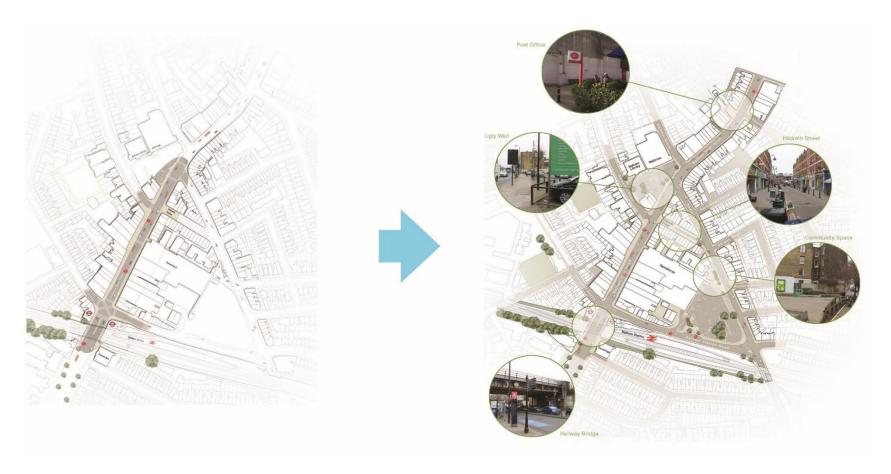


#### **METROPOLITAN WORKSHOP**

FEBRUARY 2019

### Regeneration

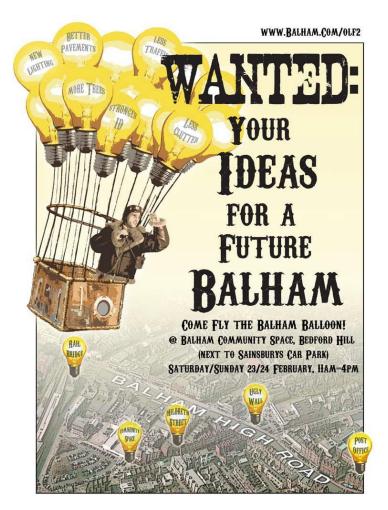




- \_Project funded by the Mayor's Regneration Fund, established after the London riots
- \_Maximization of the footfall to the adjacent streets
- \_5 Site locations, different stake olders.

#### Public Consultation + Stakeholder Engagement





\_800 responses over 3 days













Architecture + Urbanism

What's so great about Balham?

There is a proactive, diverse community

Real community feel. Good place to have a baby

Proper flourishing community.

It was about what's near by Not about the physical identity

Being a triangle, rather than a straight thru road makes it feel more of a 'centre'

Well...it's between Tooting and Clapham.

Friendly, social, lots of restaurants / pubs, amenities that mean you don't have to leave!

The town is a vibrant inclusive community with a great history.....but not many people know about that

## Urban area



\_Physical identity

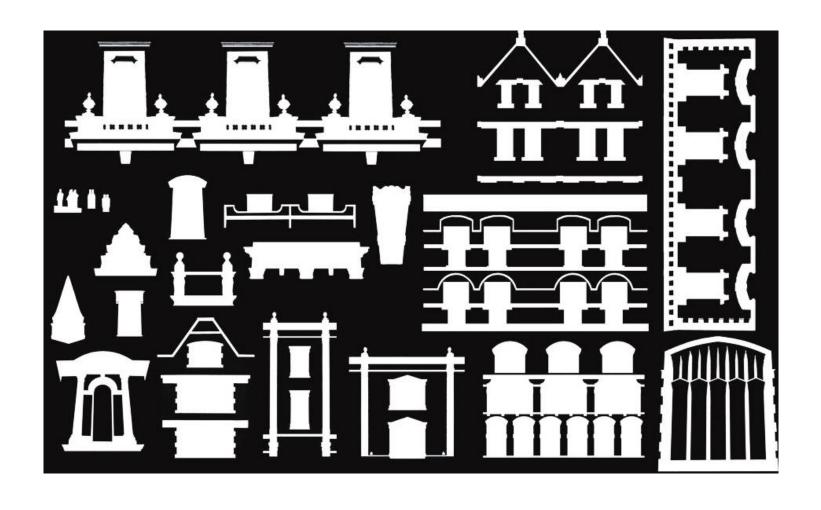




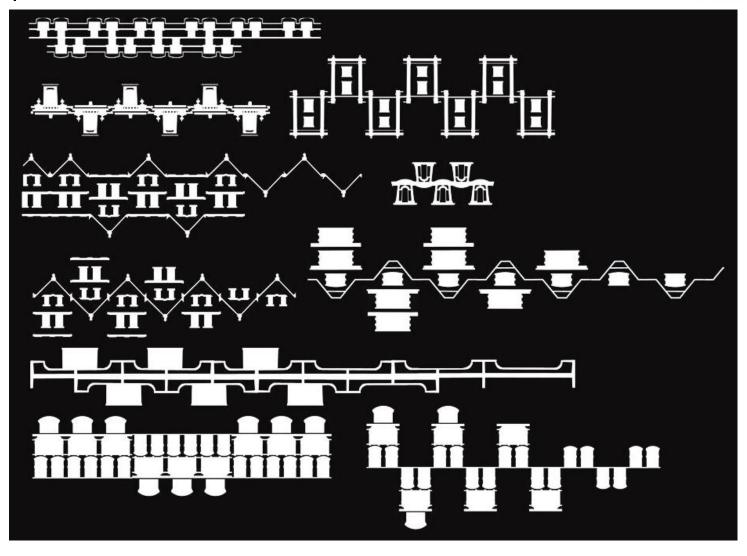


\_Traditional Edwardian Architecture \_White Vaults, Frames, Collumns





#### The patterns



#### Faience



Familiar





















Enduring

# Railway Bridge





It is a local landmark
Dark and dingy (even during daytime)
Looks uncared for and feels unsafe Cycle
theft is a huge problem Pigeon netting is
unsightly

Drainage Issues (streaking on brick walls) Shop
front detracts from character Attractive stonework
Embankment overgrown

### Tod Hanson









\_Experience in doing this type of work \_Example of Haggerston station

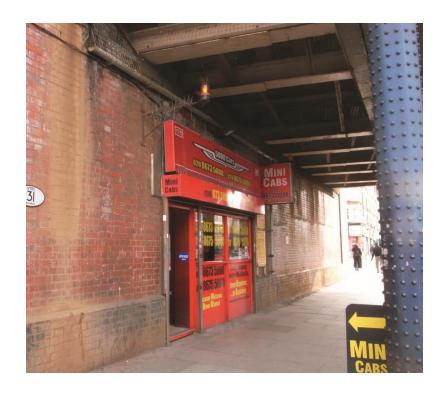


#### Identity Artist's Brief: Aims and Objectives

- To create a unique visual language for Balham
- To create visual elements which connect the Town Centre sites
- To work in collaboration with the Design Team, integrating artwork holistically with the public realm improvements
- Site-specificity
- Material properties/ colour / imagery

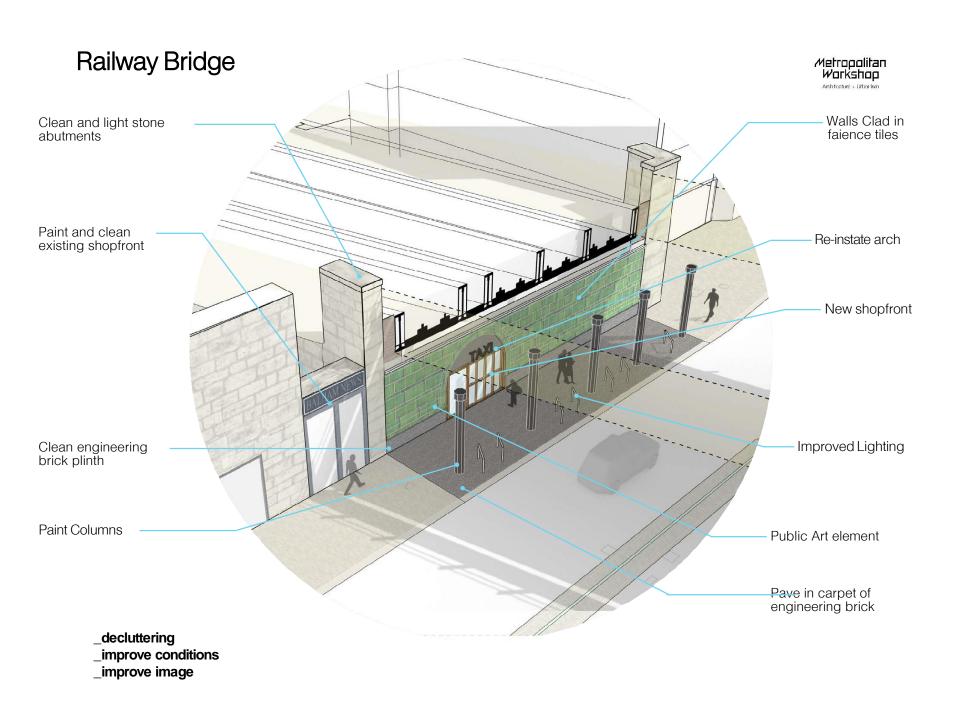
# Railway Bridge





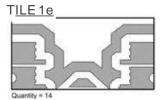


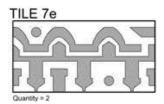
\_From an edge to a place

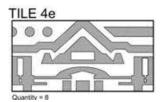


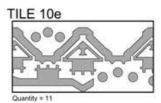
#### The tiles

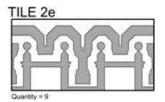


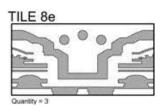


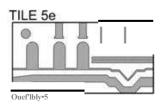


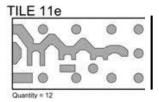


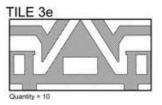


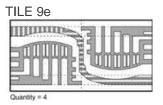


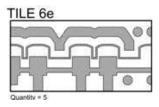


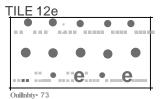




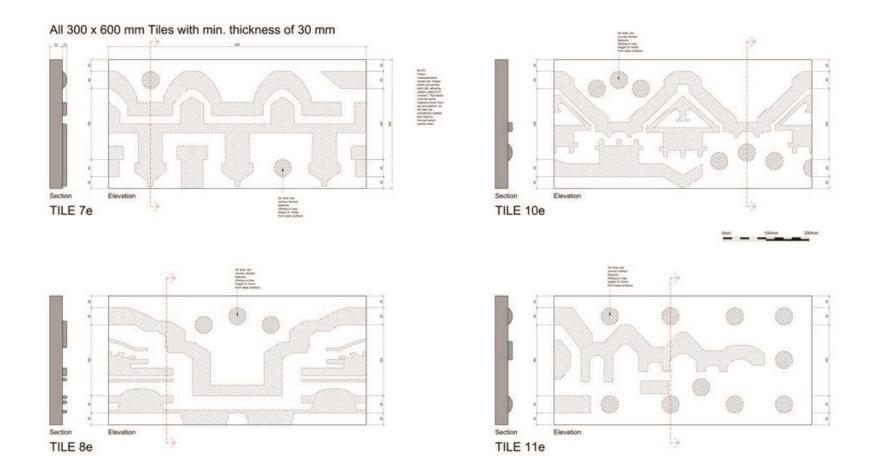












\_Each cast could only be repeated 10 times

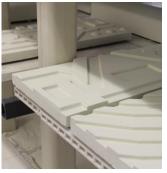


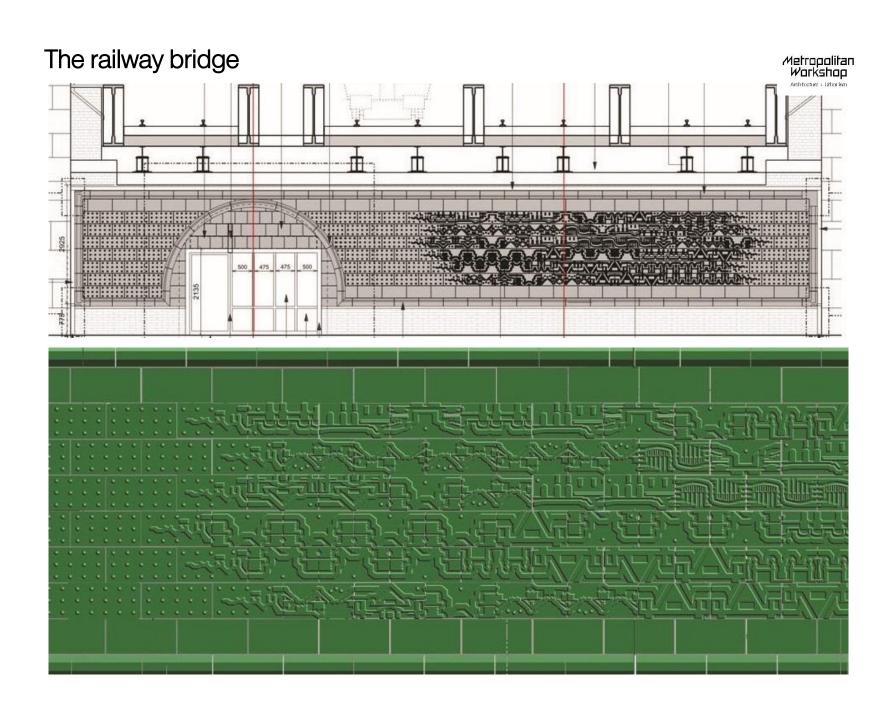






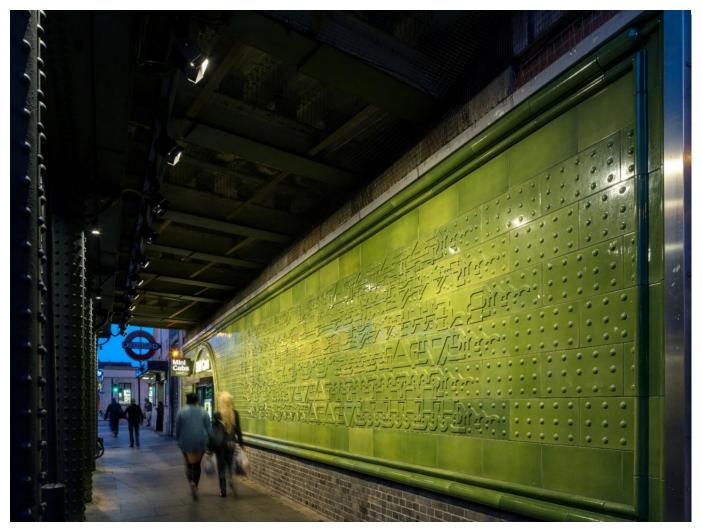












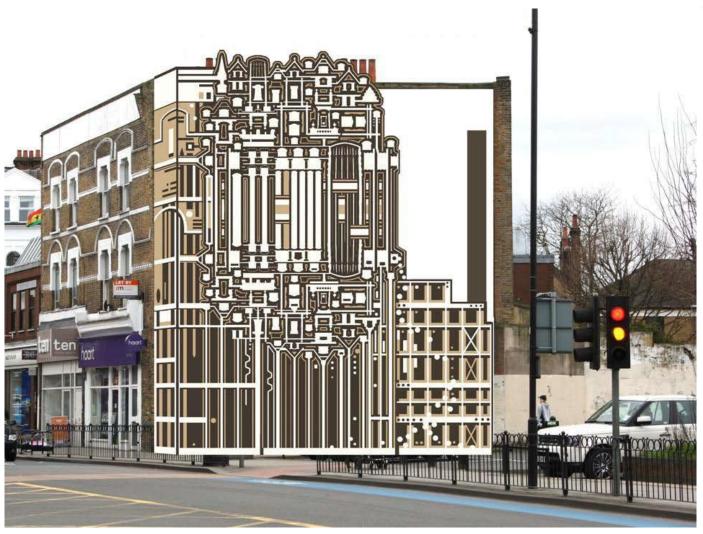
# The Ugly Wall





\_Site heavily bombed during the war and left empty every since







# The Community Space





### The Market







