MoMA   MoMA PS1

THE MUSEUM OF MODERN ART AND MoMA PS1 PRESENT
PARTY WALL **BY CODA, WINNER OF THE 2013 YOUNG ARCHITECTS PROGRAM, AT MoMA PS1 IN NEW YORK**

Party Wall
June 28 – August 31, 2013
MoMA PS1 Courtyard

(Long Island City – June 28, 2013) The Museum of Modern Art and MoMA PS1 announce the opening of *Party Wall*, the CODA (Caroline O'Donnell, Ithaca, NY) –designed winner of the annual Young Architects Program (YAP) in New York. Now in its 14th edition, the Young Architects Program at MoMA and MoMA PS1 is committed to offering emerging architectural talent the opportunity to design and present innovative projects, challenging each year's winners to develop creative designs for a temporary, outdoor installation at MoMA PS1 that provides shade, seating, and water. The architects must also work within guidelines that address environmental issues, including sustainability and recycling. CODA, drawn from among five finalists, designed a temporary urban landscape for the 2013 Warm Up summer music series in MoMA PS1's outdoor courtyard.

Party Wall is a pavilion and flexible experimental space that uses its large-scale, linear form to provide shade for the *Warm Up* crowds, in addition to other functions.

The porous façade is affixed to a tall self-supporting steel frame that is balanced in place with large fabric containers filled with water, and clad with a screen of interlocking wooden elements comprised of donated from Comet, an Ithaca-based manufacturer of eco-friendly skateboards.

The lower portion of the *Party Wall'*s façade is capable of shedding its "exterior," as 120 panels can be detached from the structure and used as benches and communal tables during *Warm Up* and other diverse events and programs such as lectures, classes, performances, and film screenings.

A shallow stage of reclaimed wood weaves around *Party Wall*'s base to create a series of micro-stages for performances of varying types and scales. At various locations under the structure, pools of water serve as refreshing cooling stations that can also be covered to provide additional staging space or a shaded area from the direct sunlight.

Party Wall's steel-angle structure is ballasted by water-filled "pillows" made of polyester base fabric that will be lit at night to produce a luminous effect. *Party Wall* acts as an aqueduct by carrying a stream of water along the top of the structure. The water is projected from the structure, via a pressure-tank, into a fountain that feeds a misting station and a series of pools.

"CODA's proposal was selected because of its clever identification and use of locally available resources—the waste products of skateboard-making—to make an impactful and poetic architectural

statement within MoMA PS1's courtyard," said Pedro Gadanho, Curator in MoMA's Department of Architecture and Design. "*Party Wall* arches over the various available spaces, activating them for different purposes, while making evident that even the most unexpected materials can always be reinvented to originate architectural form and its ability to communicate with the public."

"CODA developed an outstanding, iconic design that will support the many social functions of our large-scale group exhibition *EXPO 1: New York*, while creating a unique and stunning object for our outdoor galleries," added Klaus Biesenbach, Director of MoMA PS1 and Chief Curator at Large at MoMA.

The other finalists for this year's MoMA PS1 Young Architects Program were Leong Architects (New York, NY, Dominic Leong, Chris Leong); Moorhead & Moorhead (New York, NY, Granger Moorhead, Robert Moorehead); TempAgency (Charlottesville, VA, and Brooklyn, NY, Leena Cho, Rychlee Espinosa, Matthew Jull, Seth McDowell); and French 2D (Boston, MA, and Syracuse, NY, Anda French, Jenny French).

ABOUT CODA
CODA is an Ithaca-based experimental design and research studio operating at a range of scales. CODA's work is a negotiation between form and the environment. The engagement with the complexities of site is fundamental to each design strategy, producing an intervention that is both emergent from and reactive to a particular environment. The firm's recent projects include Bloodline, a self-consuming barbeque pavilion in Stuttgart, Germany; Urban Punc., an urban strategy for Leisnig, Germany (in collaboration with Troy Schaum); CounterSpace, a housing development in Dublin, Ireland; Noatun, an urban plan for Klaksvik, Faroe Islands; Zoom House, a seasonal extension in Brisbane, Australia; and Half-House, a house in a secret location in the United States. For more information, visit co-da.co.

HISTORY
This year marks the 16th summer that MoMA PS1 has hosted a combined architectural installation and music series in its outdoor galleries, though it is only the 14th year of the Young Architects Program, which began in 2000. The inaugural project was an architecturally based installation in 1998 by an Austrian artist collective, Gelatin. In 1999, Philip Johnson's DJ Pavilion celebrated the historic affiliation of MoMA PS1 and MoMA. The previous winners of the Young Architects Program are SHoP/Sharples Holden Pasquarelli (2000), ROY (2001), William E. Massie (2002), Tom Wiscombe / EMERGENT (2003), nARCHITECTS (2004), Xefirotarch (2005), OBRA (2006), Ball-Nogues (2007), WORKac (2008), MOS (2009), Solid Objectives - Idenburg Liu (2010), Interboro Partners (2011), and HWKN - HollwichKushner (2012).

YAP INTERNATIONAL WEBSITE
A dedicated YAP International website, **MoMA.org/YAP,** features the selected proposals and designs from CODA, winner of YAP in New York, and as well as the winners of YAP Chile, YAP MAXXI, and YAP Istanbul. The website also includes an archive of past MoMA/MoMA PS1 finalists' and winners' proposals, interviews with the curators as well as installation videos.

SELECTION PROCESS
For the Young Architects Program 2013 selection process, MoMA and MoMA PS1 invited outside experts in the field of architecture, including architects, curators, scholars, and magazine editors, to nominate the finalists from a pool of approximately 25 candidates that included both recent graduates and established architects experimenting with new styles or techniques. After reviewing the candidates, five finalists were selected to present proposals to a panel composed of **Glenn D. Lowry,** MoMA Director; **Barry Bergdoll,** MoMA Philip Johnson Chief Curator, Department of Architecture and Design; **Klaus Biesenbach,** MoMA

PS1 Director and MoMA Chief Curator at Large; **Pedro Gadanho,** MoMA Curator, Department of Architecture and Design; **Peter Eleey,** MoMA PS1 Curator; **Pippo Ciorra,** Senior Curator, MAXXI Architettura, National Museum of XXI Century Arts; and **Jeannette Plaut,** Director, YAP CONSTRUCTO.

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