Theatres Of Architectural Imagination
Miniature Projection Theatre

"The role of the architect is to make tangible what is intangible."
- Marco Truscati, "Venezia e Calarcraft: Macchi: The Theatre of the Architecture of Carlo Scarpa, Architect versus

"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 dream curtees?"
- Joseph Svoboda, "The Scenography 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 project began with an in-depth study of theatre design and scenography. The research focused on a wide range of subjects and figures within theatre and performance, ranging from Marco Truscati (for whom the Theatres Of Architectural Imagination event is held in honor of) to Czech scenographer Joseph 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 performance and their environment, and movement within fictional settings were established. The use of projections became the focus of the theatre, using them to create theatrical settings that could have movement, dynamics, and flexibility. To explore how interactive, dynamic, and evolving projections could be created, the program Max8 was used. The 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 paper 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), and a great opportunity to begin learning the program Max 8 (which I had had interest in for a long time). Max 8 is a great program that can definitely use in future architectural projects. This was also my first time showing an installation, something I want to continue doing throughout my career. The experiences 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):
- "PNGWing,
- "MrCutout.com,"