

# Pluvial

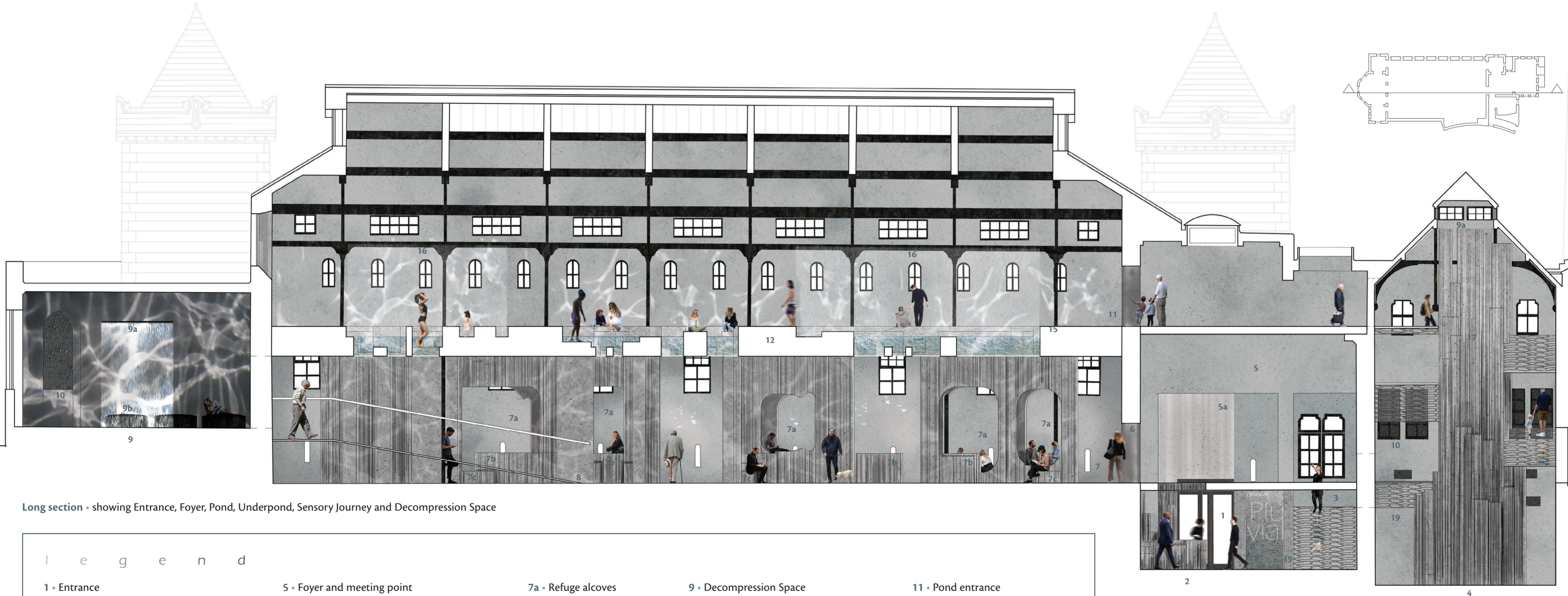
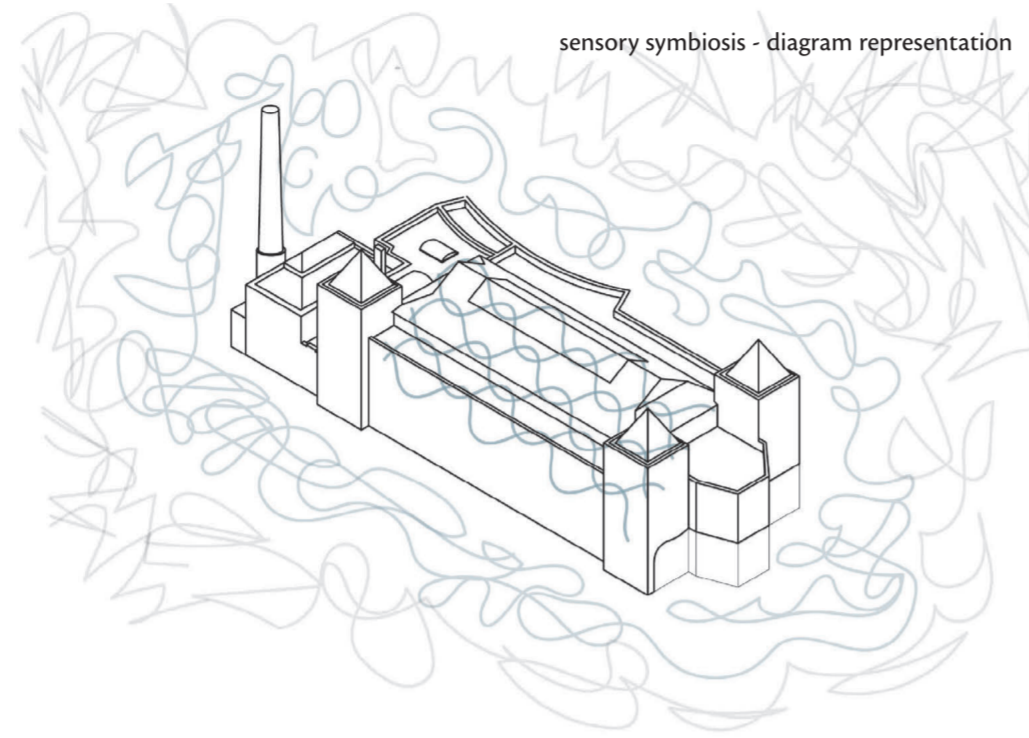
Converting Victorian baths in Edinburgh, UK into a space of retreat and refuge from the overstimulation of life, this concept uses pluviality and synaesthesia by creating a symbiosis between senses.

Though designed via and for synaesthesia, Pluvial is an intriguing experiential space and a place of refuge for both synaesthete and non-synaesthete communities.

Pluvial explores the ways in which negative ions liberated by rainfall and sensory stimuli evocating rain impact synaesthesia and our sensory relationship to the built environment.

Located in Edinburgh, Scotland, Glenogle Swim Centre is a 1898 public baths by city architect Robert Morham. Renovated in 2010, the building offers various routes of circulation with three main access points, 2 of which are on different floors. The building's construction on three levels embraces the hill it is embedded in and therefore presents unique spatial possibilities.

In this project, spaces and ambiances are designed for people with Synaesthesia to be able to find a refuge in the city, away from the sensory overstimulation caused by the contradictory sensory cues of urban living. Rainfall releases negative ions in the air, as does any body of moving water. Once in our bloodstream, those ions increase our serotonin levels, making us feel calmer, happier and more relaxed. Pluvial explore ways in which rain and its sensory evocation can be used simultaneously to create a therapeutic synesthetic space, without the practical inconveniences that rainfall indoors would predictably cause.



Long section • showing Entrance, Foyer, Pond, Underpond, Sensory Journey and Decompression Space

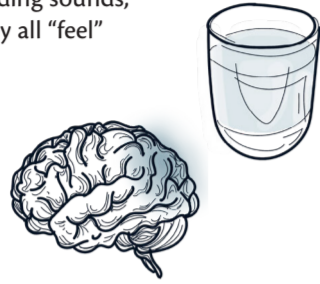
l e g e n d				
1 • Entrance	5 • Foyer and meeting point	7a • Refuge alcoves	9 • Decompression Space	11 • Pond entrance
2 • Reception and information point	5a • Glass curtain	7b • Sit-stand formations	9a • Rain and ripple steel basin features	12 • Ponds
3 • Ramp access to Sensory Journey and Foyer	6 • Motion-sensitive rain curtain	7c • Sit formations	9b • Waterbeds	13 • Office
4 • Sensory Journey	7 • Underpond entrance	8 • Ramp access to Ponds	10 • Black glass windows	14 • Lift
15 • Tessellated tiles	16 • Tessellated motion-sensitive rain feature	17 • Tessellated columns	18 • Tessellated staircase	19 • Tessellated steel structure



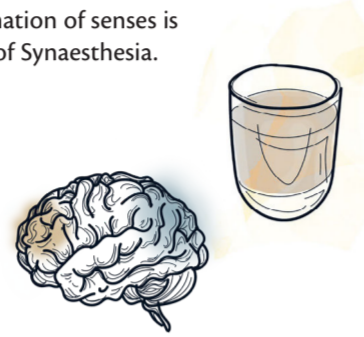


Synaesthesia is the symbiotic stimulation of one or several other sensory modes when one is triggered.

For the average person, when a sense (such as sight, for example) is triggered, there is no symbiosis with other senses. The brain can receive different stimuli, through different sensory modes, like the surrounding sounds, scents and environment but they all "feel" independently from each other.



For a synesthete, when a sense is triggered, one or more other senses receive and treat the same stimulus, in symbiosis. This can create various combinations, allowing the synesthete to experience their environment in a synesthetic way. Each combination of senses is identified as a different type of Synaesthesia.



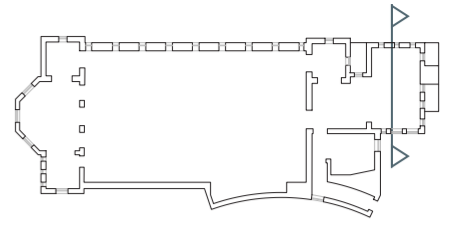
The **Sensory Journey** consists in the progressive ascension to the balance of the senses via the sensory evocation of pluviality.

Synaesthesia often is paired with overstimulation from the urban environment. The Sensory Journey acts as a reset of all senses so that they are in tune with the experience they will make of the space. The reset is obtained by stripping away all sensory reference cues and reintroducing specific ones, little by little.

First in relative darkness, the user is forced to rely on their spatial awareness, then hears the rain on the columns, then smells Petrichor, then sees the rain fall when ascending to the top of the space. The water can be touch from the beginning of the journey if someone reaches out to the columns.



Top half of journey



Short section • showing Sensory Journey

l e g e n d

- 9a • Rain and ripple steel basin features
- 10 • Black glass windows
- 17 • Tessellated columns
- 19 • Tessellated steel structure







The circulation in the project being extremely free, the Sensory Journey isn't a mandatory space to go through in order to access the rest of the building and is specifically designed through and for Synaesthesia. It is accessible to non-synaesthetes as well and can be used as an insight in ways to detach the Synaesthesia itself from the overstimulation it can bring.

The Sensory Journey also introduces the visitor to both the spatial and material vocabularies that are used in the project as the tessellated columns are the same shape as the tiles but extended in their verticality, the ramp and rain technology structure are also identical in their essence to others used in the rest of the site.





digital render of the Underpond space



model of the Underpond space



model of the Underpond space

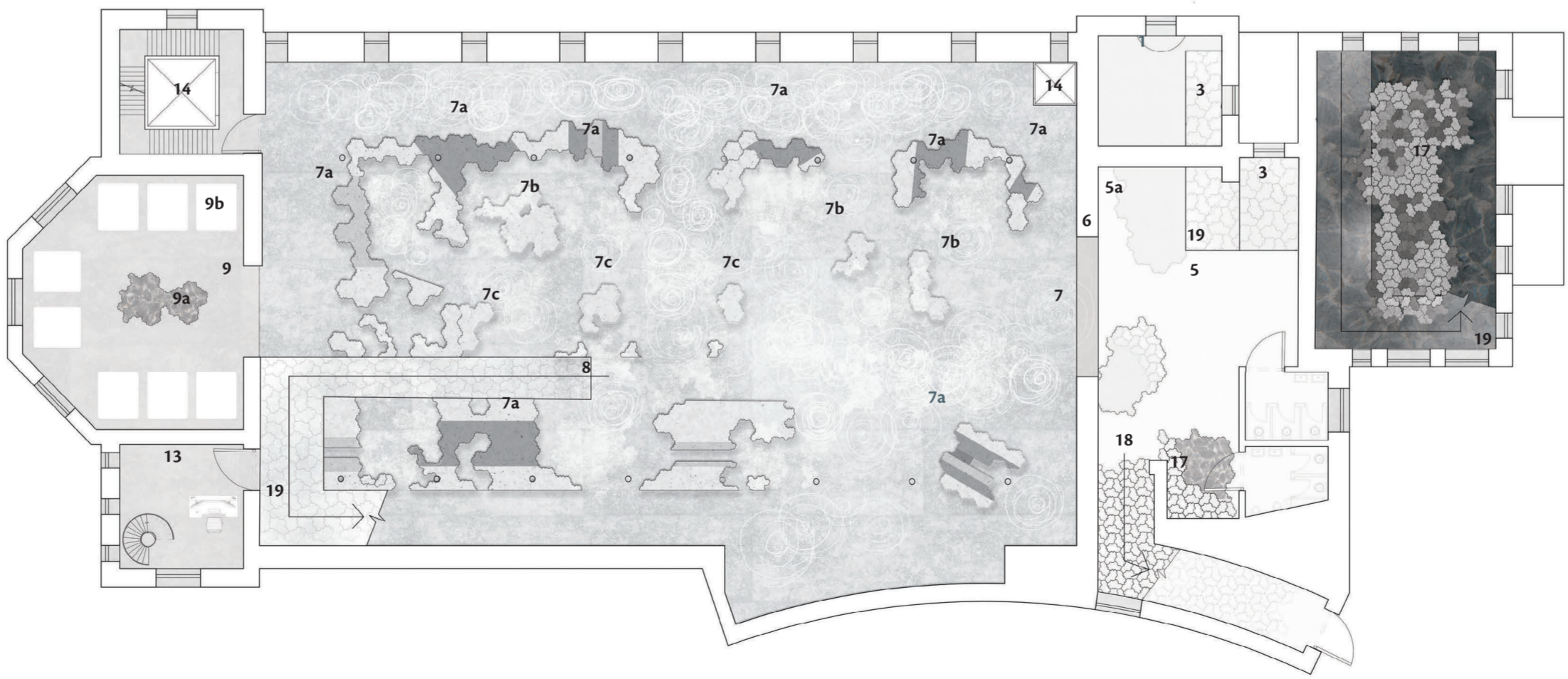
The **Underpond** is a space open to various uses, inviting the visitor to contemplate and rest. It provides nooks in which people can lounge, eat, work, talk, or read. At the back of the Pond is the Decompression room, mostly in the dark, equipped with water beds.

The tessellated columns, which also serve as alcoves, follow the disposition dictated by the ponds and structure of the building so as to best support the weight of the water in the ponds and create depth and ambiance in association to the placement of the glass at the bottom of the ponds.

A glass ramp on a tessellated steel structure provides access to the Pond.



model of an alcove in the Underpond space

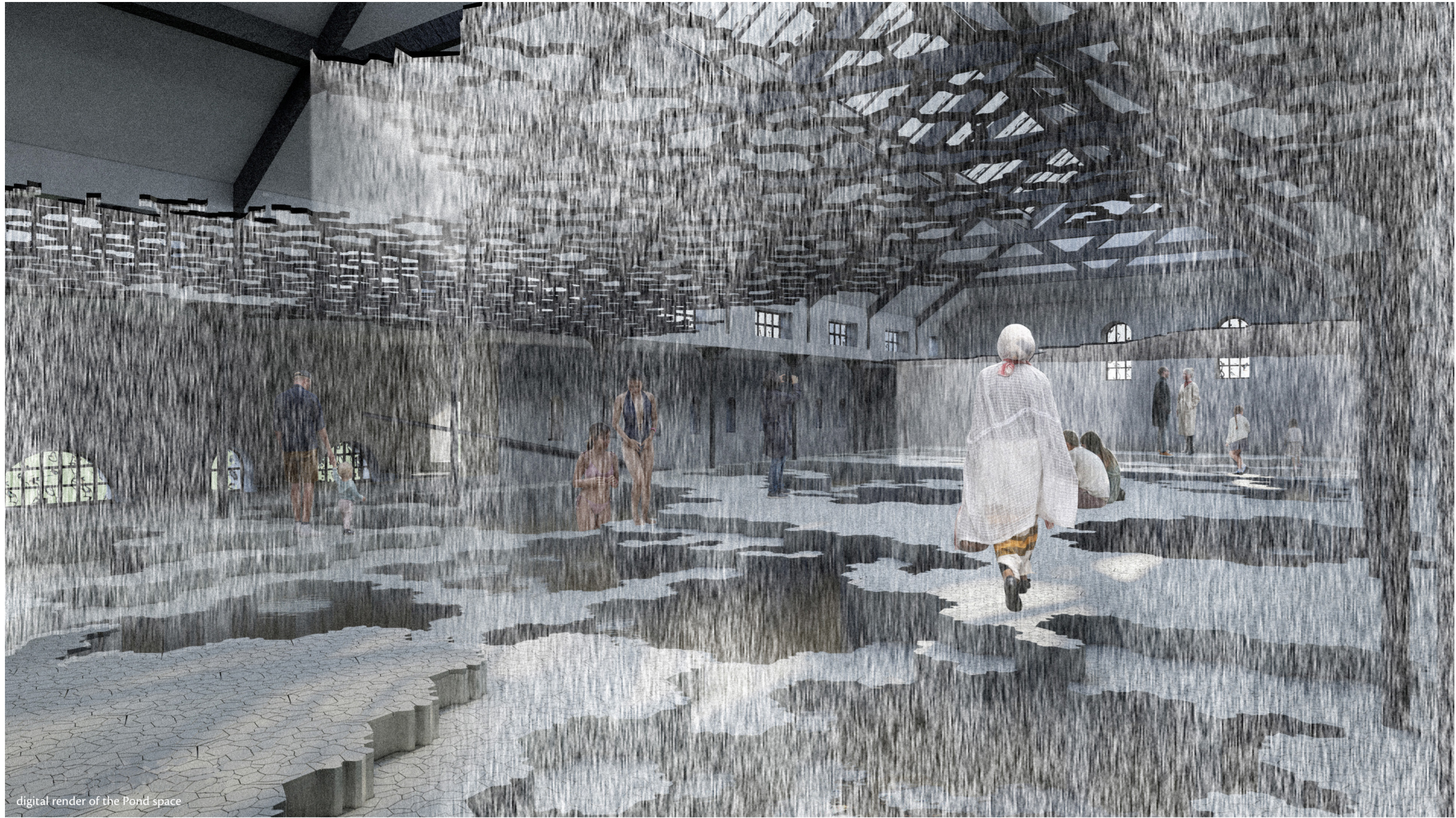


Ground floor plan • showing Foyer, Underpond, Sensory Journey, Decompression Space, ground floor office and access routes



- l e g e n d**
- 1 • Entrance
  - 2 • Reception and information point
  - 3 • Ramp access to Sensory Journey and Foyer
  - 4 • Sensory Journey
  - 5 • Foyer and meeting point
  - 5a • Glass curtain
  - 6 • Motion-sensitive rain curtain
  - 7 • Underpond entrance
  - 7a • Refuge alcoves
  - 7b • Sit-stand formations
  - 7c • Sit formations
  - 8 • Ramp access to Ponds
  - 9 • Decompression Space
  - 9a • Rain and ripple steel basin features
  - 9b • Waterbeds
  - 10 • Black glass windows
  - 11 • Pond entrance
  - 12 • Ponds
  - 13 • Office
  - 14 • Lift
  - 15 • Tessellated tiles
  - 16 • Tessellated motion-sensitive rain feature
  - 17 • Tessellated columns
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  - 19 • Tessellated steel structure





digital render of the Pond space



model of the Pond space



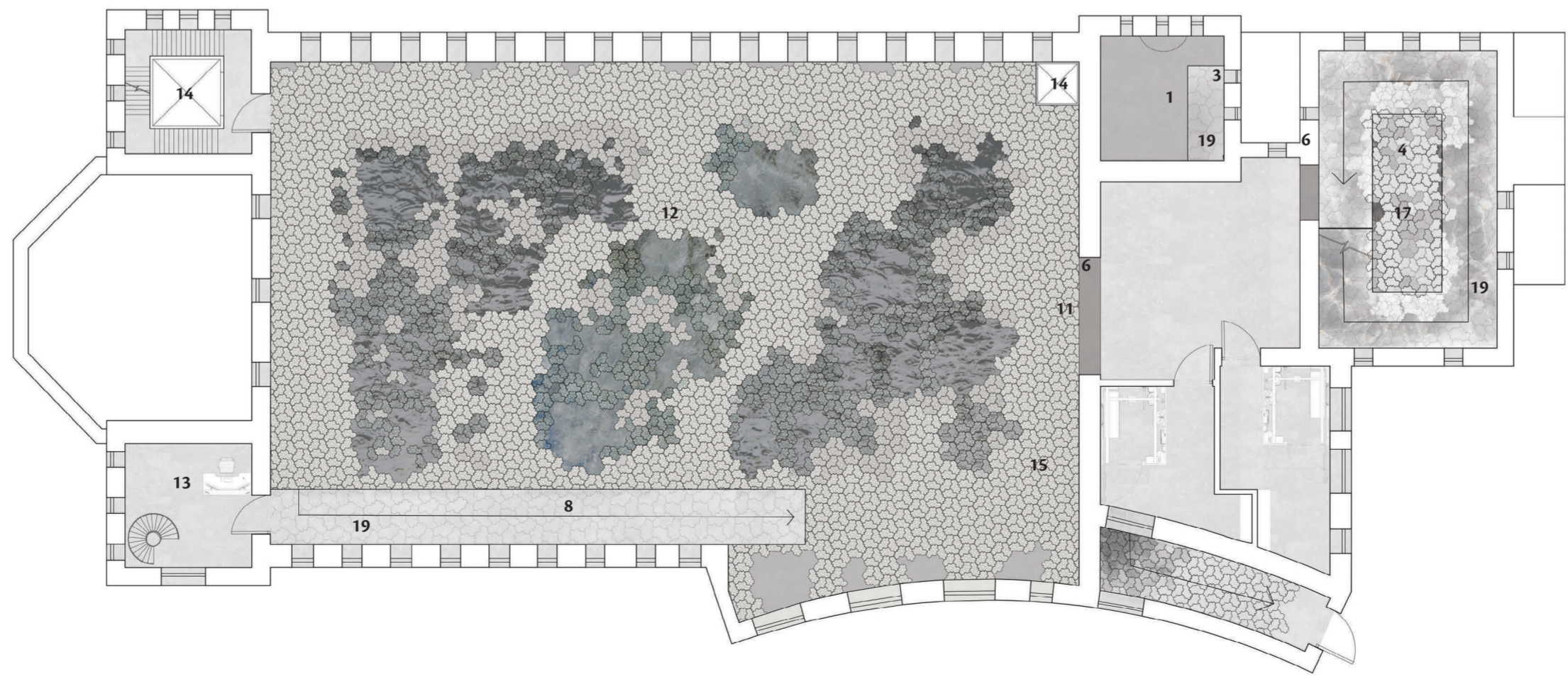
model of the tessellated staircase

Transitioning from the subterranean and submerged feel of the Underpond space, the **Pond** represents the cleansing breaths taken in the first instants of rainfall. The rain technology gives the visitors all the therapeutic advantages of rainfall without the inconvenient of getting wet. Motion sensors follow the movement of each person and turns off the sprinklers on their path. The glass ends of the ponds let natural light filter through the water and illuminate the Underpond.

Visitors can sit on the terraced tiled floors, in the water or not, within the rain or further away. The Pond doesn't offer the same type of refuge as the Underpond but provides a social, unusual and playful space.



detail of the physical model



First floor plan • showing Pond, Sensory Journey, first floor office, changing rooms and circulation means



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- 1 • Entrance
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