

Resolution: 4 ArchitectureWeb Site: www.re4a.com

New York, New York 10001

Zao Fong Universe Building, Shanghai, China

Freimark Residence, North Caldwell, New Jersey

McCann Erickson Advertising Agency Screening Room, New York, New York

Profile:

The office of 'Resolution: 4 Architecture' believes that architecture is the realization of a conceptual landscape that has the potential to uncover and describe the incomplete nature of things. Architecture establishes relationships between form, use, materials, and meanings, and ultimately expresses an idea and the uniqueness of each client. It becomes an intentional response that connects/disconnects similar or disparate elements. It goes beyond the capability of words and drawings. With this understanding, the office strives to produce work that is both meaningful and useful, and which also has purpose within the larger context. Founded in 1990, Resolution: 4 Architecture is a young office in New York comprised of partners Joseph Tanney and Robert Luntz, and a small staff of talented and dedicated architects.

Use of Digital Media in the Office:

The use of digital media at Resolution: 4 permeates all stages of a project's life. During the initial schematic design stage, computer-aided 3-D design informs planimetric computer drawings and vice versa, giving a more holistic understanding of how a design is working. As the design progresses, renderings of computer models and prints of planimetric drawings are presented to the client as the design is updated. The construction documents are a completely digitized set of planometric drawings, which are printed out in hard copy form and given to contractors and other groups at the time they are needed for review, permit, or construction.

Hardware:

'Resolution: 4 Architecture' is currently using the MacOS platform with several Macintosh PowerPC's and G3's. Output devices range from Epson color printers to Hewlett Packard Design Jet.

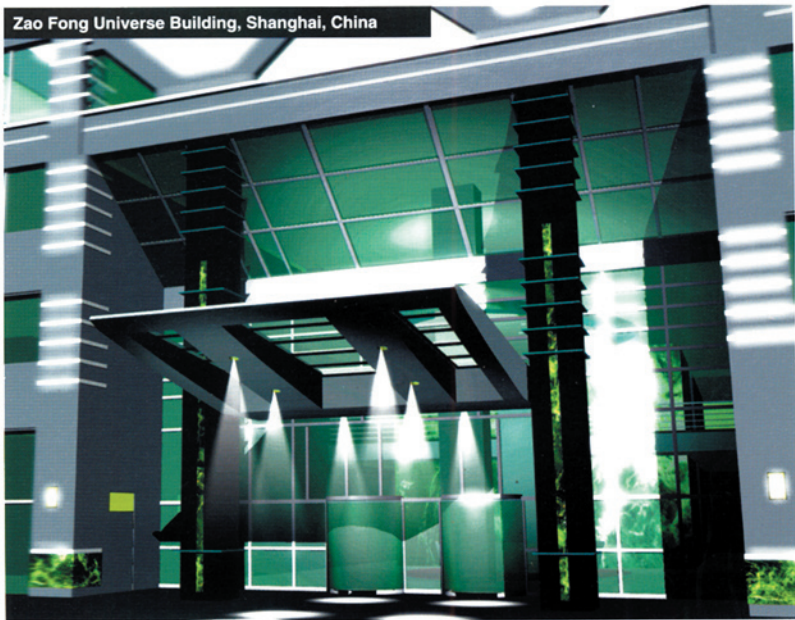
Software:

The main software packages used at Resolution:4 are MiniCAD 7.1 for planometrics, Form*Z 2.9 for computer modeling, Photoshop 4.0 for site photos and rendering touch-ups, and QuarkXPress 4.0 for presentation layouts.

Drawing Process/Digital Technique:

Initially, projects are produced in MiniCAD based on free-hand sketches. Generally, digitally created rendered images, which are presented to clients, start in Form*Z as wire-frame constructions that are subsequently rendered by using the software's own rendering program: RenderZone. The rendered models are saved as images as PICT format in Form*Z to be opened in Photoshop, where adjustments are made. Saved in TIFF format in Photoshop, the images can be placed in QuarkXPress documents were further augmentation (usually text) occurs. Final documents are either printed for use in house for design purposes or client meetings, saved on disks for output elsewhere perhaps to be used by a third party, or placed directly on Resolution: 4's web page, where they remain in digital form and are often incorporated as a QuickTime VR (see Freimark series print).

Zao Fong Universe Building, Shanghai, China



Zao Fong Universe Building , Shanghai, China

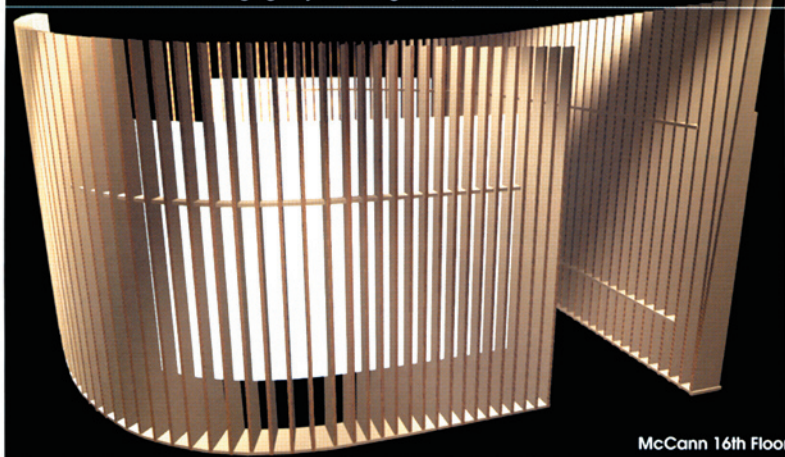
Concept:

The gateway to this "Universe" is a stainless steel canopy, which contains lighted planes, to make a transition from the outside into the Zao Fong Universe. The wedge-shaped canopy provides light and floats above the sidewalk, while sheltering visitors, to imply flying, or floating, into the building.

Credits:

Project Team: Joseph Tanney, Robert Luntz, Gary Shoemaker, Eric Lifton.
Digital Rendering: Eric Lifton

McCann Erickson Advertising Agency Screening Room, New York, New York



McCann 16th Floor

Concept: As part of a larger context, a video screening room acts as an event moment, by which two intersecting planes begin to form a spatial "cup" both horizontally and vertically.

McCann Erickson Advertising Agency Conference Room, New York, New York



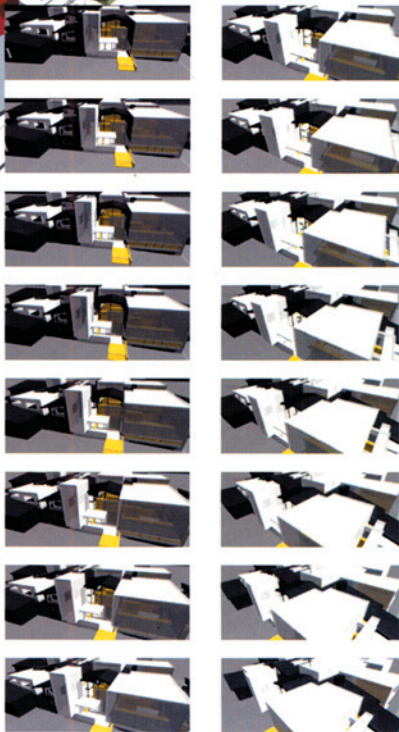
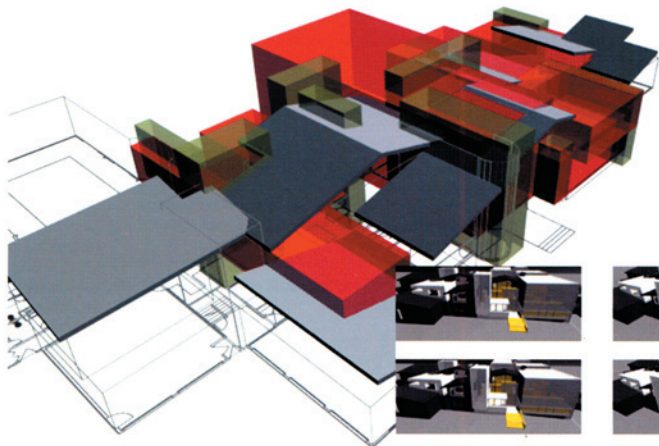
McCann 20th Floor

Concept: This project is about defining a horizontal space by using a system of object repetition and reflection. It is a system by which an object can create a void through a series of moves.

Credits:

Project Team: Joseph Tanney, Robert Luntz, Clayton Collier, Mario Gentile, Mike Sweebee, Michael Syracuse,
Digital Rendering: Brian Bowman, Mike Sweebee

Freimark Residence, North Caldwell, New Jersey



Concept:

This project consists of an existing condition of undulating roof planes that are to receive new functions as volumes inserted within a bobbing system and grouped around a central vertical core of space.

Credits:

Project Team: Joseph Tanney, Robert Luntz, Erin Vali, Roy Leone, Jason Buchheit, Brock Danner.
Digital Rendering: Brian Bowman