

2023 MERIT AWARD

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PRATT INSTITUTE

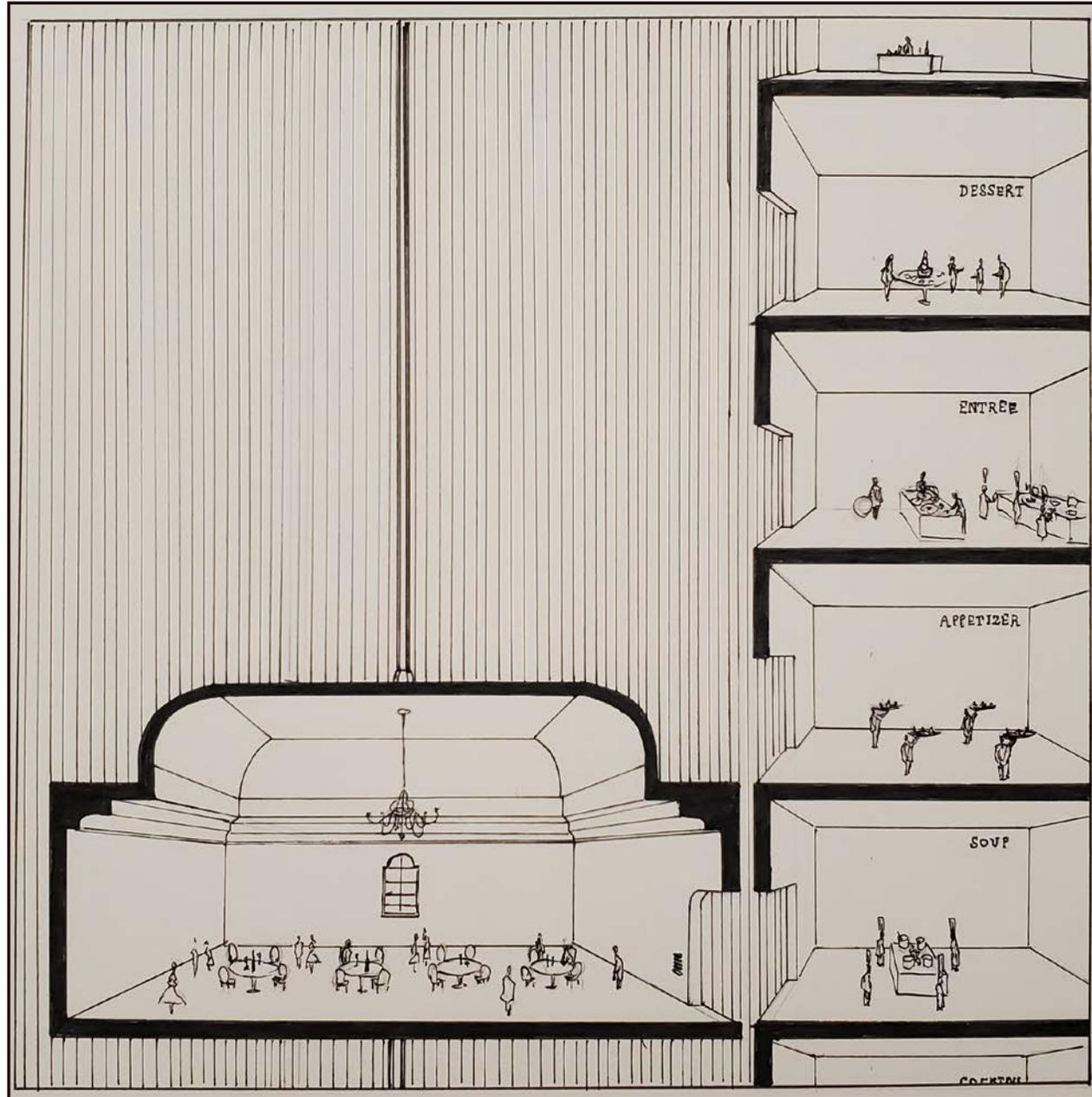
FACULTY ADVISOR – JASON LEE

LYCEUM

*A traveling fellowship in Architecture*

# OLD TOWN MALL - REIMAGINED

2023 LYCEUM FELLOWSHIP COMPETITION



## TWLEVE COURSE MEAL

LF-11413



Site plan of Old Town Mall

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What is the cultural significance of Old Town Mall? What kind of place would attract people? What is architecture's civic duty?

These were the questions that were asked when designing the project sited in an once bustling pedestrian street located at the (old) heart of Baltimore.

The reimagination of the abandoned Old Town Mall consists of two main approaches:

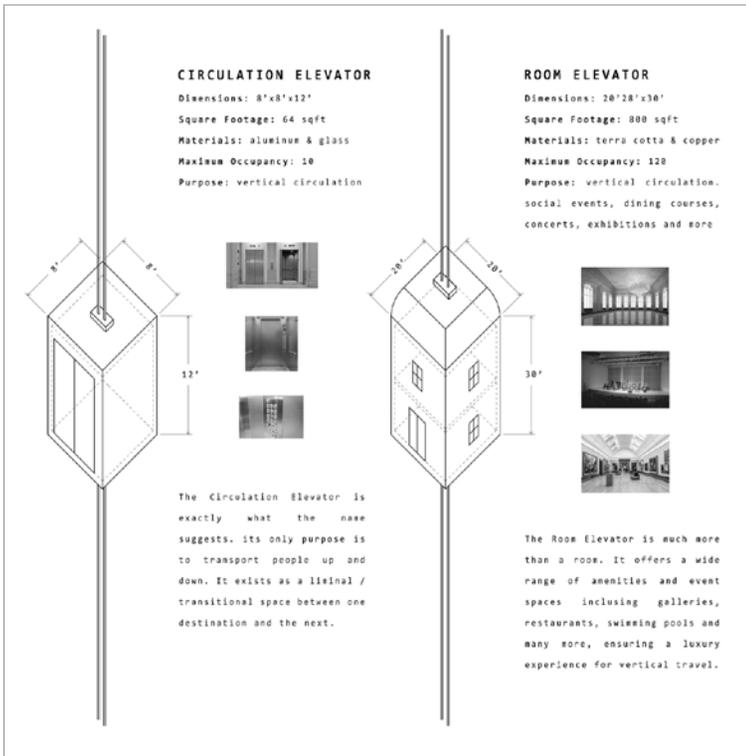
1. Restoration
2. Expansion

The proposal keeps most of the existing buildings within the site, and adds a 500 feet tall tower at the northern end of the pedestrian street.

The tower is designed to be significantly taller than its surrounding, in order to create an exuberant landmark that could be seen from afar.

A single "elevator" track begins at the southern end of the street and extends to the base of the tower. It then bends 90 degrees upward and extends all the way to the top. The elevators that travel along it allow the visitors to circulate between the street and the tower seamlessly.

Thus, the tower becomes an extension of the street.



Proposal diagram for the "room elevator"

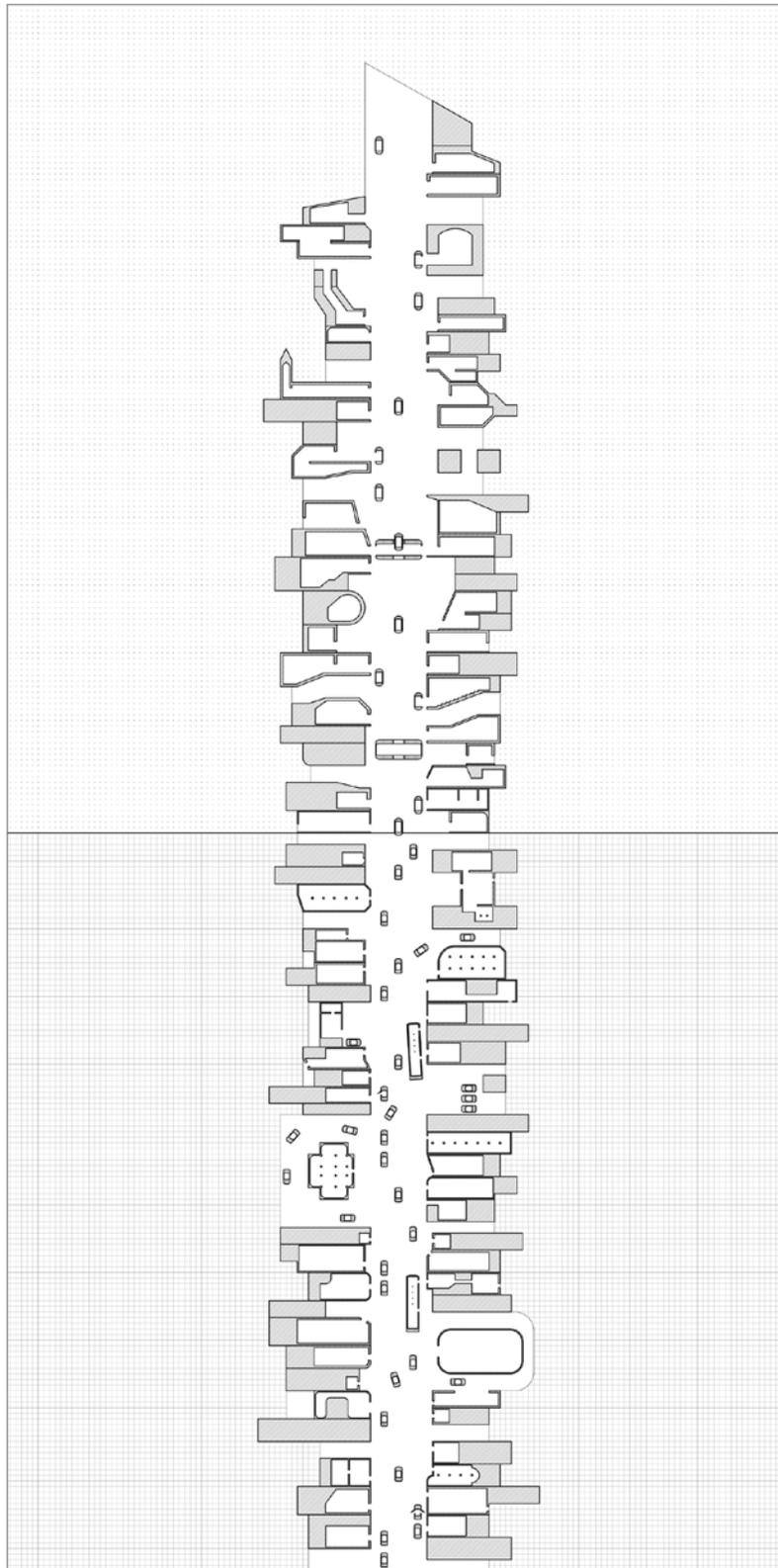
In order for the vertical street to become a future reality, not only do the occupants need to travel up and down easily, they would also need to feel engaged in the journey of moving between levels.

This project focuses on the experience of dynamic verticality through the exploration of sequence, hierarchy and orientation to generate new relationships between the moving and the still.

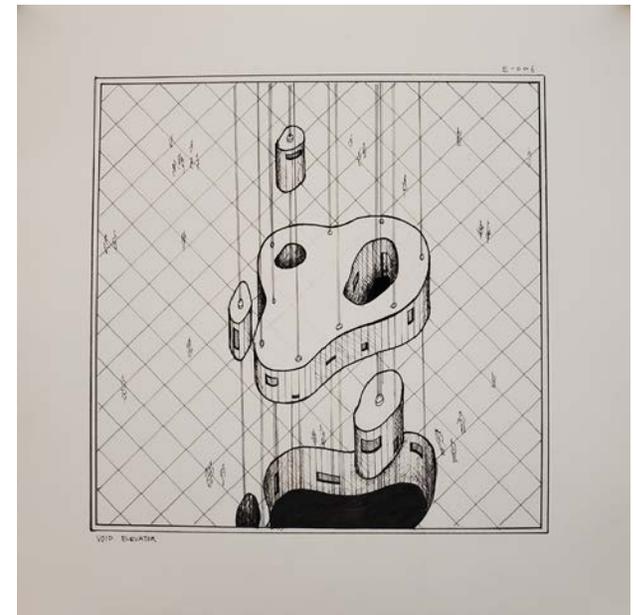
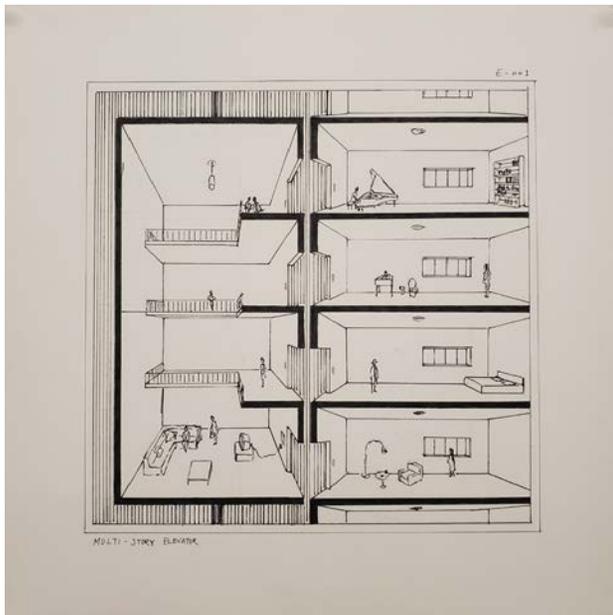
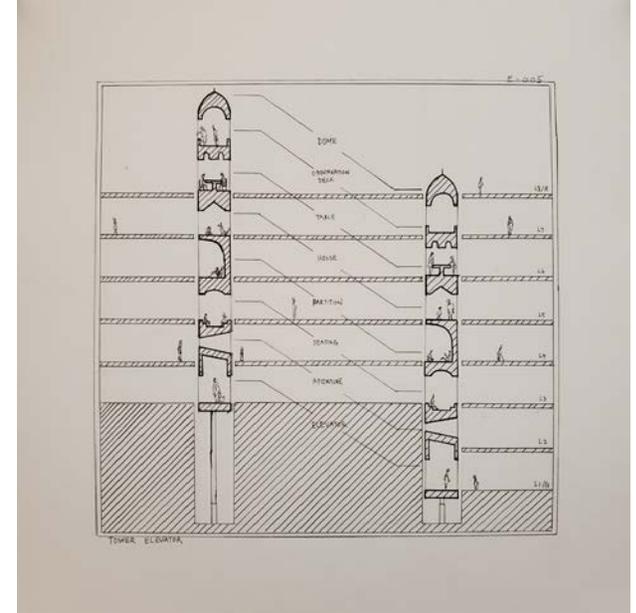
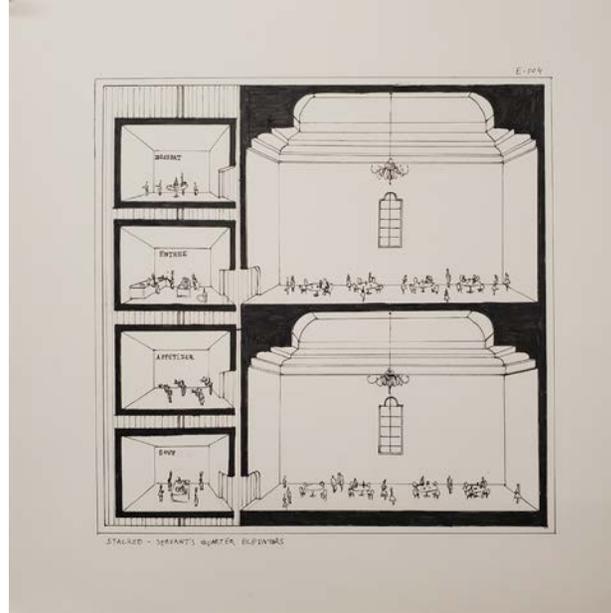
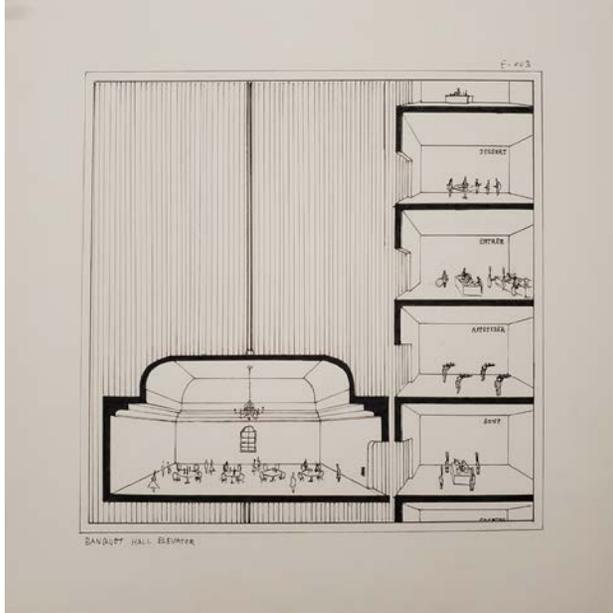
A special focus is dedicated to the study of the elevator, which is the primary means of vertical movement within any tall structures.

The project begins by turning the traditional elevator, which functions as purely circulation, into the main space of a program.

The tower becomes a street, the elevators become vehicles.



Conceptual drawing: plan of a street + section of a tower



Early studies of the elevator  
pen and ink

Each scheme challenges the relationship between the elevator and the floors it reaches. The elevator could be a dining room, and the floors could be the courses of a meal. The elevator could be an observatory, and the floors could be compartments of a zoo...

These studies are reinterpreted and applied to the tower at Old Town Mall to expand the experience of moving up and down.

The 600 feet tall tower sitting at the northern end of Old Town Mall extends the original pedestrian street vertically. All of the vertically stacked floors on the tower as well as the horizontally aligned buildings on the ground are connected through the hinged elevator track.

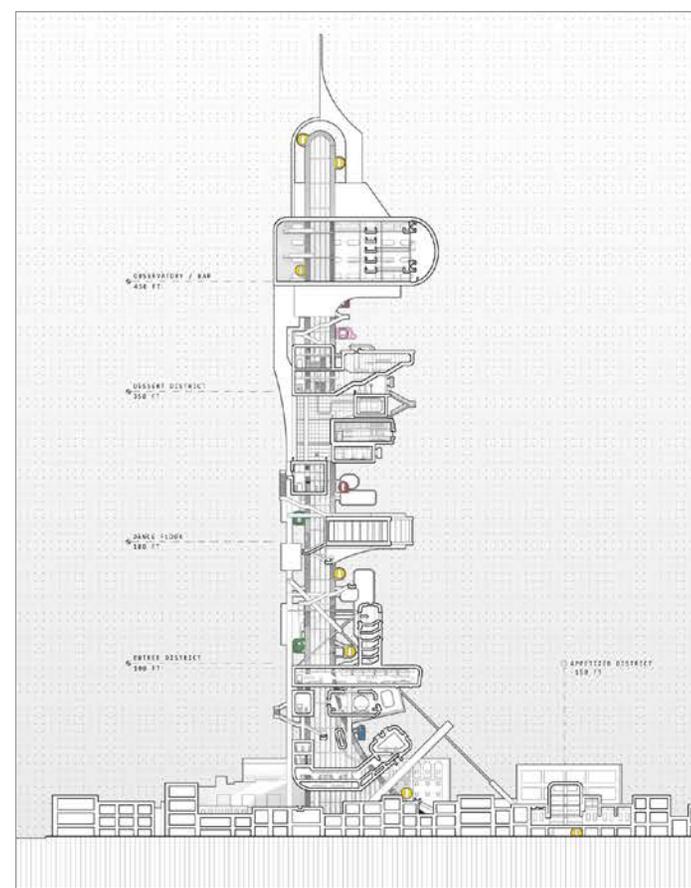
A large red elevator functions as a movable dining room.

The tower and the street creates a linear sequence of movement for the dining room elevator to move through different courses of a meal throughout the span of 2 hours. From the parking lot to appetizer, entree and dessert, to an observatory + bar at the top, the dining room elevator creates a sequential journey through the entirety of the street and the tower, resulting in a kind of “restaurant urbanism”.

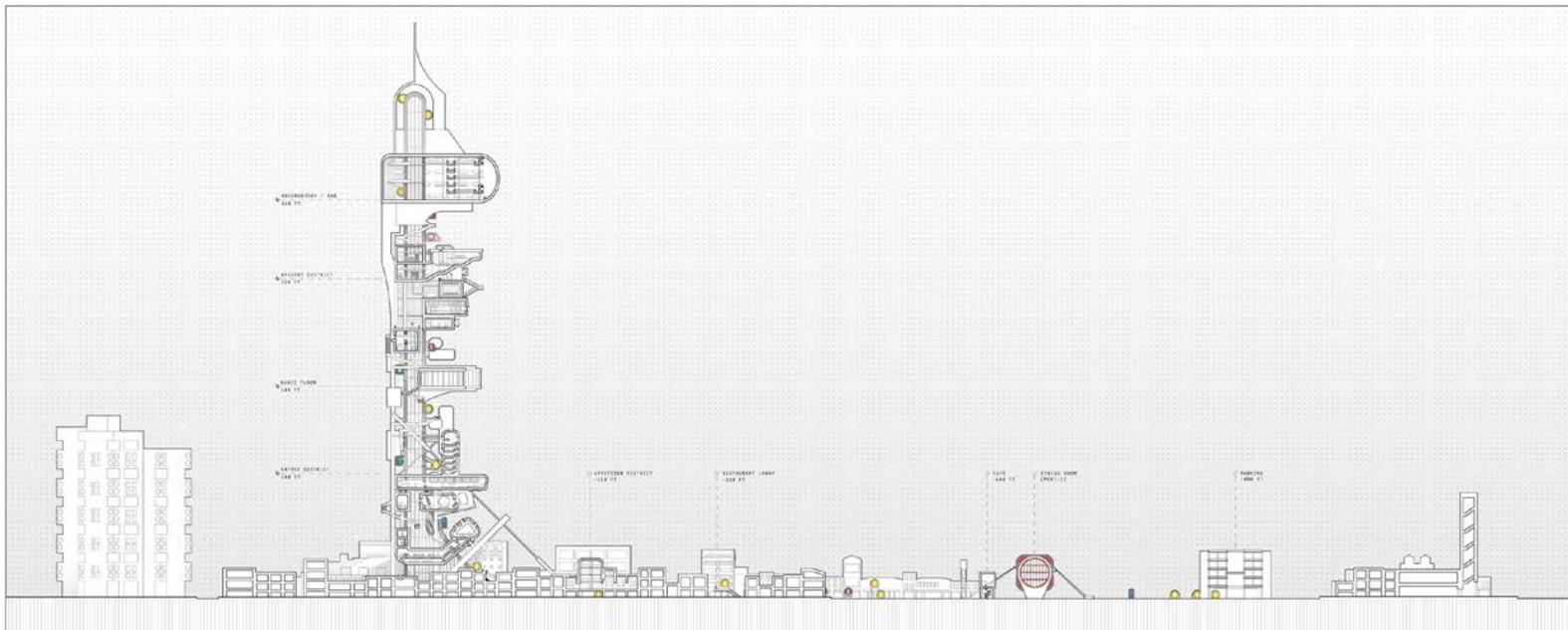
A series of different elevators (shown in color) serve both the tower and the street. The elevators function as circulation (yellow), bathrooms (blue), dining rooms (red), freight elevators (green) and an ice-cream truck (pink).

These elevators flip the relationship between liminal space and destination. One may press a button anywhere along the elevator track to have a bathroom or ice-cream truck come to you.

At the street level, most of the existing buildings are kept and restored, with some instances of replacement into new buildings. The program of the restored buildings are not specified, since the goal of the landmark tower restaurant is to bring people back to the street. The people that the tower attracts will inhabit the old buildings and decide on their programs.



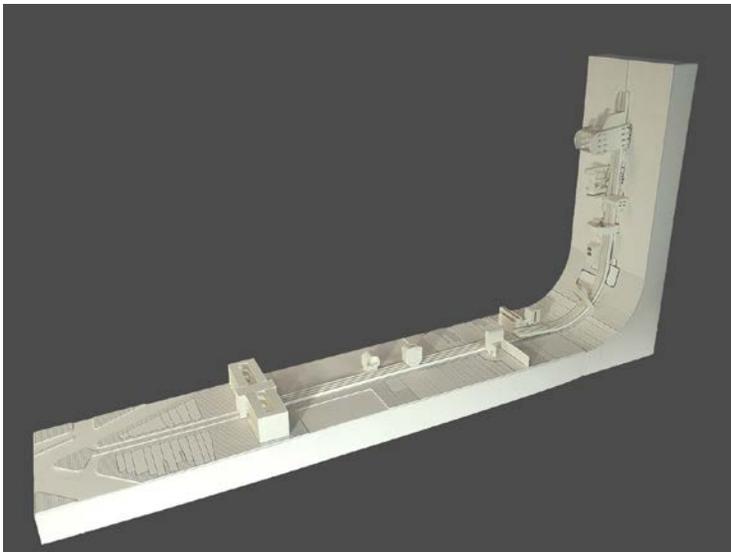
Zoomed in section of the tower



Section: Final design of the tower on top of Old Town Mall



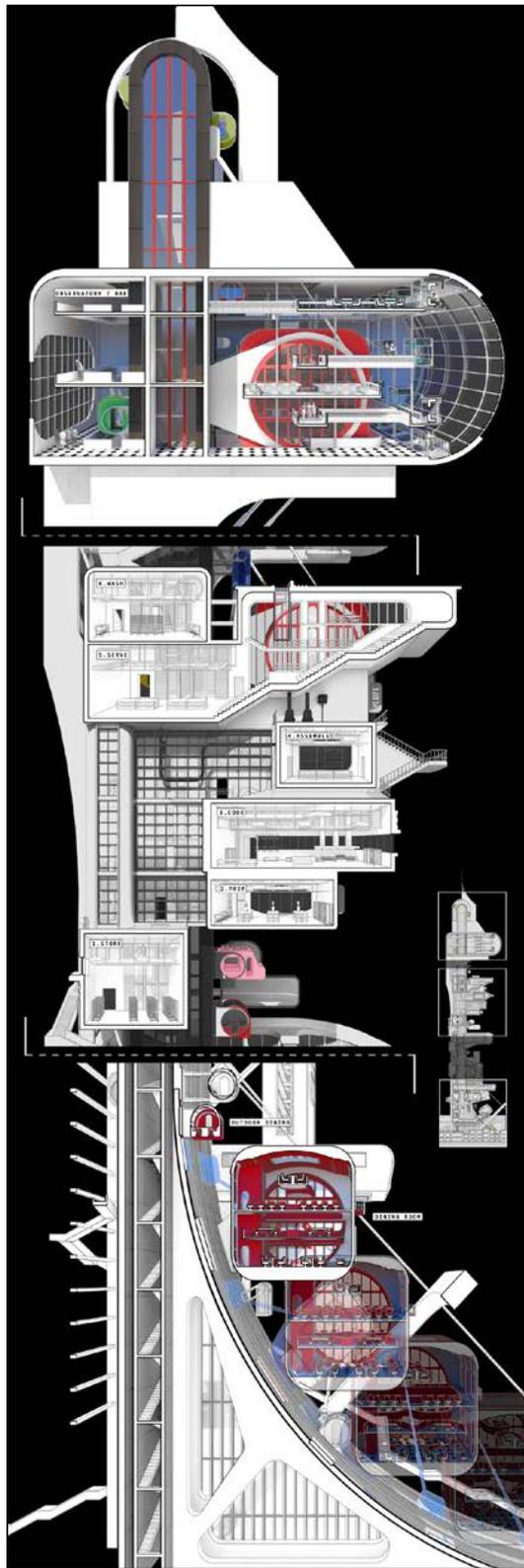
Model: volumes on the tower is designed like buildings on the street



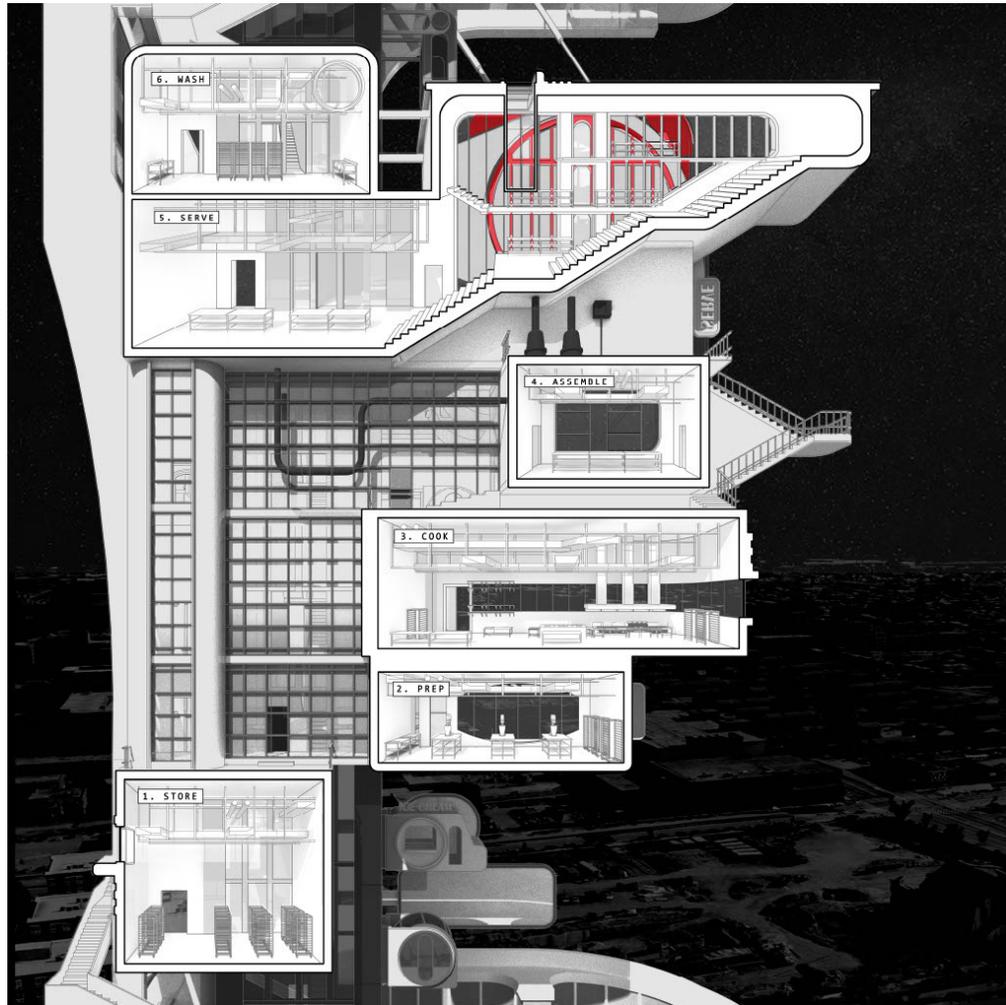
Model: Inception-bent-street



Model: southern car entry into parking lot

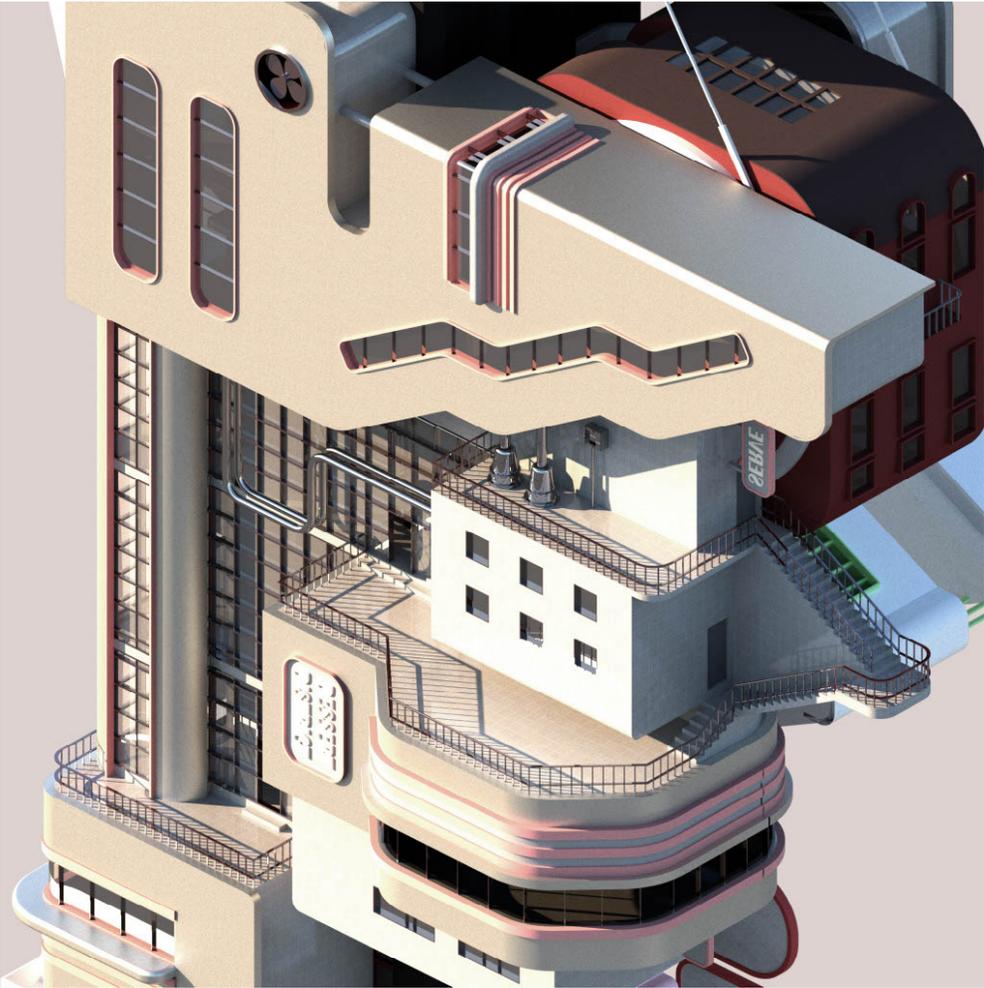


Sections of the tower

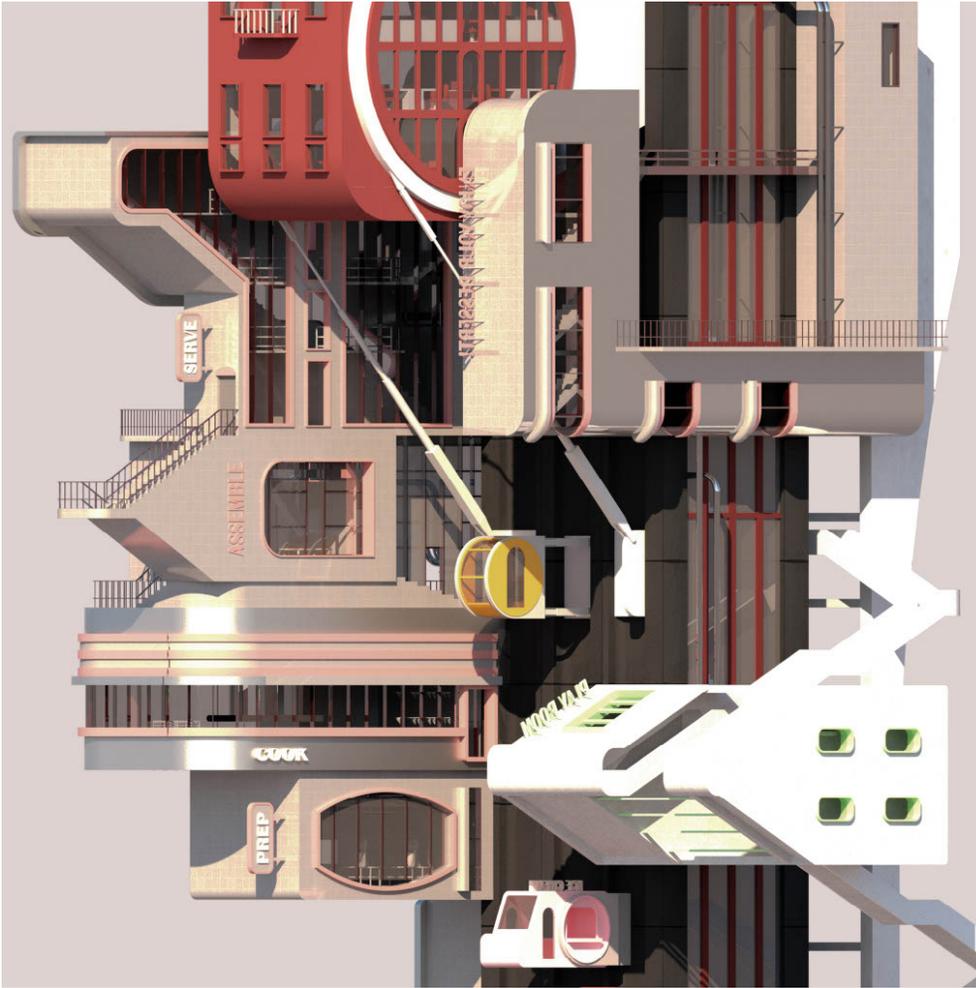


Dessert district / dessert kitchens

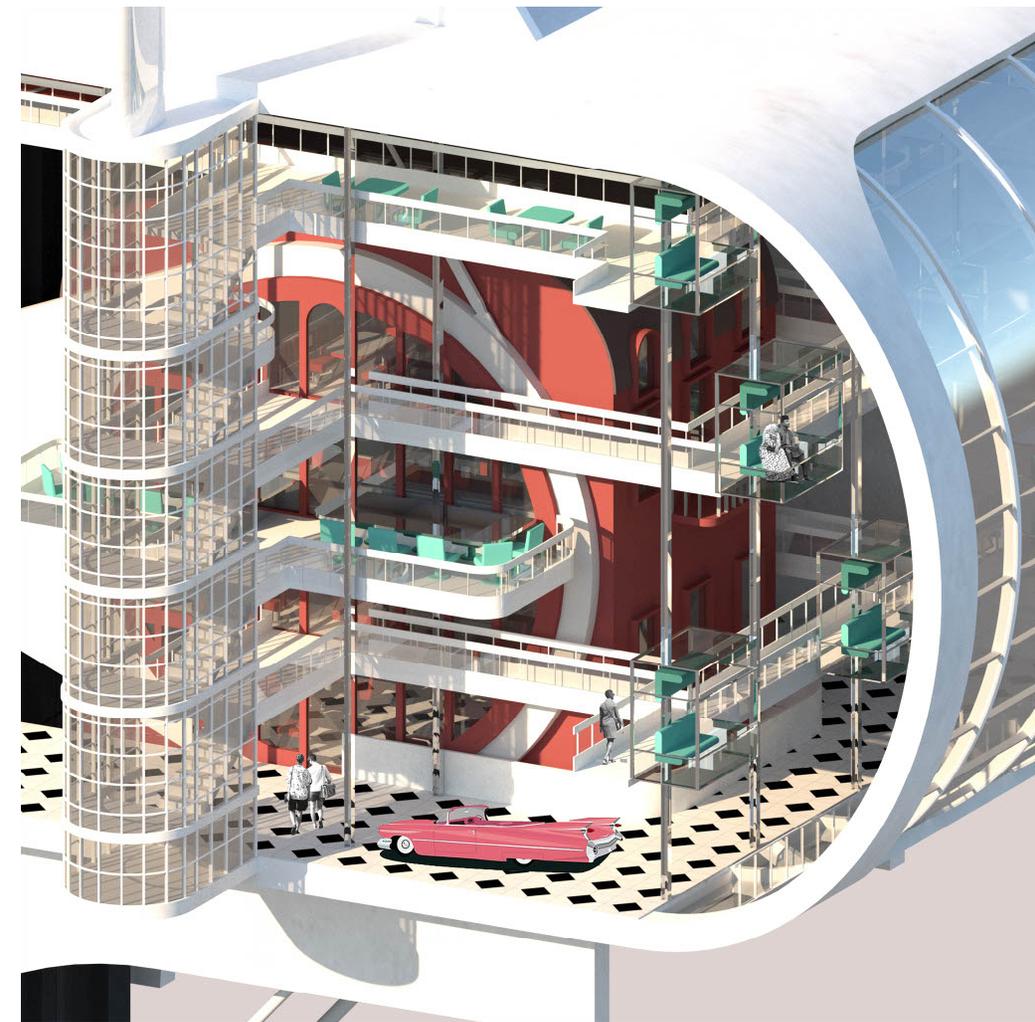
The kitchen is exploded into a series of rooms, each hosts a single step of meal preparation: store, prep, cook, assemble, serve, wash. These rooms are arranged vertically in a production line manner. Large windows into the kitchen allow the visitors from the dining room to look into the prepping process of their meals, creating an audience and stage relationship between the diners and the cooks.



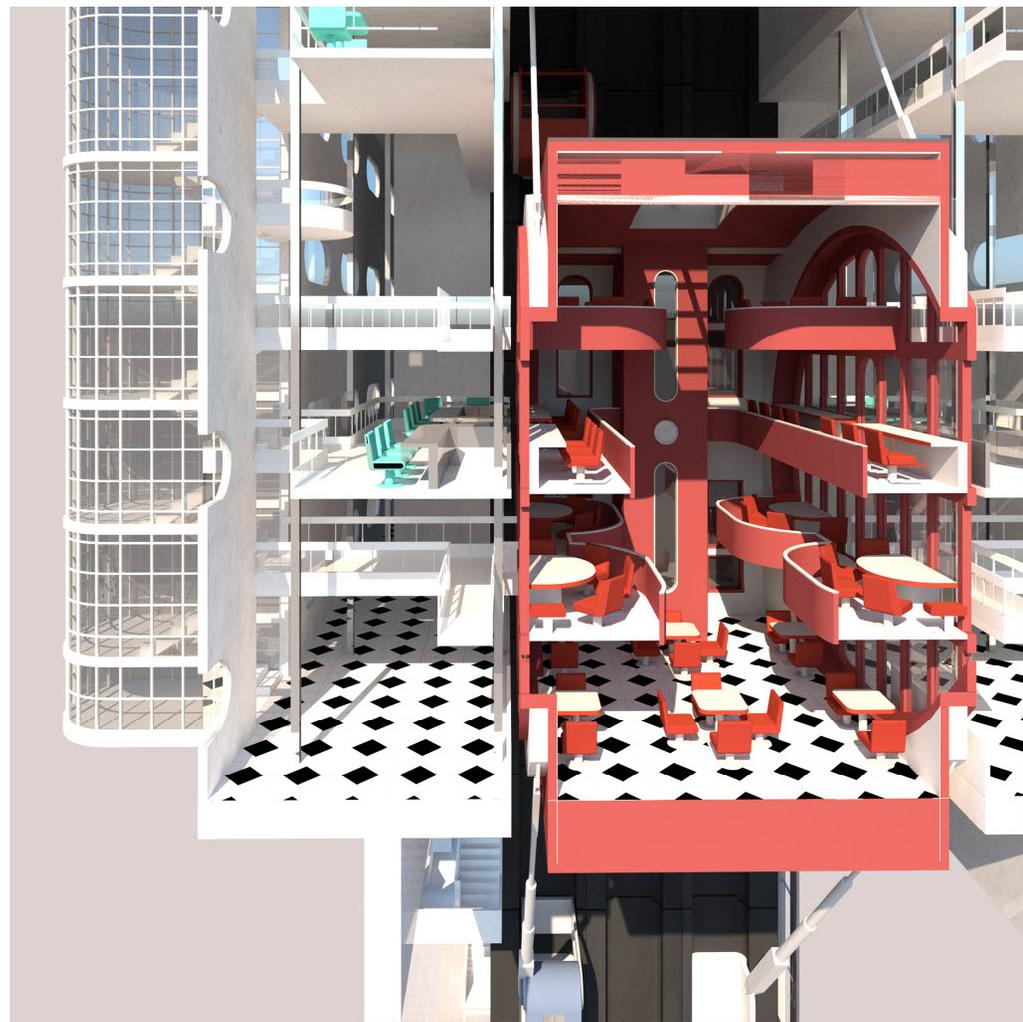
Exterior of dessert district



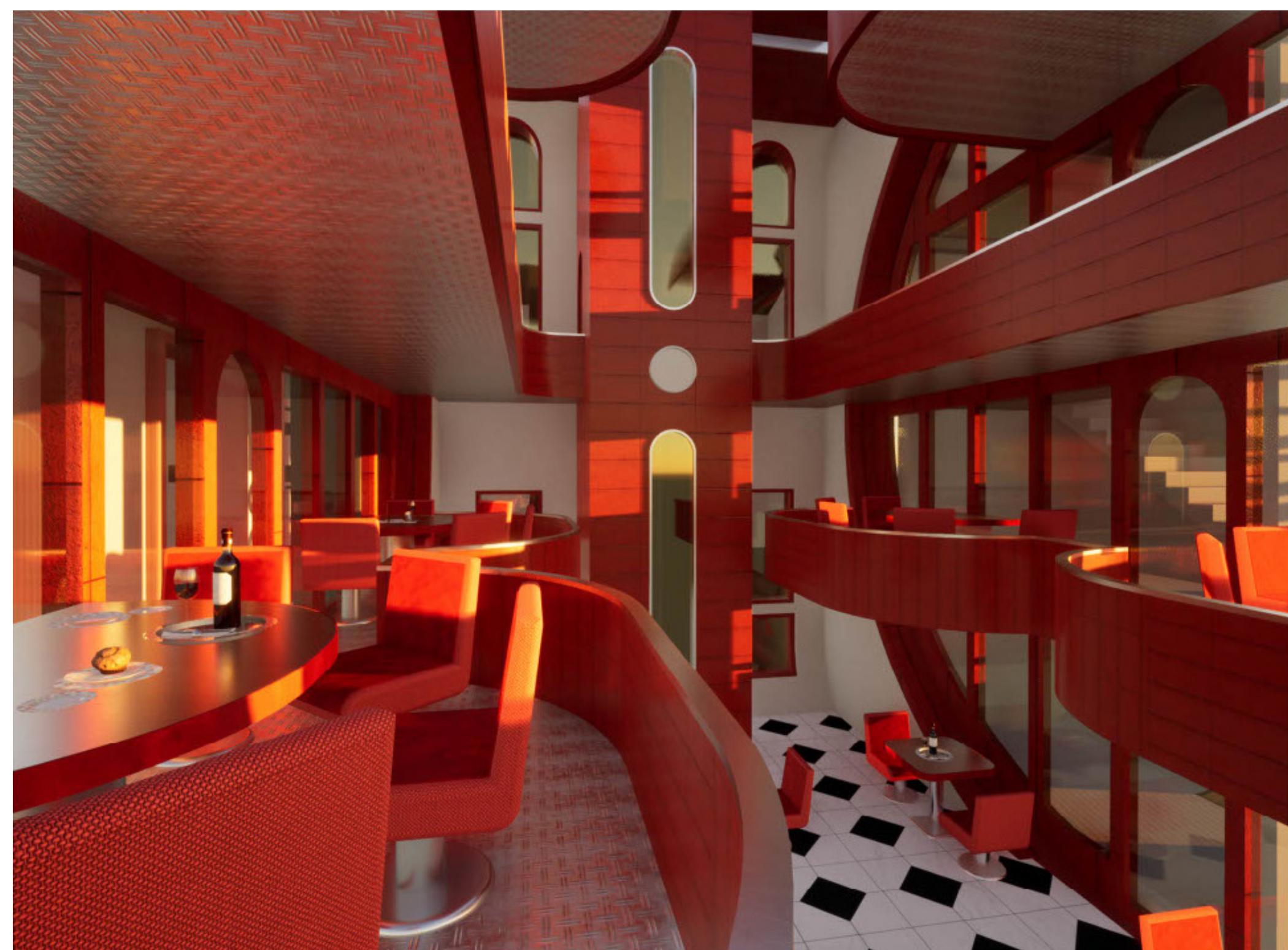
"Street" elevation of dessert district



Observatory / bar at the top, where the dining journey ends



When the dining room meets the bar / direct window service



Interior of the dining room elevator