



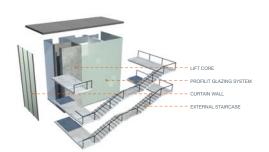
- FLEXIBILITY TO BE CONVERTED BETWEEN A GALLERY OR FUNCTION SPACE
- EXHIBIT LOCAL & INTERNATIONAL ARTISTS WORK. ALSO USED TO EXHIBIT STUDENT WORK

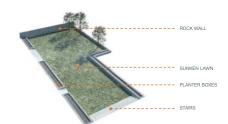




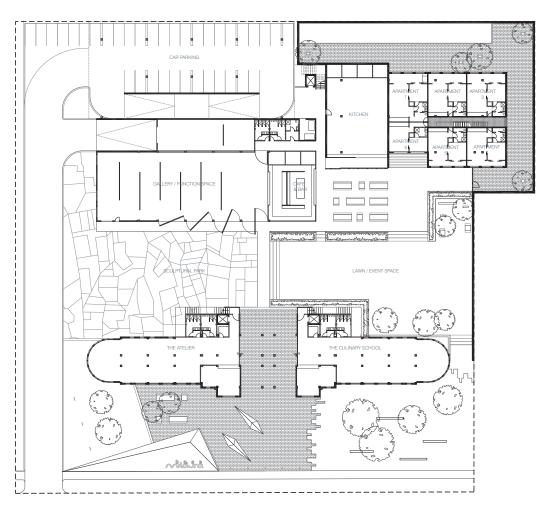


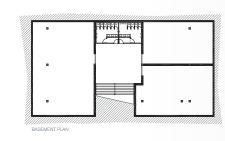


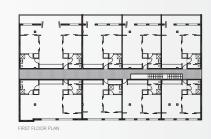








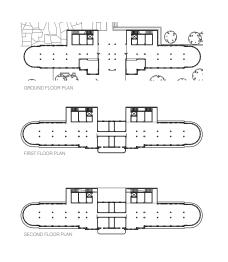














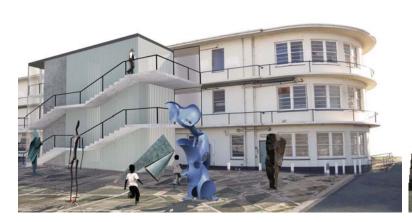




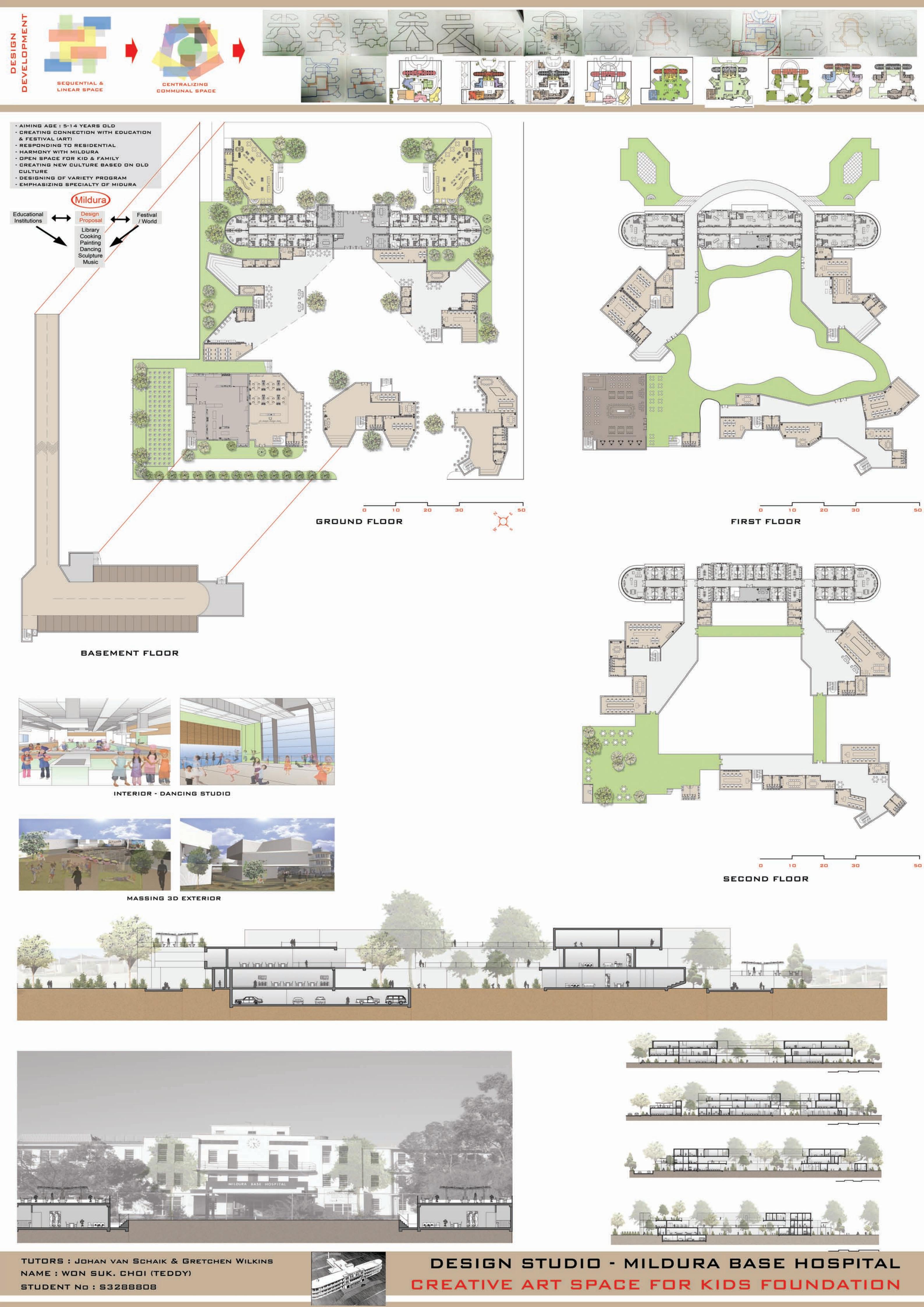




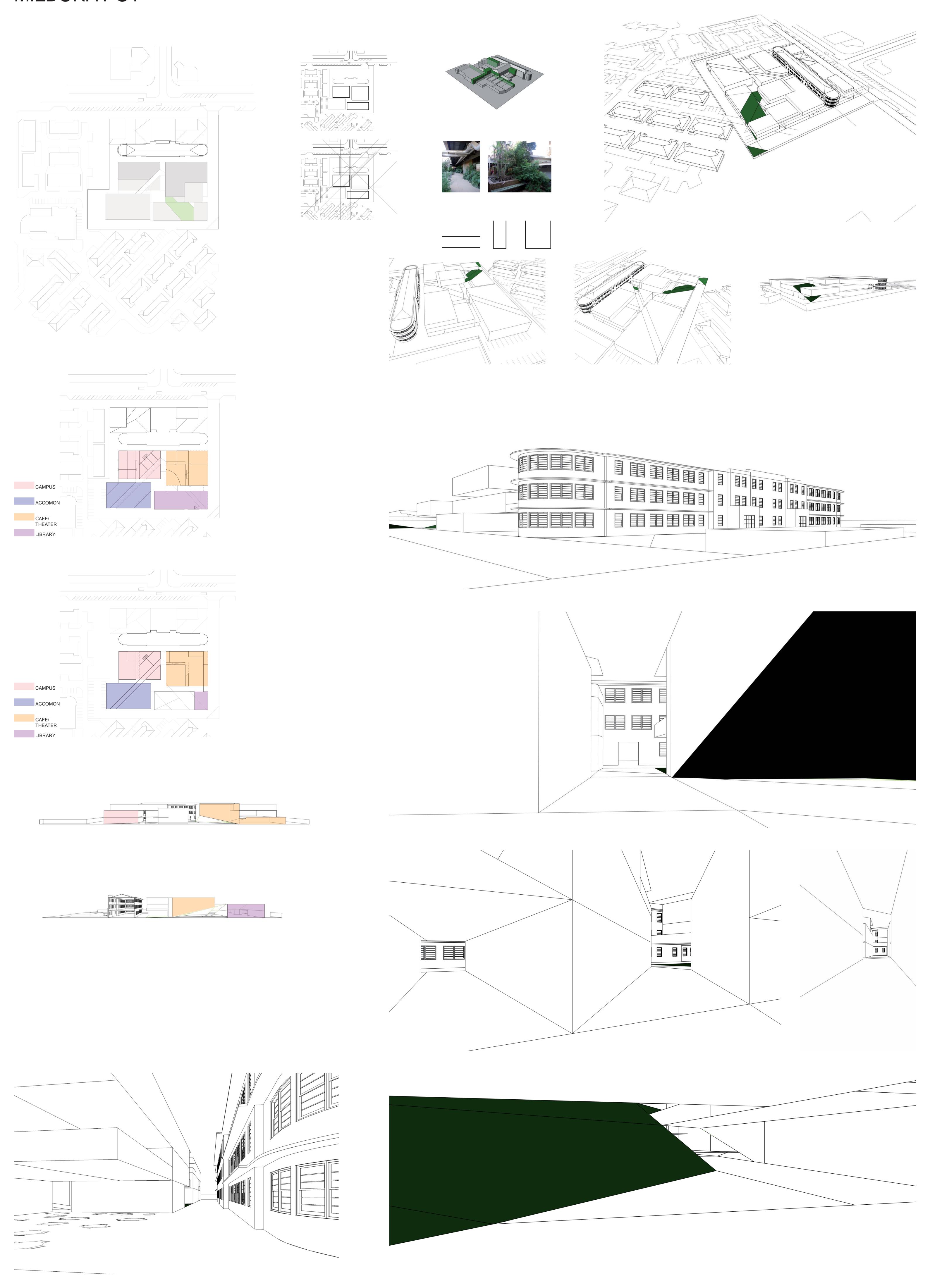


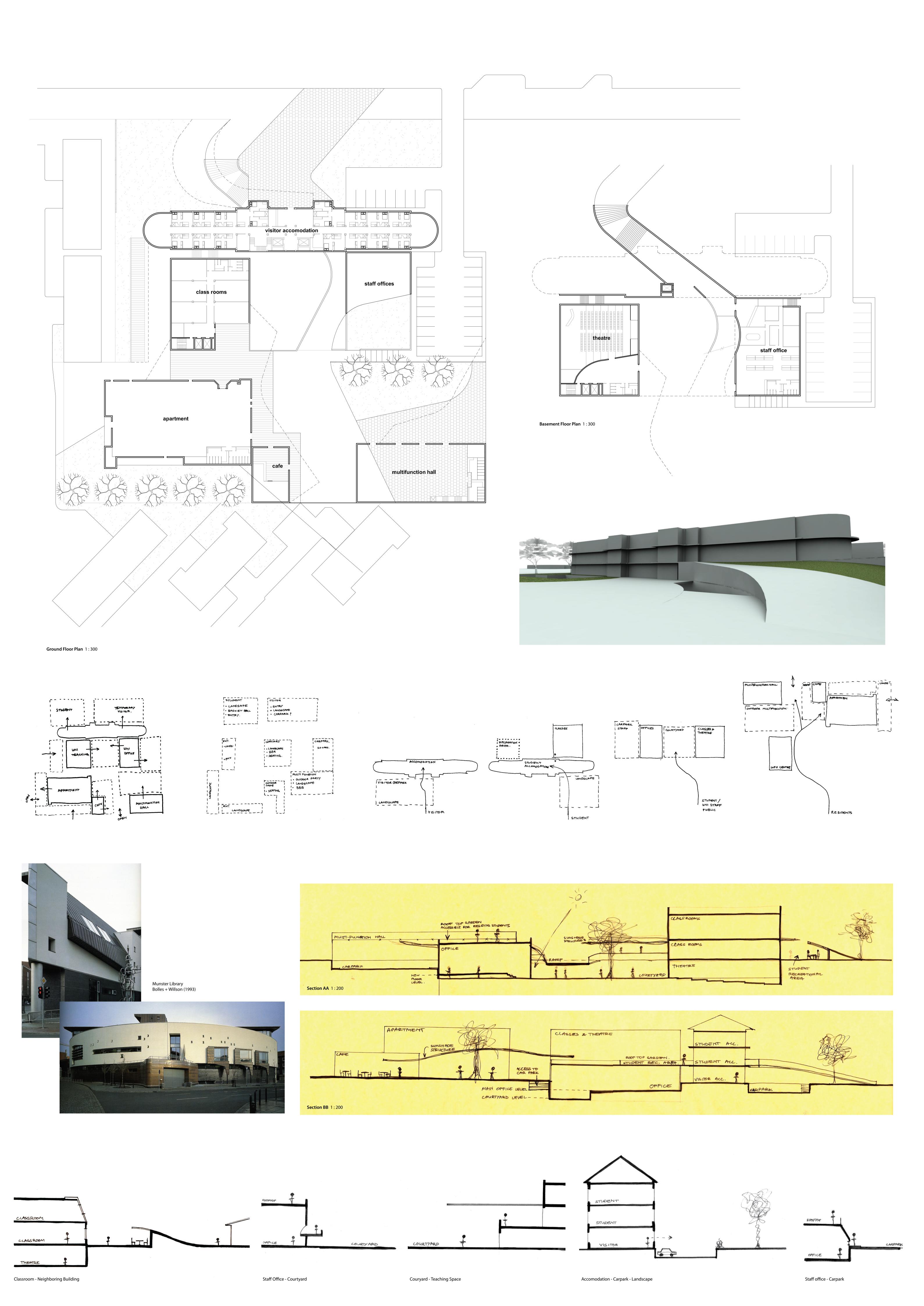






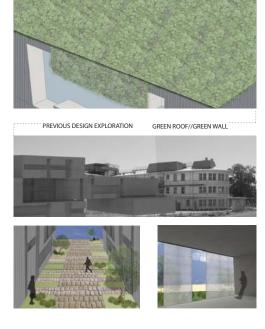
### MILDURA POT

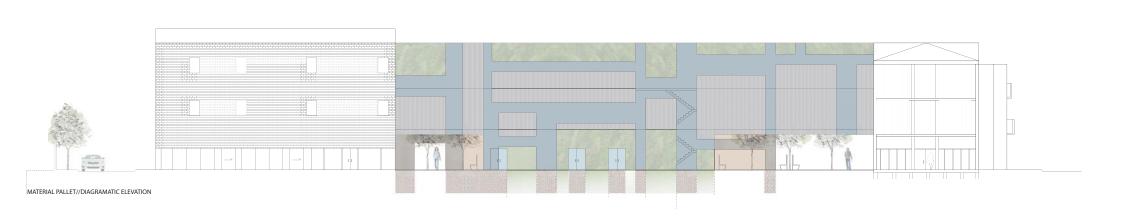


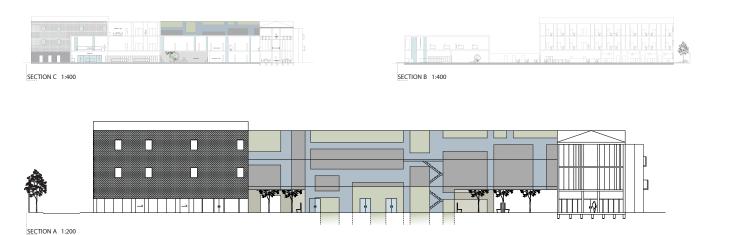


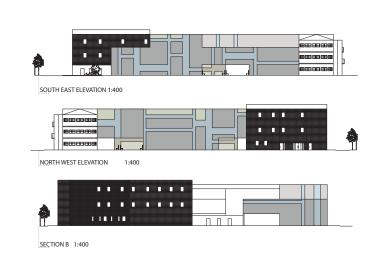


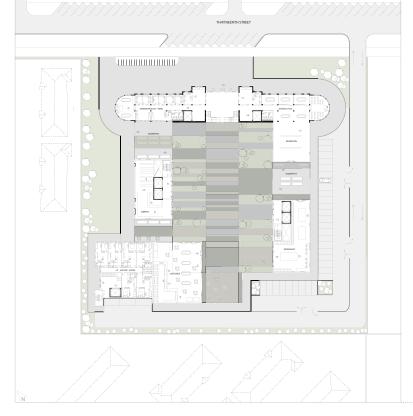


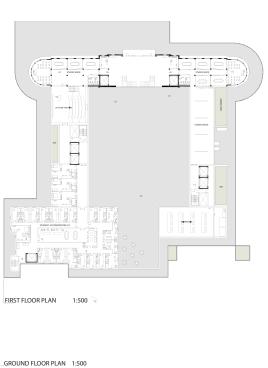


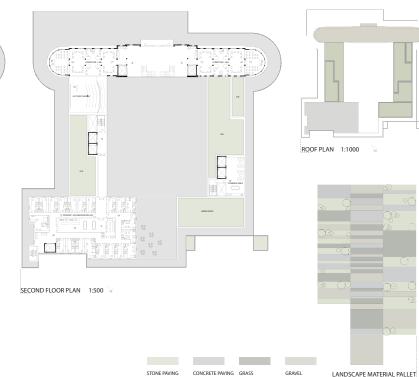


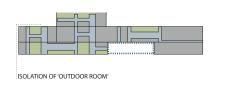


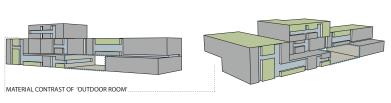


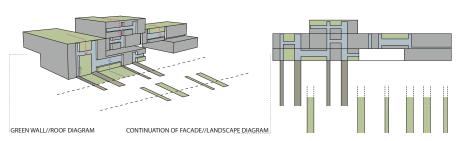












CONCEPT -

The key idea for the redesign of Base Hospital is to create a positive

representation of the community as a whole. The design translates the

and integrates them into the existing heritage outline. The existing buildings

are fully restored and stand tall on the site while the addition are passively

landscape and program are integrated

spill into the landscape and vice-versa.

to create a unified whole. Internal spaces

dominant. The new architecture,

geographical, sociological and emotional characteristics of Mildura into built form



VIEW OVER MARKET AND AUDITORIUM

### CONTEXT-

Approx. 50,000 to 60,000 population Flat, arid and hot Low-rise Significant Koori presence High level of community involvement In the arts

### **REQUIREMENTS-**

Accommodation and community Space that can capture and support

The towns interests Protection of heritage Created on a modest budget

### PROPOSED SPACES-

Multi-purpose - Community meetings, art, lessons

Hotel - Travellers, scholars Affordable housing - 1, 2, 3 Bedrooms Restaurant - Cooking classes, functions

Performance space- Night cinema, performances

VIEW INTO MARKET AREA

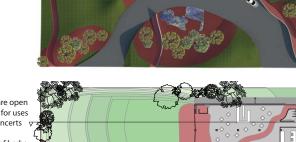


A. Grasslands - These areas are open plains of exotic grass available for uses such as open-air markets or concerts  $\normalfont{\triangledown}$ shaded by tall trees.

Secret gardens - This area of herbs, shrubs and ferns is only accessed via the lift or through the wetlands. C. Wetland Complex - This includes

sedge wetland and aquatic herb fields D. Paradise Coves - These areas of shrubs, cacti and exotics are reserved for the residents and are isolated by means of high surrounding landscaping - the idea being to create a personal oasis.

E. Arid Garden - This area has a sandy granular base and included highly resilient, low maintenance plants such as cacti, shrubs, ground cover succulent and medium to tall trees.





MILDURA'S WARM EMBRACE

MILDURA'S ROADS

MILDURA'S LAKES AND RIVERS

### ON-SITE WATER COLLECTION Rainfall collection-

278.7mm p/a (Mildura average) over 12,500m2 Total rainfall catcment approx. 244,000L p/a Total gray water collection 655,127L TOTAL WATER COLLECTION =899,127L

### WATER FEATURE SIZE AND EVAPORATION? Evaporation 273,000L p/a 90,000L (650mm depth) Ponds capacity

Total Collection 899.127L Redesign usage -363,000L **EXCESS WATER** 

### FEASIBLE

With extra water to irrigate to site

1. auditorium seating hill 2. stage / screening area 3. bar

Ground Plan

4. cafe / restaurant 5 hathrooms 6. back of house

7. market area 8. affordable housing x 6 9. hotel / gallery reception 10. carpark entrance

# various types of wetland including

### CONTEXT RESPONSE -INTEGRATION OF NEW DESIGN The carpark skylights punch out of the ground as a dynamic experiential build up to the

brutalist building in the rear. The forms aim to accentuate the brutalist style thus combining with the rear building and giving it more presence on the site.

VIEW INTO SUNKEN GALLERY AREA



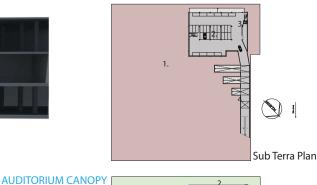
The auditorium is a low-cost addition that is a major drawercard for the attracting the performance arts which are very common in Mildura. The space represents that lush manicured grasslands that irrigation facilitated.





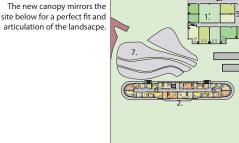


Scale 1:250



1. gallery 2. carpark 3. plant

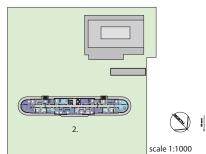
4. ramp



First Floor Plan

1. multi-purpose 2. balcony 3. janitor closet 4. bathroom

5. fover 6. affordable housing x 12 7. canopy

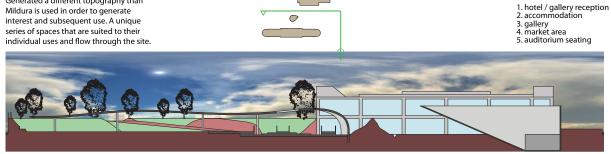


scale 1:1000 Second Floor Plan 2. balcony

1. hotel rooms x 14



Generated a different topography than Mildura is used in order to generate interest and subsequent use. A unique



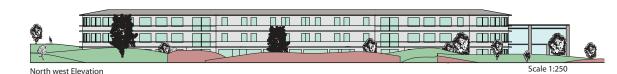
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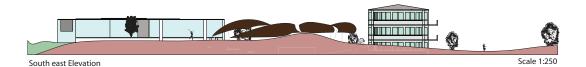
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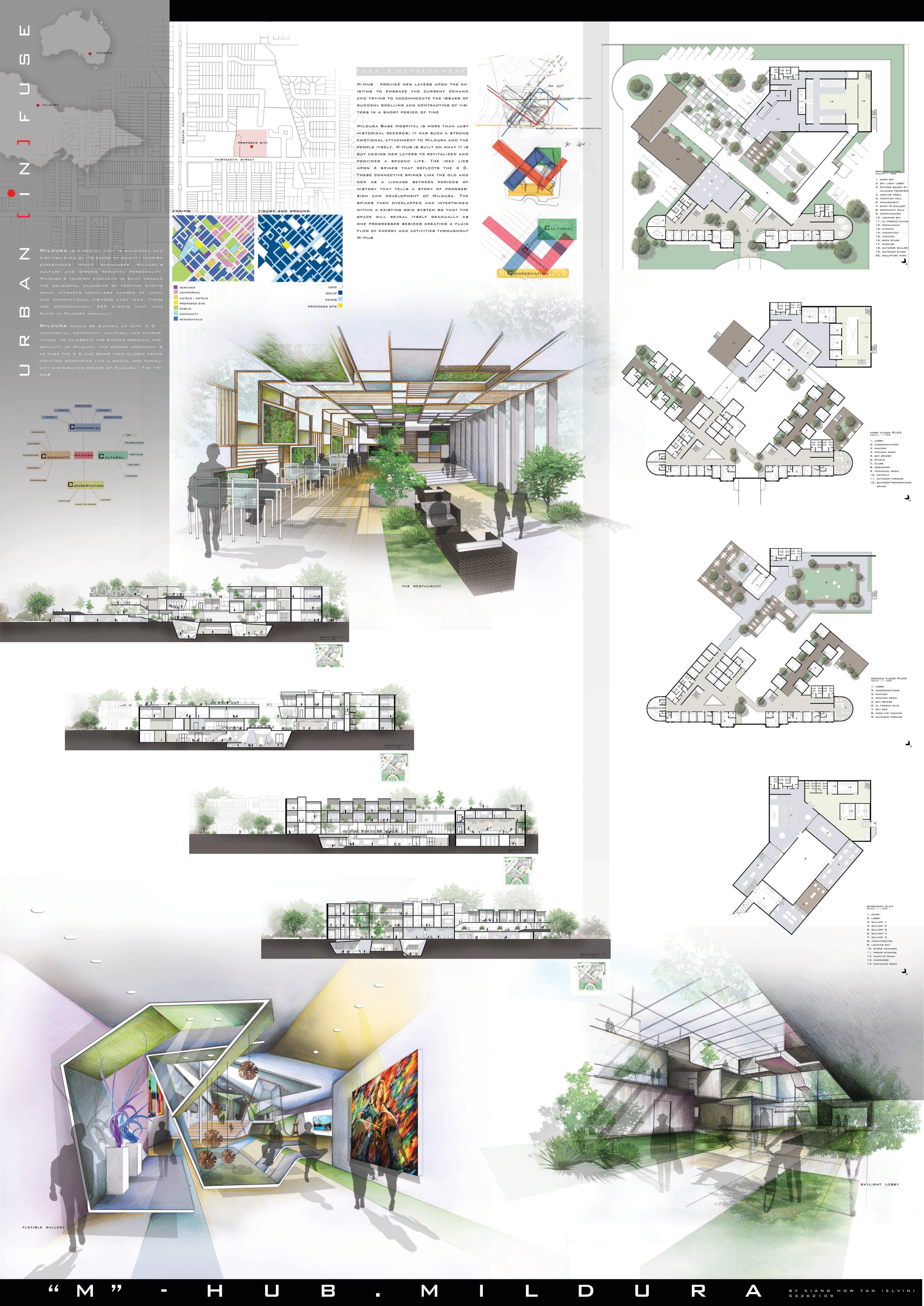


The interior of the brutalist building is designed to have an austere feeling to get in touch with the general aesthetic behind brutalism. People, light, warm air and sun activated the spaces and create the comfort.



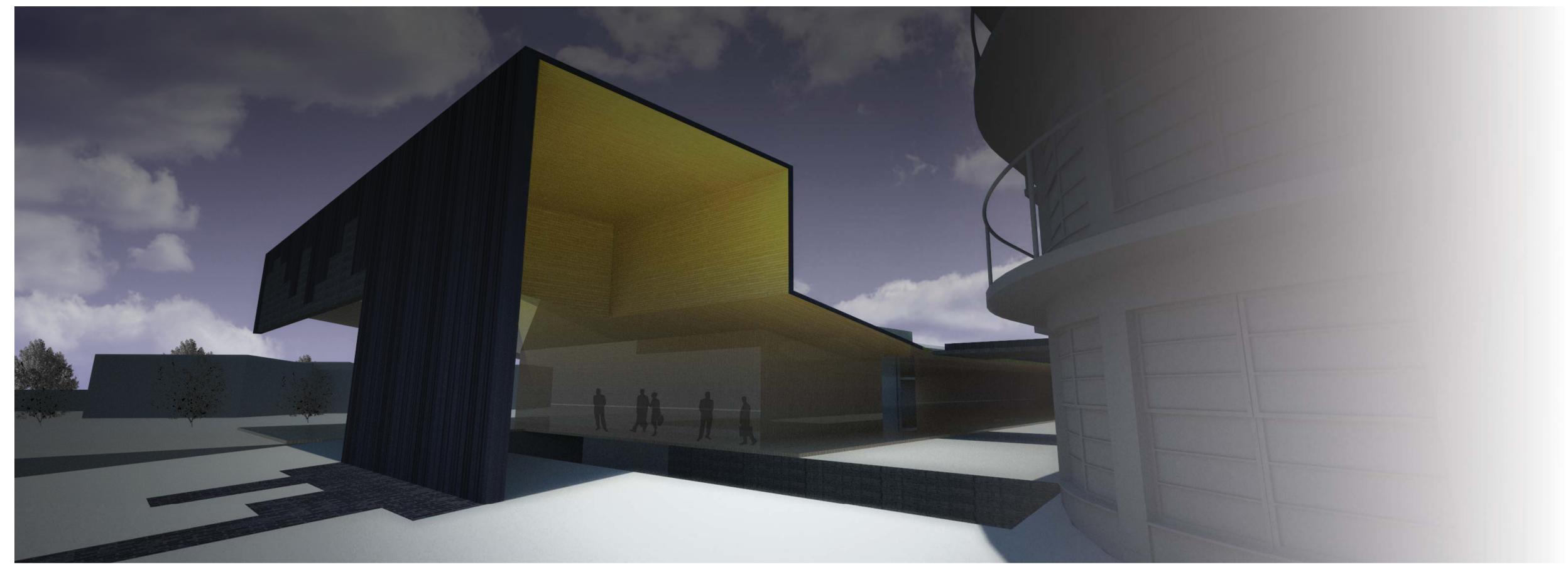






### David Greco s3165730 BASE Mildura Studio 2010

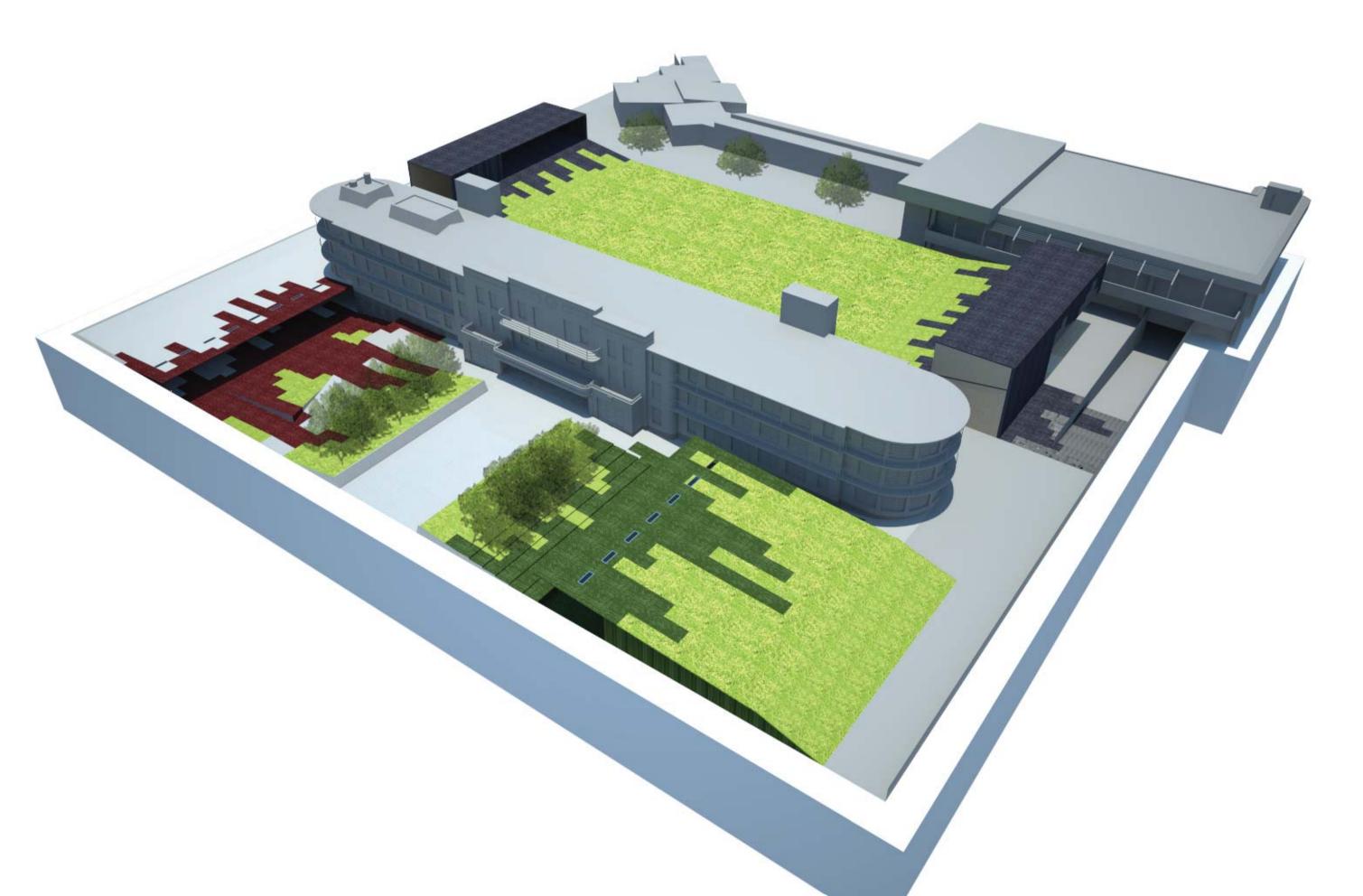
## MEDIATION MILDURA

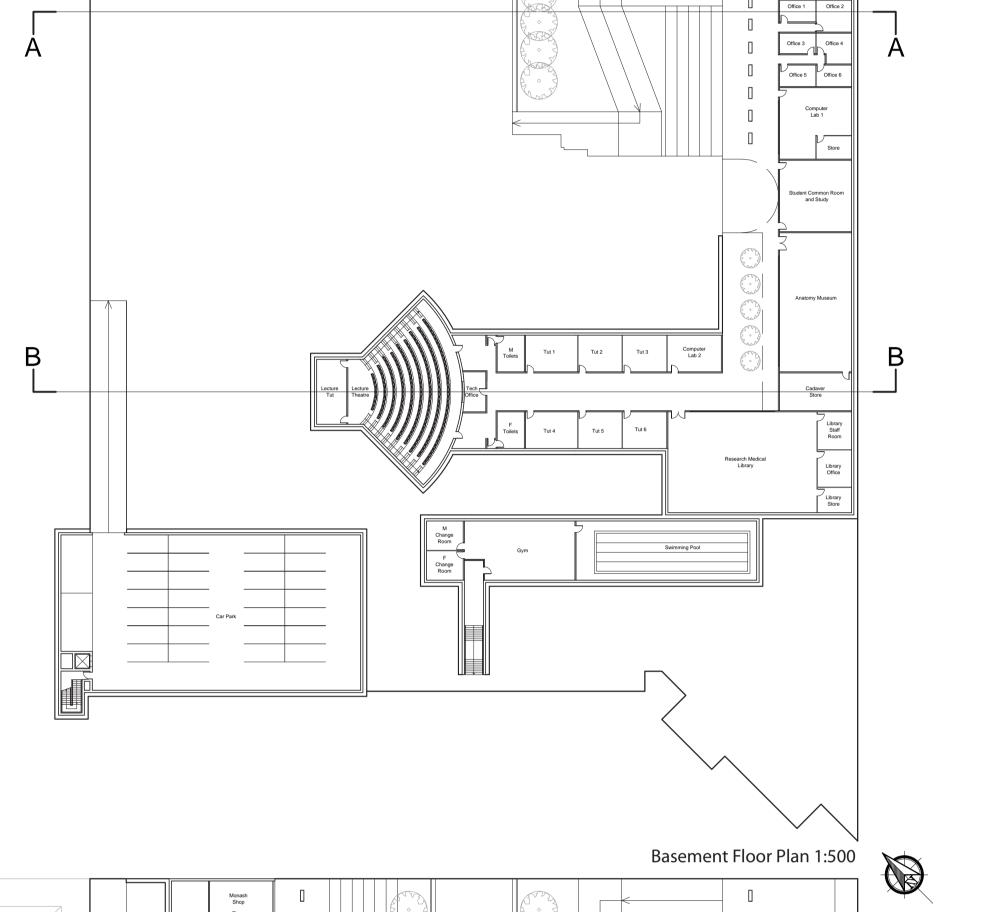


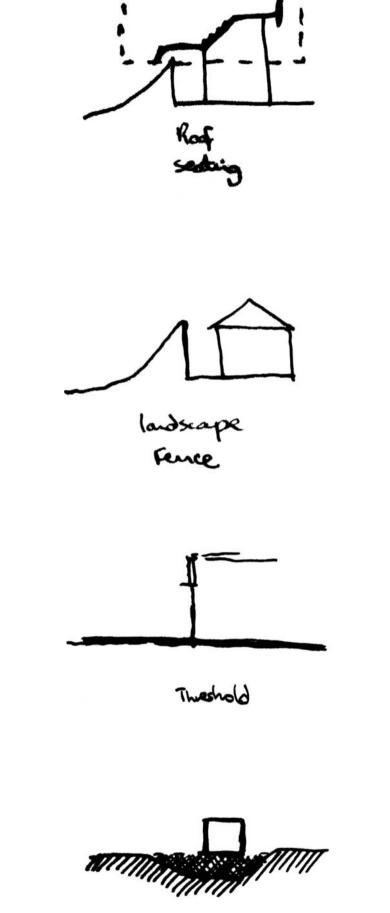




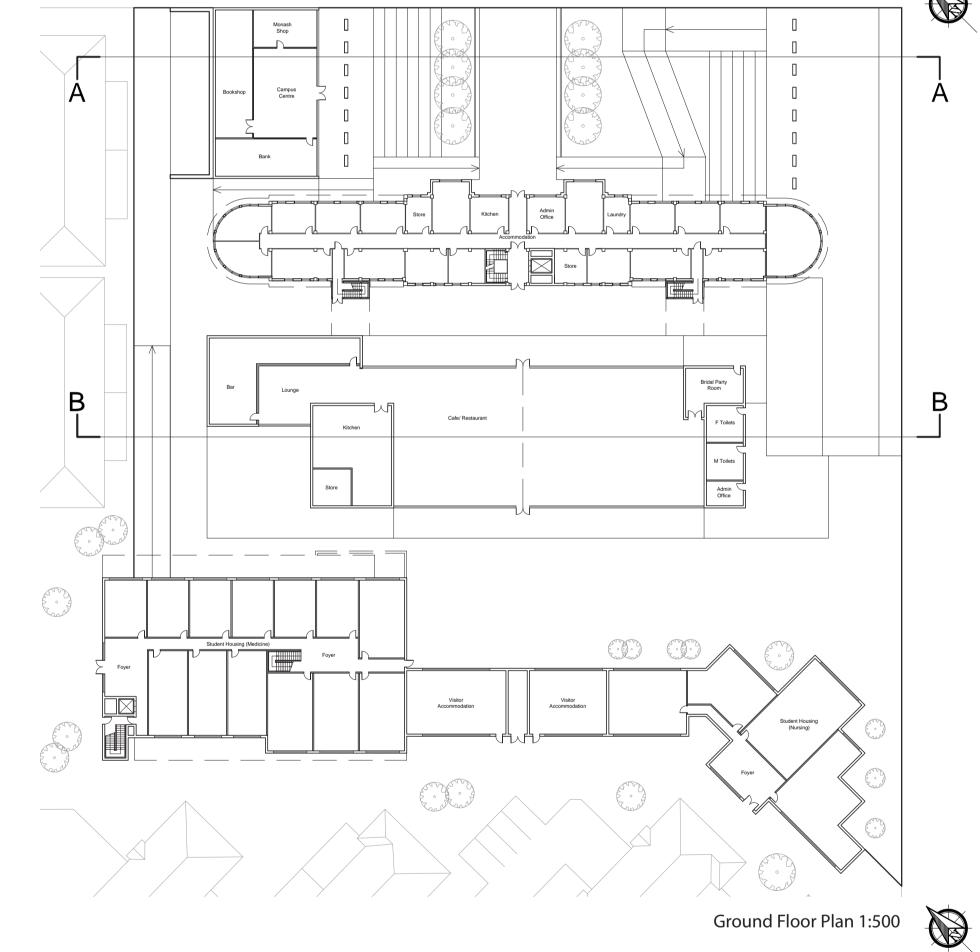
Function Centre





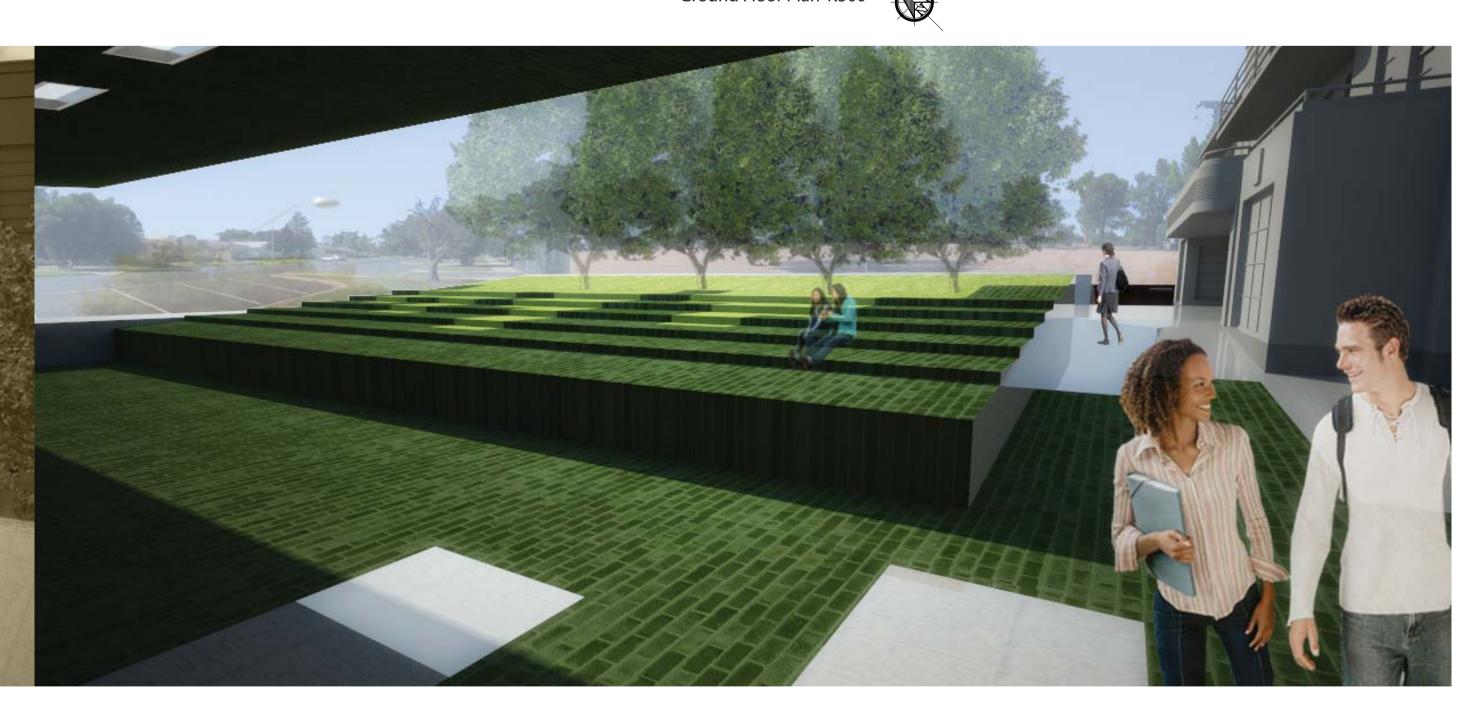










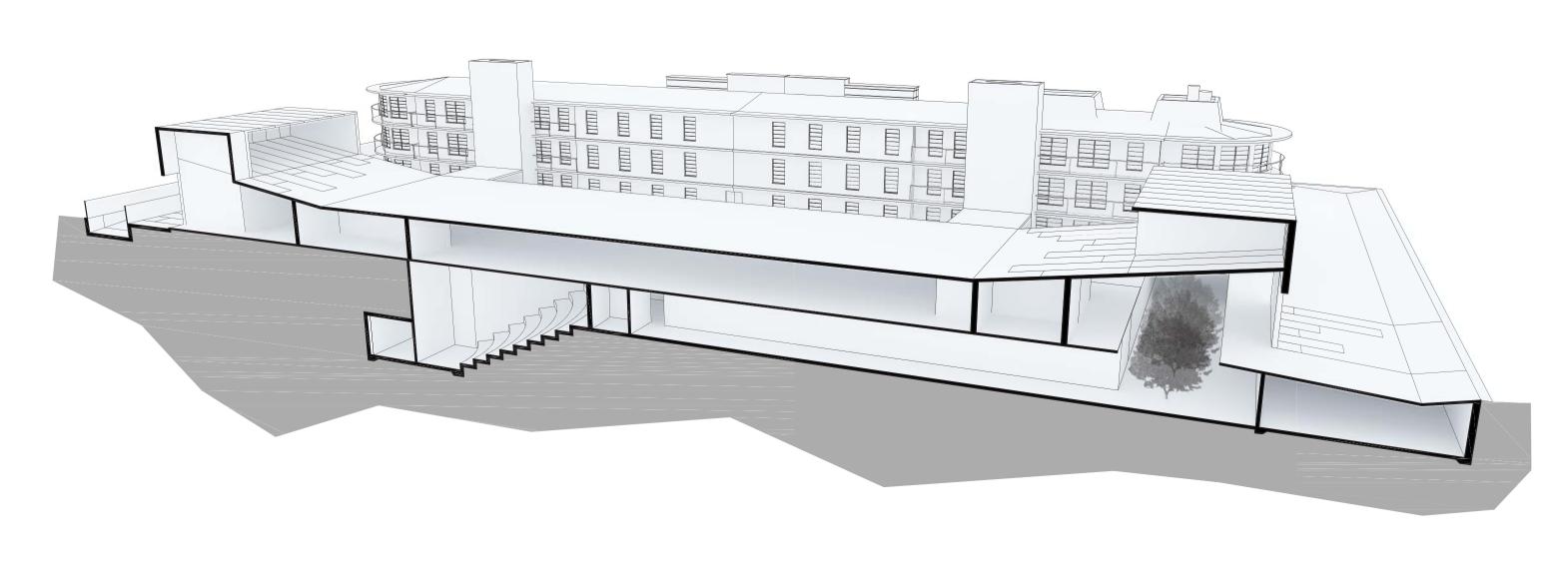




Front Facade

Landscap





Section A-A Section B-B

