

Conceptron *Associates*

T E C H N I C A L • S E R V I C E S

• Independent Audio-Visual Design Consultants •

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Selected Recent Projects

This is a list of some of our recent audio visual design projects that are not included in our **Technical Résumé** – these are either ongoing, or were recently completed.

Project Name	Description
Electronic Arts, Burnaby, BC, Canada	Design, specification, tendering, installation review, and acceptance of audio-visual infrastructure and components for 200-seat Hi-Def theatre, videoconferencing rooms, meeting rooms, fitness centre, and lobby and elevator displays. Includes integration of the A/V systems into: base building architecture, interior design, and electrical systems. Involves video, projection, audio, video conferencing, signal distribution, and control. The largest of EA's game production studios gets bigger with this Phase II expansion.
Segal Graduate School of Business, Simon Fraser University, Vancouver, BC, Canada	Design, specification, tendering, installation review, and acceptance of audio-visual infrastructure and components for various meeting and class rooms, three lecture theatres, a boardroom, a strategy room, an audio and video production studio, and a central AV control room. New home of the university's MBA program. Involves video, projection, audio, video conferencing, signal distribution, and control.
Galt Museum, Lethbridge, Ontario, Canada	Design, specification, tendering, installation review, and acceptance of interpretive displays. Involves audio, video, projection, and control.
Unispherium, UASC, Tucson, AZ, U.S.A.	Technical consultant for planetarium theatre equipment. Involves video, projection, Lasers, audio, and show control.
SFU Surrey Campus, Simon Fraser University, Surrey, BC, Canada	Design, specification, tendering, installation review, and acceptance of audio-visual infrastructure and components for various class rooms, lecture theatres, computer labs, and audio and video production studios. Includes integration of the A/V systems into: base building architecture, interior design, and electrical systems. Involves video, projection, audio, video conferencing, signal distribution, and control. This is the third major project we have undertaken for this client – the previous two were the Morris J. Wosk Centre for Dialogue and the Segal Graduate School of Business (opening Fall 2005).
Denali Visitor Center, Denali National Park, Alaska, U.S.A.	Design, specification, and tendering of an interactive exhibit gallery and a high-definition theater. Involves video, high-def processing and projection, audio, and control.
Bell Performing Arts Centre, Surrey, BC, Canada	Design, specification, tendering, installation review, and acceptance of a performing arts theatre video system. Involves audio, video, projection, and control.
Nk'Mip Desert Heritage Centre, Osoyoos, BC, Canada	Design, specification, and tendering of an interactive exhibit gallery, a theatre, an object theatre, and outdoor exhibits. Involves video, projection, audio, and control.
Langley Gateway Casino, Langley, BC, Canada	Design, specification, and tendering of A/V systems for a casino, show lounge, and hotel conference centre. Involves video, audio, and control.
Dalnor Nature Preserve, Inner Mongolia Autonomous Region, China	Design, specification, tendering, installation review, and acceptance of interpretive displays. Involves audio, video, projection, and control.
Northwest Arctic Heritage Center, Kotzebue, Alaska, U.S.A.	Design, specification, and tendering of an interactive exhibit gallery. Involves audio, and control.
Tillamook Forest Center, Tillamook, Oregon, U.S.A.	Design, specification, and tendering for interpretive displays and an object theater. Involves audio, video, projection, and control.