

Make Storage a Priority

My wife and I recently built an addition to our home in the form of a new studio for me. During the design process, we included general storage space, but it wasn't until halfway through the construction that I had the idea for a specialized, vertical storage space to hold finished, framed paintings. Since

we were on a budget, I was concerned about how much this new item would add to the total bill. Once I had figured out just what I needed, I explained to the contractor what I had in mind. He determined that it could be built for less than \$400. At that price, we could still stay within our budget, so we went for it.



At Work Jonathan Frank enjoys his new studio, an addition to his home, in Moab, Utah.



Inked To bring his watercolor paintings, including *Cannan Beach* (watercolor and ink on paper, 22x39), into sharp focus, Frank outlines the shapes with ink.

What I ended up with is a beautiful cabinet—3 feet deep by 5 feet wide, with four individual storage compartments. On top are three vertical slots 50 inches high, and about 19 inches wide, which hold framed paintings, works in progress, and all of my support boards. Below, spanning the entire width, is a 25-inch high space for my flat stacking trays (eventually, I'll use the area for steel flat files), which hold my paper, prints and various other flat supplies.

In addition to the handy storage space provided inside, the outside of the cabinet has proved to be as equally functional. The outside wall of the case created an extra corner in the room, which I incorporated into an office space. Also, the top of the case makes a large, out of the way, flat place to let paintings dry. Since the completion of the studio, and much to the credit of this new storage unit, everything is more organized—including my thoughts and painting process. 🎨

KELLY KANE is editor of *Watercolor Artist*.



Customized Frank asked his building contractor to construct a vertical storage unit to hold finished, framed paintings.

Jonathan Frank