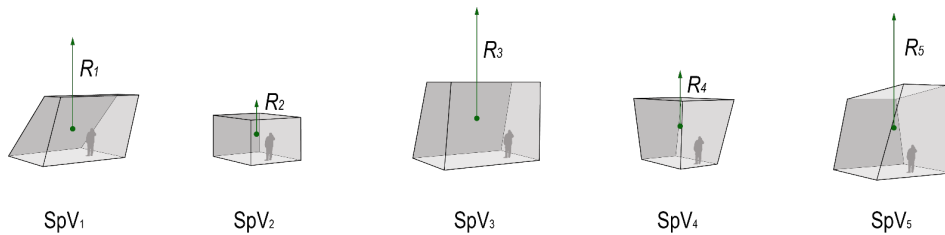


# Design Exploration: Zürich Film Festival in Schlieren

## Task 1: Spatial Voids



1. Organized in teams of four students and according to the assigned program, produce three spatial voids. These spatial voids, which are to be conceived as prismatic volumes, represent the spaces where the activities take place.
2. Look for architectural references supporting your spatial concept.
3. Dimension the spatial voids according to criteria of proportions (width, length, height, angle).
4. Following the instructions given in Tutorial 1 build a cardboard model (e.g. scale 1:20) for each spatial void.
5. Produce a series of lighting studies using the photographic technique to express the atmosphere of these three spaces.
6. Represent in three sheets A3 (one per spatial void) your lighting studies (point 5) and include in each sheet one architectural reference (point 1) and a schematic volume with dimensions of each spatial void (point 2).

### Input 1: Program (ZURICH FILM FESTIVAL)

#### Program 1 (Entertainment):

Ticket office (200 m<sup>3</sup>), Cinema Room (450 m<sup>3</sup>), Conference Hall (350 m<sup>3</sup>)

#### Program 2 (Commerce):

Café (200 m<sup>3</sup>), Museum Gallery of Cinema (450 m<sup>3</sup>), Cinema Store (350 m<sup>3</sup>)

#### Program 3 (Work):

Administration offices (450 m<sup>3</sup>), Laboratory of Restauration (200 m<sup>3</sup>), Space for Workshops (350 m<sup>3</sup>)