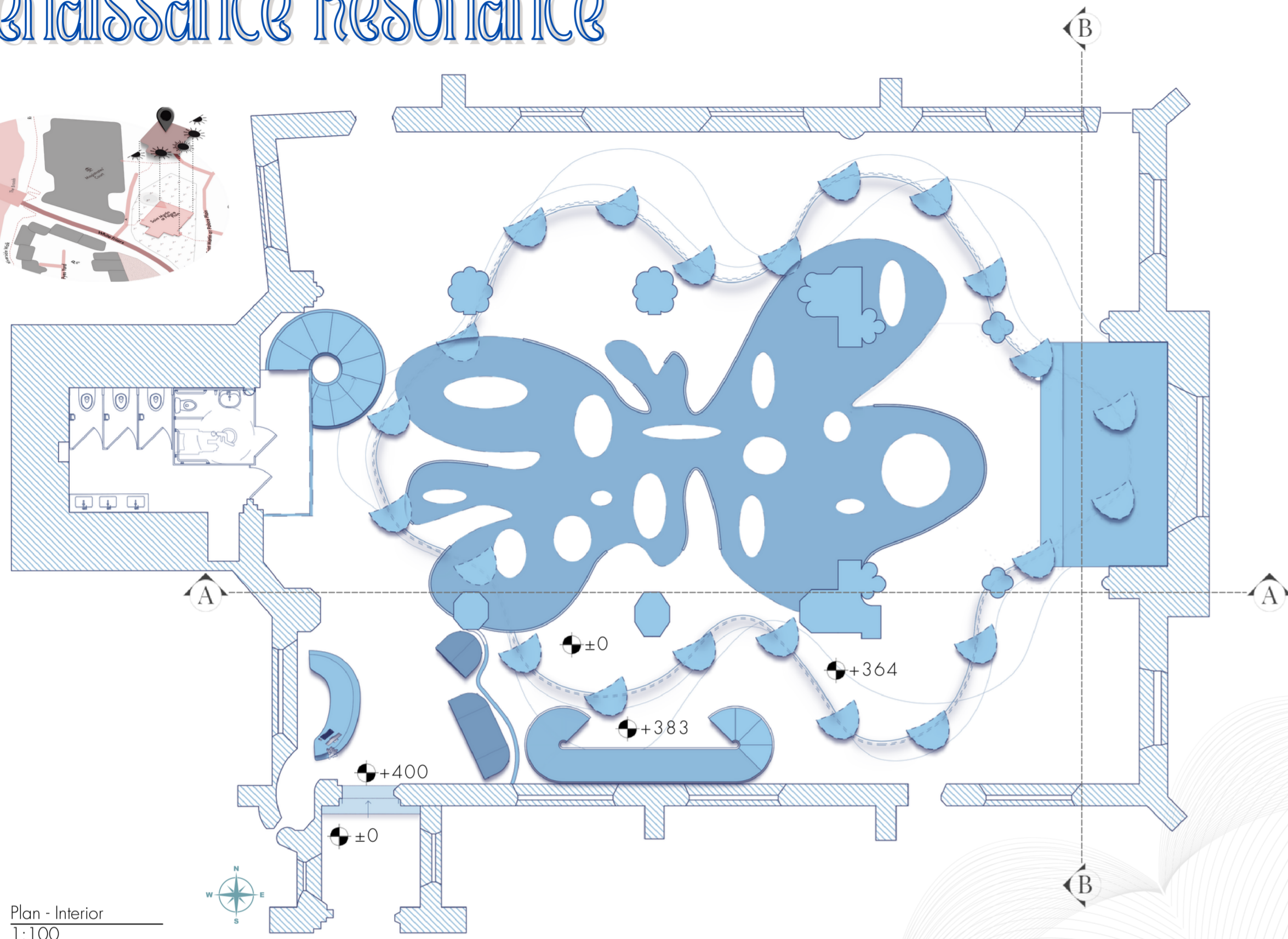
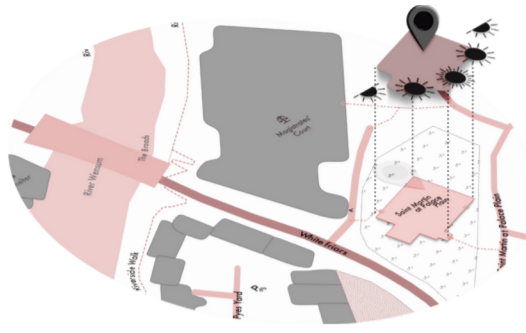


# Renaissance Resonance

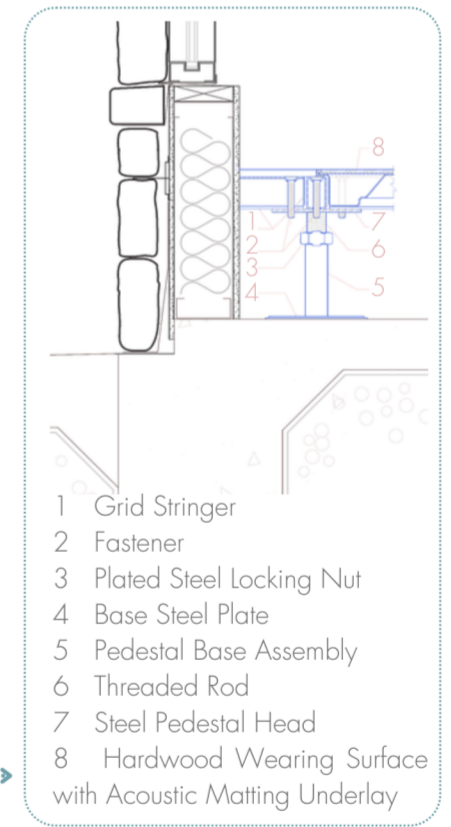
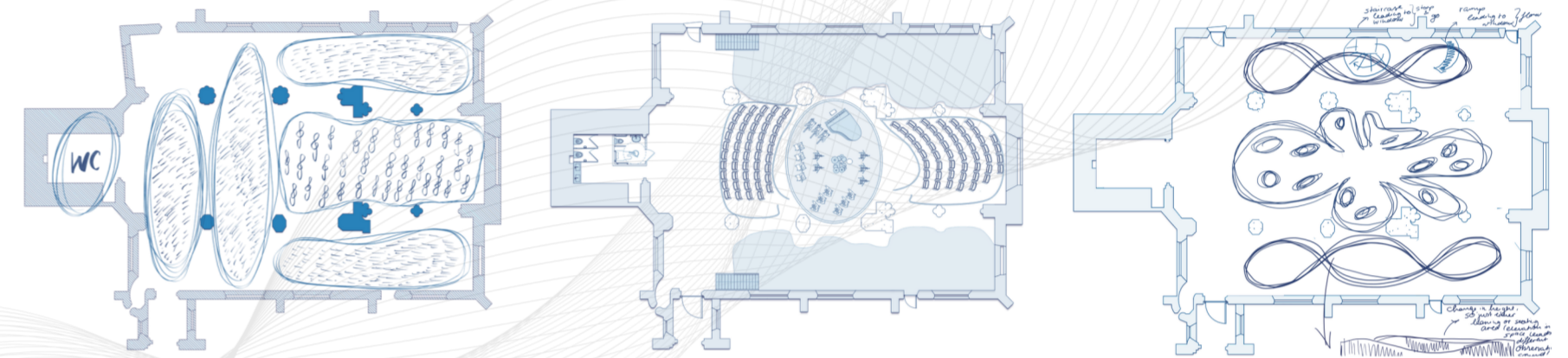


Plan - Interior  
1:100

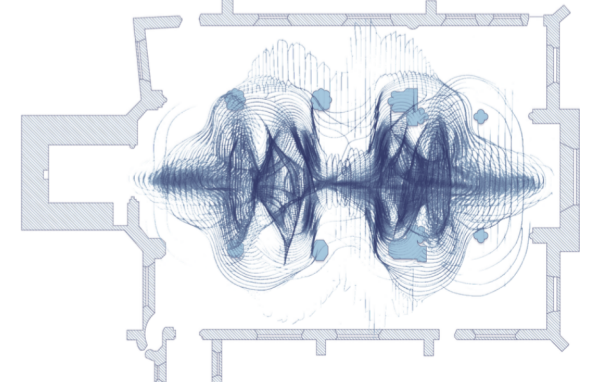
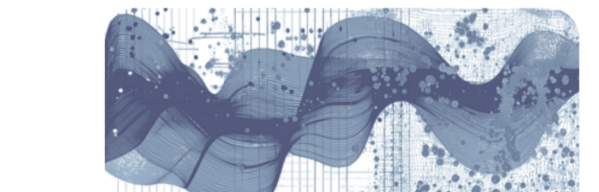
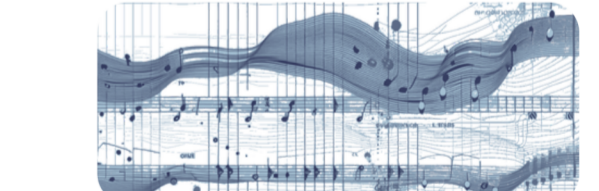
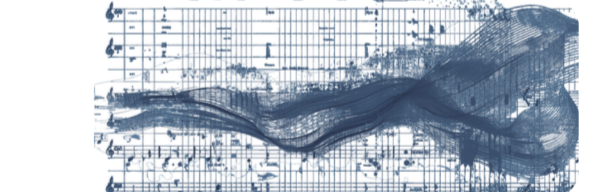
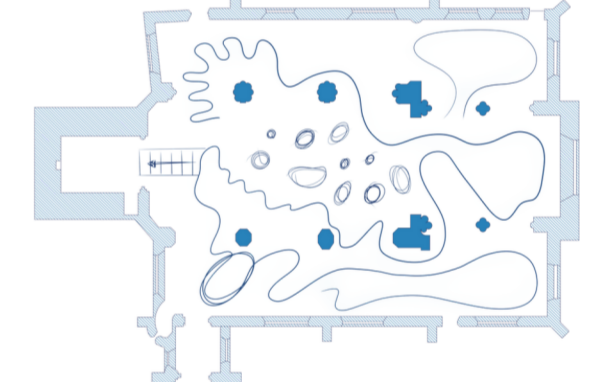
Designing an opera house for Norwich, my focus is on **reimagining** the traditional **opera experience** within a church setting. The centerpiece is an **Audiophonic Loop**, strategically crafted to enhance acoustics and immerse the audience in a **unique sonic environment**. This dynamic and interactive space symbolises the interconnectedness between performers and spectators.

The design integrates voronoi holes in the *Audiophonic Loop* to precisely direct **sound waves**, ensuring an optimal audio experience. Singers standing near these holes project visible sound waves toward stained glass windows, creating a dynamic visual guide for the audience. **Spatial dynamics** are also key, with elevated platforms offering diverse viewing angles and a deliberate choice of incorporating *concave elements* with holes for an innovative auditory experience.

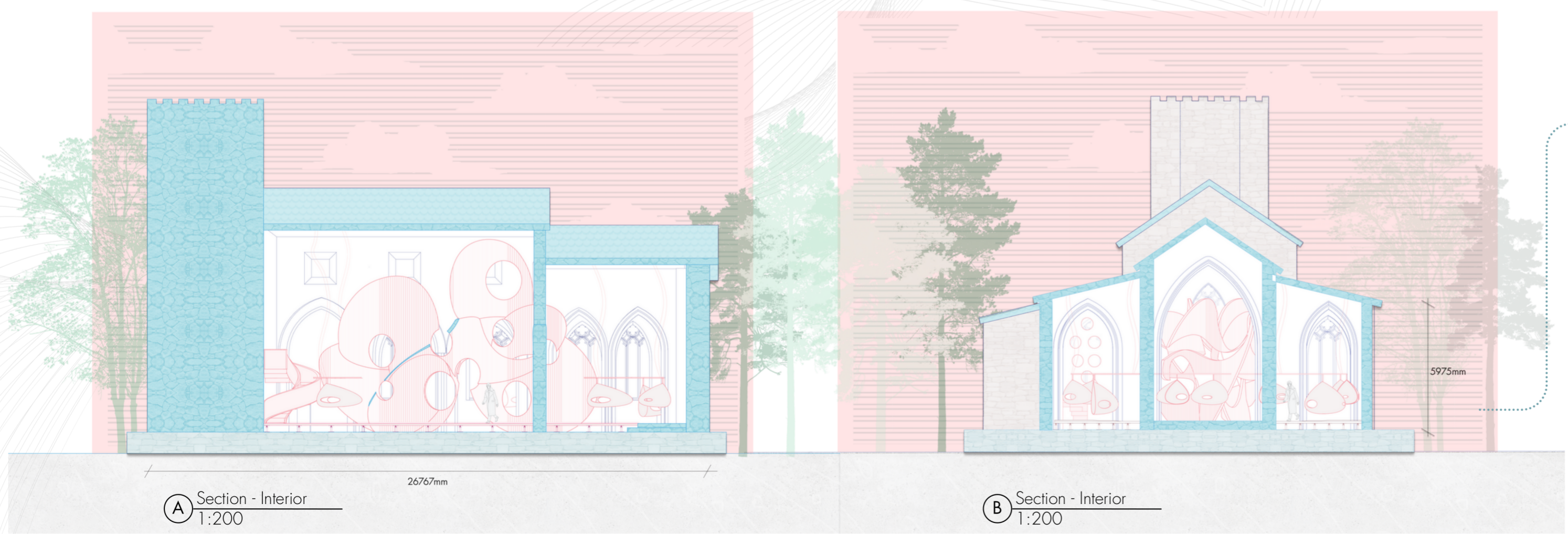
The necessity for an opera house in Norwich is supported by *recent research from Norwich Theatre*, showing a *consistent demand* for opera. This redesigned venue contributes to Norwich's cultural richness, respecting the sacred space of the parish church while introducing interplay of geometry and acoustics transcends traditional boundaries, delivering a modern and unique cultural and auditory event.



Detail - Wall with raised floor  
1:20



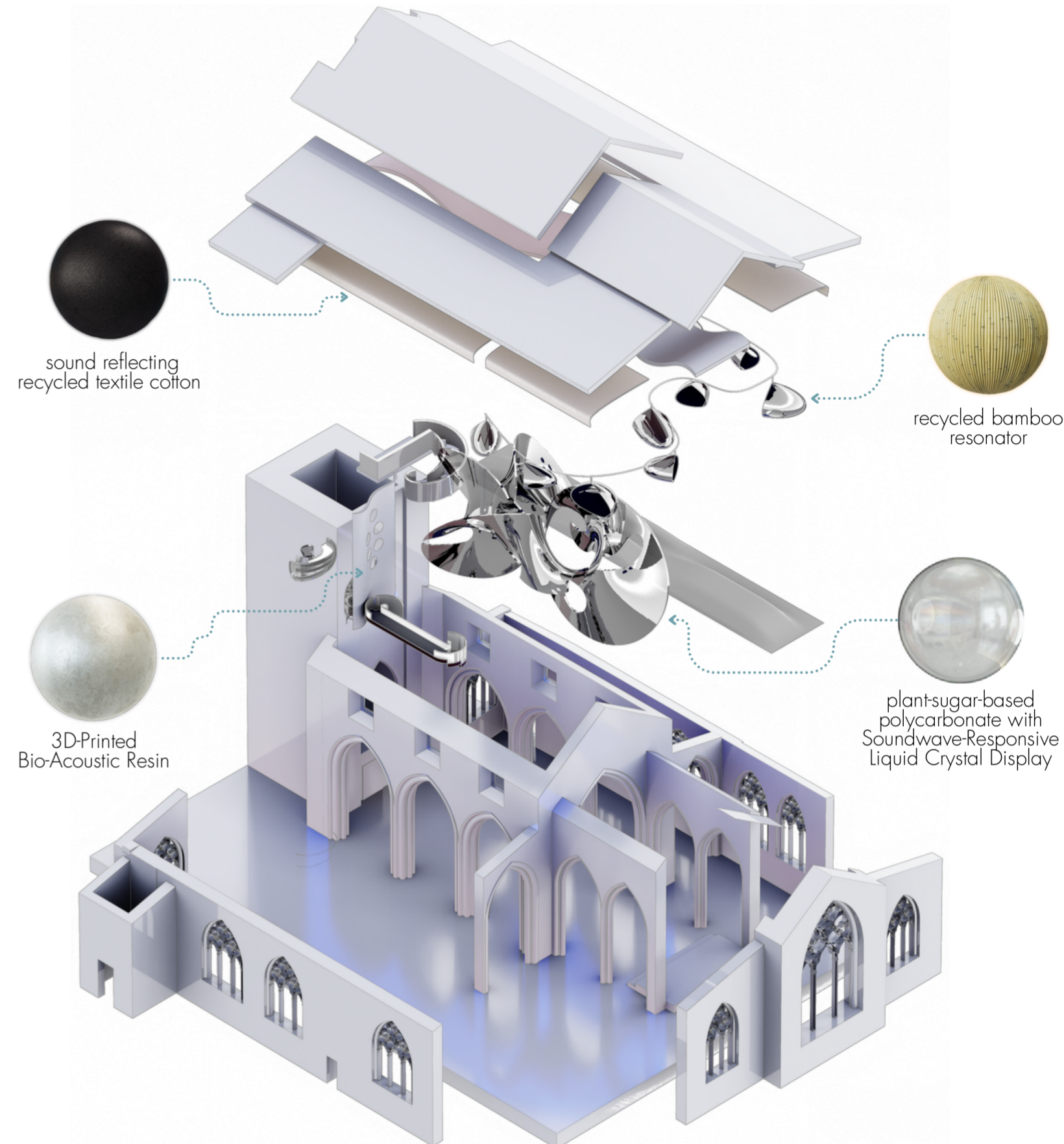
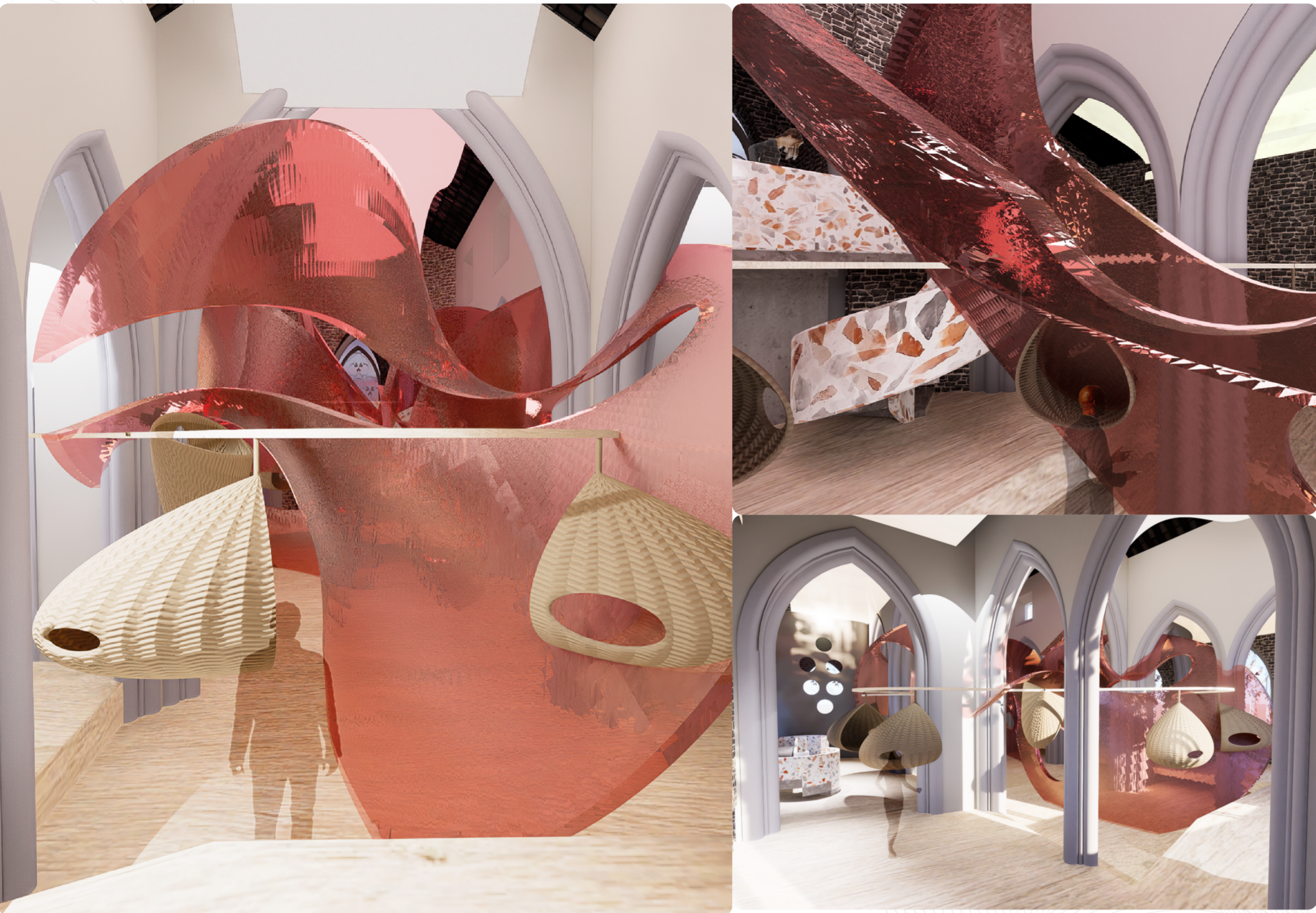
Plan iterations based on sound



A Section - Interior  
1:200

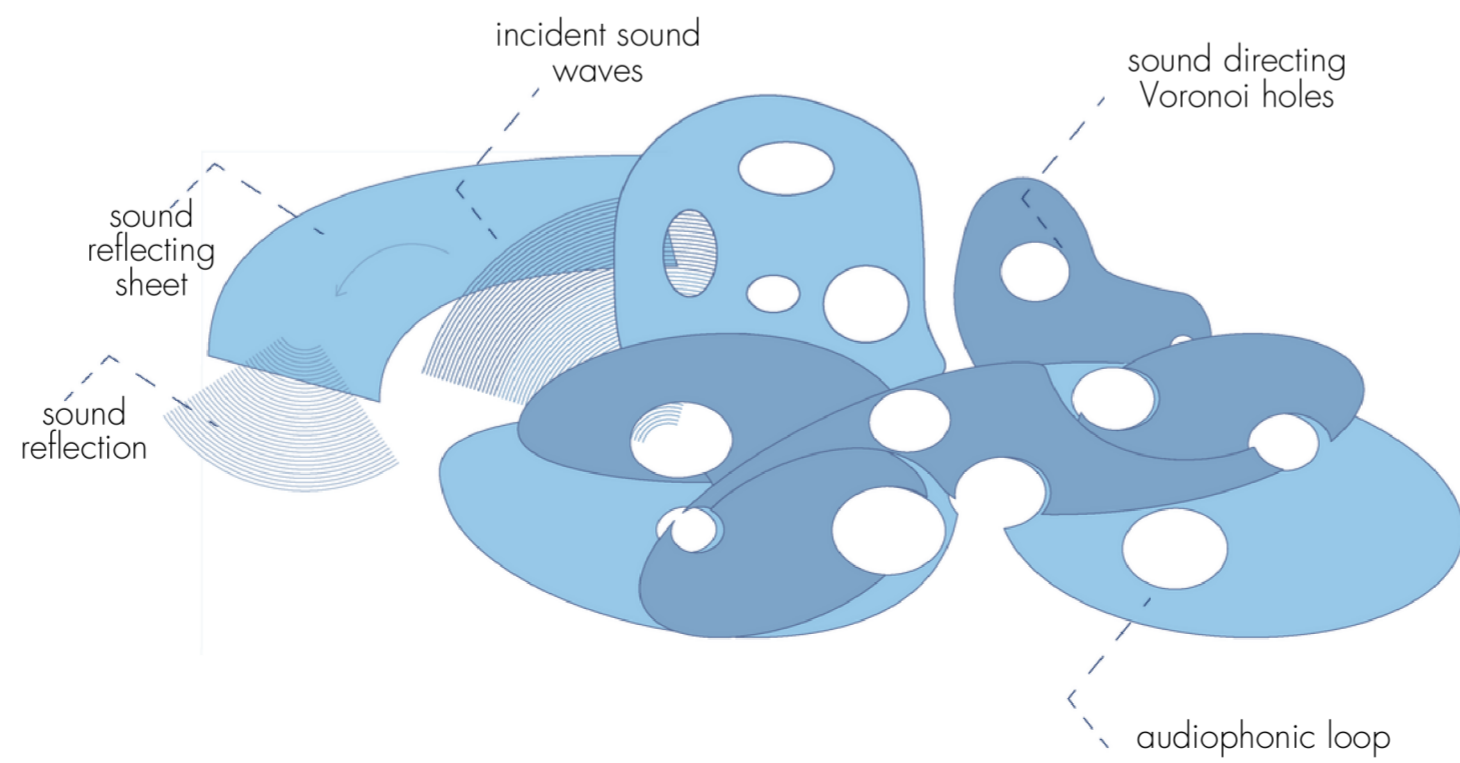
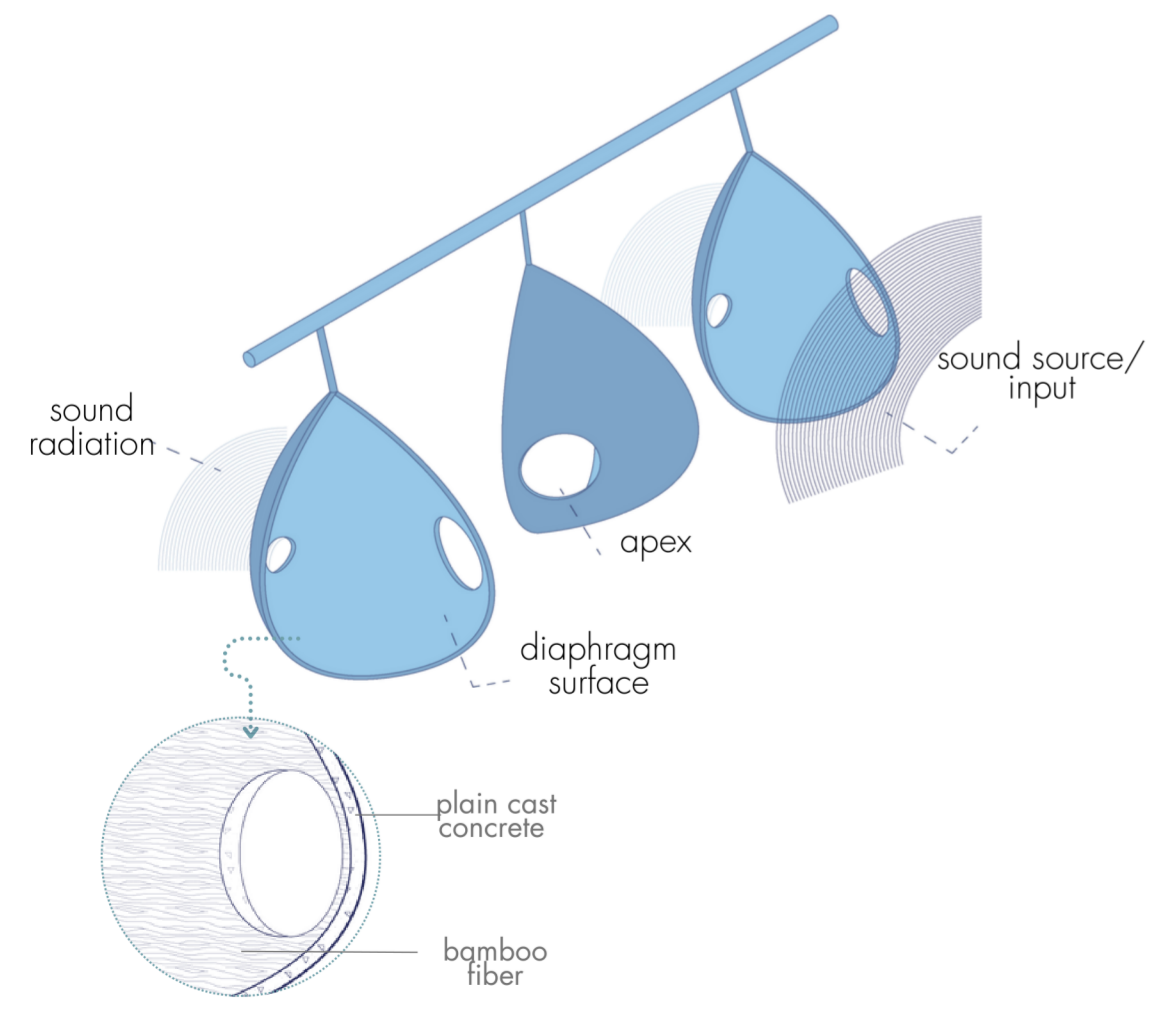
B Section - Interior  
1:200





Exploded Isometric - Giving Sound a Texture

The focused release of sound waves is optimised for the church's shorter **reverberation** time (approx. 0,089 seconds) → ensuring clear and precise audio projection



Diagrams - Sculpting Sound - Concave Elements and Audiophonic Loop  
Drawn at 1:25, shown nts



Sketch & Render - Exterior - Churchyard