

Conrad Prebys Music Center Technical Features

To design a music center befitting of the world class program, the UC San Diego Department of Music hired LMN Architects and acoustician Cyril M. Harris, Ph.D., who have been a duet in designing concert halls for more than 20 years.

Strikingly unique concert hall

Integrating acoustical geometries with the architectural expression, the interior of the concert hall is an asymmetrical system of triangular surfaces that fold around the room.

- 400 seats
- 12 channel audio system with speakers concealed in sidewalls
- Live recording capability
- High definition projection system
- Materials for walls, seats, floors selected for acoustical properties

State-of-the-art technology

To support the department's exploration of the "new" in composition and computer music, the center features state-of-the-art technologies including an experimental theatre.

- Variable acoustics (from dry/dead to reverberant/cathedral-like)
- Meyer Sound Constellation system
- Surround-sound speakers integrated into the room
- High-quality interfaces for laptops and computers
- Inputs for microphones and other devices in many locations
- Digital audio-mixing console
- Theatrical lighting controlled by computer
- Retractable seating
- High-definition projection system
- High speed networking for performances and conferences inked to other locations on campus or around the world

Forging new musical frontiers

The Conrad Prebys Music Center is designed to reflect and support the UC San Diego Department of Music's culture of collaboration and investigation in new musical frontiers.

- Computer labs with state-of-the-art computers and a variety of software for audio and video
- Work stations set up for docking laptops
- Quiet HVAC system (Heating Ventilation Air-Conditioning)
- Ensemble rehearsal room with unique sound diffusion panels
- 6 Digital studios for recording student projects and teaching recording arts
- Recording booth connected to performance spaces with direct link to KPBS for live broadcasts