

Make Space: Spike Island

**VISUAL
ARTS
SOUTH WEST**

Make Space

Make Space is an initiative by Visual Arts South West that unlocks spaces within arts organisations for artists to set up, test and reflect on their work.

Make Space is designed to support artists whilst recognising the practical limitations organisations face in facilitating access. The initiative is run entirely in-kind by VASW and its partners. In turn, we ask artists to take responsibility for how they use the opportunity — managing their time, installing and deinstalling work, and working within the agreed parameters of each space.

About Spike Island

Spike Island is an experimental space where art is made and enjoyed — a vibrant social hub and one of the UK's leading centres for contemporary art and culture. Housed in an 80,000 sq ft former tea-packing factory in Bristol's harbourside, they produce and present an internationally acclaimed programme of museum-scale exhibitions, new commissions, events and engagement activities — always with free admission and a commitment to broadening access to contemporary art for all.

Spike Island provide vital infrastructure for artistic development and are home to over 70 artists' studios and a dynamic community of creative businesses in fields such as architecture, print, digital, graphic, and product design.. They are also a thriving site for learning: over 250 young people study Fine Art and Curating through their partnership with the University of the West of England, and over 300 artists and creative practitioners benefit from our sector-leading professional development programme, Spike Island Associates. Their community also includes Spike Print Studio (the largest open-access print studio in the South West), Visual Arts South West, Emmeline Café, and Spike Island Exhibition Services.

www.spikeisland.org.uk



SPIKE ISLAND EXTERIOR. PHOTO BY MAX MCCLURE

About the space

Residency Studio

Height	Width	Depth
3.44m	6.07m	7.79m

Description	• The Residency Studio is a large, private studio space on the First Floor of the building, comprising concrete floor and white brick walls. • There is some natural light from a skylight, which can be blacked out, and there are strip lights on the ceiling
Potential use	• The space is well suited to testing, installing or photographing small-to-medium scale artworks and/or bodies of work, either wall-mounted or floor-based. • The space is also suited to working with moving image, technology and performance.
Considerations	• The room is private, however it is surrounded by studios and offices, so we ask you to be mindful of continuous loud noise. • When doing messy work, the floor should be protected. • You can drill into the walls, as long as the space is returned to its original state, including filling holes and re-painting. • Tables and chairs can be provided for the space. • All building users are required to undertake an induction and read through Health and Safety documents. • A risk assessment must be completed outlining the artists' plans and activities before the project begins. Spike Island can provide a template and will support with this.
Restrictions	• No flammable, toxic or solvent based materials to be used in the building without prior conversations with the Spike Island team • Spray paint cannot be used inside the building • Spike Island cannot loan ladders to building users. Any activity involving working at height will need to be included in the risk assessment and must be approved by our team. • The space cannot be used for publicly promoted events, but invited guests or collaborators are allowed, provided this is agreed with Spike Island in advance.

About the space

Residency Studio

Access	• The Residency Studio is accessed through Spike Island's Balcony studios on the First Floor, accessible by lift. • Users gain access to the space with a swipe card and key, which must always be carried. • Spike Island office staff are on-site Monday-Friday, 9am-5pm. Lone working is possible, but building users must refer to the Health and Safety documents and this must be agreed in advance with the Spike Island team.
Visitors	• Make Space artists are welcome to invite collaborators, peers, and guests to the Residency Studio, provided this is agreed with Spike Island in advance. • The space cannot be used for publicly promoted events such as workshops. This requirement is in place to ensure the safety and security of all building users.



RESIDENCY STUDIO, SPIKE ISLAND

Residency Studio



RESIDENCY STUDIO, SPIKE ISLAND



RESIDENCY STUDIO, SPIKE ISLAND OPEN STUDIOS, 2024. PHOTO DAN WEIL

About the spaces

Residency Studio

Expectations

Artists should:

- Have their own public liability
- Have their own personal property insurance (laptops etc)
- Bring their own equipment
- Leave the space as it was found
- Fill and sand holes / paint walls - paint and filler will be provided
- Complete a partner risk assessment
- Participate in a safety checks and on boarding process
- Sign a partner contract / MOU

Support:

- Spike Island staff will provide a building induction and information on how to use the space.
- Office staff and/or a Front of House Supervisor will be available during working hours (Monday-Friday, 9am-5pm) to support with any health and safety or building issues.
- Staff will not be able to support with production of artistic work unless agreed in advance.
- Spike Island will share an announcement about Make Space and the selected artists via their social media
- Spike Island are unable to offer a technician or technical support, however they have a network of technicians they can connect artists with
- Spike Island are not able to offer feedback on artists' work.

Availability

Space	Dates Available	Duration
Residency Studio	23 - 27 Nov 2026	5 day period
Residency Studio	11 - 15 Jan 2027	5 day period

Acknowledgements

Make Space is initiated by VASW in collaboration with Plymouth Culture, KARST and Spike Island. The research and development phase was co-funded by Plymouth Culture and Arts Council England's National Portfolio Organisations in the city.

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Spike Island



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