

Escape Negatif

Site: Ann Arbor, The United States

Instructor: John McMorrough

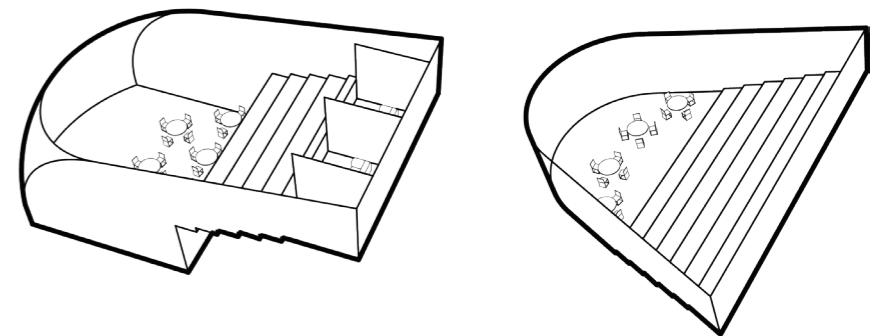
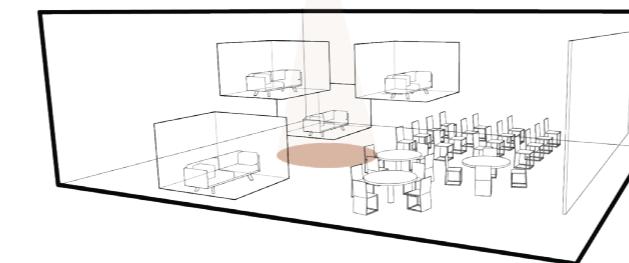
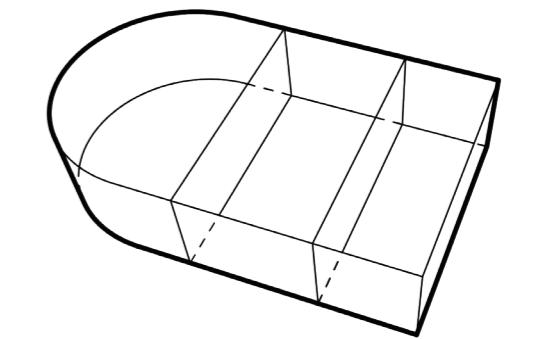
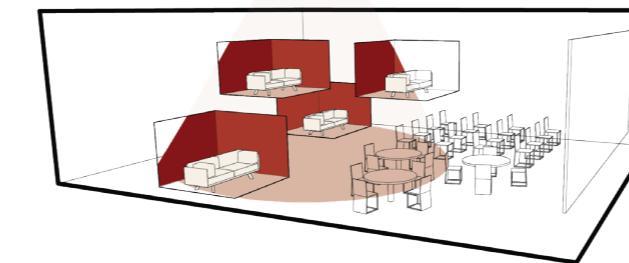
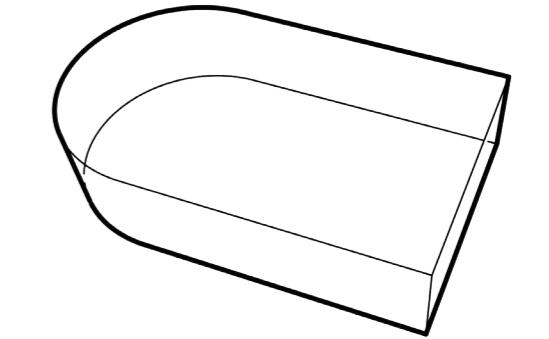
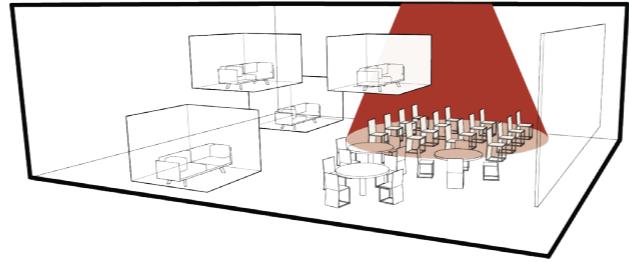
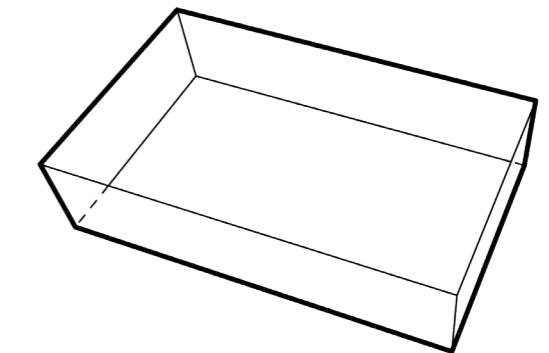
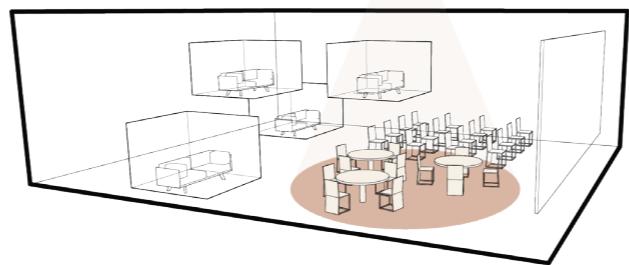
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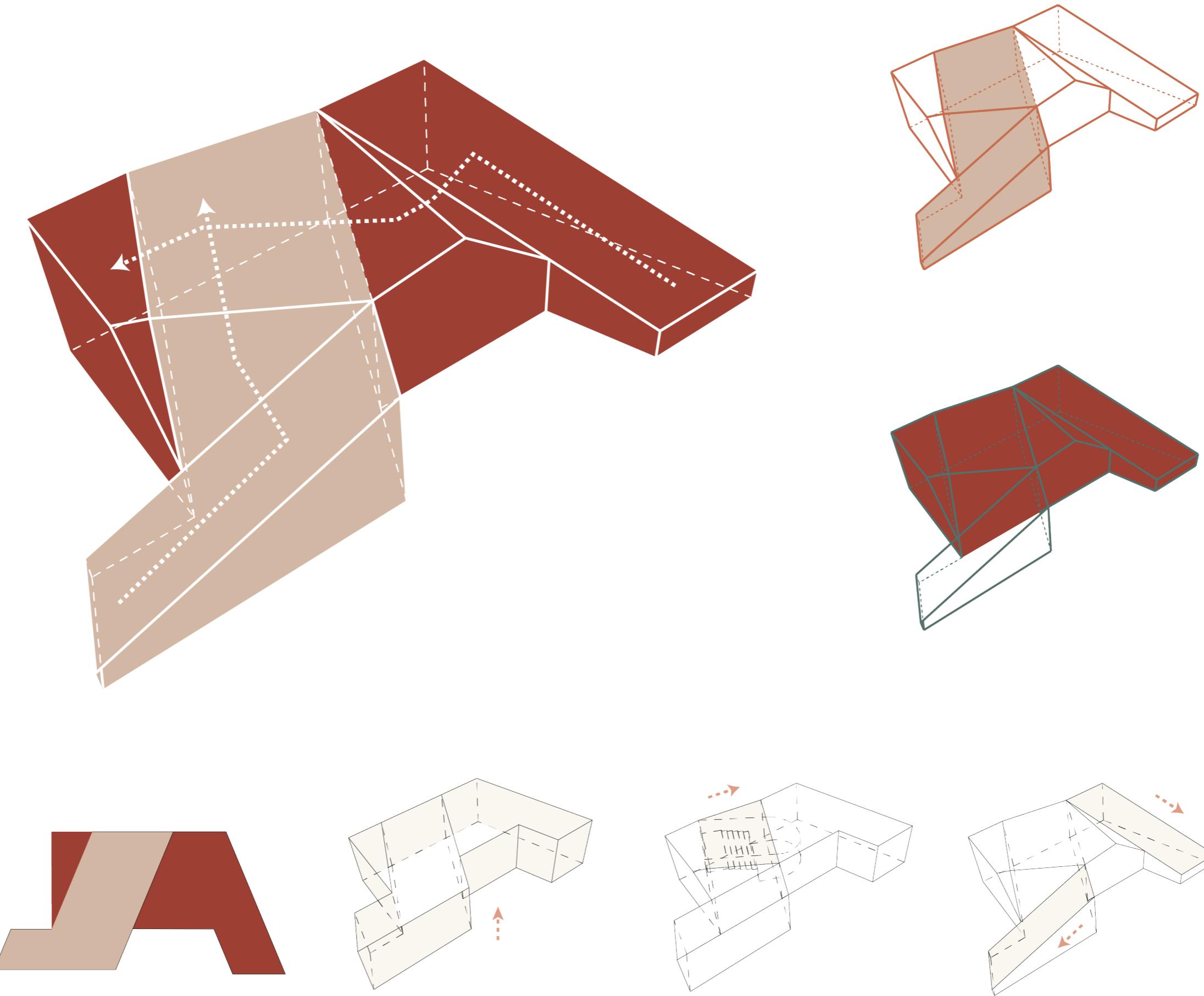


This project is called ESPACE NÉGATIF, means negative space in French. In this project, I learned the stacking idea from my precedence - ALEZIA CINEMA. By using different shape of cinema inserting into a space and stacking on the top of each other, several negative spaces are produced, and these negative spaces are the main character of this project, I regard these negative spaces between theaters in a positive way, design them as a conjunction and public space, visitors go out from the auditoriums will gather together to activate the originally negative space, turning negative attribute into vivid vibe.

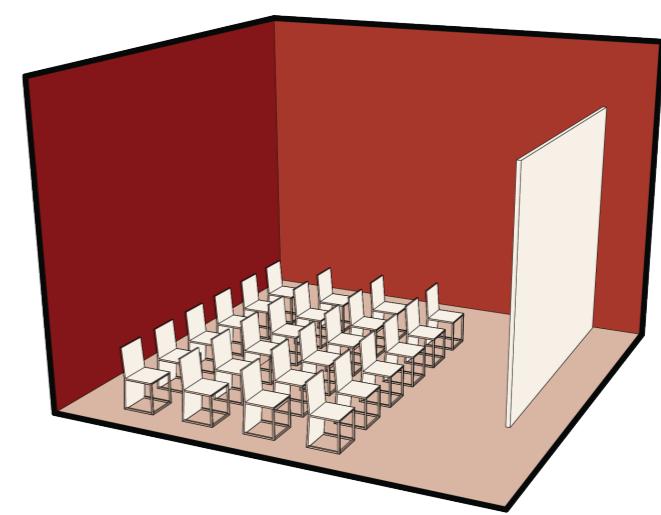
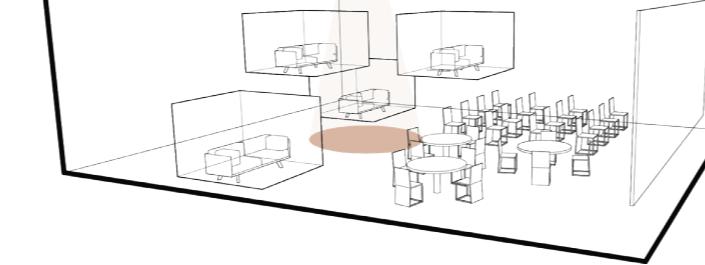
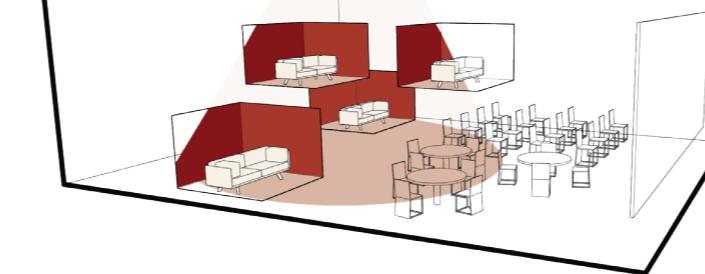
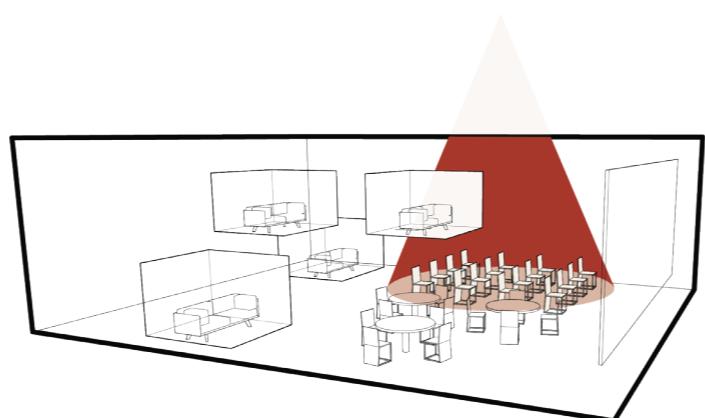
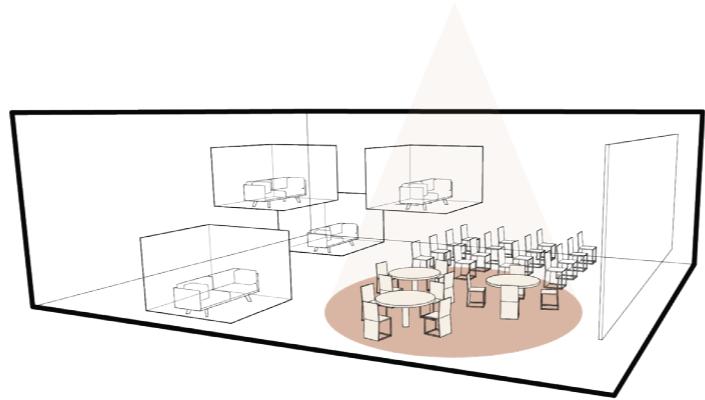
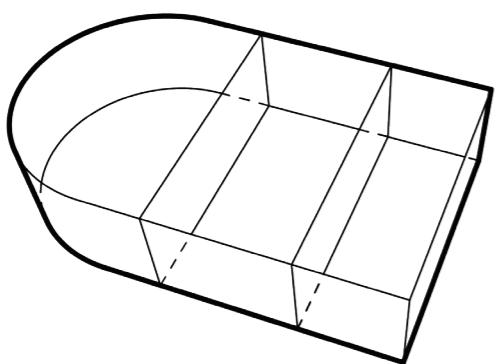
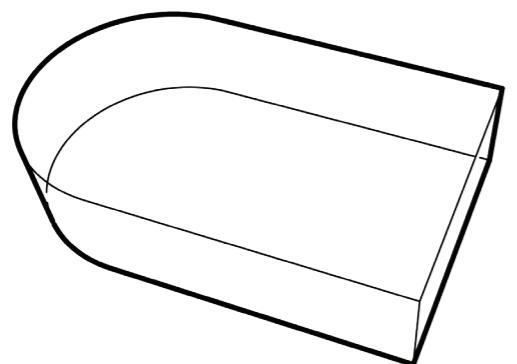
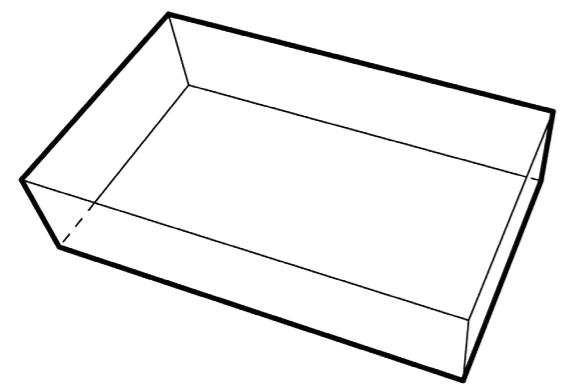
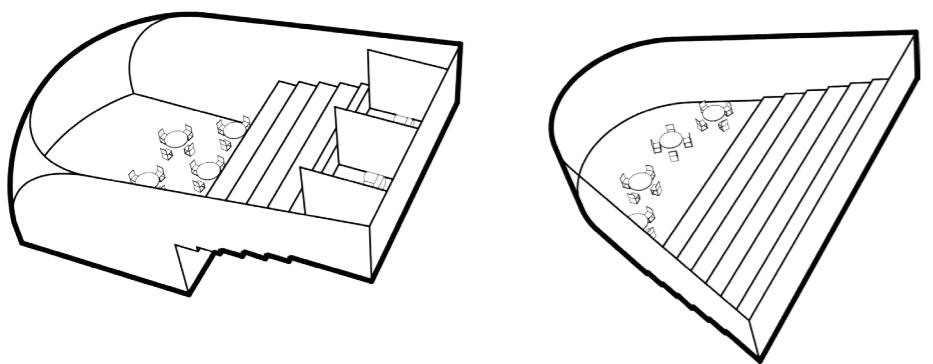
For the massing, I take the shape from my precedence and make some innovations, two wedge intersect into each other and took the intersection space as the main body of the theater and other space become the workshop and archive space. In addition the three dimensional weaved roof can be fold from a two dimensional surface.

Finally, the theater movie I watched is iglorious basterds, from the movie, I took the idea that different activities happened in the same space and designed theaters with different function at different time. Besides I integrated curve into my project to make the space more active and vivid.

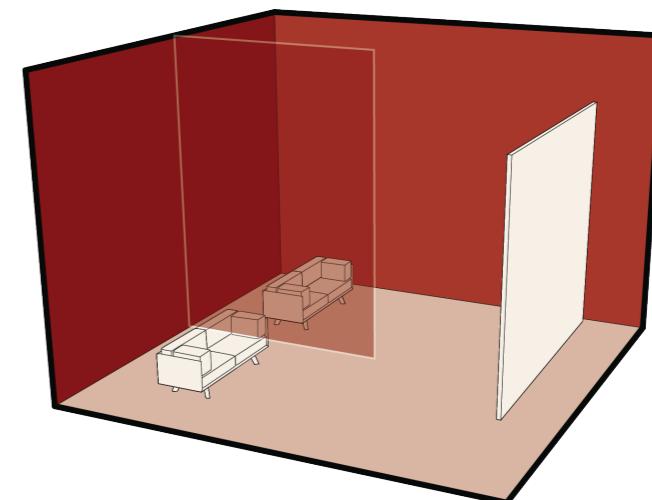




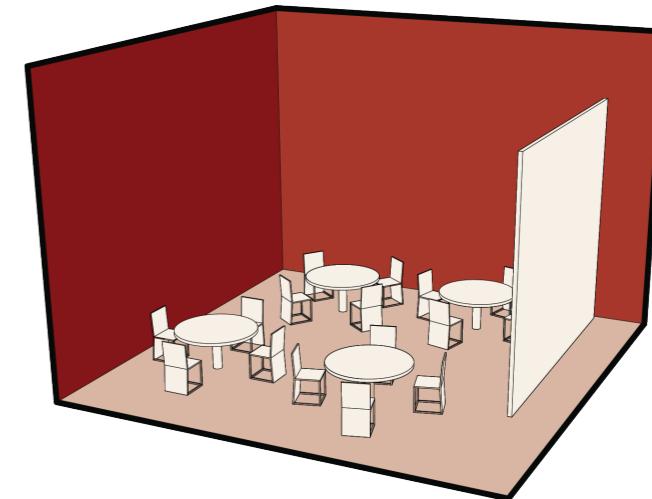
Geometry Prototype



Normal Cinema



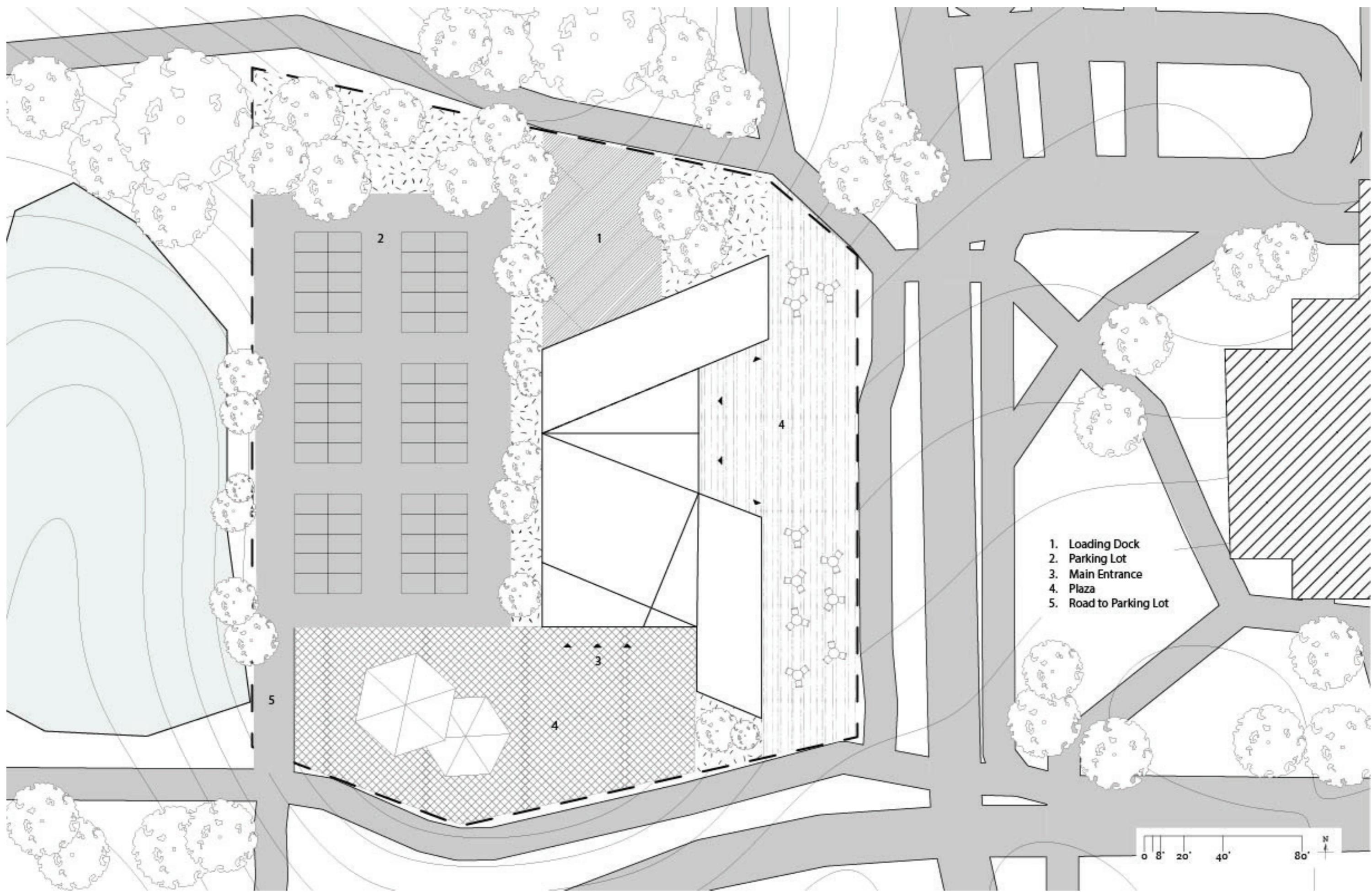
Private Cinema



Entertainment Cinema

Cinema Shape Exploration

Function Analysis



ESPACE NÉGATIF - PLAN



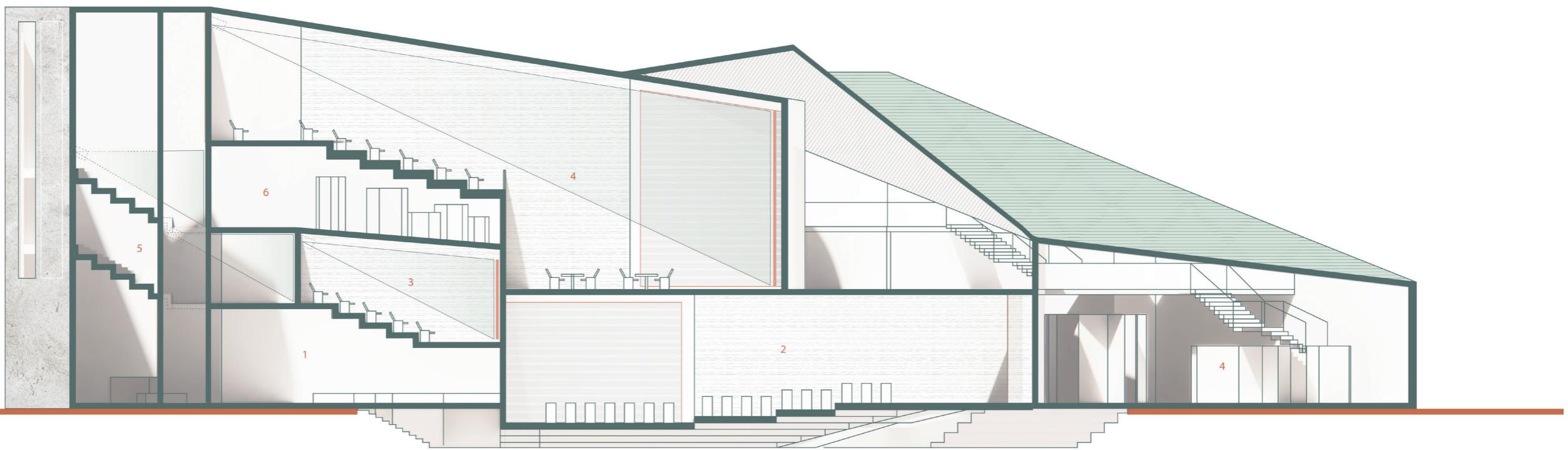
- 1. Lobby
- 2. Workshop - Assembly and Operation Space
- 3. Workshop - Office
- 4. Workshop - Meeting Room
- 5. Workshop - Corridor
- 6. Workshop - Restroom

- 7. Auditorium I
- 8. Archive - Exhibition Hall
- 9. Restroom
- 10. Public Cinema
- 11. Auditorium II
- 12. Auditorium III

- 13. Auditorium IV
- 14. Immersive Cinema
- 15. Archive - Book Storage
- 16. Archive - Reading Area
- 17. Roof

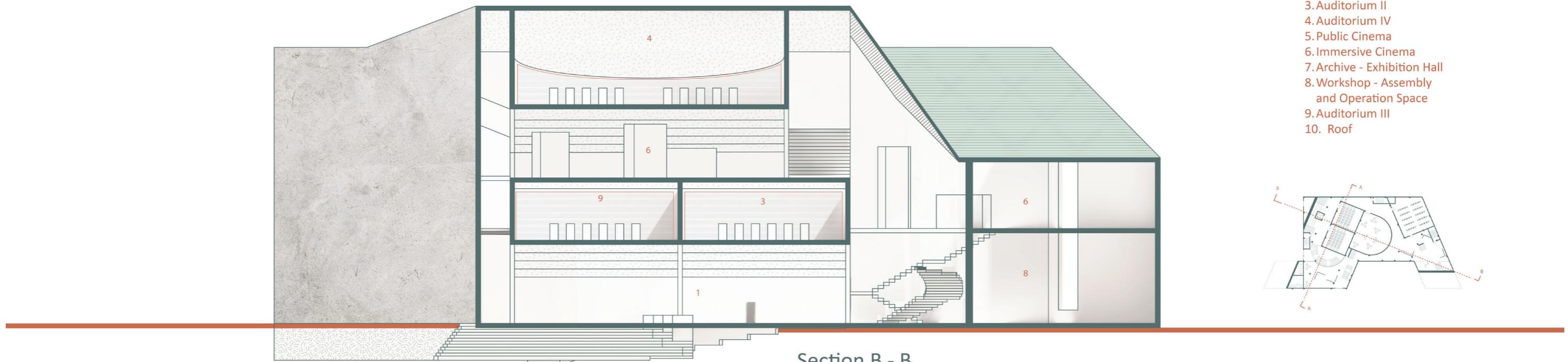
Scale: 1" = 16' - 0"

ESPACE NÉGATIF - SECTION

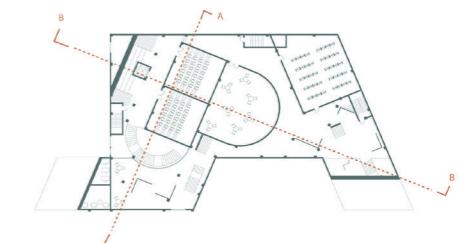


Section A - A

- 1. Lobby
- 2. Auditorium I
- 3. Auditorium II
- 4. Auditorium IV
- 5. Public Cinema
- 6. Immersive Cinema
- 7. Archive - Exhibition Hall
- 8. Workshop - Assembly and Operation Space
- 9. Auditorium III
- 10. Roof



Section B - B



Scale: 1" = 8' - 0"

