

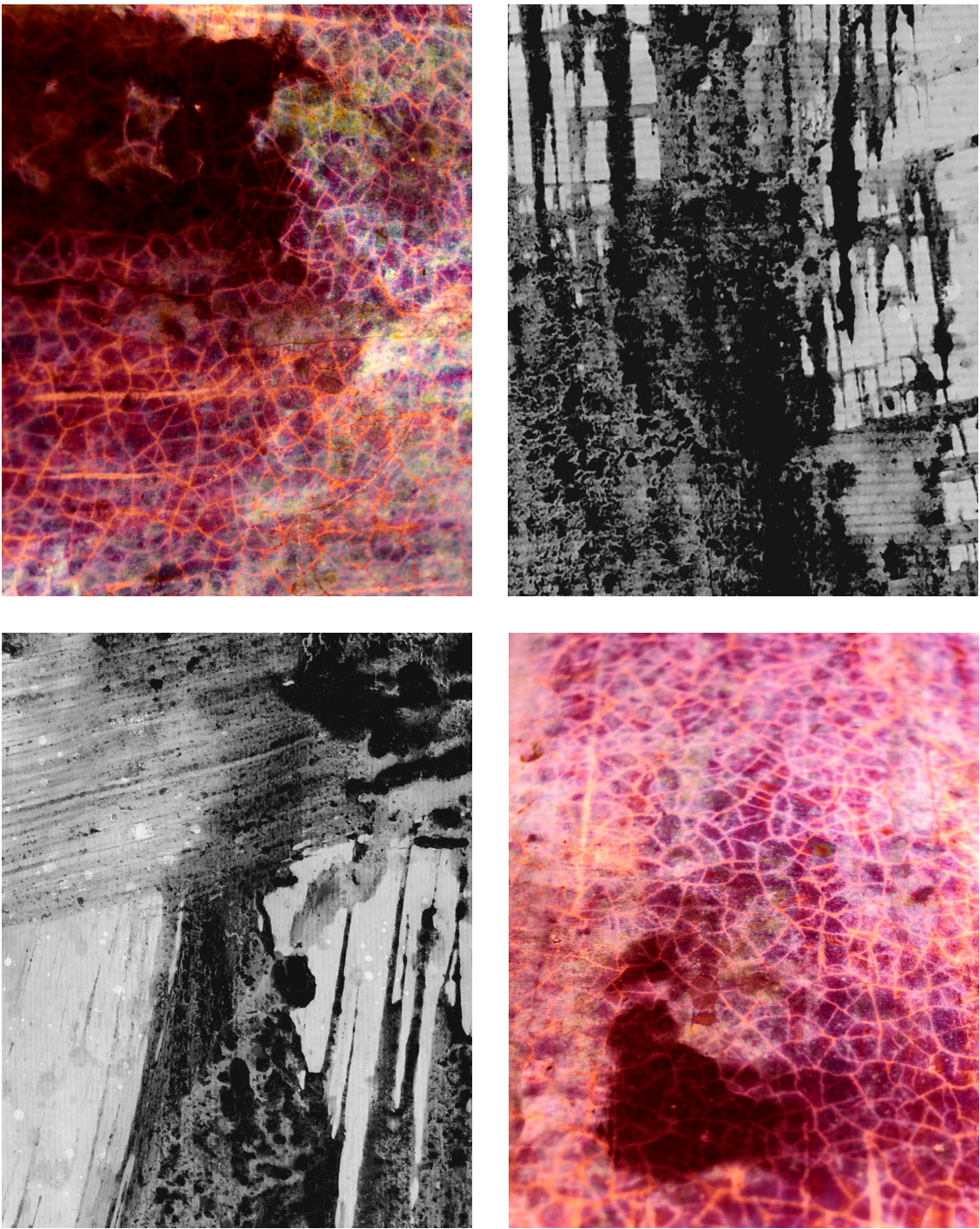
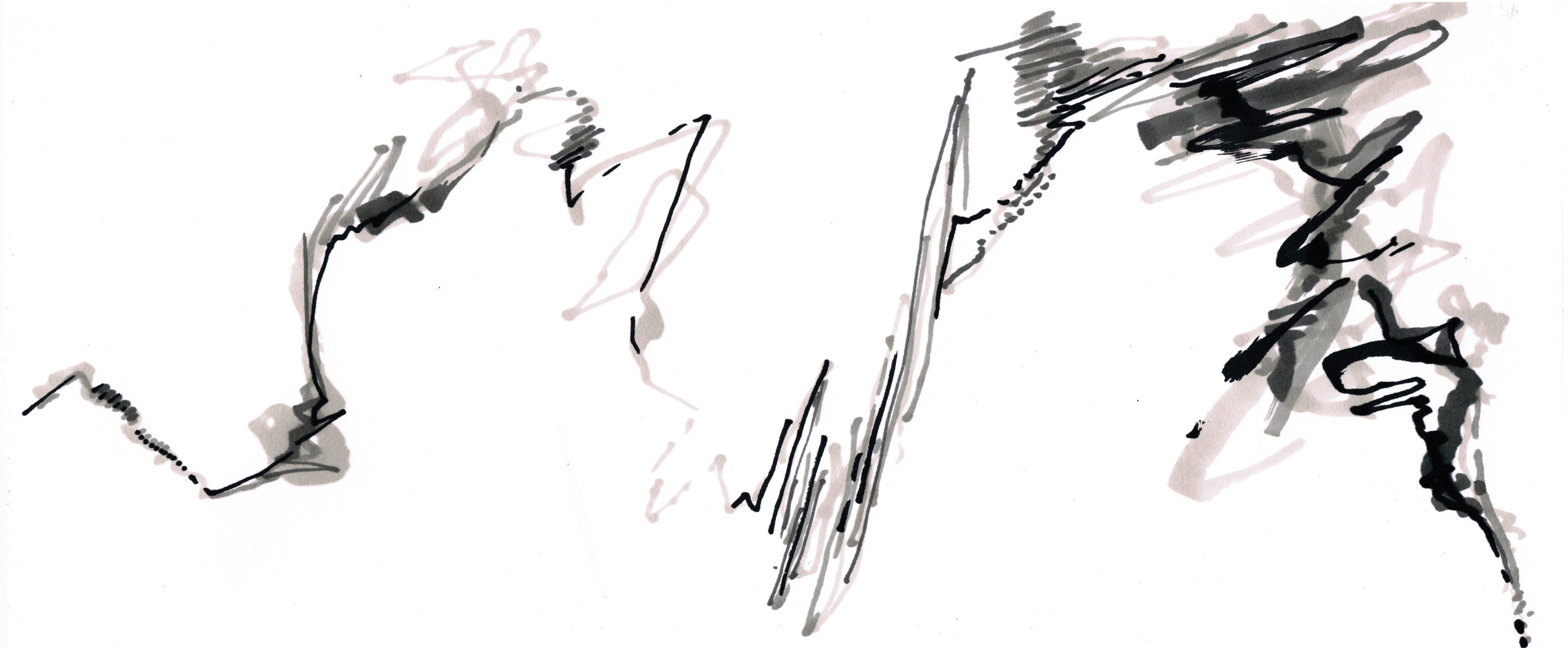
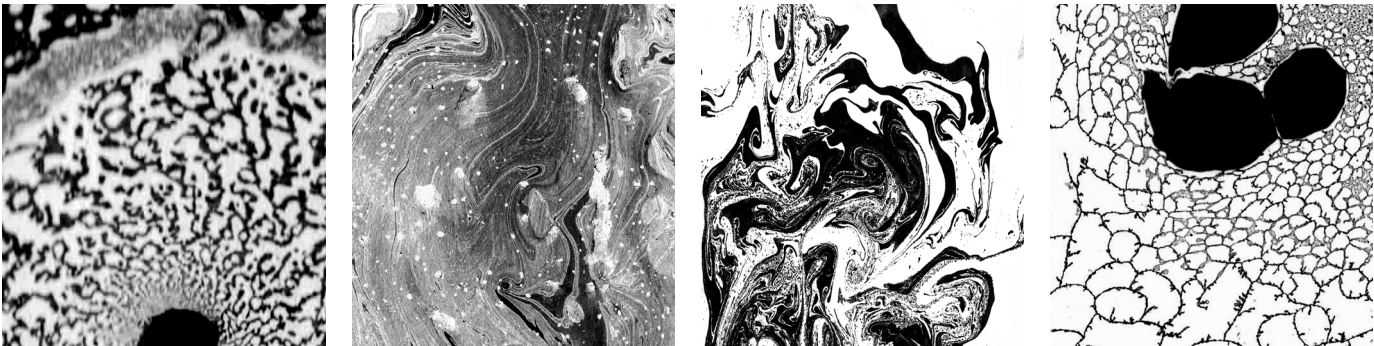
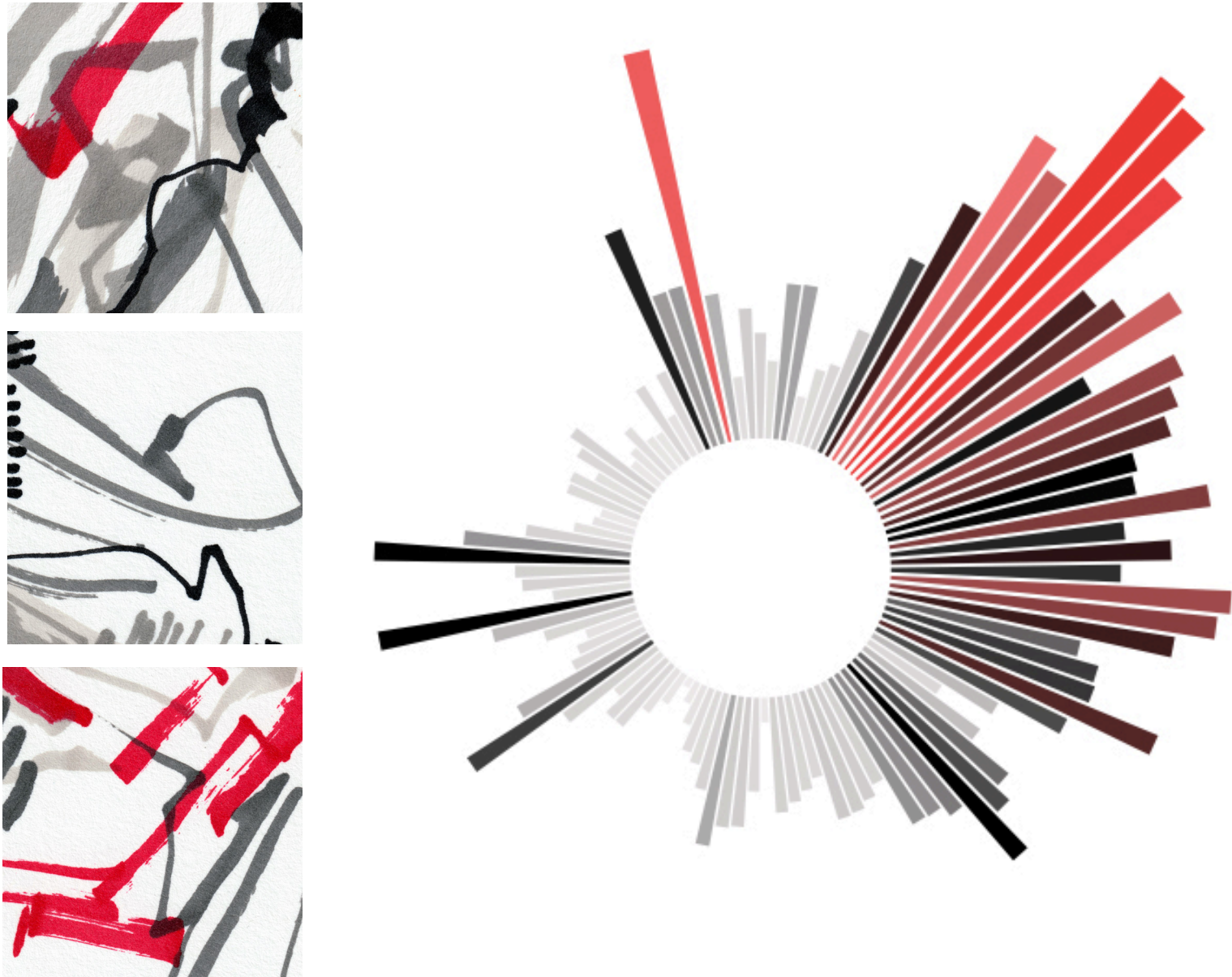
UNIT X PART 1 (GROUP 21)

The concept behind our film was to translate sound into movement through mark making and other visual interpretations. Because part 1 was only a short project, our group decided to create an outcome that was very abstract which incorporated digital elements as well different medias such as collage, photo montage and line drawing. To reflect the dark tones of the music, we decided to keep the colour palette primarily monochrome with an accent colour red to highlight certain elements of the piece of music.

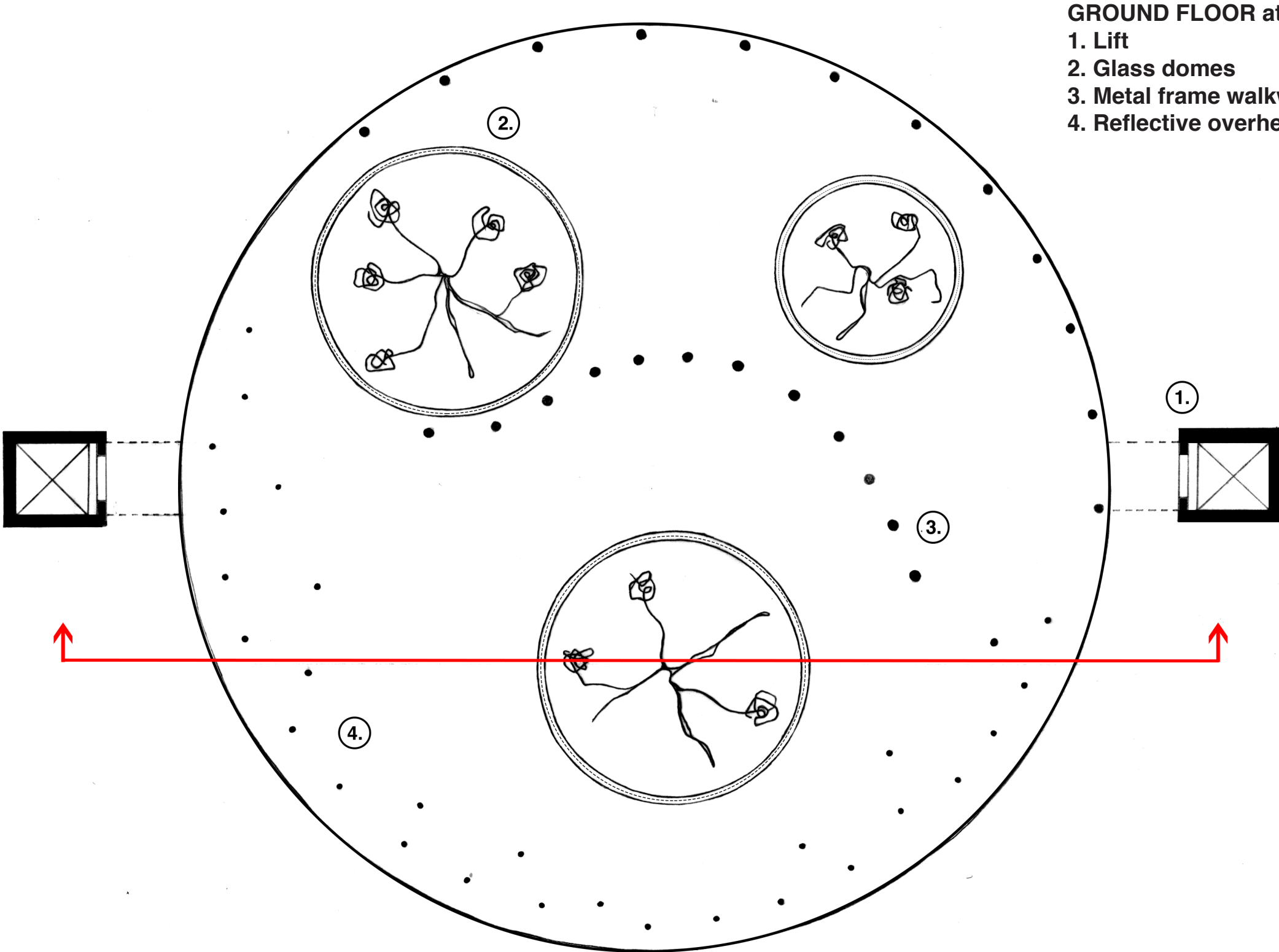
My initial idea was to do some drawings in response to the music in order to physically track how it evolves and changes; in a sense the idea was to navigate or map the journey that is experienced in the brief 1-minute section. We developed this idea by producing experimental and collaborative pieces as well as individual work to explore the themes of polystylism, juxtaposition and discordance that is prevalent in Schnittke's music.

- Polystylism:**
- Multi-dimensional, eclectic, disjointed elements within a single work
 - Breaking down and re-assembling
 - Juxtapositions, chaotic, jarring, dissonant, fragmented, subverted

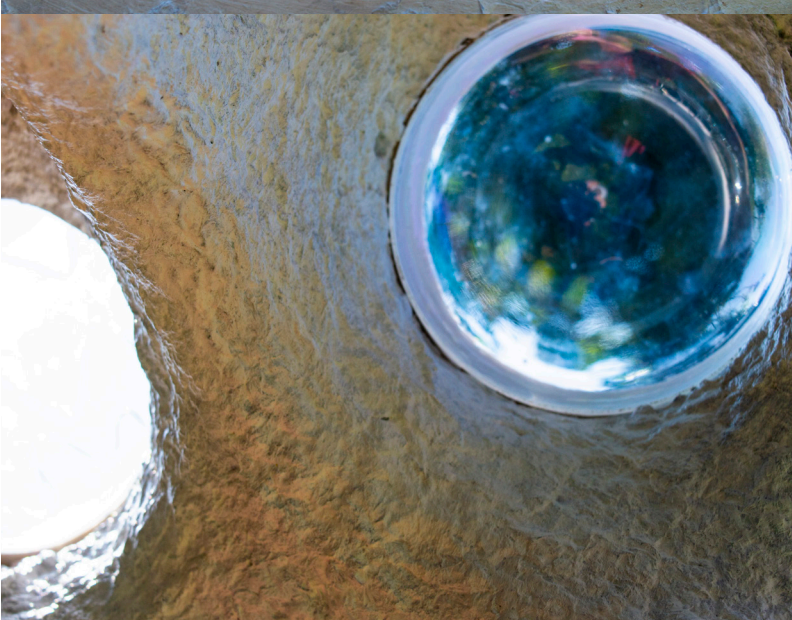
Using different architectural elements, in the bottom right of the page I have created an experimental, hand-drawn collage to visually convey a sense of fragmentation and fusion of styles that defines Polystylism.



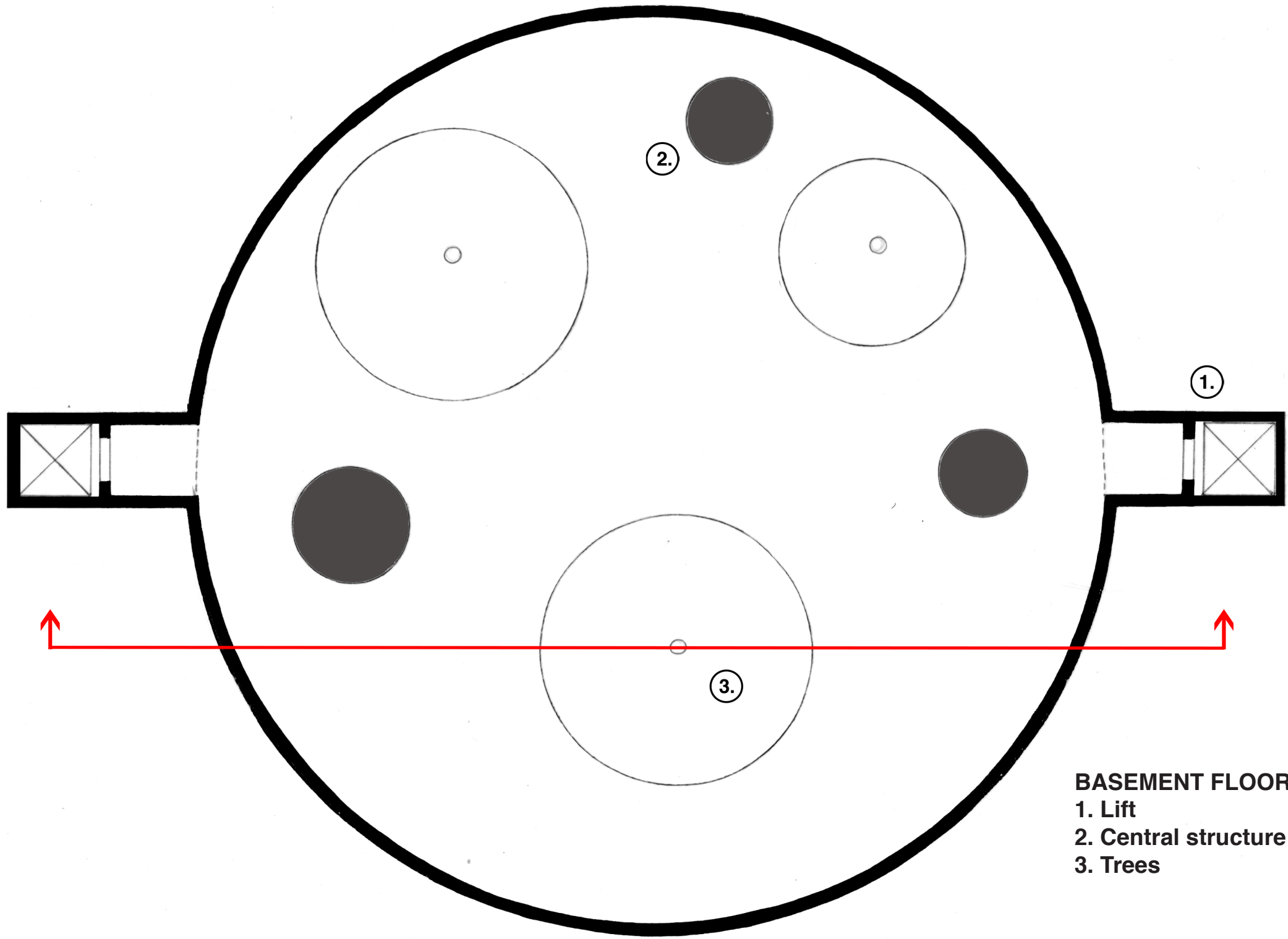
‘I dream of the Utopia of a united style, where fragments of Unterhaltung [entertaining] and Ernst [serious] are not used for comic effect but seriously represent multi-faceted musical reality.’ (Alfred Schnittke 1977)



GROUND FLOOR at scale 1:100
1. Lift
2. Glass domes
3. Metal frame walkway
4. Reflective overhead canopy



Close ups of my final diorama within the natural environment

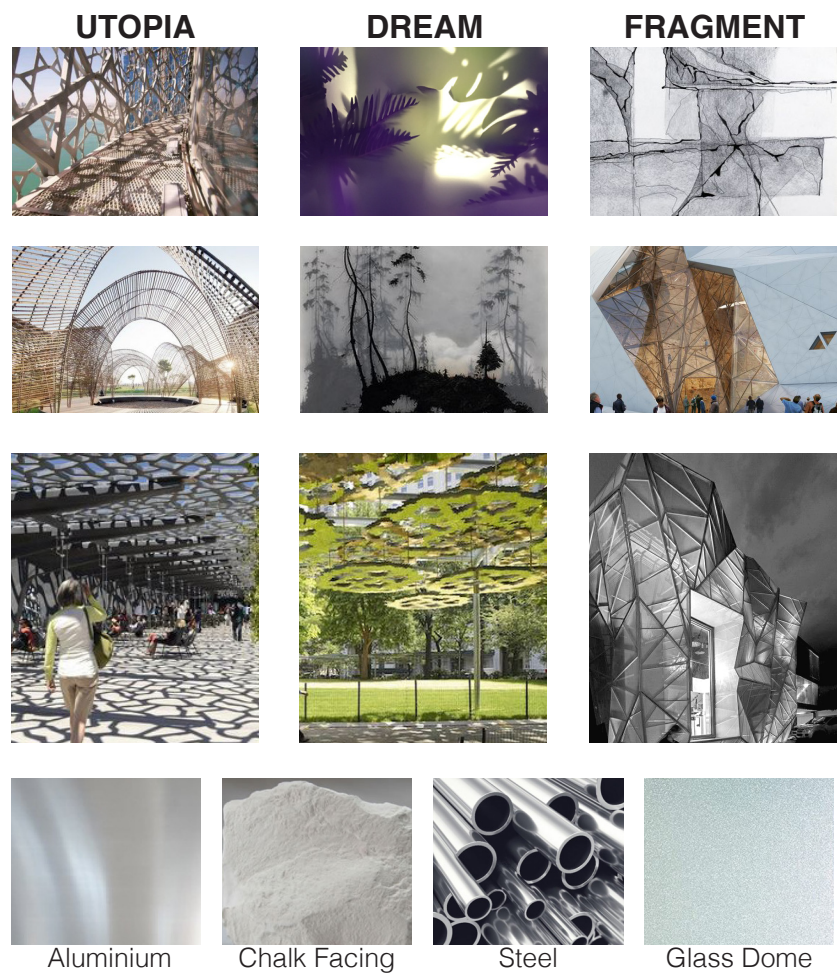


BASEMENT FLOOR (-1) at scale 1:100
1. Lift
2. Central structure
3. Trees

Final Diarama at scale 1:100



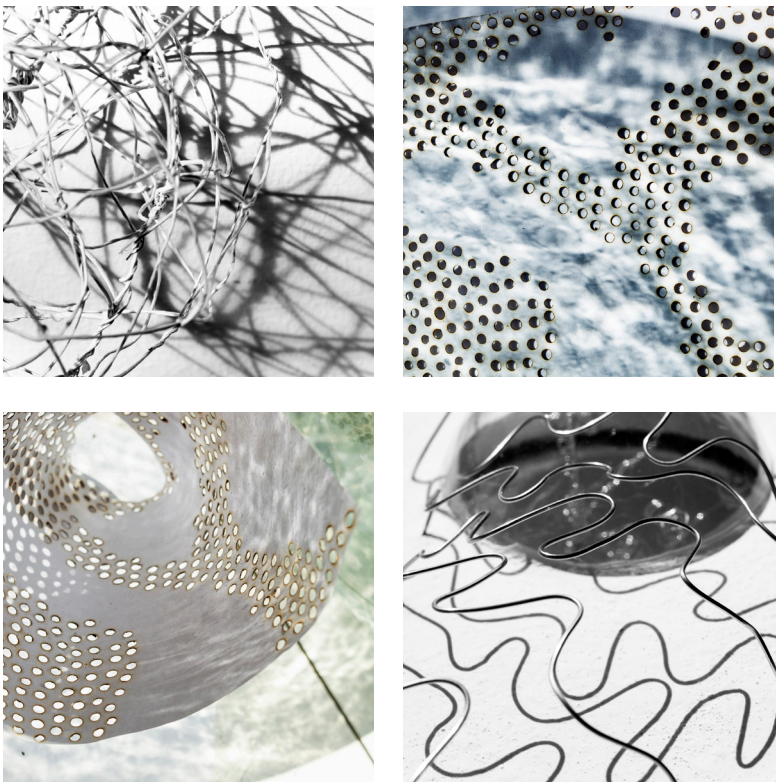
LANDSCAPE IN THE SKY



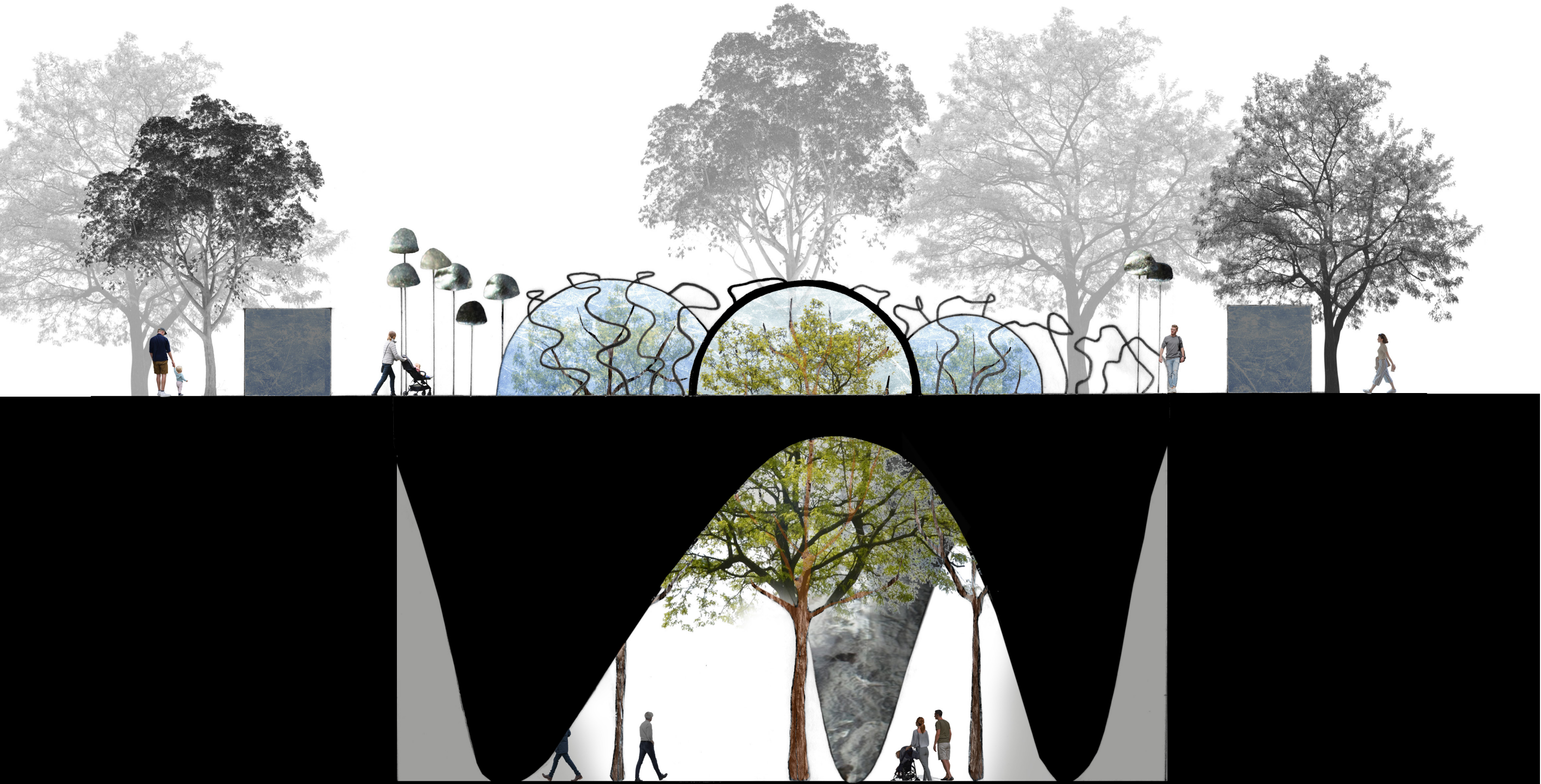
Concept behind my Diorama

The ultimate aim of my diorama is to create a synthesis between architecture and nature in an abstract, re-imagined landscape which I have named 'landscape in the sky.' Formed of two levels, one above and one below ground, I have designed the structure as if it were to be a life size space that might be found in a park or other public area. I wanted to design something that would create an intervention in the landscape, removing people from their immediate reality and encouraging them to engage with one another as well as their surroundings. I have incorporated a kind of metal canopy that creates a walkway in which the surroundings are reflected overhead as people walk beneath it. From the lower level of the structure the trees grow up into the glass domes which creates a kind of void that brings the two levels together and enhances the idea of making the environment appear to be 'in the sky'.

I continued to research the ideas surrounding Alfred Schnittke and Polystylism alongside the physical development of my diorama which was really useful because I later found a quote that described Schnittke as 'the man in between' (introduction by Alexander Ivashkin published in 2011). This idea of being 'between spaces' really linked to the idea of alternate realities and dreamscape that I was interested in as well as the idea of wanting to create layers and different dimensions within my model.



Sketch Models



Section at scale 1:100