A SYMPHONY OF SOLITDUTE

- A collaborative project with Al

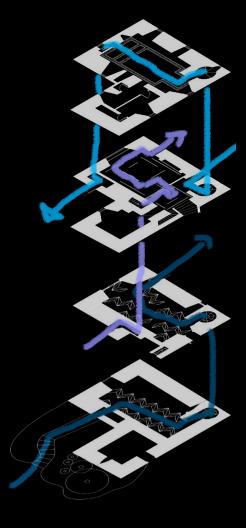
Location: Merchiston tower, Edinburgh

A symphony of solitude is an immersive exhibition that invites users to explore loneliness connected to mental health issues. Users start in the castle courtyard where they will experience an interactive light installation, where they can connect and interact with people through expressing their emotions through their phone, which connects to the installation, resulting in an everchanging symphony of colours.

One by one, users are invited to enter the castle through 3 different entries. Each entry takes the user on a unique journey, inspired by different aspects of loneliness. As each visitor experiences the different aspects of loneliness and is welcomed back out into the crowd they document their experiences through the light installation, prompting discussion and shared experiences.

Loneliness is not a linear journey, one can go in and out of feeling different types of loneliness, but the connection is always there, available, when ready to re-emerge from solitude.

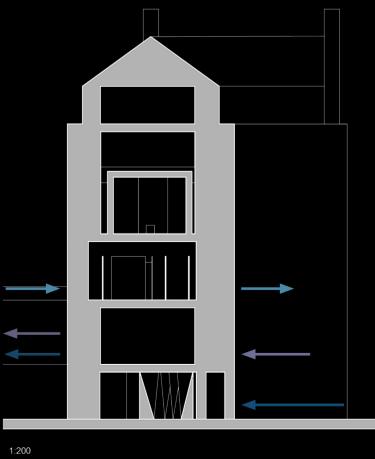




Distorted Lonliness

Social Lonliness

Complete Isolation



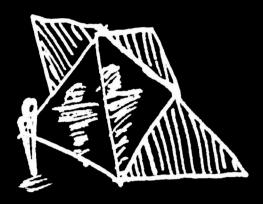
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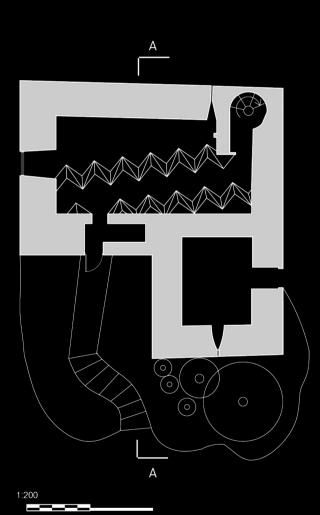
Section A-A - scale 1:200

DISTORTED LONELINESS

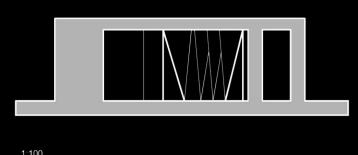
Suffering mentally and feeling alone in one's struggle is confusing and distorting. One has to navigate one's own mind and is constantly confronted by one's own dark and twisted thoughts.

To symbolize this feeling of confusion in ones sense of self, visitors are guided through a confusing and angular maze like route, covered in mirrored glass, where they are constantly met with differently distorted images of themselves.





Basement floorplan - scale 1:200



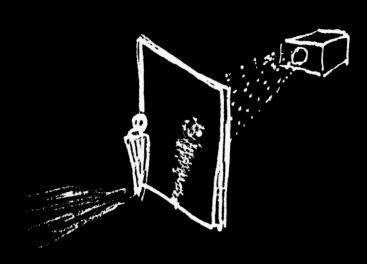
Section A-A basement - scale 1:100

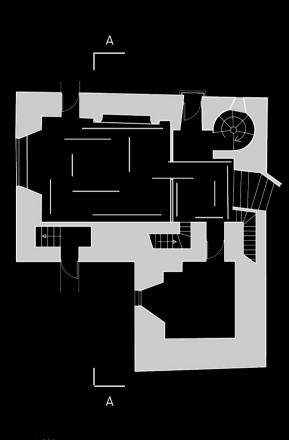


SOCIAL LONELINESS

Entering from the ground floor, users are guided up a flight of stairs and through a confusing room of sheer partitions showcasing moving shadows. The user can sense other people socializing around them but are unable to reach them.

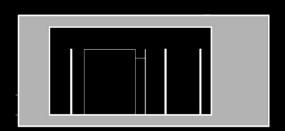
This journey symbolises social loneliness, the mental distancing felt even when in a crowd. They are on a different plane of existence, separate from the user who is alone.

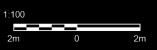






First floor floorplan - scale 1:200





Section A-A first floor - scale 1:100



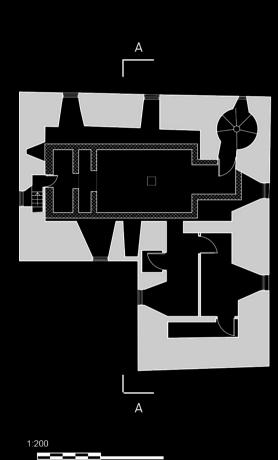
COMPLETE ISOLATION

Entering from the castle drawbridge, users are guided up the castle turret, and through a door that suddenly transports them from the noisy, echoey castle into a near silent room. There visitors must sit in silence confronting themselves, the only sound they are able to hear are the sounds of themselves, blinking, breathing, heart beating.

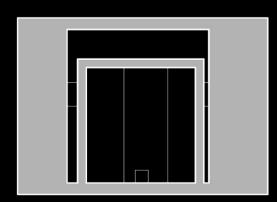
This room symbolises complete ilsolation, It is both physical and mental isolation.

isolation.



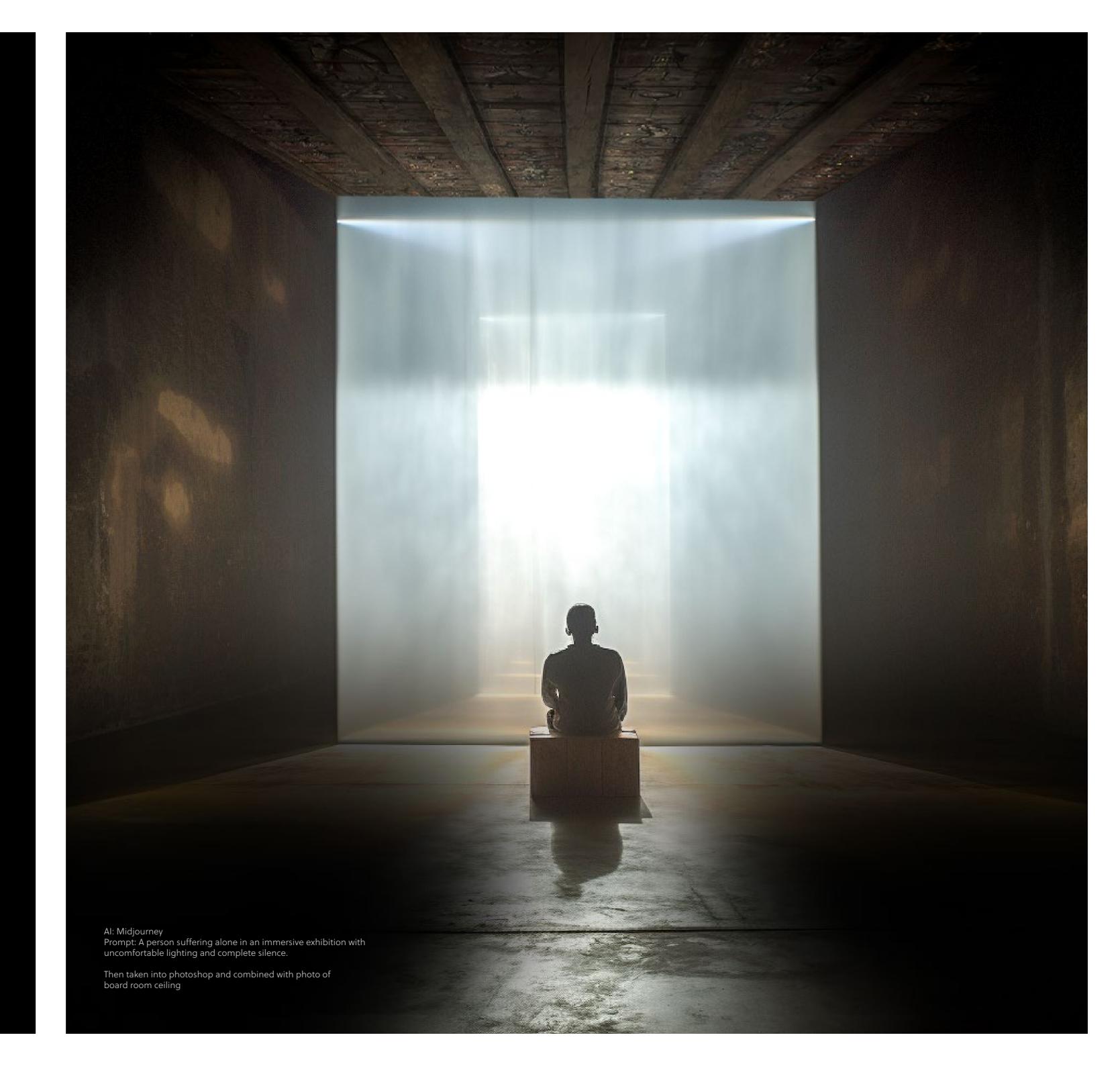


Second floor floorplan - scale 1:200



1:100

Section A-A second floor - scale 1:100



COLLABORATING WITH AI

As AI is rapidly growing, it is important as designers to keep up with this new technology and find ways to collaborate with Al.

The process of working with AI is comparable with any other cross disciplinary project. Al has its own strengths and capabilities and collaborating with this technology is a long process with a lot of back and forth in order to reach an end goal which merges your own perspective as a designer with AI's.

Just as any other individual AI has its own perspective which it has been taught, and as you continue to use it, you understand how to communicate your views in a way it understands and in turn AI will be able to produce content that aligns with your ideas.











Write me a brief for an architectural project which makes users experience different stages of lonliness

Project Brief: Exploring the Architecture of Loneliness

Project Overview:

This architectural project aims to create an immersive and thought-provoking experience that guides users through different stages of loneliness. The design will utilize spatial arrangements, lighting, materials, and interactive elements to evoke emotions associated with solitude, fostering a deeper understanding of the complex nature of loneliness.

- 1. Educational Experience: The primary goal is to educate visitors about the various dimensions of loneliness, ranging from isolation to introspection, and to highlight the importance of empathy and understanding.
- 2. Emotional Engagement: Create a space that stimulates a range of emotions associated with loneliness, encouraging users to reflect on their own experiences and those of others.
- 3. Narrative Progression: Establish a narrative flow within the space, guiding users through different stages of loneliness, from initial isolation to the potential for connection and self-

Chat GPT

Promt: Write me a brief for an architectural project which makes users experience different stages of lonliness

AI POETRY

"In the quiet chambers of solitude, where echoes of laughter are but distant whispers, social loneliness unfurls its enigmatic tendrils. It is a delicate dance with shadows, a solitary waltz beneath the moonlit canopy of isolation.

A symphony of silence envelops the heart, its notes a melancholy melody that resonates within the soul. The absence of warm gazes and shared secrets creates a vacuum, a void that echoes with the hollowness of unspoken words. It is as if the world has hushed its breath, leaving only the soft sighs of solitude to fill the air.

Faces pass like fleeting clouds, each a portrait of connection unformed. Conversations, like elusive butterflies, flutter just out of reach, leaving behind the delicate ache of unmet camaraderie. The tapestry of human connection, woven with threads of understanding and shared experience, unravels into threads of isolation that wrap around the heart.

In this solitude, one becomes a lighthouse keeper, watching the distant shores of companionship from a solitary tower. The yearning for a harbor, where the ships of kinship may anchor, intensifies with each passing tide. Yet, the shores remain distant, and the lighthouse stands alone, casting its beam into the vast expanse of loneliness.

It is a twilight realm where the colors of connection fade into shades of gray, where the murmur of distant laughter is a heart, like a solitary wanderer, navigates the corridors of isolation, seeking the elusive warmth of shared moments.

Social loneliness is a poetic ache, an echo of unspoken poems that long to be shared. It is the yearning for a dance partner in the ballroom of existence, where the music plays, but the steps remain untaken. It is a poignant silence, a quiet storm that ripples through the soul, leaving behind the footprints of an uncharted journey through the vast landscapes of the human heart."

Promt: please write me a poetic description of what social lonliness



AI DEVELOPMENT

For this project I used AI both as a tool to generate ideas as well as a way to visualize the project. It was important to the project to utilize Al's strengths throughout the design process rather than just using AI to get high quality visuals. By doing this the end result is a unique collaborative effort that would not have turned out the same had I worked on it on my own, just as any other cross disciplinary project.

As I had not used AI much in the past, I attempted to use several different AI`s. For example, Chat GPT to develop ideas for a more specified brief and ideas for design approaches connected to different emotions. I also used it to gather further insight into AI's way of working and my own project by gathering poetic descriptions of specific emotions. This was useful to develop my own specific language surrounding the project which helped communicate my specific ideas.

When it came to imagery and visualisation, I primarily used Midjourney, however I also attempted to use Adobe Firefly. In order to achieve the desired results, I had to create a multitude of different images, learning what specific language to use with Al to reach an end result. Even then I often had to merge images and edit them further myself to accurately depict the atmosphere I was after, as well as placing in within the context of the site.

The end results are truly a combination of mine and Al's "artistic views", as the process of creating images inspired specific prompts and ideas.