

P H A N T A S M A

Introduction.

Brief.

Phantasma intends to create an immersive and accessible atmosphere within one of Portsmouth's disused department stores. This adaptive reuse project is not only a response to the closure of the high street but also an ambitious project that emphasises the possibilities of future technologies. Phantasma will combine virtual reality and extreme sports with accessibility and mental health.

The project will create a safe environment to practice unsafe activities, such as skydiving, scuba diving, cliff jumping, racing, climbing, and more. Virtual reality will enhance these experiences to allow users to experience inaccessible environments.

Creating these immersive environments will enable the users to experience things that they can't normally experience, either due to physical or mental limitations. These experiences will hopefully be a way for users to share feelings and sensations of joy that can combat mental health issues.

Phantasma can act as a training ground for real-life experiences. The facilities will enable an environment that simulates the real world well enough to allow users to take their indoor experiences outdoor. Designing for this type of training will have an overall positive effect on the sports as a whole as it can reduce the risk to the user when they carry out the actual sport, which still has its inherent dangers. The aesthetic of the building will reflect joy and entertainment and reinforce the spontaneous mindset associated with extreme sports. As a listed building that is a central hub in Southsea, it is essential to respect the building's historical significance and cultural importance. This project will attract tourism to Portsmouth and will help to reinforce Palmerston road as an entertainment hub for the city.

Aims.

- To create an environment that can replicate the real world.
- To allow the users to experience adrenaline in a safe environment.
- Be able to deliver the same experience to everyone.
- To be accessible.
- Increase tourism to the Portsmouth area.
- To create joyful installations that create a positive and spontaneous atmosphere.

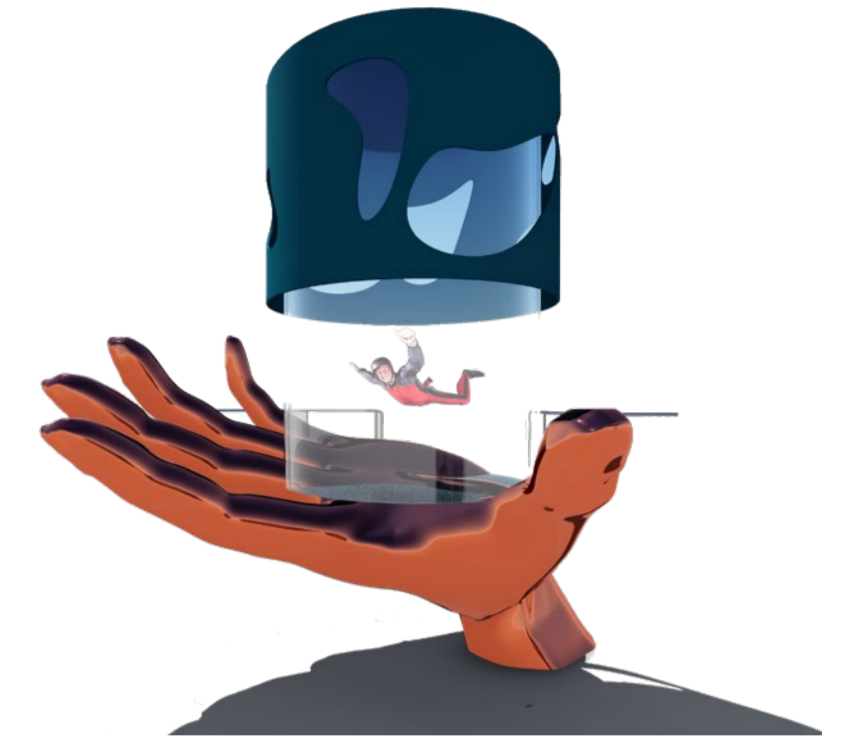
There will be regular classes from professionals in sports to help teach users how to do the sports. Scuba diving will be taught to the PADI standard. Climbing and cliff jumping will be taught by qualified climbing instructors. The correctly trained IFLY instructors will supervise indoor skydiving. All VR activities can be carried out with minimum training as there is no risk.

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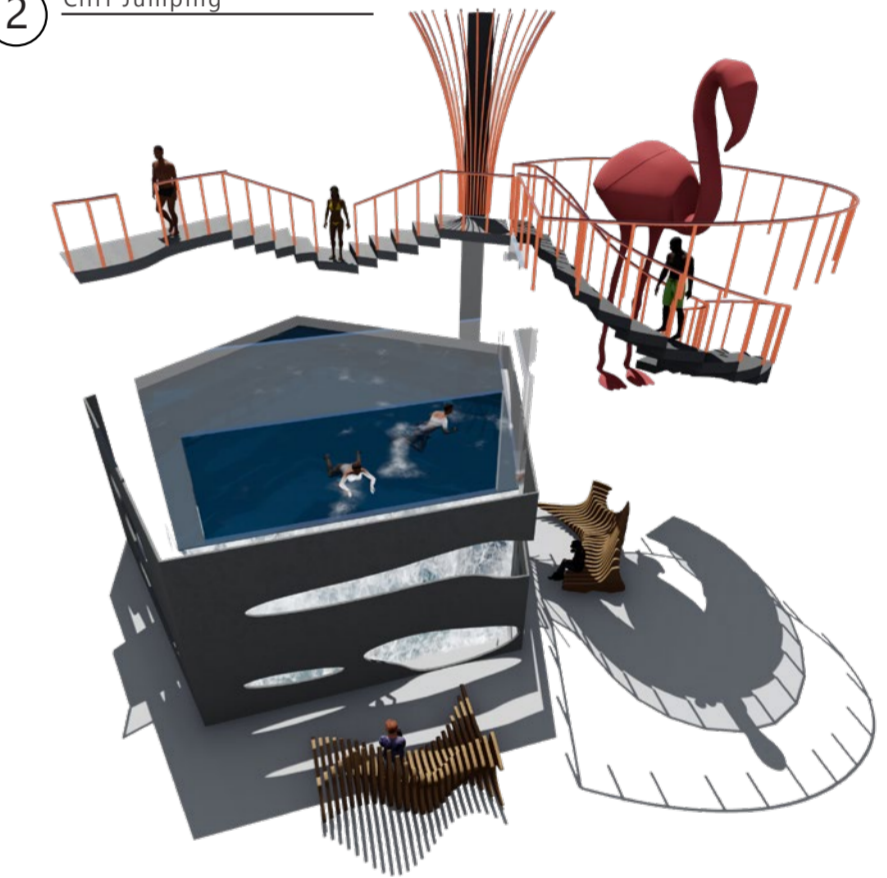
- 1: a product of fantasy: such as
- a: delusive appearance : ILLUSION
- b: GHOST, SPECTER
- c: a figment of the imagination
- 2: a mental representation of a real object



1 Indoor Skydiving



2 Cliff Jumping



3 Scuba Diving



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Conceptual Narratives

Through appropriate materials, heating, aural cues, and aroma. I can create a faraway and inaccessible atmosphere within the interior of a Grade II listed 1950s department store. I can transport the user to an unfamiliar environment within the safety of a regulated building. The materiality and specifically the touch of material and the temperature applied to the material can have an incredibly impactful sensory experience for the user. My experiments with lighting have created really powerful representations of the power of nature, that have helped to breath life and gravitas to my atmosphere. It is amazing that these diverse atomspheres can be created through the use of Glass Fibre Reinforced Concrete & Epoxy.



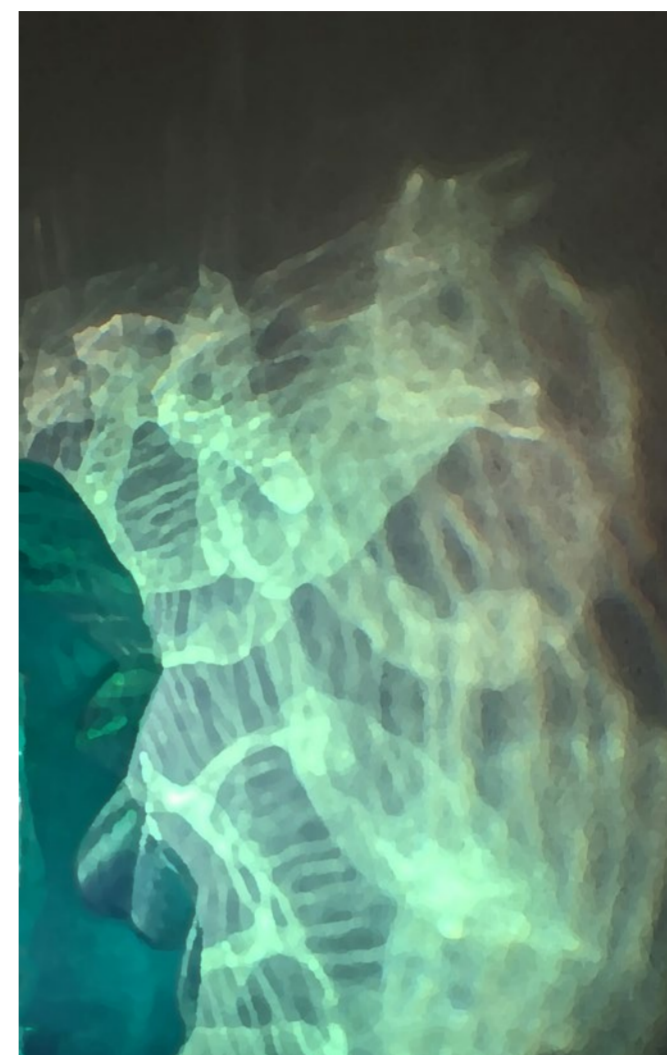
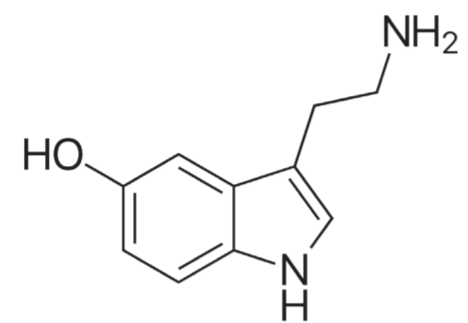
Hexagons & Sacred Geomotry: The Potential For Life.

A hexagon has six equal sides and is one of the building blocks of life and one of the principal governing patterns dominant in the natural world; hexagons are also the shape of the adrenaline and serotonin molecules that are a massive inspiration to the project.

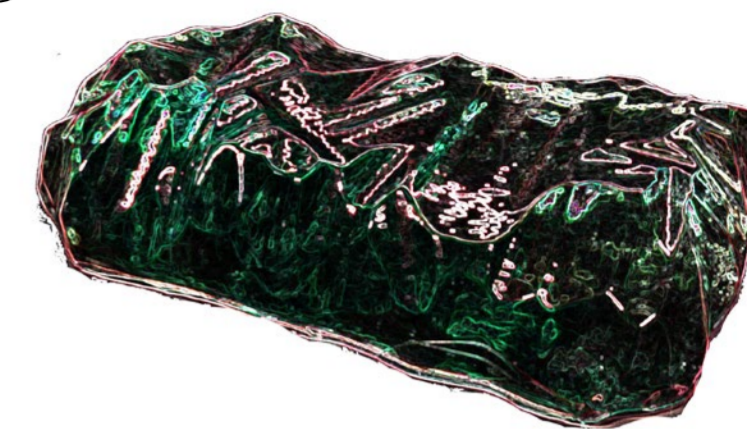
In sacred geometry, the hexagon represents the potential for life. It is found in sacred shapes seen in ancient architecture worldwide. The potential for life is a phrase that resonates with Phantasma.

As a rponce to the "the potential for life" I created a possible idea of how hexagons could be used in the project as a shape used to break up the areas into specific sports.

① Experimentations With Form



② Material Expression



③ Climbing Hand Holds Made From Recycled Plastic



④ Colour Theory



Colour & Atmosphere:

I embarked on creating colours with the words Joy, Energy, Pure, Fun, Refreshing, Crisp, Minty & Zest as my inspiration, as they relate to the sense of atmosphere that I want to create within Phantasma.

The use of colour must replicate the sense of freedom, harmony and energy that I want to extract through the use of Dada's ethos within my design.

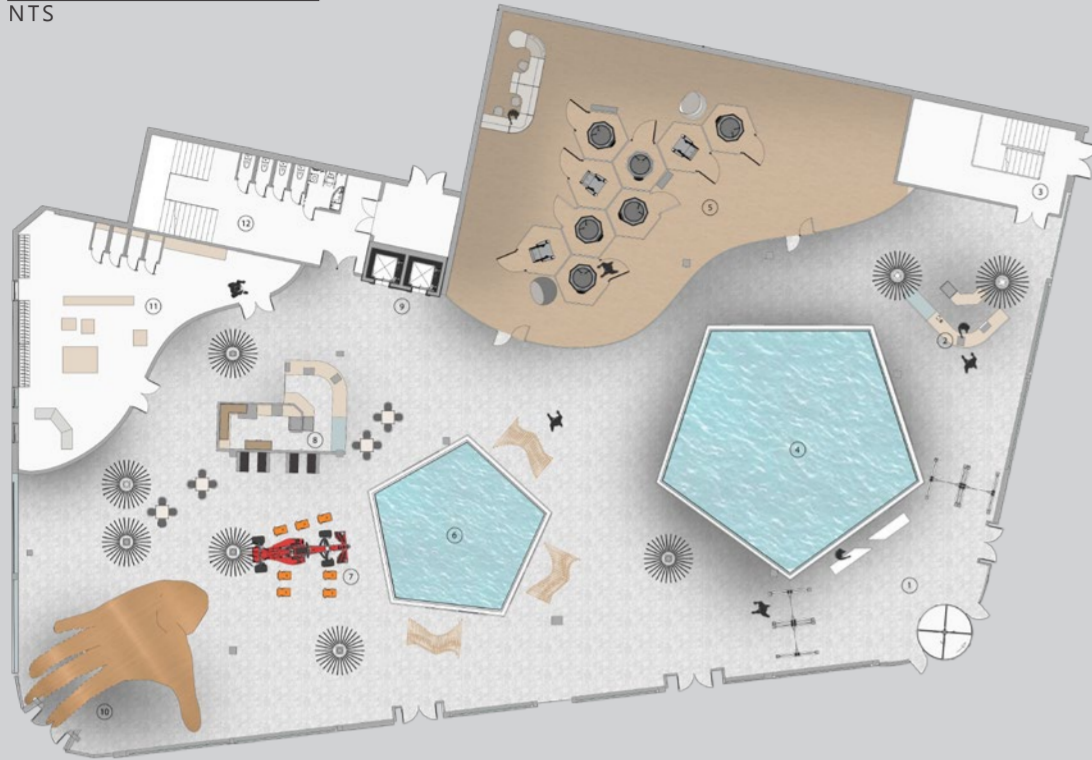
The colours I was able to create, create a refreshing and new sense through the use of bright blues, oranges & texture. I believe the colours that I was able to develop were inspired by irrational and spontaneous, which is the same ethos that I am trying to convey to the users.

⑤ Experiencie Collages

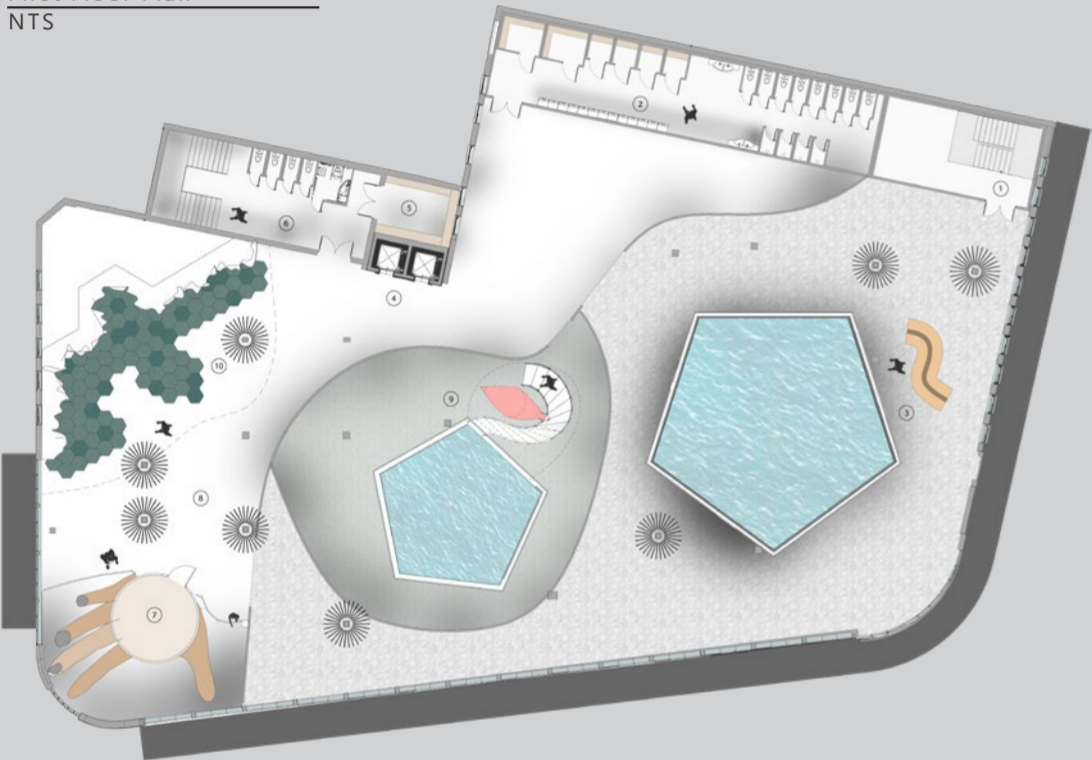


Plans & Sections

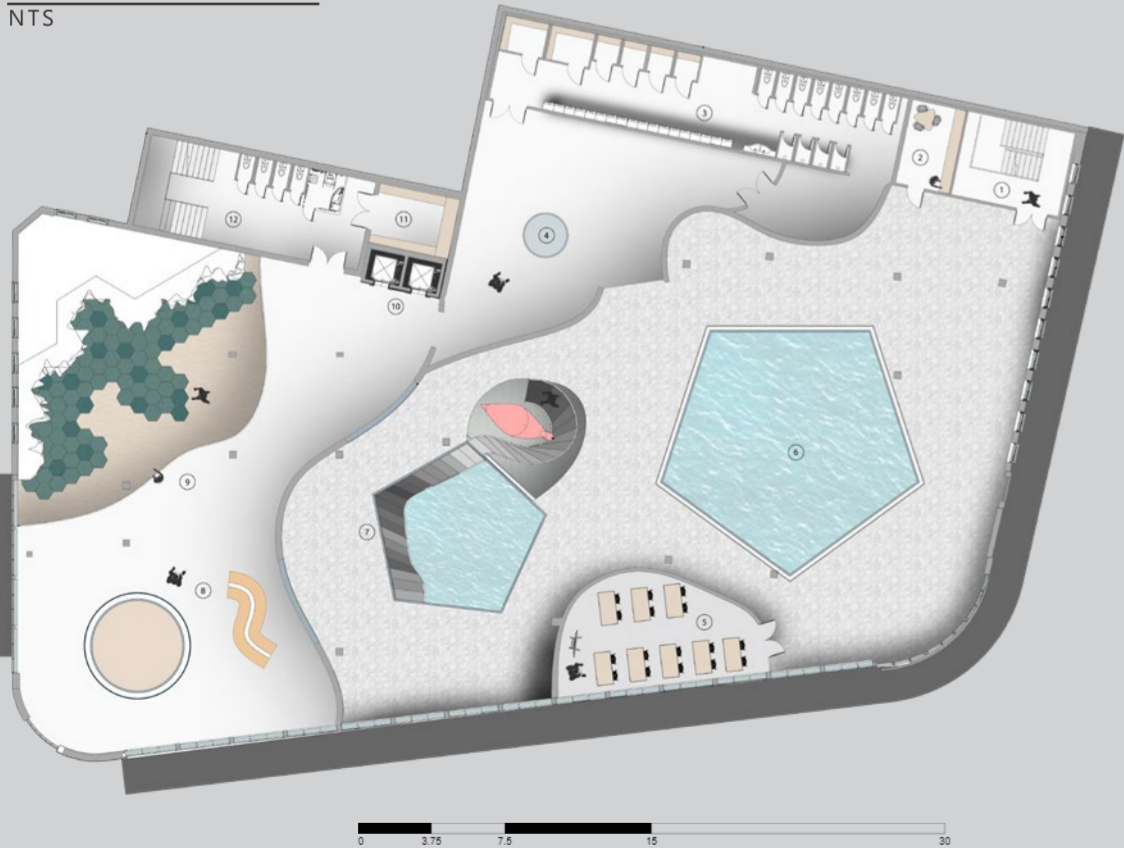
① Ground Floor Plan
NTS



② First Floor Plan
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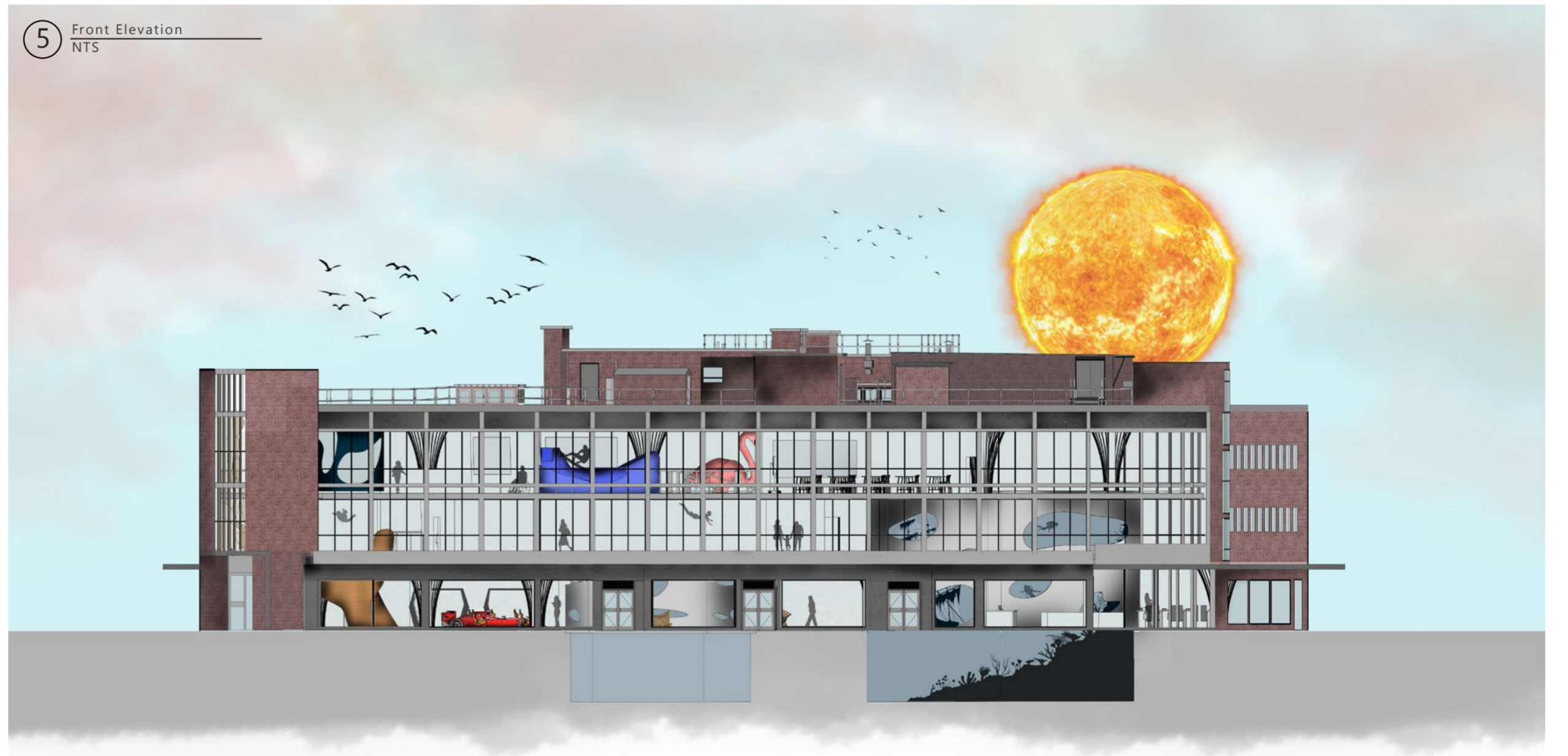
③ Third Floor Plan
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④ Section B-B
NTS



⑤ Front Elevation
NTS



"It could always all be unreal, how could you ever tell otherwise? You took it on trust, in part because what would be the point of doing anything else? When the fake behaved exactly like the real, why treat it as anything different? You gave it the benefit of the doubt, until something proved otherwise."

~ Iain M. Banks.

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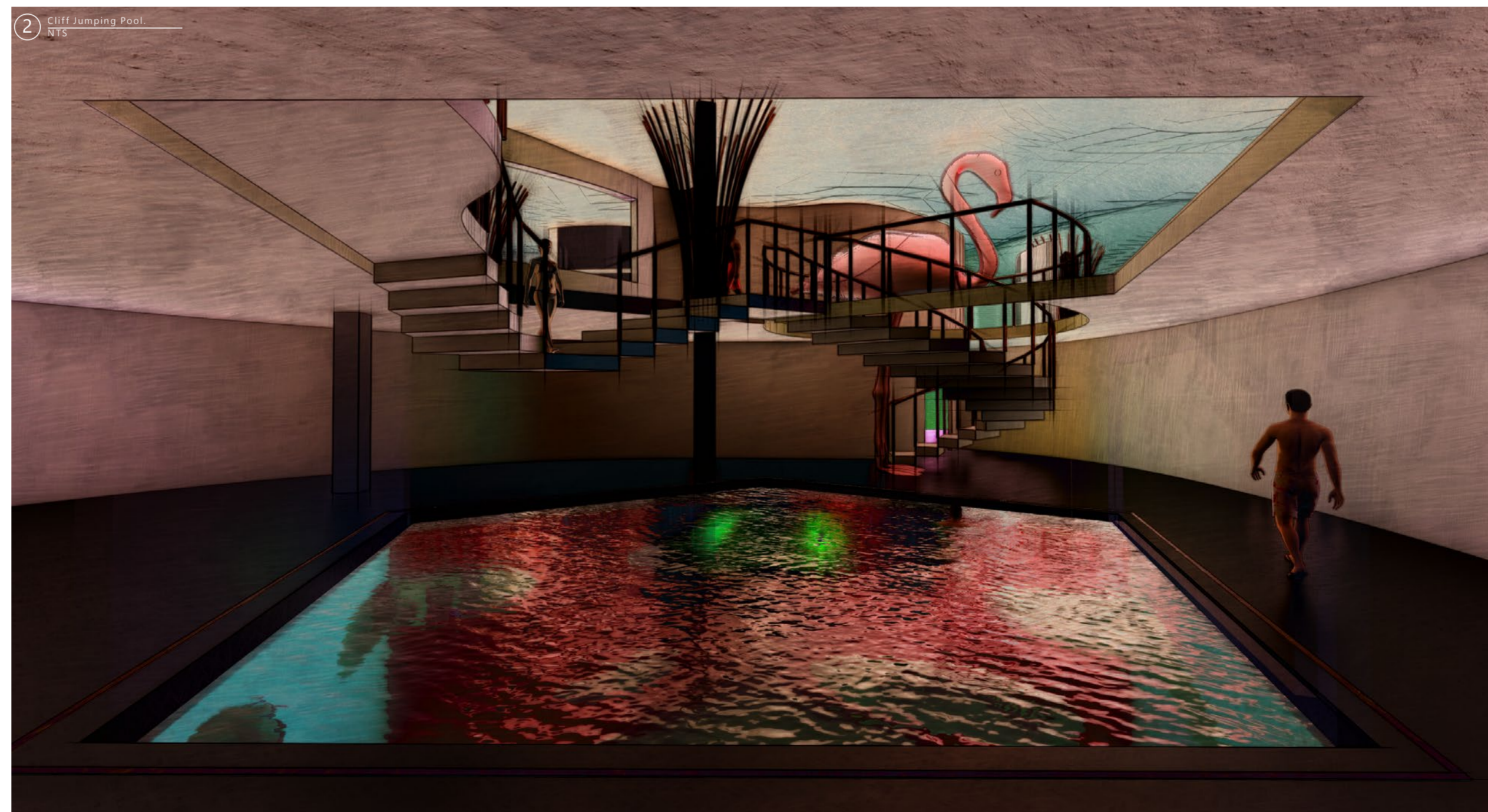
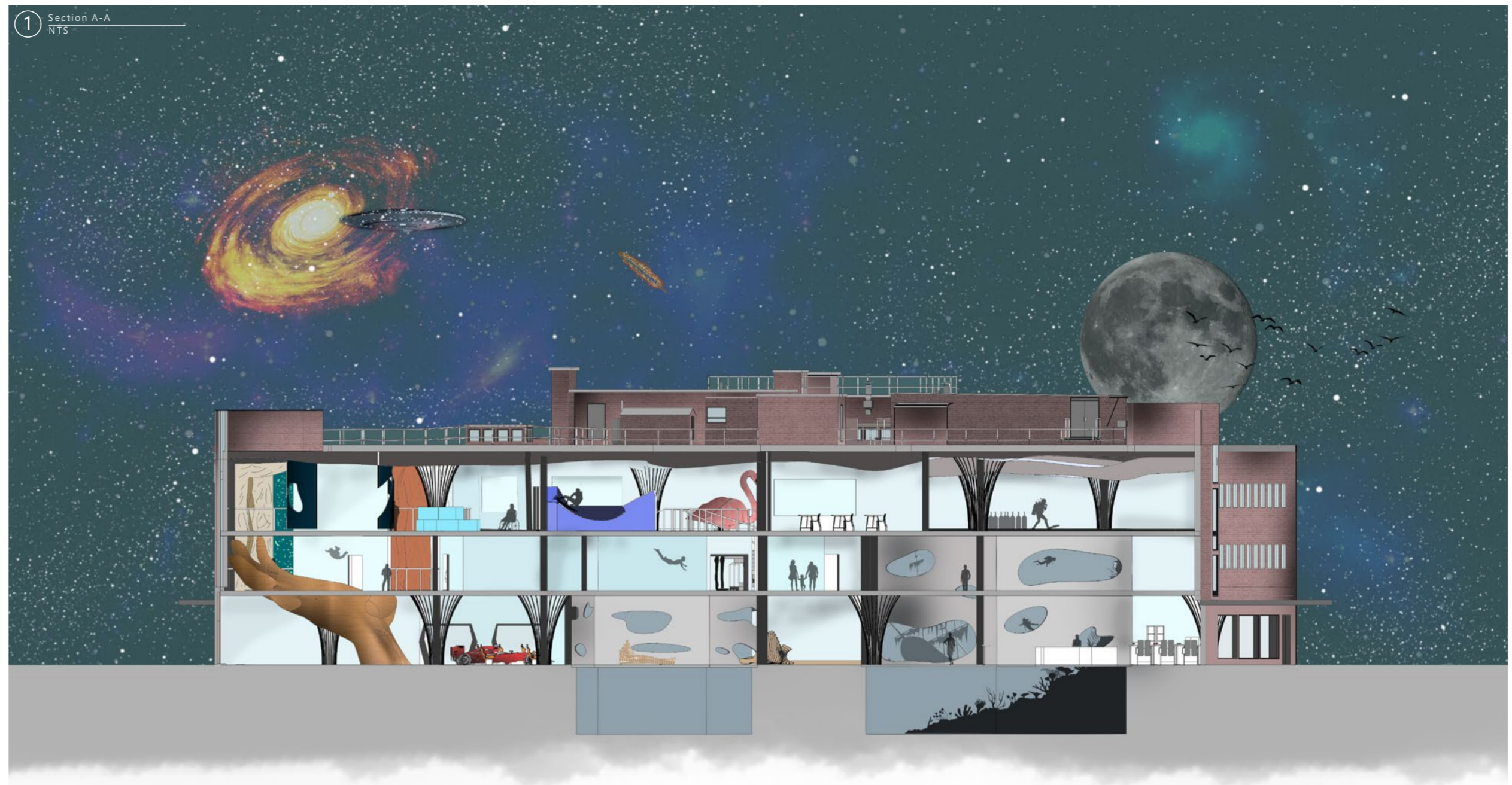
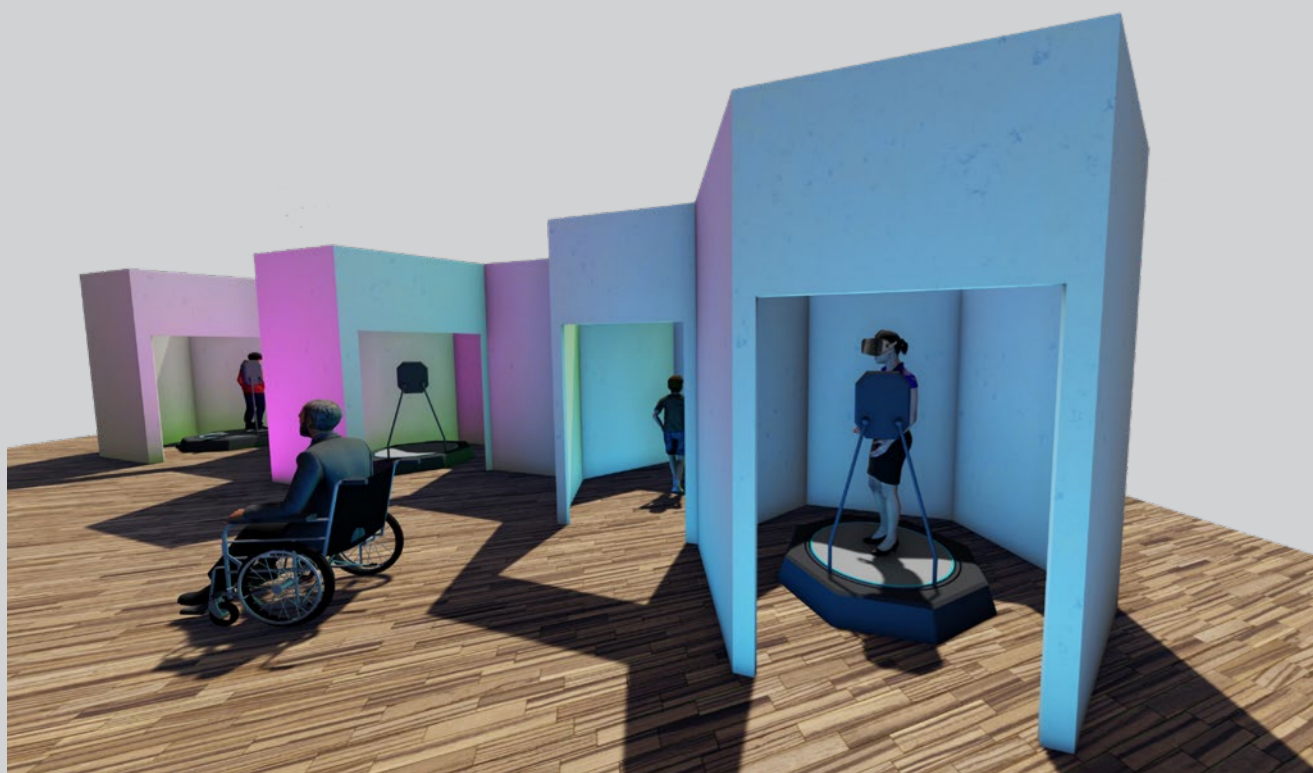
Interiors & Technology

Phantasma aims to address the issue of extreme sports concerning sustainability and accessibility in a meaningful way.

The Knight and Lee building in Southsea offers the prime location to invigorate Palmerston road and create a social hub for like-minded individuals within the community. The Knight and Lee building provides sufficient space for various activities in an immersive environment.

Phantasma elaborates on the important social values, meaning and mental health benefits of extreme sports.

Phantasmas offers these experiences through the use of immersive environments alongside virtual reality (VR) and Augmented Reality (AR).



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Accessibility & Extreme Sports.

For Phantasma, I was looking into how extreme sports can become accessible through virtual reality.

I wanted to explore whether it would be possible to bring the outside inside through augmented reality & virtual reality as well as immersive environments.

Extreme sports are known for releasing a large amount of dopamine into the brain and increasing happiness for a sustained period.



“Why Shouldn’t people be able to teleport wherever they want?”

~ Palmer Luckey, Founder of Oculus Rift

