

Related Project Experience Recording, Broadcast and Post-Production Studios

CURRENT/RECENT PROJECTS

BROADCAST

Sony Newsroom System Demonstration Room

San Jose, CA

Barrett Quezada Architecture

Acoustical consulting and audiovisual system engineering for the Product Demonstration Room and adjacent Control Room at the Western Headquarters facility. The client's goal is to provide a "warm", elegant, open and professional environment to demonstrate new technology products and system integration of Broadcast Television Newsroom equipment. The secondary function is to provide a fully operational system for testing/evaluating the integration of new Newsroom system hardware and software components.

Bay Meadows TV Studio

San Mateo, CA

John Malick & Associates

Environmental noise evaluation for a 900 square foot TV studio. The studio has separate rooms for production, main control, audio, edit bay, and an office. A major concern was the control of exterior noise generated by the nearby Cal-Train station and major arterial roadway. Provided construction details for exterior and interior sound isolation, acoustical windows, HVAC unit noise control, and sound absorptive finishes.

UC Berkeley - Dwinelle Hall, Rooms 110 - 111

Berkeley, CA

Savidge Warren & Fillinger

This facility is currently being used by UC Berkeley as a long distance learning/broadcast facility. The system has multiple camera locations plus audio and video post-production capabilities for the preparation of long distance learning presentations. The room is networked to 2 adjacent rooms for spill-over and supplemental studio locations.

Fremont Council Chambers

Fremont, CA

City of Fremont

Evaluated the audiovisual/broadcast system and recommended camera upgrades to improve the image quality.

Newark Council Chambers

Newark, CA

City of Newark

Audiovisual system upgrade. Additional components had been added to the present system throughout the years, resulting in haphazard wiring, technical difficulties, and poor performance. Our upgrade allows the system to fill its potential, while being modified to include a remote control, better speakers and microphones, and an improved video feed for the cable broadcast system.

POST-PRODUCTION

Four Media Group

Burbank, CA

Troy Sound Wall Systems

Sound isolation measurements in Studio A, Studio B, and the Foley room. Determined source of sound leak and recommended solutions.

Silicon Graphics Voice-Over Room

Mountain View, CA

Silicon Graphics, Inc.

Measurements and recommendations to reduce "boominess" of an existing voice-over facility within the corporate production suite.

Sierra On-Line Video Studio

Oakhurst, CA

Sierra On-Line

Measurements and designs to improve the acoustics of an existing blue-screen chroma key video production studio. Recommendations included room realignment and finish selections.



STUDIOS

Home Studio/Rehearsal Room

San Francisco, CA

Knott Architects

Room acoustics, sound isolation, and mechanical noise and vibration control for a project studio within the home of a popular rock musician. Services included finding ways to seal the HVAC system from carrying loud noise from the music room throughout the house, plus creating optimum wall angles to improve the room's acoustics.

Home Studio/Rehearsal Room

Novato, CA

Knott Architects

Room acoustics, sound isolation, and mechanical noise and vibration control for a project studio within the home of a popular rock musician. Services included developing drawings for optimum room shape, controlling sound leaks through the HVAC system, and recommending acoustical wall treatments.

The Learning Company - Headquarters

Fremont, CA

STUDIOS Architecture

Institutional recording facility for computer software, educational software, and CD-ROMs. The facility includes a primary and secondary control room, one large studio, and a small isolation/voice-over room. Immediately adjacent to the studio area but within the same technical core area are 3 edit rooms which were interconnected to the primary control room. Issues included room acoustics; sound isolation between studios, control rooms and edit facilities; and the control of mechanical system noise and vibration.

HyperGlot Recording Area

Knoxville, TN

Alestalo & Etzel

Design of voice-over and master control rooms for an educational software company. Acoustical issues included room acoustics within the small voice-over room and control room, sound isolation, and mechanical noise and vibration control.

GPI Listening/Music Room

Cupertino, CA

JMA Properties

Design of sound isolating partitions and acoustical surfaces for a studio and attached control room at GPI, publisher of the Guitar Player, Bass Player, and Keyboard magazines.

Hewlett Packard - Multimedia Facility

Roseville, CA

Hewlett Packard

Design of a work station video conferencing facility with a video recording and editing suite used for the research and development of new desktop video conference/meeting software and hardware technology.

RMW Architecture + Design



PAST PROJECTS

Complete descriptions for these projects can be found at www.TA-Inc.com

BROADCAST

Studio F, Burbank, CA, Meridian Studios
KRON - News Room, San Francisco, KRON
ITN Sports, San Francisco, Independent Television News
Pacific Stock Exchange, San Francisco, STUDIOS Architecture
Apple Television Facility, Cupertino, CA, STUDIOS Architecture
Vista-Vision Movie Camera, San Rafael, CA, Industrial Light & Magic
Fremont Council Chambers, Fremont, CA, City of Fremont
Cupertino City Hall/Council Chambers, Cupertino, CA, HED Architects
CSU Sacramento - Library/TV Production Studio, Sacramento, CA, MBT Architecture
Mission College - TV Studio, Santa Clara, CA, MBT Architecture
San Jose State University - Bentel Hall Media Center, San Jose, CA, Spencer Associates

POST-PRODUCTION

Disney - Studio Tour - Post Production, Orlando, FL, Bechtel International Corporation
Disney - Studio Tour, Phase 2 Post-Production, Orlando, FL, National TeleConsultants Inc.
Disney - Theater, Burbank, CA, Walt Disney Pictures
Disney - Stage A, Burbank, CA, Walt Disney Pictures
Disney - Picture Studios B and C, Burbank, CA, Walt Disney Pictures
Disney - Corporate HQ/Screening Rooms, Burbank, CA - Disney Development Co.
Zanuck Residential Screening Room - Lucasfilm, Ltd.
Meridian - Foley Stage, Burbank, CA, Holt Hinshaw Pfau & Jones (L.A.)
CBS/MTM - Stage 5 Screening Room, Studio City, CA, Todd-AO Glen Glenn
CBS/MTM - Studios, Studio City, CA, Todd-AO Glen Glenn
Mills College - Video Studio, Oakland, CA, Esherick Homsey Dodge & Davis
Mills College - Communications Building, Oakland, CA, Esherick Homsey Dodge & Davis

STUDIOS

Todd AO East - Studios D and E, New York, NY, Todd-AO Glen Glenn
Dolby - Screening Room, San Francisco, Dolby Laboratories, Inc.
Disney/MGM - Sound Stages, Orlando, FL, Bechtel International Corporation
Paramount Pictures - Drum Booth, Hollywood, Paramount Pictures Corporation
Paramount - Studio L, Los Angeles, Paramount Pictures Corporation
Lucasfilm - Scoring Stage, Nicasio, CA, Lucasfilm Ltd.
Post Sound - Control Rooms A & B, Hollywood, Post Sound Corporation
Shakelee - Production Space, San Francisco, Shakelee Corporation
Voice Recording Studio, San Francisco, Horodko Soundtrax Inc.
GTE - Information Communications Center, Thousand Oaks, CA, A.C. Martin Associates
PG&E - Media Arts Center, San Francisco, Sprankle Lynd & Sprague/Frye
Saint Mary's College - Bedford Hall, Moraga, CA, Advanced Video Systems
UC Berkeley - V.C.O.P. Recording Studio, Oakland, CA, Gordon H Chong & Partners
UC Santa Cruz - Studio Remodel, UC Santa Cruz
UC Berkeley - Language Lab, David Byrens Architects
Nachtigall Residence - Studio, San Francisco, Dr. Nachtigall
Fairfield Center for Creative Arts, Fairfield, CA, Elbasani & Logan Architects

Past projects are the personal experience of TA principals
Recording, Broadcast, and Post Production Studios 2.rpl

