

**From:** [Ogilvie, Michael](#)  
**To:** [Severino, Lori](#)  
**Cc:** [Walesh, Kim](#); [Adams-Hapner, Kerry](#)  
**Subject:** Discussion regarding Community/Cultural Centers  
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Hi Lori,

Please include me in this discussion. Ava Bromberg and Ricardo Benavidez communed a number of local creative agencies on August 22. As part of that discussion Ava and Ricardo inquired about cultural models for ground floor uses. A few models I encouraged them to investigate:

On a local level: [Local Color](#), the [TechShop](#) Makerspace (closed in 2017, reopened under a new name in 2018, and then closed again), [School of Visual Philosophy](#)

On national level: [The Cosmopolitan P3 Studio](#) (did a mix of local and non-local artist residencies in a ground floor retail space); [Project Storefronts](#); [Torpedo Factory](#)

There are many more, including some great residencies where artists are embedded in the office/factory/workspace and work with and alongside employees while making their art: [Facebook Artist in Residence](#); [Corning Residencies](#); [John Michael Kohler Arts/Industry Program](#).

Some keys to consider: compensated temporary studio space (i.e. artists are provided with a studio and they are paid to be there making their work). Artists being paid, getting space, and having community interaction is very important but so is exposure. Exposure, or an exhibition outcome that is shared with the public in real life (and digital life) - having perhaps a mural wall, and/or an outdoor project space that is refreshed on a regular basis with new creative works. This all requires programming staff and dollars, but would help them leverage community interest and goodwill.

Looking forward to future conversations.

Thanks,

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