

The Animate Arcade

An installation by Assistant Professor Joseph Altshuler (Illinois School of Architecture),
animating pockets of programming & intimacy at SCD



DESIGN REVISIONS

Meet the Design Team

The Design Team brings together faculty, students, alumni, and staff of the University of Illinois at Urbana-Champaign, as well as other stakeholders.

Principal Investigator:

Assistant Professor Joseph Altshuler, Illinois School of Architecture

Design Collaborators:

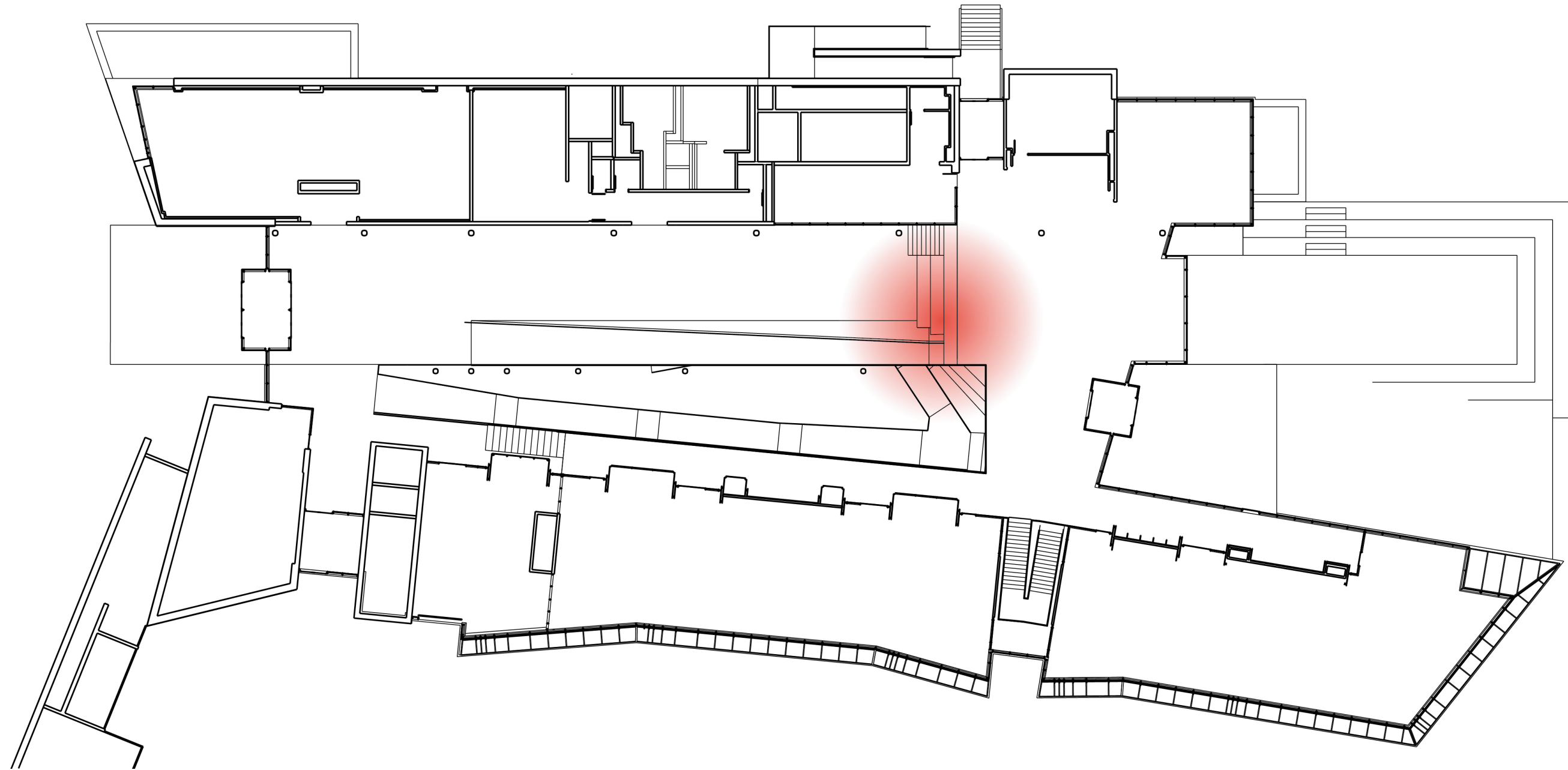
Efrain Araujo (UIUC Masters of Science in Architectural Studies student), Zack Morrison (University of Illinois alum), and Julia Sedlock

Fabrication:

Andrés Lemus-Spont, Erica Gressman, with support from the Illinois School of Architecture DigiFab Shop and The Shop at the Siebel Center for Design

Installation Support:

Amir Zarei, Anisha Datta, Nick Beard (all students of the Illinois School of Architecture)



- 1. Placemaking:** positioning an iconic, visual presence at the entrance / SCD welcome statement.
- 2. Intimacy:** carving out pockets of enclosure within the open floor plan; amplifying vertical surfaces for exhibition.
- 3. Amphitheater:** making existing bleacher seating and public spaces more usable for programmed events.
- 4. Section:** engaging the unique architectural cross-section of the existing building, especially around ramp and steps.
- 5. Creatures:** testing experimental aesthetic and organizational design methodologies stemming from our book.

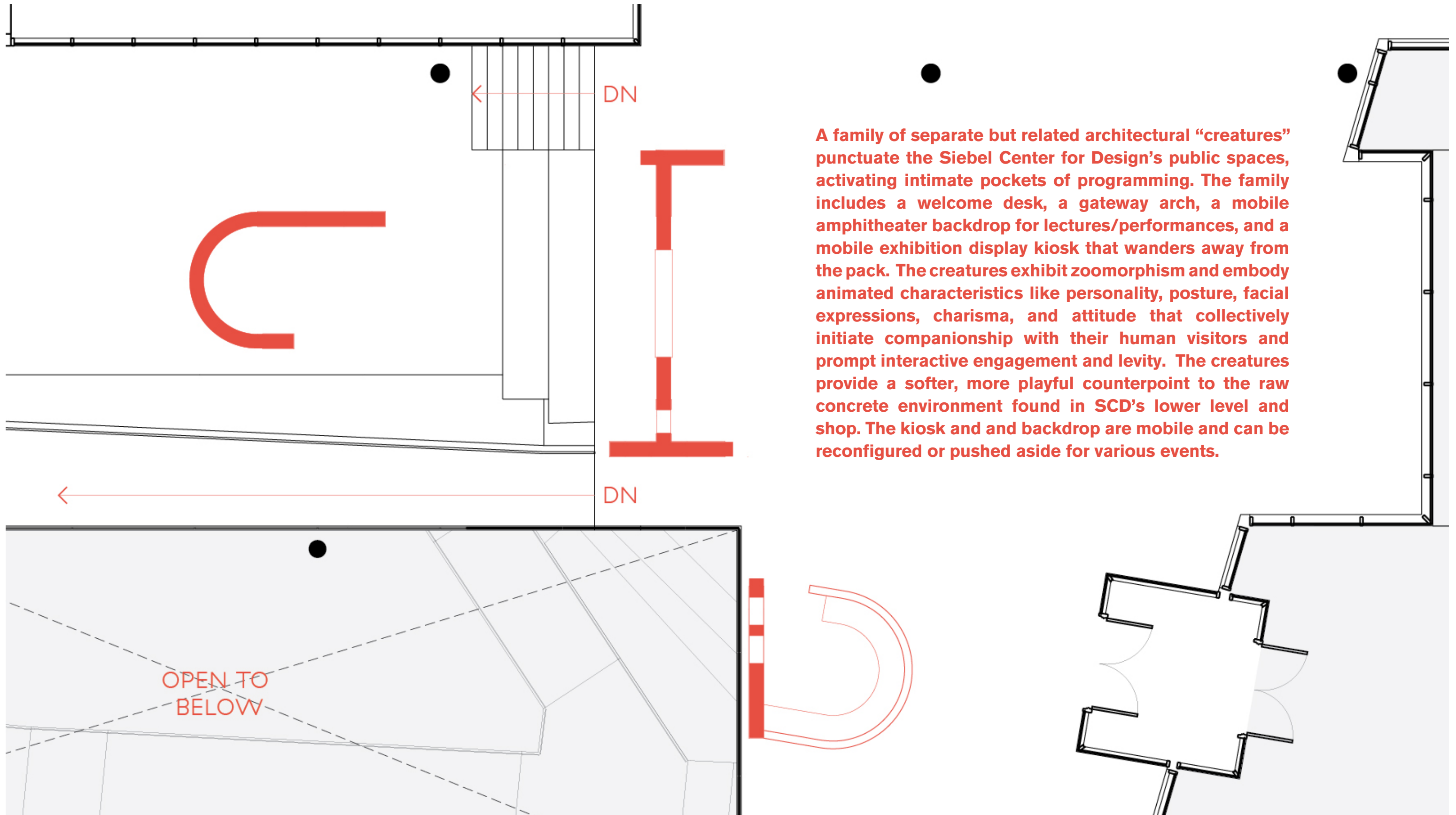
Project Goals

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COULD BE
DESIGN



A family of separate but related architectural “creatures” punctuate the Siebel Center for Design’s public spaces, activating intimate pockets of programming. The family includes a welcome desk, a gateway arch, a mobile amphitheater backdrop for lectures/performances, and a mobile exhibition display kiosk that wanders away from the pack. The creatures exhibit zoomorphism and embody animated characteristics like personality, posture, facial expressions, charisma, and attitude that collectively initiate companionship with their human visitors and prompt interactive engagement and levity. The creatures provide a softer, more playful counterpoint to the raw concrete environment found in SCD’s lower level and shop. The kiosk and and backdrop are mobile and can be reconfigured or pushed aside for various events.

Floor Plan

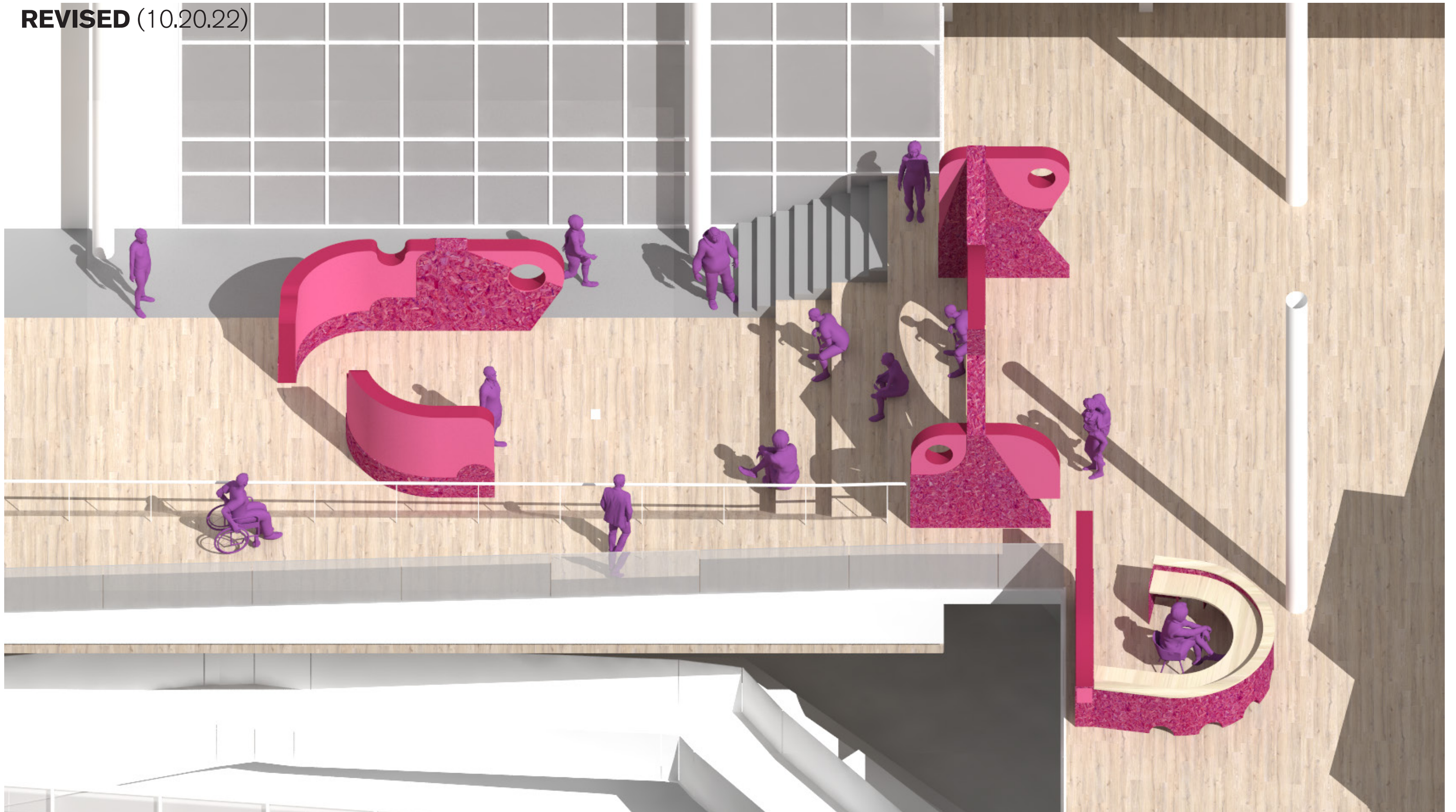
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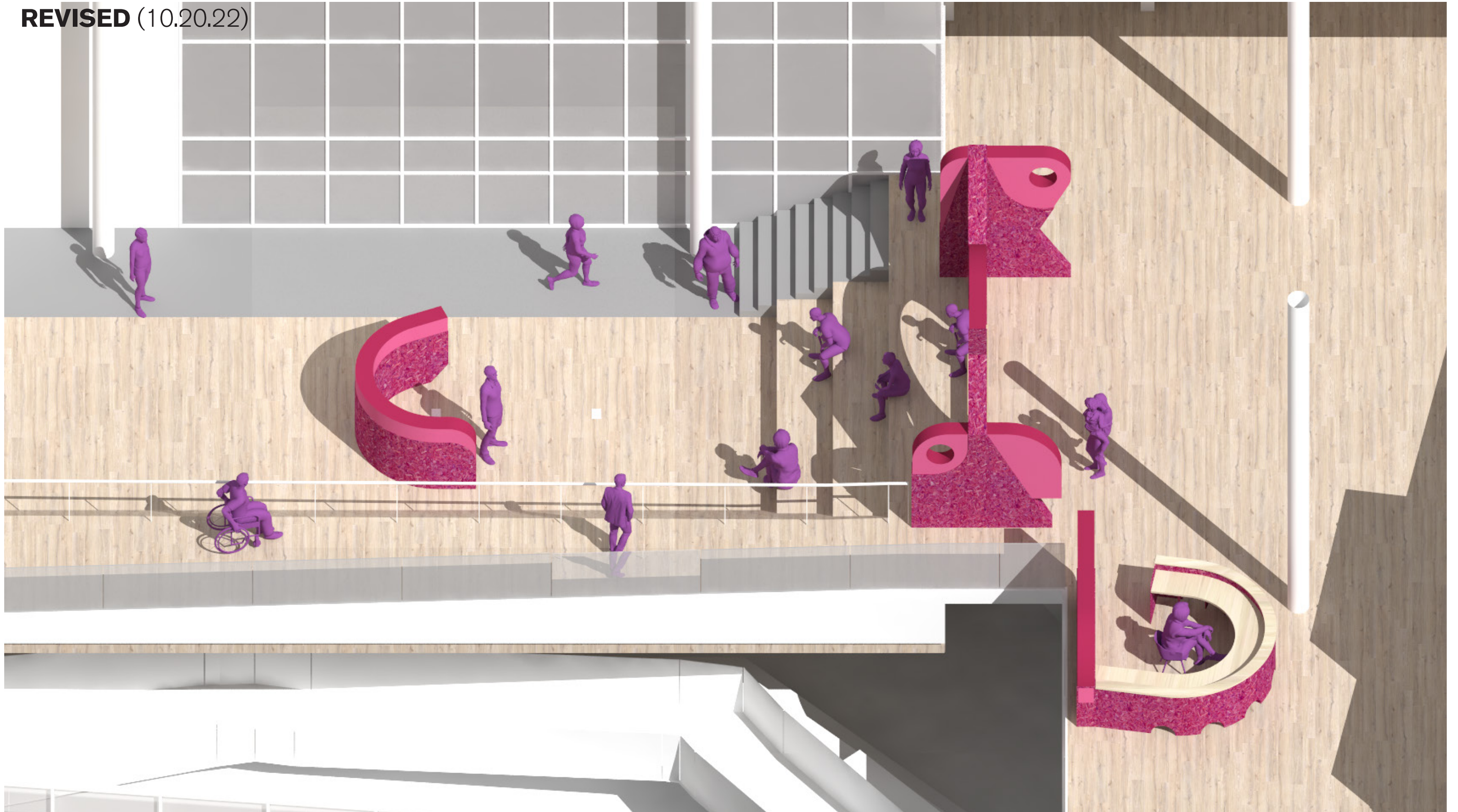
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REVISED (10.20.22)



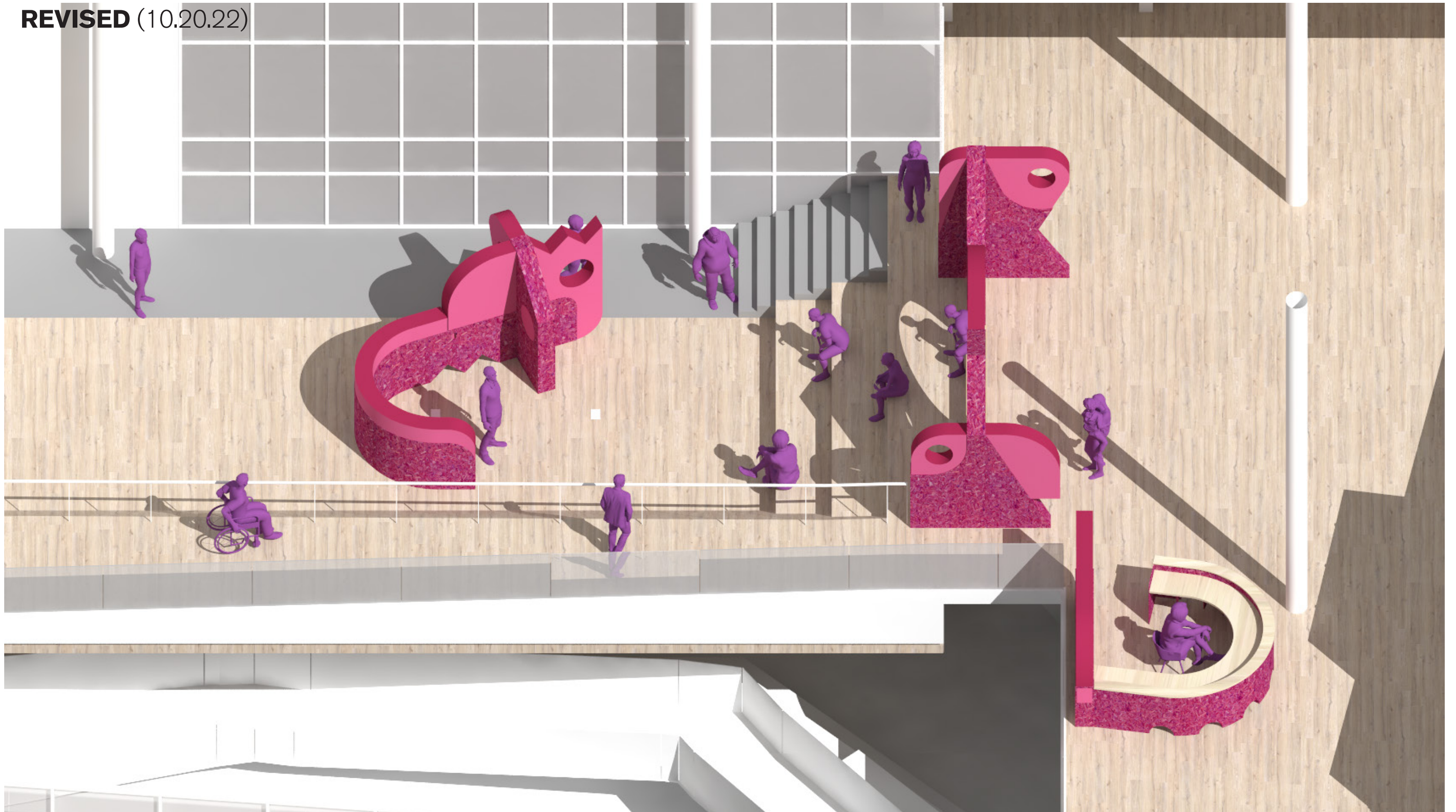
Oblique View – Backdrop Option A (2-piece mobile Backdrop; pieces can link together)

REVISED (10.20.22)



Oblique View – Backdrop Option B (1-piece mobile Backdrop; single piece can link with Kiosk)

REVISED (10.20.22)



Oblique View – Backdrop Option B (1-piece mobile Backdrop; single piece can link with Kiosk)



Perspective 01 – Backdrop Option A | peeking into the amphitheater

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Perspective 01 – Backdrop Option B (linked with Kiosk) | peeking into the amphitheater

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Perspective 02 – Backdrop Option A | amphitheater

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Perspective 02 – Backdrop Option B (linked with Kiosk) | amphitheater



Perspective 03 – welcome desk and entrance vista

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Perspective 04 – Backdrop Option B (linked with Kiosk) | layered exhibition walls, peeking into program/performance space



Perspective 05 – Backdrop Option A | overlook from the ramp

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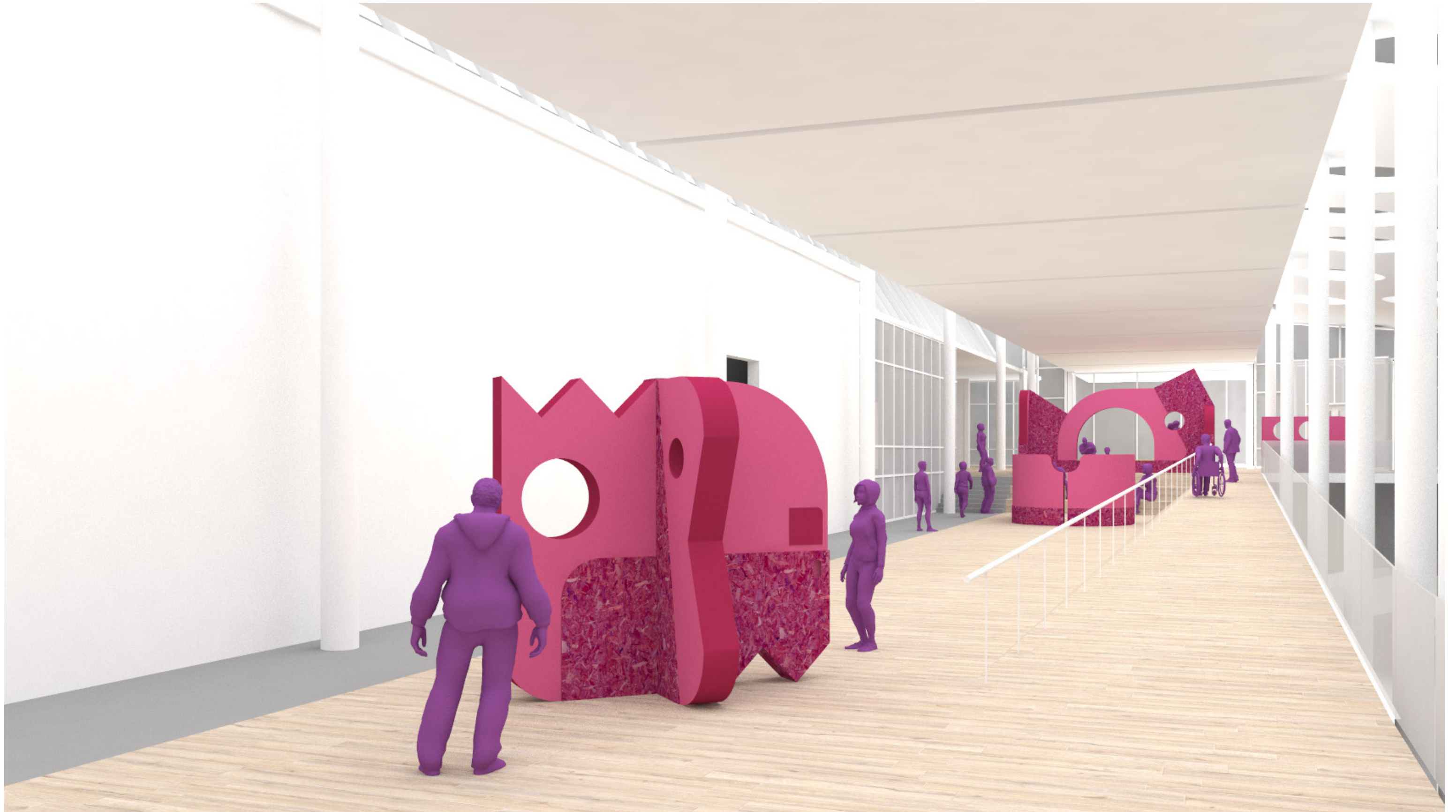
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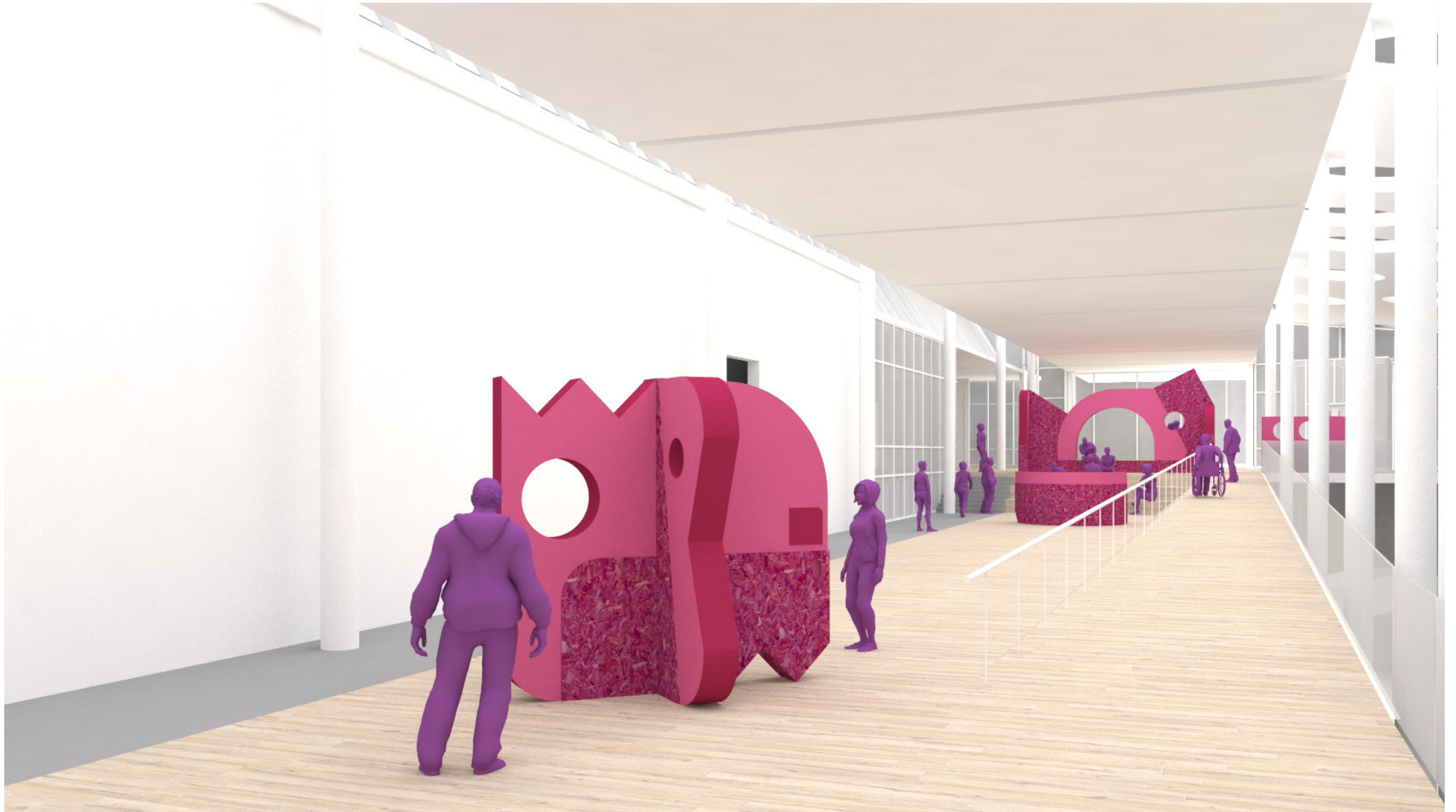
Perspective 05 – Backdrop Option B (linked with Kiosk) | overlook from the ramp

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Perspective 06 – Backdrop Option A | micro-kiosk near west entry, offering pin-up-able surfaces for exhibition content



Perspective 06 – Backdrop Option B | micro-kiosk near west entry, offering pin-up-able surfaces for exhibition content



Perspective 07 – Gateway detail at bench

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