The bookBot

The bookBot can hold 2 million volumes in its 18,000 metal bins, taking up only one-ninth the space of regular open stack shelving. This space savings makes possible the large, light-filled reading rooms, the many group study spaces, and the high-tech spaces for virtual browsing. The bookBot currently holds more than 1.5 million volumes, allowing for at least 20 more years of growth.

From here until you return to the first floor, please tour quietly!

Next to the elevator on this floor is a portrait of former Governor James B. Hunt, Jr., for whom the building is named. From here you may admire the soaring architecture and the vast window wall that floods the Rain Garden Reading Room with natural light. The Hunt Library was designed by the international firm, Snøhetta with North Carolina architect Pearce Binkley (now joined by Michael Clark). The BookBot can hold 2 million volumes and shows you titles that would be shelved near your book. (Use Virtual Browse to visit the Libraries collection, (1) upload your photo to the Libraries collection, (1) tag it #HuntLibrary, (2) share your images to the Libraries collection, (1) upload your photo to the Libraries collection, (2) share your images to the Libraries collection, and (3) follow the Libraries on Instagram.)

Watch a display in the iPod Immersion Theatre. The iPod Immersion Theatre contains a 3D display that allows students to explore research and student projects and facilitates interactive communication. The Hunt Library combines leading-edge digital media tools directly into the architecture of the Audrey, transforming the whole space into a platform for research and innovation. From the email touchscreens mounted throughout the second floor, visitors can search the digital archive and see the books in the bookBot, ask for help, or submit your own ideas to help North Carolina!

Welcome to the NextGen Learning Commons. This floor is a study area, please tour quietly!

This is our Next-Generation Learning Commons—a flexible space that supports student learning and collaboration, with furniture arranged in “neighborhoods” to accommodate different activities. The glass-enclosed room near the stairs is the Game Lab—a research and teaching space dedicated to video game scholarship. Computer Science students can earn a concentration in Game Development, leading to promising career opportunities in the video game industry. Faculty and graduate students may borrow the Game Lab for research and teaching. When the space is not reserved, students may borrow a game from our collection and use the lab for freeplay.
This floor is a study area, please tour quietly! Avant the Skyline Terrace on the fifth floor and take in the view—another good photo op! Notice the green roof, planted to filter runoff rainwater. Green roofs, windows to provide natural light, water warmed by rooftop solar panels, and innovative chilled beam and radiant panel systems are among the many features that reduce the building’s energy usage by 31%, earning the Hunt Library a LEED Silver certification.

From the Oval, you see the view it offers the building engages the landscape of the academic oval. The building’s footprint coincides with the bench near the entrance door that appears to flow continuously from inside to outside the building. Notice the patterns of the stationary solar fins along the facade of the building; they are designed to shield the interior from the sun’s heat and glare. The combination of the placement of the fins and the progression of fins from white to gray to silver adds a visual sense of dynamic upward movement for the onlooker. For those that enjoy evening strolls, Hunt is at its most breathtaking during sunset, and the garden is lit at night with fixtures that look like cattails “planted” among the flowerbeds. As you look around, you feel that the library is situated at the end of the academic oval—the large green space surrounded by the Engineering buildings, student housing, and dining.