

BIG FISH

Seattle, WA

Headquarters

Size

187,000 square feet

Project Highlights

Historic renovation of Seattle Maritime Building

Creative space for 'art-engineers' of gaming company — blending engineers with graphics teams

Display gallery for staff-created art

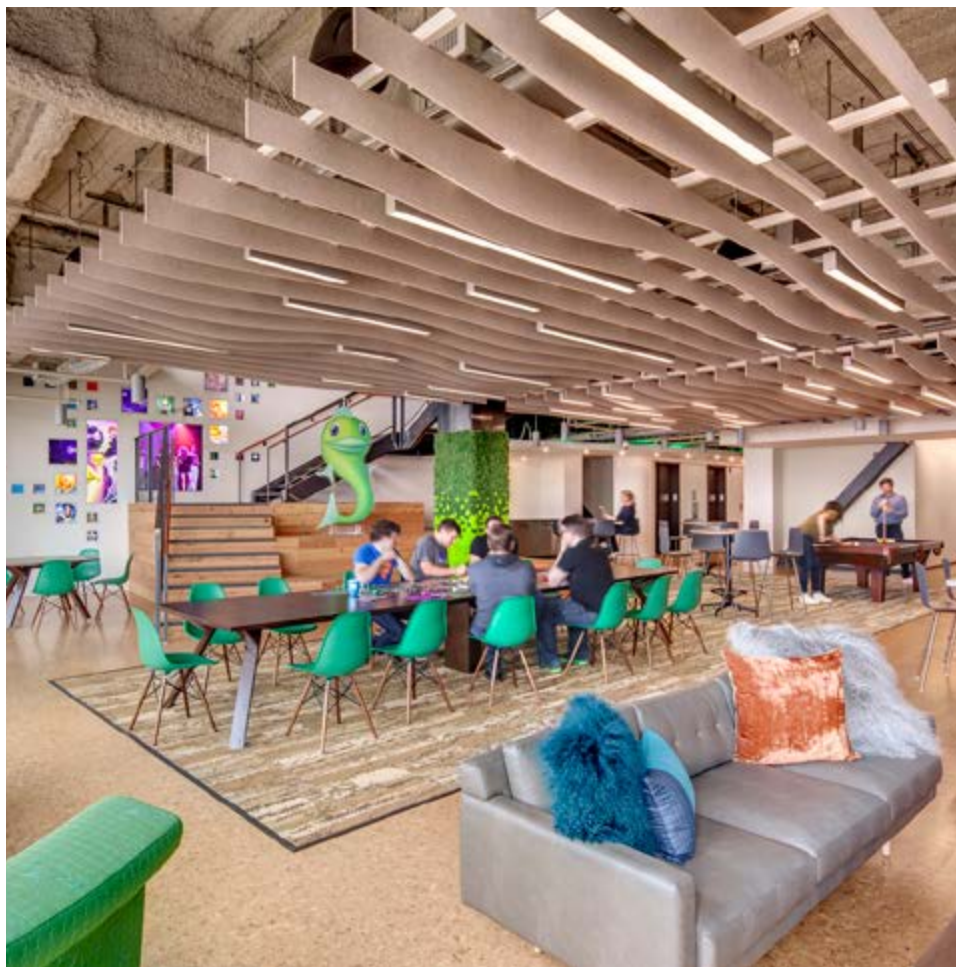
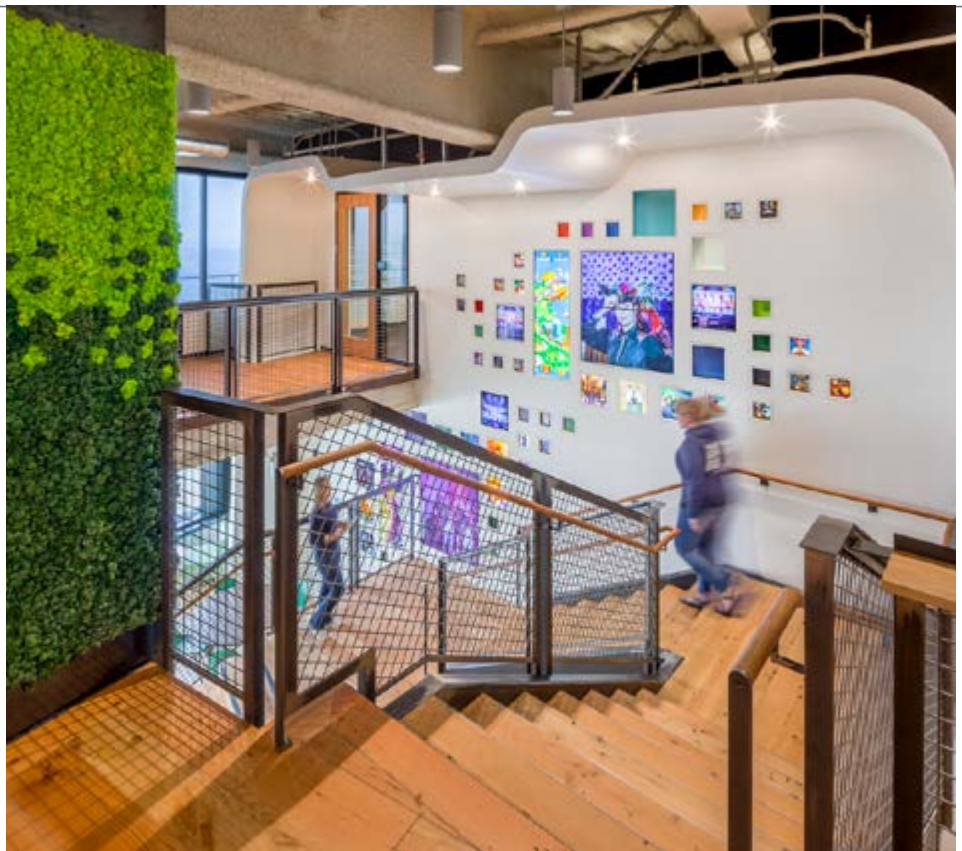
Huddle rooms and workstations with access to natural light

Amenities include wellness and mothers rooms, game room, and employee common space

Indoor picnic/respice area featuring astroturf and vertical plant screens

Services Provided

Design & Architecture; Design Intelligence; Experiential Graphic Design; Sustainability and Wellness





This project was designed for the art engineering division of Big Fish, a developer and distributor of video games. The art engineers connect the artistic components of video games (story, vision, and graphic) with the software engineering and thus require a creative, yet functional space.

The design supports the artistic and collaborative nature of the group with a variety of space configurations and working environments. A large gathering area addresses the need for a space to host all-hands meetings and office events.

An “art gallery” space showcases works-in-progress and art created by professional artists in order to start conversations and spur ideas.



Because of the nature of the group, the design team paid special attention to the light levels, ensuring the lighting was ideal for coding at workstations and displaying art in the collaboration spaces. Overall, the design is a blend of creativity and collaboration.