

Site and Scenario

In the present-day urban environment, homes are often compact, high-density models, which make us feel lost and lonely in a massive community that lacks a shared identity. The site of Redhill is a rich but aged one, filled with multifarious public space behaviours occurring throughout the day. These public behaviours have developed through time and need.

Gatherings and public phenomena such as chess playing under a shared pavilion characterizes the site. These habits have developed naturally due to the unique tropical climate and housing typologies. For example, in a tropical country-like Singapore, a cupola type pavilion provides shelter and natural ventilation, hence creating a very conducive environment for leisure activities such as long hours of playing chess or people watching. Redhill is mainly made of up stifling single or double room cheap public high-rise housing that caters to elderlies living alone. Such a situation forces the residents to move outdoors away from their high-rise isolation to street level public spaces where there is vibrancy and life. As a result of both the natural and urban architectural circumstances, social phenomena and micro-public spaces can be observed extensively here.

Furthermore, public spaces are often personalized to the extent that it almost feels like one is in a 'private' space. Hence, the distinction between public and private disappears. Such familiarity and practice transforms these interstitial spaces into everyday space. The relationships between the inside and the outside is transcended beyond the physical and the visual to a state of mind or mutual awareness and perception of space that is shared amongst the residents of Redhill.

The vibrancy of the neighbourhood, the appearance of micro public spaces, and personalizing of ambiguous space all suggest a potential towards an architecture that is "informal" with a village like quality.