

PIER 62  
SEATTLE, WA

THESIS PROPOSAL 2022 -2023

# BUILDING CONNECTIONS THROUGH DESIGN

A DESIGN THESIS SUBMITTED TO THE  
DEPARTMENT OF ARCHITECTURE  
NORTH DAKOTA STATE UNIVERSITY

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IN PARTIAL FULFILLMENT OF THE REQUIREMENTS  
FOR THE DEGREE OF  
MASTER OF ARCHITECTURE

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# ABSTRACT

The typology of this thesis will be a modern art / design museum with a civic and education emphasis. The design will feature galleries, classrooms and workshops, hospitality spaces, and include flexible design strategies that will allow the space to accommodate a wide array of events. The museum will also feature and improve the current park located at the site using design strategies to increase usability. I will be using a combination of tactics during my research. A combination of case studies, a site visit, as well as visiting as many museums as I can. Can we create a new method of engaging our communities by communicating artistic importance and human scale within a design focused on civic and recreational typologies.

# NARRATIVE

As it is currently my last year in the NDSU architecture program, I have recently come to realize of how much I appreciate the studio culture that comes with the program. When I first started school, unsure of what to expect, I was unaware that the sense of community that comes with the studio culture was going to be so impactful on me. The professors encouraged the growth in community between our class. By having desks in a U-shape and group collaborations and projects, the sense of community and belonging quickly grew among our studio class.

Cut to the beginning of 2020 when COVID-19 hit, sending everything online. Immediately, everything was remote and all interactions were digital. Any sense of community that I felt with studio culture was gone. The year was rough. There was little participation in classes, and when there was, it was forced, awkward, and uncomfortable. I felt an increase in stress and anxiety surrounding projects, and I couldn't find the motivation to do my work.

Now that we are back together in studio, I realize just how beneficial it is to have that strong sense of community in your life. To be able to interact with your peers, grow strong connections, and bounce ideas back and forth. I believe that it is important for everyone to have a sense of community in their lives, and as we move into a more digital era (plus the aftermath of COVID-19), it is becoming increasingly scarce. I want to build a place that encourages community growth within the city. I want a place that promotes education and personal growth. That is where I have found inspiration for my thesis project.

\*\*\*

Museums are places for those with passions in art, self-expression, and education, yet they have become frequented by a select set of niche individuals. I believe that museums exemplify the perfect environment for community growth, yet that seems to be the exact set point where they struggle in. My goal is to change that. So who are the types of people that frequent museums? How can others be involved? How can I create a space that draws in the public and get them engaged? How can I create an interactive space that promotes community, education, and personal-growth, and is welcome to all? My plan for this thesis project is to begin with research. What has worked in the past? What hasn't? And then curate an interactive museum/community-center that will draw in the public through events and workshops, and grow the community of Seattle, Washington.

# PROJECT TYPOLOGY

The typology of this thesis will be a modern art / design museum with a civic and education emphasis. The design will feature galleries, classrooms and workshops, hospitality spaces, and include flexible design strategies that will allow the space to accommodate a wide array of events. The museum will also feature and improve the current park located at the site using design strategies to increase usability.

# TYPOTOLOGICAL RESEARCH

## CHOSEN CASE STUDIES

Cooper Hewitt Smithsonian Design Museum  
New York City, New York

Vitra Design Museum  
Weil am Rhein, Germany

Centro Botin Center  
Santander, Spain

The Museum of Modern Art  
New York City, New York

Seattle Museum of Pop Culture  
Seattle, Washington

## ASPECTS CONSIDERED

Typology  
Scale  
Impact  
Context  
Market  
Climate

# COOPER HEWITT SMITHSONIAN DESIGN MUSEUM



FIGURE 1

# VITRA DESIGN MUSEUM



FIGURE 2



# CENTRO BOTIN CENTRE



FIGURE 3



# THE MUSEUM OF MODERN ART



FIGURE 4



# SEATTLE MUSEUM OF POP CULTURE



FIGURE 5



# JUSTIFICATION

**"A cohesive society is one where people are protected against life risks, trust their neighbors and the institutions of the state and can work towards a better future for themselves and their families. Fostering social cohesion is about striving for greater inclusiveness, more civic participation, and creating opportunities for upward mobility. It is the glue that holds society together".**

**-United Nations Department of Economic and Social Affairs**

We are currently facing a national mental health crisis that could yield serious health and social consequences for years to come. The increase of stress in our daily lives continues to take a toll on our mental, physical, and emotional wellbeing. The COVID-19 pandemic hit as a shock to the world and created massive disruptions in work, education, healthcare, the economy, and people's personal lives and relationships. Our generation is facing unprecedented uncertainty with experiencing elevated levels of stress and reports of depression. With society coming out of a global pandemic, while being in an increasingly digital era, there comes a great loss in human interaction. While our society is adjusting to a remote way of living, we are losing the communities we have created within our cities. It is becoming increasingly important to encourage growth within our communities to continue to grow and have positive development.

Having a sense of community has massive benefits to both personal and societal structures. Individuals with a strong sense of community have a sense of purpose and belonging, empowered decision making, greater resilience, better communication skills, and a better sense of personal and collective identity. Individuals also benefit from professional development, gaining support networks, new inspiration and ideas, ways to alleviate stress, greater influence, and networking opportunities. Having cohesiveness within society benefits the general population as well. Cities with a sense of community have decreased crime rates, cleaner and safer public spaces, have a positive impact on public health, and lowered homicide rates. Youth in cohesive communities are less likely to participate in behaviors such as smoking, drinking, gang activity, and drug use, as close knit communities are better equipped to provide guidance and model positive behavior. Elderly with a strong sense of community have lowered mortality and suicide rates, lower fears of crime, and better physical health.

Cities with strong community involvement and outreach also are more livable and attractive to a diverse array of individuals. Conversely, a lack of community results in higher rates of social disorder, anxiety, and depression. Low social connection has elevated risk factors like chronic disease and mental health issues. Social isolation can lead to sleep disorders, heart disease, and weakened immune system functioning. Studies have shown that loneliness was one of the factors with greatest psychological impact. By having a strong sense of community, individuals benefit from numerous options to alleviate the stress of their everyday lives, something that is becoming increasingly important in this new era of life.

While there are many benefits to an increasingly modern and digital age, it is important to recognize the risk factors associated with it, and positive ways to counteract this. By encouraging greater community involvement, there are major benefits for individuals and society as a whole. As our new world is facing a mental health crisis, we must progressively work towards finding ways to prevent these increasing issues of chronic stress, anxiety, depression, and other mental health struggles. By implementing more spaces that encourage strong community growth, it can be a powerful force to combat this issue. Incorporating a mixed use museum and community center building could greatly benefit the Seattle, WA area. Hosting events will draw in the community, and individuals can bond across differences between a common connection with art. Having a place that encourages such community growth is a simple step solution in the fight against the mental health crisis.

# PROJECT EMPHASIS

## CONNECT AND GROW THE LOCAL COMMUNITY

Focusing on design strategies that can be used to benefit all aspects of the community will allow me to include things not commonly found and pushed for in museums.

## DESIGN WITH AN EMPHASIS ON EDUCATION

Museums can and should be used to help ignite the passion to learn and / or create. Allowing for the spaces to be as educational as possible while doing it subtly will allow everyone to walk away having learned at least one thing.

## ALL - INCLUSIVE DESIGN

A goal of this project is to bring people together and strengthen the community. I believe that means not leaving anyone out. There is also an emphasis on this as the majority of the space will remain public.

# MAJOR PROJECT ELEMENTS

## EDUCATION / WORKSHOPS / CLASSROOMS

- Community
- Various art mediums considered, woodshop, photography dark room, etc.
- Library
- Theater

## HOSPITALITY

- Cafe or small restaurant
- Gift shop/bookstore
- Tables and seating

## GALLERY / EXHIBIT SPACE

- Area to view current exhibits and pieces on display
- Flexible spaces that allow for varying sizes of displays
- Well lit

## RECEPTION / FACILITIES

- Restoration
  - Studios, workrooms
- Administration
- Technical services

# USER/CLIENT DESCRIPTION

## MUSEUM / FACILITY EMPLOYEES

GUIDES / ATTENDANTS  
CURATORS / ARCHIVISTS  
TEACHERS / INSTRUCTORS  
CAFE / SHOP EMPLOYEES

ARTISTS/ DESIGNERS

STUDENTS

COMMUNITY MEMBERS

CHILDREN

TEENAGERS

ADULTS

SENIORS

FAMILIES





FIGURE 6

# SITE



FIGURE 7-8





FIGURE 9



FIGURE 10-11



# GOALS

## EXPLORE COMMUNITY OUTREACH / INVOLVEMENT STRATEGIES

Investigate both successful and non successful strategies that encourage and boost community involvement. Not limited to design strategies.

## DESIGN WITH PEOPLE IN MIND

Thought out, well researched, intentional strategies implemented in every aspect of the design that will appeal and be usable for all user types.

## PROVIDE AN EDUCATIONAL EXPERIENCE

Investigate different strategies to incorporate all throughout my design to allow everyone the opportunity to learn and grow. Educational aspects ranging in scale and typology.

## ADVANCE MY TECHNICAL KNOWLEDGE AND ABILITIES

I intend to further develop and improve upon the technical skills I have acquired in my time at NDSU. I am also aiming to improve my ability to accurately and efficiently communicate what I find and the steps taken to get my solution.

# PLAN FOR PROCEEDING

## RESEARCH DIRECTION

I will be using a combination of tactics during my research. A combination of case studies, a site visit, as well as visiting as many museums as I can.

## DESIGN METHODOLOGY

In order to design a museum with an emphasis on the user, education, and the community, research will be done on all aspects aforementioned. To begin research, I will investigate successful museum design including but not limited to; exhibit layout, structural and mechanical systems, lighting, code/ requirements, and hospitality aspects. Building off the museum research, I will move on to exploring strategies for increasing community engagement and what it takes to create a functional space that promotes knowledge and growth.

## DOCUMENTATION OF THE DESIGN PROCESS

The design process will be documented using;

- Hand sketching
- Photos
- 3D modeling software
  - Sketchup, Rhino, Autodesk programs
- Adobe Creative Suite
  - Illustrator, InDesign, Photoshop, etc
- Research based modeling
  - Energy / efficiency, circulation, etc

# SCHEDULE

SEPTEMBER

PROPOSAL DRAFT

OCTOBER

RESEARCH  
THESIS PROPOSAL DUE

NOVEMBER

DECEMBER

THESIS RESEARCH DUE

JANUARY

DESIGN DEVELOPMENT

FEBRUARY

FINAL THESIS PROGRAM DUE  
MIDTERM REVIEW

MARCH

PRODUCTION

APRIL

MAY

THESIS BOOK DUE

# PIER 62 SEATTLE, WA

THESIS RESEARCH 2022 - 2023

# COOPER HEWITT SMITHSONIAN DESIGN MUSEUM

## PROJECT INFORMATION

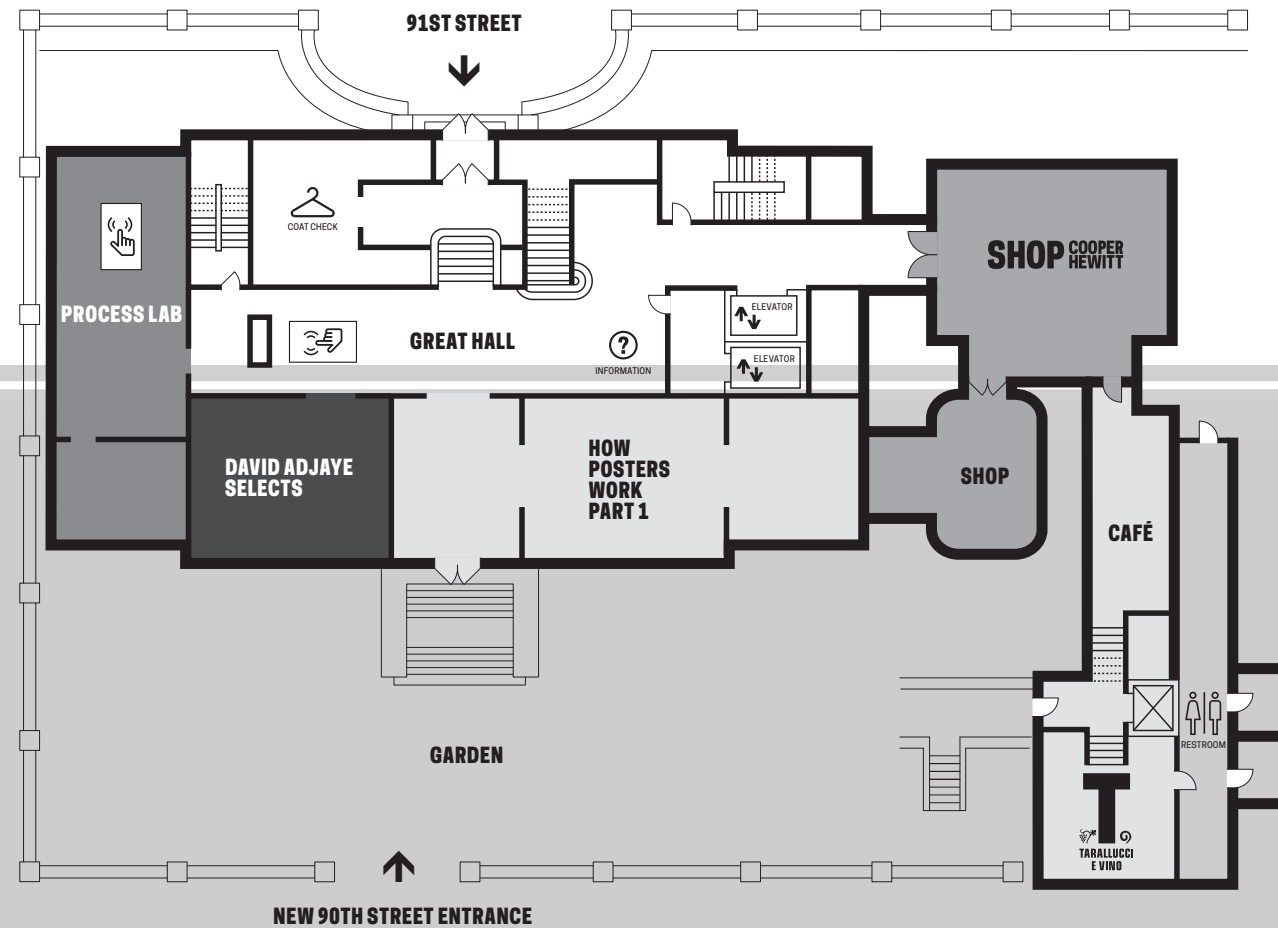


Founded: 1897  
Architect: James Polshek  
Location: New York City, New York  
Climate: Humid subtropical climate  
Scale: 17,000 Sq Ft.  
Total Full-Time Employees: 86  
Address: 2 E 91st St, New York, NY 10128

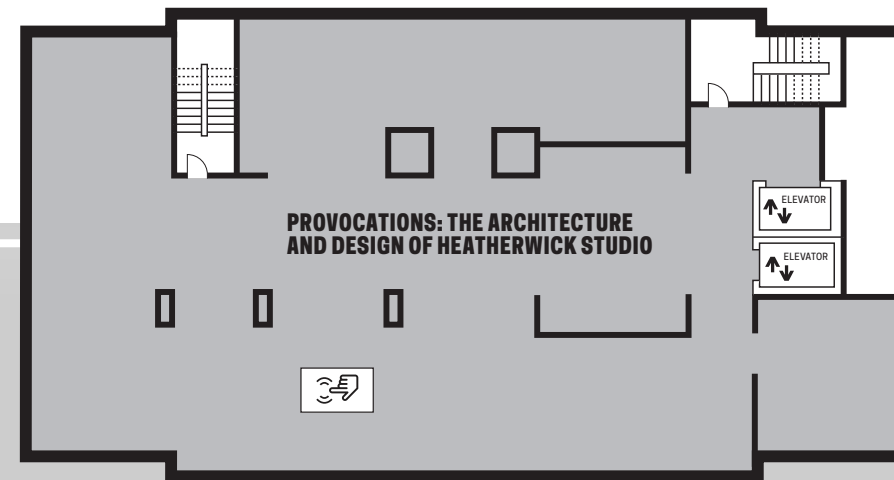
FIGURE 12

# FLOOR PLAN

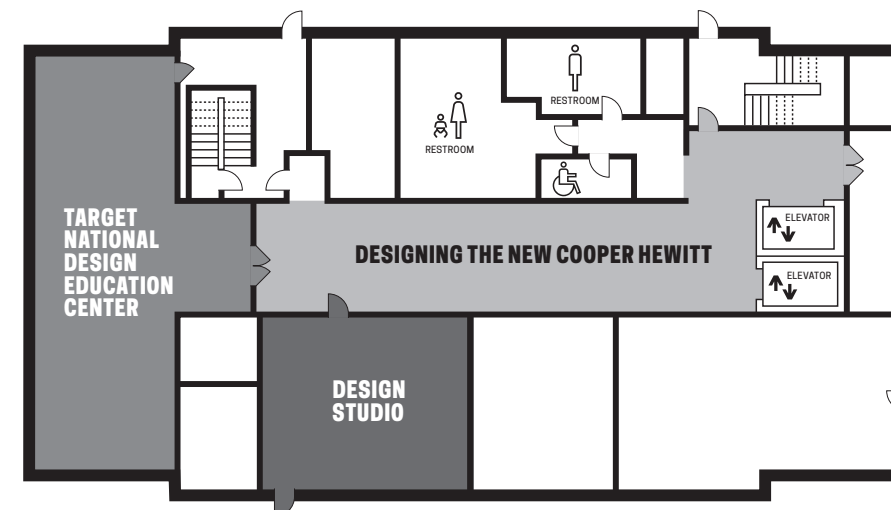
## FIRST FLOOR



## THIRD FLOOR



## GROUND FLOOR



## SECOND FLOOR

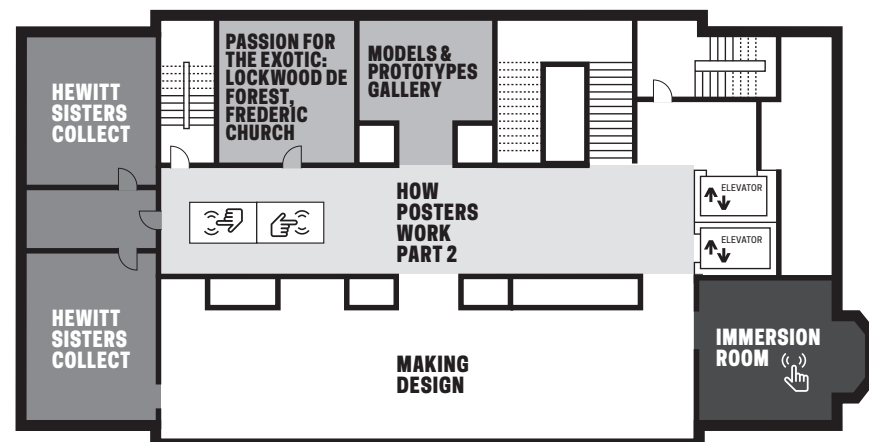


FIGURE 13-14

FIGURE 15-16



# EDUCATION

"Cooper Hewitt's education programs empower the next generation of designers through mentorship opportunities for students, classroom tools for educators, and resources for lifelong learners."



Design Career Fair, October 19, 2022. Photo: Liz Ligon

FIGURE 17

Cooper Hewitt attempts to promote and create discussions around design while also preserving and maintaining its historical timeline. Cooper Hewitt offers year round lectures, dialogues, and workshops from leading professionals in the design world. These programs and workshops are aimed to engage all ages in each step of the design process.

The Museum also hosts an annual National Design week where they celebrate how design affects all aspects of life. Free Public programs are offered during this event and there are also National Design Awards awarded.



FIGURE 18

The Parsons School of Design has partnered with Cooper Hewitt to offer an accredited Master's Program in the History of Design and Curatorial Studies. The program is located on the museum campus. This program is aimed at the next generation of design curators, conservators, educators, and administrators.

**THE NEW SCHOOL**  
**PARSONS**

FIGURE 19

Program

History and Practice  
Interdisciplinary Research  
Professional Exploration  
Hands-On Experience  
Research Facilities



# VITRA DESIGN MUSEUM

## PROJECT INFORMATION



Founded: 1989  
Architect: Frank Gehry  
Location: Weil am Rhein, Germany  
Climate: Mild temperate climate  
Scale: 8,000 Sq Ft.  
Total Full-Time Employees: 86  
Address: Charles-Eames-Straße 2, 79576  
Weil am Rhein, Germany

FIGURE 20

# FLOOR PLAN

# PROGRAMMING

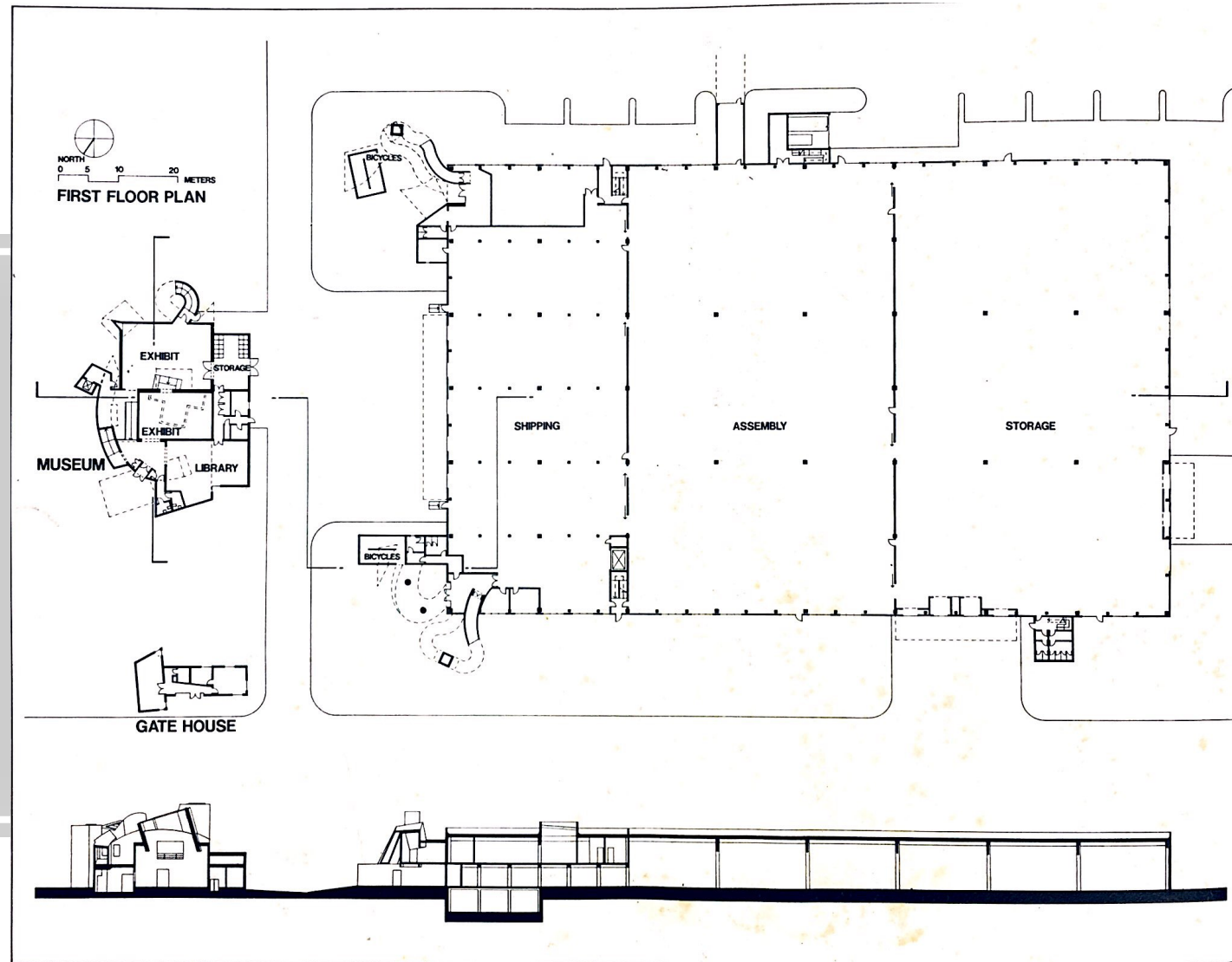


FIGURE 21

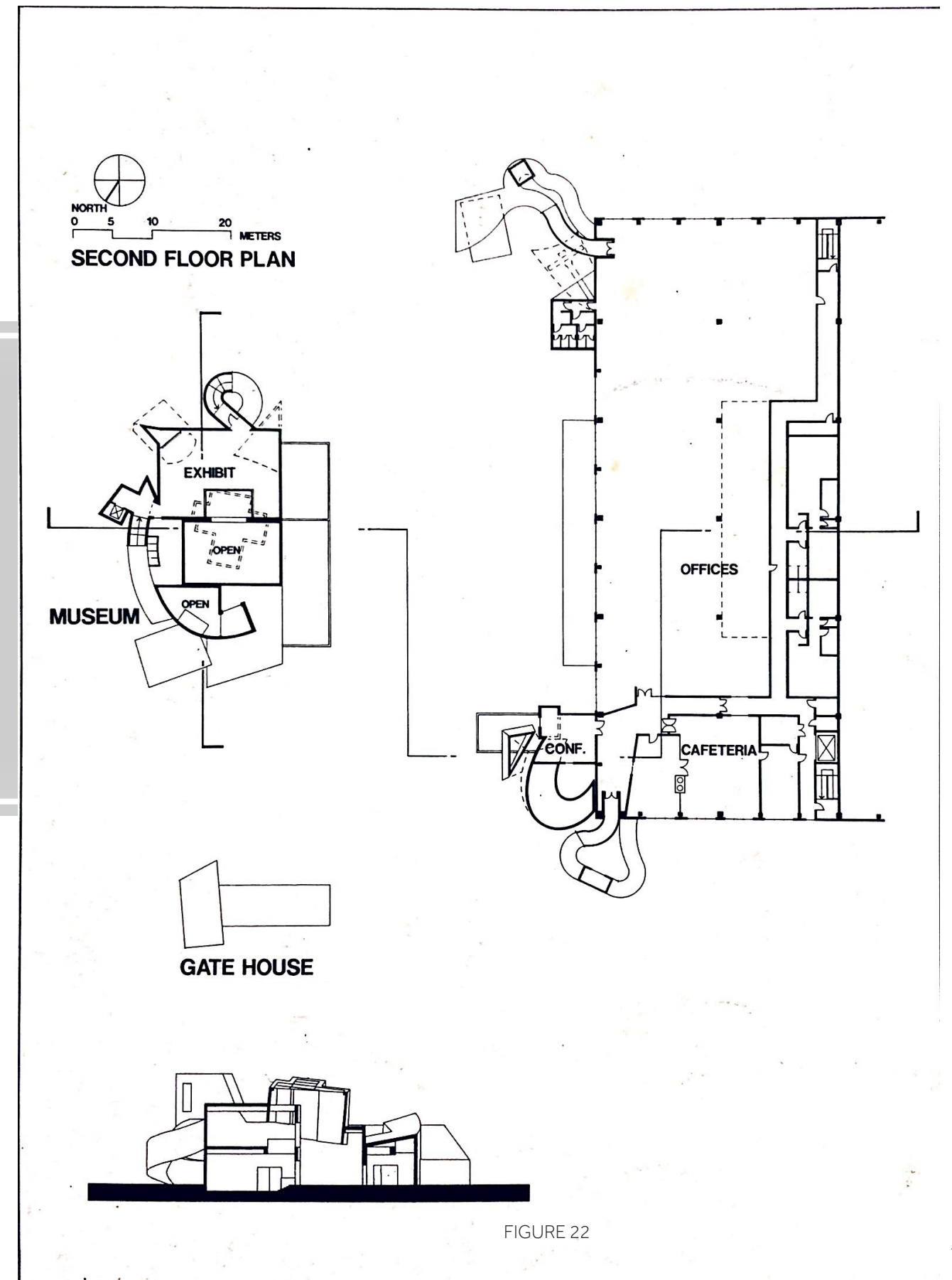


FIGURE 22



# INTERIOR SPACE



FIGURE 23

# INTERIOR SPACE



FIGURE 25



FIGURE 24



FIGURE 26

# CENTRO BOTIN CENTRE

## PROJECT INFORMATION



Founded: 1964  
Architect: Renzo Piano  
Location: Santander, Spain  
Climate: Oceanic  
Scale: 94,000 Sq Ft.  
Address: Muelle de Albareda, P.º de Pereda,  
s / n, 39004 Santander, Cantabria, Spain

FIGURE 27



# FLOOR PLAN

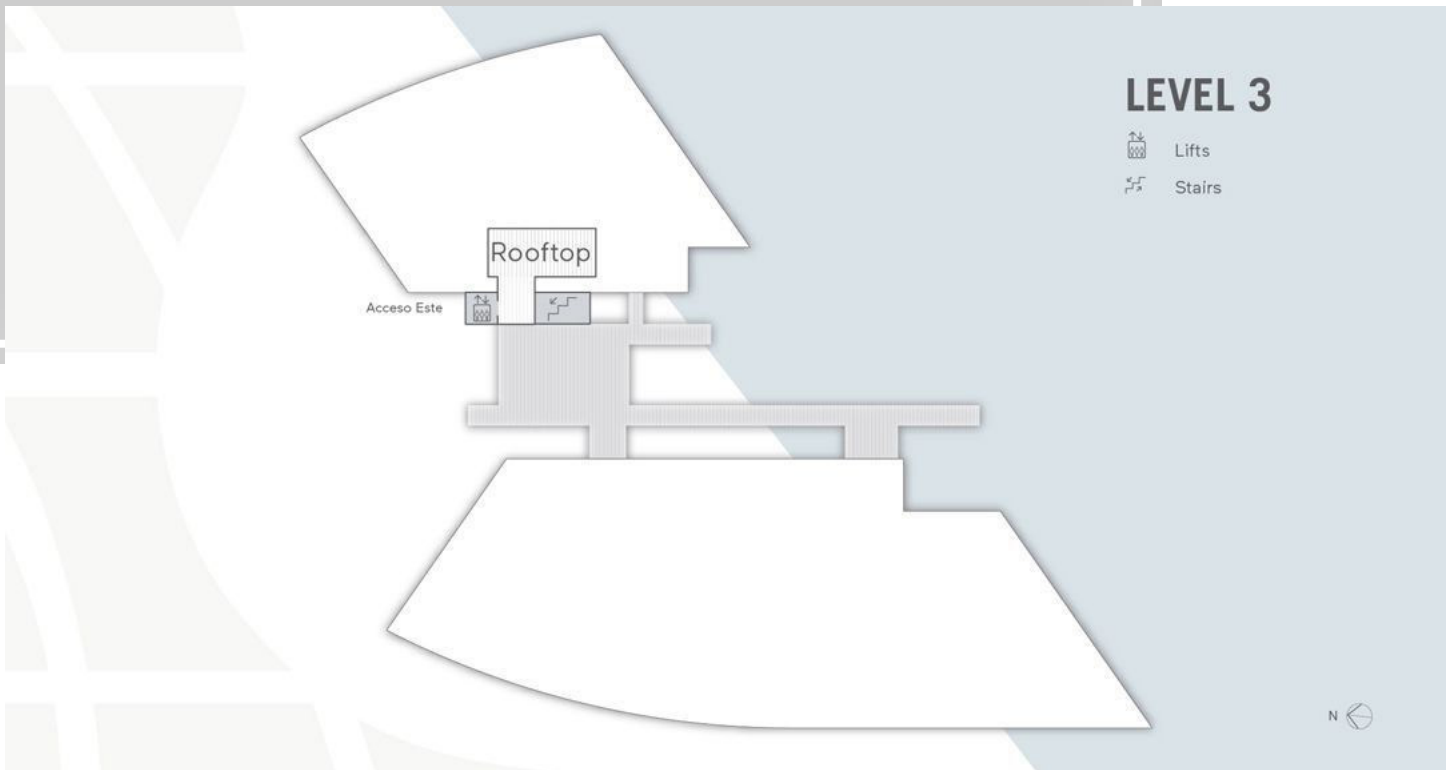
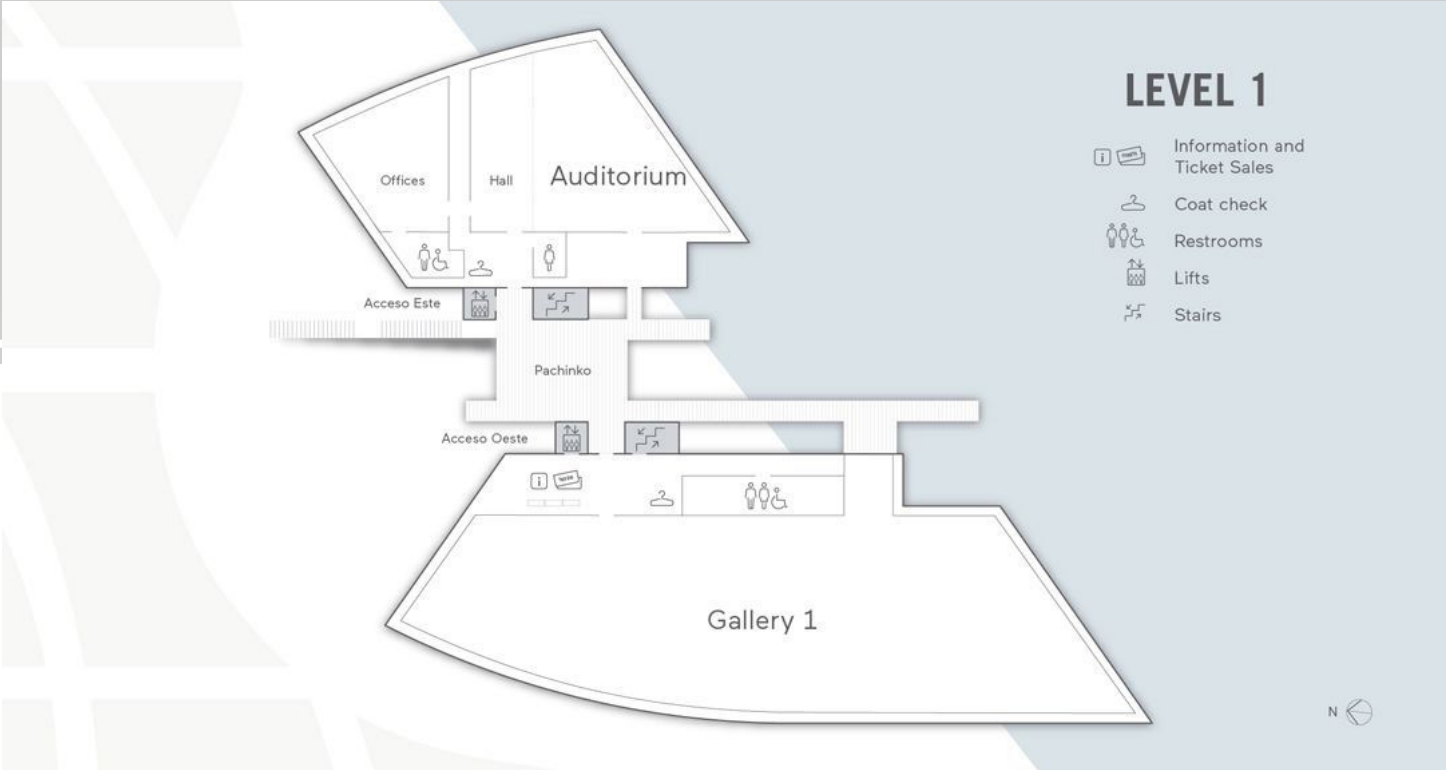
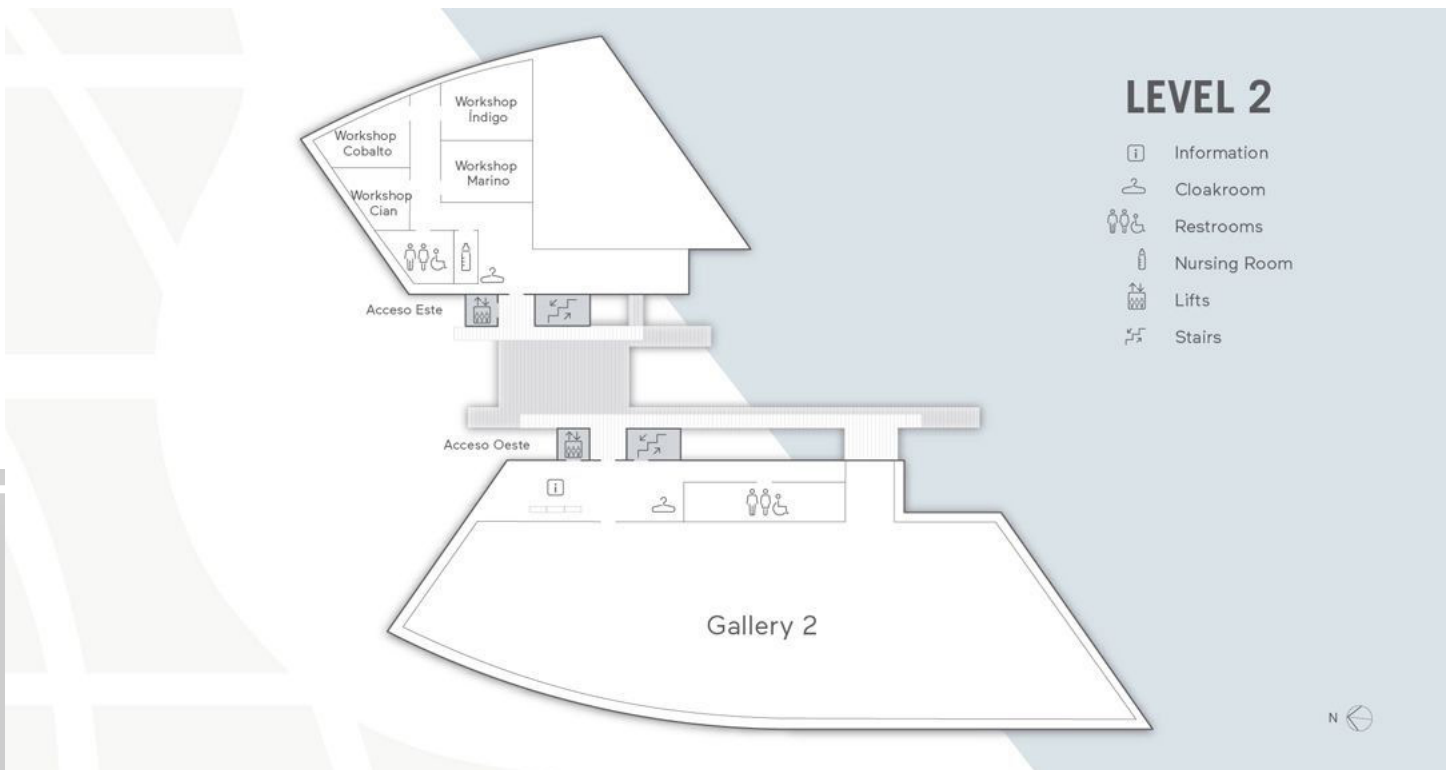
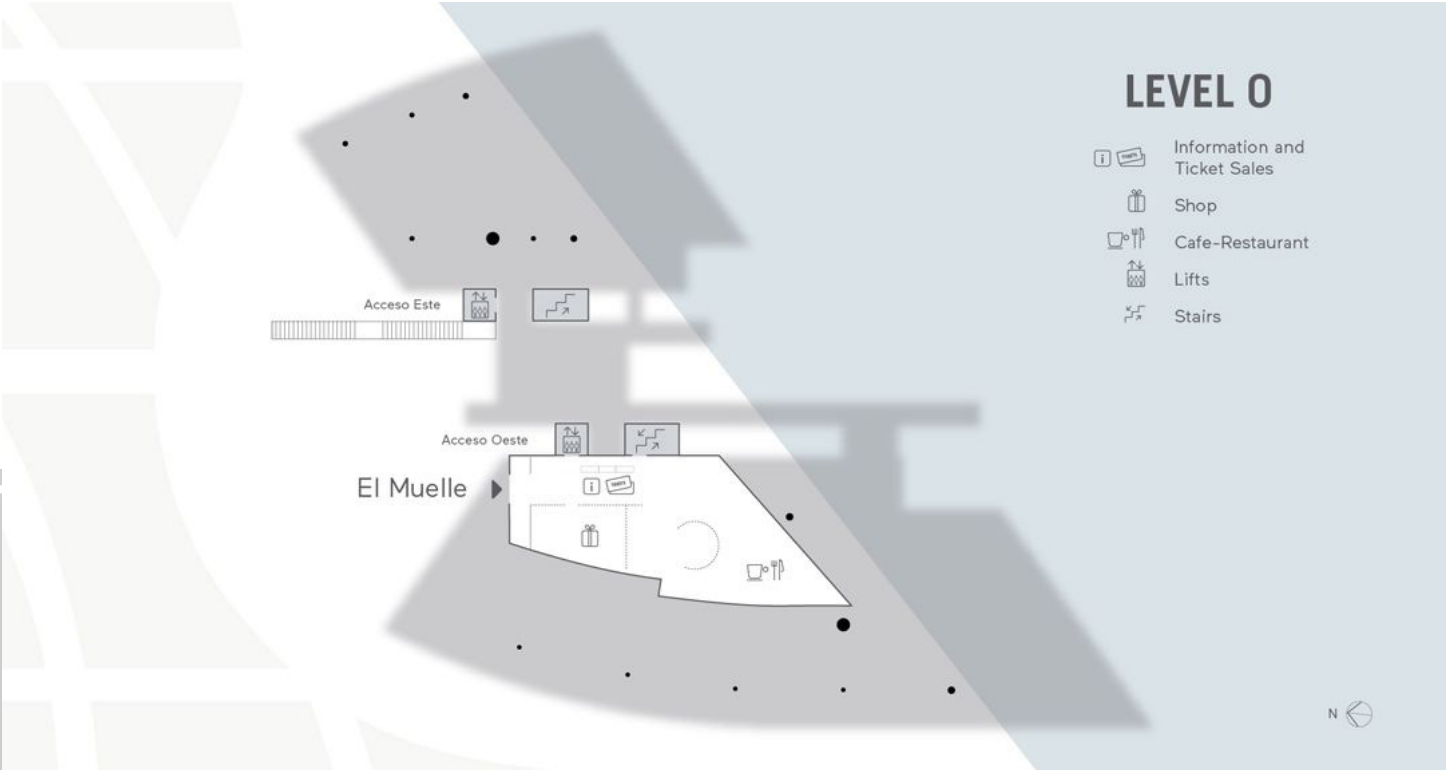


FIGURE 28-29

FIGURE 30-31



# PROGRAMMING

Centro Botin is divided up with half of the building on land and the other half suspended over water. Centro Botin has two main masses with the east building housing an auditorium. This building also features their educational center. Both spaces have been designed with maximum flexibility in mind. The Auditorium can adapt to house concerts, readings, lectures, festivities and ceremonies. In the west building there are two floors dedicated to exhibition spaces with views of sea. Outside the building there is an amphitheater that utilizes the led screen on the west facade. Located on the ground floor one will find a restaurant, information center, commercial space, and a cafe.



FIGURE 32



FIGURE 33



FIGURE 34



FIGURE 35



# MUSEUM OF MODERN ART

## PROJECT INFORMATION

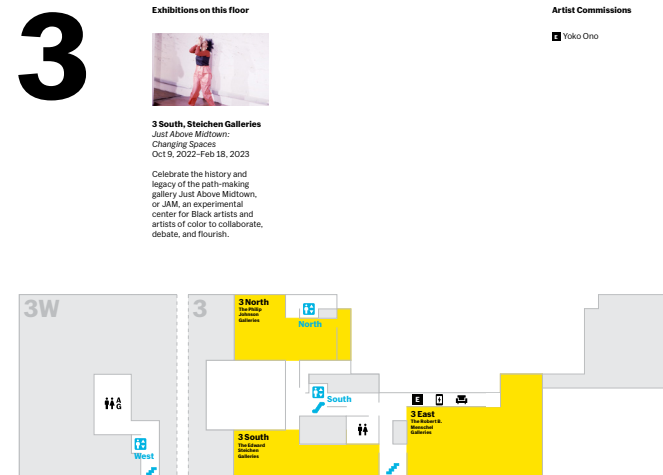
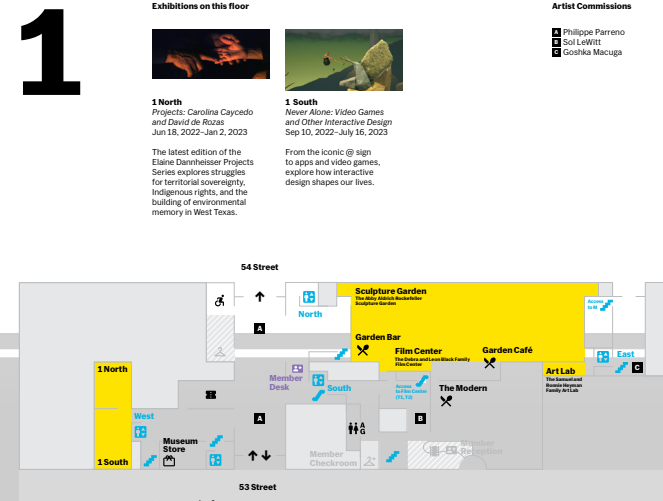


Founded: 1929  
Architect: Yoshio Taniguchi, Edward Durell Stone, Philip Goodwin  
Location: New York, New York  
Climate: Humid Subtropical Climate  
Scale: 630,000 Sq Ft.  
Address: 11 W 53rd St, New York, NY 10019

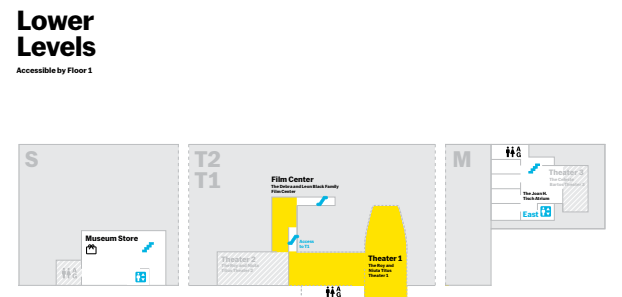
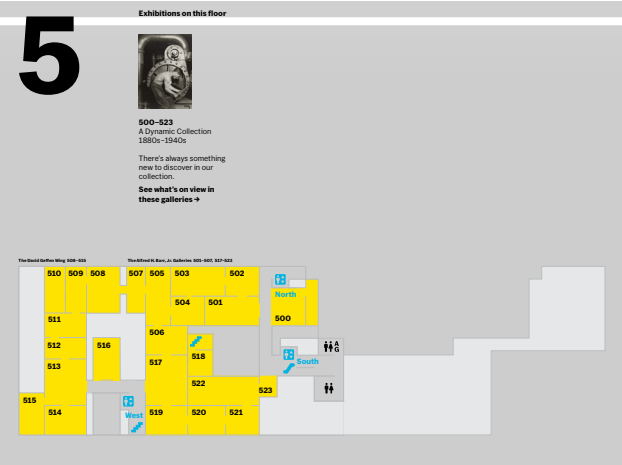
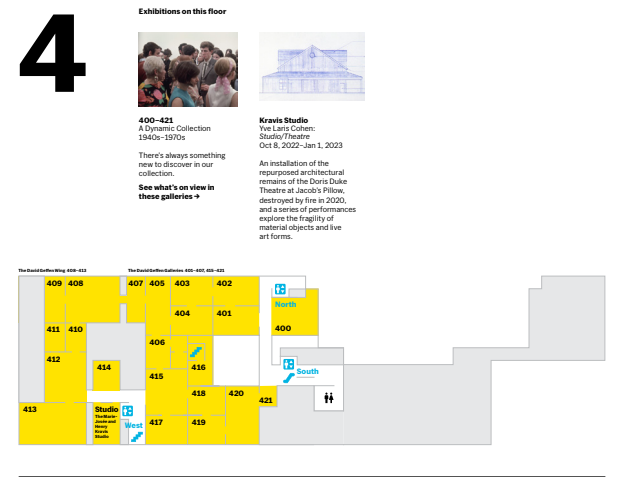
FIGURE 36



# Map



# FLOOR PLAN



# EXPANSION

In 2019 the Museum of Modern Art opened up their newly reconfigured exhibit space and West end expansion. Diller Scofidio + Renfro architects created a new double height flagship store as well as worked to intertwine the spaces vertically.



FIGURE 44

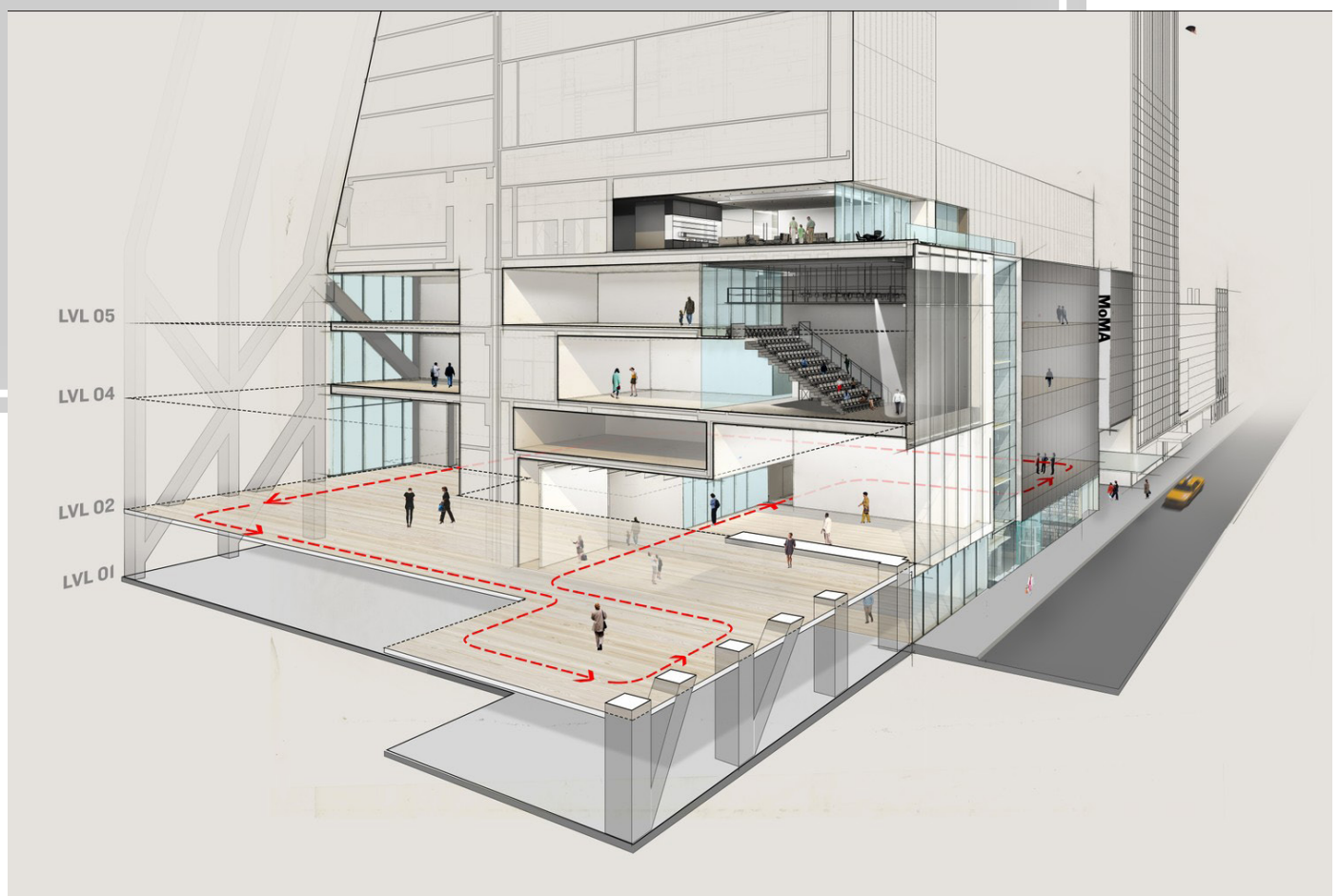


FIGURE 45



# SEATTLE MUSEUM OF POP CULTURE

## PROJECT INFORMATION

Founded: 2000  
Architect: Frank O. Gehry  
Location: Seattle, Washington  
Climate: Oceanic Temperate  
Scale: 140,000 Sq Ft.  
Address: 325 5th Ave N, Seattle, WA 98109



FIGURE 46



FIGURE 47



# EDUCATION / ENGAGEMENT



THE MUSEUM FORMERLY KNOWN AS  
**EXPERIENCE MUSIC PROJECT**

**W**hen it opened in June of 2000, this museum was called Experience Music Project. An interactive music museum, it celebrated the creativity and innovation in rock 'n' roll and other forms of popular music. The building's design, created by world-renowned architect Frank Gehry, reflects the flowing spirit and energy of rock.

Since then we've broadened our scope to include many forms of popular culture. We still love music, but we also love movies, games, fashion, photography, and anything else that captivates and inspires passionate fans. The museum needed a new name to reflect these new directions, and in 2016 became the Museum of Pop Culture, or MoPOP.

RIB MODEL CREATED BY RAUDA SCALE MODELS - SEATTLE 1997

FIGURE 48-49



FIGURE 50

## Remote Learning Experiences

- Livestream Workshops
- Online Educational Resources
- Student Clubs

## In-Museum Visits and Programs

- Field Trips
- In-Museum Workshops
- Home-school Days
- Family Programs
- Sensory-Friendly Programs

## Outreach Programs

- Outreach Kits
- Outreach Workshops and Performances

## Teacher Resources

- Professional Development
- Teacher Advisory Board
- Educator Membership

## Summer Camps



FIGURE 51

150,000+ Young people engaged

25+ Community programs offered

2,416 hours of volunteer service in 2021

124 volunteers who served in 2021

8,500+ Total program participants in 2021

8,468 Community Access tickets provided

200 Sensory Friendly guests welcomed in 2021



# HISTORICAL, SOCIAL AND CULTURAL CONTEXT

- Seattle has a long and rich history with the native tribes in the area, Specifically, the duwamish tribe  
The Duwamish are the Host tribe of Seattle and identify as Seattle's first people.
- Prior to being forcefully removed by English settlers, the Duwamish tribe was largely established in the area that is currently known as Pioneer square. The Duwamish called this, Dzidzilalich, which translates to little crossing over place. It was a Duwamish village with a population of up to 200 before Seattle was founded

The city is giving Alaskan way and Elliott way between pioneer square and Belltown the honorary name Dzidzilalich to honor the lands and shared waters of the Duwamish people



FIGURE 52

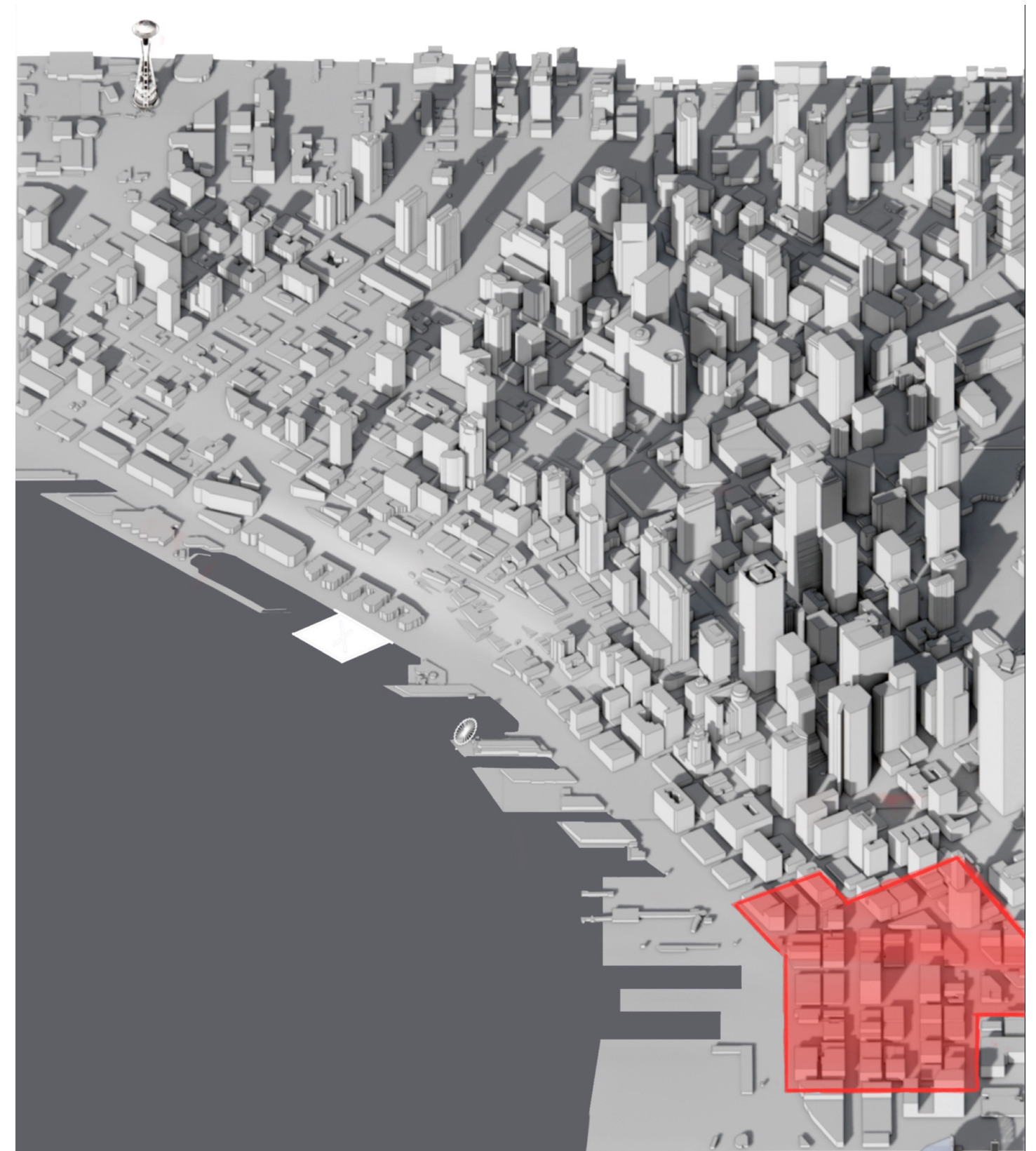


FIGURE 53



# SITE AND CONTEXT ANALYSIS

The honorary name is the most recent development to come out of the Seattle waterfront project, with the honorary name sign going up just 9 days ago

The Waterfront Project is a rebuild of Seattle's central waterfront. The project aims to reconnect the city with its coastline.

Waterfront Seattle aims to create 20 acres of new public space along the downtown waterfront.

It also introduces the new Elliott way which includes vehicle lanes, sidewalks, and protected bike lanes.

The project also includes a new park promenade as well as more than 500 trees and additional street pedestrian lighting

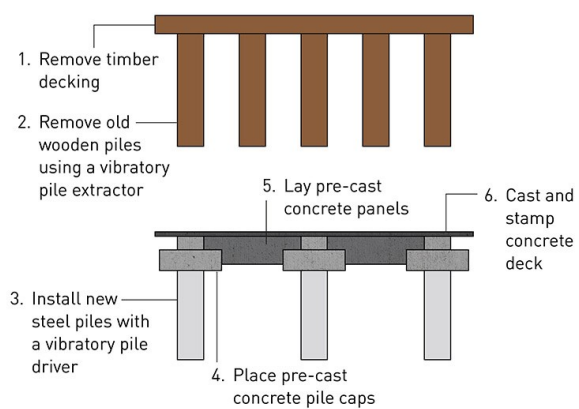


FIGURE 54-56

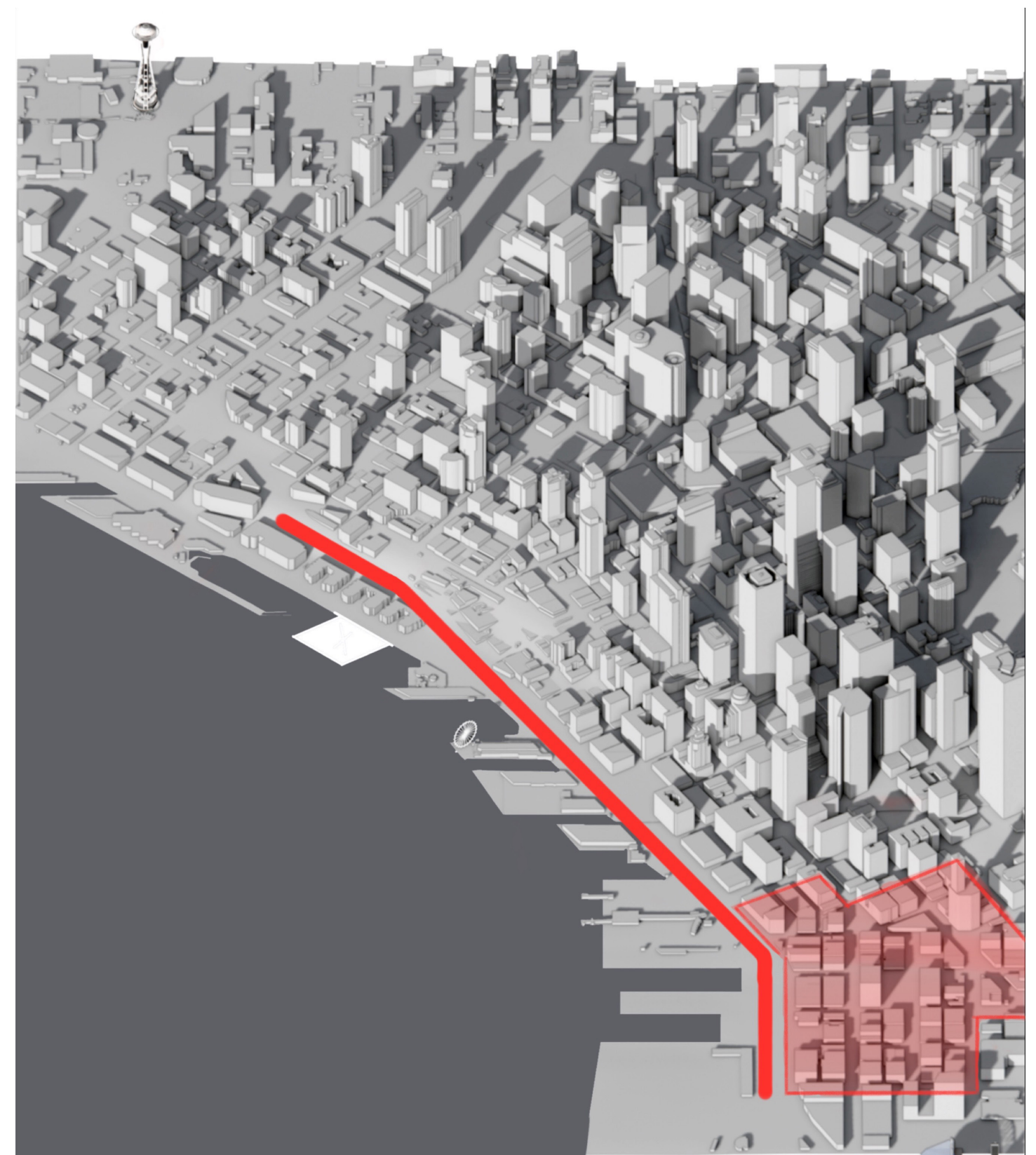


FIGURE 57



# SITE AND CONTEXT ANALYSIS

## POINTS OF INTEREST

Space Needle  
Westlake Center  
Pier 66 + Cruise Terminal  
Pike Place Market  
Pier 62 + 63  
Seattle Aquarium  
Great Wheel  
Waterfront

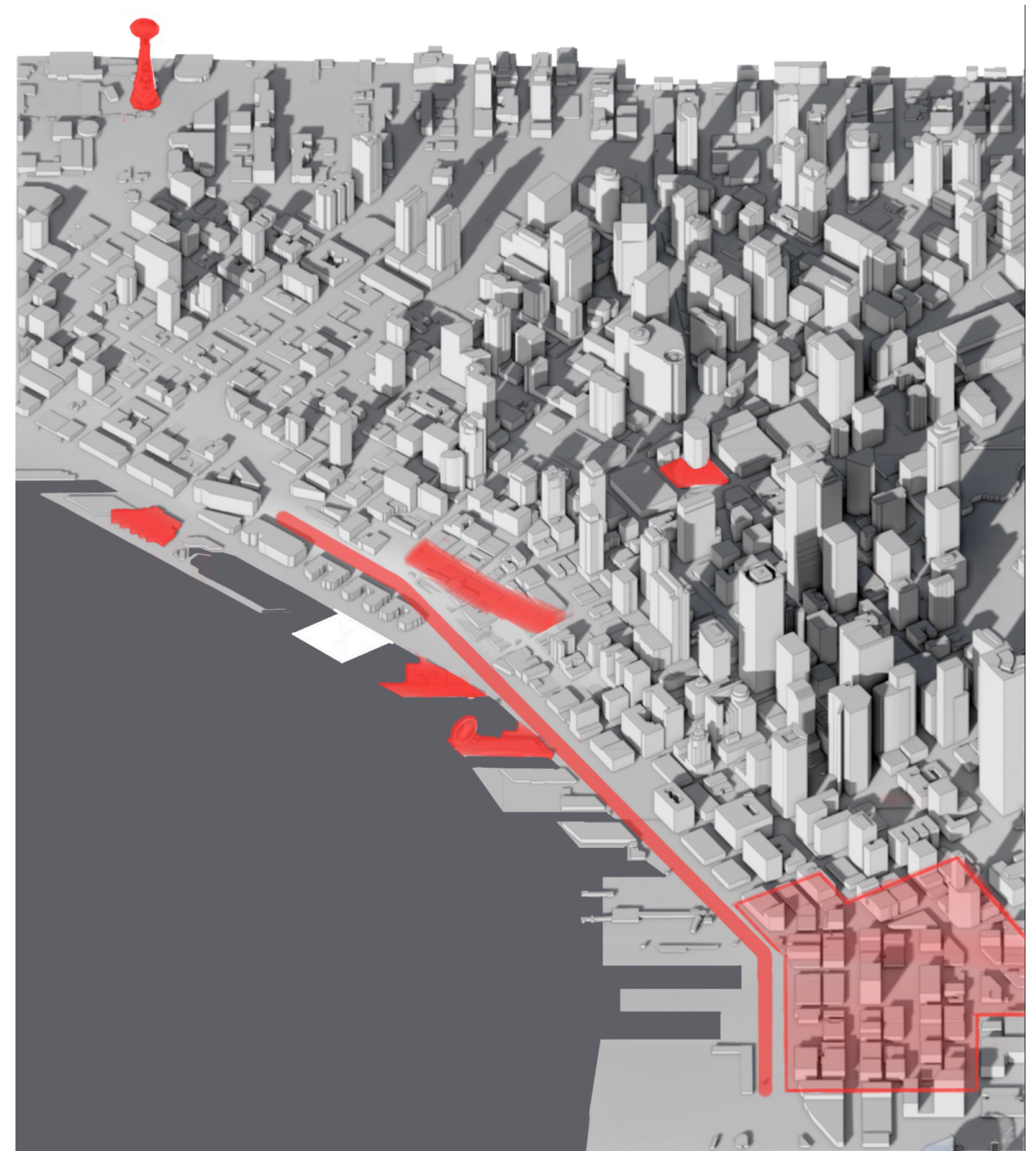


FIGURE 58



# SITE AND CONTEXT ANALYSIS

## METRO STATIONS



FIGURE 59

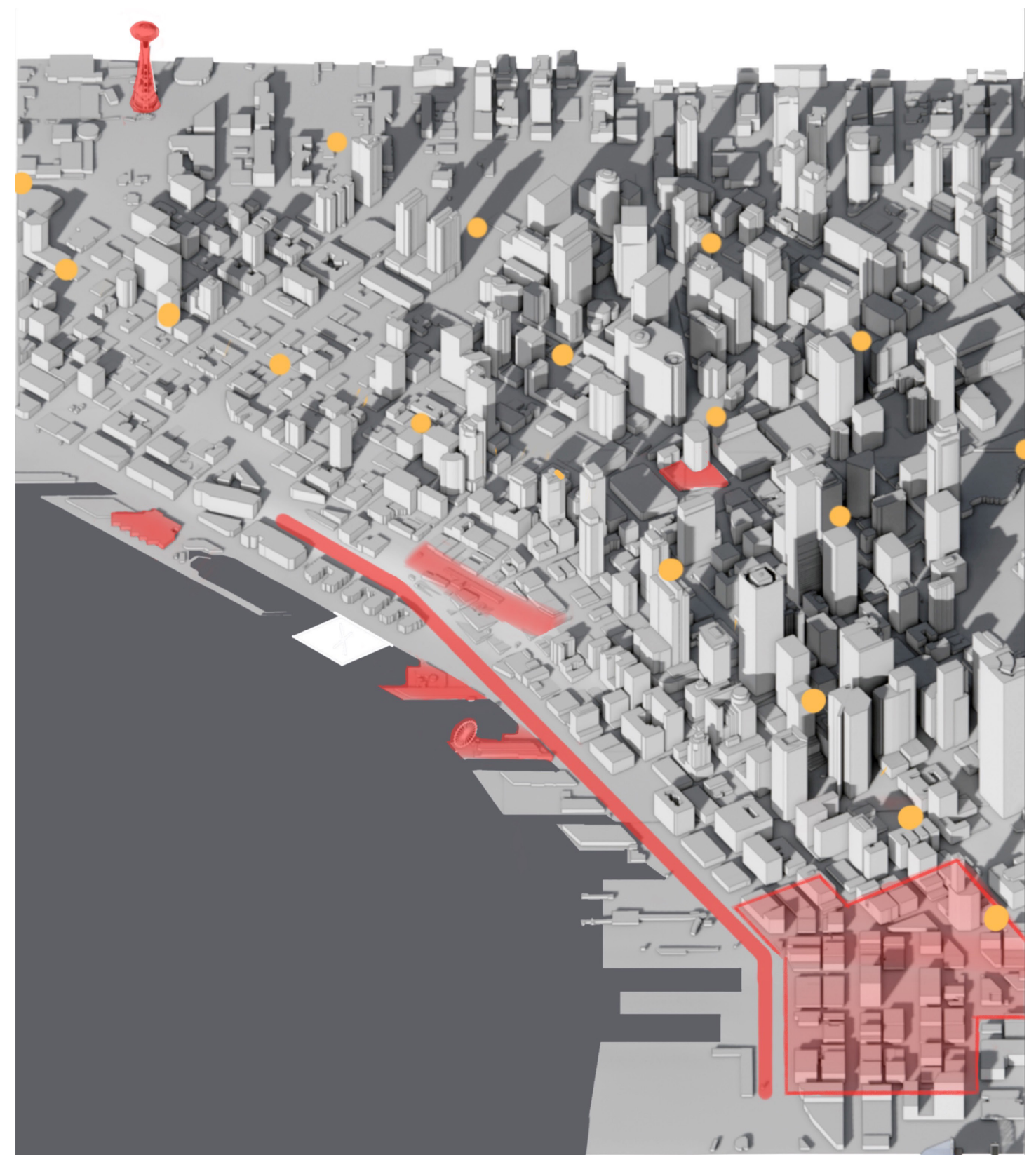
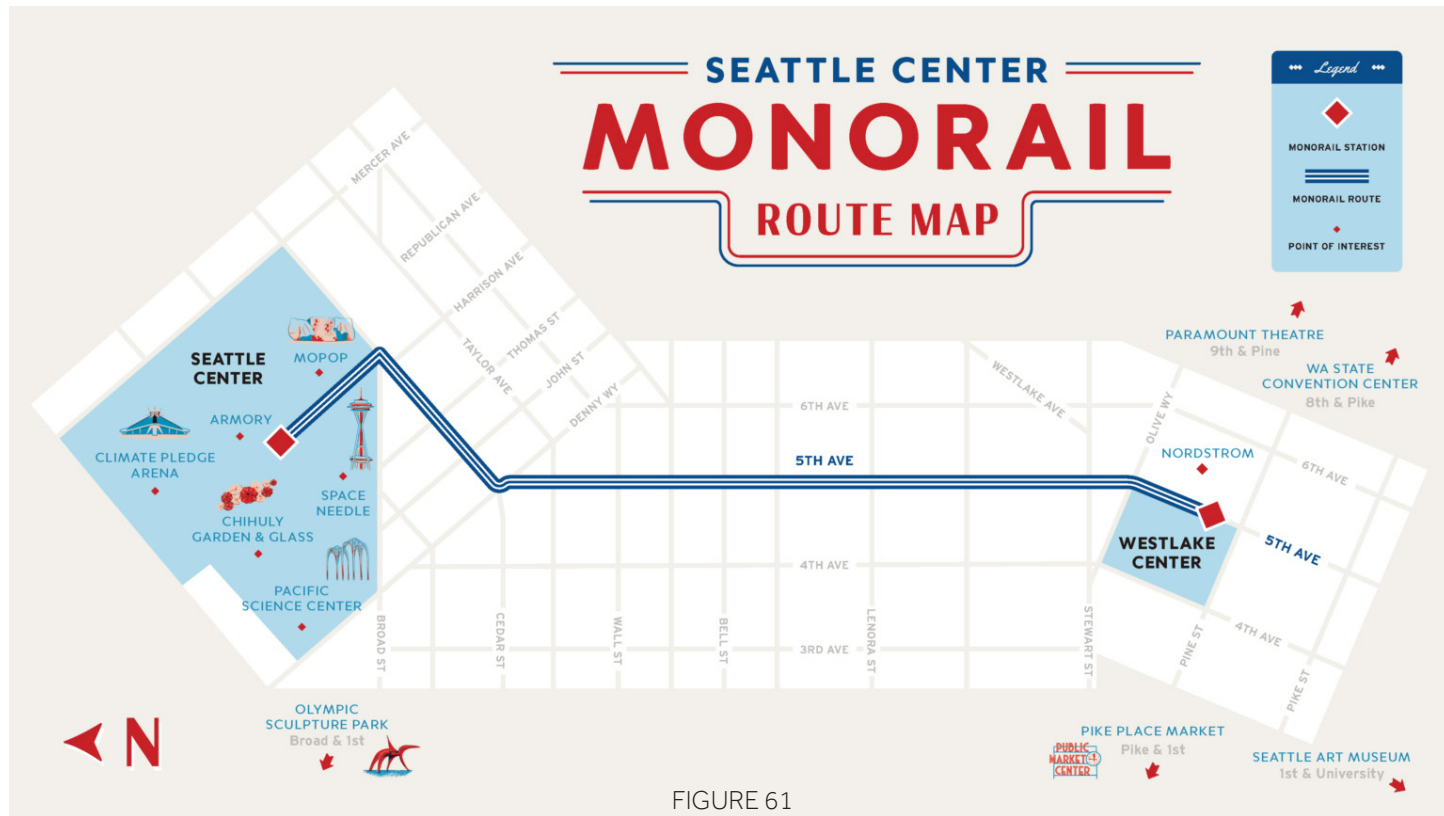


FIGURE 60



# SITE AND CONTEXT ANALYSIS

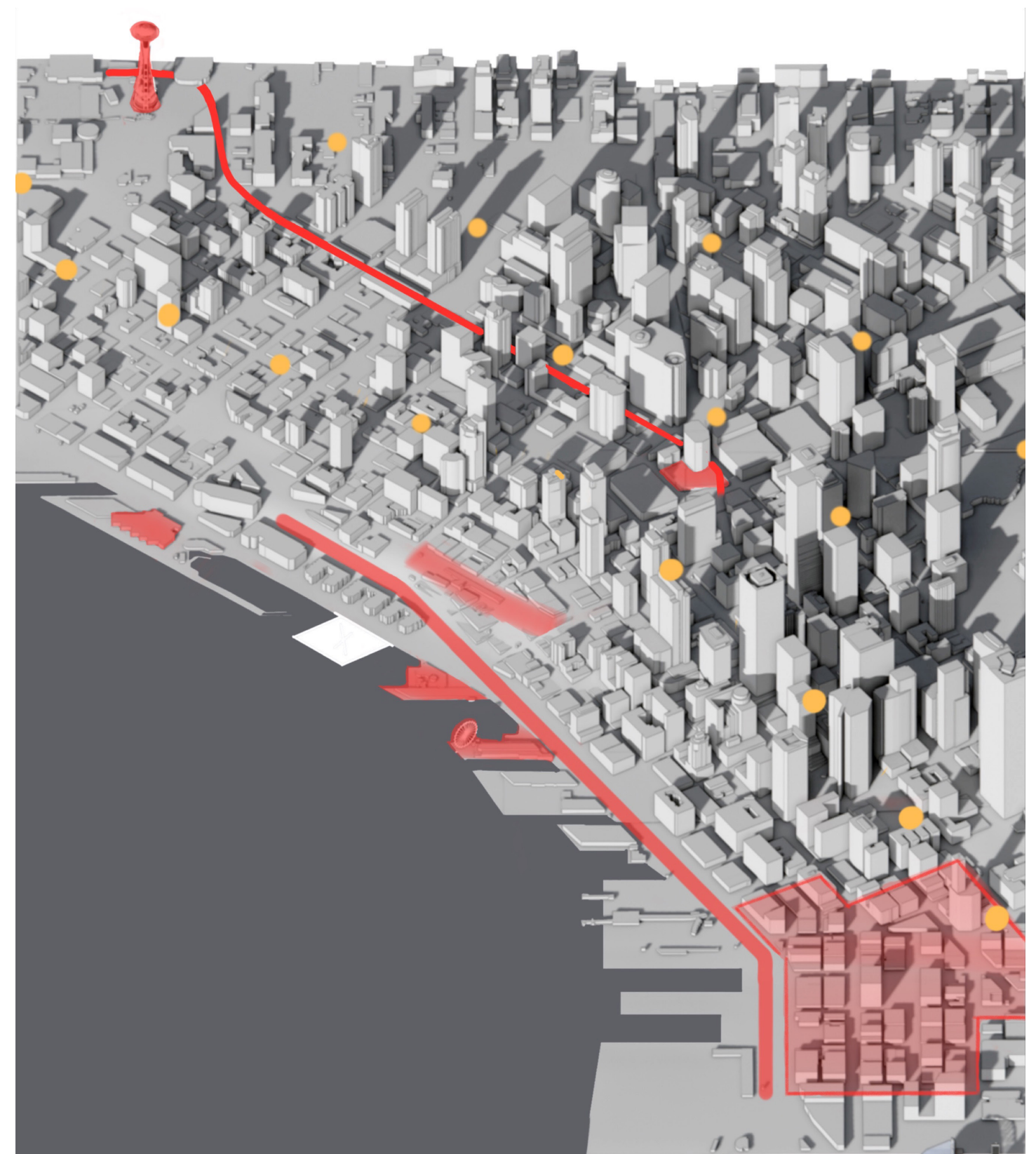
## EXISTING MONORAIL LINE



The Seattle Center Monorail system by Alweg rapid transit systems first opened to the public in 1962 nearly one month before the start of the World's Fair for transporting guests between the downtown Seattle area and the world fair.

The trains carried more than eight million guests during the six months of the fair easily paying for the cost of construction

In 2021, Seattle Monorail Services completed \$7M of privately funded improvements to the Westlake Monorail Station. These station improvements were made as a result of a 2018 Reconfiguration Evaluation Report completed by VIA Architecture. These improvements have increased the system's capacity, improved accessibility, and better connected the monorail with the regional transit network, downtown transportation infrastructure, and other downtown resources.





# SITE AND CONTEXT ANALYSIS

## SITE VISIT - TRANSIT



FIGURE 63



FIGURE 64

With the proximity to Pike Place Market, I found that parking was very limited in the downtown Seattle area, along with a lack of transportation to the Waterfront.

## SITE VISIT - VIEWS

I found that there were great views from the pier going in all directions. Views including the Seattle Space Needle, the Great Wheel, Mount Olympus and Mount Rainier.



FIGURE 65



FIGURE 66



# SITE AND CONTEXT ANALYSIS

## SITE VISIT - MATERIAL / STYLE



FIGURE 67

I was drawn towards the many industrial style buildings along the waterfront. I found a building with glass blocks that sparked inspiration for my project.



FIGURE 68

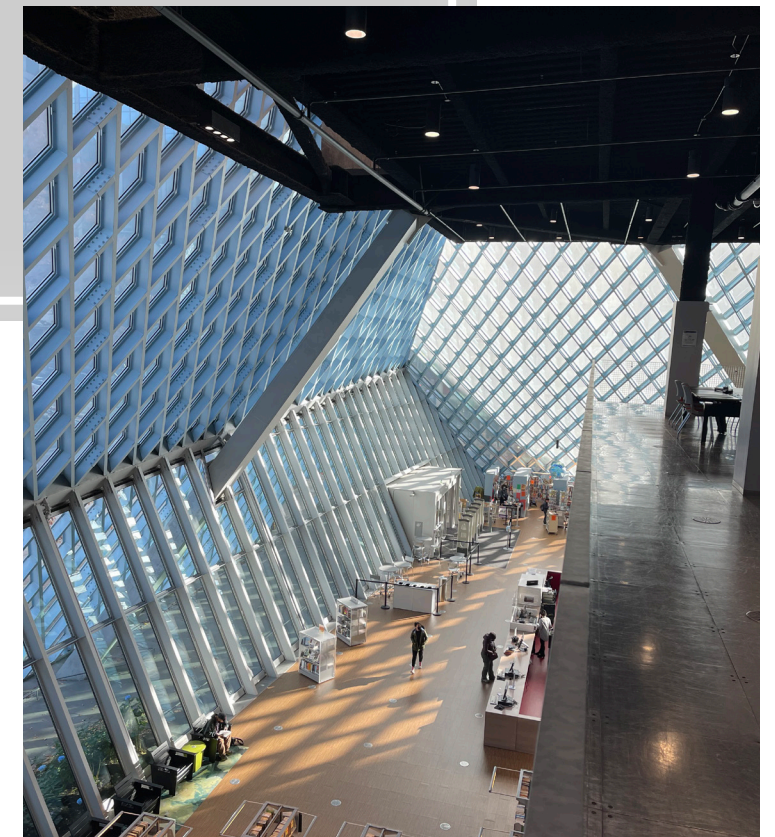


FIGURE 69



# PIER 62 SEATTLE, WA

DESIGN SOLUTION 2022 - 2023

# PROCESS DOCUMENTATION

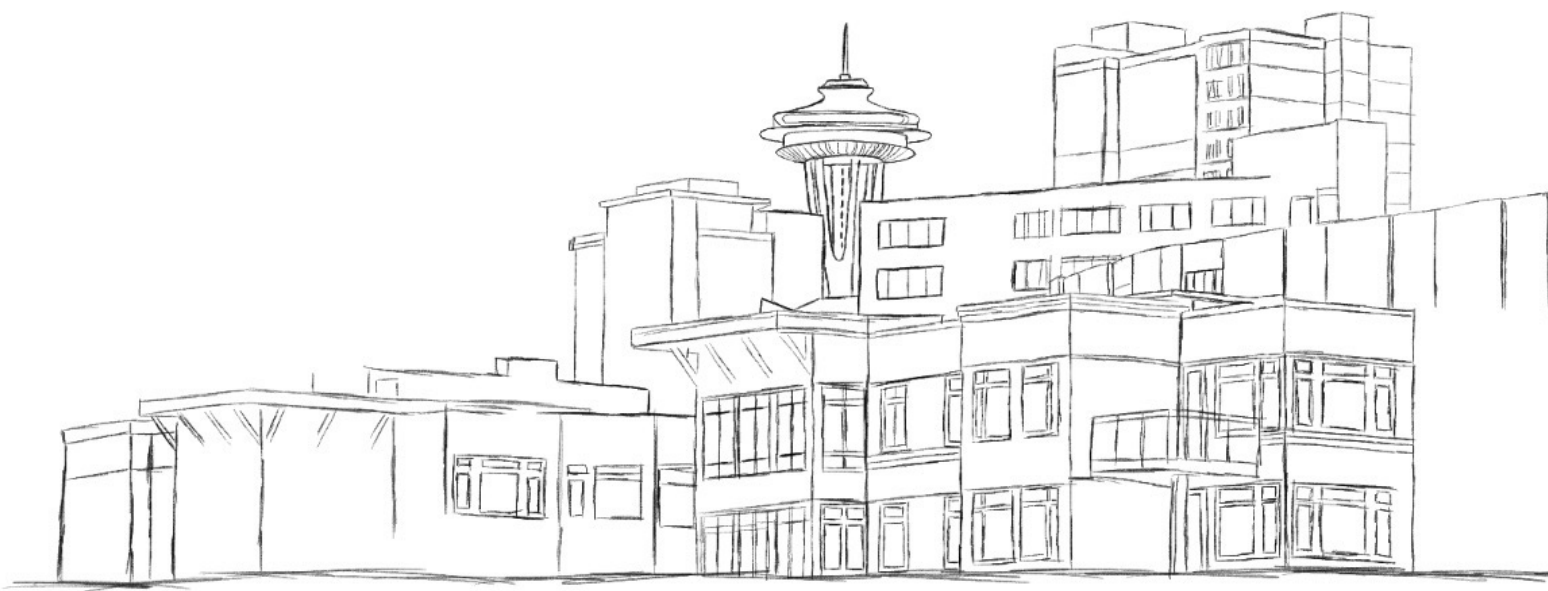
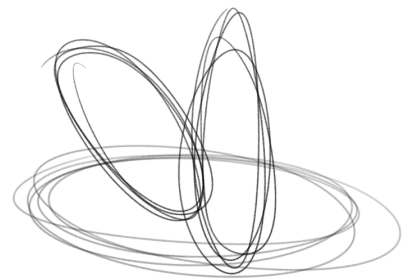


FIGURE 70

# SITE VISIT SKETCHES

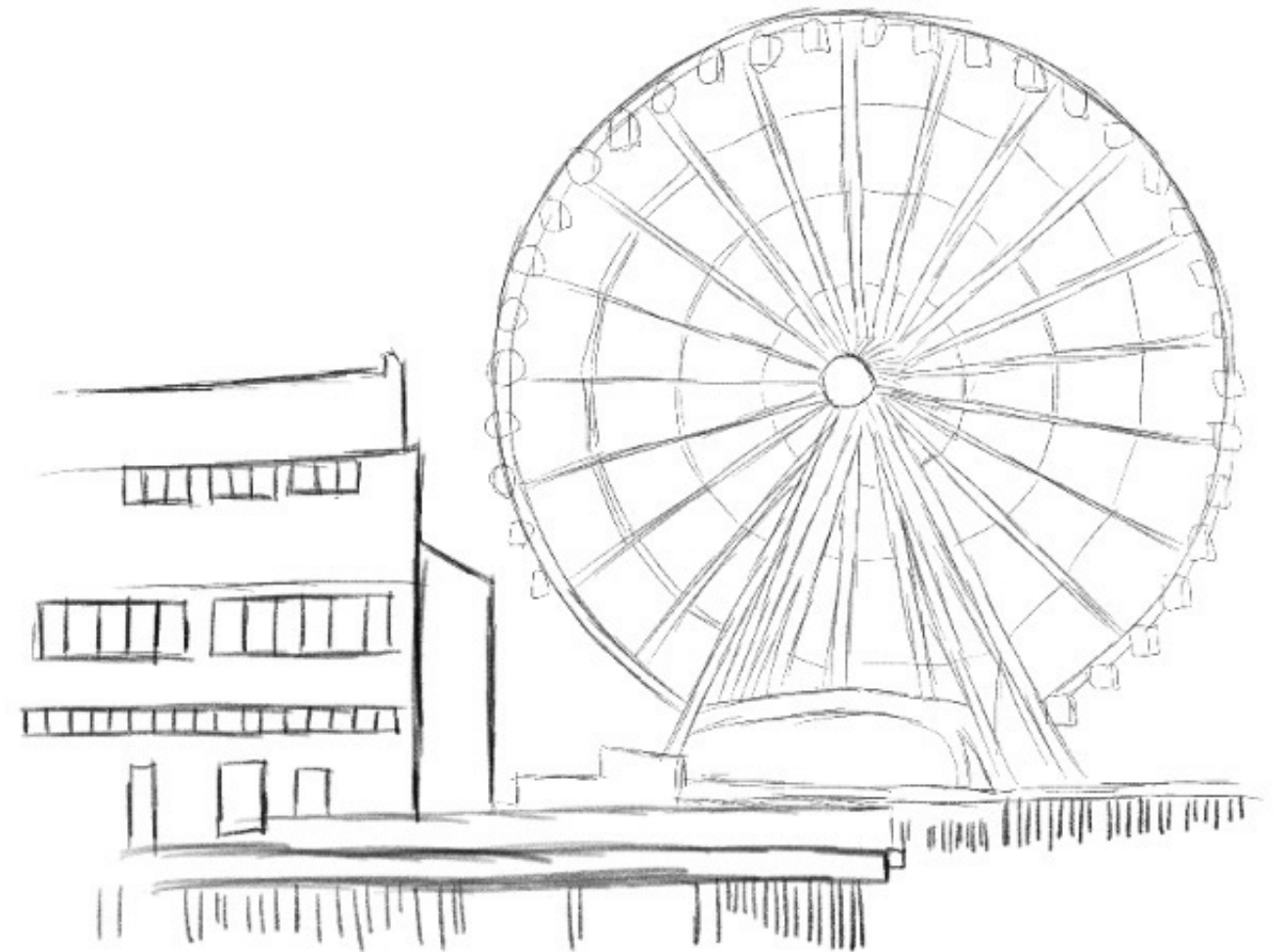
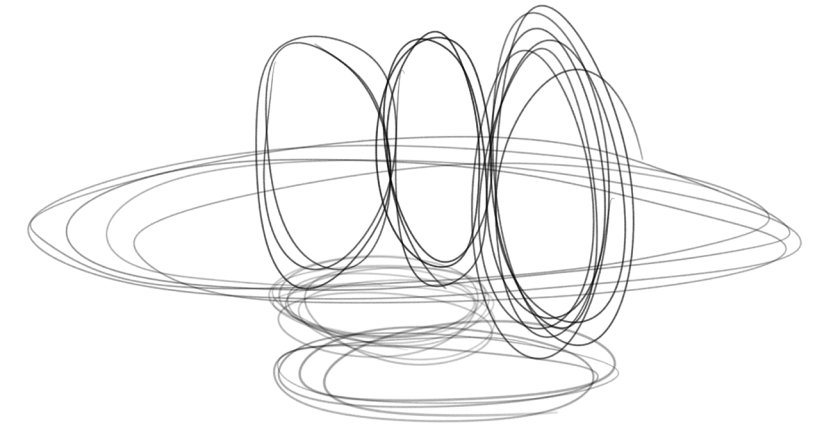


FIGURE 71



# PROCESS DOCUMENTATION

## PROGRAM SKETCHES

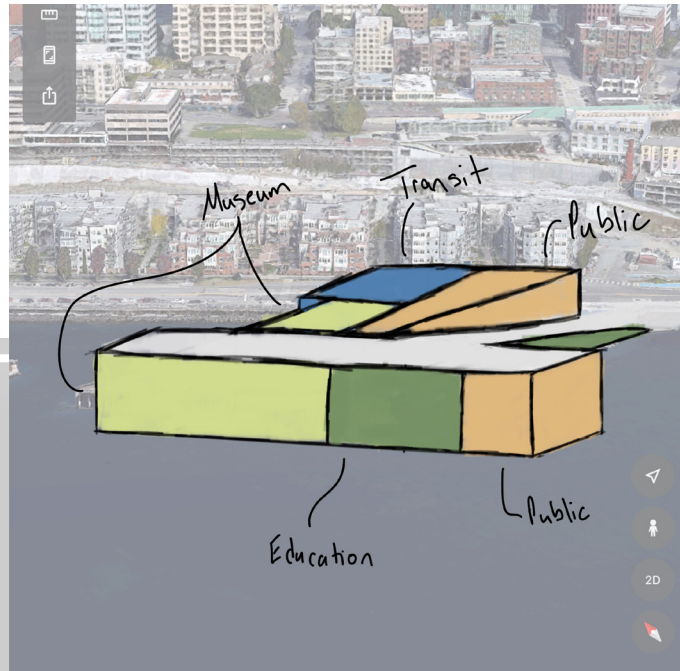


FIGURE 72

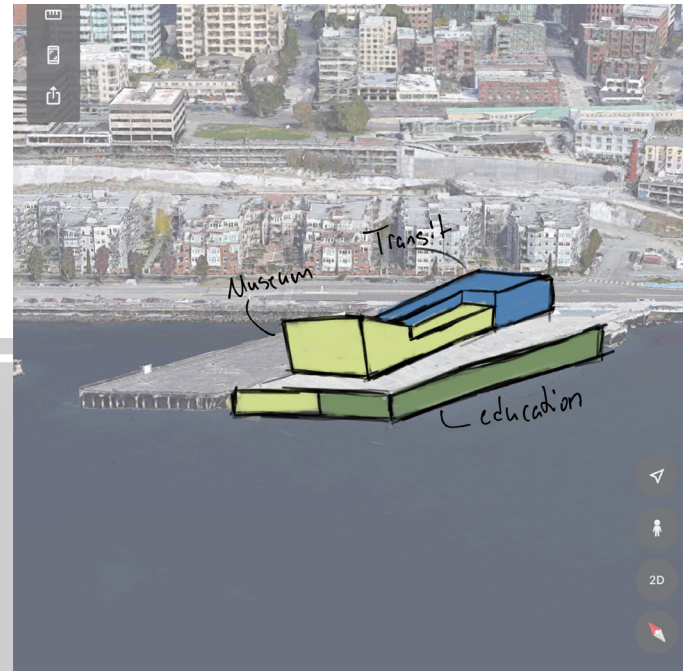


FIGURE 73

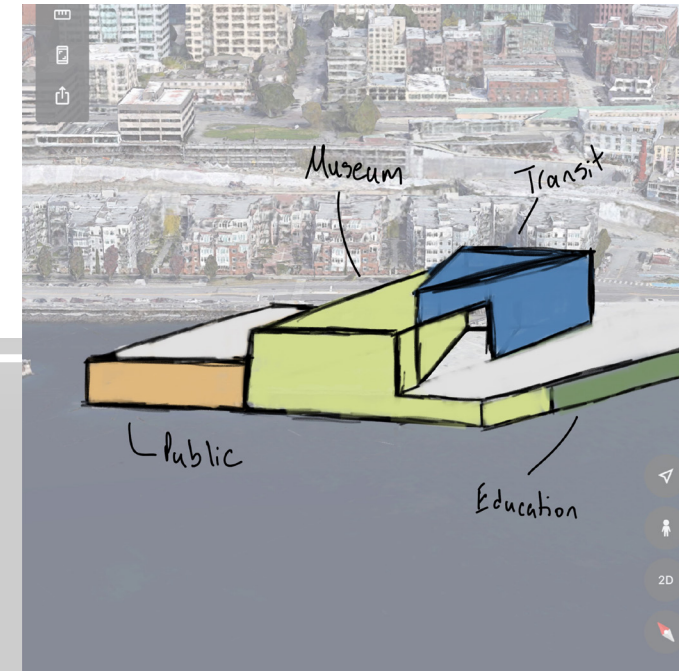


FIGURE 76

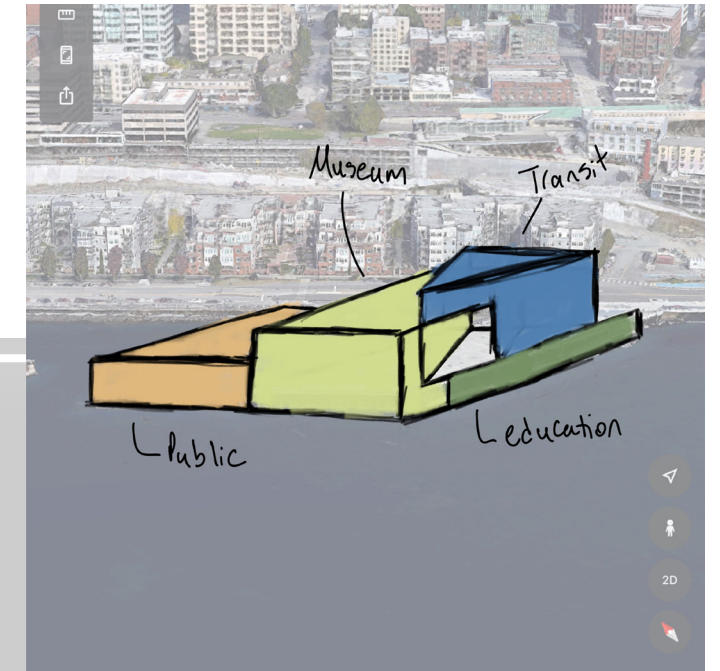


FIGURE 77

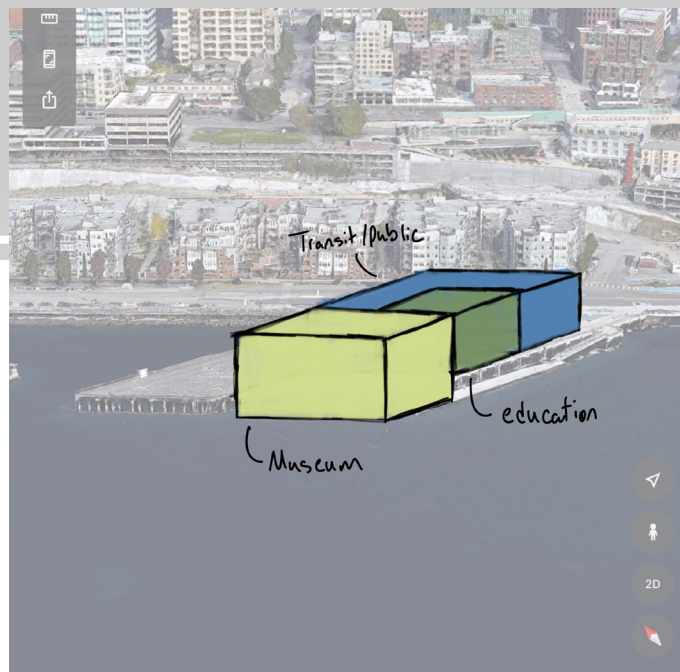


FIGURE 74

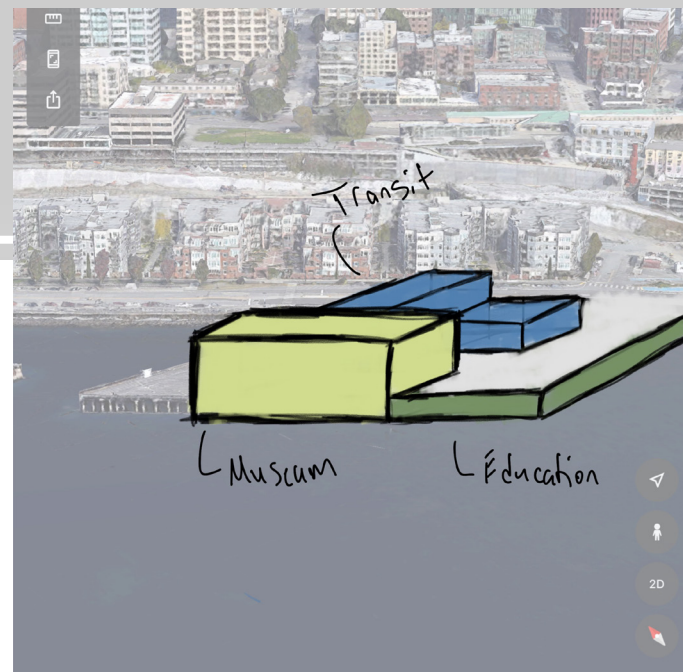


FIGURE 75

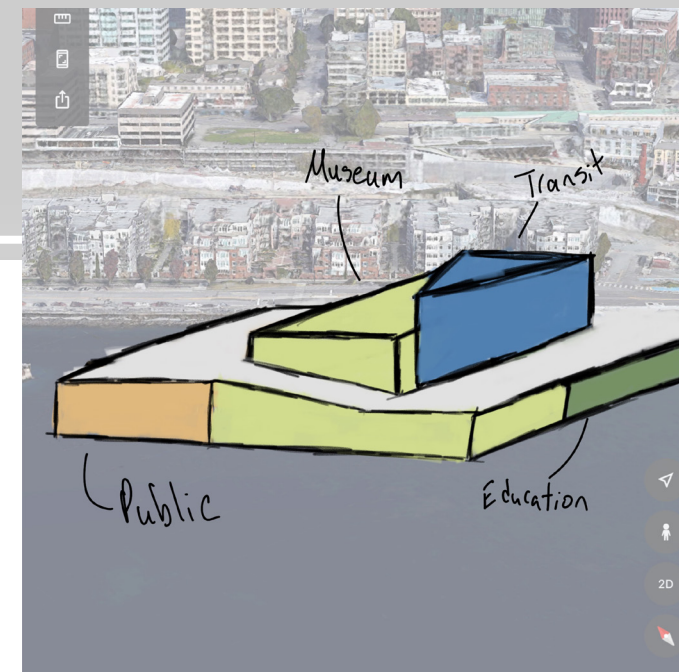


FIGURE 78

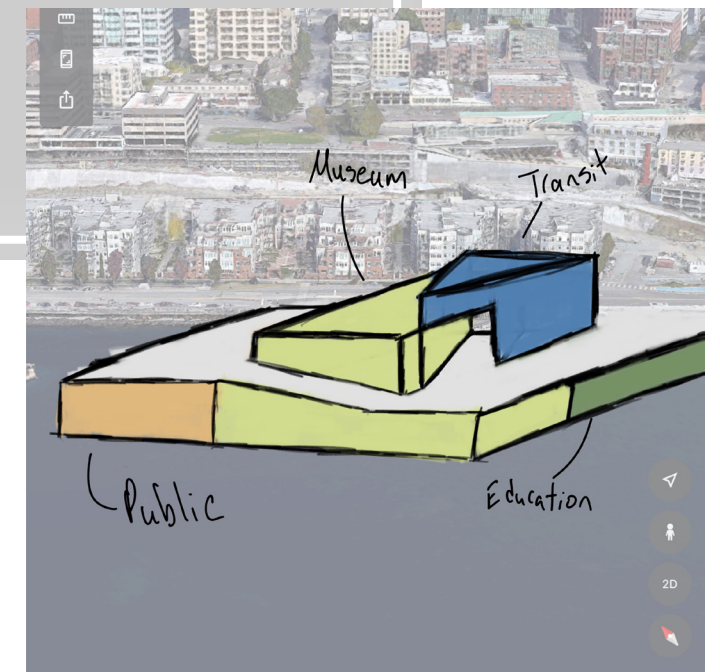


FIGURE 79



# PROCESS DOCUMENTATION

## PROGRAM SKETCHES

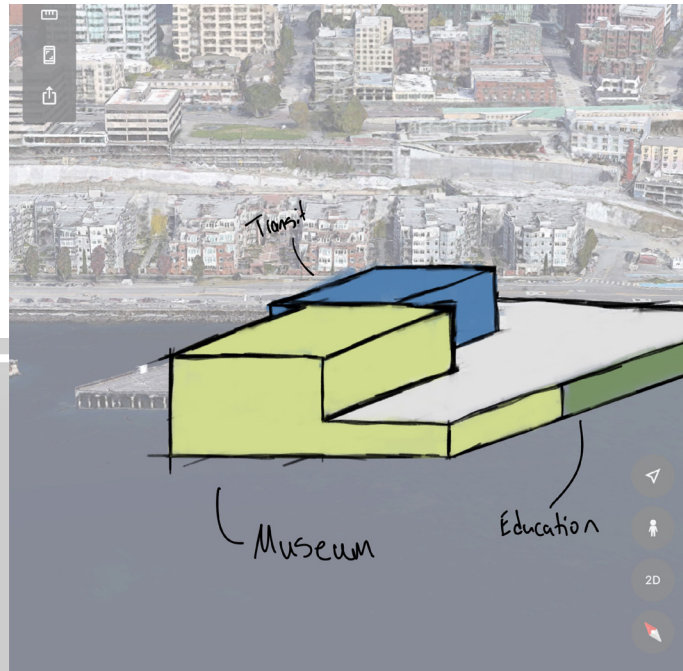


FIGURE 80

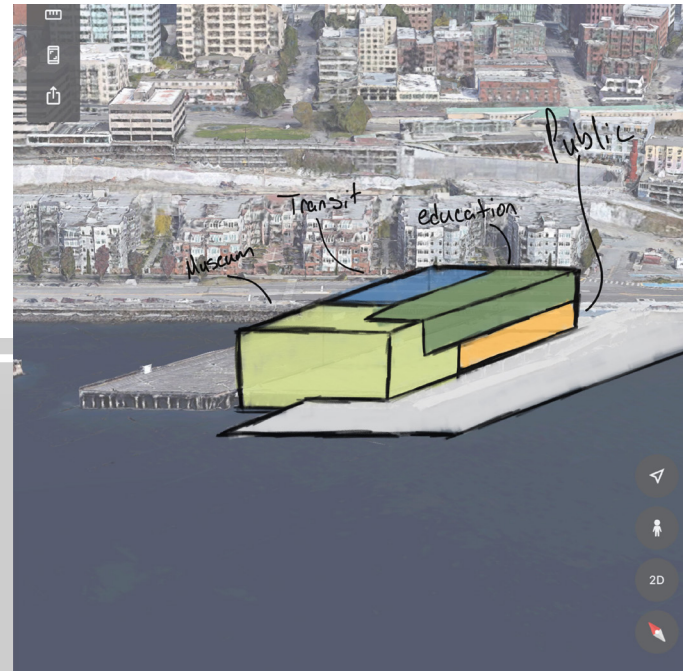


FIGURE 81

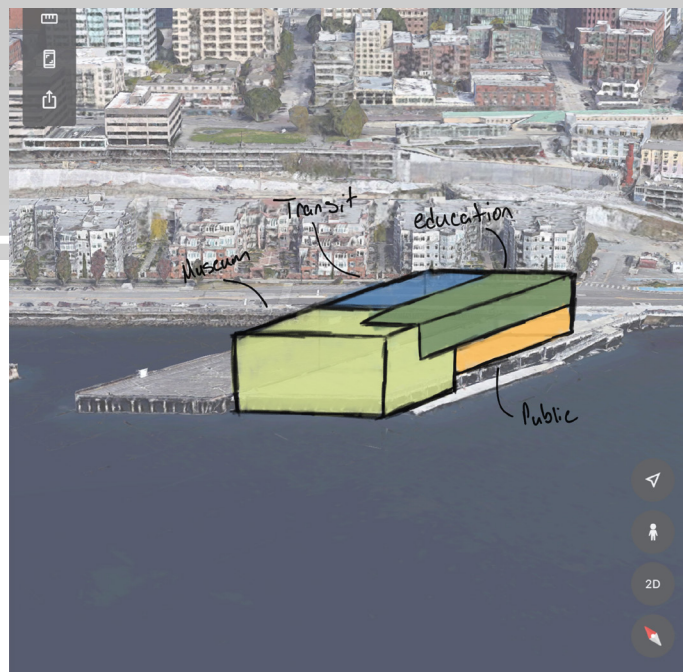


FIGURE 82

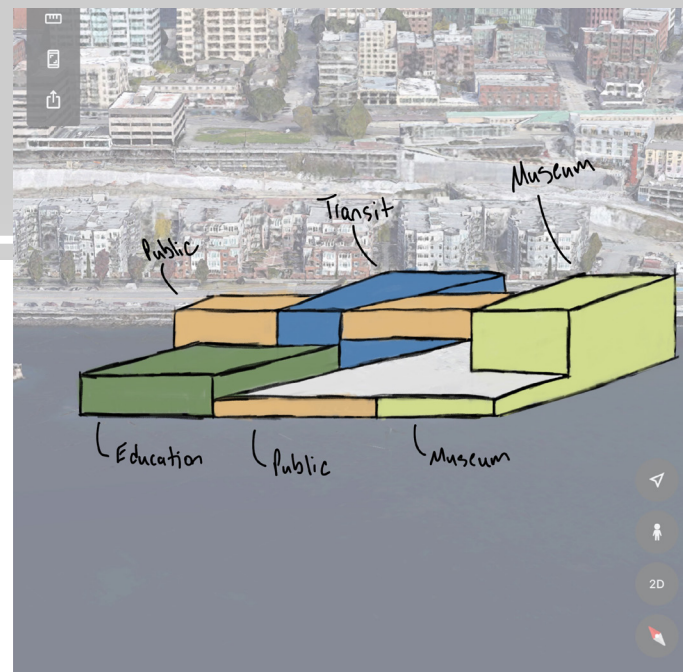


FIGURE 83

# PROCESS DOCUMENTATION

## MASS MODELS

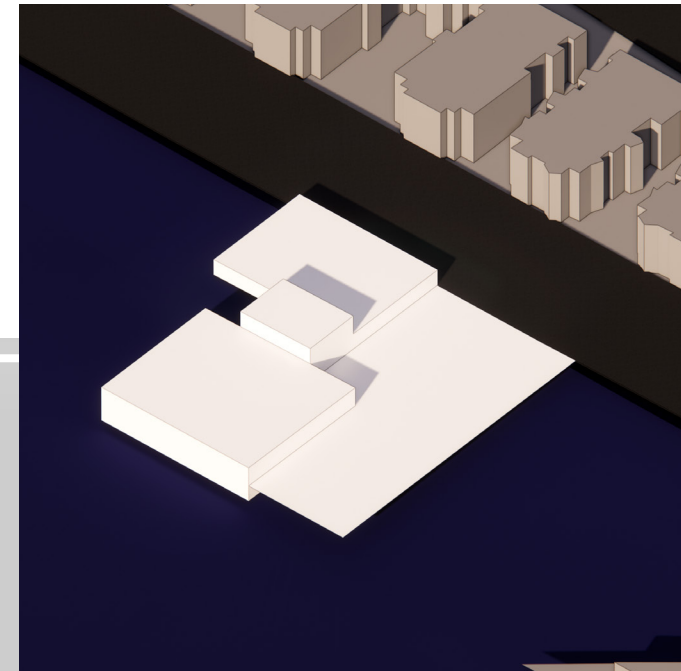


FIGURE 84

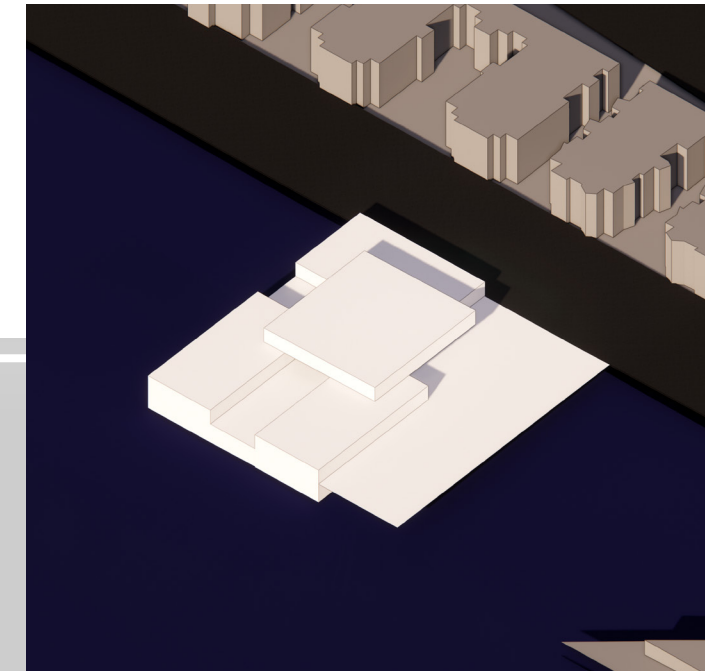


FIGURE 85

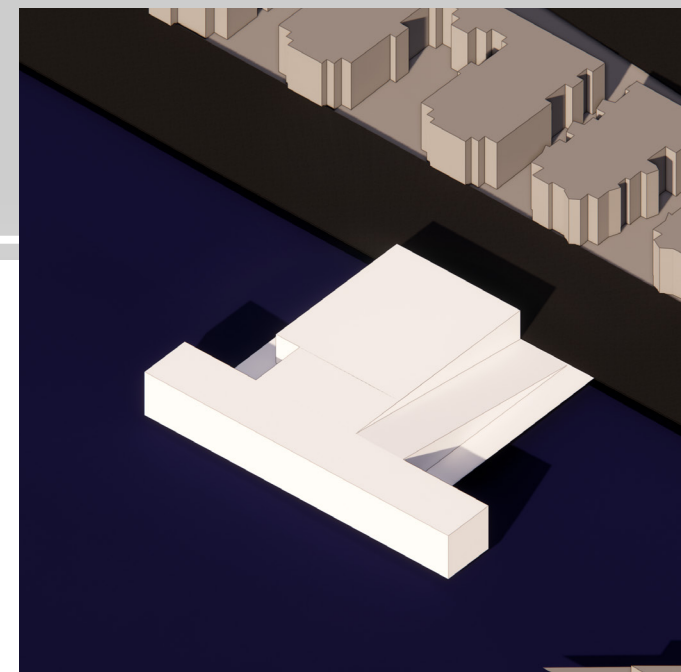


FIGURE 86

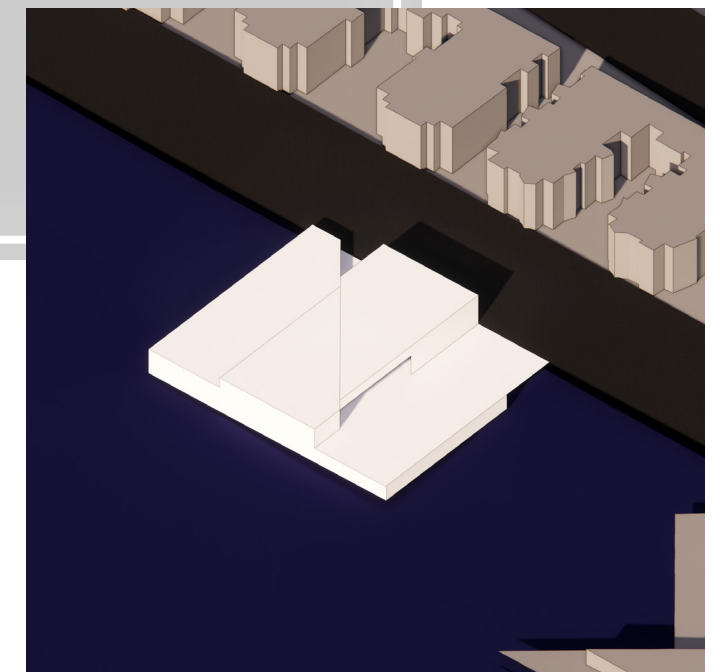


FIGURE 87



# PROCESS DOCUMENTATION

## MASS MODELS

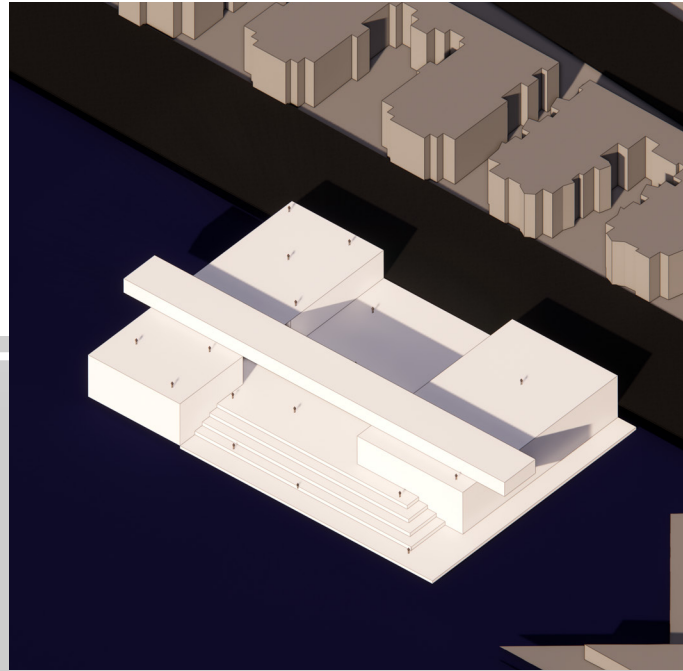


FIGURE 88

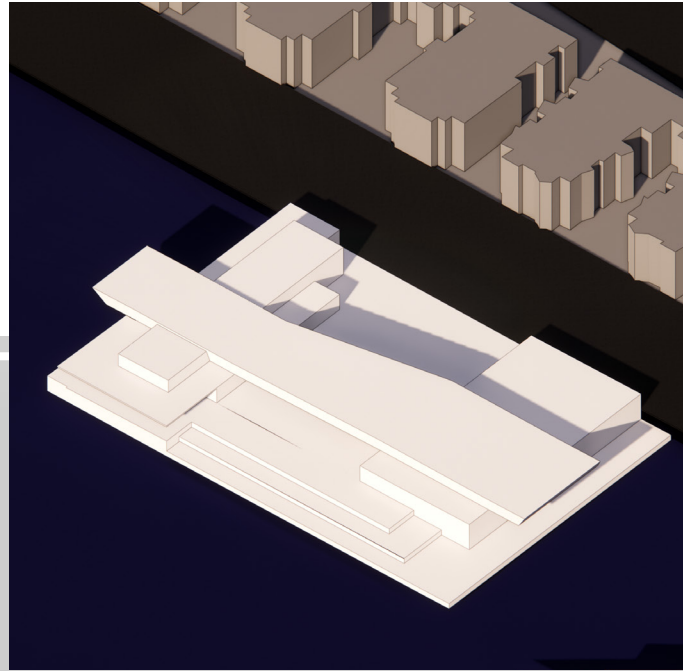


FIGURE 89

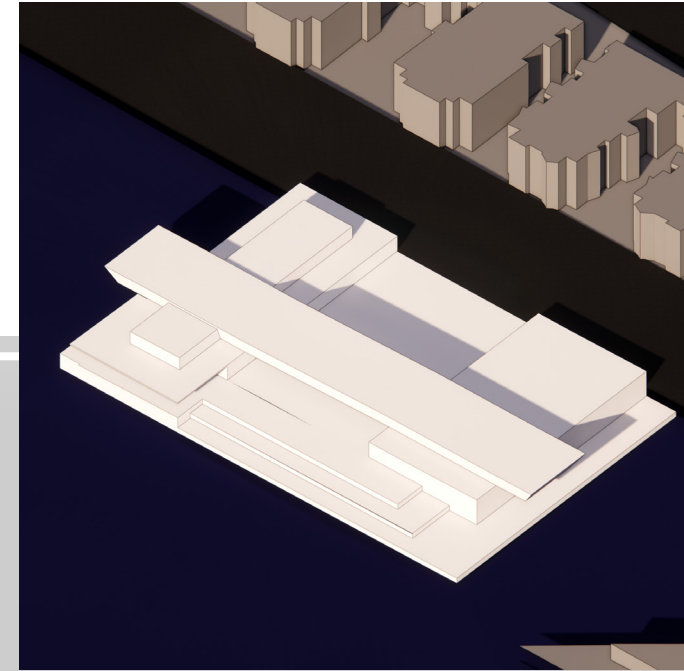


FIGURE 92

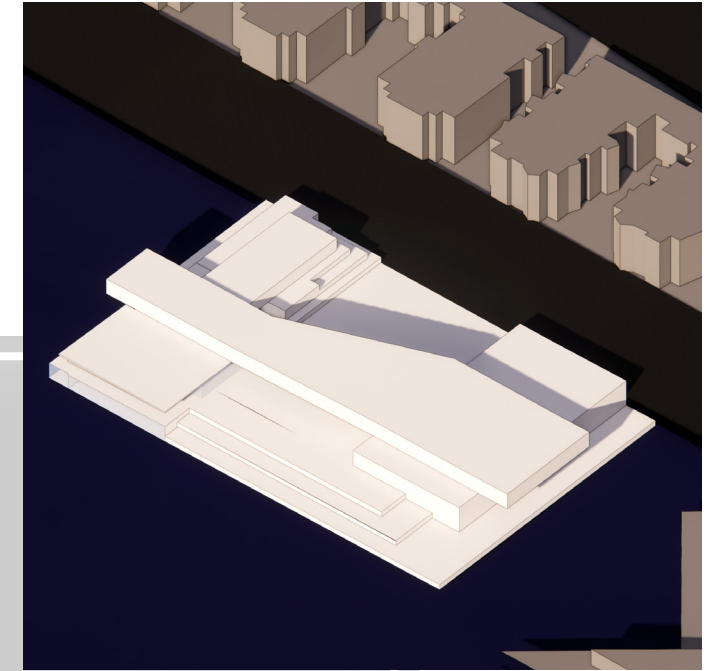


FIGURE 93

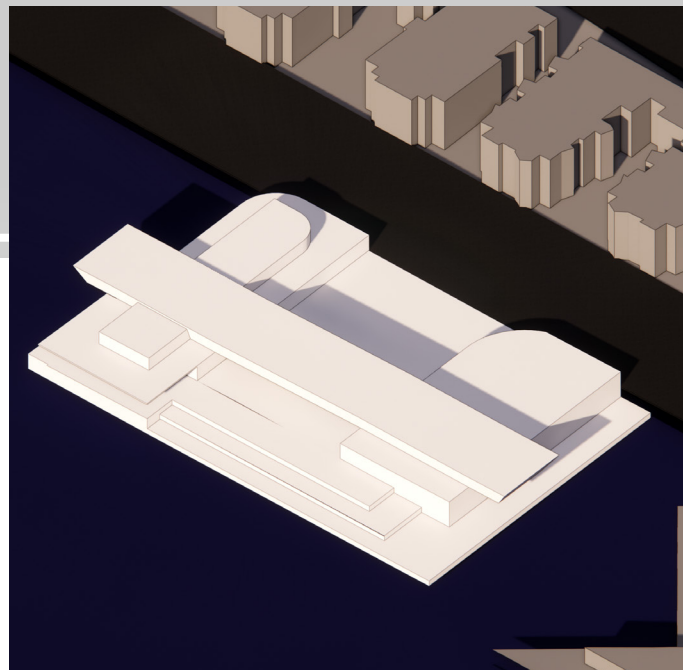


FIGURE 90

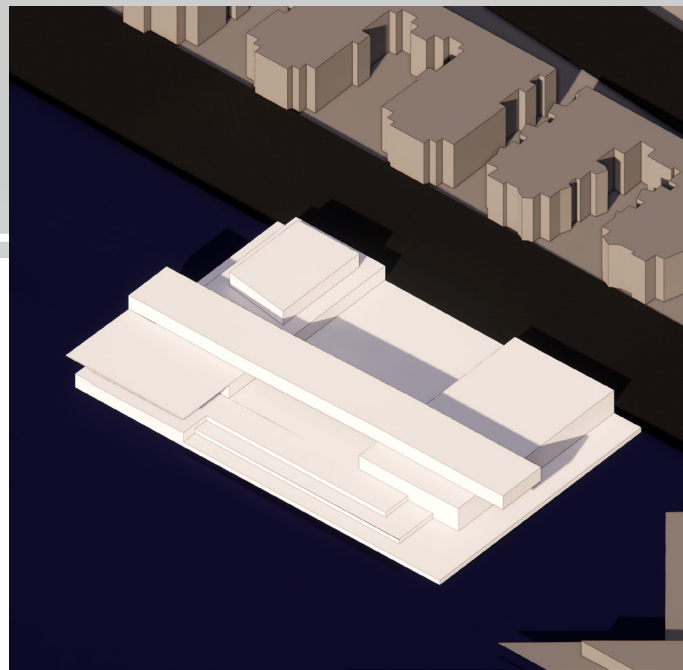


FIGURE 91

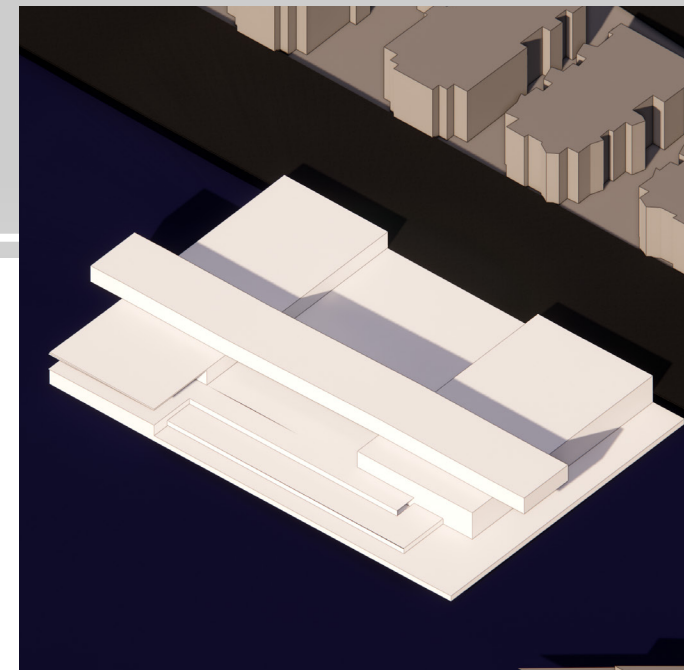


FIGURE 94

An exploration of forms following the early stages of spatial planning. The main form stemming from the crossing over place begins to develop further.

# PROCESS DOCUMENTATION

## MAIN MASS MODEL DIAGRAMS

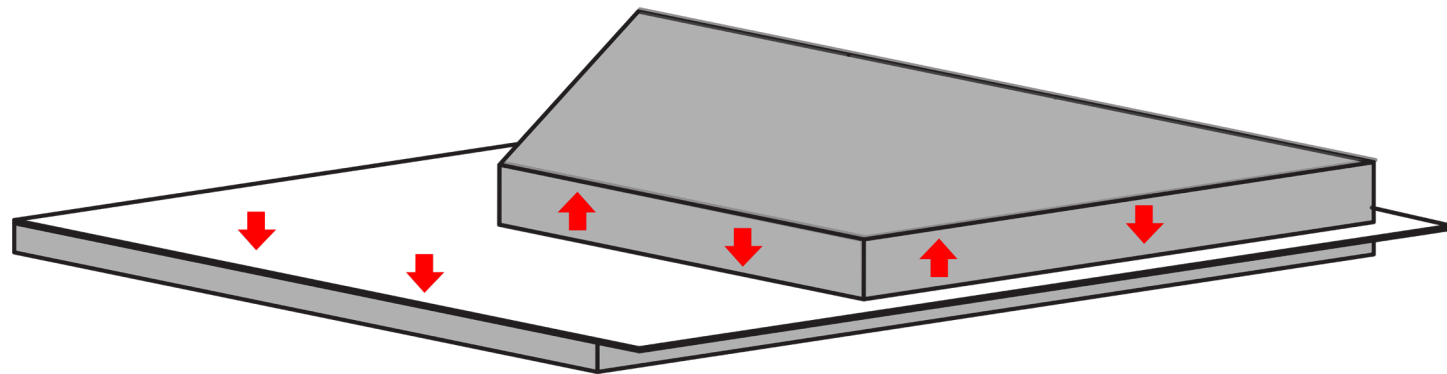


FIGURE 95

To start, the mass extrudes up and down, while also expanding the sub-level.

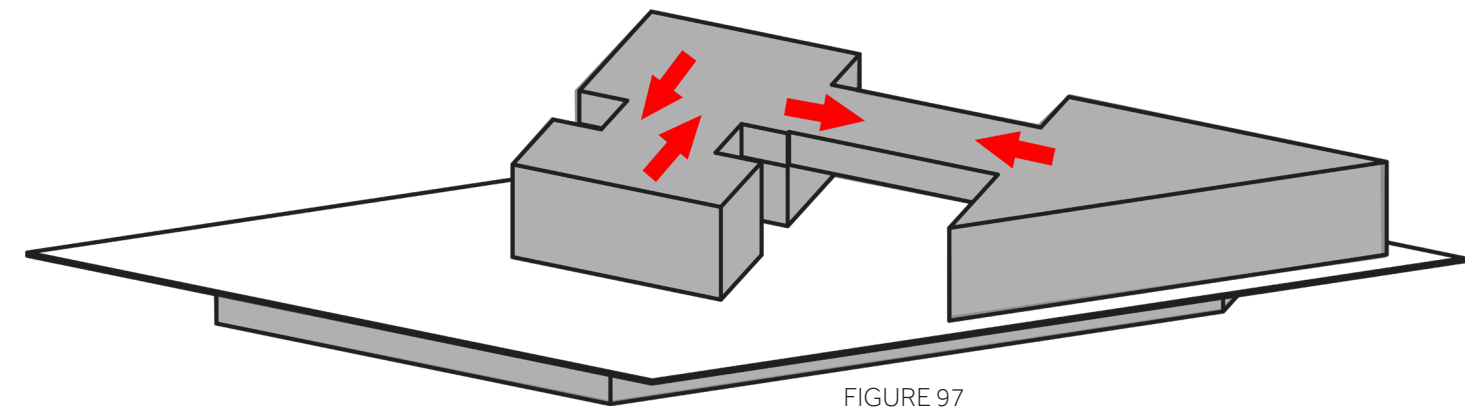


FIGURE 97

Create connection points (skyway) between remaining masses

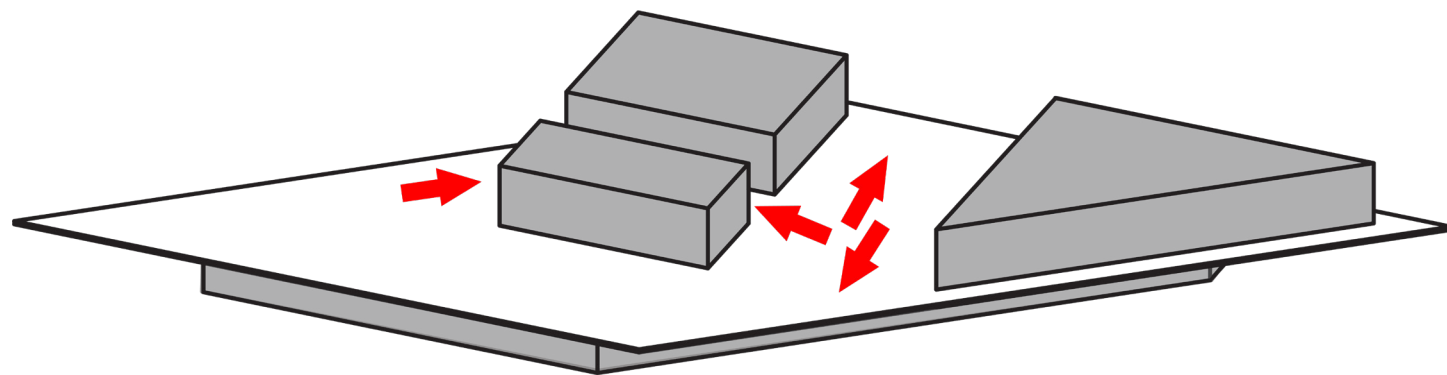


FIGURE 96

Create open paths and sight lines. Open up the space to continue to allow people to explore.

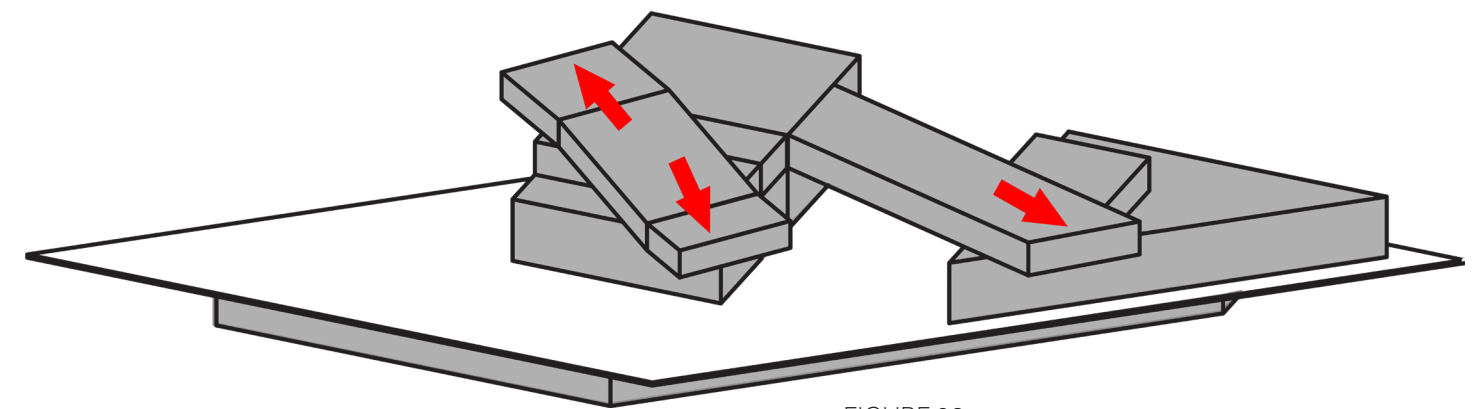


FIGURE 98

Align connection points with sight lines of local attractions



# SOLUTION

## BASEMENT

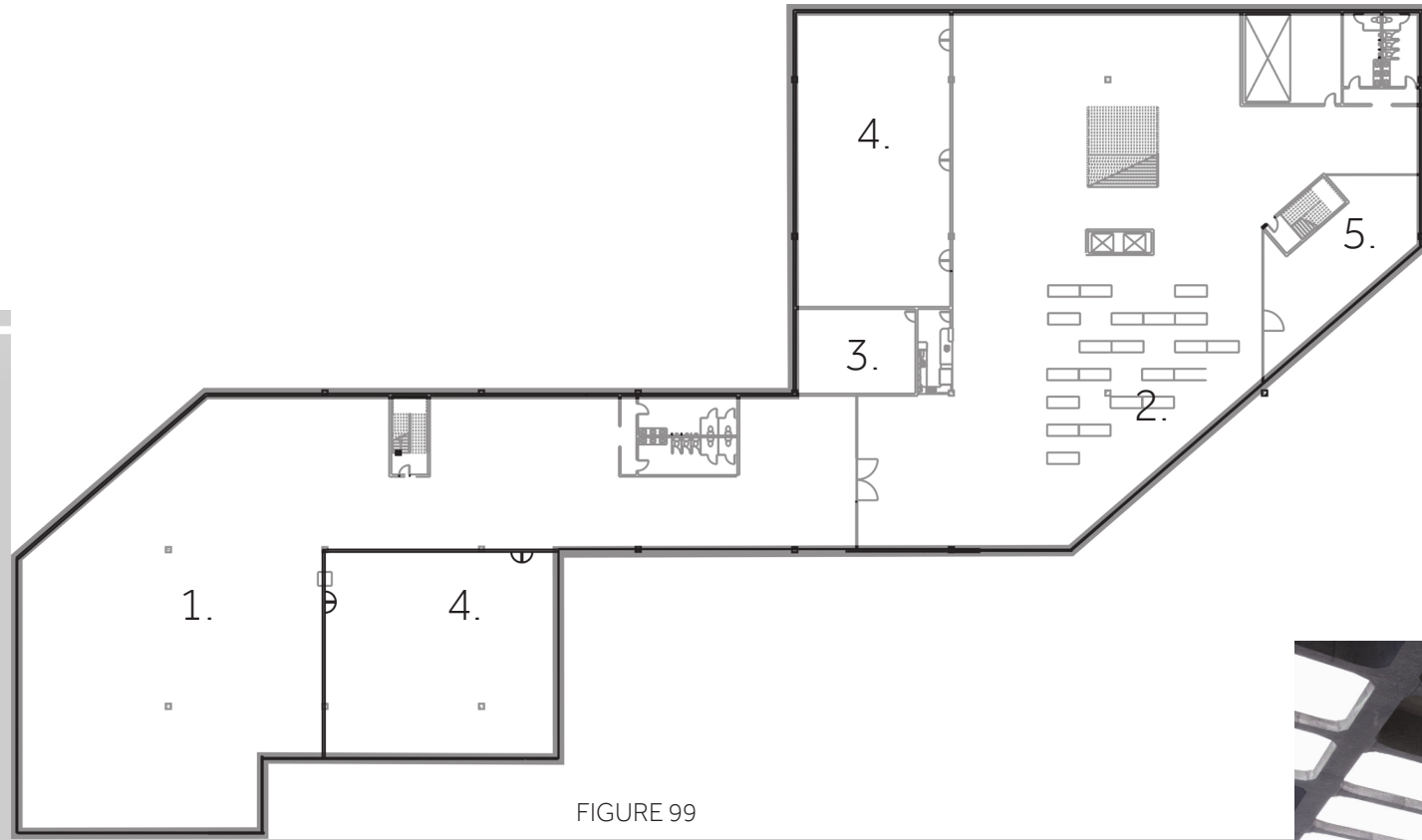


FIGURE 99

### ROOM KEY

- 1. Gallery 2
- 2. Open Seating
- 3. Cafe / Kitchen
- 4. Mechanical / Storage
- 5. Gift Shop

## OPEN SEATING



FIGURE 100



# SOLUTION

## FIRST FLOOR

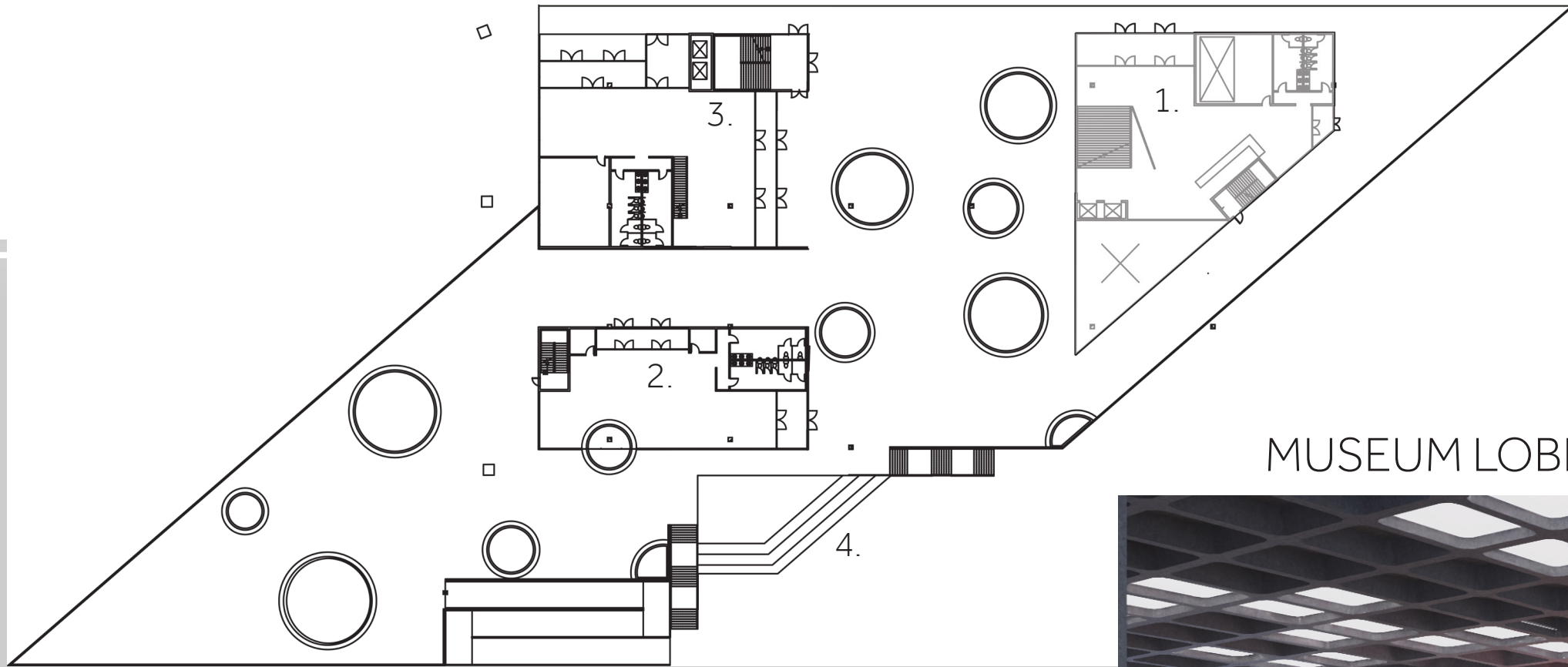
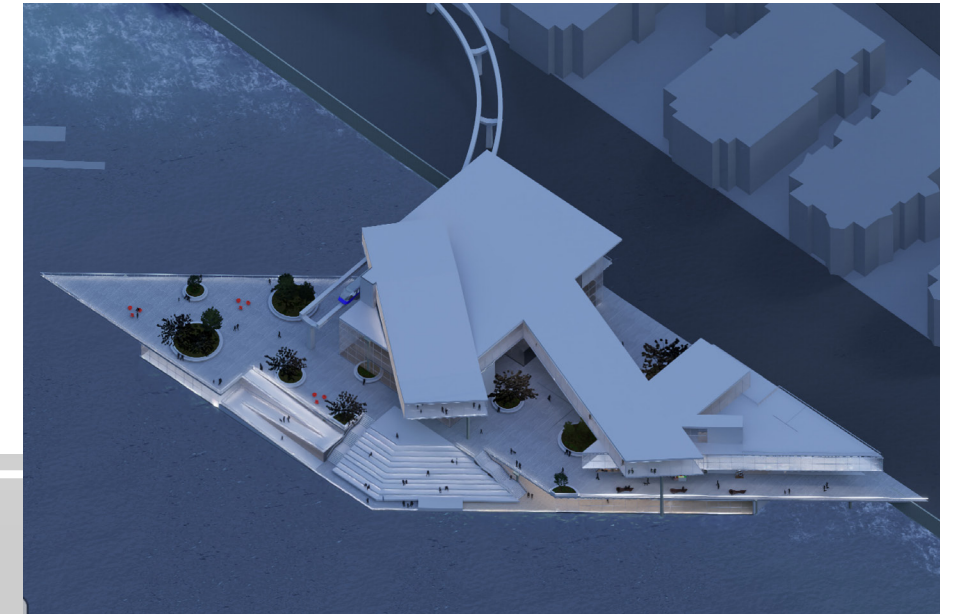


FIGURE 101

### ROOM KEY

1. MAD Lobby
2. Pavilion
3. Administration
4. Amphitheater



RENDERED SITE

FIGURE 102

## MUSEUM LOBBY



FIGURE 103



# SOLUTION

## SECOND FLOOR

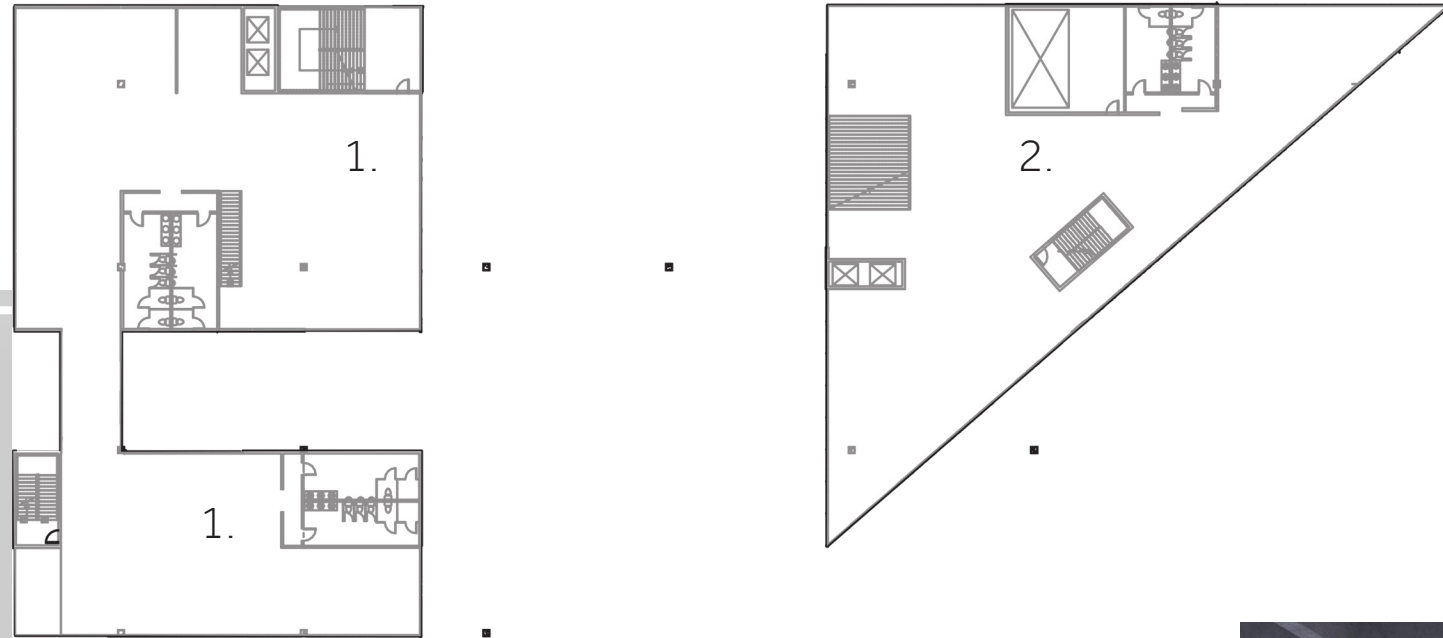


FIGURE 104

### ROOM KEY

- 1. Studio Workshop
- 2. Gallery 1

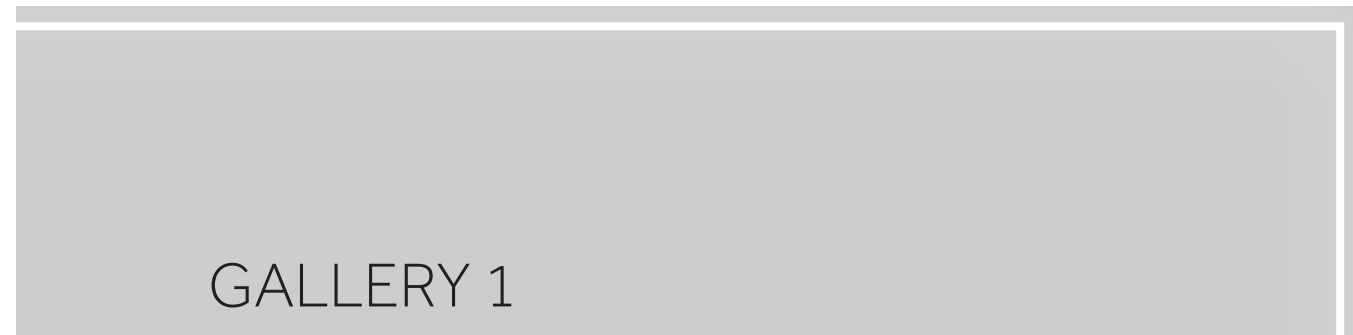


FIGURE 105



# SOLUTION

## THIRD FLOOR

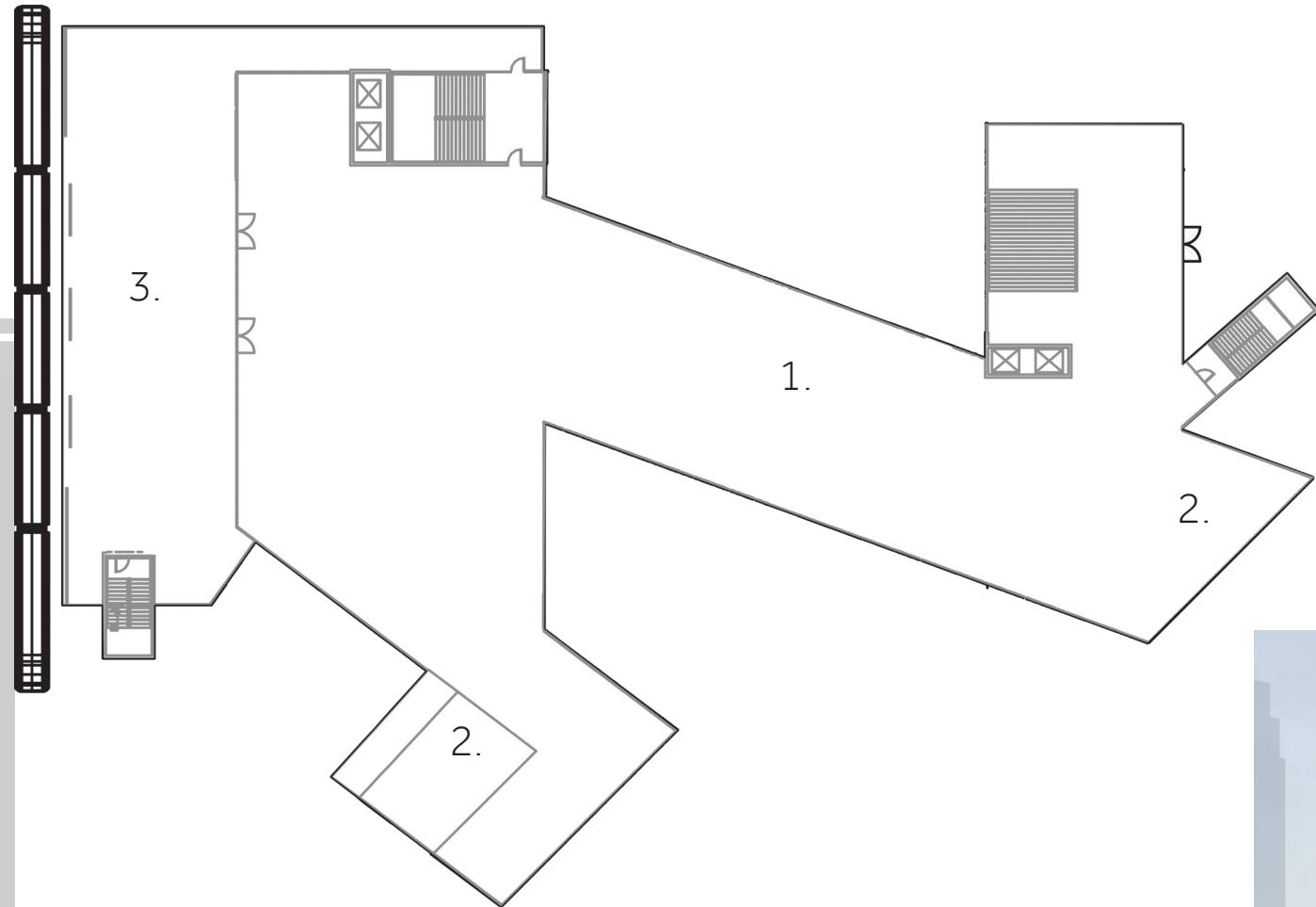


FIGURE 106

### ROOM KEY

- 1. Skyway
- 2. Observation Deck
- 3. Monorail Platform

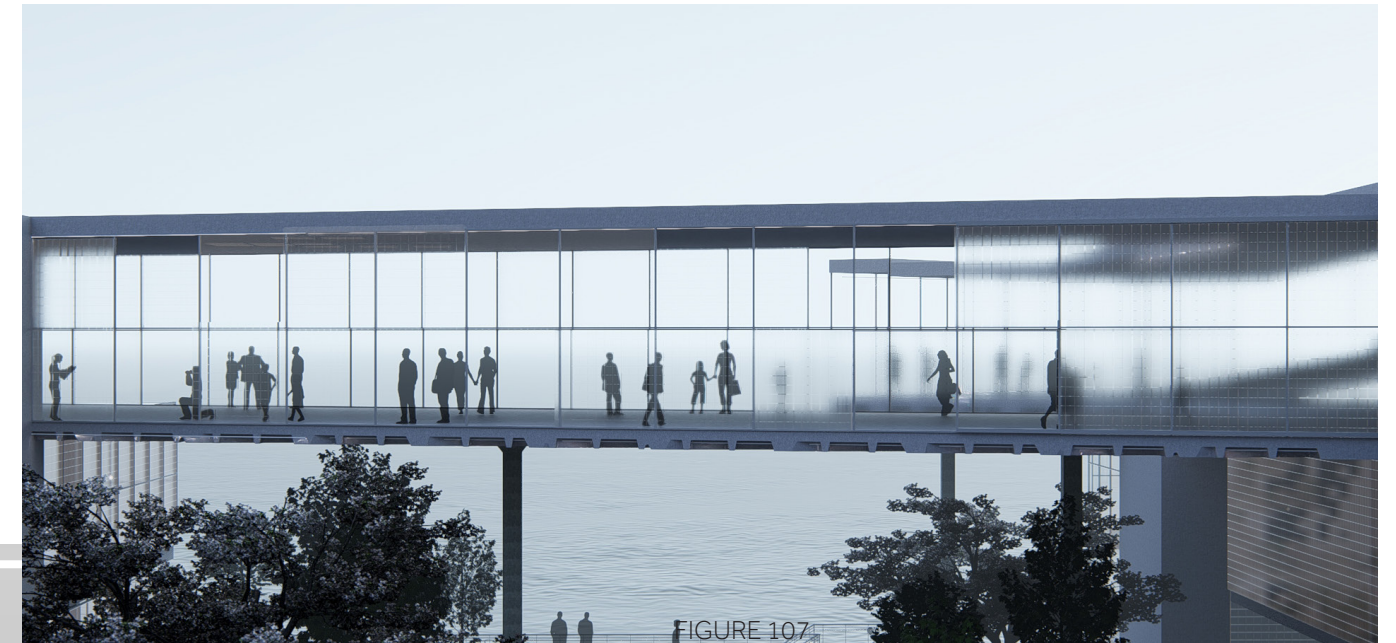


FIGURE 107

EXTERIOR PERSPECTIVE SKYWAY

EXTERIOR PERSPECTIVE



FIGURE 108



# PERFORMANCE ANALYSIS AND PERFORMANCE CRITERIA EVALUATION RESPONSE TO SITE OR CONTEXT

## MONORAIL PLATFORM

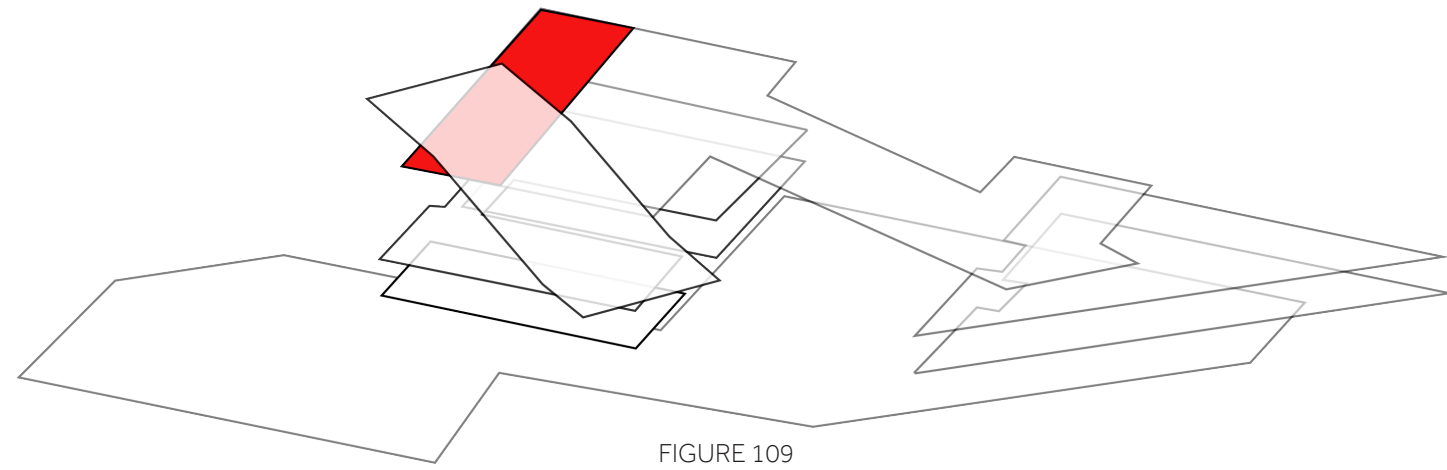


FIGURE 109

## CIRCULATION

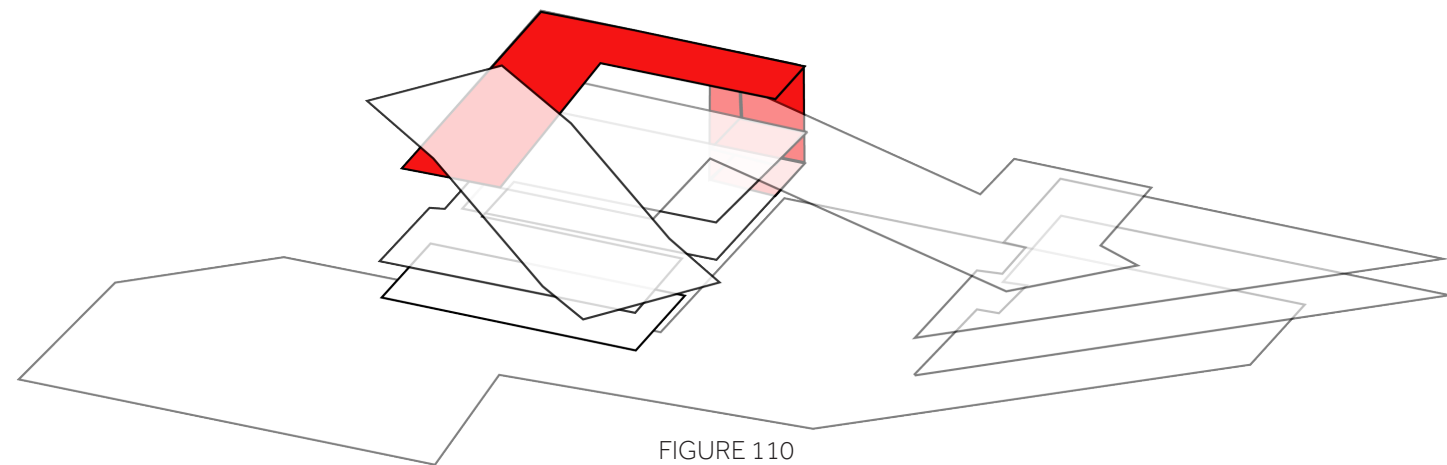


FIGURE 110

Since the monorail has people that rely on it as a means of transportation for their daily commuting I felt it important to create an easy to find, large circulation tower that brings you right to street level

# PERFORMANCE ANALYSIS AND PERFORMANCE CRITERIA EVALUATION RESPONSE TO TYPOLOGICAL RESEARCH

## DEDICATED PUBLIC SPACE

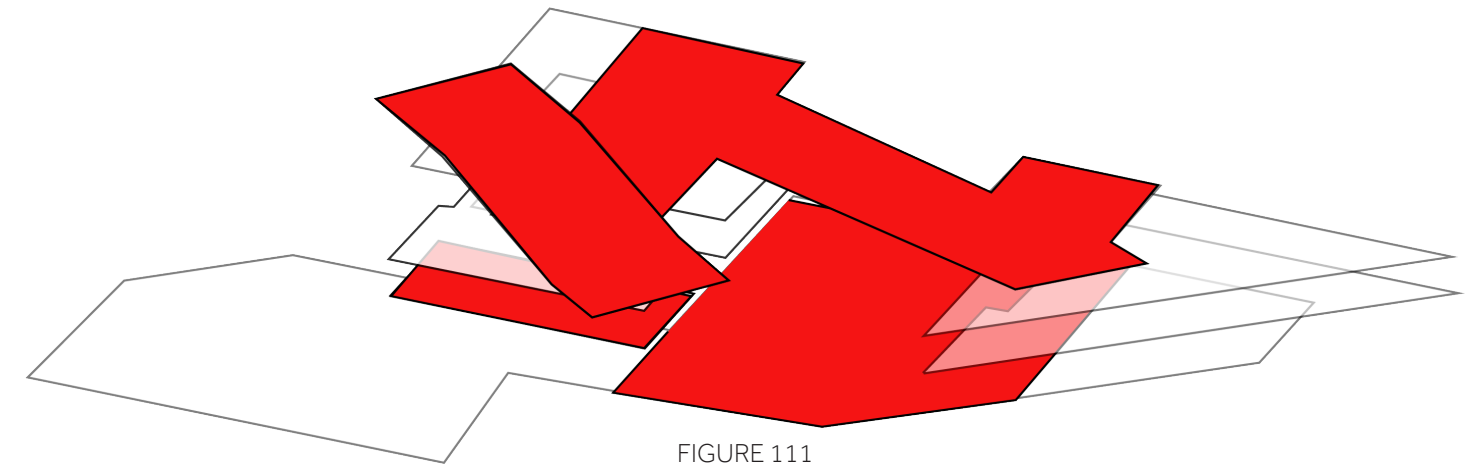


FIGURE 111

Coming off the monorail on the third floor, the remaining floor plate has been dedicated to the public. Keeping the space public was very important as the third floor stems from the crossing over place while also having the best views.

## CIRCULATION

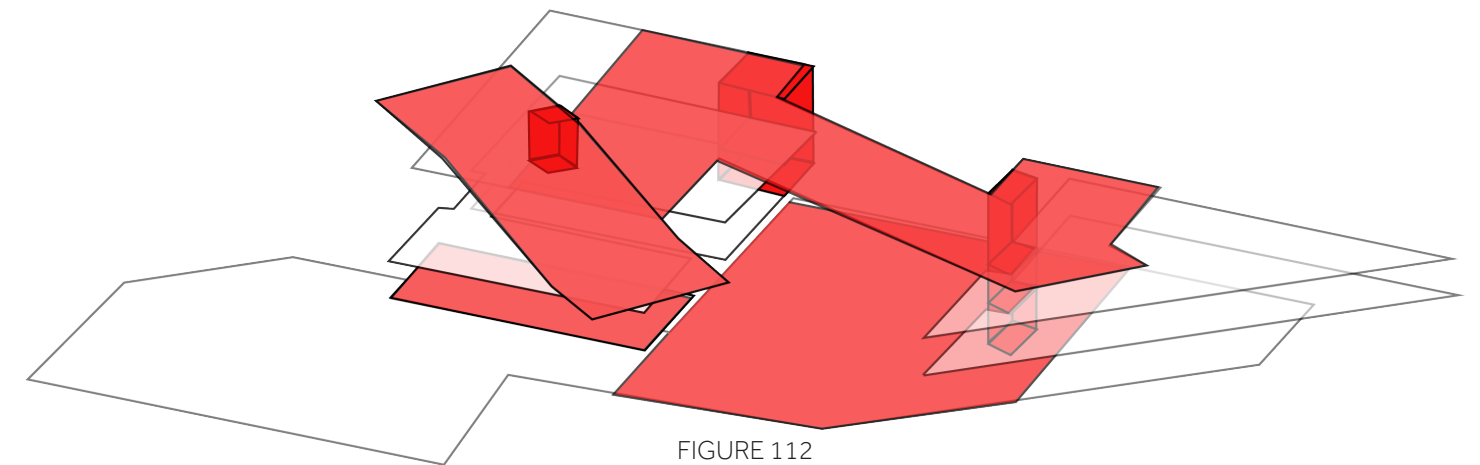


FIGURE 112

# PERFORMANCE ANALYSIS AND PERFORMANCE CRITERIA EVALUATION

## RESPONSE TO GOALS AND PROJECT EMPHASIS

### MUSEUM GALLERY

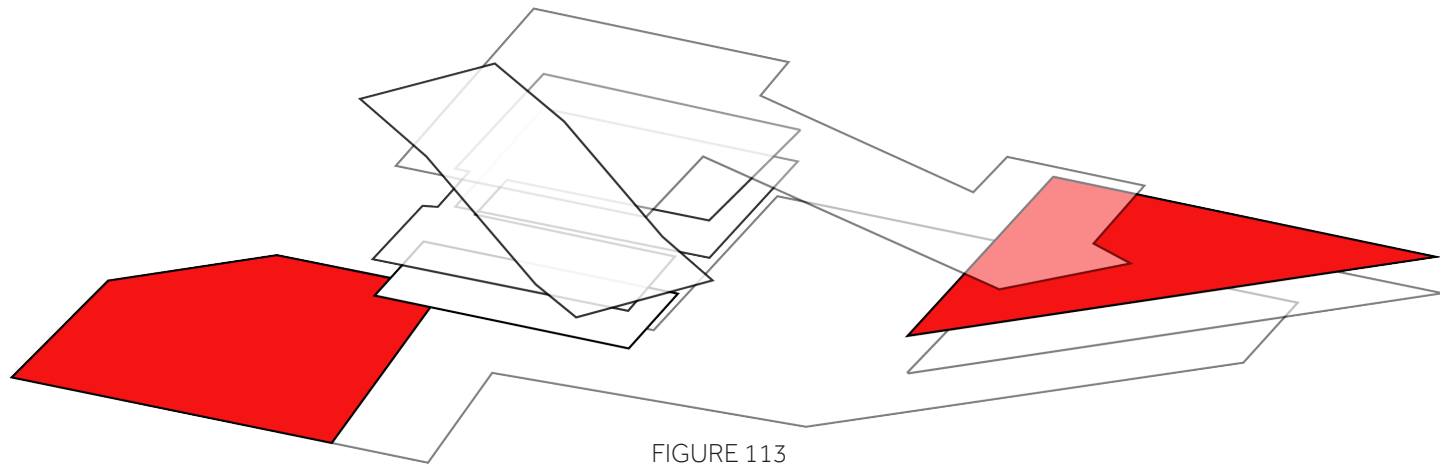


FIGURE 113

Now getting into the museum, the two gallery's are placed on opposite ends of the building. This program move was done in an attempt to pull apart the museum to allow for the ability to stack other uses within.

### CIRCULATION

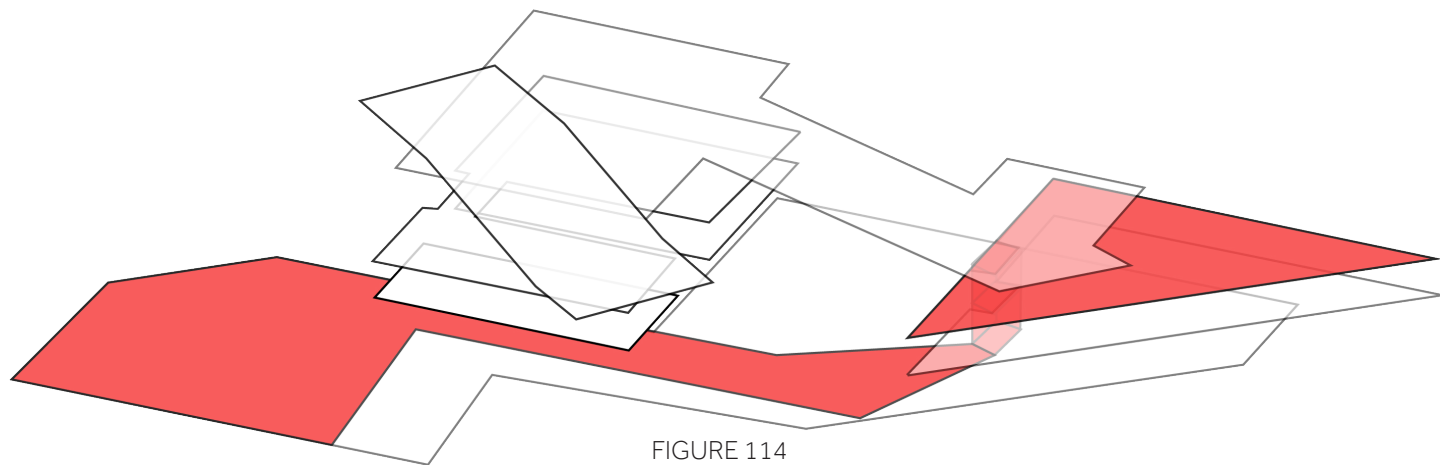


FIGURE 114

### EDUCATION / STUDIO WORKSHOP

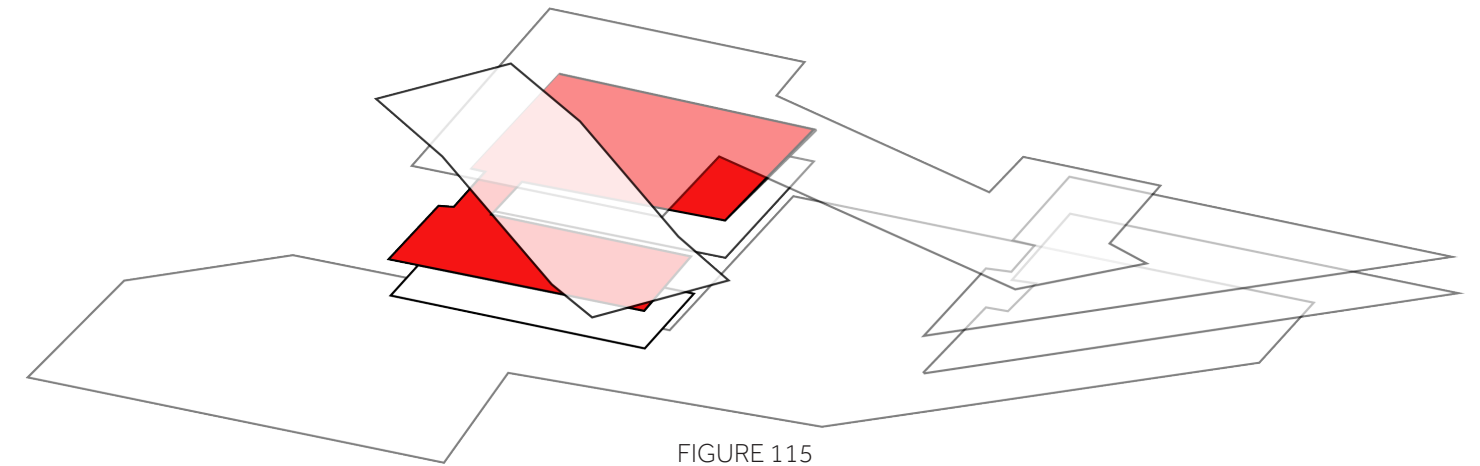


FIGURE 115

An emphasis of this thesis was on the solution being able to provide an educational experience. I envision this education space as being throughout the entire building and site. Highlighted here is the dedicated space for that. However due to the flexibility of the building, these workshops could realistically be held all throughout the space and site

### CIRCULATION

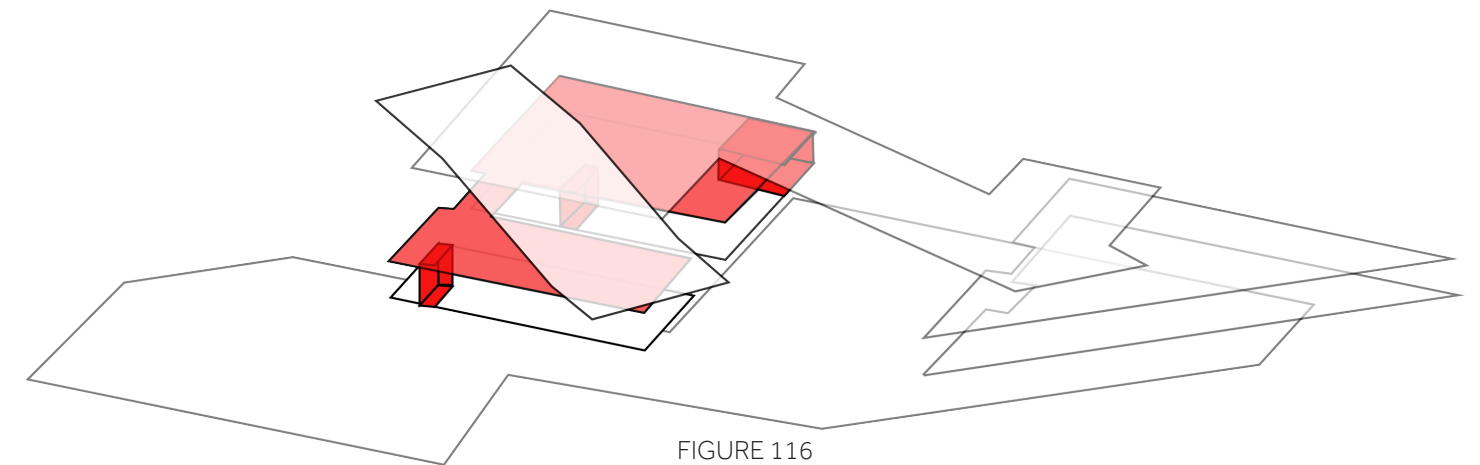


FIGURE 116



# PERFORMANCE ANALYSIS AND PERFORMANCE CRITERIA EVALUATION

## RESPONSE TO GOALS AND PROJECT EMPHASIS

### EGRESS

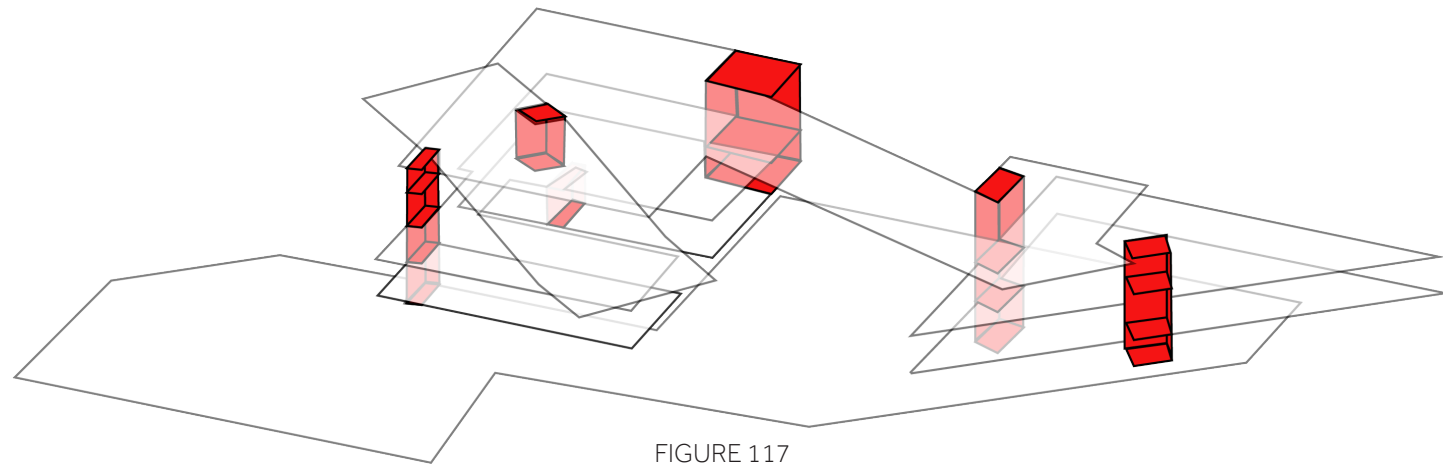


FIGURE 117

main vertical circulation. The large circulation stair for the monorail platform serves the workshops and the observation spaces

The tower in the museum mass has been shown serving not only museum attendants but also those who explore the public space and observation points

### MUSEUM + DEDICATED PUBLIC

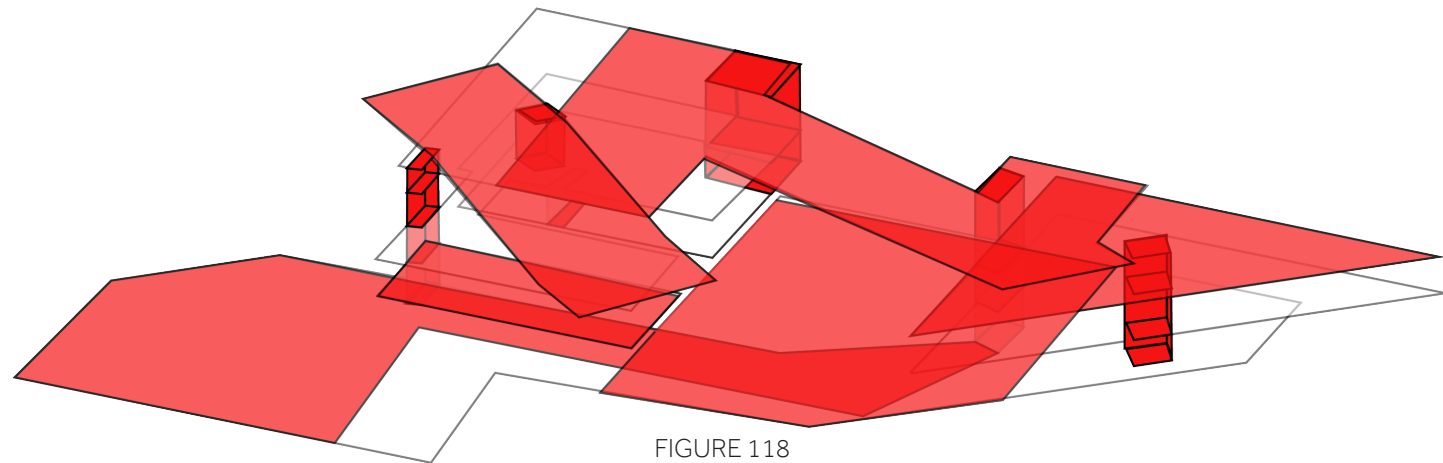


FIGURE 118



FRONT ELEVATION

FIGURE 119

Through the use of stacking, connecting, intertwining, and pulling apart the museum, I've strategically manipulated the flow of movement to public lookouts through the museum art. This decision encourages community involvement and unknowingly expands education. Putting in a monorail platform delivers the community to the front door and benefits the greater Seattle area as a whole. Creating flexible areas that allow for the building to adapt and accommodate as the community grows and expands even further meets my goals of encouraging community involvement and education.

# DIGITAL PRESENTATION



CREATIVE

## BUILDING CONNECTIONS THROUGH DESIGN

AN ART MUSEUM AND COMMUNITY CENTER FOR  
PERSONAL AND PROFESSIONAL DEVELOPMENT

2023

THESIS PRESENTATION



"A cohesive society is one where people are protected against life risks, trust their neighbors and the institutions of the state and can work towards a better future for themselves and their families. Fostering social cohesion is about striving for greater inclusiveness, more civic participation, and creating opportunities for upward mobility. It is the glue that holds society together".

-United Nations Department of Economic and Social Affairs



## TABLE OF CONTENTS

### 01 | Context

An analysis of the site context, history, and culture, and how it became the location for this thesis project.

### 02 | Emphasis

A look at the driving force and motivation behind this project, and an attempt at answering the question of "why a museum?"

### 03 | Process

The step by step process, and challenges faced along the way, that lead to the final outcome of the building.

### 04 | Solution

The conclusion of this thesis project as a result of research, experience, process, and planning.

## DRIVING IDEA STATEMENT & NARRATIVE

Can we create a new method of engaging our communities by communicating artistic importance and human scale within a design focused on civic and recreational typologies?



"A cohesive society is one where people are protected against life risks, trust their neighbors and the institutions of the state and can work towards a better future for themselves and their families. Fostering social cohesion is about striving for greater inclusiveness, more civic participation, and creating opportunities for upward mobility. It is the glue that holds society together".

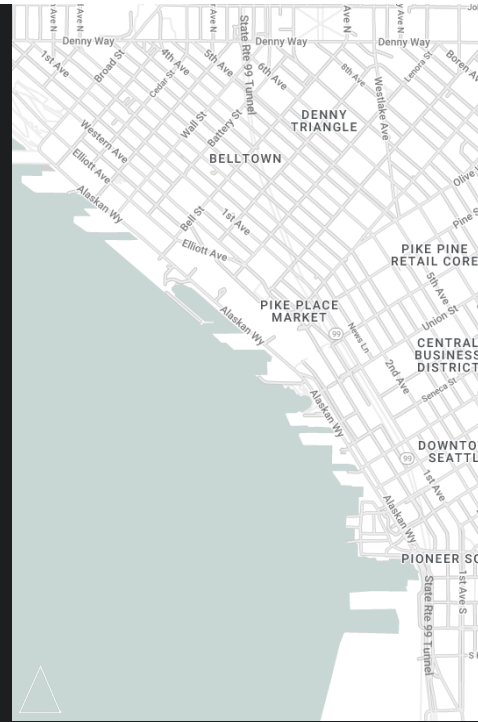
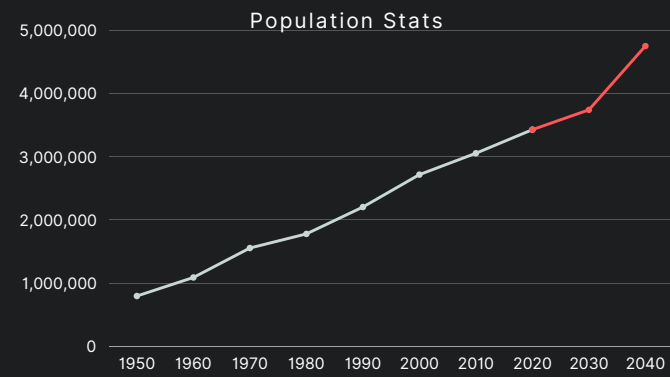
-United Nations Department of Economic and Social Affairs



# DIGITAL PRESENTATION

## SITE SELECTION

Seattle, Washington



## SITE HISTORY

DUWAMISH TRIBE

.....

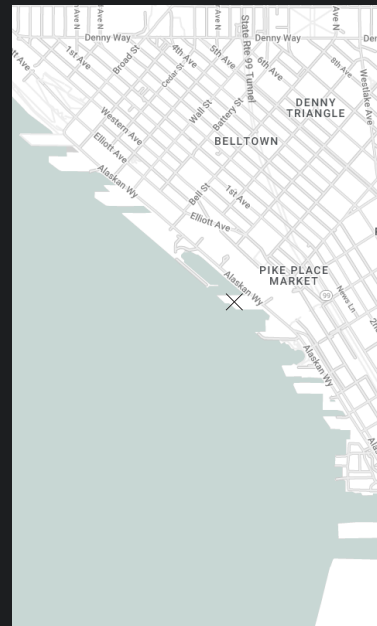
Dzidzilalich, or little crossing-over place, was one of the largest establishments of the Duwamish Tribe. The name refers to the spot that was the connection of homes, and connection of community. This location is currently known as Pioneer Square.



## SITE SELECTION

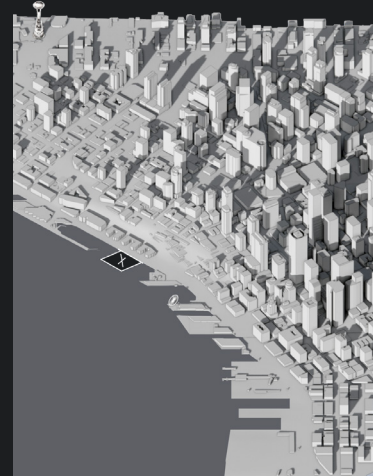
Nearby to some of the most popular tourist attractions in the world.

Pier 62  
Elliot Bay



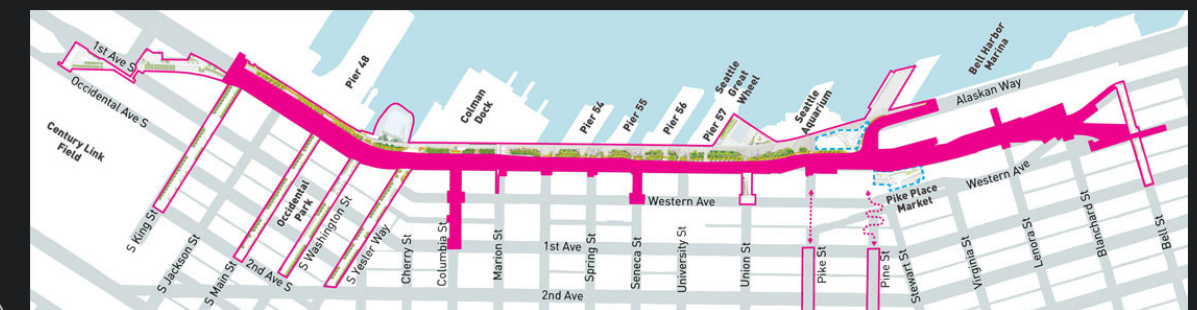
10 +  
MILLION

Annual visitors to the Pike Place / Waterfront area



## SITE PRESENT

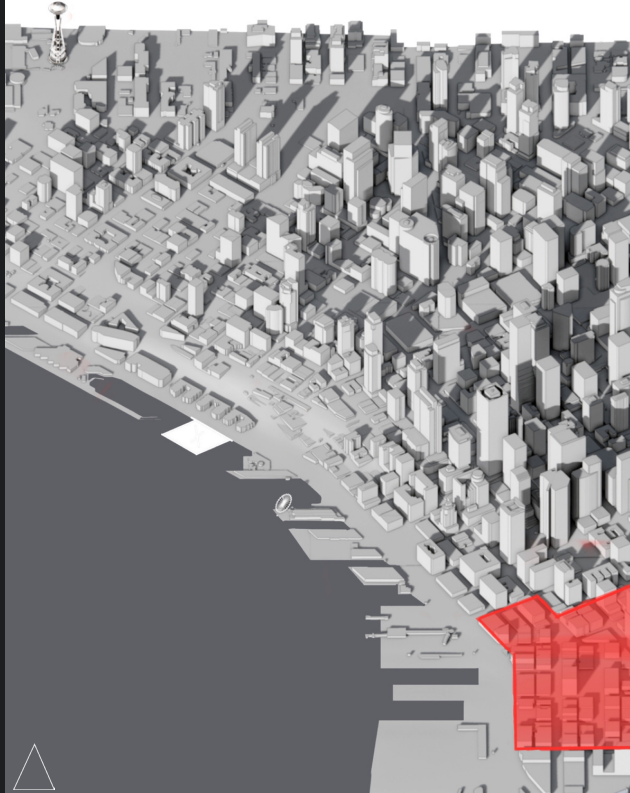
THE WATERFRONT PROJECT





# DIGITAL PRESENTATION

## SITE ANALYSIS

### PIONEER SQUARE

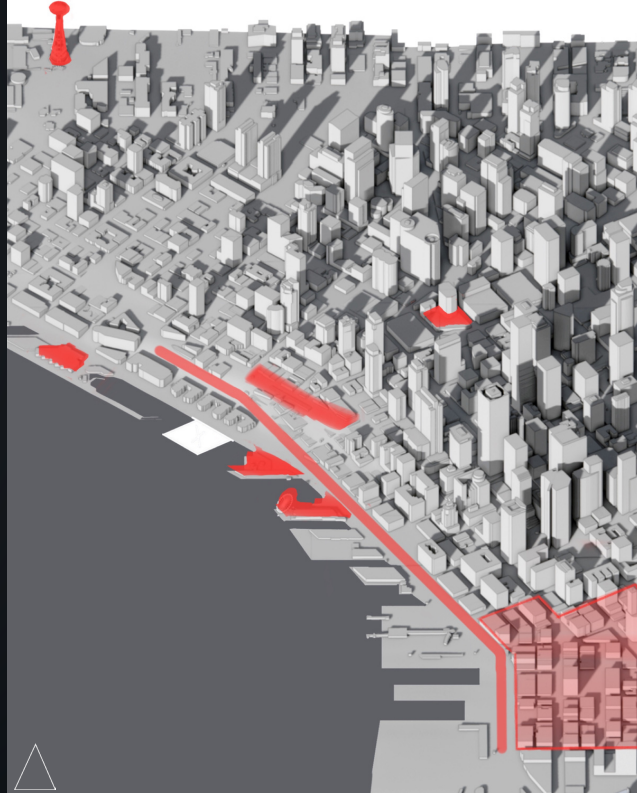


 Duwamish

 Dzidzilich

## SITE ANALYSIS

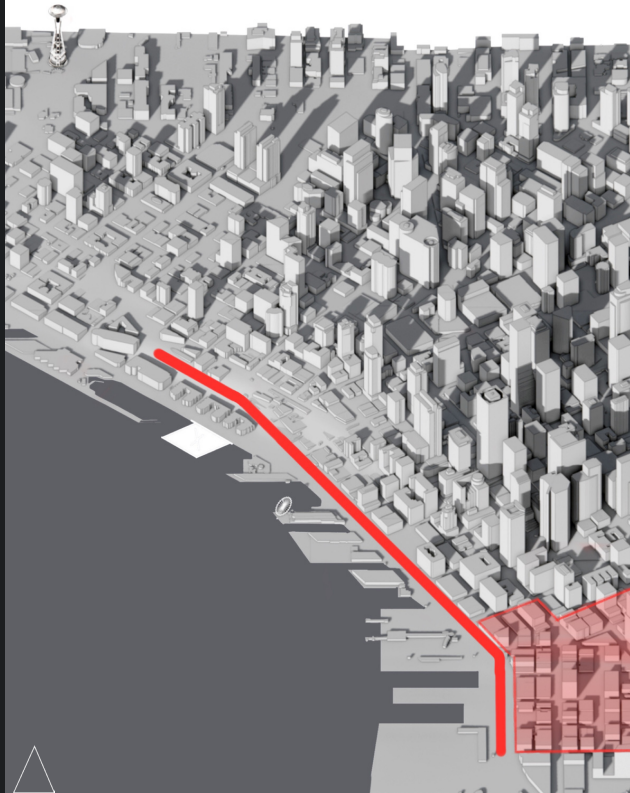
### POINTS OF INTEREST





- Space Needle
- Westlake Center
- Pier 66 + Cruise Terminal
- Pike Place Market
- Pier 62 + 63
- Seattle Aquarium
- Great Wheel
- Waterfront

## SITE ANALYSIS

### WATERFRONT PROJECT


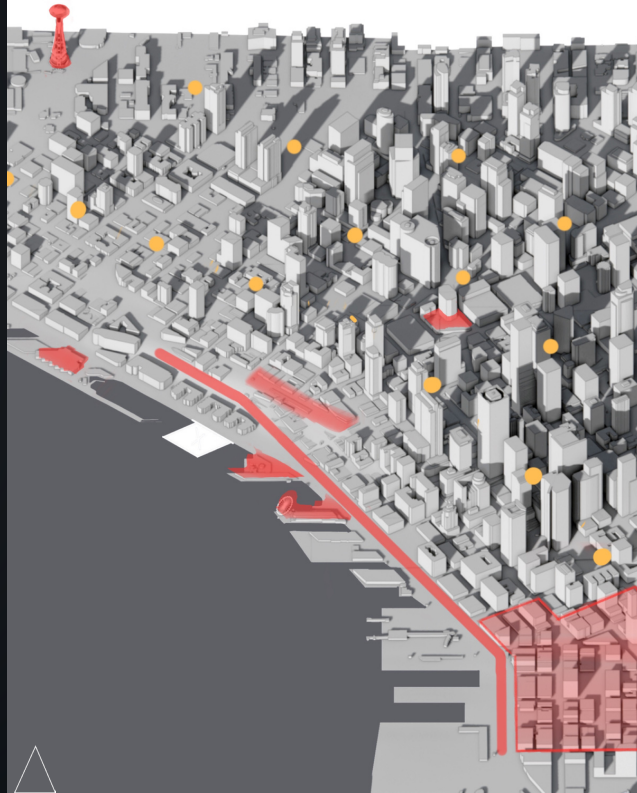


 Dzidzilich

 Elliott Way

## SITE ANALYSIS

### METRO STATIONS



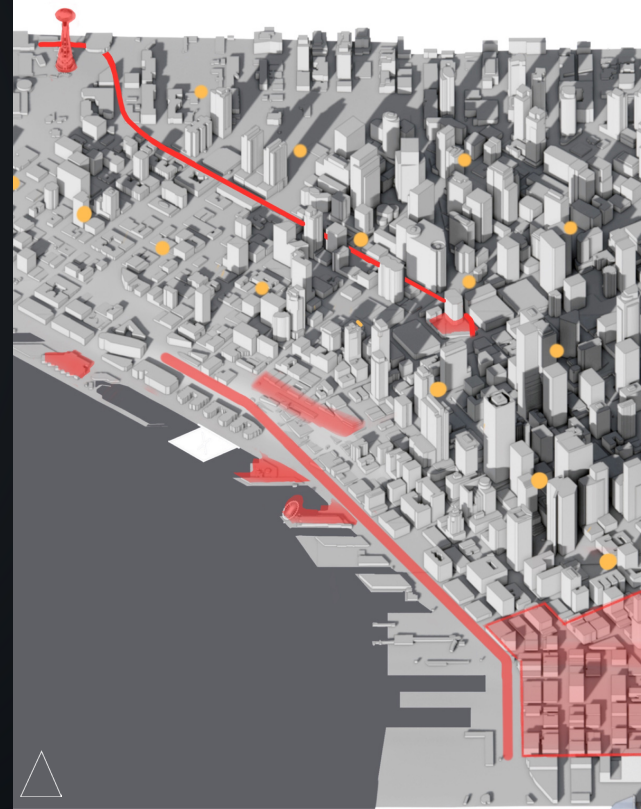
**Downtown Metro Service**  
FREQUENT ROUTES TO HELP YOU GET AROUND DOWNTOWN



# DIGITAL PRESENTATION

## SITE ANALYSIS

EXISTING MONORAIL LINE



## SITE VISIT

Key takeaways from my personal time visiting Seattle and pier 62

### Transit

With the proximity to Pike Place Market, I found that parking was very limited in the downtown Seattle area, along with a lack of transportation to the Waterfront.



### Views

I found that there were great views from the pier going in all directions. Views including the Seattle Space Needle, the Great Wheel, Mount Olympus and Mount Rainier.



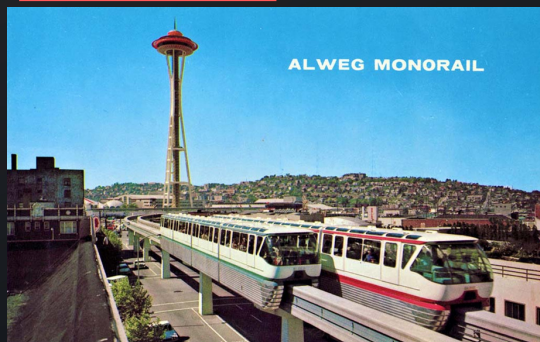
### Material / Style

I was drawn towards the many industrial style buildings along the waterfront. I found a building with glass blocks that sparked inspiration for my project.



## WHAT IS THE MONORAIL?

This transit system was introduced in 1961 for the World Fair. It is currently the fastest way to get from downtown to central Seattle.



Century 21 Opens  
**LIFE** OUT OF THIS WORLD FAIR IN SEATTLE  
EXCLUSIVE: Tough Talk from Salazar, the Remote Dictator of Portugal  
BEAUTIFUL GREAT LAKES TOUR



## PROJECT EMPHASIS

My 3 main goals for this thesis

CONNECT AND GROW LOCAL COMMUNITY

EMPHASIS ON EDUCATION

ALL - INCLUSIVE DESIGN

# DIGITAL PRESENTATION

## PROCESS

The conception of ideas at the start of the process.



### Research Proposal

Early stages of narrative and typology



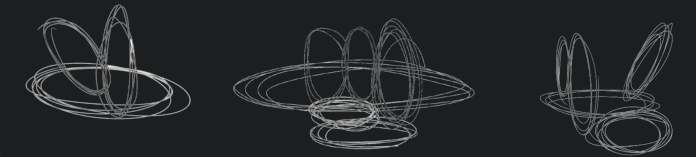
### Site visit

Fortunate enough to conduct a site visit here's some sketches from my time there



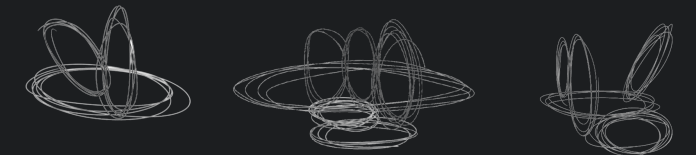
### Program sketches

after conducting research and spending time at the site, start thinking about programming three dimensionally



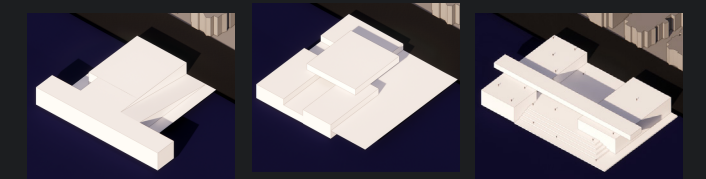
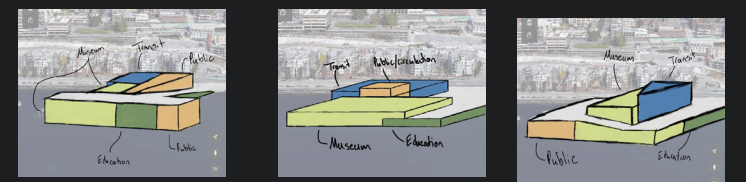
### Program sketches

after conducting research and spending time at the site, start thinking about programming three dimensionally



### Mass models

Presentations are tools that can be used as speeches, reports, and more.



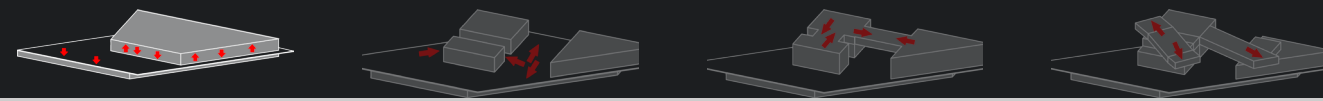
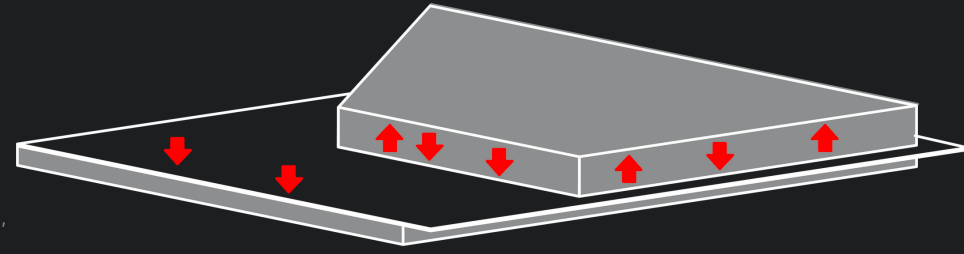


# DIGITAL PRESENTATION

## FINAL MASSING

### EXTRUDE

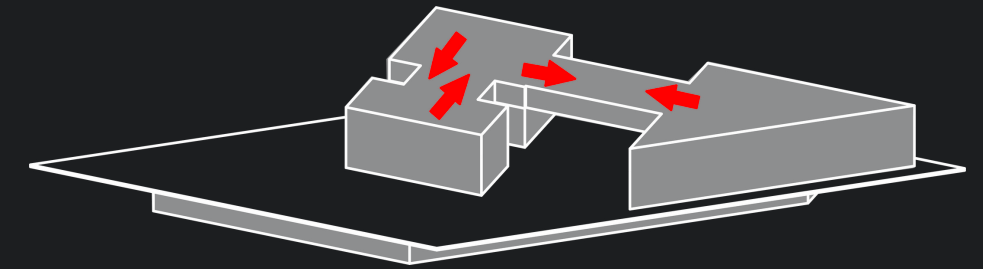
To start, the mass extrudes up and down, while also expanding the sublevel.



## FINAL MASSING

### CONNECT

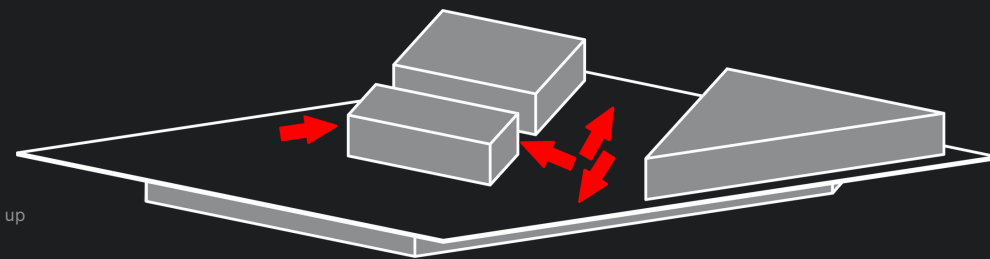
Create connection points (skyways) between remaining masses



## FINAL MASSING

### OPEN

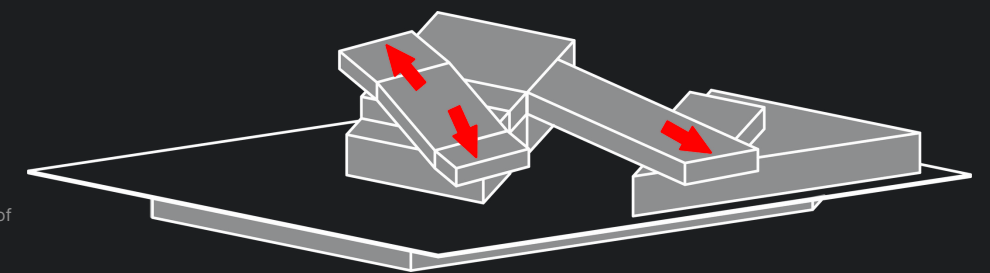
Create open paths and sight lines. Open up the space to continue to allow people to explore.



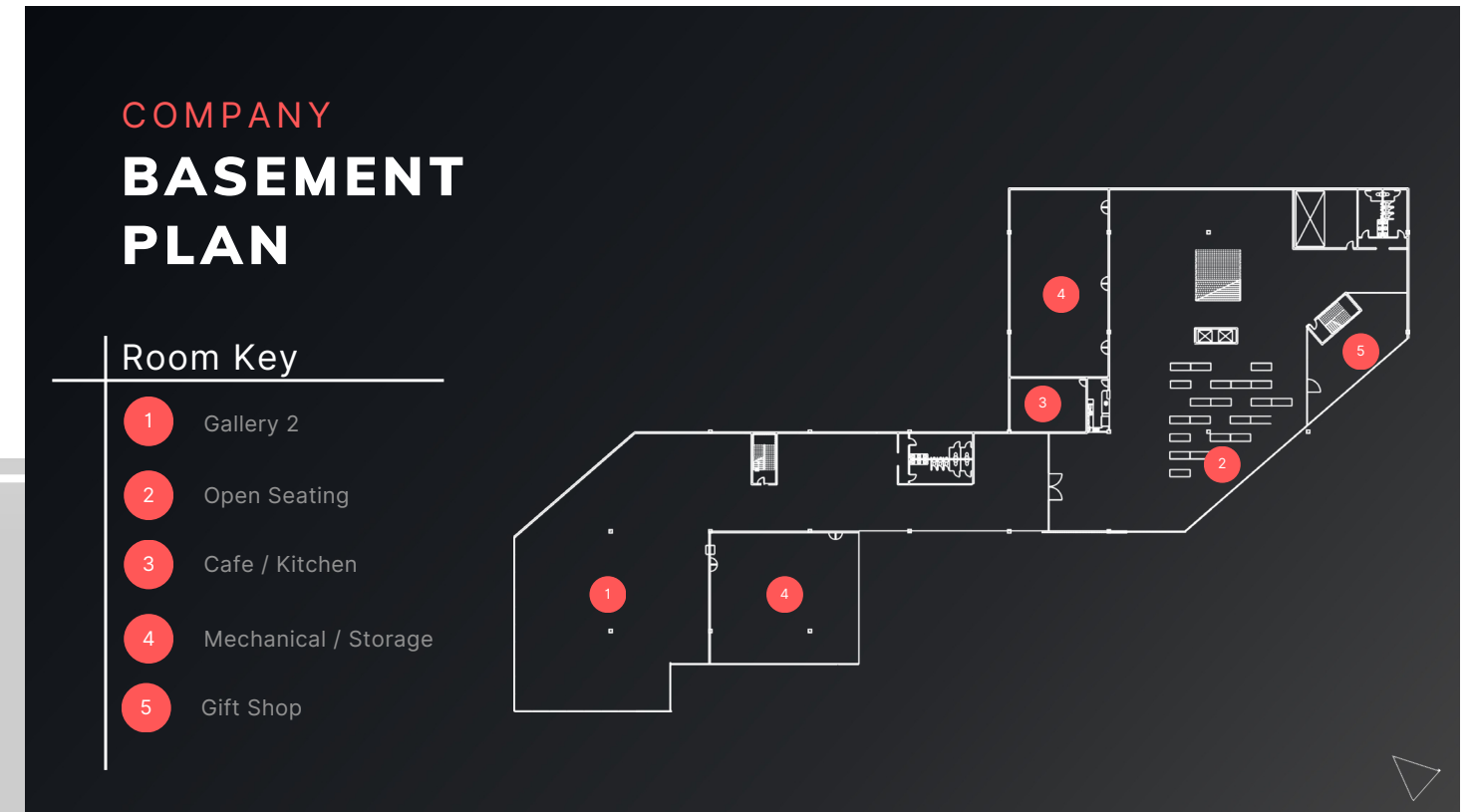
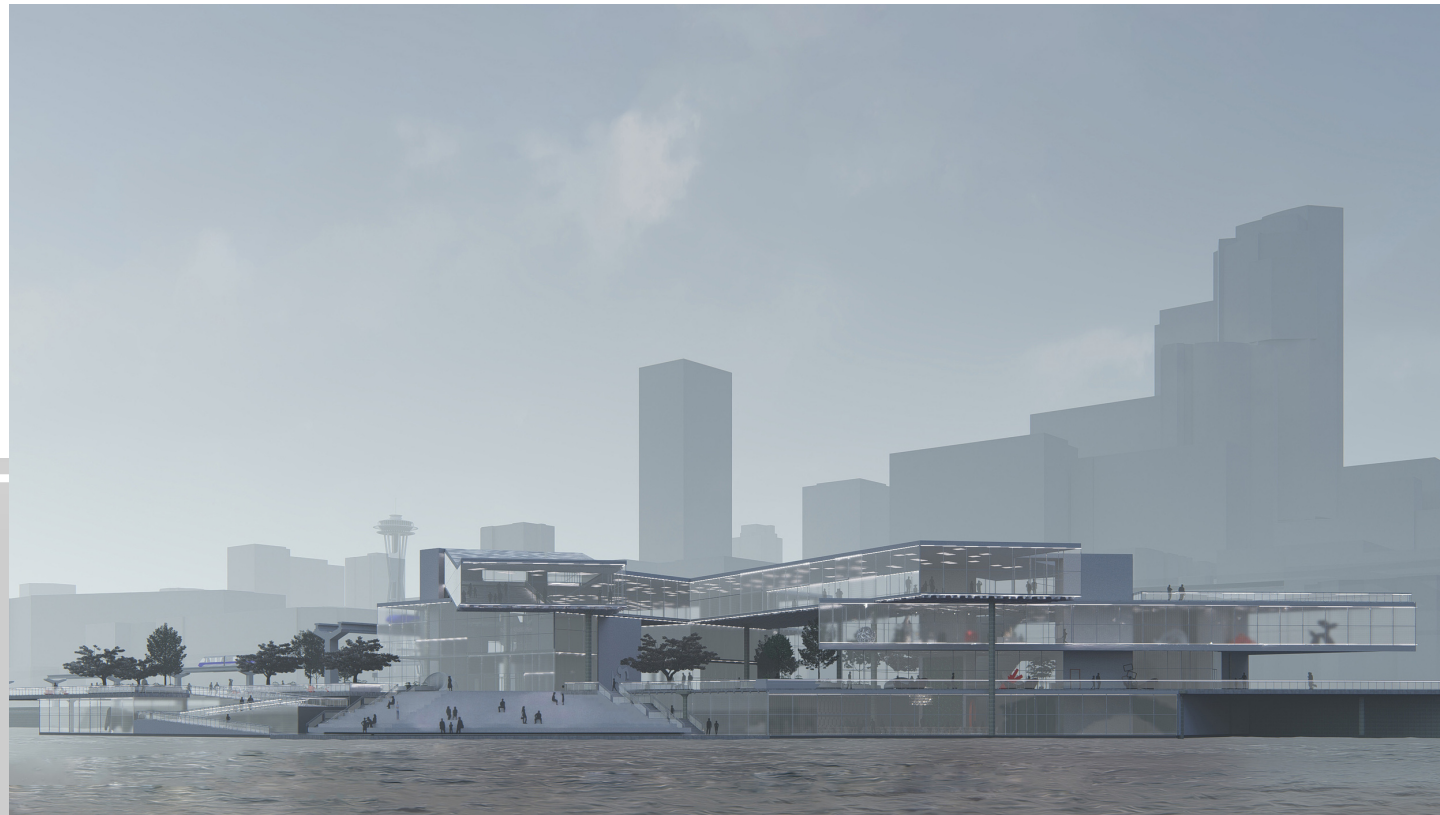
## FINAL MASSING

### ALIGN

Align connection points with sight lines of local attractions

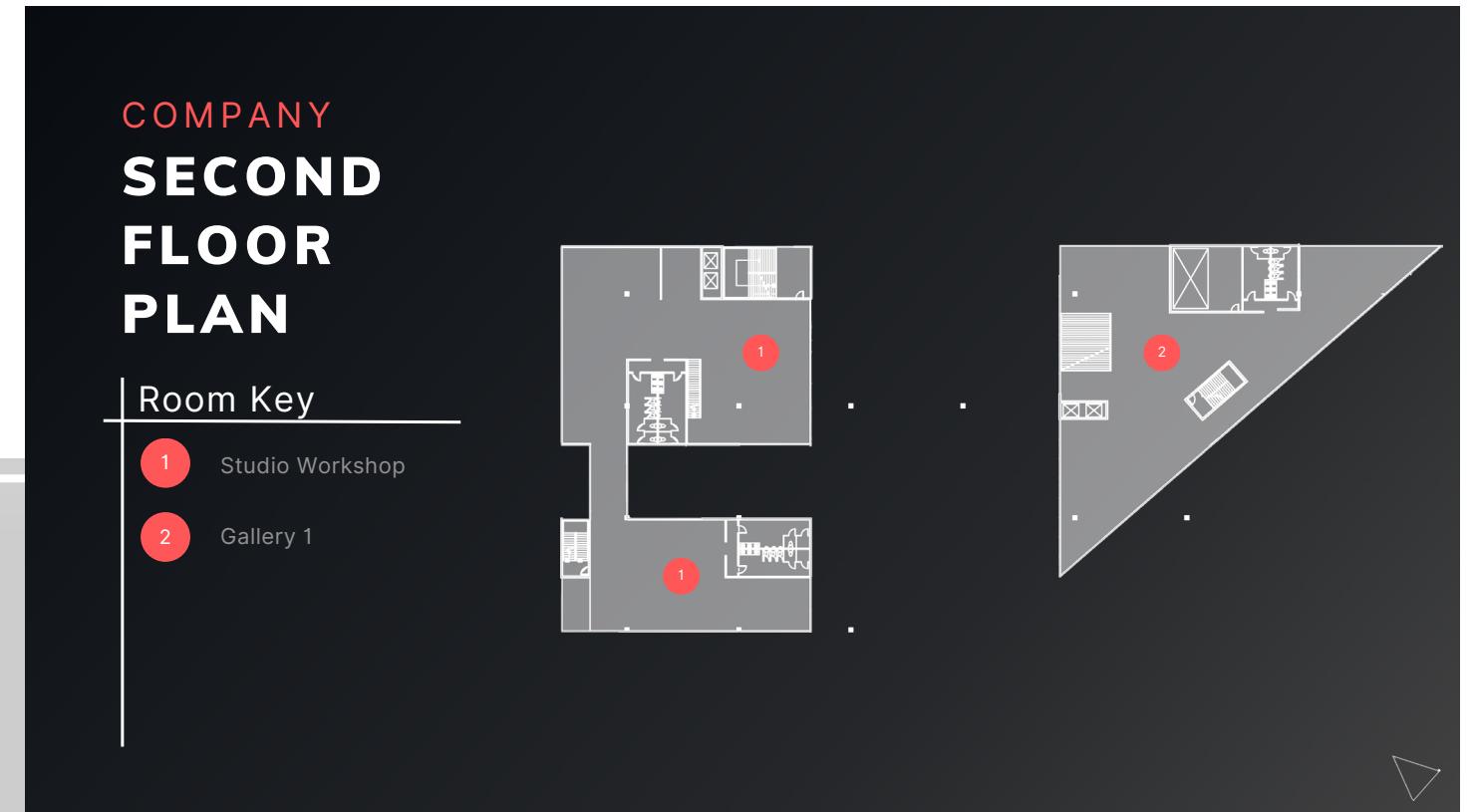
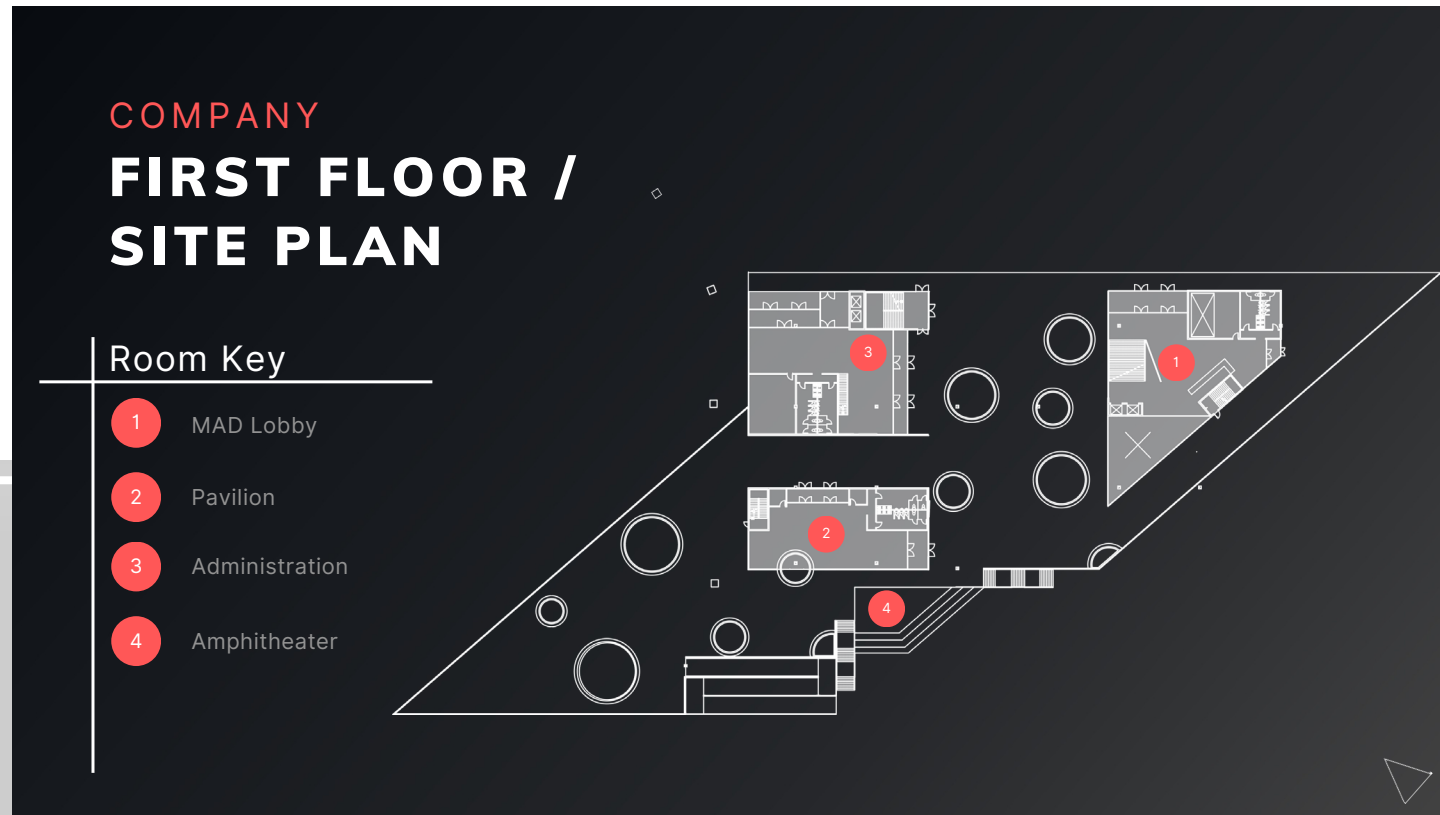


# DIGITAL PRESENTATION





# DIGITAL PRESENTATION



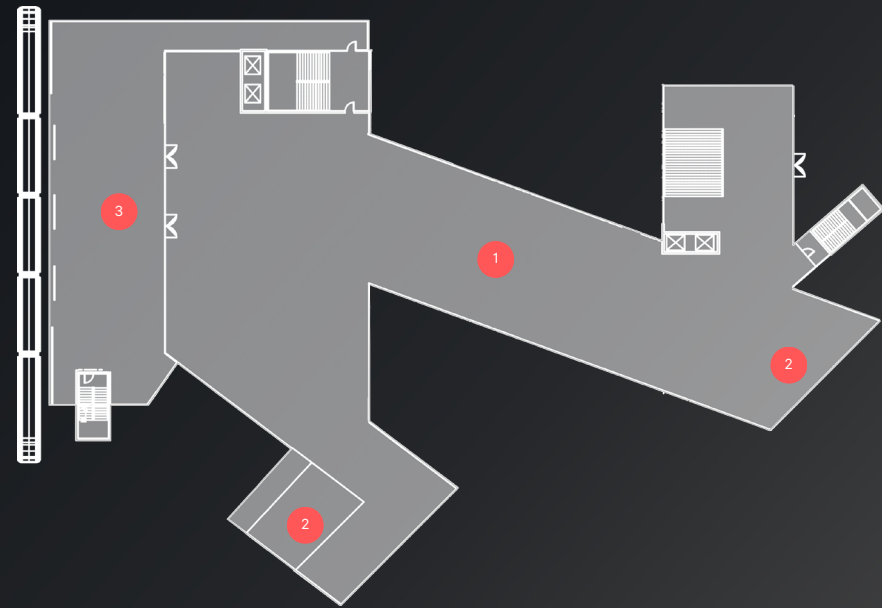


# DIGITAL PRESENTATION

## COMPANY THIRD FLOOR PLAN

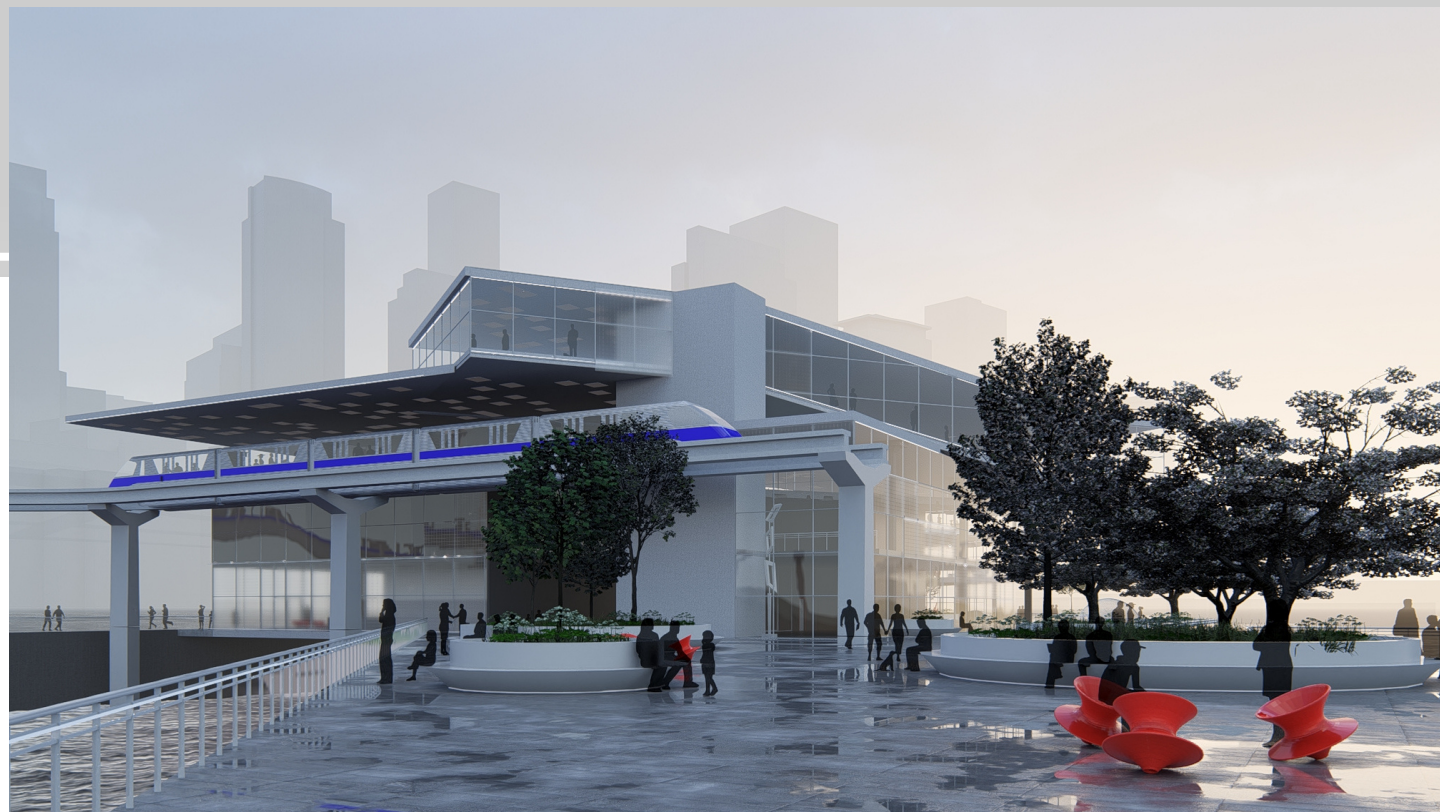
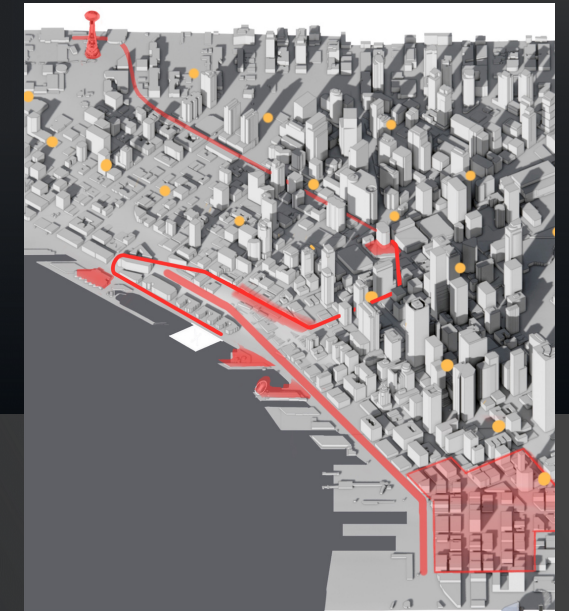
### Room Key

- 1 Skyway
- 2 Observation Deck
- 3 Monorail Platform

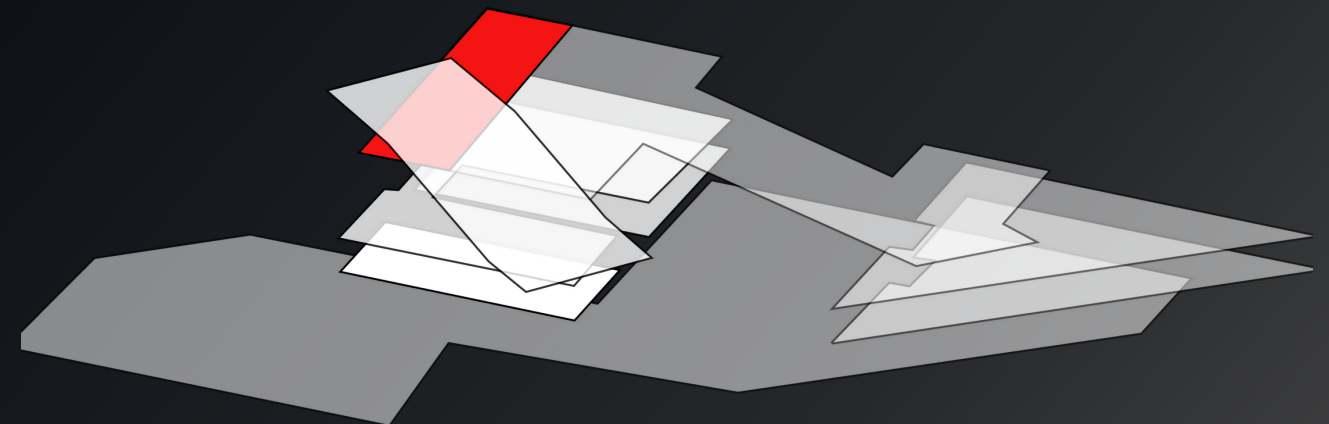


## MONORAIL EXPANSION

A proposal to expand the monorail train to connect the downtown Seattle station to the Waterfront.



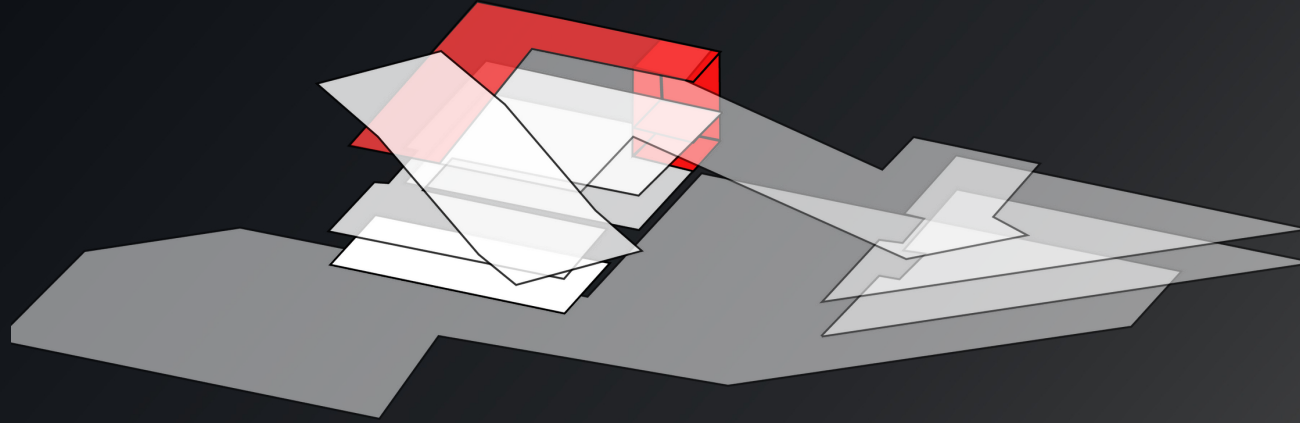
## MONORAIL PLATFORM



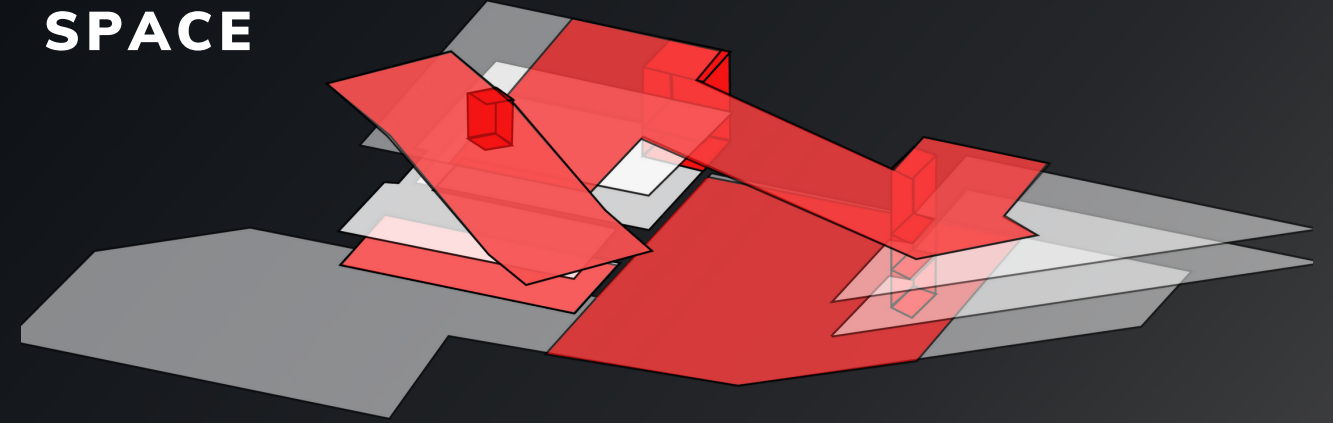


# DIGITAL PRESENTATION

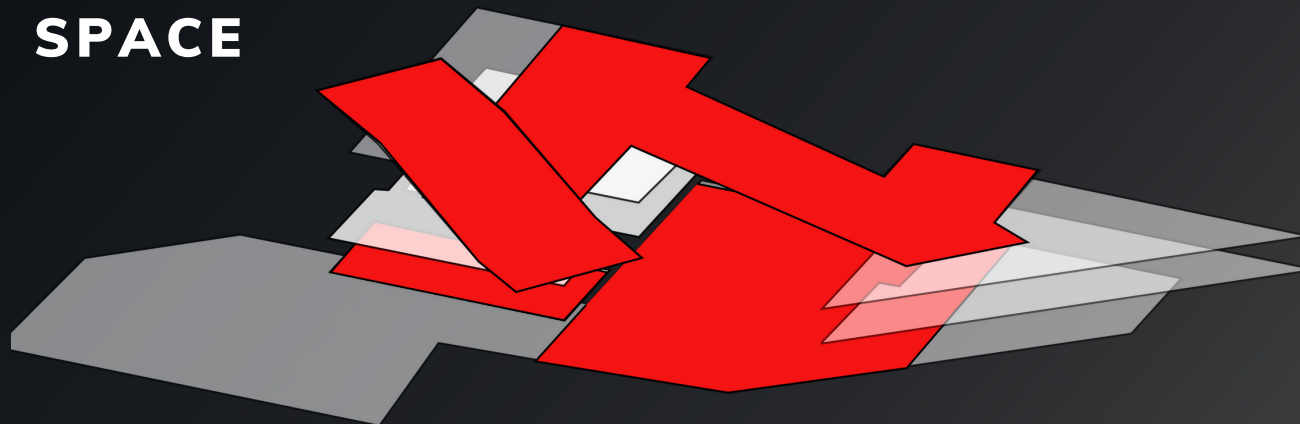
CIRCULATION  
**MONORAIL  
PLATFORM**



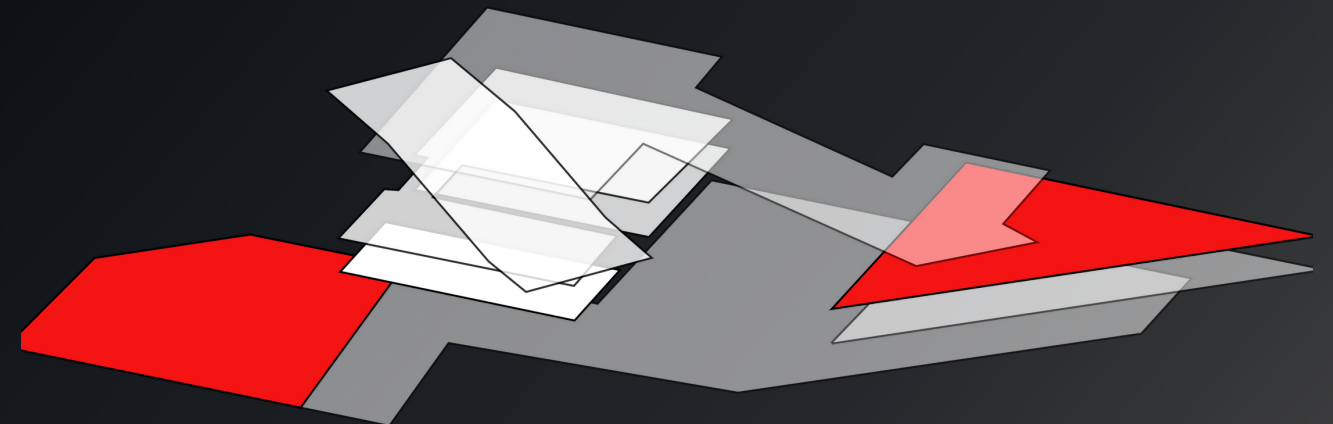
CIRCULATION  
**DEDICATED  
PUBLIC  
SPACE**



**DEDICATED  
PUBLIC  
SPACE**

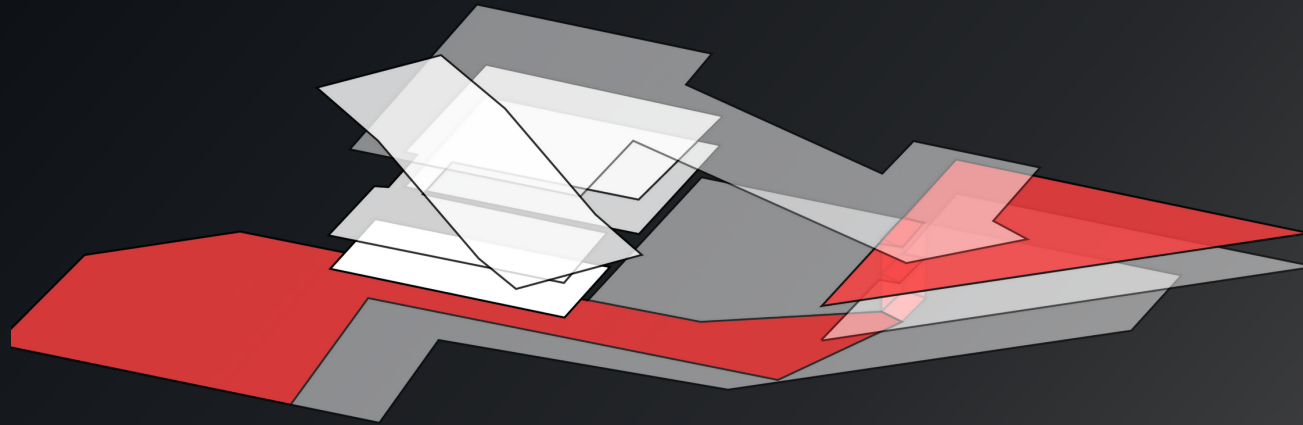


**MUSEUM  
GALLERY**

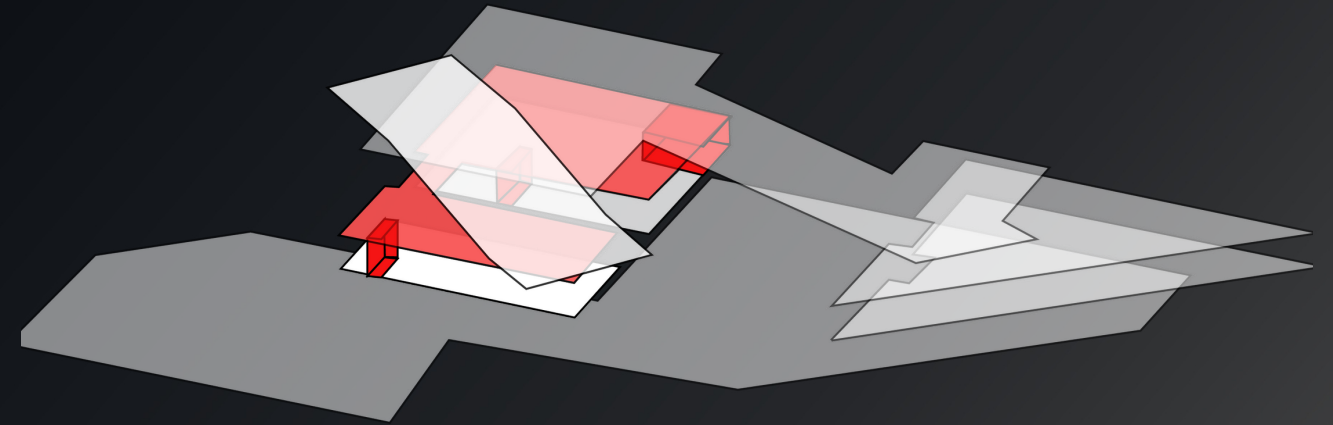


# DIGITAL PRESENTATION

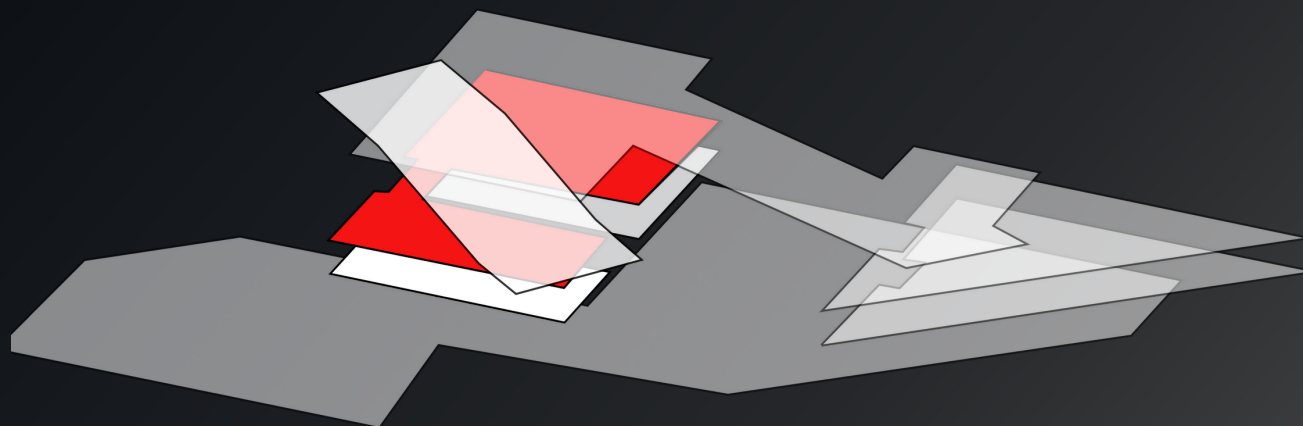
CIRCULATION  
**MUSEUM  
GALLERY**



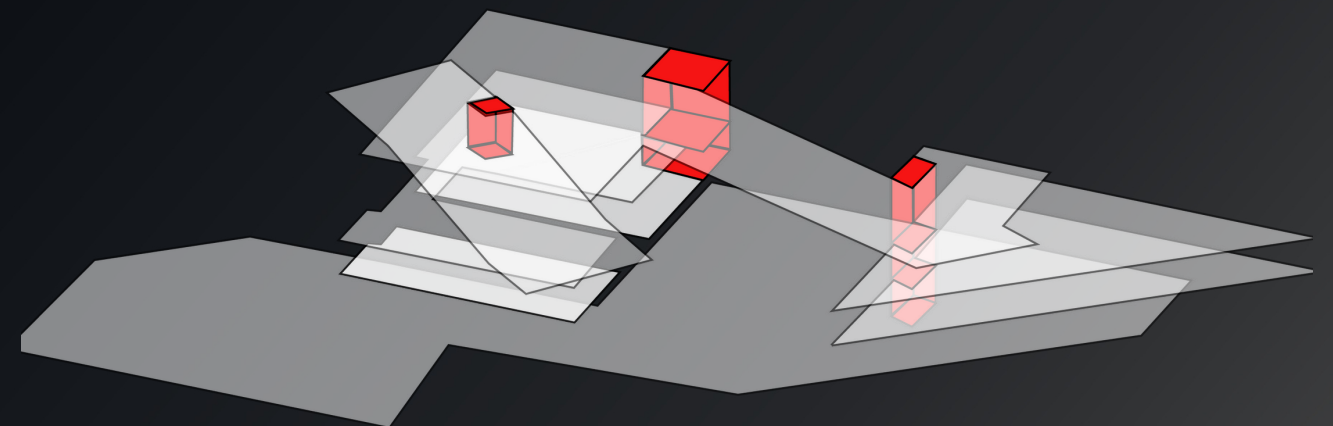
CIRCULATION  
**STUDIO  
WORKSHOP**



**STUDIO  
WORKSHOP**



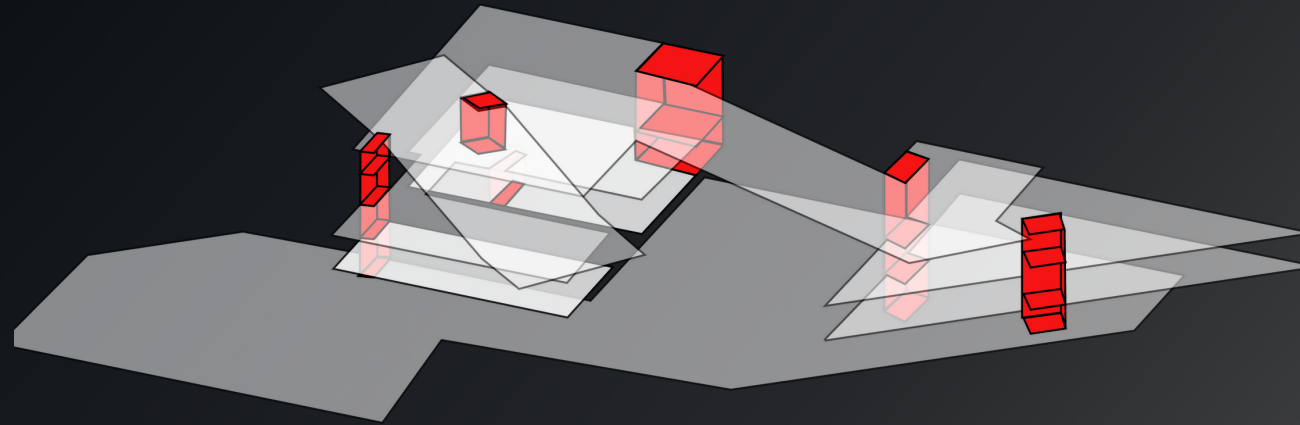
CIRCULATION  
**VERTICAL**





# DIGITAL PRESENTATION

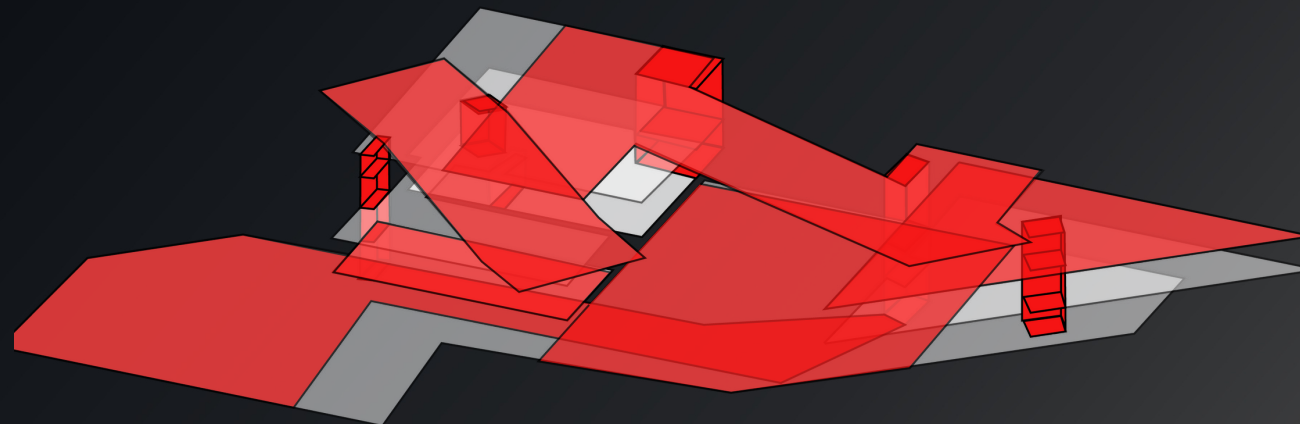
CIRCULATION  
**EGRESS**



THANK YOU.



CIRCULATION  
**MUSEUM  
+ PUBLIC**





# PROJECT INSTALLATION



# PIER 62 SEATTLE, WA

Thesis Appendix 2022 -2023



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[2/#:~:text=The%20transformation%20of%20the%20Carnegie,square%20feet%E2%8](https://www.cooperhewitt.org/about-the-carnegie-mansion-2/#:~:text=The%20transformation%20of%20the%20Carnegie,square%20feet%E2%8)

[0%94including%20the%20new](https://www.cooperhewitt.org/about-the-carnegie-mansion-2/#:~:text=The%20transformation%20of%20the%20Carnegie,square%20feet%E2%8)

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[plore?location=47.608398%2C-122.341458%2C16.43](https://data-seattlecitygis.opendata.arcgis.com/datasets/926821b9faee428181059392a9519a98/explore?location=47.608398%2C-122.341458%2C16.43)

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[wuerttemberg/weil-am-rhein-8765/](https://en.climate-data.org/europe/germany/baden-wuerttemberg/weil-am-rhein-8765/)

# PREVIOUS STUDIO EXPERIENCE

## 2nd Year

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### Fall 2019

Instructor: Ronald Ramsay  
Project: Land Artist Studio  
Typology: Residential

### Spring 2020

Instructor: Milton Yergens  
Project: Jones Residence  
Typology: Residential

Project: Minneapolis Rowing Club  
Typology: Boathouse

Project: Bison Square  
Typology: Mixed-Use Residential

## 3rd Year

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### Fall 2020

Instructor: Paul Gleye  
Project: Vietnamese Cultural  
Insight Center  
Typology: Mixed-use

Project: South Union  
Typology: Student Center

### Spring 2021

Instructor: Emily Guo  
Project: 425 E Randolph St  
Typology: Commercial

Project: Dennis Lanz Group  
Competition  
Typology: Pavilion

## 4th Year

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### Fall 2021

Instructor: Cindy Urness  
Project: VC46  
Typology: High-rise Capstone Project

### Fall 2022

Instructor: David Crutchfield  
Project: Grandview Residence  
Typology: Residential, Marvin  
Windows Comp.

Project: 101 Commons  
Typology: Mixed-Use Residential

# PIER 62 SEATTLE, WA

Thesis Book 2022 - 2023