



APPROVED MINUTES OF THE MEETING

Mike McGinn
Mayor

Diane Sugimura
Director, DPD

Marshall Foster
Planning Director, DPD

Mary Johnston
Chair

Julie Bassuk

Graham Black

Malika Kirkling

Laurel Kunkler

Tom Nelson

Julie Parrett

Norie Sato

Donald Vehige

Valerie Kinast
Coordinator

Tom Iurino
Senior Staff

February 17, 2011

Convened 9:30am
Adjourned 3:00pm

Projects Reviewed

Midvale Stormwater Facility
Venema Stormwater Facility
Chihuly Exhibit at Seattle Center Fun Forest

Commissioners Present

Mary Johnston, Chair
Julie Bassuk
Malika Kirkling
Laurel Kunkler
Tom Nelson
Julie Parrett
Norie Sato
Donald Vehige

Commissioners Excused

Graham Black

Staff Present

Valerie Kinast
Tom Iurino
Tera Hatfield



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Feb 17, 2011

Project: **Chihuly Exhibit at Seattle Center Fun Forest**

Phase: Design Development

Last Reviewed: Jan 20, 2011; Jan 7, 2010

Presenters: Jill Crary, Seattle Center
Owen Richards, Owen Richards Architects
Kate Cudney, Owen Richards Architects

Attendees: Billy O'Neill, Chihuly Studios
Bonnie Pendergrass, Seattle Center
Britt Cornett, Chihuly Studios
Caroline Davis, Owen Richards Architects
Layne Cubell, Seattle Center
Lynn Claudon, LCC, LLC
Mark Siwek, Owen Richards Architects
Mary Bacarella, Space Needle Inc.
Parks Anderson, Chihuly Studios
Philip Roewe, City Council staff
Richard Hartlage, AHBL
Ruri Yampolsky, Arts and Cultural Affairs

Time: 2:00pm-3:00pm

ACTION

The Commission thanked the design team for their clear presentation of the Chihuly Exhibit at Seattle Center Fun Forest. The commission commended the design team for taking to heart the comments from the last review, and noted that the path now moved through a larger space and knitted together art, the landscape and the Space Needle instead of merely serving as an edge to the project.

With a vote of 5-3, the commission approved the design development direction under the condition that the project team submit revised plans responding to the following recommendations:

- Devise future plans and make your design flexible for when this structure ceases to be an exhibit space for glass art.
- Treat the existing structure, the glass house and the vestibule spaces as their own elements. They should not be of combined forms.
- Express more of the exciting things glass can do today through detailing and the way glass is used. Study lighting levels and how they work over the day, at night, and throughout the year. Develop visual images, including eye level views, to provide a clear idea of how the glass works.
- Treat illumination and transparency as an opportunity to think about what the structure wants to be. Have the structure read strongly not just subservient to the art.
- Although bringing the lushness of the vegetation out of the garden and into the public space was a very positive change, provide opportunities for visitors to see through to the glass house.

- Delete the canopy, or rethink so it is the same language as the other structures. As presented, the canopy is a disservice and feels like an add-on.
- Make more lively and less rectilinear, the building's north and south ends.
- Make the language of the arcade the same as the vestibule.
- Provide access to the green roof. It is an opportunity to view the glass and the art differently.
- Provide more information and show more details about the materials.
- Prepare to visit the PAAC as artwork develops.
- Use materials in the ground plane that prevent slipping, both indoors and out.
- Devise a plan for value engineering. What was presented to the Design Commission at this meeting is seen as a minimum of what will ultimately be built, both in the public and quasi-private areas. A number of components of the project, such as the green wall, are understood to be integral to the design.

Commissioner Sato voted no because she would like to see one more development of the glass house and vestibule. They are important elements because they are the façade and the edge of the Center.

Commissioner Kirkling voted no because she wanted the project design to be undertaken with the garden sculpture more fully developed.