



*Dream Machine Theater*

Ropewalks, Liverpool

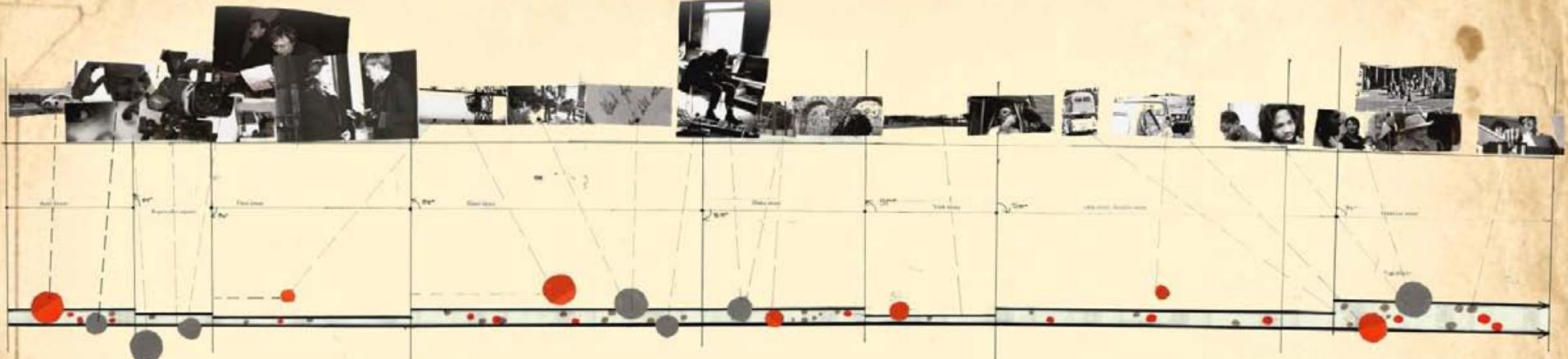


Site analysis: Ropewalks, Liverpool  
Industrial pattern on the site (part)

Cultural pattern on the site (present – hidden and obvious)

**Concept :Industry + Culture**



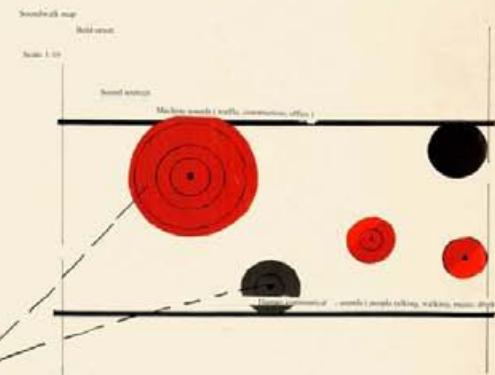
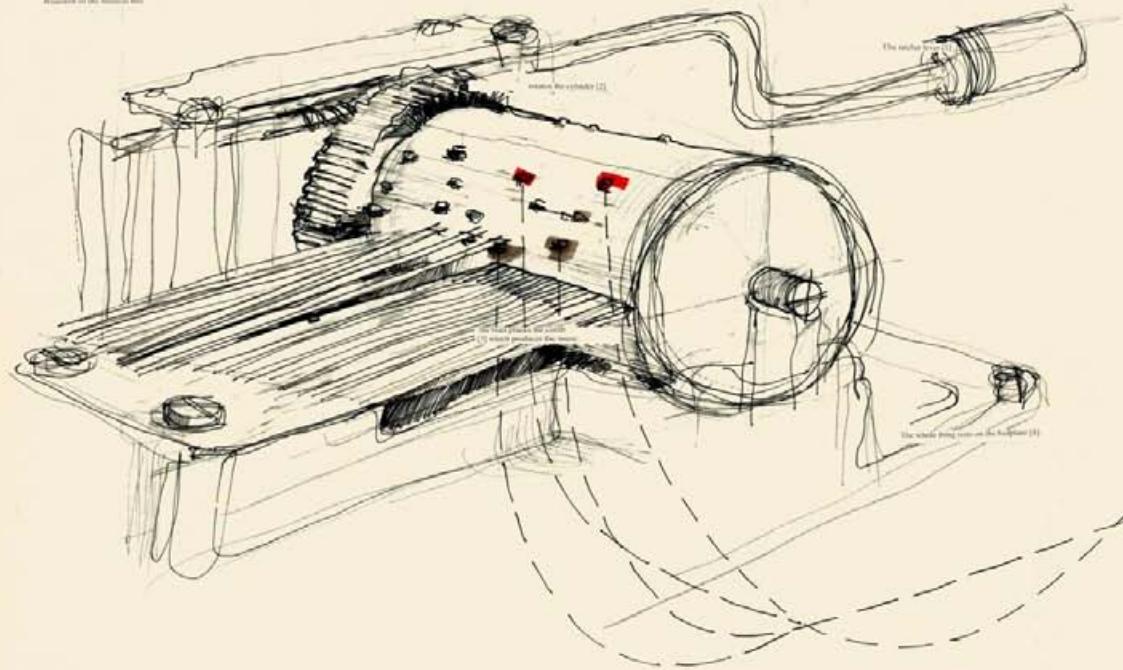


*Sound walk in Ropewalks area*

*Sound walk resulted in creation of eight minute long sound composition, inspired by the John Cage music works. The data presented on the drawing contains width of the streets, mapping of the walk, activities and sound sources.*

*Site analysis  
Association of the area with sound/music*

Research of the Musical Box



*Plate I  
Music Box*

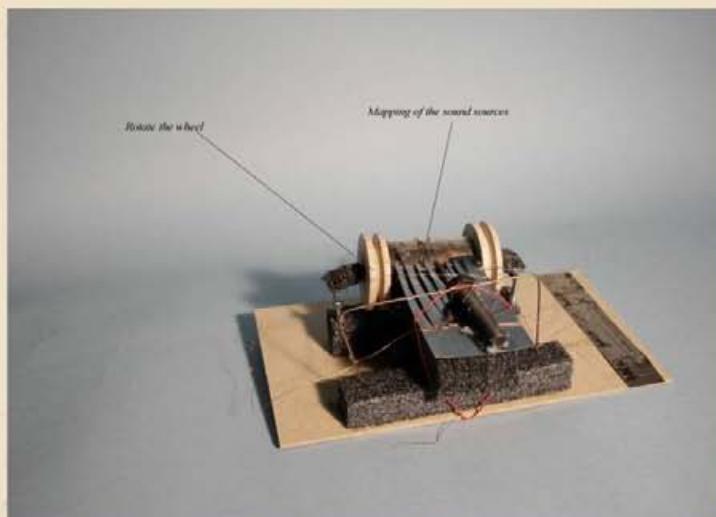
The analysis of the sound walk guided to allegorical connection of the site to the musical machine (Music Box). Mapping the soundscape was linked to the music mapped on the comb of the music box.

*Model 1 and 2 :Site analysis*

*Modelling the site analysis*



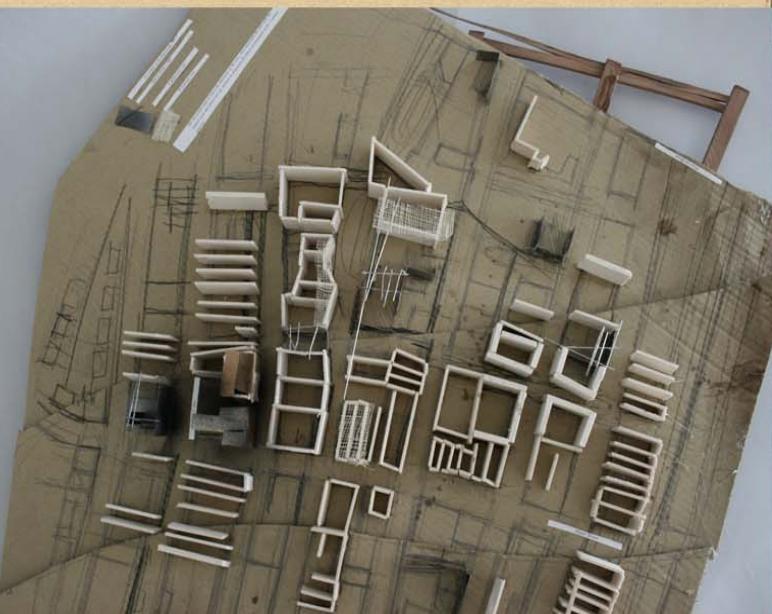
*Ambient box produces composition created with the sounds recorded on the site*



*Modelling the concentration of the sound on the site of my choice*

## *Site analysis*

*Choice of the site guided by the historical theme  
and current social/cultural theme*



*Site location within the area of interest*

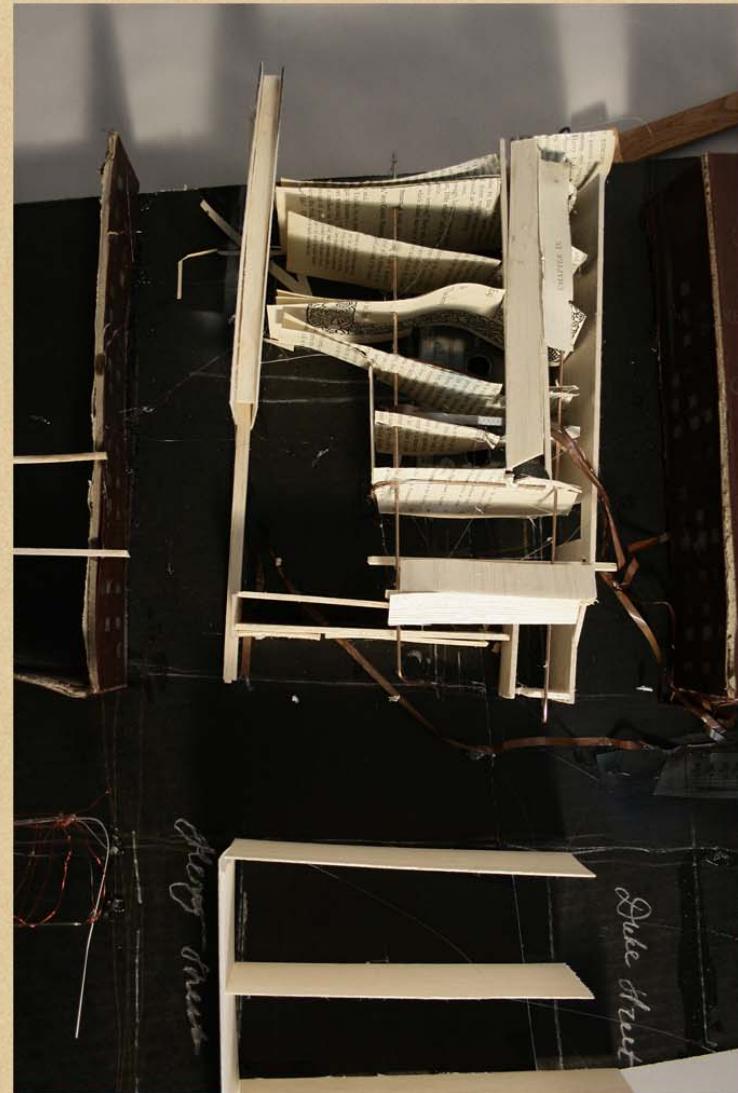


## *Site analysis*

*'Situationists City' model*

*Shows the drama of the area, urban performance,  
experiences on the streets*

*scale 1:200*



*site/ narrative/ drama of the place*

*Site analysis  
Area as a reflection of the Music Box/  
deconstruction of the sound/  
analysis of the soundscape*

*Mapping of the sounds on the site association/with music machine  
The street music on Bold Street = cylinder , Slater street bars and pubs Jazz Cafe = the ratchet lever, Music Studios= the comb*



Map of Liverpool.



Gallery  
Gathering place



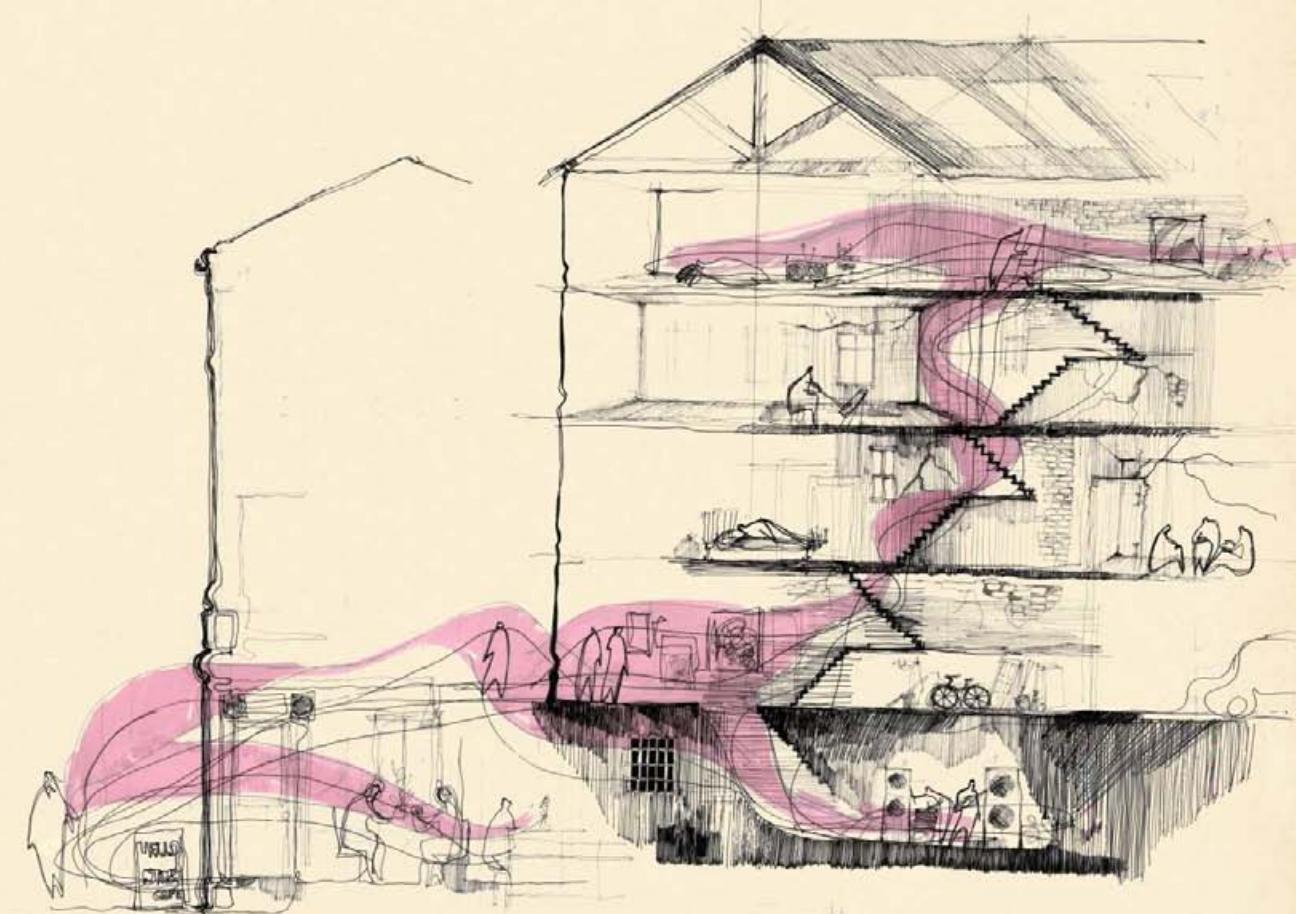
Squatting  
area



Studio  
Music area



Jazz Cafe

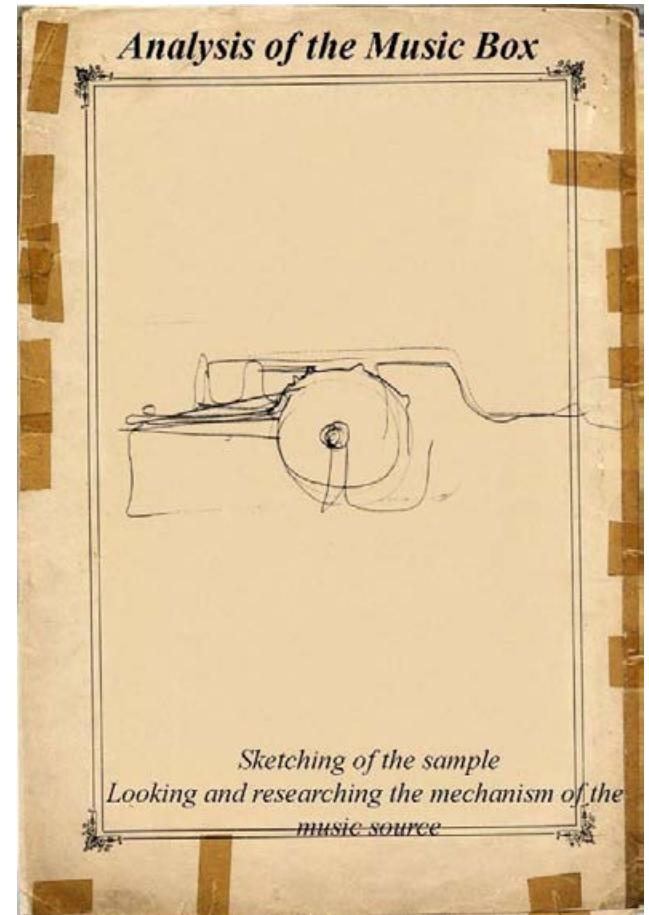
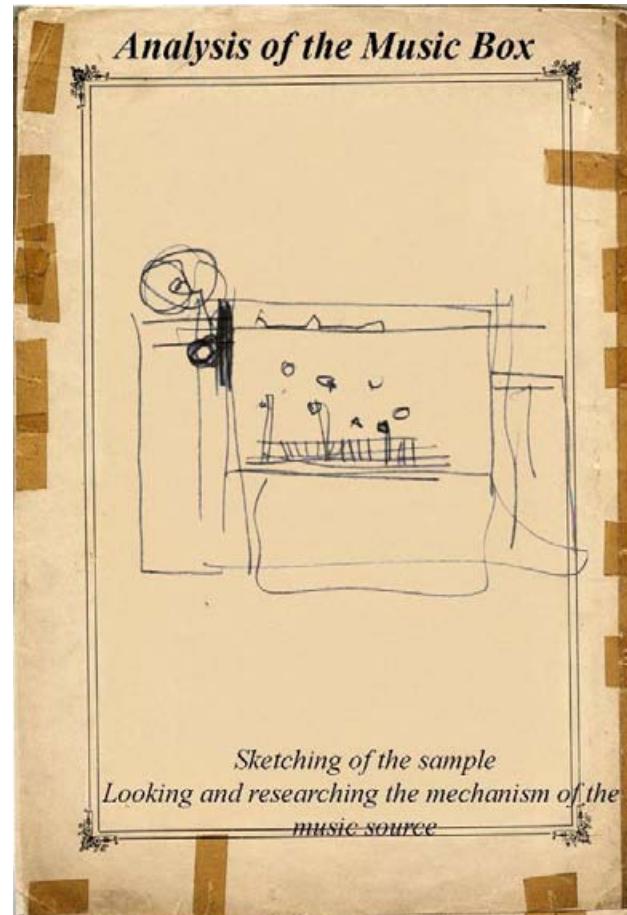
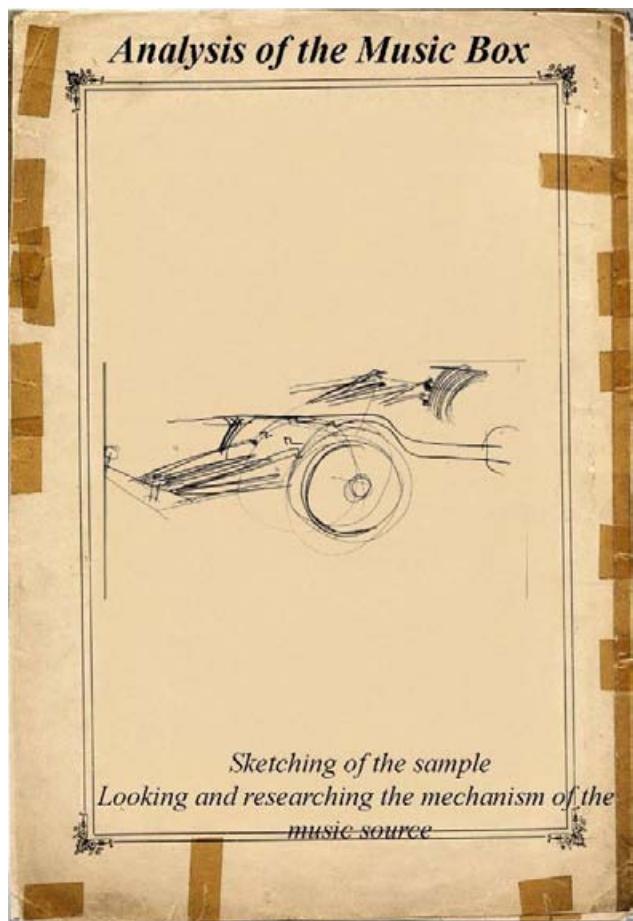


Hidden sound source / hidden activities

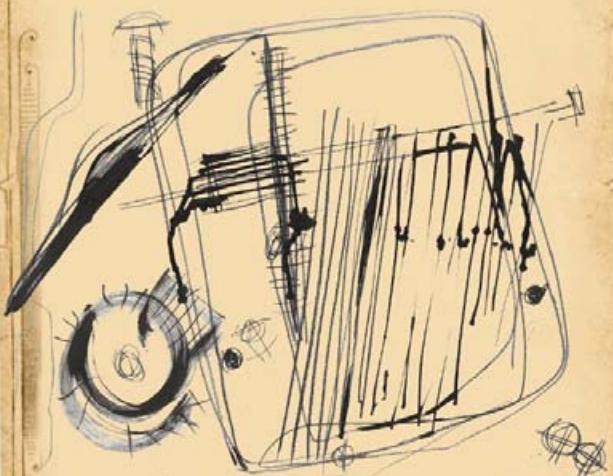
Plate 2  
Section through the building

Looking at one of the sound sources, heard from the street.  
The journey from the Jazz Cafe to the Derelict Building on the Duke Street; Interesting activities within the buildings : squatting, art studios, music studio, 'hidden' gallery.

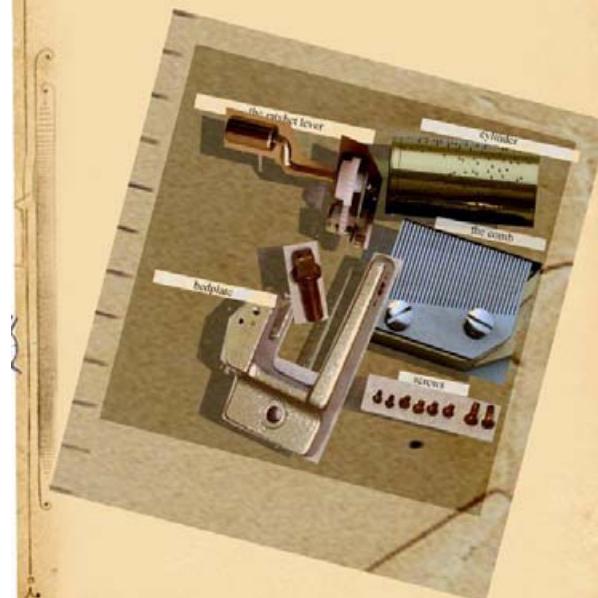
*Social Context : the building on the site demonstrates the need for the performance, music and arts centre. The ideas of the musicians, actors and artists are to allow the public to see the art in the streets, however still earn money.*



*deconstruction of Music Box mechanism  
analysis*

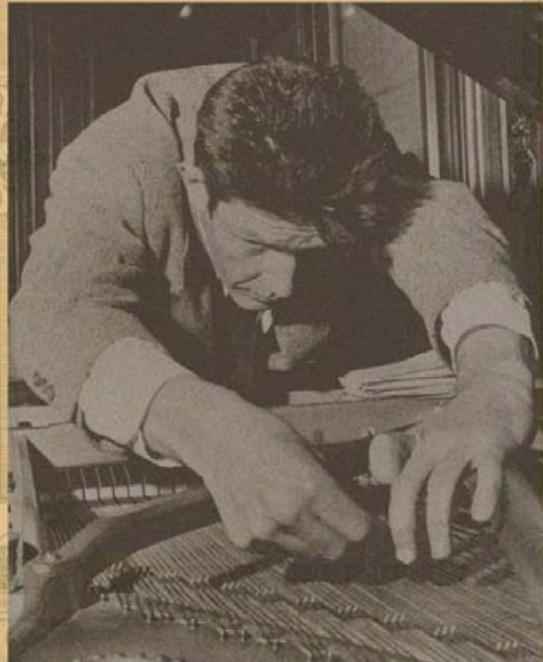


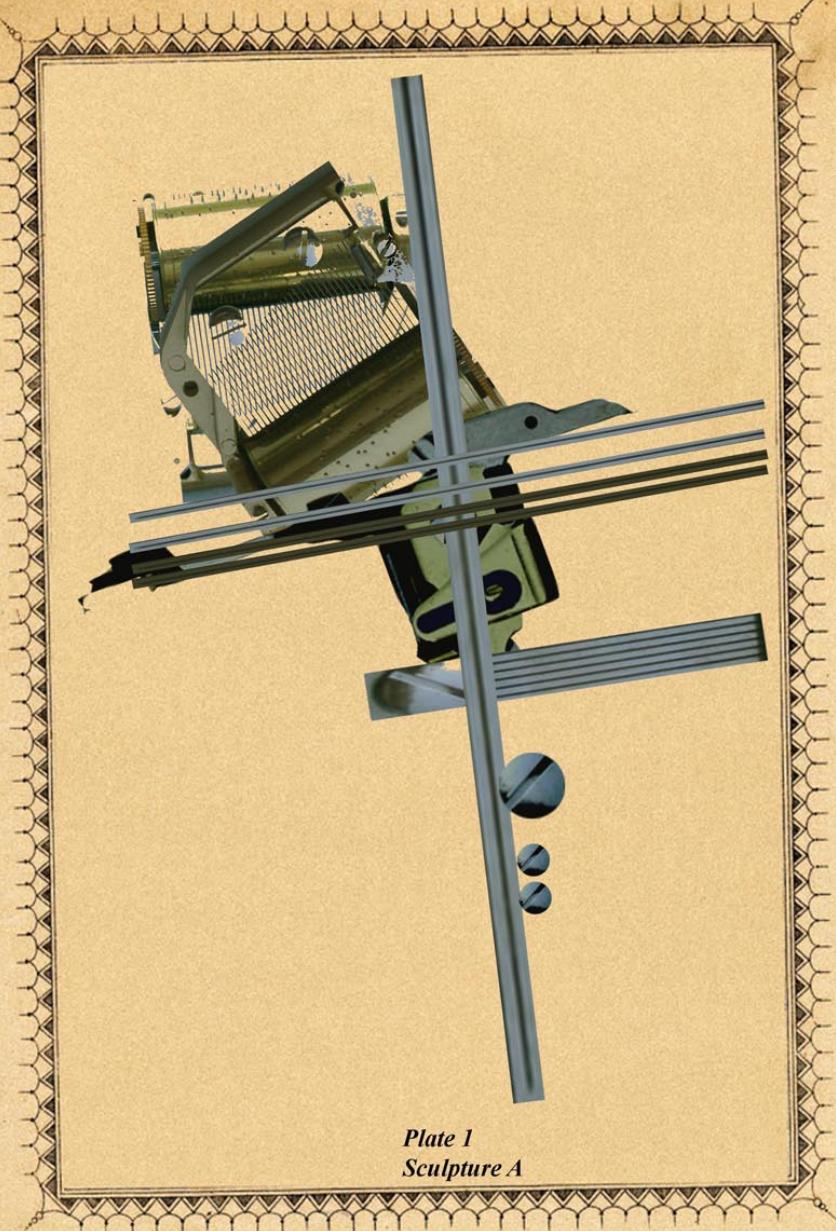
*deconstruction of Music Box mechanism  
analysis*



*Inspiration in music*

*The idea of weaving the threads of the site with the music was inspired by compositions of John Cage  
Correlation of architecture and sound  
was found in 'The First Construction in Metal'*

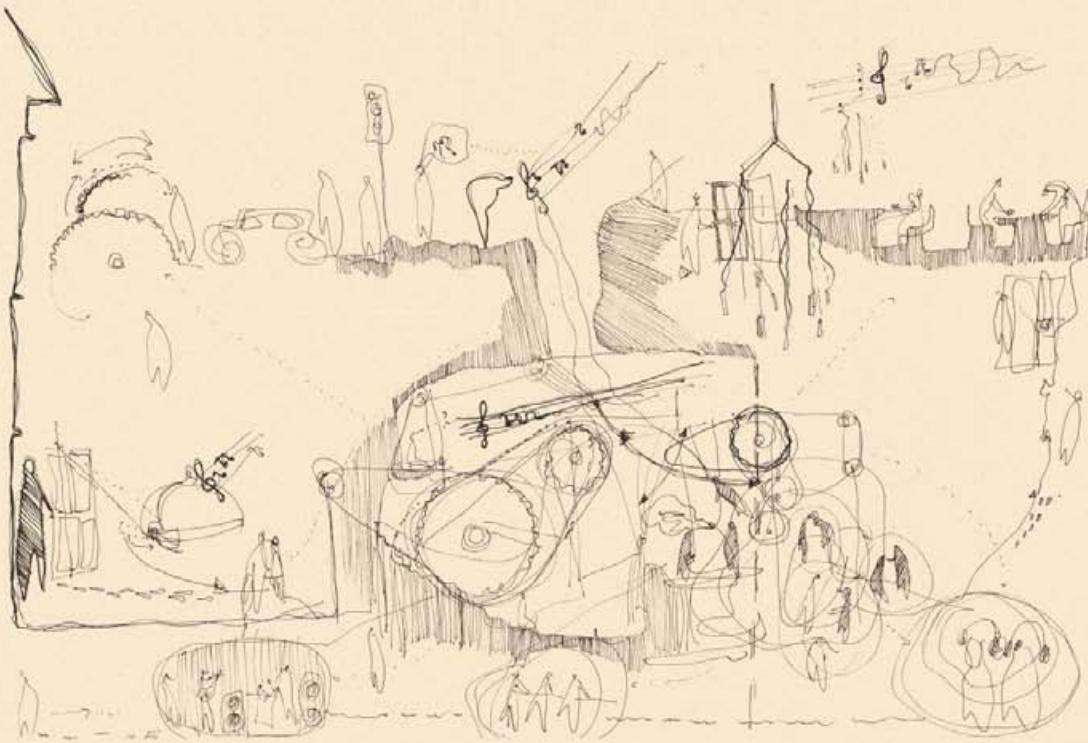




*Deconstruction of an object*

The idea of deconstructing The Music Box was inspired by the works of sculptors and artists, who look at the object as metaphor.





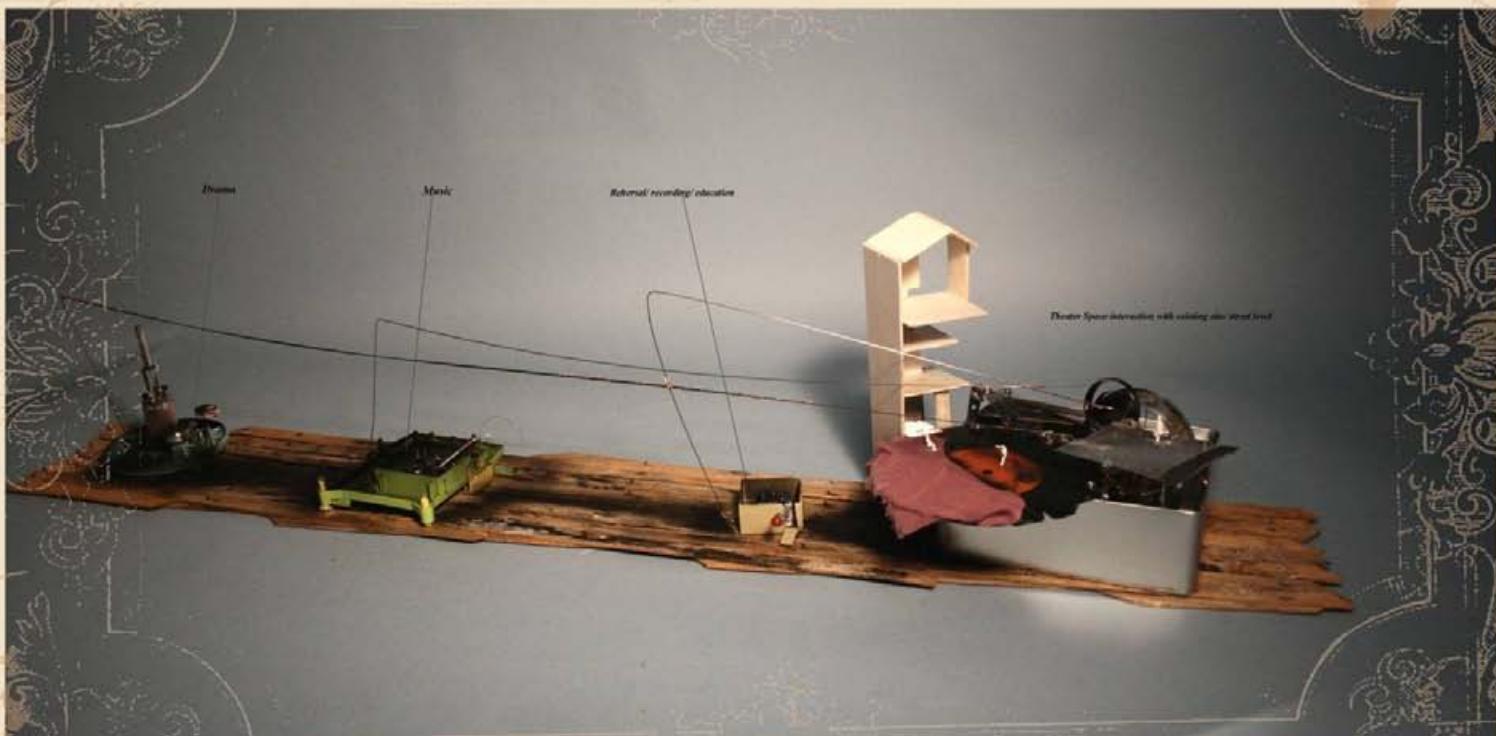
#### ***Generation of the Brief: Dream Machine Theater***

*Design reflects the past of the area and responses to the existing story of the site. Building will act as a metaphorical music box, which will accommodate the needs of the bohemia and allow the whole building to propose and demonstrate art of drama and music. Every visitor will integrate with the backstage atmosphere and act as performer, actor and musician himself. At a times the building will open itself and allow the music to penetrate the area. performances would be experimental, challenging and free for pedestrians. During the day time building would provide spaces for rehearsals, dance and drama studio lessons and recording studios.*

#### ***Dream Machine Theater***

—  
***Drama and Music***  
+  
***Recording Studios***  
+  
***Rehearsal Studios***

*Model 4: design*



*Model sounds - different sounds mean certain concepts*

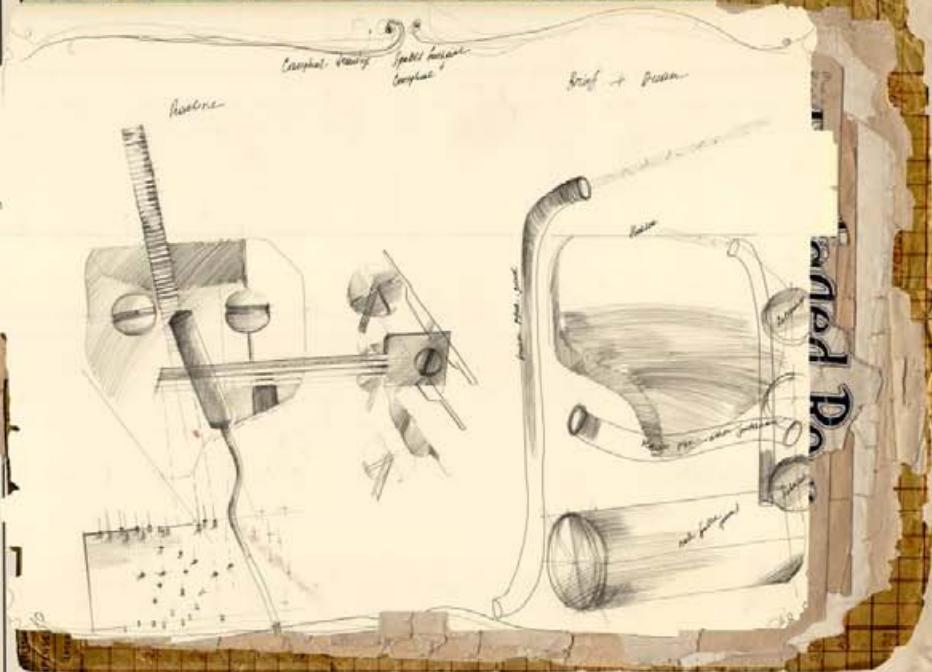
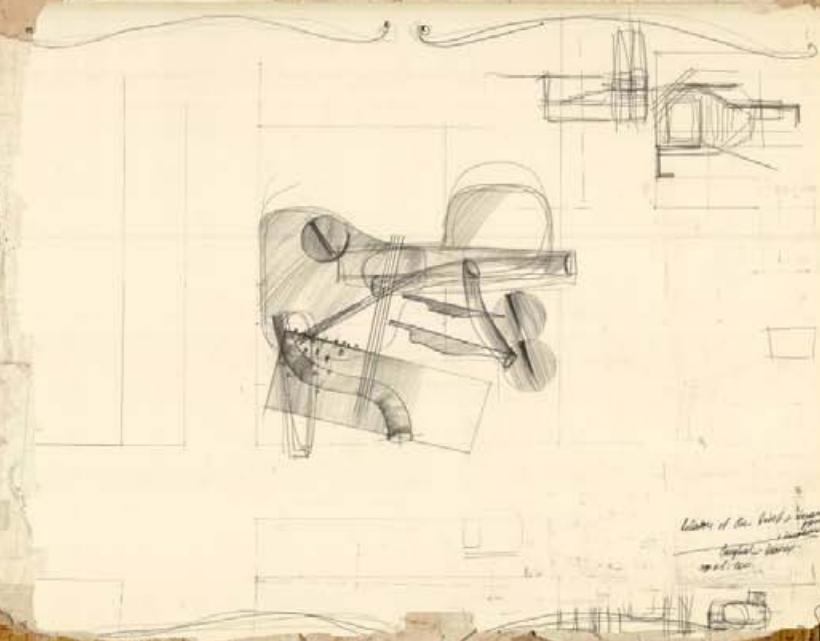
*Modelling the programme*

*Different activities interlink within one open space.  
Model also shows the response to the existing site: abandoned buildings and street level.*



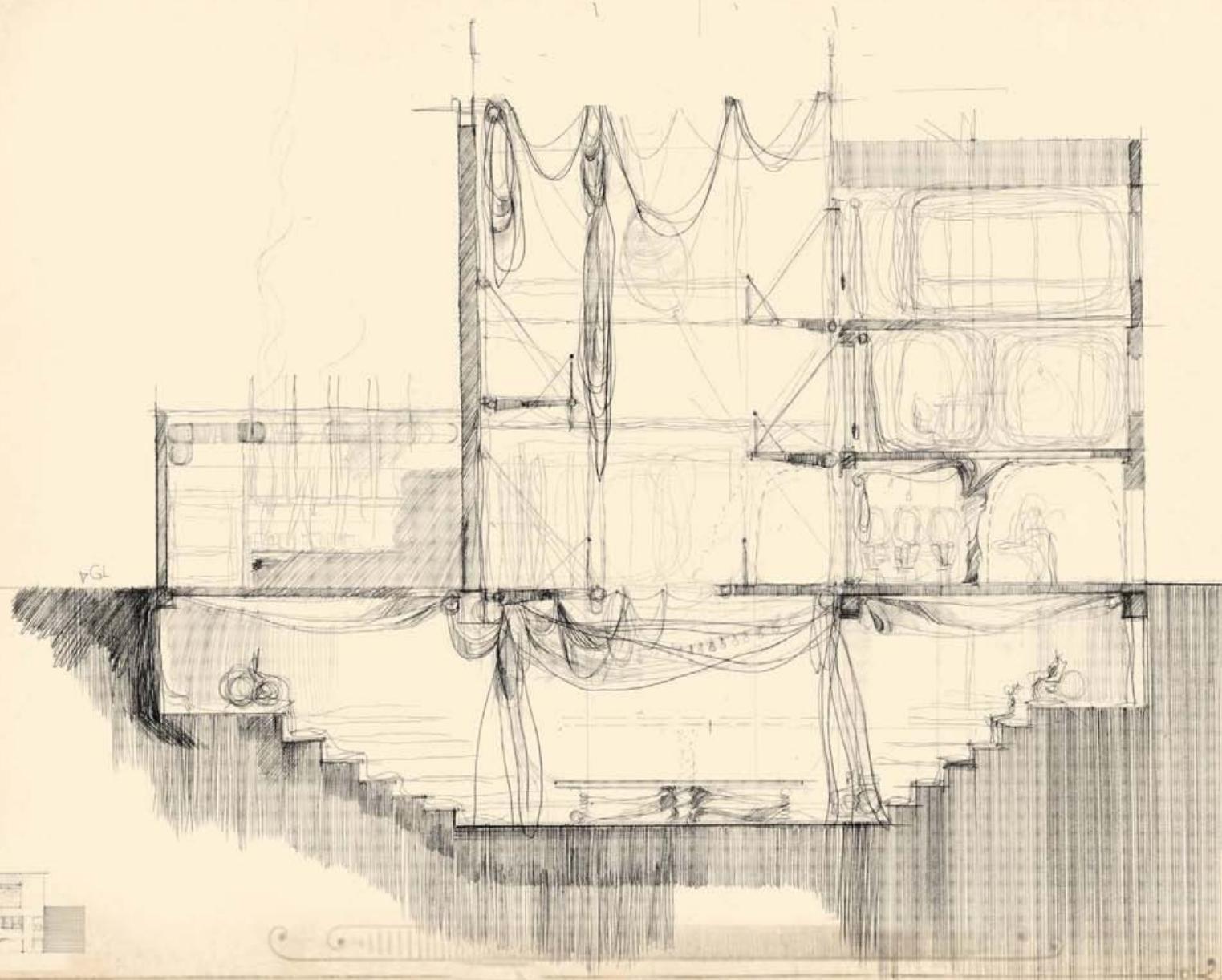
*Modelling the Brief*  
*Investigation of the relation between performance, stage as an enclosure and audience*

My faded Rover



*Brief development, adaptation to the chosen site  
Dream Machine theater. Deconstruction of the meanings of Dream and Machine + spaces / needs of the design*

*Dream Machine Theater: Section A*  
Scale 1:50

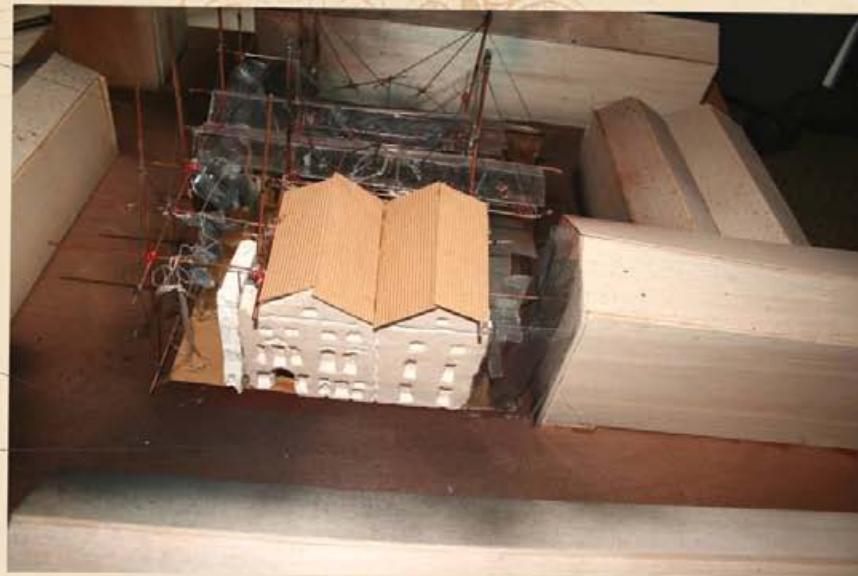


*Model 6 : Final Model*

Hanover Street

Salter street

Duke Street



*Relation to the street Level*



*Theatrical cafe*



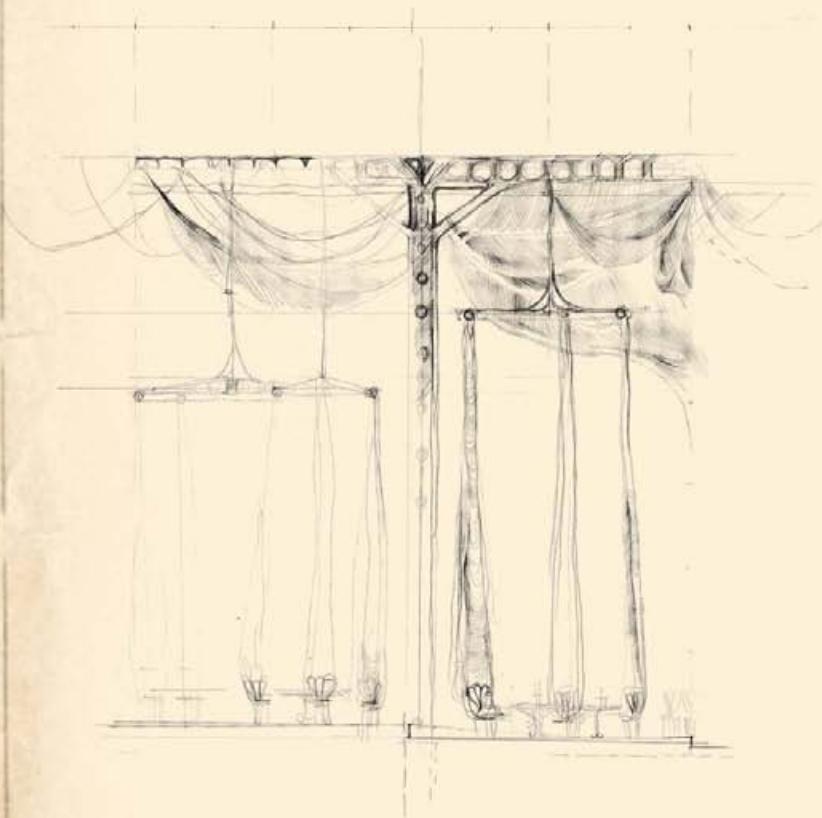
*Performance area*



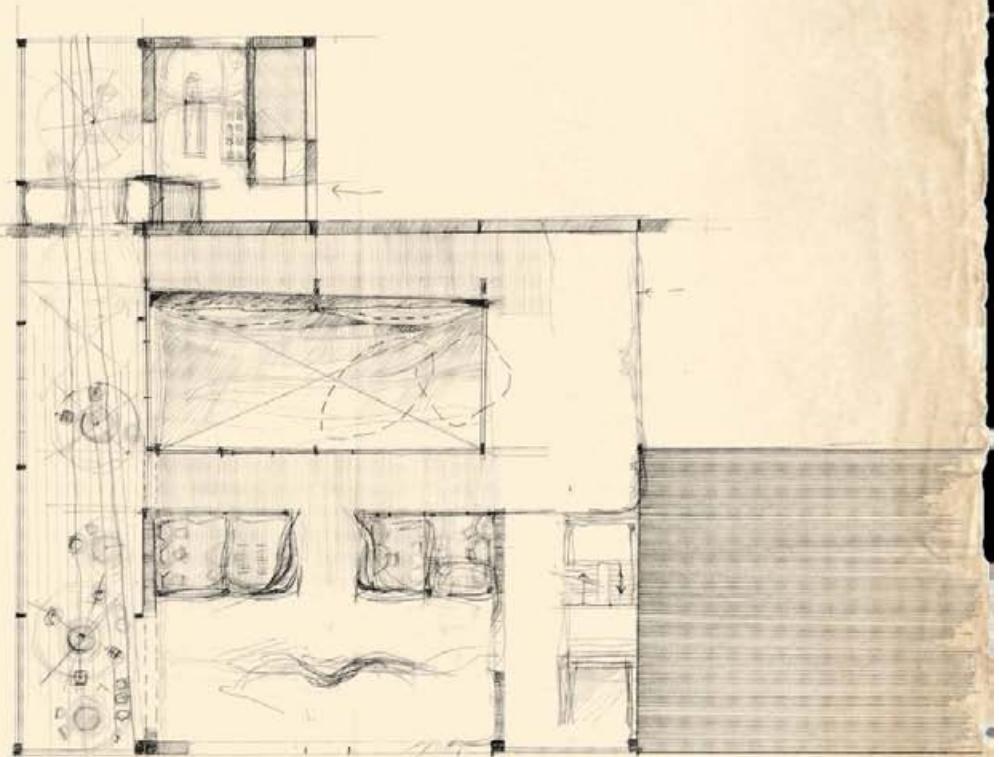
*Relation to existing building*

*Modelling ideas/ key spaces  
Final Model Scale 1:100*

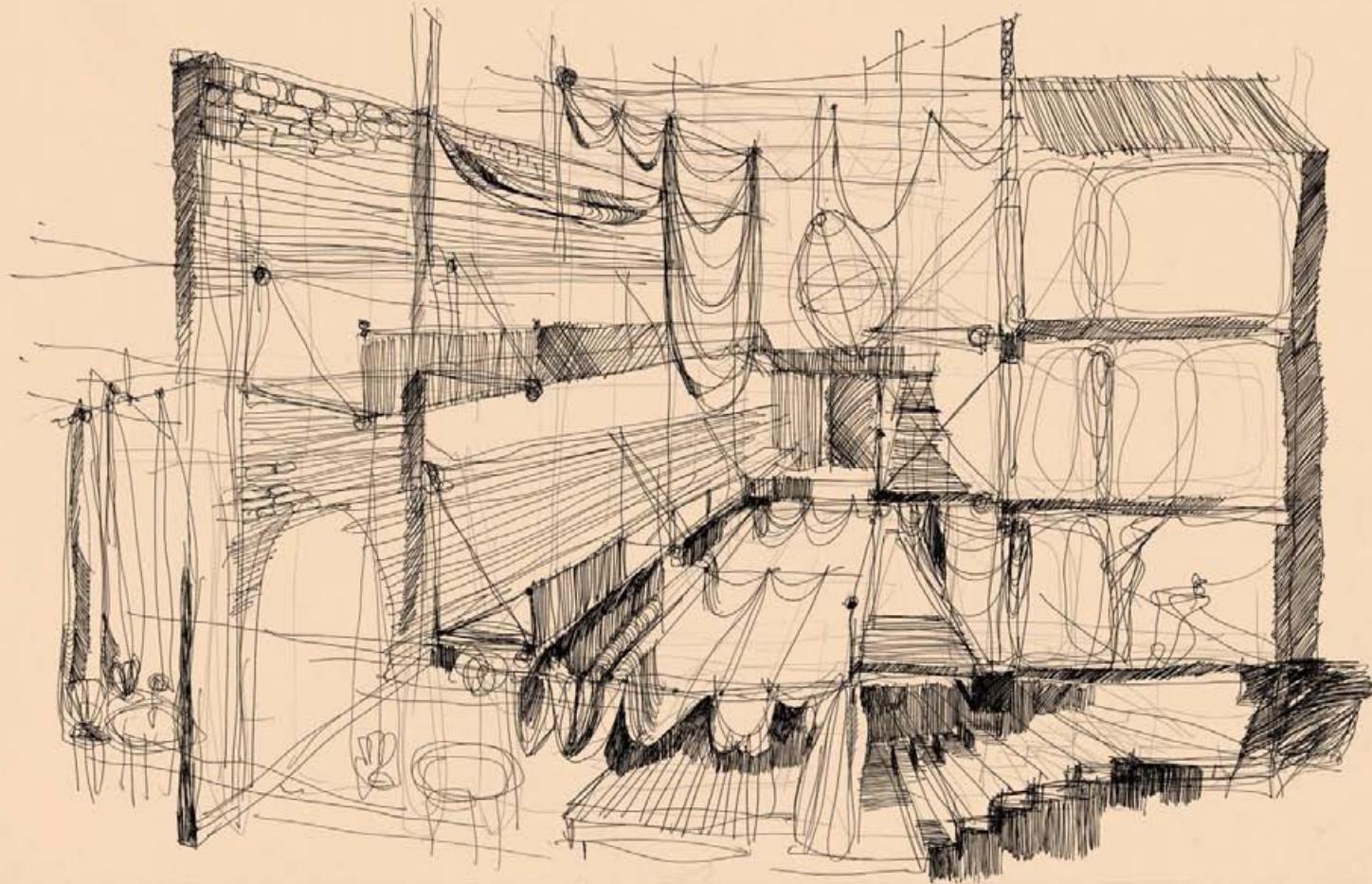
*Dream Machine Theater: Café design- dramatic interior*



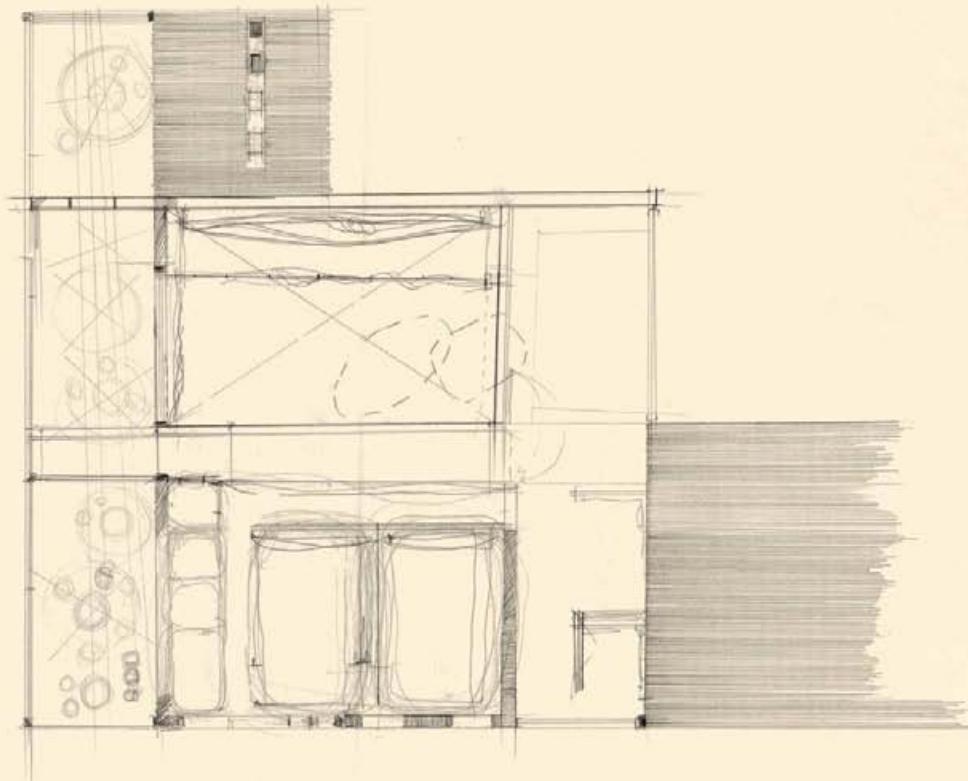
*Dream Machine Theater: Ground Floor Plan  
Scale 1:100*



*Dream Machine Theater: Dreamlike interior  
Sketch*

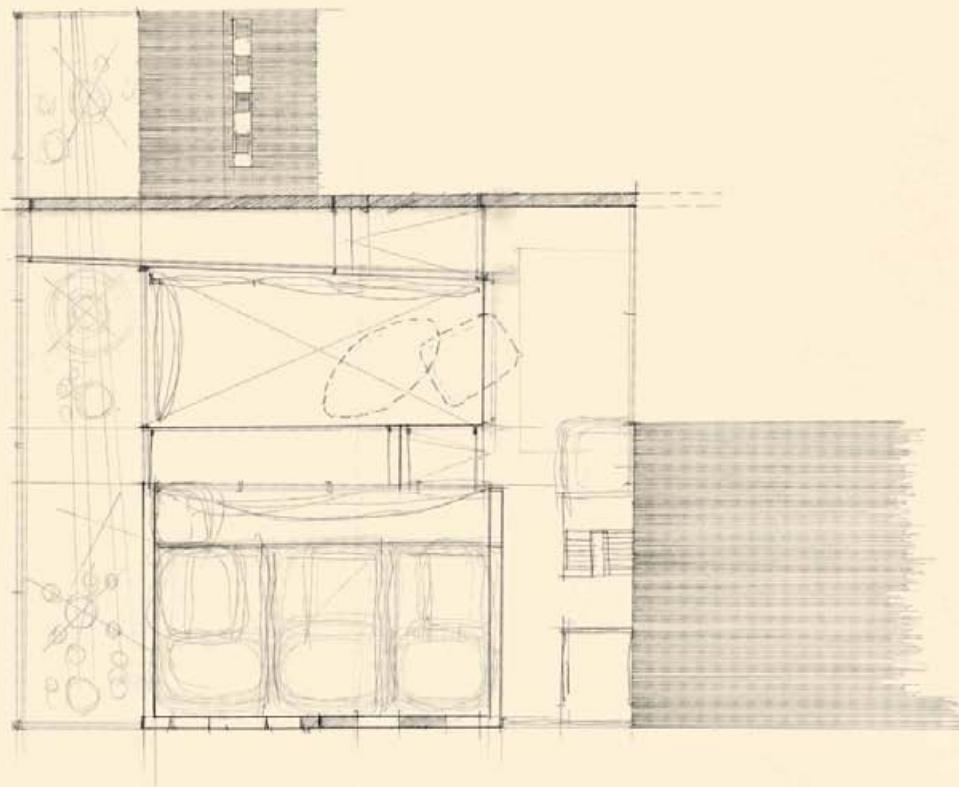


Dream Machine Theater: Second Floor Plan  
(includes Rehearsal Studios, Dance studios)  
Scale 1:100

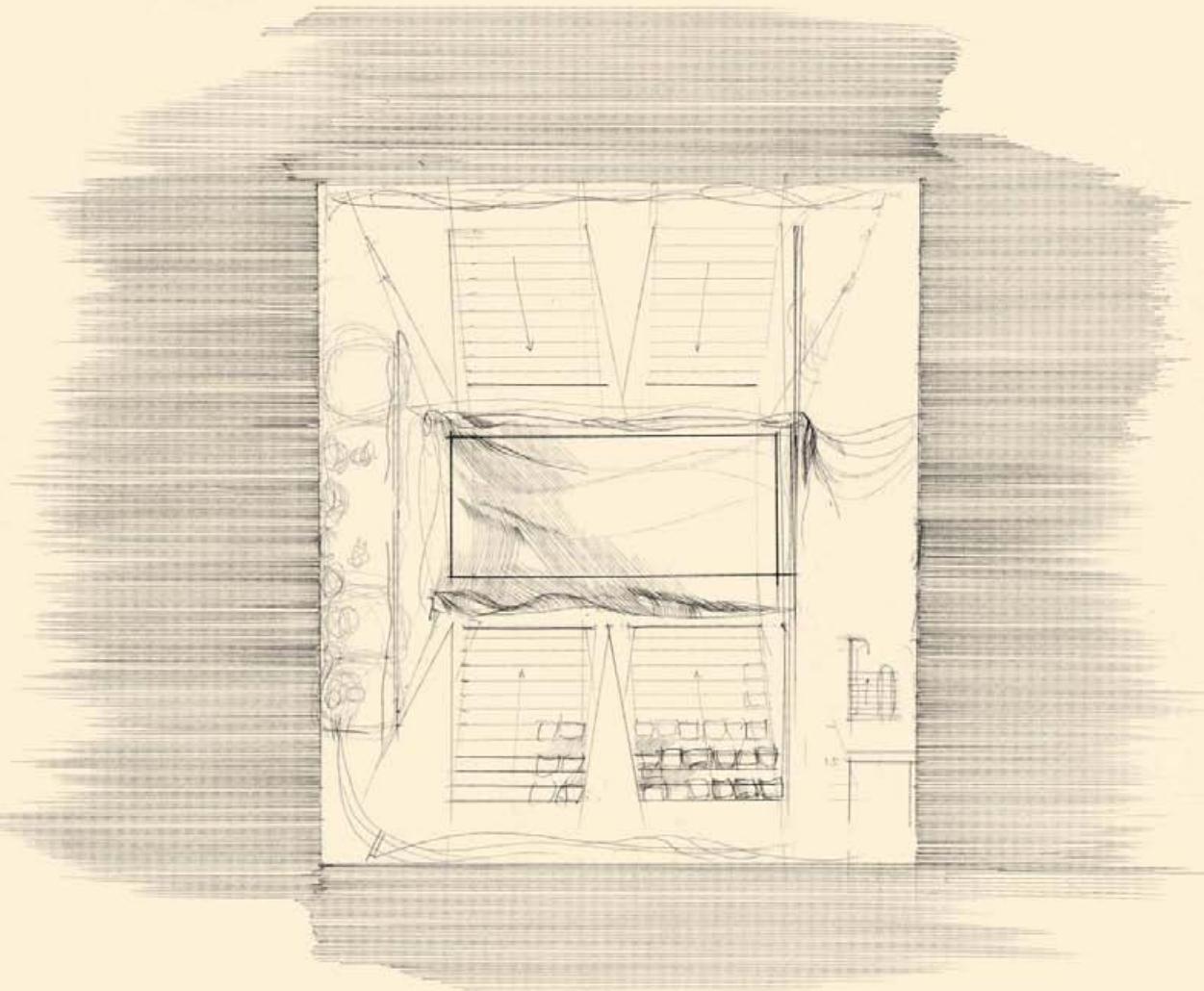


2nd fl.  
1:100

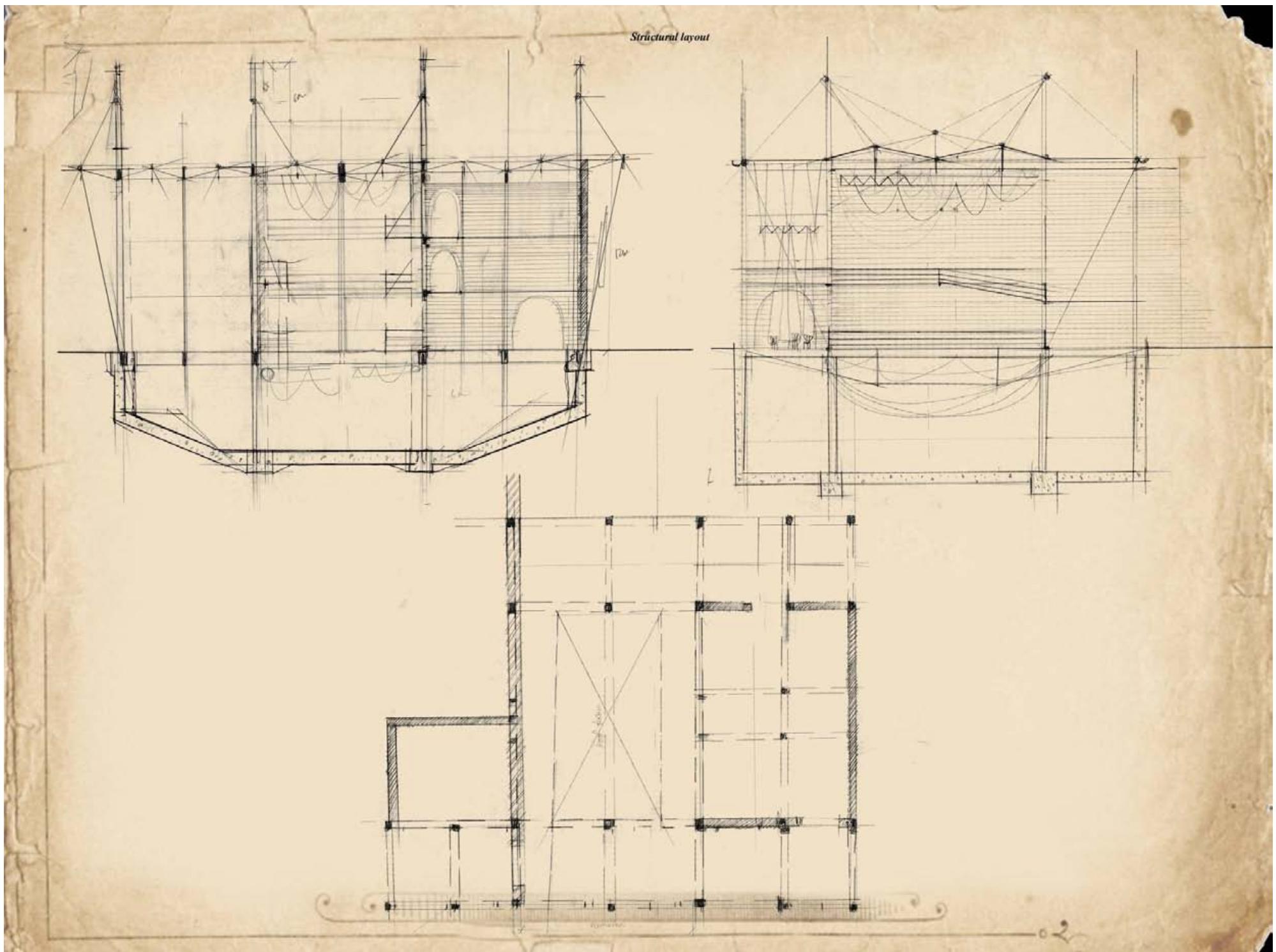
*Dream Machine Theater: First Floor Plan  
(includes Recording studios)  
Scale 1:100*

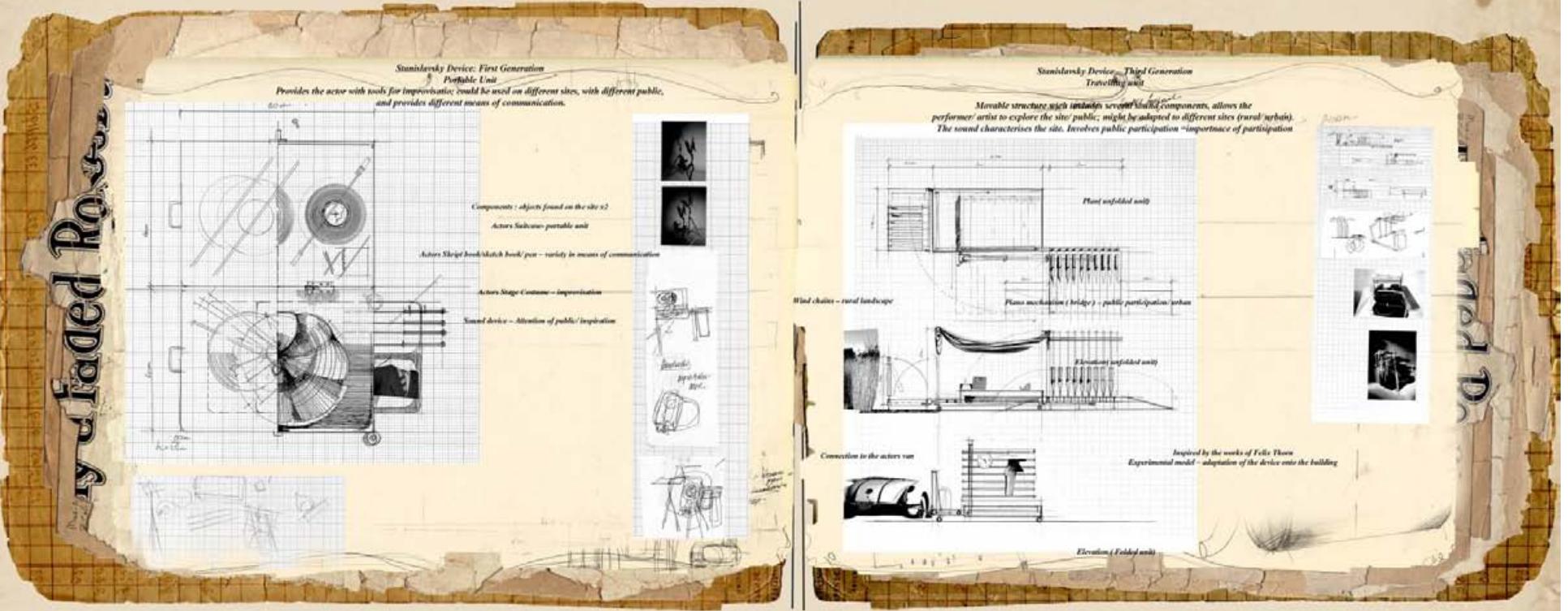


*Dream Machine Theater: Lower Ground Floor  
Auditorium Theater  
Scale 1:100*



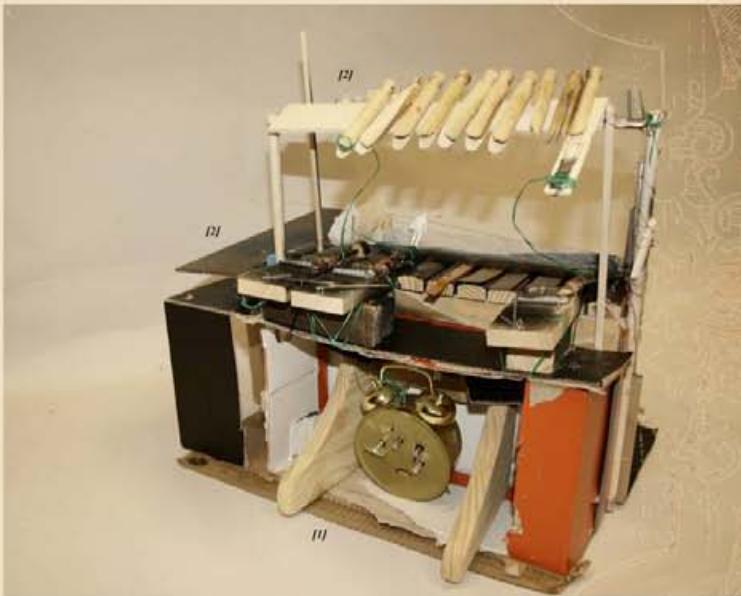
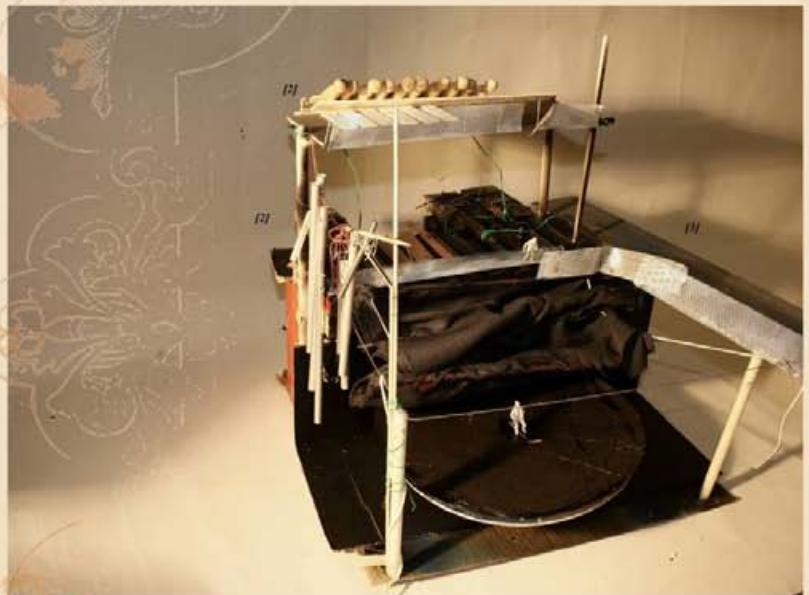
*Structural layout*





**Stanislavsky Devices**  
Experimental Units demonstrate the importance of the site/ public participation  
Research of the Theatrical theme/ improvisation/ character of an actor/ musician

*Model 5 : Design Experiments*



*Modelling of the Sound Device*

*Experimental device was further developed in the concept of public participation of Symphonic Devices*

*Ideas / concepts generating/ inspiration*

*Objects found on the site  
music/ performance character*

