The meeting opened with an introduction by Deputy City Manager, Lisa Peterson, explaining the process to date and the format of the evening. She noted that the City Council will vote on the appropriation of the construction budget in coming weeks. That budget will be supported by funds from the City of Cambridge and the Cambridge Redevelopment Authority (CRA).

Tom Evans, Executive Director of the CRA walked through the governance structure, noting that the City owns the property, the CRA has a master lease and responsibility for the success of the mission, the Foundry Advisory Committee is providing oversight for the City and CRA and that the Foundry Consortium a new nonprofit that is forming, will be operating the building. He also shared a graph showing that the commercial office space on upper floors will contribute significantly to support the building’s operations. Other sources of revenue to support operating costs will include non-profit office rental income and user fees from some users of the first floor program space.

Stephanie Couch of Lemelson-MIT, representing the Foundry Consortium, gave an overview of community outreach completed to date. This has included conversations with non-profit organizations, churches, senior centers, and resident leaders in the Cambridge Community Engagement Team, an online and paper survey, and many other informal conversations with interested stakeholders. The purpose of these discussions was to hear about the kinds of programs that residents and organizations might want to participate in or lead. A key finding is that the culture and feel of the Foundry is a priority for residents. Many respondents emphasized that they want to ensure the building feels welcoming for everyone. Stephanie Couch also noted that the Foundry Consortium has incorporated in Massachusetts and is awaiting certification of its nonprofit status from the IRS. The nonprofit will start building staff capacity in 2020.

Evan Moore from the project’s Construction Manager At Risk, WT Rich, gave an overview of the staging plans for the initial phases of construction. Michael Black of the City of Cambridge Construction walked through the construction timeline. The City has started to set up its staging for construction. Early demolition and abatement work will begin in November. The building will be completed by summer 2021.

Stefanie Greenfield of Cambridge Seven Architects gave an overview of the design, demonstrating how it relates to the building’s history as a Foundry, but also is meant to be open with glass walls that create connections between the activities happening inside. She reviewed updated floor plans and images of the kinds of activities that will take place in the range of maker spaces (woodworking; jewelry making and soldering; sewing and fabric arts;
and digital fabrication, including 3D printing). She also gave an overview of the exterior plan, including reviewing designs for a courtyard to run along the building and plans for handicapped parking spaces.

After the presentations, the public was invited to visit six stations set up around the room, where they could talk to representatives from the City, CRA and Foundry Consortium to share their ideas and write comments directly onto copies of building plans.

The stations were focused on:

1. Maker and Arts Spaces
2. Performance Space
3. Café, multi-purpose rooms, Community Hall
4. Facade, Landscaping, Urban Context
5. Operator/Foundry Consortium and ideas for fostering inclusiveness

Comments were recorded directly on copies of floor plans and on post up notes at each of the stations, as summarized below:

**Exterior/Courtyard**
- Crosswalk across Rogers Street
- Native plant garden
- Micro-forest (like in Tokyo)
- Pollinator plants
- Have art gallery display space in courtyard
- Interactive
- Art/Craft display area
- Allow for outdoor performances
- Area for digital display or mural?
- Crosswalk in front of main entrance
- Green Roof on the addition: generate power, collect water, sink carbon, grow veggies

**General**
- Signs in multiple languages: Amharic, Haitian Creole, Spanish
- Could food trucks park in front of the Foundry?
- Have signs with what’s happening at the main entrance
- Need more storage!! Perhaps Portable armoires on wheels
- Need coat room
- Wayfinding, signage and web presence to know what’s happening online and once you enter
- Gallery space, especially for resident artists
- Natural materials for internal finishes – biophilic design
- Coat room by mechanical area is too far away from the rest; better by art nook/theatre
Performance Space

• Provide reusable, flexible stage sets, flats, lights, ramps and stairs to stage, platforms, etc.
• Flexible configurations of risers and seating is important.
• Need to have live streaming capacity with both bandwidth and hardware
• The internal acoustics should be well designed by the architect
• Need to plan for a lighting grid, but also provide poles for side lighting (in addition to grid)
• Actors will need to enter at different points, so will need to allow for hanging side curtains to mask this movement in different configurations
• Where is the box office?
• Loading through the Bent Street door should allow for straight in access, unimpeded by street trees and furniture; ideally the truck could park on the street right near door.
• Dancers need space, especially with Green Street closing. Will they be able to use Multipurpose #1 in addition to the dance studio?

Maker /Artist Spaces

• Needs more storage space – consider flat vs vertical storage
• Workshop 4 is a great training ground (as it’s also a classroom)
• Will there be a shop bot in the maker space?
• Make the two studios for Artists in Residence the same size
• Need gallery space for resident artists to show their work
• Ability to do ceramics?
• Kiln?
• Laser cutter?
• Workshop 1 looks big and useful, which will lead to empowerment
• Will there be a shop bot?
• Include specialized sewing equipment

Multi-purpose and Dance Studio

• Ensure acoustic separation between dance performance room and other spaces
• Dancers will want to use the dance room and Multi 1, esp. since Green St. studios is closing
• Have accordion wall between the dance room and multipurpose room
• Move the dance room closer to the Theatre
• Add extra acoustic separation/sound proofing for dance room walls – there could be loud drumming inside
• Have acoustic separation/sound proofing around multipurpose room – also to allow for drumming
• Ability to open/flex walls between Multi 1 and smaller multi-purpose rooms
• Ability to open walls between smaller multi-purpose rooms
• Use this as flex space for traveling classes
• Will the multi-purpose room have strong ventilation?
• Shades or other option to ensure privacy in multi-purpose rooms – for programs for undocumented immigrants or other groups
• Meeting space for community, civic, theatre groups for 20 – 50 people
• Combining the small multipurpose rooms could make a cool gallery space
Design may be too transparent to be comfortable for some community members; meeting space for immigrant groups or others should provide shades

Café/Community Hall
• Café share the kitchen—time when café uses kitchen for prep, when there’s no programs

Office Space
• Option for smaller offices with just 2-3 desks
• How will market rate tenants be selected?—they should have a reason for being in the building

Program/Operating Ideas (to be shared with the Foundry Consortium, operator of the building)
• Production staff: how will this work? Need to allow for volunteers to keep costs affordable for some productions, but should have some system for training and certification to use the audio/visual equipment.
• Participants gave examples of how they booked space in other facilities, e.g. booking a seven-day block to run a five-night show to allow for set up and break down; art salons that are booked for three hours on a Sunday, once a month; theater tech classes that might be booked 3 hours/week for a 14-week semester (eg from Bunker Hill Community College)
• Have doggie/pet days at the Foundry (with the café serving dog biscuits)
• Have costume making nights at the Foundry (like at Garment District—turn old stuff into something else)
• Have intro maker classes that are open, welcoming, accessible
• How to maintain your sewing machine (for those who also sew at home)
• Social nights
• Food trucks
• Artist Markets
• Machinery maintenance night
• Programs by Eliot School
• Focus on youth
• Look into having more pure space for leasing
• Youth take over and run the cafe for one night; make and sell simple things; cookies etc
• On-site supplies for purchase for maker spaces
• In Kind donations of maker equipment (and have volunteers from company who donated teach a class)
• Linked maker classes: how to make a sewing pattern and how to start a small business (for example if someone wanted to start a dog outfit business)
• Maker Space and studios should be available to individuals who are not (or no longer) affiliated with major education institutions