The design of Mount Theater will consist of abstract elements which will be extracted from Denver’s mountainous landscape. There will be an emphasis on verticality within the space which will be achieved through the layering of multiple geometric planes to guide the users from one space within the lobby to the next. These planes will create a multitude of shapes and angles within the space creating an element of mystery and excitement. A heightened level of curiosity will entice users to navigate and explore the space.

The intent of the theater lobby is to design a space that will appeal to children of all ages. Dynamic spatial protrusions and recessions will create a setting for exploratory behavior and interaction between the occupants and design features. Consideration to scale, light and texture will distinctively accommodate children, as the focal user group. The design will revolve around an abstraction of Denver’s mountainous landscape encouraging imagination and spontaneous activity within Mount Theater.
Engagement and Interaction

People go to theaters to learn, become satisfied, for an opportunity for participation, and to escape our everyday lives. Therefore, these spaces become engaging through our interaction with them:

- A large sculptural wall and entries create a new sense of wonder and encourage exploration through unfamiliar scale and proportion.
- Interactive experiences, through electronic communication and hands-on interaction, increase memory of the experience.
- Open display galleries encourage visitors to interact with the building.
- Performance stage encourages children to try on costumes, experiment with props and fully enjoy the theatrical experience.
- Glass display cases engage visitors with the performance or holiday themes.
- An interactive staircase allows visitors to experience summiting a mountain, as they weave in and out of mountain peaks on their ascent.
- Higher levels of natural daylight encourage socialization and interaction with displays and higher socialization within public spaces.
- Eating Spaces are included offer further opportunity for social engagement.
- The use of movable furnishings allowed users to manipulate their environment into a place of comfortable proxemics.
Sculptural luminaire located in entry vestibule

Gallery Lighting

Luminaire in Interactive Area

Cafe & Concession Luminaire

Metalworks plank ceiling treatment used on all soffits

Metal concealed edge ceiling treatment

Reflected Ceiling Plan: Second Floor

Reflected Ceiling Plan: Ground Floor