MANCHESTER SCHOOL OF ARCHITECTURE

HULME HIPPODROME

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MANCHESTER
1824
The University of Manchester

Manchester Metropolitan University

MSA
LIVE 22

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Partners

Save Hulme Hippodrome is a campaign group, made up of hundreds of people who are determined to bring back the Hulme Hippodrome into community use.

In March 2021, Save Hulme Hippodrome raised over £17000 from more than 500 donations, which will be used to fund much-needed structural and condition surveys, as well as an independent fair market valuation. These are just some of the crucial actions that will assist them in rescuing and securing the building.

Save Hulme Hippodrome is continuing to raise the profile of the building within the local community, as well as with important stakeholders, funders, and Manchester City Council. It has held various community events, including a street party to commemorate the building's 120th anniversary.

Agenda

Hulme Hippodrome

The Hulme Hippodrome is a 120-year-old Grade II listed Edwardian theatre that played an important role in working-class entertainment in Manchester during the twentieth century. Designed by JJ Alley and erected by the Broadhead family enterprise, it is an iconic structure of social, historical, and architectural significance, featuring rococo plasterwork and intricate decoration.

The building was even designated as an Asset of Community Value by Manchester City Council, recognising the theatre's cultural and social significance in the community.

The hippodrome is one of the remaining surviving theatres in the North West of England, however it has been listed on Theatres Trust's 'Theatres at Risk' list since 2006. While it is structurally sound, it is deteriorating, with the roof and plasterwork showing the most signs of wear. The damage is not terminal however; it can be saved.

Save Hulme Hippodrome aim to safeguard the building and halt further deterioration through preservation and restoration of its essential features. It is visioned to facilitate various self-sustaining cultural and community-based activities, providing learning opportunities and other experiences to the people of Hulme and Manchester for another 120 years. Different spaces host a mix of uses, including a cafe, library, bakery, employment academy, production academy, museum for music and art, and co-working spaces.

Our task is to help Save Hulme Hippodrome to communicate this restoration proposal to the public, the local authority, and to any potential funders, via imagery and physical model.

01_Briefing

Introduction // Analysis

Agenda //

Introduction to project

In-depth analysis of the Hulme Hippodrome

Discuss key design principles for the project

Formulate research objectives

Develop a detailed brief

Outcomes //

Three main areas:

1. The Floral Hall and Arcade

An abandoned shopping arcade and smaller function room, previously used as an events venue. Contains a bar and open floor space.

2. The Hulme Hippodrome

Grade II listed music hall, originally known as the Grand Junction. Opened in 1901 alongside the Floral Hall.

3. Playhouse

Seated theatre, used for drama, art productions, and music events. Foyer is used as an eatery, intimate performance venue, and hire space. This whole area is ran by co-operative company NIAMOS.
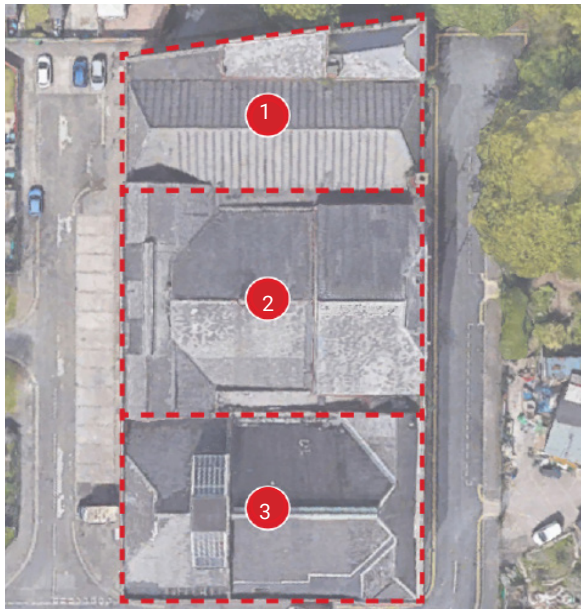
02_Conception

Site Visit // Case Studies

Agenda //

Experience the space for better spatial understanding

Gain better knowledge of the project and its aims

Find inspiration from similar schemes

Solve problems within the building

Share and communicate design ideas

Outcomes //

A NIAMOS coordinator walked us around the Playhouse while outlining the building's history and the fundraising efforts being undertaken by themselves to help fund its restoration.

The site visit provided us with an authentic and accurate representation of the real, three-dimensional space. Deterioration was evident, giving us a greater understanding of the project's scope and on-site safety.

Being psychologically immersed within the environment, it became apparent that community and culture is a large part of the project.

Our design solutions must therefore be sensitive and responsive to their particular needs and the characteristics of the building and local area.

Outcomes //

Two teams focused on the two main spaces that we will be working on within the building.

Team 1: Hulme Hippodrome

Case studies were found for different elements within the building, such as accessibility and circulation, fire regulations, seating, exterior facade and lighting.

Past theatre and hippodrome restoration projects proved useful, for instance Birmingham Hippodrome which received a modern glass facade, Bristol's Old Vic which successfully incorporates traditional and contemporary design elements, and the new proposed designs for Derby Hippodrome, which is currently in a very similar state of deterioration.

Team 2: Floral Hall and Arcade

This team considered the different functions needed for the adjacent hall space, including café, library, and coworking spaces, as well as their overall position within the building.

A lot of good sketches were produced, with the team inspired by similar renovations such as Palace Theatre in the United States.

Existing plans were referred to when considering the circulation, with a lot of good layouts being suggested.

Both teams' ideas were presented and collated, from which we created a quick concept collage for our proposed digital image.

RAMP FOLLOWS THE UPPER FLOOR CURVE

RISER

RAMP

EXHIBITION SPACE

BOOKSTORE/CAFE

HIPPODROME

FLORAL HALL
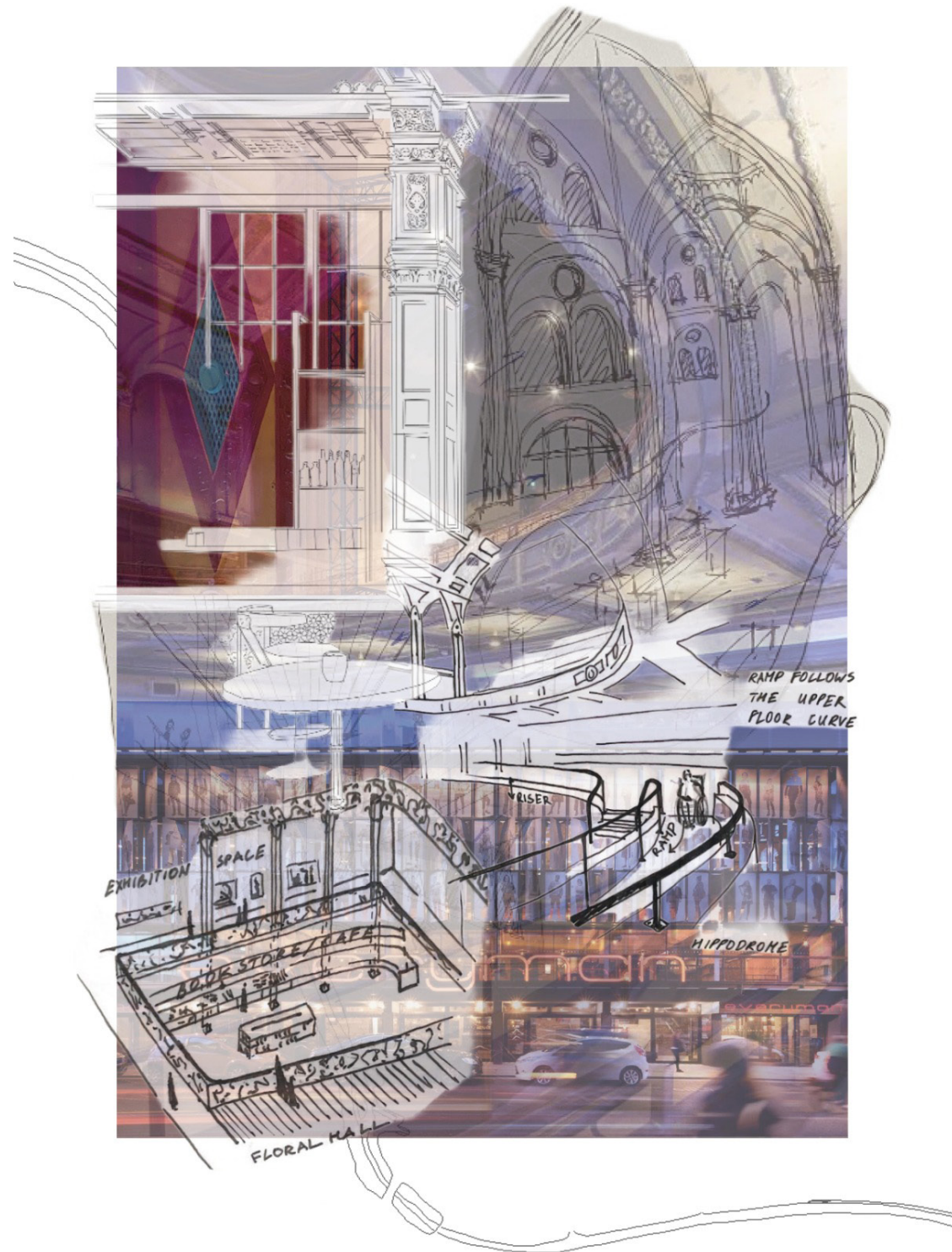
03_Output One
Existing // Physical Model

Agenda //

Create a physical model of the existing hippodrome at a scale of 1:100, learning new workshop skills

A sectional cut to demonstrate the existing massing of the building in order to understand how it is organised within

Predominantly use laser cutter, using gathered CAD data, to illustrate miniscule details
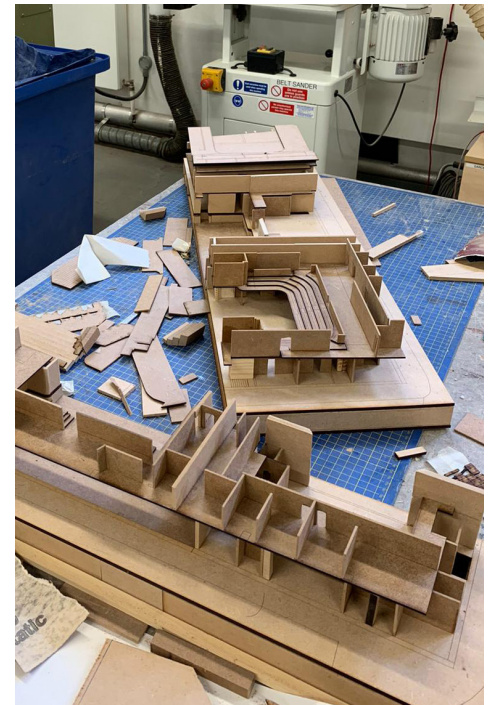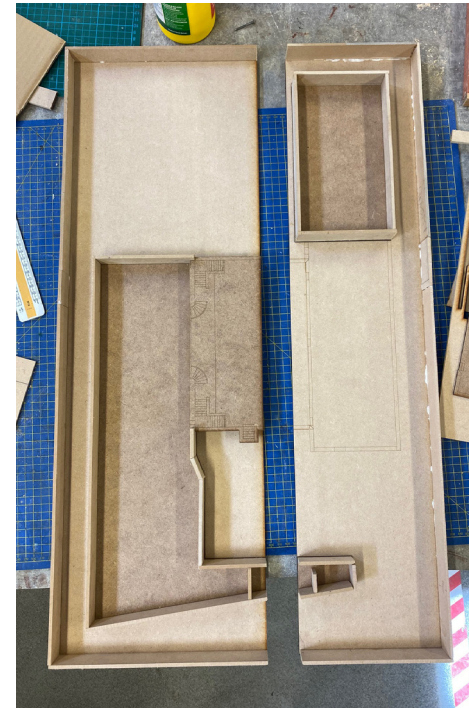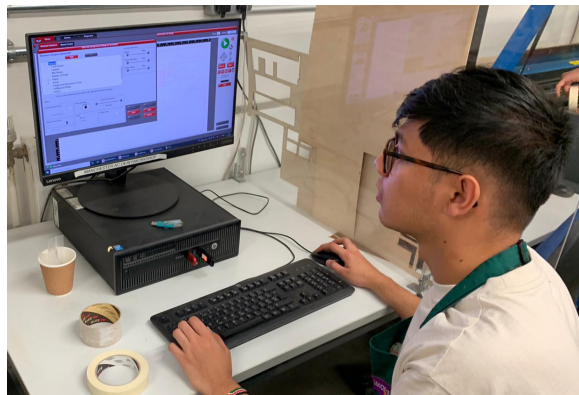
Outcomes //

A team was responsible for the physical model - rotating every day so that each member had an opportunity to experience and participate in the workshop.

Using CAD data, each floor plan was sent to the laser cutter, which was demonstrated to us by helpful workshop staff.

The physical model began to take shape floor by floor, allowing us to better comprehend and visualise the building. A sectional cut was particularly valuable since it allowed us to inspect each level in more detail.

However, this model did more than enable us to observe the existing structure. Understanding the massing also helped us to further revise and develop the design for output two, as we were able to better appreciate the building's potential.
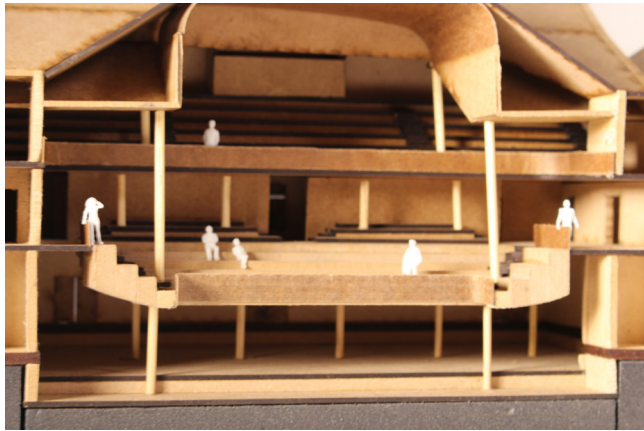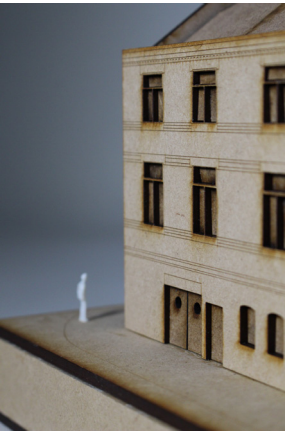
04_Output Two
Proposed // Digital Image

Agenda //

Learn new skills by using various drawing and rendering software such as AutoCAD, SketchUp and Enscape

Develop a series of images that demonstrate the building's potential

Create a blend of hand sketches and photorealistic renderings to make use of different team members' skillsets

Outcomes //

To make the fortnight more beneficial for the undergraduates in the long run, we planned to spend the first week running IT workshops, gradually progressing to more advanced software each day.

It was encouraging to see students grasping SketchUp, with some reflecting on how this will aid them in their future studies. Individually they created great models of the proposed design, which were to be utilised in the final collage.
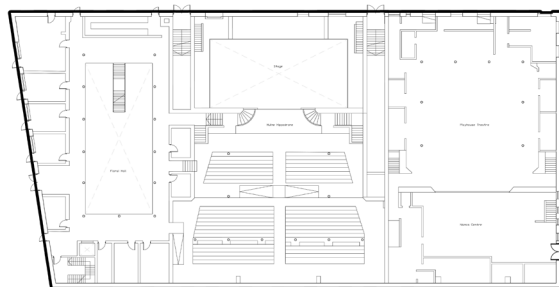
However, we did alter the session plan slightly in the second week. Instead of a concept collage, we thought proposed floor plans and renders would be more useful to the client, in order to better communicate ideas to the public, local authority, and potential sponsors.
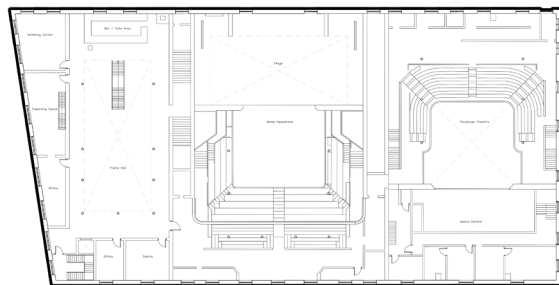
The final images were created using AutoCAD, and a mixture of SketchUp and Enscape for the renders.
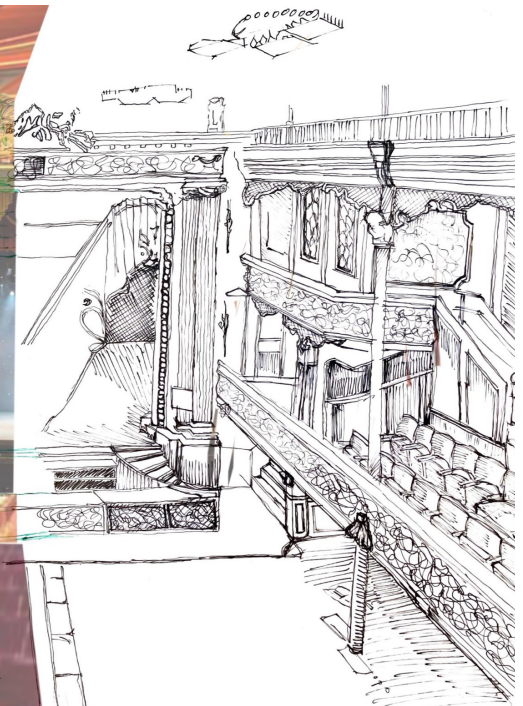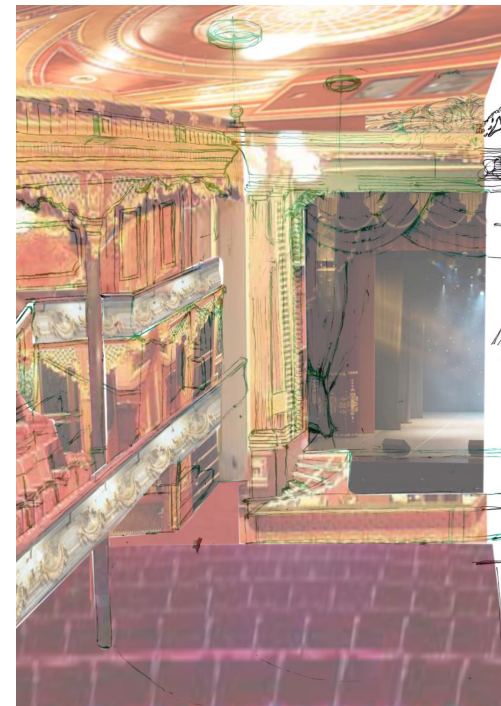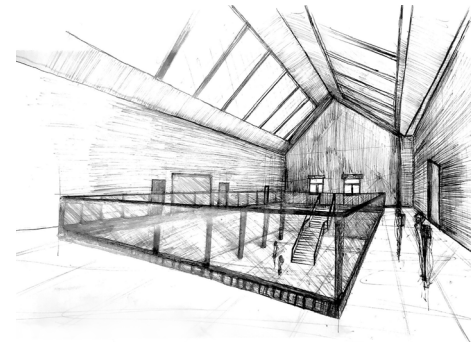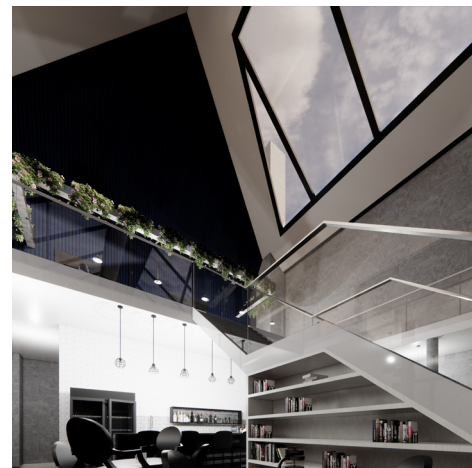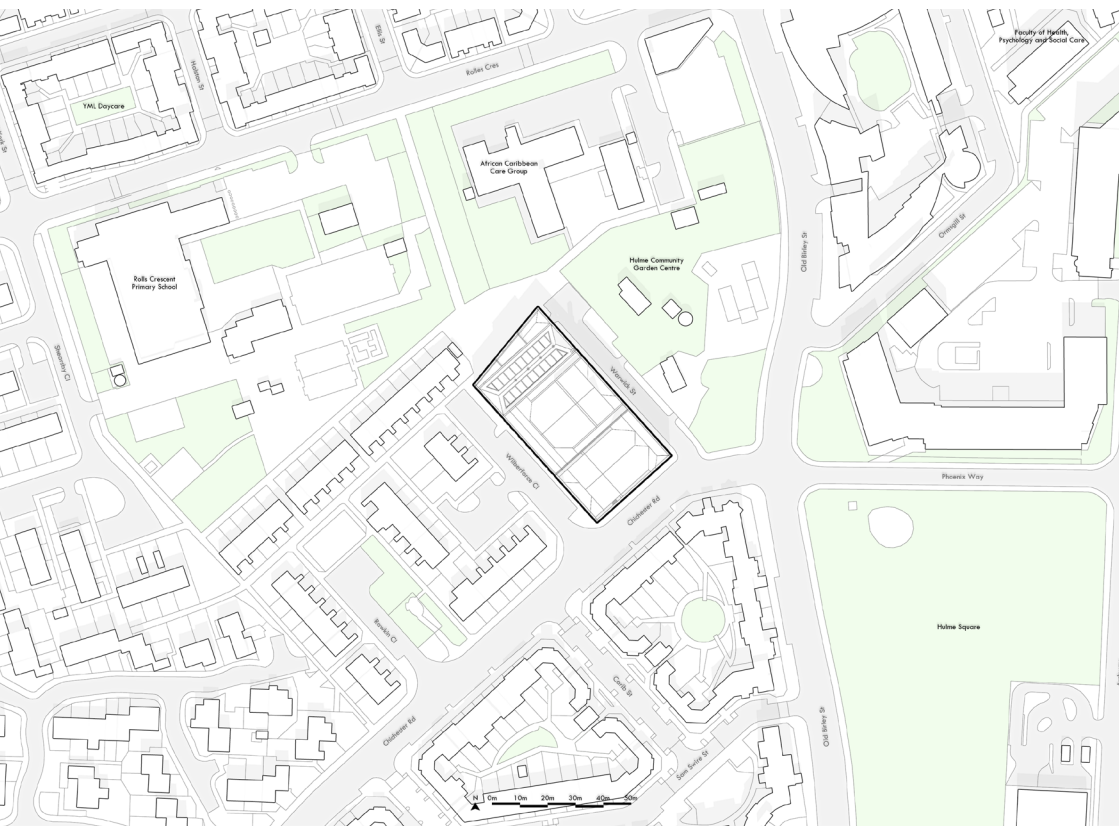
Proposed Ground Floor

Proposed First Floor

Floral Hall Interior

Floral Hall Interior

Floral Hall Interior

Hippodrome Main Entrance

ABOUT

Each year the MSA LIVE programme unites M Arch. year 01 with B Arch. year 01 and 02 and M Land. Arch 01 in mixed-year teams to undertake live projects with external partners to create social impact.

LIVE PROJECTS

All MSA LIVE projects are live. A live project is where an educational organisation and an external partner develop a brief, timescale, and outcome for their mutual benefit.

SOCIAL IMPACT

All MSA LIVE projects have social impact. Social impact is the effect an organization's actions have on the well-being of a community. Our agendas are set by our external collaborators.

EXTERNAL PARTNERS

MSA LIVE projects work with many organisations: charities, community groups, social enterprises, community interest companies, researchers, practitioners and educators.

STUDENT-LED

Our MSA masters students take the lead in the project conception, brief development, delivery and co-ordination of a small project. Other cohorts joined for an eventful 2 weeks of activities at the end of the academic year.

KNOWLEDGE TRANSFER

Working in teams within and across year groups and courses; MSA students participate in peer to peer learning. In addition, collaborators, participants and students engage in the transfer of tangible and intellectual property, expertise, learning and skills.

LARGE SCALE

This year approximately 550 students from 4 cohorts in MSA have worked on 35 projects with partners.

QUESTIONS

For questions about MSA LIVE please contact the MSA LIVE team: **msalive@mmu.ac.uk**

BLOG

live.msa.ac.uk/2022

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