

THEN



NOW



Philip G. Proutse

WOW!

Then ... Now ... Wow: Invigorating Transformations

We live in the Age of the Make-over, and if you doubt that, take a look at your local newsstand or TV listings. The paint on the walls, the clothes in the closet, the nose on your face — pretty much any “Before” you can imagine is being transformed into an eye-popping “After” for our entertainment and enlightenment.

So what about architectural “makeovers?” Of course, in the real world, clients and design firms work closely together to create architectural transformation. If the final “reveal” is a surprise, something has gone very wrong.

Still, great “Afters” are what this profession is all about — a new science building that's safer and more user-friendly than the old facility, for instance ... or a church tripling its worship space ... or a neonatal intensive care unit that gives families the privacy and quiet they need at a stressful time.

In these pages we'd like to share some architectural transformations that are making a real difference in people's lives.

High-Tech Care with High-Touch Amenities

THEN ... NICU designs of the past put most of the infants in one large open room.



Children's Hospitals and Clinics of Mpls/St. Paul

NOW ... The newly renovated NICU on the St. Paul campus of Children's Hospitals and Clinics, Minneapolis/St. Paul provides 49 private, soothing rooms for parents and infants during a stressful but vitally important bonding time.

WOW!



WOW!

NOT "OW"

When architecture goes wrong, everyone feels the pain. Maybe the design is flashy, and people are excited about it, and it gets a lot of publicity. Then reality sets in, and it hurts. The project cost way more than anyone had planned. Workplace issues weren't well thought through, and employees are complaining. The company's stock is falling. The roof leaks. Excedrin, anyone?

Successful architecture looks good, but that's not all. It also feels good, and works well. If designers and critics like it, great. But it has other tests to pass, not the least of them the test of time. Does it help people work more efficiently and comfortably? Does it project the right image to customers and investors? Is it delivering a decent return on investment? Is it staying upright?

The kind of planning and care that makes people like a building as much after ten years as they did when they first saw it on paper is what makes a real "WOW."

A Striking New Face for Science



←.....| **THEN ...**

Hands-on learning was a challenge in Buena Vista University's overcrowded, 1960s science building.

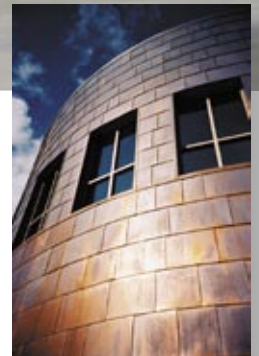


Mark Baumhauer



.....| **NOW ...**

Welcome to today's science center, where the spirit of discovery mixes vibrantly with the energy of collaboration in an inviting new facility designed for students to “learn science by doing science.” **WOW!**



Faith in the Future



Philip G. Prouse

.....| **THEN ...** The Shepherd of the Lake Lutheran Church in Prior Lake had just plain run out of room, holding multiple services each weekend to meet demand.



NOW ... There's nothing plain about their relocated 1,200-seat Celebration Center — the church's first step in creating a new master-planned faith community where worship can take place wherever people happen to gather. |.....

←.....| **WOW!**

Beyond Bricks and Mortar

BWBR's is a culture of people who not only truly enjoy working together, but who also appreciate each other as individuals. And sometimes, the things that our talented peers create outside of work are just that — truly individual. After all, architects and interior designers are by nature creative types — so it's always interesting to see what different folks in the office have created, and to share our enthusiasm for their accomplishments outside of the office. Here are just a few examples of some of our staff's creations that made us say “wow!”

Architect David Leighly's home is completely furnished with his award-winning, personally handcrafted furniture.



Don Thomas, CID, has created several truly unique Trex® Decks designs and architectural models for advertising agency Carmichael Lynch.



With good looks like this, a trip to principal Brian Buchholz's woodshed is more of a pleasure than a chore.



Architect Mark Baumhover created this lamp from a copper pipe, tin can, metal screen from a farm combine's oil filter, and a number of pieces of blow-torch-distressed copper.



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