

ARCHITECTURAL
ACOUSTIC
CONSULTING

MEDIA
SYSTEMS
ENGINEERING

Company Profile Sports

wsdg.com



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Company Background and Structure

Company Background

WSDG - Walters-Storyk Design Group is a global architecture, acoustic, electro-acoustics and advanced audio-visual systems integration consulting and design firm. Pioneering architect/acoustician, John Storyk (AIA), founded the company in 1969 with the creation of Jimi Hendrix's Electric Lady Studios in NY.

With USA headquarters in Highland, New York, as well as offices and representation in Latin America, Europe, Middle East and Asia, WSDG is the partnership of Founding Partners Beth Walters and John Storyk. The firm's global team includes over 65 partners, associates and design professionals.

WSDG's almost 50 years of innovative design achievement has produced over 3500 diverse global projects. These assignments include: NY's Jazz At Lincoln Center and studios for Alicia Keys, Jay-Z, Bob Marley, Bruce Springsteen, Celine Dion, Def-Jam Records, ESPN, MTV (Latin America), WNET, KKL (Switzerland) and Boston Symphony Orchestra.

WSDG is an eleven-time winner of the international NAMM TEC Award for studio design creativity. Recent WSDG TEC winners include: Jungle City Studios, NY (2011), the Berklee College of Music – 160 Mass. Ave. recording/teaching complex, Boston (2014), The Church Studios, London (2016), and Boston Symphony Orchestra Control Room, Boston, MA (2017). The firm's work has been published extensively, and discussed in numerous professional audio, broadcast and systems design publications.

Company Structure

WSDG maintains offices and representation around the world:

USA:

Highland, New York
New York, New York
Miami, Florida
San Francisco, California
Los Angeles, California

Europe:

Basel, Switzerland
Berlin, Germany (ADA-AMC GmbH)
Barcelona, Spain

Latin America:

Buenos Aires, Argentina
Belo Horizonte, Brazil
México DF, México
Punta del Este, Uruguay

Asia:

Guangzhou City, China
Mumbai, India
St. Petersburg, Russia
Doha, Qatar

Services | Architectural Acoustic Consulting

Acoustic Testing, Measurement and Assessment

WSDG employs sophisticated measurement equipment, the most up-to-date acoustical data-collection and analysis software and complex visualization tools to determine and optimize existing acoustical conditions in time and frequency domains, including RT60 Reverberation Times, Transmission Loss, STI Speech Intelligibility Assessments, SPL Sound Pressure Level distribution, Background Noise Levels and many other parameters. Our engineering team specializes in acquiring critical measurement data in-situ or laboratory-based for documentation. This work applies to both technical design and legal / forensic purposes and presents useful interpretations of measurement results and their consequences. All work complies to the latest international standards, industry benchmarks and professional compliance values.

Acoustic Simulation, Modeling, Auralization

WSDG uses complex prediction and analysis software to model and study the behavior of sound in a three-dimensional virtual prototyping environment by means of an iterative process and has also pioneered the use of acoustical modeling tools and auralization by using the industry's most advanced acoustic prediction and modeling software. These software tools facilitate "auralization" - a complex calculated algorithm that allows for input of an original, non-processed audio file (such as a speech announcement or an acoustical instrument recording) and then renders an audible reproduction of the future acoustical situation in the virtual building environment. This allows all stakeholders to listen to music, speech or any audio content in the virtual design reality, thus providing an invaluable tool during design and planning.

Room Acoustics Analysis and Surface Treatments Design

Room Acoustics is the science of controlling a room's internal acoustic characteristics by creating geometry in combination with creative surface materialization using reflection, absorption and/or diffusion. Excessive reverberation time can lead to poor speech intelligibility, high ambient noise levels, poor ability to concentrate and limited comfort, specifically in workplace and privacy / confidentiality applications. Interior acoustical floor, wall, and ceiling surfaces can be created using a wide variety of materials and finishes, including perforated, slotted, fabric covered, foam based, plastic, wood, glass, metal or gypsum materialization. WSDG carefully studies and specifies appropriate materials and applications, always with a keen eye and respect for a project's underlying architecture.

Sound Isolation, Structural Acoustics Analysis and Design

Structural Acoustics analyzes noise transmission from building exterior envelope to interior and vice versa, as well as noise transmission from one room to another within the building environment. Inadequate acoustical isolation may lead to elevated sound levels within the space which reduces privacy, comfort level and concentration ability; severely limits speech intelligibility and has implications for noise health effects. Primary noise paths often include roofs, ceilings, eaves, walls, windows, doors, room partitions, as well as flanking, ducting and other penetrations. Sufficient noise containment control ensures space functionality and is often required by local municipal codes. WSDG specifications include construction details for wall and slab assemblies and special acoustical isolation conditions (including "room-within-room" construction).

Peer Review, Expert Reports, Studies and Surveys

WSDG is a trusted partner for Peer Review, Expert Reports, Studies and Surveys within the context of Architectural Acoustics Consultation. Peer review is the evaluation of work and studies conducted by other parties. This work is often required to maintain standards of quality; assess solutions and designs; provide a second opinion or variations to a concept; create alternate solutions to improve performance and efficiency; provide credibility; and verify costing and time table analysis. WSDG's studies and surveys are often based on in-situ or laboratory measurements and assessments utilizing a wide range of international benchmarks and standards.

Media Facility Site, Facility, Master Planning, Feasibility Studies

WSDG provides a wide portfolio of design and consulting services that support media facility conceptual planning, master planning, site selection and feasibility studies as well as timely, detailed and cost-effective advice on highly sensitive and complex architectural construction and renovation projects. WSDG has extensive experience with sensitive architectural issues including historical renovations, additions and new construction projects in media production, corporate, government, education, broadcasting and cultural / entertainment sectors.

Broadcast and Recording Studio Design

WSDG brings nearly 50 years of experience in providing design and consulting services that support Broadcast and Recording Studio projects during all phases (master planning, schematic design, design development, construction documentation, bidding – pricing, construction administration and final commissioning / close out). WSDG provides timely, detailed and cost-effective advice on highly sensitive and complex architectural construction and renovation projects, from small but critical retrofits to challenging ground-up construction. WSDG brings extensive experience to sensitive architectural issues including historical renovations, additions and new construction projects in media production, corporate, government, education, broadcasting and cultural / entertainment sectors.

Technical Interior Design, Product Development and Prototype Testing

WSDG provides technical interior design and integration services for media production, cultural, entertainment and corporate environments in close collaboration with all stakeholders with the goal of enhancing room design, achieving a healthier, more inspiring, more ergonomical and more aesthetically pleasing environment. WSDG provides conceptual development, space planning, site inspection, programming, research and construction management for technical AV and lighting design, lighting control, acoustical surfaces and sightline considerations. Designs are illustrated by means of 3D visualizations, renderings and VR simulations. WSDG's engineering team and laboratories are available for acoustical studies, assessments, and measurements as well as for supporting further optimization of acoustical parameters of a given product under development. Feasibility studies and virtual prototyping can be conducted to ascertain the product's acoustical performance level and market position.

Services | Media Systems Engineering

Media Systems Design and Equipment Recommendations

WSDG gives guidance in an increasingly crowded world of technology devices, standards and practices all claiming to be the best and the most futureproof. Corporate, cultural, educational, residential and governmental sites alike are constantly striving to improve their media systems in an effort to stay on top of current presentation, communication, collaboration, conferencing and entertainment techniques. WSDG provides well integrated AV System Designs based on the highest industry standards, while working collaboratively with its clients in developing long term visions, outlooks and strategies.

Media Network, Distribution, System Control, IT and Communication Systems

Telecollaboration, teleconferencing and telecommuting significantly influence corporate culture and workflow. Substantial engineering and integration efforts are required to make these technological advances in fact be supportive to the workforce. WSDG designs individual office, boardroom, conference center, and site wide media networks, while providing AV infrastructure with solid privacy protection and high usability to satisfy even highest quality requirements in both sonic and visual aspects.

Audio / Electroacoustic Engineering, Simulation, Modeling and Auralization

The most visible part of the electroacoustical system is the loudspeaker. Loudspeakers are complex electromechanical devices so varied and rapidly shifting that the market is hard to oversee even for professionals. WSDG specifications are based on 3D acoustical software simulations and virtual prototyping of the venue or room where the architectural conditions are overlaid with the technical, aesthetical and budgetary criteria of the project at hand. WSDG often creates simulated audio playback demonstrations, called auralizations, to facilitate decisions based on auditory impact. Selecting the electroacoustic system most suitable for the space, after determining room acoustics and structural boundary conditions in what-if scenarios, enables WSDG to achieve and exceed target parameters such as loudness level, frequency range, coverage, directivity control and speech intelligibility STI. Electro acoustical systems may be used in voice alarm / emergency scenarios, where properties such as redundancy, certification and reliability are highly critical. WSDG has extensive experience for such systems and is fully familiar with all current national and international regulation including e.g. FIFA, IOC and UEFA.

Audio, Electroacoustic Systems Calibration, Tuning and Optimization

Audio System Calibration or Audio System Tuning is the science and art of bringing the entire sound system to operate at its peak performance. The commissioning process involves WSDG's highly experienced experts in audio measurement and sonic accuracy and is based on a sequence of tasks to obtain the maximum audio precision of the component ensemble installed in a space. Frequency and time-domain measurements as well as extensive listening tests are employed to carefully determine the correct placement, phase-alignments, crossover points, equalization and gain control of a loudspeaker-room system. Full documentation concerning component settings is issued by WSDG for client's reference. For professional audio systems, WSDG recommends recalibration every 12 to 24 months to increase system accuracy and to maximize ROI.

Video Systems Engineering, Content Capturing, Display, Visibility and Sightline Studies

No media experience is complete without a clear, bright, high resolution visual solution. WSDG provides comprehensive video system engineering services, including design of networks, hardware, software and other related infrastructure to support video applications within production, broadcasting, educational, corporate, information and entertainment contexts. Camera and display / projection system positioning often require integration and placement studies that are based on 3D visualization and studies. Typical auxiliary WSDG engineering fields include heat management and noise mitigation.

Peer Review, Experts Reports, Studies and Surveys

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Theatrical Systems

Theatrical Systems Engineering refers to conceptualizing, designing and implementing technical equipment and devices for the performance community, while integrating these designs into the architectural and acoustic fabric of projects. WSDG provides these services including networking infrastructure, theatrical audio-video systems, immersive 3D audio replay, theatrical lighting, wired and wireless communication devices and stage machinery with the goal to give venue owners, producers, and artists the means to express their talents to the full extent of their creative imagination.

Relevant Experience

WSDG (Walters-Storyk Design Group) and its principals have an extensive body of clients in the fields of architectural acoustic consulting, facility master planning and media systems engineering. A list of projects that supports our company profile and credentials follows. For a more extensive client list, please see www.wsdg.com. Our experience spans nearly 50 years in architectural design, internal room acoustics, advanced noise isolation, and systems design required for acoustically sensitive projects of all sizes. Moreover, WSDG has the ability to work seamlessly within a team design environment.

We have assembled a list of projects that underscore our experience with multiple project types:

Independência Stadium
Belo Horizonte, Brazil

Arena Thun Stadium
Thun, Switzerland

Maracanã Stadium
Rio de Janeiro, Brazil

Merriweather Post Pavilion
Columbia, USA

Parque Viva
La Guacima de Alajuela, Costa Rica

Jazz at Lincoln Center
New York, USA

KKL Concert Hall
Luzern, Switzerland

VSL Synchron Stage
Vienna, Austria

ESPN Digital Center 2
Bristol, USA

Morro de Chapeu Residence
Belo Horizonte, Brazil

Orange Bowl Field at Harris Field Park
Homestead, USA

Mineirao Stadium
Belo Horizonte, Brazil

Rio 2016 – Barra Olympic Park
Rio de Janeiro, Brazil

PostFinance Arena
Bern, Switzerland

Westchester County Center
White Plains, USA

Green Point Stadium
Cape Town, South Africa

Peloton Flagship Spinning Center
New York, USA

Flughafenkopf – Zurich Airport
Zurich, Switzerland

Aura Club Events Hall
Zurich, Switzerland

The Metroplex at KITEC
Hong Kong, China

Electric Lady Studios
New York, USA

Independência Stadium - Belo Horizonte, Brazil

Officially called Estádio Raimundo Sampaio and popularly called Independência, the stadium was also inaugurated in 1950 for FIFA's World Cup that year. It belonged to the now defunct Sete de Setembro Futebol Clube, hence the name Independence (September 7 is Brazil's Independence Day). The stadium currently leased by América Futebol Clube, which now plays their games at the stadium. Estádio Independência is the second most important stadium in Belo Horizonte, Brazil, only behind Mineirão. Its formal name honors Raimundo Sampaio, a former chairman of Sete de Setembro. The 25,000 seat stadium is being renovated to be used as a training center during the World Cup 2014 and completion is scheduled for early 2012.

WSDG was responsible for Audio System design for the entire stadium and public areas (25,000 seats), covering over 100,000 m² including:

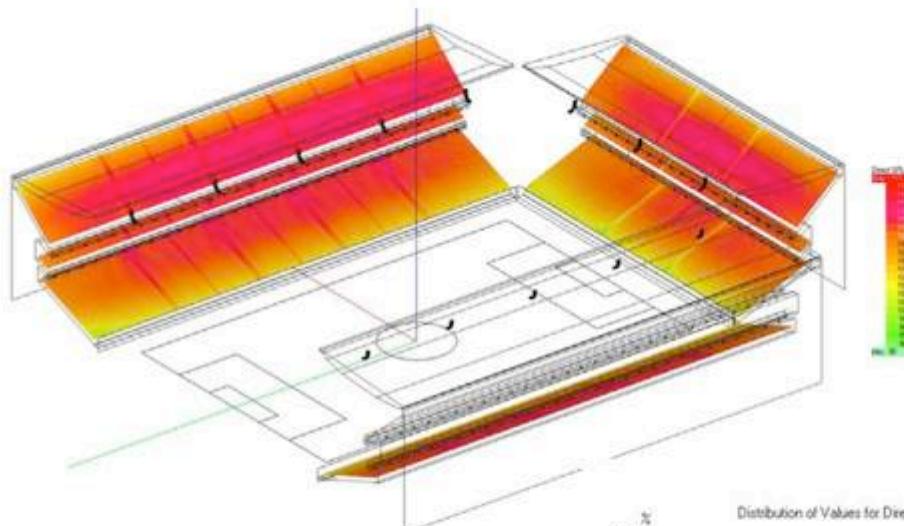
- Sound system for all spaces including the soccer field, audience and internal spaces such as VIP rooms, access, and office spaces.
- Audio and Video Control Rooms

In order to produce SPL levels above 106dB throughout the audience, WSDG specified the use of 13 line-array clusters, to be installed at the metal beams above the audience spaces. For the internal areas, including corridors and ramps, over 500 speakers were positioned at ceiling and walls. The entire system is controlled from the 3rd floor at the A/V Control Room and is distributed digitally around the stadium. Speaker positioning was defined for the internal and external areas, for various zoning maps that can be controlled individually to comply with the local security codes. Although the stadium will not be officially used for matches during the world cup of 2014, it was designed to meet FIFA's requirements.

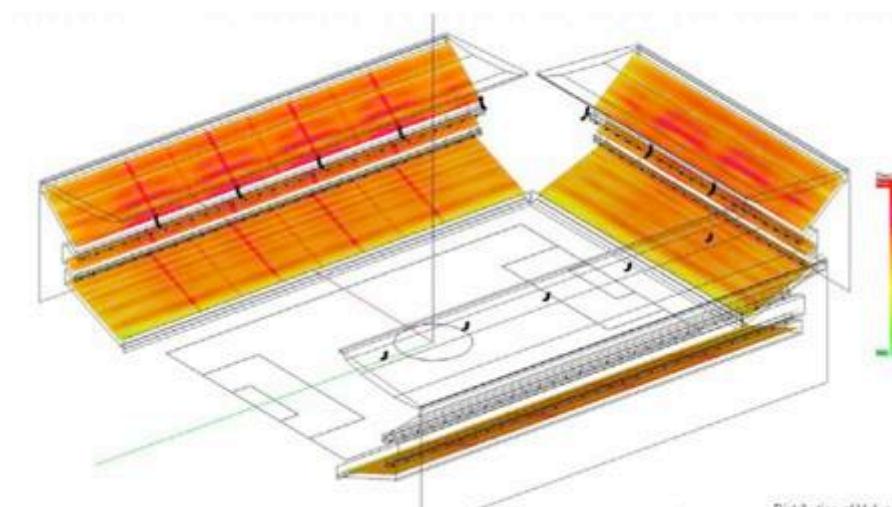
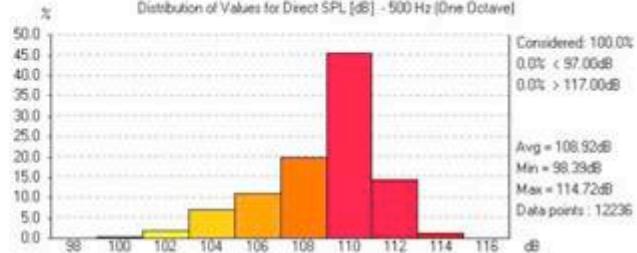


Independência Stadium - Belo Horizonte, Brazil

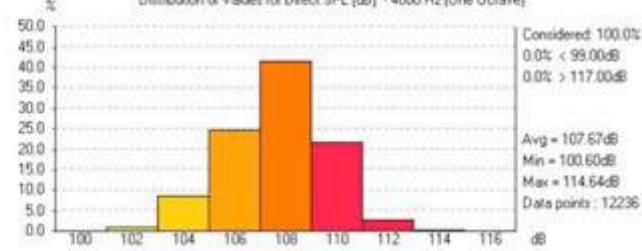
SOUND PRESSURE LEVEL DISTRIBUTION @ 500HZ (without field)



Distribution of Values for Direct SPL [dB] - 500 Hz (One Octave)



Distribution of Values for Direct SPL [dB] - 4000 Hz (One Octave)



Mineirão Stadium - Belo Horizonte, Brazil

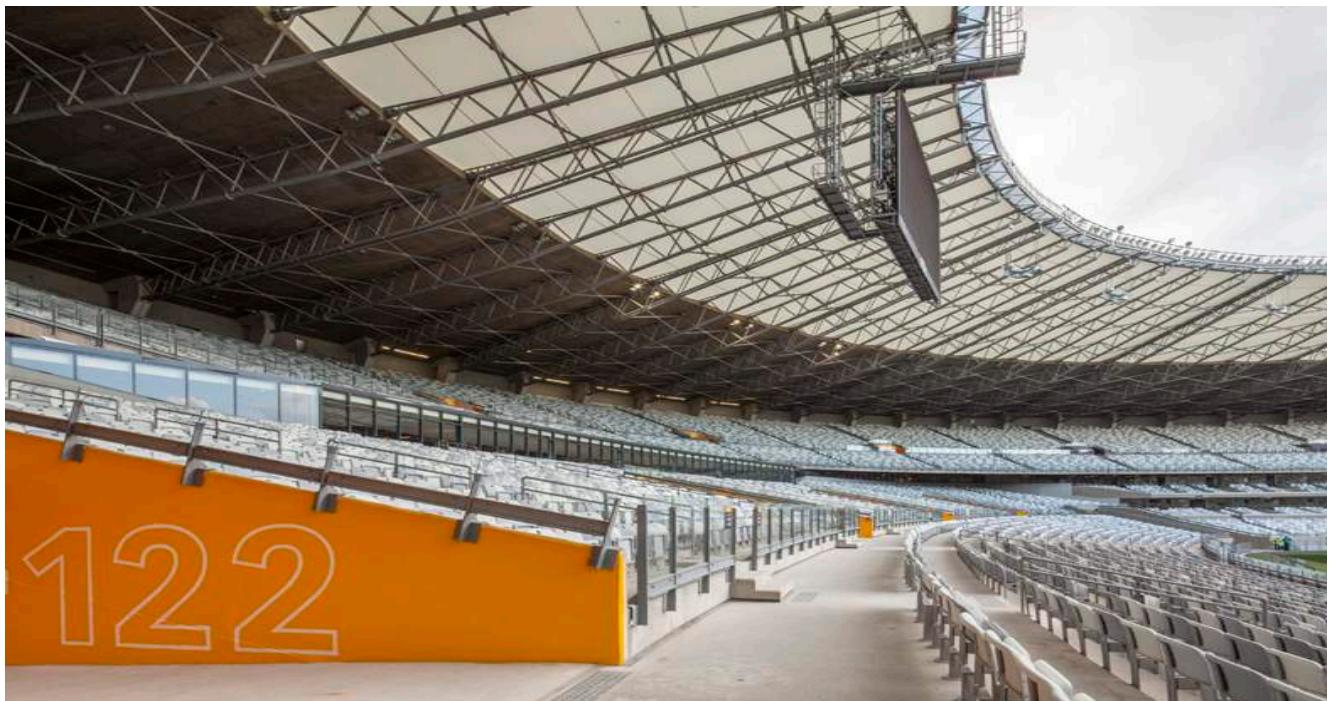
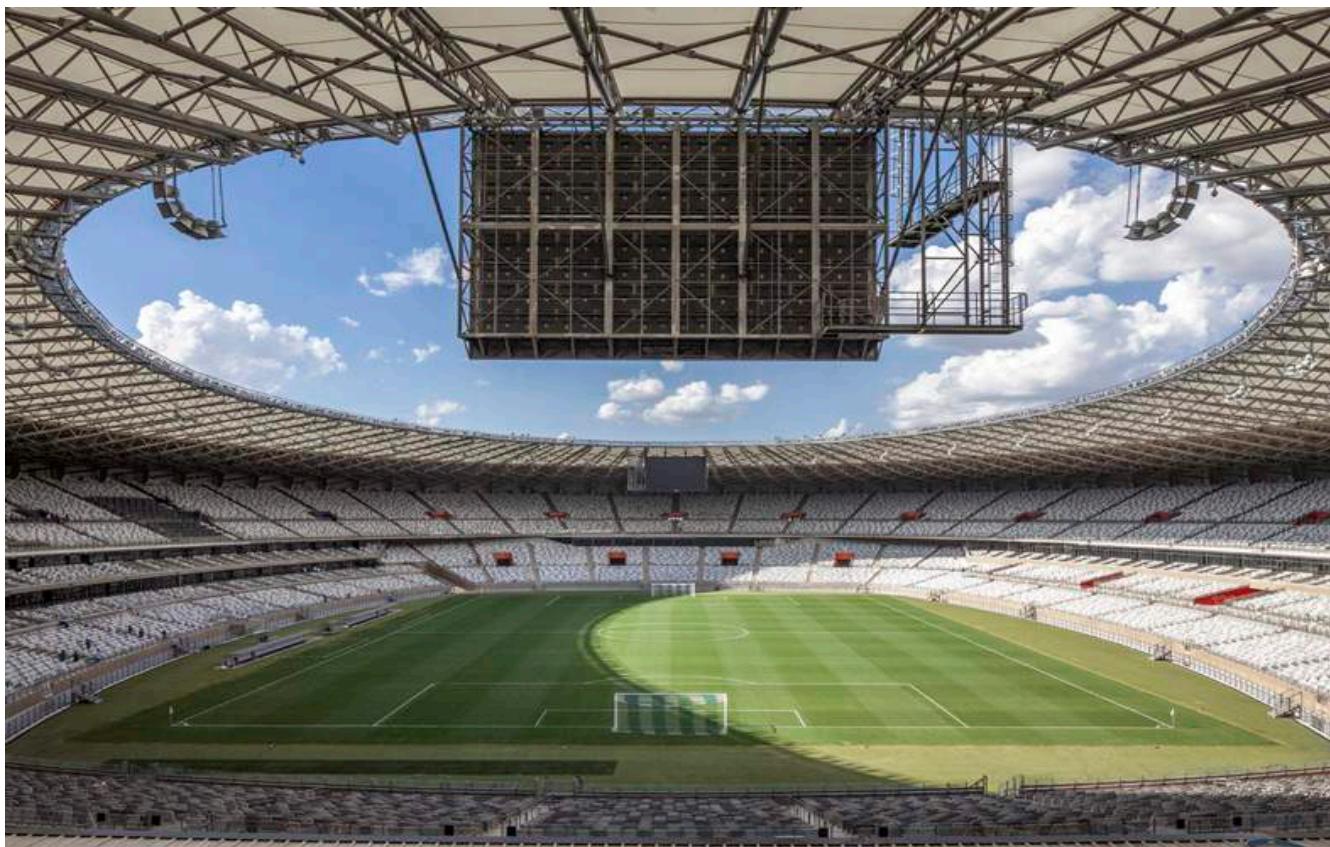
The second largest sports arena in Brazil, the 62,160-seat Mineirão Stadium was originally built in 1965. When Belo Horizonte was named one of 12 cities to host the 2014 World Cup, officials immediately recognized the need for a significant Audio/Video and acoustics upgrade to enable the 45-year-old complex to comply with FIFA technical requirements and 21st Century fan expectations.

WSDG was retained to design the Acoustic Program and complete Audio and Video Systems for the entire stadium including all public areas, a total of 300.000 square meters (3,000,000 sq. ft). Mission specs encompass: Inclusive acoustical treatments, a comprehensive sound system, serving the soccer field, audience and, internal spaces such as VIP rooms, access areas, and offices; Video systems, including two large LED video walls (85 square meter/915 sq. ft.) each; Video displays throughout the stadium; And, fully integrated Audio and Video Control Rooms

Primary facility management concerns focused on the level of sound comfort and intelligibility in relation to the RT60 reverberation time required to meet stipulated FIFA STI mandates. Renato Cipriano, Partner/GM, WSDG/Brazil, explains that, "Our sophisticated simulation programs enabled us to assess and 'auralize' the entire complex. We identified extensive sound reflections throughout the arena and concluded that acoustical absorption needed to be installed at the inner ring of the audience sector to achieve the required STI values. Speaker positioning was defined for the internal and external areas, and for numerous zoning maps, which can now be individually controlled for increased flexibility and security purposes. All specific audio and video systems, and control room speaker selections, were designed to meet FIFA requirements. Additionally, we recommended incorporating a Video Wall instead of a traditional scoreboard."



Mineirão Stadium - Belo Horizonte, Brazil



Arena Thun Stadium - Thun, Switzerland

The Arena Thun is commonly referred to as the “jewel” in the Swiss Super League stadiums. With just over 10'000 seats the arena is compact, but outstanding by the unique location and a coherent architectural concept. There is hardly another stadium where the action is this close to the pitch.

For the moments before and after sports the Panorama Center shopping mall can be found immediately adjacent. The mall provides an area of 15'000 m² and offers everything your heart desires – from fashion to electronics, from leisure to home improvement.

Due to the restaurants, the generous garage and the comfortably appointed VIP rooms the facility is well suited for major cultural and sporting events, but also for conferences, banquets and many other occasions. The breathtaking Alpine panorama makes this place truly unique.

The WSDG designed room acoustics concerns all relevant areas, including the materialization of the stadium roof underside. This allows for an intense, inspiring community experience, while maintaining a comfortable intimacy, excellent speech intelligibility and a limited impairment of the neighborhood.

The WSDG designed electro-acoustic system allows an excellent, targeted supply of the stadium, circulation, and shopping areas with voice and music content. Fully digital signal distribution and control combined with permanent signal monitoring and redundancy of key components and network connections make the system compliant with the strict requirements for audio evacuation systems.

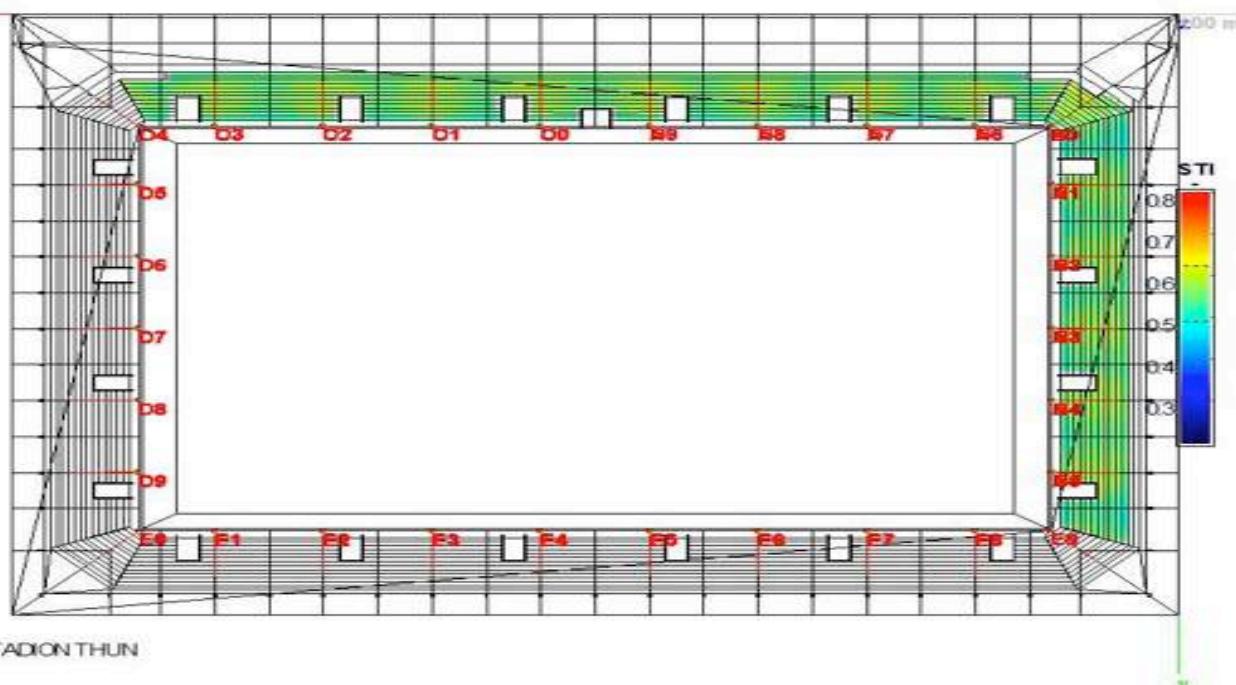


Arena Thun Stadium - Thun, Switzerland



STI original, masking on, [300000 rays (adapt), 3000 ms] (interference off)

Bkg [dB]: 96 100 95 91 88 84 81 -



STI Distribution Model

Rio 2016 – Barra Olympic Park - Rio de Janeiro, Brazil

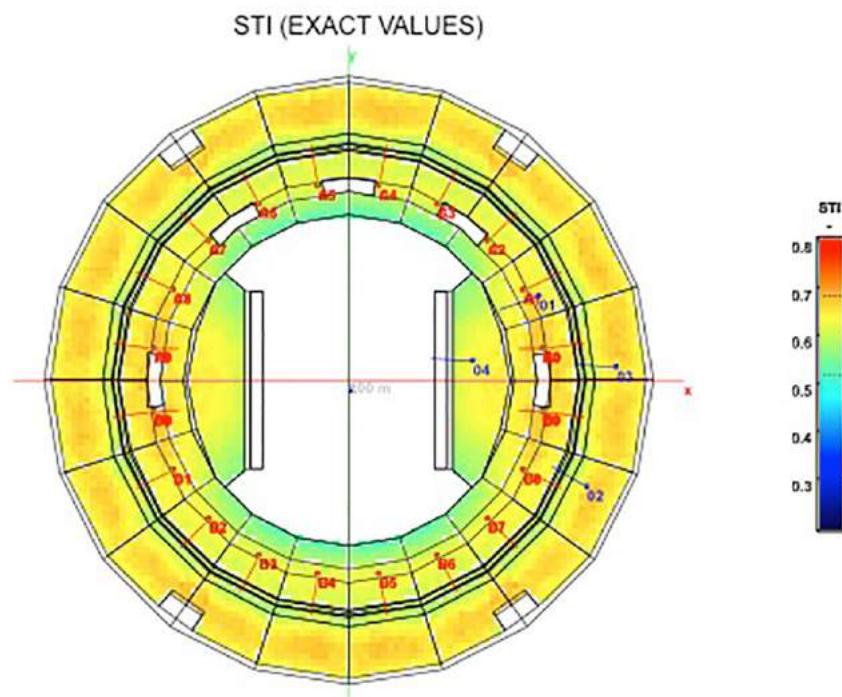
Barra Olympic Park was developed as Rio's primary 2016 Olympic and Paralympic Games competition center. Now it also serves as the city's largest sporting legacy. With an area of 1.18 million sq. m., Olympic Park includes nine sports venues. The Olympic Arena and Maria Lenk Aquatic Centre were built for the Rio 2007 Pan American Games. The seven new stadiums/sports venues are: The Olympic Tennis Centre, Aquatics Stadium and Rio Olympic Velodrome; plus: Olympic Hall 1 (basketball, wheelchair basketball and wheelchair rugby), Olympic Hall 2 (Olympic and Paralympic judo, plus wrestling and bocce), Olympic Hall 3 (taekwondo, fencing, sitting volleyball) and, Olympic Hall 4 (handball and goalball). Work on Olympic Halls 1, 2 and 3, plus the Tennis Centre began earlier.

The developers of this enormous Olympics complex retained WSDG to design the acoustics, sound and video systems for the 3 Tennis Arenas + practice fields (10,000, 5,000 and 3,000 seats); the 18,000 seat Aquatic Arena + Warm Up Pool; and, Audio and Video Systems for the COT Arenas (16,000 seat Basketball, 10,000 seat Judo and 10,000 Wrestling arenas).

All the systems were designed to meet international security standards and, Olympics Committee requirements. WSDG began the process by performing sophisticated electro-acoustic and modeling studies. The findings of these tests and procedures determined multiple solutions for each specific sound system. The primary goal was to insure the highest quality Speech Intelligibility and Sound Pressure levels. WSDG also designed large-scale Video Walls and Score Board screens, as well as Time Clock and Media Displays. Each unit was scaled to provide optimal visibility from every seat in the stands. Every Olympic Park stadium was created with 'future-proofing', for long post-competition service as Brazil's first Olympic Training Centre (OTC) and, South America's premium high performance athletic campus. The campus includes a research lab for nutrition, physiotherapy, sports and clinical medicine.



Rio 2016 – Barra Olympic Park - Rio de Janeiro, Brazil



Maracanã Stadium - Rio de Janeiro, Brazil

The “temple” of soccer officially called Estádio Jornalista Mario Filho, known popularly as Maracanã, is the biggest soccer stadium in Brazil. Inaugurated in 1950 for FIFA’s World Cup, it has been a stage for great moments in Brazilian and international soccer including Pelé’s thousandth goal. The stadium hosted the opening and closing of the final match in FIFA’s World Cup in 2014 as well as the 2016 Olympics.

Maracanã is not only famous for soccer games; it also hosts concerts and events. In 1980, Frank Sinatra sang for 170,000 fans, 1983 saw KISS perform in front of a crowd of 250,000, and a Tina Turner concert in 1988 drew 188,000 people.

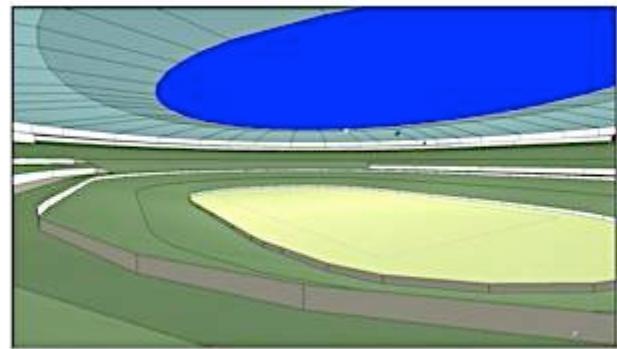
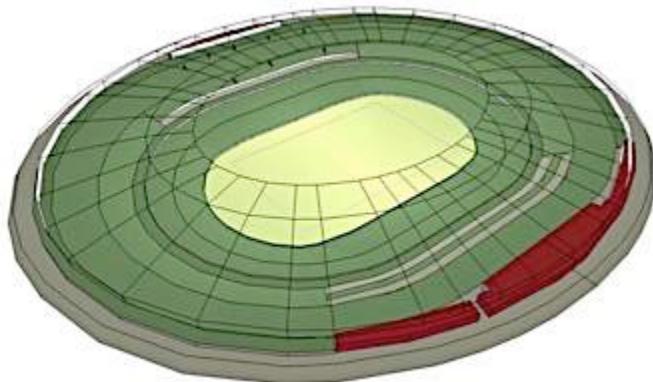
WSDG designed the audio and video systems for the entire stadium and the full renovation was completed for the Confederations Cup in 2013, one year prior to the 2014 World Cup.

The complex architecture was simulated in detail using the most advanced electro-acoustic tools. The biggest challenge encountered in the design phase was to define the final quantities and locations of the PA clusters, in order to achieve the required STI and SPL coverage as required by FIFA for such complex acoustical conditions. Speaker positioning was defined for the internal and external areas for innumerable zoning maps that can be controlled individually for more flexibility and to comply with security needs.

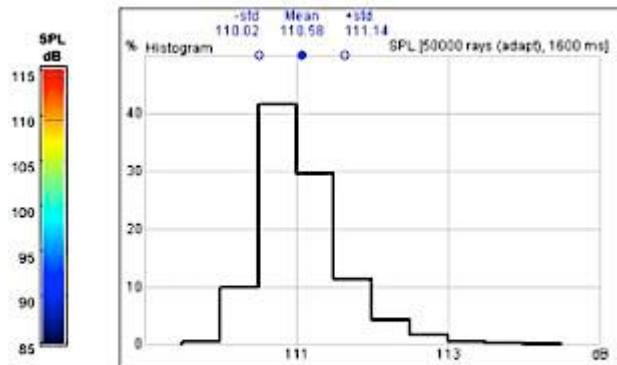
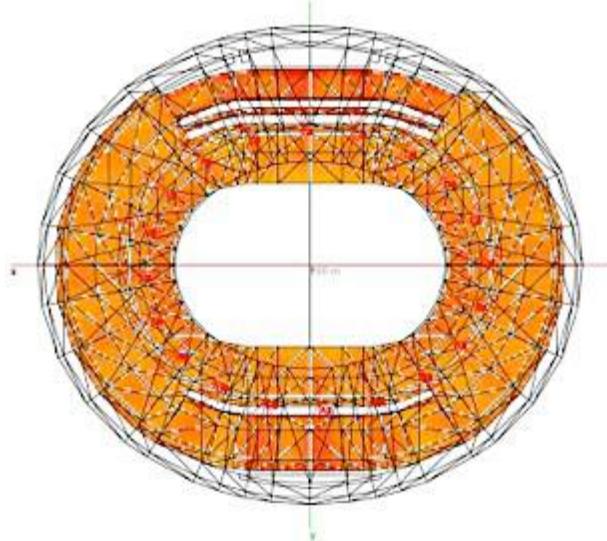
All specific audio and video needs were defined to meet FIFA’s requirements and WSDG has recommended the use of four x 100 sq. m. Video Walls for proper visual coverage.



Maracanã Stadium - Rio de Janeiro, Brazil

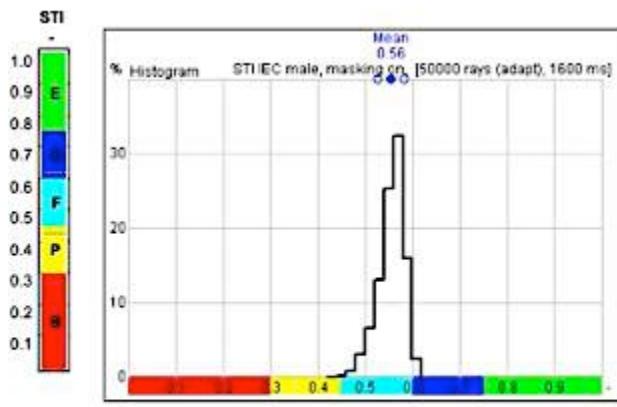
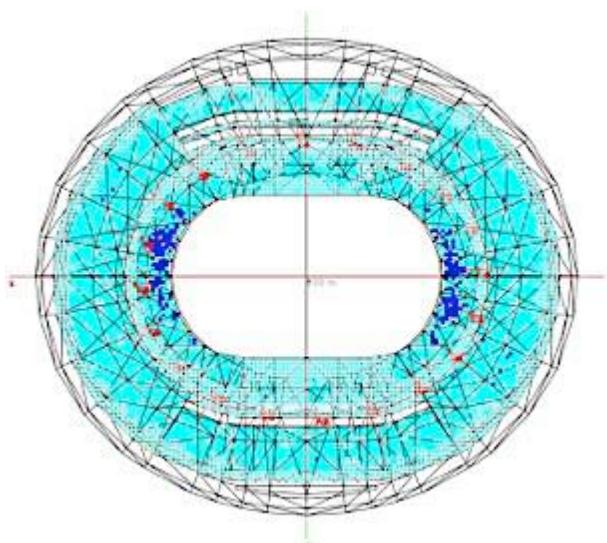


Acoustic Simulation Model



The SPL Distribution is very equal over the whole audience area with a mean value of 110dB(A).

Sound Pressure Level – Full Simulation



The mean value of speech intelligibility lies at 0.56 with the PA System at 110dB(A). Due to masking effects at these high sound pressure levels, the value can be greater with decreased level:

STI Speech Intelligibility – Partial Simulation

PostFinance Arena - Bern, Switzerland

Originally built in 1967, the PostFinance Arena (formerly known as Esstadion Allmend and Bern Arena), is the home stadium for the local SC Bern hockey team. With seating for 17,131 fans, PostFinance also boasts the world's largest standing room grandstand, a capacity of 10,422 benches. In 2009, the Arena's management group invested \$100 million in an extensive renovation program, to ready it for the IIHF World Championships. This substantial upgrade included the installation of a new hockey arena, and the total redesign of the VIP seating area. The venue has subsequently hosted a number of prestigious events, including the Inaugural Victoria Cup.

WSDG was engaged to perform a series of acoustic tests and measurements to facilitate the upgrade of the electro-acoustic system that had been implemented during the last major remodeling in 2009. The system was re-hung (under a new and larger HD video cluster) in the summer of 2013. WSDG was once again retained to engage improved software programs and consult on additional fine tuning of the electro-acoustic system. Extensive predictive acoustic testing produced data which suggested that steeper shooting angles for the loudspeaker system would enable the stadium to optimize the system. The resulting modifications in speaker placement and overall system 'fine tuning' have appreciably improved speech intelligibility throughout the PostFinance Arena. This provides arena patrons with enhanced appreciation of the live game coverage, and also further insures their safety thanks to the upgraded public address system.



PostFinance Arena - Bern, Switzerland



Merriweather Post Pavilion - Columbia, USA

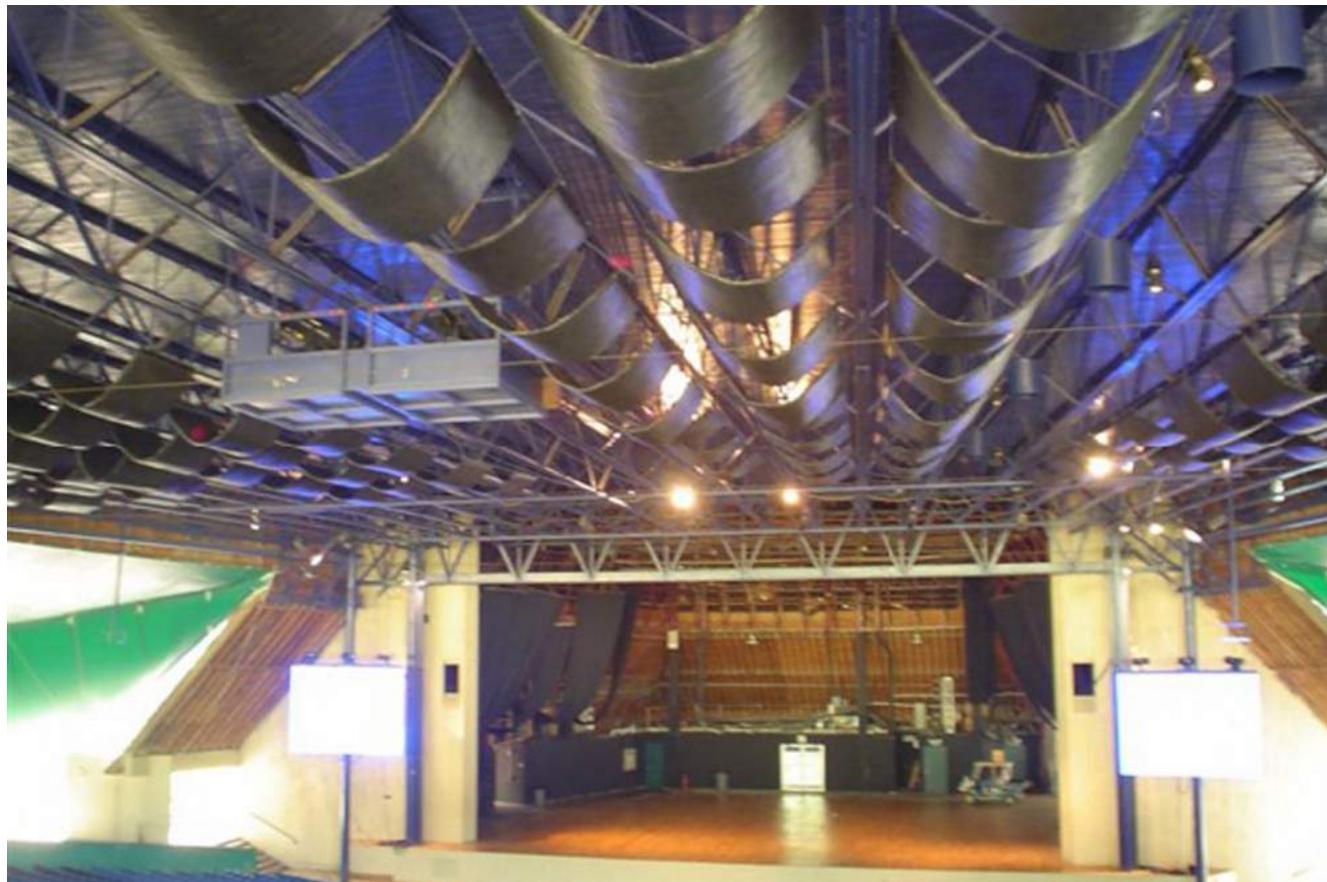
Conveniently located in the Baltimore/Washington corridor off Route 29 in Columbia, Maryland, Merriweather is nestled within the 40 preserved acres known as Symphony Woods. The natural, outdoor concert setting is one that simply can't be matched. For more than 35 years, Merriweather has hosted a diverse range of artists and events, offering a variety of contemporary entertainment.

Merriweather was originally designed by world renowned architect Frank Gehry in the early 1960s. At the time, its acoustics were considered by many in the industry to be the best among outdoor venues. To refresh and maintain the acoustic standard that had been set over three decades ago, Merriweather brought in WSDG to evaluate and implement improvements.

John Storyk and Co. completely redesigned the venue's ceiling, among other things, offering a non-intrusive and artistic solution to low frequency absorption. In designing the solution, WSDG was careful to maintain an open and natural feeling in keeping with the facility's exterior.



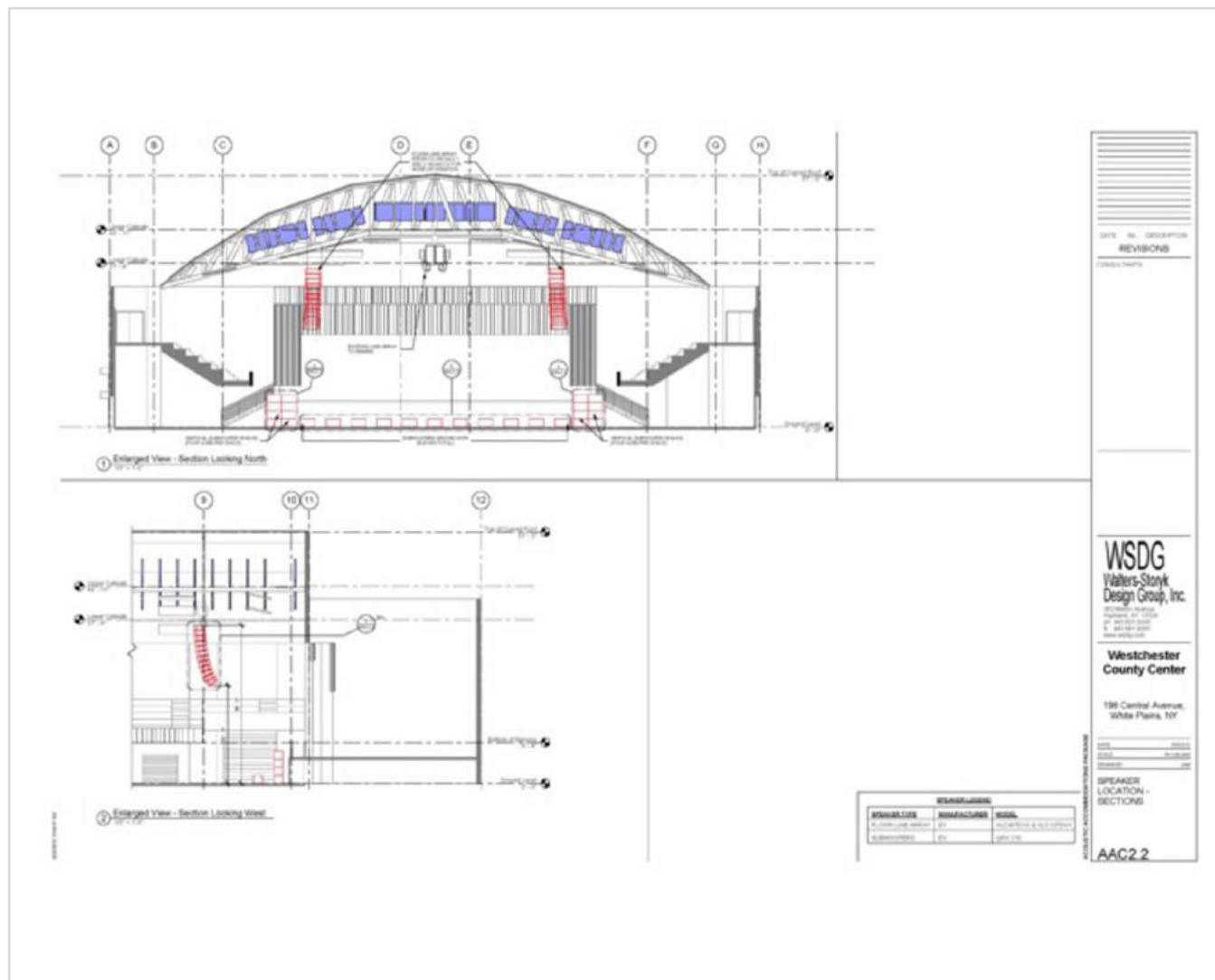
Merriweather Post Pavilion - Columbia, USA



Westchester County Center - White Plains, USA

An entrepreneur with a wide range of music business interests, Irwin Kornfeld has sparked new awareness for the eighty-year-old Westchester County Center. A major upgrade of the facility's acoustics, coupled with a state of the art sound system, has landed the WCC and its new "Pepe Infiniti Concert Series" on the radar of booking agents and performing artists seeking viable venues for tri-state concert dates. The series' launch featured The Beach Boys in concert in mid-May, nearly fifty years after their first WCC gig. The Johnny Winter Band and Edgar Winter Group, Boston, Il Volo, Whoopie Goldberg, Aretha Franklin and others are booked through November.

Commenting on the project John Storyk remarked, "Acoustic restoration is an art and science. Virtually everyone on our staff of designers and engineers started out as musicians, myself included. A wealth of products and options exist today, which are capable of ameliorating negative acoustic issues. The process of eliminating reverberation, enhancing sound and speech intelligibility, fine-tuning a hall like the Westchester Community Center requires precise measurements and the ability to make effective, reasonably priced recommendations. Our goal is to provide audiences with a high quality listening experience. We were delighted to be associated with this project, and we look forward to enjoying the benefits of our advice."



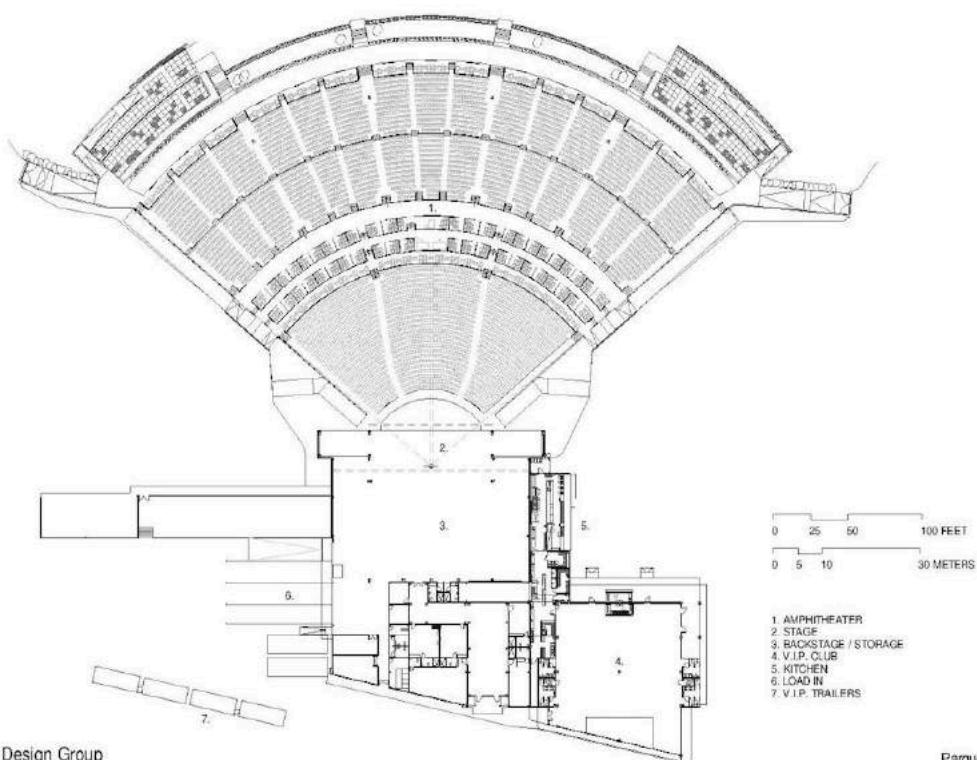
Westchester County Center - White Plains, USA



Parque Viva - La Guacima de Alajuela, Costa Rica

Viva Park, Central America's first sports/entertainment/corporate events center is built on the 300,000 m² / 3,229,173 ft² grounds of a former auto racetrack. The venue creatively combines three separate attractions within a picturesque, estate-like setting. The Amphitheater is designed to host audiences of up to 16,000 fans for rock shows and other live performances. The Convention Center/Exhibition Hall is ideal for trade shows, and the original outdoor track has been redesigned to accommodate auto sports, running and cycling events. Featuring a variety of dining options, Viva Park represents an exceptional option in contemporary entertainment.

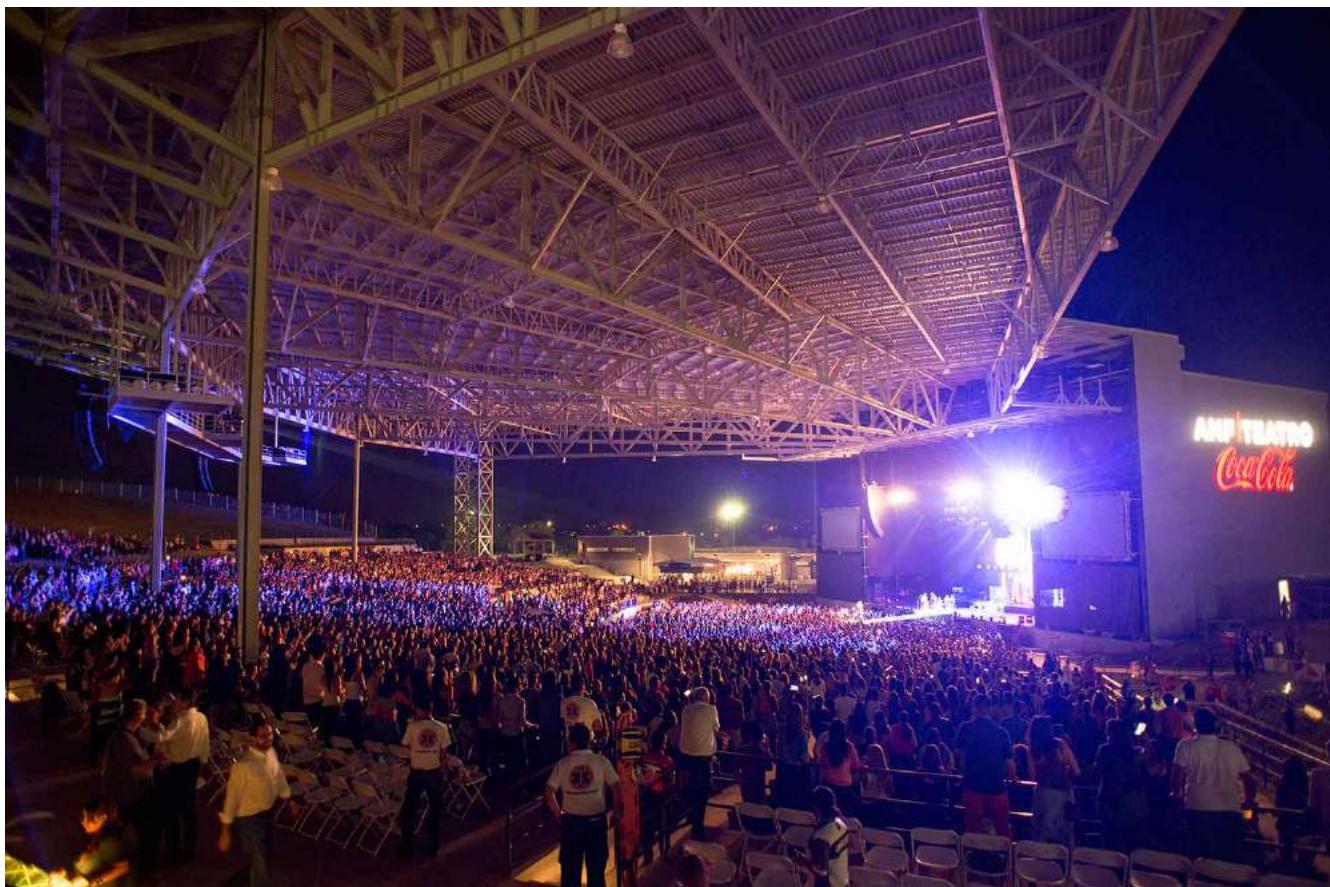
The ambitious project was conceived and developed by Bliss Entertainment, a recently formed, Costa Rican business initiative. Recognizing the need to insure impeccable music/performance audio quality and flawless speech intelligibility for Viva Park's three primary attractions, Bliss retained Jaime Molina, principal of leading Costa Rican Project Management firm, ICC. Molina engaged architectural/ acoustical experts Walters-Storyk Design Group-WSDG, to design performance audio and public address systems to insure the highest quality sound distribution for the venue.



Walters-Storyk Design Group
www.wsdg.com

Parque Viva
La Guacima, Costa Rica

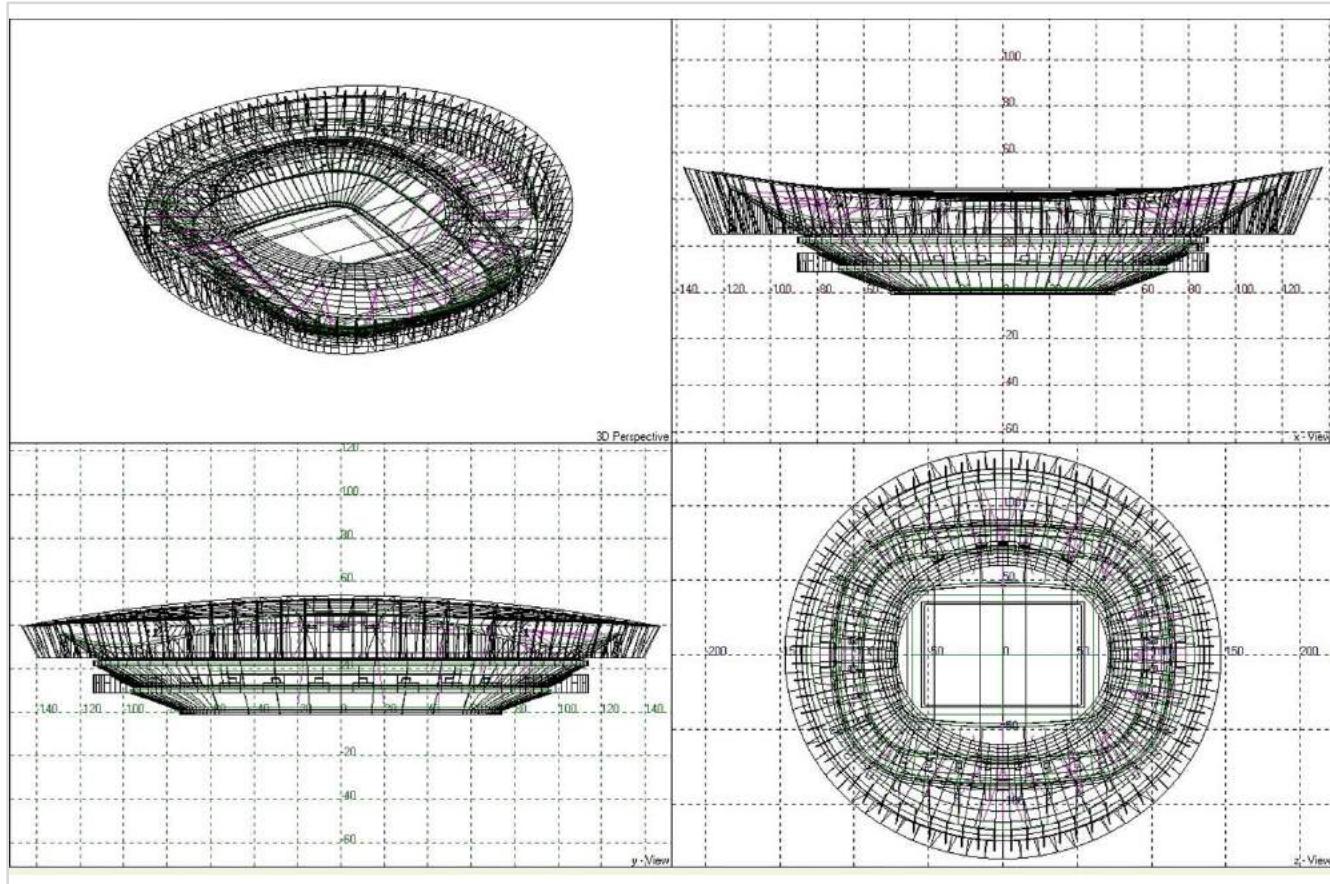
Parque Viva - La Guacima de Alajuela, Costa Rica



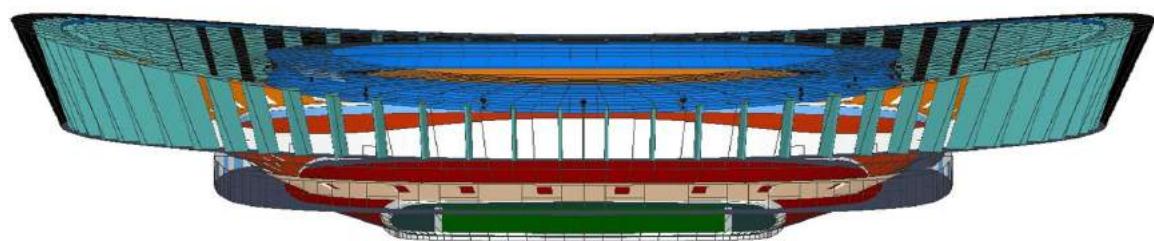
Green Point Stadium - Cape Town, South Africa

The Cape Town Stadium in Cape Town, South Africa is a stadium that was built for the 2010 FIFA World Cup. During the planning stage, it was known as the Green Point Stadium, which was the name of the previous stadium on the site, and this name was also used frequently during World Cup media coverage. It is the home ground of Premier Soccer League clubs Ajax Cape Town (since 2010) and Cape Town City (since 2016). It has also hosted the South Africa Sevens rugby tournament since 2015.

The stadium is located in Green Point, between Signal Hill and the Atlantic Ocean, close to the Cape Town city centre and to the Victoria & Alfred Waterfront, a popular tourist and shopping venue. The stadium had a seating capacity of 64,100 during the 2010 World Cup, later reduced to 55,000. The stadium is connected to the waterfront by a new road connection and is surrounded by a 60 hectare urban park.



Green Point Stadium - Cape Town, South Africa

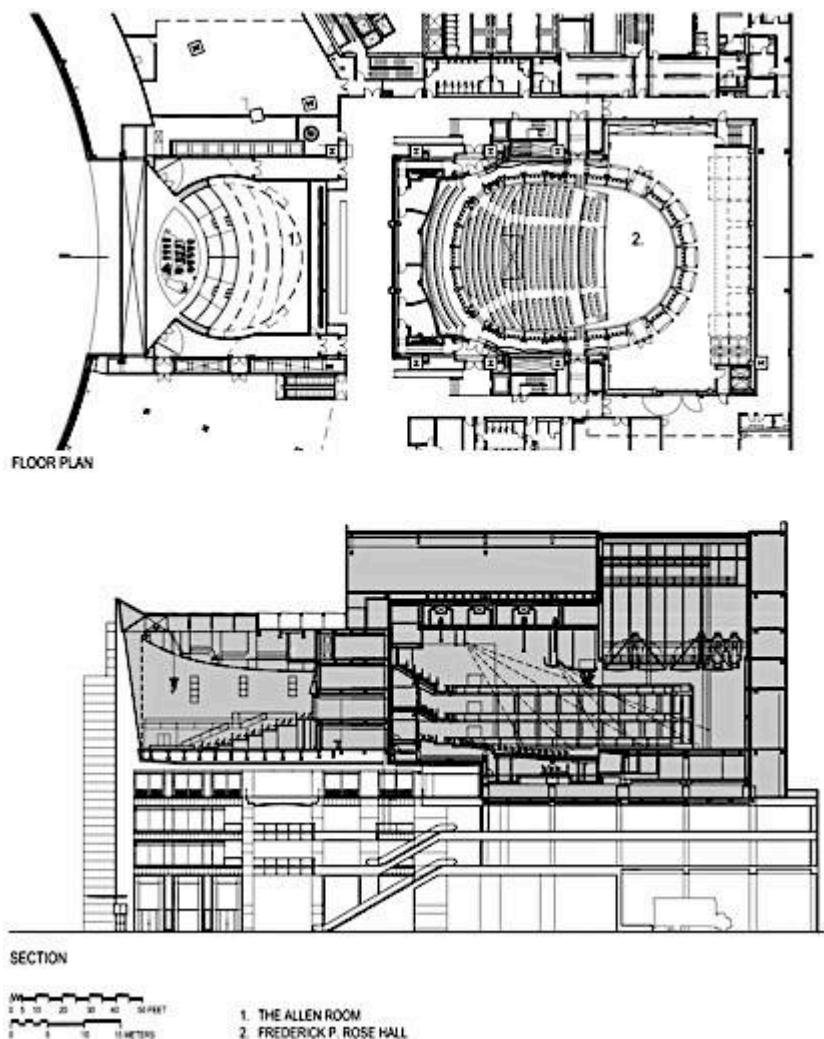


Jazz at Lincoln Center - New York, USA

Jazz at Lincoln Center is one of New York City's premier attractions, housing over 100,000 sq. ft. of performance venues, educational suites and recording/post production facilities.

The Frederick P. Rose Hall project consists of a 1,200-seat concert hall with movable seating towers. The hall can be configured for dance, opera, theater as well as provide an intimate jazz setting by surrounding the musicians with the audience seated on three levels in a stage surround setting. The Allen Room is a 300 - 600 seat performance space with tiered platforms ascending from the stage level to a dance floor with movable tables and chairs. The Irene Diamond Education Center is 3,500 sq. ft. and contains two state-of-the-art education/rehearsal studios.

WSDG, as partners in the Sound of Jazz Consulting Group, worked closely with the architects and Wynton Marsalis to acoustically design the education, rehearsal and recording spaces. The systems integration design for all performance, educational and listening spaces within this facility are linked together for recording and playback. This facility is the world's first performing arts center designed specially for the performance and recording of jazz.



Jazz at Lincoln Center - New York, USA



Peloton Flagship Spinning Center - New York, USA

In developing a NYC flagship site for their live and on-demand, indoor spinning classes, the Peloton brain trust recognized the need for a cutting edge video broadcast studio for their streaming program. The company founders engaged WSDG to create a broadcast quality acoustic and isolation design and an audio/video production studio with professional lighting and systems integration. The resulting Production Control Room and 60-bike Spinning/Streaming Studio are key components of the 8,000 square foot complex. Located in NYC's trendy Chelsea District, the Peloton Spinning Studio also features spa-quality ambience, a refreshment lounge and a sports fashion retail shop.

The Peloton studio introduces a new level of broadcast quality video through the internet. The space is tailored to enhance the image quality of the webcast while maintaining the proper ambiance for in-house spinning enthusiasts. The 300 sq. ft. Production Control Room sports a state-of-the-art Newtek TriCaster production switcher, a Telemetrics robotic camera controller connected to 3 Sony PTZ cameras, and a Telemetrics track and PTZ camera which provides high end and ultra steady camera moves and shots. PCR video display is provided by two 55" LCD monitors. The facility audio system is run by a fully-automatable Biamp Nexia console coupled with a Martin Engineering DSP, Genelec monitors and Sennheiser wireless microphones. Production lighting is controlled by LightJockey™ via a Windows-based USB to DMX interface. iPod docks and a Nexo line array complete the equation in the 1500 sq. ft. Spinning Studio for unrivaled audio quality from the beginning to the end of the audio production chain.



Peloton Flagship Spinning Center - New York, USA



KKL Concert Hall - Luzern, Switzerland

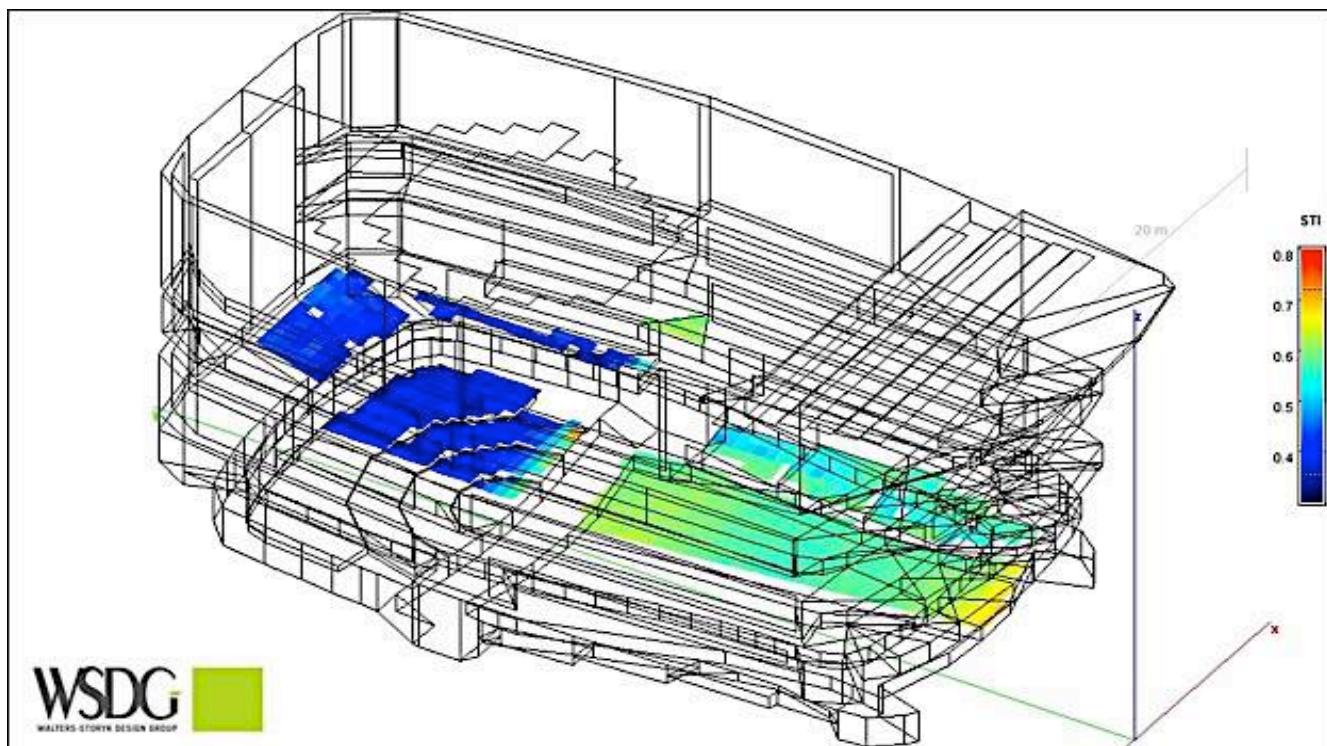
From its opening performance by the Berlin Philharmonic in August 1998, the KKL Luzern Concert Hall was recognized as one of the world's great performance centers. An international landmark, both architecturally and culturally, the complex attracts music fans from around the world to its picturesque lakeside setting. More than a dozen years of constant use – with an impressive yearly booking rate of more than 90% – coupled with significant technological advances prompted the KKL Luzern management group to upgrade its retractable electro acoustical system. WSDG was brought in to accomplish this essential project.

A major issue of this hall is the wide distribution of seats on five vertical levels surrounding three of the four walls, and consequently, the coverage requirements of the electro acoustical sound system. The core of the solution was the realization that the Hall is mainly designed for acoustical sources placed directly on stage. Consequently, the new main loudspeaker system was installed significantly lower and closer to the stage than the original system. The main system is supplemented by elements, which are permanently installed but retractable by motors. The project was divided into three phases: 1) Identification of the requirements, system planning and preparation of specifications; 2) On-site evaluation of a three loudspeaker system candidates; 3) The execution phase of installation planning, supervision and commissioning.

The new sound reinforcement system consists of the Left Right main system with two line arrays of eight d&b V12 units each, suspended above the stage front edge; two additional line arrays for covering each of the balconies with five d&b V12 units; a stage edge in-fill system consisting of two d&b V-Sub and two d&b V12 units each on the right and left and a stage mounted front-fill provided by six d&b E6 units. For events requiring a 360-degree speech reproduction, a retractable center cluster was provided with a front section (consisting of eleven d&b T10 units) and a rear section (consisting of three RCF VSA 2050 digitally controlled column loudspeakers).



KKL Concert Hall - Luzern, Switzerland



STI Speech Transmission Index

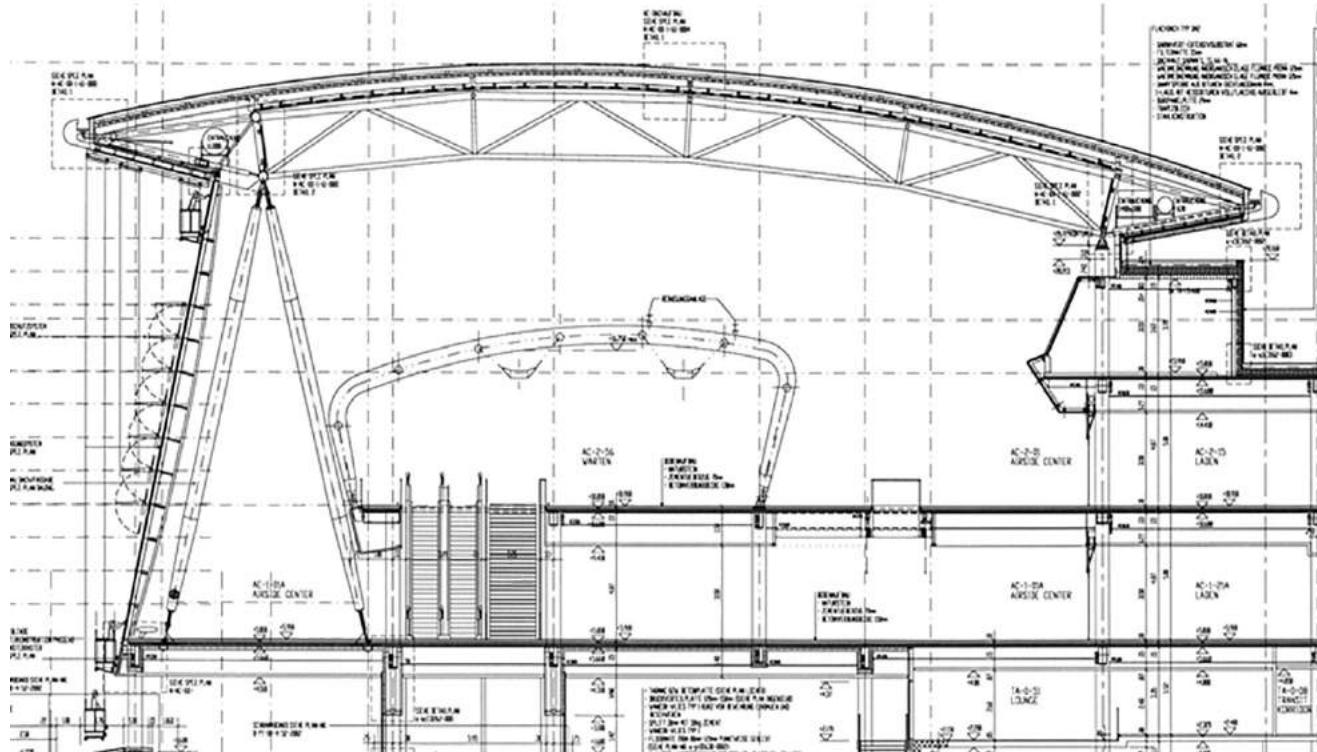


Flughafenkopf – Zurich Airport - Zurich, Switzerland

The Airside Center (A500), located between the existing finger docks A and B, acts as a focal point for travellers at the airport. The project is comprised of the new Airside Center (housing new shops and restaurants), the Underground Skymetro Station which connects the Airside Center to the Dock Midfield, the Arrival Hall just above the Skymetro Station, and various renovations within the A and B terminals. The previously existing buildings are all connected and the Airside Center, with its prominent shape, reflects the new identity of the airport.

WSDG was awarded the full electro-acoustic design of both of these new facilities by the responsible electrical engineering firm, Ernst Basler + Partner AG. WSDG's project scope included creating the electro-acoustic project requirements (e.g. Speech Intelligibility, Sound Pressure Levels, Frequency Responses, Coverage, etc.) in line with the appropriate national and international standards - IEC 60849; electro-acoustic design and optimization with assistance of computer simulations and other means of calculation; specifications and supervision of all driver components to the electro-acoustic system.

The specified system for the large open spaces with high ceilings is based on Duran Audio's Intellivox loudspeakers (a total of 16 units). These line array loudspeakers offer full digital beam steering control and, due to their narrow form factor, can be installed in a nearly invisible manner, meeting the project's architectural requirements. Ancillary specified loudspeakers for support spaces and adjacent areas are highly directional units from Frazier and HK.



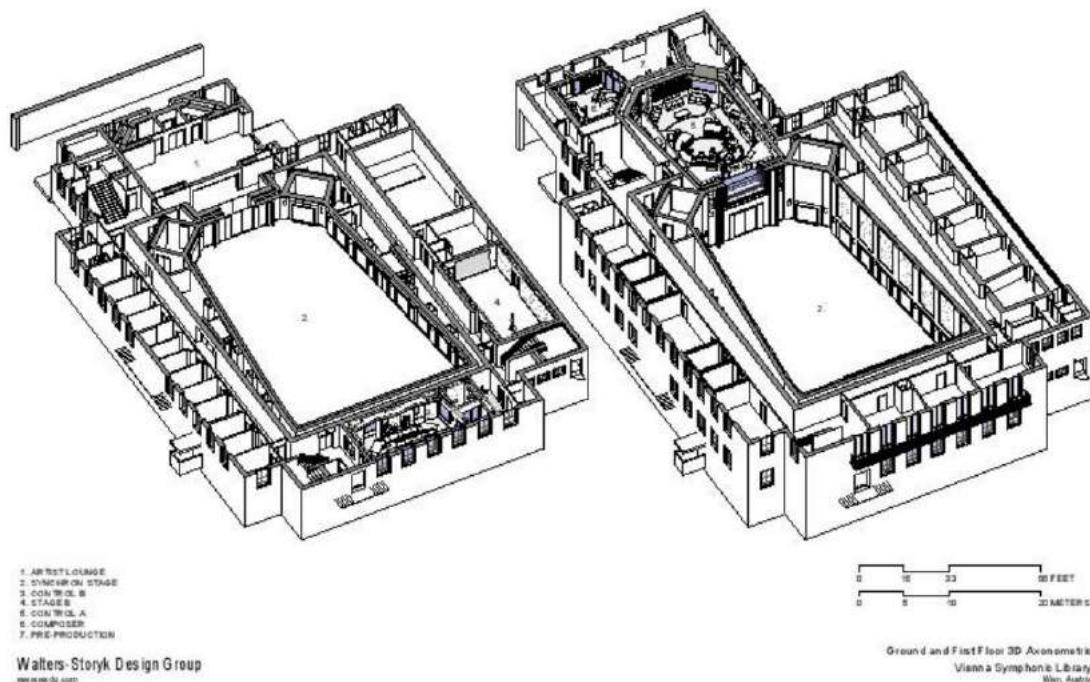
Flughagenkopf – Zurich Airport - Zurich, Switzerland



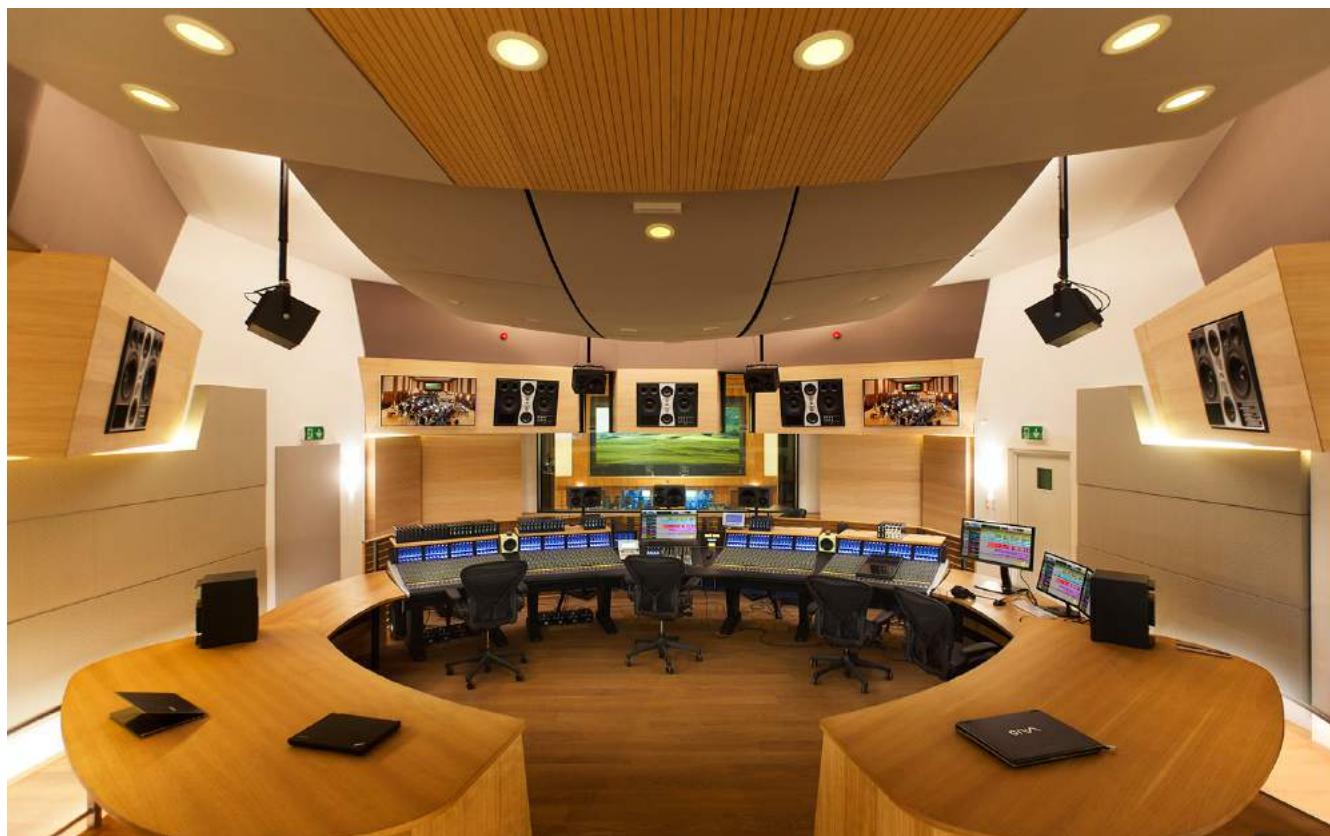
VSL Synchron Stage - Vienna, Austria

A leading developer of orchestral sample libraries and music production software, the VSL Synchron Stage enlisted WSDG to upgrade its historical (circa 1940) scoring stage into a cutting-edge recording facility. The reconfigured complex now provides enhanced acoustics and cutting edge technology for recording film music and, the full spectrum of orchestral and choral works. The 2,000 sq. m. / 21,000 sq. ft., VSL complex represents the worlds only scoring stage capable of merging proprietary software innovations with traditional technologies and procedures.

The scope of the multi-year assignment required WSDG's wide-ranging facility planning services. Beginning with documentation of the overall state of the property, WSDG performed room and structural acoustical measurements and schematic conceptual planning. The Design Development Planning stage included interior design by company co-founder, Beth Walters. Construction Documentation was completed in collaboration with local architect, Schneider-Schumacher. The scope of work comprised: The VSL Synchron Stage A Control Room and large Recording Hall; VSL Synchron Stage B CR and Live Room; and the Studio C Edit Room, and Preproduction Suite. WSDG also performed the electro-acoustical system calibration for the audio monitoring system. The VSL Synchron State is distinguished by uniquely future-proof technology, making it a superb recording facility for film music and other orchestral and choral works. A large scale Dante Audio Network with input and output interface connection points at all relevant locations, serves as the facility's network backbone.



VSL Synchron Stage - Vienna, Austria



Aura Club Events Hall - Zurich, Switzerland

Built within the historic 21,000 sq. ft. / 2,000 sq. m. former "Alte Boerse" Zurich Stock Exchange Building, AURA encompasses four distinct settings, a 100 seat gourmet restaurant, an intimate bar, a chic, stylish smokers' lounge and, a 4,800 sq. ft. / 450 sq. m. Events Hall capable of accommodating up to 500 guests. Featuring groundbreaking 360° panoramic video projection and 3D audio systems, the Events Hall is designed to host galas ranging from awards and fashion shows to banquets, weddings and corporate gatherings.

AURA's uniquely flexible, multi-purpose strategy required the amalgamation of state of the art technology, within a highly sophisticated acoustic environment. The video presentation system engages eight, ceiling-mounted, high-performance projectors. Audio distribution employs a total of 80 loudspeakers, (70 of which are skillfully concealed by acoustically transparent, architectural construction). Deploying such a massive arsenal of cutting edge technology within this urbane, 21st Century atmosphere necessitated an extremely flexible and creative systems integration.

Aura's vision for 3D audio presentation required full integration with the venue's video imagery and innovative lighting, to establish a combined central focus for the Events Hall. All three elements were tasked with functioning interactively, to achieve a fully immersive environment capable of completely engaging guests within messaging and/or entertainment programs. WSDG's Basel, Switzerland office was retained to design and coordinate the massive sound isolation planning and construction project to fully adhere to Zurich's stringent city center legislations and limits. Various preset programs were developed to enable a myriad of speaker combinations (all together, or in an infinite range of individual or cluster groupings), depending on need, e.g. live performance, 3D surround sound, etc. Additionally, the 'sweet spot' can be expanded to encompass the entire room, providing a spatial sound experience for all guests.



Aura Club Events Hall - Zurich, Switzerland



ESPN Digital Center 2 - Bristol, USA

ESPN, the global leader in comprehensive sports coverage, has completed a five-year development and construction project for its new Digital Center 2 studio/media production center. An ambitious addition to ESPN's existing Digital Center 1 campus in Bristol, Connecticut, the 194,000 sq. ft. complex was envisioned as a "format-agnostic/future-proof" creative production facility with unlimited potential for trail-blazing content creation. A comprehensive green and employee comfort-focused environment were primary goals for the new facility.

With six new production control rooms, four audio control rooms and 16 edit suites, ESPN's Digital Center 2 technical capabilities are exemplified by a multi-dimensional monitor wall featuring 56 variably sized individual monitors designed to provide 3D-like graphic images. An arsenal of 40 state-of-the-art cameras is highlighted by a JITA cam capable of swooping up to a height of 22 ft. and following a circular track to deliver a sweeping 360° studio overview. The Center 2 routing system can accommodate as many as 60,000 simultaneous signals over 1,100 miles of fiber optic and 247 miles of copper cable deployed throughout the facility.

All these rooms are dedicated to producing flawless audio and video for programs, interviews, voiceover recording and the full spectrum of broadcast audio for video support. Overall quietness throughout the entire creative plant was an absolute priority. High performance broadcast acoustic specifications and recommendations were developed for all critical services including HVAC, fire protection and electrical systems. ESPN Digital Center 2 represents the apex of broadcast, cable, and Internet streaming production. The complex stands as a major accomplishment in next-generation audio/video production and delivery.



ESPN Digital Center 2 - Bristol, USA



The Metroplex at KITEC – Hong Kong, China

Early in 2014 the Metroplex, a luxurious 9 screen multiplex cinema, opened in Hong Kong's iconic Kowloon Bay International Trade & Exhibition Centre. Adjacent to the widely popular Star Hall, scene of many major international concerts, The Metroplex is an investment property of Hopewell Holdings Limited. The complex reflects the Group's vast experience in operating large-scale venues, and it establishes a new level of lavish comfort for filmgoers. Their unique concept was to bridge the gap between film and music by creating cross-over events and festivals that would benefit from the venue's diverse dining, socializing, large and small theaters and intimate screening rooms.

House 1, the Metroplex's largest theater, can accommodate an audience of 430. The five other "public" theaters can seat groups ranging from 151 to 97 guests. Three plush VIP Screening Suites (#'s 7,8, 9) are each designed to host twenty guests. Theaters 1 and 3 as well as all three VIP Suites offer opulent reclining lounge chairs, state of the art lighting, exquisite interior designs and Dolby® Atmos™+ Dolby Surround 7. 1 sound. The four other theaters are outfitted with Dolby Surround 7.1. The futuristic lobby and dining areas provide an unsurpassed ambience for elegant gatherings. WSDG provided a comprehensive review of the architectural master plan layouts and a detailed analysis of the acoustic package recommendations provided by a local consultant. Particular attention was addressed to issues of sound isolation and (RT60) internal room acoustics. The client's primary concern was to assure absolute sound isolation between the movie theaters and the large event hall located on the upper floor specifically with regard to NC and STC parameters.



The Metroplex at KITEC – Hong Kong, China



Morro do Chapeu Residence - Belo Horizonte, Brazil

The architectural and acoustical design devised by WSDG for the villa's home theater and other living spaces leaned on solutions suggested by the firms' professional recording studio expertise. Inhibiting sound from leaking into or out of sensitive listening areas such as recording studio live and control rooms is a WSDG specialty. The enclosed pool and spa area, however presented more troubling waters. Particularly challenging was the need for the internal room acoustical treatments to unobtrusively compliment the custom finishes.

WSDG also designed a spacious (but cozy) home theater, which integrates the highest levels of audio and video technology. Recording studio-level, acoustical wall and ceiling treatments were engaged to provide superb frequency and time response. Bedrooms and a home office also benefitted from acoustical ceiling clouds, designed to control the reverberation time over a broad sound spectrum enabling each room's individual 5.1 surround sound and HD video system to deliver maximum performance quality.

The swimming pool and spa area, however, presented the project's primary acoustic challenge. The large area includes a gym, Jacuzzi and wet bar, surrounded by three walls of double height windows and a movable glass ceiling system to maintain interior warmth in the cool, mountain region evenings. Again, professional recording studio design techniques provided solutions. Each window, including an expansive skylight grid of 20 individual panels was fitted with absorptive acoustical micro-perforated transparent foil. Imported from Germany, the innovative translucent plastic sheets absorb medium and high frequency reverberation to resolve reflection issues. This unique treatment also serves as a full room UV ray filtering system. Full transparency insures unimpeded views and, conversations free of traditional pool house reverberation.



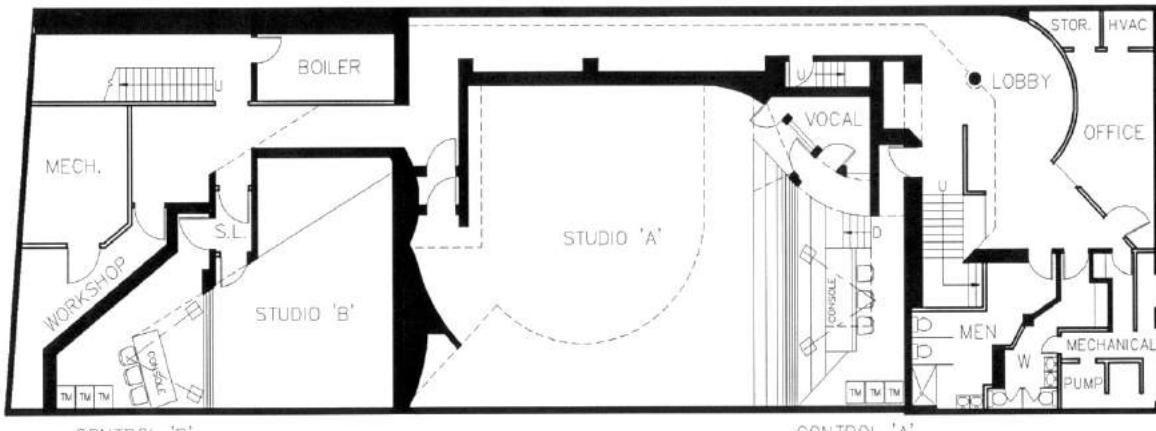
Morro do Chapeu Residence - Belo Horizonte, Brazil



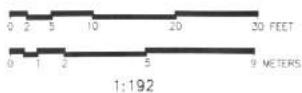
Electric Lady Studios - New York, USA

At nearly 50 years old, Electric Lady is one of the world's first artist owned recording studios and one of the oldest, most famous and most successful studios ever. WSDG co-founder John Storyk was a 22-year-old fledgling architect fresh out of Princeton University when he was hired to design a studio for Jimi Hendrix. One summer evening in 1968, Storyk was enjoying an ice cream cone and leafing through the Village Voice when a classified ad caught his eye: "Carpenters wanted to work for free on experimental nightclub." Dialing the number from a corner pay phone, he got the gig. That club, Cerebrum, made the cover of Life Magazine after 6 months. When Jimi Hendrix visited the club one night and decided to hire Storyk to design his club (which became ELS), well the rest is history.

Eddie Kramer (Jimi's engineer) was adamant about Electric Lady having a tall, bright room similar to NY's legendary A&R Studios where Phil Spector did some of his greatest work. Kramer was also familiar with European studios like London's Olympic and Abbey Road. He believed drums required a big room. Storyk accommodated Kramer's need for high ceilings by excavating the basement, digging down to raise the height of the underground rooms. For the studios' interior, Jimi specified theatrical lighting, and his desire to have as many curved surfaces as possible (design elements which Storyk had originally incorporated in Cerebrum). Electric Lady's walls were painted white, so they could easily be turned into whatever color Hendrix was in the mood for with simple adjustments. One day Jimi arrived at the construction site and decided that he didn't like the square look of the expensive acoustic doors, which had just been installed. He asked Storyk if he could round off the tops, and when that proved impractical, he had them replaced by custom units with rounded, porthole-style windows.



ELECTRIC LADY STUDIOS
NEW YORK CITY



Electric Lady Studios - New York, USA



Orange Bowl Field at Harris Field Park - Homestead, USA

In the fall evenings, high school football takes center stage in Homestead, Florida. The bleachers fill up with fans from several local schools that have been around for a long time alongside newer schools that have popped up more recently. Students line the sidelines alongside old-timers to watch some good old-fashioned gridiron battles under the lights at Orange Bowl Field. In 2017, the Orange Bowl High School facility committed to a massive renovation of the aging facility as the Orange Bowl committee broke ground on a new field with the support of a \$2.1 million contribution. The WSDG team was reached by Groovyland Corp to design the sound system design and systems integration for the field's rejuvenation.

The Orange Bowl Field at Harris Field Park is the Orange Bowl's fourth Legacy Gift to the South Florida community. It features a new multi-purpose synthetic turf field designed for football and soccer, a new sound system and a video scoreboard, as well as goalposts, nets, landscaping, and renovated restrooms, locker rooms and press box. More than 40 JBL speakers were precisely hung and distributed at the light poles with custom-designed anti-hurricane hangers. The client required an easy-to-use turnkey system and a significant improvement over the fields original and existing extremely poor speech intelligibility. WSDG partner, Sergio Molho & senior systems designer Federico Petrone worked side by side with the Groovyland team to select and install the optimum system for the field.



Orange Bowl Field at Harris Field Park - Homestead, USA



Professional References

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Representative Client List

26 Sushi & Tapas (Morris J. Kaplan) Surfside, FL
3:3:2 Buenos Aires, Argentina
54 Below New York, NY
55TEC Studios Beijing, China
Adverse Residence Belo Horizonte, Brazil
Alan May Listening Room Home Theater Dallas, TX
Albano Residence Monte Claros, Brazil
Alejandro Lerner Buenos Aires, Argentina
Alicia Keys (Oven Studios) Long Island, NY
Allaire Studios, Woodstock, NY
American University Washington, DC
Anel Paz – Supercharango Buenos Aires, Argentina
Appalachian State University Boone, NC
Art Institutes United States
AR Studios Rio de Janeiro, Brazil
Atlantic Recording New York, NY
Atomica Santiago, Chile
audioEngine New York, NY
Aura Club Events Hall Zurich, Switzerland
Bamysasi Studio Miami, FL
BBC Mundo, Coral Gables, FL
Bearsville Recording Bearsville, NY
Berklee College of Music – 160 Mass Ave Boston, MA
Berklee College of Music - Valencia Valencia, Spain
Big Mo Mobile Recording Kensington, MD
Blue Table Post Brooklyn, NY
Bob Margouleff (Mi Casa Studios) Hollywood, CA
Bob Marley Kingston, Jamaica
Boston Symphony Orchestra Control Room Boston, MA
Bruce Springsteen (Thrill Hill Studios) United States
Camden Yard / Baltimore Orioles Baltimore, MD
Carter Burwell New York, NY
Casa Cor Belo Horizonte, Brazil
Casa Ezeiza Buenos Aires, Argentina
Celine Dion United States
Central Synagogue New York, NY
Church Le Noirmont Le Noirmont, Jura, Switzerland
Citicorp Credit Services Huntington, NY
Clap Studios Medellin, Colombia
Club NEO Zurich, Switzerland

Comunidad de Fe Quito, Ecuador
Credit Suisse Zurich, Switzerland
Crossroads Tabernacle - Studio on the Hill Bronx, NY
Cuyahoga Community College - Center for Innovation in the Arts Cleveland, OH
Daniel Studio São Paulo, Brazil
Damian Marley Miami, FL
Diante do Trono Belo Horizonte, Brazil
Diego Torres Private Studio Buenos Aires, Argentina
Di Tella University Buenos Aires, Argentina
Different Fur Music San Francisco, CA
Dream Asylum – Danja & Marcella Araica Miami, FL
Duke Ellington High School Washington, DC
Eddie Kramer Rhinebeck, NY
EFE-X Bogota, Columbia
El Aleph Building – Norman Foster Buenos Aires, Arg
El Porteño Buenos Aires, Argentina
Electric Lady Studios New York, NY
Electronic Arts Vancouver, Canada
Elektra Entertainment New York, NY
Ellis Marsalis Center for Music (EMCM) – NOLA, LA
EMI – Escola de Marketing Industrial São Paulo, Brazil
Equiscosa Mexico City, Mexico
EUE Screen Gems (Rachel Ray) New York, NY
ESPN Bristol, CT
ESPM Broadcast Teaching Center São Paulo, Brazil
Estudio 13 Mexico City, NY
Ex'Pression College for Digital Arts San Jose, CA
Fito Paez (Circo Beat Studios) Buenos Aires, Argentina
Flughafenkopf – Zurich Airport Zurich, Switzerland
Fenix Club San Rafael, CA
Fontela Residence Buenos Aires, Argentina
Food Network New York, NY
Full Sail Center for the Recording Arts Orlando, FL
Goesgen Nuclear Plant Däniken, Switzerland
Goo Goo Dolls (GCR Audio) Buffalo, USA
Graeme Judd Voiceover Studio Calgary, Canada
Green Day – Jingletown Recording Oakland, CA
Hard Rock Cafe New York, NY
Harman Flagship Store Listening Room New York, NY

Hilton Garden Inn Montevideo, Uruguay
Hirslanden Group Zurich, Switzerland
Hoffman LaRoche Basel, Switzerland
Howard Schwartz Recording New York, NY
Huber Music Room Carlsbad, CA
Hunter College New York, NY
IMAX Buenos Aires, Argentina
IDZI Lab Mexico City, Mexico
Independencia Stadium Belo Horizonte, Brazil
Interlochen Public Radio Interlochen, MI
Interim Services Ft. Lauderdale, FL
Isaac Hayes Westchester, NY
J Records (Clive Davis) New York, NY
J.A. Castle Recording Utica, NY
James Earl Jones Theater - PDS Poughkeepsie, NY
Jay-Z (Roc the Mic Studios) New York, NY
Jazz at Lincoln Center New York, NY
Jim Cramer's Real Money New York, NY
Jungle City Studios New York, NY
Kimmel Center Philadelphia, PA
KKL Concert Hall Luzern, Switzerland
La Rioja Theater La Rioja, Argentina
Le Poisson Rouge New York, NY
Mad Oak Studios Boston, MA
Maracana Stadium Rio de Janeiro
Manhattan School of Music New York, NY
Martin Scorsese Media Center Bronx, NY
Merriweather Pavilion Columbia, MD
Mineirao Stadium – FIFA Belo Horizonte, Brazil
Minnesota Public Radio Minneapolis, MN
MJI Broadcasting / Clear Channel New York, NY
MonkMusic Studios East Hampton, NY
Murray Arts Center Marietta, GA
MTV Latin America Buenos Aires, Argentina
National Council of Switzerland Bern, Switzerland
National Museum of the American Indian Washington, DC
New York University New York, NY
Northern Lights New York, NY
Novartis Basel, Switzerland
NYISO (NY Independent System Operator) Albany, NY
Peavey Electronics Meridian, MS
PepsiCo Content Studio New York, NY
Peloton Flagship Spinning Center New York, NY
PostFinance Arena Bern, Switzerland

Philippe Moritz Zurich, Switzerland
Planet Hollywood Screening Room New York, NY
Proctor and Gamble Buenos Aires, Argentina
Qatar Television Doha, Qatar
Record Plant Los Angeles, CA
Restaurant T Buenos Aires, Argentina
Richard Gere New York, NY
Rio 2016 – Barra Olympic Park Rio de Janeiro, Brazil
Robert Clivilles (Paradise Garage) Westchester, NY
Salvation Ministries Port Harcourt, Nigeria
SBK / EMI Records New York, NY
Skank Belo Horizonte, Brazil
SONY Corporation Teaneck, NJ
Spank! Music and Sound Design Chicago, IL
Stanwich Congregational Church Greenwich, CT
St. Gallen Train Station St. Gallen, Switzerland
Stevie Wonder (Wonderland) Los Angeles, CA
Sumitomo Boardroom New York, NY
Sunshine Mastering Vienna, Austria
Swiss Parliament Basel, Switzerland
Telefé Buenos Aires, Argentina
Teleproductions, Inc. Washington, DC
TSR – Télévision Suisse Romande Geneva, Switzerland
The Carpenters Church Port Harcourt, Nigeria
The Church Studios – Paul Epworth London, UK
The Cosmopolitan Las Vegas, Nevada
The Standard Hotel New York, NY
Thirteen / WNET New York, NY
TV Globo Sao Paulo, Brazil
Union College Schenectady, NY
University of Colorado – ATLAS Boulder, CO
University of Michigan Ann Arbor, MI
Univision Miami, USA
Universidad ICESI Cali, Colombia
Vassar Chapel Poughkeepsie, NY
Video Arts Studios Fargo, ND
Village Studios Guangzhou, China
Vocomotion Skokie, IL
VSL Synchron Stage Vienna, Austria
Vivace Studios Montevideo, Uruguay
Whitney Houston United States
WNYC Radio New York, NY
Woodrow Wilson Center– Smithsonian Washington, DC
Young Israel Synagogue Miami, FL

Key Personnel



John Storyk, R.A. Founder Partner / Director of Design

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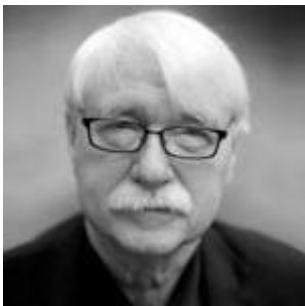
John Storyk, registered architect and acoustician, is a founding partner of WSDG. He has provided facility planning, acoustical and systems design services for the professional audio-video production and performance community since the 1969 completion of Jimi Hendrix's Electric Lady Studios in New York City. John received his architectural studies from Princeton and Columbia Universities. As an independent designer, engineer and principal of WSDG, he has been responsible for over 3,000 world-class audio-video production facilities, including studios, radio stations, video suites, entertainment clubs and theaters. He is a member of the American Institute of Architects (AIA), Audio Engineering Society (AES) and Acoustical Society of America (ASA) and is a frequent contributor to AES convention papers and professional industry periodicals. John is a frequent lecturer at schools throughout the nation and has established courses in acoustics at Full Sail (Orlando), Ex'Pression Center for the Media Arts (San Francisco), while maintaining adjunct professor status in Acoustics and Studio Design at Berklee College of Music (Boston) and Stevens Institute (New Jersey).



Beth Walters Founder Partner / Interiors

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Beth Walters-Storyk is a graduate of the Fashion Institute of Technology (New York) with two degrees, A.A.S. in Textile Design and a B.F.A. in Product Design. Her construction experience comes with having been a senior installation designer for the Gallery's exhibition and installation staff at the Fashion Institute for over 10 years. From 1982-1988, Beth also was the display and merchandising director for such noted home furnishing fabric firms as Boris Kroll Fabrics, Greff Fabrics and Design Tex Fabrics. Beth is a founding partner and principal of Walters-Storyk Design Group and leads the interior design services division.



Prof. Dr. Wolfgang Ahnert

Partner / Director of ADA/AMC, a WSDG Company

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After studying Technical Acoustics at the Technical University of Dresden and passing one year at the Moscow State University (Lomonossov) for a complementary course, Dr. Ahnert wrote his doctoral thesis and attained a Ph.D. In 1990 he founded the Engineering Office ADA – Acoustic Design Ahnert with at first two colleagues at the site of the former governmental Institute. In January 1993 the Office moved to a new location at the Berliner ‘Innovations- und Gründerzentrum’ (Berlin Innovation and Founders’ Center) – BIG – which was established in an abandoned industrial area, formerly used by AEG, in Berlin’s Municipal District of Wedding. Dr. Ahnert is a sought-after author, contributor, educator and lecturer at professional conferences and tradeshows and has authored countless white papers on subject matters such as acoustical simulation processes, measurement technology, electro-acoustical theory and applications.



Matthew Ballos

Partner / Director of Architectural Technology

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Mid-Hudson Valley, New York native Matt Ballos earned dual degrees in Architecture and Construction Management. A background in civil engineering and a lifelong love of construction and design has enabled Matt to quickly become a valuable member of WSDG's design and production team, currently as a project designer and manager. Matt's love of design extends from his drawing skills to his personal workshop where he spends his free time building furniture and fabricating functional pieces of art. He believes his experiences at WSDG coupled with having grown up on construction sites provides him with a functional knowledge of what can and can't be built, and enables him to apply his design talents in creating uniquely useful, beautiful and acoustically accurate spaces. WSDG is proud of Matt's continued affiliation with the US Air Force Reserve as an engineering specialist.



Jonathan Bickoff

Project Engineer

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Jonathan earned his B.S. in Music Technology and Business from Mercy College in 2009. He then went on to develop his skills in applied acoustics mixing front of house for live shows, AV for corporate functions, and mixing for commercials, TV, and film. Jonathan brings this real world experience and enthusiasm to the Highland, NY acoustics team. When not arguing about music and headphones, Jonathan is busy playing cello, road cycling, hiking, stand-up paddle boarding and practicing yoga.



Silvia Campos Ulloa Molho

Partner / Art Director

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An audio/video industry professional since 1987, Silvia Molho has developed striking interior designs for an international client base ranging from luxury homes to high-end recording studios and state-of-the-art educational complexes. A graduate of the Bellas Artes University in Lima, Peru and Visual Anthropology in UBA, Buenos Aires. Silvia has served as a producer on several video and film productions and documentaries in Peru, Paraguay and Argentina. Her areas of expertise include graphic design and art direction. As a long-time partner in WSDG, she is a leader (with founding partner Beth Walters) of the firm's global graphic design team. Since joining the firm in 1994 she has represented WSDG in Latin America and served as interior designer and supervisor for countless high-end design projects including world class facilities.



Victor Cañellas (Weike)

Representative

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Acousmatic Sinologist Víctor Cañellas (Weike) has been a successful acoustician/sound researcher in China since 2003. His expertise in developing acoustic interfaces for visual arts in performance venues has contributed to such demanding assignments as the Park19 and LOFT345 clubs in Guangzhou and for the popular 2007 La Fura dels Baus 'Imperium' premiere in Beijing. His expertise in acoustic treatments was enriched by serving as a representative for Jocavi Acoustic Panels and Soundbox Acoustic Tech fixed architectural acoustic systems. Victor studied Social Science at Universitat de Barcelona, Asian Studies at Universitat Autònoma de Barcelona Center of International and Intercultural Studies, and attended Chinese Language Studies in Sun Yat Sen University in Guangzhou. His wide-knowledge of 'Eastern thought and logics' provide a solid foundation for him in his new role as a WSDG representative.



Renato Cipriano

Partner / Director of Design

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Renato Cipriano graduated as a Civil Engineer from the University of FUMEC in Belo Horizonte, Brazil in 1994 and is also a graduate from both The Recording Workshop, Ohio (1992) and Full Sail Center for the Recording Arts, Orlando, USA (1999—also one of John's students). In early 2000, Renato opened the WSDG Brazil office in Belo Horizonte, Brazil and is responsible for the acoustical and architectural supervision on all projects in Brazil. Additionally, Renato has led the design efforts of many of our international projects contributing to creative acoustic interiors and integrated lighting design as well as setup and calibration of audio systems. As an audio engineer, he has worked on various projects including the most recent album of the most popular rock band in Brazil – Skank. Renato also teaches acoustics in the top audio school in the country, IAV in São Paulo. In 2004 Renato received two Grammy nominations and won the Latin Grammy for "Best Brazilian Rock Album".



Michael Chollet
Partner / Director of Systems

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Michael Chollet's first activities in the professional audio field were the development of loudspeaker systems and electronics. After graduation from High School with a focus on engineering he started self education in the fields of acoustical measurements, DSP programming, computer and network technology. He augmented this know-how foundation with advanced training courses in acoustics and environmental noise protection. At WSDG Michael has been in charge of different studio construction projects and large scale Installations, as the Swiss national broadcaster TSR in Geneva. Additional specialties include system integration, DSP programming and research on advanced problem solving. His language skills include German, French and English.



Nancy Flannery
Partner / Chief Financial Officer

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Nancy Flannery has spent nearly thirty years as the consummate client liaison and financial leader of WSDG. A tireless multi-tasker, and summa cum laude graduate from SUNY New Paltz with a business degree, Nancy assists clients in virtually every phase of their projects. From negotiating favorable contracts with suppliers to procuring special materials, or swiftly resolving complex scheduling, production, or billing issues as well as operating as WSDG's Human Resource department head, Nancy Flannery is the definitive advocate/problem solver. With a focus on developing internal procedures and policies to improve productivity and performance, she gets it right the first time and keeps it on track for the entire trip.



Gabriel Hauser
Partner / Director of Acoustics

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Gabriel Hauser graduated with a degree in electrical engineering from the Swiss Federal Institute of Technology, Zurich, in 2000. Analog and digital signal processing and acoustics were his primary focus. His Thesis was titled "Reduction of Nonlinear Distortion of Loudspeakers employing Volterra Filters" (at Studer Professional AG, Switzerland). After joining the WSDG New York office, Gabriel returned to Switzerland to become a founding partner at WSDG Europe. His specialties include Acoustical Simulation and Measurement, complex Acoustical Analysis and Methodology as well as Architectural Acoustics. During his studies Gabriel was a founding member of Abbaxx Soundsystems Ltd., whose principal field of work is sound reinforcement and loudspeaker technology. While with Abbaxx, he designed and developed sound systems for concert use, churches and installations. He writes articles for audio magazines and continues to be a performing musician.



Romina Larregina
Partner / Director of Production
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Romina Larregina graduated from the University of Palermo, Buenos Aires, with a degree in Architecture. Upon graduating, Romina took her skills to an engineering office, while teaching English and helping with the set up of trade shows. She apprenticed at WSDG – Latin for several years before moving to the United States in 1999, to become an integral member and now partner at WSDG (New York). Her multi-lingual skills in English, Spanish and Portuguese have been instrumental in leading numerous international projects. Romina is the Latin liaison, as well as project management and production coordinator for the New York office. She loves to travel and enjoys the day-to-day client interaction.



Alan Machado
Project Manager
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Alan graduated as an Architect and Urban Planner from FUMEC University, Belo Horizonte in 2013. Since then he has worked in many different areas of architecture, going from house and building modeling and executive project to markets and shopping malls. Alan has a deep connection with music, he is a passionate listener and has been playing the electric guitar as a hobby since the early 2000s. Working at WSDG since 2016, he discovered a new way to combine his passion for music and architecture and work with them for a common objective.



Breno Magalhães
Architect / Project Manager
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Breno graduated as an Architect and Urban Planner from Federal University of Minas Gerais (UFMG) in 2010 and as a Product Designer from State University of Minas Gerais (UEMG) in 2006, both in Belo Horizonte. His interest in music and acoustics grew during his university period. Breno enjoys playing the guitar and he turned this hobby into his Product Design final graduation project, by developing an electric guitar with an innovative pickup swapping system for studio applications. The same thing happened in his Architect and Urban Planner graduation project when he designed a new music Arena for Belo Horizonte. At this point he was already a WSDG member. Also as a Product Design student, Breno took part in several research groups related to furniture design focused on manufacture optimization, ergonomics and sustainability. He was a partner in a design office with the same approach. Breno works as a Project Manager and Designer at WSDG Brazil office since 2008.



Robert Margouleff

Project Engineer

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Grammy-winning engineer/producer/studio-owner Robert Margouleff brings 40+ years of hands on experience in his role with WSDG. Beyond his long-time collaboration with Stevie Wonder, capped by a Best Engineered Album Grammy for *Innervisions* (shared with Malcolm Cecil,) Margouleff's producer/ engineer credits include work with Devo, Billy Preston, Depeche Mode, Jeff Beck, The Doobie Brothers, Quincy Jones, and many other stellar artists. After building his Hollywood-based Mi Casa Multimedia Studios, Margouleff became a leader in surround audio for home theater, and provided 5.1 and 7.1 mixing and mastering for DVD and Blu-ray releases and restorations for such films as: *The Sound Of Music*, six *James Bond* features, *Rush Hour* and the complete *Lord Of The Rings* cycle. Margouleff will be involved in all aspects of WSDG's west coast projects. He will consult with new clients on details ranging from site selection to design, construction, technology, acoustic treatments and systems integration.



Aditya Modi

Representative

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Born in a recording studio in a quaint studio apartment in Chennai, Aditya has flair and passion for anything audio. After school, he used to sit in on recordings conducted by his father, Vijay Modi, for artists such as AR Rahman. Graduating Full Sail University with a Recording Arts Degree, Aditya moved to LA as a practicing DJ. India calling, Aditya moved to Mumbai where he assisted Sound Engineering legend Daman Sood as well as Avinash Oak, Jagjit Singh, Abida Parveen and almost every great in the Indian music industry. Aditya formed Modi Digital to offer premium recording studio design and undertake complete audio install projects, pro audio equipment distribution, technical designing, acoustic designing and after sales support to the audio industry.



Sergio Molho

Partner / Director of Business Development

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Named Partner/Director of Business Development in 2016 for the global WSDG architecture/acoustic design firm, Sergio Molho was a founding partner of WSDG Latin America in 1994. He has provided technical, acoustical and architectural supervision as well as project management for all WSDG Latin projects. He now provides daily and long-term technical, marketing, social media and business management direction for the firm's multiple offices. Sergio Molho has been an audio/video and recording industry professional since 1982. An accomplished keyboard artist and vocalist, in the 1980's he led popular Argentine funk band CASH. His technical credits range from AV and Systems Integration/design to project management. Sergio is a frequent contributor to technical workshops and is committed to expanding the knowledge and education of acoustics and electro-acoustics in their relationship to architecture. Sergio also serves as Director of WSDG International Relations, and contributes to the promotion and acquisition of new business worldwide.



Joshua Morris

Partner / Chief Operational Officer

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Joshua Morris graduated from the University of North Carolina in Charlotte with two Degrees, a Bachelor of Arts in Architecture and a Bachelor of Architecture. A love of music has led him to seek a combination of architecture and acoustics, beginning with his thesis on acoustics. Additionally, Josh has been educated in the Suzuki method for violin since age three, making acoustic design a natural choice for a career path. Joshua joined the WSDG team in January of 2005, moving from North Carolina to New York, and quickly settled into a key role as a project manager, designer, to his current status as a partner and COO. He has managed dozens of projects from China to the United States to Germany, and continues to add more skills to his design vocabulary each day, while refining his already well developed practice as a luthier.



Dirk Noy

Partner / Director of Applied Science and Engineering

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Dirk Noy, M.Sc. Physics, has a Diploma in Experimental Solid State Physics from the University of Basel, Switzerland and graduated from Full Sail Center for the Recording Arts, Orlando, USA, where he was one of John Storyk's students. After joining WSDG in early 1997 Dirk now heads the WSDG Europe office in Basel, Switzerland. Dirk has extensive experience in applied mathematics, acoustical measurement and calculation techniques, audio engineering, systems design and all facets of Information Technologies. His language abilities include German, Dutch, French and English. As a publishing member of the Audio Engineering Society (AES) and the Swiss Acoustical Society (SGA) he is a frequent lecturer at trade conventions, recording colleges, as well as architectural education institutions.



Kevin Peterson

Project Engineer

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Kevin has always been a music lover and musician. While in high school, he performed in several bands, and developed a 'gear head' aptitude for setting up recording equipment, microphones, and speakers. That early experience inspired him to study audio in college. After graduating as Class Valedictorian from Full Sail University with a B.S. in Show Production, Kevin's interest in audio and acoustic measurement lead him to a career with WSDG. He welcomes the opportunity to collaborate with WSDG's international team and enjoys hands-on involvement with unique, creative projects. An avid year-round camper / outdoorsman / Eagle Scout, Kevin claims to enjoy the cold and snow of the Hudson Valley winters much more than his co-workers.



Federico Petrone

Senior Systems Designer

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Federico obtained a Contemporary Music Degree and an Audiovisual Communications Degree in Argentina. He started his career as the music director for Indie Musical Theater groups and the FOH sound engineer for a major theater in Buenos Aires. Federico then went on to get a lead audio position at Disney Cruise Lines, in charge of all audio systems and responsible for the FOH operation in the main theater of one of their cruise ships. In 2007 he joined WSDG in Latin America in his current position as Audiovisual Systems Designer and Chief Installer. He has worked on numerous projects worldwide integrating sound, video, lighting and automation for different applications, from small project studios to large live venues. He also leads the systems install team for all types of audiovisual installations. Federico is an accomplished video game music composer having worked in more than 100 titles for different game platforms.



Bob Skye

Project Engineer

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Bob is a leader in electro/acoustic design, recording studio construction and, a Grammy-winning engineer with Gold and Platinum credits, has joined the Walters-Storyk Design Group. As WSDG's west coast rep and project engineer, Skye will shoulder a host of responsibilities ranging from new client development and overall business management to hands-on project design and construction supervision. He is a member of Audio Engineering Society, American College of Forensic Examiners and American Board of Recorded Evidence.



Andrew Swerdlow

Acoustic Engineer

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Andy earned his B.S. in Physics and developed computer modeling and laboratory measurement/data capture skills from UMBC (Baltimore). His first job was in analytical chemistry for a Maryland based pharmaceutical company. Once he'd had enough "Big Pharma", he switched career paths and moved to NYC to become a double threat musician/audio engineer (drummer and mastering). In addition to enhancing his listening and audio production skills, Andy acquired hands-on construction credentials while helping build a new location for Studio G in Brooklyn. That project rebooted his interest in electro-acoustics, architectural acoustics, and acoustic prediction, measurement and modeling. In 2015, he joined WSDG as an intern, building his way to his current position as an acoustic engineer, applying his modeling and measurement skills, making recommendations for a variety of acoustic projects, and tuning audio systems.



Mariana E. Varon

Project Manager

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Mariana studied architecture at the UBA (Universidad Nacional de Buenos Aires / University of Buenos Aires) and graduated in 1995. Along with her MBA in Architectural Design at FADU (UBA) she continued her architecture studies at Universidad Torcuato Di Tella. From 2004 to 2011 she worked for WSDG Latin, being the project manager of many projects and in charge of the production of the construction documentation. In 2011, she created her own Architectural Firm: Mvaron Arch. & Assoc., working on Steel Framing projects and dry-wall construction. Mariana has been involved as a project manager with several architectural firms, including Clorindo Testa, Roberto Frangella and Justo Solsona Arquitectos. Her work led her to win several awards and mentions during her career.



Marc Viadiu

Project Engineer

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Marc studied Technical Engineering in Sound and Image and Higher Engineering in Electronics at the University Ramon Llull in Barcelona, Spain. After graduation, Marc worked in an industrial acoustics company in Barcelona. Later he started his own company of acoustic engineering and distribution of acoustic and audio products. At the beginning of 2009, Marc undertook a six month internship at the WSDG New York office preparing drawings, taking acoustical measurements and performing room acoustical calculations. Upon returning to Spain in 2010, he started a new company of designing acoustical products and opening the new WSDG office in Spain.



Thomas Wegner

Senior Project Engineer

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Thomas Wenger studied IT and electronics at the Institute for Software Engineering, Bern with additional studies in Audio Recording and Room Acoustics in East Croydon, England. After several years in the IT world with major project management development he worked with J+C Intersonic AG for 5 years and became a Senior Project Manager. Mastering the synthesis of the technical aspects of acoustics, broadcast and audio video systems has made him an invaluable member in all the released projects like GTRK Kultura Moscow, HKB Music University Switzerland, and several government related projects for Swiss Television and Radio. In his responsibility for the technical planning and integration of state-of-the-art recording studios and media locations, his supervision capability insures the coordination of the building process and equipment specifications.





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