

## LightMapping NYC

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Only few places are as defined by their night time condition as much as New York City. From the sparkling skyline to the luminous overload of Times Square, lighting is integral to our image of New York City after dark. LightMapping NYC provided

ted park and the surrounding city by locating all luminaires below eye level and the range of LED products developed specifically for this application.

In addition to the High Line tour, LightWalks were scheduled over a two-week period. Led by individuals or design practices from across the urban lighting design team (e.g. lighting design, architecture, land-

Horner, IES of Tillett Lighting Design, Julian Kline from the NYC Meatpacking District Initiative, Francis Milloy RIBA, ARIAS, PLDA of Terreform, Wayne Norbeck AIA of Gluckman Mayner Architects, Nathalie Rozot of Nathalie Rozot Planning & Design, and Leni Schwendinger Light Projects with Brian McGrath. As represented in the summary of NYC LightWalks below, this varied group of leaders selected locations that ranged from the familiar, such as Times Square and the Brooklyn Bridge, to the lesser known borough of the Bronx in "Virtual New York City."

Wayne Norbeck led his group to look for darkness in Times Square, considering the question, does promotion of lighting in the city necessarily lead to more light. The Meatpacking District, a vibrant new community surrounding The High Line redevelopment, was the focus of Julian Kline's LightWalk. As a representative of an active community group, Kline presented the impact lighting design has had on the area's rebirth. Lighting designer Stephen Horner took his group on a nighttime walk across the Brooklyn Bridge, inviting participants to discuss the nighttime-city, civic identity, infrastructure and lighting's contributions. Starting at the western edge of Manhattan Island and ending at Times Square, Francis Milloy's LightWalk was an investigation of the connection between lighting

conditions and urban design strategies in a wide range of context. Flying was required in Nathalie Rozot's LightWalk of Virtual New York City. Exploring the natural and artificial lighting conditions in the Bronx section of the virtual world of Second Life, Rozot and her fellow avatars considered how light is currently depicted in this emerging online community. Team leaders light artist Leni Schwendinger, urban designer Brian McGrath and architectural designer Ute Besenecker used the PLDA LightWalk to investigate their concept of "Shades of Night" by exploring and documenting the light changes in a relatively obscure street corner of Manhattan from dusk to dawn. Schwendinger's further documented their ideas about light in the urban environment in a video "Night City," which can be viewed online at [www.lightprojectsltd.com](http://www.lightprojectsltd.com). In addition to download versions of LightWalk presentations on the PLDA website, the IESNY /DLFNY Lights Camera Walk map, which outlines many of New York City's lighting design landmarks, can be found at [www.iesnyc.org/CityLights](http://www.iesnyc.org/CityLights).



the New York City design community with a forum to consider the vital role of lighting design in making of this urban environment.

A multi-part program that included a walking tour of a significant new lighting installation, interactive group walks in the city at night, and a group discussion / reception, over 150 attendees participated in the various events. A component of the PLDA's global Lightmapping project, LightMapping NYC was organized in collaboration with the Designers Lighting Forum of New York (DLFNY) and the Illuminating Engineering Society New York City Section (IESNY) and sponsored by iGuzzini North America.

A walking tour of the newly completed High Line project was a highlight of the program. During the event L'Observatoire International lighting designer Jason Neches, provided an overview of the design goals and technical challenges of the innovative project. The discussion included the importance of supporting the visual connection between the eleva-

scape architecture, urban planning, community groups, academics, etc.), PLDA LightWalks are participatory and fun walks around the city at night. These interactive events are intended to get people from a variety of points of view looking more closely at light in the city. LightWalk leaders determined the approach to their specific LightWalk. NYC LightWalks included a range of approaches in terms of geographic location and theoretical focus.

LightWalk leaders included Stephen

