



One World Commons

Architect: Gensler

Client: The Durst Organization

Completion: 2017

The 64th floor of One World Trade Center houses a 25,000 SF amenity space open to all tenants of the building. This communal space is used for meetings, games, yoga and meditation classes, as well as for coffee and snack venue. This variety of uses required an acoustical environment that would suit the needs of corporate discussions as well as be comfortable for both active and contemplative social events.

We worked with the project team to identify noise generating and noise sensitive spaces, and the type of sound separation suitable for each. One example are separate enclosed rooms for video and table top games. Sound absorptive finishes are engaged to provide a softer listening space around the video/audio monitors.

Longman Lindsey is incredibly proud to be counted among the design team who created this world-class hub that supports tenant interaction, community and workplace engagement at one of the world's most important buildings.