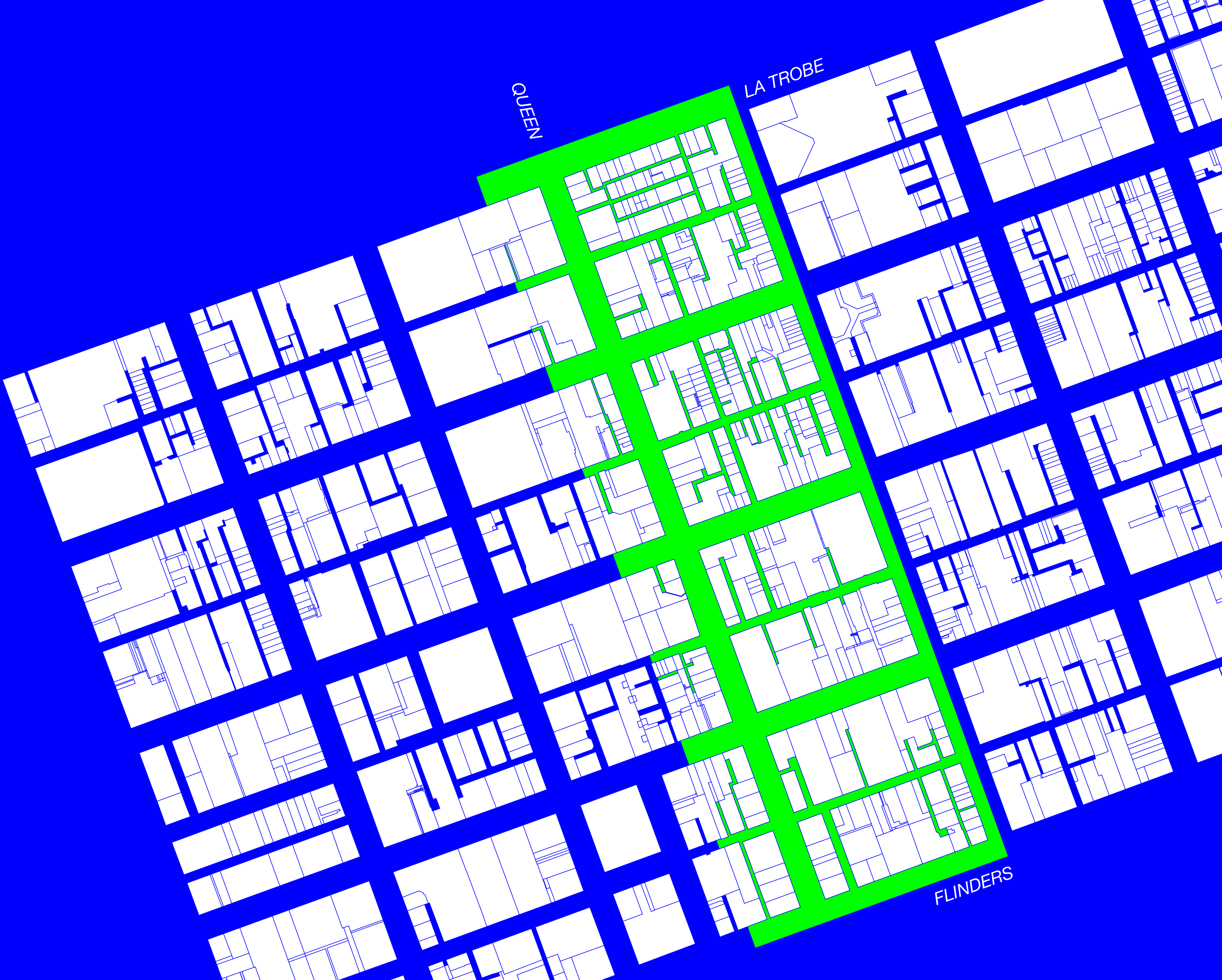
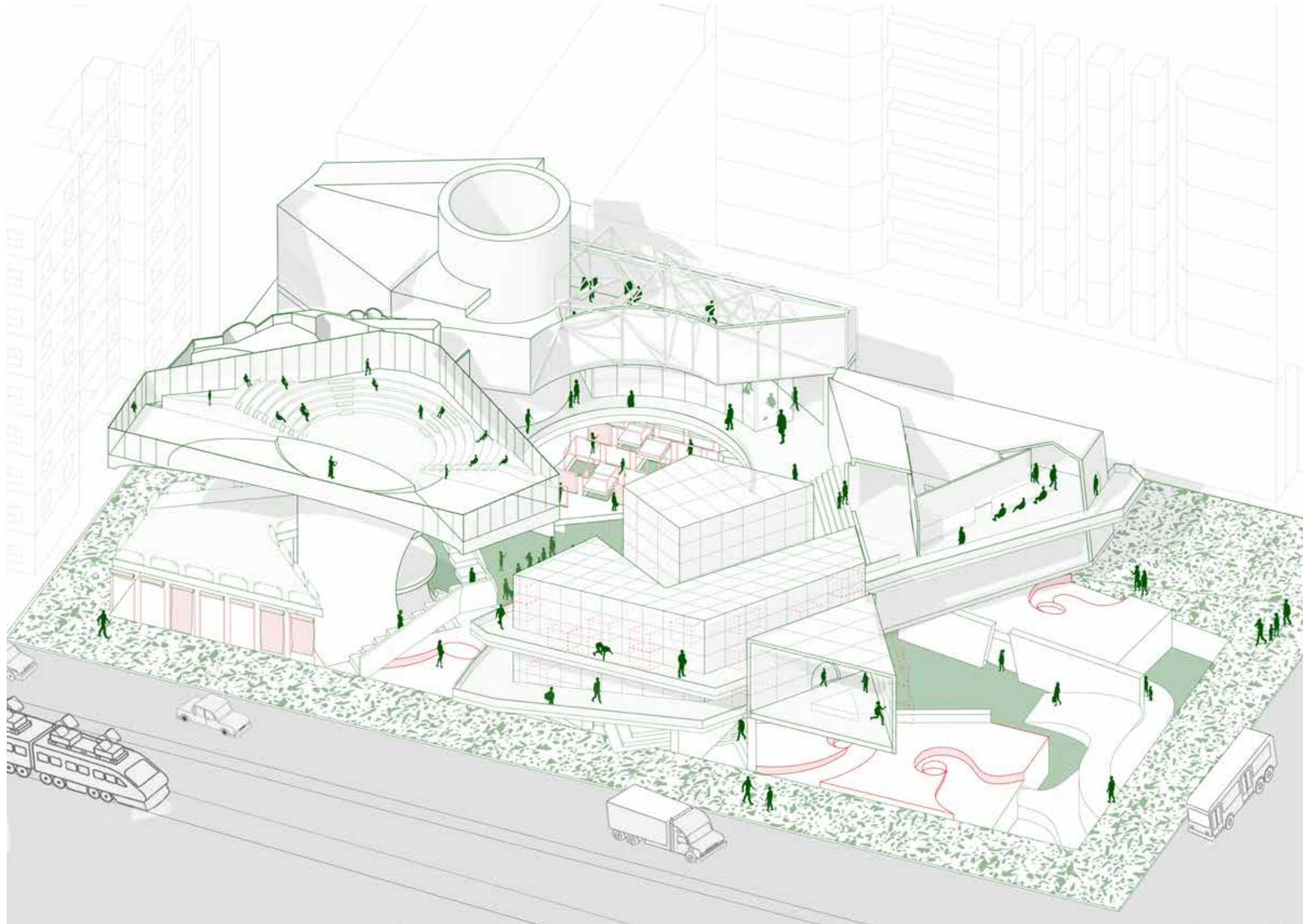


Arc-Relic
Hana Hurst
Level 5





1.0 INDIVIDUAL REFLECTION

The studio is highly a reflection of the collection of animate and inanimate object collected within the city. Stumbling upon unexpected items found in all corners of the city, it is received to be one singular object with one specific function. However, the studio instead critically reflects the plurality of the object which creates more indefinite faces to the object. For a student like me to be staying in the city, it enforced me instead to look into the city with more perception instead of a constant mundane black and white. Stumbling upon accidental object may it be hanging, draped on ceilings, trampled on it provided opportunity to critically reflects it higher operation to recreate various object. Challenged and tested mentally by partner with ideas of a variety of reimagination the sought objects created such conversation which were unforeseen.

Upon application of animate and inanimate to be injected to a building found to be more difficult to navigate for the intended spaces. Furthermore, the application of current existing building proved to be harder than expected as to rip off the idea seemed incorrect. The project is a highly reflection of the testing of cataloguing and reimagination. However, lacks the high identity and specification and relation to particular city spaces and objects.

2.0 ARC-RELIC

Derived from the engagement and circulation of a user to the site. The project collectively questions and removes the hierarchy of public and private spaces. It engages with open spaces of invasion through all exposed corners of the site which removes any form of a main entrance but instead allows multiple entry to specific spaces which are located through the site. The dedication of public open spaces is a devotion to the archive of the beholder's eye, Melbourne's CBD. A collection of various objects, drawings, catalogue & reimaginings ranging from intimate, over powering and over bearing scales, these objects are animated and experience through out the building through interaction of its spaces and its programs. The travel through various level and spaces test the tectonic and tactile experience to both its interior and exterior.

