



LOQUACIOUS

MENTAL HEALTH FACILITY

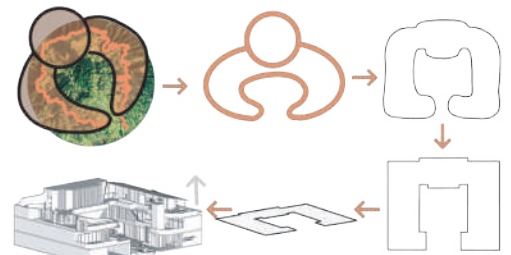


CONCEPT STATEMENT

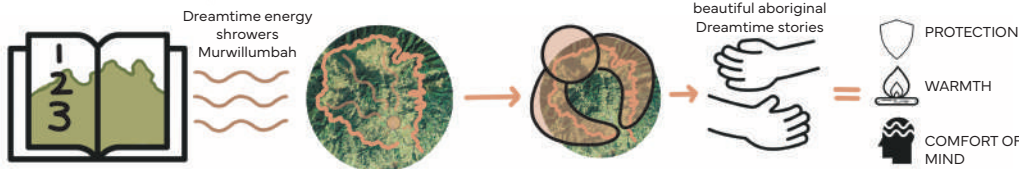
LOQUACIOUS: a person that tells a lot of stories. In this case it's a building, personified, inhaling in the indigenous Dreamtime stories from the ancient aboriginal mountains and exhaling it through the open corridors that users journey through as they navigate the building. It was found that the curated Dreamtime stories that inspired this site all follow the same pattern going from chaotic to calm, the user of the building will experience the same feelings of these stories through architectural language choices and conventions. It's designed to seamlessly blend from emotions of chaos to calm, however, each user will experience it differently as everyone holds their own personal values, the user creates their own story as they walk through Loquacious. As the volcano and the surrounding mountains encircle Murwillumbah, feeding the energy to the area with a big hug, the building then mimics this comfort. Through these architectural gestures, the aim of this building is to protect the sacred dreamtime stories and keep them alive through architectural language.



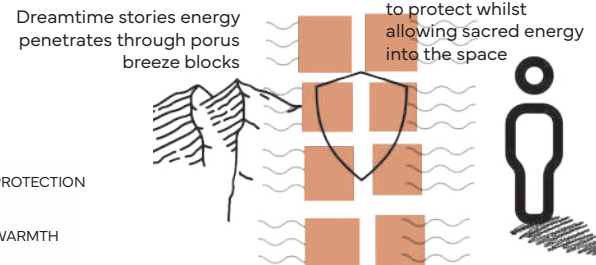
HUG FORM DIAGRAM



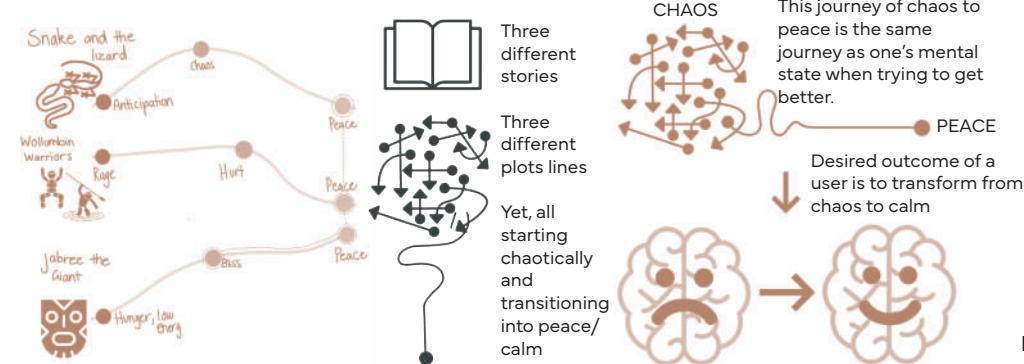
MOUNTAIN HUG DIAGRAM



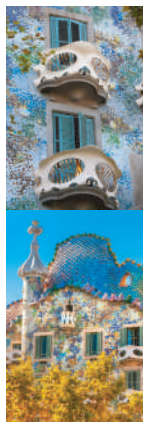
BREEZE BLOCK DIAGRAM



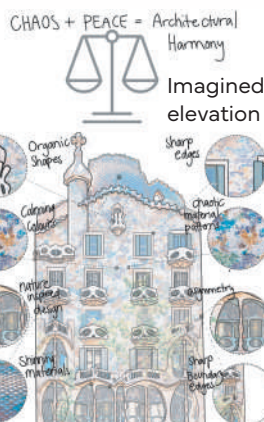
THE THREE STORIES PLOT LINE DIAGRAM



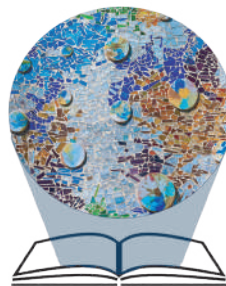
PRECEDENT



CASA BATLOW - GAUDI
Gaudi uses such unique architecture conventions which portray the chaos and calm conventions in a harmonious way which has furthed my design style and inspiration



Collecting inspiration from these mosaics and using them as a community art piece in the design to help tell the story of the people



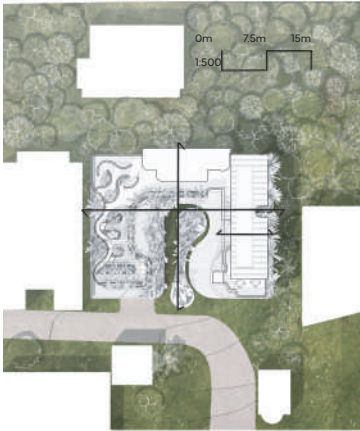
TRANSLATING CHAOS AND CALM INTO ARCHITECTURE CONVENTIONS





PERSPECTIVE FROM ROOFTOP CAFE

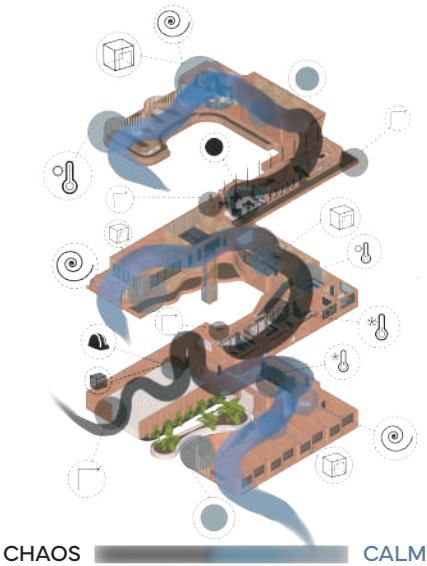
1:500 SITE PLAN



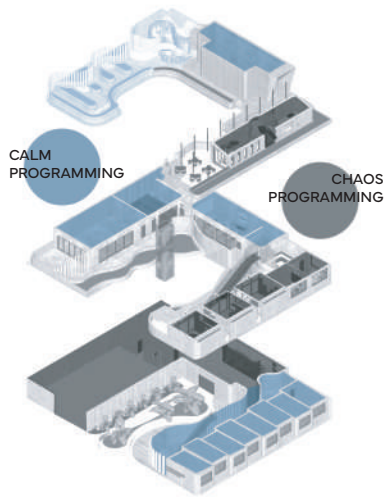
FLOOR PLAN LEDGEND

- | | |
|---------------------------|--------------------------------|
| 1. Carport | 15. Private outdoor staff nook |
| 2. Plant room | 16. Staff room |
| 3. Store room | 17. Staff meeting groom |
| 4. Ambulant bathroom | 18. Retail three |
| 5. Ambulant bathroom | 19. Retail two |
| 6. Reception/waiting room | 20. Retail one |
| 7. Courtyard | 21. Outdoor garden space |
| 8. Therapy spaces x8 | 22. Mosaic garden space |
| 9. Public room | 23. Library |
| 10. Studio room | 24. Cafe kitchen |
| 11. Studio storage room | 25. Cafe |
| 12. Bathroom | |
| 13. Pilates studio | |
| 14. Pilates storage room | |

AXONOMETRIC DIAGRAMS



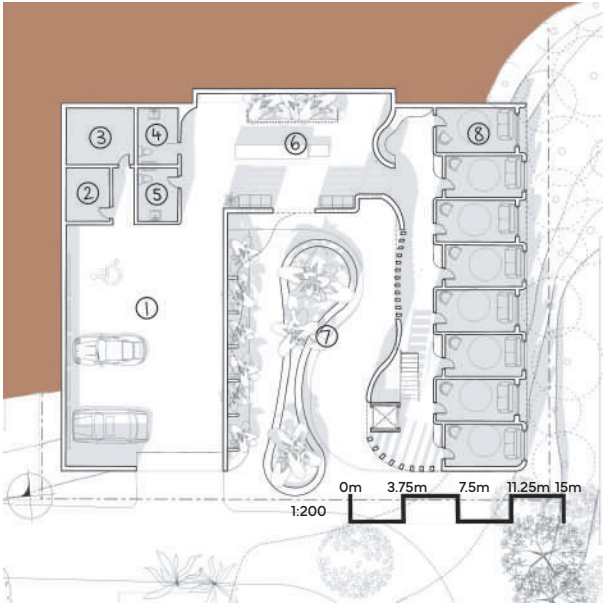
CHAOS CALM



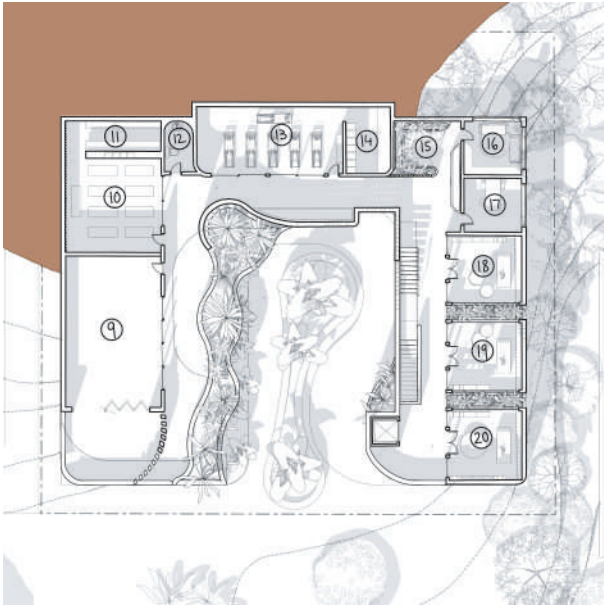
CALM PROGRAMMING CHAOS PROGRAMMING

These two diagrams highlight the contrast, blend and journey between the chaotic areas vs the calm areas. This is done through curated architectural language to make the user feel immersed in the story. Shown in the diagram to the left, as a user moves each floor, the design journeys from chaos architecture, to a blend of chaos to calm, and then to complete calm. Another way these strong emotions have been portrayed architecturally is through the programming, going from busy, chaotic or stressful programs, into more peaceful calmer, less dense areas.

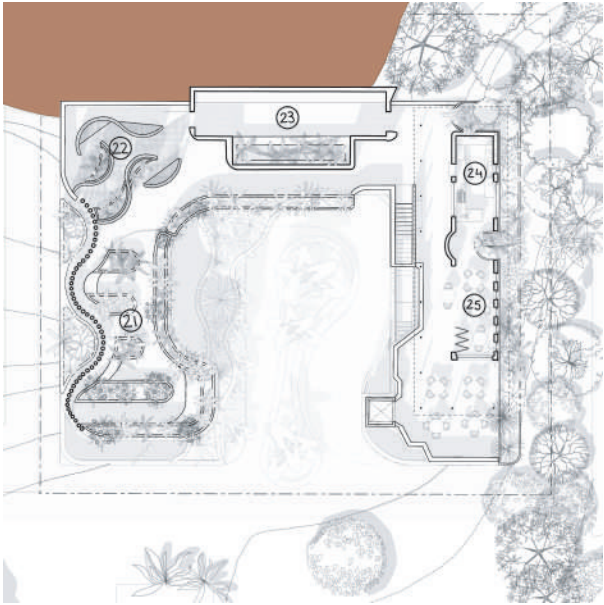
FIRST FLOOR PLAN 1:200



SECOND FLOOR PLAN 1:200



THIRD FLOOR PLAN 1:200

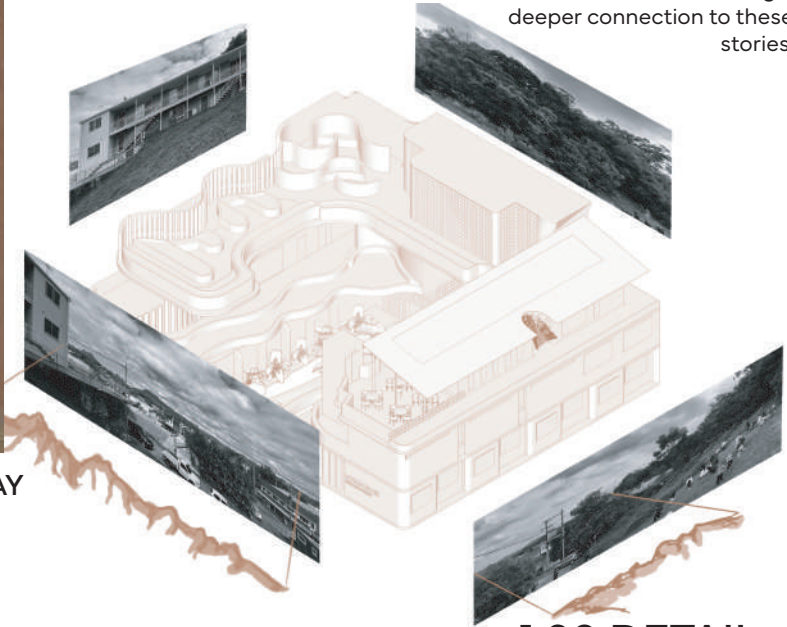




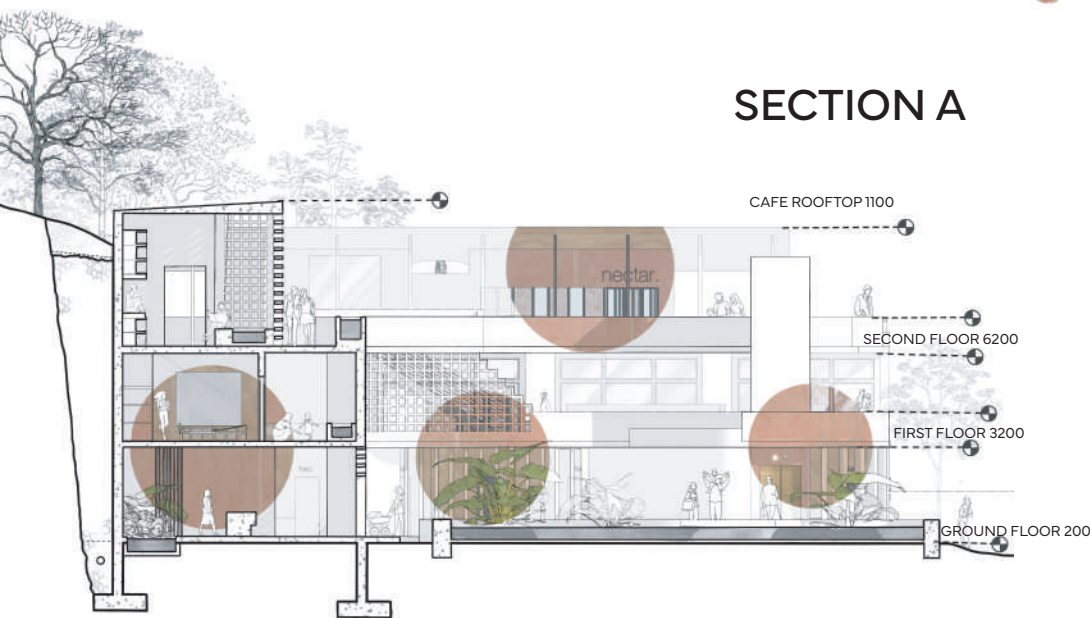
PERSPECTIVE FROM THE THERAPY SPACES HALLWAY

VIEWS FROM SITE

Users get a panoramic view of the mountains which brings and grounds them back to the Dreamtime stories, creating a deeper connection to these stories.

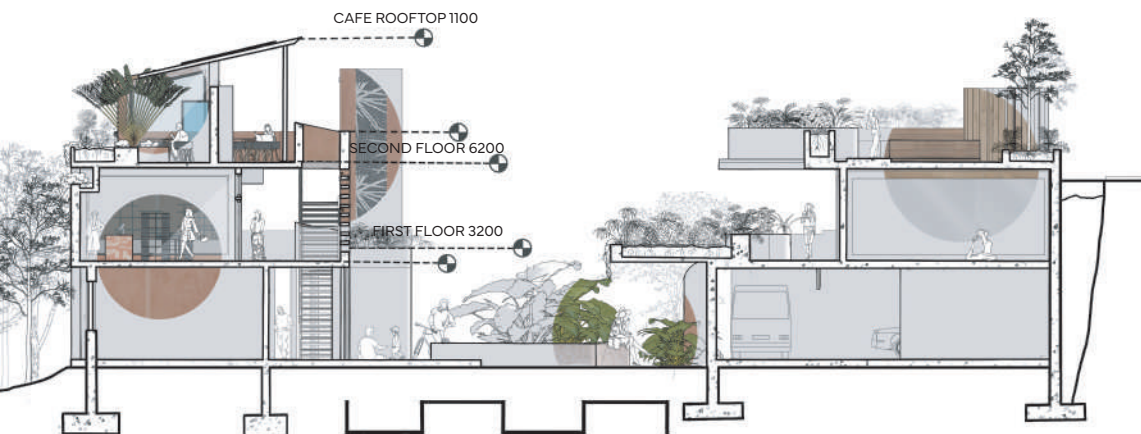


1:20 DETAIL
CONSTRUCTION
MODEL

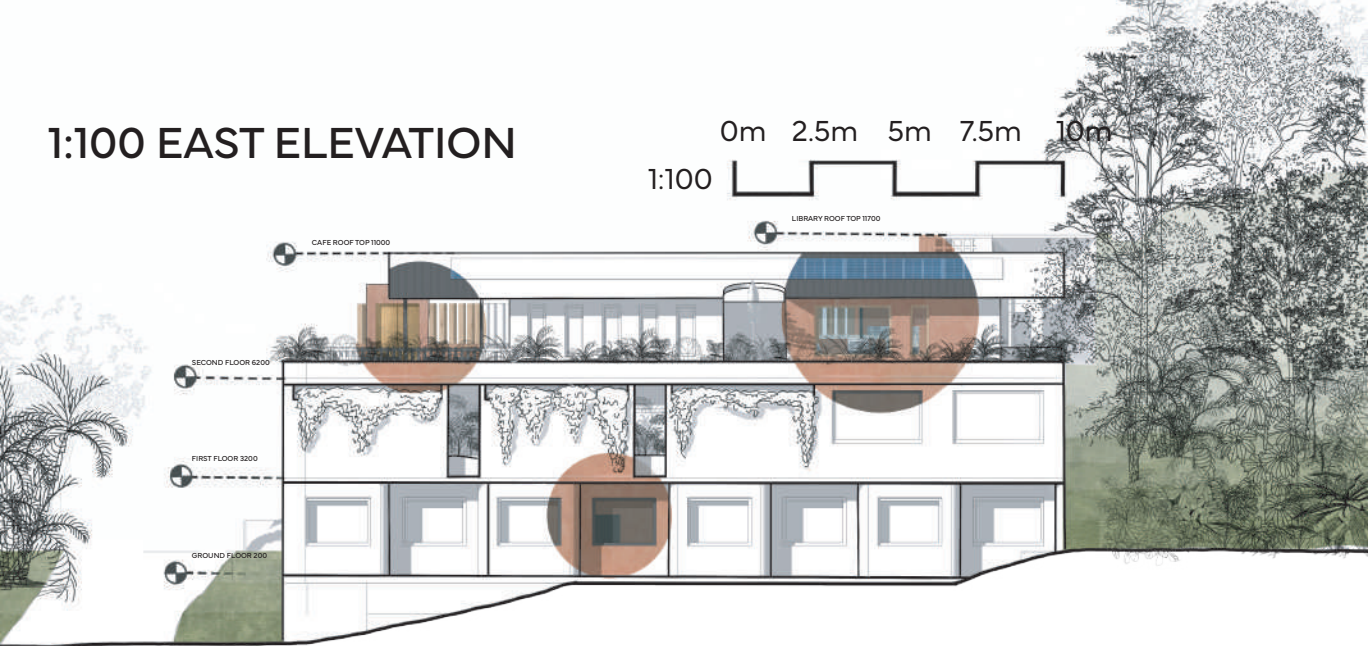


SECTION A

SECTION B



1:100 EAST ELEVATION



1:100 SOUTH ELEVATION



PERSPECTIVE OF THE CAFE
SITTING FROM THE MOSAIC
GARDEN

1:20 DETAIL SECTION

