# Core Act

*Infrastructure for Immersive Theatre*

# Core Act

**Chapter 1 — Why Immersive Theatre Here?**

Chapter 2 — From Challenge to Opportunity

Chapter 3 — Design Strategy

Chapter 4 — Final Proposal

# What is Immersive Theatre?

Immersive theatre **breaks the boundary between audience and performer.**
It **invites the audience into the story world, allowing them to move, interact, and participate.**
The space is not a passive container, but an active storytelling medium.

# Origin

Immersive theatre can trace its roots back to masques of the 16th and 17th centuries --court performances that blended dance, music, elaborate sets, and audience participation.

These early experiments aimed to engulf the spectator in a total theatrical environment, breaking the boundaries between audience and performer.

# Origin

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# Canary Wharf lacks cultural facilities

Canary Wharf is London's iconic financial district—efficient, vertical, fast.
But beneath its surface, cultural infrastructure is almost entirely absent.

Map of London's Theatres

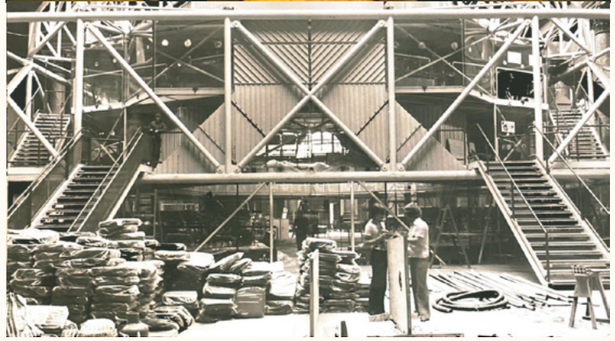
## If there was a theatre ?

With high-density office population, growing residential towers, and increasing post-work leisure demand,
Canary Wharf holds strong potential for new forms of theatre embedded in everyday life.

# Case study

## National Theatre -Southbank Centre

Open workshop,
urban living room,
inviting the public to participate in the theatre

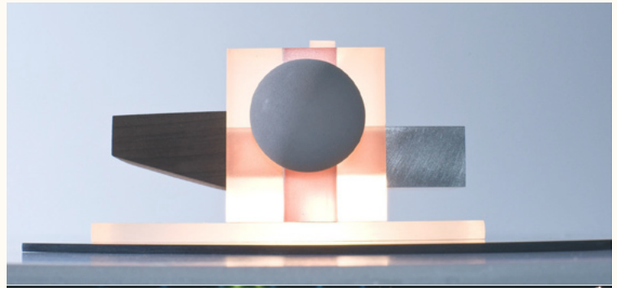


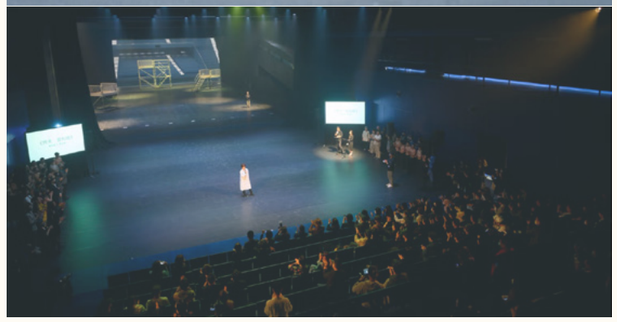
## Royal Exchange Theatre -Manchester

Suspended theater inside the building,
open backstage

## Taipei Performing Arts Center -OMA

theaters can be modified for unsuspected scenarios and uses,
three performance spaces may be merged





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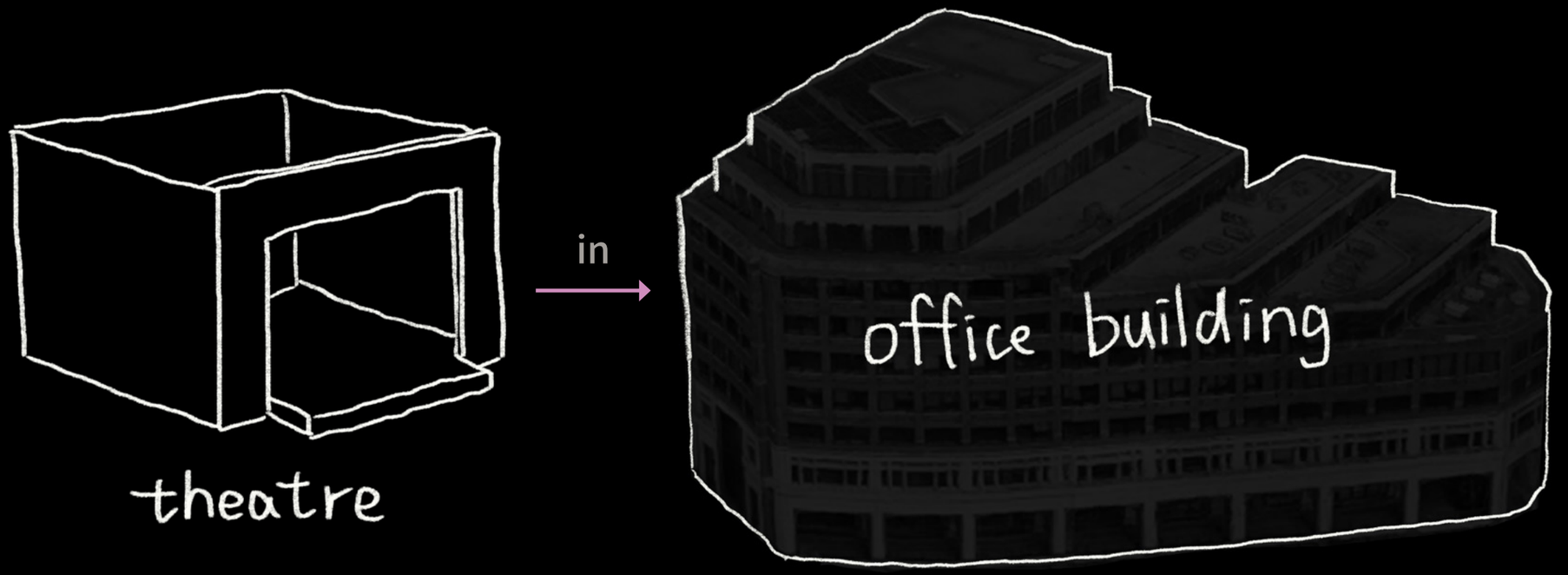
## There is no suitable place to accommodate the traditional theater box.



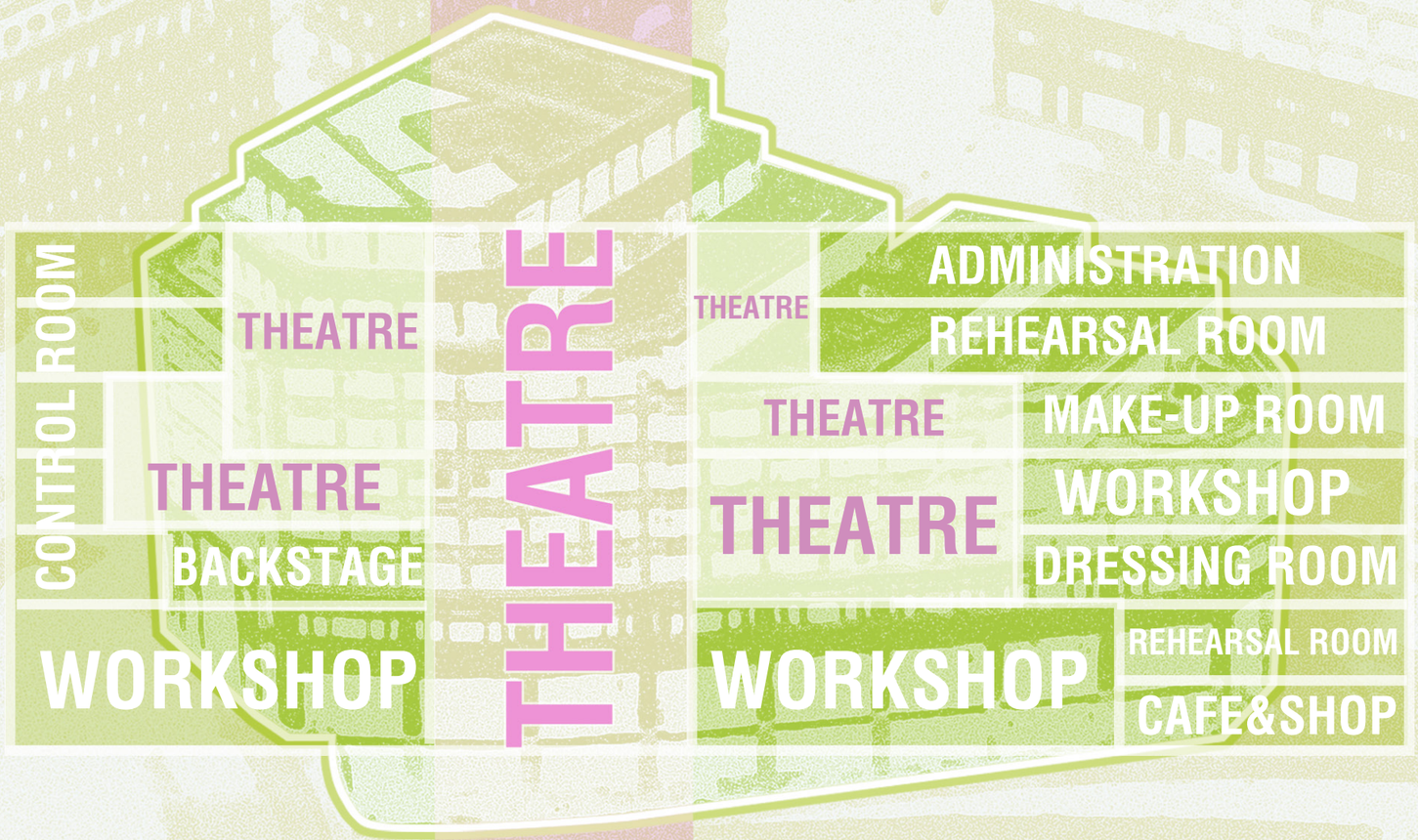

This conceptual shift marked the beginning of my design strategy—
turning a building’ s leftover vertical infrastructure into a stage for future narrative possibilities.

## Starting point-Core

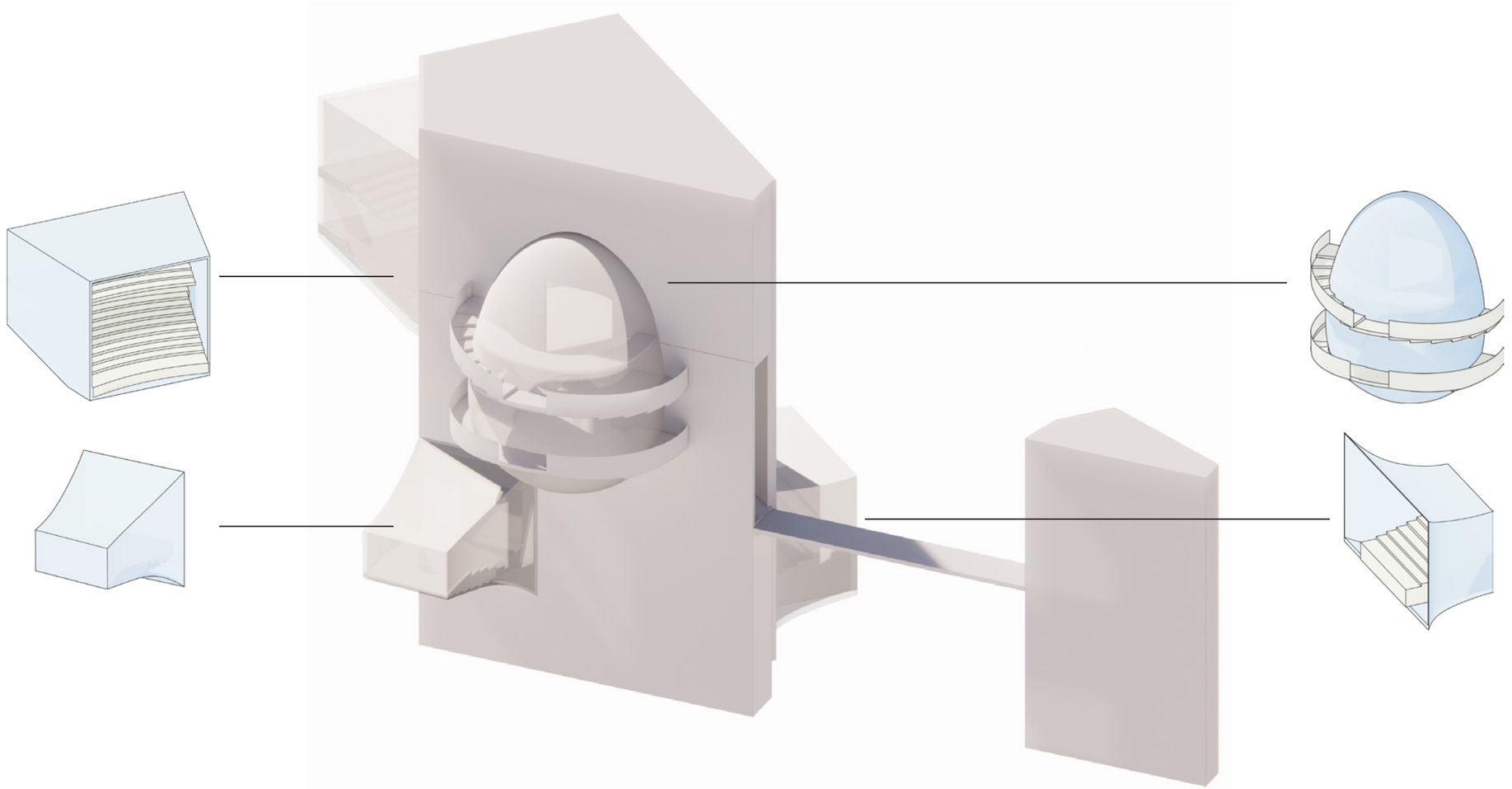
Original Use → Theatrical Potential

The existing high-rise core is a typical vertical service shaft—solid, rigid, and unused.
I see it as a spatial spine that can be reprogrammed into a theatrical system.

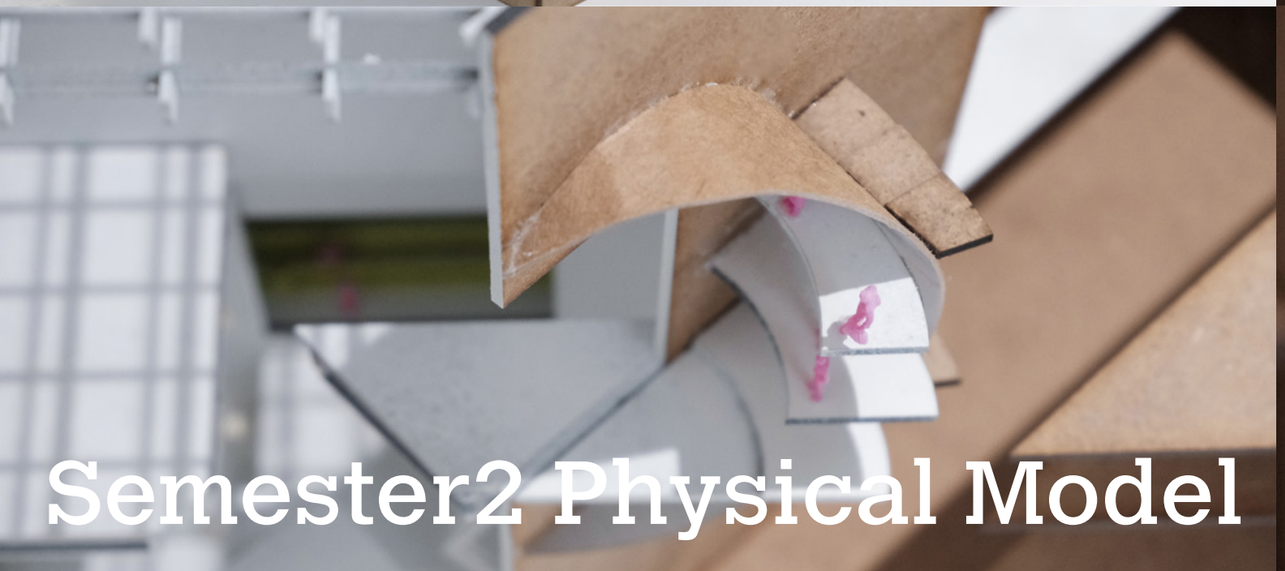
# Programmatic Diagram



# Semester2 - Theatre Attached



Last semester, I attached some auditoriums around the core, trying to turn the core into an integrated vertical theatre.



# Semester2 Physical Model

## Refining the Role of the Theatre

Previous Semester——a vertical theatre prototype based on the transformation of a high-rise core

## From Theatre To Infrastructure

However, as the project evolved, I began to shift the focus from
**“designing a theatre”** to **“designing an infrastructure”**

Not a fixed narrative, but a system that **empowers directors and artists** to create their own performances.

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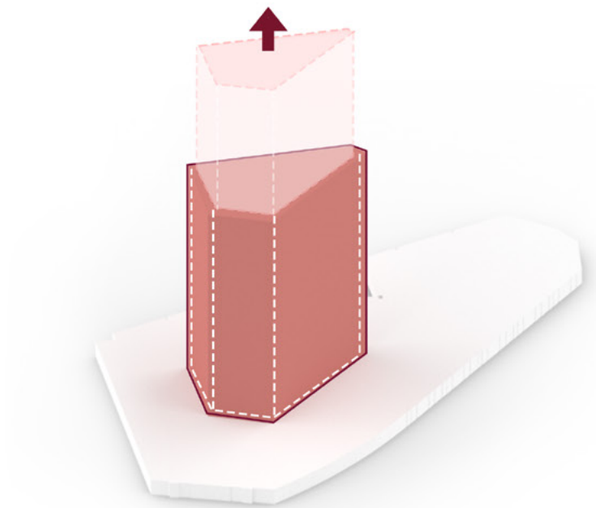
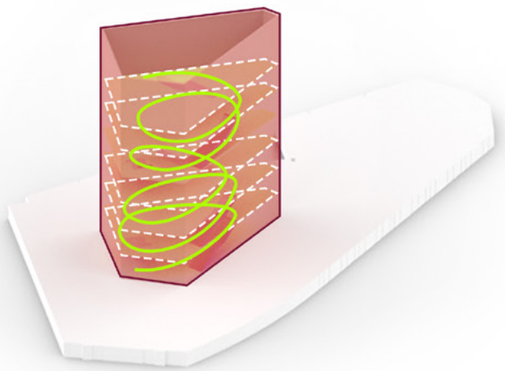
# Design Strategy



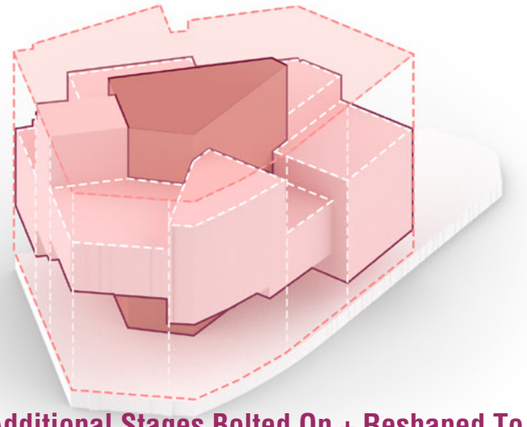
**Core Emptied**

*Core interior cleared to make room for theater.*



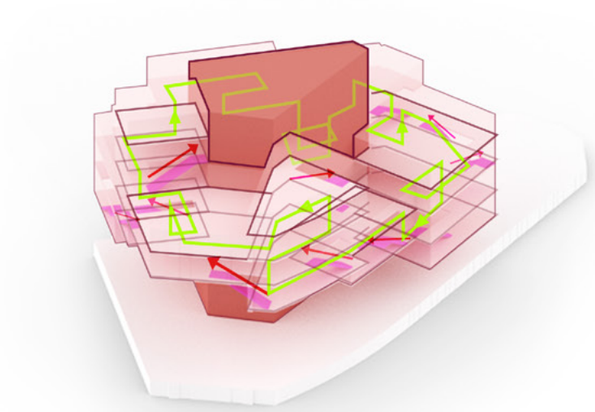
**Vertical Theatre + Circulation  Inserted**

*variation of floor height to create flexibility.*

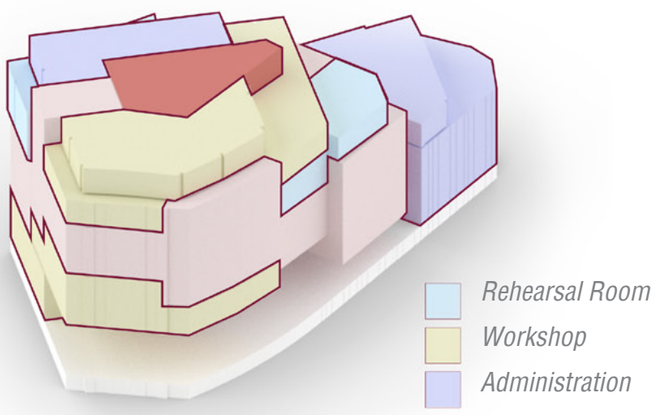


**Additional Stages Bolted On + Reshaped To Offer Spatial Variety**

*Surrounding rooms added to extend the theater.*

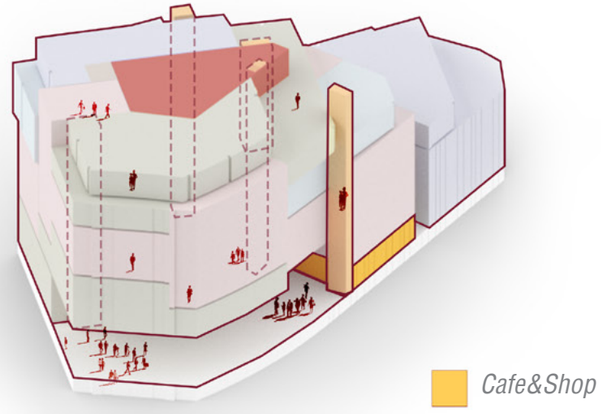


**Additional Circulation Added To Create Immersive Flow**




**BoH Spaces Added**

*Supporting programs are integrated into the form.*

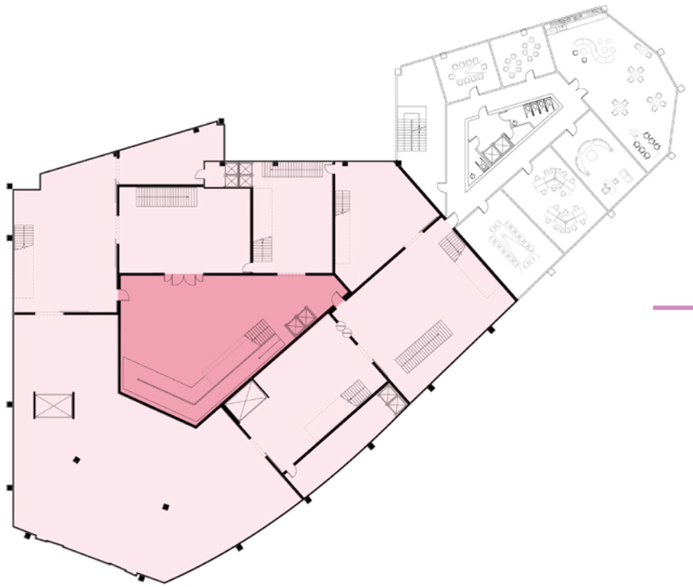



**Public Spaces With Cafe Activate Ground Floor**

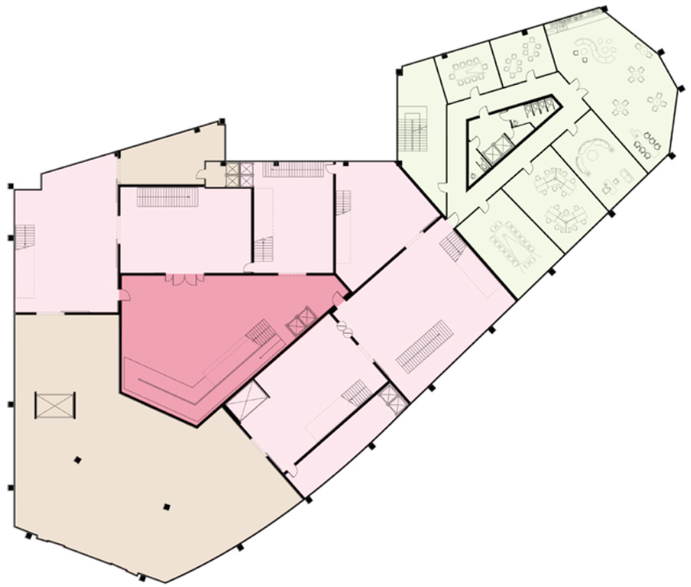
*Elevators and vertical circulation systems are added to complete both audience and staff movement paths, forming a fully operable immersive theater building.*

# Design Strategy

Core



Additional Stages Bolted On



BoH spaces added

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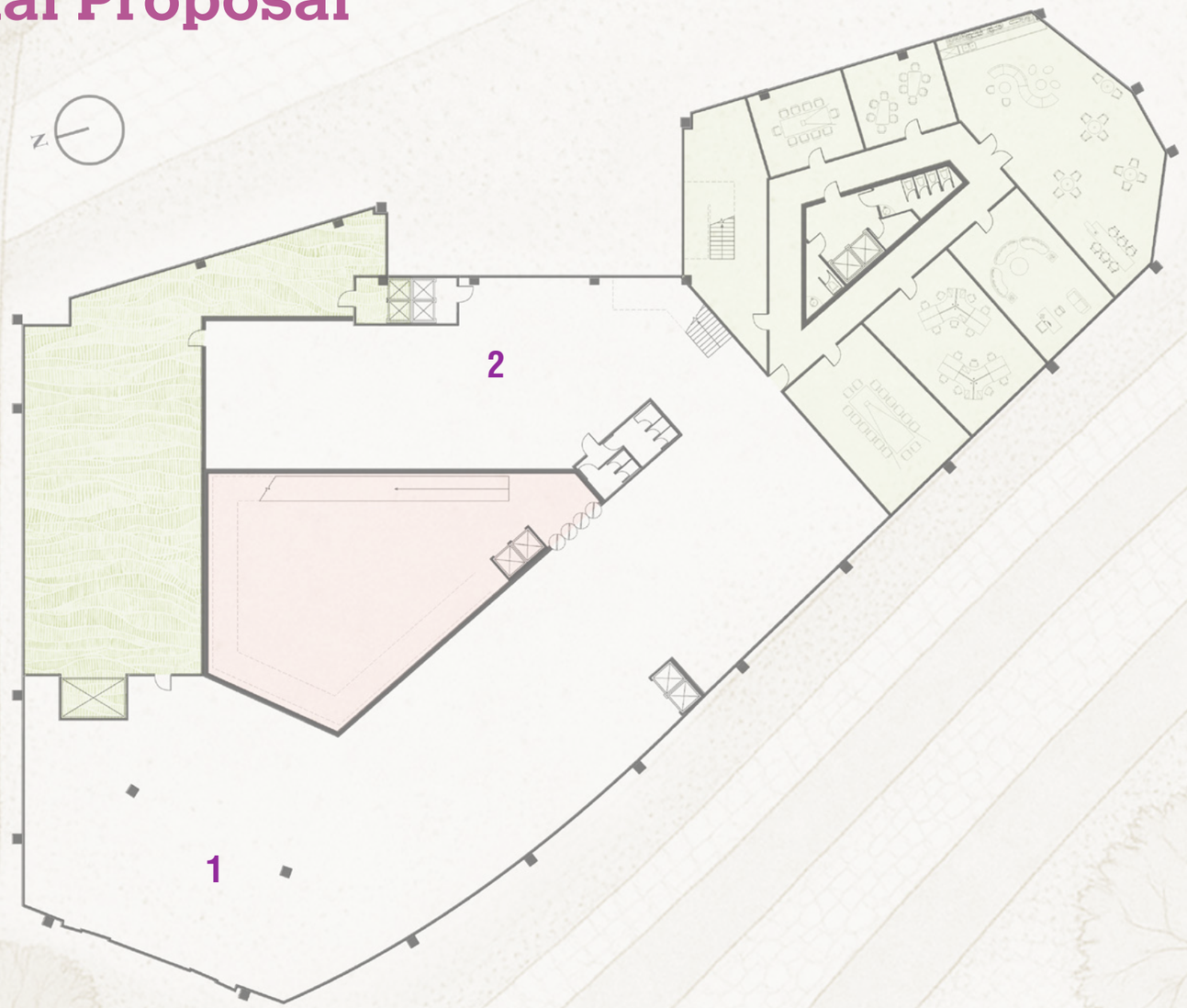
# Chapter 4 — Final Proposal

## Floor Plans

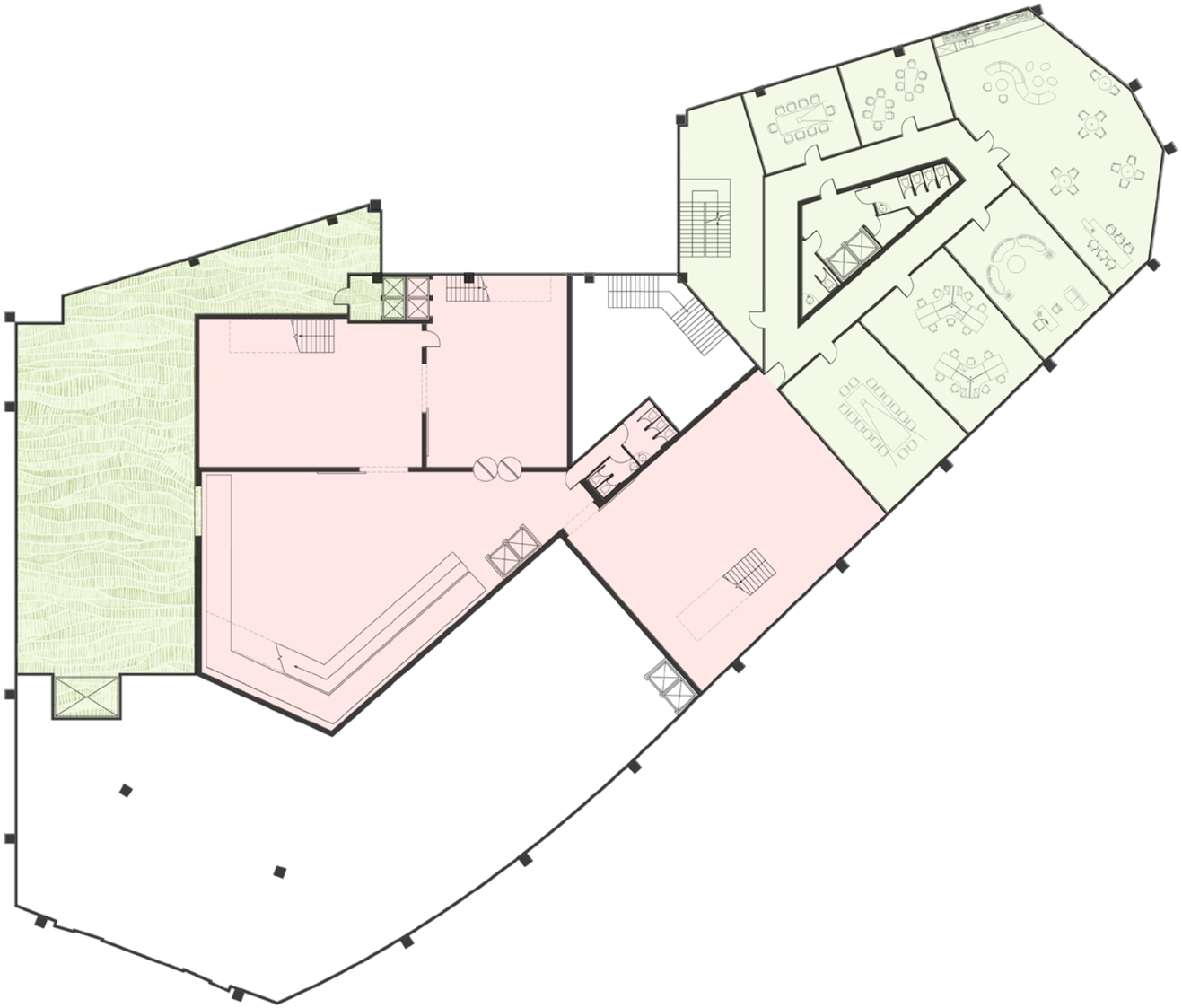



Public
Back of house
Workshop
Theatre

1 Entrance
2 Shop

Ground plan

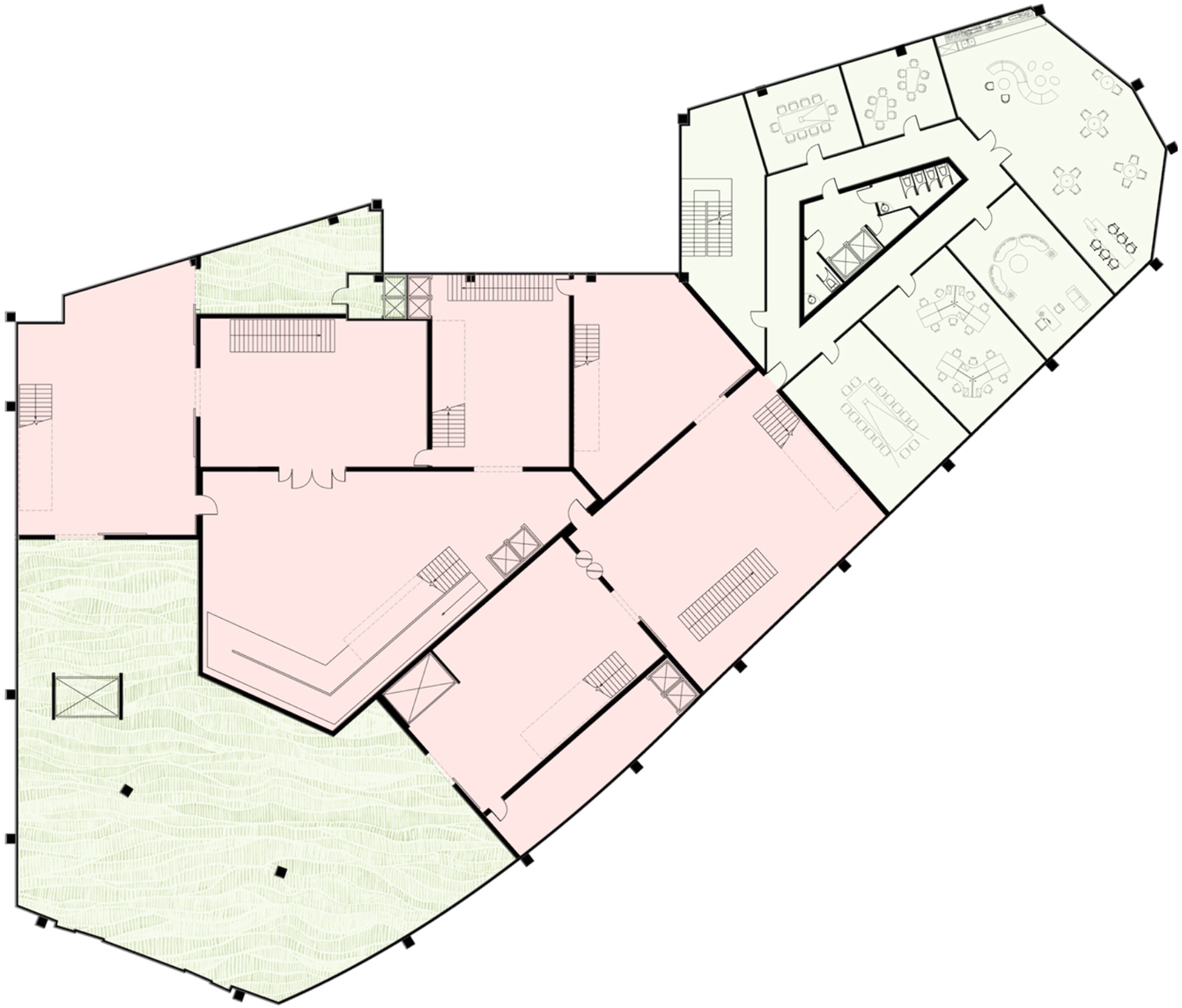
# Floor Plans



Public
Back of house
Workshop
Theatre

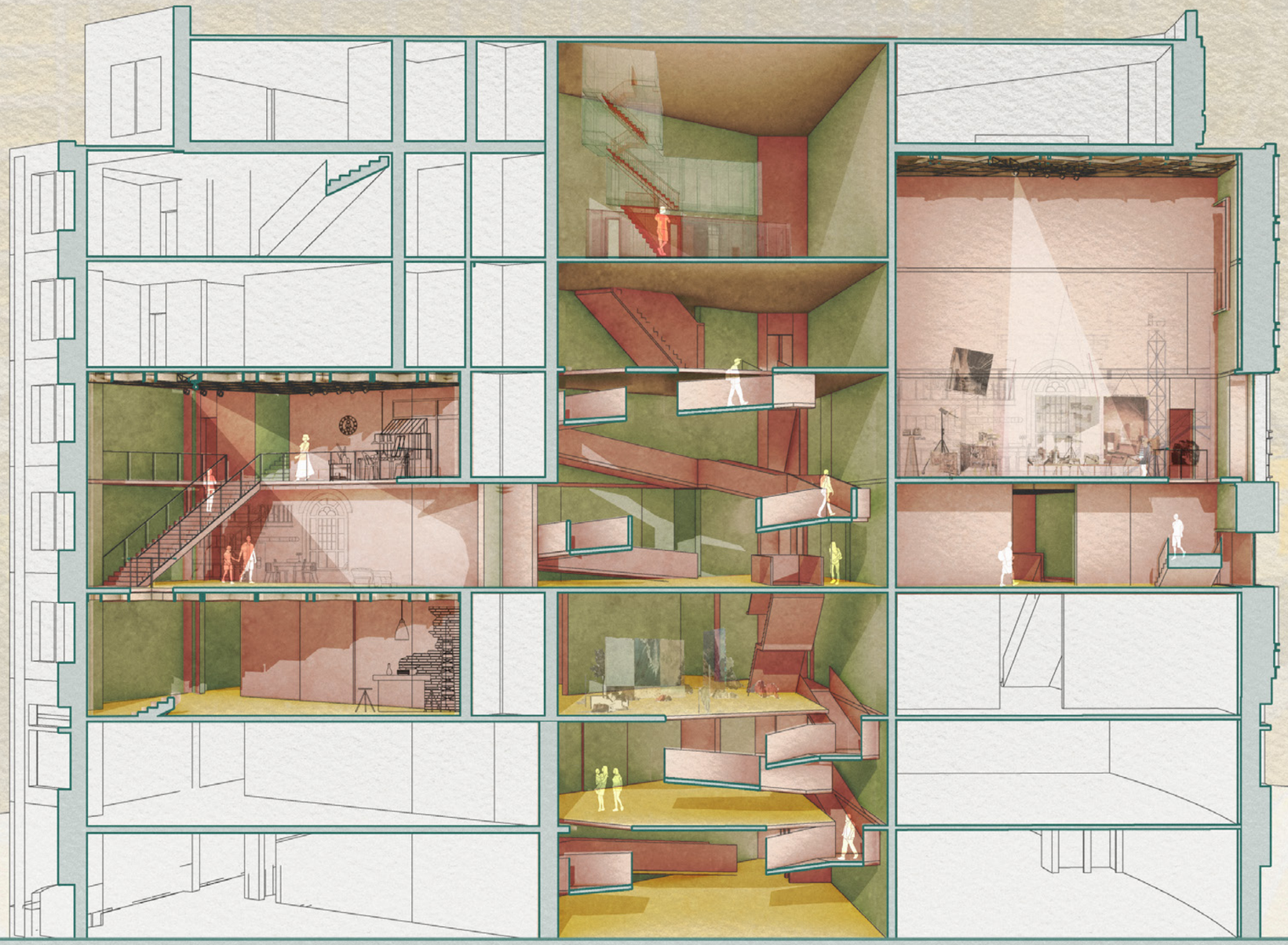
First level plan

# Floor Plans

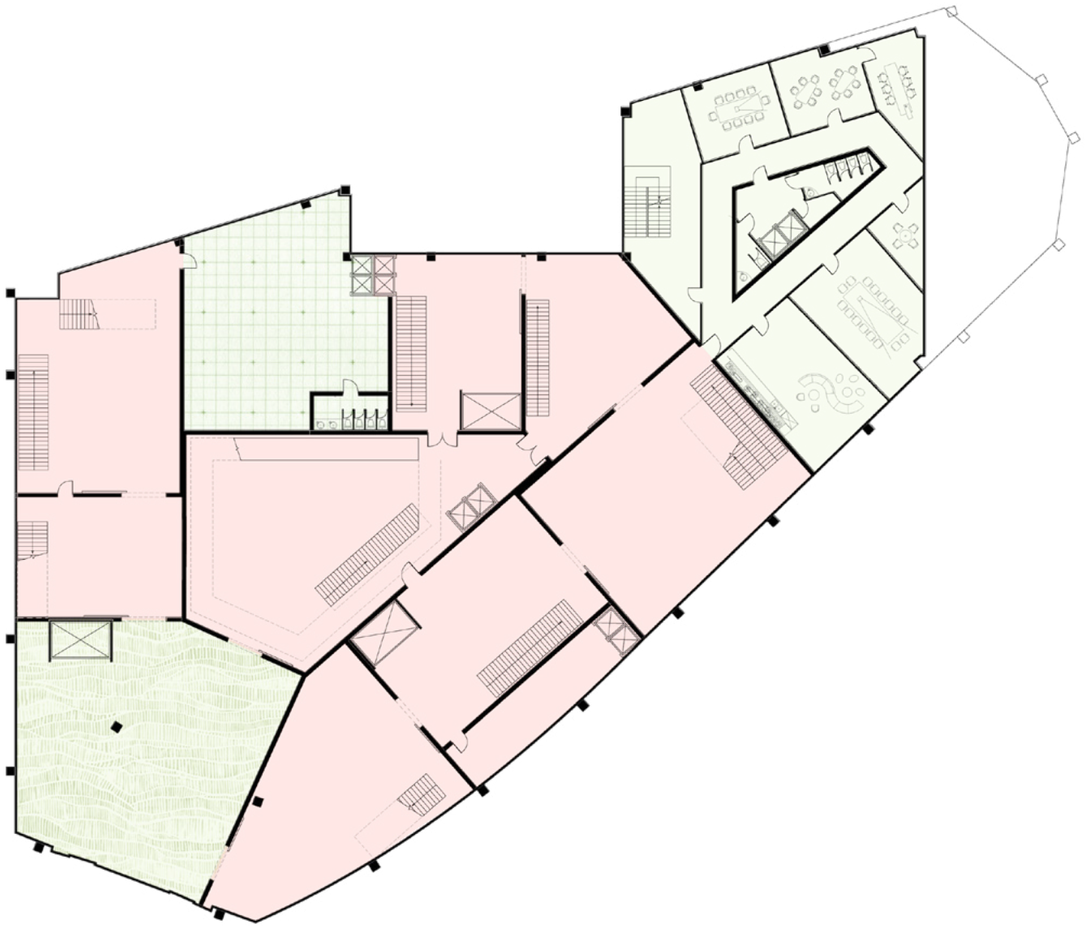


Back of house
Workshop
Theatre

Second level plan



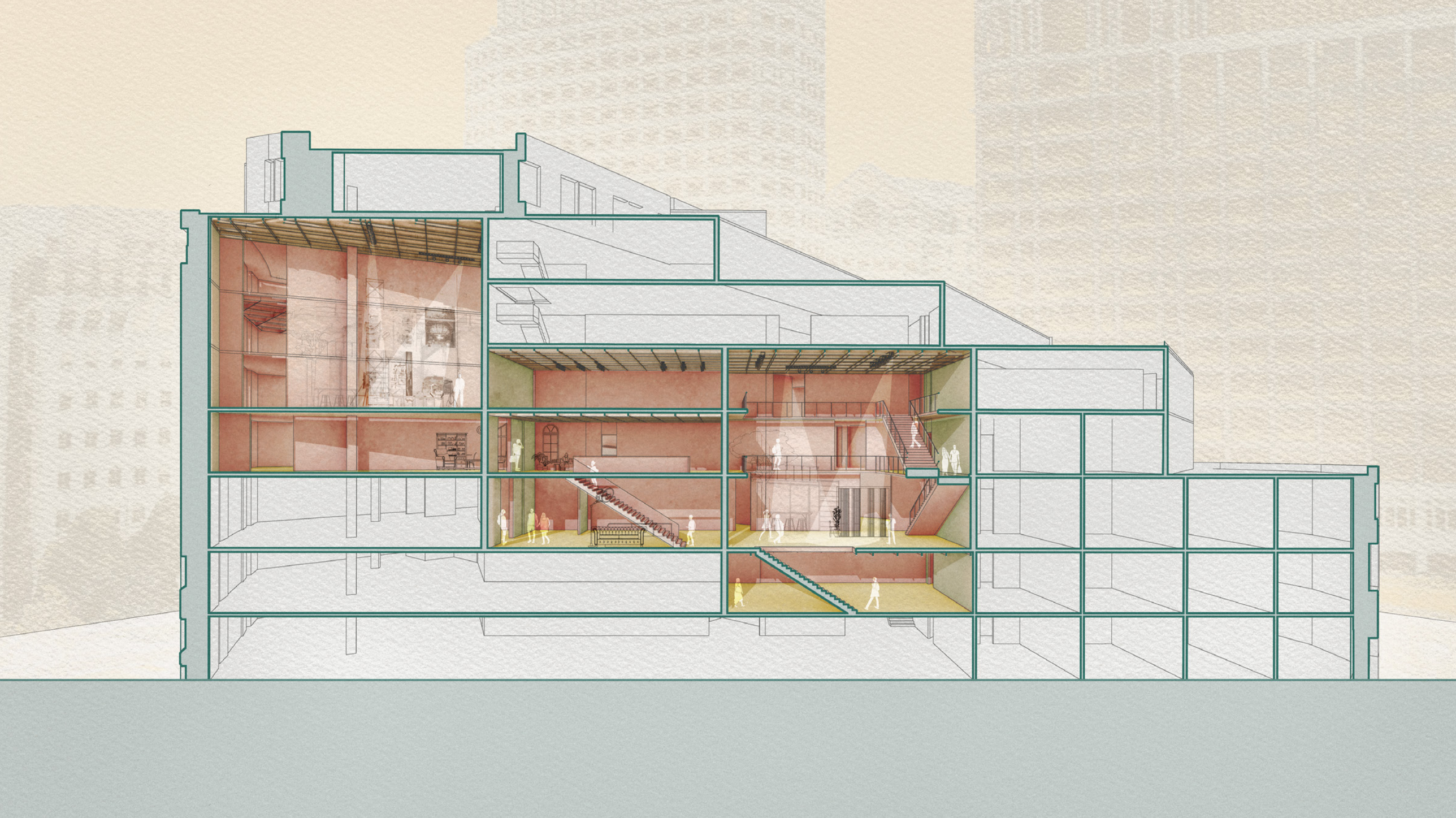
# Floor Plans



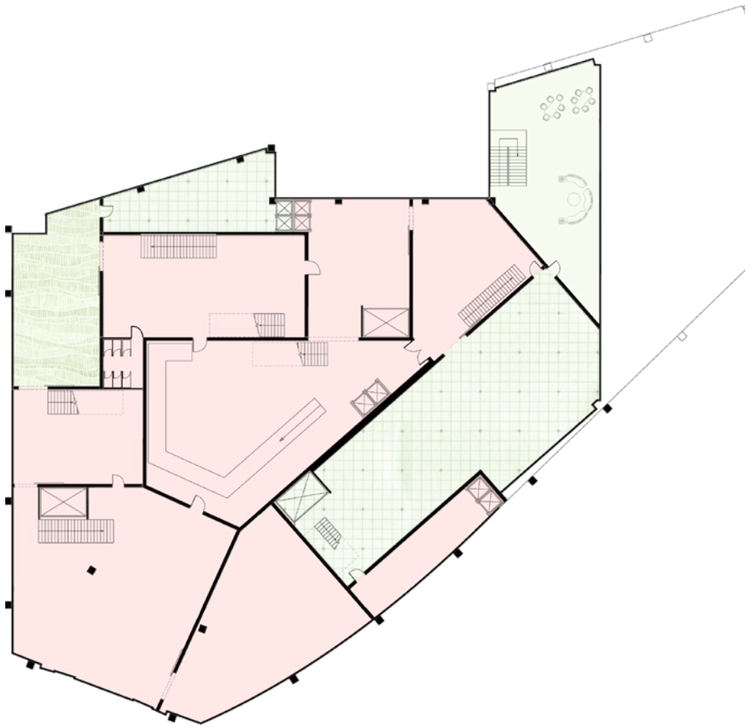
Third level plan

Fourth level plan

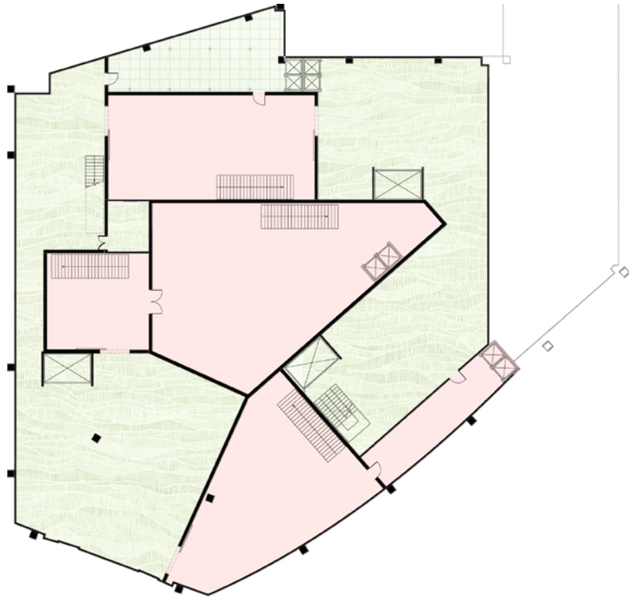
Back of house
Workshop
Rehearsal room
Theatre



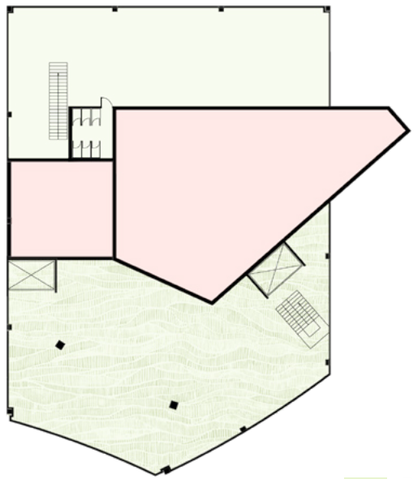
# Floor Plans



Fifth level plan



Sixth level plan



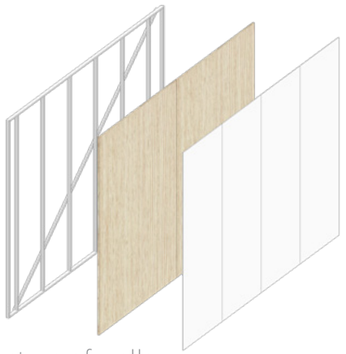
Seventh level plan

*Back of house*
*Workshop*
*Rehearsal room*
*Theatre*

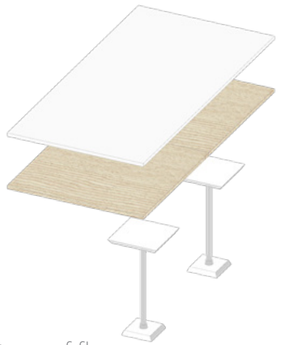
# Flexibility through Material

“A room that lets you mess it up.”

Metal studs + Plywood backing + Plasterboard



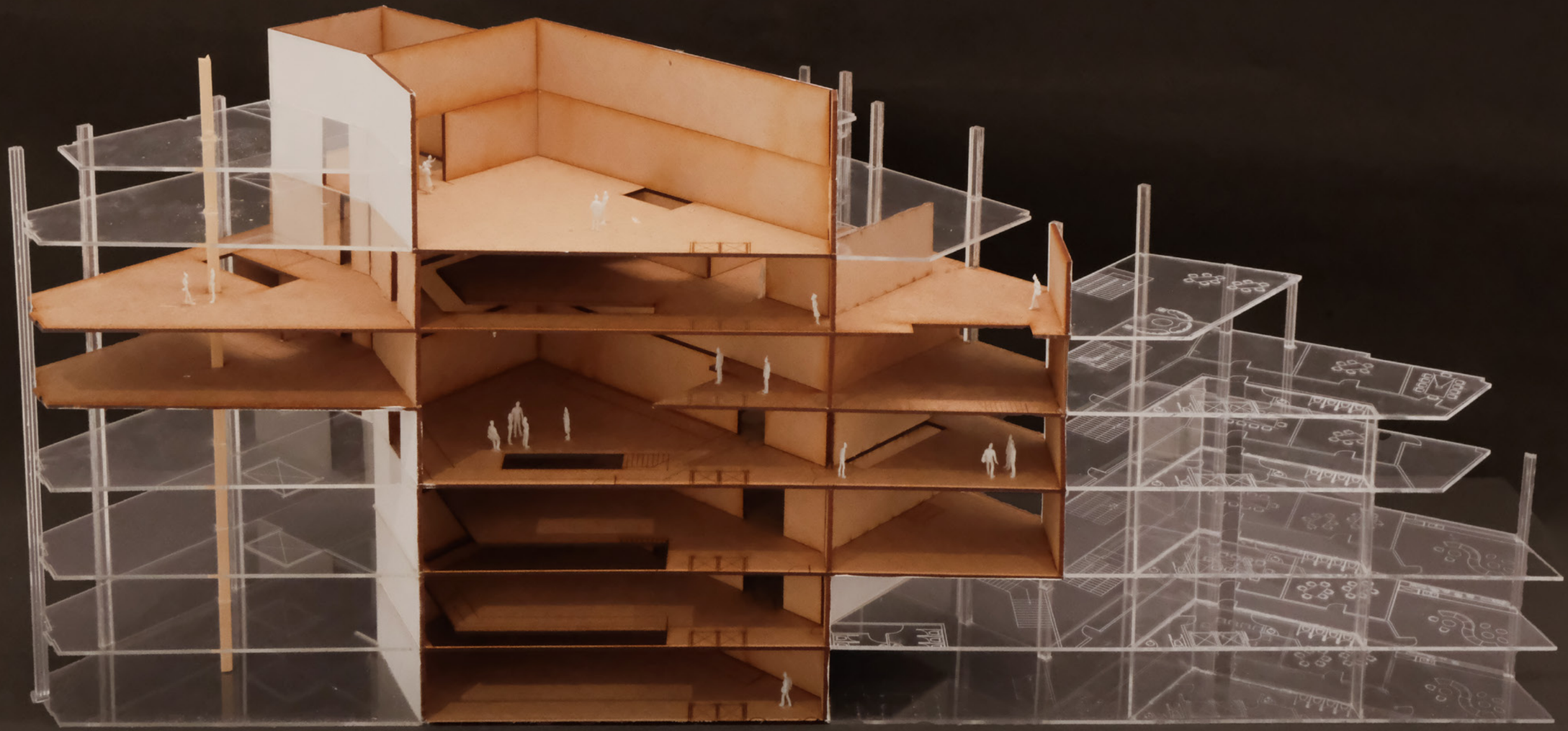
Structure of walls



Structure of floors

Not a building, but a machine.
Not a space with a story, but
a space for stories.

# Split Section Model



The journey ends.