

**FOR IMMEDIATE RELEASE:**  
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**THE ARCHITECTURE OF THE WALT DISNEY COMPANY TO REPRESENT  
THE UNITED STATES AT THE SIXTH INTERNATIONAL VENICE  
ARCHITECTURE BIENNALE**

Sixth Venice Architecture Biennale, Giardini di Castello  
September 15 through November 17, 1996; closed Monday  
Press Vemissago: Thursday, September 12 and Friday, September 13  
Press Preview, U.S. Pavilion: Friday, September 13, 1996 at 11:30 a.m.

VENICE, Italy -- Thomas Krens, Commissioner for the United States Pavilion and Director of the Solomon R. Guggenheim Foundation, and Professor Hans Hollein, Director of the Sixth International Venice Architecture Biennale, have announced that the subject of this year's entry by the United States will be the architecture of The Walt Disney Company. The exhibition, entitled *Building a Dream: The Art of Disney Architecture* will be on view September 15 through November 17, 1996.

The exhibition will feature the work of more than 30 internationally distinguished architects as well as Walt Disney Imagineering -- the planning, design and development division of The Walt Disney Company. The exhibition is accompanied by the publication *Building a Dream: The Art of Disney Architecture*, by Beth Dunlop (Abrams, 1996).

Krens noted that this year's approach at the U.S. Pavilion is unique in that it focuses on the long-term vision of a particular corporate client rather than on an individual architect. "As we move into the twenty-first century, critical issues are no longer addressed solely by an understanding of the single artist or the single great work. We now find that when certain large organizations have the power, the insight, and the will to make a cultural statement at enlightened levels, as has the Disney organization, the results can be astonishing."

This year's American entry focuses on the ways in which The Walt Disney Company has both inspired and commissioned the work of many of the leading architects of our day. The Walt Disney Company was invited to participate in this event and to exhibit its architecture dating back to the 1950s.

Under the leadership of Michael Eisner, its chairman and C.E.O., The Walt Disney Company has established a reputation as one of the world's premier patrons in support of architectural excellence. With its new hotels, production facilities, office buildings, sports facilities and housing developments, the Disney company has shown that architecture can be at once popular and accessible, serious and challenging.

Walt Disney Imagineering is responsible for the design and construction of Disney's theme parks and resorts, and oversees the work of outside architects of some of the major buildings associated with such properties as Disneyland in Anaheim, California; the Disney Studio complex in Burbank, California; Walt Disney World in Orlando, Florida; Disneyland Paris and Tokyo Disneyland.

Internationally distinguished architects with whom Disney works include:  
Gerald Allison, Arthur Andersson, Thomas Beeby, Denise Scott Brown, Peter  
Dominick, Njal Eide, Bernardo Fort-Brescia, Frank Gehry, Michael Graves,  
Antoine Grumbach, Graham Gund, Charles Gwathmey, Hugh Hardy, Hans  
Hollein, Arata Isozaki, Helmut Jahn, Philip Johnson, Charles Moore, Jean  
Nouvel, Cesar Pelli, Christian de Portzamparc, Antoine Predock, William Rawn,  
Jaquelin Robertson, Aldo Rossi, David Schwarz, Robert Siegel, Laurinda Spear,  
Robert A.M. Stern, Bjorn Storbraaten, Stanley Tigerman, Robert Tillberg, Robert  
Venturi, and Petter Yran.

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