

“... because collage is a method deriving its virtue from its irony, because it seems to be a technique for using things and simultaneously disbelieving in them...”

--Colin Rowe & Fred Koetter “Collage City”

Cities exist. They are living, breathing with the lives of their residents, excited by visitors, and have personas that neither designer, planner, nor psychologist can fully discern. Within cities, there are images of the sublime with the commonplace, texture with object, historical regression with blind progress, the unpredictable with the predicted, and the spectacular with the anonymous. These competing notions are able to coexist, riding a wave of equilibrium.

The planning of cities has existed almost as long as cities themselves. However, it is not the planning that defines cities. Instead, the planning gives them a scaffolding, a structure on which to grow—it is assumed that the city itself, will infill the missing links. Spaces will be defined, uses will be found. From the initial Roman square of Paris’s Left Bank to the relentless Gridiron plan of New York, all great cities have used the planning as a framework, but have developed far beyond the imagination of their individual conceptions.

Savannah is also a model of this notion of city existence. Its scaffolding, planned at its conception, has allowed the city to grow. Examples of its history, as well as its evolution can be seen in fragments around the city. This is a city that breathes with its residents, is infused by its academic institutions, and is inundated by its tourists.

The proposed project for this studio is a new black-box theatre for SCAD to be located on a prominent vacant lot on the North side of Bay Street, next to the Hyatt Hotel. It is intended that the college as a whole will use the proposed theatre, with primary uses for drama, video, and performance pieces. It is through this venue that students of the college will be able to demonstrate their more experimental art-- hopefully enriching the city and enlivening the tourist experience.

The first few weeks of the quarter will focus on the urban aspects of this project. Through a group analysis of the city and site, and using readings by Rem Koolhaas and Colin Rowe, we will discuss the site, building, and our ideas to develop a more complex way of analyzing cities. The remaining weeks of the quarter, we will use those notions in the design of the new building to study how the city will influence architecture and how architecture may influence the city.

Dana K. Gulling

# Black-Box Theatre & Gallery: Program

Typology	Use	NSF	Quantity	Total: NSF	Notes:
Offices	Individual Offices	150	5	750	
	General Work Area	300	1	300	
	Copy/ Mail/ Supply	150	1	150	
	Conference Room	150	1	150	
Black Box	Theatre	3,000	1	3,000	Minimum of 25' clear: floor-to-ceiling
Black Box Support	Rear Projection Room	300	1	300	
	Control Room	200	1	200	
	Video Production & Editing	200	1	200	
	Dimmer Room	100	1	100	
	Sound Rack Room	100	1	100	
	Stage Trap	500	1	500	beneath Black Box
	Scene Storage	200	2	400	either side of theatre
	Piano Storage	200	1	200	for two pianos
	Prop Storage	200	1	200	
	Costume Storage & Shop	500	1	500	
	Lighting Storage	200	1	200	
	Dressing Rooms	150	2	300	
	Chorus Dressing Rooms	350	2	700	
	Toilet Rooms	75	2	150	dedicated to back-of-house use
	Laundry/ Wardrobe	200	1	200	
Make-up/ Special Effects	200	1	200		
Green Room	200	1	200		
Loading Dock	Receiving Area	500	1	500	Provide enough room for one 55' semi trucks and one garbage truck (for refuse removal)
	Garbage/ Compactor Room	200	1	200	
Lobby	Main Lobby	1,500	1	1,500	
	Coat Check	200	1	200	
	Catering Kitchen	150	1	150	
	Storage	200	1	200	
Box Office	Ticket Booth	75	2	150	
	Manager's Office	150	1	150	

Support Spaces	Wood Shop	1,000	1	1,000
	Welding Shop	250	1	250
	Tool Room	150	1	150
	Wood Shop Office	150	1	150

<b>Total Project Areas</b>				
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Total NSF	13,600	
Total GSF (w/ 1.82 Multiplier)	24,752	.55 net to gross ratio