



# LIVE MOVIES

A Field Guide to New Media For the Performing Arts

edited by

Kirby Malone and Gail Scott White

Documenting Multimedia Performance Studio's New Stage Technology Project



# DIORAMA THEATER

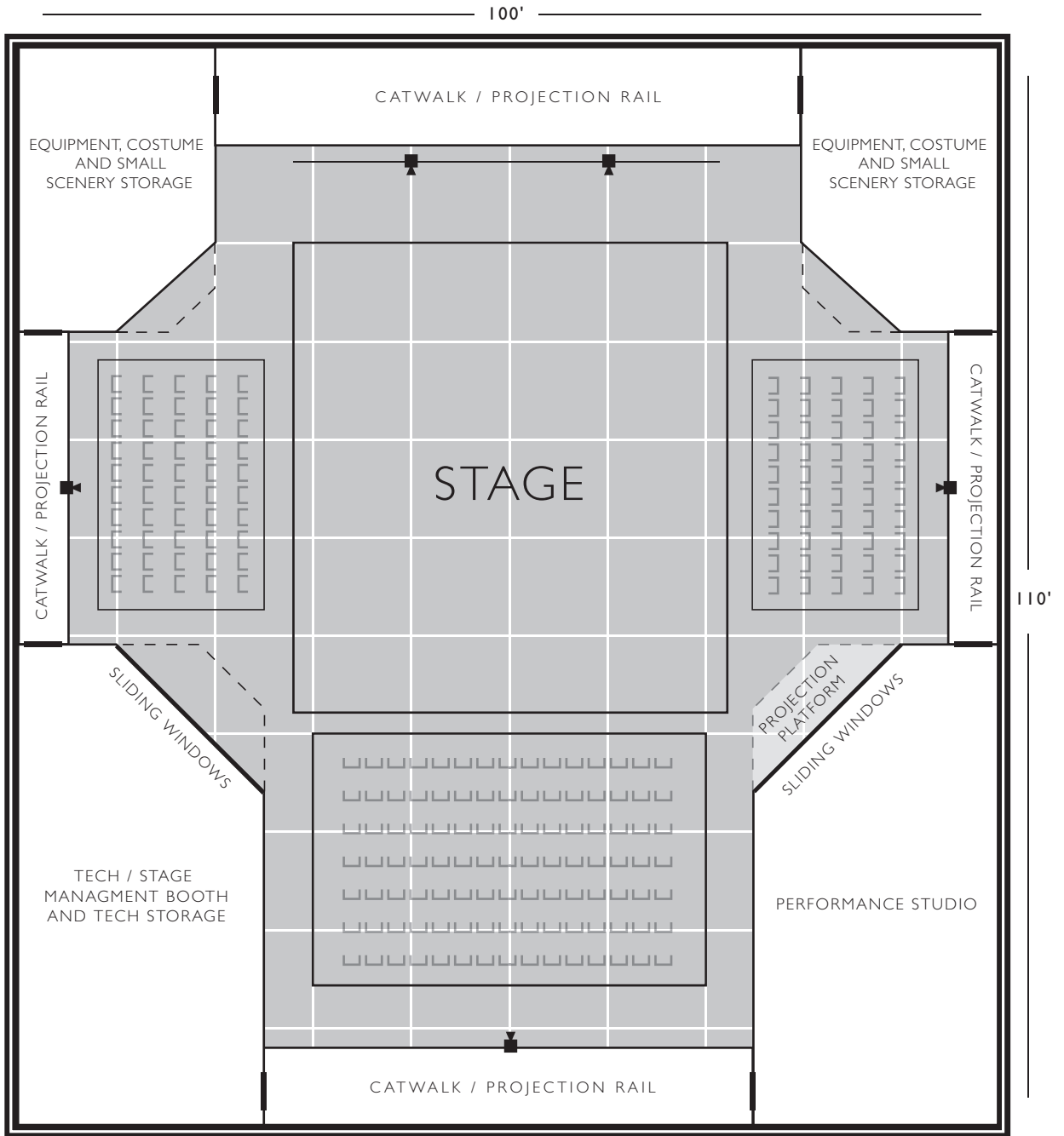
## PROTOTYPE DESIGN FOR A UTOPIAN MULTIMEDIA THEATER

MPS artists Kirby Malone, Dan Hobson, Gail Scott White, Kira Hoffmann and Mike Solo have researched, and collectively speculated at length on, ideas for an “ideal” Multimedia Theater, as most American theaters are not well suited to the needs of multimedia production.

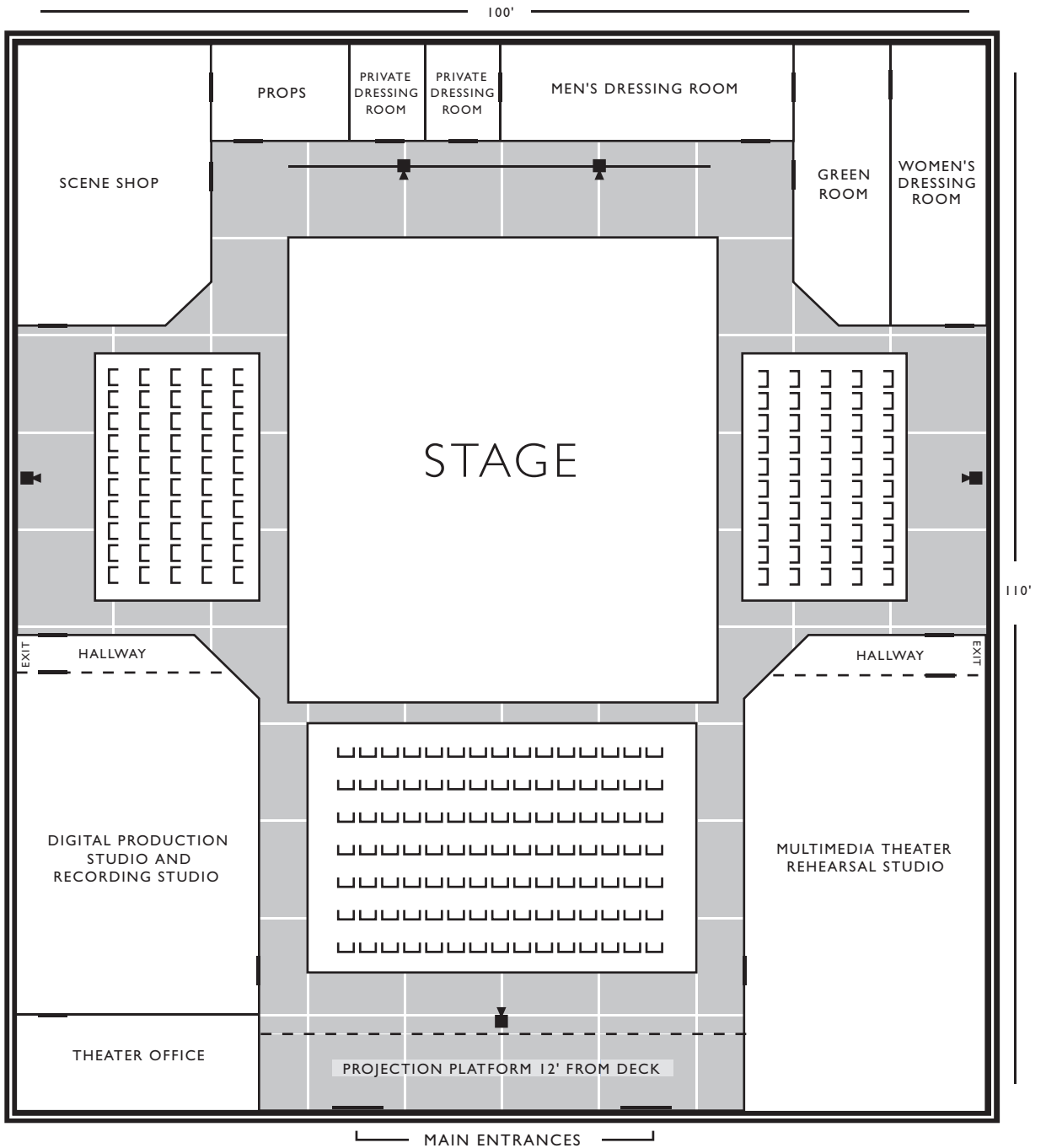
We have designed a utopian structure, the Diorama Theater, and compiled variations on a (100 ft. x 100 ft. floor plan) design that synthesizes the traditional, flexible “black box,” with other, more experimental conceptions: a “white box” (or “virtual cave”) with 360° projection screens, and a “green box” for use (with green-screen capabilities) as a soundstage for motion-capture, and film and video shoots.

This theater can be arranged in (at least) seven configurations, which are shown in plans on the following pages. The first image shows the second floor wrap-around catwalk/deck, which allows projectors to be positioned almost anywhere in the room. Most of the staging arrangements in the subsequent plans are familiar to theatergoers (end stage, thrust, arena, etc.), but we have named the Theater after one of its more unorthodox options, a *diorama* stage, with projection screens enclosing the stage on three sides.

The hypothetical designs we are at work on for this theater represent one of the most exciting and valuable components of our New Stage Technology Project, and they allow us to synthesize and coordinate much of what we are learning in our range of research and workshops. We approach this theater design as a 10,000 sq. ft. conceptual prototype for a theater that could be built anywhere, designed from scratch to accommodate the waves of new media into the hands of, and onto the stages of, innovative theatrical artists, encouraging their exploration of new directions in narrative and design.

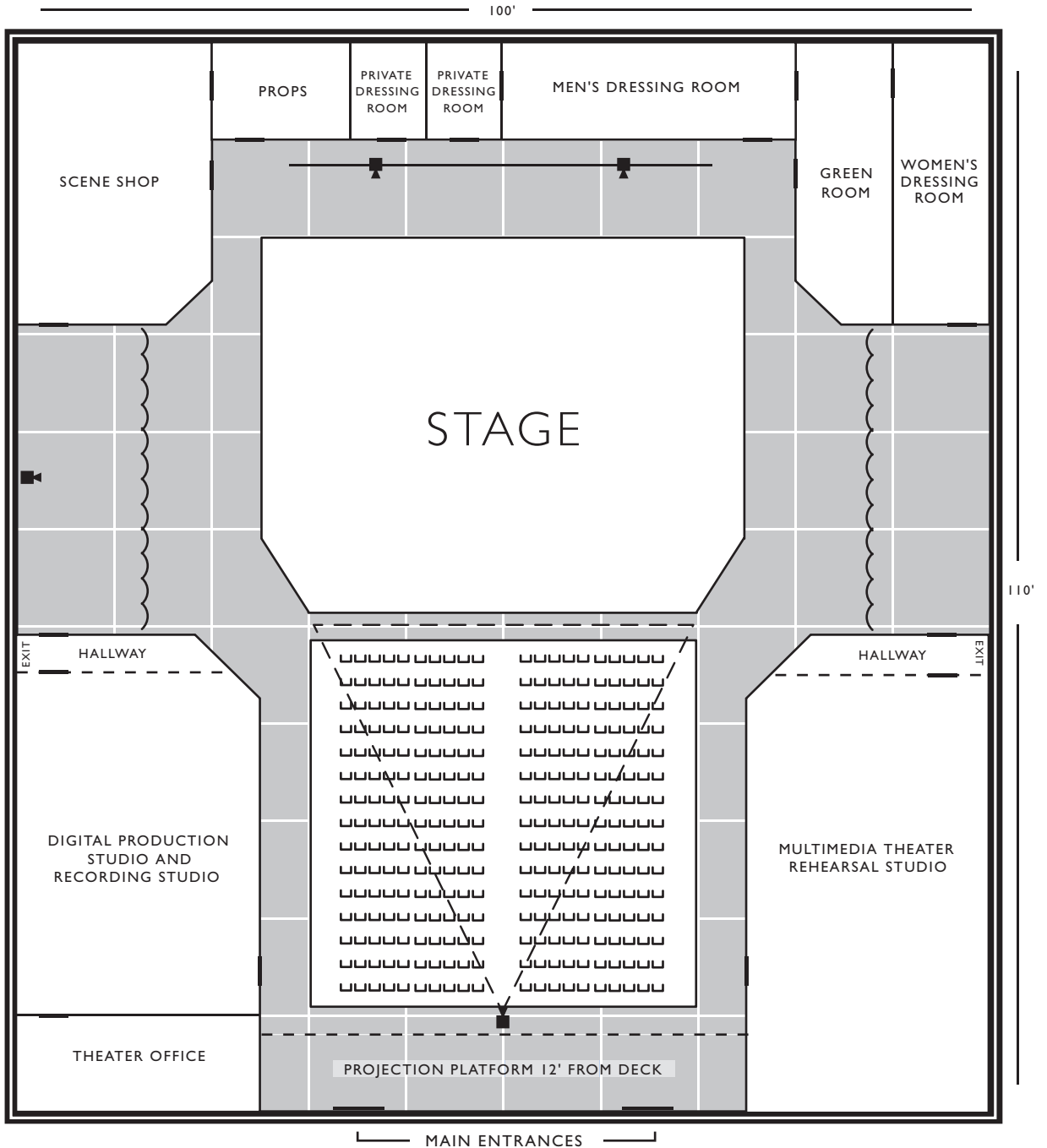


## TECH DECKS AND CATWALKS (SECOND FLOOR)



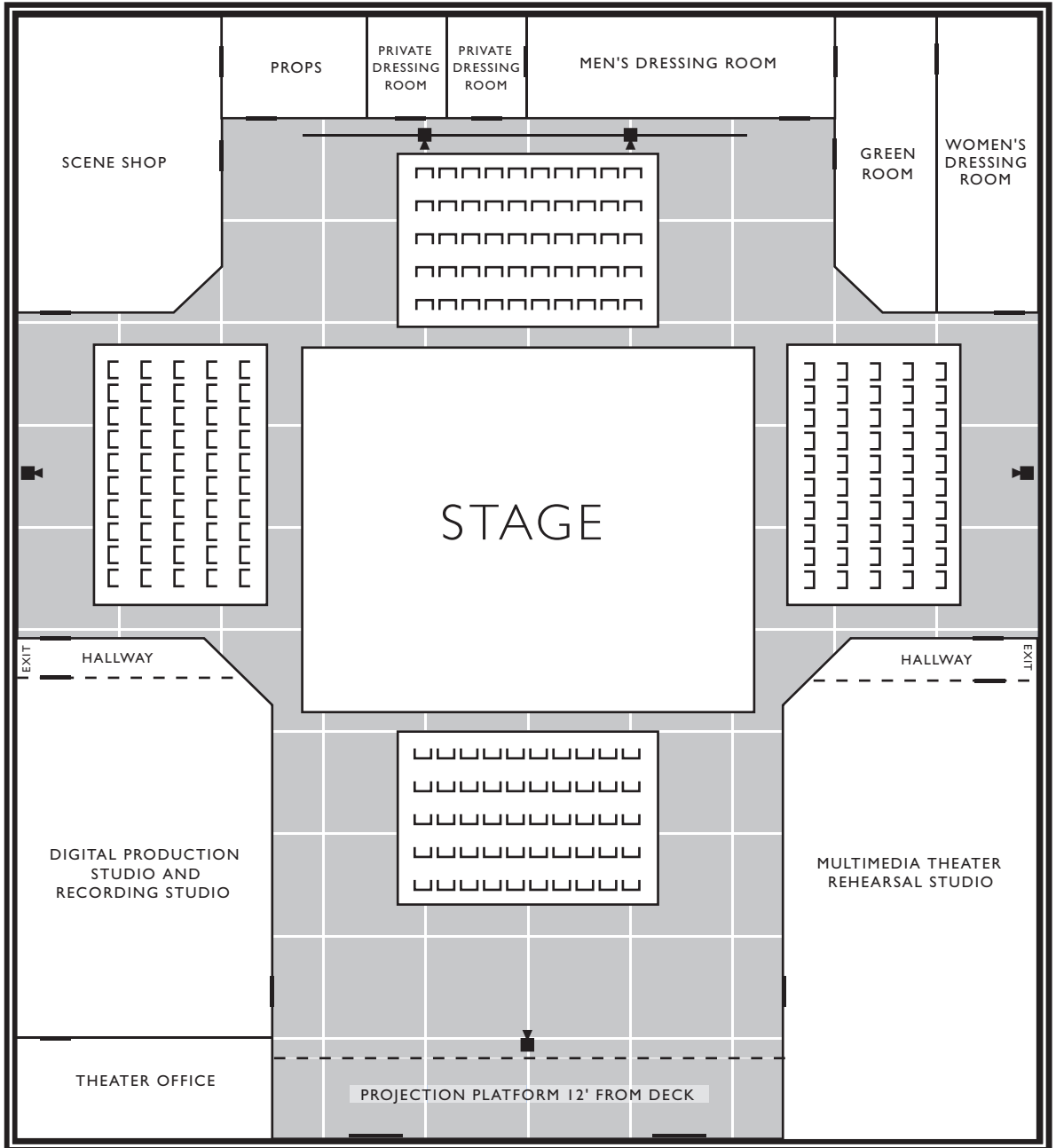
# THRUST

PROTOTYPE DESIGN FOR A UTOPIAN MULTIMEDIA THEATER



# END STAGE

100'

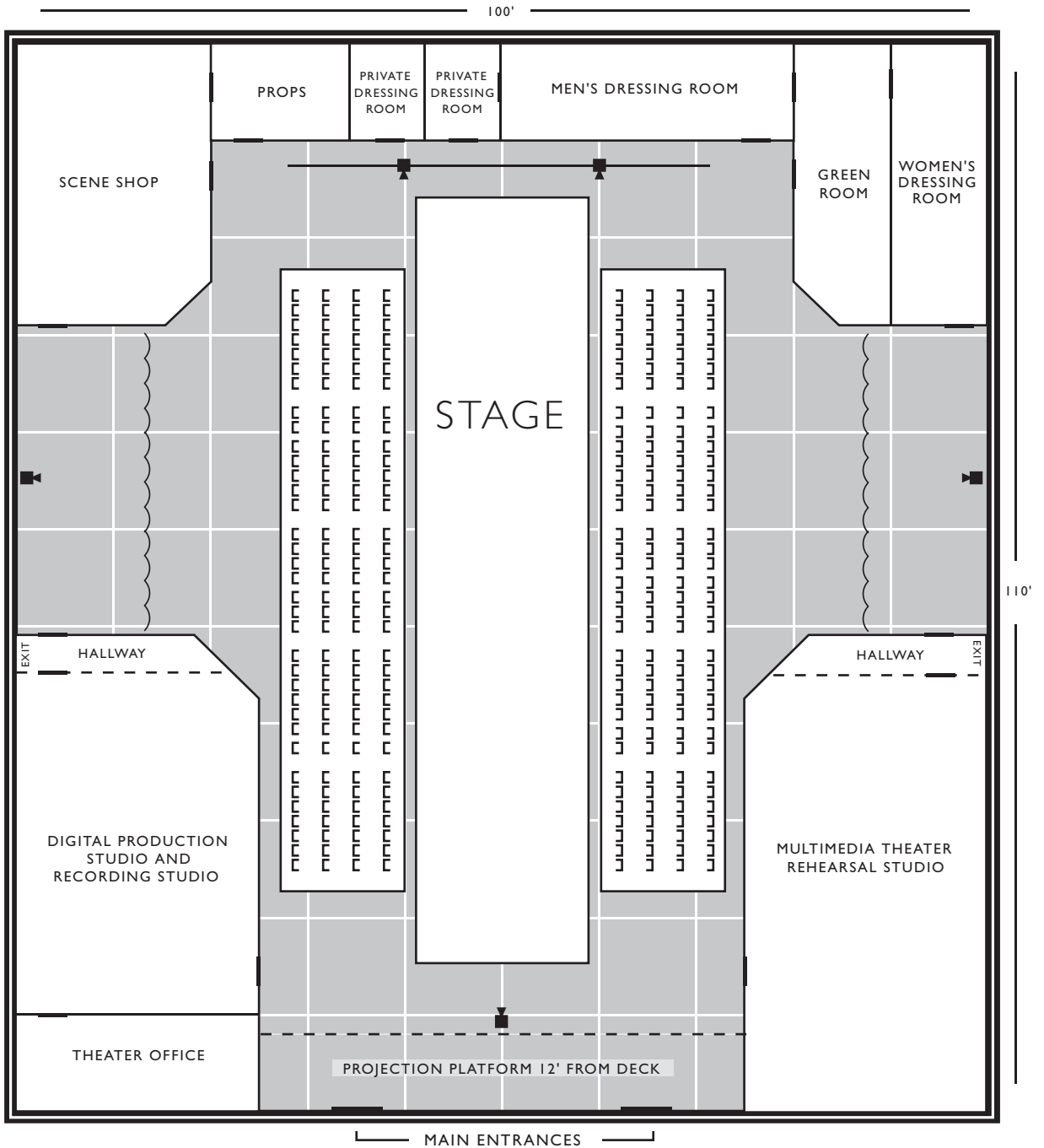


110'

MAIN ENTRANCES

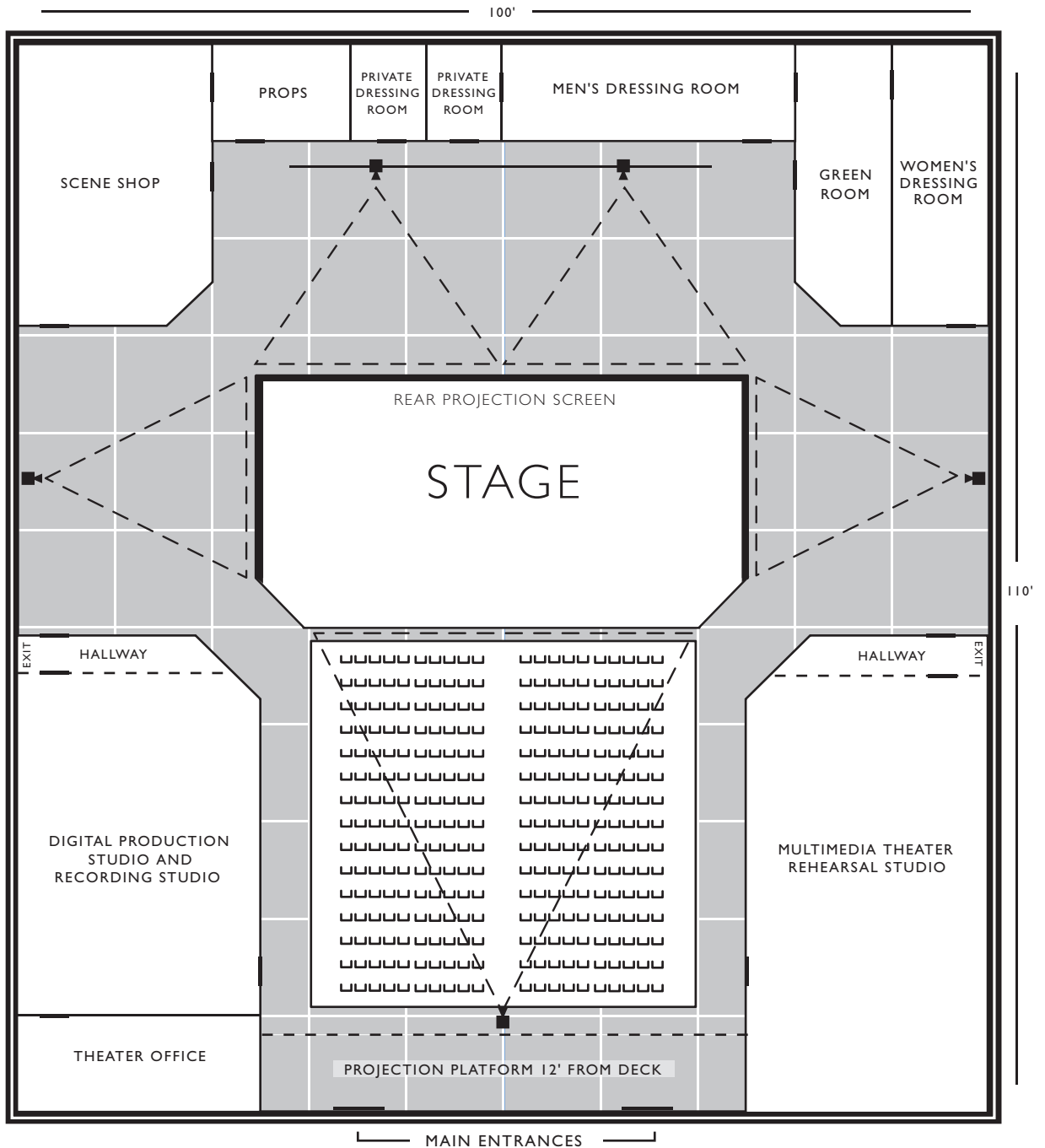
# ARENA

PROTOTYPE DESIGN FOR A UTOPIAN MULTIMEDIA THEATER



# STADIUM

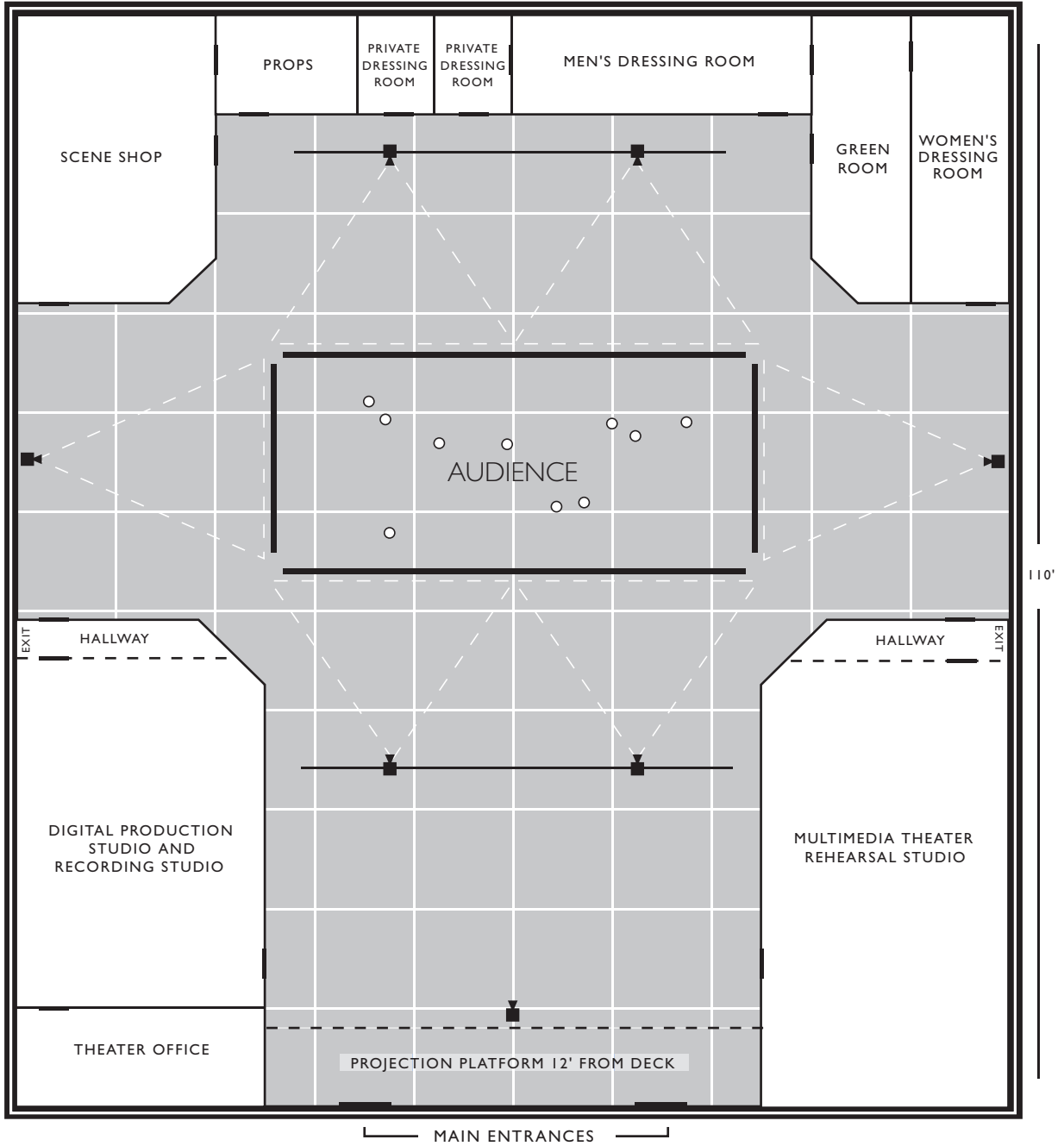




# DIORAMA

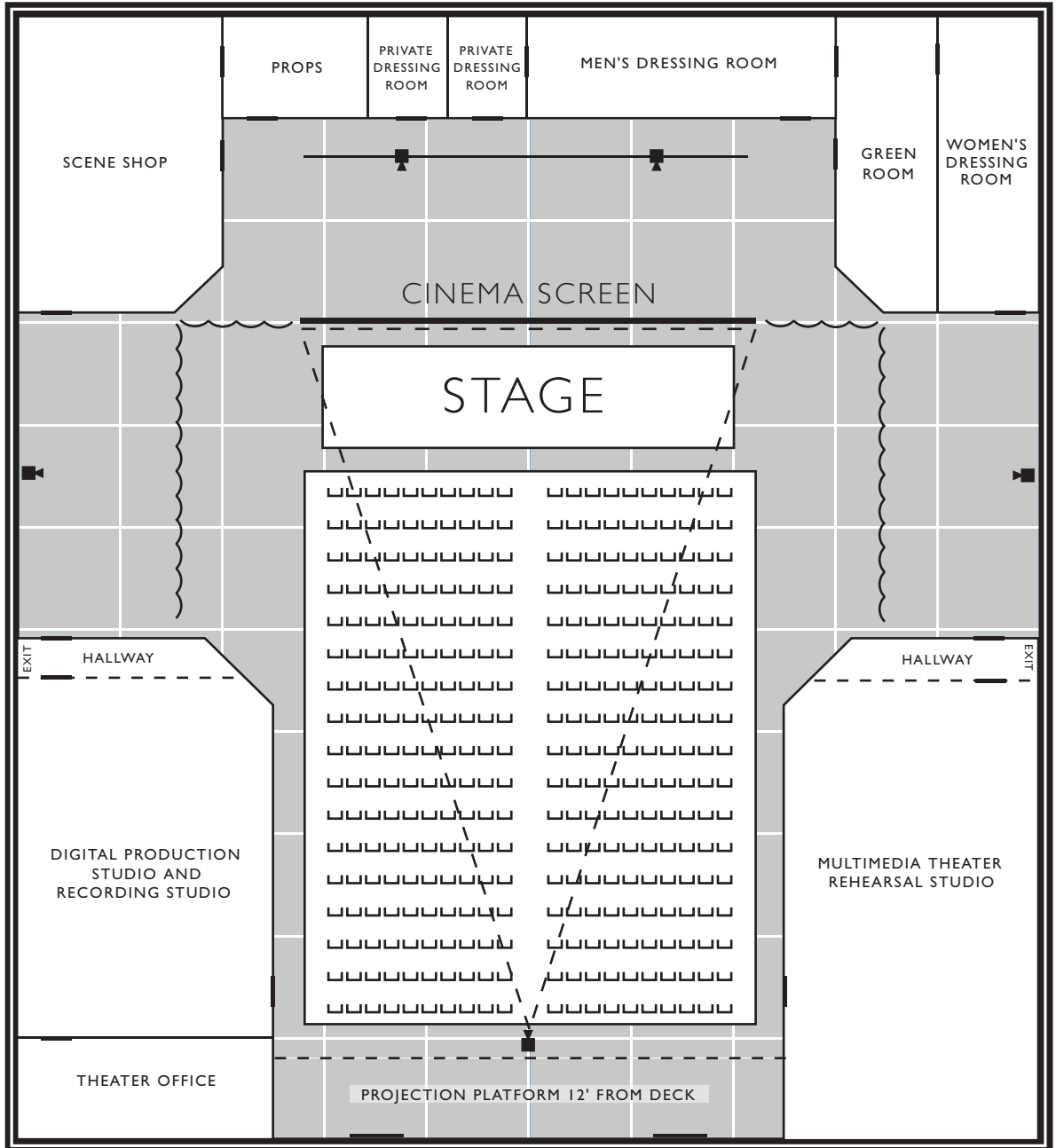
PROTOTYPE DESIGN FOR A UTOPIAN MULTIMEDIA THEATER

100'



# CAVE

100'



# CINEMA / LECTURE