

UNYT



# *Madrid Art Bioscope*

*A street artist's portable theatre.*



img\_1: A an artist on street with no listeners

# Premise

Art is a repository of a society's **collective memory**; it tends to preserve what historical facts cannot. Its a form of representation of culture and tradition in most lucid form and acts as a visual language that speaks to all. It has become a chronicle that has created different identities for itself, namely, **visual, performing, and written**.

Art creates ocular stories that cannot be divorced from its cultural implications and must be embraced. It has the power to awaken all your senses and convert them into ideas. It has been shaping society and culture subconsciously from times unknown. Art's transition from utilitarian purposes and aesthetics into work of expression happened hundreds of years after its birth. Where is it now?

Art is the fundamental form of representation yet it is unnoticed, at the comfort of our screens there is a visual barrier that deprives us of its actual flavour.



Img 2: A boy playing music in a busy street - Unnoticed by passers.

# Art in life?

Art as a symbol of expression has been voicing society's **opinions** and grievances and has been present through **wars** and **victories**. Today, tables have turned and art is restricted to reach only a handful who have developed an interest by virtue.

Although art has made its presence through digital media and has taken various roles (in the form of **visual**, **performing** and **written arts**) and built a virtual relationship, there is a disconnect that exists.

This gap has been aggravated by limited accessibility and unavailability of art everywhere. Lack of direct interaction opportunity with performing arts and the cost restrictions that accompany when one wishes to experience a live performance in a theatre has diminished the association we shared with art.

Will this ever change?



Img\_3: Diminishing interest in theatre arts - A dystopian view

# Issue

Enjoying any form of art sounds implausible to a large number of people who have never experienced art physically, or found an opportunity to build a relationship. From an artist's perspective, this situation has worsened, as pursuing any form of art as their means of livelihood for sustenance is a far fetched dream for many.

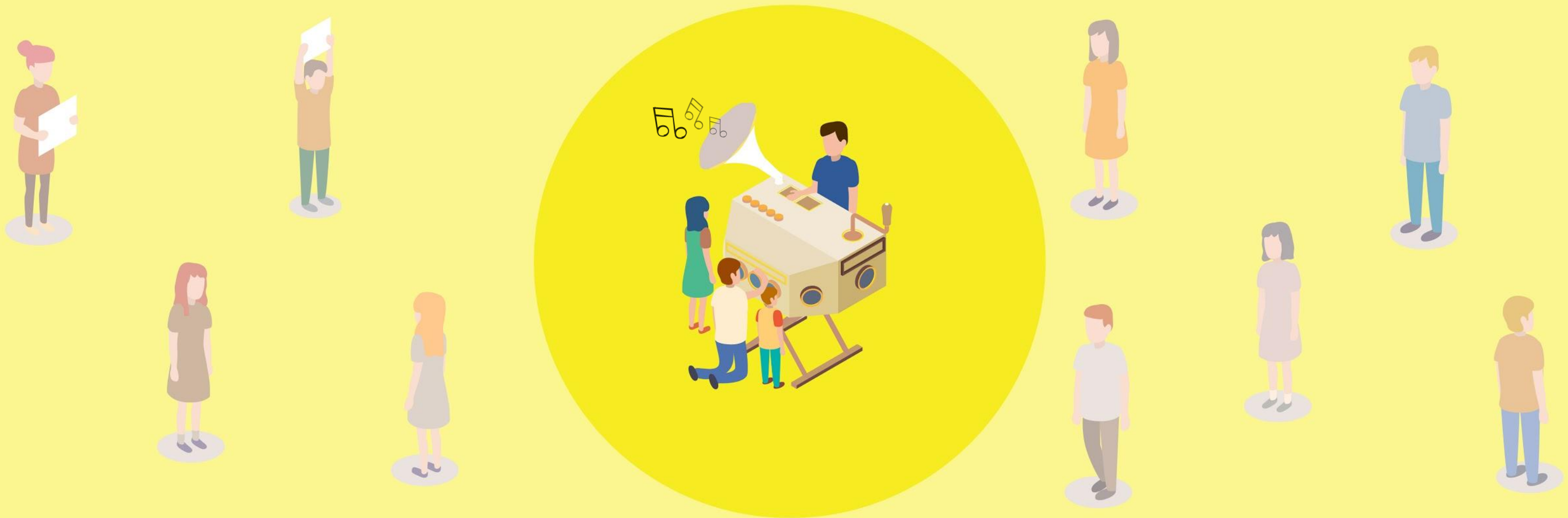
Entertainers, dancers, musicians or **street artists** perform individually in open public spaces. They have enabled the option of an **exclusive form of interaction** for the audience by offering art as an experience. They have challenged the antiquated form of displaying art only in theaters by their performance. But, their reach is bound by lack of infrastructural support on performance locations or the disengagement of spectators with art, that persists.

Can we as designers suggest an alternative to house such artists by giving them an open platform to explore their potential? Can this intervention help re-establish the lost connection of people with art?



If art is the pinnacle of **expression**,  
then why is it understood by only a few?

Art was meant to be universal yet it seems **art is not for everyone.**



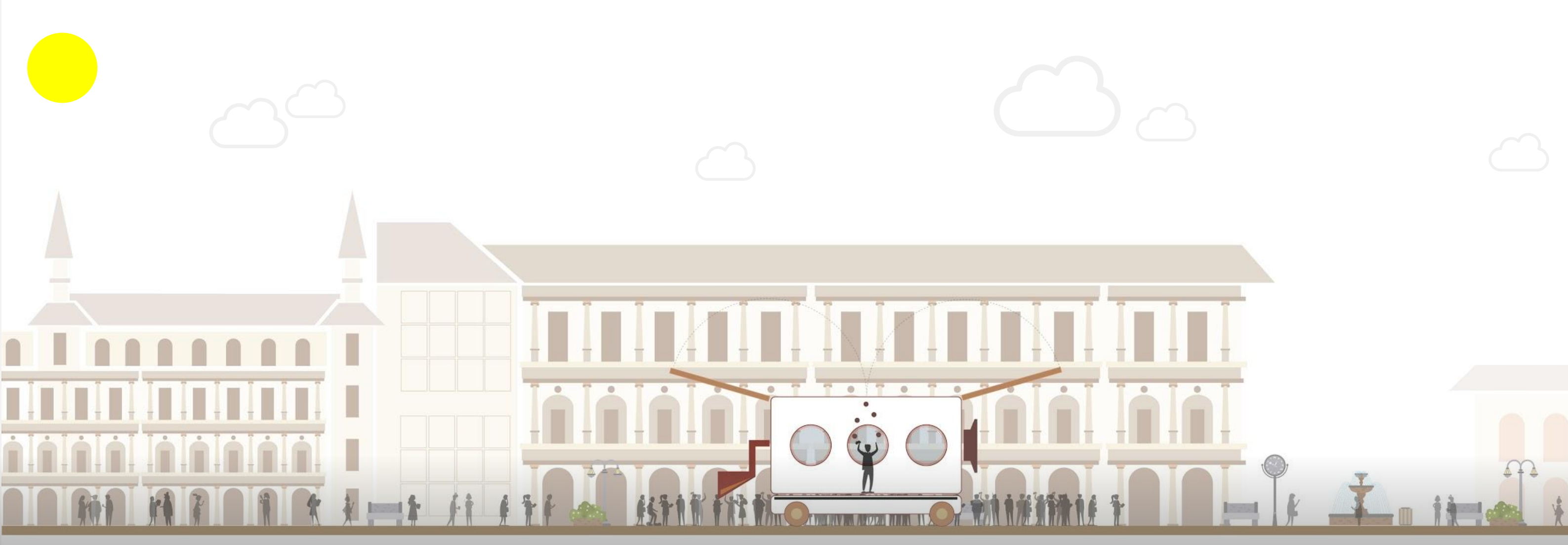
Img\_4: Bioscope : Portable Theater - An illustrative diagram

# Brief

Art is timeless. However, the mediums to show art in the physical realm are quite outdated. Theatres helped in the past in a generation when television and internet were yet to gain traction. In today's world if people are not coming to view art (because of many factors), **can't art forms reach out to people? Can architecture and technology help us to reach out audiences in a way that appeals in today's age?**

A **Bioscope** is a device (also referred as theatre in a box), which gave an audio visual experience portably. The idea behind this is to bring theatre like experience to the streets at a very tiny price. Its facilitator travelled from place to place bringing new visuals of artforms, places and performances through its short films inside it.

**Brief - The Madrid Artist's Bioscope:** This problem takes inspiration from street artists and equips them with a bioscope like architectural device that enables them to perform with a portable theatre on the streets of Madrid. The **challenge** here is to **design a shared portable theatre box** for a group of street artists.



Img\_5: Portable Theater for an artist in a public place - A concept

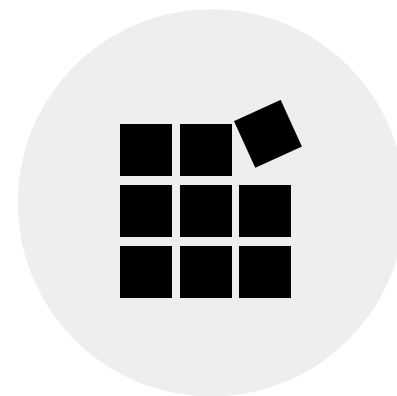
# Objectives

The **Madrid Artist's Bioscope** is conceived to be an all inclusive set up of what an artist should need for a *performance*, be it *lights, speakers, props, backdrops, seats, modern visualization equipments, etc.* The portable theatre box has to be compact in nature, keeping in mind an ease of movement through streets/urbanscapes or while being towed by a car. The bioscope is not conceived as a place for living for the artists, but as portable theatre only.



## Mobile

Design should follow principles of portability, ergonomics and mobility.



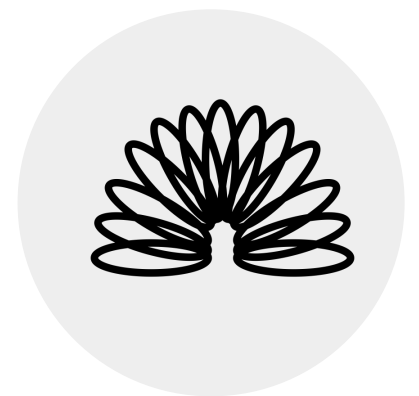
## Flexible & Expandable

The device must be **Expandable** enough to be placed in any public plaza across the city.



## Technology

Integrate new mediums of technology and visualization in the bioscope.



## Adaptive

The bioscope should be flexible enough to accommodate needs of diverse kinds of artists (painters, musicians, entertainers, etc.)

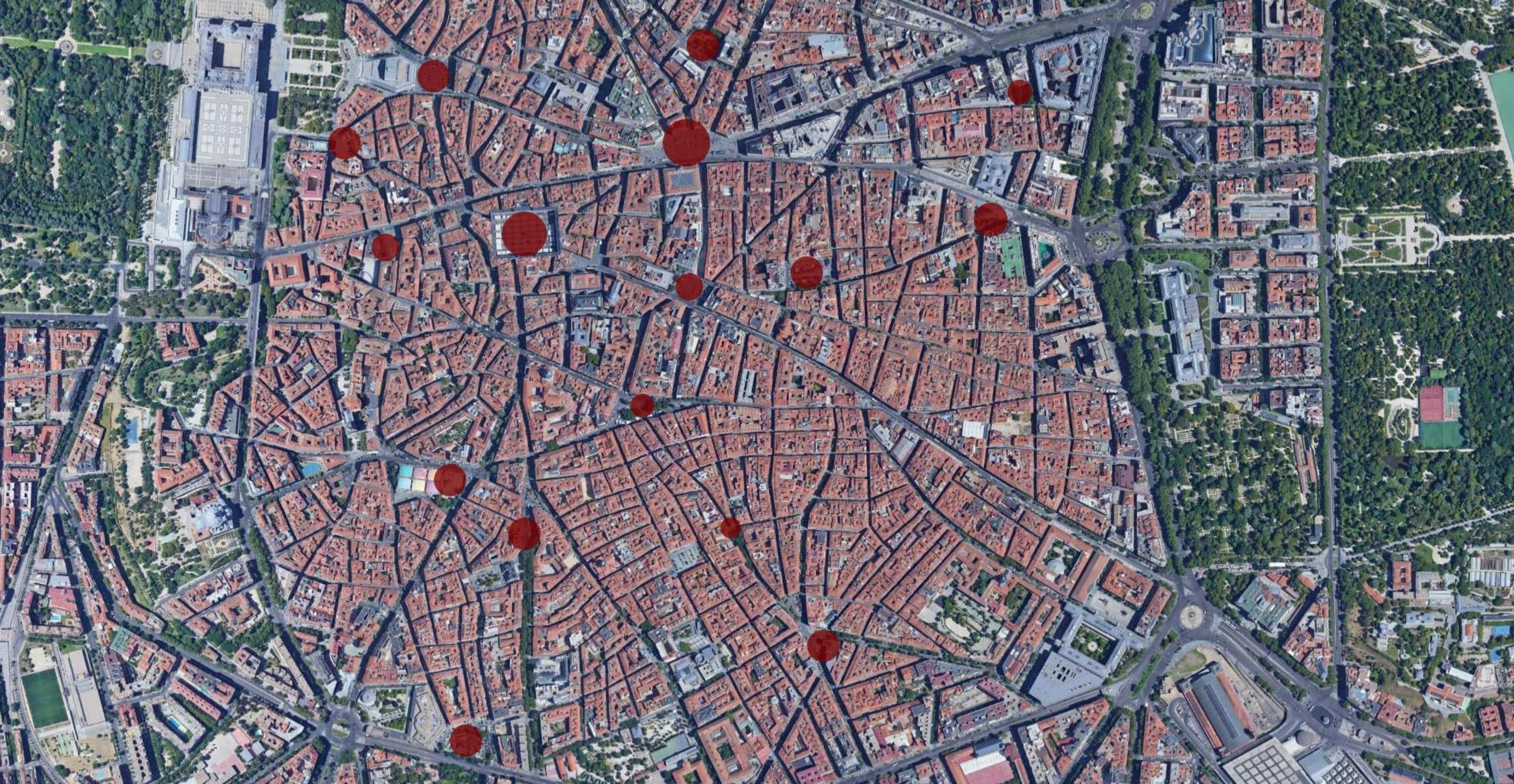


Img.6: Aerial View of the city, Madrid

# Madrid, Spain

Spain and its culture is widely known for Flamenco music and dance, bullfights, vibrant beaches and lots of festivals and art forms that can be relished only when experienced live. It has been one of the cultural centers of Europe for thousands of years and has a culture that is based on a combination of historical influences, primarily that of Ancient Rome. Madrid the capital city of Spain with almost 6.6 million inhabitants in the metropolitan area, and the third largest city in the European Union. The city lies on the **River Manzanares** in the centre of the country. As the capital city of Spain, seat of government, and residence of the Spanish monarch, Madrid is also the political, economic and cultural centre of the country. It houses the famous **Golden Triangle of Arts** that comprises of three Museums and has one of the most visited art museums in the world.





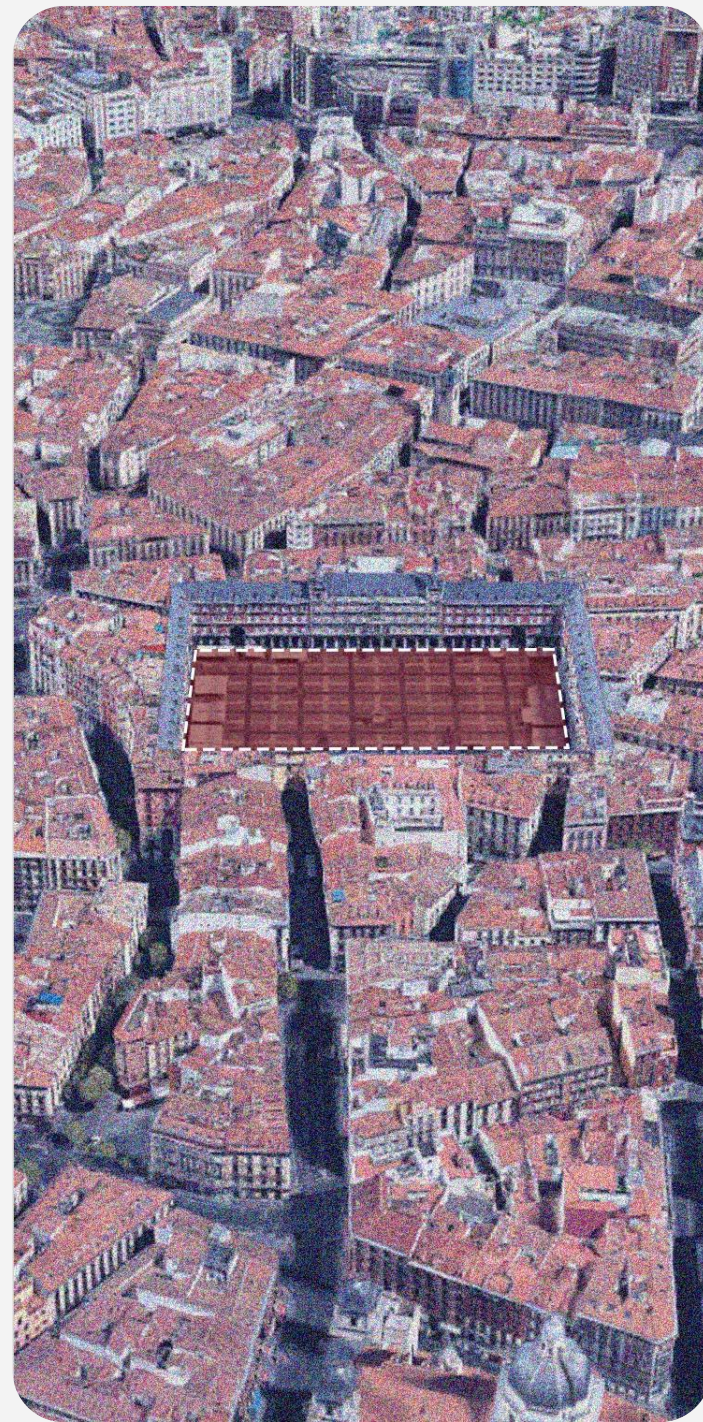
Imq.7: Public spaces around the city of Madrid

# Madrid, Spain

The city has a number of plazas and public squares in small and large scales that house open markets, gathering spaces, community space for the residents. Since 2010 the residents themselves have taken initiative to revamp unused urban spaces into areas of collaborative art and cultural centers. [Campe de la cebada](#), [La Tabacalera](#), were few of such projects that reclaimed old urban spaces to provide space for cultural and art events. A few of these public spaces are documented above where most of our artists are found performing. Every public space has a different flavour and a different challenges to put on a show. **How can architecture add value to these places in a temporal medium?**



**Puerta De Sol**



**Plaza Mayor**



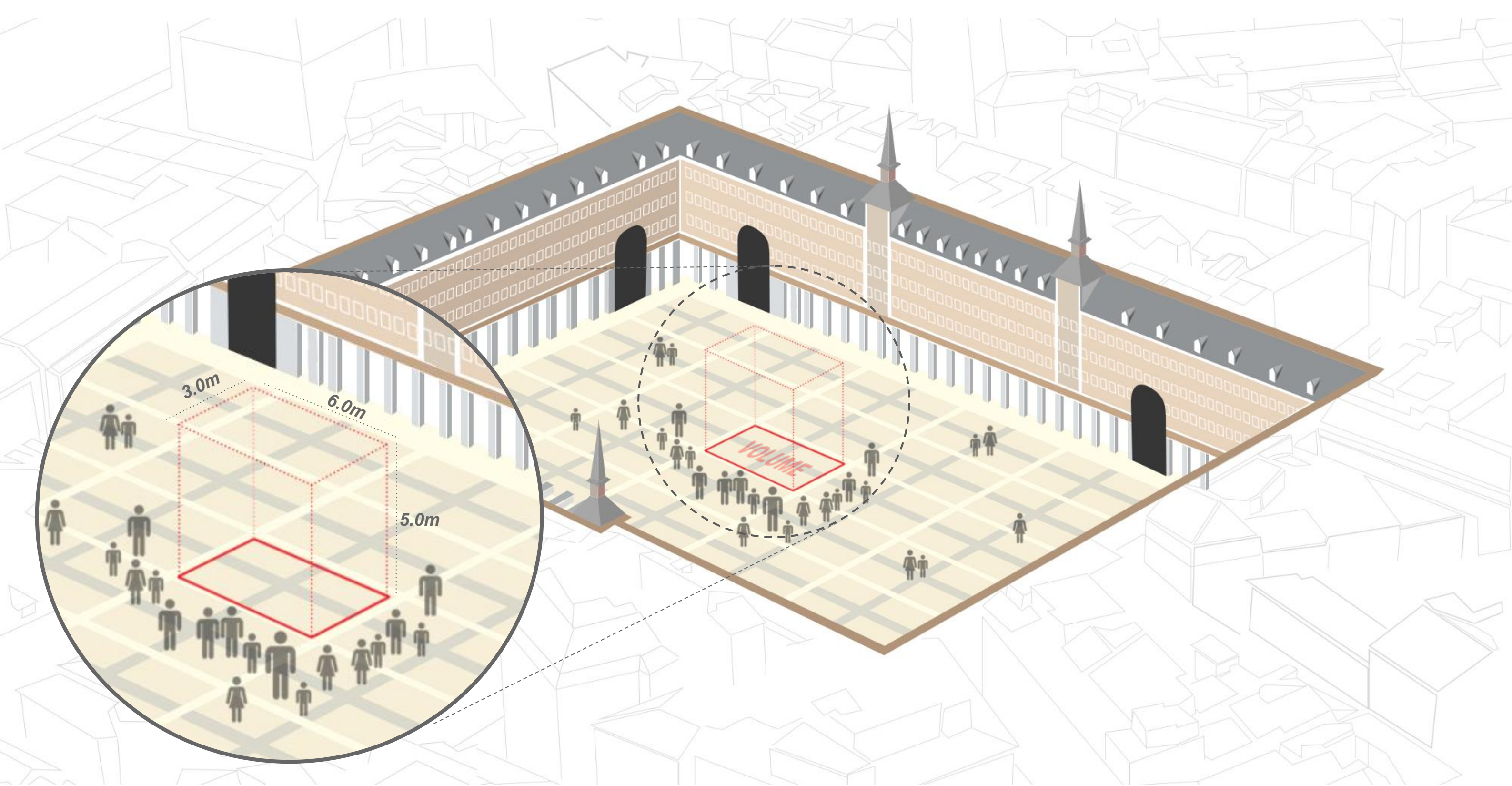
**Plaza de santa ana**



**Campo de la cebada**

# Public spaces of Madrid

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Imq.8: Bioscope of an artist in Plaza Mayor - not to scale

# Volume of the Portable Bioscope

The design site is conceived as a volume, which finds its maximum shape by fitting in the dimension of portability and vehicular movement around the city of Madrid (shown in pg 09). This makes the bioscope a universally possible concept for artists all around the world. The height is restricted at 5m, but participants may consider a variety of uses when put in different locations, multiple configurations. Participants can begin from a single plaza of Madrid or generic urban space to kickstart the design process and take inspiration in design through the context of this city. The design outcome can communicate to the urban scenarios of the world as well.

# Submission

You have to deliver a design outcome on the following given outlines.

- A maximum of 4 boards / sheets. – [ **2362px x 3544px** ] or [ **400mm x 600mm in 150 dpi** ] in portrait digital format (JPEG).
- Each image should be less than **15MB**
- You can find the preset PSD, AI and INDD template files in the 'additional resources folder'.

**This additional resources folder contains:** FAQ Questions.

Minimum requisites in the sheets are 2 sheets/boards + Cover image containing:

- Plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.
- Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
- Answer 6 FAQ questions in the discussion section as given on the 'additional resources folder'.

- 
- + Use exploded views to discuss multi levelled conceptual models better.
  - + Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
  - + Mention sheet number on corner of every sheet.
  - + This is a design ideas challenge only. There is no built commission/realization is associated with the problem
  - + Plagiarism of any idea / form / design / image will be disqualified with a notice.

**Registration page here:** <http://competitions.uni.xyz/madrid-art-bioscope>

**Submission Deadline: December 01, 2019**

Submission closes this day.

**Public Voting begins: December 11, 2019**

Submitted entries are open for voting.

**Public Voting ends: January 01, 2020**

Voting ends on this date.

**Result Announcement: January 11, 2020**

Result day!

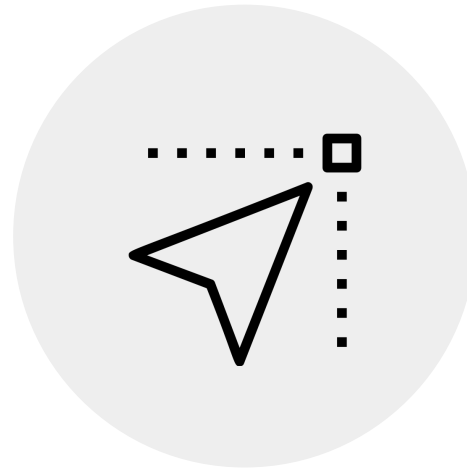
# Rewards



Grants of up to a total of **15,000\$** can be won on this challenge. Learn more about the full conditions on the competition page [here](#).

# Judging Criteria

The entries will be judged by an international jury of the competition on the following criteria:



## Presentation

The fundamental to a good entry is a good presentation.



## Concept/Idea

Quality of thought and intent in pre-design phase.



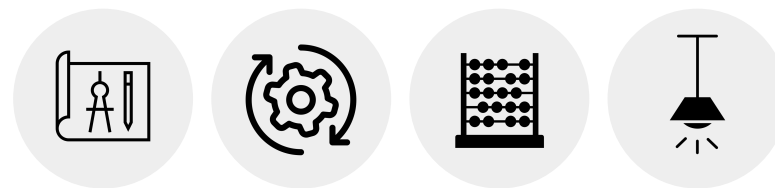
## Functions

How many functions the apparatus can serve.



## Design Output

The final architectural outcome of the solution.



The judging panel can also add other criteria based on their internal discussions - which will be in line with the problem statement. Eg. Material Use, functional benefits, Compactness, etc. Participants are advised to fulfil above given criteria first in their design.

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About

UNYT

**Unyt** serves as a part of UNI in the realm of **typological discoveries**. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on mobilizing ideas where creators can elementally question the buildings we create. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the restrictions of usual architectural discourse.

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