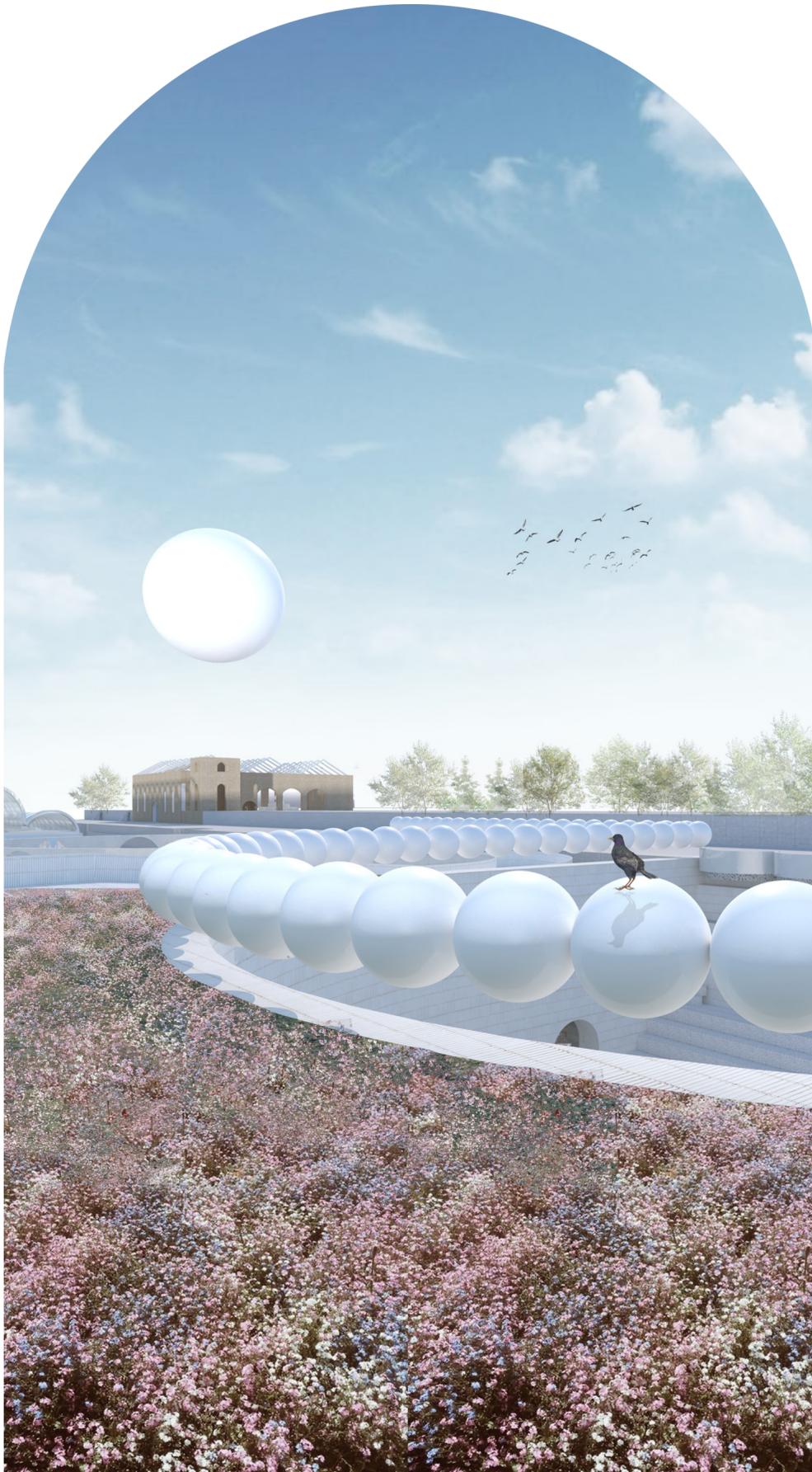


Wanderlust

A MULTIFUNCTIONAL DREAMSCAPE FOR THE IMAGINATION OF THE PUBLIC



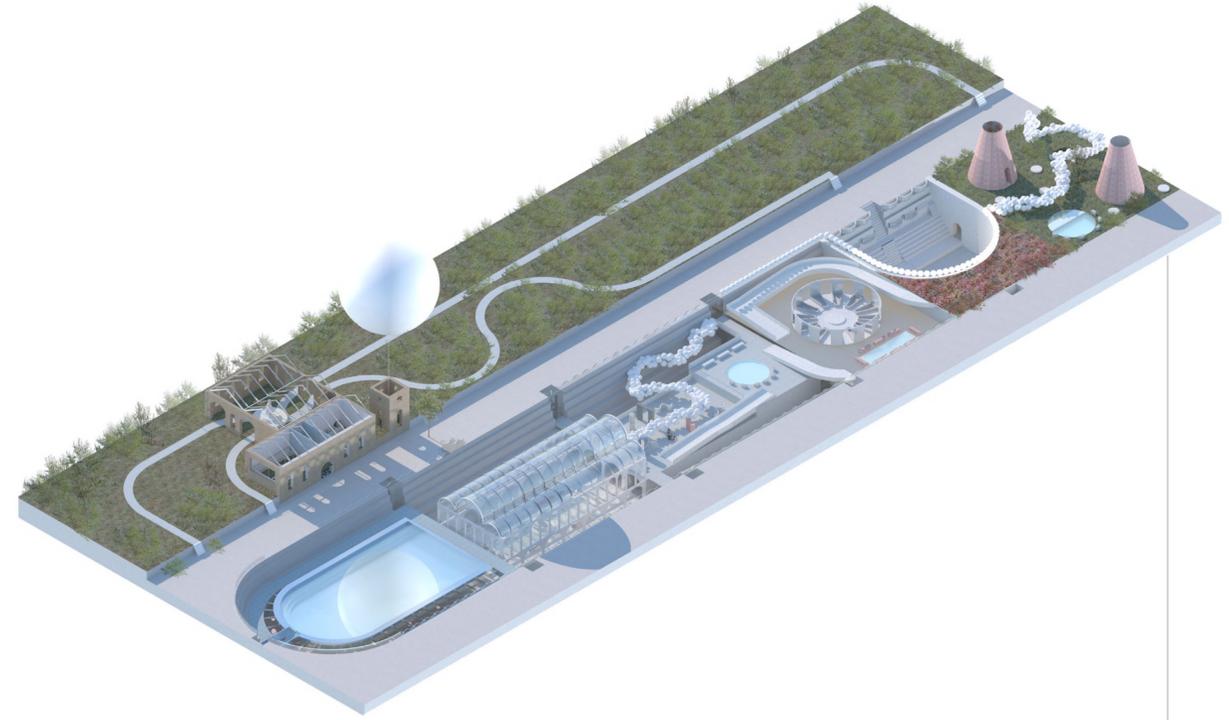
DOCKYARD NO.1 AND THE PUMPHOUSE / GRAVING DOCKS, GOVAN, GLASGOW, G51 2PA

MOLLIE FORSYTH

About Wanderlust

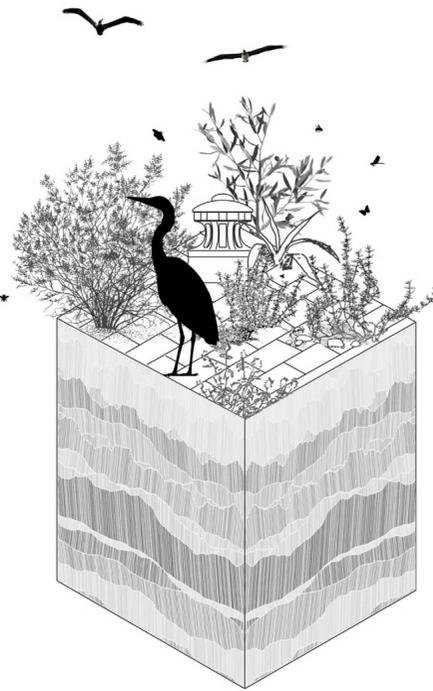
Imagine if our cities were designed for both people and wildlife to thrive. *Wanderlust* is a multifunctional dreamscape for the imagination of the public which acts as a catalyst for the imagination and self-expression. The space sings in tune with the earth and those who choose to venture inside it. Located within one of Govan's Abandoned Dockyards and its neighbouring Pumphouse, the terrain contains endless layers of the past, present and future. Upon entrance to the site a sense of poetry is evoked, as nature blooms through a past industrial landscape. There are so many layers to its terrain; remaining objects and machinery sit coated in graffiti, whilst wildflowers provide for humming bees. It is as though nature has coated the landscape in its finest gold, so delicate and pure. Perhaps the Dockyards provide a sense of hope, that such golden ages can return, that even in the depths of the city, nature can flourish. *Wanderlust* invites the act of mindless wandering where the user can enter an elemental interior and get lost in the metaphysics of the soul. *Wanderlust* calls for harmony between humanity and earth.

The physical structure of *Wanderlust* has been determined by considering humanities intuitive navigation through space. In designing a public space, it is essential to consider its desire to reach a wider clientele. This has been grounded through contemplating how natural instincts and intuitive behaviours can be activated. By curating *Public Profiles* these intuitive roles have been further defined, where the individual may embody the role of a: *Explorer, Nator, Daydreamer, Gardener, Expressor, Performer and Scavenger*. These *Public Profiles* have composed *Wanderlust's* proposed structure, in specific zones one public profile may be active, but in others these profiles begin to bleed into one another. *Wanderlust* aims to translate utopian ideals into the physical, grounding the physical design by responding to the existing nature of the site. It has been essential to listen to the site's everchanging nature where it is in a constant flow of metamorphosis, this has caused the longevity of the space to be deeply considered, where the proposed interior changes with nature and the people who choose to venture inside it.



Site / Location

Once, the dockyards lands were congested with smoke, towering ships and compact buildings. Almost one hundred years later, the Abandoned Dockyards sit with an entirely different ethos. Nature has pushed through grey granite and coated the once harsh landscape in wildlife. It seems nature always wins, bursting at the ground's seams. The Abandoned Dockyards were once Glasgow's largest shipyard. Built for The Clyde Navigation Trust by James Deas and Alex Lister. The site is category A listed. When the docks were in operation, a boat would sail in through the large open gates, these would then close behind them. The Pumphouse would then use four steam pumps to push the water back out, into the River Clyde. In a matter of hours, the docks would be empty, allowing workers to repair the undersides of ships, through the access of steps. The interior of the docks consists of granite blocks, many of which were hand carved. The dockyard remained in use until 1988, until they were closed. Since then, the dockyard has remained abandoned, used once as a film set for the movie 1917. There has been great talk of the site being restored or converted, however nothing has been shaped into a reality, therefore the site still remains derelict, and stands as a home for nature, and those who wish to explore its lost landscape.

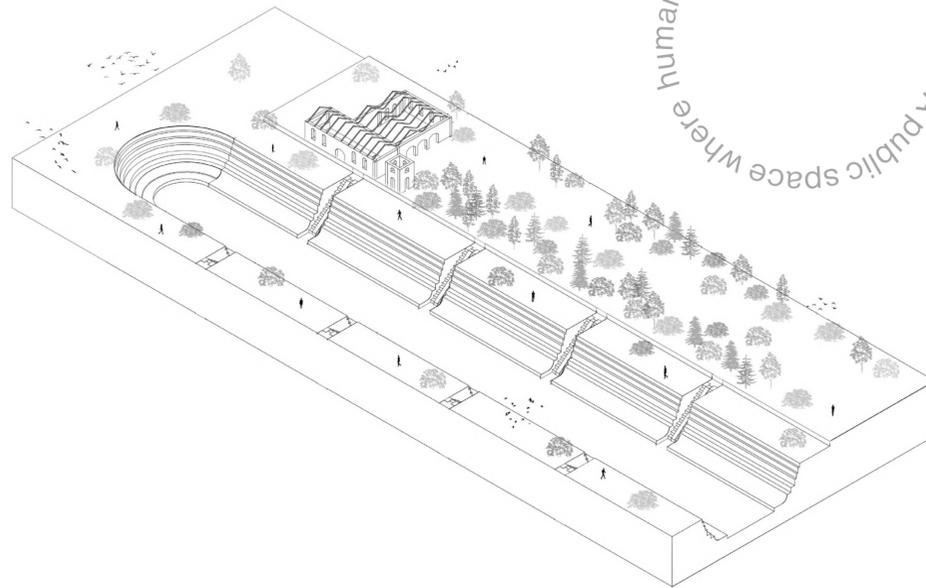


Design Narrative.

"The golden age, the dreamtime, is the present, and too much in it is leaking out now. The Times square clock that counted down the millennium, its seconds, minutes, hours, days racing away on a digital display, could have been kept for endangered species, at least thirty lost a day, more than ten thousand a year, half of all of them to be gone in a century unless something changes radically, or everything does. Imagine the present as already a Noah's ark, and greed and development and poison as a trio of pirates marching the plants and animals over the edge, to the bottom of the sea that is the past." - Rebecca Solnit



A public space where humanity and nature become one



Voyage

Across *Wanderlust's* waters sits a connecting Pumphouse, North of the river. These two Pumphouses were once in constant communication. To celebrate this past relationship between the two Pumphouses, shuttle boats have been proposed as an entry point to *Wanderlust*. Not only does this allow the public to retrace the past stories of the site. But it also allows the explorer to be fully activated even in the depths of the city, creating a great theatricality and emotiveness in the approach of *Wanderlust*.



Public Profiles



POINTS OF ENTRY TO WANDERLUST



■ PUMPHOUSE PEERS ACCESSED THROUGH SHUTTLE BOATS
■ GATEWAY TO WANDERLUST

The Pumphouse

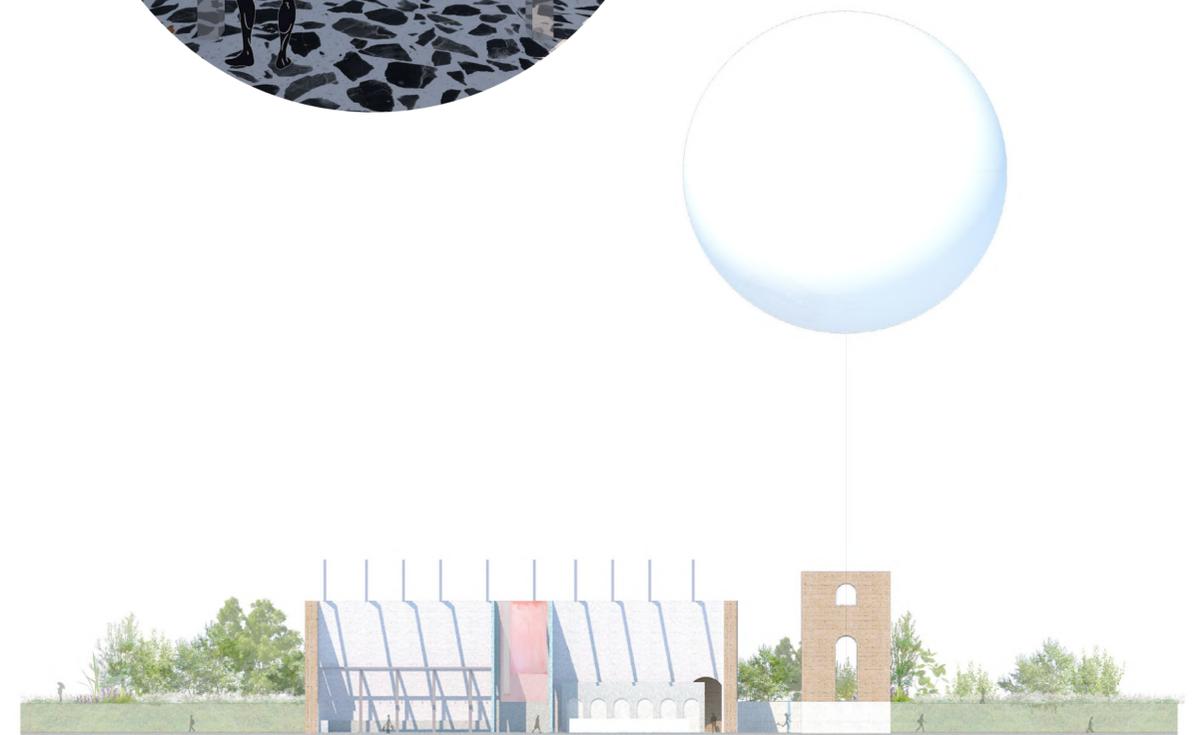
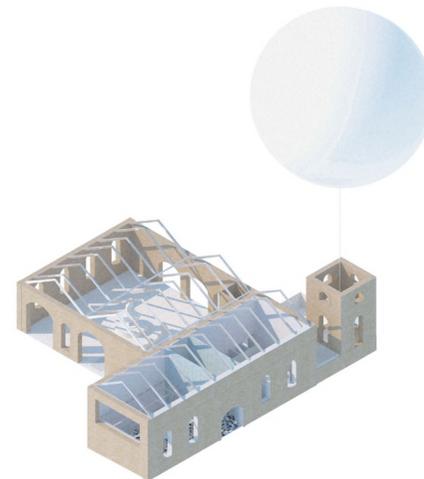


As the individual approaches *The Pumphouse* they are guided into *The Communicator* through open sandstone archways. Within the interior a *Wanderlust Statue* watches over as they decide which journey to embark upon. Each pathway leads to a different destination, which is engraved upon the statue's podium. *The Pumphouse* is segregated into two key zones: *The Communicator* and *The Changing Rooms*. *The Communicator* provides guidance pathways to key destinations of *Wanderlust*. It aims to help the user navigate, providing a suggested starting point to their journey, working merely as a guide to ignite inner desire and intuition. For Example, Pathway No.1 reads 'The Changing Rooms' leading out and through into the front archway of *The Pumphouse*. *The Changing Rooms* provide a private changing space before wading into *The Promise Pond*.

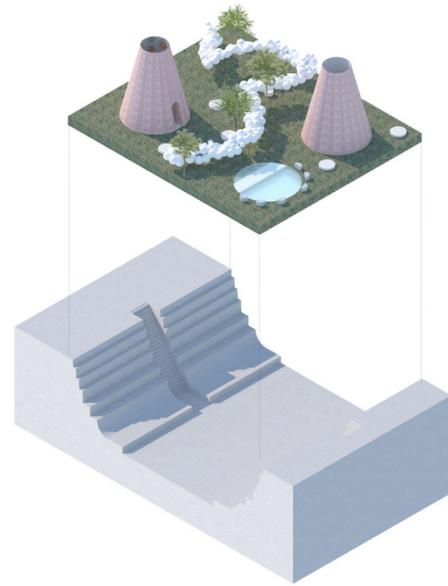


Approach

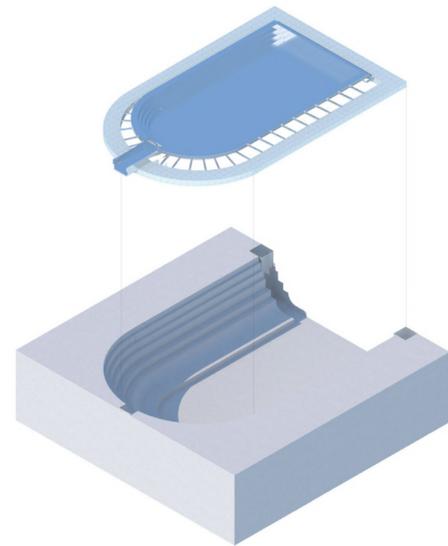
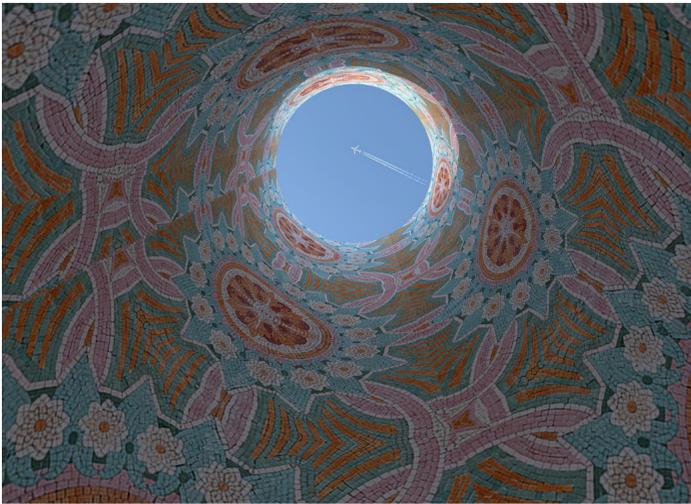
As the individual wanders up from the shuttle boat pier, or down from the main entrance, the sight of a large weather balloon grows. Through clusters of trees a wild meadow sways quietly, as pathways meander from sandstone archways. It appears all have embarked upon a journey, perhaps it's time for the individual to discover their own journey through this hushed landscape...



Breezing Meadows



A gentle breeze whispers amongst the hustle of wildflowers. The Landscape is hushed by the hum of nature, insects soak in their daily dose of nectar, whilst birds glide over waters and kiss the daytime sky. As the individual approaches the Breezing Meadows a large cloud like body meanders through, whispering anticipation of the journey to come, emanating with a desire to be followed. Amongst this sacred land two stone pink towers emerge. It appears there is so much longing to be discovered, what journey may the individual choose to embark on?



Promise Pond

Water ripples as ducks and swans glide across *The Promise Pond's* fresh spring waters. As the individual stands upon the top step of the dock, the entire landscape plays out in front. *The Promise Pond* basin creates a sense of nostalgia, celebrating past stories of the site. Where ships were once centred, suspended and tended to. *The Promise Pond* walkway circles, whilst the tops of wanderer's heads channel alongside quiet waters. The Weather balloon watches over as seagulls circle it's angelic structure. Beyond, the tops of *Paradise Garden* and the distant stone pink *Sky Gazers* peer over. Glasgow's skyscape emerges. As the individual stands at the peak of the dock it is as though anything is possible, that suddenly the un-imaginable has become a tangible reality.

Forever Theatre



Wanderer's Roofscape



As the individual dreams beyond Perspective Platform, a third ramp leads down into *Wanderer's Roofscape*. The *Cloud Drifter* intertwines with archways and curving shapes. These objects activate the senses and demand to be explored, each object opens itself to interpretation, imagination and self-expression. From large terrazzo to compact tiles and galvanised steel this vivid contrast in materials allows the sense of touch to be heightened. Amongst these wonderous shapes the *Cloud Drifter* streams through, diving into the structure ahead. What else is yet to be explored? "*Walkers are 'practitioners of the city,' for the city is made to be walked. A city is a language, a repository of possibilities, and walking is the act of speaking that language, of selecting from those possibilities. Just as language limits what can be said, architecture limits where one can walk, but the walker invents other ways to go.*" - Rebecca Solnit *A Field Guide to Getting Lost*



Spring



Summer



Autumn

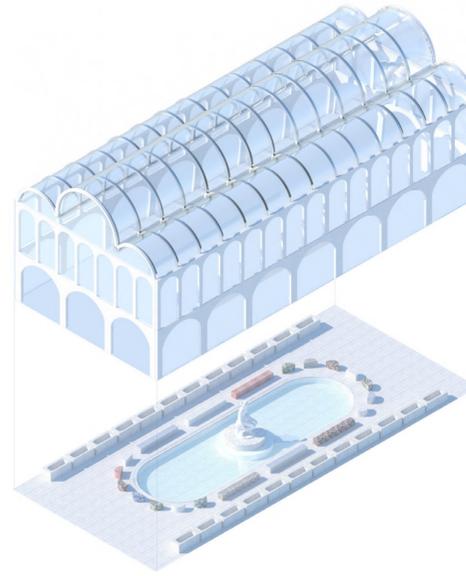


Winter

Paradise Garden



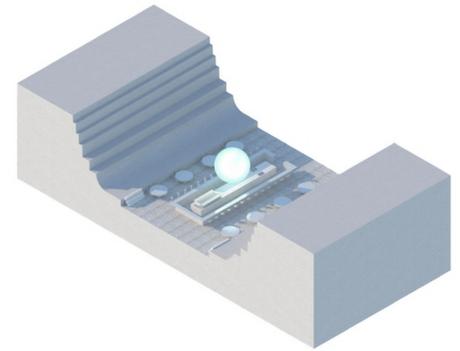
Lifts dance between steps transporting the user into the basin of Dock No.1 as the lift opens three archways guide the user into *Paradise Garden*. Suddenly the user is hit with a wave of warmth, scents of tropical flowers and banana leaves wash through the body. Even in the depths of winter the bitter air can melt away and the aura of a heated dreamscape can transport the user into an otherworldly dimension. *Paradise Garden* functions as the central meeting point for all *Public Profiles* to come together, some may sit, others may forage for tropical fruits whilst toes and legs are submerged into lily pad waters. It is from this that the individual can choose to extend their journey into the other interior zones through the body of Dock No.1.



Forager's Gifts

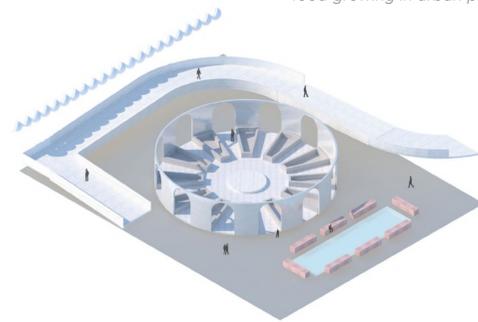


A soft blue emanates from a floating globe, reflecting off galvanised steel, creating a soft glow upon others faces. The interior contrasts so greatly with the exterior zones. Instead of large open skies and the hustle of nature, the user is immersed into an interior which feels cosmic and anticipatory. This contrast causes the imagination to expand even further. Within this ethereal ethos sits *Forager's Gifts*, which uses all freshly grown produce from *Blossomers Heaven* to provide hospitality for those journeying through *Wanderlust*. Open from early in the morning to late at night *Forager's Gifts* provides for early morning risers to night owls longing for evening entertainment.



Blossomer's Heaven

The individual begins to decline down a large open ramp, which circulates around curving steel archways, as the rain begins to fall the pitter patter upon the steel makes a meditative noise, it is as though *Wanderlust's* structures are singing in glee for the rain will feed the planting within *Blossomer's Heaven*. This gardening and allotment space is dedicated to the site's adjacent neighbours '*The Govan Wetlands Project*' allowing them to extend their environmental work beyond what bounds them. Providing fresh produce for *Wanderlust's* hospitality *Forager's Gifts*, providing a starting point to a circular system whilst demonstrating self-sufficiency. *The Govan Wetlands* describe their project work as: 'A multi-use-eco-park built by *Blue-Green Glasgow*, a community interest company, for the people of *Govan* and *Glasgow*. This project will transform the historic *Graving Docks* into wetland ecologies, community and educational spaces, and a showcase for climate innovation for the future of food-growing in urban places.'

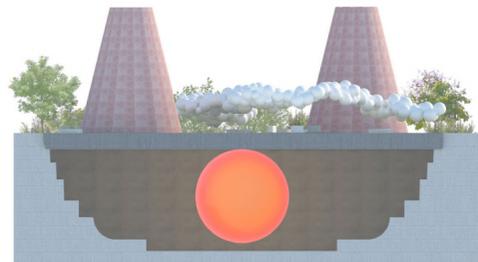


Embodiment

The glow of pink sphere lights reflects upon the basin of the *Promise Pond*, clustering towards the central point of Dock No.1's spout. A gentle archway reveals itself upon a curving platform, this space is dedicated to those great teachers, who guide the individual into full embodiment, through breathwork, yoga and meditation. The space functions as a large meeting space for guided classes which allow the individual to feel a greater connection to the movement and flow of their body. The space sits in it's simplicity, where the real mass of sitting at the basin of Dock No.1 can be felt. The acoustics echo through galvanised steel, asphalt and concrete, whilst the heat of the sun casts through glass.

Sunkissed Dreamers

As the individual ventures from *Forager's Gifts* a large sun vibrates the brightest oranges and pinks ever to be seen. As the user rests their eyes upon it's almighty mass their reaction feels almost spiritual. People gather around the sun as though to worship its almighty presence. Some sit from afar, others lay right beneath it's mass, feeling all it's vibrant glory kiss over the body. *Sunkissed Dreamers* marks the final destination point to the journey through *Wanderlust*; it aims to leave the user feeling utterly transformed and revitalised. Whilst also providing a greater connection to humanity. For the powers of the sun are not to be overlooked nor forgotten.



Front Section of Wanderlust

