

# Landscape of Traces

Nidhi Nimodia  
Super Matter



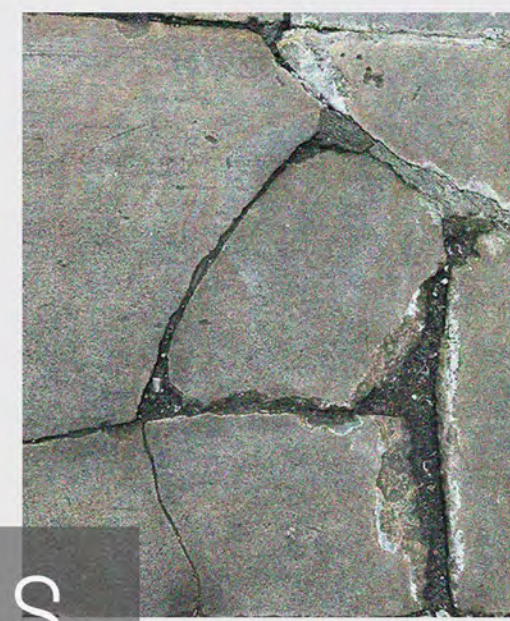
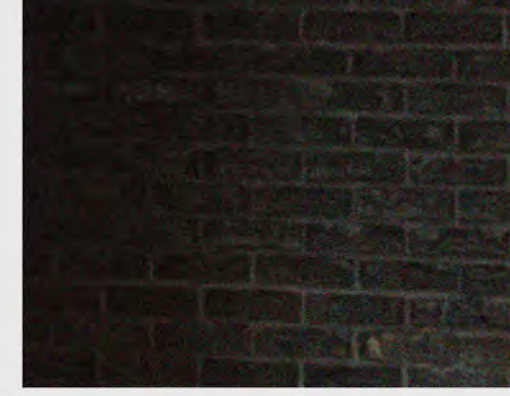
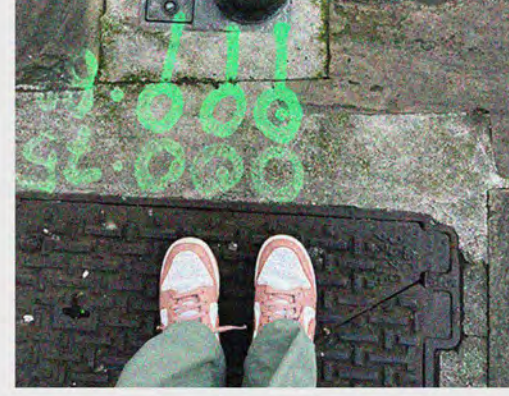
## “Transient Traces”

*With waves of immigrants who came  
and left Spitalfields, there remains  
traces of them in the changing  
materials, places and people....  
That is what shapes identity of the  
Spitalfields we see,  
Although in fragments and layers, when  
observed carefully, Their traces still  
remain,  
Their traces still remain....  
-Nidhi*

## Vision : Program

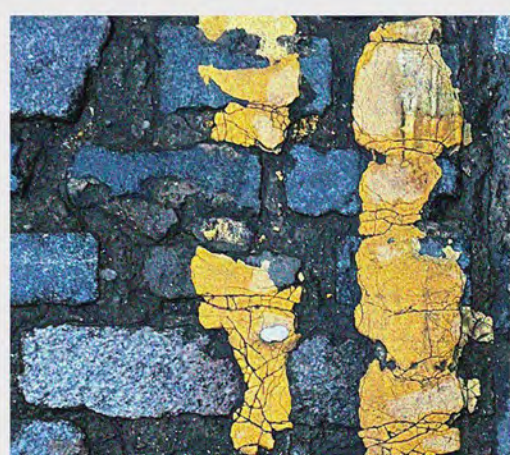
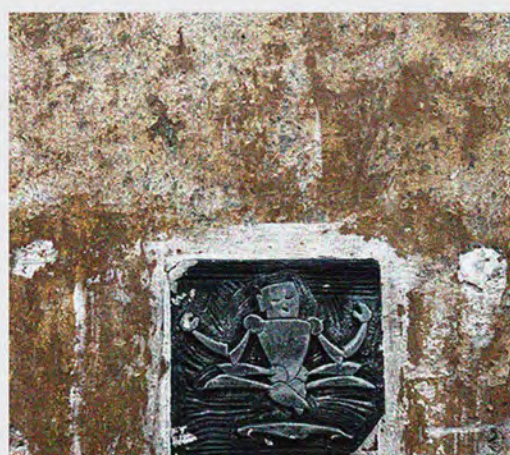
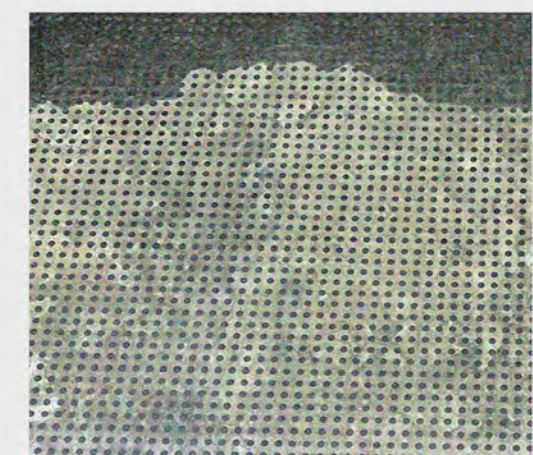
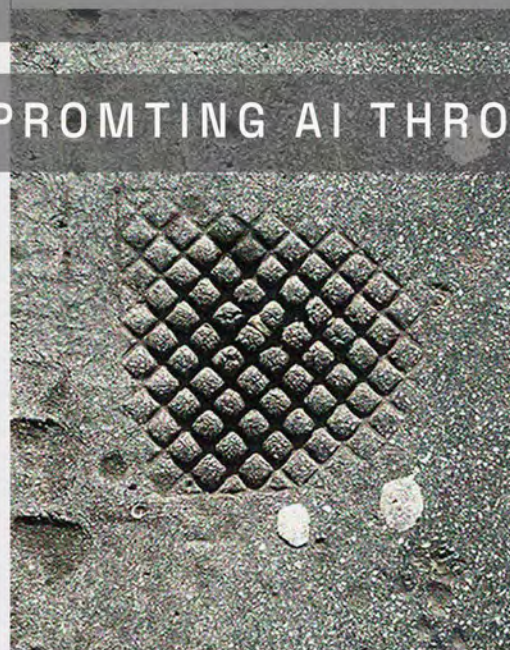
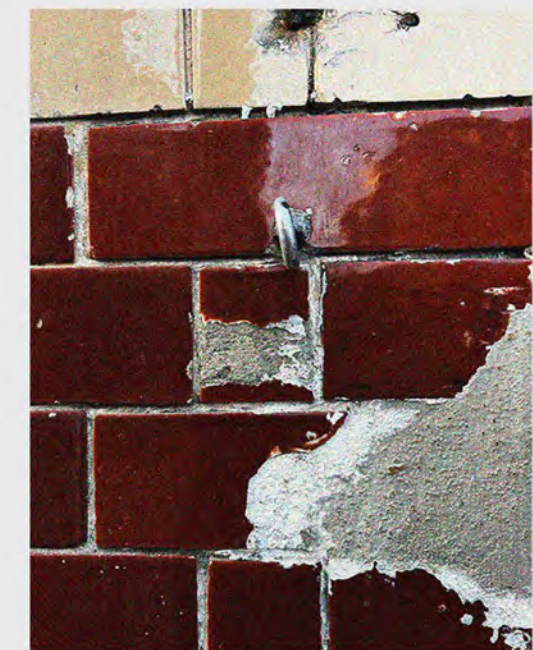
A Performing Arts Centre serving a purpose beyond the commercialisation of the area, a place for expression, dialogue, and communication. Inspired by the materiality and traces of its own surroundings.

*“Designing and crafting AI datasets using cataloguing”*



CATALOGUE OF TRACES

PROMPTING AI THROUGH DATASET OF IMAGE

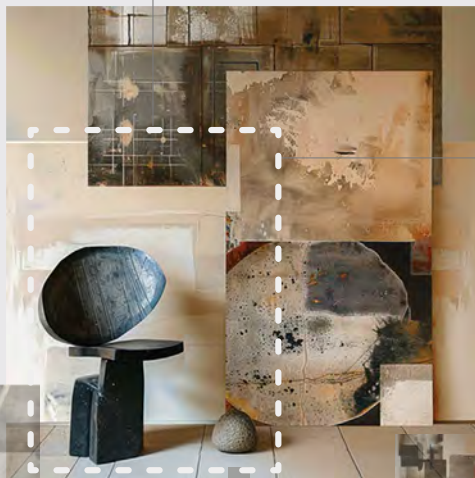


LOCATION: SPITALFIELDS, LONDON

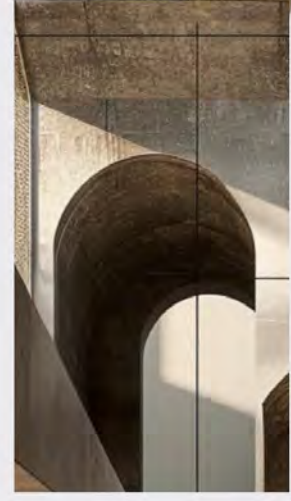
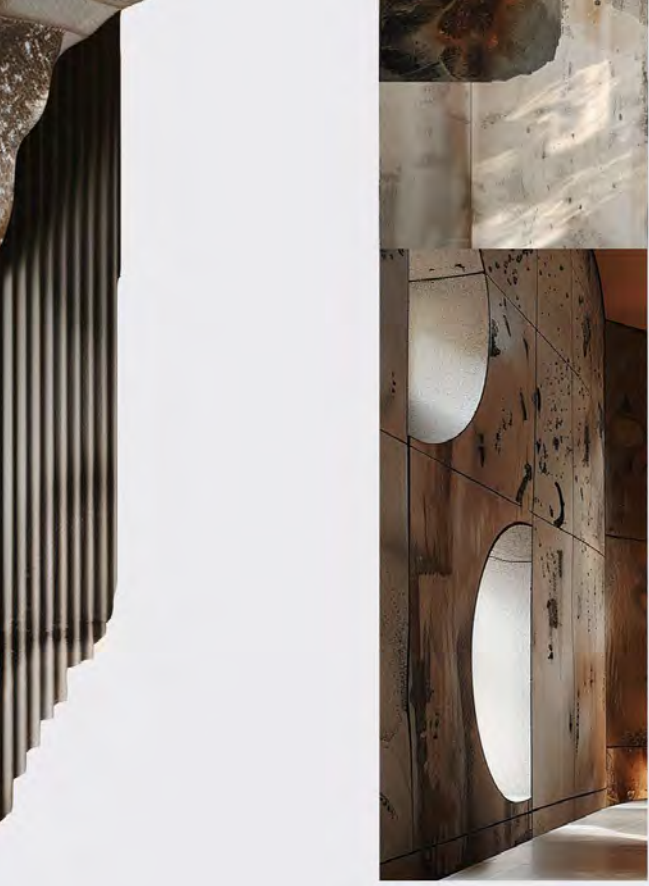
MERGE WITH THE EXISTING MATERIALS --v 6.0 - Variations (Strong) by @Nidhi



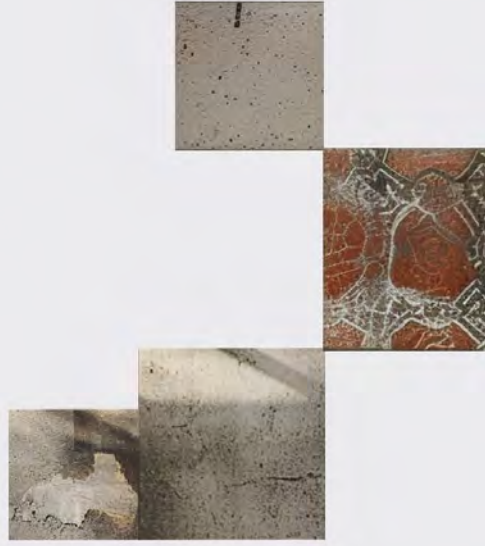
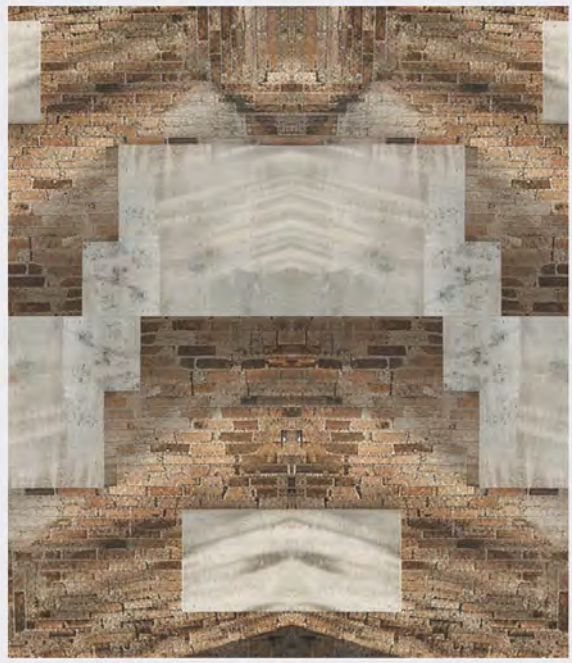
Abstraction of material fragments in collaboration with AI



PROMPT:  
INTERIORS OF A MUSEUM INSPIRED BY THE MATERIALITY AND TEXTURE OF [https://s.mj.run/Fa4HI4F\\_UPI](https://s.mj.run/Fa4HI4F_UPI) [COLLAGE OF TRACES] UNCLUTTERED, RAW AND SUNLIT

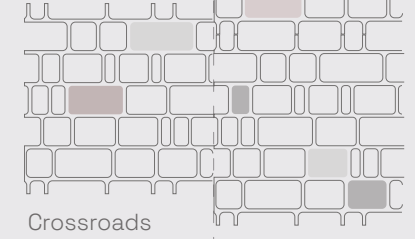
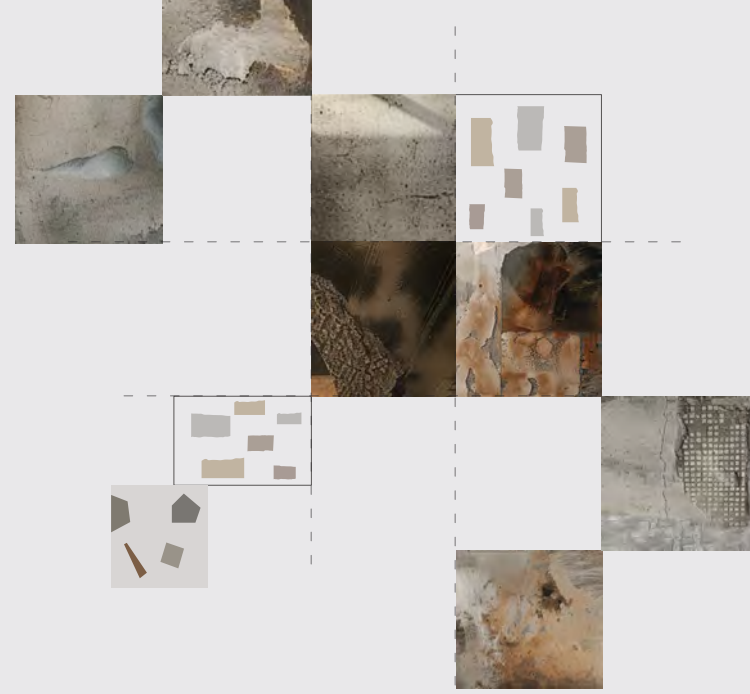


AI Driven  
Fragments

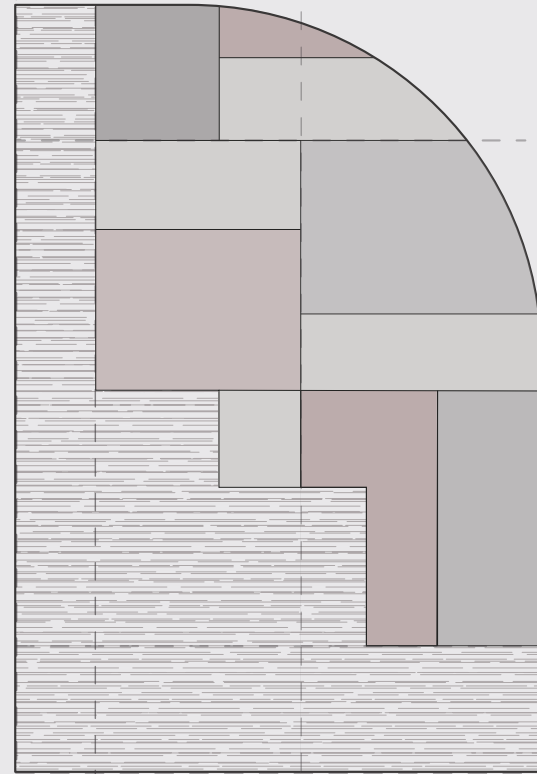




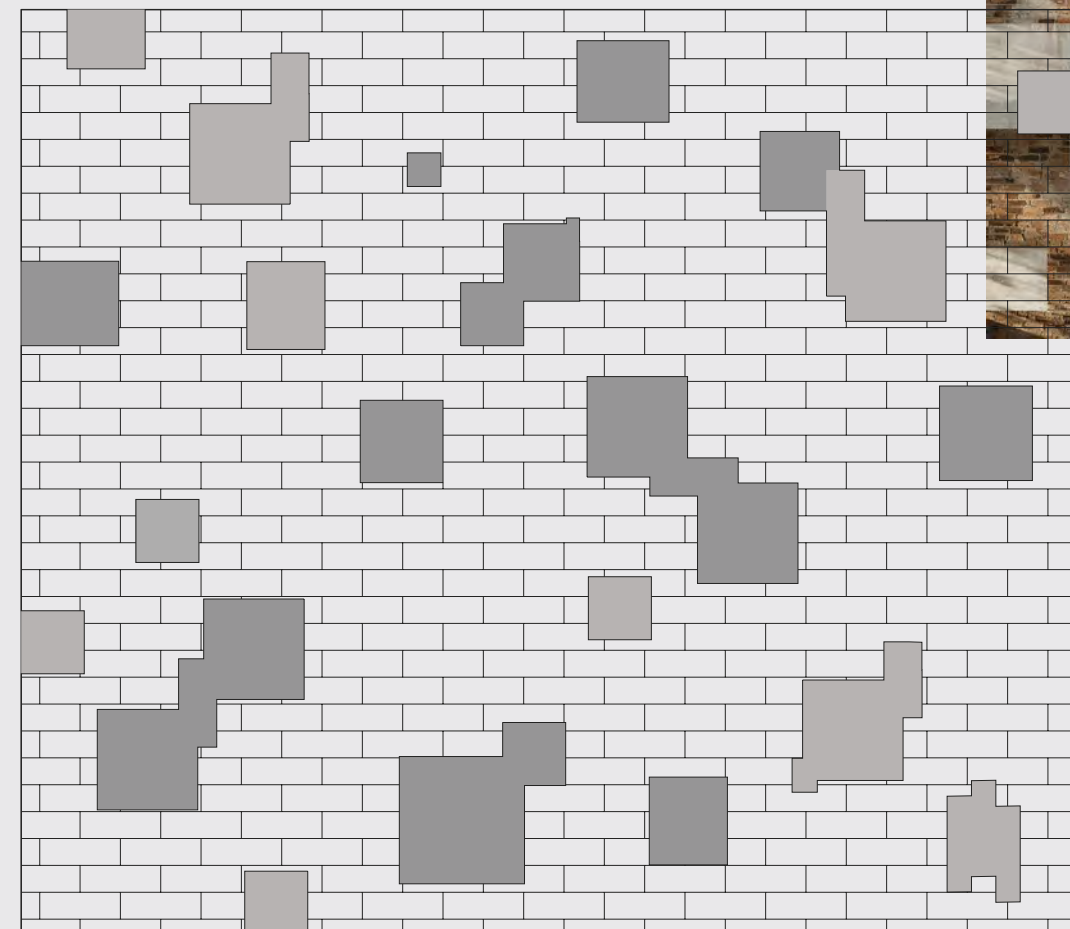
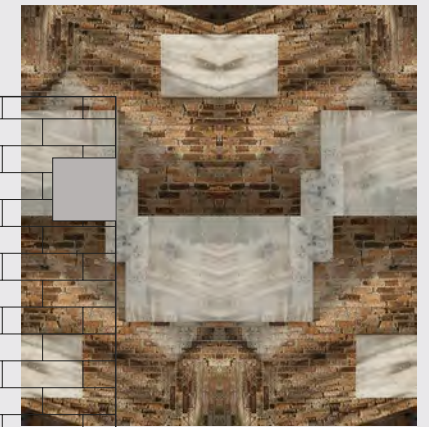
Patchwork of conversations



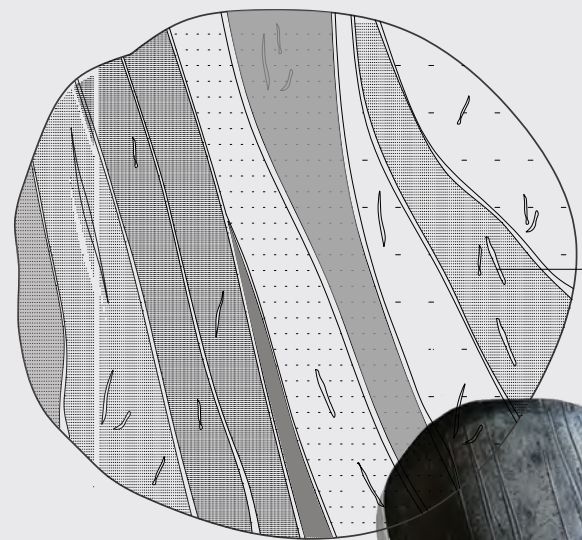
Crossroads



Crafting and spatialising narratives with materials

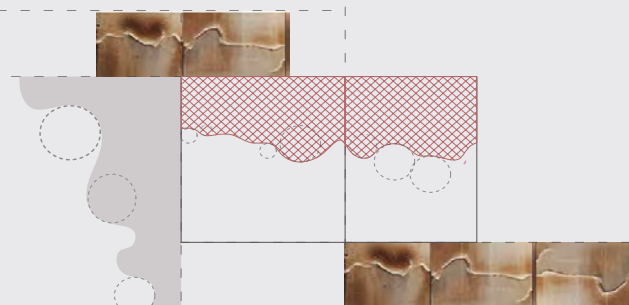


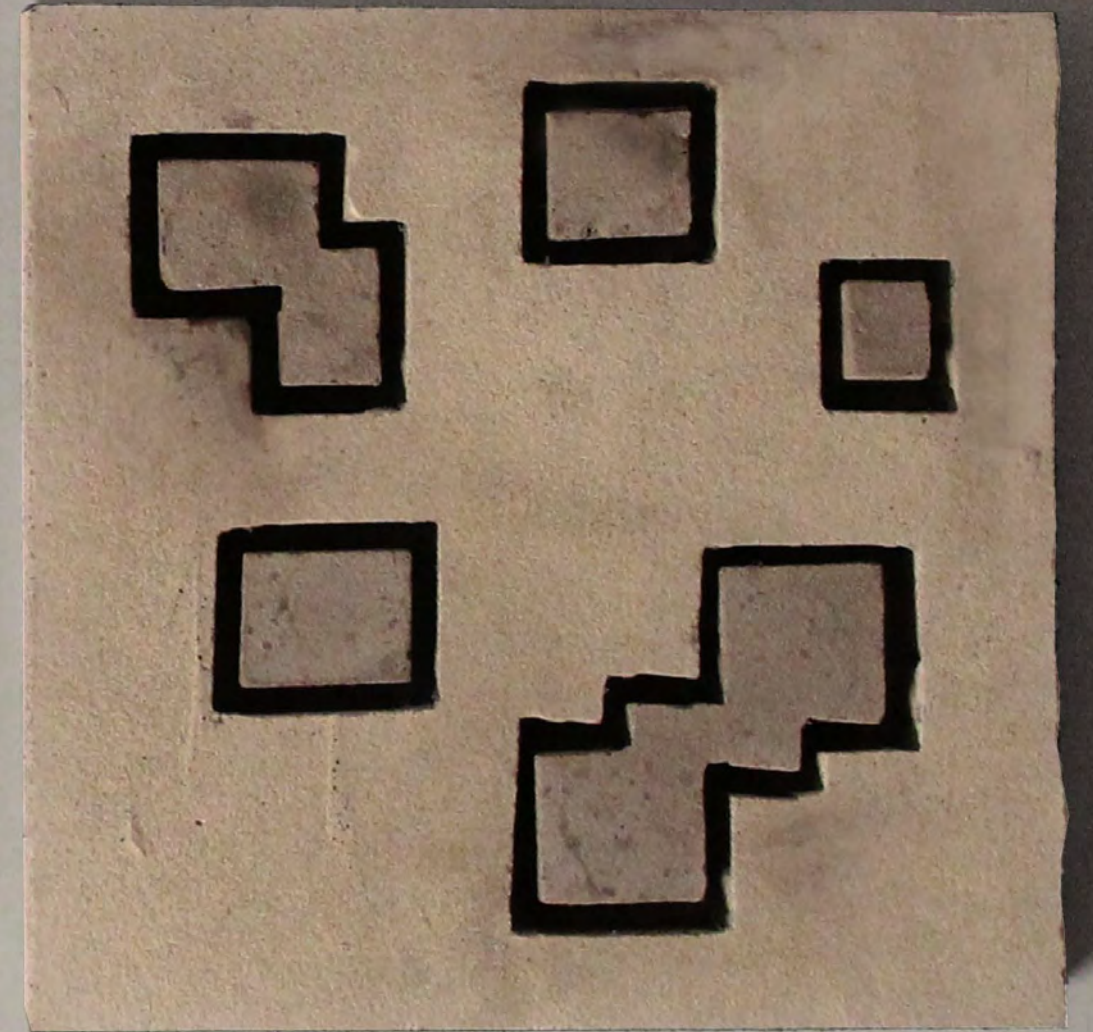
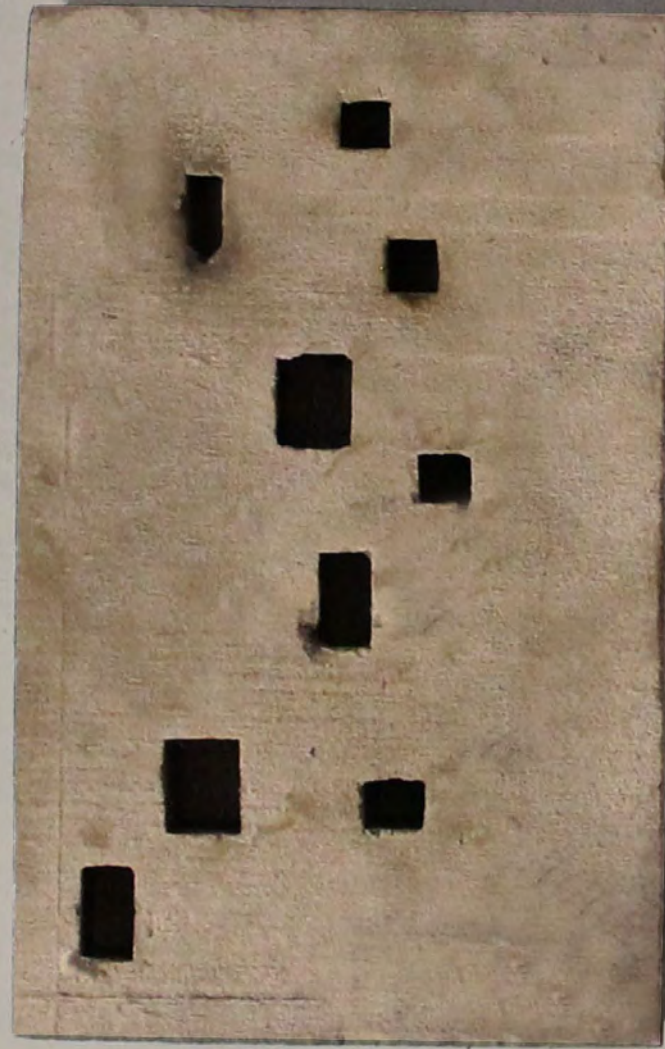
Tapestry of stories



cracks[uncovering the untold]

Textures inspired by furniture



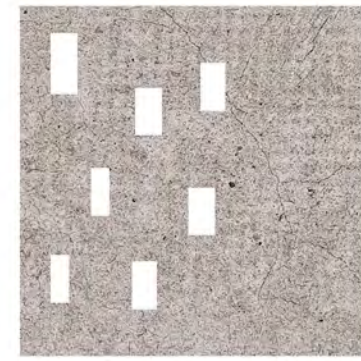
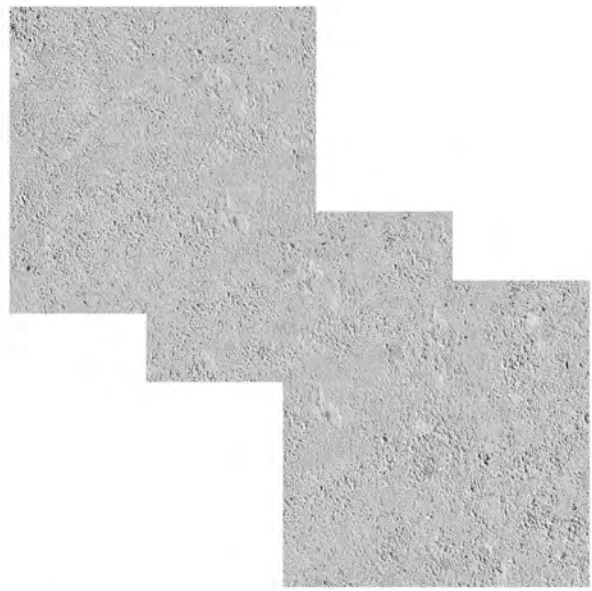


Artificial intelligence < Making

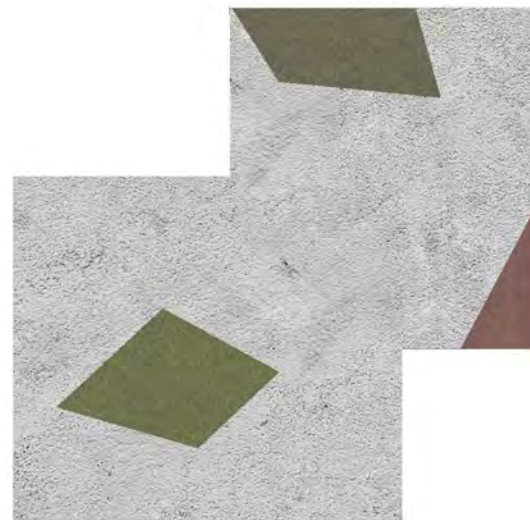
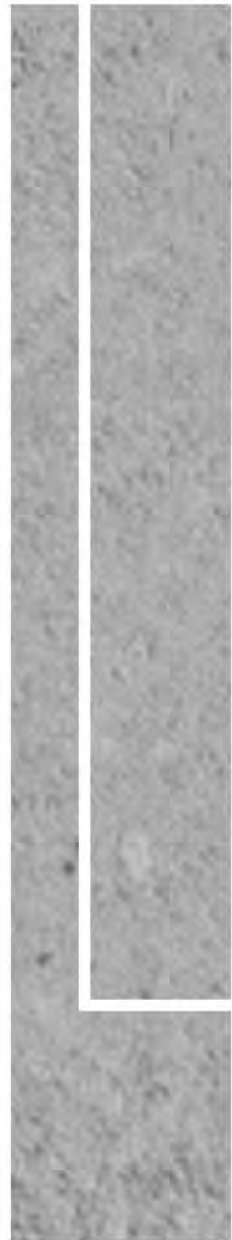


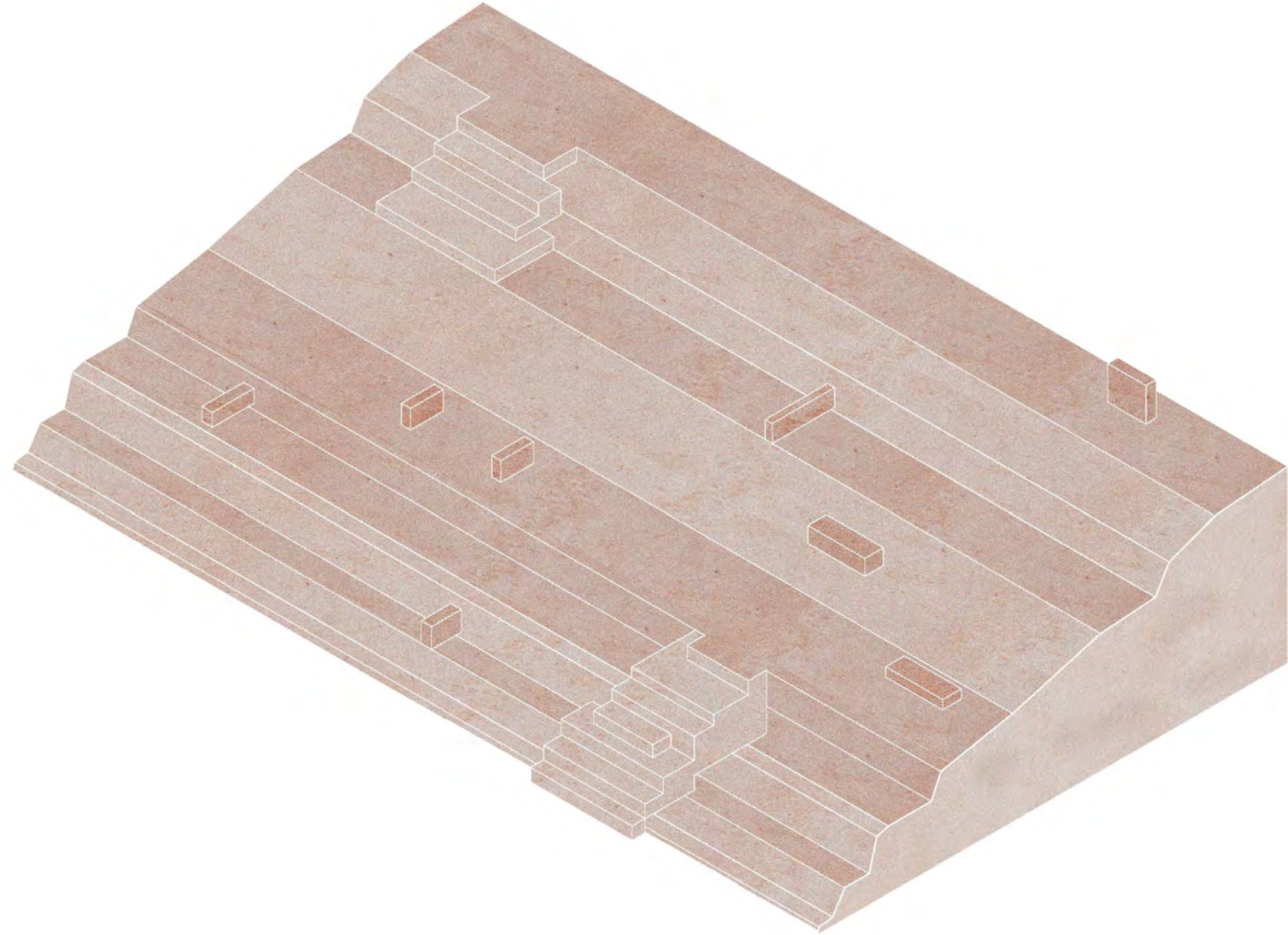
## Breathing Traces

Communicating Spitalfields' diverse history of textiles, Victorian buildings and industrial heritage using materials



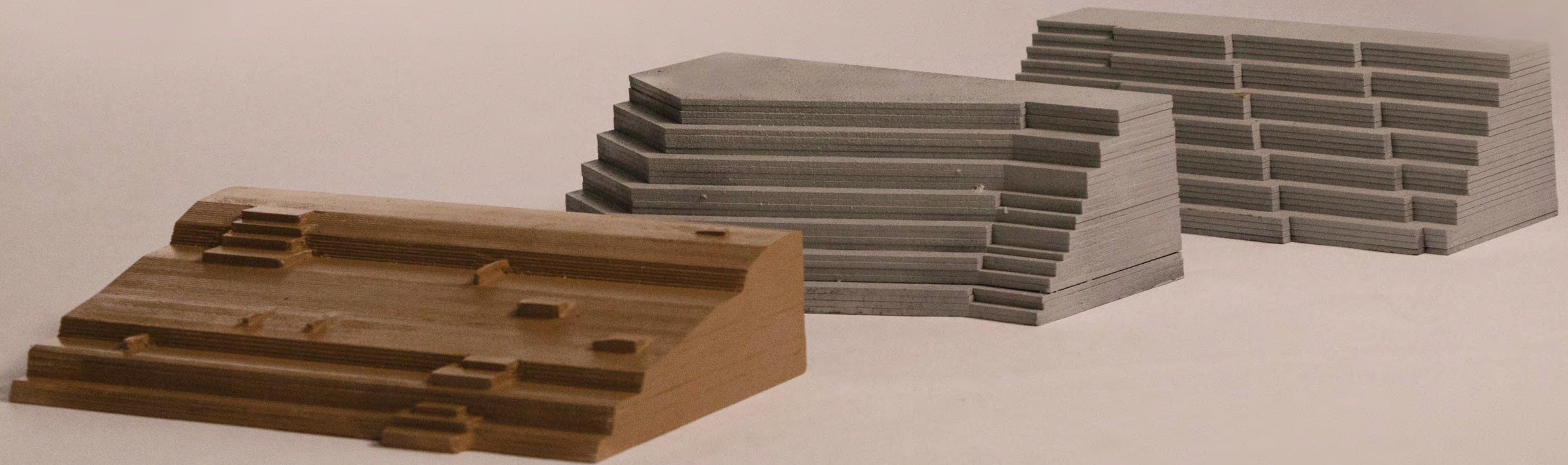
Inventory of form and material





The series of initial form explorations led me to rethink theatre seating as Landscapes, promoting togetherness and deeper connections amongst communities.

[\[Click to play the GIF\]](#)



## Form Development

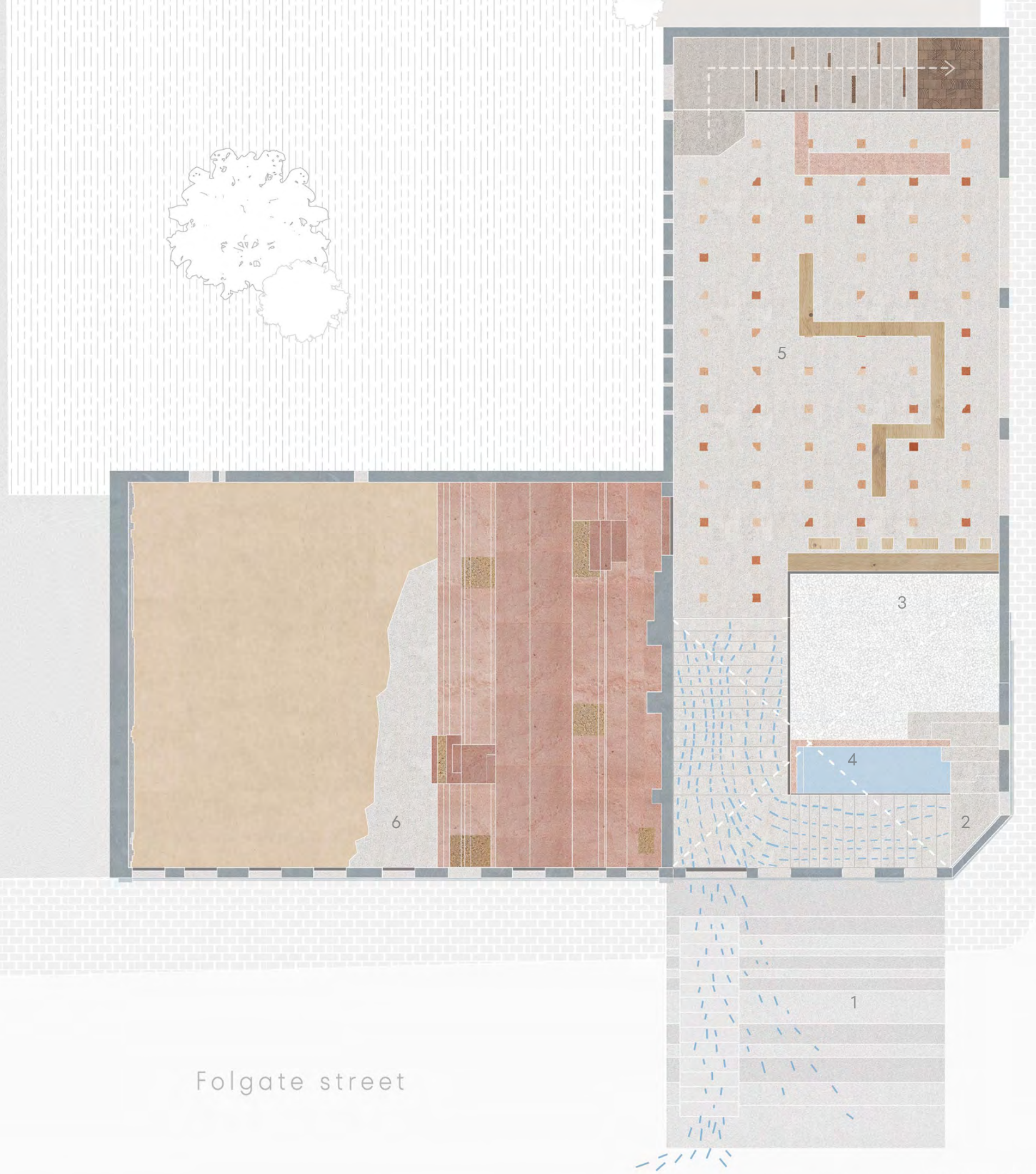
Indoor amphitheatre seating evolving into a scape.



The idea of landscapes extends outside the building to interact with the Pedestrians, also offering a theatrical way of entering inside. The space is a culmination of two theatres, cafe, lobby, community hall and recording studios in the basement



"Facade acting as a curtain, setting stage of what is to unfold inside"

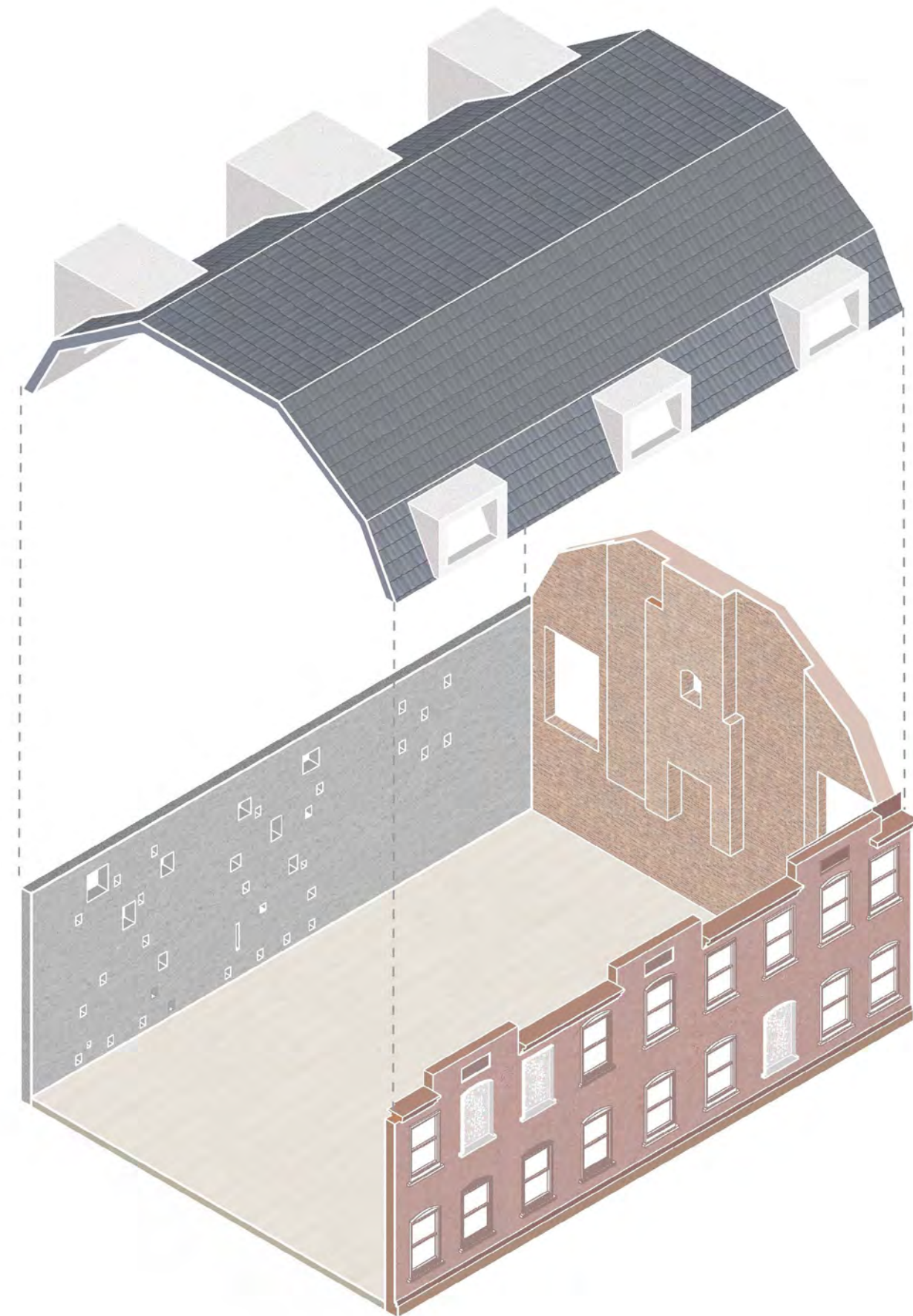


**FIRST FLOOR PLAN**

- Legend
- 1 - Outdoor staircase
  - 2 - Indoor staircase
  - 3 - Lobby
  - 4 - Water Body
  - 5 - Cafe
  - 6 - Theatre 01

Folgate street

Blossom Street

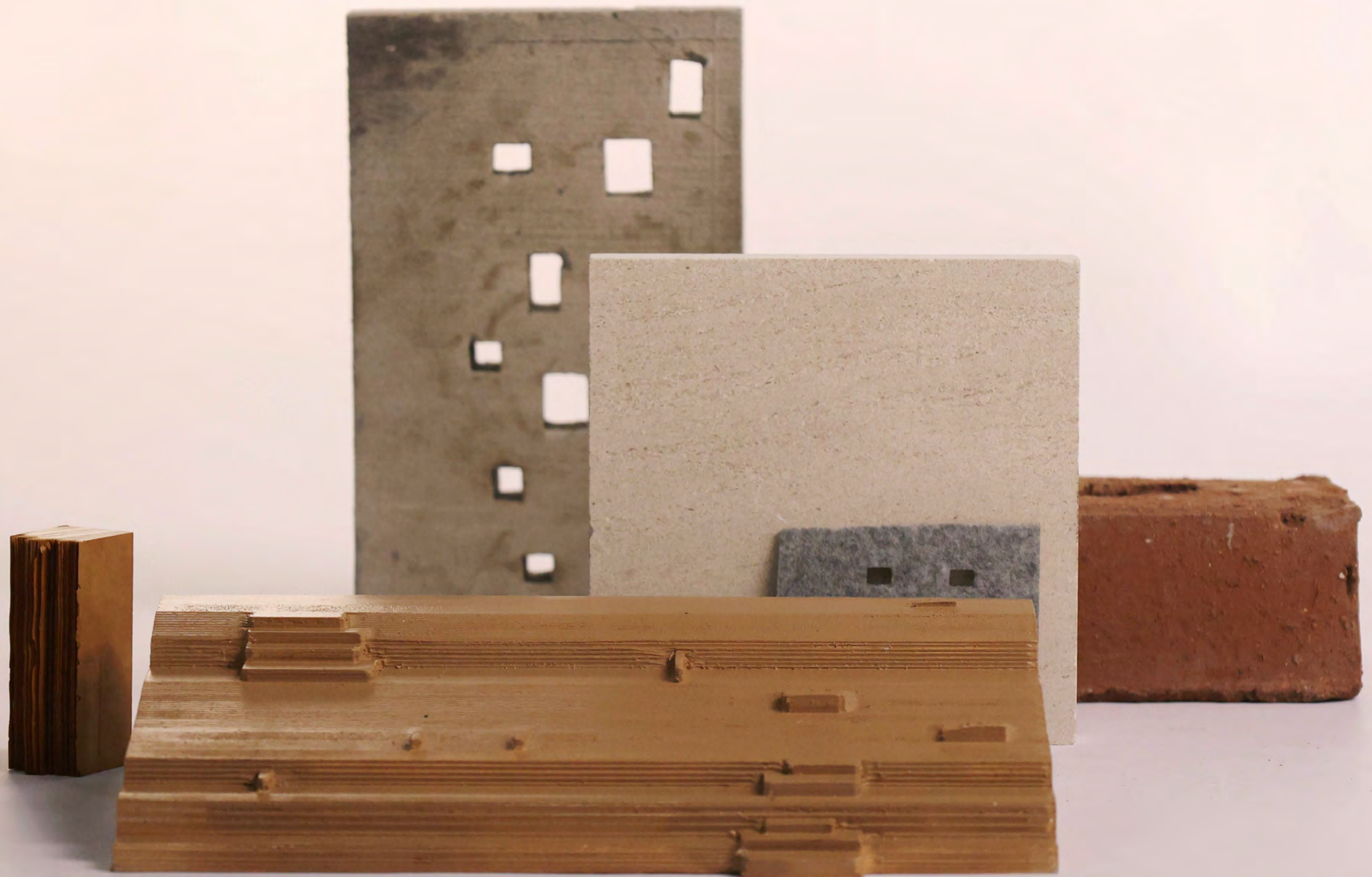


### Theatre 01: Reprogramming the old into new

Mindfully opening up the floors, yet retaining the roof and creating voids in the existing fabric of the building to adapt it into a new function.

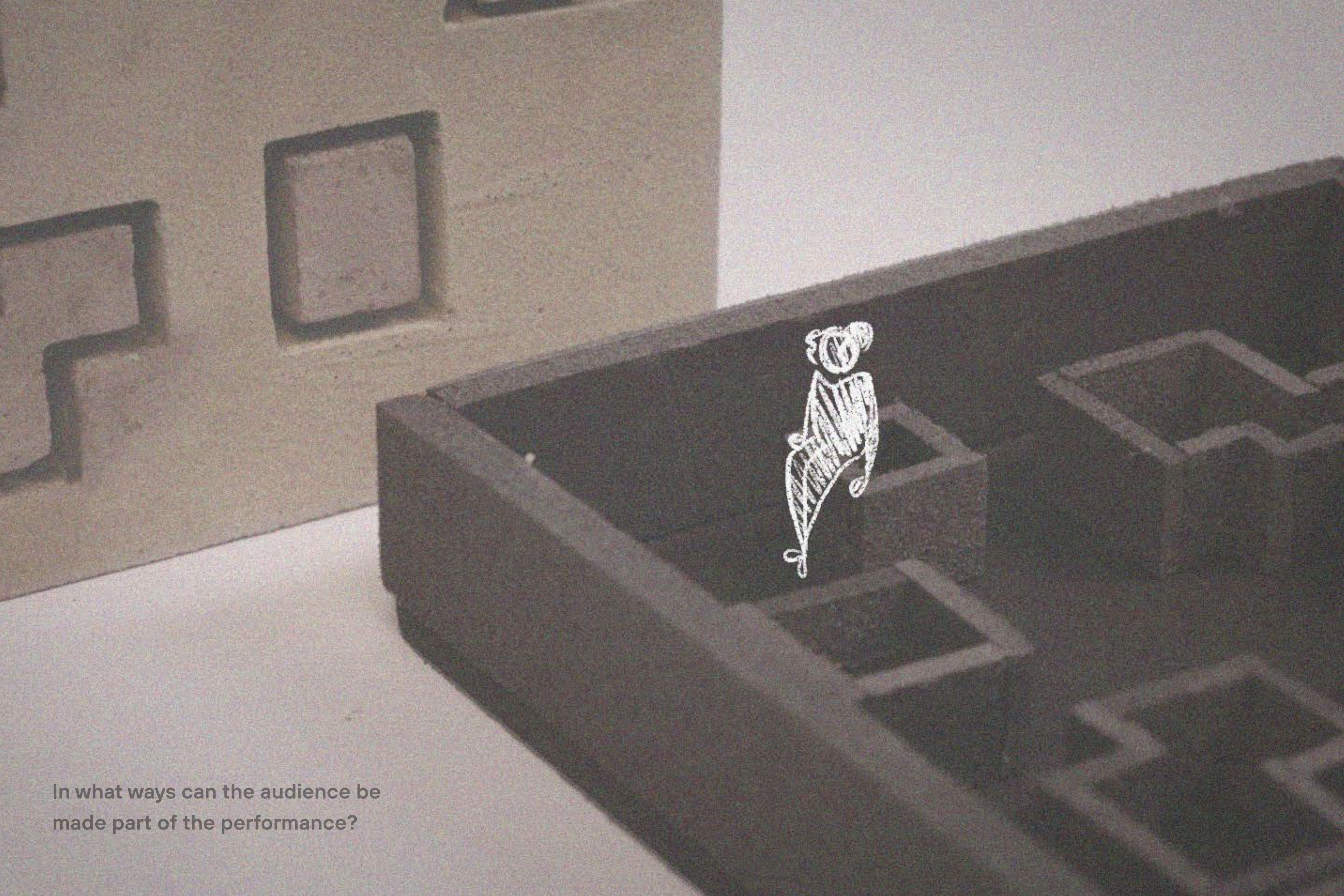
Materially, the exposed brickwork is revived and stitched into the envisioned material palette.

[\[Click to play the GIF\]](#)

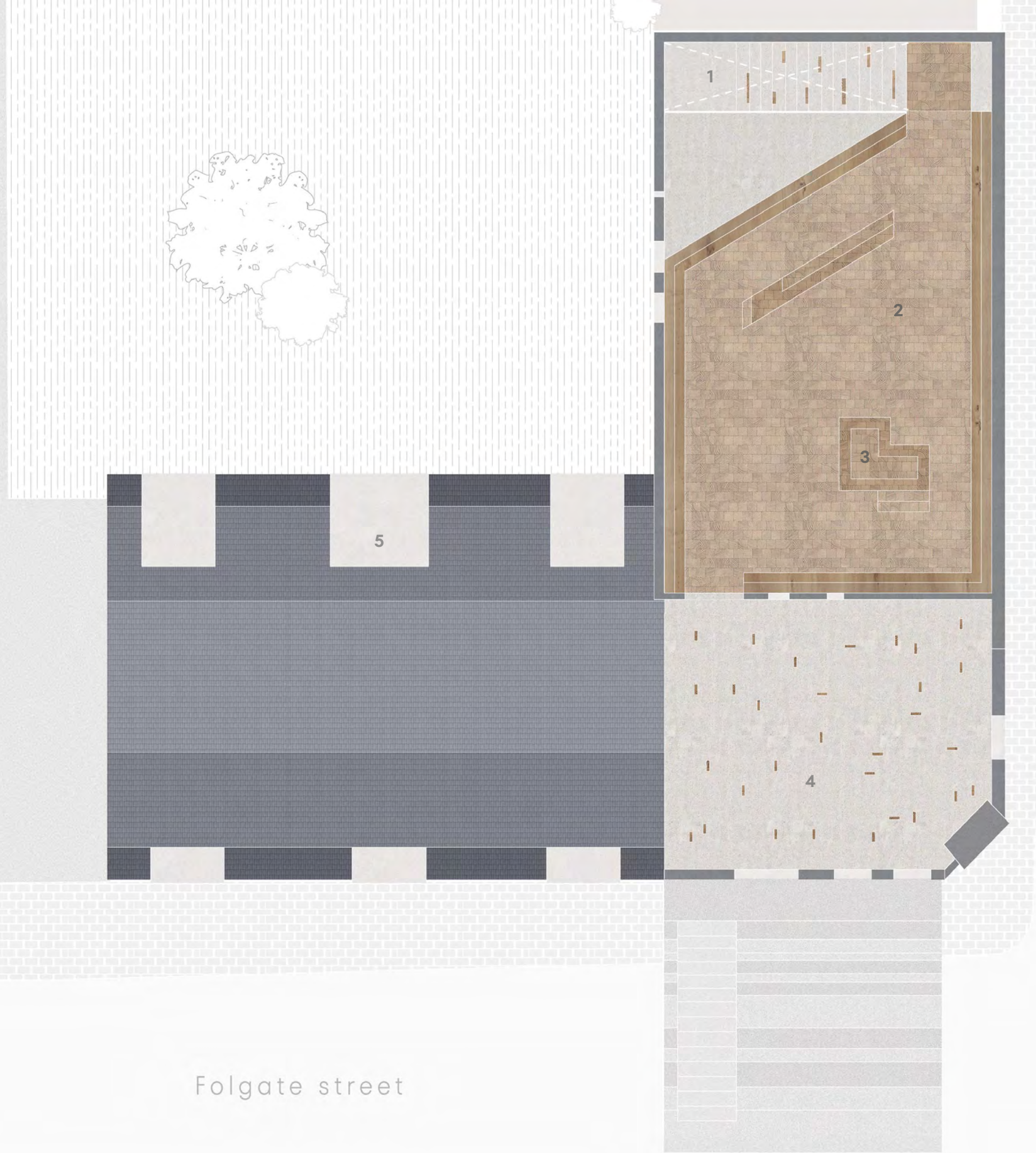








In what ways can the audience be made part of the performance?



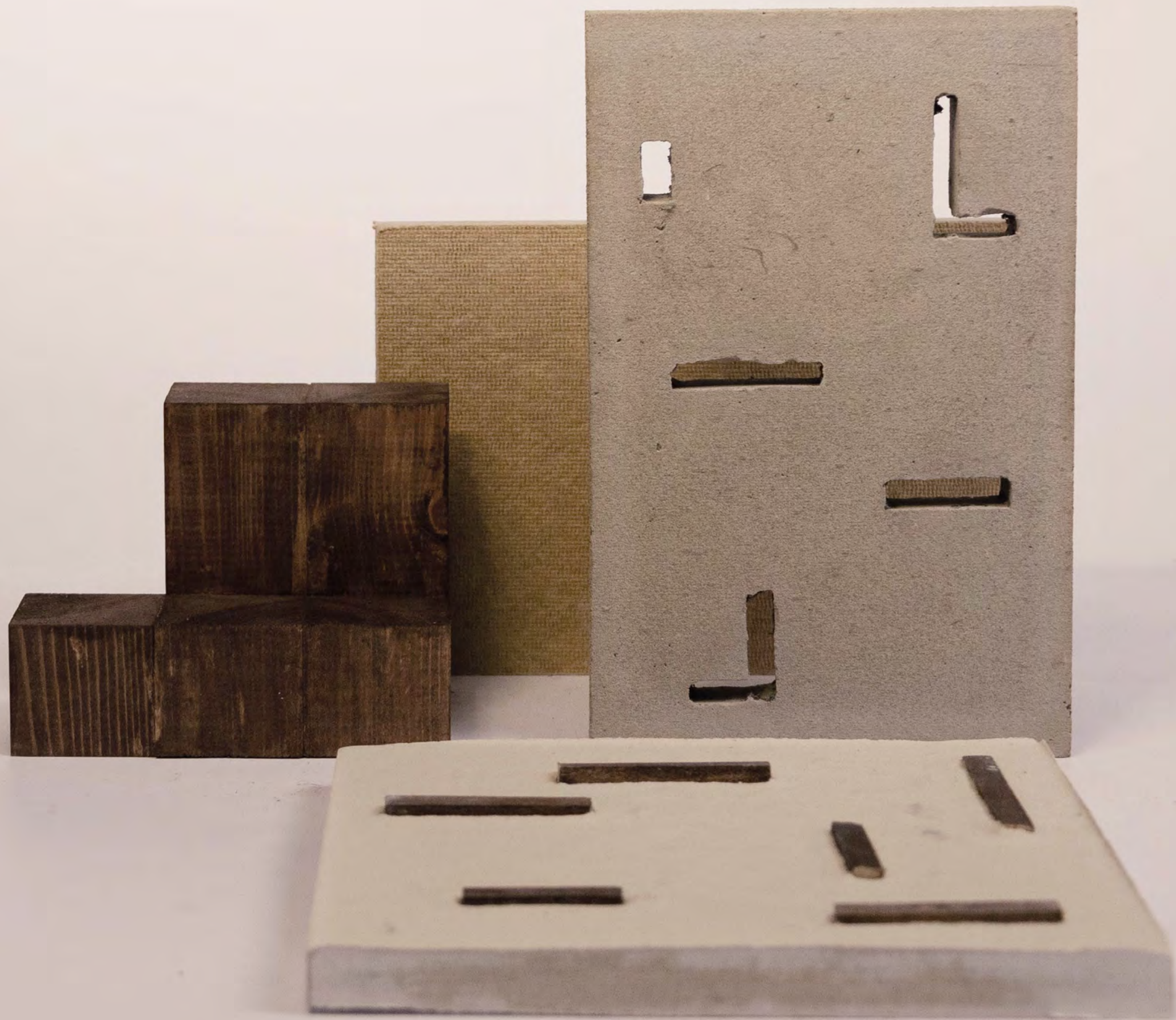
SECOND FLOOR PLAN

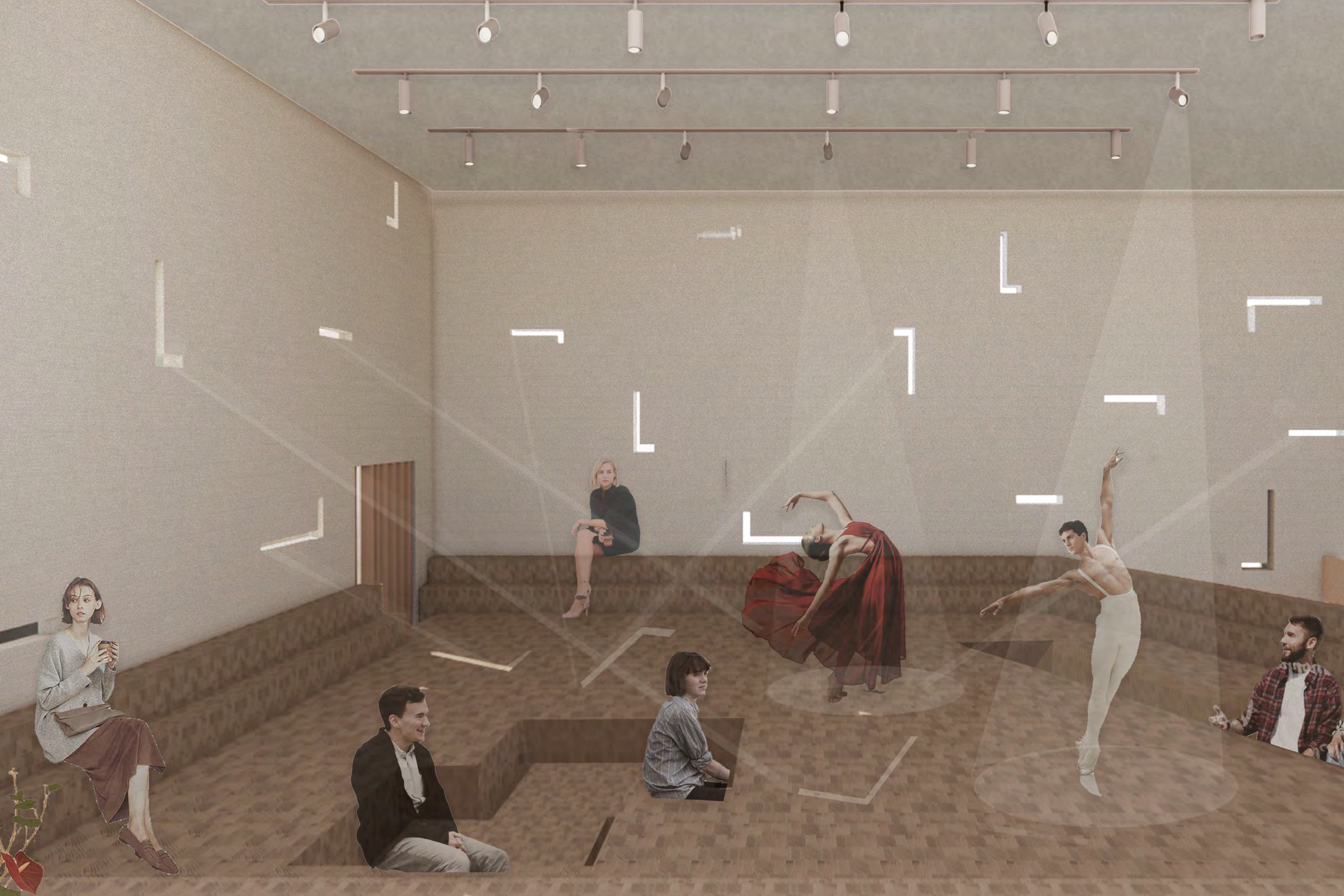
Legend

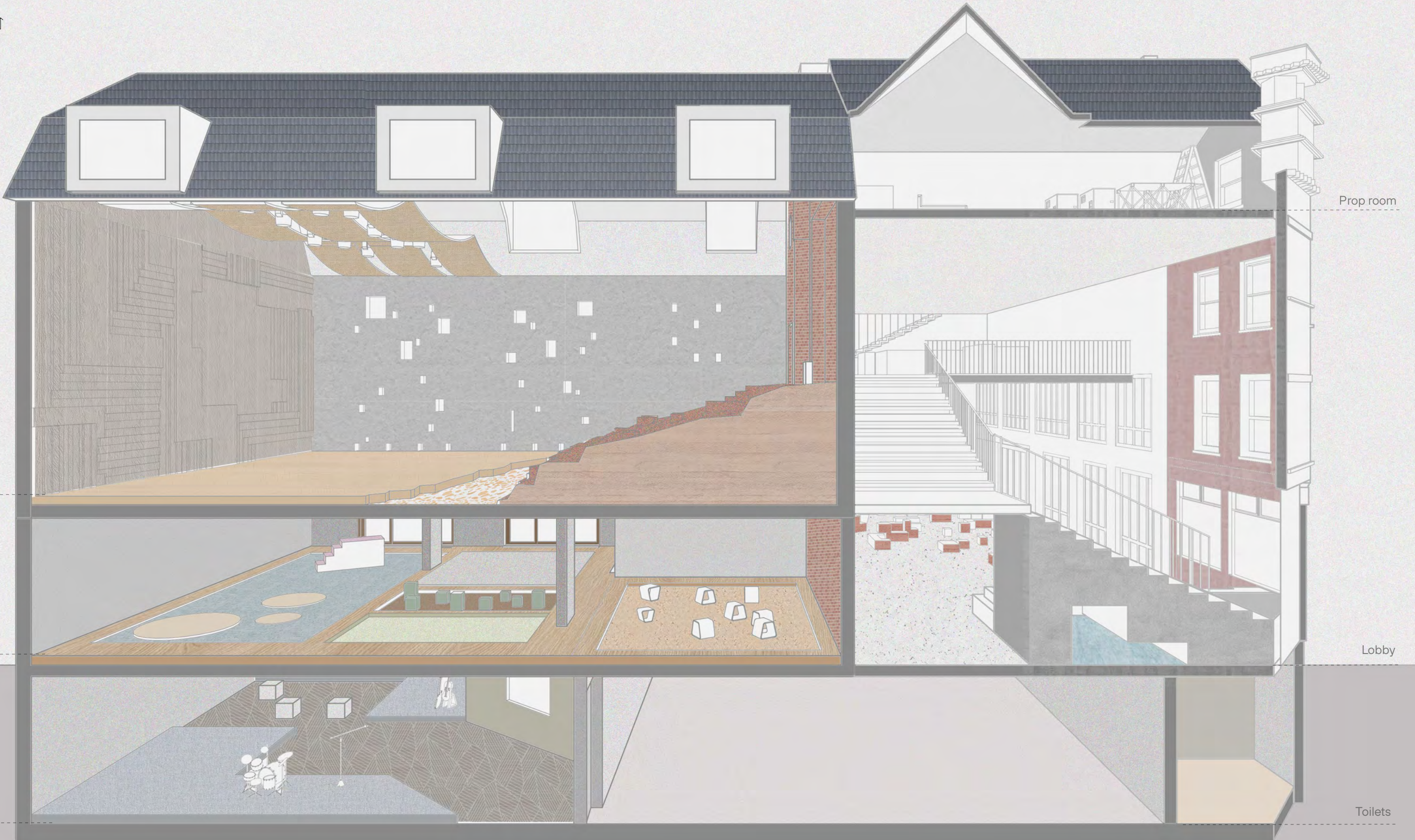
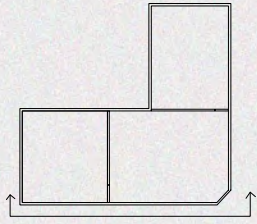
- 1 - Staircase
- 2 - Stage
- 3- Recessed seating
- 4 - Backstage
- 5- Roof

Folgate street

Blossom Street







Theatre 01

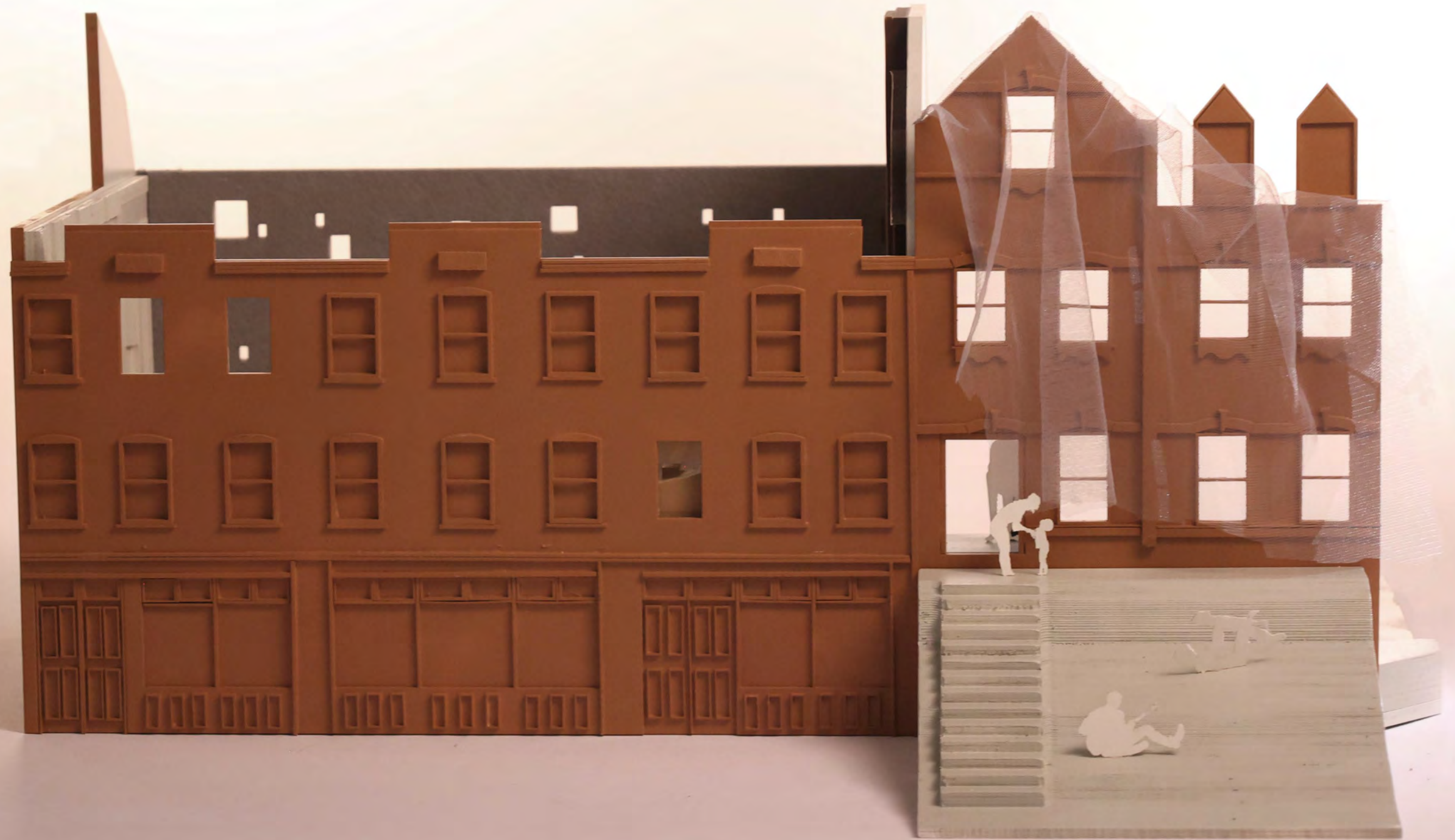
Community Hall

Recording studio

Prop room

Lobby

Toilets



1:50 Fragment Model

Adapting to the existing while leaving traces of past...



Theatre 01





Performance never dies

*Dreamt with AI  
Woven in Matter  
Built by Forms....*

