

SCENE 3 - LOOKING OUT → EYE @ WINDOW

①



→ RIVER
LOOKING OUT @ WINDOW
→ RIVER

②



→ BALCONY

③



→ THE ANGELS / EXIST? 1

- NOW BECOMING PRESS?
- FIRST BECOMING
NORD?

SCENE 4 → DREAM IN A DREAM
WITNESS → EYE LOOKED AT

①



→ DREAM
→ SHAW MIMICRY A. BETA
WITNESS & ACTOR

②



③



→ MIMICRY WINDOW

→ ESCAPE



SCENE 5 → REALITY

FROM WINDOWS TURN INTO

①



→ REALITY

CHARMANT

↓
MIMICRY
SELF

→ MIMICRY
WINDOW?
OCCUPANCY

②



→ MIMICRY WINDOW

③



→ MIMICRY WINDOW

ACT 2 ANALYSIS

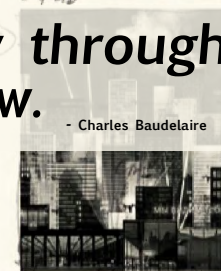
FROM WINDOWS TURN INTO

①



→ REALITY

②



→ MIMICRY WINDOW

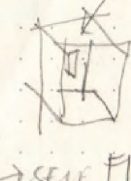
③



→ MIMICRY WINDOW

I see infinity through every window.

- Charles Baudelaire



I cannot do a building without building a new repertoire of characters, of stories, of language, and it's all parallel. It's not just building... it's building worlds. It's building worlds!

— John Hejduk, “Builder of Worlds” (1992)

Architecture is a poetics of living.

— Michael Sorkin “Domestic Apparatus” (1991)

A short story is what you see when you look out the window.

— Mavis Gallant “A Window Scene” (1985)

The city can only become the crucible of dreams if it offers a stimulating home to every dreamer.

— Michael Sorkin What goes Up (2018).



Sara Mahabadi,
Urban World Collage

STUDIO SCENARIO

Studio Scenario explored narrative arts and acts of dwelling in a struggling but hopeful city.

Working creatively and collaboratively through a series of nested scales, modes and sites of architectural imagination, students devised exquisite Window Worlds, Room Worlds and Urban Worlds for Winnipeg's storied Exchange District.

Students ultimately crafted comprehensive Building Worlds – mixed use residential and public amenities – enabling diverse dwellers to more fully perceive and engage their social world as a living collage. Studio Scenario generated transformative stories and places, empowering people to change the narrative of world crises into creative scenarios of collective enjoyment, resilience and propinquity.

Window Worlds

Inspired by creative research into thresholds of ordinary settings and extraordinary art, Studio Scenario began by building multi-faceted Window Worlds. Students interpretively incorporated windows from personal worlds of experience, memory and imagination, together with creative responses to windows conjured in exemplary paintings, fiction and poetry. Each Window World

developed via a loosely ordered cosmos of material, spatial and phenomenal studies, including architectural and tectonic precedent research, to become a portable-portal : an operable and inhabitable apparatus framing micro and macro world-making events.

Room Worlds

Synthesizing and expanding this developing-enveloping work, students launched architectural studies of a specific room – detailed inhabitable enclosures for emerging stories and characters. Room Worlds developed in tandem with technical-poetic studies of window components from personal worlds of experience, as well as interpretive responses to window details of exemplary architecture projects. Iterative and collaborative “exquisite collage” experiments fueled this phase of creative work.

Urban Worlds : Society of Rooms

Elaborating and proliferating Window Worlds and Room Worlds, students then developed a Society of Rooms for arts and acts of collective ‘Urban World’ dwelling, situated within a network of infill sites in Winnipeg’s downtown Exchange District. These Urban Worlds



Ashley Polet, Window World Study

became places of social aggregation and propinquity – fostering community, conviviality and exchange, while considering present urban and ecological challenges.

Throughout Studio Scenario, students exchanged, interpreted and invented scenarios that were simultaneously architectural and urban; material and allegorical; human and environmental; social and situational. Studio Scenario sought to empower comingling of the ordinary and extraordinary, enabling cohabitation of all living beings, however burdened by cares and concerns, to have the chance – and choice – to dwell poetically, even in times of crises.

Studio Scenario encouraged radical experimentation in diverse media, across multiple scales and modes of design thinking, and involved numerous local and international guest critics and technical experts via online meetings and virtual group site visits. With humour, diligence and collective imagination we changed the pandemic narrative into scenarios of renewed propinquity and hope.

Check out Studio Scenario on Instagram
[@studio.scenario](https://www.instagram.com/studio.scenario)

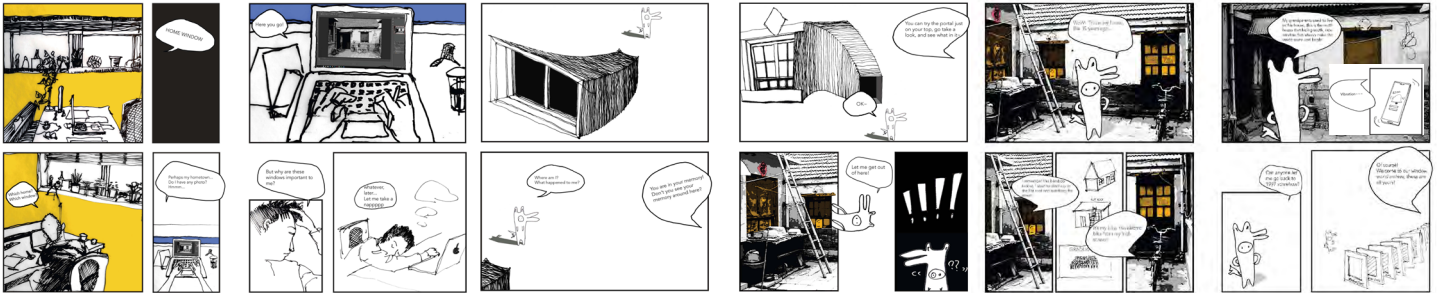
Ralph Gutierrez: Window Worlds, "We See You," Animated Collages interpreting personal memories and Yevgeny Zamyatin's science fiction novel "We" (1921); Room World, Nebelmeer: A Grotto Beneath a Sea of Fog, and temple of scenic life; Collage studies for Urban Worlds; **The Beacon** : a temple of dramatic life dedicated to the mythical blazing spirit of the Exchange District, and evanescent memories and dreams of transient living.



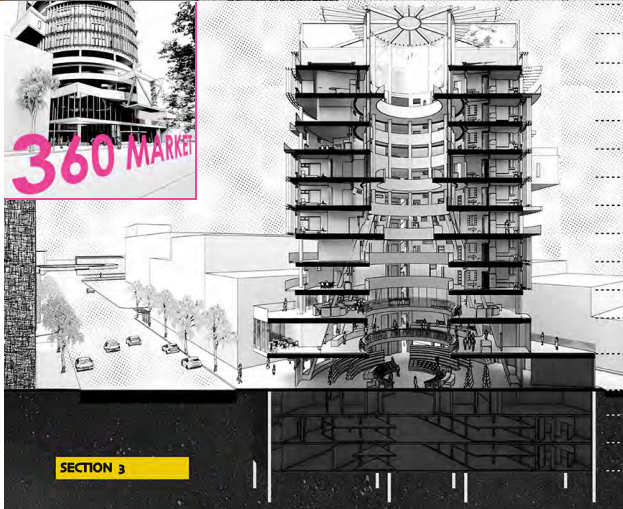
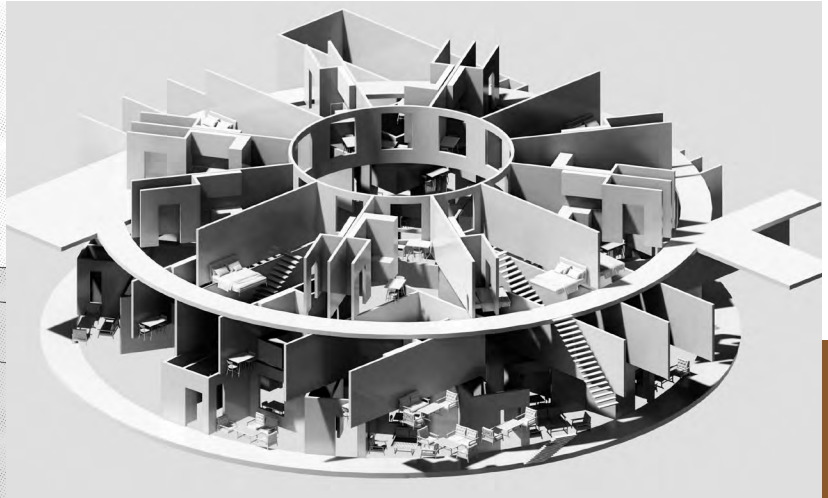
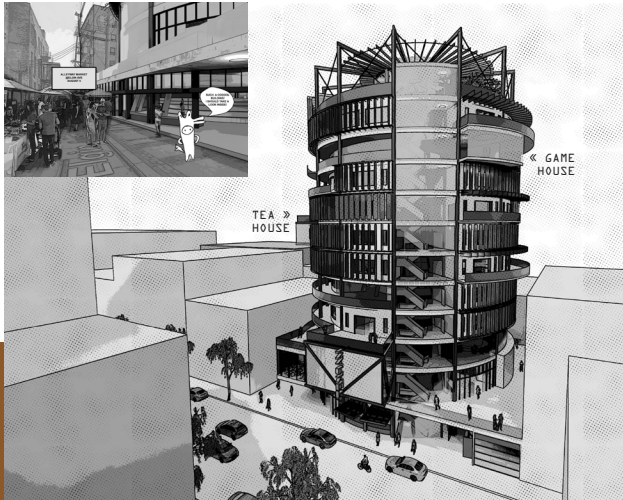
An urban infill 60-room hotel, The Beacon brings together the dynamic and tourist-oriented scenarios relevant to the Winnipeg's Exchange District. Visitors will experience mythic potentialities of the city. It caters to thespian travellers and enthusiasts. Amenities celebrating the acts and arts of bathing are embodied in the hotel allowing the theatre community to have a place of repose amidst the drama of the city.



Tong Yue: 360 Market is a combination of Market + Cafeteria + Co-Working Space + Dwellings + Multiple Amenities Space. Opens 24-7, with advanced technology, it has auto payment systems, facial recognition, automated delivery tubes, and smart interfaces. 360 Market has dwellings with 360-degree views of the city, with 4 observation rooms on different levels to view the city, rivers and sky change for the better over time.



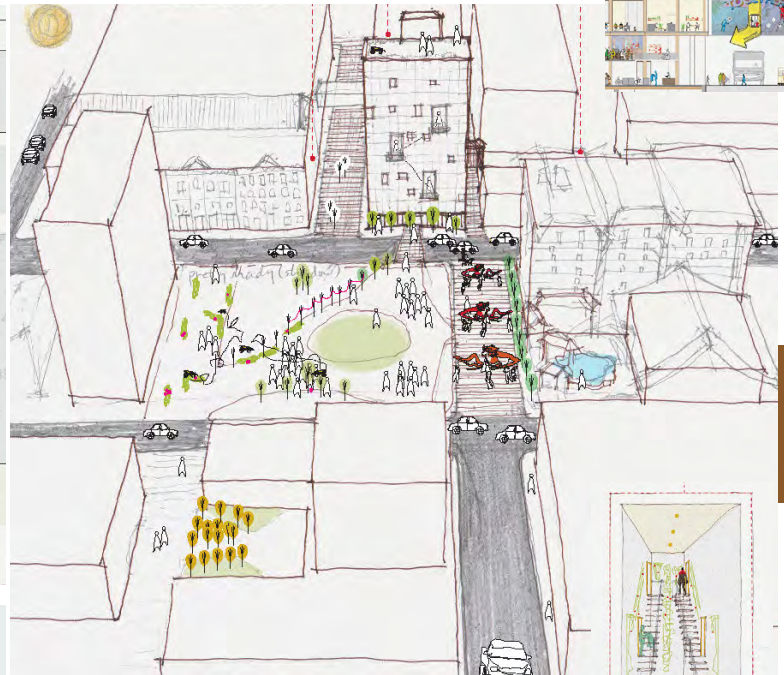
360 Market is also a memory room – a place to recall and create the best memories. The design originated with storied recollections of childhood dwellings in the dense urban fabric of China, with story-board narrations of pandemic design studio life, and experiments with spinning slide carousels as preservers and projectors of multivalent memory and social imagination.



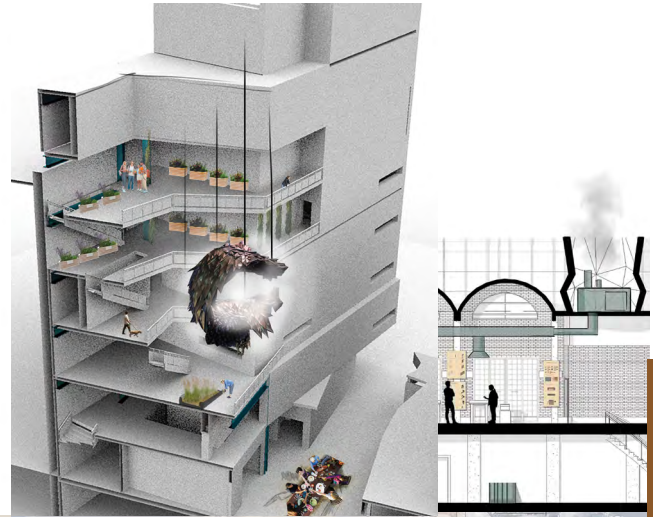
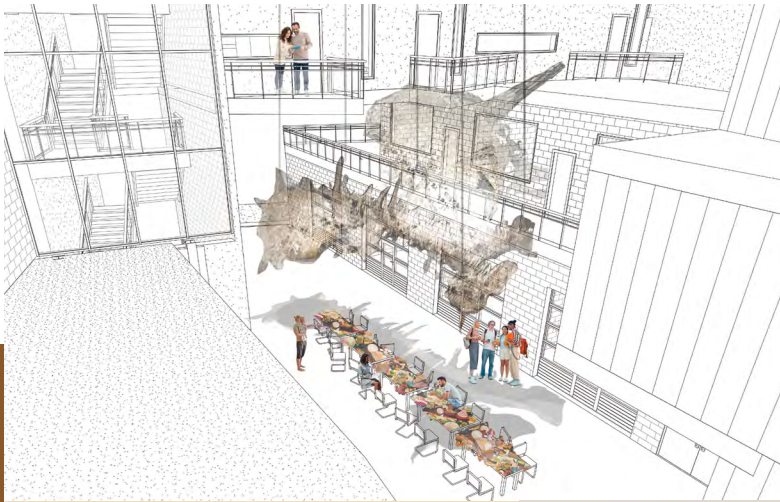
Cleo Syverson: School City reimagines the city as a classroom and the school as a city. This K-6 elementary school creates a community hub, where children feel welcome and excited to learn about the city where they live. The heritage buildings, land, streets, alleys and community all become learning tools. The school is also an asset for the community for various public events and festivals on weekends and evenings.



Alixa Lacerna: Mabuhay (Filipino: 'to live') is a place to breathe. The project explores an architecture of care and mindfulness. It is a study on the relationship and effects between good health, architecture, and building materials. Mabuhay prioritizes Indigenous values to honour Winnipeg's heritage and inform alternative approaches to climate change. The design proposes 175 units of pet-friendly, permanent supportive housing for Winnipeg's homeless population. Mabuhay encourages eco-ethical awareness of healthy lifestyles, and social and environmental well-being.



Sean Vandekerkhov: The Stacks provides collaborative workshops and live-work studios where Earth, Metal and Street can be transformed by the collective hands of the Exchange. The infill building provides 23 residential units for working artists, 3 collaborative ground floor studios, and a 'Hot Shop' with ceramic kilns and other firing equipment, all opening onto a central courtyard, encouraging collaboration and public engagement.



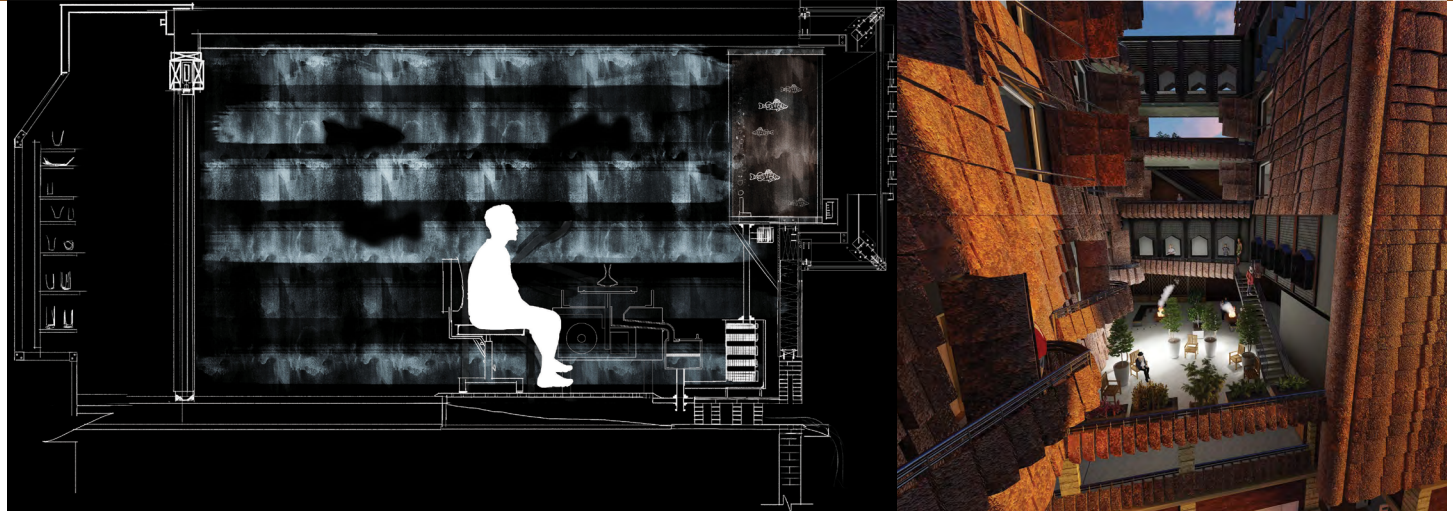
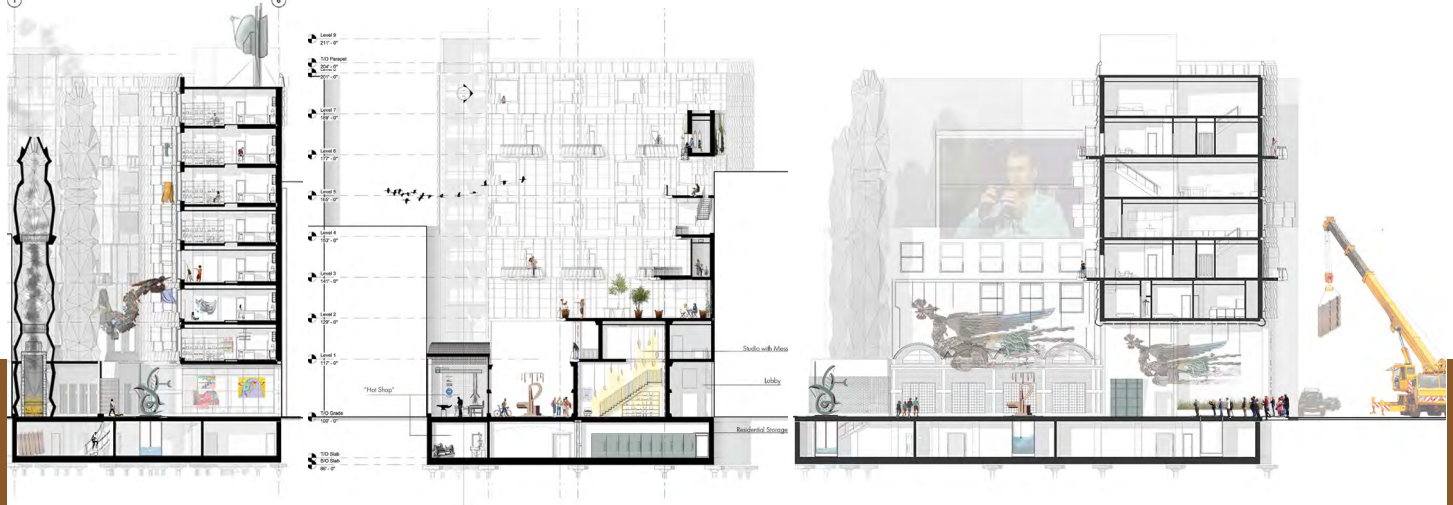
HOW TO: Stack Panels

1. Select Designated Panel Type and Color from Model
 - B01
 - B02
 - B03
 - B04
 - R01 + R02
2. Place Designated Steel Panel Unit Center to Horizontal View (See Step 4 for Change)
 - Door Panel, 8'x12'
 - Balcony Opening or Railing, 8'x12'
 - Balcony Opening or Railing, 8'x12'
3. Lock in Place (See Step 4 for Color)
 - Balcony Opening or Railing, 8'x12'
4. Lock in Place (See Step 4 for Color)
 - Balcony Opening or Railing, 8'x12'
5. Check all Completed Panels to ensure they are all locked in place.

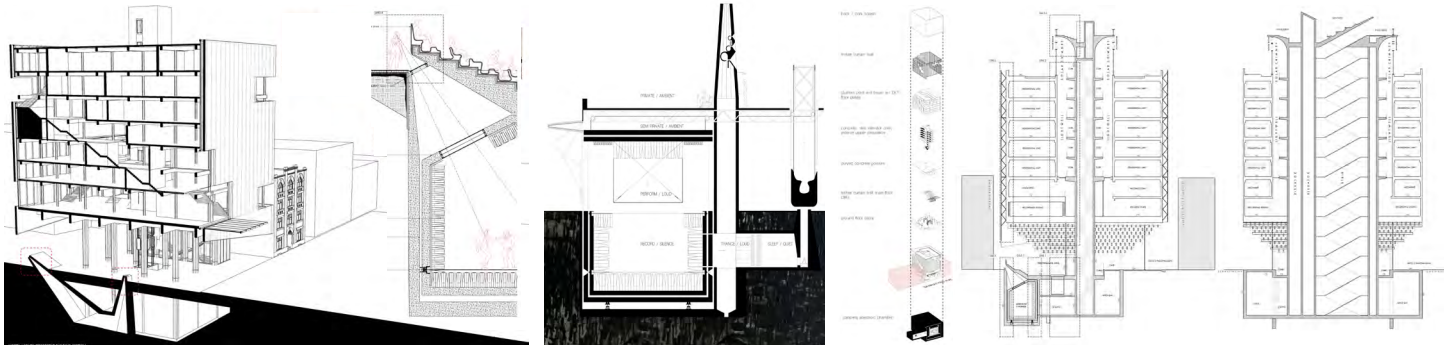
The Stacks: Operable Panels



The Stacks connects to the history of the Exchange District as a bustling neighborhood focused on production and transportation of goods and people. The design helps the crafts flourish again with accessible workshops and large public exhibition spaces (indoors and outside), while enabling the community to participate in transforming the building itself through interactive and seasonally adaptable façade elements.



Brandon Bunkowsky: Muscle Shoals is a world class musical/sound facility in the heart of the Exchange District, enticing auditory talent from across the globe to live, work, perform and invigorate daily life in Winnipeg. This infill project enriches the urban fabric and adds verve and vibes to wonderful mix and serendipity of pedestrian friendly streets.

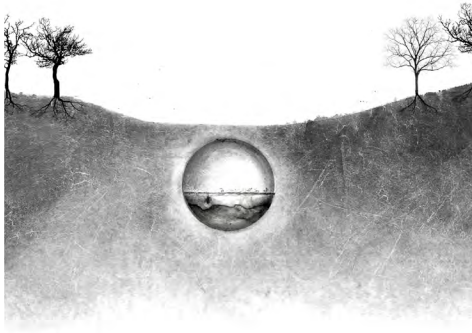


At Muscle Shoals, famous pop stars, fringe metal bands, and budding podcasters jostle and jive with downtown executives, locals and tourists. The building includes 48 residential units, multiple diverse performance, recording and jam spaces, and a public plaza connecting Bannatyne Ave. and John Hirsh Place. The perforated screen resonates mystery and rhythm.

BANNATYNE AVE ELEVATION

A GLOWING SCREEN SIGNALS A
PERFORMANCE IS SOON





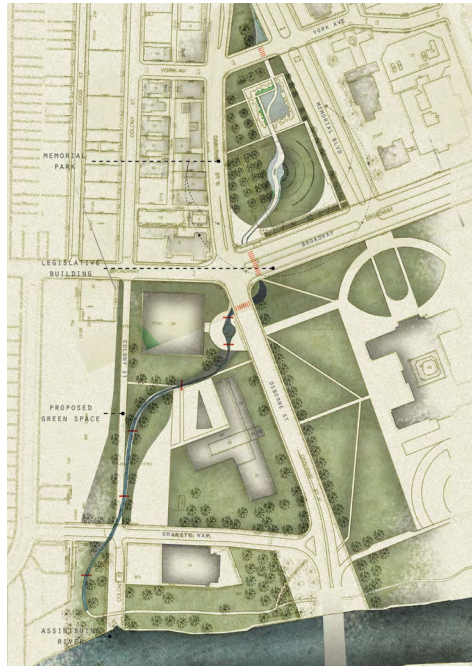
REIMAGINED AUTHORSHIP IN DESIGN: WATER'S AGENCY IN THE CITY

"Avoiding degradation of water includes changing the way water is perceived." - Elder, Haudenosaunee Iroquois Nation (Climate Change & Water Report, AFN, 2008).

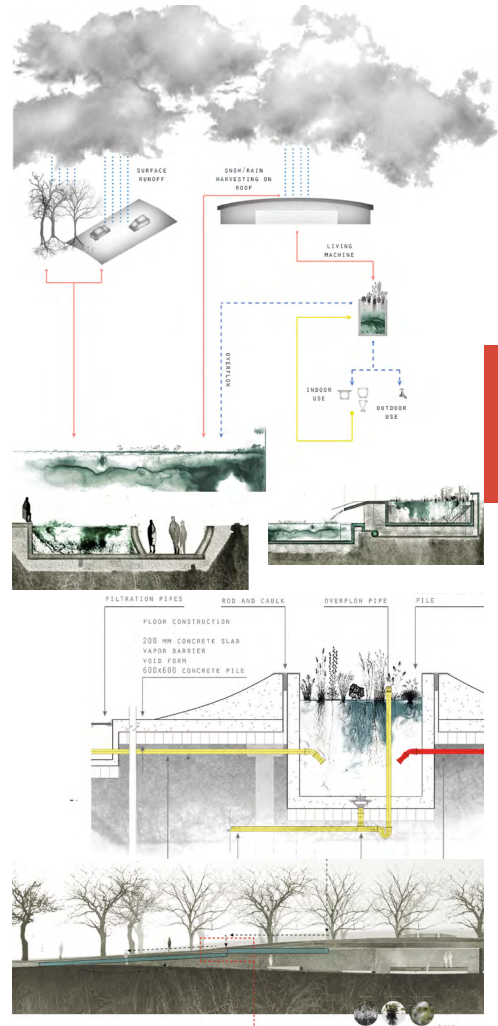
Humans have caused and continue to inflict consequential harm on the environment. This thesis explored ways to move from an anthropogenic mindset of control over nature to one of alliance. By re-defining human relationships with nature, the project sought to mitigate the climate crisis and to expand the notion of authorship in design through an entropic lens.

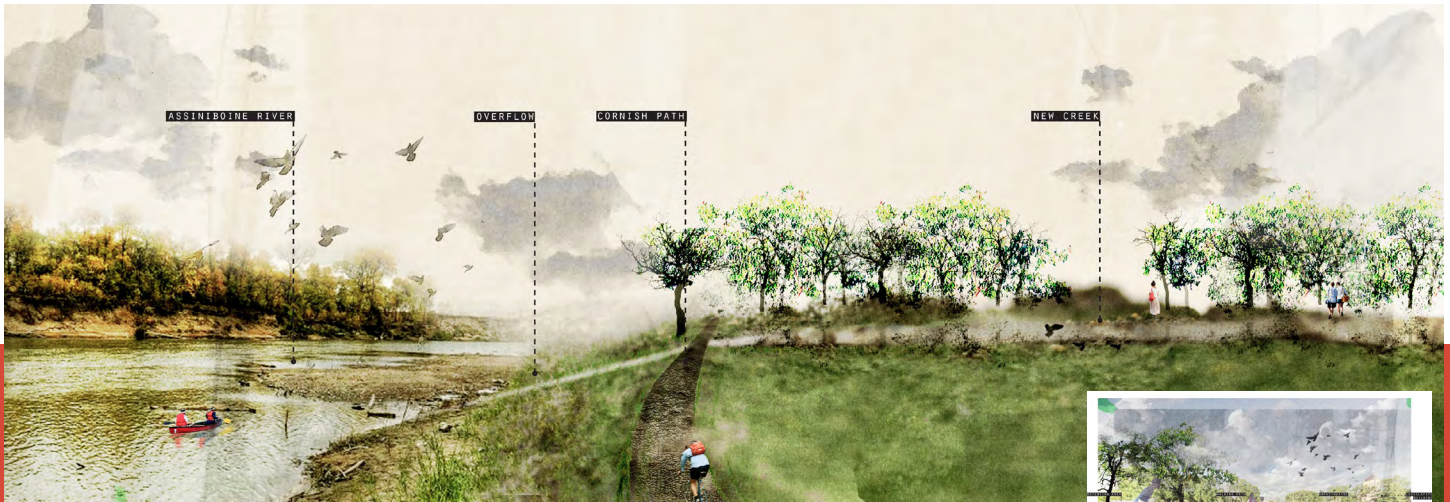
Specifically, the research explored the relationship of humans to water at micro and macro scales, and in docile and disorderly states to make environmental processes, cultural co-dependencies and ecological precarity legible in the public realm.

Sited at Winnipeg's Memorial Park on the Manitoba legislative grounds, the design featured interventions to reveal humanity's dependence on water and make sustainable systems more visible and viable, while urging governments to be more accountable to climate justice and social justice. Design strategies included natural filtration, a living machine and bioswales, plus a learning centre, community paths and gathering spaces - all to foster positive environmental and social change.



Site plan; water studies; and design for living machine and bioswales.







TALES OF THE PEOPLE: FOLKLORE & HERITAGE IN A MULTICULTURAL CITY

Humans are creatures of stories. Storytelling shapes social values, creates shared identity, and connects us to places we live by revealing latent myths and meanings in the natural and built environment.

This project explored performative storytelling, folklore and puppetry as forms of cultural exchange, sustainability and community-building. Research was guided by personal interviews, study of stories from different parts of the world, film-making, and artistic interpretations of traditional tales & building techniques.

The design thesis proposed a new multicultural storytelling venue, called The Cocoon, sited in the downtown Exchange District of Winnipeg. Winnipeg has the highest percentage of immigrant and Indigenous populations compared to other cities in Canada; and the Exchange District, with its many heritage buildings, is a National Historic Site. The design sought to preserve and promote both narrative and architectural heritage by transforming the 1907 Maw's Garage building - located across from Old Market Square - into a welcoming staging ground for stories at many scales.

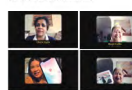
Providing magical spaces to make and share stories, The Cocoon aims to celebrate multiculturalism, and inspire hope among immigrants, while shaping a more inclusive city.

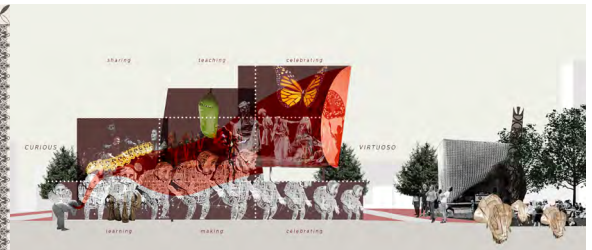
Tales of the People: The Multicultural Stories of Winnipeg

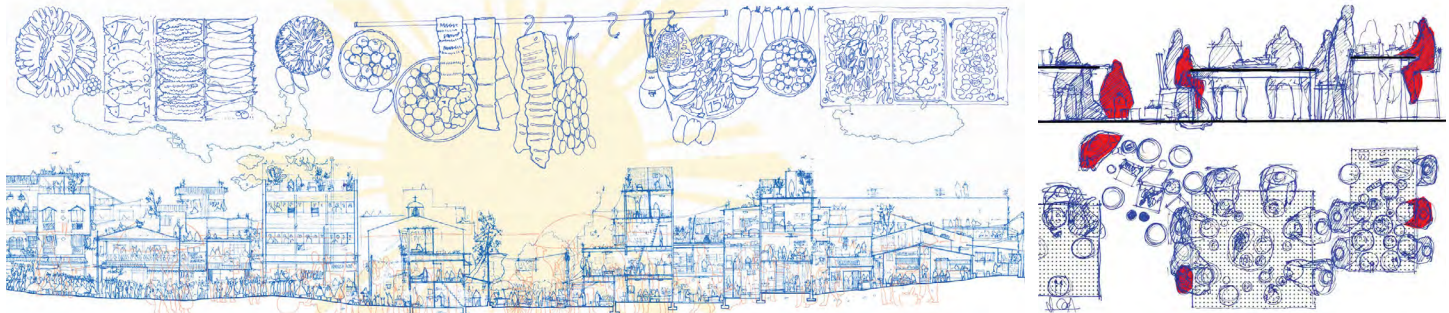
Watch the film

(Tales of the People) Short Film

After four years of research and a year of production, the film 'Tales of the People' is now available on YouTube. The film is a collection of stories from various cultures, including the story of the Sparrow and the Crow, the story of the Ramayana, and the story of the Creation of Turtle Island. The film is a beautiful and informative look at the multicultural heritage of Winnipeg.



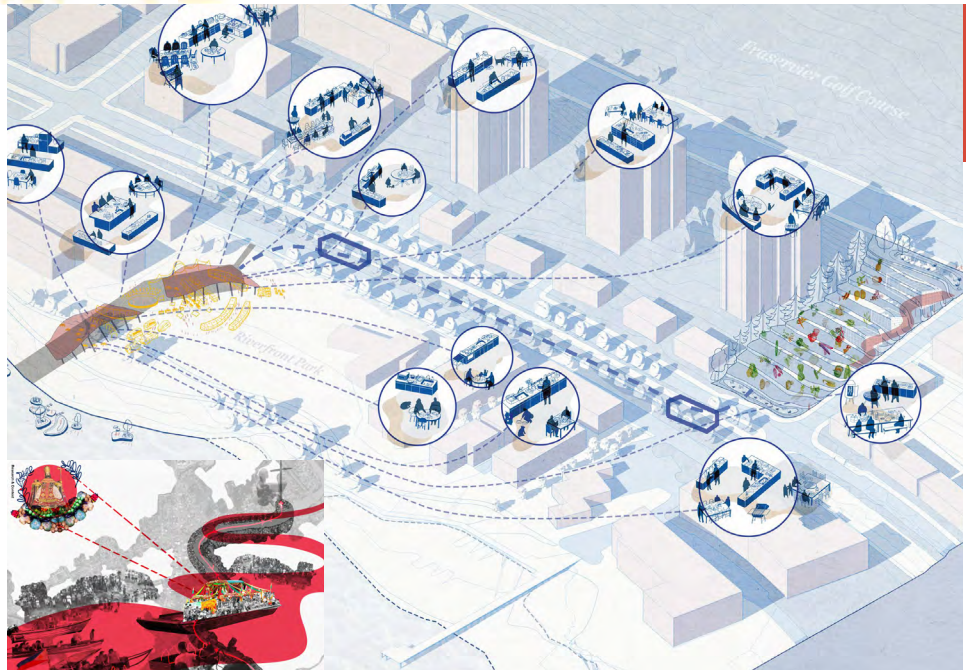


THE FEAST OF AN ARCHITECTURAL SPACE

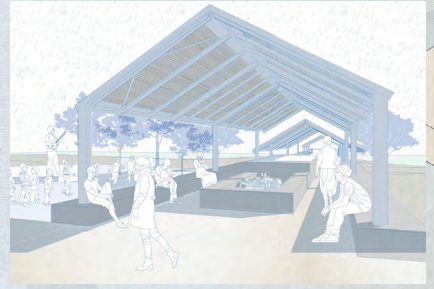
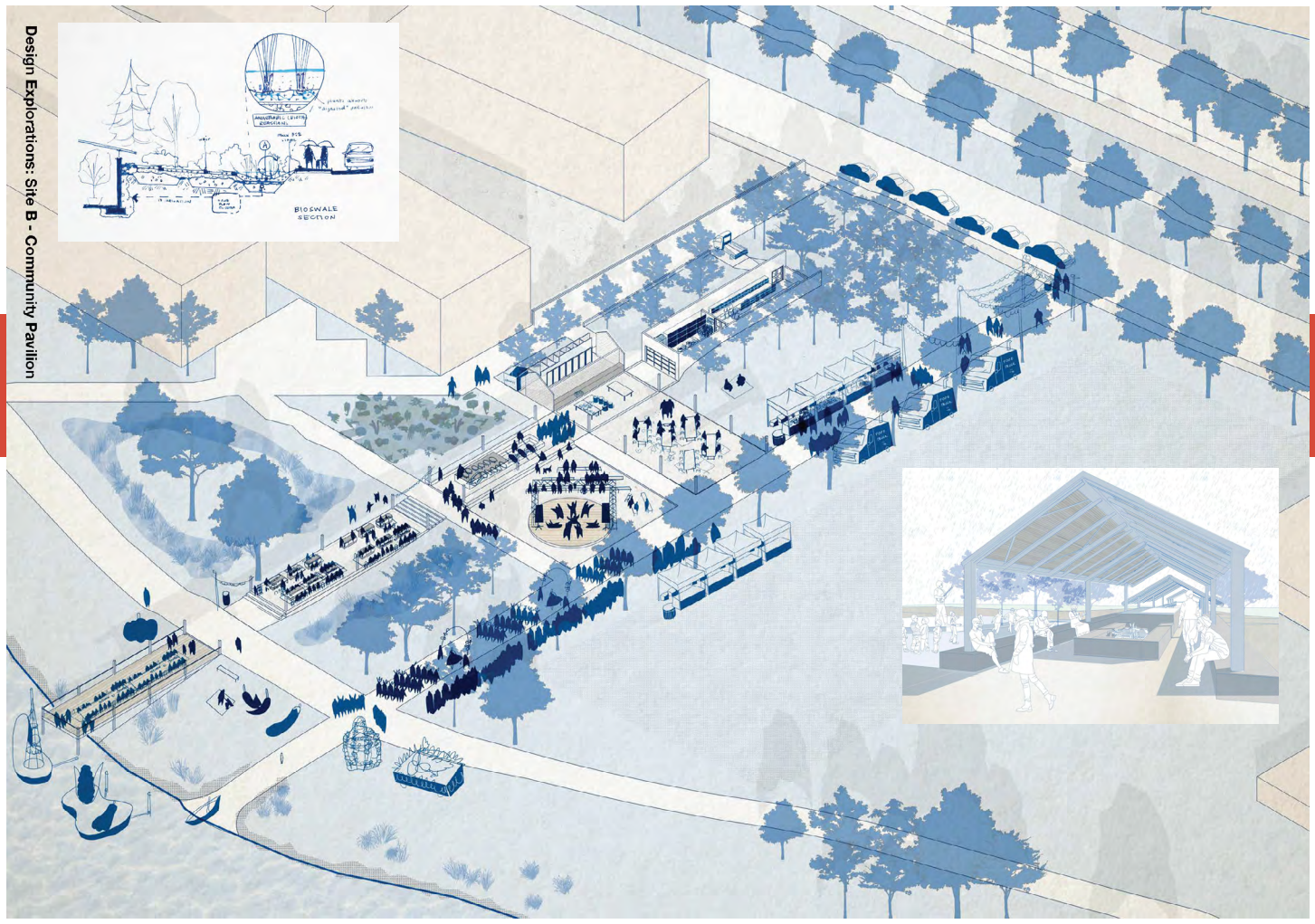
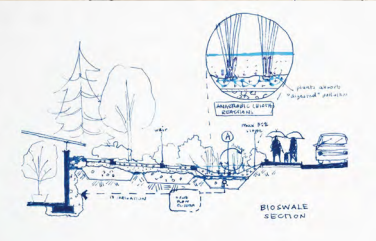
Food and ritual have been integral to community-building and city-making since time immemorial. The word 'feast' derives from the Latin word *festus*, meaning festive or joyful. It presents a time for renewal, gratitude and celebration. This thesis explored how dining rituals can generate collective happiness, guide the design of public space, and build cultural pride for a minority Filipino community Vancouver.

The project involved personal reflections and artistic interpretations of 'happy places' and analysis of configurations for shared meals. Research included study of traditional street festivals and fluvial processions of the Philippines, in which communities decorates houses, dine collectively and reimagine the city's visual landscape by turning streets into places of performance, transaction, and festivities.

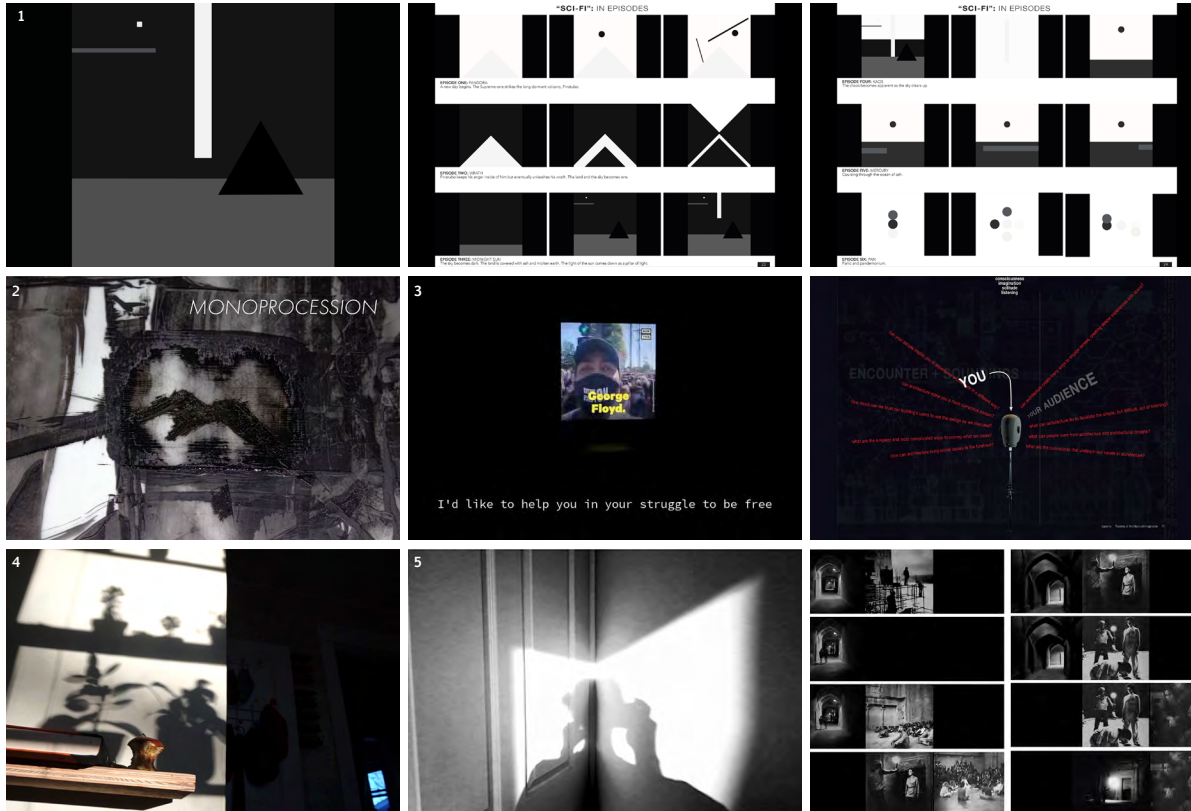
The design proposal for the Fraserview-Killarney neighborhood included community gardens with indigenous vegetables, interconnected landscapes, festival grounds, outdoor dining facilities, and permanent collective cooking and maker-spaces. The project also aims to reinforce a culture of sharing to counter the individualistic values of modern society and to foster sustainable reciprocity with the natural environment.



Design Explorations: Site B - Community Pavilion



THEATRES OF ARCHITECTURAL IMAGINATION



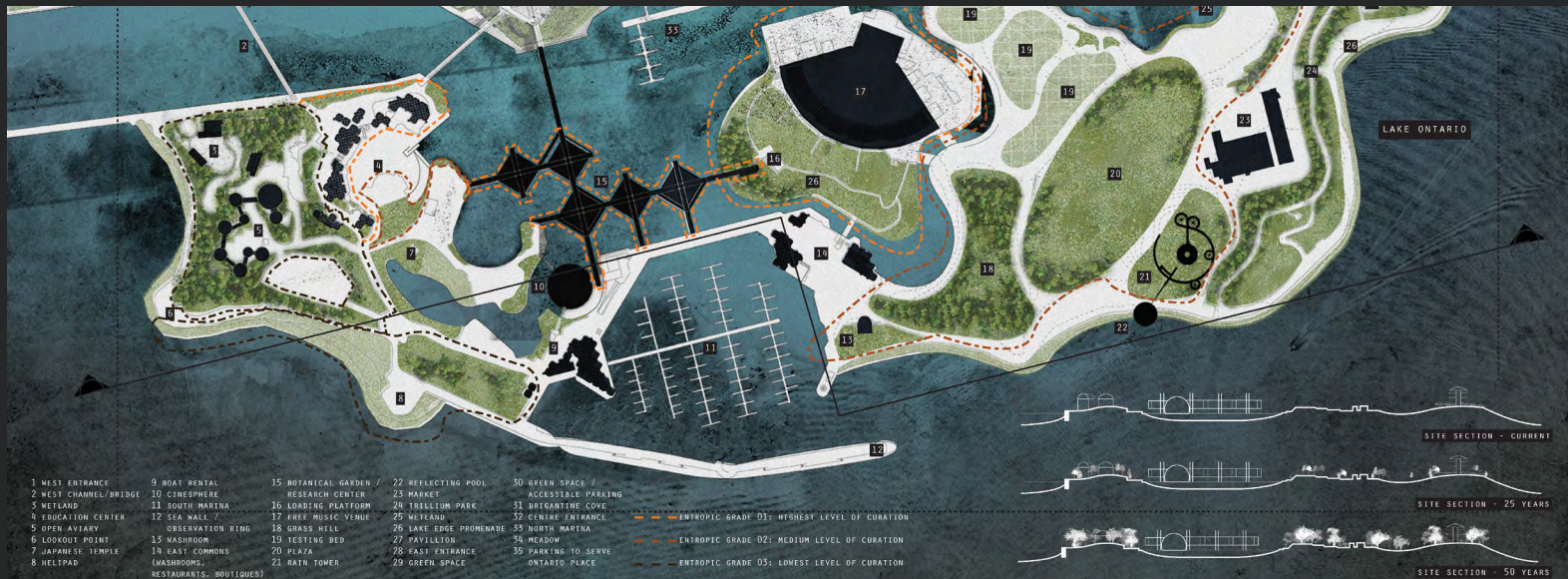
Is architecture a performing art? In what ways does architecture perform? What is architecture's dramatic potential? How have remote practices affected our imagination of and desire for embodied performances?

Framed by such questions, this experimental seminar explored reciprocities of architectural and theatrical imagination, uncovering influences of theatrical arts on architectural history, theory and design.

Students studied dramaturgical practices of exemplary theatre artists, together with select works and works of architects who make and think theatrically, while rehearsing architecture's performative potential. In addition to seminar presentations and interpretive research, students staged multi-media Entr'Actes (2-minute videos), some of which are featured at the UQAM Design Centre online exhibition, as part of the international 2021 symposium on Theatres of Architectural Imagination:

Entr'Actes: 1) Ralph Gutierrez, *Sci-Fi*, inspired by abstract spatial-aural choreography of *Einstein on the Beach* and *Manhattan Transcripts*; 2) Sean Vandekerkhove, *Monoprocession*, inspired by performative architectural drawings and W.Kentridge's *Journey to the Moon*; 3) Alixa Lacerna, *50 Ways Between Theatre and Architecture*, developed through research on performative soundscapes of *Complicité's Encounter*, John Hejduk's architectural Soundings, and social injustices; 4) Cleo Syverson, *773*, based on study of "Unscripted Performances" and Robert Lepage's *887*; 5) Zahra Sharifi, *Can You Hear the Light?* developed from analysis of *Orghast* by Peter Brook and Ted Hughes.

<https://centrededesign.com/entractes/>



Alluvium: Water, Habitat and Community - An award-winning submission to national design competition: Ontario Place: Call for Counterproposals, by Tali Budman (M.Arch thesis student in the Department of Architecture), Conner Friesen (M.Arch graduate, 2020), Ryan Coates (Master of Landscape Architecture graduate, 2017); and Ryerson University Master of Planning student Paul Arkilander. More on UMToday: <https://news.umanitoba.ca/national-recognition-for-alluvium-design/>