

THE DEVIL'S PLAYGROUND

By FRED HOWARTH

A FATALISTIC SNAPSHOT OF A WORLD ON FIRE...



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HELL 666mi ▼



SECTION A

Snapshot



Scavenged food and recreational substances are supplemented by crops grown in 'The Farm'

Date to enter

Life in the Vaults is not for everyone, but all those who can stomach the intense hazing rituals and taxing physical lifestyle are welcome. Young bodies and minds will perhaps have the best luck at thriving in this particular environment. So if you seek...

- Satisfaction
- Release
- Mayhem
- Revenge
- Excitement

...then the Devil's Playground beckons you



The Users

18+

how far will you go to satisfy yourself?

The project's aim was to push hedonism and nihilism to bizarre extremes, so to play devil's advocate for a moment...

If we all *must* die, why do we fight death?

What is the point in perpetuating a meaningless existence?

Why waste time and effort saving a world which was doomed from the start?

Why not make peace with our fate and try to extract the maximum amount of Earthly pleasure in the minimum amount of time?

Give me shelter

In this hypothetical scenario, our world can no longer sustain life as we know it. Temperatures are rising, extreme weather events are frequent and make surface dwelling impracticable. Perhaps modern society destabilises and while the super rich and powerful lock themselves away, the rest are left to fend for themselves in a hostile world. Tucked beneath the surface, the Devil's Playground serves as both refuge and sanctuary for those seeking shelter from the storm. It is a place where you can reinvent yourself, for better or for worse; A place which offers hope where there is none.

The Concept

EMBRACING THE CHAOS OF LIFE IN THE FACE OF DEATH

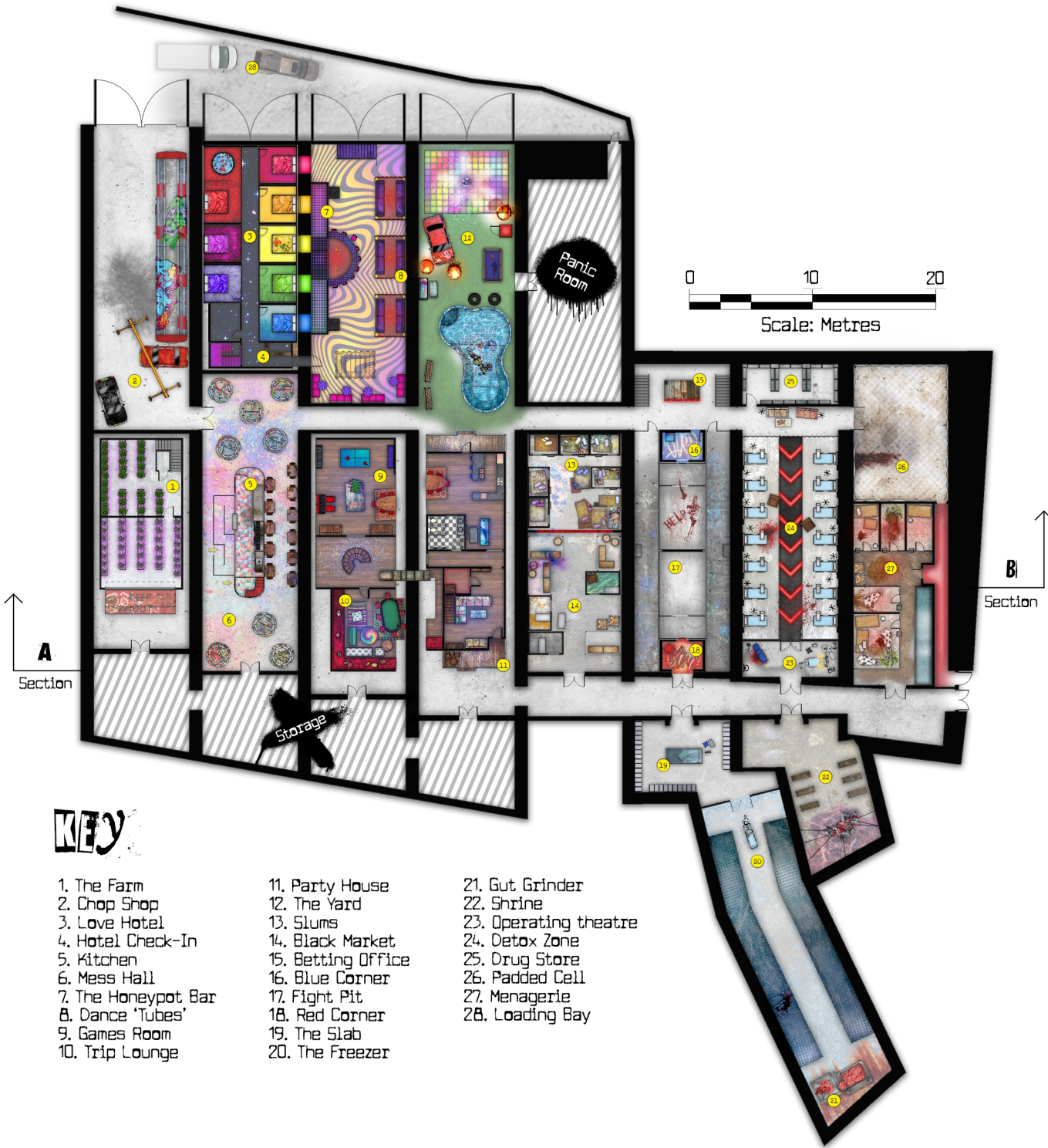
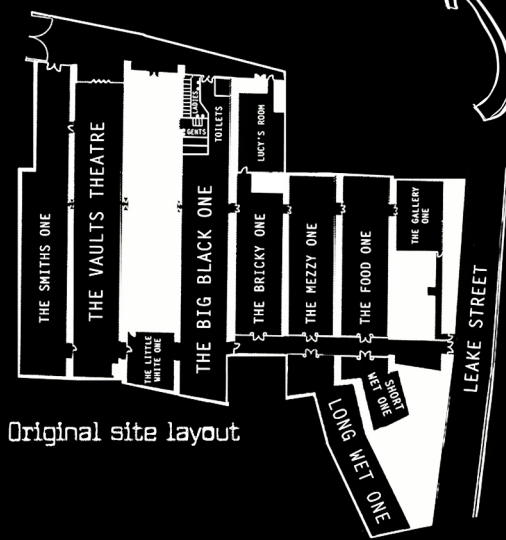
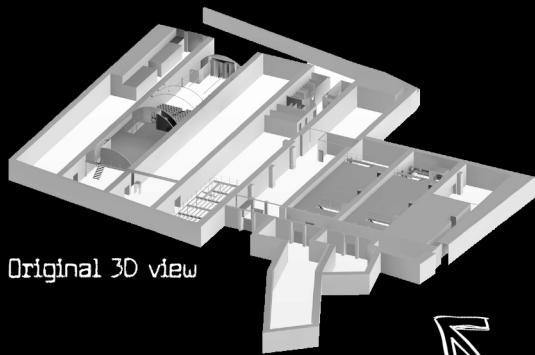
The Devil's Playground is a thought experiment and conscious rebellion against popular ideals regarding morality and sustainability which offers an interesting and perhaps troubling alternative to life in a world on the brink of disaster. This den of iniquity, set within the confines of The Vaults at Waterloo, is a labyrinth of self-destructive pleasure and a reflection of the human condition. With its hierarchical social structure and Darwinian values, it is a society without sympathy, governed by primal instinct rather than higher thought. To think is to suffer and it has no place at the party at the end of the world.

Material Moodboard



SITE MAP

GROUND Level

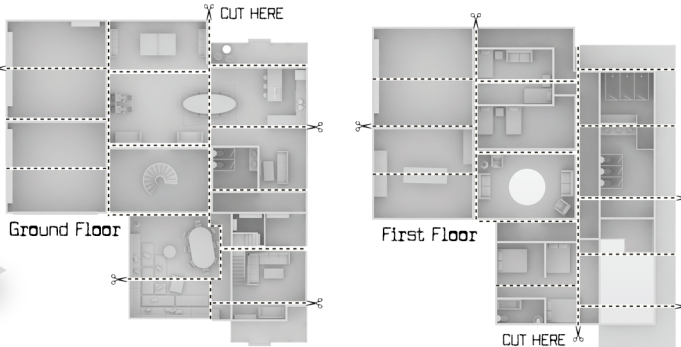




Exploded Isometric

ARTIST INSPIRATION:
Gordon Matta-Clark

Splitting 1974



The Idea

To obtain a traditional house and crudely take a chainsaw to it, thereby creating smaller sections which can be placed on trucks/casters then wheeled in and reassembled within the confines of the Vaults. This haphazard, chaotic approach echoes the nihilism of the interior.



KEY AREAS Explained

Party House:

The central hub of the interior and party epicentre. Top floor contains private bedrooms for top tier individuals

The Farm:

A hydroponic garden and chemical lab where alcohol is brewed, crops are grown and substances are created

Love Hotel:

Private bedrooms with a voyeuristic twist. Your silhouetted antics can be seen clearly from the honeypot bar

The Honeypot Bar:

The main club with private dance booths made from old tube train sections

Fight Pit:

The place to settle disputes or enjoy some gladiatorial style blood sports

STRATEGY

INSERTION

A ROLLING RAVE

The Devil's Playground is a semi-mobile, almost parasitic interior which is designed for periodical travel. In the spirit of throw-away culture, its key structures are able to relocate once the area's resources are drained or if the site becomes uninhabitable. This is not to say that sustainability does not play its roll in the interior. Many resources are specifically dedicated to prolonging the party for as long as possible, for example, the hydroponic farm which allows for the growth of produce and medicinal herbs, all dead meat, human or otherwise, is processed and eaten, and the entire interior is fabricated from local salvage.

The Freezer:

No death will be in vain. All deceased bodies are stored here while they await further use.

Black Market:

A multitude of would be illegal goods and services are brazenly sold and paraded here for all to see

Shrine:

A place to pray, mourn or express the hollow hope that there is something more to life

Mess Hall:

Where all congregate to eat. Food is distributed via the kitchen, a repurposed routemaster bus with a tattoo shop on its top deck

Detox Zone:

Critical for speeding up recovery times after a heavy night. IV flush-outs are regular occurrences amongst party-goers

Menagerie:

A small amount of farm animals are kept here for food purposes. Dangerous animals are also stored here for pit fights



Front Elevation



"GOD IS DEAD. GOD REMAINS DEAD. AND WE HAVE KILLED HIM. HOW SHALL WE COMFORT OURSELVES, THE MURDERERS OF ALL MURDERERS?"
- FRIEDRICH NIETZSCHE



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SECTION B