Sound Stages in The City

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The project is situated in an urban environment, and consists of soundstages of complex and functional character, with all required service rooms and functions attached, such as restrooms, offices storage cantina.

Furthermore, additional areas and facilities are included for the purpose of establishing an interactive connection between the project and the external city environment and its citizens.

A major challenge is the incorporation of big industrial-like volumes into the adjacent and existing public recreational area.
The project is situated amid a dense, urban environment. The choice of site contradicts what common and traditionally chosen locations for sound stages of such a size - they would usually be placed in less dense environments. My choice of site is conscious and on purpose. One essential reason for choosing a site within an urban environment is the aim to achieve a close interaction between the city’s inhabitants and the movie production. The argument for this is that the main part of movies produced in Norway are financed by means of governmental funding, like other national, cultural activities and art performing such as theatres, opera, art exhibitions. Since this governmental funding is indirectly made possible through the effort of the citizens themselves, I think they, i.e. the citizens, should be offered the possibility to observe, to experience, to get an impression of the movie making profession by means of this interactive function.
The project is characterized by three volumes protruding from an accessible roof area. These volumes are taking up, reflecting the format of the existing, nearby located building volumes. Two of the three volumes are sound stages, the third volume contains a cinema and a silent stage with a fixed green screen intended for pack shots or similar.
The sound stages are the hearth of the film production facilities. They are based on the project’s ground floor. Each of them are served from, and have tight connection to separate support volumes, containing offices, workshops toilets etc. These support volumes also have an elevated location compared to the ground floor, hence located up against the roof, functioning as a Plaza, which is accessible to visitors and bypassing citizens.
The ground floor including the areas below the elevated support volumes are containing workshops, cantinas, circulation areas, storages amongst others.
The Roof area is accessible from the surrounding public park area, and the intention is that it shall be an attractive facility from the citizens, the by-passers point of view. The area is divided into sub areas, plazas, offering various activities and also indicating the connections to the activities taking place below, i.e. on the ground floor. The area ends at one point up in a Skating ramp facility which is twisting, rounding the corner of the largest sound stage, connecting constructed building volumes with the adjacent green area.
The river Akerselva is running along the north west side of the project. A public path is located between the river and the project’s north-west façade. The façade is shaped in a free structure, reflecting the nature of the river. It has large window areas, offering insight for visitors and bypassing pedestrians, giving good visual contact to the Sound stages activities, as well as good daylight conditions for the workers inside. At the end of the façade and outside a café, a plaza is established. The plaza offers a great view to the attractive waterfall situated close to the project.
The original site houses a Two story parking garage. The Sound stages are the only Parts of the production facility that rises higher than the original Parking roof. The entire parkinggarasje will be removed, and replaced with a new construction for the project.
An outdoor cinema is located on the northern roof. The beches also serve as overlight for the museum underneath.