

Back-to-back houses and their communities in 21st century Leeds -

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The Project

This project is in a very early draft stage, having been modelled to only a very basic level and approximate geometry. The submitted images provide a basic outline of the work (in jpg format), and the source file is included (in rvt format). It will likely take several weeks of work to complete the model (structural elements etc), and most of the duration of the PhD research before the model is complete with interiors, personal possessions and occupant information.

The source file can be opened in Autodesk Revit (available free on an educational licence but requires a 64 bit operating system), or in A360 Viewer (available free online, but login required - <https://knowledge.autodesk.com/support/revit-products/learn-explore/caas/sfdarticles/sfdarticles/How-to-view-a-Revit-model-if-you-don-t-own-Revit.html>)

Biography

Joanne Harrison is a chartered architect who is undertaking PhD research about the late Victorian / early Edwardian back-to-back houses in Leeds, and this entry is her first heritage visualisation in a research context.

<https://backtobackhouses.wordpress.com/>

<https://www.facebook.com/backtobackhouses/> (@backtobackhouses)

<https://twitter.com/backtobackhouse> (@backtobackhouse)

<https://www.york.ac.uk/archaeology/research/research-students/joanne-harrison/>

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(I have selected this because it forms part of my PhD research and I do not want this work to be developed by someone else ahead of me doing so).

Paradata

Introduction

The visualisation is a 3D representation of a back-to-back house which will be used to engage back-to-back communities in the Harehills district of Leeds, and relevant local policy-makers, in PhD research concerned with their past, present and future.

It will be a flexible resource that can be used in different ways during different stages of the research, and with different audiences. It can be presented as (1) a series of images that can be viewed chronologically backwards, or forwards, to show the house in use over the last 120 years and examine future possibilities, and (2) an interactive computer model, demonstrating changes in the 'bones' of the house – its structure, essential building elements and services, and its interior décor, personal possessions and occupants. The interactive model can be used to explore time-frames in detail and from different perspectives.

Purpose, use and approach

The 'bones' of the 3D model are currently being created in Autodesk Revit, building information modelling that can handle multiple time-frames in a single file. The additional information will be added by a range of media including hand-drawing, montage and Photoshop to maximise the number of people able to contribute to the creation of the visualisations, and to maximise the uses to which it can be put. Evidence for the model and images comes from architectural and archaeological survey, literature, archives and qualitative data from the communities (such as memory, family photos, video-diaries etc).

Initially, the 'bare bones' visualisation might be used as a simple aid in interviews and focus groups with former and current residents to enhance discussion and description of the

fabric of the houses and their use, now and in the past. In its simplest form this could be a printed image in black-and-white line drawing format that participants can point to, to supplement their verbal explanations / aid their thinking. For a more interactive approach, the 3D model could be displayed on screen so that it is possible to pan around the model, insert new camera views, and explore in more detail.

Further into the research project, the methodology will be more akin to participatory action research and will involve exploratory workshops and design sessions with current residents and policy-makers, and this might involve, in addition to the formats described above, even more interactive elements. The researcher and participants could use montage, either on paper or on computers, to add detail to the image(s) such as photographs of material or human subjects (i.e. montage a photograph of their house exterior to the image, or add archive photographs of former occupants and/or their possessions to the interiors). Additionally, the model, again either on paper or on computers, could be developed to demonstrate design options that relate to the communities' preferred options for future modification.

Many versions of the paper and electronic version may exist, so the researcher and participants will need to agree the final 'official' version of the visualisation. This may be a negotiation of the many individual versions, although all versions will be retained as supporting documentation for the research. In this way, the communities will gain a deeper understanding of the houses they live in (both historical and present), they will have ownership over the design proposals, and awareness that there is no 'single, right answer' but a multitude of possibilities.

The final model will be displayed as a series of images for exhibition, for further public engagement and for negotiating policy changes with the local authority, and the level of detail and realism (wireframe, conceptual, montage, photo-real) will be displayed as appropriate for each use.