

EIDOLON ELIXIR

The Brutalist Apothecary in King's Cross - The communities' remedy making space

“From the echoes of forgotten cures and the silence of lost rituals, Eidolon Elixir brews a new assembly. Where the ghosts of the past stirs the remedies of tomorrow.” - Patel, Miraj. (4th May, 2025) *Introduction Quote*. Eidolon Elixir.

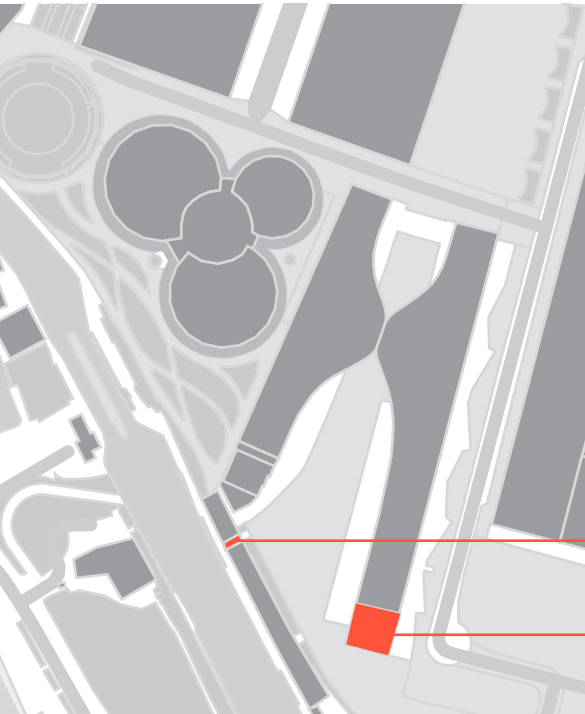


Eidolon Elixir is an apothecary built within the UNIQLO building in Coal Drops Yard. A new **NHS scheme** designed to provide the community with the opportunity to make their own natural and herbal remedies to aid in improving **health**, treating ailments and returning to a **lost community service**. The project's aim is to **reintroduce** natural health alternatives similar to the old Victorian Era methods of curing illnesses. The project doesn't diminish nor replace modern medicine but works hand in hand and offers more ways for users to improve their health. Users will be able to make lost remedies to treat ailments, soothe pains, and improve both mental and physical well-being.

Eidolon Elixir pushes against reliance on synthetic materials by reintroducing natural remedies back into the world of health. Linked to the chosen research strand of health, specifically lost community services, this project has various making spaces for specific apothecary-related programmes. By treating this site as a **learning space**, Eidolon Elixir allows users to be **educated** on the importance of remedies in today's setting while prioritising their **health**. This is a new way of developing the **future** of healthcare by implementing past practices.

This project reimagines the **future** of healthcare in the form of colossal monolithic structures that allow users to create their own herbal and natural remedies not only to improve their health but also to **return** to the lost community service of apothecaries while exploring the potential for pure **health-based** products made and **sourced naturally**.

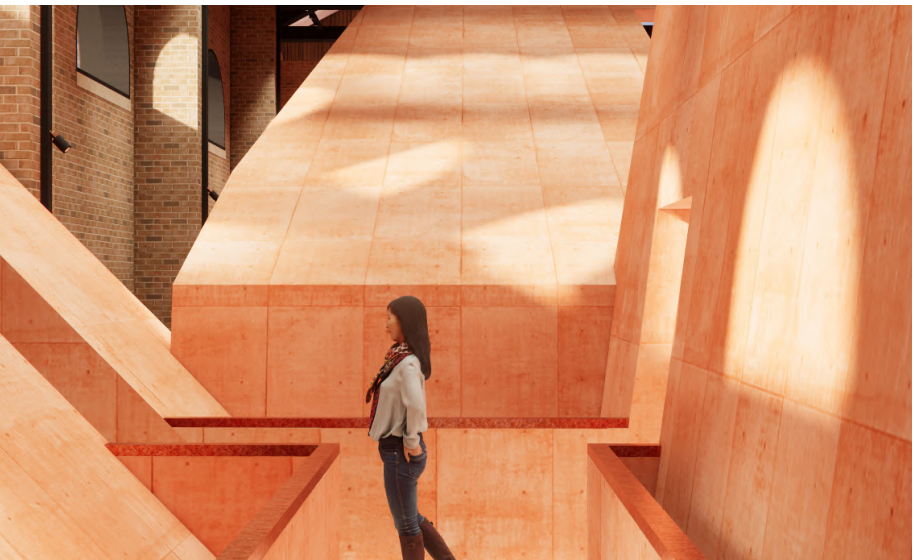
SITE



UNIQLO Coal Drops Yard - Main site

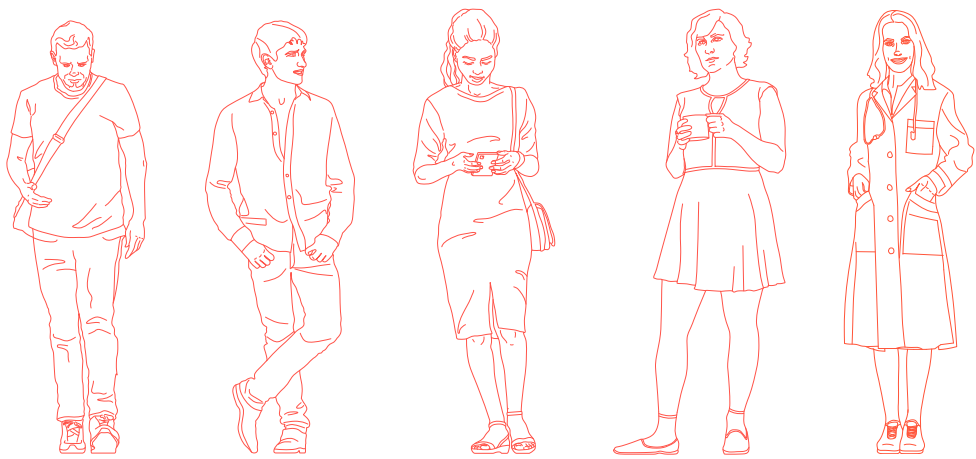


Arch IV - Satellite site



Teaser Image.

USERS OF EIDOLON ELIXIR



User groups range from members of the **local community**, **university students**, **individuals** interested in herbal and natural remedies, Eidolon Elixir's **technicians** and **NHS staff members** (left to right).

Eidolon Elixir is a space for all users who wish to prioritise their health while also communicating within the community and socialising.

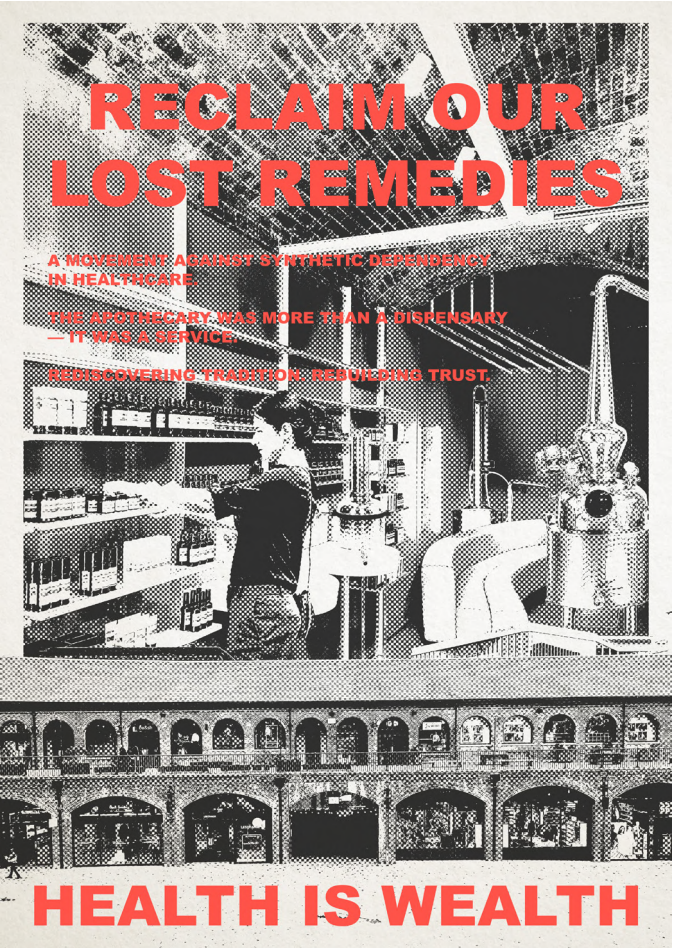
Chosen SDG goals reflect on my design while promoting healthcare through **SDG 3** with the use of herbal and natural remedies. Eidolon Elixir promotes innovation by providing an apothecary through proper architectural design and planning, linking to **SDG 9**. It puts the community as a priority by reshaping UNIQLO Coal Drops Yard into a new hub that the community can come together in, socialise and help each other when making remedies, linking to **SDG 11**. This project also reuses waste materials for other programmes, locally sources materials and grows them on site through **SDG 12**, while **SDG 15** integrates a sustainable use of materiality that doesn't impact the environment and incorporates multiple plant-based programmes that are used on site. Finally, **SDG 17** allows this project to be a partnership between NHS and Coal Drops Yard to educate the community while improving their health.



3D model and photo hybrid visual showing Eidolon Elixir in the day. Also showing how the main site and satellite sit amongst the rest of Coal Drops Yard.

Monumental, Colossal and Theatrical – The three pillars of Eidolon Elixir, an immersive brutalist apothecary that pushes the boundary for design.

POLITICAL POSTER



Political poster raising awareness to **reclaim** our lost community service of apothecaries.

Highlighting the importance of how our health shouldn't be treated based on the synthetic materials we consume.

We should **reintroduce** natural and herbal remedies back into healthcare, as they are beneficial for use but can sit alongside serious treatment for diseases, not replace it.

MANIFESTO



Manifesto showing the large monoliths breaking through the existing site. Establishing the form of the ghost monoliths and setting the foundation for Eidolon Elixir's design.



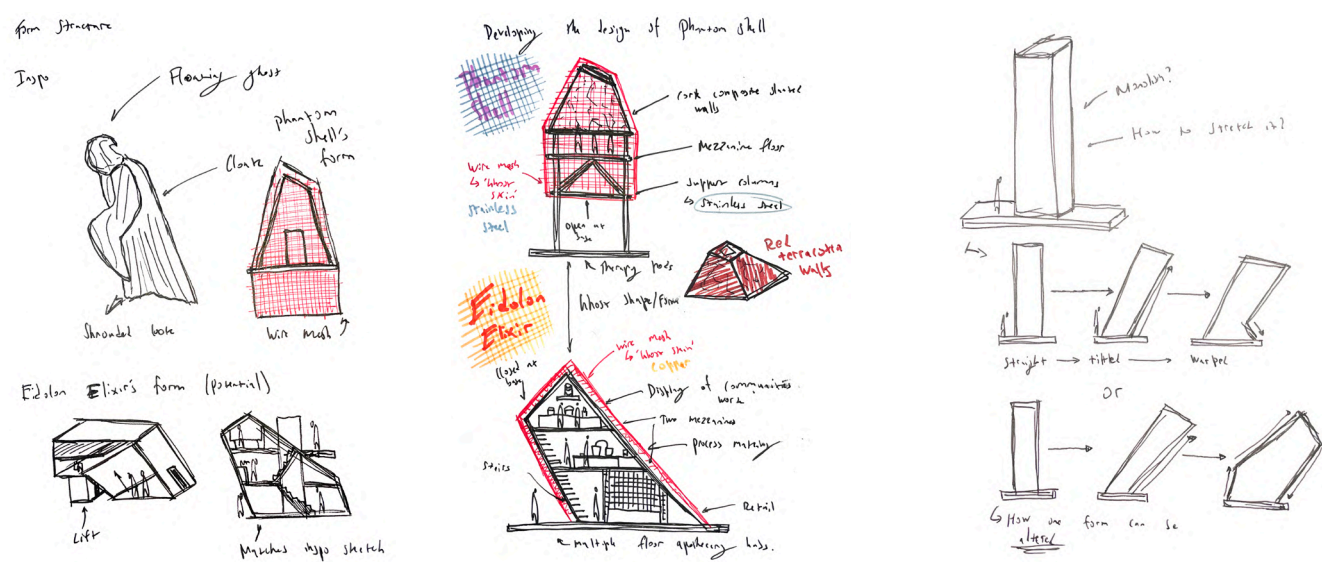
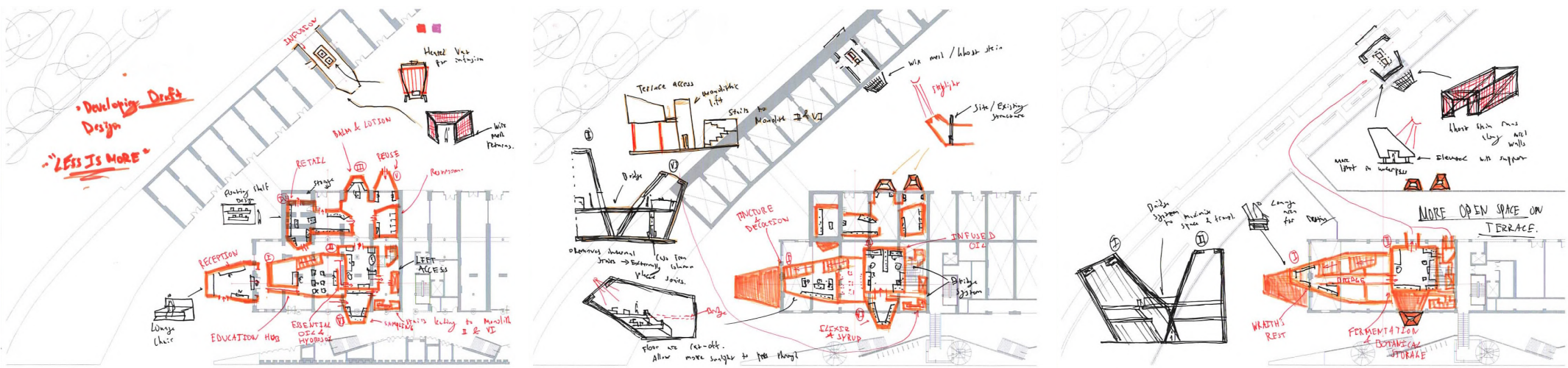
1:50 Scale sectional model teaser.



NHS and Eidolon Elixir collaboration.

DEVELOPMENT

SKETCHES



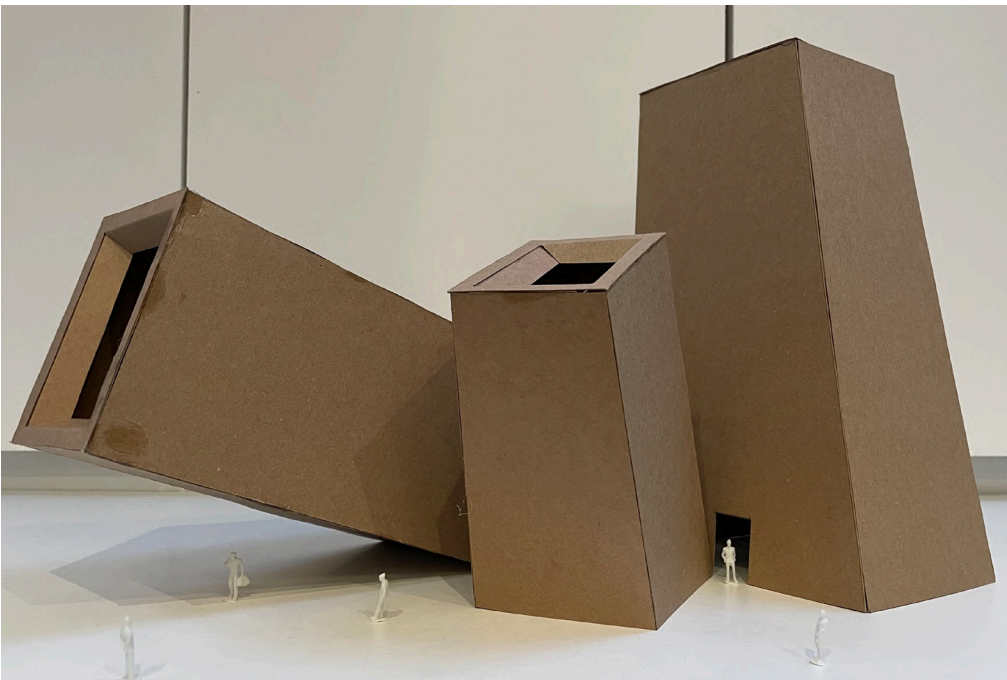
Sketches of my monoliths that take the form of a floating ghost but in a trapezoidal form.

I wanted to explore this idea of creating colossal monolithic structures that would break through the building, allowing the programmes to start from the inside or core of the main site and branch out to create more space outside the site.

Sketches on the side show how Eidolon Elixir is, at its core, a form of conceptual designing, by taking one specific form and building on that to create interesting shapes.

The sketches above show the warped monoliths in plan view with the apothecary programmes laid out.

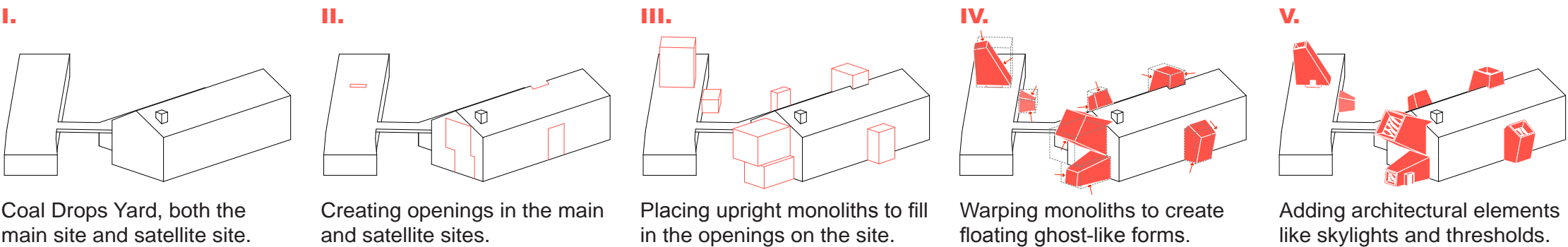
MAQUETTE MODEL I



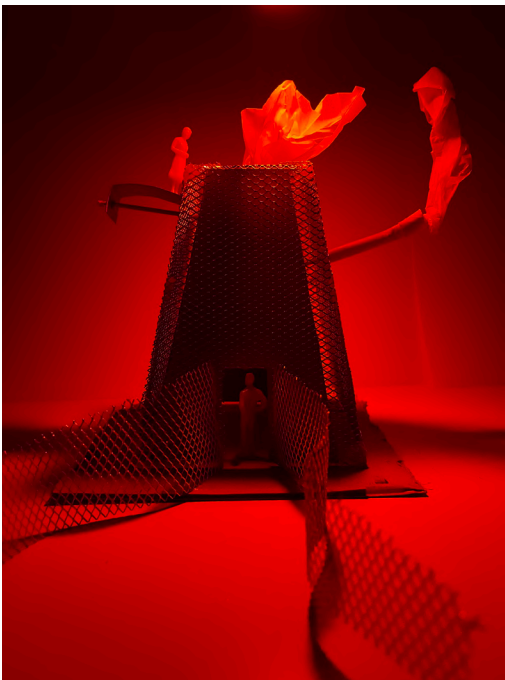
My 1st maquette model showcasing the ghost monolith forms for the main site. I wanted to really show the scale of the monoliths and how large they would be compared to the users on site, so I added 1:50 scale figures to capture the **monumental**, **colossal** and even **theatrical** aspects of the monoliths. This was the early stages of the clustered ghost design, where my monoliths start from the centre and branch out to mimic the look of ghosts emerging from a central point.

My 2nd maquette model showcasing my early development of the arch programme with 1:100 scale figures. I wanted to create an industrial-like feeling with the use of orange lights and wire mesh to represent the 'ghost skin' surrounding the monolith. This was the earliest stage of the heated vat system for the infusion programme.

SEQUENTIAL DIAGRAM



MAQUETTE MODEL II



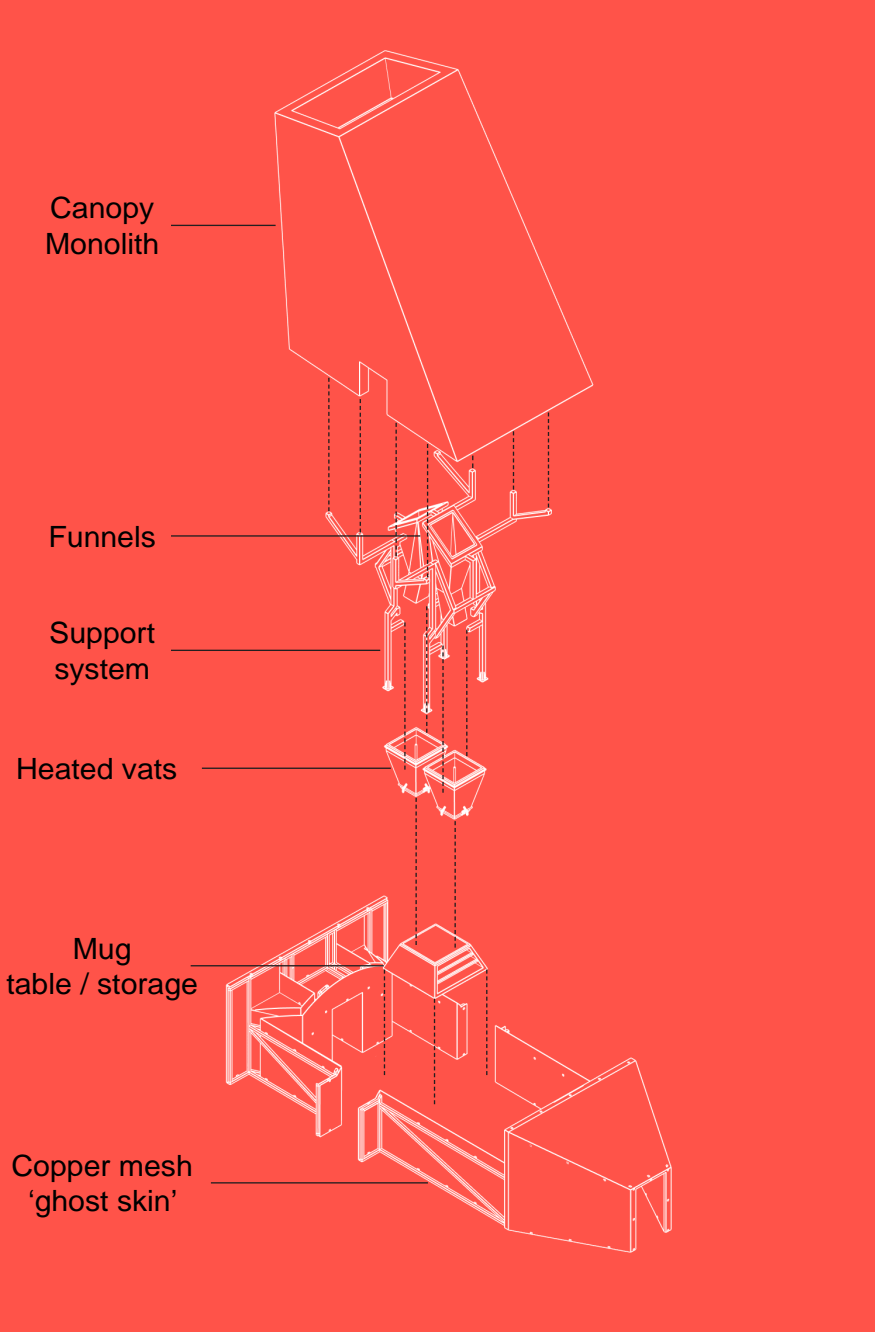
AI DIORAMA



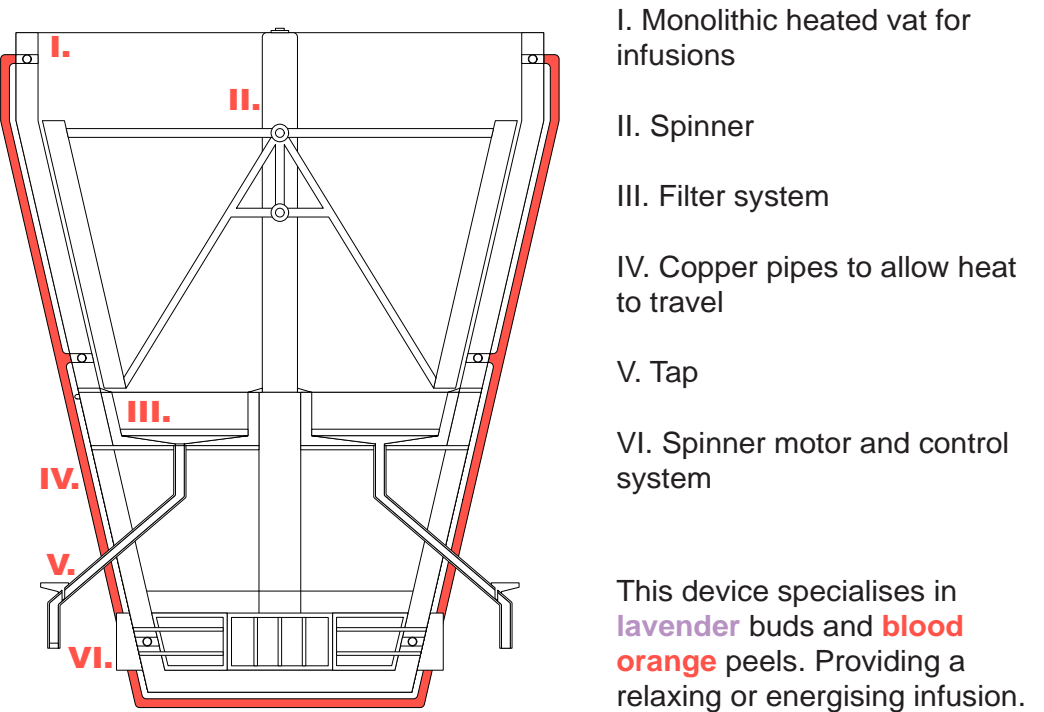
AI diorama made to replicate the arch. Apothecary elements were used like shelves and vats with curved elements. Orange tones were key for this diorama.

My diorama also shows the early ideas of suspending a vat from the arch ceiling, which would later evolve into the Ecto-Mist Chamber in Arch IV.

DETAIL / DEVICE - THE ECTO MIST-CHAMBER



SECTION DETAIL



DETAIL / DEVICE PROCESS

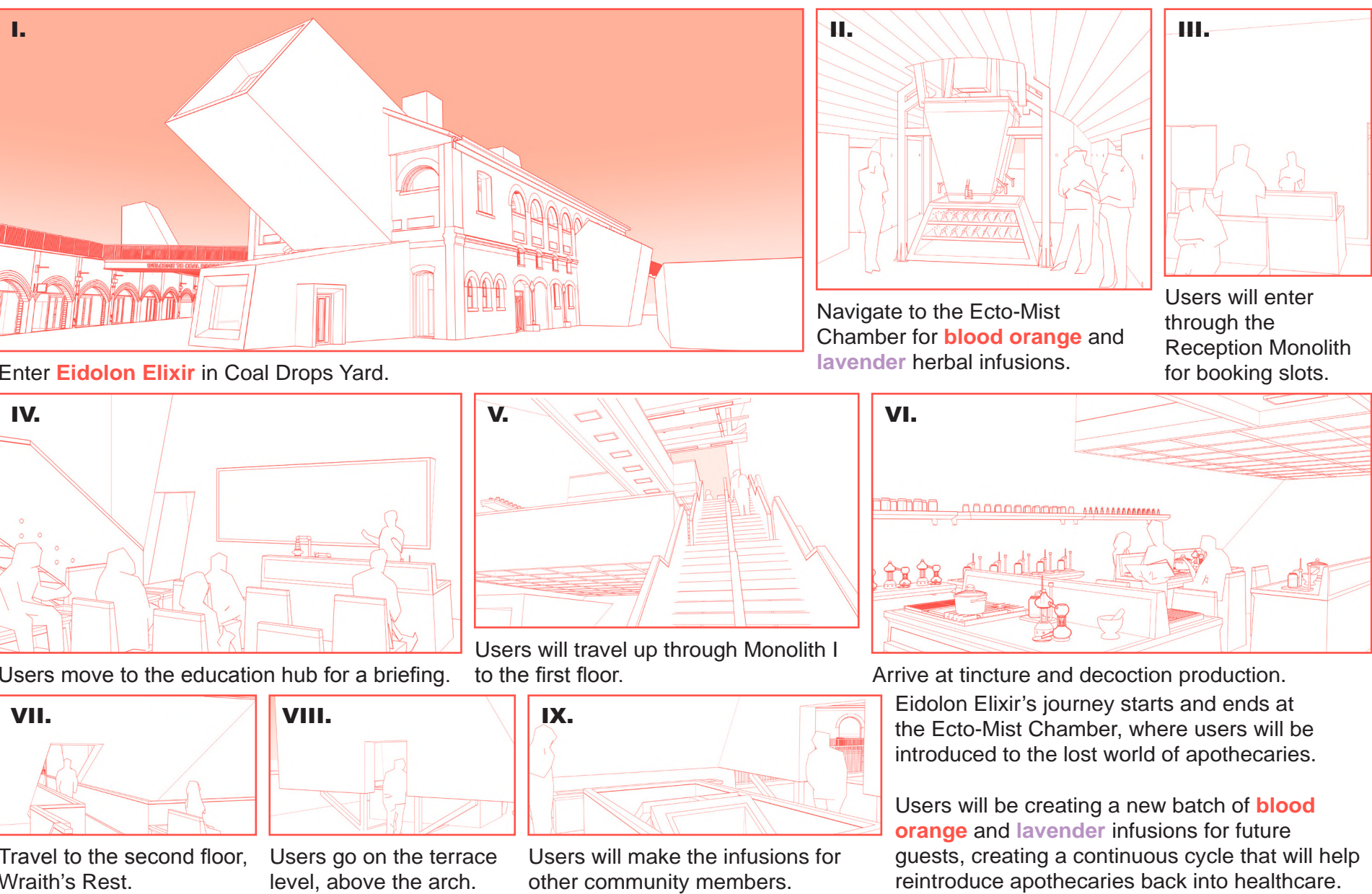
Blood orange and lavender are fed through the funnel system that breaks through the arch floor on the terrace level and ceiling on the ground floor level.

The heated vat will then catch lavender buds and blood orange peels with the pulp and use the motor system to spin the ingredients in the water. The heat will help in infusing ingredients in the water that is boiling.

After the boiling and mixing process, users will be able to use the tap above the control pad to pour the right amount of infusion into the mugs provided in the arch.

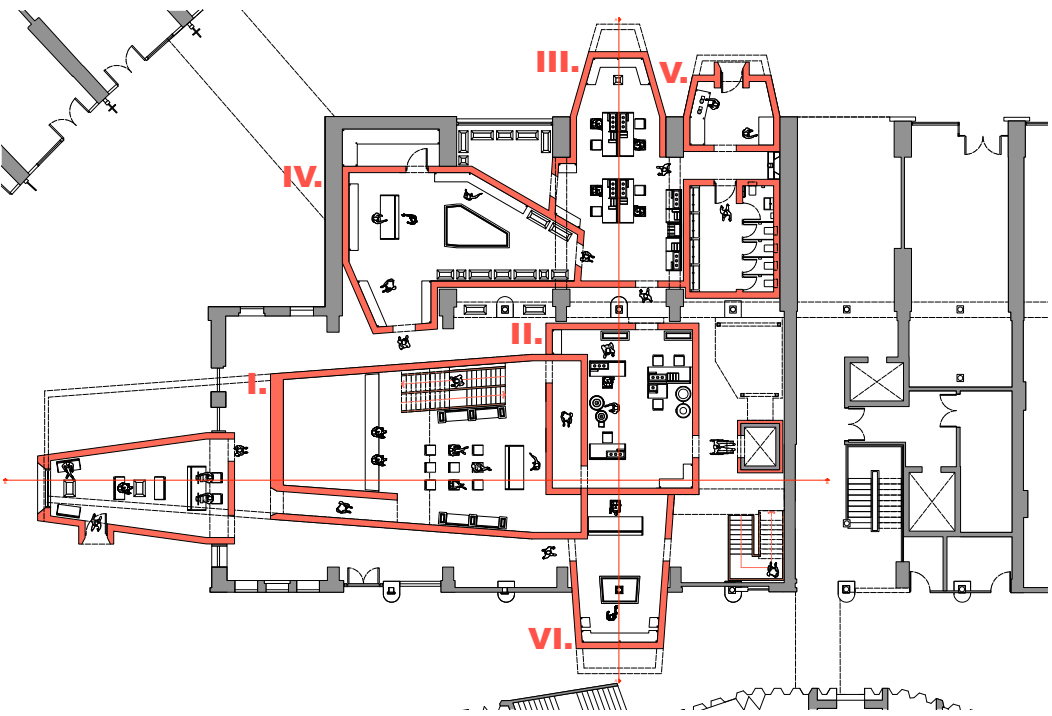
Workers will be able to take the used buds and peels from the filter system that sits above the tap, as seen in the image on the side. These used buds and peels will then be distributed to the Monolith V on the east elevation of the UNIQLO building.

STORYBOARD - MONOLITH I



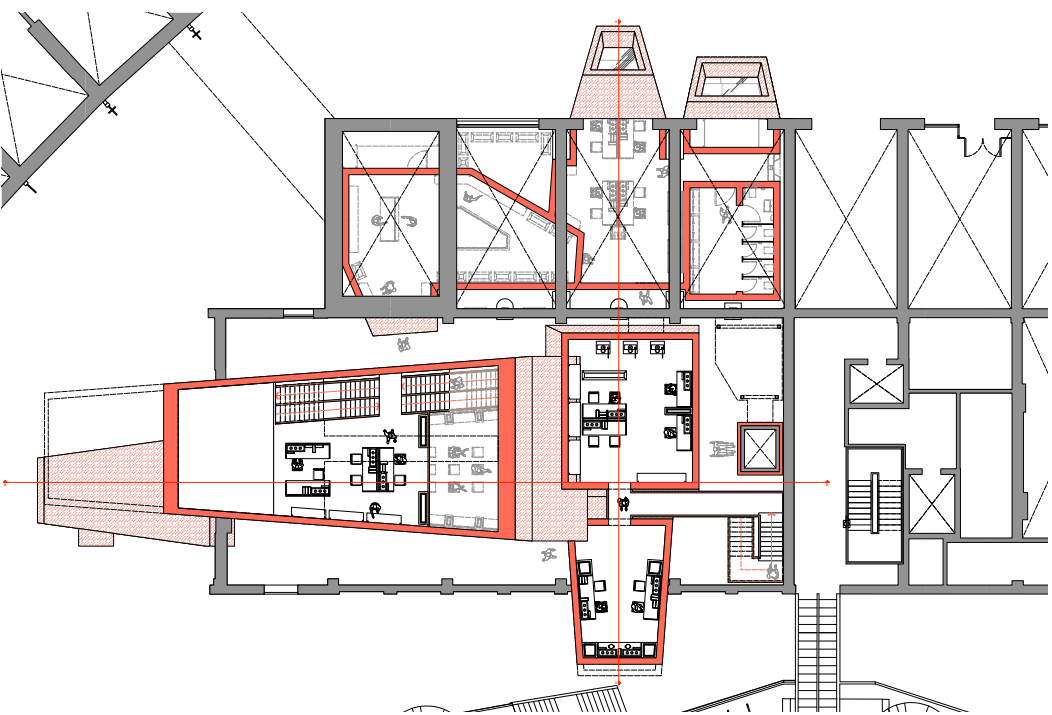
ORTHOGRAPHIC DRAWINGS

MAIN SITE
GROUND FLOOR PLAN



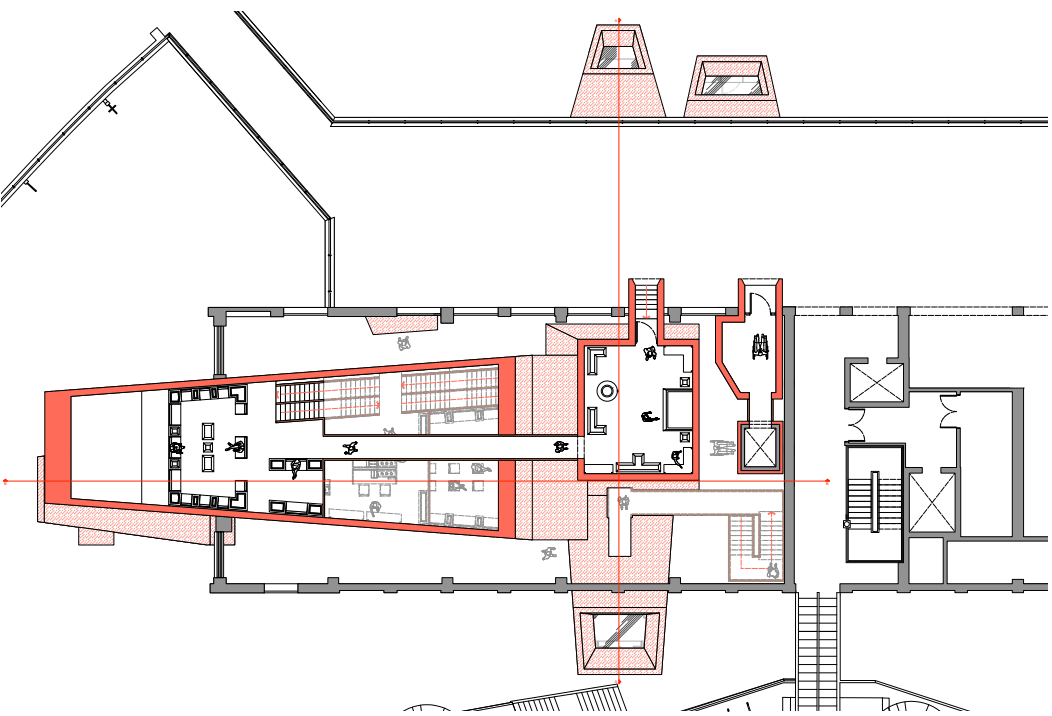
Users will be able to book time slots in the Reception Monolith. From there, users will go into the education hub for a briefing and can then access the intersecting corridor to the essential oil and hydrosol programme. Navigating past the remaining cast iron column, users will be in the balm and lotion programme, where they will be able to go to the retail zone where Eidolon Elixir's own products and the community's products will be on display for purchase. Circulating back to the west side of the building, users will then access the sampling zone to test remedies if needed for making or purchasing.

FIRST FLOOR PLAN



Using the main stairs located near Monolith VI, users can then use the walkway and turn either left for the elixir and syrup programme or right for the infused oil programme. Using Monolith I's stairs, users will be able to access the tincture and decoction programme.

SECOND FLOOR PLAN



Users travel up the stairs to Wraith's Rest, then use the bridge system to fermentation and botanical storage, then navigate to terrace level and the Canopy Monolith to make new infusion batches.

PROGRAMMES
PRESENT

- Monolith I**
Education hub
- Monolith II**
Essential oil & hydrosol production
- Monolith III**
Balm & lotion production
- Monolith IV**
Retail zone
- Monolith V**
Reuse zone (reusing **blood orange** peels and **lavender** buds generated in Ecto-Mist Chamber)
- Monolith VI**
Sampling zone

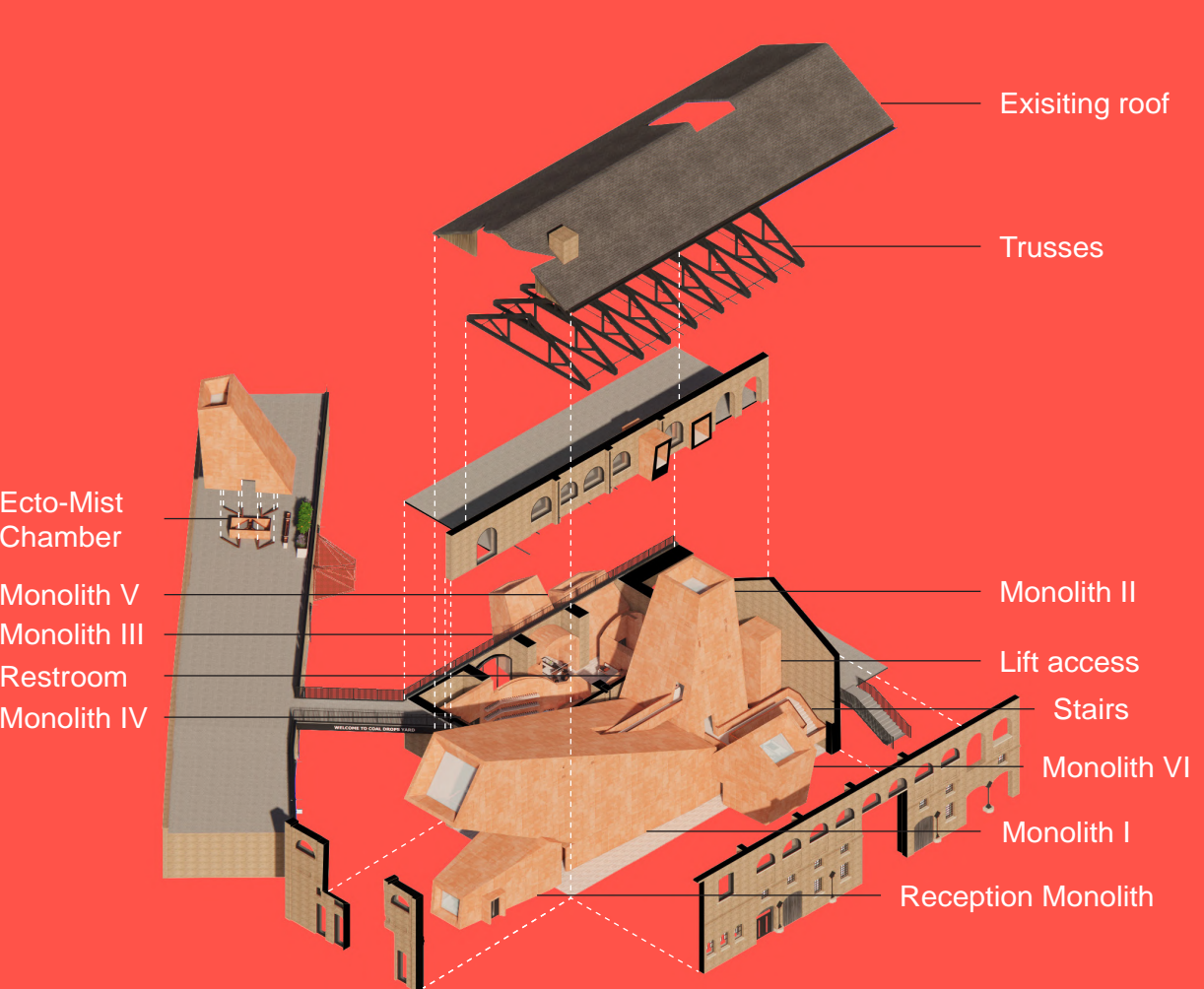
PROGRAMMES
PRESENT

- Monolith I**
Tincture & decoction production
- Monolith II**
Infused oil production
- Monolith VI**
Elixir & syrup production

PROGRAMMES
PRESENT

- Monolith I**
Wraith's Rest (lounge zone)
- Monolith II**
Fermentation & botanical storage

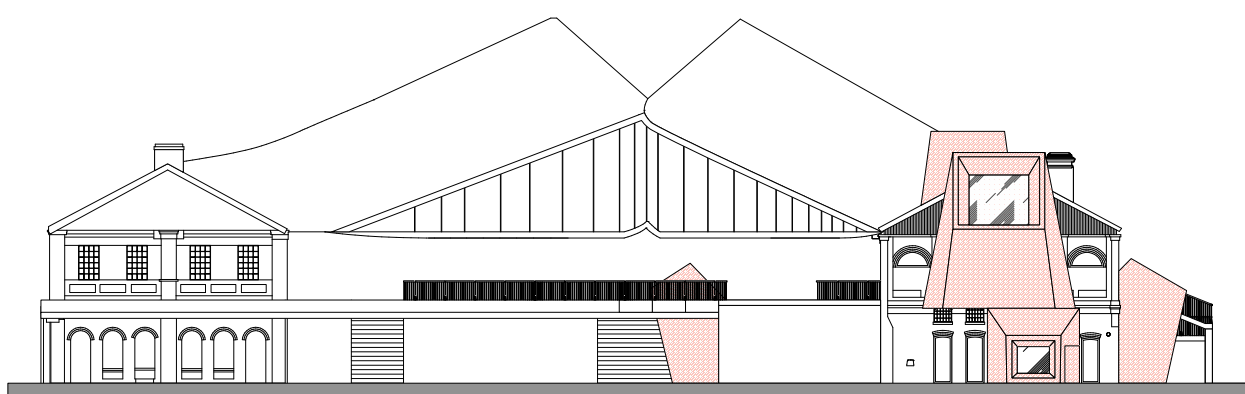
FINAL DESIGN EXPLODED AXONOMETRIC



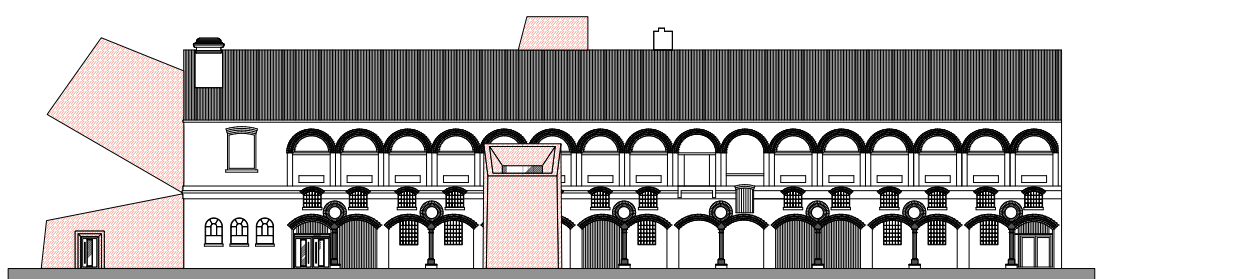
MATERIALITY

- Terracotta orange glass fibre-reinforced concrete panels (for monolith walls)
- Terracotta orange and off-white concrete
- Off-white terrazzo tiles (for monolith flooring)
- Limewash oak flooring (for ground floor flooring)
- Stainless steel (for monolith structure)
- Copper sheets cladded over a stainless steel structure (for decorative details)
- Copper wire mesh
- Black aluminium
- Black-coloured timber (for the main site's trusses)
- Beige linoleum flooring (for restroom flooring)

MAIN SITE - FRONT ELEVATION / FACADE



MAIN SITE - WEST ELEVATION

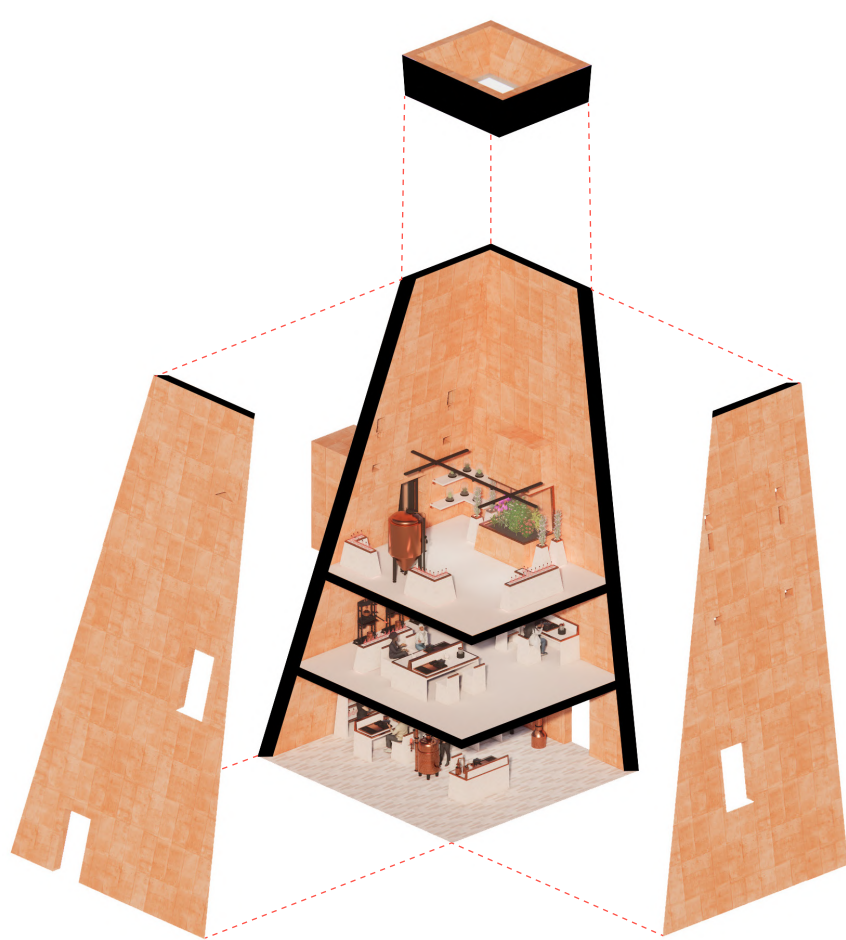


Users will be able to see how Eidolon Elixir's design sits alongside the rest of Coal Drops Yard but also be able to witness the large ghost monoliths piercing the fabric of the building.

The design concept follows my maquette model, a clustered effect where ghosts are emerging from the centre of the main site, phasing through solid objects like a ghost.

Technicians, NHS staff and **workers** are present throughout Eidolon Elixir.

ZOOMED IN DETAIL - MONOLITH II



MONOLITH II EQUIPMENT

Ground floor - Essential oil & hydrosol production

- Alembic stills
- Rotary evaporator
- Distillation apparatus
- Boilers
- Stove table
- Eidolon Elixir's monolithic work stools and work tables

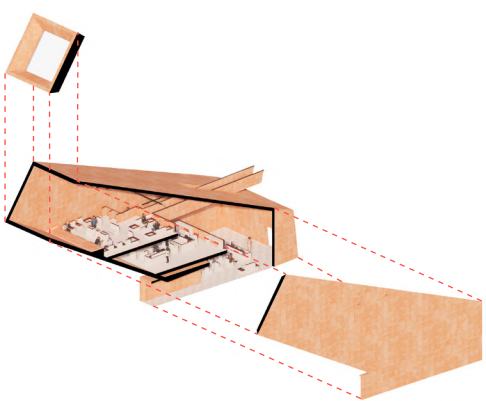
First floor - Infused oil production

- Oil press machine
- Extractor apparatus
- Double boiler
- Stove table
- Eidolon Elixir's monolithic work stools and work tables

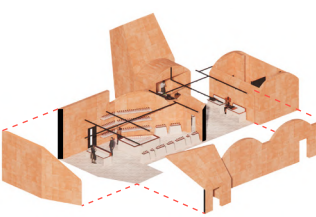
Second floor - Fermentation & botanical storage zones

- Fermentation chamber
- Display plinths
- Temperature and humidity control system
- Fermentation vessel

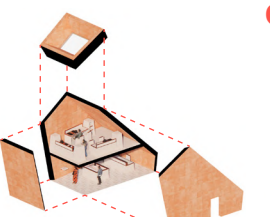
MONOLITH I



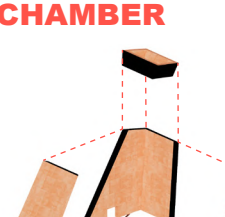
MONOLITH III & IV



MONOLITH VI

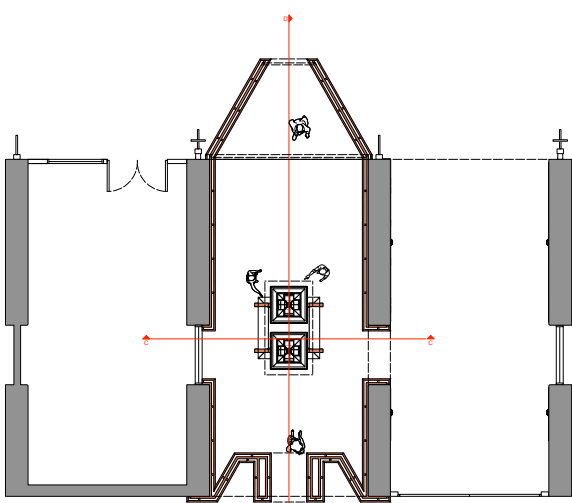


ECTO-MIST CHAMBER

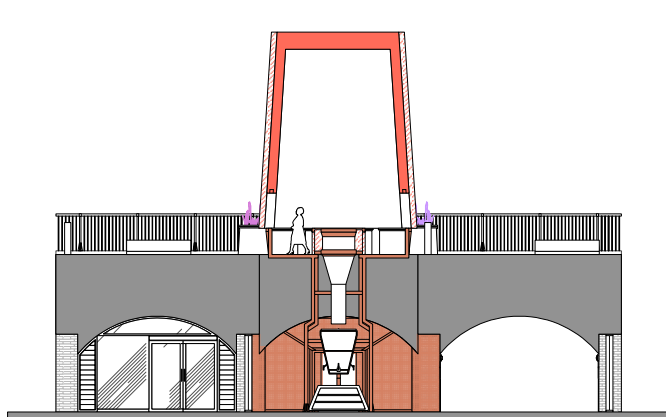


Exploded axonometric diagrams that show the floors and different programmes present in each monolith.

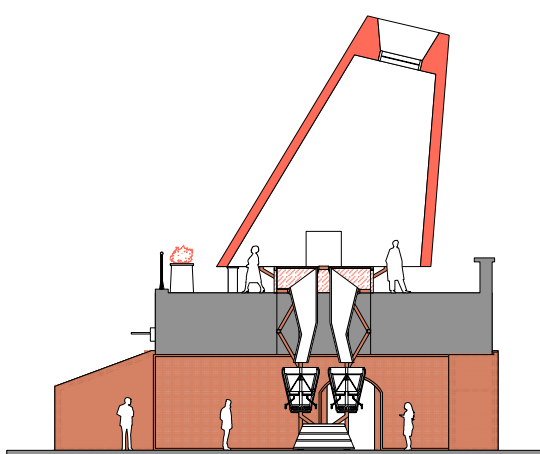
SATELLITE SITE
GROUND FLOOR PLAN



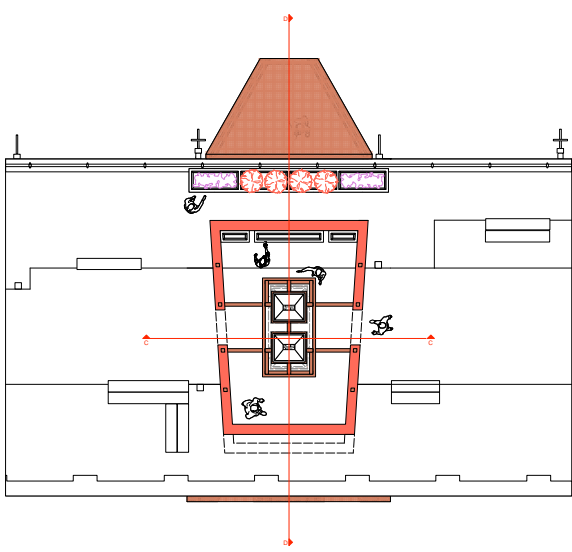
SECTION CC / SHORT SECTION



SECTION DD / LONG SECTION

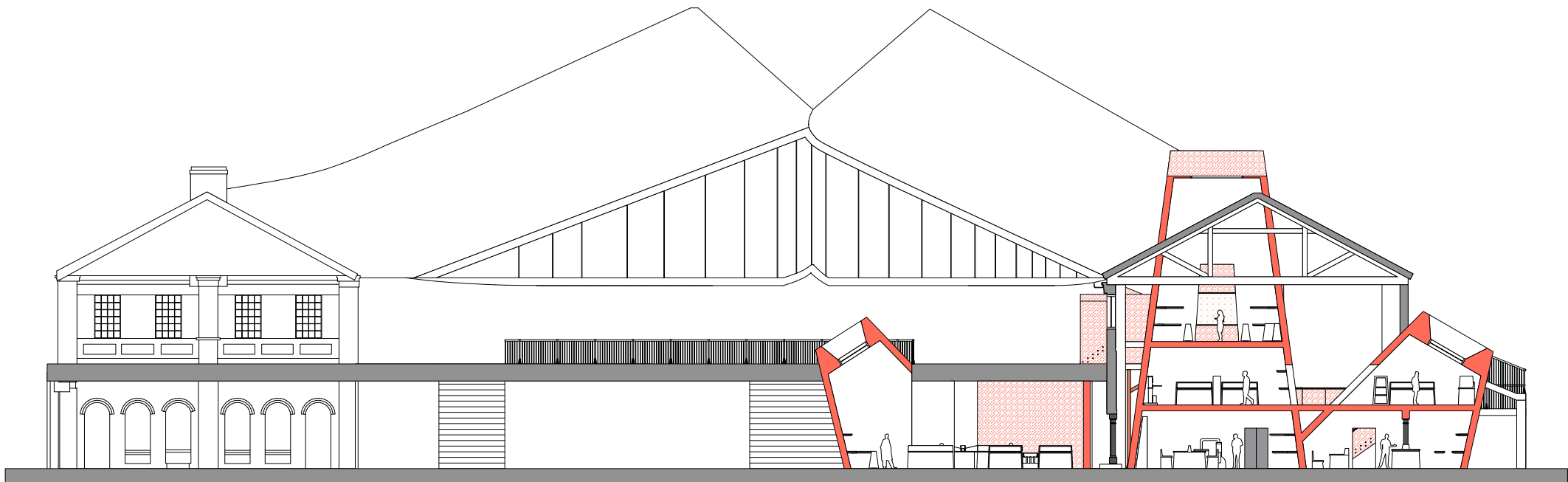


VIADUCT LEVEL PLAN



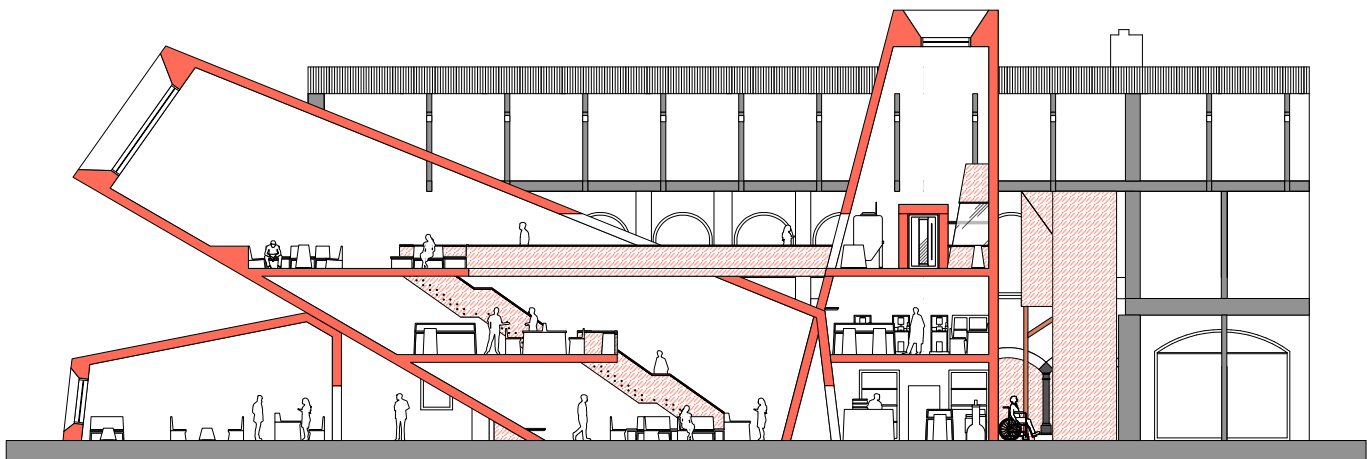
The arch has a complex copper-plated support system that helps elevate the Canopy Monolith to create a floating effect while also providing support to the heated vat. This support breaks through the existing brick ceiling from the terrace level, leaving the brick void space for users to get glimpses of the floor above and the users making the infusions.

SECTION AA / SHORT SECTION



Long section showing multiple programmes: balms and lotions, essential oils and hydrosols, sampling of remedies, infused oils, elixirs and syrups, and the fermentation and botanical storage zone.

SECTION AA / SHORT SECTION



A short section showing the reception zone and education hub along with the balcony design used throughout Monolith I, essential oils and hydrosols, tinctures and decoctions, infused oils, Wraith's Rest along with the bridge system connecting Monolith I and II, and the fermentation and botanical storage zone.

This view also shows the machinery used in Monolith II, like the oil machine presses and the fermentation chamber that follows the form of the monolith.

I also wanted to show how the trusses are woven into Monolith I and II.

Section views here show both the apothecary-based programme and the equipment present.

Workbenches, stove tables, pestles and mortars, scales and various other pieces of equipment are used across all programmes.

These views also capture the scale of the colossal monoliths as well as other architectural elements like the thresholds, skylights, the mezzanine-like structure for the floors, bridge systems and the skylights that help illuminate parts of the spaces.

1:50 SCALE SECTIONAL MODEL



1:50 scale sectional model showing Monolith II and how it sits alongside the existing site. I was able to capture the monumental and colossal nature of the model. Architectural elements that were crucial were how trusses are threaded through the monolith, the skylight, the intersecting corridor of Monolith I and II, the internal bridge, the external lead to the terrace, and the thresholds.

CAPTURING ARCHITECTURAL MOMENTS



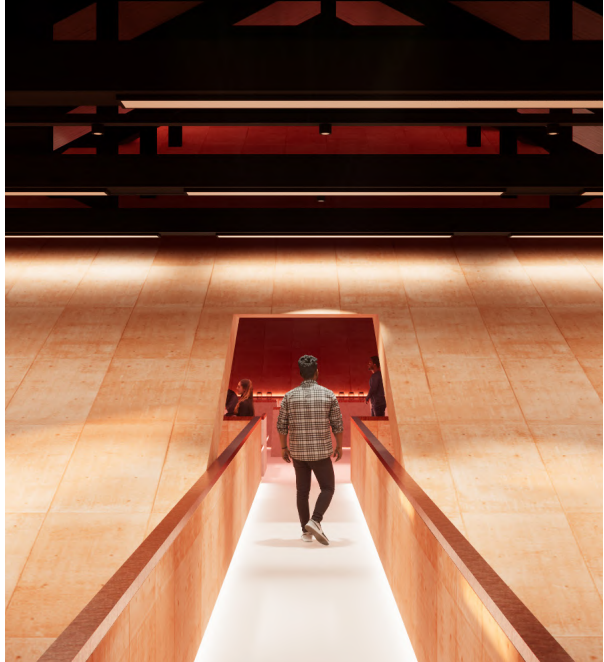
3D model and photo hybrid visual showing Eidolon Elixir from terrace level. This showcases the colossal nature of this project, the architectural design and how it interacts with the rest of the site. I also was able to show the thresholds on the second floor that connect to the terrace.



Visual capturing of the transition in the intersecting corridor of Monolith I and II.



Visual showcasing the cluster of monoliths with light illuminating the surface of Monolith II. This view was taken from the main stairs leading to the first floor programmes.



Visual showing the bridge to Wraith's Rest.



Capturing the user entering into Monolith VI. I also showed how the monolith interacts with the site.

VISUALS



Users in the **Ecto-Mist Chamber** receive their **herbal infusion**. This space allows users to gather around the device and socialise before moving onto the main site. Steam and lights add to the ghostly element of Eidolon Elixir.



Capturing the sunlight illuminating the interior of Monolith I, also showing the architectural design of the structure.



Users on the first floor, working in **tincture** and **decoction** production.



Visual showing users working in the **balm** and **lotion** programme. Large lotion-filling machines and herbs are present.



The **retail zone** is heavily reliant on artificial light but utilises it in **theatrical** ways, illuminating the floating shelves and track lights placed above the central plinth, creating a focal point on the community's work. This space will sell Eidolon Elixir's branded products as well as the users' creations.



Visuals taken in **essential oil** and **hydrosol** production, where large-scale copper machines like distillation apparatus are present. Also adding a coffered ceiling detail for some rooms.



Night-time visual of **Wraith's Rest**. The space uses orange lights to create a calming atmosphere.



Visual showing the **fermentation chamber** holding various types of flowers, herbs and plants. This room uses lights to place attention on the human herbs displayed.



Visual taken underneath the Canopy Monolith. Natural light helps in bringing a **theatrical** sense when placing the **blood orange** and **lavender** in the funnels. It creates a focal point for the users as they make a new batch of infusions for future guests of Eidolon Elixir.

This view also shows the floating monolith that lets more light illuminate the bottom portion.

HERO SECTION - SECTION BB / LONG SECTION

