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Influencing Identity



Theoretical Premise

Through the design and creation of a **single building** one can **influence**, without recreating, the **identity** of a city and therefore also affect the **development** of said city.

While once an immensely successful port and mining town, Duluth is now a time capsule of the city it used to be, economically surviving off of the wealth and fame of the city's past through tourism and college students. With the proposed art museum Duluth can prosper from additional revenue gained due to this new facet of tourism. The addition will have a strong focus on emphasizing the city's history by integrating the currently neglected Depot exhibits with a more approachable contemporary art museum. The architecture will celebrate the history of the city by providing spaces that overlook areas such as downtown, canal park, and the historic lift bridge.

How does one influence the sense of place of a city so deeply rooted in its history, especially if that **history** has provided the city with all its wealth and fame?

The museum addition attempts to become an iconic structure of Duluth, providing an increase in tourism without overshadowing the image Duluth has created for itself over the course of history. The addition will expand the concentration of tourism, currently centralized around the canal park region, allowing patrons to fill the entirety of downtown bringing more business to the southern downtown area. This alteration in the city's fabric will augment Duluth with a modern structure while still maintaining a focus on the city's historical significance. This will, over time, spur more modern architecture that will hopefully be more conscientious of the city's rich and indisposible past ultimately **Influencing**, yet still preserving the city's **Identity**.

