

# Creative Industries Precinct 2 - QUT

**Architect** [Richard Kirk Architect](#)  
[Hassell](#)

**Location** [Kelvin Grove, Brisbane, QLD, Australia](#) | [View Map](#)

**Project Year** [2016](#)

**Category** [Universities](#)

**Stories By** [Richard Kirk Architect](#)  
[Hassell](#)



Richard Kirk Architect was appointed Architect for QUT Creative Industries Precinct Phase 2 development in 2010 following a competitive tender process. The project requires a new master plan of the Gona Parade precinct of the QUT Kelvin Grove Campus, to provide for the new 10,000m<sup>2</sup> Creative Industries building along with two commercial developments of 35,000m<sup>2</sup>.

The project has the opportunity to increase human activity on the ground plane which encourages a sense of place and arrival in this part of the campus. The context of the site is extremely dynamic; the master plan needs to respond to this shifting landscape of internal needs with those of external opportunities. The key influences are; education; heritage (which will impact on the site utilization); and interaction with the public realm. The strategic placement of the Creative Industries building is the critical element of the master plan.

Creative Industries Precinct 2 (CIP2) has been conceived to provide a unified address for the Creative Industries Faculty comprising Dance, Drama, Music and Visual Arts including Research and technical pursuits. CIP2 will be connected to the existing CIP stage 1 to become a singular identity and gateway for Students and staff associated with the Bachelor of Creative Industries.

Our vision for CIP2 is to create a place that anchors the creative industries into a cohesive village environment offering a rich and diverse sequence of spatial experiences to stimulate learning and social interaction. A key part of the concept is the placement of primary circulation paths, meeting areas, cafe and common areas to the precincts building edges with the lot 2 building

common areas to the precincts building edges with the lot 2 building incorporating a highly visible student 'street' to which studio spaces are addressed.

The street will be the place that student groups congregate between studio sessions to give a real sense of vitality and movement. It is intended for this 3-storey high space to be interactive with the outdoor environment and includes a series of cascading stairs and staggered voids to enable visual links to the upper levels.

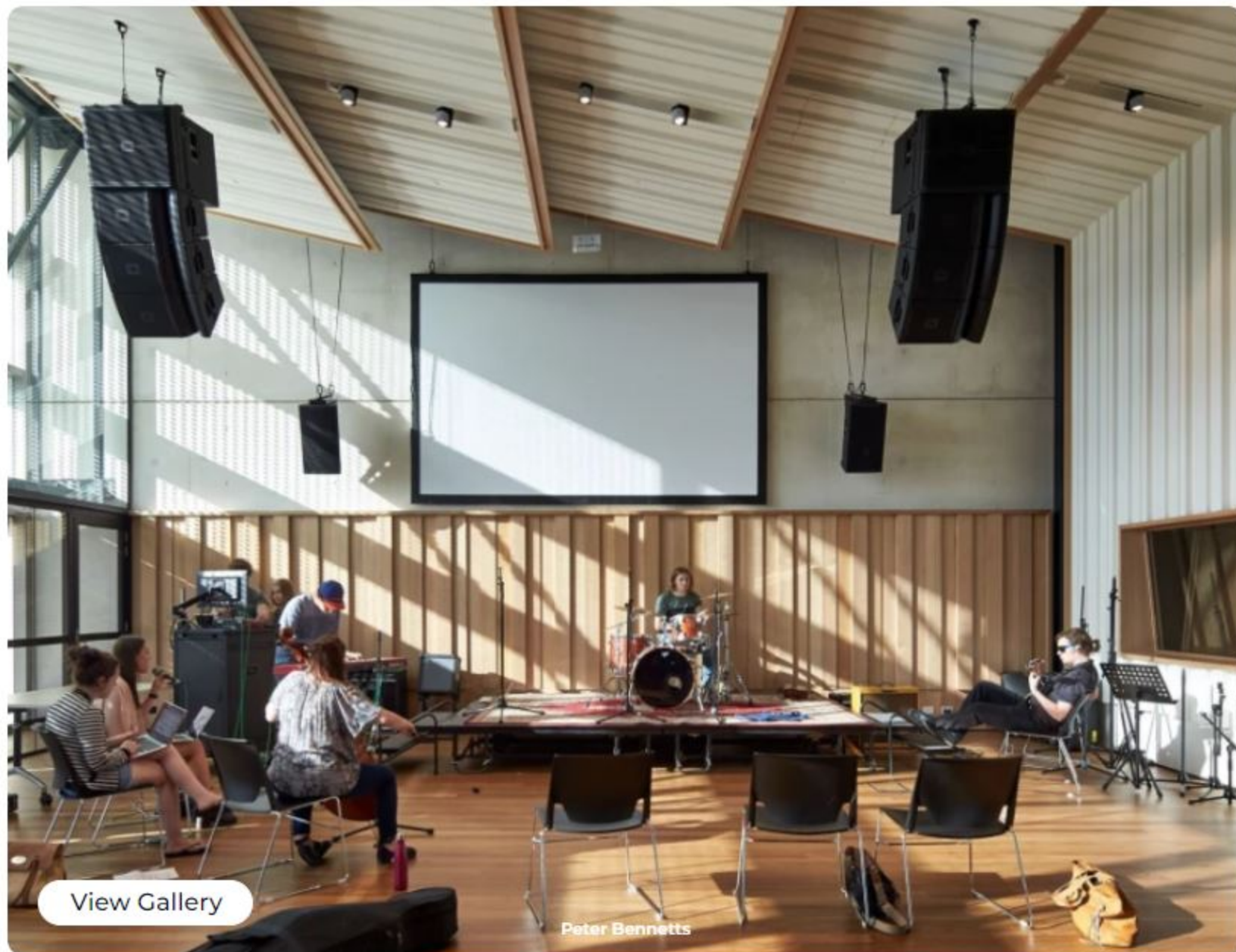
The precinct development strategy is to introduce a new high profile faculty building up to 5 stories to be located on Lot 2 between the southern end of Gona parade to the east and Kelvin Grove Road to the west, opposite the northern landmark building is known as 'The Hub'. The location of this building is seen to be one of the highest profile opportunities for QUT in the Kelvin Grove campus.

The two buildings will combine to create a Gateway for QUT and more specifically the Creative Industries Precinct. Within CIP2, the new building forms the northern arm of a series of single story heritage buildings to be retained and upgraded. The heritage buildings frame Chauvel Place to complete an activate 'L' shaped edge for CIP2.



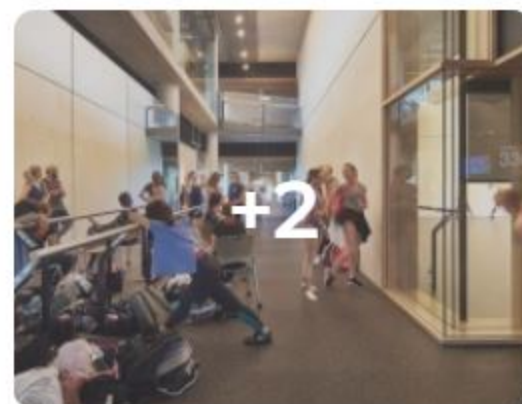
# QUT Creative Industries Precinct 2

Hassell as Architects



[View Gallery](#)

Peter Bennetts



World War One army barracks have been transformed into one of Australia's most advanced creative hubs, designed to foster the next generation of talent in the arts.

Stage two of the Queensland of Technology Creative Industries Precinct (QUT CIP) - located within the Kelvin Grove Urban Village on the fringe of Brisbane's CBD - brings together actors, dancers, musicians, writers, visual artists and researchers.

Hassell created the vision for the \$90 million precinct in partnership with Richard Kirk Architects, the same team that delivered the University's award-winning Advanced Engineering Building.

Hassell Principal and Project Leader Mark Roehrs, says QUT wanted an environmentally sustainable facility that would foster collaboration and interaction between the many creative disciplines, while also allowing for ample public exposure and use of space.

“Our resultant design vision was a series of vibrant, connected, transparent and flexible buildings strategically arranged around adjoining public open spaces,” Mark said.

“The building's structured zinc-panelled façade draws inspiration from the strong linear definition of the neighbouring Parade Ground and strikes a balance between its place within the precinct and its ability to deliver the flexibility required for creative inspiration.

“Inside, the building is intuitive in its circulation and use. Layered levels of student and staff activity are supported by open communal facilities around a central stair that drive the sense of an integrated arts community. Large windows throughout offer ample natural light and sweeping views to the city and beyond.” Mark said.

Advancement in digital technologies and cross disciplinary engagement within the contemporary creative sector, together with the changing way in which we learn and work has helped shape the design, with specialist studios, recording suites, a range of formal and informal meeting rooms and quiet spaces incorporated to suit the varying needs of staff, students and academics.

“The adaptable and flexible design highlights the shift away from cellular, closed spaces for teachers and academics to shared, open and transparent spaces that promote cross collaboration between student and academic staff,” Mark said.

“The creative industries are natural collaborators and innovators and this newly designed space will foster the sharing of ideas and experimentation that is in their DNA.”

Greg Jenkins, Head of Studies, School of Media, Entertainment and Creative Industries at Queensland University says said the studios are world class, and the public spaces are jaw-droppingly beautiful.