

Architect – Space Sculptor!

Treatment for 1-hour “reality”
television program

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Premise – Most people have never had direct experience with architecture nor with her practitioners, and **telling** the story of architecture is like the proverbial drying paint! This proposed Show will feature the work of various architects, following them and their projects through assorted phases of the design and construction process. Because of the team nature and complexities of this creative endeavor, other players may be showcased in cameo appearances (i.e. owner, engineer, contractors, etc.) – however the show is primarily about this artist who uses both sides of the brain to create the built environment that we all experience daily – the Architect!

Controlling Theme – The theme of this program is to reveal the building design and construction process peeling away its myths and facades; filtered through the perspective of the architect, painting him in the clearest possible light and thus reflecting the many facets of the art of architecture. A secondary theme is the shared sense of true pride in workmanship that binds many of the players in this game.

Central Conflict – By the very nature of their profession, architects navigate through sometimes raging currents with crags of conflict lurking just below the surface. From the owners and designers who create the building (virtually) to the contractors and suppliers charged with making it a reality, there are infinite land-mines of potential discord that can dim the glow of success on any project. For example, the contractor and architect may disagree regarding some construction detail during a site progress meeting, which could escalate into any number of scenarios. A concrete pour could go bad when the formwork below is crushed by the weight of the wet concrete... etc.

Some of the Nuts and Bolts –

- Featured professionals should be unknown (not famous) and drawn from a range of size of firms with projects of divergent size, type etc.
- Include owners', contractors', engineers' and other "players'" points of view and relationship to the building process - chronicling meetings, issues, problem-solving processes and how the players interact.
- Avoid using the names of projects, owners, contractors, etc. Keep it as generic as possible.
- When narration is called for, incorporate two narrators who are architects. Sometimes as a team and sometimes solo. One from a small firm – the other from a large firm. There is even potential for conflicting points of view between the two during segments.

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- Project locations both urban and rural. New and renovation. Generally not disclose project specifics i.e. owner names, building names, project locations and the like. Focus on project **activities!**
- Address current professional issues with a neutral perspective that shows complexities and divergence of opinion without promoting a particular side.
- This should be an apolitical presentation of the processes, personalities, successes and failures in the art of architecture.
- Balance the mundane with the gut-wrenching! Intellectual drama vs. physical drama.
- Spice-up the program with architects doing those other things they do – i.e. musicians, artists, city councilmen, etc.
- Participants have the option to opt out at any time; though previously obtained film/video is property of the show.
- Additional Spice - Develop blog site concurrent with program for citizen and participant expressions.

SAMPLE PROGRAM SCENES:

Scene 1 – As the show opens, architect John steps out of his vehicle and dons his rubber boots – pan muddy site to steel framework in progress – welding sparks fall in the distance as the building superintendent joins John with an extra hardhat. The pair make their way toward the building. Cut to the building (view toward approaching pair) – as they step onto the slab with mud-caked boots, John turns to the super and asks where the structural testing agent is ... mumbling, the super makes excuses. “If he’s not here before I leave, you’re going to have to shut down the steel erection”, says John. Reviewing a document he is holding, John says, “Your pay application indicates that you are 35% completed with the steel framing – I would call it 10%. Shall I hold this application until you reach 35% or do you want to re-submit?”... now fuming, the super bites his lip and turns on his heel ... John continues to examine the work being done – superintendent returns to accompany him, offering reasons why testing agent is AWOL. John notes that a particular detail looks very good; softening the tension of the moment – the pair continue to examine the work. Cut to John climbing back into his vehicle – speaking with the superintendent: “No, you cannot continue. When he gets here, send me a message with his picture. Then you may proceed, as he tosses the hard hat back to the Super.” Cut to the superintendent speaking animatedly on the phone to his testing agent” ... fade to commercial

Scene 2 – Architect Lucy is in a meeting in an elegant conference room with a dozen people, listening to owner Mr. Arroyo discuss the things he likes and doesn’t like about the building design as presented today (especially the main entry – which is unsatisfactory) – soliciting feedback from other members of his group ... – Cut to projected view of virtual 3d model as discussion progresses and the model is manipulated to reveal the elements under consideration – close up of faces during discussion, then cut to Lucy’s assistant who is furiously taking notes ... pens the word “Ouch!” for Lucy’s eyes, and continues ... Flashback to earlier meeting when initial building programming discussion was under way especially, the entry ... flashback to design discussions in Lucy’s office during the schematic development of the plans and exterior of the building – then cut back to the opening meeting. Fade discussion as narrators Hi and Lo comment on the ongoing discussion and how the current design was arrived at ... its merits ... its weaknesses. Fade to Commercial

Scene 3 – Open with a view of an old courthouse, looking upward to the beautiful cupola high atop the green tile roof. A man steps out of a window of the cupola - Cut to view from Cupola - Architect Ralph steps onto the roof with camera and bag of tools, followed by County Supervisor Bill Benton. Flash back to a recent musical gig by musician/architect Ralph ... And on and on ...

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