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This Office Building Now Has a Videogame on Its Lobby Ceiling

Artist Pierre Huyghe's Atari grid is 1,024 feet and comes with two controllers

By Kelly Crow (January 28, 2026)



A pair of wired, hand-held controllers sit on the coffee table in One Liberty Plaza's lobby, offering passersby a chance to play the Atari Pong game.

Game on. This week an artist turned the lobby ceiling of a New York skyscraper into a gigantic version of the videogame Pong that anyone can play.

Walk into One Liberty Plaza in the city's Financial District and look up: Suspended nearly 32 feet high along the ceiling is "A::Light (Atari Light)," a grid of 144 square white lights that at first glance give off an ordinary office-light glow. But each square is actually connected to a hidden computer console along with a pair of wired, hand-held controllers sitting on the coffee table below, offering passersby a chance to play the classic Atari game of ping pong.

Artists and digital-media experts have temporarily projected games like Tetris onto building facades before, but French artist Pierre Huyghe's permanently installed piece spans 1,024 feet—making it one of the world's largest videogames designed to be played in person.

The computer plays itself quietly, lighting up in measured, zigzagging rows until one or two players take up the controllers, which operate the game's so-called paddles.

At that point, sound effects beep to signal the start of a new game. Play long enough, and the speed of the ping pong light ball increases, racing across the expanse until a player can't keep up.

Alex Liscio, senior vice president of the building's owner Brookfield Properties, recently lost a match to a colleague. "Frankly, I need to practice," Liscio said.



The computer of 'A::Light (Atari Light)' plays itself quietly, lighting up in measured, zigzagging rows until one or two players take up the controllers.

Brookfield spent \$40 million over the past couple of years to overhaul the lobby of its 54-story office building downtown and enlisted art adviser Jacob King to find artwork that might attract attention. Instead of nailing up a wall-power painting behind the security desk, King pitched the more ambitious idea of permanently installing this key early work by Huyghe, a 63-year-old artist who broke out in the 1990s by transforming spaces into unlikely experiences and ecosystems.

Huyghe (pronounced "WHEE-g") initially came up with the idea of putting a videogame on a ceiling in 1999 when he was creating works for a show in Vienna's 1898 Secession building, an ornate art space festooned with works by Gustav Klimt that that retreating Nazis set on fire during World War II. Several reconstructed rooms featured bland grids of ceiling lights, and Huyghe saw an opportunity to gamify the overlooked architecture.



'A::Light' will be free to see and perpetually on view. TIM SCHUTSKY FOR WSJ. MAGAZINE

He created three versions of “A::Light,” two of which belong to Christie’s owner François Pinault and Japan’s Ishikawa Foundation, but these aren’t on view. The version Brookfield bought for less than \$1 million had been in storage since it was last exhibited in 2014.

Huyghe’s early work was often defined by a wry playfulness, including a 1999 piece called “Timekeeper” where he used a sander to wear away the white, painted wall of a museum to reveal the successive layers of colorful paint left by earlier exhibitions, like geological strata. Examples of “Timekeeper” have since sold at auction for around \$88,000.



Huyghe’s ‘Atari Light’ on view at the Venice Biennale in 2001.
LAURENT LECAT/© MARIAN GOODMAN GALLERY PARIS/NEW YORK

Huyghe has since expanded his practice to investigate nature and decay. His latest show, “Liminals,” opened last week in a former power plant in Berlin and includes a film of a faceless person navigating mysterious voids. He declined to comment on the new installation in New York.

Huyghe’s ecosystems are difficult for museums and collectors to display in perpetuity, making “A::Light” a rare exception because it will be free to see and perpetually on view. In a twist of nostalgic synergy, the ping-pong game was invented in 1972, one year before One Liberty Plaza was constructed beside downtown’s Zuccotti Park.

“We wanted to take something familiar and boring, but turn it into play,” King said of the office lobby.