

# Perkins&Will

## Meeting Minutes

**Date:** 7.7.2020      **Authored By:** Uttara Ramakrishnan

### Meeting Details

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**Meeting Date:** 7.9.2020

**Project Name:** George Washington Carver Center

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**Meeting Time:** 6.30 PM

**Project Number:** 215011.000

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**Meeting Location:** WebEx

**Attendees:**

Visual Artists

Aimee Everett, Tammie Rubin, Eto Otitigbe, Taja Lindley, Kemi Yemi-Ese, Lakeem Wilson, Brent Pheto, Cindy Elizabeth, Adrian R. Akindiya, Lise Ragbir, Brent Garcia, Cierra, Magia Adeleye, Chaka, Michael Garcia

George Washington Carver Center:

Carre Adams

Austin Parks and Recreation Dept:

Gregory Montes, Megan Eckard, Larry Williams, Laura Esparza

Smith & Company Architects:

Terry Smith, Juarez White, Ivonne Canez

Perkins and Will:

Stephen Coulston, Malcom Davis, Paul Ward, Uttara Ramakrishnan

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## Discussion

ITEM NO.	DESCRIPTION	RESPONSIBILITY	ORGANIZATION
1	<b>Greeting</b> A brief introduction of the project and the purpose of the meeting to seek the help of the participants to define a vision for the future of the Carver Center. Review agenda and uncertainty of timeline.	Carre Adams	George Washington Carver Museum
2	<b>Welcome to Master Plan and Process</b> A briefing of the project initiation and selection of the design team.	Gregory Montes	COA Parks and Recreation Department
3	<b>Design Team Welcome</b> Design Team: S&C + PW consortium, has a long history of working together; and individually on key projects of local and national significance. Both value diversity and inclusion.	Terry Smith	Smith & Company Architects
4	<b>Facilitate Virtual Guests Intros</b> Brief introduction by each participant – who they are, how are they related to the Carver center.	Carre Adams	George Washington Carver Museum
5	<b>Exercise: KEEP   TOSS   CREATE</b> The Design Team engaged with the participants to understand their relationships with and aspirations for the Carver Center. The aim of this exercise was to garner detailed information regarding programming, expansion needs, infrastructure, transportation, neighborhood connectivity, environmental concerns, and any other relevant issues affecting the development of the identified area.  The participants were asked questions: (details below) a) What they enjoy the most at Carver?  b) What they least appreciate or dislike about Carver?  c) What is missing/ what new programs would they like to see?	Malcolm Davis & Stephen Coulston	Perkins and Will
6	Q&A	Carre Adams	George Washington Carver Museum
7	Wrap Up	Gregory Montes	COA Parks and Recreation Department

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**Exercise: Keep, Toss, Create**

**KEEP** What do you currently enjoy most at the Carver Center?

Freedom Walk leading to statues behind the facility	exhibition space (especially as it has evolved from one into two)	Book festival, really put on by the community at large	Dance studio space (multi-use, supports many programs) good for movement	dedicated classroom space	natural light and verticality of space		
great outdoor space used in interesting ways	cultural programming	young black superheroes!	keep collecting! contemporary works by contemporary artists	windows in the entry / atrium feels expansive	dance studio (but we need more!)		
programming in concert with the exhibitions (e.g. phone home fest sxsw, vendors etc.)	spacious outdoor area (could use some upgrades / definition)	utilizing multiple areas for exhibition spaces (hallways, entry area)	community space open to the public	Green space @ back of the building allows for community gathering, events, etc (stage close to building)	keep the green space!		
Banners - priming the experience, experiencing it without going in	temporary public art opportunity						

1. Keep: The participants were asked what they enjoy most at the Carver.

The replies covered multiple concerns:

**a) Experience:**

- Carver as a space for young black superheroes!
- The participants value the collection that the Carver has built up and urged that they keep collecting more works

**b) Programs:**

- The current exhibition and its evolution from one space to two
- Book festival that is held here – for the community, by the community
- Current dance studio spaces are used for different purposes and supports many programs

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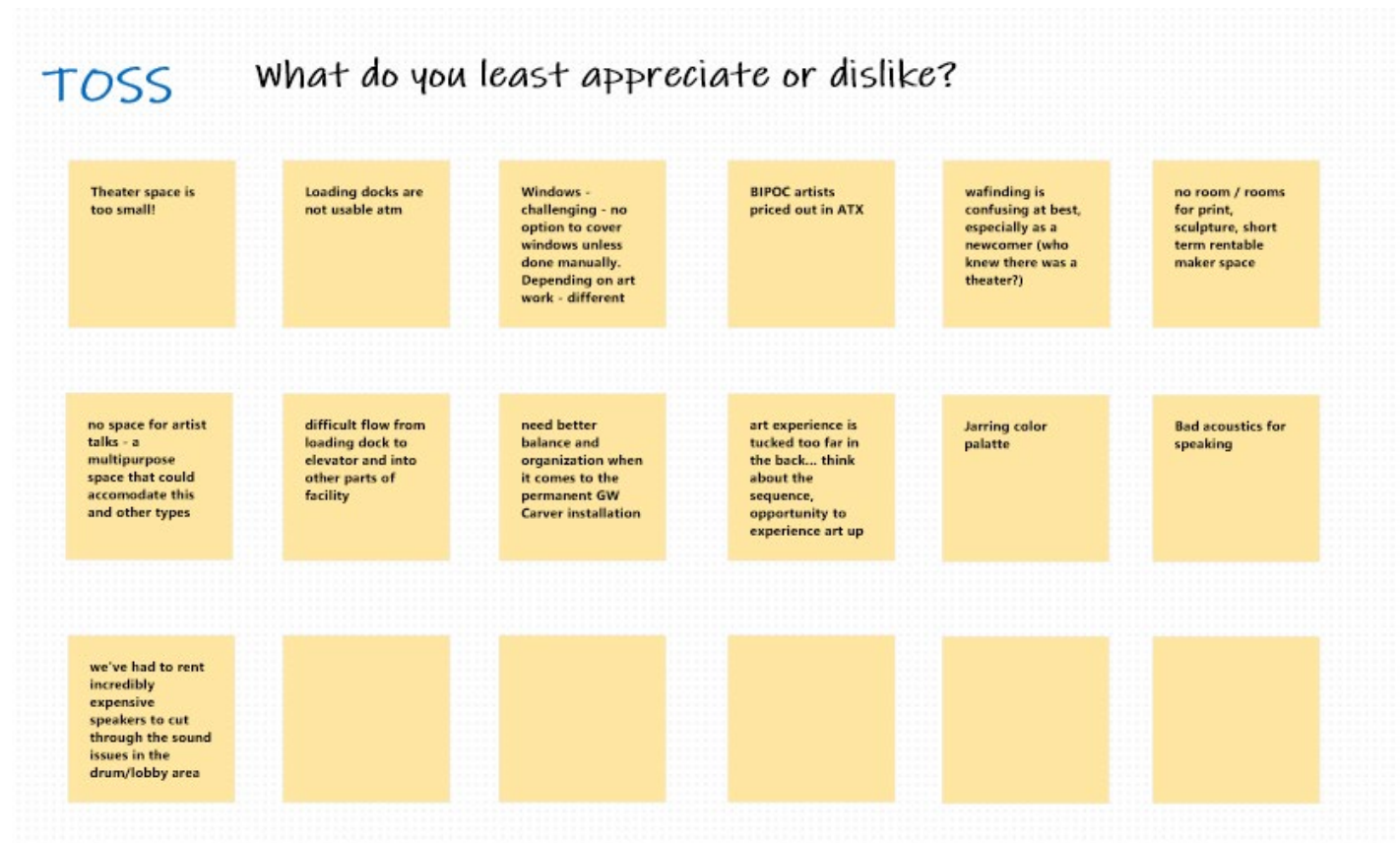
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- The building has dance studios which is heavily used and valued by the community. The participants suggested adding more dance studios.
- Presence of dedicated classroom spaces
- Cultural programming
- Other events and activities along with the exhibitions (e.g. Phone Home Fest, SXSW, vendors etc.)

c) **Spaces in and around the building:**

- Freedom walk leading to statues behind the facility
- Natural light and verticality of space
- Great outdoor spaces used in interesting ways
- Windows in the entry/atrium are liked and feel expensive
- The participants cherish the outdoor areas and suggest further upgrades and definition to the outdoor spaces
- Flexibility to use multiple area in the building for exhibitions
- The outdoor spaces are open to the public
- Green space at the back of the building is a good to hold community events
- The participants conveyed that the green space must be maintained and kept intact.

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2. Toss: The participants were asked what they appreciate the least or dislike the most about the Carver?

The replies elaborated on various issues:

d) **Image/Branding:**

- Jarring color palette

e) **Way finding:**

- Confusing wayfinding. Oftentimes, newcomers don't know that the facility houses a theater.
- Circulation from the loading docks to the elevator and through other parts of the building is rather difficult.
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f) **Maintenance:**

- Loading docks are not usable now
- Need better balance and organization when it comes to the permanent GW Carver installation.

g) **Design and utilization:**

- Theater space is too small

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- There is no way to cover the windows (albeit manually) during an exhibition. Different kinds of exhibits require different lighting conditions and the windows could be designed to accommodate this.
- No room for printing, maker-space or spaces for artists to work in.
- At present, there is no space for artists to conduct talks.
- At present, the art experience is tucked too far into the back of the building. The new design should enable experiencing the art work upfront.
- Acoustics need improvement especially for speeches. Participants have previously had to rent out expensive sound equipment's to cut through the sound issues in the drum and lobby area.

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## CREATE

What is missing/ what new programs would you like to see ?

Freedom walk -  
add some shade  
(summer months)

Spaces for artists  
to use with tech/  
computers

Capacity to host  
more movement  
related activities

Outdoor physical  
activities +  
outdoor cultural  
spaces

Need dedicated  
workspace for art  
space

A museum should  
have a  
COLLECTION that  
keeps growing

More dance  
studios

Use outdoor space  
MORE - upgrade  
picnic tables

Green space at the  
back can have  
temporary  
installations -

More outlets in  
the green space to  
host large scale  
events

Shading at the  
back green space -  
get food + sit  
outside - lets  
people linger for  
longer

Sculpture park -  
like the rotating  
sculpture park in  
NY on a landfill

pathways for local  
artists to move  
from smaller to  
larger city projects  
(AIPP), more entry  
points thru carver

more  
opportunities for  
sculptors, black  
female artists

Platforms that can  
support  
temporary  
installations

space to create  
smaller scale  
installations,  
commissioned  
projects,  
promoting  
economic equity,

mural wall for  
rotating pieces

infrastructure that  
supports projects  
without having to  
invent everything  
from whole cloth

Studio spaces for  
artists - BIPOC  
artists are getting  
priced out - need  
space to mentor  
artists

Eg. Trafalgar  
Square Plinth -  
with rotating  
sculptures

Artist residency -  
facilitate  
mentoring +  
residency -  
improve access to  
BIPOC artists

residency that can  
support transition  
into new / less  
accessible media

Multipurpose  
room that artists  
can use to print,  
sculpture  
workshop, that  
people can hire by  
the hour

Series of maker  
spaces or studios  
for kids and artists  
to hire to conduct  
workshops/ create  
art work

Community  
Anchor, Arts  
connector

maker space that  
can flex to  
accommodate  
multiple needs  
(slop sinks, good  
light, artists bring  
their own

bigger theater /  
event space

Need space for  
artist talks

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3. Create: The participants were asked what programs or upgrades they would like to see here.

The replies can be categorized as follows:

### h) Ideas:

- Carver is a community anchor, arts connector.
- The Carver museum should have a good collection of works that keeps growing.
- The Carver can act as an entry space and a space where budding artists can be mentored.
- More opportunities to be provided for sculptors and black female artists.
- Carver can be a receptacle to capture the ethos of G.W.Carver within the landscape. Programs like permaculture can be introduced, including ways to engage with food and plants.



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- Participants posed the question: How can the Carver be better staffed to support our wealth of artists and address our historic under-resourcing ?

### i) **Programming:**

- Outdoor spaces to be programmed, picnic tables could be added.
- Maker space for artists with adequate technology and computers,
- Multipurpose room that artists can use as they wish.
- Workshop spaces (sculpture) or a series of maker spaces that can be hired by the hour and used to conduct workshops for kids.
- Dedicated workspace/studio spaces for artists. BIPOC artists are being priced out of their existing studios and the Carver could provide a dedicated space to mentor artists.
- Provide spaces in the carver to host movement related activity – yoga, dance, etc.
- The outdoor spaces could house a sculpture park with rotating exhibits.
- Digital labs/ maker spaces with design software's to be to conduct workshops and training sessions.
- Interactive space for children.
- Dedicated studio space for resident artists with 24hr access.
- Research facility and spaces that enable artists to conduct research at the intersection of art and culture.
- Museum store to enable visitors to take a piece of the museum back home with them. This will also provide an additional source of income for the facility. The retail space could have works by writers and artists from the community and provide a space for them to get some recognition.
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### j) **Design:**

- The participants suggested adding shading structures to the freedom walk.
- The green space could have platforms to support temporary installations. This would help new artists to be able to exhibit their work, provide them a chance to build their portfolios and promote economic equity in the community.
- Carver could have provision for an artist's residency program to support budding artists. Having a dedicated space with the support of the Carver would enable transitioning to new or less accessible media.
- The green space could also have power outlets to enable the set-up of large-scale events.
- Addition of a mural wall – a rotating display that provides a platform for all artists.
- Outdoor space programmed with cultural spaces and ways to encourage physical activity.
- To increase lingering of people in the green space, it needs to have more shade especially during summer months.

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- Larger theater / event space that could also house artists talks.
- Accessibility e improved – moving art-work from the backyard through the elevators to the floors upstairs is cumbersome. Improvements in circulation needed.
- The display spaces could have flexible walls so that they can be moved around to accommodate different types of exhibits.
- The roof of the Carver museum can be renovated and turned into a programmable space.
- Outdoor classroom spaces.
- Storage space for future scissor lifts.
- Flexible performance spaces that can be intimate and expand to capture larger crowds.
- Re-examine design of the entry to the Carver, reception, and other space one encounters as soon as one enters the museum.
- Sequencing of the exhibition spaces should enable the possibility of finding art-work upon entering the museum and being guided by art. This will help to expose young people to digital tools.
- The Carver could be porous at the street-level with a good indoor-outdoor visual connect.
- Dynamic lighting opportunities throughout the Carver.

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### Photos/Screenshots of the meeting:

The screenshot displays a Zoom meeting window. The main content area shows a presentation slide titled "Meeting Agenda" with a blue background. The agenda includes seven items: 1. Greeting, 2. Welcome to MP & Process, 3. Design Team Welcome, 4. Facilitate Virtual Guests Intros, 5. Exercise (with sub-topics KEEP, TOSS, and CREATE), 6. Q&A, and 7. Wrap up. Each item lists the presenter and their role. To the right of the presentation is a grid of 12 participant video feeds, each with a name label below it. The participants are: Carre Adams, Uttara, Juarez White, kemi yemi-ese, Brent, Megan Eckard, Magia Adeleye, Terry Smith, Michael Garcia, Tammie Rubin, Lise Ragbir, and Cierra. The Zoom interface includes standard controls at the bottom: Unmute, Stop Video, Participants (22), Chat, Share Screen, Record, Reactions, and a red Leave button. The top of the window shows the Zoom logo, a recording status, and a Speaker View button.

Meeting Agenda

1. **Greeting** by Carre Adams Parks & Recreation Carver Team Lead
2. **Welcome to MP & Process** by Gregory Montes Parks & Recreation Project Manager
3. **Design Team Welcome** by Terry Smith Smith & Company Architects Project Principal
4. **Facilitate Virtual Guests Intros** by Carre Adams Parks & Recreation Carver Team Lead
5. **Exercise** by Malcolm Davis & Stephen Coulston Perkins & Will Planning Team
  - Topic 1 **KEEP**
  - Topic 2 **TOSS**
  - Topic 3 **CREATE**
6. **Q&A** by Carre Adams Parks & Recreation Carver Team Lead
7. **Wrap up** by Gregory Montes Parks & Recreation Project Manager

Participants: Carre Adams, Uttara, Juarez White, kemi yemi-ese, Brent, Megan Eckard, Magia Adeleye, Terry Smith, Michael Garcia, Tammie Rubin, Lise Ragbir, Cierra

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The screenshot shows a Zoom meeting in progress. On the left, a presentation slide titled "Meeting Agenda" is displayed. The agenda includes the following items:

1. Greeting by Carre Adams: Parks & Recreation Carver Team Lead
2. Welcome to MP & Process by Gregory Morin: Parks & Recreation Project Manager
3. Design Team Welcome by Terry Smith: Smith & Company Architects Project Principal
4. Facilitate Virtual Guests Intros by Carre Adams: Parks & Recreation Carver Team Lead
5. Exercise by Makoto Davis & Stephen Couder: Perkins & Will Planning Team
  - Topic 1: KEEP
  - Topic 2: TOSS
  - Topic 3: CREATE
6. Q&A by Carre Adams: Parks & Recreation Carver Team Lead
7. Wrap up by Gregory Morin: Parks & Recreation Project Manager

On the right, a grid of 18 participants is visible. The participants include: Juarez White, Uttara, kemi yemi-ese, Megan Eckard, Magia Adeleye, Terry Smith, Michael Garcia, Tammie Rubin, Lise Ragbir, Eto Otiigbe, MontesG, Paul Ward, Carre Adams, davisma, Cierra, Brent, ArtWithAkirash..., and Ivonne Canez. The bottom of the screen shows standard Zoom controls: Unmute, Stop Video, Participants (23), Chat (5), Share Screen, Record, Reactions, and a Leave button.

This screenshot shows a different view of the same Zoom meeting. The presentation slide on the left displays a diagram titled "GEORGE WASHINGTON CARVER MUSEUM, CULTURAL AND GENEALOGY CENTER MASTER PLAN 'CORE TEAM'". The diagram features 18 circular portraits of team members arranged in three rows, with lines connecting them to show organizational structure. The top row includes names like "TERRY SMITH", "STEPHEN COUDER", "CARRE ADAMS", "GREGORY MORIN", "MAKOTO DAVIS", and "IVONNE CANEZ". The middle row includes "MAGIA ADELEYE", "TAMMIE RUBIN", "LISE RAGBIR", "ETO OTIIGBE", "MONTESG", and "PAUL WARD". The bottom row includes "DAVISMA", "CIERRA", "BRENT", "ARTWITHAKIRASH...", and "IVONNE CANEZ". On the right, a large video window shows Terry Smith speaking. The bottom controls are similar to the first screenshot, but the participant count is now 22.

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Zoom Meeting | You are viewing Paul Ward's screen | View Options

Recording

Microsoft Whiteboard

distance	Moving art work from the back yard to the elevator to the door should be easier	re-examine how we use the front areas	connecting young people with resources and teaching of digital tools	Residency that isn't necessarily connected to a specific studio space	storage space for future actor lift
opportunities for more, black artists	can we move the wall between two galleries to open the space for a specific installation?	capturing GW Carver ethos within the landscape, permaculture, engaging with food and plants	animation tools / software	expand on interactive space for kids to get hands-on	Type here...
residency - solo living + easy - more access to C artists	Find a way to reconfigure and use the roof of the museum	Opportunities to find art up-front in the sequencing of exhibition	less formal project space, place for experimentation / mentorship on having a show	Dedicated studio for rotating residencies (24 hr access for artists is important!)	
space for talks	outdoor classroom space / flat areas	Inclusion of digital art / training programs with tech, computers with creative software	maker spaces x2	a more intimate performance space / more flexible styles / dynamic	

Participants: 21 | Chat | Share Screen | Record | Reactions | Leave

Participants: taja.lindley@g..., Uttara, Carre Adams, Paul Ward, davisma, Michael Garcia, Juarez White, Megan Eckard, Stephen Coulston, MontesG, Cierra, Tammie Rubin

Zoom Meeting | You are viewing Paul Ward's screen | View Options

Recording

Microsoft Whiteboard

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Participants: taja.lindley@g..., Uttara, Carre Adams, Paul Ward, davisma, Michael Garcia, Brett, Megan Eckard, Stephen Coulston, MontesG, Cierra, Tammie Rubin

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Zoom Meeting      You are viewing Paul Ward's screen      View Options

Recording

Microsoft Whiteboard

dance	Moving art work from the back-yard to the elevator to the door should be easier	re-examine how we use the front areas	connecting young people with resources and teaching of digital tools	Residency that isn't necessarily connected to a specific studio space	storage space for future scenes lifts!		
opportunities for more, black & artists	can we move the wall between two galleries to open the space for a specific installation?	capturing GW Carver ethos within the landscape, permaculture, engaging with food and plants	animation tools / software	expand on interactive space for kids to get hands-on	space to conduct research at the intersection of art and culture		
residency - take away - agency - give access to C artists	Find a way to renovate and use the roof of the museum	Opportunities to find art up-front in the sequencing of exhibition	less formal project space, place for experimentation / mentorship on having a show	Dedicated studio for rotating residencies (24 hr access for artists is important!)	porousness to street level - indoor outdoor visual connection		
space for talks	outdoor classroom space / flat areas	Inclusion of digital art / training programs with tech, computers with creative software	maker spaces x2	a more intimate performance space / more flexible styles / dynamic	Type here...		

Unmute   Stop Video   Participants   Chat   Share Screen   Record   Reactions   Leave

Participants: 21

MontesG   Cierra   Tammie Rubin   Juarez White   Megan Eckard   Terry Smith   Lakeem Wilson   Magia Adeleye   ArtWithAkirash...   Ivonne Canez   Larry   Cierra