



SEATTLE CENTER  
**ARTISTS AT PLAY**



HISTORIC ARMORY BUILDING

EMP MUSEUM

SITE PLAN

MONORAIL STATION

ARTISTS AT PLAY SEATTLE CENTER

LEGEND

- |                          |                              |
|--------------------------|------------------------------|
| 1. BRONZE REBUS RIDDLE   | 10. PLAY MOUNDS              |
| 2. LETTER TREE           | 11. LABYRINTH                |
| 3. LISTENING STATIONS    | 12. INTEGRATION ADA CAROUSEL |
| 4. PEBBLE PLAY           | 13. STORY LINES              |
| 5. RAIN SHTICK           | 14. RETAIL COURTYARD         |
| 6. SONG FENCE            | 15. BIORETENTION PLANTER     |
| 7. SOUND SWINGS          | 16. PERFORMANCE PLINTH       |
| 8. SKY TOWER AND BRIDGES | 17. NATURE PLAY AND PLANTING |
| 9. TRAINING CLIMBER      | 18. "NEEDLE" STAIR           |

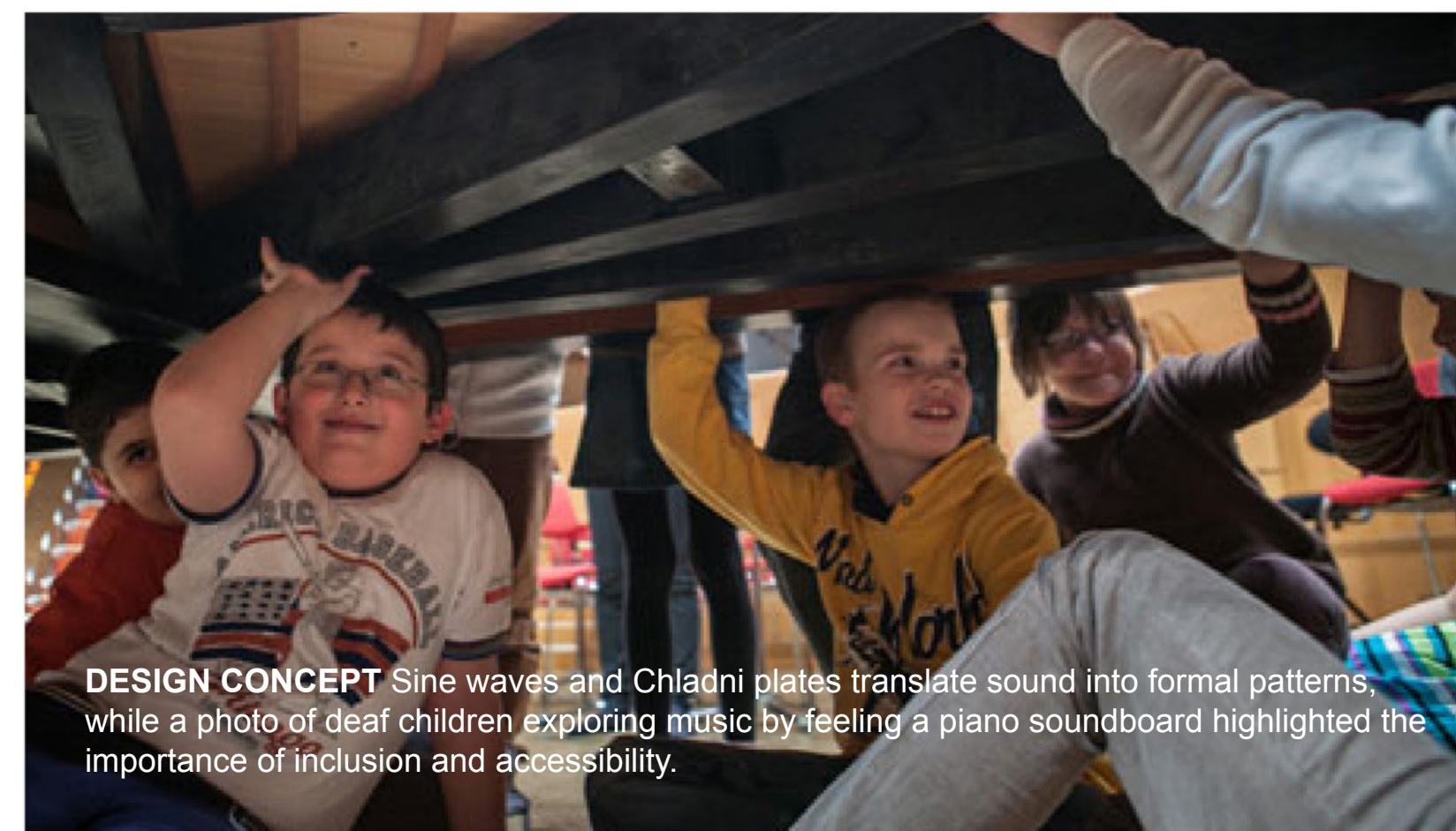
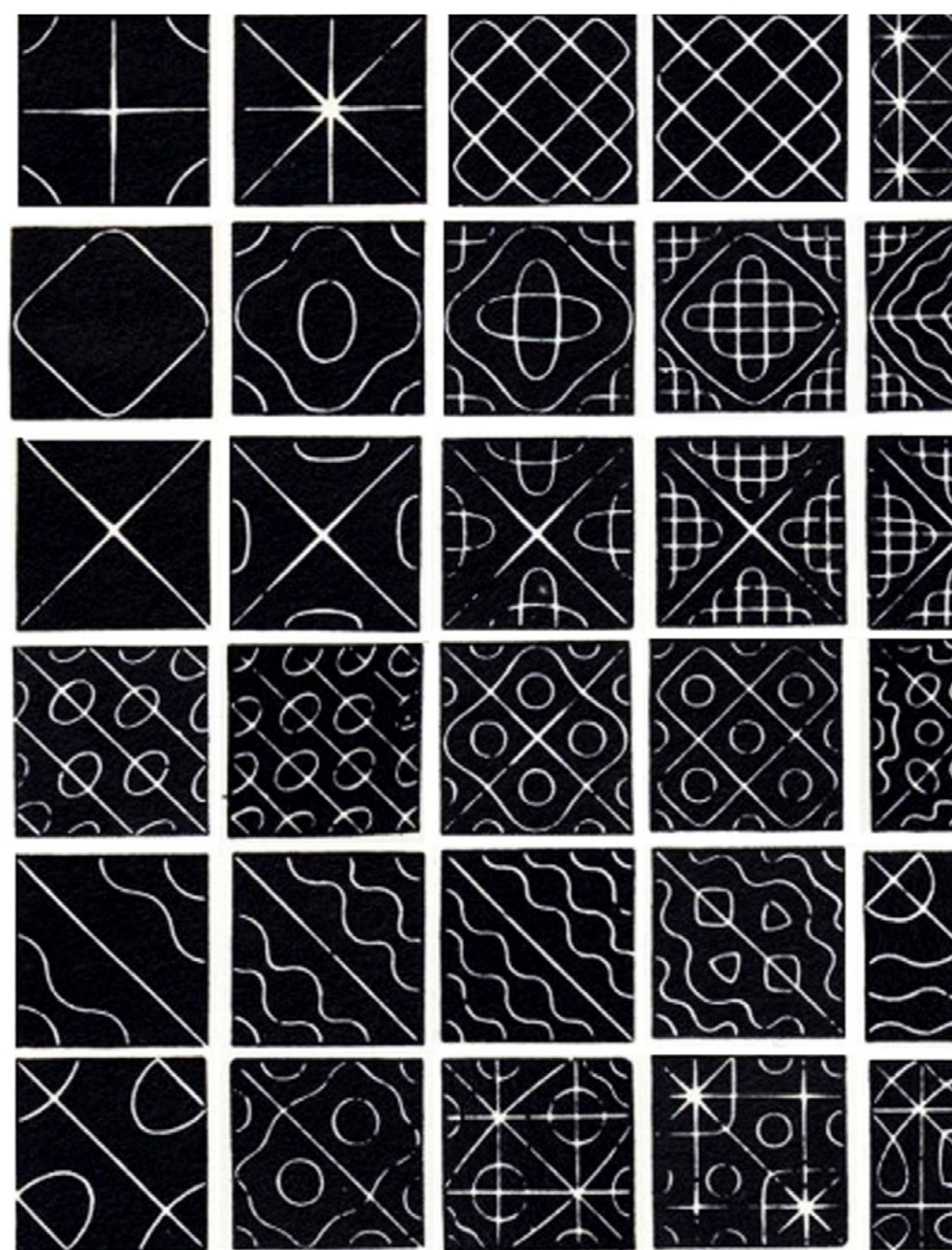
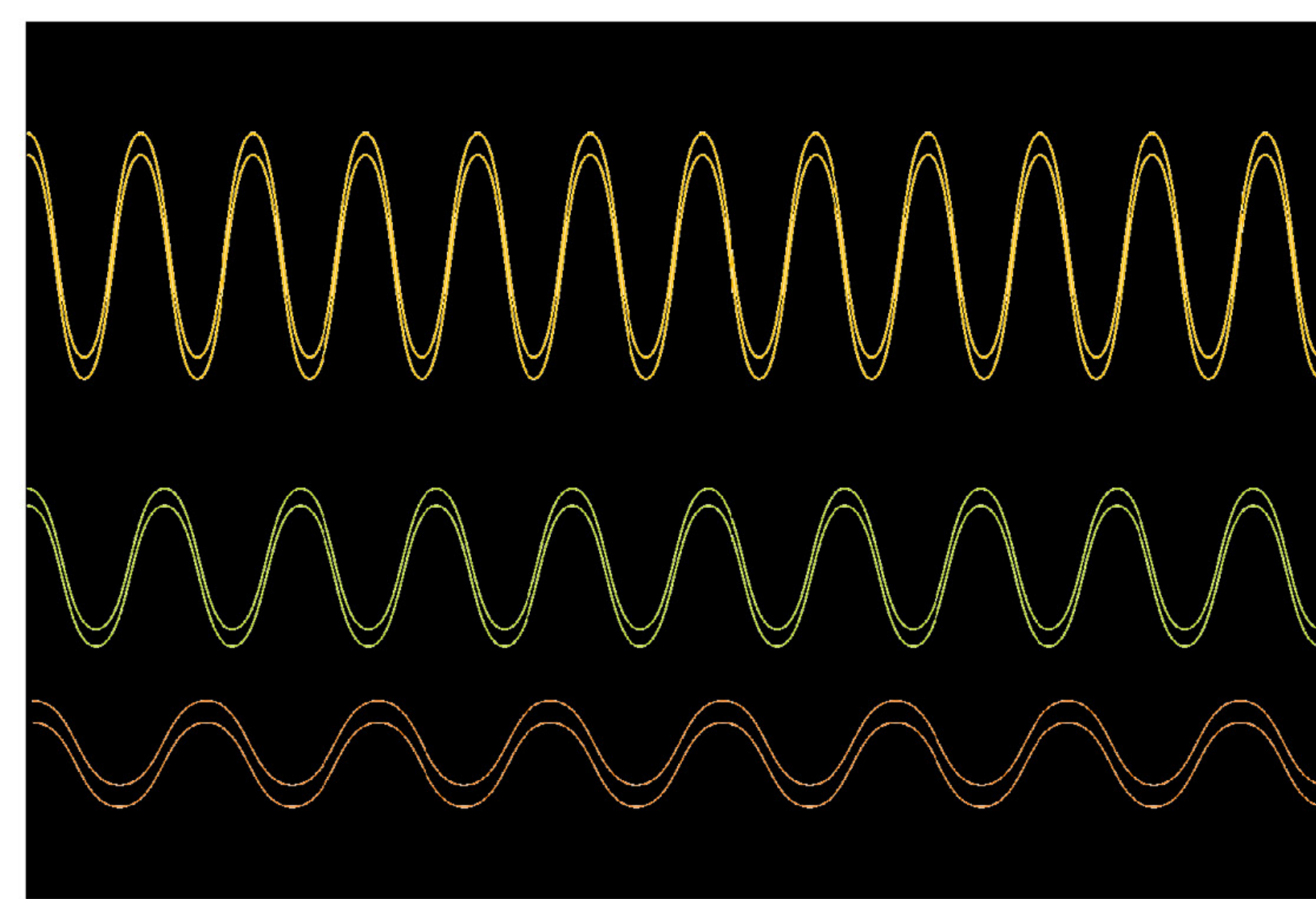






**CONTEXT** The Seattle Center is located at the edge of downtown, where few play opportunities exist for children.





**DESIGN CONCEPT** Sine waves and Chladni plates translate sound into formal patterns, while a photo of deaf children exploring music by feeling a piano soundboard highlighted the importance of inclusion and accessibility.





**COMMUNITY ENGAGEMENT** Design workshops with children across the city explored the physics of sound with a number of playful exercises.





**SITE DESIGN** When the project first opened, we overheard comments ranging from “This can’t be legal” to “What a beautiful playground.”





**LETTER TREE** One of six interactive sculptures, the Letter Tree must be played like an instrument, using just the right cadence to activate each of the seven notes of the scale.





**SONG FENCE** The perfectly tuned song fence can be played by children of all ages or abilities, either with the strung billiard balls or by directly striking the steel tubes.





**PEBBLE PLAY** A take on the traditional sandbox, the Pebble Play area is appealing to even the youngest visitors, who can make music by dropping pebbles onto cast bronze plates.





**INCLUSIVE CAROUSEL** One of only a few of its kind in the region, a fully accessible carousel invites children of all abilities to play side-by-side with their friends.





**PERCEIVED RISK** Despite the challenges to get it approved, the 30-foot play structure has been a highly rewarding component of the project, giving children a rare opportunity to test their limits in any increasingly risk-averse climate for public play environments.





**CHALLENGES FOR EVERY AGE AND ABILITY** The net climber offers a dramatic presence on the site, attracting children of all ages to challenge their physical skills and comfort level.





**STORY LINES** Children across Seattle provided their own stories about sound, which we translated directly into the site design with a series of 'Story Lines' - painted lines that pulse across the site, animated with text and cast bronze images.





**ACCESS** A new stair opened the site onto a main pedestrian thoroughfare, greatly improving access and campus-side circulation.





**MOUNDS** As simple as they are, the turf mounds are not only fun for children, but also provide welcome opportunities to sit, sprawl and picnic. Surprisingly, even skateboarders have found ways to make use of them.