

# vers(e/u)s.

visitor experiencing centre

Vers(e/u)s stands as a testament to harmonizing nature and architecture, a visitor experience center intricately woven into Hilbre Islands, England. Embracing the natural landscape, it emerges as an organic marvel, with an innovative shell structure seamlessly integrated into the existing environment.

This project demonstrates the power of virtual environments, enabling the creation of complex structures with ease. As the long walk on Hilbre culminates at Vers(e/u)s, there's a profound sense of fulfillment, marking the journey's completion in perfect harmony with nature.

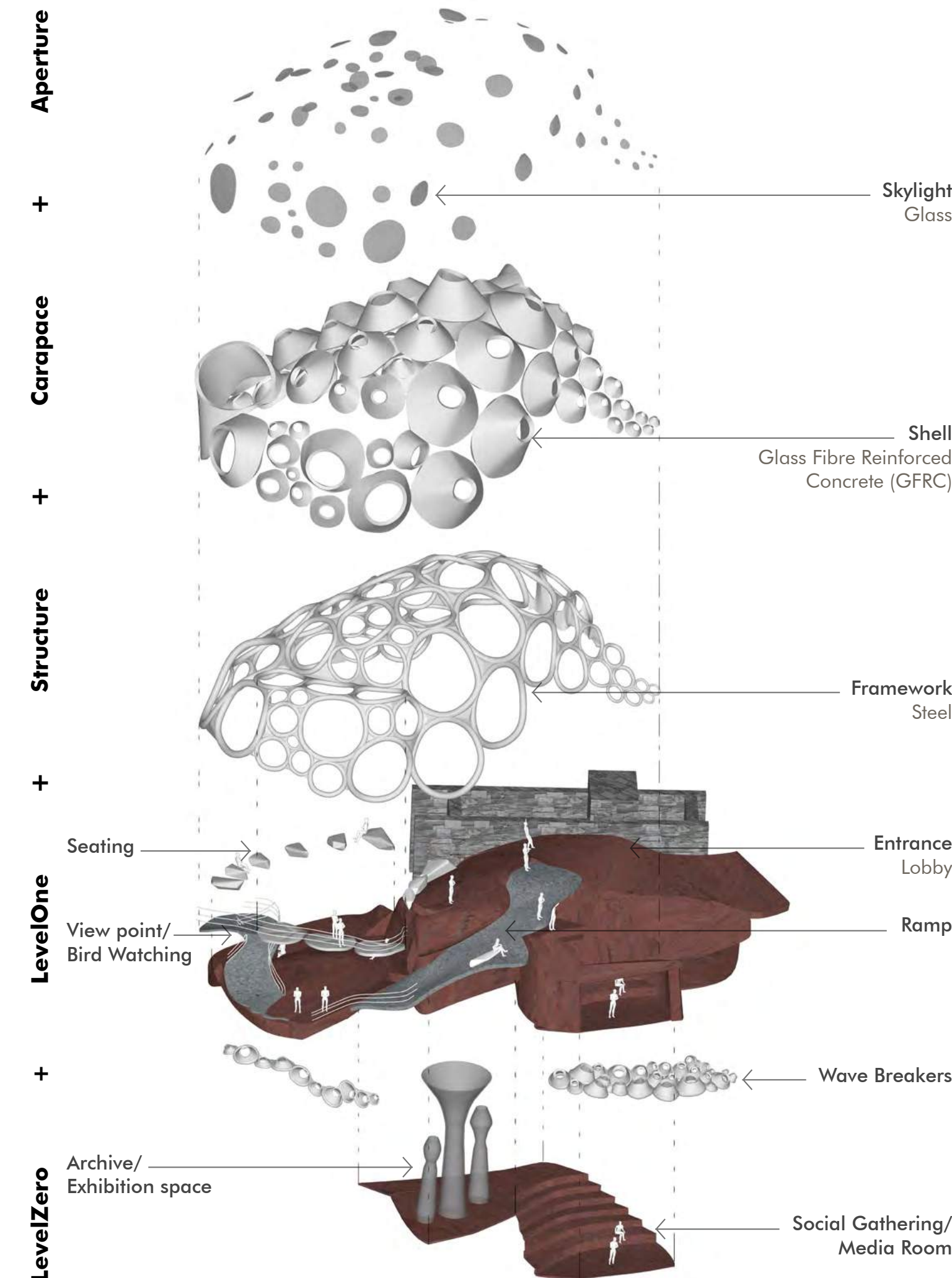


**01**

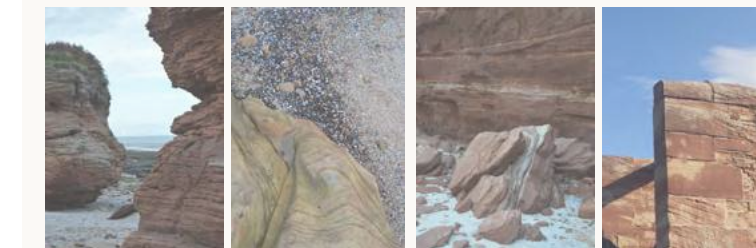
Project : Vers(e/u)s, Visitor Experiencing Centre  
Location: Hilbre Islands, England  
Project type: MA Design Sem01 Project

- Exhibition space.
- Media Centre.
- Social gathering.
- Aqua/Birds experiencing space.
- Mixed Reality experience.

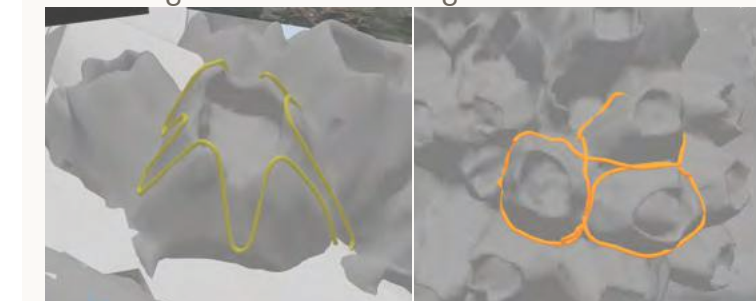
DESIGN STUDIO ARCH711  
**[ImDeCo]**  
IMMERSIVE DESIGN & COLLABORATION



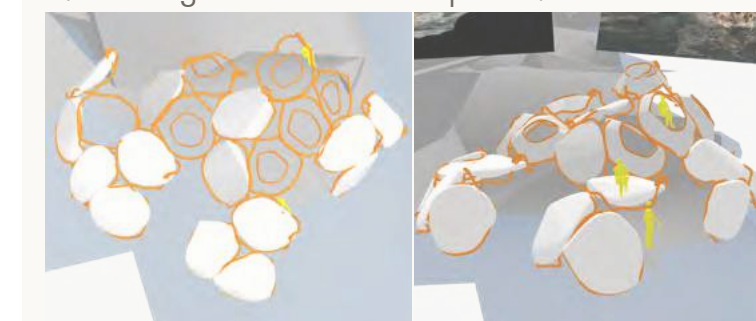
**Development stages.**  
Inspirations+3D Collage+Gravity sketch  
**01**  
**Site inspirations x 3D Collage.**  
Molding the thoughts into a 3D form.



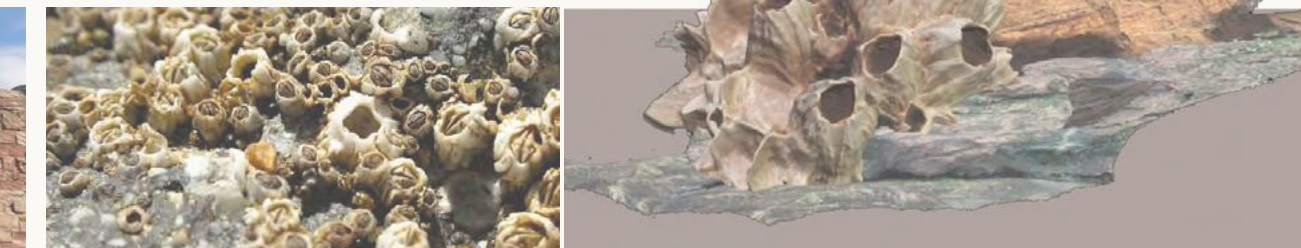
**04**  
**Iterative Development.**  
Using advanced tools in gravity sketch.  
a. Tracing over the 3D Collage.



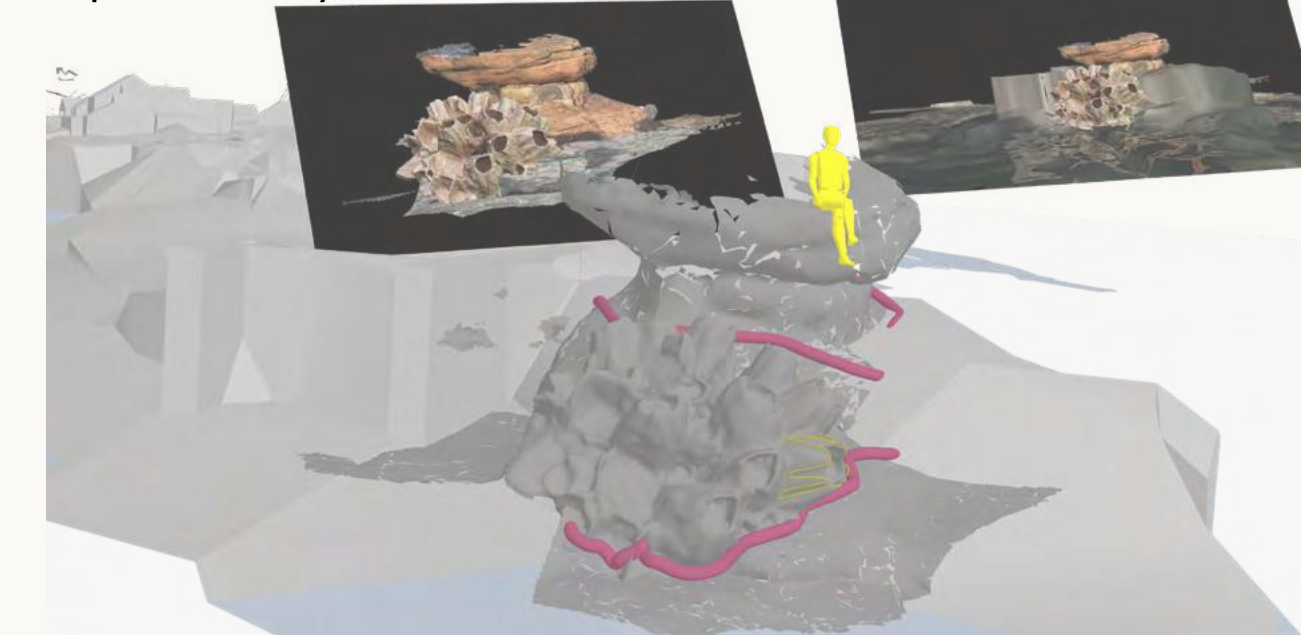
b. Massing and Form Development.



**02**  
**Design Concept x 3D Collage.**  
Barnacle + Rock + Site contour

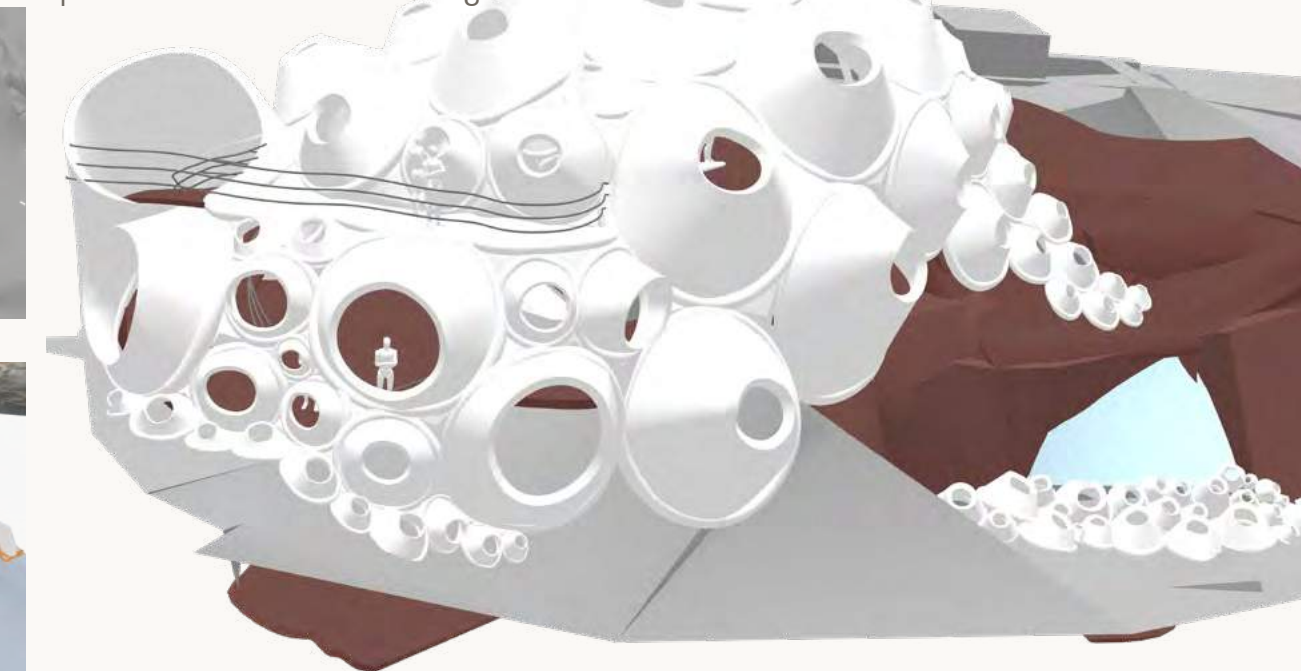


**03**  
**Import to Gravity Sketch.**



**05**  
**Refinement.**

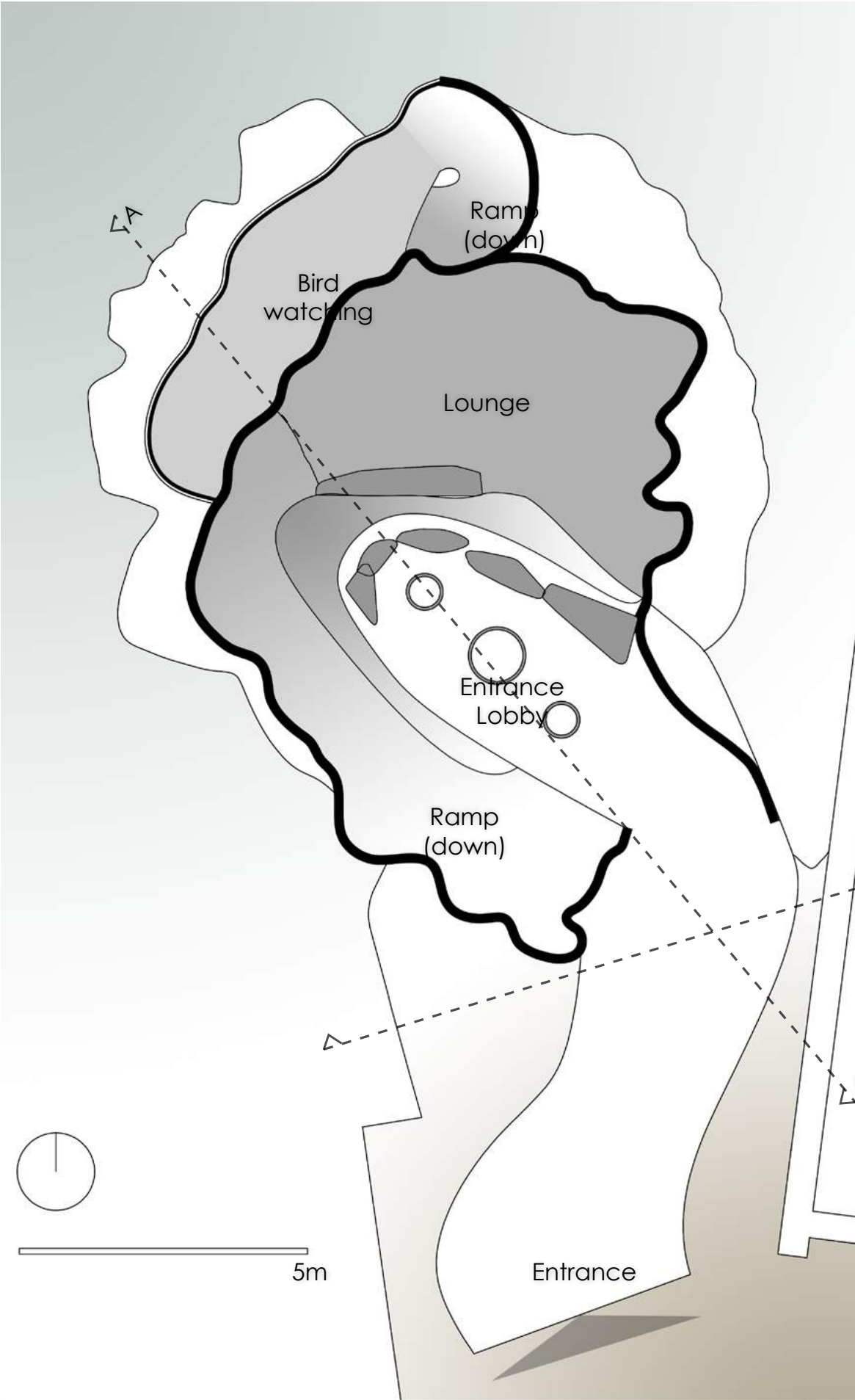
Refining form and addition of spaces to arrive at a final design.





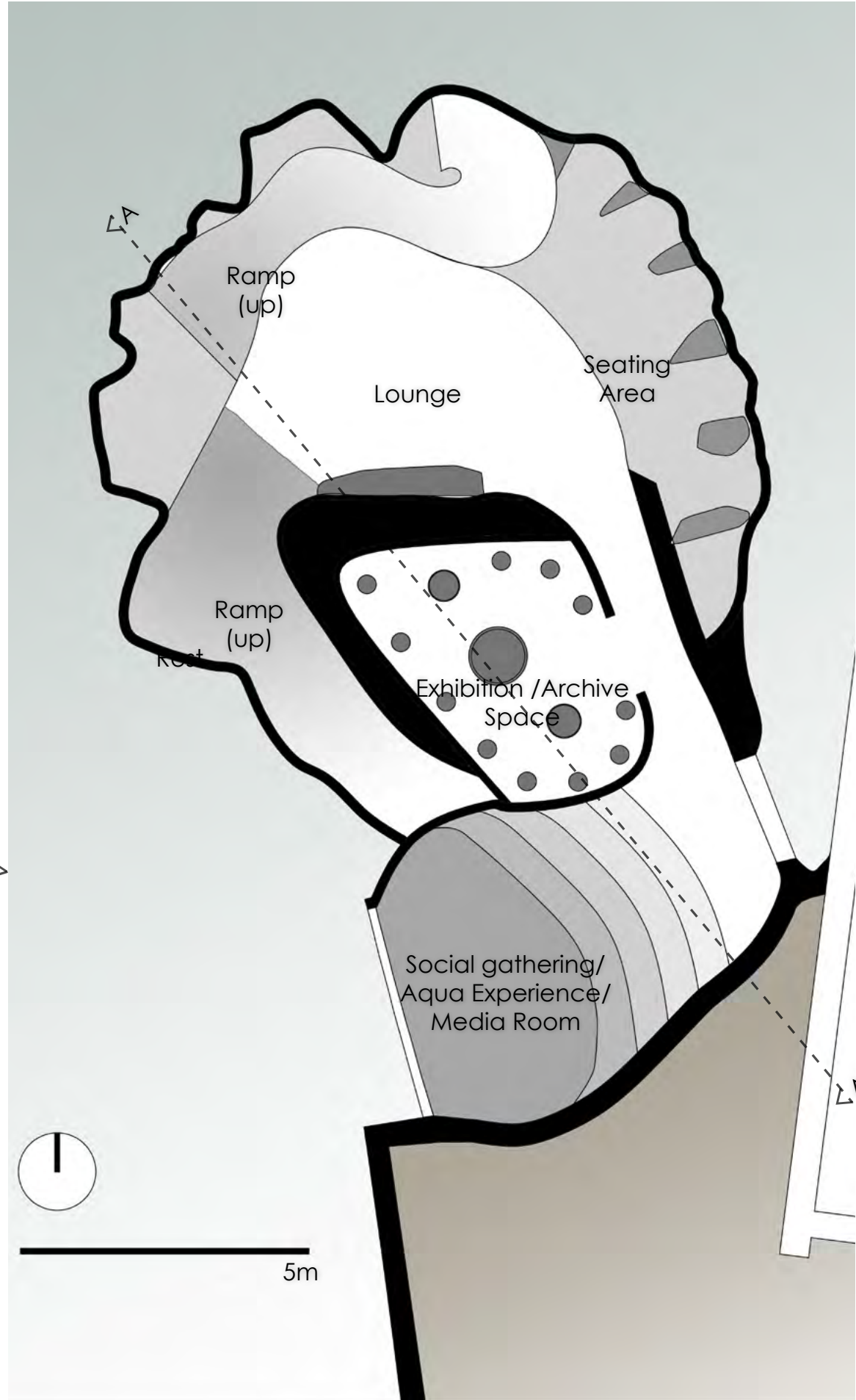
Level 01

Horizontal section at 12m sea lvl.

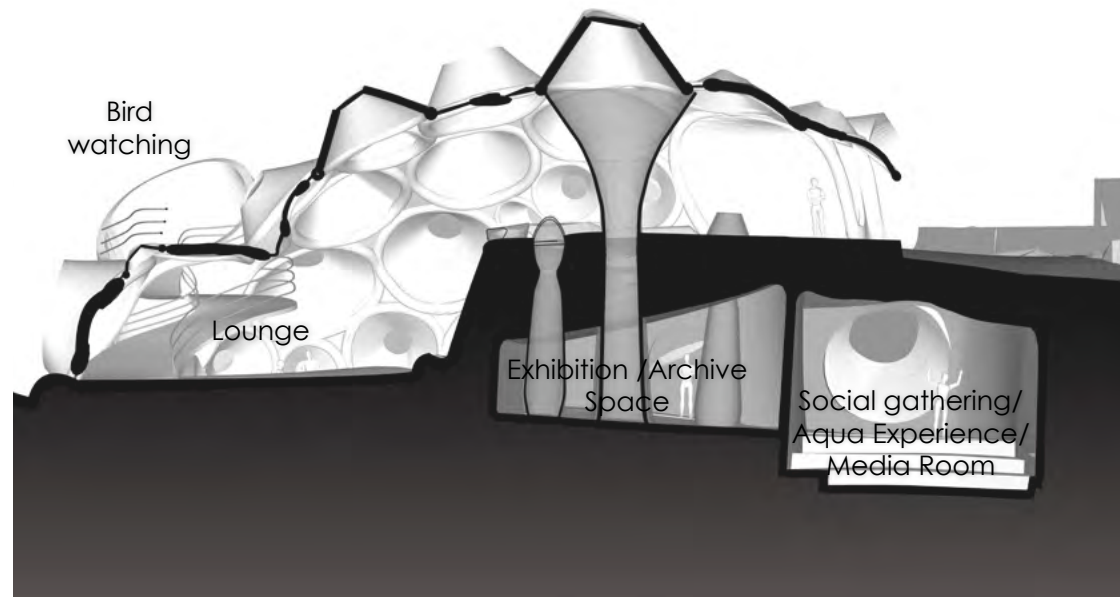


Level 02

Horizontal section at 6m sea lvl.

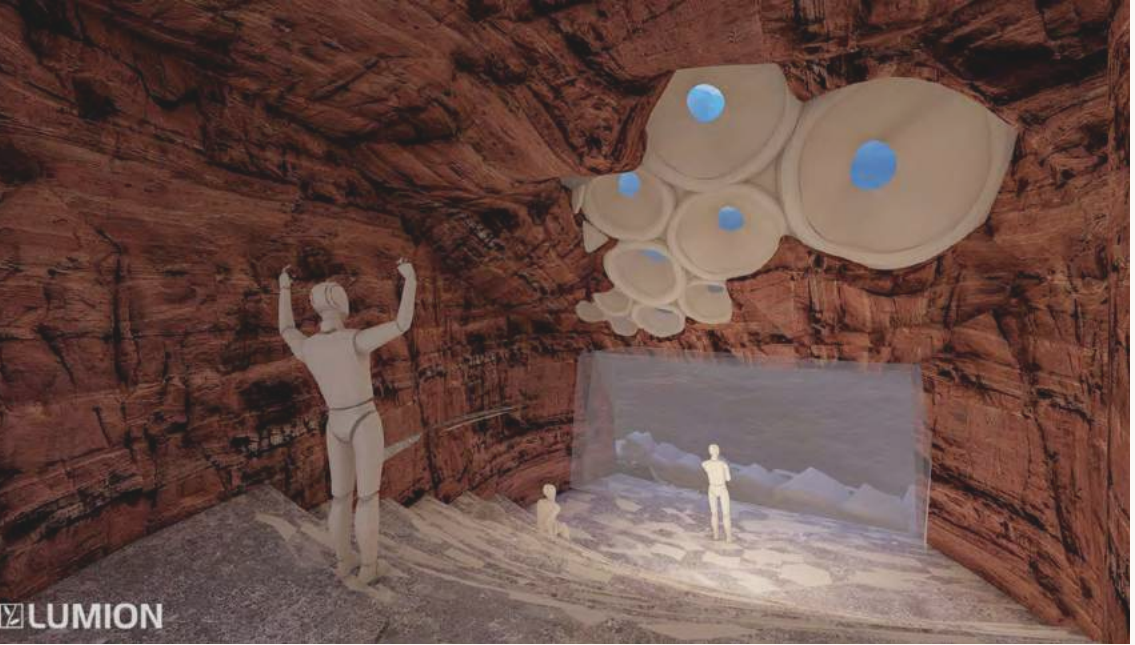


Section AA'



Views

Interior + Exterior.



Analysing plan in gravity sketch.

