

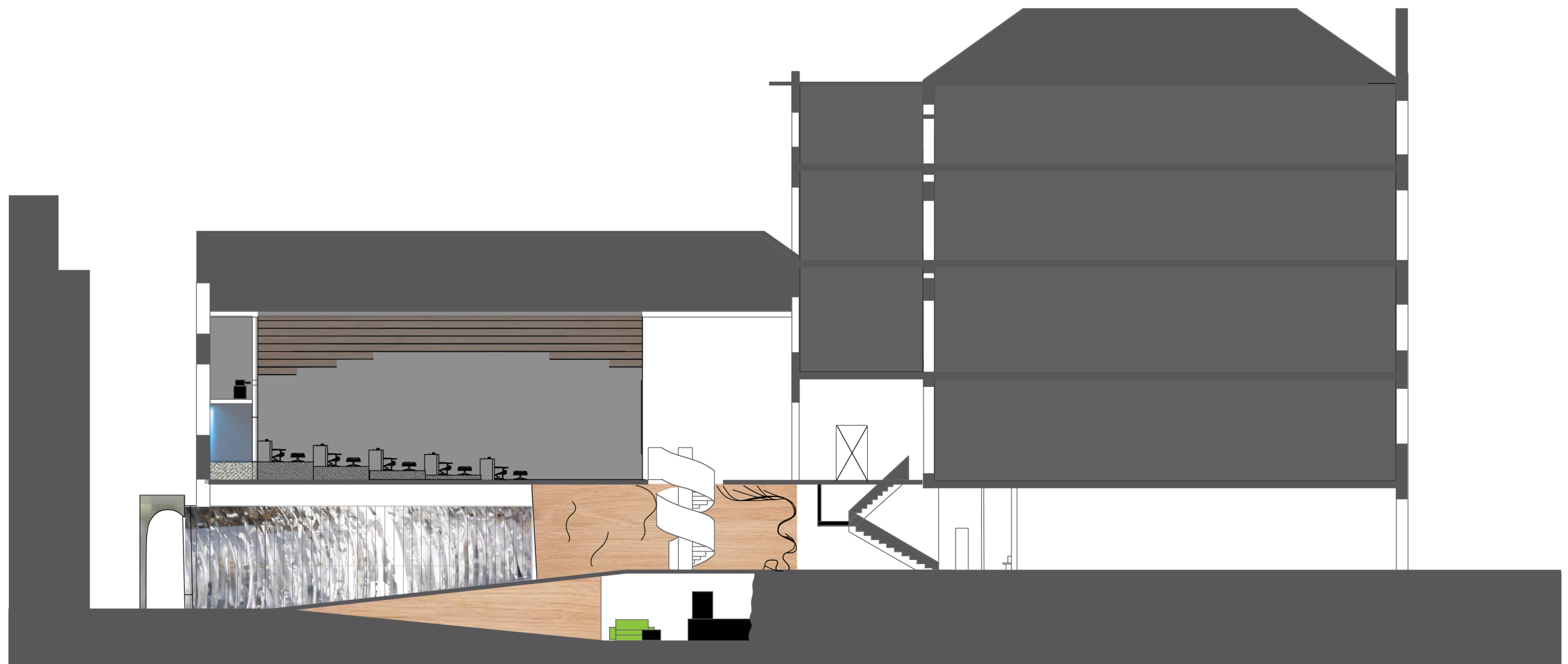
HAPTIC CINEMA



PROJECT STATEMENT

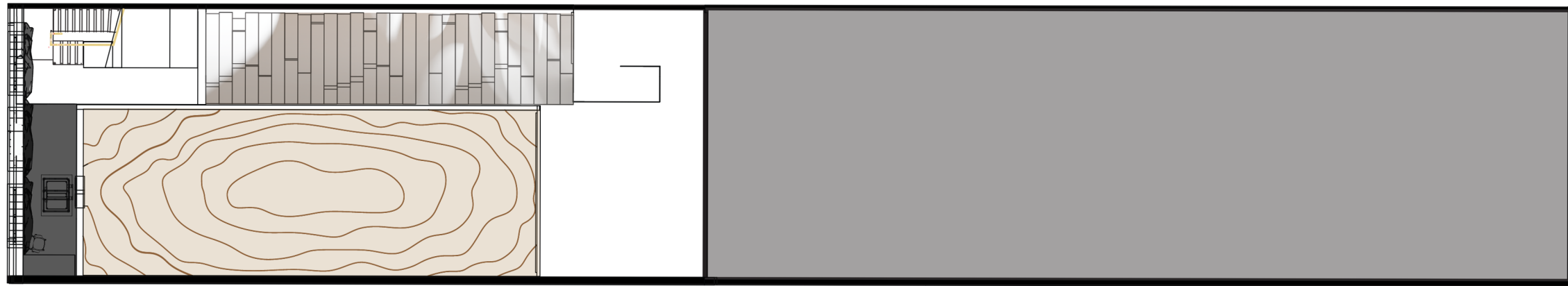
Imperial Lane was once a bustling two-picture cinema and now it feels empty and muted. Though with its neighbouring bars that keep the life to come in. However, that is all it seems to be just a passageway to get to other destinations but doesn't keep guests to stay. The glass facade is transparent yet not so transparent, due to the thickness and length but it is intriguing as in what's inside. I hoped to bring back an upgraded modern-day cinema to the site. Learning about how the site was once just a waterfront, the word wave intrigued me the most and decided this project would play on the various meanings of the word, visually, emotionally and even in a way invisible to the eye. This cinema is catering more for the hearing impaired which allows them the comfort of being able to experience the cinematic experience the same way a normal hearing person does. At the same time allowing people to understand better how this heightened cinematic experience benefits those who are hard of hearing. I hoped to showcase the transition between the hearing and the non-hearing worlds in this project and as an individual who is hard of hearing I can say the best way to explain to someone else what it is like is the experience in a cinema where the lights turn on and off. To further cater to the hard of hearing I decided to create a haptic cinema so integrating speakers to create vibrations in the seating as hearing sound doesn't necessarily can only be heard from the ears as they learn to adapt to make up for the loss through other senses.





SECTION

1:200



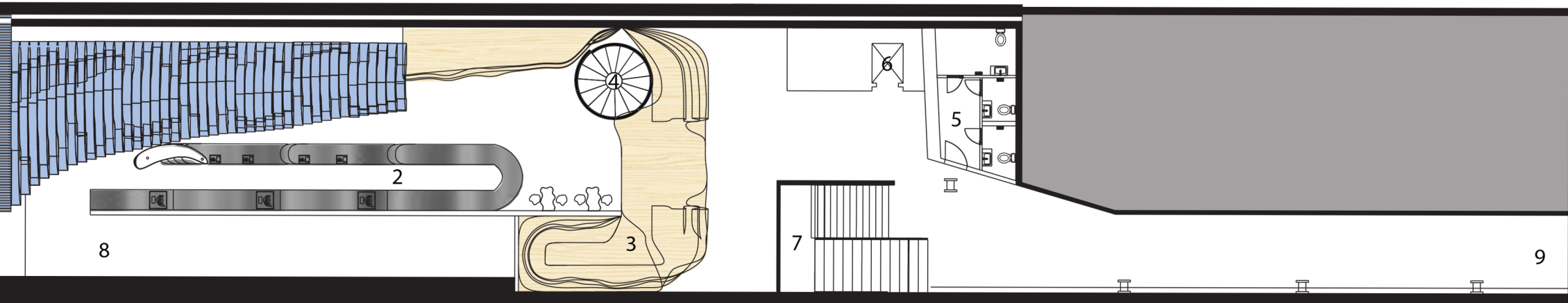
- 1. hallway ceiling
- 2. Staff - Stairs to Projection room
- 3. Projection room
- 4. Ceiling Cinema

THIRD



- 1. Cinema
- 2. Toilets
- 3. Stairs from Ground floor to Second floor
- 4. Stairs to Cinema
- 5. Staff - Stairs to Projection room
- 6. Elevator
- 7. Stairs - Exit to Queen Street
- 8. Hallway - Shadow Play

SECOND



- 1. Entrance Passageway
- 2. Reception + Snacks & Drinks
- 3. Seating/Waiting area
- 4. Stairs to Cinema
- 5. Restroom
- 6. Elevator
- 7. Stairs
- 8. Ramp down to Staffroom/ Storage room
- 9. Exit through Queen Street

FIRST



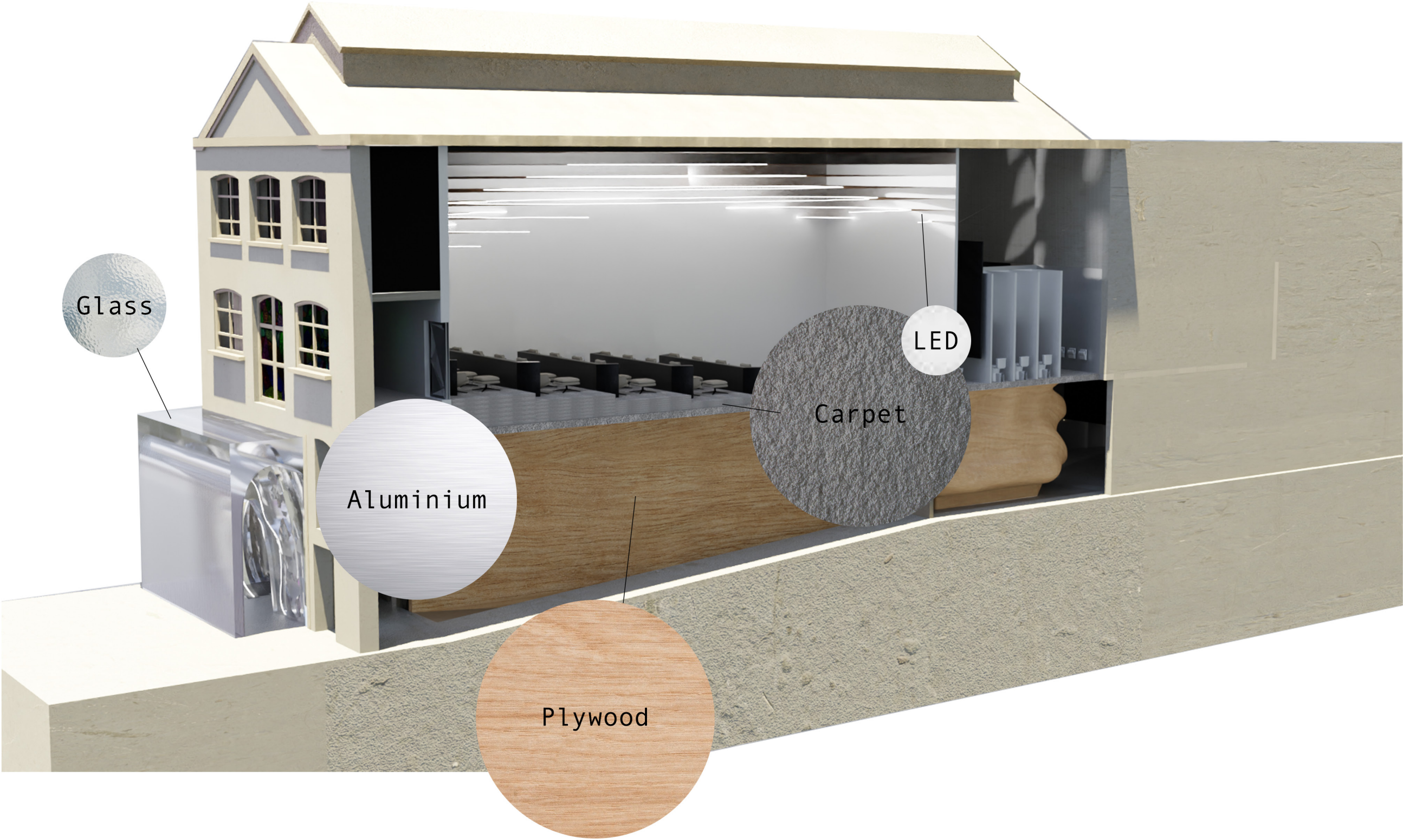
- 1. Staffroom
- 2. Storage room
- 3. Restrooms

BASEMENT

■ Not in Use

1:200

MATERIAL

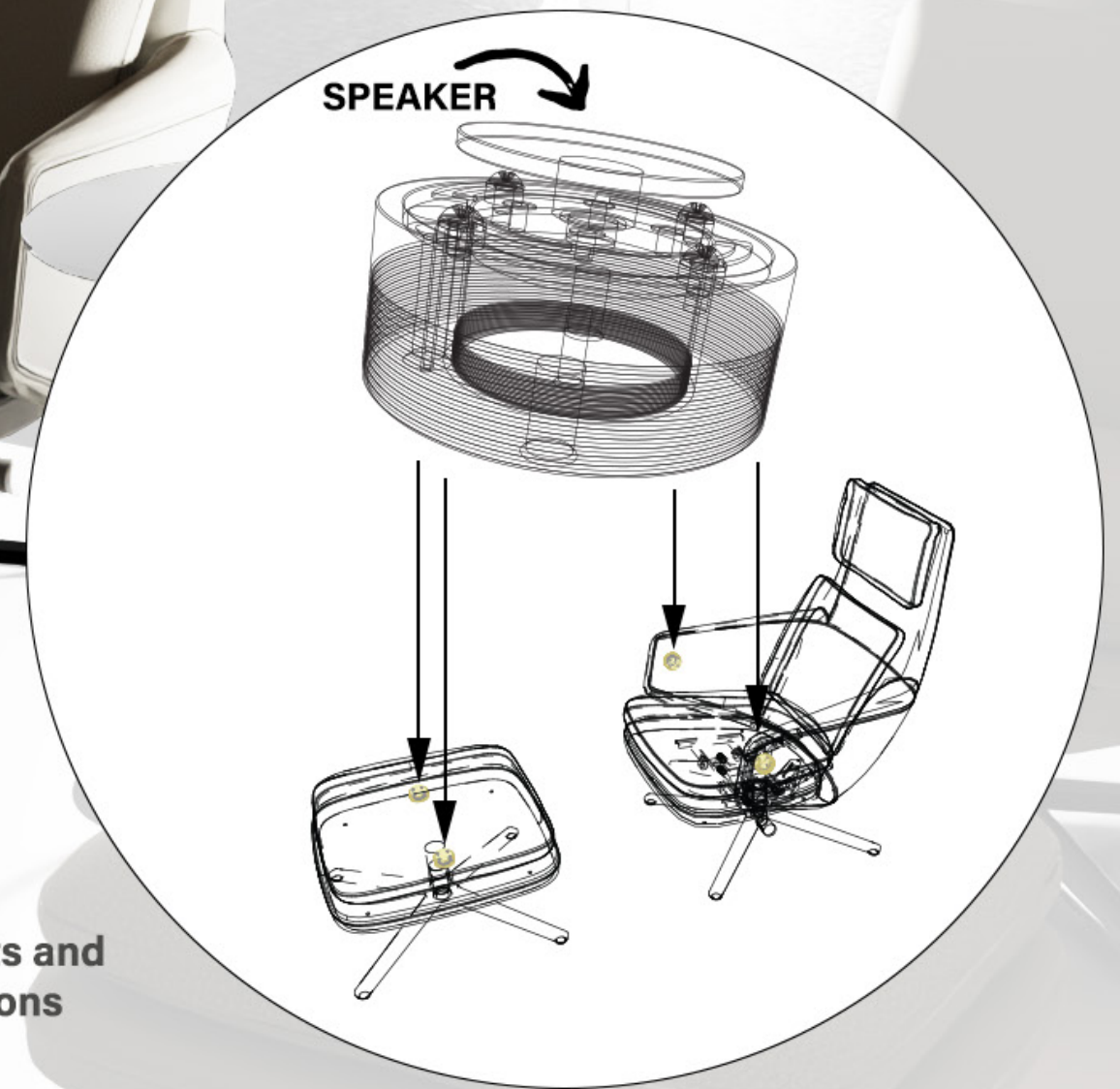


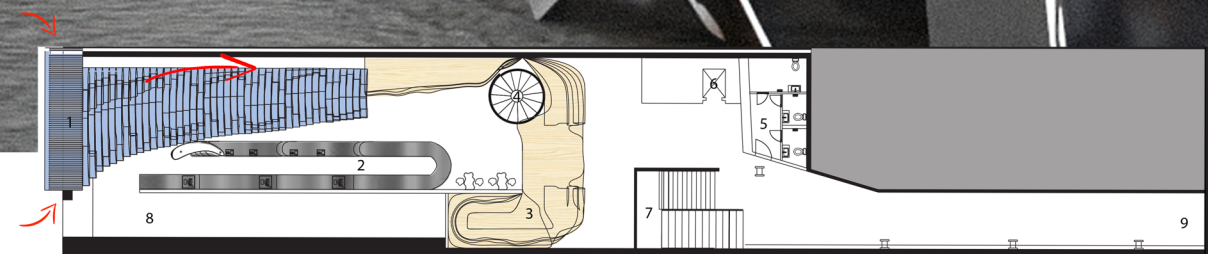
SPEAKER



Speaker inbedded into the armrests and ottoman of the seat to creat vibrations from your fingertips to your toes.

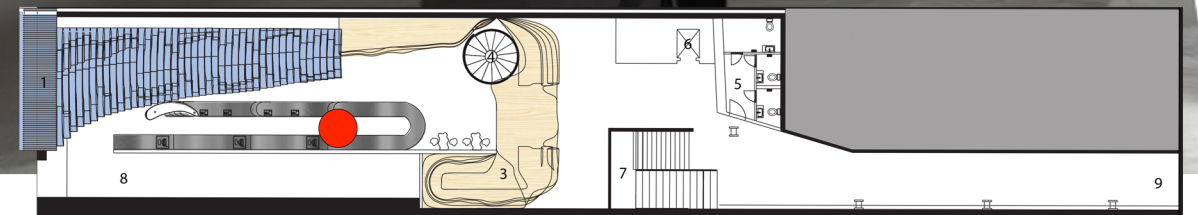
SPEAKER





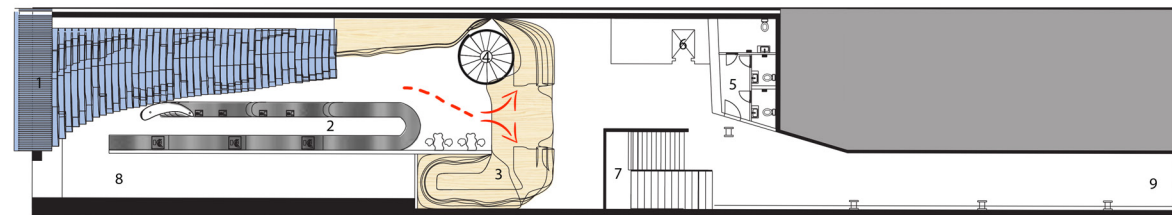


RECEPTION





WAITING / SEATING
AREA

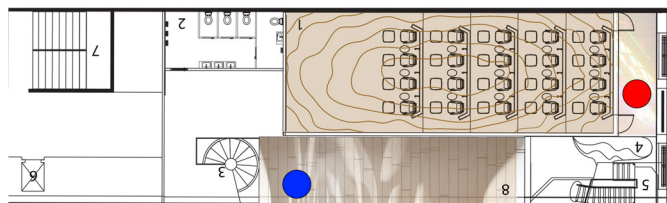
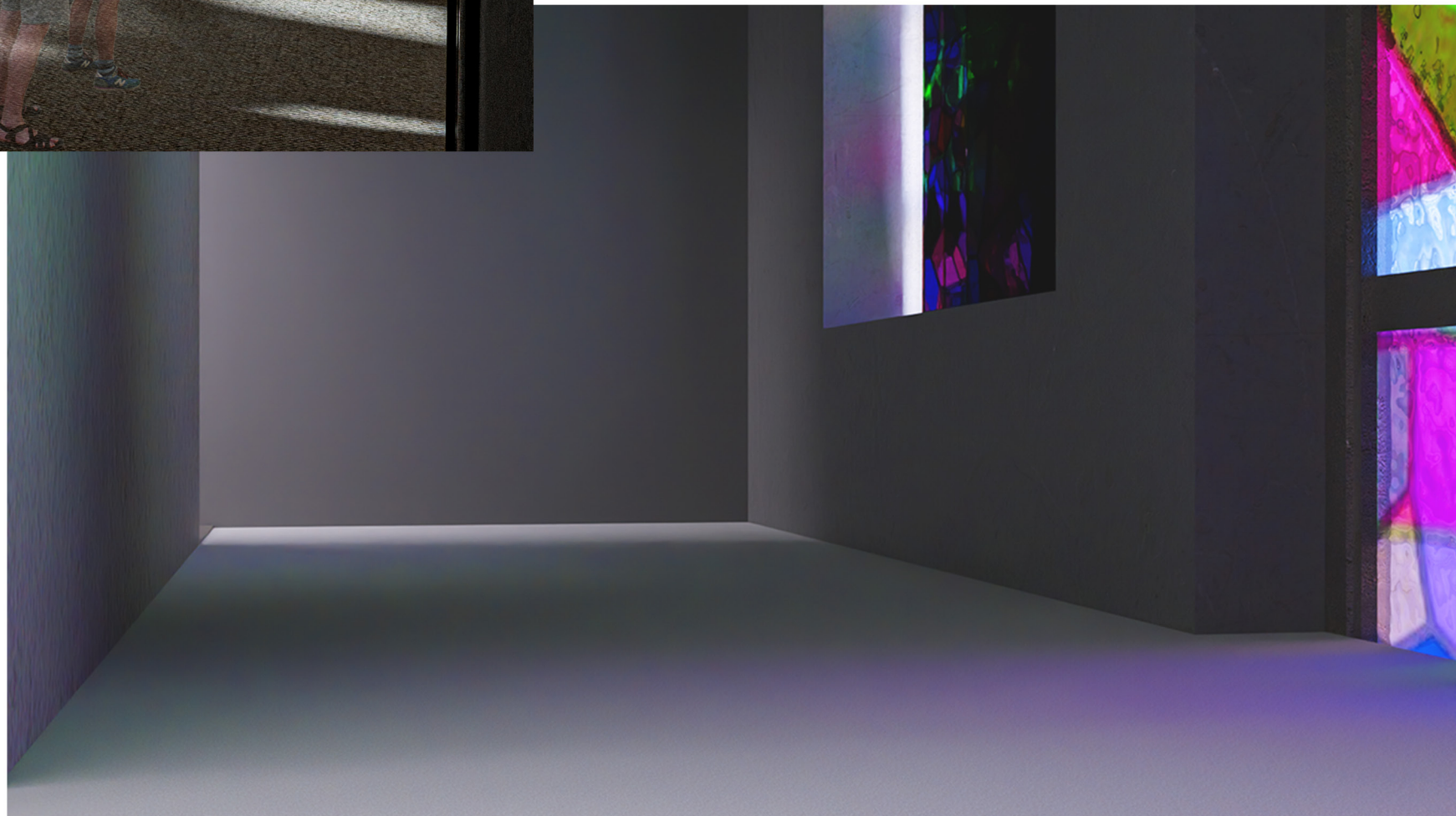


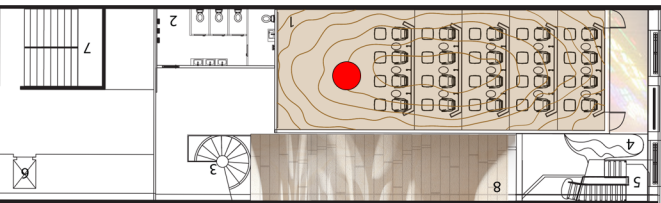
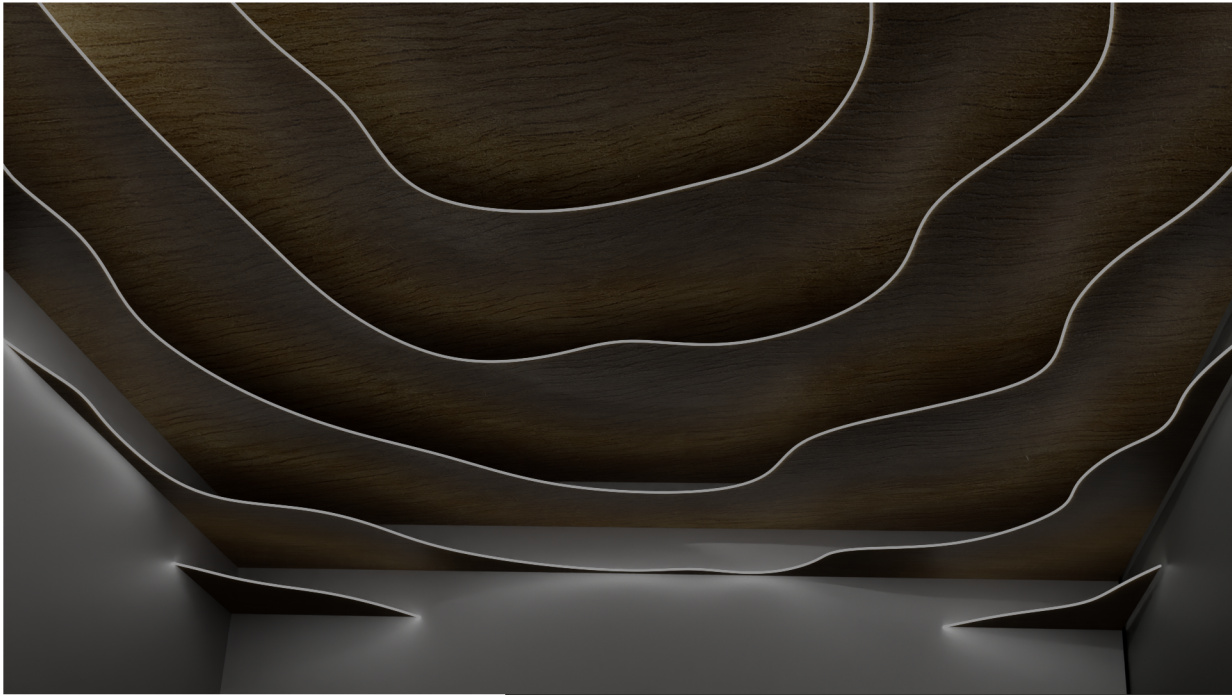


Hallway - Shadow play

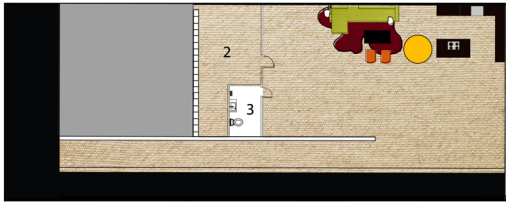
Hallway - Colour play

VISUAL SOUND HALLWAY



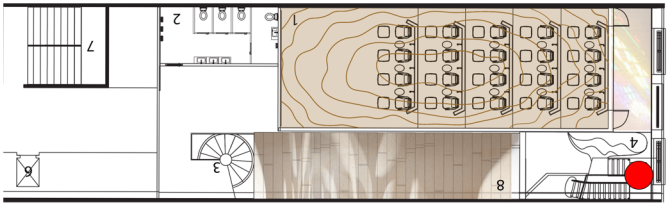


Areas only accessible to staff



Staffroom

Stairs to the Projection Room



Projection Room

