SUZUKI PROPERTY
CONCEPT PLAN

arcstudio
architecture and design

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a site and its community

The Suzuki Property of Bainbridge Island is a remarkable opportunity for the City of Bainbridge Island to engage in creating a truly community-oriented place.

The site’s neighbors north and south are residential communities. The site is currently a connection or passageway for students traversing between the middle schools and the high school. The site is adjacent to the industrially-scaled bus barn. Question: how can we benefit from these adjacencies to create a place that benefits all of Bainbridge and utilizes all of the site’s potential?

How can we create a place that brings people together? What is the meaning of sustainability in the context of creating lasting experience? How can architecture at this site create socially engaging spaces? How can the daily activities of life and living be a part of larger meaningful experiences?

This project can address these questions and answer to the many projects “on the boards” on the island: Bainbridge youth need a Teen Center; BI Parks department plans a gymnasium; Bainbridge Arts Resources Network really does need a Barn; musicians need a Music Guild; few artists can find good studio space, housing is in short supply; the demand for pea-patches on the island exceeds availability; BISD needs to expand or contract per youth population intervals; BIPD would like new headquarters .... all of these needs can be served on the island at this site through thoughtful planning, hard questions, engaged constituents, environmental respect, and carefully designed architecture.

Unique in both scale and location; the property should not be privatized or divided into small parcels, but should be carefully developed as a cohesive site by and for Bainbridge with uses that the community needs now, yet designed so it can be adapted to educational spaces for the school district when the need to expand BISD arises.

“So how did architecture become so central to our experience of being human?”

Vikas Shah
opportunity imagine the possibilities!

Community Kitchen
Open Air Dining Pavilion
Parks & Rec Gymnasium
Teen Center
Artist Workspaces
Music Practice Rooms
Workshops
Classrooms and Meeting Spaces

Rain Gardens
Pea Patches
Sculpture Terraces
Space for Outdoor Art Installations
Paths for Walking and Biking
Environmental Learning
Interpretive Graphics

Co-housing
Multifamily Dwelling
Small Residences
Inn/Small Hotel
Family/Women’s Shelter

The purpose of Architecture is to improve human life.
Create timeless, free, joyous spaces for all activities in life.
The infinite variety of these spaces can be as varied as life itself and they
must be as sensible as nature in deriving from a main idea and flowering
into a beautiful entity.

The overriding essence is found in the intangibles, life—heart—soul—spirit—
freedom—enduring within the structure.

—John Lautner, Architect F.A.I.A.
engagement

Architecture is the art of building social space. Each of us enjoy unique experiences and the opportunity to enrich our lives. Bainbridge is a lively community full of people who respond to different opportunities.

Arcstudio’s proposal for this property is dedicated to providing great public space for a wide range of interests and ages. The project proposes a city-and-parks owned community & environmental center at its heart, with public gardens and a community kitchen with dining pavilion overlooking a restored forest.

Community space can include art studios, classrooms for workshops, practice studios for musicians, even a hot shop for glass artists. A small community gymnasium with a dedicated space for BIGC gymnastics and dance is proposed. Civic offices can include new BIPD headquarters. A Teen Center belongs in this mix.

Small “dry-built” barn-like structures that flexibly adapt as either residential or educational use, that can be easily retrofitted for multiple uses are proposed.

Trails, sculpture gardens, and terraces in the landscape can be an integral part of the public space and the paths that link Woodward with BHS. Interpretive graphics in the environment can narrate, inspire, and inform.

project/image credits from left:
Flock the House, Kazuya Morita,
David Minch Architects, Lehrman Cameron Studio
strategy
adjacency

- Woodward & Sakai Schools
- Northtown Woods Neighborhood
- Vehicular Access at Existing Road
- Civic Center & BIPD Offices
- Parks & Rec Gymnasium
- Community Workshops, Studios & Meeting Rooms
- Music Practice Studios
- BISD Bus Barn
- Community Gardens
- Community Kitchen & Dining/Open Air Pavilion
- Walking Paths through Restored Forest Floor with Interpretive Environmental Graphics
- Residential: 16 Dwellings
  1 Multi-Family, 1 Inn
- The Pond, Wildfowl Preserve
- Path to High School
- Commodore Neighborhood
connection creating real community via smart zoning

Preserve, Respect, Enhance

Work, Learn, Engage

Cultivate, Curate, Create

Live, Dream, Play