

INTERSECTIONS: THEATRES, SPECULATIVE OFFICES +
A SKYTRAIN STATION ON THE
EDGE OF THORNTON PARK

by

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The University of British Columbia
Vancouver, Canada

Date APRIL 30, 1998

ABSTRACT

A city's intersections are places or voids where the trajectories, paths and commuter routes of a city's citizens collide. They are points of momentary stasis. At intersections the agents of speed and haste characteristic of the flow of the city are brought to a collective pause. The challenge of this thesis was to bring about an architectural representation of this negotiation between flow and pause. There was a desire to see the commuterscape of Vancouver as a way of allowing different publics and contrasting programmes the opportunity for chance encounters and collisions. This desire led to the design of a building which served as an intersection, sometimes carefully controlled while at others free and open to the random flows of urbanism.

The site at the corner of Main and Terminal streets in Vancouver was chosen because it is a place where the diverse social, economic and historical fabrics of the city are intersecting. This site is the busiest at grade intersection in Vancouver where skytrain and bus passengers, car drivers and pedestrians are variously pushed together and pulled apart. Commuter space and commuter movement through that space are generally assumed to be unproductive, uninflected movement through vacuous and empty space. This thesis challenges that view by inserting a building into this commuter space to utilize the potentials for exchange, negotiation and encounter offered by such a space.

The building is made up of two very different programs - one containing a series of small performing arts theatres, the other commercial and rentable office space. In between the two, the inbound and outbound skytrain tracks and a public walkway create varying perceptual experiences which mediate between the two different typologies. The public zones of the building are used to link the varied programs together and to create connections to the surrounding park and buildings.

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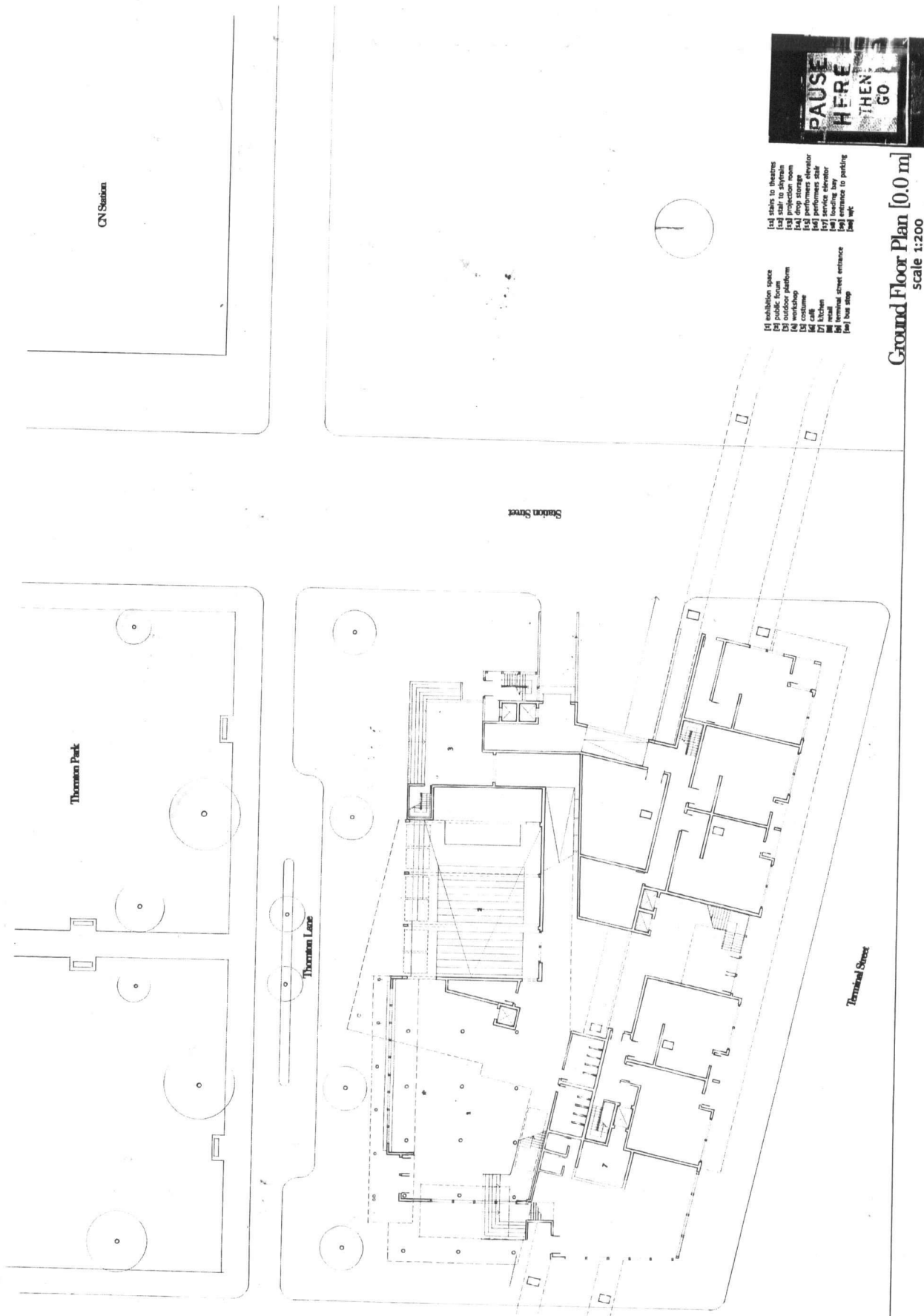
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ACKNOWLEDGMENT

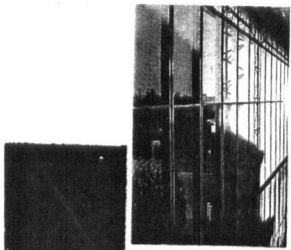
I Would like to thank my DS mentor and committee member Sherry McKay for allowing me to venture down intriguing paths which I had not previously discovered. Her insight and patience are greatly appreciated. Also, Patricia Patkau, my chair for teaching me critical lessons about the creation of architecture and Brad Lamoureux for his valued criticism.

A special thank you for my partner Jill Anholt who is both my muse and my best critic and without whom the completion of this project would have been but a distant dream. I would also like to thank Junior who helped establish important priorities.

Finally, and in no particular order, those people that taught me that design is a collaborative process - Nicolas Osenton, Rochelle Bacigalupo, Sue Ockwell, Alex Percy, John Wall, Neville Doyle, Hugh Bitz, Shawn Bleet, Lisa Syverson, and Amanda Levy.



Ground Floor Plan East of Main Street



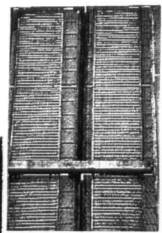
A Negotiation between Flow and Pause

intersections

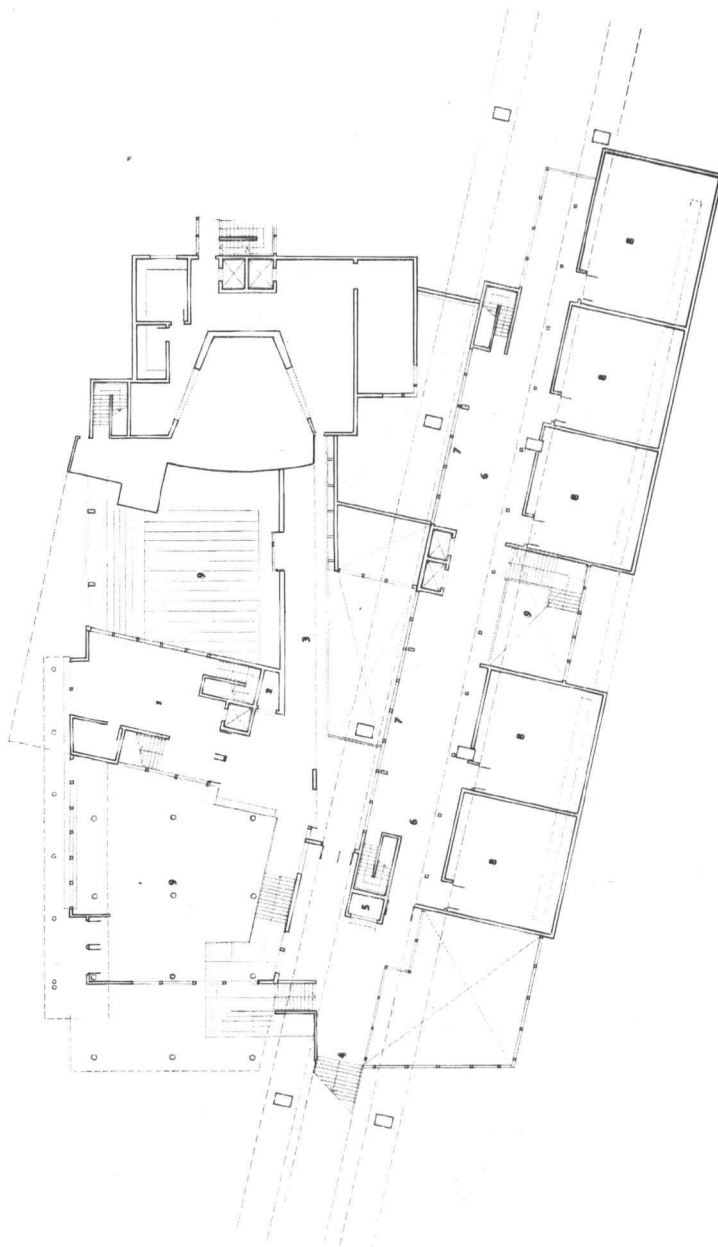
Main Street

Skytrain Station

Ground Floor Plan West of Main Street



A Negotiation between Flow and Pause



- [1] foyer
- [2] box office
- [3] public pass
- [4] media tech
- [5] information

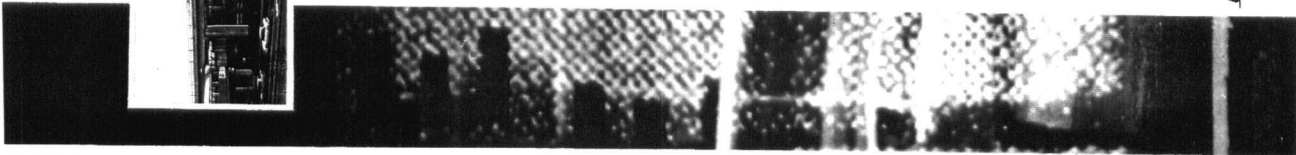
- [6] media tech concourse
- [7] small scale retail
- [8] media tech
- [9] open to below



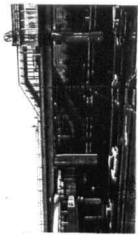
Platform Level Plan [4.0 m]
Scale 1:200

intersections

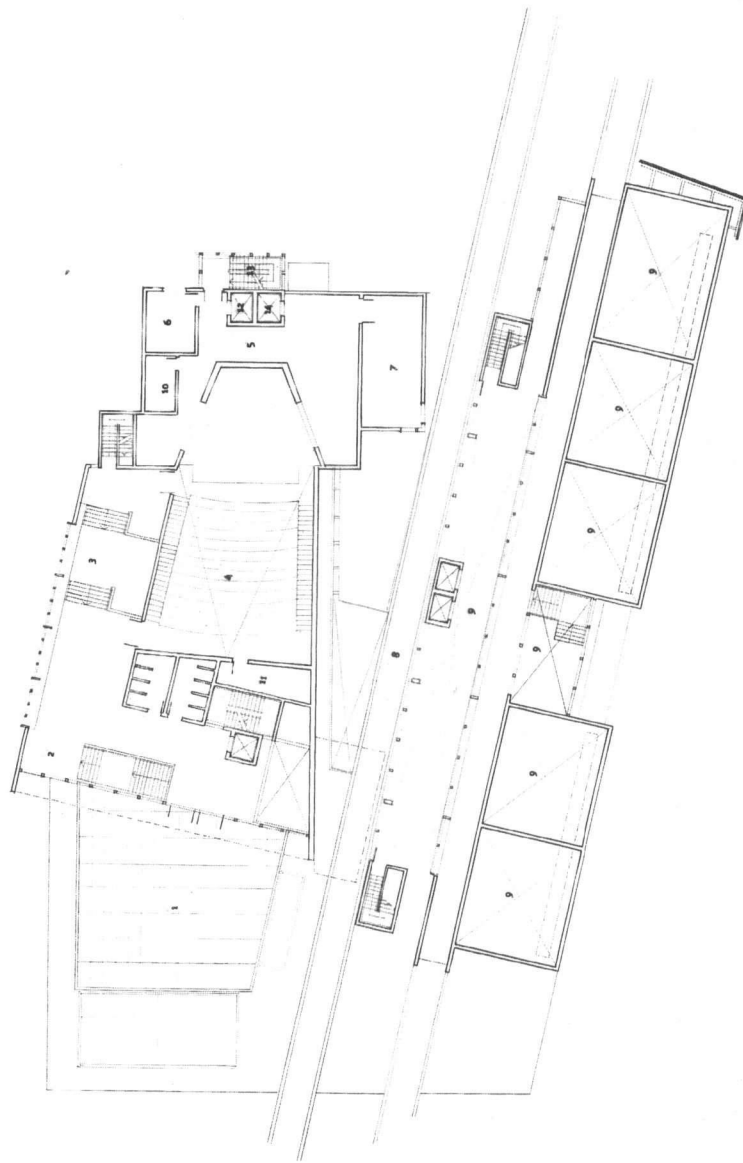
Platform Level Plan



A Negotiation between Flow and Pause



inter
Sections



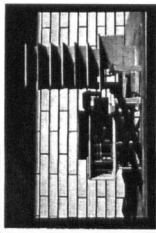
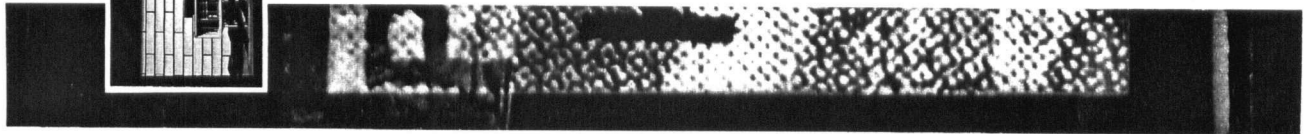
- [1] exterior lobby
- [2] entrance lobby
- [3] theatre lobby
- [4] performance theatre
- [5] backstage
- [6] dressing room

- [7] skytrain passage
- [8] open to below
- [9] vic
- [10] audience room
- [11] performance auditor
- [12] performers stair



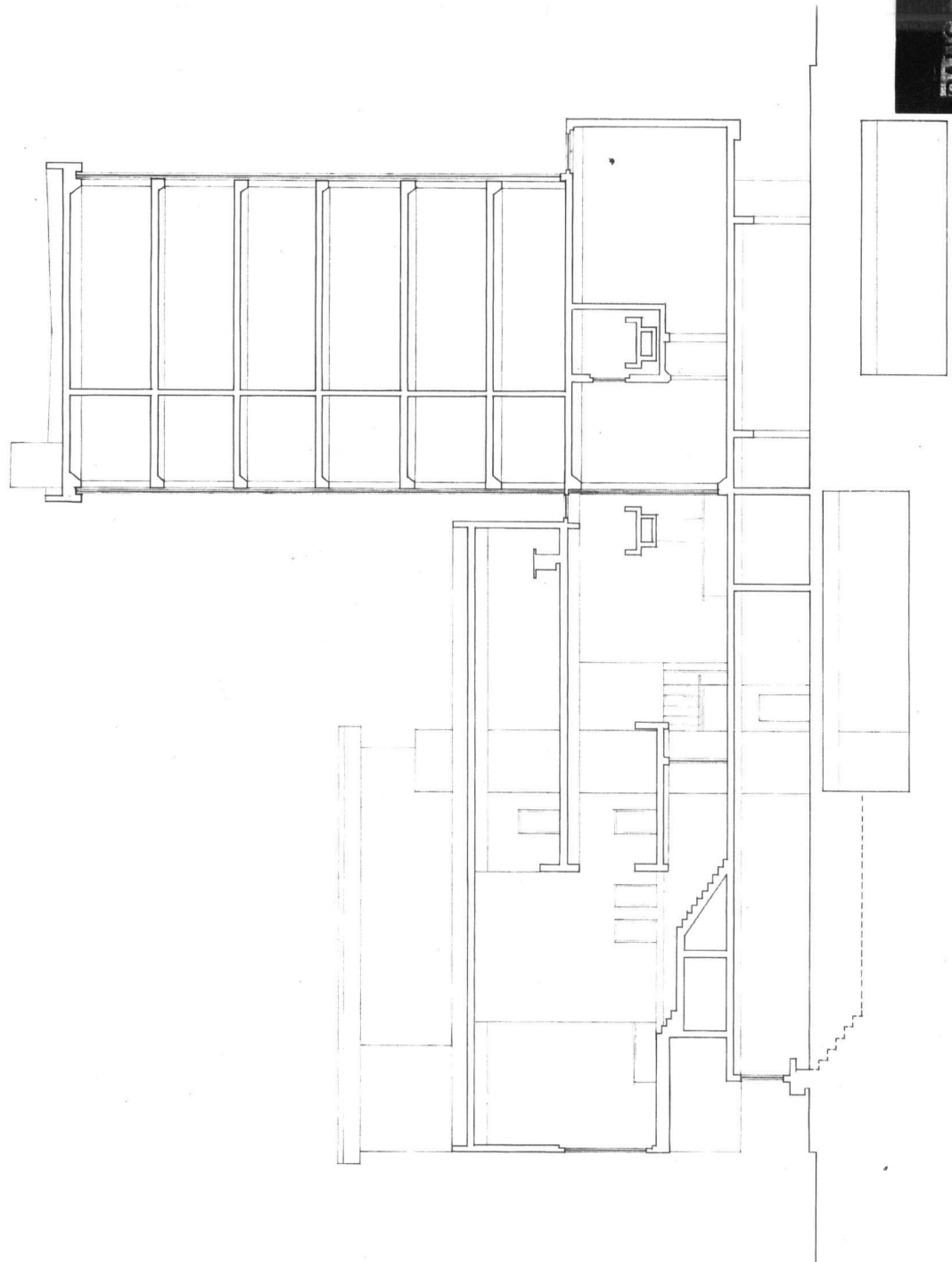
Performance Theatre Level [8.0 m]
scale 1:200

Performance Theatre Level Plan



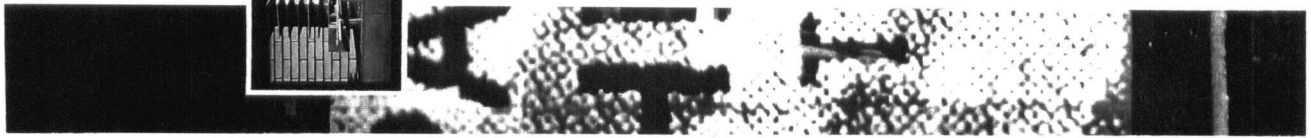
A Negotiation between Flow and Pause

inter
sections



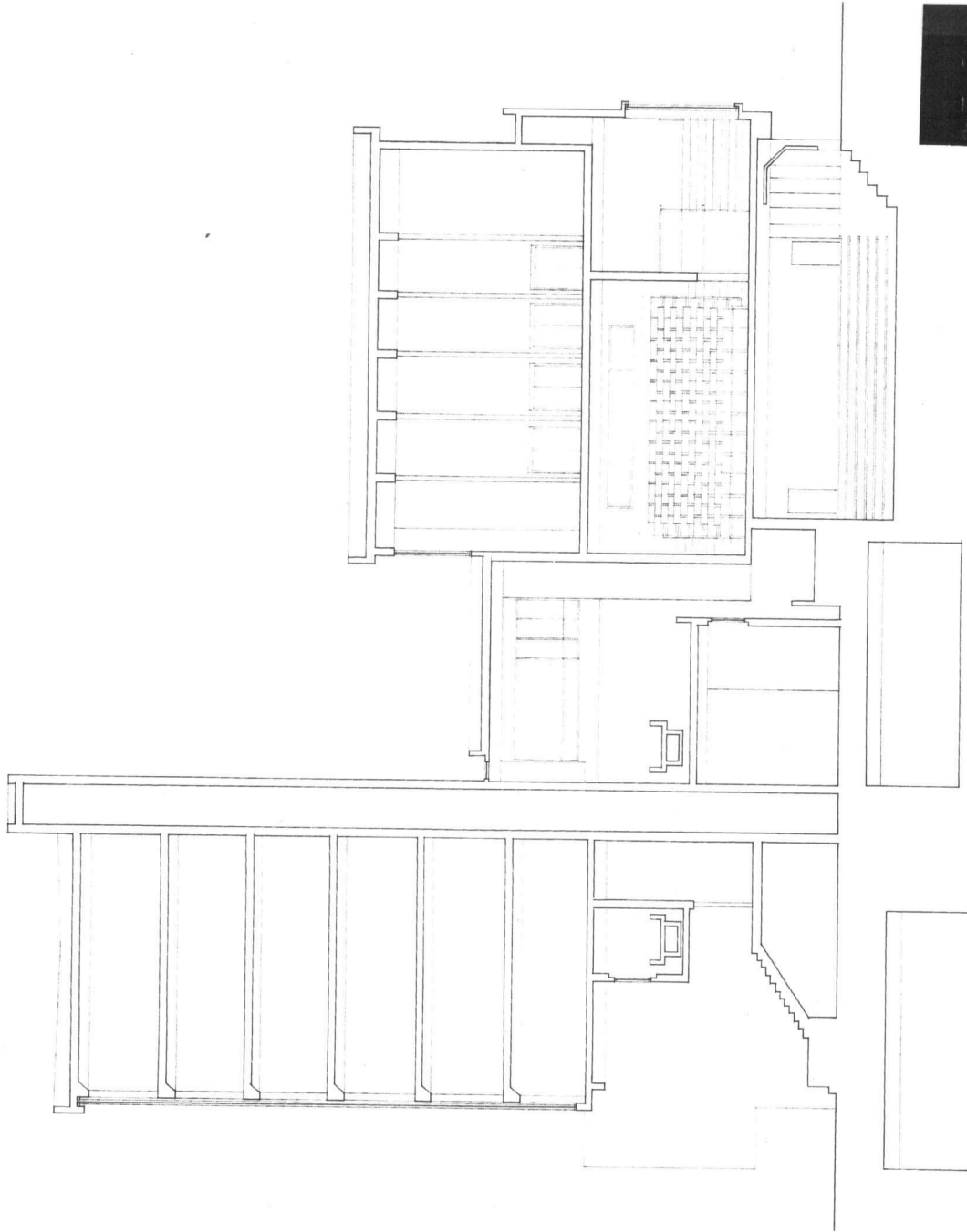
Section AA \ Cross Section Through Lobby
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Section AA; Cross Section Through Lobby



A Negotiation between Flow and Pause

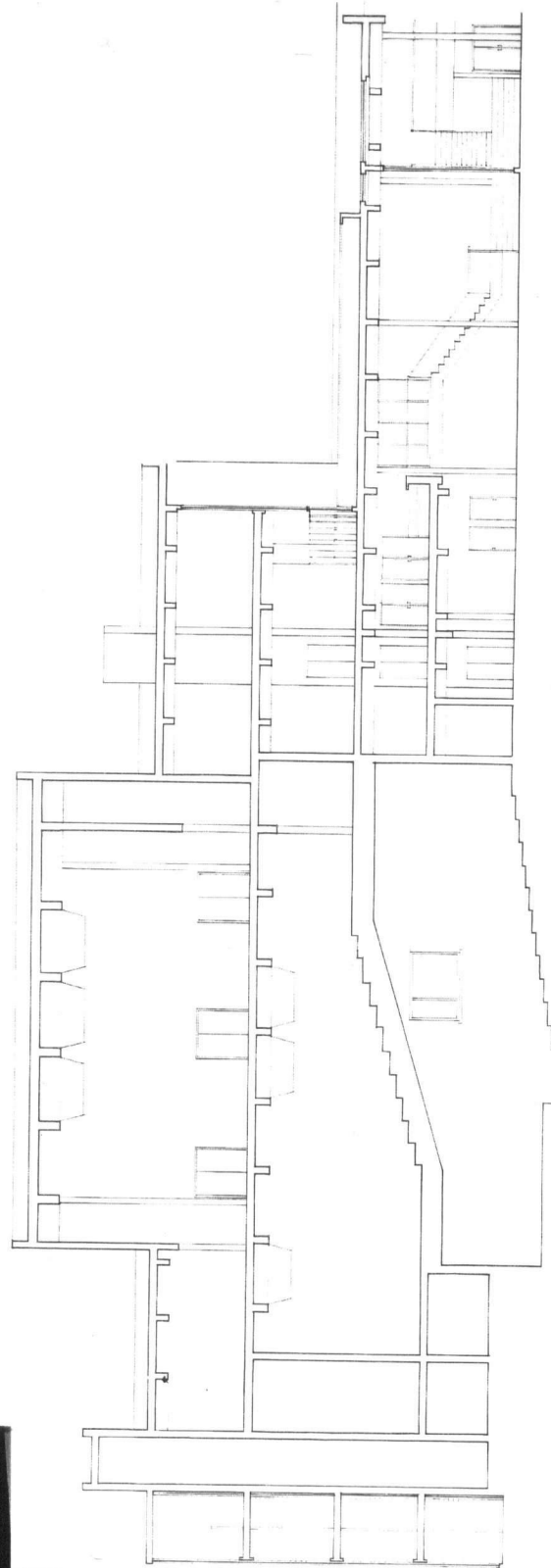
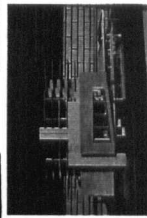
inter
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Section BB \ Cross Section Through Theatres
scale 1:100

Section BB; Cross Section Through Theatres

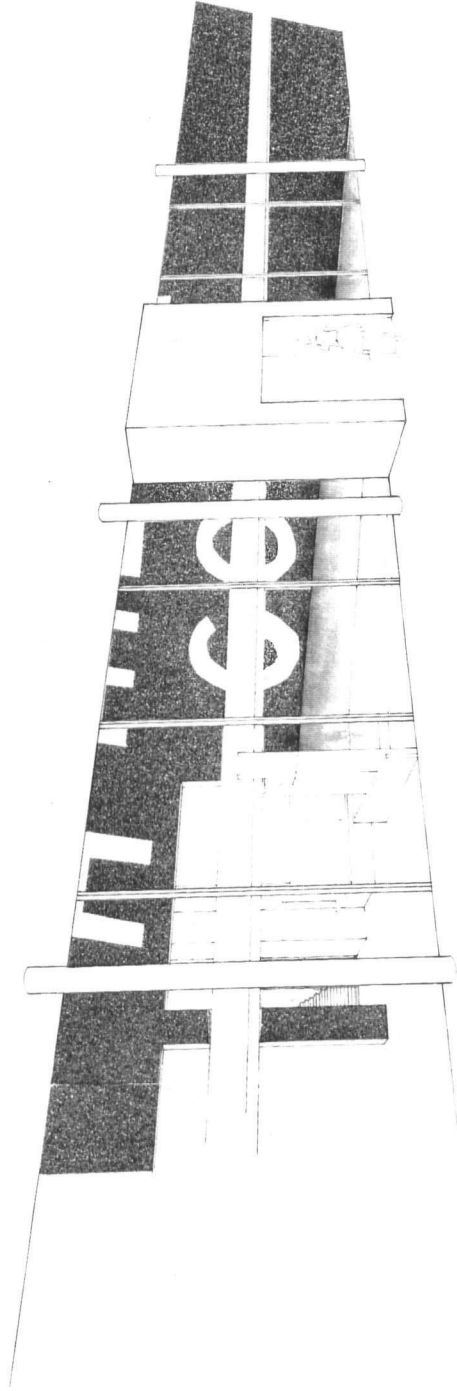
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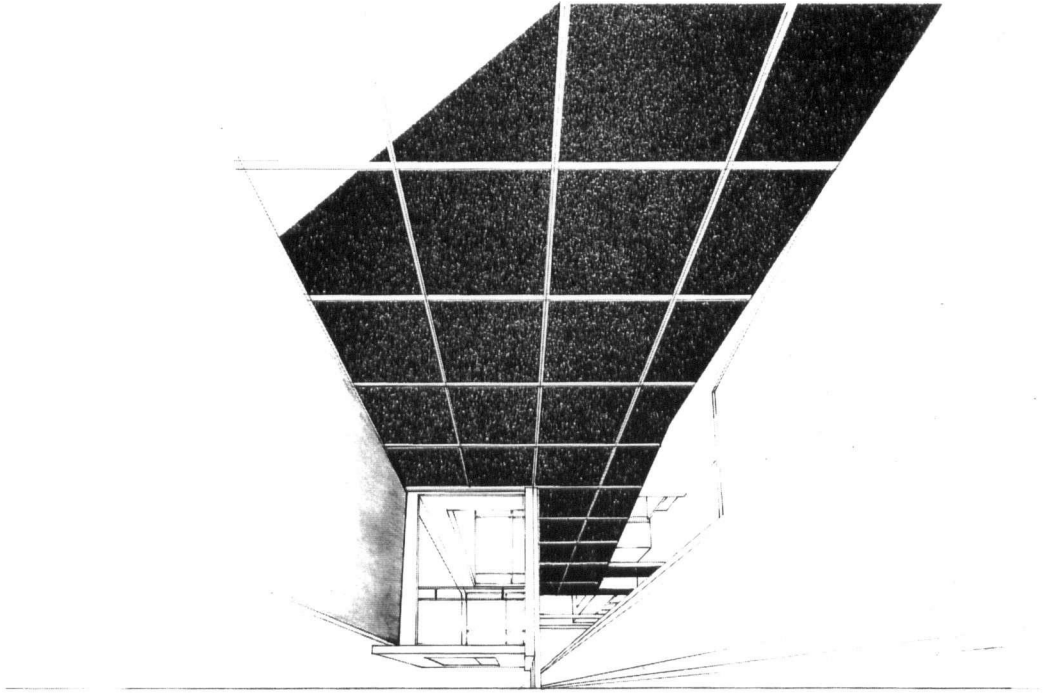
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inter
sections

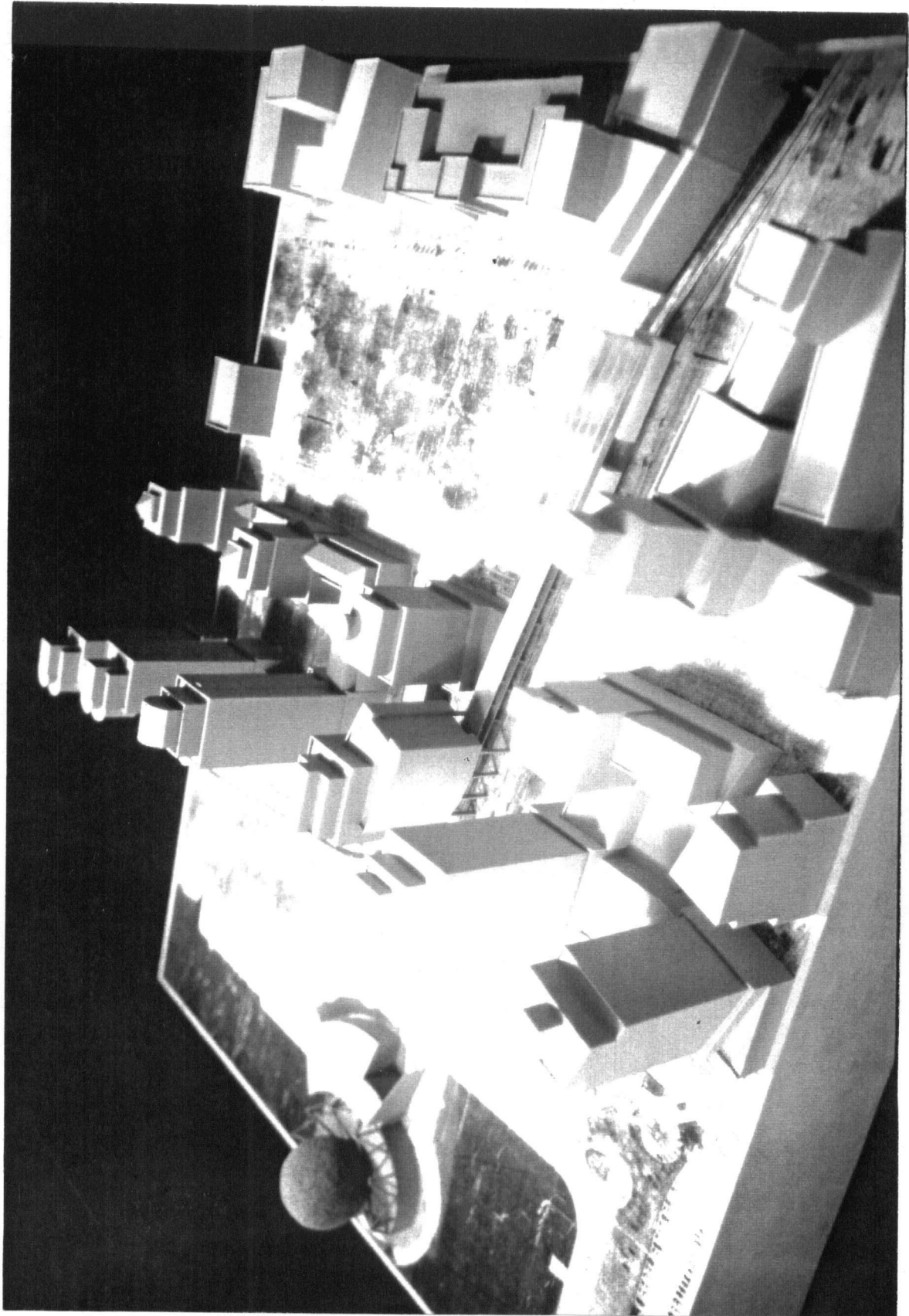
Section CC; Longitudinal Section Through Theatres



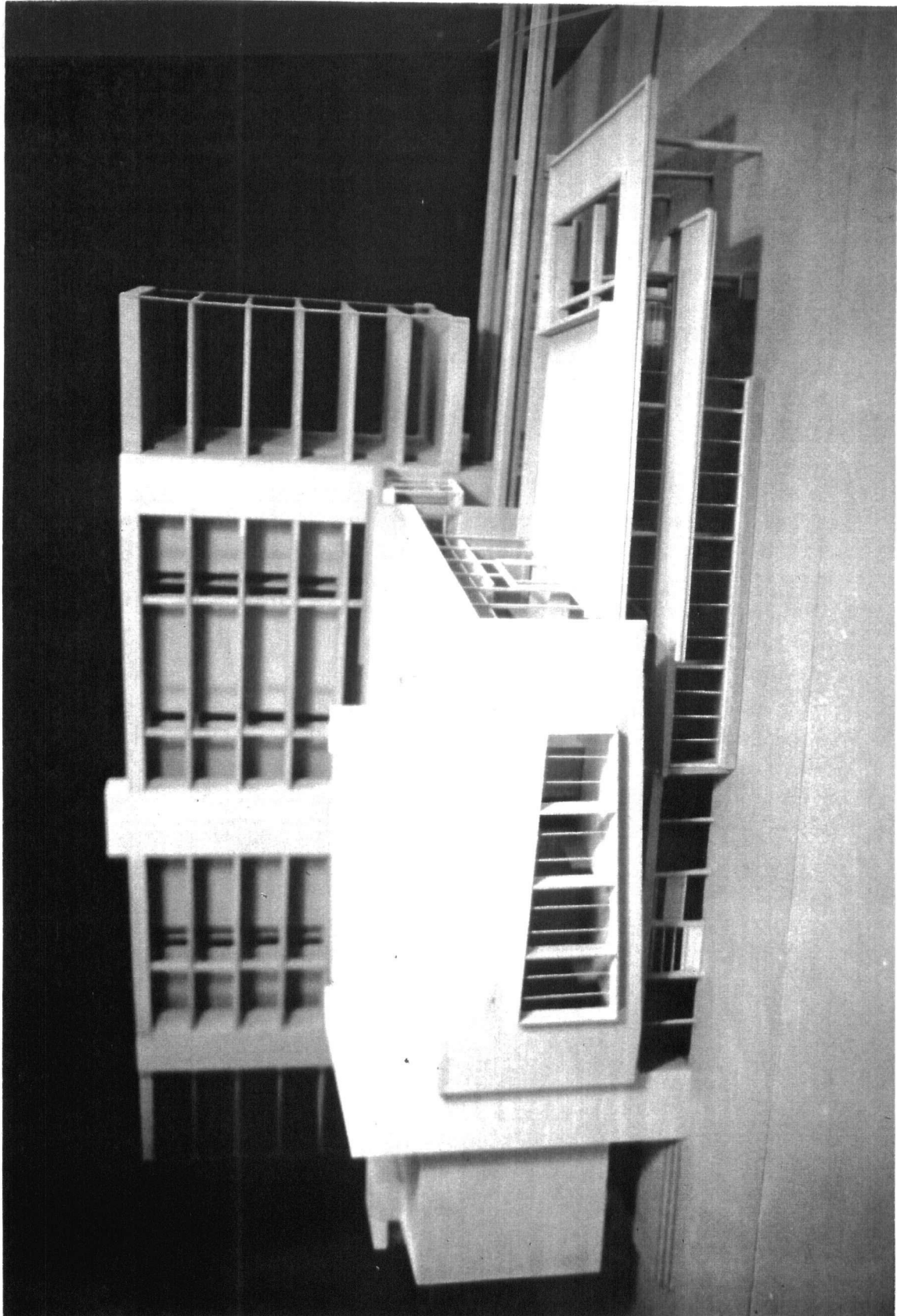
Perspective Sketch From Office Building Looking Through to Marquee Wall



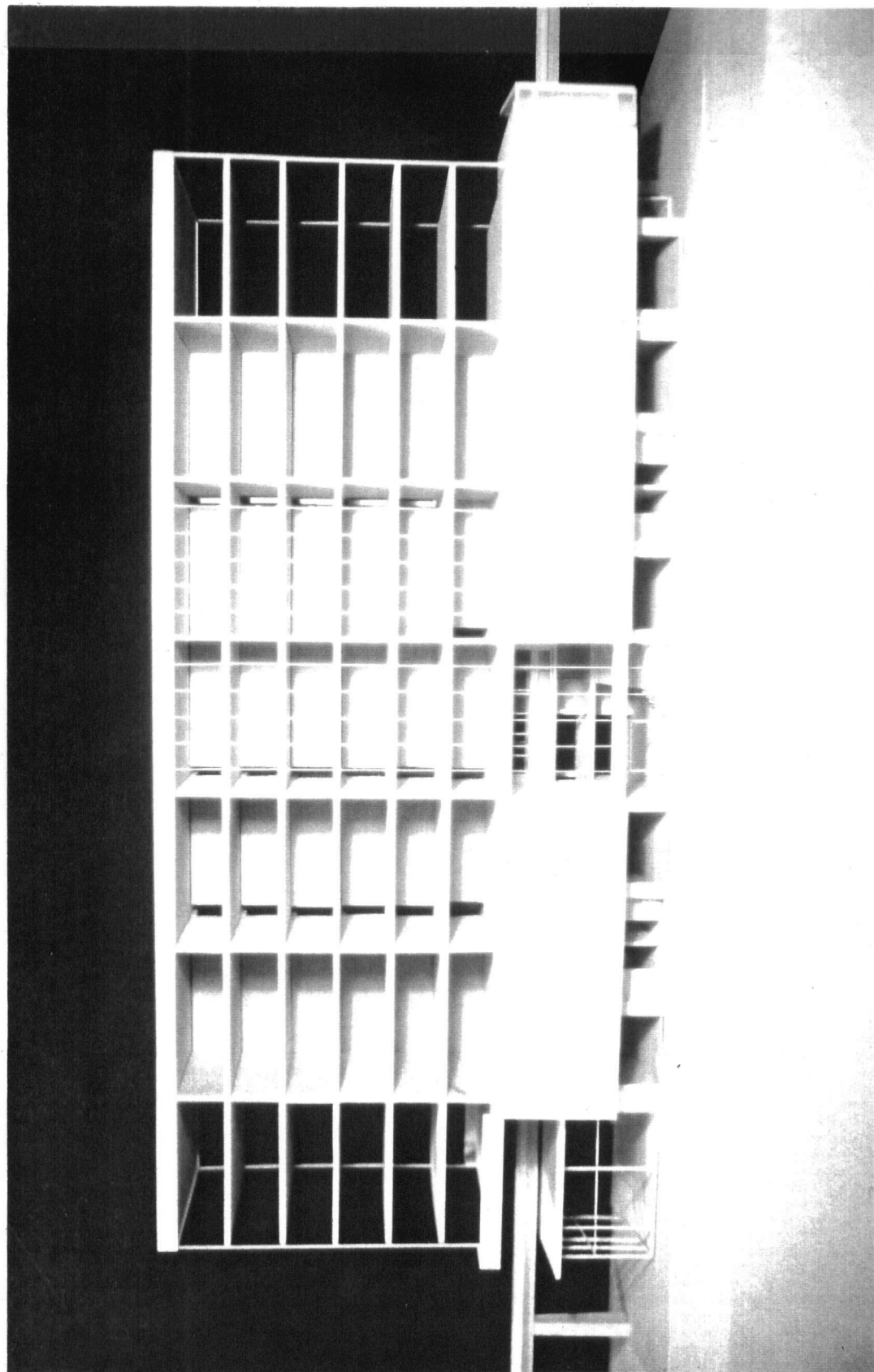
Perspective Sketch Showing Cantilevered Experimental Theatre Lounge



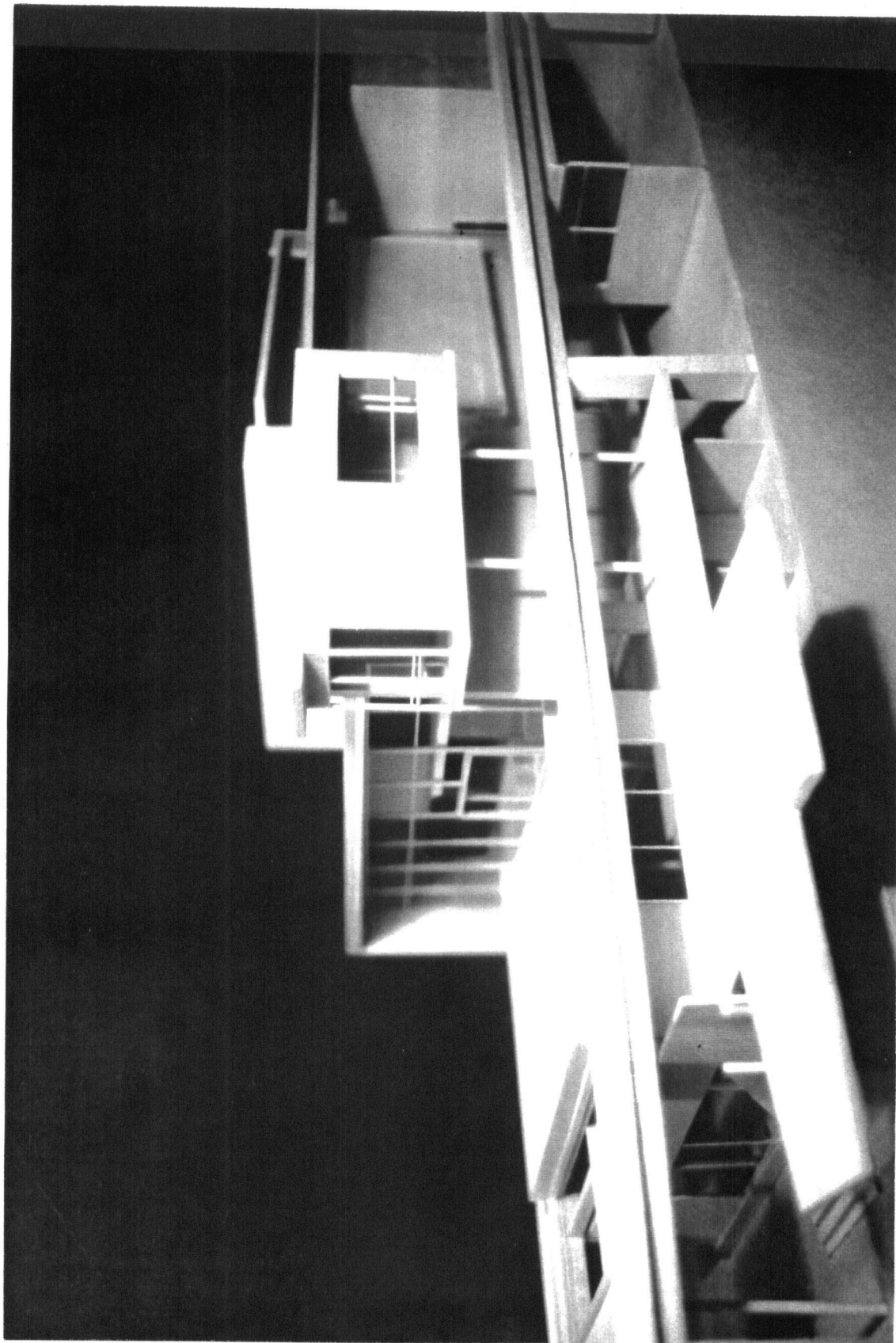
Photograph of Site Model



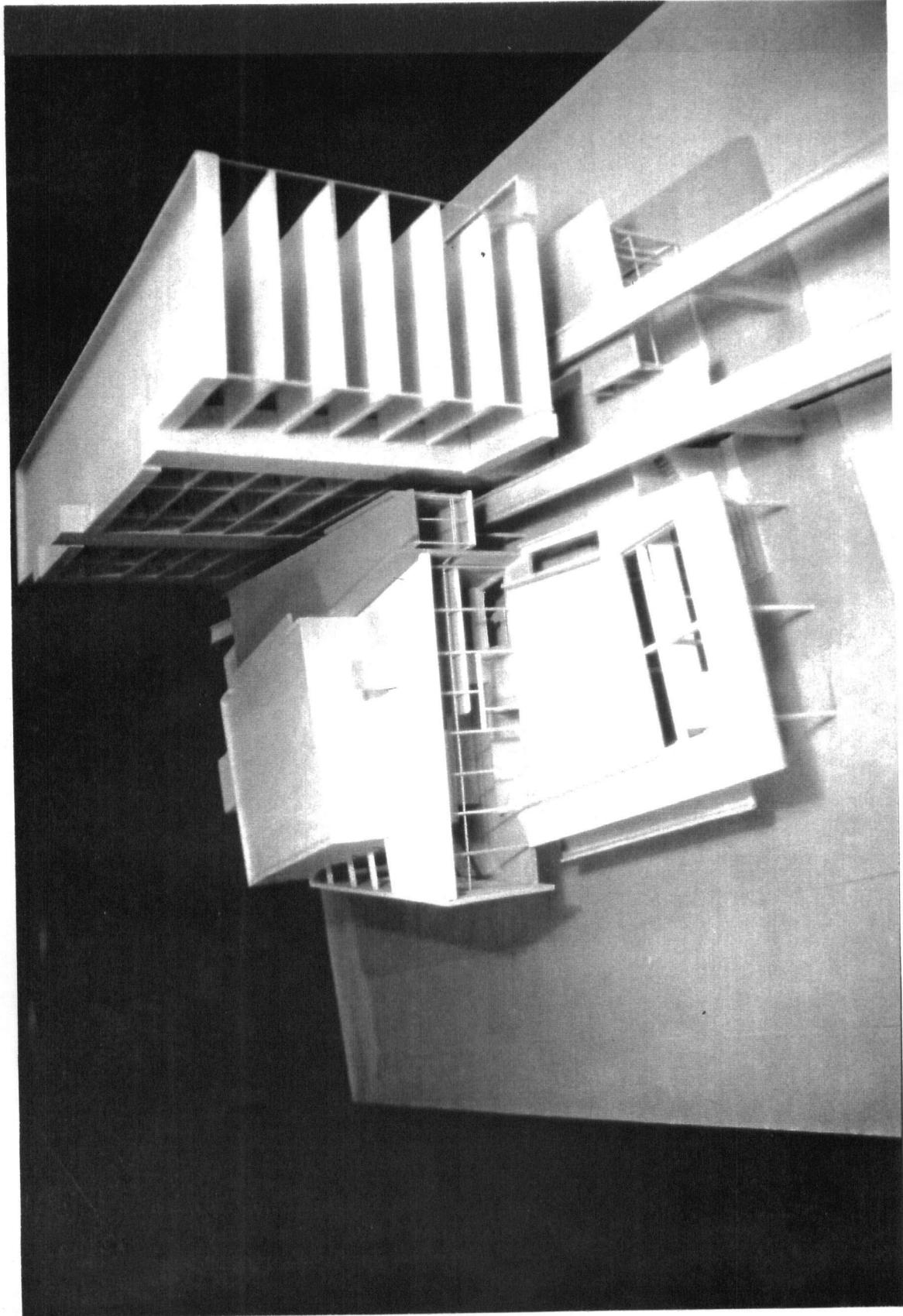
Photograph of North Elevation of Detail Model



Photograph of South Elevation of Detail Model



Photograph of Interior South Elevation of Detail Model



Photograph of West Elevation of Detail Model