

StudioNews



Photography: Roundhouse Agency

TV & FILM

Ninja's Red Bull Gaming Studio

Chicago Scenic fabricated and installed the Red Bull Gaming Studio for pro gamer and Internet personality, Ninja—with design and art direction from Roundhouse Agency.

The project had several challenges—including a tight budget and a short turnaround. Chicago Scenic went straight from design concepts to construction—without a technical drawing phase. The process meant that several items were built to fit in the studio space.

The streamer's "Ninja Dojo" is fully equipped to meet every gamer's needs and dreams. From his gaming desk, Ninja can change lights, camera angles, and an entire wall of Samsung TVs. These screens sit behind Ninja's gaming station and each TV can play separately or all can be combined into one large screen. Ninja also has a disco ball and light show set up for when he hits his "Boogie Button" after winning a Victory Royale in Fortnite. Other highlights include a fully stocked bar for his "After Dark" series, candy and snack bars, and personalized Red Bull fridge to keep his energy up during streaming.

The studio was installed in the basement of Ninja's home, which was also challenging because the space

is very compact. What's more, the construction of the 150 sq. ft. studio took place around Ninja's daily gaming and family-time schedule to keep minimum impact on Ninja and his family.

Ninja and his team were very pleased with the production process. Even before the room was finished, he teased his fans with tweets like "You guys do not understand how godly this stream room is." Ninja saw the studio fully finished for the first time after returning from TwitchCon. His reaction to the final product: "I am literally mind blown."

To see the making of the studio, visit <https://youtu.be/dzNDmb-meew>

CLIENT: Roundhouse Agency, TEAM: Roundhouse Agency (design, producer), Chicago Scenic (project management, fabrication, & installation)



Wired to Wear



Photography: Denise Riesen Photography

Chicago's Museum of Science and Industry (MSI) is exploring how new and emerging technologies are incorporated into wearables to make us stronger, smarter, and healthier.

The museum's new exhibit—Wired to Wear—is an 8,000 sq. ft. showcase of wearable items from brands, designers, engineers and artists from 15 countries—featuring some of the world's most innovative technologies. Items on display include the Gravity Industries' flying Jet Suit, a Smart Tattoo from Google that plays music when you touch it, a prosthetic arm cannon designed by 13-year old Jordan Reeves (that is decorated like a unicorn and shoots glitter), and Nike's self-lacing shoes, including the original pair featured in the movie, *Back to the Future Part II*.

Chicago Scenic fabricated the display platforms, surrounding scenic elements, and customized mannequins to display Wired to Wear's many futuristic elements. Each platform needed to be modular—so as new exhibit pieces are introduced, the mannequins can be easily switched out and arranged with ease. This also meant that the platforms needed to be light, but sturdy enough to support a large amount of weight.

Chicago Scenic worked closely with MSI to ensure all of the needs of the display platforms were met. This included hidden cable and electrical pathways that run through the platforms and even some of the mannequins themselves.

"While several of the wearable tech pieces run on battery/solar power, it's not practical to change out batteries every day," according to Stefan Koniarz, Chicago Scenic's project manager. "All of the devices were converted from battery to standard power, which eliminated any concern about a display not working because the batteries failed," he added.

Wired to Wear also features an exhibit called the Jacquard™ Box by Google. Visitors can step up to the Jacquard™ Box and use touch motions to move fabric and turn lights on and off through conductivity in the fabric. According to MSI, though still in development, the Jacquard™ Box is a technology platform designed to enable

any personal clothing item or accessory to have interactivity and connectivity.

As an added experience within the exhibit, MSI created a maker space called Makers United where guests will assemble their own wearable products. In Makers United, guests get hands-on with circuit building and fabricated materials to make glowing circuit bands and predict the future of fashion with their own designs.

Wired to Wear is sponsored by BMO and will be at MSI through May 2020. Makers United is sponsored by ArcelorMittal and will run through January 5, 2020.

CLIENT: Museum of Science and Industry (design & graphics), TEAM: Chicago Scenic (fabrication, installation, & project management), Lightswitch (lighting designer), ILC (lighting instrumentation), LI (environmental lighting)



Photo courtesy of Dormitory Authority of the State of New York

ENVIRONMENTS

ASRC IlluminationSpace

The ASRC IlluminationSpace, located at the Advanced Science Research Center of The Graduate Center of The City University of New York, is designed for students to explore five exciting and interconnected areas of science—nanoscience, photonics, structural biology, neuroscience, and environmental sciences.

The exploration happens in a fun and supportive environment to encourage a deeper understanding of how science shapes our everyday lives.

Through interactive motion and touchscreen games—and engaging conversations with researchers—visitors learn about the ASRC’s initiatives, inspiring them to search for science in the world around them.

Chicago Scenic Studios was responsible for fabrication of all the custom exhibit elements and for the audio, video, lighting, graphics and acoustical panels—working in collaboration with designers at Liberty Science Center (LSC) and Flad Architecture, with interactive displays from Unified Field. Chicago Scenic worked with LSC to maintain the design intent of the project and create a durable, sustainable product.

The 800 sq. ft. space was one of the biggest challenges, because it needed to accommodate five discipline-specific interactives, along with a large interactive projection wall, combining the five distinct but interconnected disciplines.

Chicago Scenic also managed all project scheduling between the general contractor and our subcontractors, which was critical to the project’s overall success, especially because the multiple layers required precise timing for install.

Unlike standard science buildings with floors dedicated to biology, chemistry, and physics. The ASRC is conceived to break down some of the traditional walls in science and foster a collaborative culture among researchers in five distinct but increasingly interconnected disciplines. The researchers in each of the five initiatives at the ASRC embrace this concept.

CLIENT: D.A.S.N.Y. (Dormitory Authority of the State of New York), TEAM: Flad Architecture (architecture), Liberty Science Center & Peter Hyde Design (design), Available Light (lighting design), Unified Field (interactive design), Dimensional Worldwide (audio/visual), 4 Wall (lighting). Chicago Scenic (scenic fabrication, interactive fabrication, installation, project management)

MUSEUMS

Harvest to Home

In partnership with Peter Hyde Design and the St. Louis Science Center, Chicago Scenic Studios managed the design and fabrication of a new interactive exhibit at the St. Louis museum called Harvest to Home, which engages visitors to learn about food processing. Using corn as an example, visitors can participate in hands-on interactives to physically experience steps in food processing, such as: pour, roll, grind, sift, spin, mix, and cook.

The process involved the team meeting for a design charrette to brainstorm concepts and develop ideas to ensure that the final design and content met the project’s learning goals. After that, a prototype was shipped, tested, and evaluated to improve the visitor experience. Several design iterations and a client shop visit guaranteed that when the exhibit was installed, the client was confident the final outcome would be a success.

The design of the exhibit was optimized for groups and has two stations for visitors to select a product, guess at the food processing steps, activate each step, and then learn if they were correct or if they should try again. While each interactive is being activated by the visitor, color coded-LED pathways along the wall light up to visually indicate each player’s progress.

CLIENT: St. Louis Science Center, TEAM: Peter Hyde Design (design), Chicago Scenic (project management, fabrication, & installation)



WWII Submarine Memorial

Chicago's popular Riverwalk along the Chicago River has a new addition: The new World War II Submarine Veterans Memorial. This new monument pays tribute to a little-known piece of World War II history: 28 submarines were built in Manitowoc, Wisconsin that traveled down Lake Michigan, through the Chicago River, down the Mississippi River to New Orleans for ultimate service in the Pacific Ocean theater.

Two submarine veterans groups—Crash Dive Base and USS Chicago Base—raised the funds to construct the memorial, which was designed by Frank Voznak III of nearby Evanston. His father, Frank Voznak Jr., is a submarine veteran.

This project was personal to Chicago Scenic's job lead, Scott Roisum, who served in the Army as a helicopter mechanic. He worked closely with the Voznaks and Chicago Scenic's Project Manager Angelo D. Petratos to refurbish a watertight door from the USS Trout submarine built in the 1950s and decommissioned

in 1978. Roisum also fabricated two custom benches from similar materials used on submarines including teakwood, a favored choice of submarine decks.

Other items include bricks dedicated to soldiers, their families, and donors, as well as a flagpole with the American and Chicago city flags.

CLIENT: Troop Contracting, Inc., TEAM: Frank Voznak III (designer), Crash Dive Base Submarine Group; USS Chicago Base Submarine Group (producer), Chicago Scenic (fabrication, installation, and project management)

