



Al-Mawrid

THE WATER SOURCE

Al-Mawrid - The water source

An original worldbuilding project exploring how architecture, rituals and daily life emerge where water is scarce and survival shapes culture

Created through an artist-led process using AI as a creative tool for exploration, iteration, and visual development

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Mood • Atmosphere • Discovery

A world imagined through atmosphere and light



Beyond the last wells, there is a city
Built around what cannot be held
Al-Mawrid - The Water Source



What they gathered was never enough
What they protected was





Al-Mawrid
THE WATER SOURCE





In Al-Mawrid, stories travel further than water

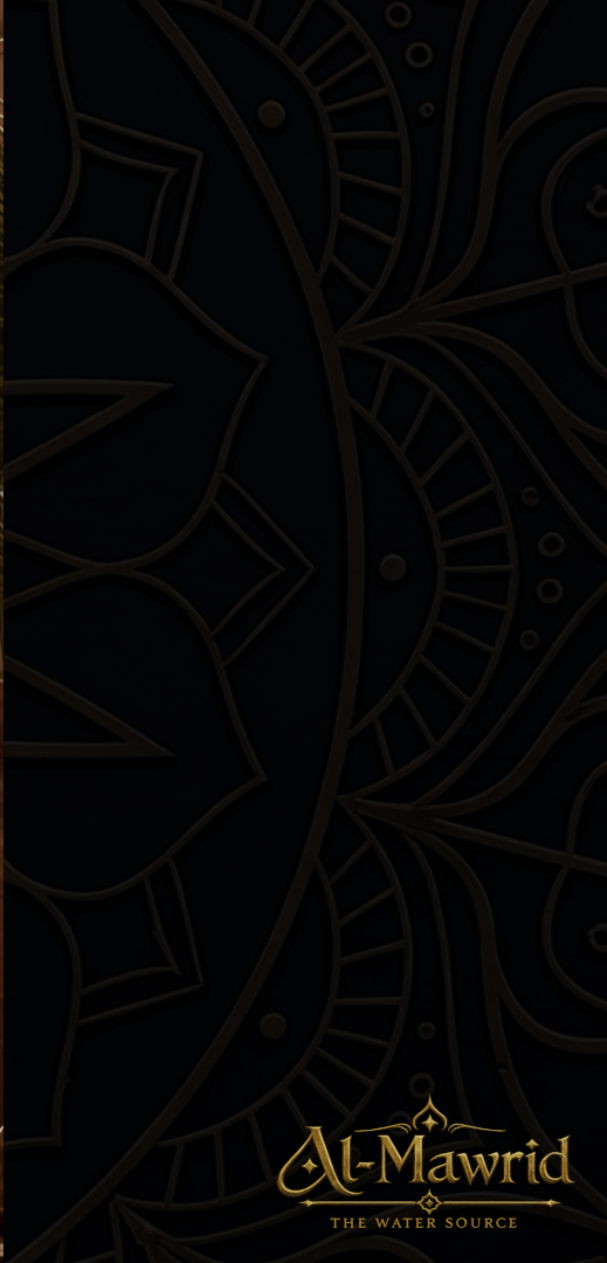








No one remembered who found the source
Only who remained to protect it



Al-Mawrid
THE WATER SOURCE

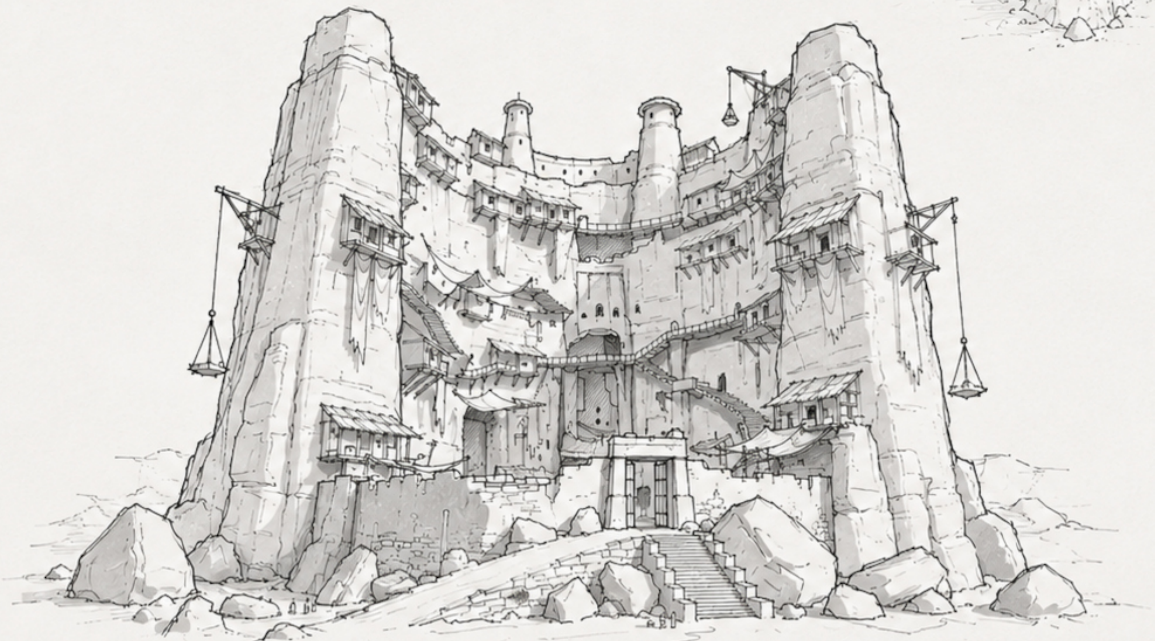
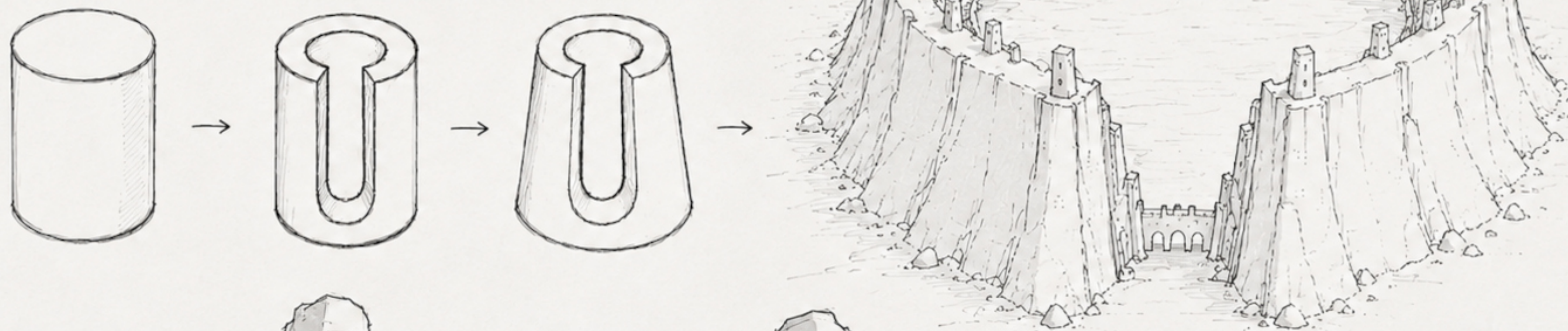


II

Process • Architecture • Research

From atmosphere to structure

Ancient volcano
whose crater became
a fortress-city around
an internal reservoir





INTERNAL CANYON CITY: A TECHNICAL REFERENCE SHEET

Colossal Desert Fortress Carved Mesa Civilization

Vertical Circulation Studies

1 Stair-cut; Petra, Jordan

2 Sassi di Matarcass, Italy

Stacked circulation networks

Rope-operated lift points

Engineered ramps for animals

Rope-operated lift points

Water Management & Agriculture

1 Nabataean water wyter system at Petra

2 Siwa Oasis springs, Egypt

Canyon-floor Cistern Access

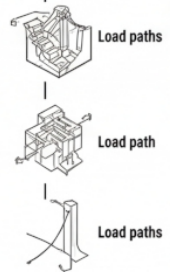
Integrated Aqueducts and Spillways

Oasis Pockets on Terraces

Oasis Pockets on Terraces

Material and Texture Board

Carved Sandstone (Bedrock)	Adobe Mud Plaster	Sun-Bleached Timber Beams	Woven Fiber Shade Cloth (Awnings)	Micro-photography of real topography
Carved Sandstone (Bedrock)	Oxidized Metal Fittings	Polished Limestone Stairs	Rope Rigging and Pulley Systems	Micro-photography of real topography



Residential & District Density

Shibam District Living Units per Hectare	Petra District Solar Shading Patterns	Shibam, Yemen
Population Density	Solar Shading Patterns	Mesa Verde, USA

Market & Trade Logistics

Caravansari and Goods Unloading

Covered Bazaars and Shaded Plazas

Caravan unloading zones stalls

The Market Floor

1 Traditional Moroccan souk at Ait Benhaddou

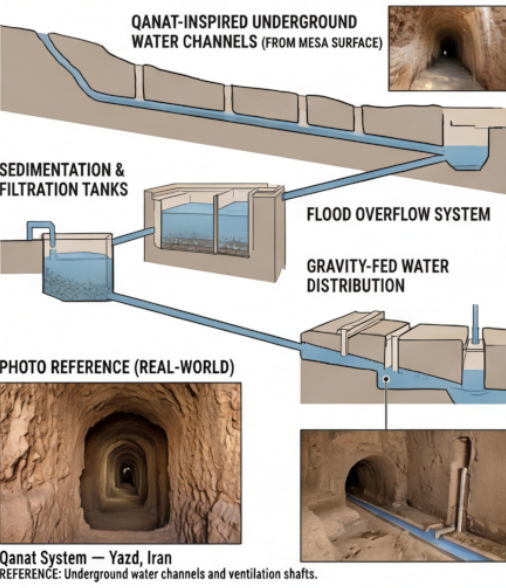
2 Camel caravan resting

Atmospheric Lighting Studies

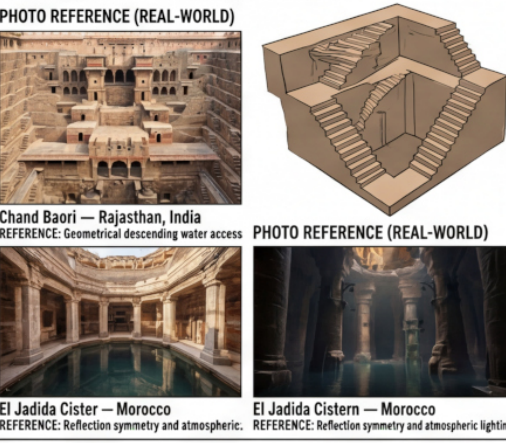
- Reflected light for deep canyon zones
- Lantern points for night movement

Midday Shafts (as in IMAGE D)	Golden Hour Bounce	Cool Shadows
Lantern-lit Night (as in IMAGE 1)	Dust Storm Haze	Sunset Glow

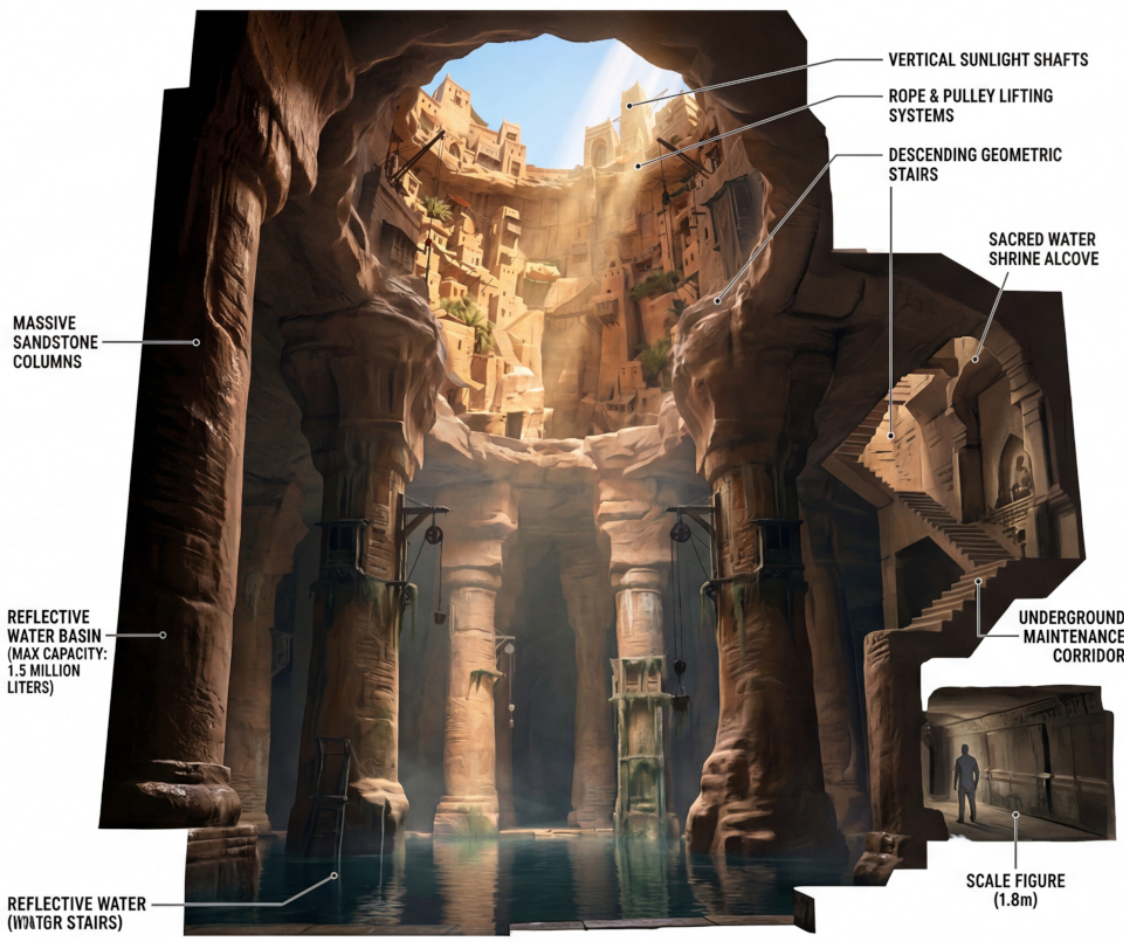
SECTION 1: HYDRAULIC ENGINEERING.



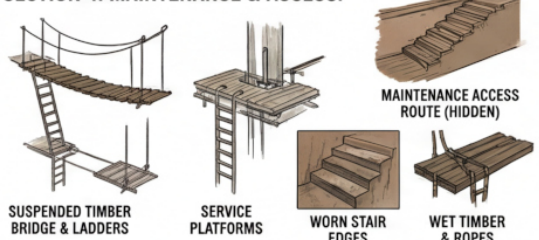
SECTION 2: STEPWELL & WATER STAIRS



PROJECT: DESERT FORTRESS CISTERN — UNDERGROUND SYSTEMS OVERVIEW



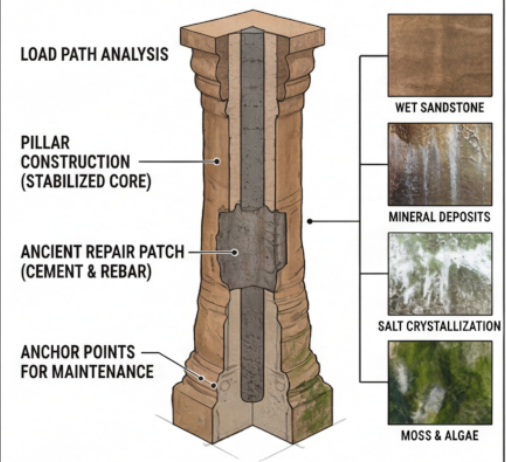
SECTION 4: MAINTENANCE & ACCESS.



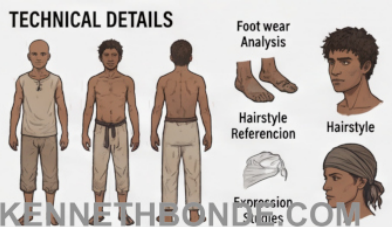
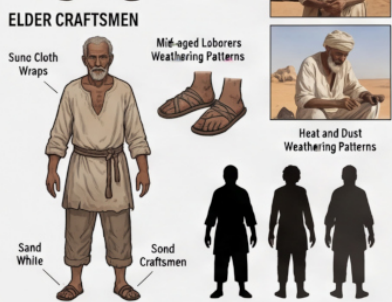
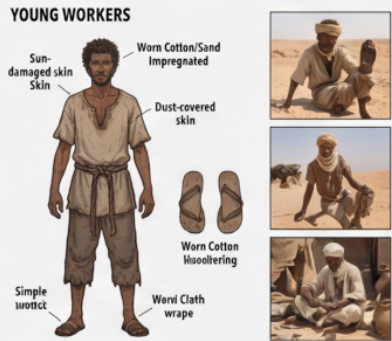
SECTION 5: ATMOSPHERIC LIGHTING & FOG.



SECTION 3: STRUCTURAL ELEMENTS.



POOR DESERT LABORERS



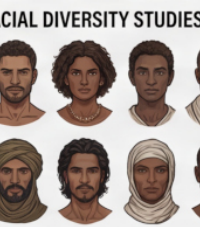
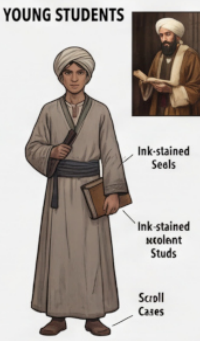
DESERT MERCHANTS & TRAVELERS



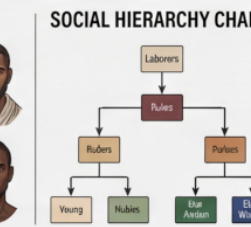
FORTRESS NOBILITY



SCHOLARS & SCRIBES



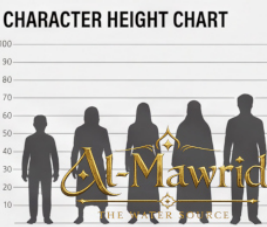
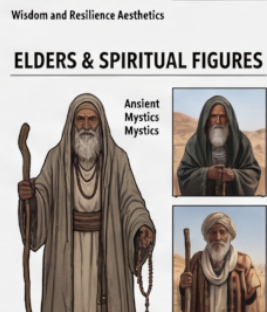
WOMEN OF THE FORTRESS



DESERT GUARDS & SOLDIERS



ELDERS & SPIRITUAL FIGURES



FORTRESS POPULATION & CULTURES

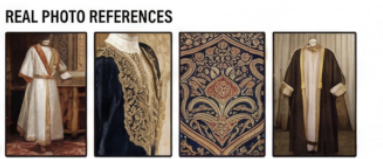
1. DESERT TRAVELERS & MERCHANTS



2. FORTRESS GUARDS & WARRIORS



3. FORTRESS NOBILITY & SCHOLARS



4. LABORERS & BUILDERS

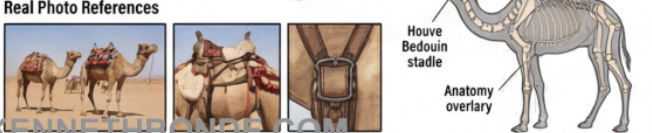
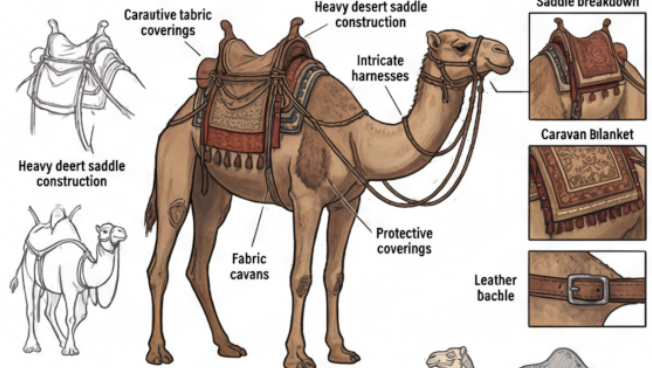


5. MARKET PEOPLE & COMMONERS

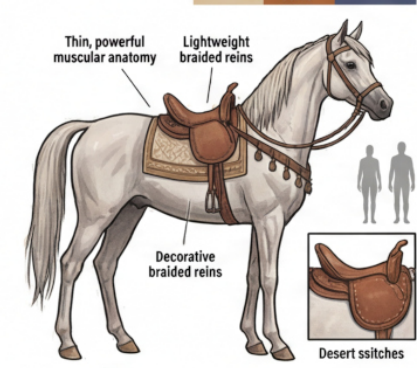


FORTRESS FAUNA & CREATURES

6. CAMELS (DROMEDARY)



7. DESERT HORSES



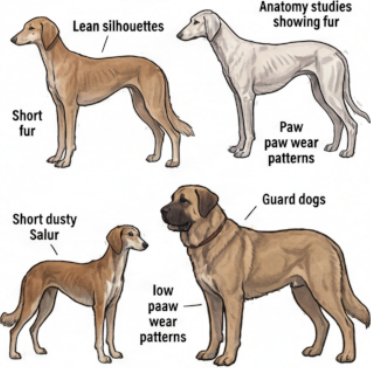
8. FALCONS & BIRDS



9. GOATS & PACK ANIMALS



10. DESERT DOGS





NOVICE

Student / Worker

- Learns the work
- Maintains small collectors
- Carries tools and supplies



KEEPER

Collector Technician

- Maintains and repairs collectors
- Monitors water yield
- Works at heights in harsh conditions



SURVEYOR

Weather Observer

- Measures wind, humidity and pressure
- Records cloud patterns
- Predicts seasonal cycles



WATER CHRONICLER

Recorder of Yield

- Keeps detailed records of all water sources
- Maintains maps and centuries of data
- Advises the Keepers and Priests



SENIOR KEEPER

Master of the Heights

- Oversees all collectors in the region
- Trains monks
- Ensures the flow of water to the valleys

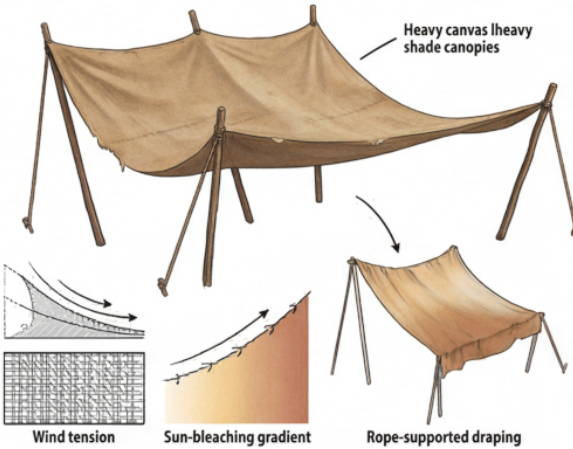


ELDER

Weather Archivist

- Keeper of ancient wisdom
- Interprets cycles passed down for generations
- Rarely leaves the sanctuary

DESERT AWNINGS & SHADE CANOPIES (e.g., <IMAGE> top structures)



FORTRESS BANNERS & FLAGS (from <IMAGE> towers)



MARKETPLACE FABRICS (within upper levels in <IMAGE 1)

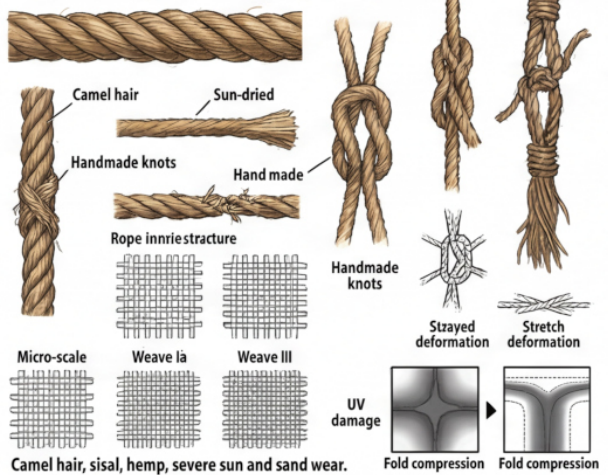


BEDOUIN TENT FABRICS (at the fortress base)

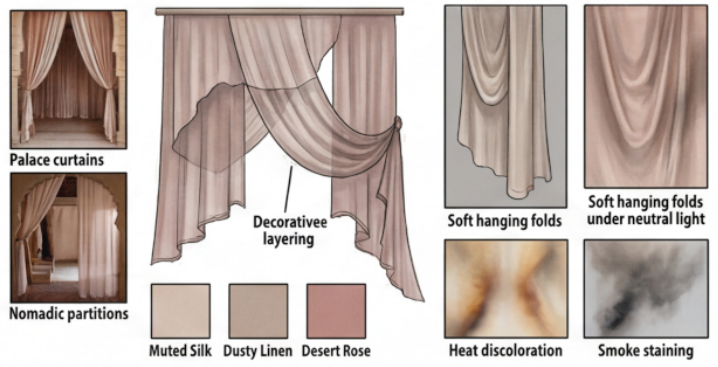


DESERT FORTRESS TEXTILE AND FABRIC REFERENCE SHEET:
Material Studies, Weaving, and Weathering.
Project: Colossal Rock Fortress Complex.

ROPE & FASTENING MATERIALS (all rigging)



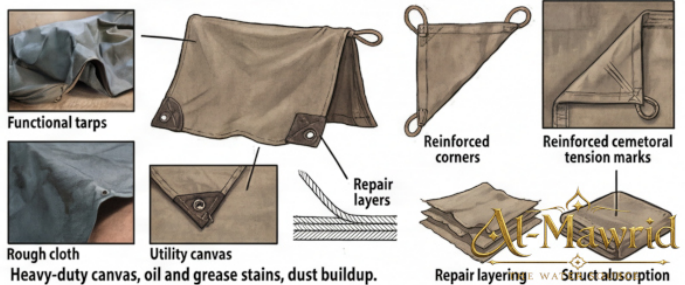
INTERIOR DRAPERY & PRIVACY CURTAINS (within arches)



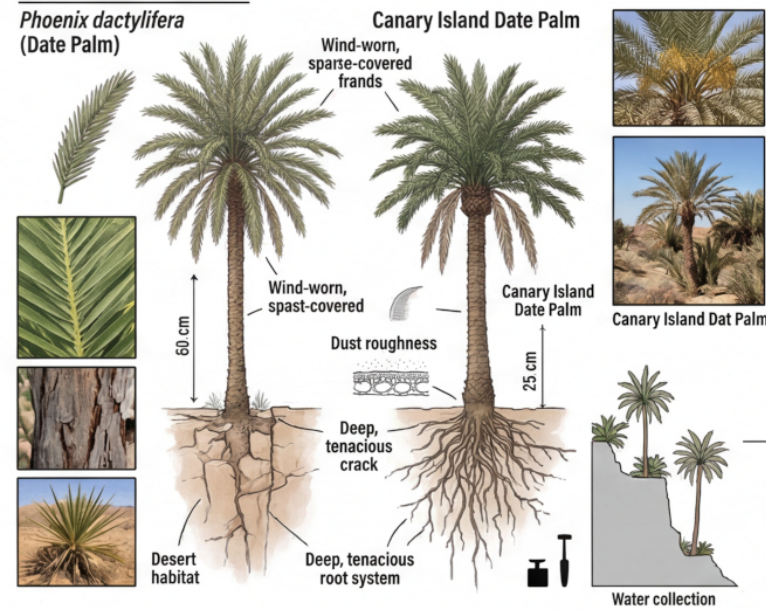
CARAVAN & ANIMAL FABRICS (at base)



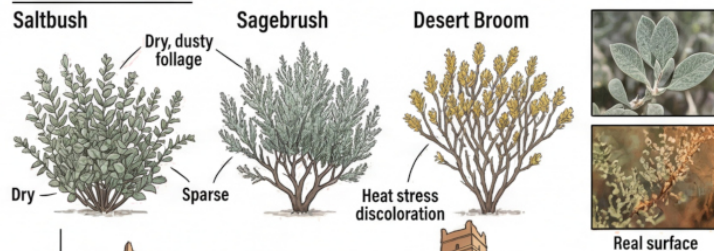
FORTRESS WORK FABRICS (e.g., near cranes)



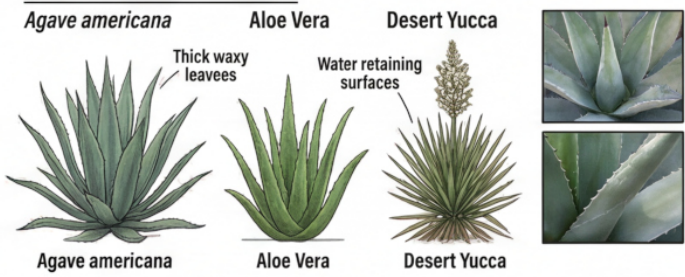
DESERT CLIFF PALMS



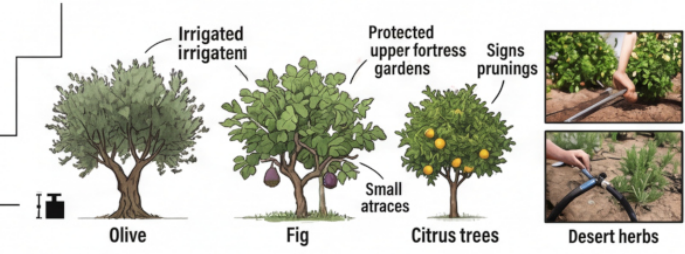
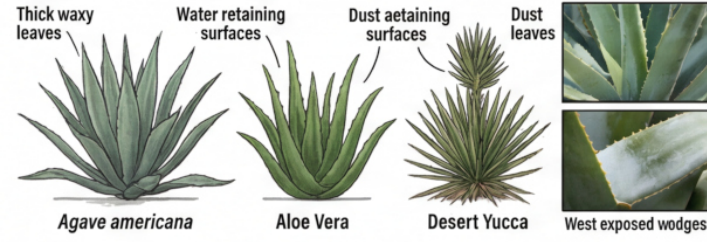
DESERT SHRUBS



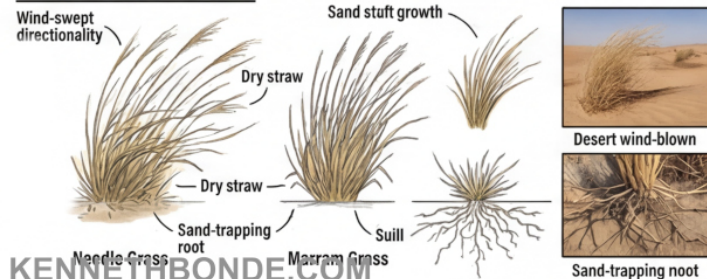
SUCCULENTS AND AGAVE



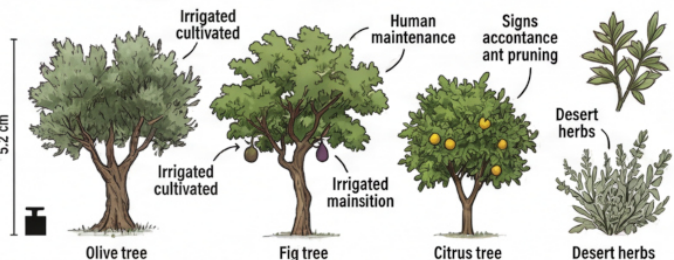
SUCCULENTS AND AGAVE



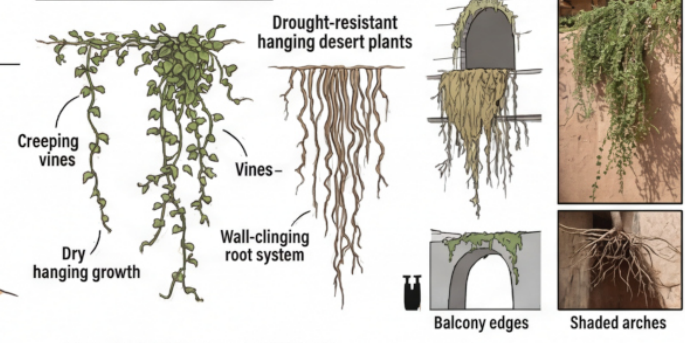
DRY DESERT GRASSES



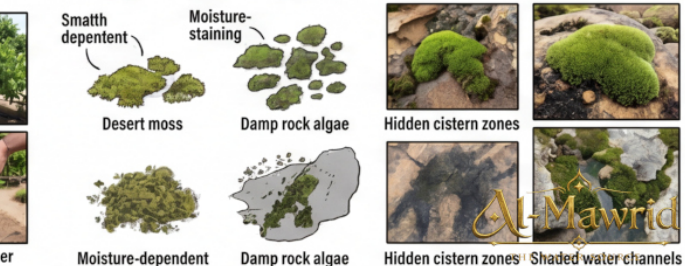
TERRACE GARDEN VEGETATION



HANGING VEGETATION



MOSS / MOISTURE ZONES



Dawn



Noon



Evening



Night



III

Horizons • Change • Continuation

Every horizon carries change

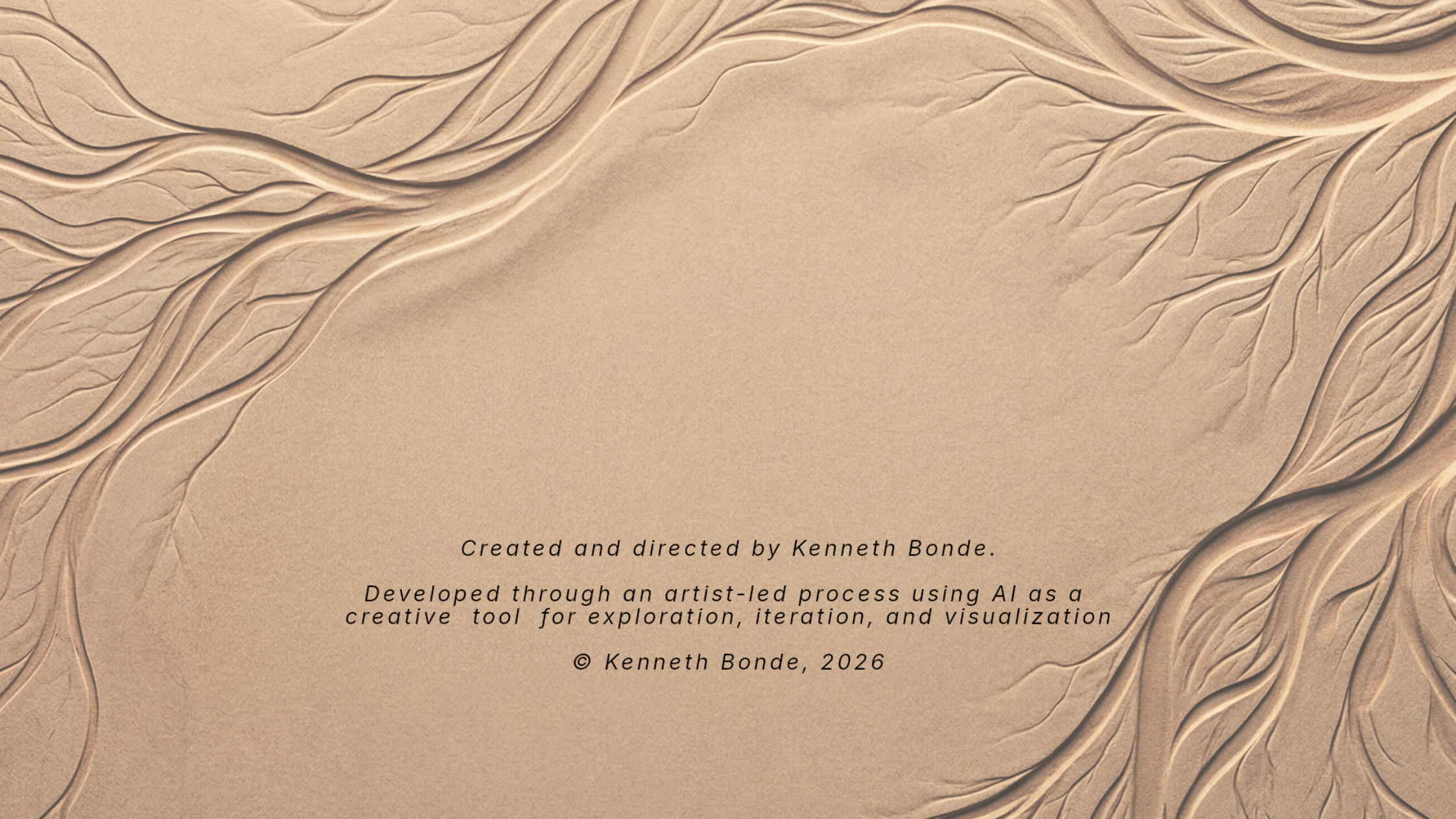


The fortress was never build to conquer the desert
It was build to survive it



Every Horizon carries change, but Al-Mawrid stands





Created and directed by Kenneth Bonde.

*Developed through an artist-led process using AI as a
creative tool for exploration, iteration, and visualization*

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