

Sean Duncan

Profile

Education

Bachelor of Architecture
University of Minnesota 1993

Bachelor of Environmental Design
University of Minnesota 1993

Professional Experience

2005-present
Partner

Future Cities
TiS

prior:

Orne & Associates
Los Angeles, California
1998 – 2005
Partner

Jerde Partnership
Venice, California
1995 – 1998

Hammel, Green & Abrahamson
Museum Group
Minneapolis, Minnesota
1993 – 1995

Sean Duncan has a diverse project experience background leading the design and planning of projects ranging in size from office interiors and retail spaces to national and international urban design commissions. Before joining Future Cities and TiS he was a senior designer at The Jerde Partnership, and a partner at O+A, Inc. Urban Architecture where his focus has been design for the exciting intersection of entertainment and commerce.

His most recent work includes the entertainment/retail portion of Victory, a 75-acre new urban district in Dallas, Texas surrounding American Airlines Center. Design of this project centered on the development of a media and advertising master-plan for the district with its high-tech, high-energy focus fronting the arena at Victory Plaza. Other works recently completed are the electrifying rebirth of the Fashion Show at the heart of Las Vegas Boulevard in Las Vegas, Nevada, and the critically acclaimed expansion and renovation of America West Arena in Phoenix, Arizona (now US Airways Center).

He has worked with arena authorities and professional sport franchises in Seattle, Phoenix, Dallas, New York, New Jersey, Milwaukee, San Jose, and Los Angeles to renovate and enhance facilities, amplify revenues, and maximize the visitor experience.

Other highlights of his career involvement in the master-planning and character design of exciting Mixed-use urban entertainment districts centering on Arenas, Theaters, and Film and Television Studios:

Studio Metro in Germany

Ciudad de Luz a 750-acre multi-use development centered on a television and film studio city on the Spanish Mediterranean coast.

China View, Beijing, China

The Los Angeles County Fairgrounds

LA Live adjacent to Staples Center in downtown Los Angeles, California.

Pudong Marketplace, Shanghai

One Reeperbahn, St. Pauli district, Hamburg, Germany

Core Pacific City, Taipei, Taiwan

Riverwalk, Kitakyushu, Japan

Other Projects:

The Los Angeles offices of the German film and television companies **ARD**

Telepool, offices, Los Angeles, California

BizRate.com's 65,000 square foot campus

THEM! Universal City, California

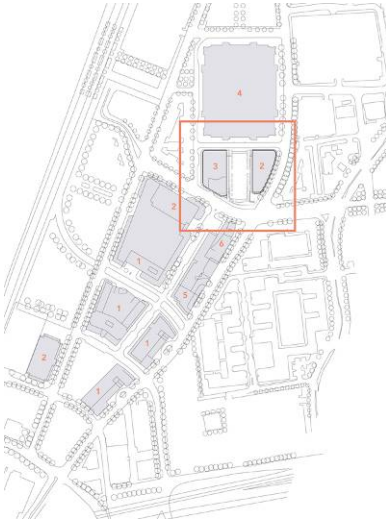
North Trainlge retail center, Manila Philippines

World Trade Center renovation, St. Paul, Minnesota

GameWorks prototype, Seattle, Washington

Sean Duncan

Select Project Experience



Victory Plaza and Victory Media Network, Dallas, Texas, 2003 – 2005

Design Partner

One of the most vibrant and innovative mixed-use urban district in the country, VICTORY PARK is a 75-acre development surrounding American Airlines Center in Dallas, Texas. It includes offices, residences, and hotels (including the W hotel and residential towers), as well as an integrated network of diverse urban street retail, world-class dining and sophisticated cosmopolitan nightlife on seven contiguous blocks revitalizing this portion of downtown Dallas. Upon completion VICTORY PARK will include 8-10 million square feet of development and attract over 14 million out-of-town visitors per year.

At the heart of VICTORY PARK is the high-energy entertainment and retail district. The two flanking 80,000 square foot buildings frame VICTORY PLAZA recently renamed AT&T Plaza, with nightclubs, restaurants, retail and loft-style offices establishing both the entry forecourt to the American Airlines Center and the gateway to VICTORY PARK. Incorporated within the striking architecture of the plaza is a state-of-the-art sound system, theatrical lighting, and several large high-resolution LED screens. These media elements move, operate, and combine to make AT&T PLAZA an unparalleled immersive environment.

Centered in VICTORY PLAZA, the Victory Media Network (VMN) extends through the entire district. This set of static, digital and broadcast media elements are architecturally integrated within an interactive network that pair new visual-display technologies within an environmental media platform for branded messaging, live events, product launches, collections exhibits, hospitality, and banquet events.

ACKNOWLEDGEMENTS

CLIENT_Hillwood Development Company
DESIGN ARCHITECT_Orne + Associates
ARCHITECT OF RECORD_HKS Architects
SCHEDULED OPENING 2007



America West Arena Expansion and Renovations, Phoenix, Arizona, 2000 – 2005
Design Partner

A 5-year major expansion and renovation of America West Arena (now US Airways Center), leading up to the opening of the 2004-2005 NBA season has updated this successful sports and entertainment facility and transformed it into the catalyst for an emerging entertainment district in the heart of downtown Phoenix.



Home to the Phoenix Suns and three other professional sports franchises, the arena's image was renewed with additional retail, office, club, restaurant, and atrium exhibition spaces attached to the arena's original perimeter behind multiple layers of a new glass skin. These transparent and ever-changing public facades engage the surrounding city by transmitting the activity of performances, visitors, and the messages of building sponsors within the arena on their layered surfaces. A W Hotel and residences are planned to fill out the east side of the site. These additions create two of the expansion project's most important public spaces: a covered paseo and a vital new entry plaza—both considered to be stand-alone venues themselves.



All public areas within the arena were renovated, expanded, and improved. Space within the arena was freed up to create premium seating experiences, new club concepts, sponsored exhibit areas, new retail, and restaurants on each of the arena's four levels. Improving the experience of the fans, the attractiveness of the venue, the connection to the urban fabric, the messaging ability to the building sponsors, as well as revenue to the teams, facility, and city.

ACKNOWLEDGEMENTS

CLIENT_Sports & Entertainment Services
 DEVELOPMENT DIRECTOR_Future Cities
 DESIGN ARCHITECT_Orne + Associates
 EXECUTIVE ARCHITECT_DLR Group
 CONSTRUCTION MANAGER_Hunt Construction Group



Fashion Show, Las Vegas, Nevada, 1998 – 2004
Designer

The Fashion Show is a highly successful 2,000,000 square foot, eight department store, retail center on Las Vegas Boulevard. A major five year \$450,000,000 expansion doubled the development area and added three new department stores.



The unique media-infused architectural language of the Fashion Show is intended to claim the project's identity along the Las Vegas Boulevard while separating it from the high-octane themed attractions of Las Vegas--all in a dynamic and non-themed form. In shaping the brand of the Fashion Show, the architectural intent of the environment was conceived as choreography of innovative retail and environmental communication technologies telegraphing the ever-changing nature of fashion and design.

The cloud structure creates the expansion's primary street icon while defining a new

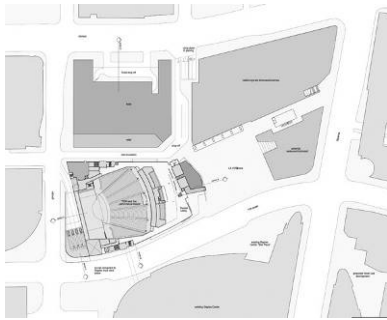


urban pedestrian plaza along Las Vegas Boulevard. During the day, the Cloud hangs over the strip as a 600-foot long, translucent shade structure. At night it becomes a sky-like messaging surface. The project's street-side Plaza, its newly reshaped Las Vegas Boulevard entries, and the new retail and restaurants are all oriented around this high-energy, people-watching public forum.

ACKNOWLEDGEMENTS

CLIENT_The Rouse Company
 DESIGN ARCHITECT_Orne + Associates
 WITH_MONK LLC/Altoon Porter Architects
 ARCHITECT OF RECORD_Altoon Porter Architects

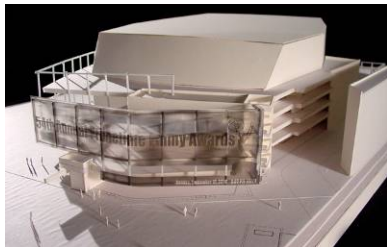
PUBLICATION_ARCHITECTURAL RECORD_ 10/1999



LA Live!, Los Angeles, California, 2001

Designer

At the center of the new entertainment district is a new urban plaza—a new front door to Staples Center, and the new heart of Los Angeles' sophisticated downtown nightlife. The district will also include a new 30-story convention center hotel, expanded LA convention facilities, new housing, new nightclubs, street side restaurants and retail and a 7,000 seat live-performance and concert venue, NOKIA LIVE!.



This 7000 seat theater will premiere live events from awards shows to boxing and concerts. The flexible house will accommodate a variety of seating arrangements ensuring an intimate setting regardless of the type of performance.

ACKNOWLEDGEMENTS

CLIENT_AEG Anschutz Entertainment Group
 DEVELOPMENT MANAGER_Future Cities
 DESIGN ARCHITECT_Orne + Associates

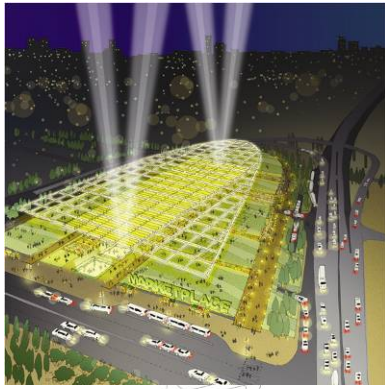


China View, Beijing_China, 2002

Designer

The Development is located in a favorite nightlife district in Beijing, defined by a large concentration of embassies and the Workers' Stadium. The site plan is organized around six three-level retail buildings with outdoor spaces in between. Shops, restaurants and bars front the street and court spaces directly encouraging activity to spill out of the storefronts. Circulation to upper levels is achieved through a series of stairs leading to terraces overlooking the street below, also populated with outdoor activities.

ACKNOWLEDGEMENTS



URBAN DESIGNERS/ARCHITECTS_Orne + Associates

Pudong Marketplace, Shanghai, China, 2002

Designer

A new mixed-use infill development on a difficult site in the dense redevelopment area of Pudong, Shanghai to serve both as a landmark destination and a marketplace for locals.

Maximizing a site ringed by an elevated highway, the plan gathers the development around a newly created central shopping plaza. Supporting services such as transit buses and parking, are concealed underground while the roof is reserved for an open rooftop public park.



At the center of the site and connected directly to the street level, is the outdoor marketplace. Serving as the urban living room of the development, it is surrounded by the home and market department stores and staples retailers. The center plaza is a covered bazaar of ever-changing locals' shopping stalls.

ACKNOWLEDGEMENTS

CLIENT_Trust Mart and GLC Enterprises, Inc.
 URBAN DESIGNERS/ARCHITECTS_Orne + Associates
 LOCAL ARCHITECT_HPPR Architects



BizRate.com Offices, Los Angeles, California, 2001

Design Partner

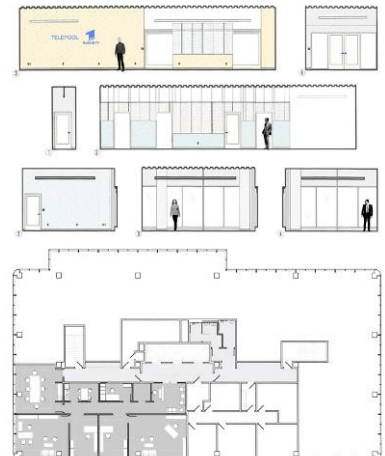
Beginning as the first phase of a campus master plan for this successful internet company in Marina Del Rey, Bizrate.com, this 60,000 square foot existing industrial warehouse and storage space was uniquely tailored to suit their myriad of changing space options and creative office needs.



This phase was designed as a simple, organized open-plan. The interior is a landscape of scaled interior architecture composed with a palette of simple forms, muted colors, textured industrial materials and newly created sun-lit atria.

ACKNOWLEDGEMENTS

CLIENT_Bizrate.com
 ARCHITECT_Orne + Associates



Telepool ARD Los Angeles Offices, Santa Monica, California, 2000

Design Partner

This 3000 square foot office interiors project features both principal and staff offices that face the spectacular seventh floor views of this seaside city's downtown. Attempting to mitigate the homogenous nature of standard office construction, the interiors have high and open ceilings, exposed systems and the versatile utility of an industrial palette developing in the film and television industry.

ACKNOWLEDGEMENTS



CLIENT_ Telepool ARD
 ARCHITECT_Orne + Associates
Ciudad de la Luz Entertainment City Master Plan, Alicante, Spain, 2000
Designer

The concept for a media city in Spain originated as the personal vision of the accomplished Spanish film director, Luis Berlanga. Ciudad De La Luz esteems the history of Spanish filmmaking and will usher in a new generation of international filmmakers.

At the core of this international media city is a state-of-the-art Film and Television Production Studio. As a complimentary set of additions to this industry destination, this resort will contain a Hotel, a Conference Center, Sports, Health and Wellness complex, Retail and Entertainment Center, Commercial Office Space, Recreational Pier with an outdoor waterfront Amphitheater and a dedicated Train Station. Ciudad de la Luz will also feature an Artists-In-Residence Program, a Performing Arts Center and a Spanish Film Archive and Culture Center.

ACKNOWLEDGEMENTS

CLIENT_ Fundacion De La Comunidad Valenciana
 DEVELOPMENT MANAGER_ Jones Lang La Salle
 DESIGN AND PLANNING_ Orne + Associates
 IN COLLABORATION WITH_ Bastien Associates



THEM!, Los Angeles, California, 1999
Designer

Them!, a retail movie memorabilia store, is a 1,500 square foot addition to Universal CityWalk's phase two expansion.

Utilizing the resources of the entertainment client, Dark Horse Comics, the store's façade is created as an oversized theater proscenium and features the graphics from the familiar science fiction movie images of the 1950's. This changeable medium, illuminated in grid work glass light boxes, will evolve over time as marketing messages and new graphic images are created -- store "image" and store "front" are fused as one in both sign and entry.

ACKNOWLEDGEMENTS

CLIENT_ Dark Horse Comics
 ARCHITECT_ Orne + Associates



Fairplex Village/Los Angeles County Fairgrounds, Pomona, California, 1998
Designer

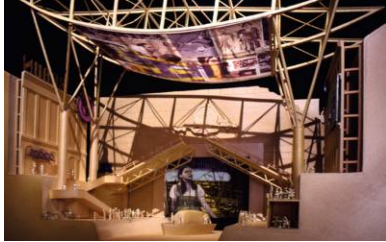
In the heart of the Inland Empire is one of Los Angeles's most enduring traditional marketplaces, The Los Angeles County Fair--Fairplex. Since 1923, this site has been a place to celebrate the rich agrarian bounty of Southern California. The success of this annual celebration has led to the continued addition of other classic California events including, NHRA auto racing, conference and hotel facilities, concert and sporting events and horse racing, among others.



This plan adds 500,000 square feet of retail, entertainment and educational facilities. The result will be a year-round, open-air California Marketplace and regional village with plans for continued growth in the future.

ACKNOWLEDGEMENTS

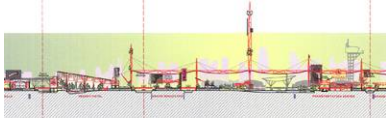
CLIENT_ Los Angeles County Fairgrounds/Madison Marquette/Lewis Homes
 URBAN DESIGNERS/ARCHITECTS_Orne + Associates



Studio Metro Master Plan, Germany, 1998

Designer

StudioMetro is conceived as a cultural and technological bridge between the US entertainment industry and the European continent. With a working television and movie Production Studio as the engine, a multi-faceted program of Hotel, Conference facilities, Performing Arts and Theater District and Artist-in-Residence programs provides a locus for the emerging European entertainment market... a working entertainment city.



ACKNOWLEDGEMENTS

CLIENT_ Metro Goldwyn Mayer
 DESIGN AND PLANNING _Orne + Associates
 WITH_ IQ Magic, Hodgetts + Fung, Two Visions, Lockard Industries and Geoff Benham



RiverWalk Kitakyushu, Kitakyushu, Japan, 1998

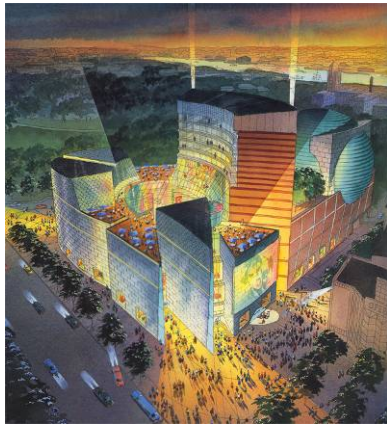
Designer

Nearly equal parts cultural, entertainment, office, retail, and public open space, RiverWalk Kitakyushu defines a new 1,700,000sf cultural mixed-use center. RiverWalk Kitakyushu includes two performance halls, conference facilities, Asahi Newspaper and NHK Broadcasting, retail and entertainment venues. It also establishes a new symbol of cultural and civic pride in the city of Kitakyushu, Japan. The bold forms are a key component of the experience, creating a dynamic tension that adds energy and vitality to the project.



ACKNOWLEDGEMENTS

CLIENT_ Fukuoka Japan Urban Development
 DESIGN ARCHITECT_ Jerde Partnership International



One Reeperbahn, Hamburg, Germany, 1997

Designer

Several towers encircle a sunken plaza as a collection of 300,000sf of entertainment retail on the major street of Hamburg's St. Pauli district. Retail anchors occupy towers along with cinemas Imax theater. hotel restaurants. Family entertainment in an area that has been known for its adult entertainment.

ACKNOWLEDGEMENTS

DESIGN ARCHITECT_Jerde Partnership International



Core Pacific City, Taipei, Taiwan, 1997

Designer

Situated at the boundary of Hsin-yi District and Sung-shan District of Taipei, Core Pacific City is a 2,000,000 square foot state-of-the-art retail and entertainment center in the core of Taipei's urban center. Conceived as 5 conventional three level malls stacked vertically, the Living Mall is 12 stories above grade, and 3 stories below. The mass is further broken up into a fan-shaped building by the imposition of a massive 11 story, 60 meter diameter sphere. Pedestrian bridges and 3 story escalators link the main fan-shaped building to the sphere across a gap that visually connects all 15 levels.

ACKNOWLEDGEMENTS

CLIENT_ Core Pacific City Company
 DESIGN ARCHITECT_Jerde Partnership International
 LOCAL ARCHITECT_Artech
 PROJECT MANAGER_Bovis Lend Lease



