

[Design Subway Series - Cloud City at the Met, Wendy at PS 1](#)

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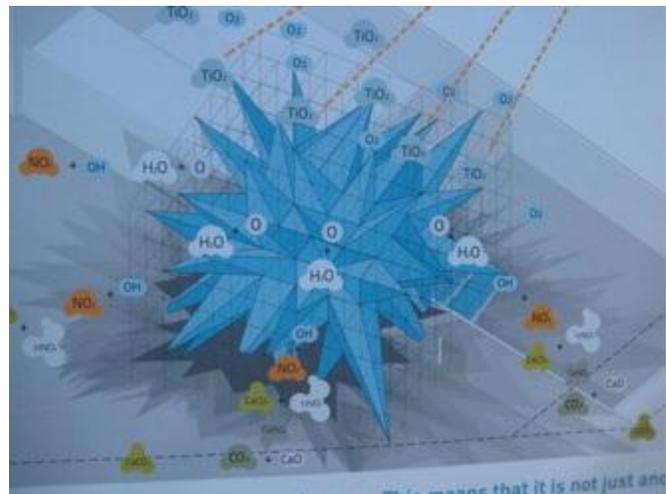
The Wendy Project at PS 1



This summer, all summer, New York City is having a Design subway series. The Metropolitan Museum of Art and P.S.1, the contemporary 'wing' of MOMA in Long Island City, are both hosting weird playful architect-designed constructions. The Met's is on the roof, P.S 1's is in the entry courtyard. Both are audience-friendly with a jungle gym aesthetic; they invite you to clamber up, in, and around - though at the Met you have to have a timed ticket, assure them you're not drunk, and wear proper shoes. Both present strong visions of human/environment relationships - but only one is actually doing something about it.

At P.S. 1, *The Wendy Project* is just as serious about the environment but this installation **IS** actually doing something about it. A bright blue spiky star caged in scaffolding, *Wendy* is less slick than *Cloud City*, easier and more fun— and decidedly more pragmatic. The brainchild of architect Matthias Hollwich of HWKN, *Wendy* won this year's YAP, MOMA's contest offering emerging architectural talent the opportunity to design and present innovative projects for a temporary, outdoor installation at MoMA PS1, one that provides shade, seating, and water.

Wendy does all that and entertains too - water occasionally sprays from one corner across the courtyard, mist rises mysteriously, music comes in fits and start. A touch of carnival draws you into the *Wendy* world but once there, up the steep stairs on the planks among the poles and fans, you learn what's really going on. *Wendy* is cleaning the air. The fabric, so bright and pretty, has been treated with a groundbreaking, inexpensive, undetectable nanotechnology spray that soaks up dirt and particles, purifying the environment even as you clamber around having fun.



Wendy at Work - display chart



Wendy at PS 1

The effect of *Wendy's* presence at P.S. 1 this summer will be the equivalent of removing 260 cars; the concrete walls have also been coated, so P.S 1's courtyard will be the cleanest coolest place in NYC while it's there. The most important thing about *Wendy* - and it's huge - is that it's an amazing practical working model - cheap and quick to build, easy to live with, infinitely variable in construction and application for any type of location — and a no-brainer solution to the relentless, destructive forces of air pollution.

Glen Finkel, president of Pureti, the company that makes the spray, reports that the technology is already in wide use in other parts of the world, including Italy and Asia. We're more than a bit behind over here, but as soon as we start coating walls, roads and buildings, and even wearing fabrics treated with the spray - the uses are infinite - out of P.S. 1, the parts can easily be reassembled and reused in any number of ways. we'll see a lessening of air pollution and it's damaging effects. Treasures like the Pantheon and the great Cathedrals of Europe have been grievously harmed by air-borne pollution, not to mention more prosaic infrastructure - this is a remarkably encouraging development.



Architect/designer Matthias Hollwich (center)

photos

Read more about both projects and the technology behind Wendy

Cloud City

<http://www.metmuseum.org/saraceno>

<http://www.tomassaraceno.com/MET/Telescope/>

Wendy