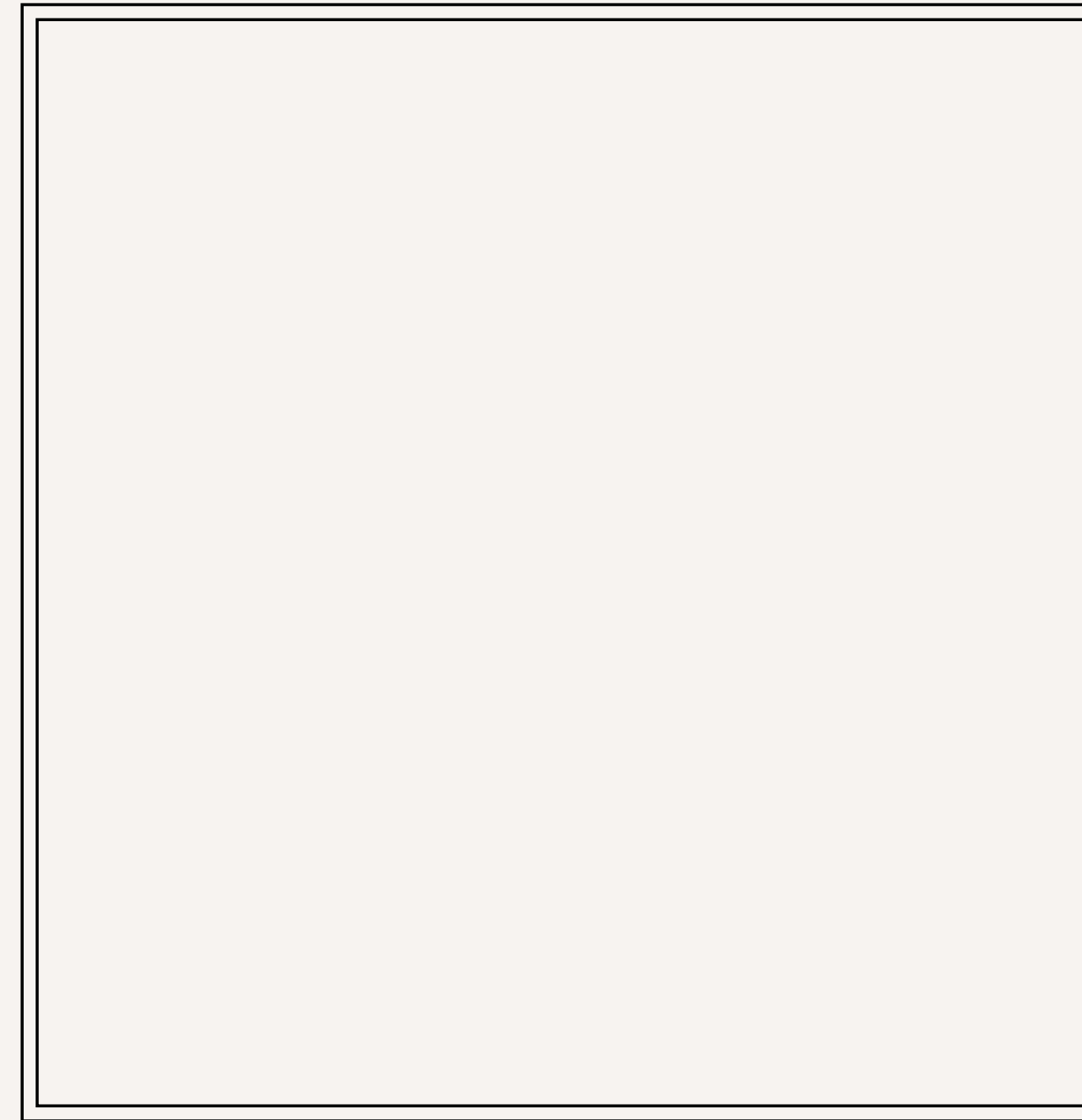


THE

Fleeting Muse

THEATRE



TALES OF TWO BLOSSOMING SOULS

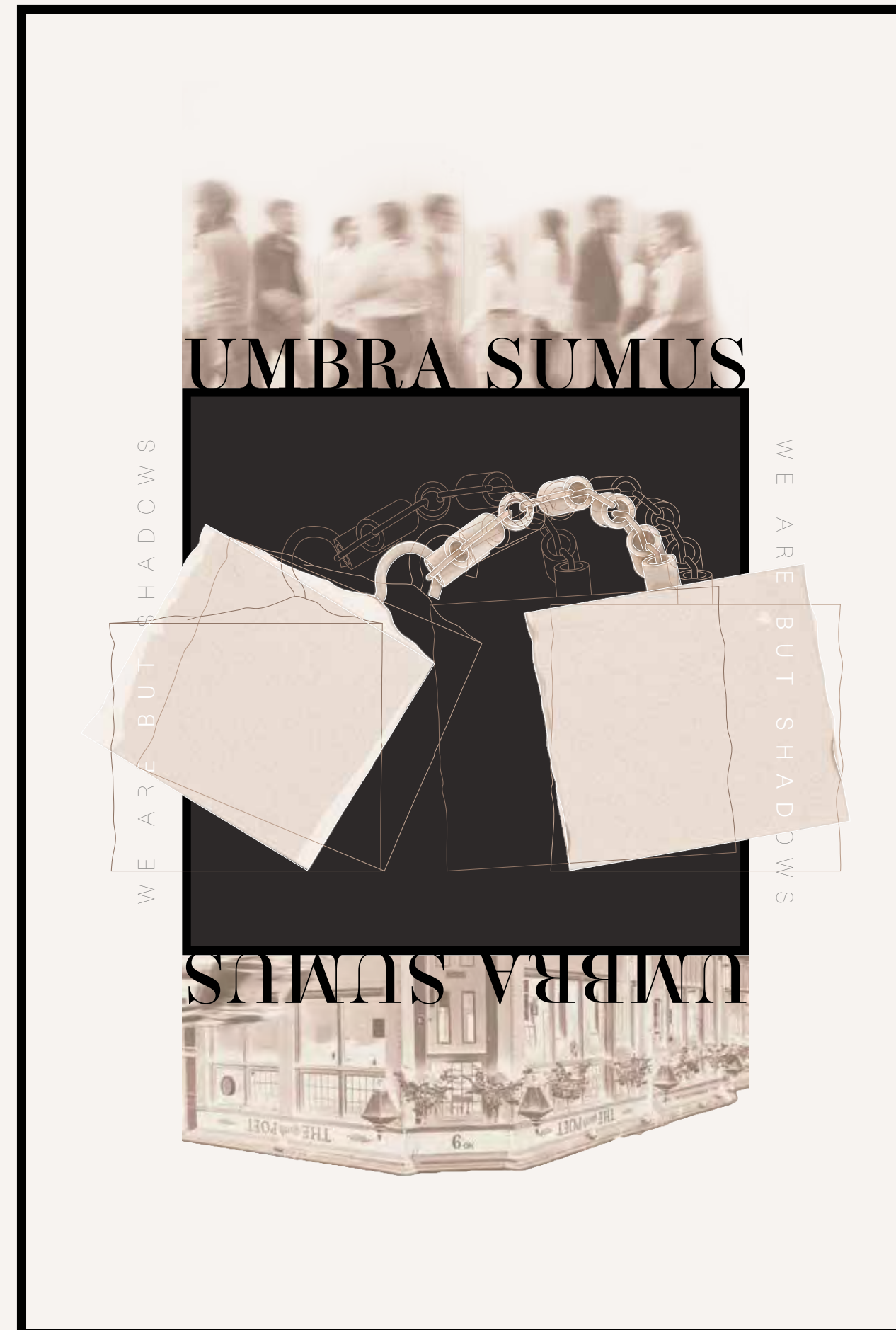
16 BLOSSOM STREET | SPITALFIELD

PROLOGUE

“SYNTHESIS”

CONTEXT

OBSERVATION: THE FLEETING HABITANTS



À une passante

La rue assourdissante autour de moi hurlait.
Longue, mince, en grand deuil, douleur majestueuse,
Une femme passa, d'une main fastueuse
Soulevant, balançant le feston et l'ourlet;

Agile et noble, avec sa jambe de statue.
Moi, je buvais, crispé comme un extravagant,
Dans son oeil, ciel livide où germe l'ouragan,
La douceur qui fascine et le plaisir qui tue.

Un éclair... puis la nuit! — Fugitive beauté
Dont le regard m'a fait soudainement renaître,
Ne te verrai-je plus que dans l'éternité?

Elsêwhere, far, far fròm here, too late! never perhaps!
For I know not where you fled, you know not where I go,
O you whom I would have loved, O you who knew it!

— Charles Baudelaire

CONTEXT

OBSERVATION: THE FLEETING EXPERIENCE



ACTION

ISSUE, PROBLEM



VISUAL

COMPLIMENT



TACTILE

TWO FREEZING MEN

AI BIASES

CHARACTER EXPLORATION

GUY

"GUY's appearance reflects both his rugged craftsmanship and his refined sensibility. He has a strong, square jawline and a slightly weathered face, bearing the marks of someone who spends long hours working with his hands. His eyes are a warm shade of hazel, with flecks of gold that seem to dance in the light, hinting at the depth of his inner world. His hair is a rich chestnut brown, with long natural waves that fall casually around his face, giving him a relaxed, approachable demeanor. Despite his hands being rough and calloused from years of woodworking, they possess a certain grace and precision that speaks to his skill as an artisan.

GUY's wardrobe reflects his practical yet stylish approach to life. He often wears brown and olive green shirt, paired with sturdy boots and leather apron. His accessories are simple but meaningful, a wooden bracelet or a pendant carved from a special piece of timber."

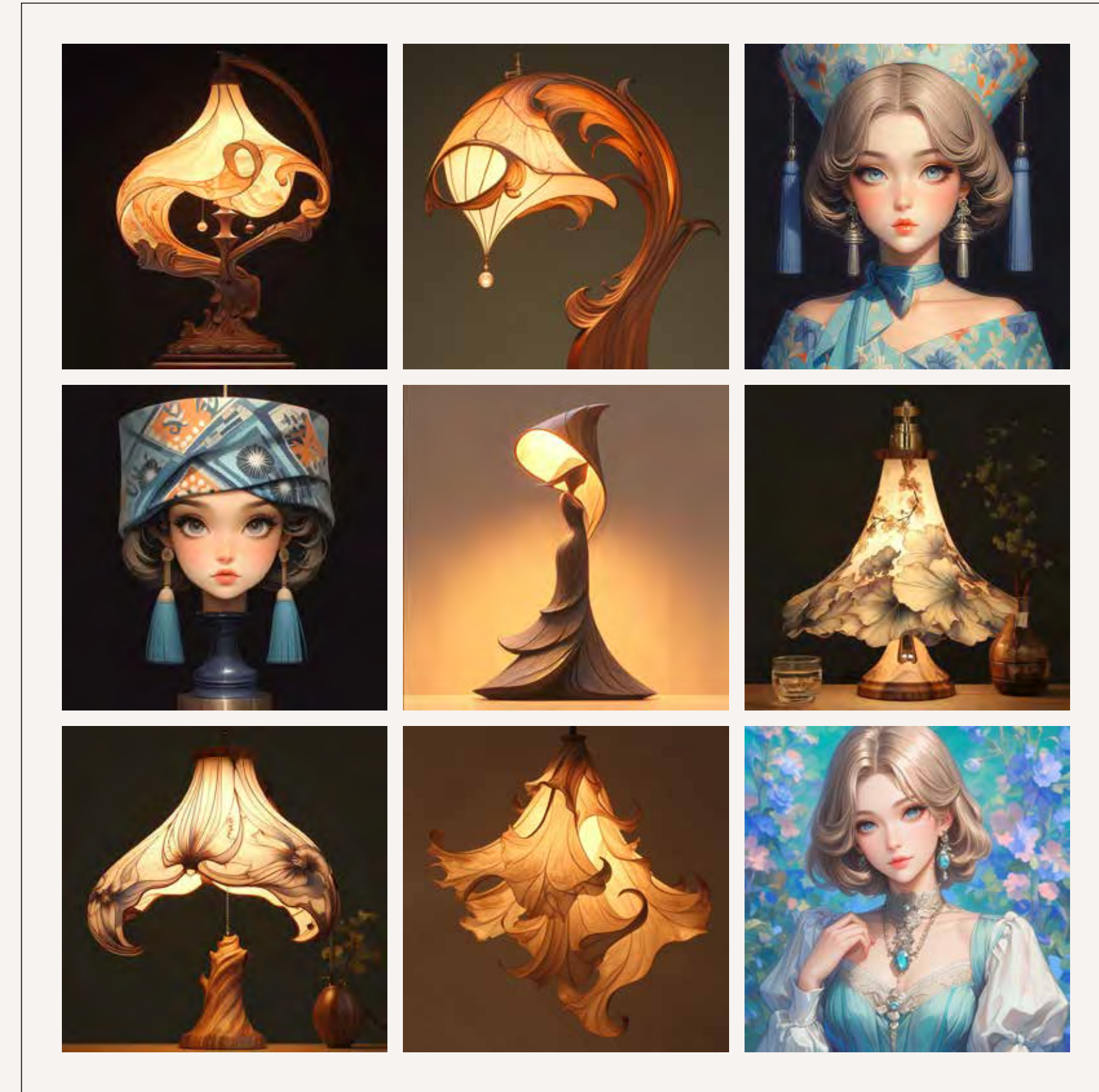
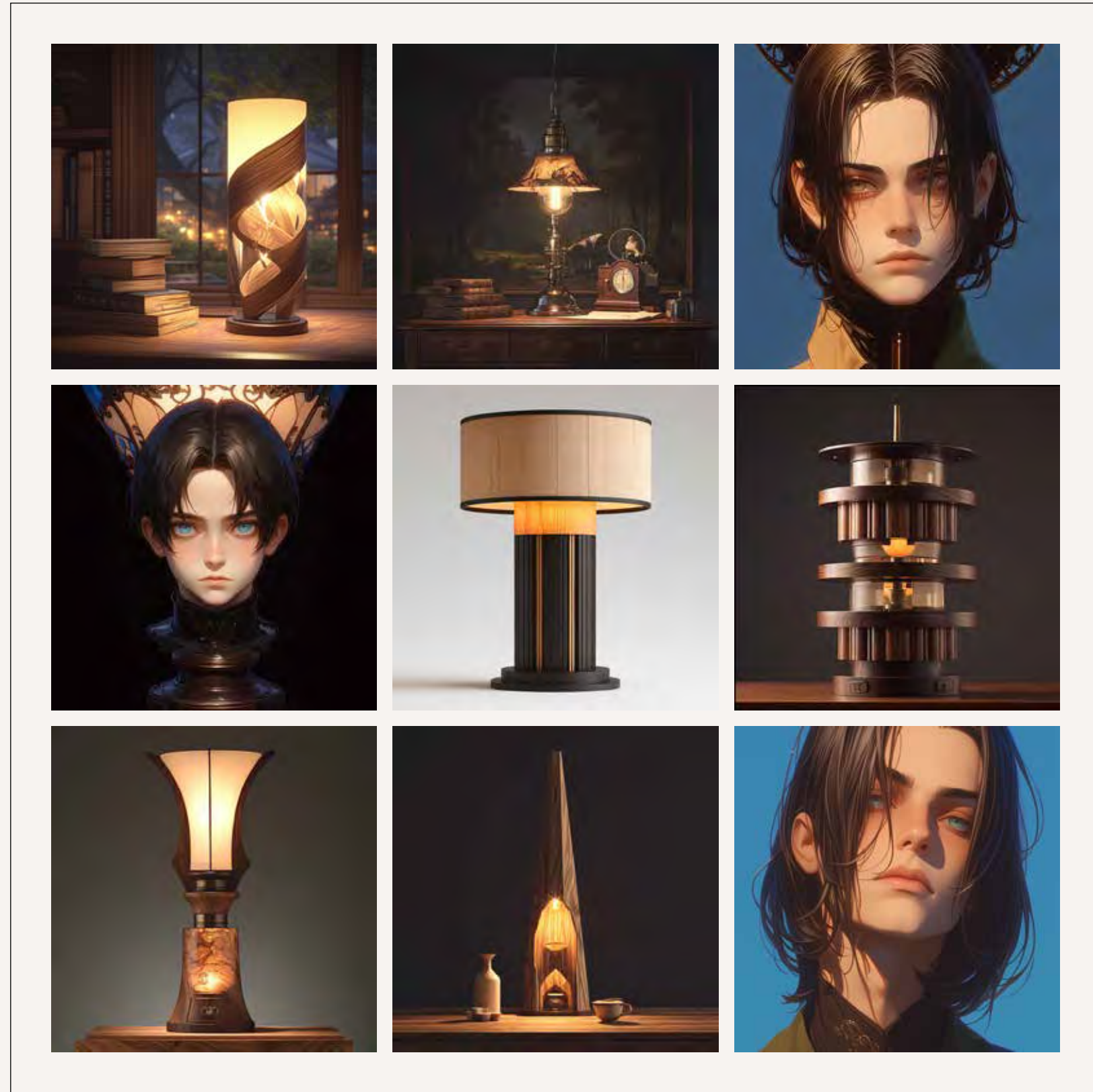
LADY

"LADY is a woman of timeless elegance, with features that reflect the gentle beauty of her lampshade inspiration. Her face is softly rounded, with high cheekbones that lend her an air of sophistication. She has almond-shaped eyes, framed by long, dark lashes that accentuate their warmth and depth. Her lips are full and soft, often curved into a gentle smile that lights up her entire face. Her hair falls in luxurious waves around her shoulders, cascading in silky strands of honey-gold. It has a natural shine to it, reminiscent of the soft glow that emanates from a well-lit lamp.

LADY's skin is porcelain smooth, with a delicate rosy flush that adds a touch of warmth to her complexion. She carries herself with grace and poise, moving with the fluidity of a dancer. Her posture is impeccable, with shoulders held back and chin lifted ever so slightly, exuding confidence and self-assurance. LADY's style is understated yet elegant, flowing soft muted blue fabrics and soft beige."

AI BIASES

CHARACTER EXPLORATION



AI BIASES

CHARACTER EXPLORATION

		
MASCULINE		
	<p>LAMPBODY CRAFTSMANSHIP EXPRESSIVE RHYTHM STURDY</p>	
	<p>ROUGH WARM</p>	

		
FEMININE		
	<p>LAMP SHADE CALM QUIET WISDOM SOFT</p>	
	<p>ARTISAN FREE-SPIRITED</p>	

AI BIASES

CHARACTER EXPLORATION

	 <p>WOOD</p>	
	 <p>LAMPBODY CRAFTSMANSHIP EXPRESSIVE RHYTHM STURDY</p>	
	 <p>ROUGH WARM</p>	

	 <p>FABRIC</p>	
	 <p>LAMP SHADE CALM QUIET WISDOM SOFT</p>	
	 <p>ARTISAN FREE-SPIRITED</p>	

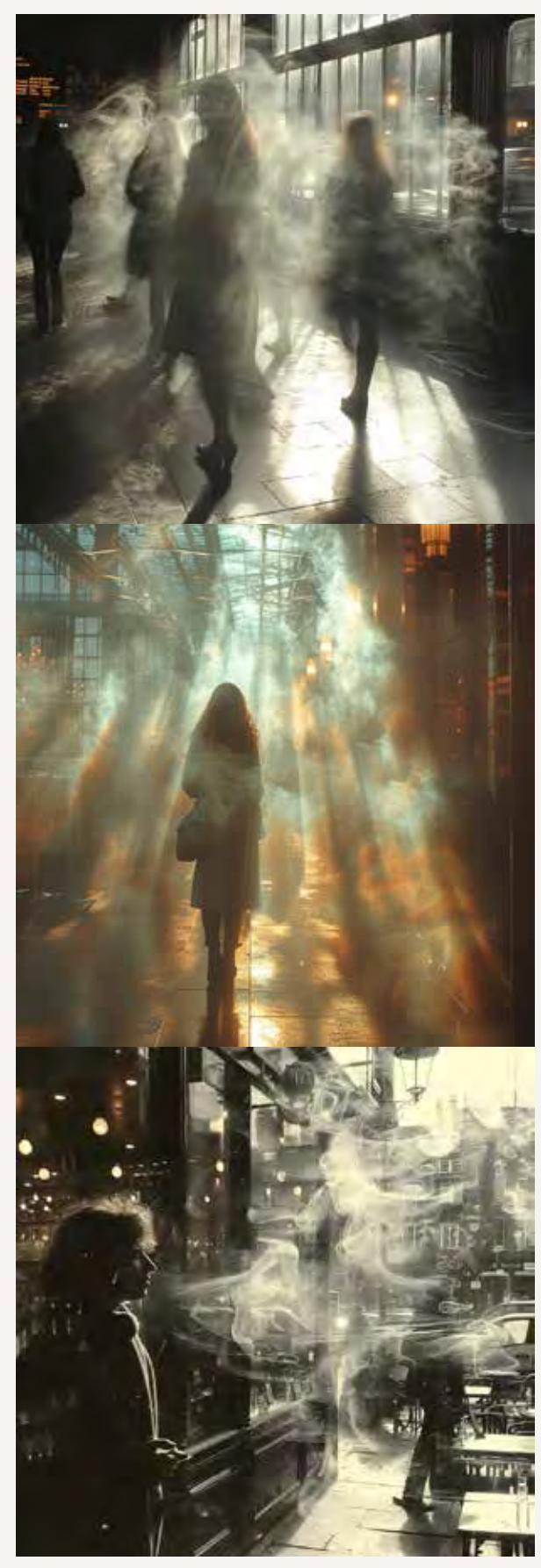
FLEETING

ELEMENT



FLEETING

PEOPLE



IRIDESCENT

COLOUR



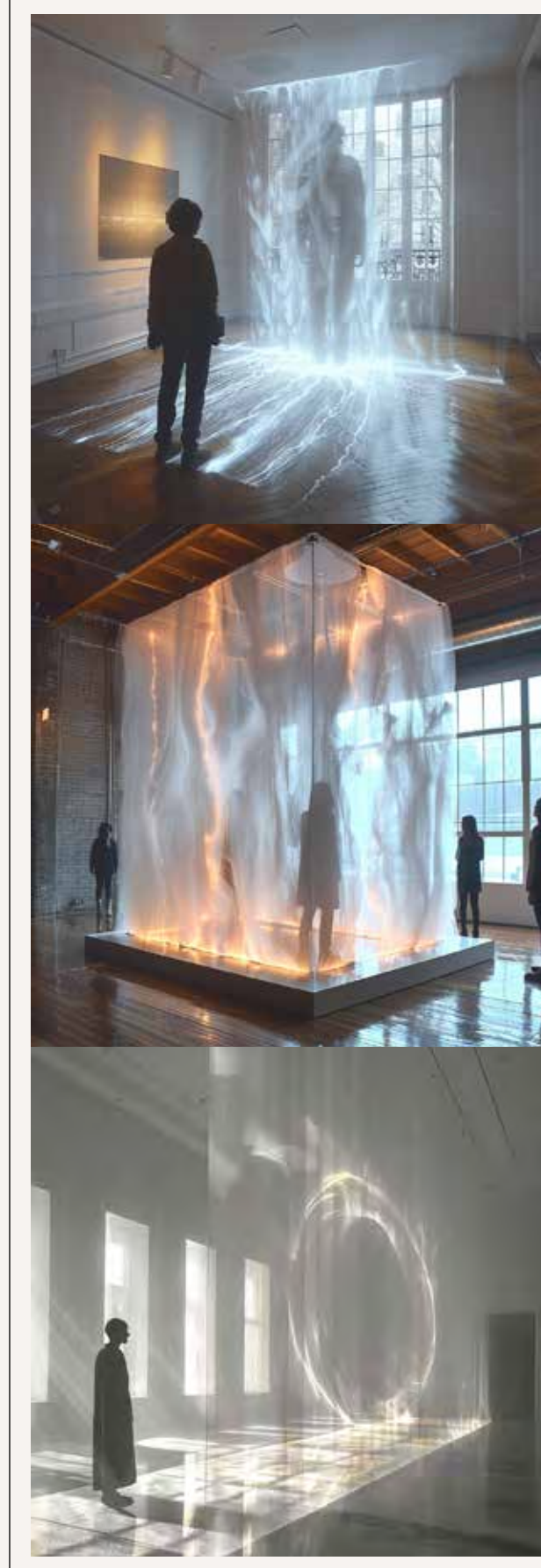
ORGANZA

FABRIC



FLEETING

INSTALLATION



FLOATING

PLATFORM





“THE PLAY”
MEMOIR




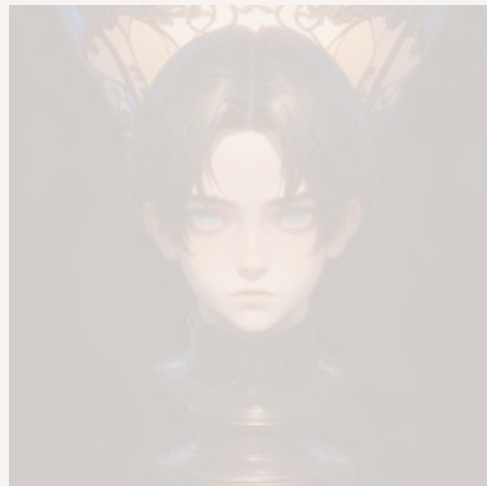

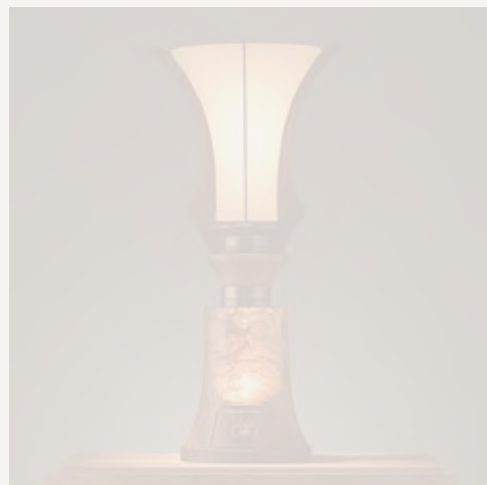
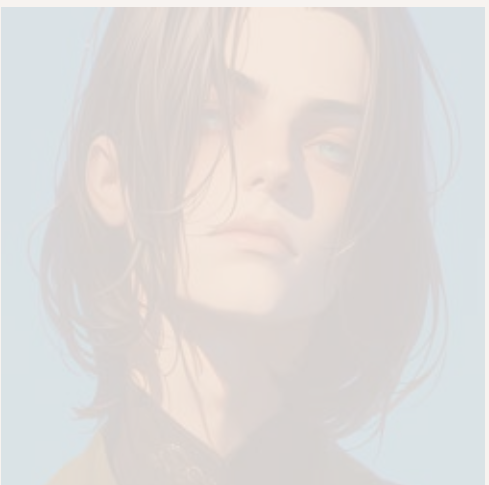
ACT 01

“TRANSCRIPTION & MATERIALISATION”

CHARACTER PROMPTING

AI RECONSTRUCTION

		
	WOOD	
	LAMPBODY CRAFTMANSHIP EXPRESSIVE RHYTHM STURDY	
	ROUGH WARM	

		
	FABRIC	
	LAMP SHADE CALM QUIET WISDOM SOFT	
	ARTISAN FREE-SPIRITED	

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CHARACTER PROMPTING

AI RECONSTRUCTION

WOOD

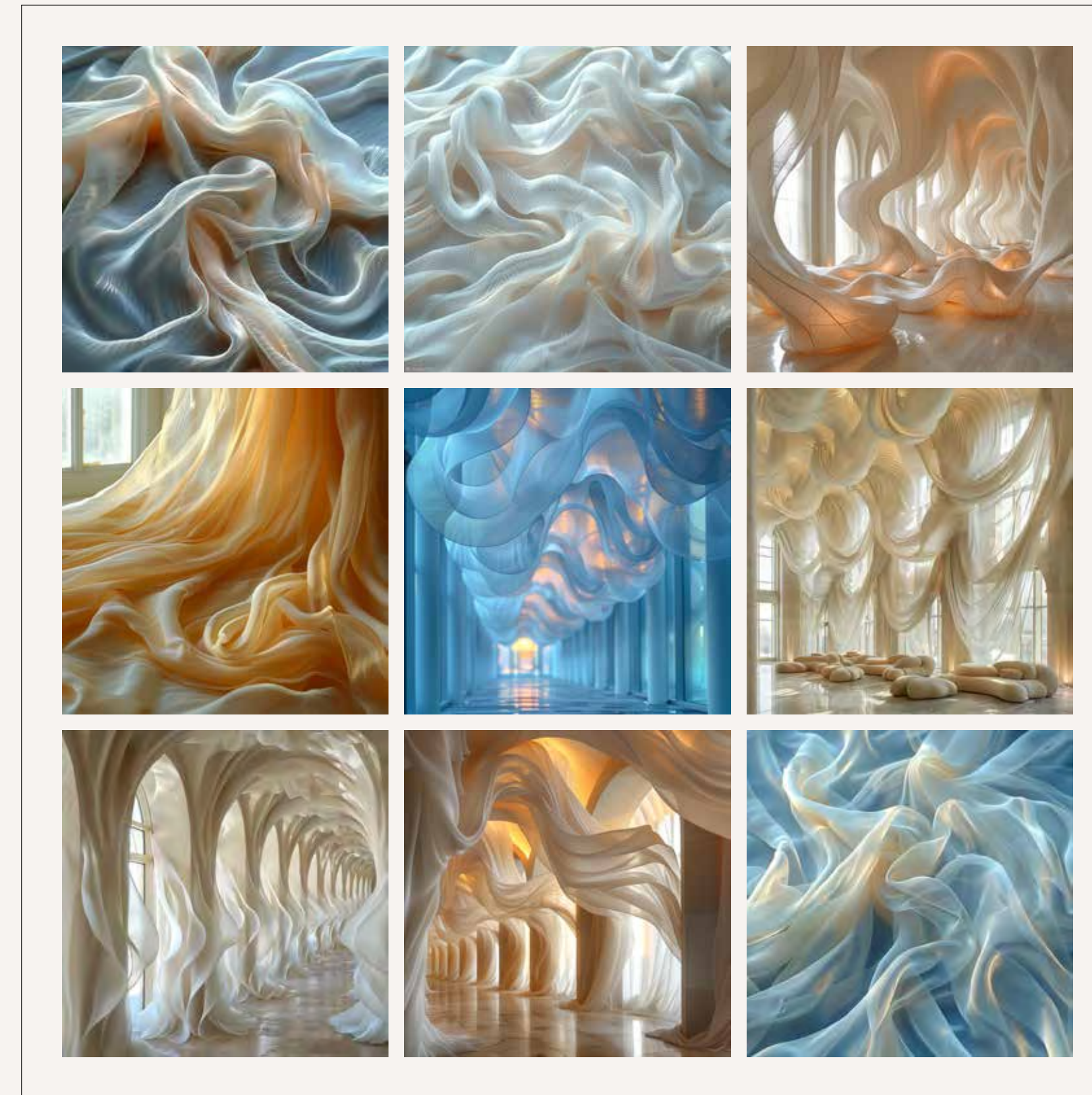
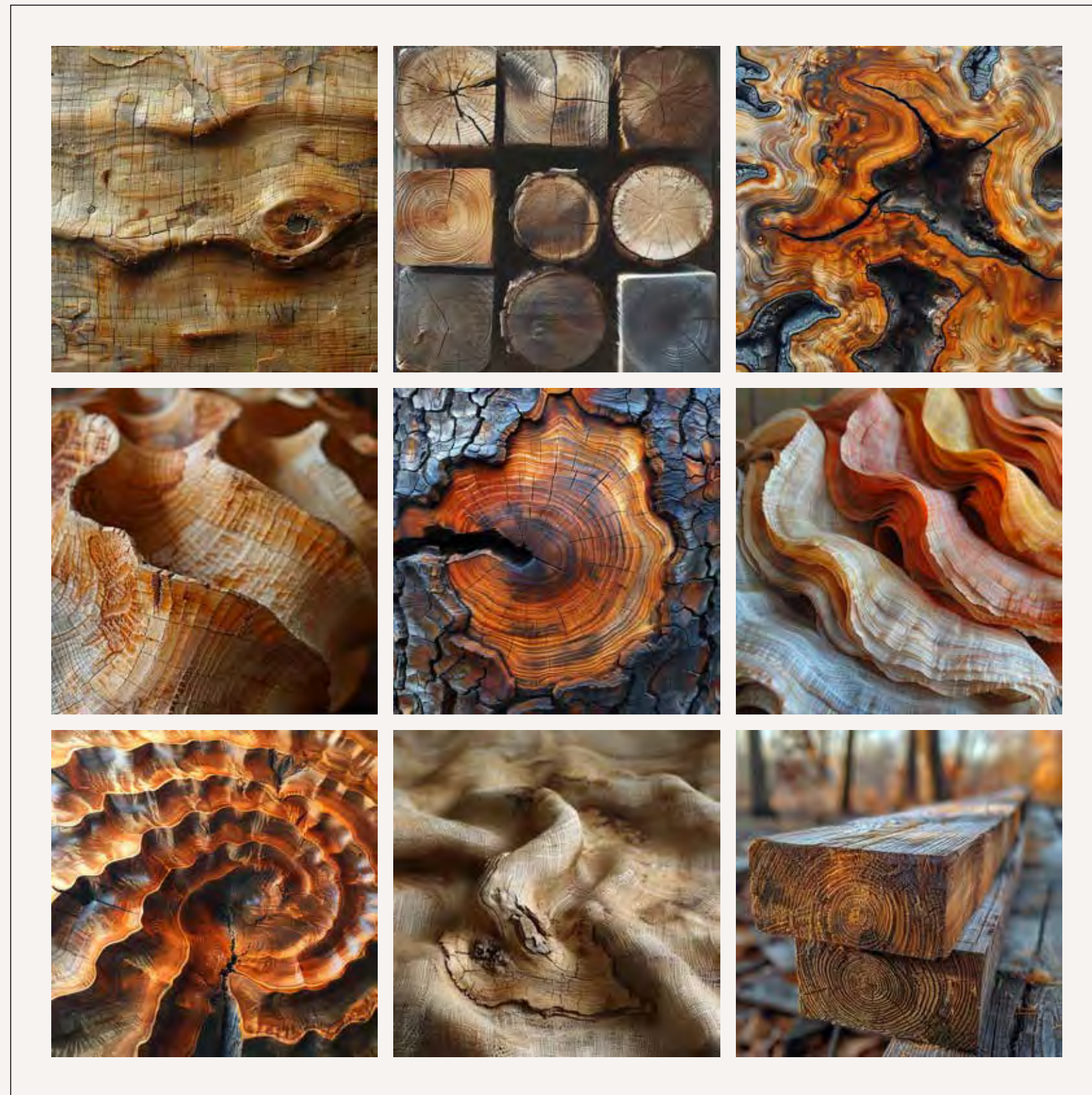
LAMPBODY
CRAFTMANSHIP
EXPRESSIVE
RHYTHM
STURDY
ROUGH
WARM

FABRIC

LAMP SHADE
CALM
QUIET
WISDOM
SOFT
ARTISAN
FREE-SPIRITED

CHARACTER PROMPTING

AI RECONSTRUCTION



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CHARACTER PROMPTING

AI RECONSTRUCTION



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ERRATIC MEETING

HAVING NO CERTAIN COURSE...

WANDERING ABOUT WITHOUT A FIXED DESTINATION...

ERRATIC



MEETING

PRESENT UNCERTAINTY

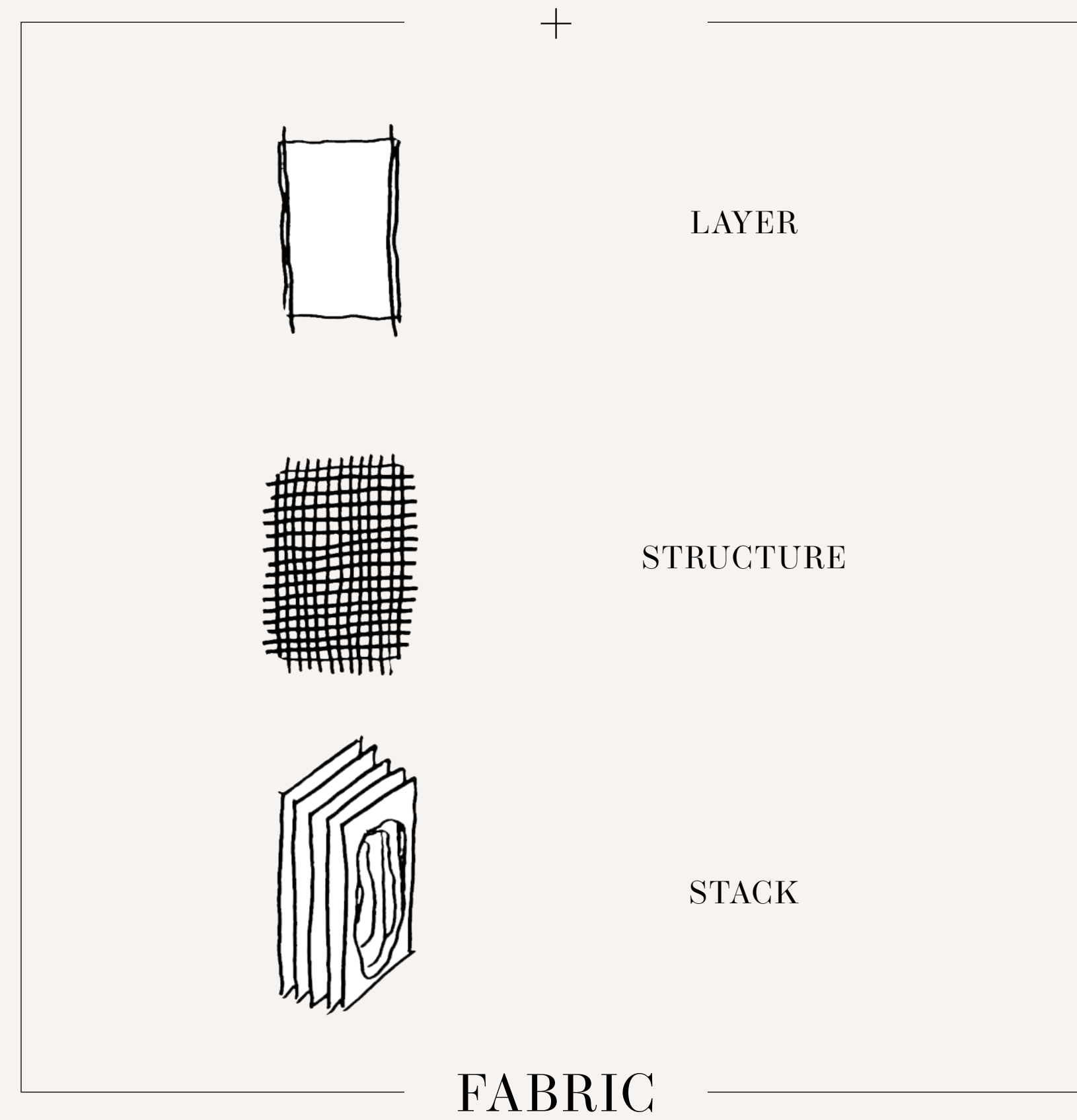
(FLEETING VISUAL)

FUTURE CERTAINTY

(INEVITABLE END)

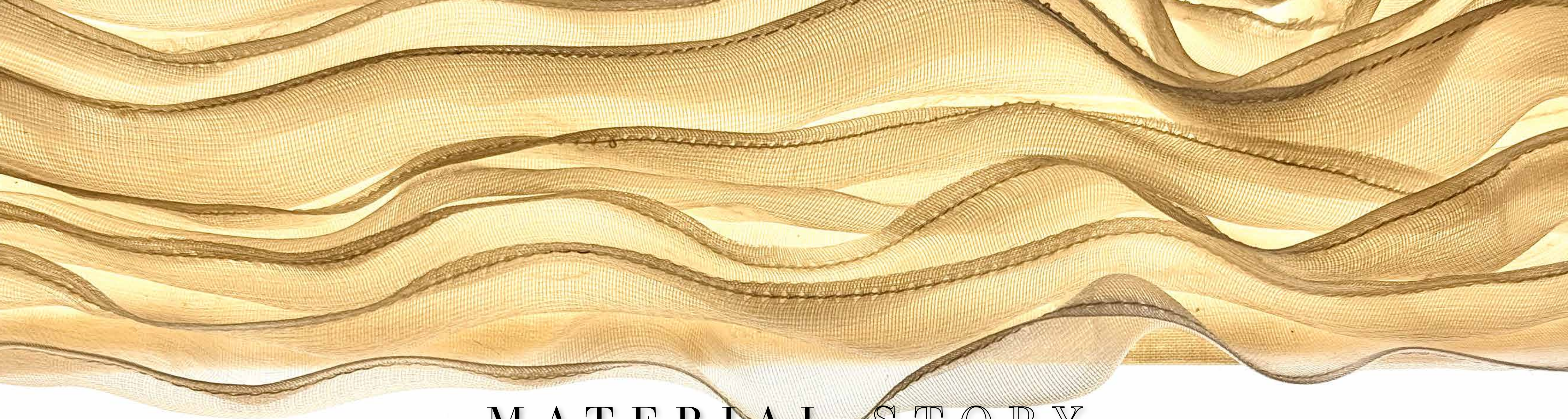
SHIFTING QUALITIES

MATERIAL TREATMENT

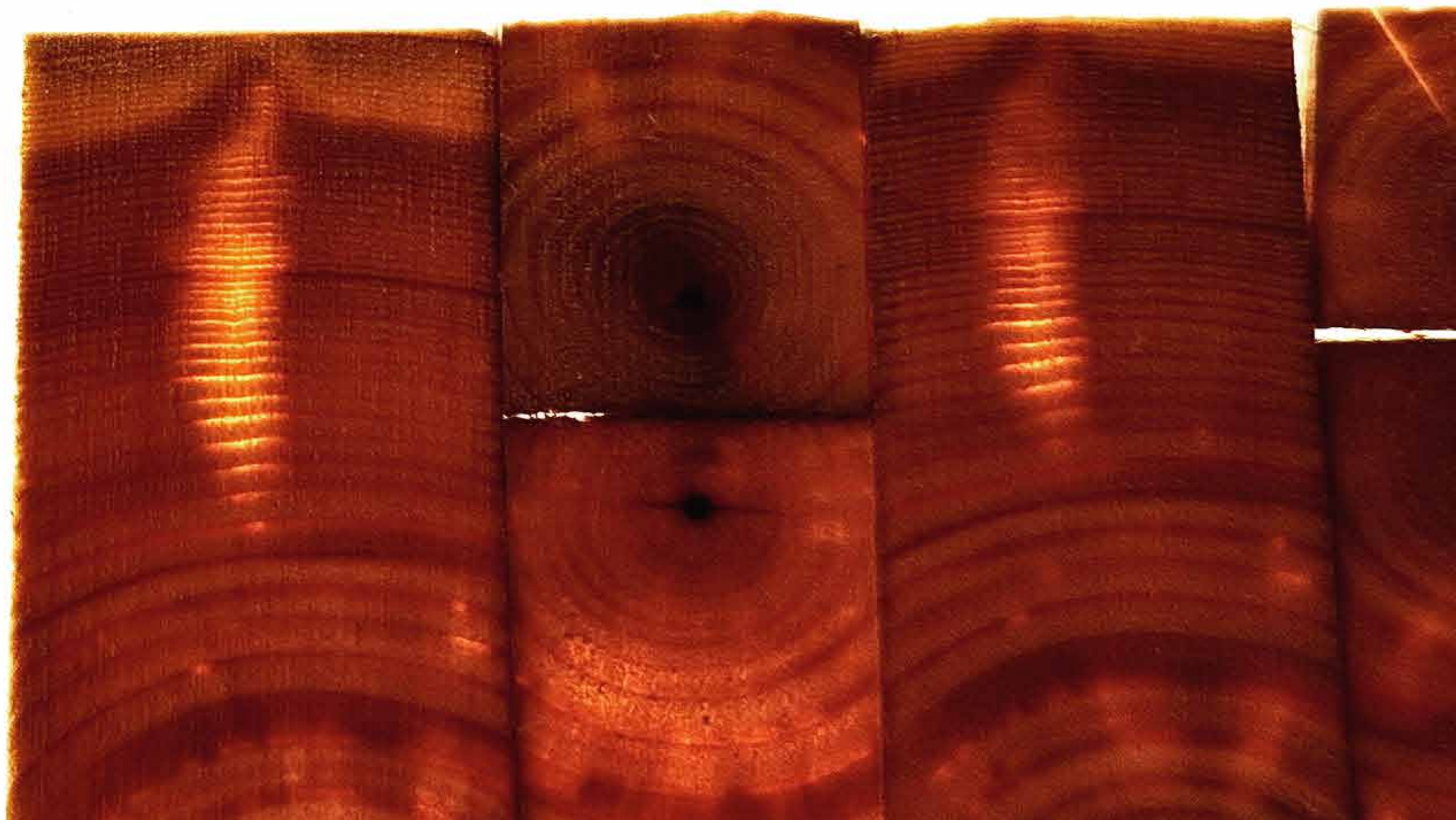


ACT 02

“CHANGES & EMBODIMENT”



MATERIAL STORY



WOOD

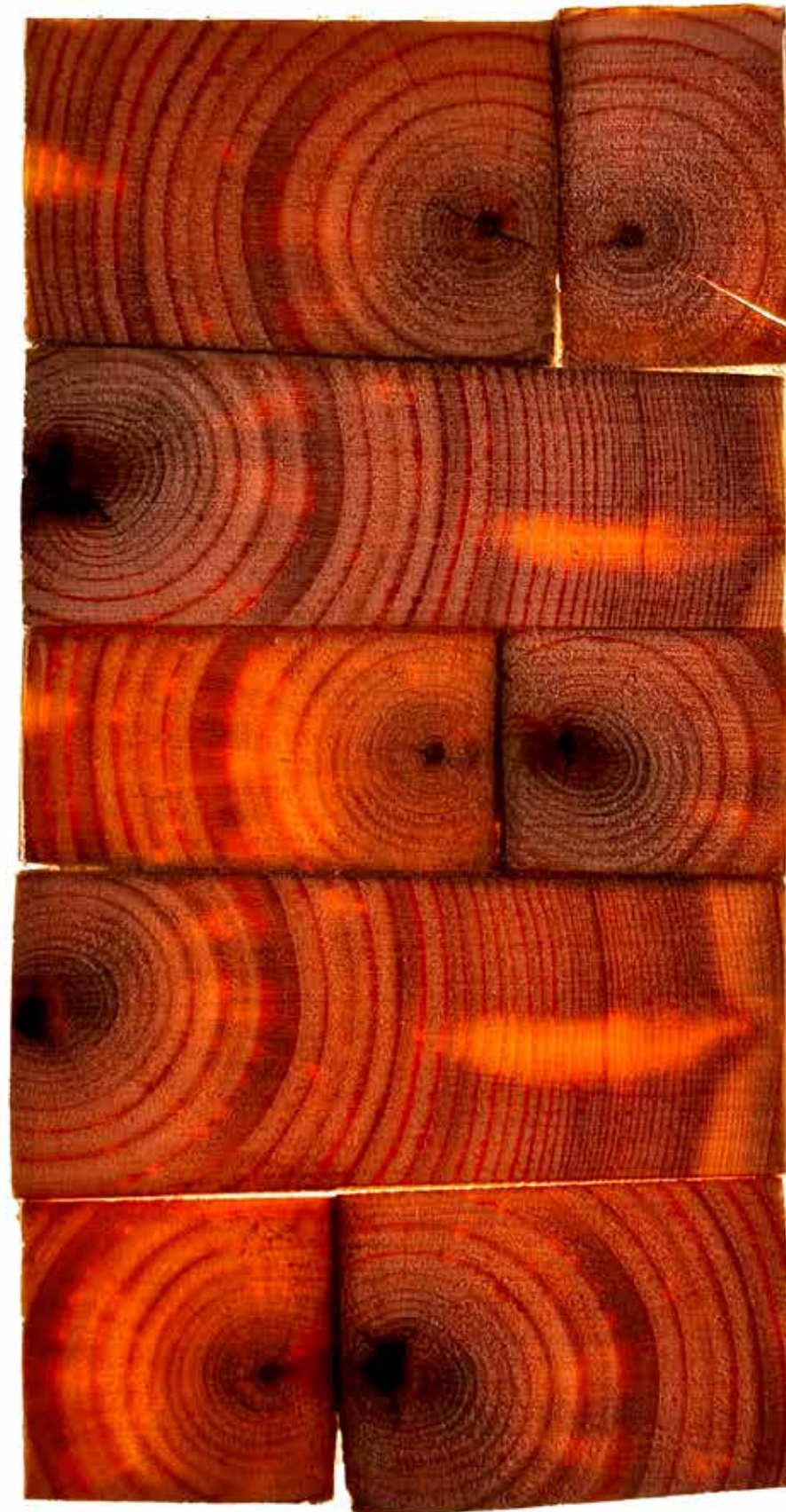
CARVE

W1



SLICE

W2



SHAVE

W5



M
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Y

FABRIC

LAYER

W1



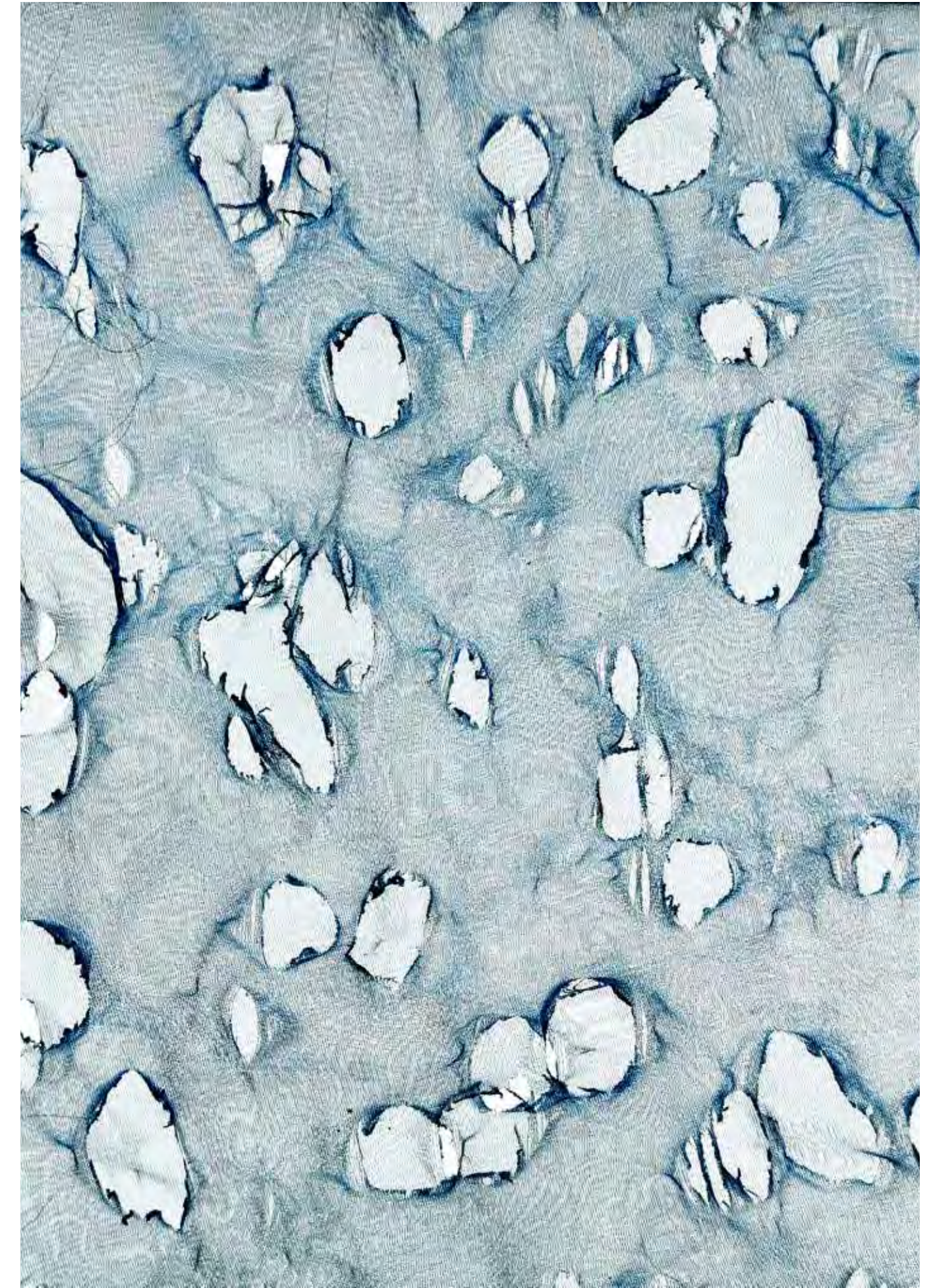
STRUCTURE

W2



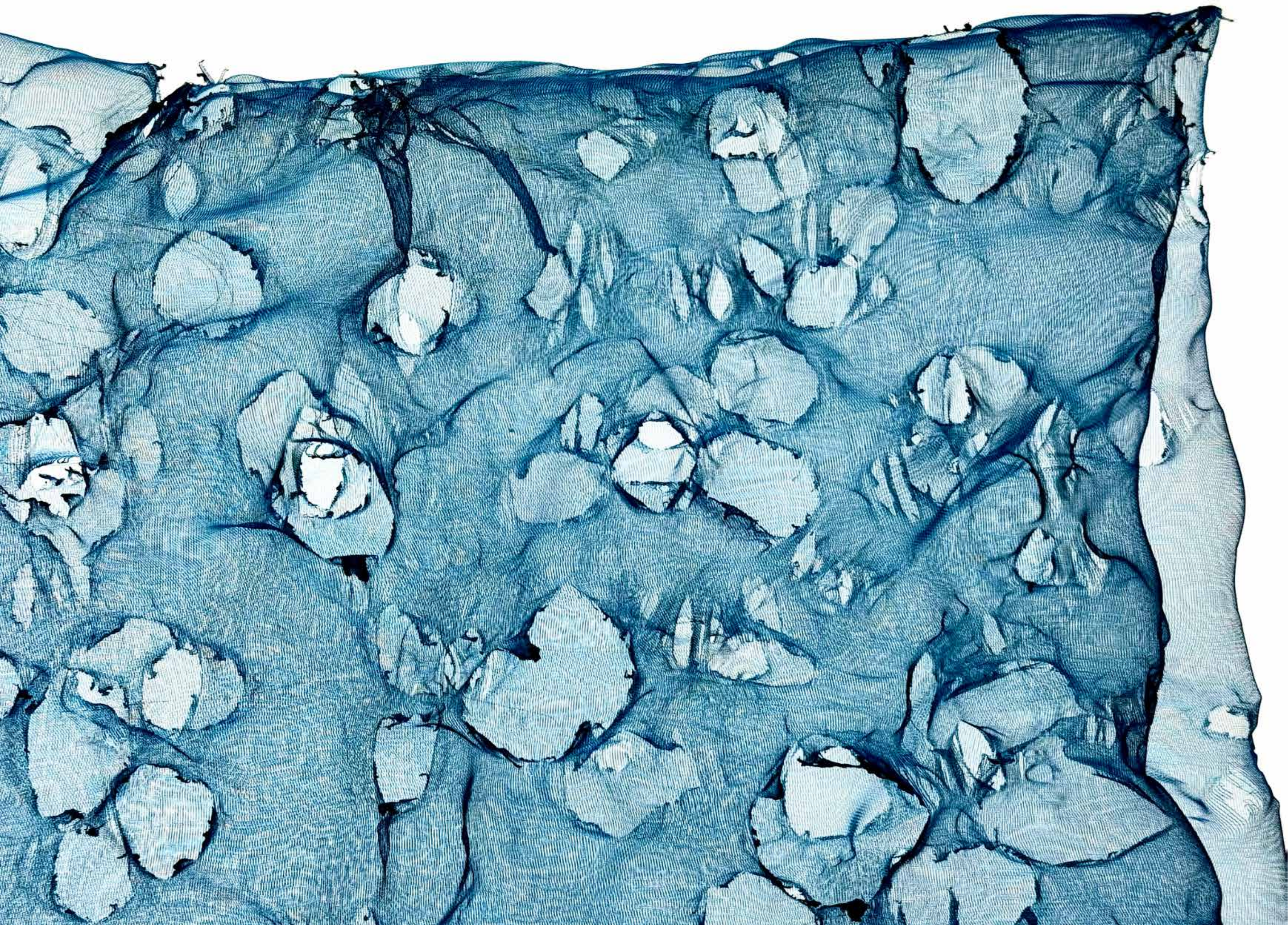
STACK

W5



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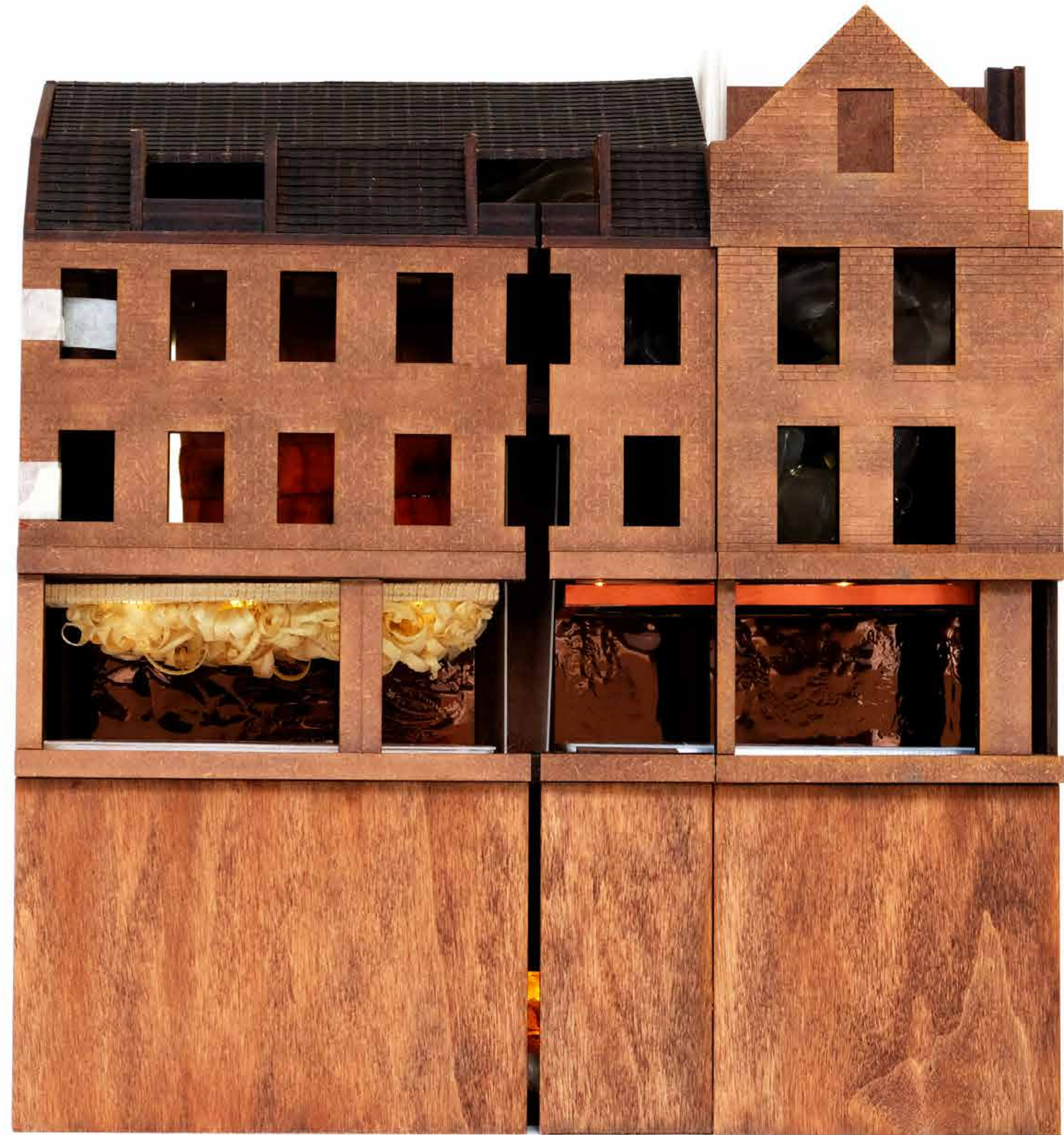
S
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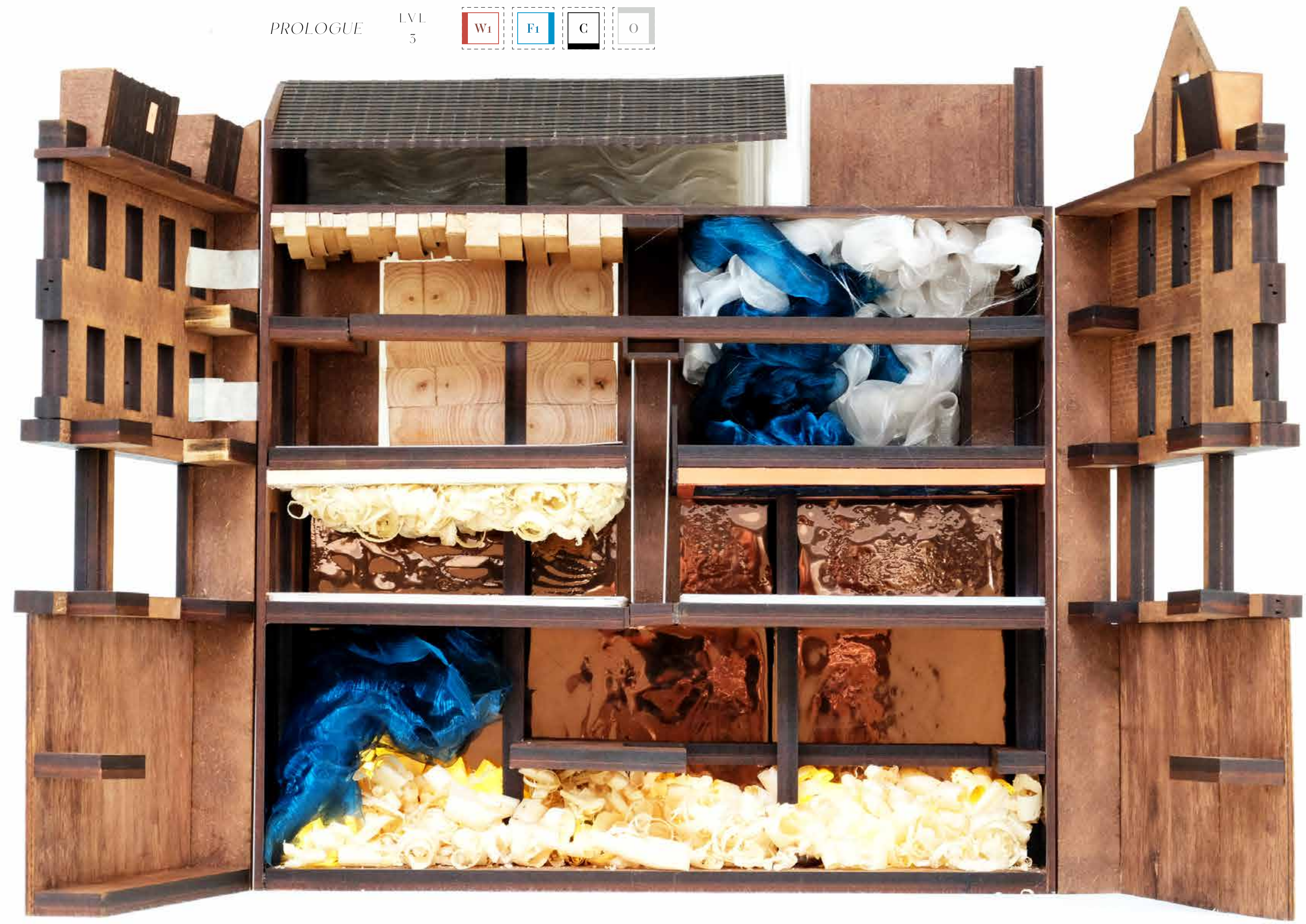
SPLIT CIRCULATION

SPATIAL EMBODIMENT





PROLOGUE LVL 5
W1 F1 C O



DIVERGENCE
LVL 2 W1 W2 GL
ACT 01
LVL 1 W1 W2 GL
ACT 02
LVL G W3 M GL

DIVERGENCE
LVL 2 M GL F1 F2
ACT 01
LVL 1 M GL F1 F2
ACT 02
LVL G GL M F3

INTERMISSION LVL B
W3 F3 C M

THEATRE B

EPILOGUE

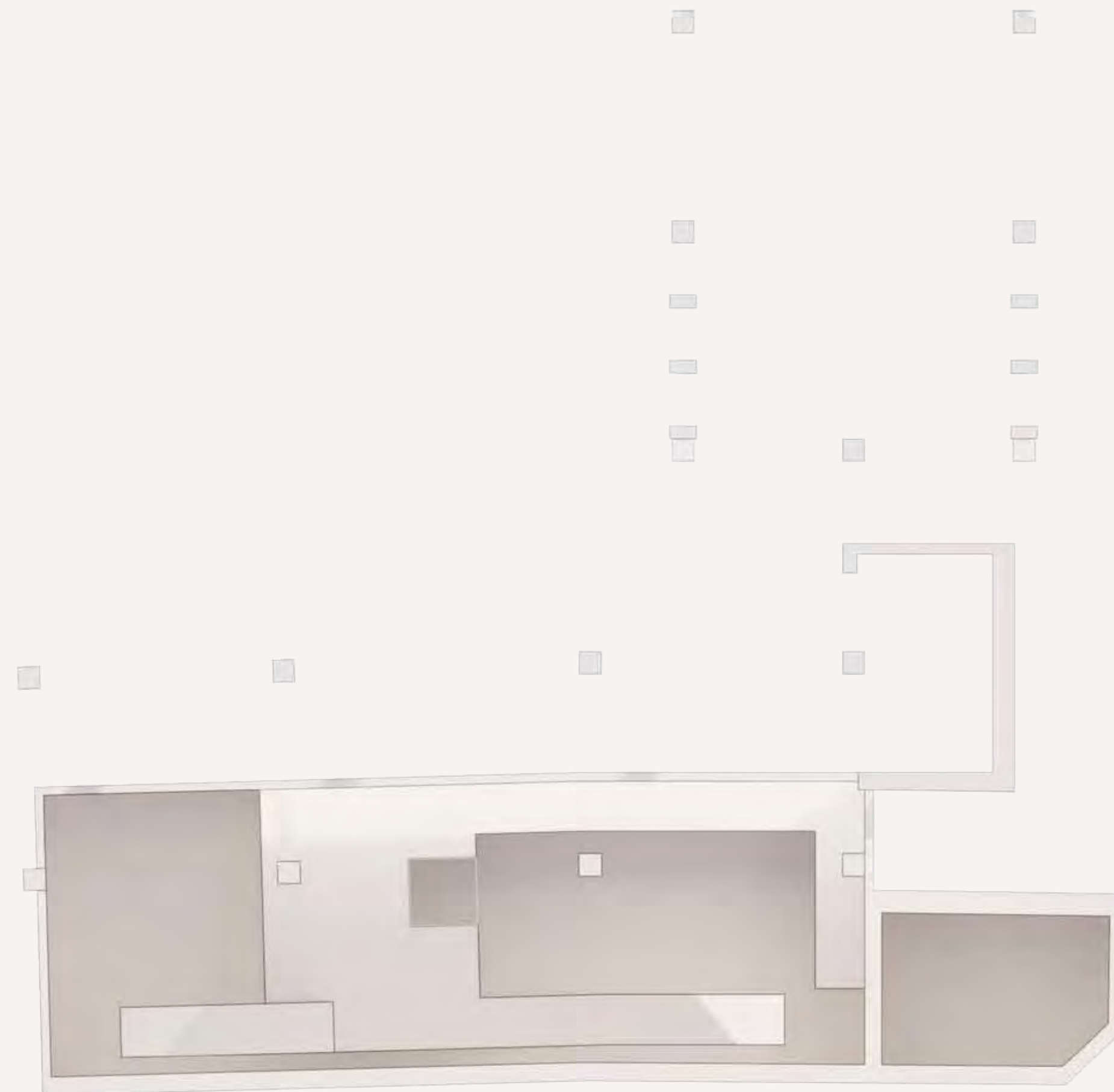


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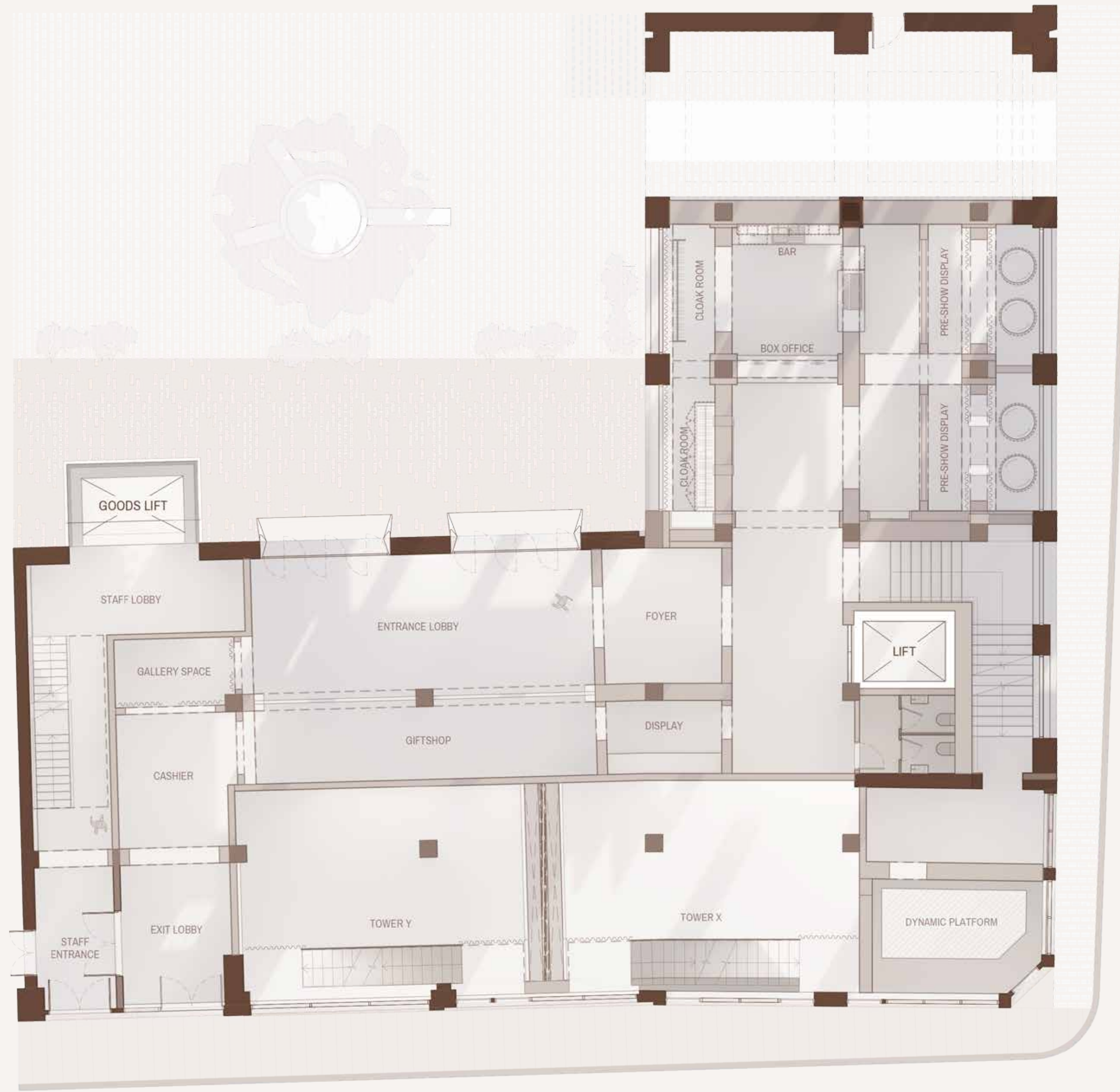
EPILOGUE

“FLEETING EXPERIENCE”

PLAN
BASEMENT



PLAN
GROUND FLOOR

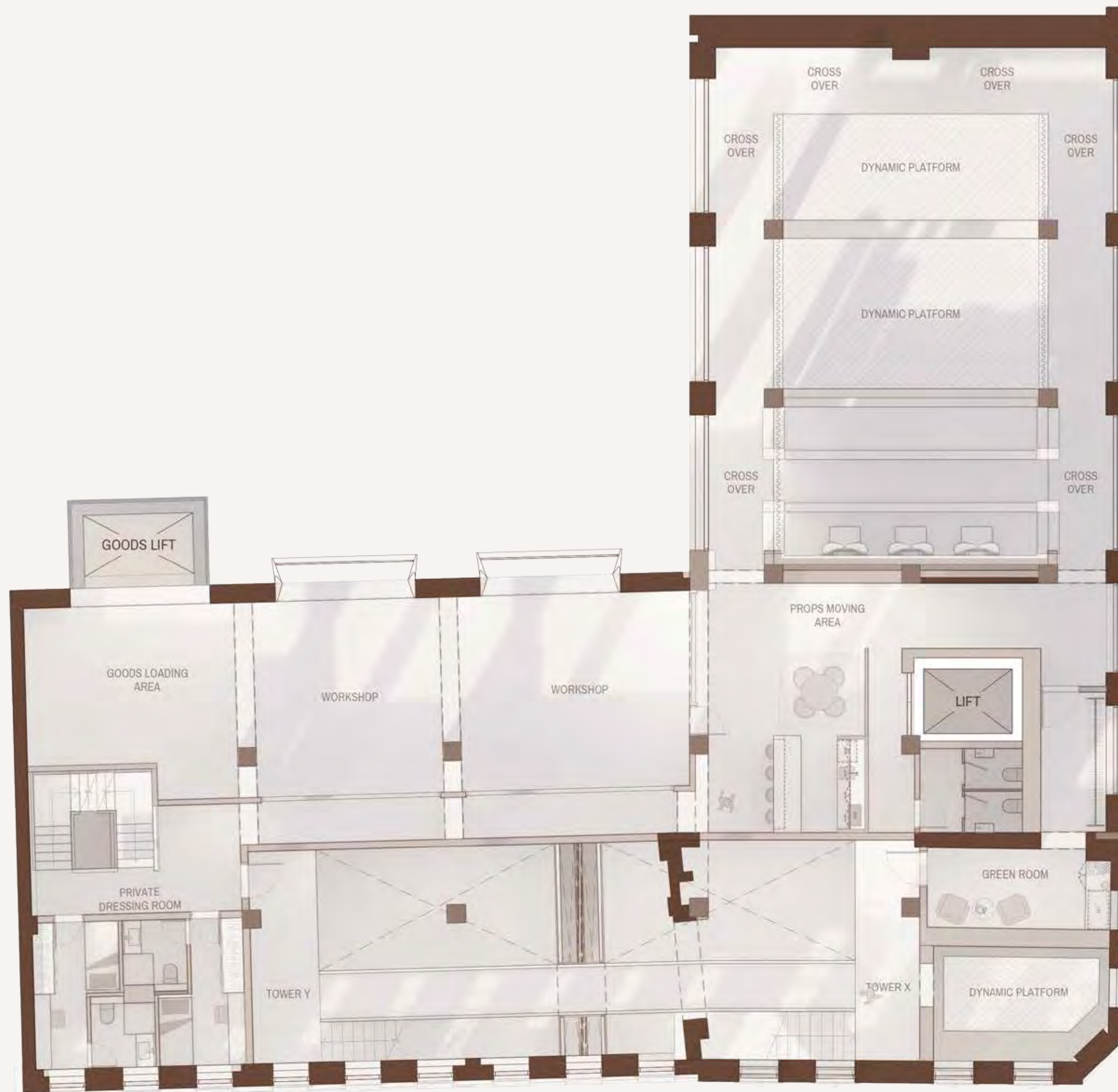


PLAN

LEVEL 1

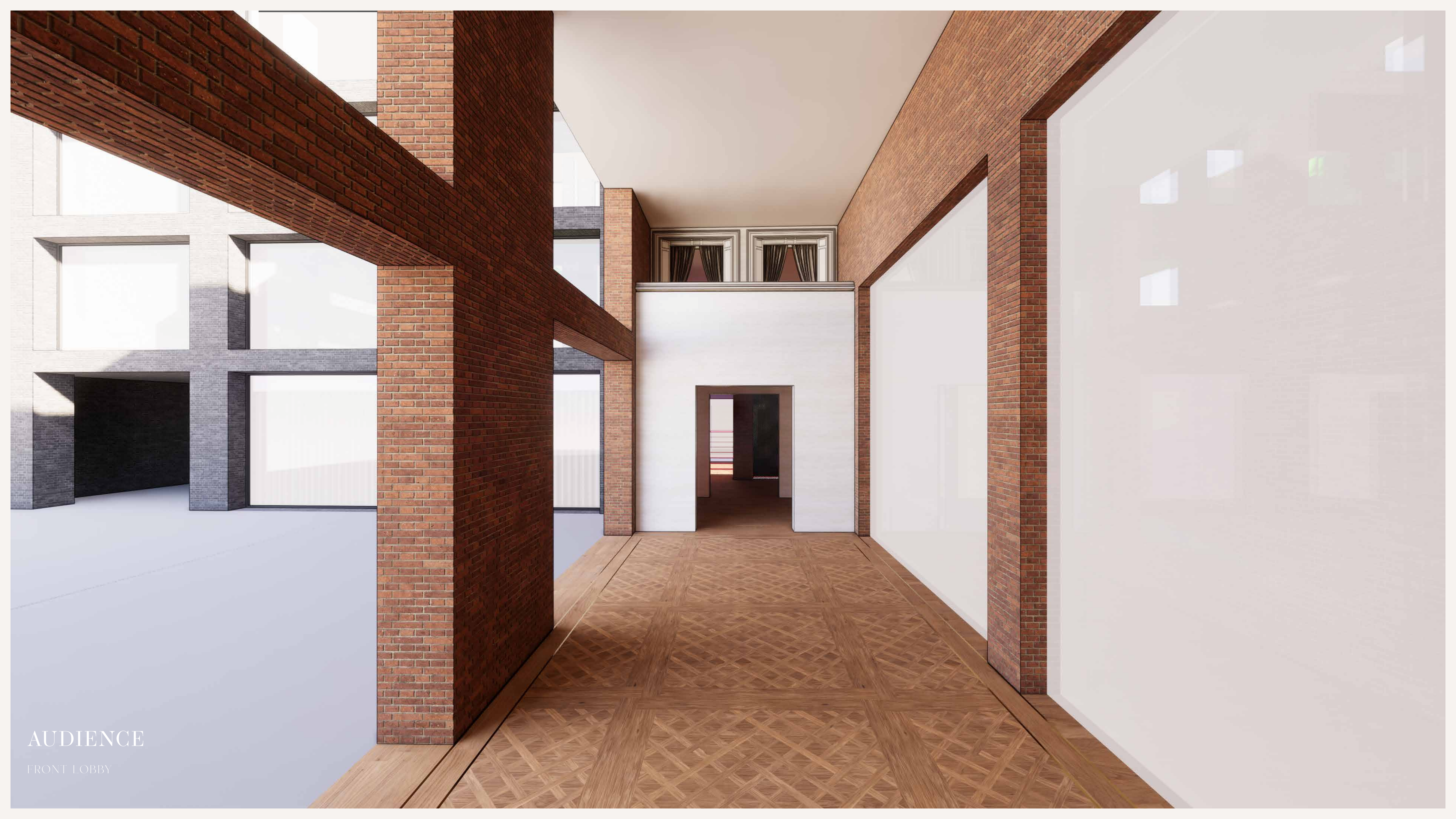


PLAN
LEVEL 2

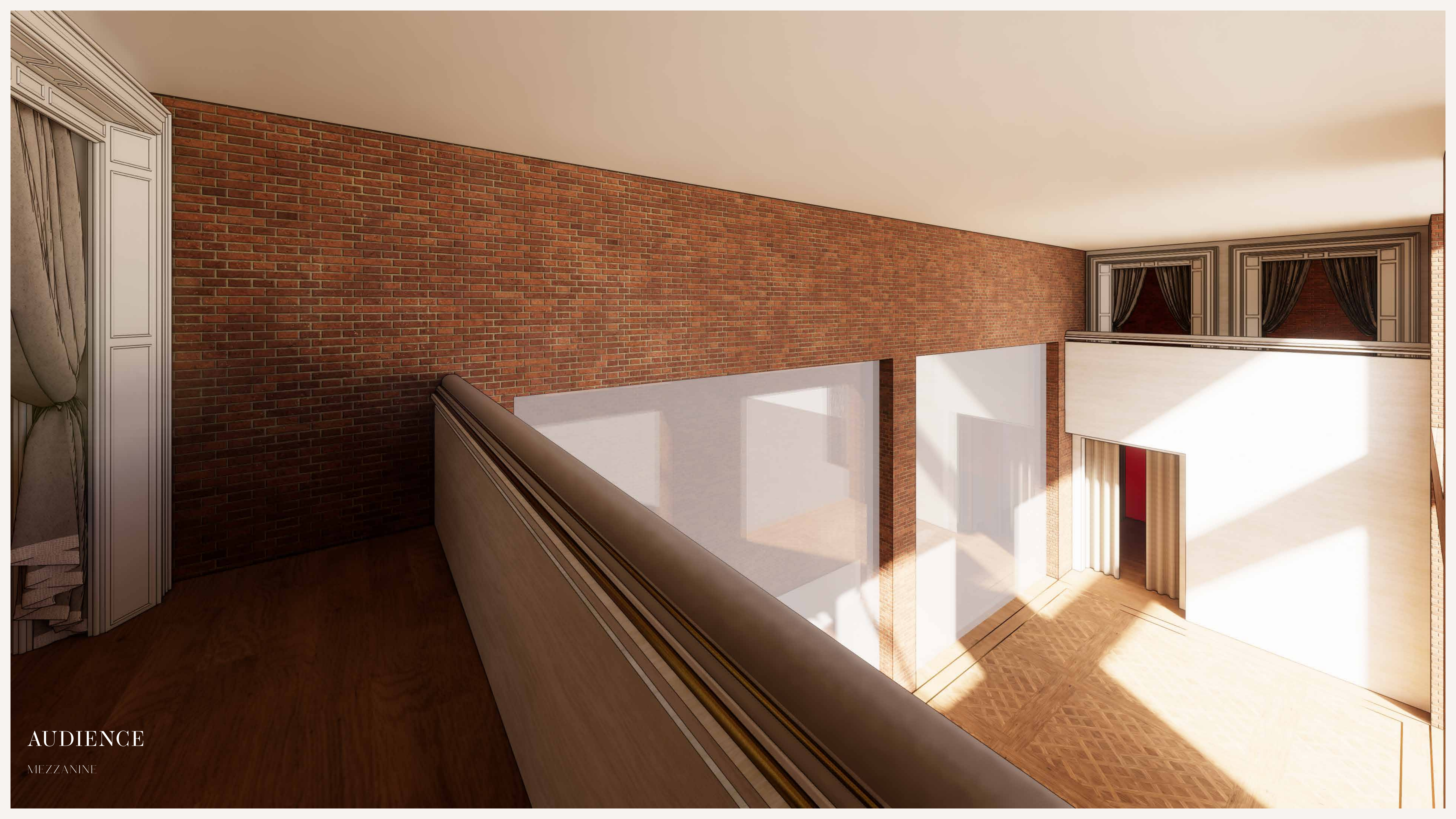


PLAN
LEVEL 5





AUDIENCE
FRONT LOBBY



AUDIENCE

MEZZANINE





AUDIENCE

BOX OFFICE



AUDIENCE
PRE-SHOW DISPLAY

Elsewhere, far, far from here! too late! never perhaps!
For I know not where you fled, you know not where I go,
O you whom I would have loved, O you who knew it!

— *Charles Baudelaire*

