

**Never Built
New York**

**Sep 17
2017**
Feb 18
2018



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Queens Museum

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@QueensMuseum #NeverBuiltNY

Cover: Buckminster Fuller, *Dome Over Manhattan*, 1960. Black and white photograph on board with dome overlay, 12 3/4 x 18 3/8 in. Courtesy Department of Special Collections, Stanford University Libraries and The Estate of R. Buckminster Fuller

Never Built New York is made possible with support from Delta Air Lines, the National Endowment for the Arts, Capalino+Company, Fisher Brothers, New York Building Foundation, and RXR Realty. Additional support is provided by Martha and John Lubell, The Durst Organization, GRIMSHAW, NBBJ, Silvercup Properties, Helen and Peter Warwick, Martha and Leon Goldin, Anita Steinberg, George S. Kaufman, MetLife, Inc., Carla Shen, World-Wide Holdings, Inc. Fund, The Donald and Barbara Zucker Family Foundation, and the 448 people who supported the project through Kickstarter.

Very special thanks to the Queens Museum's partners at the Columbia University Graduate School of Architecture, Planning, and Preservation's Fabrication Lab. Project Director Joshua Jordan and students designed and produced the *Never Built* city on the *Panorama of the City of New York*. Gensler provided invaluable design services, consultation and support for the realization of this exhibition. Scieme Construction made critical introductions and gave essential backing for the project. Major in-kind support also came from Amerlux Lighting, with additional in-kind contributions by Riot Creative Imaging, An ARC Document Solutions Company; The Lapis Press; Langan; Syracuse University Libraries and the School of Architecture, Syracuse University; Pei Cobb Freed & Partners; Avery Architectural and Fine Arts Library, Columbia University; Rafael Viñoly Architects; Portland Cement Association; Department of Special Collections, Stanford Libraries; Steven Holl Architects; The Architectural Archives of the University of Pennsylvania; Visual Vocal; Brooklyn Museum; and Morphosis.

Exhibitions at the Queens Museum receive significant support from Ford Foundation and the Charina Endowment Fund. Major funding for the Queens Museum is generously provided by the New York City Department of Cultural Affairs, the New York State Council on the Arts with the support of Governor Andrew Cuomo and the New York State Legislature, Lambent Foundation, Booth Ferris Foundation, the Lily Auchincloss Foundation, Inc., and the Laurie M. Tisch Illumination Fund.

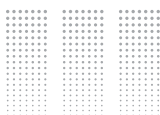
Hidden behind New York City's iconic skyscrapers, meandering subway system and famous public parks is the ghost of a city that could have been—a parallel metropolis where you might land on a floating airport, catch a football game in Manhattan, or live in an apartment building that doubles as the tower of a bridge. This ghost city has an obelisk at one end of Manhattan, a dome over the middle, and a cluster of 100-story silo-like dwellings in Harlem.

These alternate dimensions are the varying landscapes of *Never Built New York*. As a chronicle of ambitious architectural and urban schemes that never made it past the drawing board, this exhibition explores possibilities: visionary dreams and urban prescriptions, mad adventures and painful propositions. Each *Never Built* allows you to experience the startling power of images to convey urban ideas, and represents solutions that, despite their initial failures, often refused to die. All shed light on the mountainous obstacles facing urban creation, and reveal how close the city we know came to becoming wildly different.

The exhibition is organized in three parts. In the long, tapering Rubin Gallery, whose shape resembles that of Manhattan, items are organized geographically from downtown to uptown, and rise high on the walls to mimic the height and density of New York. On the *Panorama of the City of New York*, more than forty *Never Built* projects are installed in their originally-intended locations, supplemented in select cases by virtual reality renderings. Plans and drawings intended specifically for Flushing Meadows Corona Park surround the Museum's central Skylight Gallery, where a "bouncy castle" version of Eliot Noyes' Westinghouse Pavilion, originally intended for the 1964 World's Fair, invites you in.

The drawings, models, blueprints, installations, and virtual renderings on display invite us to re-imagine our sprawling metropolis and consider its future possibilities. They give us the freedom to engage the city of tomorrow through the dreams of yesterday.

Co-Curator **Sam Lubell** is a Contributing Editor at *The Architect's Newspaper* and has written seven books about architecture. He co-curated the A+D Architecture + Design Museum > Los Angeles exhibitions *Never Built Los Angeles* and *Shelter: Rethinking How We Live in Los Angeles*. Co-Curator **Greg Goldin** was the architecture critic at *Los Angeles Magazine* from 1999 to 2011. He co-curated the A+D Architecture + Design Museum > Los Angeles' *Never Built Los Angeles* and the Getty Museum's *No Further West*. Exhibition designer **Christian Wassmann** develops designs influenced by art, geometry, and the cosmos. In 2010, Wassmann received the Swiss Art Award in architecture, and in 2012 the studio won the AIA New York New Practice Award. **Joshua Jordan**, Director of the Fabrication Lab at Columbia University's Graduate School of Architecture, Planning and Preservation, led students in designing and producing the *Never Built* city on the *Panorama of the City of New York*. **Shimahara Illustration** created the *Panorama*'s virtual reality renderings.



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