The Paradise Club is an inventive, high-production spectacle, perfectly suited for Times Square. The project required total flexibility, so both architectural and theatrical lighting are merged under a single digital control universe. The rear wall of the stage is a high-resolution video screen; the ceiling is a custom-designed, low-resolution, video-driven RGB starburst comprising thousands of individual pixel domes; and the backlit art glass wall at the back bar completes the enveloping environment. All three main elements may share video or other DMX programming sources.

The FMS team designed various environments for the space, including dining and pre-show performances. For entertainment events, harmony and dissonance inhabit the same space and are available to the talented designers who create multi-sensory experiences.

The lighting design profession is transitioning from analog to the digital realm. This project utilizes a digital backbone, and there is no fixed sequence of light experiences. As with music, all the “notes” are available: how they are employed is a content decision.

The room is completed with mysteriously highlighted murals and pinpoint lights directed at each table. But the innovation and challenges in this project are “unseen,” reflected in the control programming and total integration of all the diverse sources.

**CITATION**

for Creative Use of Color

*Paradise Club at The Times Square EDITION*

New York, NY

*Fisher Marantz Stone, Inc.*

Paul Marantz, Enrique Garcia Carrera, and Liana Muresan

**ARCHITECT**

Adamson Associates Architects

Terry Hudak

**INTERIOR DESIGNER**

Yabu Pushelberg

Kevin Storey

**ENGINEER**

Cosentini

**CONCEPT**

Ian Schrager Company

**OWNER**

Maefield Development

Paul Boardman

**PHOTOGRAPHY**

Ivan Poljak