

Christopher Janney, Artistic Director

PhenomenArts, Inc.
75 Kendall Road
Lexington, MA 02173 USA
(617)862-6413/FAX: 862-6114

"PHILLY SOUND PARK"
Using Animation as an
Architectural Design/Presentation Tool

Philly Sound Park is a proposed design for a "talking park" in downtown Philadelphia. The video presentation uses computer models, animation's, stills, videotape and 4D sound surround to describe and document the project and the process of its development. The principal artists are Christopher Janney and Martha Schwartz. Associates involved in developing the multi-media techniques include Geoffrey Pingree and Stephen Langstaff.

The park itself, a site in Philadelphia, is divided into sixteen 15' x 15' squares. Within each square there is a lectern and bench made out of traditional Philadelphia brick and a Filbert tree. The bricks of the lectern are built on spacers, making them seem to 'float' and allowing sound and light to emanate. Inside each podium there will be a speaker, lights and two sensors. As people pass by, they will trigger the sensor, activating sound and light at different times of the day.

The sound score itself will be composed of many sounds comprising a "sonic portrait" of Philadelphia. Categories include the sound of the Liberty Bell, readings of historical documents, radio and television advertising slogans and famous groups and music from Philadelphia. Different sounds will be activated at different times through out the day and week, depending on what sensors will be triggered. The sounds of Philly Sound Park can be changed to accommodate

new and as yet "unborn sounds," making a place for the "future history" of Philadelphia.

The videotape was created for presentation at a closed competition and as an example of how architects and artists can use multi-media techniques, both as a design and presentation tool.

Working with a number of computer companies for the last two years, PhenomenArts, Inc. has created a desktop computer animation system for under \$25,000. This hardware for this system includes a Macintosh Quadra 950 with 56 megs of RAM, a PLI disk array and the Radius Video Vision Studio card. The software includes Adobe's Photoshop 2.5, ArchiCAD release 12, Strata-Vision Studio Pro and Adobe Premier 3.0. The music is mixed in MOTU Digital Performer and played into Premier for the final mix-to-pix. With the Radius card we print directly to tape from our computer.

Specific production methods included creating models and animation's in the computer for "walk-through's" of the site as well as 4D views of objects on the site. We also connected a video camera directly to the computer through the Radius board and recorded shots of "real" models as well as some early sketching sessions into the computer. As well, we audio-taped a number of conversations about the genesis of the project and loaded that into the computer. Then, using Premier, we cut the picture and sound together.