

Strangeloop Studios — Retrospective 2026

Wood Street Gallery — Media Layout Proposal

THE WALK

ARRIVE

The feedback corridor

Three or four widescreen panels butted together down one wall of the dogleg, one camera on the wall across. You walk in and appear inside every screen. (Can also be passive content on screens.)

THE MIRROR WALL

The brightest thing in the room

You walk toward it and it draws you back in particles.

THE SCREENS

Three podiums along the long wall

Nine shows. Pick one, play it.

THE FAR WALL

The work at full size

New piece or show program.

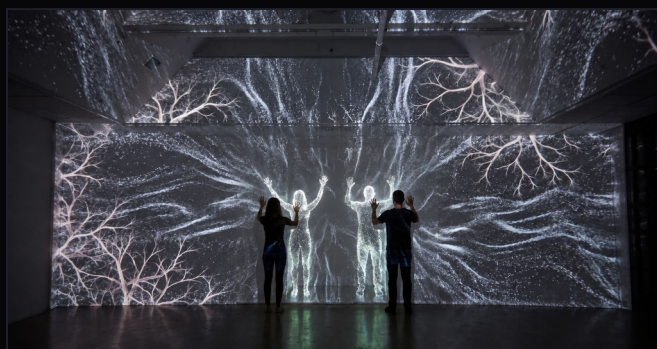
RETURN

Out the way you came

Past the mirror wall again.

Four elements

The mirror wall, the past work gallery, the secondary projection, and the corridor. Each detailed on the pages that follow.



01

MIRROR WALL

Real-time interactive projection · the stage end wall



02

PAST WORK GALLERY

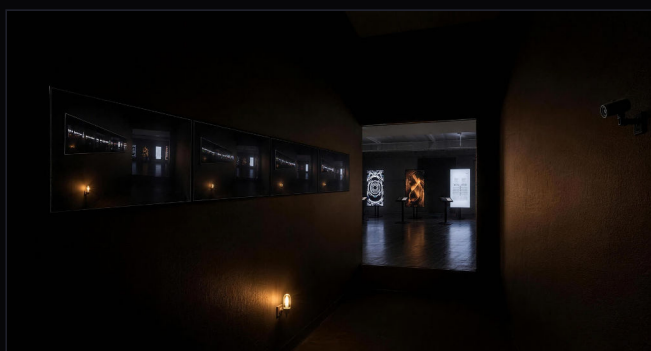
Three interactive screens · the window wall



03

SECONDARY PROJECTION

Passive projection · the wall opposite the Mirror Wall



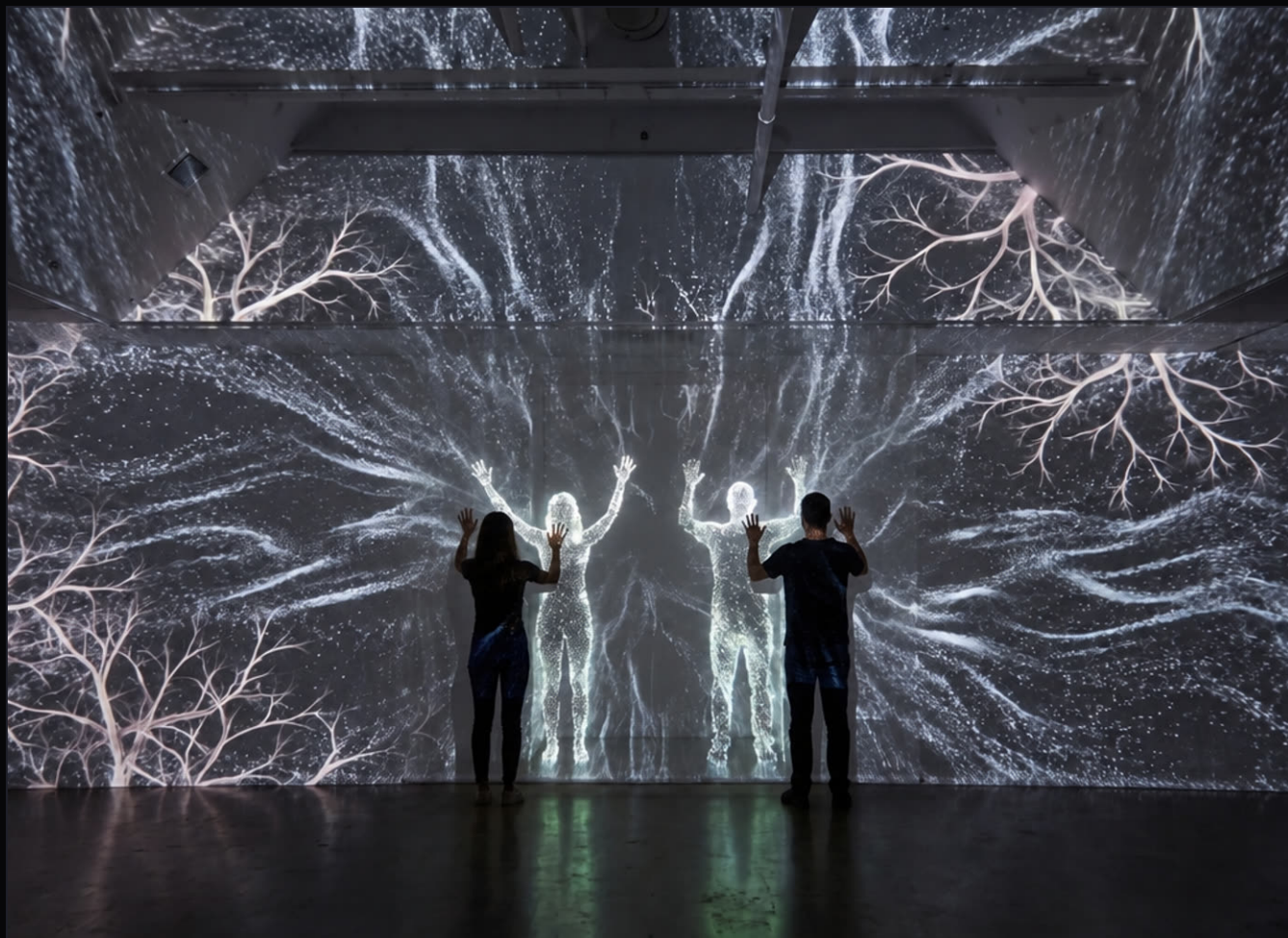
04

DOGLEG CORRIDOR

Nested video feedback · the entry from the elevator

01 Mirror Wall

Real-time interactive projection · the stage end wall



The stage end wall and the beam soffits above it, mapped as one image, with a scrim hung a few feet in front running the full 29'-5" width of the room.

Cameras on the ceiling grid read the floor. Whoever stands in front of it appears on the wall, life size, made of particles and fractals. No controls, no console — the room is the input.

SURFACE

End wall + beam soffits,
29'-5" wide

SCRIM

Full width, hung 4'-0" off the
wall

PROJECTION

Two short-throw units, ceiling
grid

INPUT

Two or three cameras.
Nothing recorded.

02 Past Work Gallery

Three interactive screens · the window wall



Three interactive screens, each containing assets from three past works. Portrait displays on floor stands along the window wall, in front of the gallery's blackout panels.

A podium at each with a MIDI controller: faders, knobs, pads. Pick a show and the system that ran it is under your hands. Nothing here is a loop.

DISPLAYS

Three portrait panels, 75"–85"

MOUNTING

Floor stands, about 15'-0" apart

CONTROL

Podium + MIDI controller at each

BEHIND

Gallery blackout panels, full run

03 Secondary Projection

Passive projection · the wall opposite the Mirror Wall



The far end wall and its soffits, mapped edge to edge the same way as the Mirror Wall. Passive — no camera, no interaction.

Content **TBD**: either additional original art or a selection of past work. The stairwell door stays clear and takes the image with it.

SURFACE

End wall + beam soffits,
29'-5" wide

PROJECTION

Two short-throw units, ceiling
grid

CONTENT

TBD — original art or past
work

INTERACTION

None. Passive playback.

04 Dogleg Corridor

Nested video feedback · the entry from the elevator



The 15'-7" entry dogleg between the elevator and the hall. Three or four widescreen panels butted together along one wall, one camera on the wall opposite.

Each feed nests inside the next, so you walk in and appear inside every screen on the way to the room. Format open: CRTs, LCD/LED panels or projection all work.

SCREENS

Three or four widescreen, butted

MOUNTING

One wall, landscape at eye height

CAMERA

One, on the wall opposite

FORMAT

TBC — CRT, LCD/LED or projection

Existing conditions

Both surfaces have already carried media in this room.



The stage end wall, at a past event. Wall and beam soffits already mapped as one surface. This is the mirror wall.

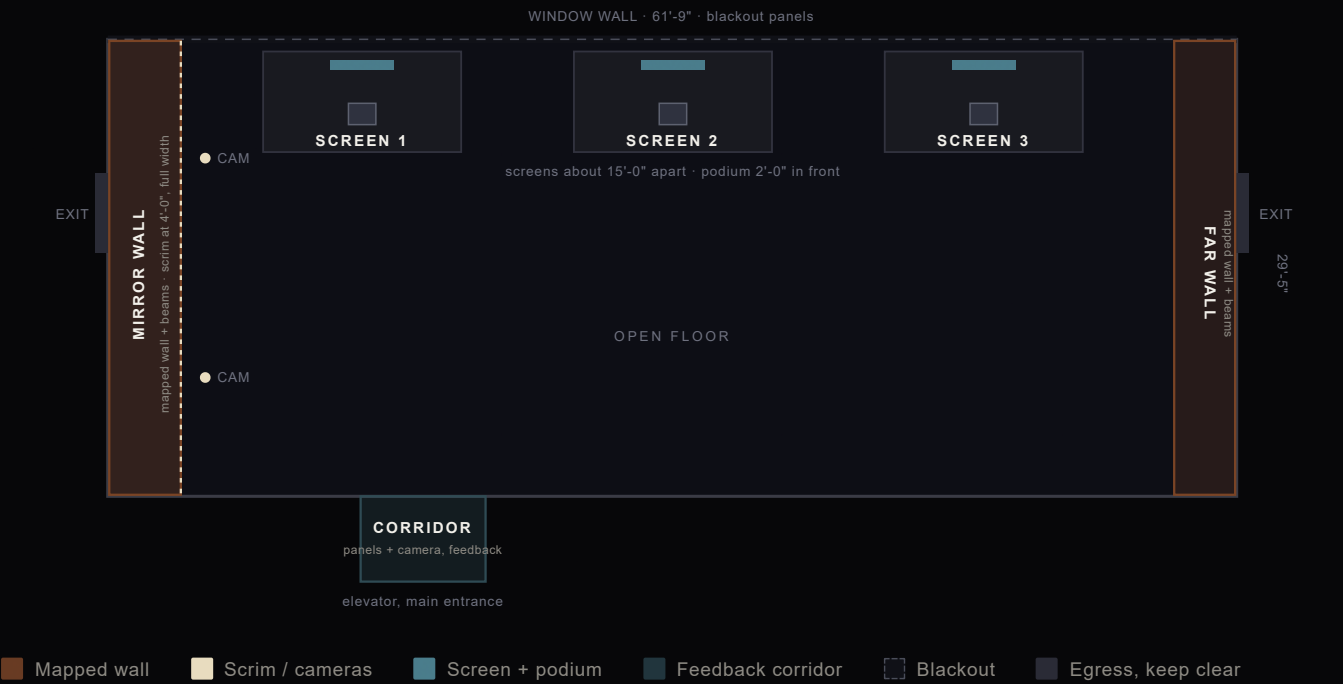


The window wall, at a past show. Portrait panels on stands in front of the windows. This is where the three screens go, with the blackout panels up behind them.

Wood Street, second floor

A 61'-9" × 29'-5" hall. Low ceiling, a wall of windows, two end walls with height, and a floor that reflects.

MEASURE	VALUE	WHAT IT MEANS
Main hall	61'-9" × 29'-5"	Two mapped end walls, three screens on the long wall, open floor between.
Ceiling	9'-10" → 12'-7" ridge	Low. The end walls are the only surfaces with real height.
End walls	29'-5" wide	Both mapped edge to edge, wall and soffits as one image.
Window wall	78" bays	Blacked out with the gallery's panels. The three screens stand in front.
Entry	15'-7" dogleg	The feedback corridor, before the room opens.
Floor	Polished concrete	Reflective. Every lit surface doubles.
Ceiling grid	Truss / pipe	Rig points for scrim, projectors and cameras. Load rating to confirm.
Egress	Two exits	One in each end wall. Must stay clear. The scrim sits in front of one.



Sections at true scale

Figure is 5'-9". Dimensions are off the Wood Street plan.



THE MIRROR WALL — LONG SECTION AT THE RIDGE

Wall + beam soffits mapped as one image · scrim 4'-0" off the wall, full width and full height · two short-throw projectors on the grid · cameras on the grid looking back at the floor

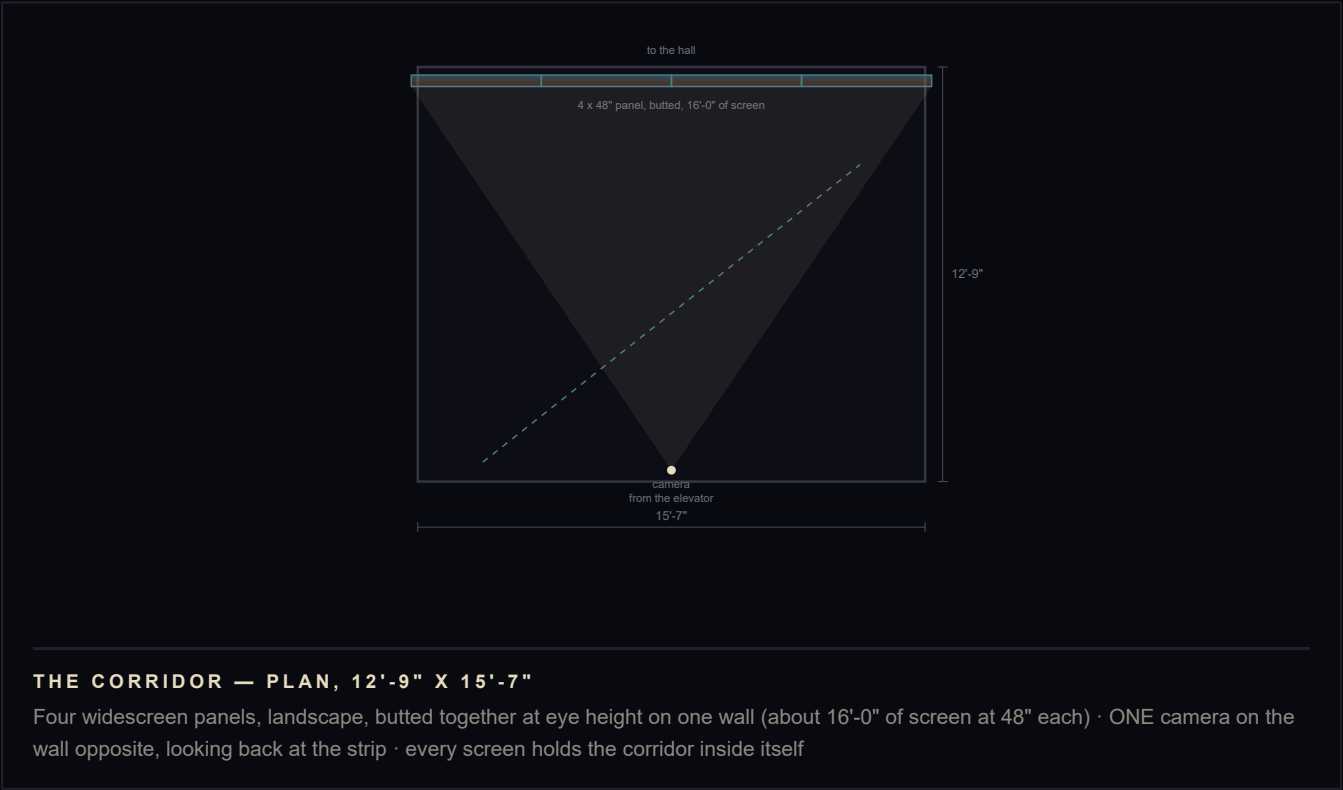
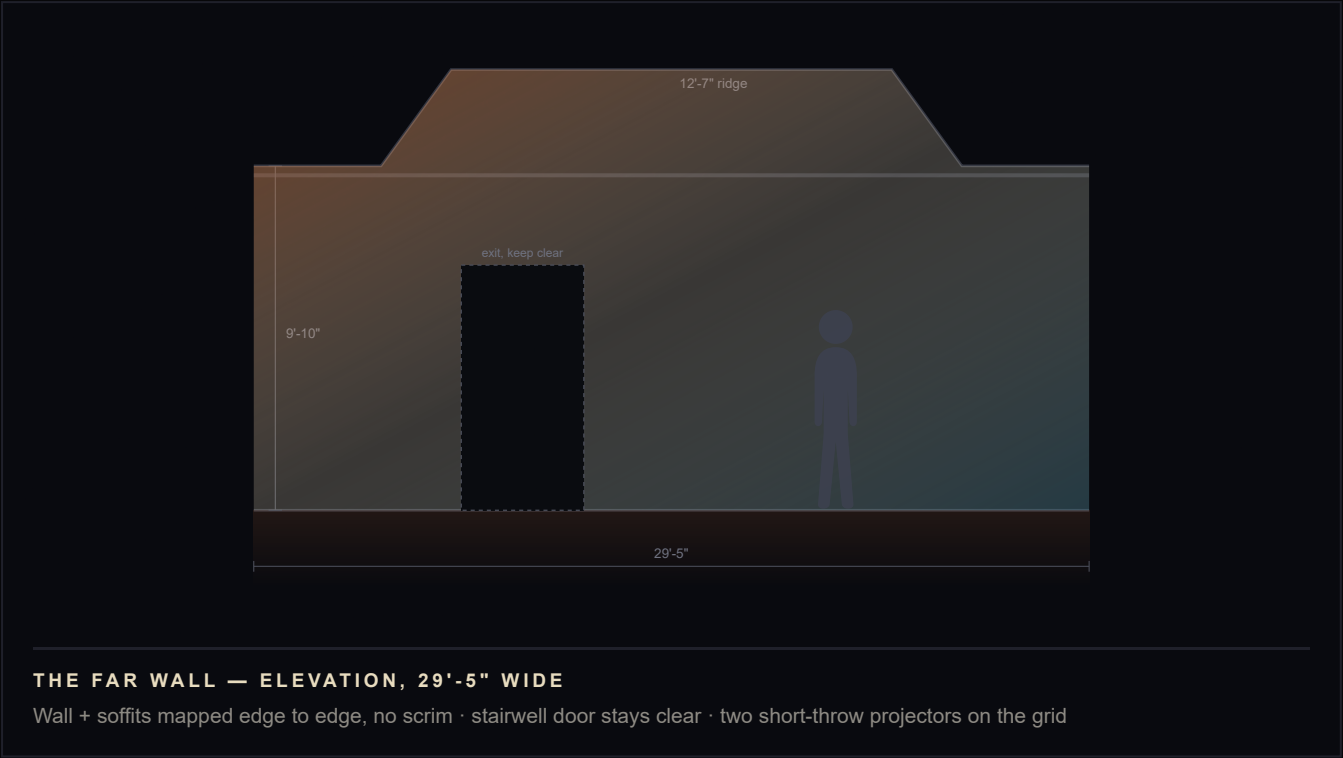


ONE SCREEN — CROSS SECTION AT THE WINDOW WALL

85" portrait on a floor stand · 6'-2" overall · podium at 3'-0", 2'-0" in front · blackout panel behind, in the window bay

Secondary projection and corridor

Same scale. Figure is 5'-9".



Projection. Each end wall plus its beam soffits needs projection from the ceiling grid, likely two short-throw units per wall. A full-height 16:9 image under the 9'-10" ceiling needs an ultra-short-throw lens, roughly 0.5 throw ratio. Worth confirming against the gallery's inventory before anything is bought.

Proposed Technical Rider

PROJECTORS	Count, lumens, throw ratio, lens options. Two end walls plus beam soffits, likely two short-throw units per wall, hung from the grid.
DISPLAYS	Three portrait-capable panels, 75" to 85", with floor stands.
CORRIDOR SCREENS	Three or four widescreen panels butted together along one wall, plus one camera opposite. CRT, LCD/LED or projection all viable.
CAMERAS	Two or three on the grid near the mirror wall looking back at the floor, plus one in the corridor. Nothing is recorded or stored.
SCRIM	Full width of the mirror wall, 29'-5", hung 4'-0" out from the wall off the ceiling grid.
BLACKOUT PANELS	The gallery's own, all bays, for the full run.
PODIUMS	Three at waist height, from the gallery. MIDI controllers we may be able to supply, TBC .
PLAYBACK	Three screen machines plus two projection machines. Does the gallery supply, or do we ship a rack.
RIGGING	Load rating on the ceiling grid for scrim, projectors and cameras.
POWER	Circuits at both end walls and along the window wall.
EGRESS	The scrim sits in front of the stairwell door in the mirror wall. We need the gallery's ruling before we draw it.
SOUND	Whether audio is allowed in the main hall, given the sound exhibition upstairs.
INSTALL WINDOW	How many days in the room before opening.