

# “Ideal Theatre” 2012

*Sixth Annual Design Competition  
for Architecture and Theatre Students*

The Architecture Commission of  
the United States Institute for Theatre Technology, Inc.

**Theatres are the most complex buildings that we design and construct.**

They are three dimensional puzzles with complex buildings systems, complex theatre equipment, rigid functional requirements, special acoustical needs, and strong architectural character.

All of these conditions must merge within narrow parameters to create a successful performance venue.

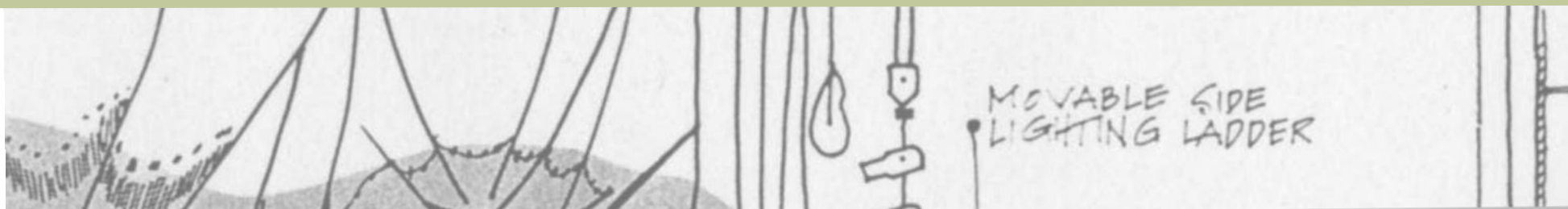
## Competition Goals

The competition encourages architecture students to work with young theater artists to explore the emotive power of space, how space can aid storytelling, and how it can be manipulated to achieve a dramatic purpose. The design of the space itself should form the environment of the play, supplemented by costumes, props, lighting, sound, actors, and the audience. The submissions are to be based on one of the following four texts. **1. *Macbeth***, by William Shakespeare (play) **2. *Otello***, by Giuseppe Verdi (opera) **3. *Waiting for Godot***, by Samuel Beckett (play) **4. *Antigone***, by Sophocles (play)



## Competition Schedule

- |  |  |   |   |
|--|--|---|---|
| <b>1.</b> August 26, 2011<br>Competition documents are available | <b>2.</b> November 17, 2011<br>Competition application due | <b>3.</b> The Professional Jury will make selection of the three finalist | <b>4.</b> Judging and selection of the winning team will be held at the USITT Annual Conference & Stage Expo, Long Beach, California March 28 to 31, 2012 |
|--|--|---|---|



**TO ENTER** and for additional information, including a copy of the brief, please visit [www.usitt.org](http://www.usitt.org) • **Go to the Awards page**

Competition Chair: Scott F. Georgeson

**Sponsored by:**  
**American Seating**  
**and**  
**American Society of**  
**Theatre Consultants**

