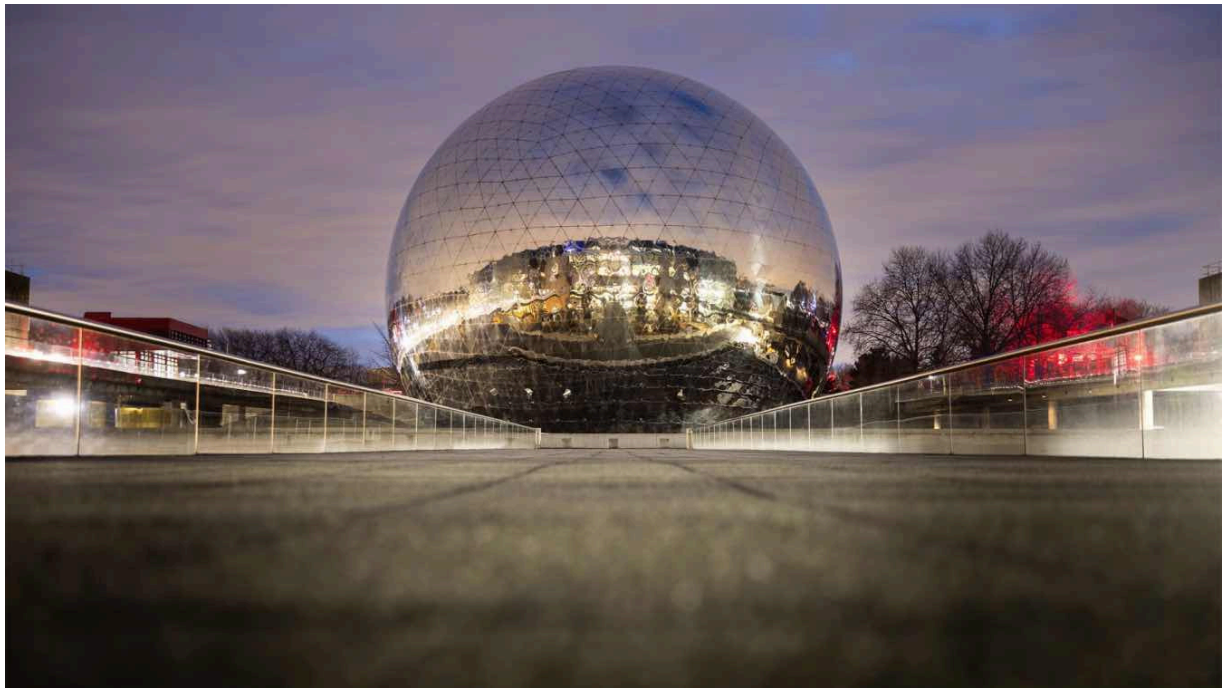


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In Paris, The New Soul Of La Géode, By Loci Anima

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Project name: La Géode Architecture firm: Loci Anima

Location: Paris, France Photography: Adrien Daste & Loci Anima

Principal architect: Françoise Raynaud

Design team:

Project Directors: Xavier Maunoury & Vincent Laplante. Construction Project Director : Halima Temam. Site Assistant: Elie François

Collaborators:

Façade Engineering: Bollinger Grohmann. Fluid Engineering: ALTO Ingénierie.

Economist: AXIO. Acoustician: Peutz. Safety Consultant: Studio Fahrenheit. Video

Mapping & Sound: Moment Factory

Interior design: Built area: 3,000 m² Site area: Design year:

Completion year: December 2024 Civil engineer:

Structural engineer: Khephren Ingénierie Environmental & MEP:

Landscape: Lighting: 8'18" Supervision: Visualization:

Tools used: Construction: Batscop Material: Budget: €11M

Client: Universcience, Pathé Cinémas Status: Complete

Typology: Hemispherical and Immersive Cinema, Event Space

In the 19th arrondissement of [Paris](#), within Parc de la Villette, the architectural firm **Loci Anima** (led by Françoise Raynaud) delivered in December 2024 the renovation of La Géode and its hemispherical cinema, originally designed by **Adrien Fainsilber**, for Universcience (owner) and Pathé Cinémas (concessionaire).

While the IMAX screen was already immersive, it is now the whole cinema that has been transformed into a fully immersive experience. Even before entering, the dichroic façade invites visitors into a realm of illusion, where **natural** light seems to flow through a coffered ceiling. This façade echoes the aesthetics of contemporary stained glass, playing with light and reflections. Its raw, geometric design evokes a monolithic stained-glass effect, where transparency and color blend seamlessly with architectural rigor—an ode to **the** cinema itself. Loci **anima** **designed the renovation as** a multisensory experience, engaging both sight and taste. From the confectionery area onwards, architecture and illusion merge to plunge visitors into a **delicious** dreamlikeworld, before leading them into a vast circular space animated by shadows and light.

The interior of La Géode, an architectural and technological marvel inaugurated by Adrien Fainsilber in 1985, features an inverted mushroom-shaped concrete structure, supported by a central pillar of just 4 m². The addition of a platform to accommodate the IMAX projector and another to fill the pit in the hall had to respect this delicate structural balance, which seems to defy **gravity**. **Loci anima** has enhanced the spectacle of this brutalist masterpiece – in the spiritual sense, a concrete cathedral – by stripping it of all conventional cinema elements. In reality, the show has already begun.

A 360° projected image on the walls encourages visitors to explore the space, where the architectural heritage is once again highlighted through light. Two panoramic elevators and an 11-meter floating staircase pierce through the building, leading from the hall to the entrance of the auditorium. A foyer allows visitors to observe the spherical structure close **up** _ **This is** not for the faint-hearted.

The auditorium is now equipped with a new 1,000 m² hemispherical screen, specifically designed for a new 4K laser projector, complemented by an IMAX 6.0 sound system. The seating capacity has been reduced from 400 to 286 custom-designed seats, offering six different reclining angles to enhance spectator comfort. However, before the screening even begins, visitors embark on a virtual discovery of Parc de La Villette, as the geodesic dome itself becomes a window to the outside world—one last illusion to enrich the journey. The interior renovation of La Géode achieves a perfect symbiosis between structural materials and virtual imagery, integrating video mapping and spatialized sound, right up until the return to reality.

By Alfredo Gonzalez

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Adrien Daste Hemispherical and Immersive Cinema

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