

# HARRY RANSOM HUMANITIES RESEARCH CENTER



University of Texas at Austin

## Primary Project Team

architect: LAKE FLATO ARCHITECTS  
mechanical: JOSE I. GUERRA, INC  
lighting: FISHER MARANTZ STONE  
theatre: FISHER/DACHS ASSOCIATES  
exhibit designers: CHERMAYEFF AND  
GEISMAR  
contractor: BAROWING CONSTRUCTION CO.

## General Building Data

Size: 46,360 sq. ft (renovated space)  
5 additional floors  
Background: Featuring over 42 million books, manuscripts, photographs, and artwork - including the Gutenberg Bible (c. 1455), the first photograph (c. 1826) and paintings by Frida Kahlo and Diego Rivera - the Ransom Center is a multiuse facility that functions as one of the most important cultural centres of the state of Texas.

## Construction

Originally built in 1972, the Ransom Center is a brutalist style building designed for use as research archives. A complete renovation of the first and second floors occurred between May 2001 - April 2003, allowing public access to the building for the first time. The new spaces feature gallery/exhibit areas, a theatre, and libraries.

## Lighting

An extensive bus/track system is used to provide flexible illumination in gallery spaces with incandescent and fluorescent sources. Linear fluorescent fixtures are used in covers and soffits throughout the building to highlight architectural features. An extensive lighting system with programmed scenes is incorporated into the theatre.



## Mechanical

Four 75,000 CFM variable frequency drive air handling units condition the building, supplied by chilled water and steam from the university.

## Electrical

The building is served from two plug-in bus risers, each rated at 120/208 volts and 277/480 volts. An electronic dimming system is connected to the bus risers, and secondary bus/track system is used to power the gallery spaces.

**MICHAEL ANTHONY LOMBARDI**

[www.arche.psu.edu/thesis/eportfolio/2007/portfolios/mal351/](http://www.arche.psu.edu/thesis/eportfolio/2007/portfolios/mal351/)

**LIGHTING / ELECTRICAL**