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AN OVERVIEW OF SPATIAL EXPERIENCE AS A CINEMATIC EXPERIENCE

A DISSERTATION SUBMITTED FOR THE DEGREE OF MASTER OF SCIENCE (ARCHITECTURE) AT THE UNIVERSITY OF MORATUWA

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Declaration

I declare that this dissertation represent my own work, except where due acknowledgement is made and that it has not been previously included in a thesis, dissertation or report submitted to this university to any other institution for degree, diploma or other qualification.

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CONTENTS	Page
Acknowledgement	
List of illustrations	
Abstract	
Introduction	I
1.0. Observation	Ī
2.0. Criticality of the study	II
3.0. Intention of the study	Ш
4.0. Scope of limitations	IV
5.0. Methodology	IV
Chapter one	
Art, Architecture, Space and Spatial experience	
1.1. Human experiences and art	01
1.1.1. Evolution of art	02
1.1.2. Art as an experience	02
1.2. Visual perception of art	03
1.2.1. Paintings	
-the composition of colours, forms and shapes	04
1.2.2. Drama www.lib.mrt.ac.lk	
-the performance of movement, moods and expression	04
1.2.3. Sculpture	
- the proportions and representation of human feelings	05
1.3. Architecture the in-escapable art	05
1.3.1. Purpose of Architecture	06
1.3.2. Architectural expressions and communication	07
1.4. Space	08
1.5. Different manifestations of space	09
1.5.1. Perception of space	10
1.5.2. Existentional space	10
1.5.3. Architectural space	11
1.6. Spatial experience	12
Chanter two	
Cinema as art and cinematic experience	
Chiema as art and emematic experience	
2.1. Evolution of cinema as an art	15
2.1.1. The cinema of pertaining to soul	17
2.1.2. Purpose of cinema as an art of humanity.	18
2.2. The cinematic experience	19
2.2.1. Different manipulations of cinema	20
-montage	21
-picture in motion	22

no.

-framing	23
-composition	23
Chapter three	
Spatial experience as a cinematic experience a comparative analysis	
3.1. Architecture and cinema as spatial arts	25
3.2. Spatial experience as a cinematic experience	26
3.2.1. Movement of space and motion of cinema	28
3.2.2. Space and film in time	29
3.2.3. Progression of space and cinema	29
3.2.4. Rhythmic sequence	30
(a) Line, form and balance	31
(b) Light, shadows and colours	33
3.2.5. Montage	34
3.2.6. Frame views	35
3. A comparative study of spatial experience as a cinematic experience	37
3.3.1. Comparative study one- the spatial experience of Jewish	
museum and experience of film 'Schindler's list'.	38
3.3.2. Comparative study two- the spatial experiences of	
Lighthouse hotel and experience of film 'Hansa Vilak'	45
3.3.3. Comparative study three- the spatial experiences of University of Ruhuna and experience of film 'Rashomon'	51

Conclusion

Bibliography

LIST OF ILLUSTRATIONS

Figure

Fig.1: Pre historical cave paintings of, Thanthirimale, and Rajagalkanda, Sri Lanka. And Stone Age painting from France.	1
Fig .2: Fresco painting of Sigiriya, Sri Lanka	4
Fig .3: 'Guarnica' Abstract painting by Picasso	4
Fig .4: Moods and movement of drama towards expression.	4
Fig .5: Stone carving, Isurumuniya Sri Lanka	3
Fig .6: Expressions of human feelings	5
Fig.7: Architecture is an unavoidable form of art.	Ь
Fig.8: Architecture provides satisfaction of inner-self.	8
Fig .9: Space is the dimension of human existence.	٩
Fig .10: Architectural space University of Moraduwa, Sri Lanka.	12
Fig.11: Spatial experience is the man's understanding of space.	12
Fig .12: The great train robbery.	16
Fig .13: Battleship Potempkin.	16
Fig .14: Charlie Chaplin- humanity within comic.	17
Fig .15: Cinema an art of humanity. Fig 16: Greed.	18
Fig .17: Battleship Potempkin.	18
Fig.18: Composition in film image.	18
Fig .19: Expressions of actors.	19
Fig .20: Pictorial montage.	21
Fig .21: Picture in motion.	22
Fig .22: Framing the objects.	23
Fig .23: Use of in composition film.	23

1

5

Fig .24: Observer experiences the space by moving through.	24
Fig .25: Camera angle and the distance strengthen the experience.	٤7
Fig .26: Movement of space parallel to the motion of cinema.	28
Fig .27: Progression of space	30
Fig .28: The rhythm created by changing vision from one to another.	3 1
Fig .29: The line created by space and cinema.	31
Fig .30: Symmetrical balance in space and cinema.	32
Fig .31: Use of light and shadow in space and cinema	\$ \$
Fig .32:Effect of frame views	35
Fig.33: The parallel approaches to the Jewish museum and Schindler's list film.	39
Fig.34: The staircase flows through a complex of struts as the cinematic images expressed the stress of Jews.	40
Fig. 35: The feelings of inescapable Jews from the Nazis were expressed by the tig spaces.	ght 4 1
Fig.36: The expressions of stress and sorrow.	41
Fig.37: The use of objects to emboss a particular meaning.	42
Fig.38: The use of variation of light and dark to express the hope for peace.	43
Fig.39: The framed views to focus particular object or scene.	43
Fig.40: The journey ends with a hope of peace.	44
Fig.41: The plan form and the main court.	45
Fig. 42: The montage, complexity creates by different scenes.	46
Fig. 42: The parallel expressions.	47
Fig.44: The vast endless sea from the verandah.	47
Fig. 45: The attraction of spectator's eye.	47
Fig. 46: The both experiences express signs of the next event.	19

Fig. 47: The gaps in between, allow event to act.	49
Fig. 48: The dialog between interior and exterior.	49
Fig.49: The meanings embodied by the symbols.	50
Fig. 50: Attraction of spectators for an extreme event.	50
Fig.51: Plan form and a view of the front façade of University Ruhuna	5)
Fig.52: The old gateway to the Rashomon town.	51
Fig. 53: The strange story begins.	52
Fig.54: The parallel experience of direction and dynamism.	53
Fig.55: Sense of exploration express by both situations.	54
Fig.56: Spectator f the film and observer of the space getting to question the next event.	54
Fig.57: The relaxation of space and cinema and awaking of feelings.	55
Fig.58: The experiences of excitement and exploration of the inner self.	56
Fig.59: The expressions of hope and freedom at an extreme.	57.

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ABSTRACT

Architecture is the process of human habitation. As an inescapable form of art architecture should provide physical and psychological comfort to experience life as a dramatic process. In most of the situations architecture is not identified as a creation of unavoidable experience, and the impact of spatial qualities and experience of space, on user's behavior patterns have been neglected.

As the primary attention is merely creating only to quantitative requirements, in architecture the embodied meanings and expressional values get the minimum consideration. And intention that looks at architecture as an art has been gradually decreased.

Even appears to the world as a delightful entertaining form of art, today cinema provides relaxation, aesthetic satisfaction as a spiritual form of art that bounded with the reality of life. The movement in time and space, the variety of changes in plane and rapidly switching viewpoints fills the screen with life.

The perceptual and experiential attributes of space and cinema are felt for the sake of enriches psychological healing and comfortable experience of space. With reference to space-time connectivity which leads a spatial experience, visual perception, composition an images and expressive qualities, the intention was set to describe the spatial experience with relevance to cinematic experience and the utmost goal became to feed the qualitative architectural experience.