

THE STATION OF THE ARTS



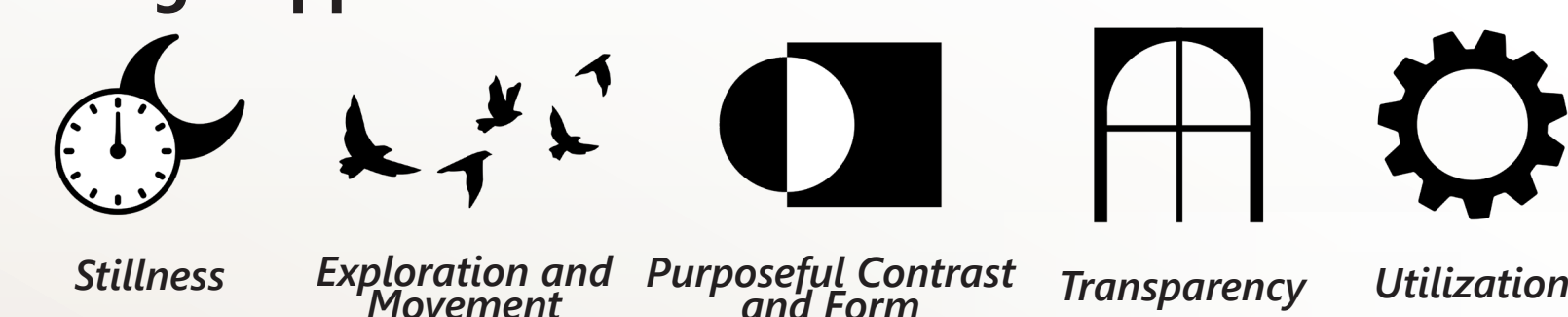
A Station for Artists

The Station of the Arts is a community center dedicated to the pursuit of all creative prospects. Offering a wide range of studio spaces and resources, the Station fulfills the needs of a variety of artists in different stages of their artistic journey. Offering both short-term and permanent studio spaces, the Station provides an essential place to foster artistic growth and community. Much like a train station, a place for transition and connection, The Station of the Arts serves as a pivotal "stop" where artists can explore and develop their own artistic journeys, both short and long term.

Design Solution

The center is a grand and dynamic space that mirrors not only the aesthetic of a train station but also its function. Distinct colored lines direct users to their destination, serving as wayfinding while also giving homage to classic transit maps, guiding artists and guests alike to communal spaces, studios, and exhibition areas. The lines reinforce the central theme of creative journeys and destinations. Central common areas serve as informal junctions where collaboration and connection between artists and the public can naturally occur. The variety of studio spaces supports a wide spectrum of creative disciplines, and gives artists the opportunity to grow.

Design Approach



Analysis of Place

Originally the Uline Arena, the building was originally an event venue, it was renamed to the Washington Coliseum before being abandoned and then turned into rentable business space. The building is surrounded by transit, most notably Union Station and the NoMa Galludet Metro station. Those entering and exiting DC through Union Station can see the building from the tracks directly next to it.



Long-Term Journey Rental Studio



Transparency Windows resemble train car windows



Utilization Small Traditional Art Studio



Collaboration Resource Room



Utilization Large Practice Studio



Unobstructed views from every angle Theater Balcony

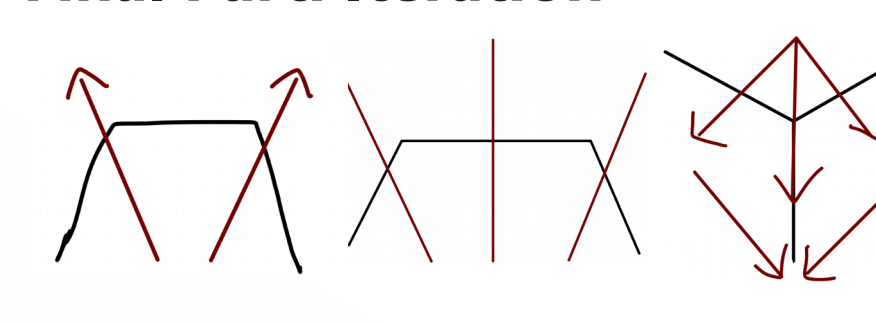


Collaboration Cafe Booths



Exploration and Movement Wayfinding lines encourage users to explore the center

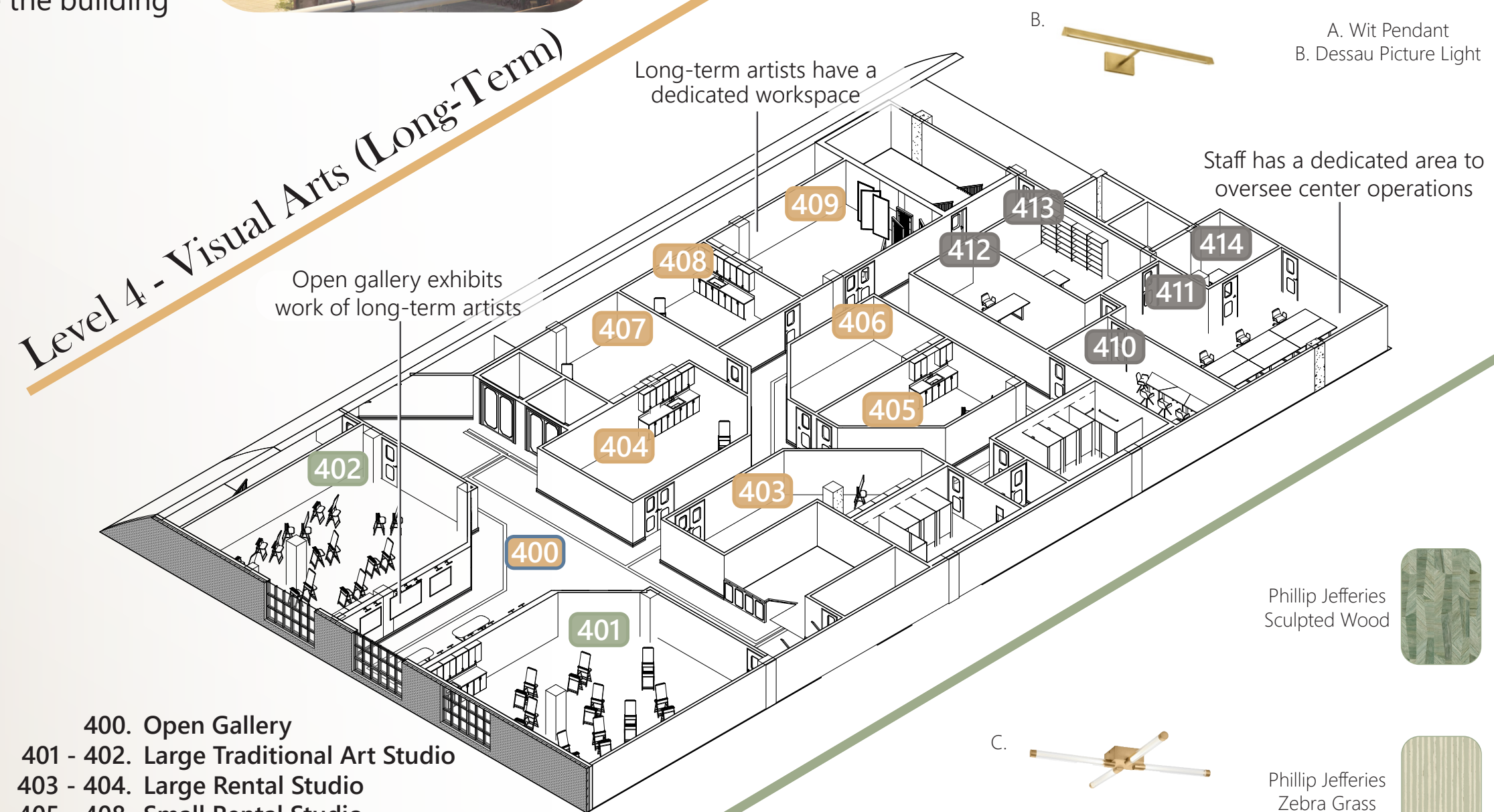
Final Parti Iteration



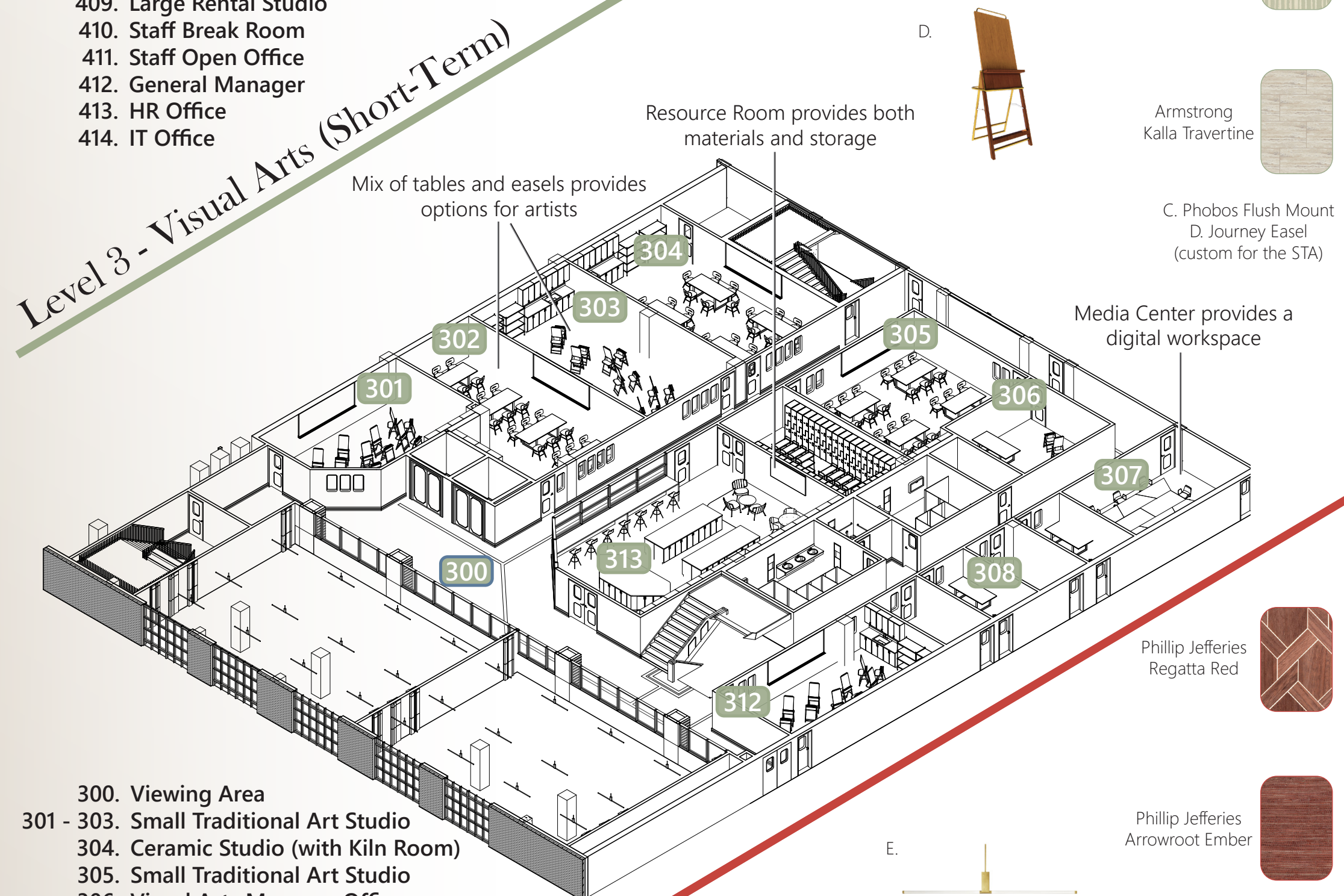
Department Legend

- Long-Term Visual Arts
- Short-Term Visual Arts
- Performing Arts
- Public Common Areas

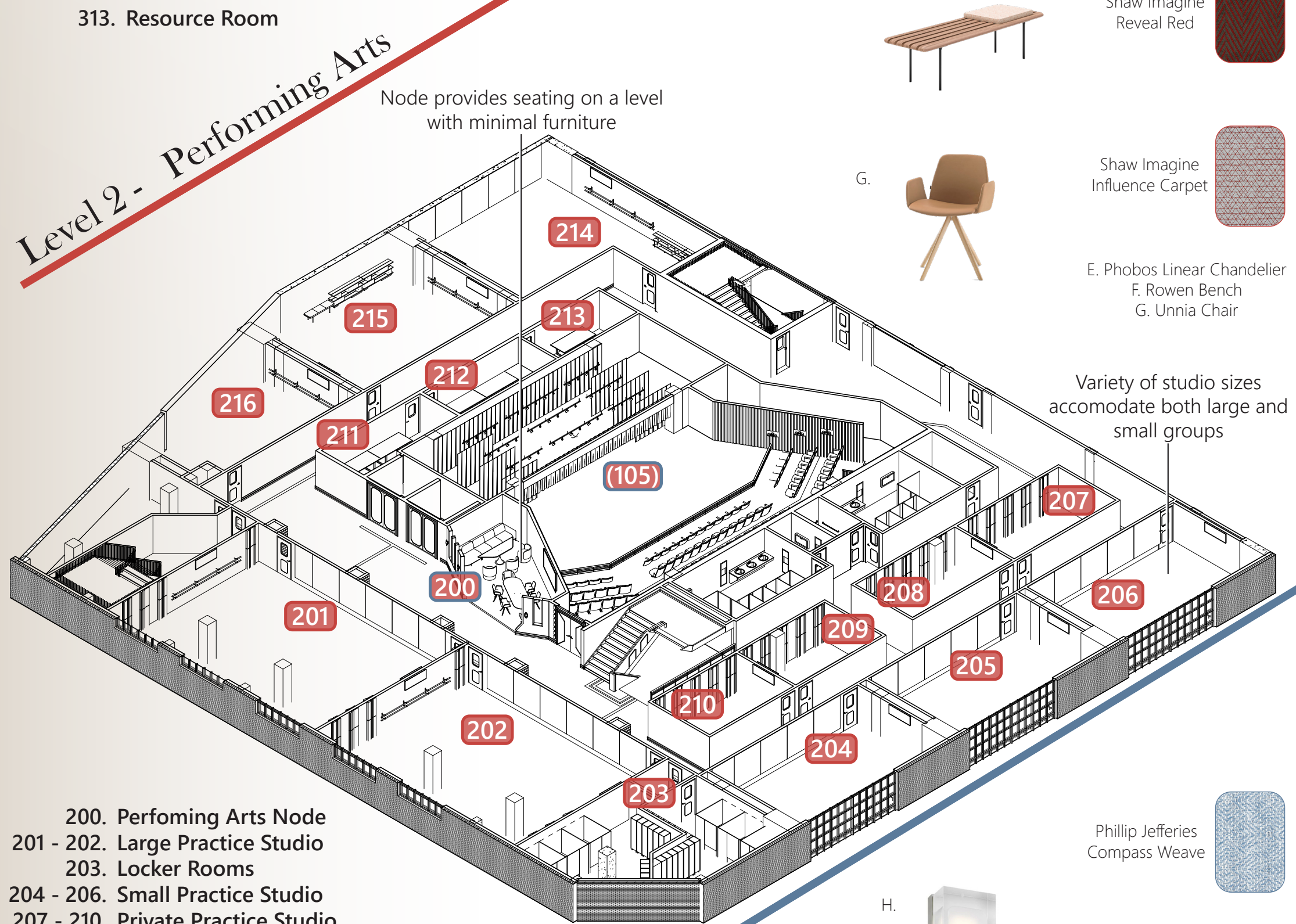
Level 4 - Visual Arts (Long-Term)



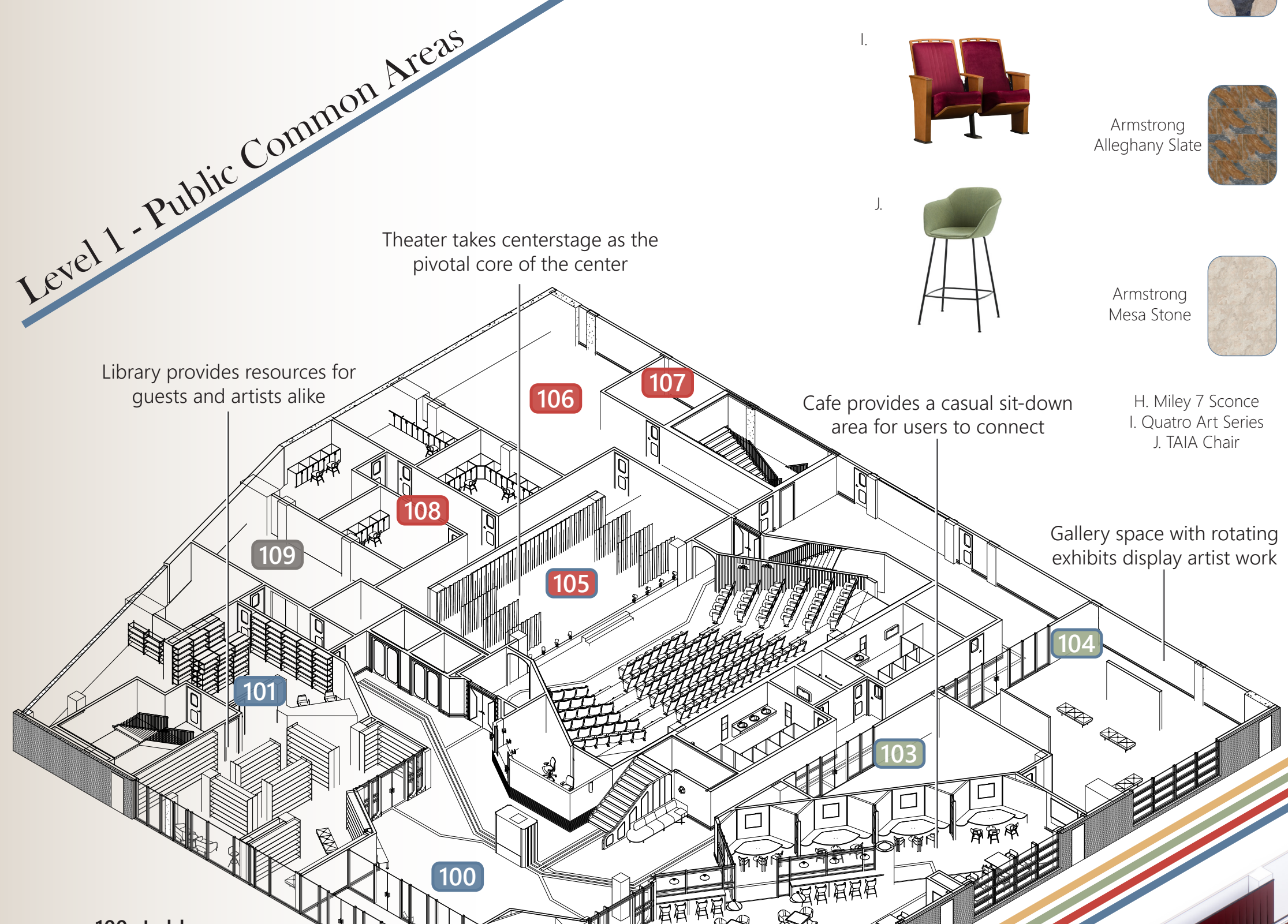
Level 3 - Visual Arts (Short-Term)



Level 2 - Performing Arts



Level 1 - Public Common Areas



- 100. Lobby
- 101. Library
- 102. Cafe
- 103. Small Gallery
- 104. Large Gallery
- 105. Theater
- 106. Backstage Storage
- 107. Theater Manager Office
- 108. Dressing Rooms
- 109. Mechanical Room and Managing Office

Stage is 40 x 25 ft. providing ample space for larger productions

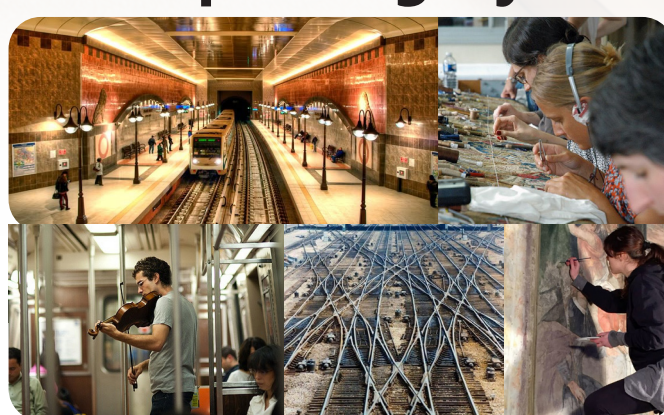
Stage projection lights ensure performers are well-lit

Theater accommodates 200 users with balcony seating

Tiered seating ensures every audience member has an unobstructed view

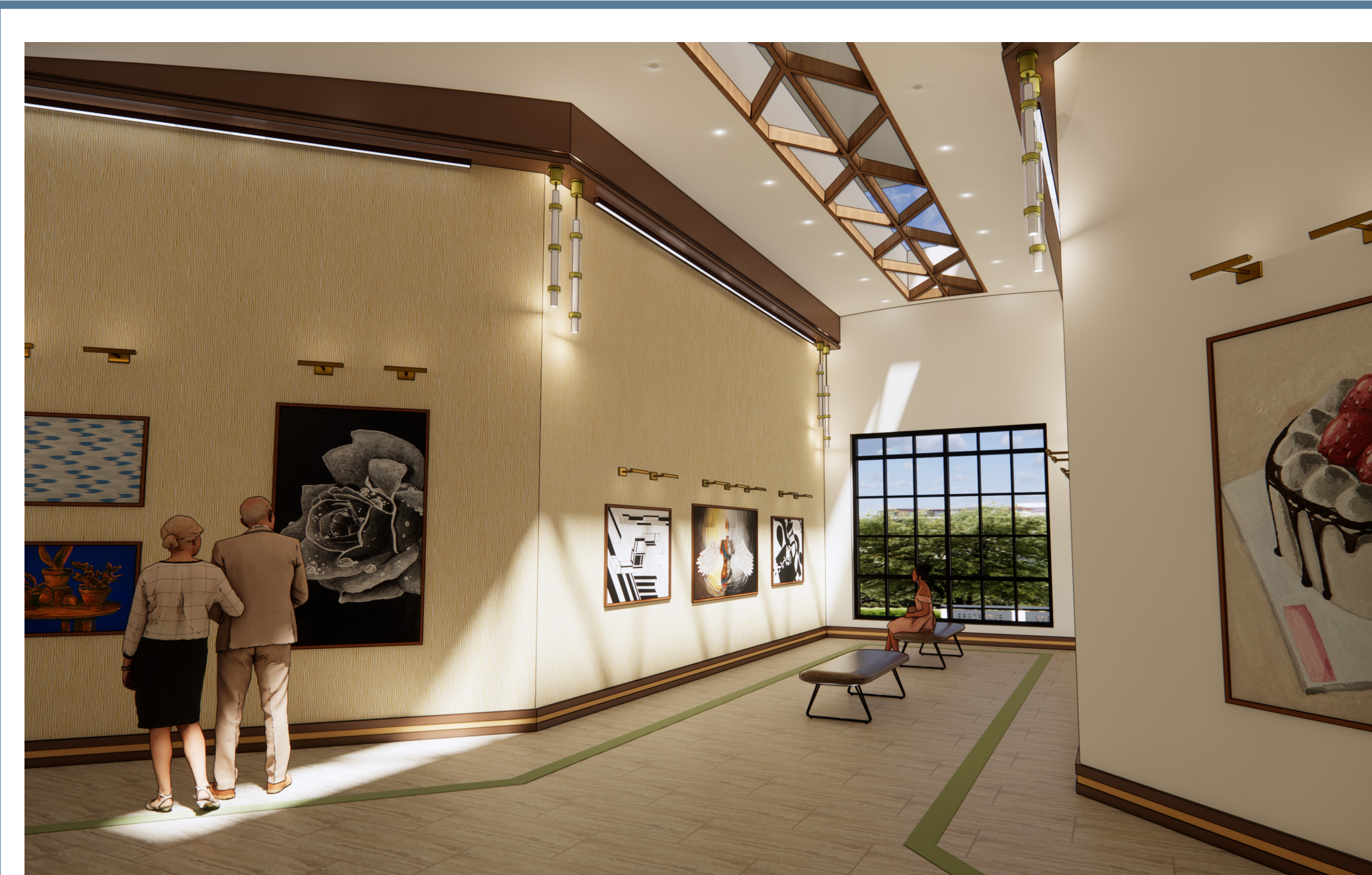
Theater Axonometric

Concept Imagery



Concept Statement

The Station of the Arts mirrors the role a train station plays: an essential area of transition, movement, and connection. Much like how a traveler utilizes a train station as a pivotal part of their journey, artists are able to utilize The Station as an important part of their own journey as an artist. The Station can take you to any destination, with multiple pathways available to you. The Station of the Arts balances larger areas for collaboration and intimate moments for personal creation, ensuring an experience that supports both community and individual artistry. Clear pathways and designated platforms for artistic expression encourage discovery and interaction.



Stillness - a calm moment on the top floor away from the busier platforms

Open Gallery L4



Transparency - large windows create connection between the performing and visual arts levels

Viewing Area L3



Collaboration - dedicated area in the performing arts level to congregate with other users

Performing Arts Node L2



Purposeful Contrast and Form - distinct material change indicates transition from everyday to artistic spaces

Lobby L1



Connection - dedicated "stop" for users to pause, connect, and exchange ideas

Cafe L1



Custom booths resemble theater and part shape

Cafe Booth Axonometric

Angled seating ensures users face each other and encourages interaction