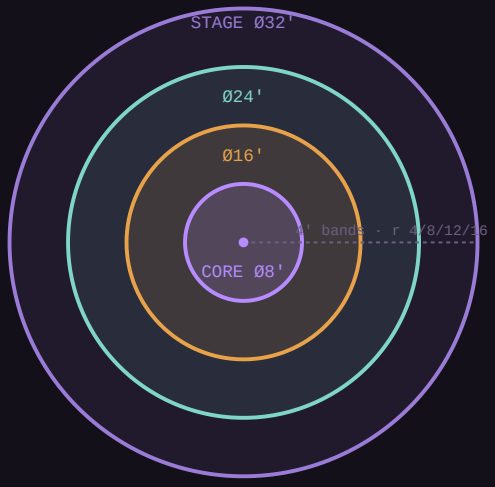
Centre Stage — The Ring

One circle, four rings, four rooms in one — at the heart of the dome.



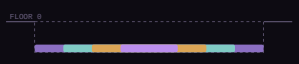
PLAN · FOUR CONCENTRIC LIFT RINGS · EVEN 4' BANDS

The spec

Outer stage	**Ø 32'** (9.75 m) — the full circle
Four rings	**Ø 8' · 16' · 24' · 32'** — every band a clean **4' (1.22 m)** deep, radii at 4/8/12/16'
Vertical travel	each ring independent, **−4' (pit) to +4' (raised)** — 8' total throw
Seated bowl	rings rise outward in even 4' steps → raked tiers around a centre stage · **~200 seated · design target (illustrative)**
Standing flat	all rings level → one floor · **350 standing (canon)**
Mechanism	rigid-chain / spiralift stage lifts (Gala Systems / Serapid class); self-storing, no deep pit plant
Sits in	the dome centre (Ø20.8 m) — the −4' dig is the recessed-pit package, now kinetic
Safety	fail-safe to level; interlocks; segregated from show control (per CTO canon)

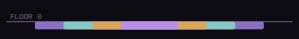
FOUR ROOMS FROM ONE STAGE — SECTION THROUGH THE DIAMETER

1 · PIT



All four rings −4'. A sunken circle — in-the-round pit, orchestra pit, or a dropped floor.

2 · FLAT



All rings level. One continuous floor, the stage vanishes — 350 standing, club mode.

3 · CAKE



Rings rise inward in even 4' steps. A tiered wedding-cake stage, core highest — in-the-round.

4 · BOWL



Rings rise outward. Raked tiers around a centre stage — a seated concert-in-the-round.

WHY FOUR EVEN BANDS

The even 4' bands are what let the **bowl** work as a genuine seated room. Three uneven rings gave a 4' inner step and an 8' outer step — fine for a stage, awkward for raked seating. Four rings stepping in equal 4' increments make clean, code-friendly tiers for a seated concert-in-the-round (the date, the family, the classical afternoon), while the same geometry still drops flat for 350 standing and rises inward for the cake. One stage, every audience.

SHOW US THE CUSTOMER MOVING THROUGH THE SPACE — THE SOFTWARE

To walk a client (or an investor) through the whole experience from this CAD, the pipeline is: take the DXF into **SketchUp Pro** or **Revit** for the massing, then render and walk it in real time with **Enscape** (plugs straight into SketchUp/Revit — the fastest route to a live first-person walk) or **Twinmotion** (free, Unreal-based, excellent lighting and the easiest to share as a standalone

walk-file). For the highest-end, art-directed cinematic — matching our grade — **Unreal Engine 5 / Twinmotion** is the ceiling, and it animates the ring stage lifting between modes. For a shareable browser version a client opens on a phone, export a **Matterport-style** or a web (pixel-streamed Unreal) walkthrough. Recommended first step: DXF → SketchUp → **Enscape** walk, graded to the house. I can prep the model brief and the camera path (the 12-beat loop) for whoever drives it.