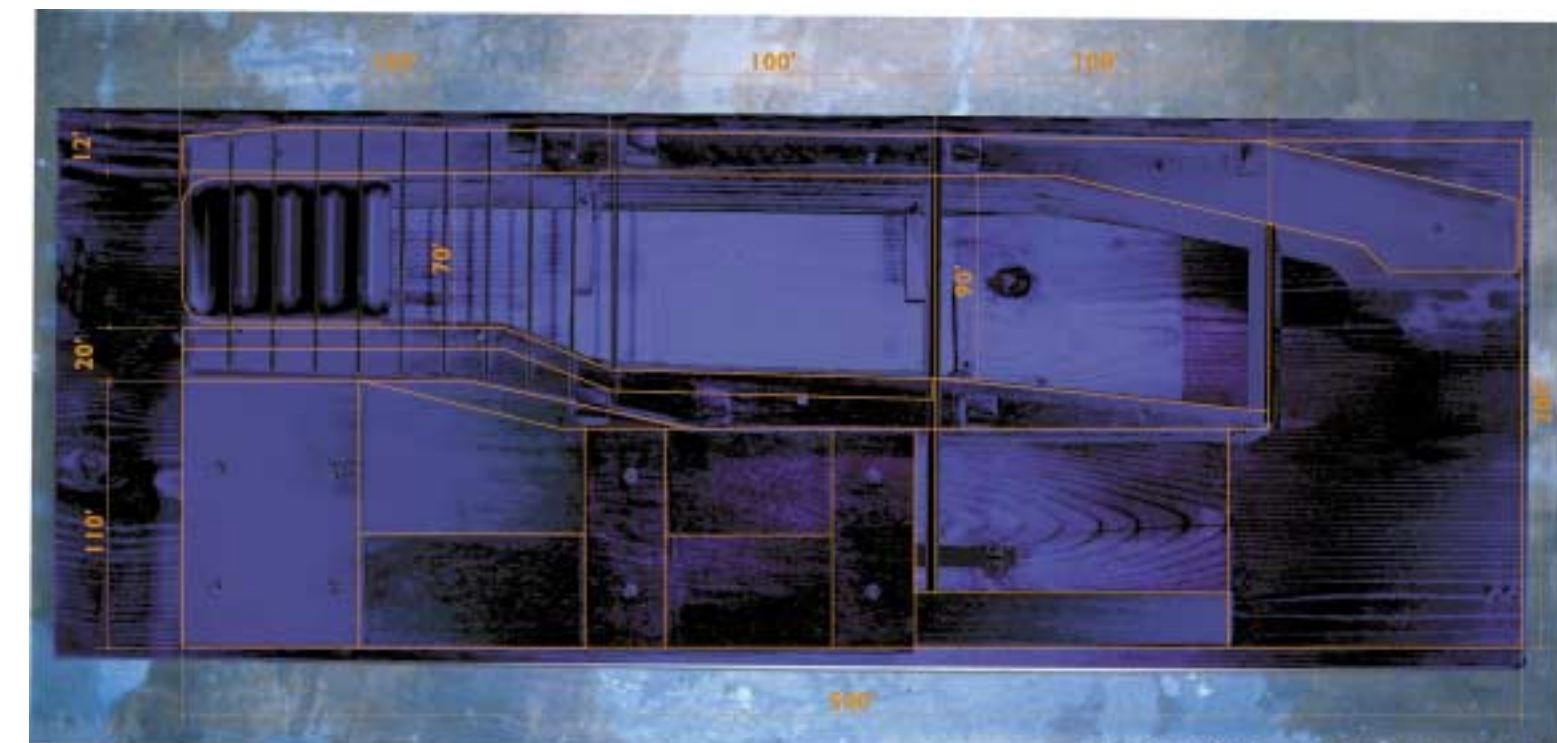
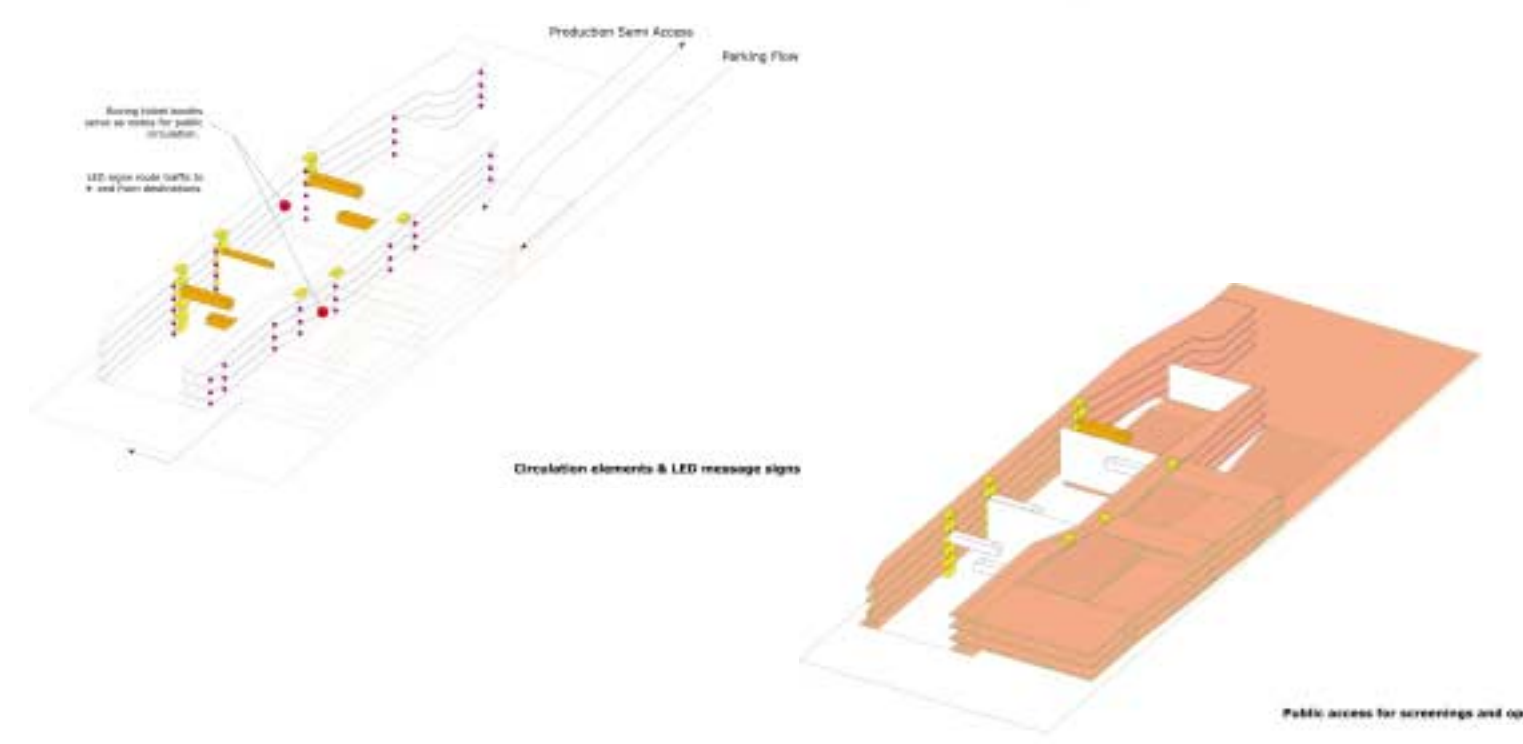
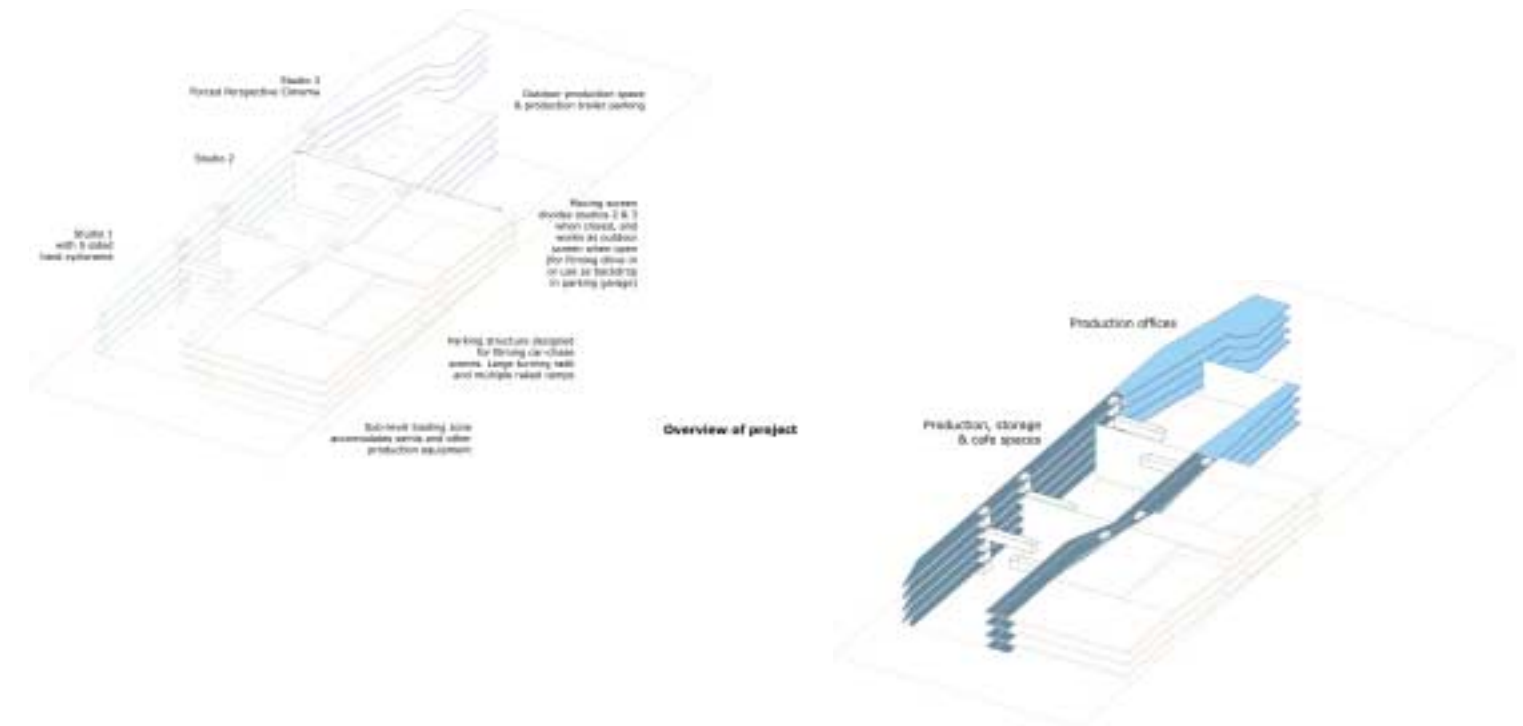
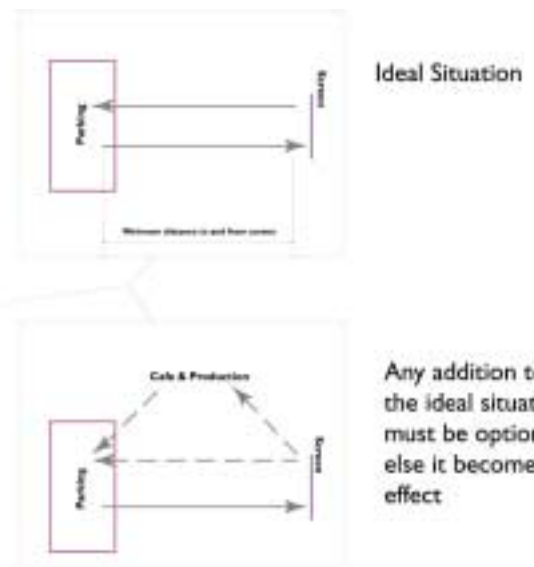


Stage Loops:

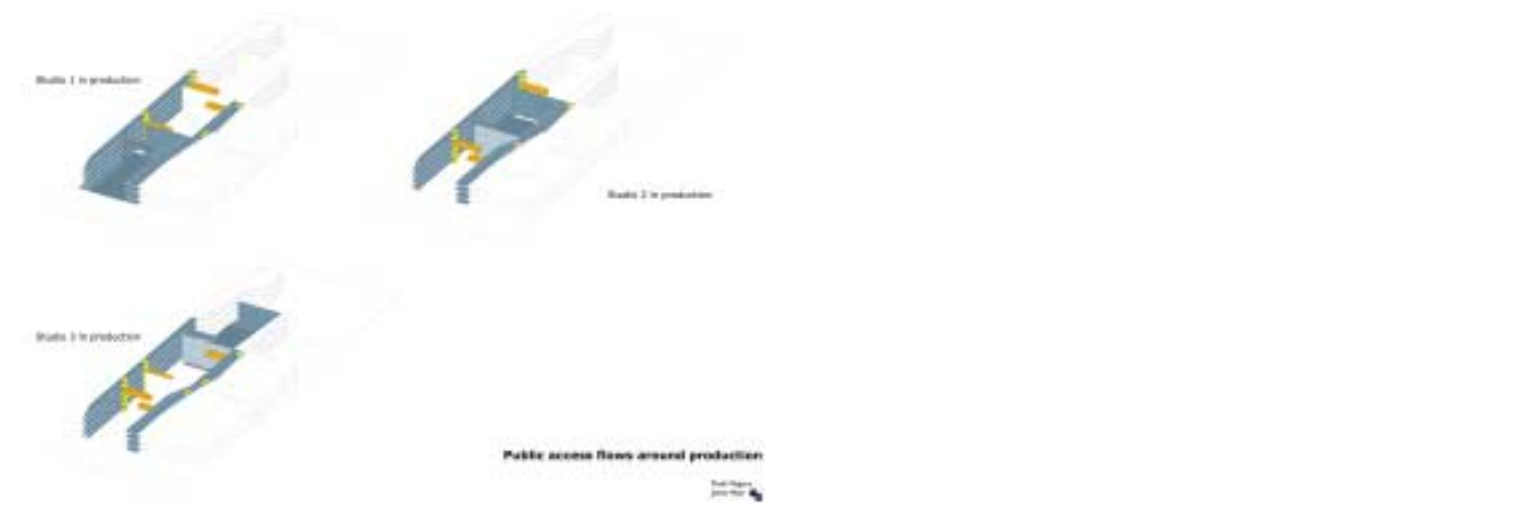
We propose a cinema which serves as a set for film production as well as an operating, premiere grade theatre. This modern cinema complex uses additional programming to turn the notion of cinema inside out - literally. Our goal for this project is to create a complex capable of revealing cinema in all facets of its lifespan, from concept to screen with aspects of art, production, technology, commerce, and leisure included. While these are of course present in any finished work of film we are interested in foregrounding (an exposition of) the filmic background.

The first step in this process is the opening of the backdoor, or stage door in this case, and letting people see inside the film world. Universal Studio's Backlot Tour is a fair departure point for this vision, as it is a chance for the average person to see into the 'magic' side of the studio. However there is little or no interaction between the tourists and the production crews, one is left with so little actual information after the tour that the feeling of 'magic' is almost superseded altogether by a greater sense of curiosity.

Key to the functioning of this idea is a greater sense of interaction. This project not only 'opens the stage door' but removes the back walls of the stage (soundstage in the case of film) altogether. This distinction is fundamentally unimportant though without the component of the viewer, the outsider to peer in or walk through. To this end there is a cafe located as a link between the production space and the cinema exit. It provides an optional path for the movie patron to experience more of the production side of the project, though not in a mandatory way. The cafe also allows in non-moviegoing patrons into the space (and is of course also useable for production too).



Plan of the Stage Loop



Stage Loops:

Studio design project for a cinema. Project was a soundstage used for filming cinema footage as well as normal audience projections. Additional program elements were pre and post production spaces, loading docks and scene shops. Also included parking garage for 400 designed for filming chase scenes. 2000.

