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FORESTRY FARM PARK & ZOO

BUNKHOUSE

DESIGN CHARRETTE

MAY 9 & 12th 2018



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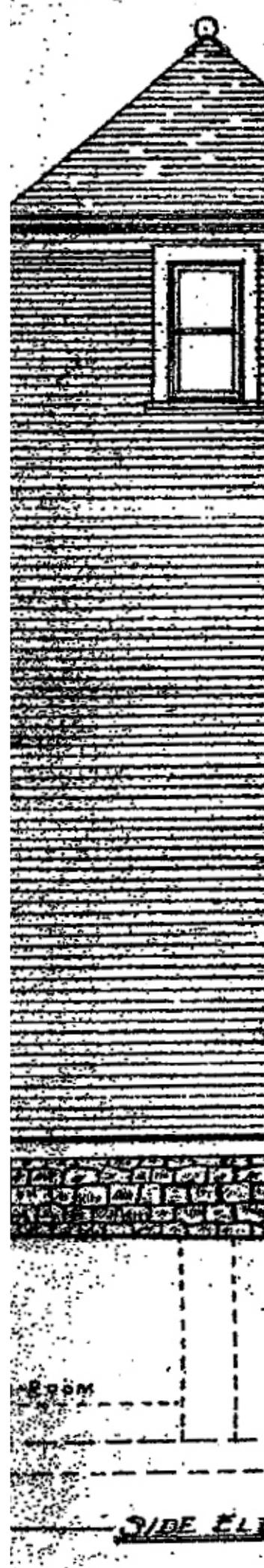
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INTRODUCTION

The City of Saskatoon Recreation & Community Development Department invited participants to take part in a design charrette on May 9th and 12th, 2018, to brainstorm ideas and devise solutions for the Forestry Farm Park & Zoo bunkhouse building. The participants were asked to develop conceptual floor plans for the renovation of the Bunkhouse into artist studios in order to host local, professional artists and engage the community through public art projects. The question put to the group was how can we provide a civic space as a laboratory and incubator for professional artists to further the development of art, artists, and community engagement at the Saskatoon Forestry Farm Park & Zoo.

A design charrette is the process of problem solving to be completed in a very short timeframe bringing diverse groups of people together and allowing them to collaborate on creating innovative design solutions to complex problems in a short amount of time.

Charrettes are one tool to help bring understanding, creativity, and consensus into a design problem.



BACKGROUND

The Forestry Farm Park and Zoo resides on Treaty 6 territory and the Homeland of the Metis. The Forestry Farm operated from 1913-1966 and is a National Historic Site. It was used as a seedling vault at which time the bunkhouse was used as a residence for the workers. The Zoo was added in the 1970s and the entire site is now undergoing a new Master Plan.

During the design charrettes, the participants developed lists of needs and requirements for artists studio space. Some groups developed overall concepts while others focused on the daily details of studio use. Each group then sketched layouts for the renovation of the Bunkhouse with ideas on how to turn the existing space into functioning art studios.



SUMMARY

The adaptive reuse of the Bunkhouse explored building renewal and heritage renovation by creating a master design plan for the FFPZ bunkhouse for the City of Saskatoon Arts & Grants program; a program engaged in finding, managing and developing opportunities for the arts in Saskatoon.

The participants were presented with similar adaptive re-use projects that facilitate artists studios in existing buildings. These included Gibraltar Point on Toronto Island, Medalta Potteries in Medicine Hat, the Glenfiddich Residency in Scotland, 401 Richmond and Artscape Young Place in Toronto.

The proposed Bunkhouse program presented to the participants is a one year artist residency for 3 artists or groups working in all art medias. The artists are to provide community engagement events and can use the bunkhouse for studio use only. The participants were given the following design requirements in creating a floor plan and operational program for the Bunkhouse:

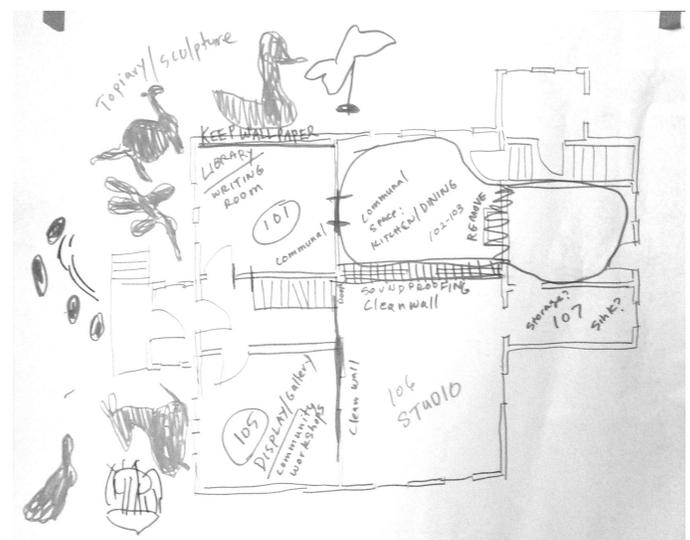
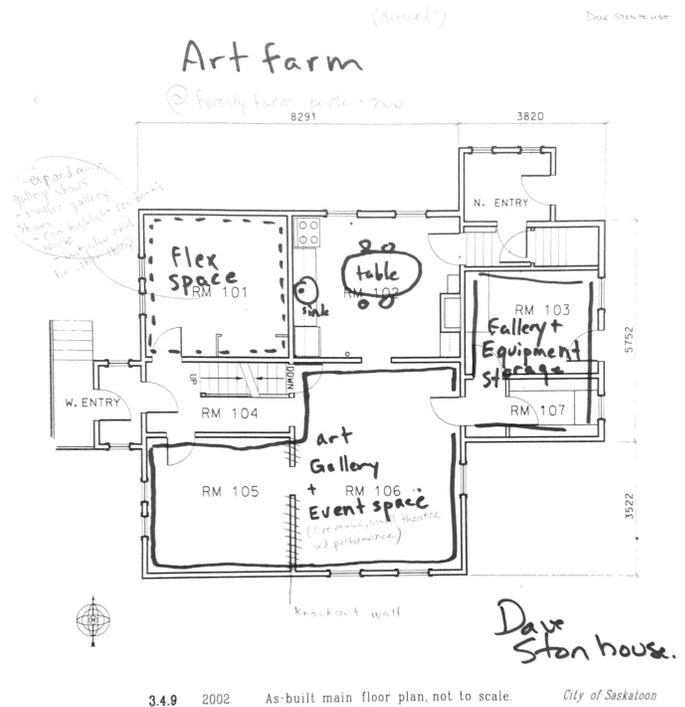
- develop an overall concept for the Bunkhouse
- 3+ artist studios for individuals or groups for a one-year residency
- Gallery space
- Create community between artists
- Kitchen/clean-up space
- Community engagement opportunities & heritage references
- Connect to the FFPZ

FINDINGS

The following is a list of findings from the participants:

Requirements for Artist Studios:

- provide extra locking storage
- add barrier-free bathroom on the main floor
- open up the main floor for large gatherings
- sound-proof the studios
- the attic can be the "Artists' Den" - private space
- name each of the rooms based on the overall theme (i.e. "Germination Room")
- communal gathering space for feasts as "culinary artistry"
- add a screened porch
- provide movable walls
- add skylights or solatubes to the attic
- provide a sound recording studio with sound-proofed walls
- provide a photo studio with darkroom
- keep as much of the original space as possible, just paint it white
- provide a ceramics studio on the main floor
- provide a performance or theatre space on the main floor
- provide open studios on the second floor
- use the attic for gatherings
- expand the size of the vestibule
- provide a hanging rail on the top perimeter of each room if nails can't be used on the plaster walls
- storage is very important
- provide lots of flat surfaces and tables
- provide a large communal table in the dining room
- provide a shared office in the 'wallpaper' room with a printer, cutter, modem, etc



- provide a small gallery in the 'sitting' room
- the current kitchen can become a studio with a sink
- add a large mud sink
- the old kitchen can become the new kitchen (NE corner)
- provide a tent or pergola outside so artists can work outside
- propose 6 studios instead of 3, as we have a many artists looking for work space
- split the bathroom upstairs into a smaller space with more storage for the studios
- add a main floor bathroom
- keep a Solid Quality Base to the building
- name the studios after plants (ie. Caragana Room)
- solve the problem of nailing into the walls with lathe and plaster
- Wallpaper Room - make it a comfy sitting room or writing room
- make a connection to the kitchen that all can use
- make the large main floor room into a studio
- Display room can be in Room #105
- make the 2nd floor into 2 large studios - need large studios for artists
- provide a bathroom/darkroom/sink space
- provide operable windows for venting
- provide good ventilation as some art materials can be toxic
- provide dust collection or a sanding/shop area, perhaps in a porch or outbuilding
- building circulation: define public and private space, keep quiet artists together
- provide a flag on the outside of the building

Features:

- sustainability features: geo-thermal or solar power

BUNKHOUSE ART

(NO LOGO DEVELOPED)

WISH LIST:

- 2 SOUNDPROOF ROOMS (RECORDING / FILM BAGPIPERS)
- CULINARY ARTISTS
- SOLAR TUBES IN ATTIC
- ATTIC - ~~ARTIST'S~~ ARTIST'S PRIVATE DEN

REALITY:

- PAINTING OUTSIDE BLDG - CONSISTANT W/ LOGO
- LOCAL TEEN ARTISTS
- BLEND IN W/TREES

MUST HAVE:

- INTERNET / WIFI
- EXCESSIVE POWER SUPPLY
- 2 WATER (CLEANING) STATIONS
- MAIN FLOOR BATHROOM
- MAIN FLOOR COMMUNAL SPACE (REMOVE WALLS)
KITCHEN / GALLERY / VISUAL ARTS STUDIO
MEETING SPACE



Christine Ruyter
Philip Weste

Building Exterior:

- murals painted on the exterior stucco
- have a big, bold exterior
- paint the logo on the side of the building
- connect the building to the land around it with landscaping or a demonstration garden
- provide a topiary/sculpture garden
- add a billboard space outside

Programming ideas:

- refer to Treaty 6 and indigenous origins of the place
- provide an information didactic panel at the front door for historical reference
- have outdoor movie nights
- involve the Friends of the Forestry Farm
- provide tours or workshops
- create partnerships with other organizations
- work with other groups (i.e. Craft Council)
- do a shorter studio residency (ie. 6 months) in order to facilitate more artists
- make the residency program self-sustainable
- recognize indigenous, local and international arts
- provide a Code of Conduct for the artists
- legislate "quiet times"
- have an Orientation Day for new users

Park Interaction Ideas:

- virtual videos of storytelling in the main entry
- social media campaign to raise awareness of the Bunkhouse program
- provide didactic panels in the park to inform visitors of the Bunkhouse program

Possible Names:

- Art Farm
- Shelter Belt
- The Bunkhouse

