark, and I want to keep it that way to best benefit nature.

Therefore I will need to reduce the amount of light that is put out into the environment. One way to do this is by only lighting up the interior, and using lights only as a guide for people.

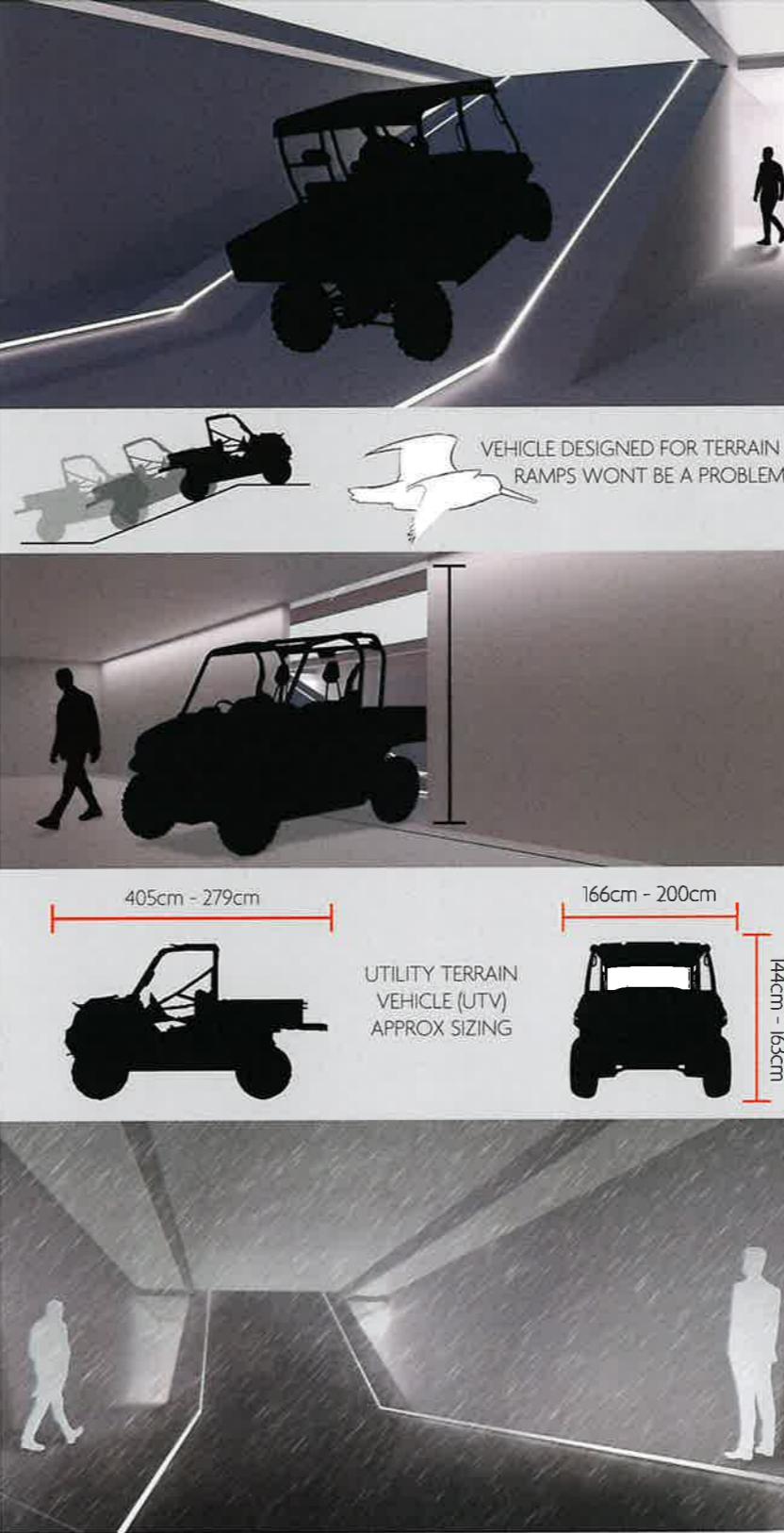
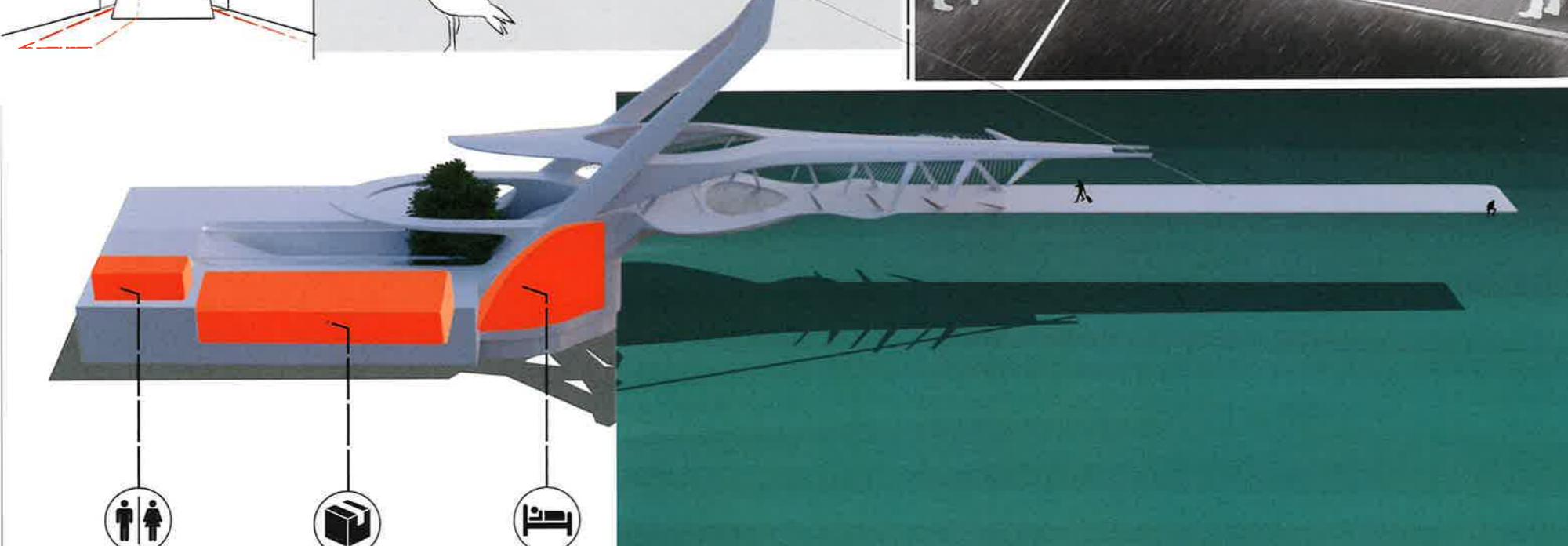
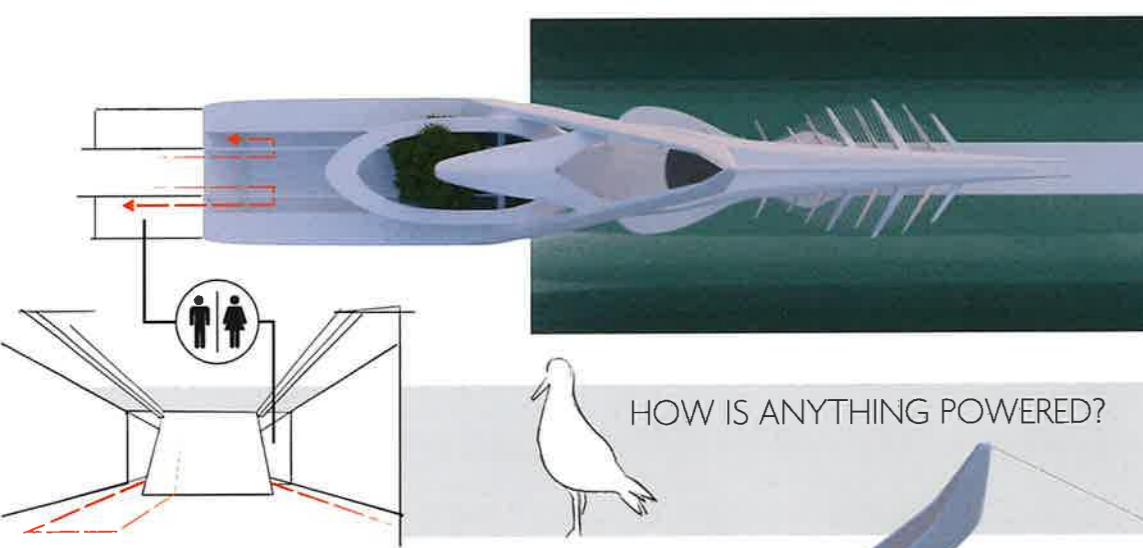
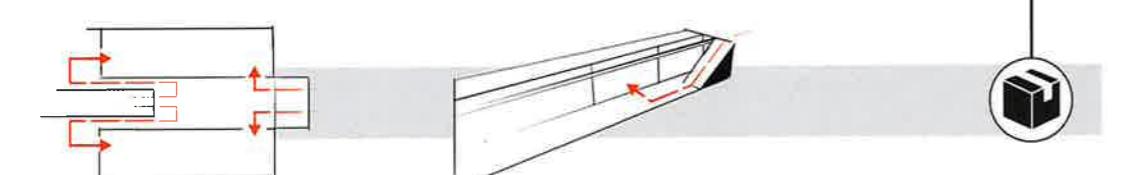
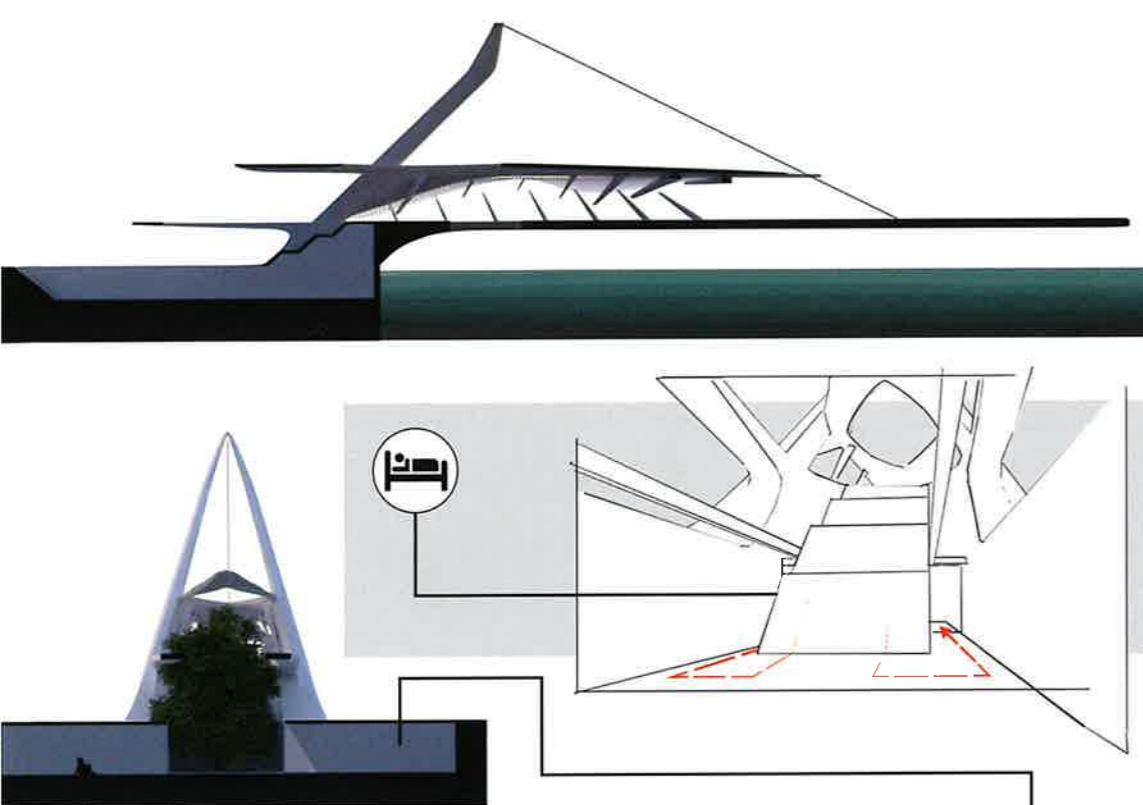


The main danger of lights is affecting ferry pilots, however ground lighting could be used to outline the structure to assist with docking.



I feel like underwater lighting could add a really interesting aesthetic to the structure. The only harm comes to aquatic life in the surrounding region, however these lights could only be used at dusk/dawn to reduce impact.





## ACCESSIBILITY



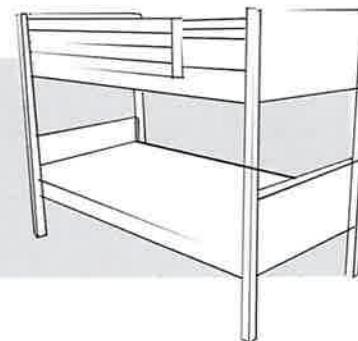
Due to the nature of the site the toilets don't need to be disability accessible. However both the wharf and the Fullers 360 vessels are accessible so the

Toilets may as well be accommodating, especially considering there is no harm in making them more accessible.

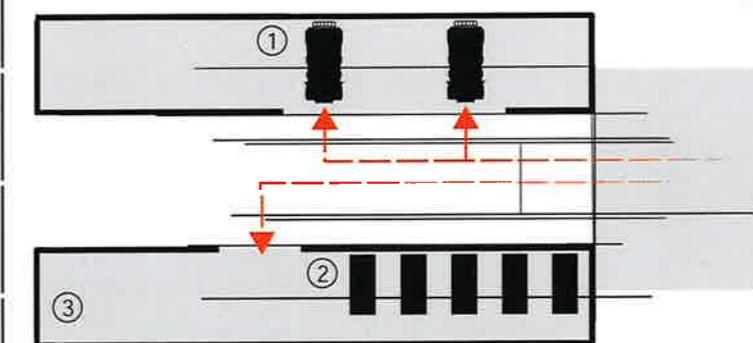
## ACCOMMODATION



The purpose of the accommodation is not to be a hotel. It's simply a space that is better than camping which provides more warmth and shelter. This would allow more people to work on the island for longer periods of time.



## STORAGE



① Tawharanui park is larger than Motukorea, and houses 2+ utility terrain vehicles. Motukorea will likely need to house less.

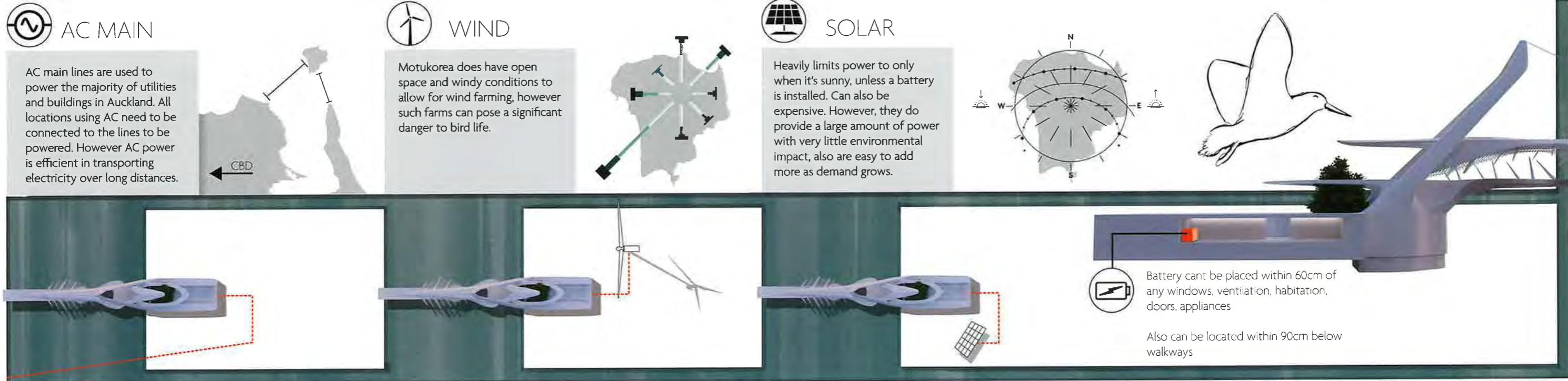
② Shelving could be used to hold tools and various resources.

③ Space is key because no one really knows how motukorea will be reanimated.

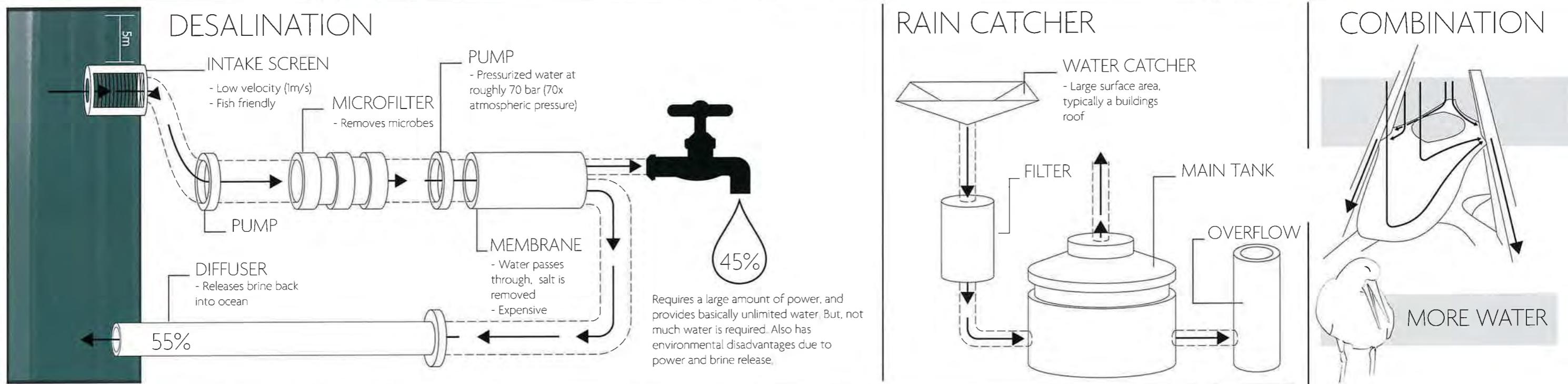




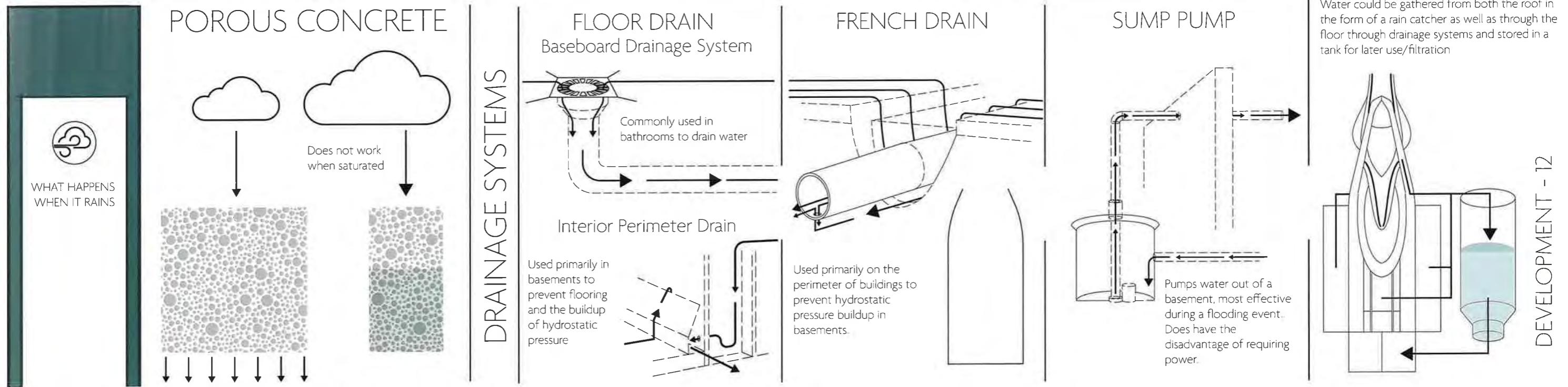
## METHOD OF POWER

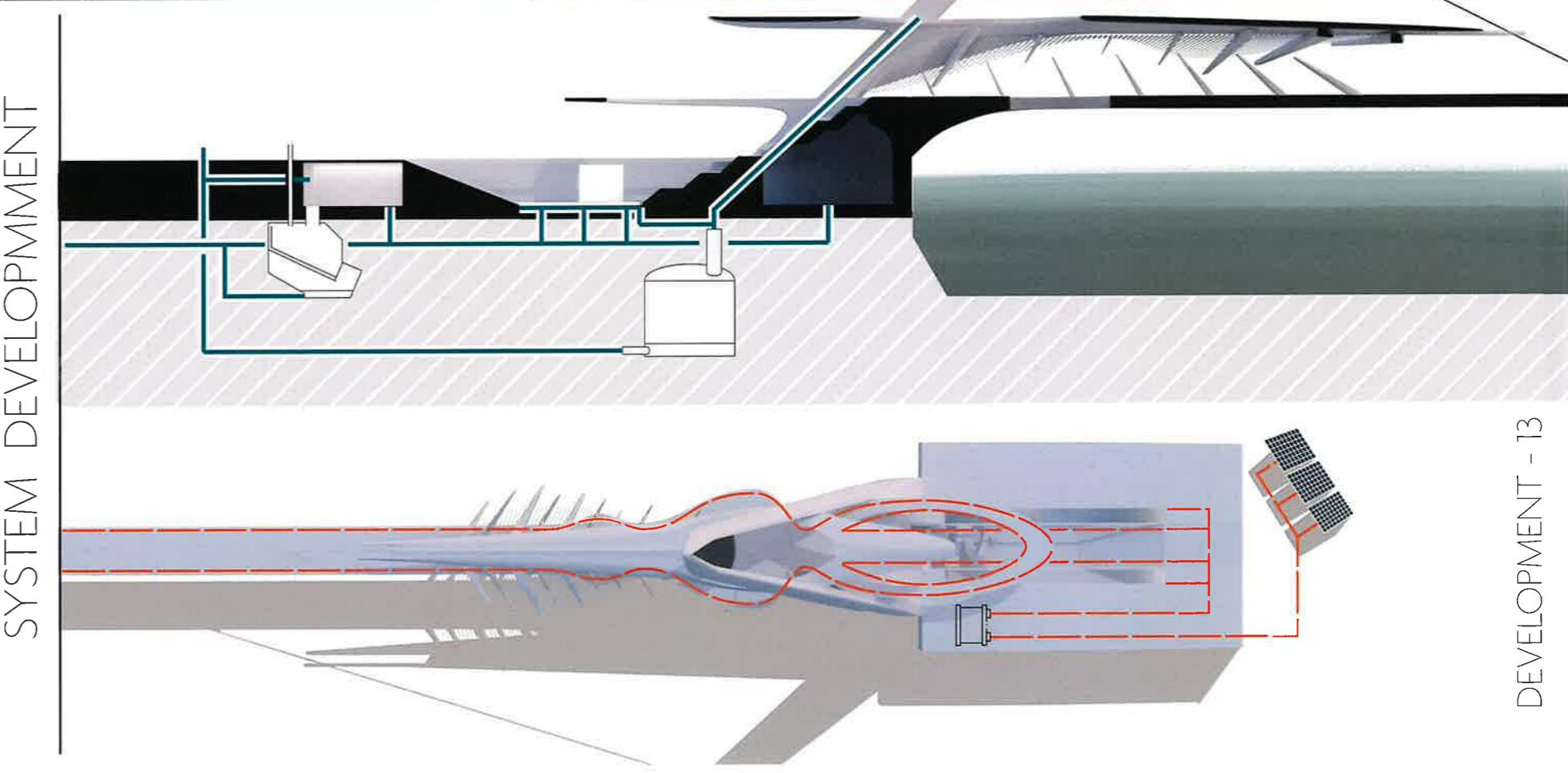
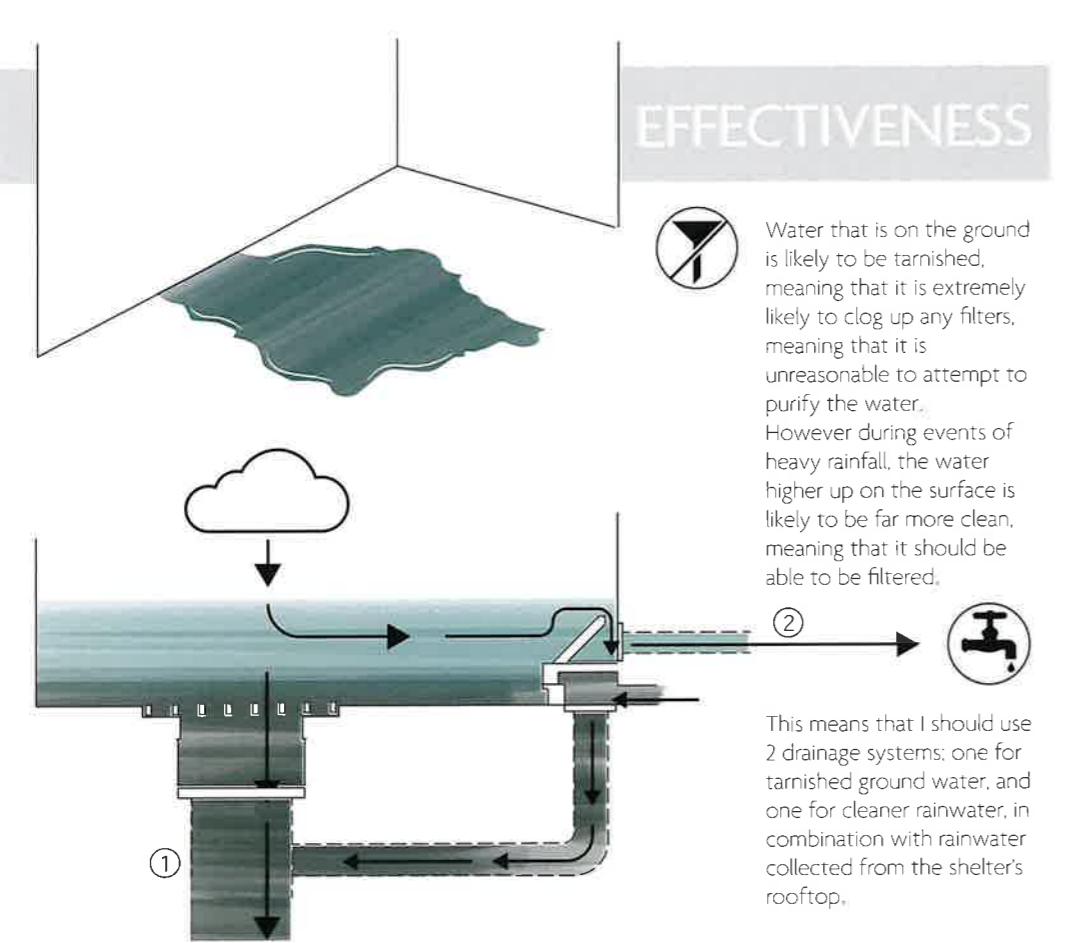
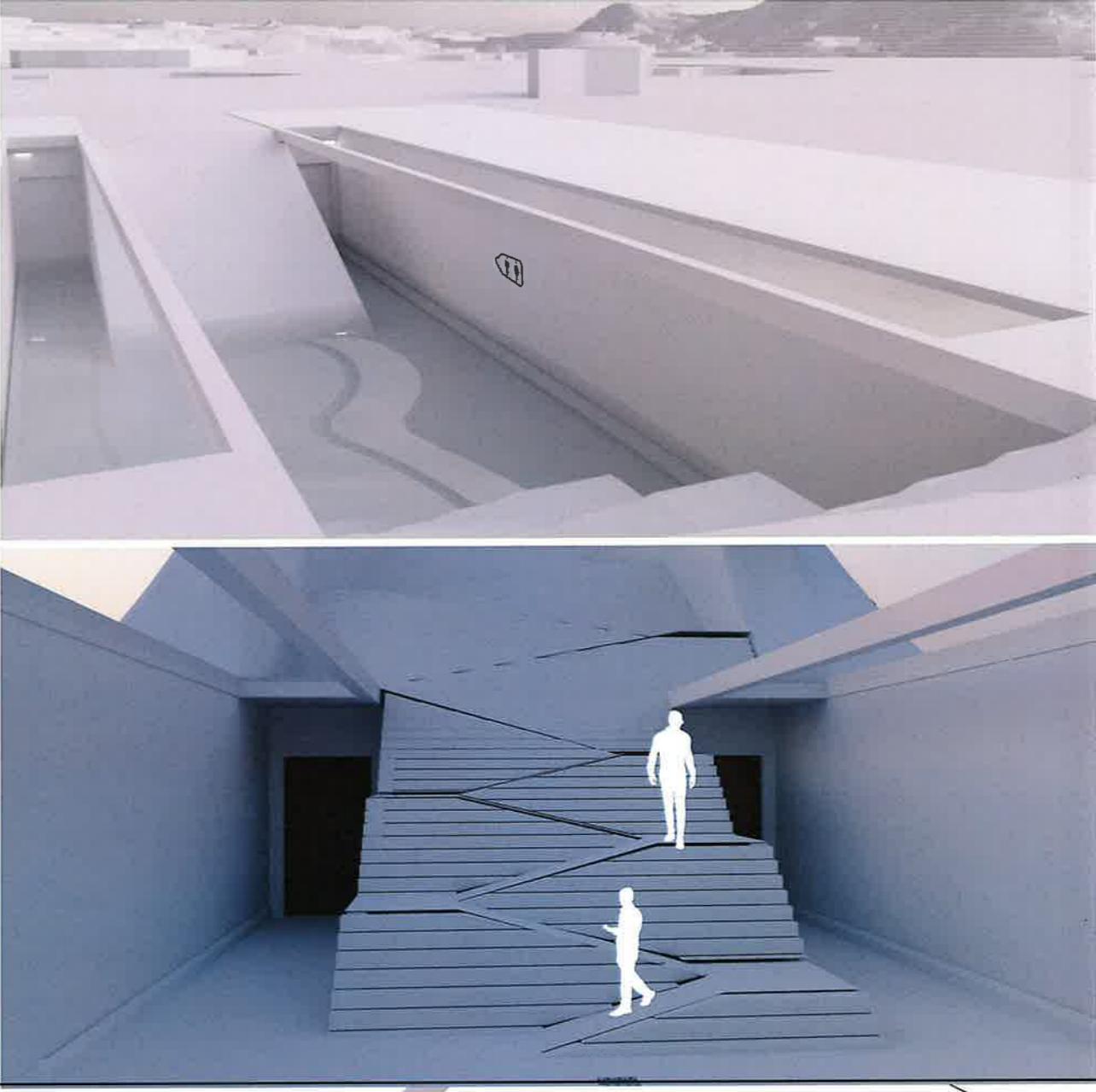
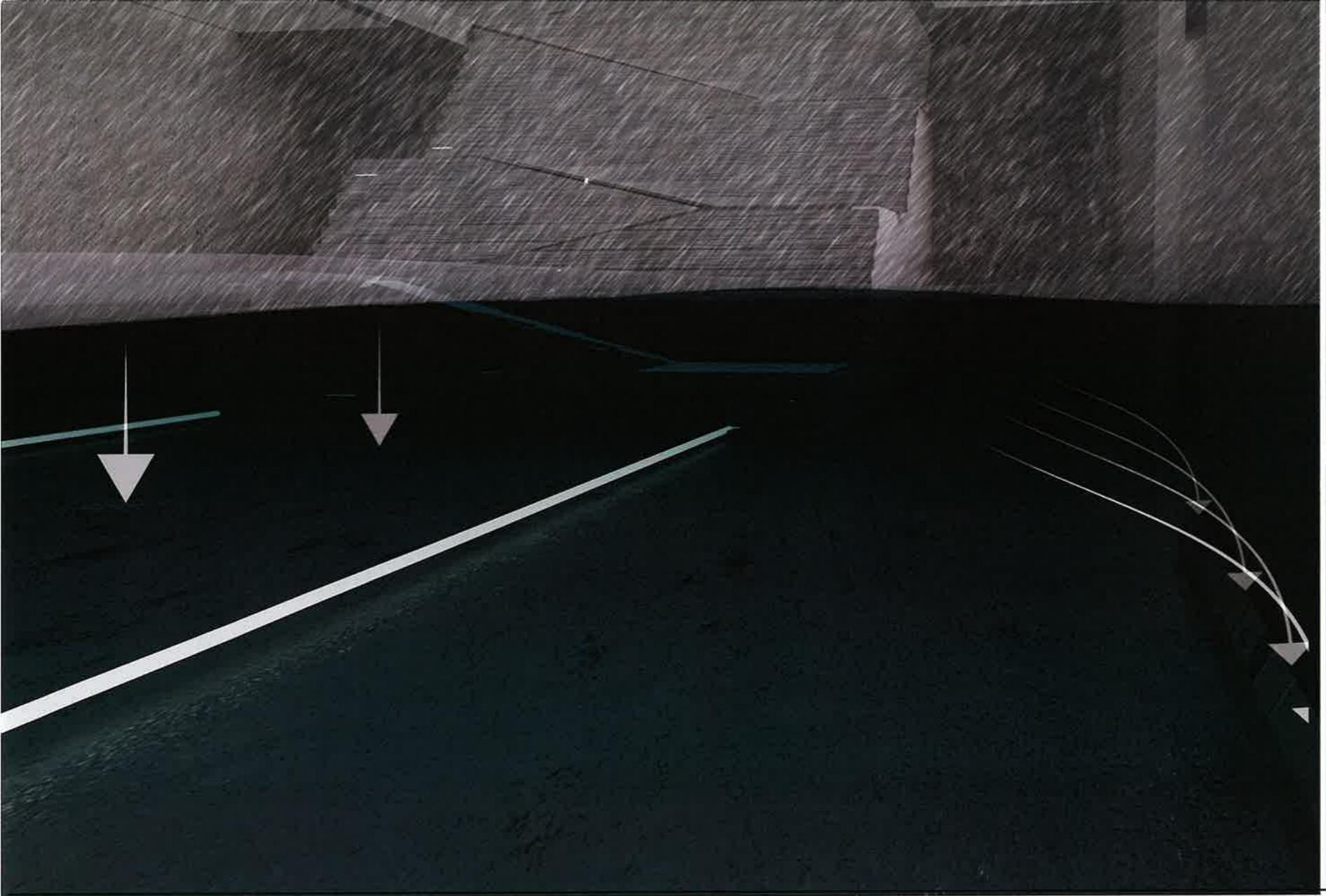


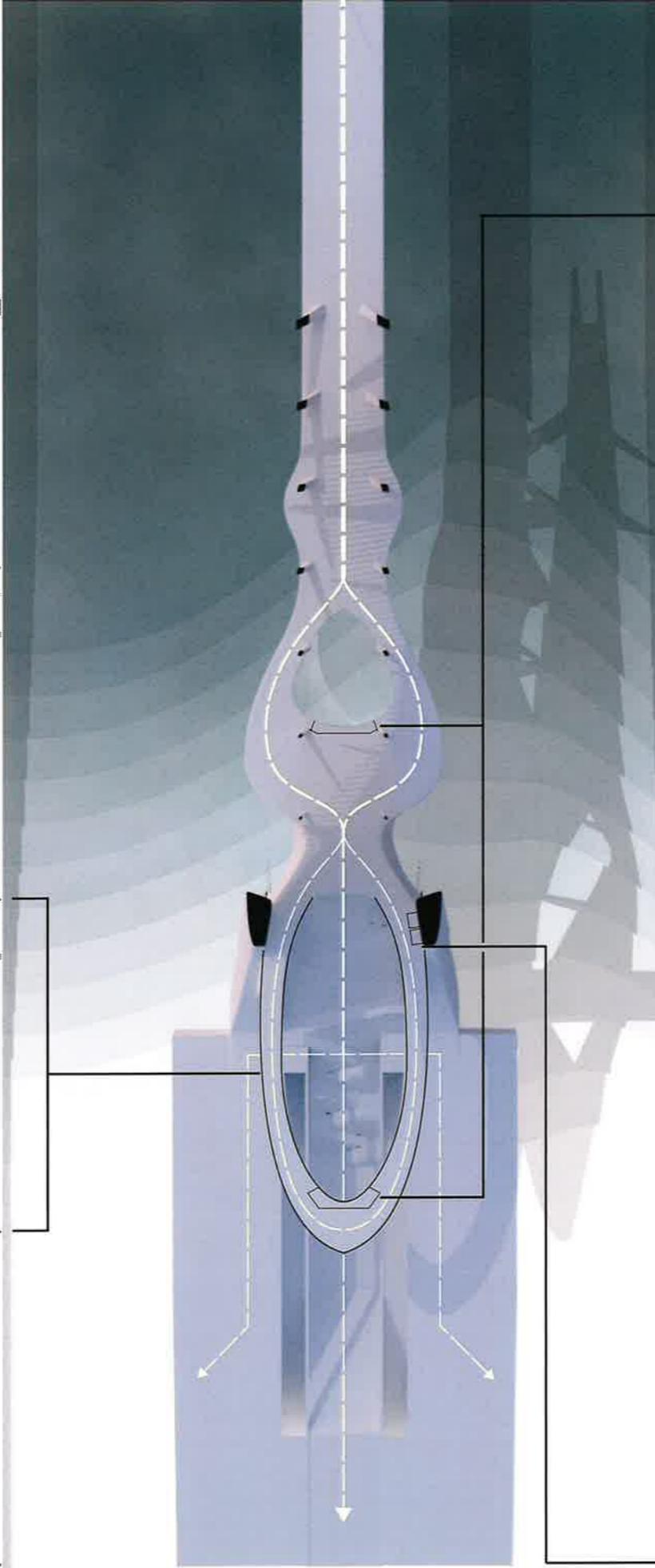
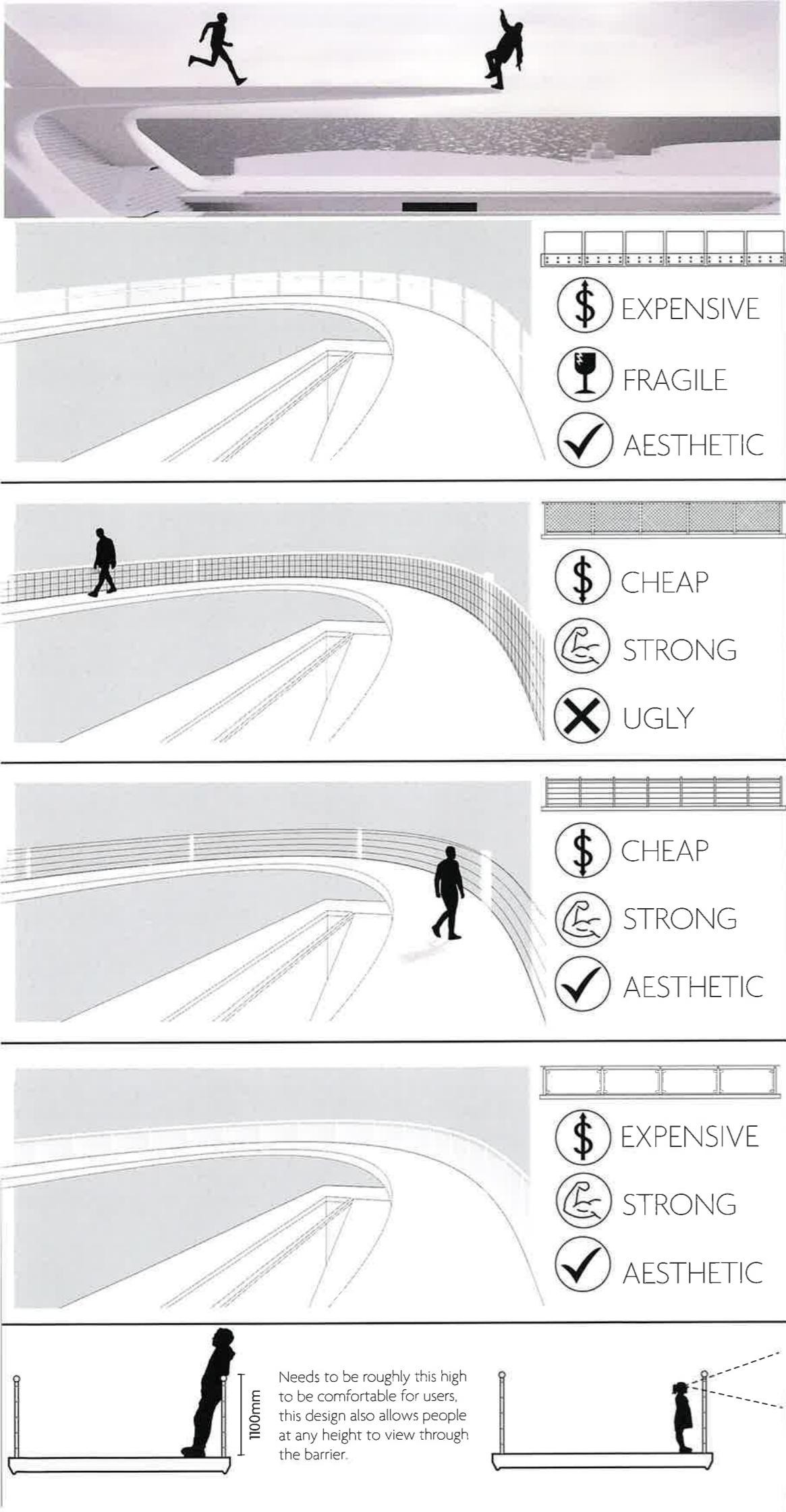
## METHOD OF HYDRATION



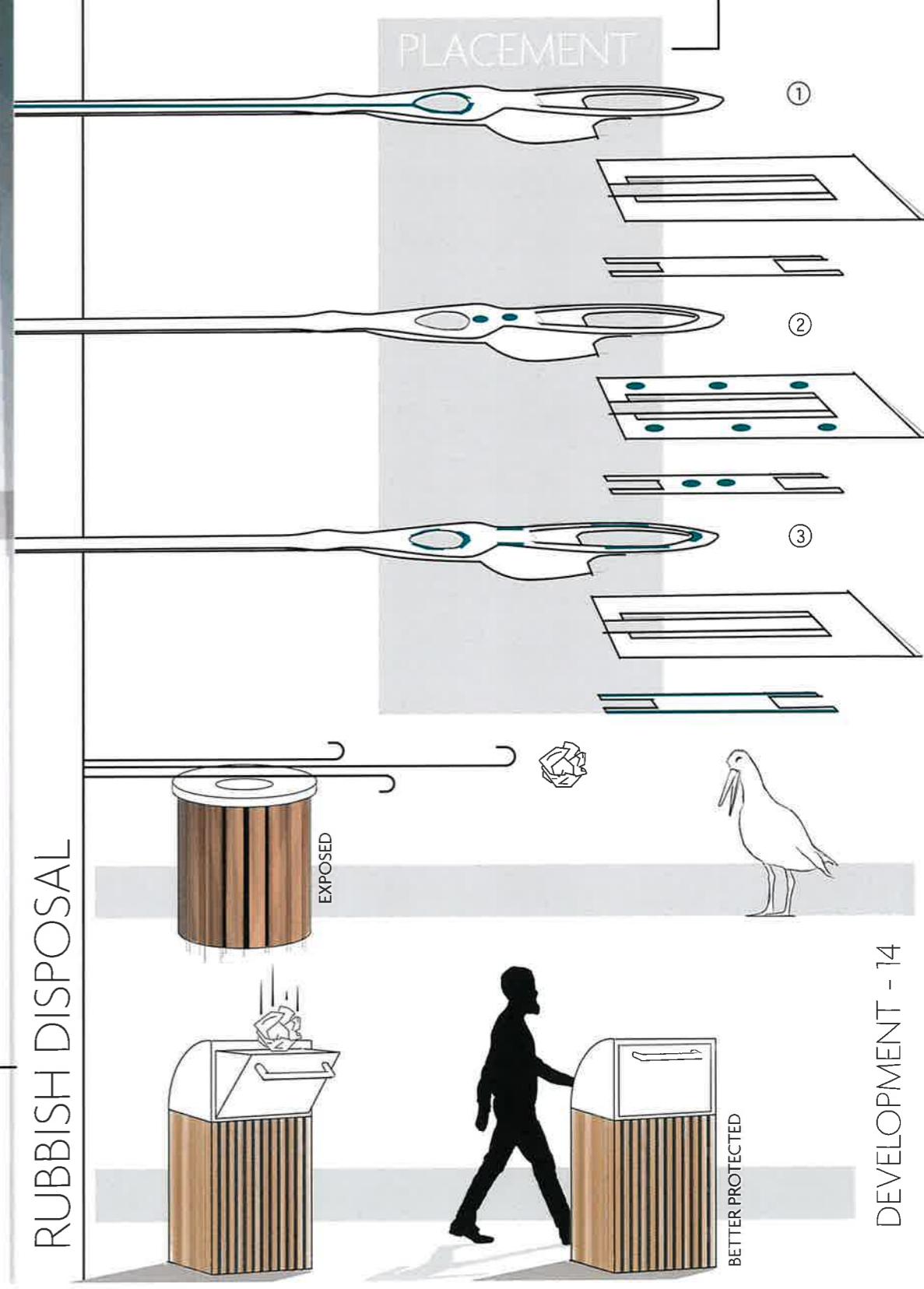
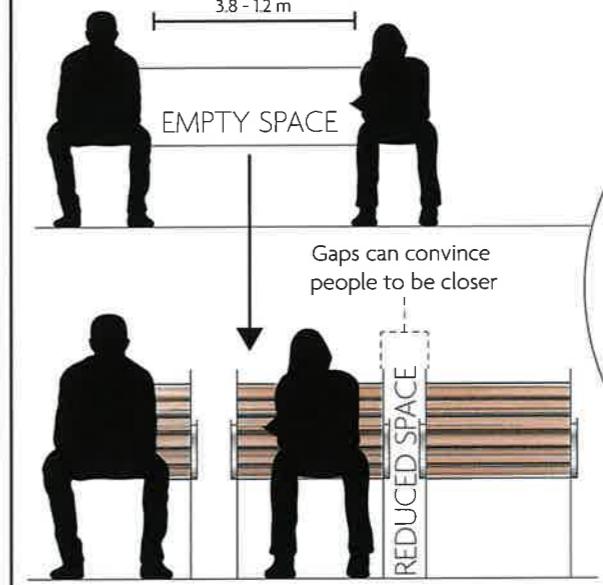
## METHOD OF DRAINAGE



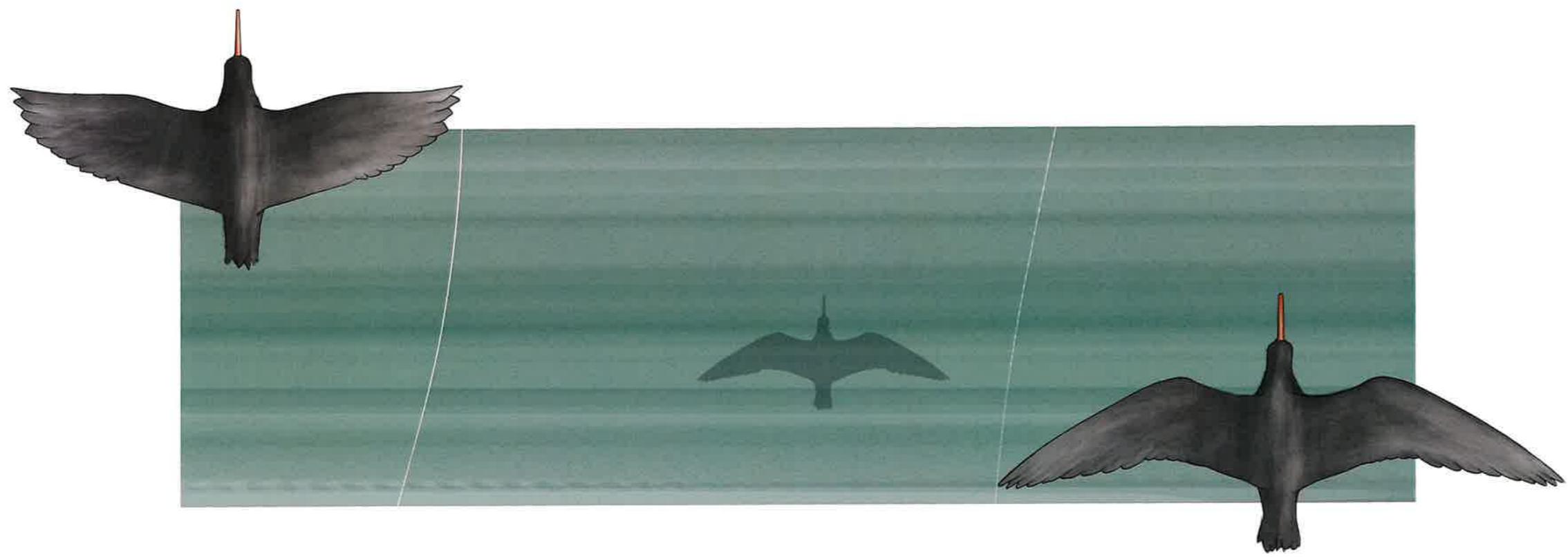


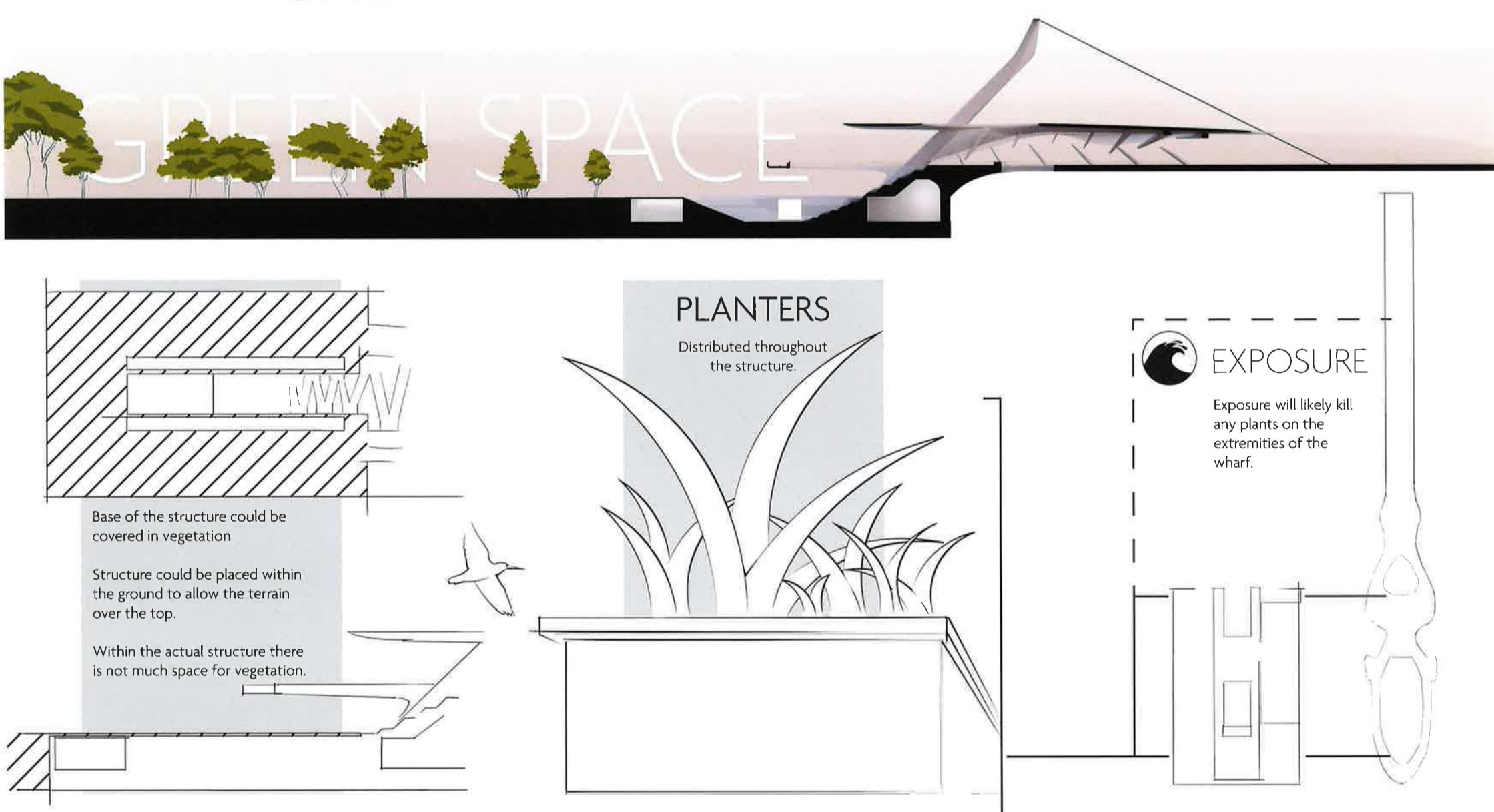
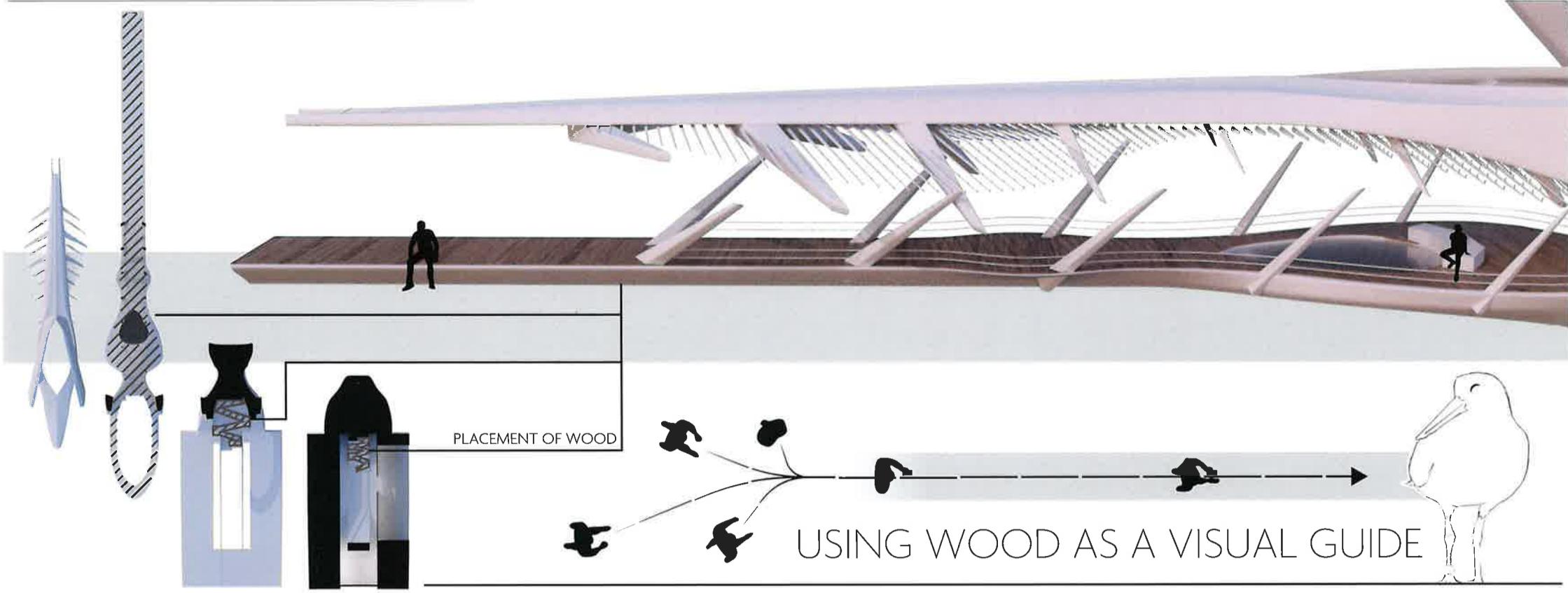


## PROXEMICS

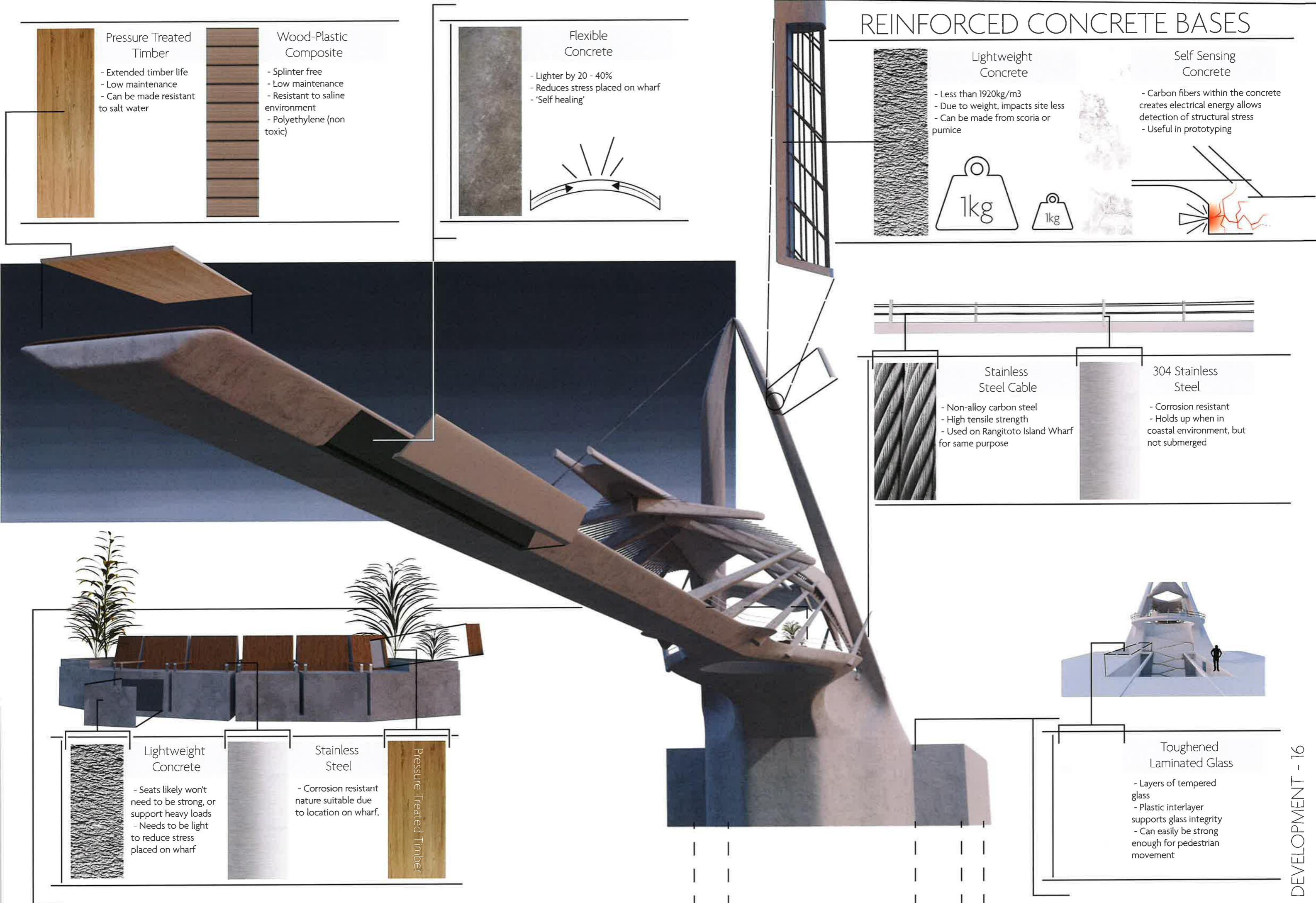


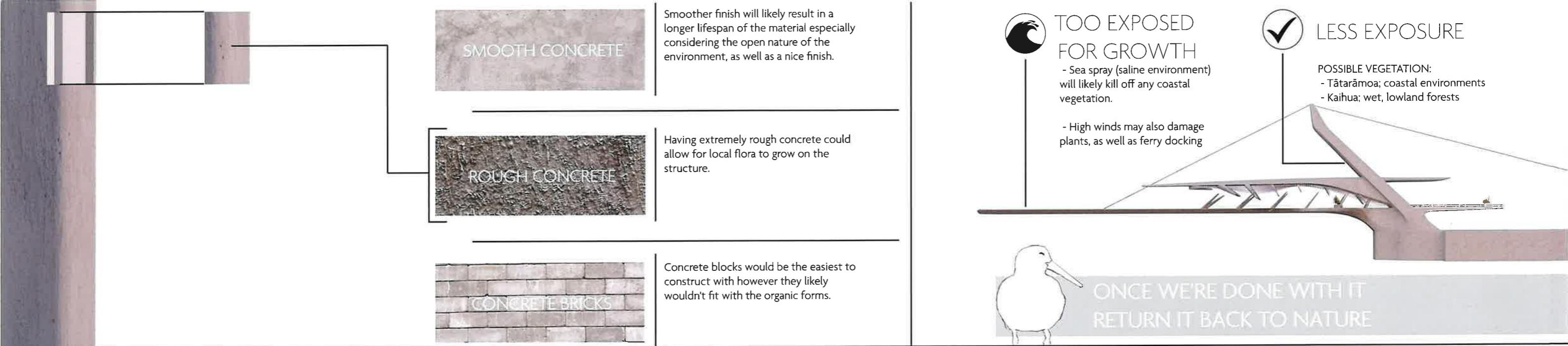
## RUBBISH DISPOSAL





# REINFORCED CONCRETE BASES





### TOO EXPOSED FOR GROWTH

- Sea spray (saline environment) will likely kill off any coastal vegetation.

- High winds may also damage plants, as well as ferry docking



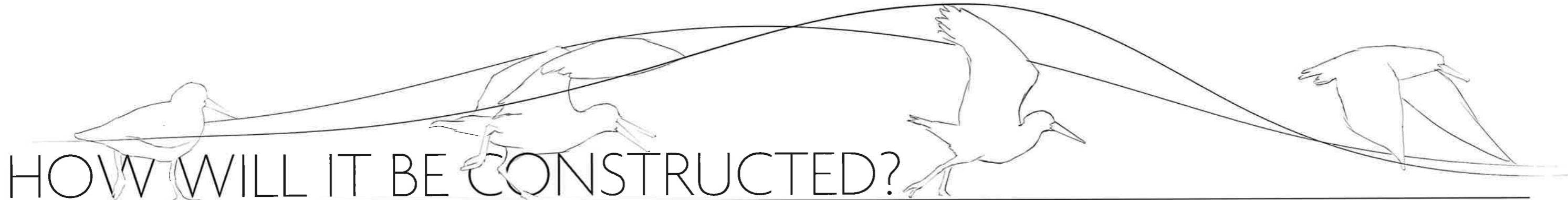
### LESS EXPOSURE

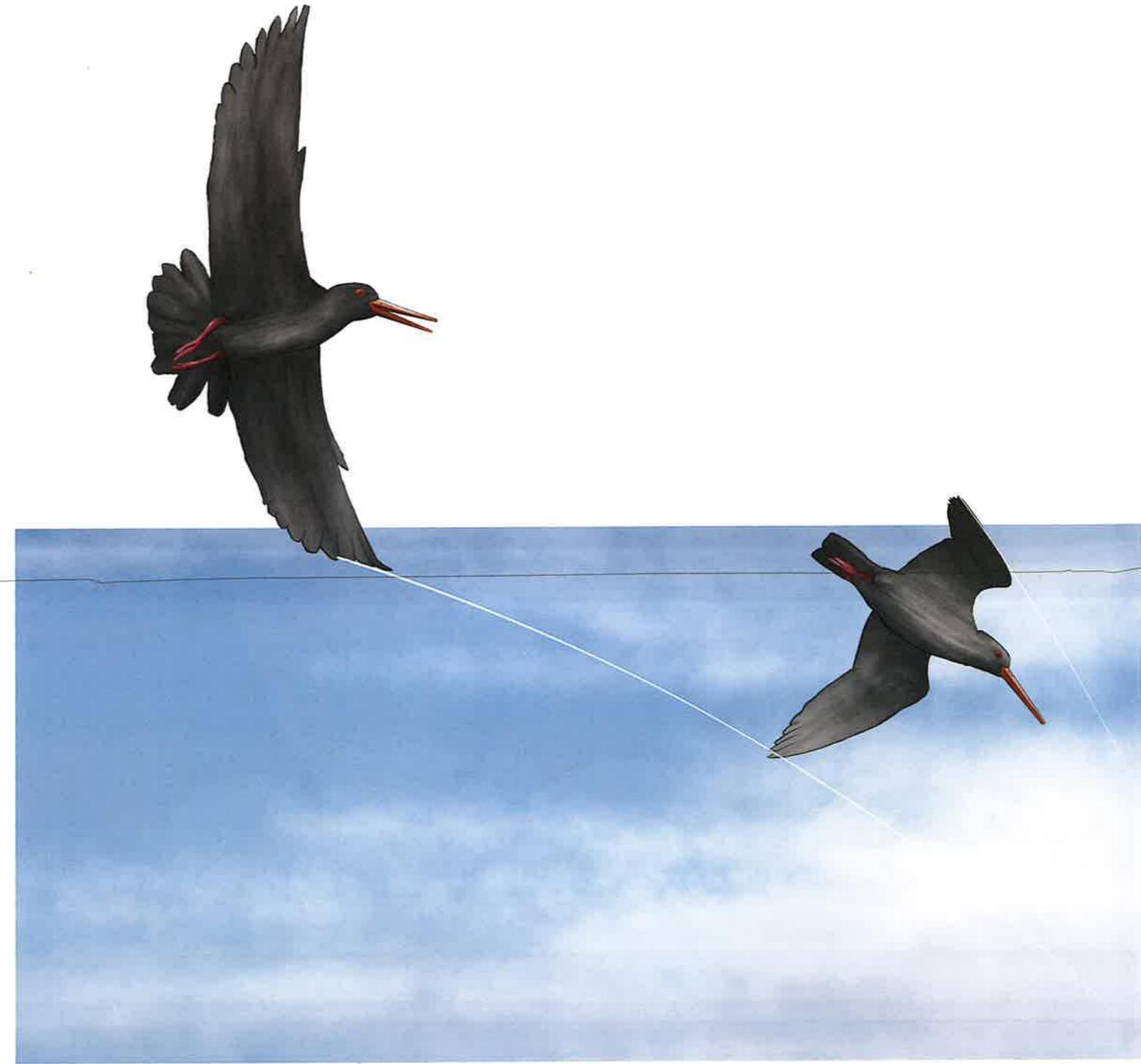
POSSIBLE VEGETATION:

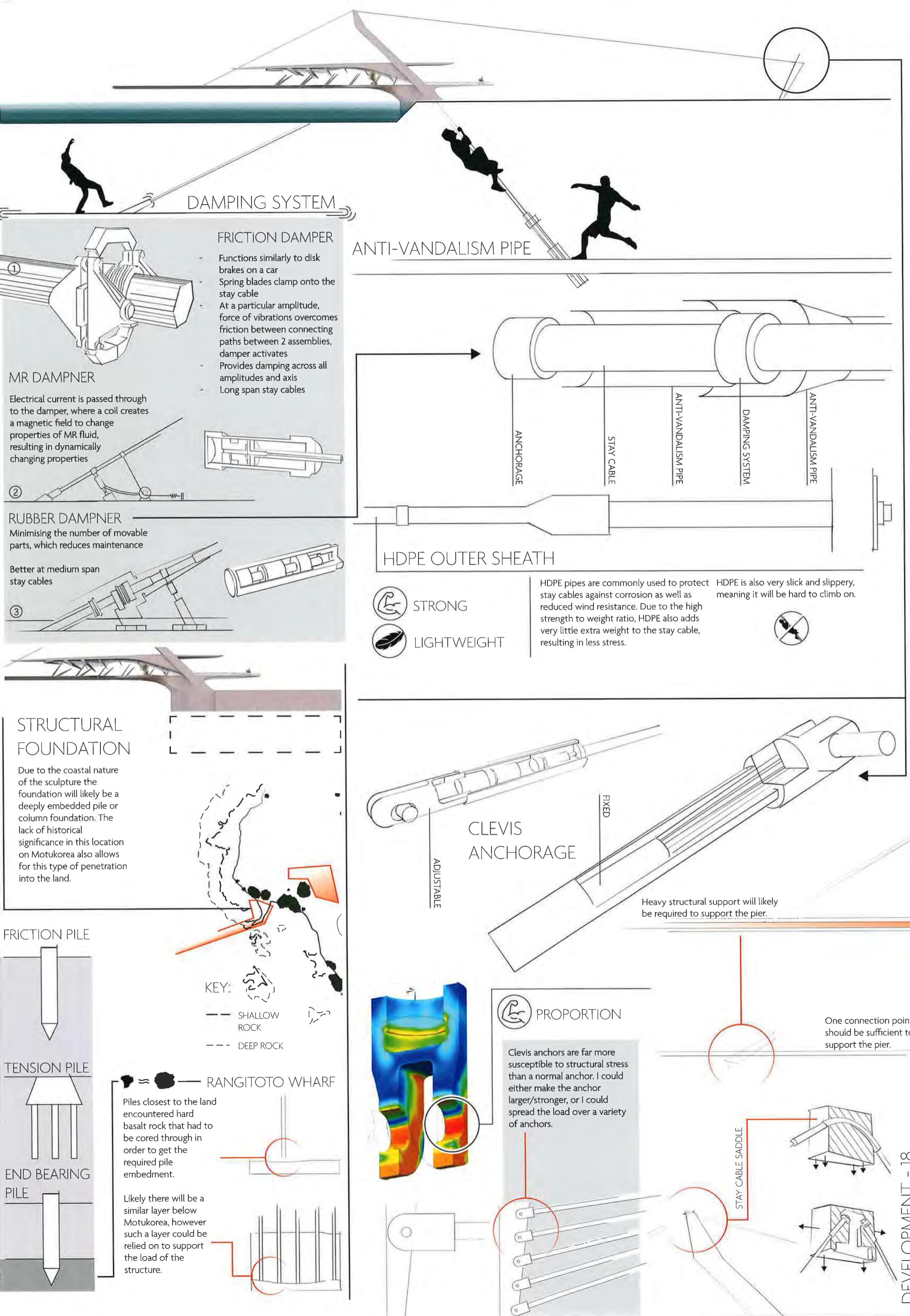
- Tātarāmoa; coastal environments
- Kaihua; wet, lowland forests

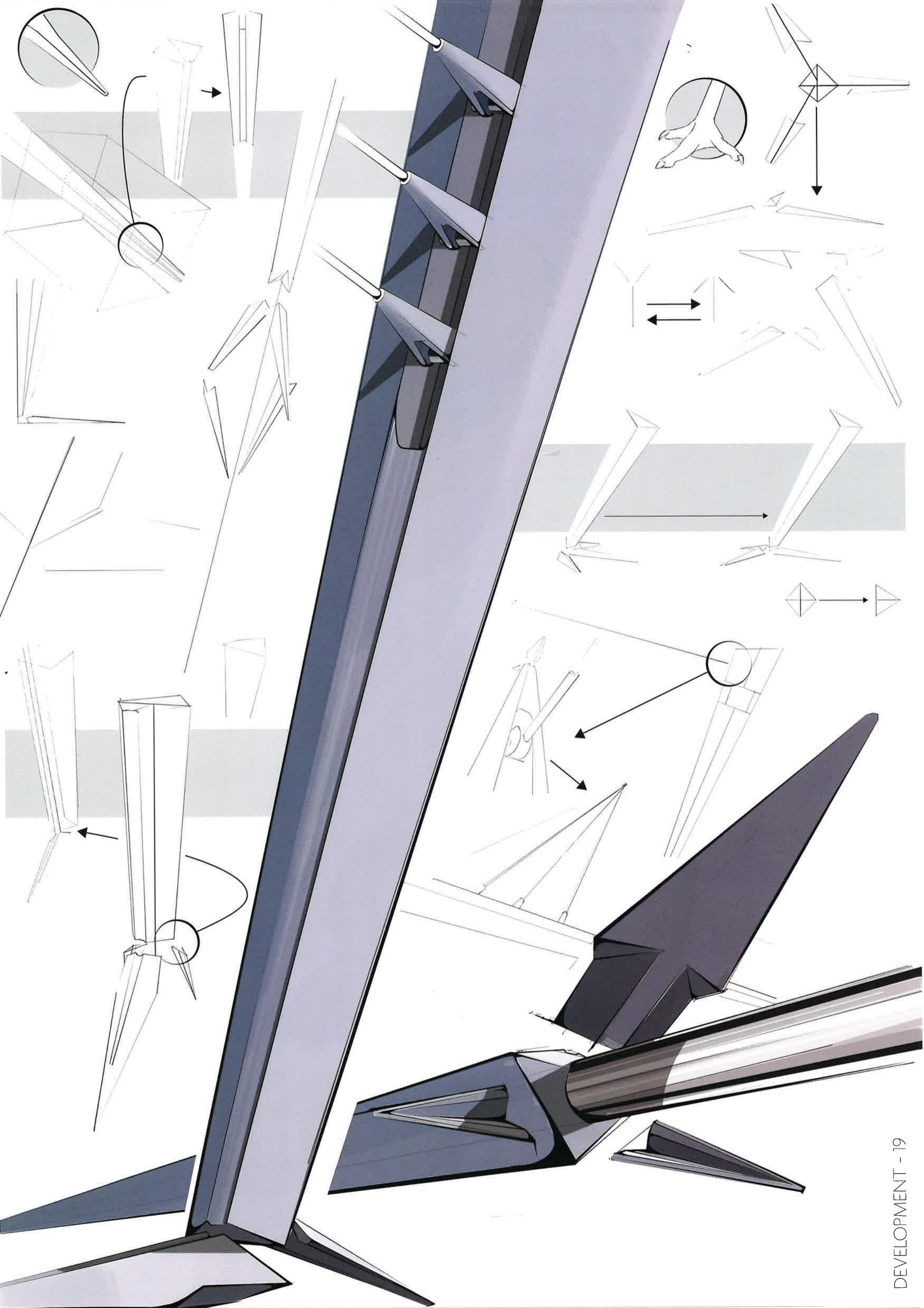


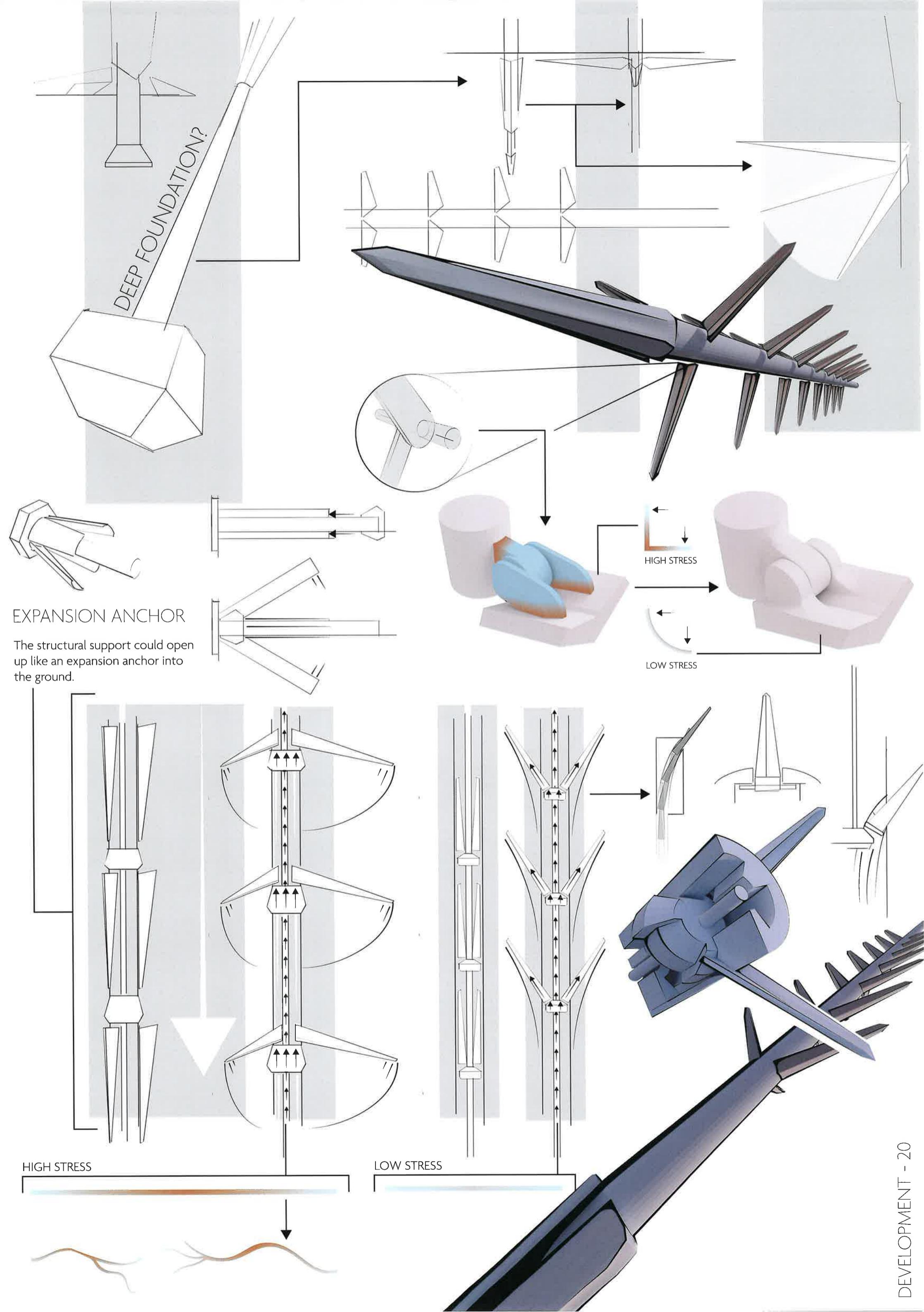
ONCE WE'RE DONE WITH IT  
RETURN IT BACK TO NATURE





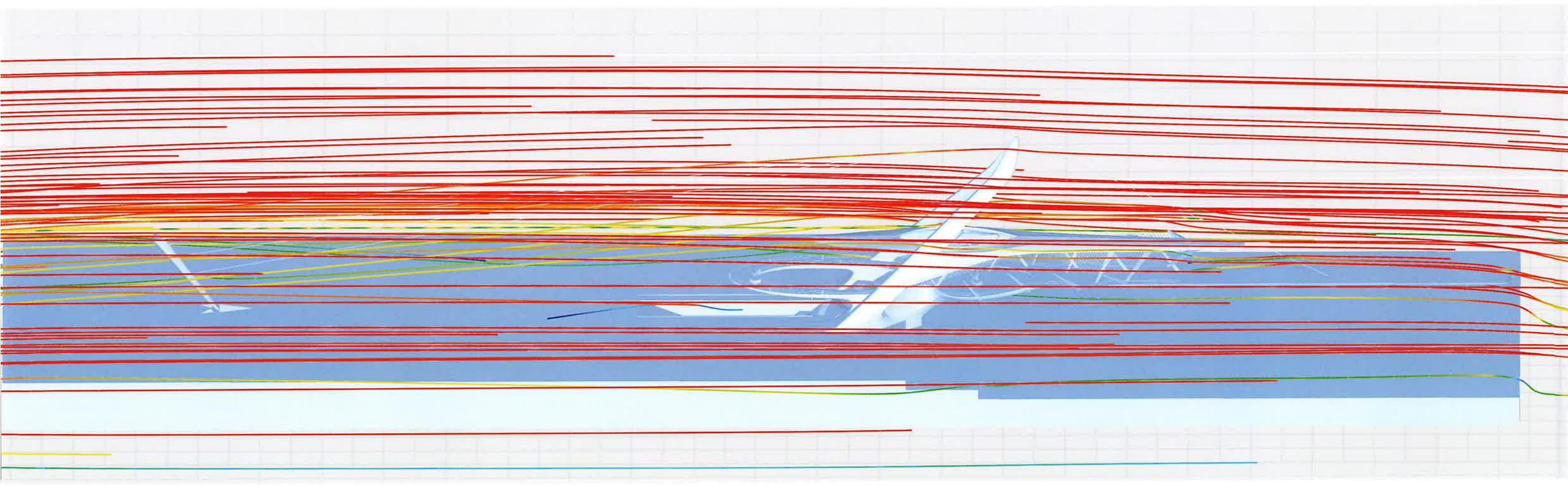
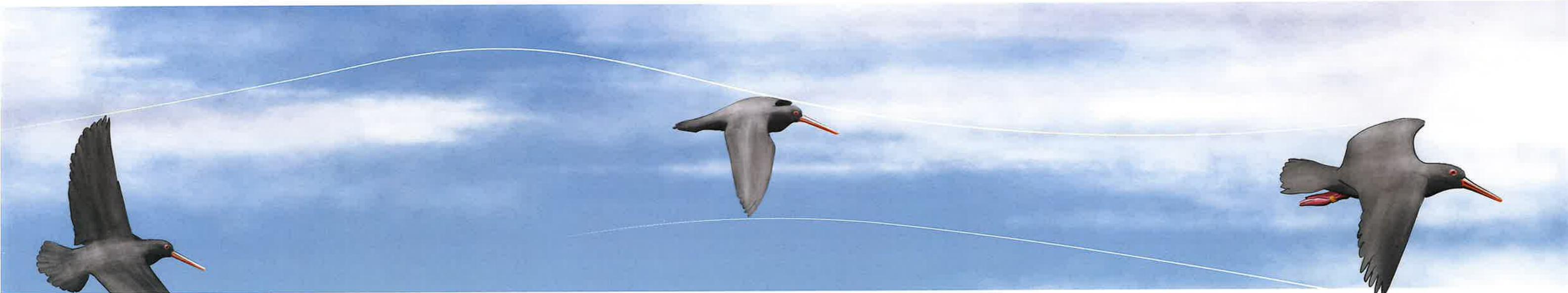


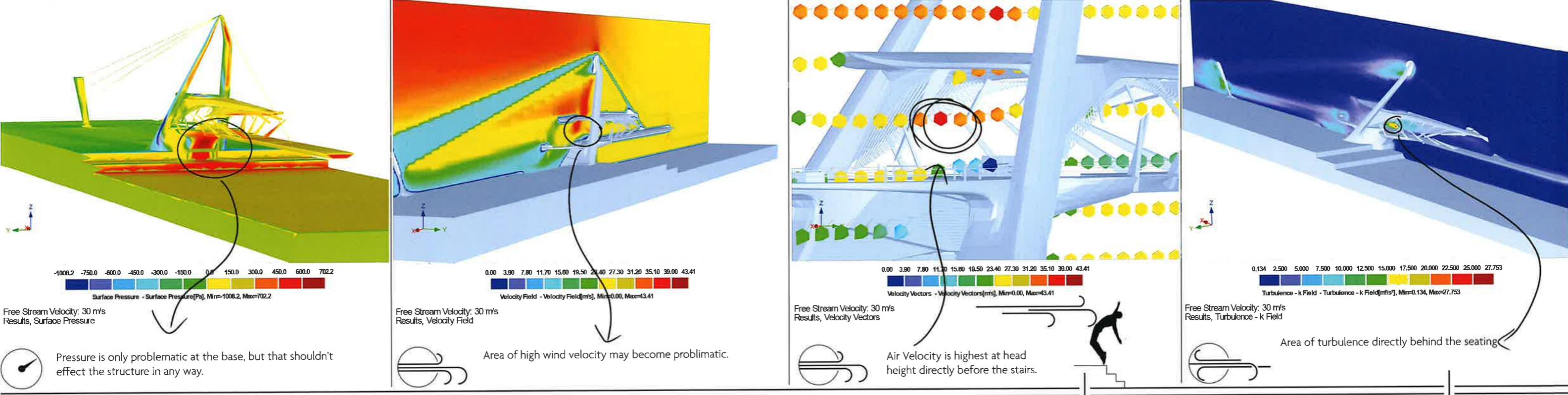




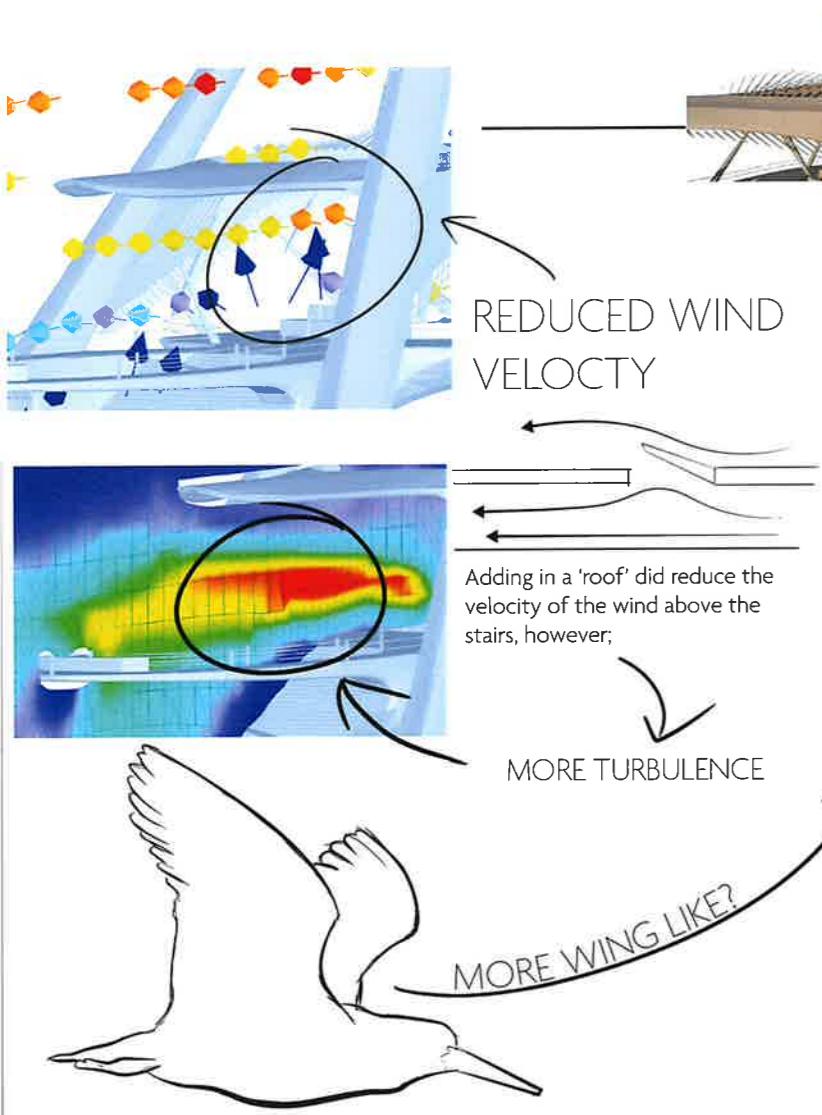
# WIND SIMULATION

RWIND Simulation | Wind Simulation (Wind Tunnel)



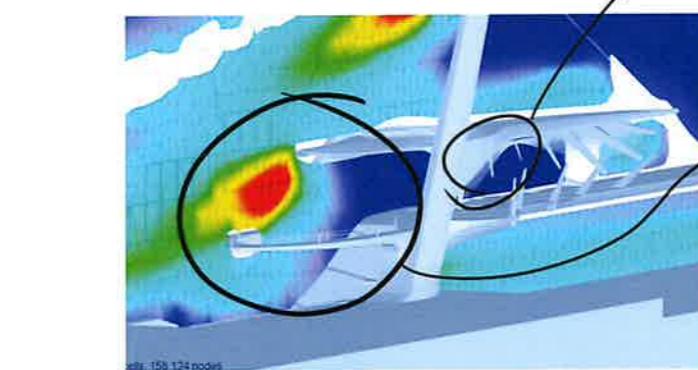
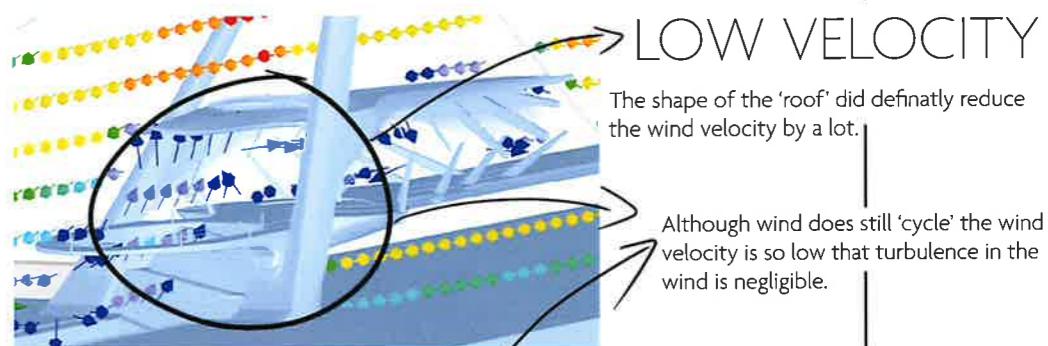


## PROBLEMS:



## SOLUTION:

Prevent any wind from entering other flows, and prevent any turbulence by further removing the seating.



## SEATING





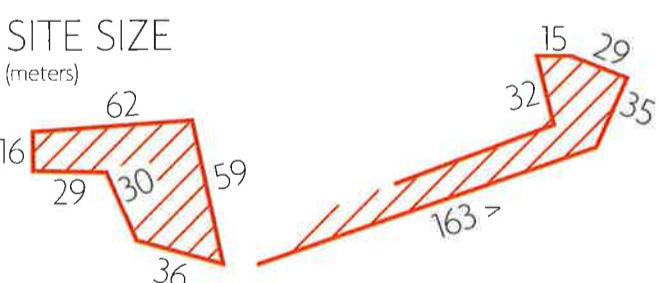
## APPROXIMATE SCALE

133.637 m

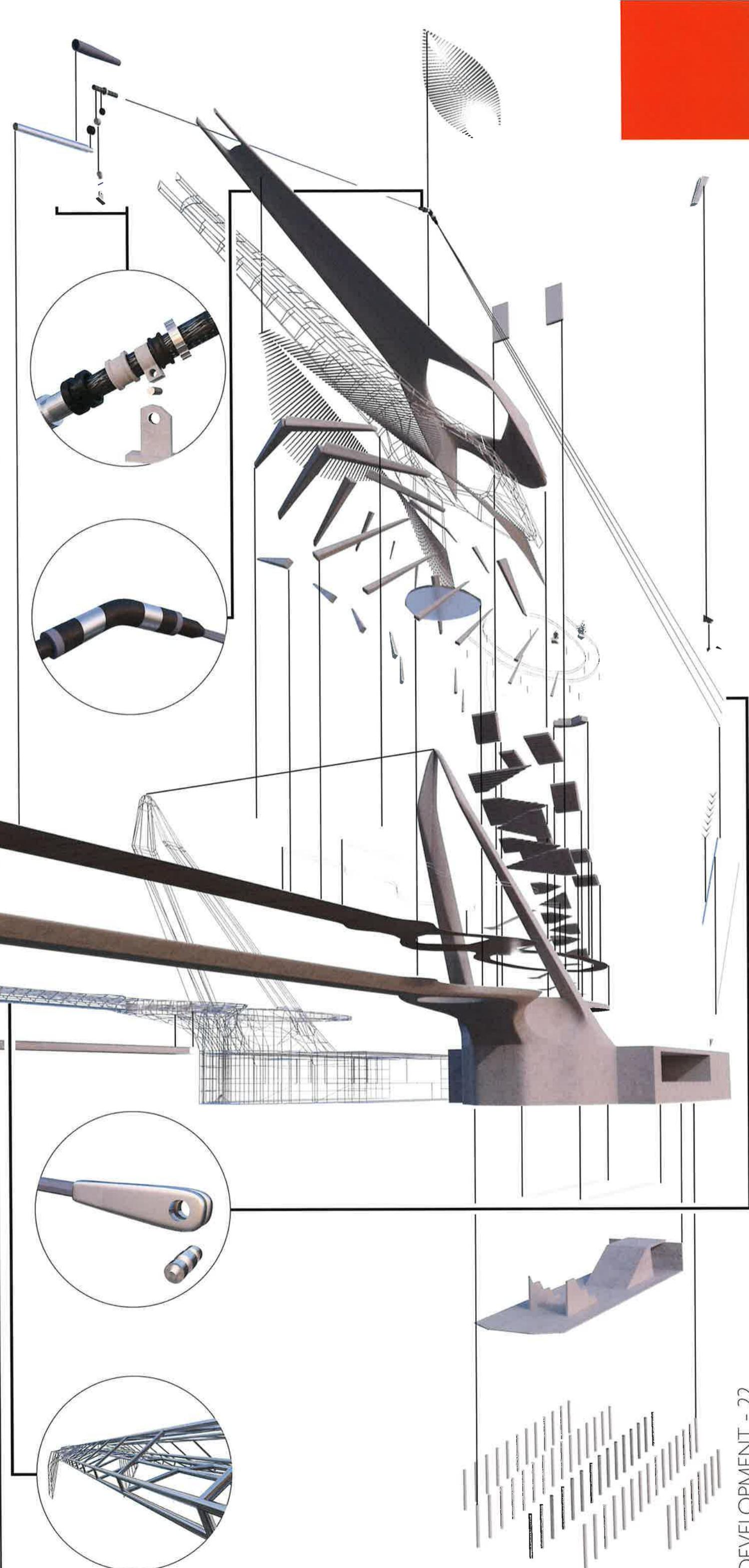
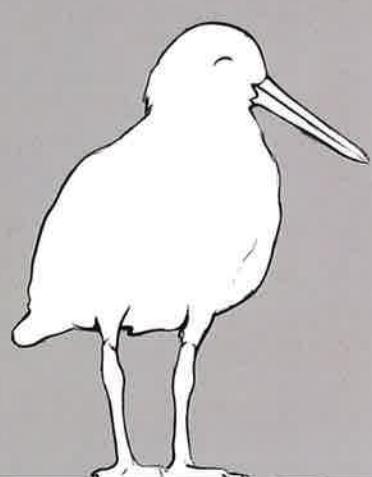
26.942 m



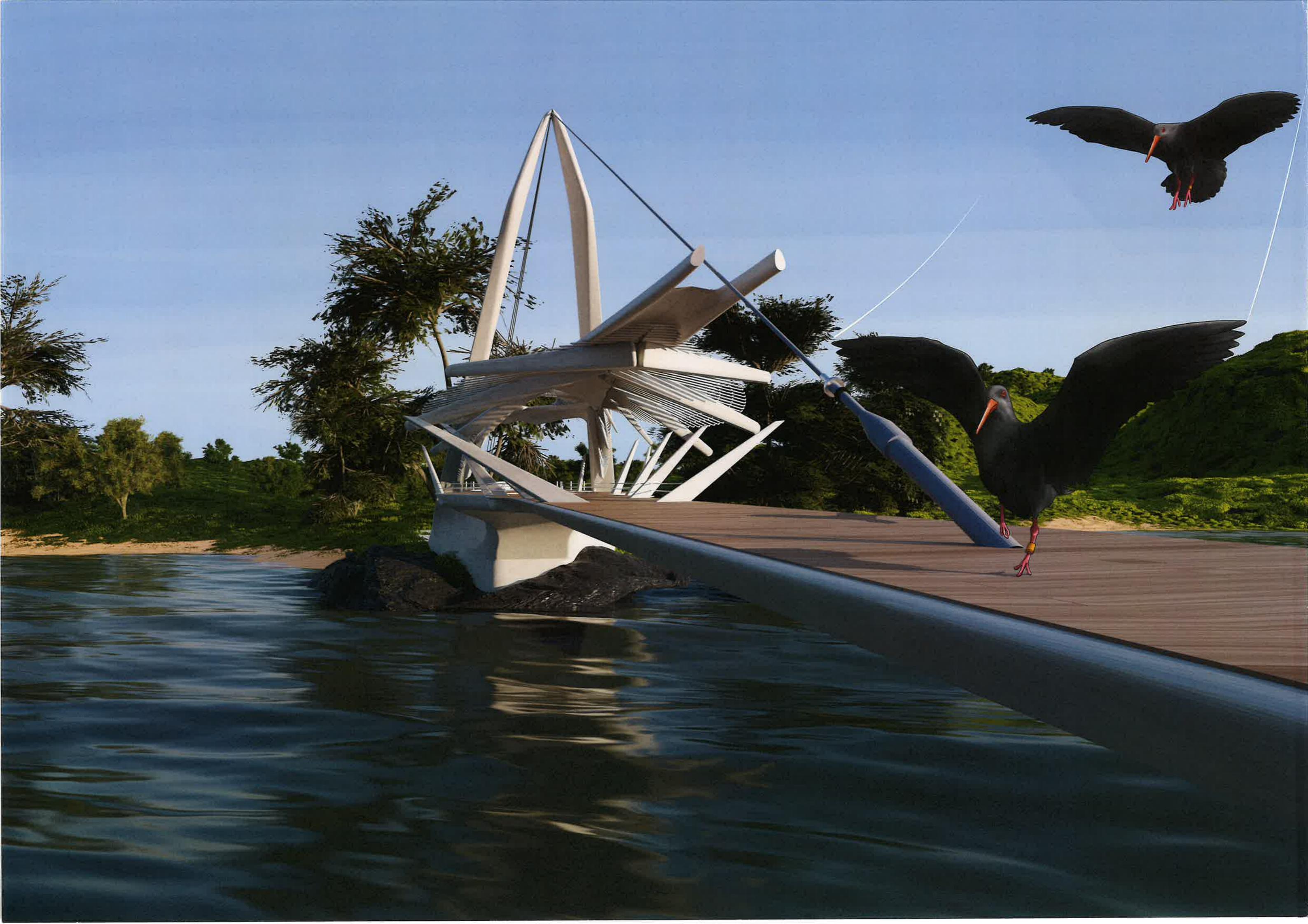
### SITE SIZE (meters)



The Structure fits within the defined perimeter. This is important as it means after the development process my structure still adheres to respecting the cultural and historic significance of the site.









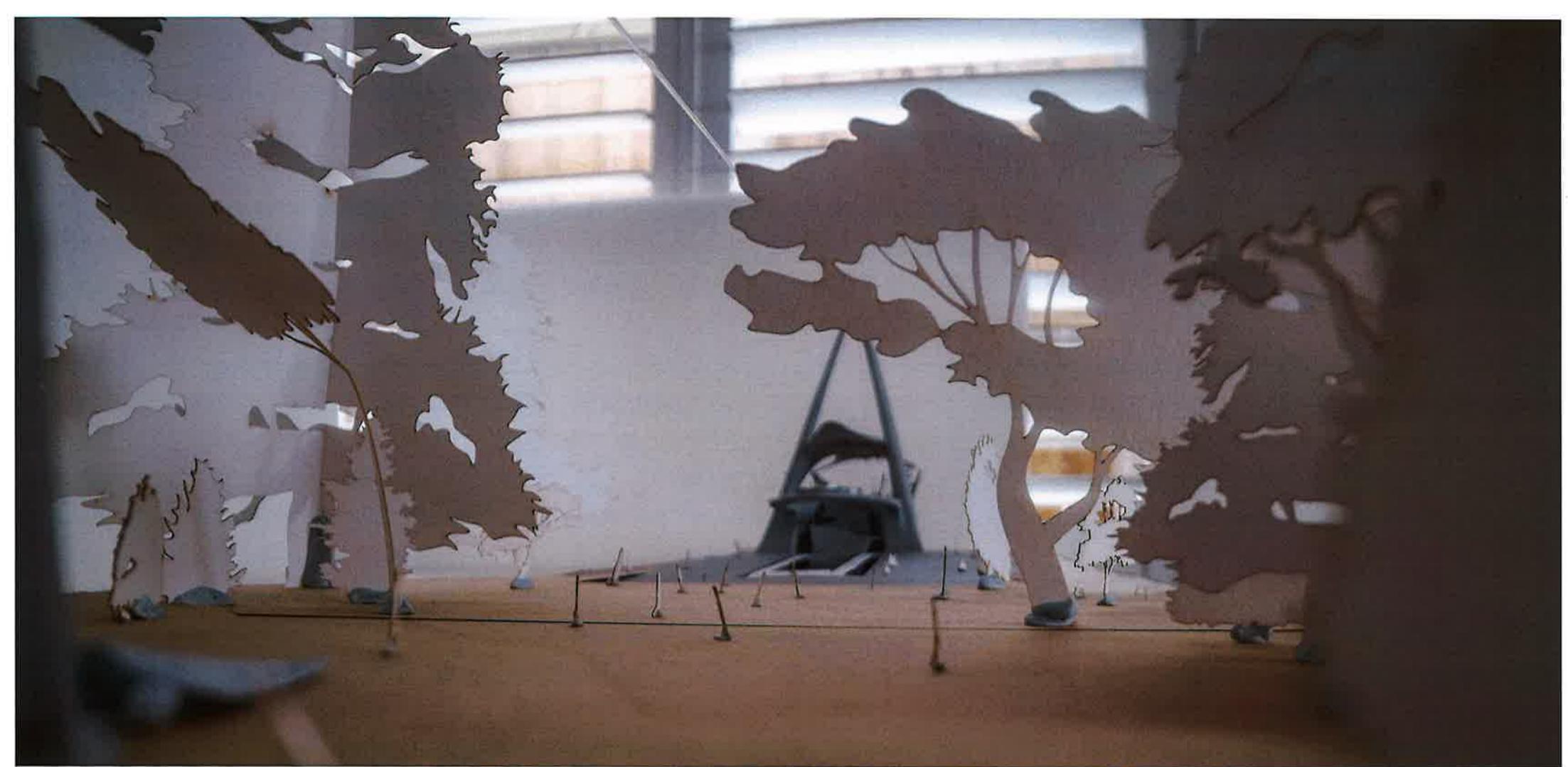


Architectural Model of  
Structure and  
Surrounding Region

1:245

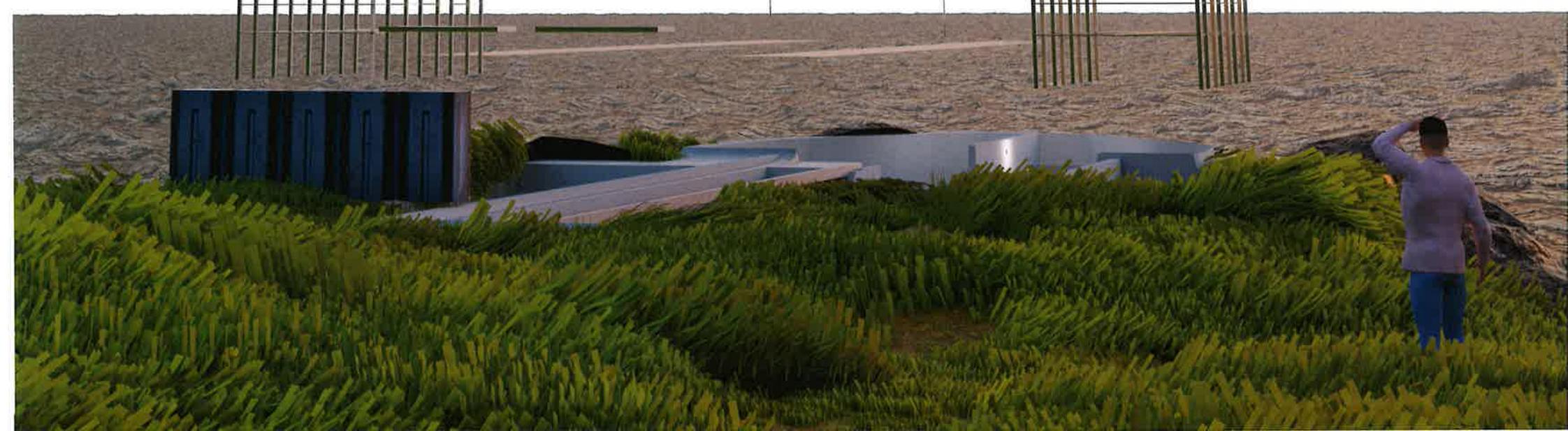
266 mm  
A scale bar diagram consisting of two vertical lines with horizontal caps. The left line is labeled "266 mm" and the right line is labeled "1000 mm".



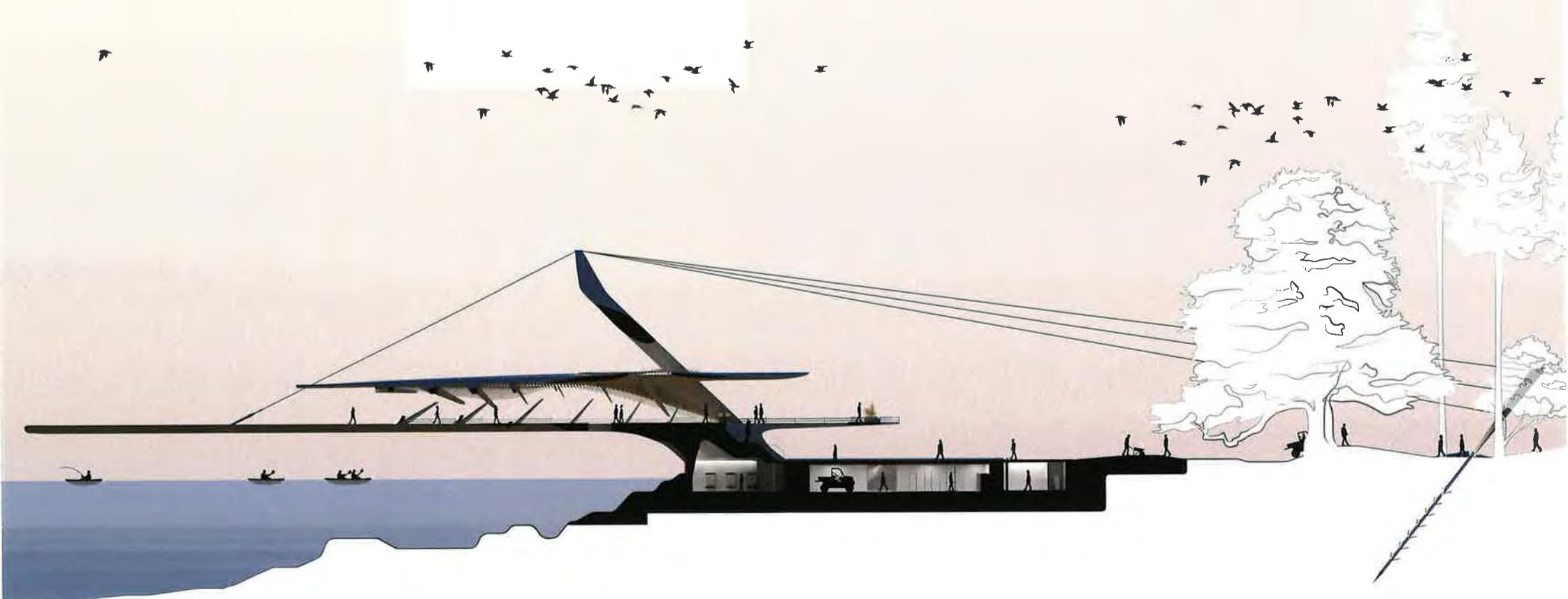
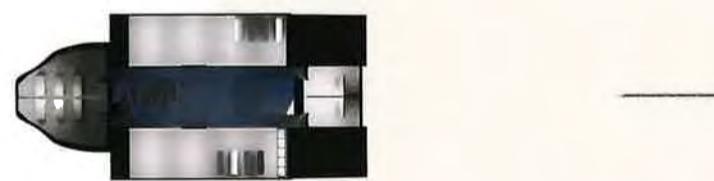


Main Contours comprised of laser cut 3mm MDF Board. Ocean formed from Polyester Resin. Main Structures formed through the use of a Sonic Mega 8K resin printer using Aqua Grey 4K Resin with a layering height of 0.03mm to 0.05mm. Structure Joined through the use of PVA Glue, Super Glue, and Blu-Tack. Photographs taken through Canon EOS R5 using a Canon Zoom Lens EF 24 - 105mm as well as a Laowa 24mm Probe Lens.





## SECTION VIEWS



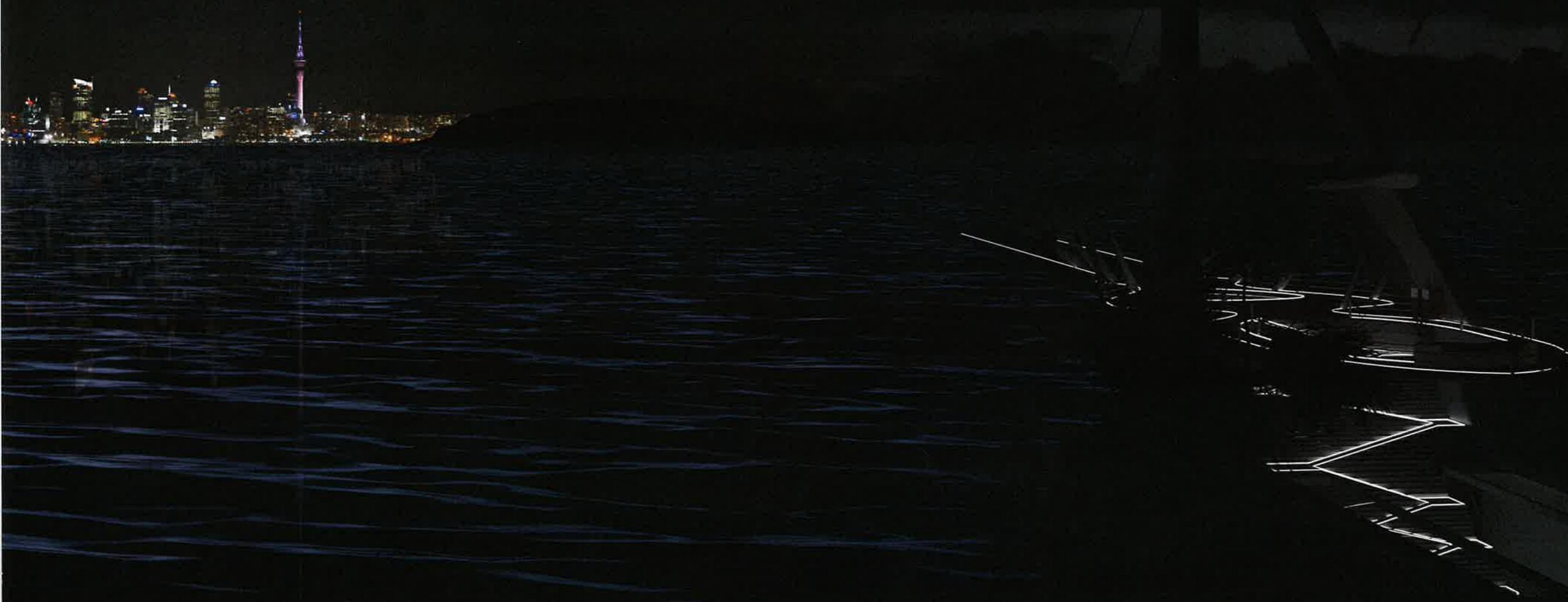
# MOTUKOREA

DURING REHABILITATION PHASE – 2050 AD



# HAURAKI GULF

NEW AUCKLAND → MOTUKOREA FERRY CONNECTION – 2030 AD



= 2200 AD – AFTER HUMANITY HAS LEFT ITS MARK



