



Magnuson Studios

Creative Center for Film and Entrepreneurship

What is Magnuson Studios?

A task force of 25 film and music professionals, lead by the Sand Point Arts and Cultural Exchange (SPACE), submitted a proposal to Seattle Parks and Recreation to transform Building 2 at Magnuson Park into a state of the art soundstage. As envisioned Magnuson Studios will be.....

A Studio Space for Television and Feature Films

An Incubator for Emerging Technologies Including Virtual and Augmented Reality

A Home for Education and Workforce Development

Get Involved

There are several proposals being considered and it's important that the creative community advocate for this important opportunity! While there is a small committee reviewing each proposal for Building 2, **ultimately the decision will be made by Jesús Aguirre, the Superintendent of Seattle Parks and Recreation**. Paramount to his decision making process will be a clear vision of how Building 2 can serve the patrons of the park and the citizens of Seattle.

The proposal for Magnuson Studios highlights a number of community, economic and educational benefits that clearly demonstrate the creative industry's commitment to making this state of the art soundstage a place to gather and collaborate.

Write Superintendent Aguirre TODAY and cite some of these important benefits that Magnuson Studios would have in your letter:

Community Benefits

- **Building and maintaining an equipment and gear-lending library** and a workshop area with access to powerful computers for developing emerging media; and **supporting students and diverse opportunity populations** in having hands-on access to building STEAM-related (Science, Technology, Engineering, Arts and Mathematics) projects
- Creating space for local independent Virtual Reality/Augmented Reality (VR/AR) developers to **showcase demonstrations of emerging technologies to the public** and to respect and embrace the extensive history of Building 2 through outdoor signage, art displays and interpretive exhibits and events using VR/AR
- Designing a **screening room to serve Building 2 tenants and the public** for special film screenings and educational events

Economic Benefit

- Supporting Seattle's **overall economic vitality and its growing film industry** through the development of Building 2's hangars into production sound stages
- Offering **commercially affordable and/or sliding-scale office space** to creative industry related non-profits, which provide opportunities to partner with educational organizations

Education and Career

- Hosting a **wide range of programming**: educational workshops, public expos and exhibits, career-training opportunities and STEAM-related meet-ups and events
- Building a **consistent talent pipeline** for the future of film production and emerging media content creation
- Offering **workforce development programs** to address skill training in high demand sectors like video gaming and VR/AR content creation

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