# ALTERED STATES

Inhale the Revolution

# 2085

Society in 2085 is saturated in a thick, dark, digital smog: a by product of decades of AI development and an over reliance on virtual systems. This oppressive atmosphere has plunged society into a deep depression, leading many to seek escape through OblivionX, a illegal drug that induces weeks long sleep.

Alarmed by this mass disengagement, the Department of Human Remembrance launches a counter initiative: transforming the historic Papplewick Pumping Station into a facility which cultivates natural endorphin enhancers (Psilocybin Mushrooms) which are inhaled through steam to change societies depressive state and rewire the mind toward renewal, initating a revolution of change.



Digital Smog



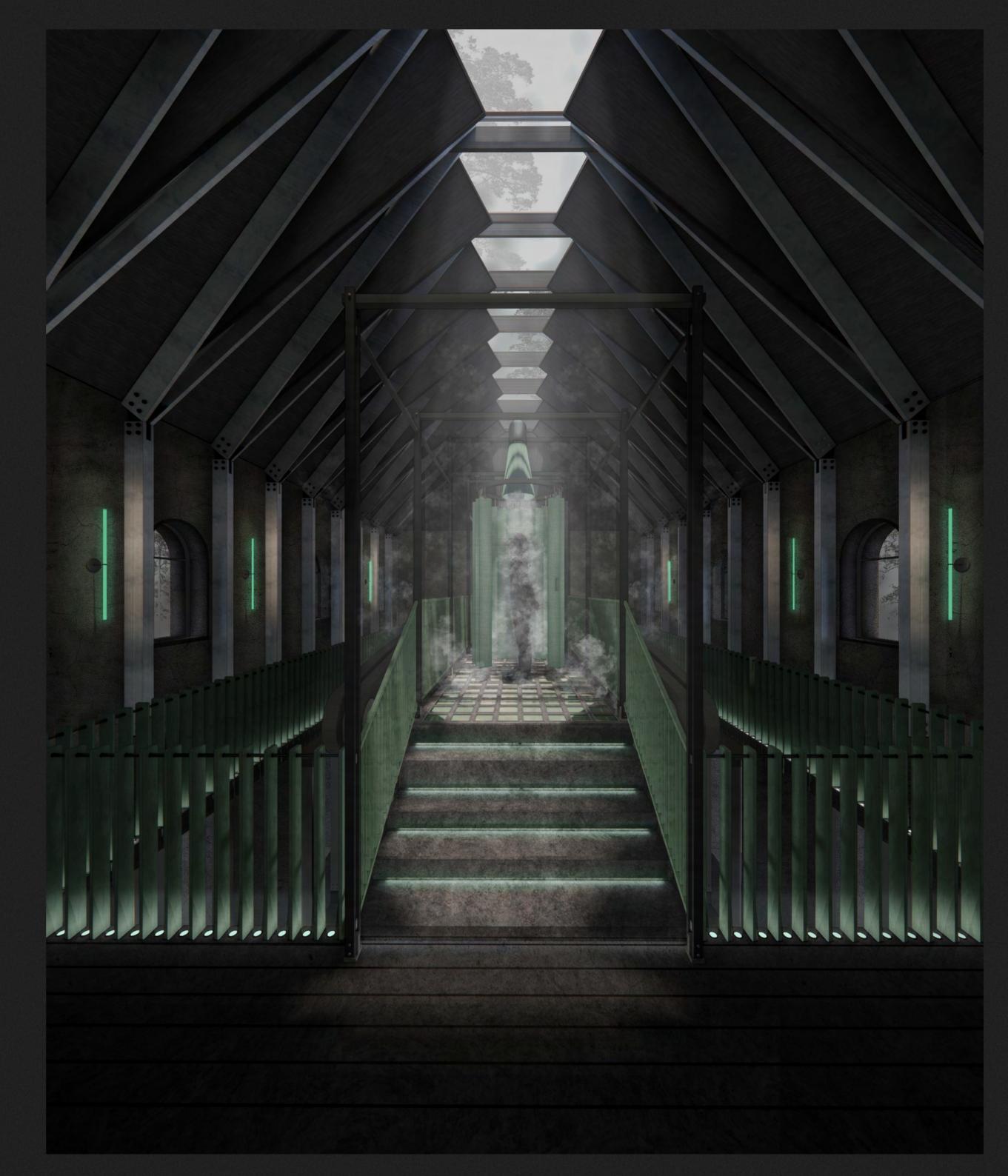
Depression



Oblivionx

# DESIGN INTENT

This project re-purposes Papplewick Pumping Station into a facility for the local community. The design honours the building's industrial heritage by retaining its materiality: steel, brick, and steam, using them as sensory tools within a series of rituals. The original machinery such as the boilers and pistons are celebrated and repurposed to serve the new rituals, transporting infused steam. The roofline is reimagined through origami inspired forms, mirroring the existing shape while introducing a new architectural language of transformation. Once a steam powered station providing clean water to its community, the site now reclaims the transformative power of steam to spark a new kind of revolution, continuing its legacy of public service in a future desperate for a change of state.



PAPPLEWICK PUMPING

EXSISTING SITE



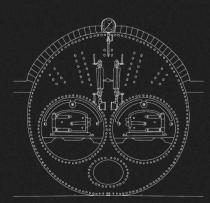
SITE SIGNIFICANCE

The site is a symbol of industrial progress and public service.



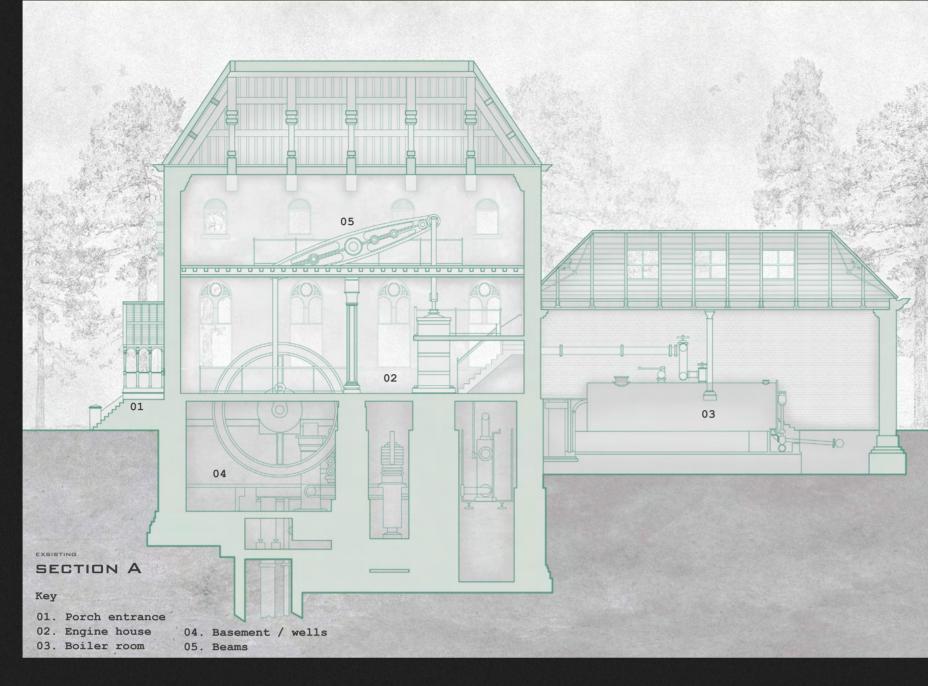
# CRAFTSMANSHIP

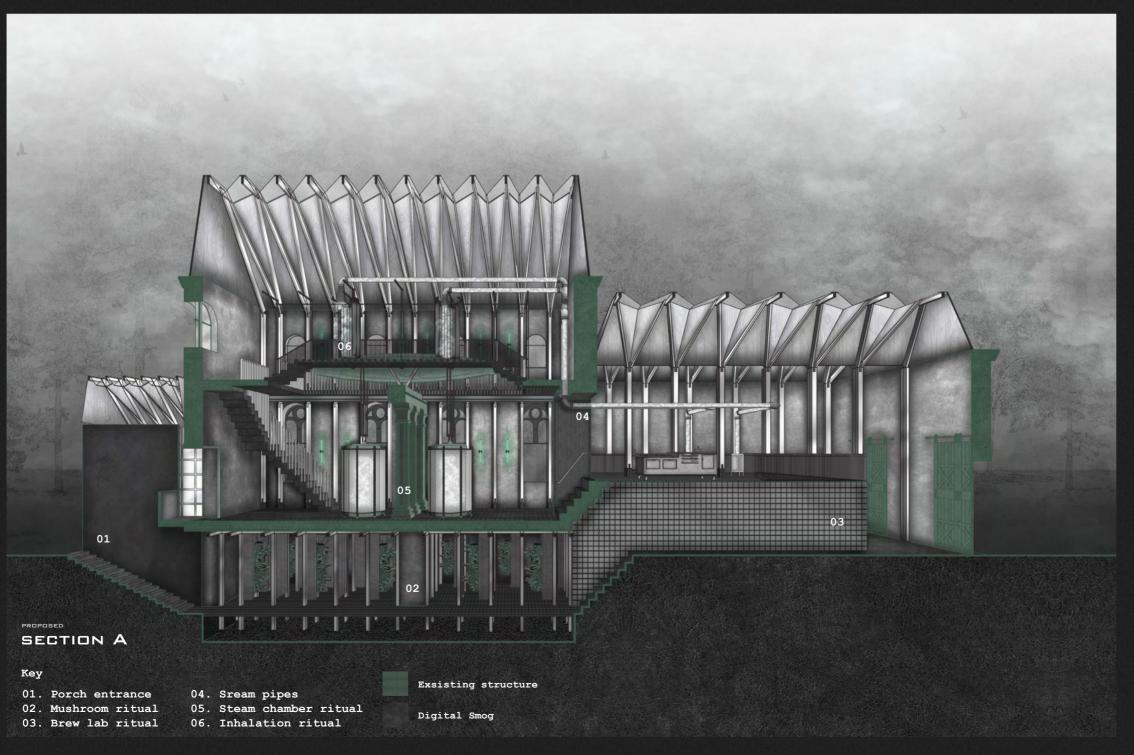
The exsisting site has lots of intricate details and fine architectural work, this elaberate design is honoured in the new design through complexe origami forms.



# REPURPOSING AIM

By repurposing Papplewick's historic machinery and architecture, my design aims to honour its legacy while transforming its function.

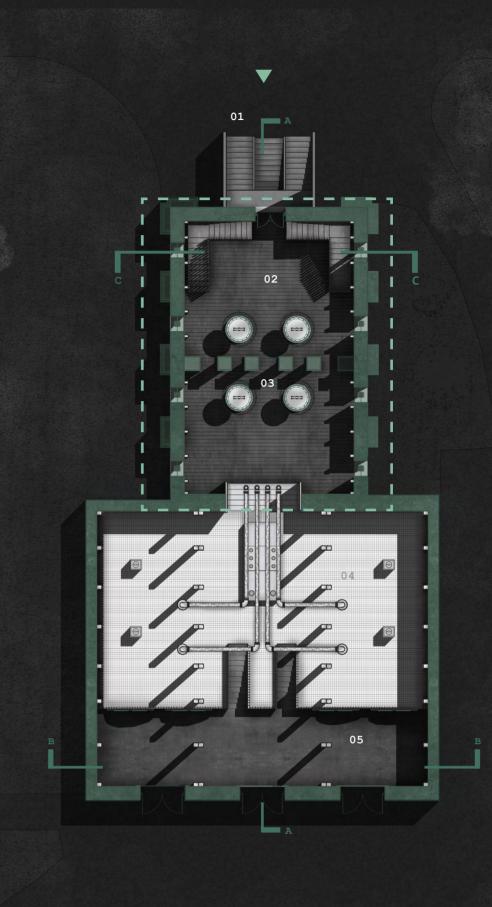


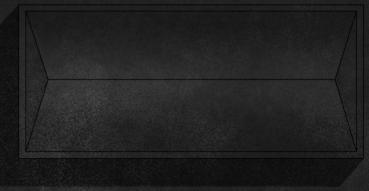


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EXSISTING STRUCTURE

The majority of the pumping station's exsisting architectural envelope and machinery is maintained in the new design as well as the materiality.



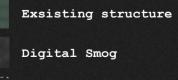




# GROUND FLOOR PLAN

# Key

- 01. Entrance
- 02. Steam chamber introspective ritual
- 03. Exsisting pistons and collumns
- 04. Boilers / pipes for infused steam
- 05. Brew lab ritual

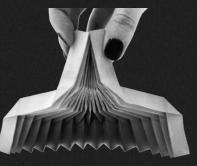


Area of focus

# RE-USE

Hidden under a suspended grid floor the exsisting boilers have been repurposed to make the infused steam, glass pipes carry the steam into the engine house following the same path as the orignal pipes did. The pistons where also reused to create a sensory experience by housing steam.









# SECTION B

Key 01. Steam brew Lab 02. Boiler room

60 years before

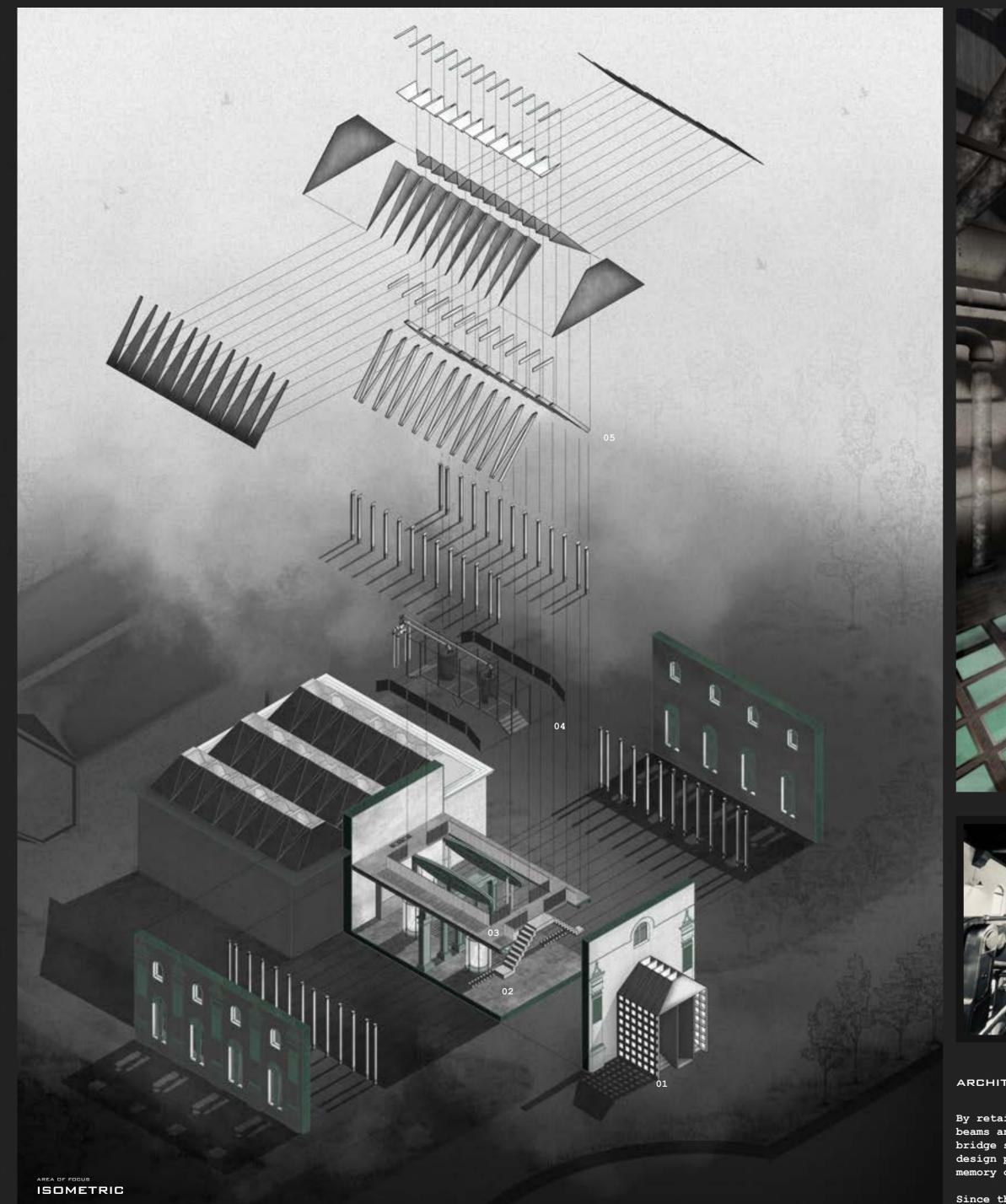
Digital Smog

This expirmental section cuts through the building in the 2085 narrative while having a snip that show its exsisting condition 60 years earlier.



purpose.

For example the pistons are modified to be glass however their



Key

- 01. Entrance 02. Steam chamber ritual
- 03. Inhalation ritual
- 04. Inhalation pods
- 05. Origami roof

Exsisting structure

Digital Smog

# THE RITUALS



CULTIVATION

The cultivation space is where visitors grow, care for and harvest mushrooms representing those small forces which build up to inforce change



DISTILATION

The distillation space is where visitor make the psilocybin infused brew, creating the transformative substance



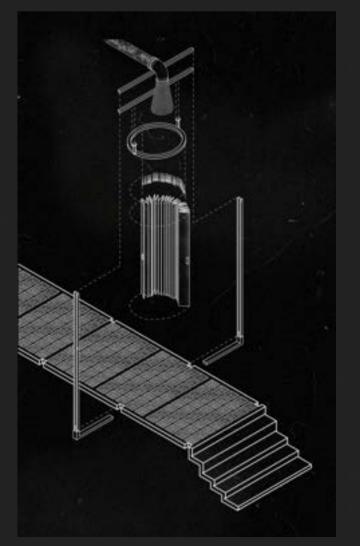
REFLECTION

The reflection space will immerse the visitors in a walkway where the steam is visible to encourage remembrance of the aeolipile and steam power



INHALATION

The elevation space is where visitors experience a change of state through steam inhalation and celebrate natural rememdies and steam





# ARCHITECTURAL MEMORY

By retaining the original pumping beams and integrating them into a new bridge stretching between them the design preserves the architectural memory of the space.

Since the beams support the bridge where the most important ritual takes place they become a literal and symbolic platform for transformation, reminding visitor of its original function during the inhalation ritual.

# SPATIAL PURPOSE

The inhalation pods are the final ritual, where visitors breath in the steam and experience natural endorphin enhancment altering their depressed state of mind, encouraging renewal. The steam is a symbol of change while the space is a zone between the decaying world and the possiblity of renewal. The beams which once supported heavy steam machinery now hold up the inhalation bridge, carrying the weight of a new kind of transformation.



# TRANSFORMATIONAL DESIGN

Inspired by the expanding and contracting motion of origami, the pods adapt this feature so that they fold away when not being used. It is also used to symbolise the many small changes which are needed to start revolution as the canvas is stretched open it reveals each fold and encloses the individual inside, creating a metaphor for transformation.



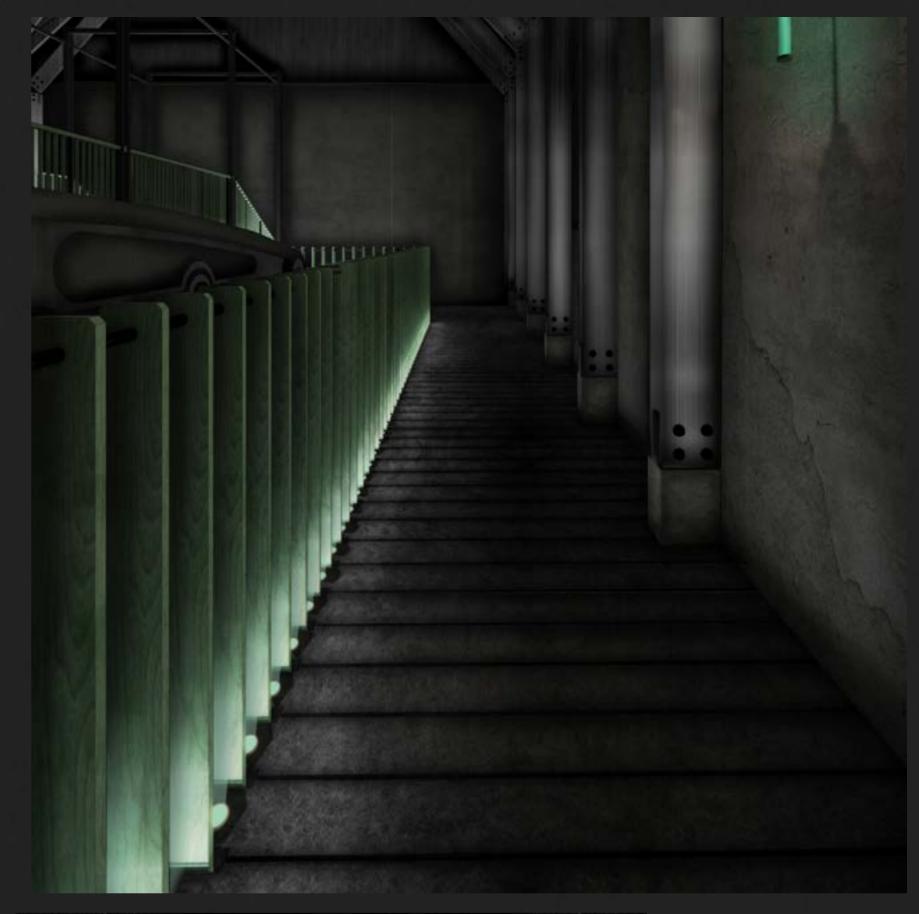
# AREA OF FOCUS SECTION C

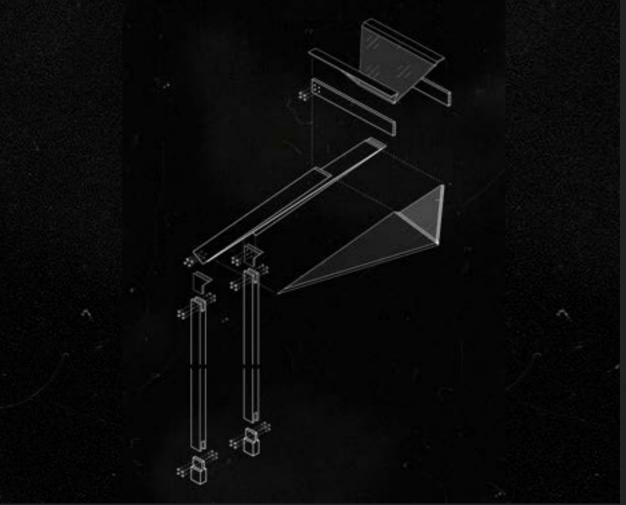
Key

01. Steam chamber ritual 02. Inhalation ritual 03. Origami modifoed roof

Exsisting structure

Digital Smog







EXSISTING MATERIALITY AND CONDITIONS

Maintaining the condition and materiality of the walls rooting the new design in the authenticity and memory of the existing structure.

# DESIGN LANGUAGE

The design breaks down architectural elements like the floors, handrails, and the roof, into modular components that when multiplied form the complete structure. This fragmented approach symbolises how small, incremental changes build toward transformation reflecting the project's core concept, that revolution begins through repeated steps.