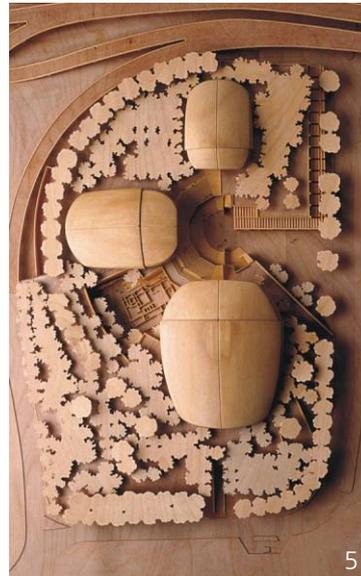




AUDITORIUM PARCO DELLA MUSICA, ROME, ITALY

PROJECT. In 2002, a top-class multi-purpose event center was inaugurated in the north of Rome: the Auditorium Parco della Musica. An open air theater, the so-called "cavea", forms its center, emulating the form and function of ancient Greek and Roman theaters. Three individual buildings are arranged in a semi-circle, housing a large auditorium for symphonic concerts, a chamber music hall as well as a multi-purpose hall for performances of chamber music, opera as well as drama. This arrangement makes it possible to utilize all three halls independently. Moreover, the event center includes numerous rehearsal rooms of different size.

ACOUSTICS. In close cooperation with the architect Renzo Piano, the architectural as well as acoustic design was defined during the competition phase. The "Sala Santa Cecilia", a large concert hall for symphony orchestras and an audience of 2,850, is the very heart of the center. Followed by the "Sala Sinopoli", a traditional shoebox hall with 1,200 seatings, and the "Sala Petrassi", a chamber music hall that can also be turned into an opera auditorium, a theater or lecture hall by means of mobile elements. Due to variable absorbing surfaces, all three halls can also be used for speech. Moreover, the room acoustics can be adjusted in such a way that the halls have already become important venues of the local film festival.



CLIENT

Comune di Roma

ARCHITECT

Renzo Piano Building Workshop, Genoa

PROJECT DATA

Planning / construction period	1994 - 2002
Gross volume	350,000 m ³
Construction costs	170 million euros

SERVICES RENDERED

Room acoustics, building acoustics, noise control, protection against external noise, room acoustics scale model measurements, test stand measurements, site supervision, final acceptance testing, support during the first performances

- 1 Facade
 - 2 Sala Santa Cecilia
 - 3 Sala Sinopoli
 - 4 Sala Petrassi
 - 5 Planimetry of the entire project
 - 6 Large choir rehearsal room
- Pictures: Müller-BBM