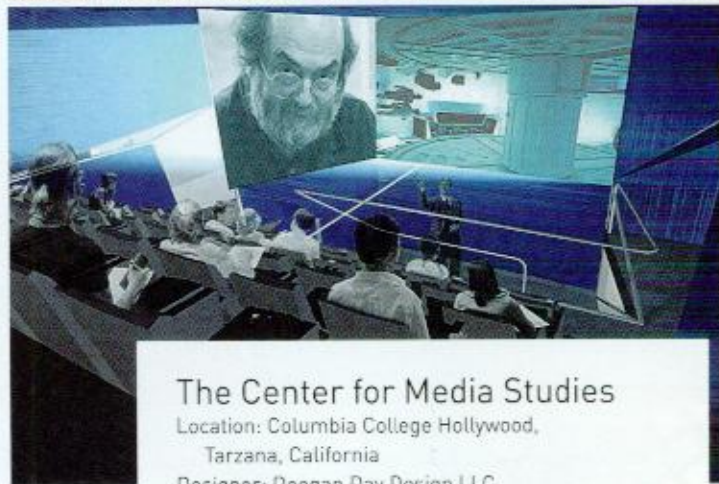


The ArtsPark at Young Circle

Location: Hollywood, Florida
Designer: Glavovic Studio, Inc.
Website: www.glavovicstudio.com

The ArtsPark at Young Circle, a new public art project that takes the form of a ten-acre park, provides daily, interactive, family-oriented cultural experiences for the general public. The concept of the ArtsPark is the integration of landscape and art through human discovery; it was conceived as an integrated artwork that transforms from an organic landscape into a constructed landscape.

The ArtsPark comprises multiple activity spaces without walls designed for the activities that occur within them, including the Grove, a place designed for sedate activity, and a highly interactive Children's Play Area. A Visual Arts Pavilion, which will have studios for professional artists, places for people to watch and learn how art is made, and participatory art classes, is currently under construction. The design includes site-specific artworks blended with unique natural aspects of the South Florida landscape, such as Millennium Springs. Created in collaboration with Japanese artist Ritsuko Taho, it includes a long, narrow fountain with jets of water that shoot into the air in concert with the life energy wave patterns measured in one of five massive baobob trees located in Young Circle.



The Center for Media Studies

Location: Columbia College Hollywood,
Tarzana, California
Designer: Deegan Day Design LLC
Website: www.deegandaydesign.com

Columbia College Hollywood (CCH), which now calls Tarzana, California, home after nearly 50 years in its namesake, has consistently fed the ranks of film, television and video production, as well as myriad related industries. Though it has proven a professional, solid training-ground that is poised to become a world-class film school, its new campus lacked a dedicated media center where its students' stories could come to the screen.

Deegan Day Design's explorations of screening spaces led to a number of design solutions to reconfigure the existing Panavision theatre into a comprehensive campus media center, with the firm finally concluding that CCH needed an exhibition venue that was neither a "movie house" nor a "film palace," but a flexible apparatus for screening and viewing. After proposing a scheme comprised of a series of projection spaces, the designers arrived at a solution that was a culmination of their investigations, one that hinges on a pattern of umbras and penumbras that creates an argyle-like grid of acute angles in plan and obliques in section. This "spatial argyle" is the basis for a series of planar translations that delineate multiple viewing situations, while providing a modicum of acoustic segregation for each. Though discreet, these viewing spaces fall into and past one another, in a continuous flux of screening spaces.

