

LUCID

Experimental Puppetry Arts Center

Puppet and Stara Zagora

Stara Zagora is a city in southeast Bulgaria. Stara Zagora, the fifth largest city in the country, has historical and cultural significance. The city is also famous for its puppet art.

Puppetry, also known as puppet theater, is a form of performing art in which puppeteers tell stories and perform using puppets controlled by their hands or strings. Puppets are typically made of materials such as wood or fabric and come to life with the puppeteer's movements.

Stara Zagora is considered an important center of the puppet tradition in the Balkans. The city hosts puppet festivals, events and performances. These meetings bring together local and international puppeteers who perform on various themes.

Stara Zagora has several puppet theaters dedicated to puppetry. These theaters offer different plays and performances for both children and adults. Puppetry is considered part of the local culture and adds to the touristic appeal of the city.

It offers a unique experience for those interested in the art of puppetry, storytelling and theatrical performance. Puppet theater performances can be fun and educational, combining elements of humor, drama and music.

Visitors to Stara Zagora can attend puppet events and watch performances by local puppeteers. Thus, they can discover the richness of the puppet art and its cultural significance in the city.

Entrance:

Within the scope of the competition, a proposal design is presented for the Puppet Art Theater structure to be built in Stara Zagora. The theater lays the groundwork for the puppet and puppet performances from the city's past, for artistic activities that occur in daily life. The building aims to be a cultural center that is in harmony with its current environment and at the same time differentiates, and provides a special area for the development of the art form.

Location:

The proposed site for the Puppet Art Theater is located in the heart of Stara Zagora, centrally located for easy accessibility for both locals and visitors. The location offers a distinct presence within the city and allows for seamless integration with the cultural fabric of the region. There is a puppet center and a multi-match hall structure on the existing parcel. It is also on the border of the school structure. Since there are too many trees available, these factors are understood to be an important criterion.

Design Concept:

The design concept of Puppet Art Theatre, combining traditional and contemporary architectural elements, was designed with general principles on transparency - traceability, perceptibility and integration of green with building.

It represents the fusion of Stara Zagora's heritage with the modernity of puppetry.

While the design is inspired by the rich history and architectural character of Stara Zagora, it combines modern elements to create a visually striking and functional building. It is aimed to present a transparent interface in the context of the city's green existing texture and structural setup. A functioning that draws the public and users in with the most suitable façade and mass movements has been created. Both the users and the landscape can be felt in the whole area with its design that is spaced and left to the landscape on the public floor, that is, on the ground level. Thus, human movements and puppet shows can be watched from the outside with the transparency of the building facade, while it attracts the public with its hollow structure on the ground floor.

The building, which is shaped according to the positions of the existing trees, defines the existing cultural center and the facade of the school.

The main hall desired within the scope of the competition was built on the ground floor. The reason for this is that the puppet shows can be watched by the people and the public level is desired to be left to the city and the landscape. In addition, the transformable multi-purpose area and courtyard puppet platform included in the needs program was provided by extending the green to the basement floor and increasing the green to the courtyard.

With its flexible setup and transformable spaces, the building aims to be multifunctional. Fixed volumes are fixed to a single axis and the remaining areas are intended to be flexible.

3.1. Facade:

The facade is handled together with the tube structure in the design setup.

The building was requested to be as permeable as possible within the scope of transparency and perceptibility principles. In this way, the movements – events and puppet shows inside the building can be perceived from the outside, so that the puppet art can be watched from the whole city.

While the inside can be perceived from the outside with the transparent façade setup, the outside and especially the existing trees can be viewed from the inside. Thus, the interaction of the building and the green is increased at a high level. Thanks to the mesh panels used, it can also be used as a façade sunshade element. The building is generally timeless and it is desired not to reflect a period.

3.2. Entrance and Foyer:

The entrance to the theater welcomes its visitors with a large and inviting foyer. The foyer serves as a transitional space between the exterior and interior, with high ceilings, plenty of natural light, and comfortable seating. It also houses ticket offices, exhibition spaces, and a small cafe for pre-show meetings. The cafe directly serves the users with its interaction and integration with the green courtyard. The cafe, which overlooks the entire courtyard, serves the building with its indoor and outdoor areas. While the multi-purpose area integrated with the green courtyard on the entrance floor is used openly, it can also be used by covering it with glass panels if desired. This area is multifunctional and can take shape according to many different functions. It is desired to occupy as little space as possible on the ground floor together with the circulation areas and administrative offices on the ground floor.

3.3. Performance Hall:

The centerpiece of the theater is the performance hall, which is designed to optimize acoustics and provide an intimate setting for puppet shows. The seating arrangement was desired to create an immersive experience for the audience by providing excellent views from each seat. At the same time, the hall can grow and shrink for different puppet shows and installation shows. With the movable modular panels, the hall has been turned into a flexible space. The living room can also become a flexible performance puppet art center with its modular, folding and movable seating areas. State-of-the-art lighting and sound systems have been integrated into the building to increase performance.

3.4. Backstage Facilities:

The theater includes well-equipped backstage facilities to support the needs of puppeteers and performers. These facilities include dressing rooms, storage areas for puppets and decorations, rehearsal areas and technical rooms for sound and light equipment. At the same time, all the volumes specified in the requirement program are designed in the desired size within the building.

3.5. Accessibility and Availability

Within the scope of the design, the main entrance of the building was taken from General Gurko Street. While providing main pedestrian entrances in this direction, user and audience entrances from Tzar Ivan Assen Street were also defined. Due to the narrow space and limited facilities (existing trees) in the building, the entrance to the car park is thought to be provided with a vehicle lift. footprint by integrating the ground floor landscape and the existing trees into the structure.

3.6. Sustainability Considerations:

Puppet Art Theater's design prioritizes sustainability to minimize environmental impact. Energy efficient lighting systems, natural ventilation and insulation materials are combined to reduce energy consumption. In addition, rainwater collection systems and low-flow water armatures are integrated to support water saving. In addition to these technological equipment, it is desired to provide with the design of building sustainability. For this reason, it has been thought to reduce the carbon footprint by integrating the ground floor landscape and the existing trees into the structure. While the mesh panels used are intended to be used as sunshades to assist air-conditioning, the recyclable and modular structure of the panels contribute to reducing the carbon footprint. The structure carrier and structural setup were chosen as steel. Thus, the lightness of the structure and the easy production system were supported. This structure is designed to be low-cost and recyclable.

Conclusion

The proposed design for the Puppet Art Theater in Stara Zagora combines the historical and cultural significance of the city with the requirements of a modern puppet performance venue. The design is intended to provide an aesthetically pleasing and functional space that meets the needs of both artists and audiences, with a transparent and urban-friendly structure that contributes to the cultural landscape of Old Zagora and supports the growth of puppetry art in the region.

A- CONSTRUCTION		(m ²)
A1- GROUND FLOOR (0.00)		
G1	Info – Exhibition	46,15
G2	Cafe – Bar	57,81
G3	Storage (Cafe)	9,66
G4	Guest Room	9,76
G5	Circulation	20,26
G6	Wc	27,11
G7	Main Circulation	21,07
G8	Car Lift	21,61
Total Area :		213,43
A2- FIRST FLOOR (+4.50)		
1F1	Dressing Room	25,00
1F2	Dressing Room	22,36
1F3	Rest Room 1	9,13
1F4	Rest Room 2	9,13
1F5	Storage	16,95
1F6	Circulation	20,26
1F7	Wc	27,11
1F8	Main Circulation	21,07
1F9	Wing	30,94
1F10	Foyer	166,43
1F11	Red Box – Grand Hall	246,84
1F12	Guest Corridor	17,41
Total Area :		612,63
A3- SECOND FLOOR (+9.00)		
2F1	Corridor	21,60
2F2	Hotel Room 1	16,50
2F3	Hotel Room 2	16,50
2F4	Hotel Room 3	16,50
2F5	Residential Area	42,17
2F6	Circulation	20,26
2F7	Wc	27,11
2F8	Main Circulation	21,07
2F9	Balcony	99,25
2F10	Sound – Light – Technic Room	19,45
2F11	Foyer	92,56
2F12	Corridor	5,14
Total Area :		398,11
A4- BASEMENT FLOOR (-3.50)		
B1	Administration 1	15,00
B2	Administration 2	15,00
B3	Administration 3	15,00
B4	Flexible Area	135,85
B5	Workshop	71,80
B6	Circulation	20,26
B7	Wc	27,11
B8	Main Circulation	21,07
B9	Workshop	23,05
B10	Wc	16,87
B11	Corridor	117,38
Total Area :		478,39

A5- 2. BASEMENT FLOOR (-7.00)		
2B1	Corridor	21,60
2B2	Heater Room	22,18
2B3	Car Park	305,52
2B4	Shelter	130,43
2B5	Circulation	20,26
2B6	Wc	27,11
2B7	Main Circulation	21,07
Total Area :		548,17
A6- 3. BASEMENT FLOOR (-10.50)		
3B1	Storage	485,16
3B2	Corridor	17,26
3B3	Circulation	20,26
3B4	Wc	27,11
3B5	Main Circulation	21,07
Total Area :		570,86

A-Total Build Up Area :	1224,17
A-Total Area :	2821,59

B- LANDSCAPE		(m ²)
B1	Art Courtyard	278,32
B2	Soft Scape Area (Green Area)	172,48
B3	Hard Scape Area	261,76
Total Area :		712,56

Experimental Puppetry Arts Center Buildup Area (M2)	1224,17
Experimental Puppetry Arts Center Approx Cost(Per Square Meter)	1.300,00 €

Approximate cost on various work of materials per thumb rule		Percentage	Cost
A1.	Cement	%20,00	111.399,47 €
A1.	Sand	%13,00	72.409,66 €
A1.	Aggregate	%9,50	52.914,75 €
A1.	Steel	%28,00	155.959,26 €
A1.	Finishers(Paint (3,1 %) + Tiles (8,0 %) + Gas Concrete (4,4 %)	%15,50	86.334,59 €
A1.	Fittings (Window (10,0 %) + Doors (2 %) + Wooden Frame (2,0%)	%14,00	77.979,63 €
		%100,00	556.997,35 €

A.	ARCHITECTURE	%35,00	556.997,35 €
B.	CONSTRUCTION	%30,00	477.426,30 €
C.	LANDSCAPE	%14,00	222.798,94 €
D.	MECHANIC	%12,00	190.970,52 €
E.	ELECTRIC	%9,00	143.227,89 €
	TOTAL =	%100,00	1.591.421,00 €