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CLASSIC CITY CREATORS

Community Makerspace & Learning Center

MAKE. LEARN. CREATE. TOGETHER.

The Big Picture

A founding vision for a nonprofit community makerspace, learning center, and place where people discover what they are capable of creating.

Working Vision Document • September 2026

The Idea

Classic City Creators is envisioned as a nonprofit community makerspace and learning center where people of all ages and backgrounds can learn practical skills, explore creativity, access modern tools and technology, and turn ideas into something real.

> *“I've always wanted to try this, but I don't know how.”*
>
> *“That's okay. We'll show you.”*

Classic City Creators will bring together tools, technology, skilled instructors, creative people, entrepreneurs, educators, and community members under one roof.

The goal isn't simply to give people access to machines. The goal is to help people discover what they're capable of making—and what they're capable of becoming.

Why This Matters

There are countless people who are creative, curious, and capable but never discover what they can do because they don't have access to the tools, knowledge, space, or people needed to get started.

- A person may have an idea but no equipment.
- A teenager may be fascinated by robotics but have nowhere to experiment.
- An artist may want to learn digital fabrication.
- A retiree may have skills they would love to teach someone else.
- An entrepreneur may have a product idea but no way to build the first prototype.
- A child may simply need someone to give them permission to take something apart and figure out how it works.

Classic City Creators is intended to provide that opportunity.

The Vision

> ***A community where everyone has the opportunity to learn, create, build, and share what they can imagine.***

Classic City Creators will strive to become a place where making is accessible rather than intimidating, where beginners feel welcome, where experienced makers have opportunities to teach, and where ideas can move from imagination to reality.

The Mission

> ***Classic City Creators exists to make hands-on learning, creative tools, technology, and skilled instruction accessible to everyone.***

- Access to tools and equipment

- Hands-on education
- Classes and workshops
- Mentorship
- Youth programs
- Scholarships
- Community projects
- Entrepreneurial support
- Opportunities for makers to teach and share their skills
- A welcoming place where people can learn by doing

The Philosophy

Everyone Can Be a Creator

Making isn't reserved for artists, engineers, craftsmen, entrepreneurs, or people who already know what they're doing. Sometimes creativity begins with curiosity.

Skills Are Meant to Be Shared

One of the most valuable resources in a community isn't a machine. It's a person who knows how to use it.

Making Is Education

People learn differently when they can touch, build, test, modify, break, fix, and try again.

Failure Is Part of Making

A failed print, broken prototype, crooked cut, bad solder joint, or failed experiment can be information.

Access Creates Opportunity

Not everyone can afford a workshop full of tools or has room for the equipment they want to use. Classic City Creators will help remove those barriers.

Who We Serve

Children and Families

Opportunities to explore creativity, science, technology, engineering, art, and making together.

Teens

Hands-on skills, mentorship, summer programs, career exploration, and opportunities to discover interests that may lead to future education or careers.

Adults

Classes, hobbies, skill development, creative exploration, and access to equipment.

Seniors

A place to continue learning, create, teach others, and share skills and experience.

Artists and Craftspeople

Access to technology, equipment, workspace, and collaboration.

Entrepreneurs

A pathway from idea to prototype to product.

Educators

Tools and resources that can supplement classroom learning.

Community Organizations

A place to collaborate on projects that benefit the community.

What Classic City Creators Could Offer

Creators Makerspace

A shared workspace containing a broad range of tools and technologies, potentially including FDM and resin 3D printing, large-format and full-color printing, 3D scanning, lasers, UV printing, CNC, woodworking, metalworking, welding, electronics, robotics, textiles, leather, jewelry, ceramics, screen printing, media, digital design, and repair/tinkering.

Creators Academy

Classes, workshops, demonstrations, and specialized training taught by staff, volunteers, local professionals, artists, craftspeople, engineers, educators, and visiting instructors.

Creators Kids

After-school programs, summer camps, family maker nights, robotics, STEM projects, art and fabrication, electronics, engineering challenges, and youth entrepreneurship.

Creators Fund

Scholarships and opportunity assistance for memberships, classes, camps, materials, project fees, equipment access, and community projects.

Creators Lab

An entrepreneurial and product-development program helping people move from idea to design, prototype, testing, improvement, small production, packaging, photography, marketing, and selling.

Creators Projects

Community service through making, including accessibility projects, nonprofit projects, educational displays, repair projects, and custom tools or fixtures.

Creators Market

A potential marketplace where local makers can display and sell their work, gaining sales experience, exposure, and entrepreneurial opportunity.

A Place for Ideas

> *“I wonder if I could…”*
>
> *“Let's find out.”*

Someone shouldn't have to already know what they're doing before they're allowed to begin.

Accessibility and Opportunity

Classic City Creators will strive to be welcoming to people regardless of age, experience, income, or previous exposure to making. The goal is not to create an exclusive club for people who already know how to use the tools. The goal is to create a place where people learn how to use the tools.

Scholarships, community partnerships, volunteer instruction, donated materials, and sponsored programs can help make participation possible for people who otherwise might not have the opportunity.

The Long-Term Facility

The ultimate vision is a substantial community makerspace and learning center. A future facility could potentially include:

- **Welcome / Community Area** — gathering space, information desk, and community meeting area.
- **Digital Fabrication** — 3D printing, scanning, laser, CNC, UV printing, and digital design.
- **Woodworking** — saws, routers, sanders, workbenches, and related equipment.
- **Metalworking** — welding, fabrication, machining, and related tools.
- **Creative Studio** — art, painting, printmaking, textiles, leather, jewelry, and other creative disciplines.
- **Technology Lab** — electronics, robotics, programming, and prototyping.
- **Classroom Space** — dedicated classrooms for instruction and workshops.
- **Youth Maker Area** — a safer, age-appropriate environment for younger makers.
- **Creator Lab** — prototyping, product development, entrepreneurship, and small-scale production.
- **Media Studio** — photography, video, podcasting, and product media.
- **Community Room** — meetings, presentations, events, demonstrations, and community gatherings.

The facility should grow according to the community rather than simply acquiring equipment for the sake of having equipment.

The Business Model

Classic City Creators is envisioned as a nonprofit organization with diversified revenue.

- Memberships
- Classes
- Workshops
- Camps
- Donations
- Grants
- Corporate sponsorships
- Foundation support
- Equipment and material donations
- Facility rentals
- Special events
- Maker markets
- Appropriate fabrication services
- Community partnerships

No single revenue source should be expected to carry the entire organization. The long-term goal is financial sustainability while keeping the mission at the center of decision-making.

A Sustainable Career

A successful nonprofit should be able to support the people who make its mission possible. The long-term vision includes building an organization financially strong enough to employ professional staff, including an Executive Director.

That means the organization must be designed from the beginning with sustainable revenue, responsible budgeting, appropriate compensation, fundraising, governance, and measurable community impact in mind.

> ***The goal isn't simply to create a job. The goal is to create an organization valuable enough to sustain the people needed to operate it.***

The Founder Story

Looking back, I think the maker in me was there long before I had a name for it.

When I was young, I loved taking things apart just to see how they worked. If my brother, who is five years older than me, got a new toy or gadget, there was a pretty good chance I was going to want to see what was inside it.

Unfortunately, my curiosity didn't always come with permission.

I can still remember taking apart things that probably should have been left alone—and my brother getting **really mad at me** because, in his words, I had a perfectly good toy or gadget apart and apparently no idea how to put it back together.

The funny thing is, looking back, I wasn't trying to destroy things.

> ***I was trying to understand them.***

I wanted to know how they worked, why they worked, and whether I could put them back together.

That curiosity stayed with me, even though life eventually took me in a different direction.

For nearly 20 years, my career has been as an optician. I am grateful for that career. It has provided stability, purpose, a family, and a life I appreciate.

But for much of my life, I tended to stay with what was comfortable, familiar, and expected.

Part of that was simply life. Part of it was fear.

Fear of failing. Fear of trying something different. Fear of finding out that maybe I wasn't capable of doing something more.

Over the last several years, something began to change.

I started exploring making, design, and 3D printing. What began as curiosity became something much bigger.

I discovered how satisfying it was to take an idea that existed only in my head and turn it into something I could actually hold.

> ***And somewhere along the way, I realized something: That kid who wanted to take everything apart never really went away.***

I also started thinking about how many other people have that same curiosity.

- People who want to create something.
- People who want to learn a skill.
- People who have an idea.
- People who don't know where to begin.
- People who may have spent years believing they aren't “creative” or “technical” enough.

And I started thinking about how different things might have been if there had been a place where I could have explored those possibilities earlier in life.

> *“You don't know how to do that yet? That's okay. We'll show you.”*

That is the place I want to help create.

Classic City Creators isn't simply about 3D printers, woodworking tools, lasers, or machines.

> ***It's about opportunity. It's about curiosity. It's about learning. It's about people discovering that they are capable of more than they thought.***

> ***I want to create the place that I wish had existed when I was trying to figure out what else I might be capable of.***

What Success Looks Like

Success won't simply be measured by how many machines Classic City Creators owns. It will be measured by people.

- A child who discovers engineering.
- A teenager who discovers a career.
- An adult who learns a skill they've always wanted to learn.
- A senior who teaches something they've spent decades mastering.
- An artist who gains access to technology they couldn't otherwise afford.
- An entrepreneur who creates their first prototype.
- A family that builds something together.
- A person who couldn't afford a class but received a scholarship.
- A community organization that receives help creating something it couldn't have created on its own.
- Someone who walks through the doors believing they aren't a maker—and leaves realizing they are.

The Ultimate Goal

Classic City Creators will strive to become more than a makerspace.

People learn.

People teach.

People create.

People collaborate.

People start businesses.

People solve problems.

People serve their community.

People discover new possibilities.

Not just making things.
Helping people discover what they're capable of making—and who they're capable of becoming.

CLASSIC CITY CREATORS

Make. Learn. Create. Together.