

# **Steering Committee Meeting**

## **Communications Technology**

## **Building Design Update**

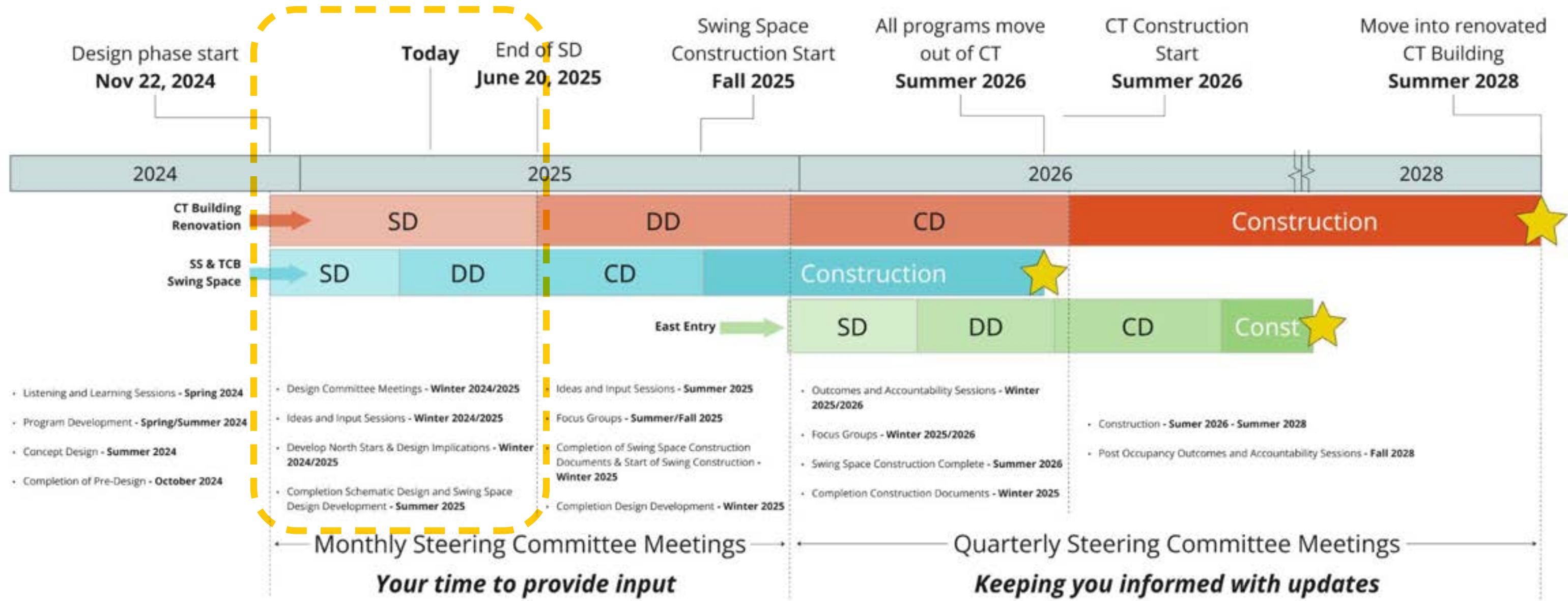
April 11, 2025

# Agenda

Project Schedule  
Design Updates  
Next Steps



# Project Schedule



# Overall Building Plan Update

# Design Goals: ‘The Hub’

- Increase access to natural light on both floors (DI 1.1)
- Provide space for informal gathering and collaboration (DI 2.5, 2.6, 3.2, )
- Improve visibility between spaces for wayfinding and inter-program connections (DI 2.1, 2.4)
- Showcase the lively ‘life of the building’ through large scale art displays and pin-up areas (DI 3.6, 3.7)
- Provide views to nature from common spaces (DI 1.2)

## 1. Rooted in Place

- 1.1 Spaces where people will be working and learning all have access to daylight.
- 1.2 Views to nature are accessible to everyone and not based on status within the college.
- 1.3 Design incorporates natural materials.
- 1.4 Spaces creatively incorporate color and warmth, especially in ways that connect to culture.
- 1.5 There is broad access to covered outdoor space and outdoor community space.
- 1.6 Building features celebrate our location in the Pacific Northwest and our rainy climate.
- 1.7 Lighting is adjustable.
- 1.8 The temperature in individual spaces can be customized.

## 2. Part of a Connected Campus

- 2.1 The building layout is intuitive and uses effective wayfinding.
- 2.2 The main entrance is easy to identify and cohesive with the other buildings on campus.
- 2.3 Everyone, regardless of ability, can access and move through the building and facilities in similar ways.
- 2.4 Places to access or share resources and find help are intuitively located and easy to use regardless of language, experience in college, or cognitive needs.
- 2.5 Building contains spaces for loud and quiet activities while minimizing disruption of adjacent users.
- 2.6 Building has a variety of spaces for collaboration and critiques - smaller, private, larger, open.
- 2.7 The building utilizes the (Brutalist) architectural style of the Sylvania campus to explore other cultural expressions of architecture.

## 3. A Home of, for and by Creatives

- 3.1 Programs and creative spaces are visible and easily recognized, acting as beacons.
- 3.2 Building contains space to eat, rest, study and play with appropriate technology to support different activities.
- 3.3 The uses of spaces are clearly defined.
- 3.4 Building has ample space to safely showcase student work.
- 3.5 Students have spaces that they can ‘own’ for display or other purposes.
- 3.6 Building has spaces and resources to facilitate the celebration of student work (like art shows and performances) both for artists and for guests and visitors.
- 3.7 Building contains finishes and materials that support creative activities, including storage spaces for students and staff.

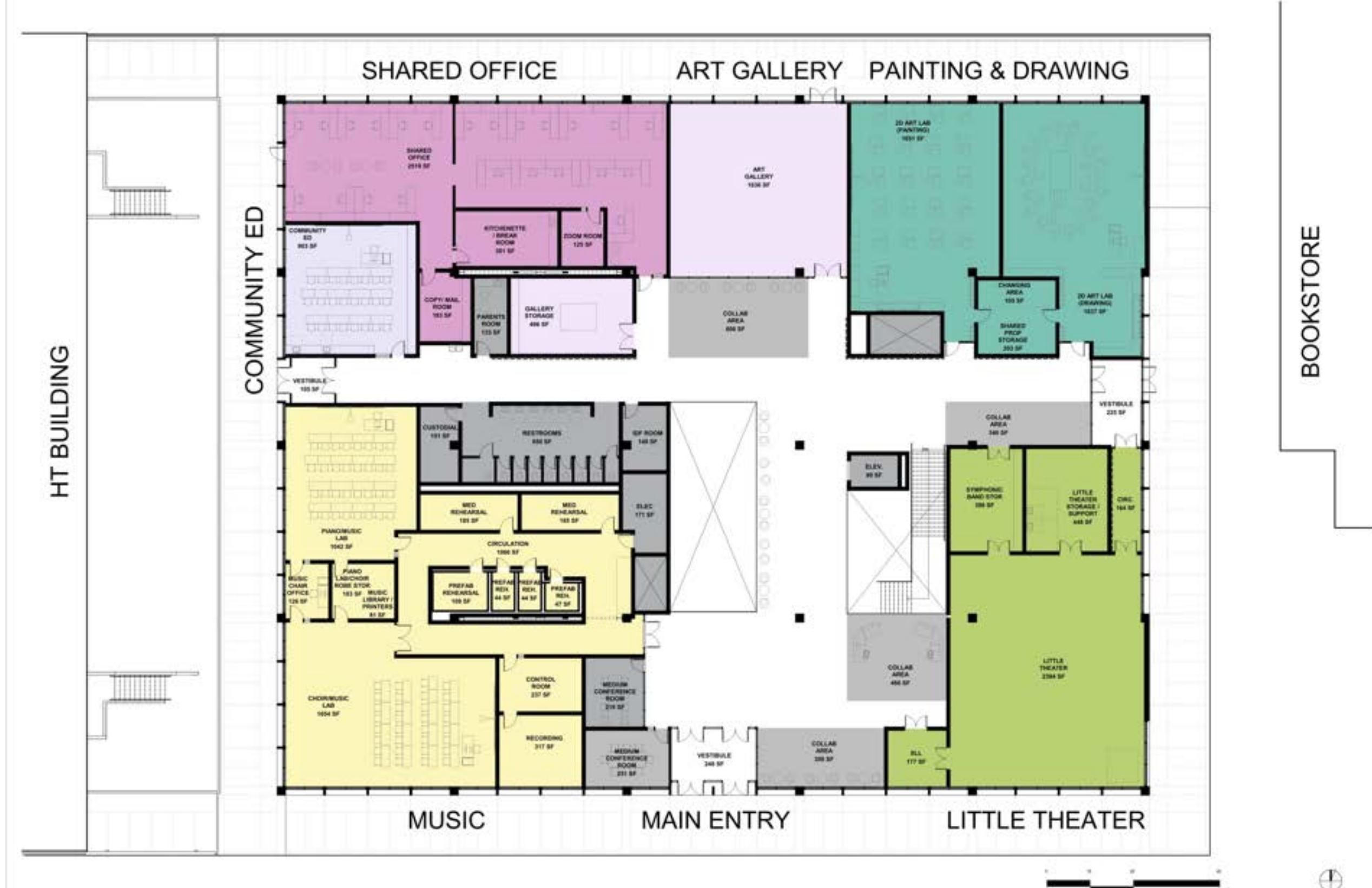
## 4. Representation

- 4.1 Building creates opportunities for representation of PCC's student population.
- 4.2 Representation opportunities are flexible and can change to accommodate different needs and changes in PCC's demographics.
- 4.3 People can choose a restroom that suits their identity and needs.
- 4.4 Building contains restrooms that can also serve as changing rooms.
- 4.5 People with disabilities and different body sizes can use building spaces and amenities.
- 4.6 Building includes artistic features that humanize spaces and welcome users.

# Level 1



# Level 2



# View Map

TO HT EAST



**Level 2**

TO KILN YARD



**Level 1**

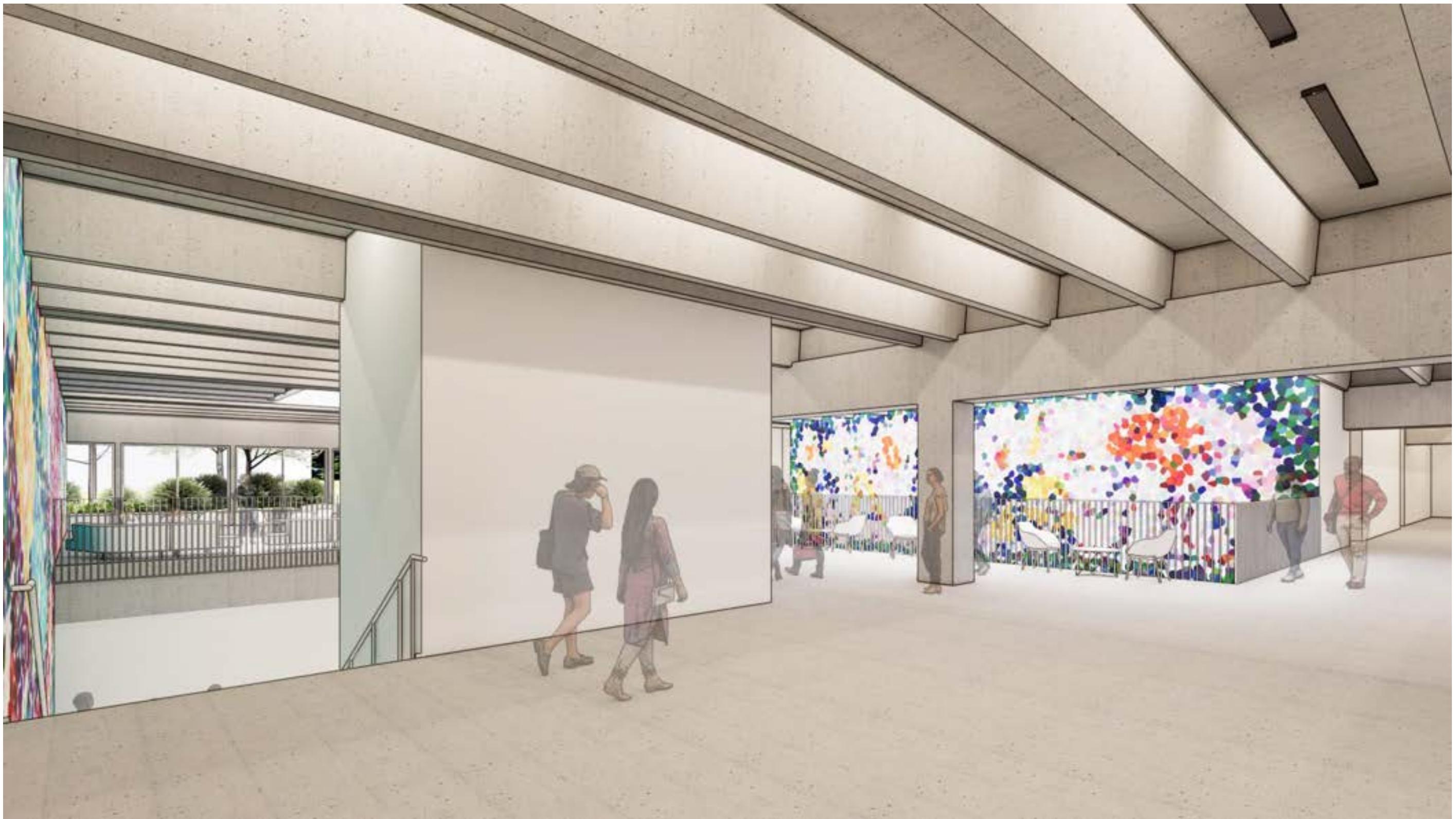
# View from Main Entry towards the Art Gallery



## View from Collaboration Area overlooking main stair



## View from East entry hallway towards Music



## View from West entry hallway towards Little Theater



## View from Photography towards Flex Classroom



## View from North hallway towards Photography



# Next Steps

**April 17:** Design Committee meeting

April 21: Next Round of Department Meetings

**May 9: Next Steering Committee meeting**

May 30: Schematic Design Cost Estimating

Early June: Cost Reconciliation

Early June: 100% Schematic Design Complete,  
Start of Design Development





questions?