



**T h o m a s B r u m b y**  
P o r t f o l i o

EN **Architectural Design**

FR **Design Architectural**

EN **Inclusive Creative Practice**

FR **L'Inclusion Créative**

Email:

[thomasbrumby@gmail.com](mailto:thomasbrumby@gmail.com)

Site:

[www.thomasbrumby.com](http://www.thomasbrumby.com)

Téléphone (BE)

+32 479 931 451

Telephone (UK)

+44 7425 173 106





**Hello!** Bonjour!

**EN** My name is Thomas and I am an **Architectural Designer** and an **Inclusive Creative Practitioner**.

**FR** Je m'appelle Thomas et je suis **designer architectural** et un **spécialiste d'inclusion créative**.

**EN** Thank you for taking the time to view my portfolio. Over the following pages I will present my experience, skills and competencies, and share some examples of my work. I have a diverse background and trajectory, having worked in both the world of **architecture** and **inclusive creative practice**, with a focus on music. These two worlds, different but also often overlapping, have enabled me to develop a diverse collection of transferrable skills.

**FR** Merci à vous d'avoir pris le temps de regarder mon portfolio. Dans les pages suivantes je vais vous présenter mes expériences de travail, mes compétences ainsi que mes capacités. Je partagerai également une sélection d'exemples de mon travail. Mon expérience et mon parcours professionnel sont divers. En effet j'ai travaillé à la fois dans le domaine de **l'architecture** et dans le domaine de **l'inclusion créative** (centrée principalement sur la musique). Ces deux mondes, qui sont tout autant différents mais qui se chevauchent également, m'ont permis de développer une collection diverse des compétences transversales.

## **Architectural Design** La Conception Architecturale

**EN** qualifications + training **FR** qualifications + formation

**Post Graduate Diploma Architecture**  
Mackintosh School of Architecture, Glasgow  
School of Art (2014-2016)

**B Arch Architecture**  
Mackintosh School of Architecture, Glasgow  
School of Art (2010-2014)

## **Inclusive Creative Practice** L'Inclusion Créative

**EN** qualifications + training **FR** qualifications + formation

**Inclusive Music Practitioner Training**  
Paragon Music (January 2018)  
**Music Practitioner Traineeship**  
Common Wheel (2017-2019)  
**Scottish Mental Health First Aid Course Training**  
Glasgow Association for Mental Health (2019)  
**Level 3 Award in Education and Training (KXH10)**  
Academy of Music and Sound (2019)

**Professional Practice Award in Mentoring**  
Scottish Mentoring Network (2022-23)  
**Safetalk Training**  
Living Works Inc. (2018)  
**Autism Awareness Training**  
Autism Resource Centre Glasgow (2018)  
**BA Hons English Literature and Philosophy**  
Durham University (2007-2010)

## Architectural Design

### La Conception Architecturale

**EN** I have a wealth of experience and have developed a varied skill set in architectural design, having worked on and collaborated with a wide range of architectural projects for numerous studios and clients. I am a good collaborator and team member with a strong technical grounding across many design, drafting and 3-D modelling packages.

**Competencies:** 3-D Modelling, BIM, technical drawing, surveys, hand drawing, visualisations, rendering, client interaction, collaboration with interdisciplinary design team, site and historical research, sustainable design, planning applications, feasibility studies, design development, written presentation, construction knowledge.

**FR** Grace à mes nombreuses expériences, j'ai acquis un large panel de compétences dans le domaine du design architectural. En effet, j'ai travaillé dans un éventail de projets pour des nombreux studios et clients. J'ai un bon sens de la collaboration et du travail en équipe, avec une base solide dans les logiciels essentiels de modélisation 3D, de visualisation et de dessin architectural.

**Compétences :** modélisation 3D, BIM, dessins techniques, enquêtes de terrain et de bâtiment, dessin à la main, visualisation, collaboration avec les clients et avec une équipe interdisciplinaire, recherche historique du site, design durable, demandes de permis de construire, études de faisabilité, développement de la conception, présentation écrite et orale, connaissance de construction.

**Software Packages / Logiciels:** Revit, AutoCAD, Sketchup, Adobe Illustrator, Adobe Indesign, Adobe Photoshop, Enscape, Twinmotion, Microsoft Office, Miro, Jamboards, Google Docs, Microsoft Teams

## Inclusive Creative Practice

### L'Inclusion Créative

**EN** I have trained and developed a specialist skill set around inclusive creative practice that promotes accessibility and inclusion, having worked as an inclusive music practitioner, mentor, facilitator and project lead across many different projects. I have a passion for working on creative and participatory projects that support young people and adults with disabilities and additional support needs.

**Competencies:** Group Facilitation, Creative Practitionership, Mentoring, Participatory Design, Creative Workshop Facilitation, Inclusive Practice with individuals with wide ranging disabilities and additional support needs, engagement with young people, presenting at conferences,

**FR** Je me suis formé et j'ai développé des compétences spécialisées dans l'inclusion créative afin de promouvoir l'accessibilité pour tout le monde. J'ai travaillé en tant que musicien / animateur inclusif, mentor, facilitateur et gestion de projets dans beaucoup de projets différents. Je suis particulièrement passionné par le travail et les projets qui favorisent la participation des jeunes, des ados et des adultes en situations de handicaps et à besoins spécifiques.

**Compétences:** animateur de groupe, praticien créatif, mentor, conception / design participatif, animateur d'ateliers créatifs, pratique inclusive avec des personnes ayant des handicaps divers et à besoins spécifiques, travail collaboratif avec des jeunes adultes, présentation de conférences.

#### **Technical Skills + Software Packages / Compétences Techniques + Logiciels:**

Ableton Live, Logic Pro X, Reaper, Recording, Production, Performance, Composition, Mixing.

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# 01. Kadampa Meditation Centre

## Centre de Méditation Kadampa

### **Creating an oasis in the city**

*La création d'une oasis au cœur de la ville*

**EN** Design development of a new meditation centre, café and bookshop in the heart of Glasgow, Scotland. As part of a small design team led by **HLM Architects**, we worked closely with the client to develop designs for the conversion and re-fit of an existing vacant ground floor commercial unit into a new multi-functional centre with a vibrant and engaging façade and urban presence. The project has successfully received planning permission and will be constructed later this year (2023).

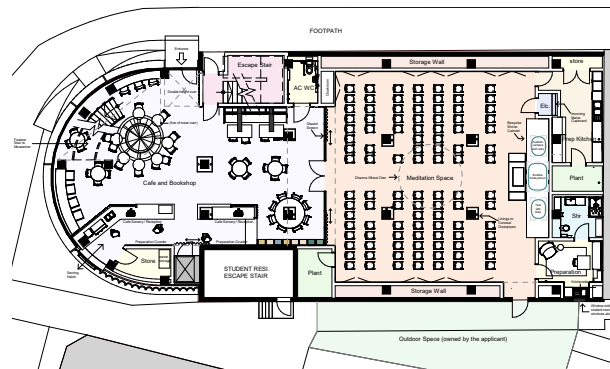
**My Roles:** Working with the client, collaboration within small interdisciplinary design team (architects, interior designers, structural engineers, mechanical and electrical engineers, quantity surveyors), design development, presentations to client, 3-D modelling, creation and publication of drawing packages, preparation and submission of planning application, site visits and surveys.

**FR** Le développement et la conception d'un nouveau centre de méditation, d'un café, et d'une librairie au cœur de Glasgow, en Ecosse. En tant que membre d'une petite équipe de design, menée par **HLM Architectes**, nous avons travaillé en étroite collaboration avec le client afin de développer une proposition pour la transformation d'un espace commercial situé au rez-de-chaussée, actuellement inoccupé. Les designs proposent la création d'un nouveau centre multifonctionnel avec une façade vive et animée, dans le but de donner au centre une présence éclatante et accueillante dans l'environnement urbain.

**Mes Rôles :** Collaboration/ Intéraction avec le(s) client(s), collaboration dans une petite équipe interdisciplinaire (architectes, décoratrice d'intérieure, ingénieurs structurels, ingénieurs mécaniques et électriques, métreur), développement de design, présentations aux clients, modélisation 3-D, création et publication de dessins, préparation et soumission de permis de construire, visites du site, enquêtes de bâtiment.



Render / Visualisation of facade and proposal



Ground Floor Plan : As Proposed



Render / Visualisation of Interior Space

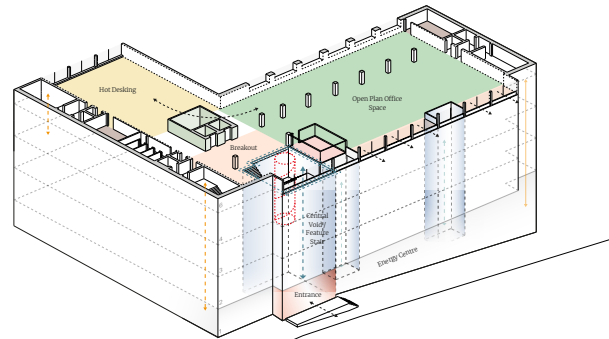
# 02. USSA Building – Feasibility Study

## USSA Building - Etude de Faisabilité

**Sustainable retrofit re-imagining of historic former university student union**  
**Retrofit durable et ré-imagination des locaux d'une ancienne association d'étudiants**

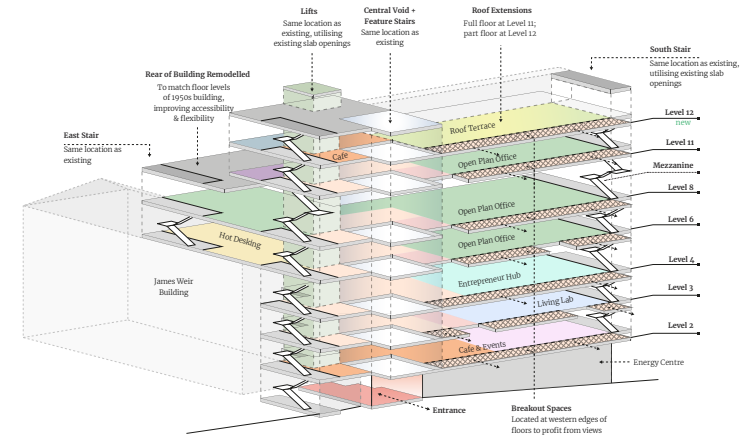
**EN** Working closely with Strathclyde University, **HLM Architects** developed proposals for a retrofit development of the historic "USSA" building in central Glasgow. The project involved surveying and modelling a complex and layered existing building, and subsequently developing a feasibility study around how to re-purpose the structure and fabric of the building to house contemporary co-working research and office space, in a sustainable low carbon approach aimed at limiting and reducing carbon impact.

**FR** **HLM Architectes** et L'université de Strathclyde ont développé, en étroite collaboration, des propositions, afin de réaliser une transformation 'retrofit' de l'immeuble USSA dans le centre-ville de Glasgow. Le projet s'est impliqué dans un processus d'enquête et de modélisation 3-D de cet immeuble complexe, assemblé en plusieurs couches historiques. Ensuite le projet a développé une étude de faisabilité basée sur comment réutiliser la structure et l'essence même du bâtiment, pour abriter des espaces contemporains de co-travail et de recherche, en utilisant une approche « low carbon ».

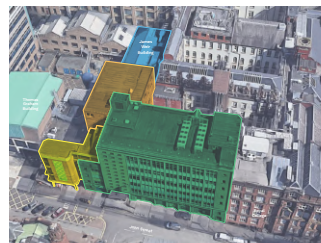


ISO Diagrams of Proposal

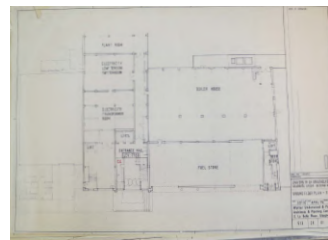
- Legend :**
- Entrance & Reception
  - Cafe
  - Breakout Spaces
  - Amenity Spaces
  - Living Lab
  - Entrepreneur Hub
  - Open Plan Office Space
  - Hot Decking



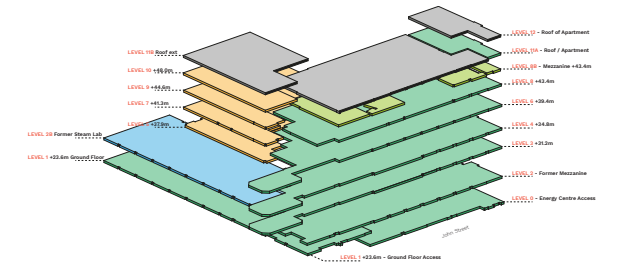
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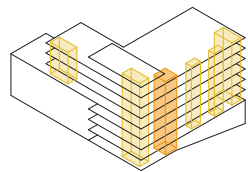
Analysis of Existing Building



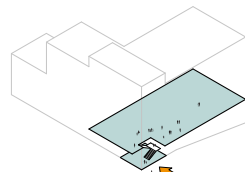
1975 Archive Drawing



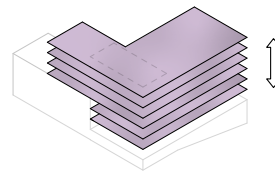
Existing Floorplates



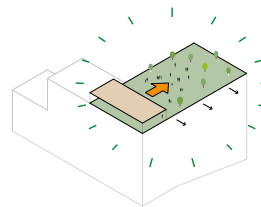
**Stage 1 :**  
New Vertical Interventions



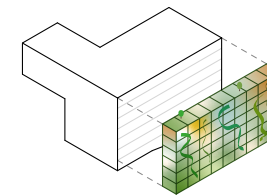
**Stage 2 :**  
Level 2 Arrival



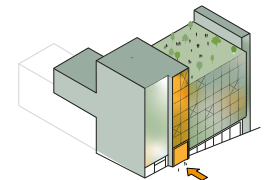
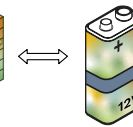
**Stage 3 :**  
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**Stage 4 :**  
Rooftop Events Hub



**Stage 5 :**  
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**Stage 6 :**  
Final Proposal



# 03. Ingliston Hotel Hotel d'Ingliston

**A landmark hotel acting as a gateway building for West Edinburgh**

*Le développement d'un hôtel majeur qui se trouve à la porte de l'ouest d'Edinburgh*

**EN** HLM Architects developed designs for a new hotel situated in the west of Edinburgh, serving both the neighbouring events facility the Royal Highland Centre, and Edinburgh Airport. The hotel proposes a top floor bar, restaurant and events space, providing spectacular views across the firth of the forth, and its historic bridges, as well as to Edinburgh and Arthur's Seat.

**My Roles:** Design team member, design development, 3-D modelling, engagement with planning authorities, preparing public engagement presentations, façade development, drafting drawing packages, historic and cultural research, client interaction, materiality studies and strategy, maintenance and operations strategy research and development.

**FR** HLM Architectes a développé des designs pour un nouvel hôtel, situé à l'ouest d'Edinburgh, qui va servir à la fois les clients du centre d'événements, le « Royal Highland Center » et l'aéroport d'Edinburgh. L'hôtel propose un dernier étage composé d'un bar, d'un restaurant, et d'un espace événementiel, qui profitera des vues spectaculaires de « Firth of Forth » et de ses ponts historiques, ainsi que de la ville d'Edinburgh et de Arthur's Seat.

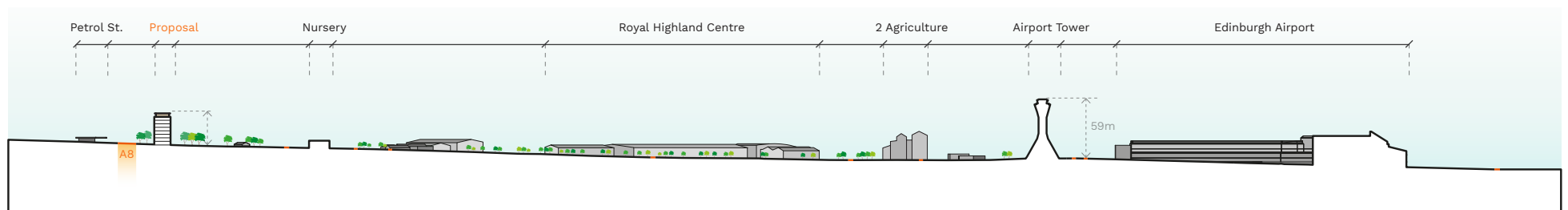
**Mes Rôles :** Membre d'équipe de design, développement de design, modélisation 3-D, interaction avec les autorités de planning locales, préparation de matériaux à présenter au public, développement de façade, création et publication de dessins, recherche historique et culturelle, interaction avec les clients, réalisation d'études et cahiers des charges des matériaux, recherche et développement d'un plan d'entretien et de maintenance du bâtiment.



top: Site plan strategy  
above: Render of proposal (made externally)



top: Materiality studies for southern facade  
above: Materiality and colour palette development



Long section through landscape showing proposal

# 04

## Student-Led Participatory Design Competition Une compétition participative

**Engaging and multi-stage student design competition to re-imagine and enhance the outdoor environment of Renfrew High School, Scotland.**

*Une compétition multi-stage qui invite les étudiant.e.s à imaginer une transformation positive de l'environnement extérieur de leur école (Renfrew High School), en Ecosse.*

EN | co-led and co-designed a collaboration between HLM Architects, Morrison Construction and Renfrew High School, aimed at facilitating a participatory, student centred creative process with the goal of developing designs to make use of a grant to enhance the outdoor environment of the school.

The process aspired to engage and empower students, promote participation and key-skills development, as well as fostering connections and widening access to career paths for young people in an economically deprived area of Scotland.

The project offered a bespoke design journey that incorporated workshops, participation in industry and career access events, a pitching and presentation event for the student design teams, as well as an opportunity to present our project to the national Education Estates Conference, in Glasgow and Manchester.

The two winning teams' designs (wall murals and outdoor planters) are currently in the process of being brought to fruition. Currently, the renowned Scottish mural artist, RogueOne, is preparing to paint the winning mural team's design over the coming months of 2023.

FR | J'ai co-mené et co-conceptualisé une collaboration entre HLM Architectes, Morrison Construction, et Renfrew High School, afin de faciliter un parcours participatif et créatif qui met en valeur les étudiants. Tout cela a permis de développer des

designs et de décider de la gestion d'utilisation d'une bourse pour améliorer l'environnement extérieur de l'école.

Le projet a pour but de responsabiliser et de mettre en valeur les étudiant.e.s (qui se trouvent dans un endroit désavantagé d'Ecosse) dans un processus de design, promouvoir la participation et développer leurs compétences. Il permet aussi d'établir des liens, de leur faire découvrir les divers horizons d'emploi, qui leurs sont accessibles et utiles pour leurs parcours professionnels futurs.

Le projet a offert un parcours sur mesure, qui a inclus des ateliers, la participation dans les événements de l'industrie et d'événements d'accès à l'emploi. Nous avons organisé aussi un événement de présentation, en conditions réelles sur scène, des différentes propositions de chaque équipe d'étudiants, ainsi que l'opportunité de partager le projet aux Conférences Nationales à Glasgow et à Manchester.

Les propositions des deux équipes gagnantes (des fresques murales et des jardinières surélevées) sont en train d'être réalisées. Actuellement, l'artiste réputé écossais des fresques murales, RogueOne se prépare à peindre le design gagnant durant les prochains mois.



Members of winning student design teams + Paula Leca (right)



top: Presenting at Learning Places Scotland Conference

above: Photos from different stages of student design competition



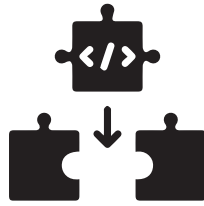
# The Process

## + Social Outcomes

HLM Architects, working alongside Morrison Construction, designed and facilitated a process of engaging with the students of Renfrew High, that was aimed at developing key skills. We have analysed this process through the Skills Builder Framework:



### 1 Plan + Connect

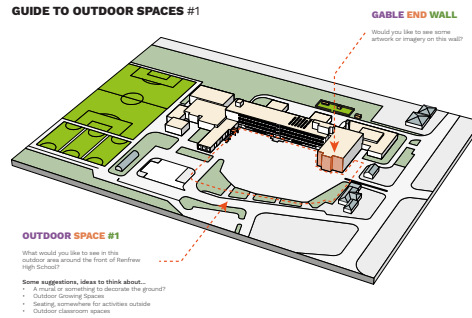


#### Stage 1 Outcomes

**Connections :** Forming and deepening connections between local education, architecture and the construction industry.

**HLM Values:** Communicating HLM's Social Value commitments to the wider community..

### 2 Create Resources



#### Stage 2 Outcomes:

**Industry Insight:** Creating and sharing examples of architectural drawings, models, and design brief to school students.

**Aiming High:** Creating an engaging and aspirational brief to inspire students to get involved with shaping the future of their school.

**Problem Solving:** Communicating a brief for students to creatively and constructively respond to.

### 3 Competition Launch

#### STUDENT DESIGN COMPETITION

To the students of Renfrew High,  
You are invited to take part in an exciting design competition, to come up with ideas to transform the outdoor spaces and environment around your school. Together with HLM Architects and Morrison Construction, we are calling on you, the students of Renfrew High, to generate an idea or design to improve the outdoor environment around your school.

The budget is £20,000, and we are looking for ideas that focus on sustainability, outdoor learning and creativity.

Over the next few months, we will be running a design process, with workshops and activities. We want you to collect ideas, form teams, and then present your proposals to the school. There will be a school wide vote, and the winning idea will be taken forward.

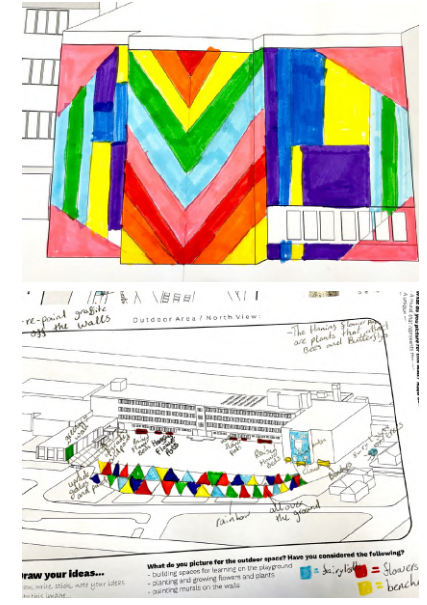
#### Stage 4 Outcomes

**Creativity:** Students have the opportunity to sketch and draw their ideas, to create design responses to the brief.

**Aiming High:** The drawing templates are handed out to the students and all ideas are welcome.

**Problem Solving:** The brief includes a set of considerations for design ideas, creating an environment for problem solving through design.

### 4 Generating Ideas



### 5 Workshop 1



#### Stage 5 Outcomes:

**Teamwork:** Students form teams to develop a selection of design ideas together.

**Speaking / Listening:** Students discuss and collaborate within their team and share their ideas with the wider workshop.

**Industry Insight:** HLM present on working in Architecture and routes into the industry.

### 6 Industry Event



#### Stage 6 Outcomes:

**Industry Insight:** The day of workshops and taster sessions provided students with hands experience of a variety of trades.

**Aiming High:** Offering an exciting and engaging experience to inspire and widen the horizons of students.

### 7 Workshop 2



#### Stage 7 Outcomes:

**Industry Insight:** The workshop introduced students to Quantity Surveyors, a joinery company and a cost management organisation, widening their understanding of the construction industry.

**Leadership** The teams are encouraged to approach their designs from the point of view of project managers, analysing broader topics of costing, resources and materials.

### 8 Workshop 3



#### Stage 8 Outcomes:

**Speaking / Listening:** Students have the opportunity to practice their design proposal pitches and receive constructive feedback and advice.

**Teamwork:** Each student team works together to present their proposals as a group.

**Leadership** The teams take ownership of their designs through putting together visual / verbal presentations to communicate their work.

### 9 Pitching + Forum



#### Stage 9 Outcomes:

**Speaking / Listening:** Each team presents to the student parliament, invited industry guests, other student teams and teaching staff. They take questions from the parliament and invited guests.

**Aiming High:** The event is organised to celebrate and validate the hard work and creativity of each student, generating a platform for their wonderful ideas and contributions.

# 05

## ‘Social Value’ - Policy Research ‘Valeur Sociale’ – Etude sur la Politique Strategique de l’organisation

**EN** As part of an internal, employee led process to develop HLM Architects 5 strategic goals, I worked as part of a small team to co-ordinate, research and produce a policy document looking at ideas of how to expand and develop HLM’s social value impact. The report document surveyed and categorised ongoing and historic projects, and made suggestions for how to further develop and expand the social value impact of HLM Architects’ work.

In addition, I took part in a company-wide panel discussion at HLM’s annual Employee Owned Trust Festival (EOT Fest) which focussed on debating and discussing HLM’s relationship to Social Value orientated work.

**My Roles:** *Research, Collaboration, Policy Document Creation, panel discussion and presentation*

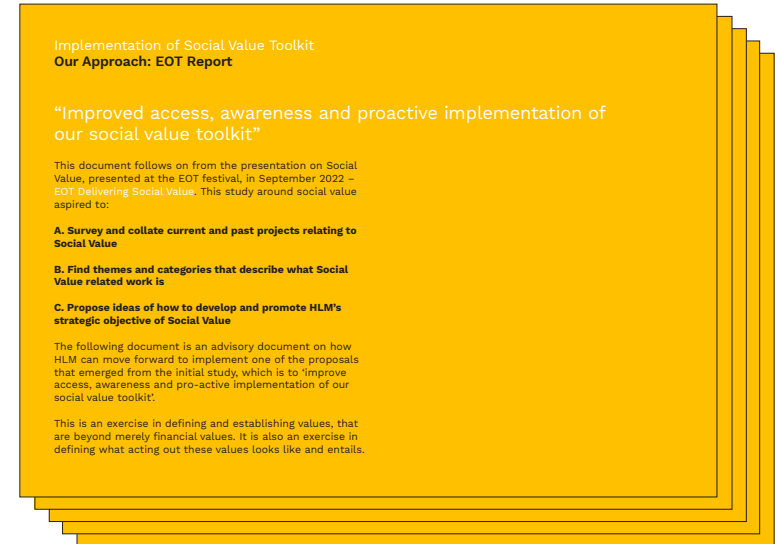
**FR** Dans le cadre d’un processus interne et mené par les employés, afin de développer les 5 objectifs stratégiques de HLM Architectes, j’ai travaillé dans une petite équipe dans le but de coordonner, rechercher and produire un document de strategie politique qui explore la manière d’augmenter et de cultiver l’impact de HLM Architectes dans le domaine de « Valeur Sociale ». Le document a rassemblé et catégorisé des projets et initiatives actuels et historiques, et il a offert des suggestions sur la façon de les développer.

De plus, j’ai participé à une table ronde à la fête annuelle de HLM Architectes, devant tous.tes les employés (200+), qui a abouti une discussion sur la « Valeur Sociale » dans notre travail.

**Mes Rôles :** *Recherche, collaboration, création des documents politiques, participation à une table ronde.*



top: Presenting at HLM EOT fest panel on Social Value  
bottom: EOT Festival 2022



top: Policy document on “Implementation of Social Value” at HLM Architects  
bottom: EOT Festival 2022 - participation in Panel Discussion



# 06. Paragon Music - Inclusive Group Music Facilitator

## Paragon Music - Facilitateur de Musique Inclusive en Groupe

***I have worked as an experienced facilitator across a range of projects for Paragon Music (Glasgow)***  
*J'ai travaillé en tant que facilitateur expérimenté dans la réalisation d'un éventail de projets pour Paragon Music, une organisation d'arts inclusifs (Glasgow)*

### **Beat It**

**EN** Group music workshop for adults with a diversity of additional support needs and disabilities. A small team of practitioners facilitate weekly sessions to play together, improvise, compose, and perform in a social and relaxed atmosphere.

**My Roles:** *workshop facilitator, performance*

**FR** Un atelier musical qui accueille un grand groupe d'adultes avec une diversité des besoins et des situations spécifiques. Une équipe des animat.eurs.rices professionnel.les propose durant la séance de jouer ensemble, improviser, et composer, dans une ambiance conviviale et inclusive.

**Mes rôles :** *animateur / facilitateur d'ateliers, performance*

### **Stride**

**EN** Music group for young adults with additional support needs, who meet and rehearse at Berkeley Studios in Glasgow to play, rehearse, write new music and prepare for performances.

**My Roles:** *workshop facilitator, performance*

**FR** Un groupe des jeunes adultes, animé par une équipe des animat.eurs.rices, qui se retrouvent pour des répétitions et séances d'écriture chaque dimanche soir à Berkeley 2 Studios, un espace professionnel au cœur du monde musical à Glasgow. Le groupe compose, répète et se produit sur scène des chansons originales, développés ensemble au studio.

**Mes Rôles :** *Animateur des Ateliers Musicaux, le mixage, performance*



*top left: jamming on the piano with a participant during "Beat It"*  
*bottom left: "Stride" group performance at Tron Theatre, Glasgow*

*top right: rehearsal for an M3 show*  
*bottom right: collaborating on the bass with a participant during rehearsal*

# Paragon



## Abrazos

**EN** International collaboration between Stride (**Paragon Music**, Scotland) and Rock DI (Armonia E Inclusion, Mexico) to co-write and produce the album 'Abrazos'. Started during the lockdown through online sessions, the project moved to the studio and later onto the stage to present the finished album.

**My Roles:** *workshop facilitator, song writing facilitator, recording, mixing, project organisation, performance*

**FR** Une collaboration internationale entre **Paragon Music** (en Ecosse) et Armonia E Inclusion (au Mexique), deux organisations de qui promeuvent l'accessibilité et l'inclusion, qui a donné naissance à l'album « Abrazos », sorti en 2022. Co-écrit, développé et enregistré pendant le confinement entre 2021 et 2022, l'album a pris forme pendant les ateliers internet qui se sont déroulés entre Glasgow et San Juan el Rio. Plus tard, nous avons transféré l'album dans les studios et sur scène à la fin des restrictions du Covid.

**Mes Rôles :** *Animateur, enregistrements, le mixage, gestion du projet, écriture collaboratif*

## Third Eye Sessions

**EN** A series of recorded and published showcase performances, of solo artists participating in the Groove mentoring program. Hosted within custom built studio performance space at the Centre of Contemporary Arts, Glasgow (CCA).

**My Roles:** *Co-design and construction of studio space, acoustic treatment, performance facilitator, musical accompaniment*

**FR** Une serie de 'showcase' performances enregistrées et publiées, des artistes solos qui participent au programme 'mentor', Groove. Abrité dans un espace construit et adapté sur mesure dans le Centre d'Arts Contemporains de Glasgow.

**Mes Rôles :** *Co-concepteur de la transformation d'un ancien bureau en salle des performances, construction et traitement sonore de l'espace, animateur et musicien pendant les performances et enregistrements.*

## M3 (Make Music Move)

**EN** A programme of **Paragon Music** which runs dance and music workshops and performs on stage to share new original works.

**My Roles:** *Musician, facilitator, performance*

**FR** Un programme de **Paragon Music** qui mélange la danse et la musique et qui se produit sur scène dans les salles de spectacles connus en Ecosse.

**Mes Rôles :** *Musicien / animateur pour des ateliers de danse et de mouvement*



middle left + right: Third Eye Showcase performance at CCA, Glasgow

**Note:** For more information on my work in inclusive practice, please visit my website: [www.thomasbrumby.com](http://www.thomasbrumby.com)



top left + right : Abrazos Album + Abrazos Album performance at CCA, Glasgow  
bottom left + right : Raag 'N' Reel performance at Tron Theatre, Glasgow + Event Poster

# 07. Groove Programme - Inclusive Creative Mentor

## Programme de Groove - Mentor Inclusif-Créatif

**EN** Groove is an artist development programme (of **Paragon Music**) for musicians and dancers who face barriers in accessing opportunities to participate in the arts in Scotland. A team of trained inclusive mentors offer bespoke and individual support in the form of one on one mentoring, which the goal of helping mentees develop skills, confidence, and their own artistic practice. This can include songwriting, developing instrument skills, music production, performances, and recording.

**My Roles:** *Inclusive Creative Mentor*

**FR** Groove est un programme de développement artistique (de **Paragon Music**) pour les musiciens.iennes et danseurs.euses qui rencontrent des obstacles pour accéder aux opportunités créatives en Ecosse. Une équipe de 'mentors' artistiques-inclusifs de Paragon Music offrent un soutien sur mesure, réactif et créatif, dans le but de remobiliser et d'animer les aspirations et les compétences de chaque personne qui participe au programme.

**Mes Rôles :** *Mentor inclusif musicale*



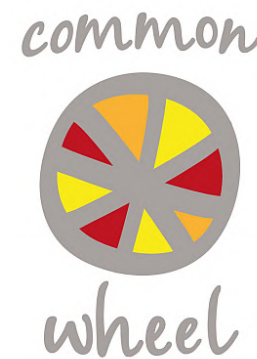
Above left and right: Groove Showcase performance of Magnus, at The Glad Cafe, Glasgow

# 08. Make Music Make a Difference: Inclusive Music Practitioner

## Facilitateur de Musique Inclusive

**EN** MMMD is a long-term collaboration between **Common Wheel** and Esteem (part of NHS Scotland). The project provides opportunities for young people in the care of Esteem, who are recovering from a first episode of psychosis, to access in musical and creative opportunities. The programme offers bespoke and re-active music workshops at Berkeley 2 studios, in which a small team of facilitators respond to the interests and aspirations of the participants, offering opportunities to play new instruments in a group, learn songs, write new songs and compositions, as well as record and collaborate. **My Roles:** *Workshop facilitator (group and individual), creation of publicity material, mixing, production*

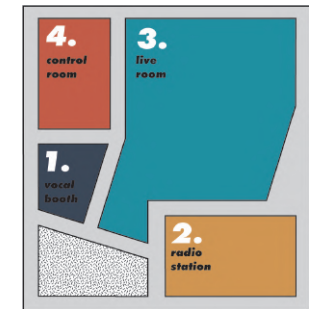
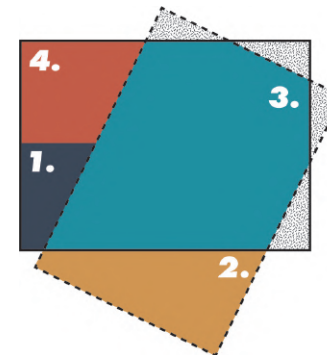
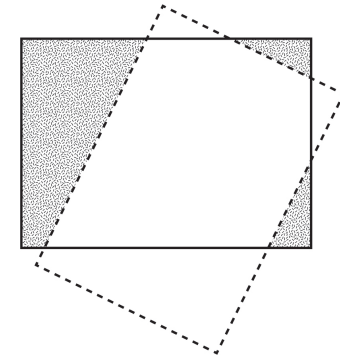
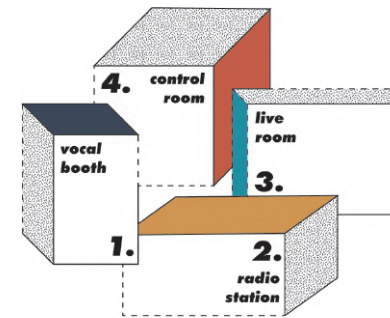
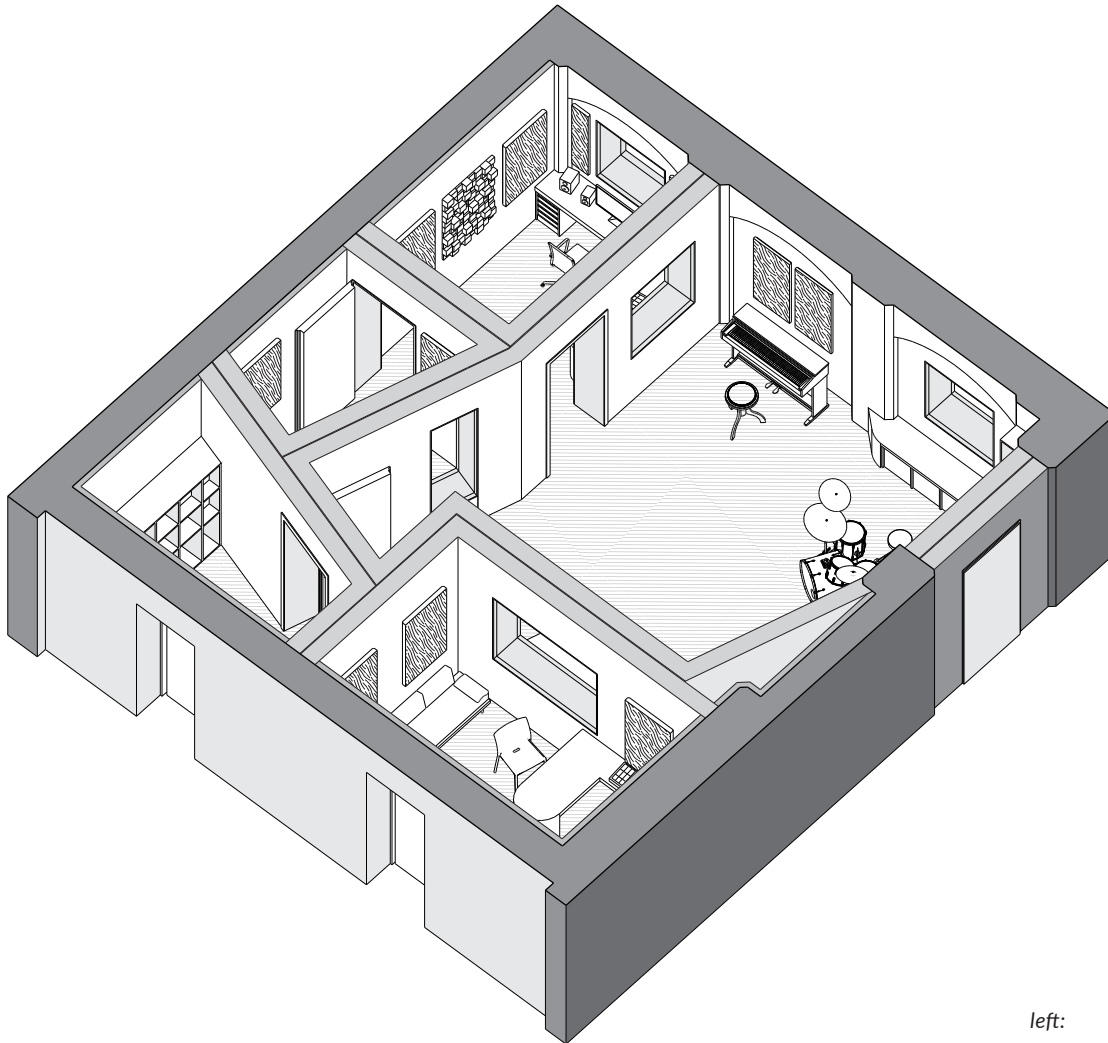
**FR** Pendant 4 ans j'ai travaillé dans une petite équipe d'animateurs au sein d'un partenariat entre **Common Wheel** (une organisation de musique et d'activités participatives pour les personnes qui rencontrent des difficultés au niveau de leur santé mentale) et Esteem (un service en Ecosse qui soutient les jeunes adultes ayant souffert au préalable d'un épisode psychotique). On a offert un programme d'ateliers musicaux, ouverts et accueillants dans lesquels on a répondu aux envies et intérêts des participants qui nous rejoignent au Berkeley 2 Studios, un établissement au coeur de la vie musicale à Glasgow. Nos activités, adaptées au niveau d'expérience et à la situation de chaque personne, ont inclus : l'apprentissage et le jeu individuel notamment par la découverte de nouveaux instruments, le jeu collectif au sein d'un groupe, l'improvisation, l'écriture et le développement de nouveaux morceaux. **Mes Rôles :** *Animateur d'ateliers de musique / de séances individuelles, production des matériaux de publicité, collaboration avec des personnels de Esteem, le mixage*





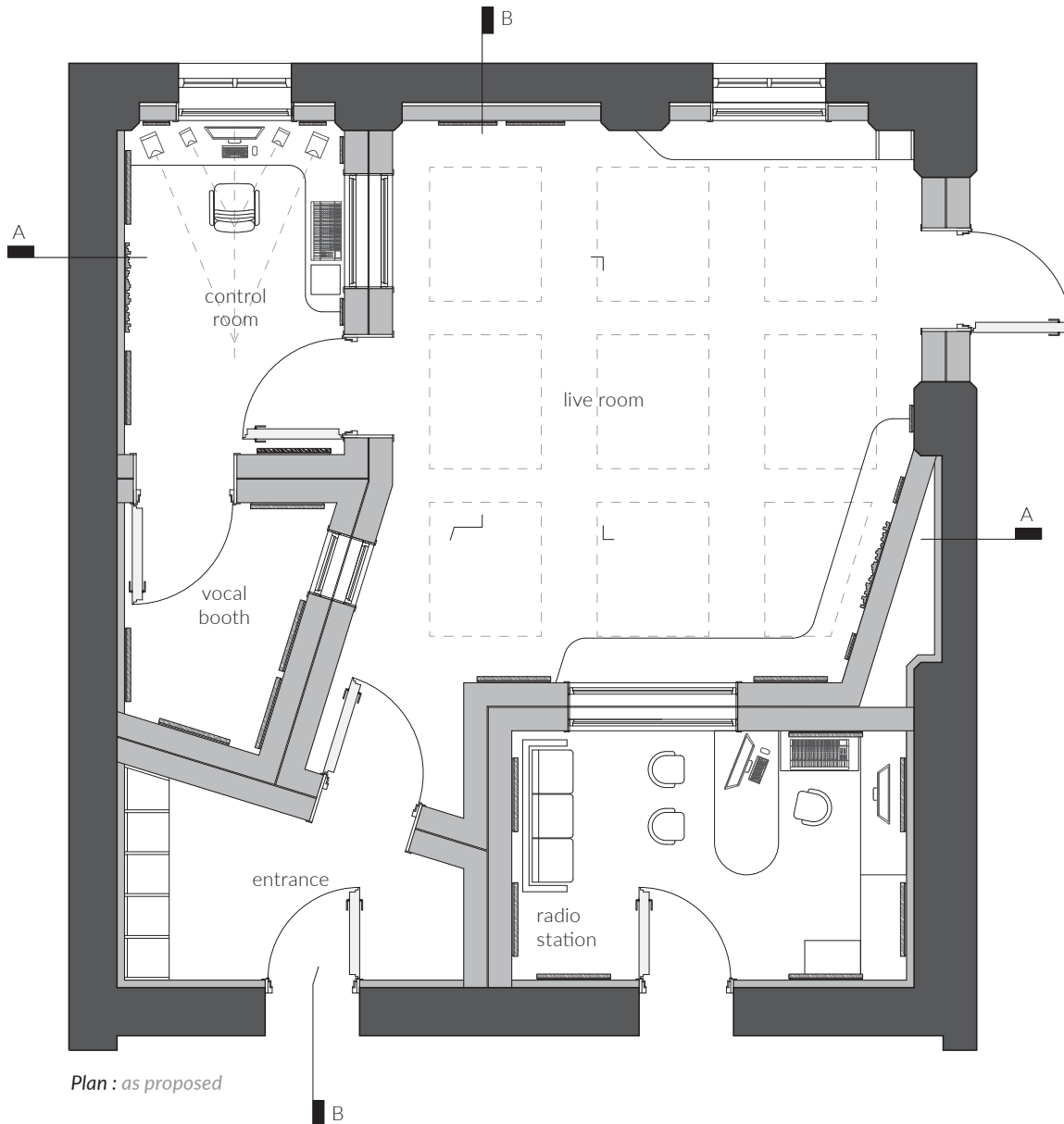
# 09. OM Sanctuary Music Studio

Studio de Musique : OM Santuary



left:  
axonometric of proposal

right:  
program brief / concept development



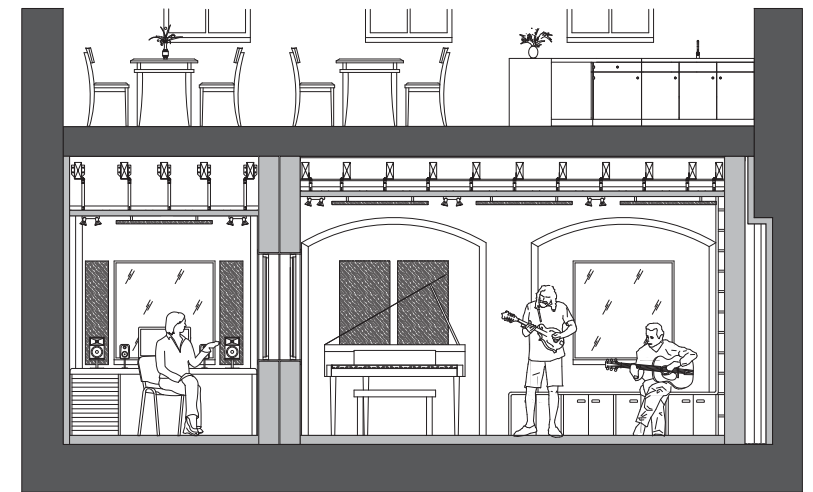
Plan : as proposed

### Om Sanctuary Music Studio: Freelance Work

**Brief:** To design a proposal to convert an existing basement space into a community music studio. Design to provide for professional quality audio recording facilities with the necessary acoustic separation, to express a communal and exciting atmosphere, and also to integrate with an existing radio station based at the centre.

**Client** Stafford Centre  
**Contract** Freelance  
**Location** Broughton Street, Edinburgh  
**Date** 2018

**Roles** Meetings with client to establish brief and budget  
 Presentating designs to client for feedback  
 Acoustic Detailing and Product Specification  
 Design development  
 Measured Survey of existing space



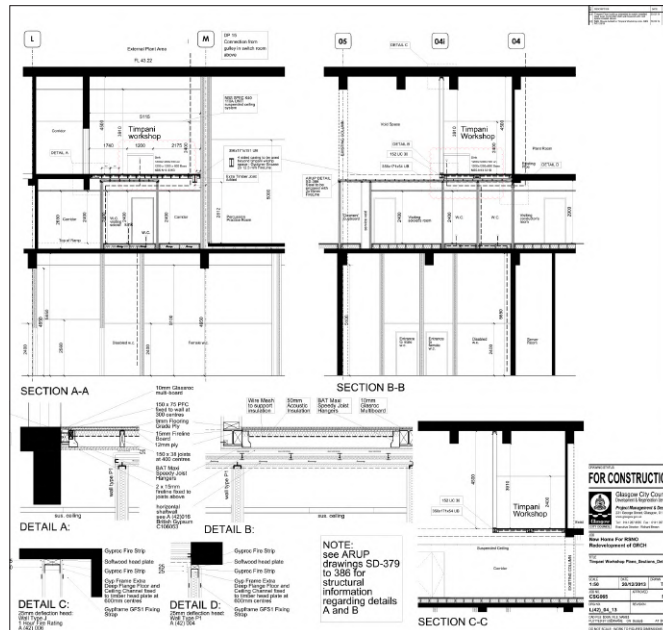
Section A-A : as proposed

# 10. Glasgow Royal Concert Hall Salle Royale de Concerts, Glasgow

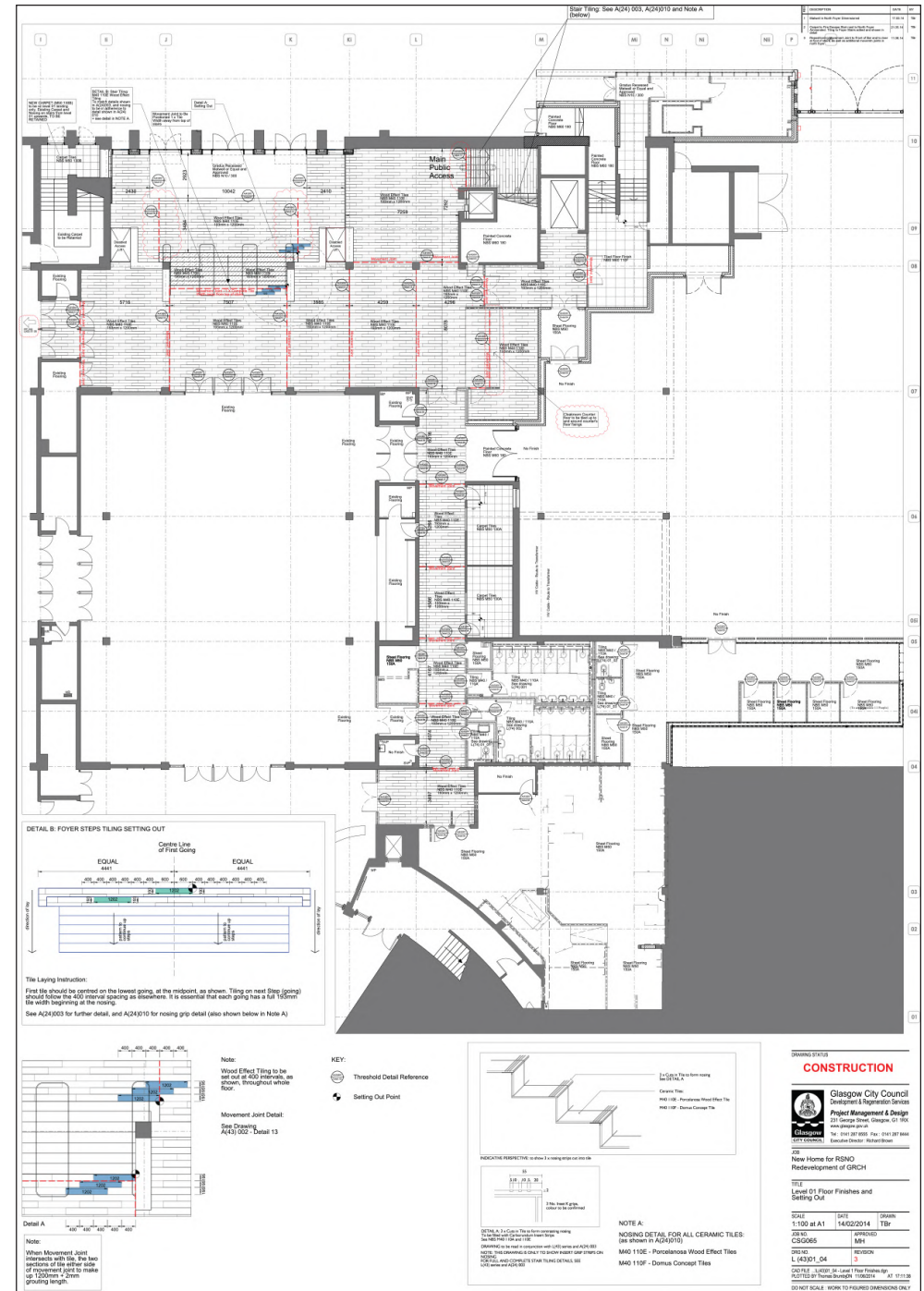
**In Practice: Development and Regeneration Services, Glasgow City Council.**

I completed a Part 1, 12 month work contract with the DRS at Glasgow City Council. The project extended the existing concert hall, adding a new auditorium, and a new home for the RSNO, equipped with rehearsal rooms, studios, meeting spaces, new bar, and office space. There were also significant upgrades to the existing spaces and facilities.

- Roles:**
- Creating construction drawings (plans, sections, elevations)
  - Generating schedules (floors, walls, doors, bathrooms)
  - Site visits and meetings with contractor
  - Acoustic Detailing
  - Working within large design team
  - Product specifications.



Above: Timpani Workshop Detailing



Above: Level 01 Floor Finishes and Setting Out



# 11. Masterplanning: Pollok Park and Sighthill

**In Practice:** Development and Regeneration Services, Glasgow City Council.



**Pollok Park Analysis:** Existing Connections to City and Routes through park

I worked on creating a masterplan for **Pollok Park**, Glasgow's largest urban green space. The project included the study and analysis of transport, movement, connections, cultural heritage and vegetation, and considered ways in which the park could be developed in coordination with the ongoing development work at the Burrell Collection. The above studies are examples of analysis of transport connections to the city, and routes into and through the park.

- Roles:**
- Site Visits and meetings with park staff and officials
  - Site Analysis - Transport, Connections, Heritage, Natural Environment, Pedestrian Routes, Entry Points
  - Mapping of the park
  - Creating presentation package on existing park
  - Generation of masterplan proposals



**Sighthill residential block proposal:** New connections to north of Glasgow

I worked on the **Sighthill** urban masterplanning project, which is concerned with the long term development of the Sighthill Area of North Glasgow. The image above is an illustration of a potential residential block at the proposed new crossing point across the M8 motorway into Sighthill.

- Roles:**
- Creating renders of massing proposals for potential developers
  - Working in large design team

# 12. Building Maintenance and Operations Fonctionnement et Entretien des Bâtiments

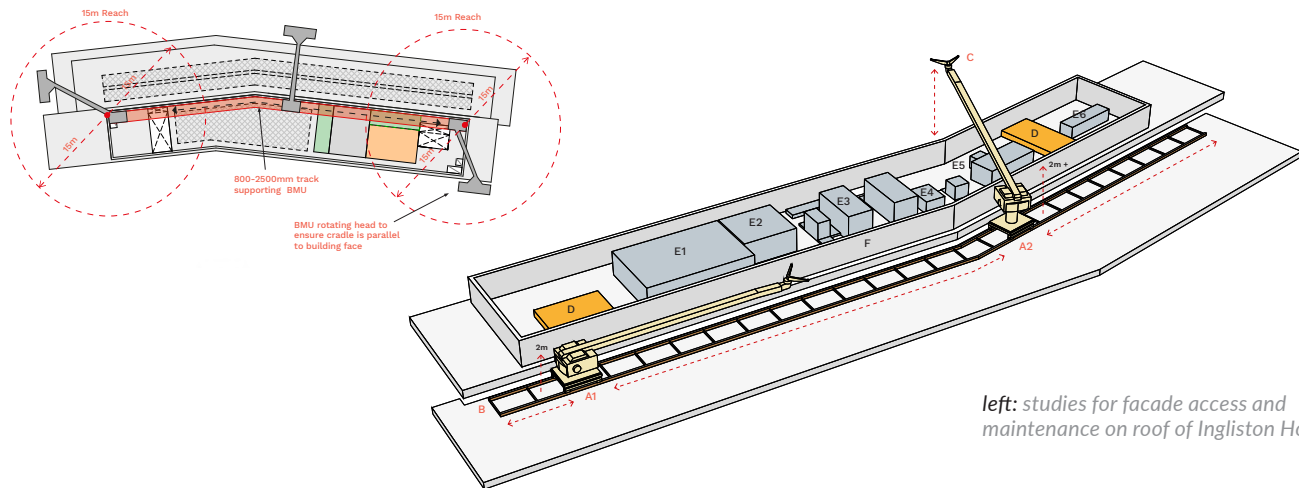
## National Manufacturing Institute of Scotland + Ingliston Hotel Institute Nationale de Fabrication Industrielle en Ecosse + Hotel d'Ingliston

**EN** The **National Manufacturing Institute of Scotland** is an industry led international centre for manufacturing expertise where industry, academia and the public sector co-exist and collaborate. I worked on NMIS during the construction phase to develop and publish the building maintenance and operations strategy. This involved researching and developing technical strategies, generating a package of drawings and guidance information, in order to advise on how best to access and maintain key elements of the new building.

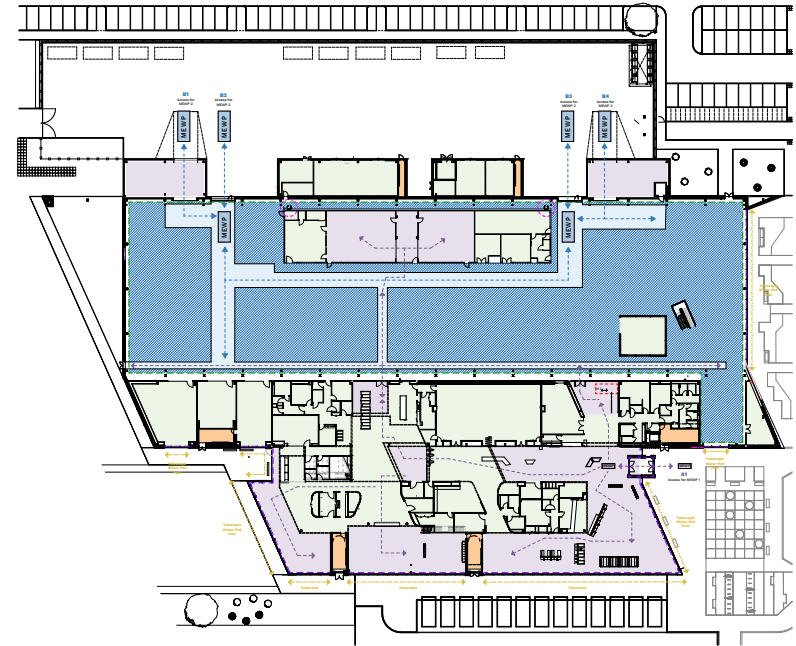
**My Roles:** Research on building maintenance techniques, equipment and technical specifications, communication with specialist suppliers, drafting and publishing document and drawing package for contractor.

**FR** L'**Institute Nationale de l'Industrie Manufacturière en Ecosse** est un centre international, mené par l'industrie et à la fois développé pour les besoins de cette dernière. C'est un lieu où ce secteur d'activité, celui de l'éducation et du secteur public peuvent cohabiter et collaborer. J'ai travaillé dans le projet durant la phase de construction, dans le but de développer et de publier le plan d'entretien et de maintenance du nouveau bâtiment. Cette dernière se composait de la recherche et l'évolution des stratégies techniques ainsi que la création d'une collection de dessins et d'informations instructifs, pour aider à l'entretien futur du bâtiment.

**Mes Rôles :** Recherche des techniques d'entretien de bâtiments, spécificités de machines et d'équipements, communication avec des fournisseurs spécialistes, création et publication de documents et de dessins.



left: studies for facade access and maintenance on roof of Ingliston Hotel



above: NMIS ground floor access plan

**EN** As part of the **Ingliston Hotel** design development, I completed a building maintenance and access study, focussed on exploring options for façade and building fabric access. This involved research and communication with specialist suppliers, as well as development of various strategy options.

**FR** Dans le cadre du projet **d'hôtel Ingliston**, j'ai fait une étude d'entretien et d'accès, qui a donné des moyens et des solutions d'accès aux façades et aux autres éléments en hauteur. Cela inclut la recherche et la communication avec des fournisseurs spécialistes, ainsi que le développement de nombreuses stratégies.



# 13. Creative City La Ville Créative

***“The street is a public asset, an amenity that should encourage and welcome diverse and creative usage...”***

***“La rue est un espace public, une entité qui se doit encourager et accueillir des utilisations diverses et créatives...”***

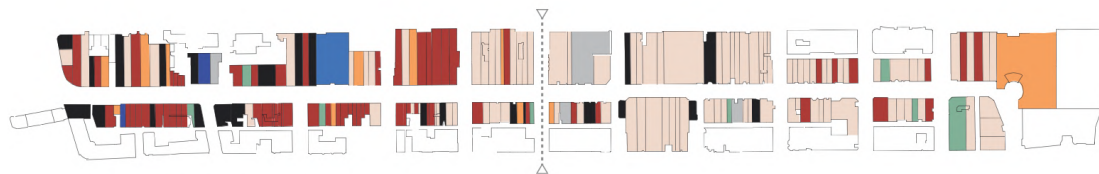


I contributed to a Part 2 student led research publication, entitled “The Creative City: Connecting People, Place and Identity in Glasgow and Portland”. This urban and social research project incorporated both collaborative and independent studies, and was under the guidance of Professor and Urban Planner Brian Evans. The project culminated in a physical book launch and a series of public engagement events, including a presentation to the New Glasgow Society. The project investigates the post-industrial creative identities and industries of Glasgow, Scotland and Portland, USA, and my own chapter presented an in depth study of Sauchiehall Street, Glasgow.

*“The street is a public asset, an amenity that should encourage and welcome diverse and creative usage, by the people of a city. Though its physical characteristics, such as the presence and usability of street furniture, points to linger and gather, spaces that have the potential to act as stages, focal points, and places usable for commercial and social exchange, the street can become a facility for the city, allowing a huge range of activities to occur.”*

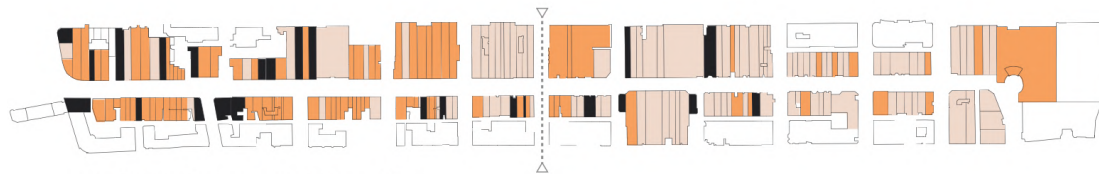
pg.92, “The Creative City”, Glasgow School of Art Publications.

**Left:** The Creative City - book cover  
**Centre:** Spread of title page and chapter beginning: ‘Sauchiehall Street: The Creative Street’



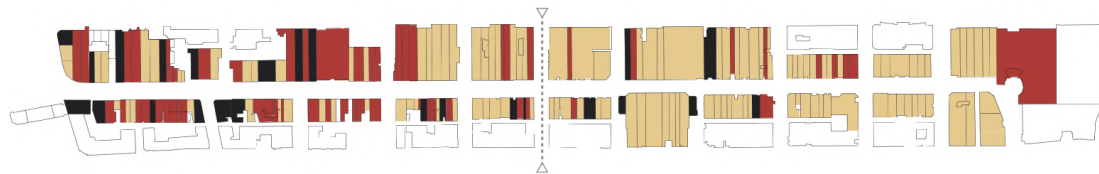
01. Ground Floor Function / Use

- Commercial
- Banking
- Bars / Cafes / Restaurants
- Arts / Entertainment / Performance
- Supermarkets
- Education
- Residential
- Vacant



02. Night time / Daytime Activity at Ground Floor

- Open Night (and Day)
- Open ONLY during daytime

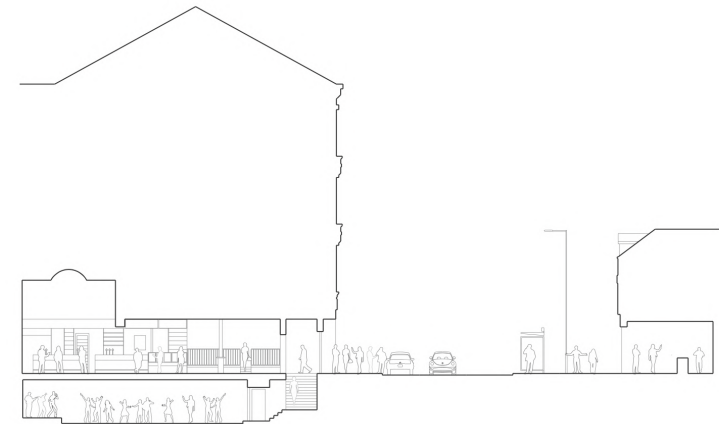


03. Indie v.s. Chain

- Independent Business / Establishment
- Chain Store / Establishment



A i - DAY



A ii - NIGHT

**Student Work: The Creative City**

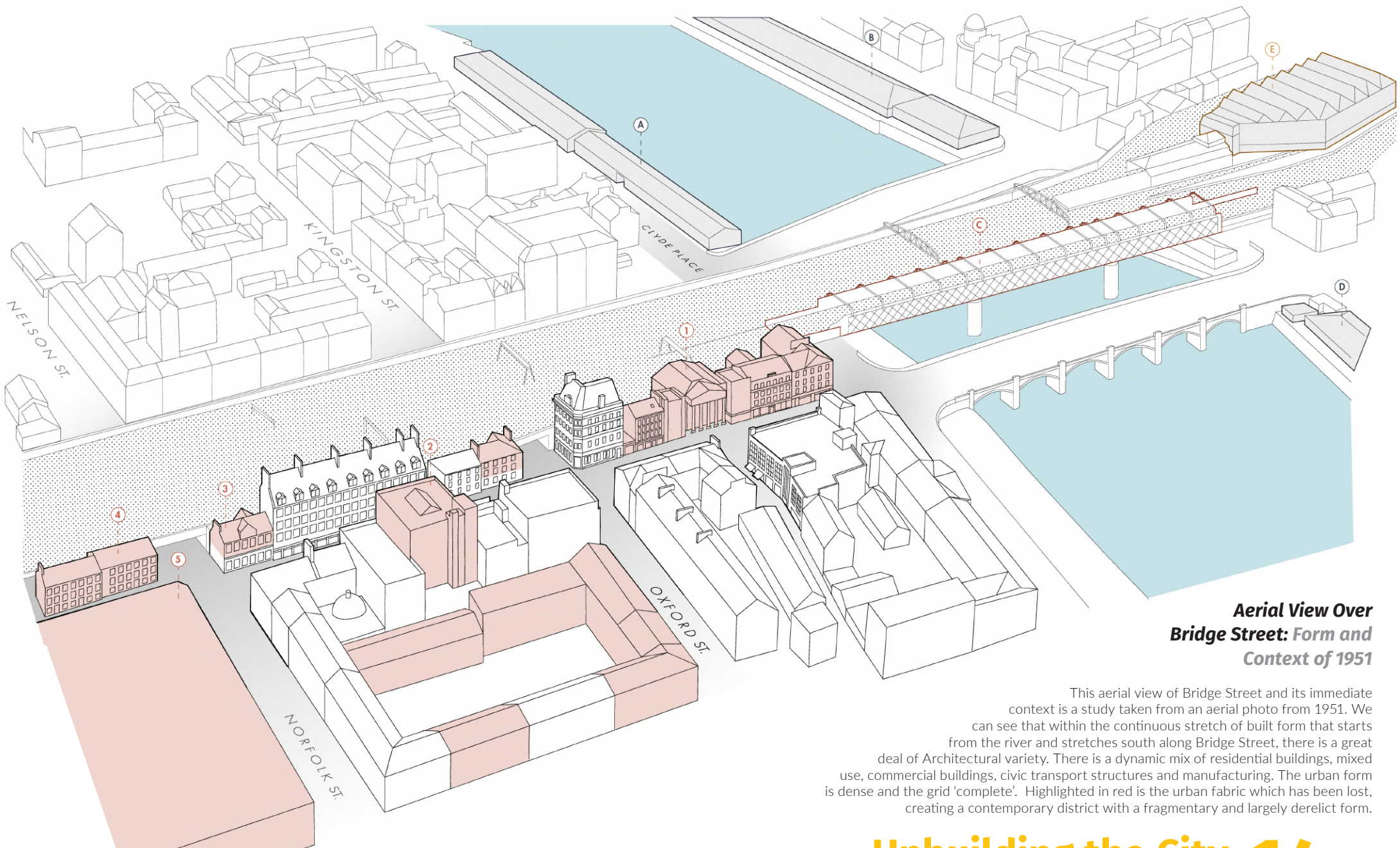
“The figure ground survey reveals that only 59 out of 207 ground floor units are independents. If we then split the analysis of the street between the pedestrianised zone and non-pedestrianised zone, we can see that the pedestrianised zone has only 12% independent ground floor units, while the non-pedestrianised end has 41% independent ground floor units.”

pg.92, “The Creative City”, Glasgow School of Art Publications.

**Left: Figure Ground Study of Sauchiehall Street**

**Right: Day / Night Section Study of Nice n' Sleazy**





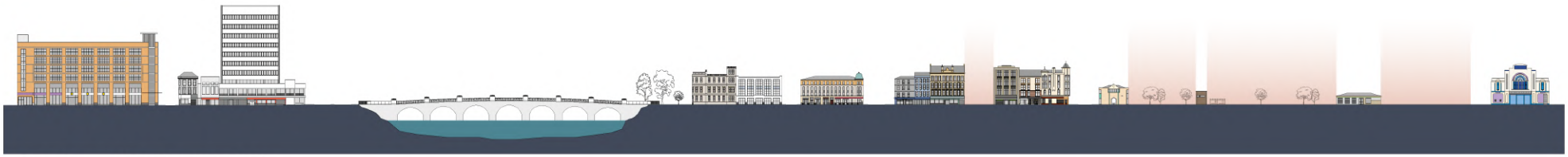
**Aerial View Over  
Bridge Street: Form and  
Context of 1951**

This aerial view of Bridge Street and its immediate context is a study taken from an aerial photo from 1951. We can see that within the continuous stretch of built form that starts from the river and stretches south along Bridge Street, there is a great deal of Architectural variety. There is a dynamic mix of residential buildings, mixed use, commercial buildings, civic transport structures and manufacturing. The urban form is dense and the grid 'complete'. Highlighted in red is the urban fabric which has been lost, creating a contemporary district with a fragmentary and largely derelict form.

**LOST BUILDINGS : Since 1951**

- |                                     |  |
|-------------------------------------|--|
| 1. Bridge Street Station            | Constructed: 1841 / Demolished: 1971               |
| 2. Kinning Park Co-operative        | Constructed: 1903 / Demolished: 1970s              |
| 3. Second Floor of "The Laurieston" | Constructed: c.19 <sup>th</sup> / Demolished 1970s |
| 4. Mixed Use Tenements              | Constructed: c.19 <sup>th</sup> / Demolished 1970s |
| 5. Kinning Park Co-op Warehouse     | Constructed: 1896 / Demolished 1970s               |

**Unbuilding the City 14.**  
La de-construction de la ville



**Bridge Street : Elevation A-A (East)**  
**2020 + Vacant Plots**



**Bridge Street : Elevation A-A (East)**  
**2020 + Lost Urban Fabric**

- 1. Kinning Park Co-operative Society**  
Constructed: 1903 - Demolished: 1970s
- 2. Kinning Park Co-op Warehouse**  
Constructed: 1896 - Demolished: 1970s
- 3. Bridge St. Subway / View South**  
Constructed: 1896 - Demolished 1977-1980
- 4. Coliseum Theatre**  
Constructed: 1905 Demolished: 2009



**Bridge Street : Plan View**  
**2020**

**Unbuilding The City**  
*Mapping the loss of Glasgow's Urban Fabric*

This central area of Glasgow is dominated by two main elements – the river that flows East to West, and the Railway bridge which flows South from Central Station. Bridge Street runs North to South, parallel to the raised level train lines. The streetscape and urban form of Bridge Street is fragmentary and disparate, with many vacant plots and undefined expanses of space. The gridded form of the city blocks, largely complete and defined until the 1970s, is now largely missing, with the remaining buildings now isolated and bereft of the shape of the city they were once part of. As a result, this central route of Glasgow, a matter of a few minutes' walk from the city's main train station, can feel desolate and transient.





THINK  
THEATRE

**Thomas Brumby**  
Portfolio