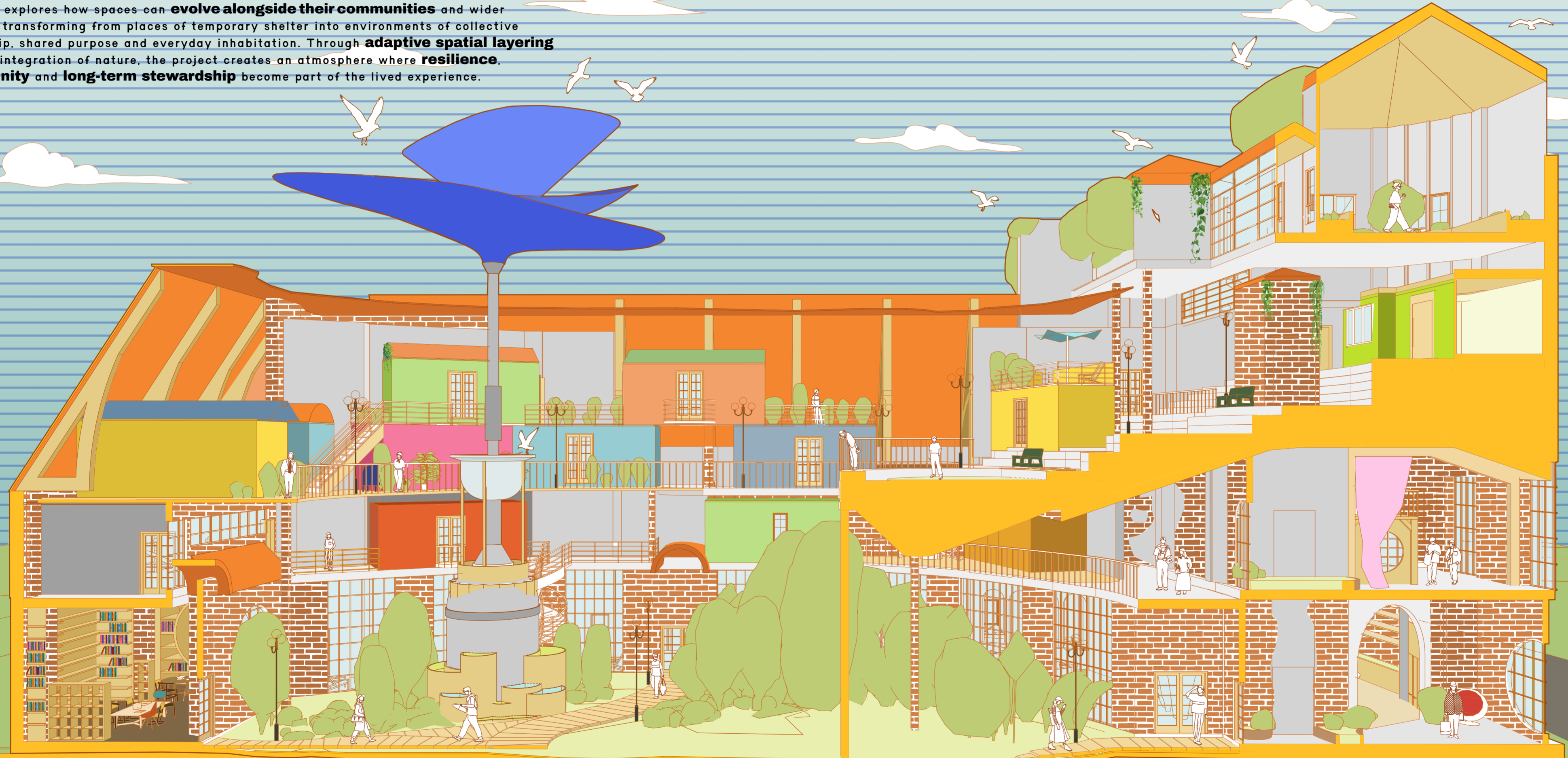


midday.

'Midday' follows the **evolution** of a building's atmosphere and spatial inhabitation from a cinema in **1930** to becoming a communal living space in **2130**, considering the **Doomsday Clock**, a measurement of humanity's proximity to **catastrophe** currently set to 85 seconds to midnight.

It explores the **spatial change** from a necessary use, where the cinema becomes a refuge in a time of hardship, to a reconsidered, spatially evolved community hub that offers self-sufficient living and a sustainable, safe **future**, with nature acting as an ever-present design factor.

'Midday' explores how spaces can **evolve alongside their communities** and wider politics, transforming from places of temporary shelter into environments of collective ownership, shared purpose and everyday inhabitation. Through **adaptive spatial layering** and the integration of nature, the project creates an atmosphere where **resilience**, **community** and **long-term stewardship** become part of the lived experience.



"Russia, China, the United States, and other major countries have become increasingly aggressive, adversarial, and nationalistic. Hard-won global understandings are collapsing, accelerating a winner-takes-all great power competition and undermining the international cooperation critical to reducing existential risks. Far too many leaders have grown complacent and indifferent.(...)

Because of this failure of leadership, the Bulletin's Science and Security Board sets the Doomsday Clock at 85 seconds to midnight, the closest it has ever been to catastrophe."

-Doomsday Clock, 2026





past

1931: The Millenium opens as a 2250-seat single screen cinema.

1987: Millenium is turned into a nightclub.

2004: Millenium is closed.

2020: Site is aquired by Nudge community builders.

present

2025: Site establishes itself as an event space.

2040: Climate changes effects start wearing stronger

2050: Climate refugees keep arriving in the UK

2055: The Millenium turns into a refuge for climate refugees

2060: Building gets more inhabitants. Necessary adjustments are being made.

2065: New political leadership makes sustainable changes

2070: Roof of the structure collapses

2075: The community that stayed makes the millenium a full-time home

future

2090: Raincatchers are constructed for more self sufficiency

2100: the final empty areas are renovated

2130: A flourishing community has settled in the old cinema.

NECESSARY

a basic set up for survival. pure functionality.



ADAPTED

rearrangement after settling of community. nature reclaiming space.



DESIGNED

thought through spatial arrangement. design adapted to chaos of nature.

To keep a realistic approach to my project, i wanted to align my design with my created backstory. This meant questioning how a group of people would approach zoning my choosen site, from a bare-minimum-to-survive standpoint, and how this ould adapt, after a period of settling in , and a change of political circumstances.

ELDERLY

- > are socialized and not lonely
- > able to pass on their knowledge
- > mental and physical support with everyday tasks

YOUNG ELDERLY

- > less responsibilities
- > more time for social tasks and support
- > more time to take care of children or elderly

ADULTS

- > take over biggest responsibilities
- > get support from community with children

YOUNG ADULTS

- > start taking a major role within community
- > in a teaching and learning position
- > can build their own space in community

INFANT

- > babies get 24/7 care and social exposure

YOUNG KIDS

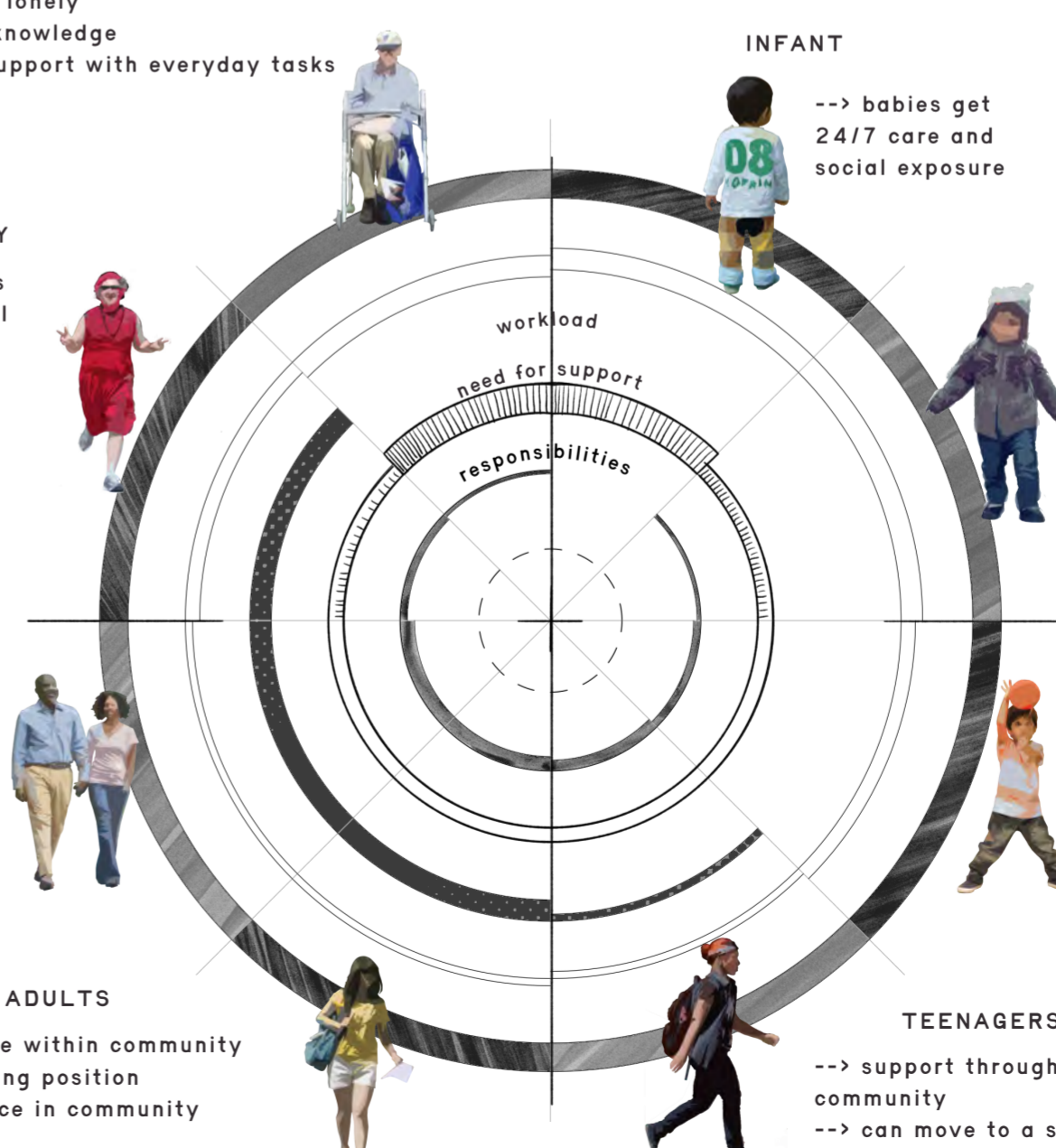
- > can be raised and watched by members of community
- > gets social exposure through intergenerational interactions

KIDS

- > can be raised and watched by members of community
- > learn through the people around them

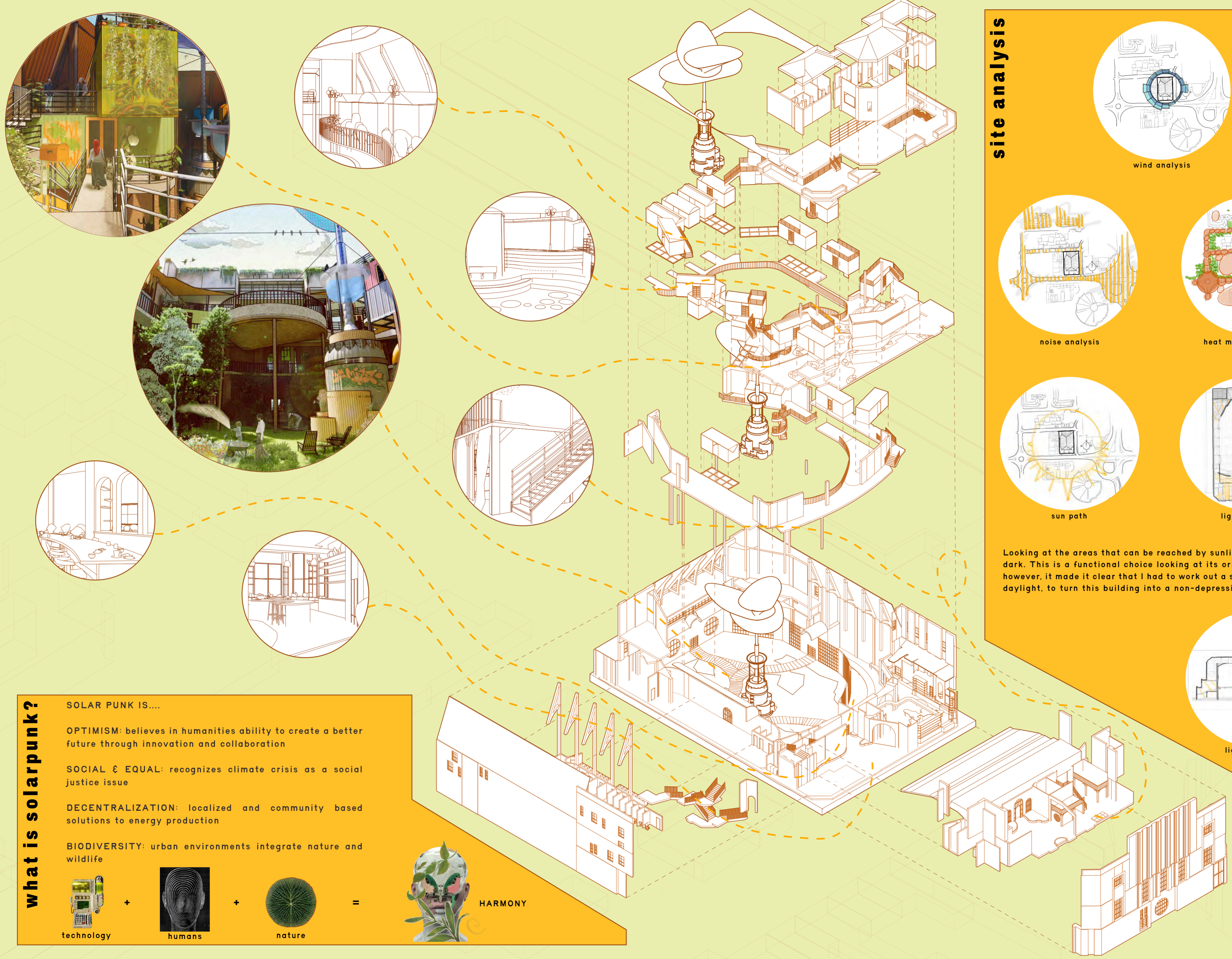
TEENAGERS

- > support through adults in community
- > can move to a sepearte space within community

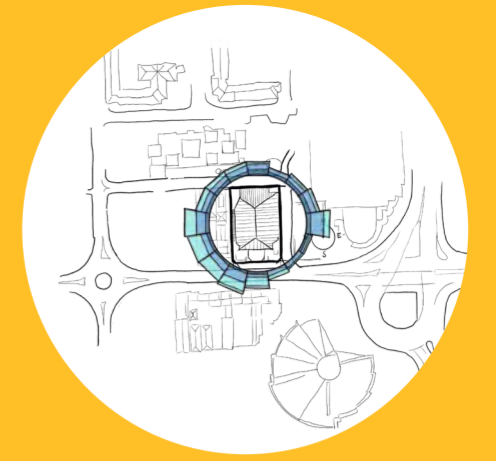


social permaculture

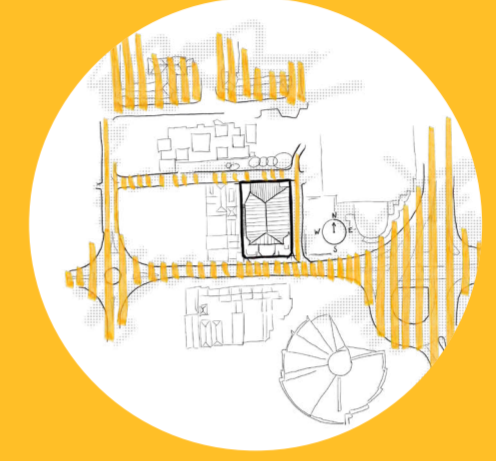
spatial arrangement strategy



site analysis



wind analysis



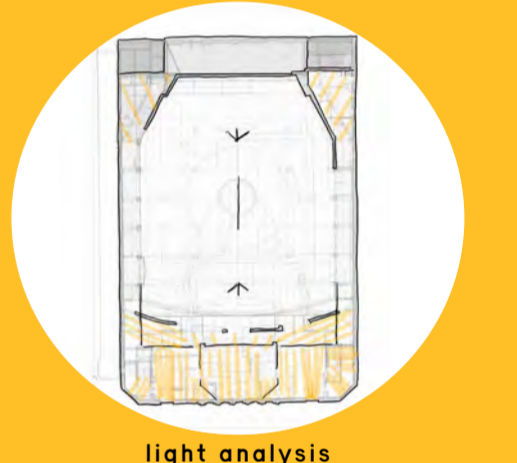
noise analysis



heat mapping analysis



sun path



light analysis

Looking at the areas that can be reached by sunlight, my site is very dark. This is a functional choice looking at its original use (cinema) however, it made it clear that I had to work out a solution to get more daylight, to turn this building into a non-depressing living space.



light analysis

what is solarpunk?

SOLAR PUNK IS...

OPTIMISM: believes in humanities ability to create a better future through innovation and collaboration

SOCIAL & EQUAL: recognizes climate crisis as a social justice issue

DECENTRALIZATION: localized and community based solutions to energy production

BIODIVERSITY: urban environments integrate nature and wildlife



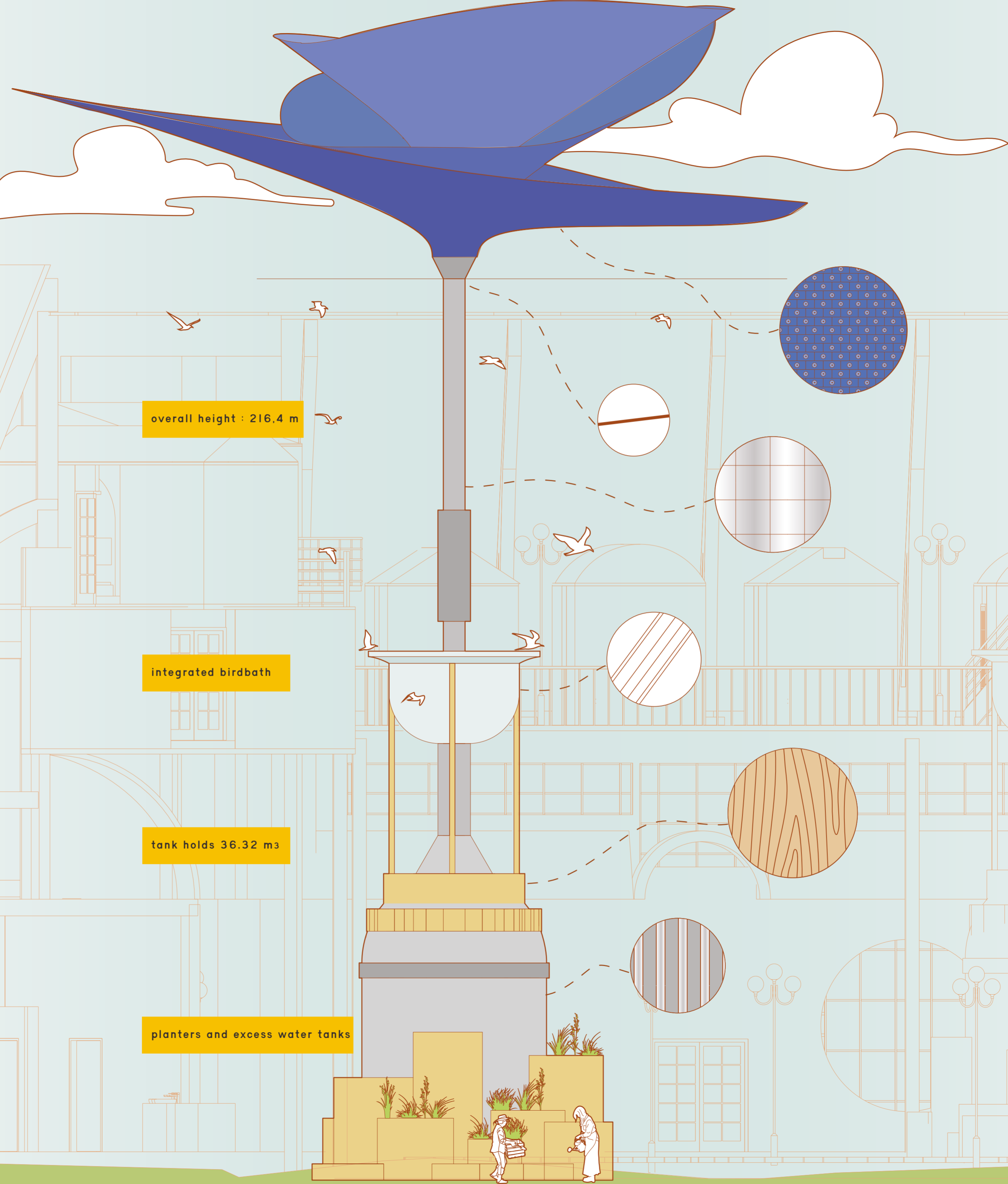
HARMONY

bespoke raincatcher

During my research it became evident what immense value drinking water will have in the future. With the earth getting warmer, sea levels rising, and drinking water already being scarce in warmer regions. Having access to this resource in a self sufficient way would ensure a big form of security for a community.

The location of the site offers optimal conditions for this due to the high rainfall average in plymouth.

annual rainfall: 1037.68 mm
 lowest average: 60.09 mm in may
 highest average: 125.24 mm in december

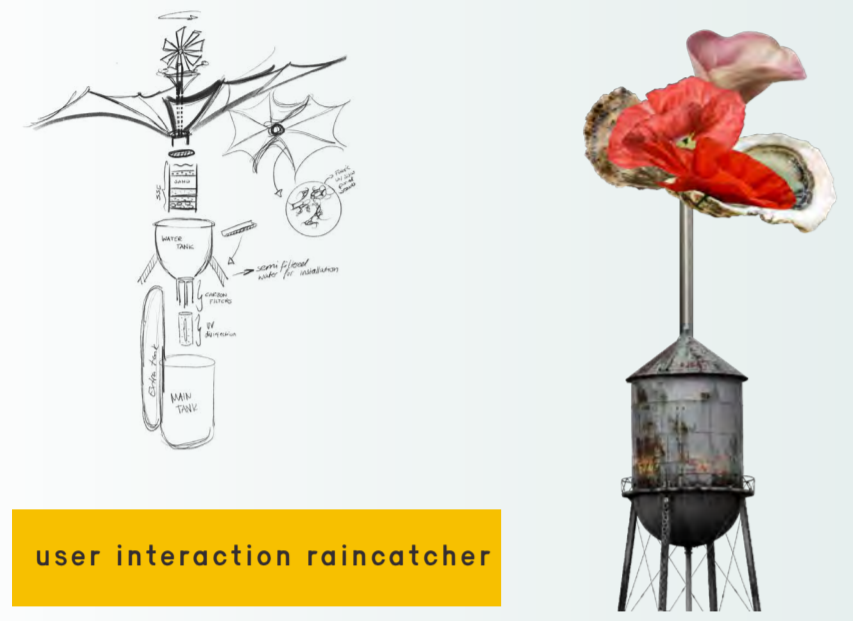


overall height : 216,4 m

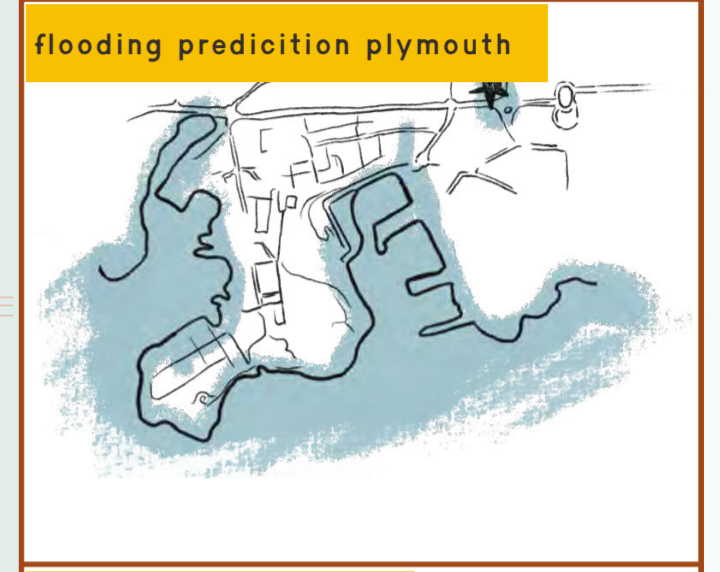
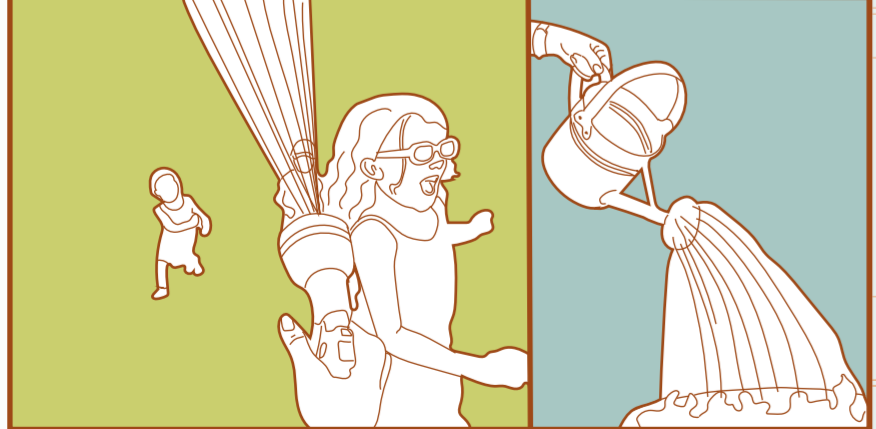
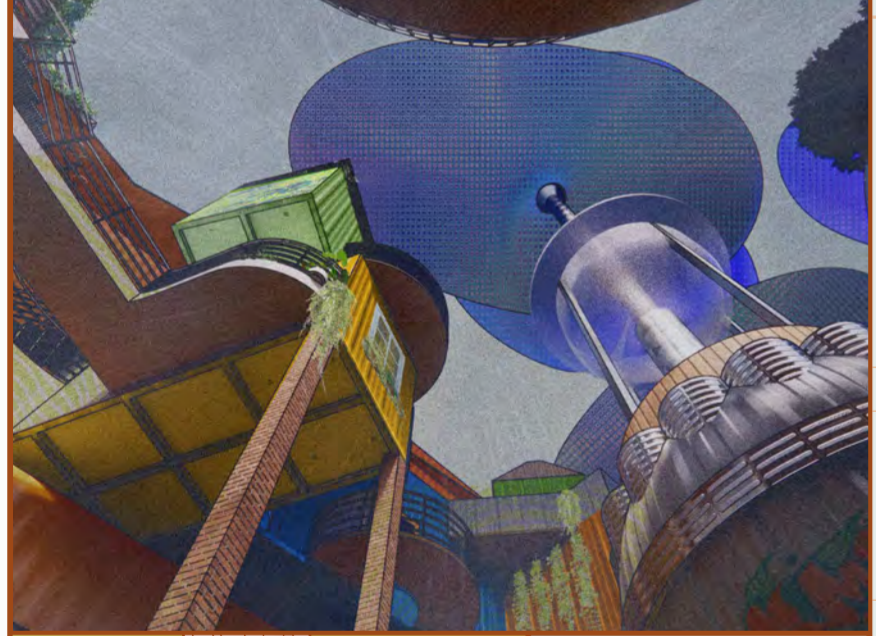
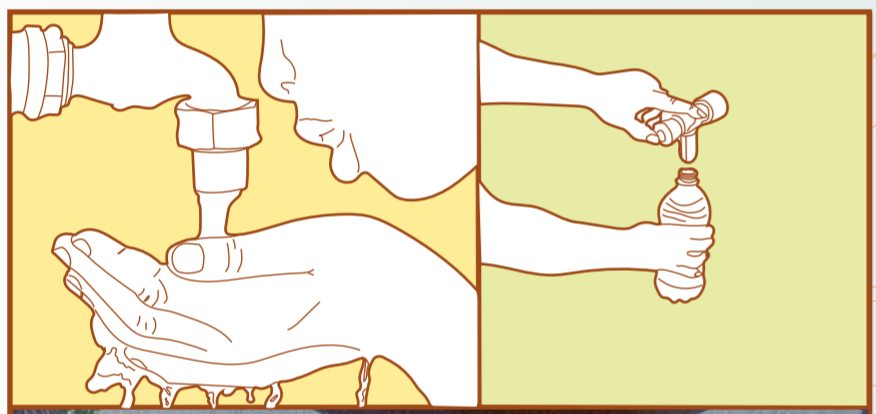
integrated birdbath

tank holds 36.32 m³

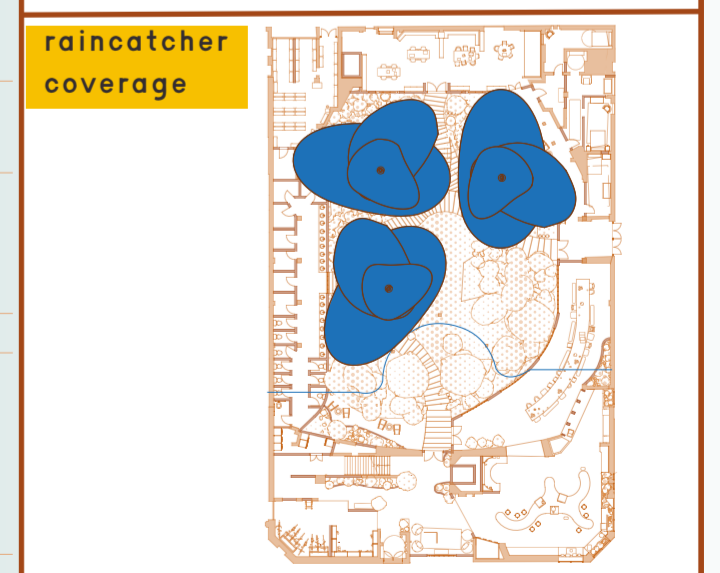
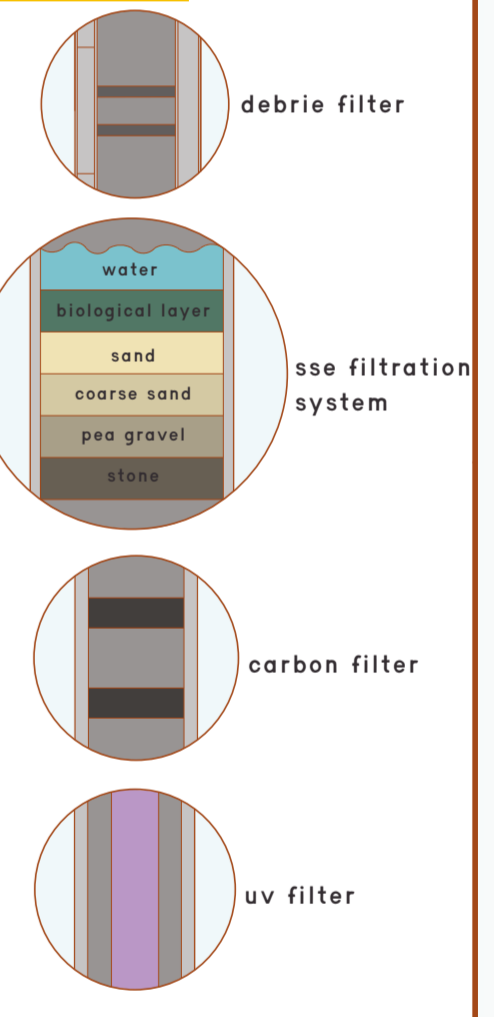
planters and excess water tanks



user interaction raincatcher



water filtration system



raincatcher coverage





legend

- private
- raincatcher
- nature
- walkways and roof
- utility
- communal

To achieve living with a Doomsday clock at Middy is not an easy task. It comes with a lot of changes people have to implement into their lives.

From a designers point of view there has to be an increased focus on creating community and creating spaces where people meet, are get exposed to different ideas, religions, sexualities and ethnicities. To work against the effects of climate change and create a world save to live in for everyone, we have to focus on each other and the fact that we are all in the same boat.

Obviously this is a big task and looking at it as a whole picture can seem quite overwhelming. But working towards a better community, and more support between the inhabitants can be achieved step by step with every little design project.

This is what Middy is. A step towards a better future.

floorplans

