

IMAGINING FUTURES - ECHOES OF DECAY

MIRAJ PATEL

Brief: The goal of Imagining Futures was to reimagine the function of libraries in the year 2034, by creating a space that accommodates two clients, a librarian and an ecologist. The new space allows both of my client's work to be connected while providing for the residents and users located in the area.

Intention: My intention is to make a space that will help the library achieve its goal of providing information and knowledge to the community, while also raising ecological awareness of its negative impact on the environment and how it will affect us in the future.

Echoes of Decay: Echoes of Decay acts as an abstract architectural project, but also as a warning of the damage that human impact does to the environment. The project uses monolithic-like structures made from resin, sand and dirt, that follow the form and style in my conceptual manifesto (Dark Future). These monoliths act as monumental structures that highlight the narrative of human impact leading to decay, as well as create focal points inside the library, to create a dramatic and theatrical experience.

SITE - CHILD'S HILL LIBRARY



Street view of the site.



Double height space.



Lowered ceiling height space.

This is the Child's Hill Library, located in the London Borough of Barnet. It was built during the 20th Century and acts as a community hub by providing books and resources for residents in the area. It has a wide selection of books ranging from non-fiction to fiction.

The interior of the library has a double-height space as well as multiple windows that allow natural light to pass deeper into the space, illuminating the interior.

The use of high windows also allows for privacy for the users when in the space which is necessary for a library.

Having a double-height space is a positive for this space as it allows more natural light to penetrate the space, providing more illumination in the middle section of the library.

It helps in making the space more dynamic and large, which can change how the users feel in the space. Having more room is welcoming to the community.

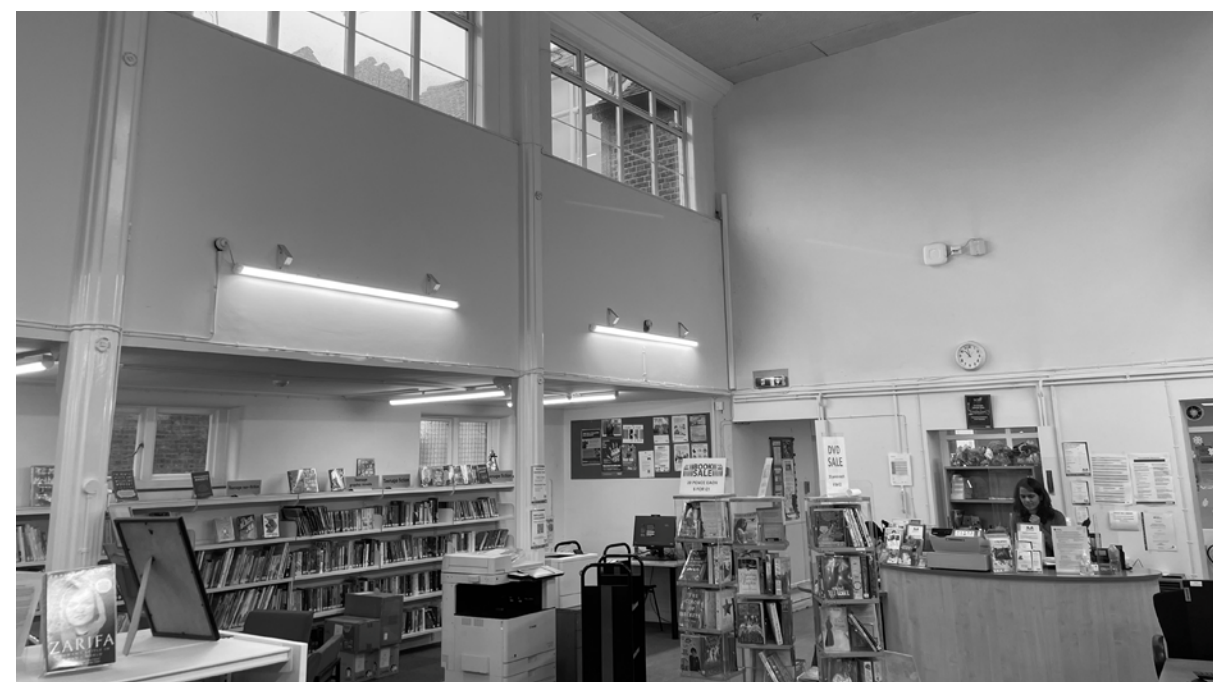
This feature does help as compared to other libraries. It isn't a very large library, but the double-height space helps in making it look bigger.

The lowered ceiling areas on both sides of the site rely on artificial lights while still having an empty pocket of space between the bookshelves closer to the support beams.

This allows the natural light from the high windows to reach the area.

I used to visit libraries a lot when I was younger.
 For me, libraries helped in improving my knowledge. I used to read books on animals, specifically sharks.
 Libraries were places used to not only read and educate ourselves, but relax and take a break from other activities.
 The first book I read in sixth form was *Cujo* by Stephen King.
 The library has always been a good place for me to read and study. It offers me a space that will help me concentrate more.

My experience with libraries.

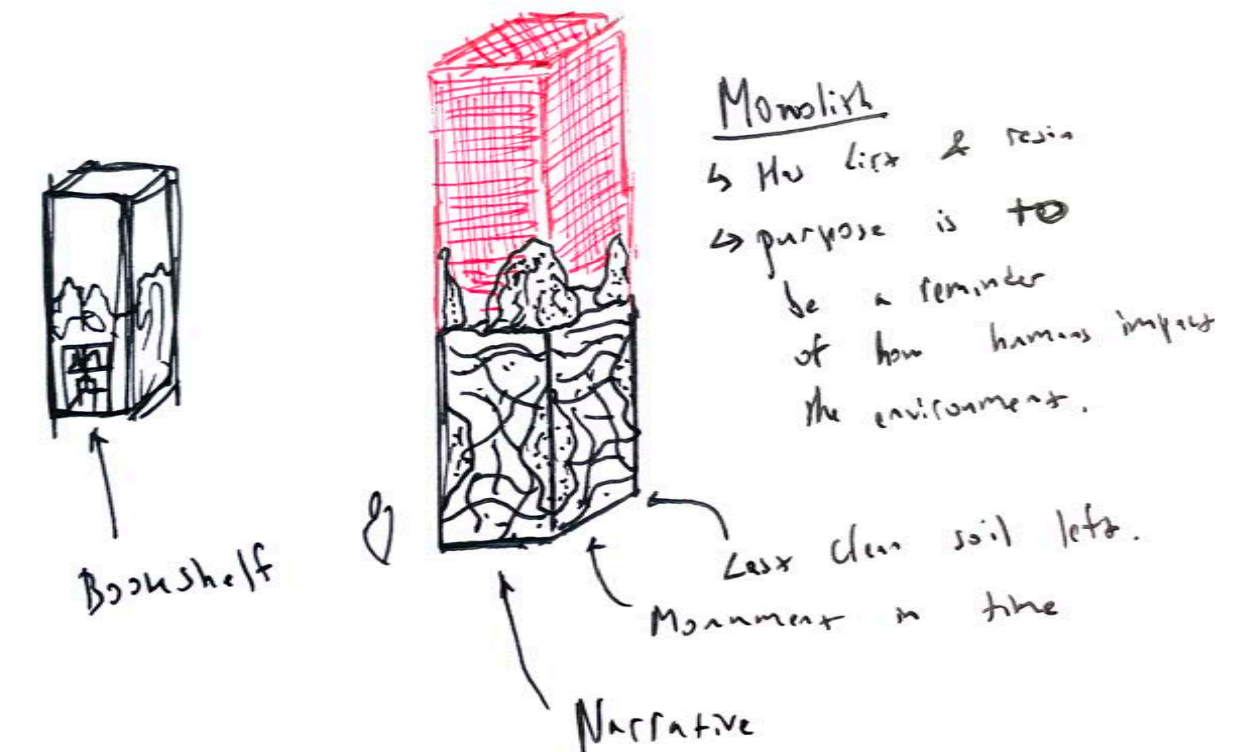


Double height space and high windows.

INITIAL IDEAS



Resin and sand monolith. First model made.



The monolith acts as a "monument in time". The idea of dirt trapped in resin, to create an apocalyptic theme.



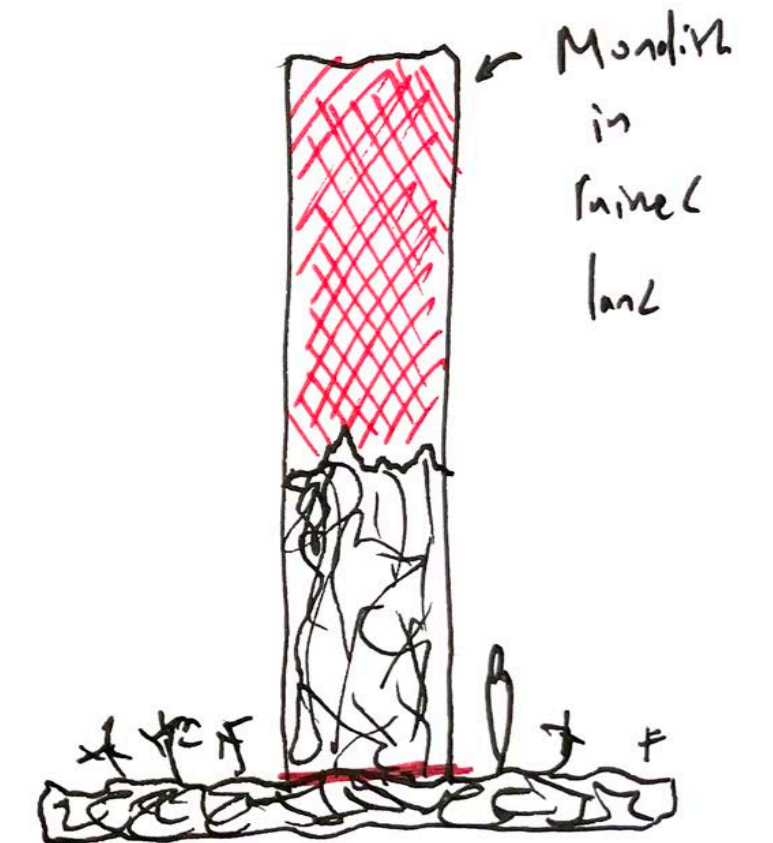
Manifesto - Dark Future. Using light and smoke to create a focal point.

For my manifesto, I wanted to show a destroyed land with the monolith acting as a 'beacon of the past'.

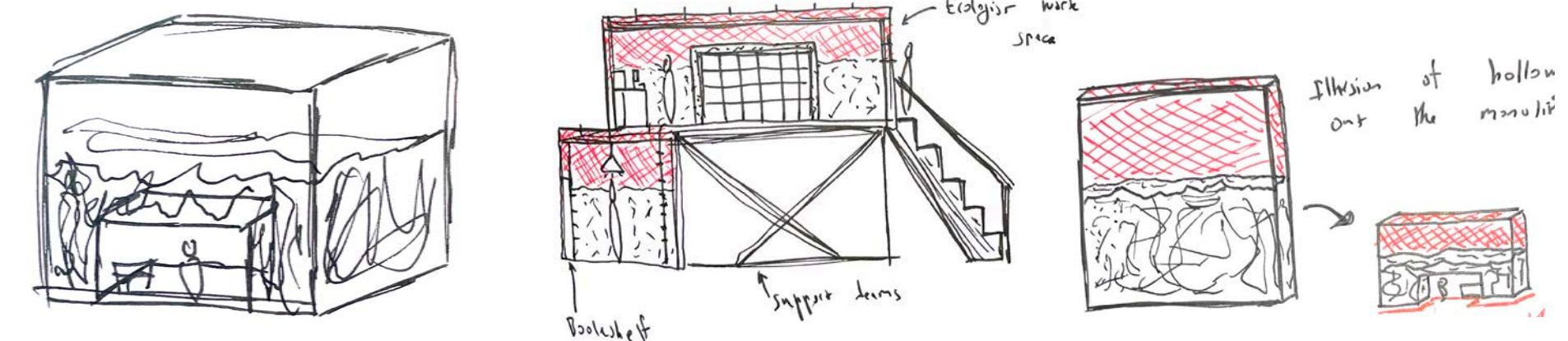
The narrative is that the monolith acts as a reminder of what clean resources we had before human impact.

Acting as a warning if we don't care for the environment.

Leading to a state of decay.



Sketch of the monolith on ruined land. Also showing the scale of the monolith next to a person.



ATMOSPHERIC MODEL



My Atmospheric Model is meant to show a ruined land and have an apocalyptic feeling. I decided to base my Atmospheric Model on my manifesto, except I wanted to use the same sand used in the monoliths to create an 'emerging from the ground' effect.



Using orange lights. It worked well against the texture of the monoliths. Inspired by the orange haze in Blade Runner 2049.



Using artificial light to mimic sunlight.



The use of light helps in casting huge shadows on the sand.



I wanted to explore how light can create a theatrical effect for my Atmospheric Model.

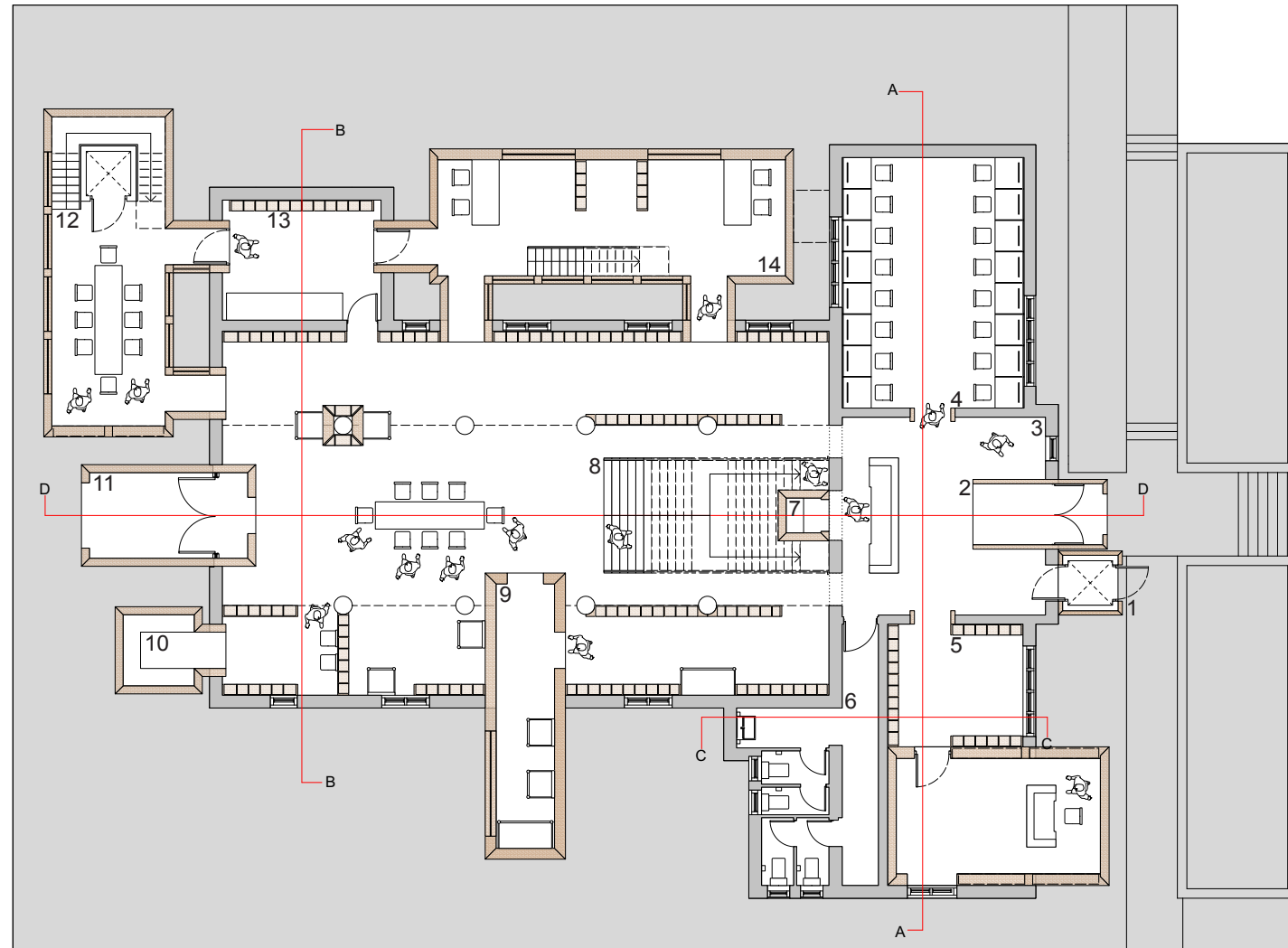
The use of orange light not only works well against the natural materials of the monolith, but it also helps in creating a sense of drama and creating a dystopian future atmosphere.

My intention was to allow light to pass through to reveal the dirt and sand trapped in the resin.



ORTHOGRAPHIC DRAWINGS OF ECHOES OF DECAY

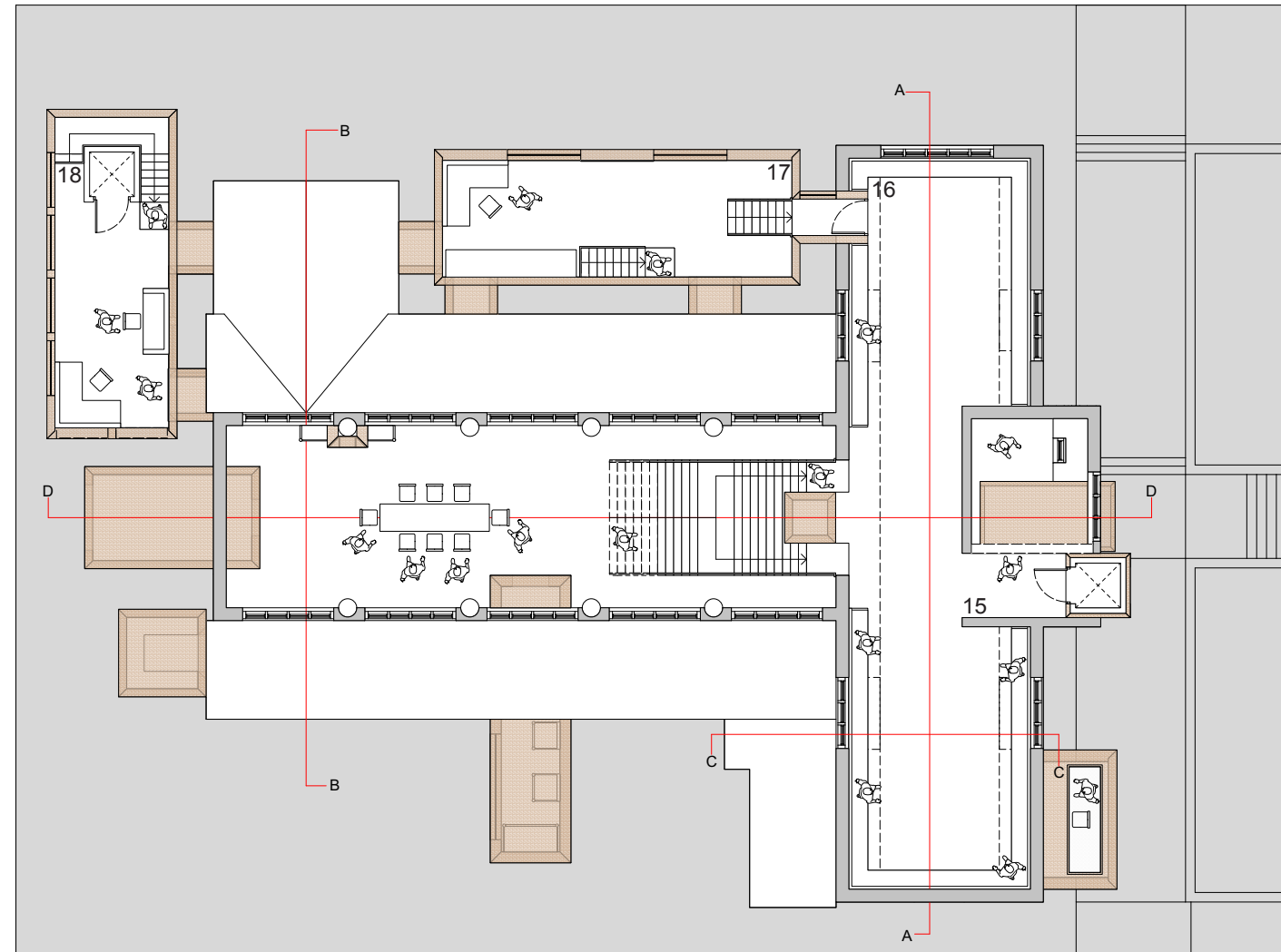
GROUND FLOOR PLAN



1. Elevator Monolith 2. Main threshold 3. Reception area 4. Study room 5. Librarian's office 6. Restroom 7. Solo Monolith
8. Main stairs 9. Insertion Monolith 10. Isolation Monolith 11. Entrance to garden 12. Ecologist Monolith 13. Rest area 14. Work Monolith

The ground floor has the outside elevator leading to the first floor as well as the main stairs in the center. The community can access the new space through the reception and have access to books and the ground floor of the monolithic structures. The librarian's office is on the left side of the building near the main threshold and elevator.

FIRST FLOOR PLAN



15. Elevator Monolith 16. First floor quiet room 17. Ecologist workspace 18. Ecologist workspace

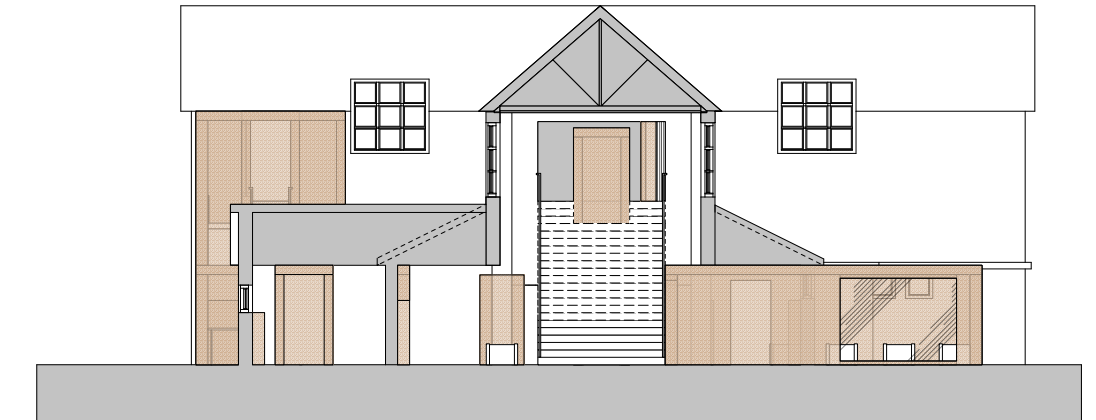
The first floor space is the quiet room that has benches running along the corners of the walls. On the right side of the quiet room is the entrance leading to the ecologist's office/workspace. Both exterior monoliths are intended for ecologists' use and act as workspaces. Both Work and Ecologist Monoliths have large windows to let light through.

SECTION AA



Section AA shows the reception area, study area and quiet floor of the first floor.

SECTION BB



Section BB shows the main stairs around the Solo Monolith, Insertion Monolith and Work Monolith, which is used as a study room and ecologist's office/workspace.

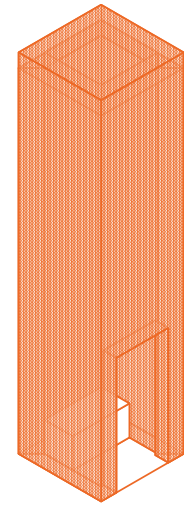
The important design trait is that all of the monoliths allow both natural and artificial light to pass through to reveal blurry images of objects behind the walls. The idea of concealment and offering privacy without creating solid walls.

LONG SECTION

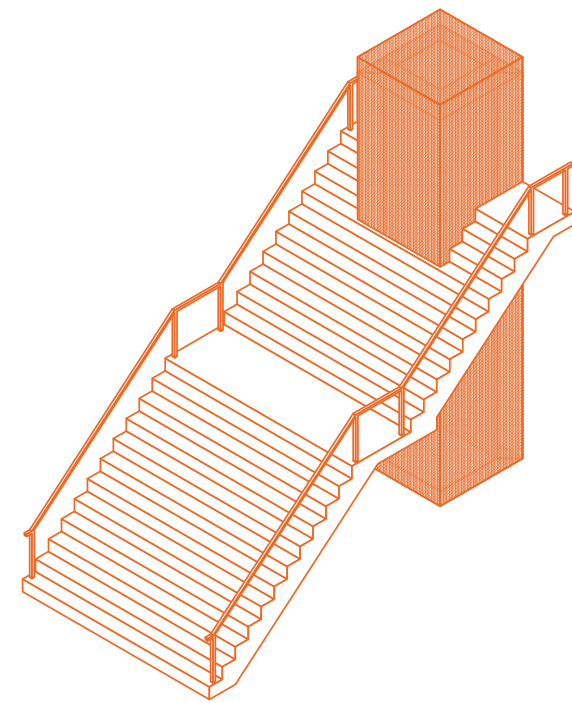


Section DD shows the building split down the middle. Showing the main threshold, reception area, Solo Monolith and main stairs leading to the first floor's quiet room. It also shows the bookshelves in the resin and sand form, the entrance to the garden and the Ecologist Monolith where I made the stairs wrap around the elevator leading from the ecologist meeting room on the ground floor to the workspace on the first floor. This view also shows the cut-out section from the first floor, revealing the Elevator Monolith at the reception area. Creating a dynamic atmosphere and making the monolith become monumental.

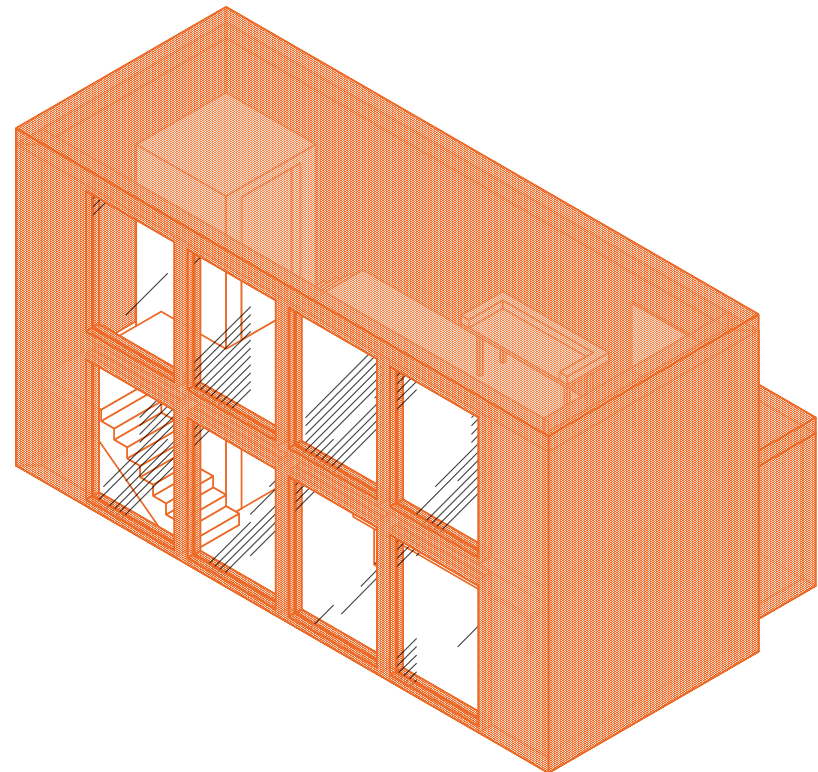
AXONOMETRIC DRAWINGS



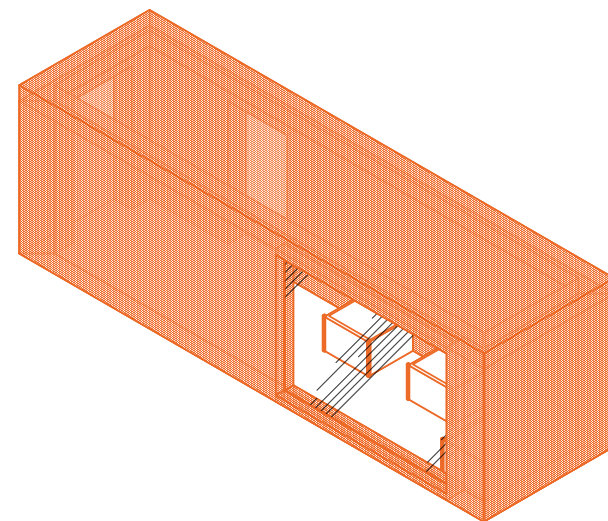
Solo Monolith. There is a bench inside for the receptionist.



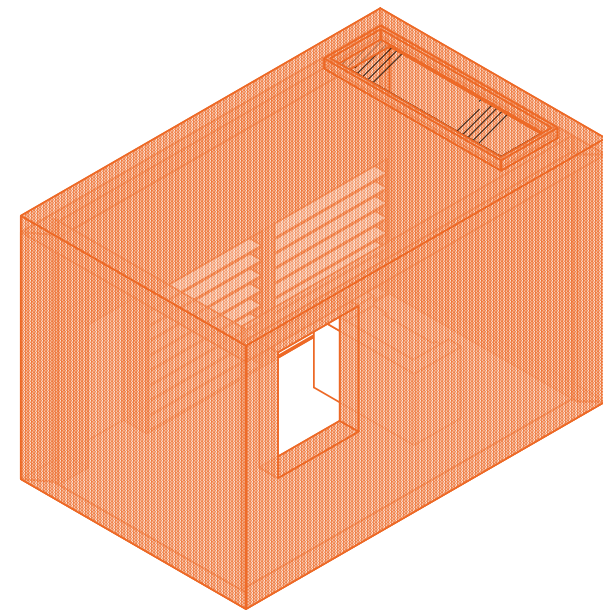
Solo Monolith with the main stairs wrapped around it.



Ecologist Monolith. The ground floor is the meeting room and the first floor is the workspace. It starts from inside the site then leads outside.



Insertion Monolith. Used as a lounge space for the community and users.



Librarian's office. The office has resin and sand walls with a left side opening that is connected to the left side windows of the site. There is a skylight that allows natural light to flood the interior above the librarian's desk. There are bookshelves that are integrated into the walls.

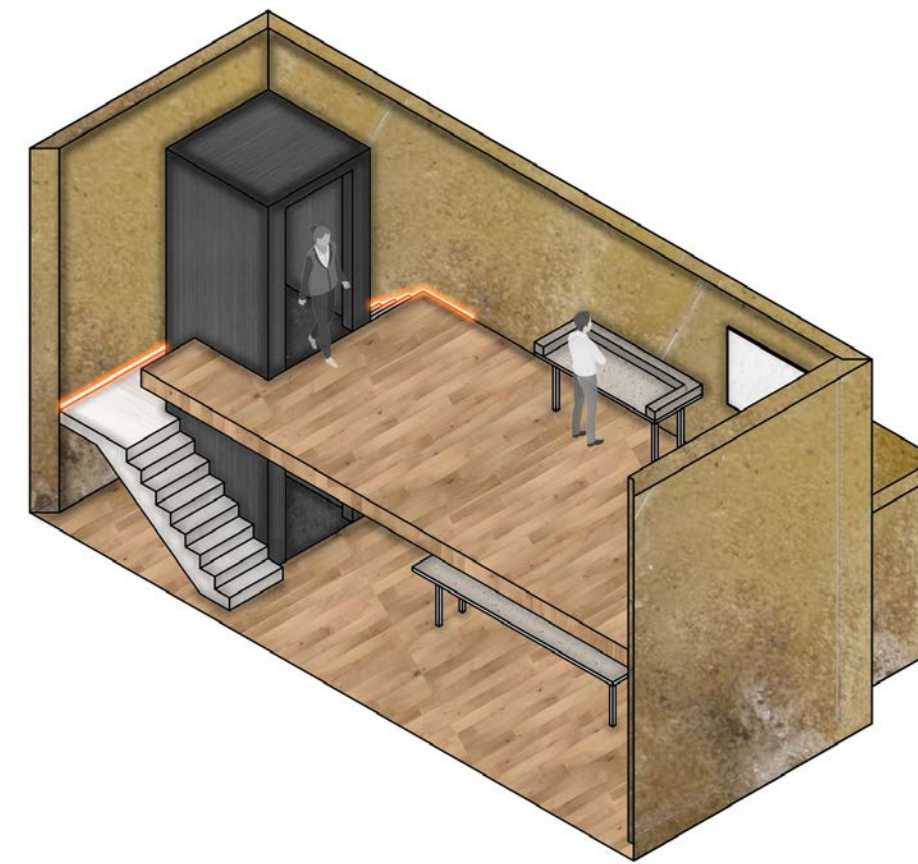
Echoes of Decay Overview: Echoes of Decay should be viewed as a warning or reminder of what could happen if we don't care for the environment. Further pushing the narrative of raising awareness of the decay that human impact correlates to. My design uses monolithic structures that have dirt and other resources trapped inside resin as a reminder of what clean resources we used to have.

There is still a hopeful side to this project, with the use of orange LED lights that run along the interior walls of specific monoliths and surround the outside of any exterior monoliths. The orange light links to light and colour, having an emotional effect on the users. Orange lighting represents optimism and can create a hopeful feeling that contrasts against the monoliths' rough texture.

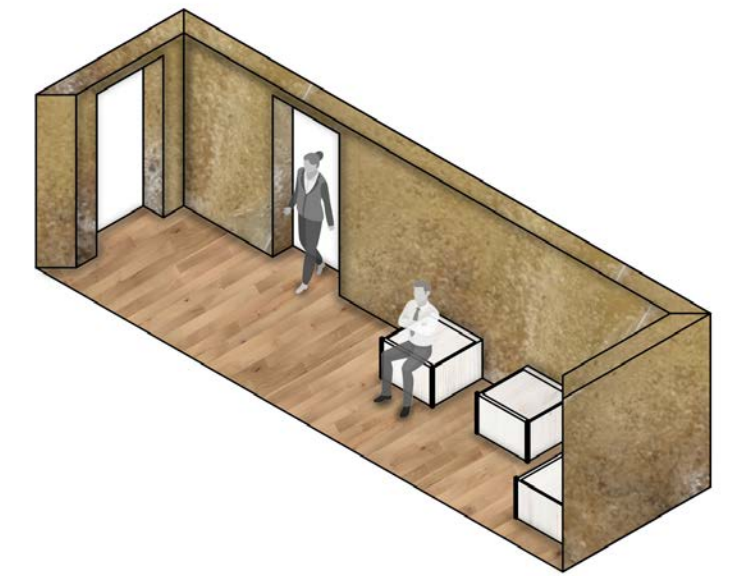
The exterior monoliths have large windows that allow large amounts of natural light to flood through to illuminate the resin walls. It also shows the hopeful side of my design, by having the harsh reality resonate with the users, to then have a bright and optimistic view outside, showing how we can still change our ways and help the environment.

Interior Futures: This project highlights the effect of human impact on the environment. This project confronts the issue and creates structures that build a narrative for the users. The abstract nature of Echoes of Decay and the dark symbolism behind it are linked to creating a new space for both of my clients. While providing a sense of change and educating the public in a place of education.

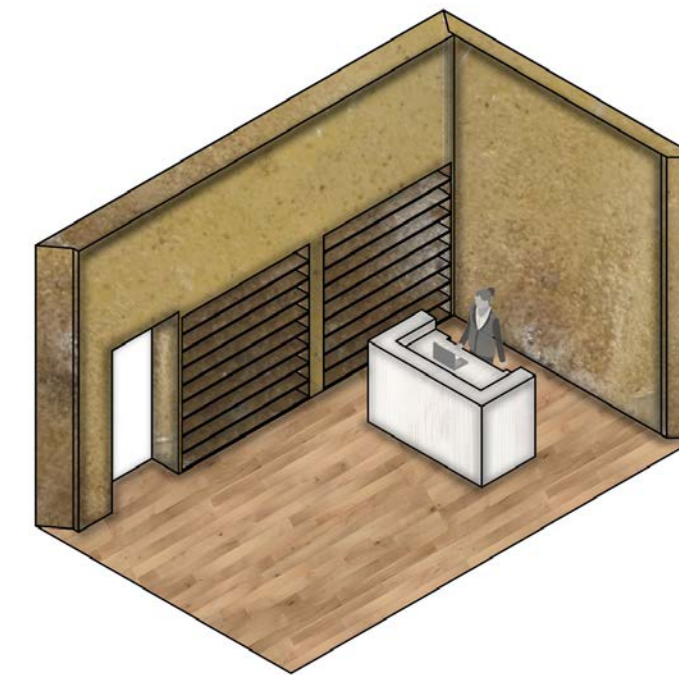
AXONOMETRIC VISUALS



Axonometric visual showing the Ecologist Monolith and light around the stairs.



Axonometric visual showing Insertion Monolith.

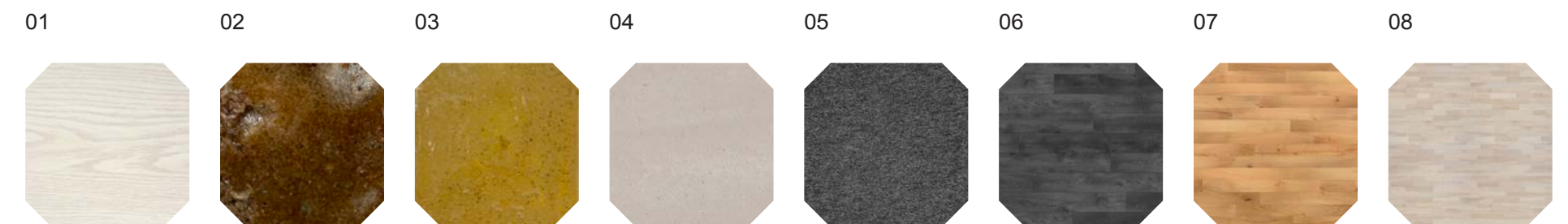


Axonometric visual showing the librarian's office.



Axonometric visual showing the Solo Monolith and the person sitting inside.

MATERIALITY



- 01. Limewash ash
 - Seating and quiet room benches
- 02. Sand
 - Monolith bottom portion
- 03. Resin
 - Monolith top portion (translucent)
- 04. Corian Neutral Concrete
 - Tabletops

- 05. Dark grey carpet
 - Ground floor flooring
- 06. Dark grey vinyl flooring
 - Restroom flooring
- 07. Beech flooring
 - Monolith flooring
- 08. Limewash oak flooring
 - First floor flooring

ORTHOGRAPHIC VISUALS

GROUND FLOOR VISUAL

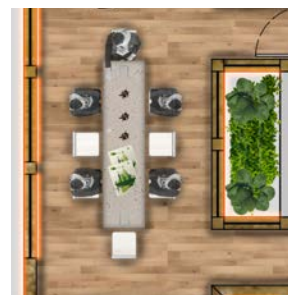


Creating a dramatic and apocalyptic design while using light to create an uplifting mood.

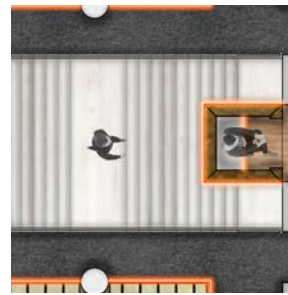
FIRST FLOOR VISUAL



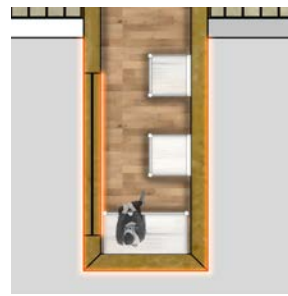
The monolithic structures has light surrounding them to create a monumental design based on my manifesto.



Meeting room.



Main stairs.



Insertion Monolith.



Cut-out section.



Ecologist working.



Quiet room.

ORTHOGRAPHIC DRAWINGS OF ECHOES OF DECAY

FRONT ELEVATION VISUAL



Using light to point out the entrance points to the site while still respecting the existing site by keeping the 'Mock Tudor' design.

SECTION AA VISUAL



Section AA shows the first floor, quiet room. The use of orange light helps in creating a hopeful mood in the apocalyptic interior and quiet room.

SECTION BB VISUAL



Linking to the hopeful aspect of the design. Users get a clear view of the garden in the Insertion Monolith.