

Theatres Of Architectural Imagination

Miniature Projection Theatre

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“The role of the architect is to make tangible what is intangible”
- Marco Frascari, A Heroic and Admirable Machine: The Theater of the Architecture of Carlo Scarpa, Architetto Veneto

“In the old theatre the scenery was erected and usually remained fixed without change throughout the entire scene. But what is fixed in the stream of life that we see represented on the stage? Is the room in which we declare our love the same as the one in which we scream curses?”
- Joseph Svoboda, The Sceneography Of Joseph Svoboda

“I think as we get older, that idea of magic is just taken from us ... I really just try to dabble in things that feel magical”
- Steven Ellison (aka Flying Lotus), Flying Lotus' NEW Stage Set Up - 3D Live Show, RedBull Music

The Theatres Of Architectural Imagination Project 2020 was centred around the creation of a miniature theatre. This theatre was intended to be an installation at the Theatres Of Architectural Imagination Symposium held at UQAM Montreal in May 2021. Unfortunately, this exhibition was cancelled, due to the Covid 19 pandemic, and the theatre could not be built this summer. Despite these challenges, this project continued, being conceptually realized and many technical features being developed.

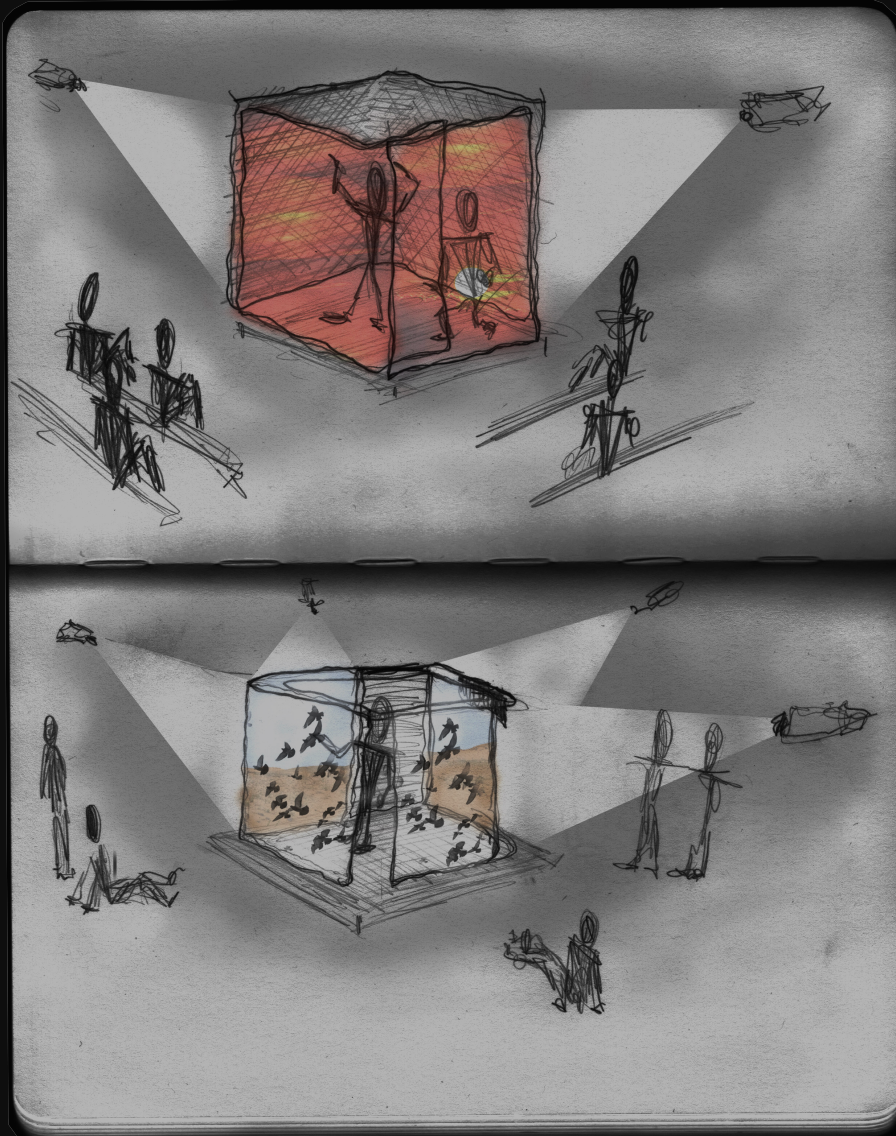
The project began with an in depth study of theatre design and sceneography. The research focused on a wide range of subjects and figures within theatre and performance, ranging from Marco Frascari (for whom the Theatres Of Architectural Imagination Event is held in honor of) to Czech scenographer Josph Svoboda, and audio-visual/projection artists such as Ryoichi Kurokawa and Steven Ellison (aka Flying Lotus). The quotes highlighted to the left represent some of the key ideas derived from the research, that guided the design of the miniature theatre.

From the research done, interests in stage flexibility, interactivity between performers and their environment, and movement within theatrical settings were established. The use of projections became the focus of the theatre, using them to create theatrical settings that could have movement, dynamism, and

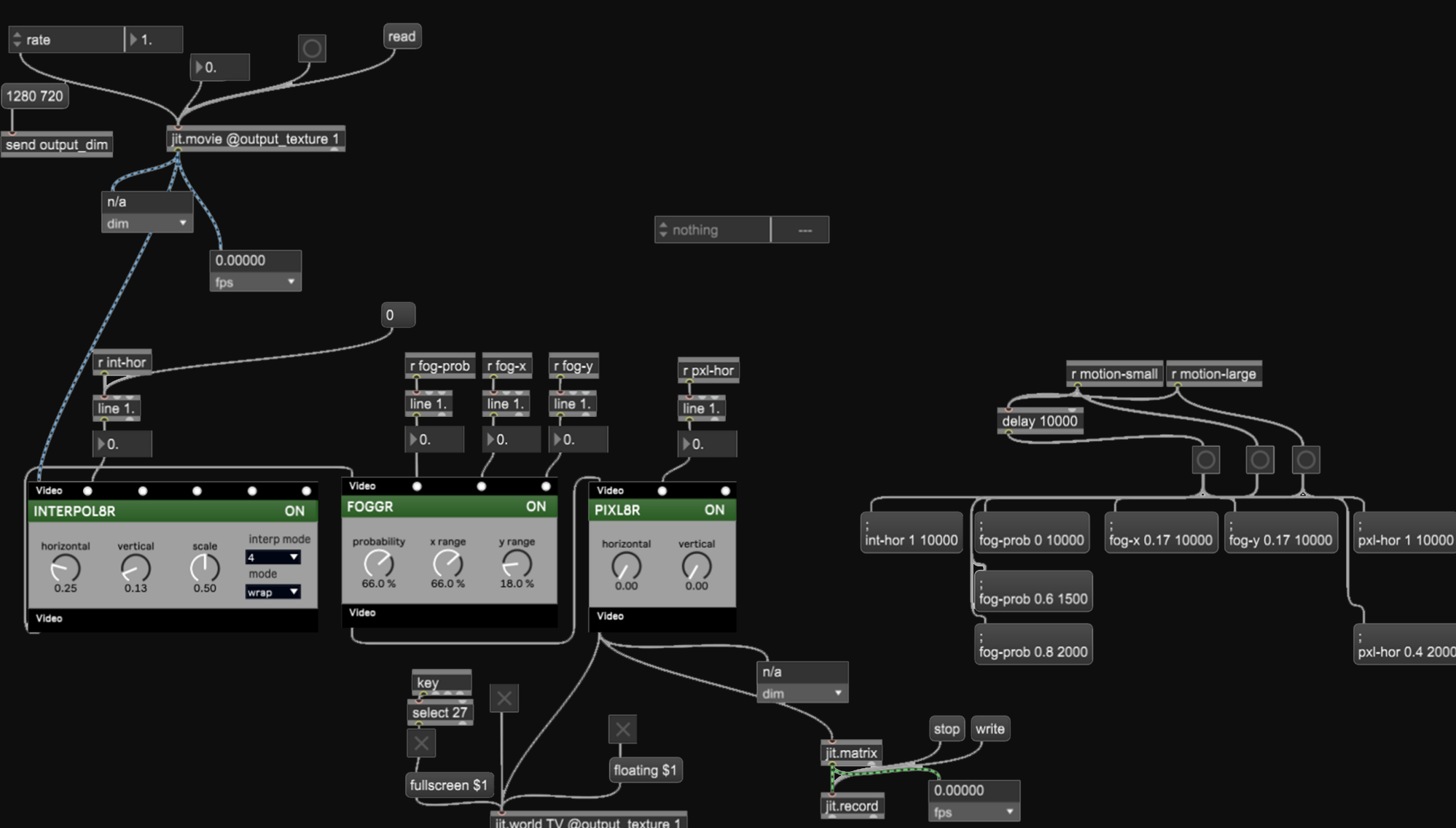
flexibility. To explore how interactive, dynamic, and evolving projections could be created, the program Max8 was used. This program was used to manipulate videos live, and subsequently project them onto a screen. Explorations using Max8, projectors and projection screens led to the final idea of how this theatre could be constructed.

This research award gave me many great opportunities. I was able to learn about scenographers and artists who have inspired the way I think as a designer (in particular Joseph Svoboda). I had a great opportunity to begin learning the program Max 8 (which I have had a interest in for a long time). Max8 is a great program that I can definitely use in future creative/design projects. This was also my first time designing an installation, something that I want to continue doing throughout my career. The experiences I gained from this project will be great assets in my future career as an architect.

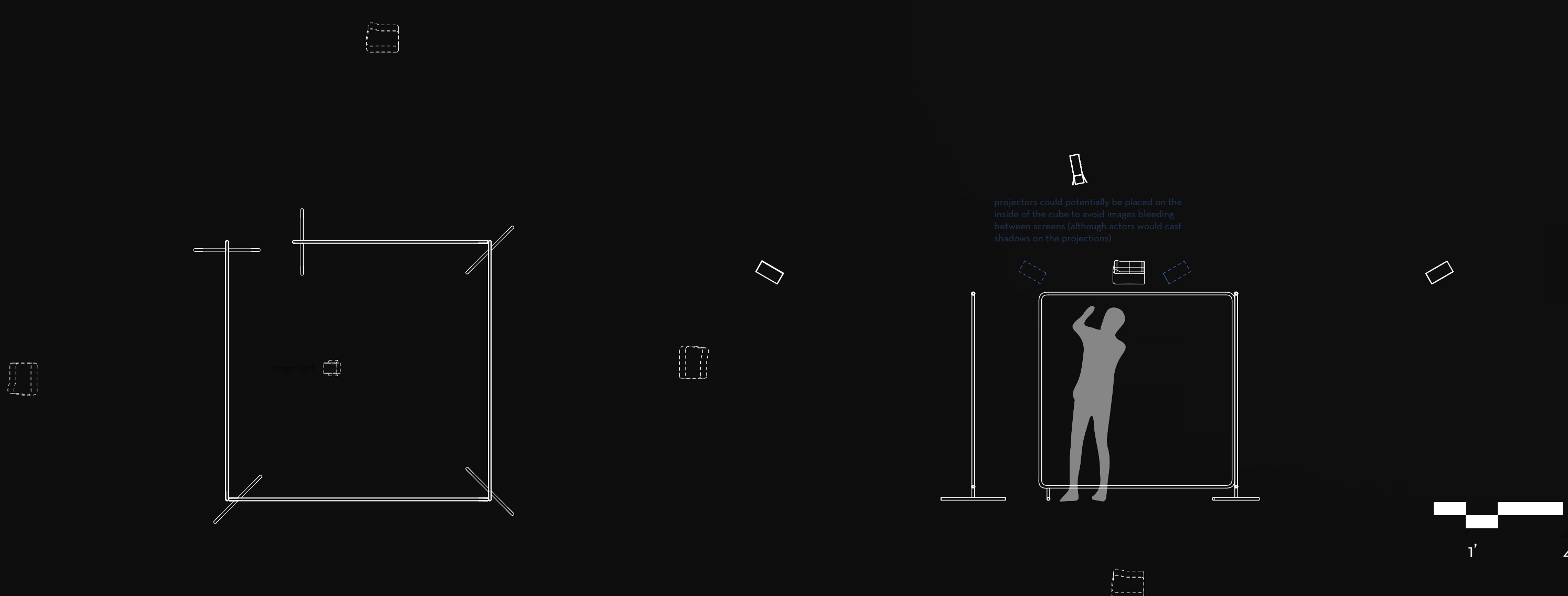
References for collaged elements in images (all work by Max Sandred):
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Process sketch that led to the final design concept



Max8 “patch” that guided the projections shown below. A patch in Max8 is the name given to a framework that one constructs within the program (as I did above). The framework above instructs how projections are projected, modified, interacted with etc.



Plan

Section



Photos taken of a projection experiment. A semi-transparent scrim was hung and thereafter projected onto. This projected setting was a forest. For this experiment, the Max8 patch distorted the projection, turning a recognizable forest into different abstract settings. These abstracted settings also played with the transparency of the scrim, making the acoustic guitar placed behind the scrim more or less visible at different instances.



Render that depicts a performance within the Miniature Projection Theatre. The Projection Theatre consists of four projectors and four welding screen frames with projection scrims hung on them. Performances could be viewed from different angles, and projections could even be used to create characters (such as the birds shown in the rendered setting).