

# THE SILT HOUSE

*A tactile ceramic retail, café and workshop experience shaped by earth, craft and light.*

Inspired by the movement of silt and the craft of ceramics, The Silt House creates a destination where making, hospitality and retail converge into a single architectural experience.



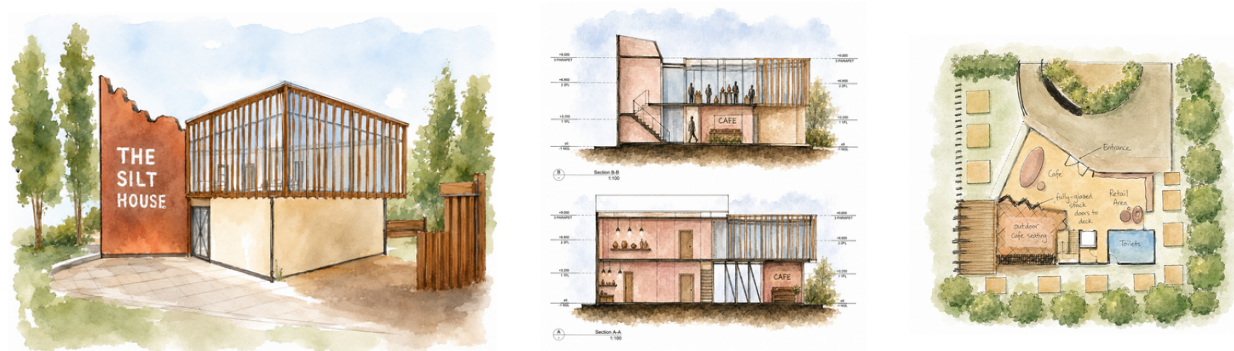
## DESIGN VISION

A place where making becomes the experience

The Silt House is conceived as a warm civic room for clay. Part gallery, part café and part workshop, the building transforms ceramic craft into a public journey. Visitors move through retail displays and hospitality spaces before discovering the active workshop above, where the process of making becomes visible and celebrated.

## CONCEPT + INSPIRATION

Silt, craft and layered terrain



Soft edges, layered ground conditions and eroded landforms informed the building's massing and material language. Textured render, timber screening and ceramic surfaces reinterpret these natural processes into architecture.

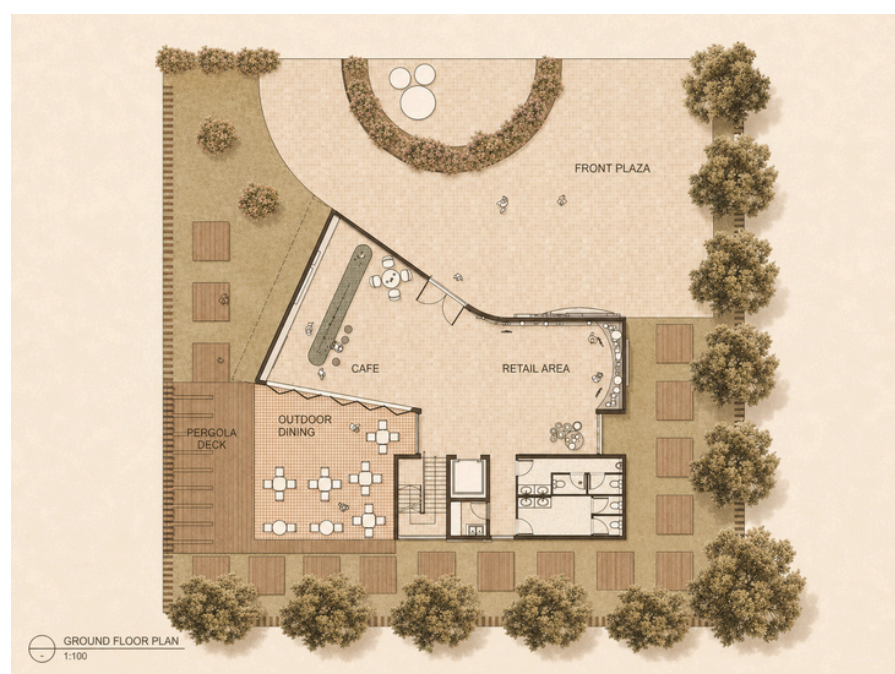


**RETAIL GALLERY**  
Curated ceramic pieces in a warm, tactile setting.

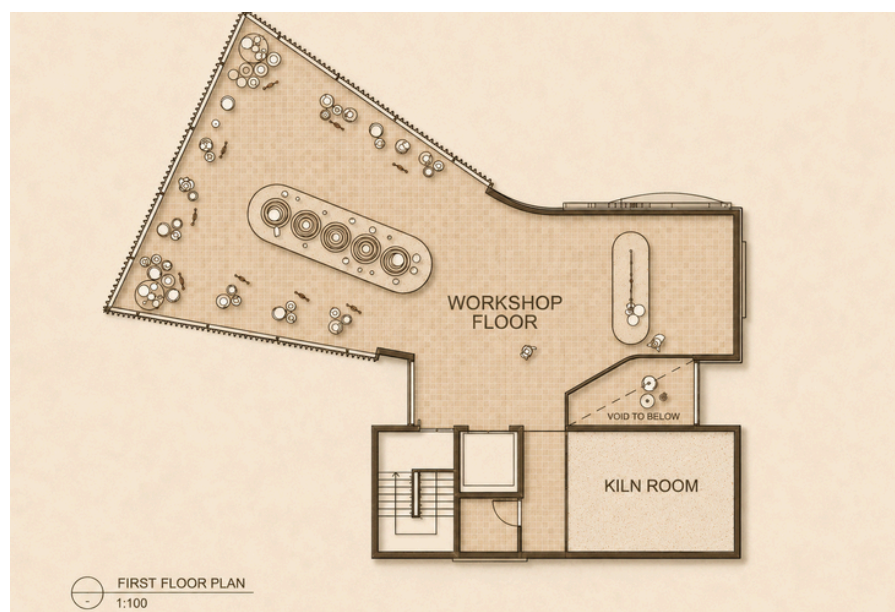


**THE GLAZAE BAR**  
A welcoming hospitality experience with crafted detail.

## SPATIAL PLANNING



Retail, hospitality and making are integrated into one continuous visitor journey. The result is a destination that invites people to browse, learn, gather and create.



## BUILDING ENVELOPE



NORTH ELEVATION  
1:100



EAST ELEVATION  
1:100



SOUTH ELEVATION  
1:100



WEST ELEVATION  
1:100

The building envelope combines earthen rendered masses with vertical timber screening to create depth, texture and solar control while reinforcing the project's crafted identity.

## MATERIAL PALETTE

- Earthen Render**  
Textured, warm and mineral  
Connects the building to the earth.
- Stone Mosaic Tiles**  
Warm heritage tones and subtle pattern bring depth to the floors
- Burnt Clay Texture**  
Softens edges and enhances the visual experience
- Green Glazed Tiles**  
A rich accent used in hospitality spaces and the glaze bar.
- Terrazo Surfaces**  
Crafted surface for display counters and feature elements.
- Timber Screen**  
Vertical rhythm provides shade, privacy and a crafted character.

