



The Hunt Library at Age Three: Lessons for Your Library Spaces

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Library of Virginia

Public Library Directors Annual Meeting

September 30, 2016

Outline of Today's Presentation

- 1 Introduction and Background**
- 2 Overview of Hunt Library**
- 3 Lessons Learned**
- 4 Questions/Discussion**

1

Introduction and Background

or, a little about me...

Introduction and Background



I studied architecture at UVA (undergraduate) and Princeton (graduate)...

Introduction and Background



...in these Architecture School buildings.



Campbell Hall at UVA (opened 1970)



School of Architecture building at Princeton (opened 1963)

Introduction and Background



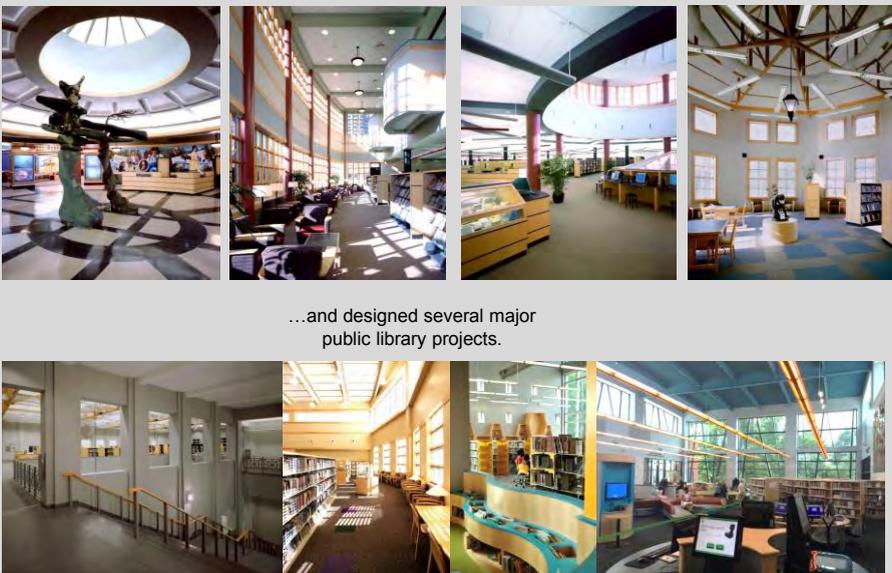
I practiced architecture in Greensboro, NC for over 15 years...



Introduction and Background



Introduction and Background



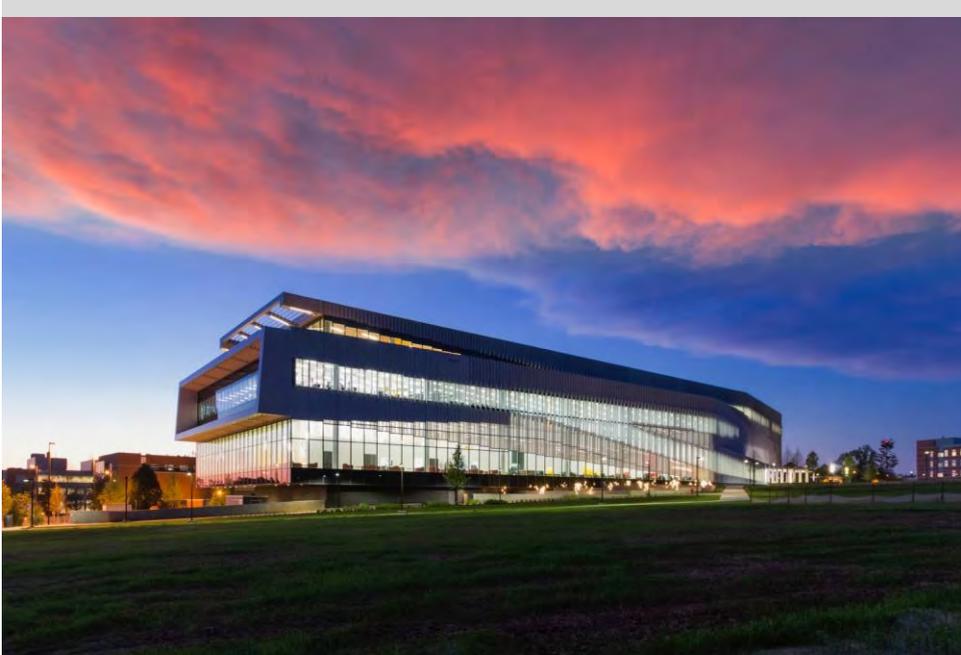
Introduction and Background



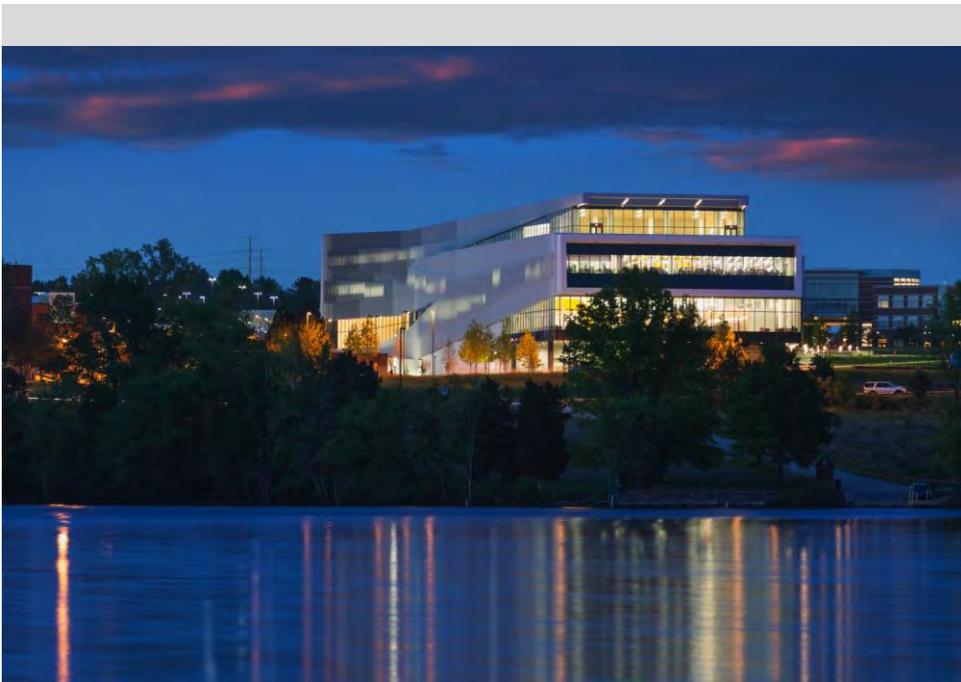
In 2009, I joined the staff of the NCSU Libraries.

2

Overview of Hunt Library



The James B. Hunt Jr. Library. North Carolina State University, Raleigh, NC. Opened on January 2, 2013.



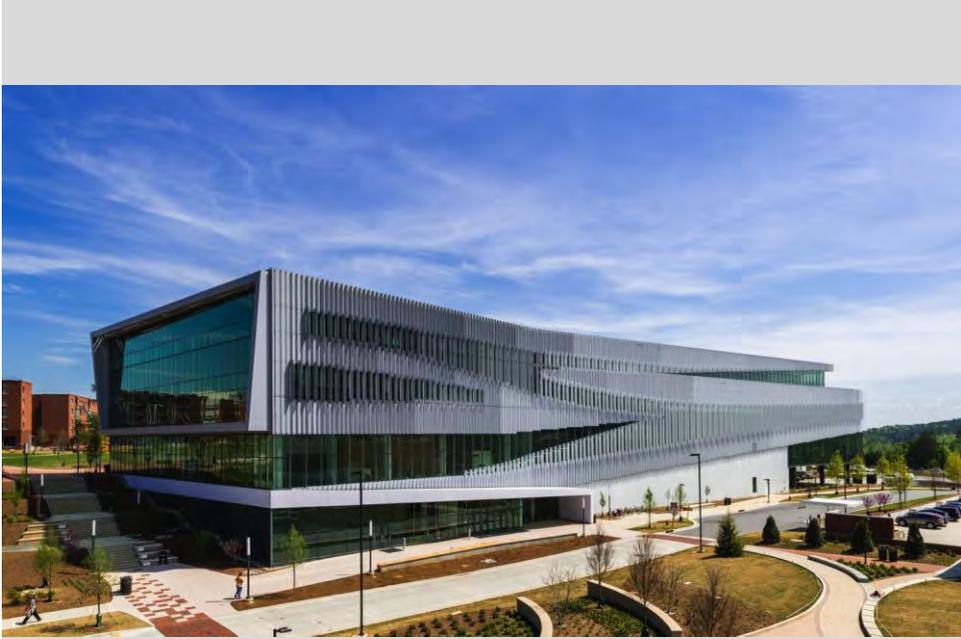
Architects: Snøhetta (Oslo and New York) and Clark Nexsen (Raleigh).



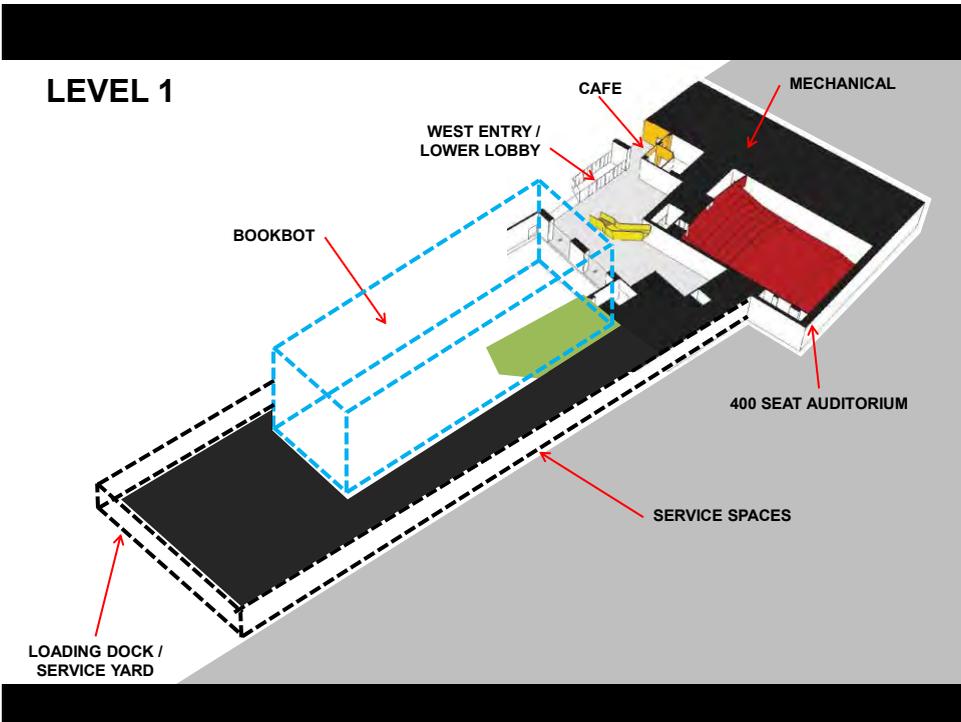
225,000 square feet gross area (20,900 square meters).



1,750 user seats within Libraries-controlled space.

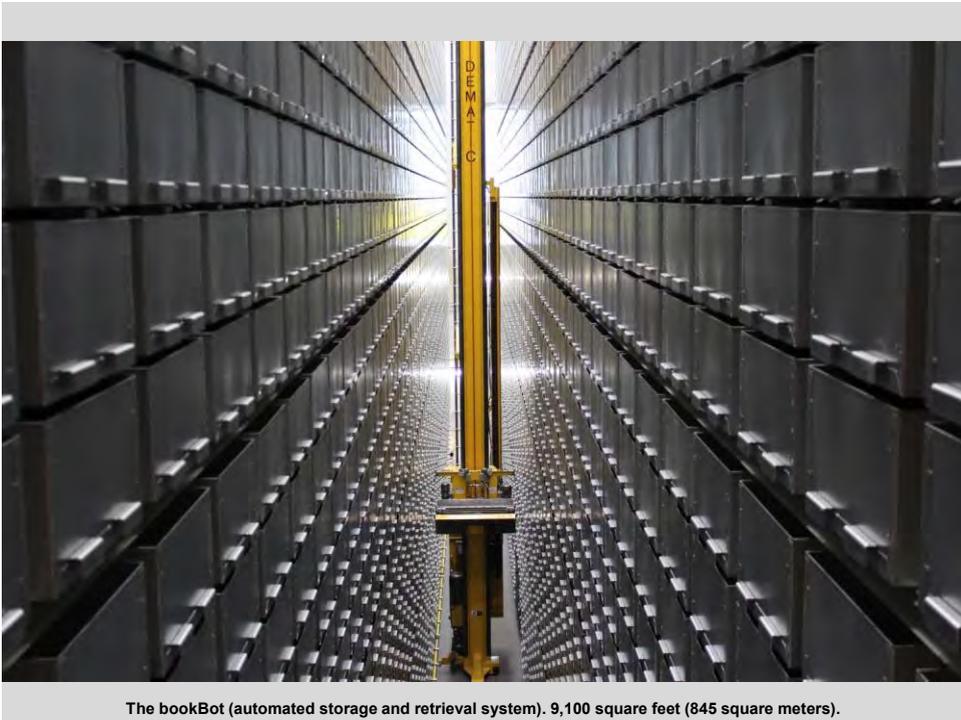


\$115 million total project budget, not including private donations and corporate partnerships.

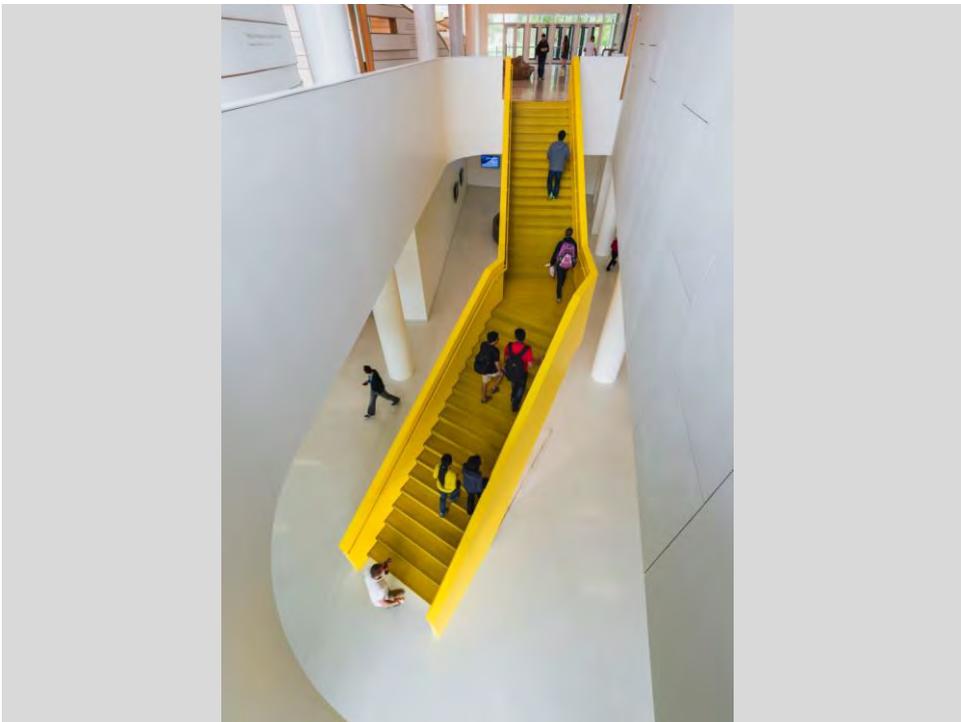




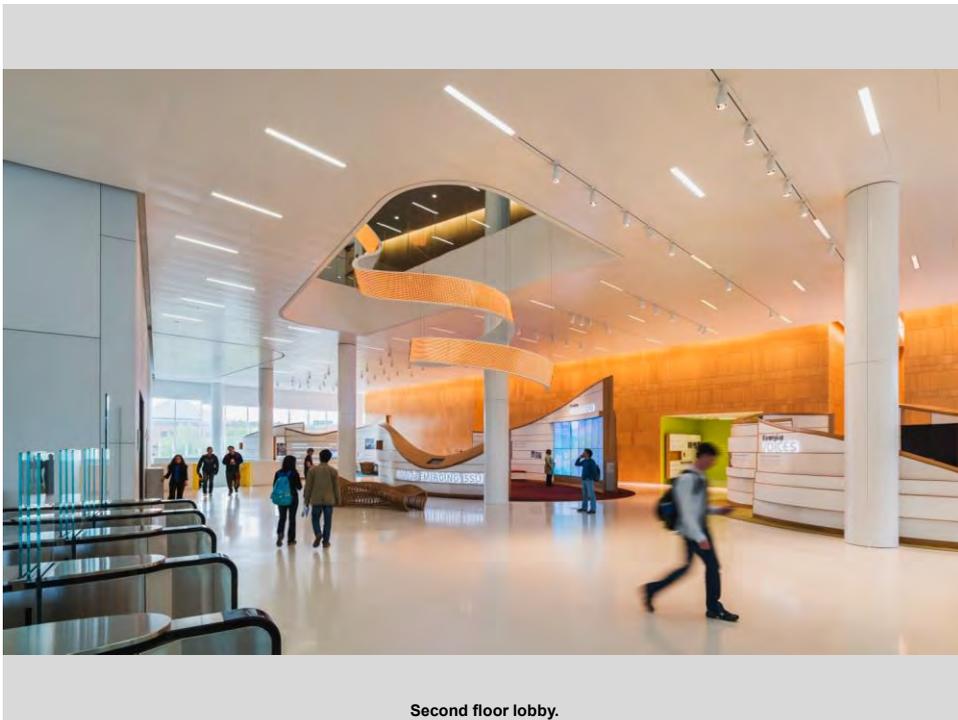
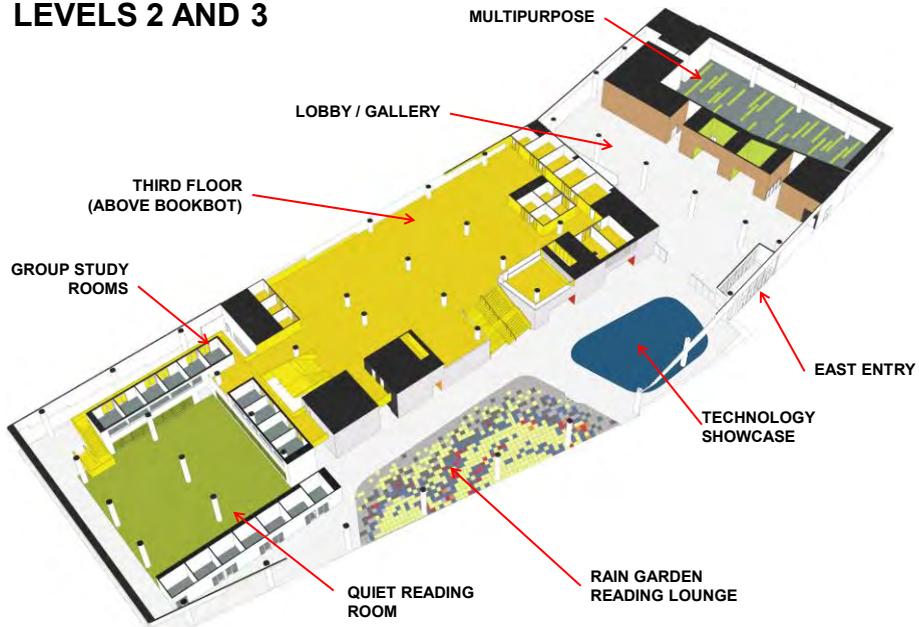
First floor lobby.

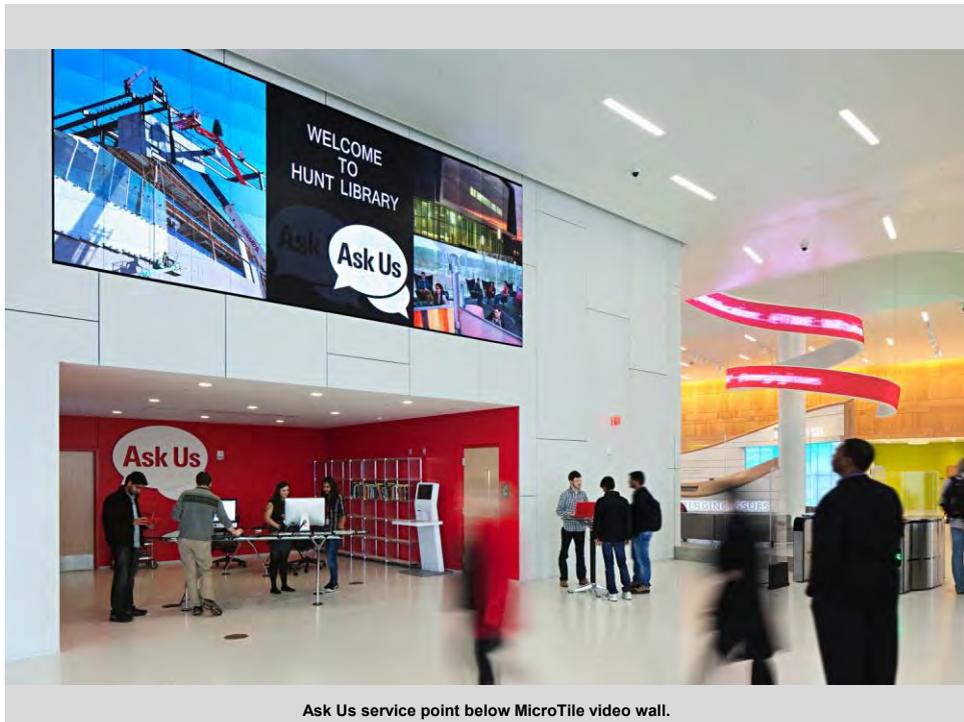
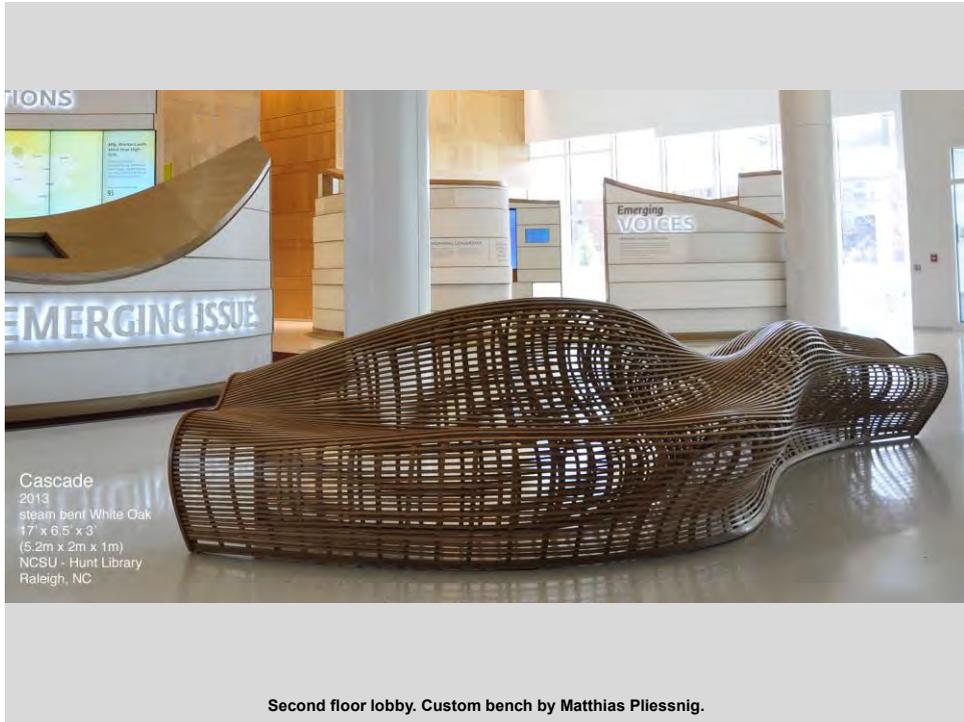


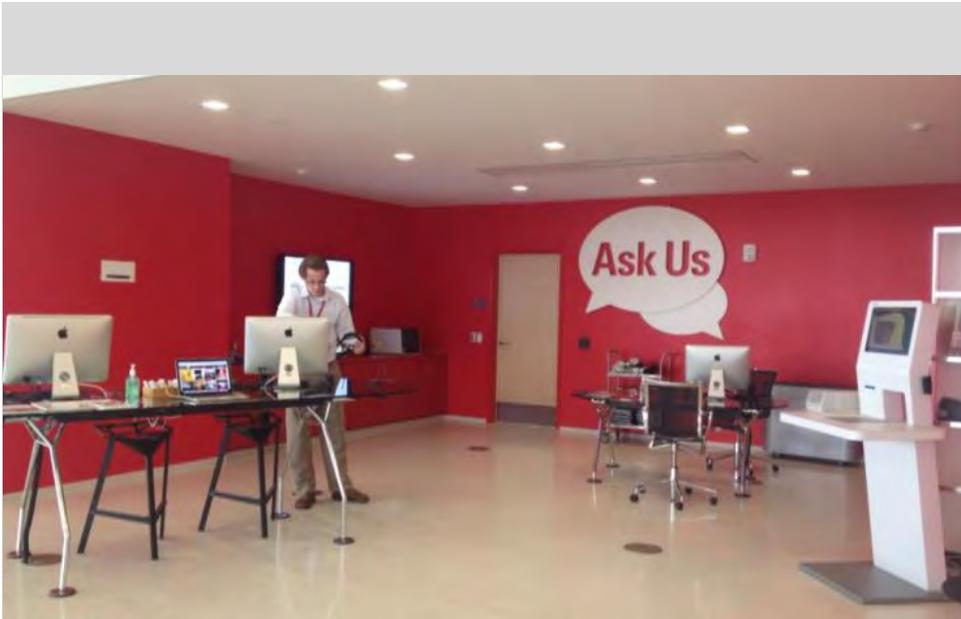
The bookBot (automated storage and retrieval system). 9,100 square feet (845 square meters).



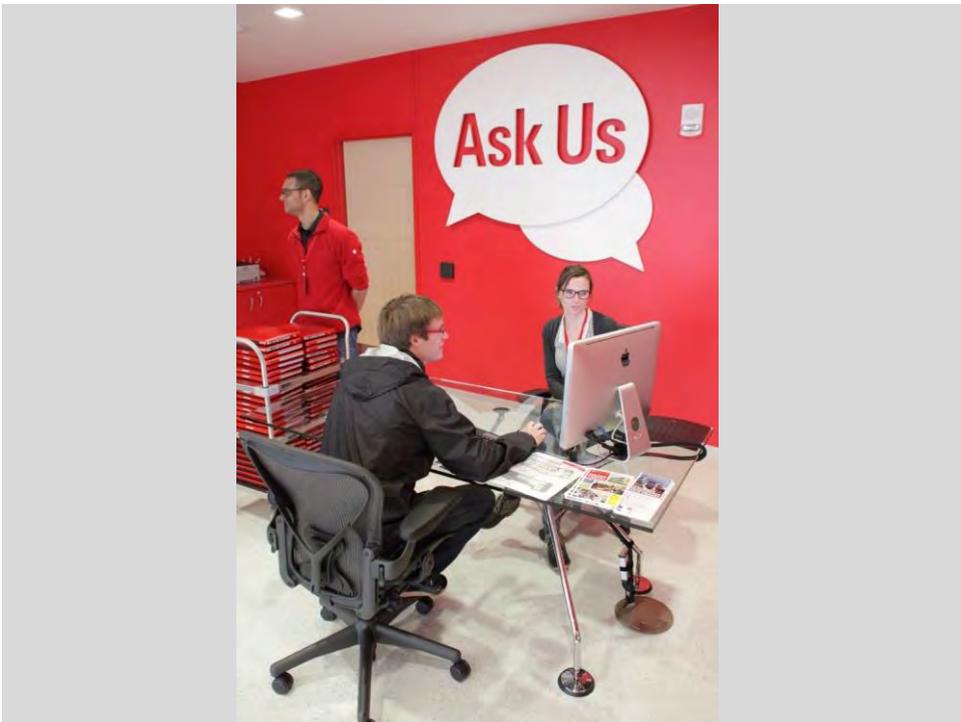
LEVELS 2 AND 3

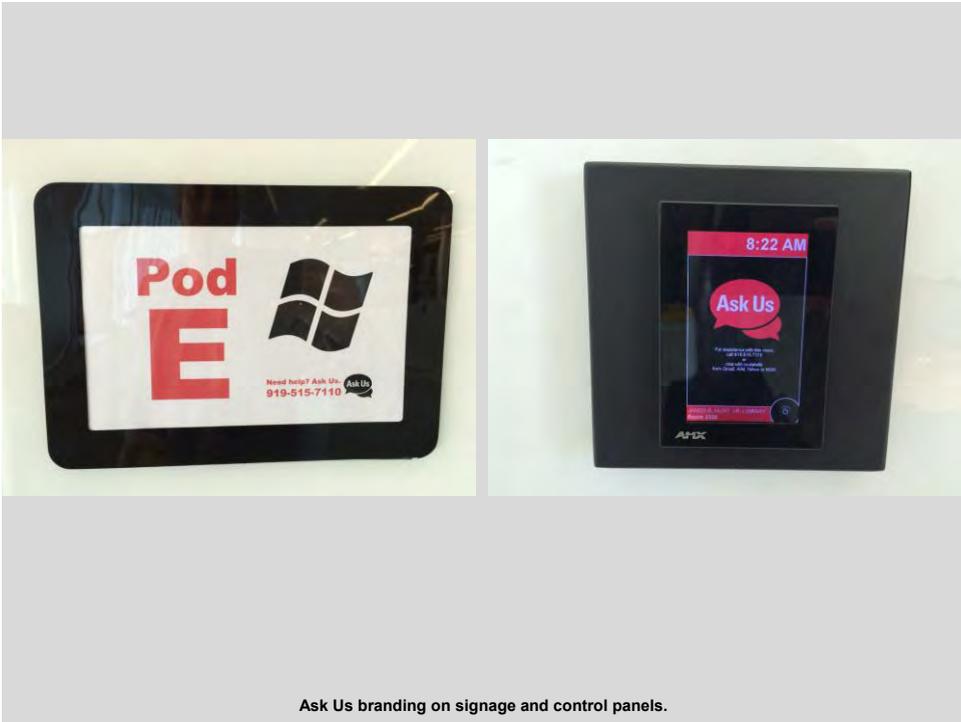




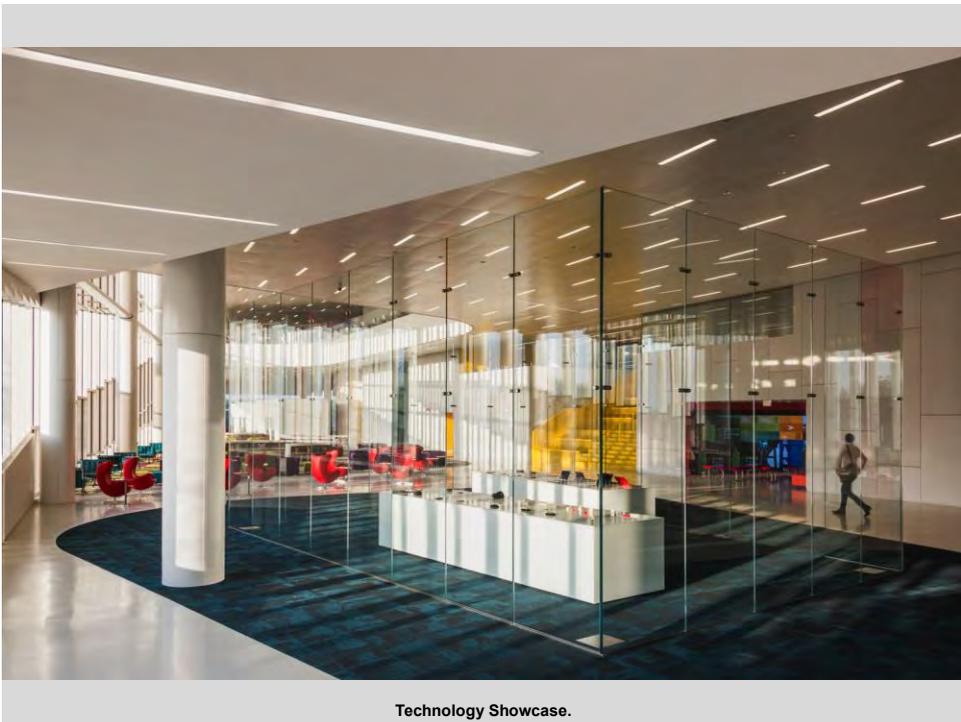


Ask Us service point. 430 square feet (40 square meters).





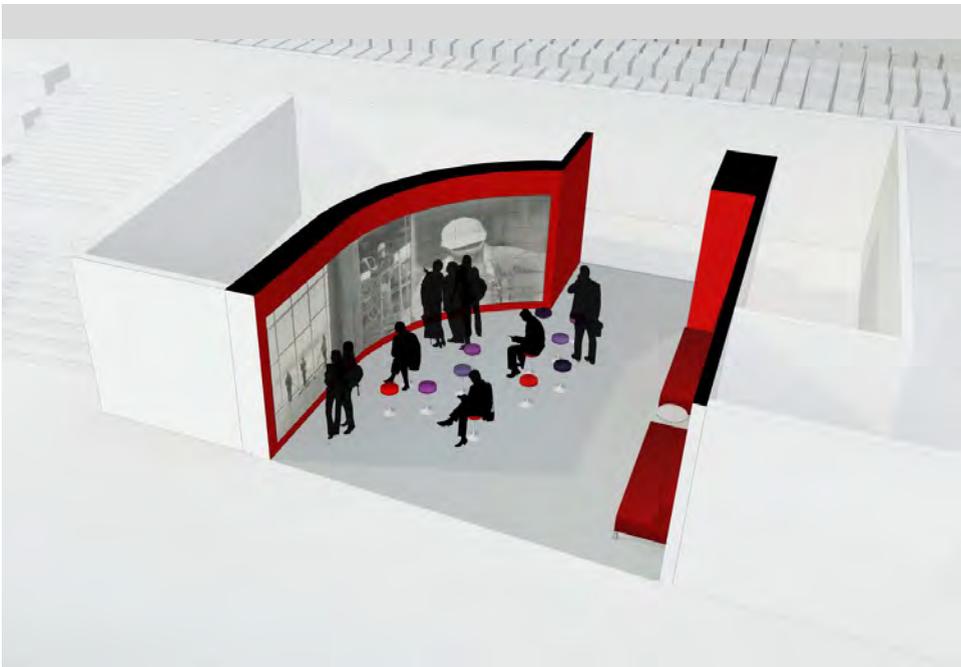
Ask Us branding on signage and control panels.



Technology Showcase.



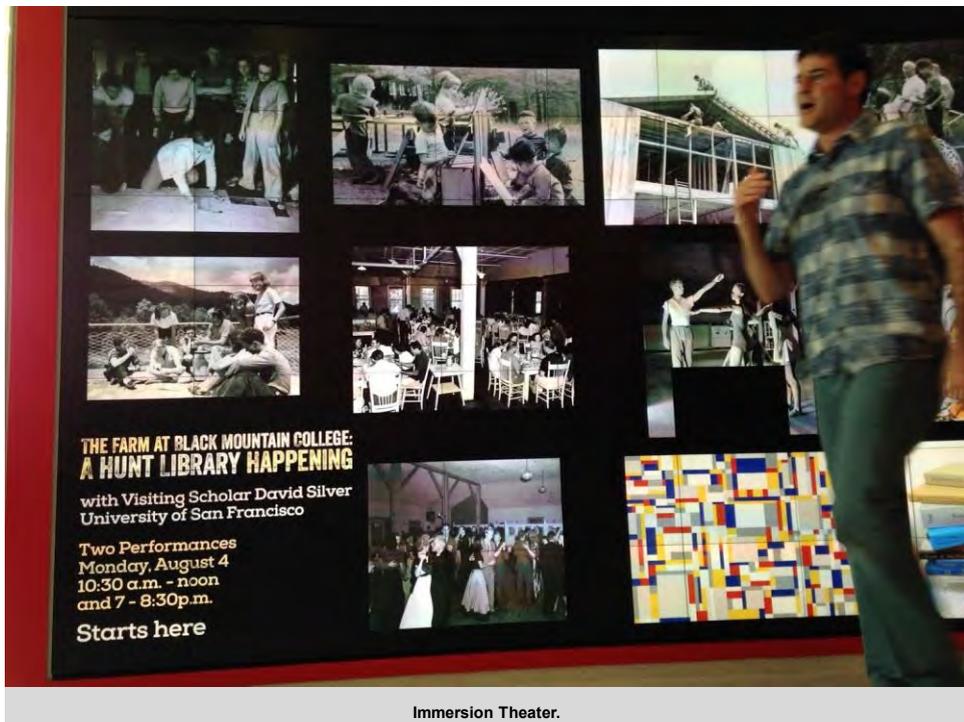
Technology Showcase.



Immersion Theater. 365 square feet (34 square meters).



Immersion Theater.



Immersion Theater.



Immersion Theater.



Rain Garden Reading Lounge.



Mural by José Parlá.



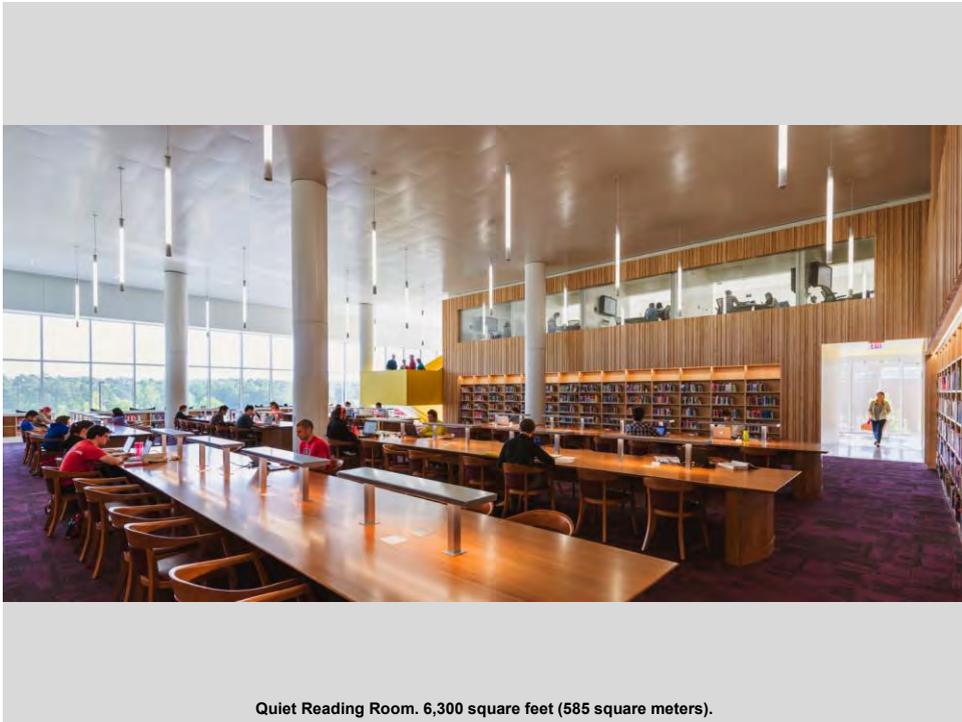
Rain Garden Reading Lounge.



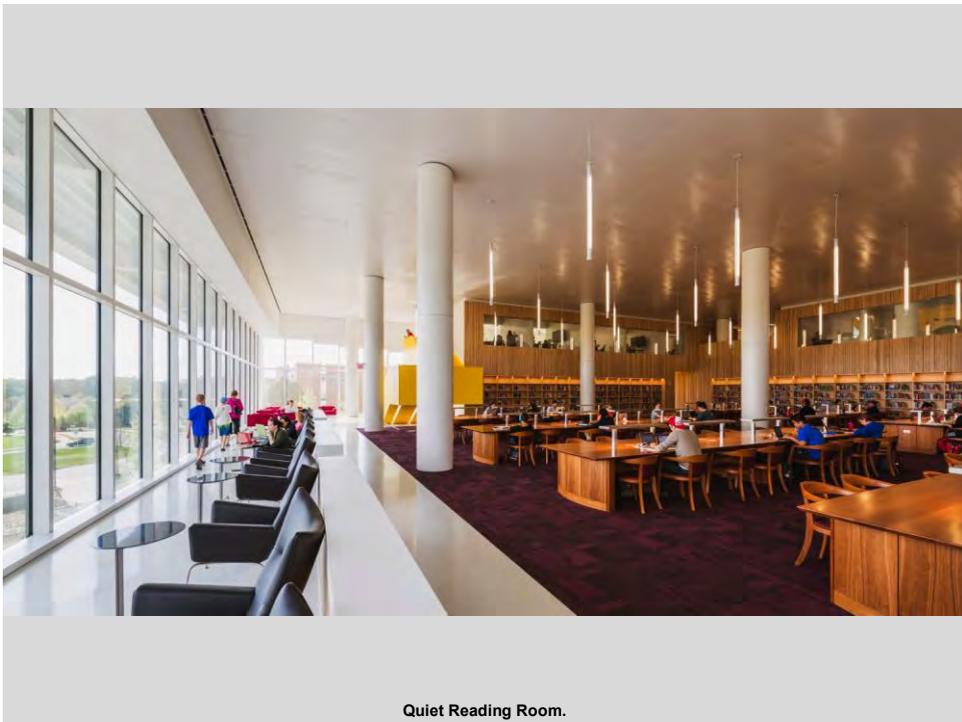
Rain Garden Reading Lounge.



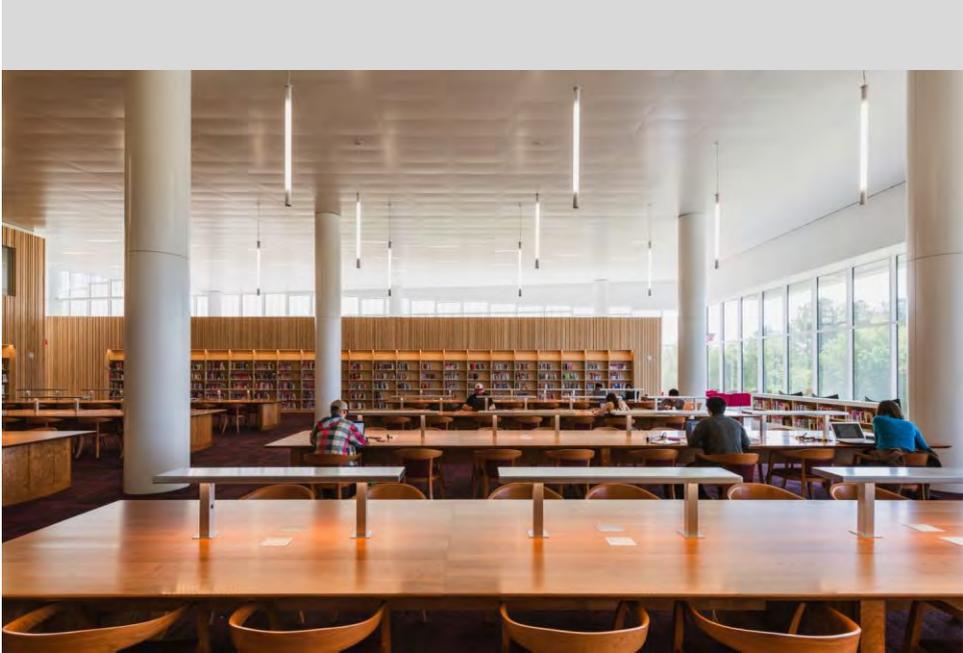
Rain Garden Reading Lounge.



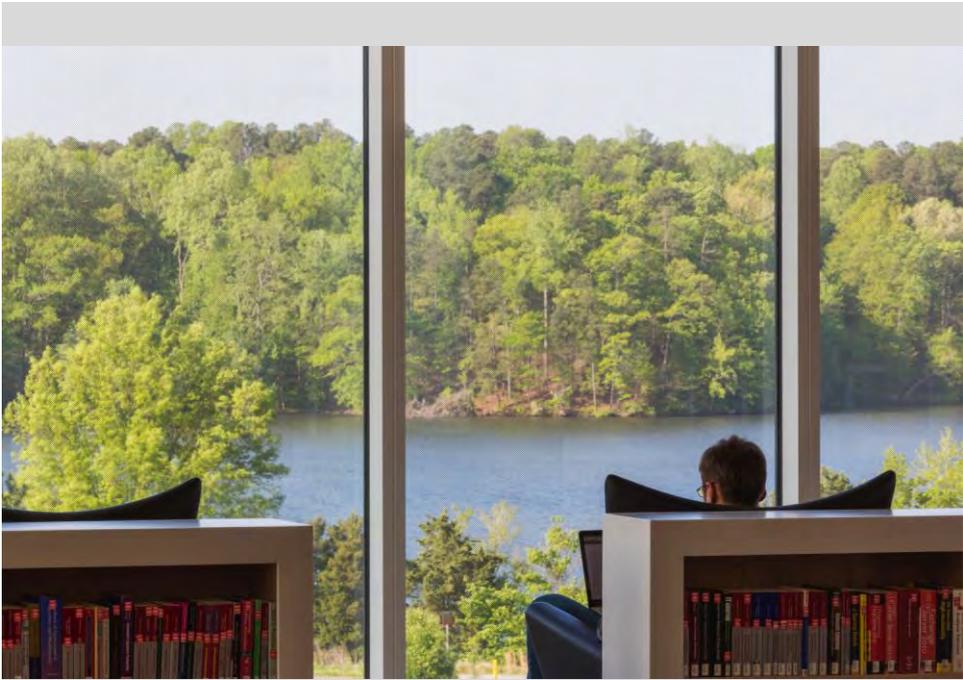
Quiet Reading Room. 6,300 square feet (585 square meters).



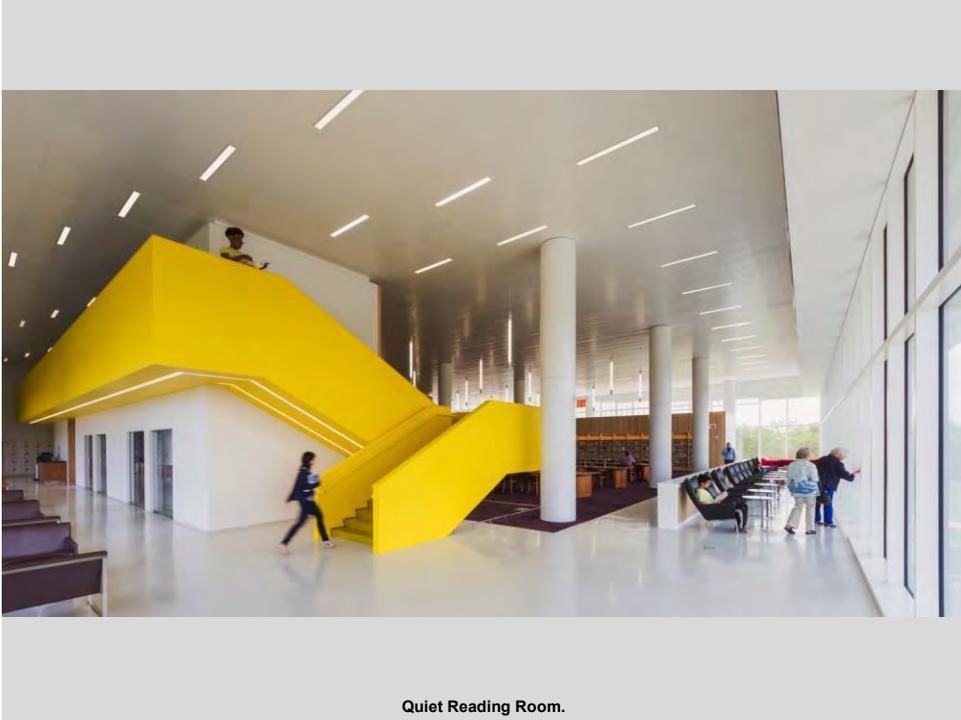
Quiet Reading Room.

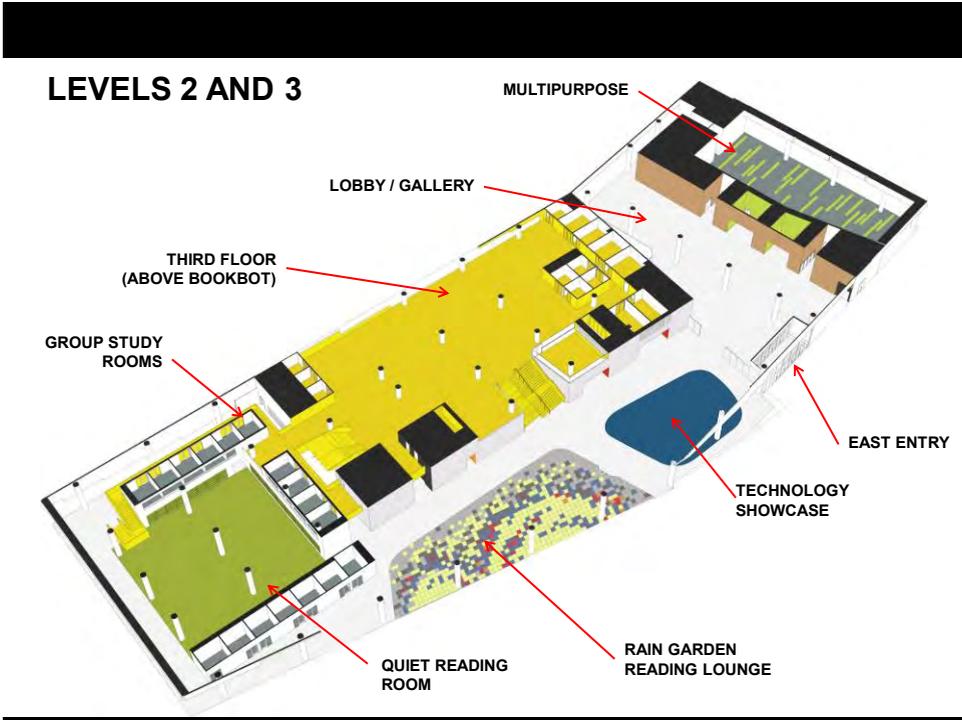
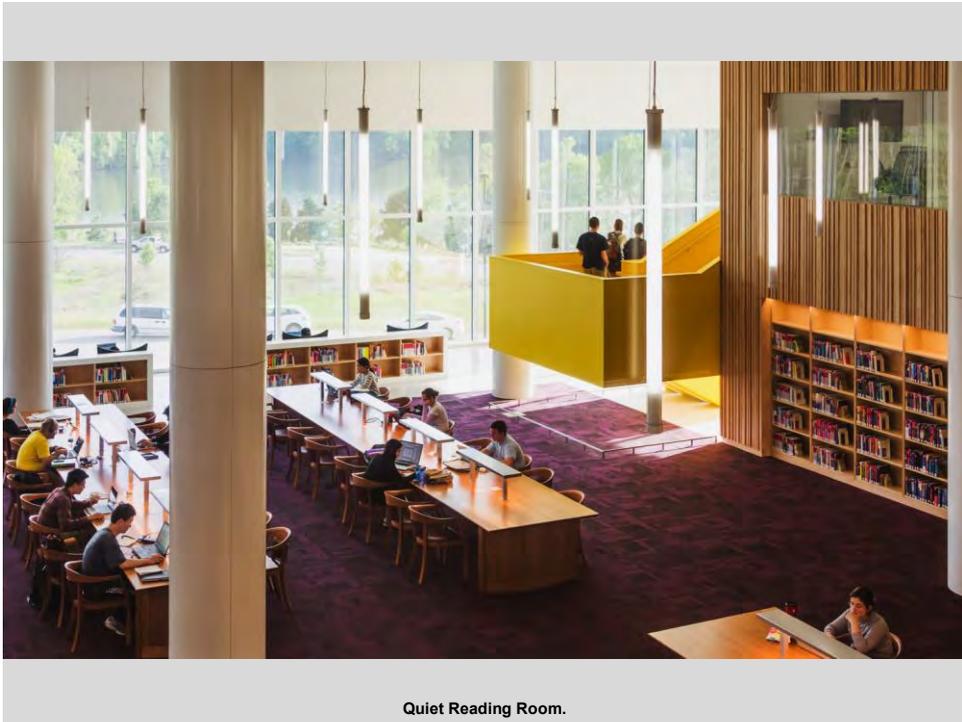


Quiet Reading Room.



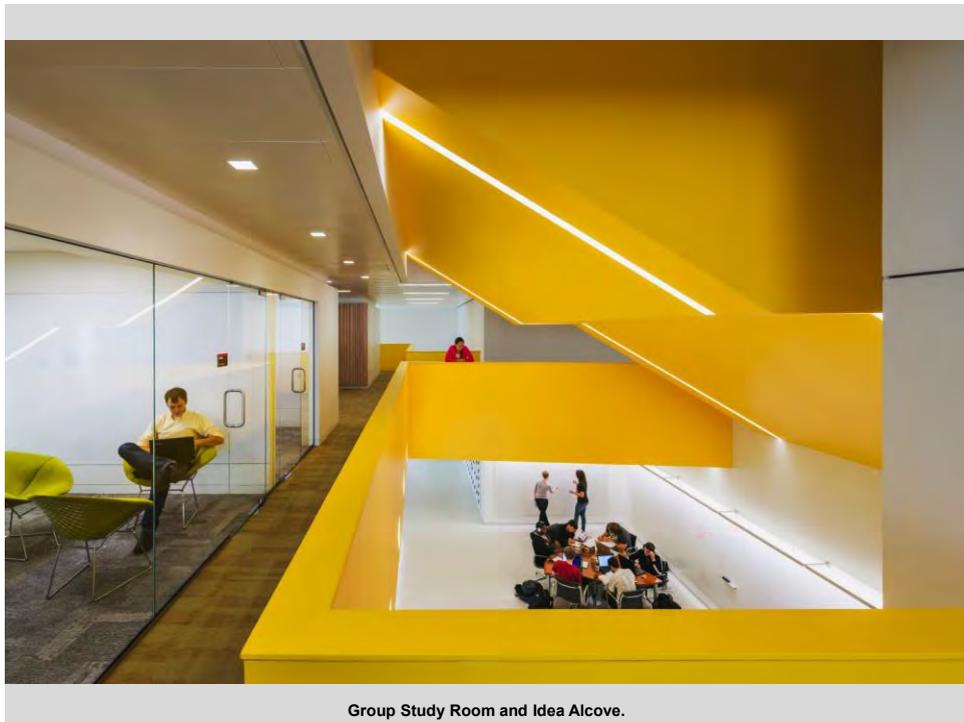
Quiet Reading Room.



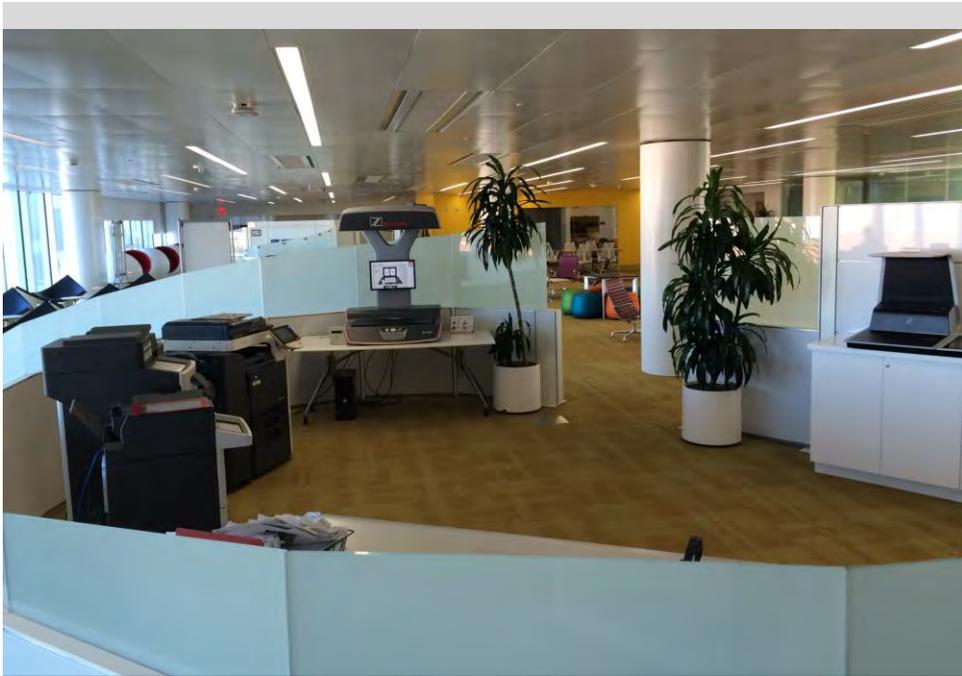




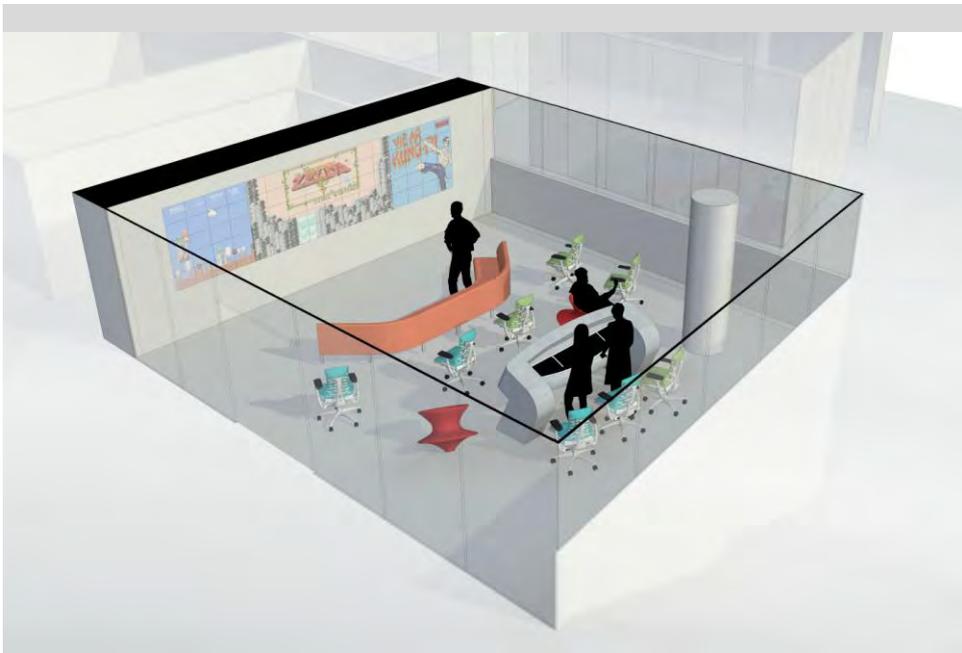
Group Study Room.



Group Study Room and Idea Alcove.



Print/Copy/Scan.

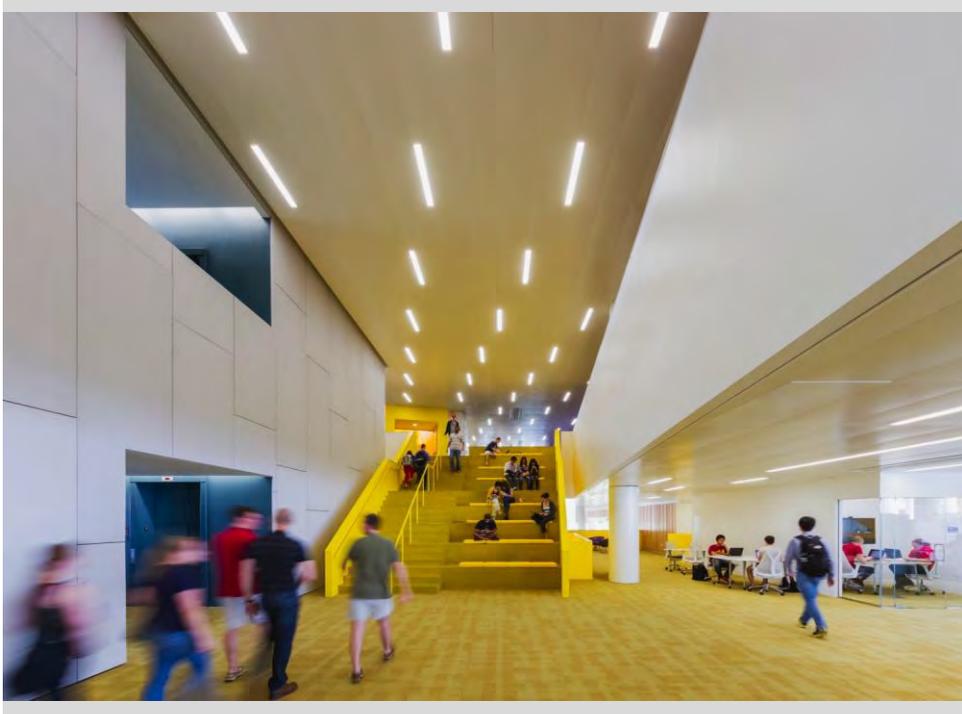


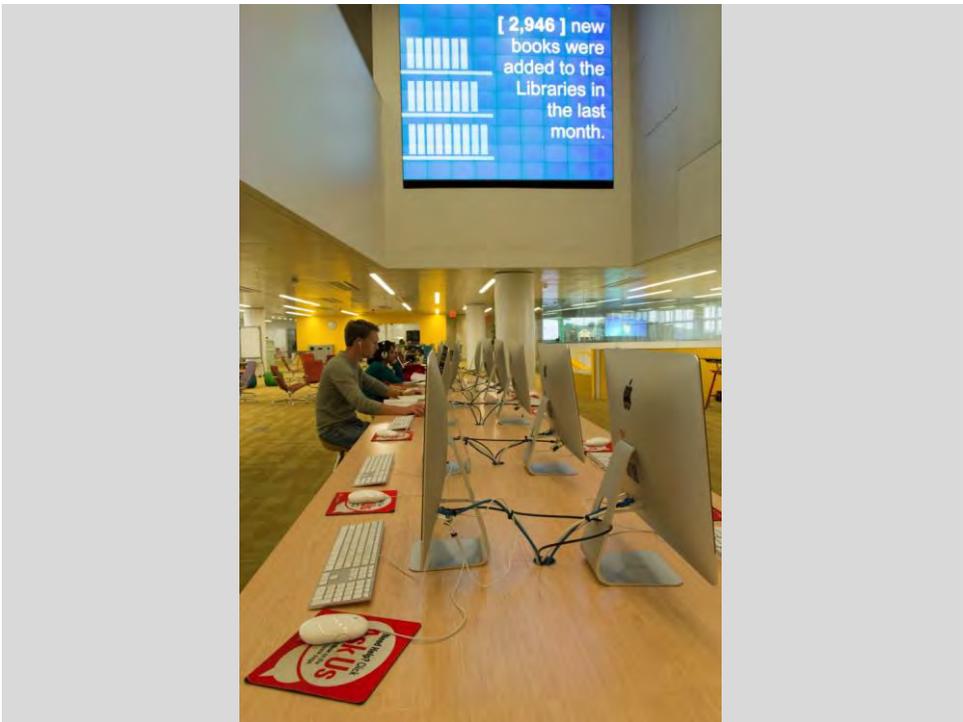
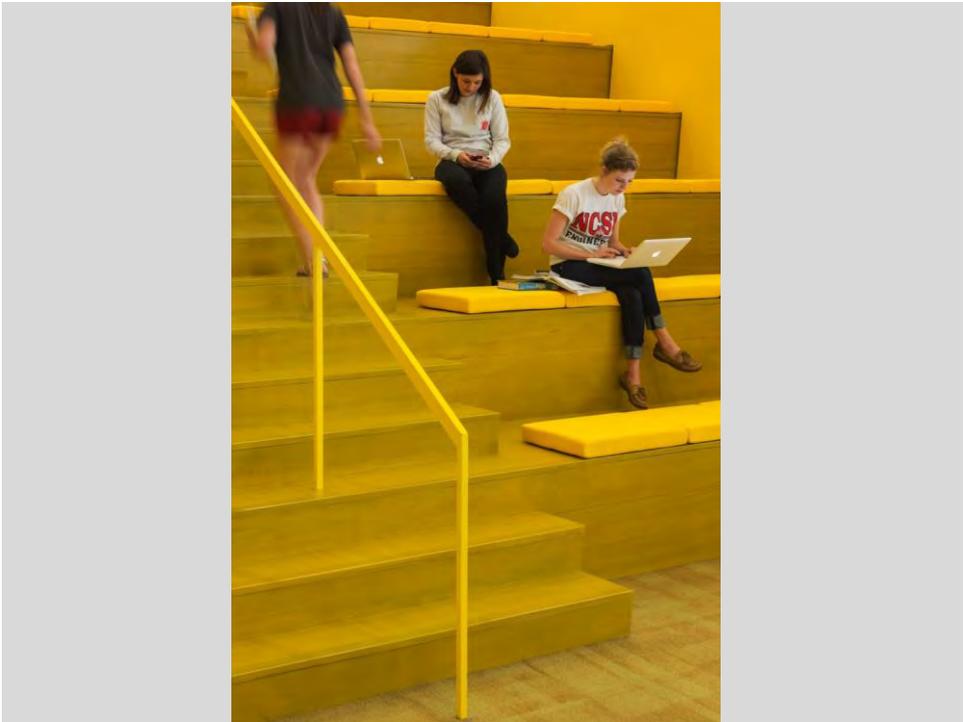
Game Lab. 670 square feet (62 square meters).

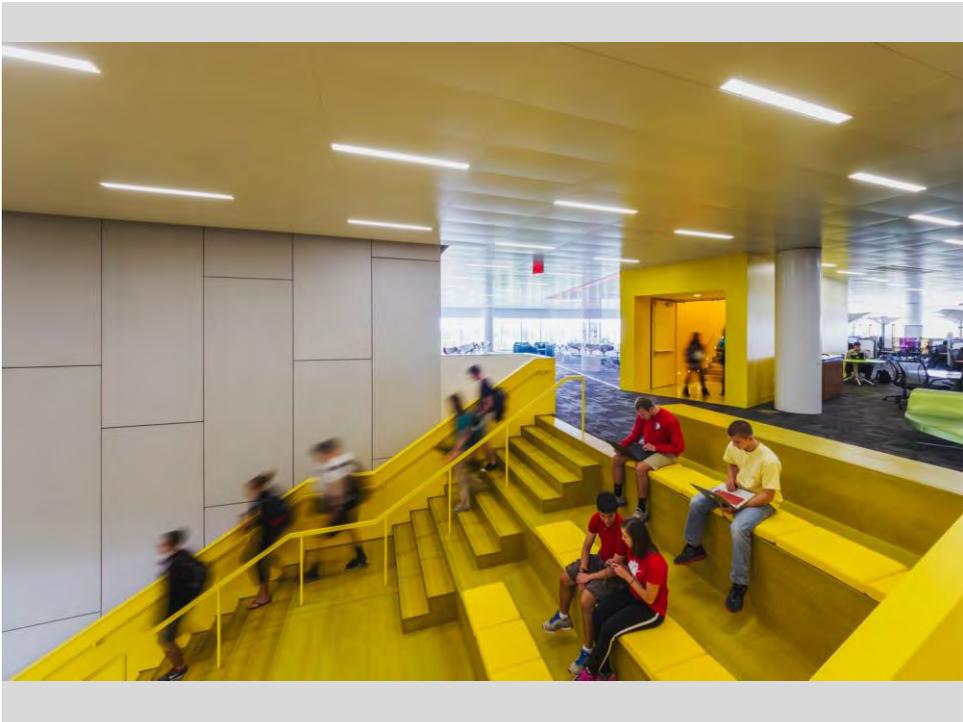




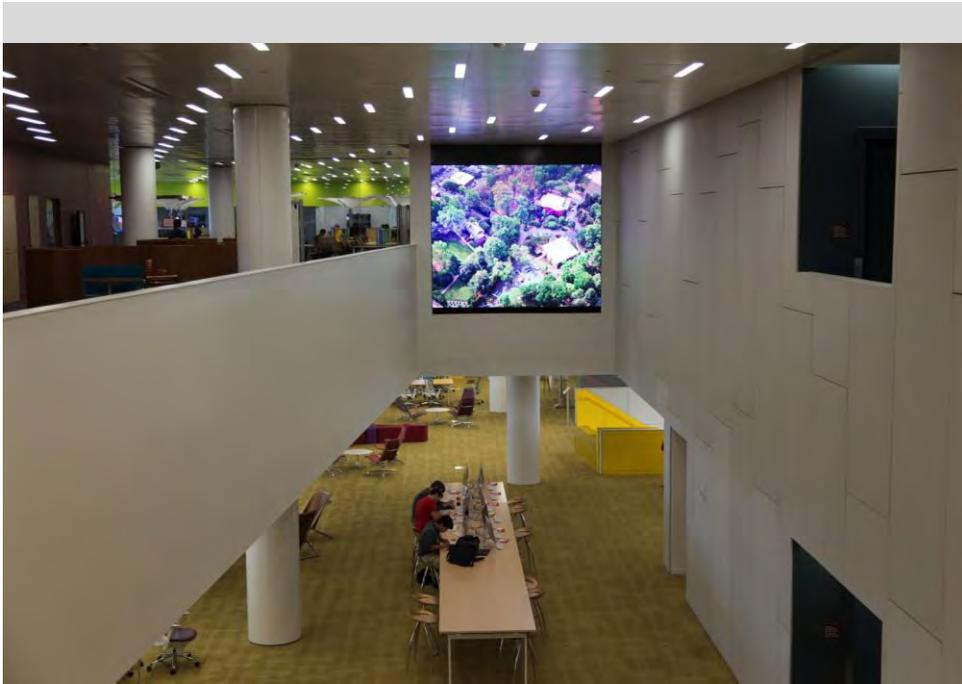
Study Pod.



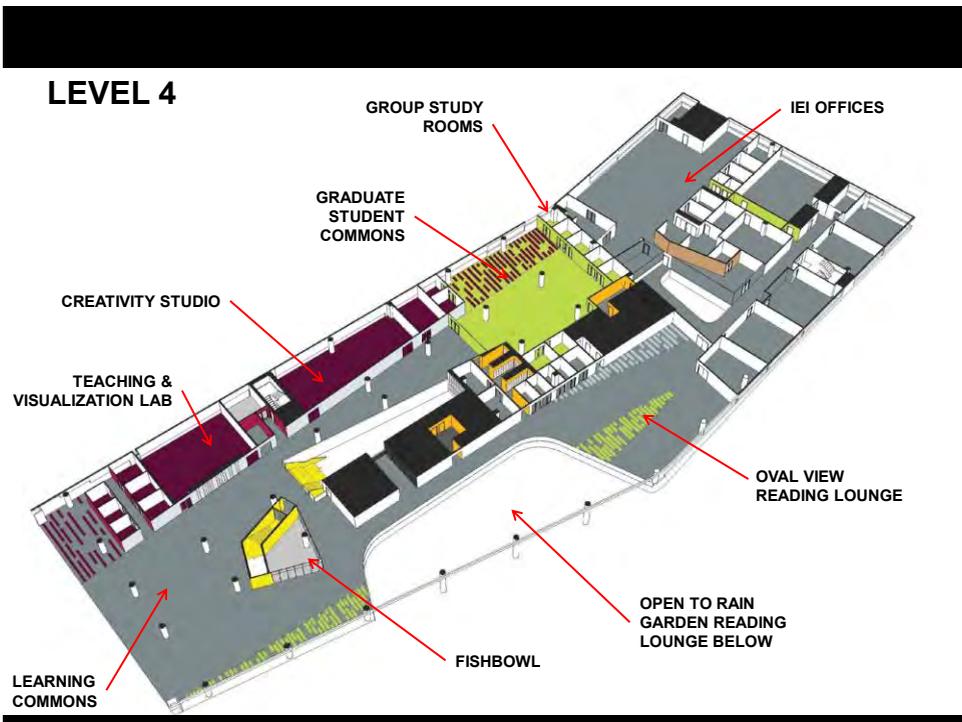








MicroTile video wall.

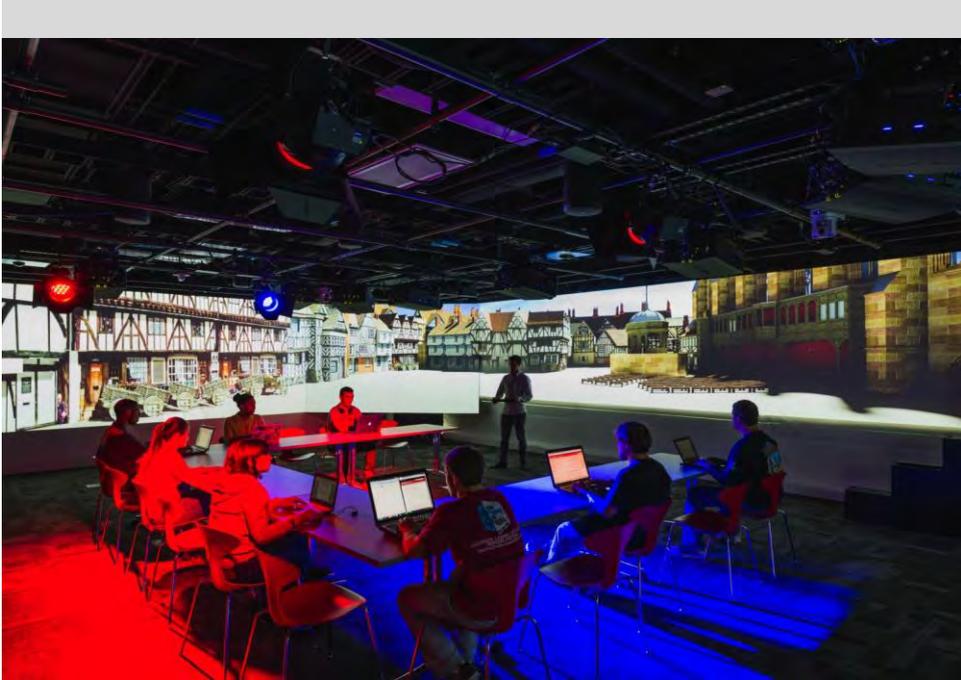




MicroTile video wall.



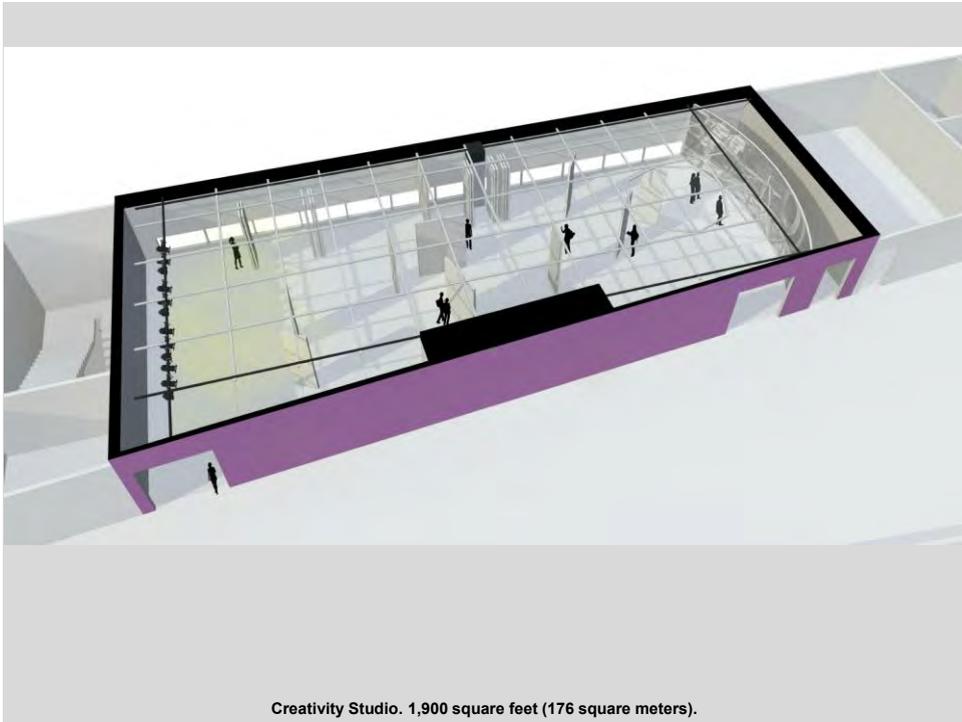
Teaching and Visualization Lab. 1,470 square feet (136 square meters).



Teaching and Visualization Lab.



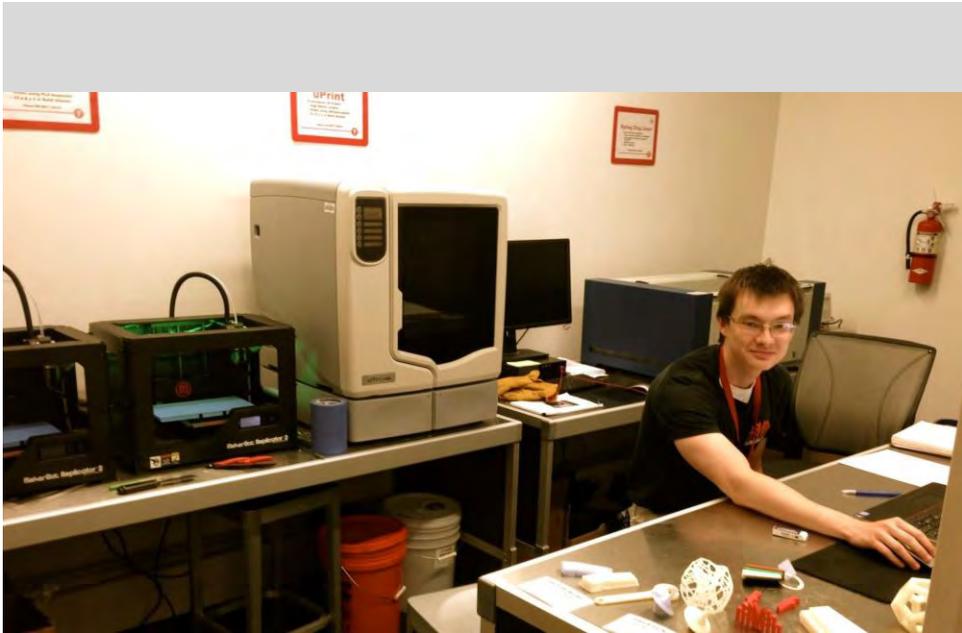
Teaching and Visualization Lab.



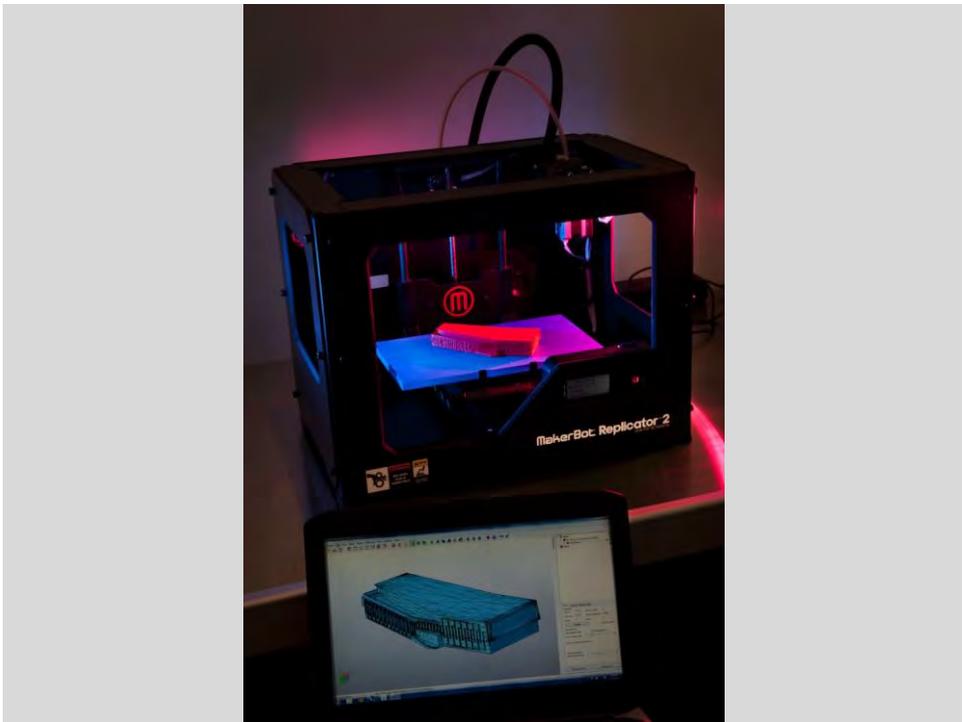
Creativity Studio. 1,900 square feet (176 square meters).



Creativity Studio.



Makerspace. 150 square feet (14 square meters).

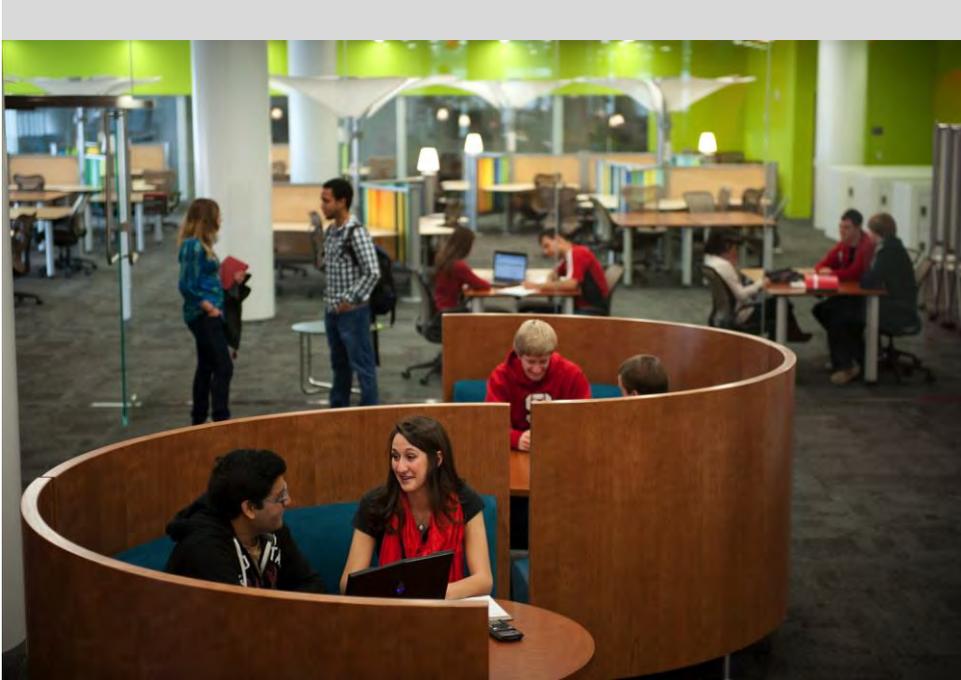




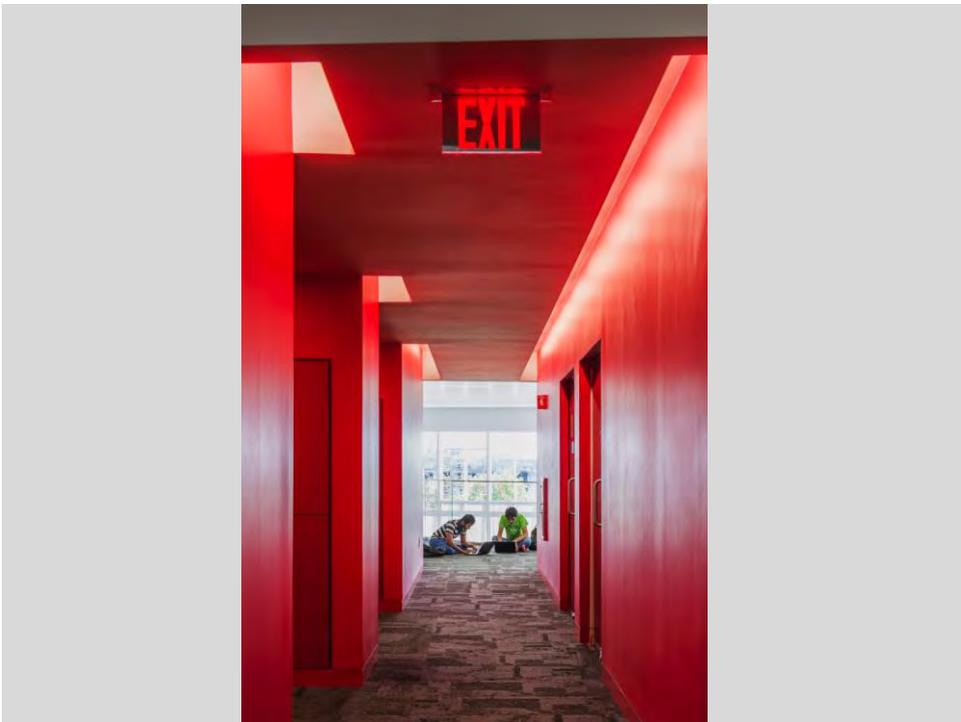
Videseminar Room. 385 square feet (36 square meters).



Videseminar Room with Cisco TelePresence TX9000.



Entrance to Graduate Student Commons. 5,770 square feet (536 square meters).

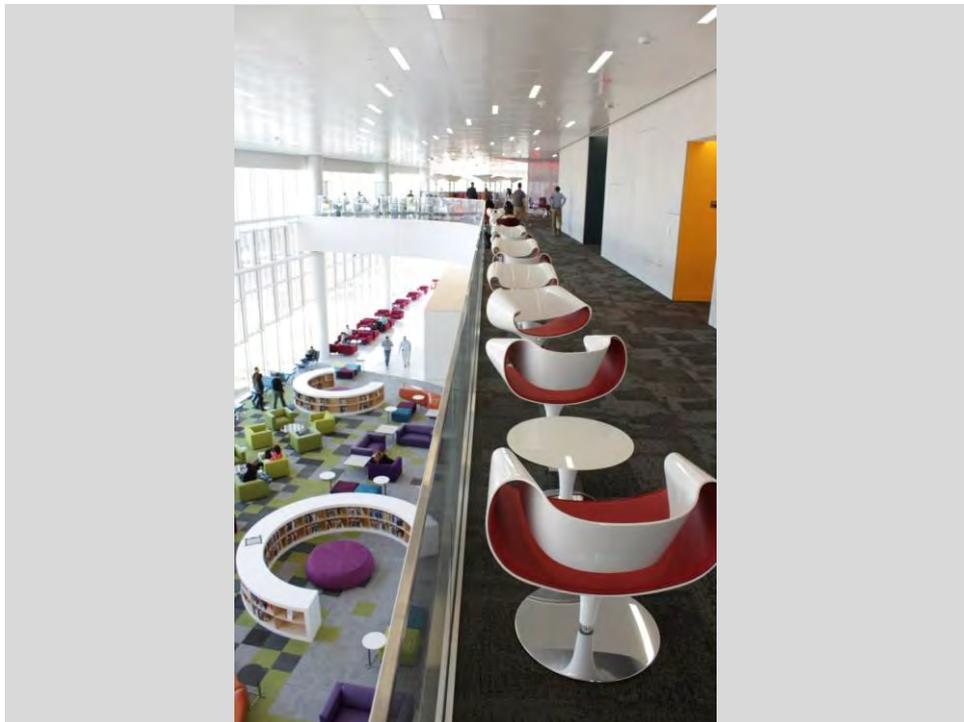
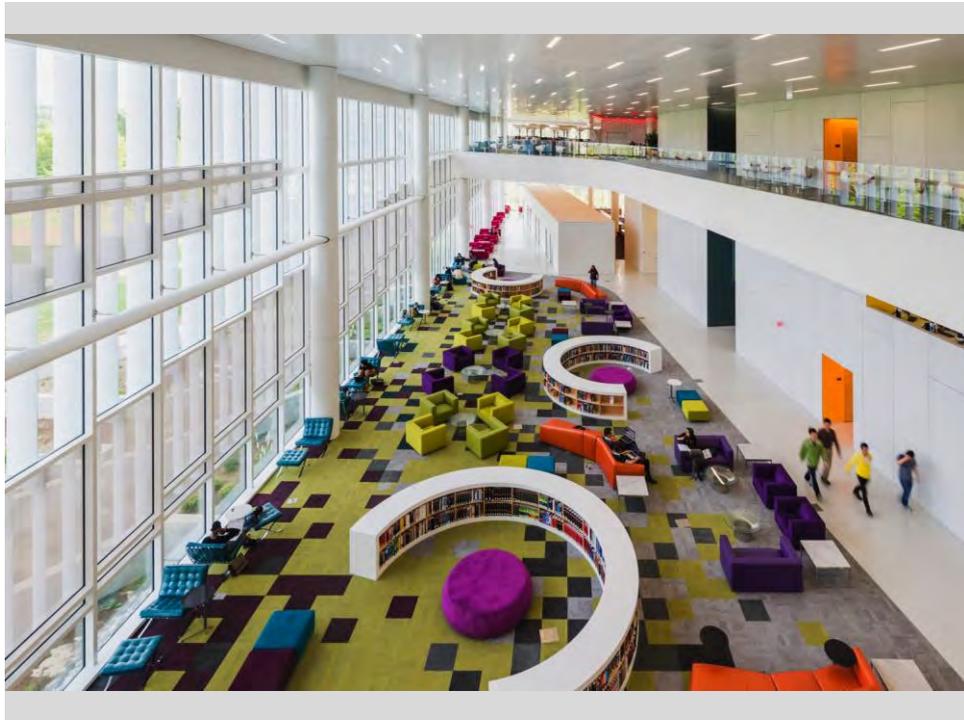


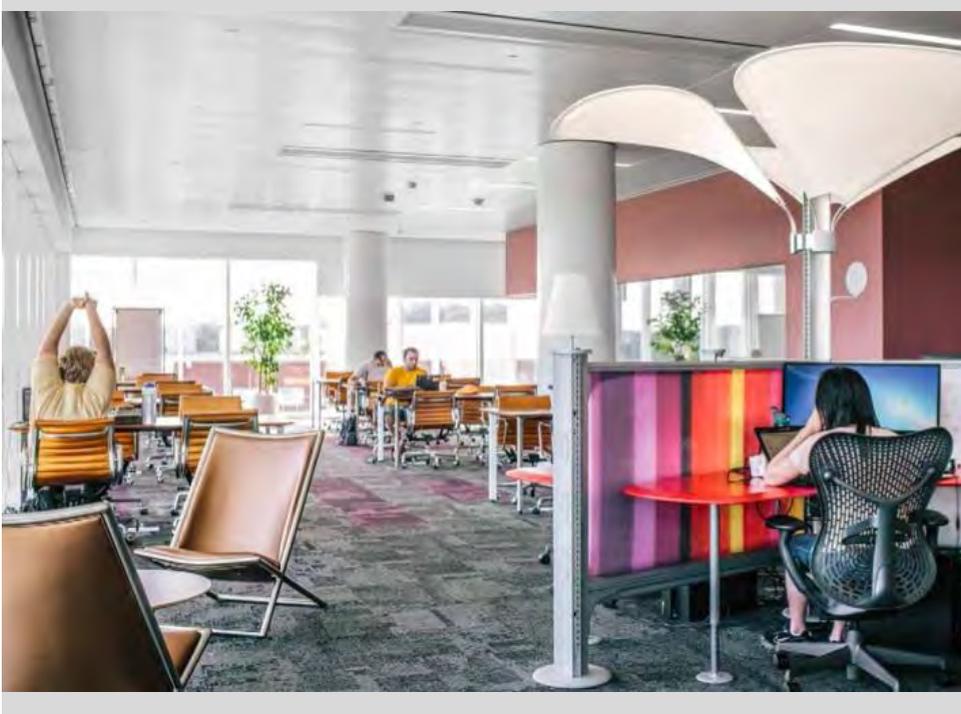
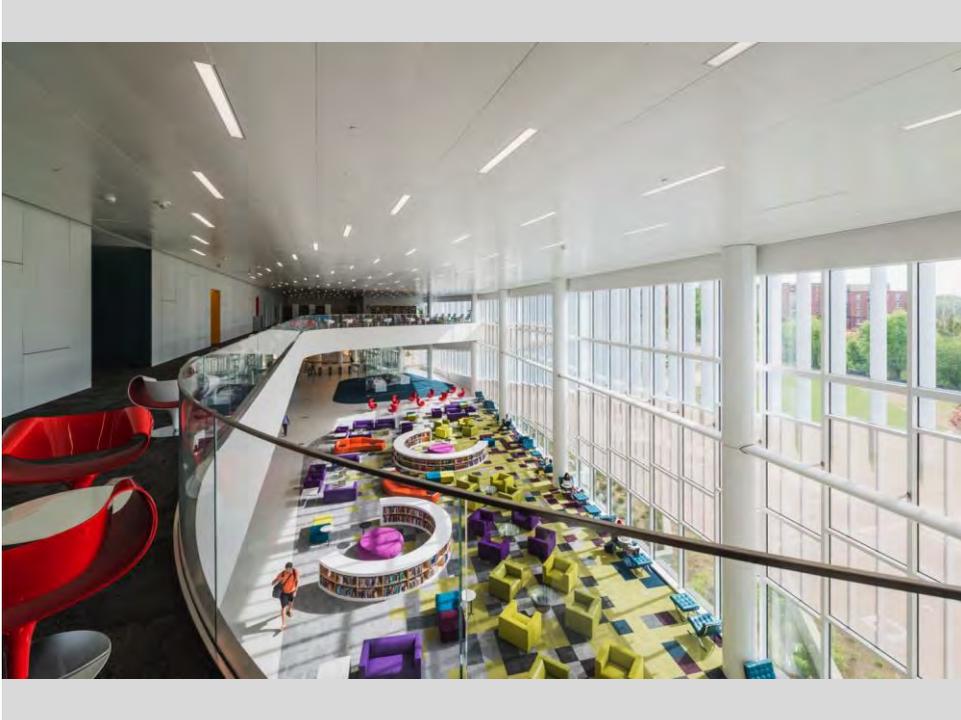


Media Production Studios.



Music Room.





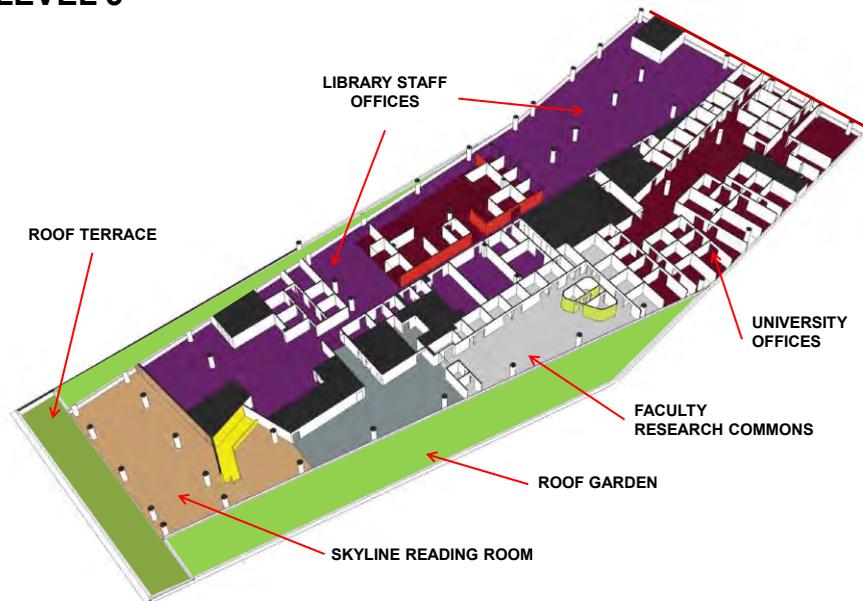


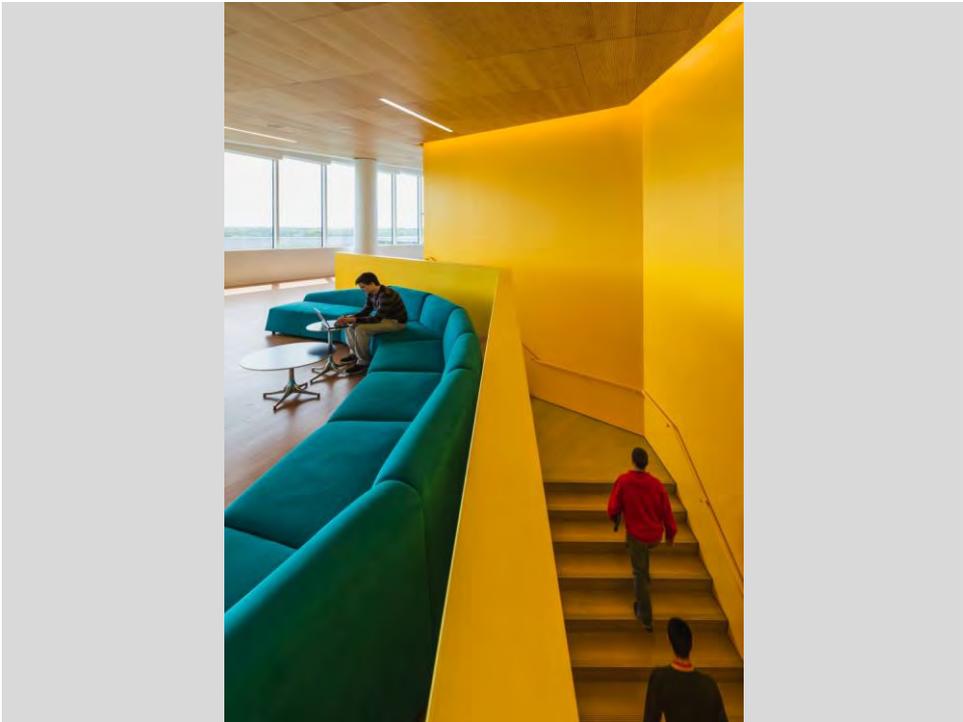
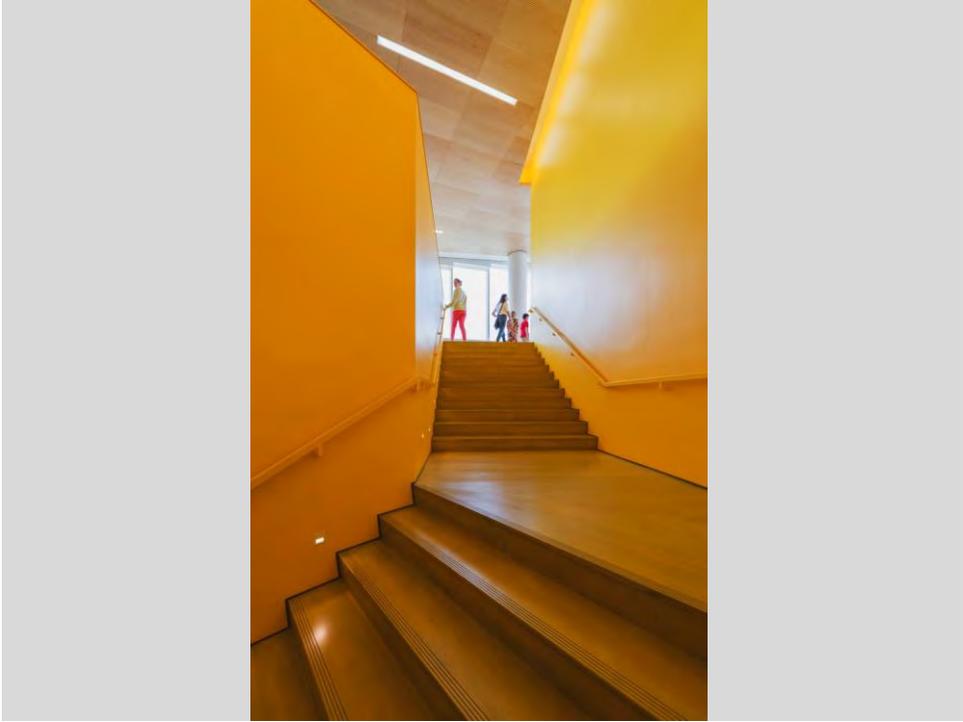
Fishbowl Classroom. 465 square feet (43 square meters).

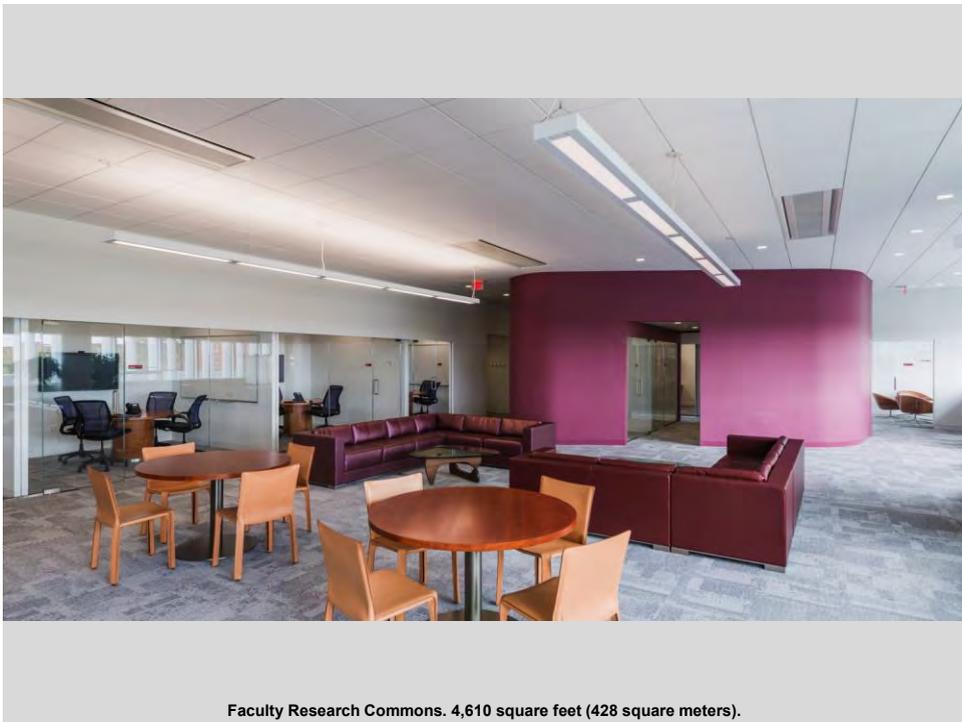
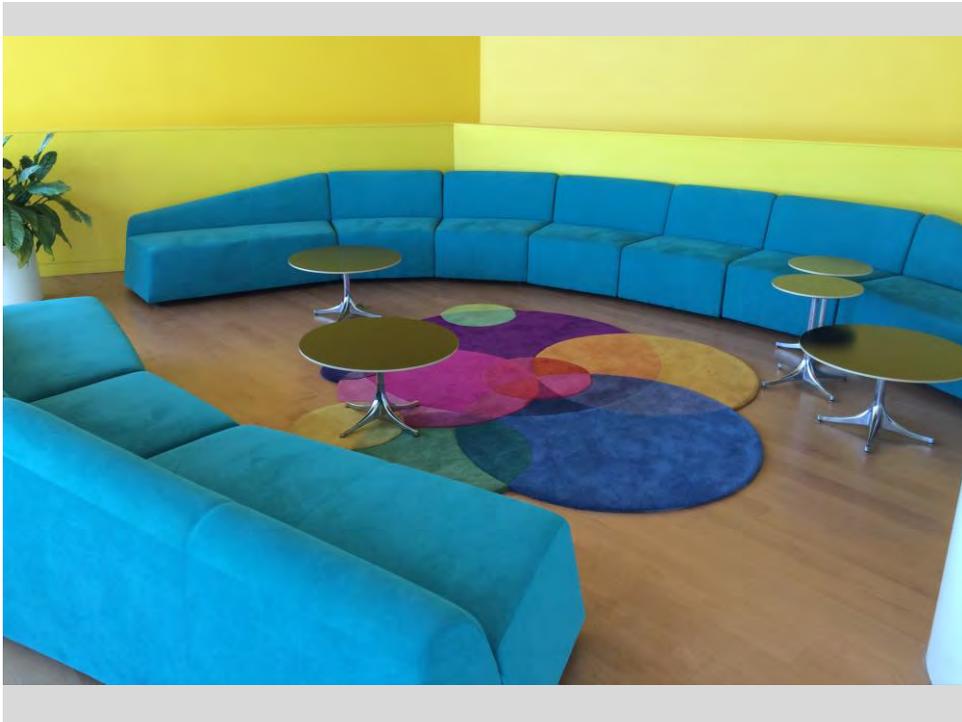


Fishbowl Classroom.

LEVEL 5



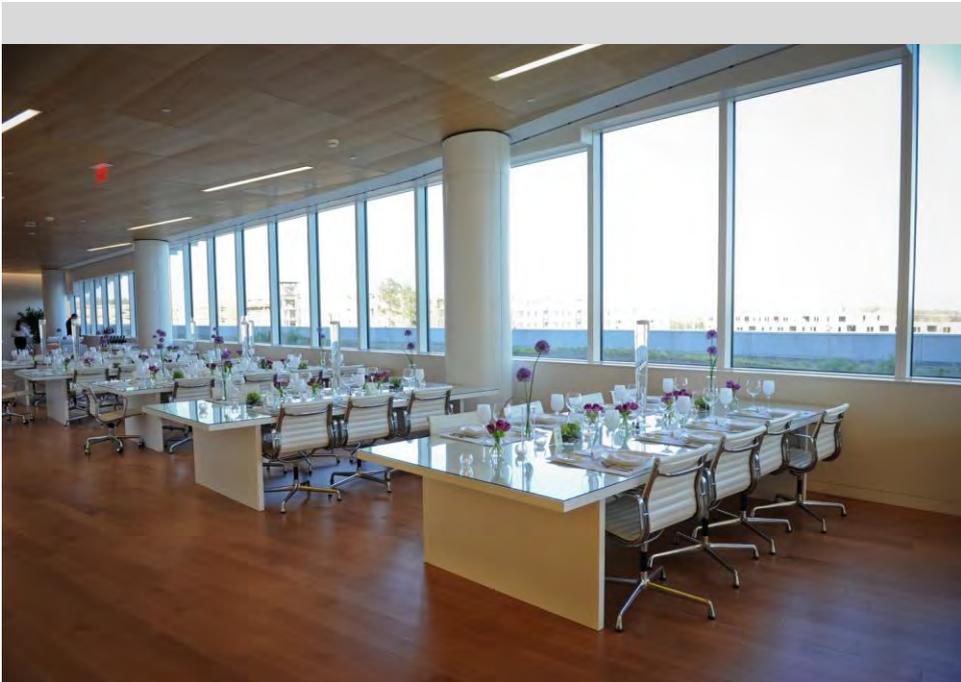




Faculty Research Commons. 4,610 square feet (428 square meters).



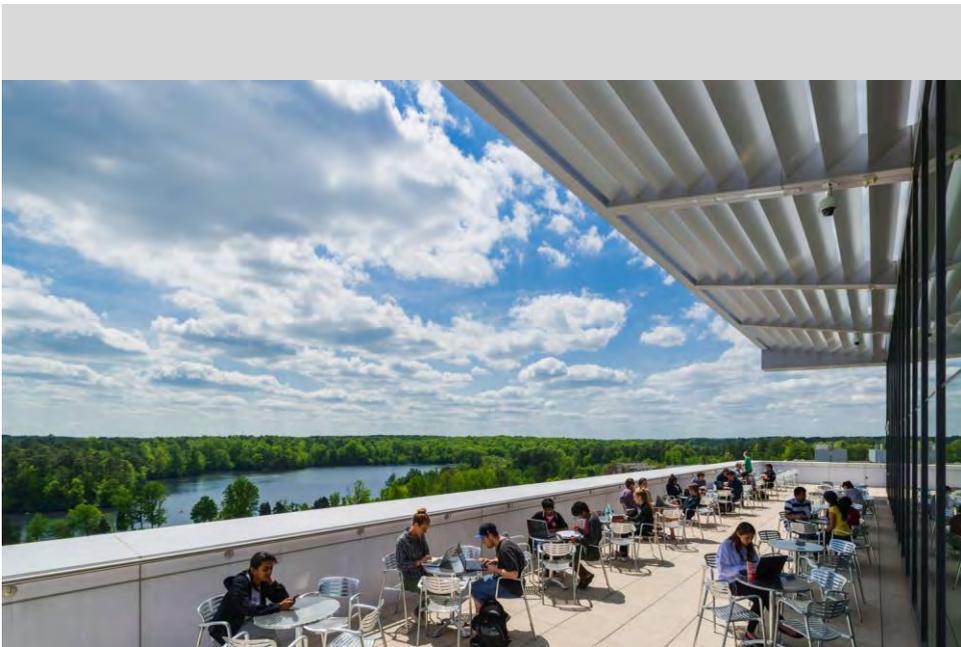
Faculty Research Commons.



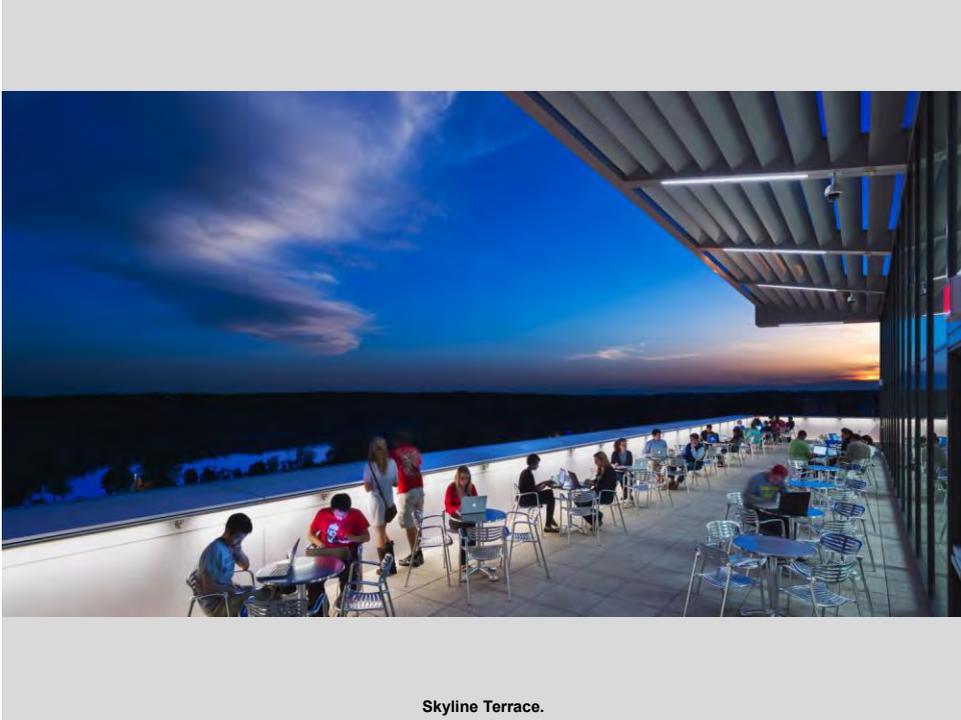
Skyline Reading Room (East). 2,410 square feet (225 square meters).



Skyline Reading Room (South). 3,245 square feet (300 square meters).



Skyline Terrace.



Skyline Terrace.



What have we learned in the three years since Hunt Library opened?

- A few lessons learned (based on things we got right).

What have we learned in the three years since Hunt Library opened?

- A few lessons learned (based on things we got right).

- A few other lessons (based on things we didn't get quite right).

A FEW LESSONS LEARNED

(based on things we got right)

1. **Develop a clear vision for your project.**
2. Hire the best project team you can find.
3. Question assumptions.
4. Use experts and artists for special aspects of your project.
5. Use mockups and testing to assist with decision-making.
6. If you can't find what you want, have it custom-built.
7. Use bold colors and a variety of furniture to create unique places.
8. Details matter.

A FEW LESSONS LEARNED

1. Develop a strong, clear vision for your project. Promote that vision as much as you can.

“We plan for the Hunt Library to be nothing less than the best learning and collaborative space in the nation.”



Susan K. Nutter, Vice Provost and Director of Libraries

A FEW LESSONS LEARNED

1. Develop a strong, clear vision for your project. Promote that vision as much as you can.



Susan K. Nutter, Vice Provost and Director of Libraries
with Michelle Obama and NCSU faculty member Marsha Gordon

A FEW LESSONS LEARNED

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A FEW LESSONS LEARNED

2. Hire the best project team you can find. Be creative in the selection process.



dudapainearchitects

Shepley Bulfinch



SNØHETTA

The six design firms selected as finalists.

A FEW LESSONS LEARNED

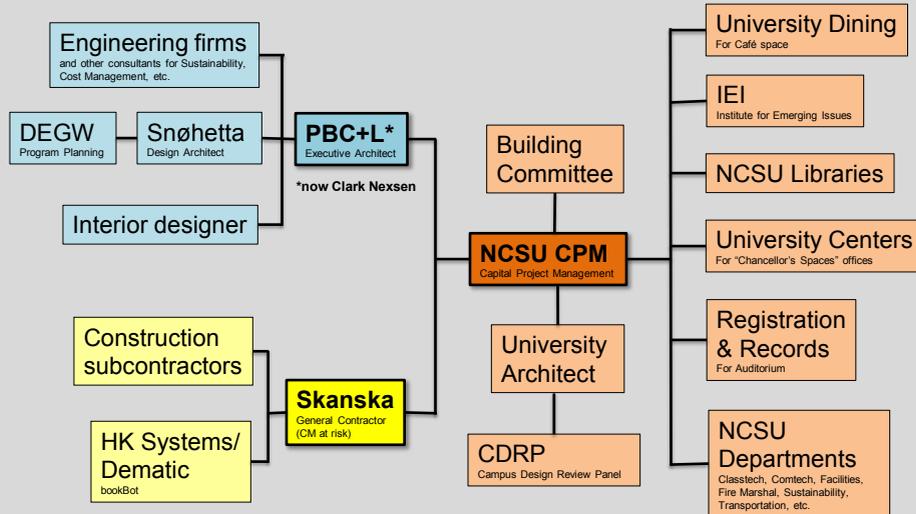
2. Hire the best project team you can find. Be creative in the selection process.



Images from the weekend charrette, November 10-12, 2007.

A FEW LESSONS LEARNED

2. Hire the best project team you can find. Be creative in the selection process.



Project Team organization chart.

A FEW LESSONS LEARNED

(based on things we got right)

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A FEW LESSONS LEARNED

3. Question assumptions.



2007 Master Plan. Library site is #12.

A FEW LESSONS LEARNED

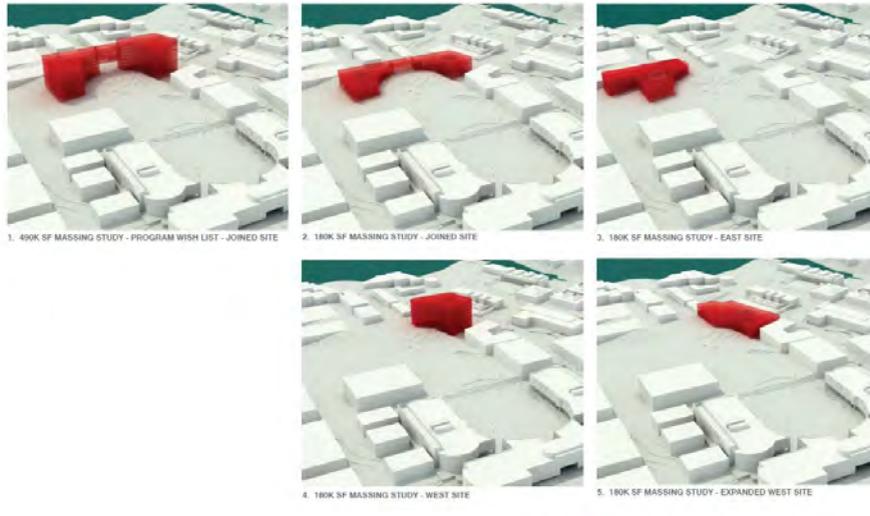
3. Question assumptions.



Typical academic buildings in prominent locations.

A FEW LESSONS LEARNED

3. Question assumptions.



Massing studies for alternate sites.

A FEW LESSONS LEARNED

3. Question assumptions.



Final site plan.

“A CENTER FOR THE VISUAL ARTS”

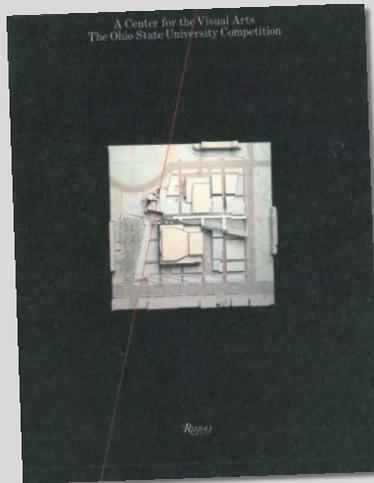
Ohio State University Architecture Competition, 1985



Michael Graves



Cesar Pelli



Arthur Erickson



Kallman, McKinnell & Knowles



Eisenman/Robertson

A FEW LESSONS LEARNED

3. Question assumptions.



The bookBot.

A FEW LESSONS LEARNED

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A FEW LESSONS LEARNED

4. Use experts and artists for special aspects of your project.



Graphic designer Alex Isley and his work on Hunt Library.

A FEW LESSONS LEARNED

4. Use experts and artists for special aspects of your project.



Furniture designer Matthias Pliessnig and the “Cascade” bench commissioned for Hunt Library.

A FEW LESSONS LEARNED

4. Use experts and artists for special aspects of your project.



Artist José Parlá and “The Nature of Language” painting commissioned for Hunt Library.

A FEW LESSONS LEARNED

(based on things we got right)

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A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Ask Us service point.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Full-scale mockup of Ask Us service point at D. H. Hill Library.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Ask Us service point.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Study pods on third floor.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Study pod precedent, University of Edinburgh.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Full-scale study pod mockups at D. H. Hill Library.

A FEW LESSONS LEARNED

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Study pods on third floor.

A FEW LESSONS LEARNED

5. Use mockups and testing to assist with decision-making.



Technology sandbox at D. H. Hill Library.

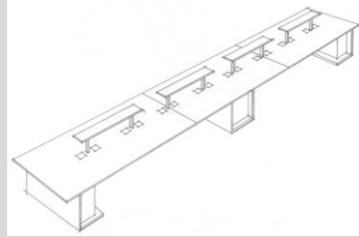
A FEW LESSONS LEARNED

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A FEW LESSONS LEARNED

6. If you can't find what you want, have it custom built.



Development of custom table design from Thomas Moser.

A FEW LESSONS LEARNED

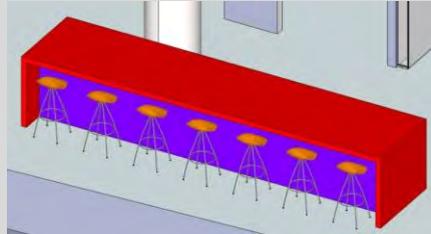
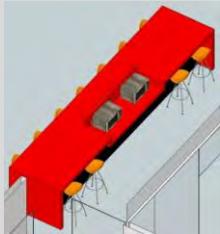
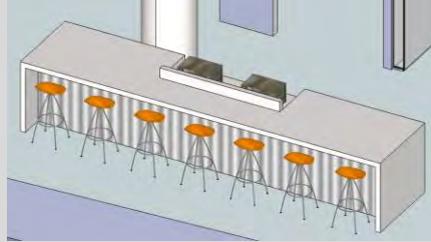
6. If you can't find what you want, have it custom built.



Custom tables from Thomas Moser.

A FEW LESSONS LEARNED

6. If you can't find what you want, have it custom built.



Development of custom design for coffee bar in staff Collaboration Hub.

A FEW LESSONS LEARNED

6. If you can't find what you want, have it custom built.



Custom coffee bar in staff Collaboration Hub.

A FEW LESSONS LEARNED

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A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



Barcelona Chair in Rain Garden Reading Lounge.

A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



Tom Dixon Wing Chair, third floor.

A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



Spun chair in Game Lab.

A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



Dauphin Perillo chairs on fourth floor.

A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



Segis Highway bench on fourth floor.

A FEW LESSONS LEARNED

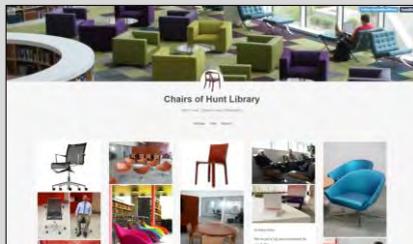
7. Use bold colors and a variety of furniture to create unique places.



Bernhardt Item sofa in Skyline Reading Room.

A FEW LESSONS LEARNED

7. Use bold colors and a variety of furniture to create unique places.



chairsofhuntlibrary.tumblr.com



Chairhunt book

A FEW LESSONS LEARNED

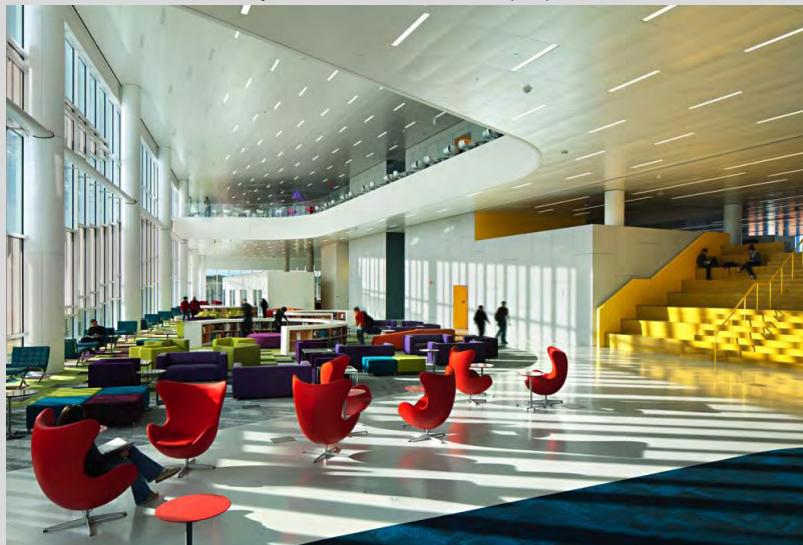
7. Use bold colors and a variety of furniture to create unique places.



The yellow stairs.

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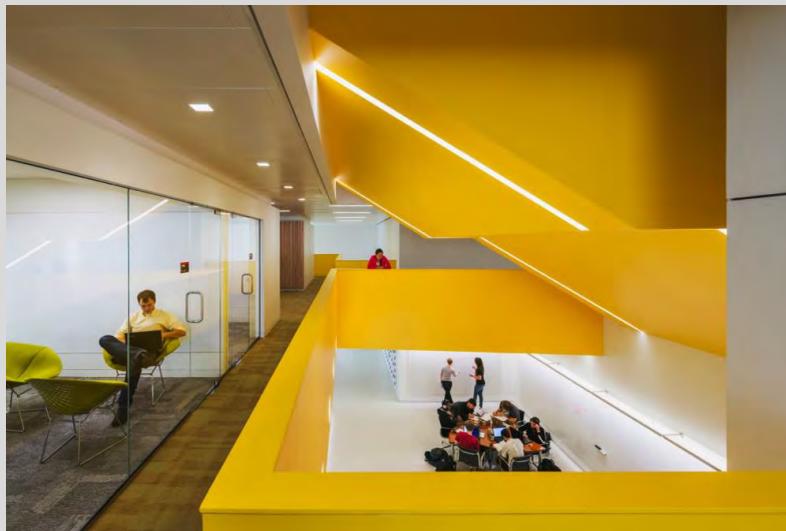
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A FEW LESSONS LEARNED

(based on things we got right)

1. Develop a clear vision for your project.
2. Hire the best project team you can find.
3. Question assumptions.
4. Use experts and artists for special aspects of your project.
5. Use mockups and testing to assist with decision-making.
6. If you can't find what you want, have it custom-built.
7. Use bold colors and a variety of furniture to create unique places.
8. **Details matter.**

A FEW LESSONS LEARNED

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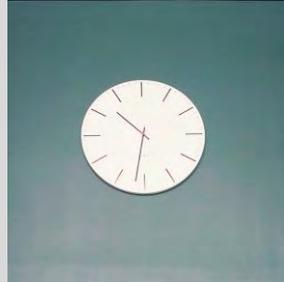
8. Details matter.

- Artwork
- Donor signage
- Trash/recycling receptacles (other than the standard plastic version)
- Clocks
- Freestanding sign holders and brochure racks
- AED cabinets
- Indoor plants



A FEW LESSONS LEARNED

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Custom wheelchair enclosure at Hunt Library.

A FEW LESSONS LEARNED

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Architect-designed drinking fountain, Stockholm Public Library.

A FEW OTHER LESSONS

(based on things we didn't get quite right)

1. **Include some unprogrammed space to accommodate future needs. You may need to designate this with a creative name on the floor plans.**
2. If you are sharing the building with other agencies or departments, document the use of shared spaces in as much detail as possible. Review building hours, service access, visitor wayfinding, and use of furniture and equipment.
3. If your project includes markerboard walls and/or writeable glass, avoid white-painted walls and white tabletop surfaces unless they are protected by glass tops.
4. Location of locks on frameless glass doors can be problematic.
5. Acoustic separation between study rooms and staff offices is critical. Walls between these rooms should extend to the structure above, not stop above the ceiling. Rooms with frameless glass are not soundproof, no matter how well-insulated the other walls are. Consider sound masking technology in these rooms.
6. A/V equipment installation and programming can take much longer than anyone predicts. Consider including this work in the general contractor's scope. Also, plan extra cooling for audiovisual equipment (more than the manufacturer recommends).
7. If your project is high-visibility, prepare for lots of visitors and design the building accordingly.

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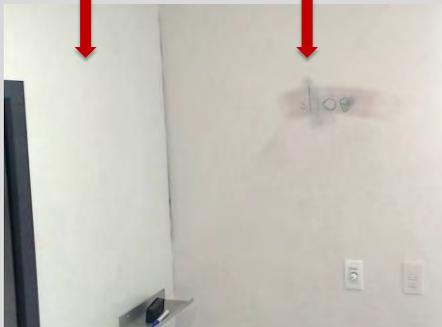
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3. If your project includes markerboard walls and/or writeable glass, avoid white-painted walls and white tabletop surfaces unless they are protected by glass tops.

Markerboard
wallcovering



Painted wall



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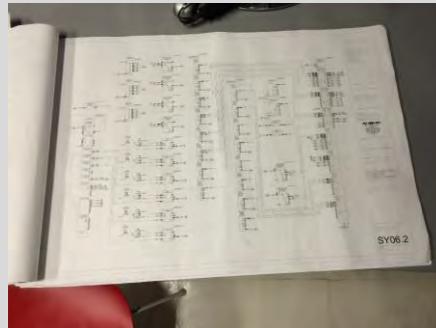
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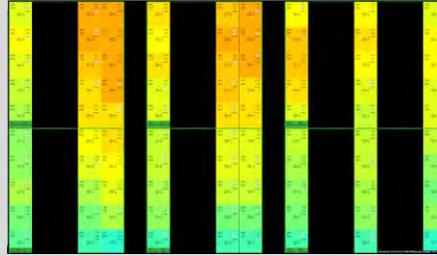
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MicroTile "heat map."

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RESOURCES

Hunt Library tours and Symposium

www.lib.ncsu.edu/visit



RESOURCES

Learning Space Toolkit

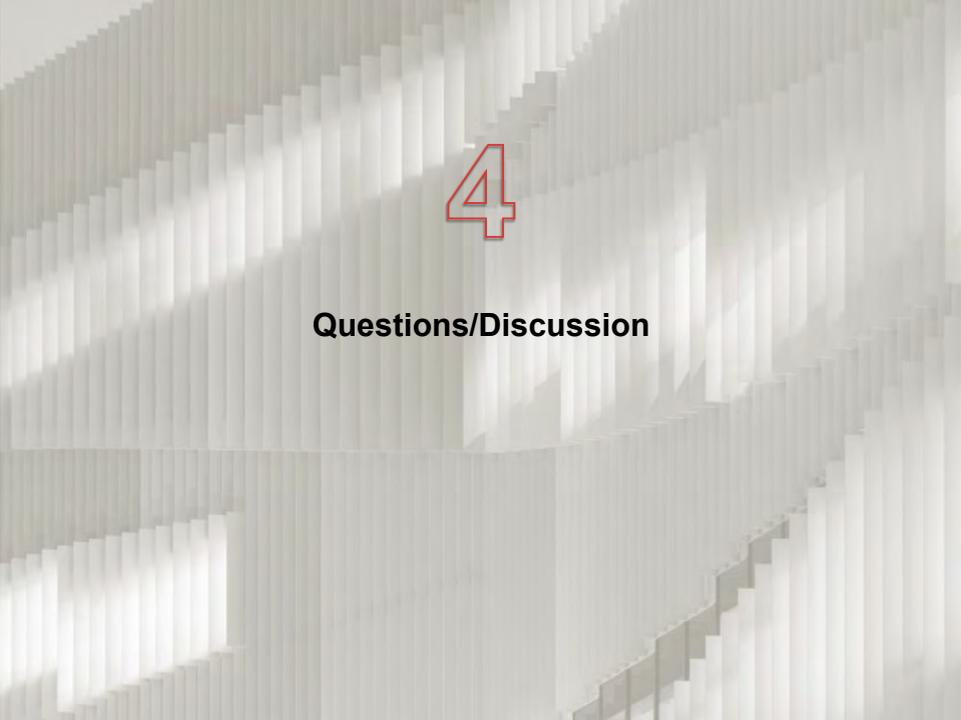
learningspacetoolkit.org

The screenshot shows the Learning Space Toolkit website. At the top left is the logo: "LEARNING SPACE TOOLKIT" with a tagline "A resource for designing and sustaining Technology Rich Informal Learning Spaces". Below the logo is a navigation menu with links: "Roadmap", "Needs Assessment", "Space Types", "Services", "Technology", and "Integration". The main content area features a large photo of a library study area with people sitting on a red sofa. To the right of the photo is a section titled "LSTK STORY" with a sub-heading "The toolkit offers a variety of tools" and a diagram of the toolkit components. Below the photo is a "Getting Started" section with a sub-heading "Not sure where to begin? Get oriented to the Toolkit. Below are the six components of the Toolkit." This section contains six cards: "Roadmap" (Typical project phases, stakeholder roles and communication resources to successfully plan and implement learning spaces), "Needs Assessment" (What activities are envisioned for a learning space and assessing how well services are working to support those activities), "Space Types" (The building blocks that make up technology-rich learning spaces), "Services" (Services provided within spaces to support their users), "LSTK ON FLOOR" (A grid of small photos showing various learning space environments), and "LSTK AT-A-GLANCE" (A small version of the Learning Space Toolkit logo).

Thank You!

Patrick Deaton

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Questions/Discussion