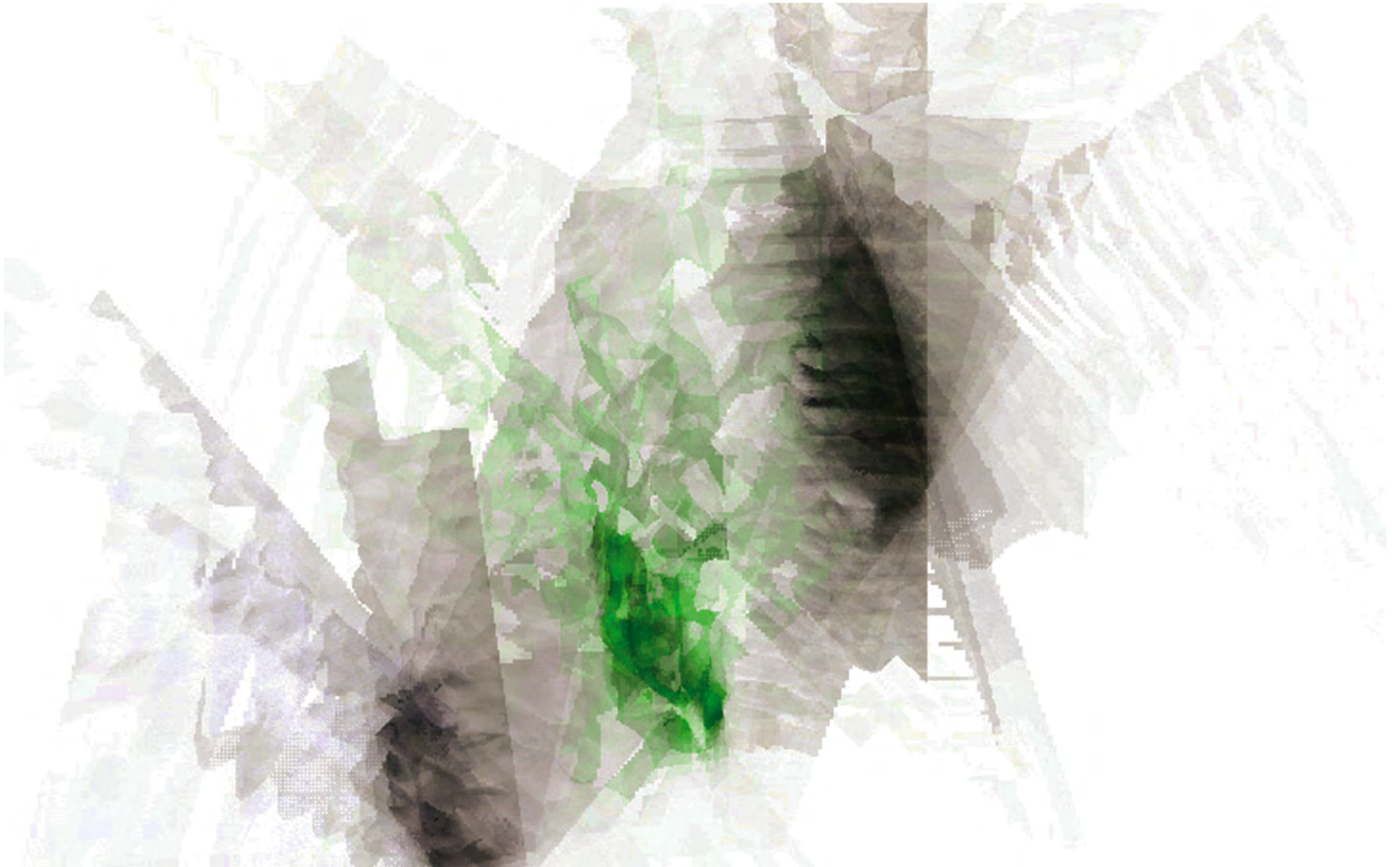


Nicole Stöcklmayr

Open Lecture #11
18:00 Tue 6.06.2017

Projection & Production : Scenes of Architecture in Movies and Games



This talk will examine scenes of architecture by discussing the two movies "Inception" (Christopher Nolan 2010) and "Wreck-It Ralph" (Rich Moore 2012) and the digital game "Monument Valley" (Ustwo Games 2014). Here, building typologies such as labyrinth and tower as well as elements such as walls and stairs are not functioning merely as a stage or the setting for a storyline. They have an agency and are directly involved in action and interaction within the visual and spatial narrative. Moreover, camera movement and gameplay not only capture points of views but control the projection and production of architectural space. I will argue for an architectural media theory that addresses both, the design of digital environments as well as architecture experienced on screens.

Nicole Stöcklmayr is a postdoctoral research fellow and lecturer in history & theory of architecture, media studies, and design at MECS Institute for Advanced Study on Media Cultures of Computer Simulation at Leuphana University Lüneburg, Germany. Before joining MECS, she was research fellow at IKKM Internationales Kolleg für Kulturtechnikforschung und Medienphilosophie and lecturer at Bauhaus-University Weimar. She holds a Ph.D. from the University of Applied Arts Vienna where she also graduated with a Masters in Architecture. Her research focuses on the media and mediums of architecture and design with a particular emphasis on digital visualizations, computation, simulation, and robotics in architecture. She is currently completing a book manuscript on "Visual Constructions: Architectural Images in Digital Media Cultures." More information at stoecklmayr.com



Institute of Architecture and Media
Kronesgasse 5/3
iam.tugraz.at