

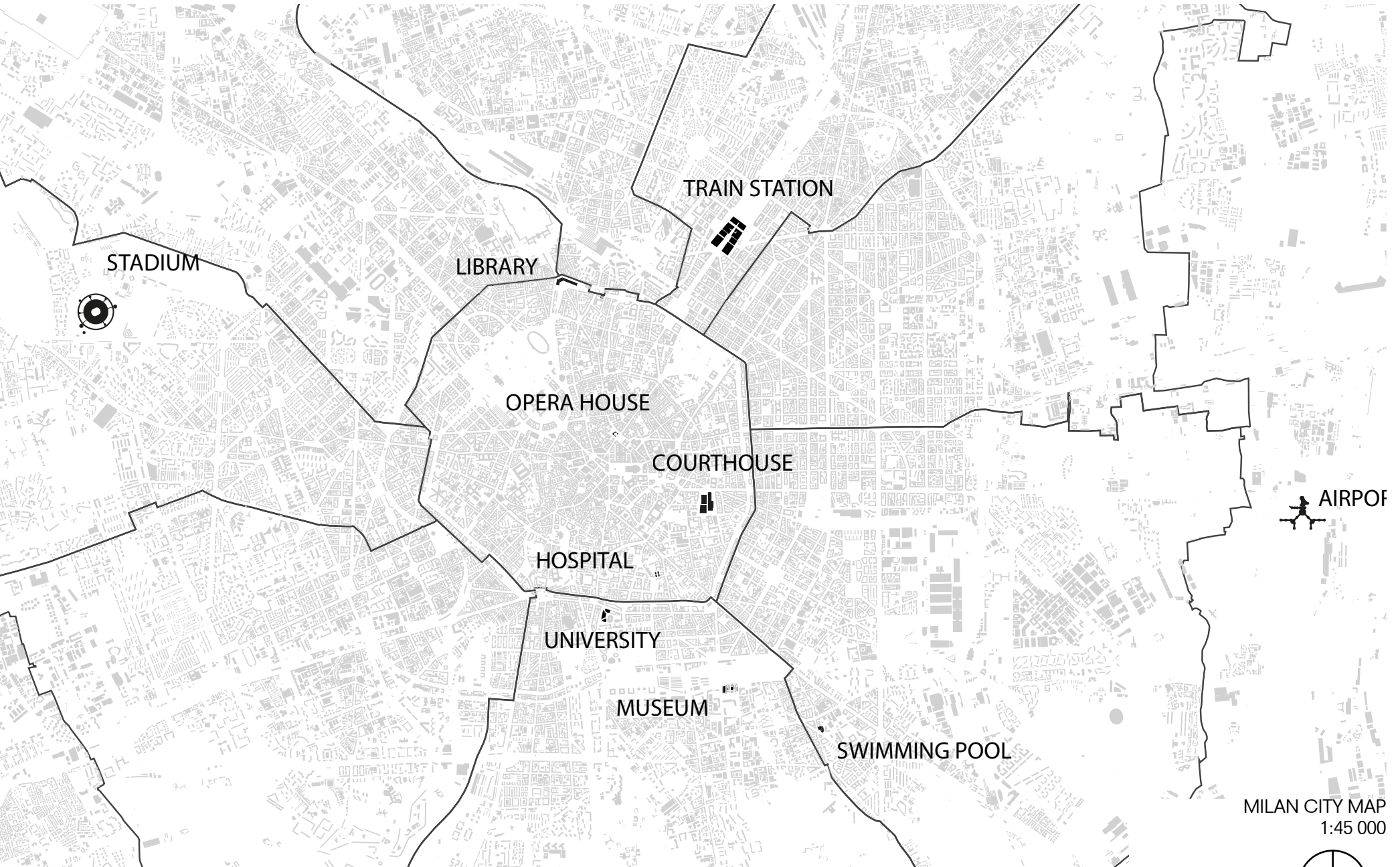


COMPLEX PROJECTS  
**LET'S PLAY OPERA**

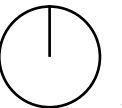
Teatro Alla Scala as a Framework of Performance and Participation  
Zhanna Agapitova  
June 23rd, 2026

# INTRODUCTION

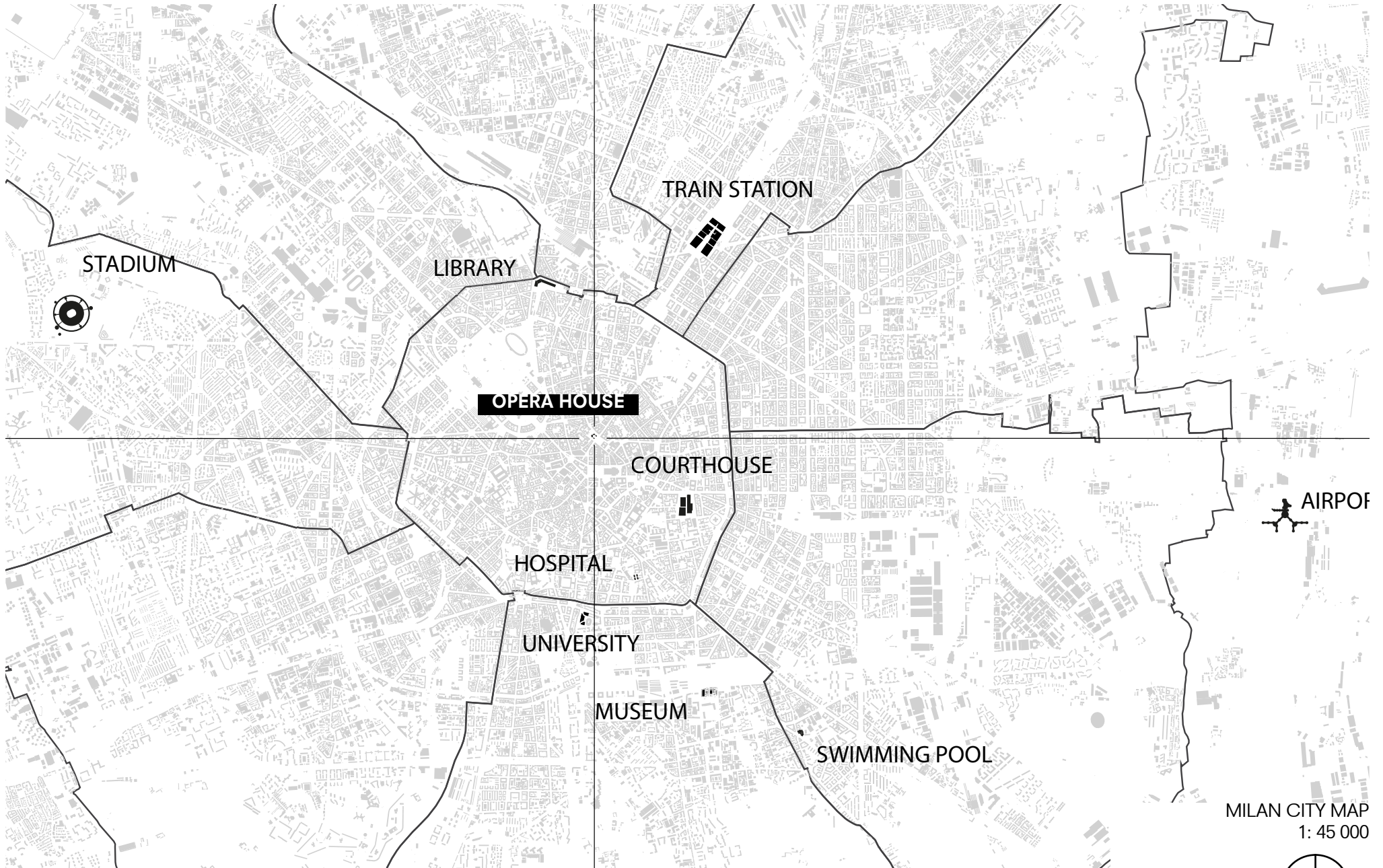
# BODIES AND BUILDINGS MILAN



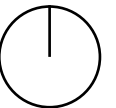
MILAN CITY MAP  
1:45 000



# BUILDING TYPOLOGY



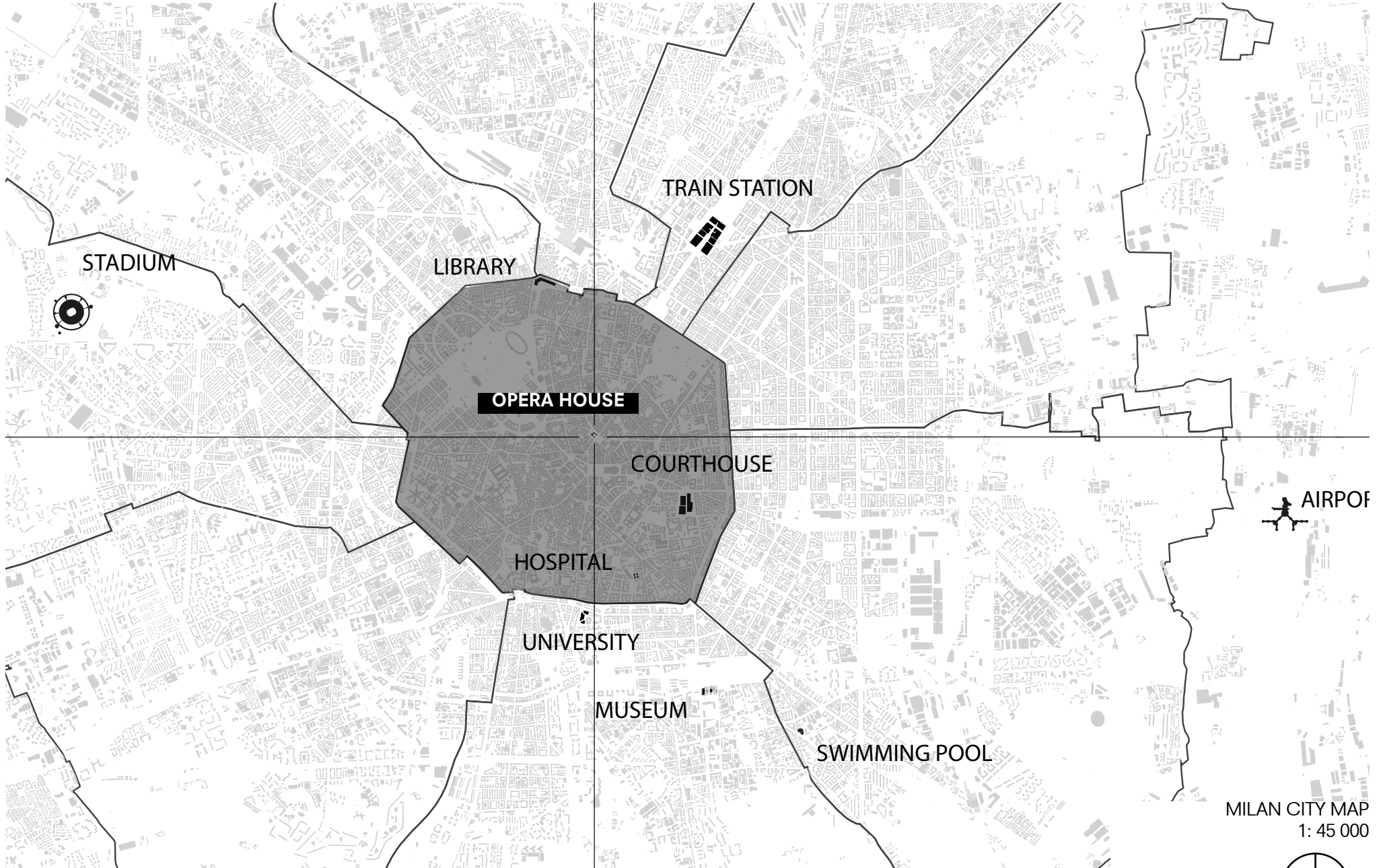
MILAN CITY MAP  
1: 45 000



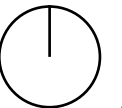
**SITE**

site

# CITY CENTER



MILAN CITY MAP  
1: 45 000

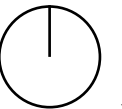


site

# ACTIVITIES



MILAN CITY CENTER  
1:10 000



site  
**ACTIVITIES**



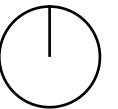
**MILANO DUOMO**

site

# HIGH ACCESSIBILITY

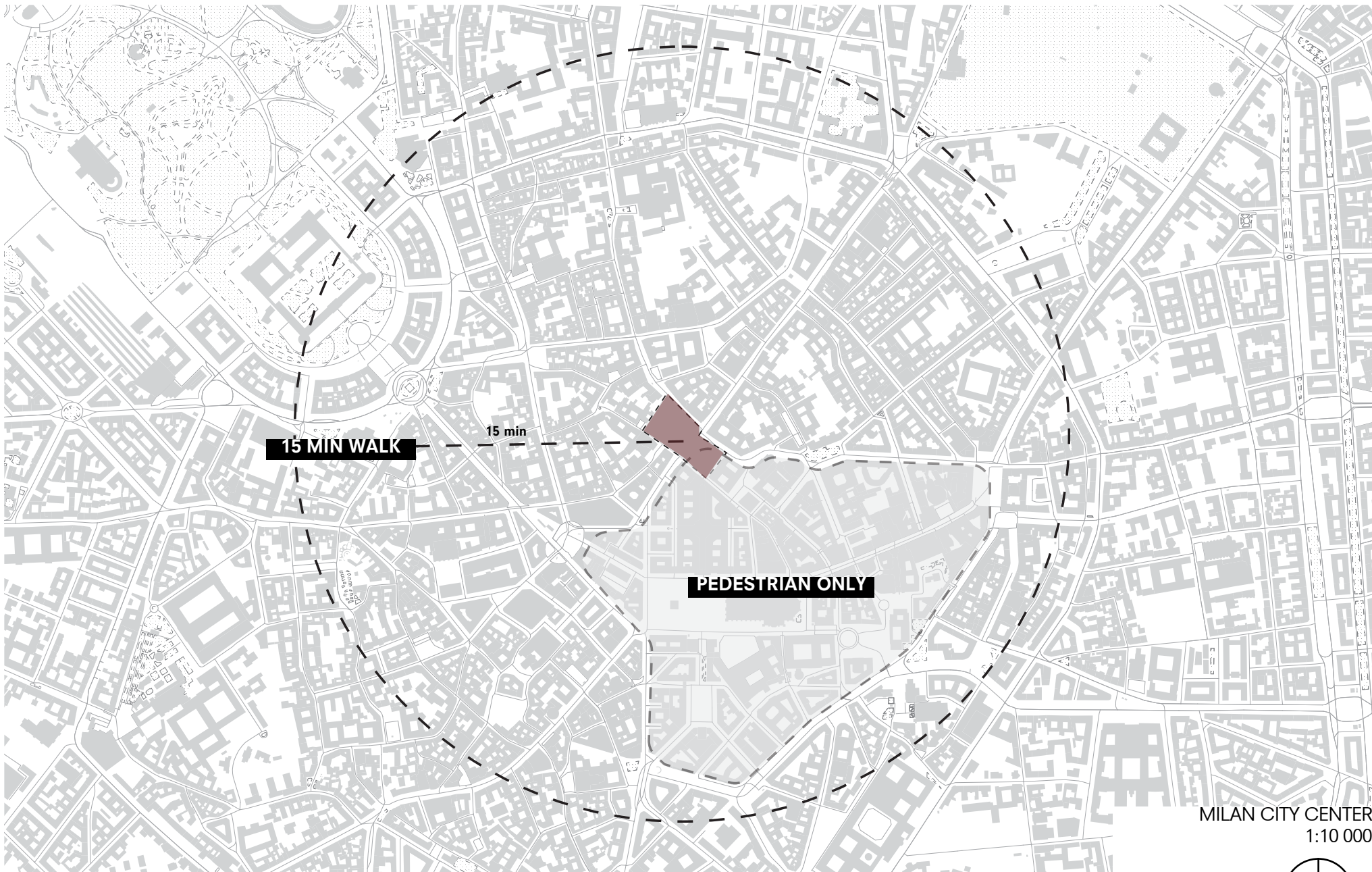


MILAN CITY CENTER  
1:10 000

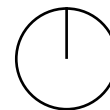


site

# PEDESTRIAN VISIBILITY



MILAN CITY CENTER  
1:10 000



**CLIENT**

client  
**TEATRO ALLA SCALA**



client

# ENTERTAINMENT FOR THE ELITE

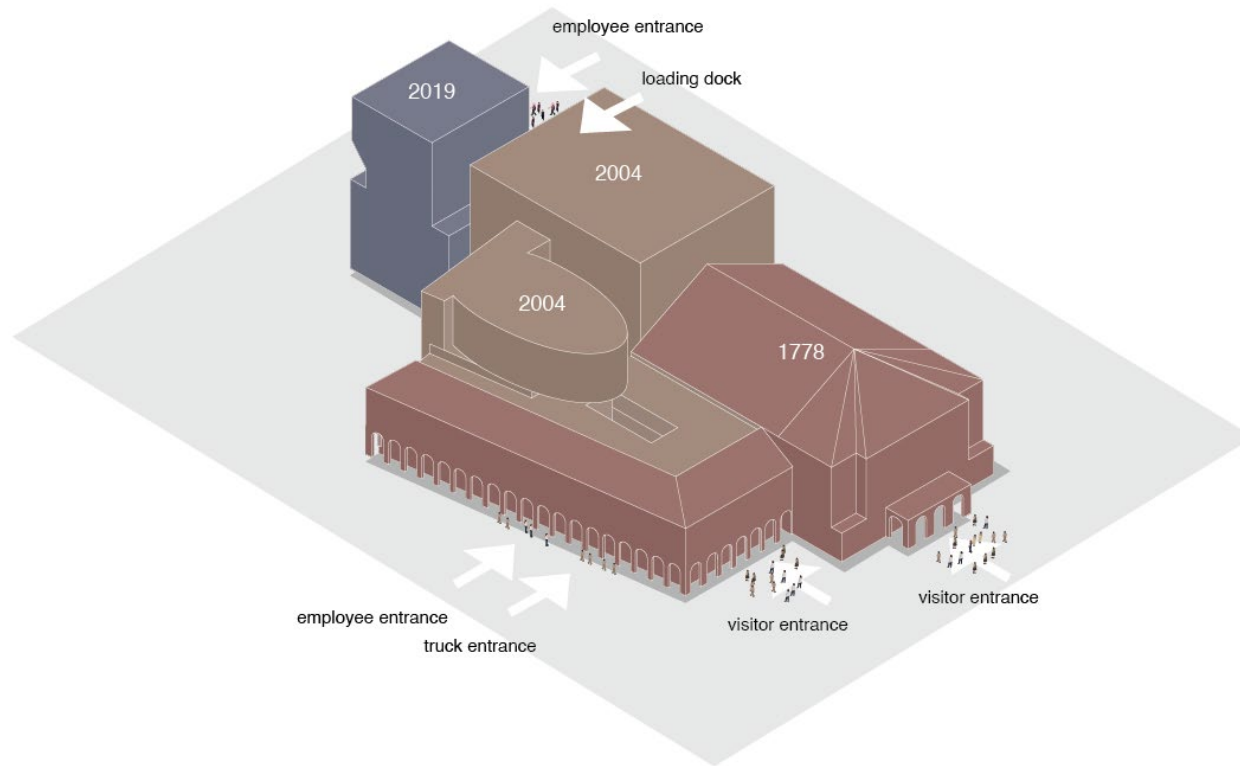


client

# ENTERTAINMENT FOR THE ELITE



client  
**GROWTH**



client  
**GROWTH**

**PEOPLE**

client  
**GROWTH**

**PERFORMANCE EXPERIMENTS**

client

**GROWTH**

**EXTENSIVE TECHNICAL PRODUCTION**

client  
**GROWTH**



**PRODUCTION SPACES**



**EDUCATION SPACES**



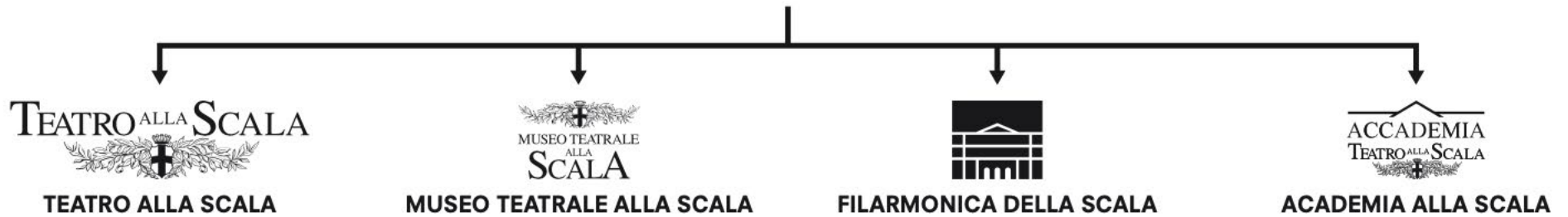
**ARCHIVAL SPACES**

client

# FOUNDATION FORMATION

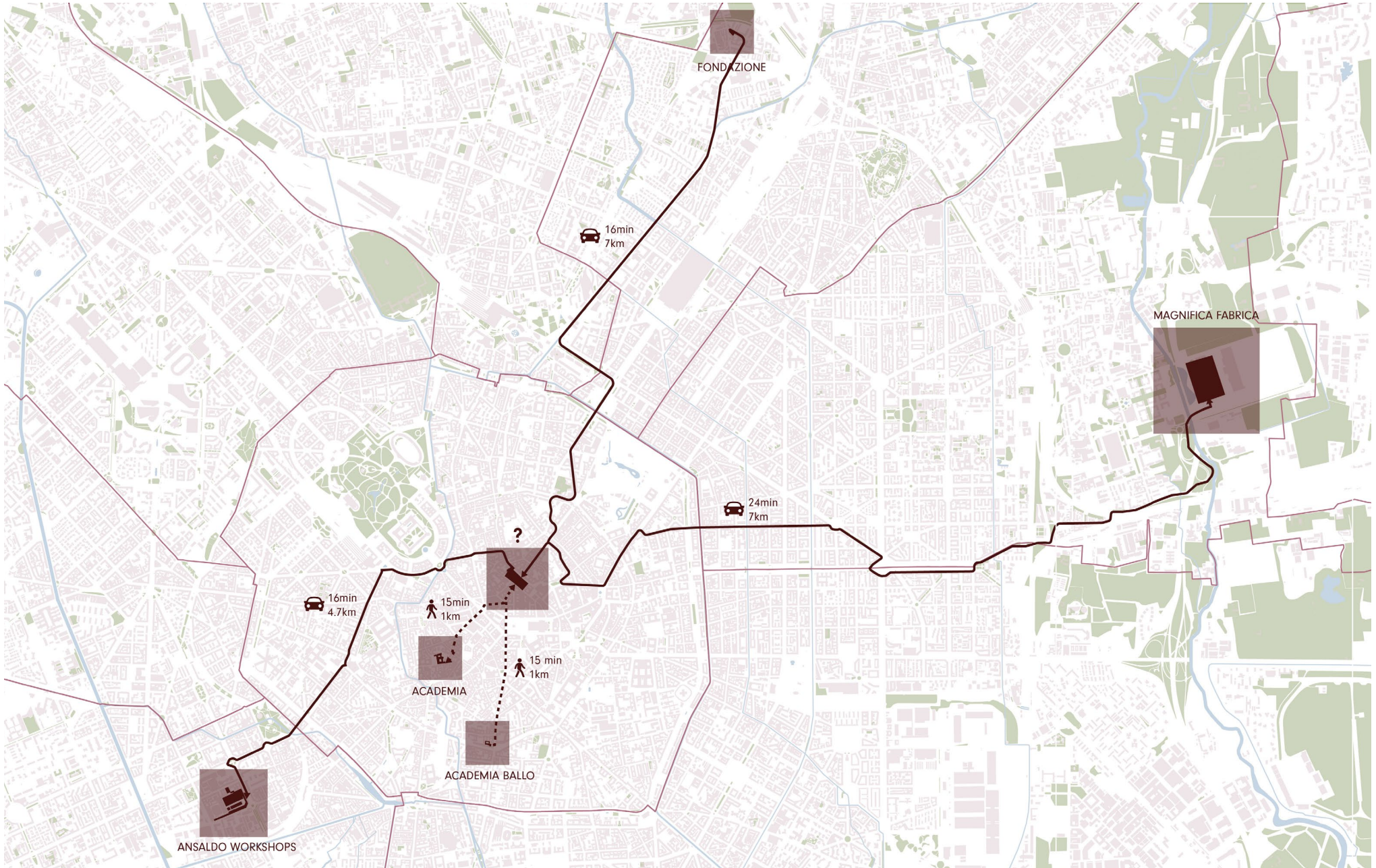


## FONDAZIONE TEATRO ALLA SCALA DI MILANO



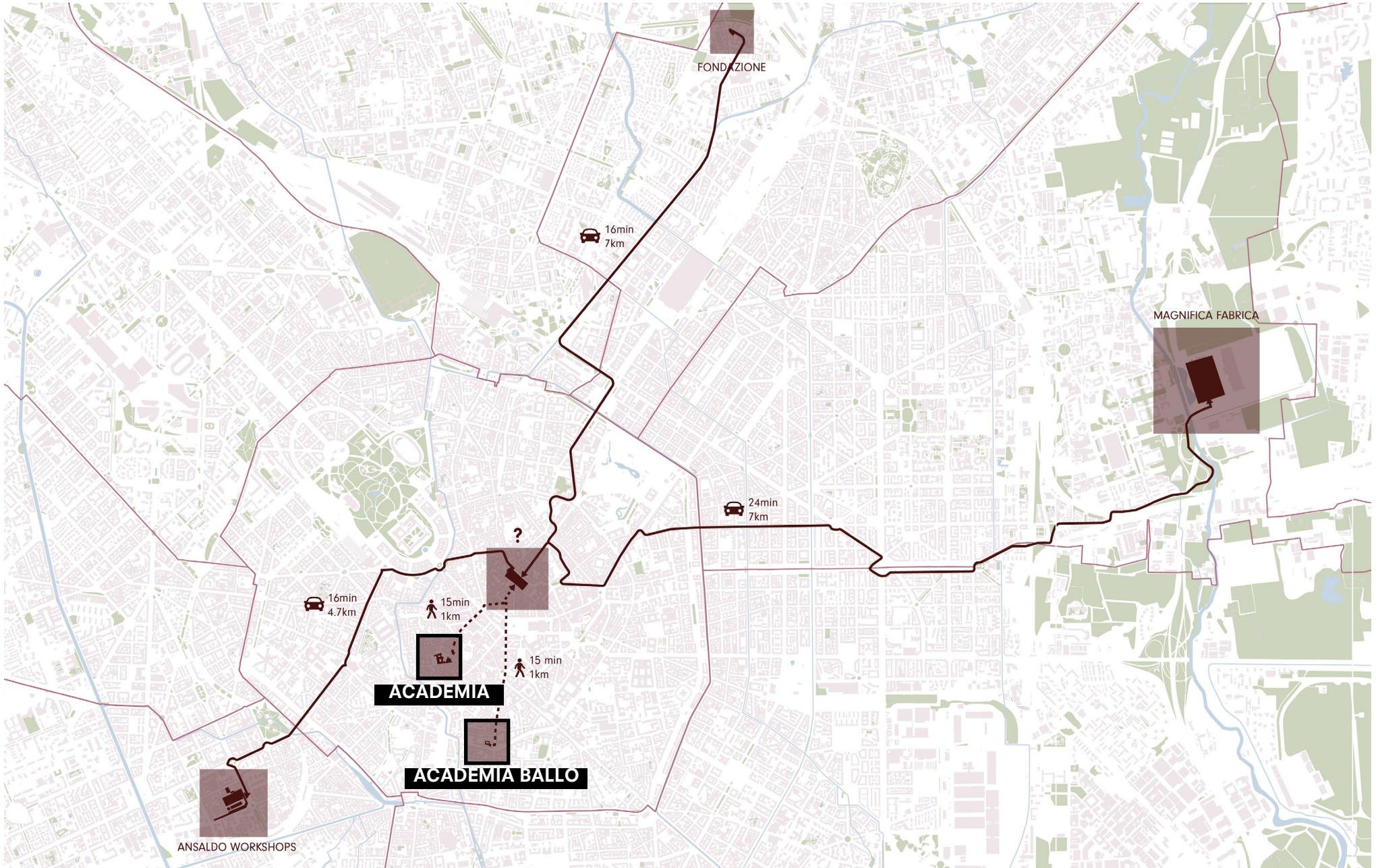
client

# FOUNDATION NETWORK



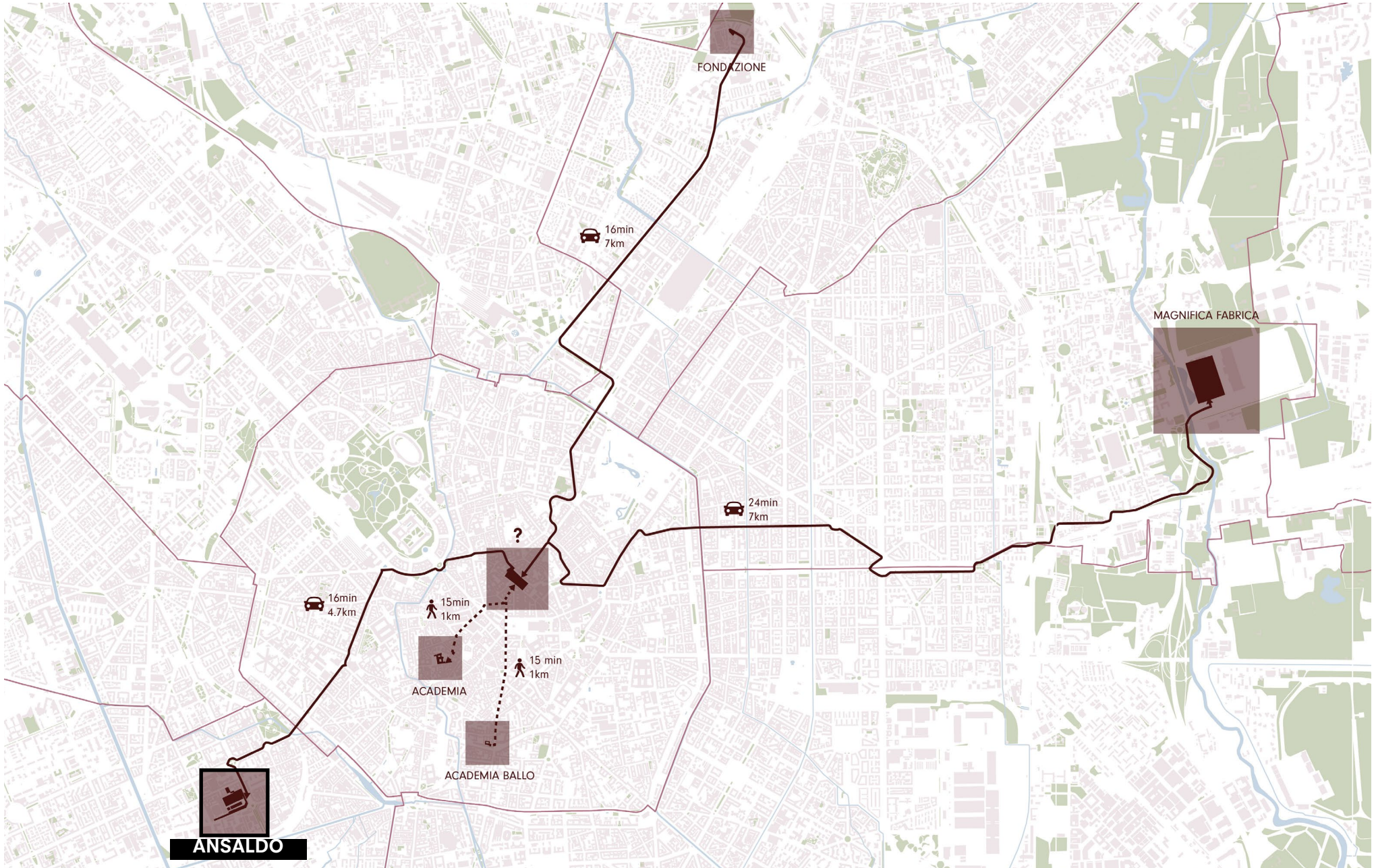
client

# EDUCATIONAL ACADEMIES



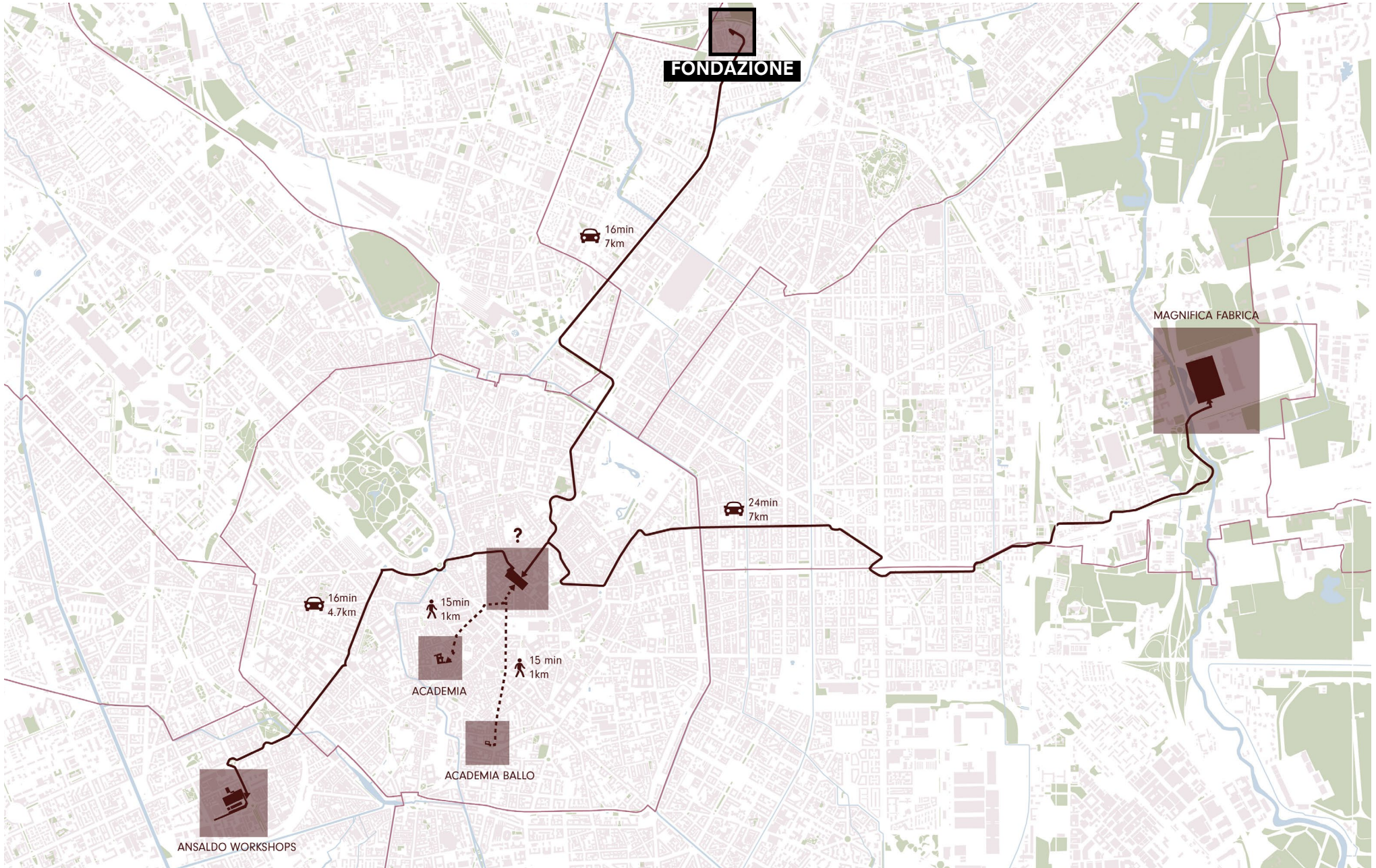
client

# SCENERY AND COSTUME WORKSHOPS



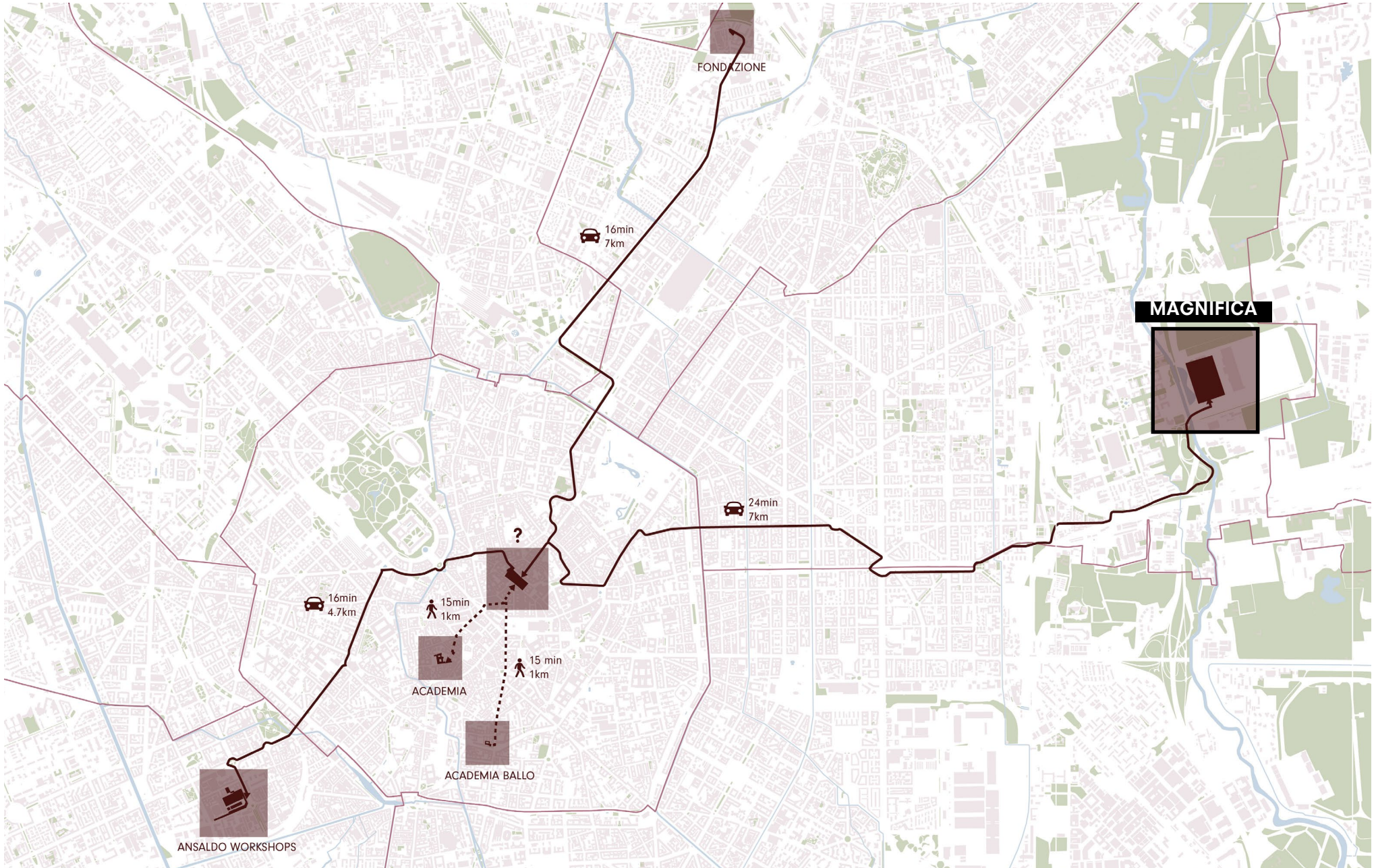
client

# ADMINISTRATION FACILITIES



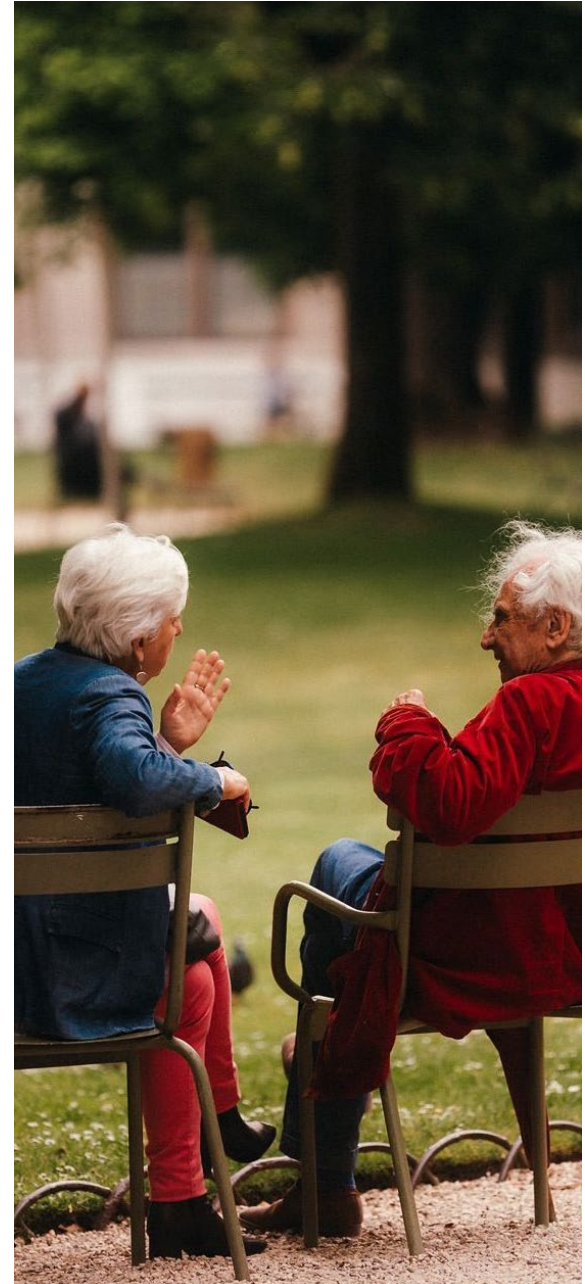
client

# REHEARSAL SPACES



client

# FOUNDATION AMBITION



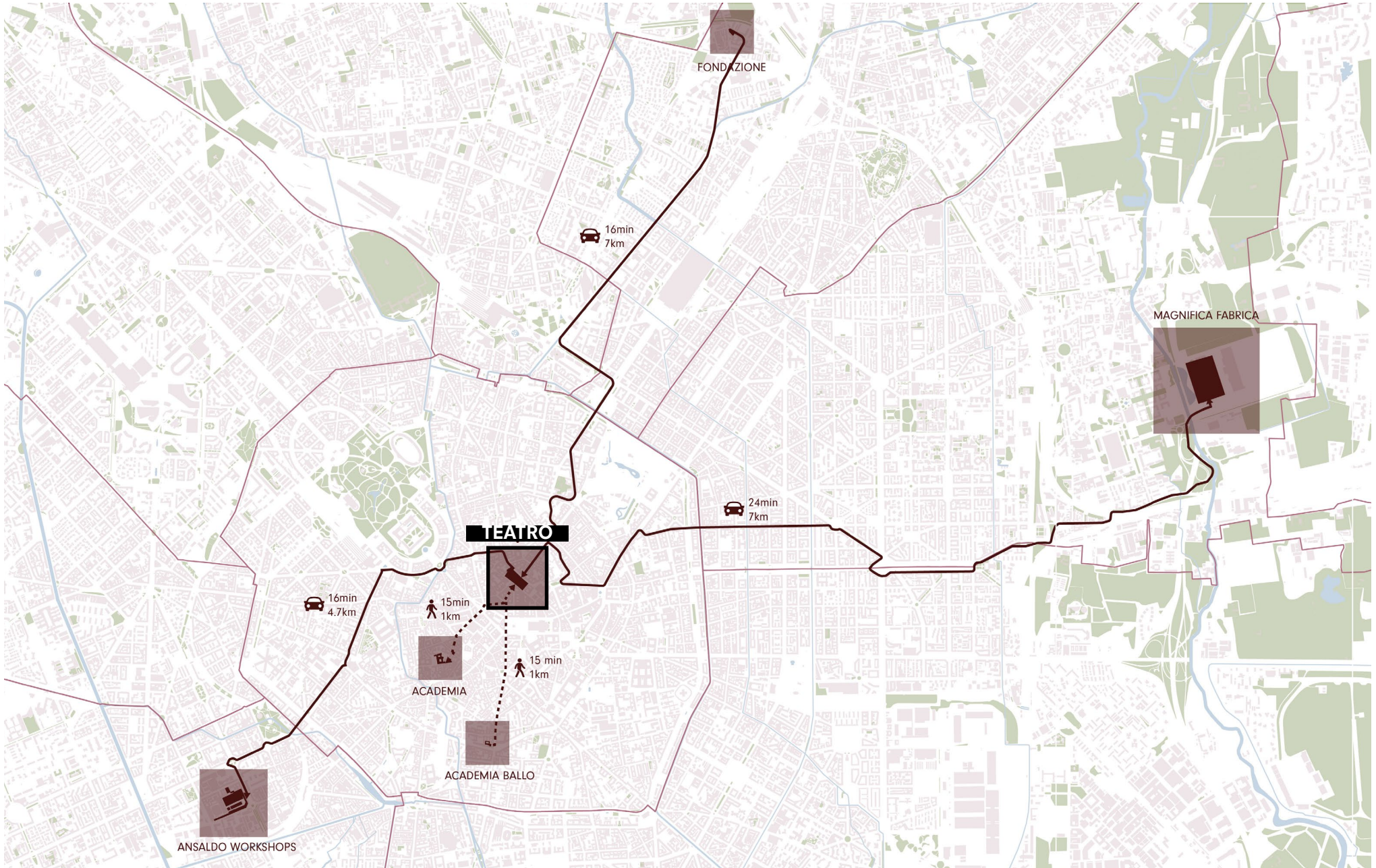
client

# INFORMATION AGE AUDIENCES



client

# WHAT IF?



client

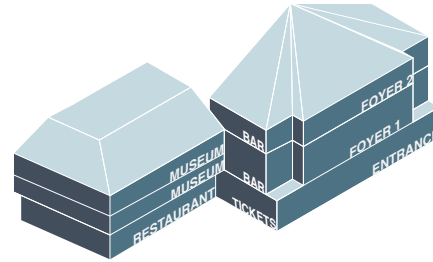
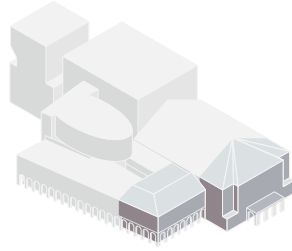
# SHOWCASE



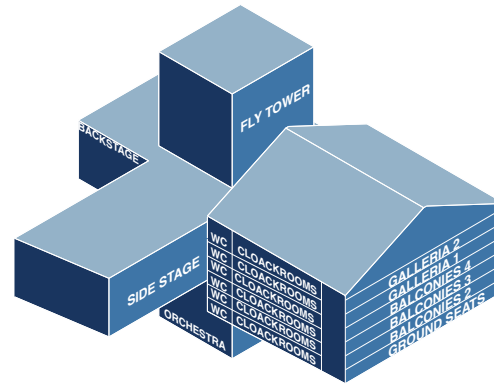
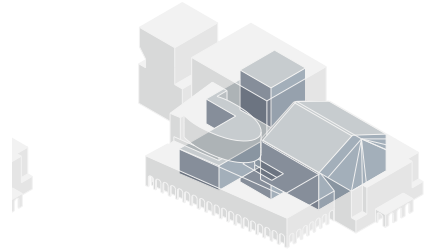
# PROGRAM

program

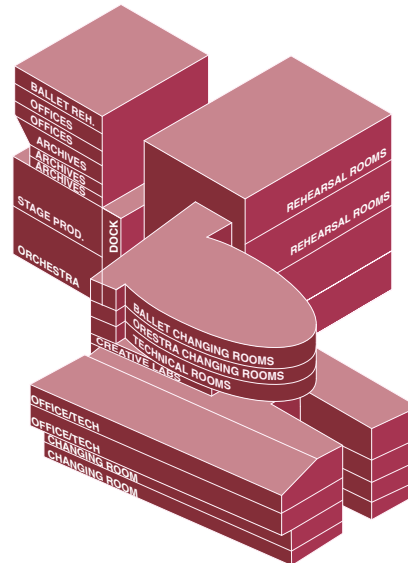
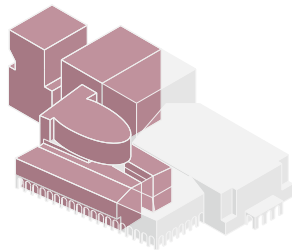
# TRADITIONAL PROGRAM



FRONT OF THE HOUSE



HOUSE



BACK OF THE HOUSE

# BOTTOM UP PROGRAM

**LEVEL 3: ALL PERFORMERS**

- Black Box Theatre
- Rehearsal Rooms 50%

**LEVEL 2: CURIOUS VISITORS**

- Museum
- Archive
- Public Scenery Workshop

**LEVEL 1: NON TICKETED VISITORS**

- Cafe
- La Scala GiftShop
- Ticket Office
- Creche
- Public Bathrooms

**OPEN LEVEL: EVERYONE**

- Main Entrance
- Open Stage
- Open Seating

**LEVEL 6: PRODUCTION + MANAGEMENT**

- Storages
- Offices
- Production Workshops
- Loading Dock

**LEVEL 5: PROFESSIONAL PERFORMERS**

- Stage Support(Backstage,Wings)
  - Changing Rooms
- Fast Rehearsal/Warm Up
  - Green Room
  - Orcestra Pit
  - Hair Make Up
- Rehearsal Rooms 50%

**LEVEL 4: TICKETED VISITOR**

- Horseshoe Auditorium
- Horseshoe Foyer
- Horseshoe Cloack Rooms
  - Bar

program

# OPEN LEVEL

## LEVEL 3: ALL PERFORMERS

- Black Box Theatre
- Rehearsal Rooms 50%

## LEVEL 2: CURIOUS VISITORS

- Museum
- Archive
- Public Scenery Workshop

## LEVEL 1: NON TICKETED VISITORS

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## LEVEL 6: PRODUCTION + MANAGEMENT

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- Offices
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- Stage Support(Backstage,Wings)
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  - Green Room
  - Orcestra Pit
  - Hair Make Up
- Rehearsal Rooms 50%

## LEVEL 4: TICKETED VISITOR

- Horseshoe Auditorium
- Horseshoe Foyer
- Horseshoe Cloack Rooms
  - Bar

# AMBITIONS

## SITE

USE  
CENTRALITY  
OF LOCATION  
TO ATTRACT  
DIVERSE  
VISITOR  
GROUPS

## CLIENT

SHOWCASE  
THE HIDDEN  
PROCESSES  
BEHIND  
CLASSICAL  
PERFORMANCE

## PROGRAM

PARTICIPATORY  
PROGRAM  
WITH LOW  
BARRIER TO  
ENGAGEMENT

design brief

# HYPOTHESIS

## FUN PALACE

design brief

# HYPOTHESIS



## FUN PALACE

**DEMONSTRATING A BOTTOM-UP APPROACH  
WHERE ARCHITECTURE OPERATES AS AN ENABLING  
FRAMEWORK, ALLOWING CULTURAL ENGAGEMENT  
TO EMERGE THROUGH PARTICIPATION**

# ARCHITECTURAL KEY CONDITIONS

**LUDIC**



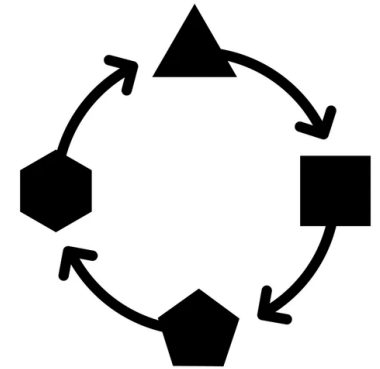
**INFORMAL**



**PERMEABLE**



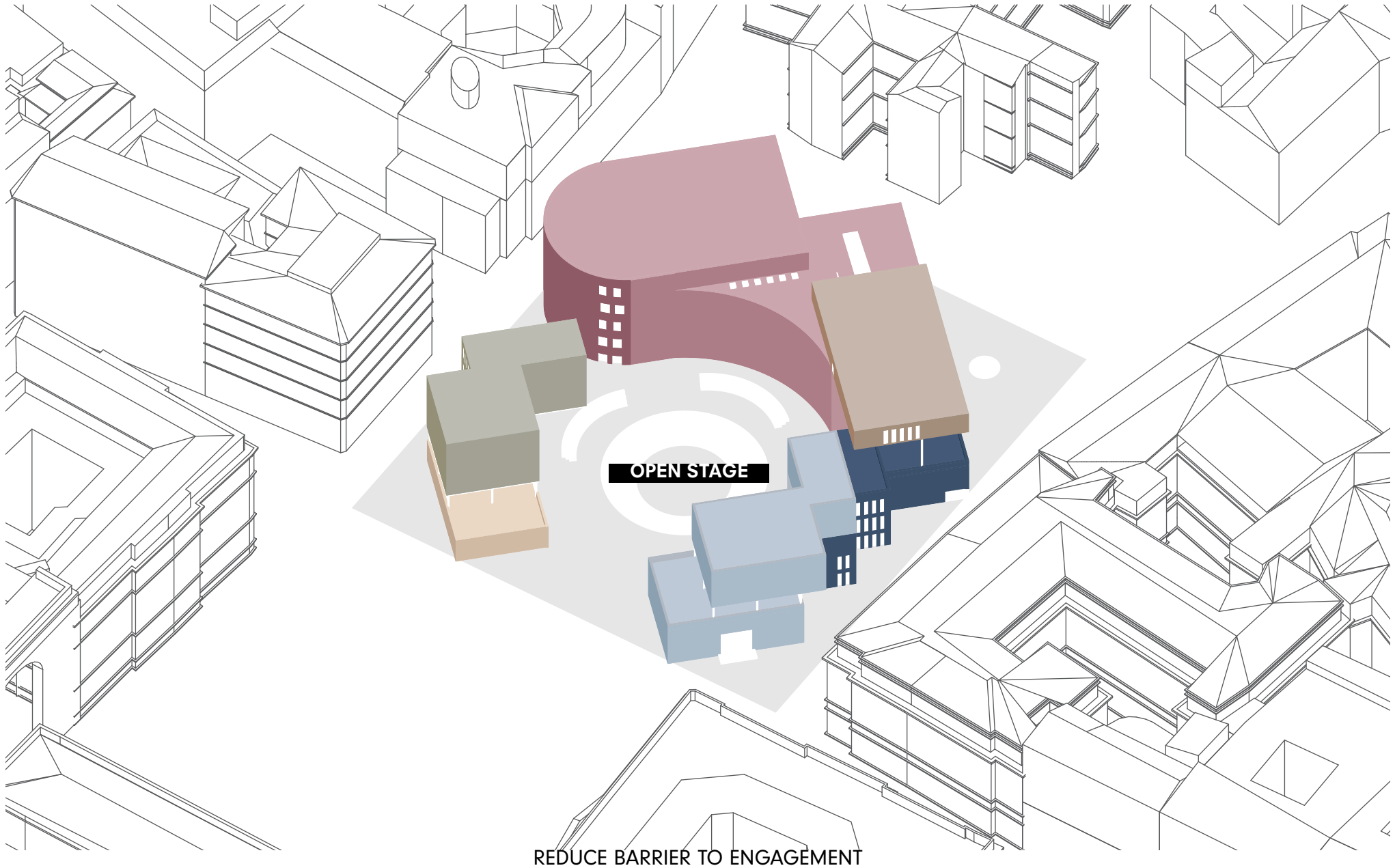
**FLEXIBLE**



# CONCEPT

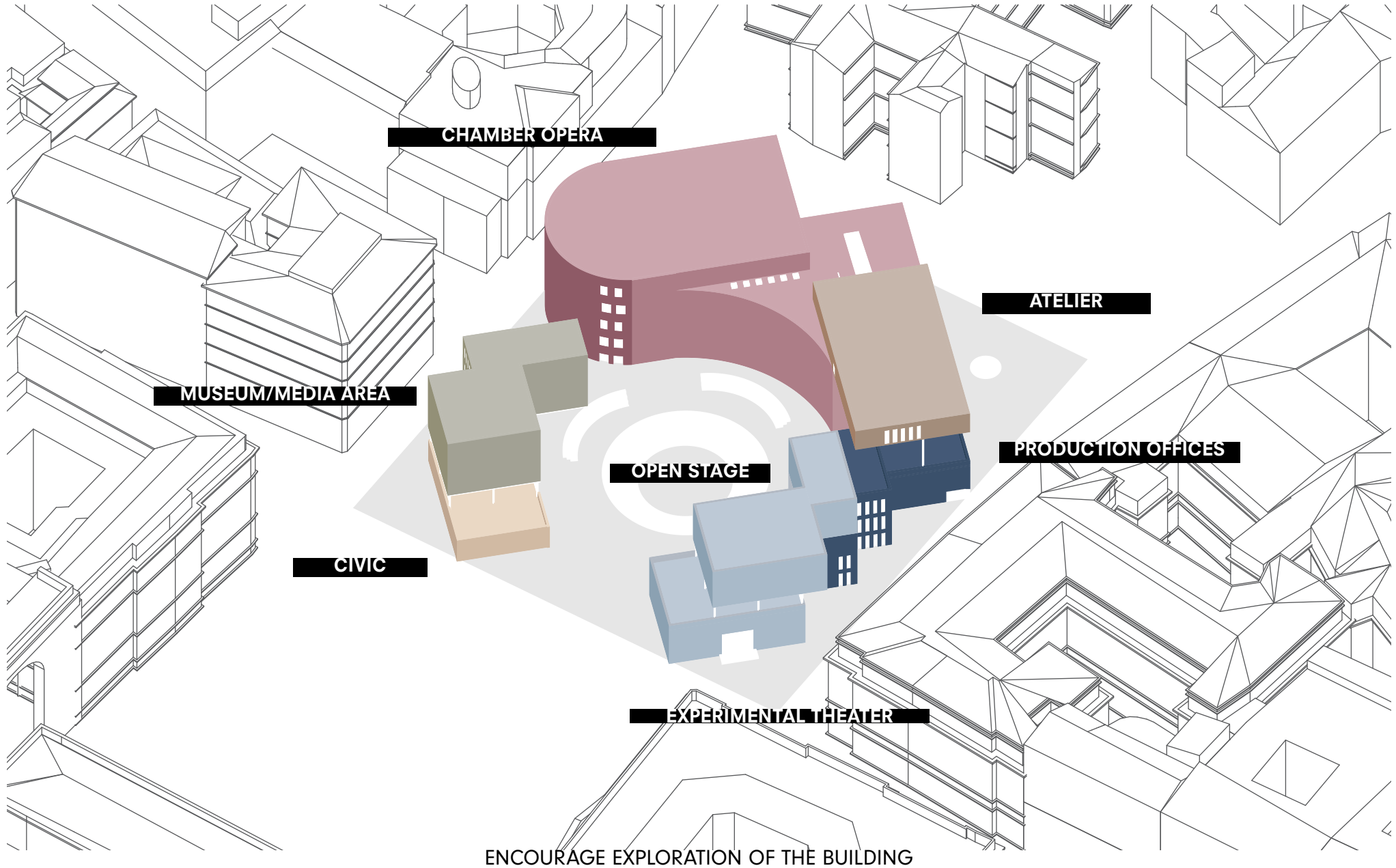
concept

# OPEN STAGE FOR EVERYONE



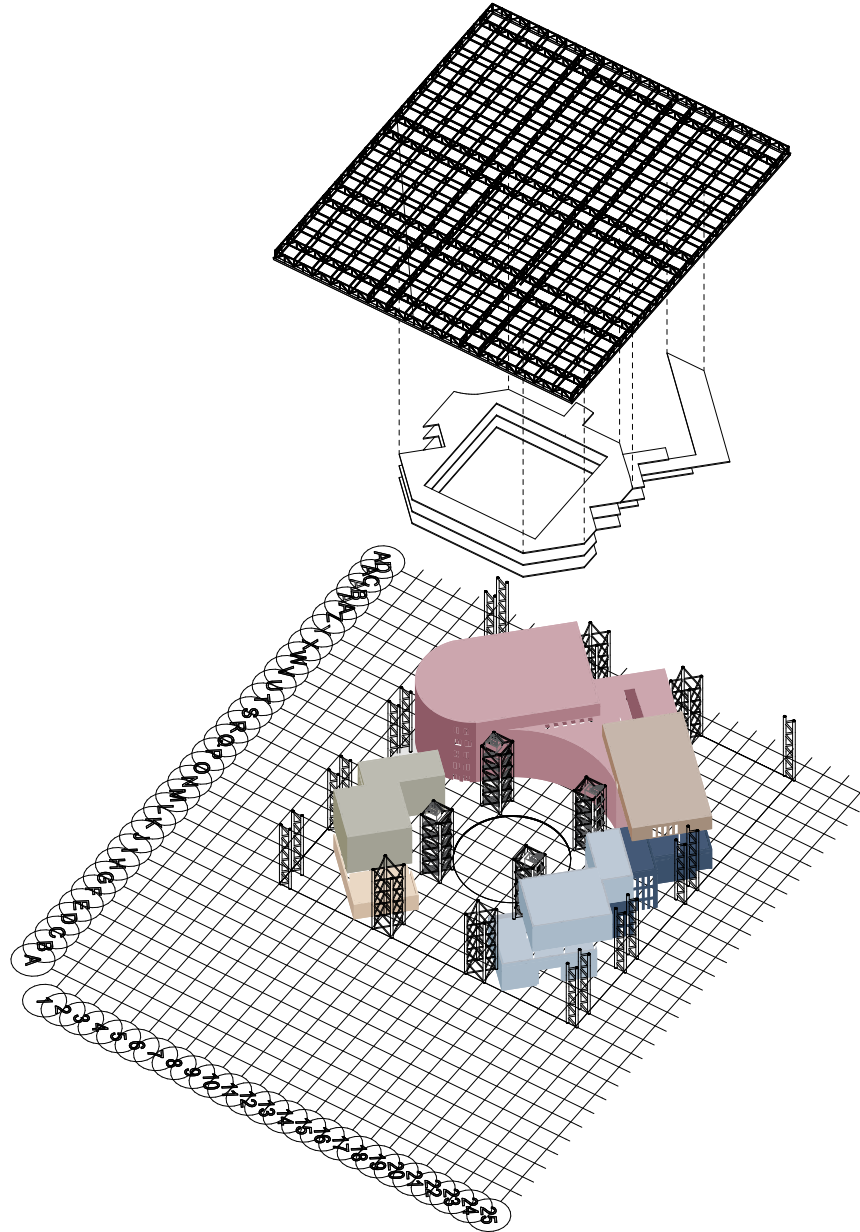
concept

# FUNCTIONS AS VOLUMES



concept

# REGULAR STRUCTURE



ADAPTABLE AND FREE USE OF SPACE

# DESIGN IMPLEMENTATION

design implementation  
**CITY CENTER**

URBAN IMPLEMENTATION

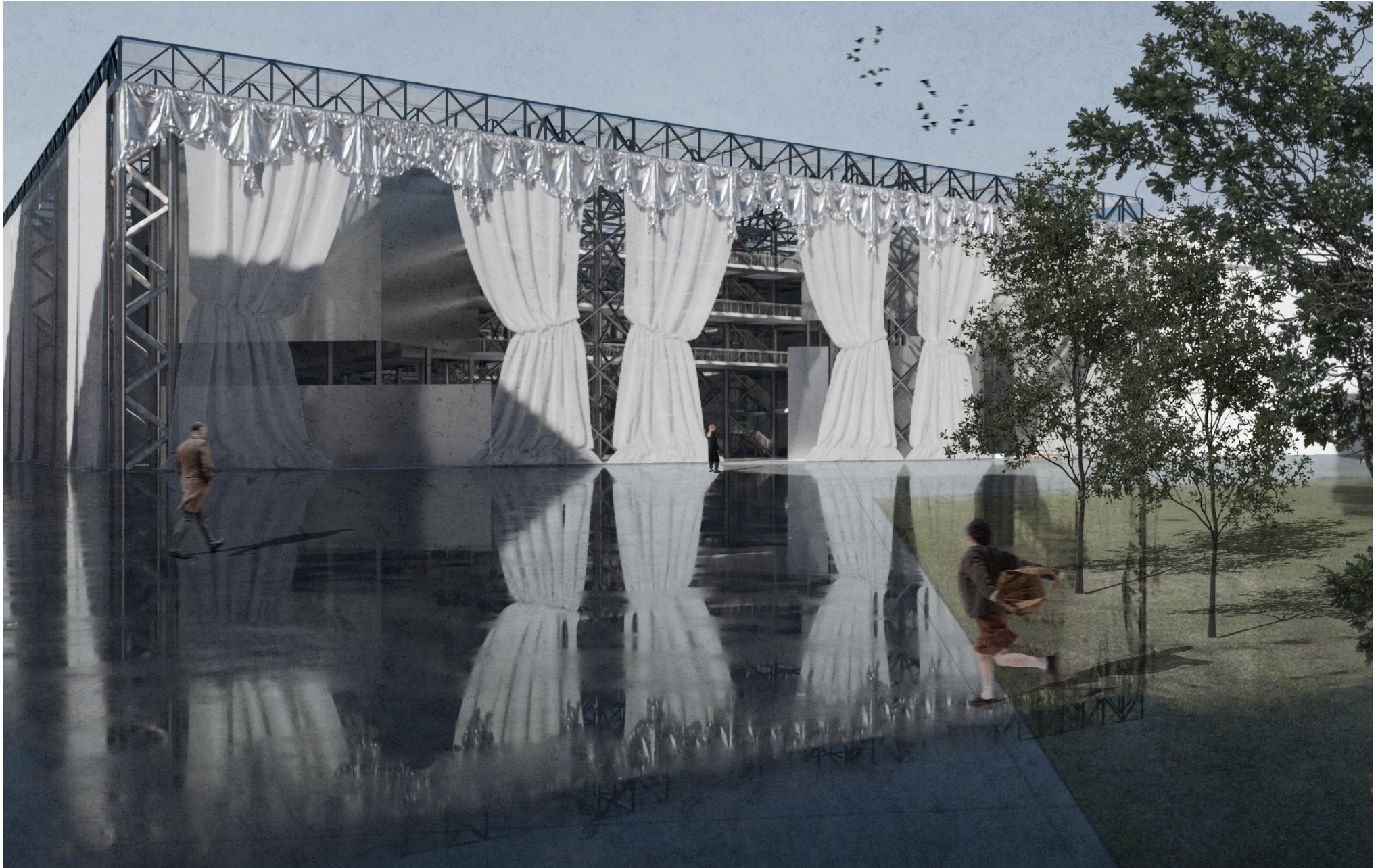


# URBAN PATH

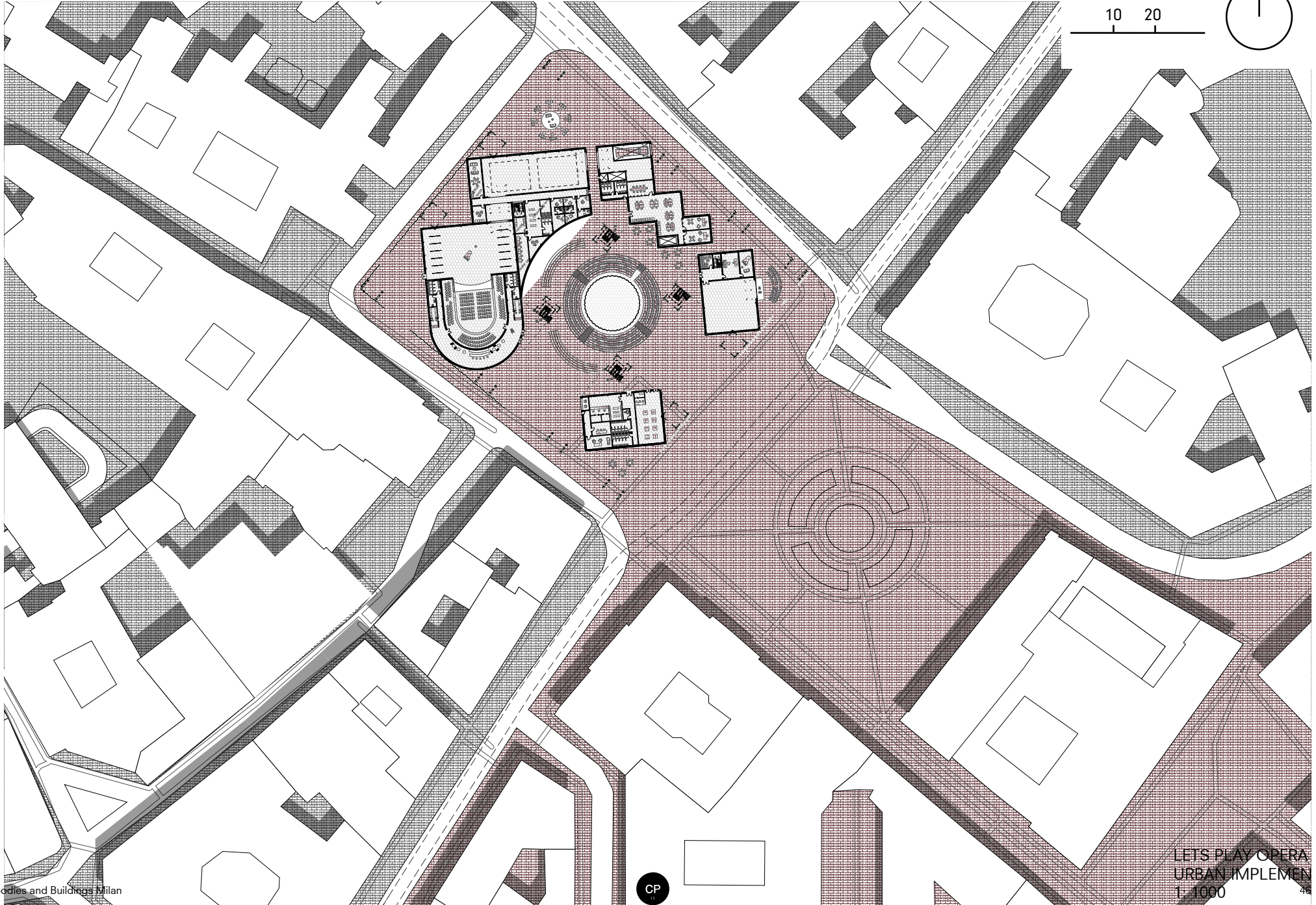


design implementation

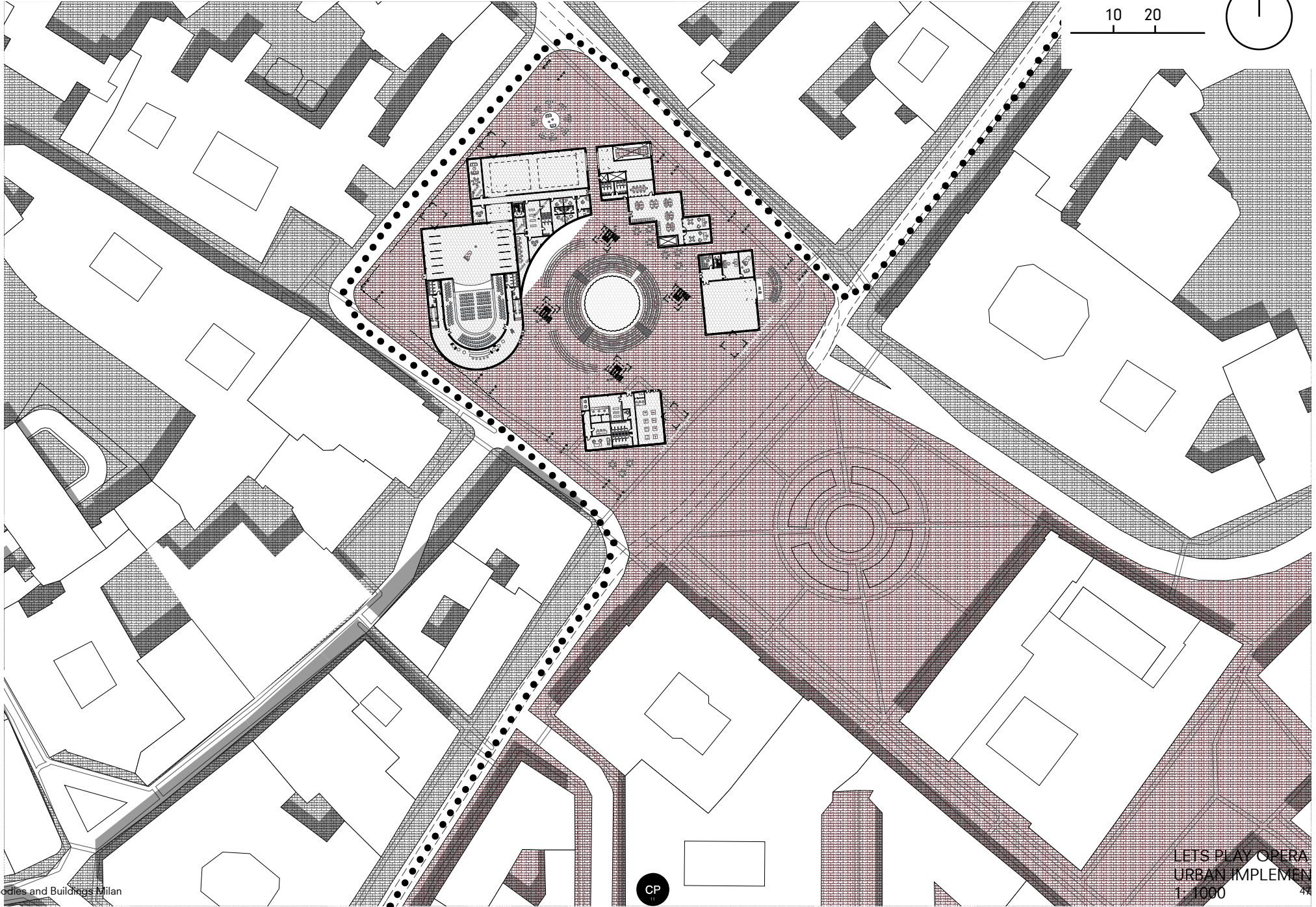
# PERSPECTIVE OF THE MAIN ENTRANCE



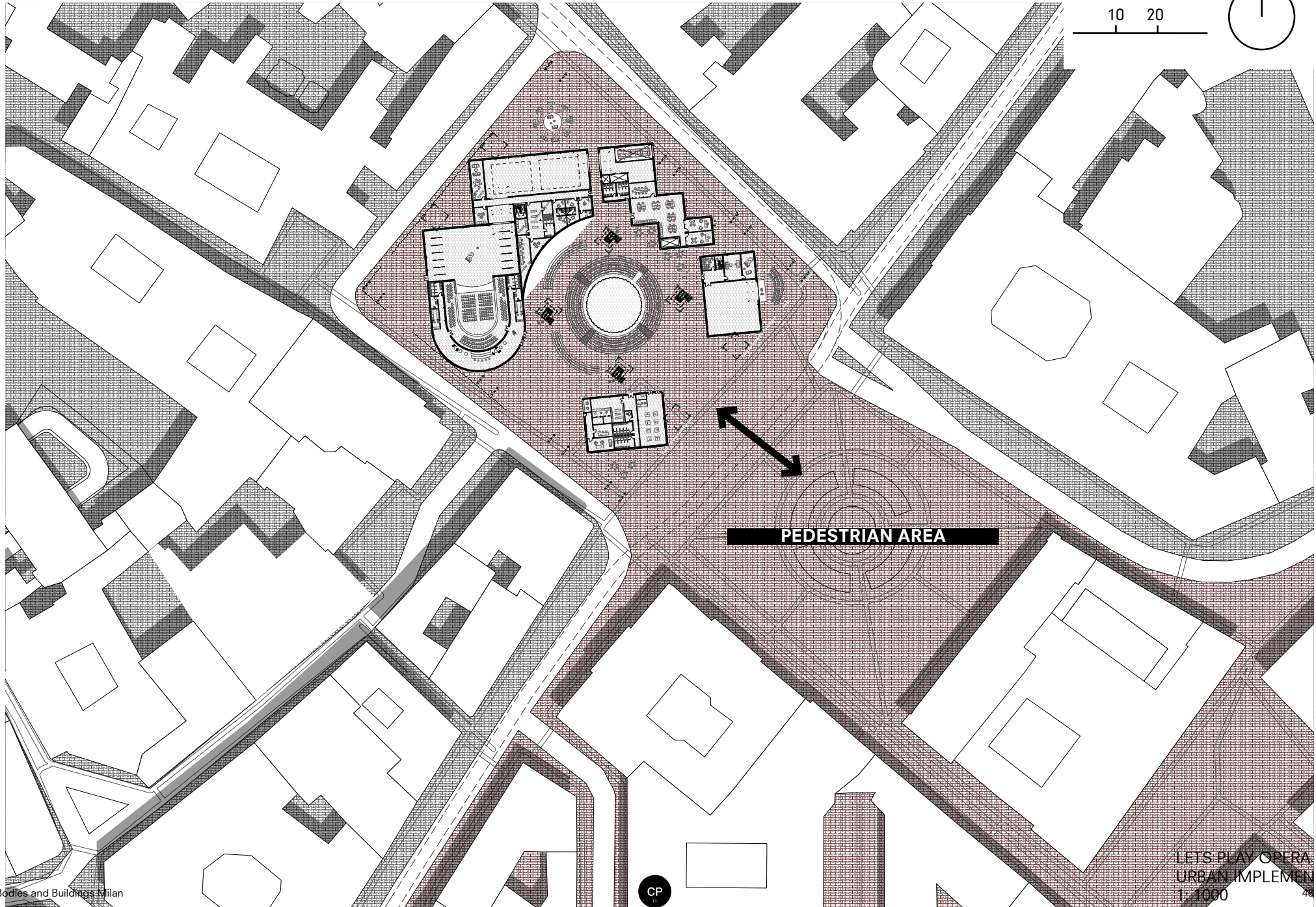
# SITE PLAN



# CAR ROAD REDIRECTED



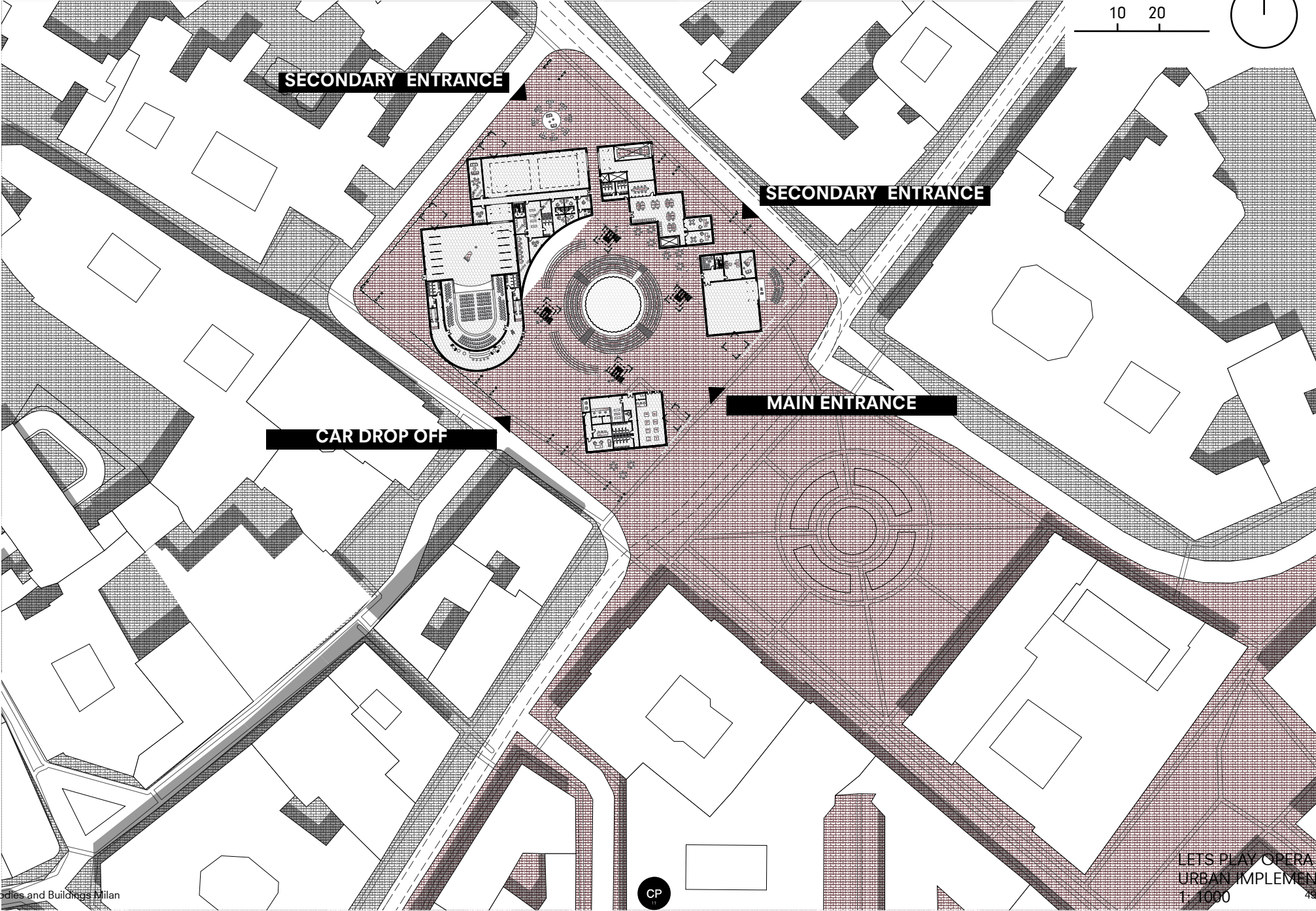
# PEDESTRIAN CONNECTION



**PEDESTRIAN AREA**

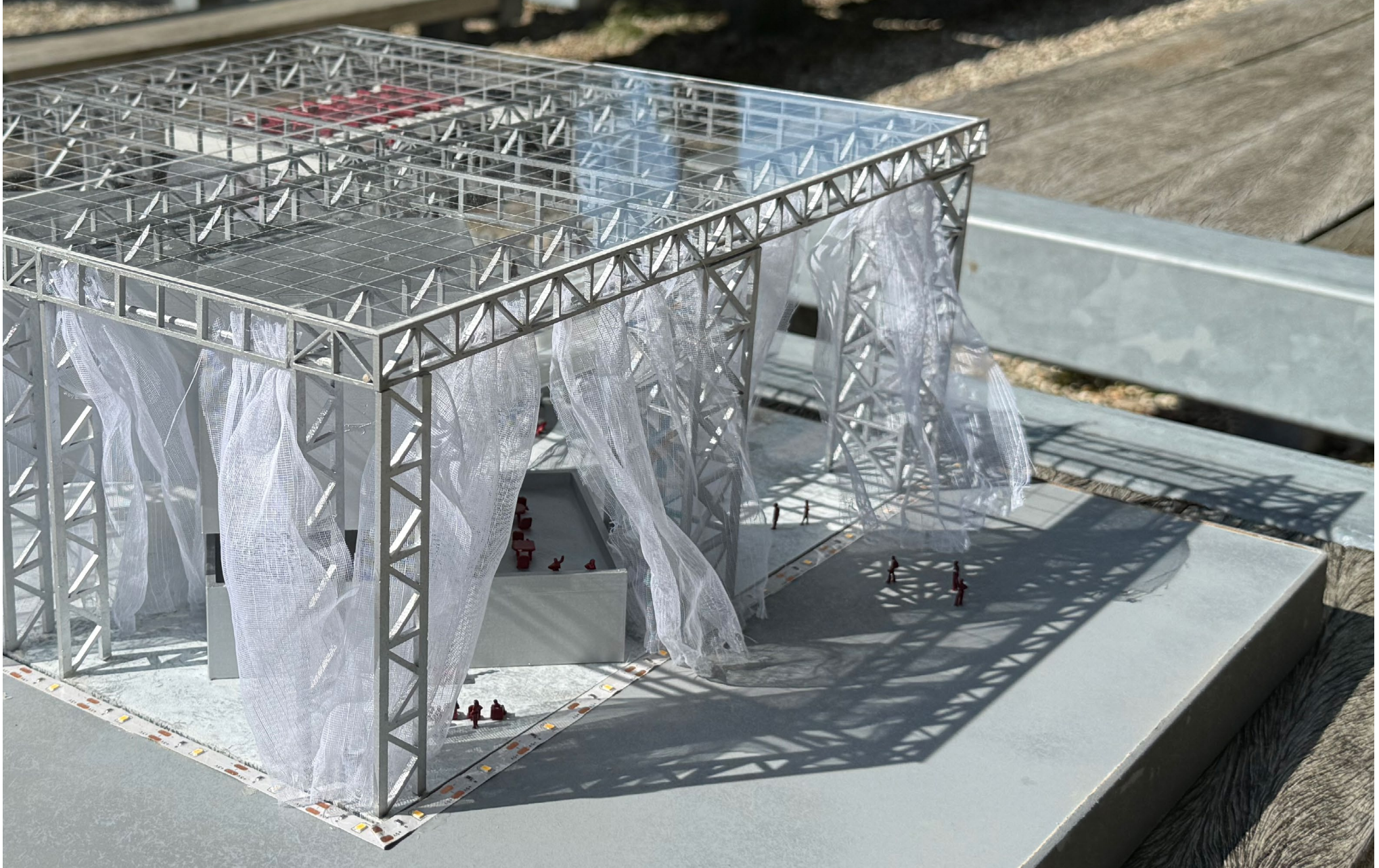
CP

# MULTIPLE ENTRY POINTS

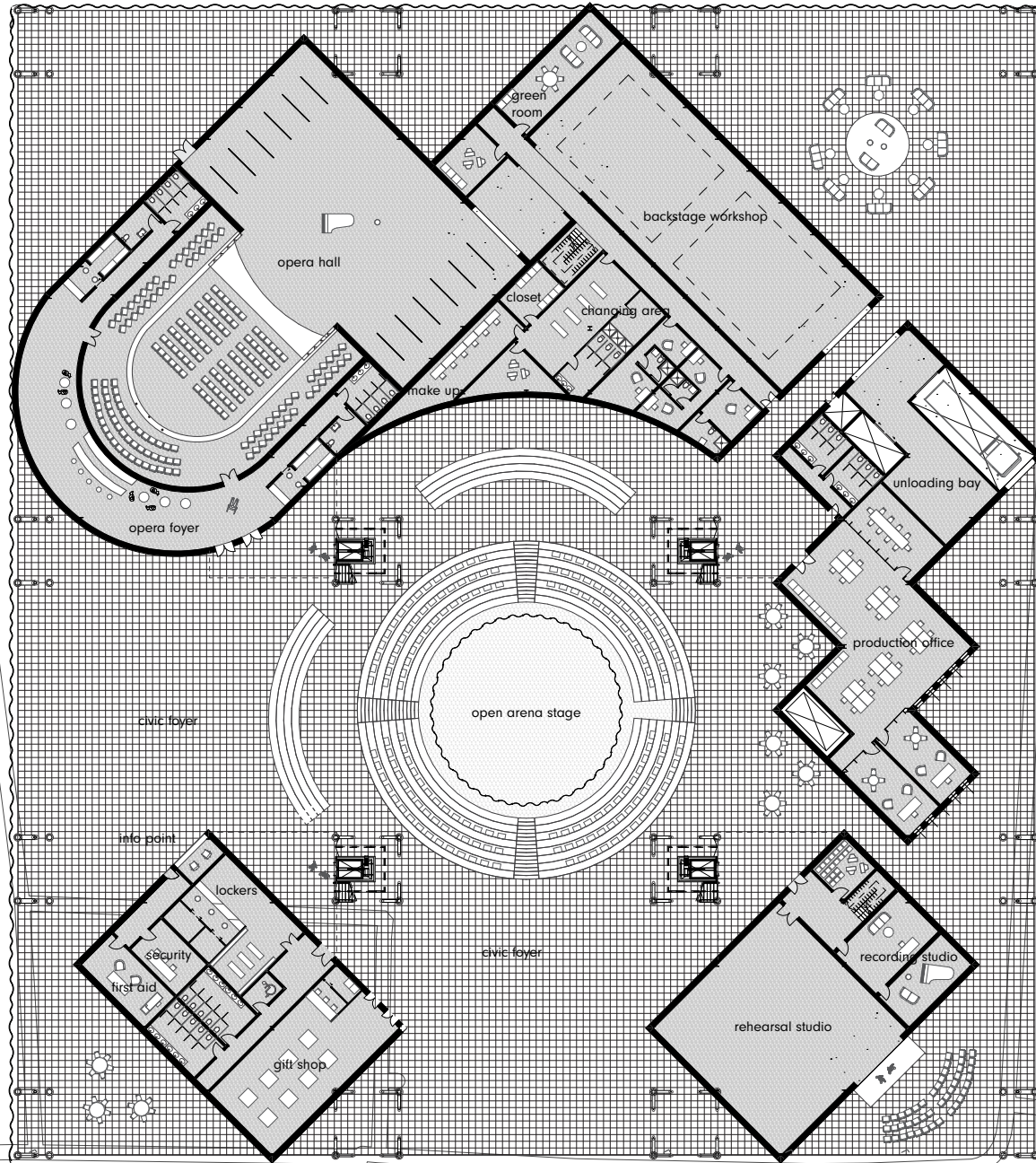


building design

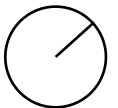
# MAIN ENTRANCE



# VOLUMES



GROUND FLOOR



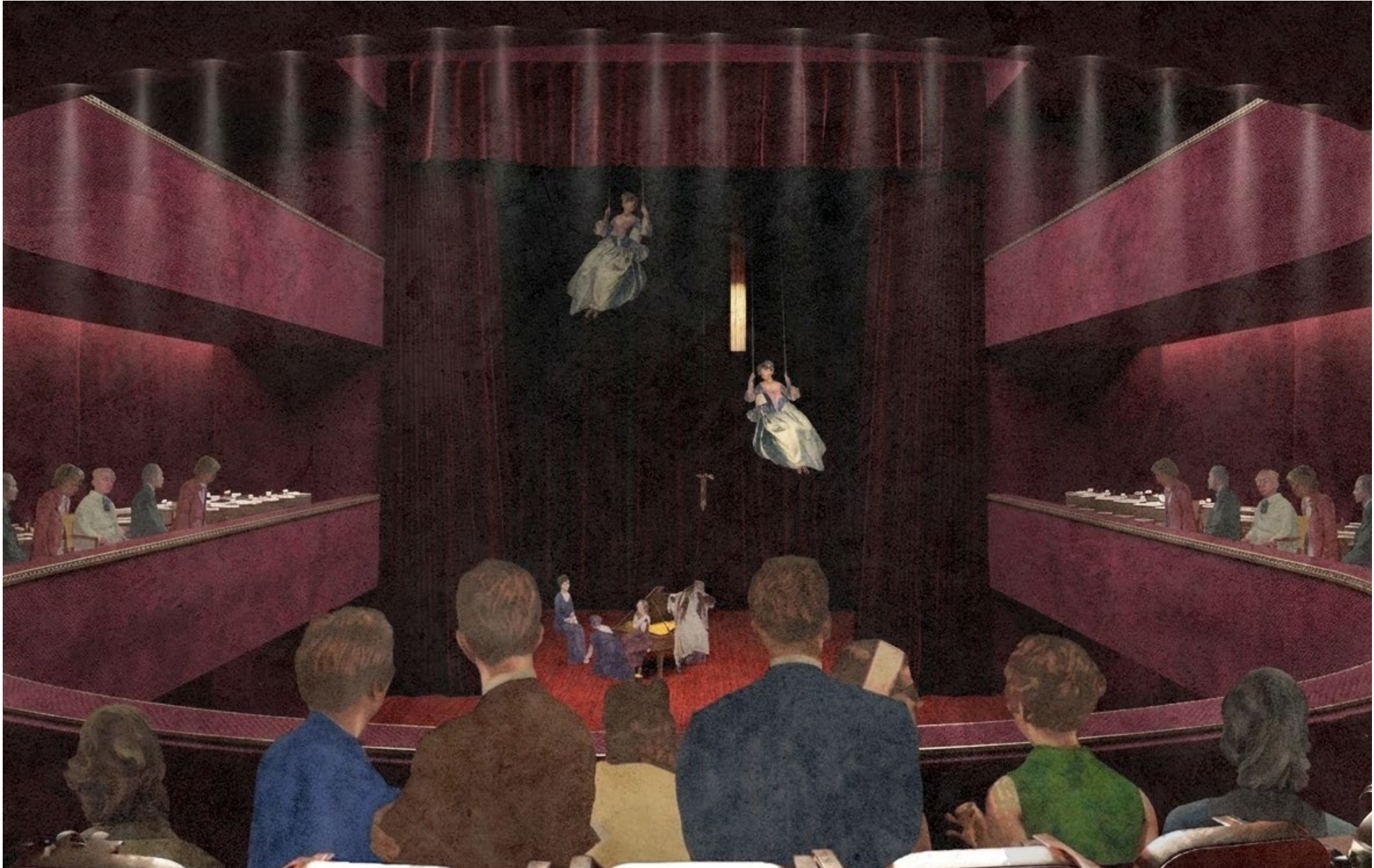
design implementation

# VIEW ONTO VOLUMES

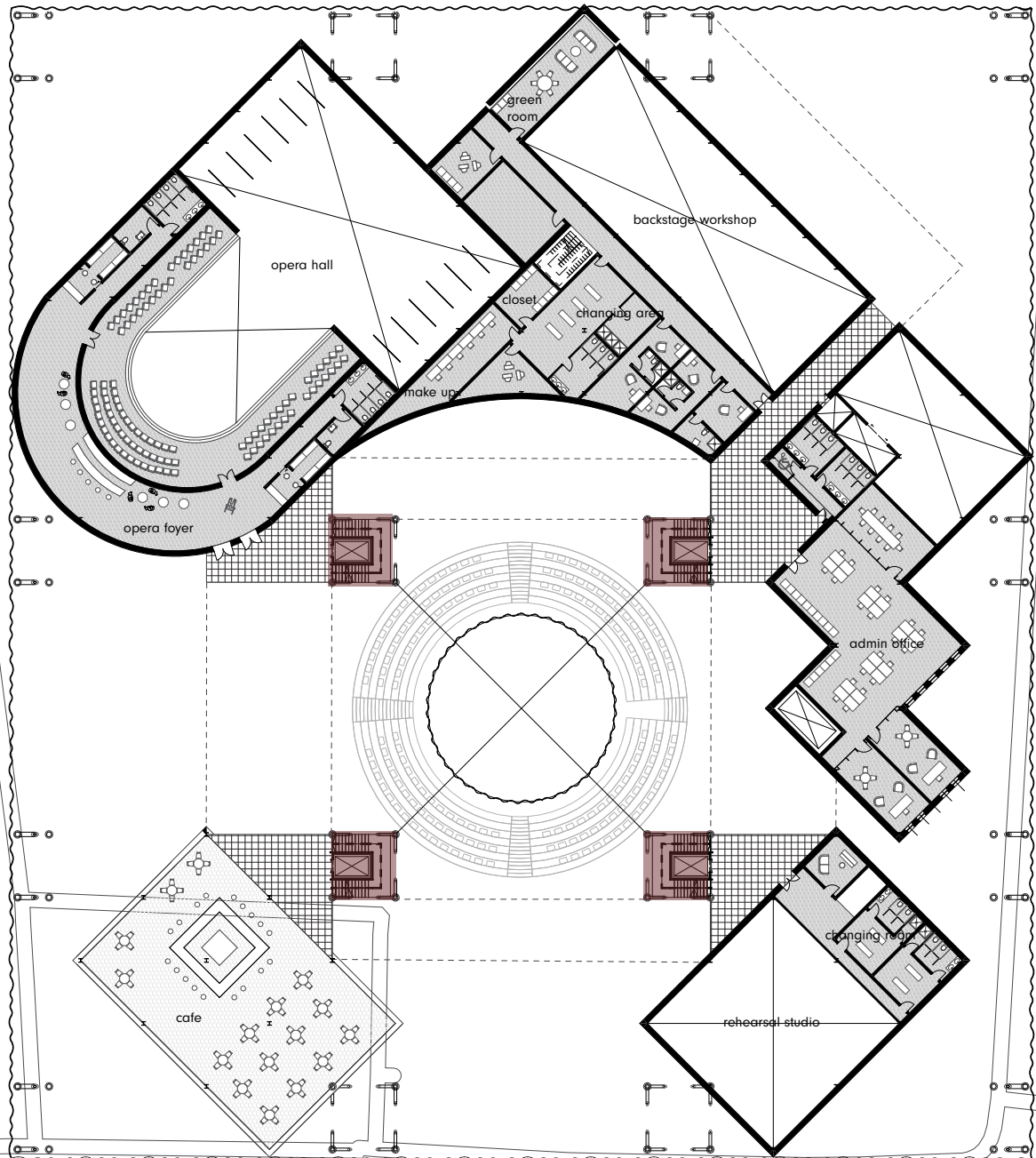


design implementation

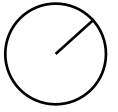
# ATMOSPHERE INSIDE CHAMBER OPERA



# VERTICAL CIRCULATION THROUGH CORES

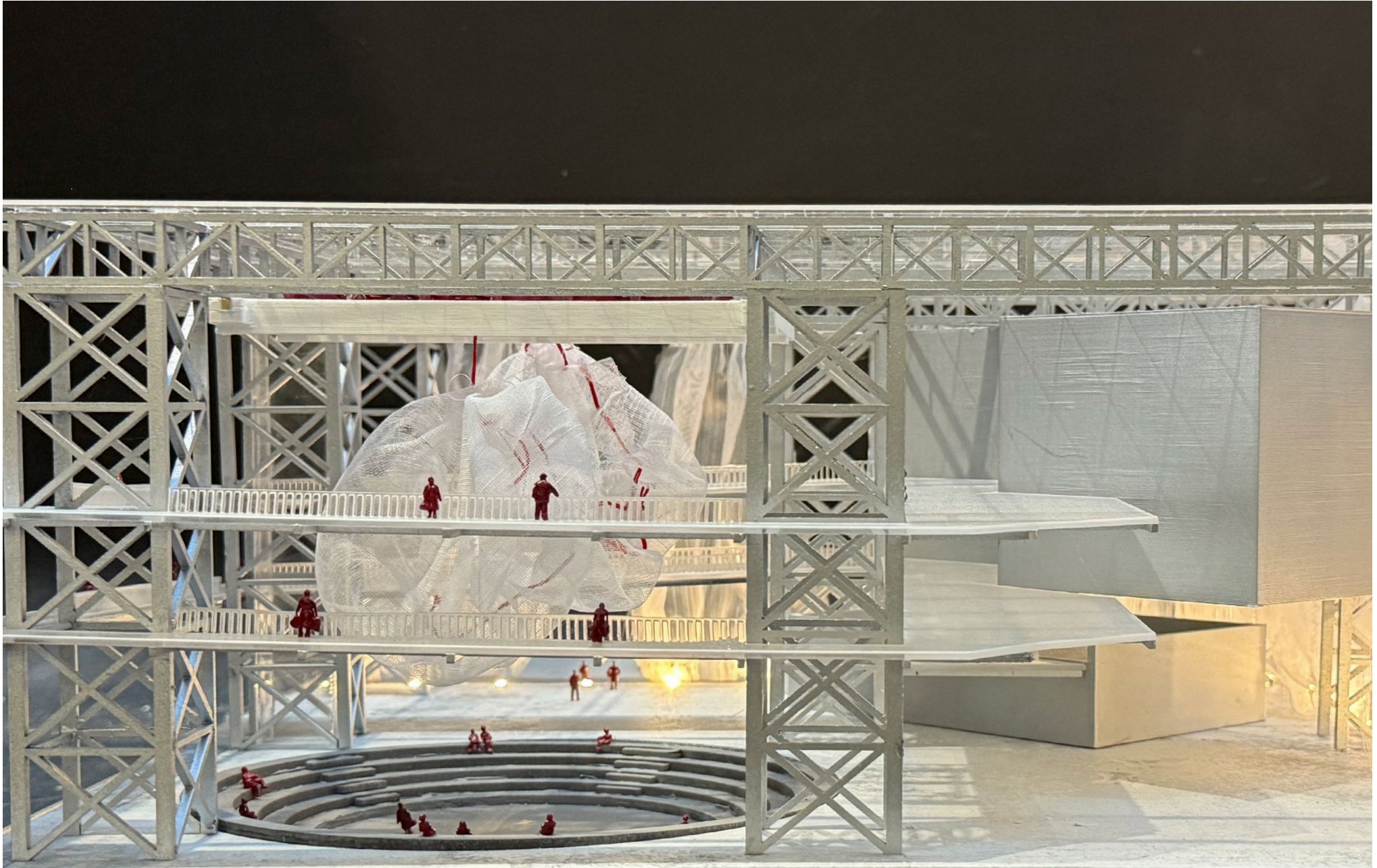


FIRST FLOOR

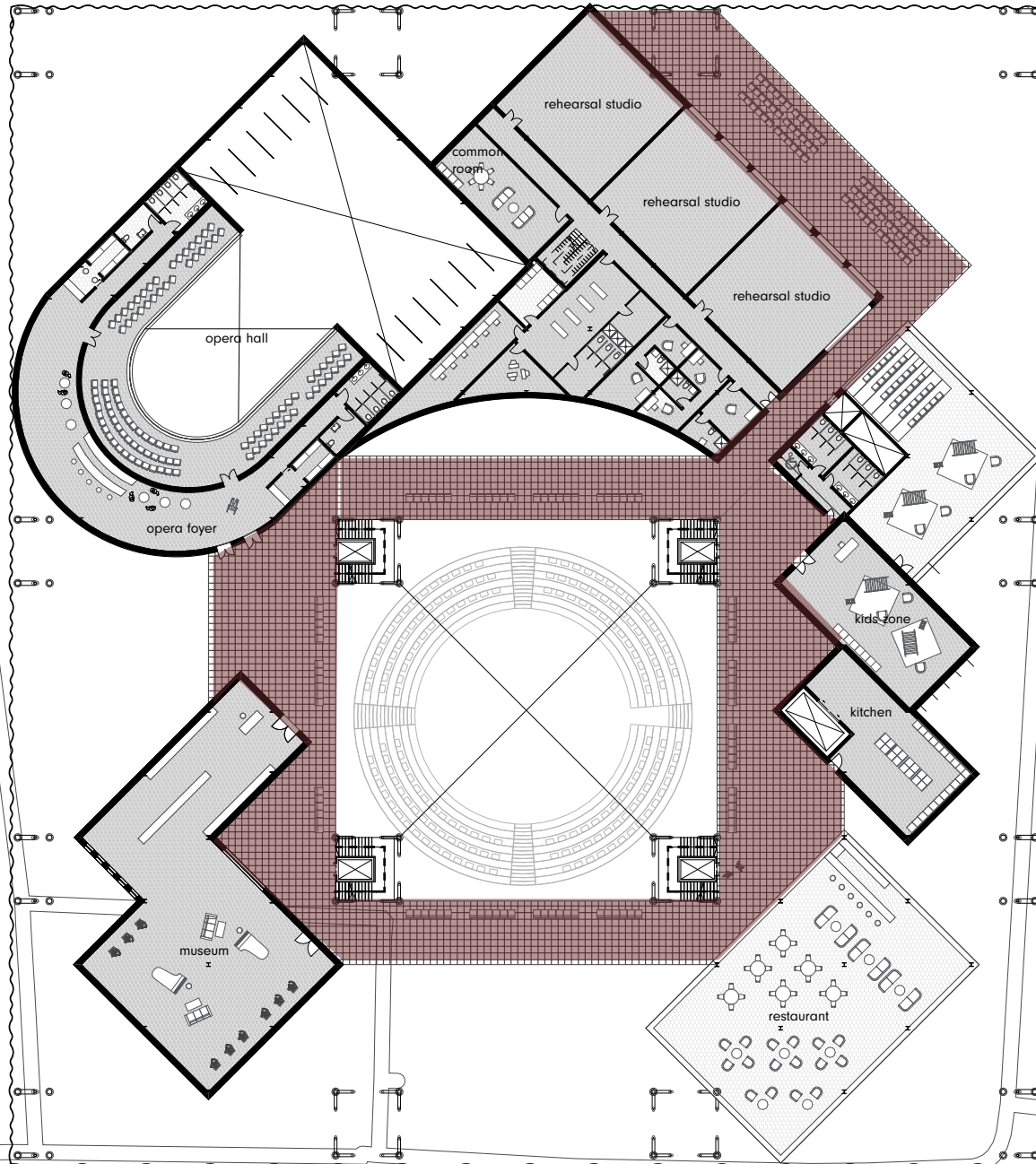


design implementation

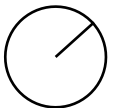
# VERTICAL CIRCULATION THROUGH CORES



# ONTO THE BALCONIES



SECOND FLOOR

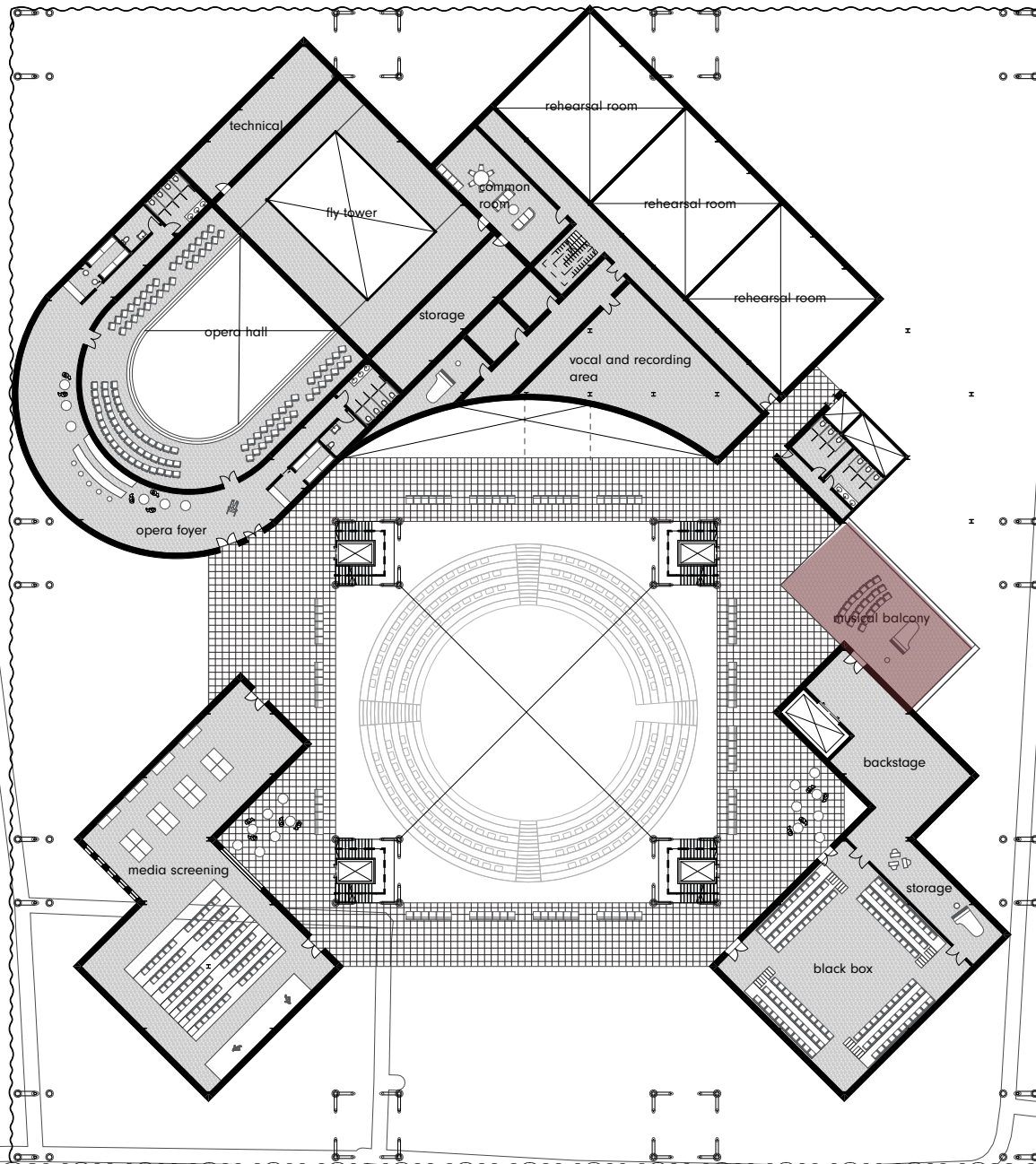


design implementation

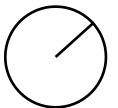
# VIEWS FROM THE BALCONETTE



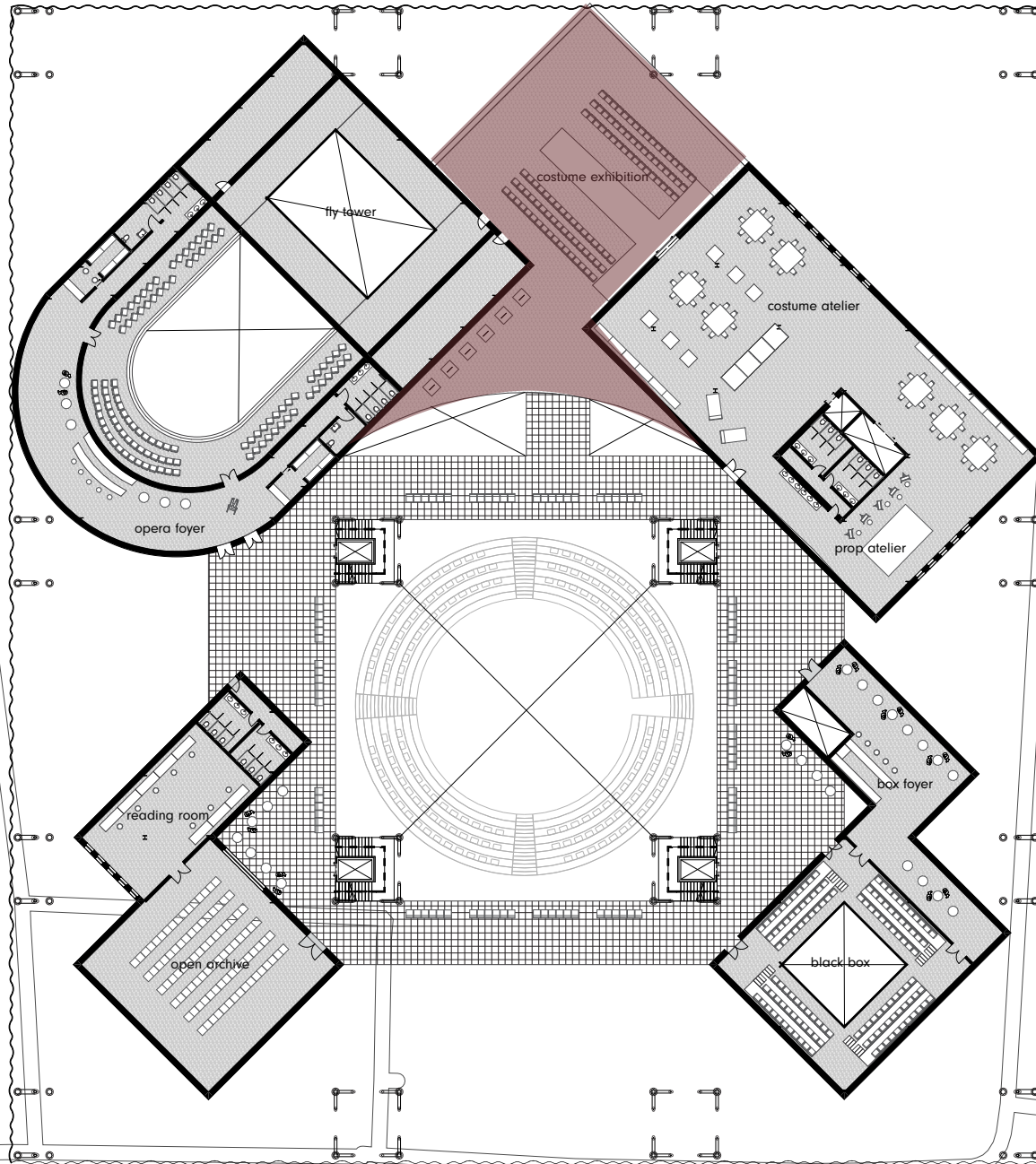
# OPEN SPACES FOR SPONTANEOUS PERFORMANCE



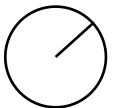
THIRD FLOOR



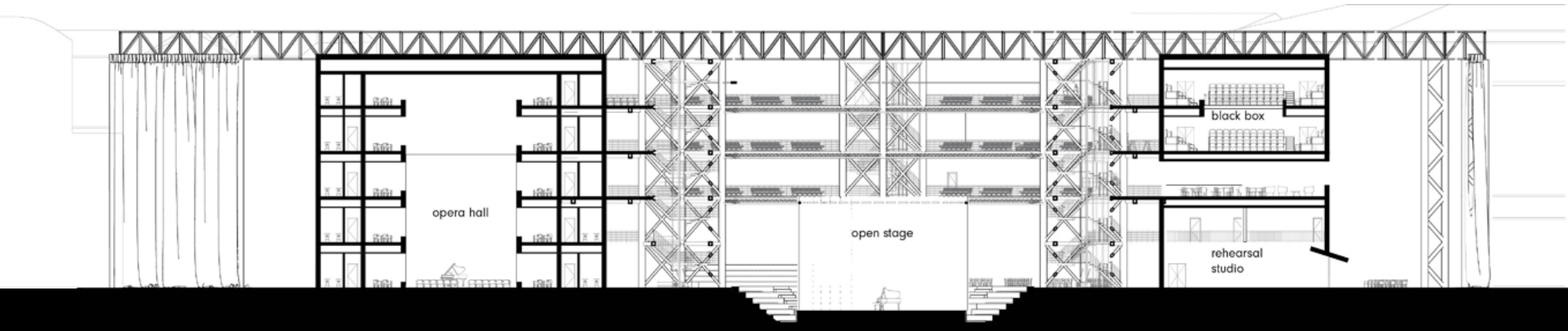
# OPEN SPACES FOR PERFORMANCES



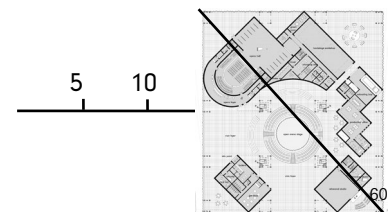
FOURTH FLOOR



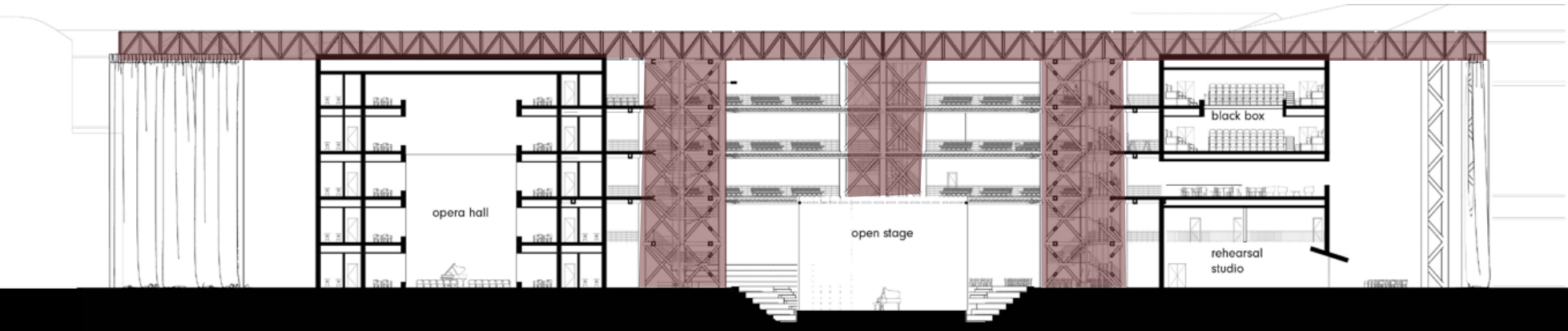
design implementation  
**OPEN STAGE**



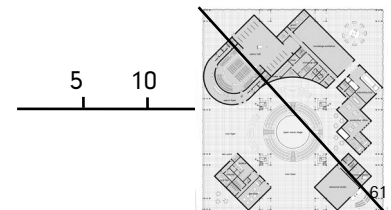
DIAGONAL SECTION



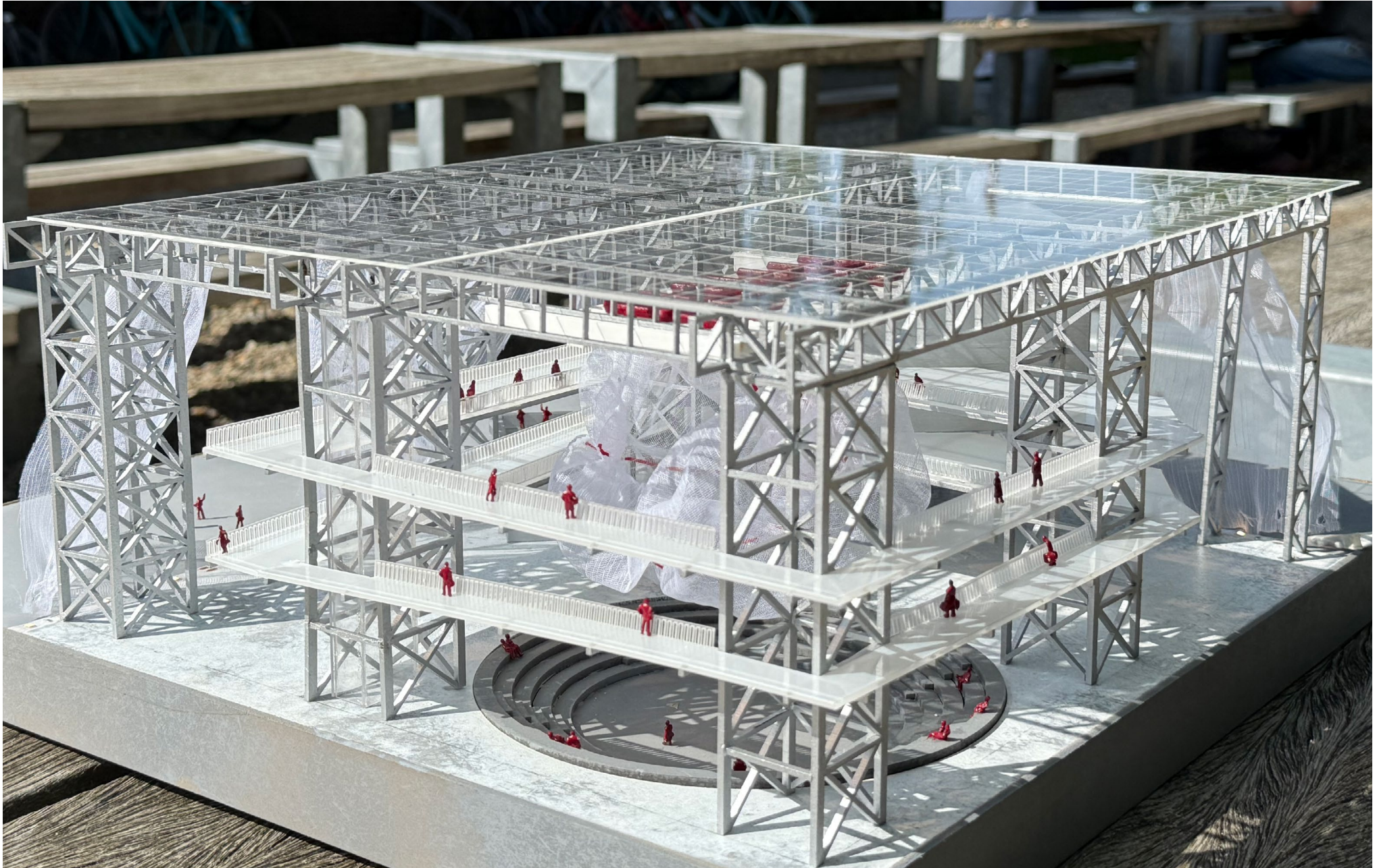
design implementation  
**STRUCTURE**



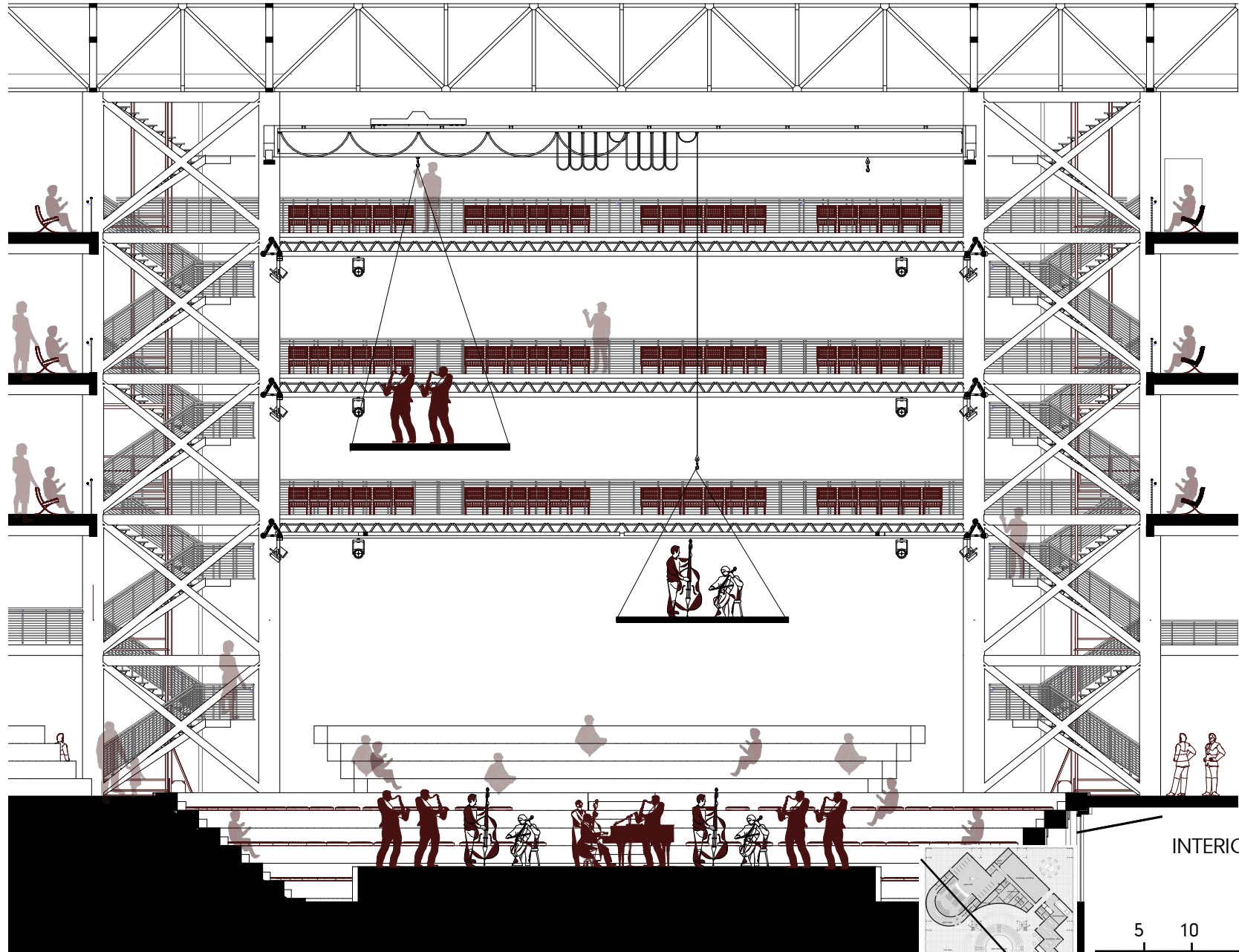
DIAGONAL SECTION



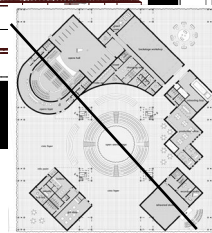
design implementation  
**OPEN STAGE**



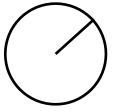
design implementation  
**OPEN STAGE**



INTERIOR FRAGMENT

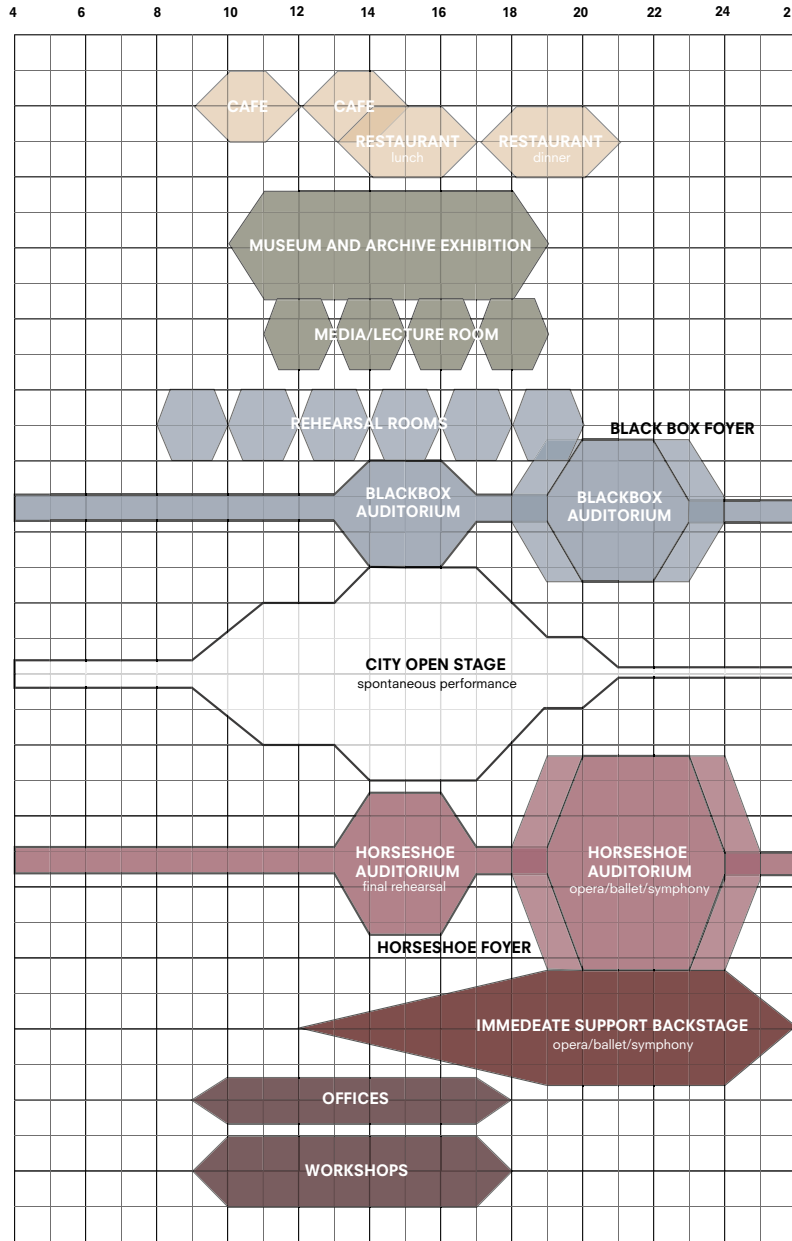


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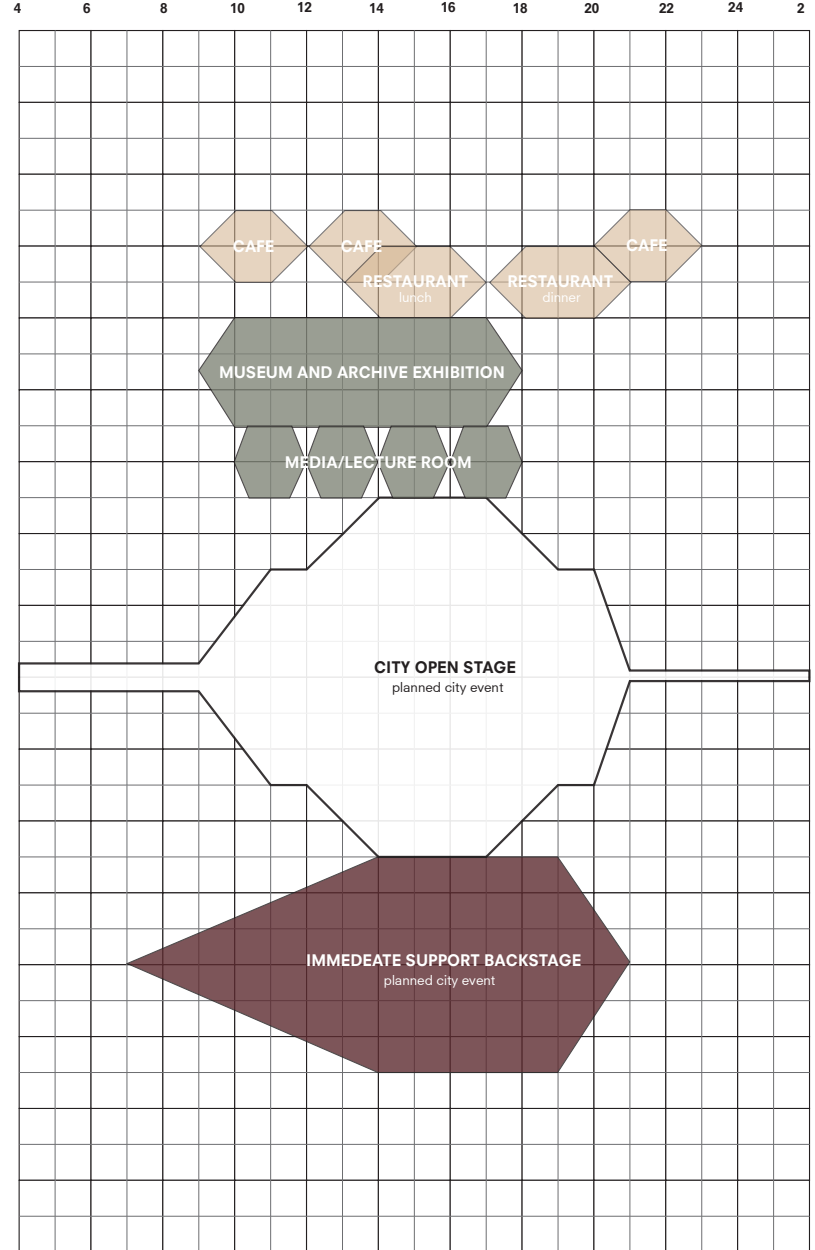
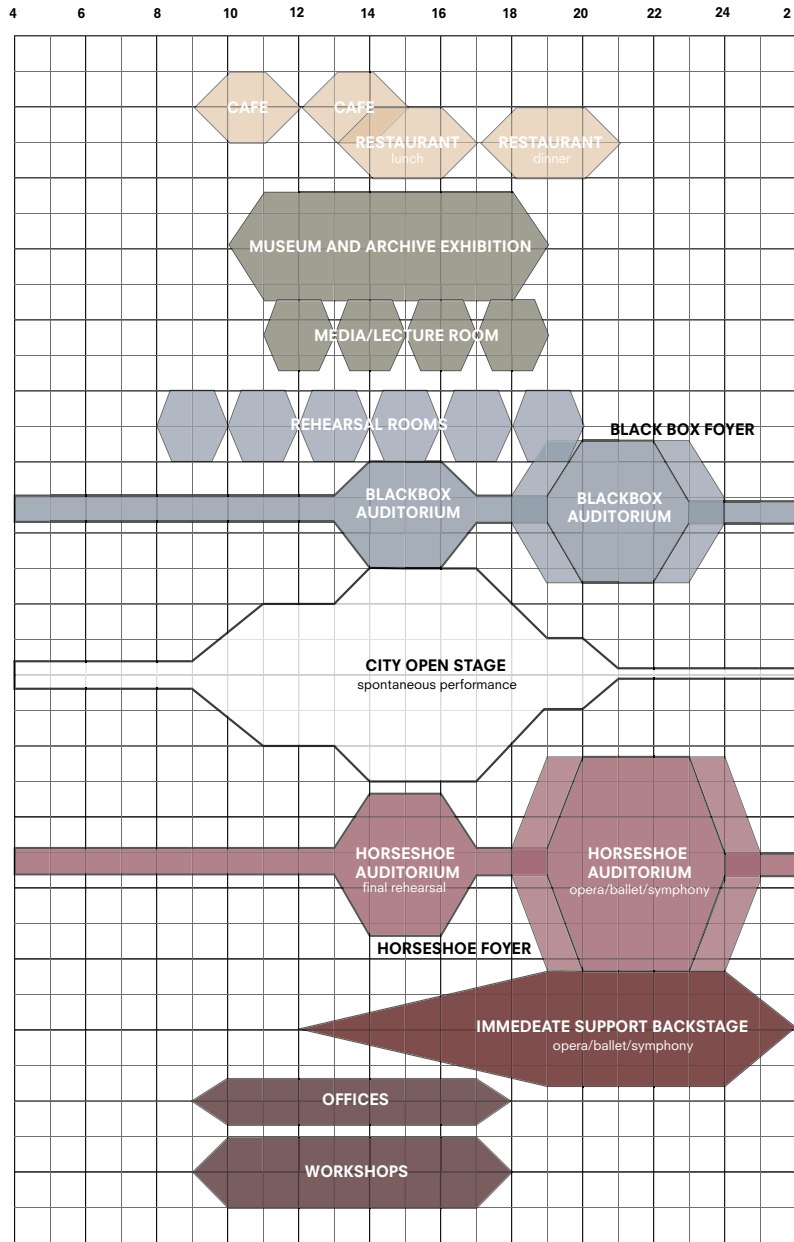


key space

# OPEN STAGE USE



# OPEN STAGE USE



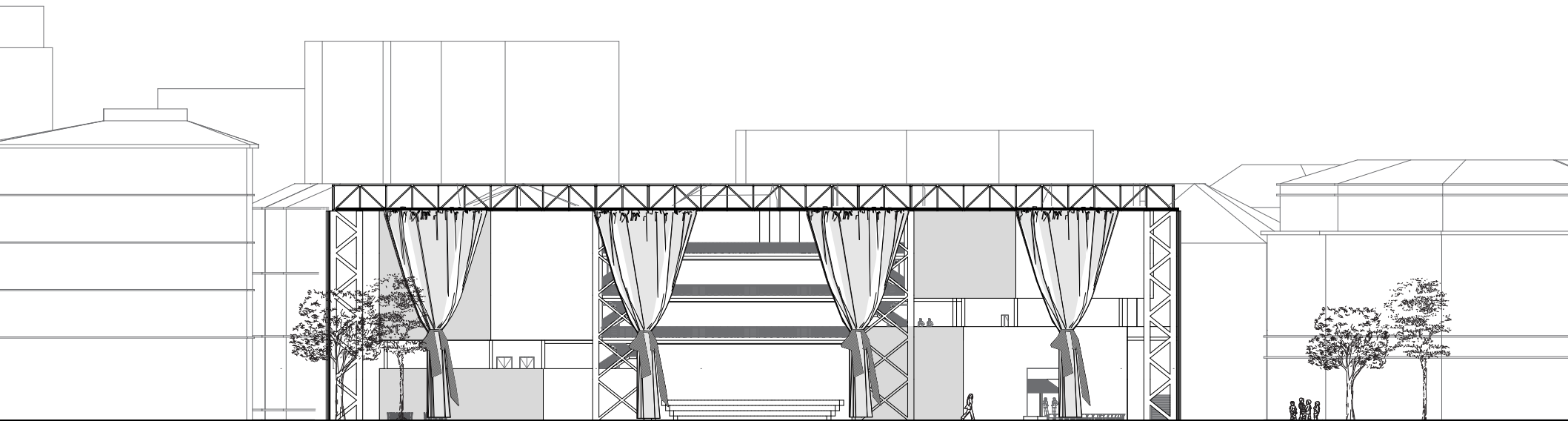
design implementation  
**OPEN STAGE**



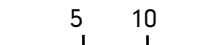
# BUILDING ENVELOPE

building envelope

# PERMEABLE ENVIRONMENT

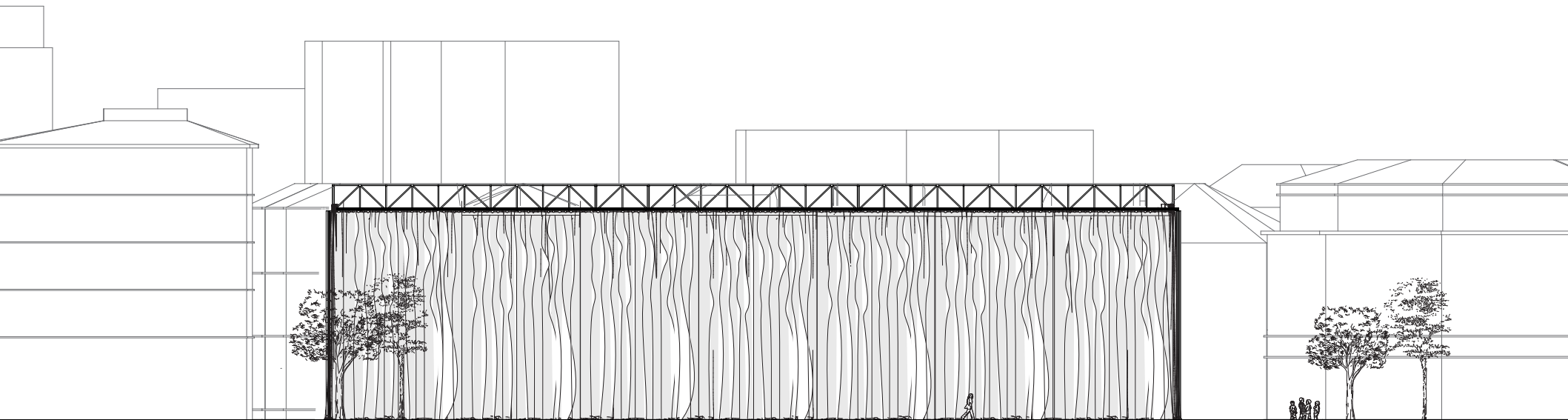


SOUTH WEST FACADE

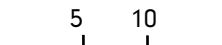


building envelope

# PERMEABLE ENVIRONMENT



SOUTH WEST FACADE

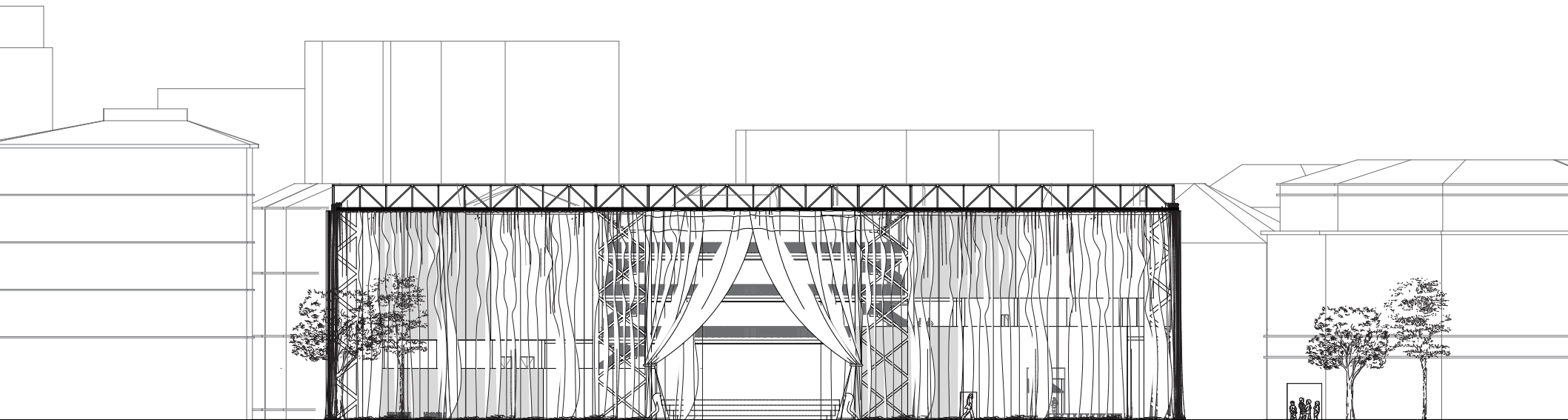


building envelope

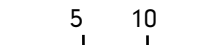
# CLOSED ENVELOPE



building envelope  
**TRANSLUSCENT**



SOUTH WEST FACADE



building envelope

# CURTAIN MATERIALISATION



building envelope

# CURTAIN MATERIALISATION



# CONCLUSION

conclusion

# HYPOTHESIS



## FUN PALACE

# KEY CONDITIONS

**LUDIC**



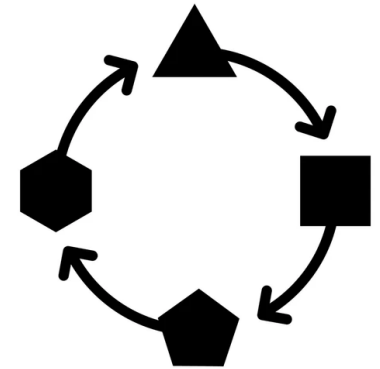
**INFORMAL**



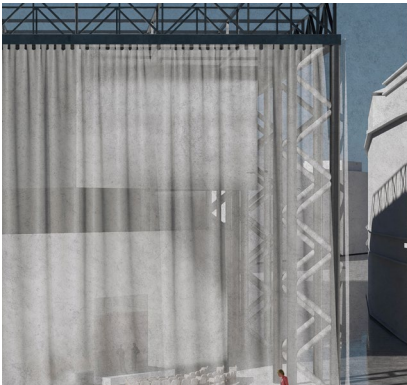
**PERMEABLE**



**FLEXIBLE**



# LUDIC



# BUILDING ENVELOPE

conclusion

# INFORMAL

## INFORMAL



## FREE MOVEMENT AND DIFFERENT ACTIVITIES

conclusion

# PERMEABLE

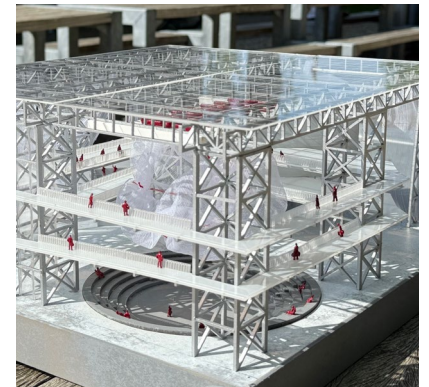
## PERMEABLE



## VIEWS

conclusion  
**FLEXIBLE**

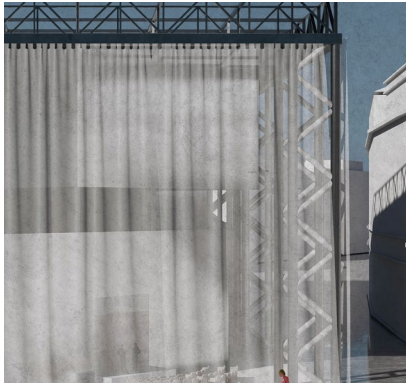
**FLEXIBLE**



**STRUCTURE  
AND OPEN  
STAGE**

# CONCLUSION

## LUDIC



**BUILDING  
ENVELOPE**

## INFORMAL



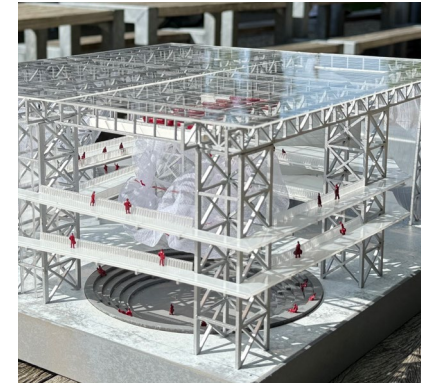
**FREE  
MOVEMENT  
AND  
DIFFERENT  
ACTIVITIES**

## PERMEABLE



**VIEWS**

## FLEXIBLE



**STRUCTURE  
AND OPEN  
STAGE**

conclusion

# AMBITION



“All the world’s a stage, and all the men and women merely players; they have their exits and their entrances; and one man in his time plays many parts.”

– William Shakespeare



**LET'S PLAY OPERA  
THANK YOU!**