

# Studio in the Woods 2008

## Credits

Designers

Studio in the Woods 2008 workshop  
participants led by:

Erect Architecture

Feilden Clegg Bradley Studios

Gianni Botsford Architects & Kate Darby Architects

Mitchell Taylor Workshop & Mole Architects

July 3<sup>rd</sup> - 6<sup>th</sup> 2008

approx 62m<sup>2</sup>

Self build

£480

Duration of project

Gross external floor area

Form of procurement

Total cost

Client

Structural consultant

Selected suppliers

Kemerton Conservation Trust

Charley Brentnall, Carpenter Oak and Woodland

Timber supplied by Kemerton Conservation

Trust

Mobile sawmill supplied by Ian Carmichael

Studio in the Woods is an educational programme that has run for the past three years. The 2008 Studio took place in a wooded wetland nature reserve owned by the Kemerton Conservation Trust, in Worcestershire.

Students arrive on Thursday night, set up camp, and in three days collectively design and build a structure. Each group had available a cord of wood, sawn on a mobile sawmill on site as required from trees felled as part of the management of the land. The brief was to make a useful structure that 'revealed' an aspect of the place; the real intent is to give architects and students an experience of building, and to test a proposition.

With observations and encouragement from Ted Cullinan and Peter Clegg, studios were lead by:

**Antipode** Gianni Botsford, Gianni Botsford Architects  
Kate Darby, Kate Darby Architects

Within the flat parkland there is a dip, an almost perfect ellipse that no one can explain. It is 45m by 25m and 1.465m deep. There is a desire to walk into it, to find the lowest point. Antipode was devised as a means to experience the scale of this landscape. 2 trusses were constructed along the ground to cast the profile and volume of a cross section of the dip. All 50 workshop participants were required to lift the 25m long timber structure out of the dip and place it, upside down in the long grass of the adjacent field, where the dip is now experienced as a skeletal hill.

**Sky Room** Meredith Bowles, Hugo Keene, Mole Architects  
Piers Taylor, Mitchell Taylor Workshop

Sky Room was derived from the sense of the horizon, and the power of the sky in such a wooded site. The structure forms three seats at the corners of the base, and contains a hollow at the top, with a view of the annual migration of starlings from the lake. The building is a geometrical puzzle; a self supporting structure of oak and cherry, built without fixings and transported to site in segments.

**Water Ladder** Toby Lewis, Feilden Clegg Bradley

The water ladder offers changes of viewpoint and speed. Viewpoint: along the edge of the lake we could not see through the reeds into the lake or over them to the distant view. We built a structure that provides a seat at a perching bird's elevated view from the upper branches of the trees and a route through the reeds out into the lake to another submerged seat at a swimming birds eye view. Speed: as the ladder accelerates into larger steps one climbs more slowly, ending at the top in a full stop, as the jetty's planking slows down into ever narrower pieces one accelerates into a leaping dive, making a bigger splash.

**Badger Seat** Barbara Kaucky, Susanne Tutsch, erect architecture

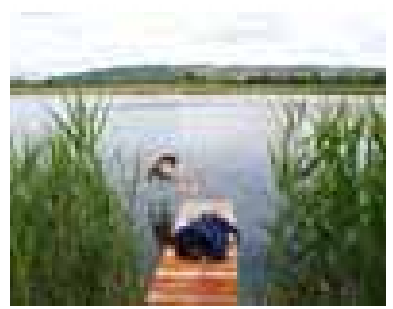
In a small clearing amongst tall trees the badger seat rises out of the undergrowth towards the sky. The seat is located downwind of the badger set, its structure and viewing direction set out by the main sight lines (to the badgers as well as the starry sky in case the badgers don't show). The surrounding trees and branches inspired the filigrane language of the seat expecting nature to grow back and add to the weave. The structure is based on sets of tied timber crosses, which draw support off each other. Knots secure the joints. Self-made ropes are tied to a spider web seat for the ultimate badger watching comfort.



Antipode



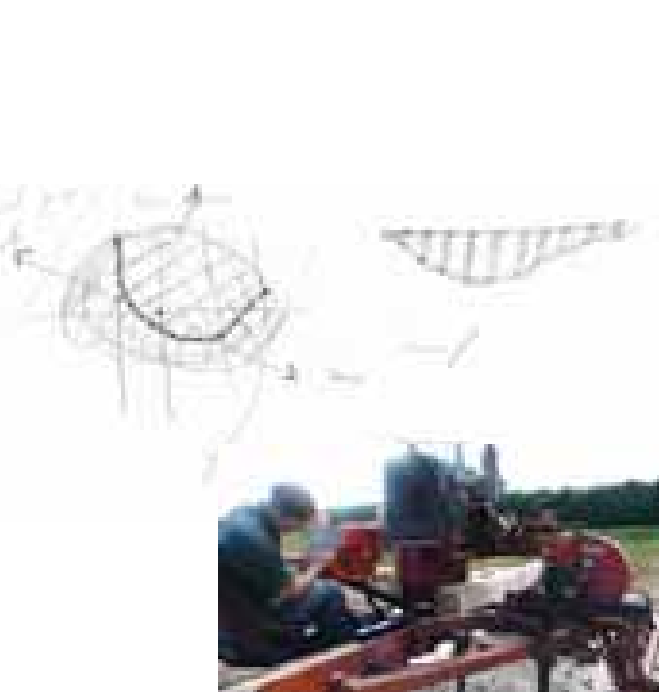
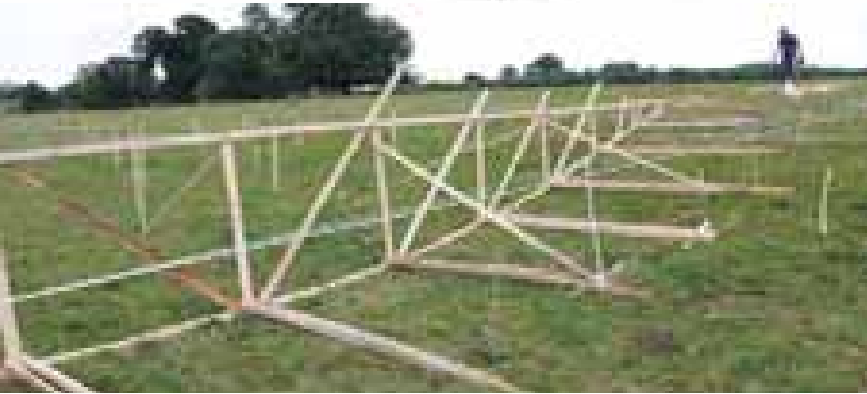
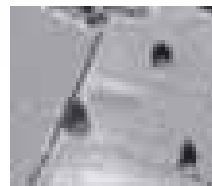
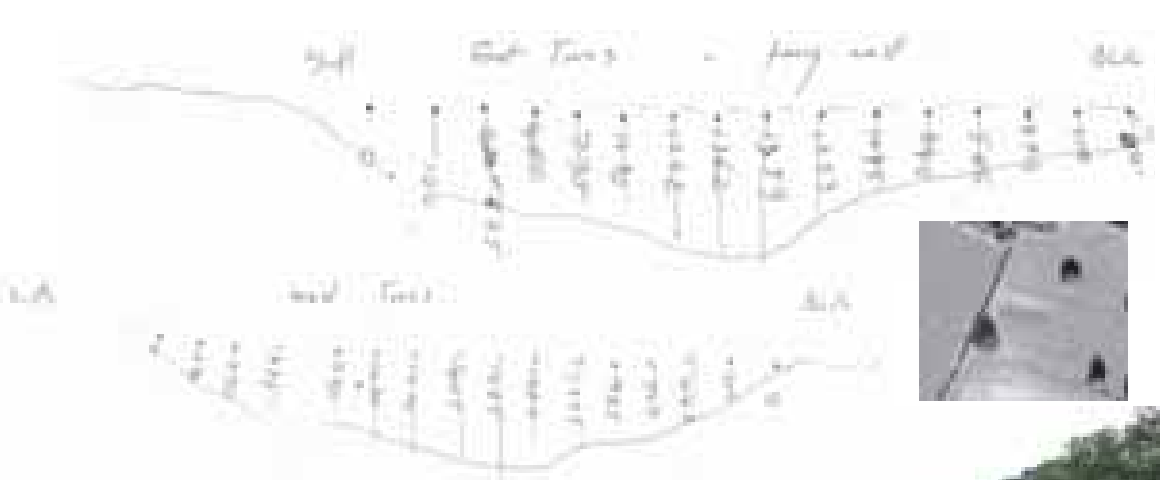
Sky Room



Water Ladder



Badger Seat

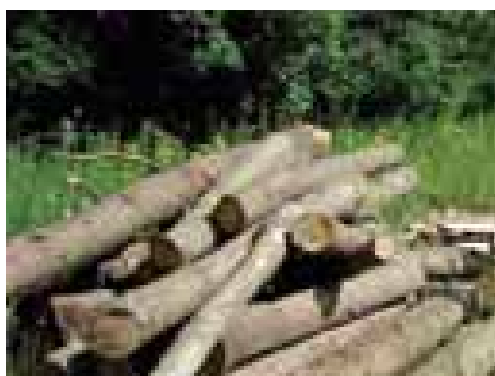
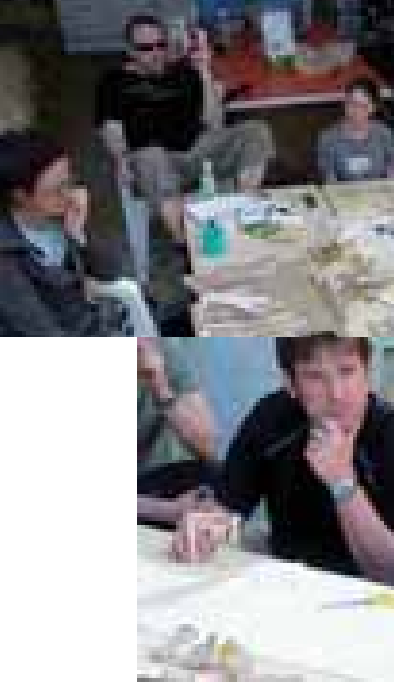


Antipode Process









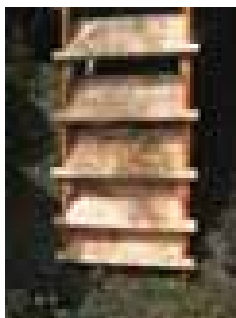
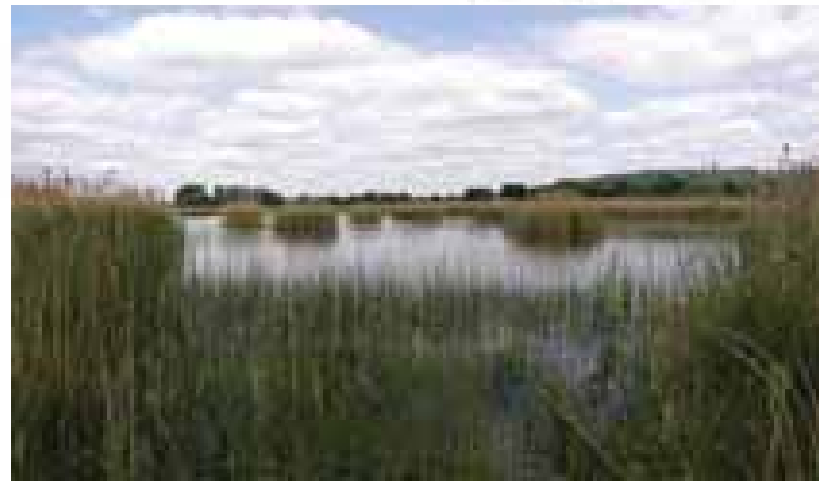
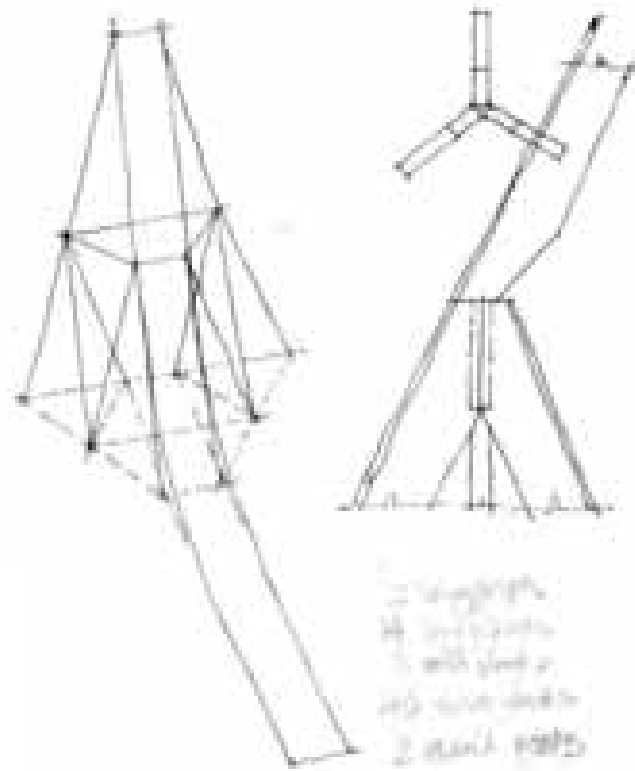
Sky Room Process









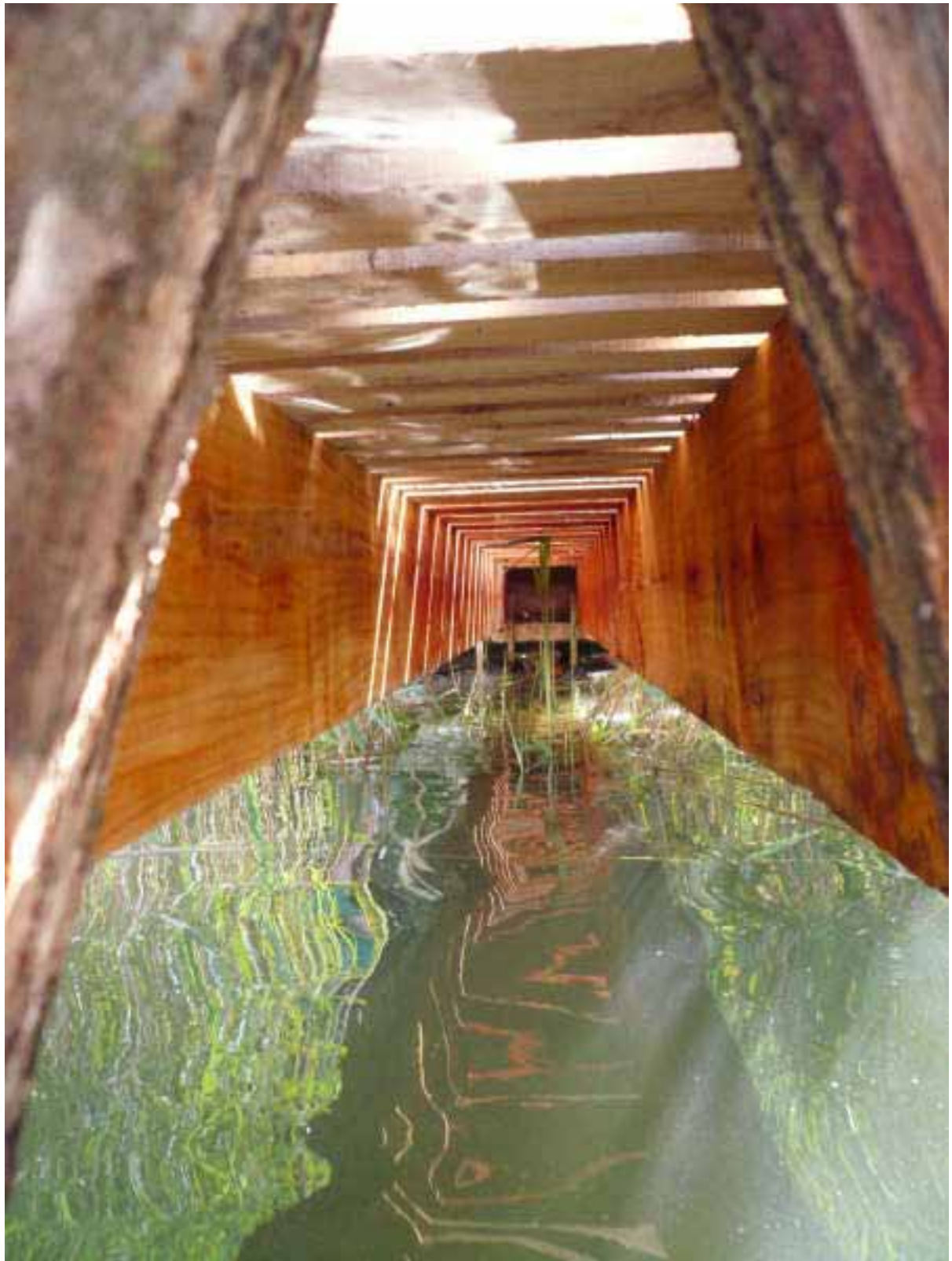


Water Ladder Process











Badger Seat Process







