

A window to the world

Using film for a better understanding of architecture

Prologue

Definition

Architecture in film

Film in architecture

Process

Analytical to intuitive

Process

Glossary

STORYBOARD

a sequential series of rough sketches or stills showing what will happen in a scene.

SCENE

a discrete part of the continuous movement of a story

MISE-AND-SCENE

“putting into the scene or shot.” It refers to the sum total of all elements that exist within the frame.

CHARACTER

A character is the individual within a movie, played by an actor.

IMAGE

is not a picture. Instead is a system of relationships between its elements that are perceptible

MEMORY

the faculty of the mind where information and experiences are stored and changed by your frame of reference. They have a potentiality and are always waiting to be actualized

STORY

a connected series of events told through words, imagery, body language, performance, music or any other form of com-

NARRATIVE

how a story is told

TIME

measures space

DURATION

Duration is ineffable and can only be shown indirectly through images that can never reveal a complete picture. It can only

MOVEMENT

is not translation in space, but transformation of the whole

THEME

A theme is the inferred stance taken on the central topic or message of a story.

MOTIF

a recurring, intentionally repeated theme or element

BACKDROP

a large view or image in the background of a scene.

EMOTION

instinctive or intuitive feeling as distinguished from reasoning or knowledge

LIGHT

is a building material

TACTILITY

the capability of being felt or touched

BLOCKING

the process where will be determined where a character will stand, where the light will shine, and how the frame will be positioned.

SPACE

Measures time

SET (in traditional cine-

That where the lights and camera are pointed at

SET (for deleuze)

sets or closed systems which are defined by discernible objects of distinct parts

SURREALISM

Expressing the irrational and unconscious. Through dreams, juxtaposing different realities and ...

SEQUENCE

a sequence is a series of scenes that form a distinct narrative unit

SPACE-TIME

the whole or a portion of physical reality determinable by a usually four-dimensional coordinate system

FRAME

a chunk of space. Spatially delimits a closed set of elements

SHOT

a chunk of space-time. A discrete set of elements enduring time and thus a unit of movement that expresses “transformation of the whole”

MONTAGE

chunks of space-time in relation to each other. Also, producing one new whole from fragments

BLOCKING

chunks of space-time in relation to each other. Also, producing one new whole from fragments

Definition

Lived space

Process

Experience of architecture (and film)

space, time and emotion

or

framing, event and memory

or

set, action and narrative

Process

Analytical to **intuitive**

Process

findings?

prologue

Contents

ONE - SITE ANALYSIS: “Terrain vague” [groupwork]

TWO - URBAN PORTRAIT: “Walk like me”

THREE - BUILDING SHORTFILM: “The film that never was”

**ONE - SITE ANALYSIS:
"Terrain vague"**

The Friche



site | "Terrain vague"

The Friche



site | "Terrain vague"

The Friche



site | "Terrain vague"

Current plans



site | “Terrain vague”

Three terms

void / vedute / phantasmagoria

Filmic references



The first film



Imaginations for the Friche



Void



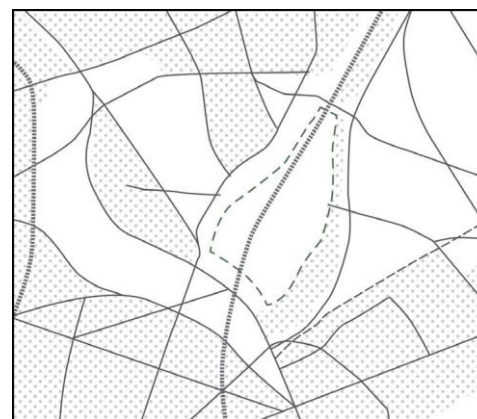
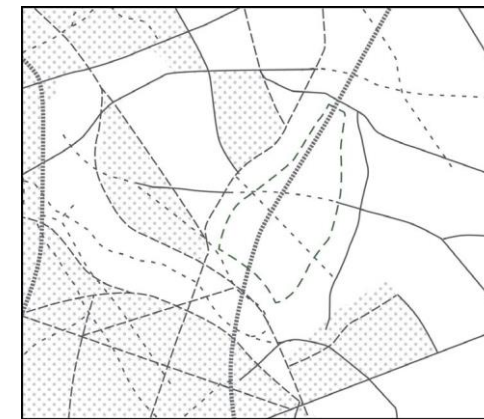
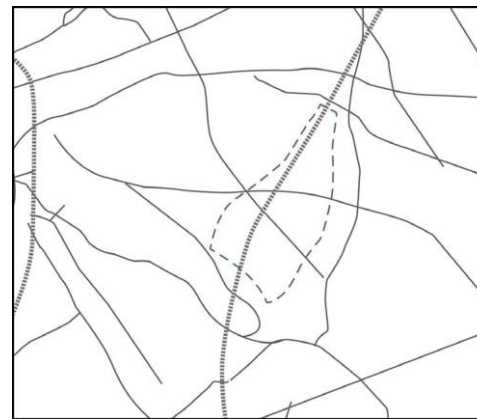
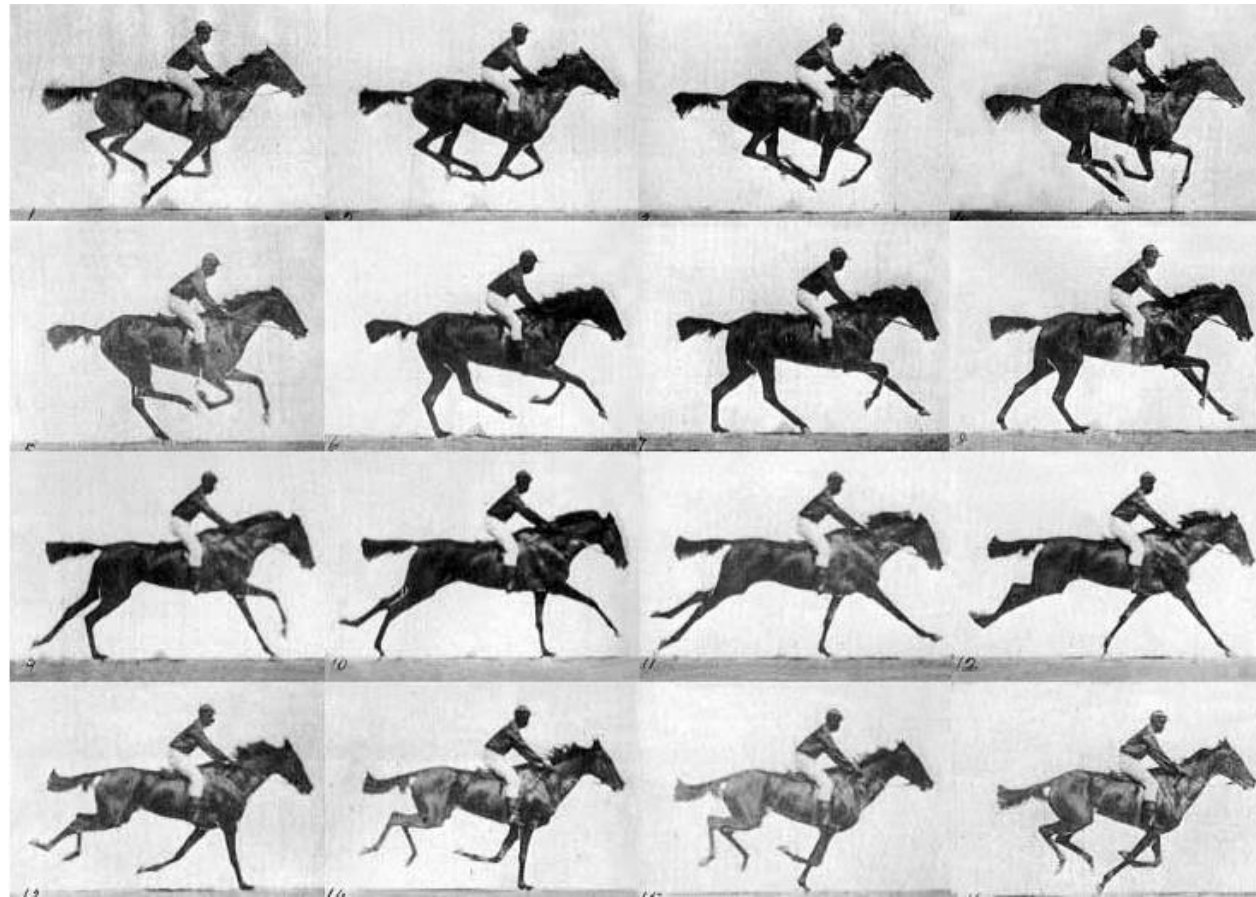
Vedute



Phantasmagoria



History



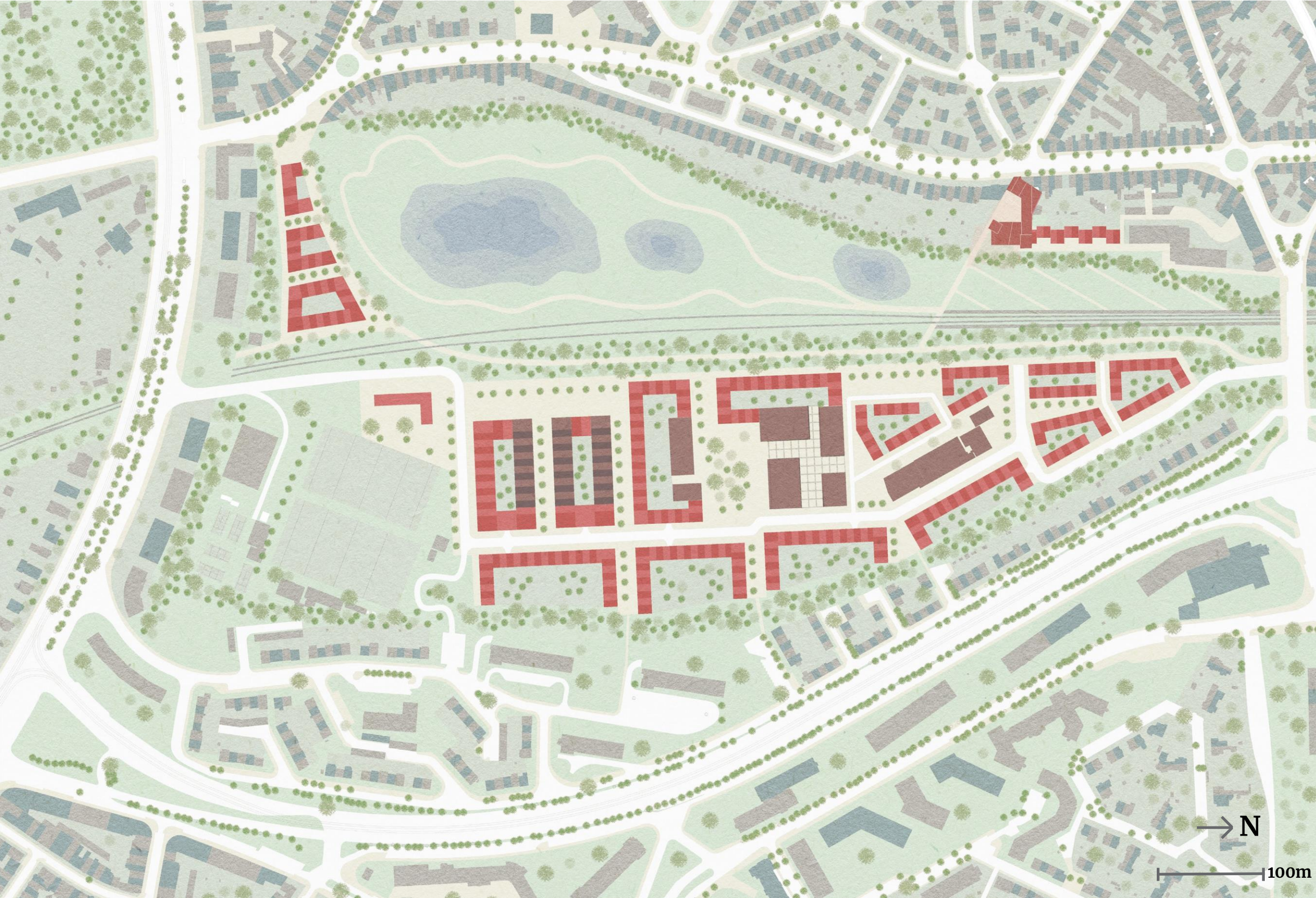
History



Imaginative landscape



Masterplan



site | "Terrain vague"

Urban plan



→ N

50m

site | "Terrain vague"

**TWO - URBAN PORTRAIT:
“Walk like me”**

P1 to P2

The Friche
to
the urban environment

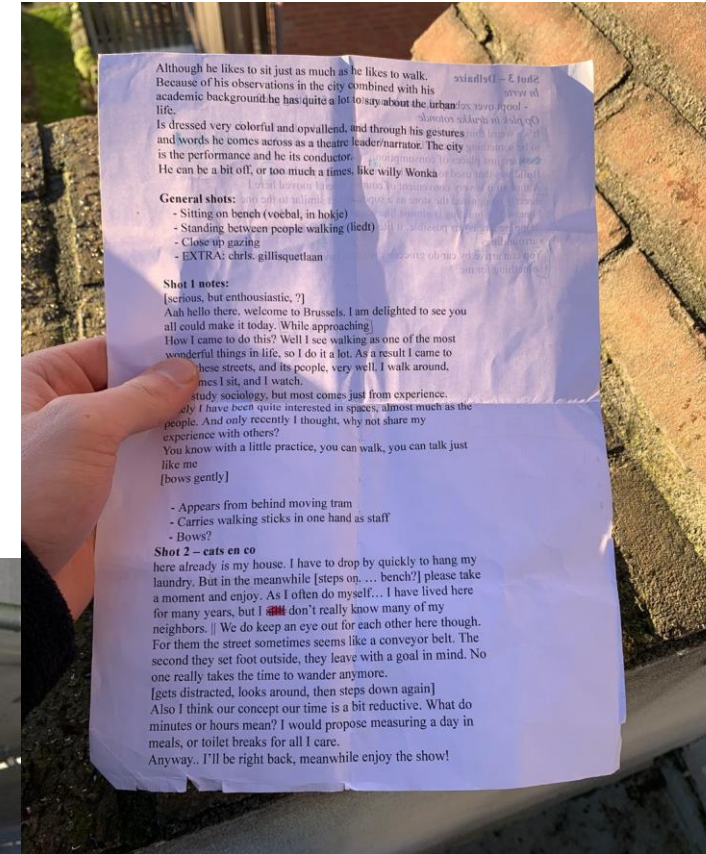
“Research”

Exploring themes
within film and architecture

Second film



Second film



Second film



Flaneur



Film as modern cartography



“Space”



Surrealism



city | "Walk like me"

**THREE - BUILDING SHORTFILM:
“The film that never was”**

Qualities of film

1. to be immersed and escape our daily reality
2. and to encounter new emotions, cultures and stories

Qualities of film

Storyhouse

A place where stories are told,
and made

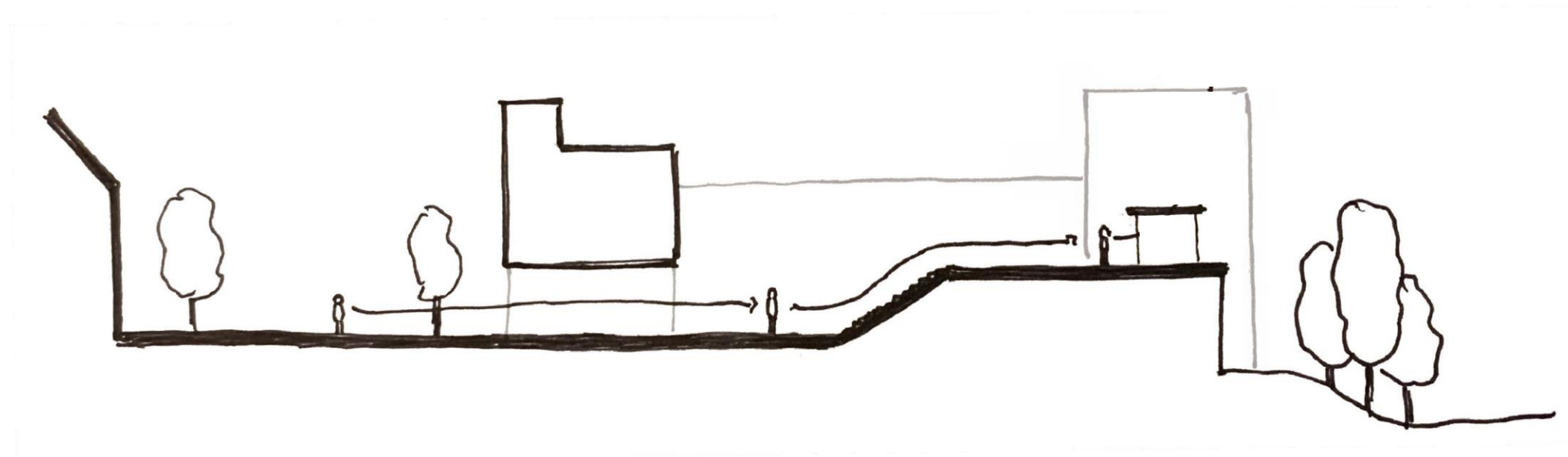
Qualities of film

Storyhouse

A place where stories are told,
and made

Through theater, photography, poetry, sculpting,
exhibitions, discussions
and film

A physical entrance to an optical departure



From the city,

to a court,

to a frame

A window to the world



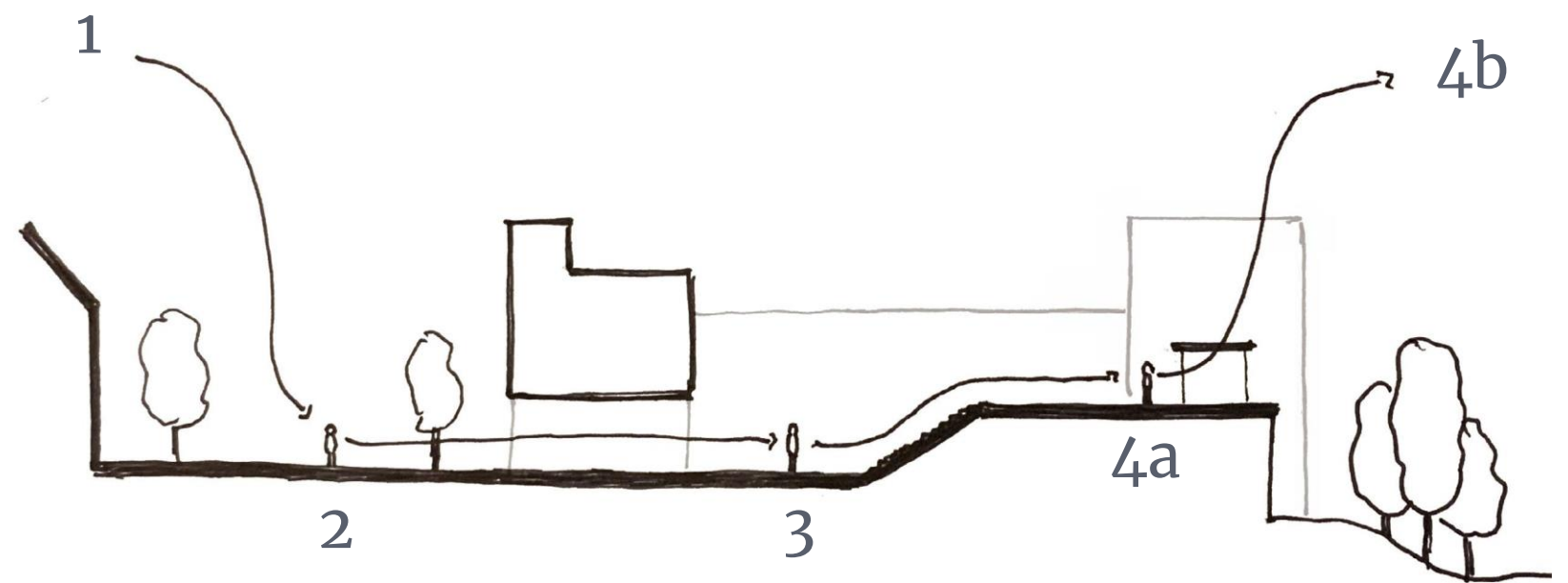
a physical window



a fictional window

The story

Scene 1 : A round of introductions
Scene 2 : The urban montage
Scene 3 : A changing decor
Scene 4a : A physical entrance
Intermezzo
Scene 4b : An optical departure



Montage



: chunks of space-time in relation to each other

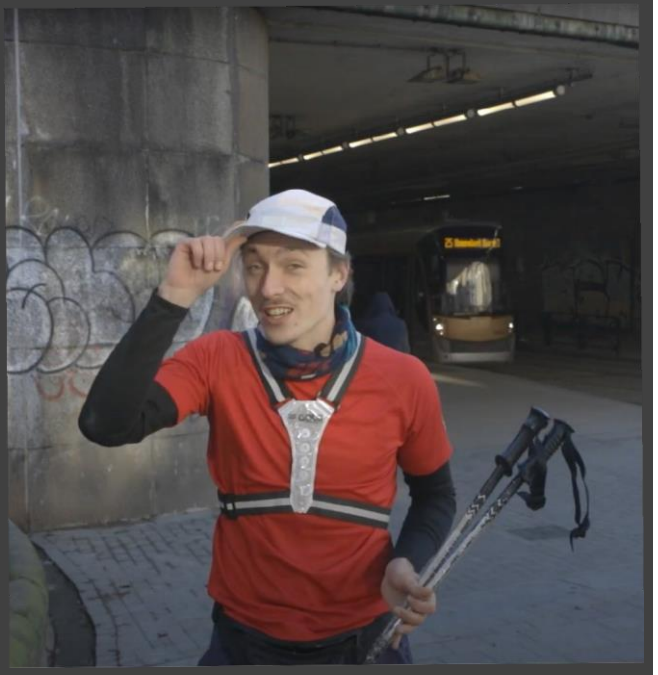
: producing one new whole from fragments

Set, action and narrative

SET



ACTION



NARRATIVE

SCENE 1: INTRODUCTION

SCENE 2: URBAN APPROACH (1:200)

SCENE 3: THE COURT AS STAGE (1:100)

SCENE 4: INTERIOR MONTAGE (1:50)

SCENE 2.1: PASSAGE (1:33)

GOAL OF THE SCENE

DESCRIPTION OF USED MODEL

BACKGROUND

FILE TECHNIQUES

STORY OF MODEL

Scene 1:

A round of
introductions



building & material | “The film that never was”

Situation

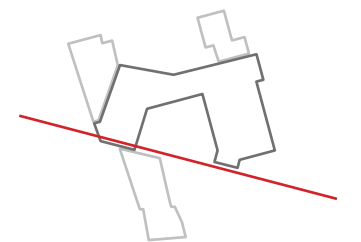


Urban section

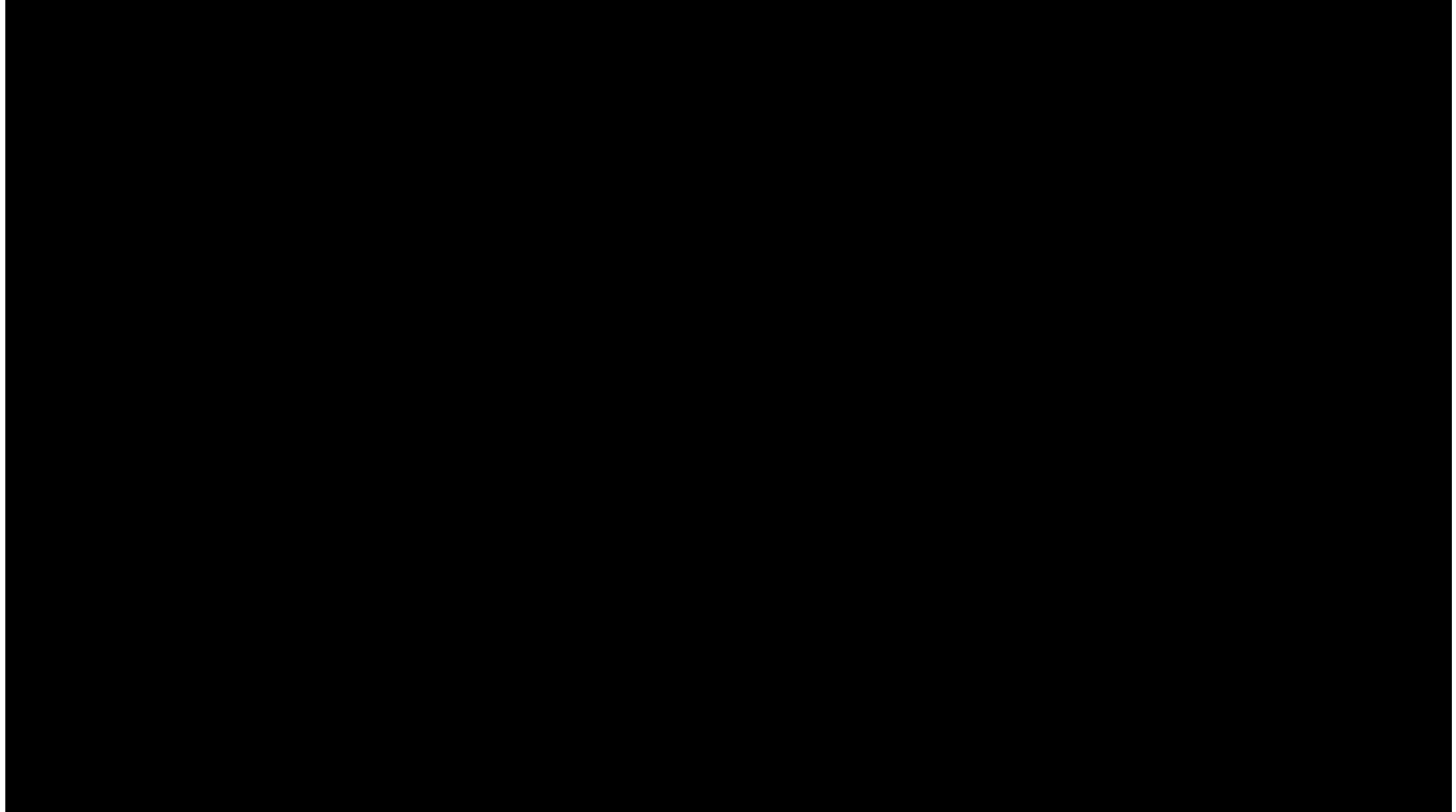


15m

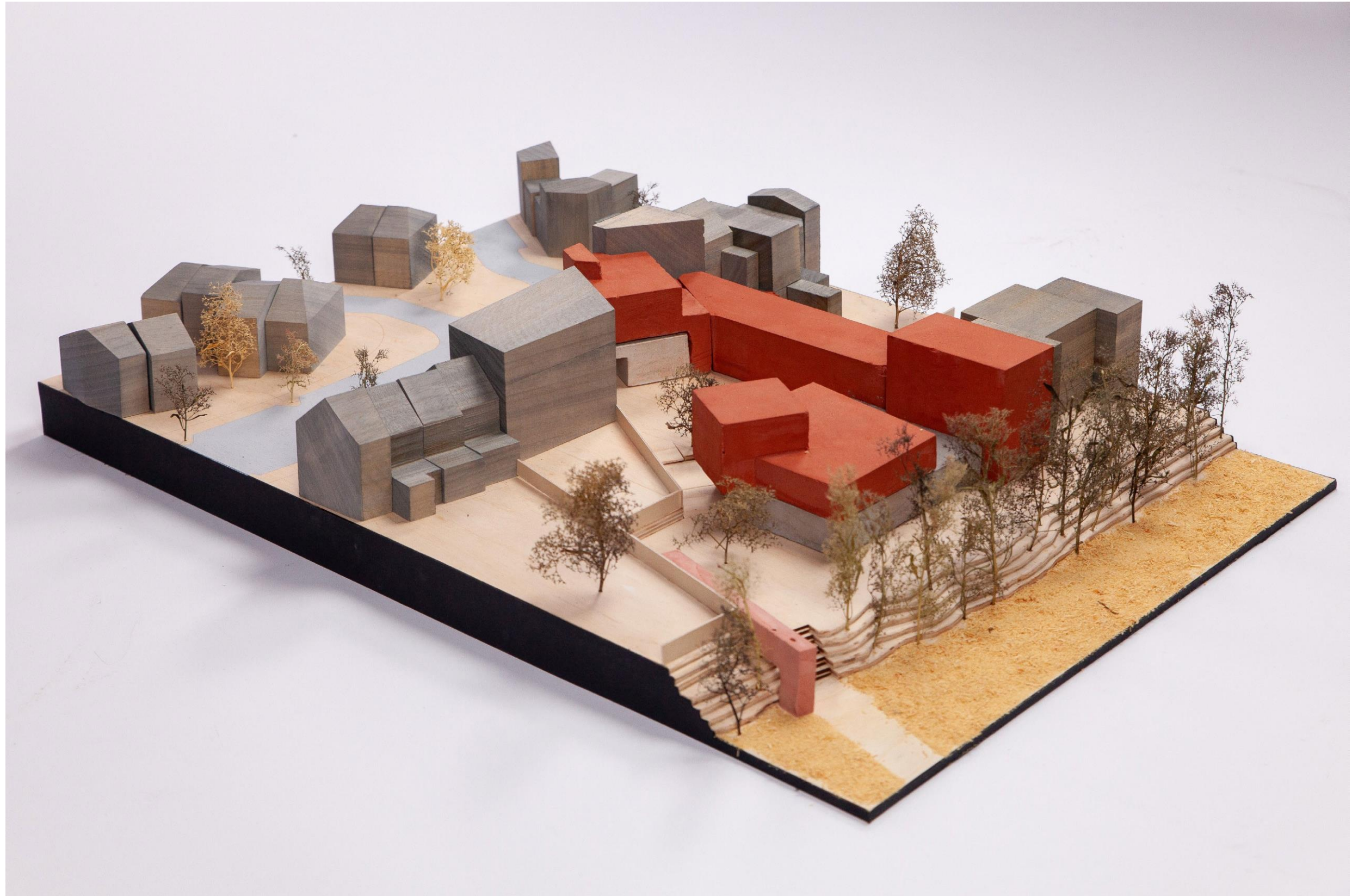
building & material | “The film that never was”



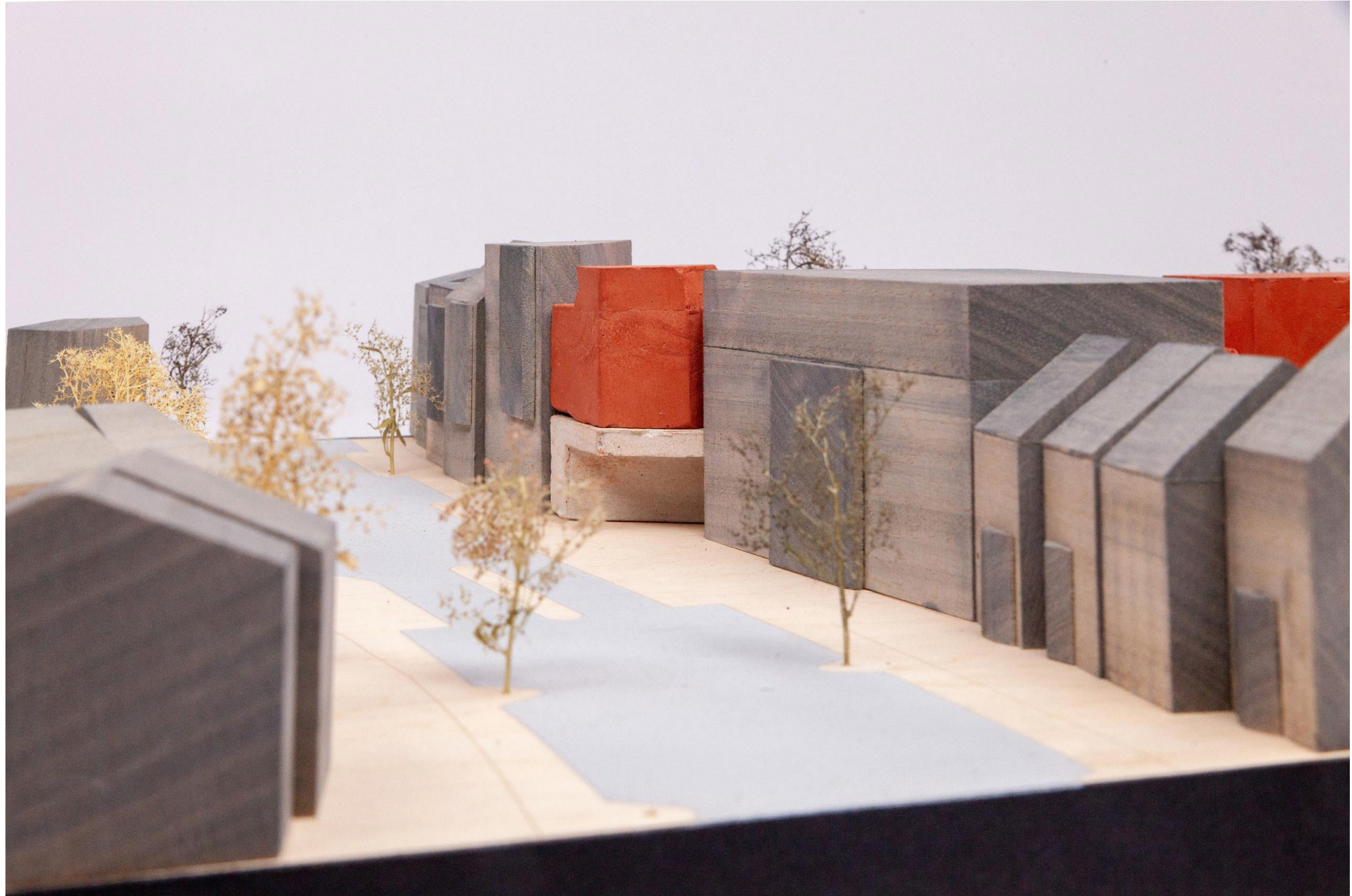
Scene 2:
The urban montage



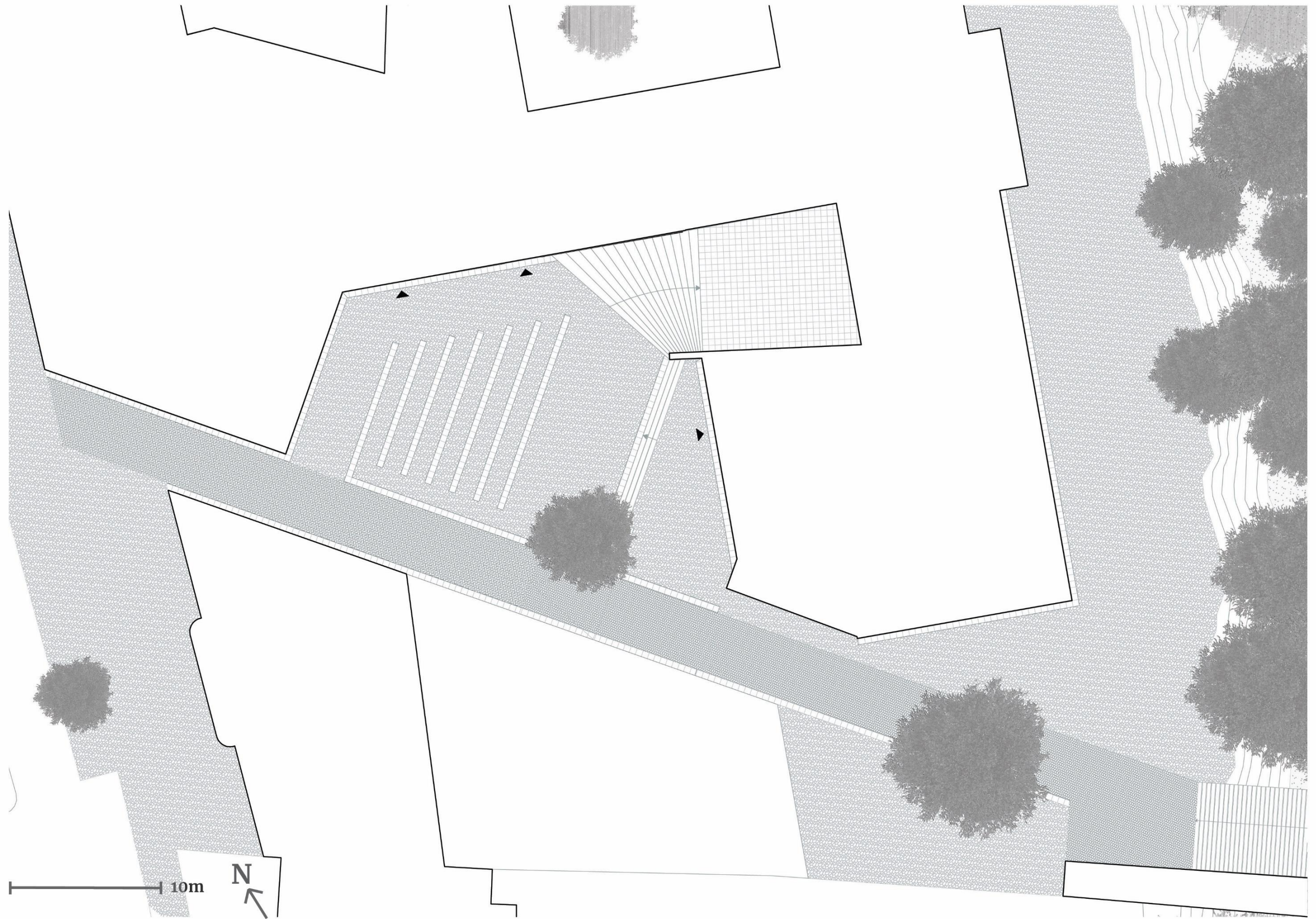
Model



Model



Materiality



Scene 3 :

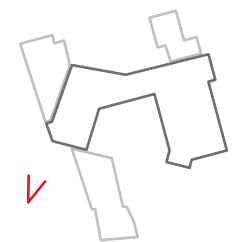
A changing decor



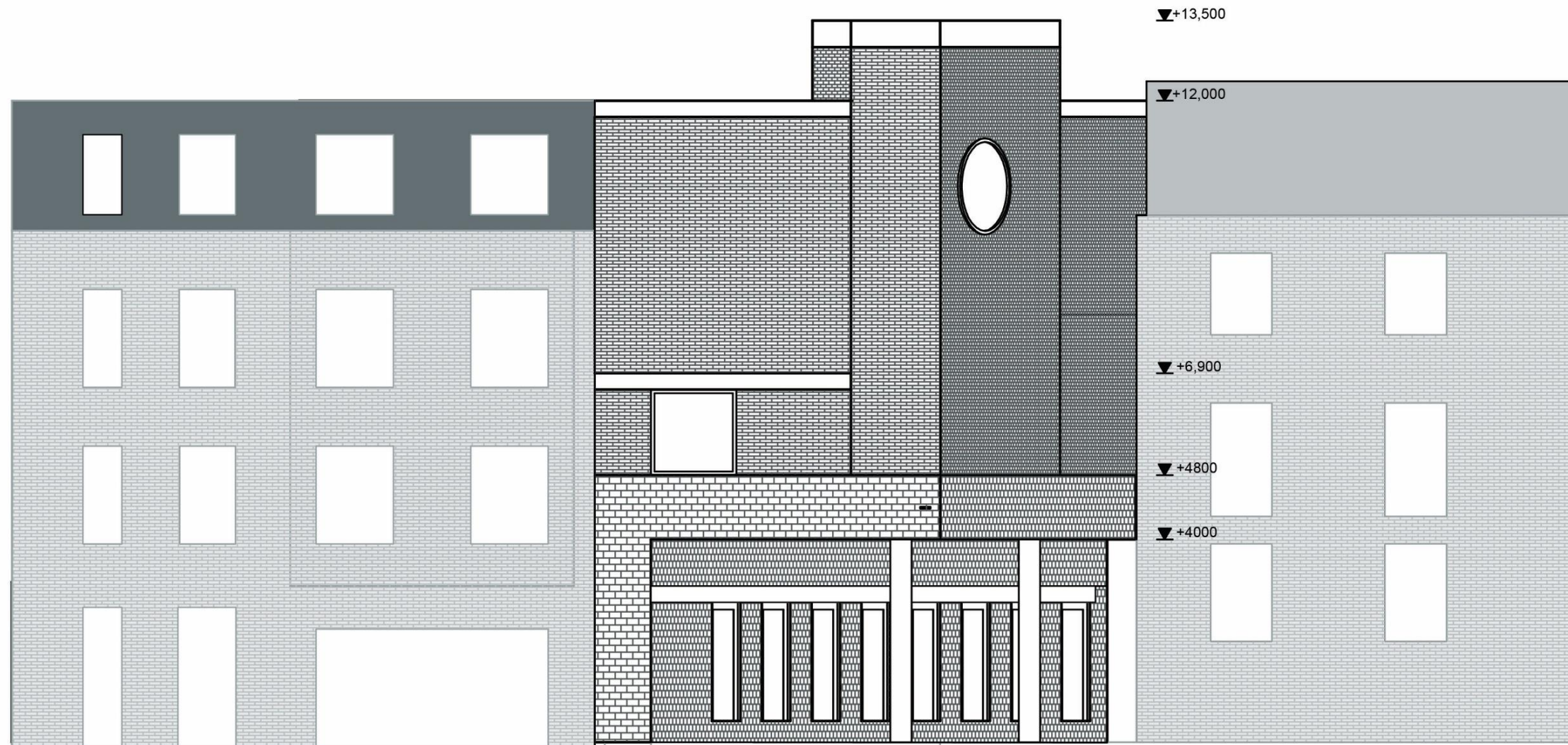
Impression



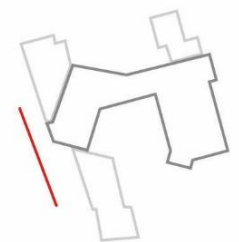
building & material | “The film that never was”



Street elevation



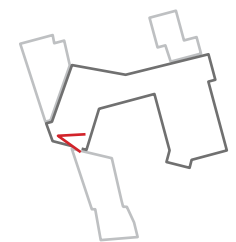
15m



Impression



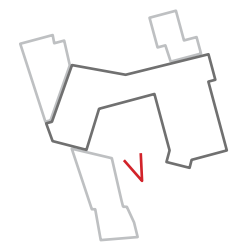
building & material | “The film that never was”



Changing use



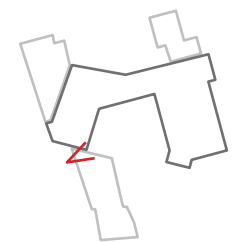
building & material | “The film that never was”



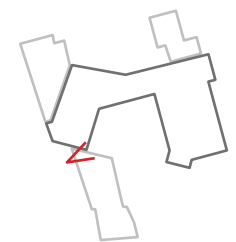
Changing use



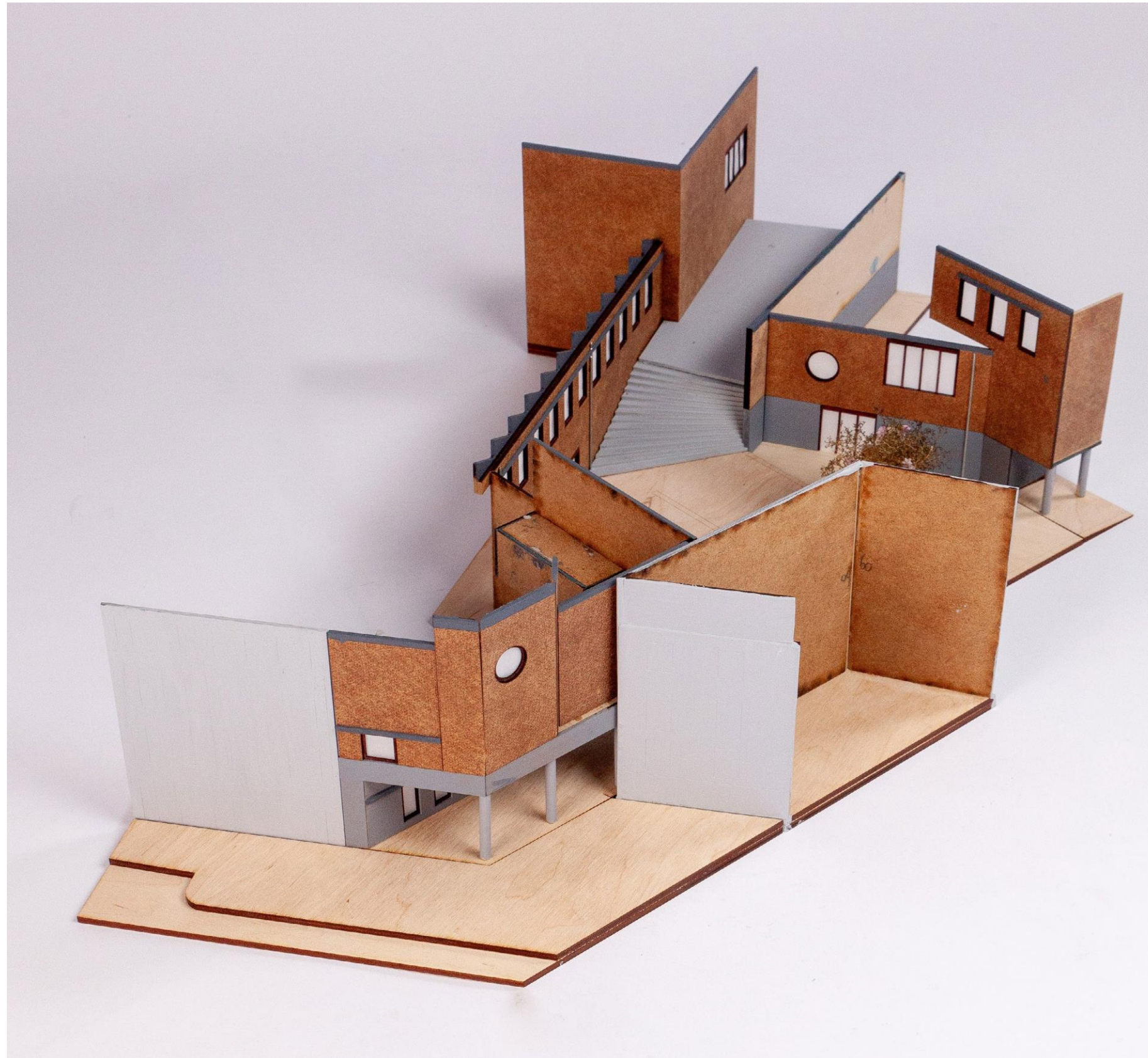
building & material | “The film that never was”



Changing use



Model

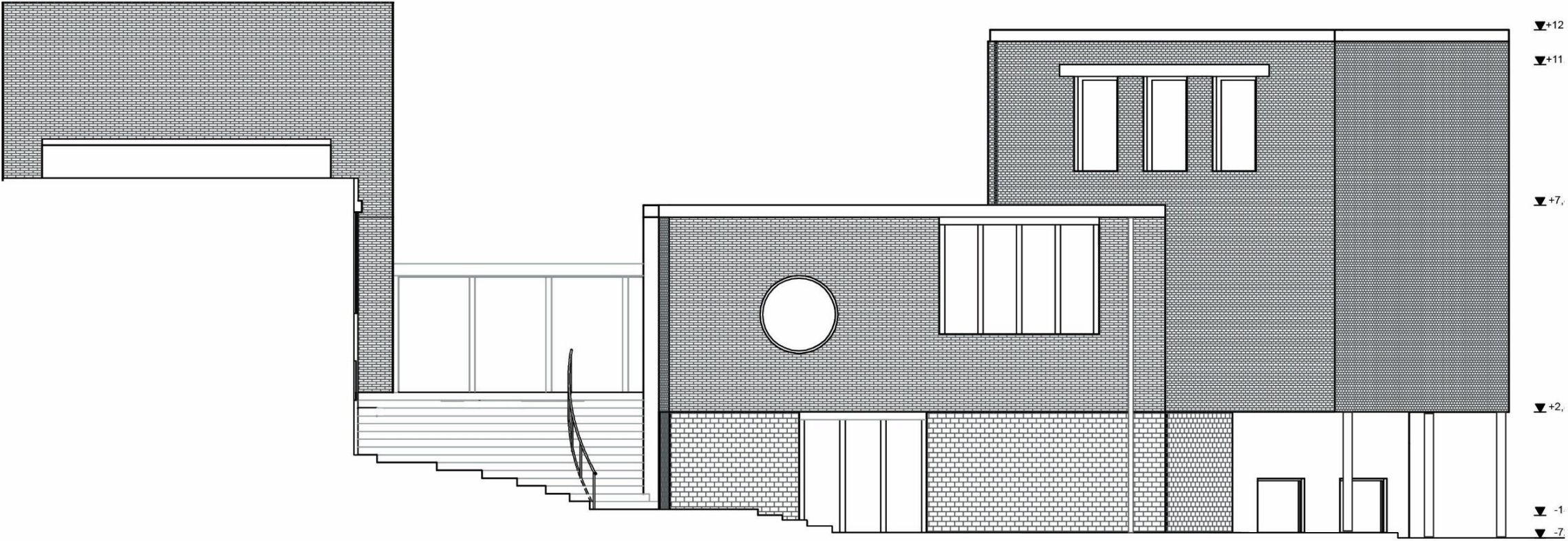


building & material | “The film that never was”

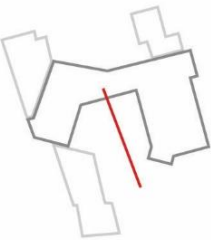
Model



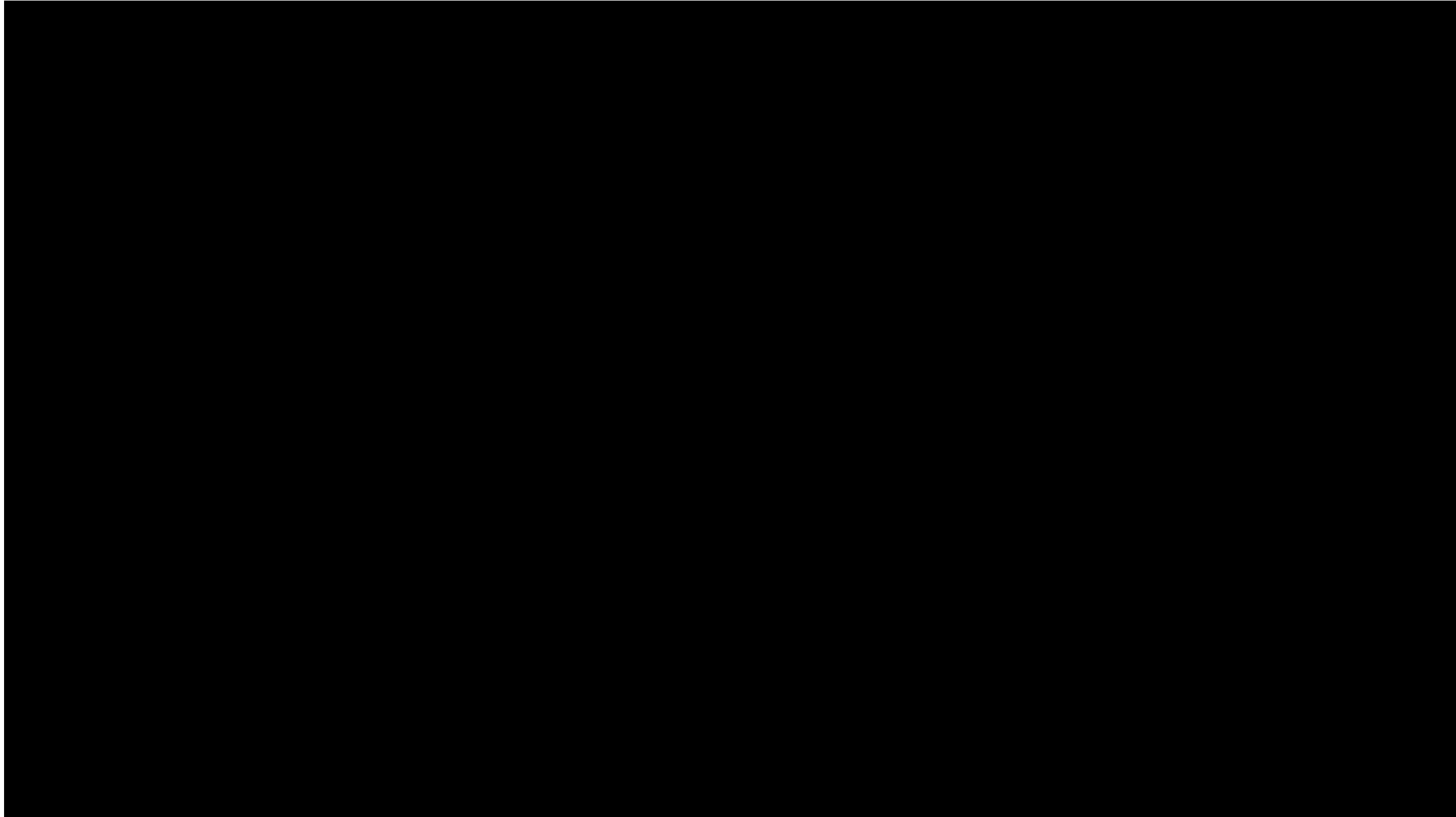
Elevation



15m



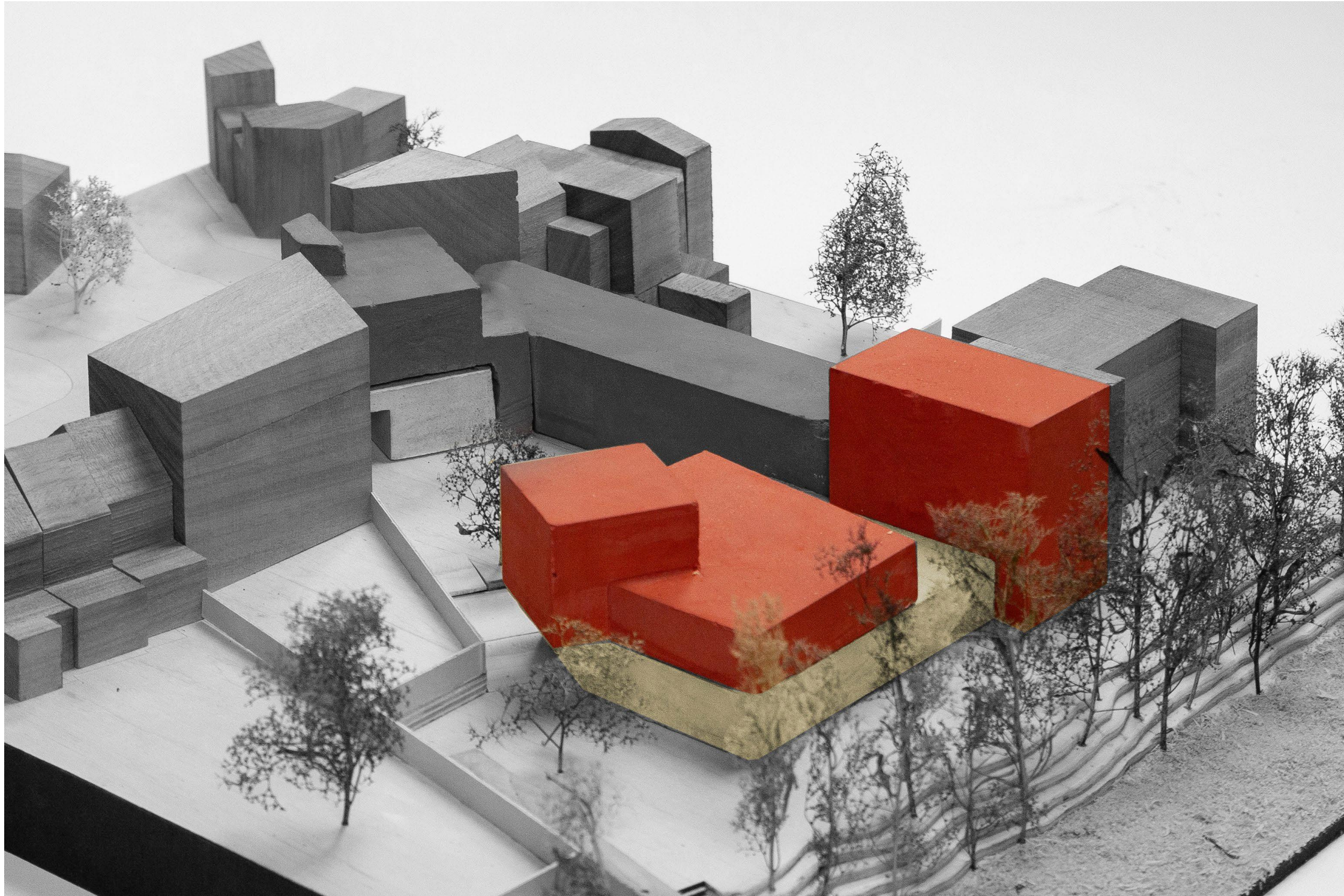
Scene 4a :
A physical entrance



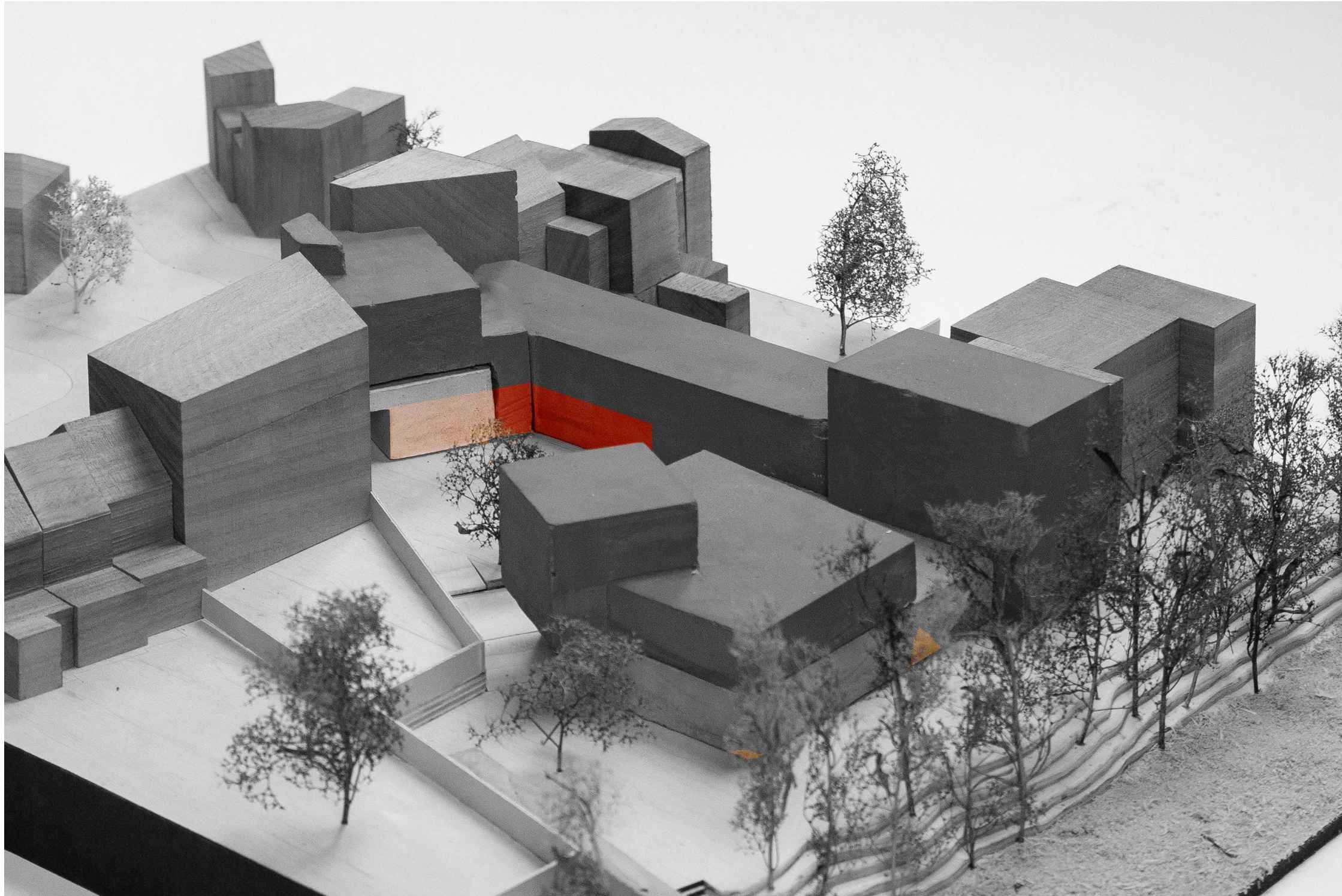
Program



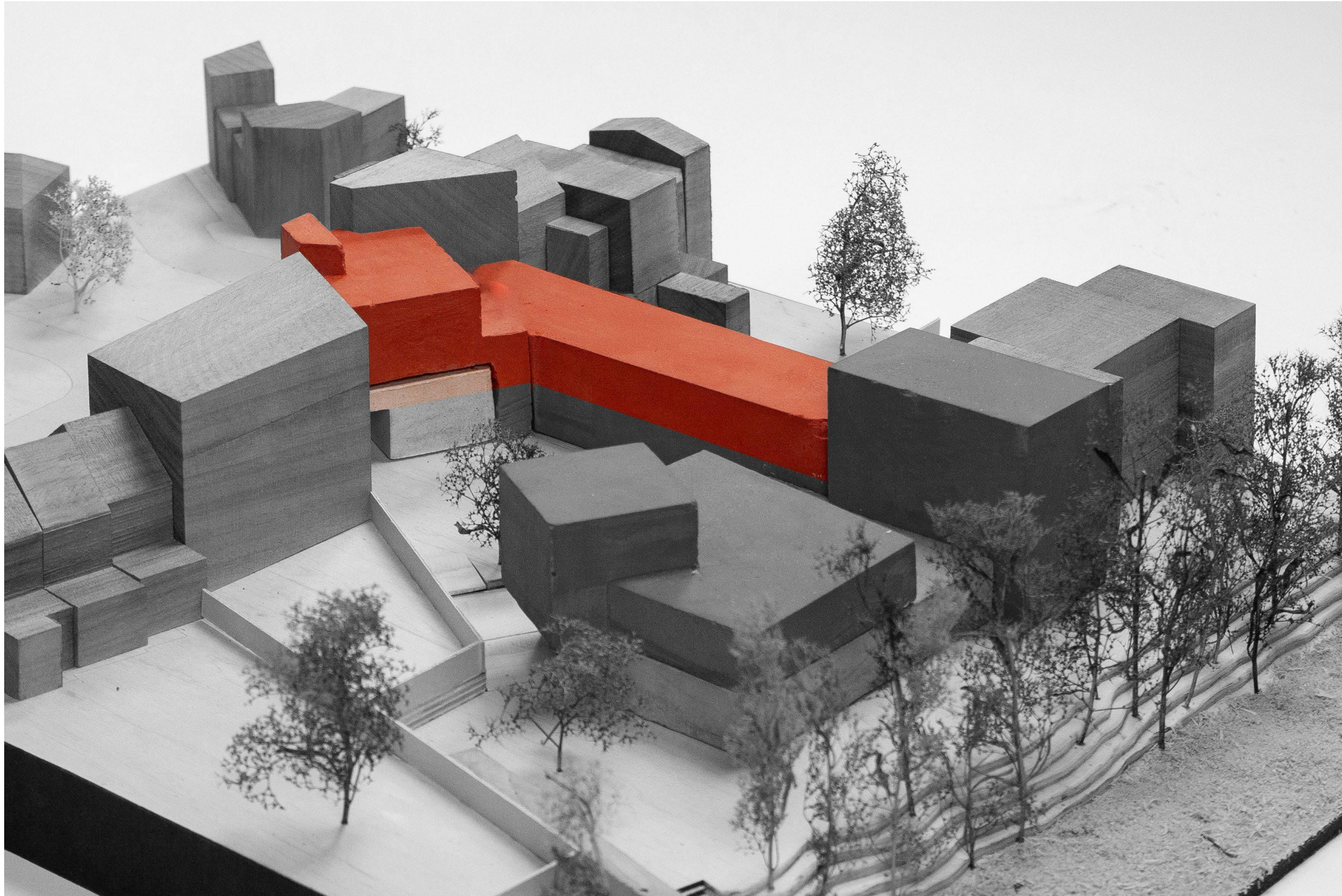
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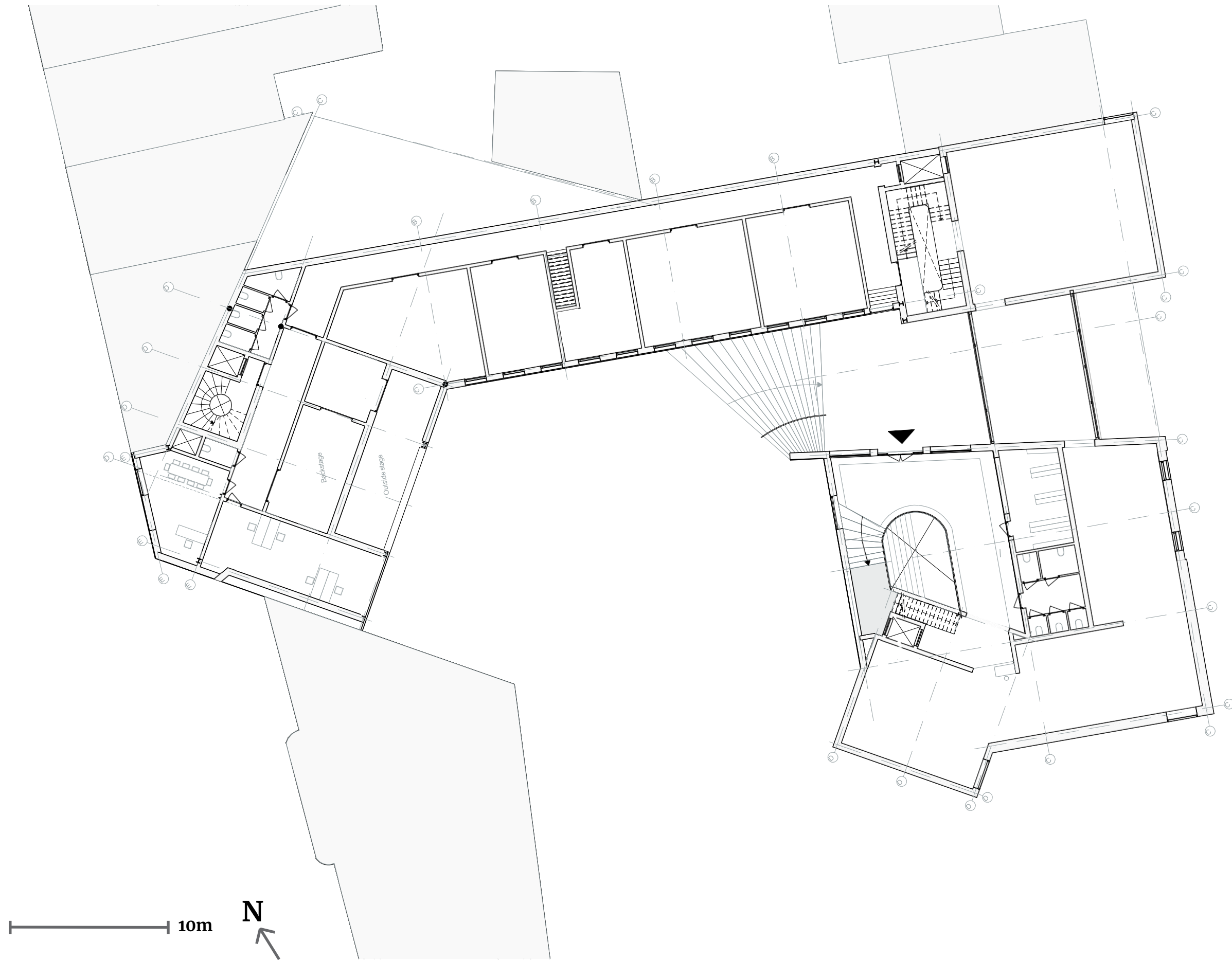
Program



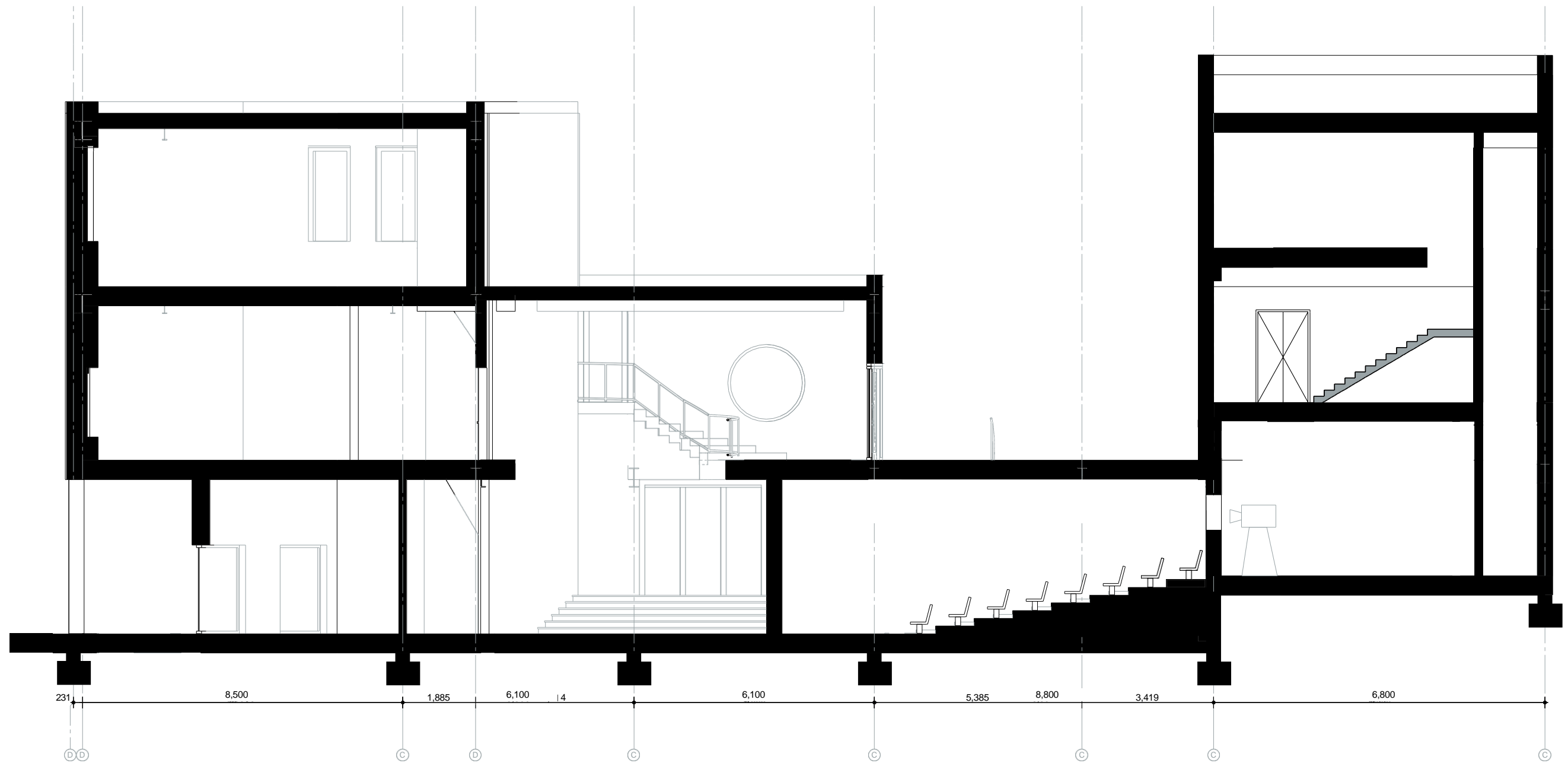
Program



First floor plan

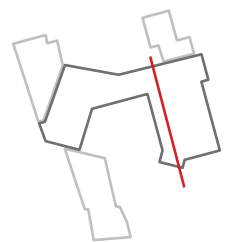


Section



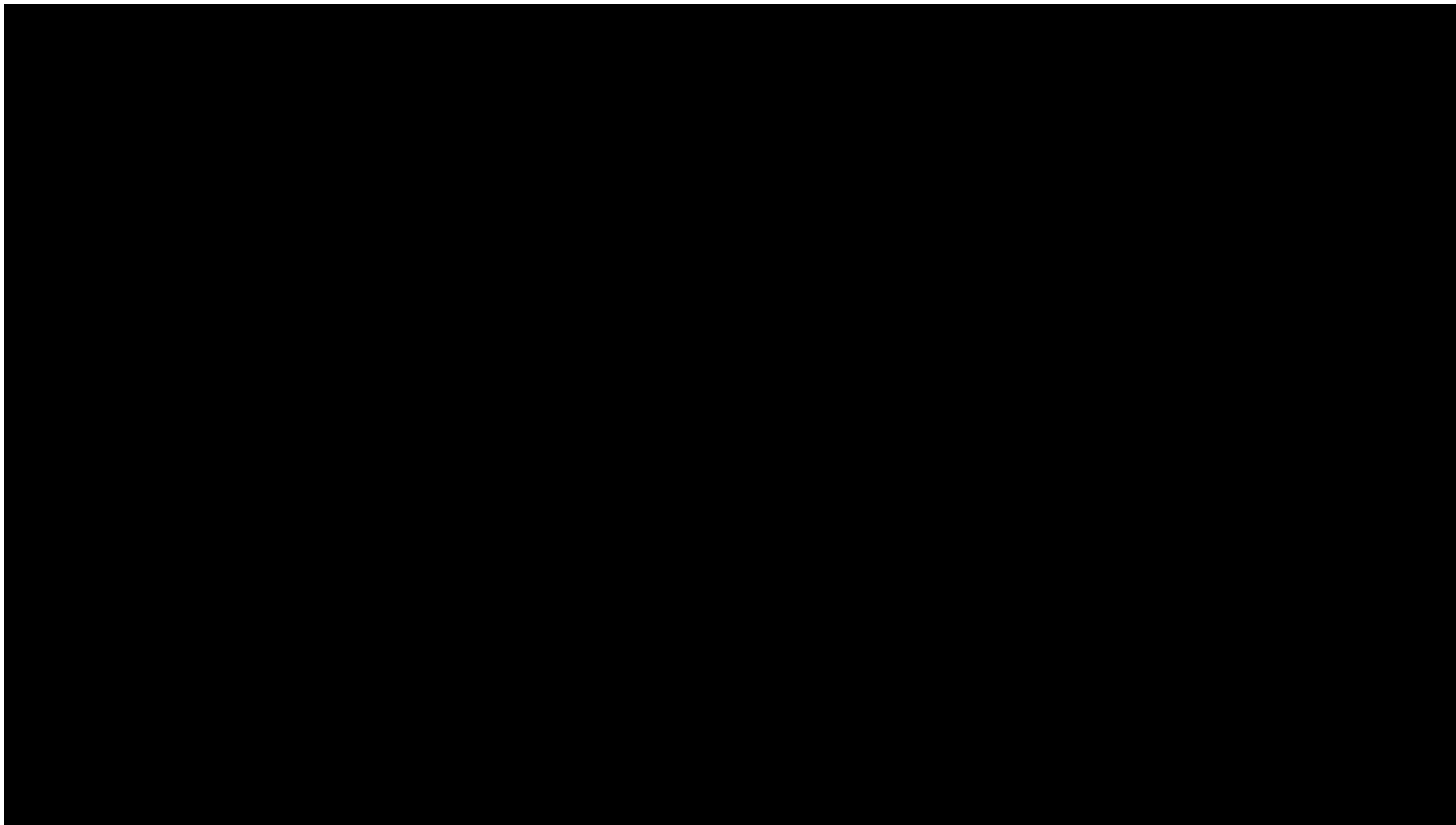
10m

building & material | "The film that never was"

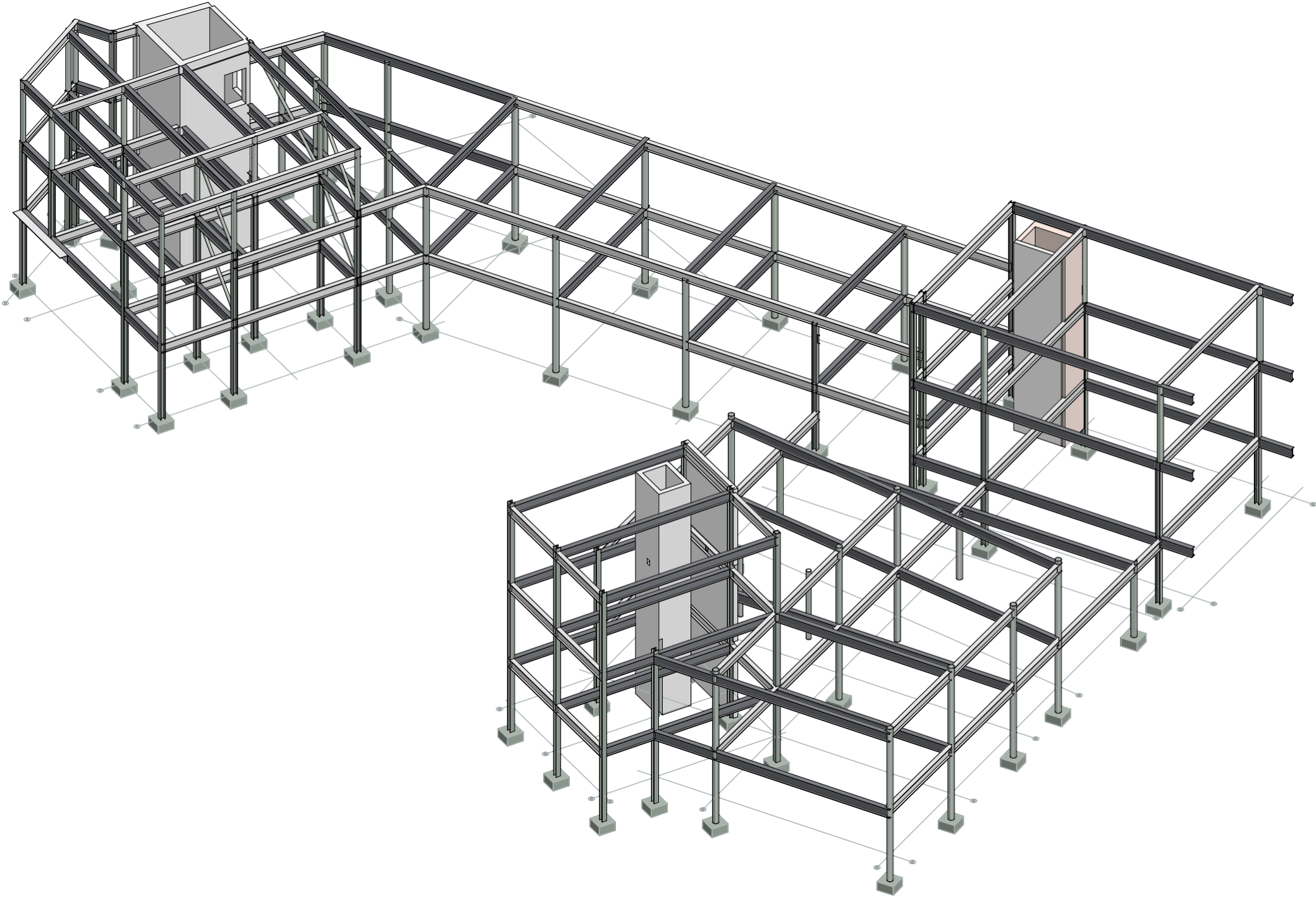


Ground floor plan

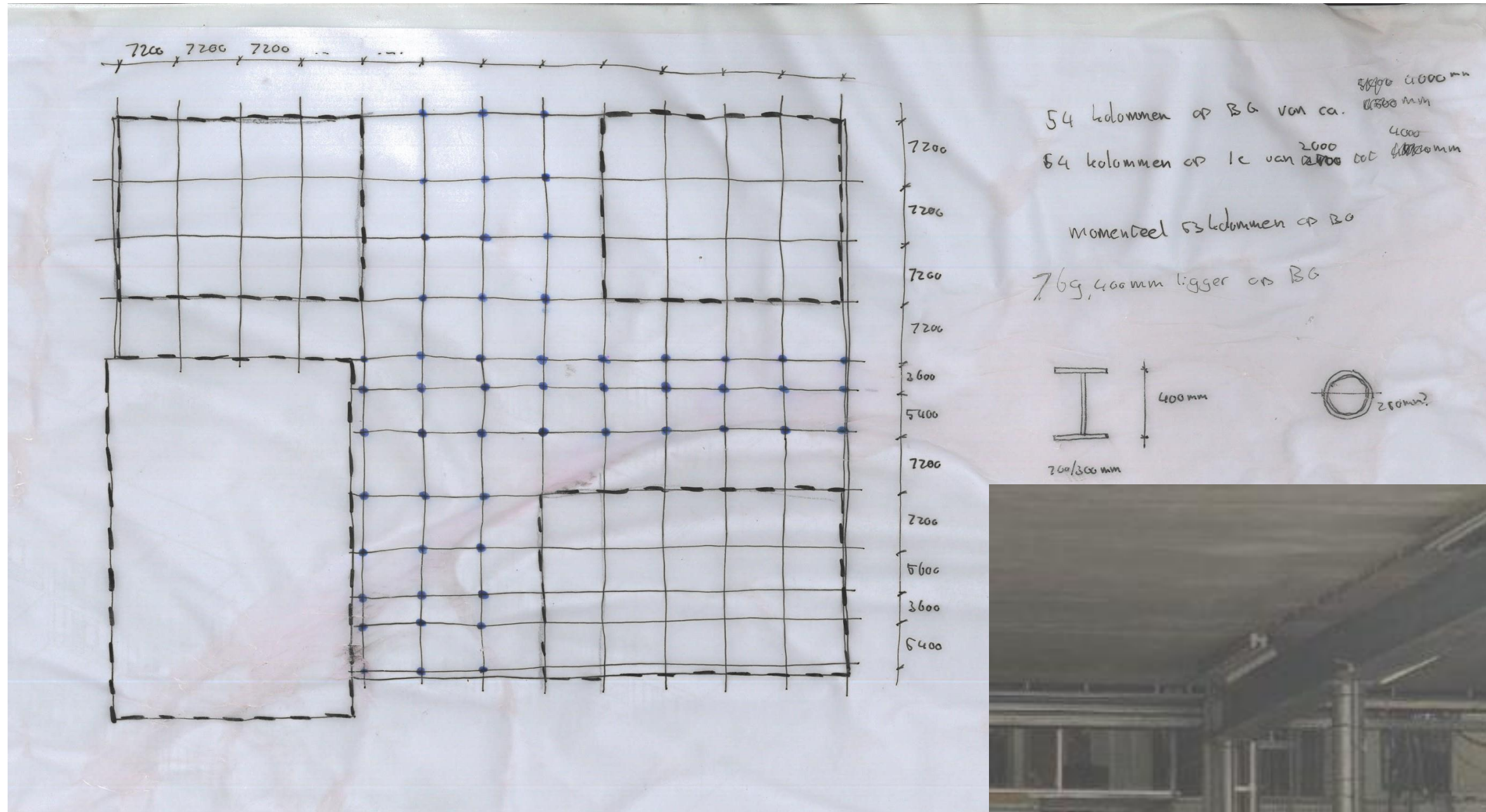




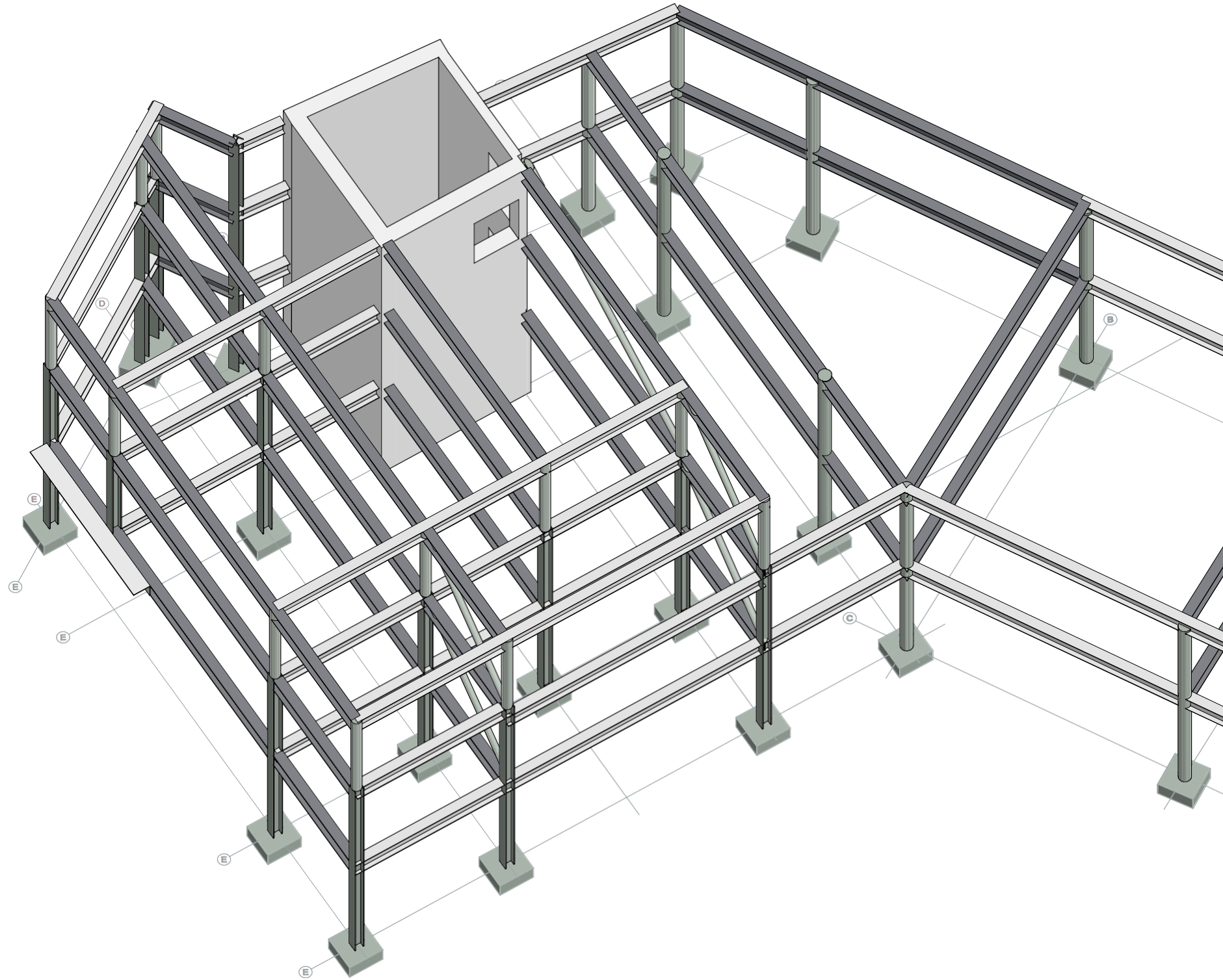
Construction



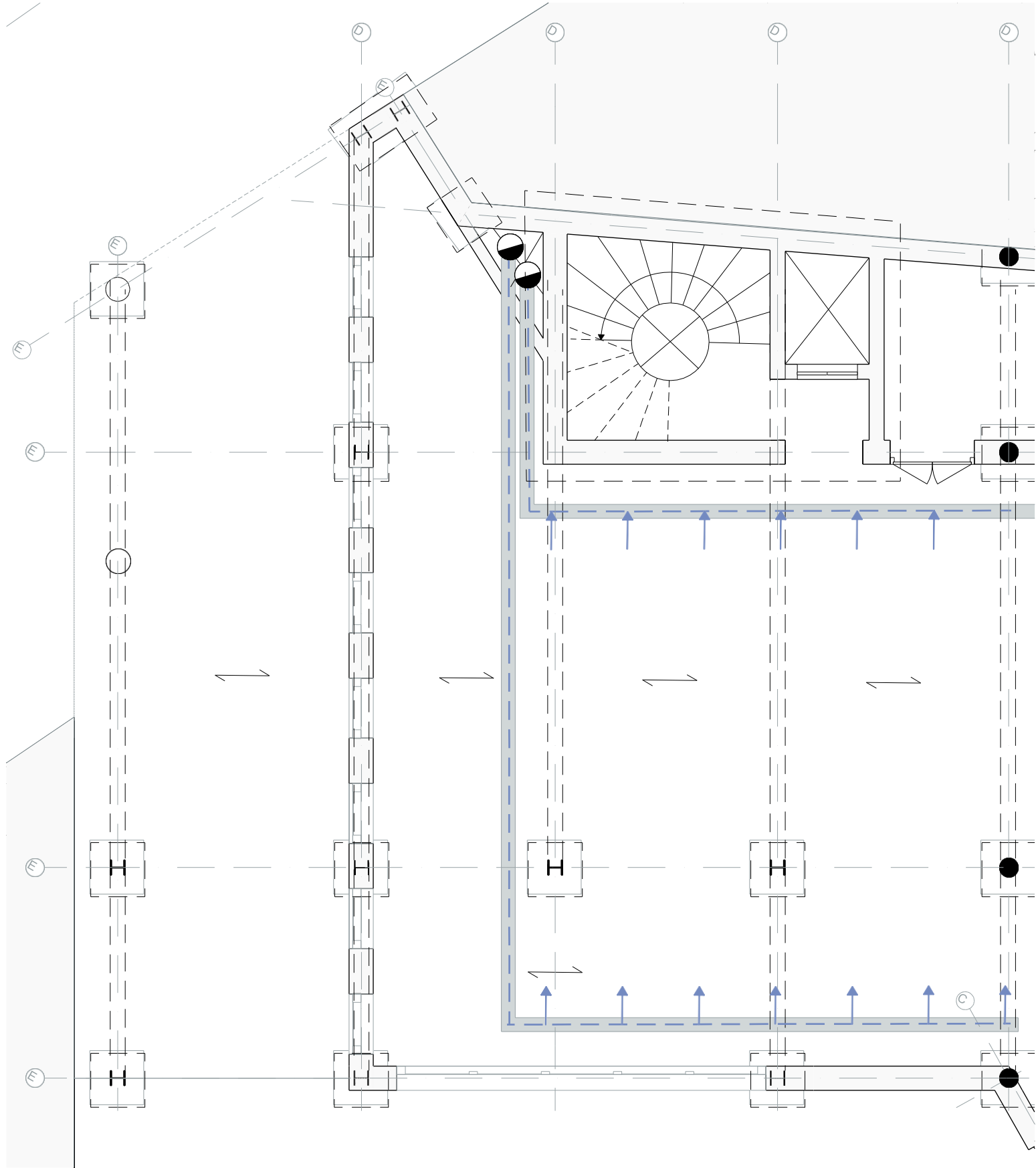
Re-use



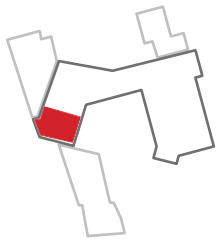
Fragment - Construction



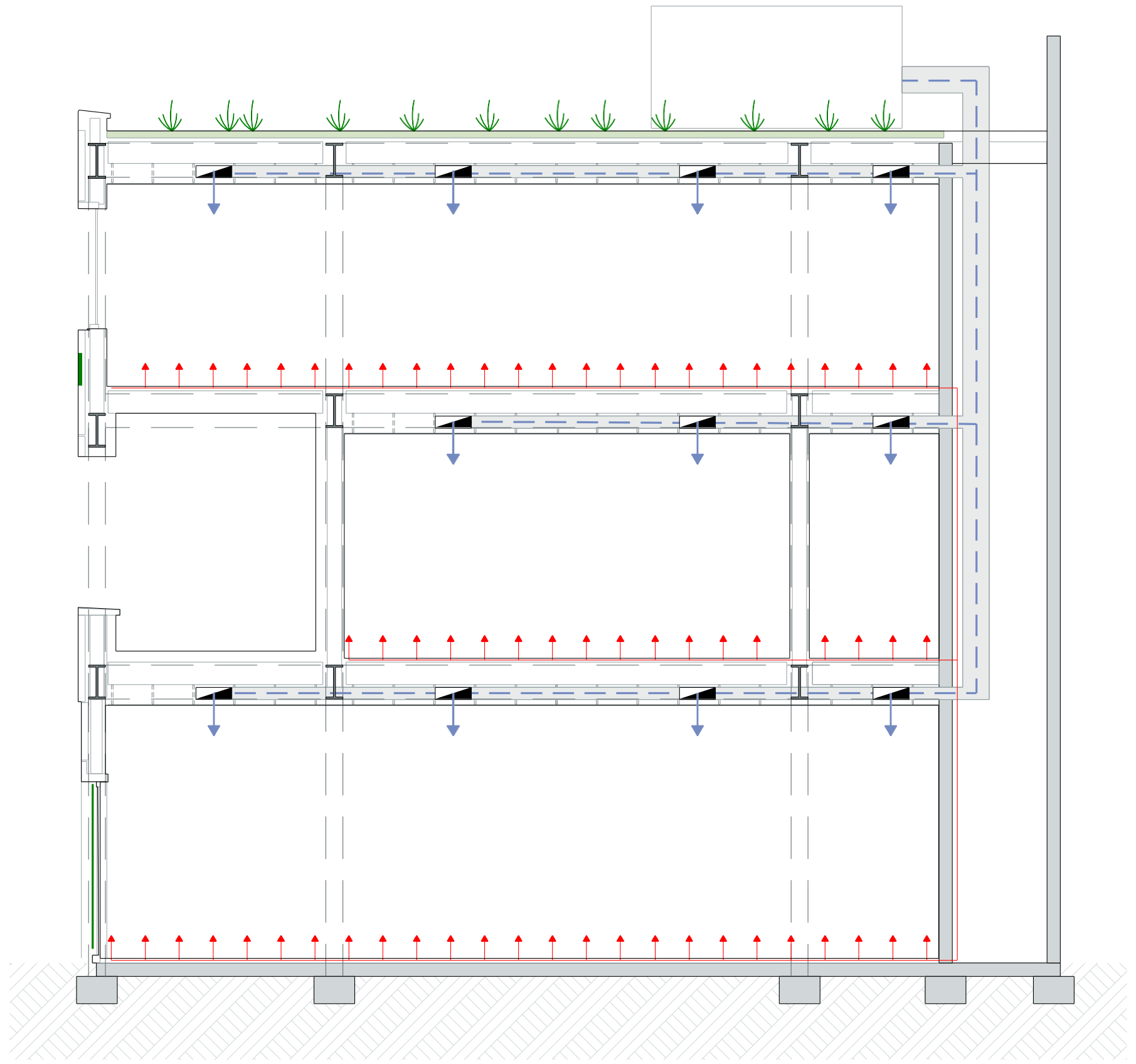
Fragment - Plan



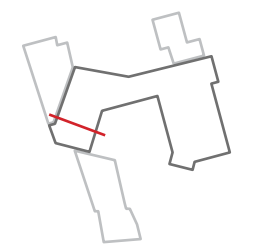
5m



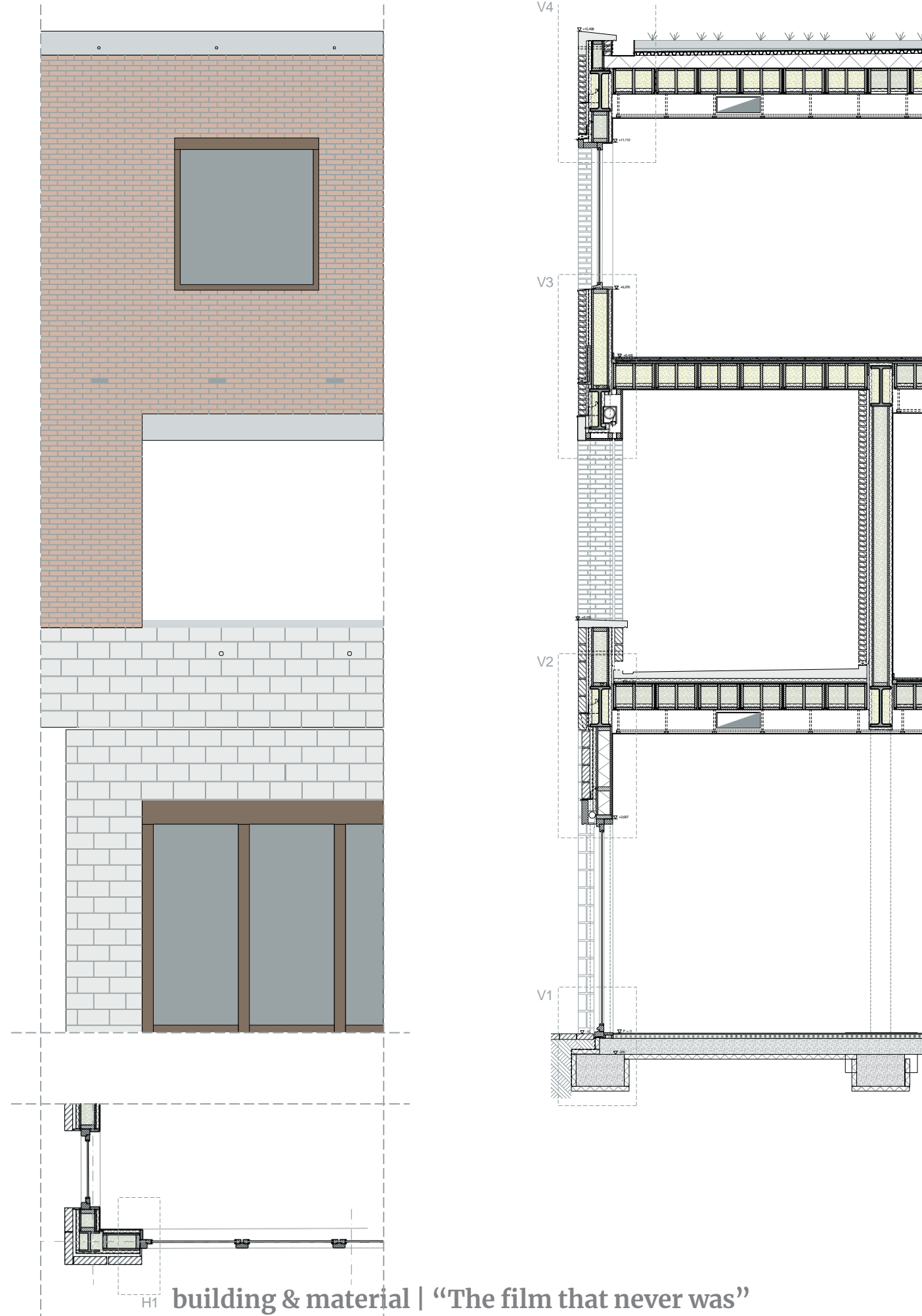
Fragment - Section



5m

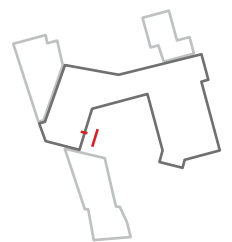


Fragment 1:33

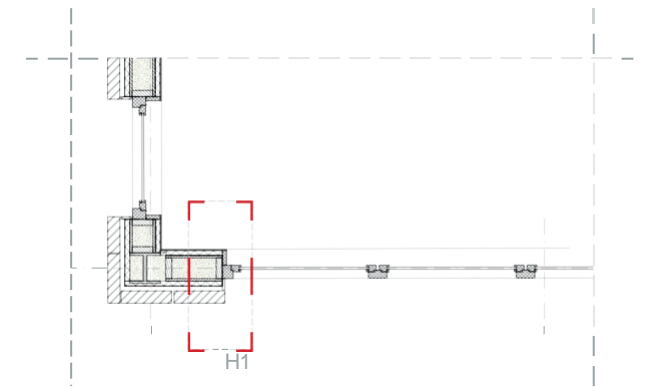
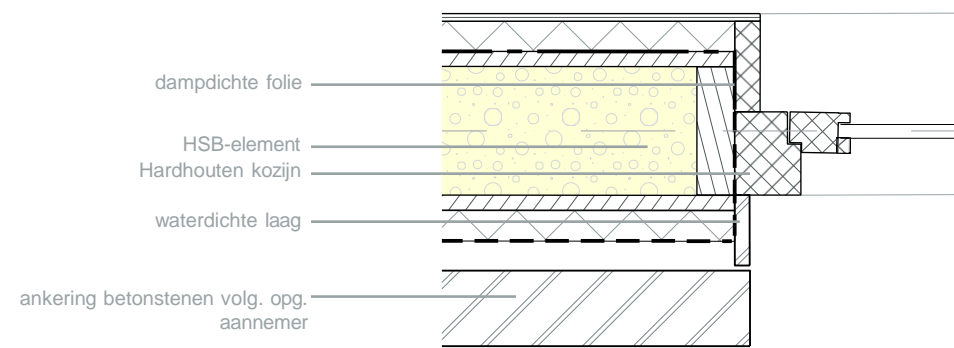


10m

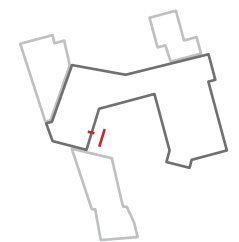
H1 building & material | "The film that never was"



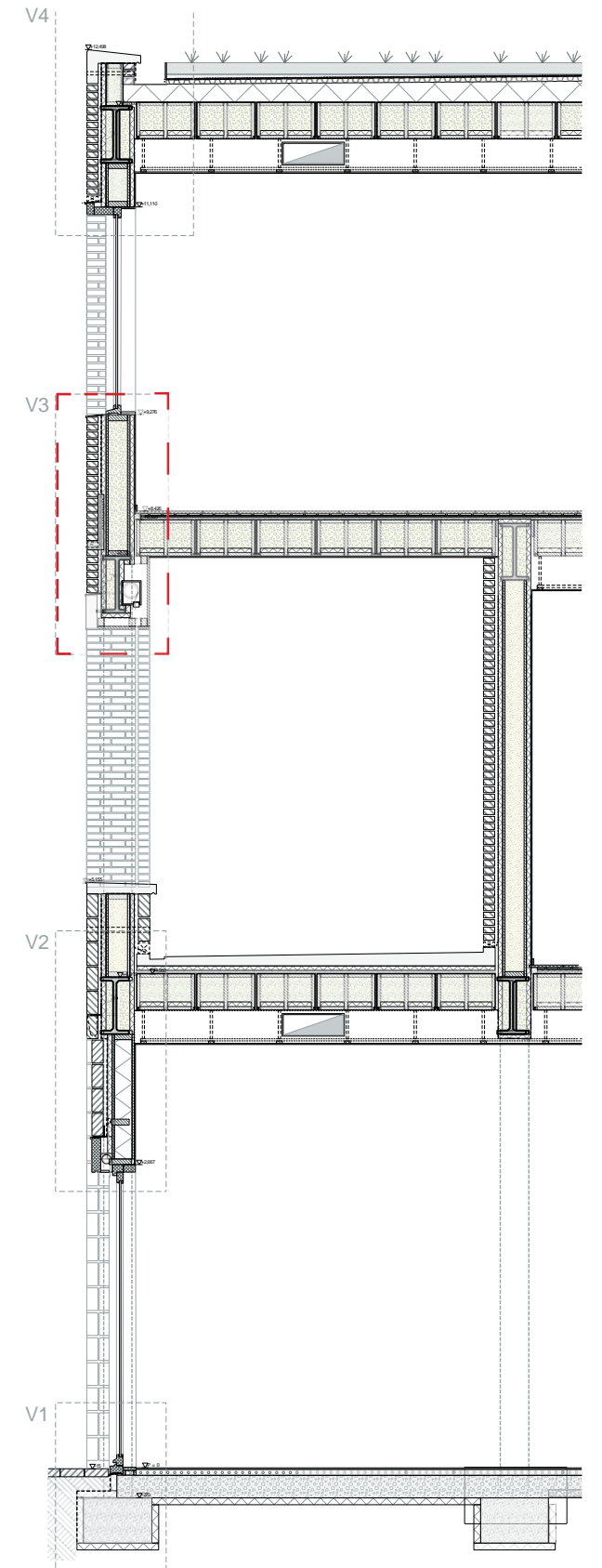
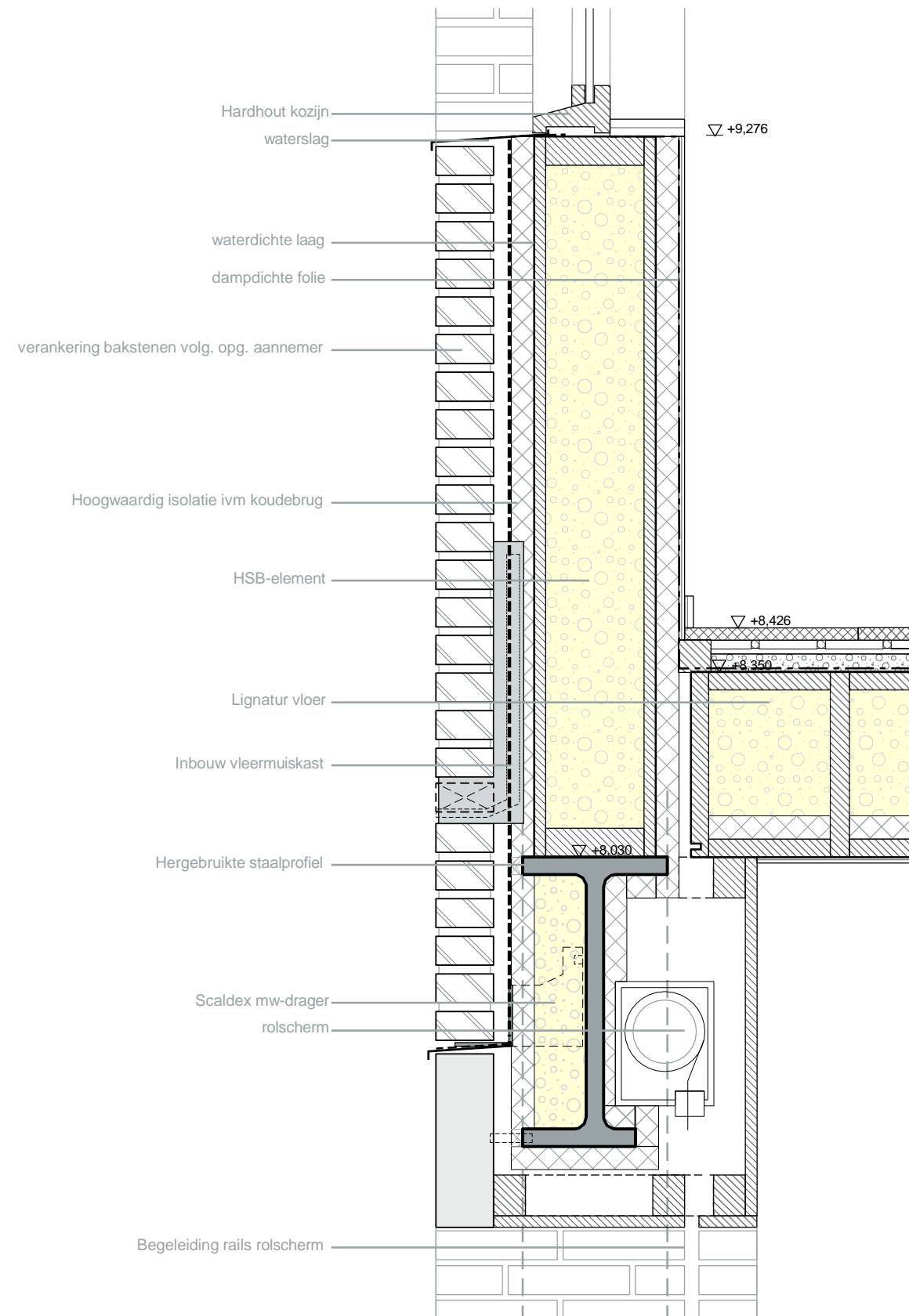
Detail h1



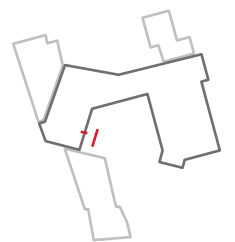
0.5 m



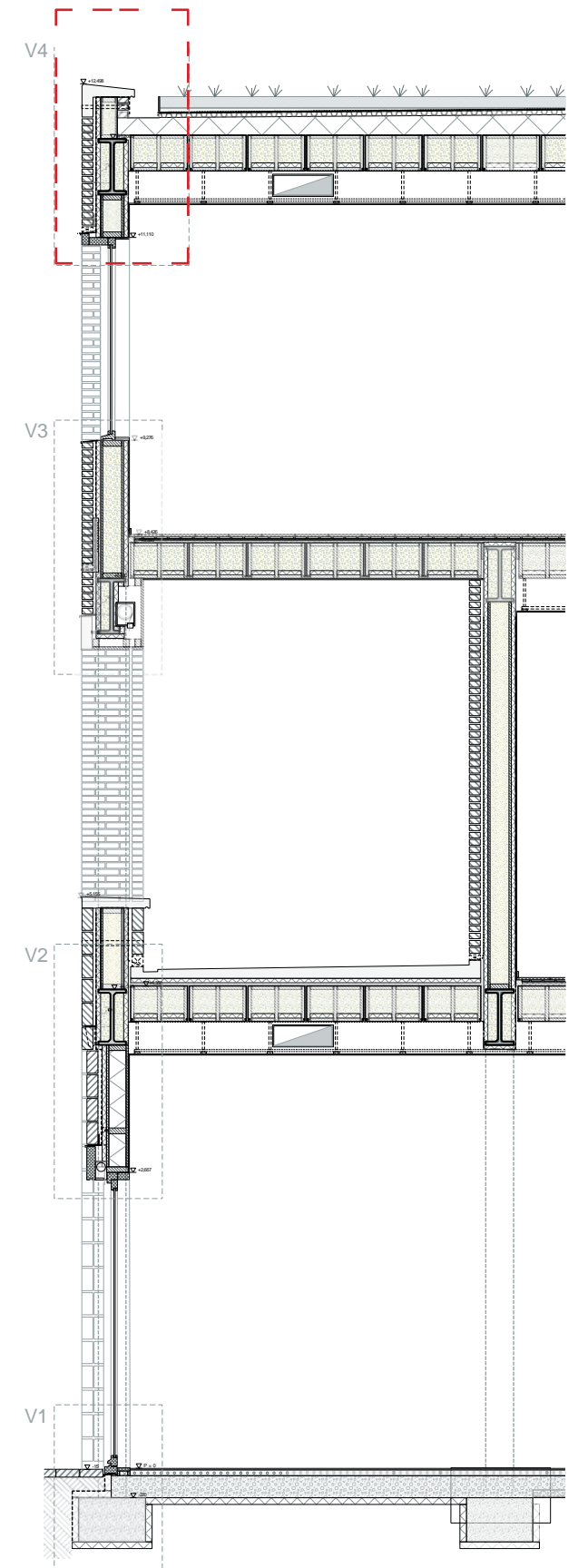
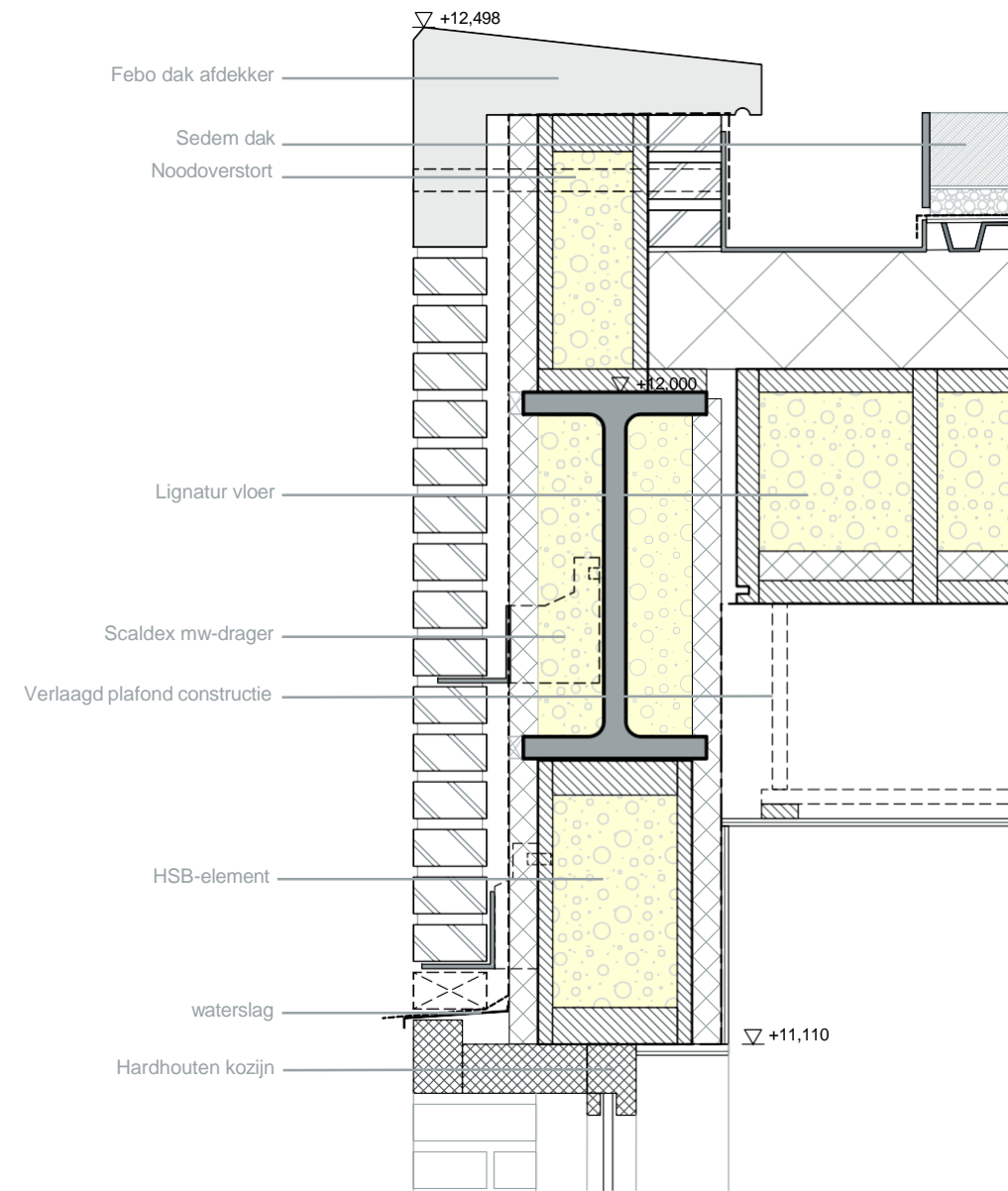
Detail v3



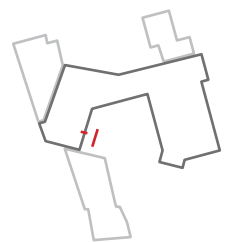
0.5 m



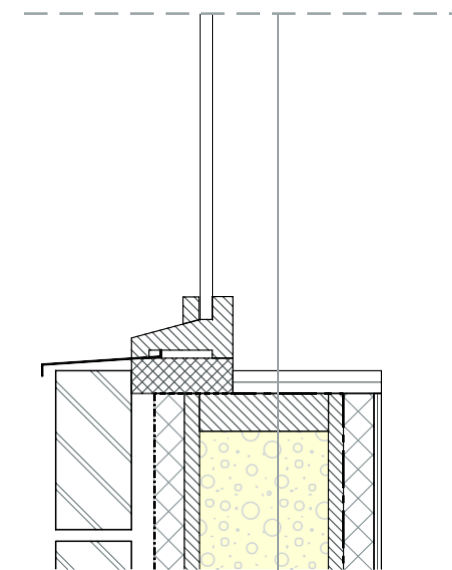
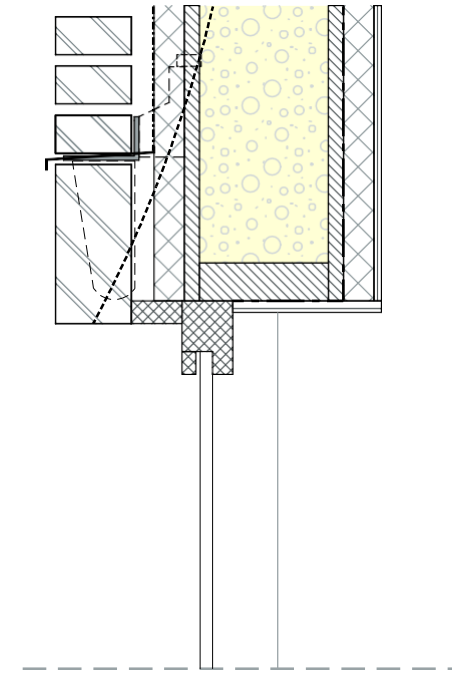
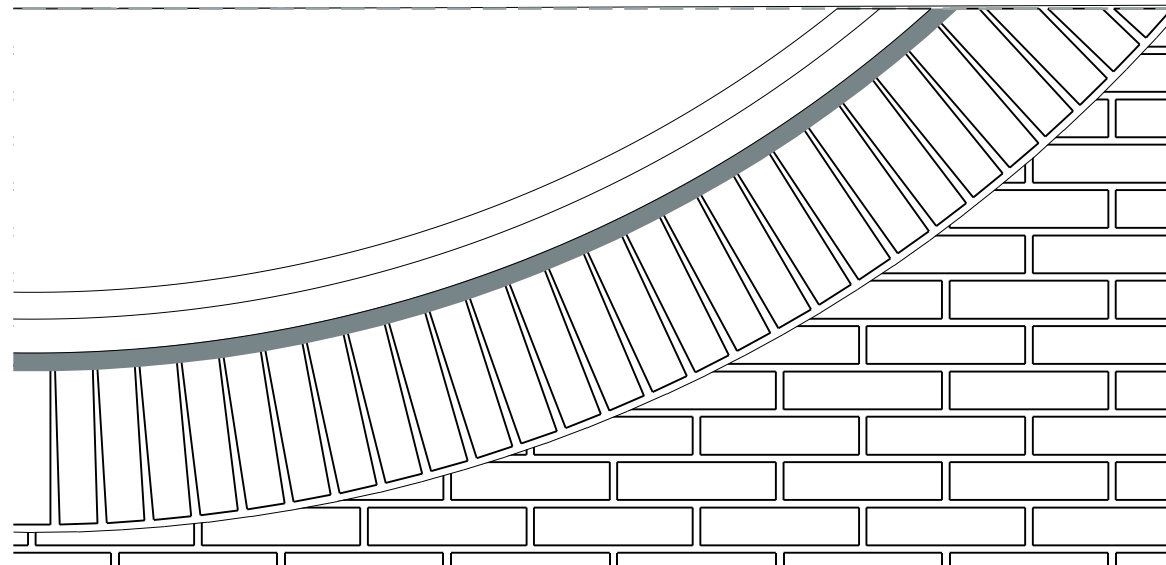
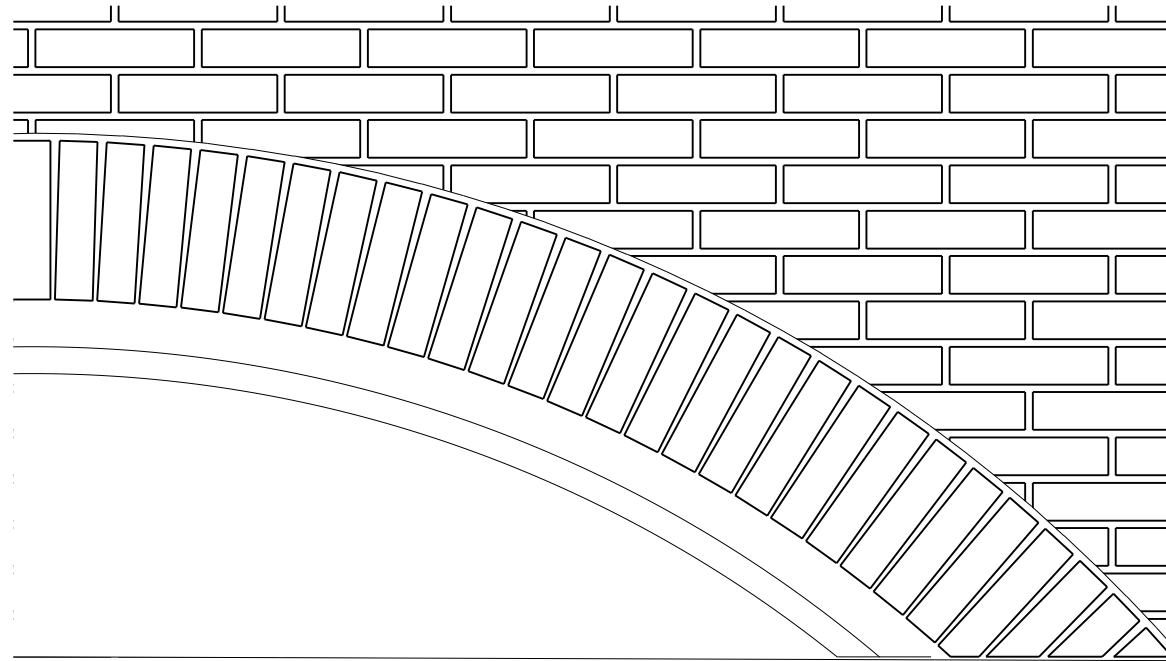
Detail v4



0.5 m

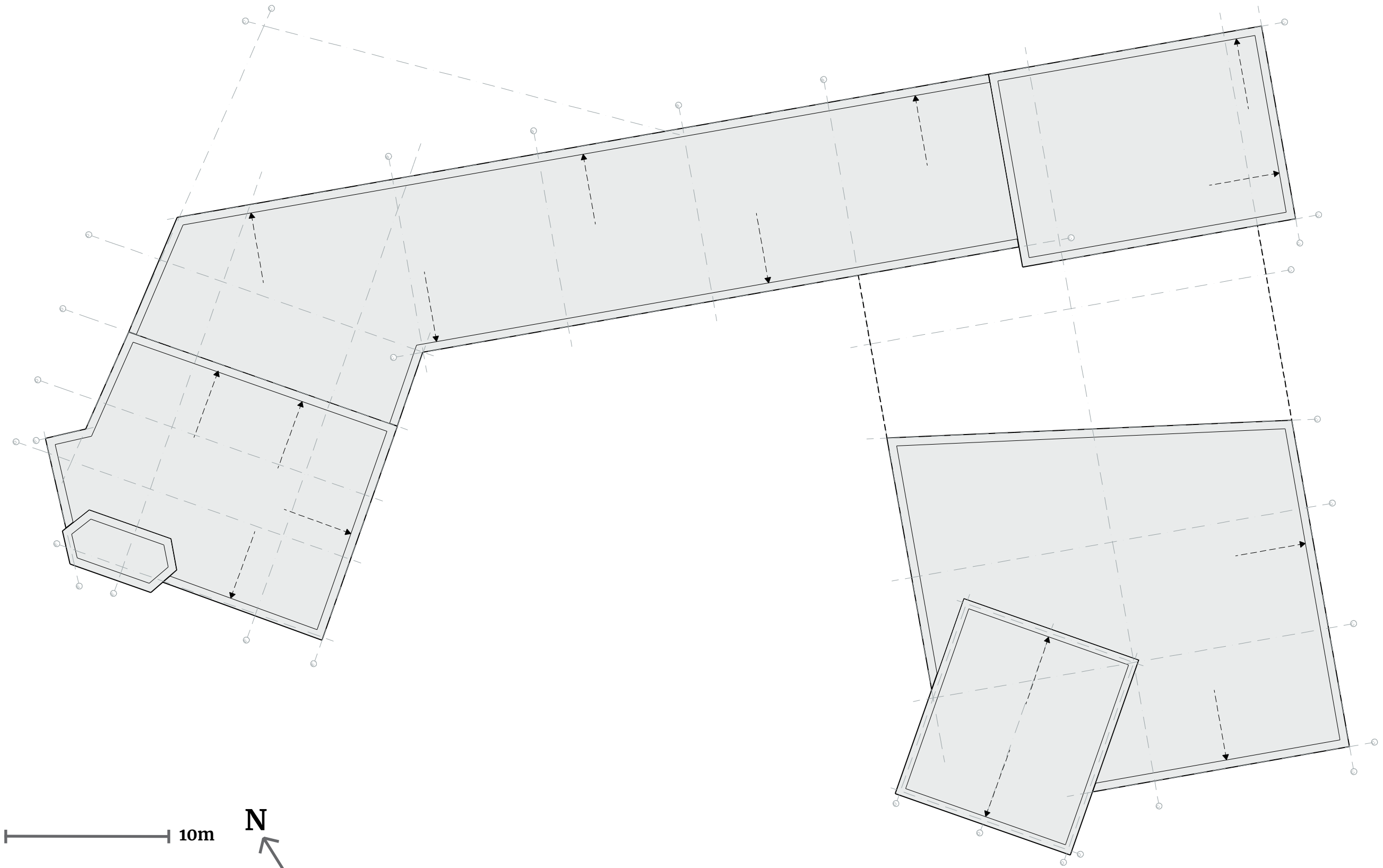


Window detail

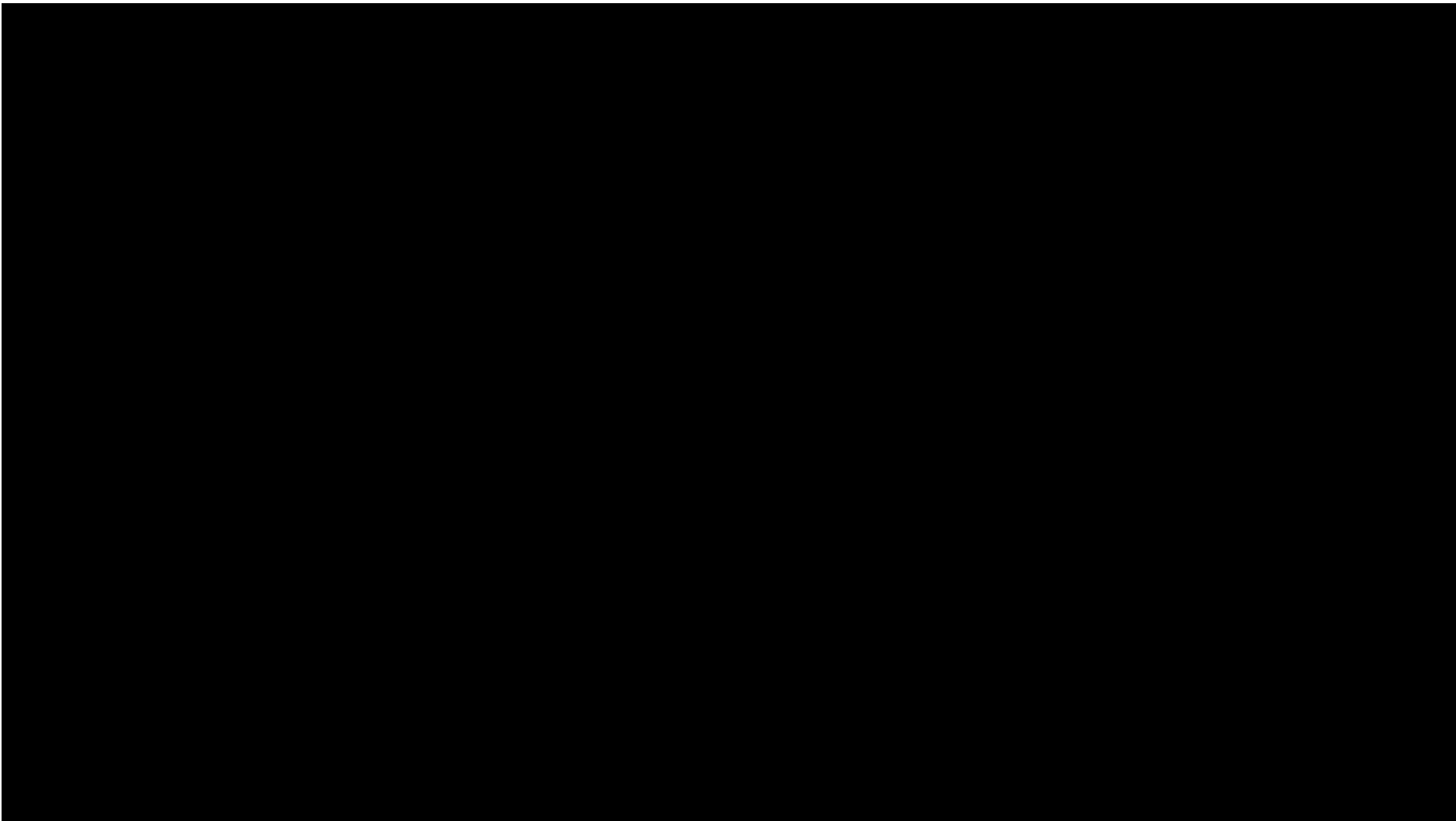


0.5 m

Roof plan



Scene 46:
An optical departure



Thank you

