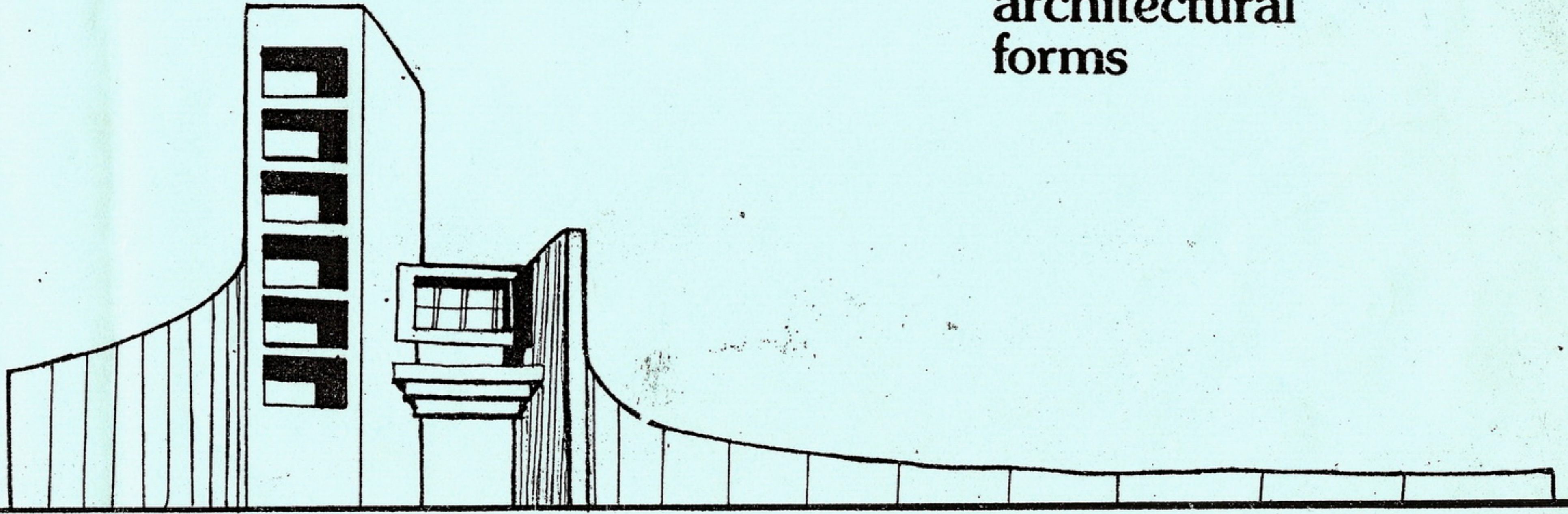


سوره (7)

a
vocabulary
of
architectural
forms



— علاقة المبنى ككل بالمباني المجاورة له •
 — دراسات لنوعيات السكان أو الشاغليين
 للمبنى ايا كان وكثافتهم وعلاقة ذلك
 بالمبنى •

٦٥ الفراغات المعمارية الافقية أو الرأسية وهى
 دراسة مكثفة متعددة الاغراض والأوجه
 للفراغات داخل المبنى وخارجه من حيث
 علاقتها ببعضها البعض وعلاقتها بالاثاثات
 وبالرؤية والصوت والاضاءة واستغلال هذه
 الفراغات للتقسيم بين اجزاء المبنى وكذلك
 دراسة كاملة لفراغات المداخل بكافة أنواعها
 ودراسة للاضائة الطبيعية والصناعية وعلاقتها
 بتلك الفراغات •

٨٥ دراسة الحركة داخل المبنى وعلاقتها بشكل
 المبنى نفسه أو ما نسميه بال Circulation
 سواء الحركة الرأسية أو الافقية •

٩٩ دراسات مستفيضة للموقع العام للمبنى
 وللواجهات ودراسة الاخطاء التى يمكن أن
 تنشأ فى كلا الحالتين وكيفيه تلافيها أو —
 تجنبها •

بهذه المقدمة المتواضعة نرجو أن نكون قد نجحنا فى
 أن نعرفك بنوعية الدراسات فى هذا الكتاب الثمين • كما
 أننا حرصنا كل الحرص على عدم افساد منعتك حينما
 تكشف الكثير من الدراسات القيمة التى يحويها كتابك
 هذا ••• فقط نطلب منك أن تصفحه بامعان وتقليل من
 التركيز سوف تتحقق من أنك تحمل بين يديك كتابا أكثر من
 رائع • مع أجمل أمانينا بمستقبل مشرق •

هذا الكتاب ان تقدمه لكل مهندس وطالب معمارى انما
 نرجو أن نستطيع الاستفاده بأقصى قدر ممكن من الدراسات
 الاساسية المستفيضة التى يحويها بين صفحاته •

انه الكتاب الأول من نوعه من حيث نوعيات الدراسات
 الشاملة وغزارتها وكثرة وتنوع الامثلة والكرويكيات التى يوضح
 بها الدراسات المختلفة •

فعل سبيل المثال وليس الحصر :-

رقم الصفحة	الموضوع
٩	شرح لاحداث نظرية معمارية فى العالم وهى نظرية امريكية •
٣٥	دراسات العلاقات بين اجزاء المبنى الواحد وما نسميه بال Zoning فنجد أنه بالاستعانة بالكثير من الامثلة المتنوعة كالسجون والمنازل والمعارض التجارية والمستشفيات والمدارس ••• الخ • نجد يدرس :- — علاقات التجاور بين عناصر المبنى وعلاقة العنصر الواحد بالعناصر المجاورة • — دراسات لعناصر الاتصال الافقى • — علاقة ترتيب عناصر المبنى واقسامها بالوصول الى الهدف الذى من أجله ينشأ المبنى • — كيفية توفير الوقت بدراسة مستفيضة عن الحركة داخل المبنى •

CONCEPT SOURCEBOOK

a
vocabulary
of
architectural
forms

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- 4 Goals
- 5 Organization
- 6 Potential Problems

9. Theory

- 10 Definition
- 12 Relation to Design Process
- 14 Concept Scales
- 14 Contexts for Concept Getting
- 18 Concept Getting
- 20 Concept Hierarchies
- 25 Concept Reinforcement
- 26 Creativity
- 28 Problems in Concept Getting

Vocabulary

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Vocabulary

35

Functional Grouping and Zoning

Need for Adjacency

RELATIVE NEED FOR BUILDINGS, DEPARTMENTS, SPACES OR ACTIVITIES TO BE ADJACENT

ADJACENCY NEED RANGE

CRITICAL

NECESSARY

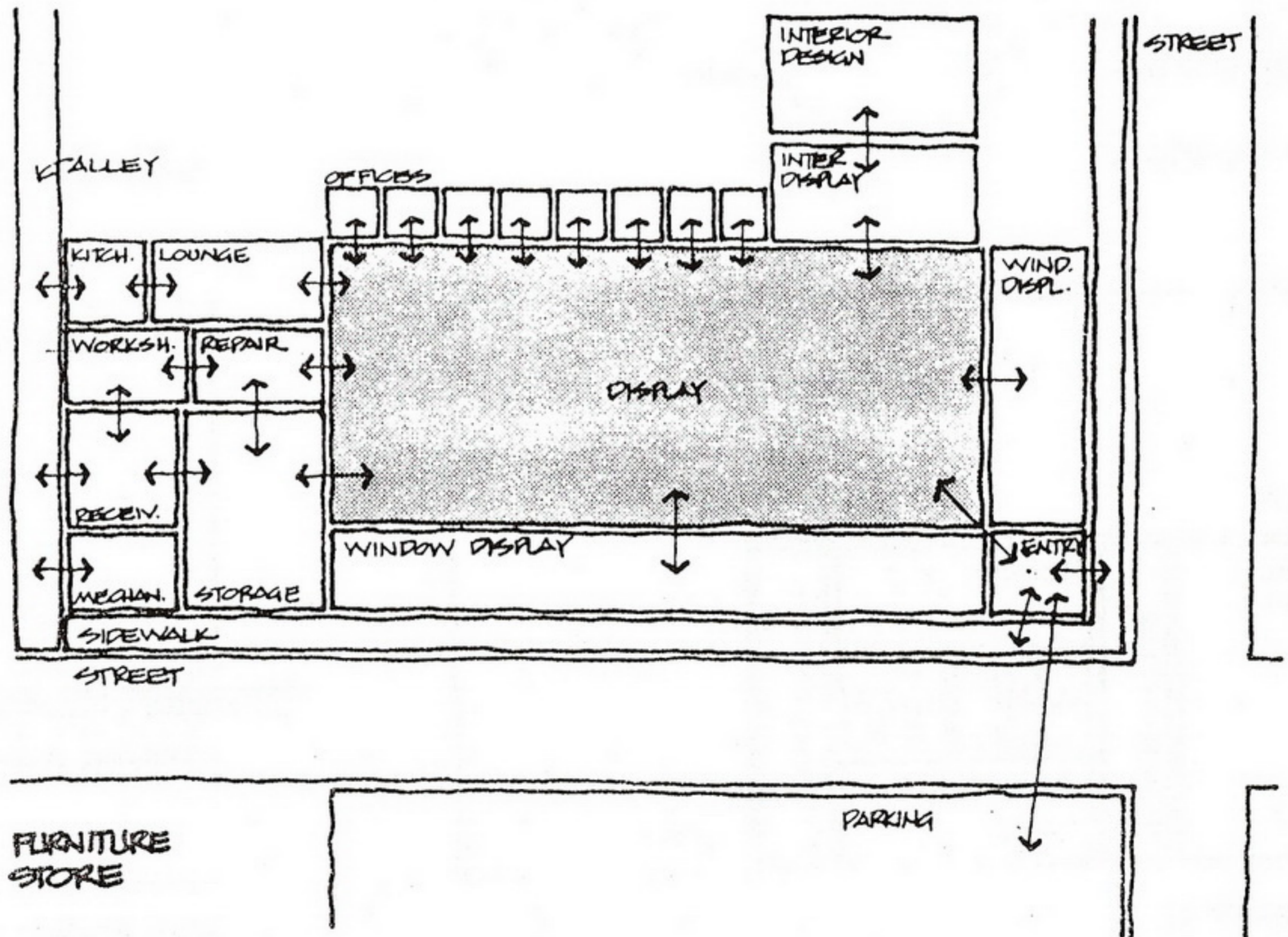
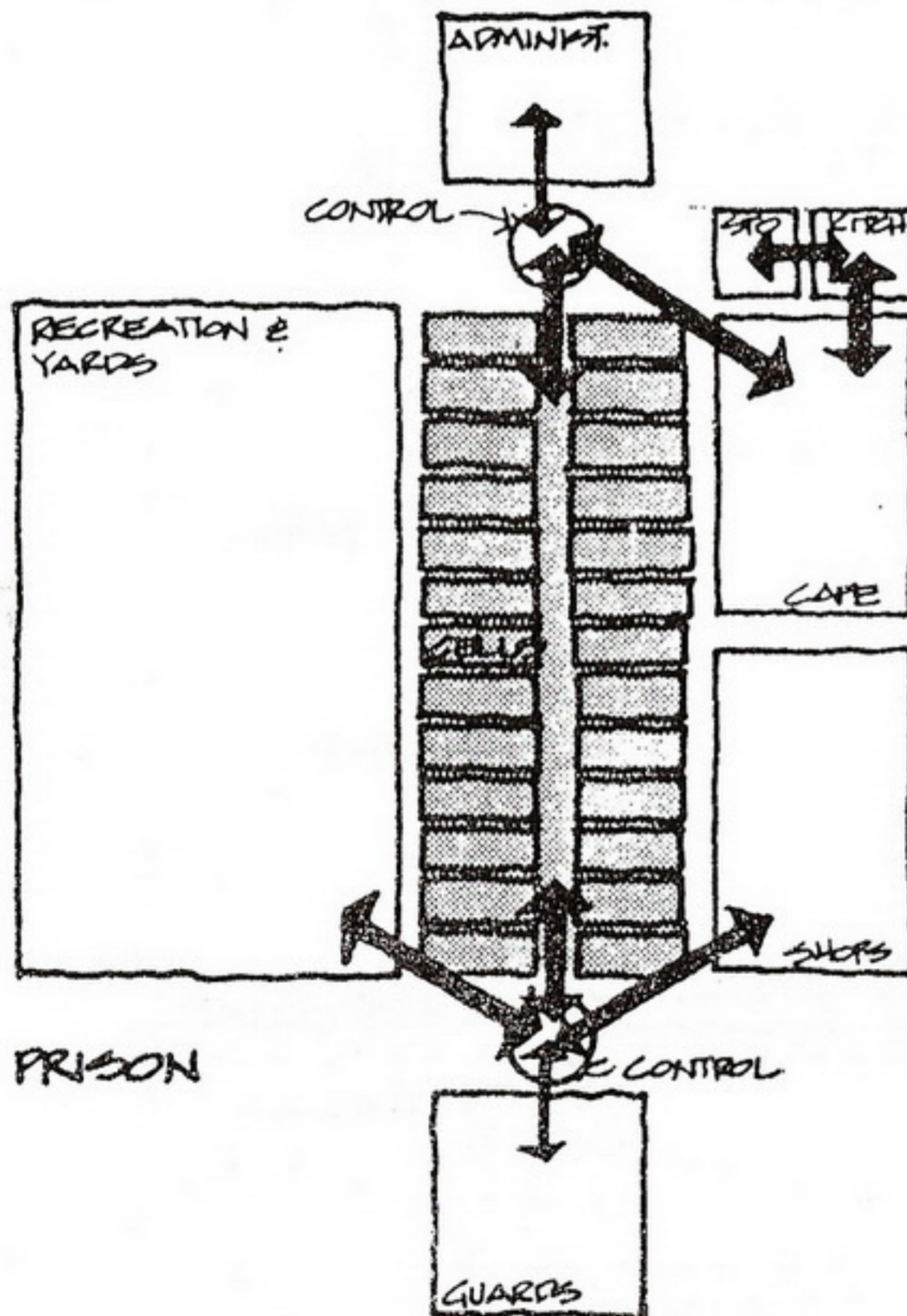
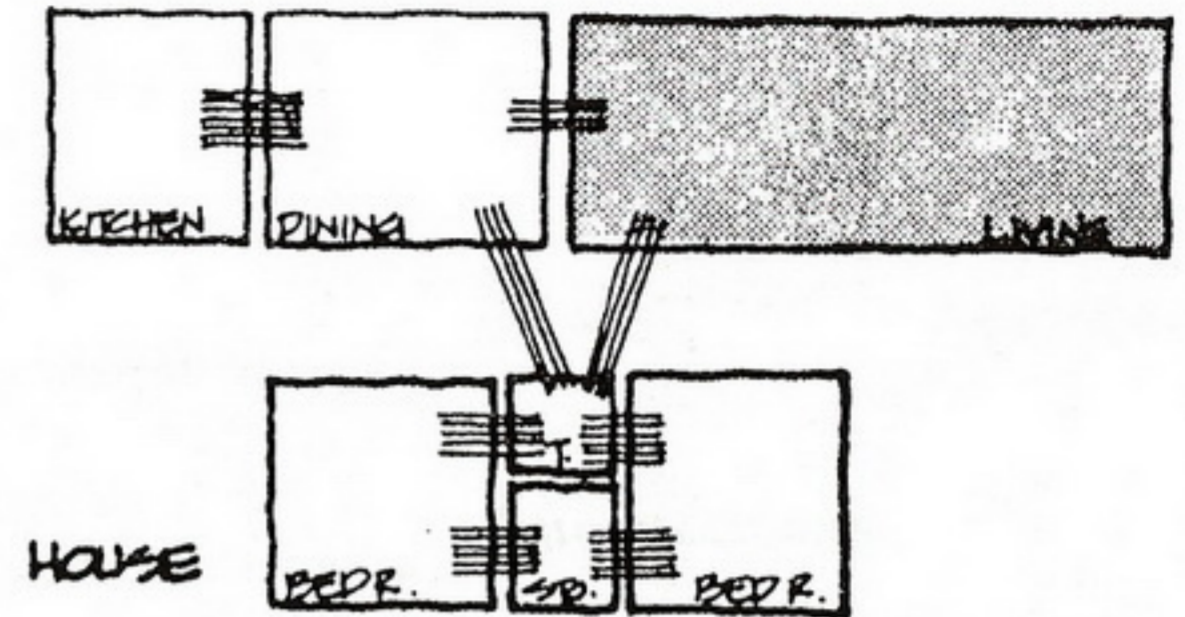
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NEUTRAL

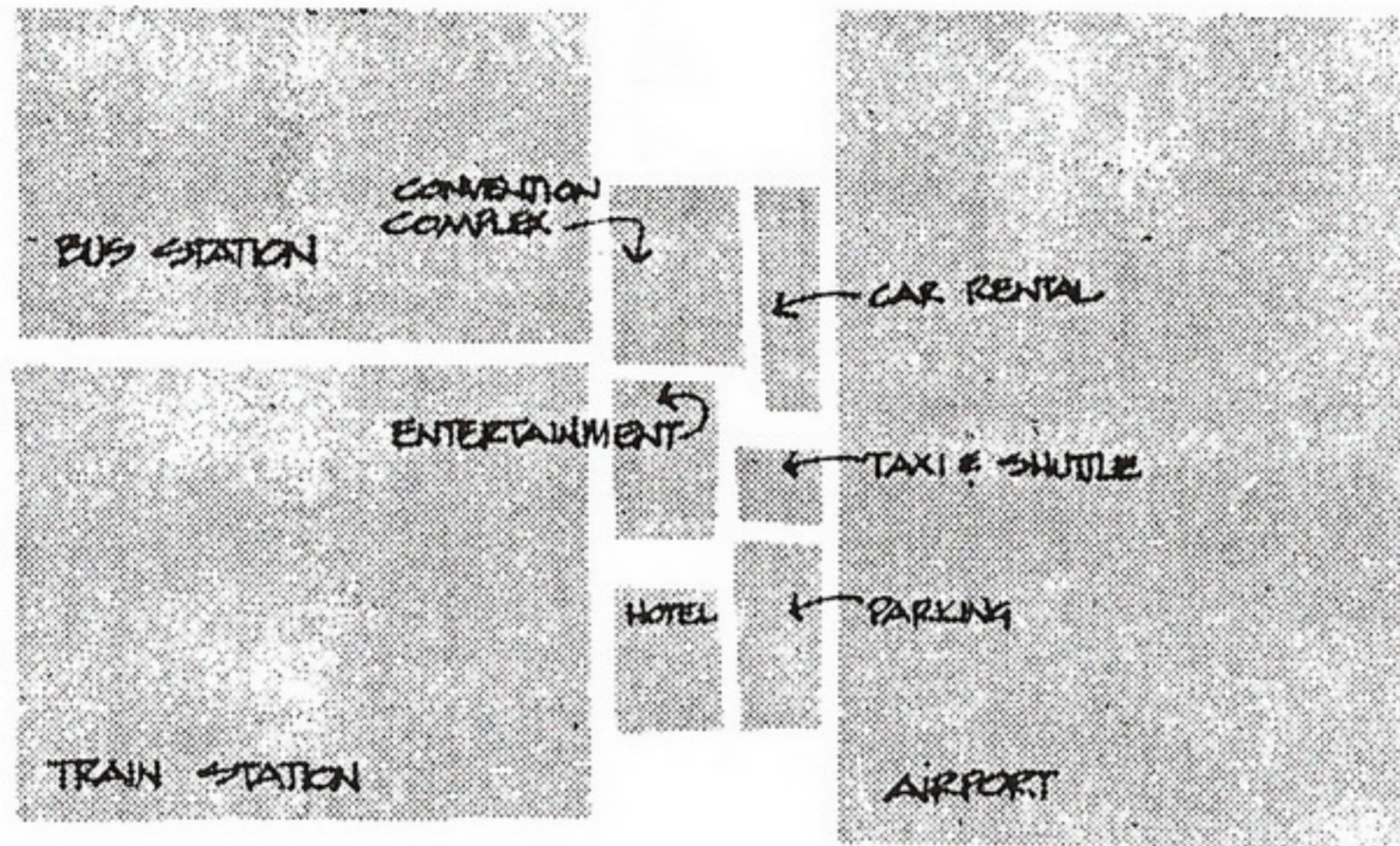
UNDESIRABLE

NECESSARY SEPARATION

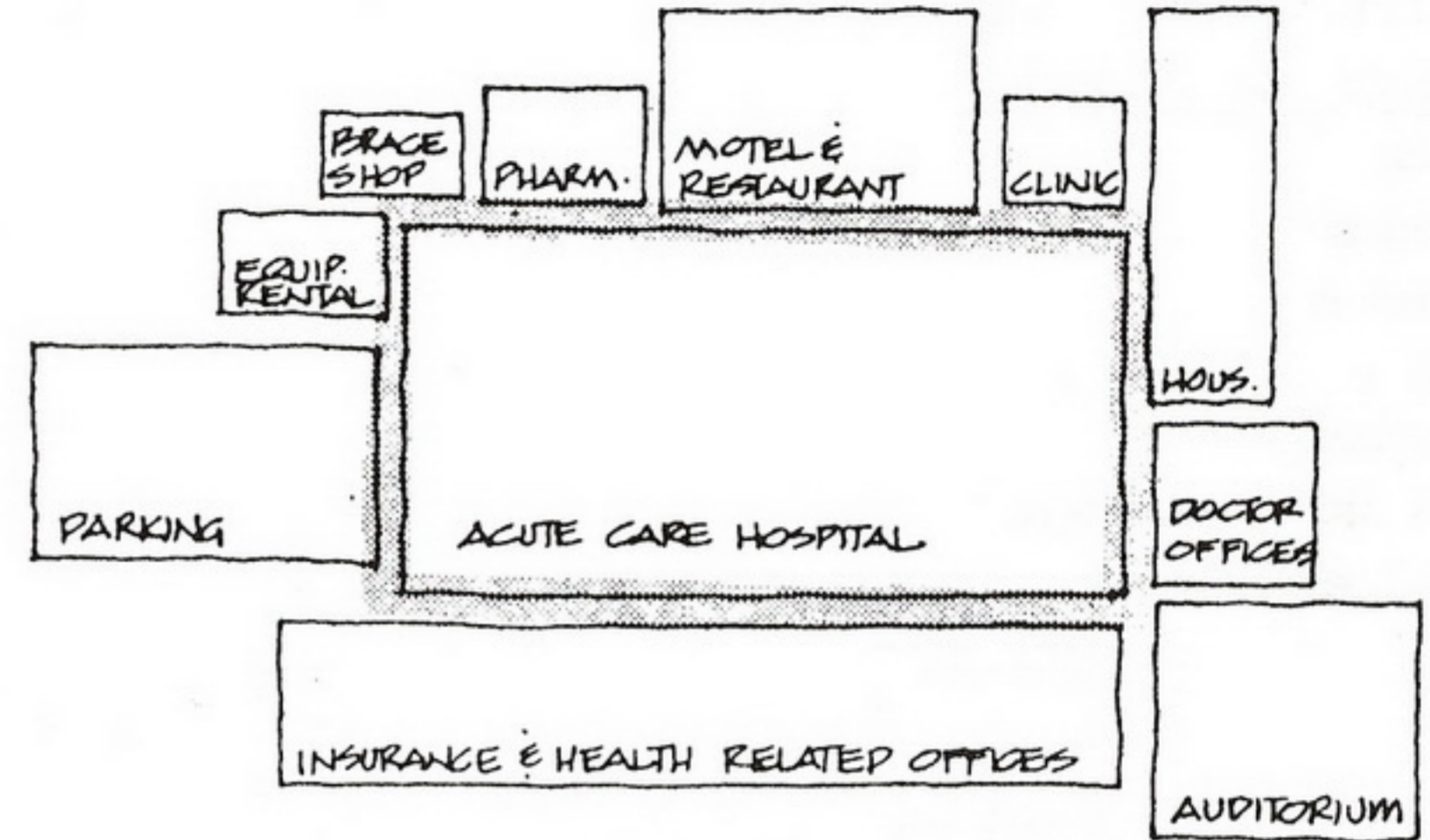
CRITICAL SEPARATION



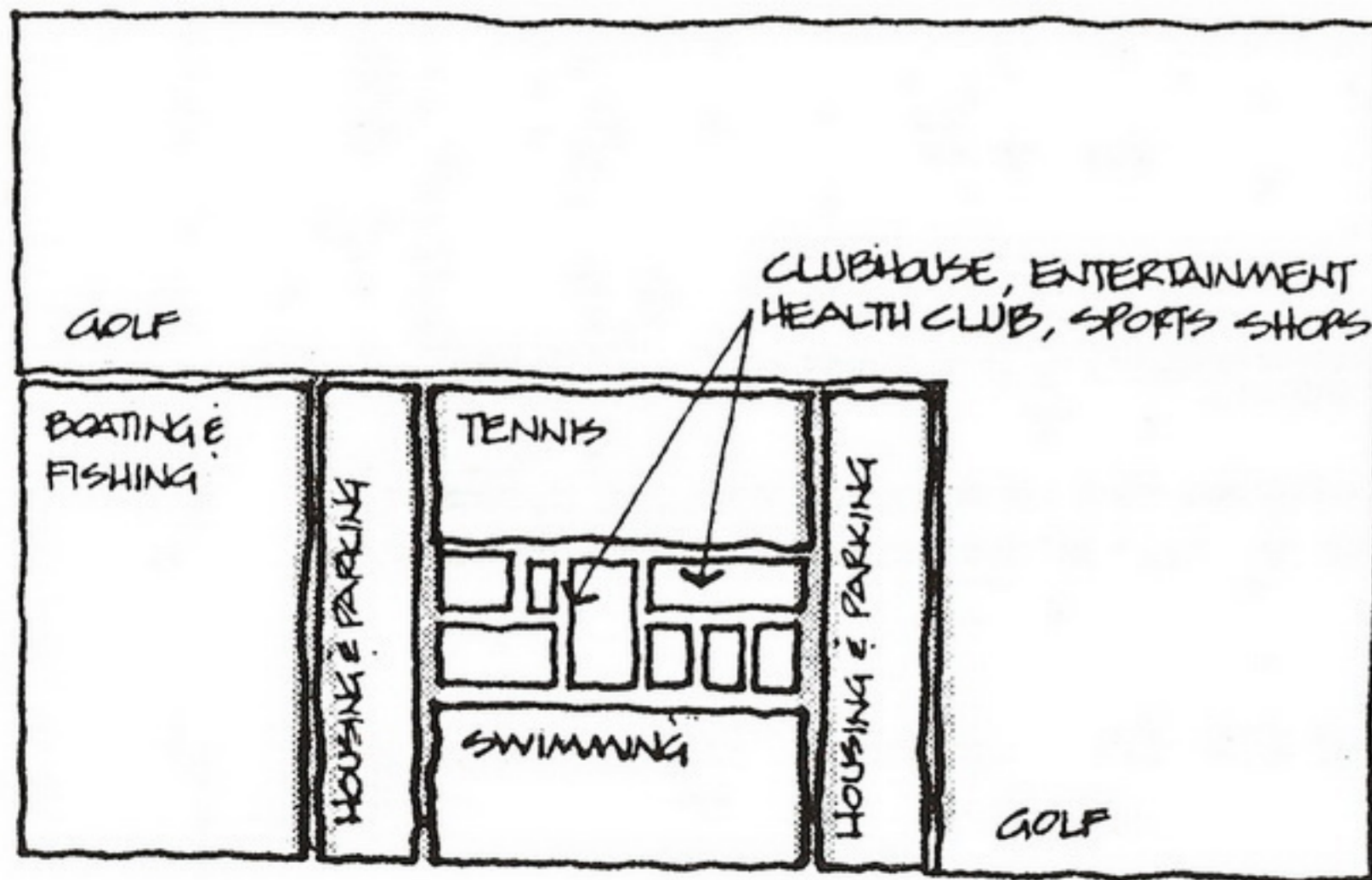
Similarity in General Role



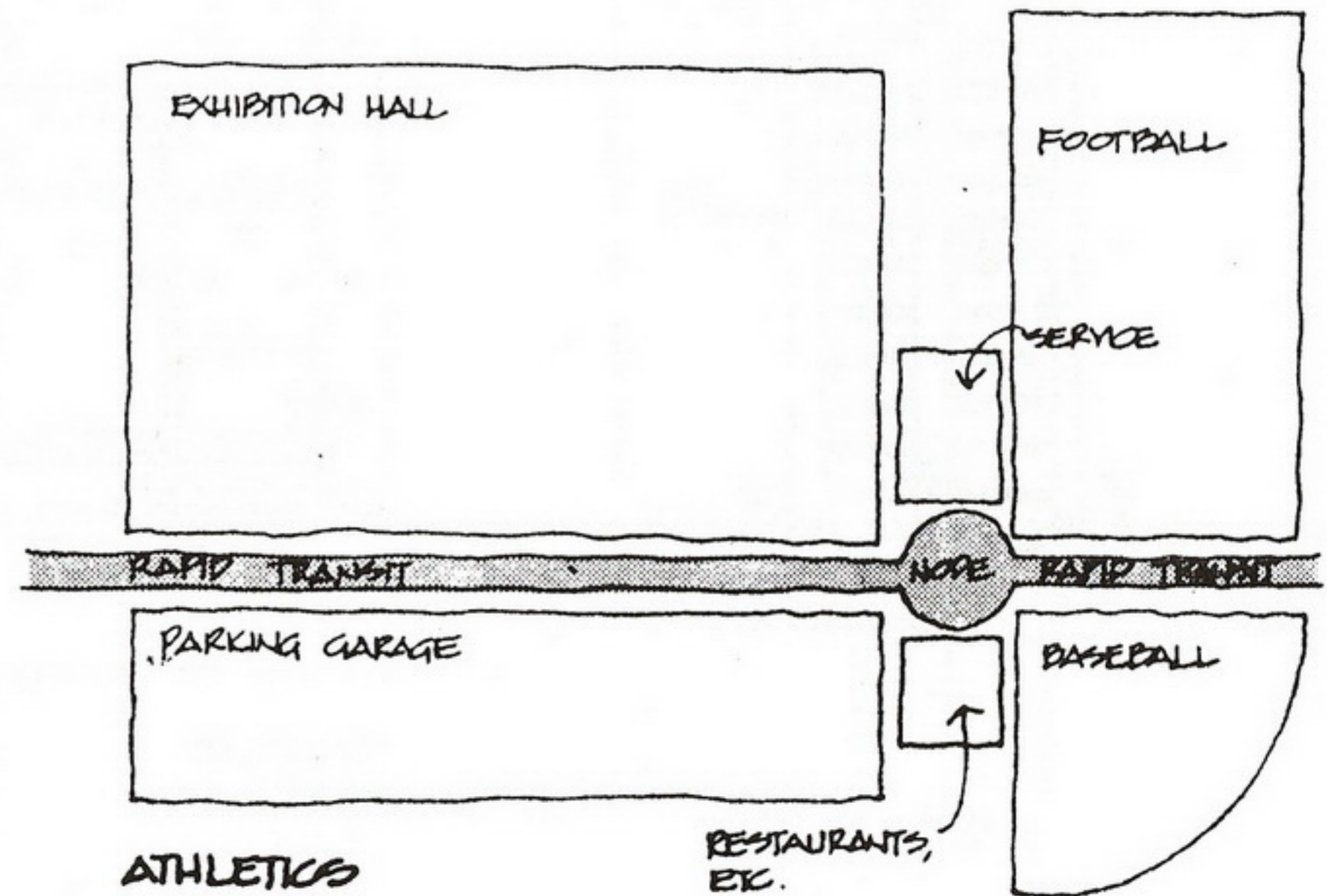
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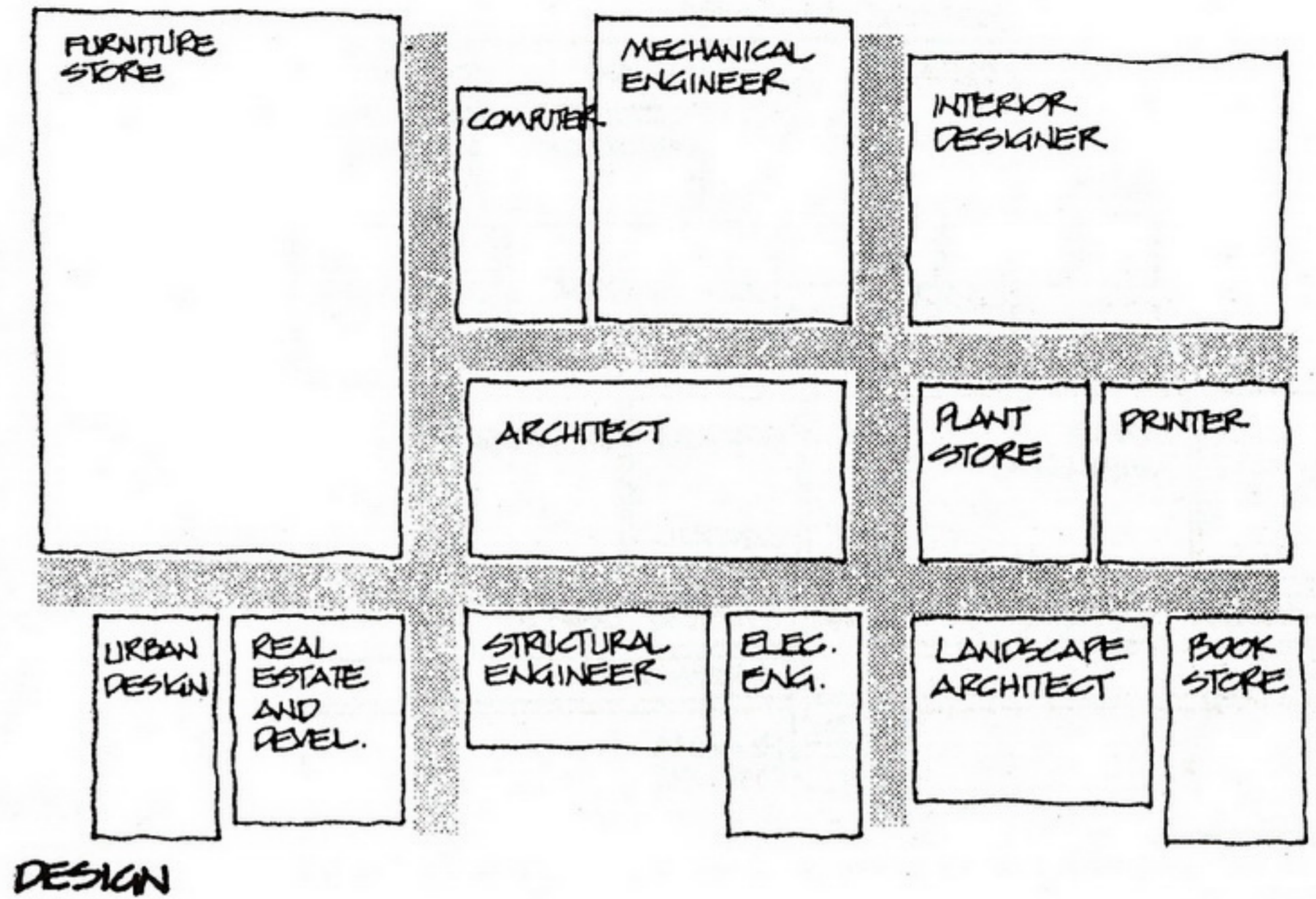
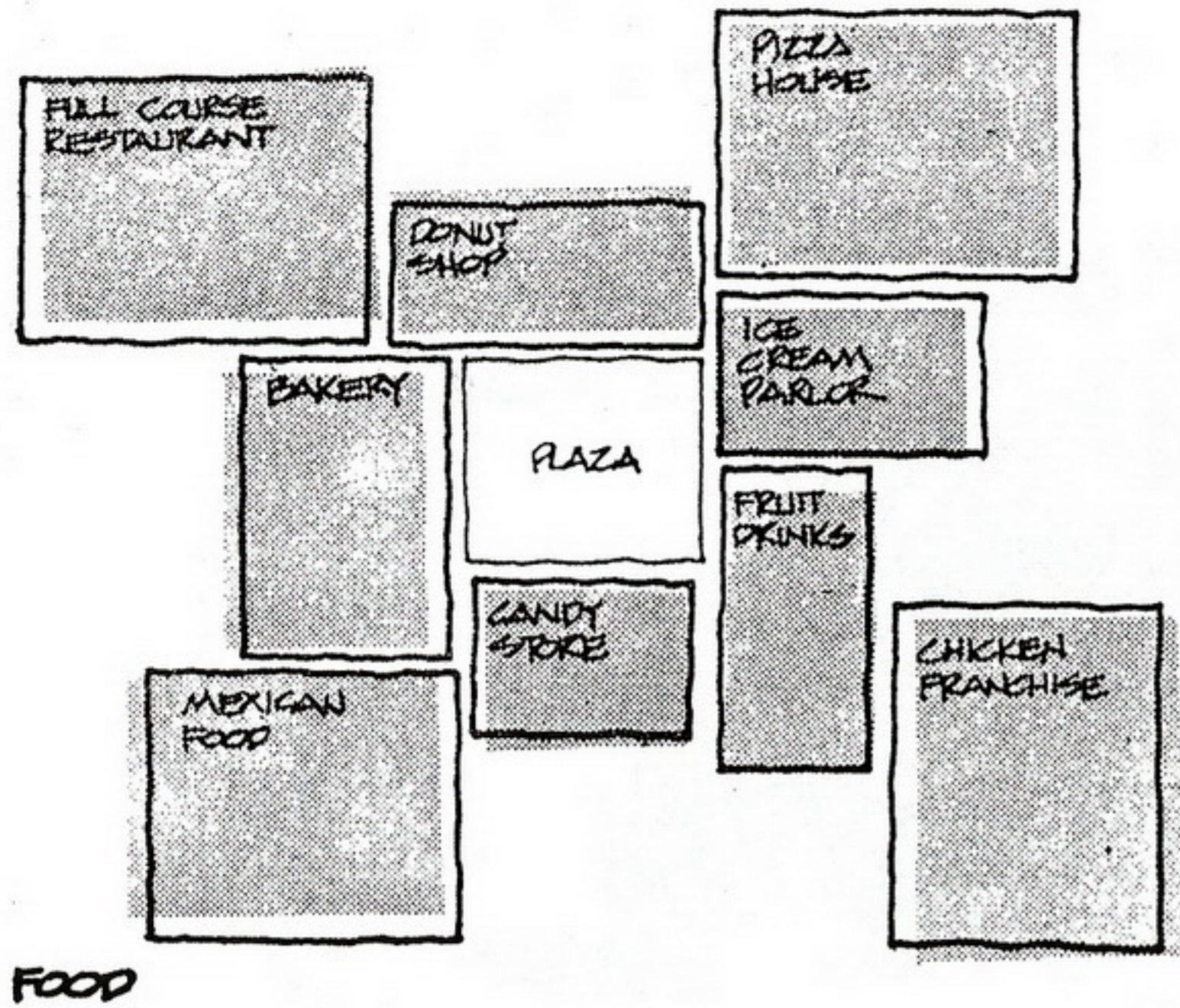
HEALTH CARE



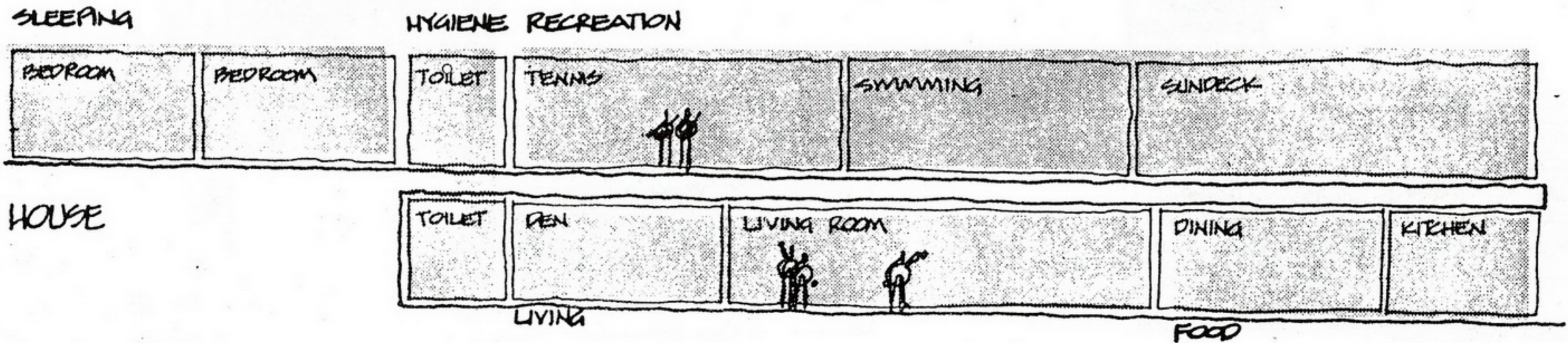
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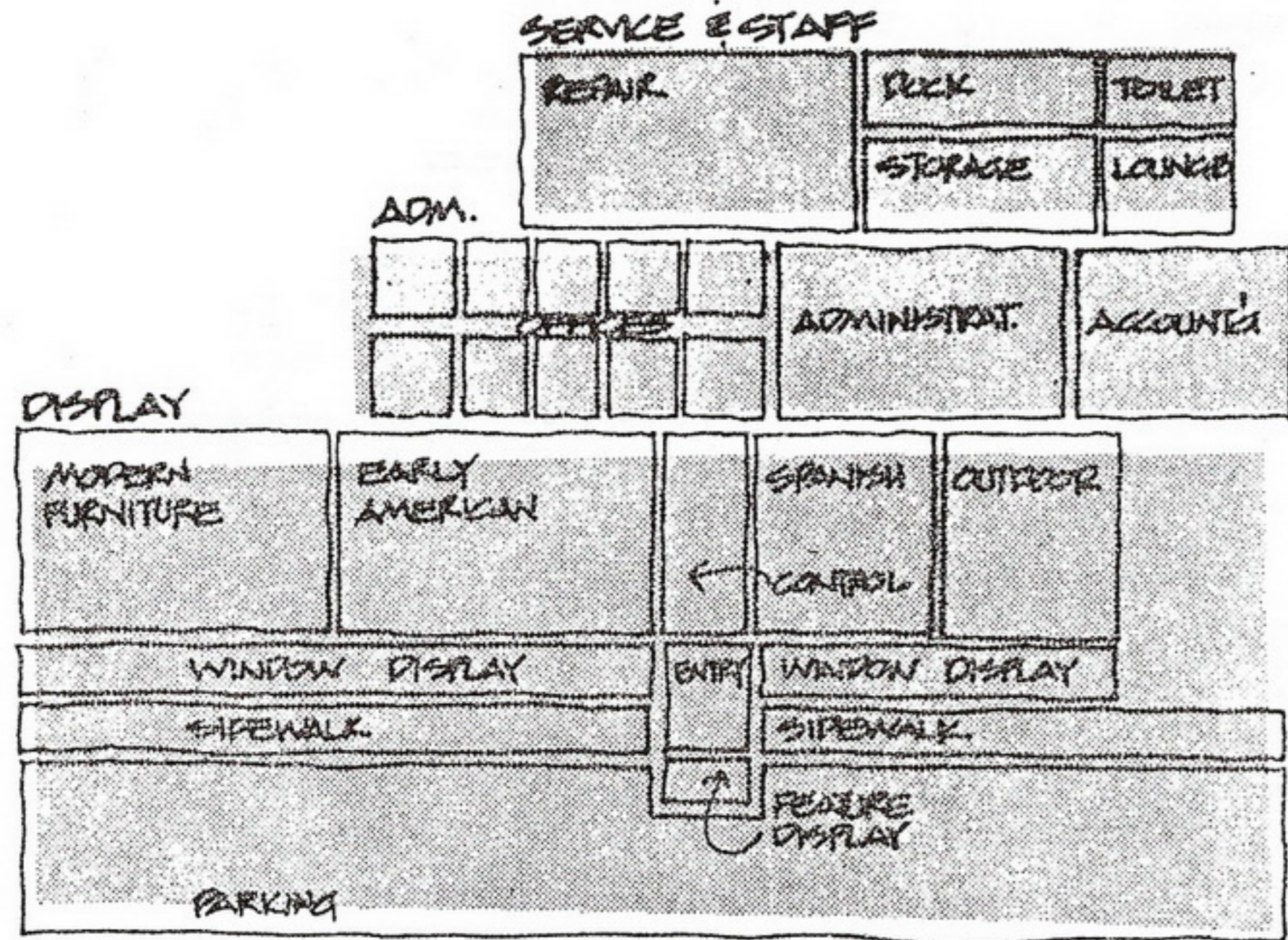


ATHLETICS

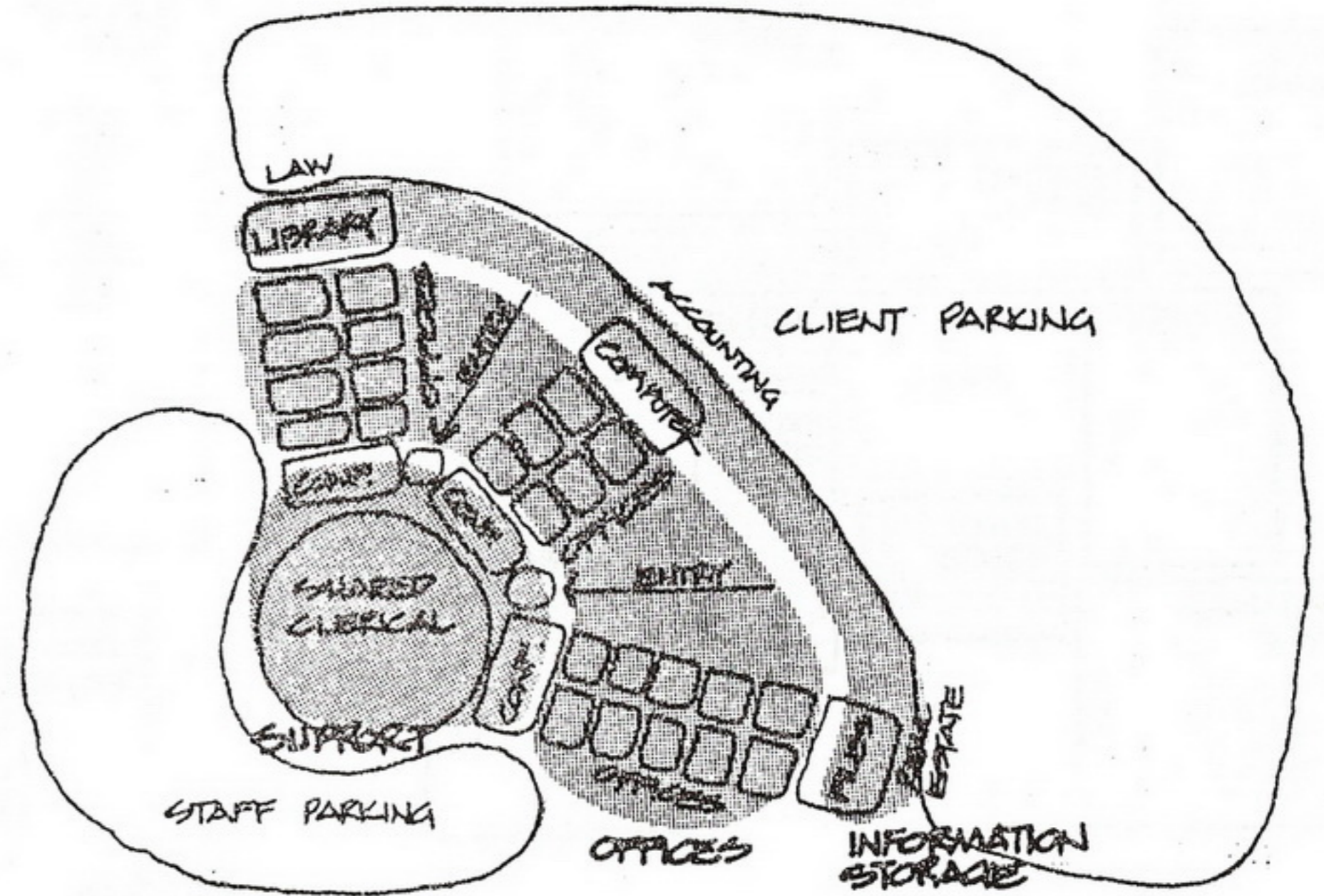


Relatedness to Departments, Goals and Systems

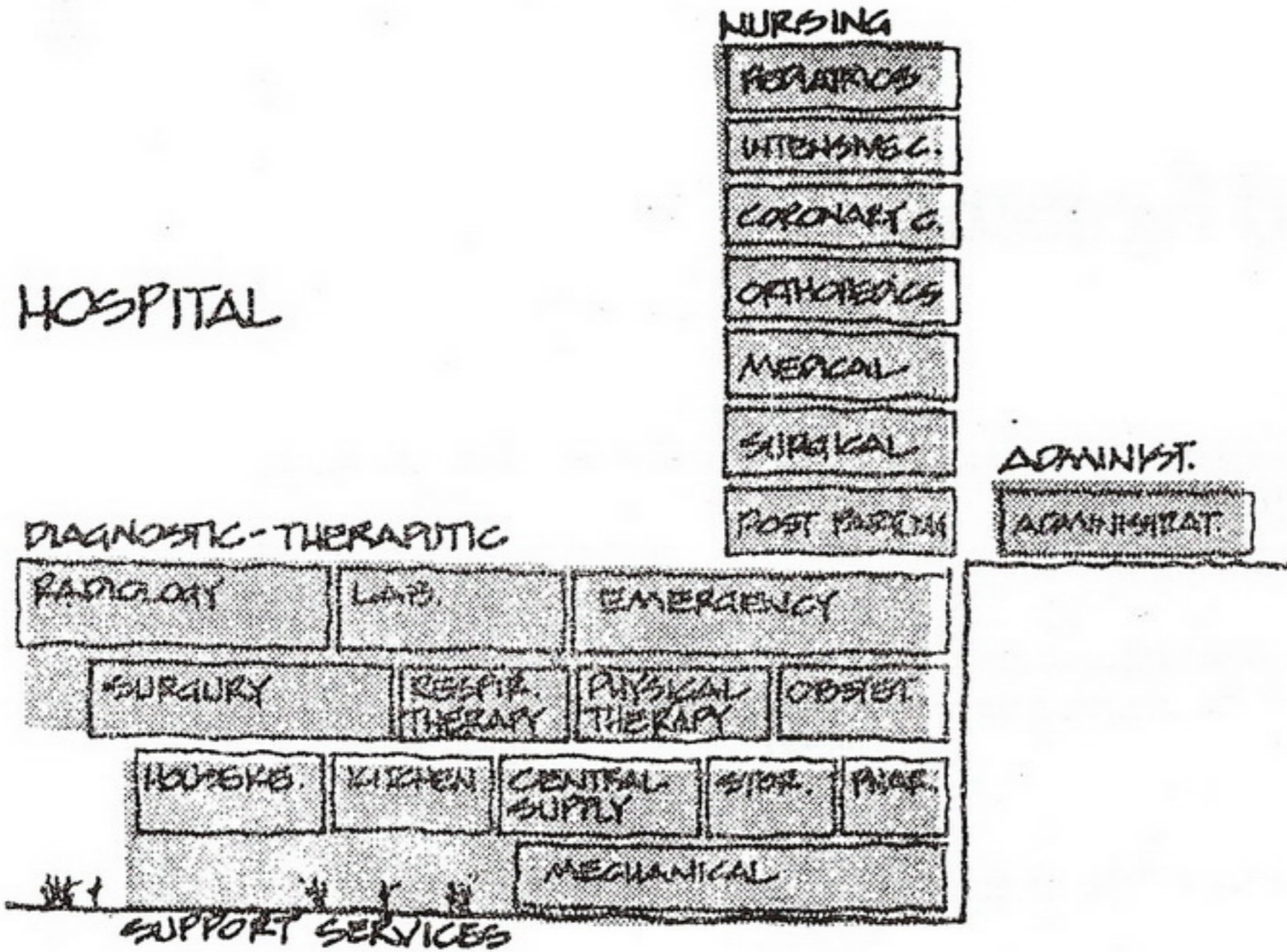




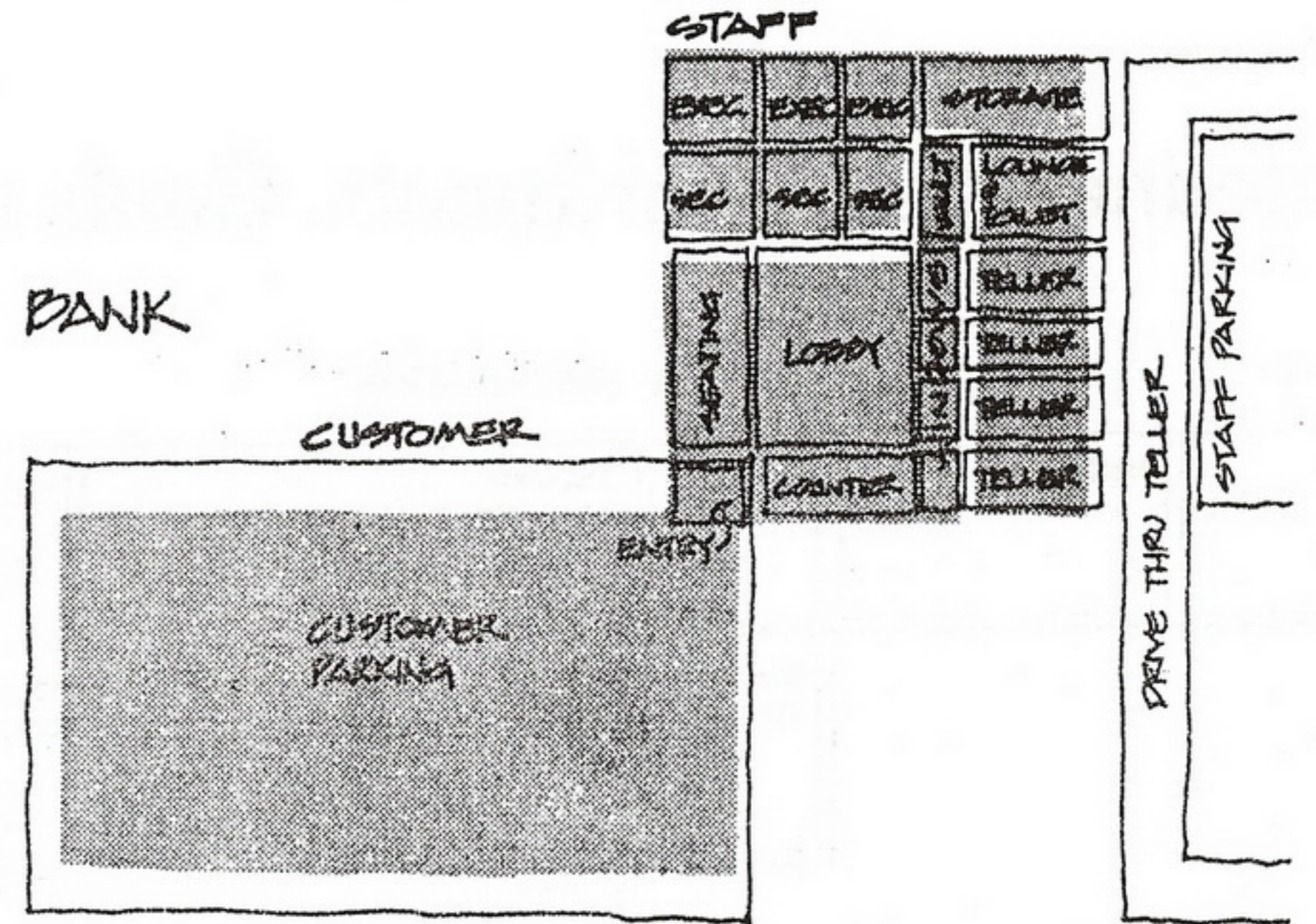
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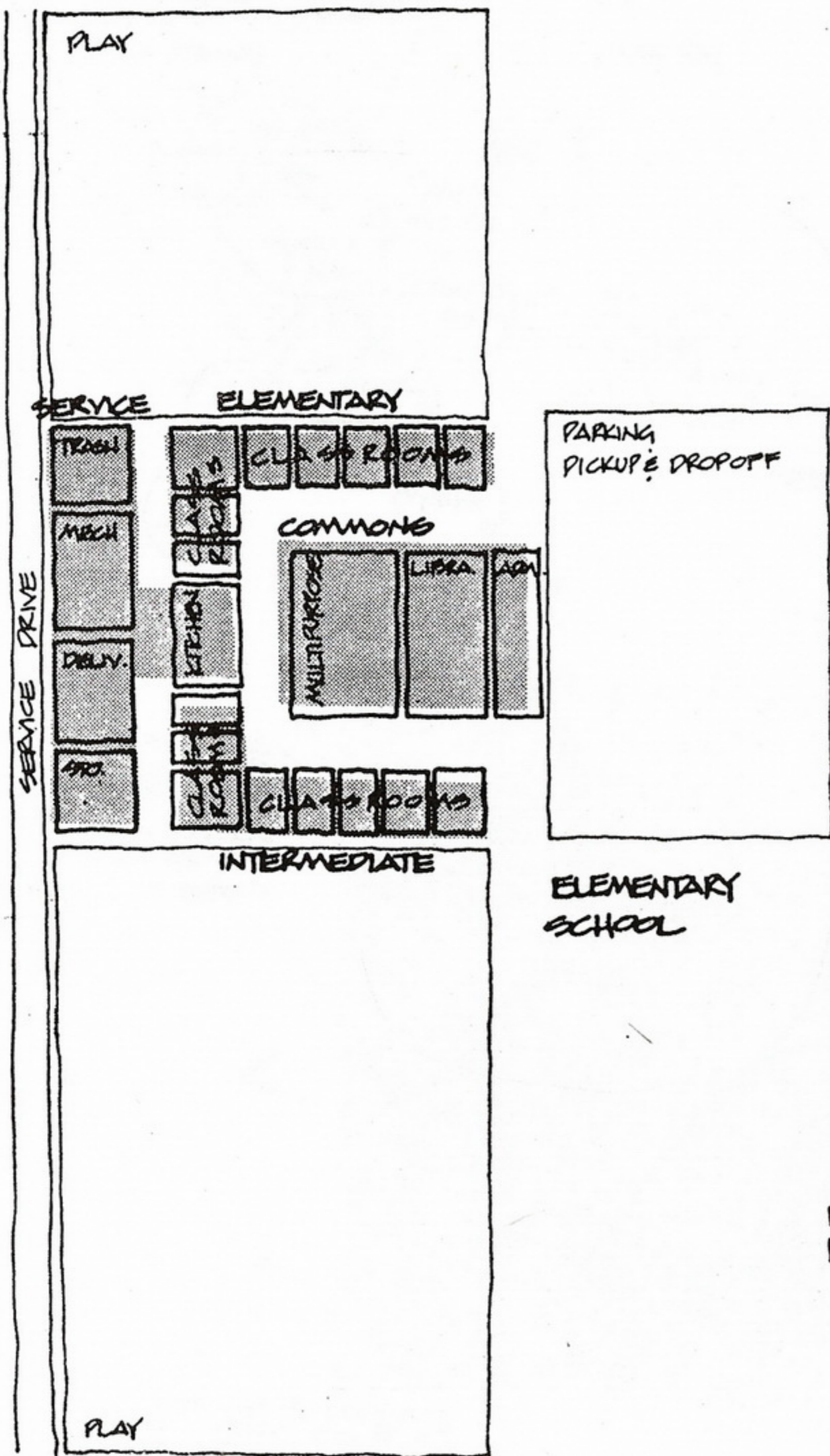
MANAGEMENT CONSULTANTS



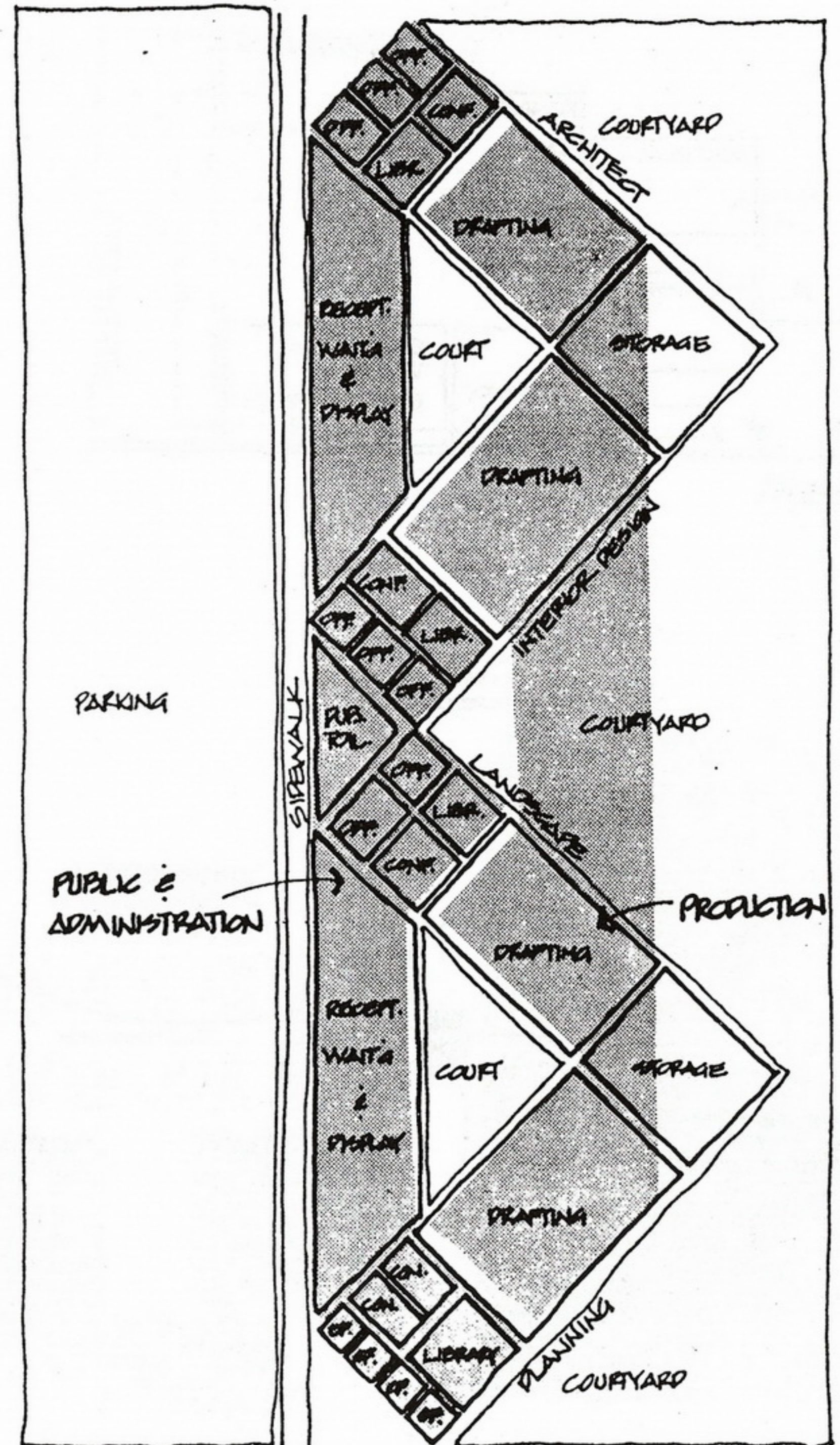
HOSPITAL

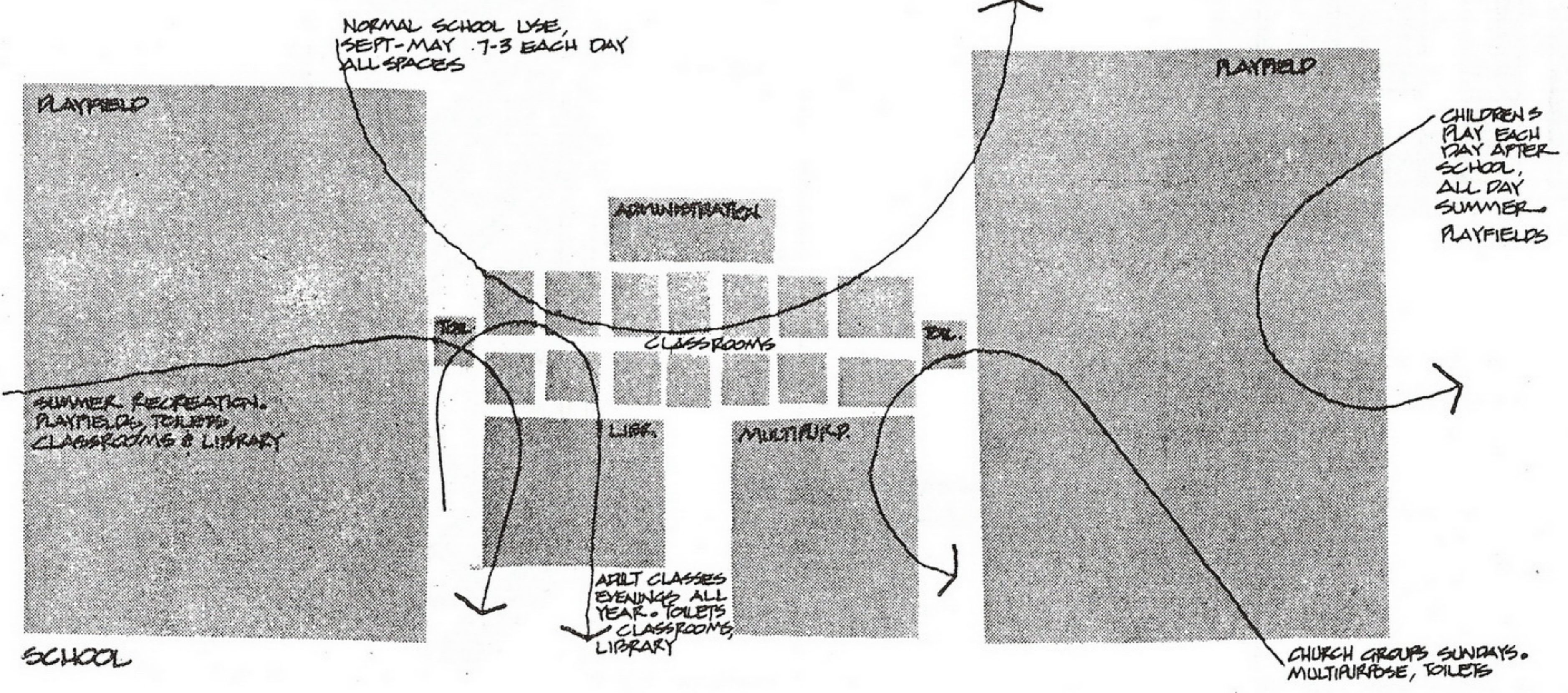
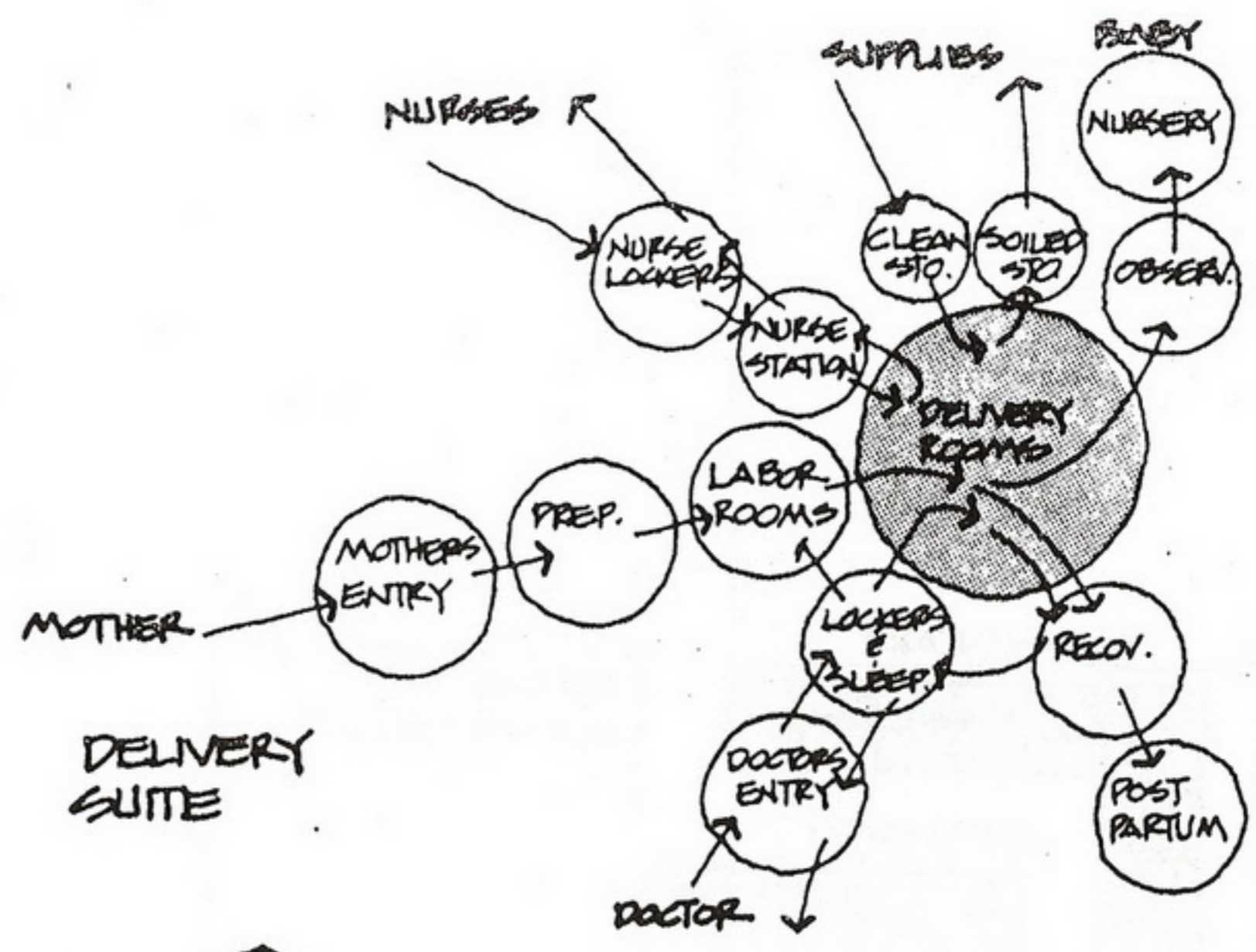
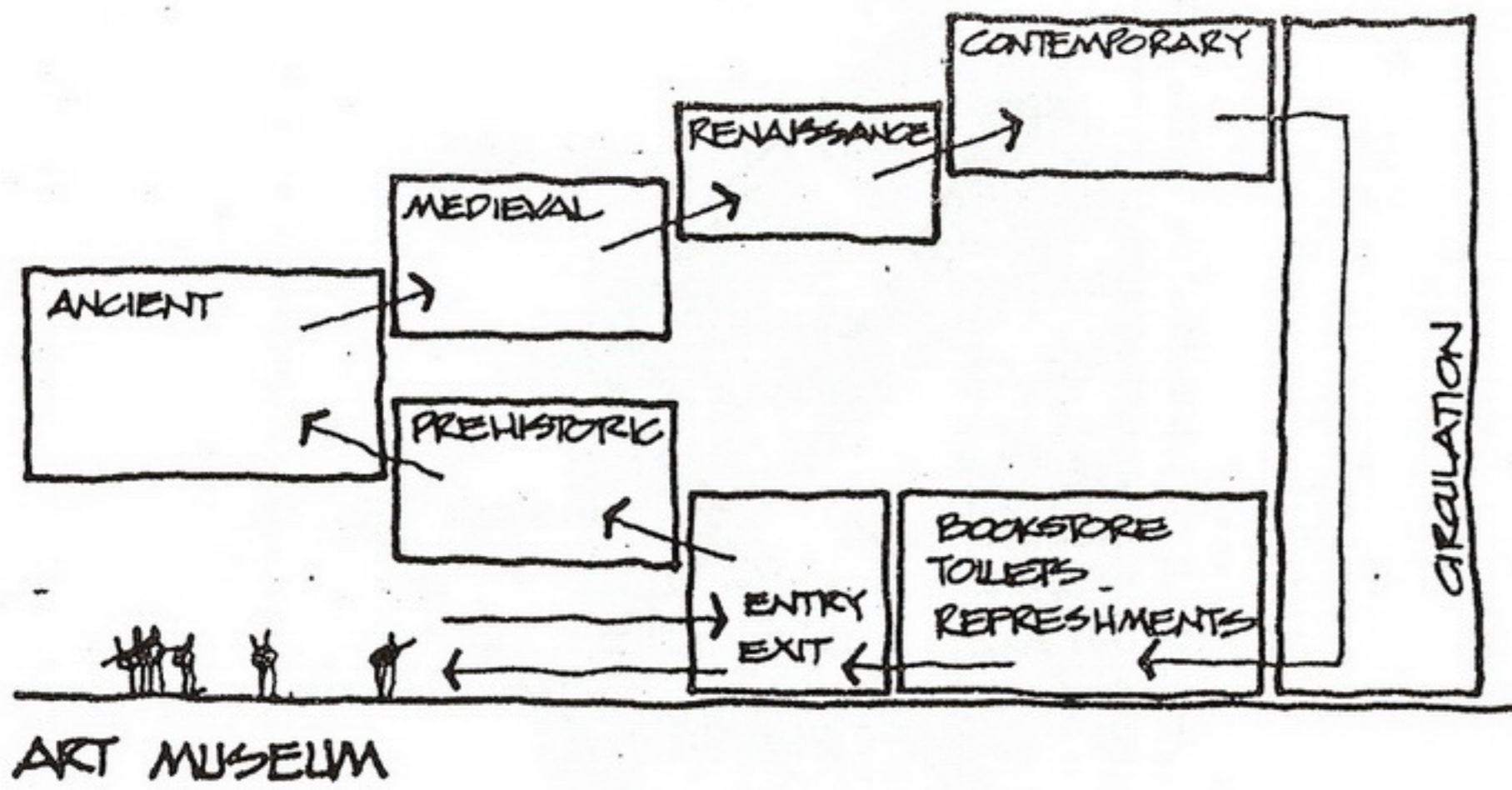


BANK

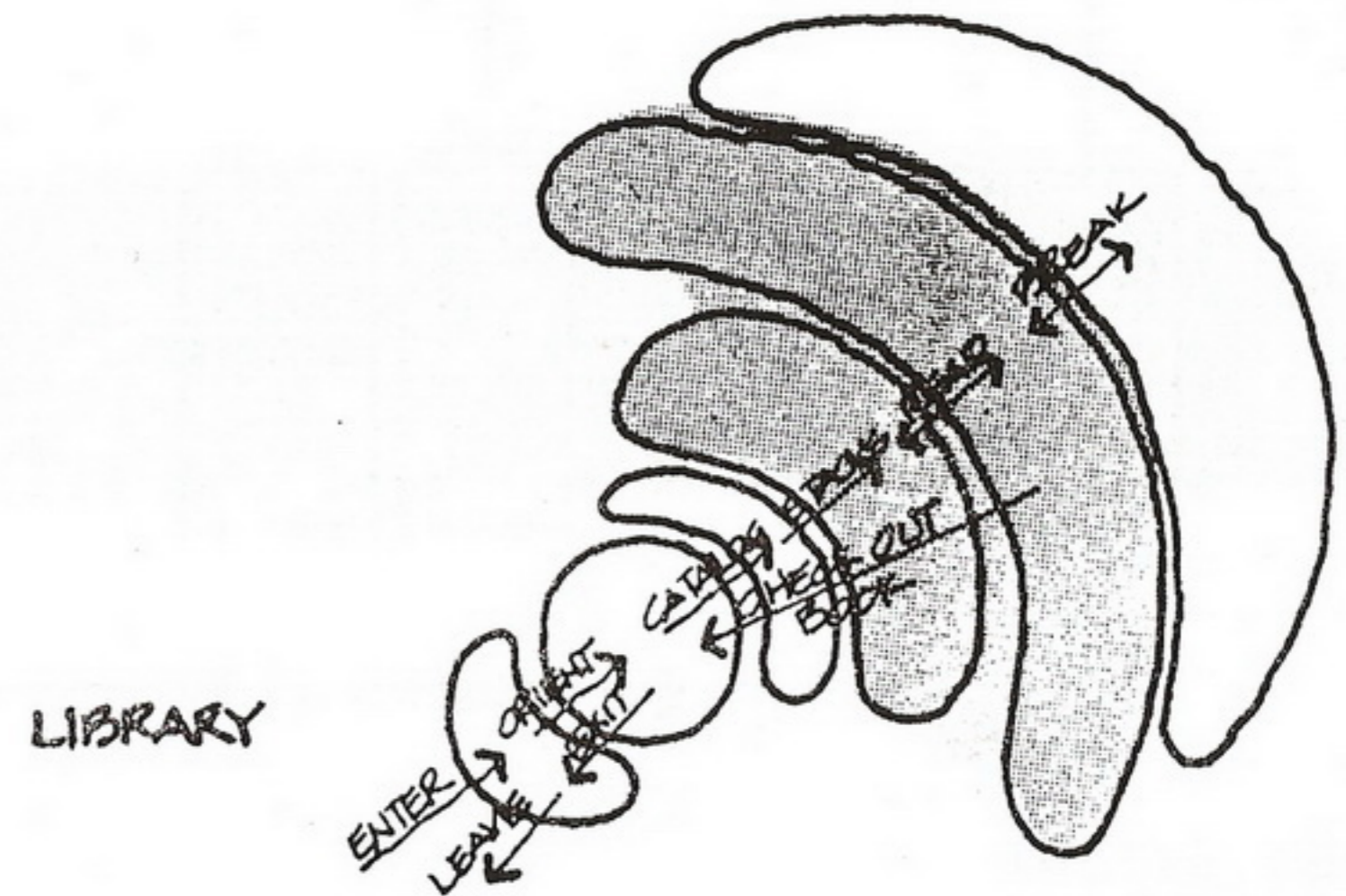
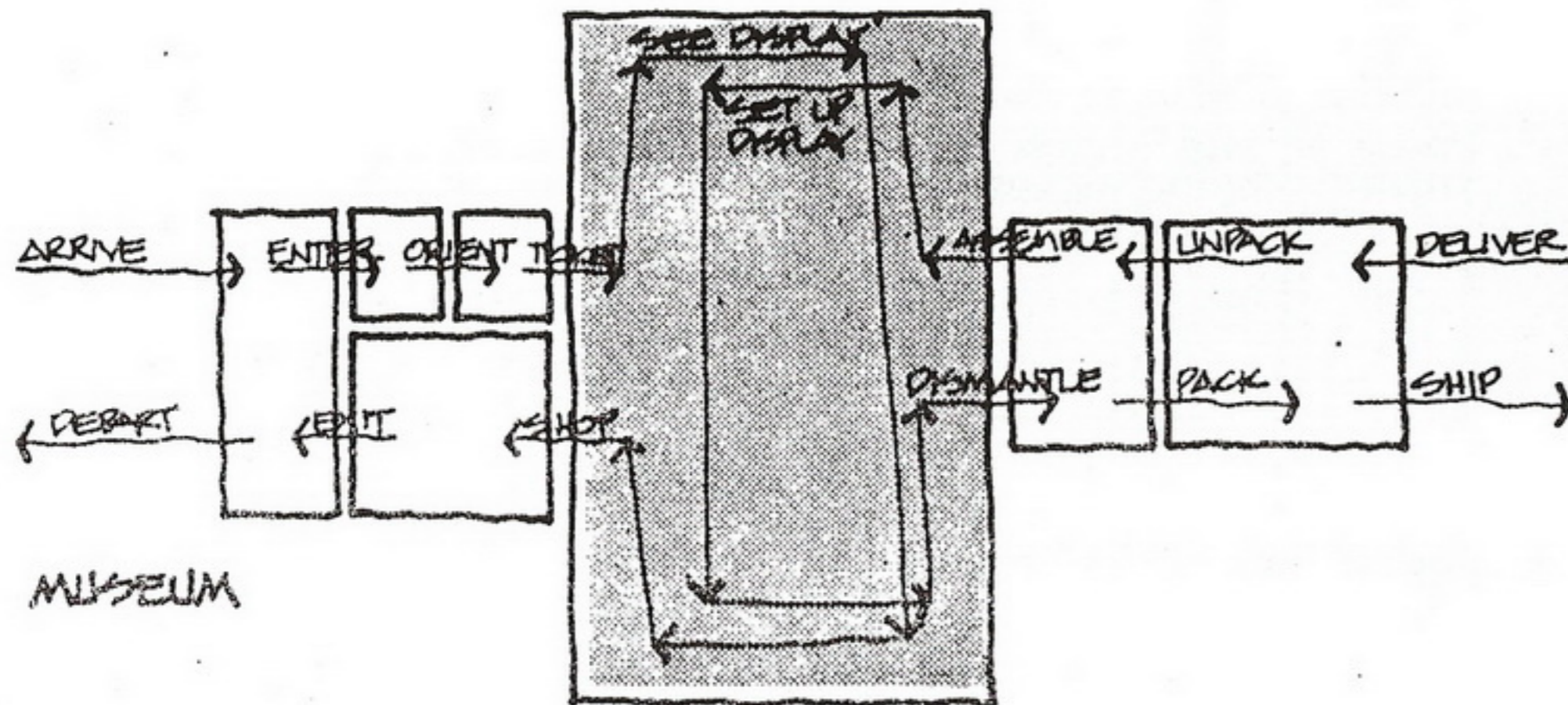
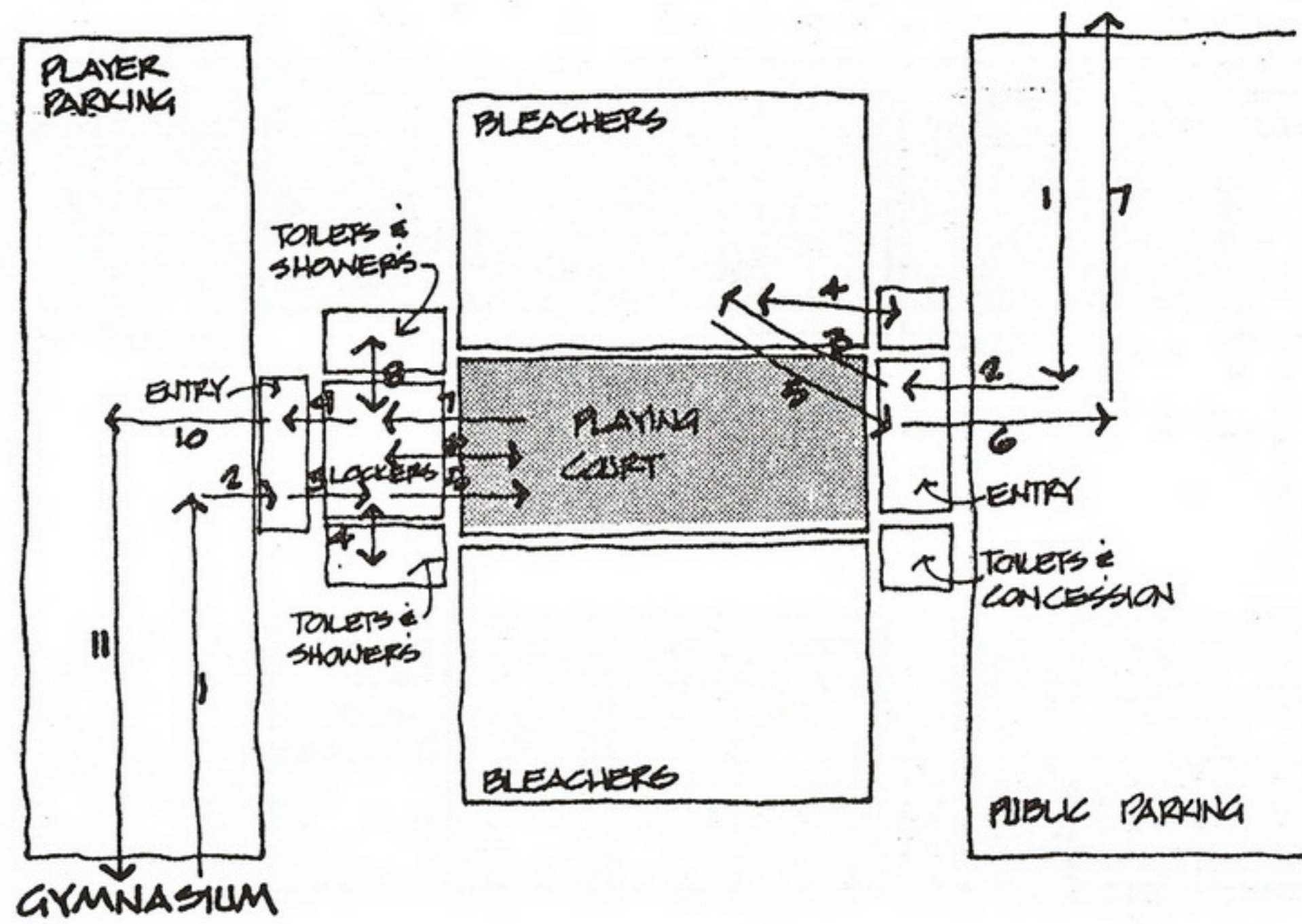
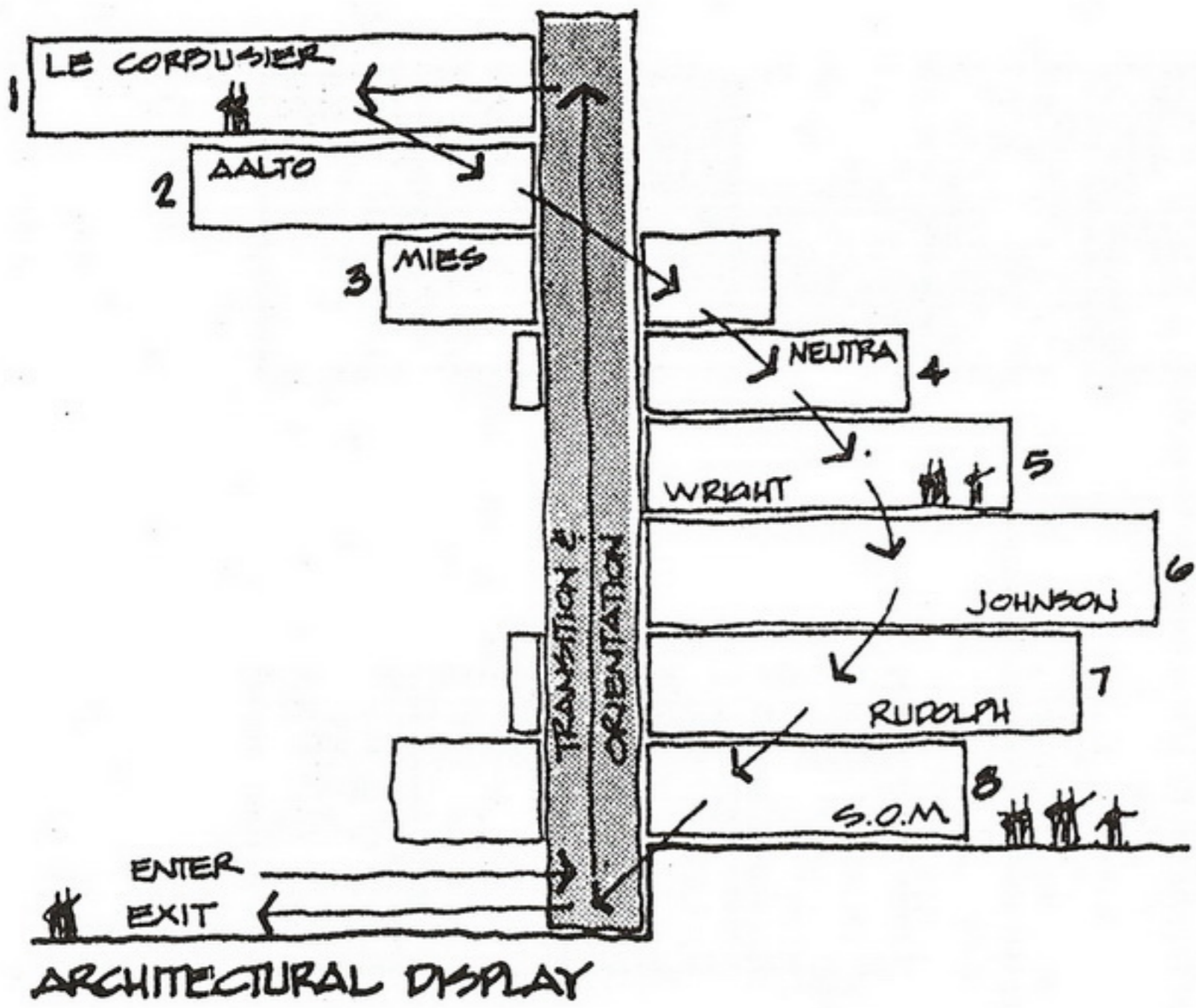


DESIGNER PLAZA



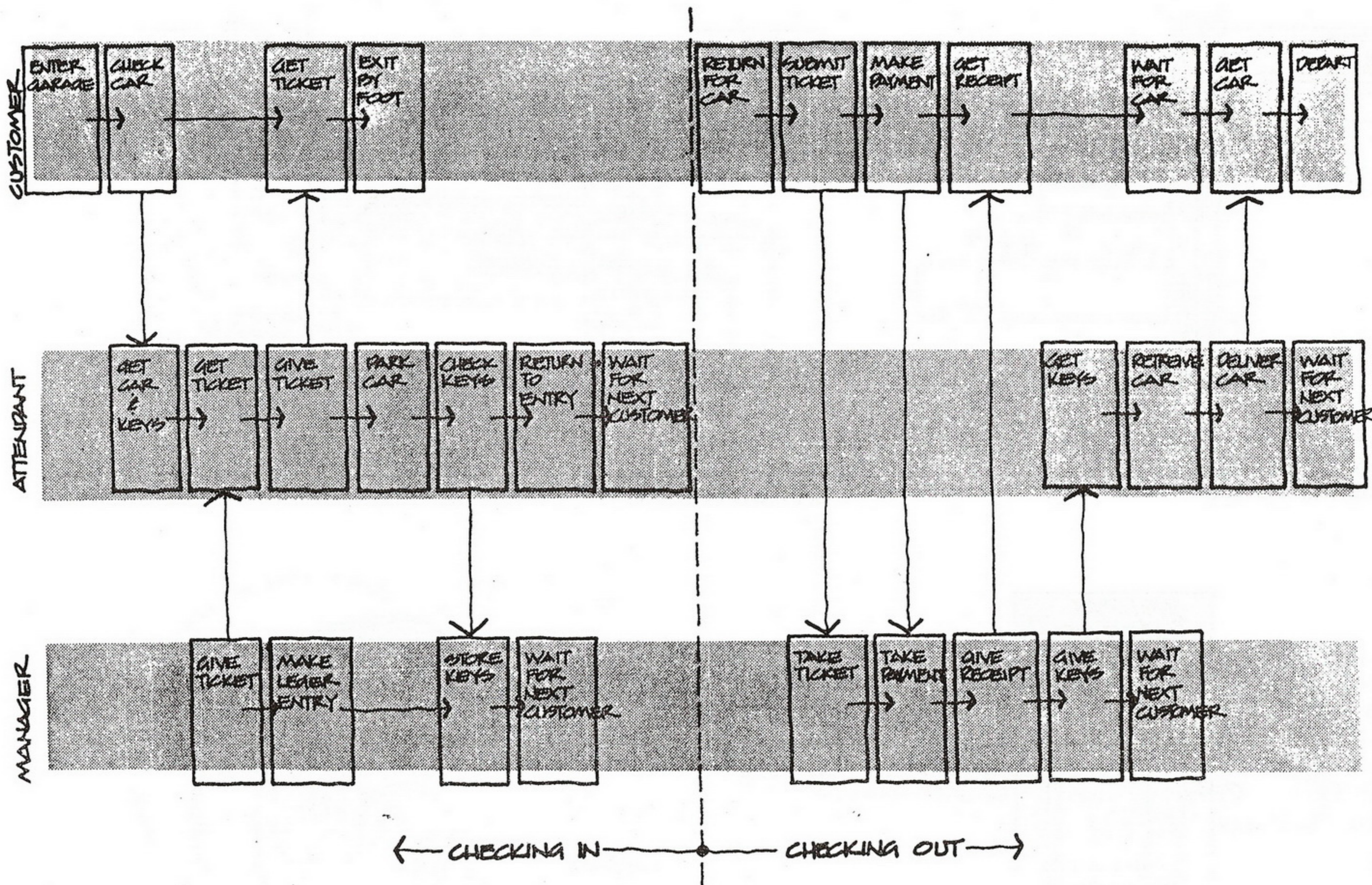


Sequence in Time



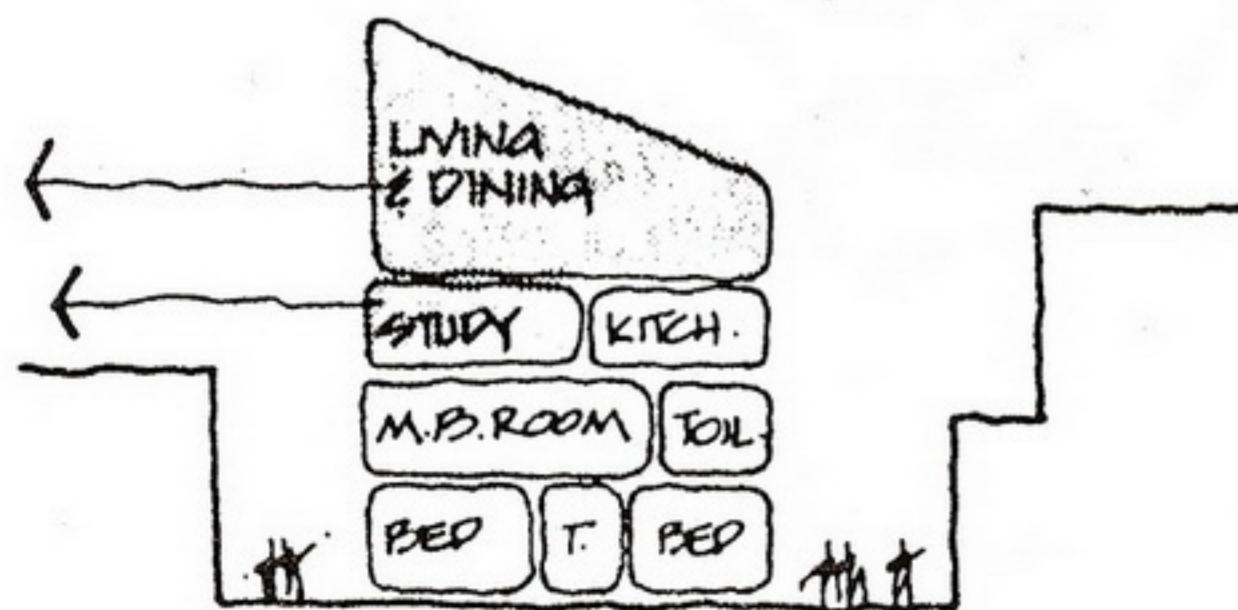
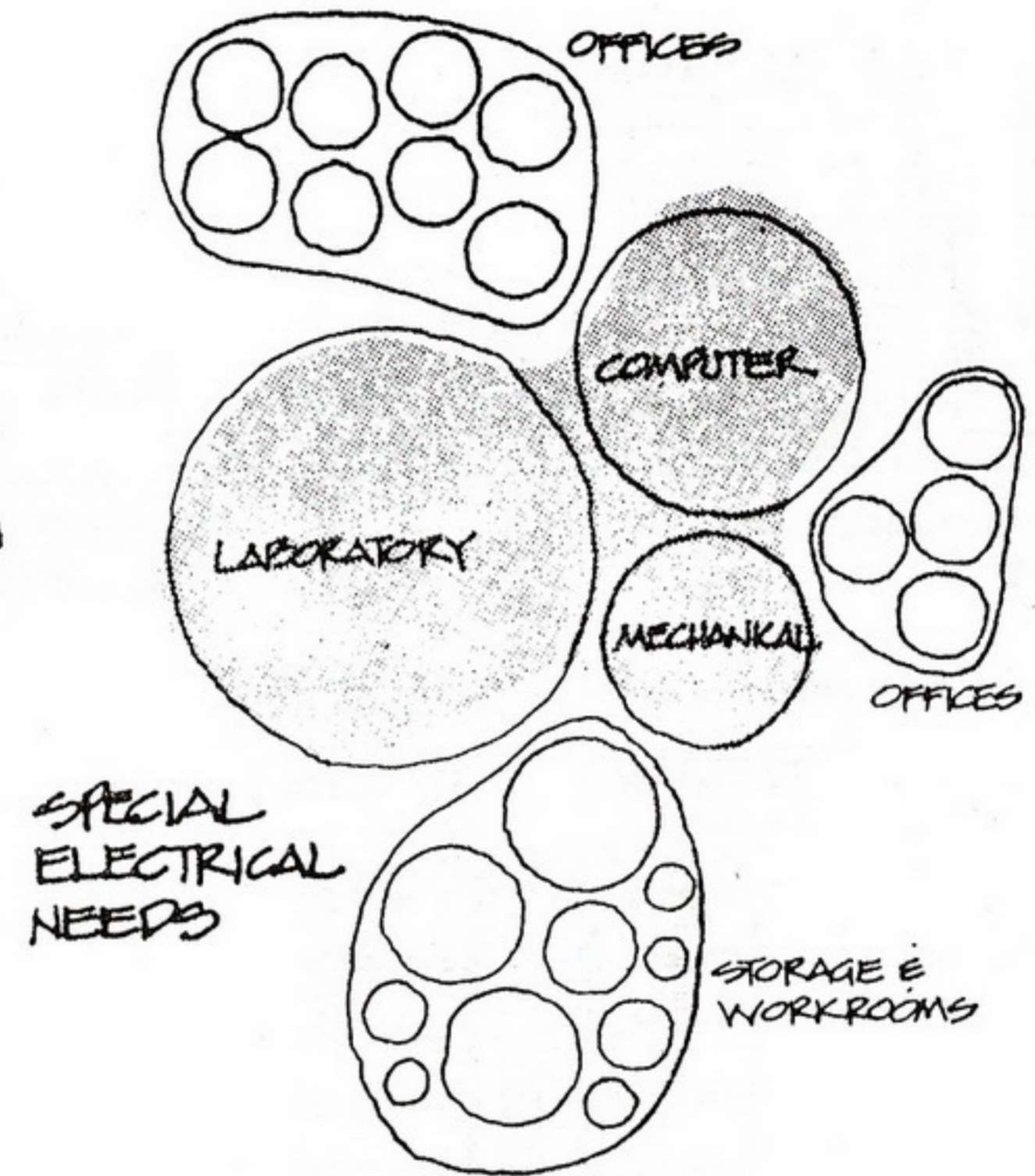
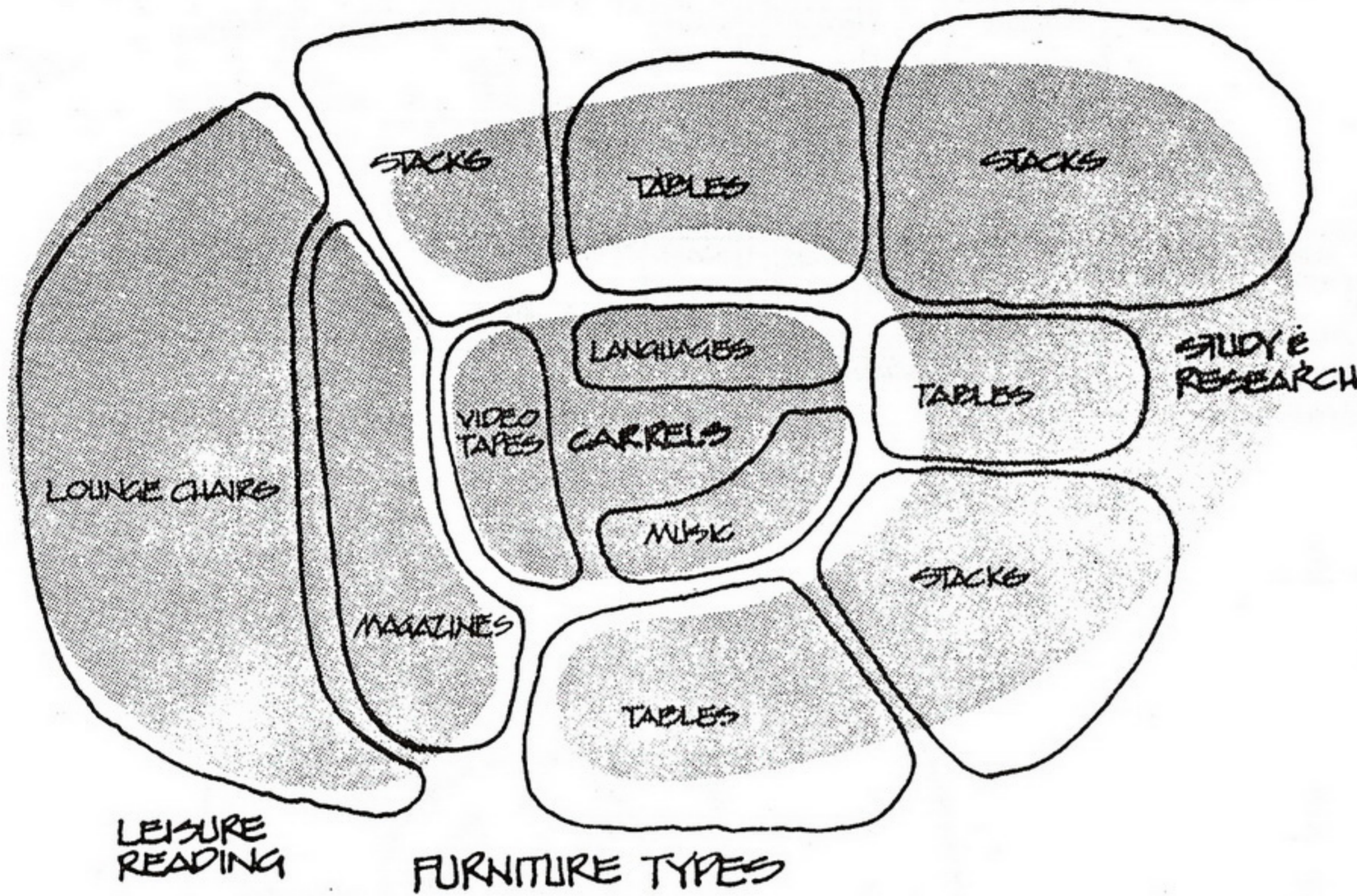
MOST BUILDINGS ARE A SYNTHESIS OF SYSTEMS THAT TOUCH AT CERTAIN POINTS.

IN ANY BUILDING, THERE ARE USUALLY MAIN ACTIVITY SEQUENCES AND FEEDER OR SUPPORTING SEQUENCES.

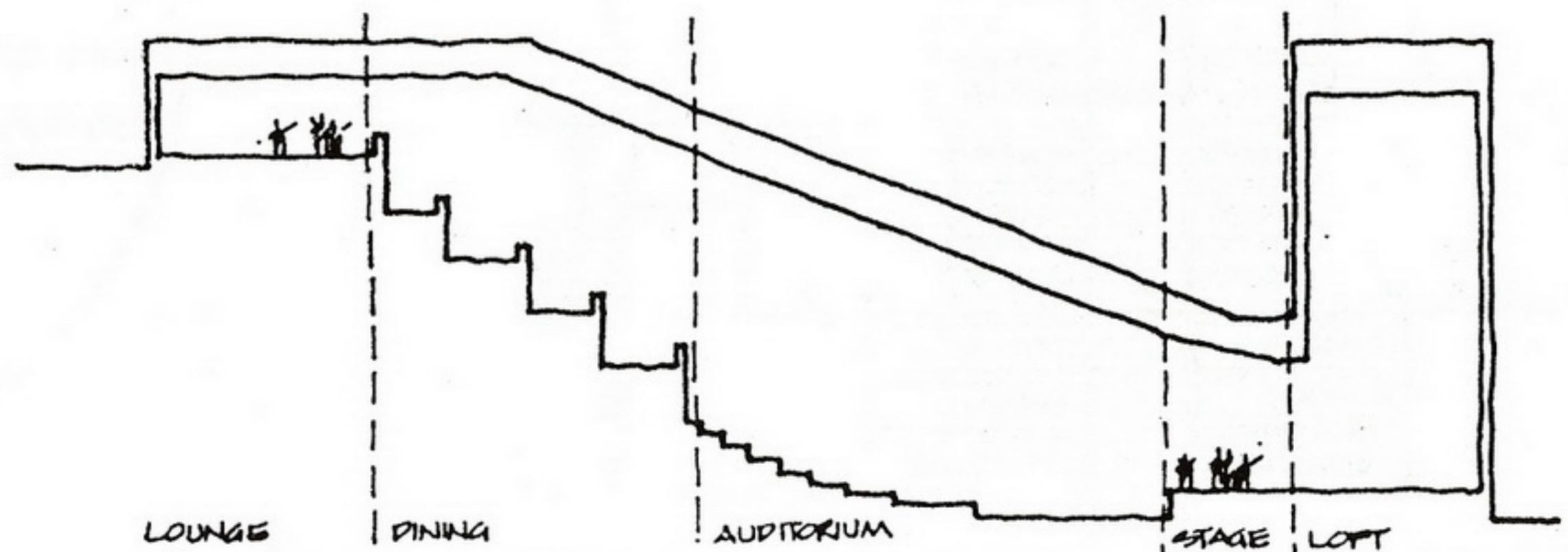


PARKING GARAGE

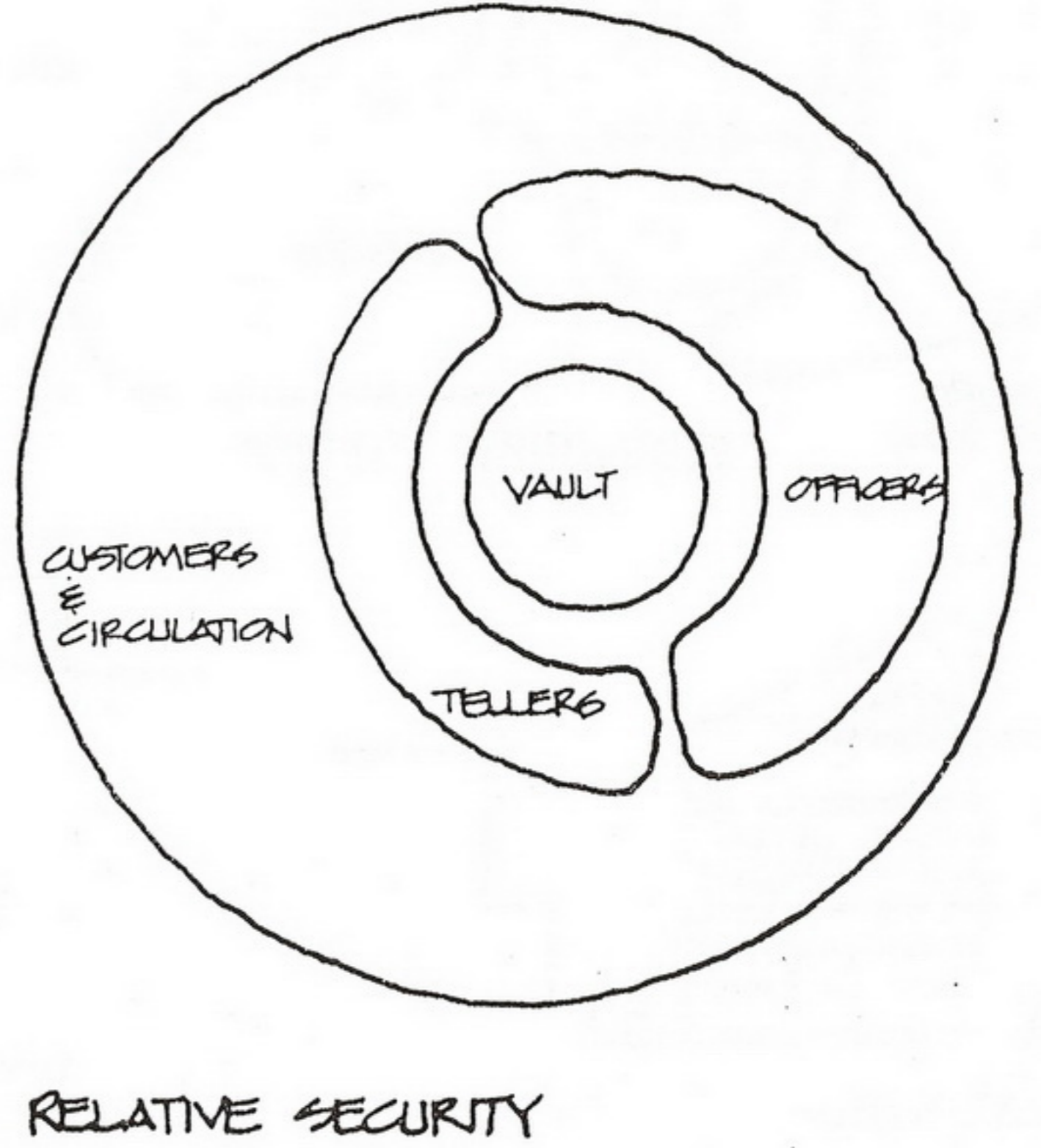
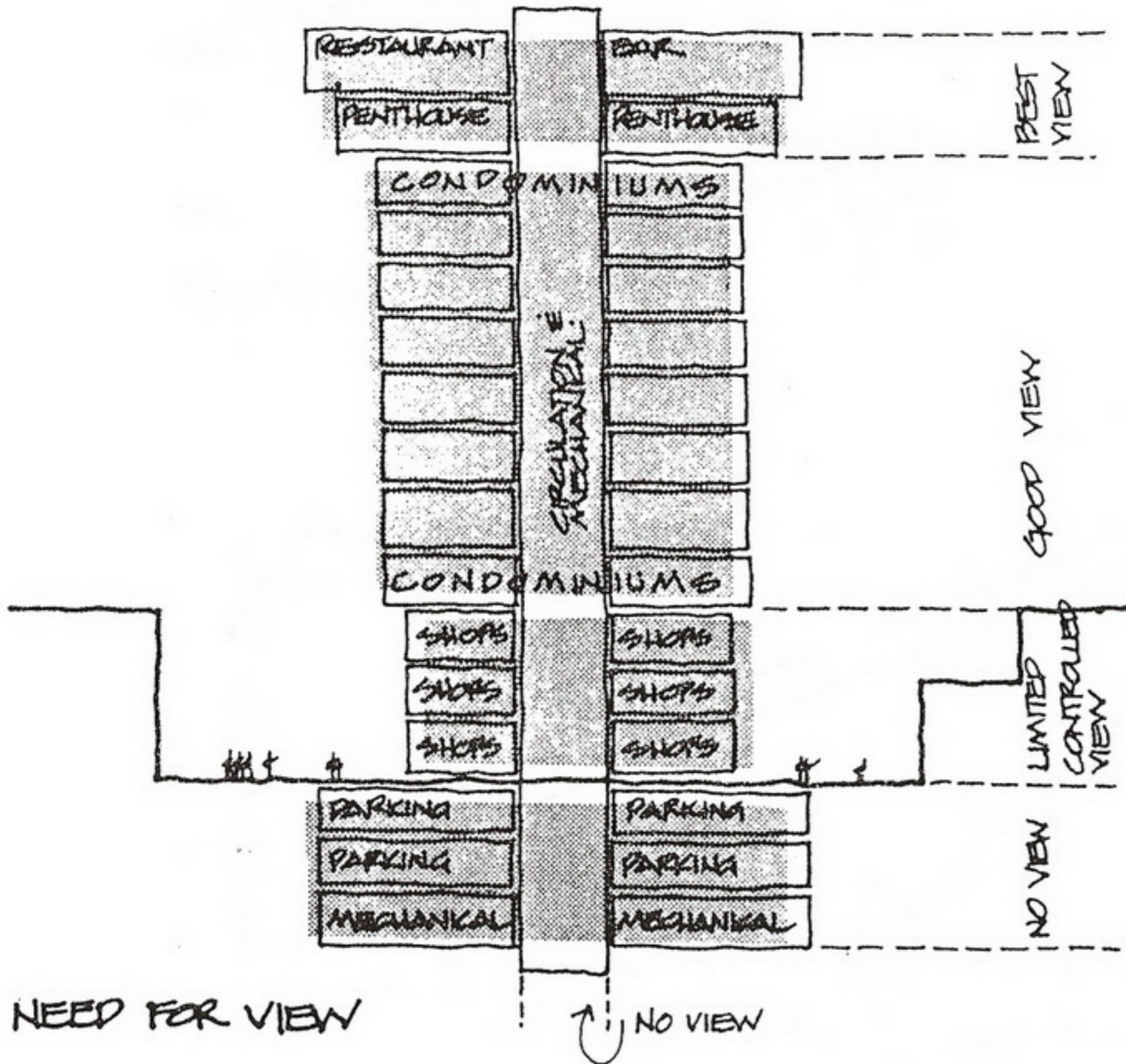
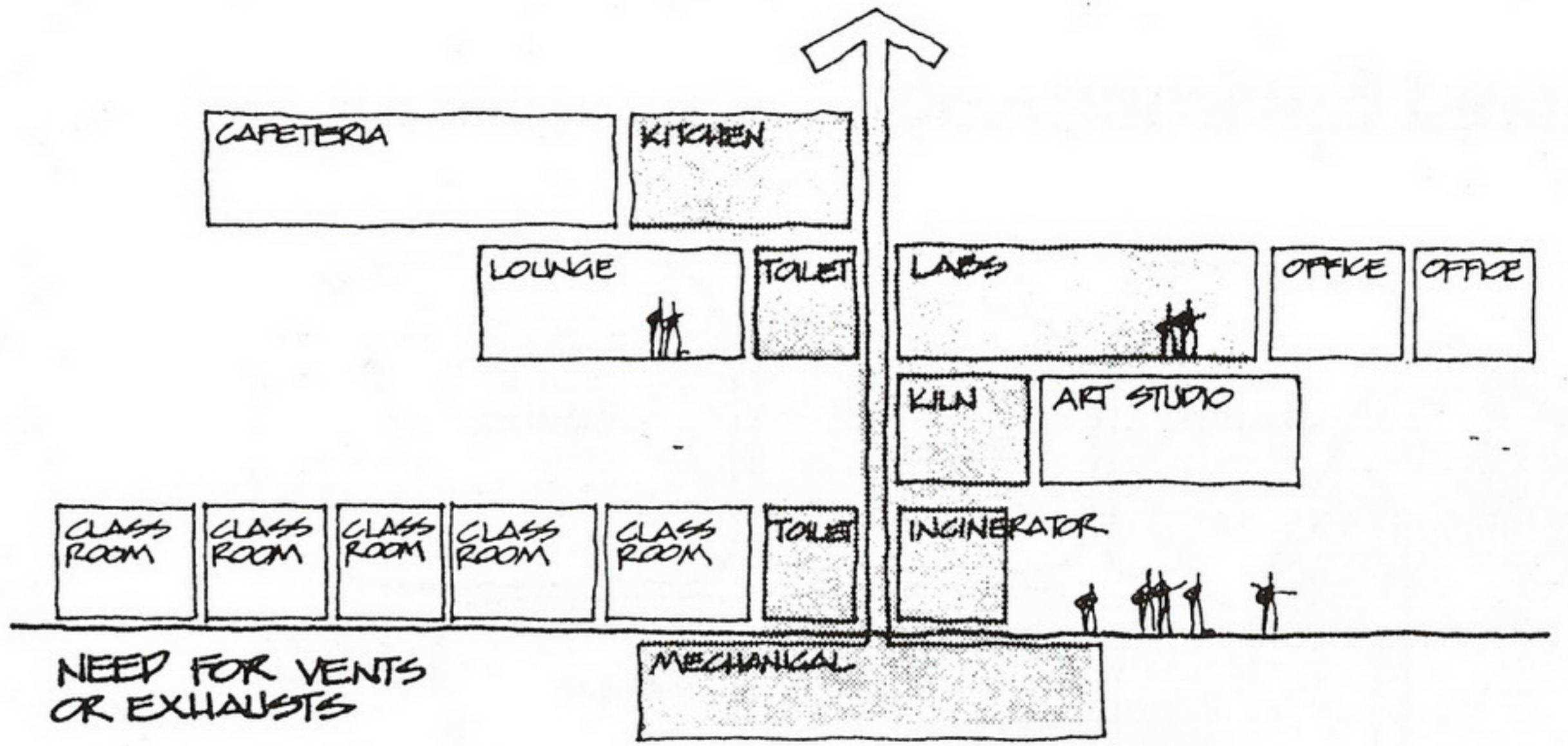
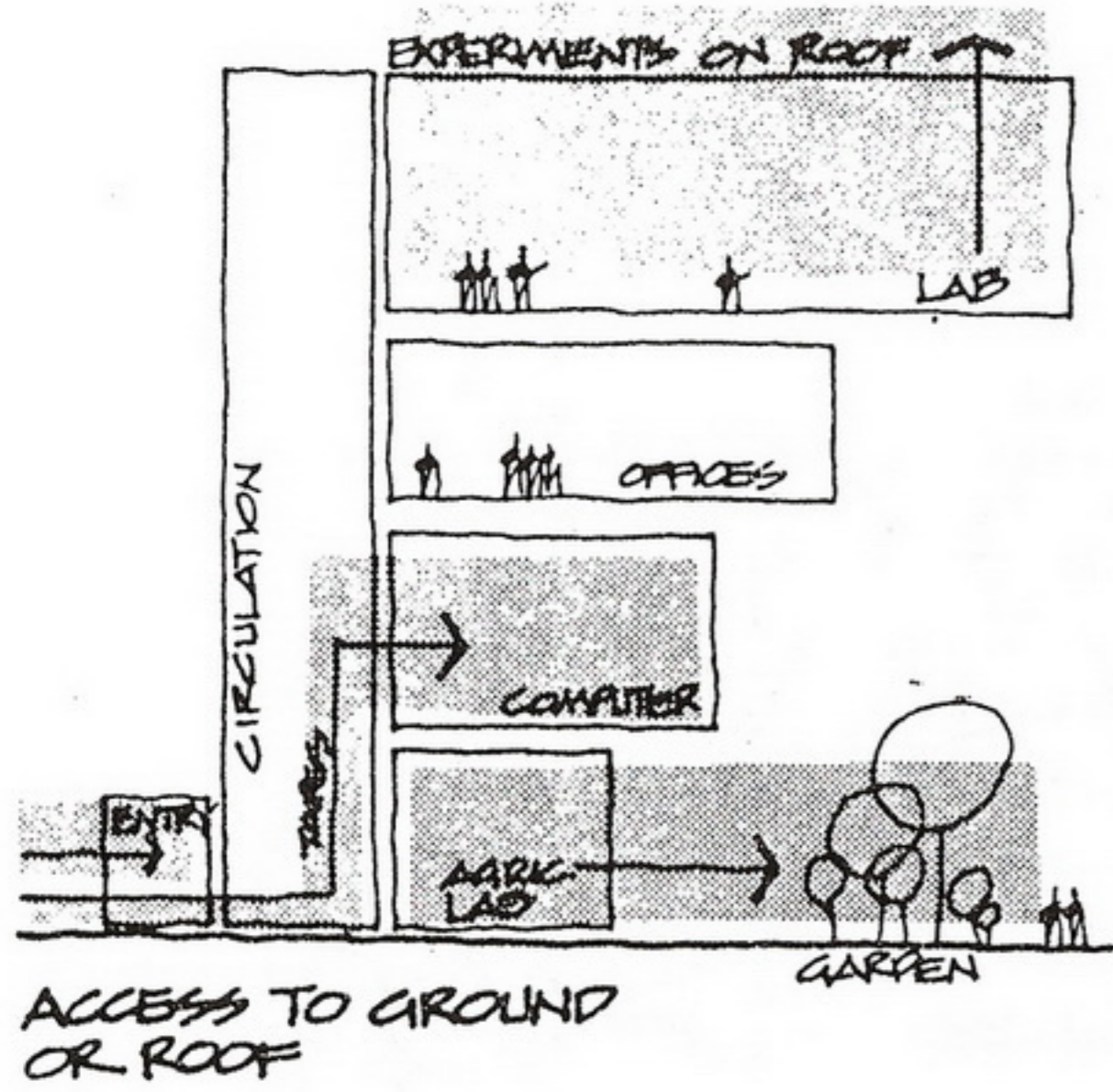
Required Environments

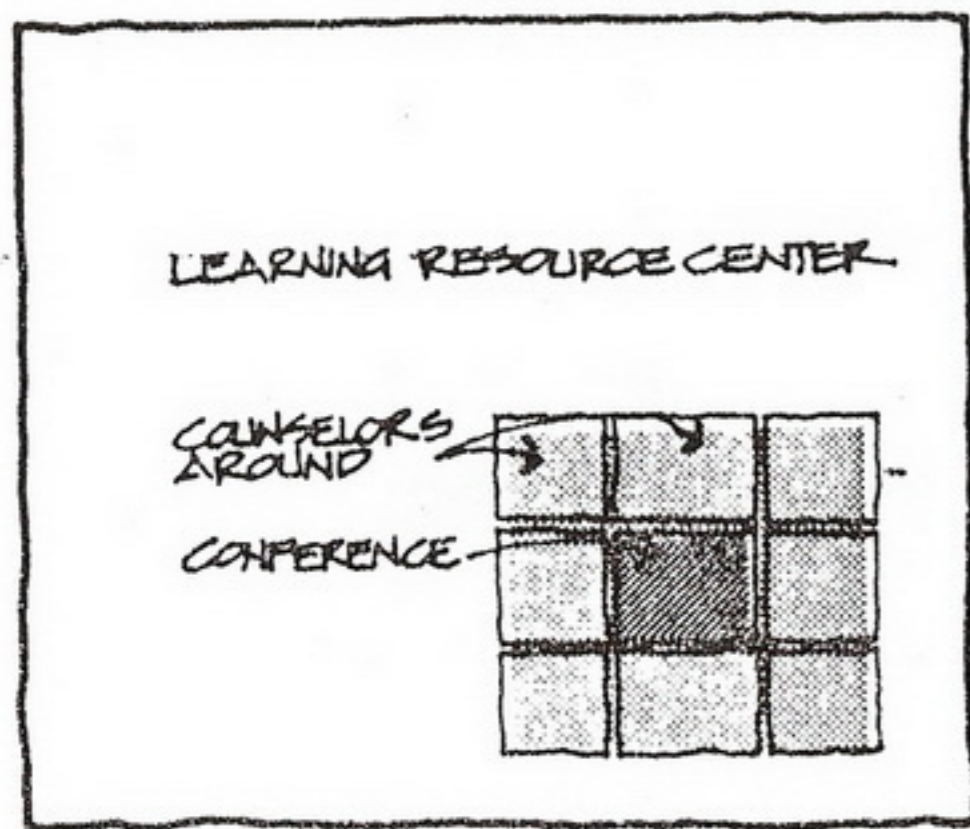


NEED FOR VIEW

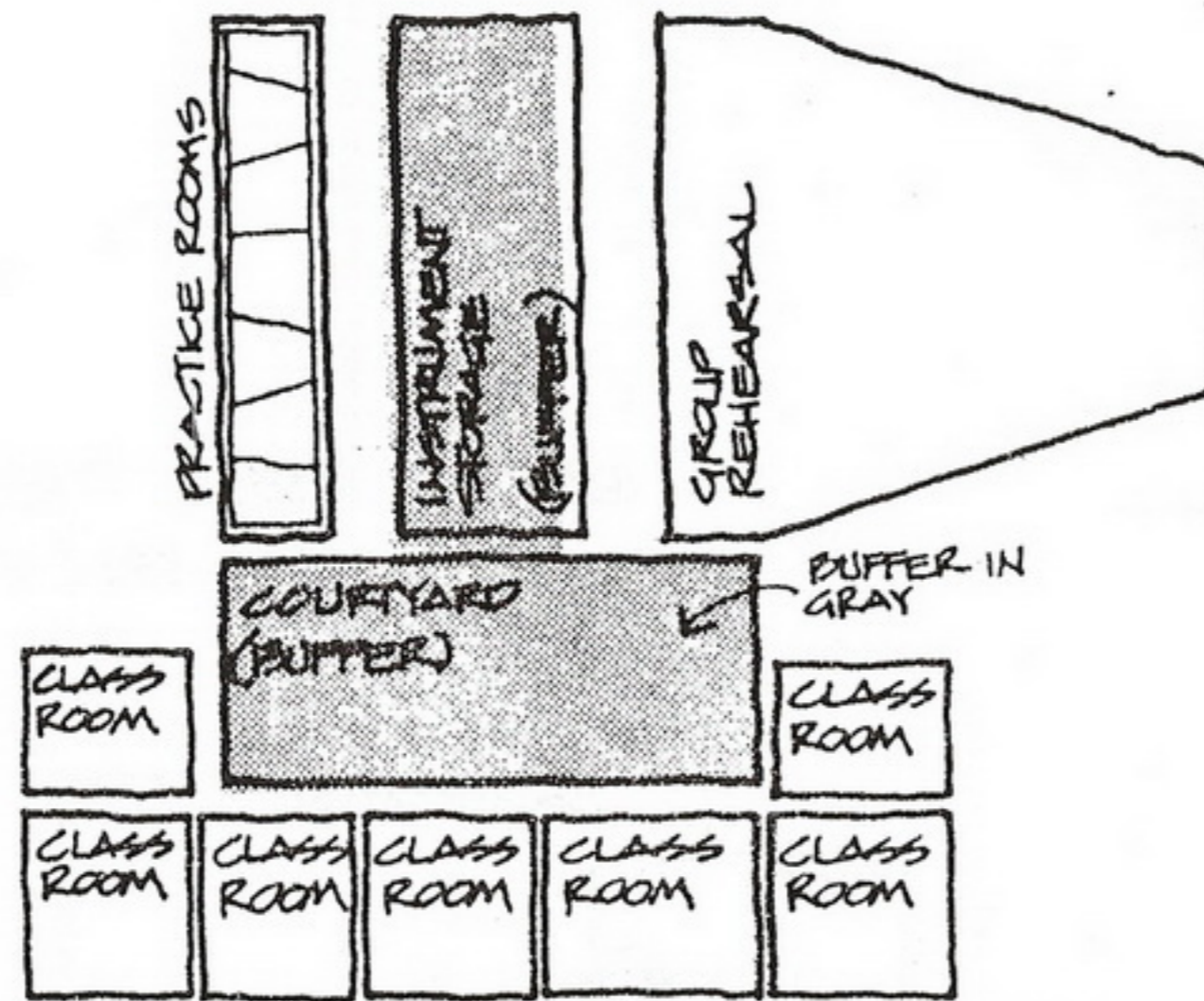


NEED FOR CEILING HEIGHT OR SHAPE

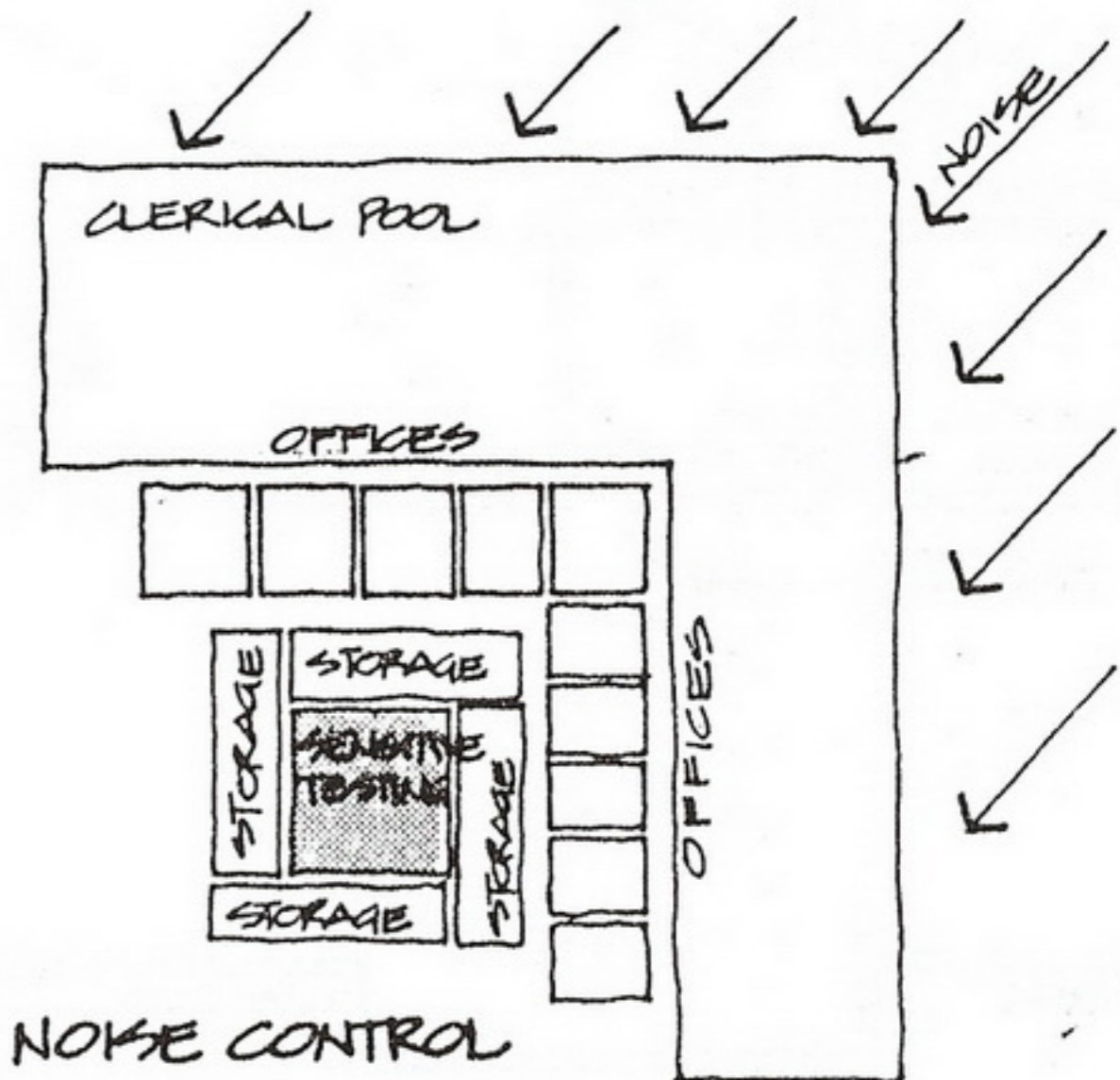




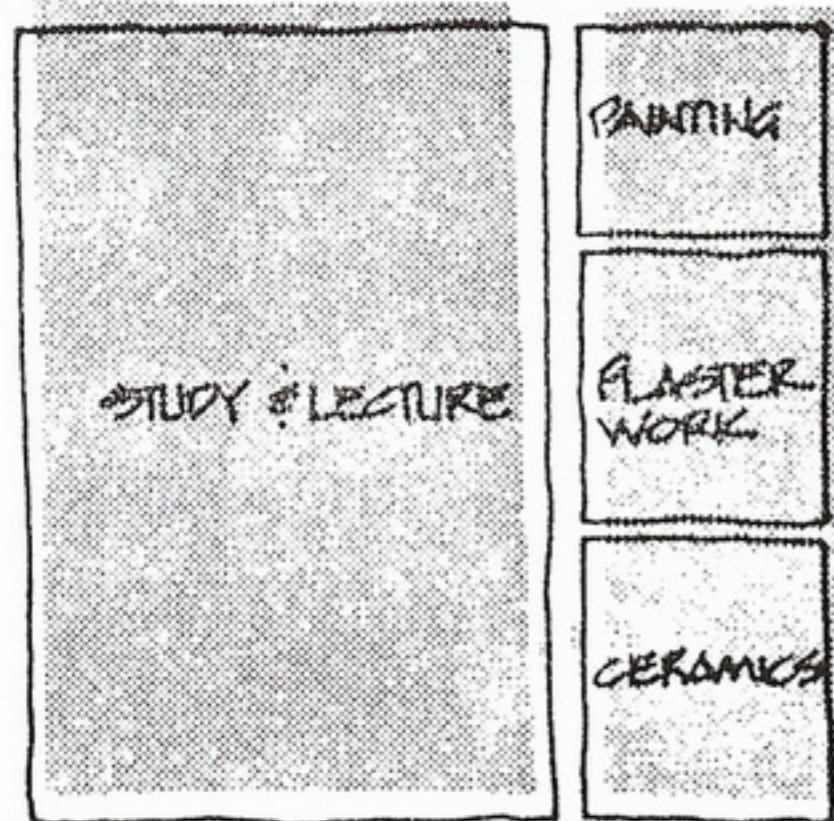
NEED FOR VISUAL & SOUND PRIVACY



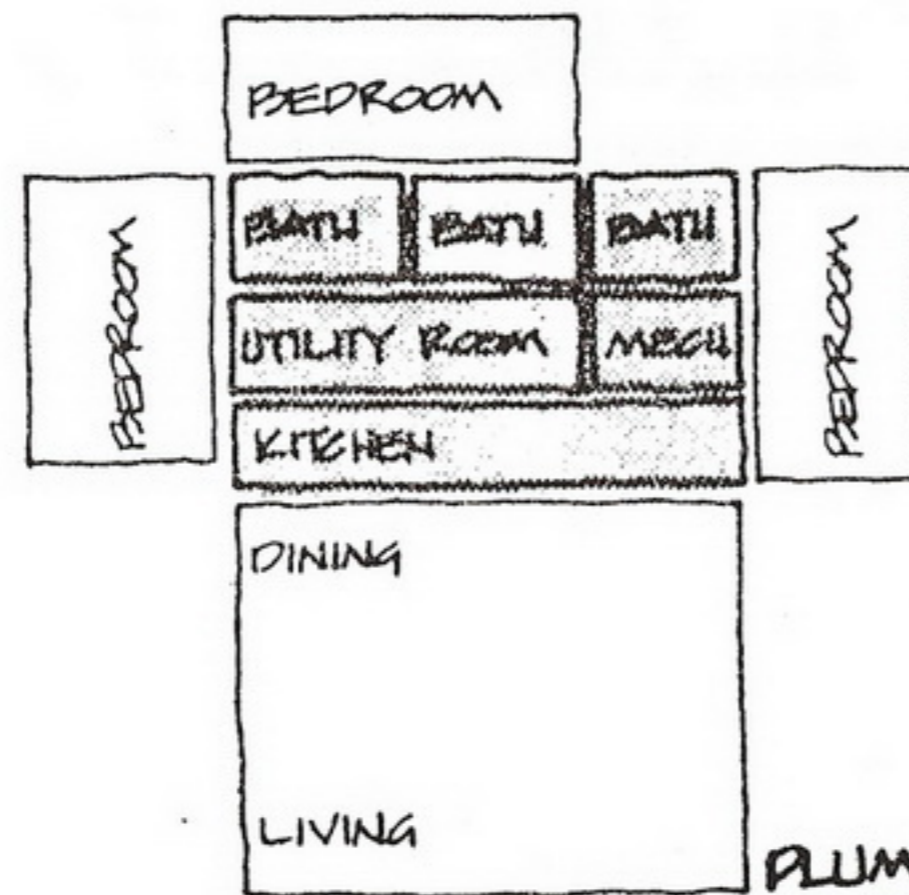
NEED FOR ACOUSTIC CONTROL



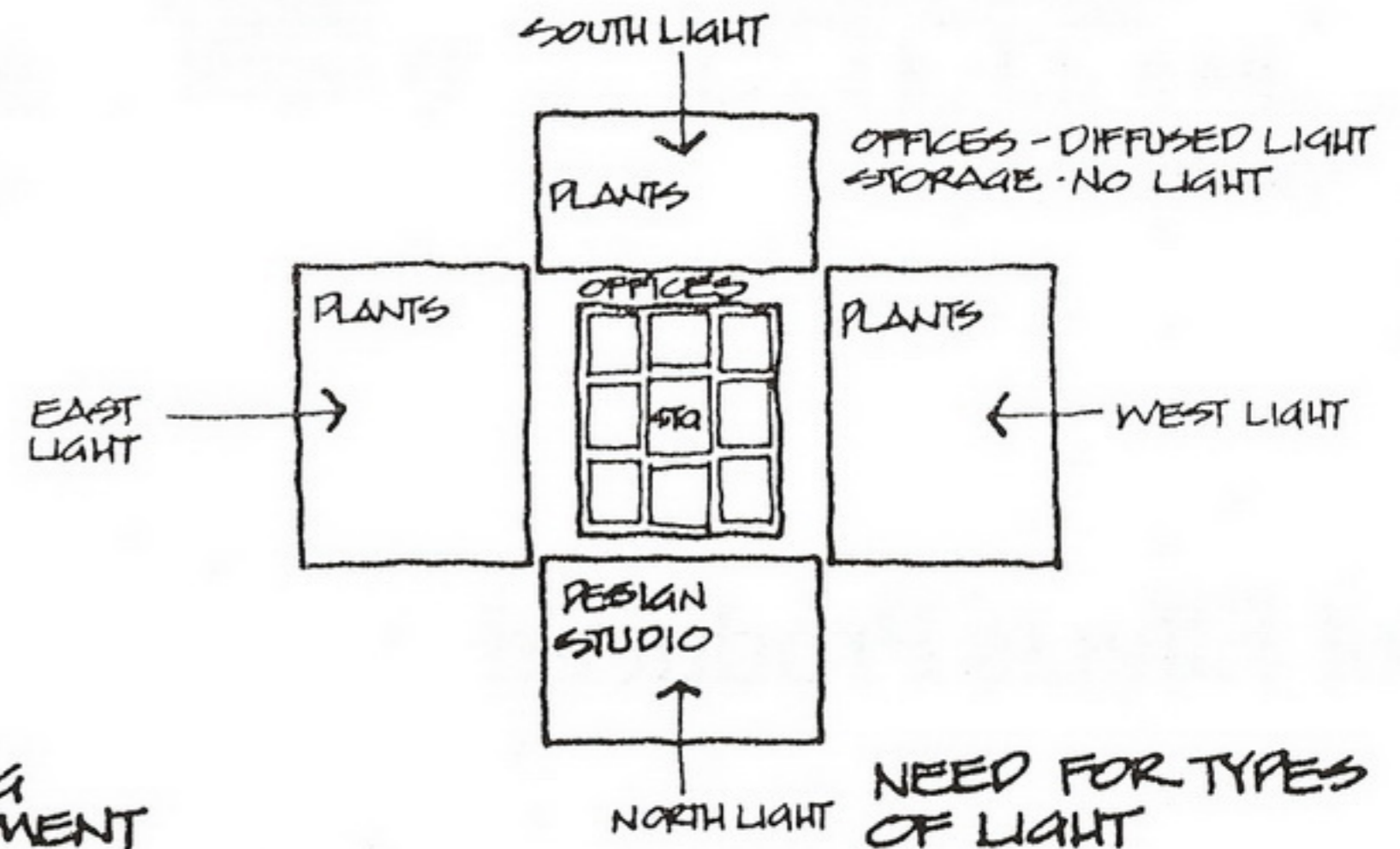
NOISE CONTROL



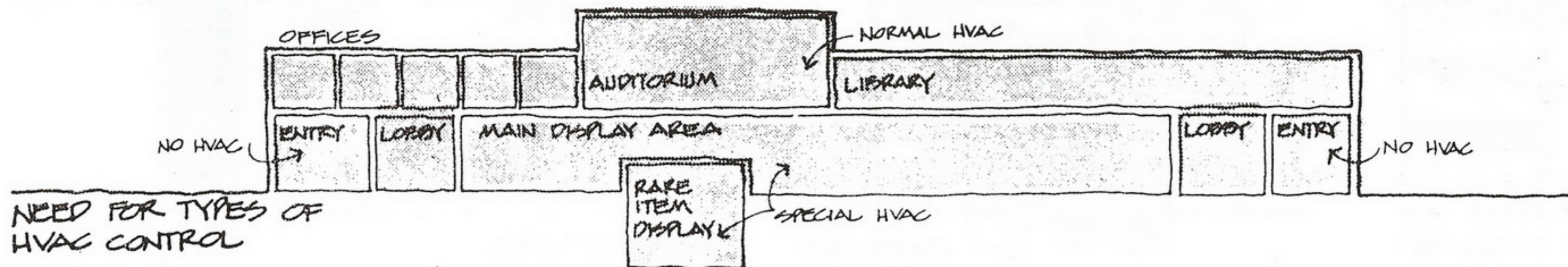
RELATIVE MAINTENANCE NEEDED



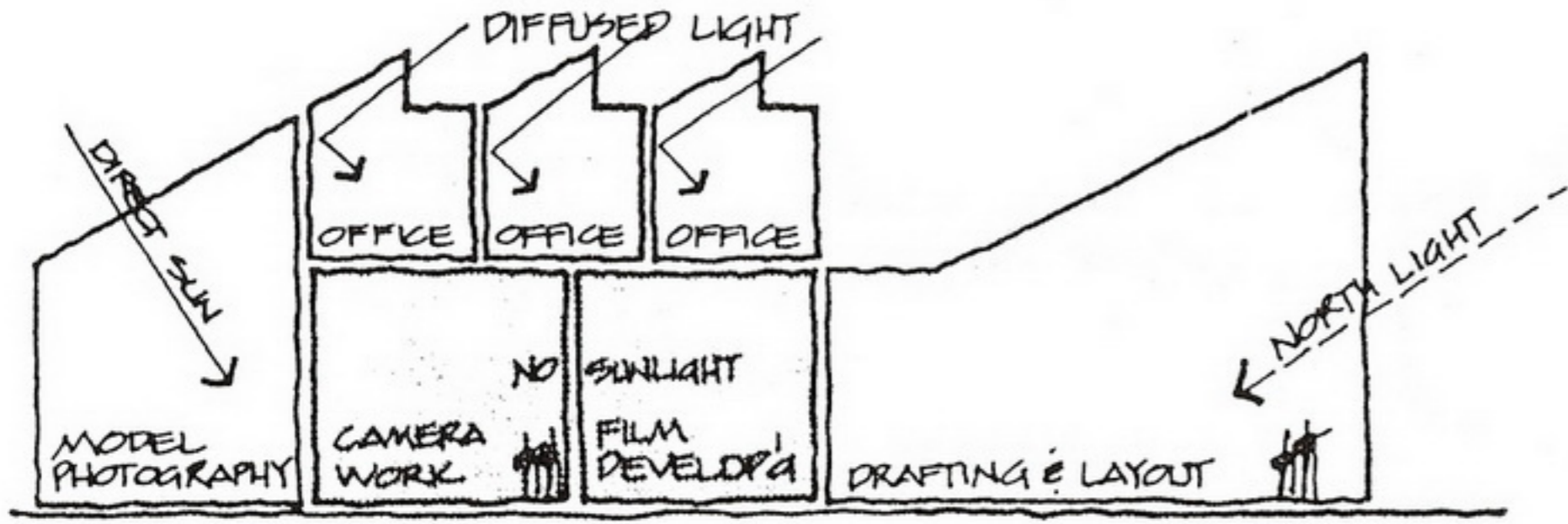
PLUMBING INVOLVEMENT



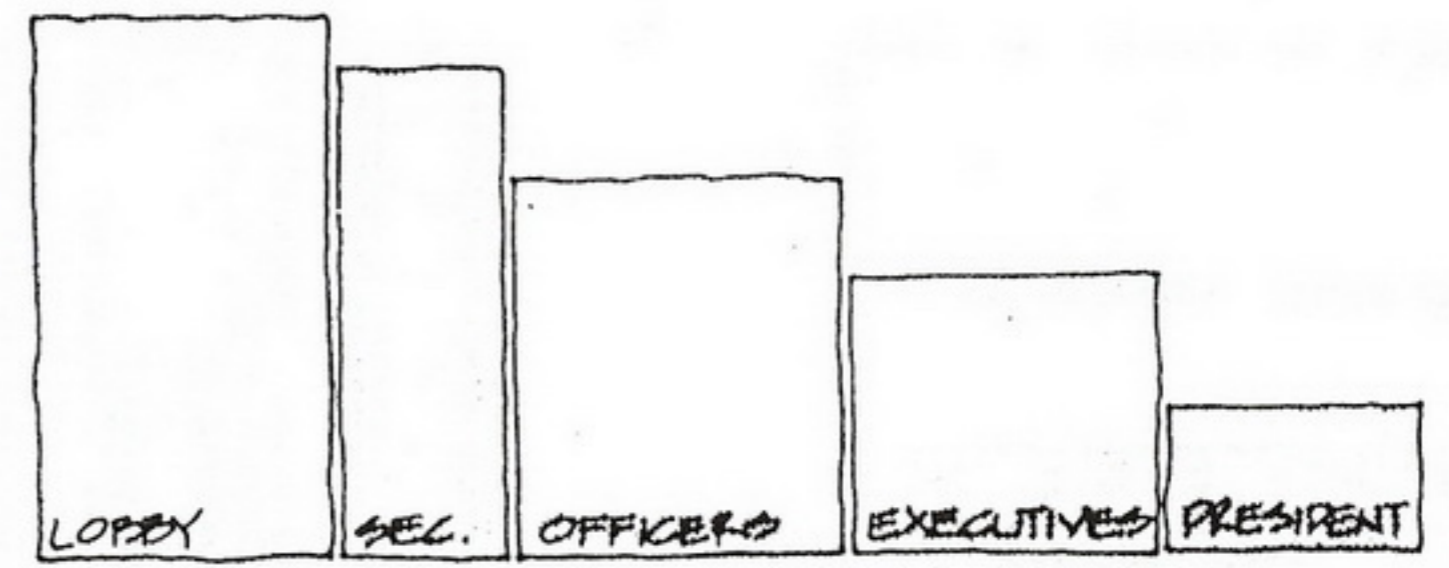
NEED FOR TYPES OF LIGHT



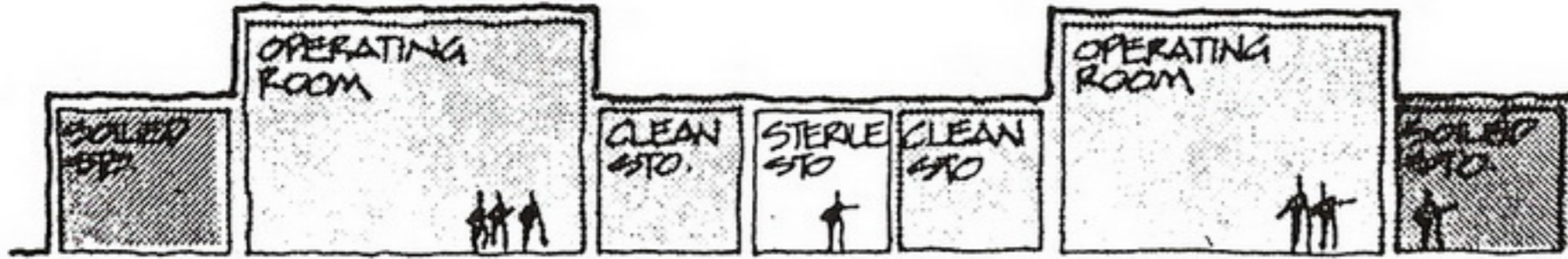
NEED FOR TYPES OF HVAC CONTROL



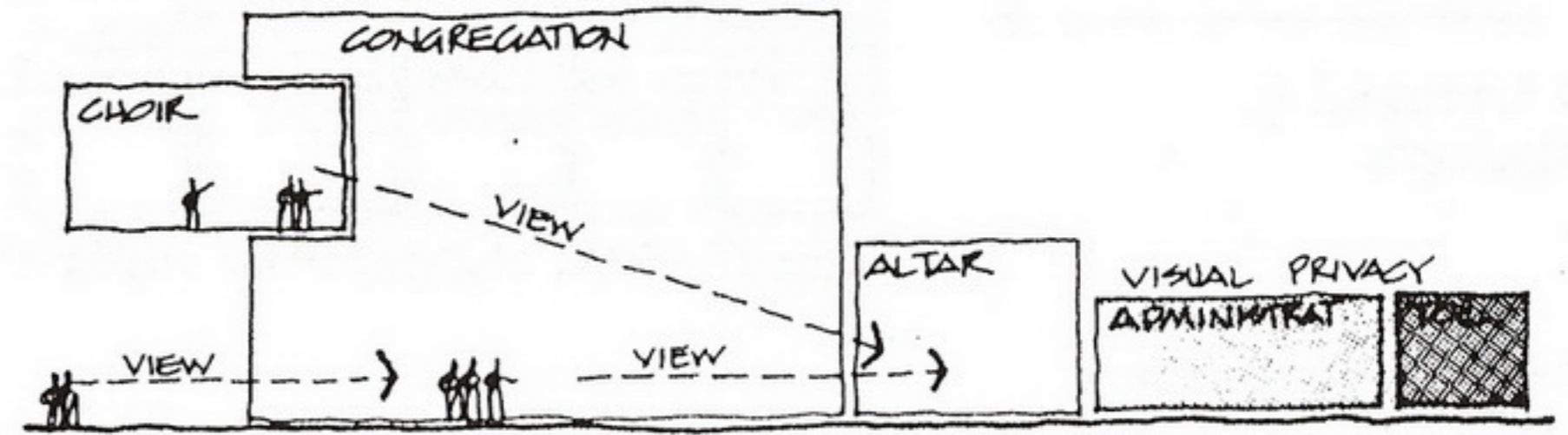
TYPES OF NATURAL LIGHT



DEGREES OF PRIVACY

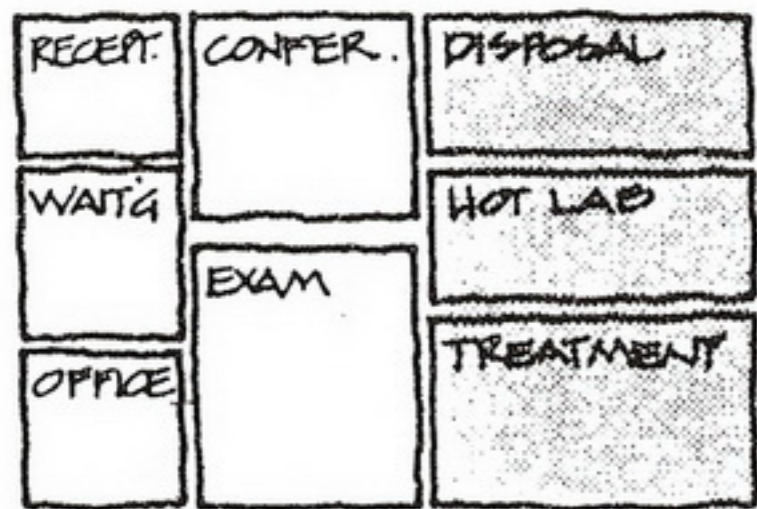


RELATIVE CONTAMINATION

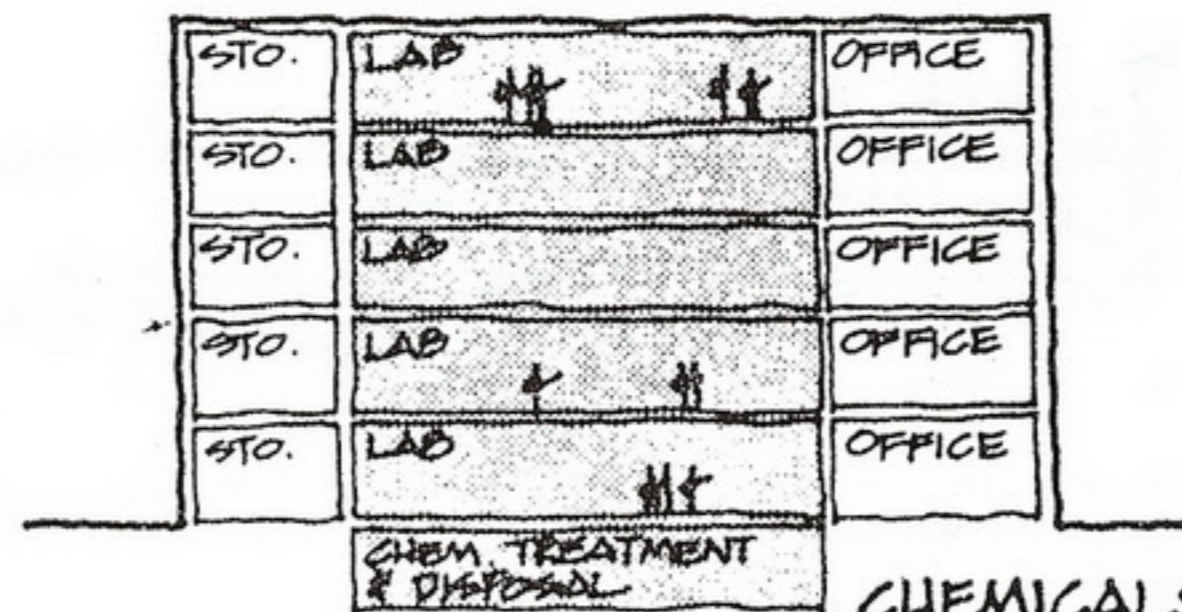


RELATIVE VISUAL ACCESS

Types of Effects Produced



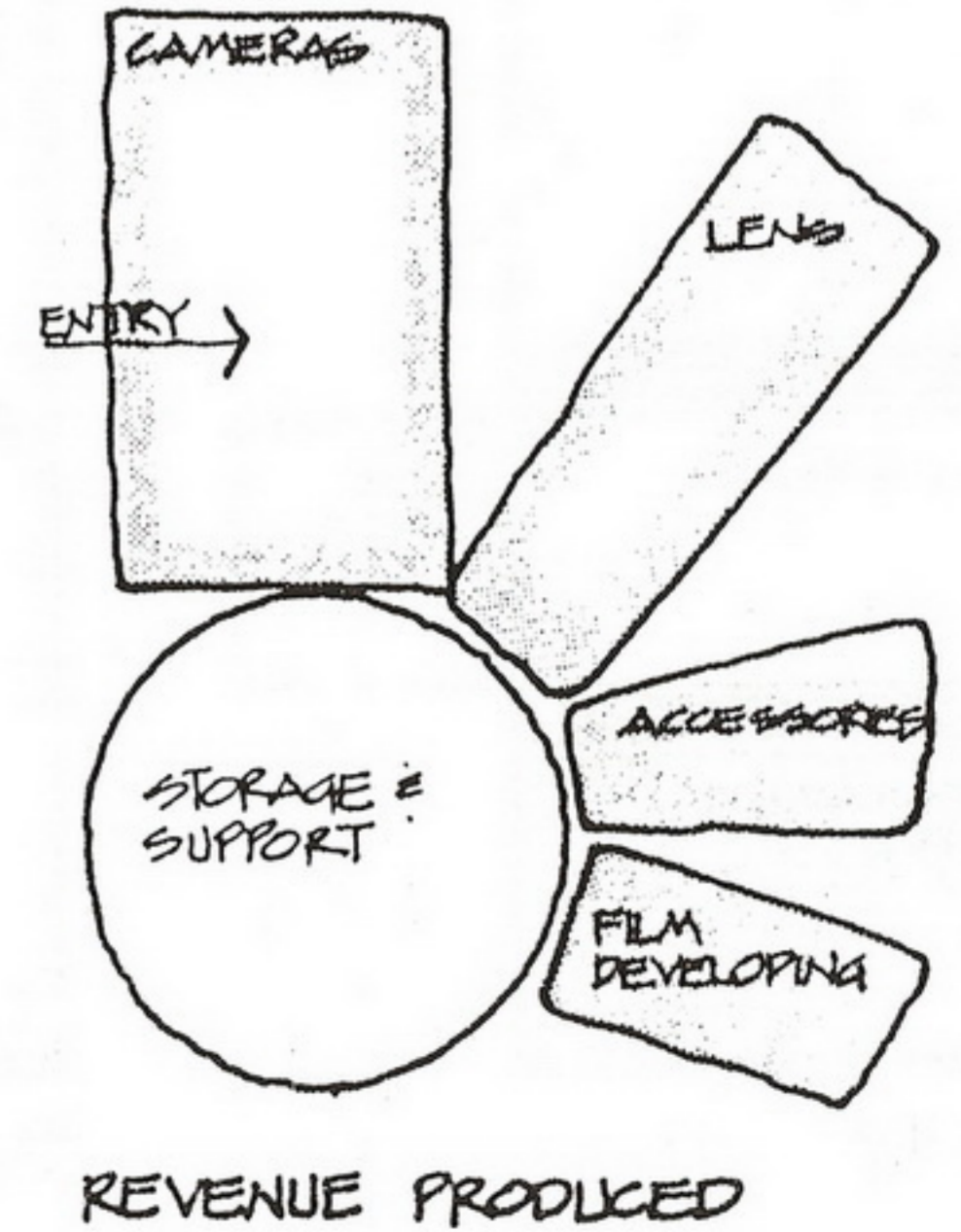
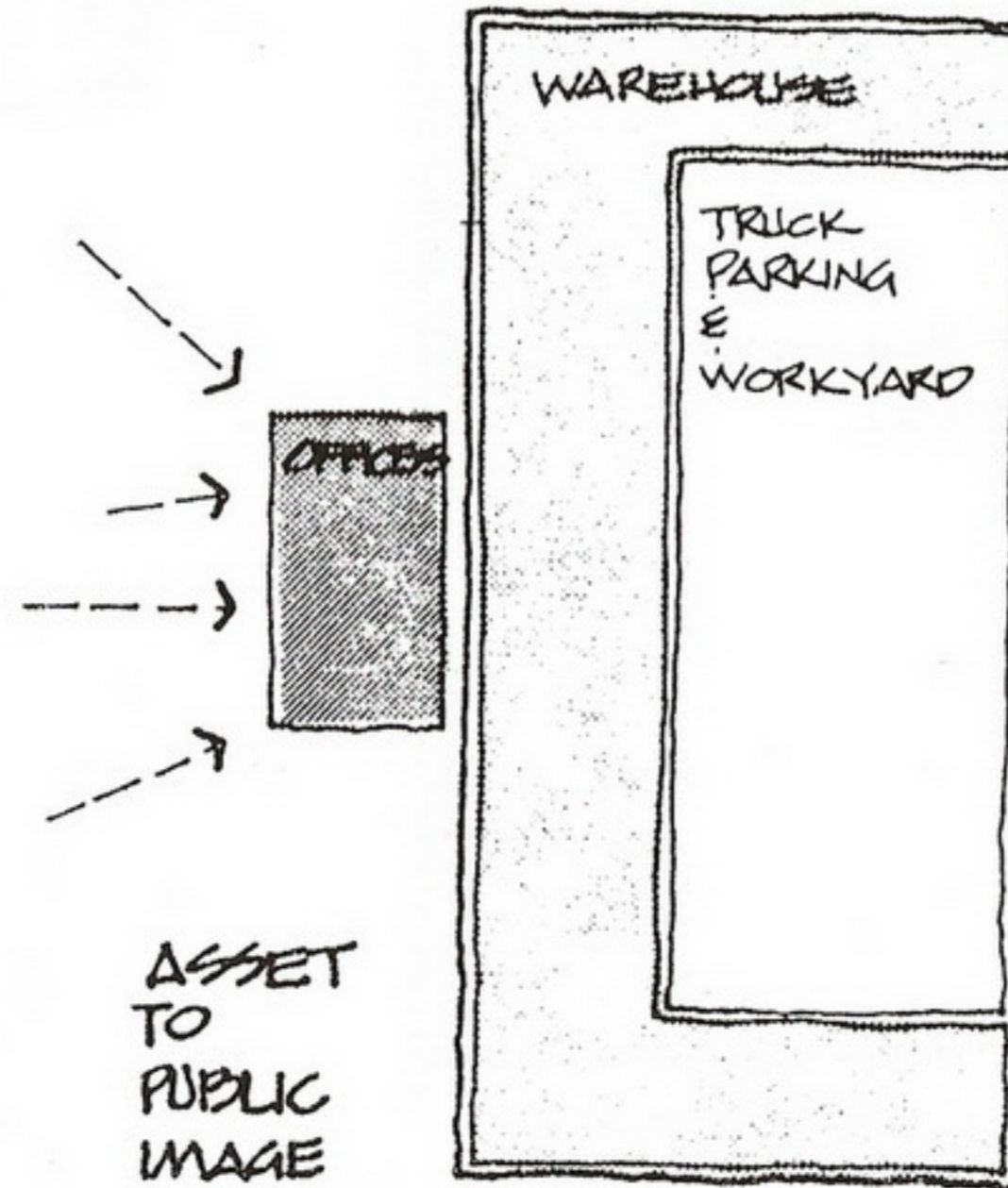
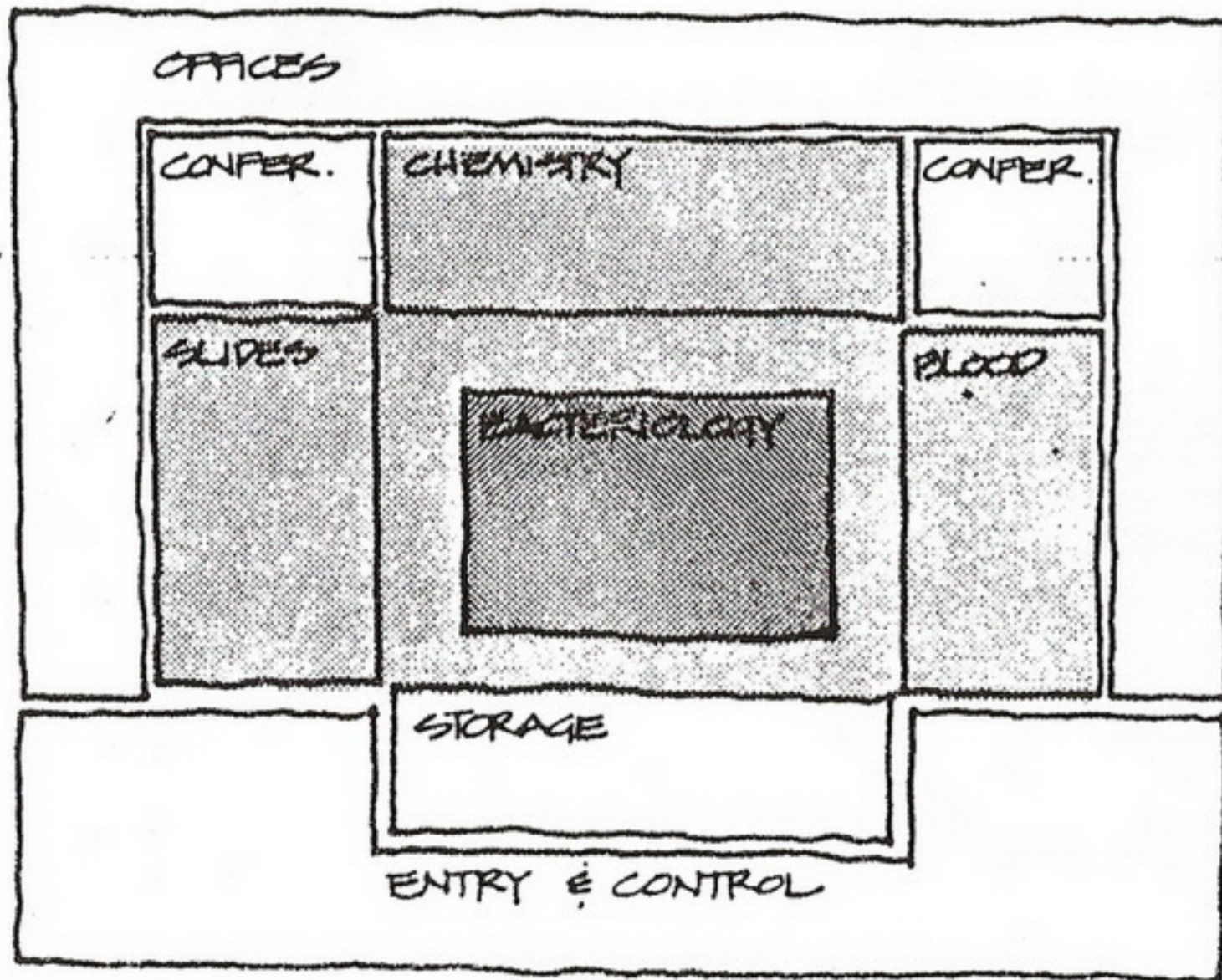
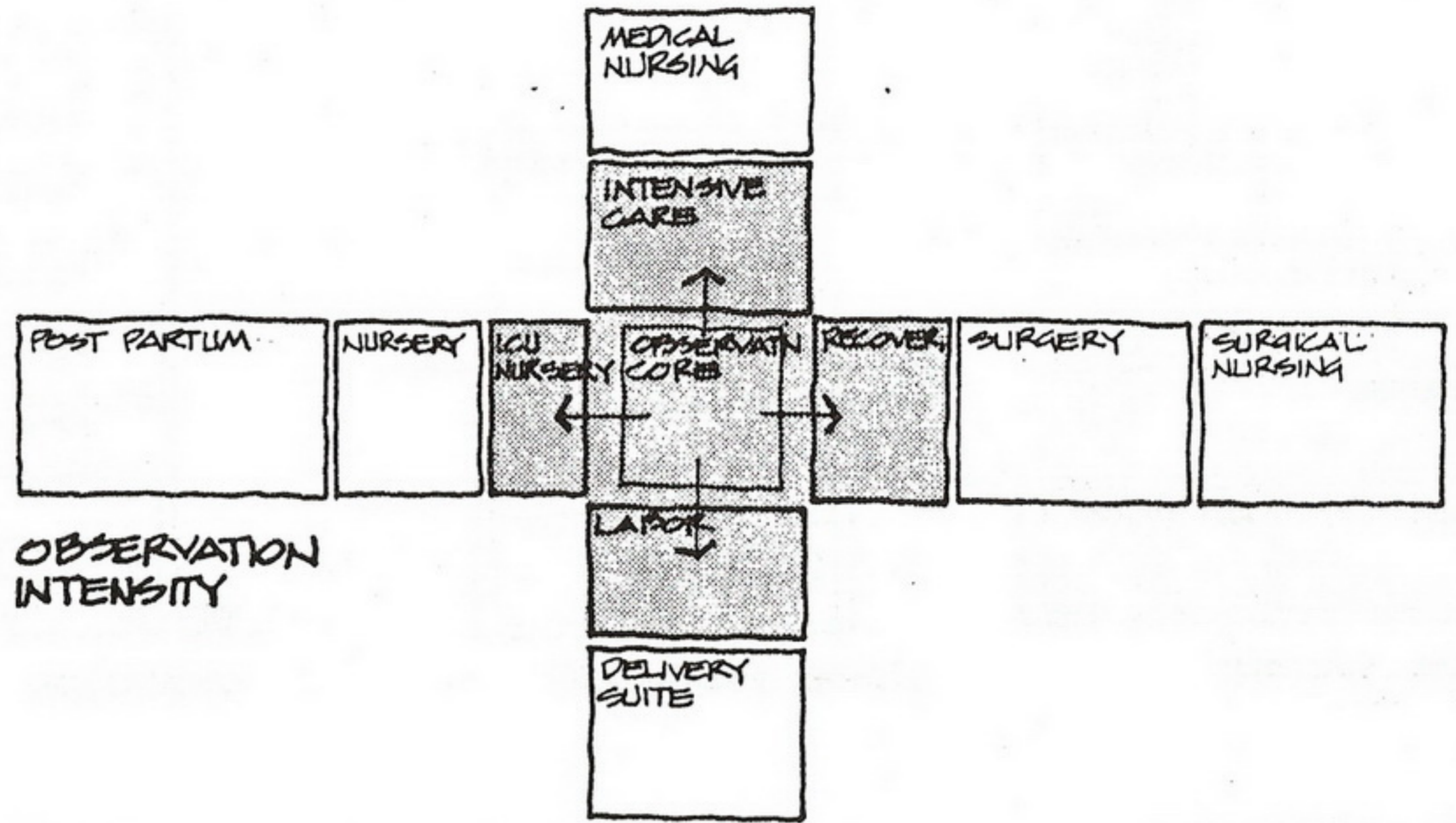
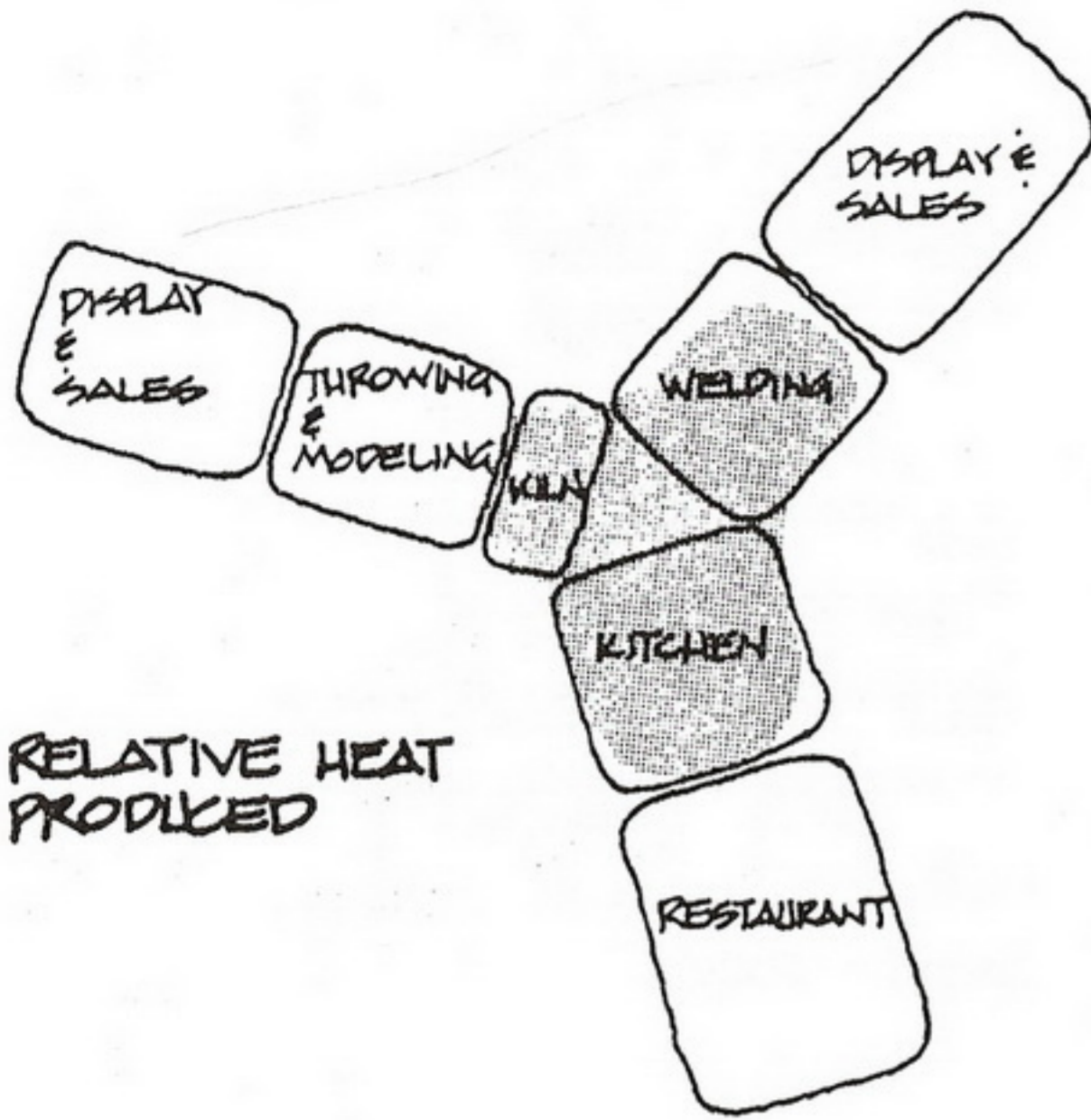
RADIATION PRODUCED

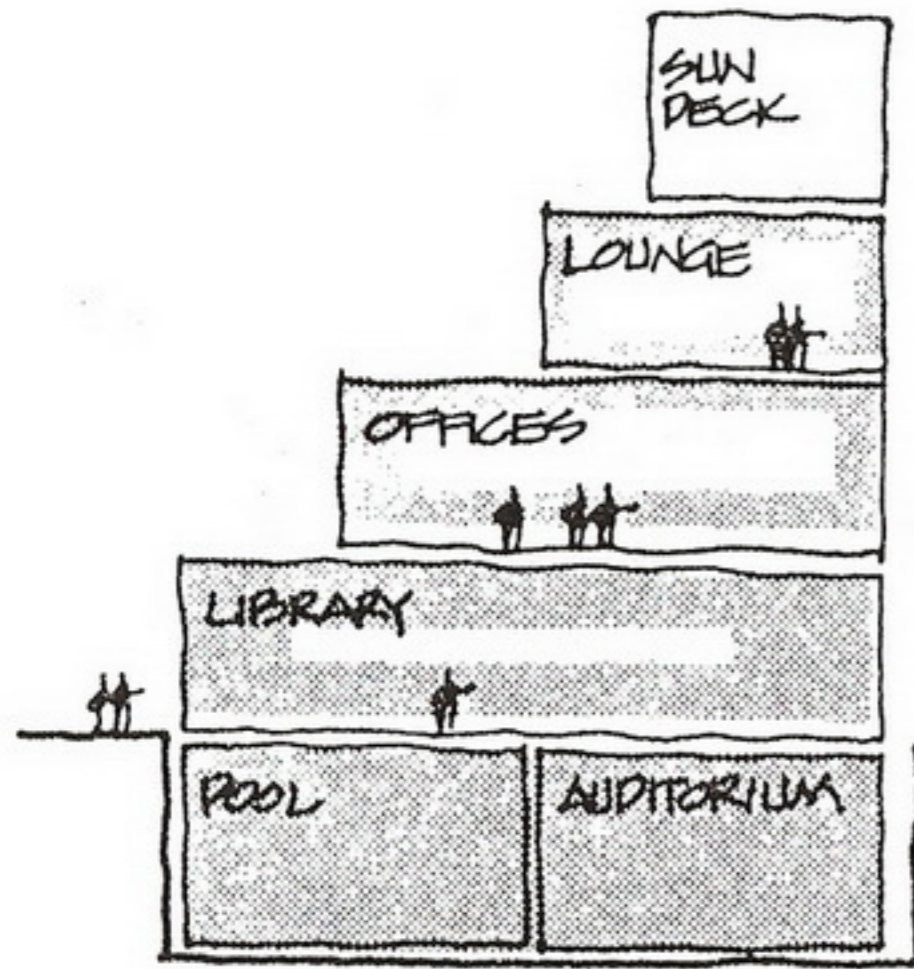


CHEMICALS

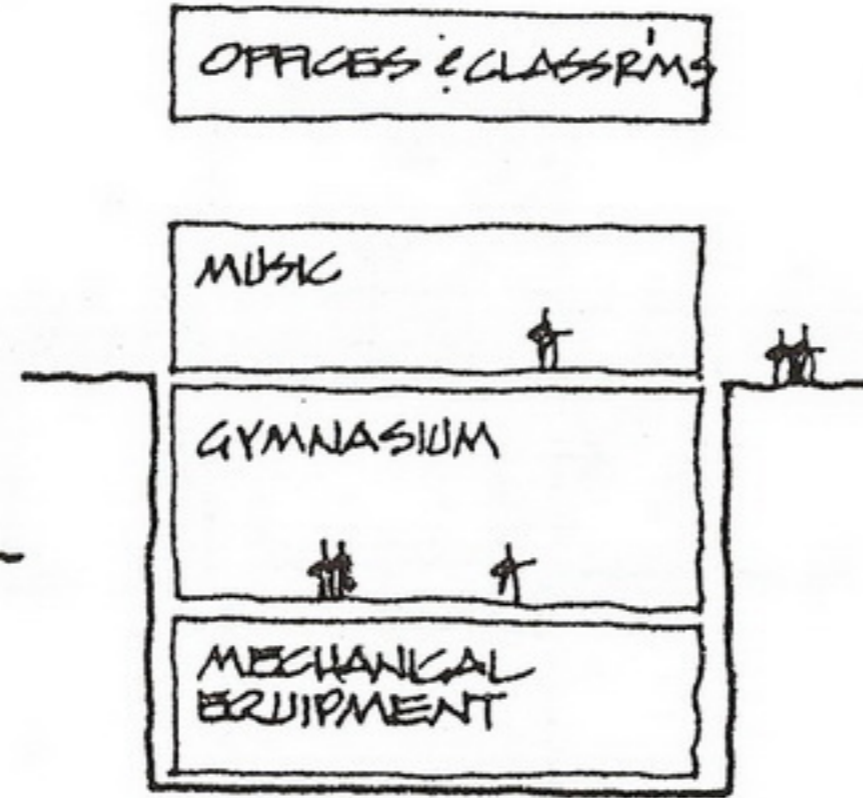


SMOKE & FUMES

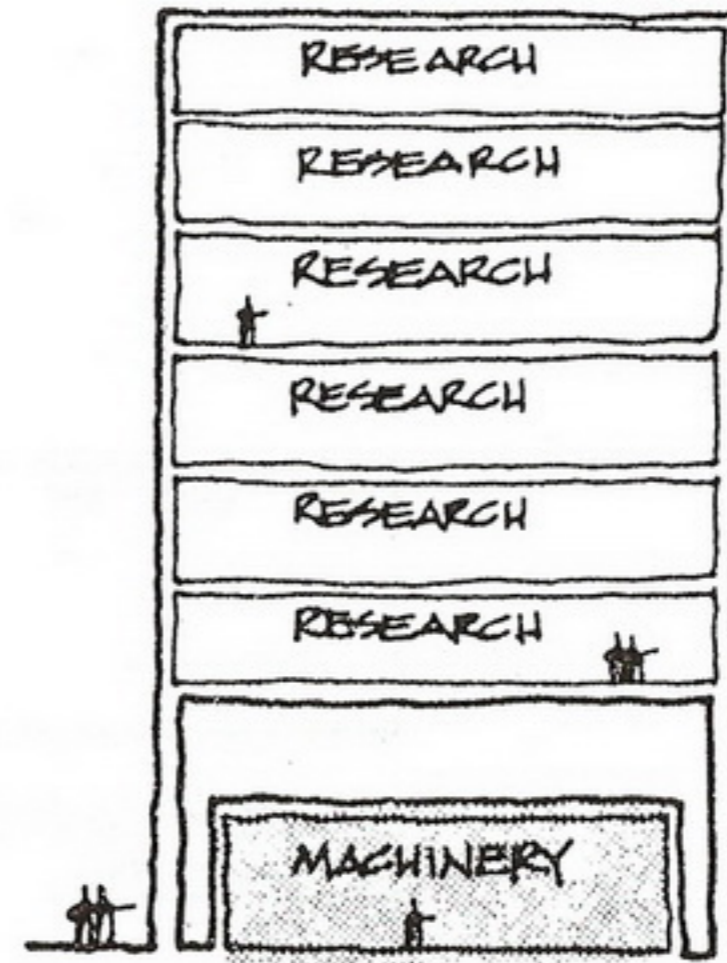




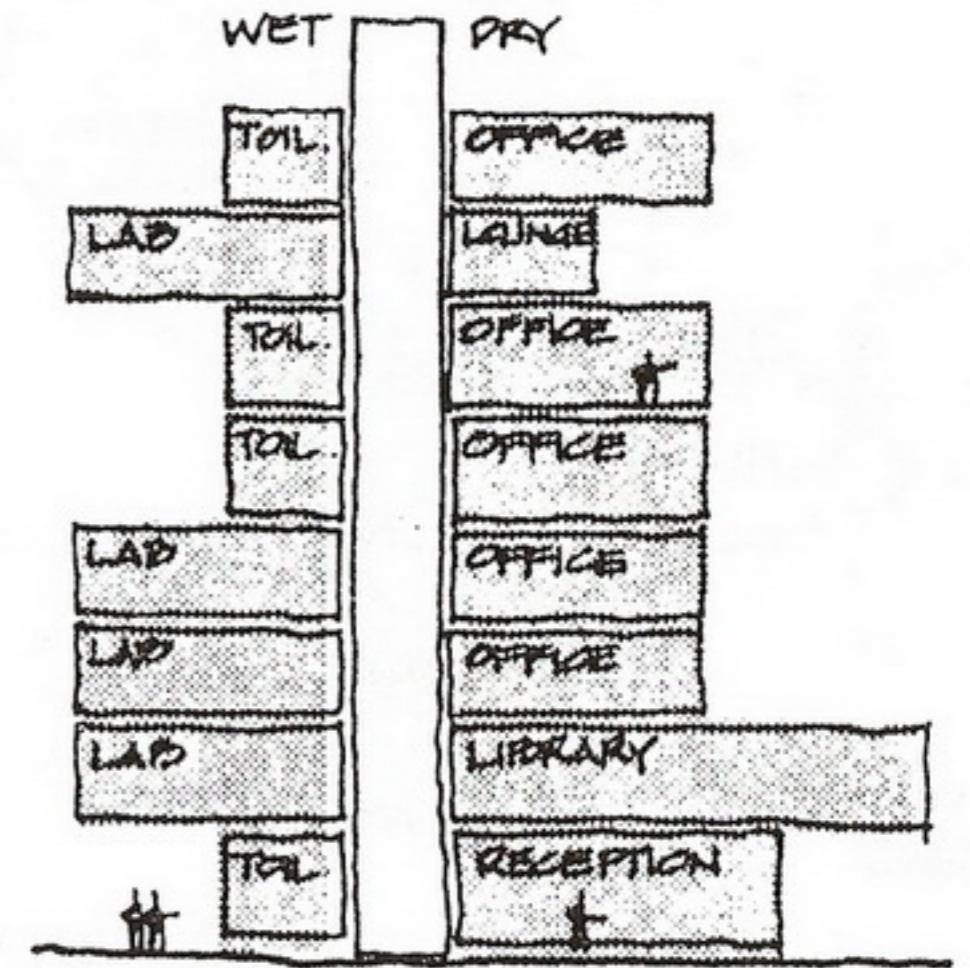
RELATIVE WEIGHT



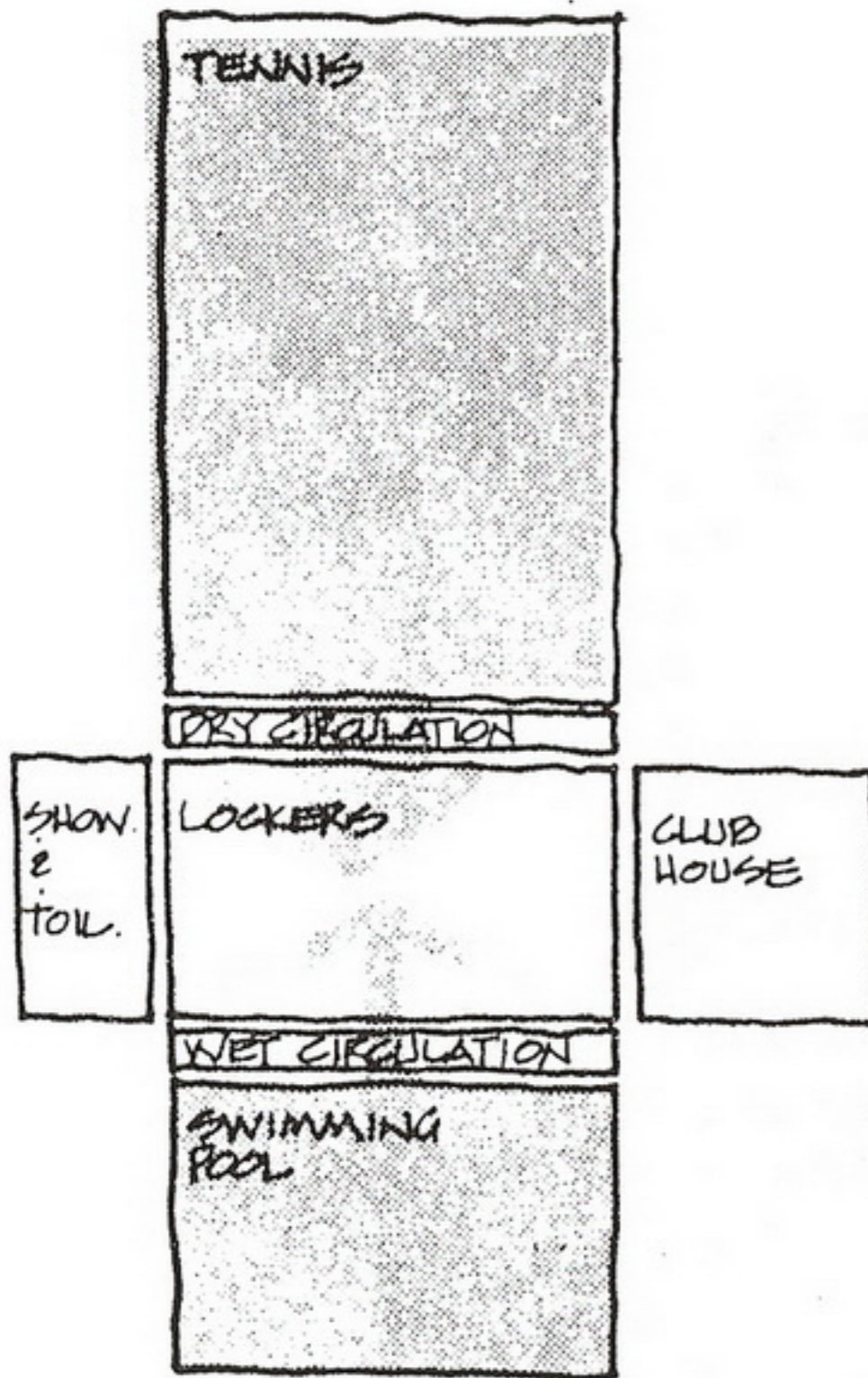
NOISE PRODUCED



VIBRATION



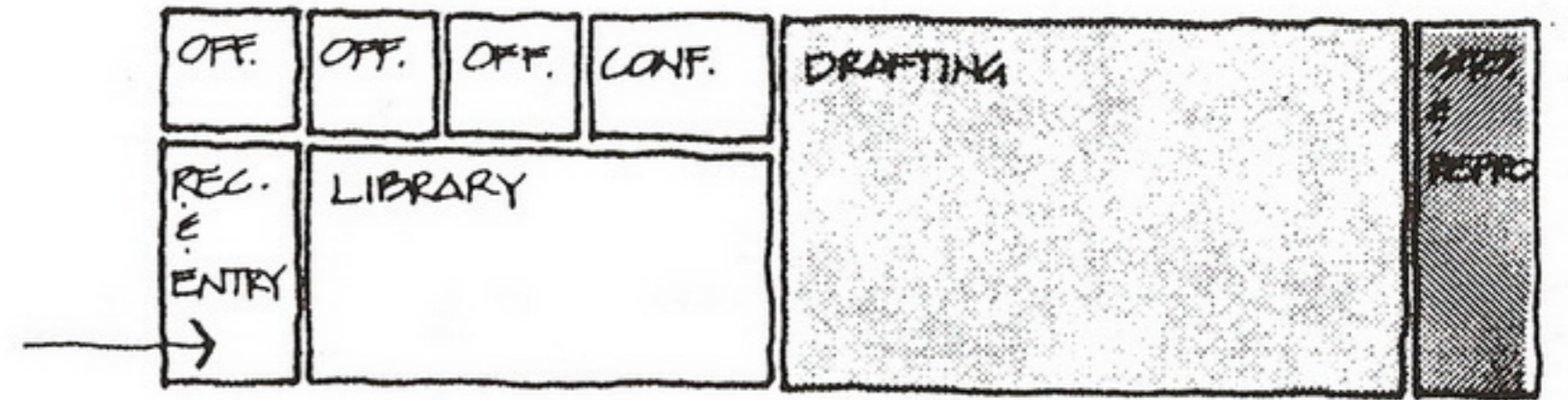
WET - DRY



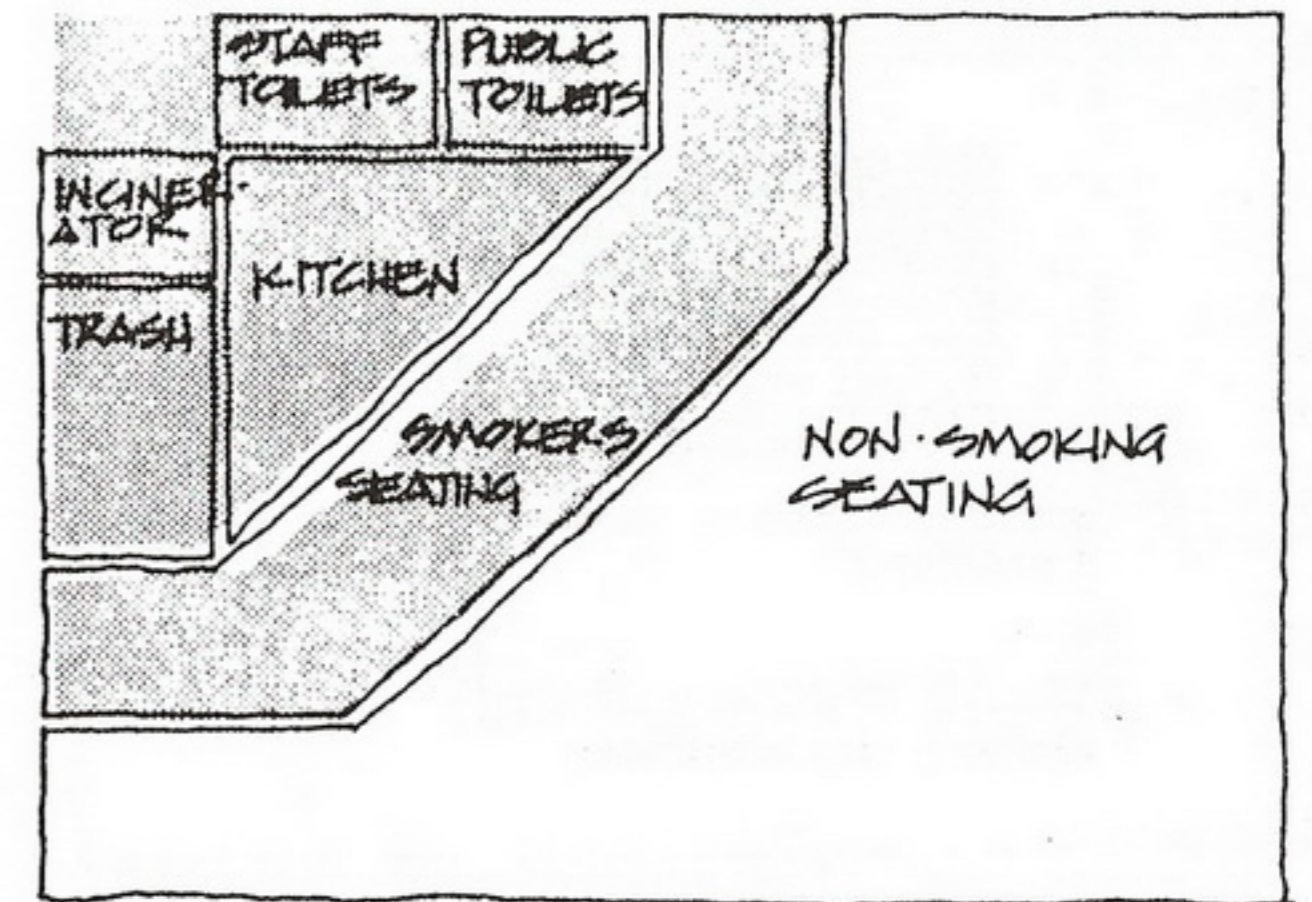
WET - DRY



TRASH PRODUCTION

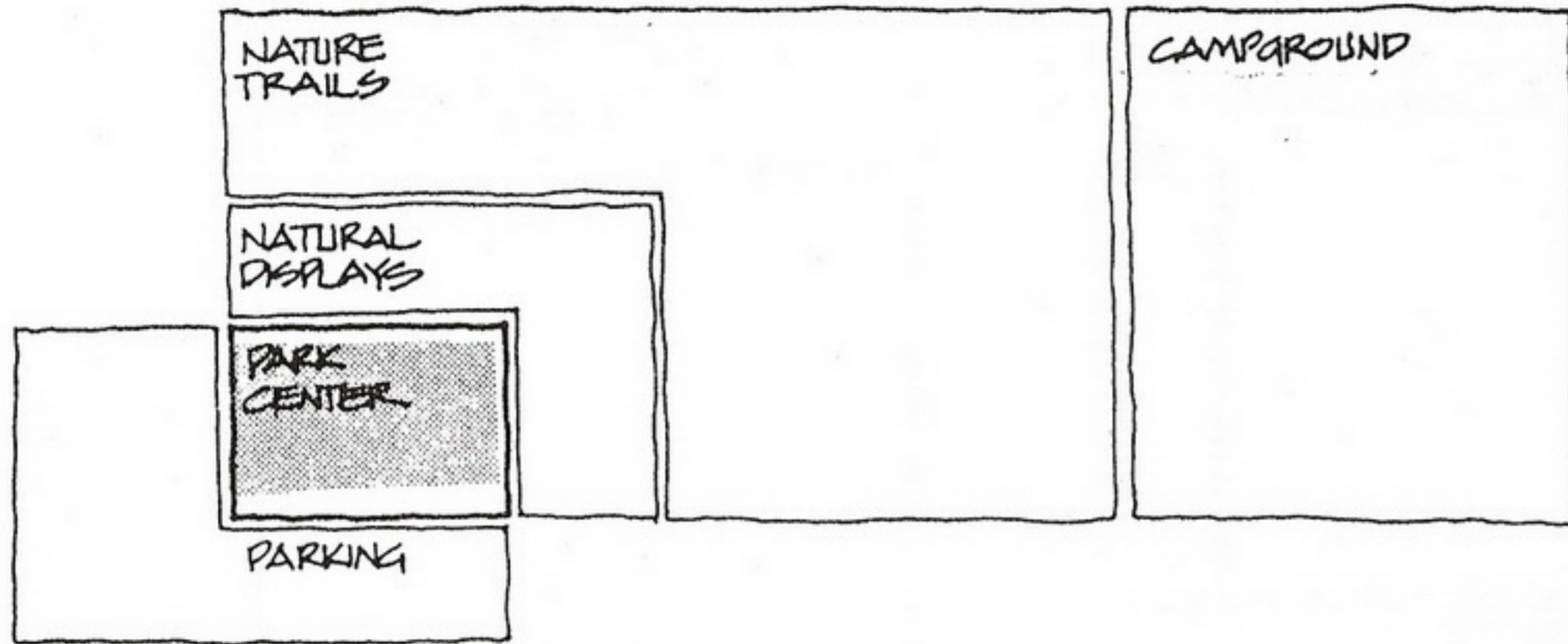


RELATIVE VISUAL CLUTTER

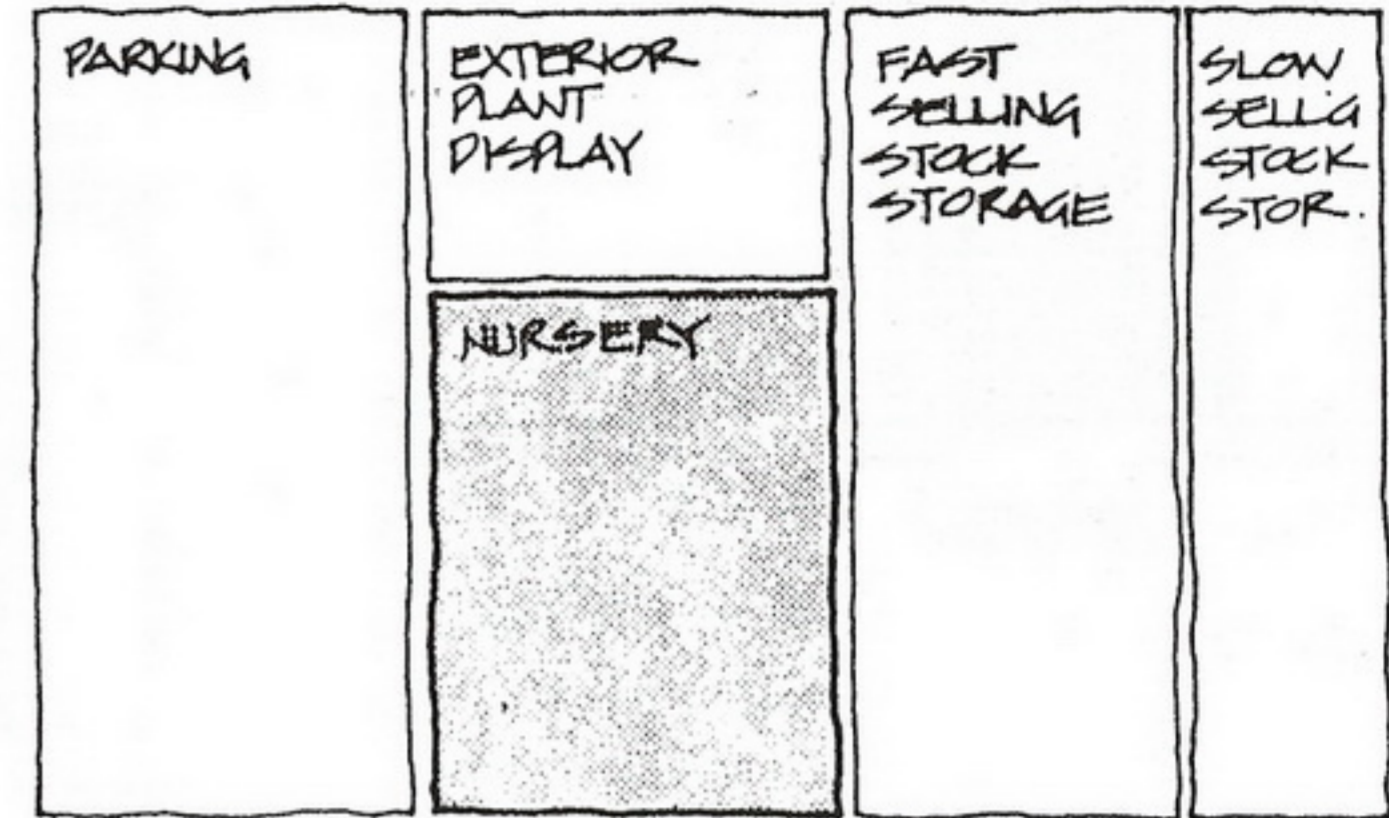


ODOR PRODUCTION

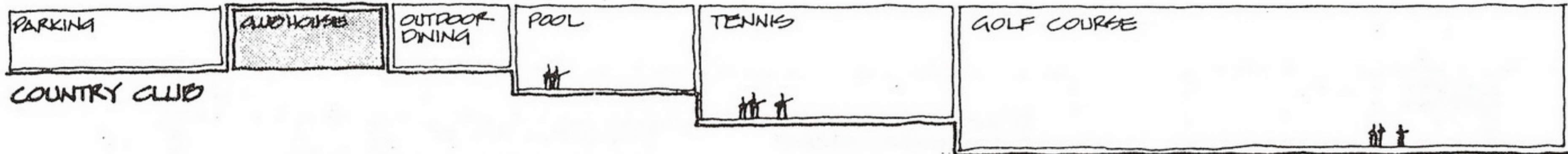
Relative Proximity to Building



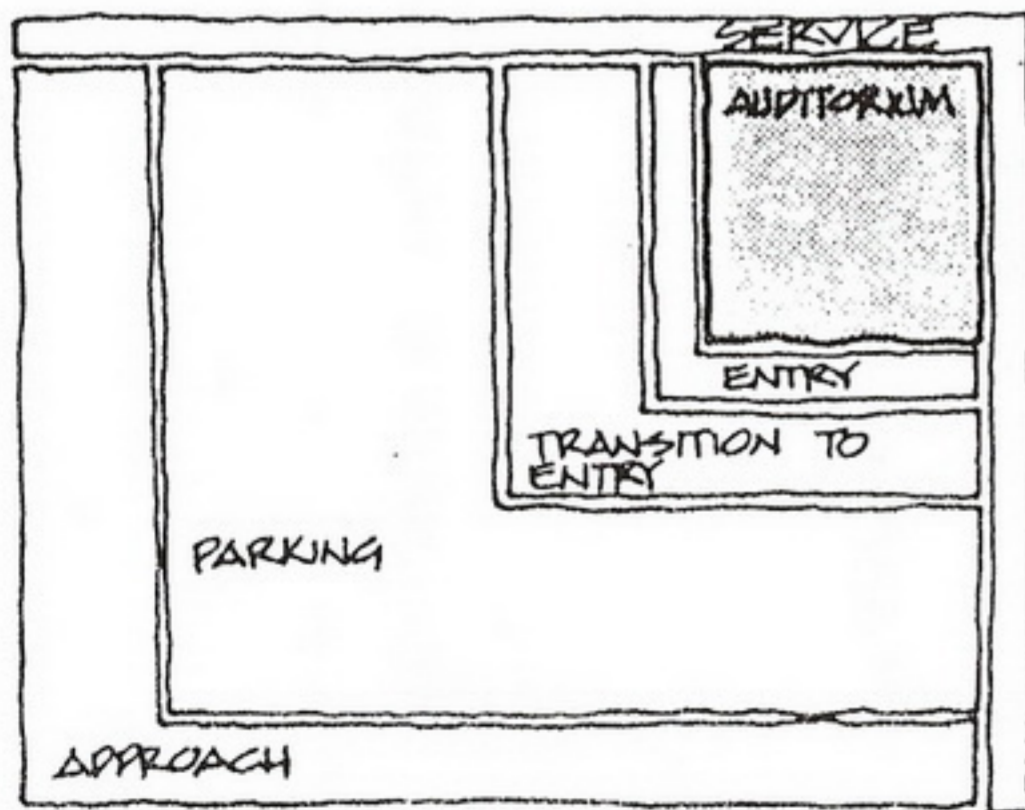
NATIONAL FORREST CENTER



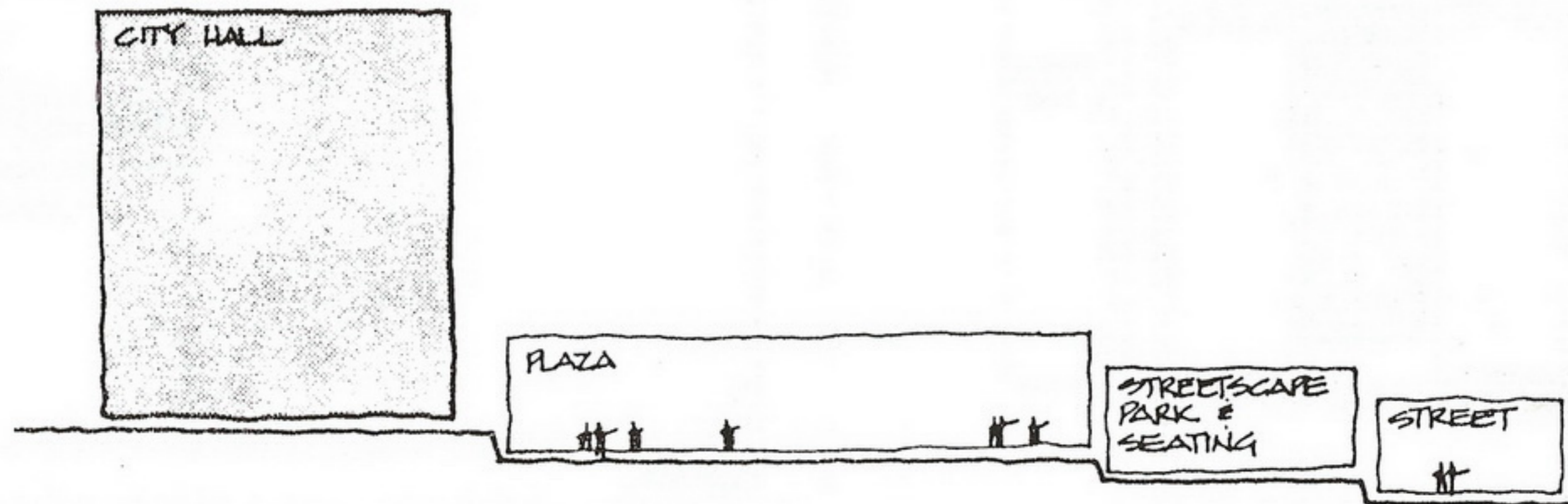
PLANT NURSERY



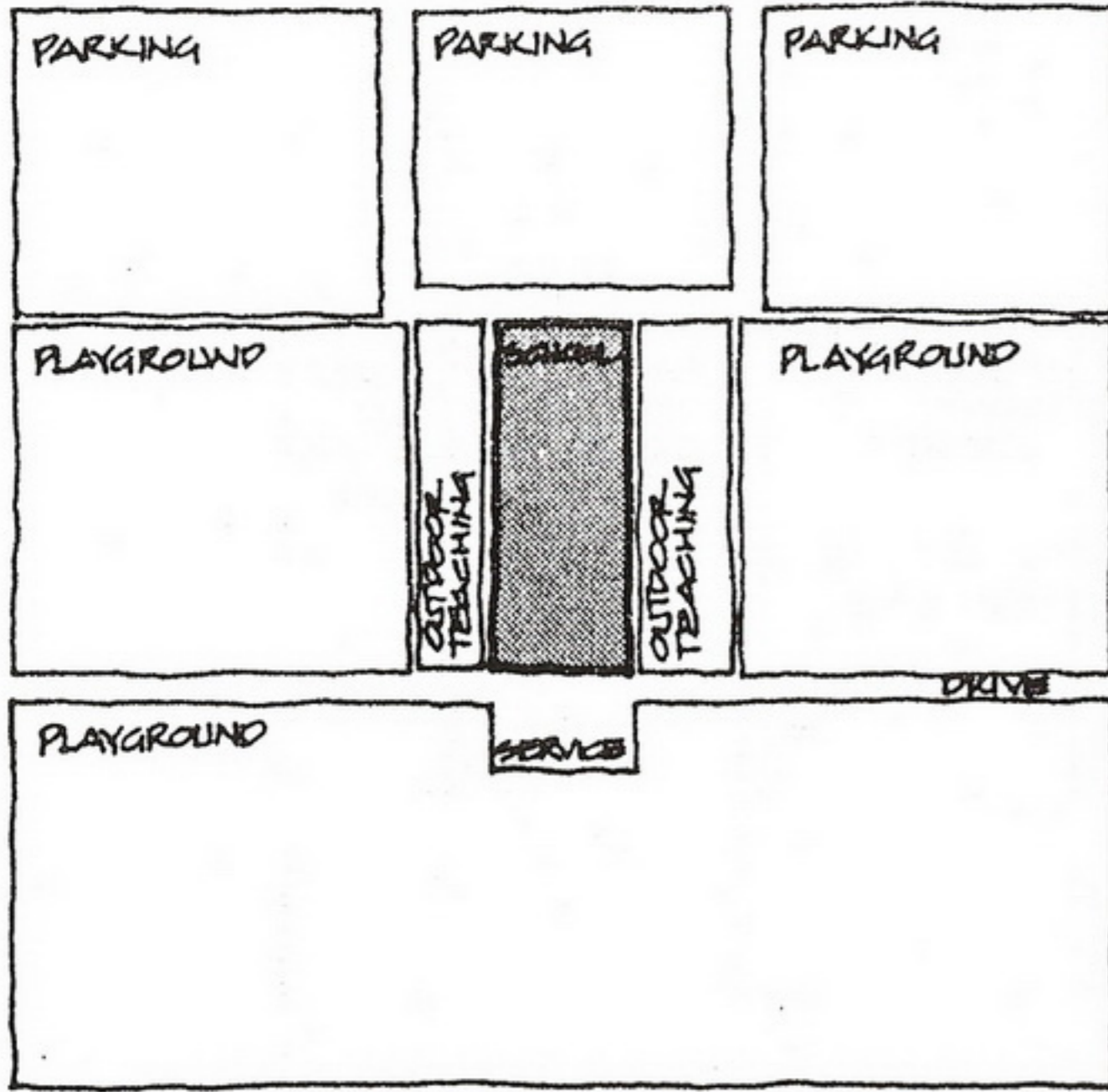
COUNTRY CLUB



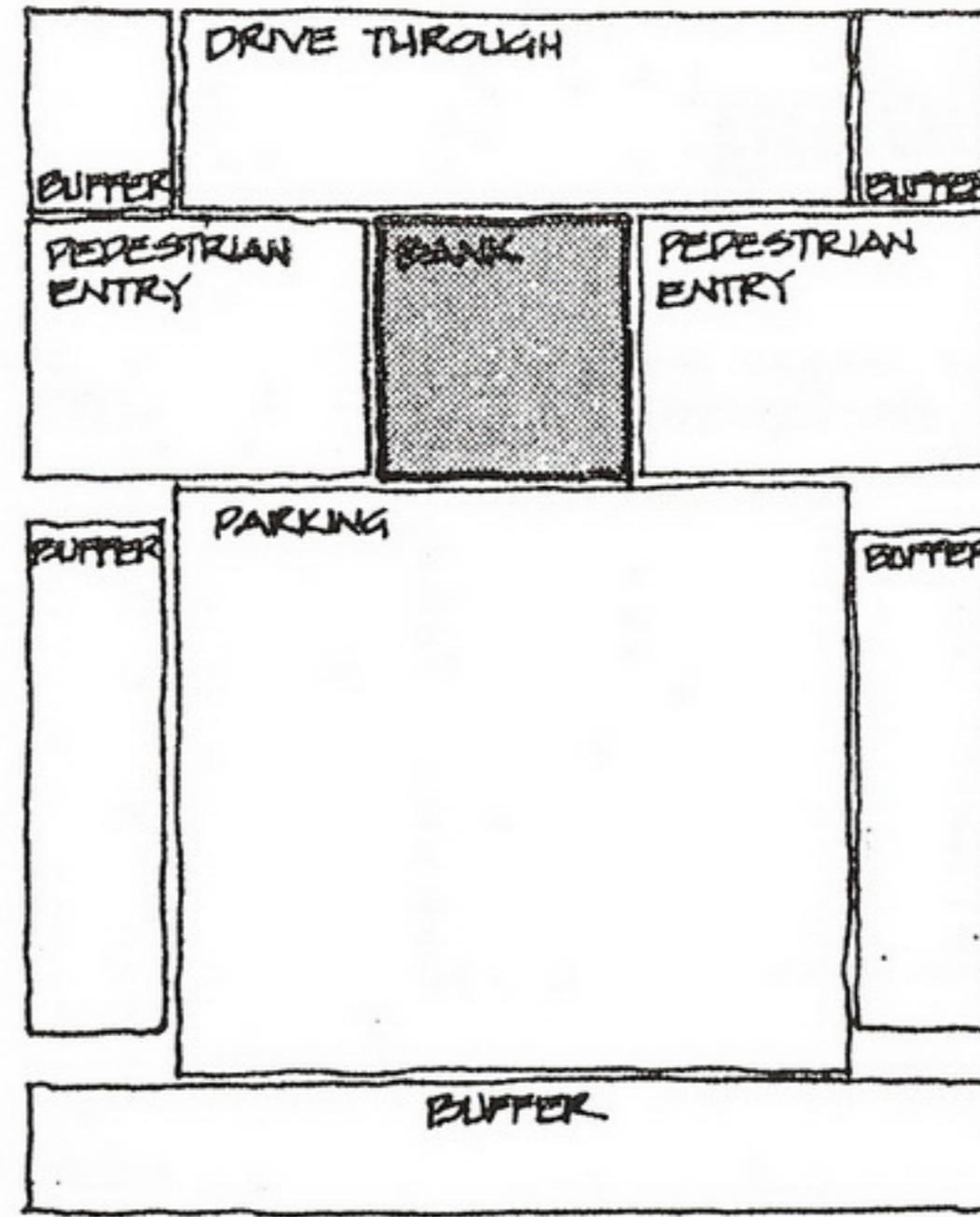
FIELDHOUSE



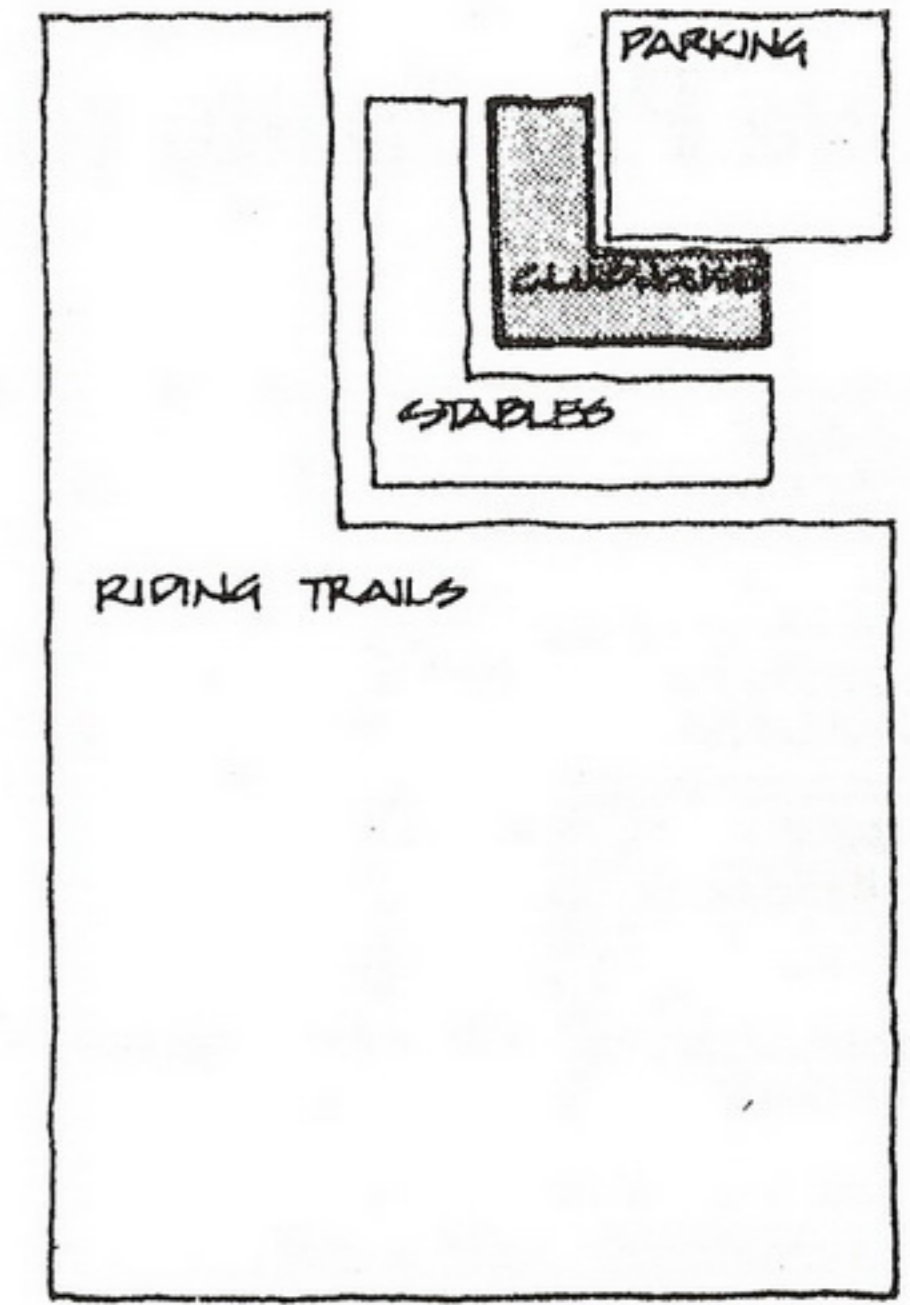
GOVERNMENT BUILDING



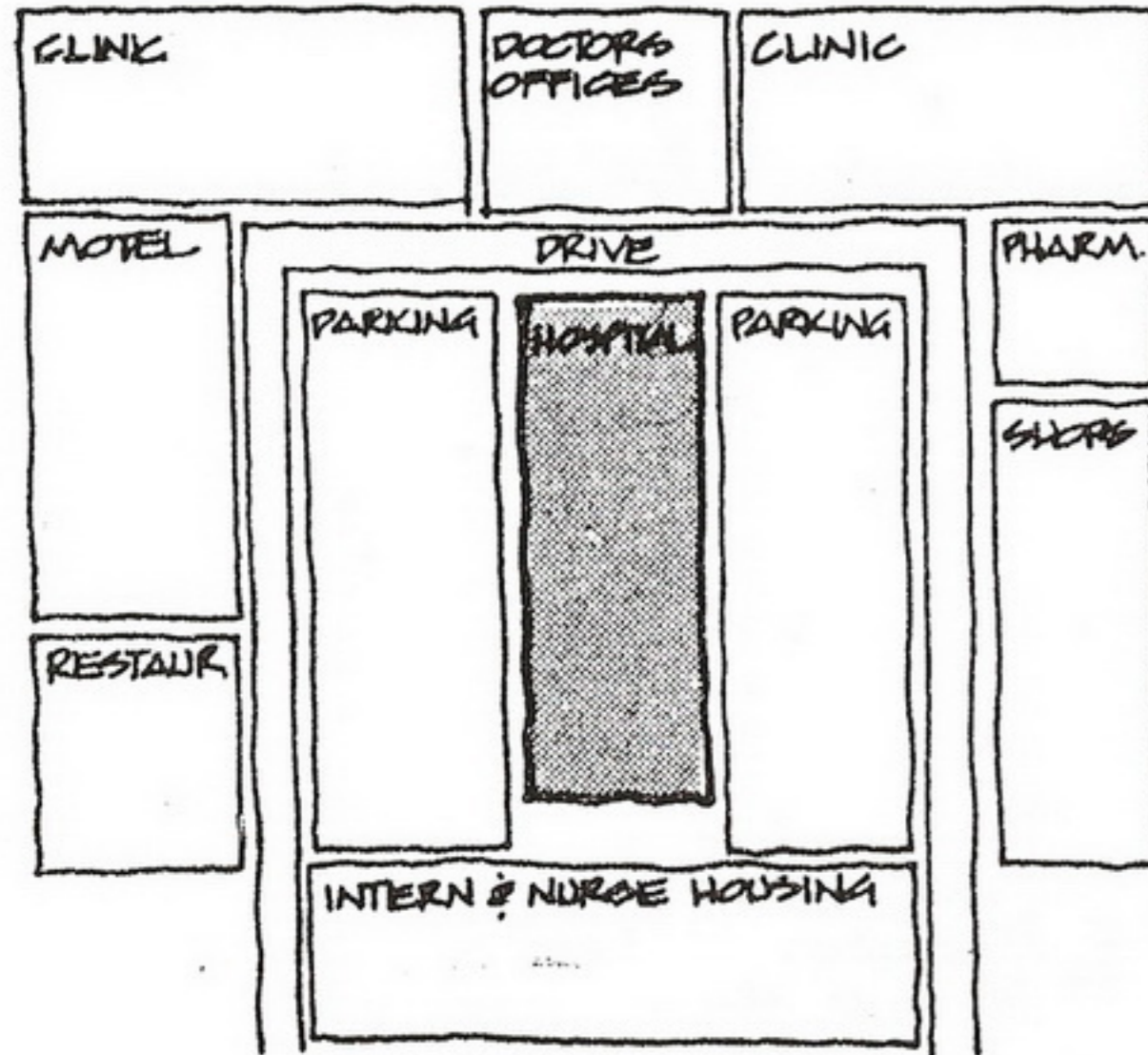
SCHOOL



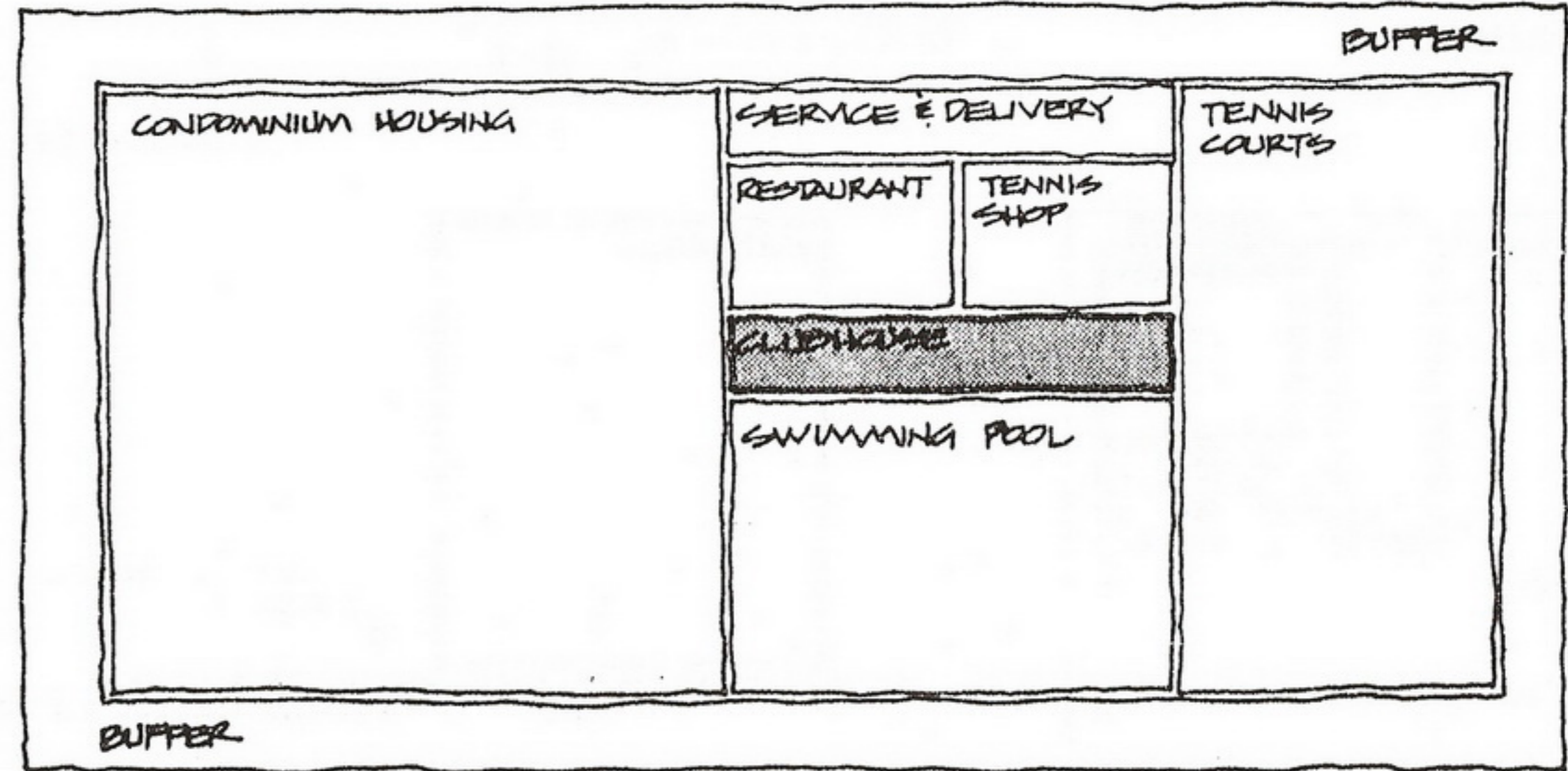
BANK



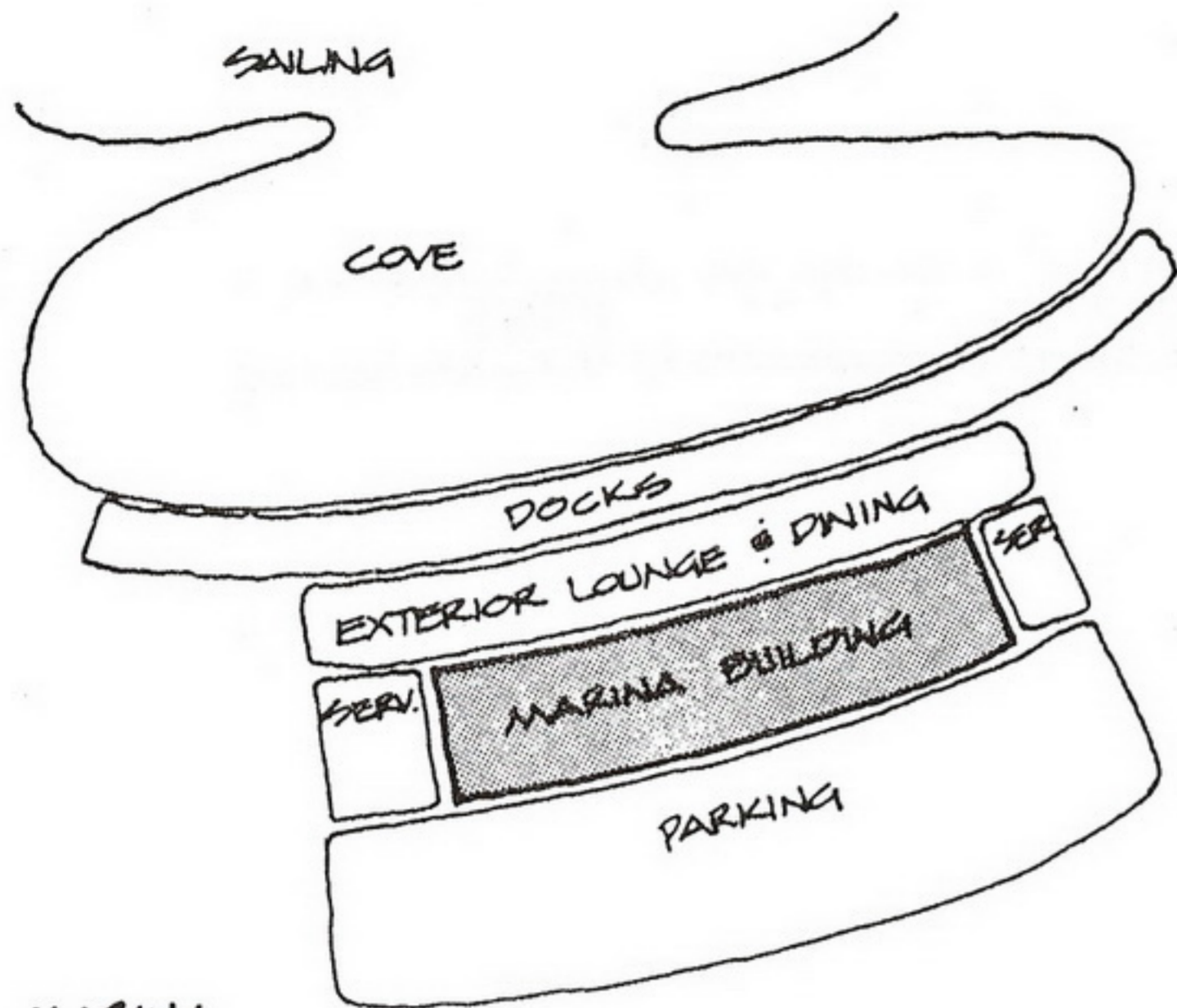
RIDING



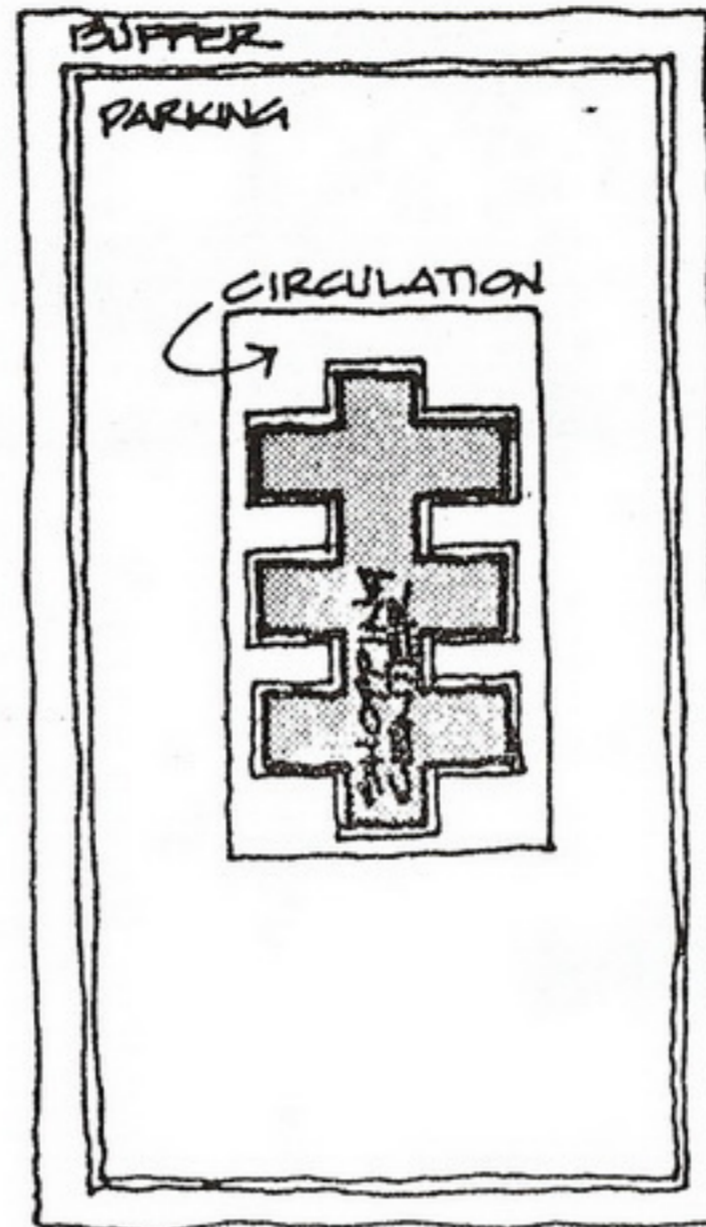
HEALTH COMPLEX



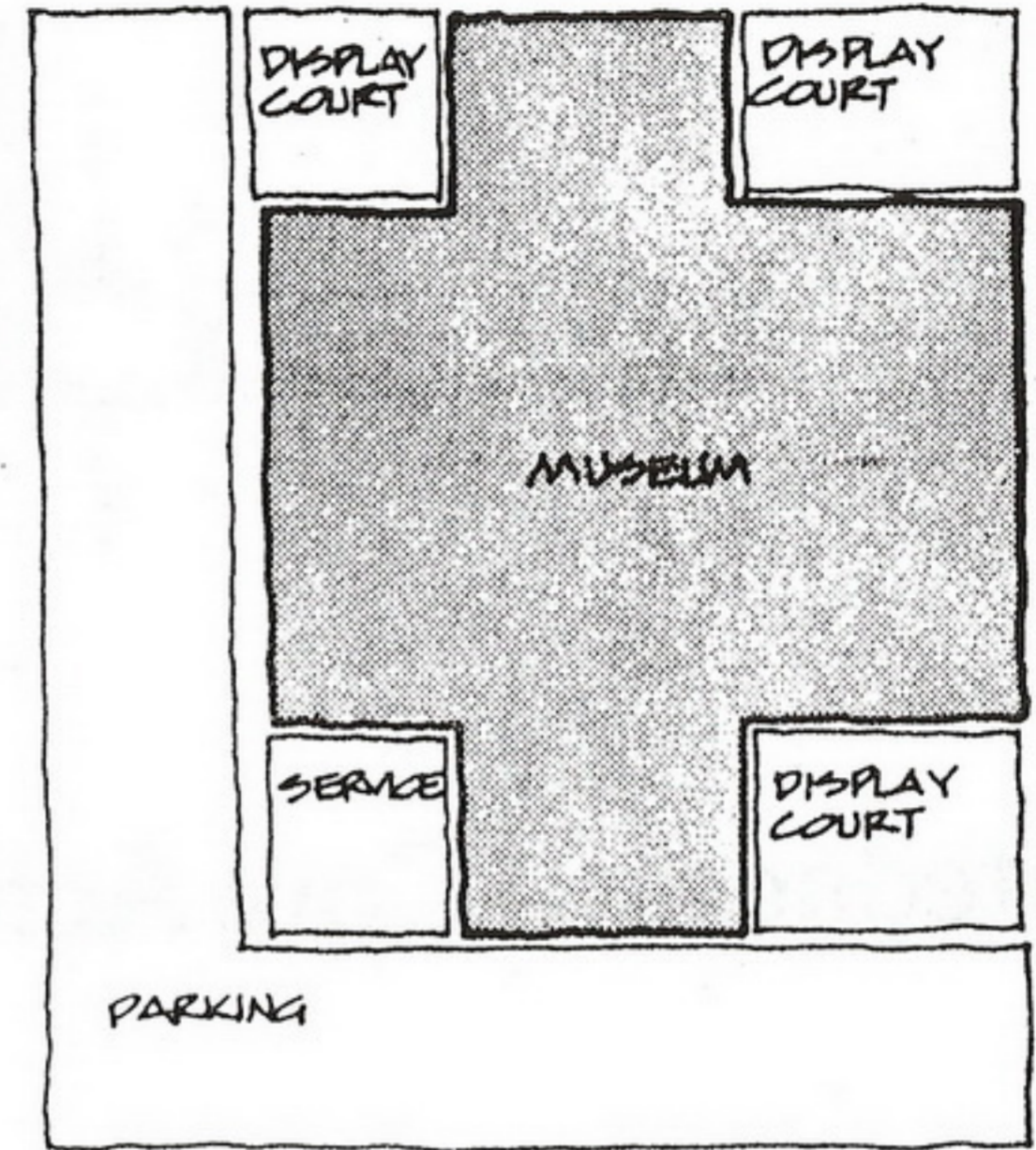
TENNIS RANCH



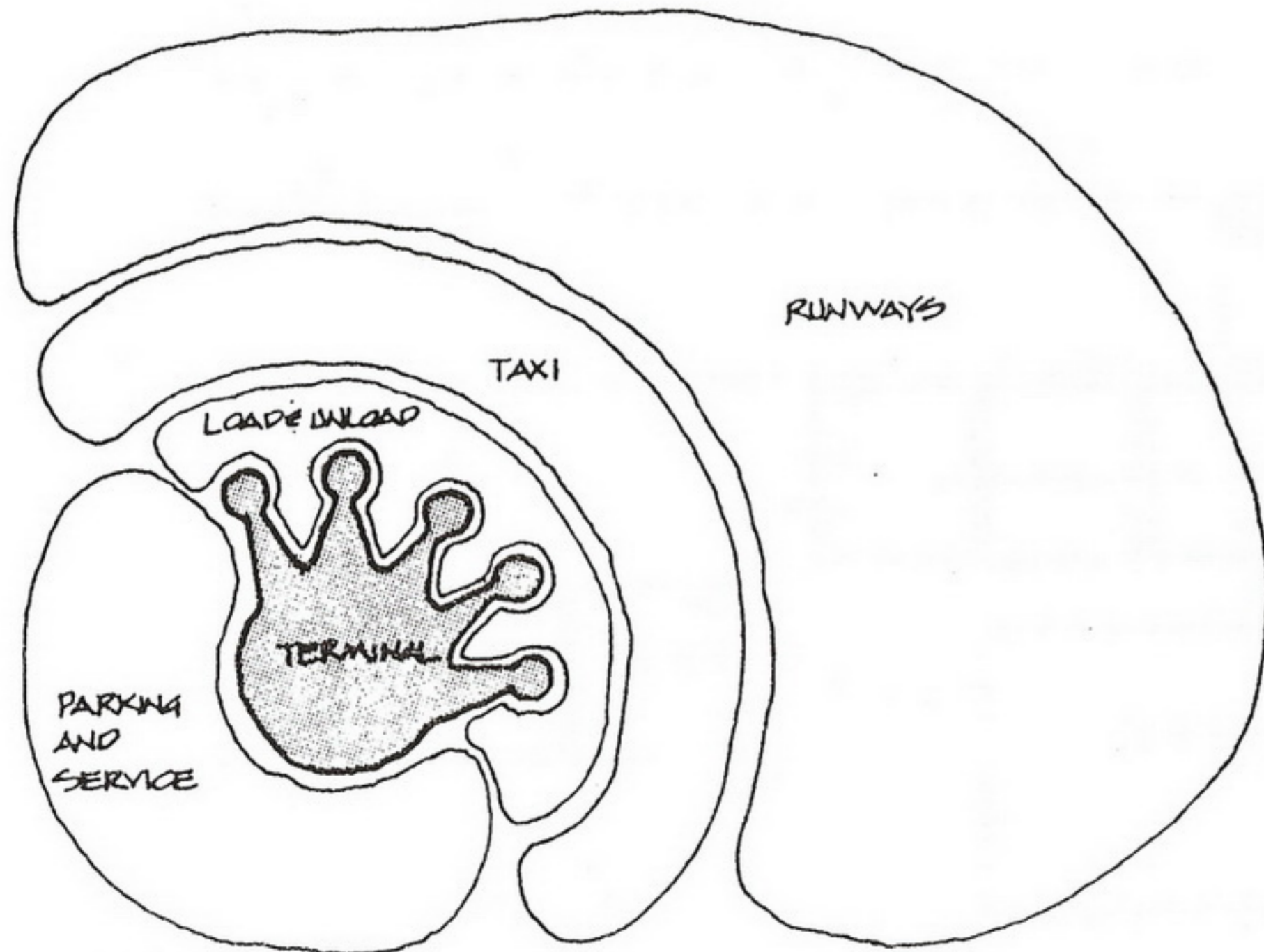
MARINA



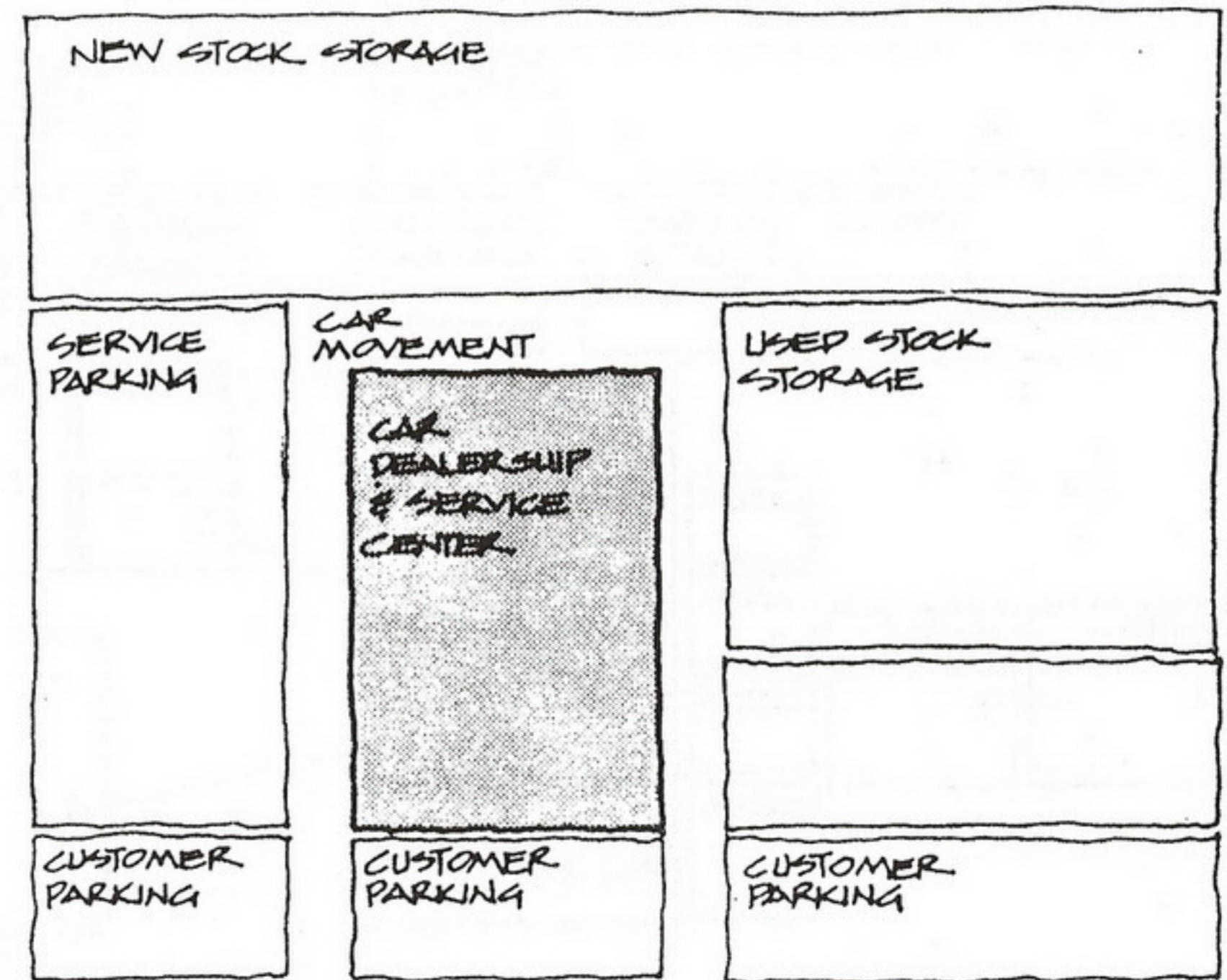
SHOPPING CENTER



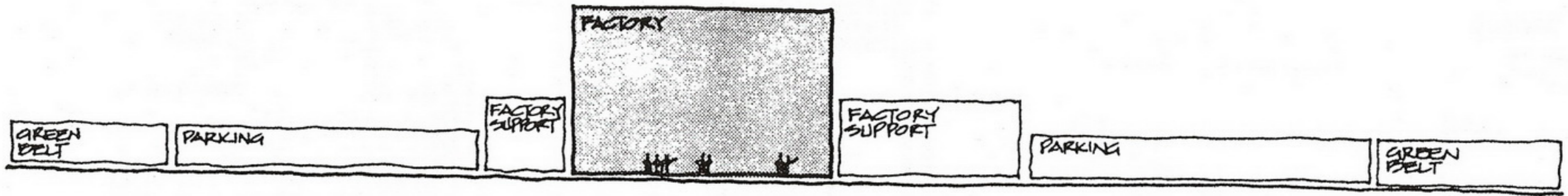
MUSEUM



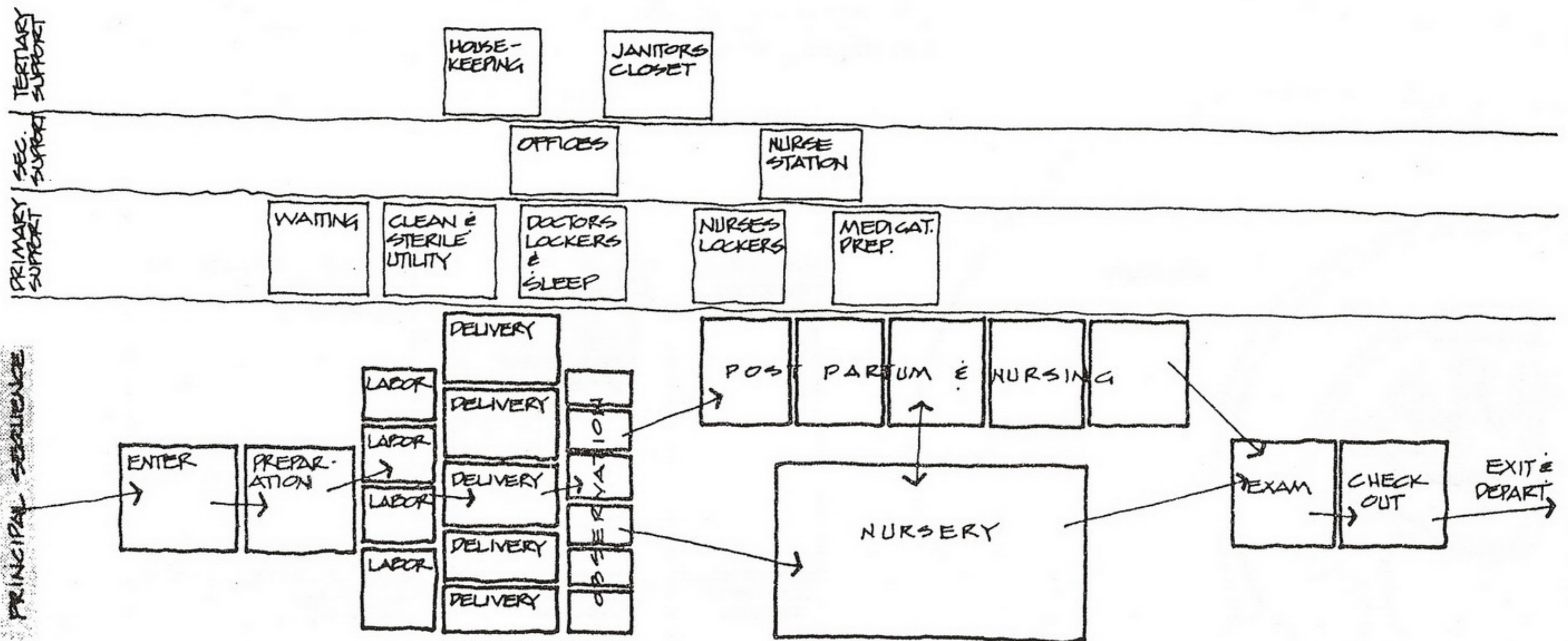
AIRPORT

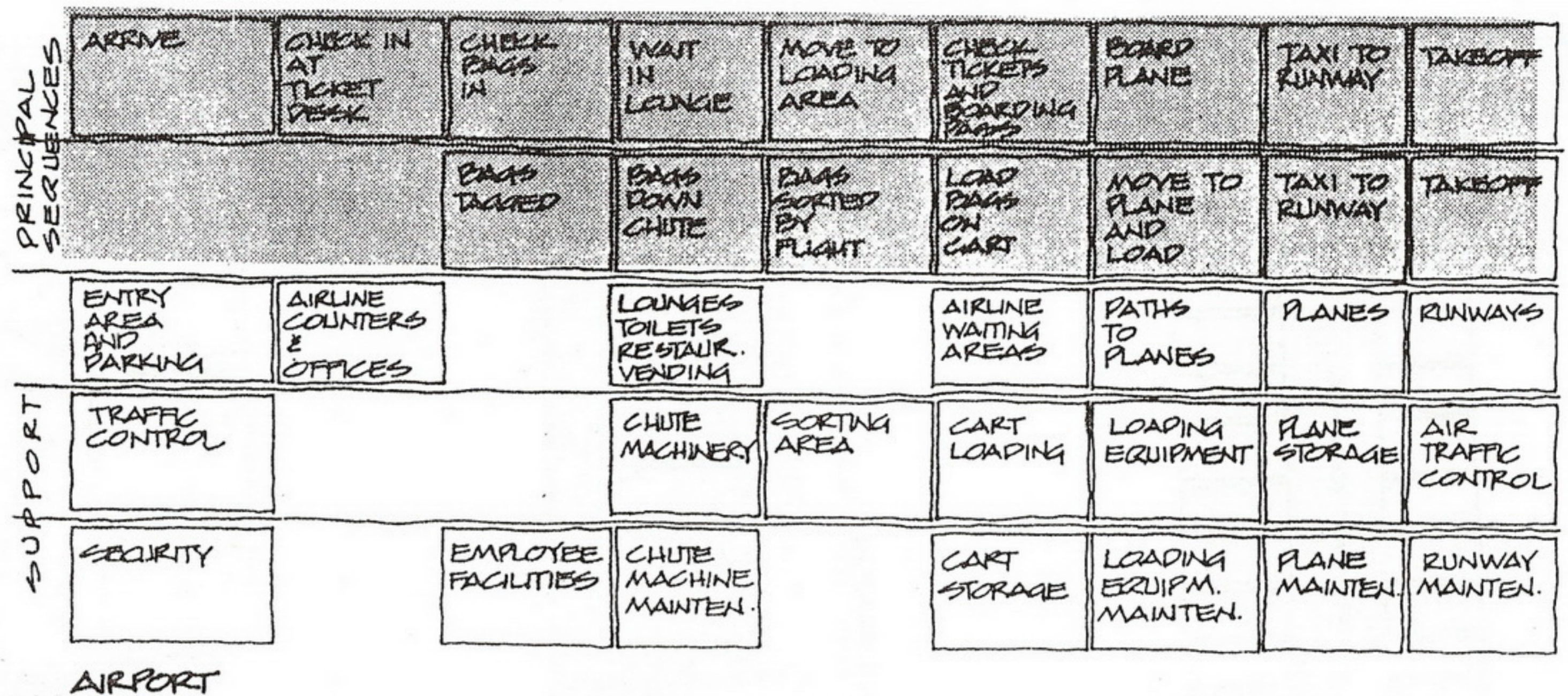
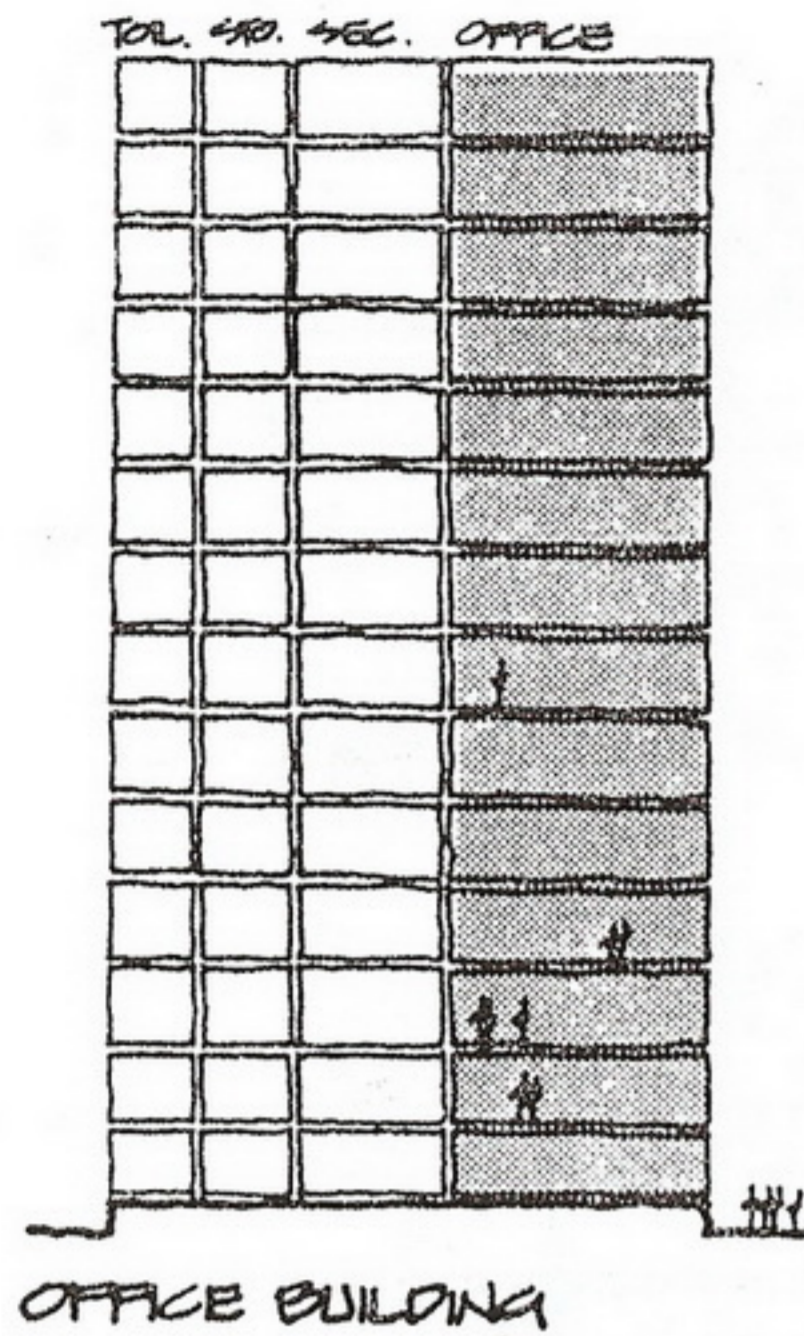


CAR DEALERSHIP

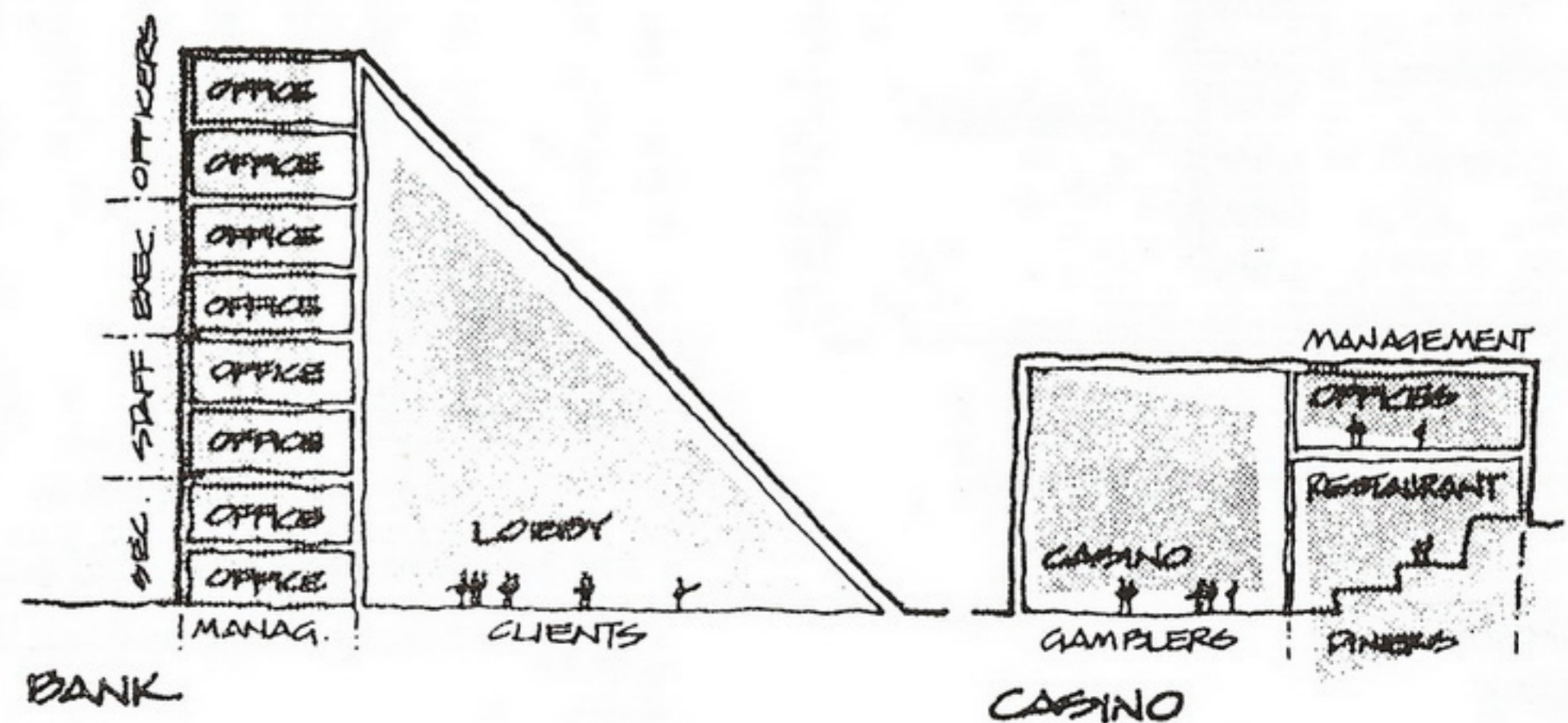
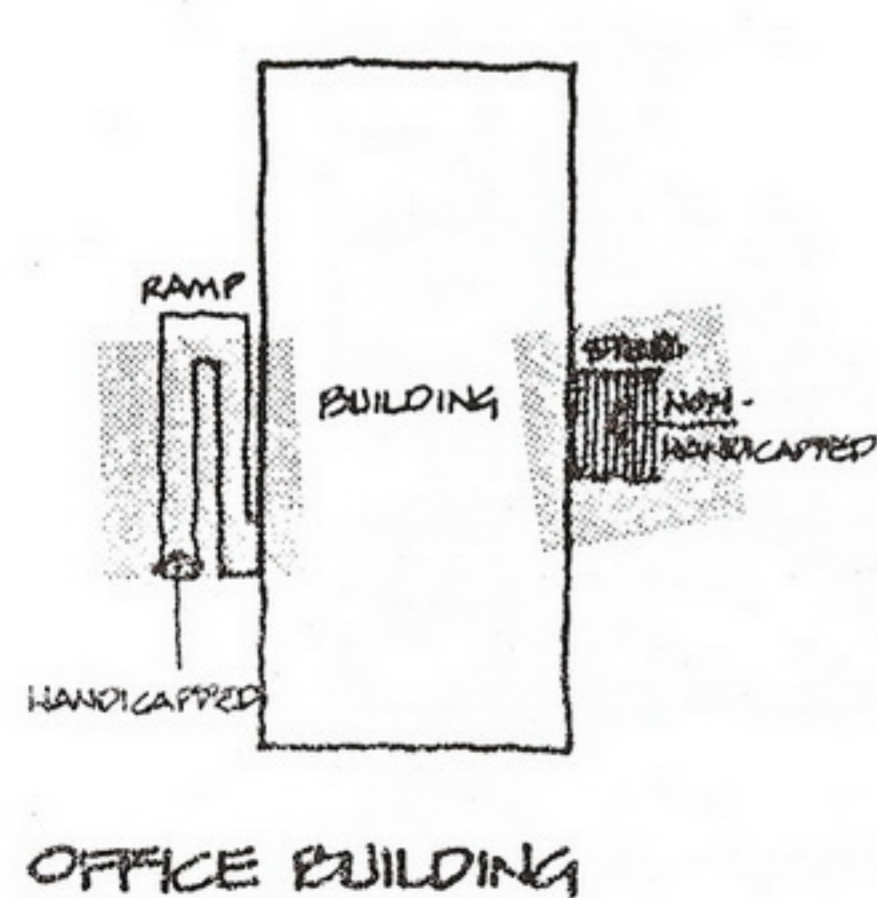


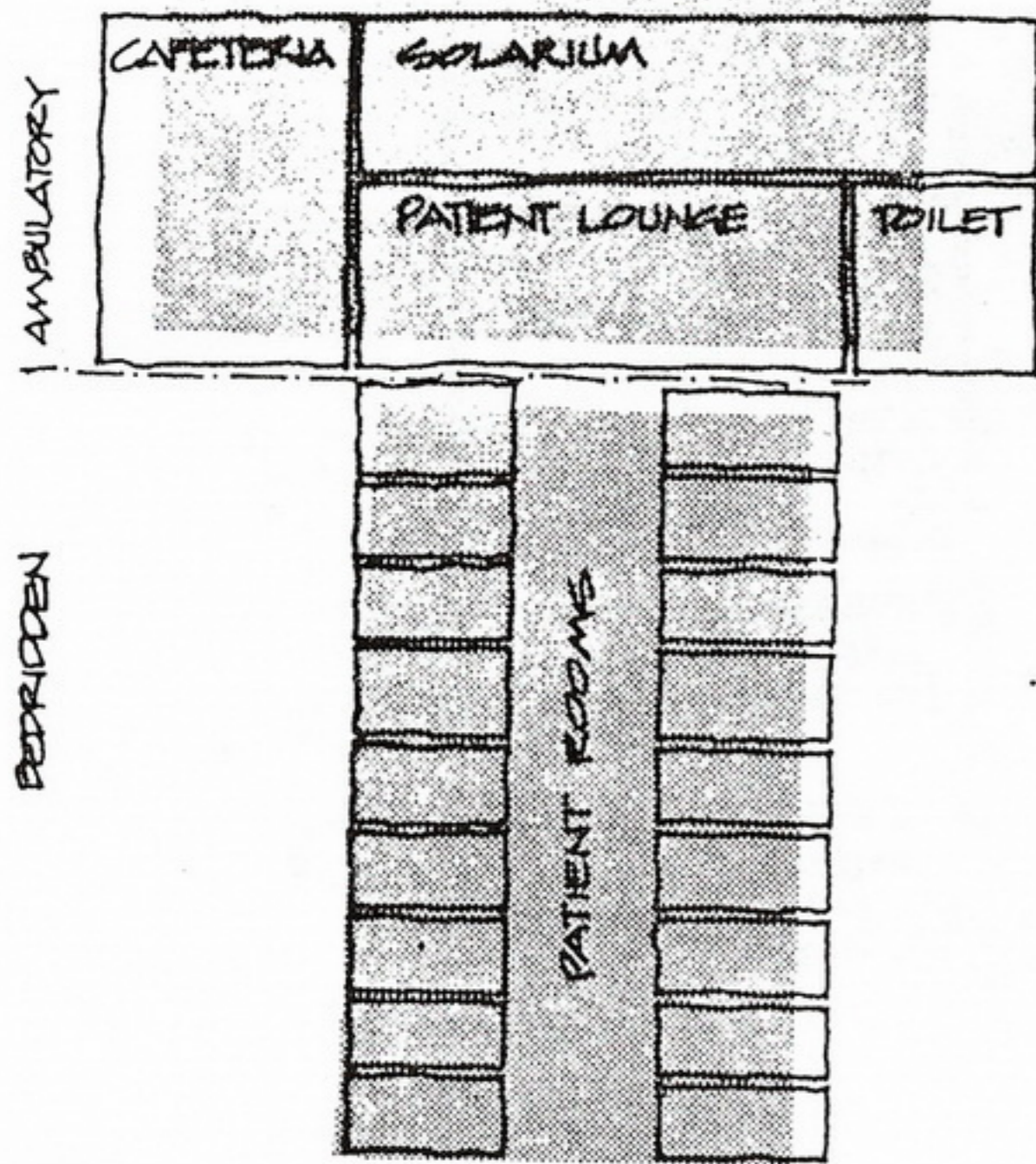
Relatedness to Core Activities



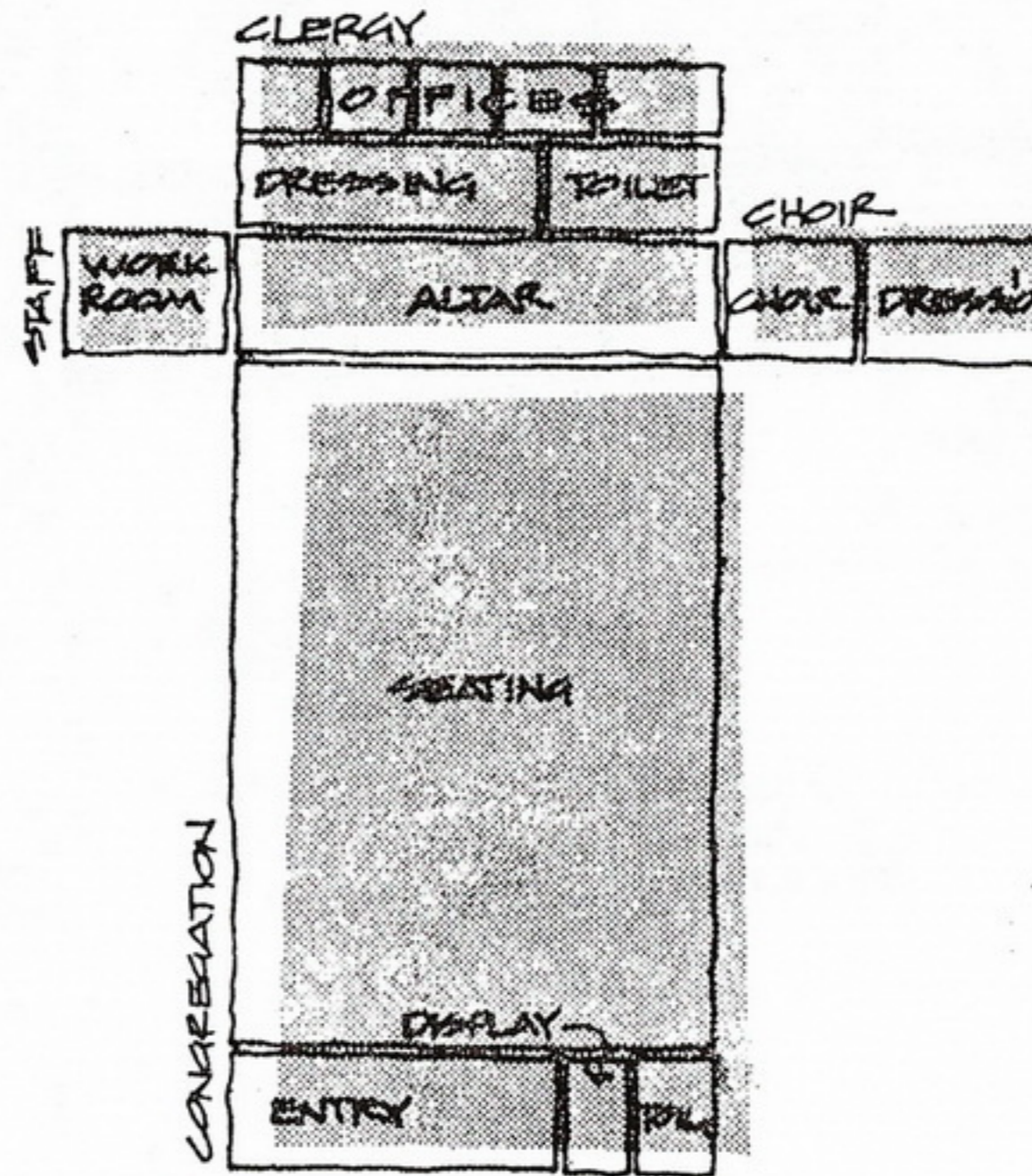


Characteristics of People Involved

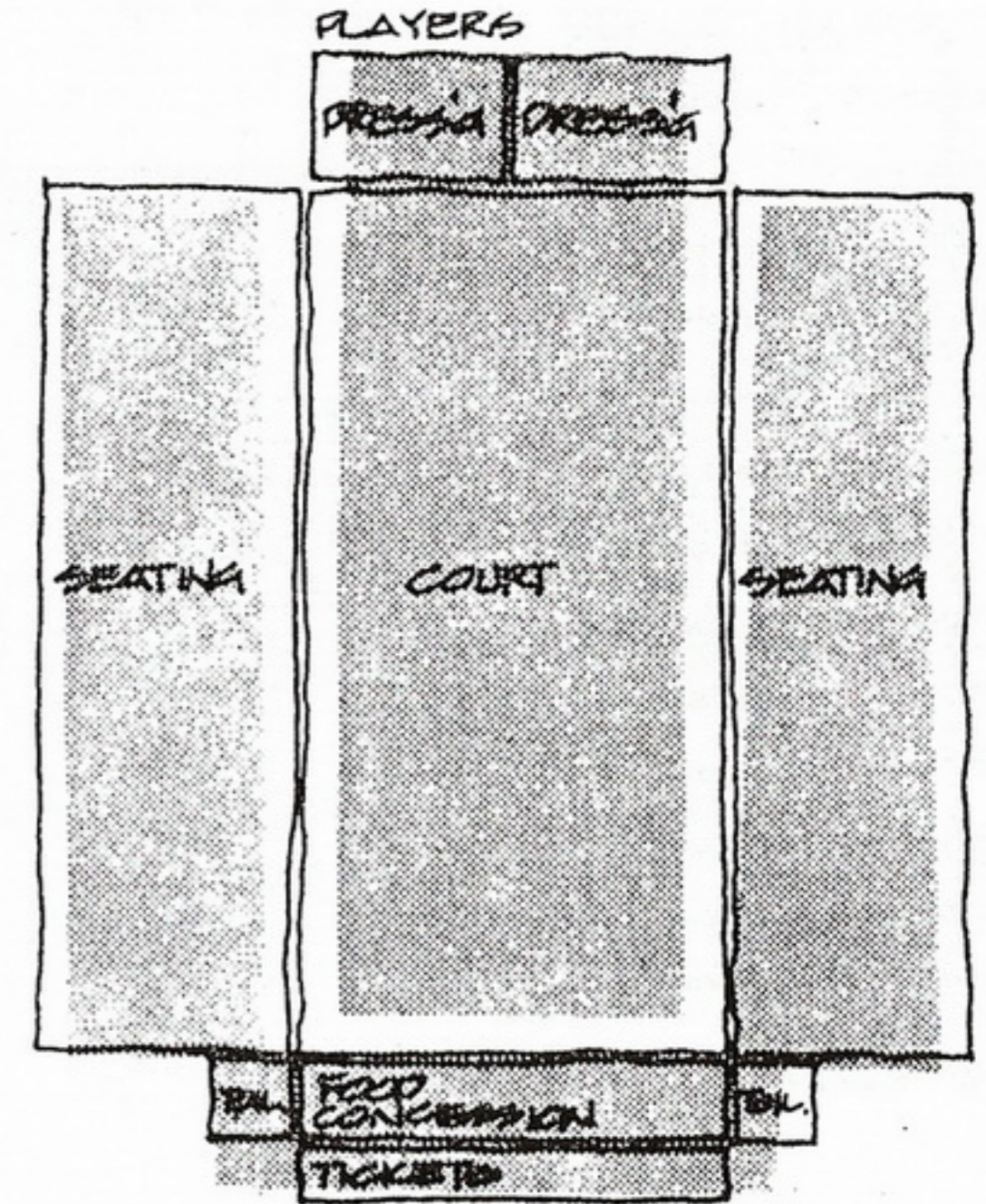




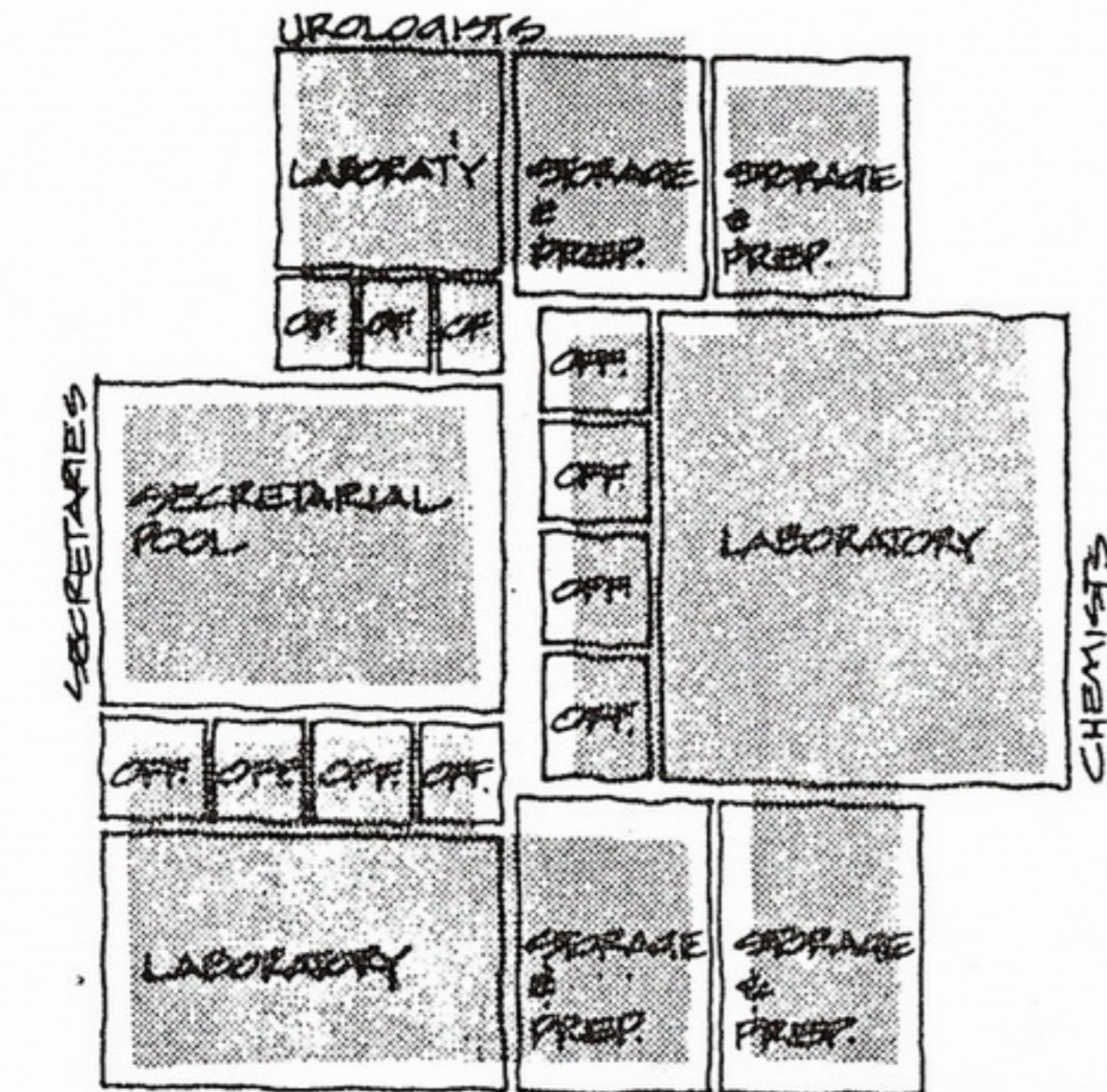
NURSING HOME



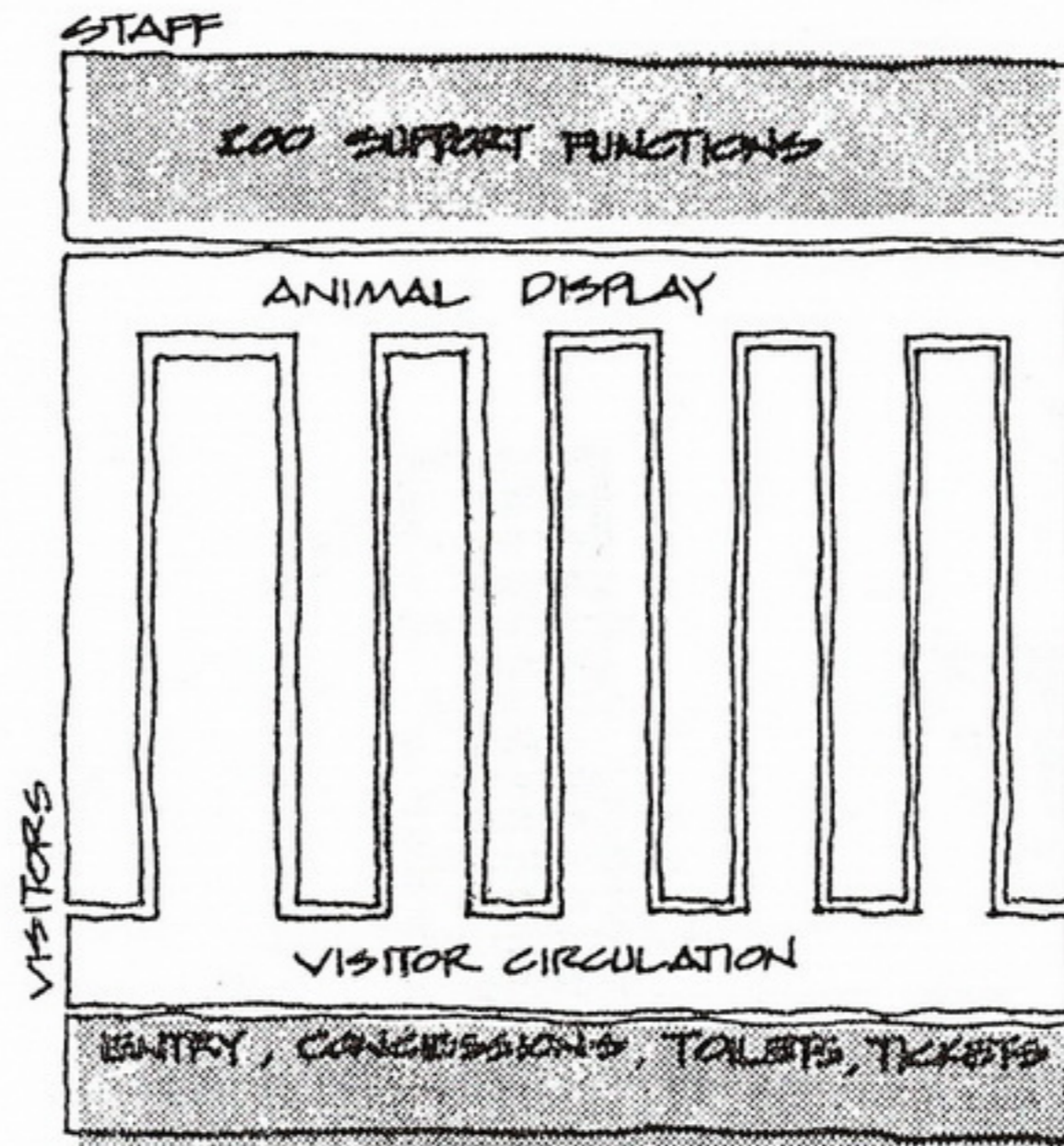
CHURCH



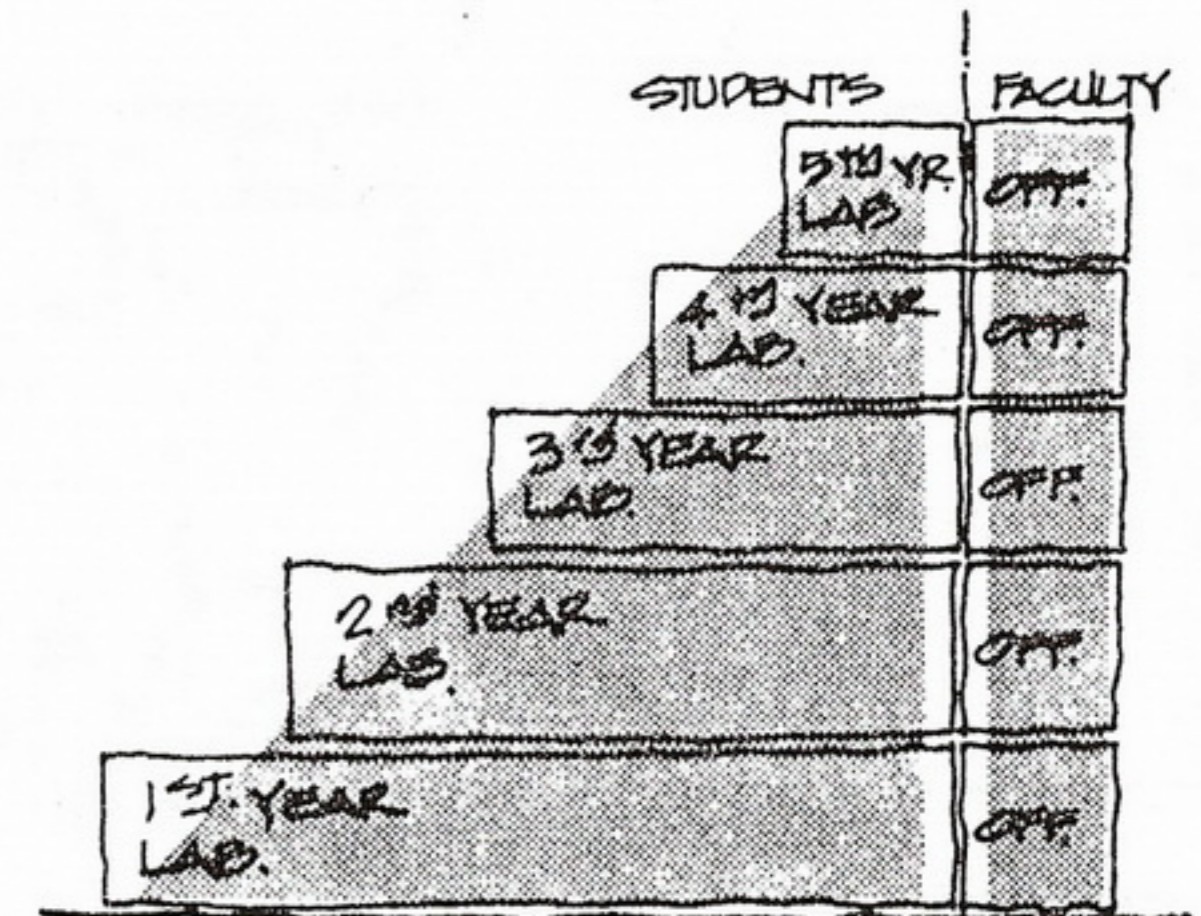
FIELDHOUSE



LABORATORY

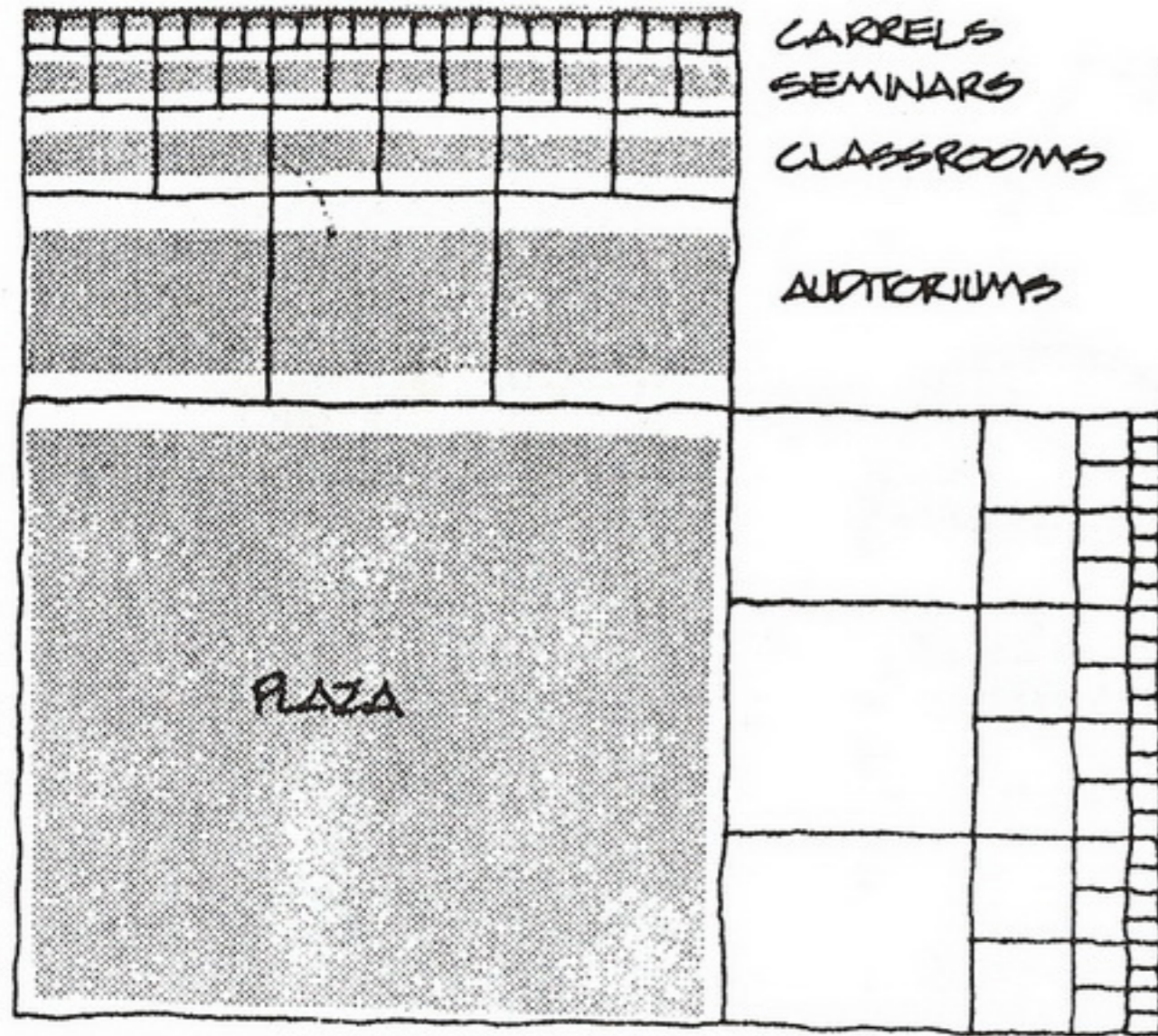


STAFF ZOO

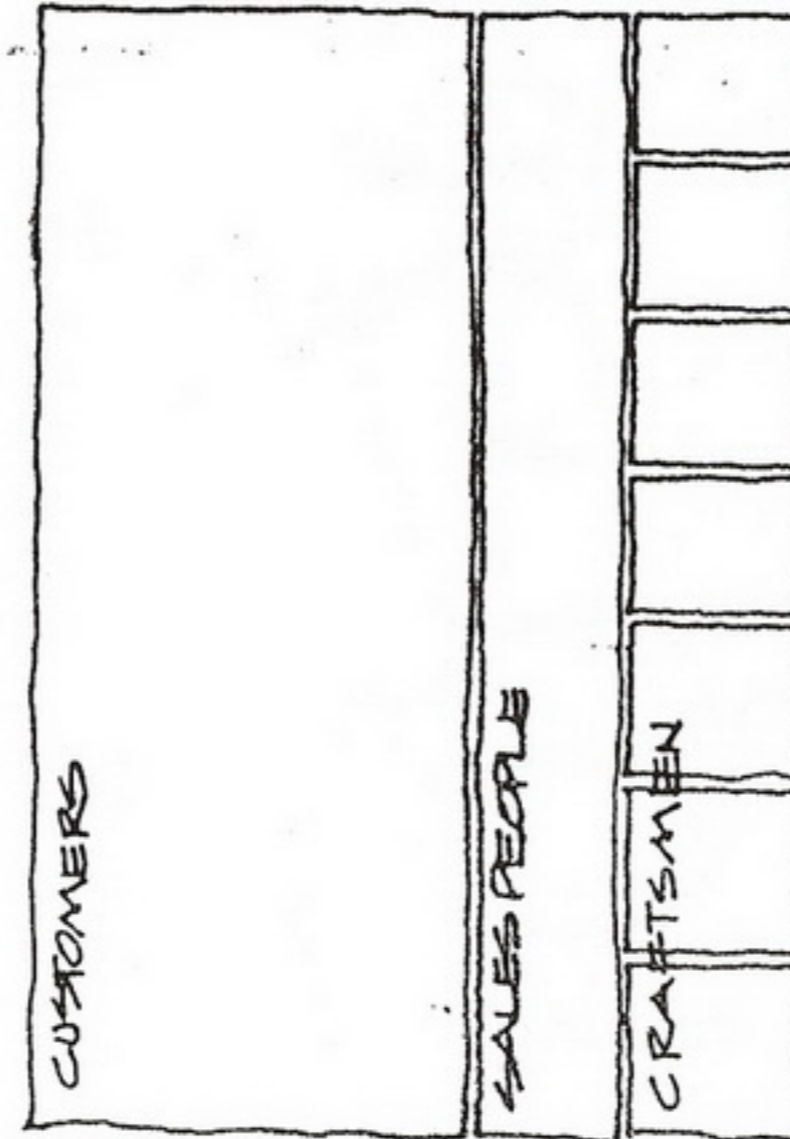


ARCHITECTURE SCHOOL

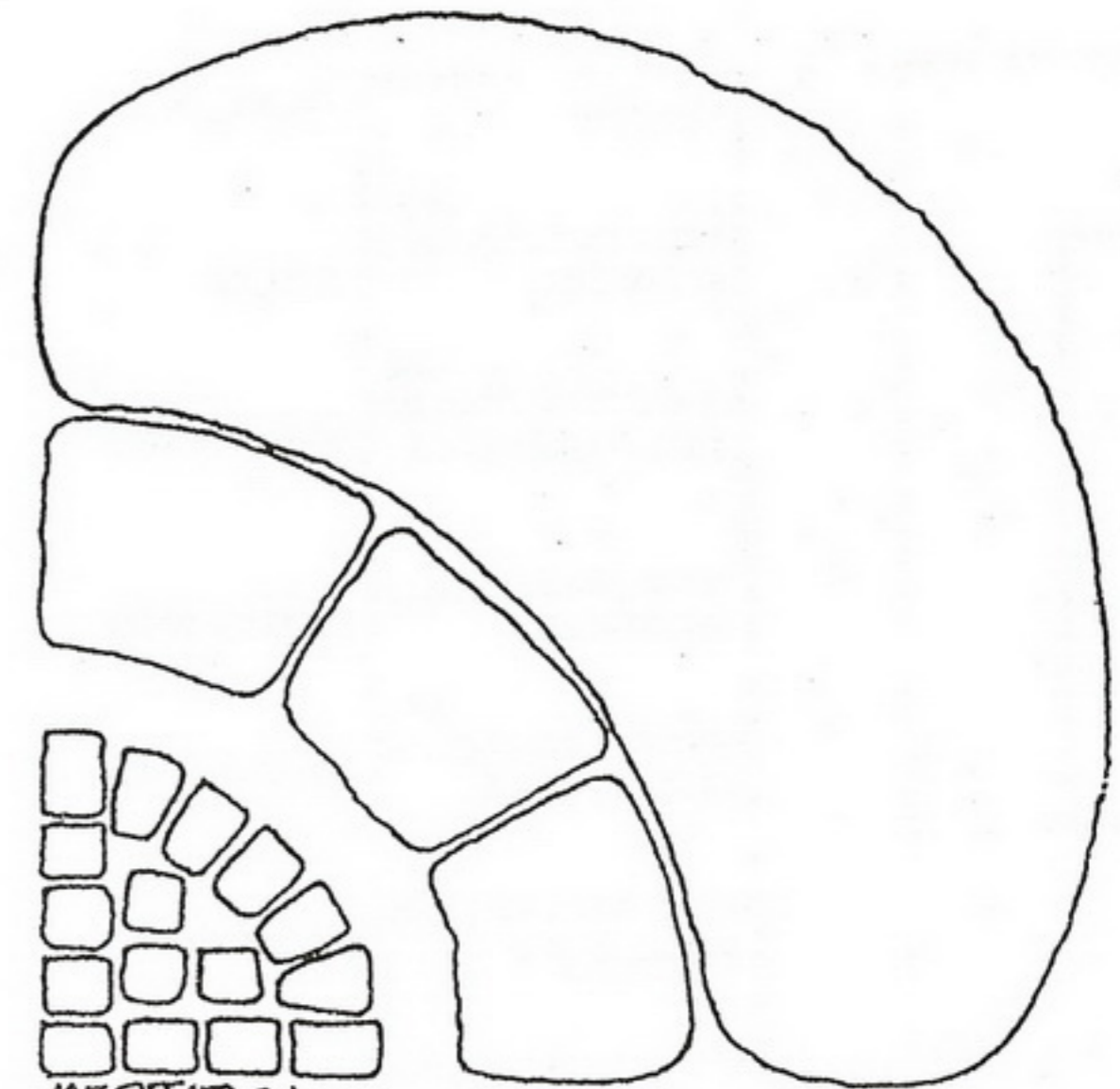
Volume of People Involved



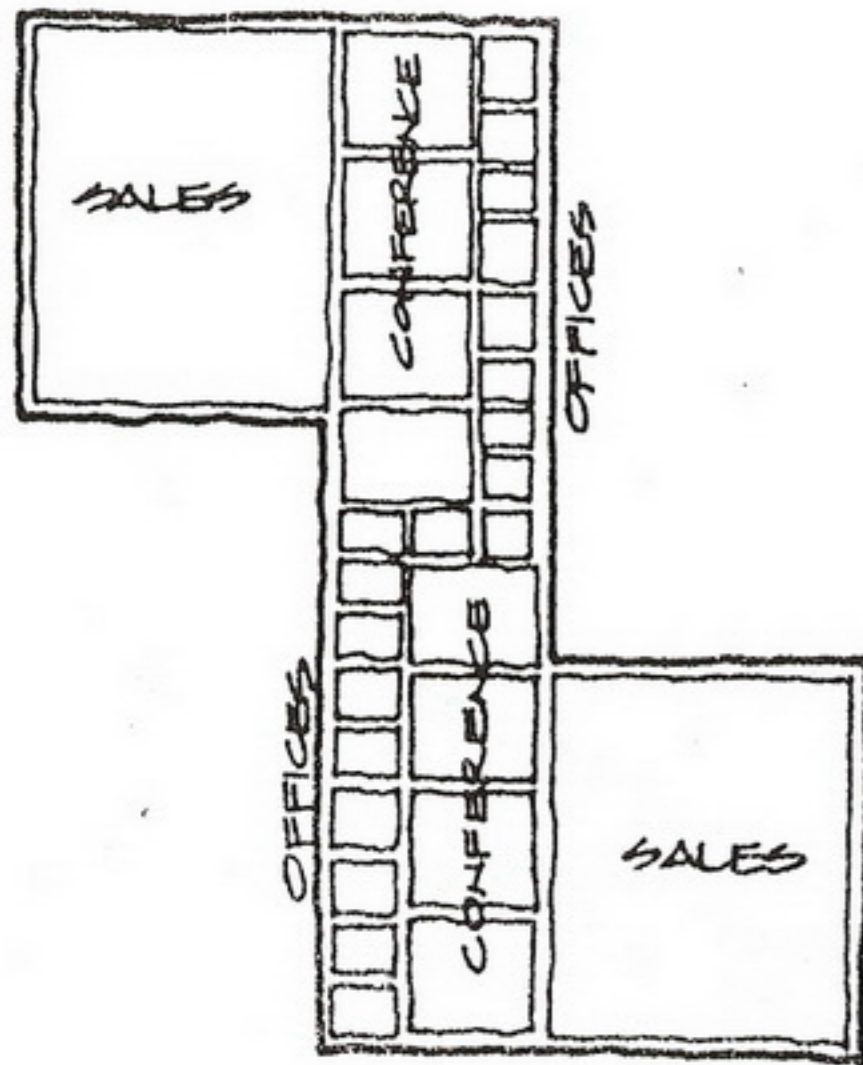
LEARNING COMPLEX



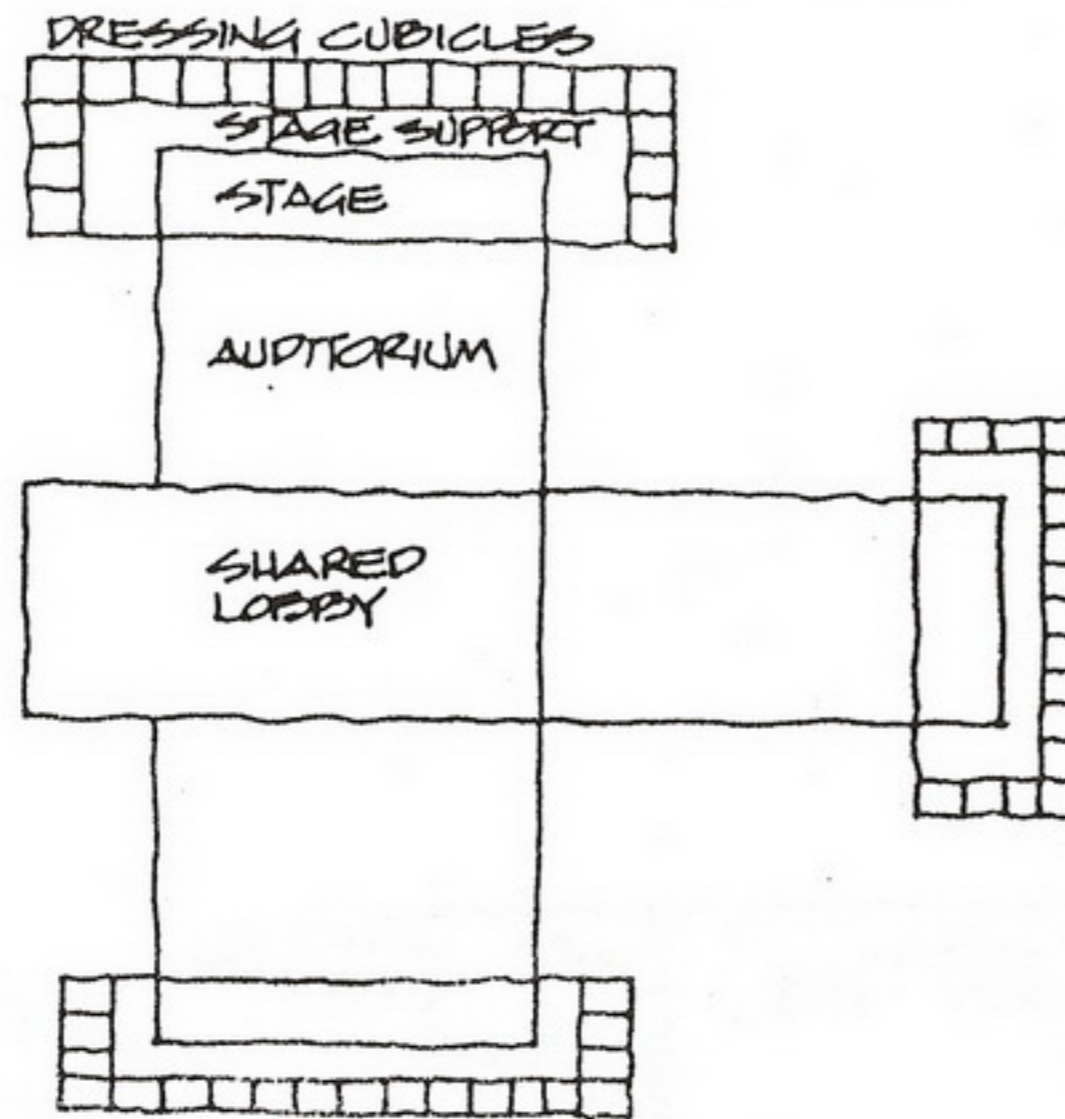
CRAFTS SHOP



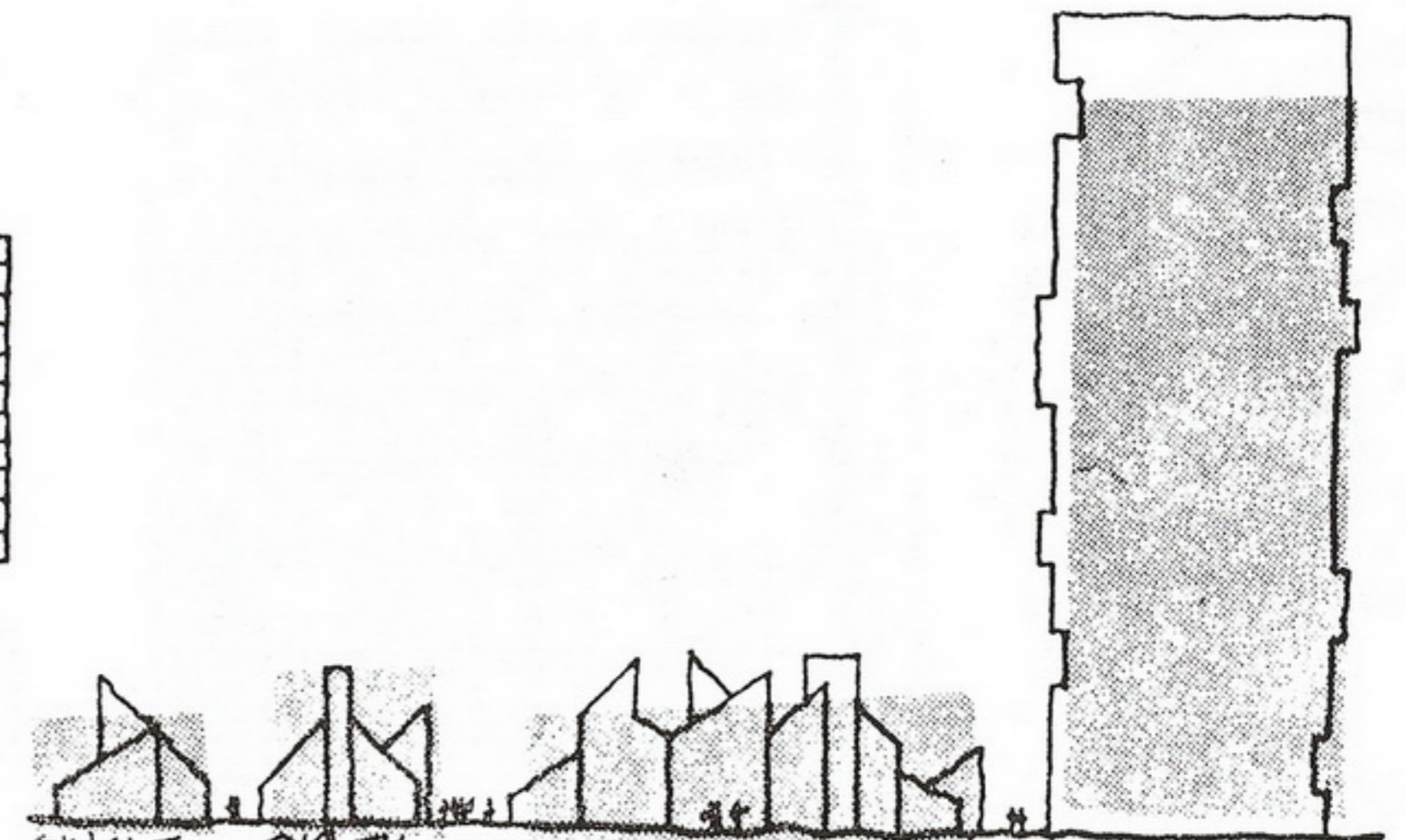
CHURCH - RETREAT



SALES COMPLEX

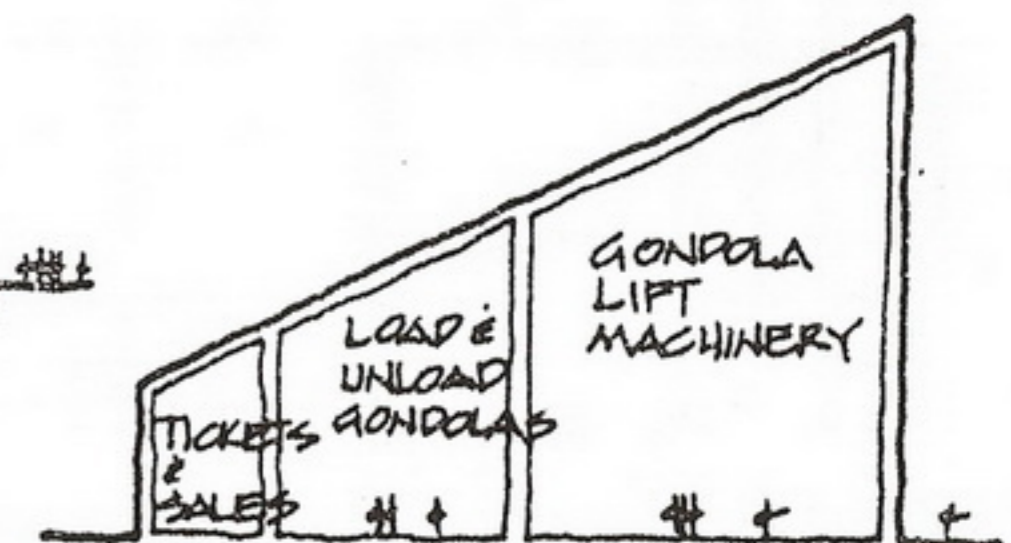
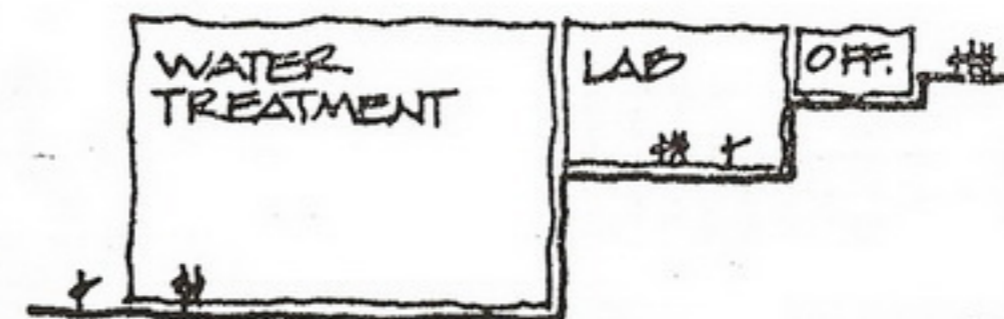
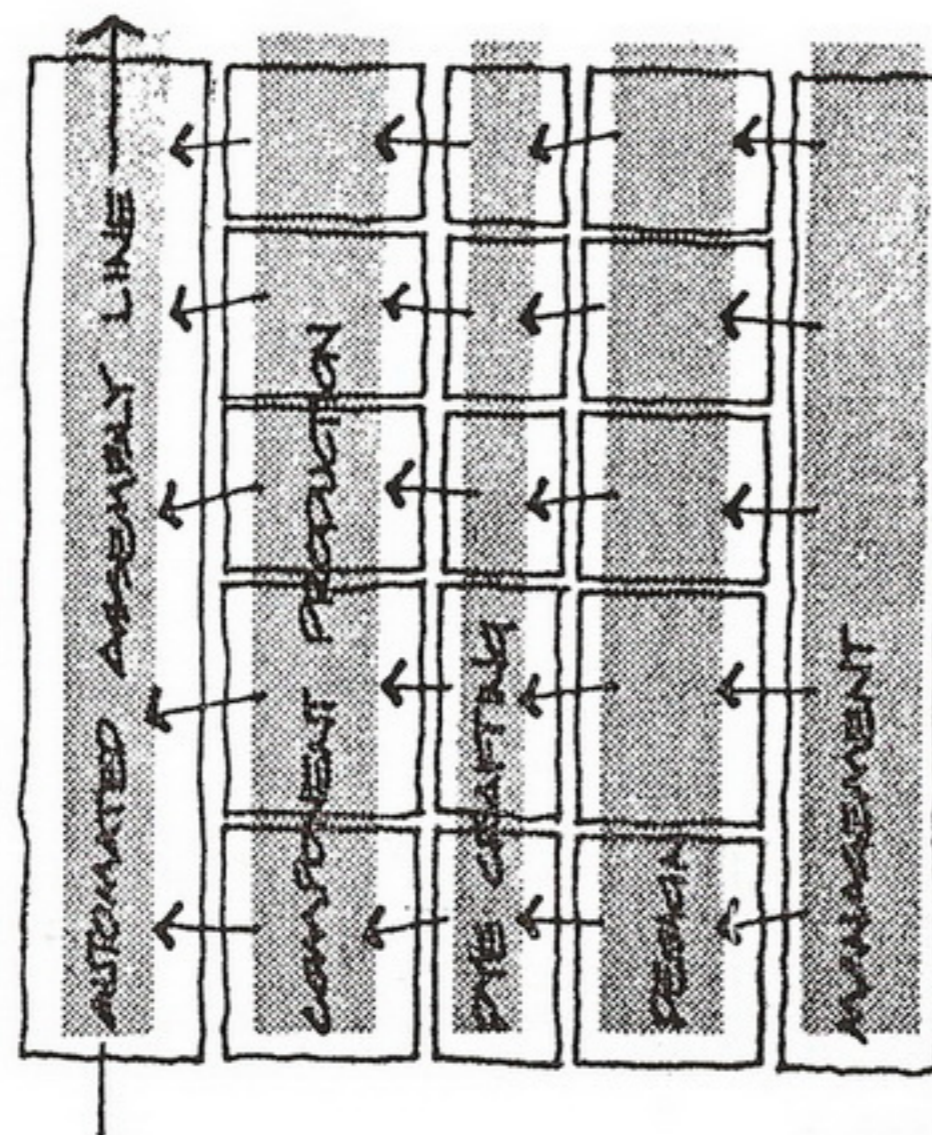
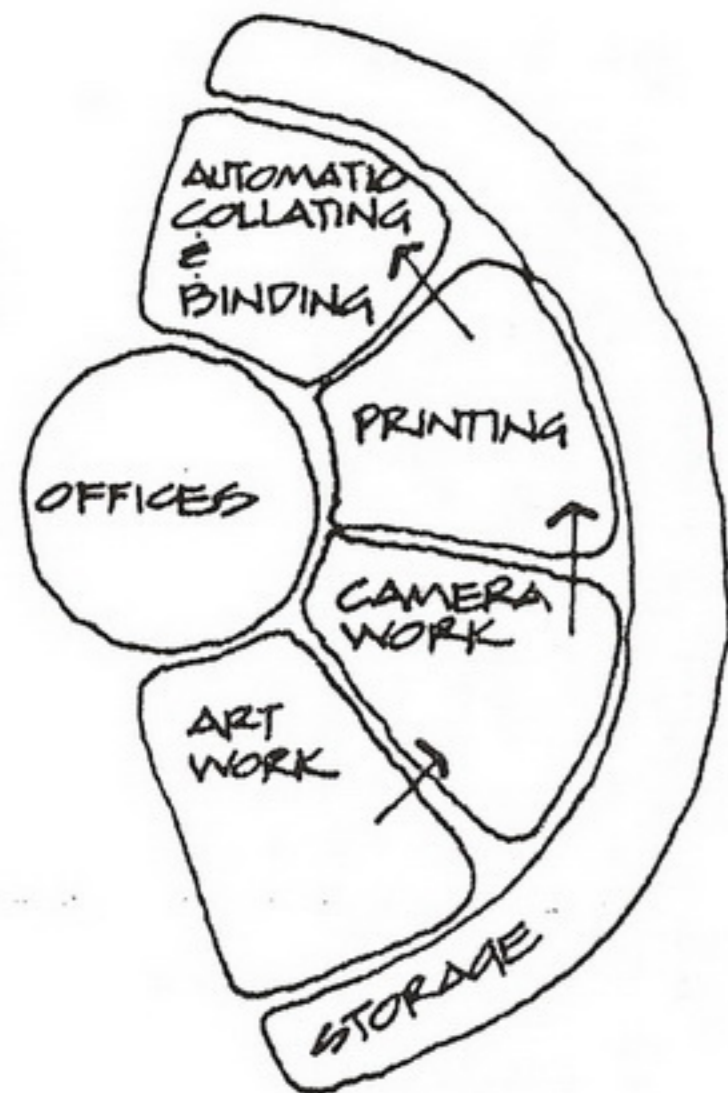
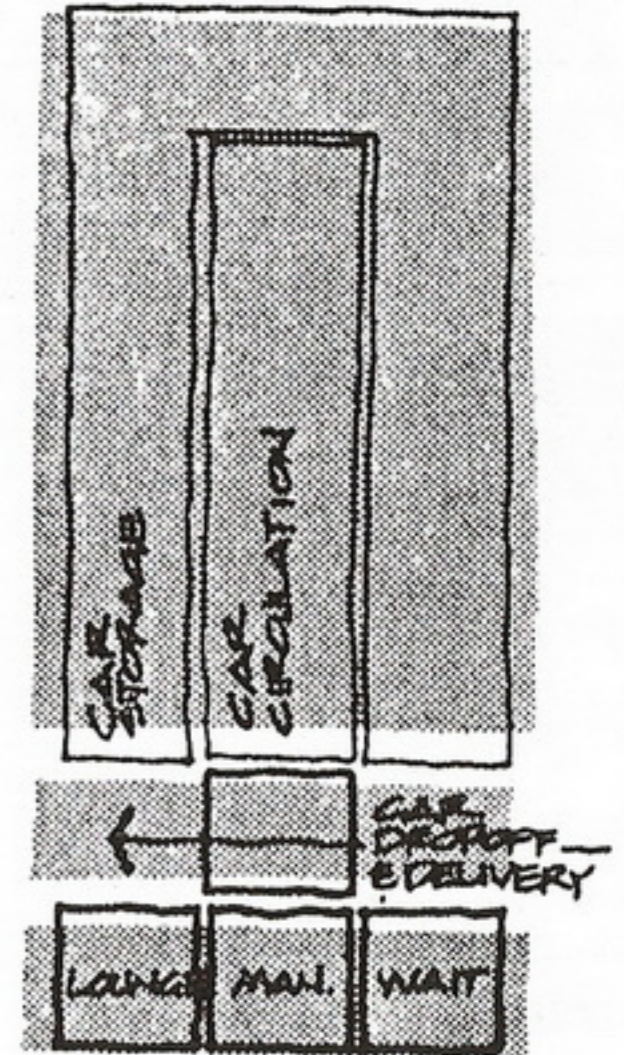
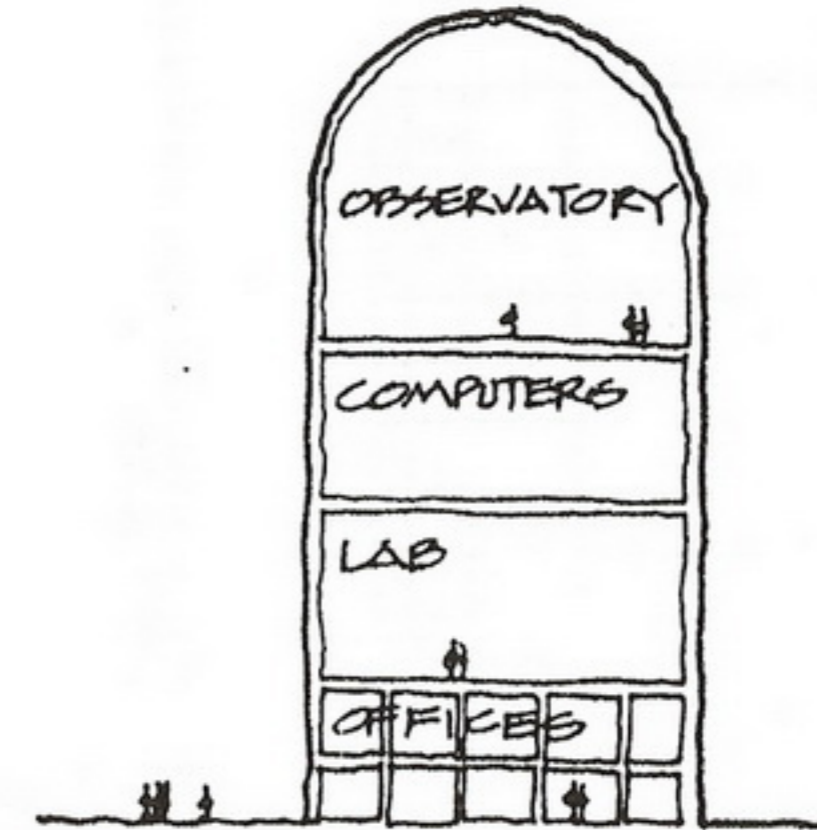
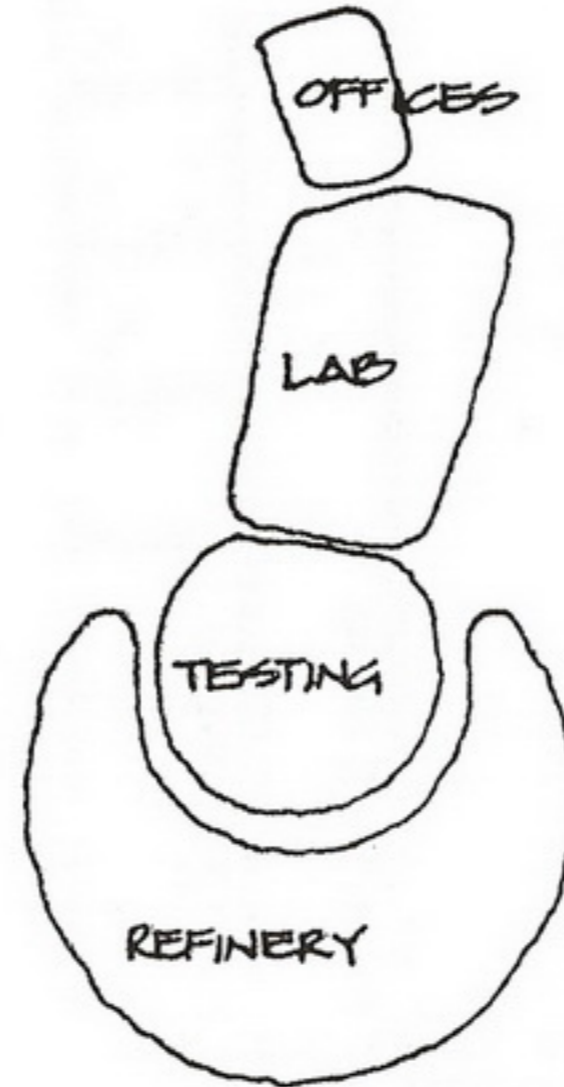
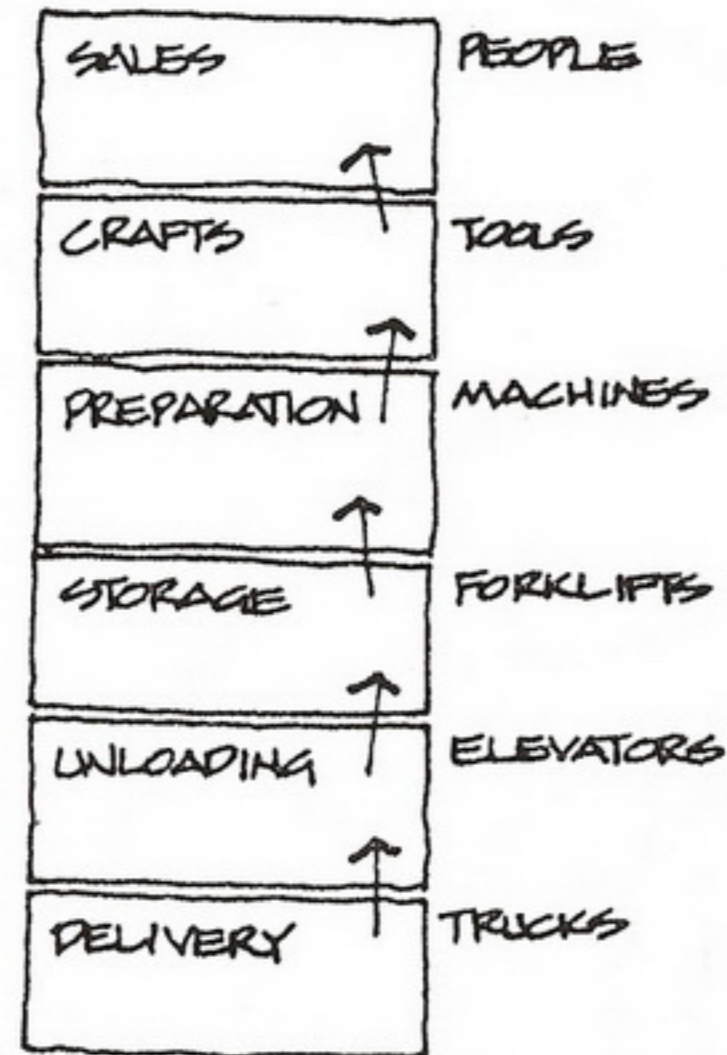
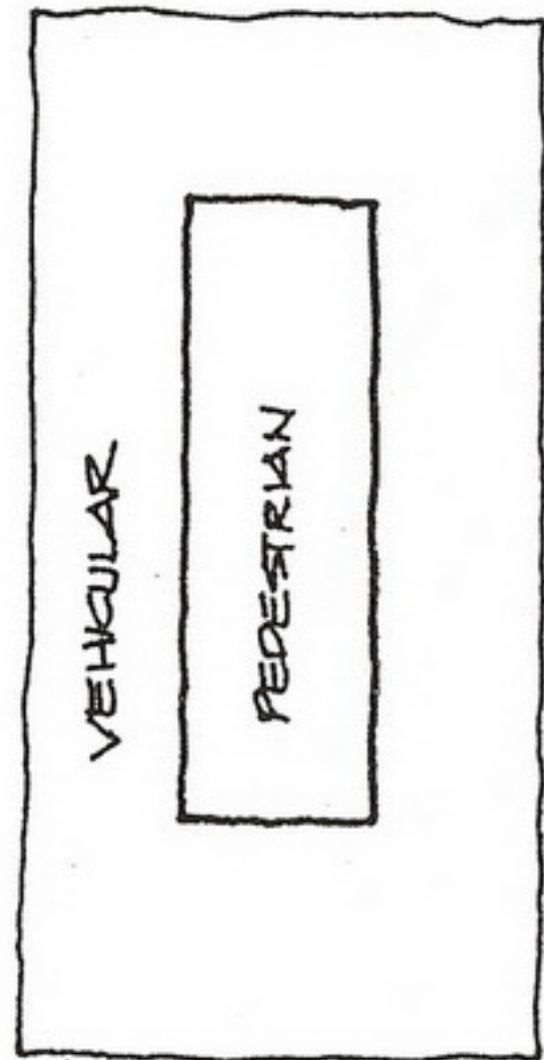


PERFORMANCE GROUP

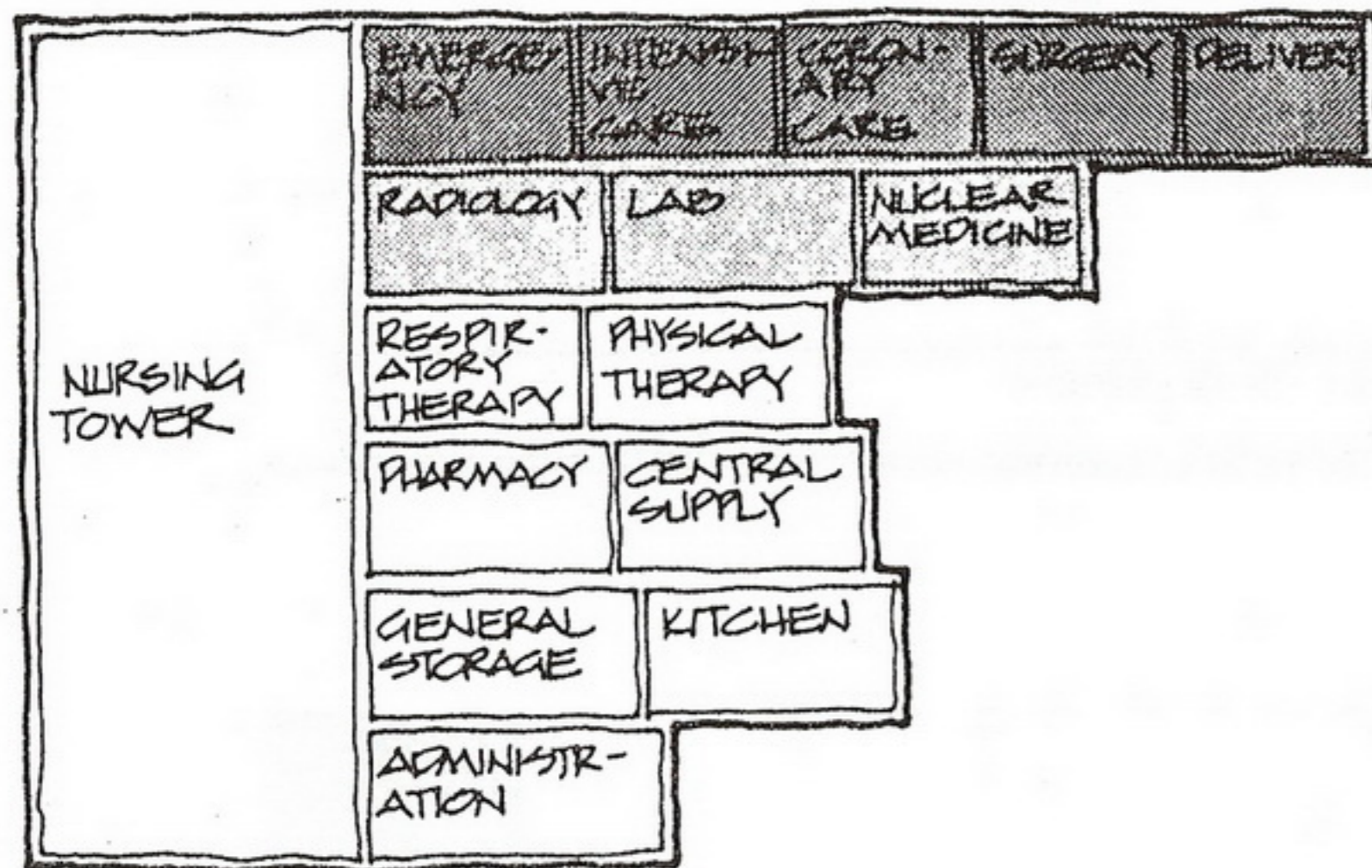


HOUSING

Extent of Man or Machine Involvement



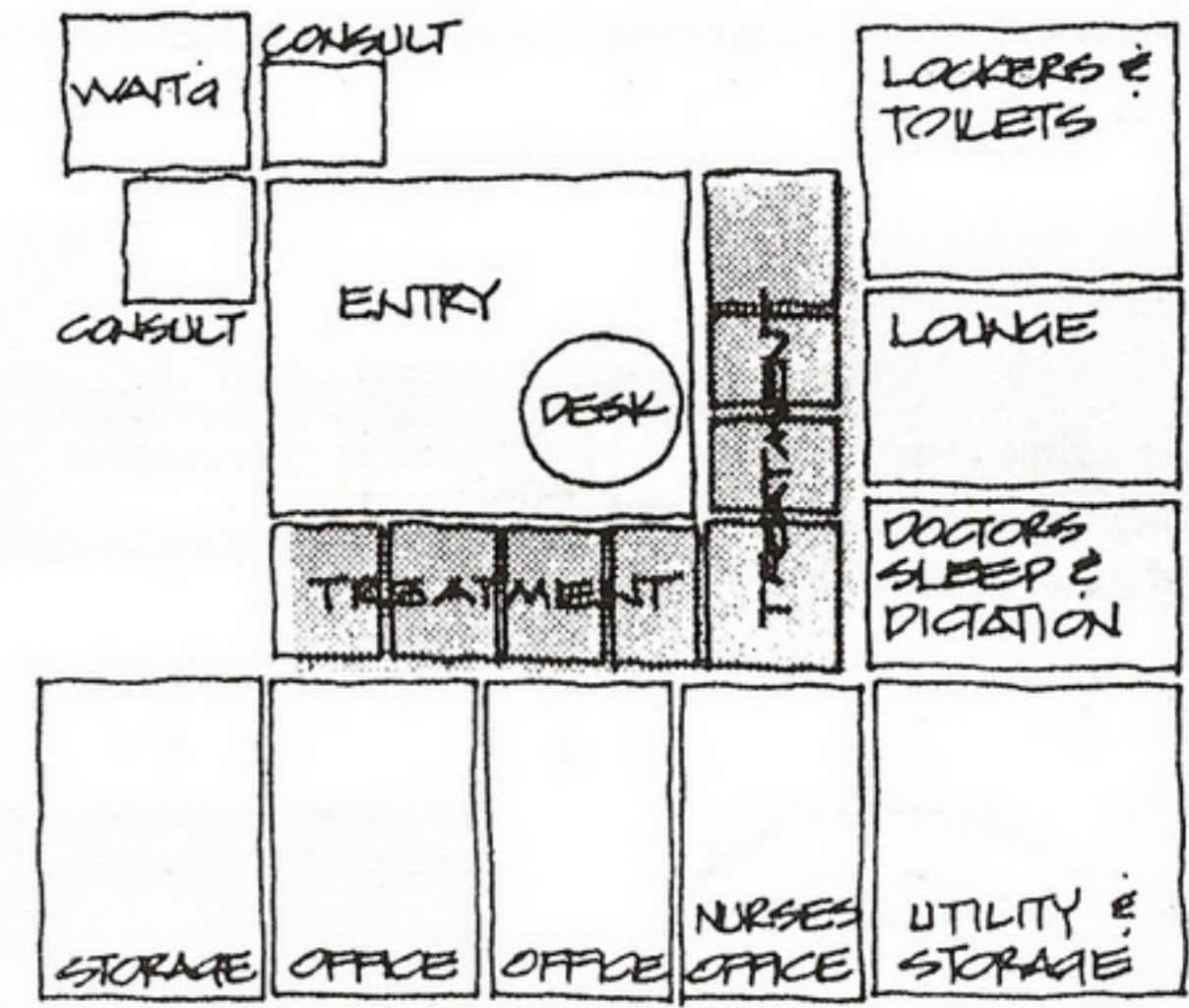
Degree of Emergency or Critical Situations



HOSPITAL

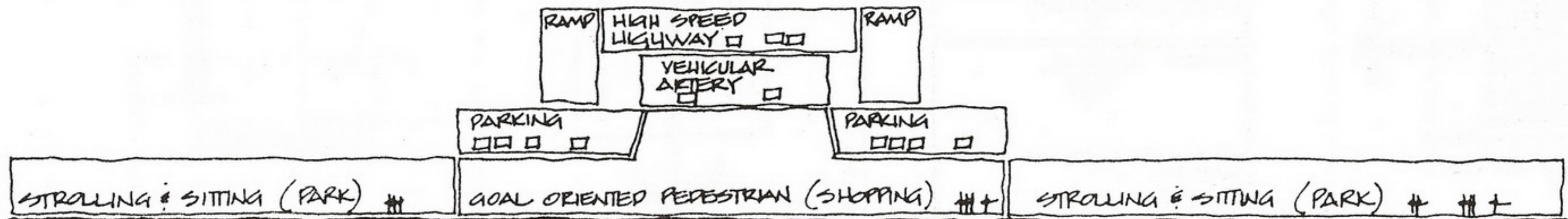


AIR TRAFFIC CONTROL TOWER

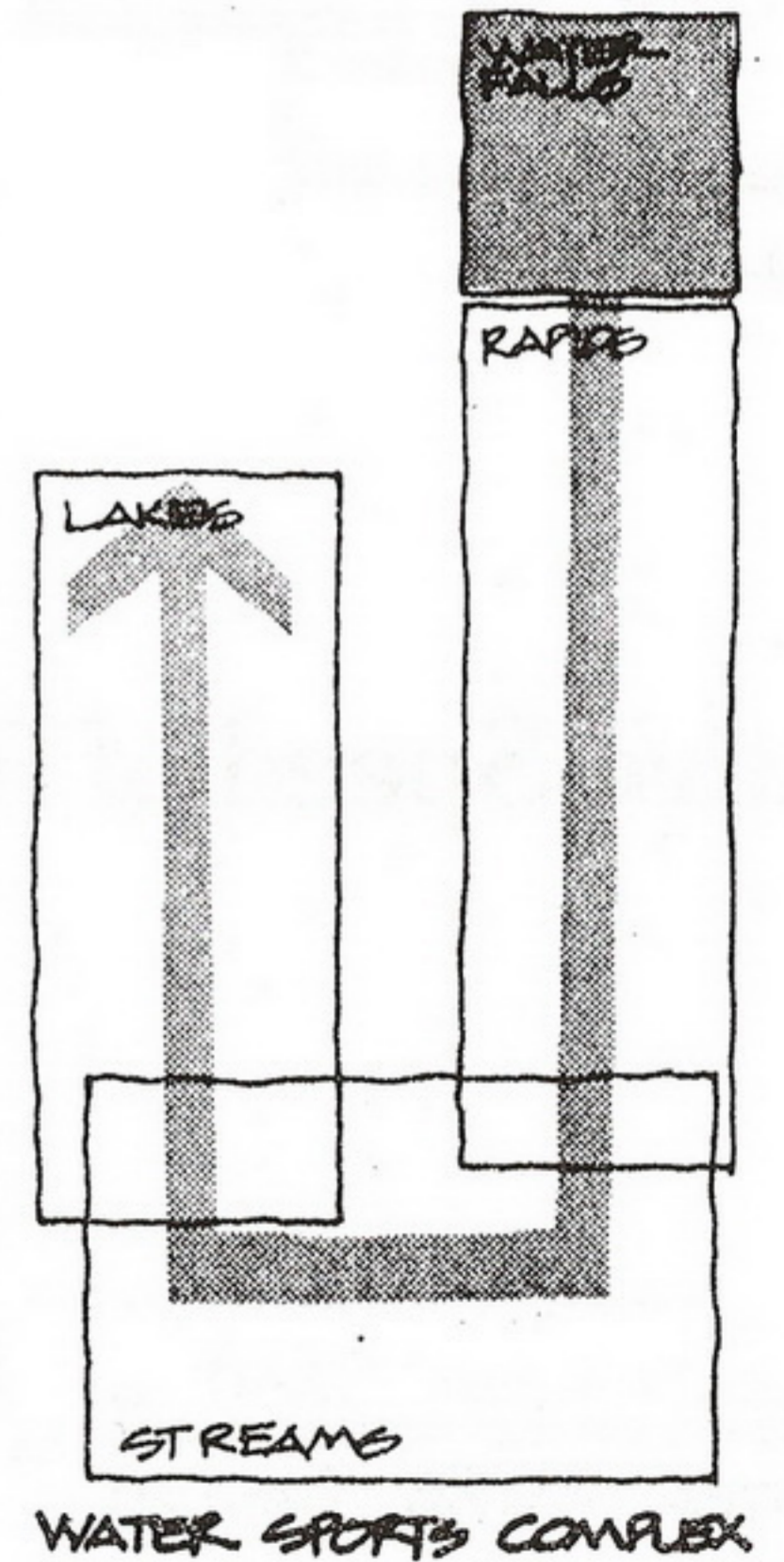
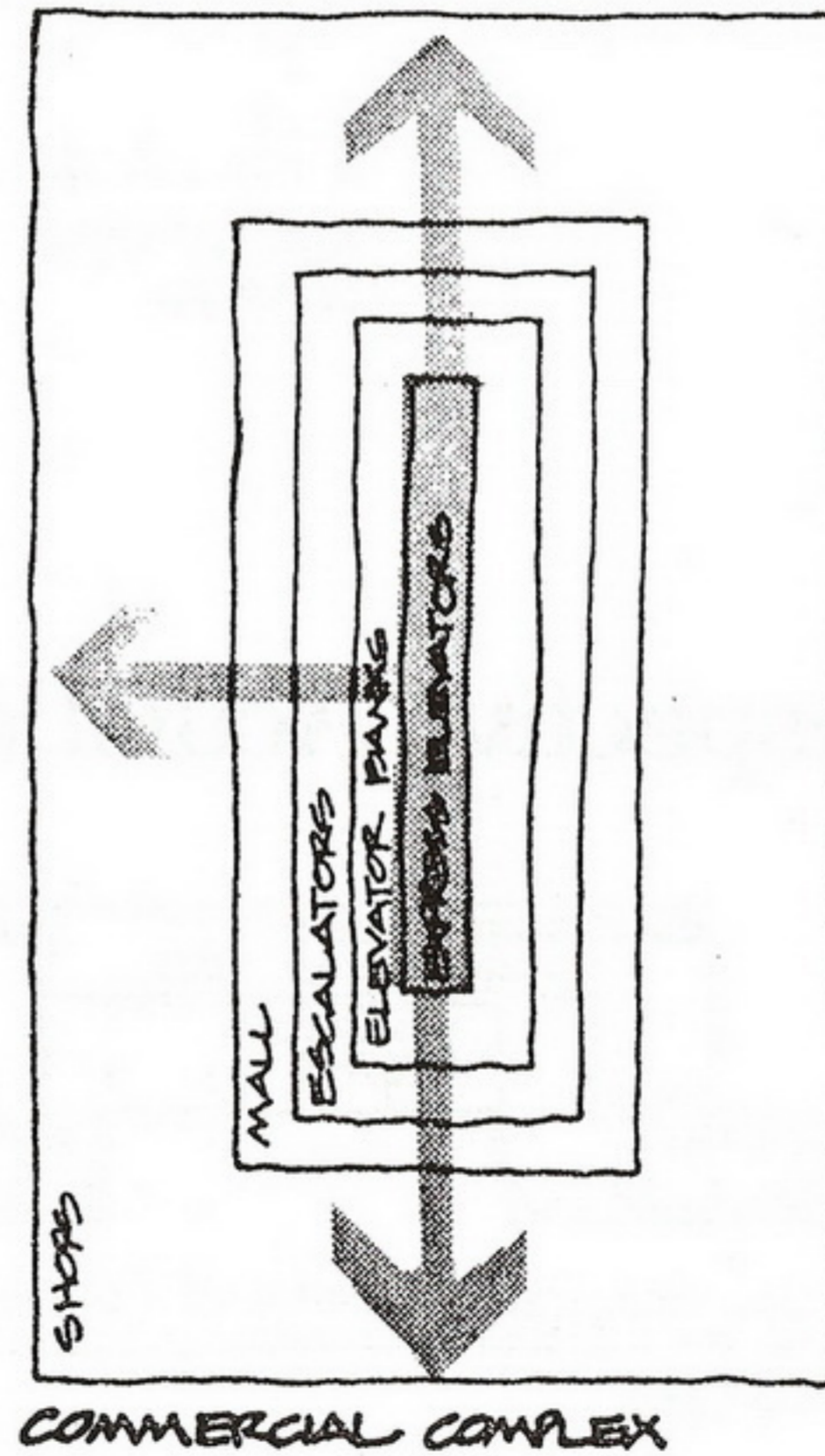
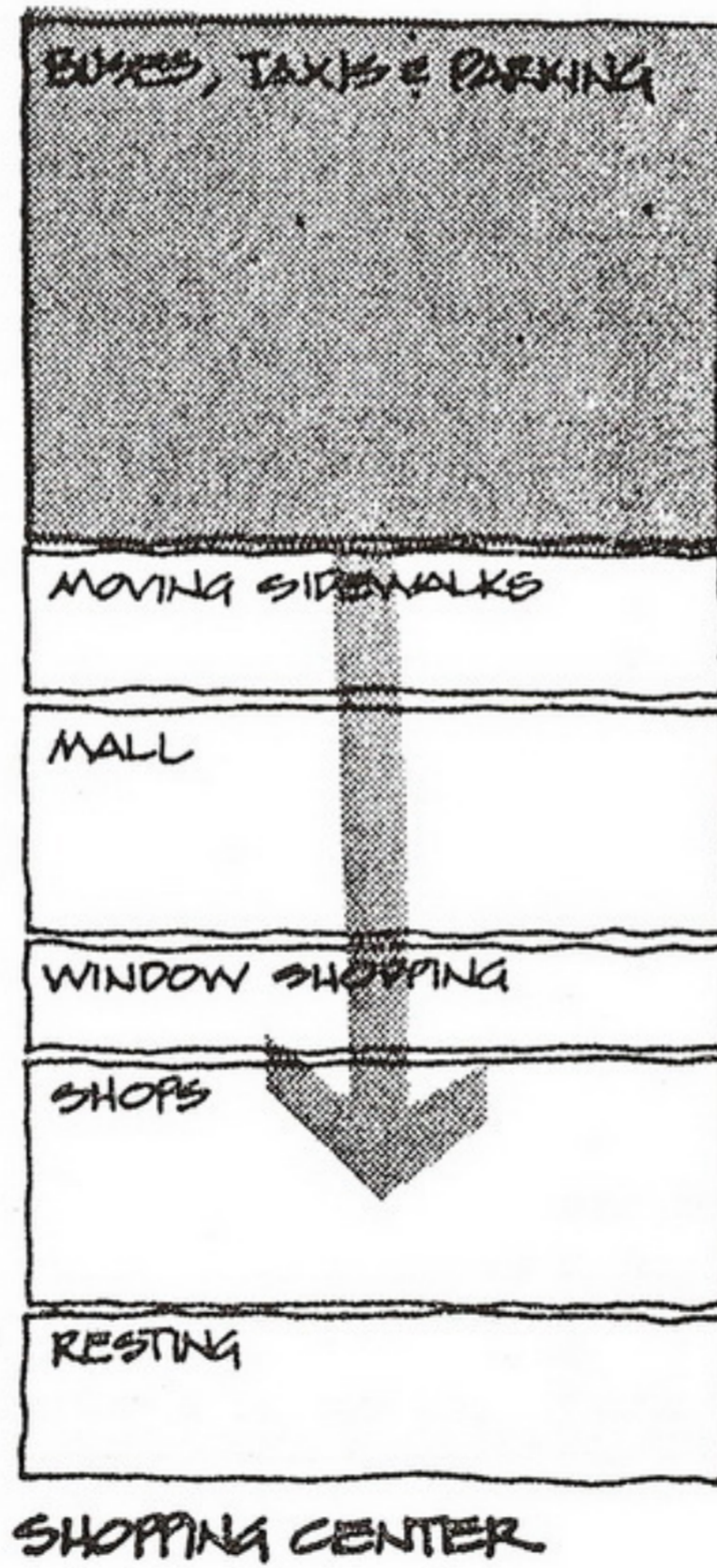
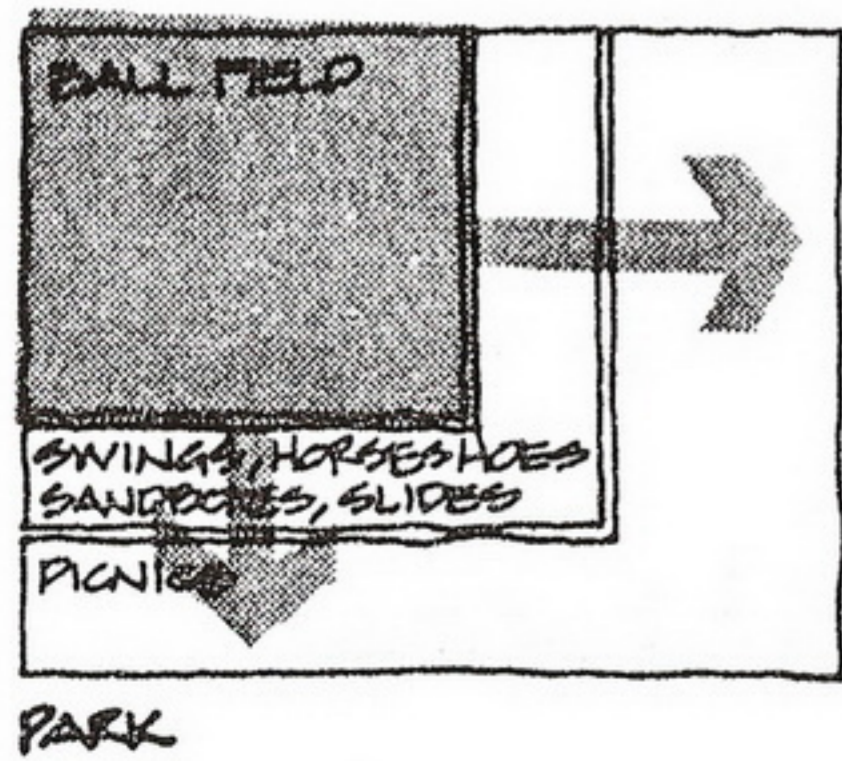
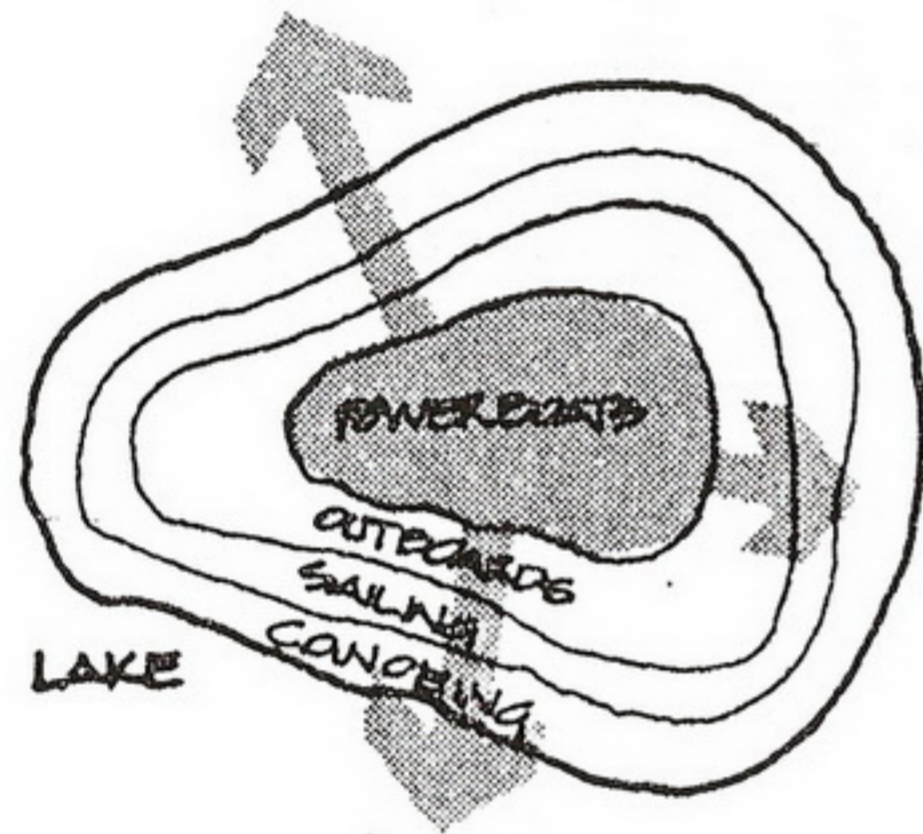
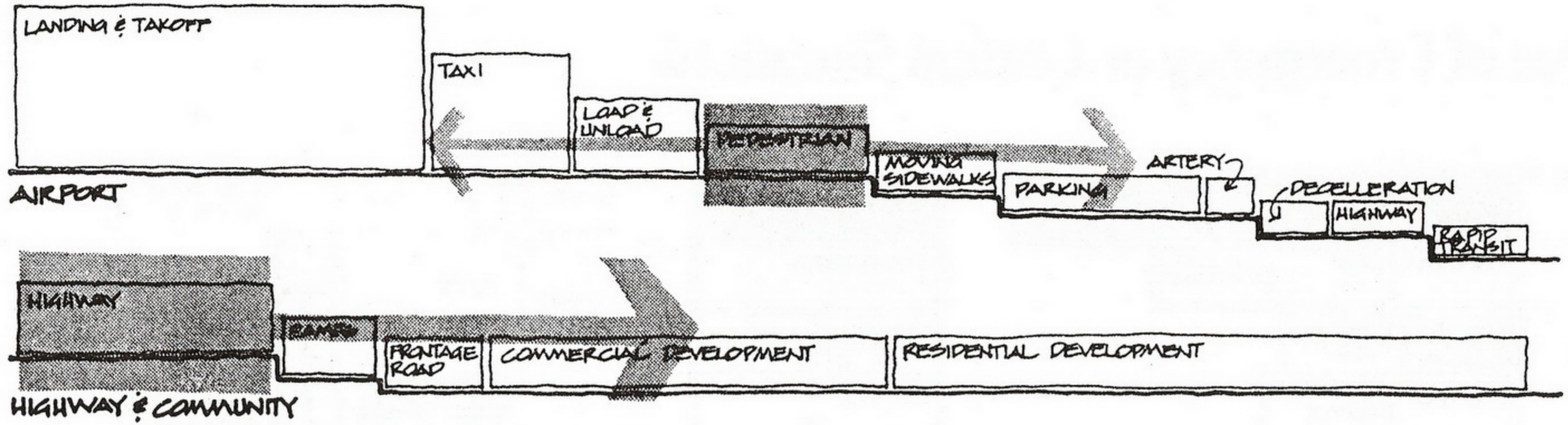


EMERGENCY SUITE

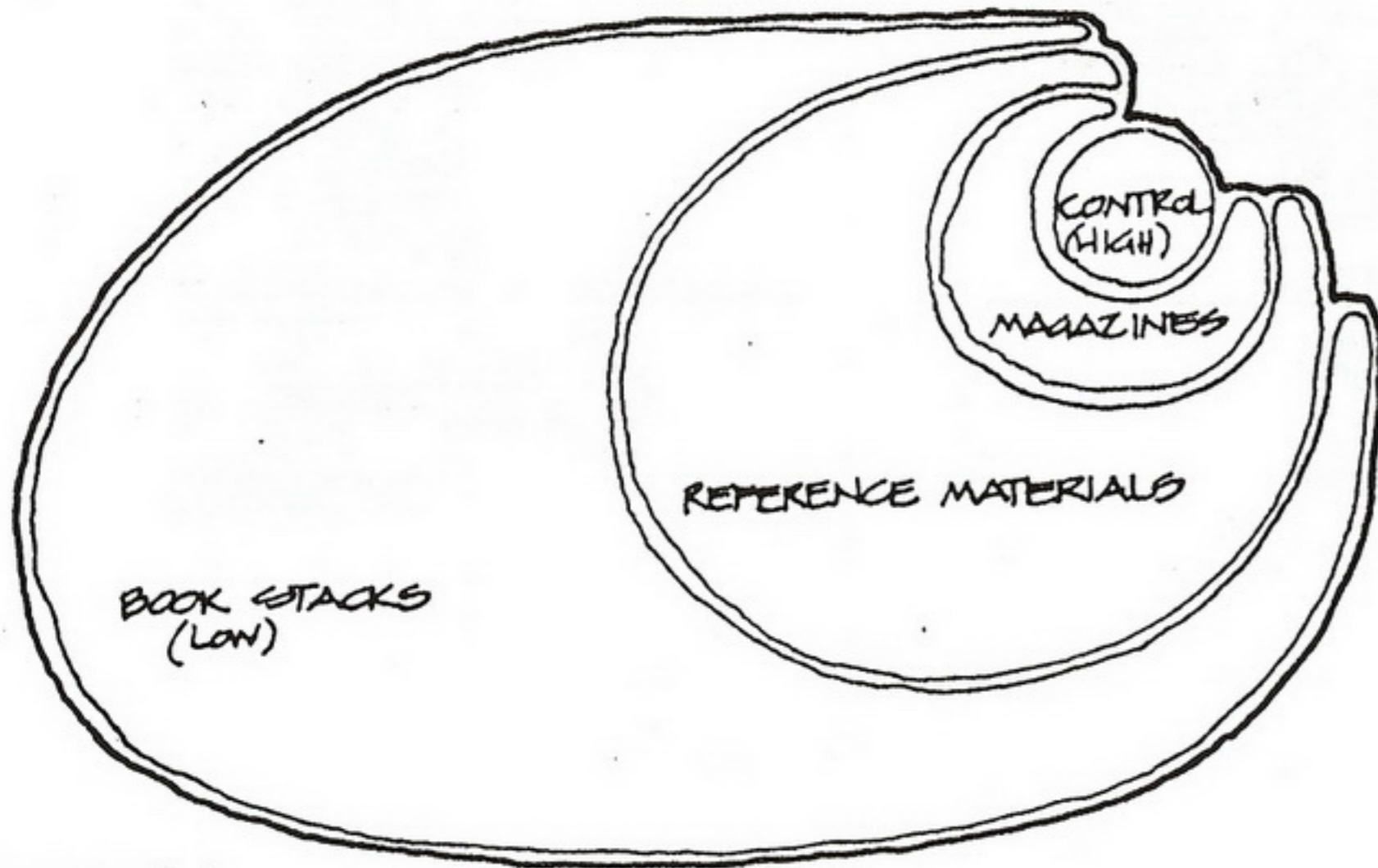
Relative Speed of Respective Activities



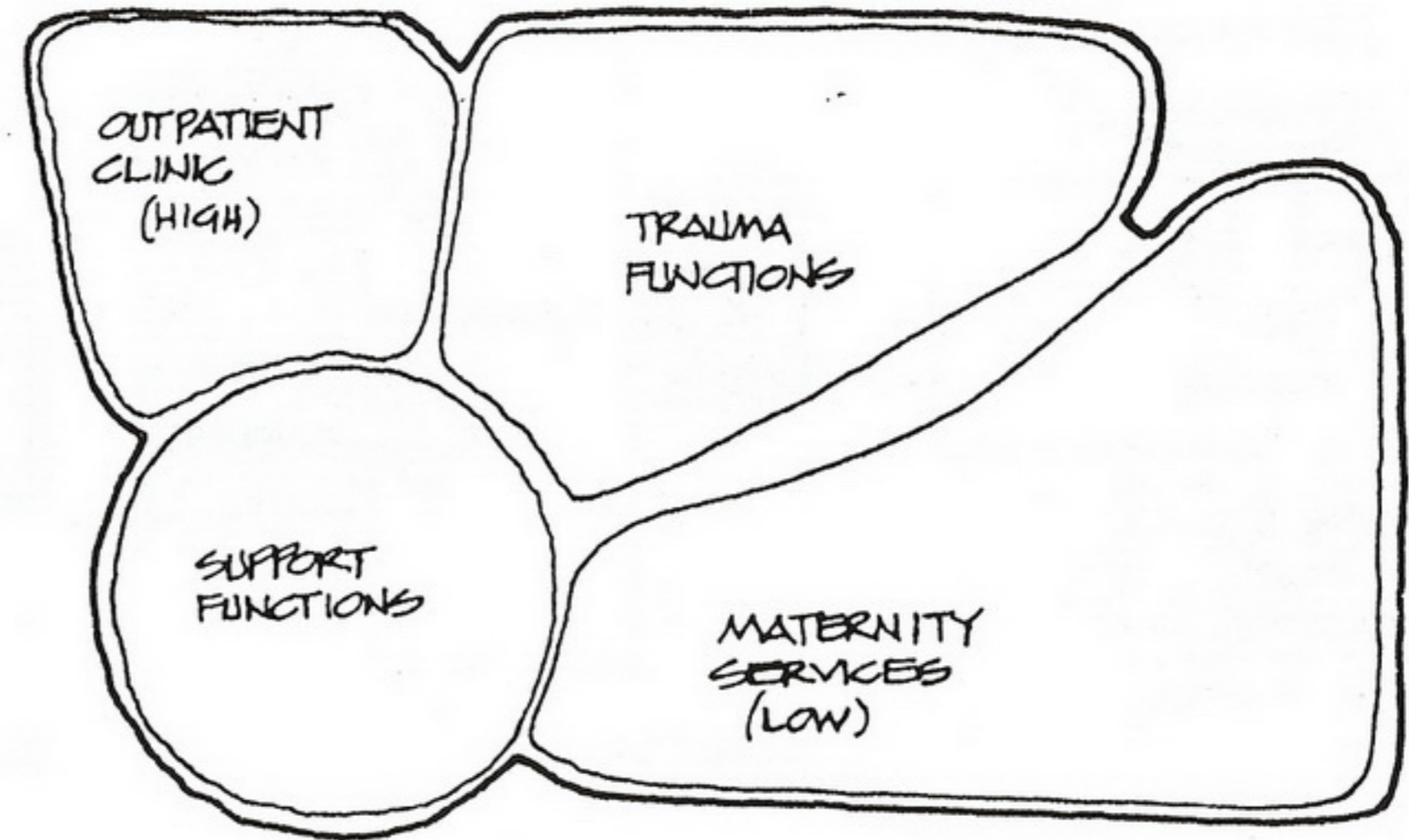
INTEGRATED HIGHWAY & SHOPPING COMPLEX



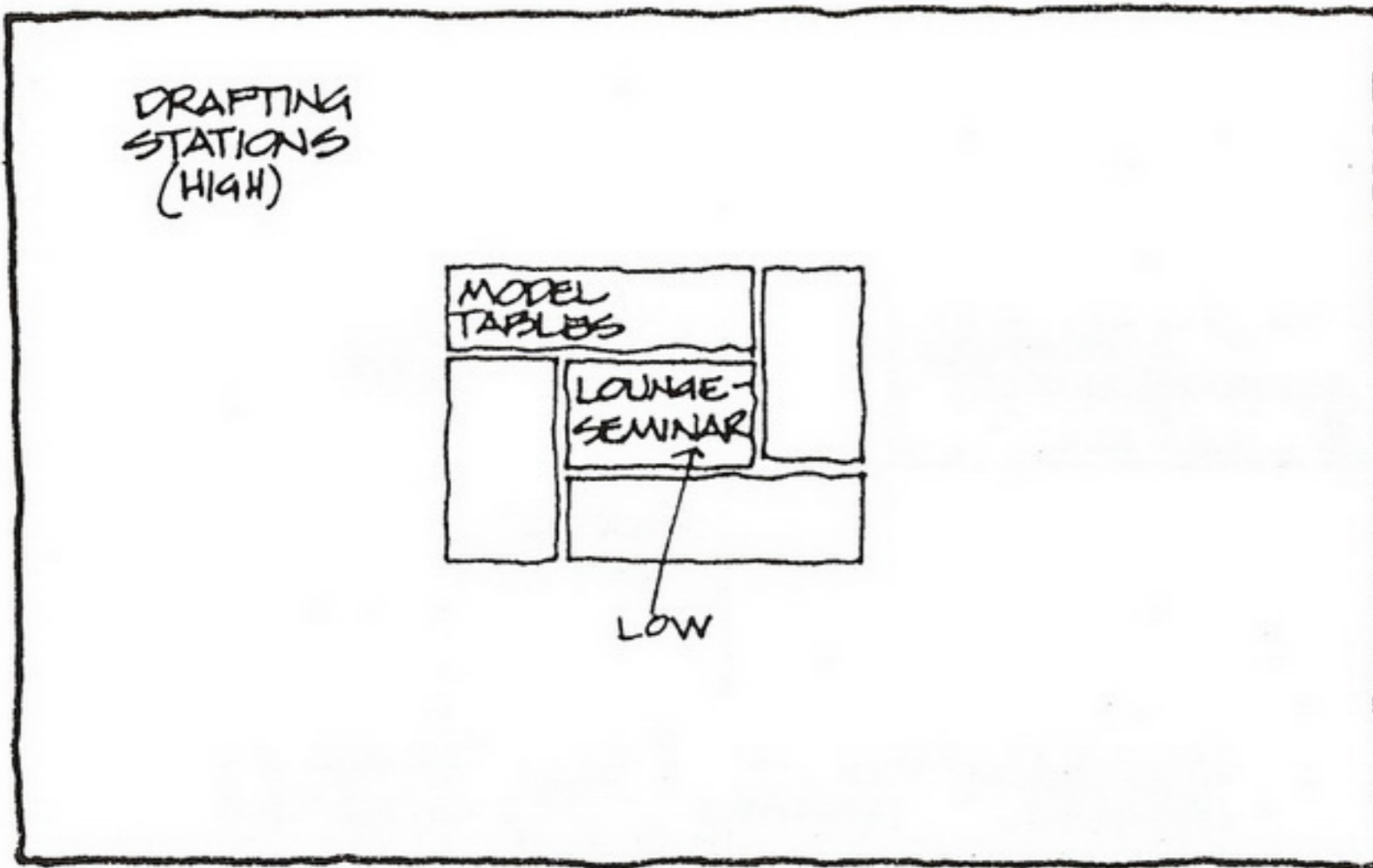
Frequency of Activity Occurrence



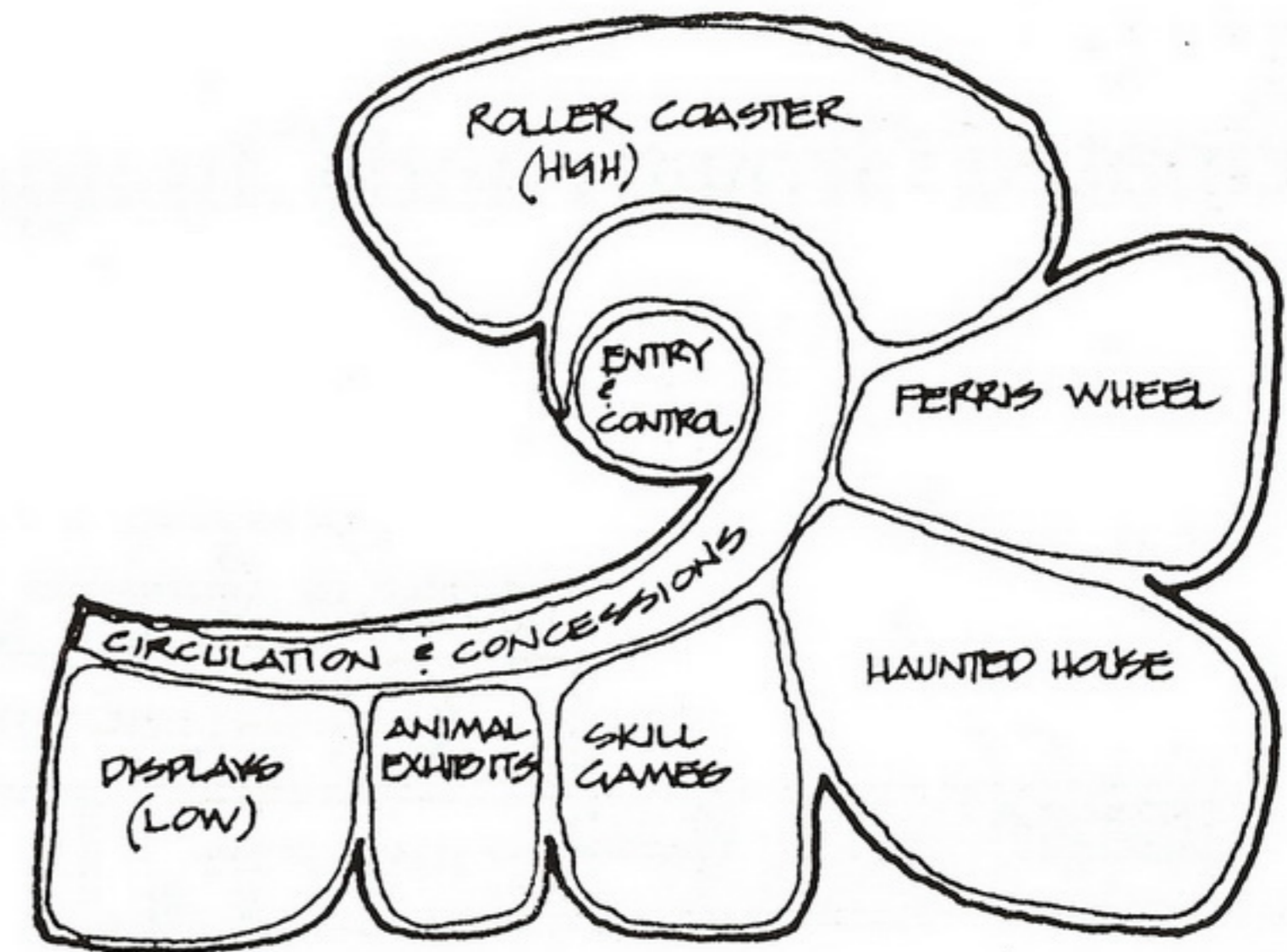
LIBRARY



MEDICAL COMPLEX

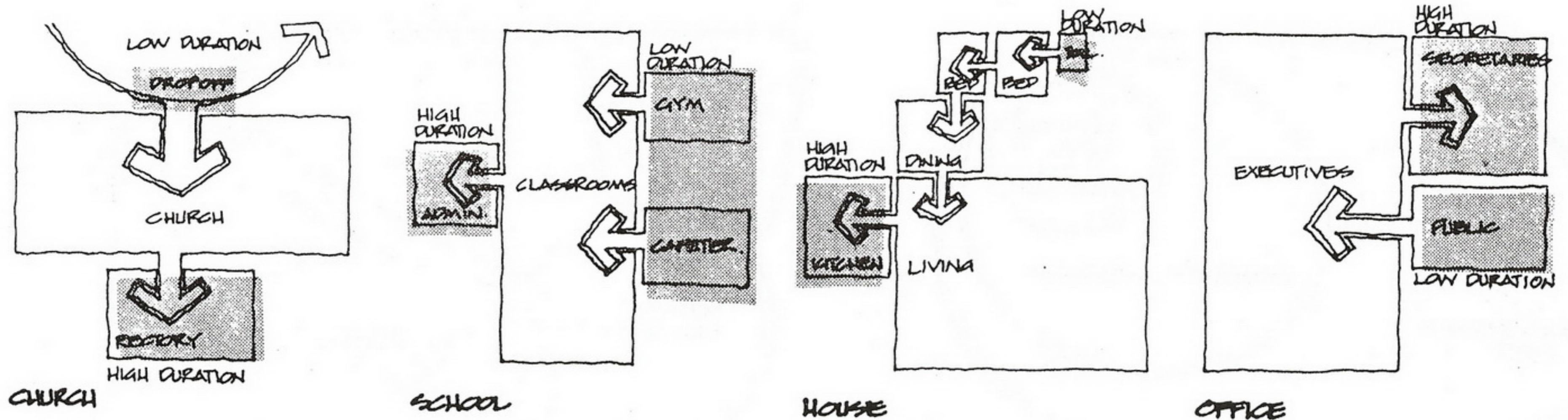


ARCHITECTURE STUDIO

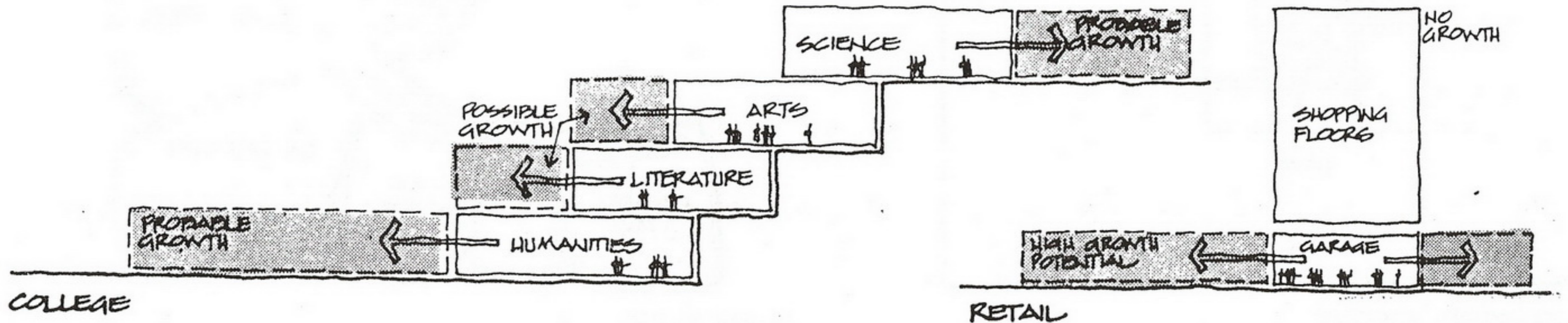


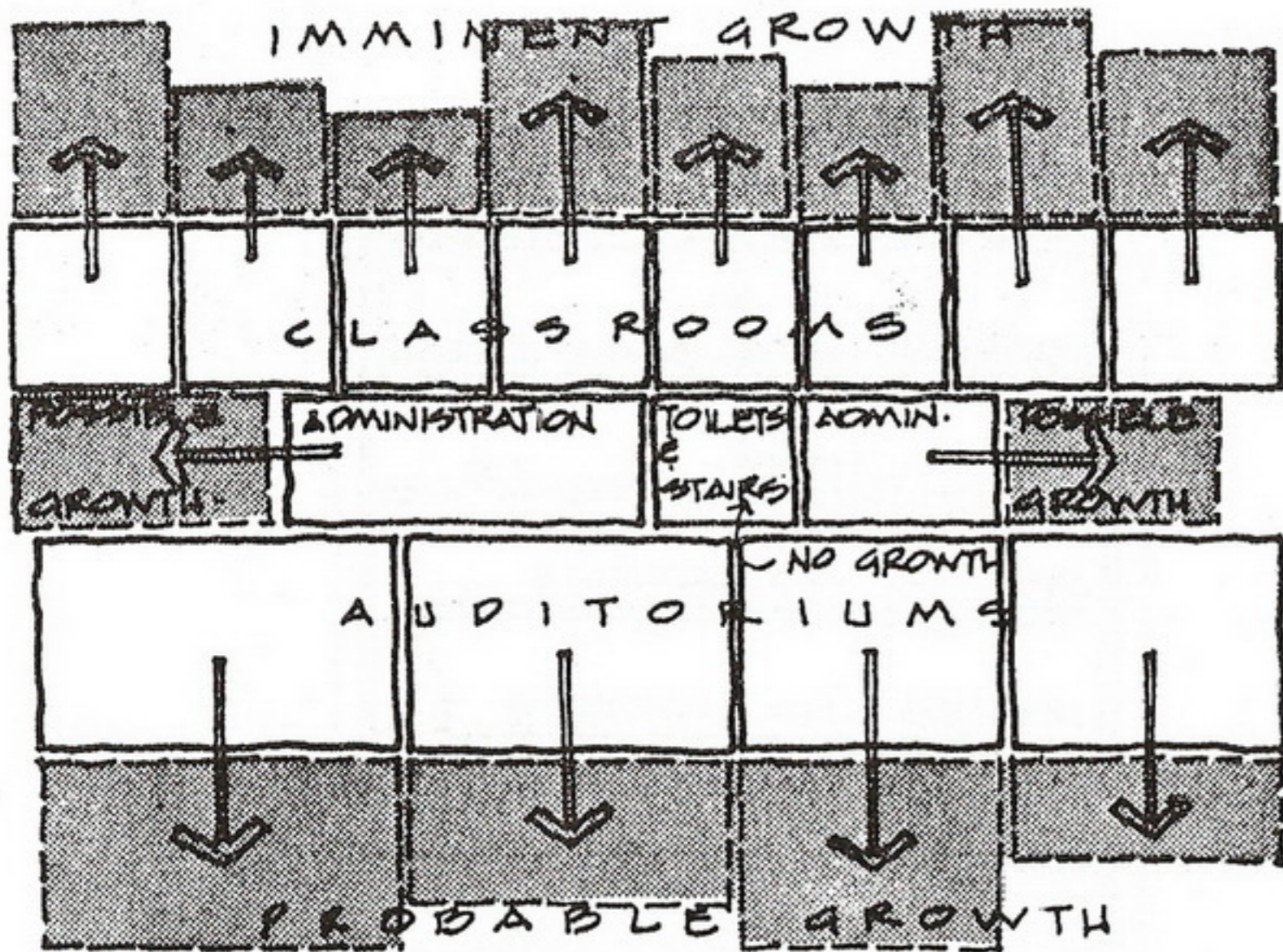
FAIRGROUNDS

Duration of Activities

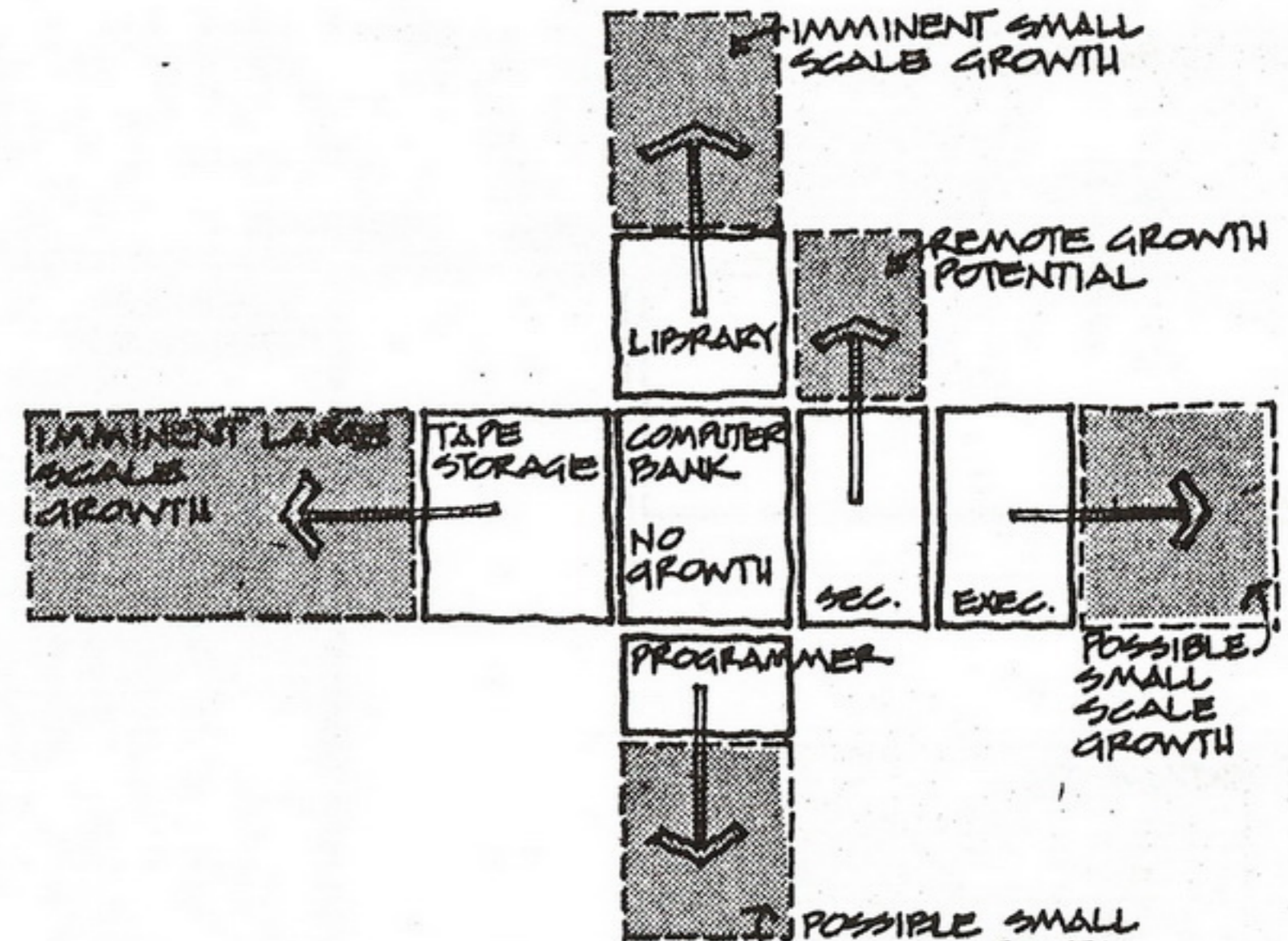


Anticipated Growth and Change

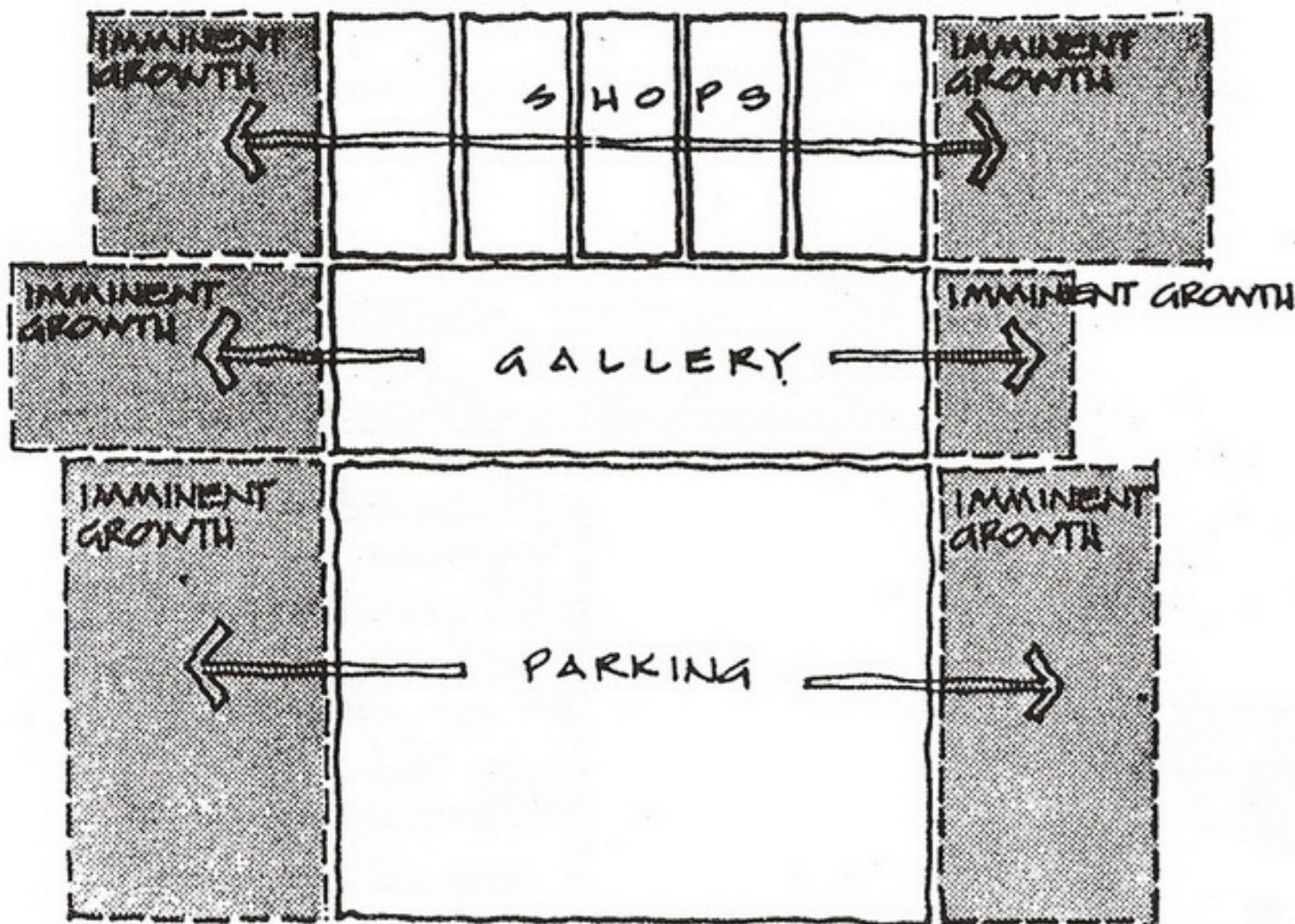




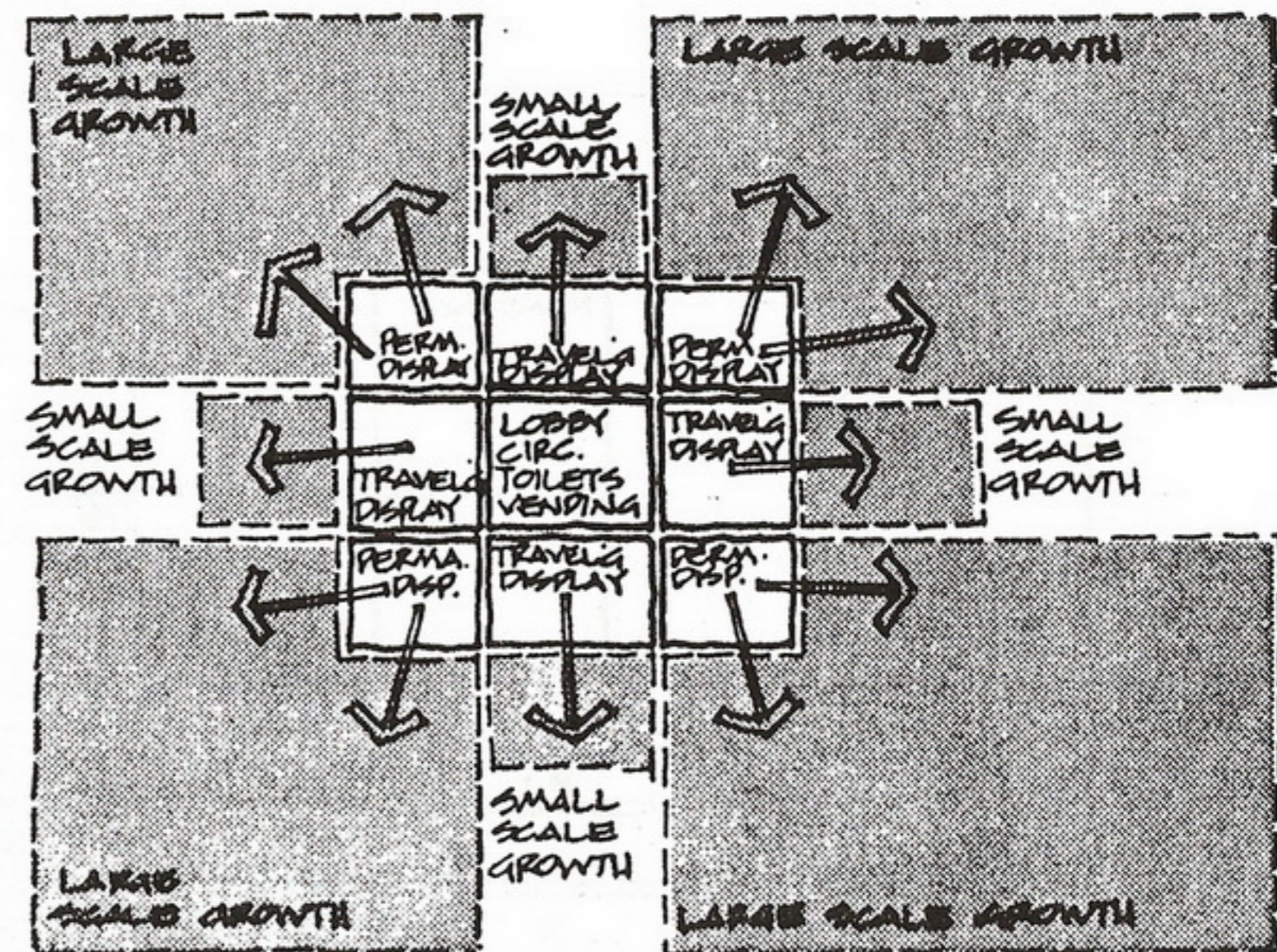
SCHOOL



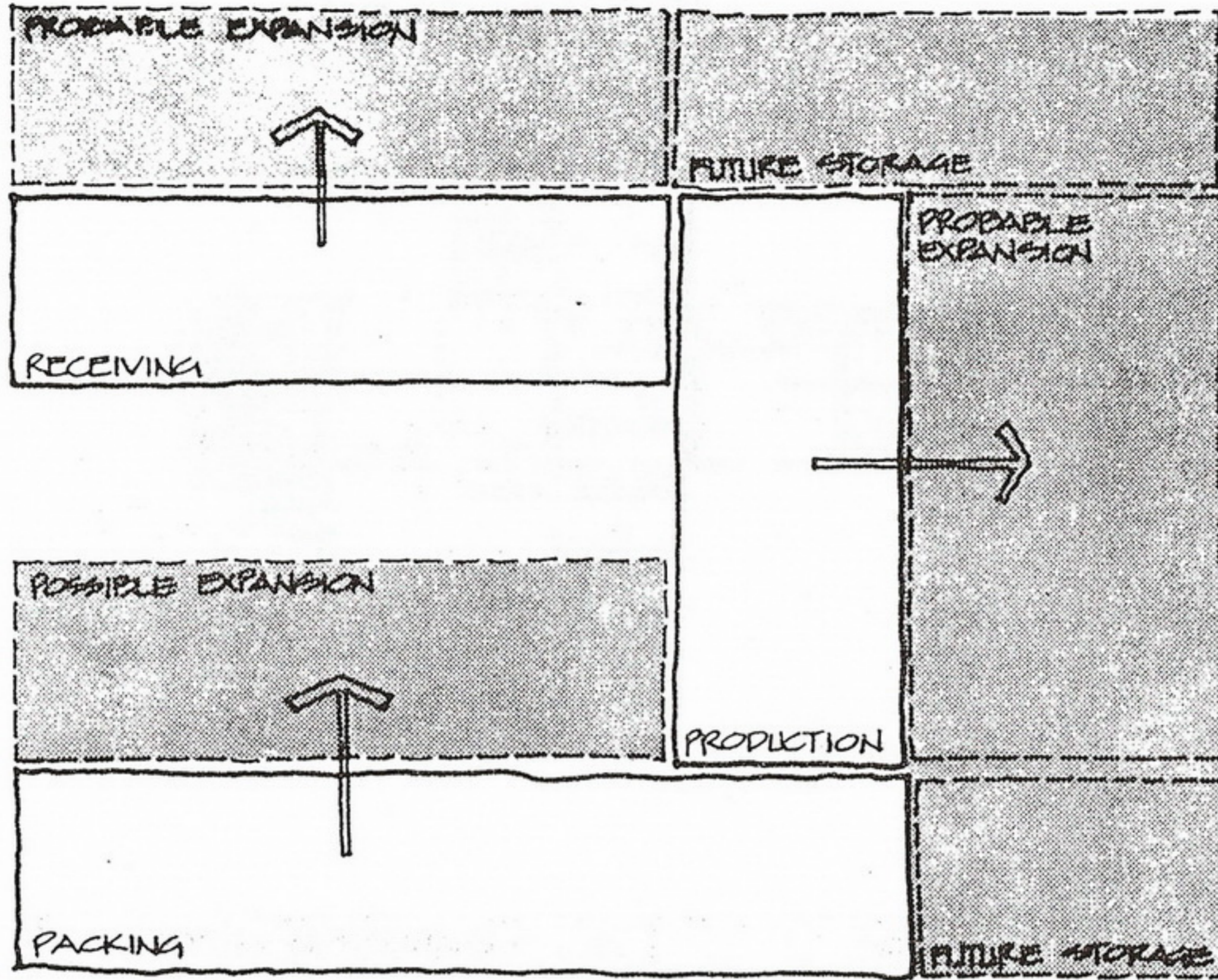
COMPUTER FACILITY



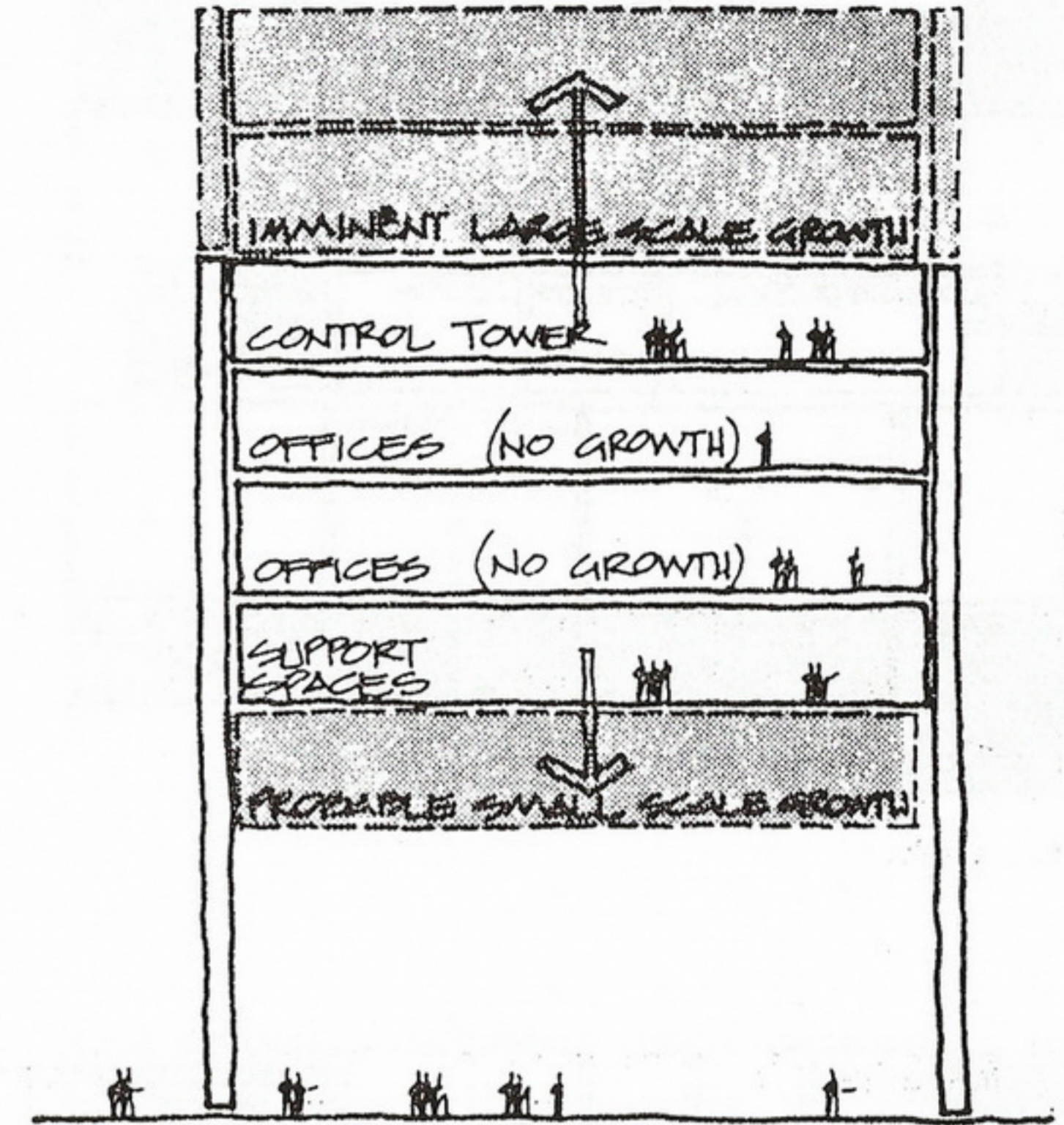
SHOPPING CENTER



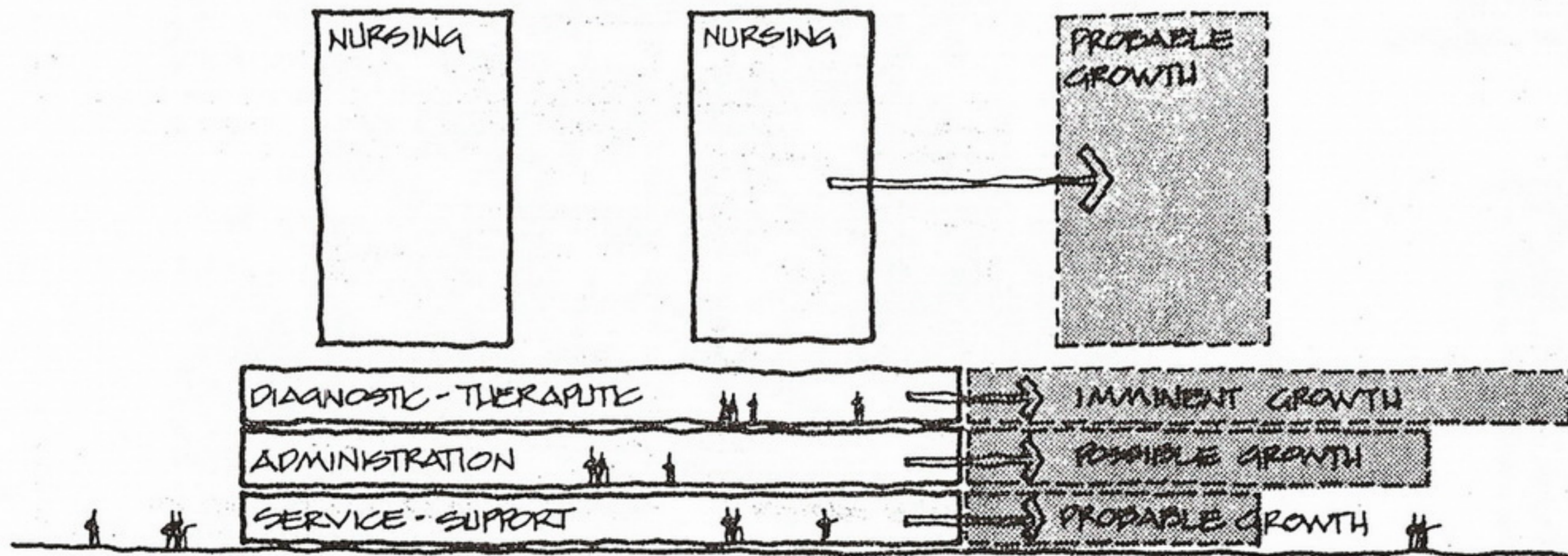
ART MUSEUM



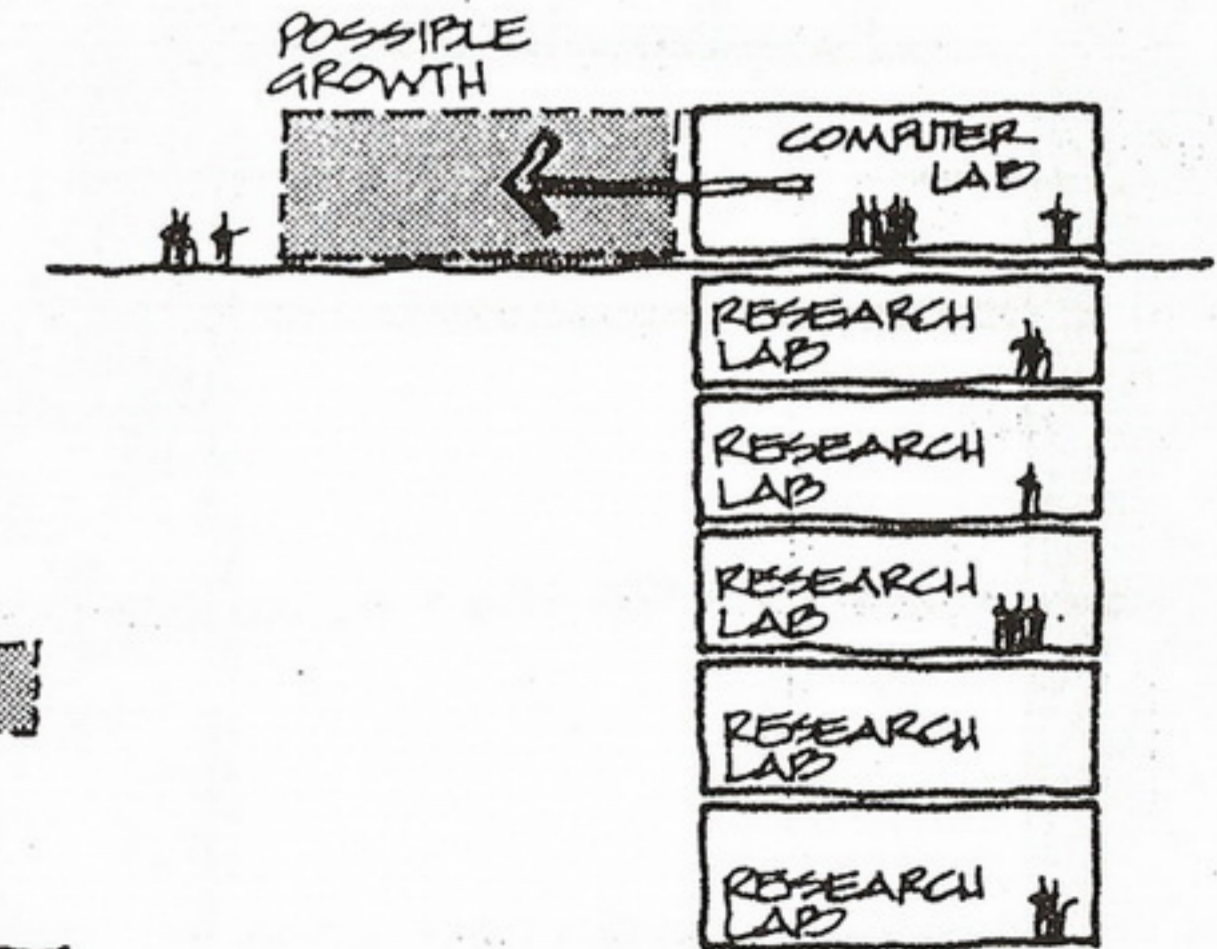
MANUFACTURER



AIR CONTROL TOWER



HEALTH CENTER

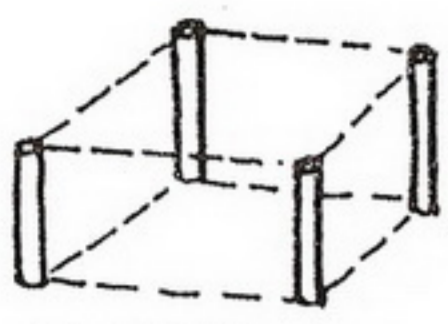


RESEARCH FACILITY

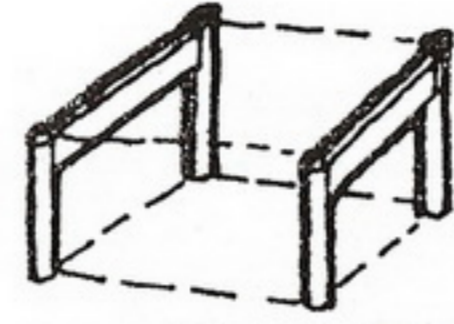
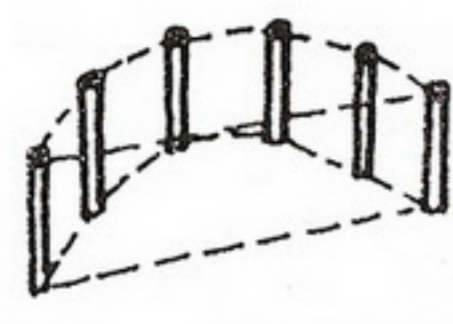
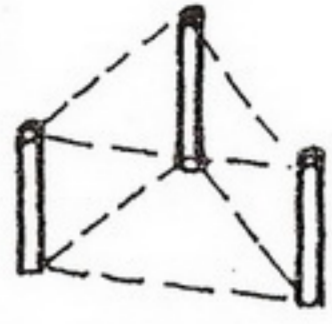
65

Architectural Space

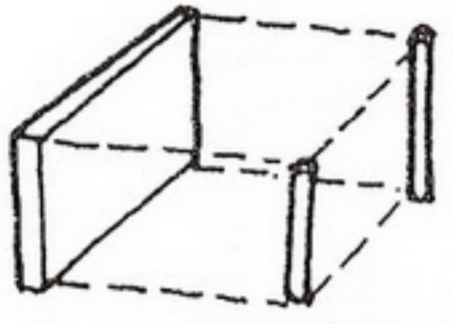
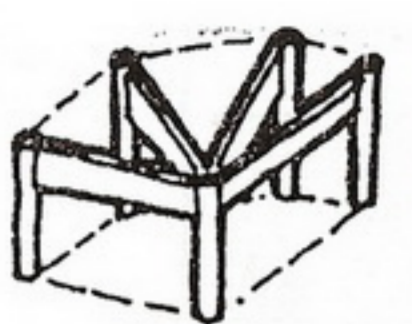
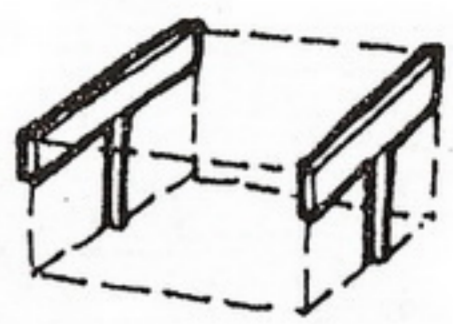
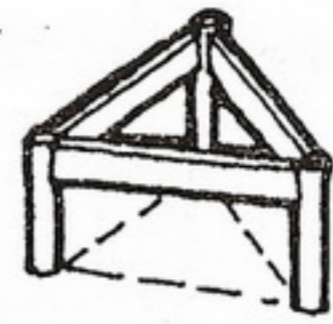
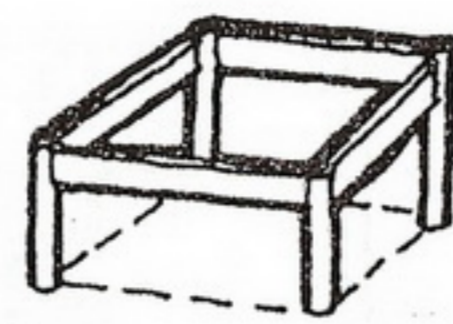
Forming Space



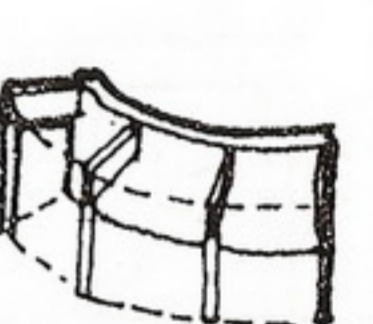
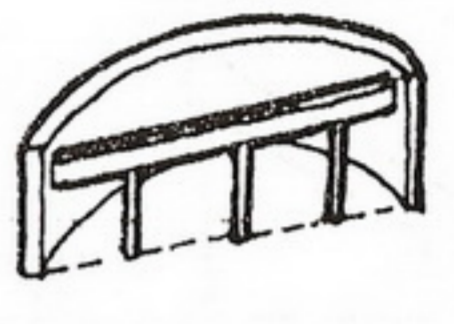
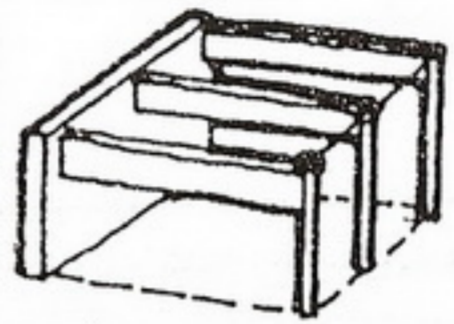
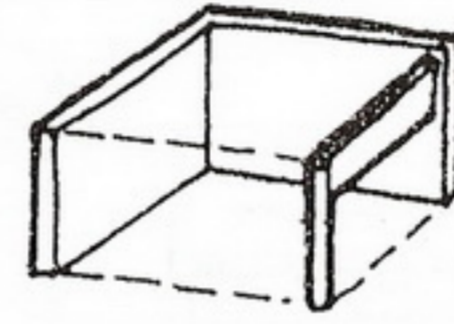
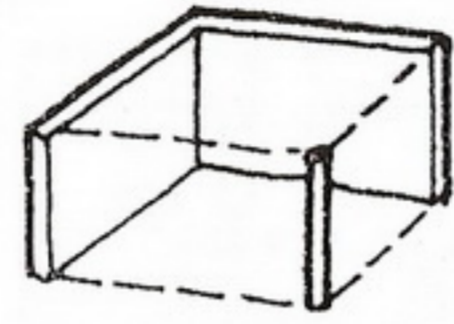
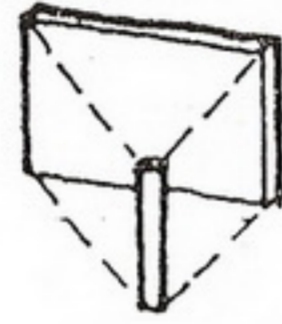
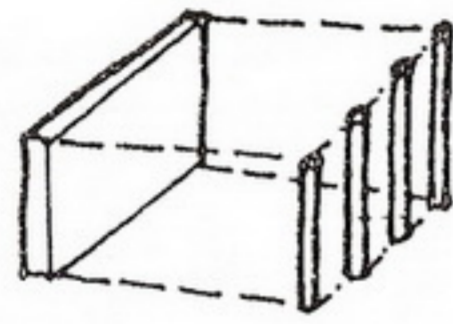
COLUMNS



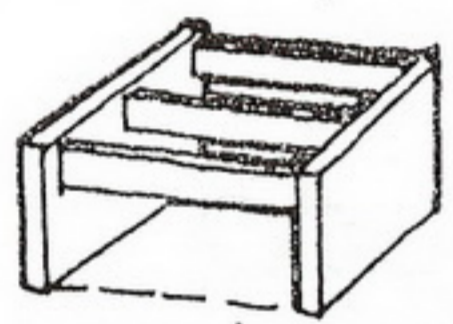
COLUMNS & BEAMS



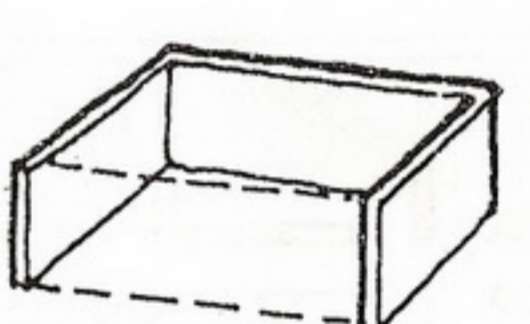
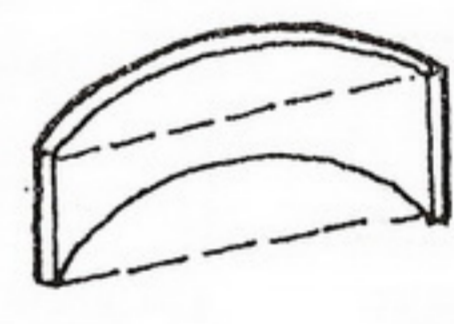
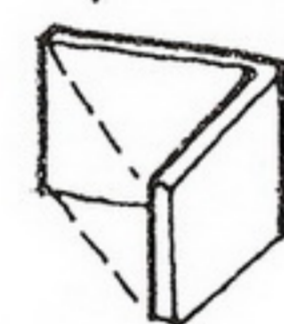
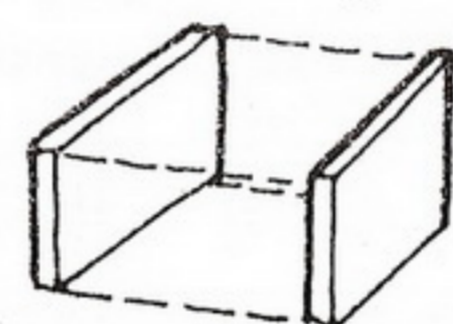
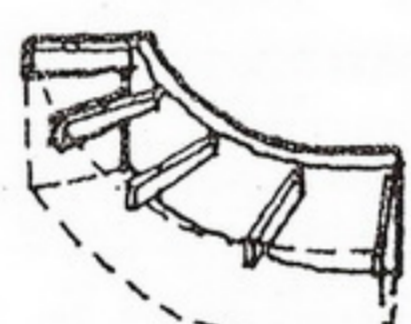
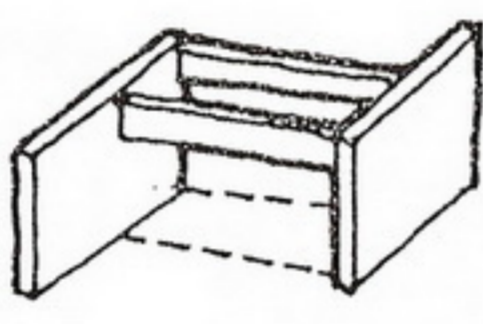
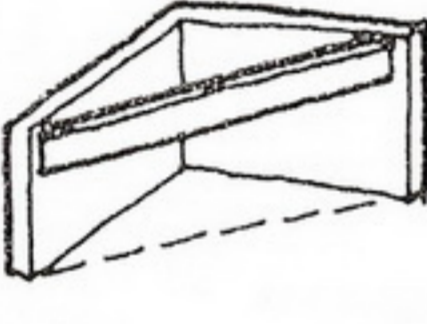
COLUMNS & WALLS



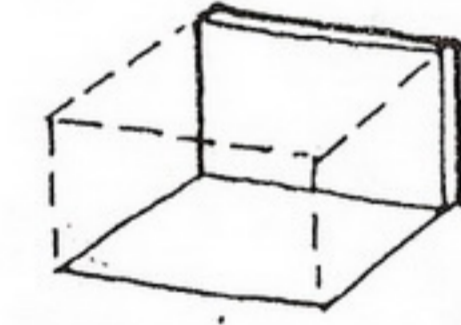
COLUMNS, BEAMS & WALLS



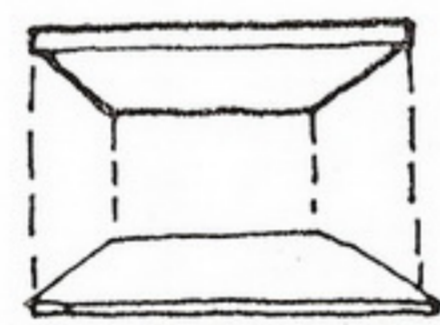
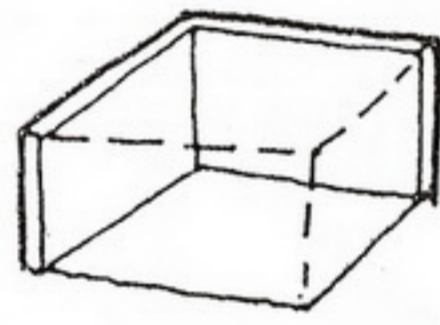
WALLS & BEAMS



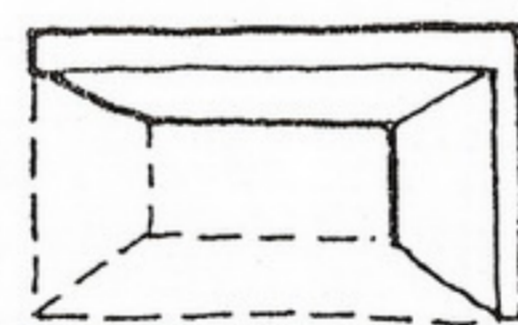
WALL PLANES



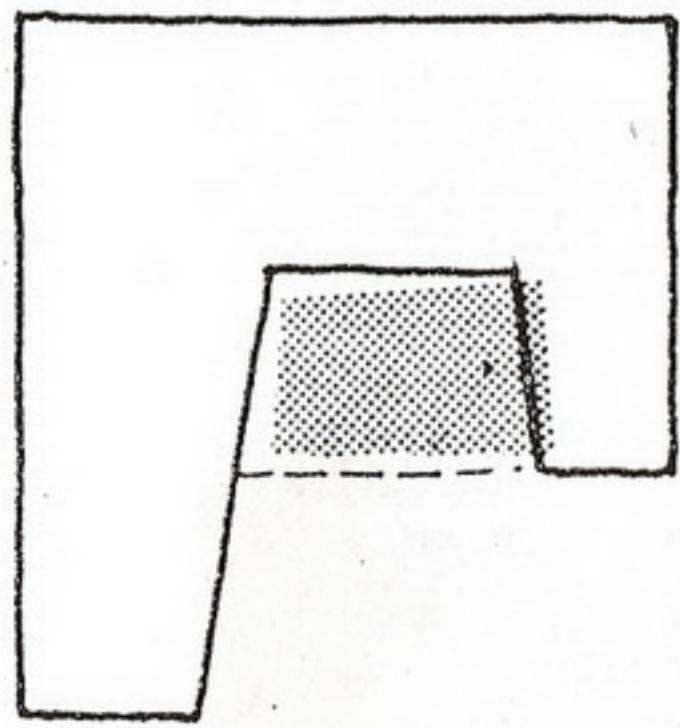
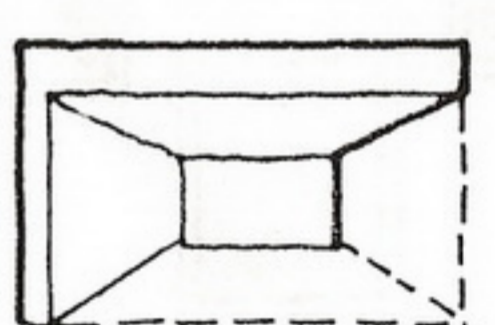
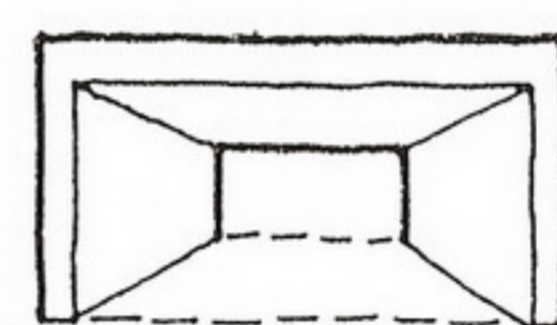
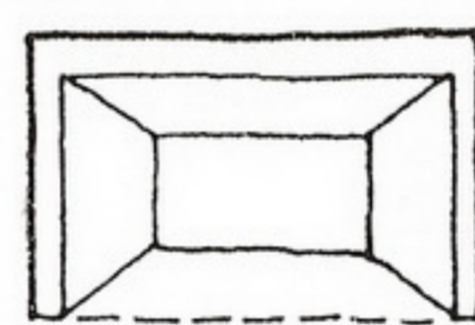
FLOOR & WALLS



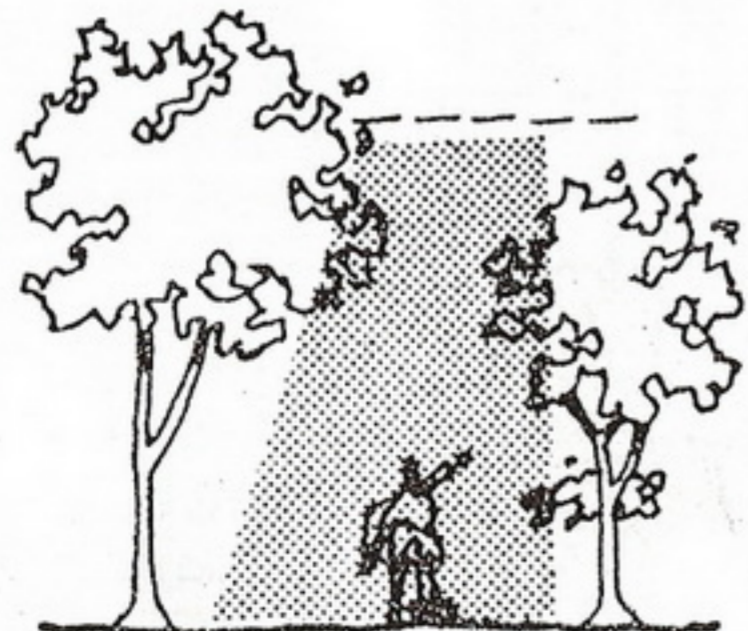
CEILING & FLOOR



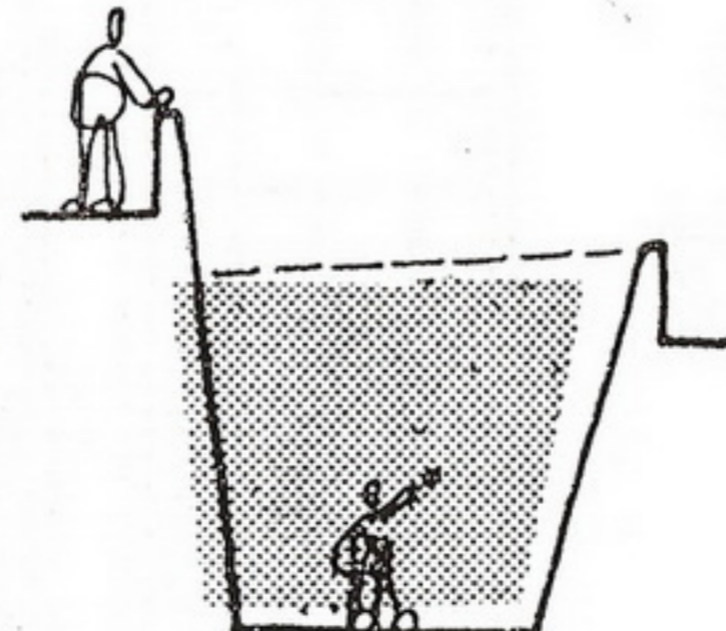
CEILING & WALLS



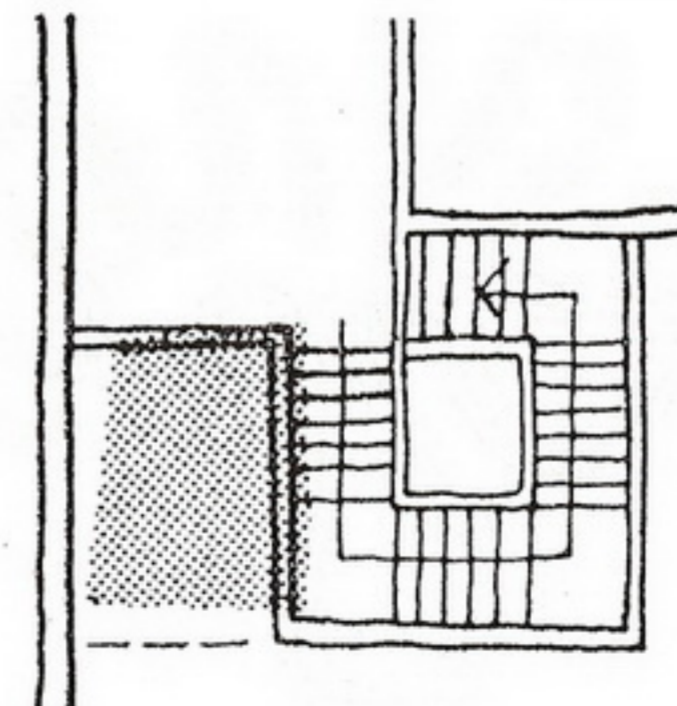
EXTERIOR WALLS



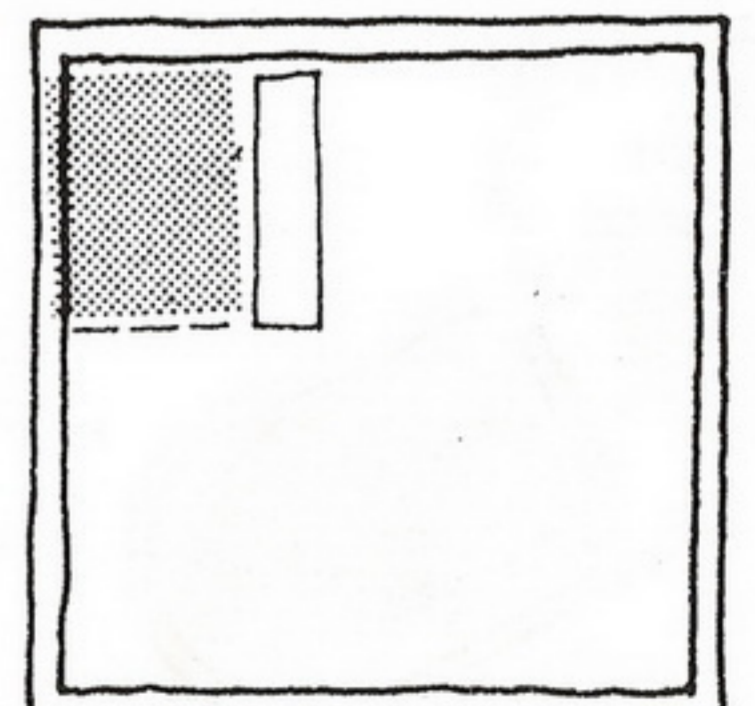
TREES



RETAINING WALLS

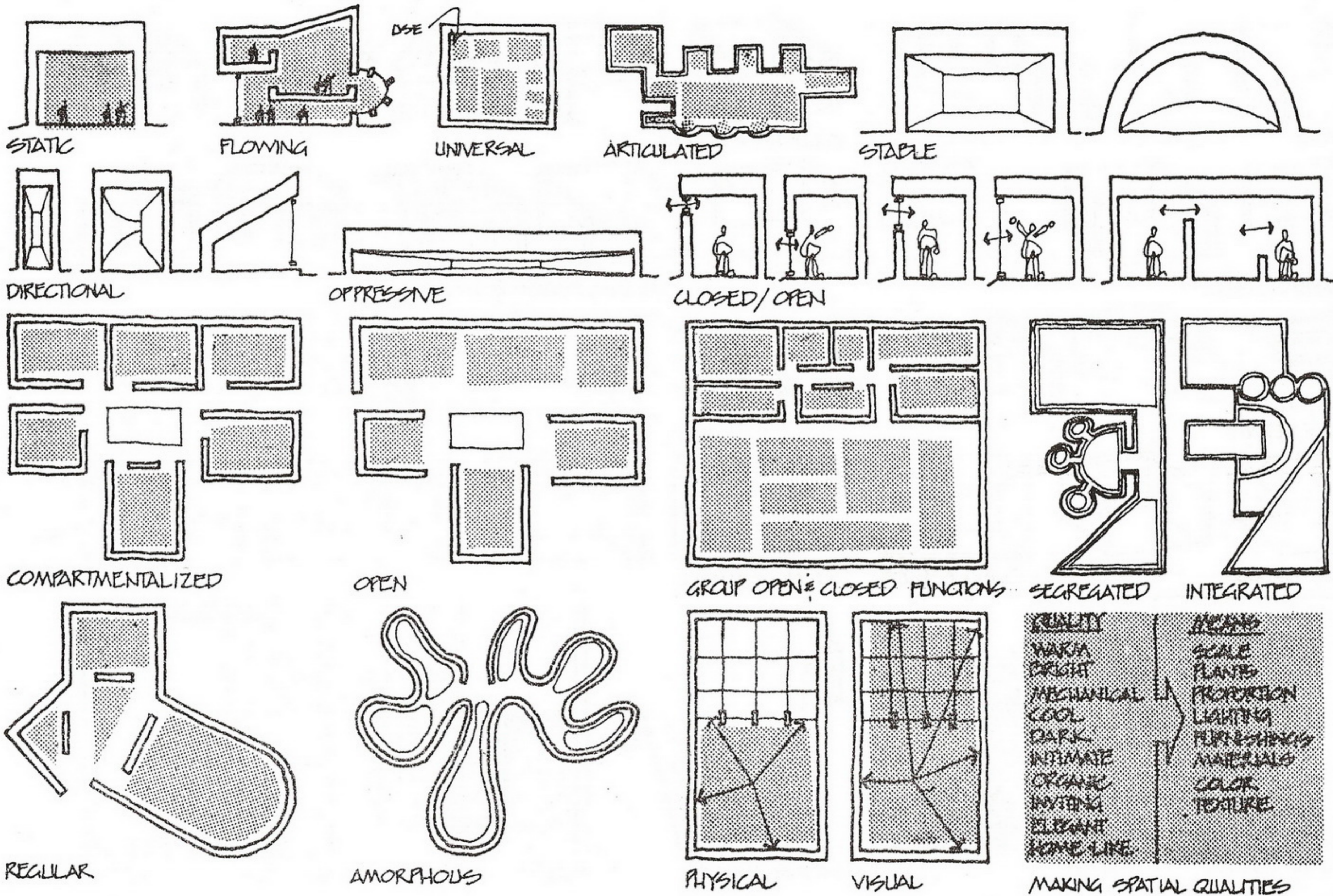


STAIRS



SHELVES & FURNITURE

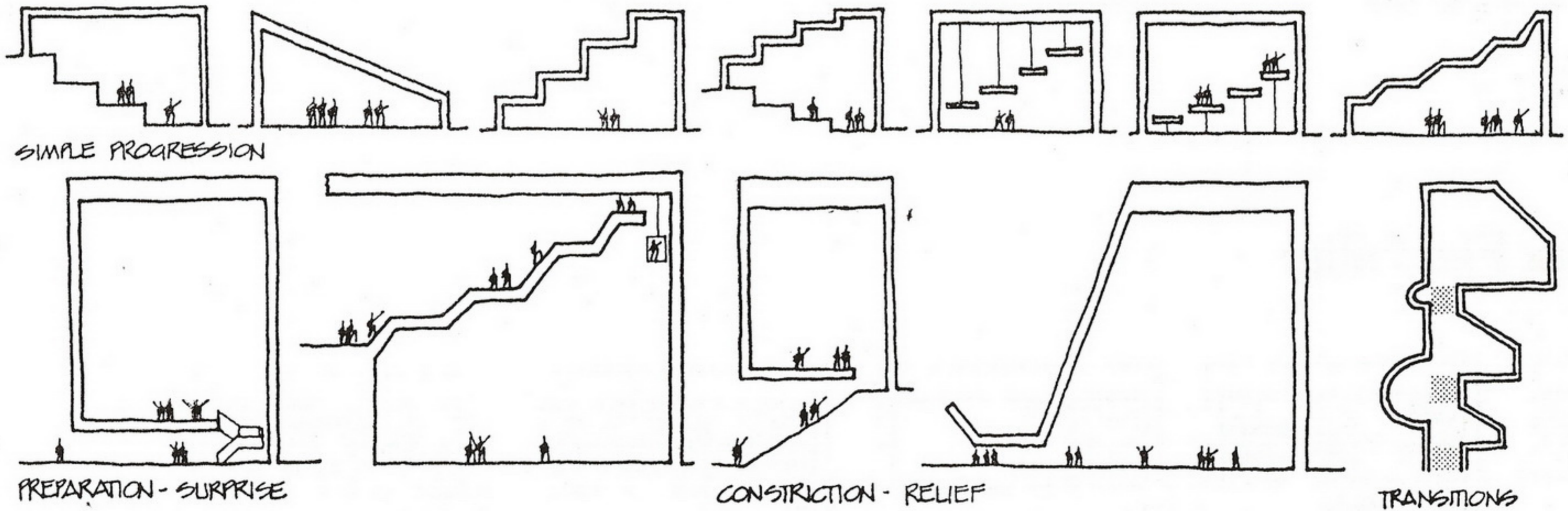
Spatial Qualities

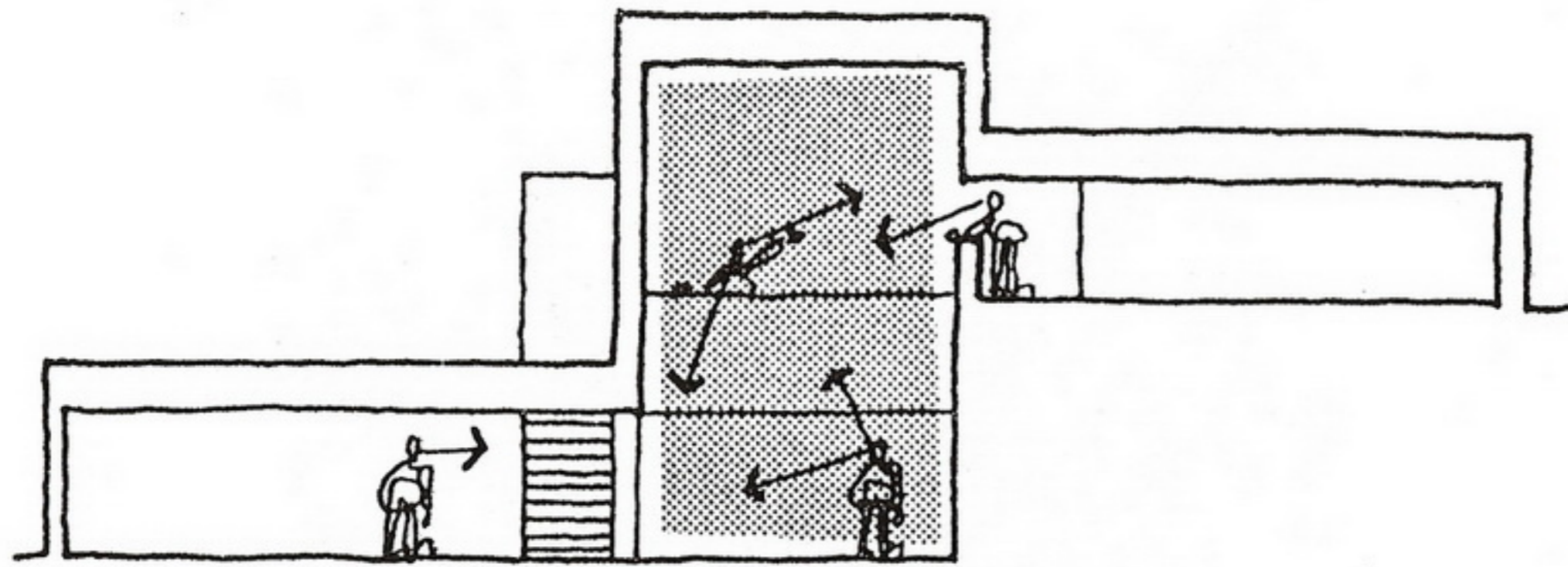


Scale Types

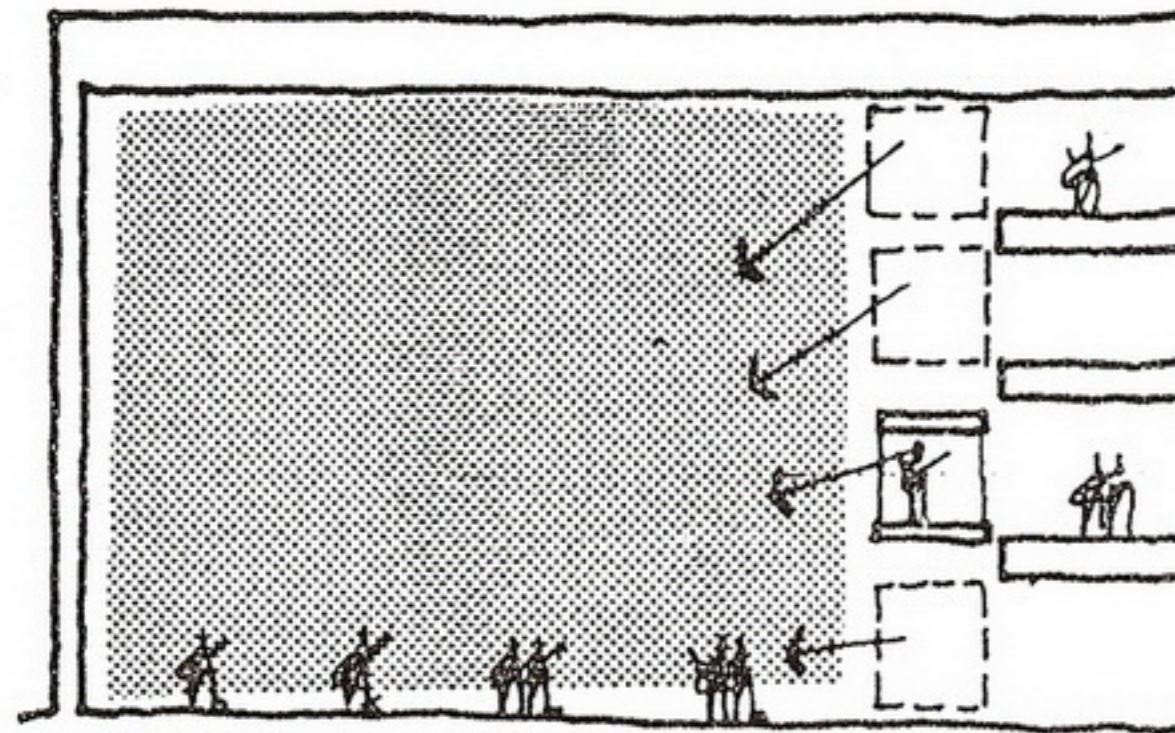
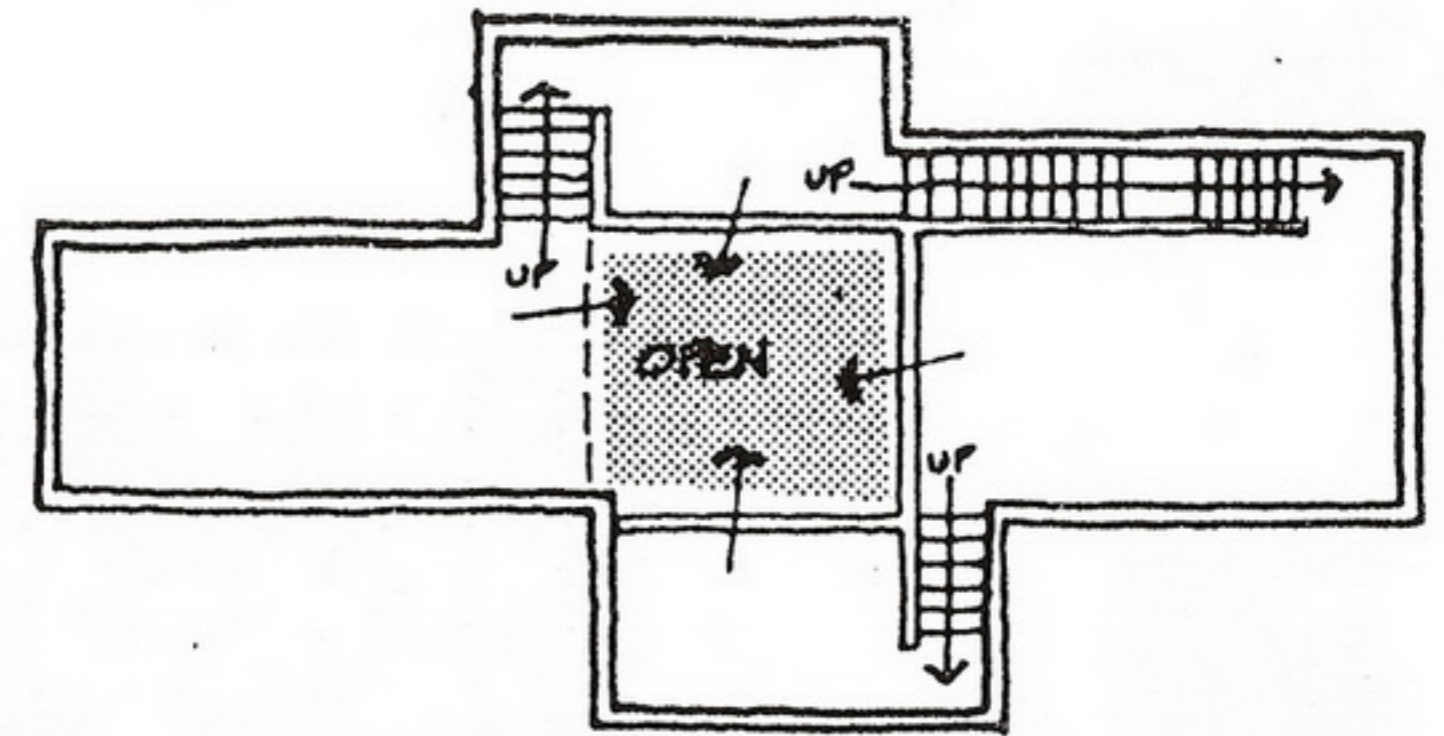


Scalar Sequence

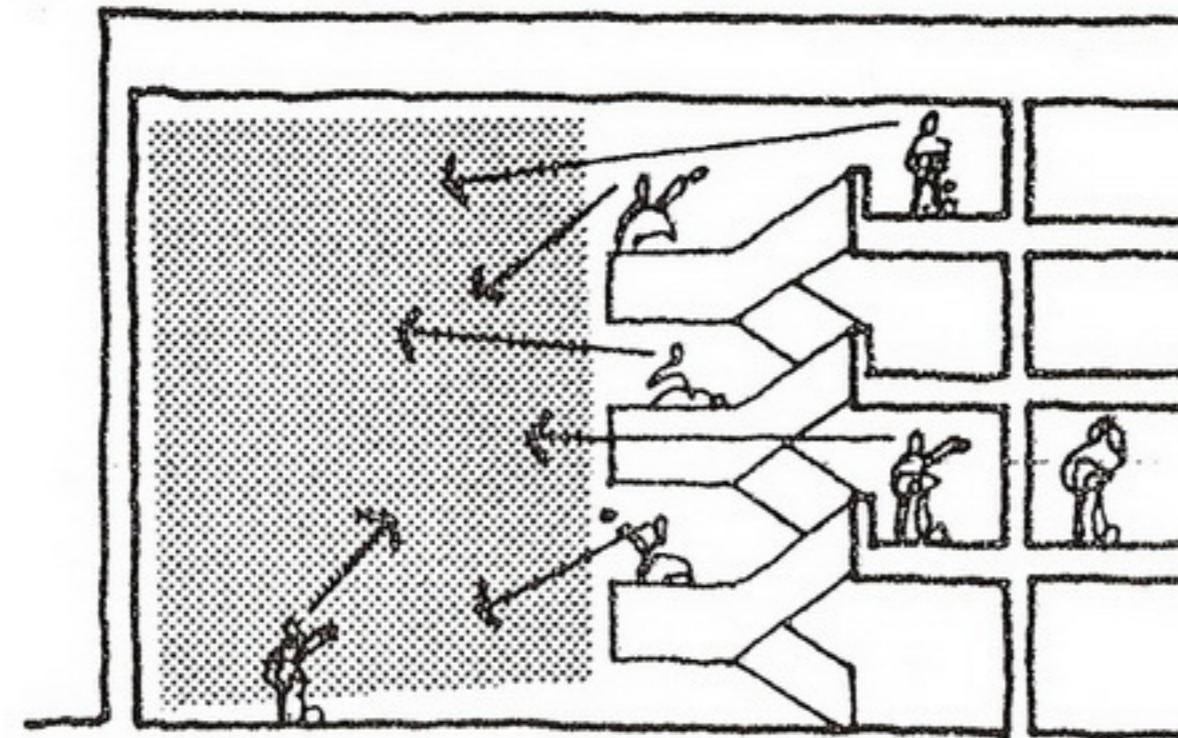




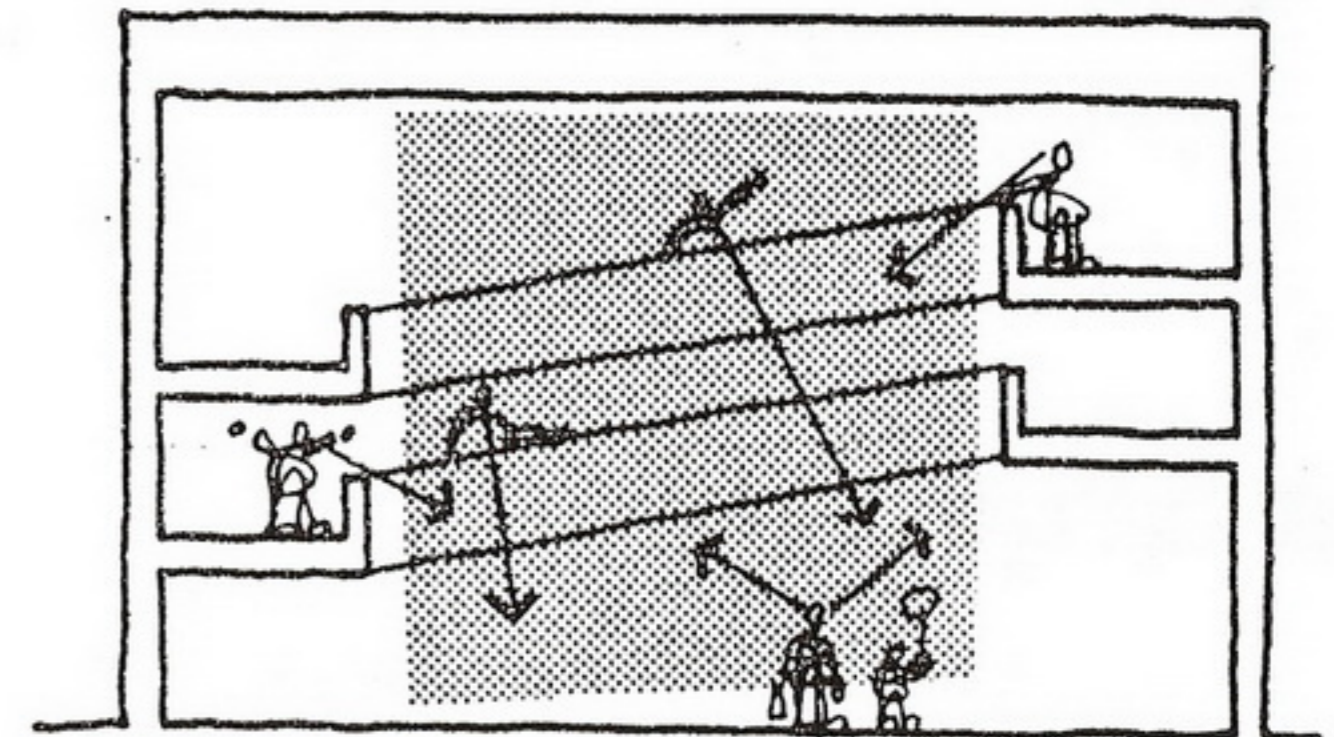
MULTIPLE VANTAGE POINTS OF SPACE PERCEPTION



ELEVATOR AS VANTAGE POINT

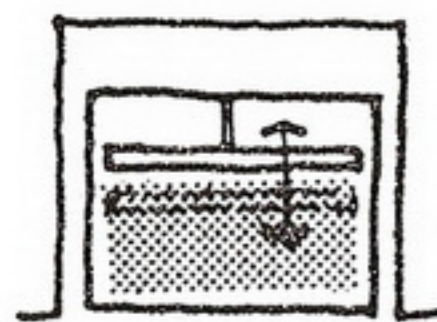


STAIRS

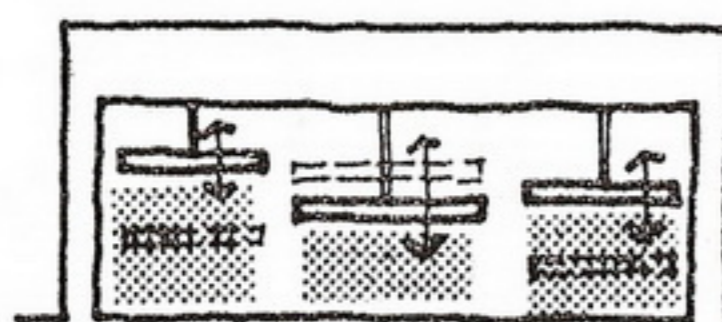


RAMP

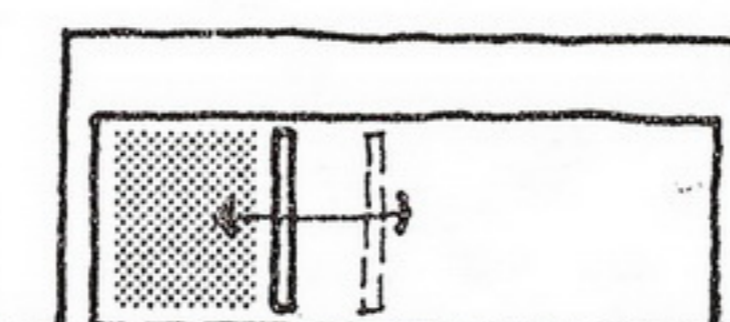
Scalar Flexibility



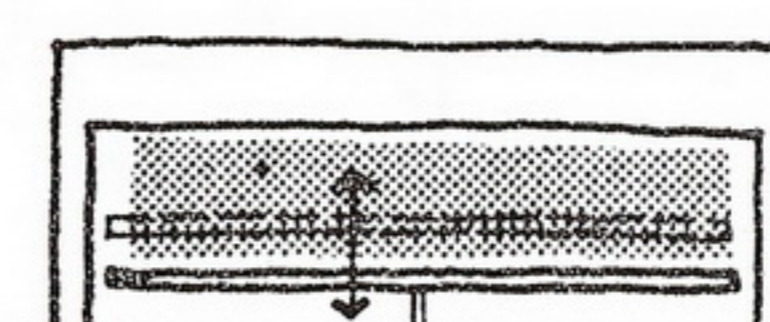
CEILING



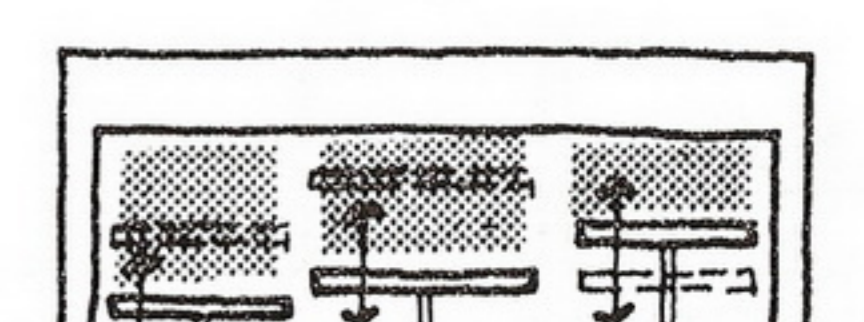
MULTIPLE CEILING



WALL

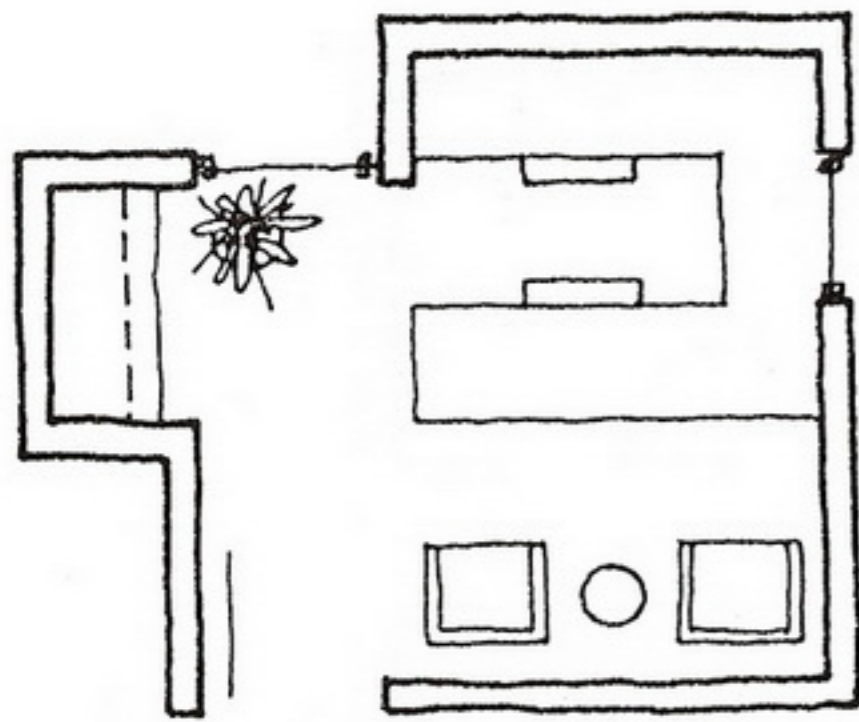


FLOOR

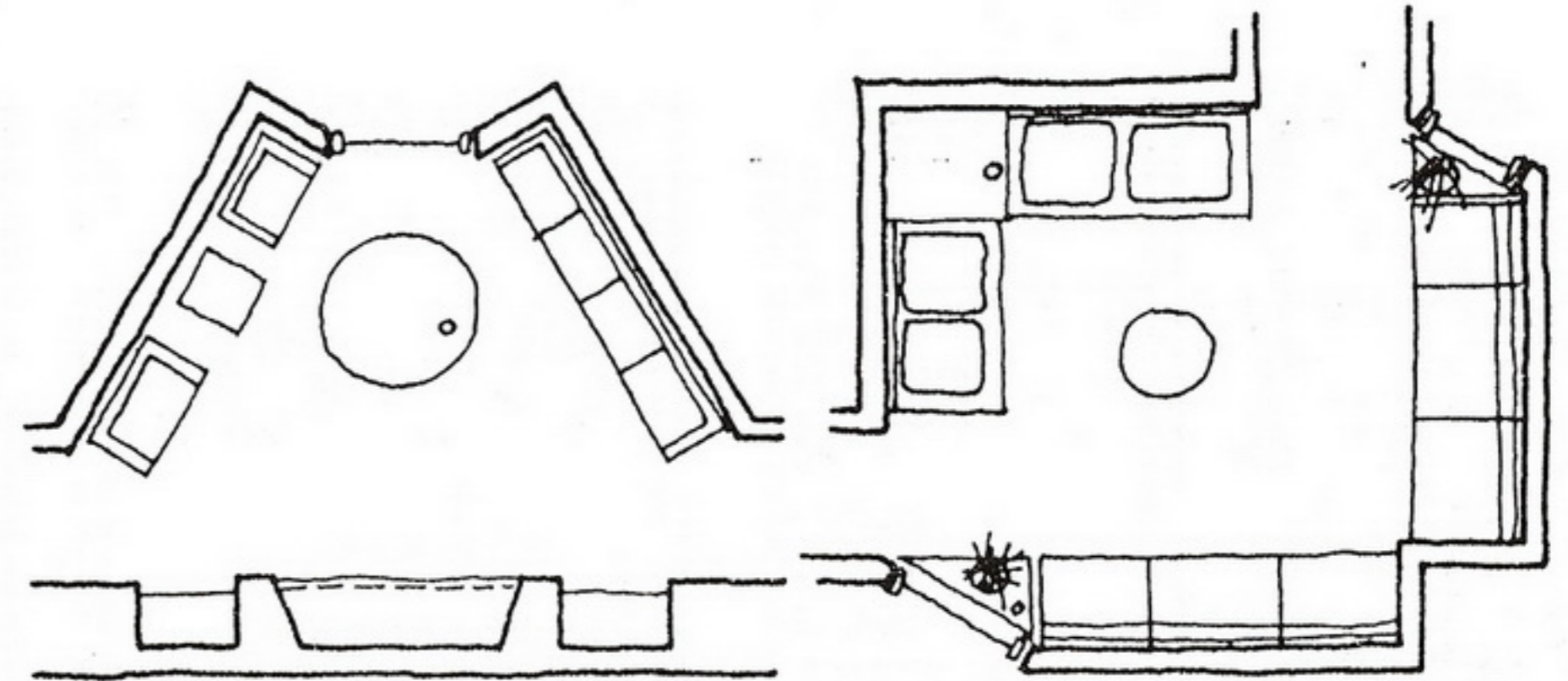
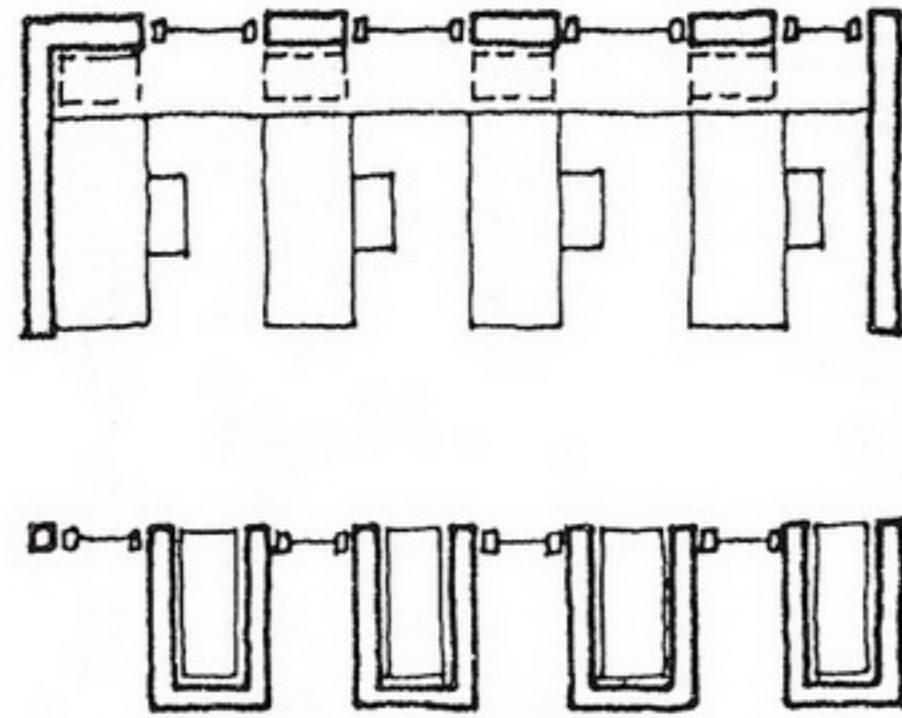


MULTIPLE FLOOR

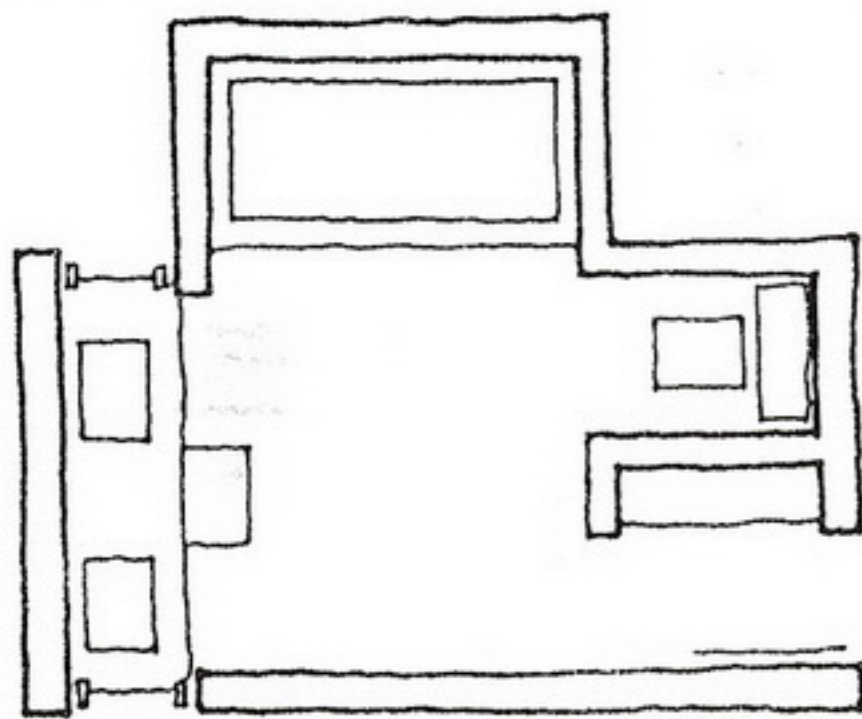
Tailored Space



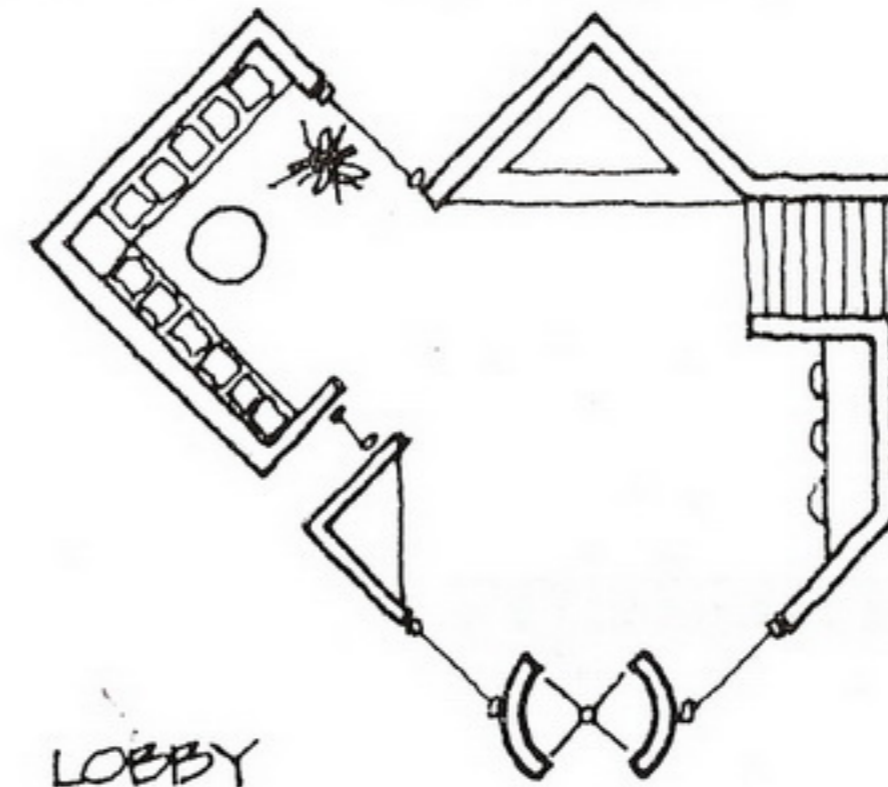
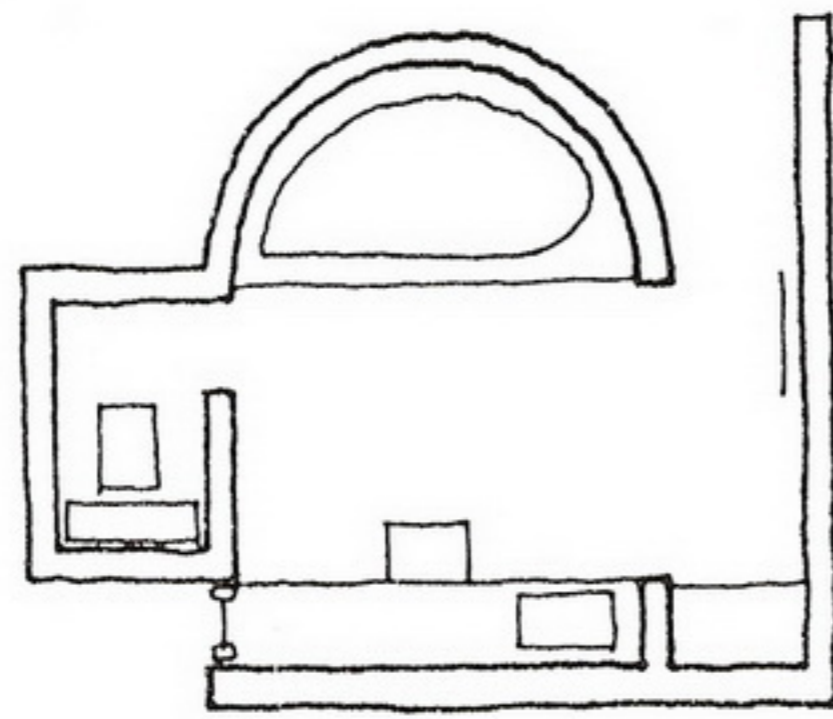
OFFICE



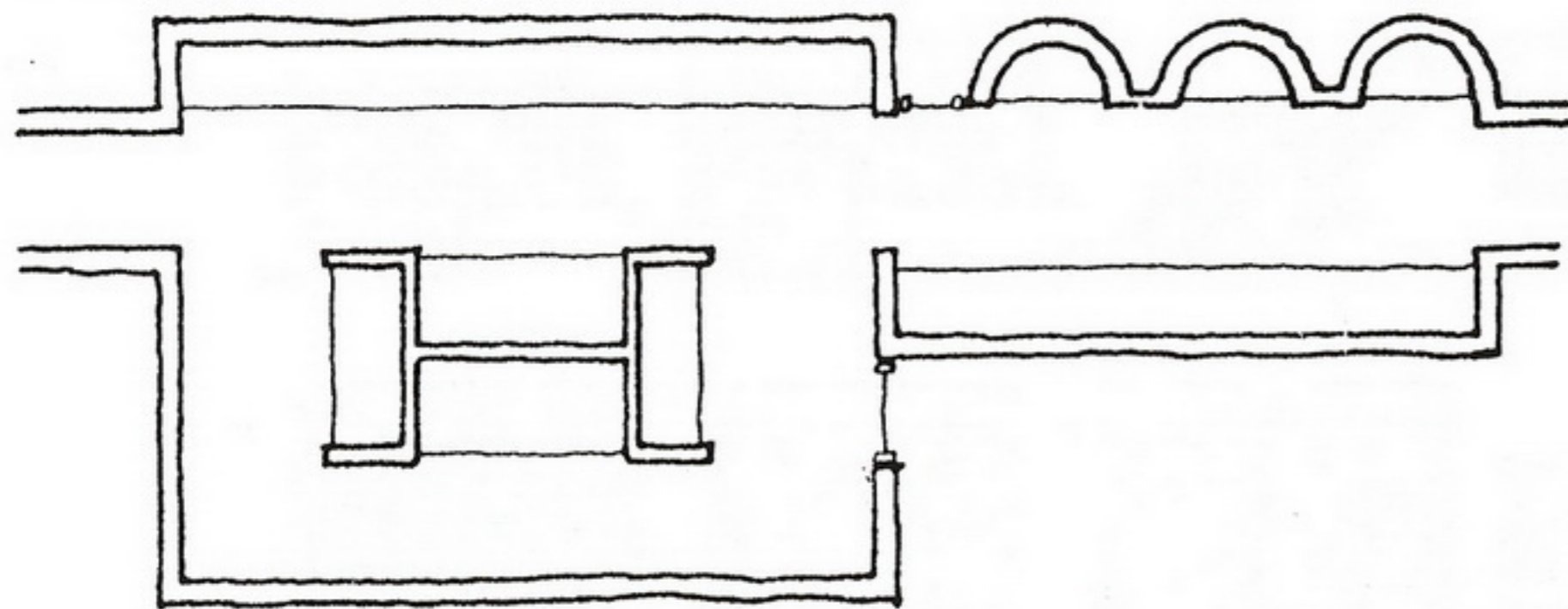
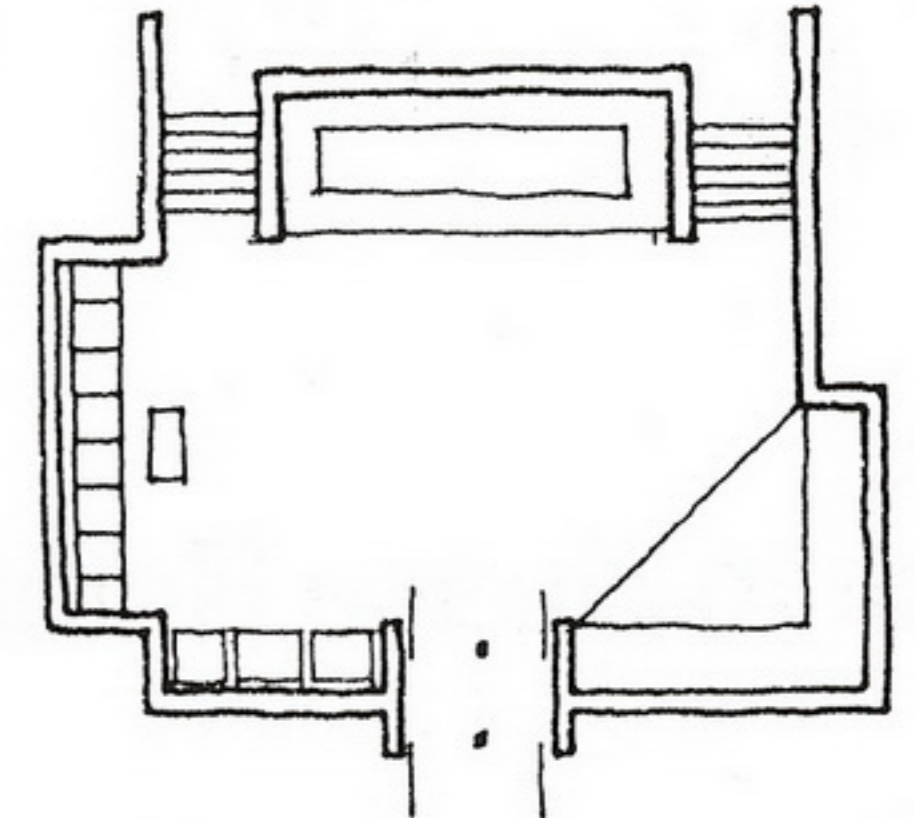
SITTING AREA



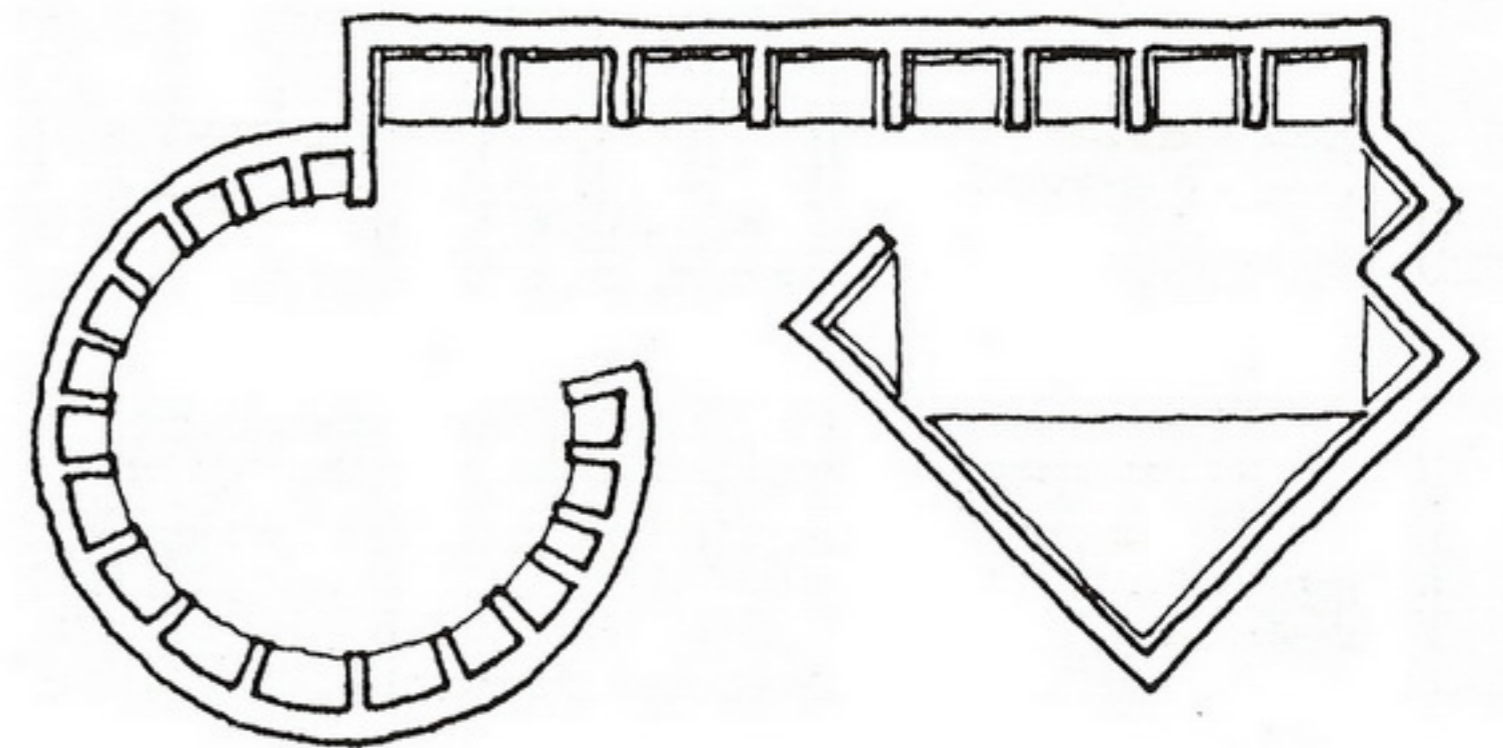
BATHROOM



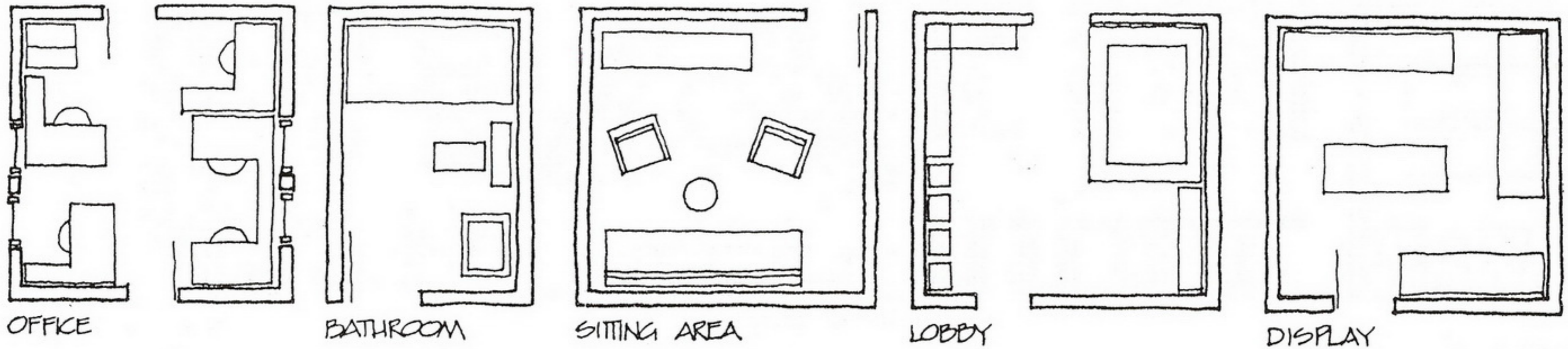
LOBBY



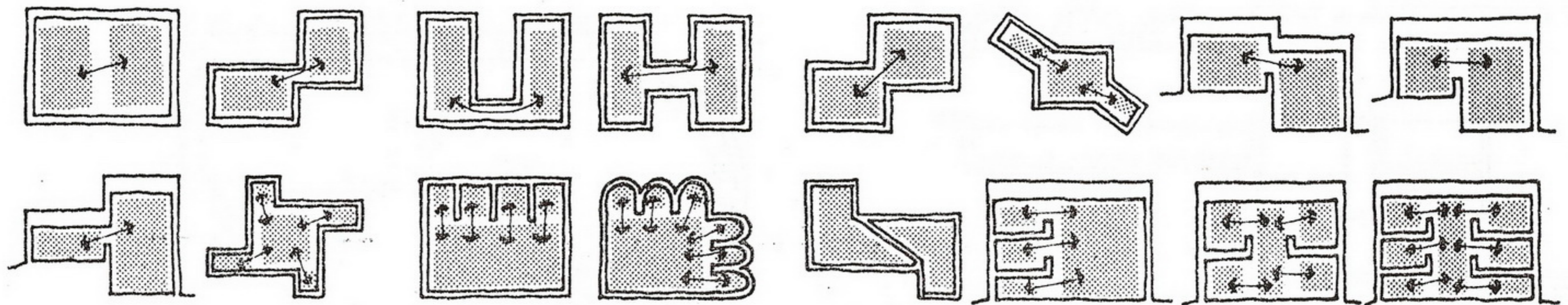
DISPLAY

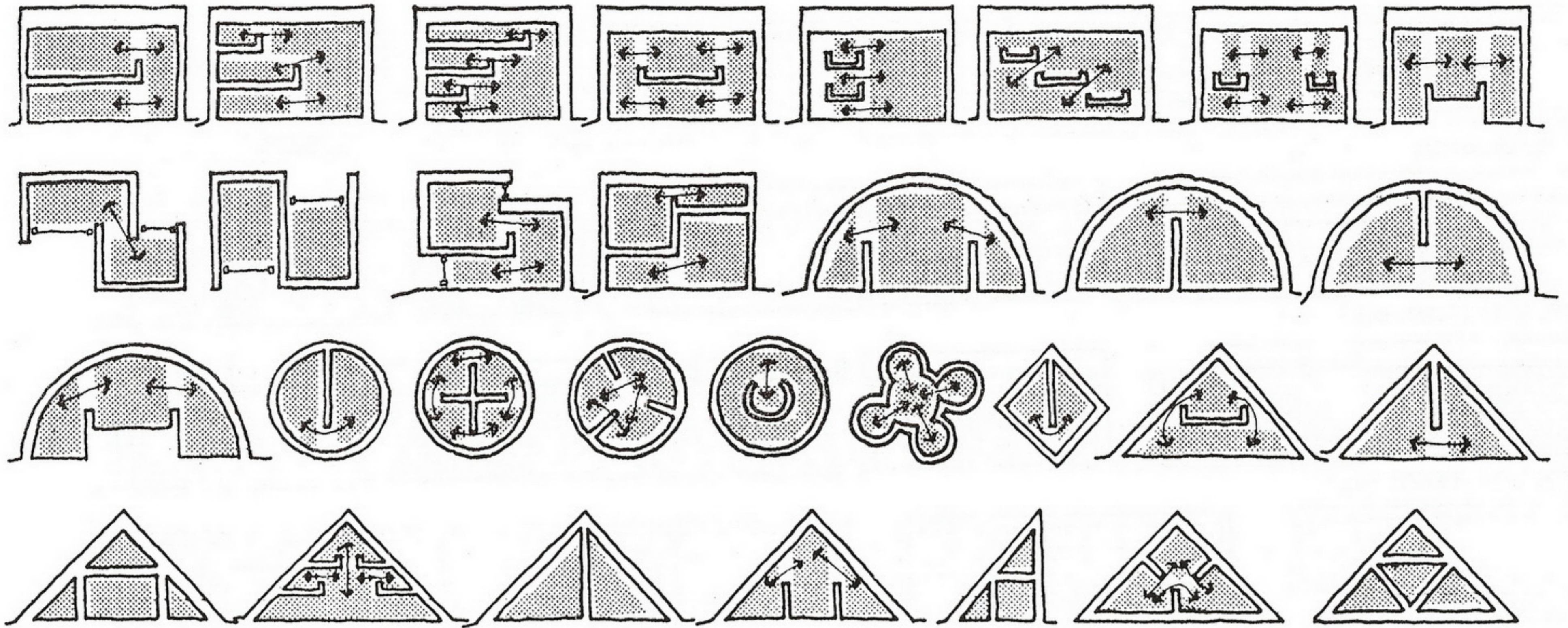


Anonymous Space

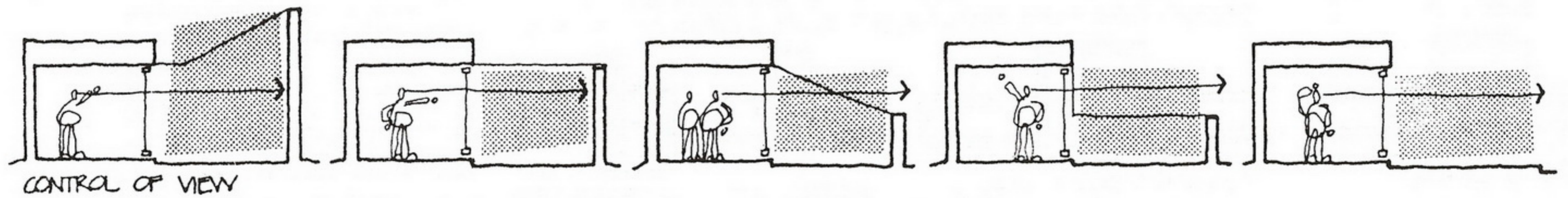


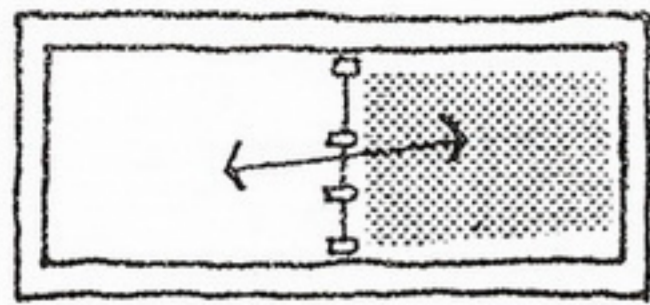
Space to Space Relationships



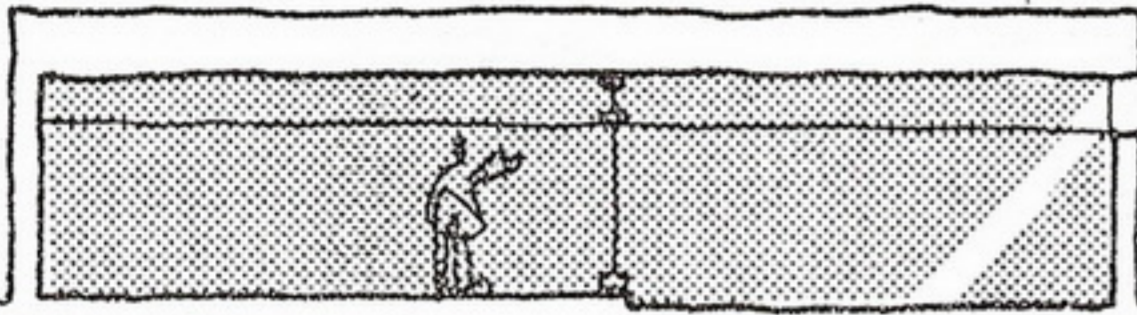
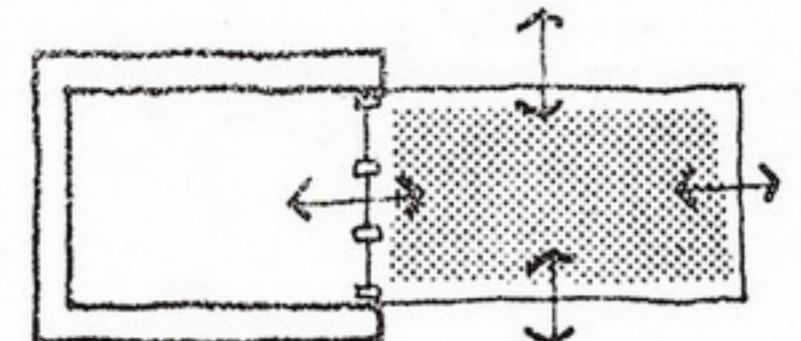
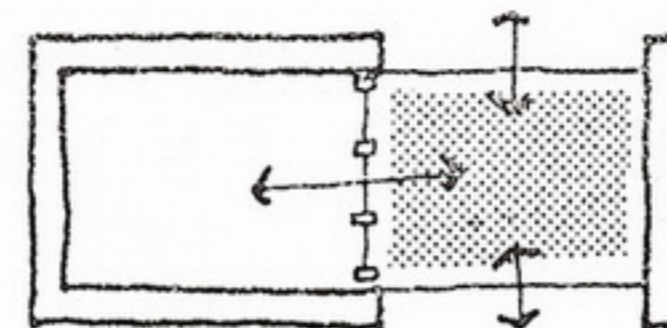
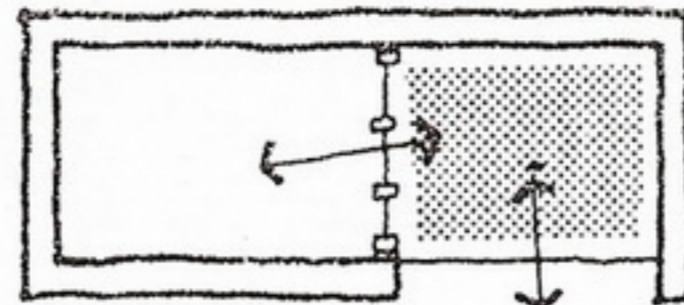
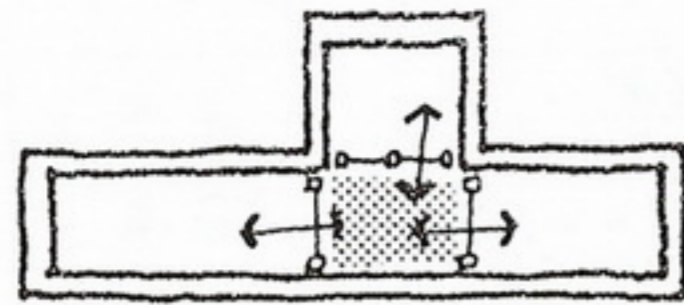


Inside—Outside Space

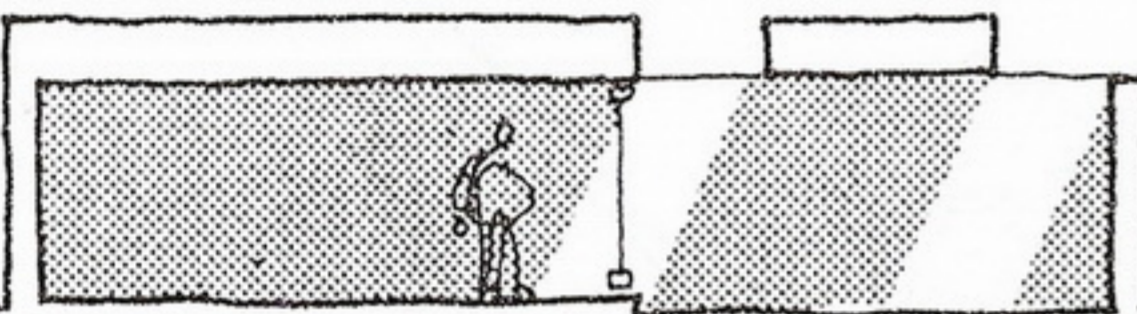
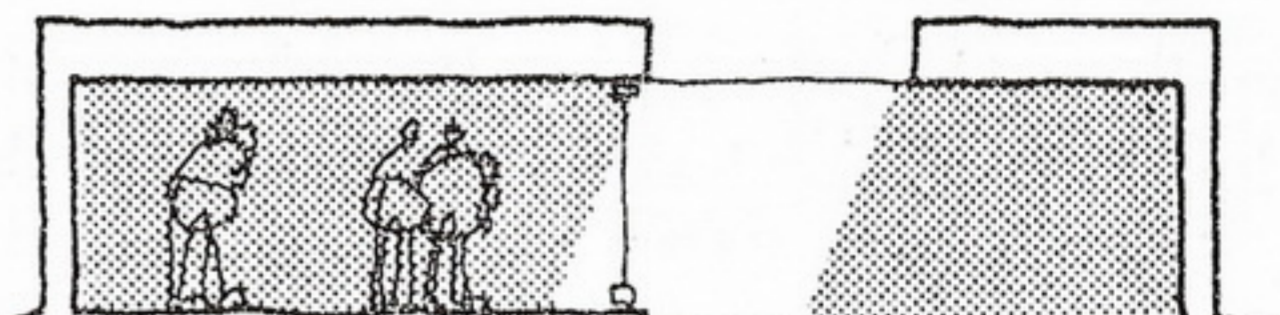
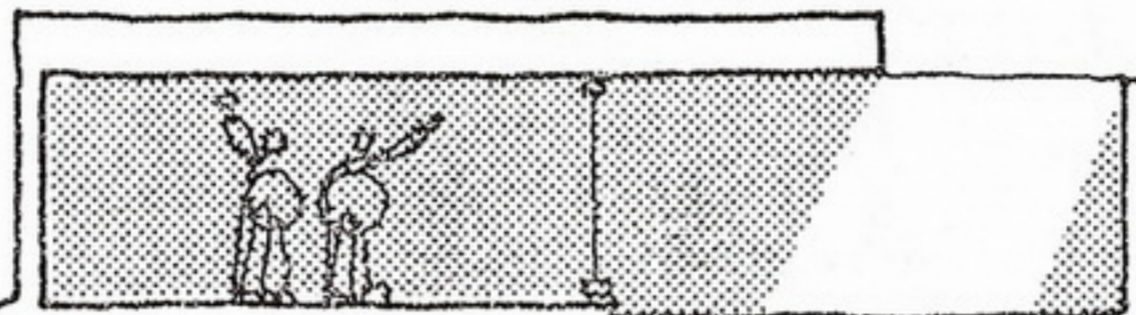




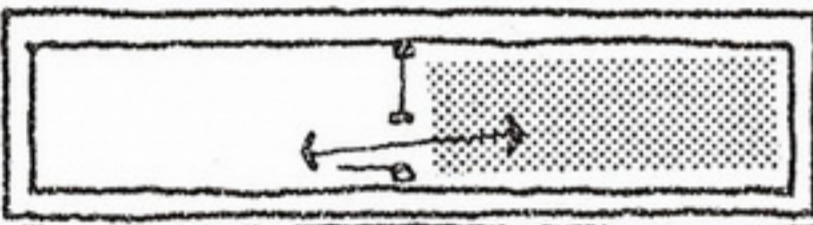
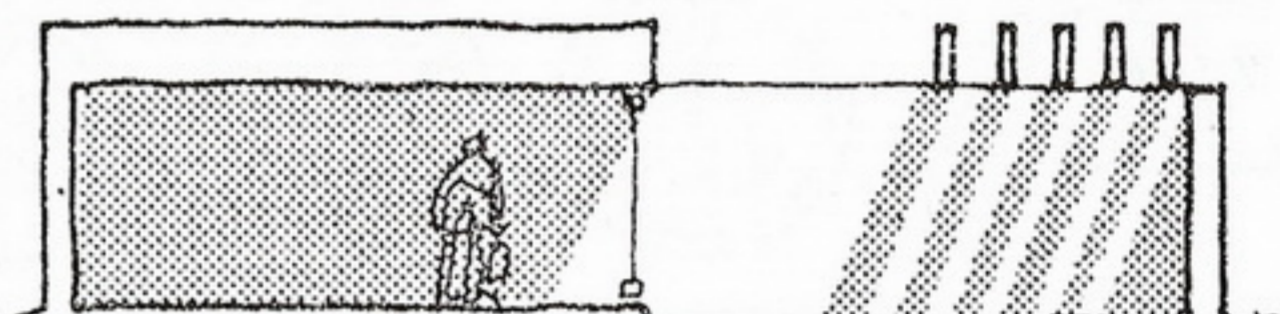
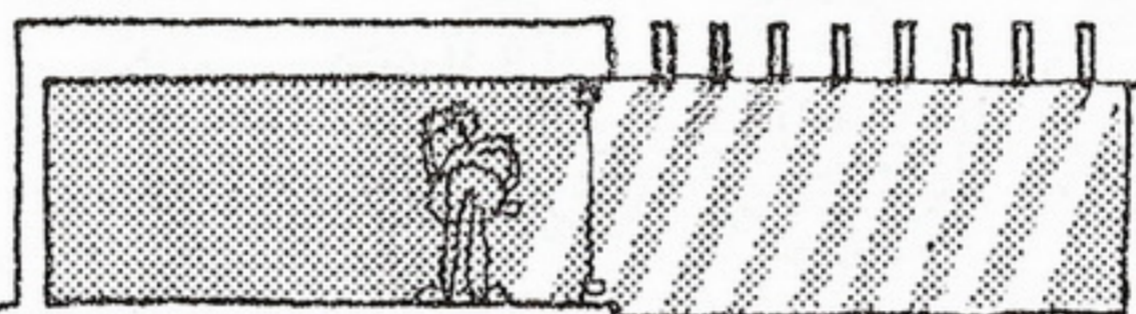
USE RESTRICTION



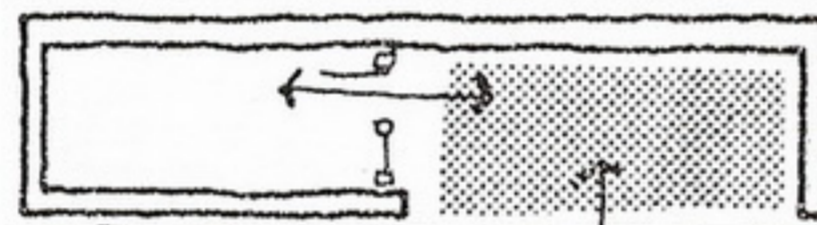
PROTECTION FROM SUN



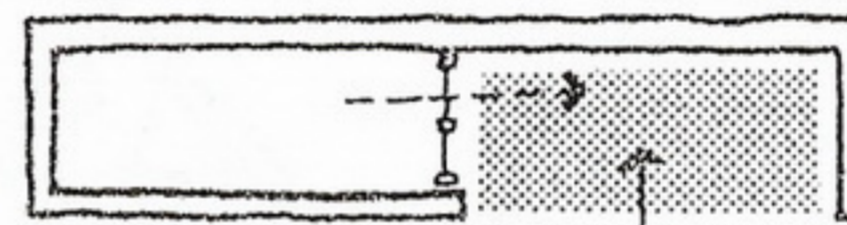
PROTECTION FROM SUN



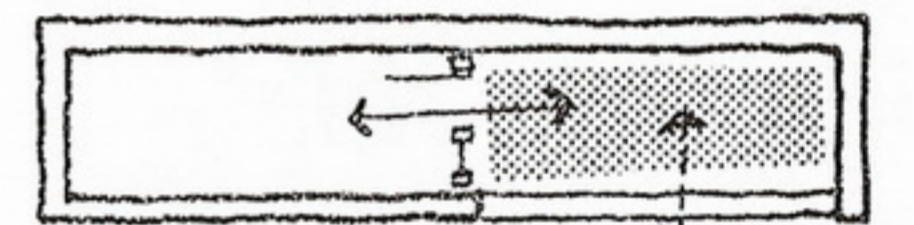
PUBLIC WALK



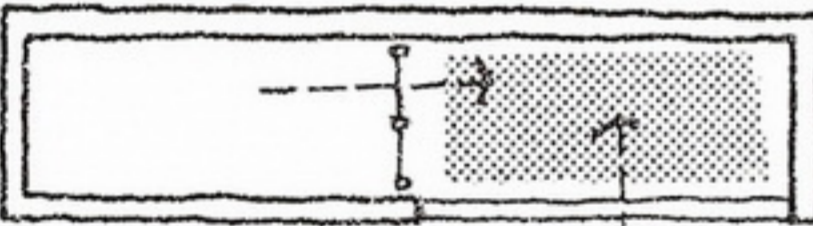
USE BY SPACE & PUBLIC



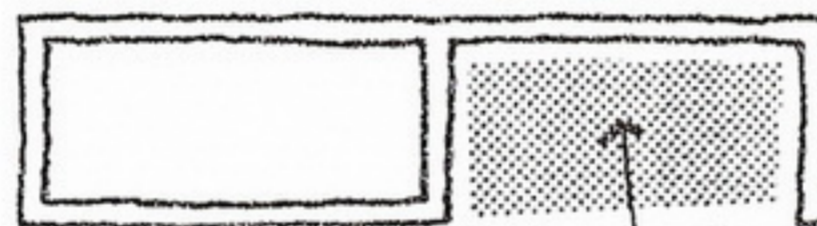
PUBLIC USE • VIEW FROM SPACE



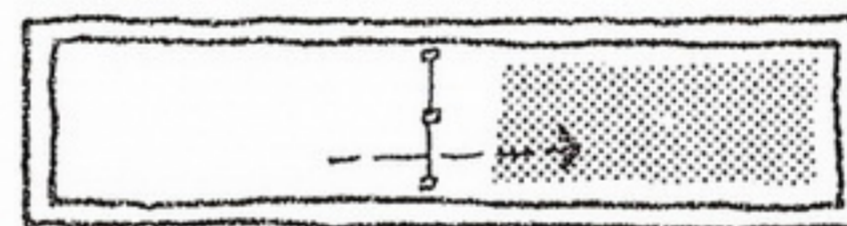
USE BY SPACE • PUBLIC VIEW



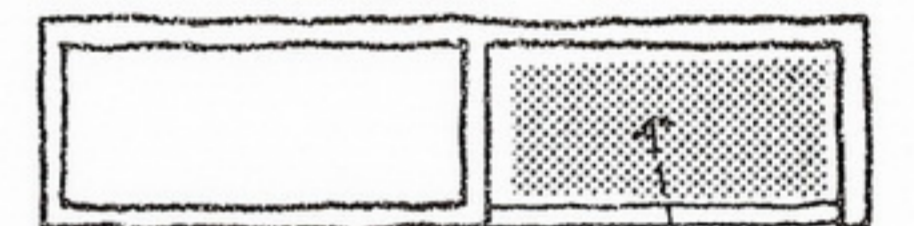
VIEW FROM SPACE & PUBLIC



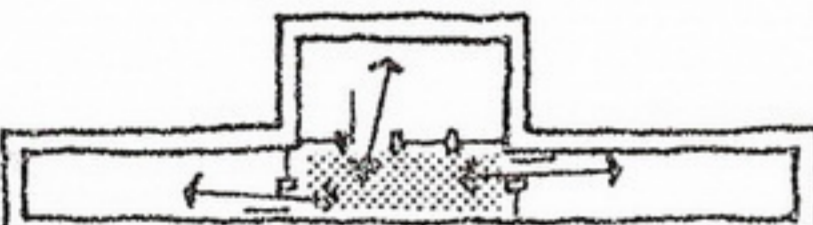
EXCLUSIVE PUBLIC USE



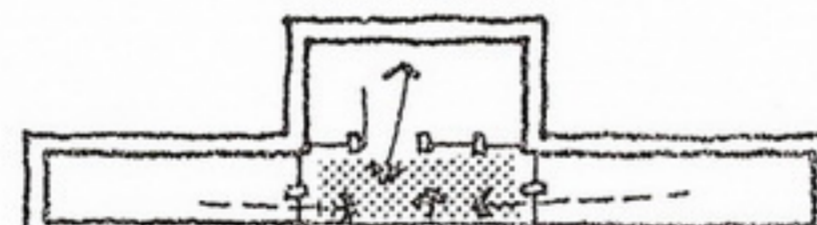
VIEW FROM SPACE



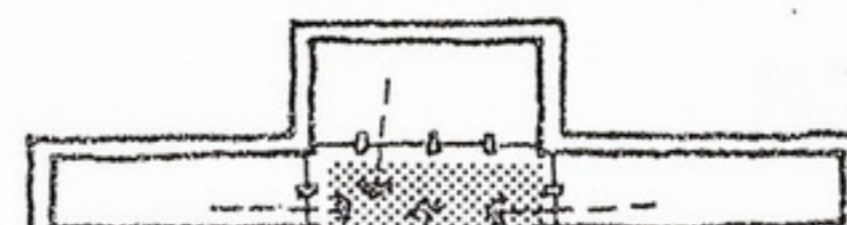
VIEW FROM PUBLIC



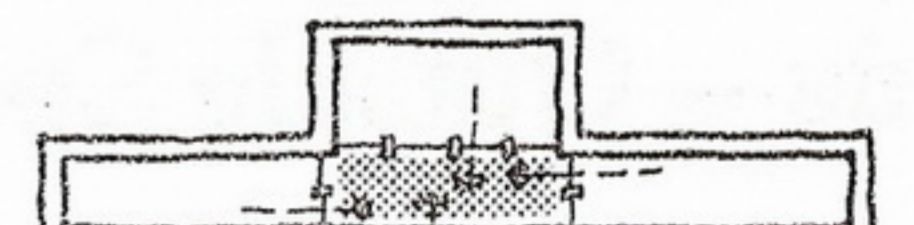
PUBLIC WALK



ONE SPACE USE • VIEW FROM OTHERS

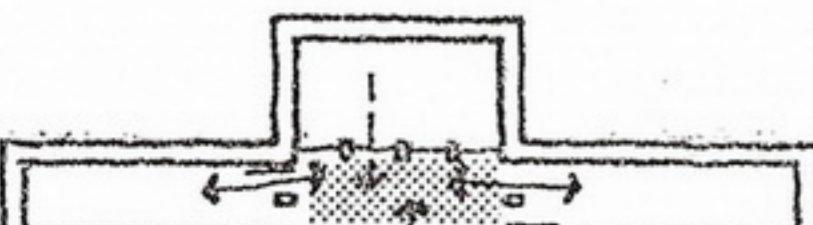


EXCLUSIVE PUBLIC USE • SPACE VIEW

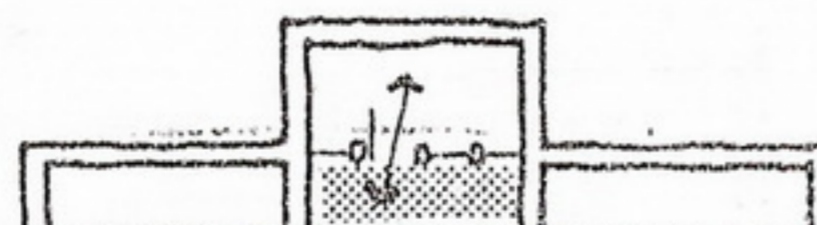


VIEW USE ONLY

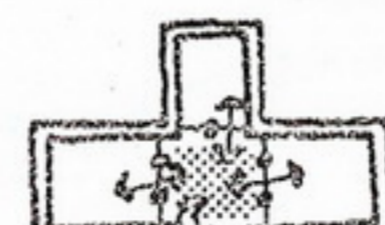
MULTIPLE SPACE USE



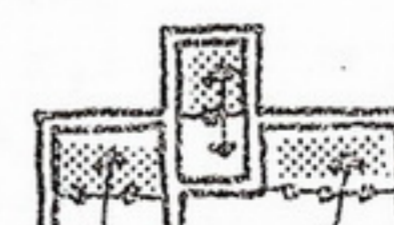
SELECTIVE SPACE USE



EXCLUSIVE SPACE USE



MULTIPLE USE

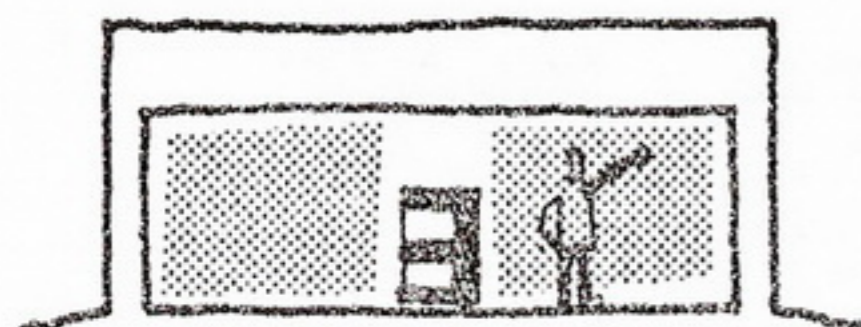


DECENTRALIZED

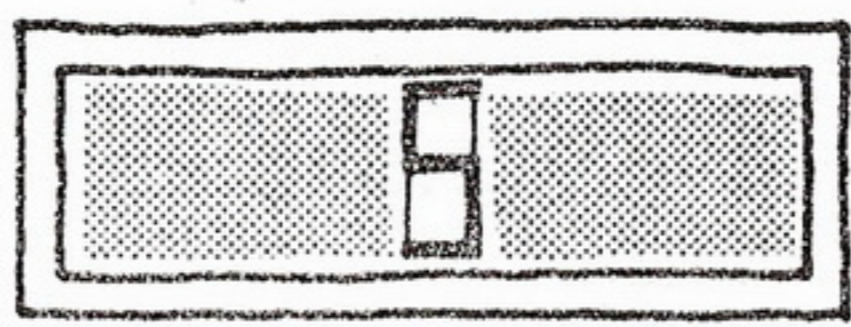


USE @ GRADE • VIEW FROM ABOVE

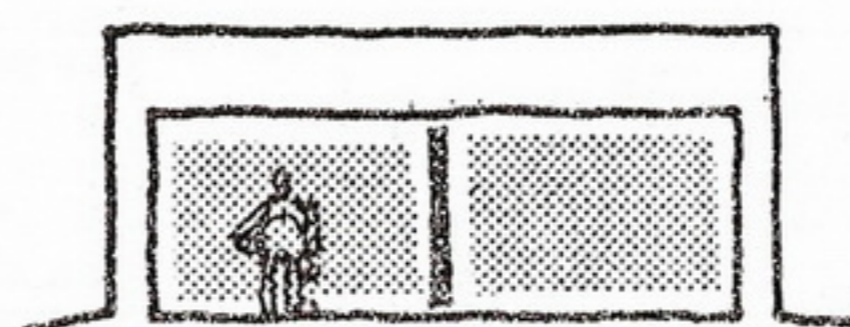
Division of Space



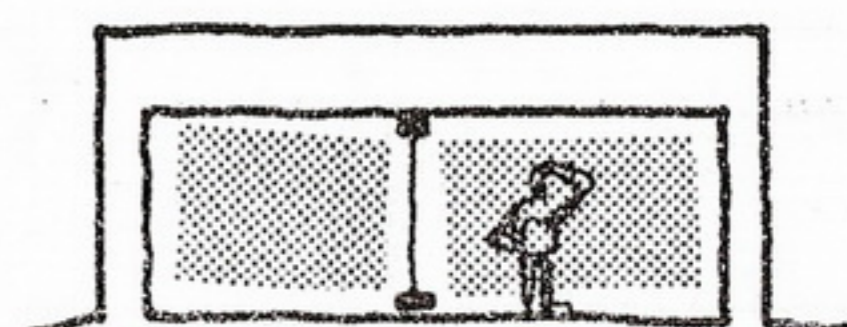
STORAGE



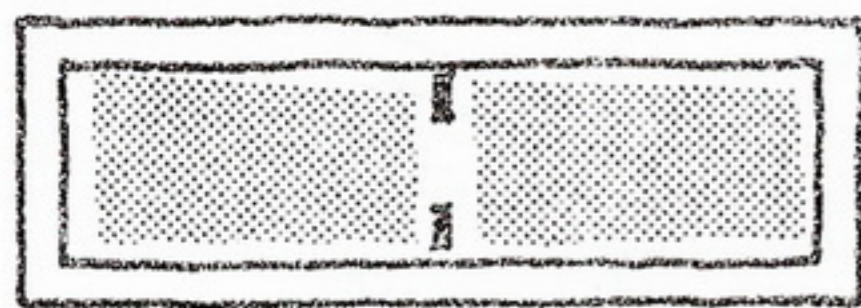
STORAGE



WALL



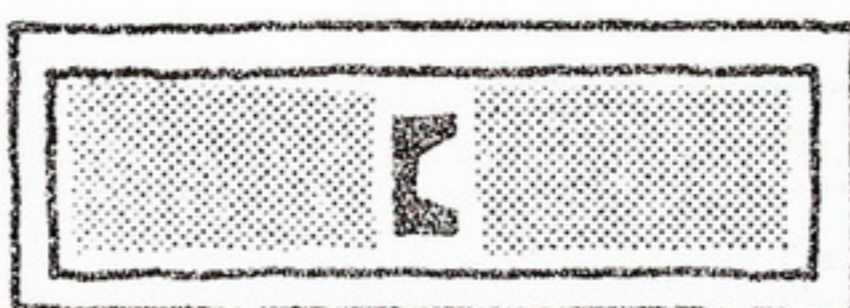
GLASS



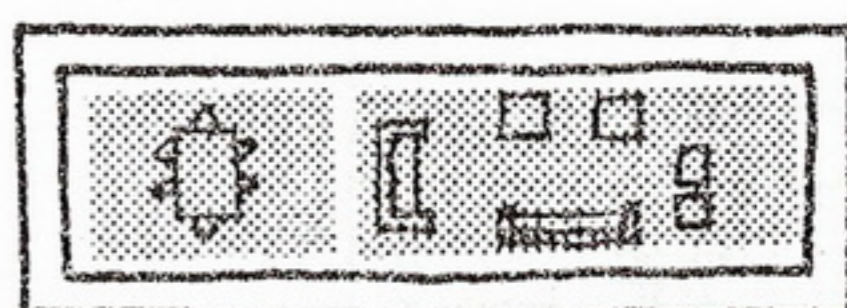
WING WALLS



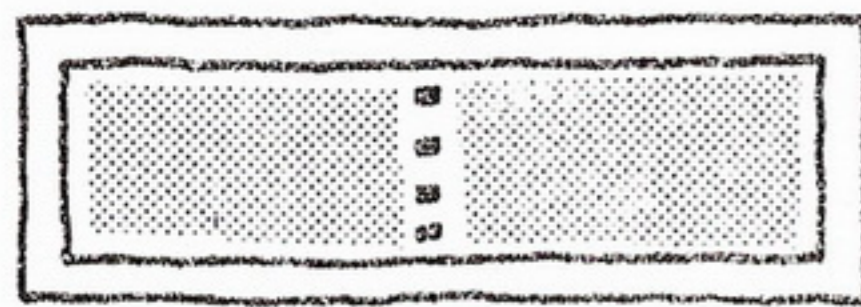
BOOKSHELVES



FIREPLACE



FURNITURE



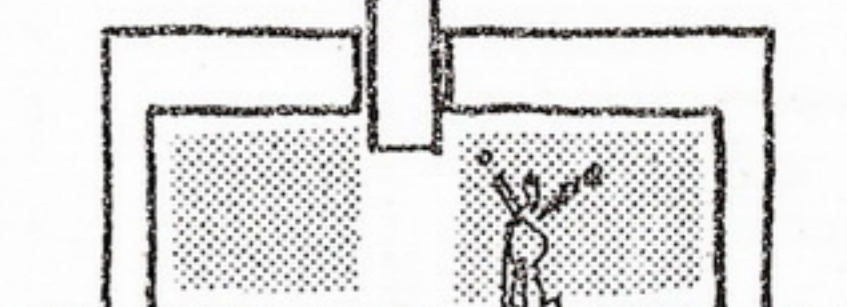
COLUMN ROW



ENGAGED COLUMNS



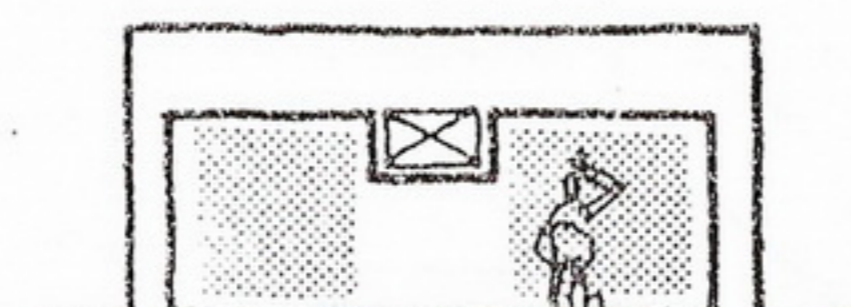
COUNTER



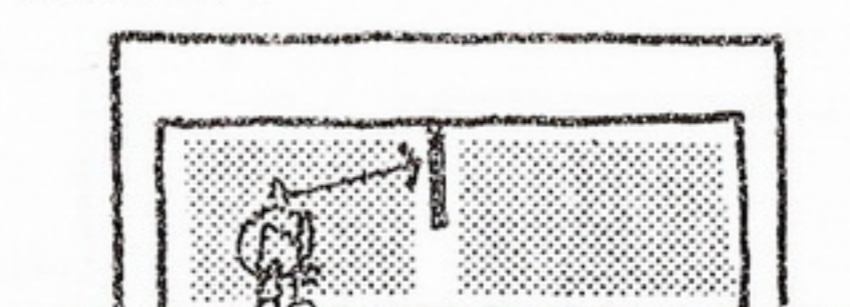
SKYLIGHT



BEAM



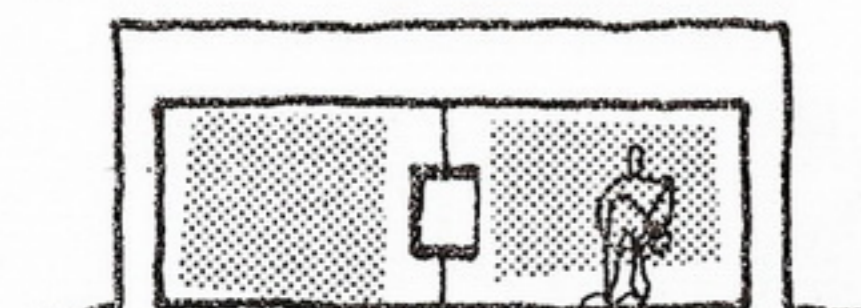
DUCT



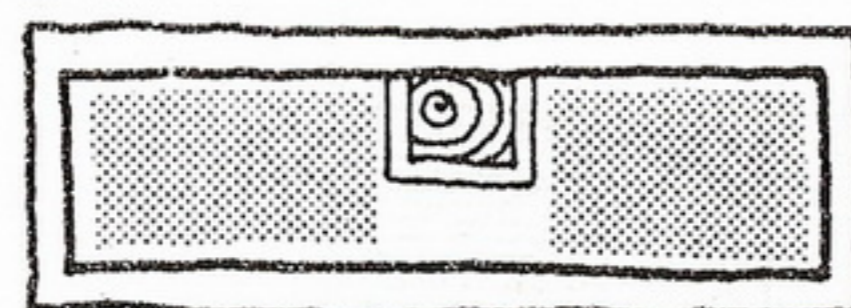
DISPLAY PANEL



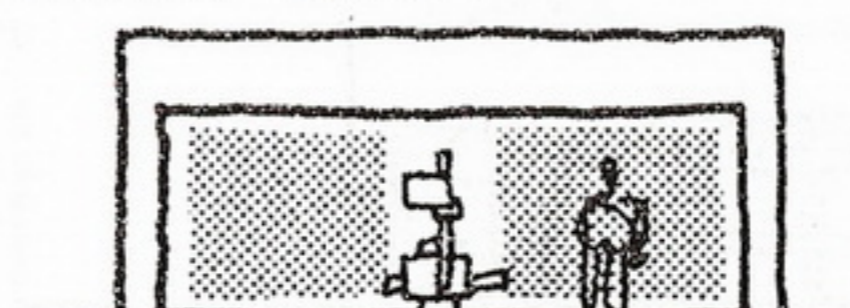
DISPLAY PANEL



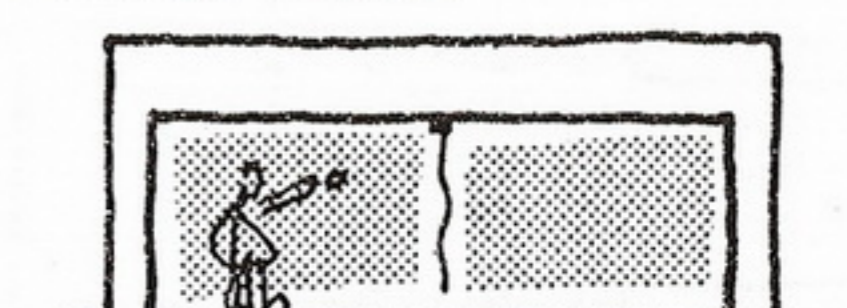
DISPLAY



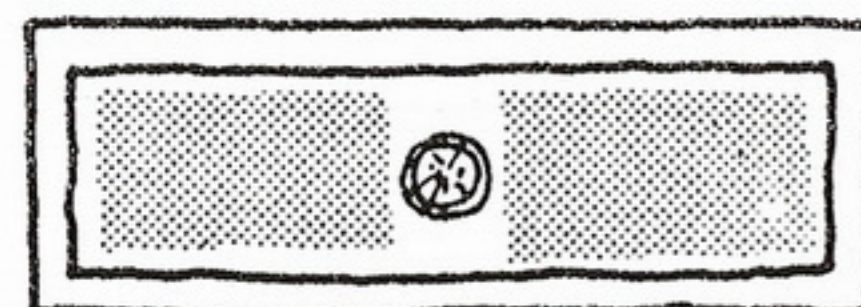
POOL



SCULPTURE



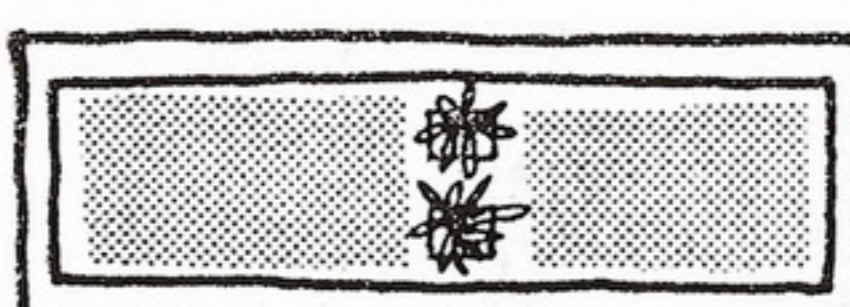
BANNER



FOUNTAIN



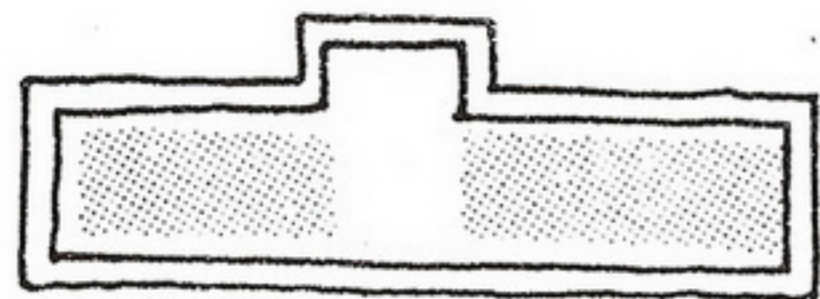
PLANTS



POTTED PLANTS



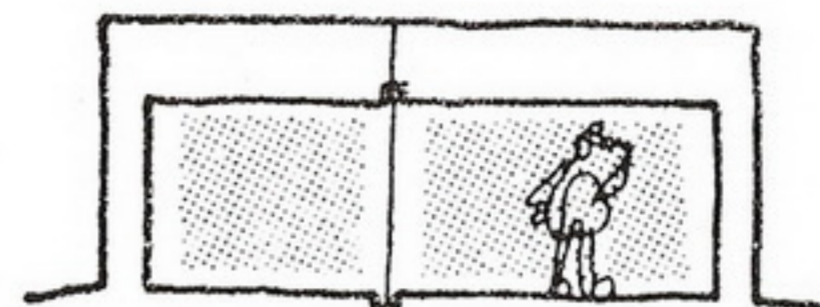
HANGING PLANTS



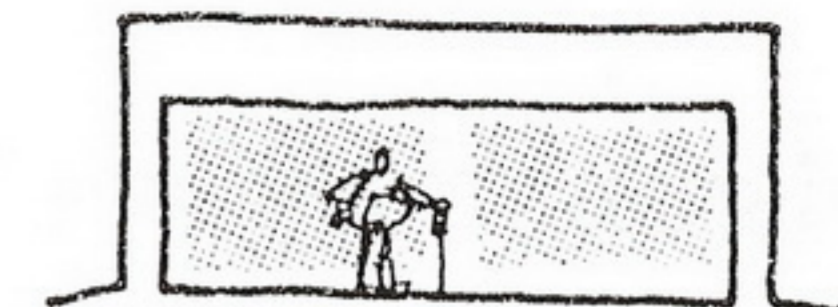
ALCOVE



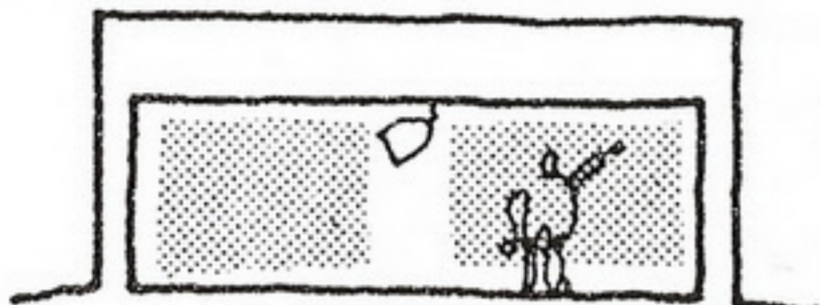
VIEW WELL



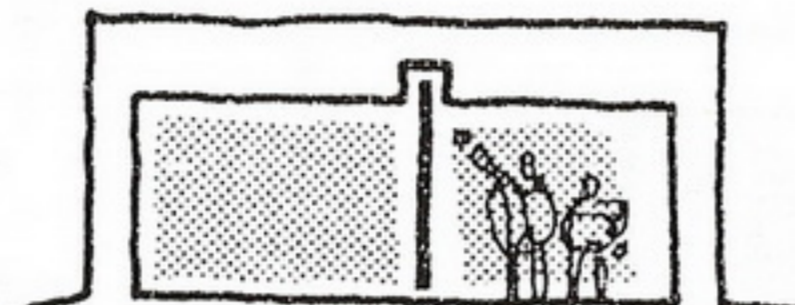
EXPANSION JOINT



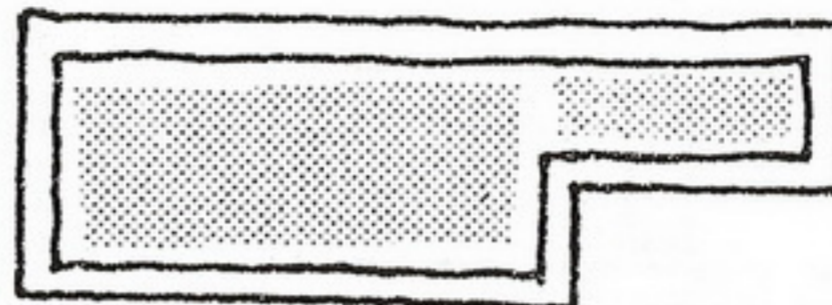
RAIL



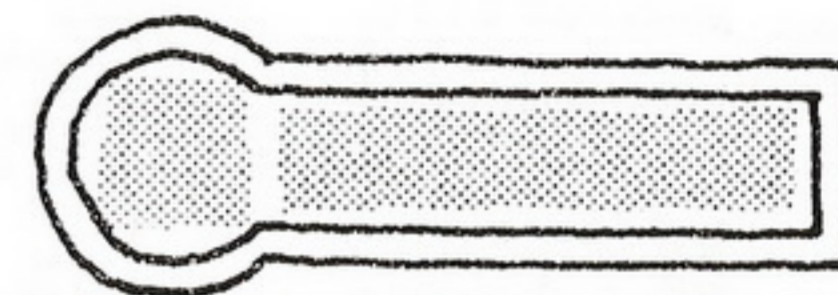
LIGHTS



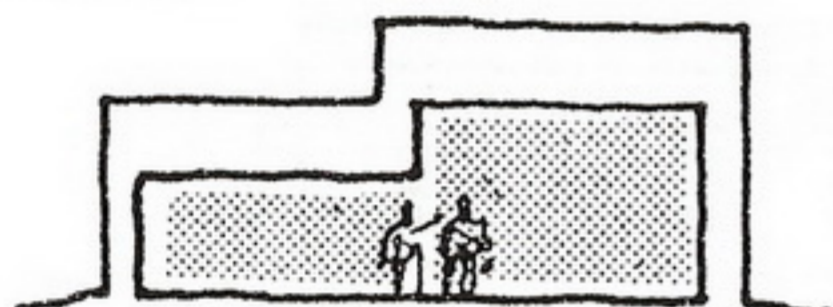
WALL TRACK



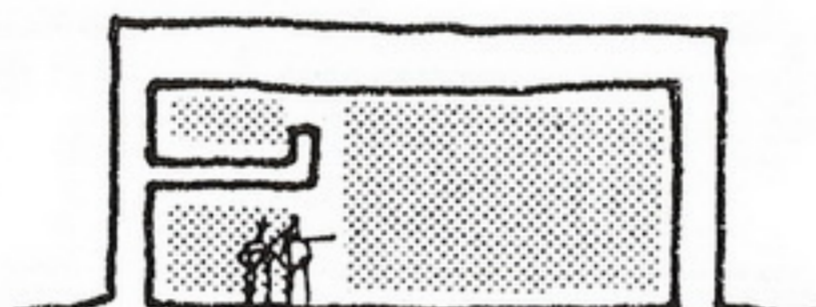
WALL PLANES



WALL PLANES



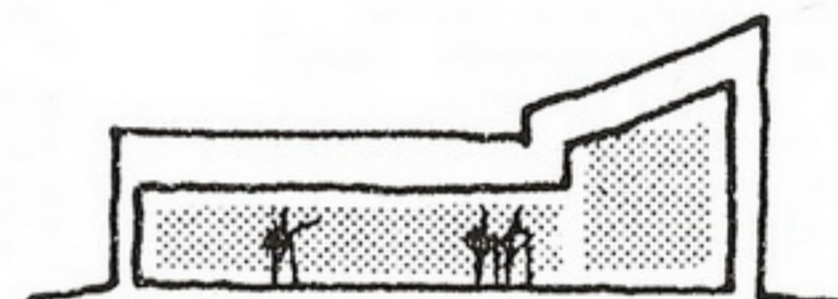
CEILING PLANES



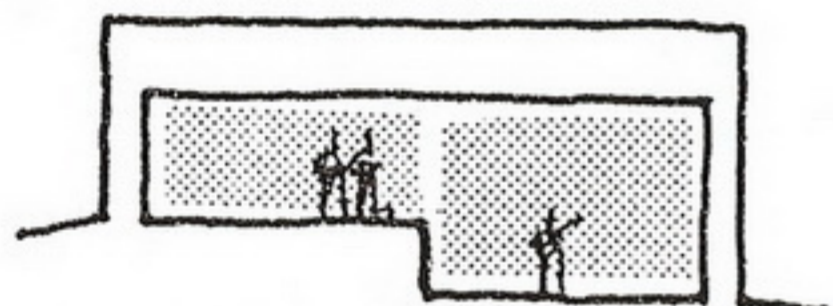
CEILING PLANES



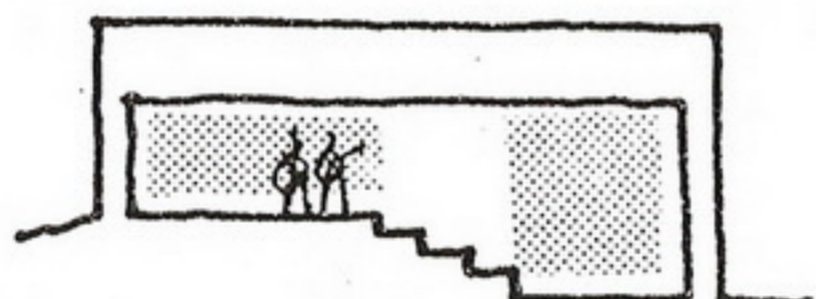
CEILING PLANES



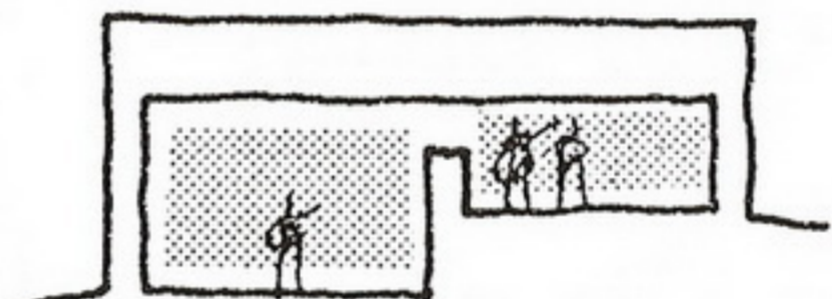
CEILING PLANES



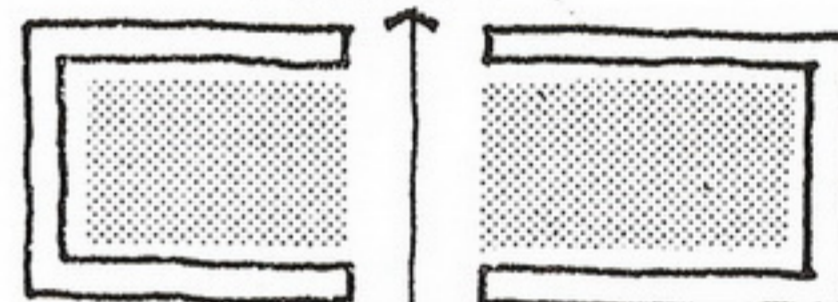
FLOOR PLANES



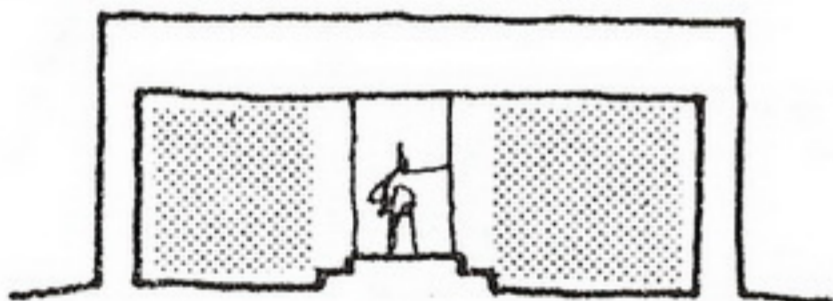
FLOOR PLANES



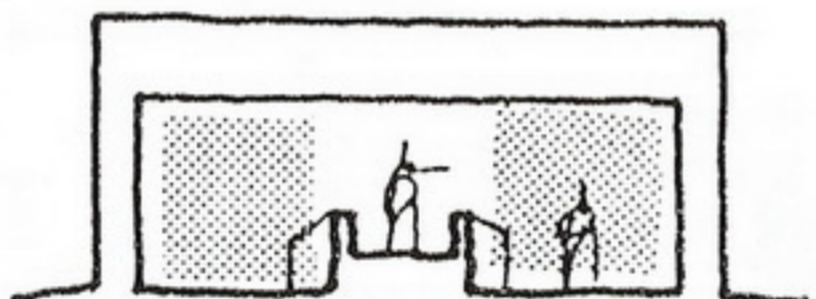
FLOOR PLANES



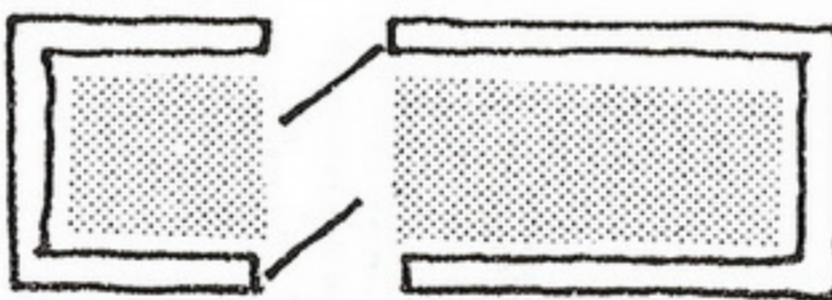
CIRCULATION



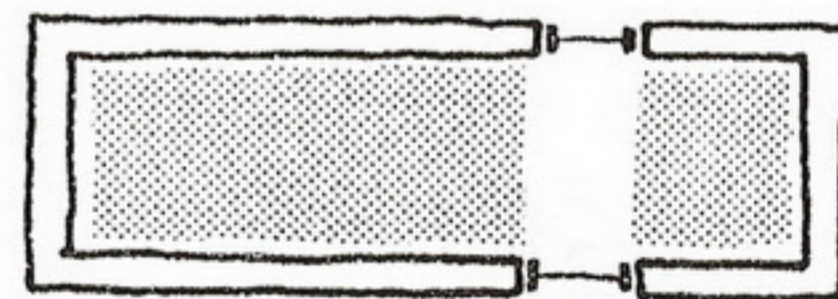
CIRCULATION



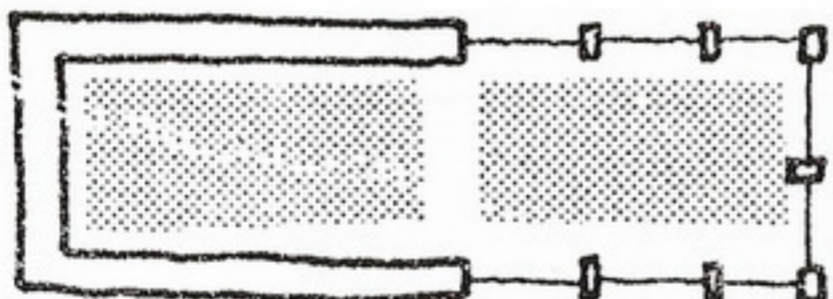
CIRCULATION



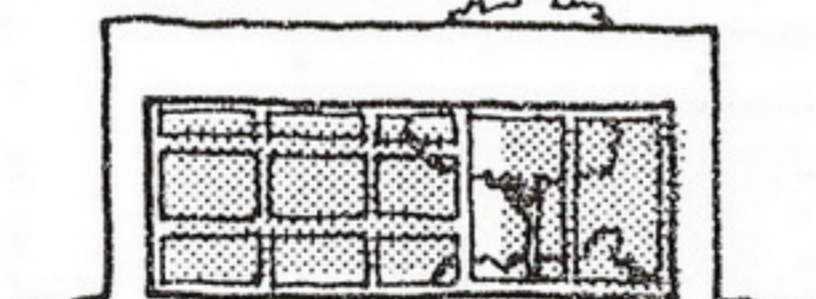
DOOR PLACEMENT



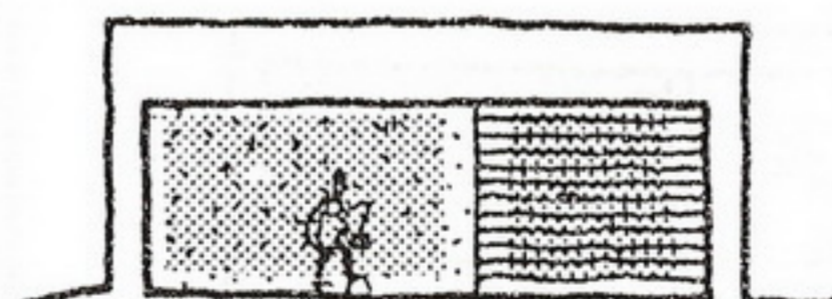
WINDOW PLACEMENT



WALL MATERIAL



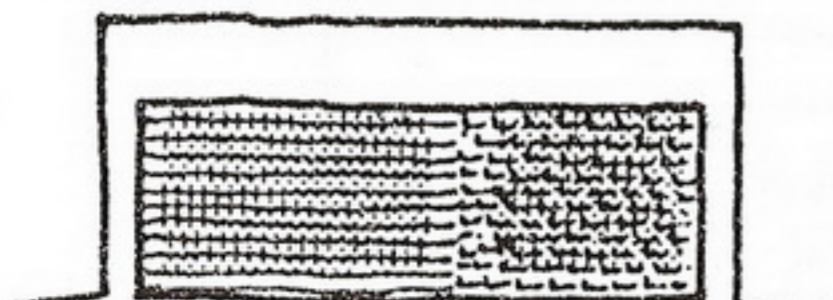
MULLION PATTERN



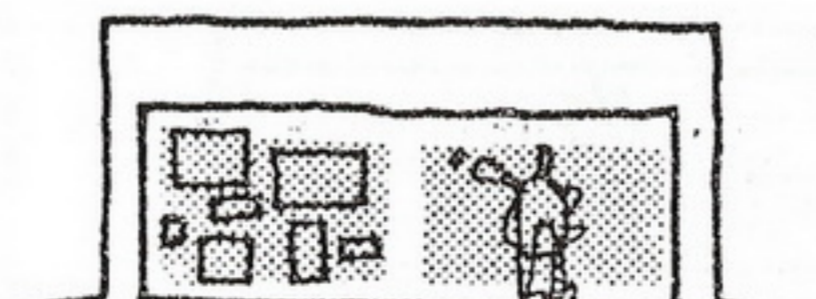
MATERIAL PATTERN



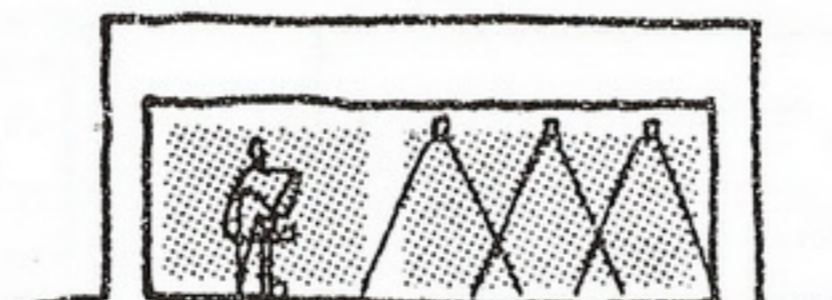
WALL COLOR



MATERIAL TEXTURE



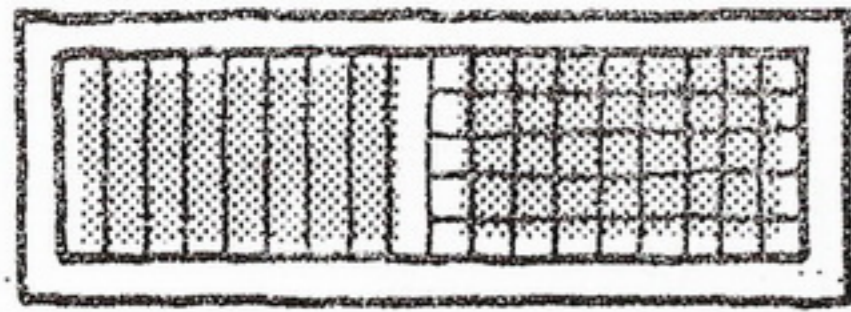
WALL DISPLAY



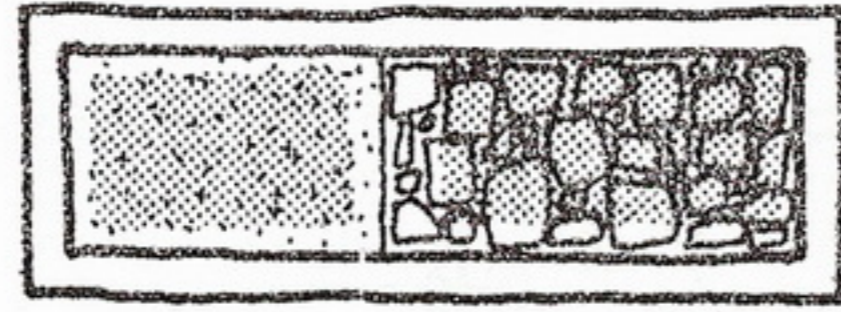
WALL LIGHTING



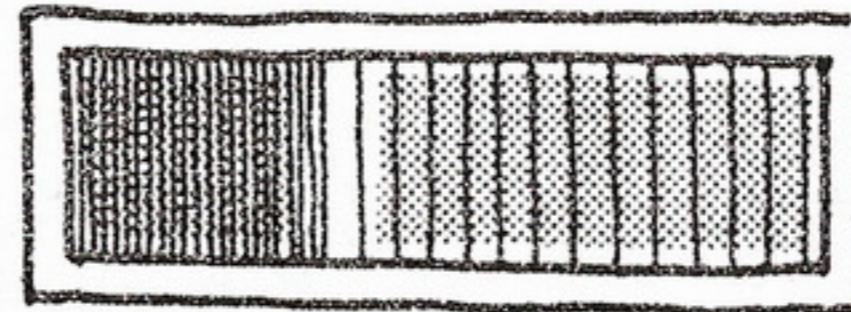
WALL REGISTERS



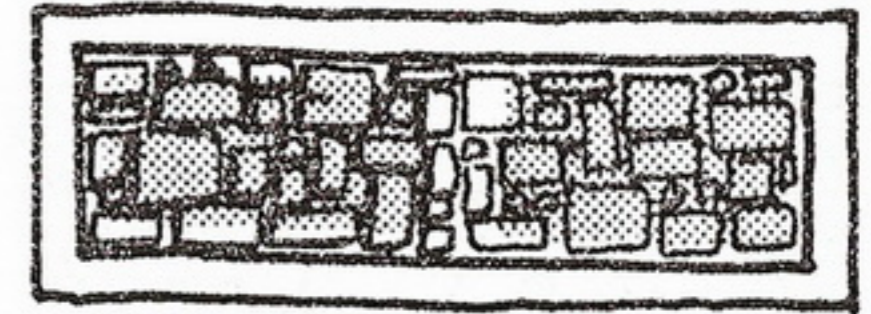
FLOOR PATTERN



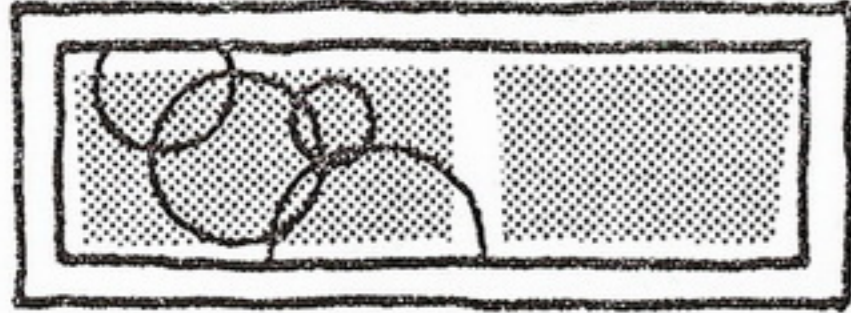
FLOOR MATERIAL



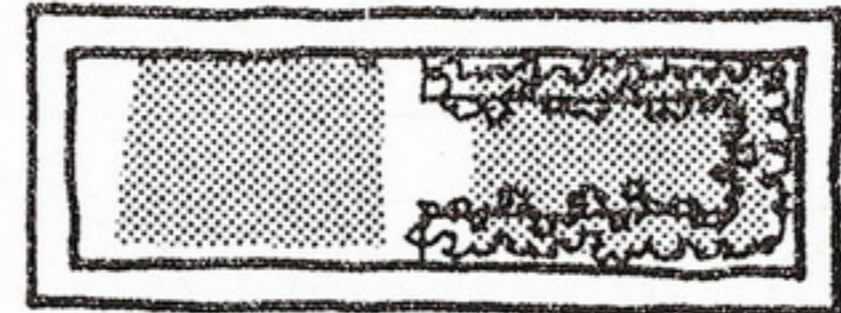
FLOOR COLOR



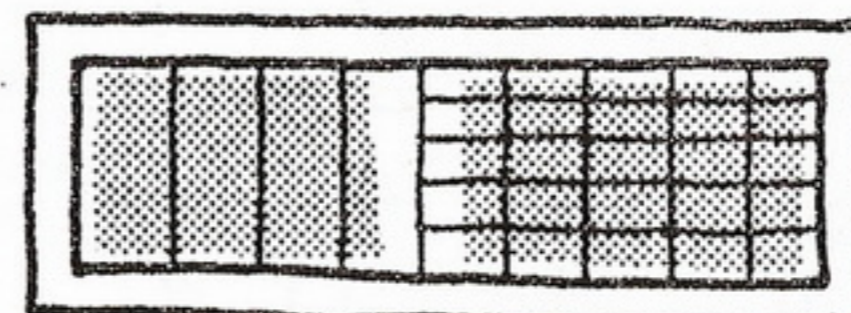
FLOOR TEXTURE



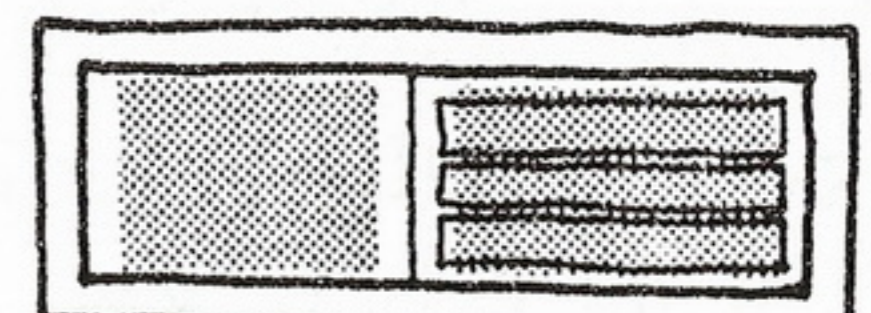
FLOOR LIGHTING



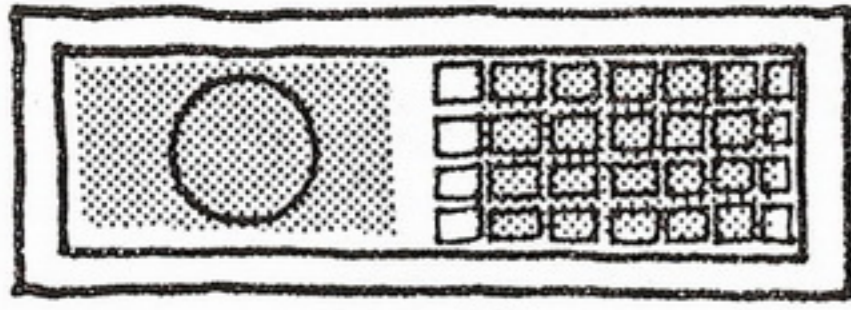
EDGE PLANTER



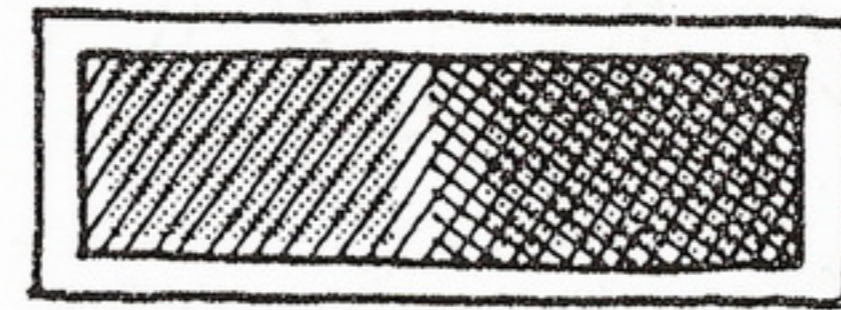
CEILING PATTERN



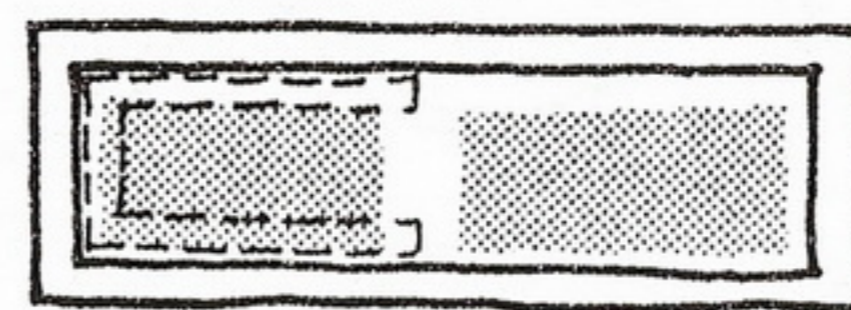
CEILING MATERIAL



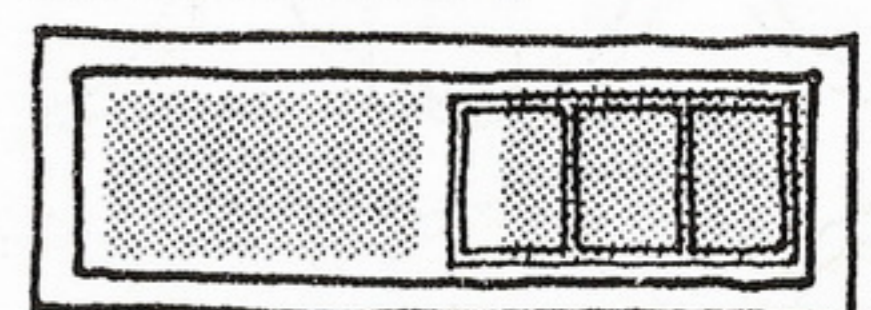
LIGHTING PATTERN



CEILING COLOR

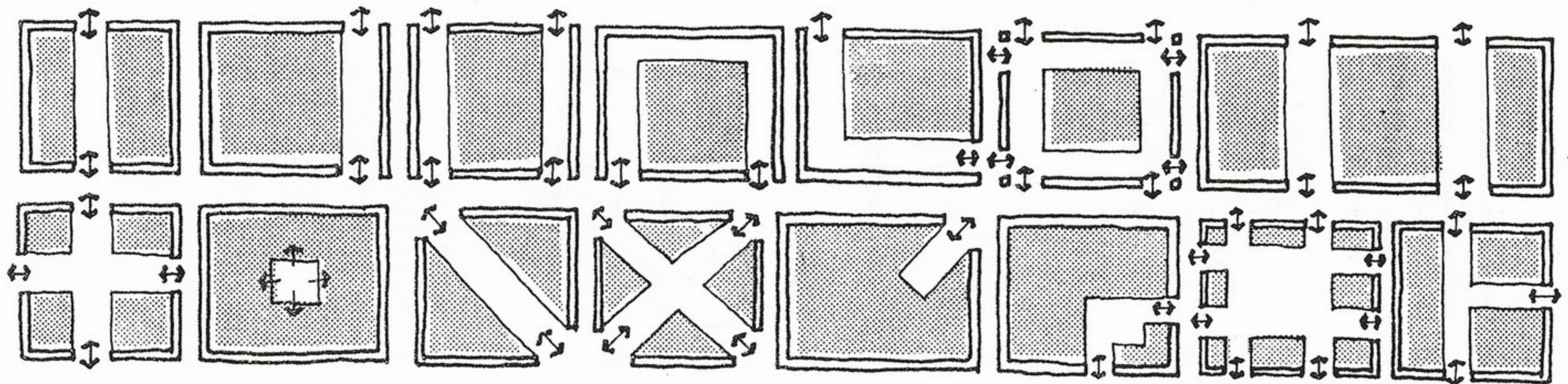


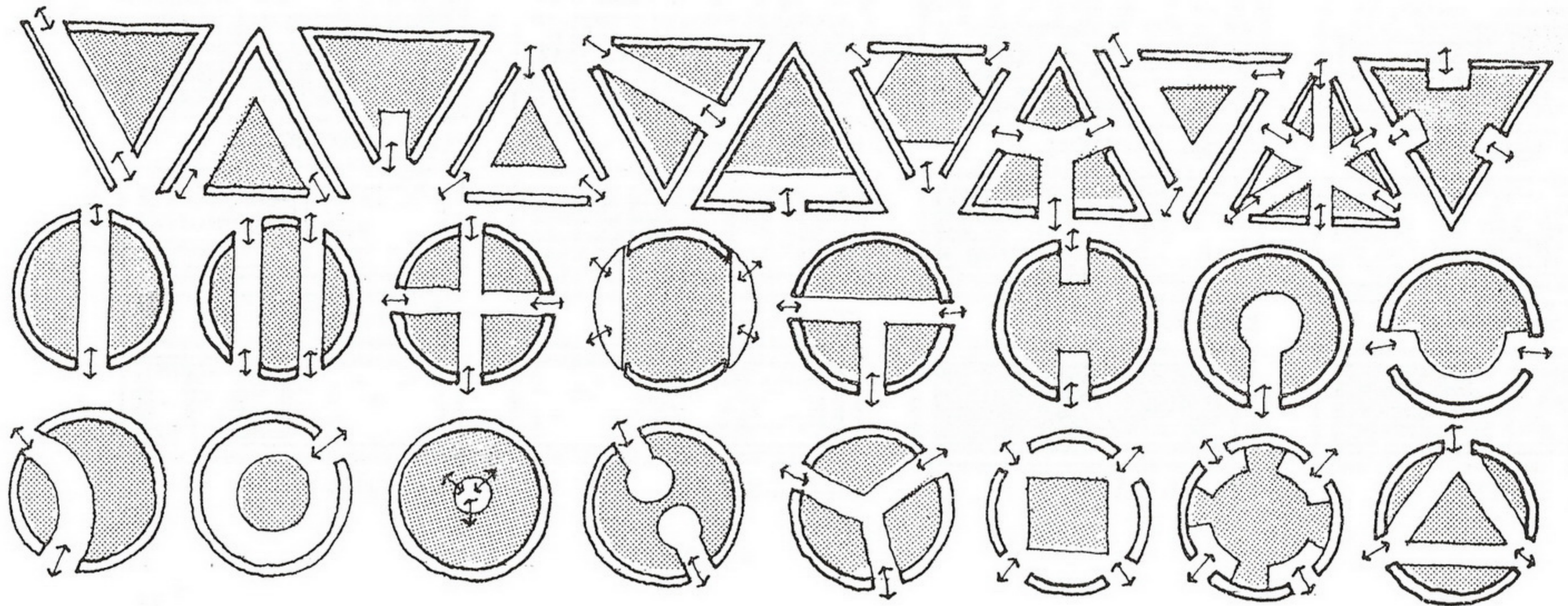
EDGE LIGHTING



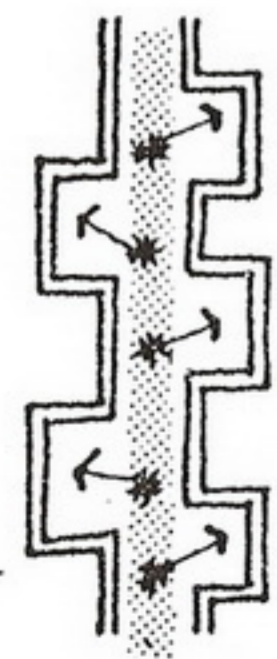
SKYLIGHTS

Door Placement, Circulation and Use Zones

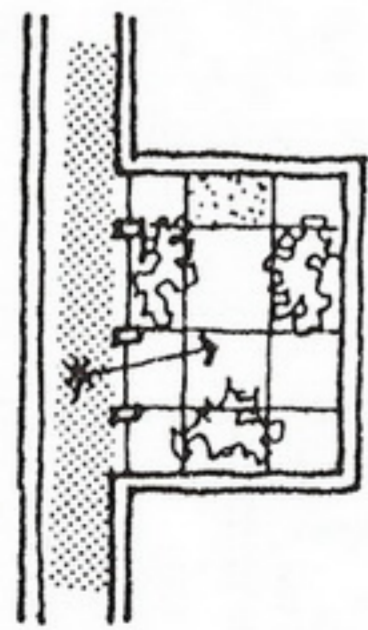




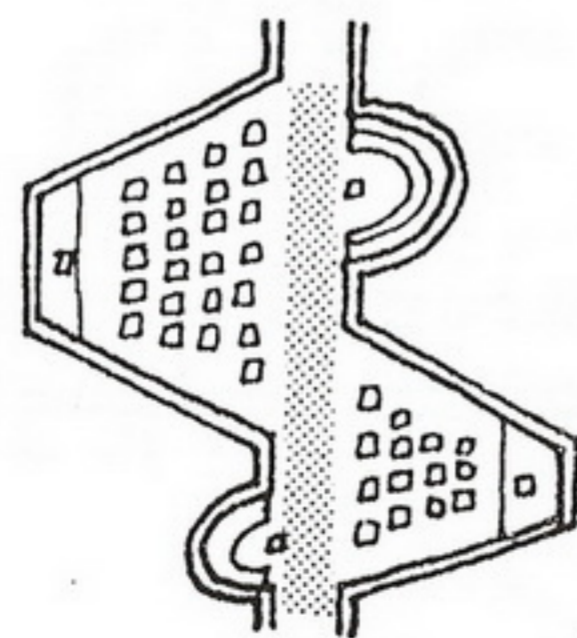
Circulation as a Space



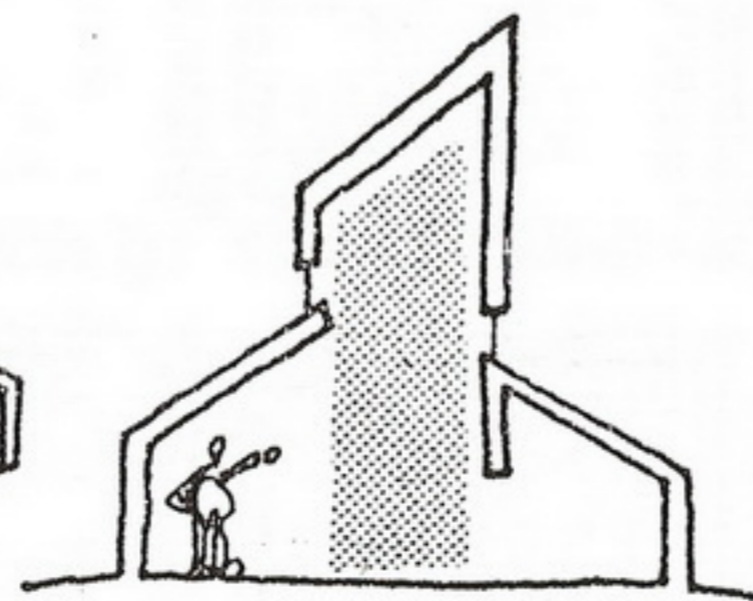
DISPLAY



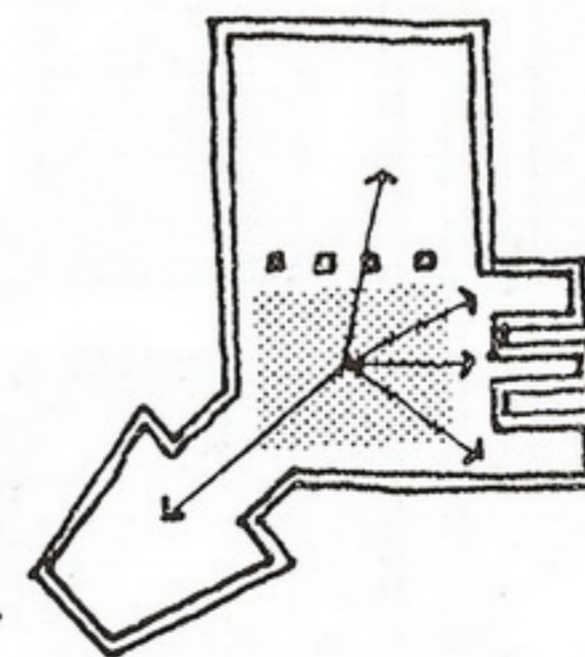
VISUAL RELIEF



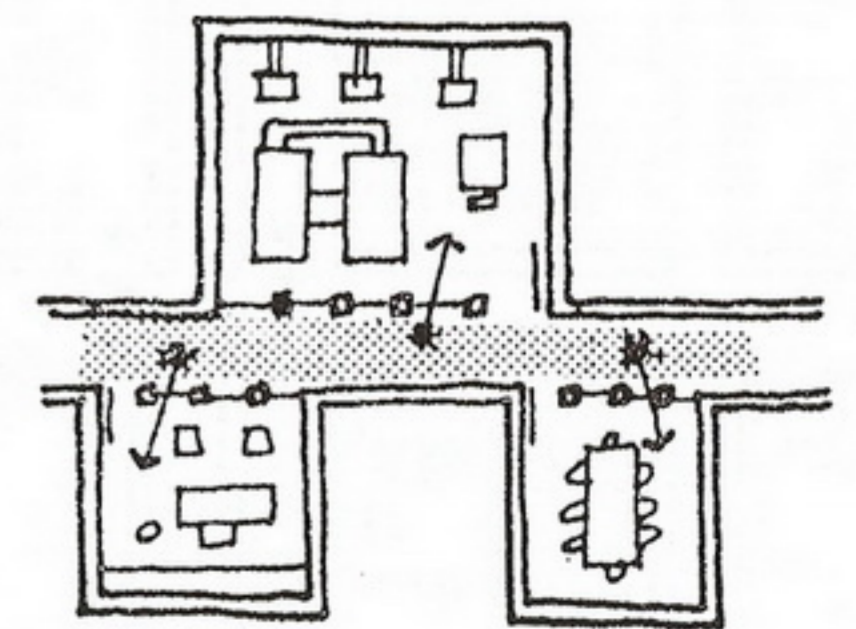
EDUCATION



SPATIAL FOCUS

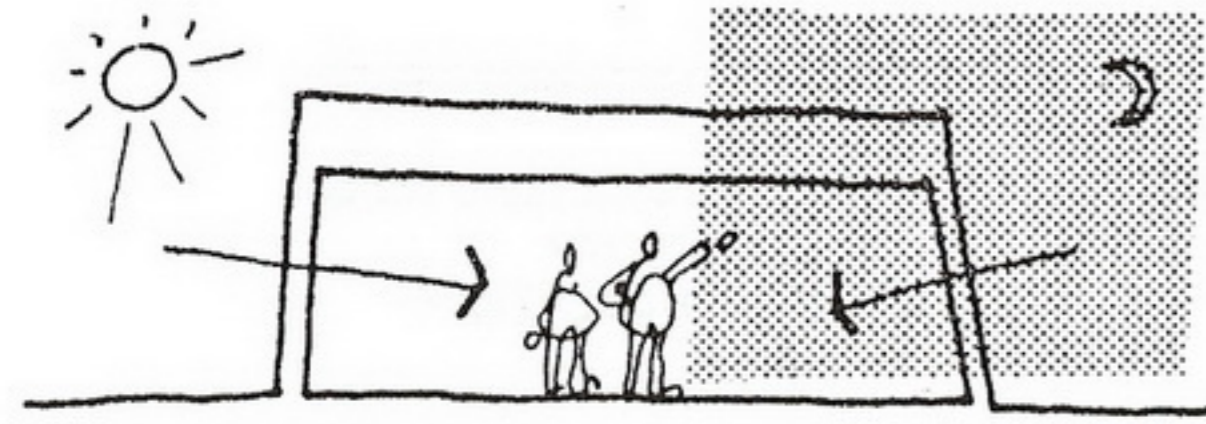


ORIENTATION

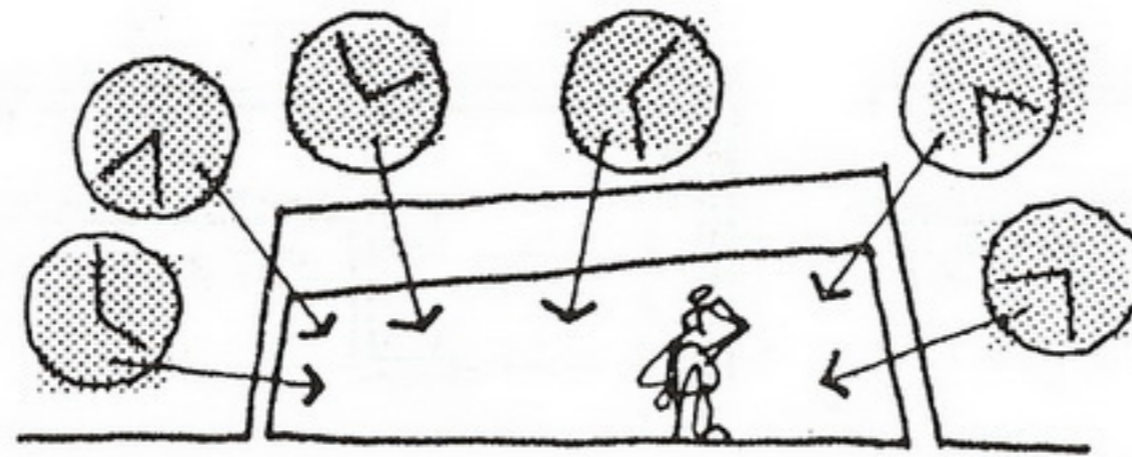


STORE FRONT CONCEPT

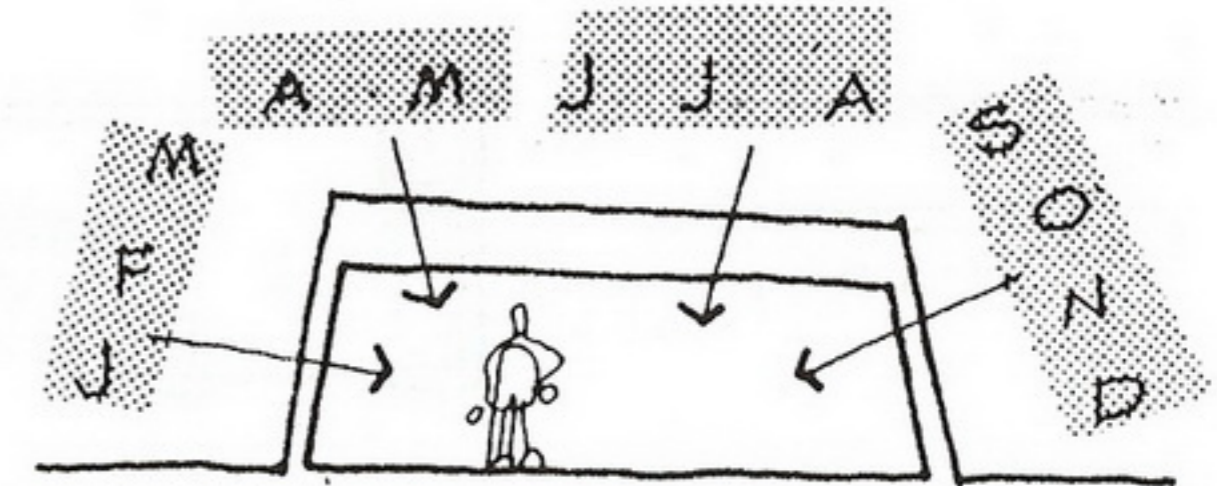
Multiuse of Space



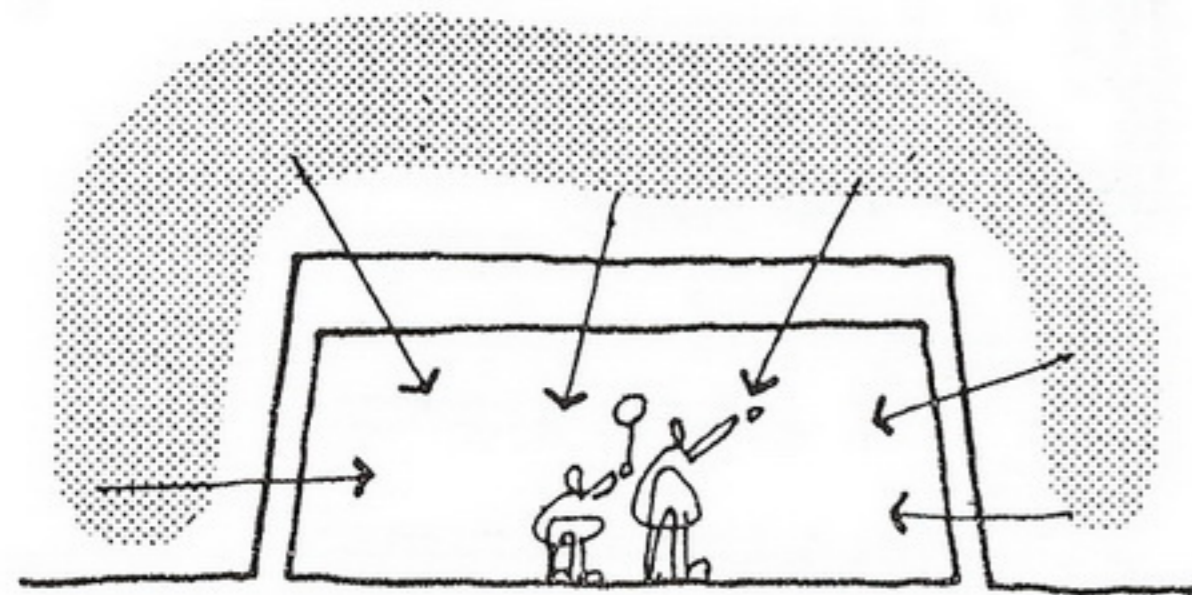
DAY - NIGHT USE



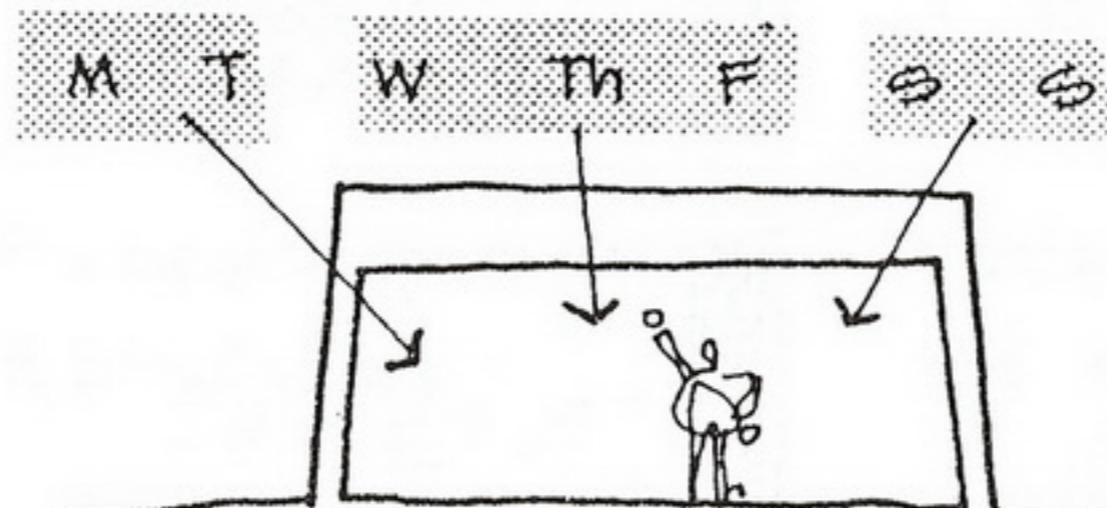
DIFFERENT TIMES OF DAY



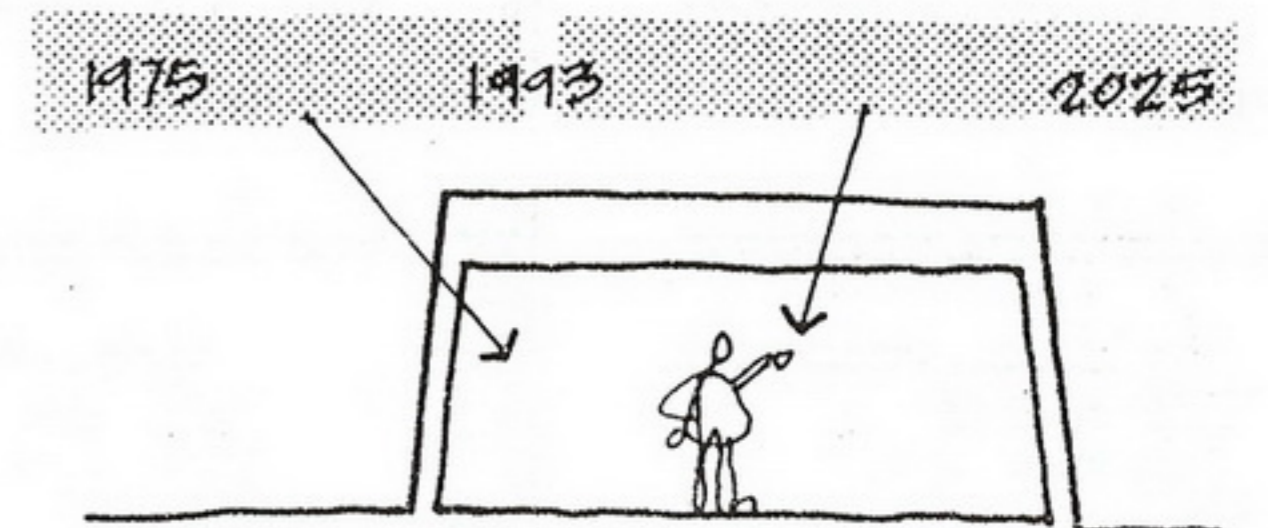
DIFFERENT TIMES OF YEAR



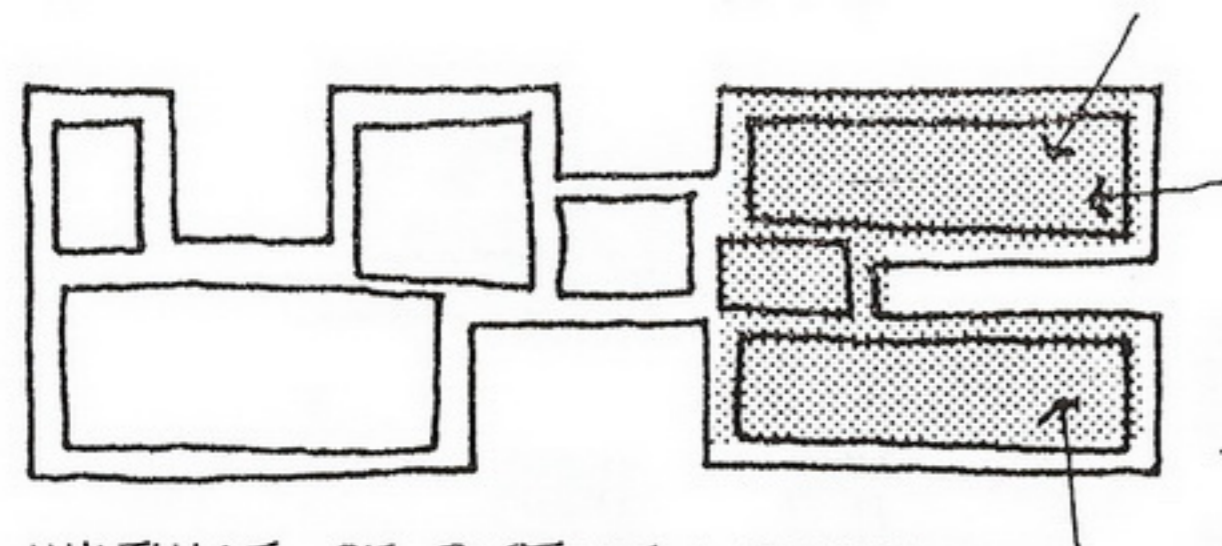
SIMULTANEOUS MULTIUSE



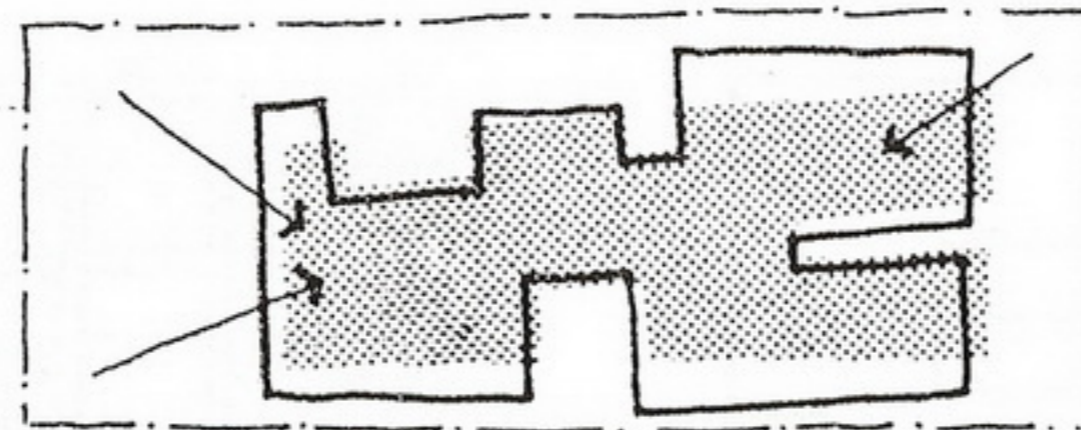
DIFFERENT DAYS OF THE WEEK



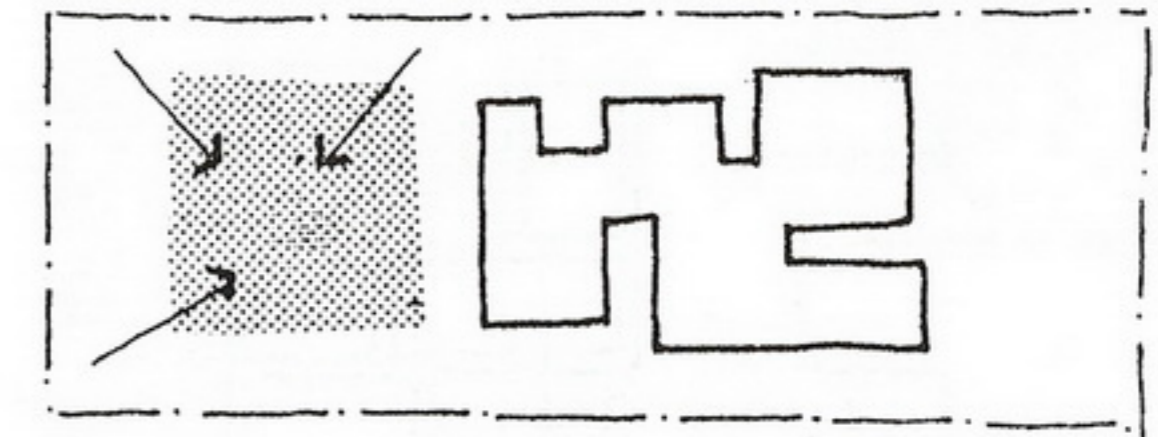
LONG TERM USE TRANSFER



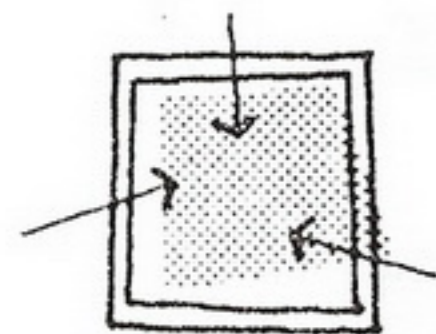
MULTIUSE OF PART OF A BUILDING



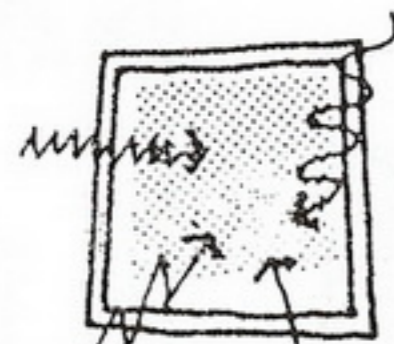
MULTIUSE OF ENTIRE BUILDING



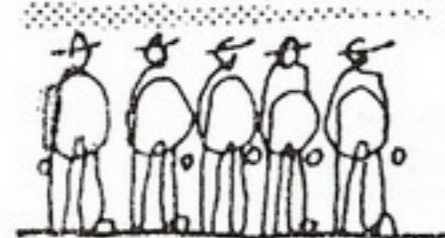
MULTIUSE OF EXTERIOR AREAS



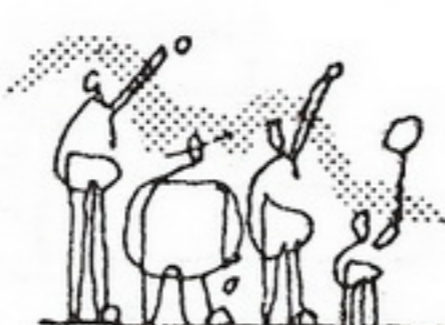
SIMILAR USES



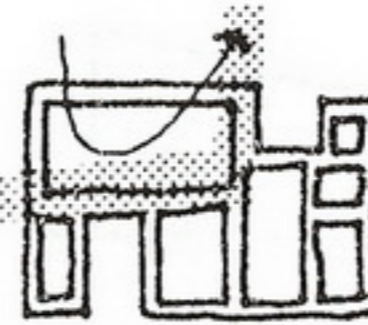
DIFFERENT USES



SIMILAR PEOPLE USING



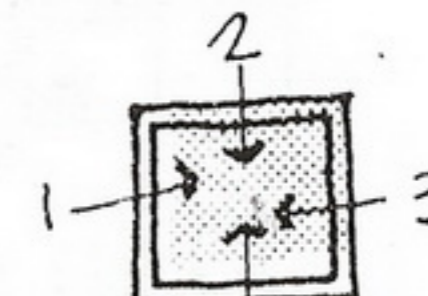
DIFFERENT PEOPLE USING



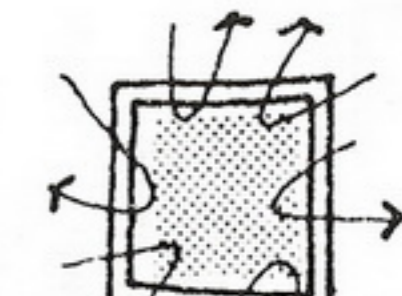
ZONE FOR SECURITY



ZONE FOR HVAC

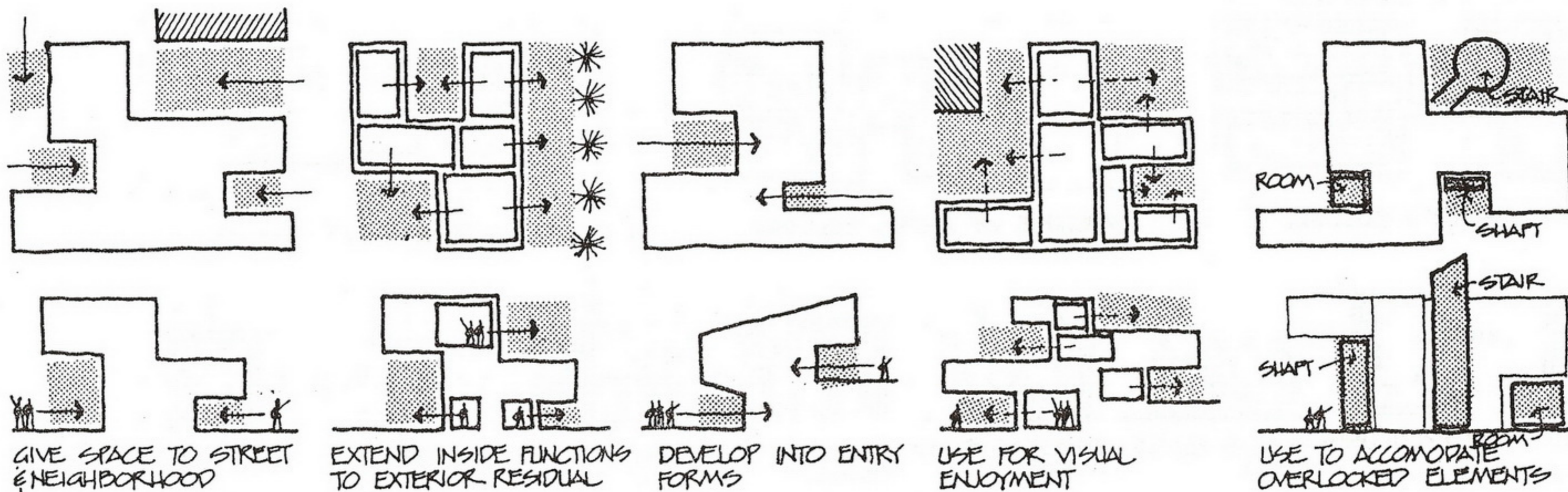
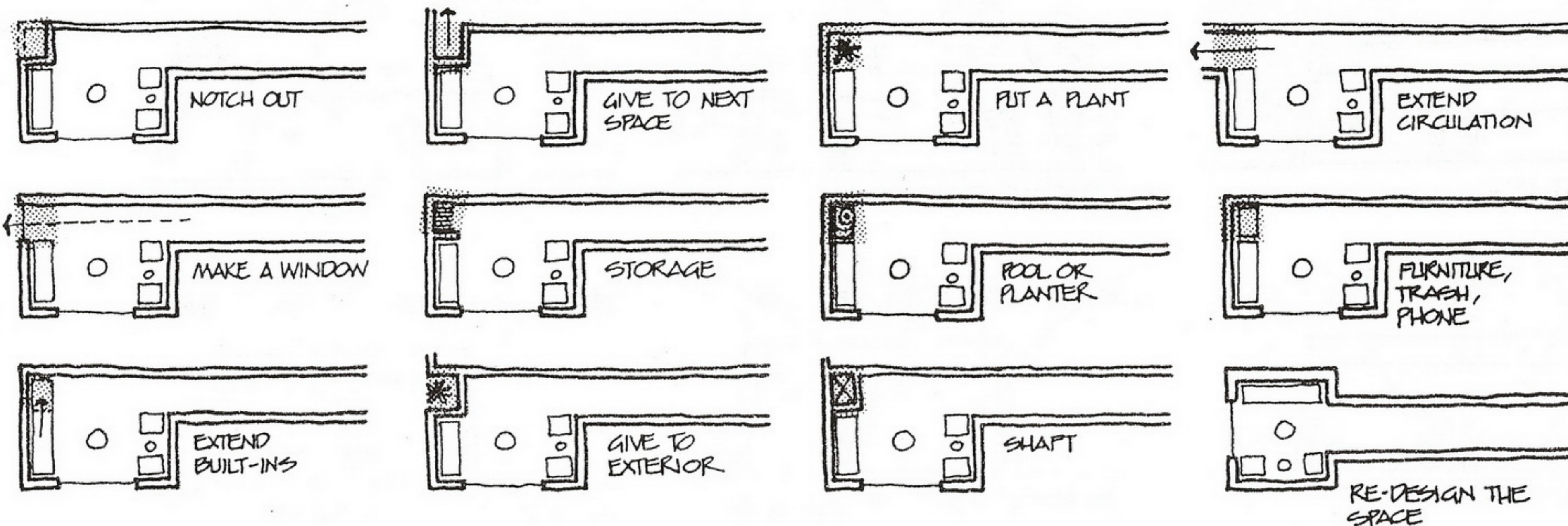


SCHEDULED USES

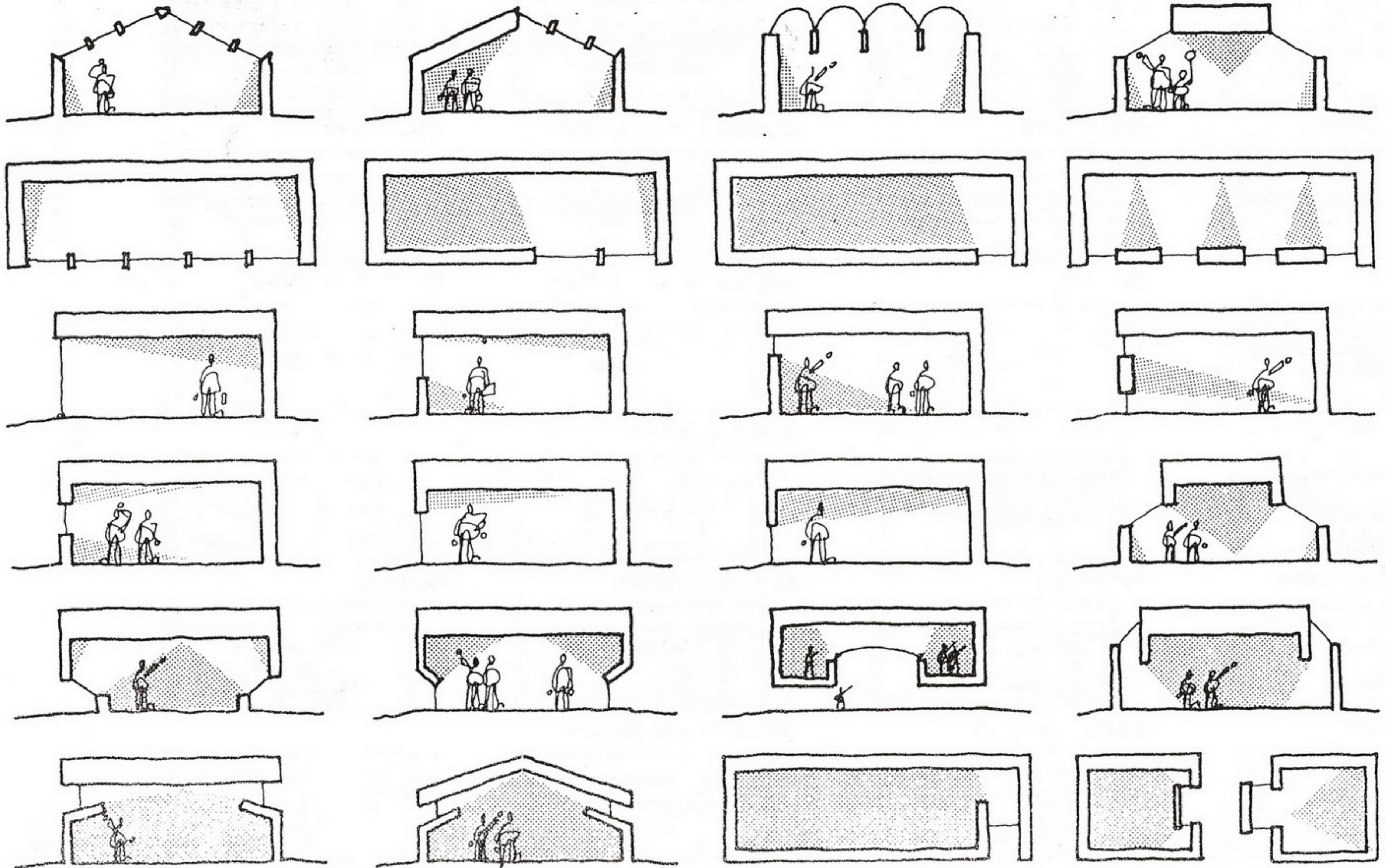


FREE USE

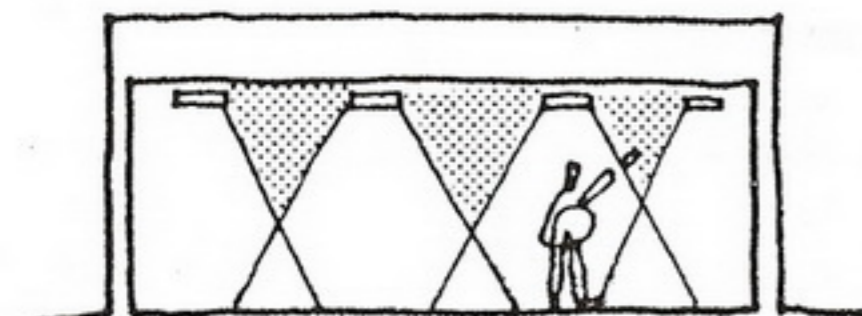
Dealing with Residual Space



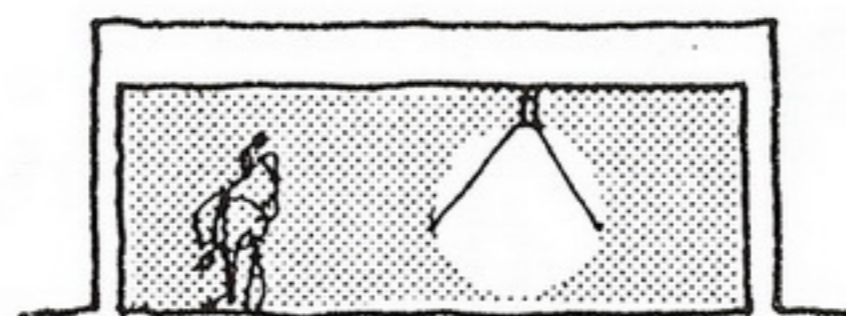
Natural Lighting



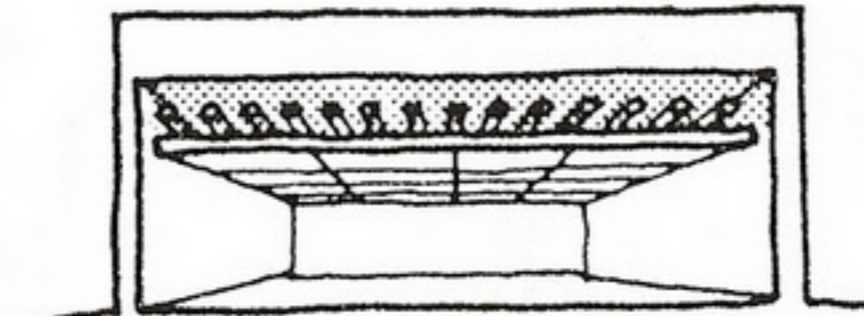
Artificial Lighting



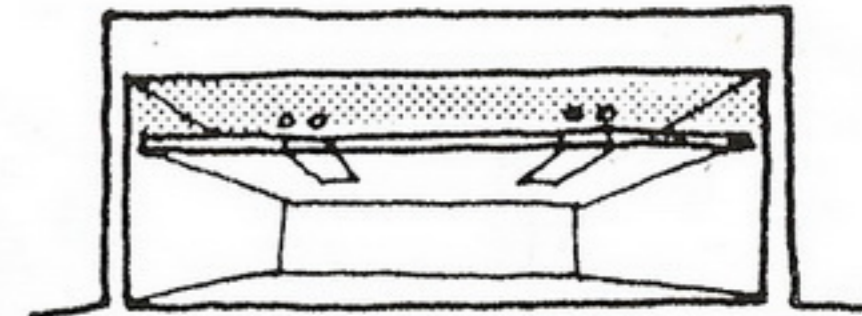
GENERAL LIGHTING



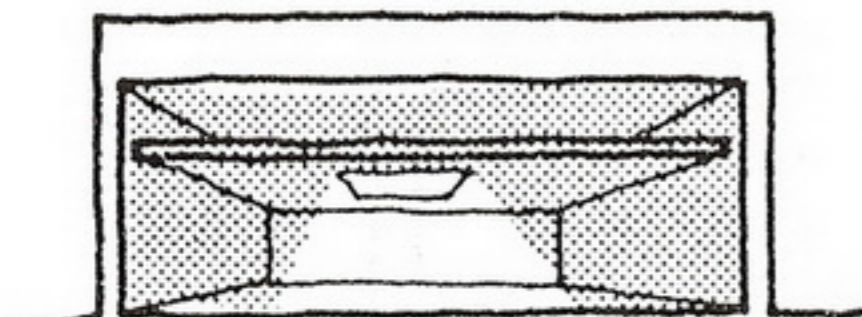
SPOT LIGHT



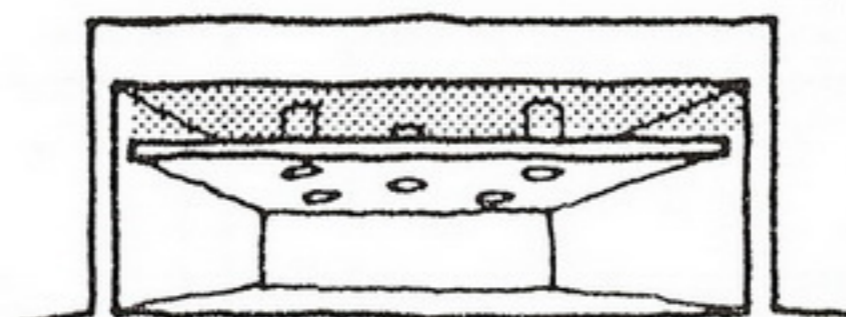
CEILING AS A LIGHT



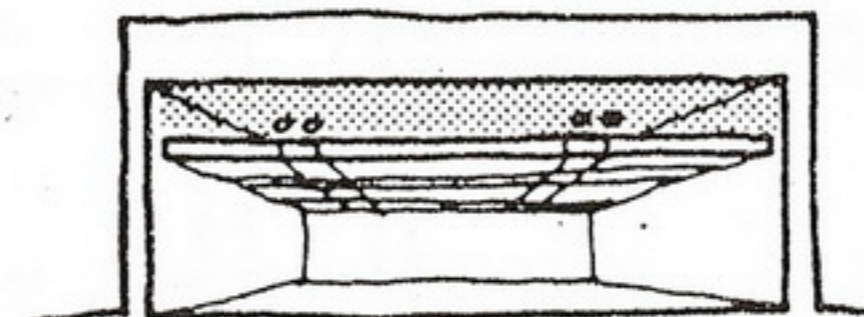
RECESSED



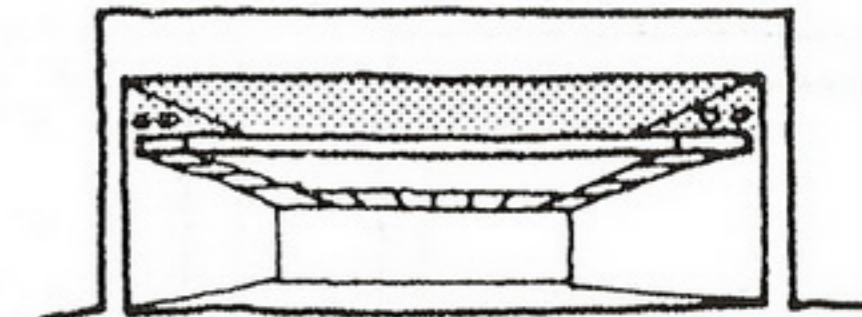
FOCUS



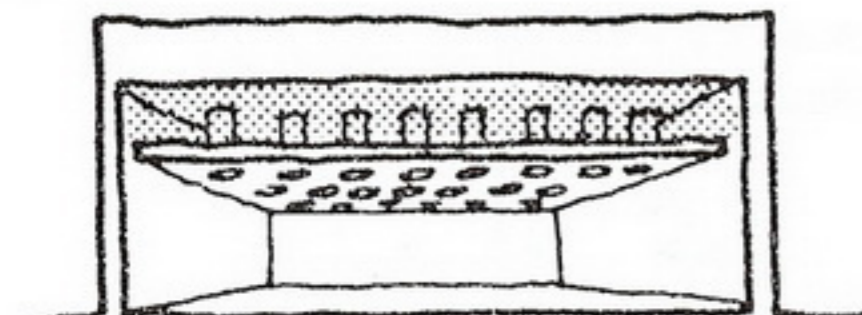
CANS



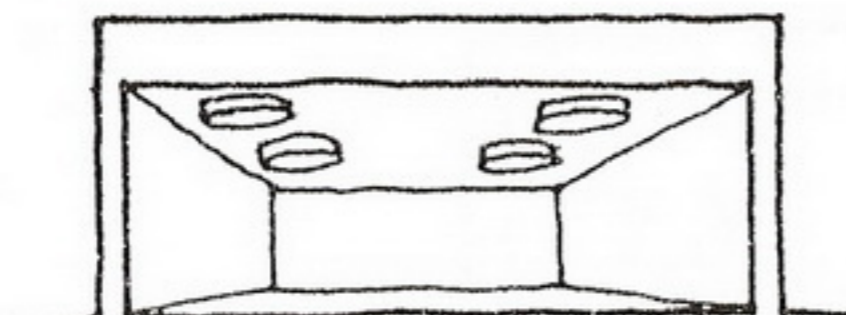
GRIDWORK OF STRIPS



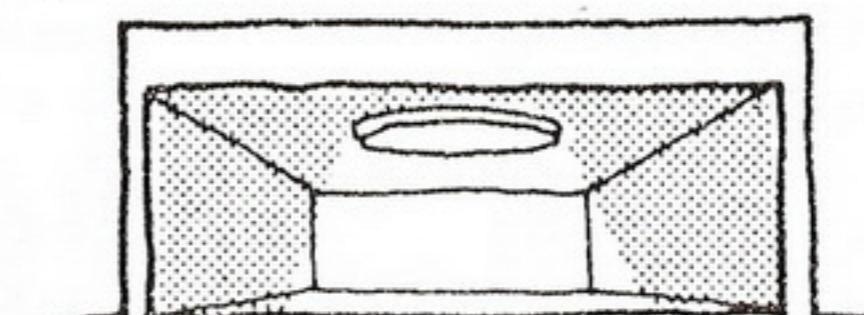
PERIMETER STRIP



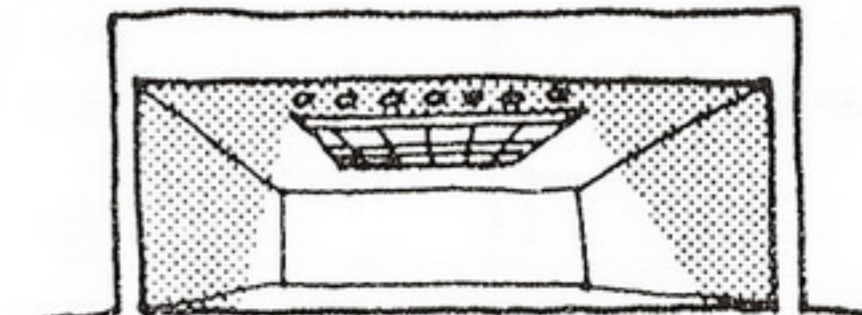
GENERAL CAN LIGHTING



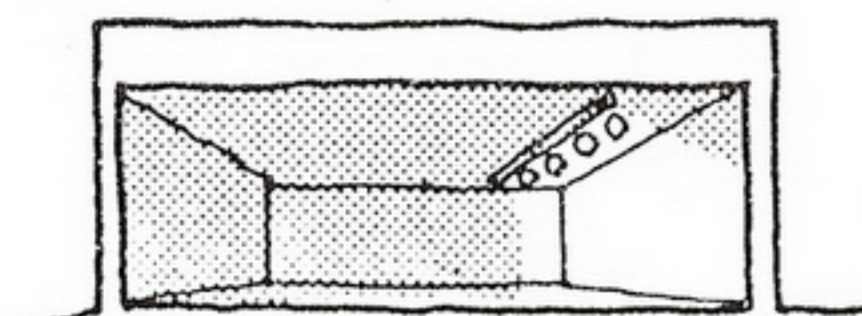
GENERAL SURFACE MOUNTED



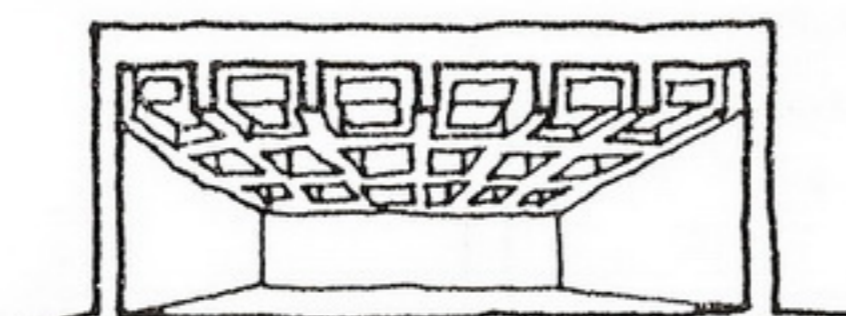
SURFACE MOUNT FOCUS



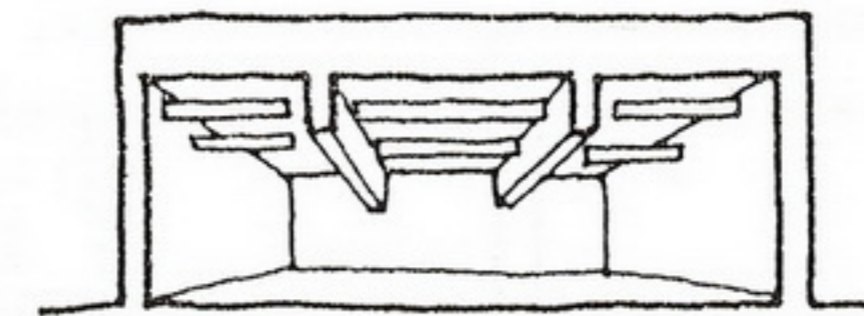
AREA DEFINITION



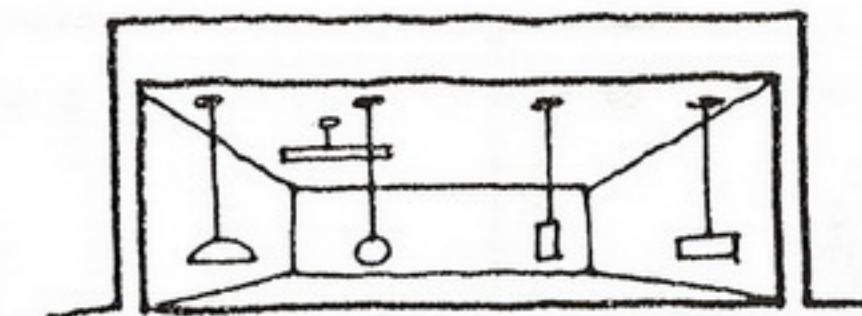
STRIP OF WALL SPOTS



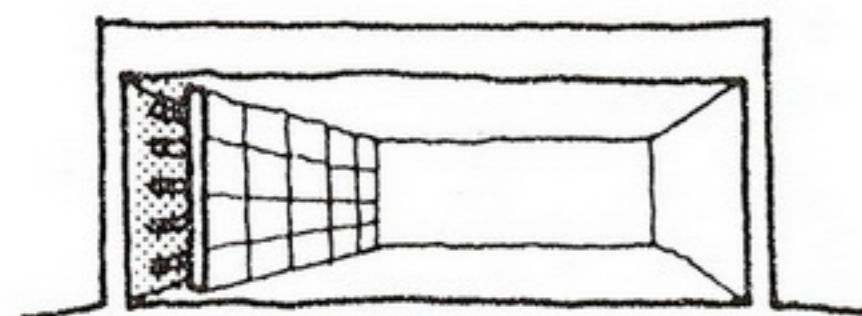
COFFERED



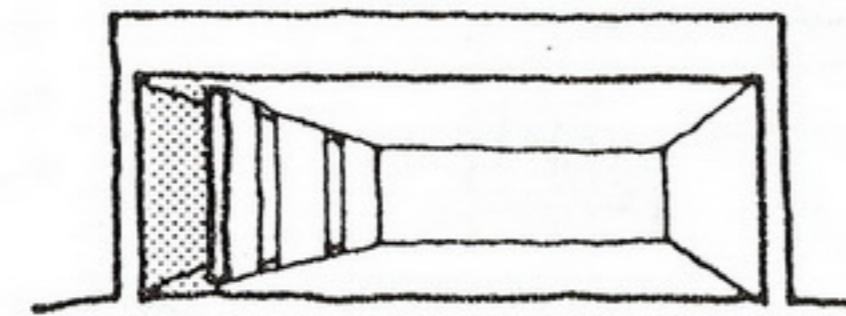
BETWEEN BEAMS



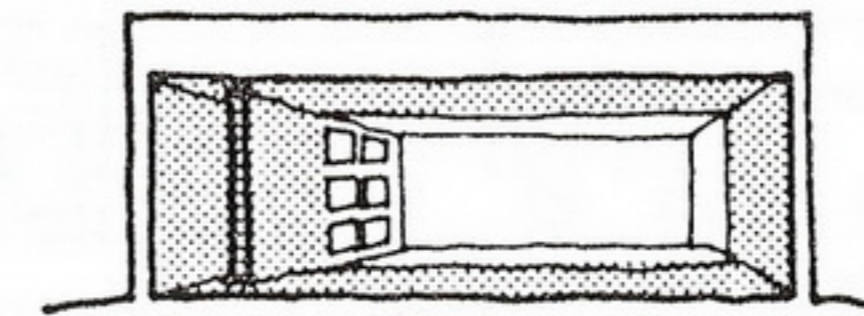
PENDANT



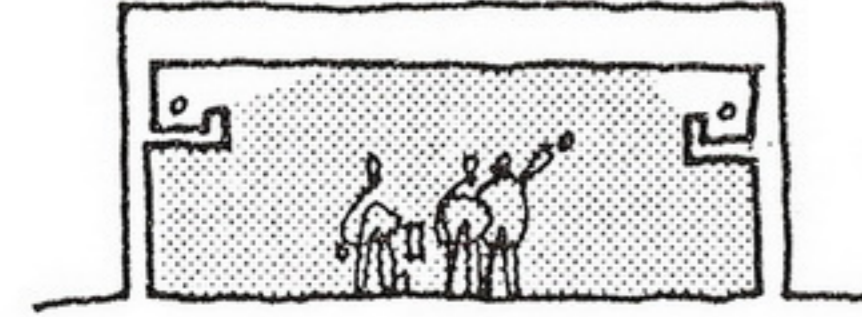
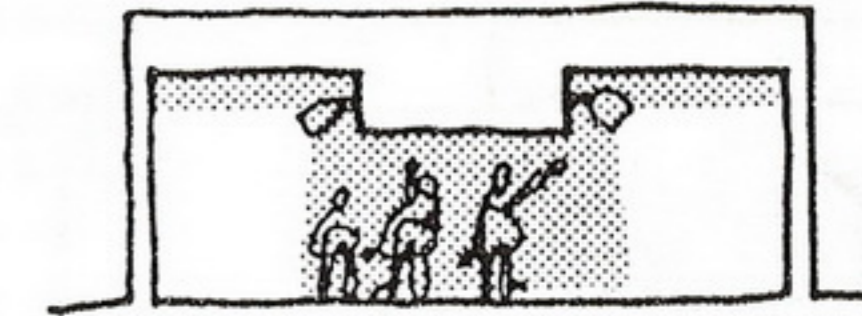
WALL OF LIGHT



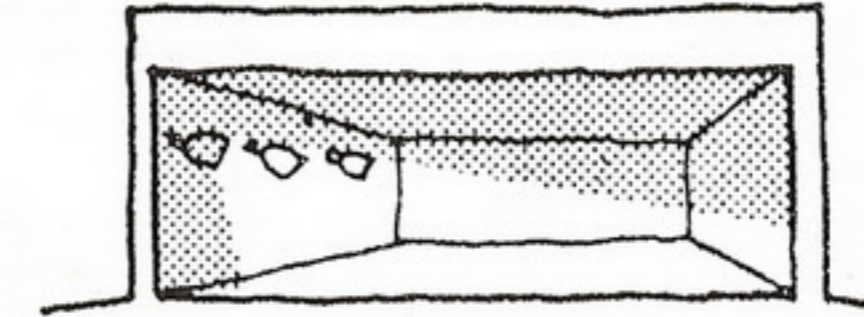
PANELS OF LIGHT



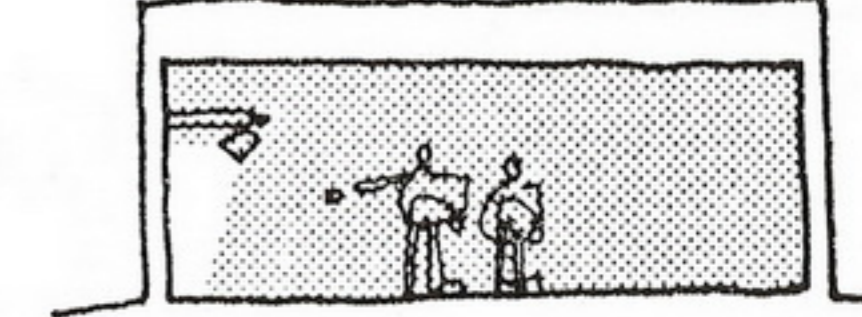
AREA DEFINING PANELS

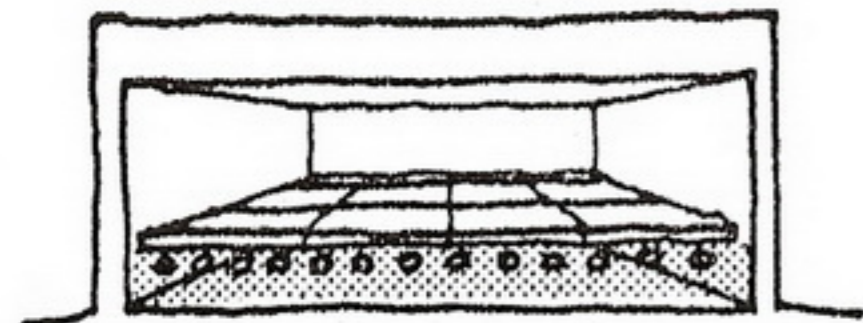


WALL PENDANT

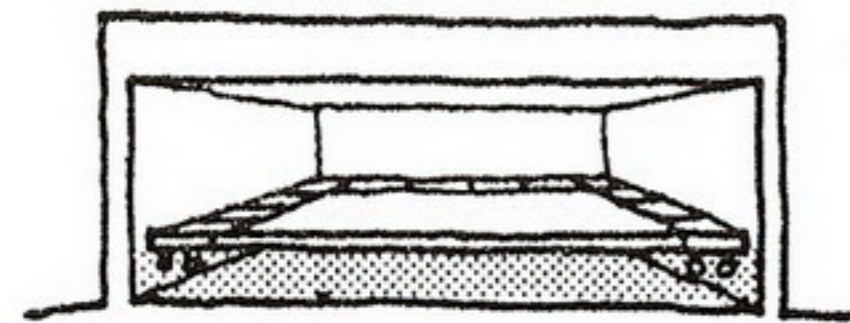


WALL SPOTS

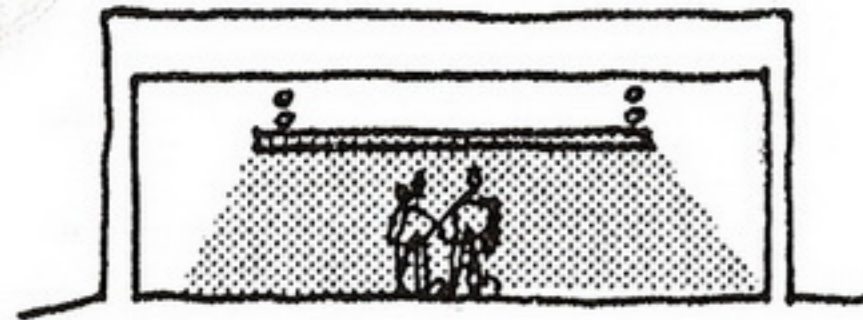
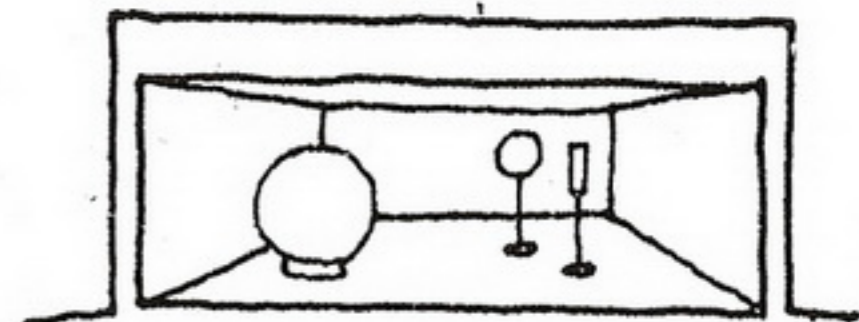
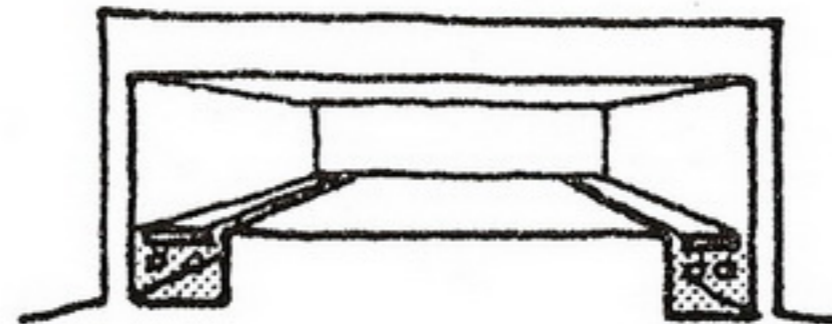




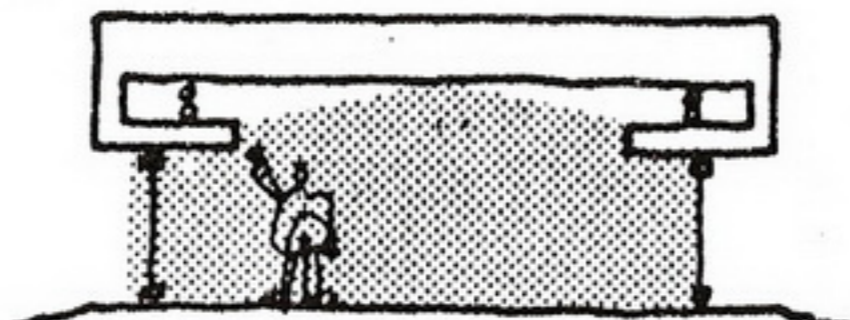
FLOOR AS A LIGHT



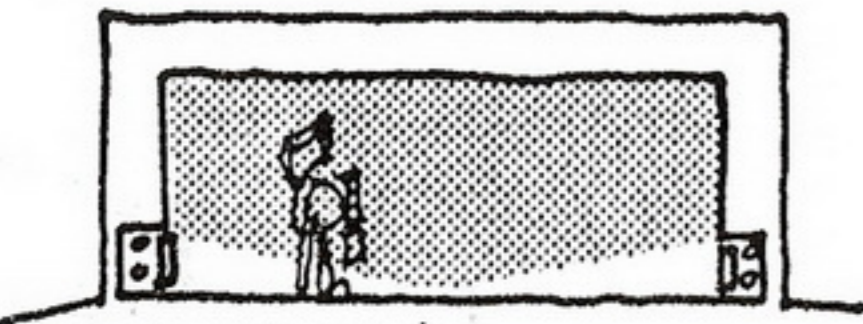
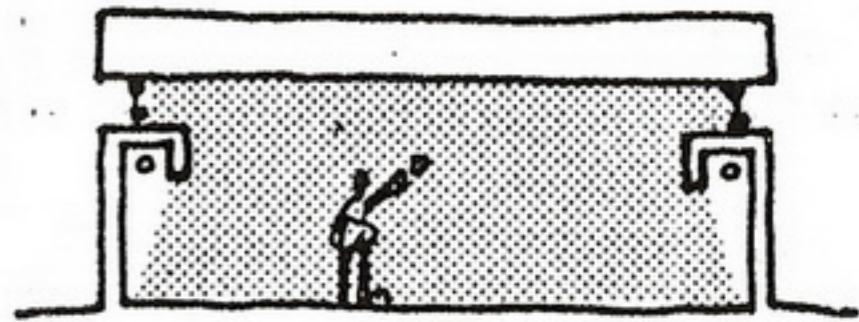
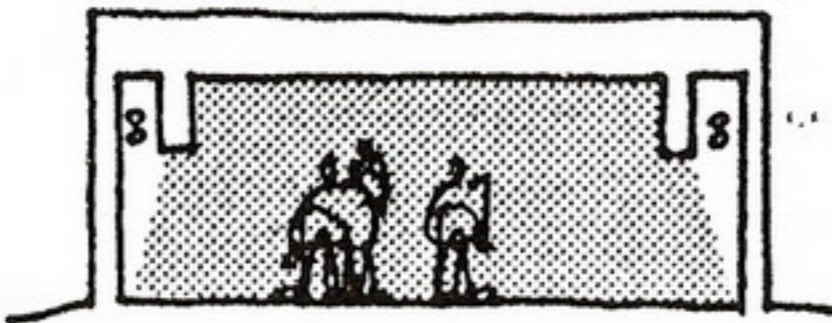
PERIMETER



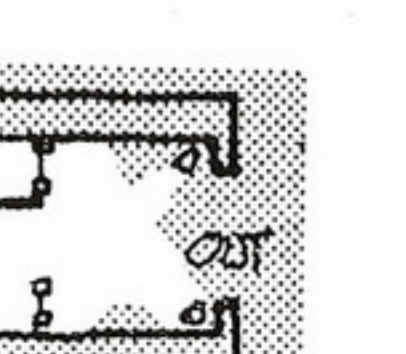
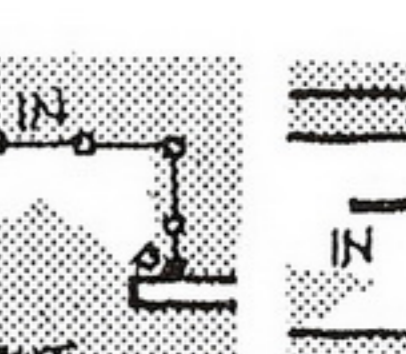
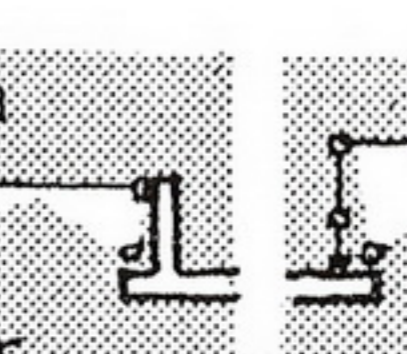
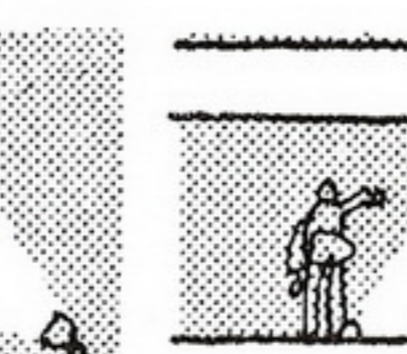
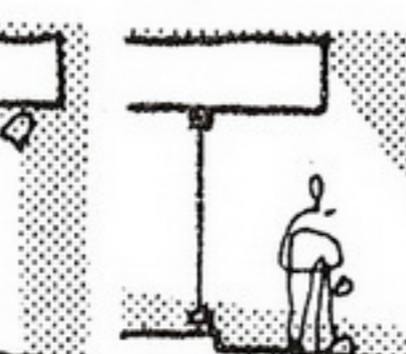
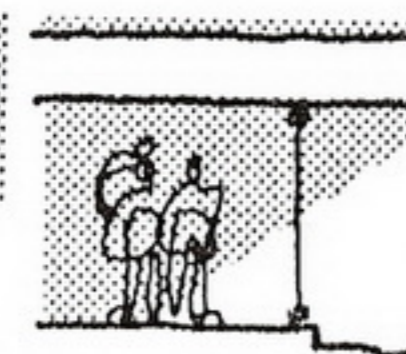
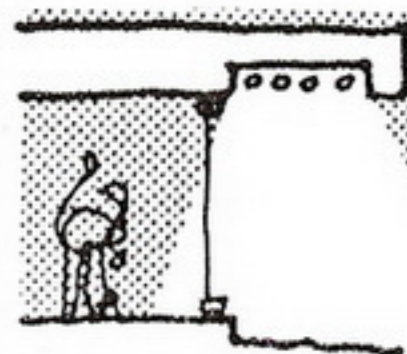
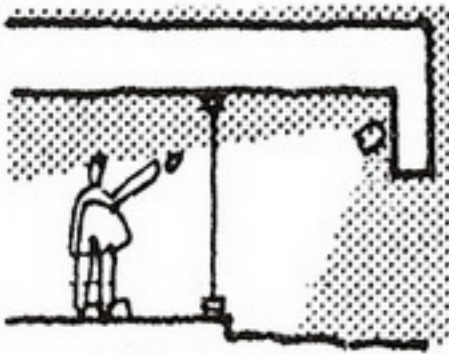
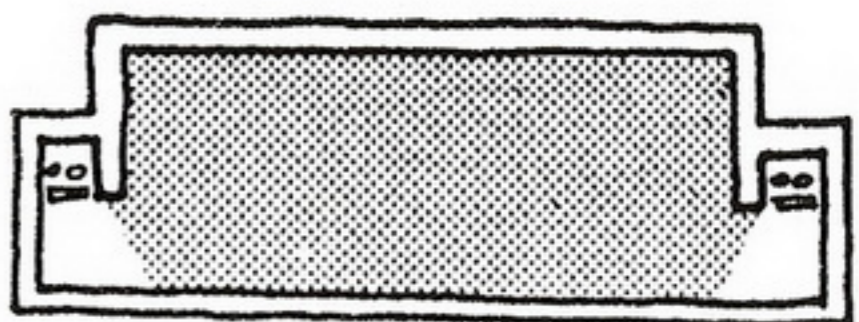
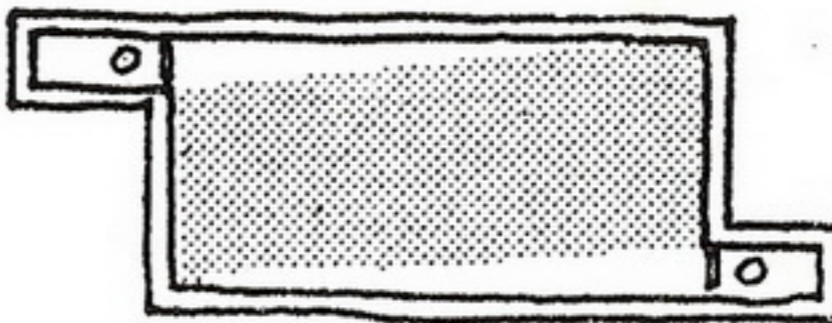
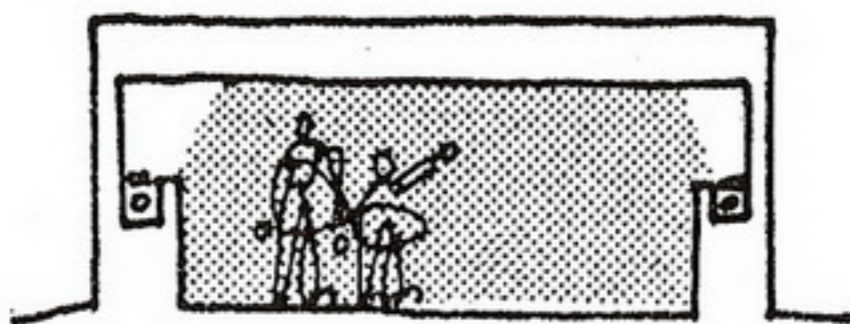
WALL WASH



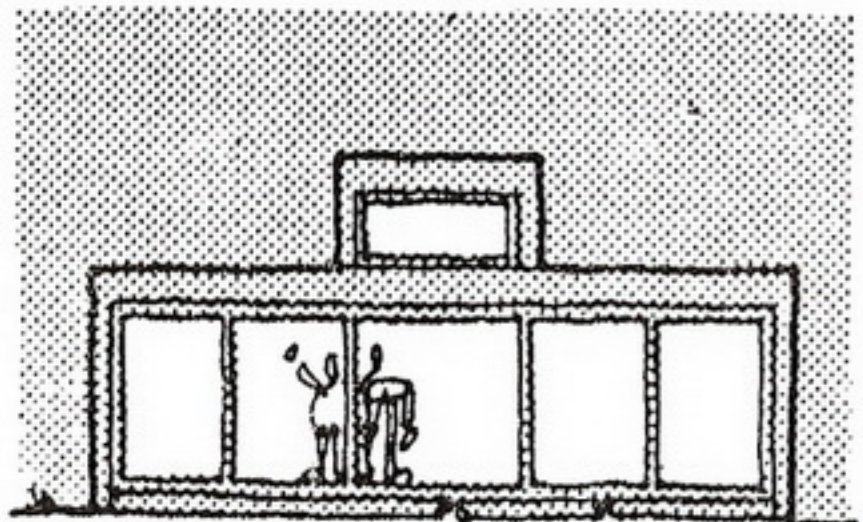
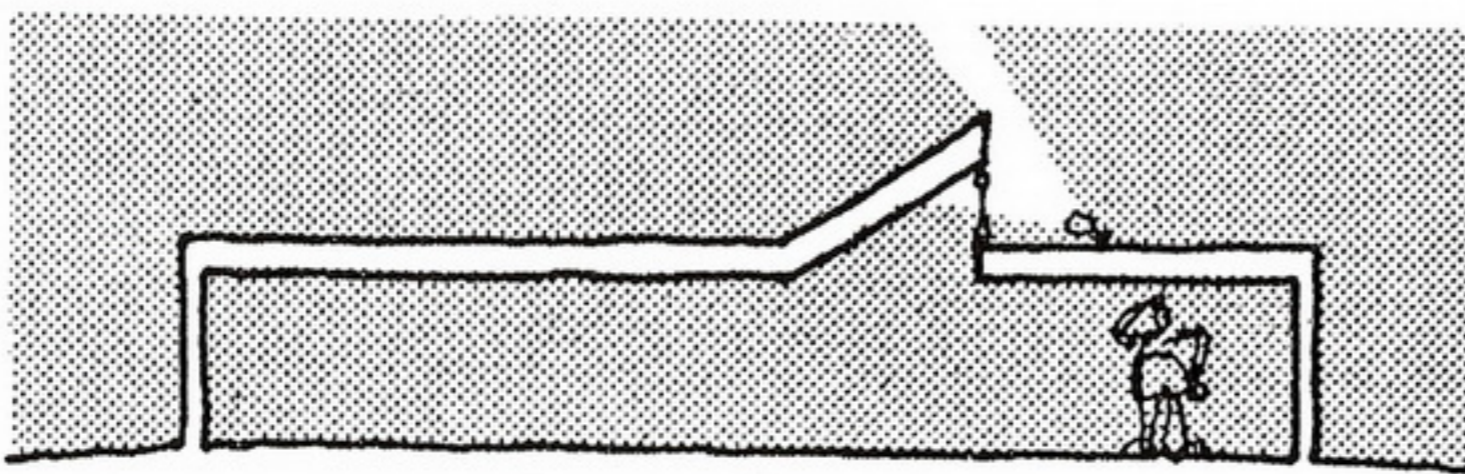
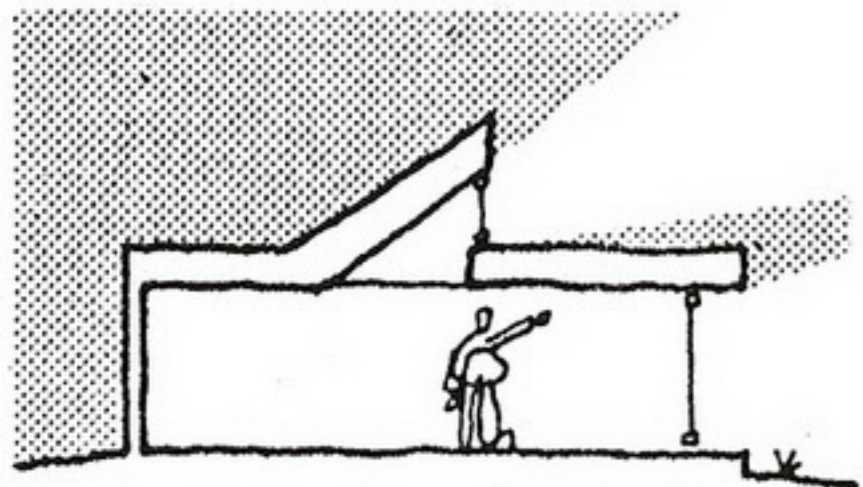
CEILING WASH



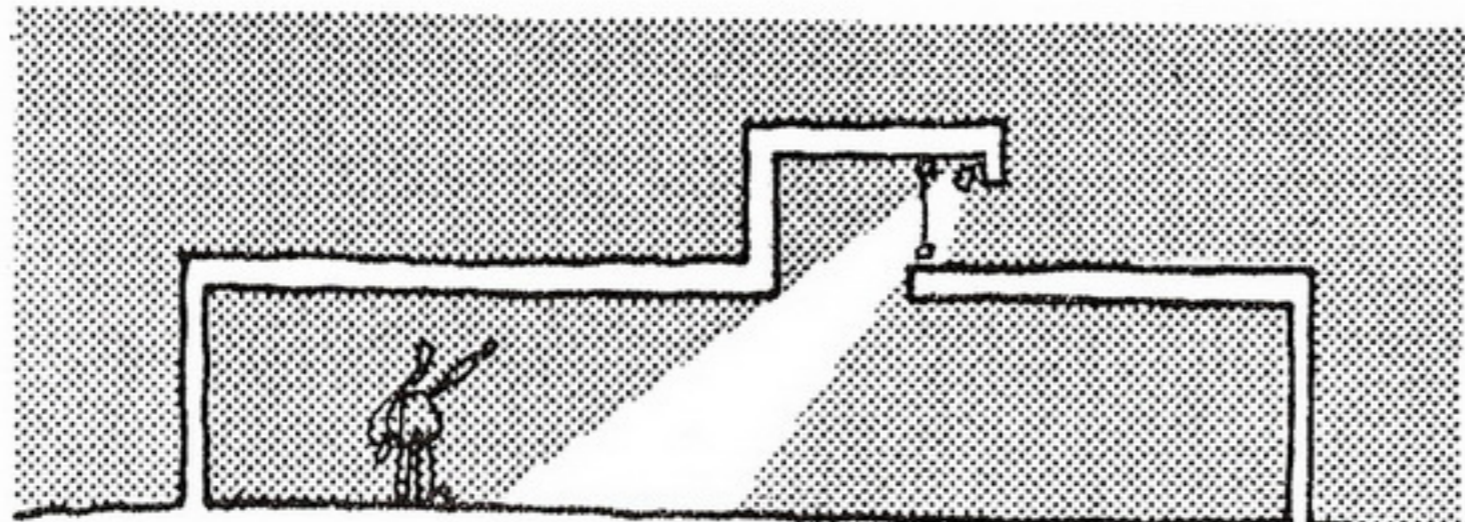
FLOOR WASH



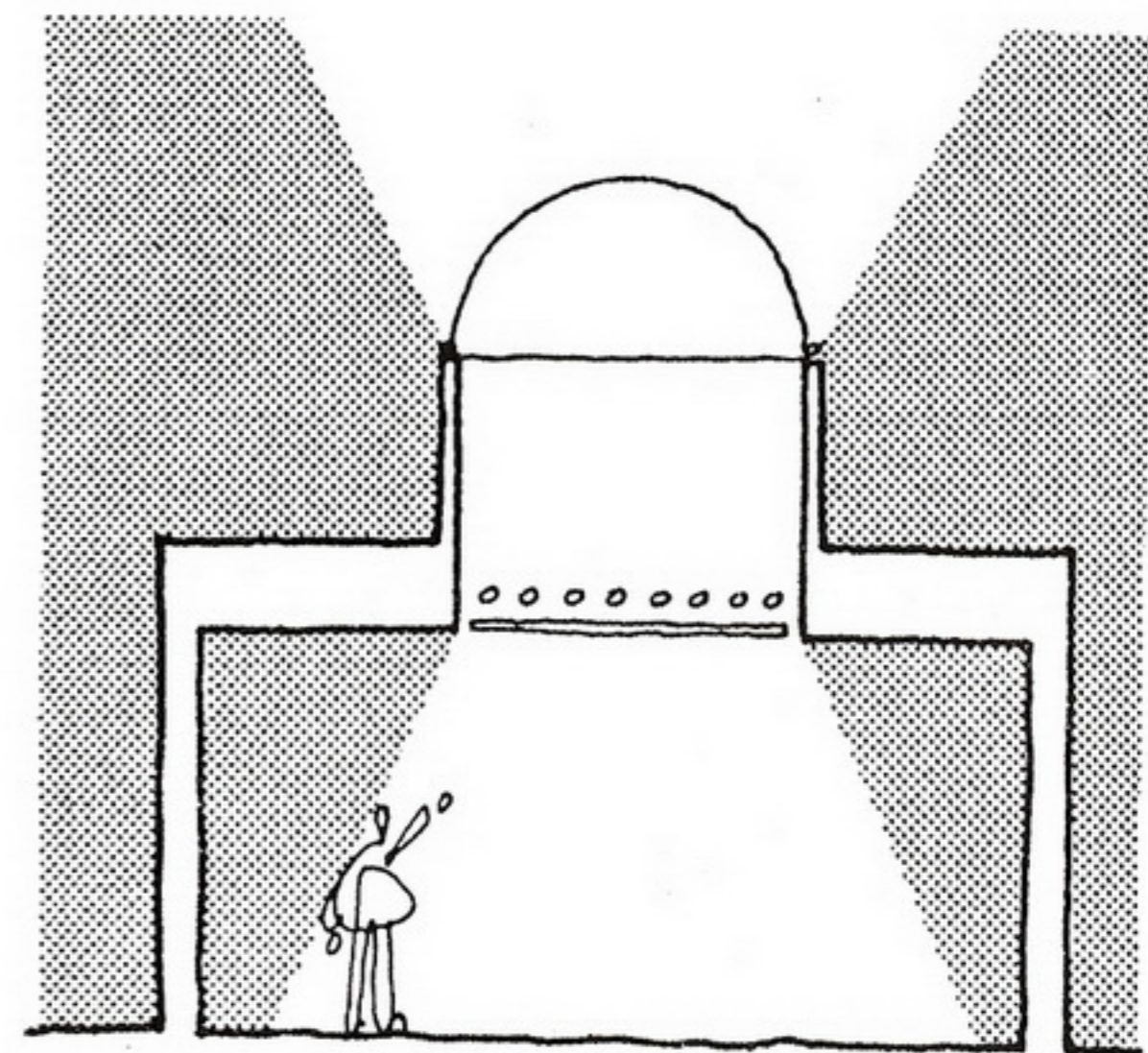
NIGHT LIGHTING FACADE, ALCOVES & ENTRY



NIGHT LIGHT FROM INSIDE

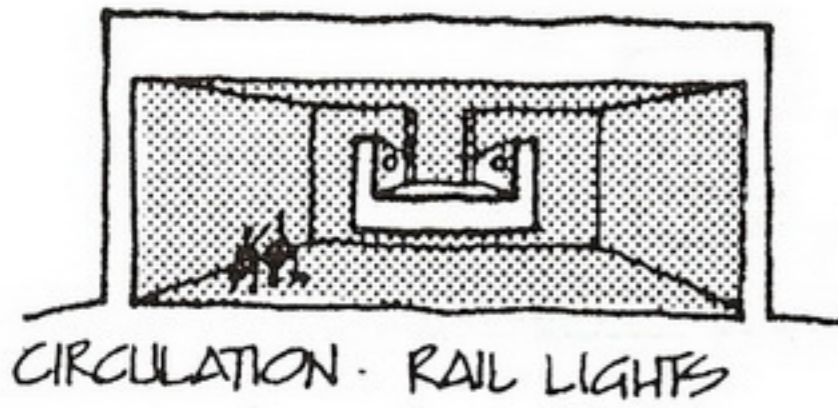


NIGHT LIGHTING SKYLIGHTS

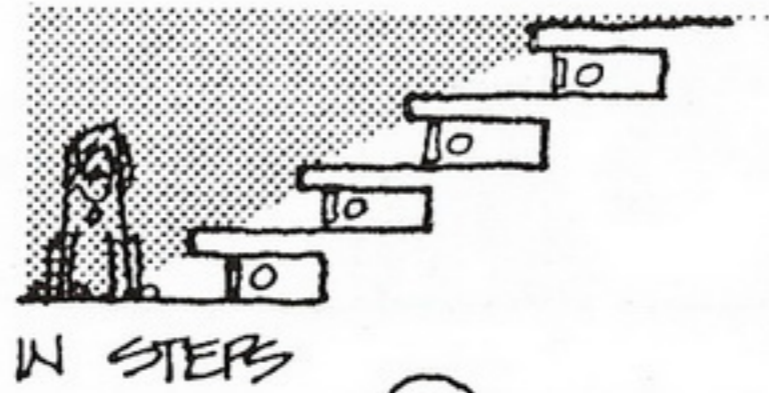


NIGHT LIGHTING WITHIN SKYLIGHT

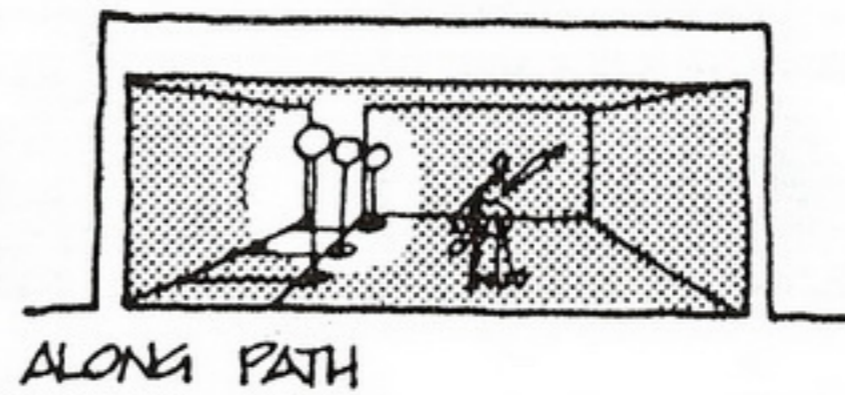
Roles of Lighting



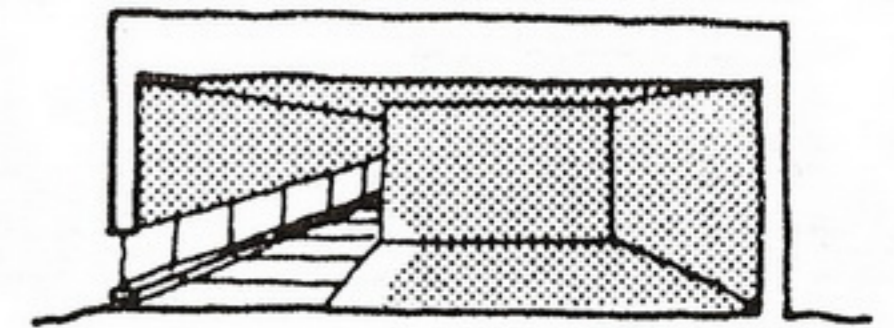
CIRCULATION - RAIL LIGHTS



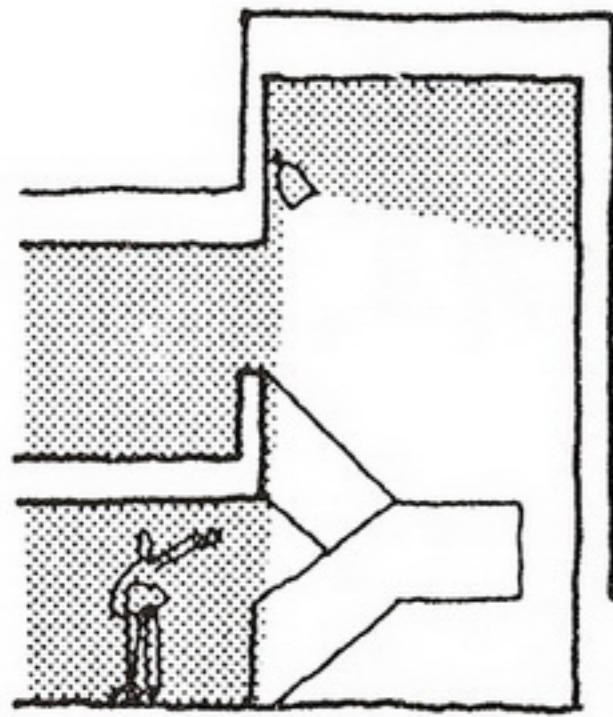
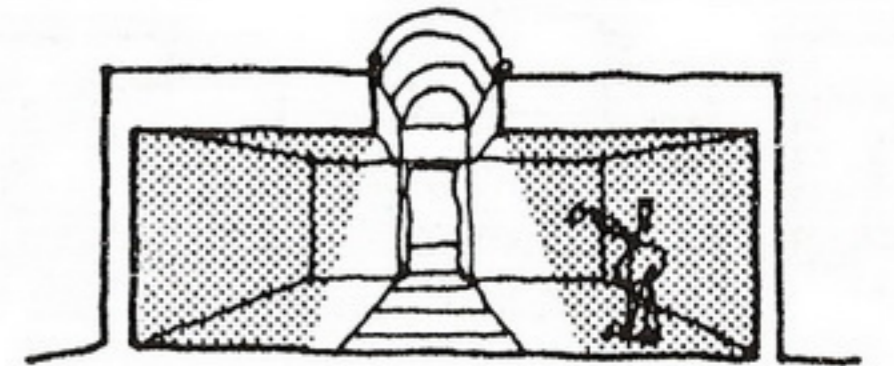
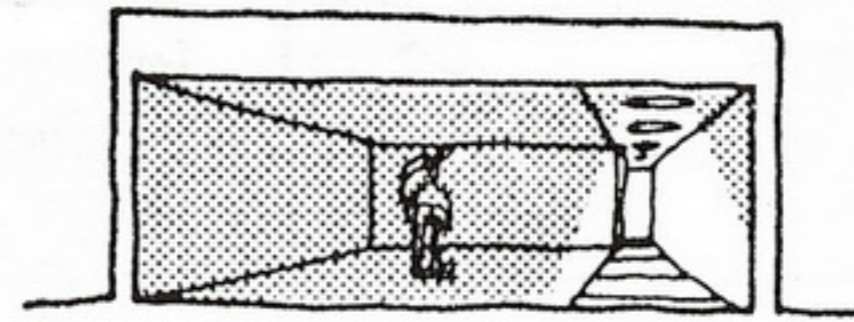
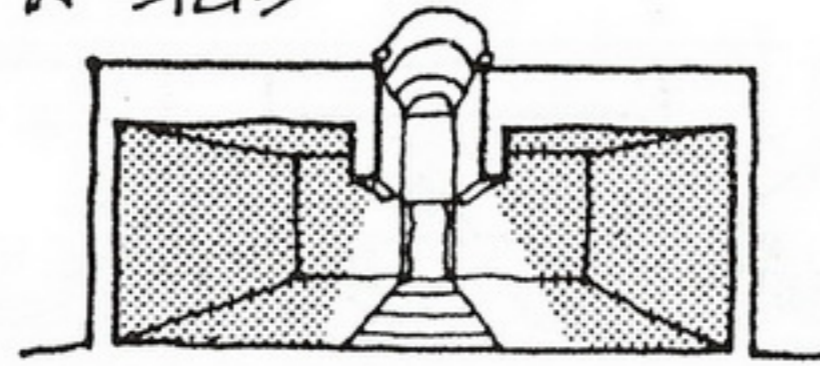
IN STEPS



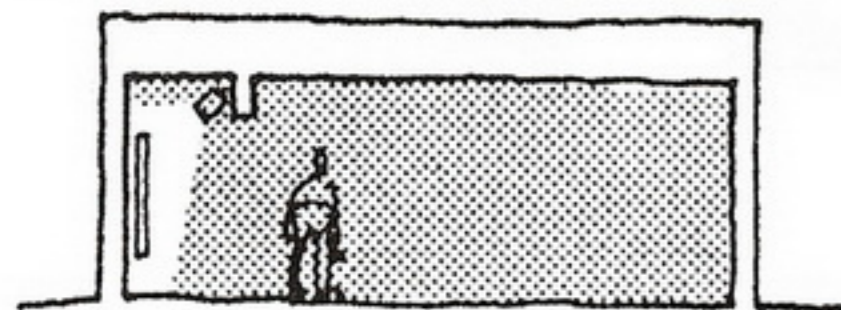
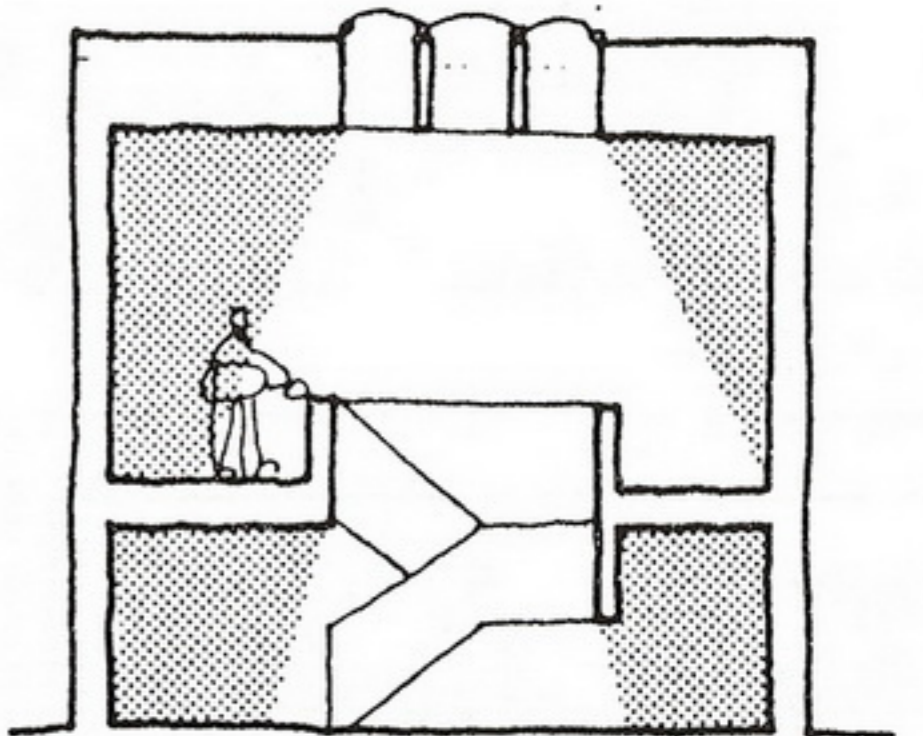
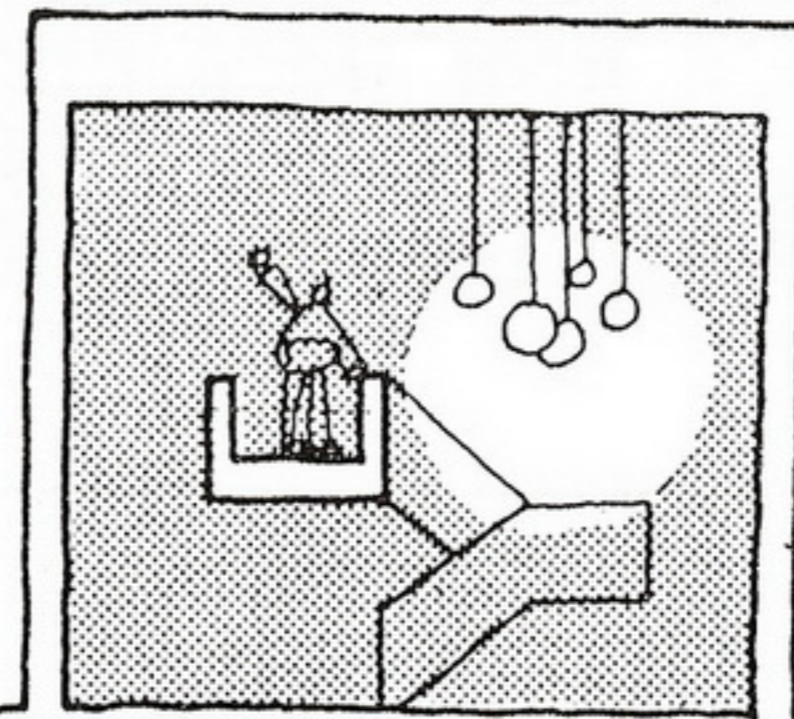
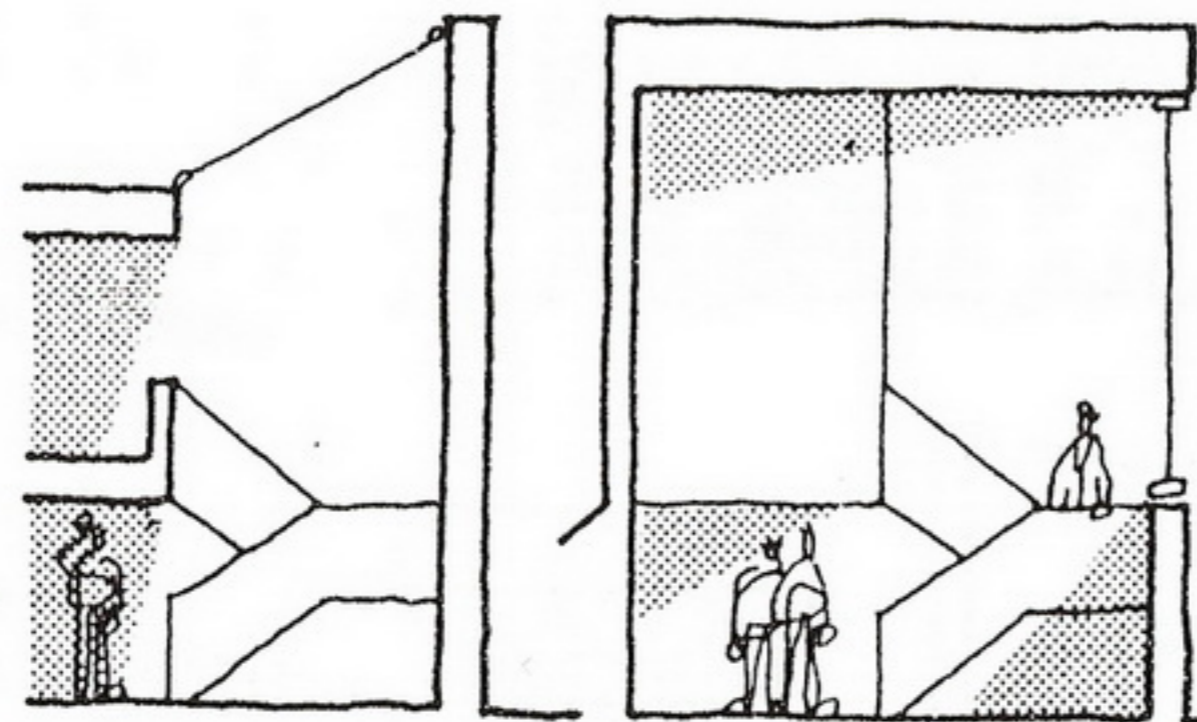
ALONG PATH



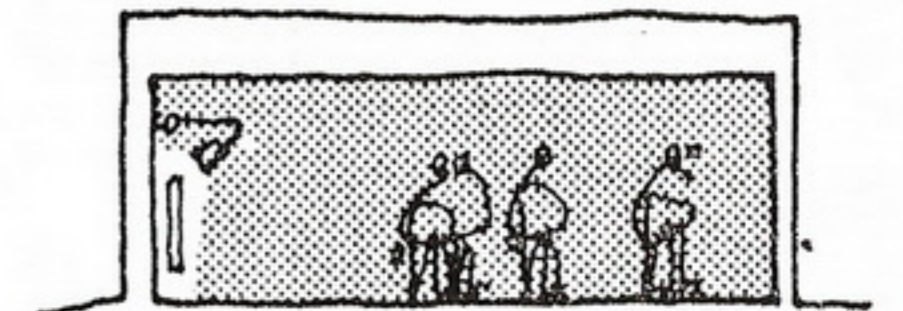
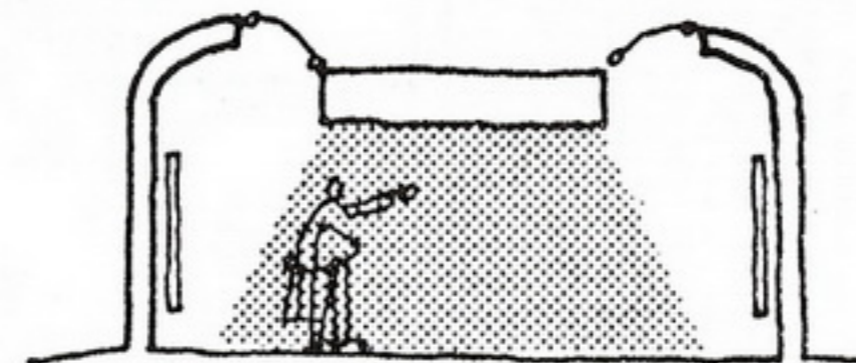
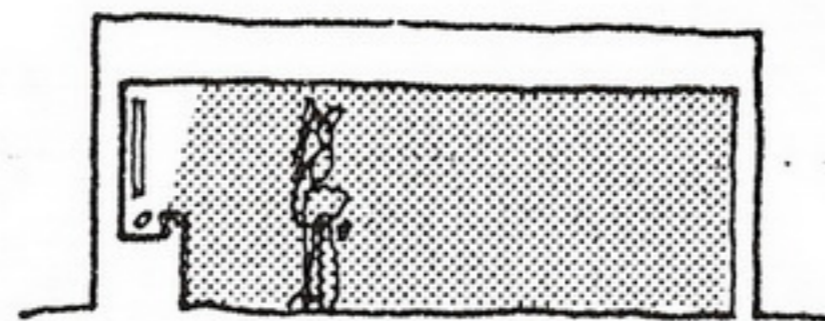
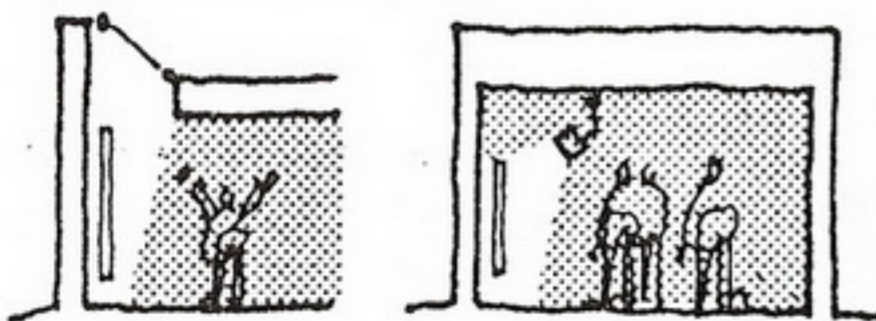
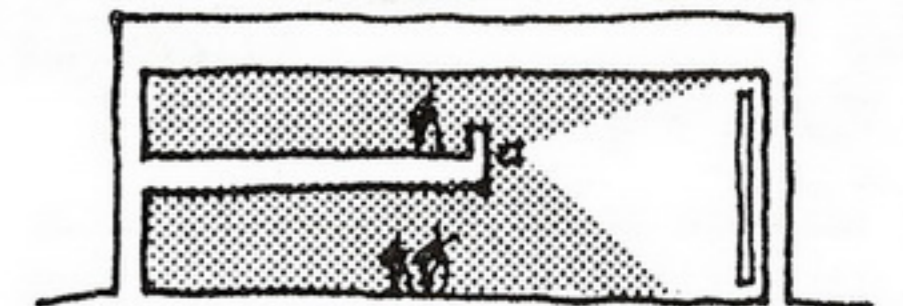
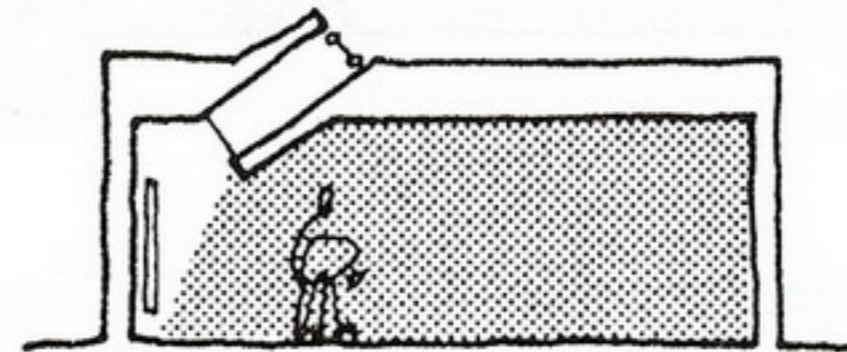
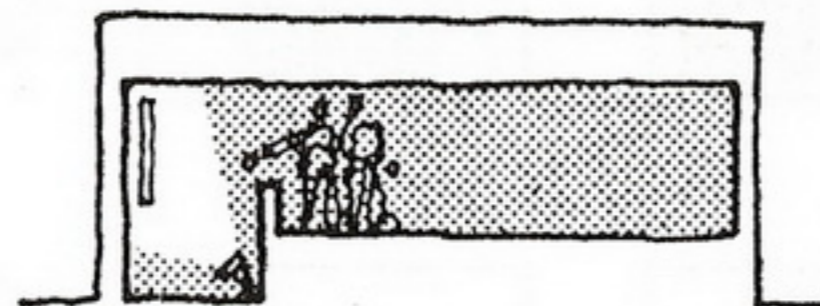
LIGHTING OVER PATHS

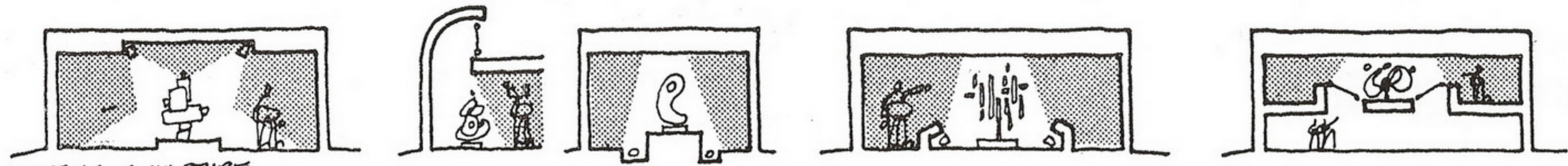


LIGHTING STAIRS

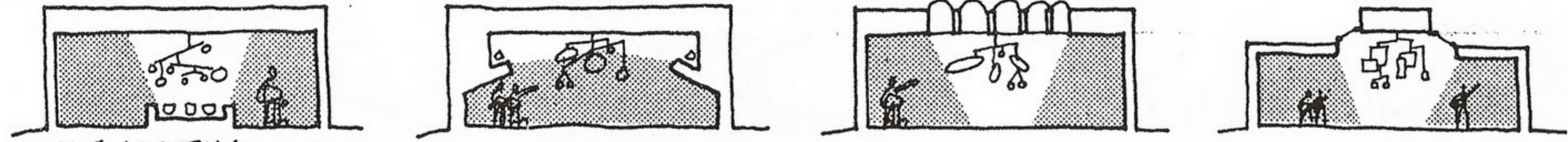


LIGHTING ART

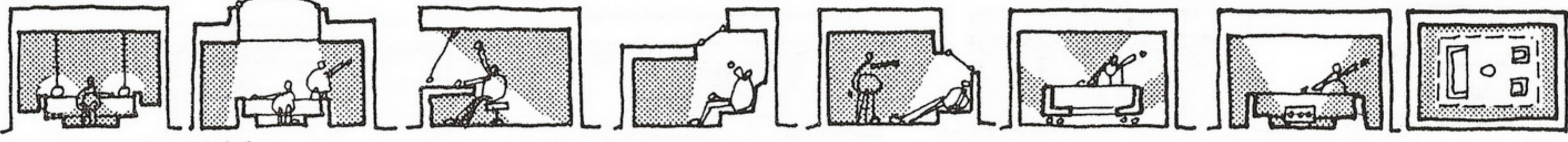




LIGHTING SCULPTURE

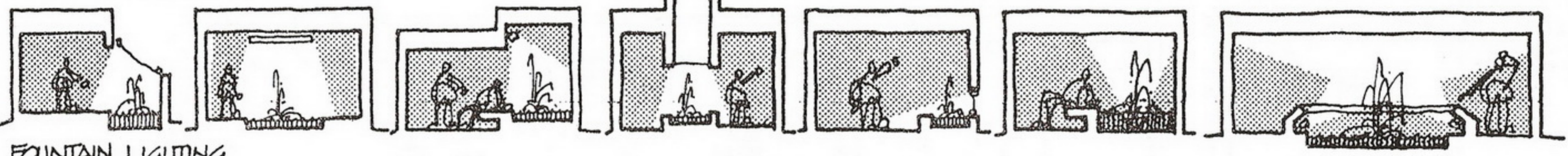


MOBILE LIGHTING

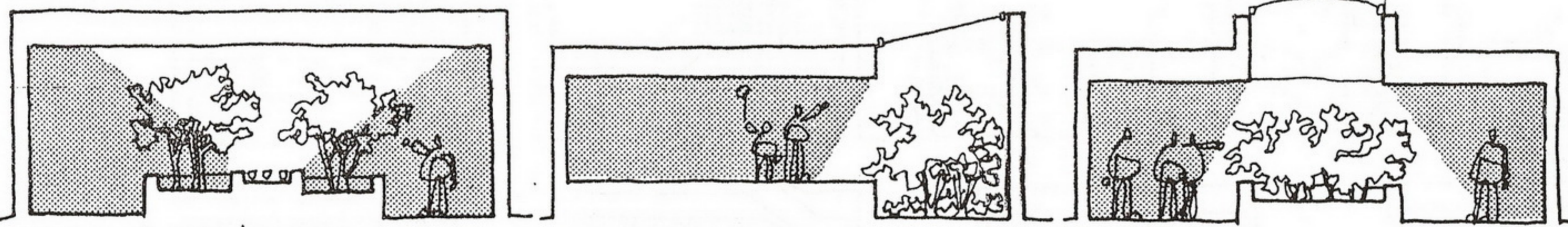


LIGHTING FURNITURE

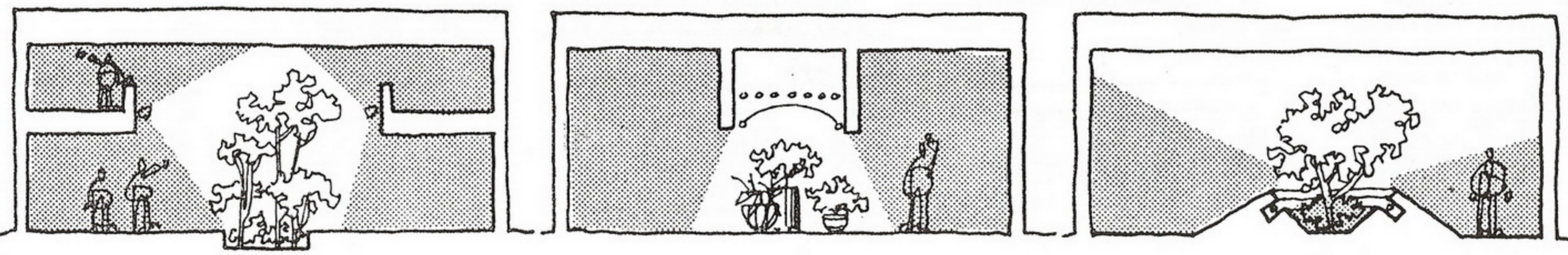
LIGHT TABLE



FOUNTAIN LIGHTING



LIGHTING PLANTS & TREES

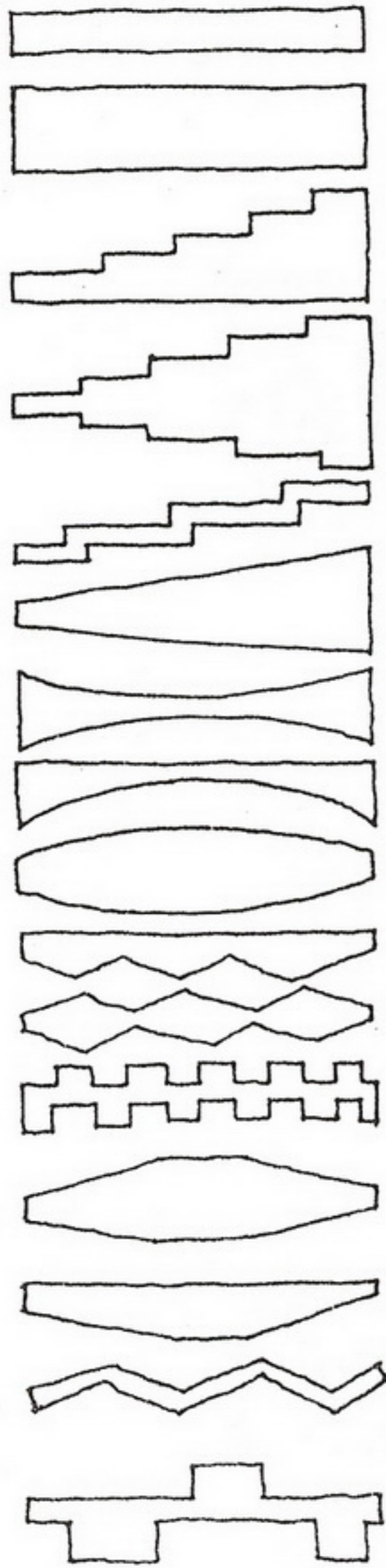


85

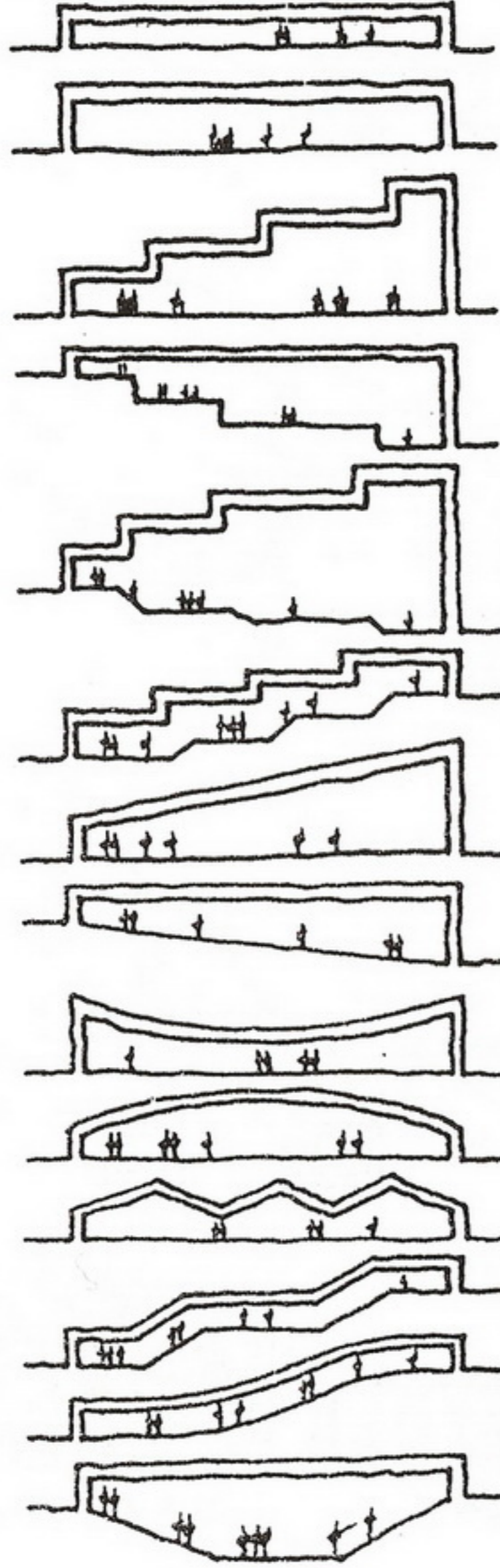
Circulation and Building Form

Line Generated Circulation

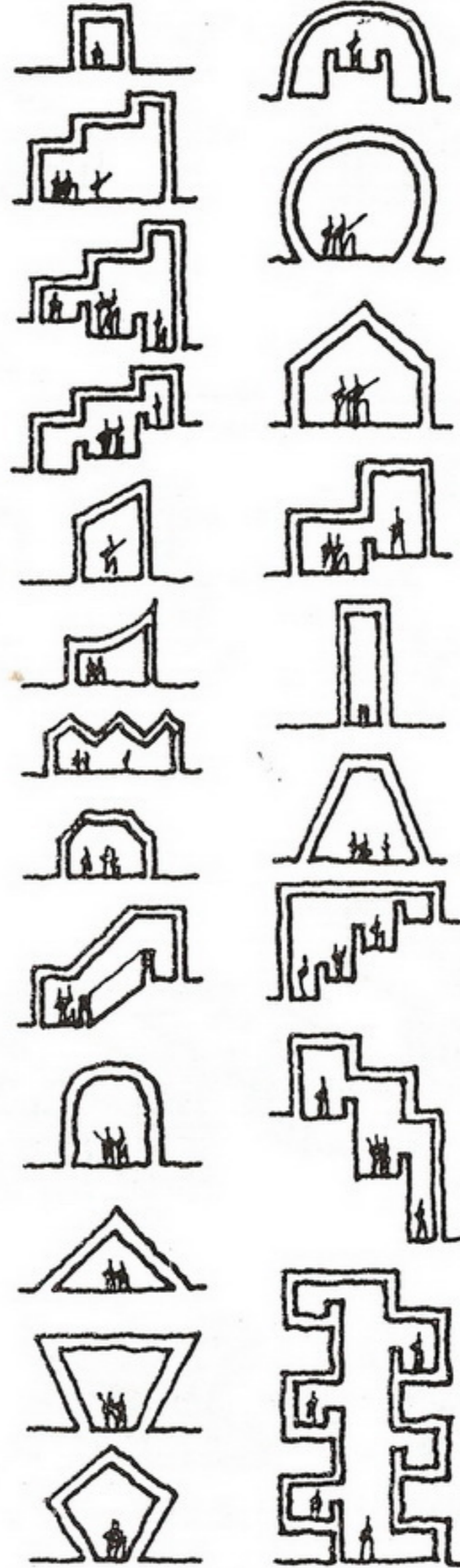
SHAPES IN PLAN



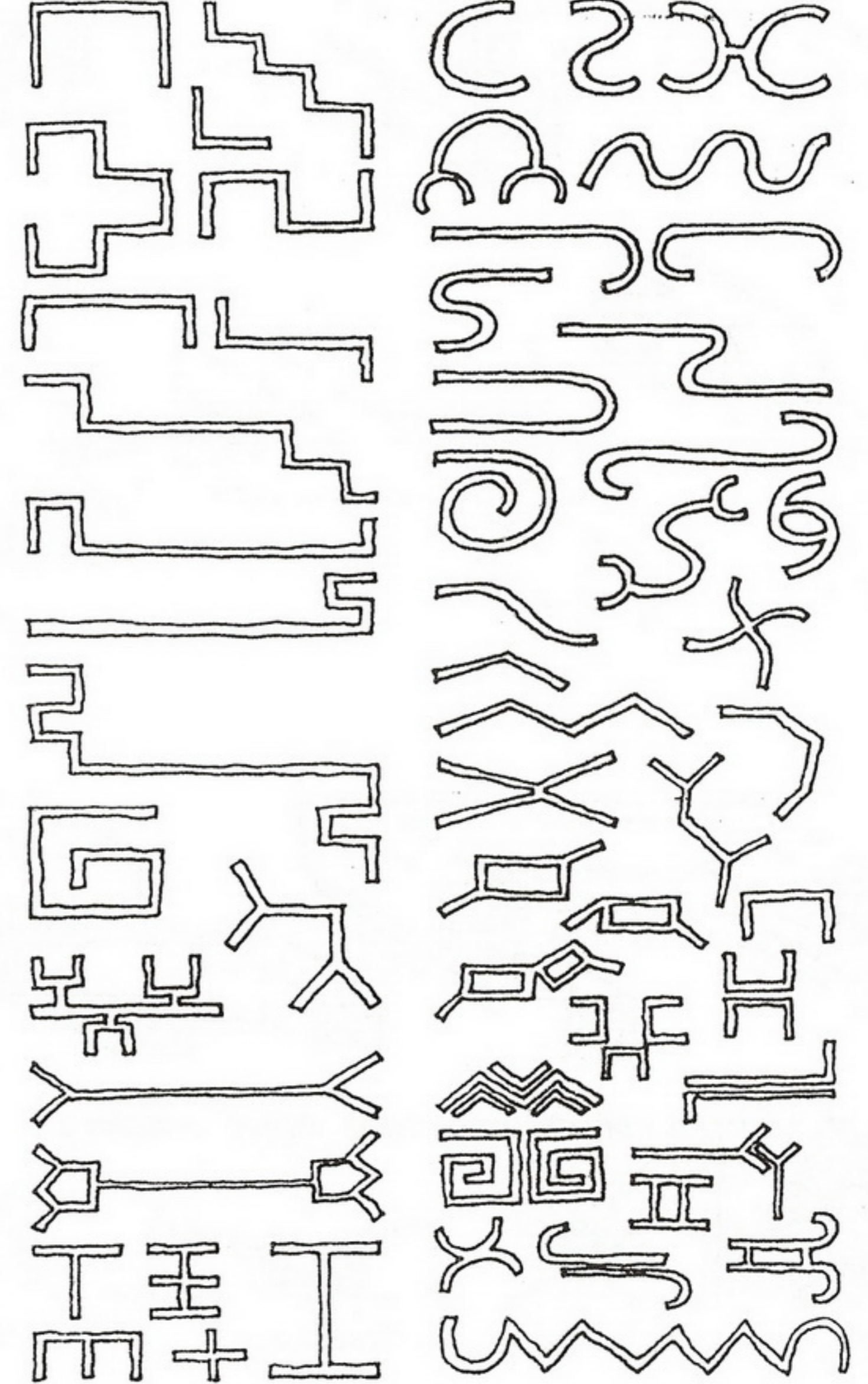
LONGITUDINAL SECTIONS



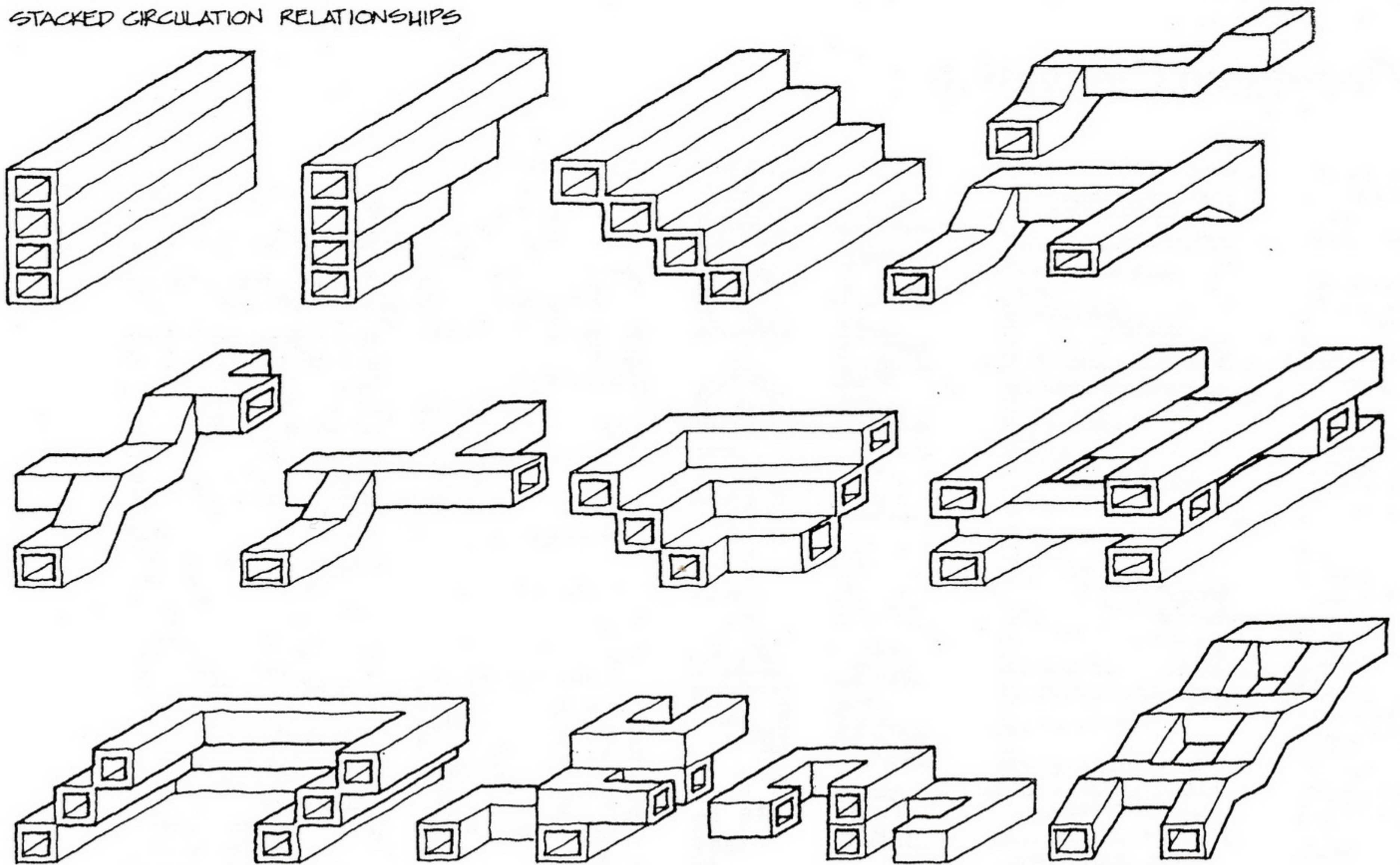
CROSS SECTIONS



CONFIGURATIONS



STACKED CIRCULATION RELATIONSHIPS



A LINEAR MOVEMENT SPACE MAY TAKE MANY FORMS :



GALLERY

HALLWAY

OPEN MALL

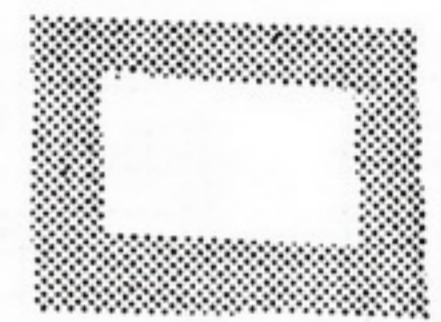
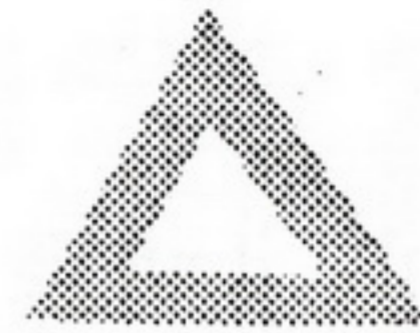
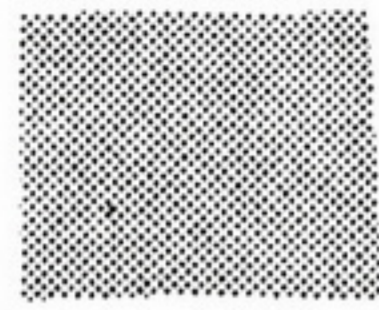
SIDEWALK

ROAD

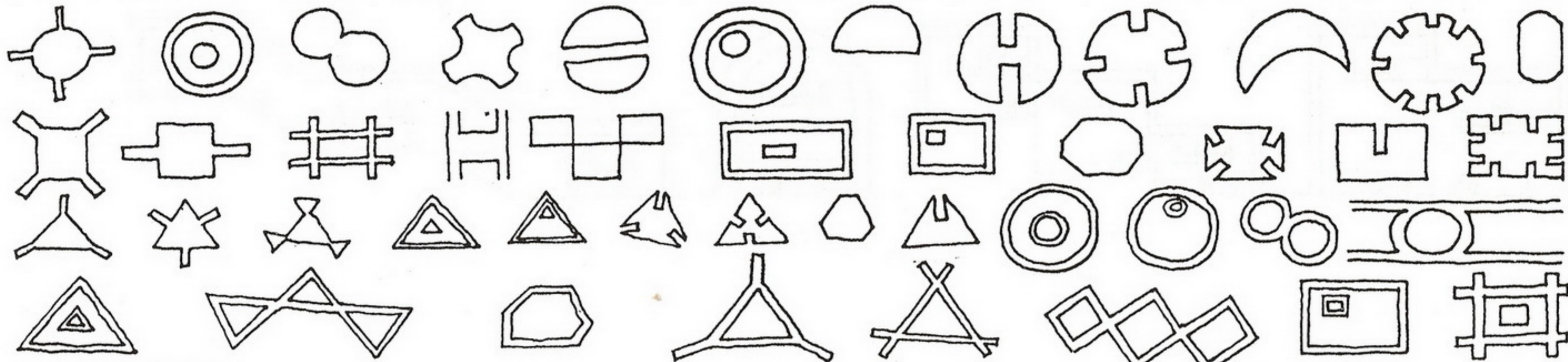
PORCH

CLOSED MALL

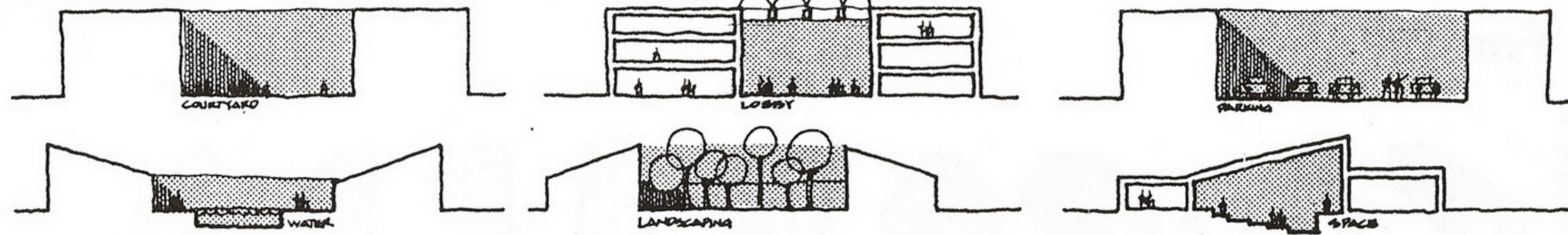
Point Generated Circulation



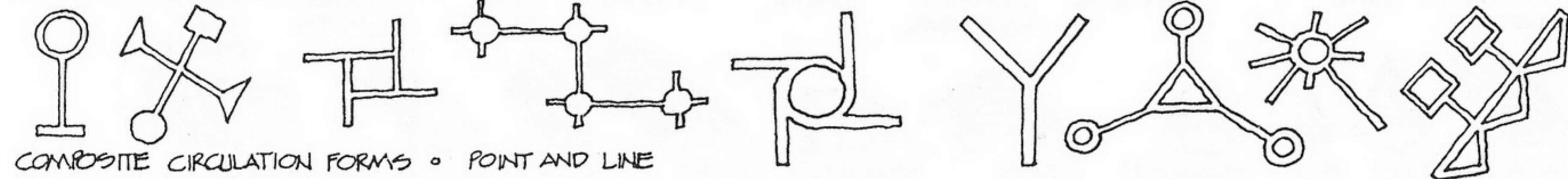
SHAPES IN PLAN



CONFIGURATIONS

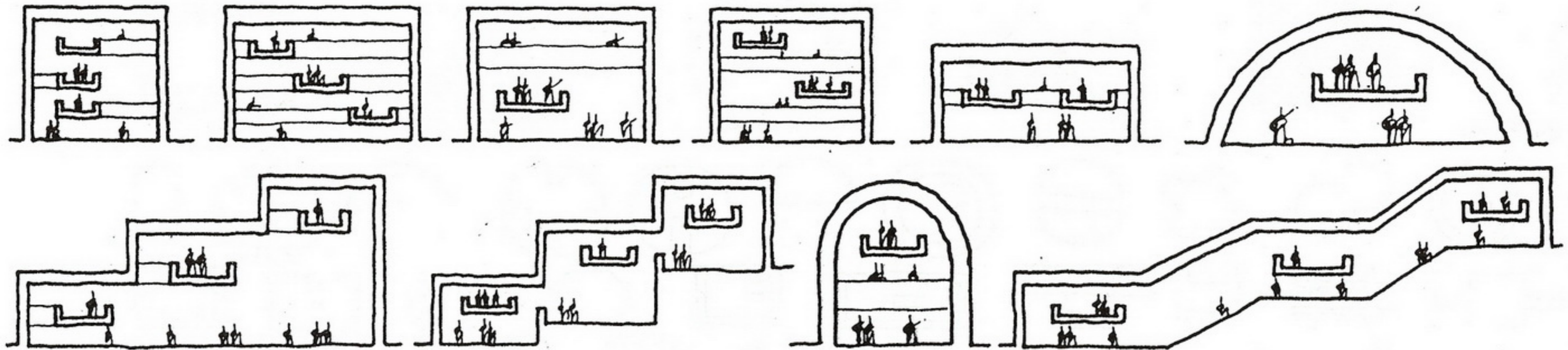


FORMS WHICH POINT GENERATED CIRCULATION MAY TAKE

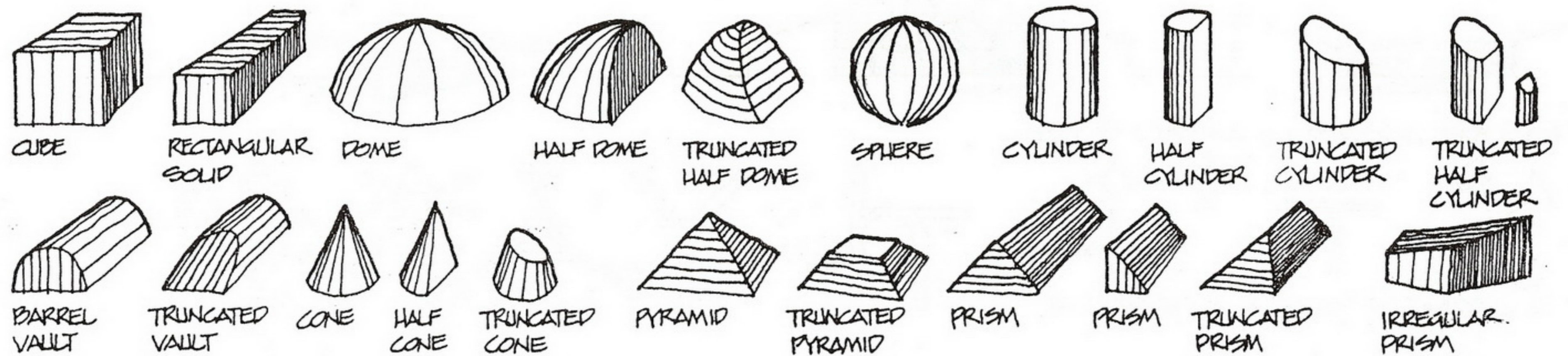


COMPOSITE CIRCULATION FORMS • POINT AND LINE

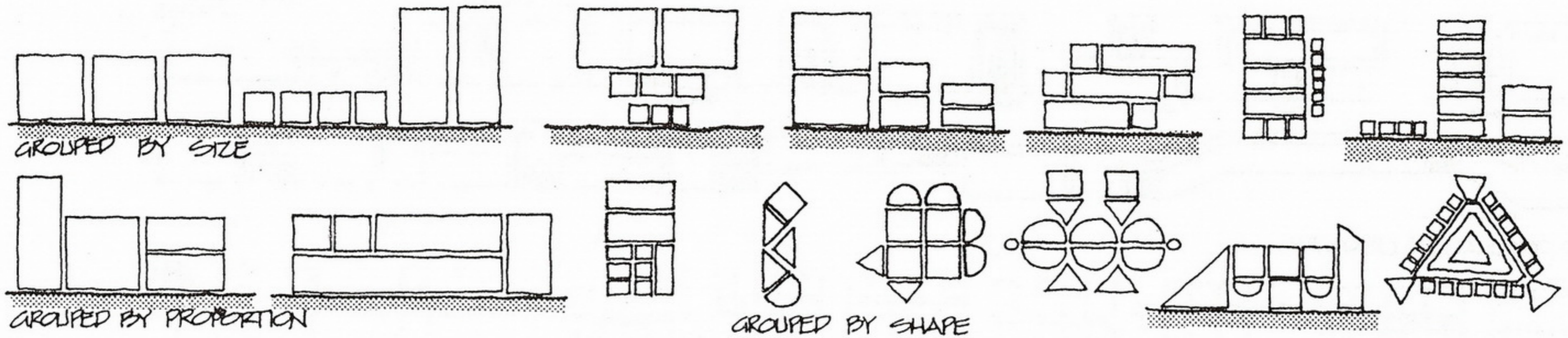
Circulation within Circulation



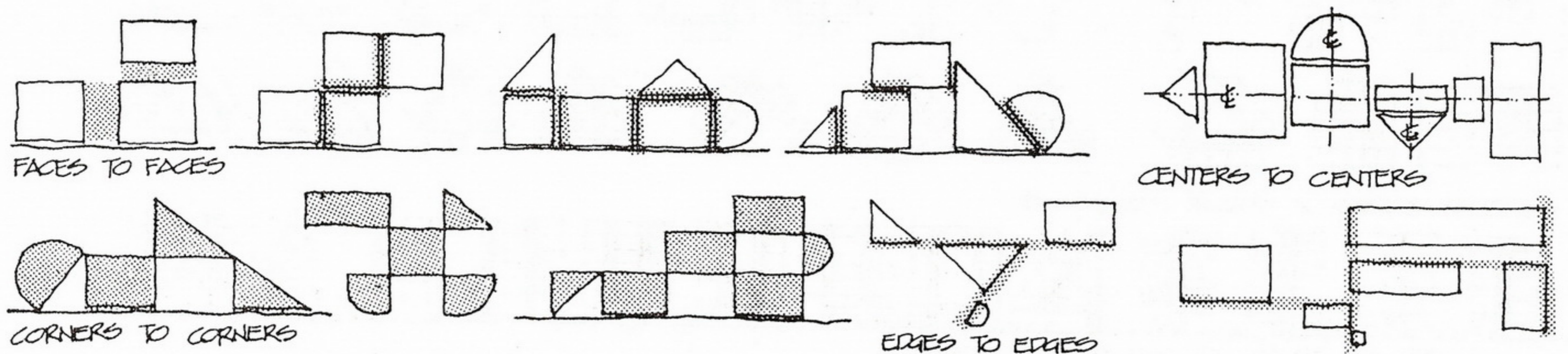
Basic Forms



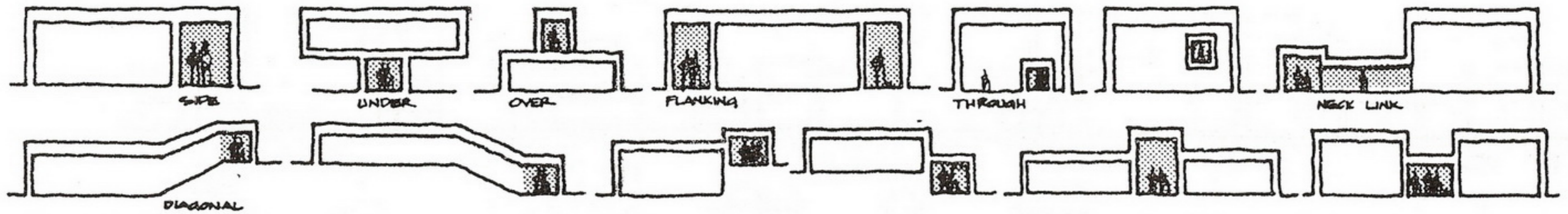
Grouping of Forms by Their Qualities



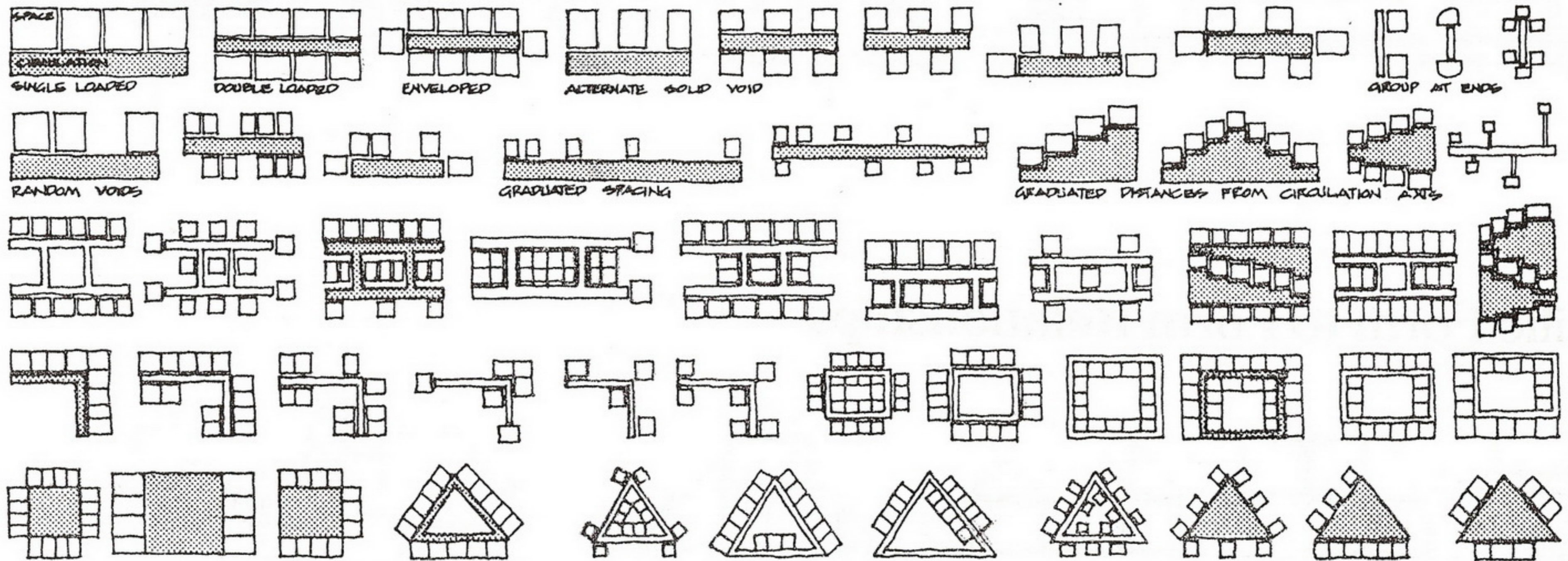
Specific Form to Form Relationships



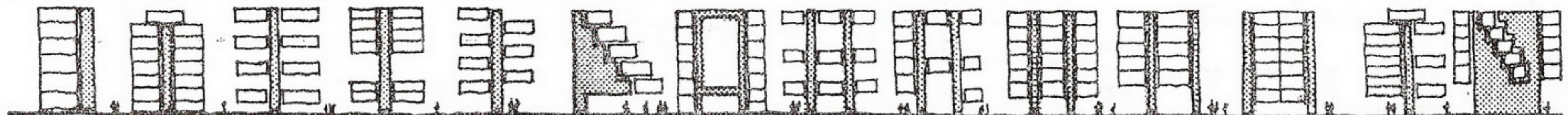
Space—Circulation Relationships



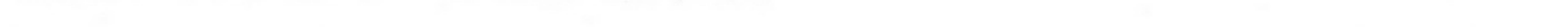
SPACE TO CIRCULATION LINKAGES

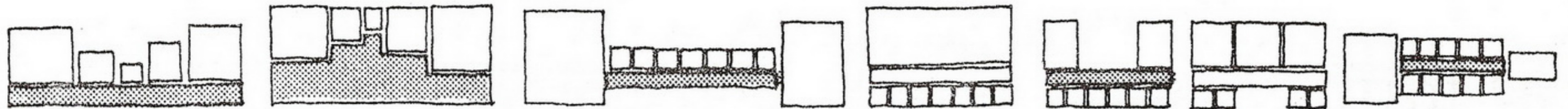


PLAN CONCEPTS FOR SPACES OF SIMILAR SIZE & SHAPE



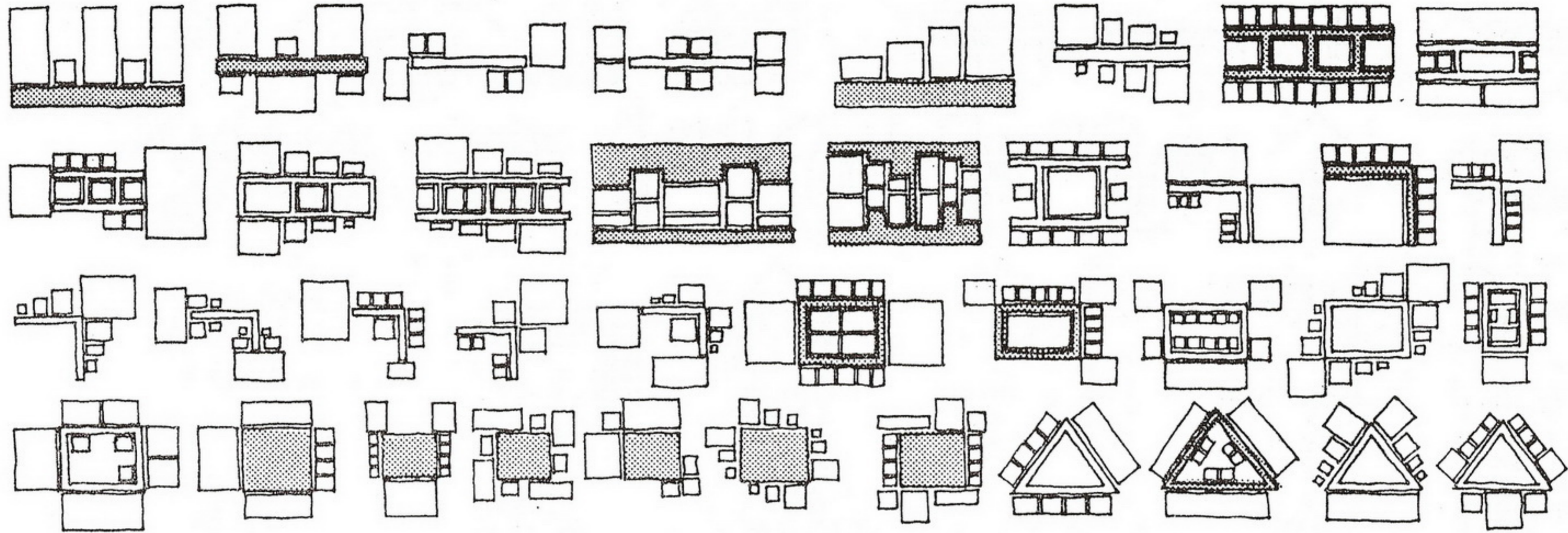
SECTIONAL CONCEPTS FOR SPACES OF SIMILAR SIZE & SHAPE



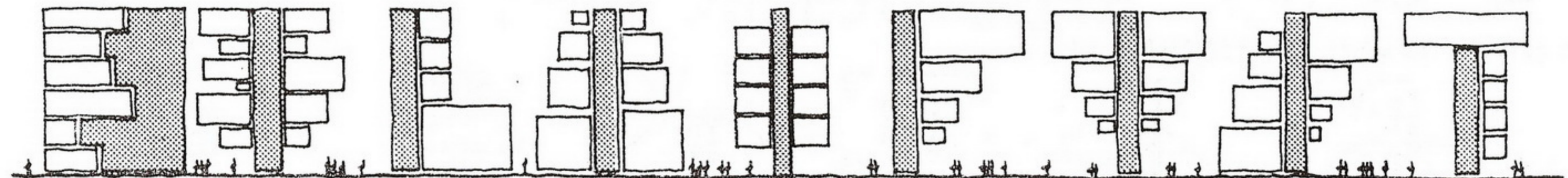


ZONE SIZE DIFFERENCES
OUTSIDE

ZONE SIZE DIFFERENCES
INSIDE

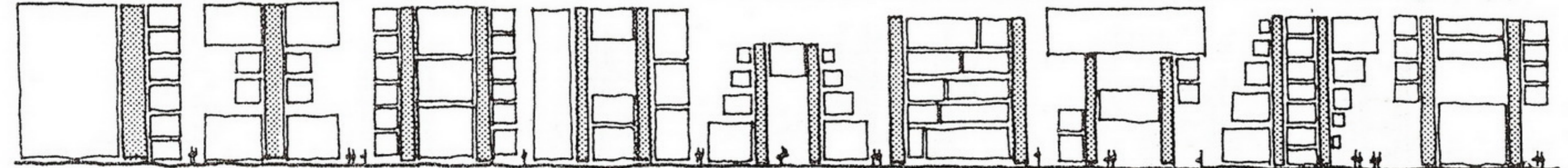


PLAN CONCEPTS FOR SPACES OF DIFFERENT SIZE BUT SAME SHAPE

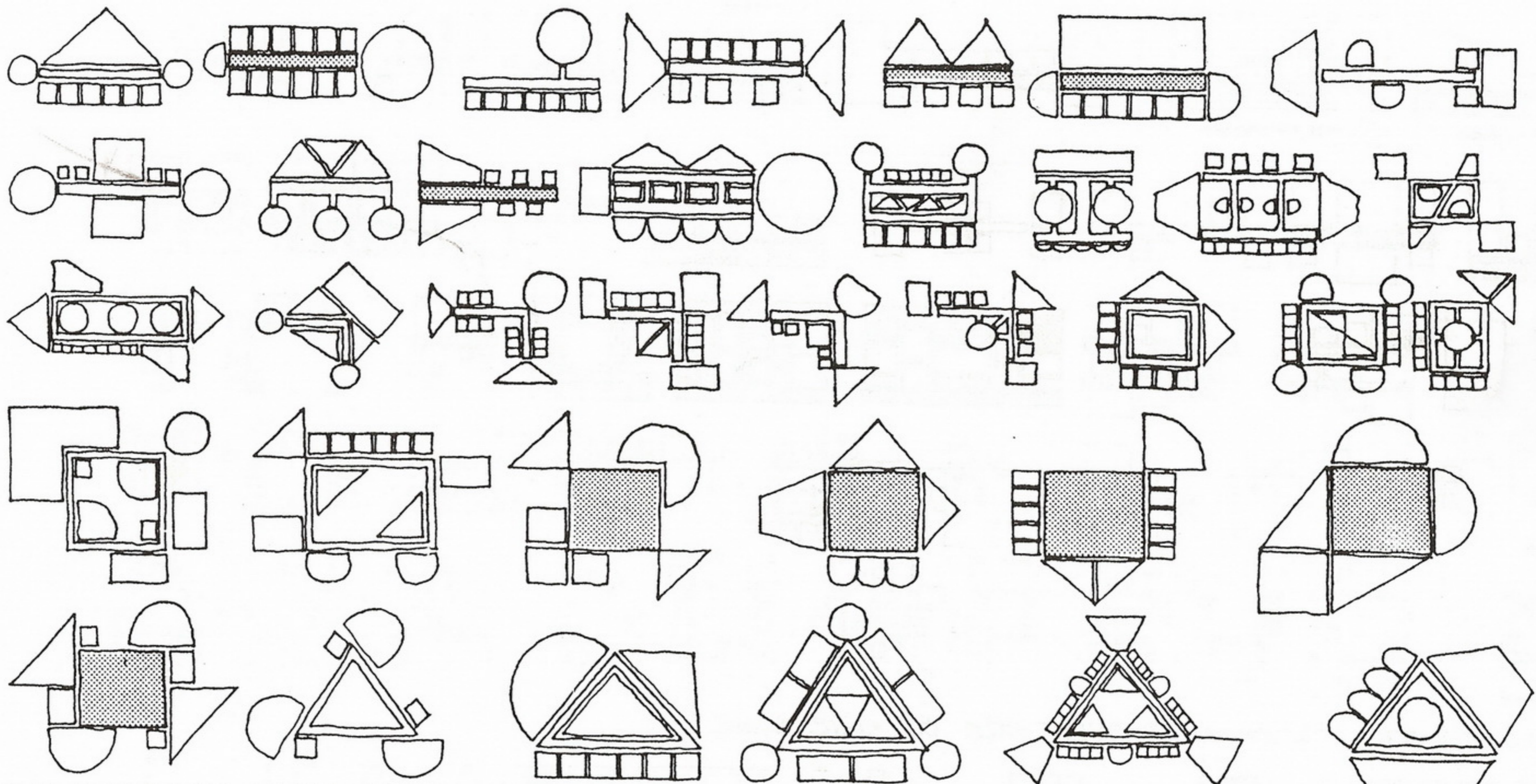


ZONE SIZE DIFFERENCES INSIDE

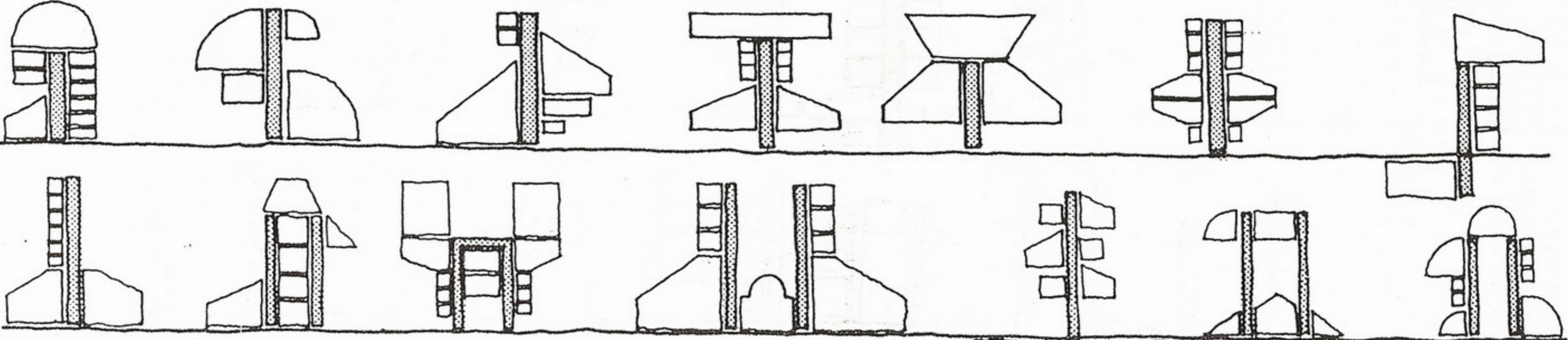
ZONE SIZE DIFFERENCES OUTSIDE



SECTIONAL CONCEPTS FOR SPACES OF DIFFERENT SIZE BUT SAME SHAPE

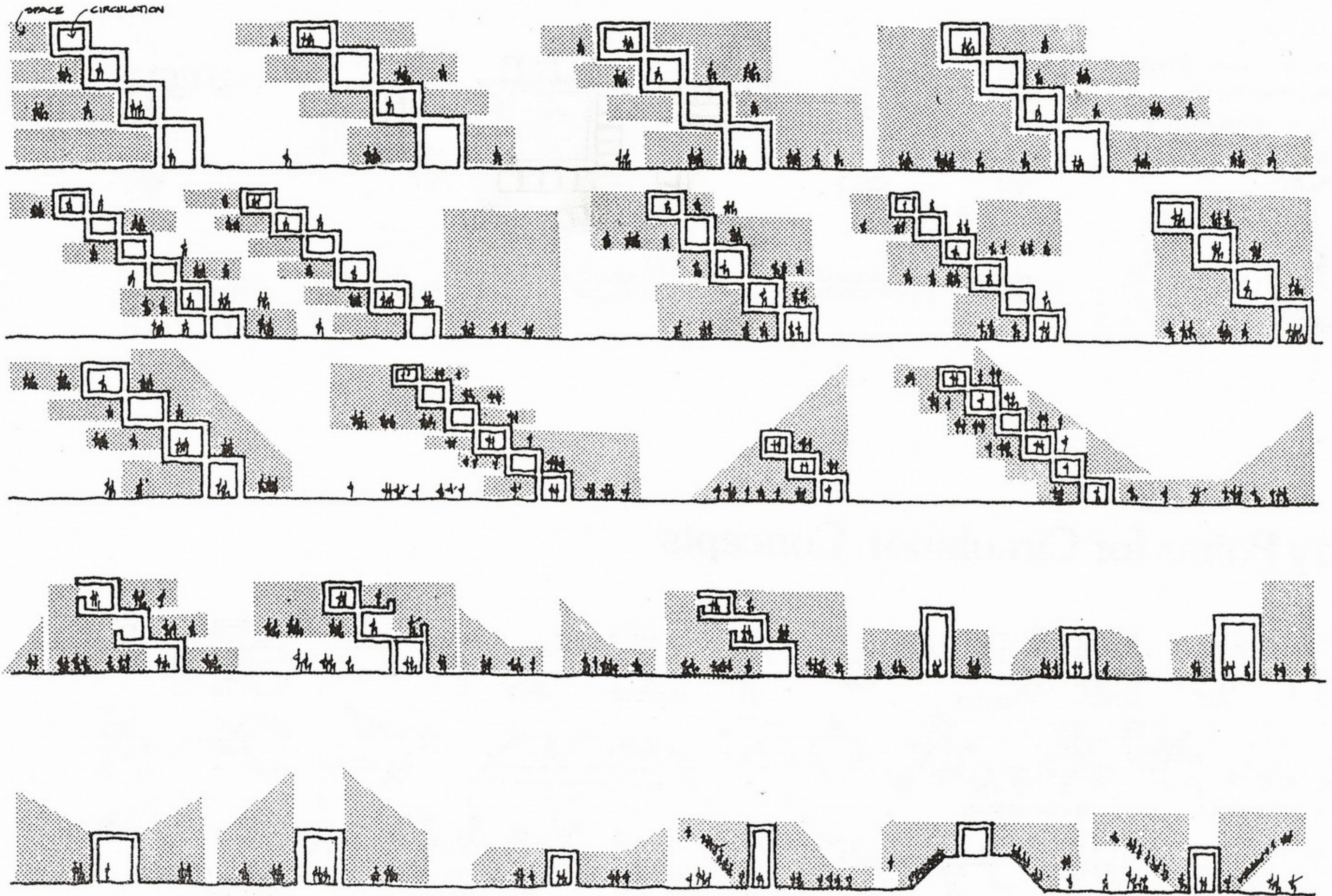


PLAN CONCEPTS FOR SPACES OF DIFFERENT SHAPE



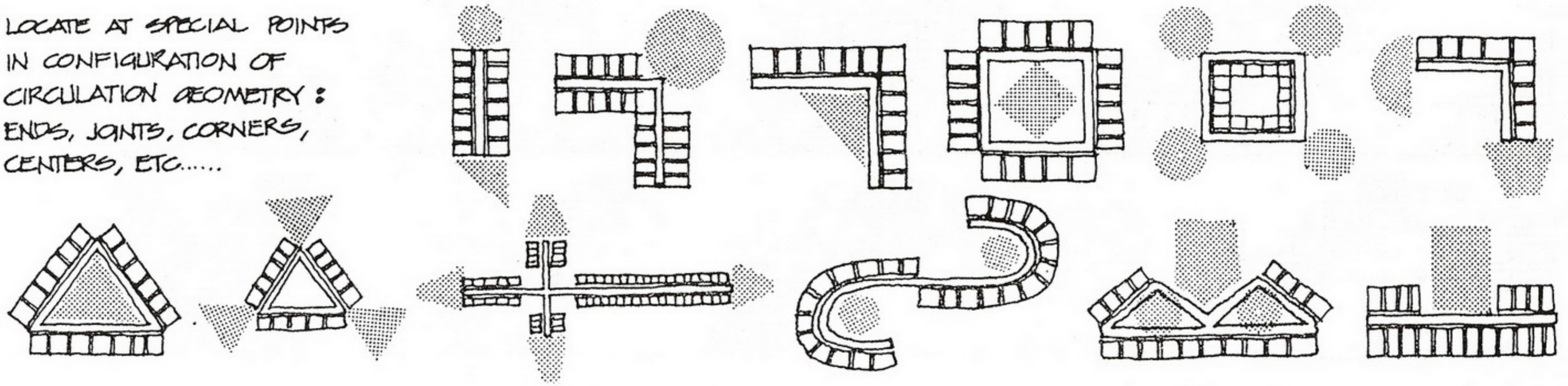
SECTIONAL CONCEPTS FOR SPACES OF DIFFERENT SHAPE

Space—Circulation Sections

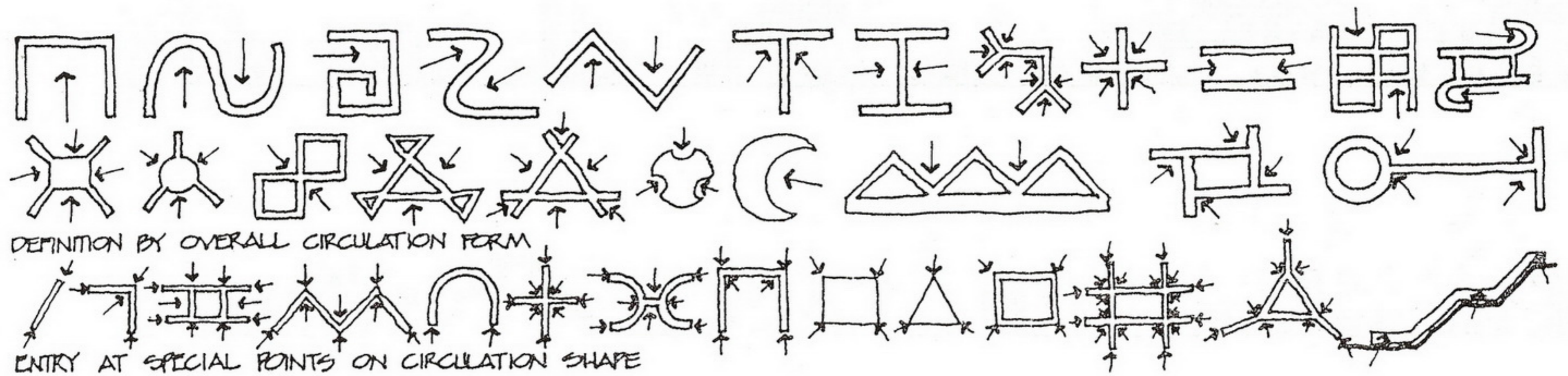


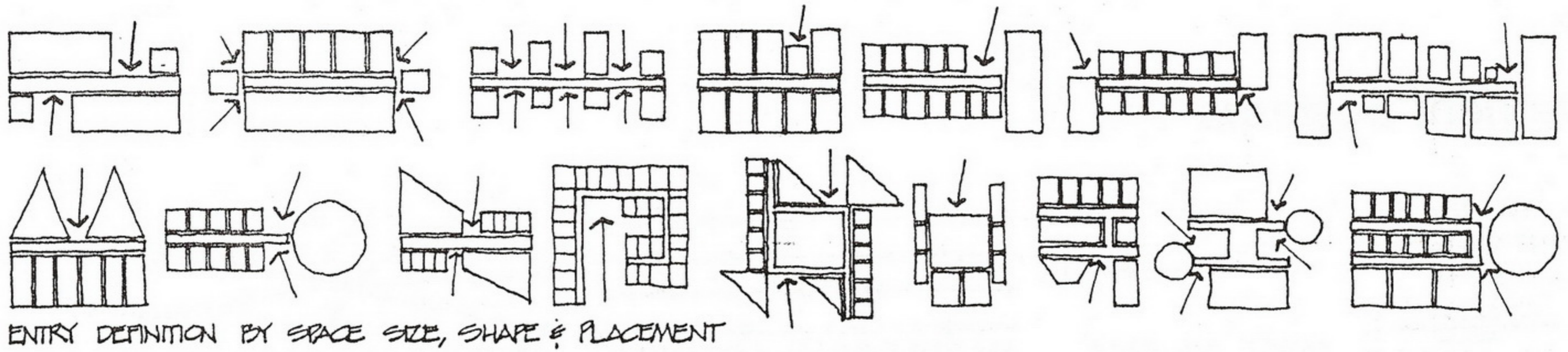
Placing Unique Space Shapes in Plan

LOCATE AT SPECIAL POINTS
IN CONFIGURATION OF
CIRCULATION GEOMETRY:
ENDS, JOINTS, CORNERS,
CENTERS, ETC.....



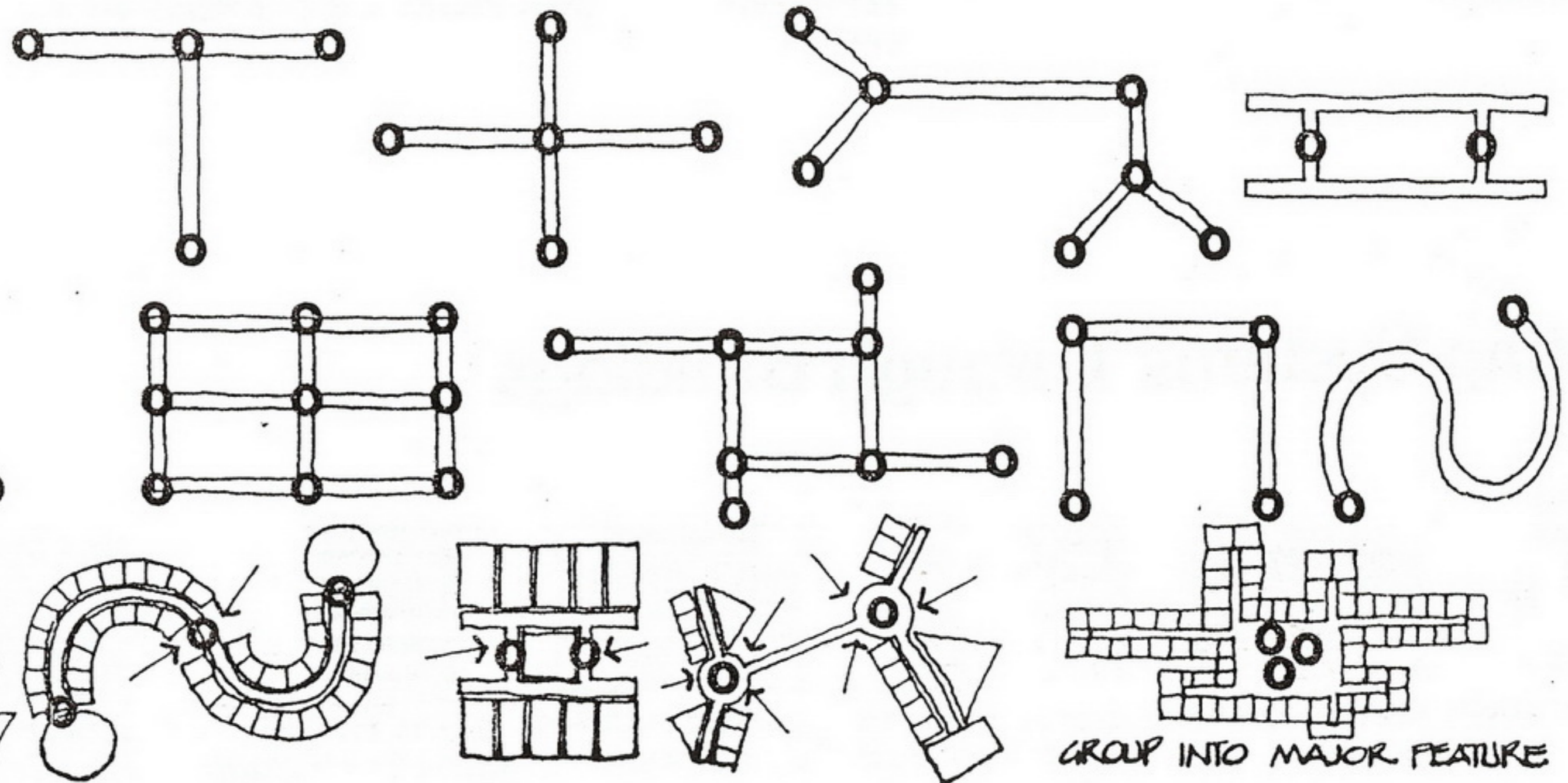
Entry Points for Circulation Concepts





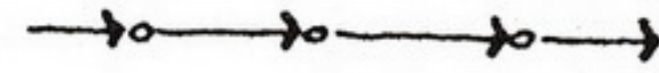
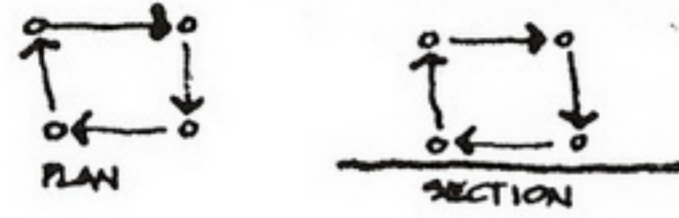
Placing Vertical Circulation at Unique Points in Plan

LOCATE AT JOINTS IN
CIRCULATION PATTERN, ENDS
OF CIRCULATION, CENTERS,
CORNERS, ENTRY POINTS, ETC.....

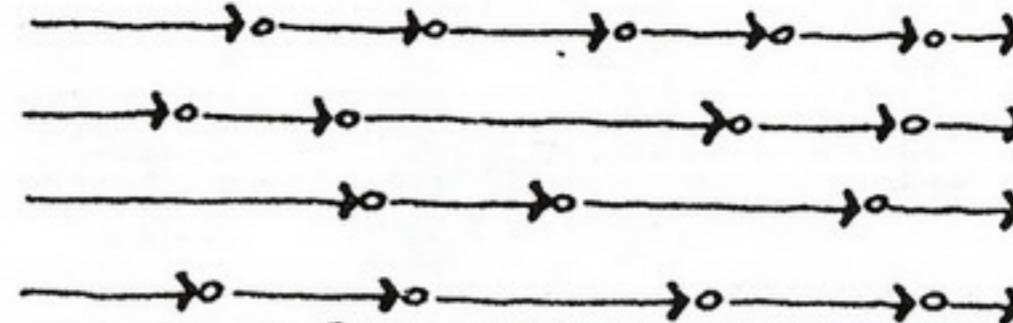


Movement Systems

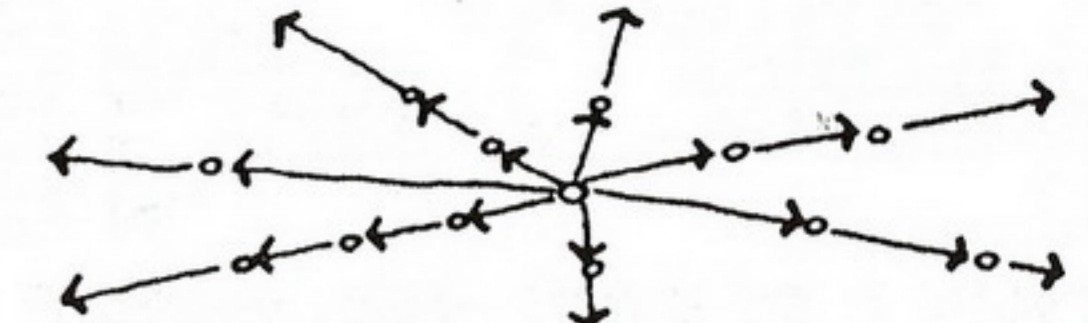
SYSTEMS MAY OCCUR
IN PLAN AND SECTION



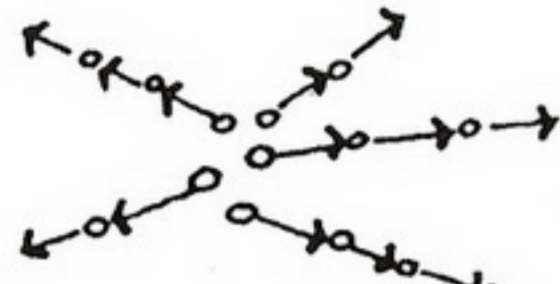
SIMPLE SEQUENCE



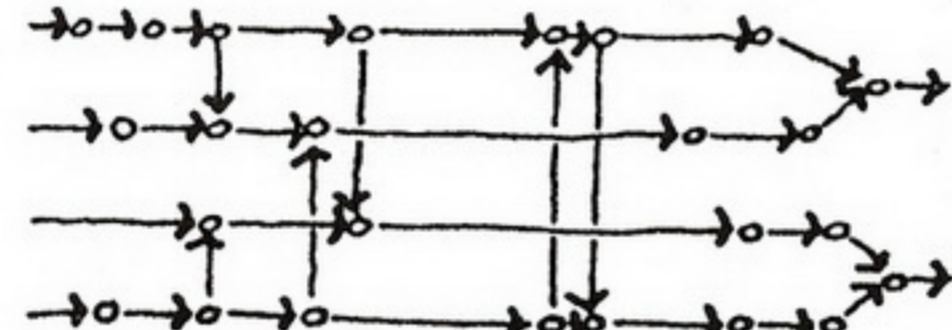
MULTIPLE PARALLEL SEQUENCES



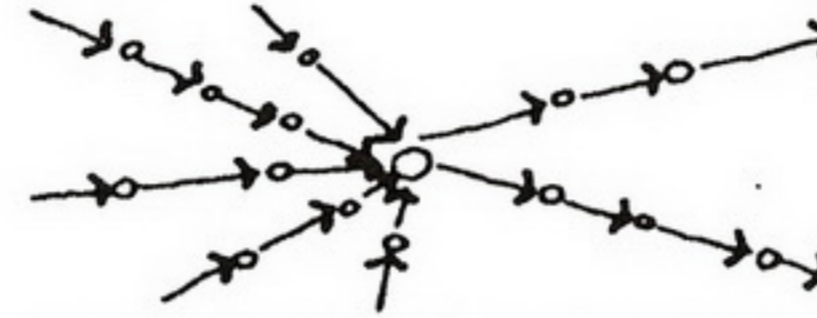
MULTIPLE DESTINATIONS



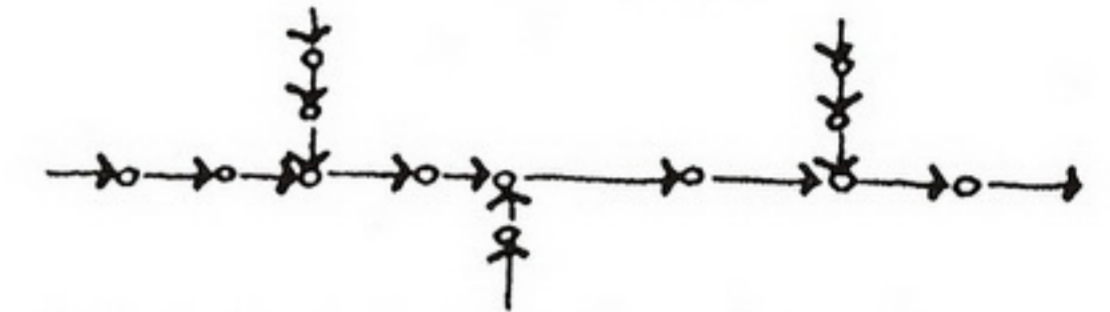
GROUPED ORIGINS



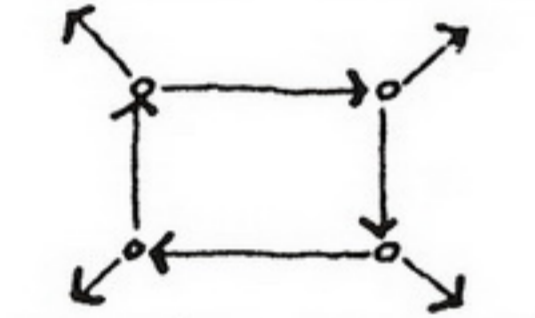
MAIN SEQUENCES FEEDING OTHER SEQUENCES



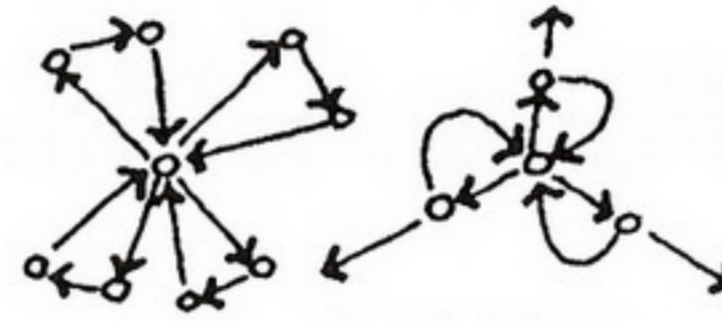
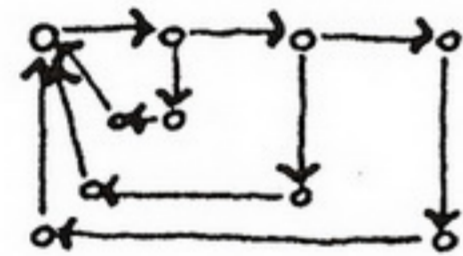
CONVERGING - DIVERGING



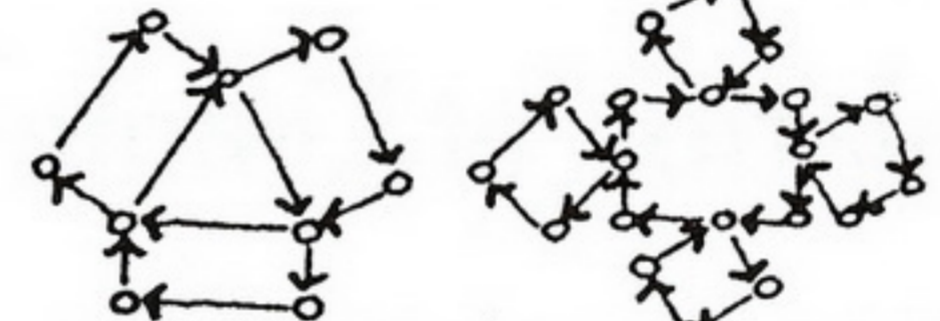
MAIN SEQUENCE & FEEDERS



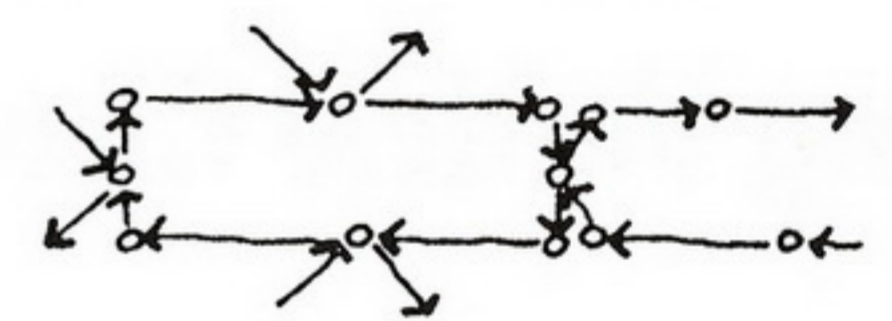
SIMPLE CLOSED LOOP



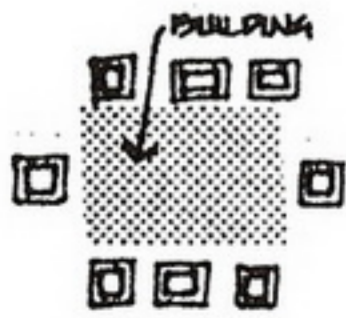
FEED BACK LOOPS



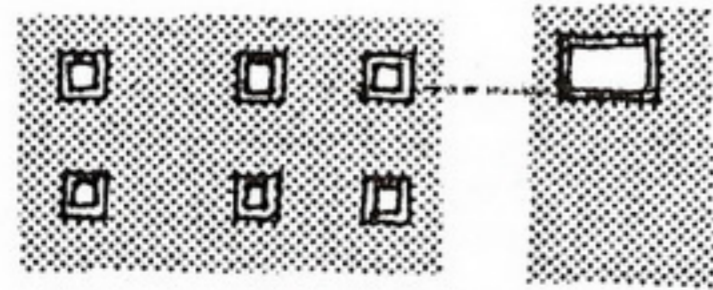
MAIN PROCESS & SUBPROCESSES



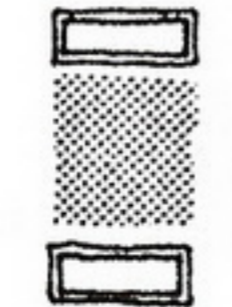
Routing Systems Through Buildings



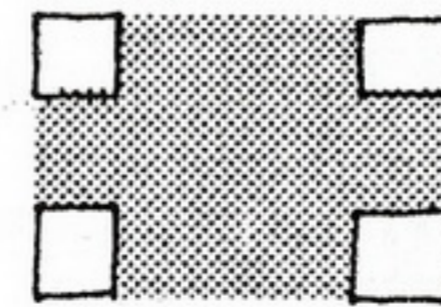
HOLLOW COLUMNS OUTSIDE



HOLLOW COLUMNS INSIDE



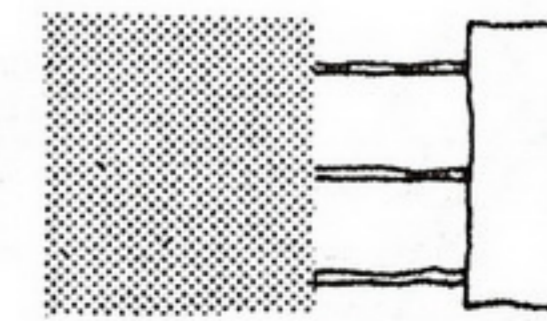
SHAFTS OUTSIDE



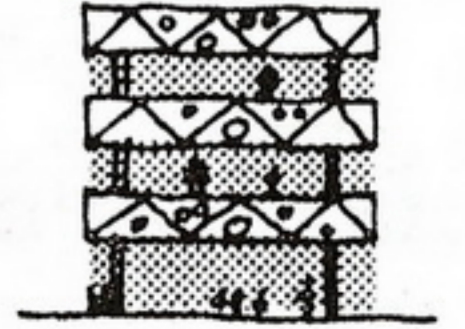
SYSTEMS ROOMS ON FLOORS



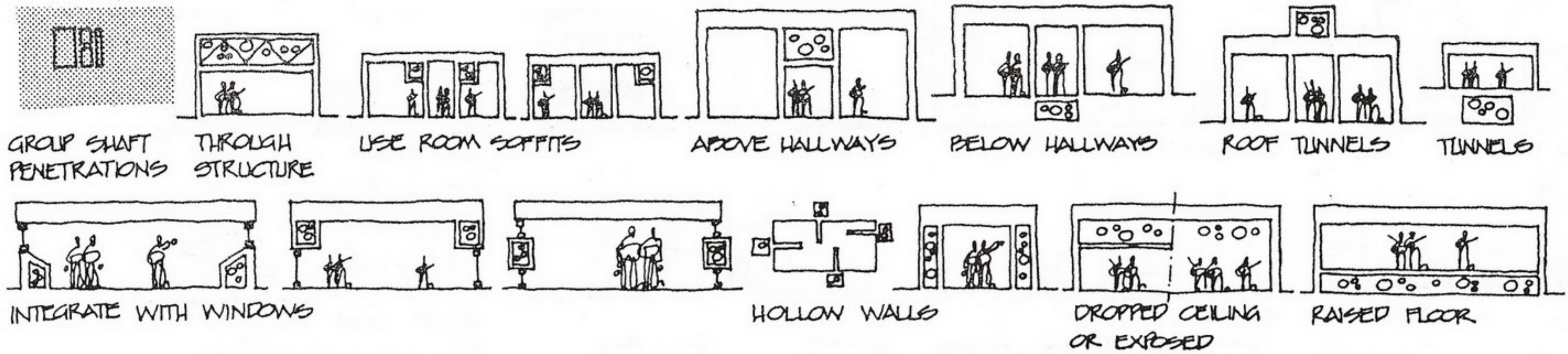
ENTIRE FLOORS GIVEN TO SYSTEMS



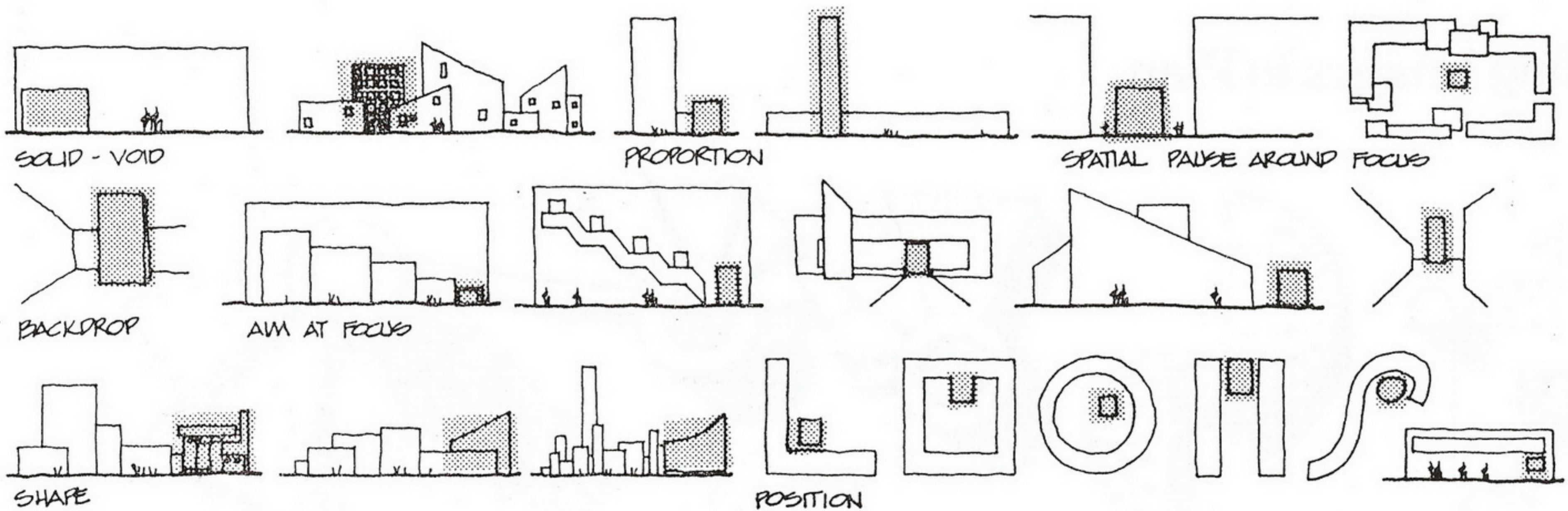
ADJACENT SYSTEMS BUILDING

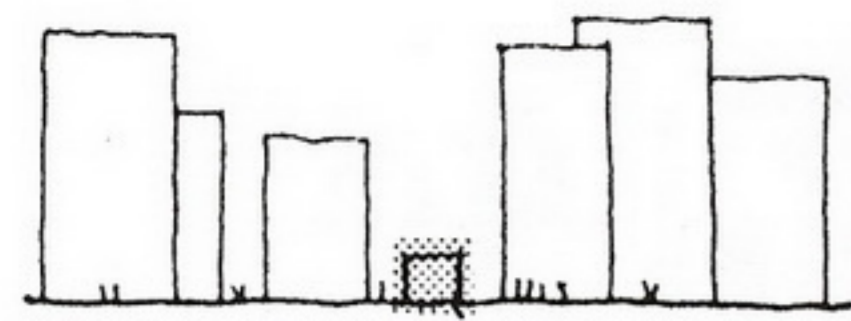


INTERSTITIAL SPACE BETWEEN FLOORS

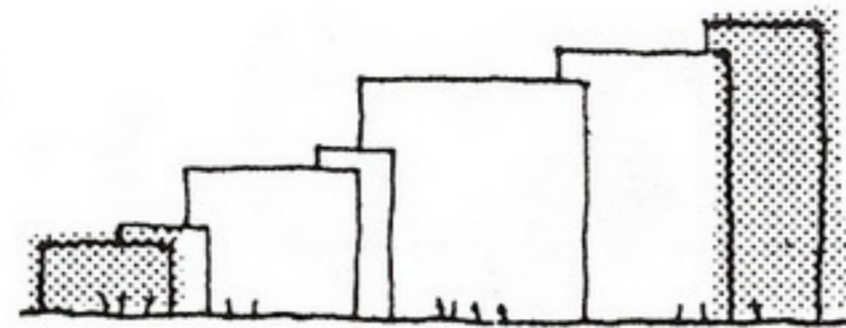


Achieving Visual Emphasis

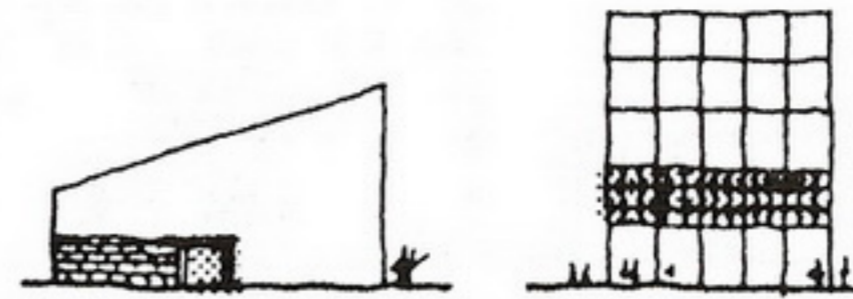




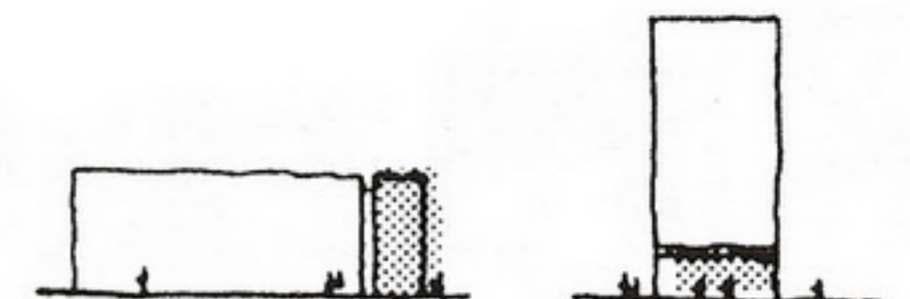
SIZE



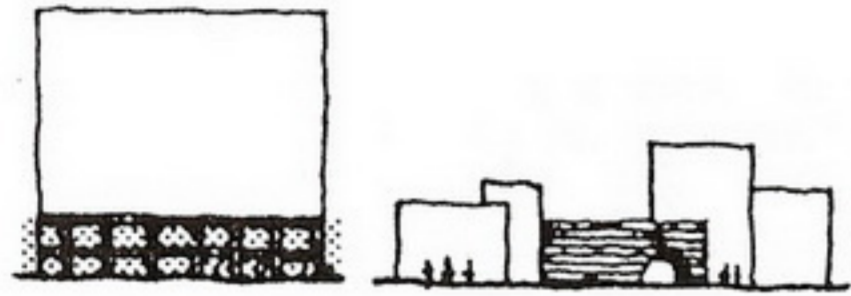
PROGRESSION



TEXTURE



SCORING



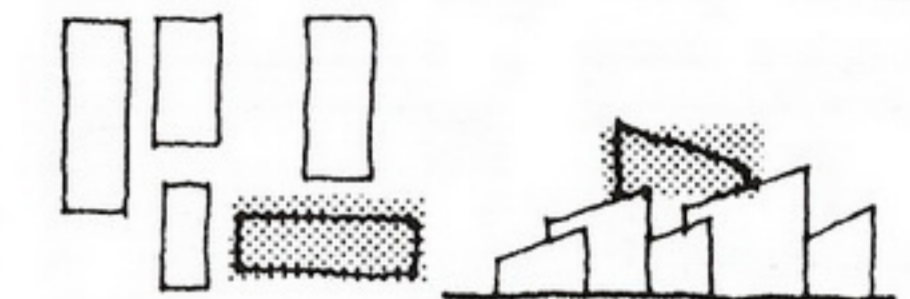
MATERIAL



LEVEL



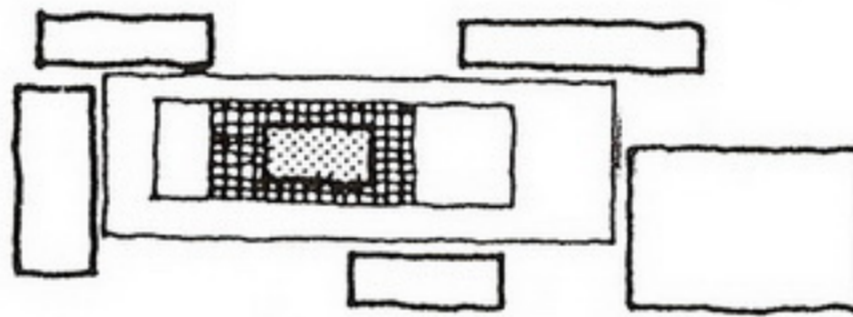
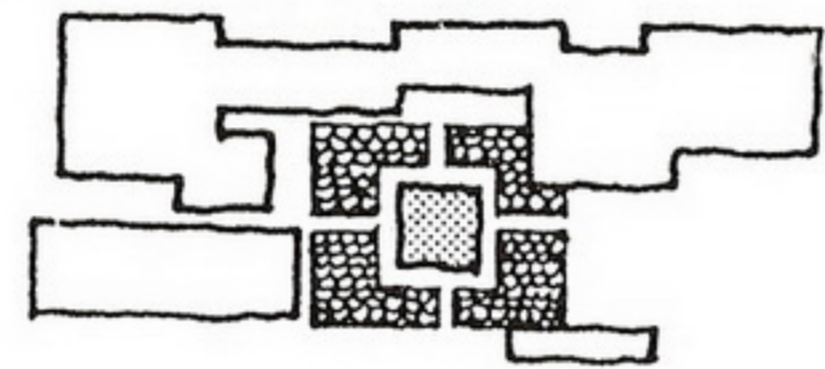
PAVING PATTERN



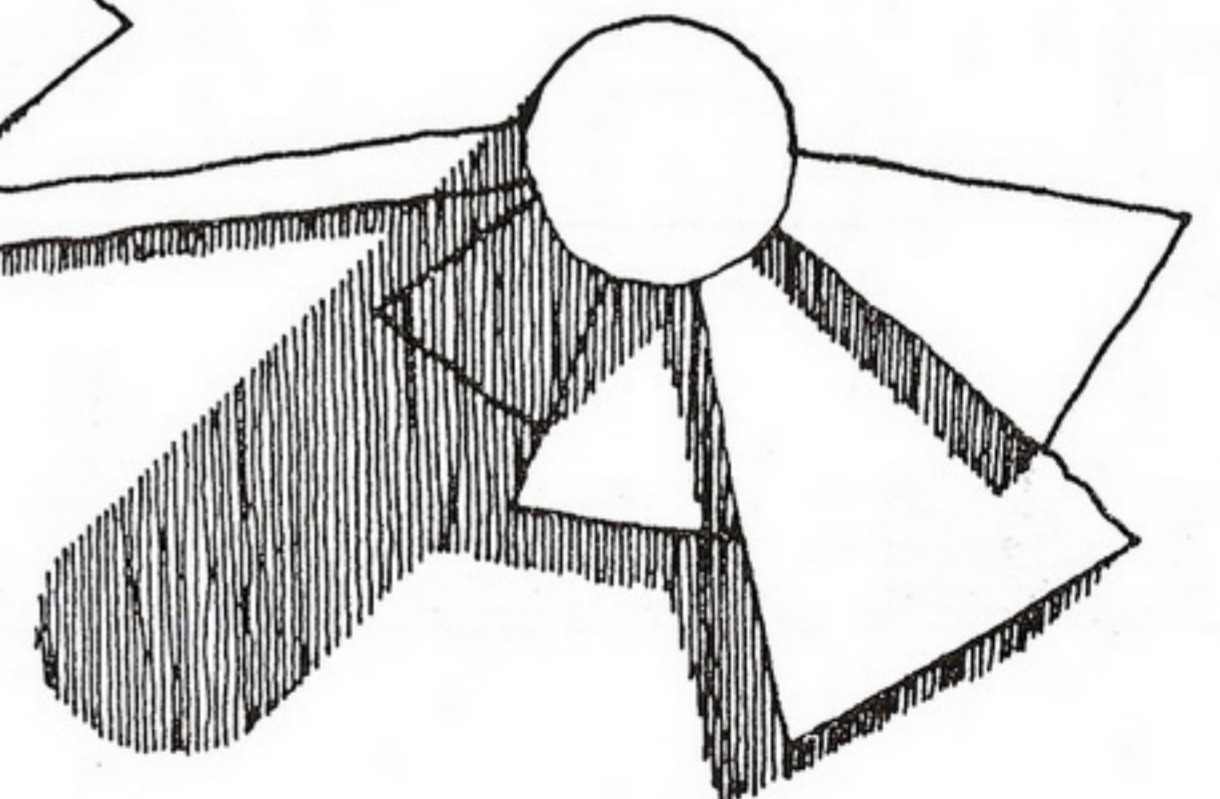
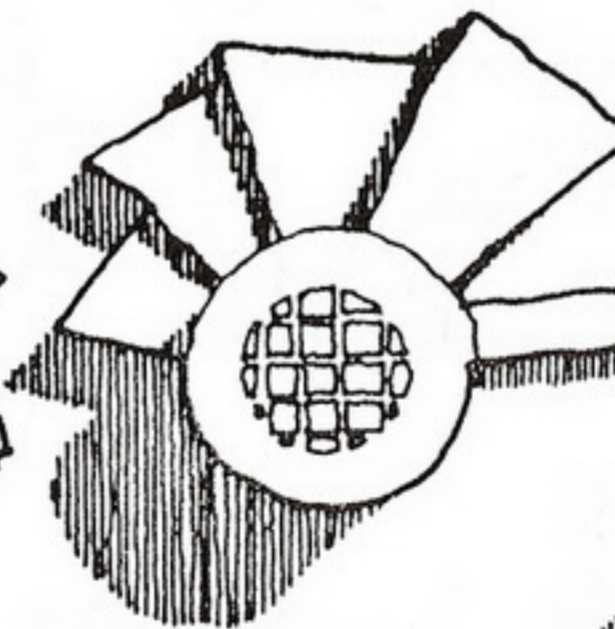
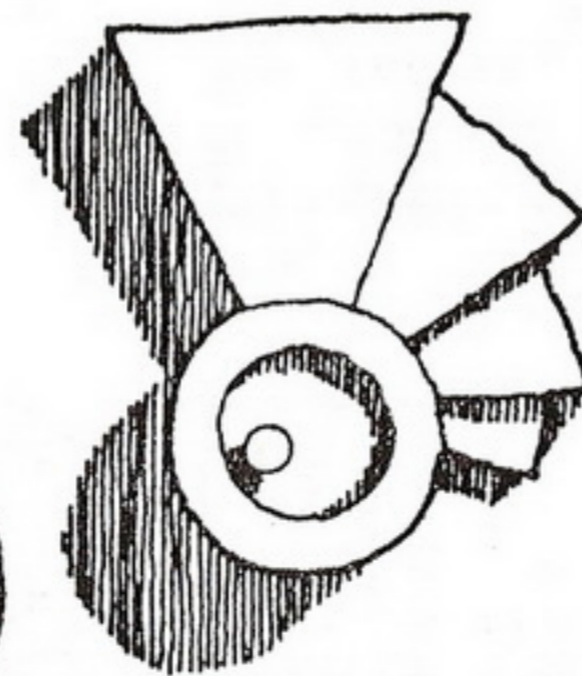
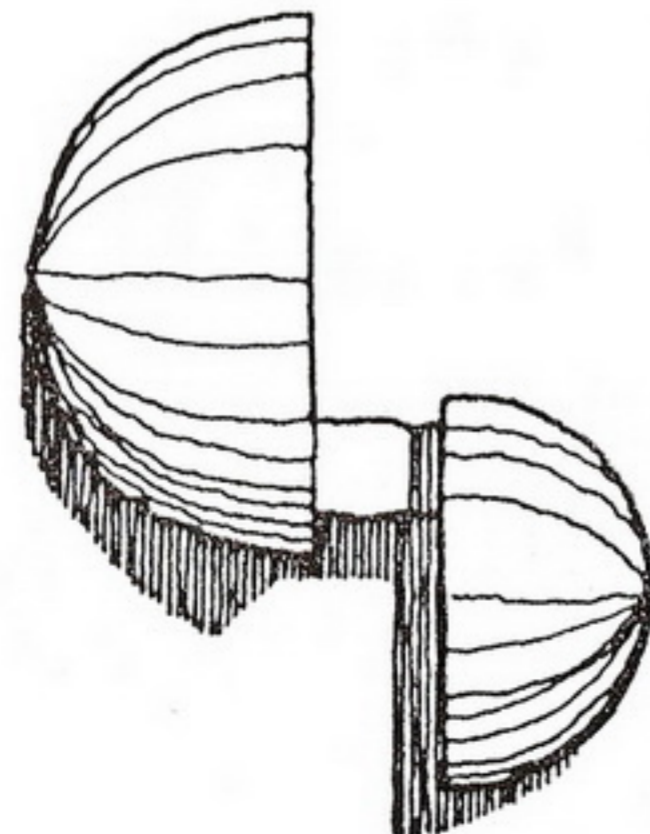
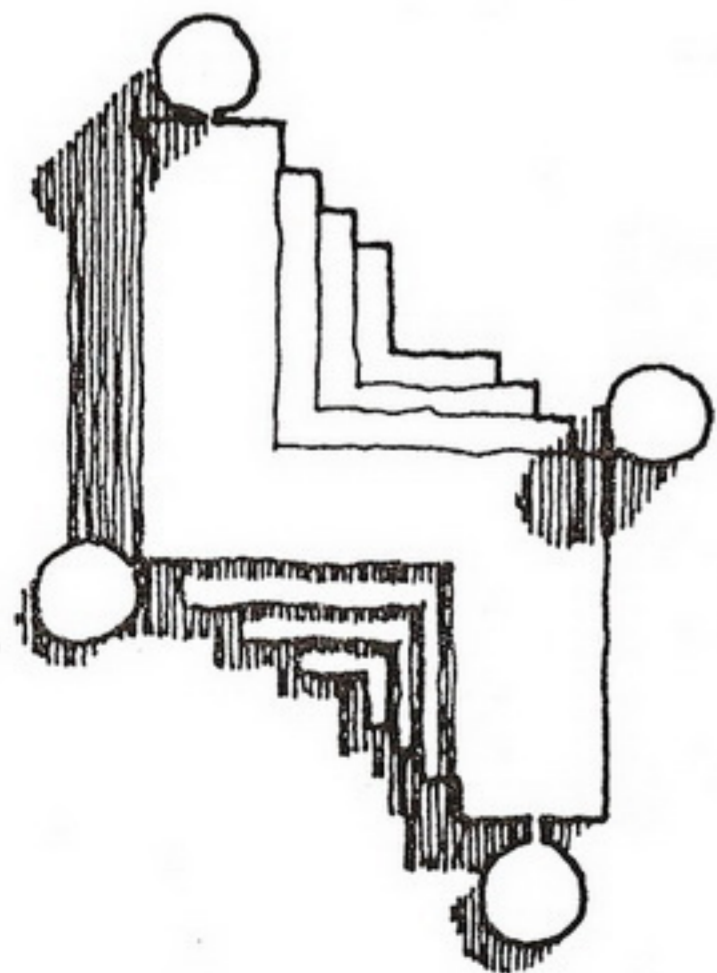
ORIENTATION

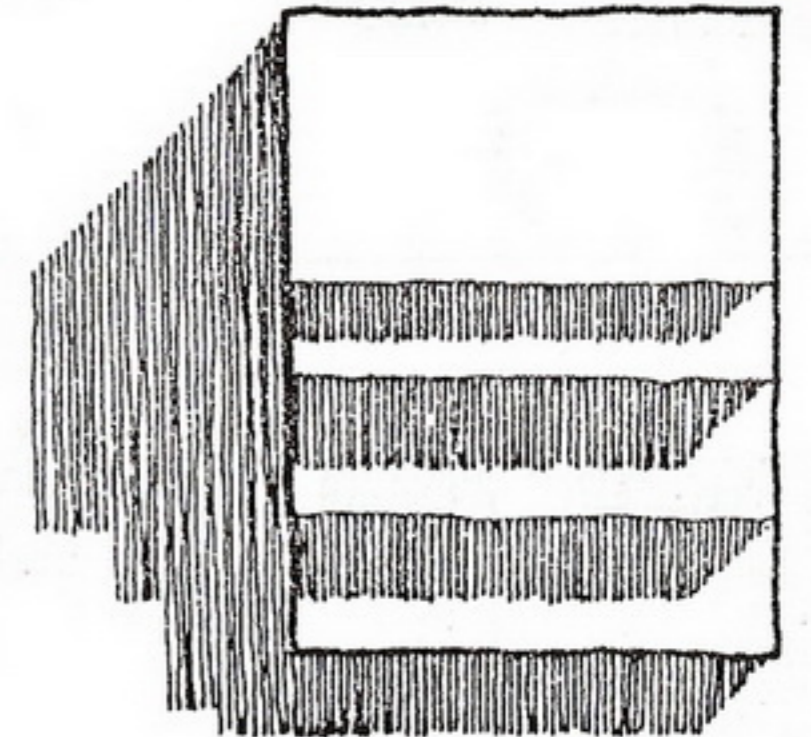
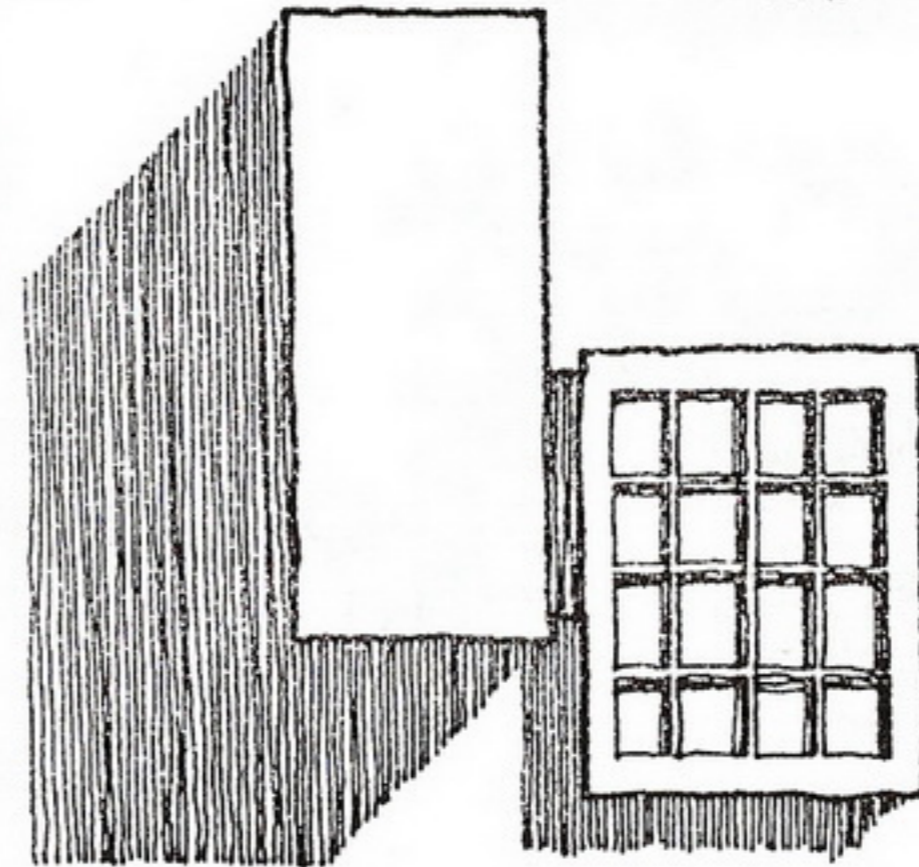
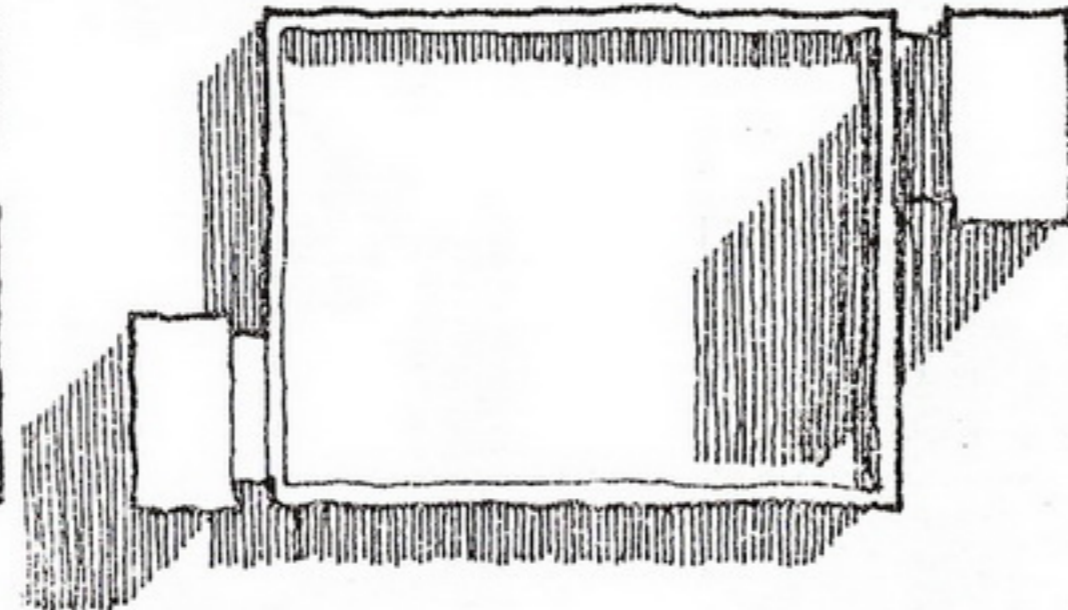
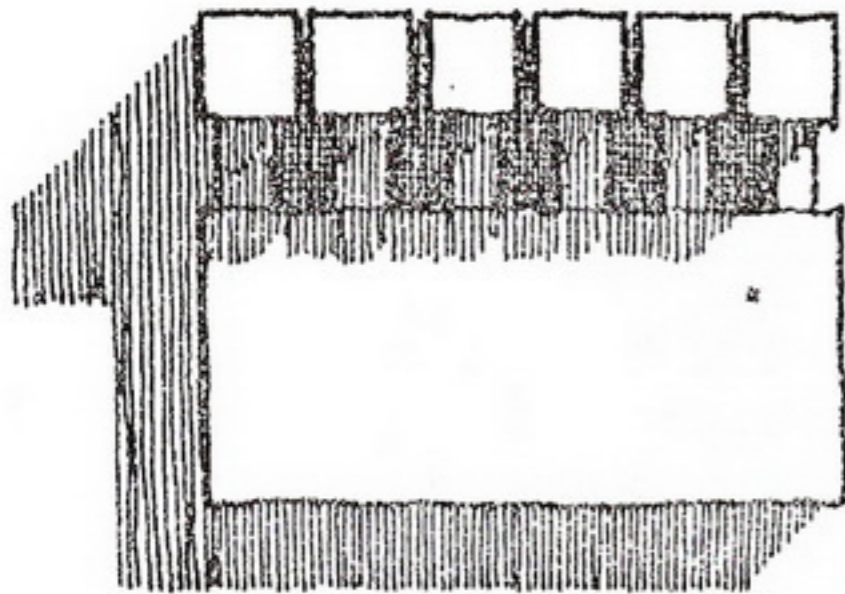
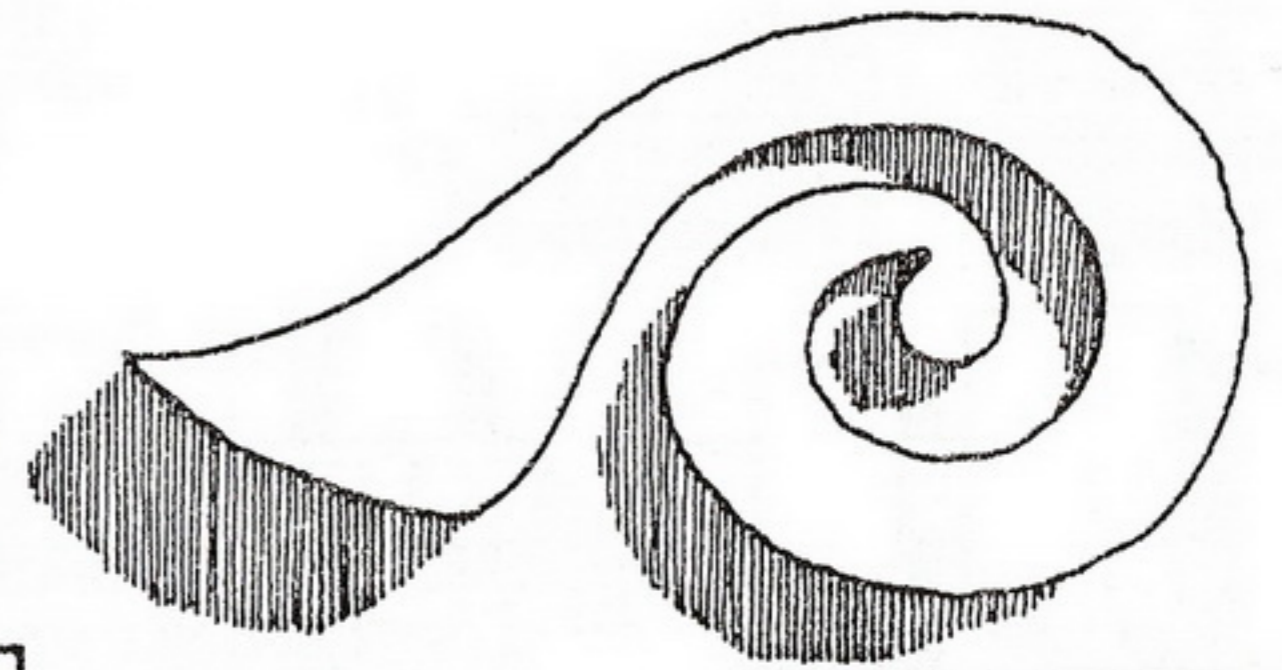
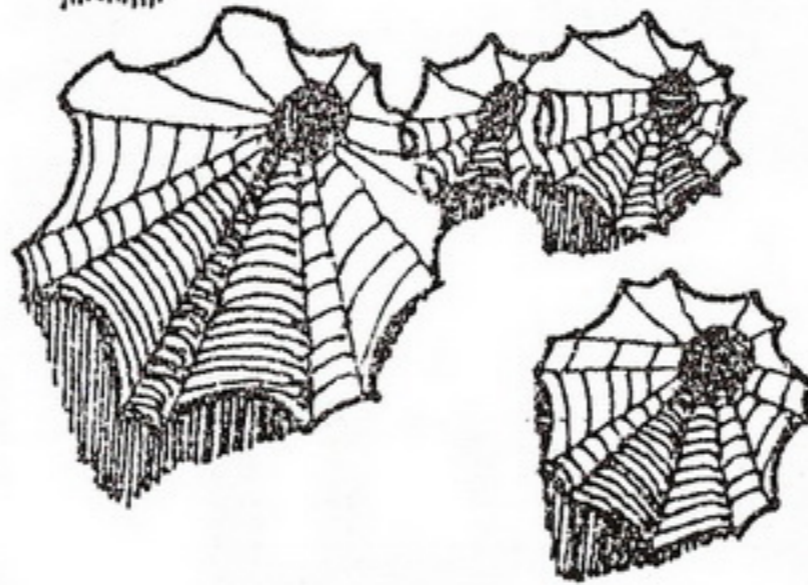
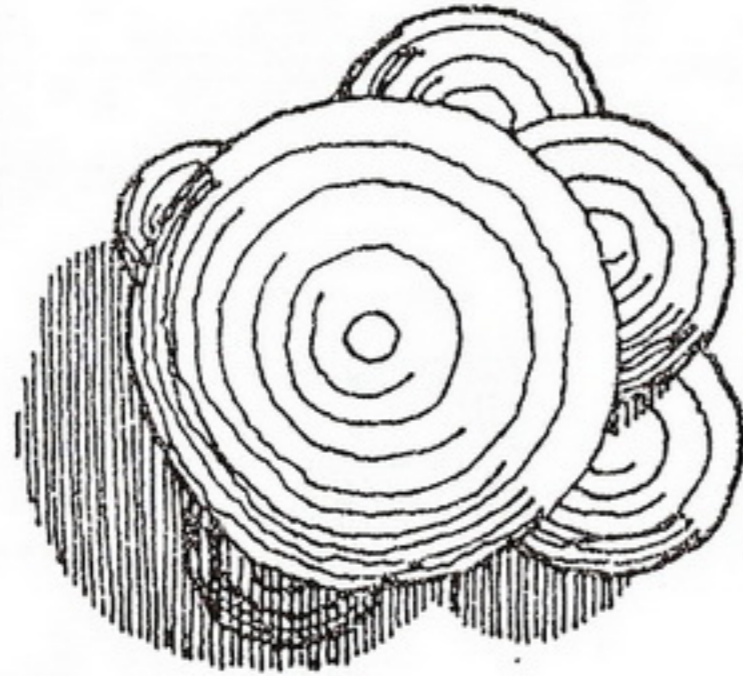
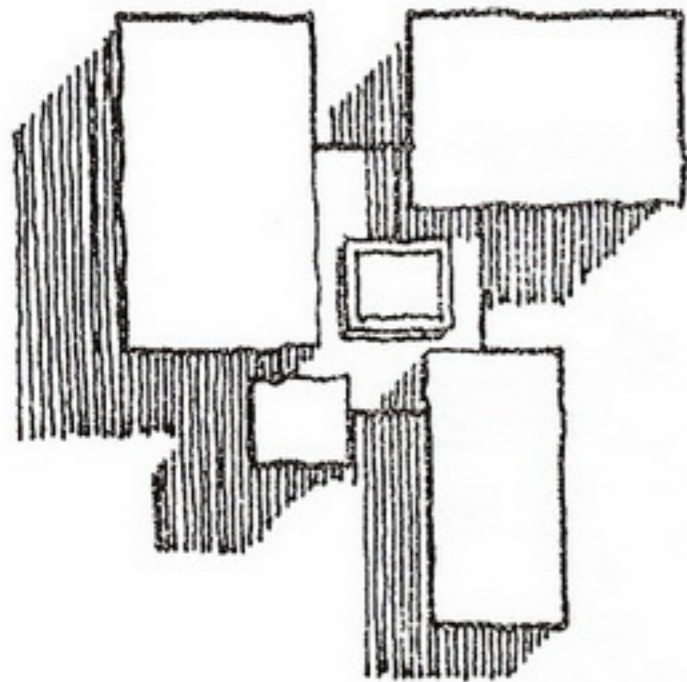
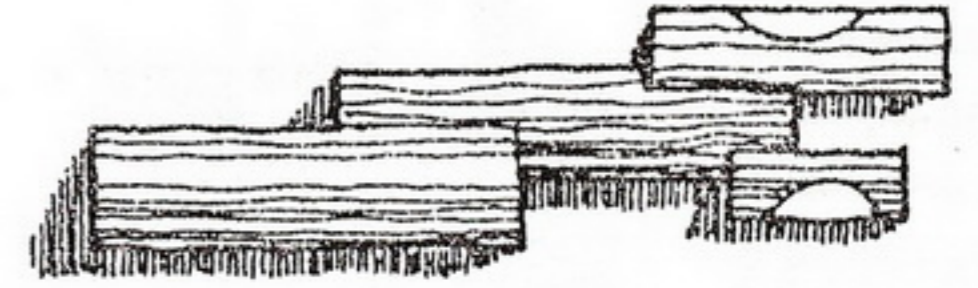
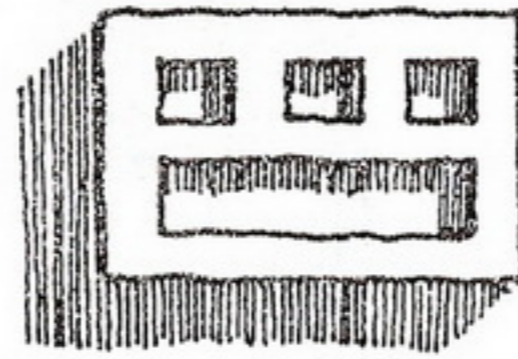
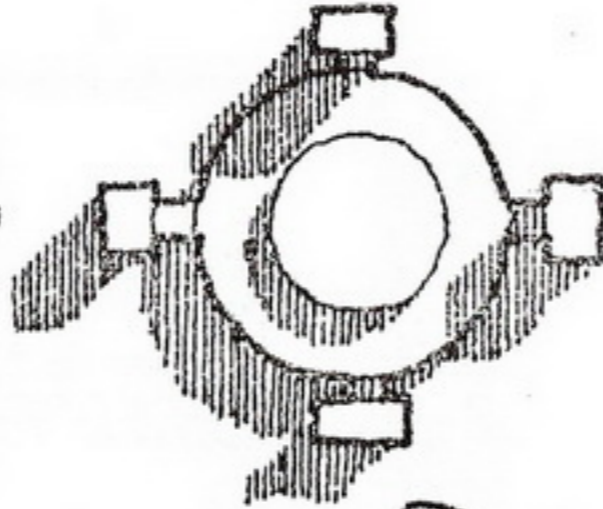
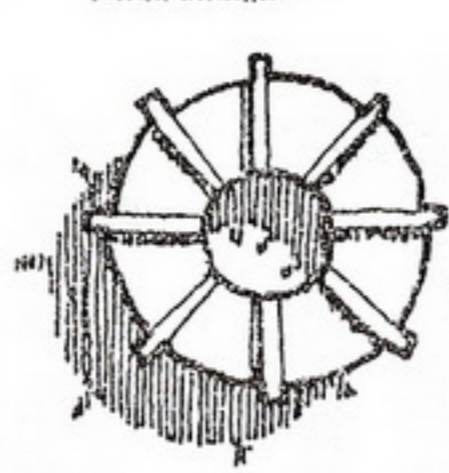
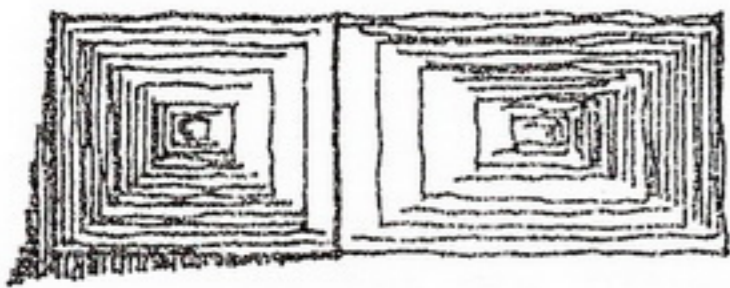
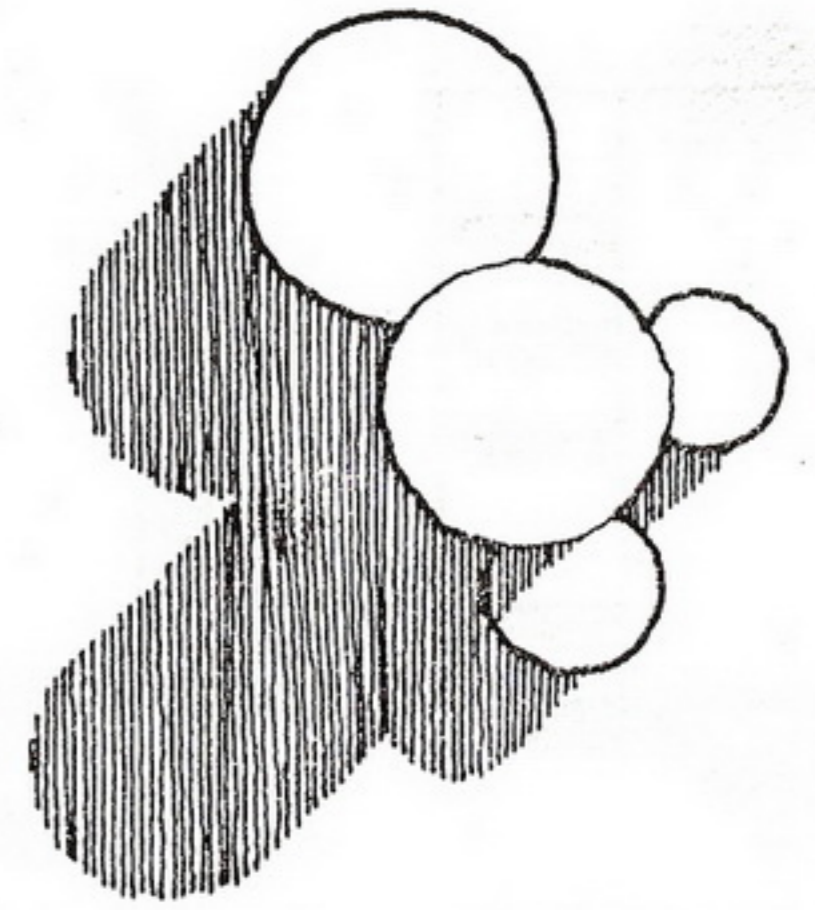
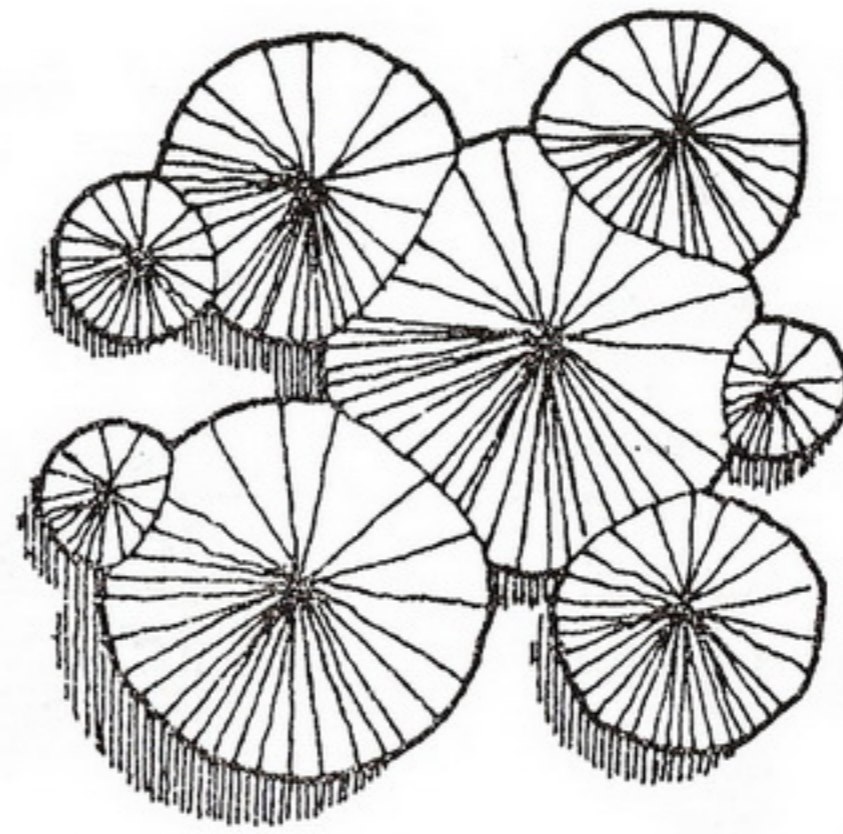
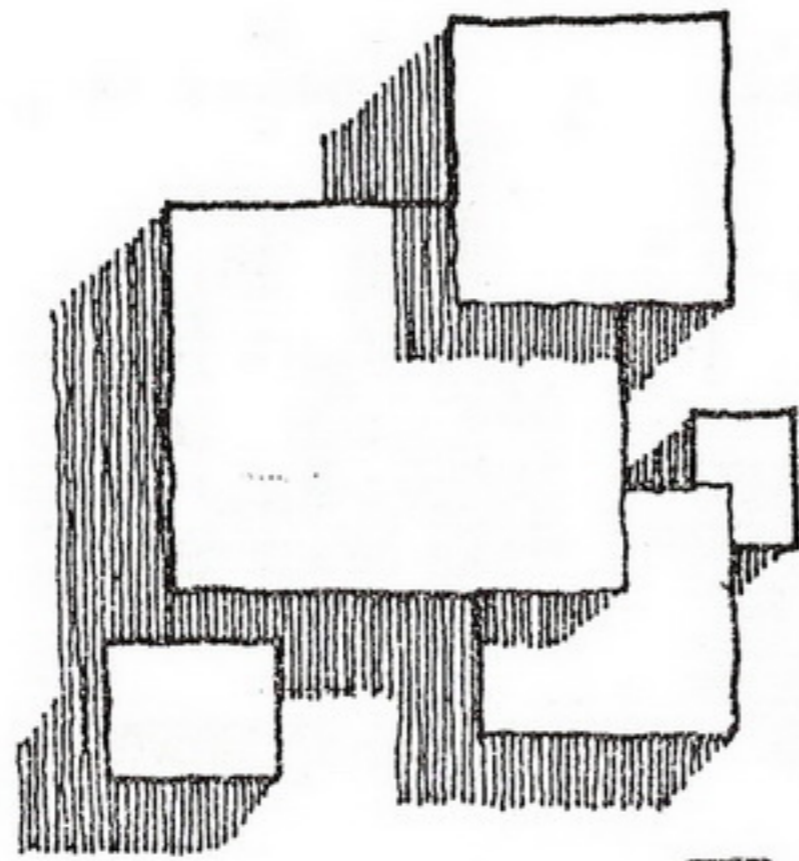
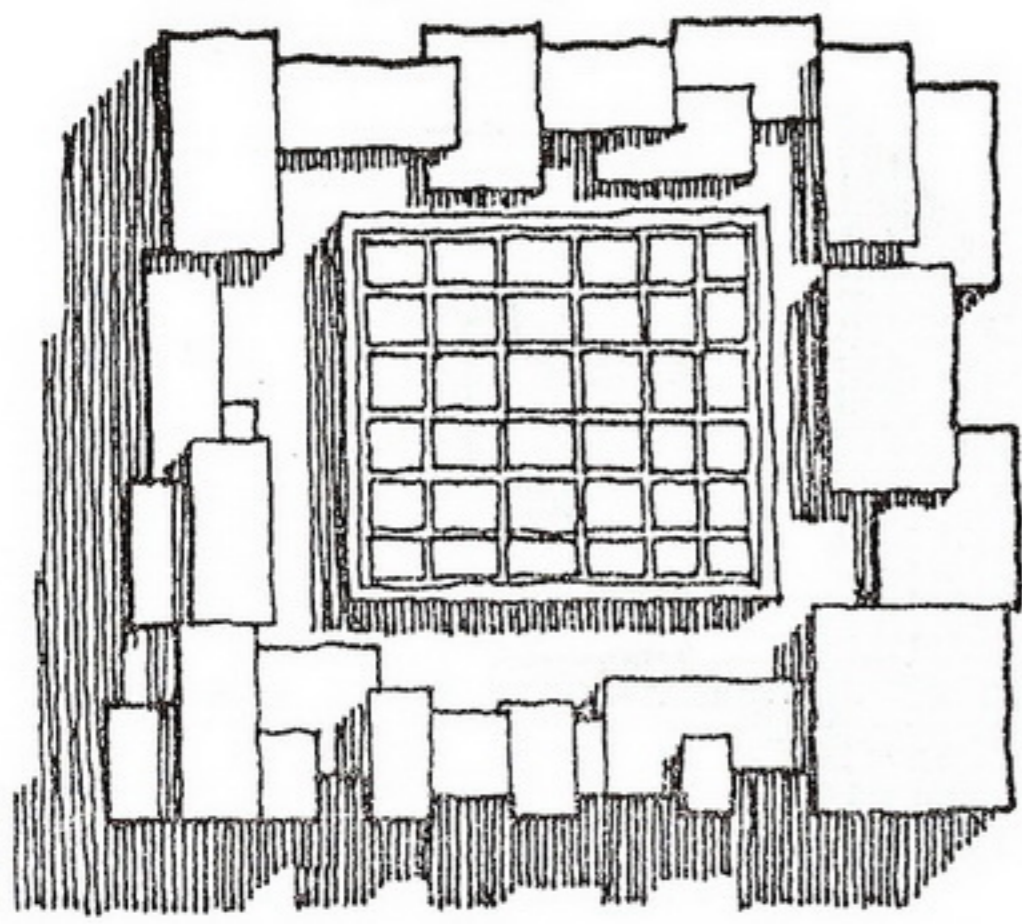


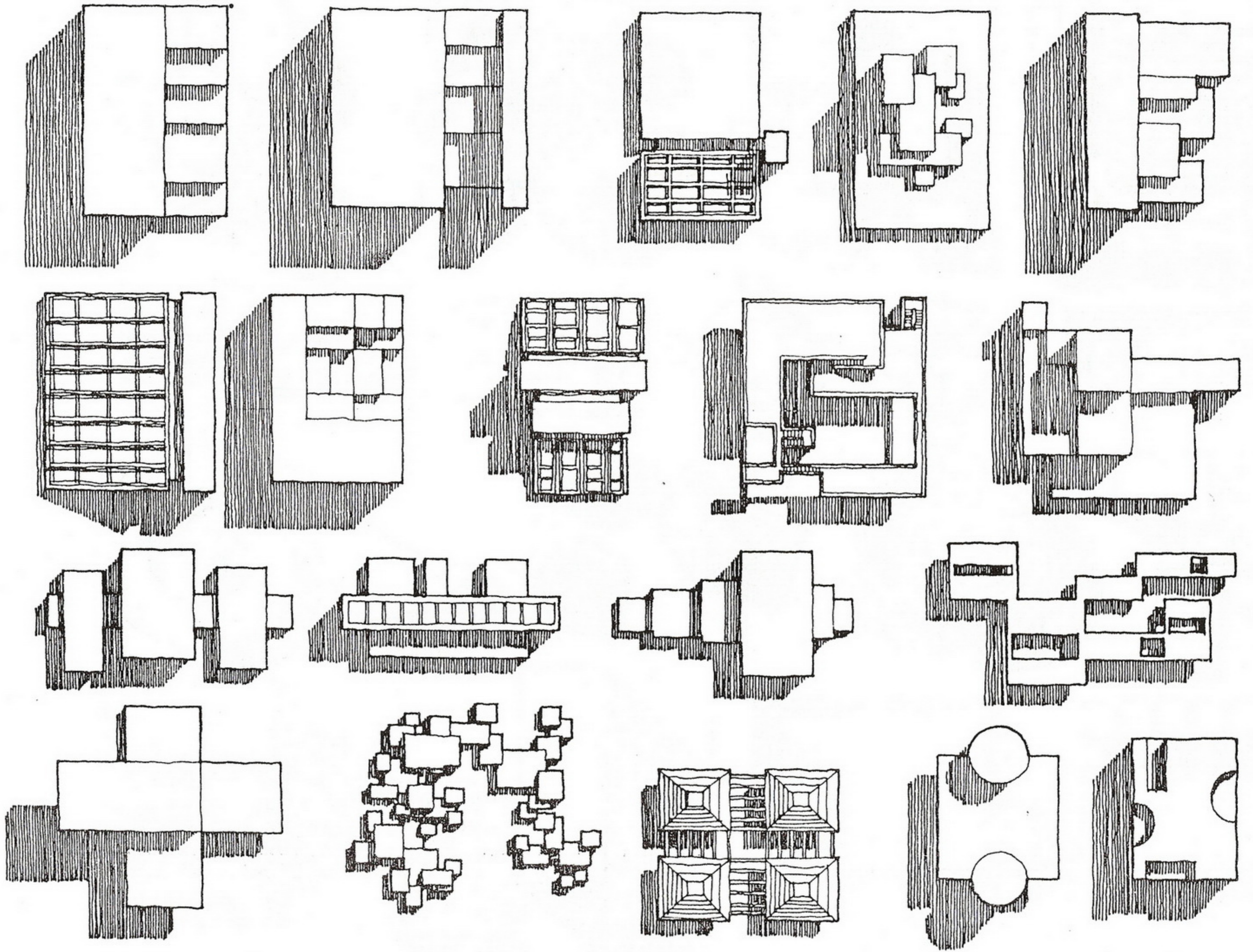
LANDSCAPING

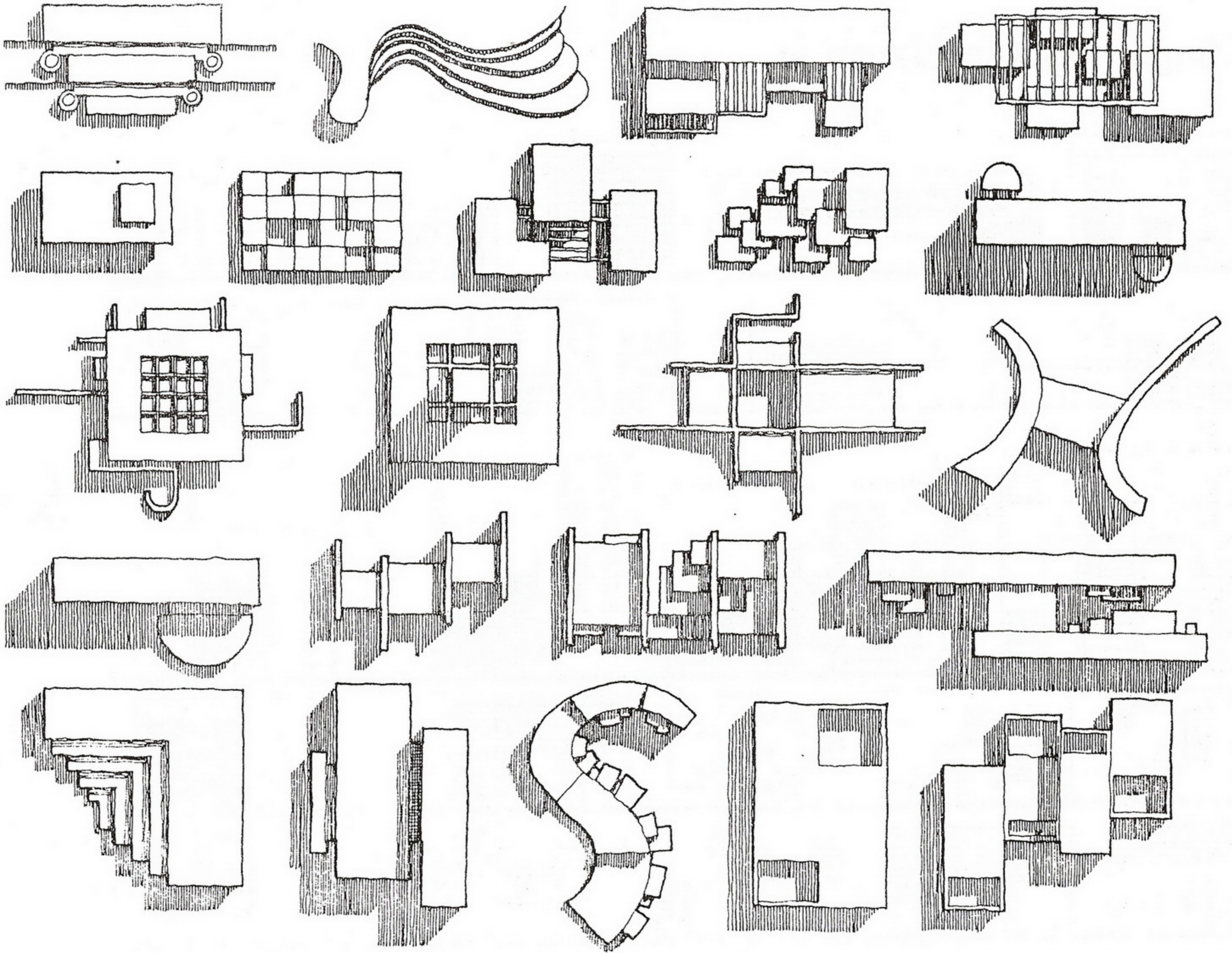


Building Images in Plan

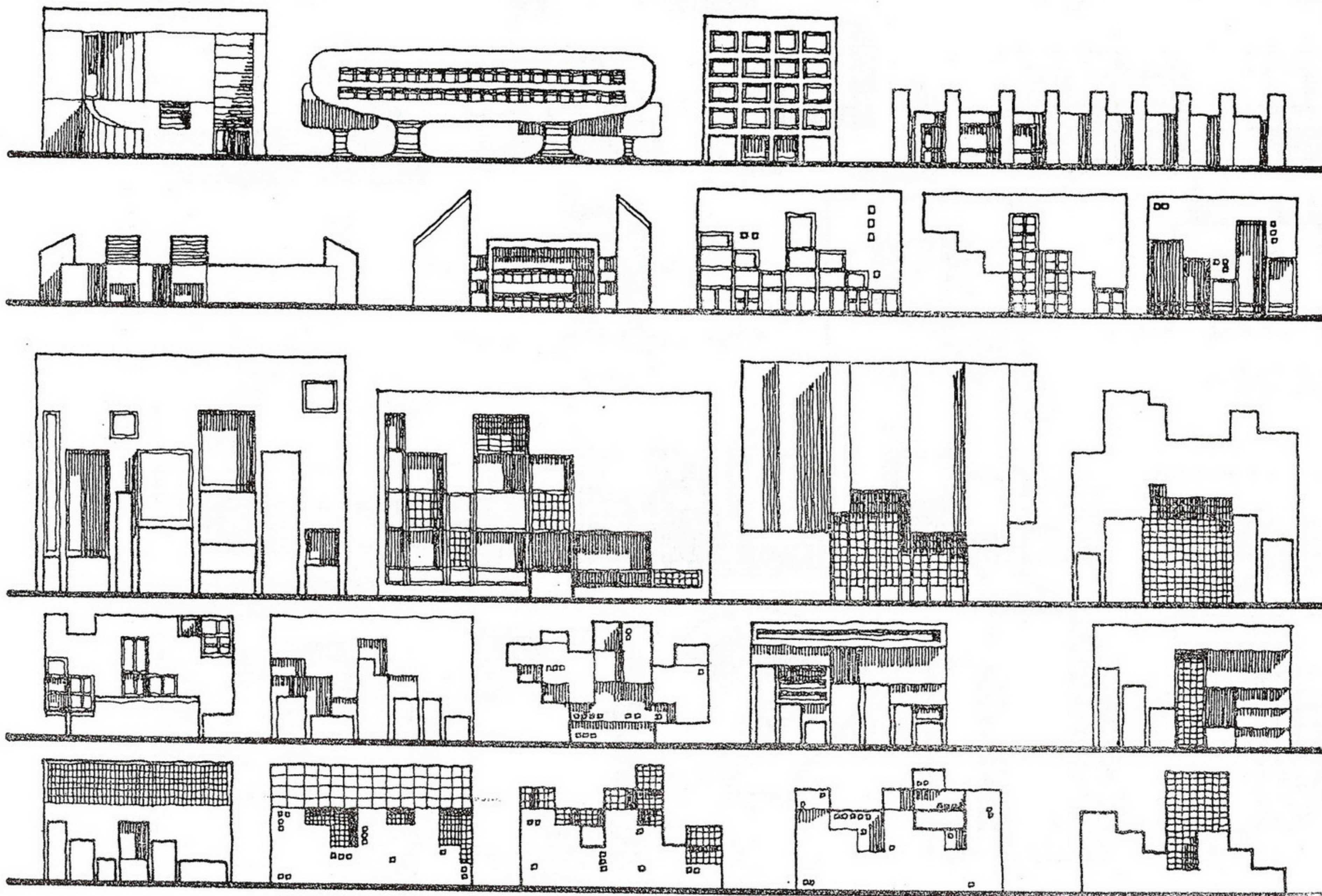


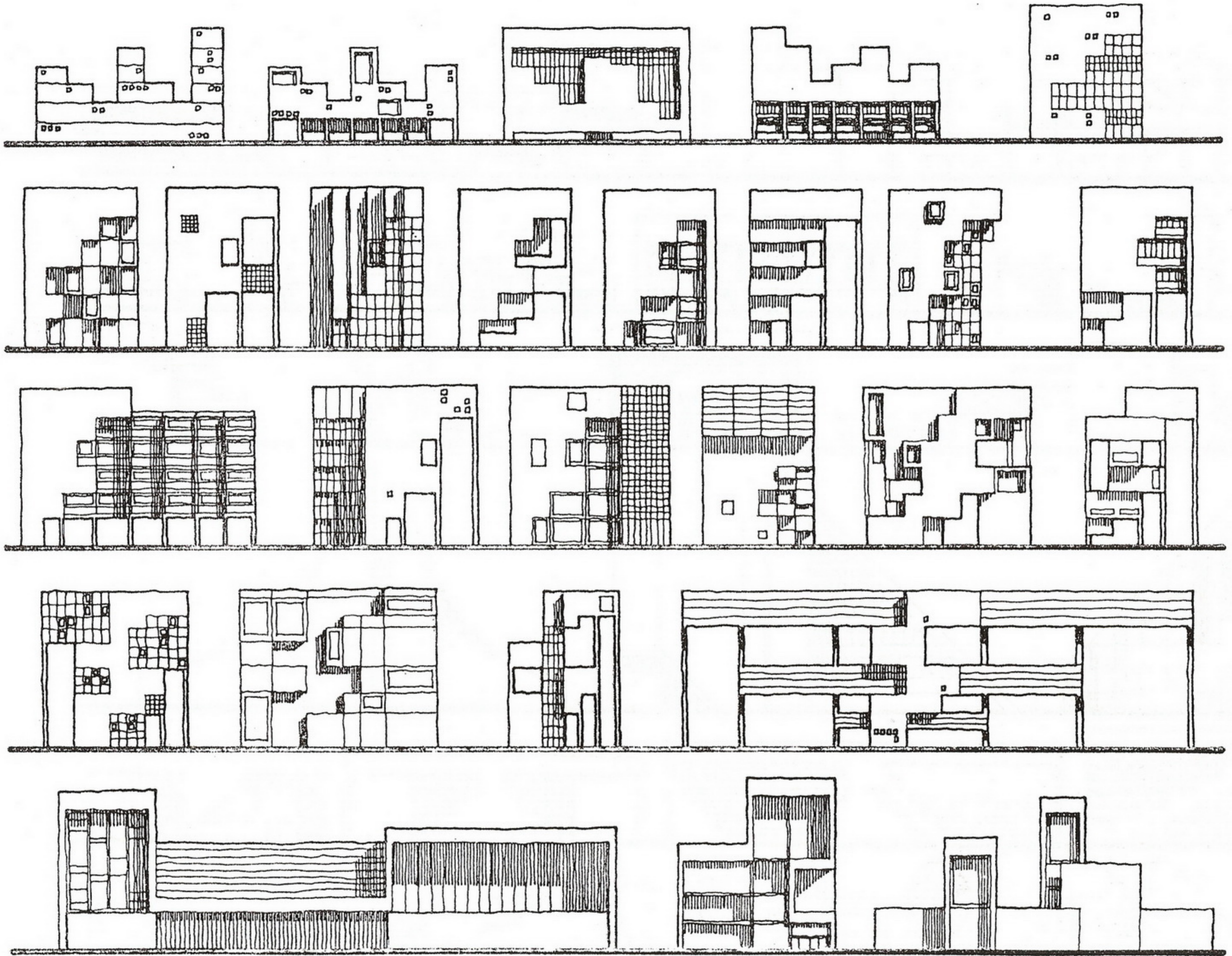


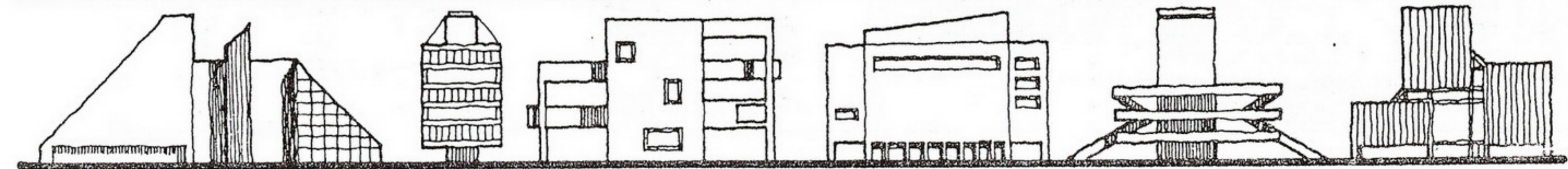
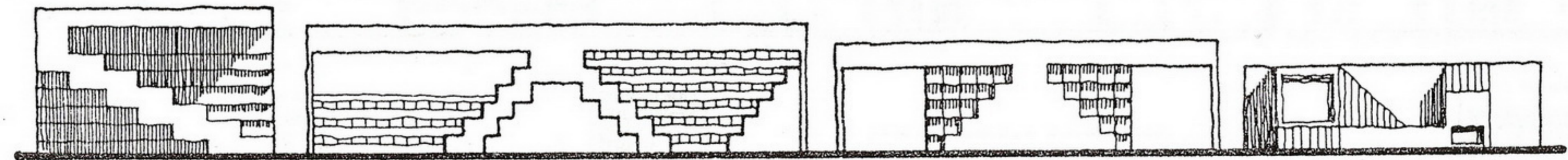
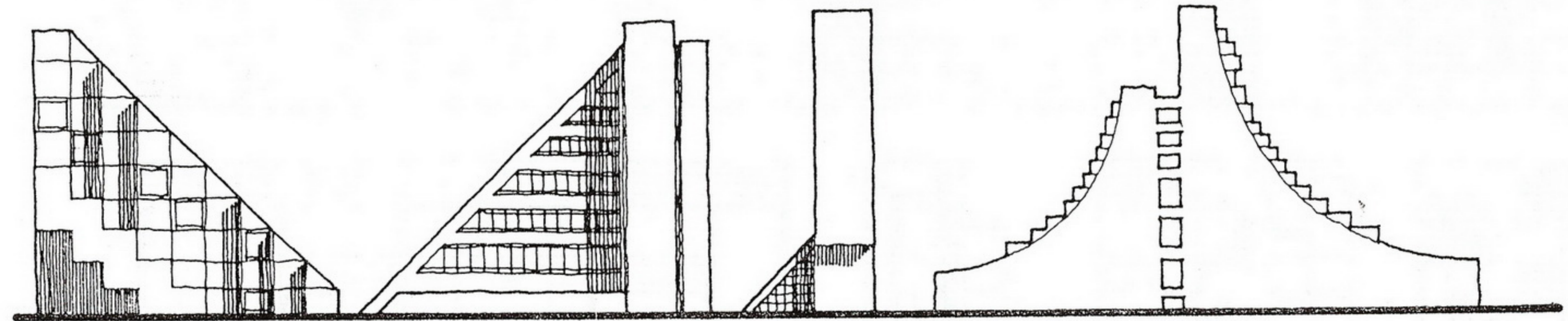
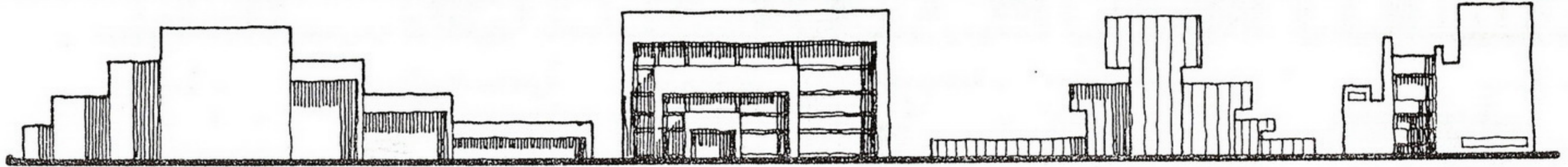
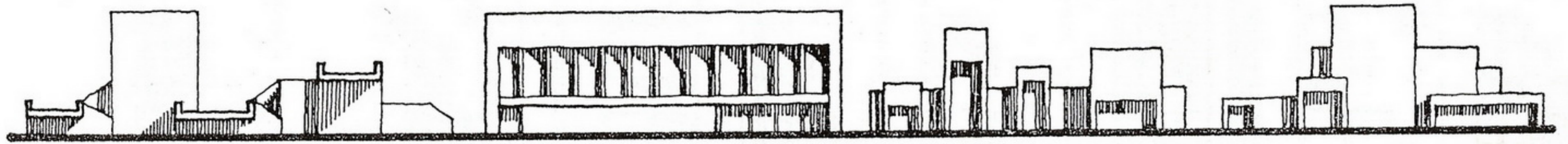
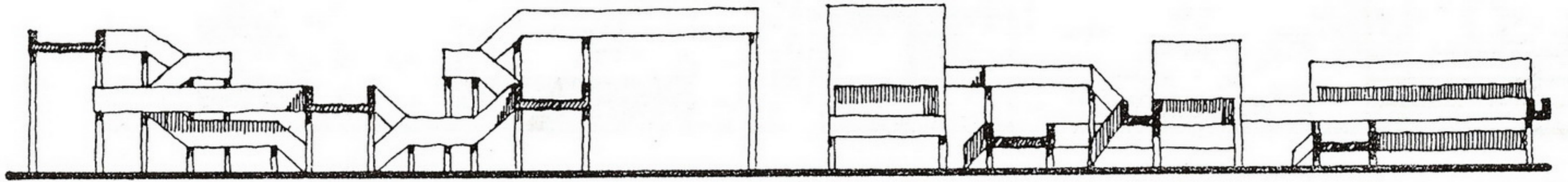


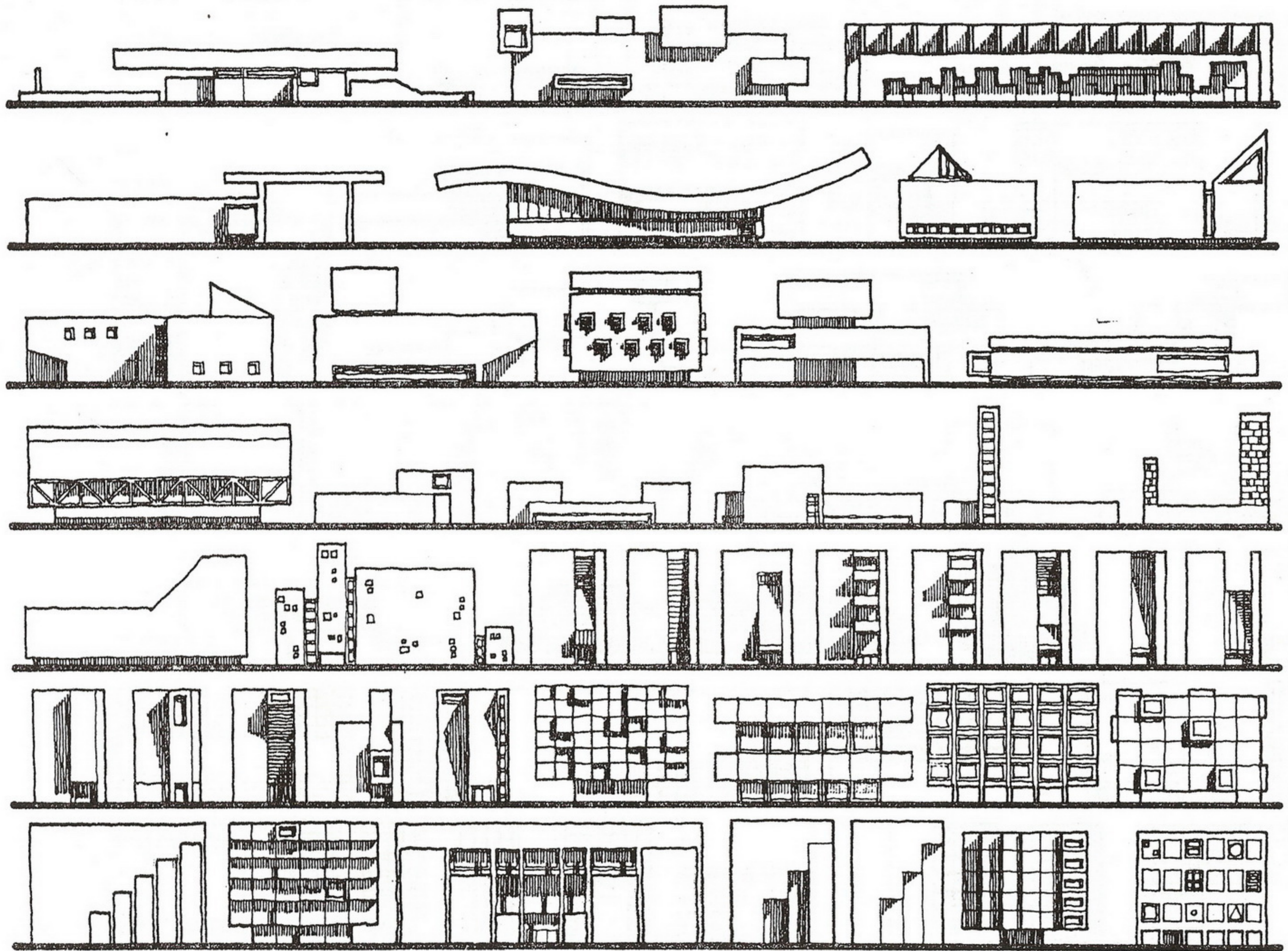


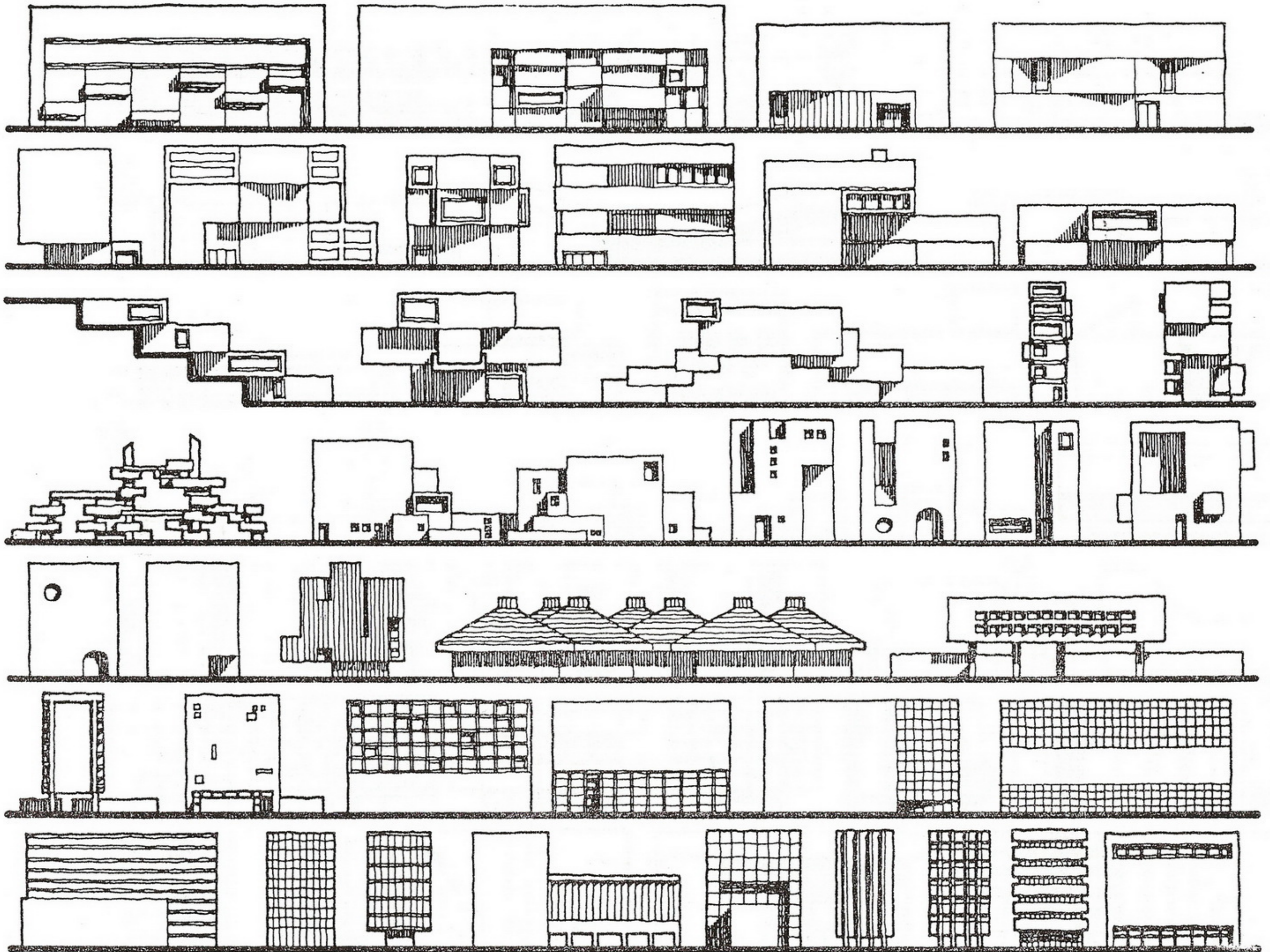
Building Images in Elevation

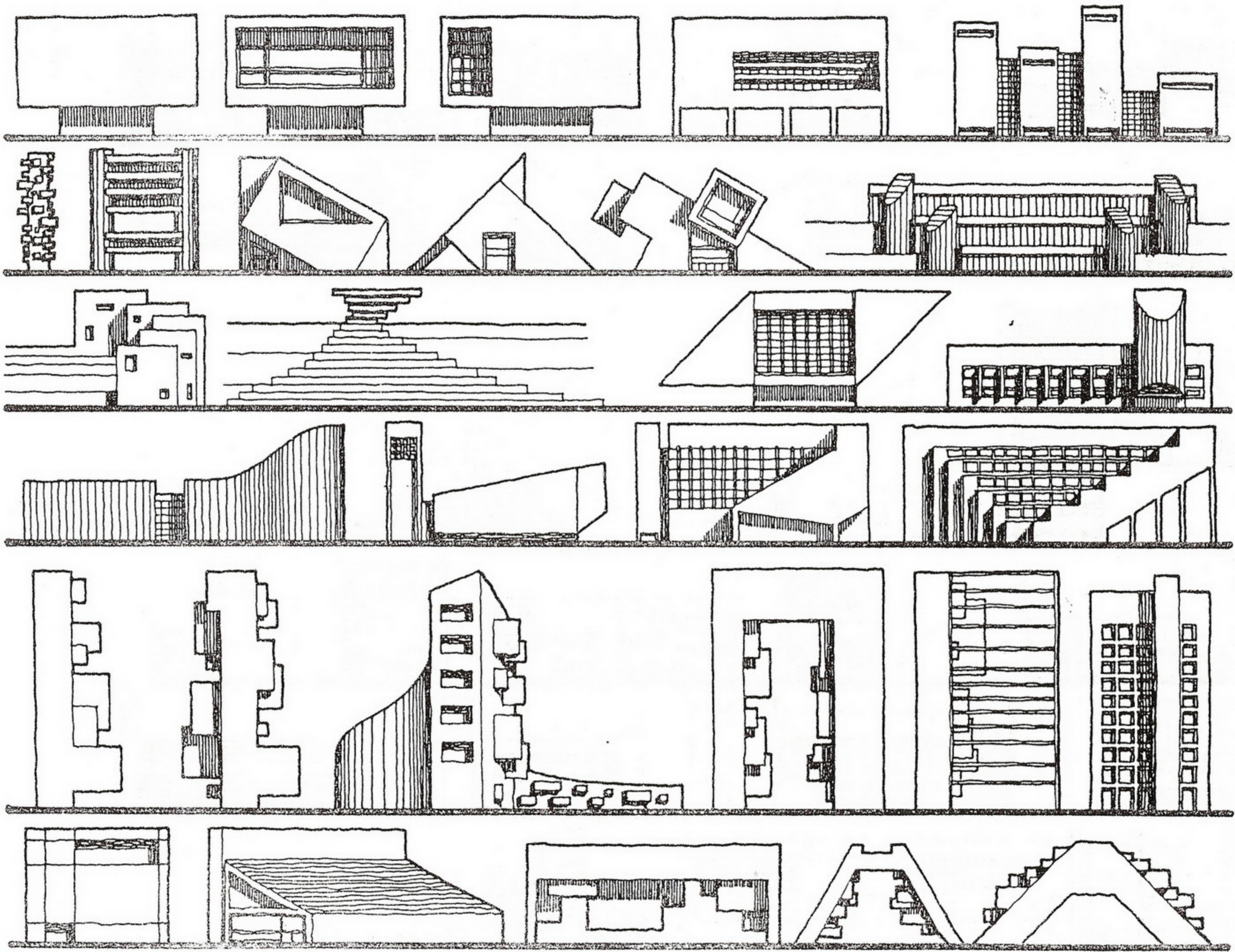


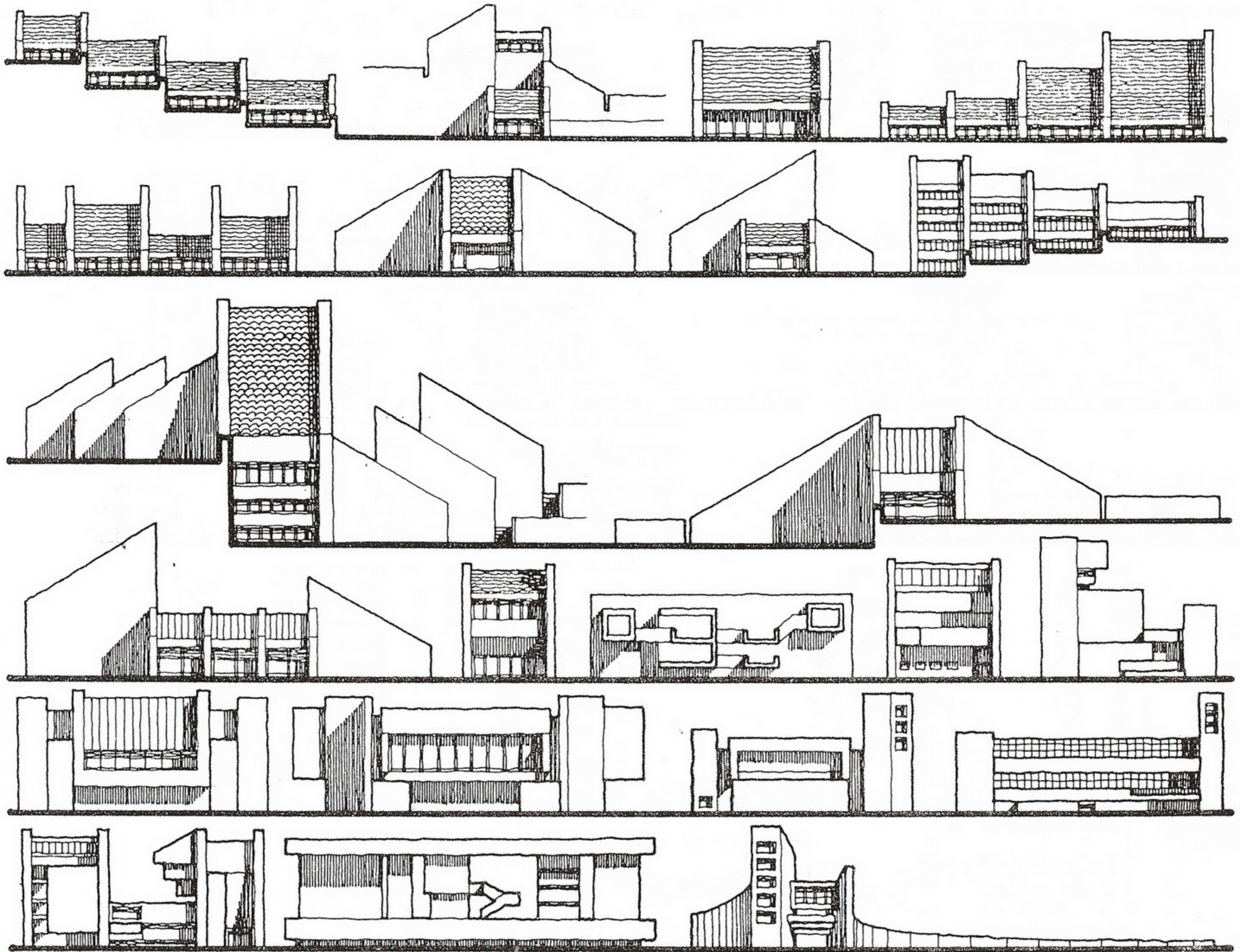


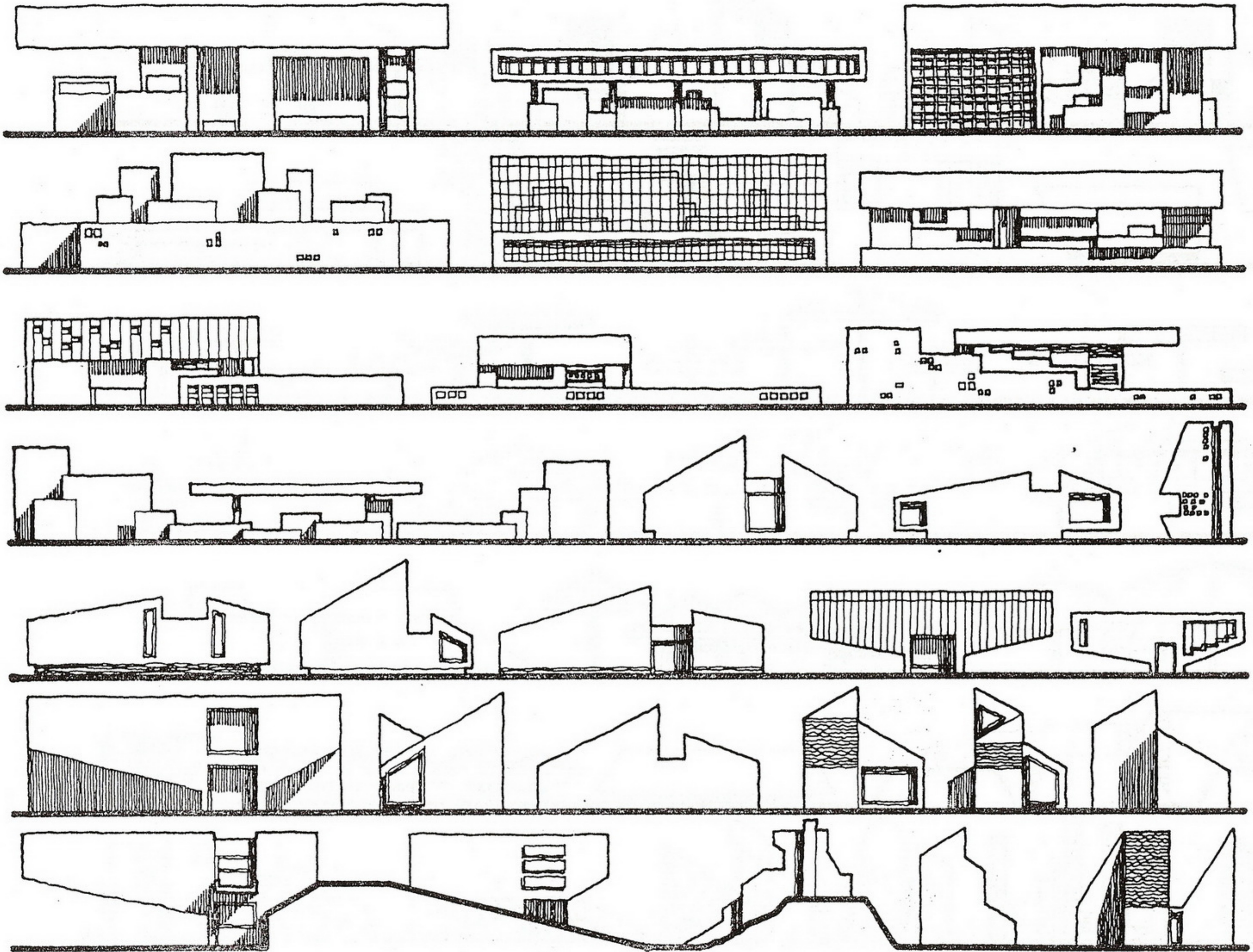


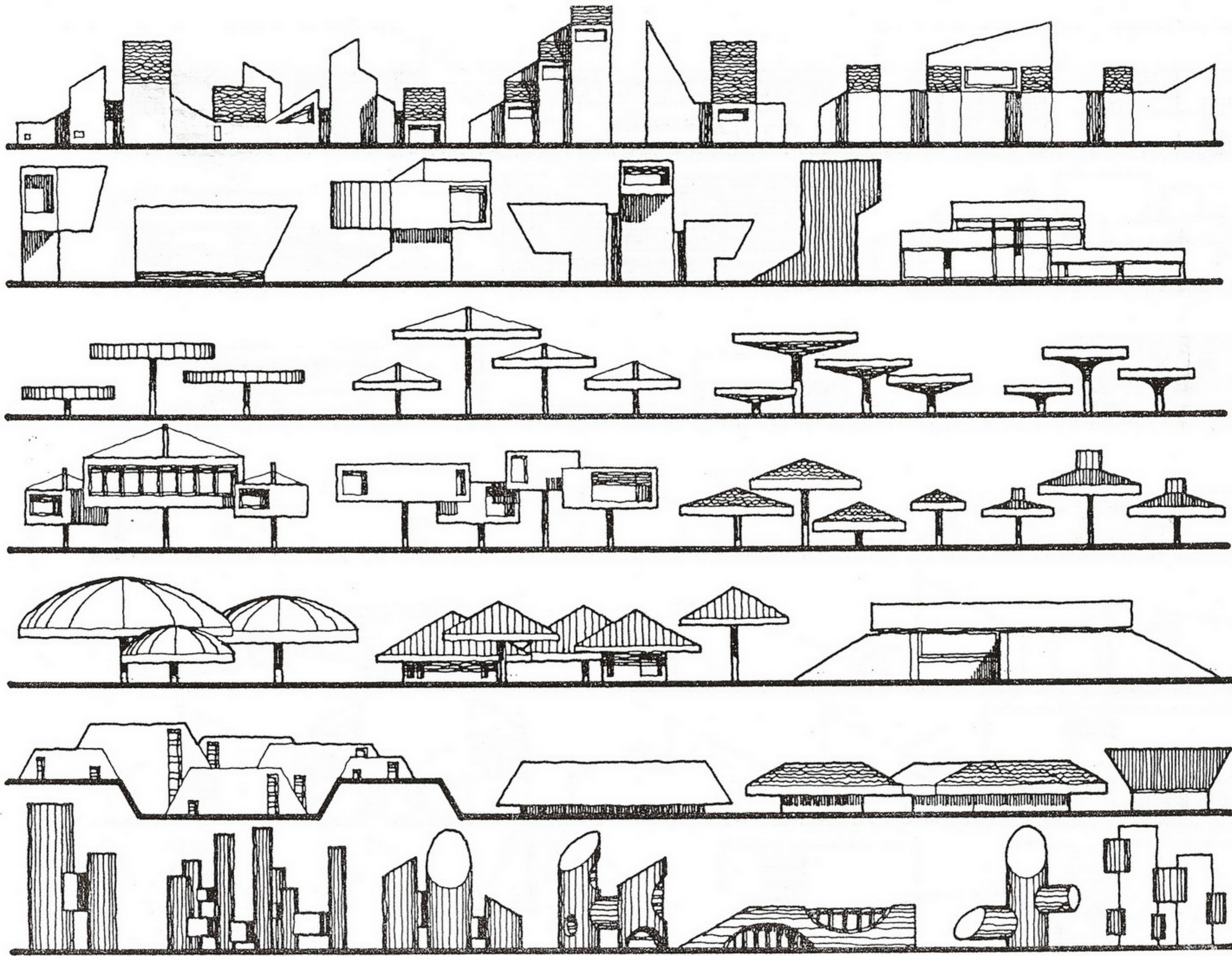


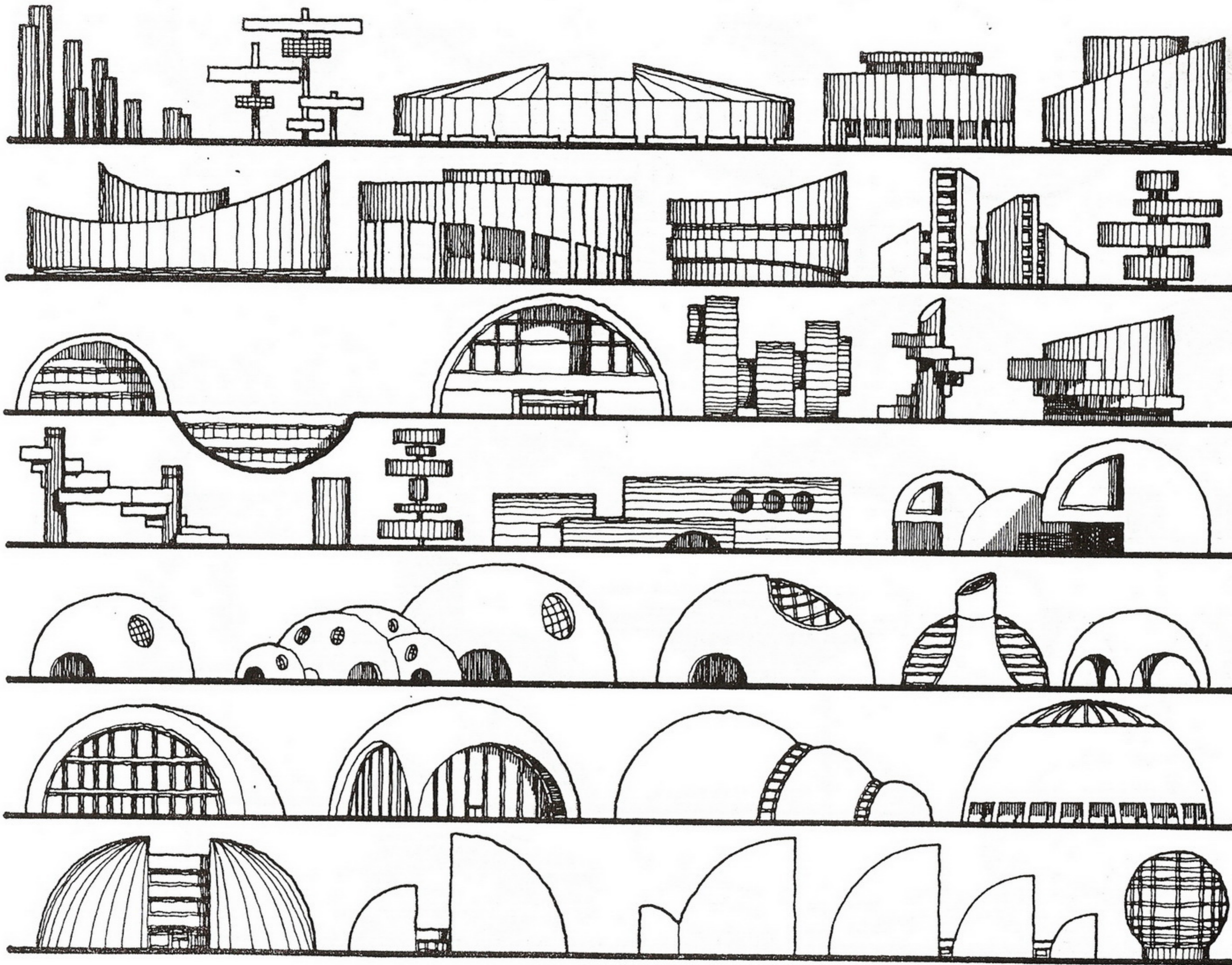


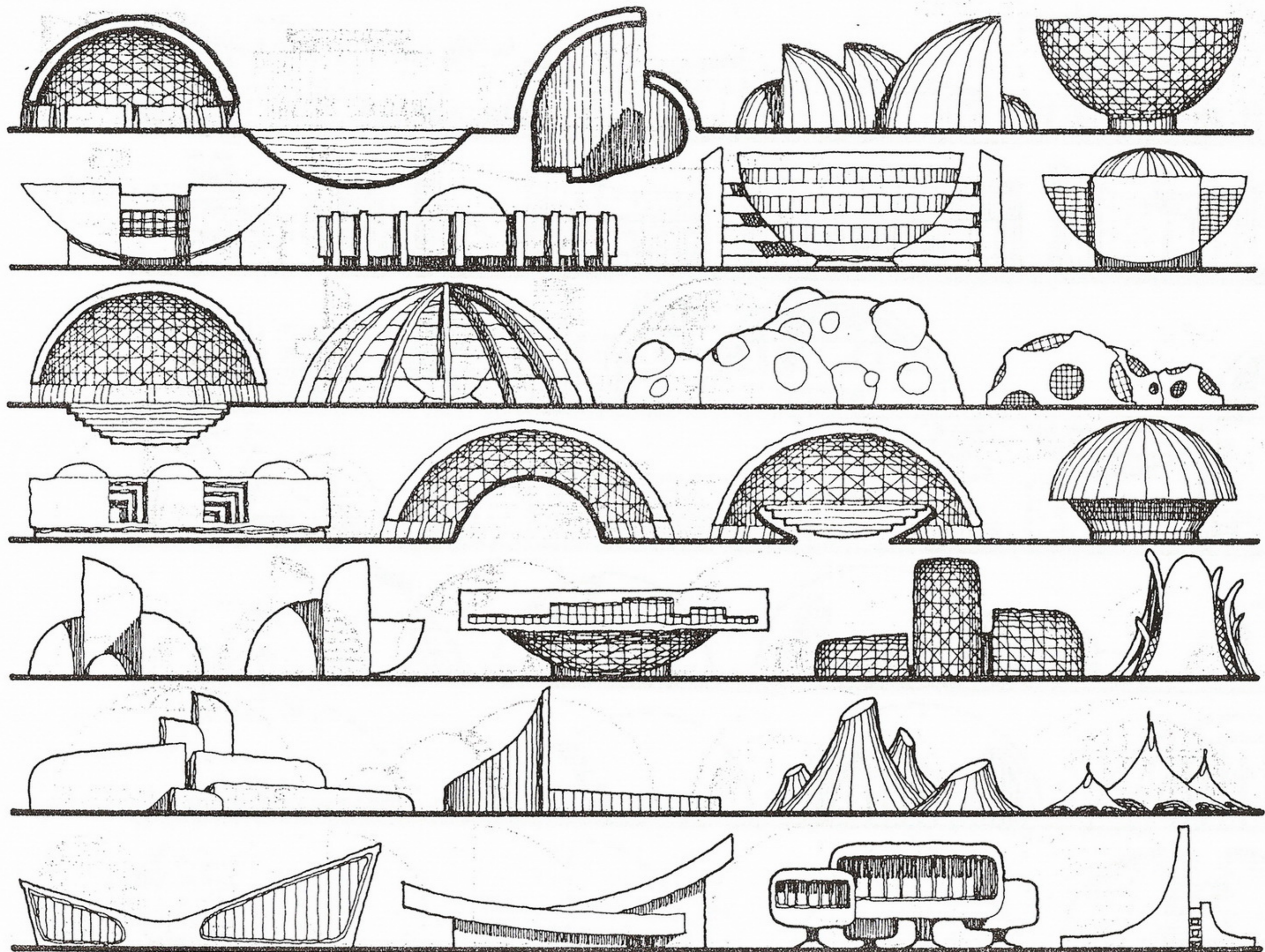


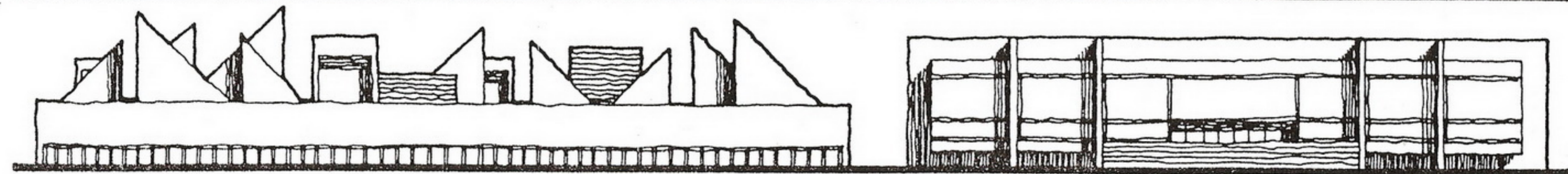
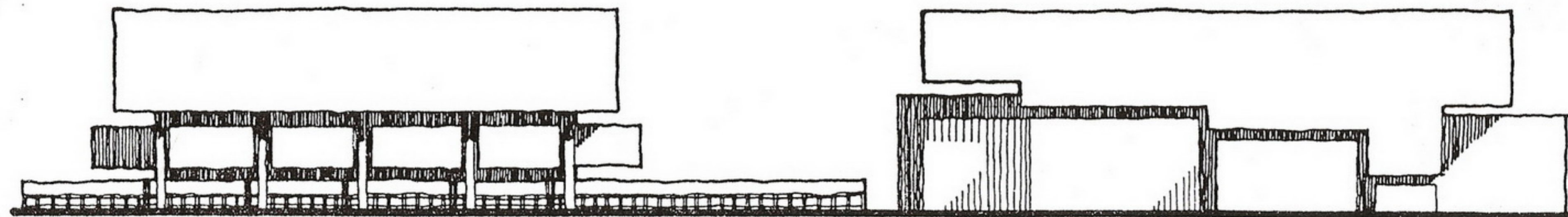
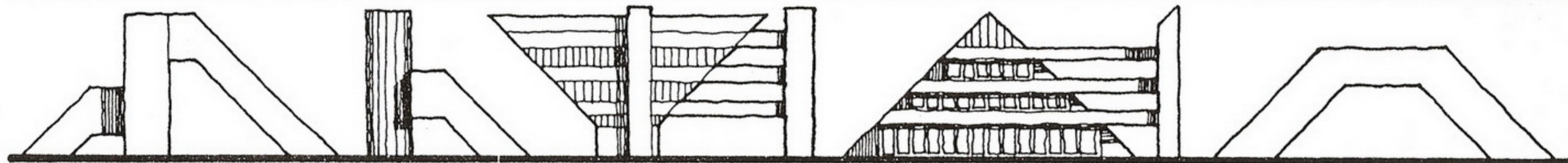
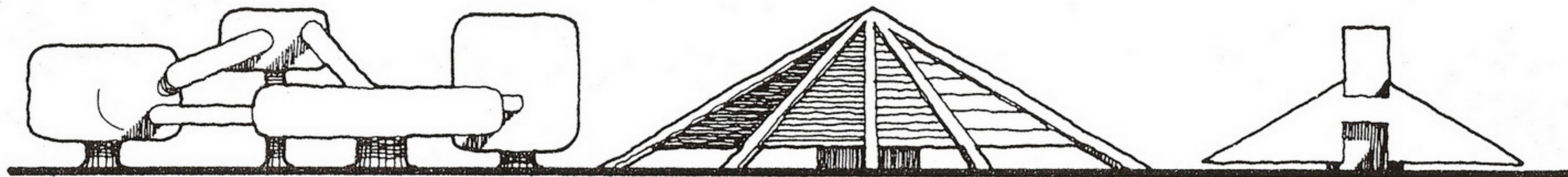








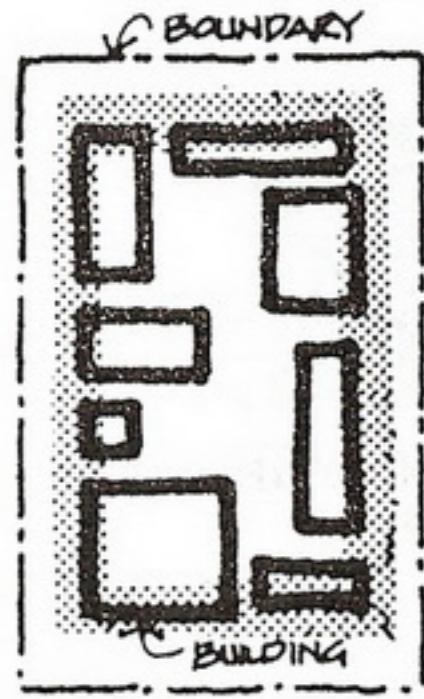




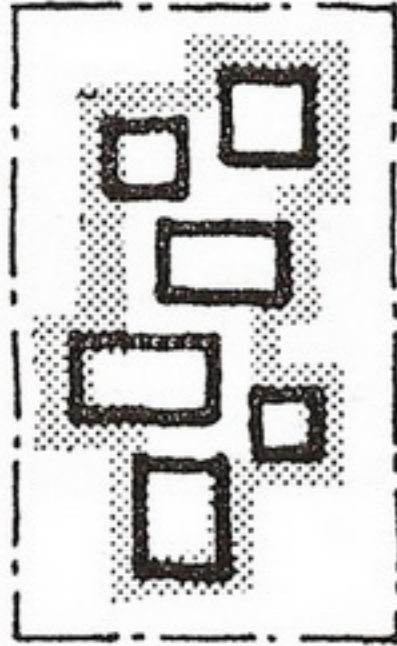
115

Response to Context

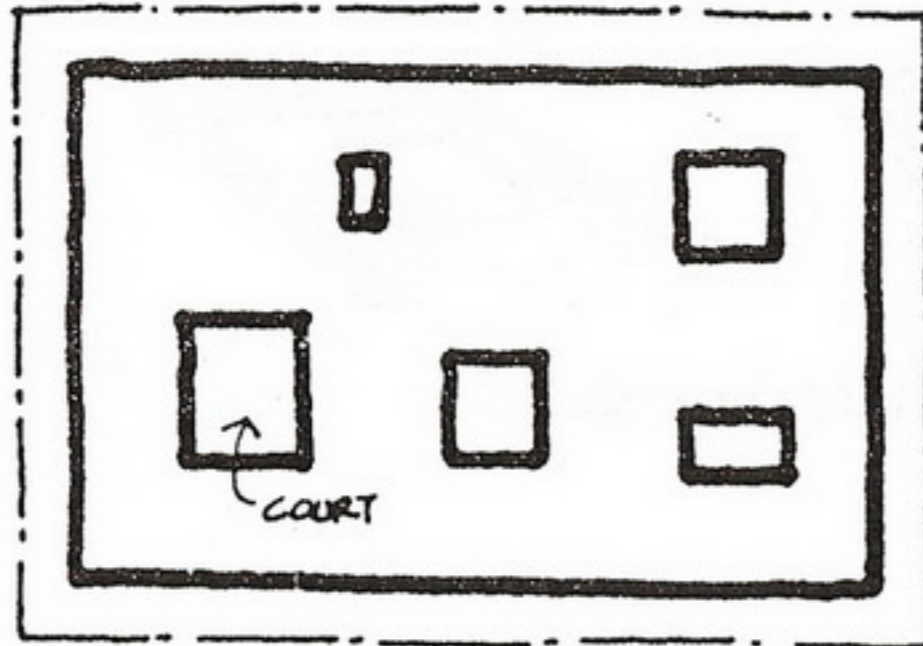
Property Boundaries



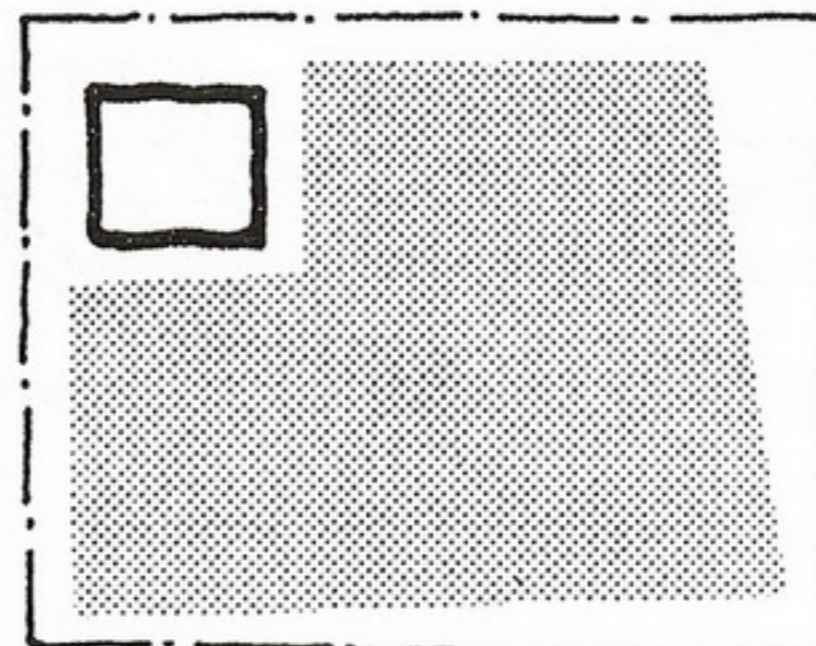
HARD EDGE AROUND SITE



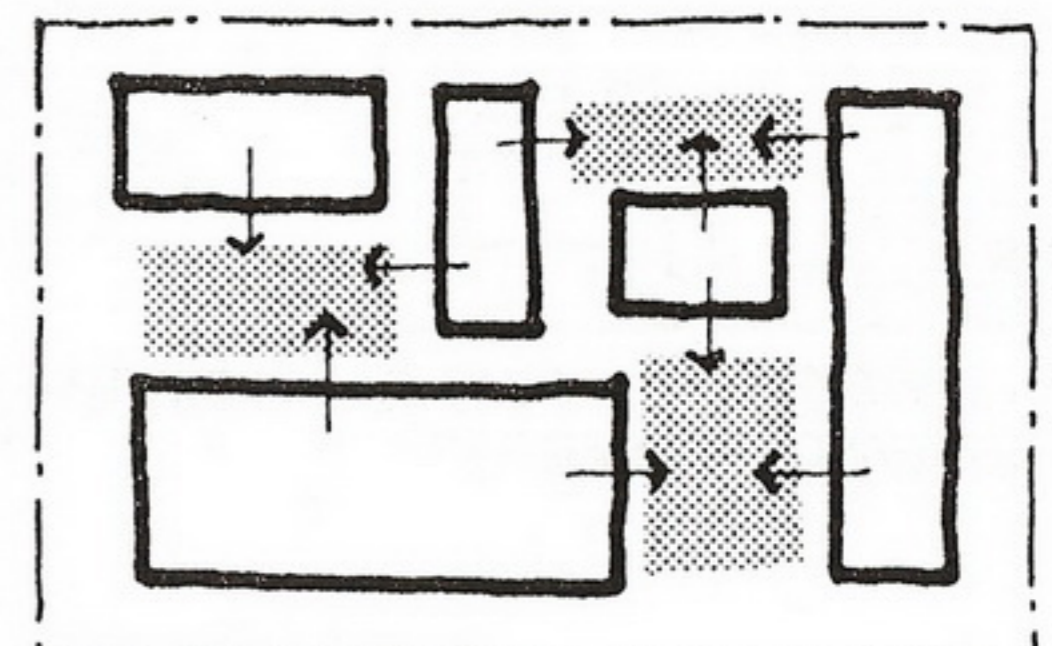
SOFT EDGE AROUND SITE



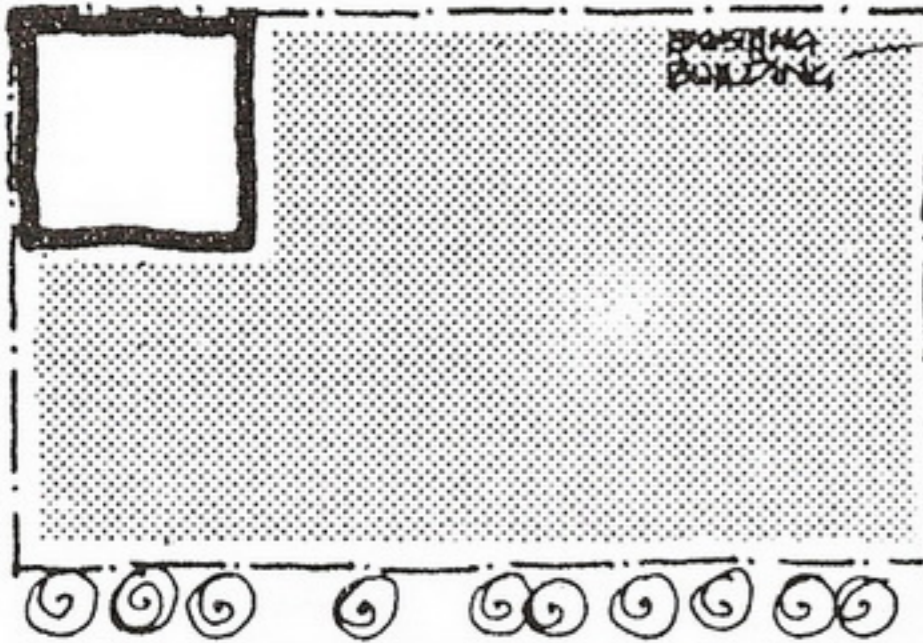
FILL SITE WITH BUILDING • CREATE CONTROLLED COURTS WITHIN



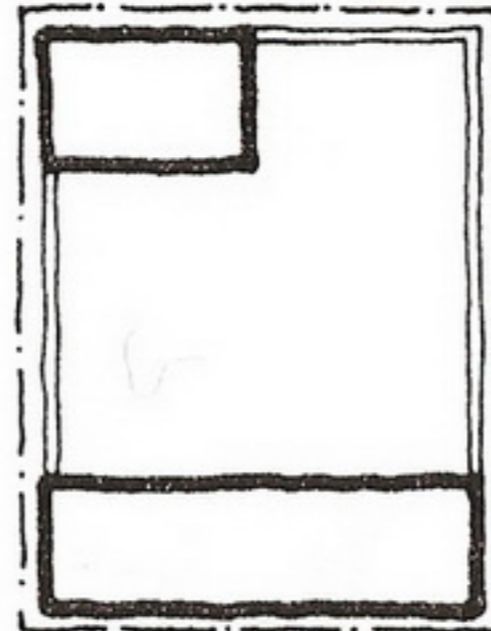
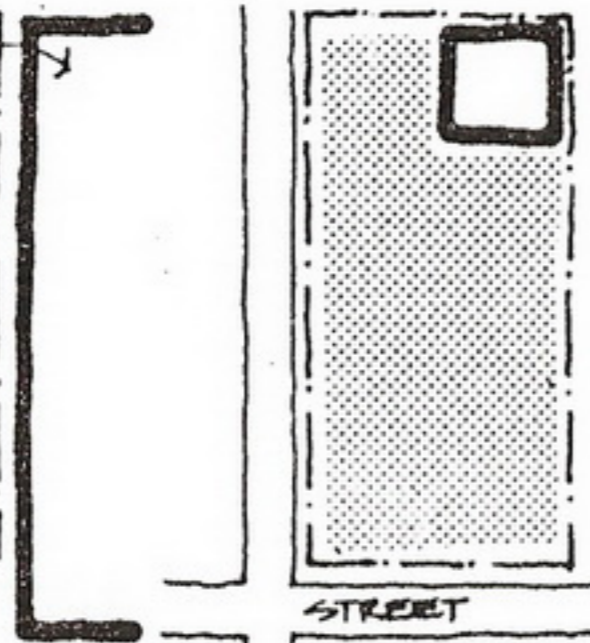
CORNER BUILDING LOCATION FOR FLEXIBLE USE OF REST OF SITE



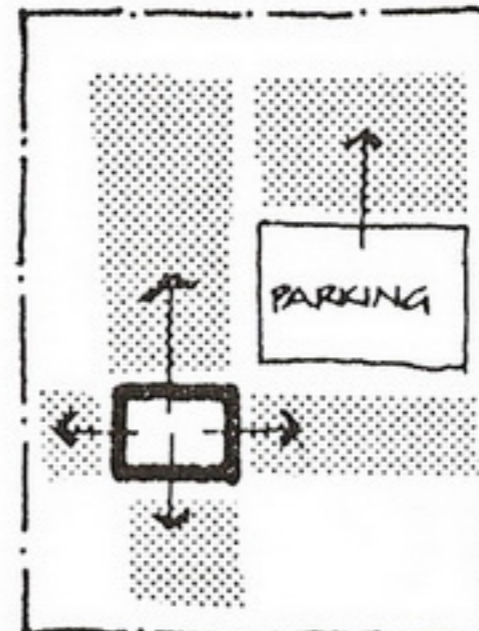
BUILDING PLACEMENT TO CREATE EXTERIOR USE AREAS



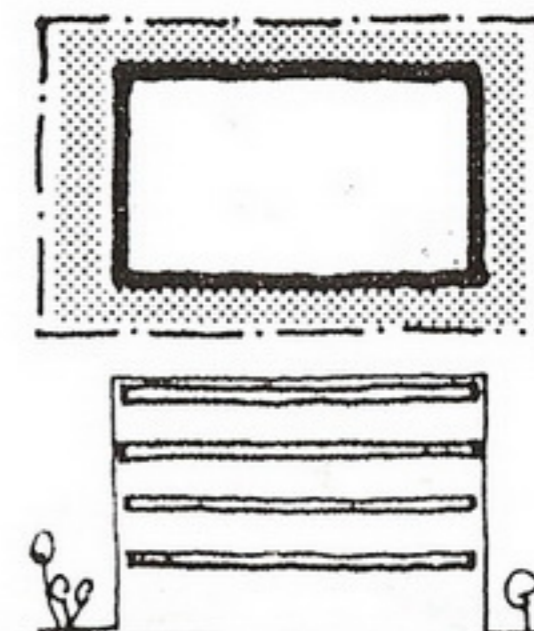
PLACE BUILDING TO DEFINE BOUNDARIES TOGETHER WITH EXISTING SITE FEATURES



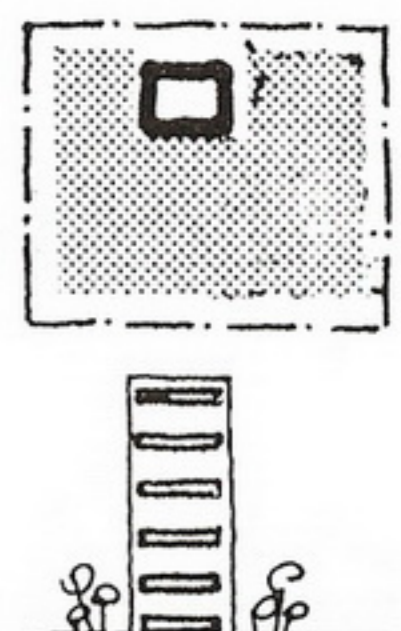
WALL WHOLE SITE INTO FORTRESS



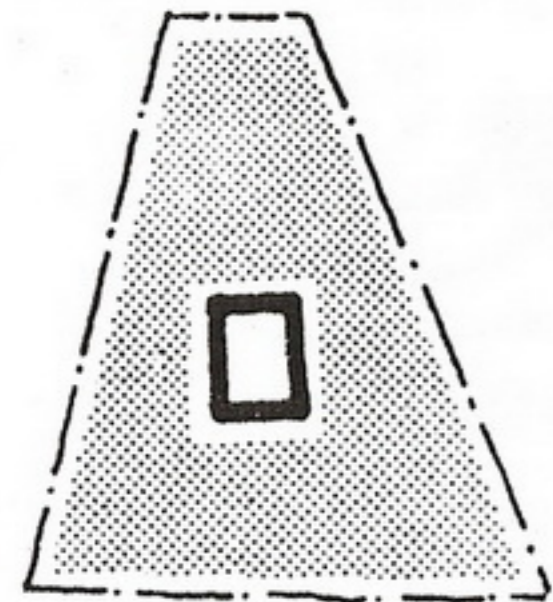
BUILDING PLACED FOR GROWTH



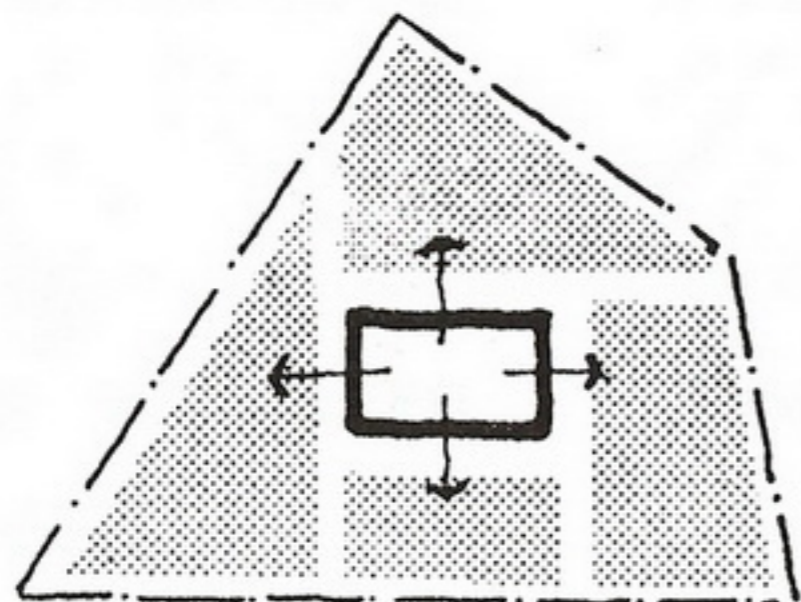
STACK SPACES TO FIT BUILDING ON SITE



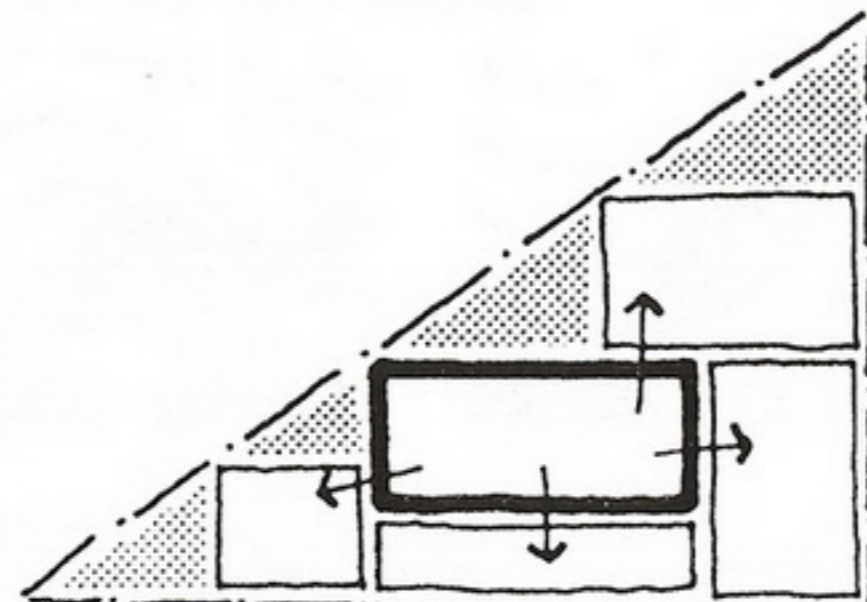
STACK FOR OPEN SITE



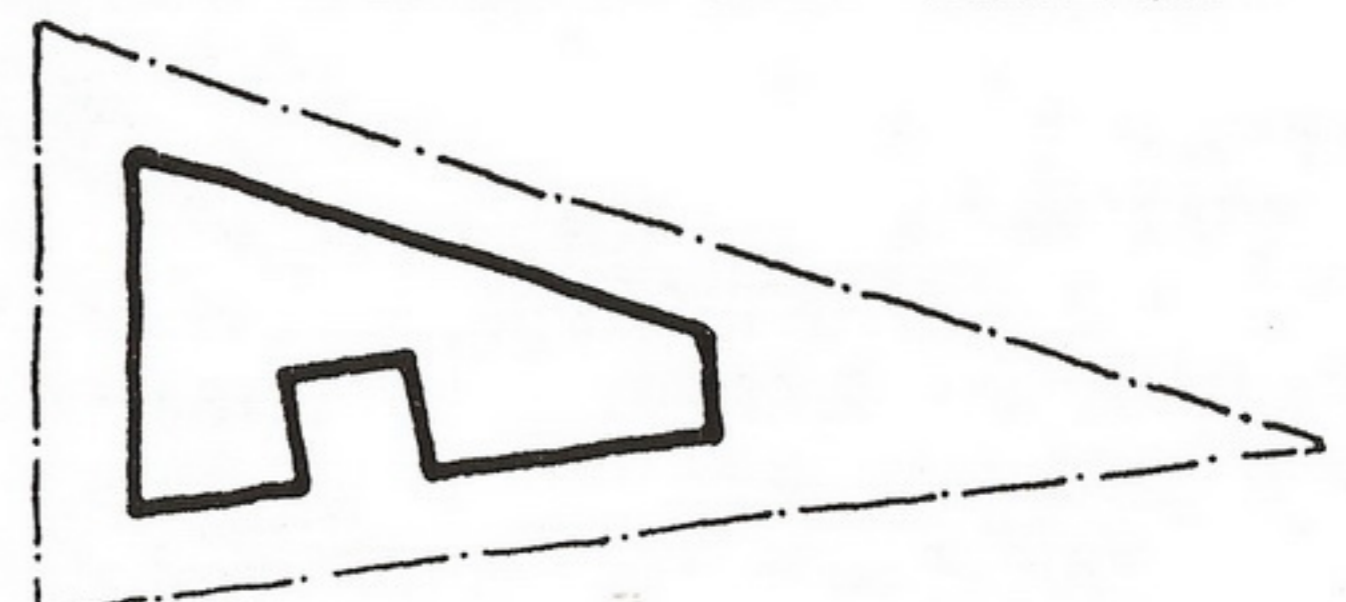
SPACE AS BUFFER BETWEEN BUILDING AND SITE GEOMETRY



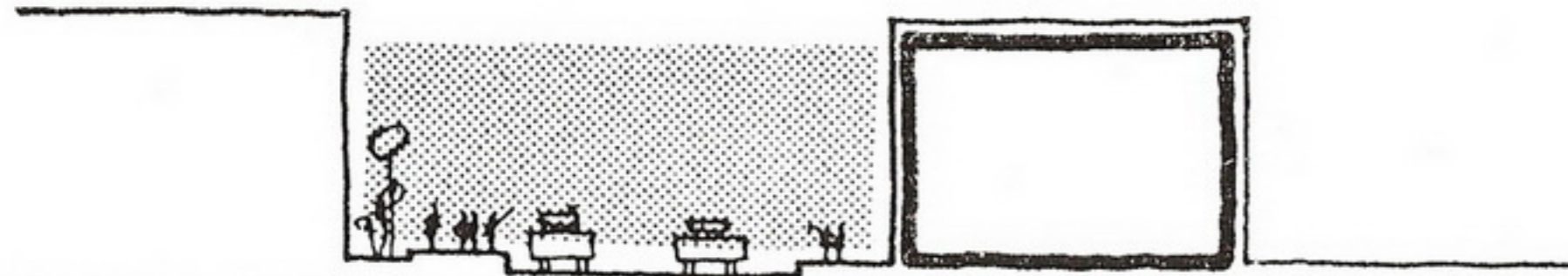
EXTERIOR USE AREA GEOMETRY AS TRANSITION BETWEEN BUILDING AND BOUNDARIES



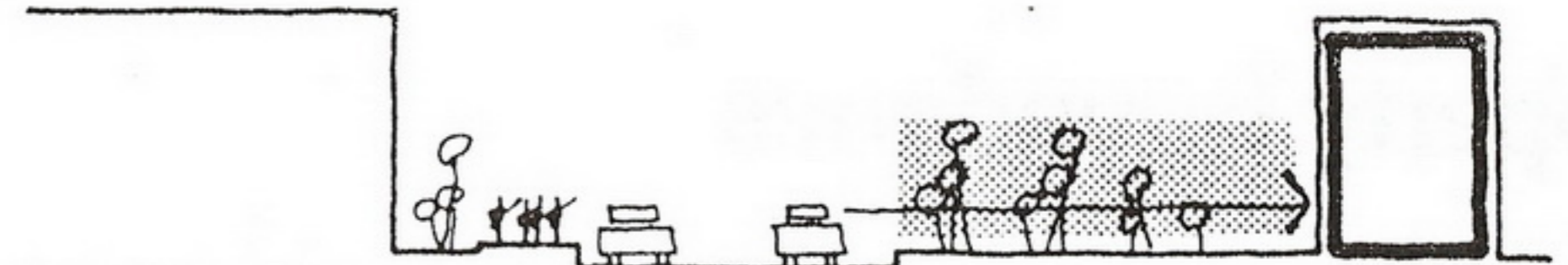
LANDSCAPING AS TRANSITION BETWEEN EXTERIOR USE AREAS AND BOUNDARIES



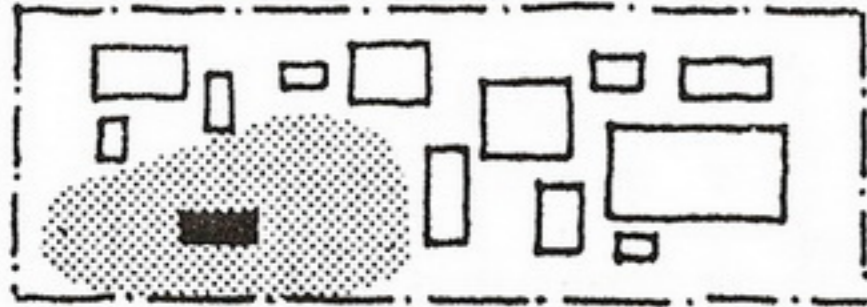
BOUNDARY GEOMETRY AS A GENERATOR OF BUILDING FORM



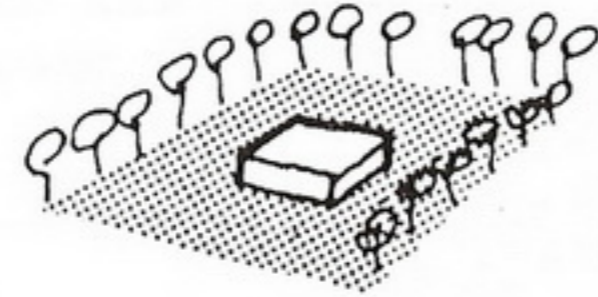
BUILDING AT BOUNDARY TO CONTRIBUTE TO STREET SCALE



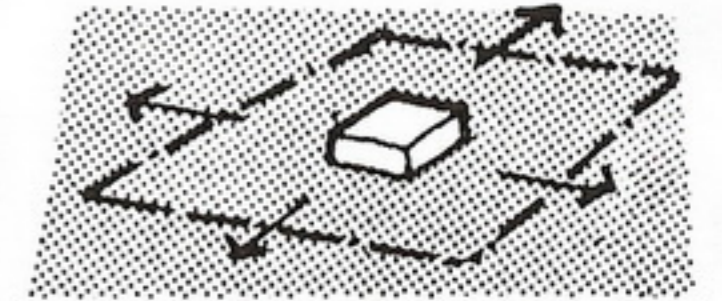
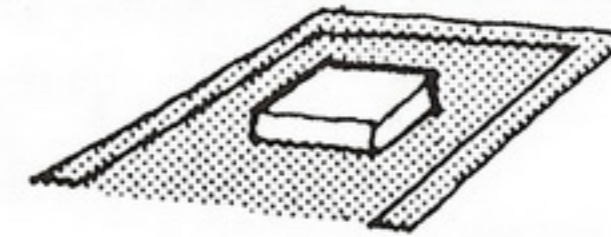
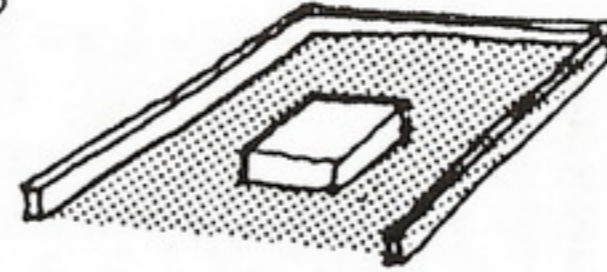
BUILDING SET BACK TO CREATE VISTA FROM STREET



BUILDING IMPORTANCE SHOWN BY AMOUNT OF LAND AROUND IT



EMPHASIZE BOUNDARIES WITH TREES, WALLS, WALKS

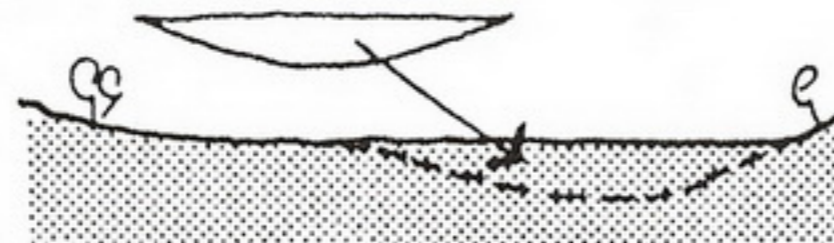


SITE CONTINUITY WITH ADJACENT LAND

Land Contours



LEVEL SITE WITH CUT AND FILL



LEVEL WITH IMPORTED FILL



LEVEL WITH CUT AND REMOVE



CUT AND MAKE LAND FORMS



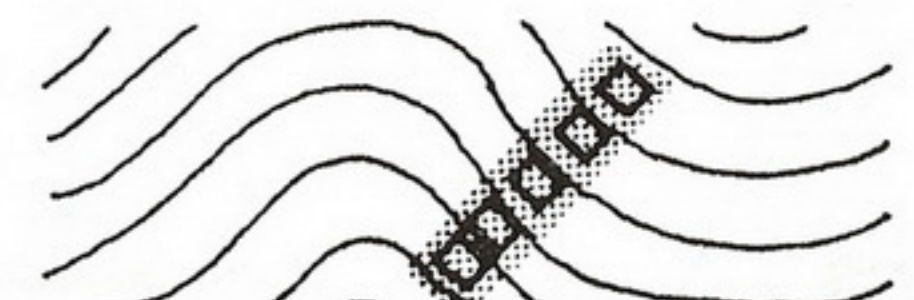
CUT = FILL FOR BUILDING PLATFORM



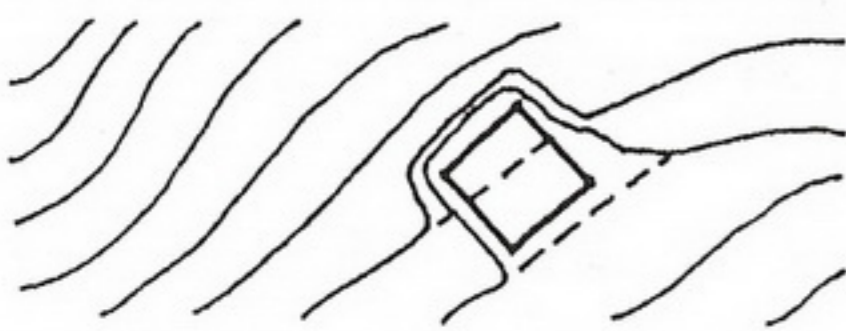
CONFORM BUILDING TO CONTOURS



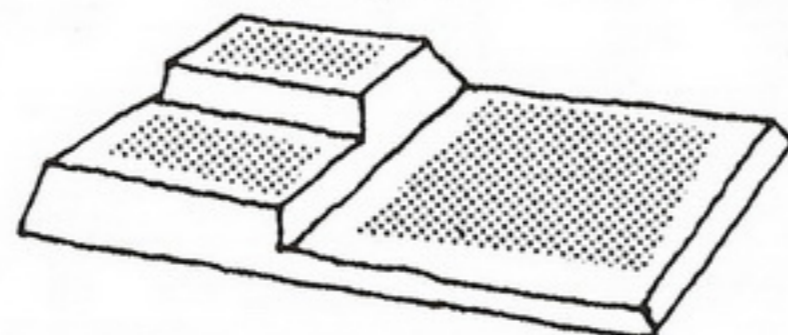
DIAGONAL RELATIONSHIP



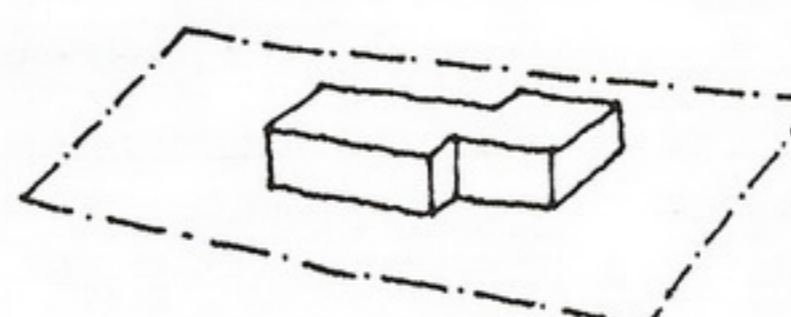
PERPENDICULAR RELATIONSHIP



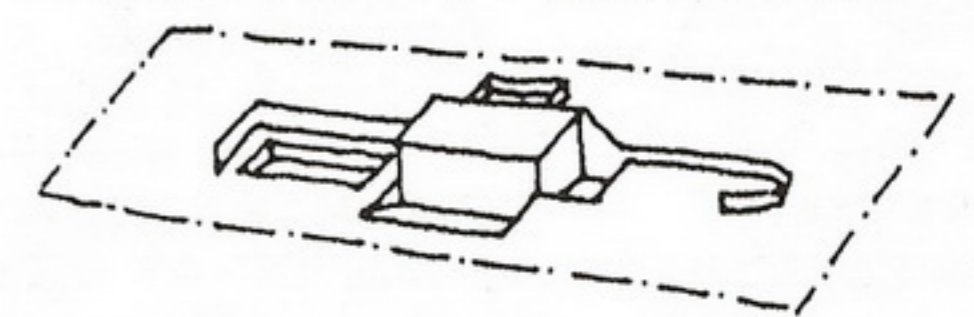
NOTCH FOR BUILDING PLATFORM



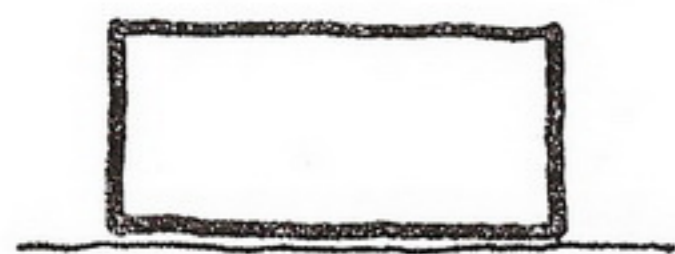
SCULPT LAND INTO USE ZONES



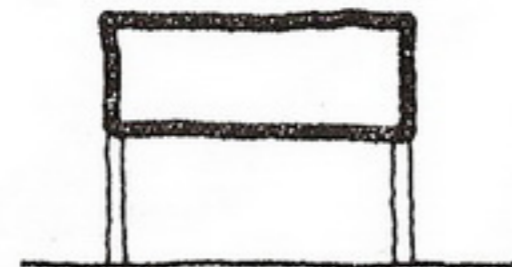
BUILDING AS OBJECT ON SITE



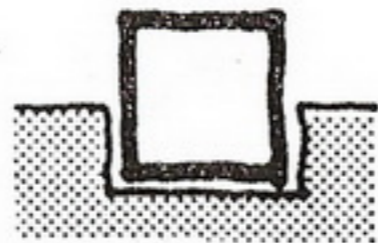
BUILDING AS INTEGRAL WITH SITE



BUILDING ON GROUND



OVER GROUND



IN GROUND



UNDER GROUND



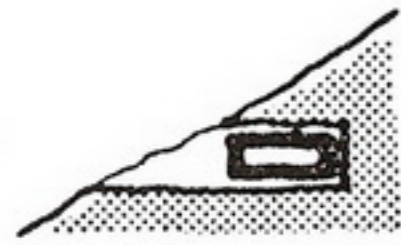
ON SLOPE



OVER SLOPE



IN SLOPE



UNDER SLOPE



ON HILL



OVER HILL



IN HILL



UNDER HILL



ALONG RIDGE



HALF WAY DOWN



AT BASE



IN VALLEY



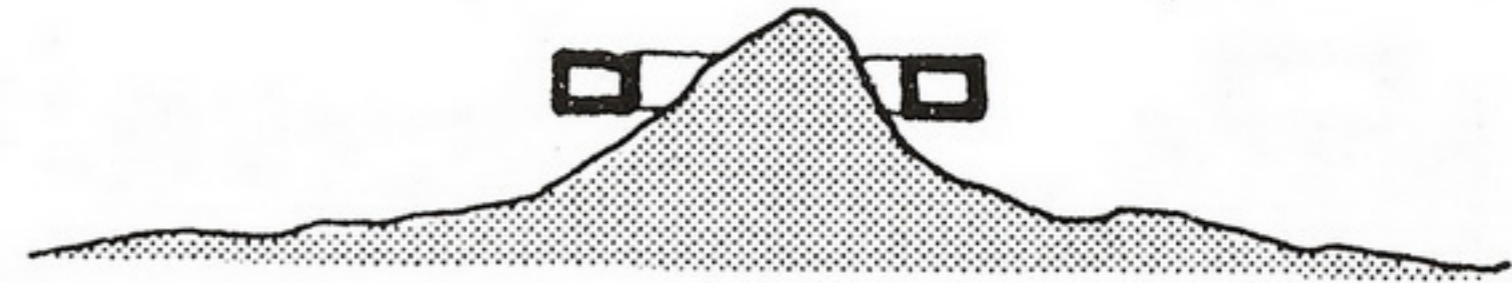
BRIDGING VALLEY



OVER VALLEY



ABOVE VALLEY



BUILD AROUND HILL



BUILD ON FLAT GROUND FOR SIMPLICITY OF CONSTRUCTION



BUILD ON POOR LAND SINCE CONSTRUCTION WILL SCAR SITE



LEAVE FLAT AREAS FOR PARKING AND PLAYGROUND



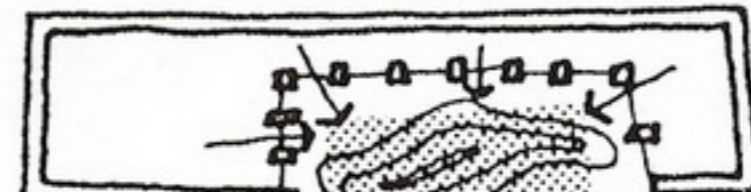
BUILDING ADJACENT TO HILL TO FORM EXTERIOR USE AREA



AVOID HILL PHYSICALLY, RELATE TO VISUALLY



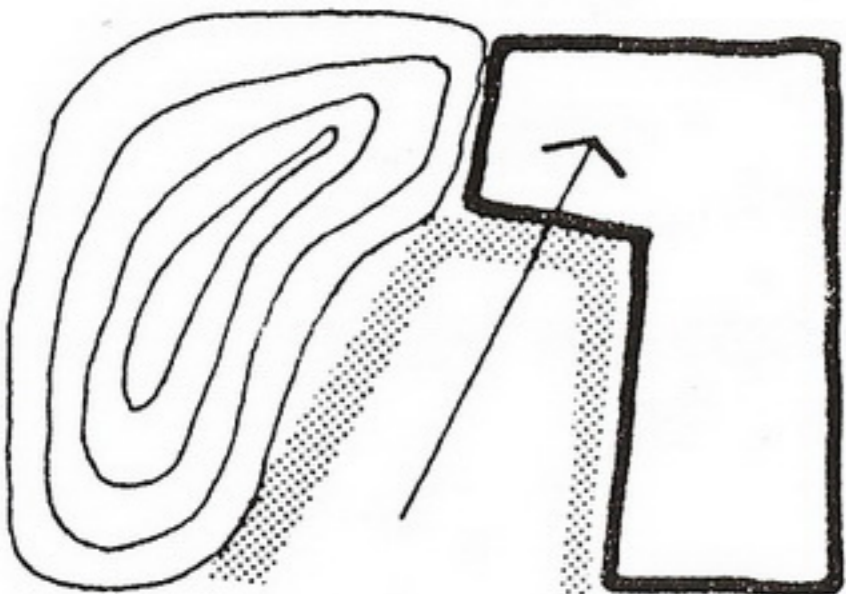
AVOID PHYSICALLY & VISUALLY



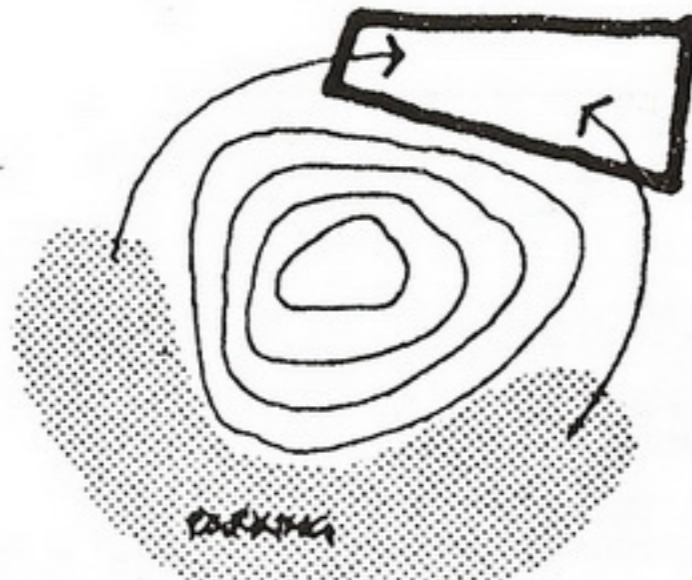
ENCLOSE HILL AND MAKE A FEATURE



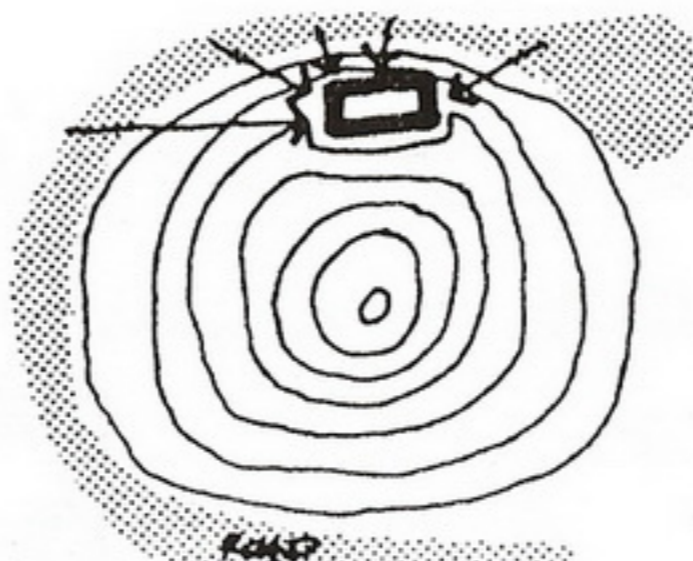
USE AS A SCREENING DEVICE



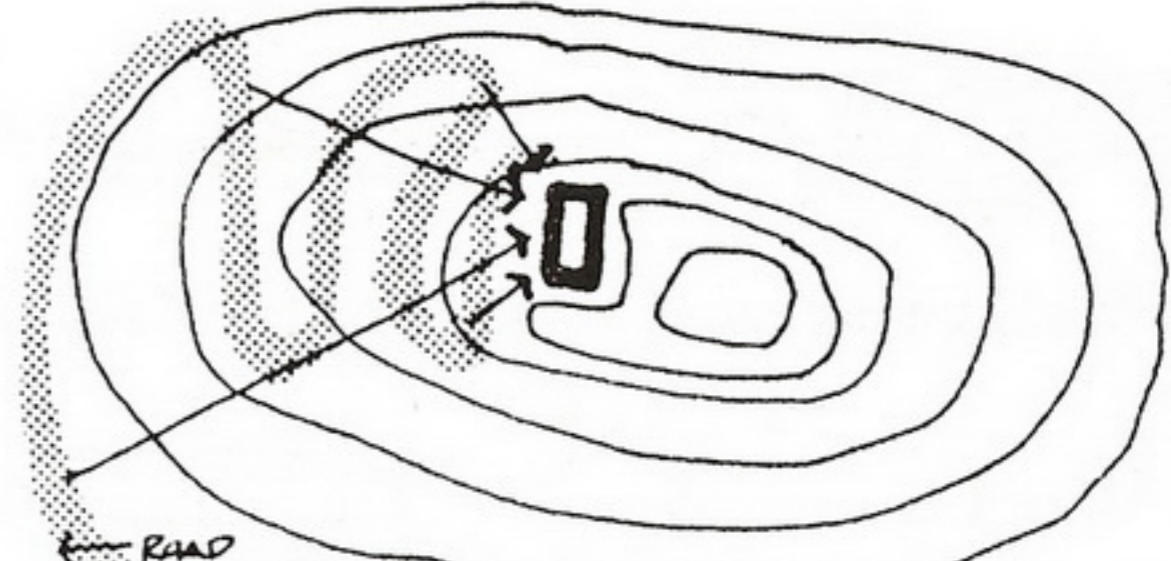
USE HILL WITH BUILDING TO FORM ENTRY SPACE



WALK AROUND HILL TO BUILDING FROM PARKING



DRIVE AROUND HILL TO VIEW OF BUILDING



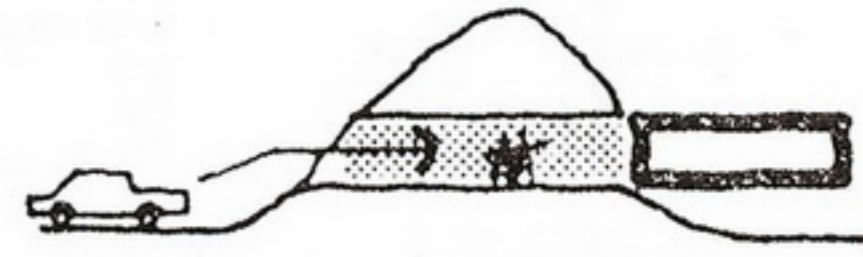
USE SWITCHBACKS TO PRESENT DIFFERENT VIEWS OF THE BUILDING



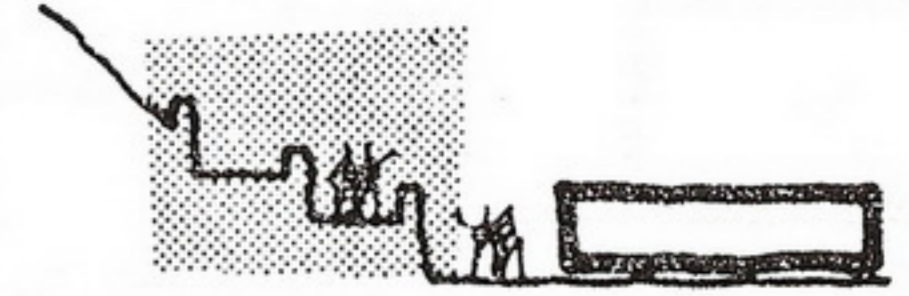
PARK AT TOP • WALK DOWN



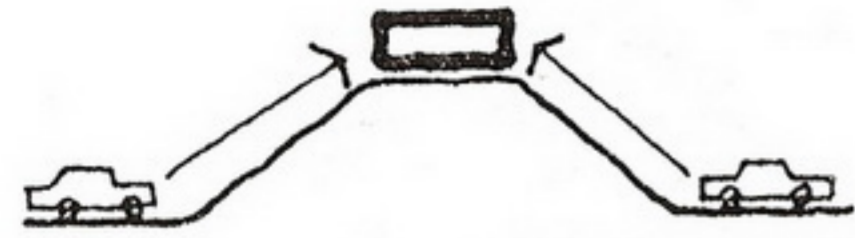
NOTCH HILL FOR ENTRY



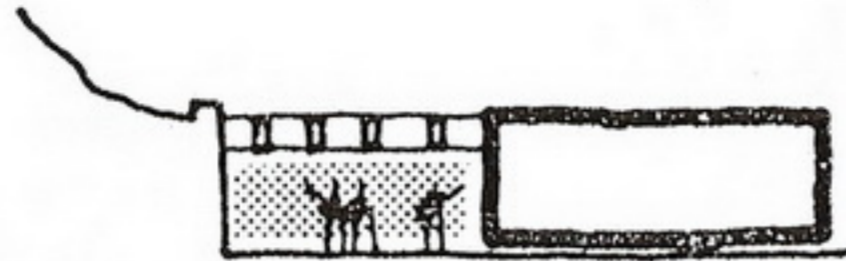
PARK AND ENTER THRU TUNNEL



DEVELOP FOR EXTERIOR USE



PARK AT BASE • WALK UP



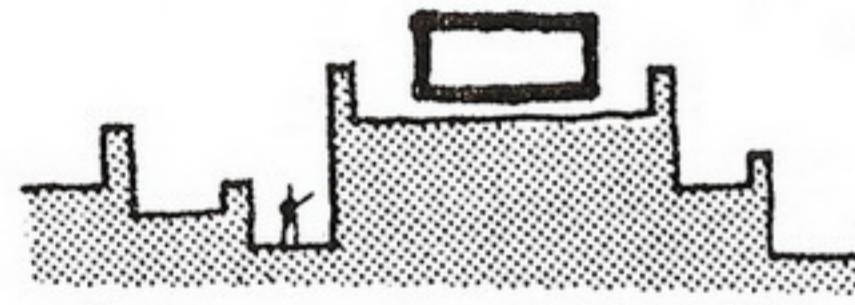
BUILD INTO HILL FOR COURT



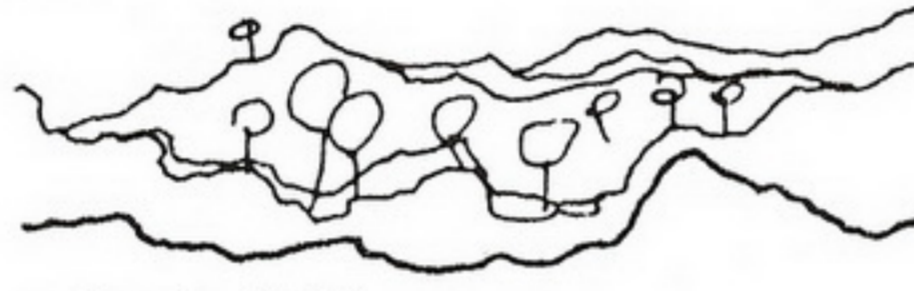
USE HILLS TO ZONE SITE USE



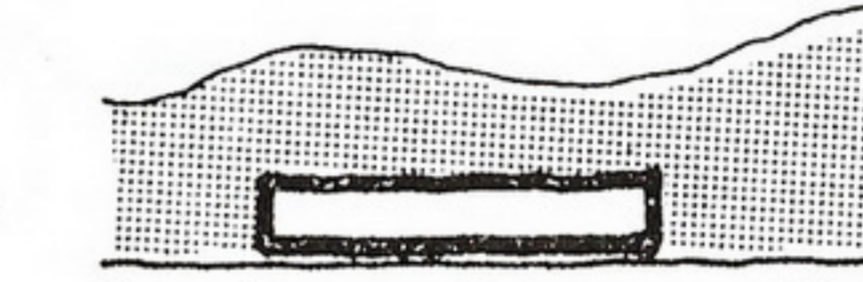
ARTICULATE HILL AS USE ZONE



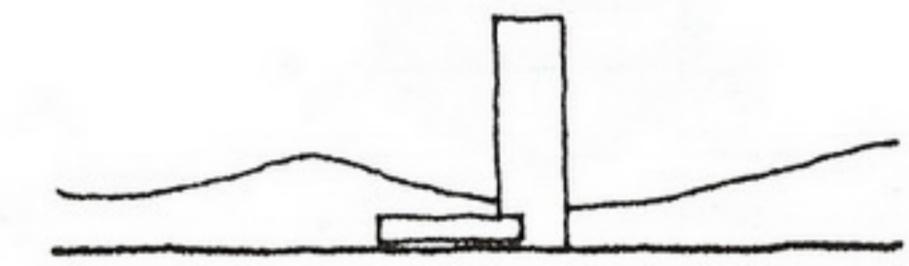
FORCE LAND TO FIT PROJECT



LEAVE LAND AS IS



HILL AS BUILDING BACKDROP



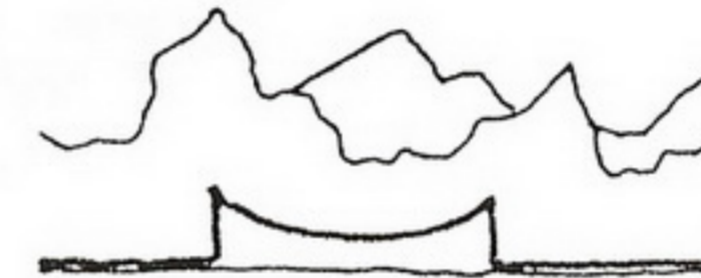
BUILDING AS HILL COUNTERPOINT



REINFORCE HORIZONTAL HILL PROFILE



BUILDING PROFILE = HILL PROFILE



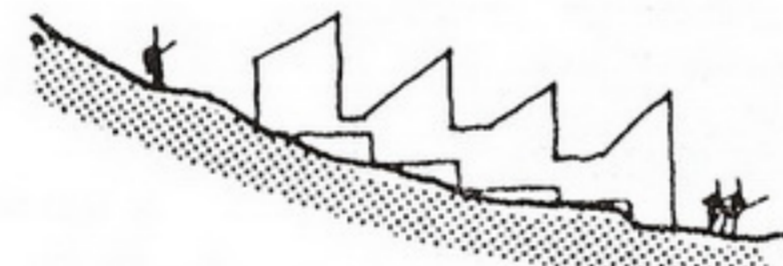
CONTRAST HILL PROFILE



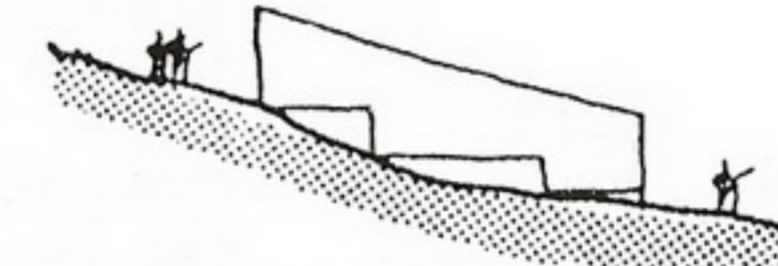
BUILDING SOLID/VOID = HILL SOLID/VOID



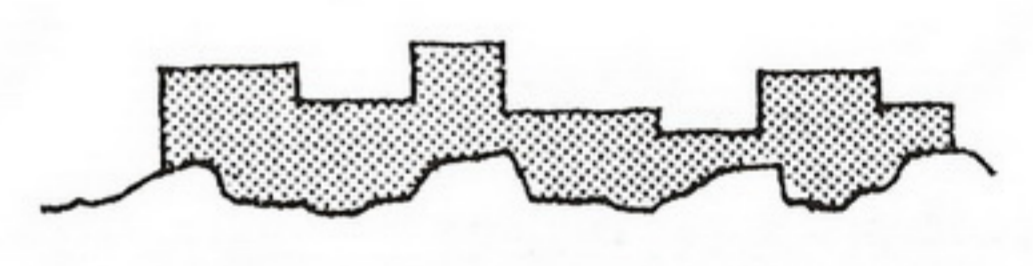
BUILDING SOLID/VOID AS CONTRAST



CONTRAST SLOPE WITH PROFILE



MIMIC SLOPE WITH PROFILE



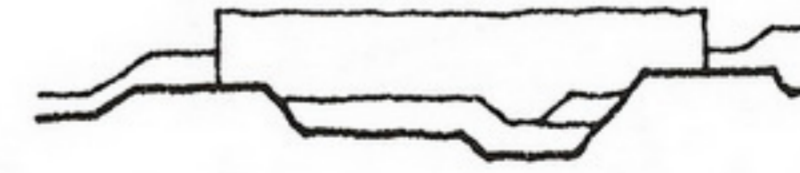
RELATE BUILDING PROFILE TO LAND



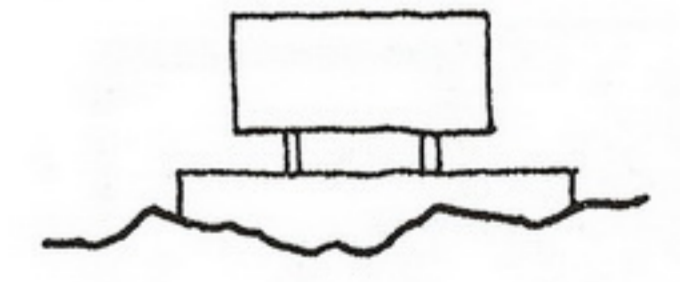
CONTRAST PROFILE WITH LAND



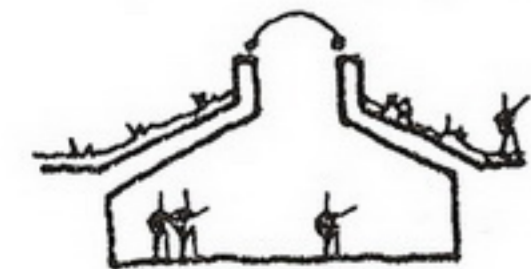
INTERFACE NATURAL CONTOURS WITH BUILDING



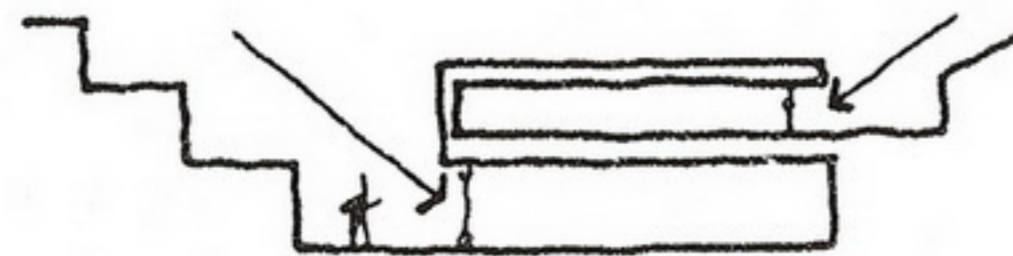
SCULPT CONTOUR INTERFACE



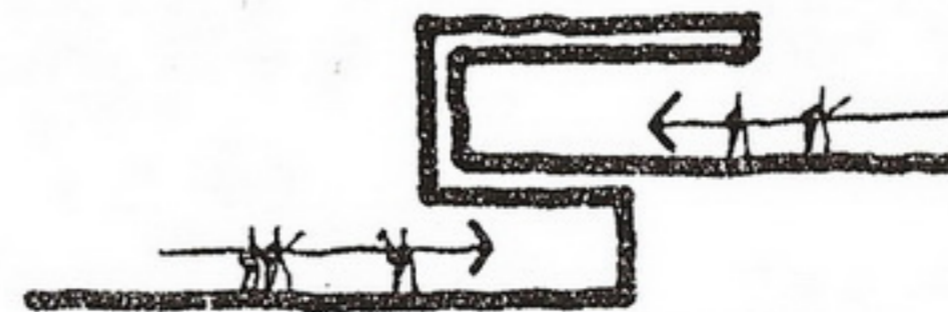
PEDESTAL AS INTERFACE TRANSITION



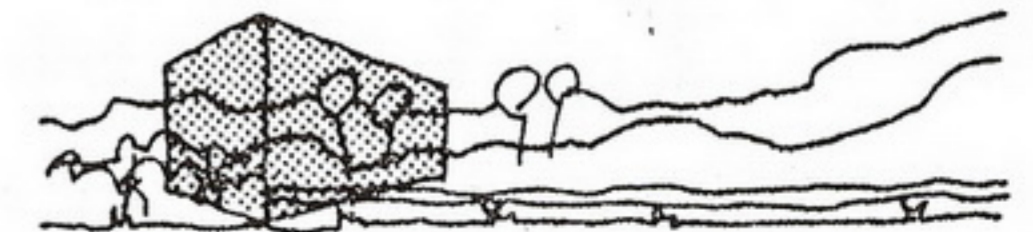
EARTH AS A ROOF



LIGHT ACCESS FOR SUNKEN BUILDINGS

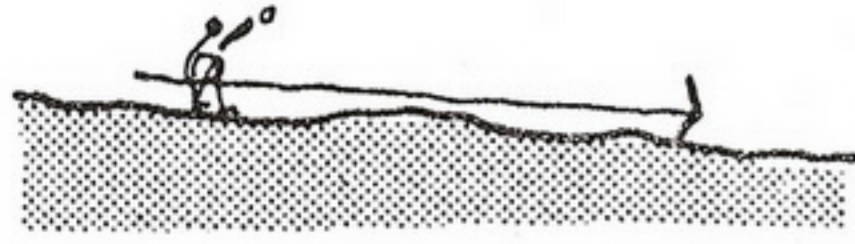


STAGGER FLOORS FOR GRADE ACCESS

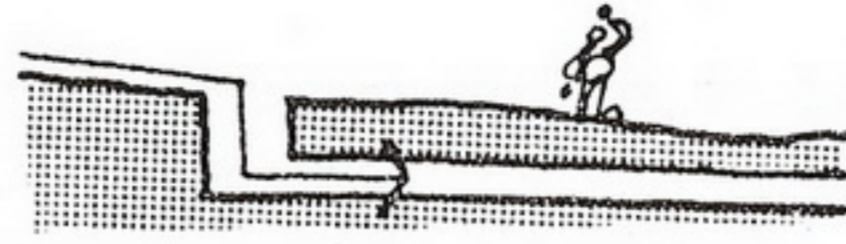


BUILDING AS A MIRROR

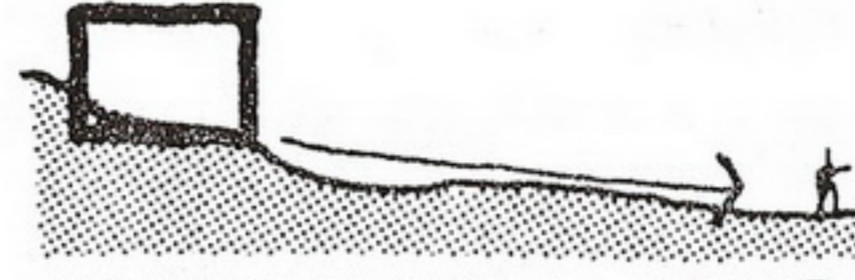
Surface Drainage



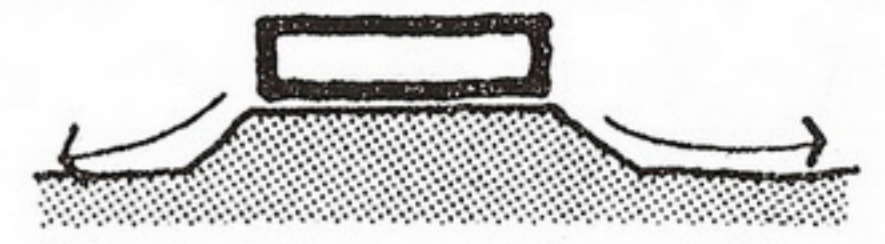
SURFACE DRAINAGE SYSTEM



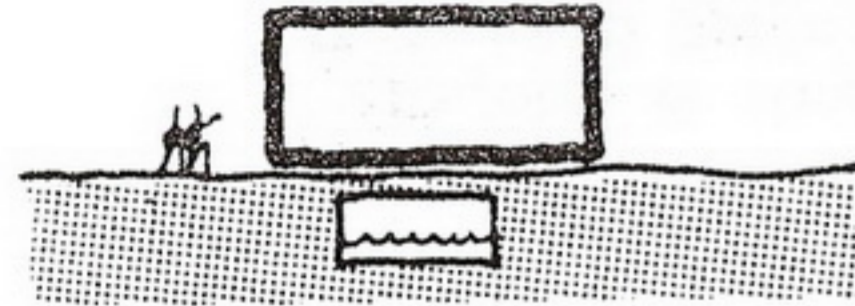
UNDERGROUND SYSTEM



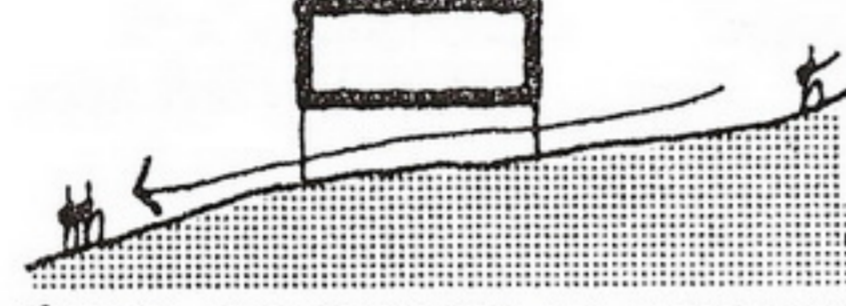
PUT BUILDING ON HIGH GROUND



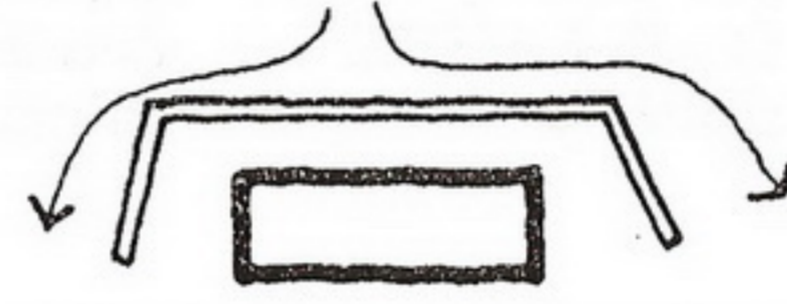
RAISE BUILDING ON MOUND



DRAINWAY BELOW BUILDING



RAISE BUILDING TO ALLOW DRAIN



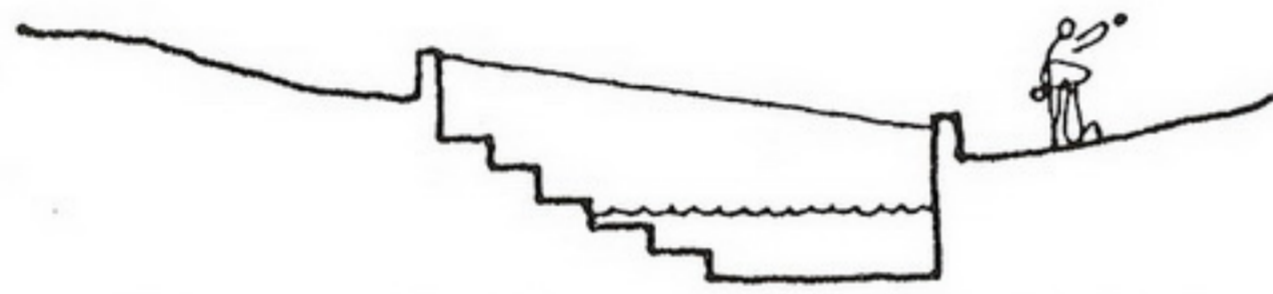
DIVERT DRAINAGE WITH WALL



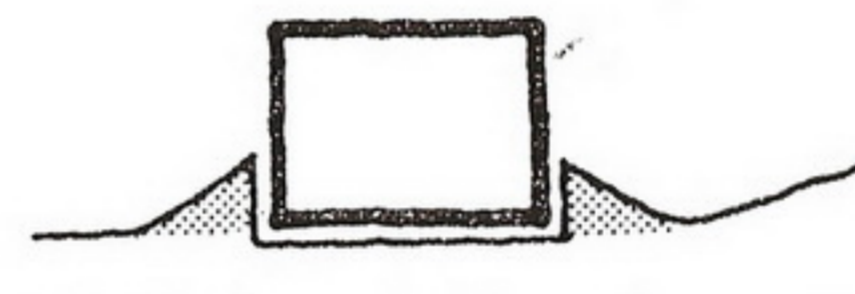
AVOID FLOOD PLAINS



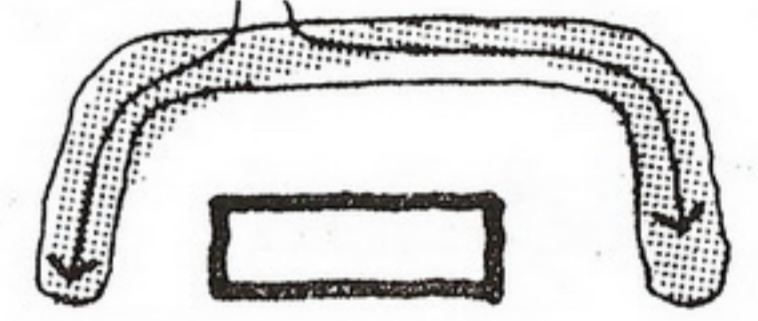
AVOID GULLIES



AVOID SUNKEN AREAS THAT CAN'T BE DRAINED



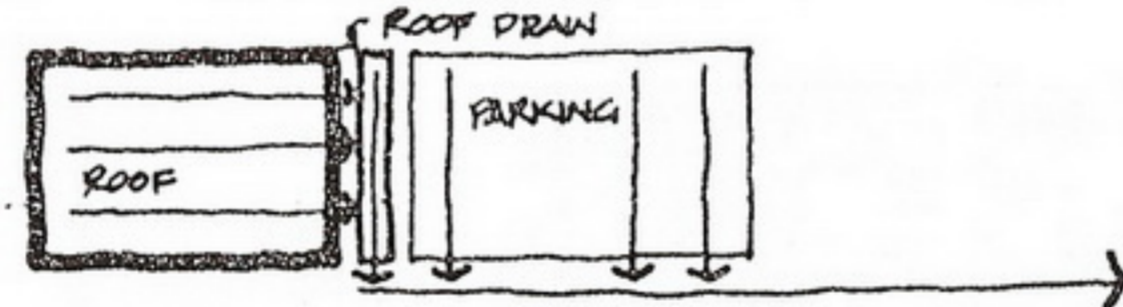
PROTECT BUILDING WITH BERMS



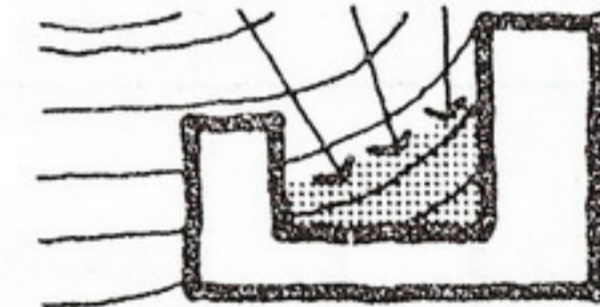
PROTECT WITH DITCH



REROUTE DRAINAGE FOR SITE DESIGN



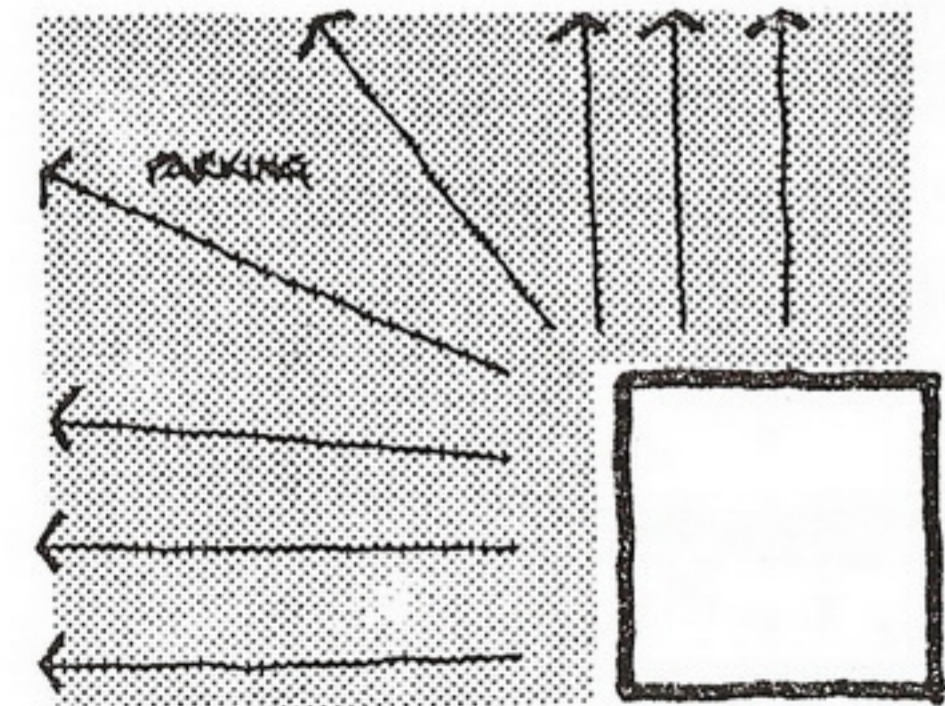
ROOF DRAINAGE PART OF WHOLE SYSTEM



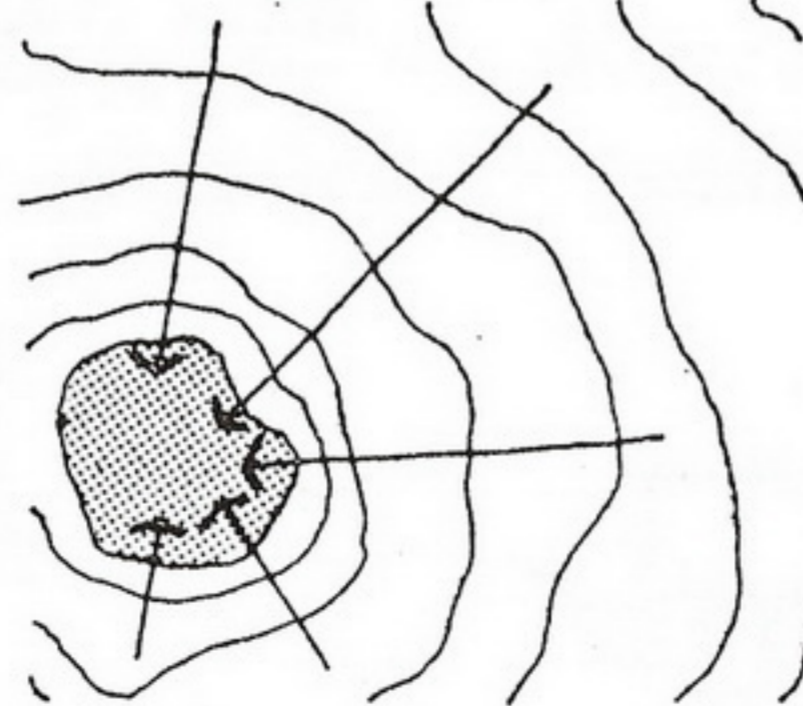
AVOID WATER TRAPS



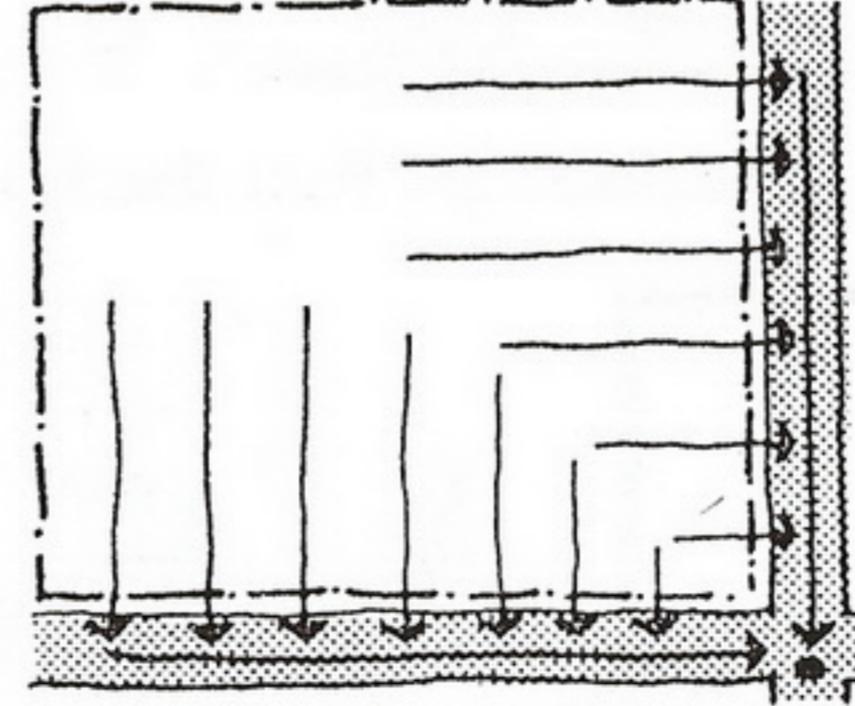
DRAIN TRAPS BELOW BUILDING



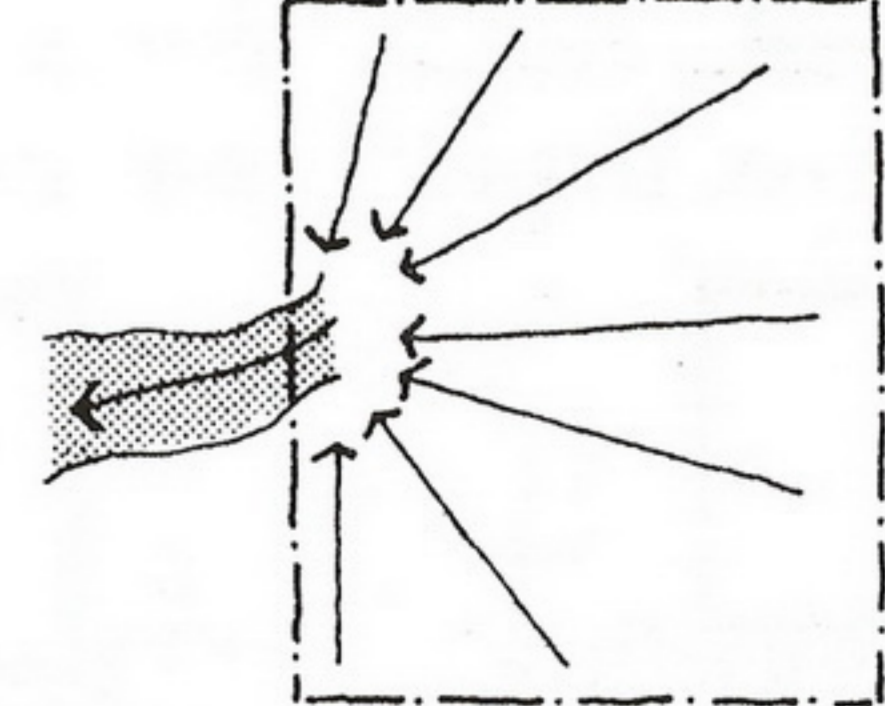
PAVED AREAS AS WATER MOVER



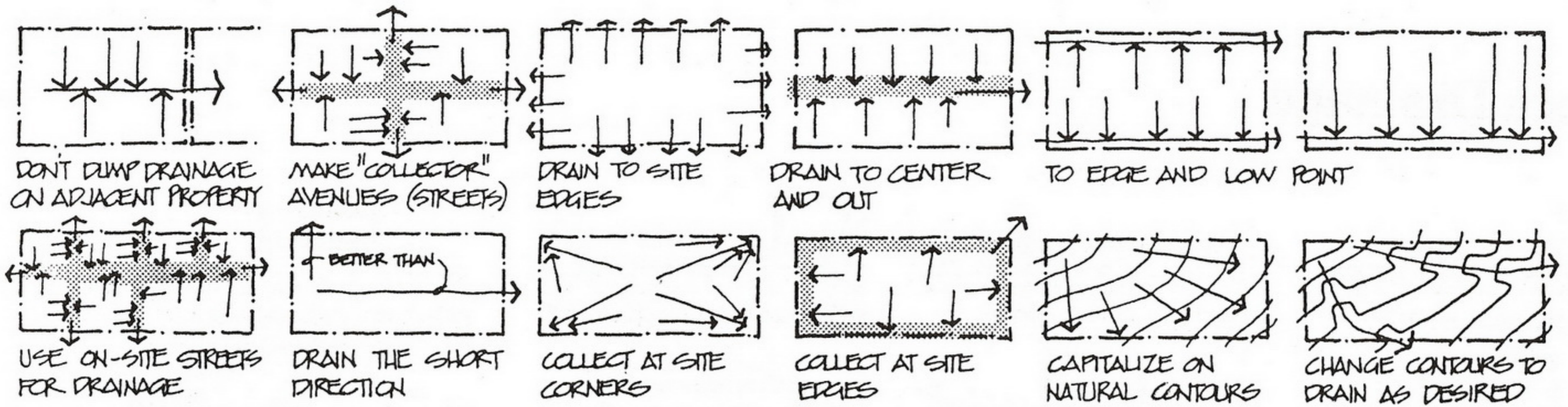
COLLECT DRAINAGE IN POND



DRAIN TO SEWER OR STREET



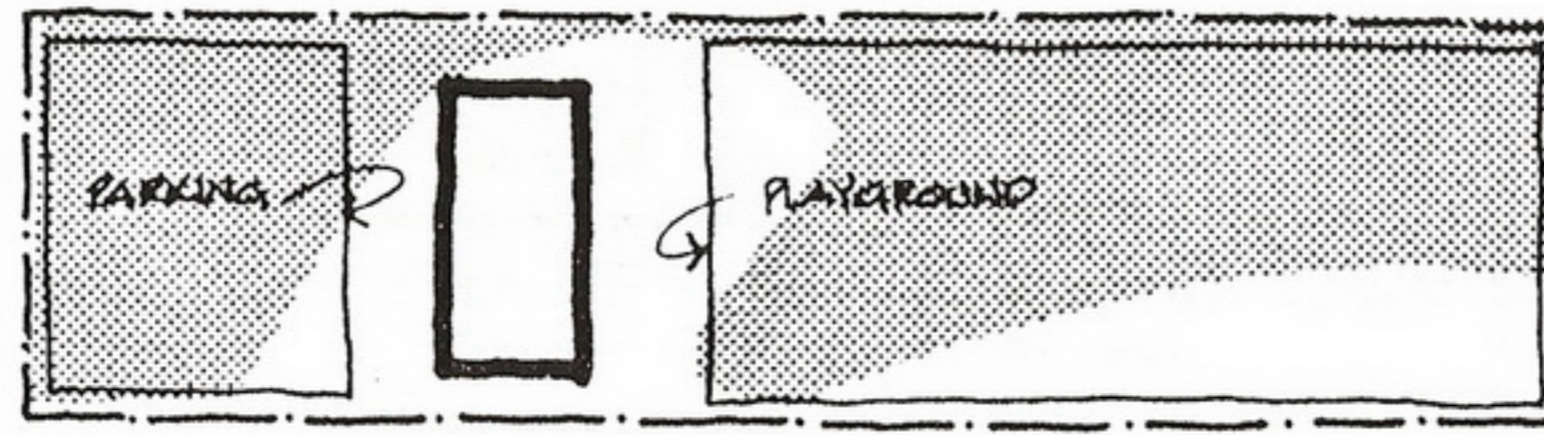
LINK TO EXISTING DRAINAGE AVENUES (GULLY, ETC.)



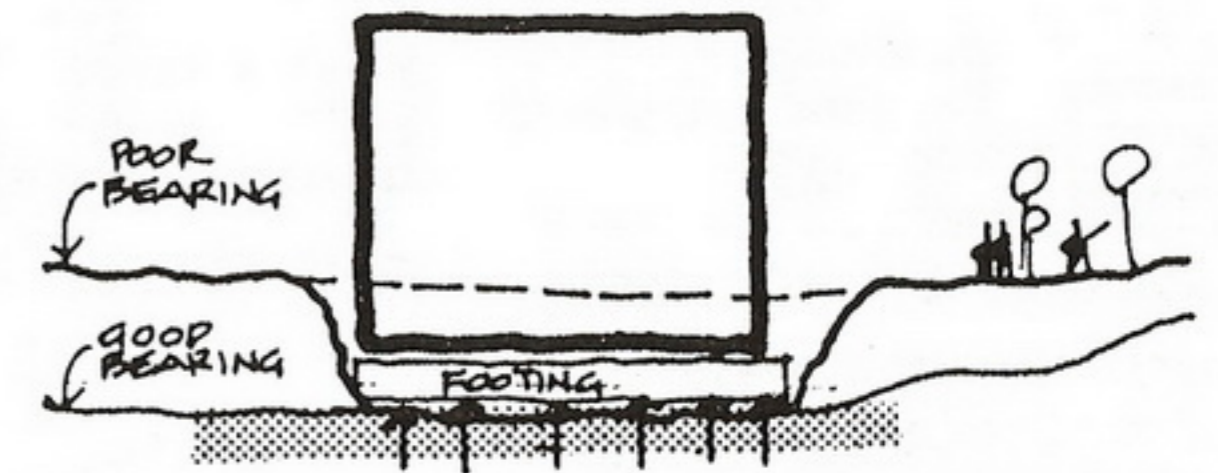
Soil Condition



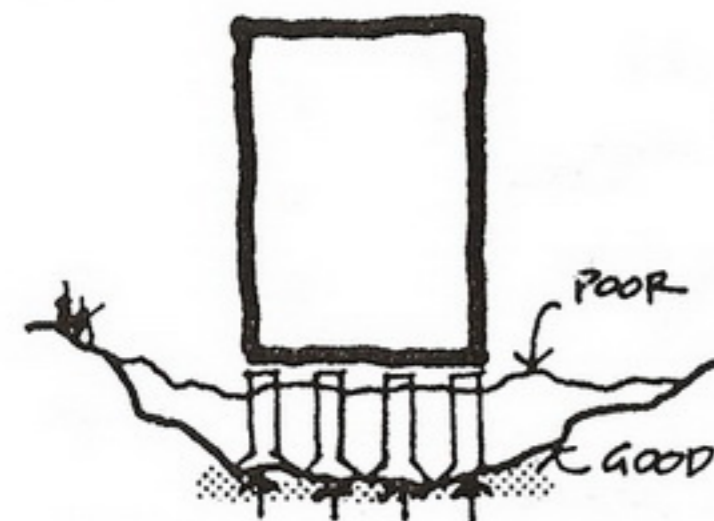
AVOID POOR SOIL BEARING



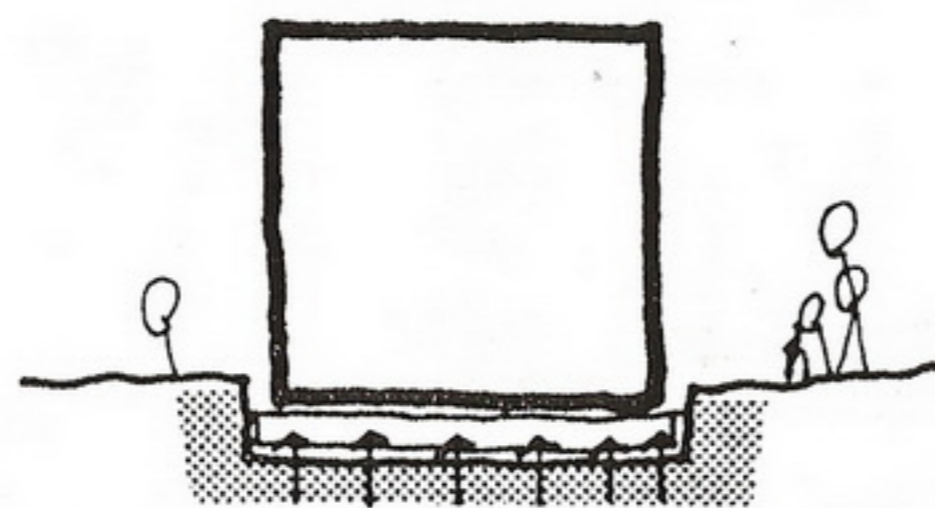
ZONE LIGHT FUNCTIONS ON POOR BEARING ZONES



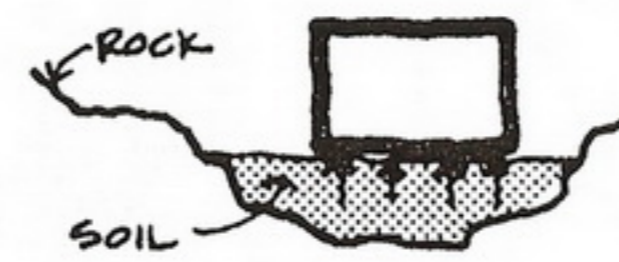
REMOVE POOR SOIL TO GOOD BEARING



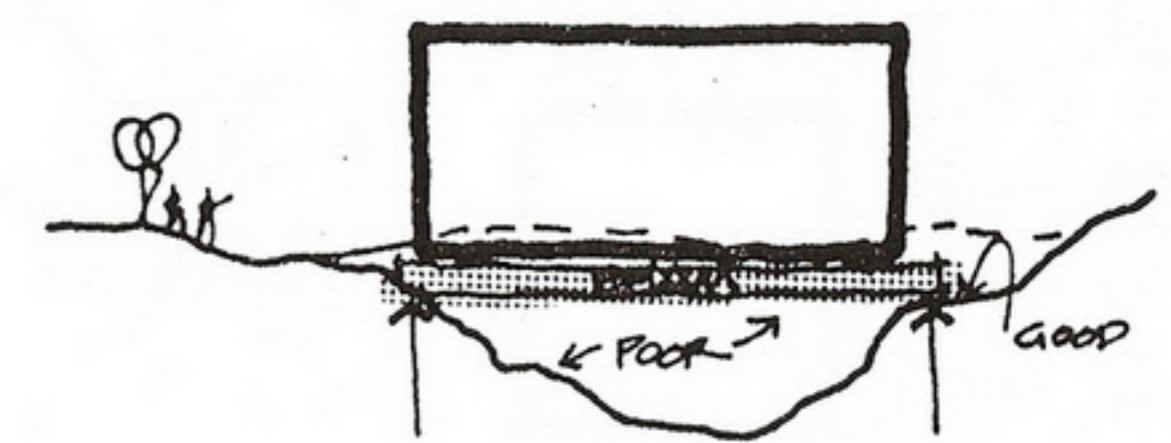
SINK FOOTINGS TO GOOD BEARING



FLOAT BUILDING ON POOR SOIL ("BOAT CONCEPT")



AVOID ROCKY AREAS

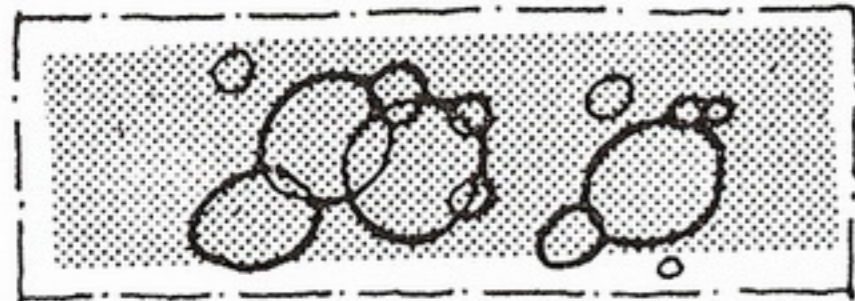


SPAN OVER POOR BEARING AREAS

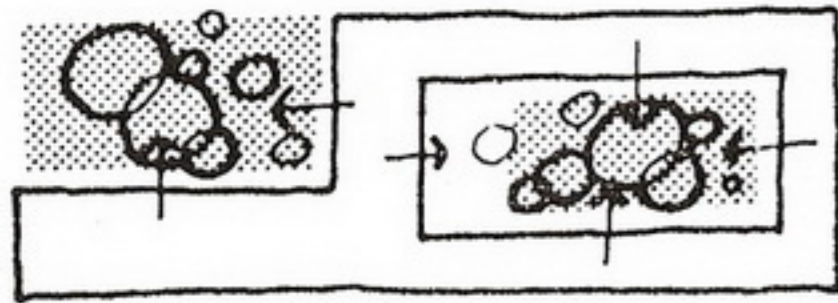
Rocks and Boulders



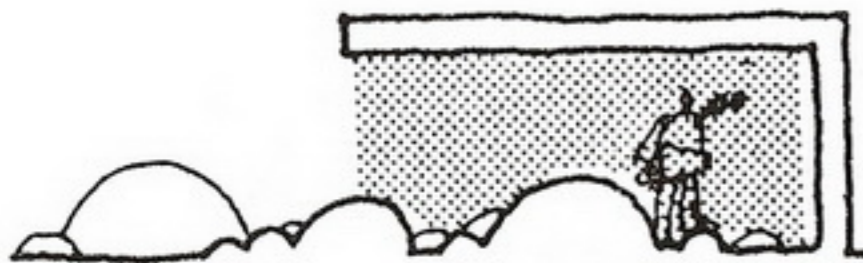
REMOVE FROM SITE



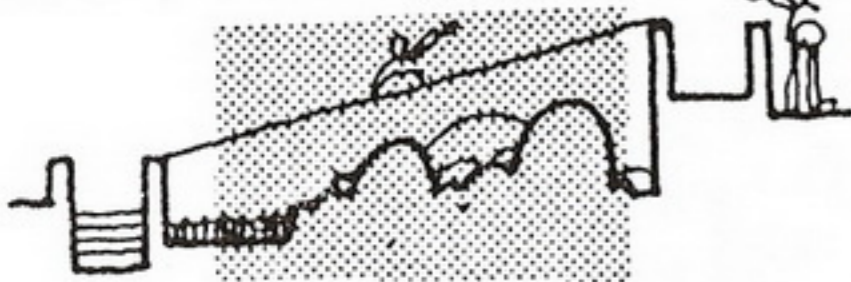
LEAVE NATURAL



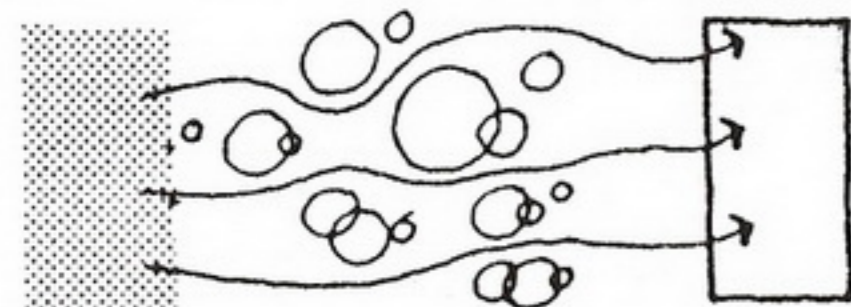
BUILD AROUND AS A FOCUS



BRING ROCKS INSIDE



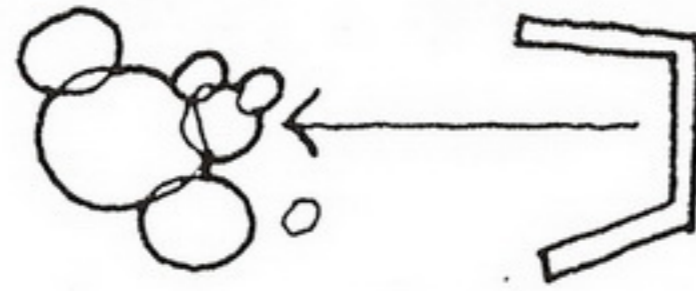
DEVELOP AS EXTERIOR USE AREA



USE AS TRANSITION FROM PARKING TO BUILDING



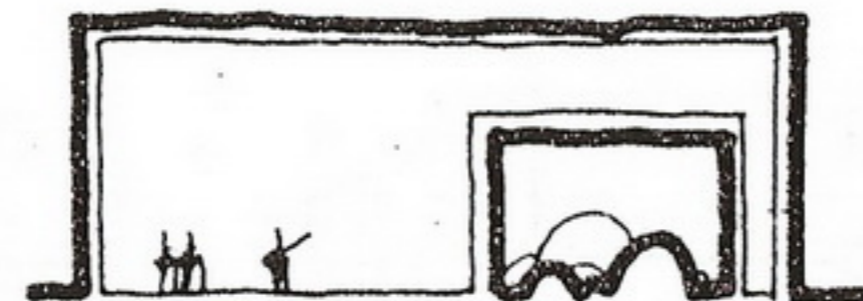
USE AS BUILDING MATERIAL



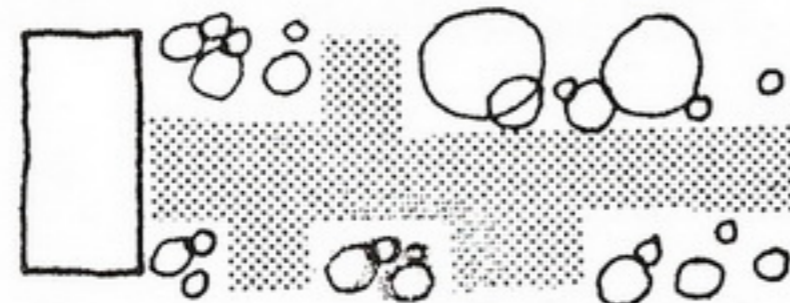
USE AS VIEW FEATURE



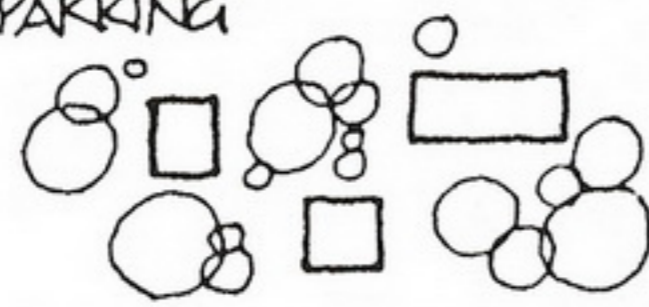
BUILD ON ROCKS



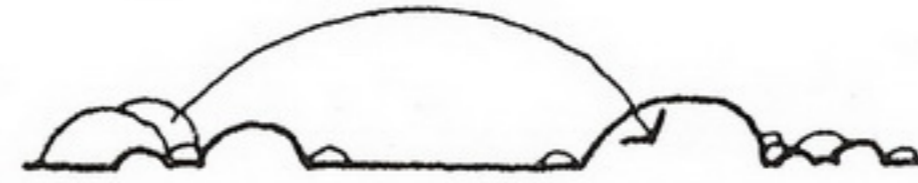
BURY ROCKS IN BUILDING



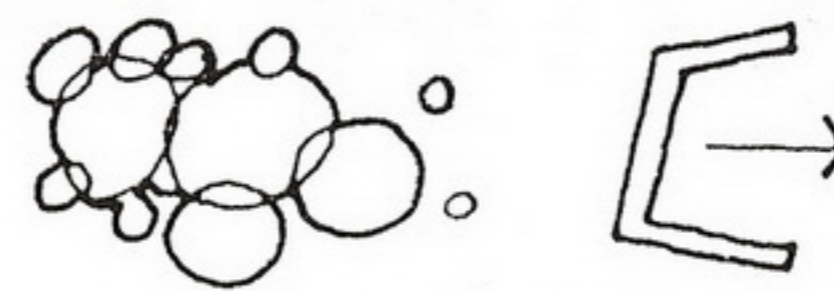
USE AS BASES TO BREAK UP PARKING



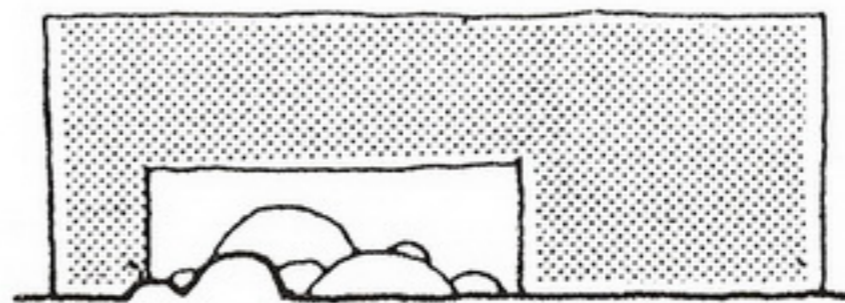
BREAK BUILDING UP TO INTEGRATE WITH ROCKS



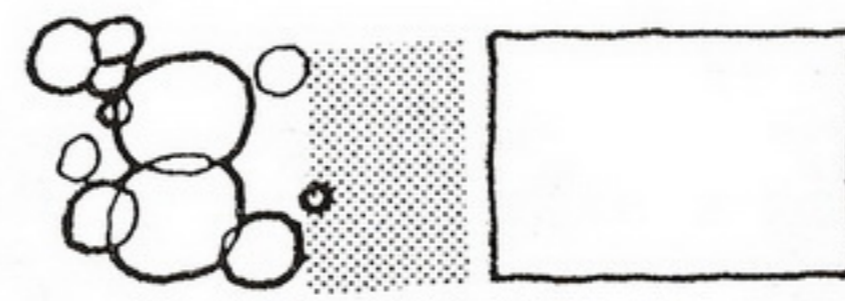
MOVE TO ANOTHER PART OF SITE



AVOID PHYSICALLY & VISUALLY



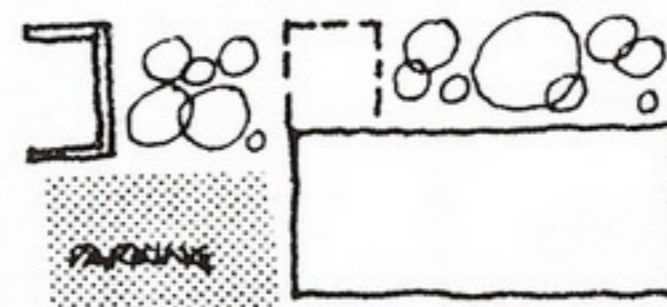
BUILD OVER ROCKS



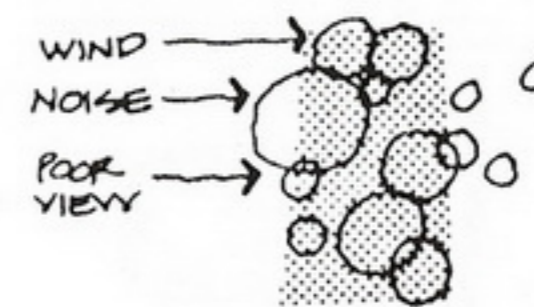
USE TO DEFINE EXTERIOR SPACE



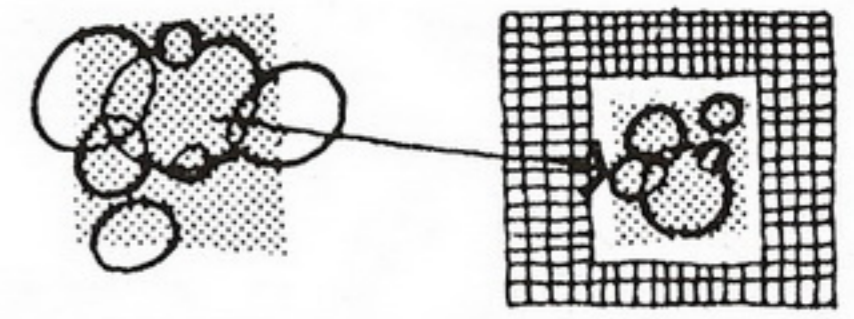
USE TO HELP FORM ENTRY SPACE



USE TO GENERATE SITE USE GEOMETRY



USE AS WALL TO SCREEN BAD SITUATIONS



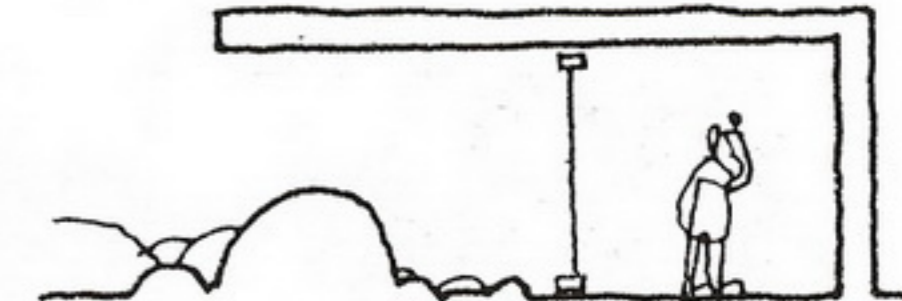
RELOCATE FOR LANDSCAPING



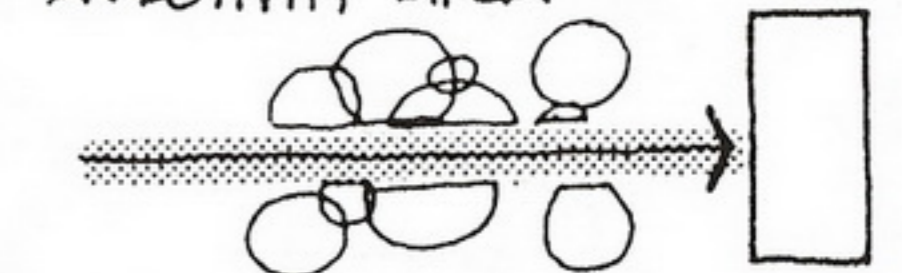
STACK SPACES TO AVOID ROCKS



BUILD AGAINST ROCKS

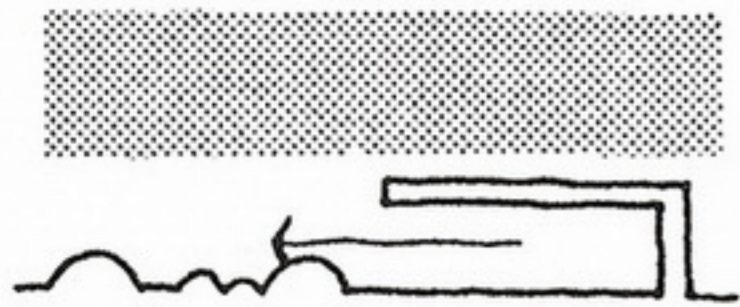


BUILD ADJACENT AND USE AS AN ACTIVITY AREA

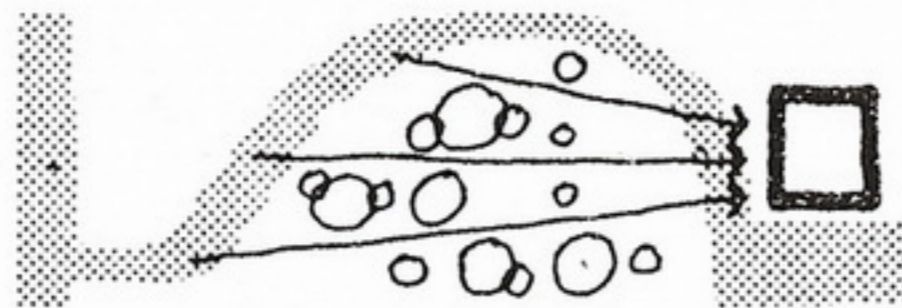


CUT ENTRY THROUGH ROCKS

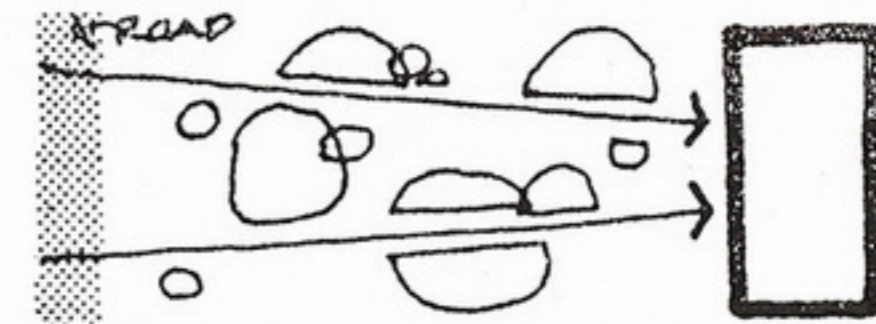




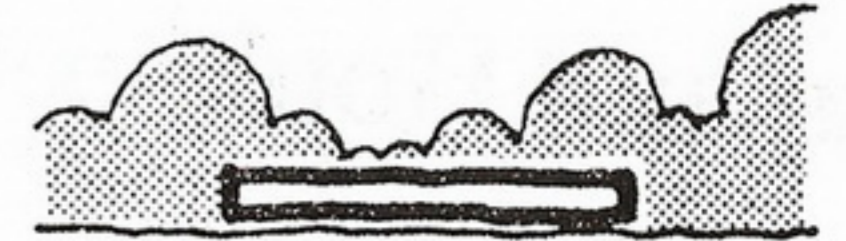
KEEP BUILDING LOW FOR ACCESS TO ROCKS



GLIMPSES THROUGH ROCKS TO BUILDING



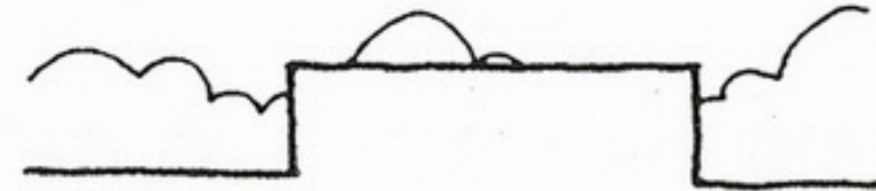
CUT VISUAL AVENUES THROUGH ROCKS



ROCKS AS BACKDROP



RELATE BUILDING PROFILE TO ROCK PROFILE



CONTRAST WITH ROCK PROFILE

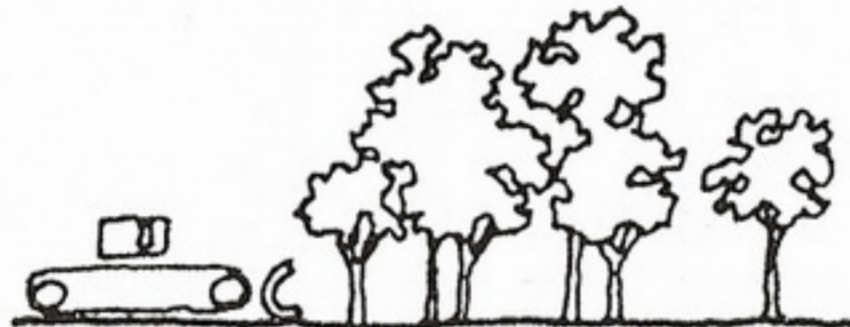


RELATE TO ROCK TEXTURE

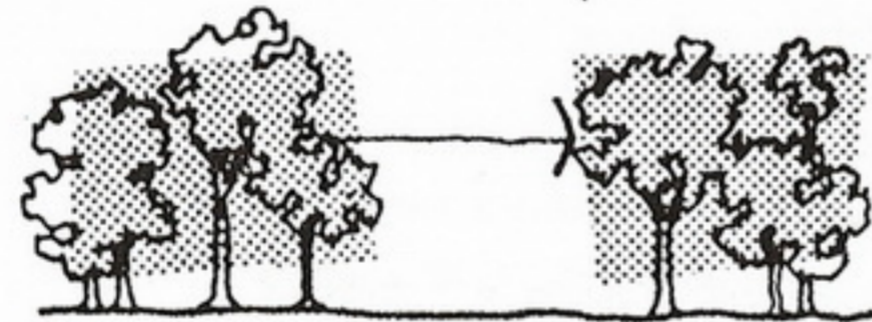


CONTRAST WITH ROCK TEXTURE

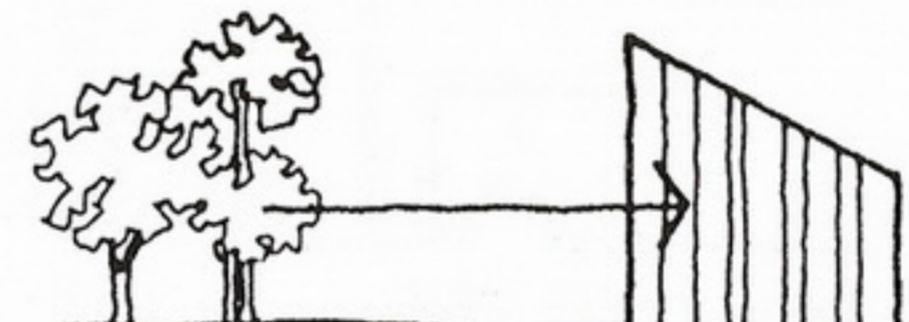
Trees



REMOVE FROM SITE



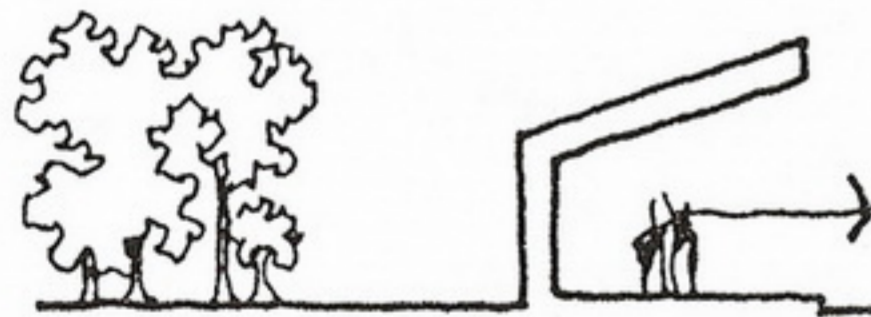
TRANSPLANT



USE AS A BUILDING MATERIAL



USE AS VIEW FEATURE



AVOID PHYSICALLY & VISUALLY



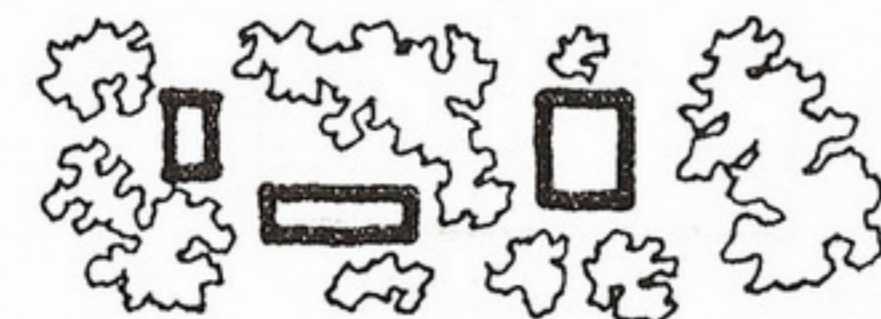
LEAVE NATURAL



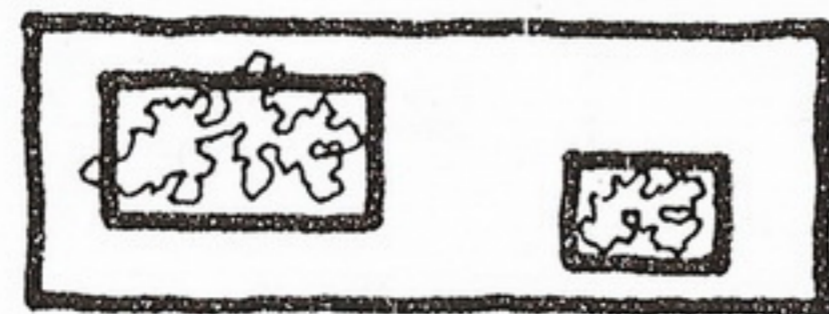
STACK SPACES TO AVOID TREES



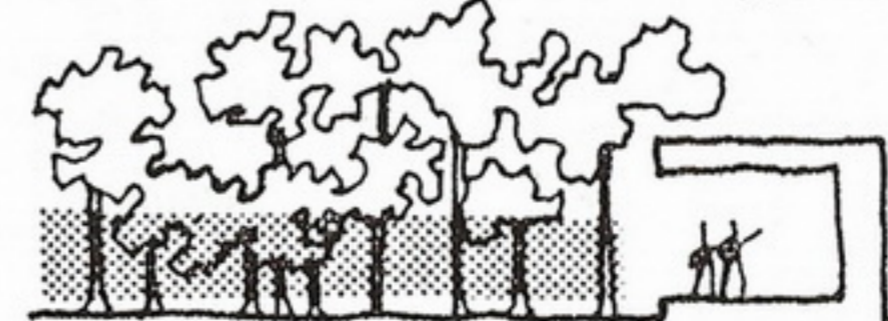
BUILD AMONG TREES



BREAK UP BUILDING AMONG TREES



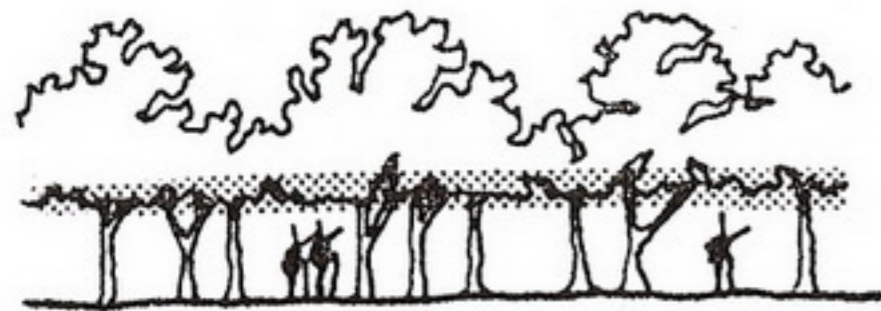
BUILD AROUND AS A FOCUS



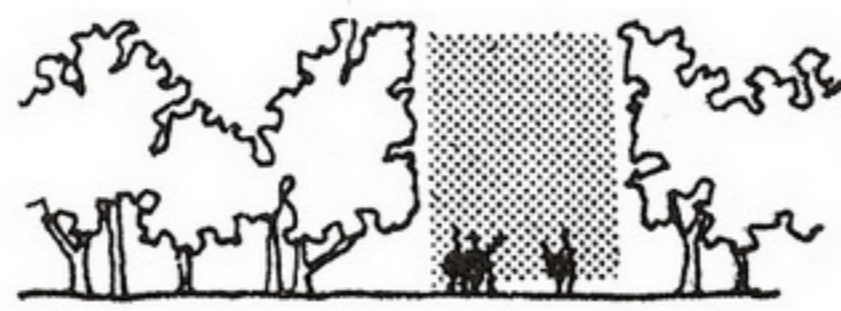
BUILD AT EDGE • USE TREES AS EXTERIOR ACTIVITY AREA



USE TO HELP DEFINE EXTERIOR ACTIVITY AREA



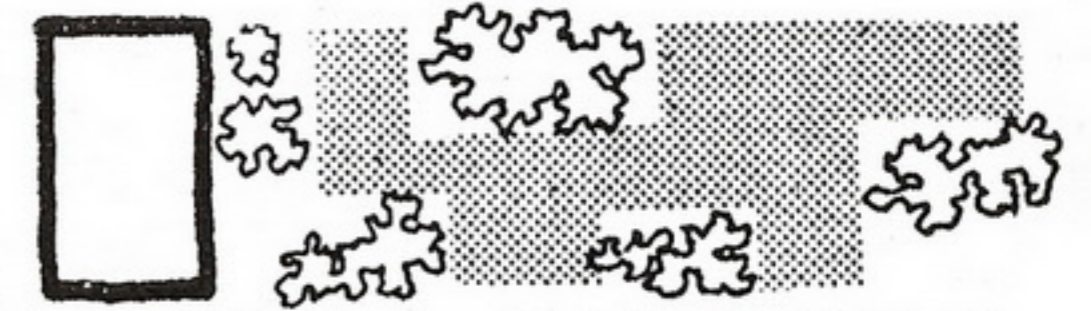
TRIM UNDERSIDE FOR CANOPY



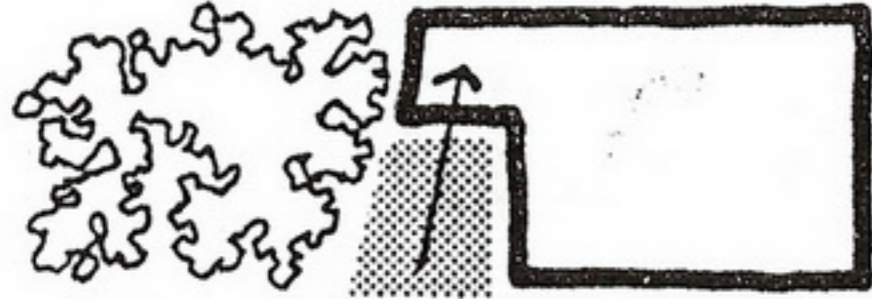
PRUNE TO DEFINE SPACES



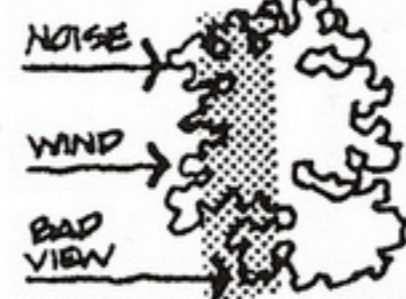
BRING TREES INSIDE



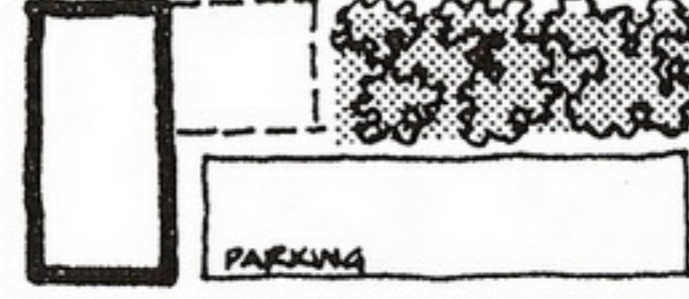
USE TREES TO BREAK UP PARKING



USE TO DEFINE ENTRY SPACE



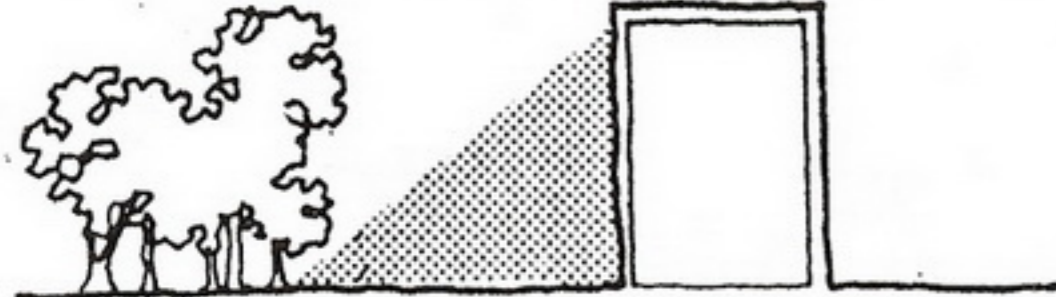
USE TO SCREEN BAD SITUATIONS



USE TO DEFINE SITE ZONES



USE TREE SHADE



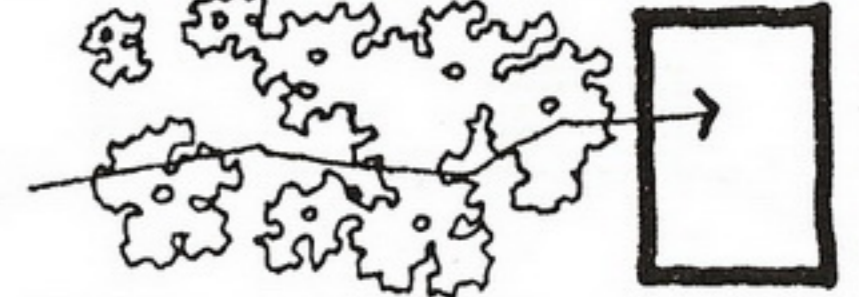
AVOID SHADING TREES WITH BUILDING



DEVELOP INTO USE AREA



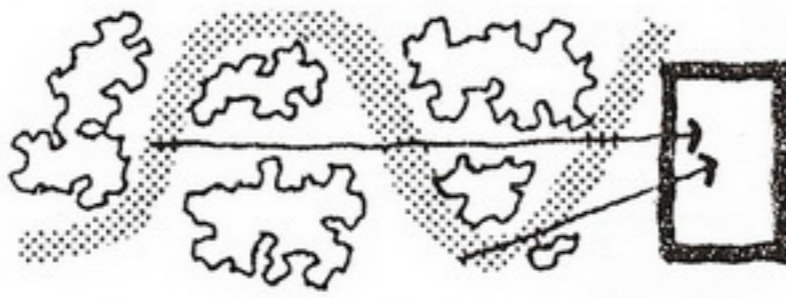
LOW BUILDING FOR ACCESS



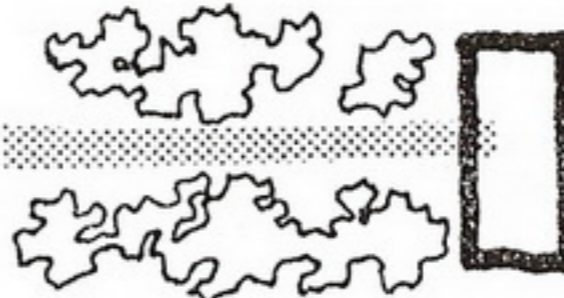
TREES AS ENTRY EXPERIENCE



TRANSITION FROM PARKING TO ENTRY



GLIMPSES THROUGH TREES ON ENTRY APPROACH



CUT ENTRY AVENUE



TREES AS BACKDROP



RELATE TO TREE PROFILE



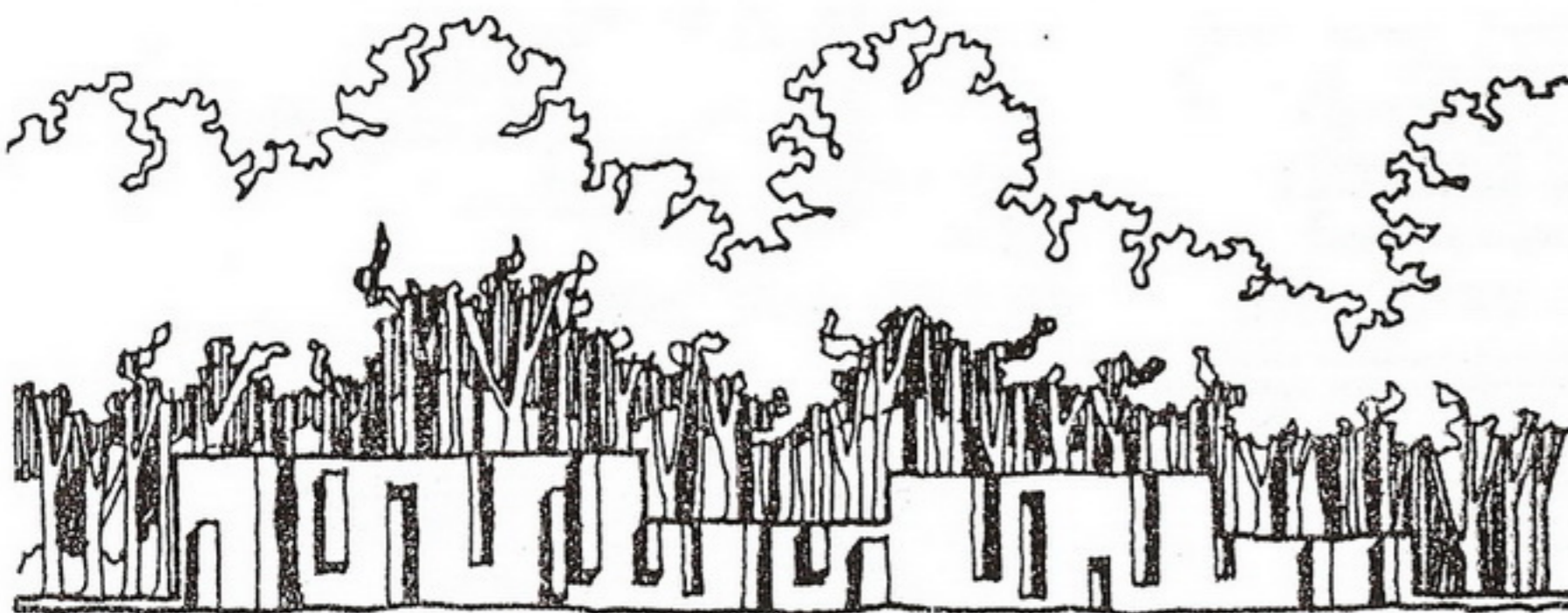
CONTRAST TREE PROFILE



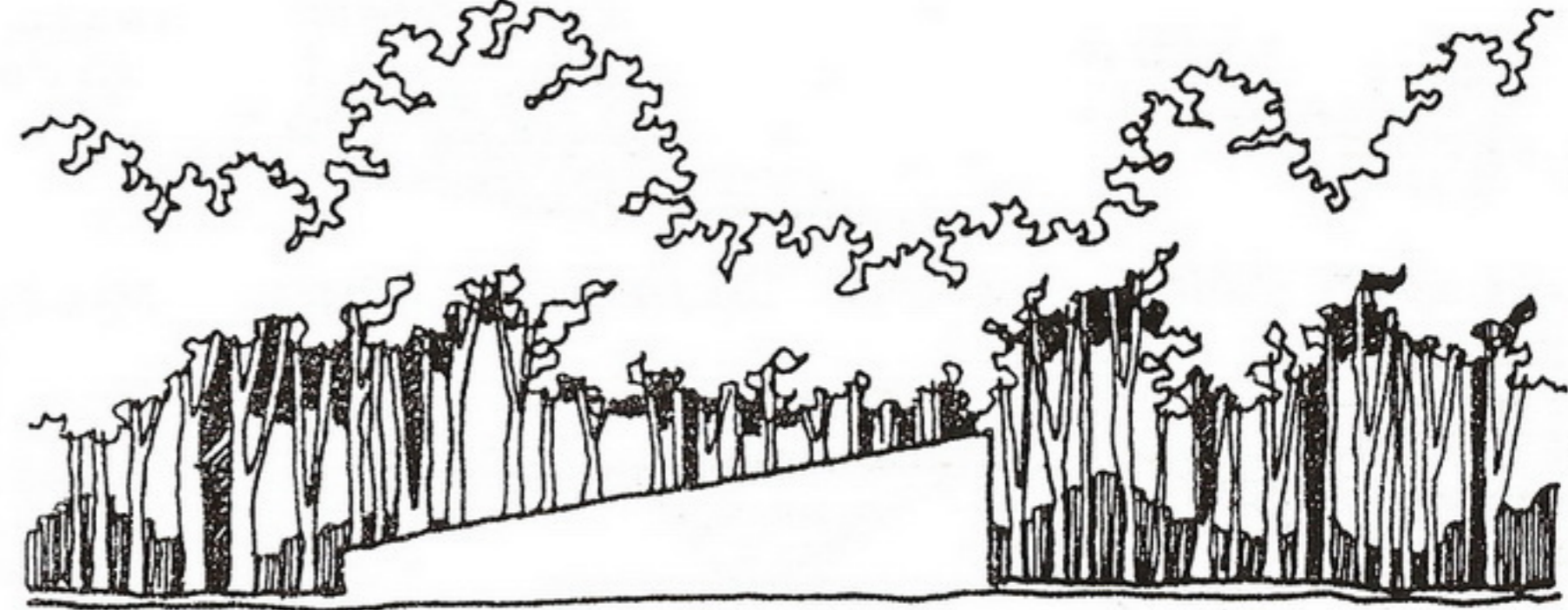
RELATE TO TRUNK VERTICALITY



CONTRAST WITH VERTICALITY

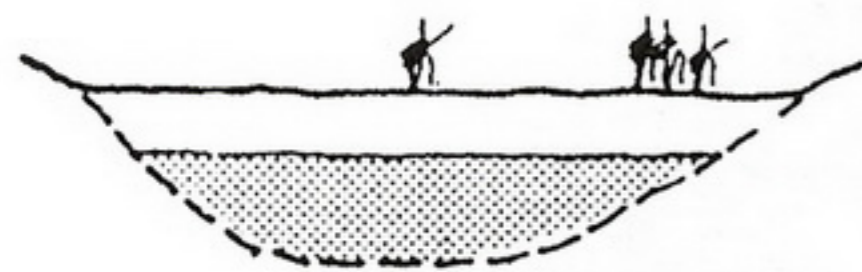


RELATE TO TREE SOLID/VOID PATTERN

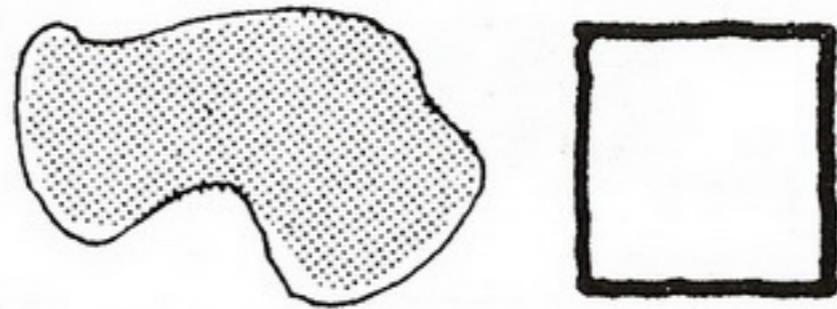


CONTRAST BUILDING WITH TREE SOLID/VOID PATTERN

Water



DRAIN AND FILL WITH SOIL



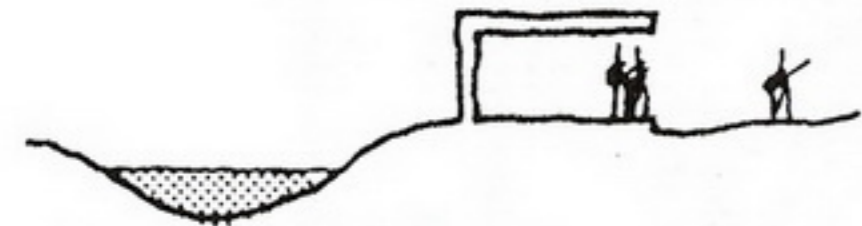
LEAVE NATURAL SHAPE



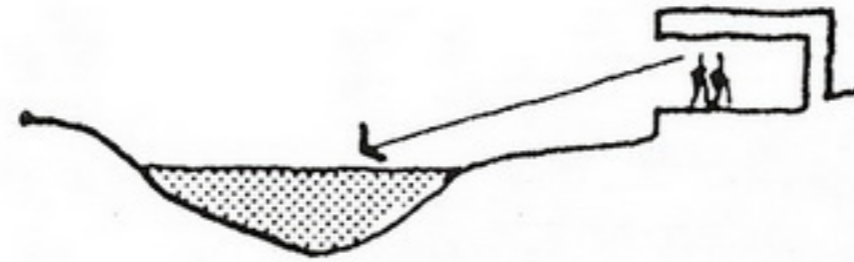
DEVELOP INTO SHAPE



AVOID & DEVELOP ELSEWHERE



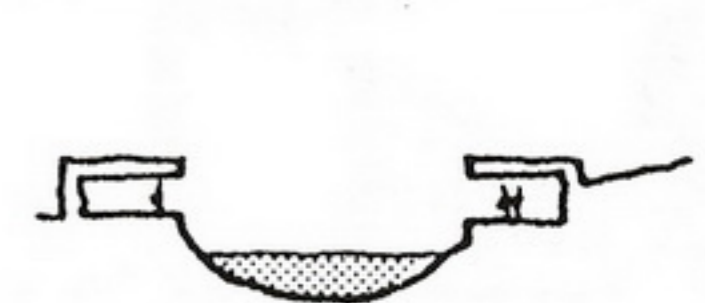
AVOID PHYSICALLY & VISUALLY



AVOID PHYSICALLY RELATE VISUALLY



STACK SPACES TO AVOID WATER



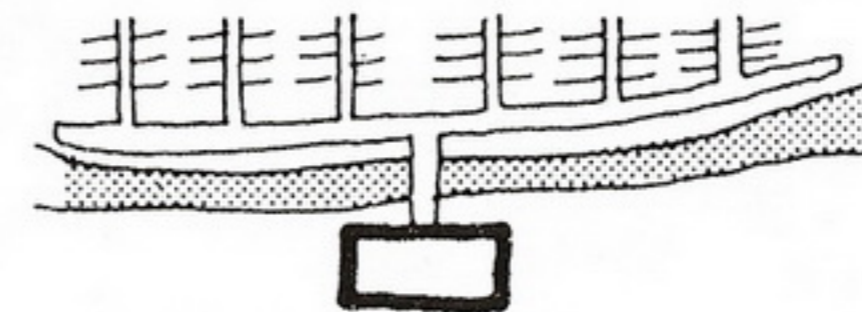
KEEP LOW RISE FOR ACCESS



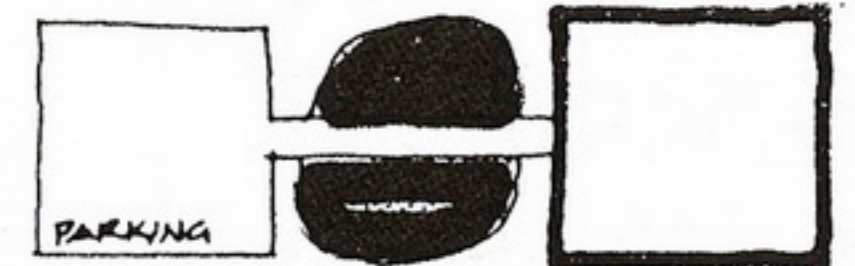
USE WATER EDGE FOR ENTRY FORM



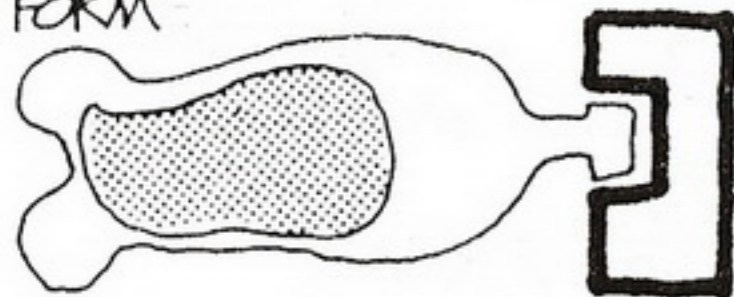
MAKE ACTIVITY AREA BETWEEN BUILDING AND WATER



USE TO ORDER PARKING



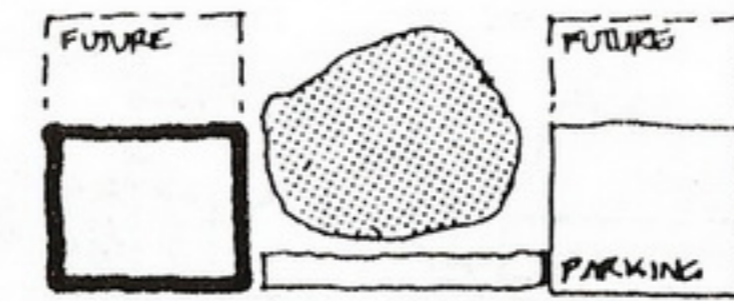
INTEGRATE WITH ENTRY



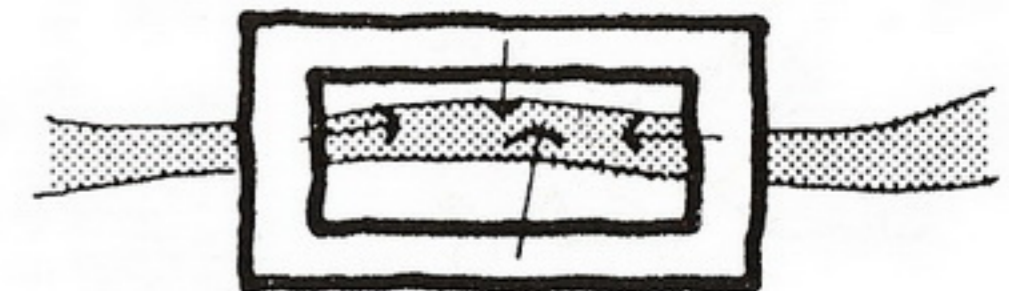
DEVELOP AS A USE AREA



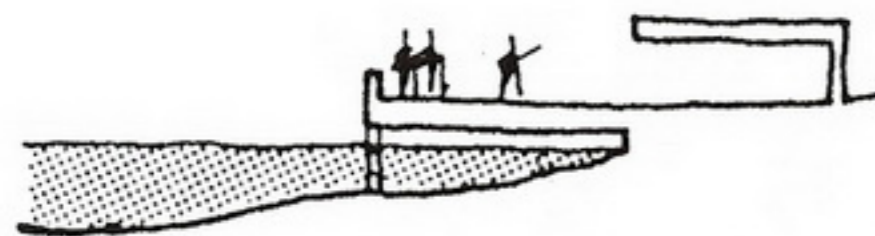
USE AS A MAJOR SITE FEATURE



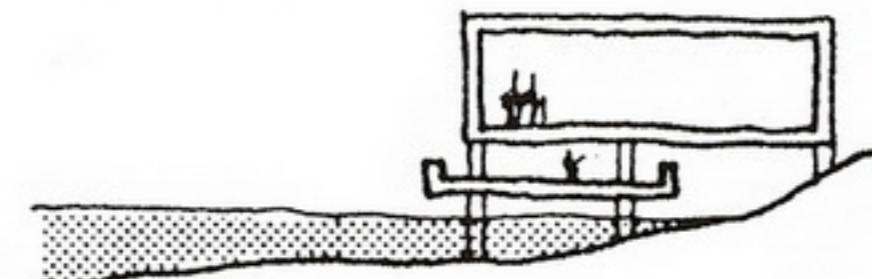
USE WATER TO ZONE SITE



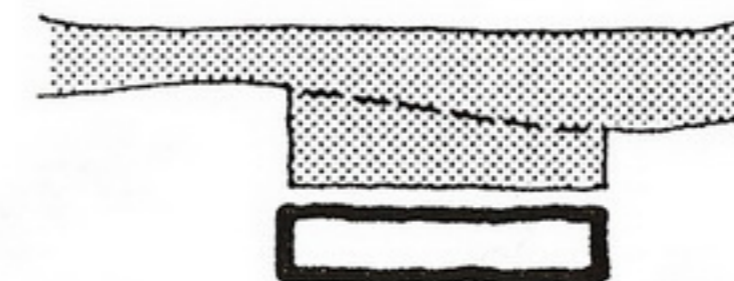
BUILD AROUND AND MAKE A FOCUS



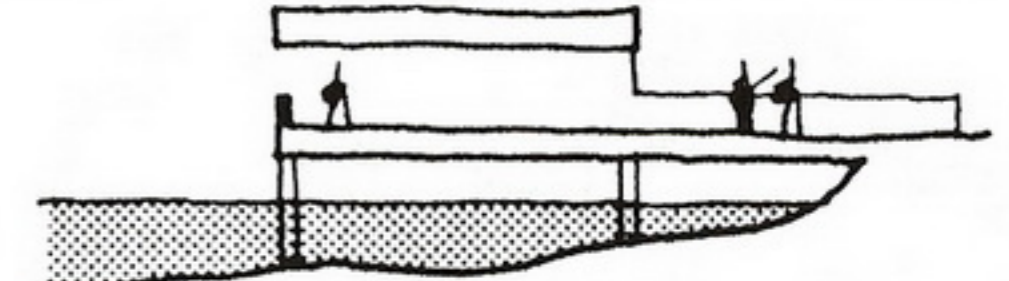
EXTERIOR USE OVER WATER



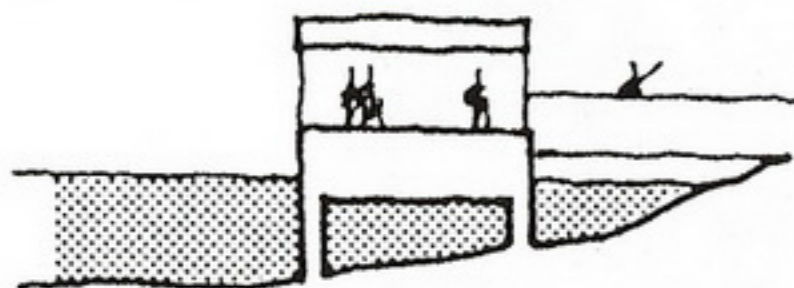
EXTEND BUILDING OVER WATER



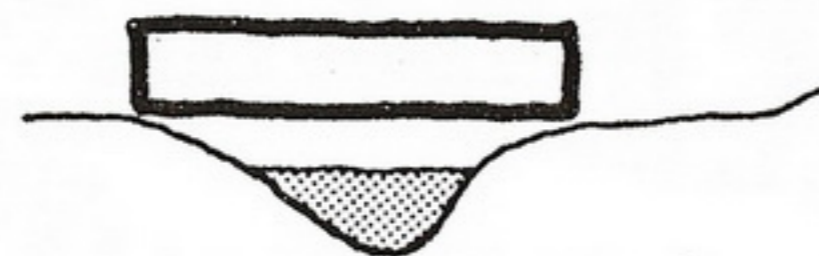
MAN MADE WATER EDGE



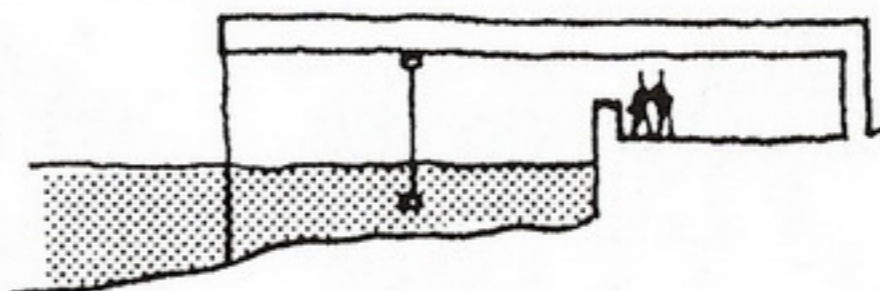
BUILDING OVER WATER



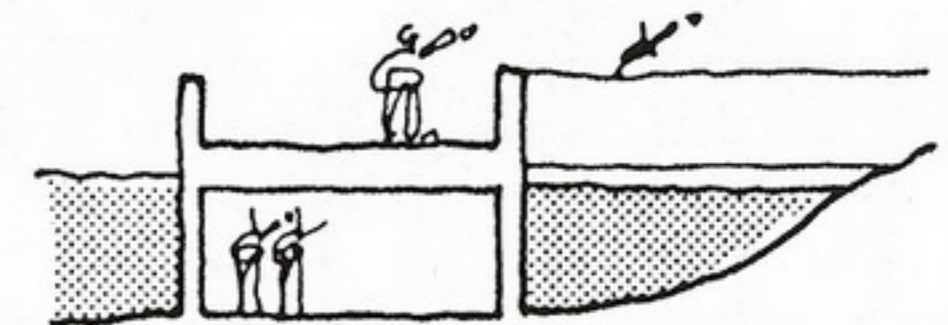
BUILDING AS AN ISLAND



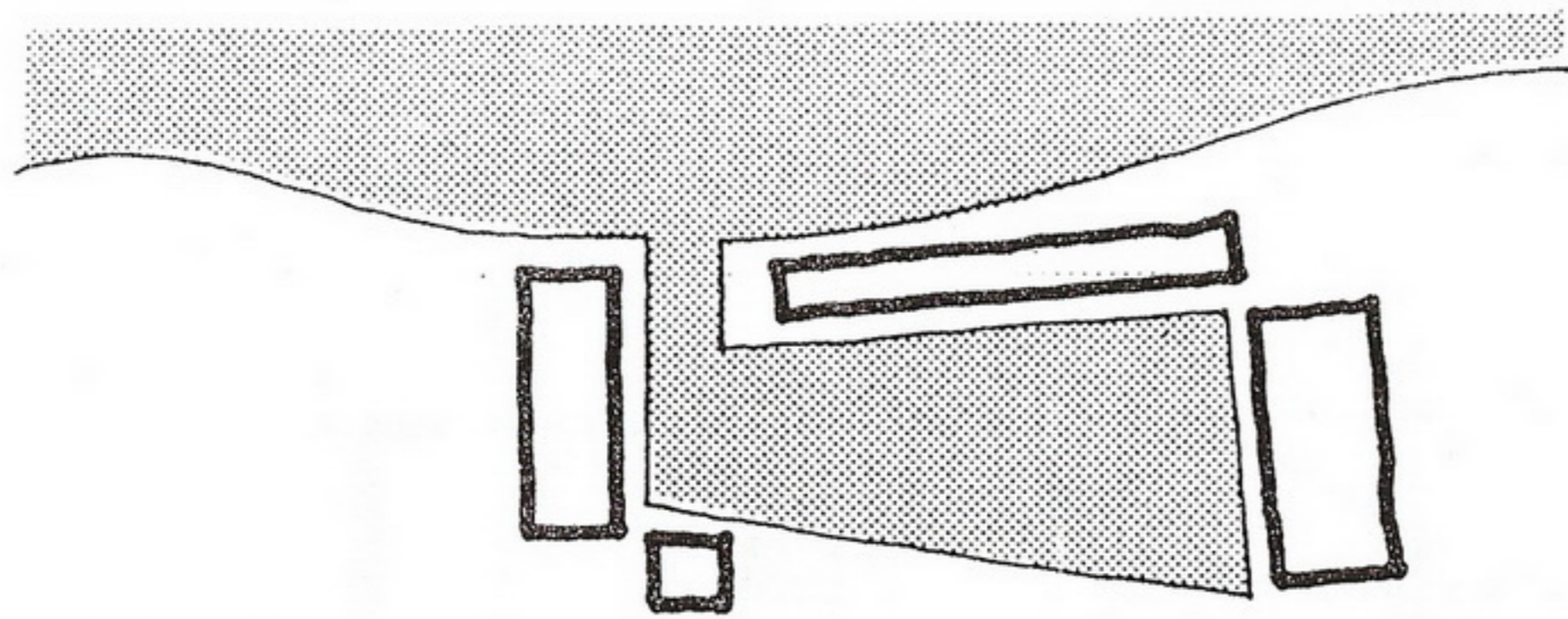
SPAN WATER WITH BUILDING



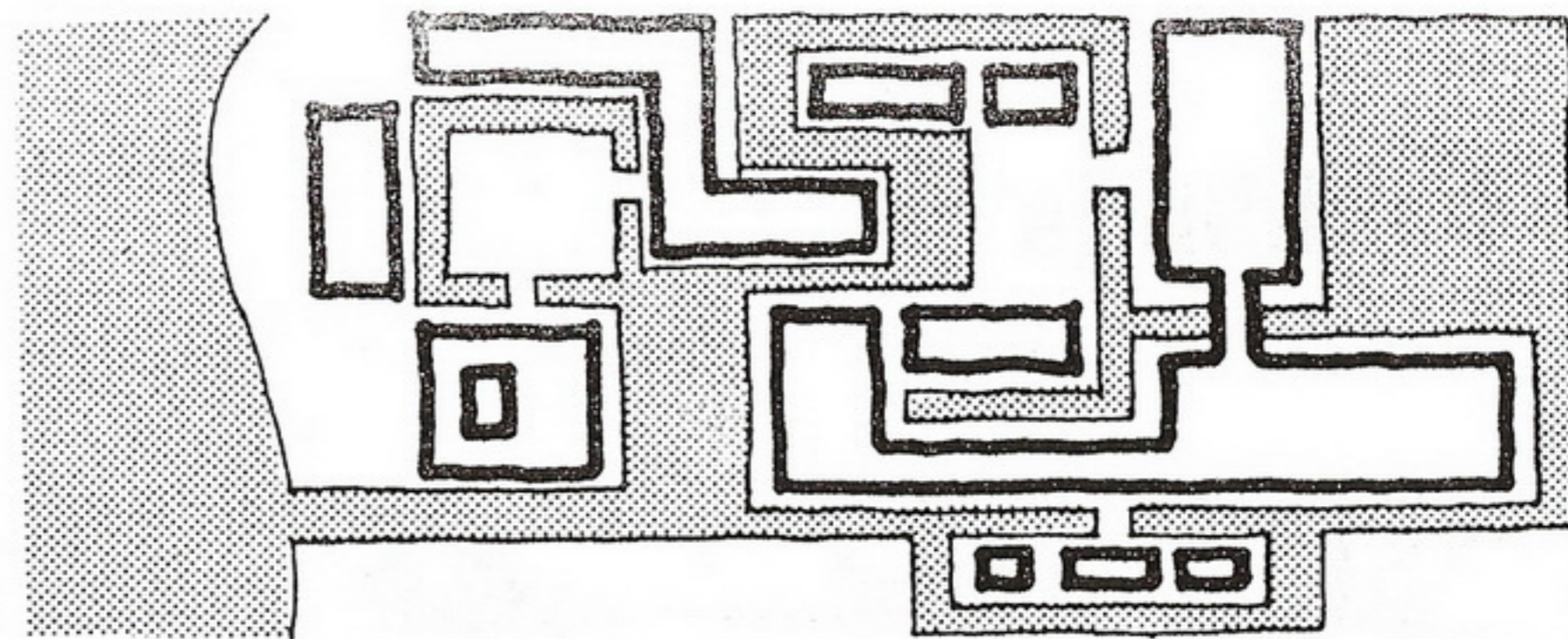
BRING WATER INSIDE



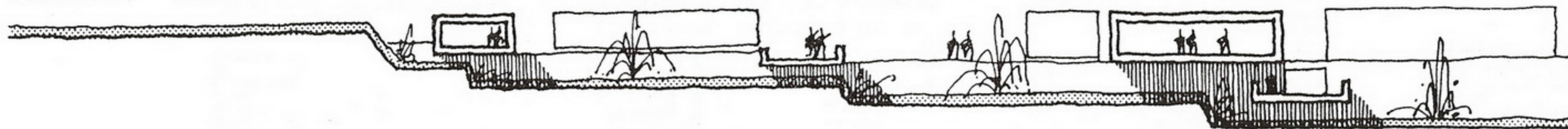
BUILDING UNDER WATER



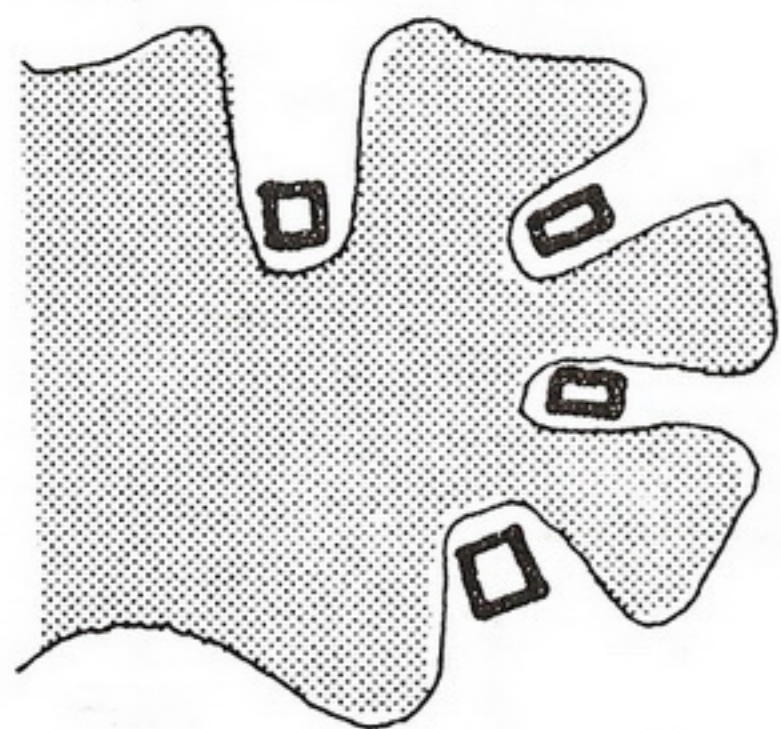
SHELTERED COVE



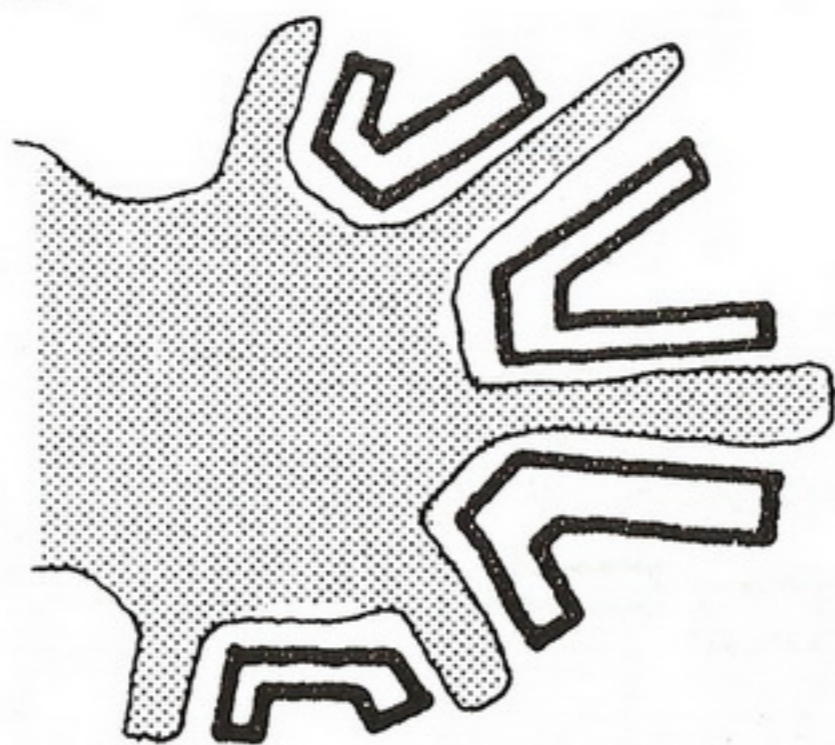
WEAVE WATER THROUGH COMPLEX



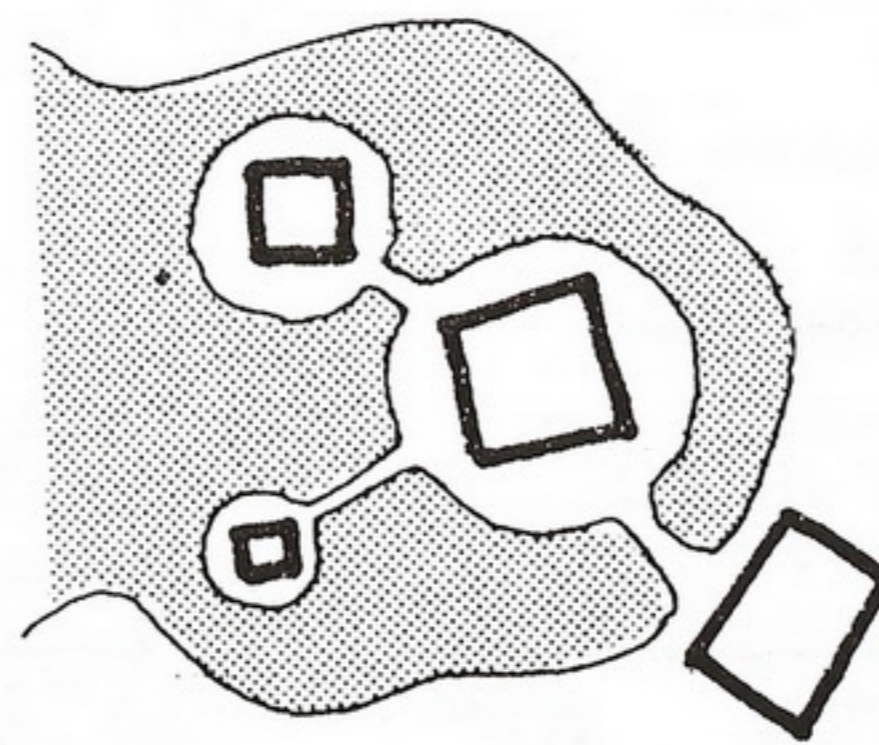
ACTIVE WATER THROUGH COMPLEX



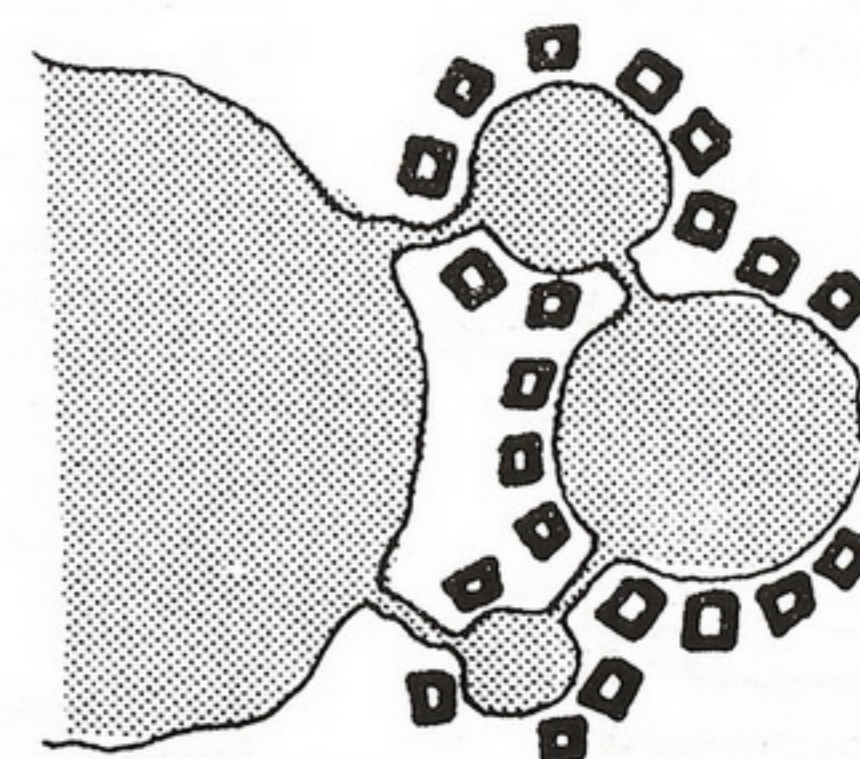
PENINSULAS



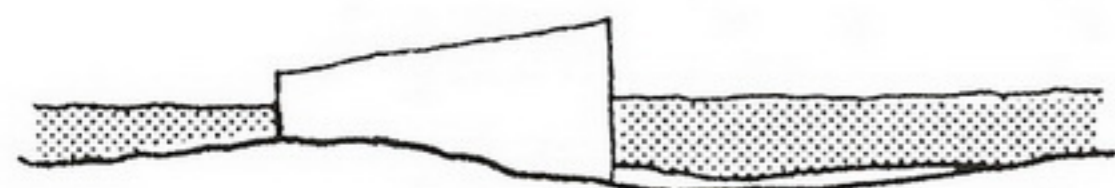
WATER FINGERS



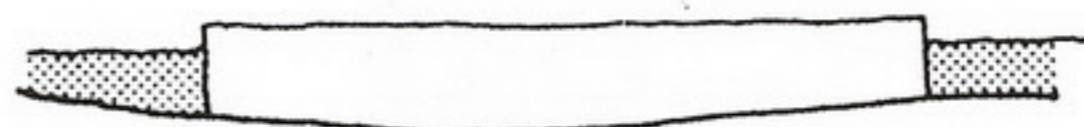
ISLANDS



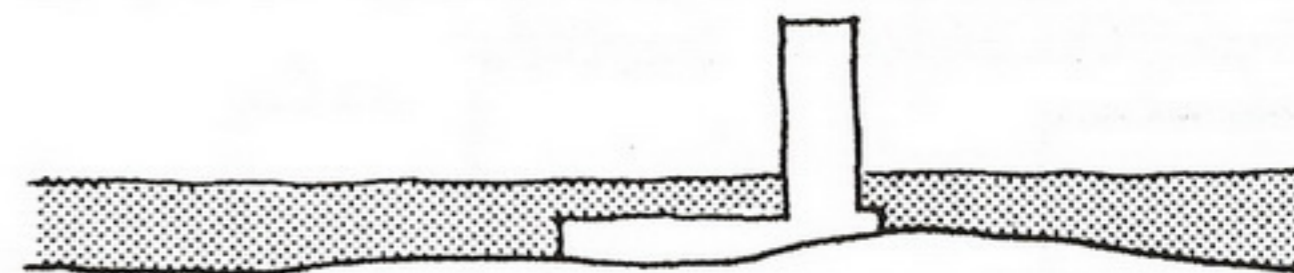
WATER ISLANDS



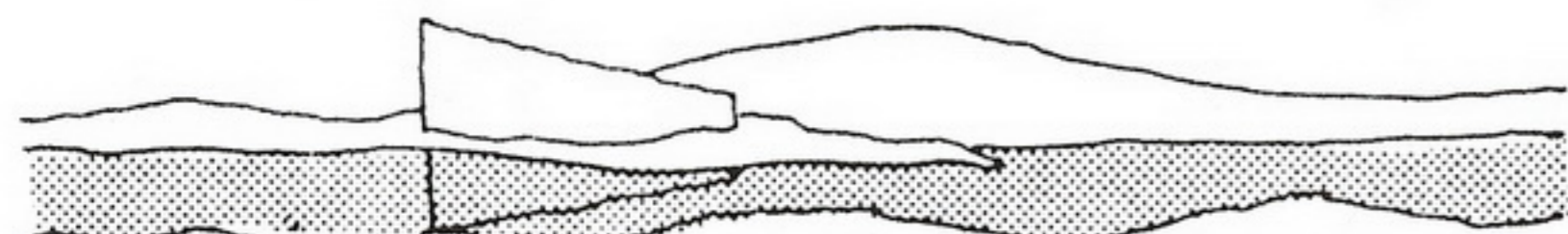
WATER AS BACKDROP



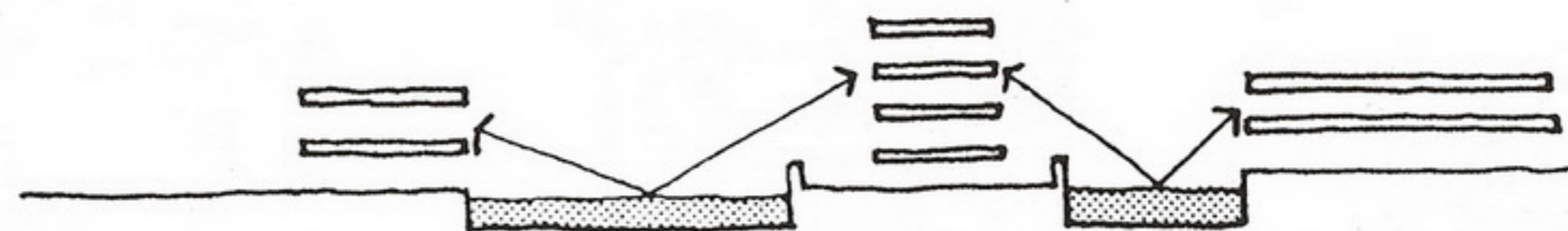
RELATE TO HORIZON WITH PROFILE



CONTRAST HORIZON WITH PROFILE

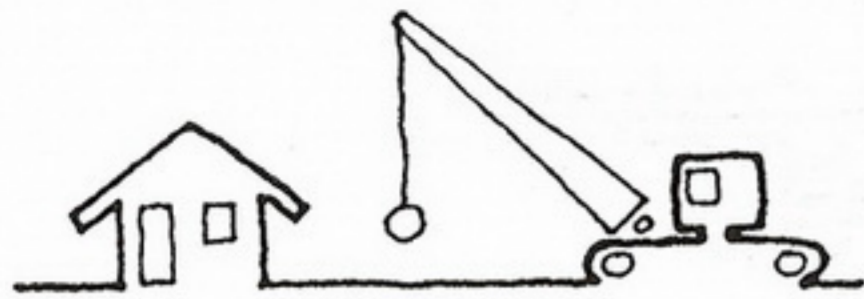


WATER AS FOREGROUND

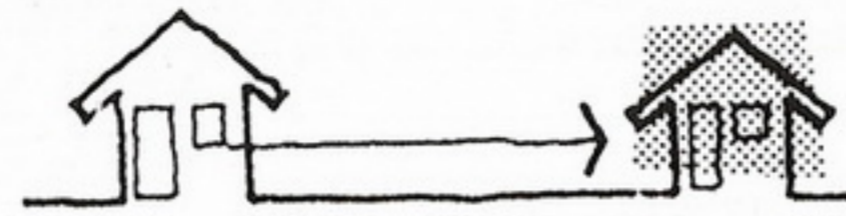


REFLECTIONS AS A WAY TO UNIFY BUILDING COMPLEX

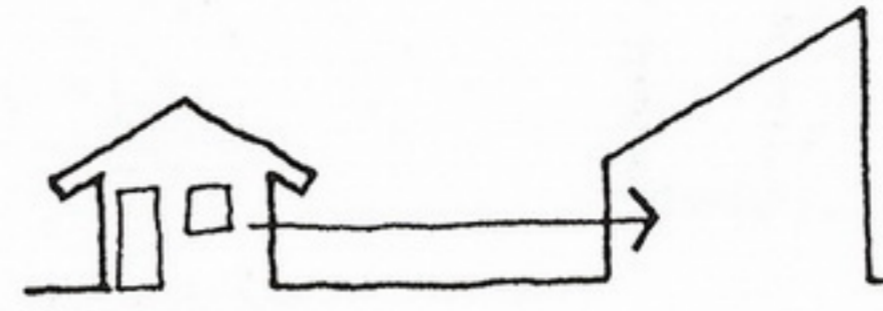
Existing Buildings



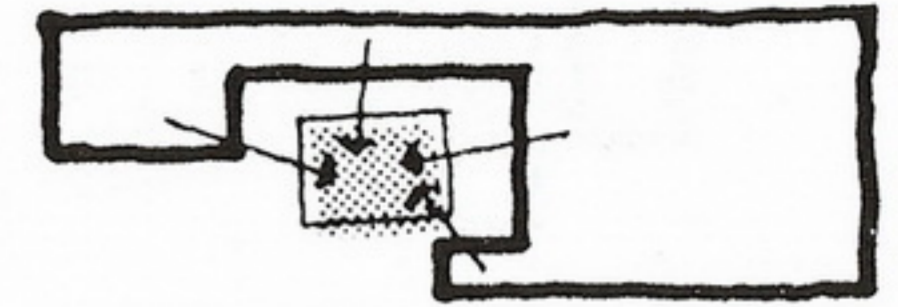
DEMOLISH ON-SITE BUILDING



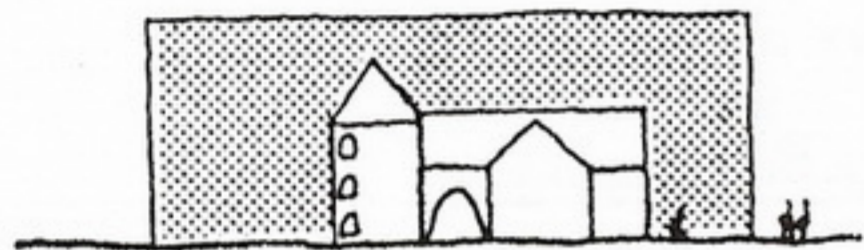
RELOCATE TO A DIFFERENT PART OF SITE



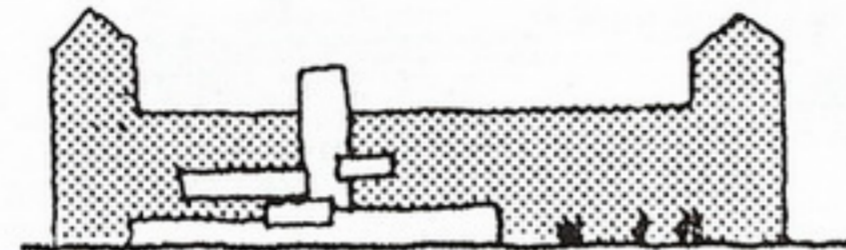
DEMOLISH AND REUSE MATERIALS



SURROUND AND FEATURE



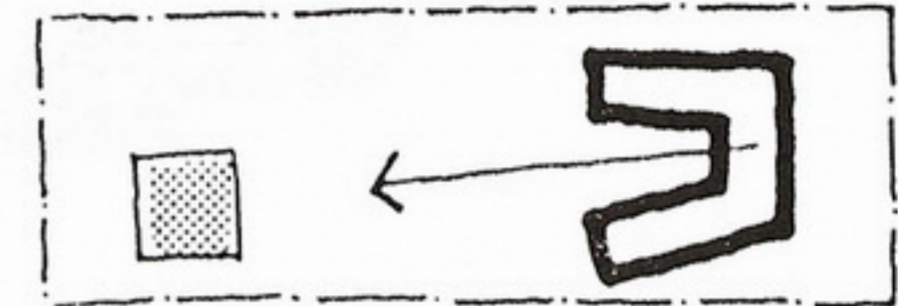
NEW BUILDING AS BACKDROP FOR EXISTING ONE



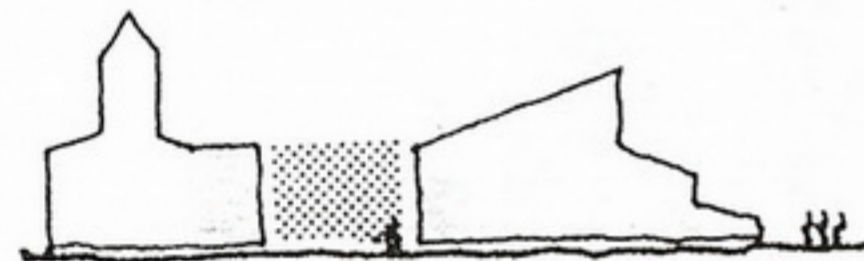
EXISTING BUILDING AS FOIL FOR NEW ONE



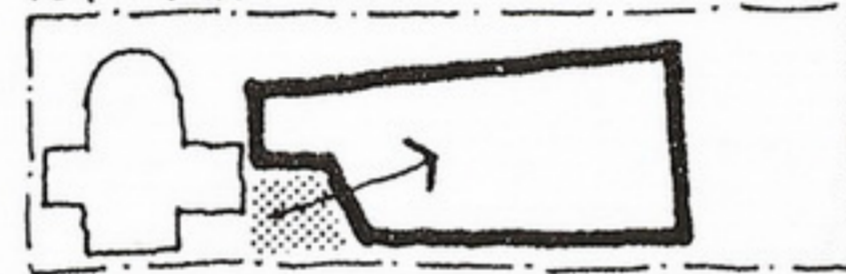
AVOID PHYSICALLY & VISUALLY



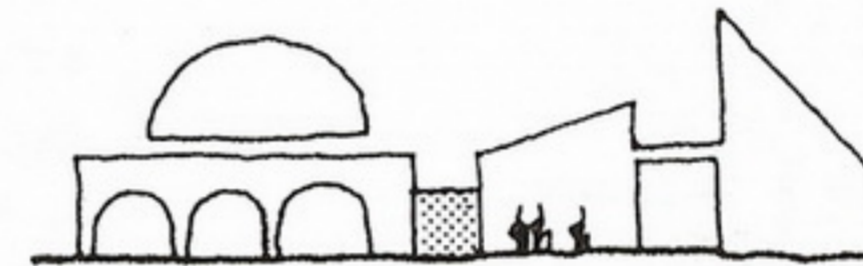
AVOID PHYSICALLY • RELATE TO VISUALLY



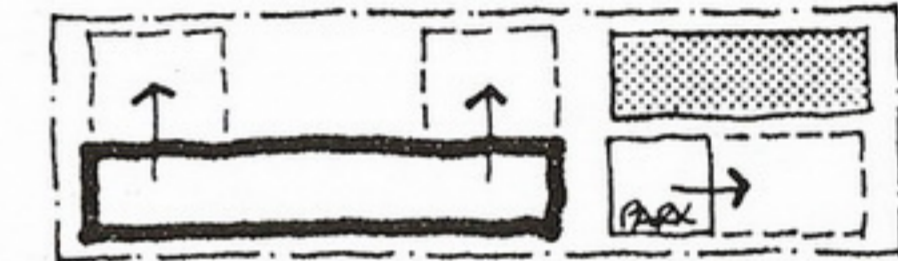
FORM SPACE BETWEEN OLD AND NEW



MAKE ENTRY SPACE BETWEEN NEW AND OLD



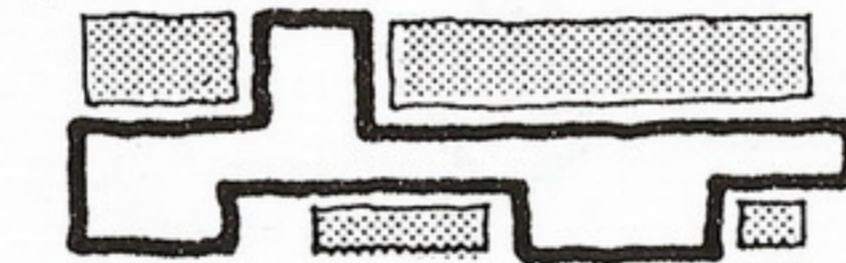
ABUT WITH TRANSITION JOINT TO PRESERVE INTEGRITY OF FORMS



USE AS A BASIS FOR SITE ZONING



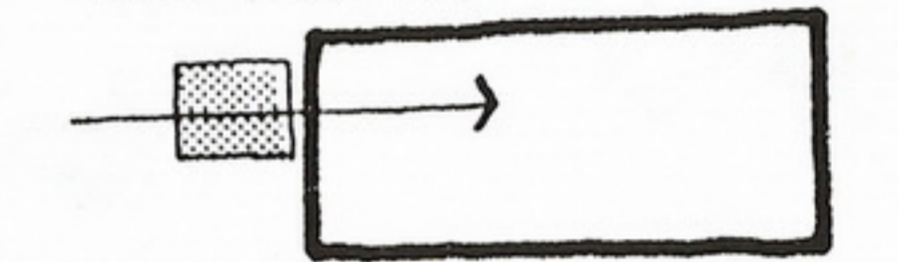
USE NEW AS UNIFYING ELEMENT BETWEEN EXISTING BUILDINGS



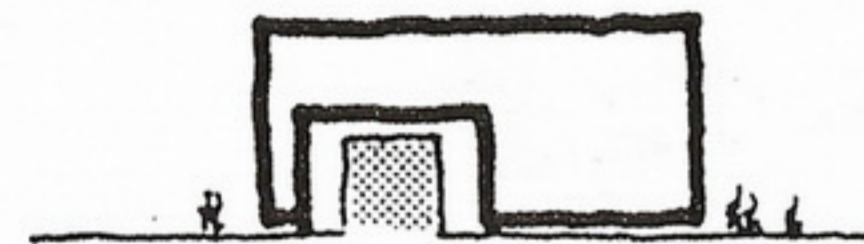
WEAVE NEW IN AMONG EXISTING



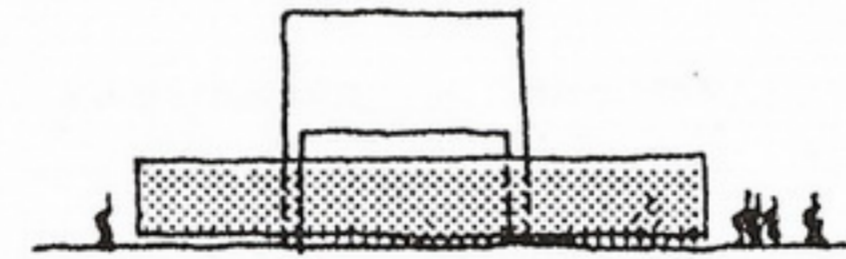
BREAK UP NEW TO INTEGRATE WITH EXISTING



USE EXISTING AS ENTRY EXPERIENCE TO NEW



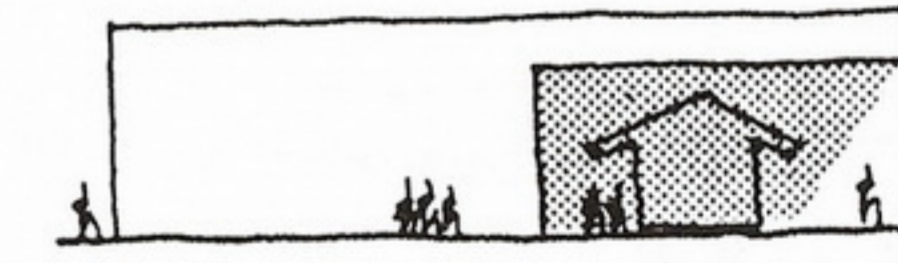
SPAN OVER EXISTING WITH NEW



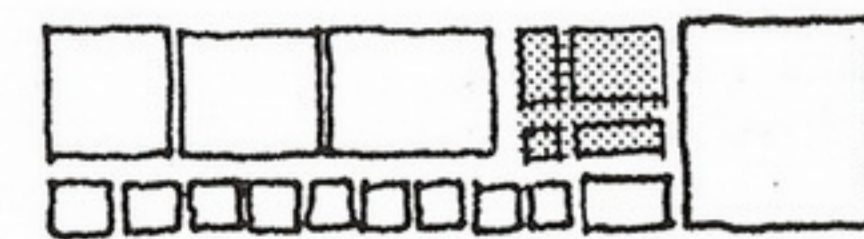
BUILD OVER BY SINKING COLUMNS INTO EXISTING



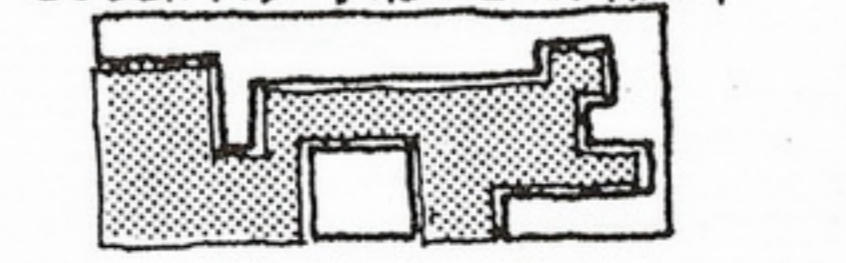
DEVELOP AROUND EXISTING AS A SITE FOCUS



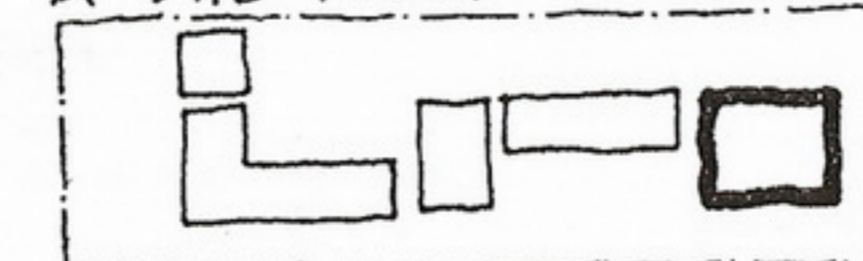
PROTECT OLD WITH NEW



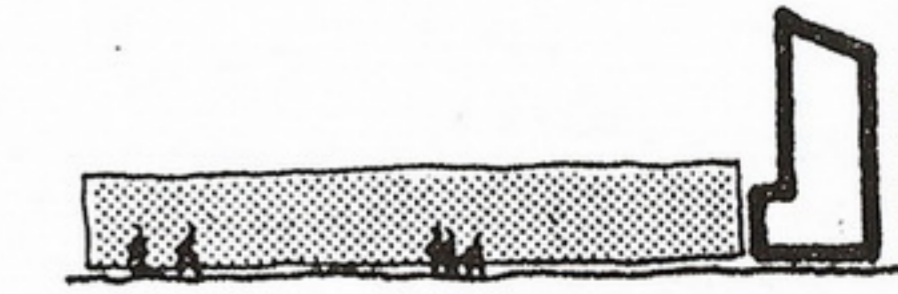
INTEGRATE SPACE & CIRCULATION BETWEEN OLD & NEW



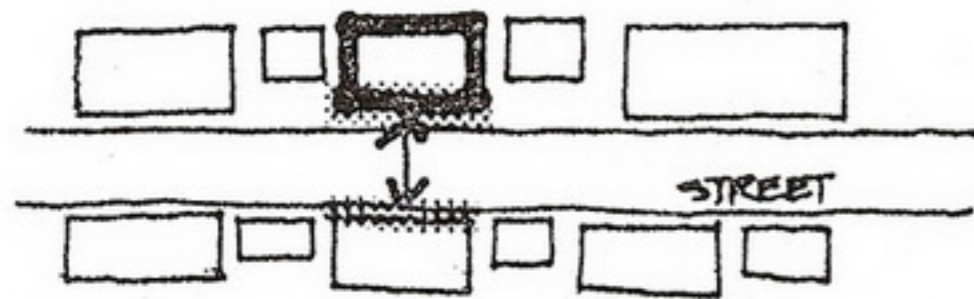
FILL RESIDUAL OF OLD WITH NEW



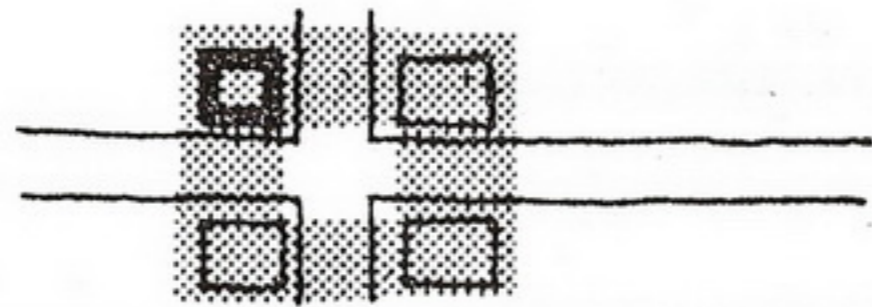
RELATE TO ON-SITE COMPOSITION



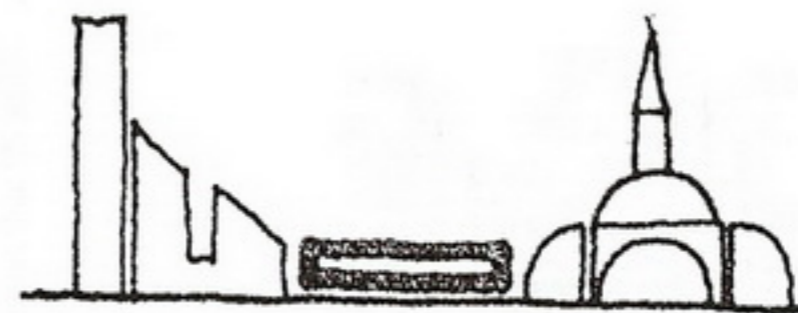
PUNCTUATE LONG EXISTING BUILDING WITH NEW



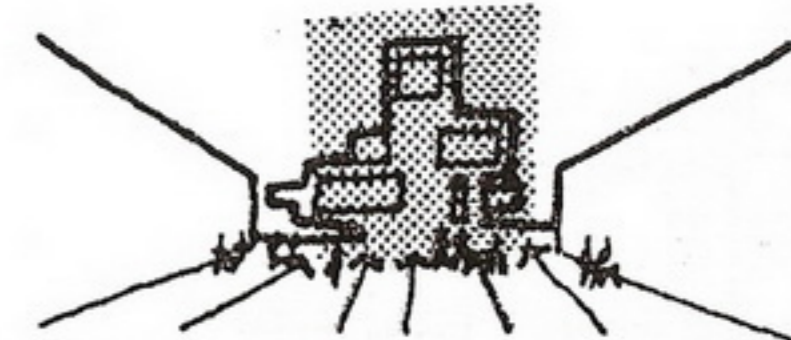
RELATE TO FACADE ACROSS STREET



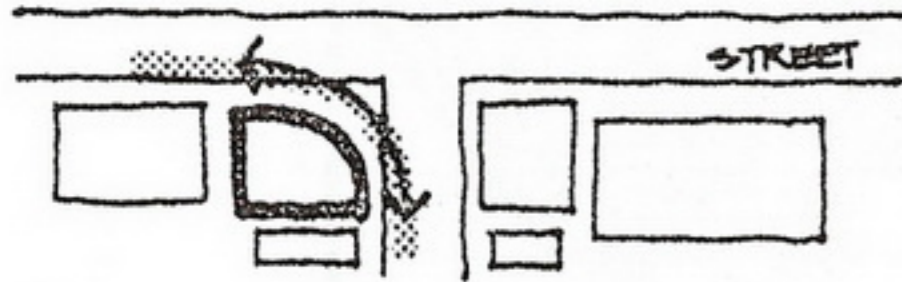
RELATE TO CORNER COMPOSITION



NEW AS PAUSE BETWEEN STRONG EXISTING BUILDINGS



TERMINATE EXISTING VISUAL AXES



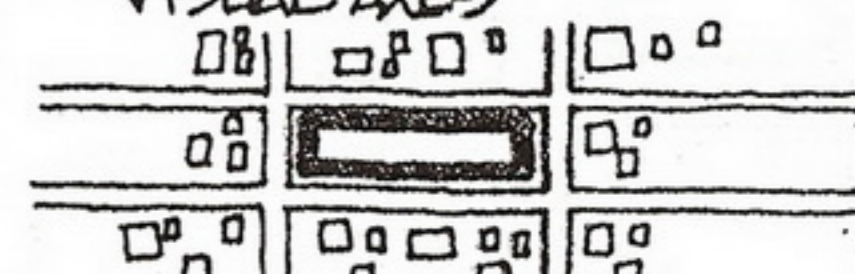
USE NEW BUILDING TO VISUALLY TURN CORNER



SUBORDINATE NEW TO EXISTING FORM ROLES



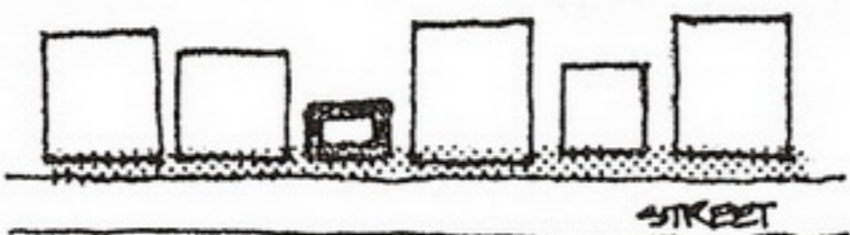
RELATE NEW TO EXISTING MASSING DENSITY



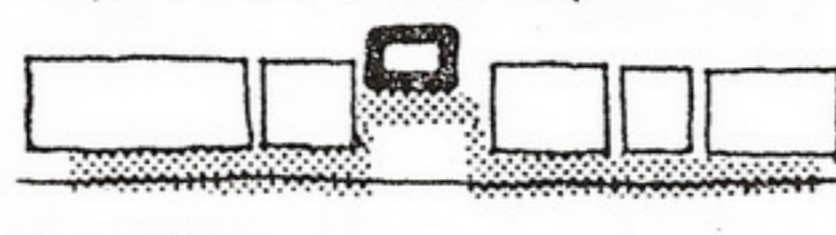
CONTRAST NEW WITH EXISTING MASSING DENSITY



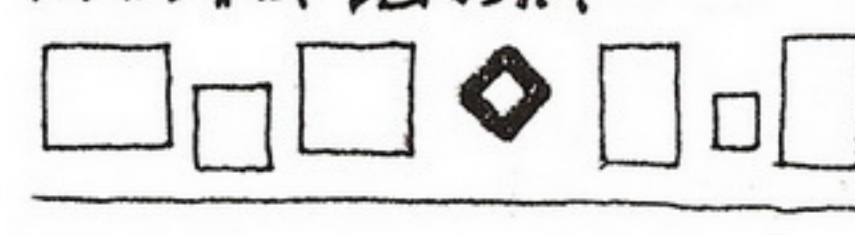
USE NEW AS SCALE TRANSITION



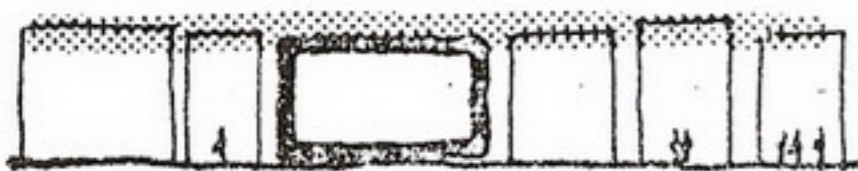
STRENGTHEN STREET FACADE CONTINUITY



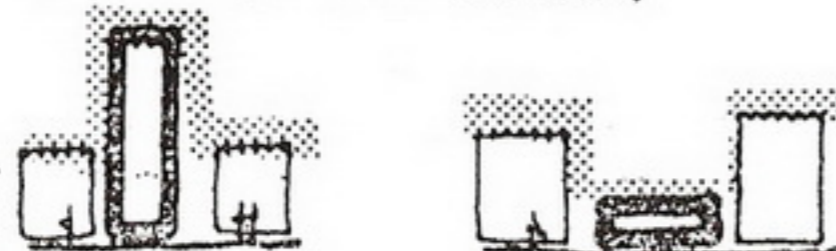
ACCENT STREET FACADE CONTINUITY



CREATE FOREGROUND BUILDING BY GEOMETRY CONTRAST



RELATE TO SURROUNDING SCALE



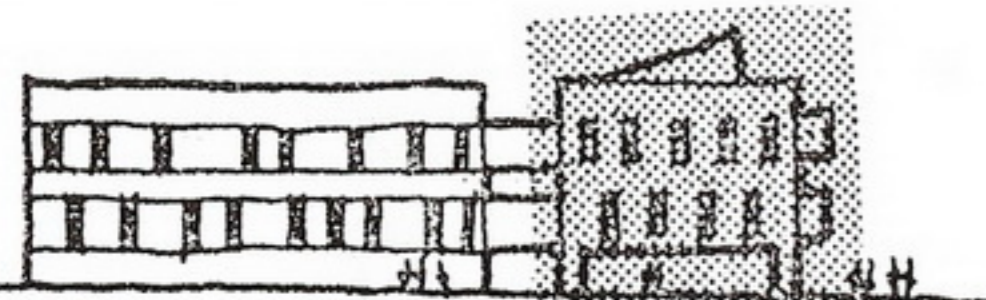
CONTRAST EXISTING SCALE



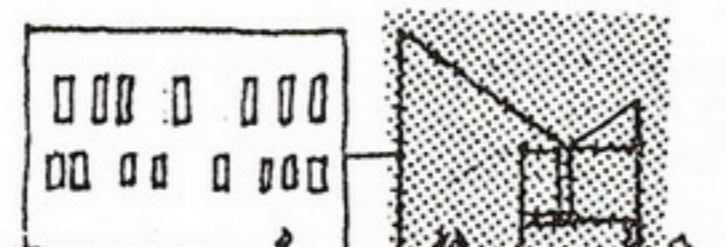
RELATE TO EXISTING MASS/VOID PATTERN



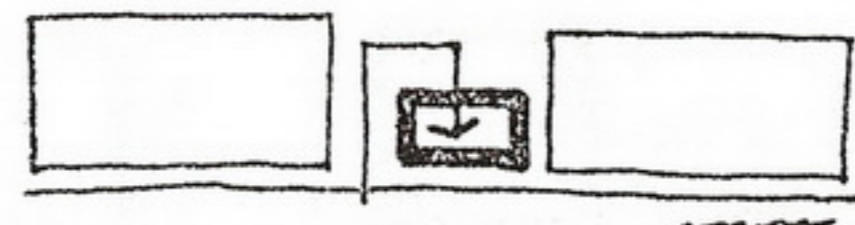
CONTRAST EXISTING MASS/VOID PATTERN



RELATE TO EXISTING FENESTRATION PATTERN



CONTRAST EXISTING FENESTRATION PATTERN



WALK BETWEEN • ENTER FROM REAR



USE "FALSE" WALL TO RELATE TO EXISTING



BORROW FROM EXISTING PROFILES



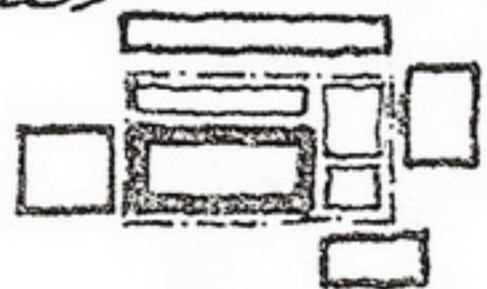
CONTRAST WITH EXISTING PROFILES



USE SURROUNDING MOTIF IN A CONTEMPORARY WAY



USE MOTIF IN NEW "VERBATIM"



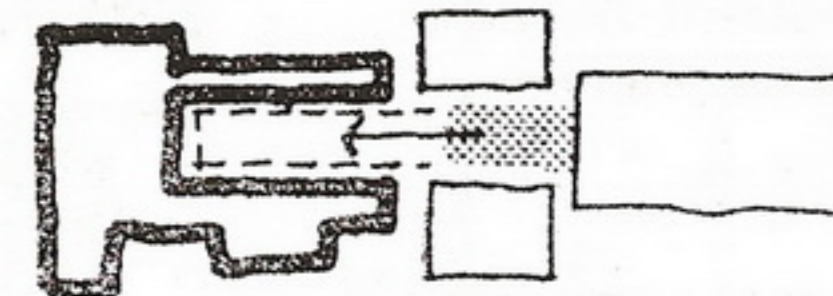
LET SURROUNDING BUILDINGS INFLUENCE SITE USE GEOMETRY



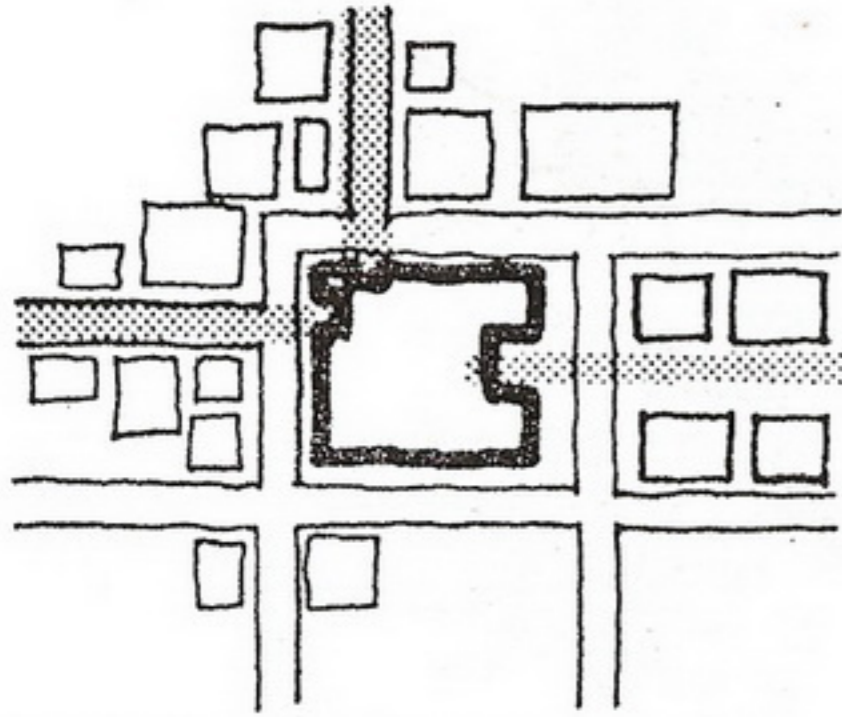
RELATE NEW BUILDING PLANES TO PLANES OF EXISTING BUILDINGS



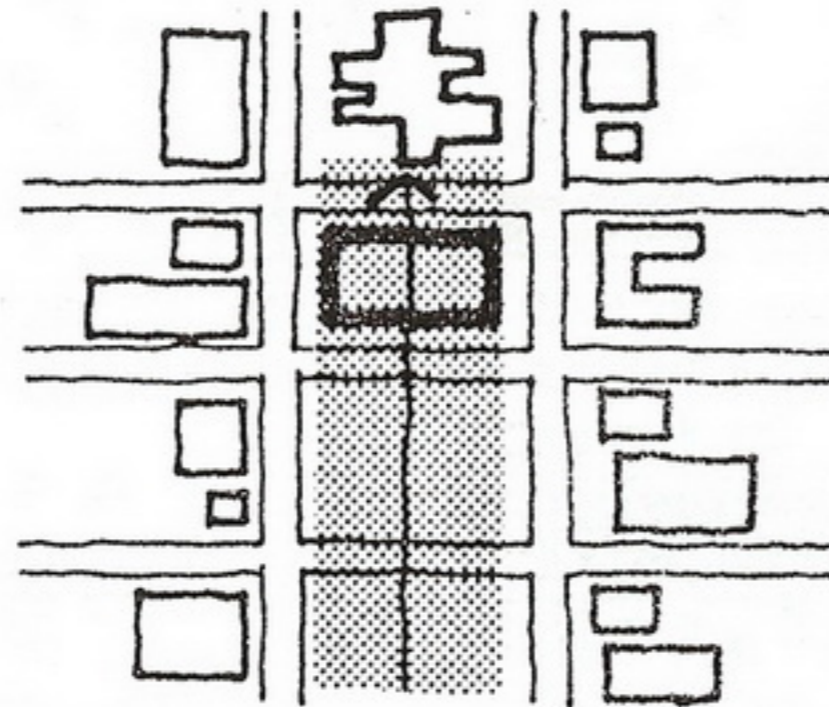
RELATE TO EXISTING BUILDING ENTRIES



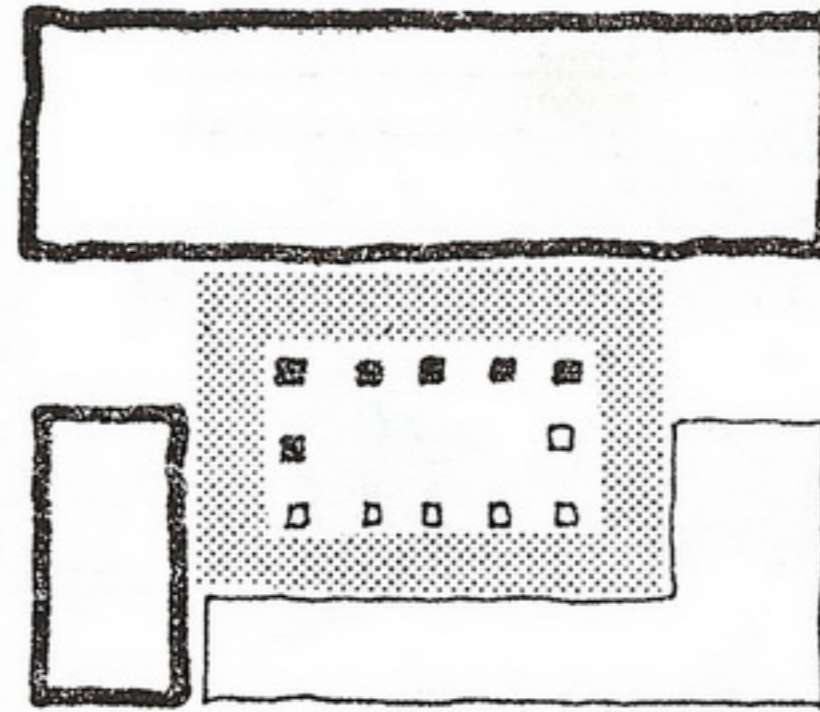
RELATE TO EXISTING EXTERIOR SPACES



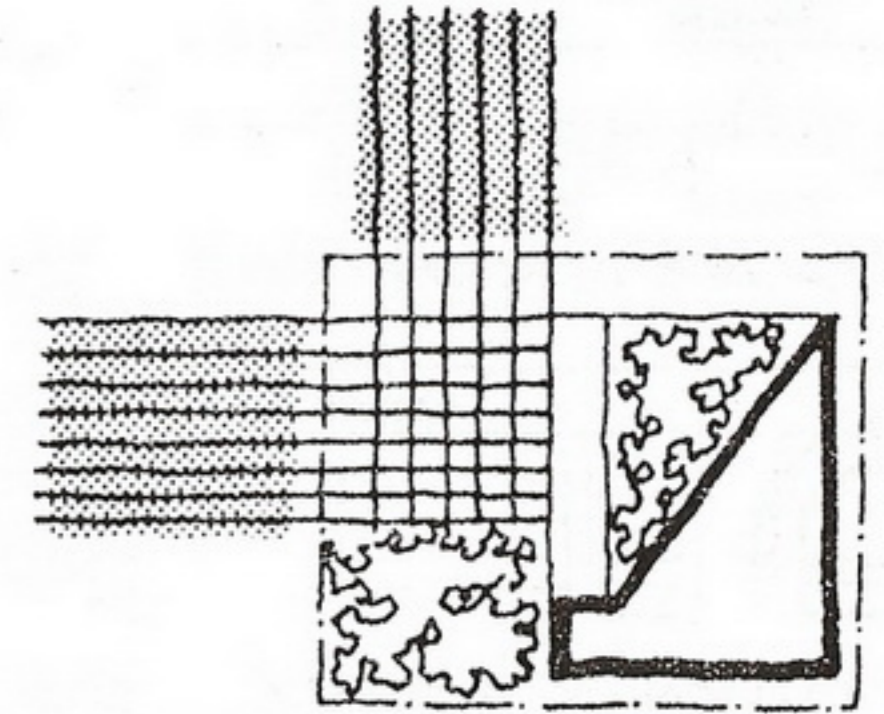
TERMINATE ALL IMPORTANT VISTAS TO THE SITE



BURY NEW BUILDING TO ALLOW VISTA TO CONTINUE

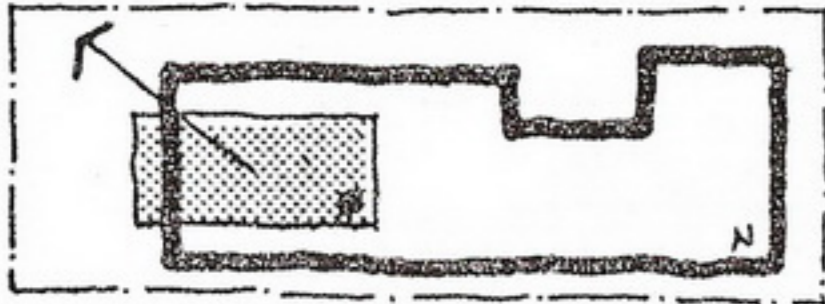


CONTINUE IMPORTANT SOLID/VOID RELATIONSHIPS

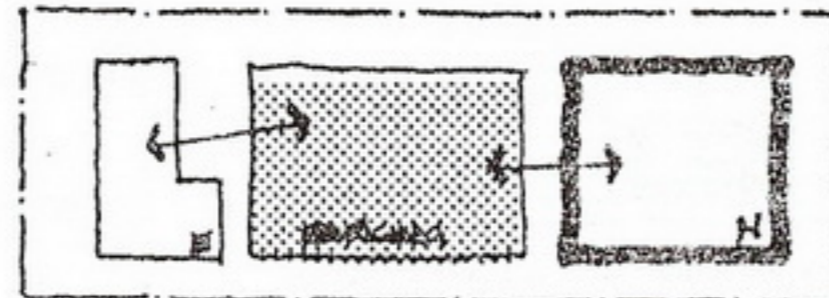


INTEGRATE SURROUNDING PAVING PATTERNS ONTO SITE

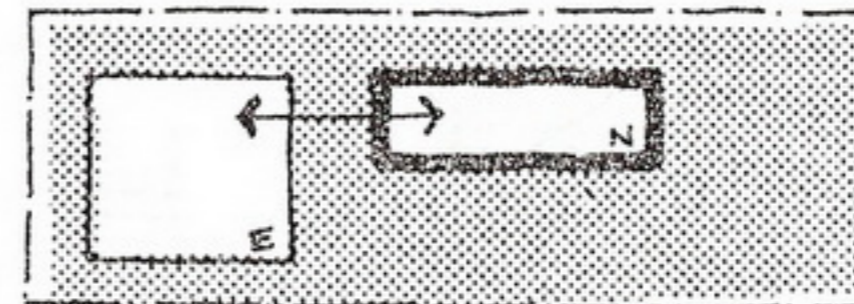
Expansion of Existing Building



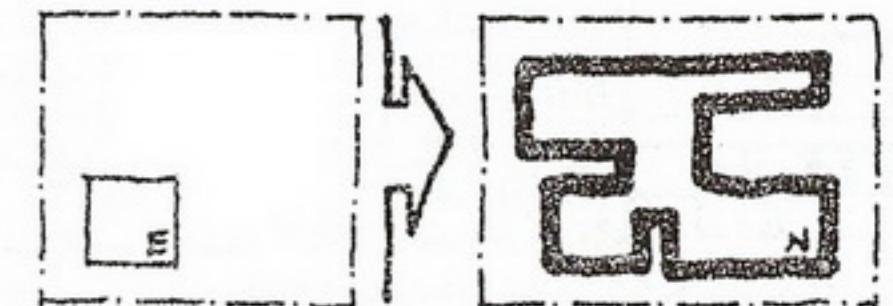
REMOVE EXISTING & REPLACE WITH NEW



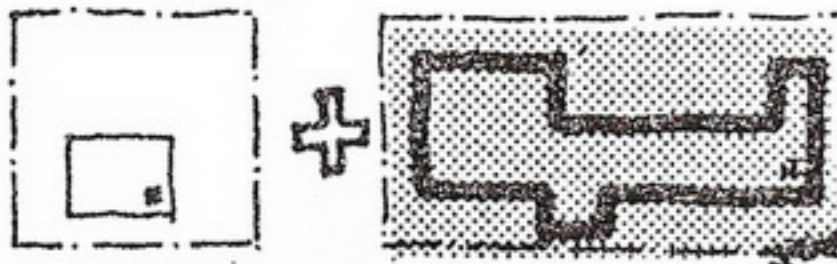
BUILD NEW TO AVOID EXISTING • USE COMMON PARKING



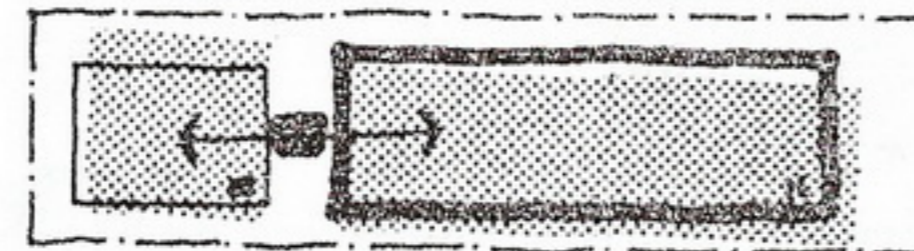
CONVERT EXISTING TO NEW USE
BUILD NEW TO SUPPLEMENT



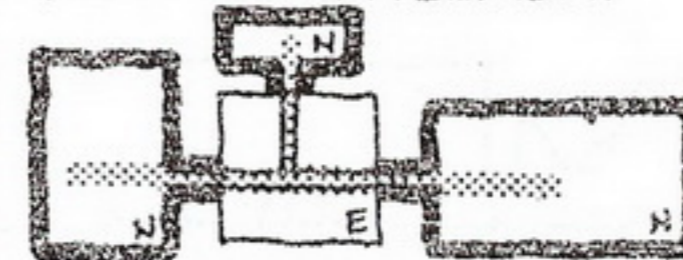
ABANDON OLD • BUILD NEW ON A NEW SITE



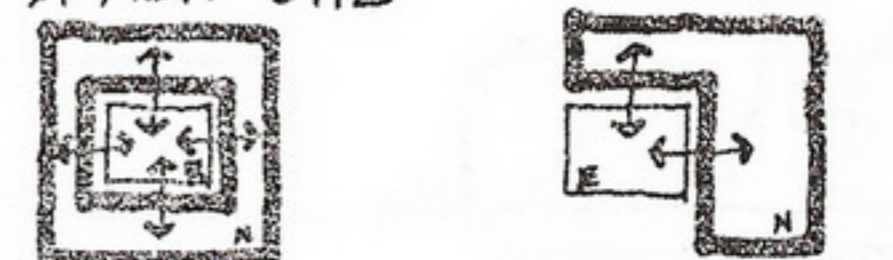
BUILD NEW ON A NEW SITE • USE OLD AS AN ADJUNCT FACILITY



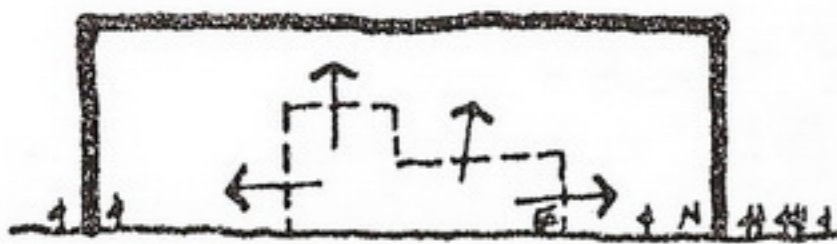
MINIMIZE NEW TO OLD PHYSICAL INTERFACE FOR PLANNING FLEXIBILITY



EXTEND EXISTING CIRCULATION



ENVELOP OLD WITH NEW



BURY AND ABSORB OLD WITH NEW



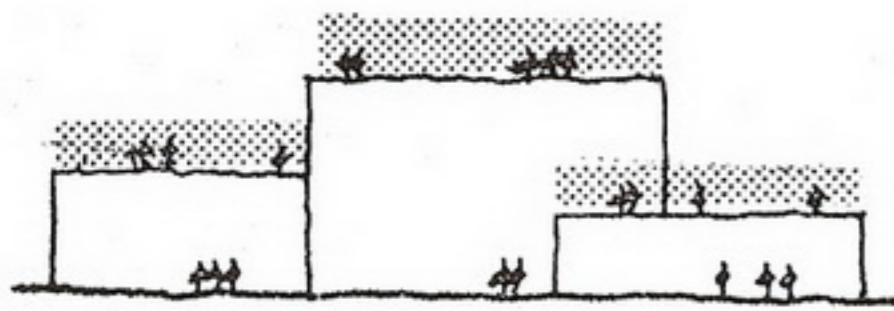
BUILD ADJACENT TO EXISTING



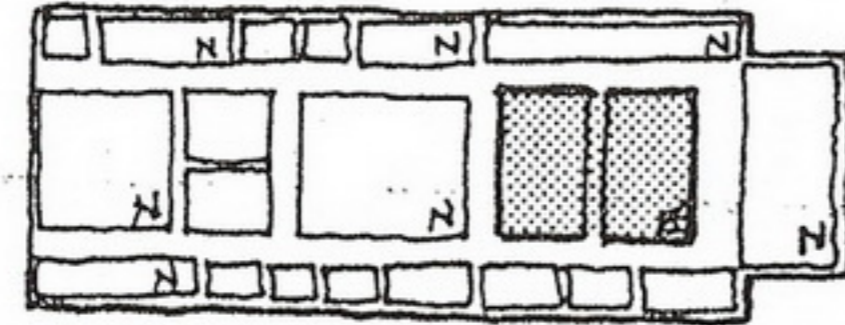
BUILD NEW UNDER EXISTING



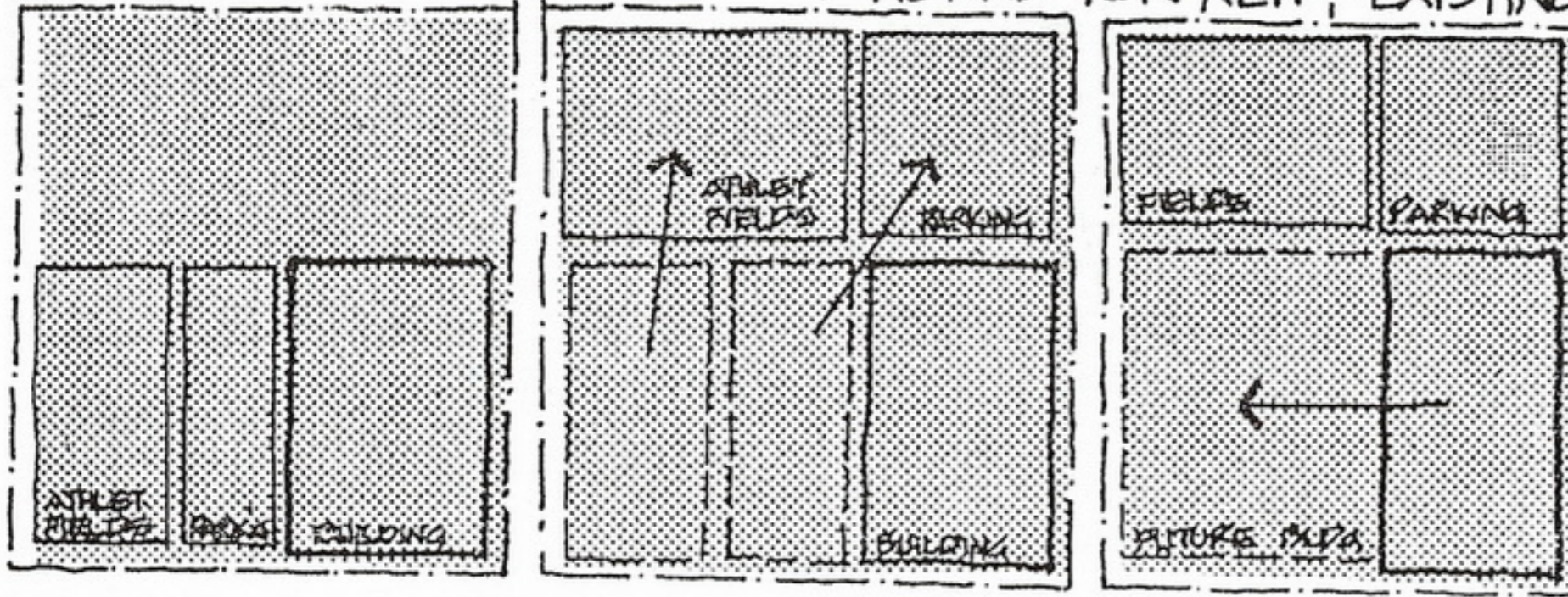
EXPAND UPWARD



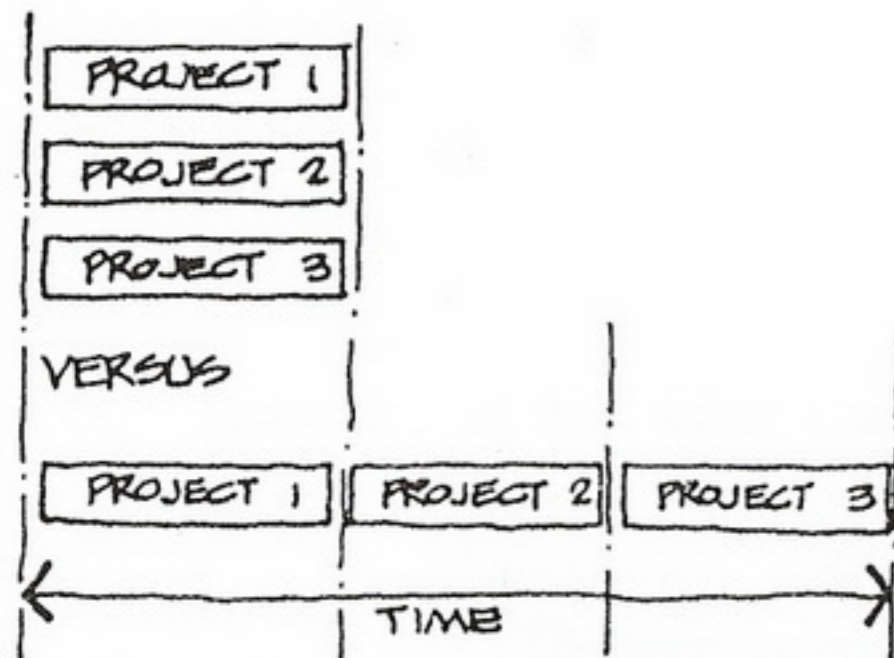
DEVELOP THE ROOF OF EXISTING



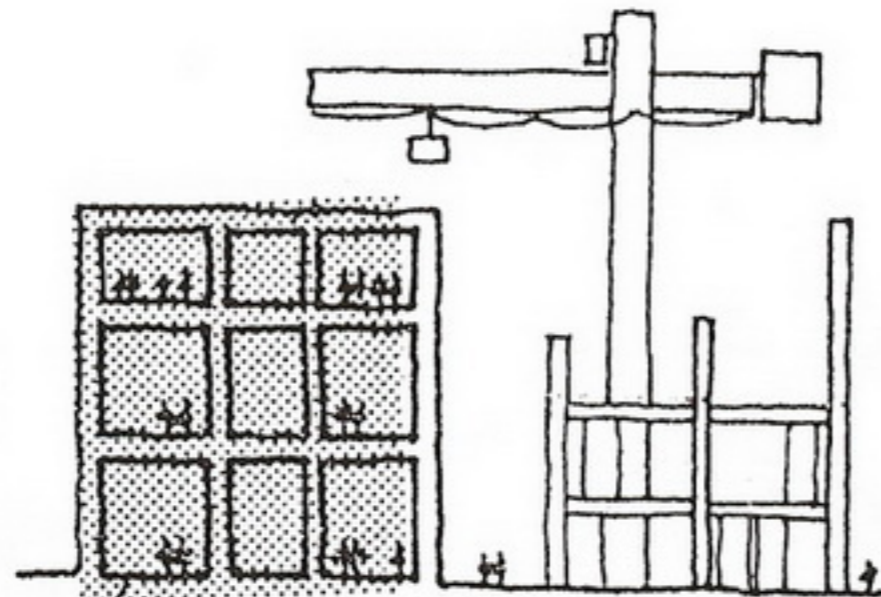
CREATE NEW CIRCULATION THAT WORKS FOR NEW & EXISTING



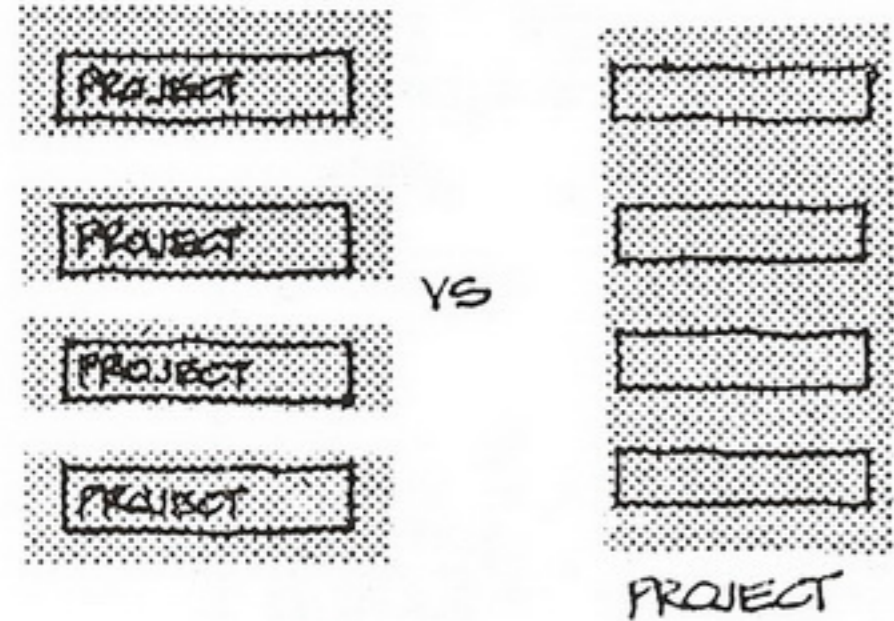
EXTERIOR USE AREAS ARE EASIEST TO RELOCATE FOR MASTER SITE ZONING FUTURE DEVELOPMENT



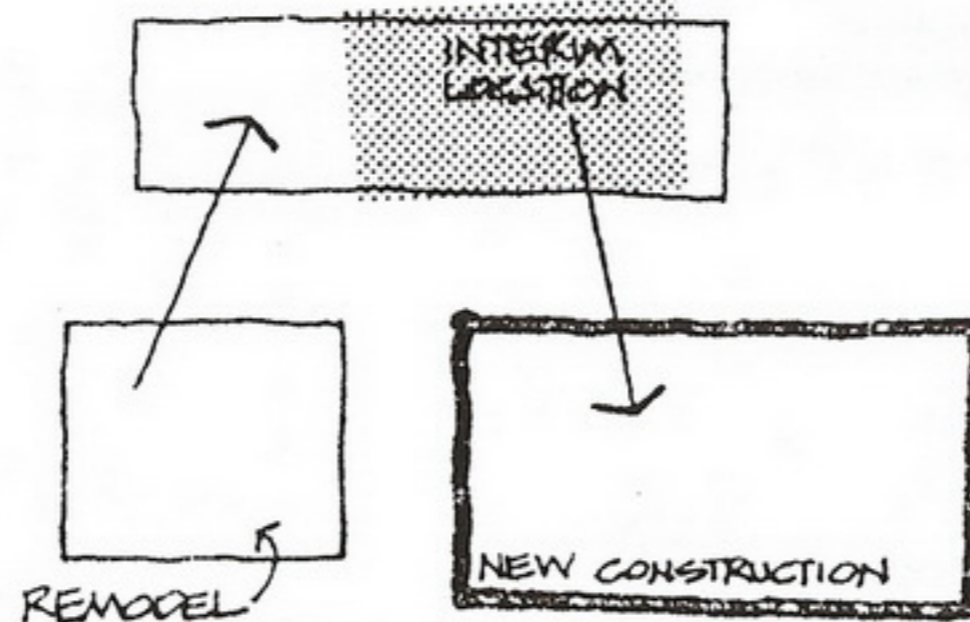
MINIMIZE TOTAL EXPANSION TIME BY SIMULTANEOUS PROJECTS



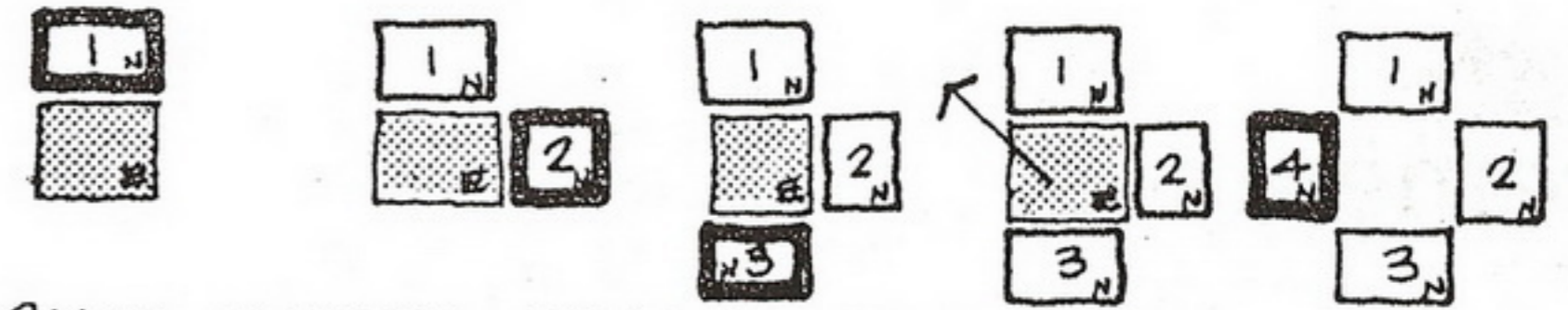
MINIMIZE INTERRUPTIONS OF ONGOING EXISTING FUNCTIONS



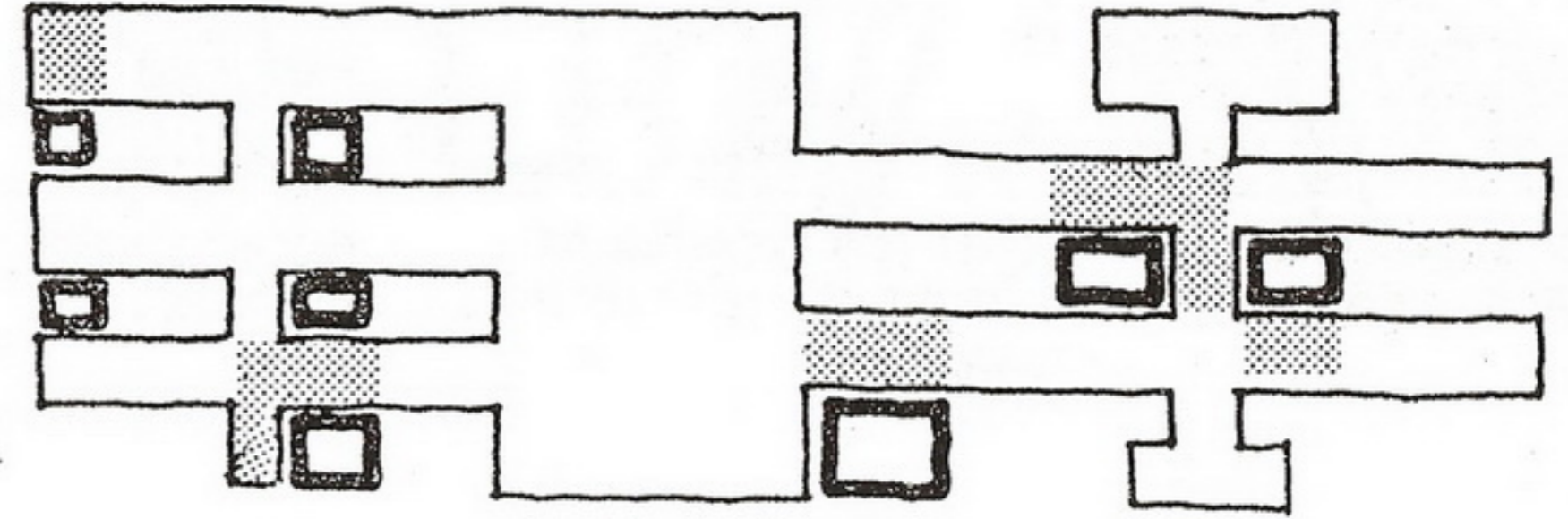
FEWER, LARGER PROJECTS RESULT IN CONSTRUCTION ECONOMY & EFFICIENCY



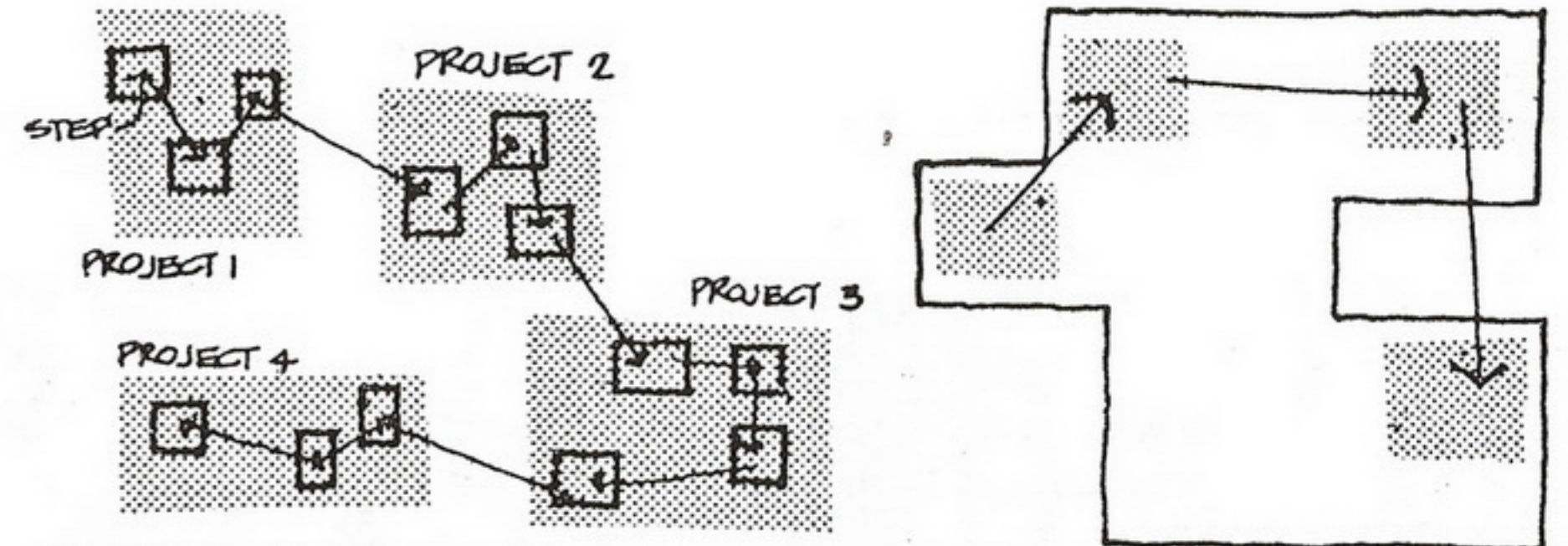
EXPANSION USUALLY INVOLVES TEMPORARY FUNCTION RELOCATION



PHASE EVENTUAL REMOVAL OF EXISTING

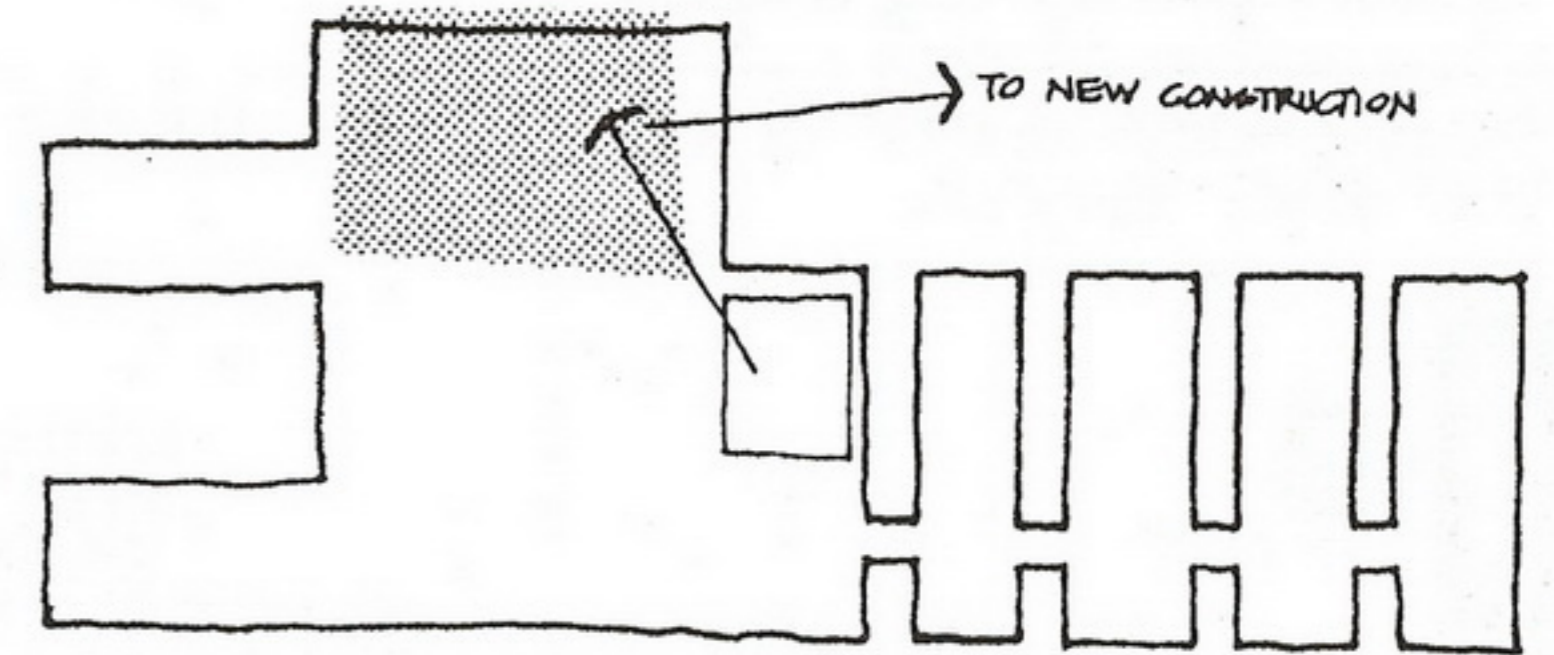


DENSIFY EXISTING WITH NEW - "HALO" AFFECT OF NEW TO IMPROVE ADJACENT EXISTING



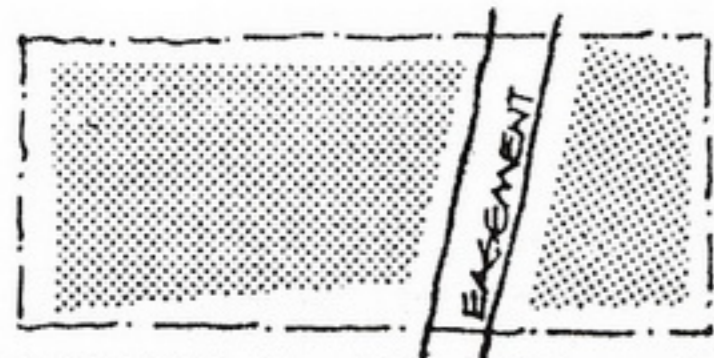
EXPANSION SEGMENTS SHOULD BE INDEPENDENT OF ONE ANOTHER

AVOID MULTIPLE FUNCTION RELOCATIONS

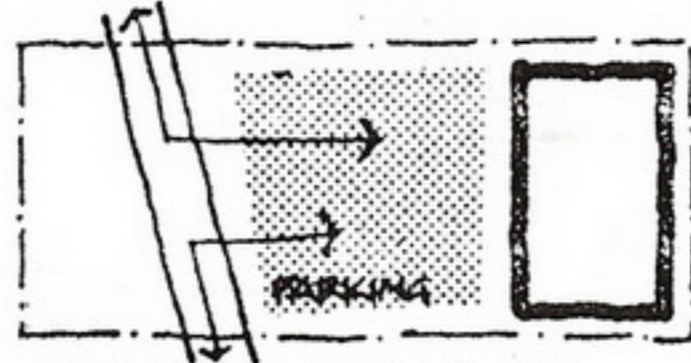


INTERIM LOCATIONS SHOULD ALSO BE AREAS MOST IN NEED OF RENOVATION

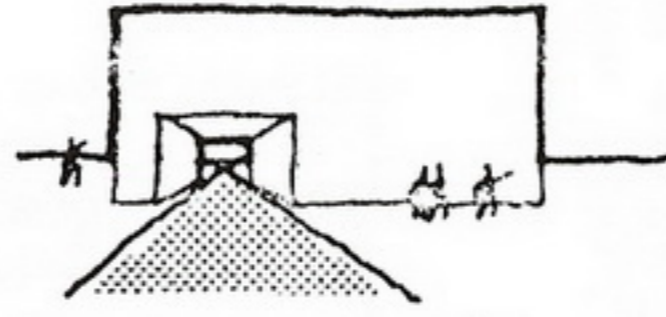
Easements



USE TO ZONE SITE INTO RESPECTIVE USES



USE FOR VEHICULAR CIRCULATION & PARKING ACCESS



BUILD OVER TO PRESERVE

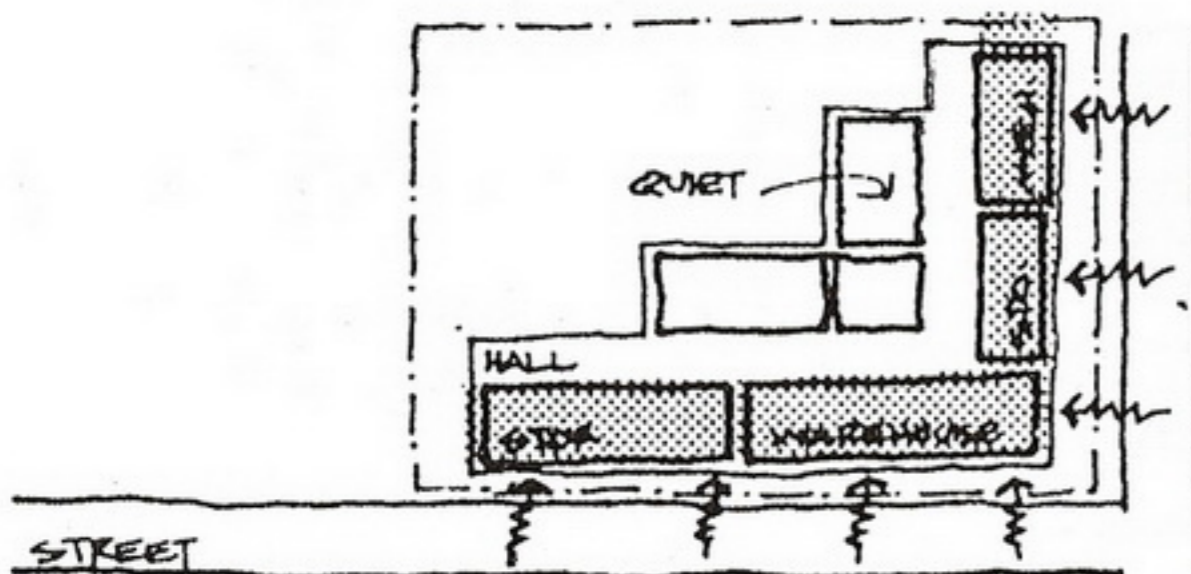


REROUTE TO OPEN SITE FOR DEVELOPMENT

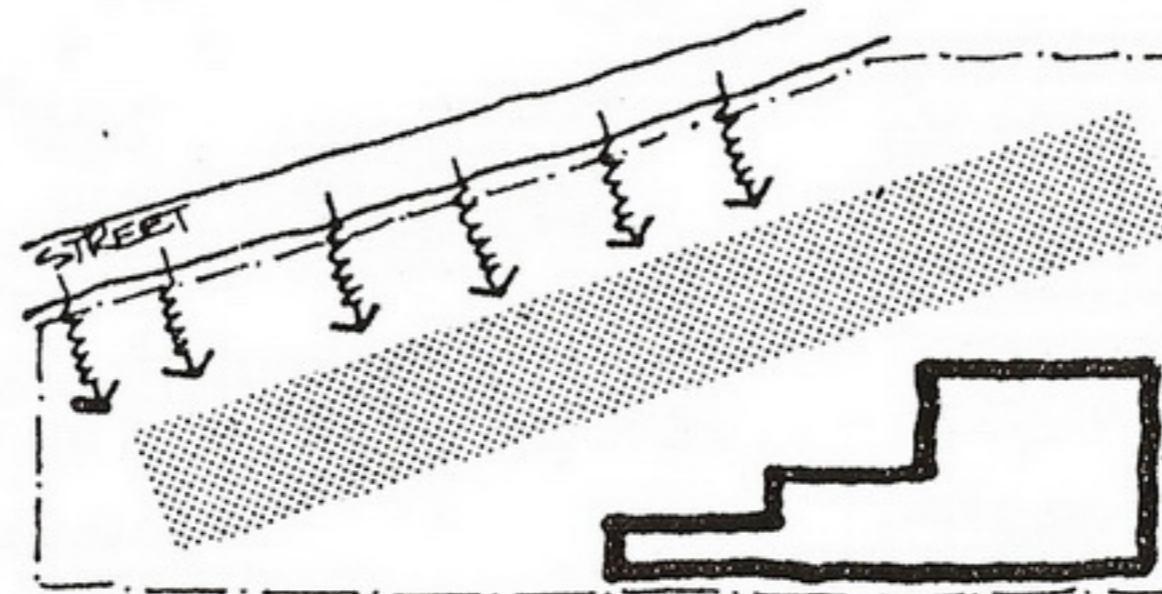


USE FOR SERVICE TRAFFIC TO BUILDING

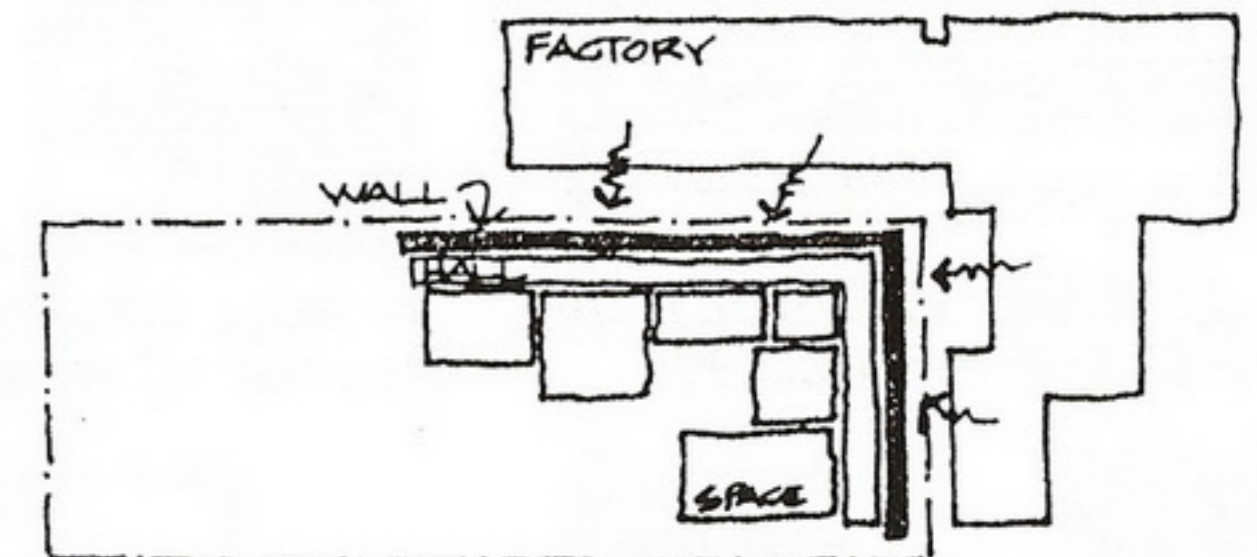
Noise



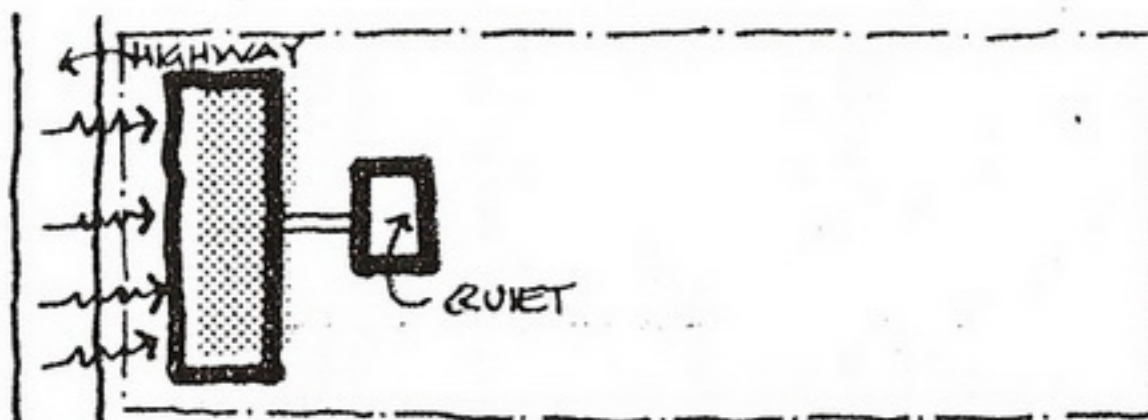
USE STORAGE & OTHER BUFFER SPACES TO PROTECT QUIET SPACES



ZONE BUILDING AWAY FROM NOISE



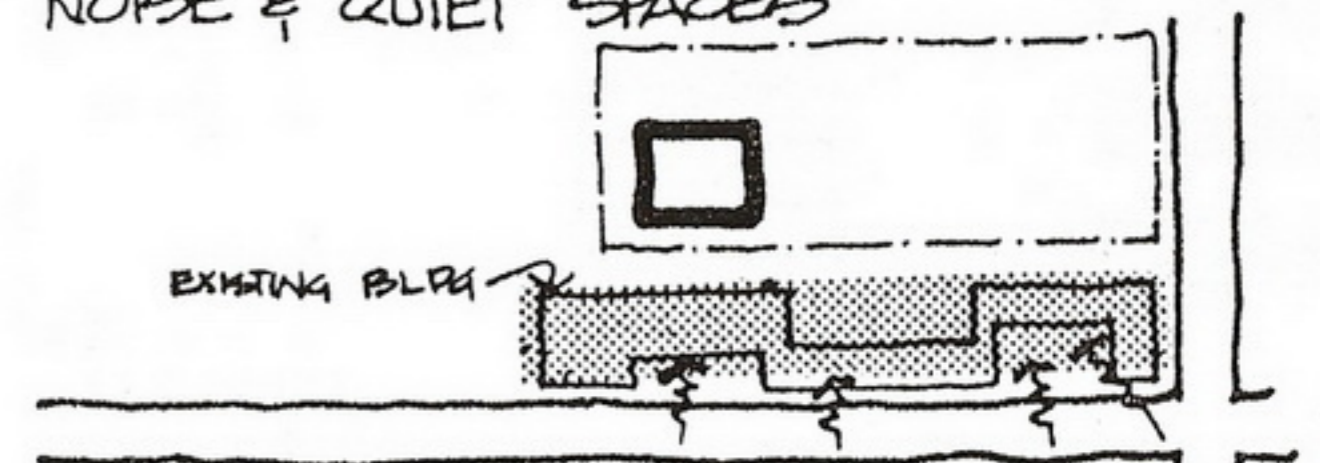
BUILD ACOUSTICAL WALL BETWEEN NOISE & QUIET SPACES



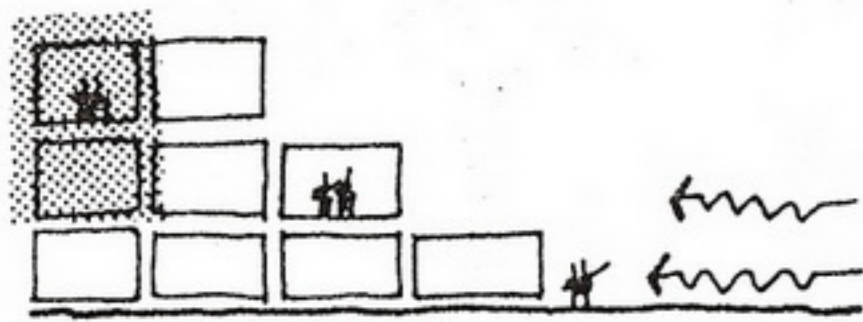
USE BUILDING AS BUFFER BETWEEN NOISE & BUILDING NEEDING QUIET



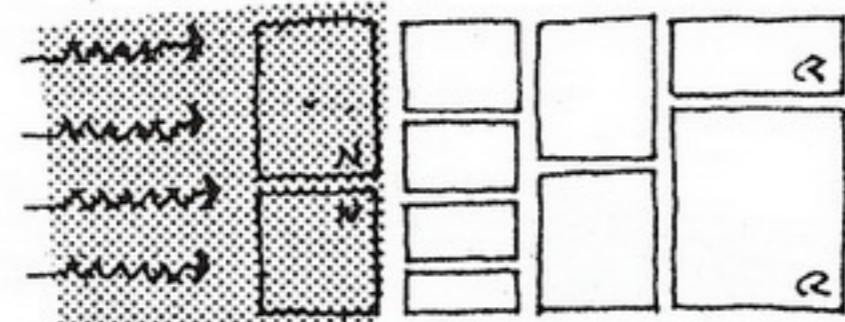
USE LAND FORMS & TREES AS BUFFER



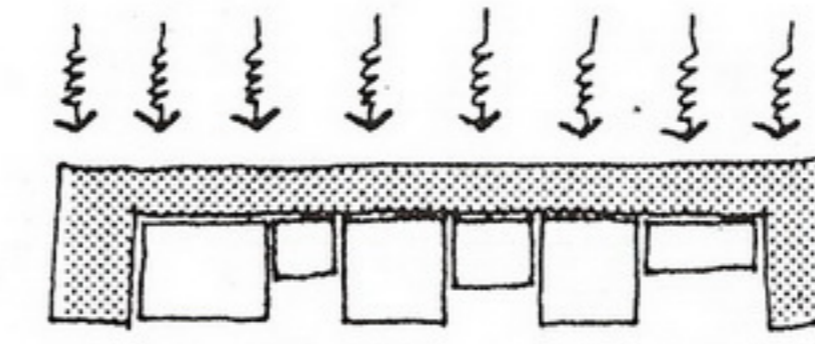
USE EXISTING SURROUNDINGS AS BUFFER BETWEEN NOISE & BUILDING



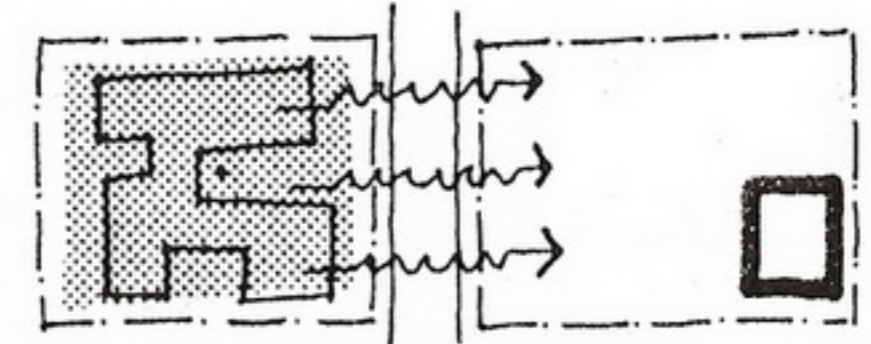
ZONE QUIET SPACES AWAY FROM NOISE



GROUP NOISY SPACES WITH OUTSIDE NOISE SOURCE

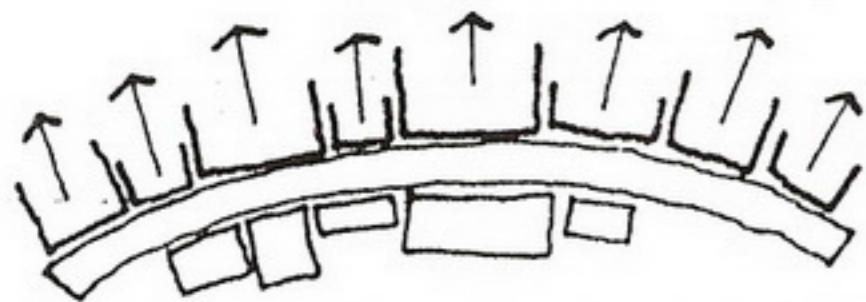


CIRCULATION AS A NOISE BUFFER

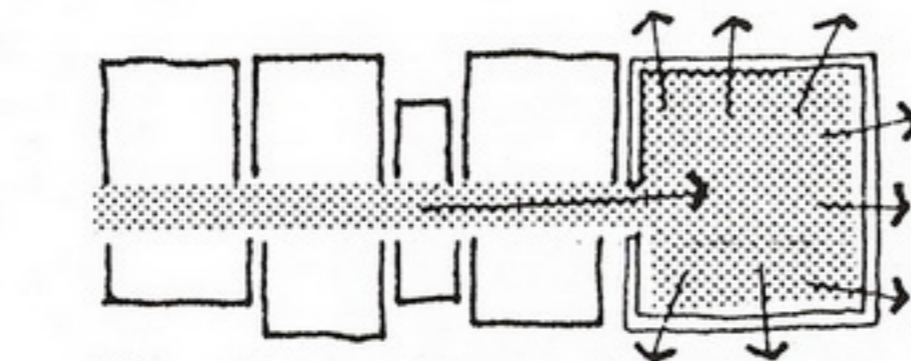


STOP OR REDUCE NOISE AT ITS SOURCE

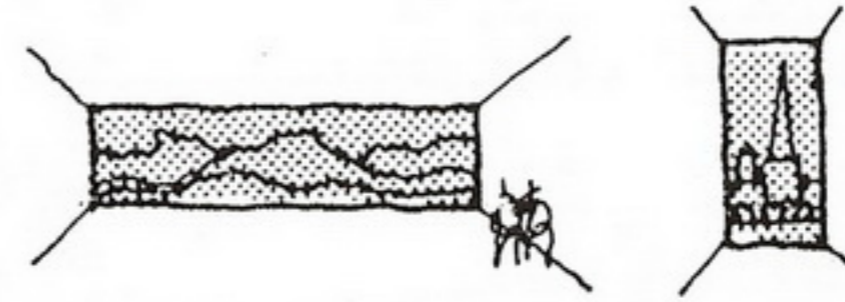
Views from the Site



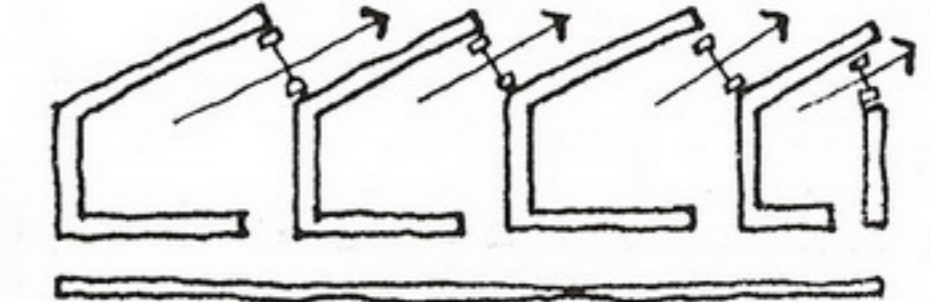
ZONE VIEW SPACES TO VIEW SIDE



PROVIDE ACCESS TO VIEW DECK



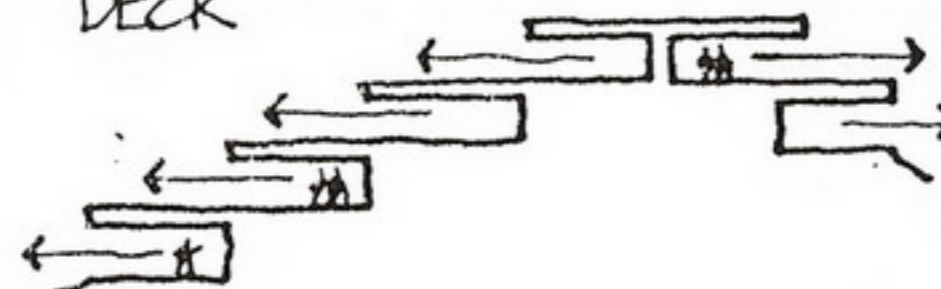
FRAME VIEWS WITH APPROPRIATE WINDOW SHAPES



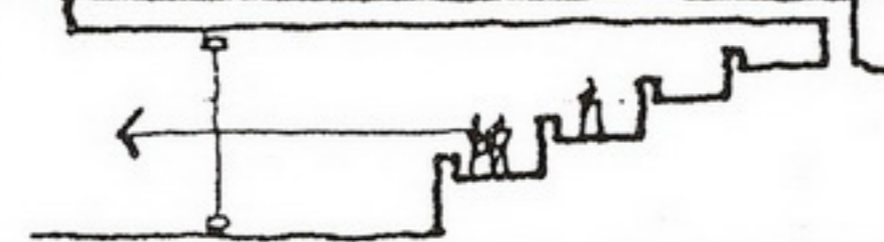
AIM PENETRATION TOWARD VIEW DIRECTION



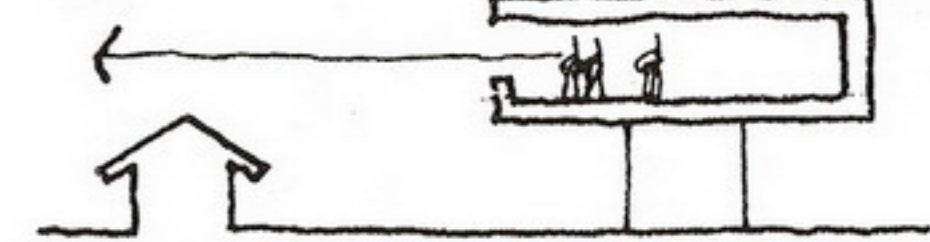
PROVIDE A VIEW BUBBLE ON THE BUILDING



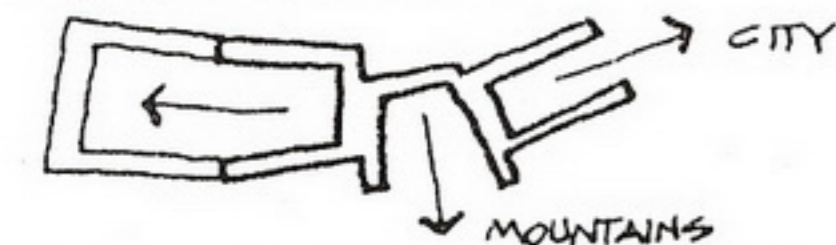
STEP SPACES FOR ACCESS TO VIEW



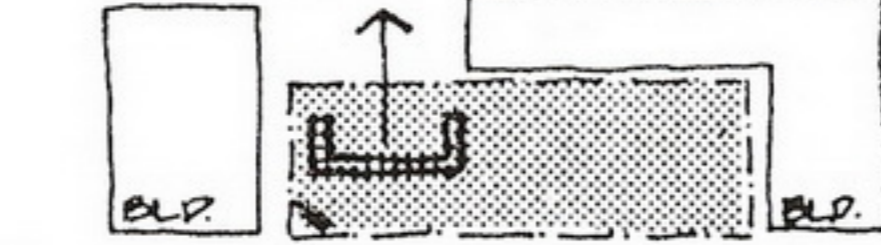
STEP USE ZONES IN SPACES FOR ACCESS TO VIEW



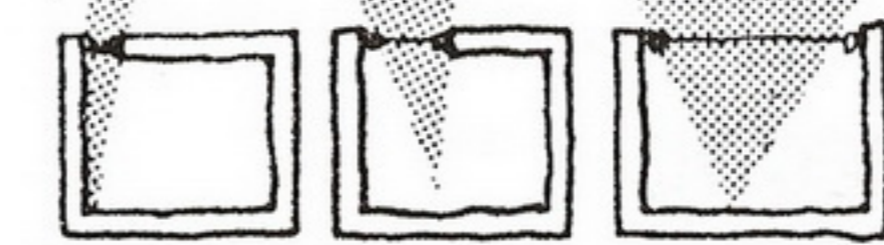
RAISE SPACES FOR VIEW ACCESS OVER OBSTRUCTIONS



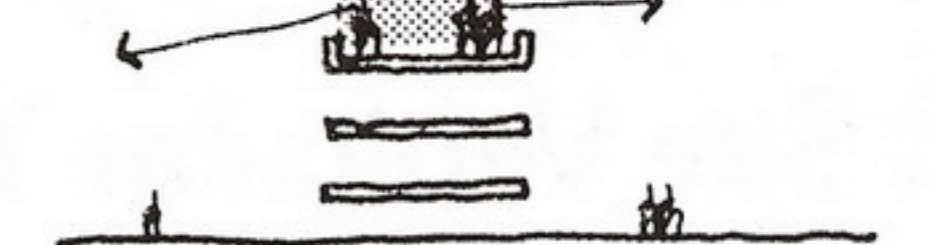
ZONE SPACES FOR APPROPRIATE VIEW TYPES



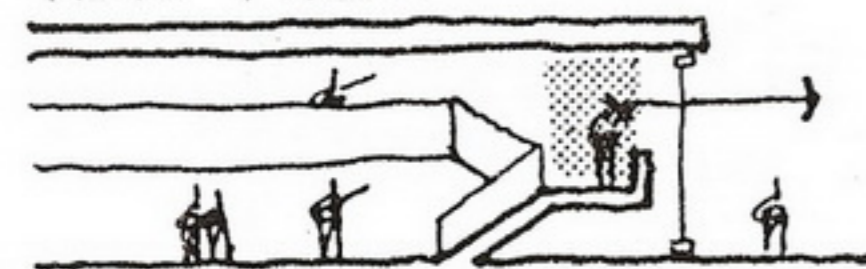
PLACE BUILDING TO AVOID SURROUNDING VIEW BARRIERS



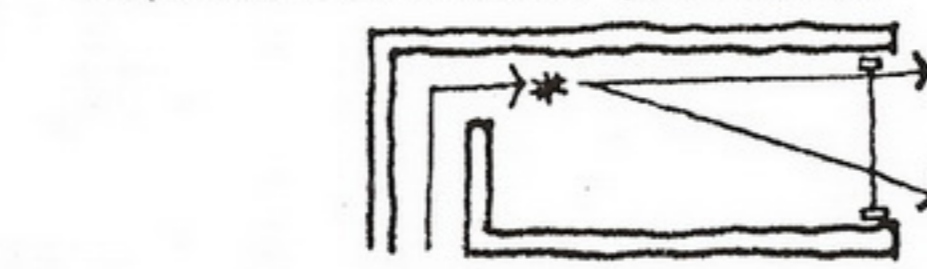
WINDOW PROPORTION BASED ON VIEW PROPORTION & SIZE



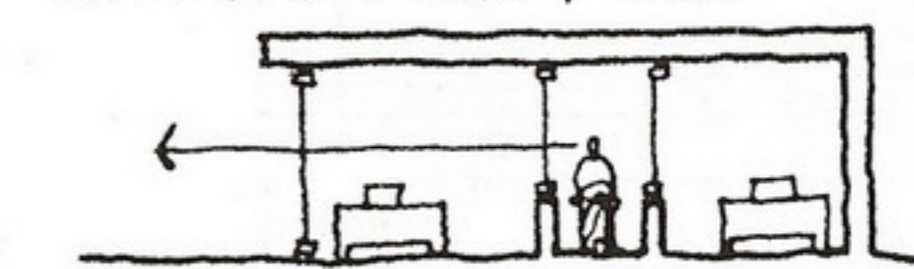
VIEW DECK ON ROOF



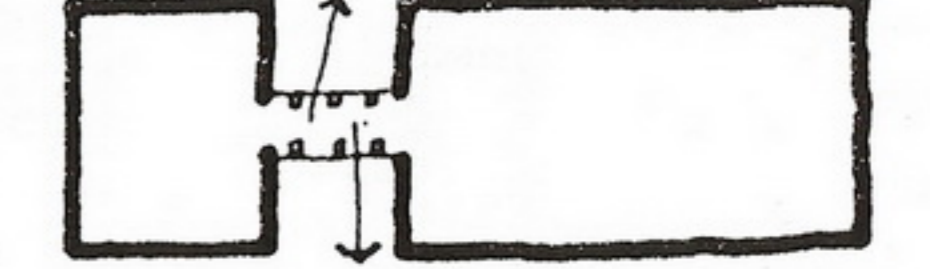
VIEW FROM STAIR LANDING



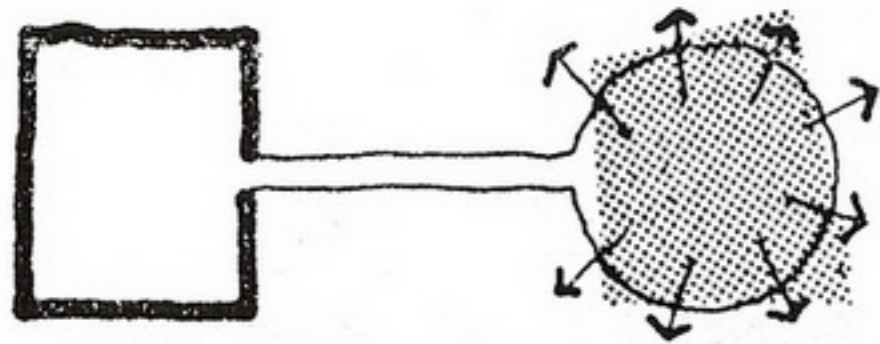
PRESENT VIEW ON ENTRY TO SPACE



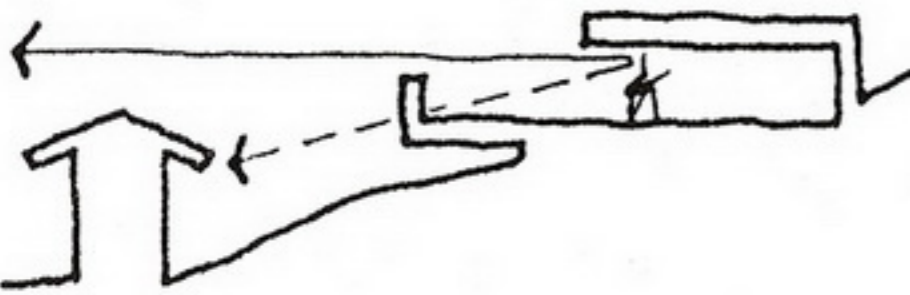
TRANSPARENT INTERIOR WALLS TO GIVE VIEW TO "BURIED" SPACES



VIEW FROM TRANSPARENT LINK BETWEEN BUILDINGS



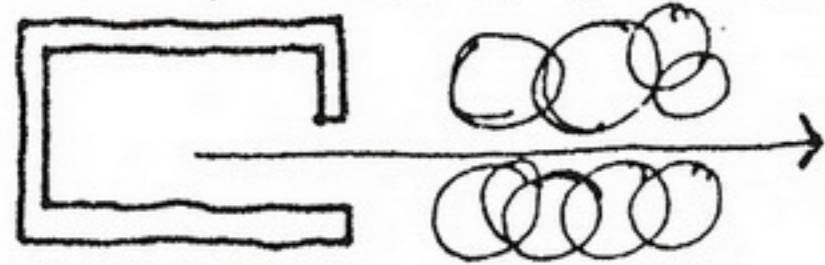
CREATE SPECIAL VIEW AREA



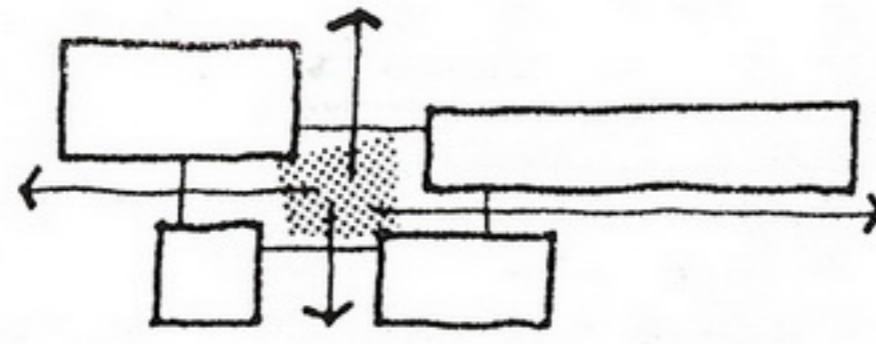
USE RAIL TO CUT OFF POOR VIEW BELOW



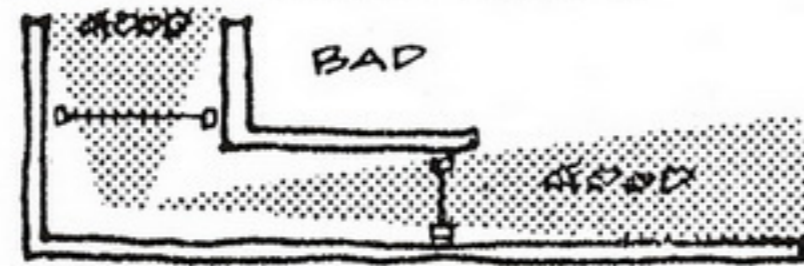
USE BERMS TO SCREEN BAD VIEWS & CREATE GOOD ONES



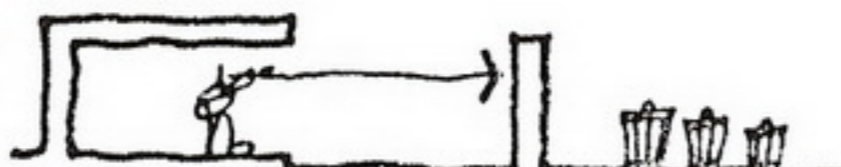
FRAME GOOD VIEWS WITH LANDSCAPING



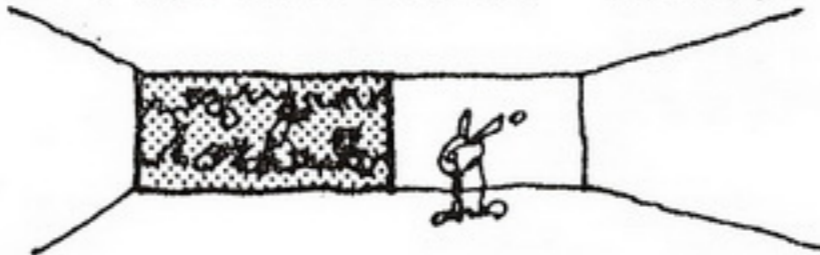
MAKE VIEW AVENUES FROM BUILDING 'CORE' AREAS



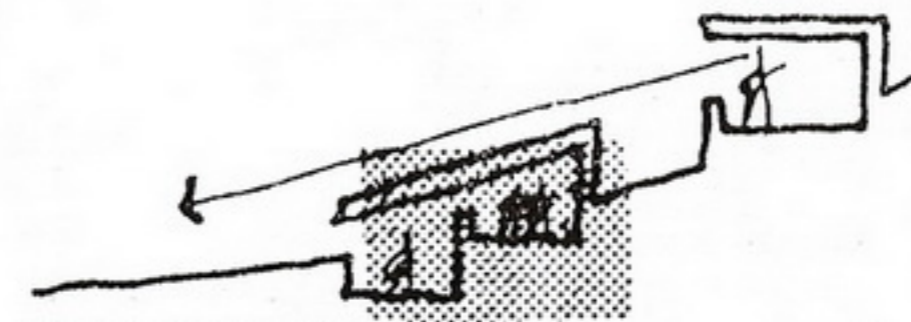
TRANSPARENT BUILDING TOWARD GOOD VIEW • OPAQUE TO BAD



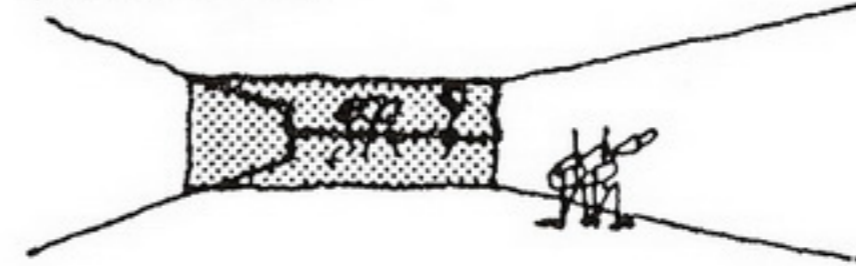
USE WALLS TO CREATE CONTROLLED GOOD VIEWS



SCREEN POOR VIEWS WITH LANDSCAPING.



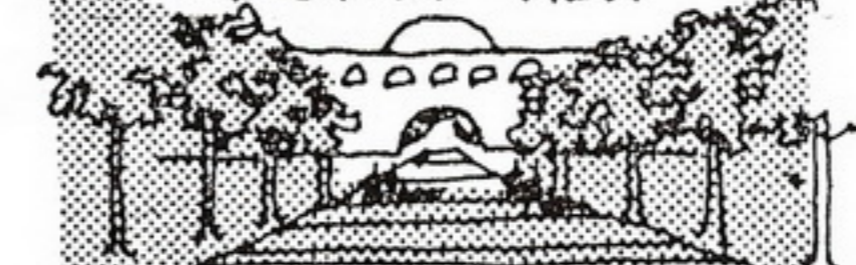
RESPECT VIEWS FROM OTHER BUILDINGS



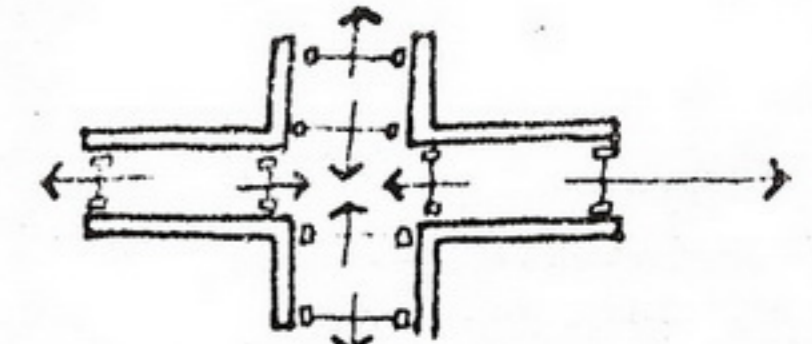
USE WING WALLS TO SCREEN OFF BAD VIEWS FROM GOOD



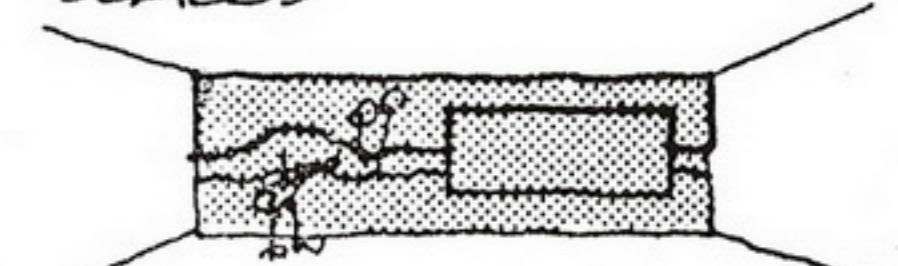
INTROVERT THE BUILDING TOWARD ITS OWN GOOD VIEW



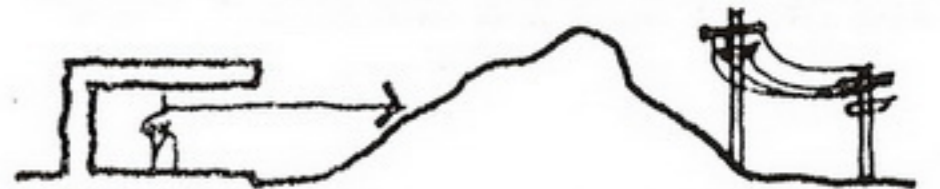
CREATE VIEW AVENUES WITH LANDSCAPING



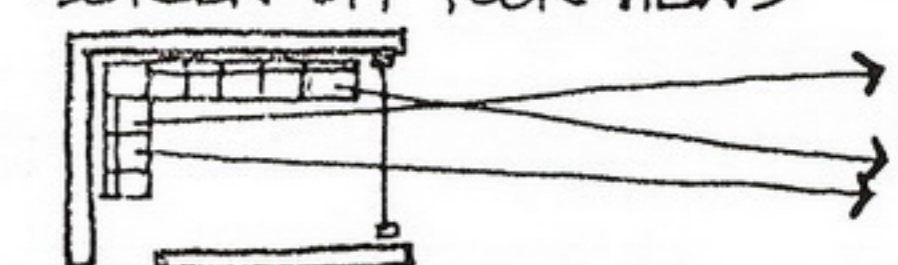
CREATE VARIETY OF VIEW SCALES



USE DETACHED WALLS TO SCREEN BAD VIEWS FROM GOOD

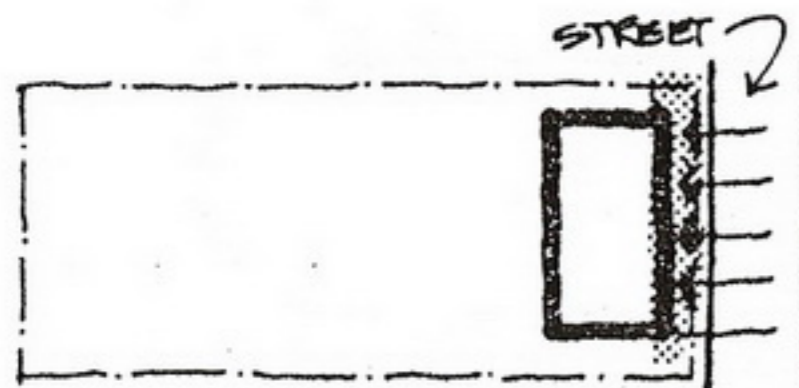


USE EXISTING LAND FORMS TO SCREEN OFF POOR VIEWS

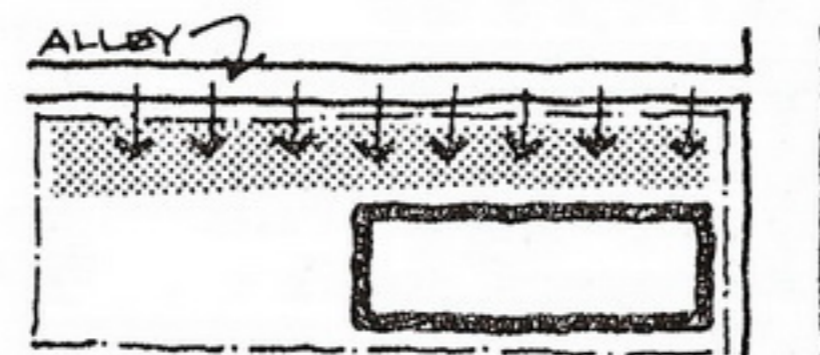


PLACE FURNITURE IN RESPONSE TO VIEWS

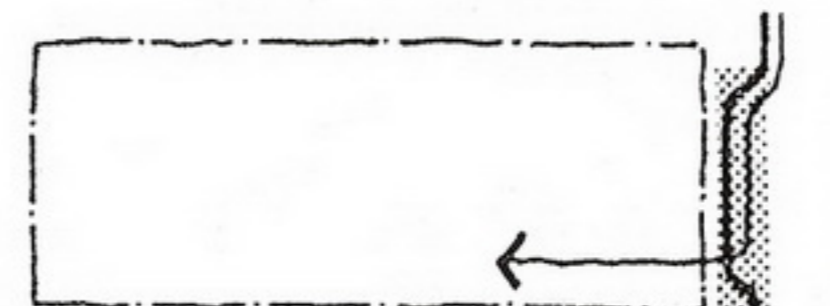
Off Site Vehicular Traffic



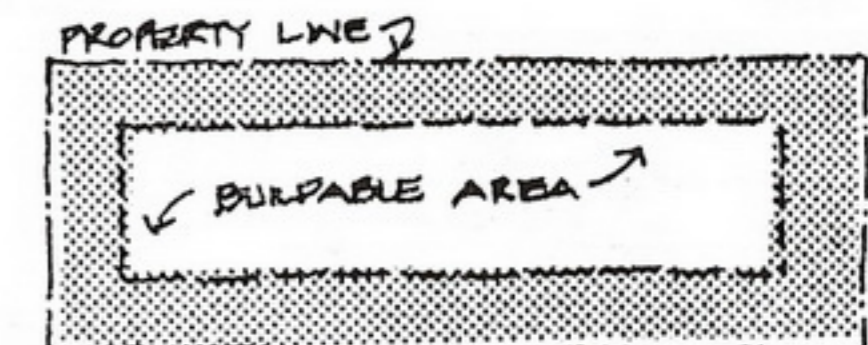
PRESENT IMAGE FACADE TO MAJOR TRAFFIC ARTERY



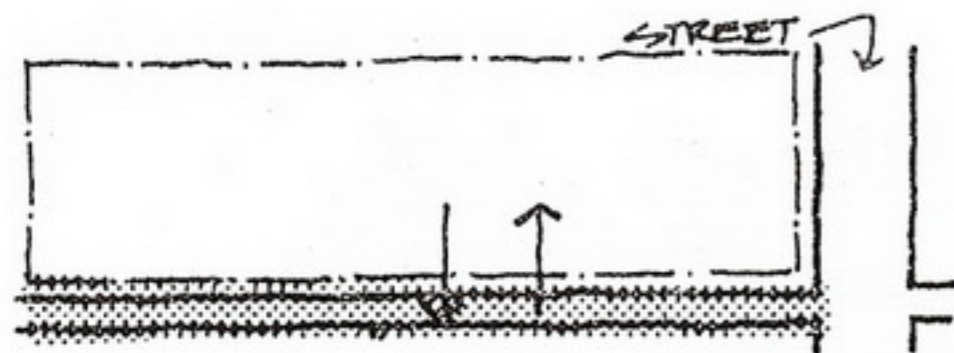
USE ALLEY FOR PERIPHERY SITE CIRCULATION & PARKING ACCESS



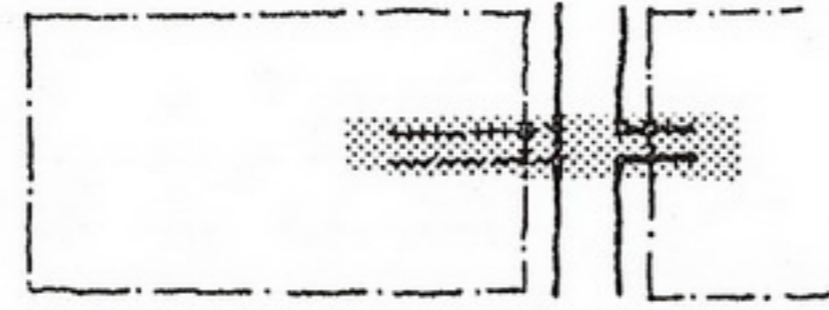
PROVIDE DECELERATION LANE FROM MAJOR ARTERY



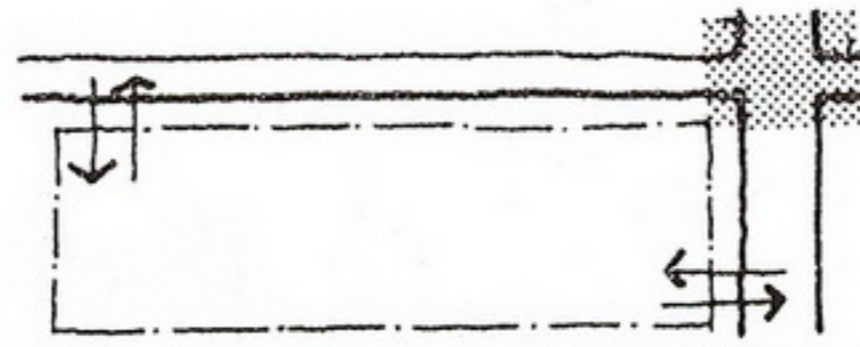
PUT PAVING & PARKING IN SET BACK AREAS



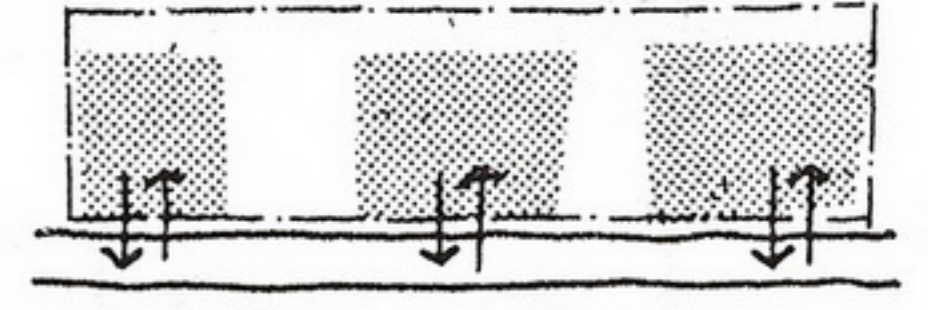
RECEIVE TRAFFIC FROM MINOR LOW SPEED STREETS



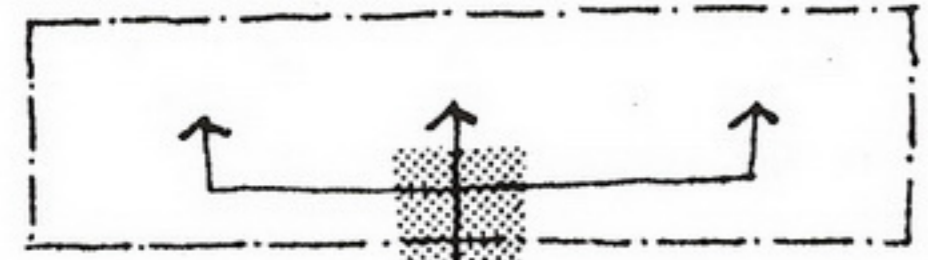
RELATE SITE ENTRY TO OTHERS ACROSS FROM SITE



ENTER SITE AT FURTHEST POINTS FROM INTERSECTIONS



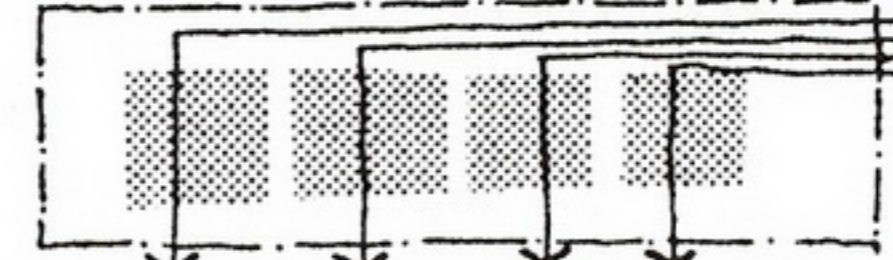
SPECIAL SITE ENTRIES FOR SPECIAL SITE FUNCTIONS



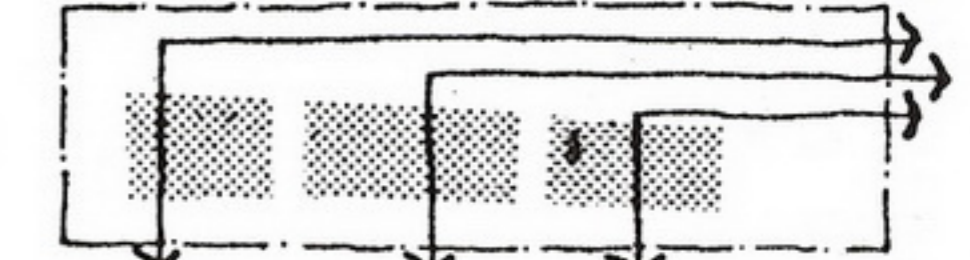
RECEIVE TRAFFIC AT ONE ENTRY, SORT OUT ON SITE LATER



SEPARATE PUBLIC FROM SERVICE TRAFFIC

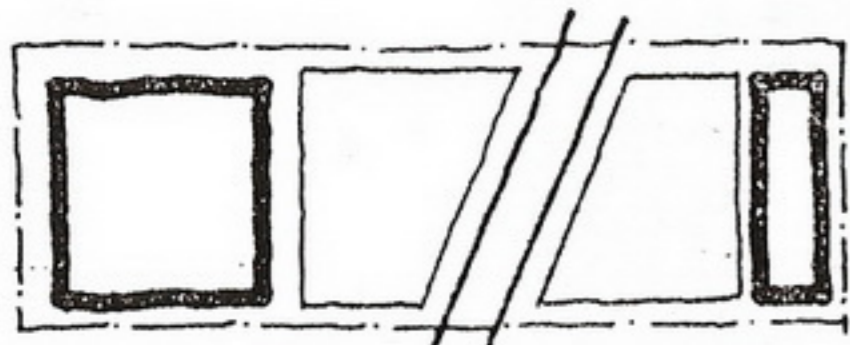


USE ONE WAY LOOP SYSTEM FOR ENTRY • PARK • EXIT

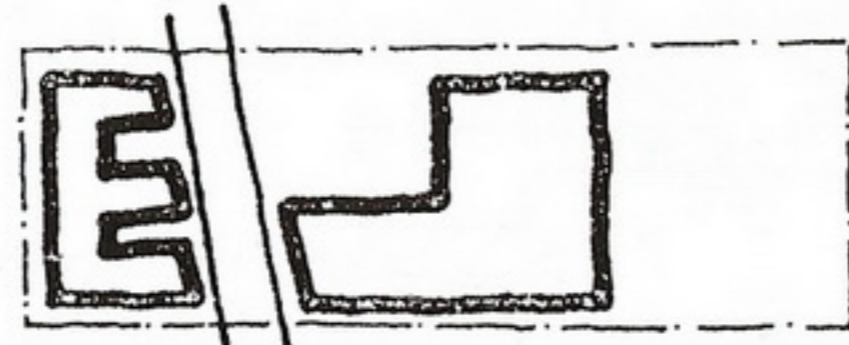


USE TWO-WAY SYSTEM

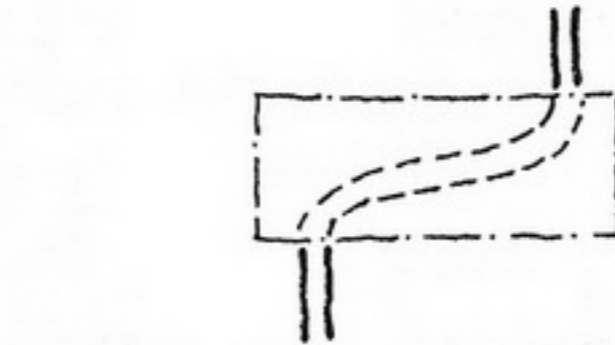
Existing On Site Vehicular Traffic



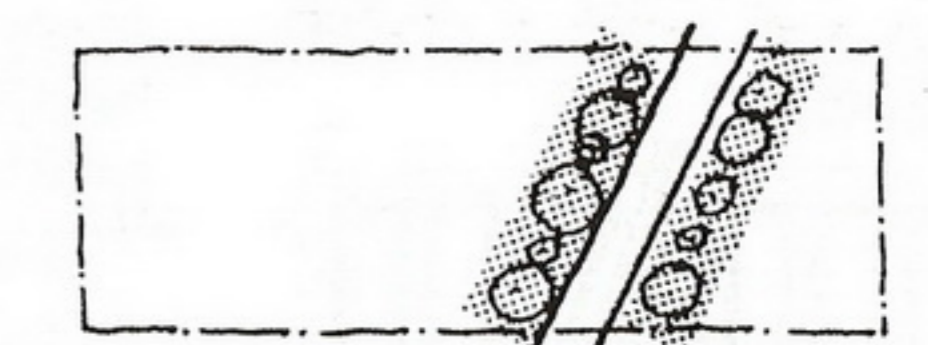
USE AS BASIS FOR SITE USE ZONING



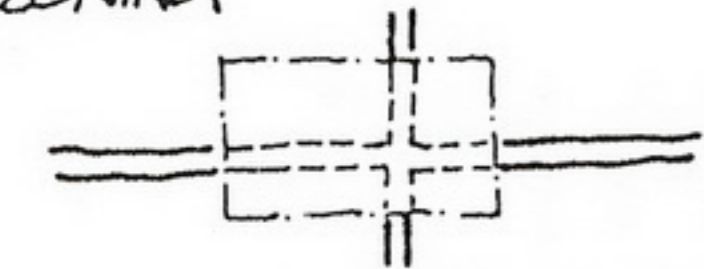
RESPOND WITH BUILDING GEOMETRY



MAKE NEW PATTERN THROUGH SITE WHERE NEEDED



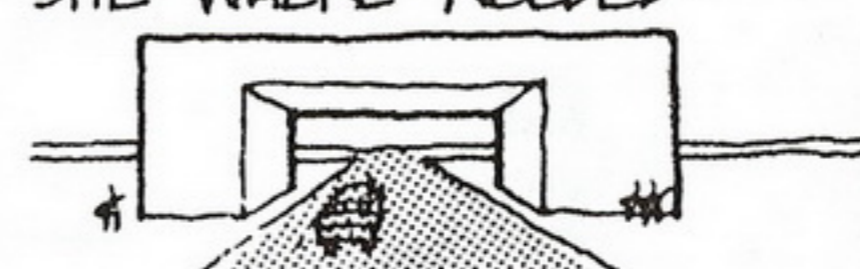
REINFORCE DRIVERS' EXPERIENCE



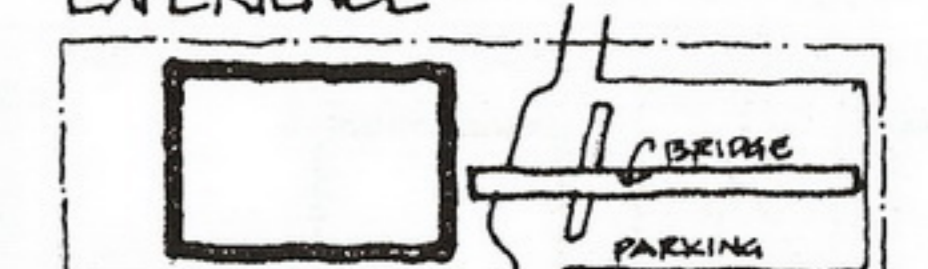
MAKE LINKAGES WHERE IMPORTANT



ALTER PATH TO MAKE SITE PLANNING MORE FLEXIBLE



ACCOMMODATE WITH A BUILDING TUNNEL



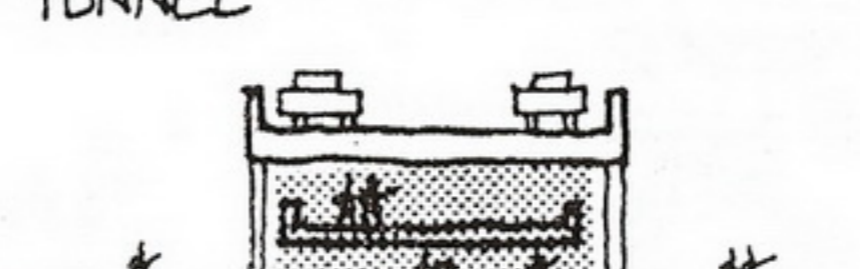
USE FOR ACCESS TO PARKING



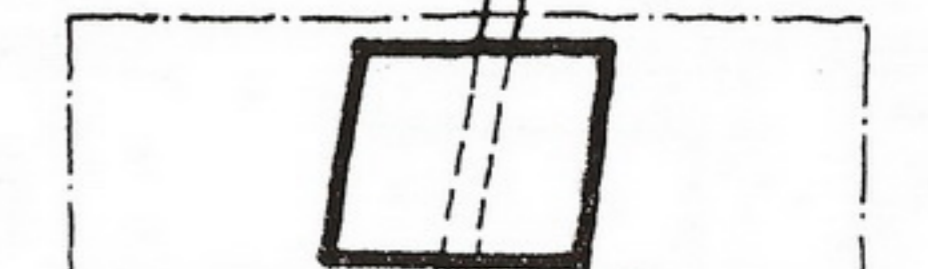
CLOSE STREET & DIVERT TRAFFIC



SPLIT BUILDING & BRIDGE OVER



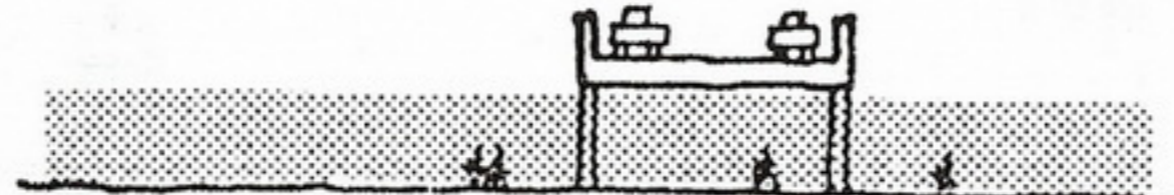
RAISE ROAD & DEVELOP BELOW



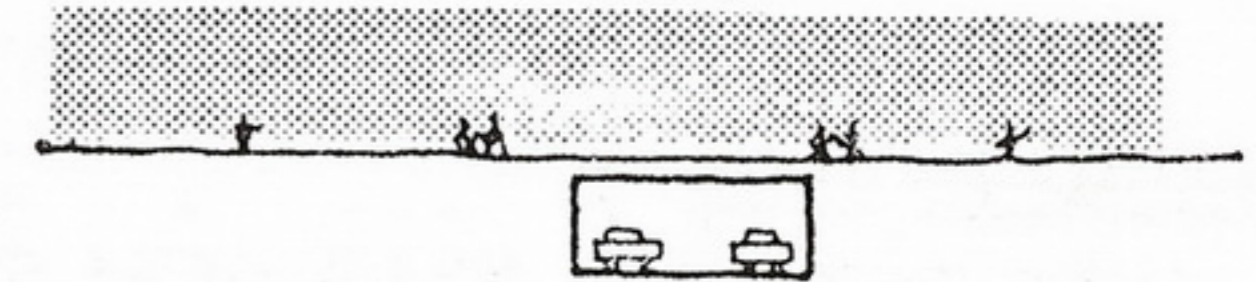
ENVELOP & HIDE ROAD WITH BUILDING



BERM TO SCREEN VISUALLY

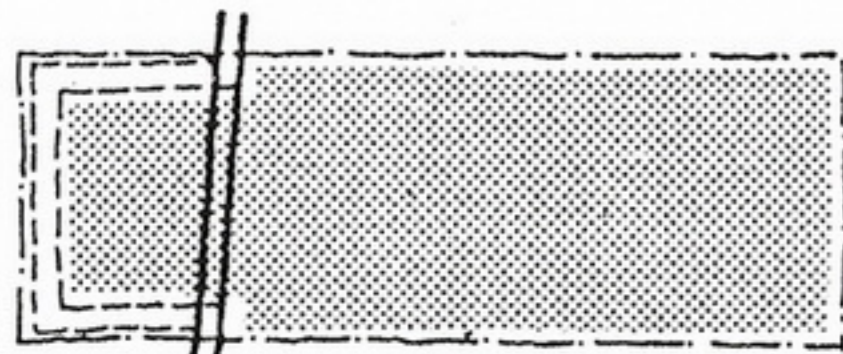


RAISE TO FREE SITE FLOOR FOR DEVELOPMENT



BURY ROAD TO ELIMINATE AS A FACTOR

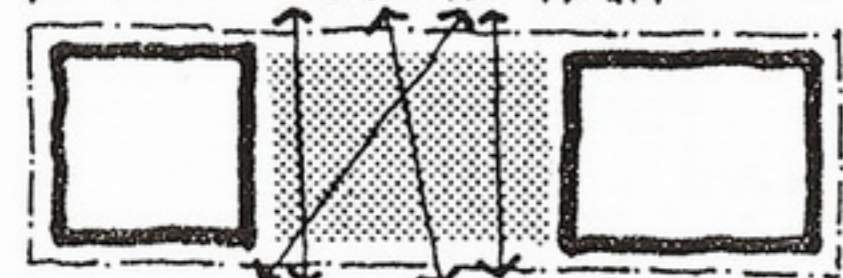
Existing On Site Pedestrian Traffic



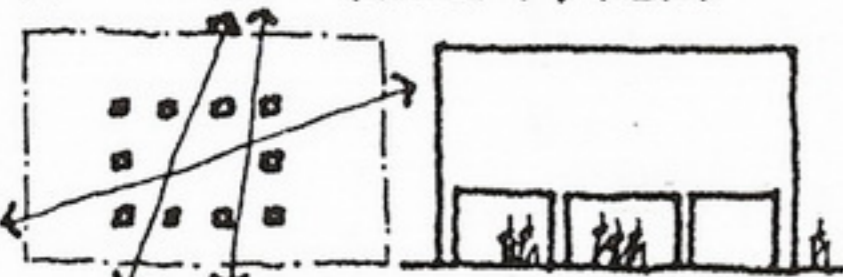
RELOCATE FOR MORE FLEXIBLE SITE ZONING



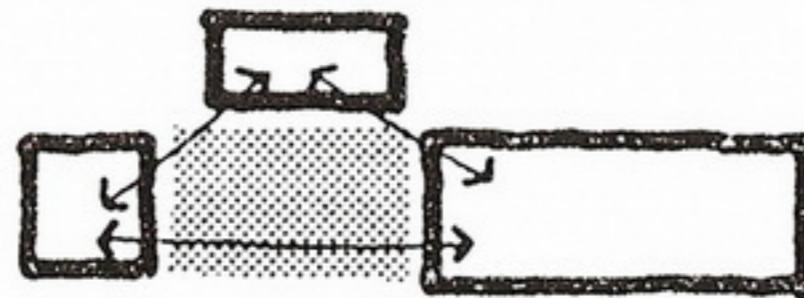
ALTER BUILDING GEOMETRY TO ACCOMMODATE PATH



ACCOMMODATE WITH AN ENLARGED PLAZA AREA



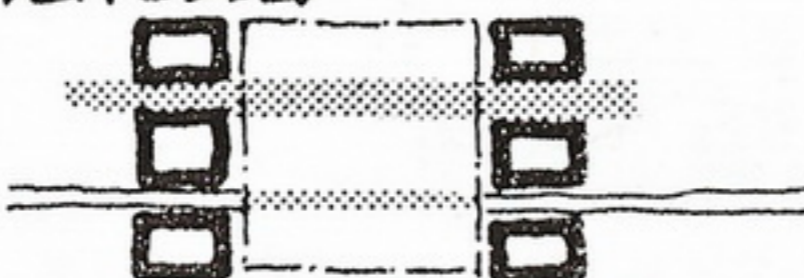
RAISE BUILDING TO ALLOW MULTIDIRECTIONAL PATHS



ALLOW LINKS BETWEEN FUNCTIONALLY RELATED BUILDINGS



PROVIDE A BRIDGE IF SITE IS DEPRESSED



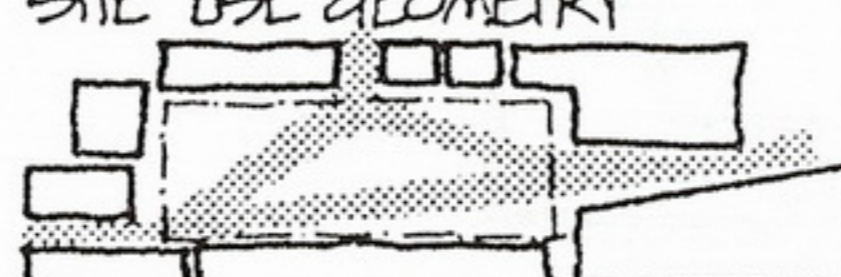
PROVIDE NEW LINKS & PATHS WHERE NEEDED



CONTRIBUTE TO PATH WITH EXTERIOR SPACE DEVELOPMENT



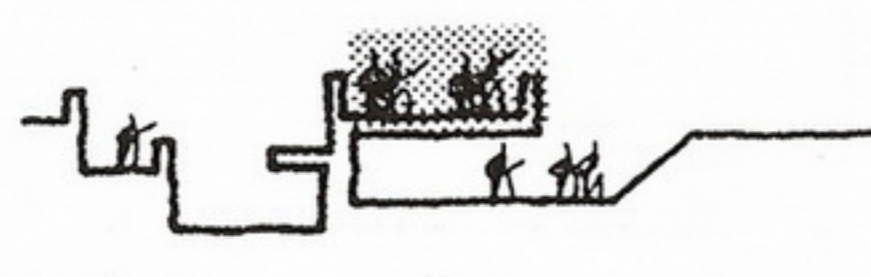
USE AS BASIS FOR BUILDING & SITE USE GEOMETRY



LINK DISCONNECTED PEDESTRIAN PATHS



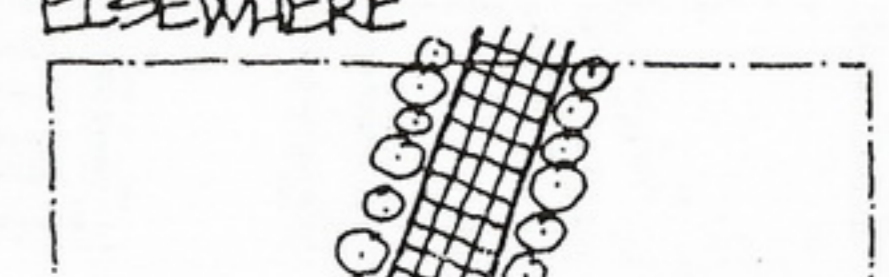
BUILD OVER



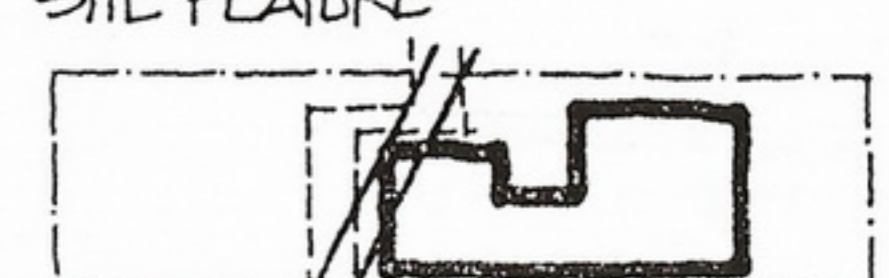
USE THE TOP OF A DEPRESSED BUILDING FOR A PATH



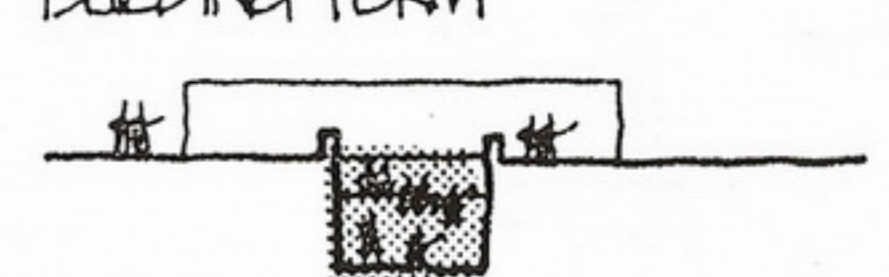
CLOSE & DIVERT PATH ELSEWHERE



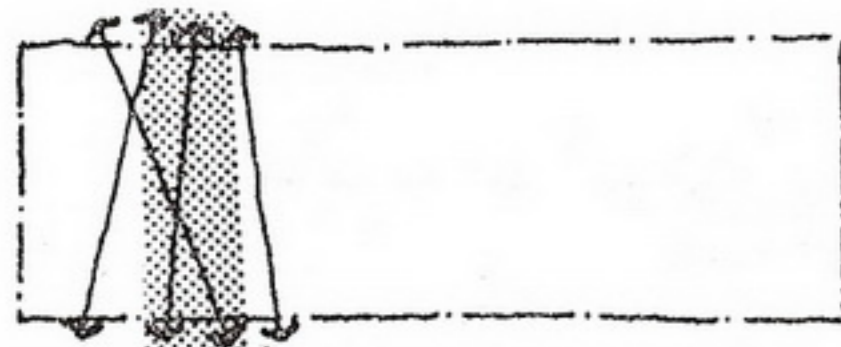
DEVELOP PATH AS MAJOR SITE FEATURE



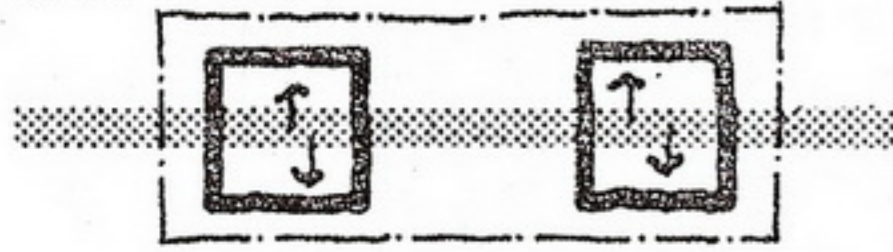
CHANGE PATH TO ACCOMMODATE BUILDING FORM



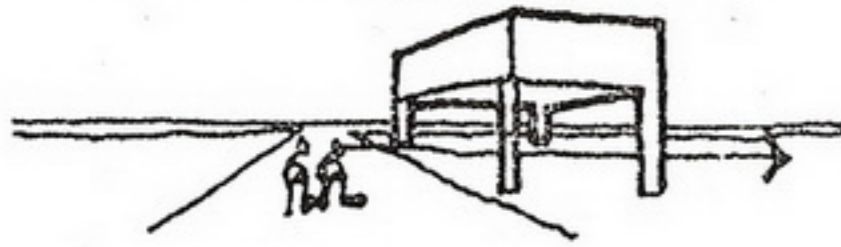
SINK THE PATH & BUILD OVER



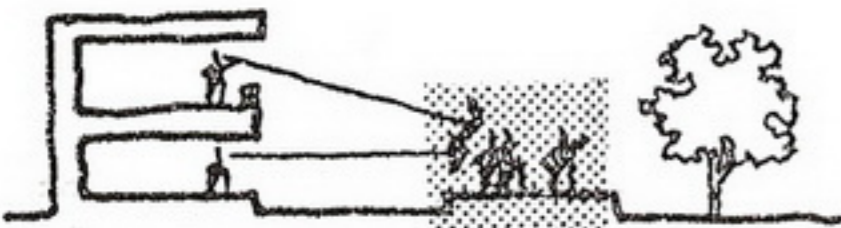
COLLECT & SIMPLIFY MULTIPLE PATH PATTERNS



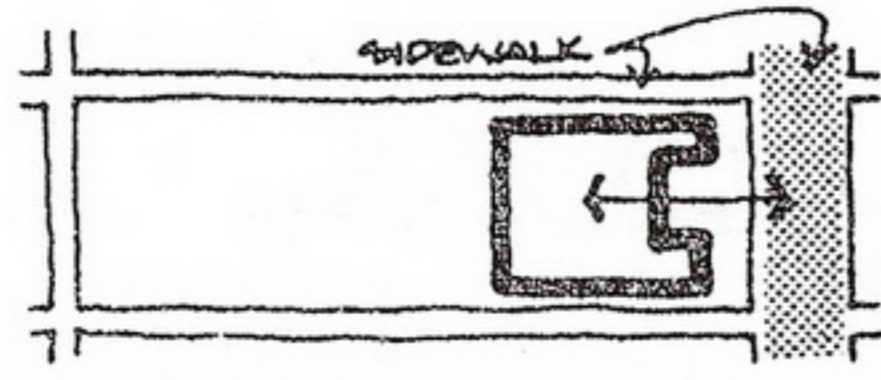
GROUP PATHS TO BUILDINGS WITH PATHS THROUGH SITE



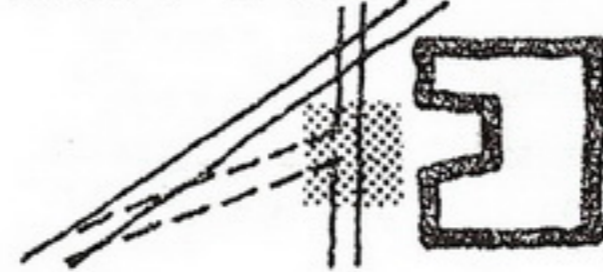
RAISE BUILDING TO ALLOW VIEW FROM PATH



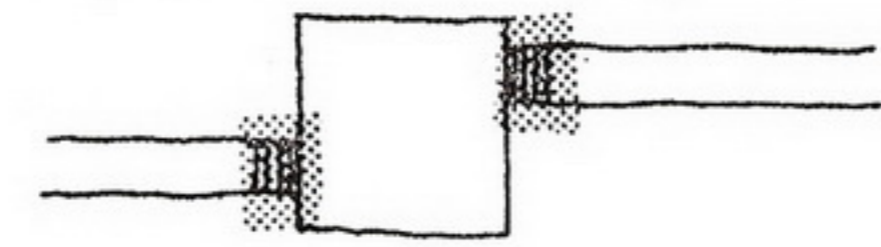
MAKE PATH A VIEW FEATURE FROM BUILDING SPACES



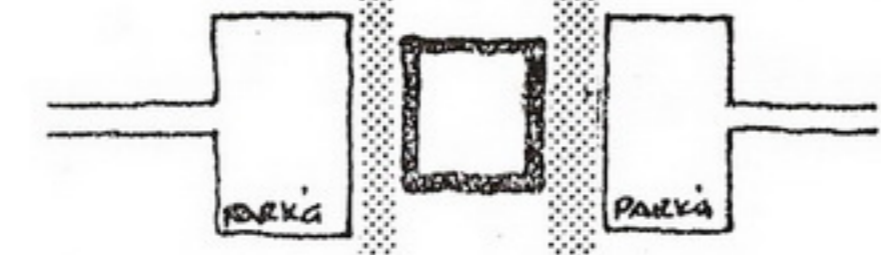
ZONE PUBLIC ENTRY TO MAJOR PEDESTRIAN PATHS



CHANGE PATHS SO NODES ARE AT IMPORTANT LOCATIONS



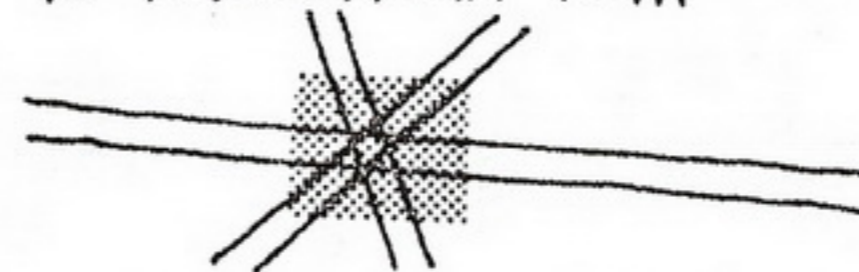
MAKE LEVEL CHANGES AT ENTRIES TO EXTERIOR SPACES



AVOID CROSSING WITH ON SITE VEHICULAR



RELATE "EXPOSURE" FUNCTIONS TO PEDESTRIAN PATH



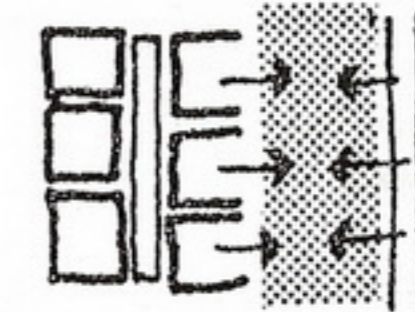
DEVELOP AREAS WHERE NODES OCCUR



BRING PATH THROUGH BUILDING



AVOID MEANINGLESS LEVEL CHANGES ALONG PATH



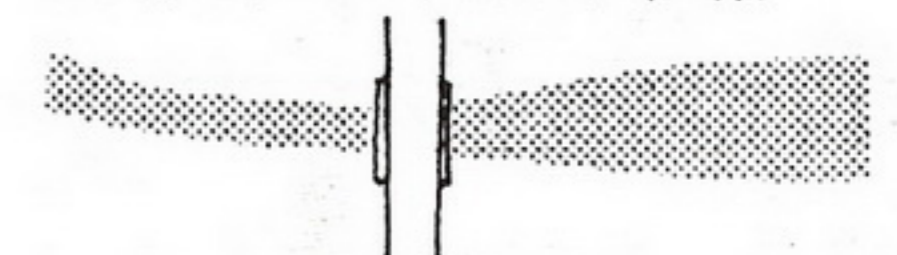
EXTEND EXTERIOR USE AREAS OFF PATH



CREATE VIEW VISTAS FROM PATHS

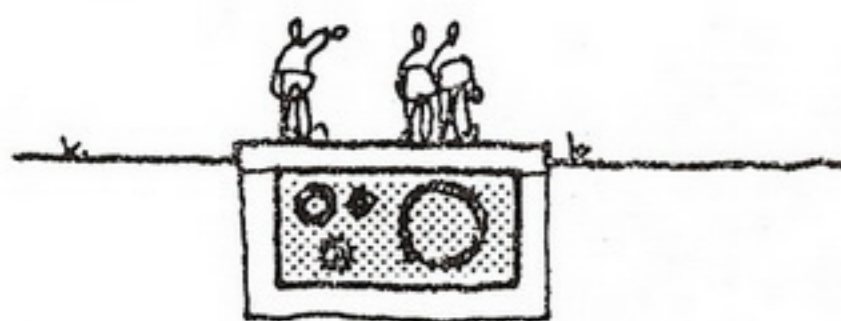


CREATE CONTROLLED EXPERIENCES ALONG PATH

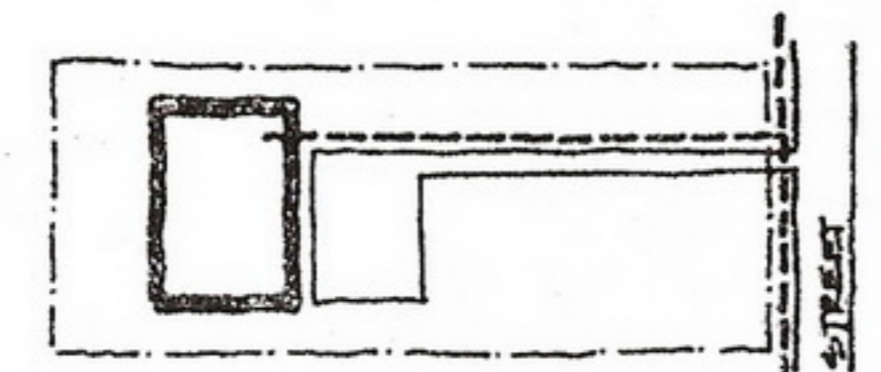


BRIDGE OVER DRAINAGE PATHS

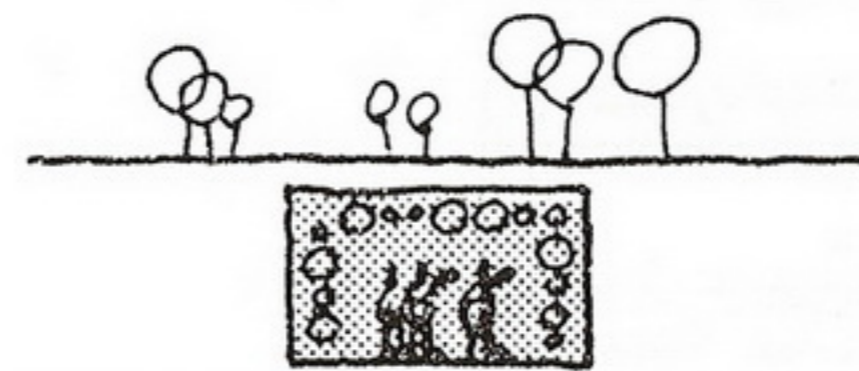
Utilities



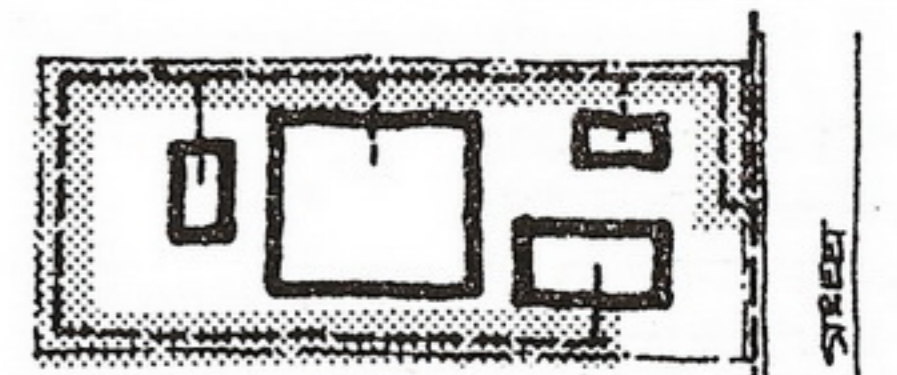
BRING UTILITIES IN WITH TUNNEL. USE TOP FOR SIDEWALK



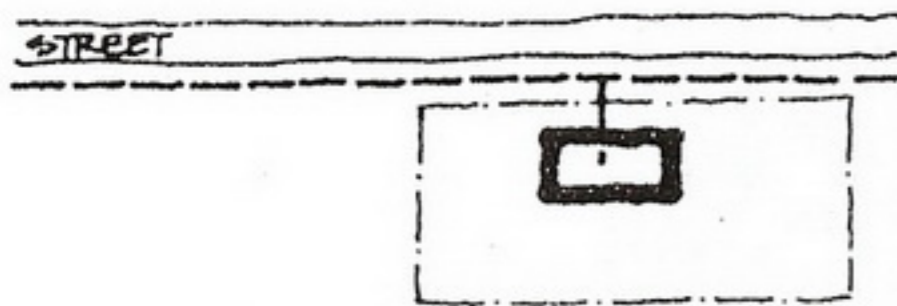
RUN UTILITIES WITH ROAD TO GROUP SITE SCARS



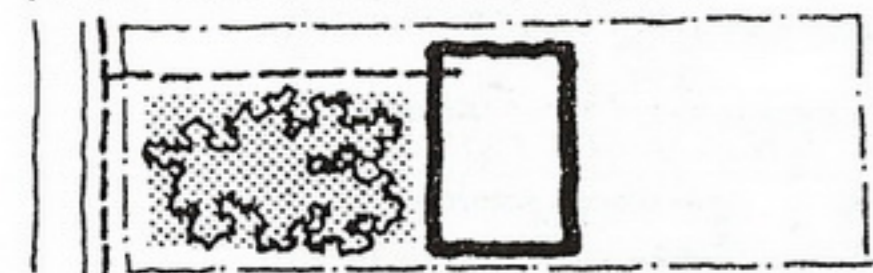
RUN UTILITIES IN UNDERGROUND CIRCULATION WAYS



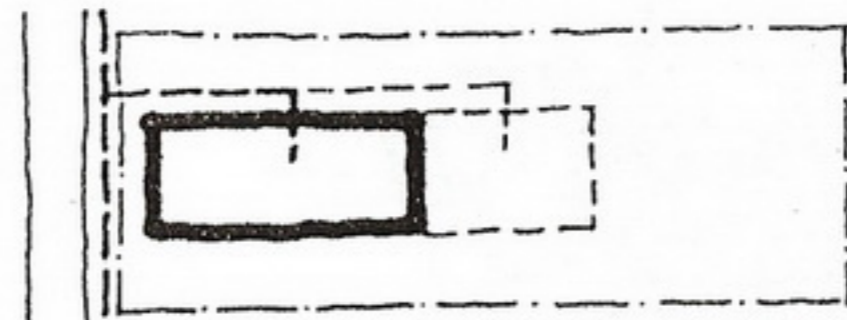
ZONE UTILITIES TO SITE EDGES FOR FLEXIBLE SITE DEVELOPMENT



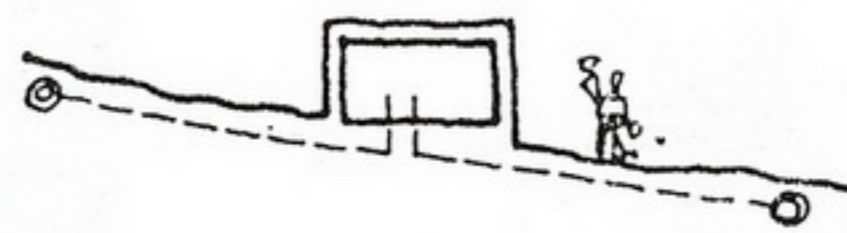
ZONE BUILDING NEAR UTILITIES FOR SHORT ON-SITE RUNS



AVOID SITE ASSETS WITH UTILITY RUNS



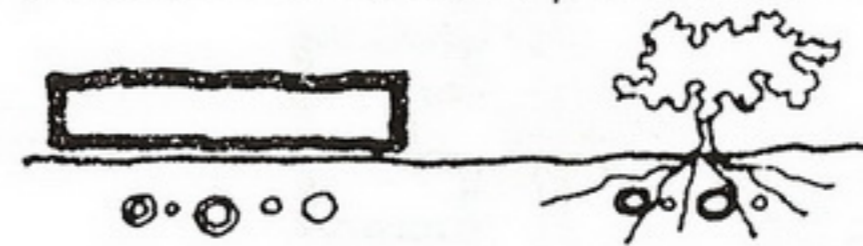
SET UP UTILITIES TO GROW WITH BUILDINGS



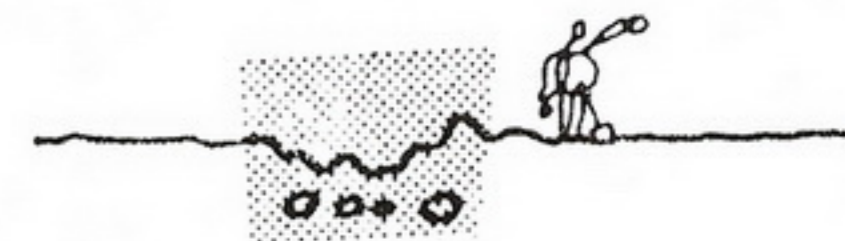
USE GRAVITY FOR UTILITIES WHERE POSSIBLE



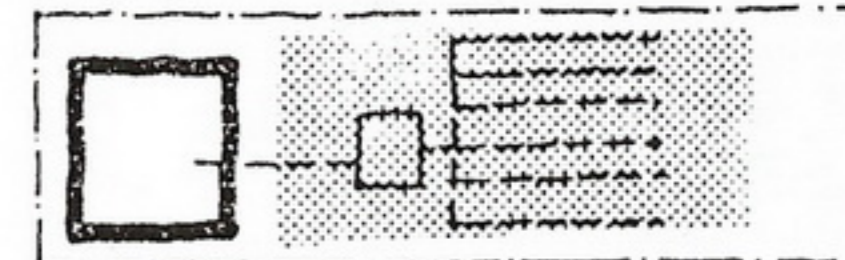
DONT PUT CRITICAL SITE FEATURES BETWEEN BUILDING & UTILITIES



DONT PLANT TREES OR BUILD OVER UTILITY RUNS

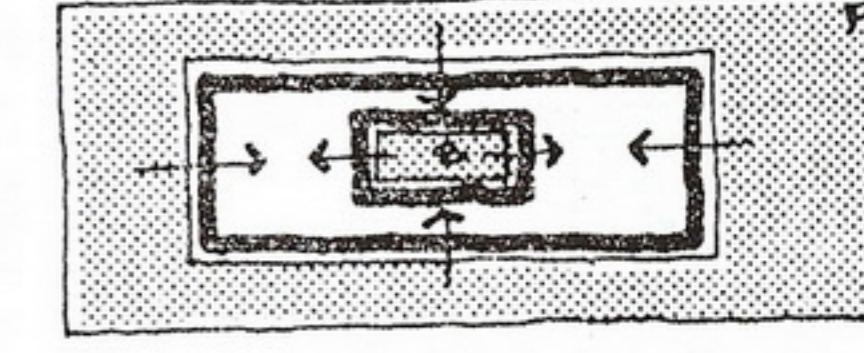
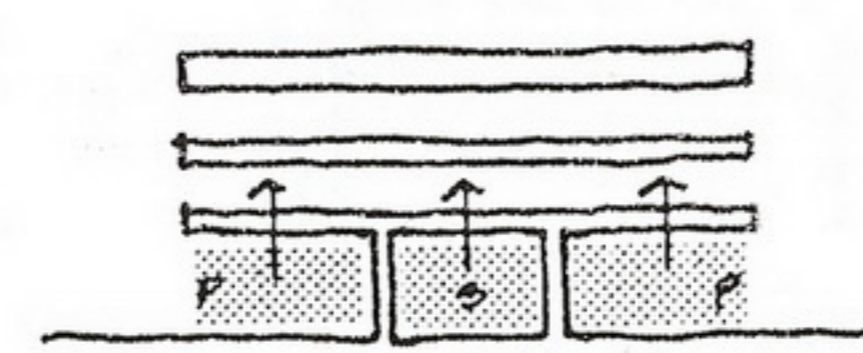
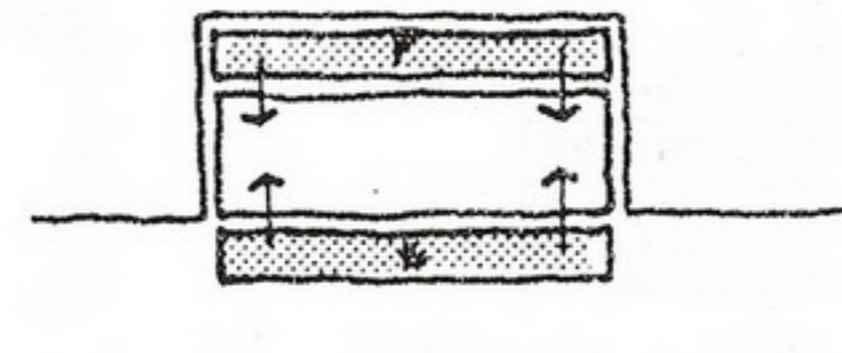
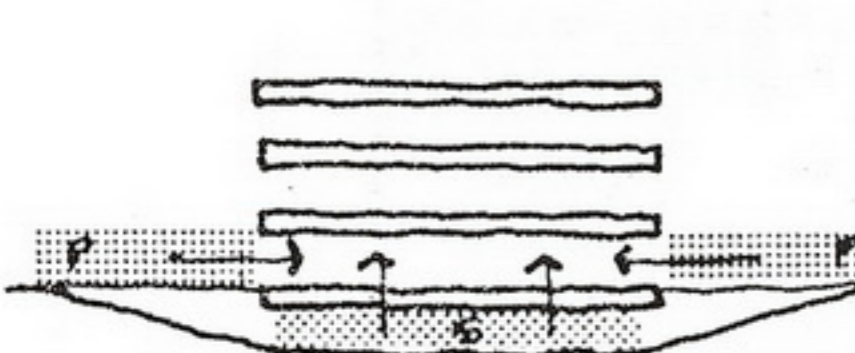
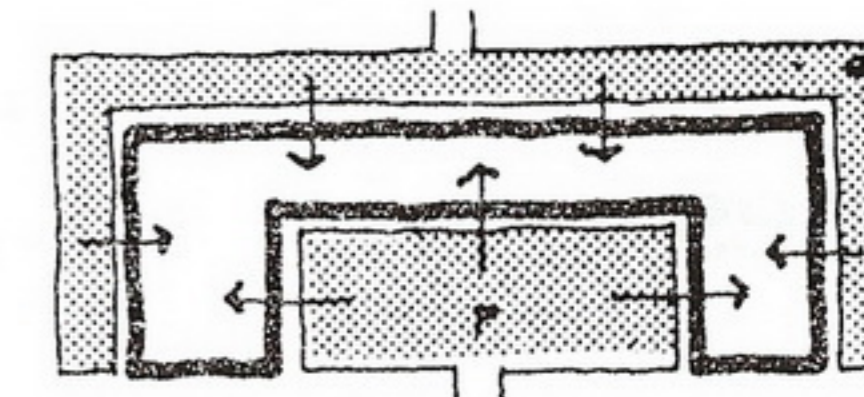
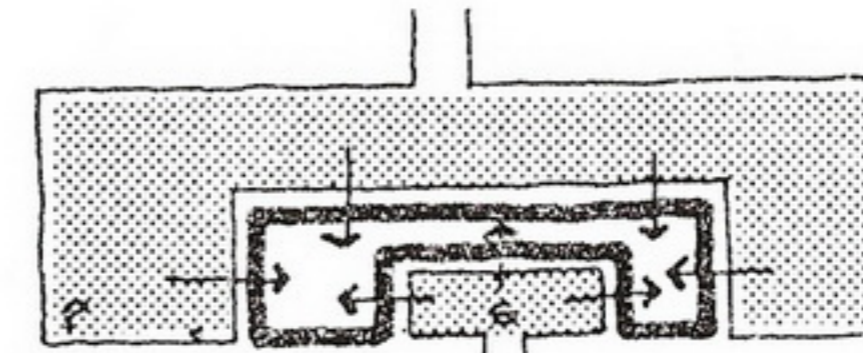
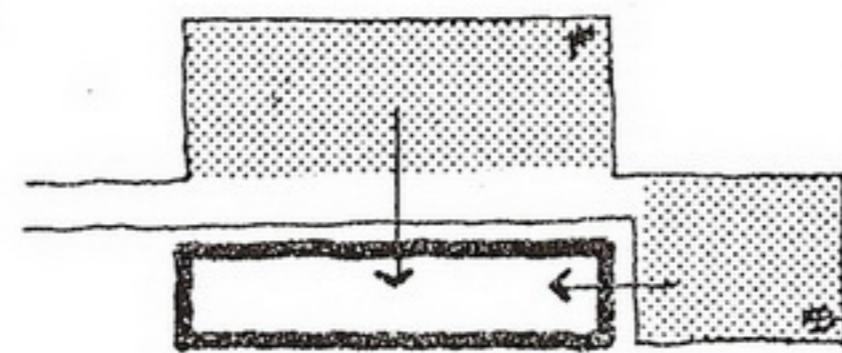
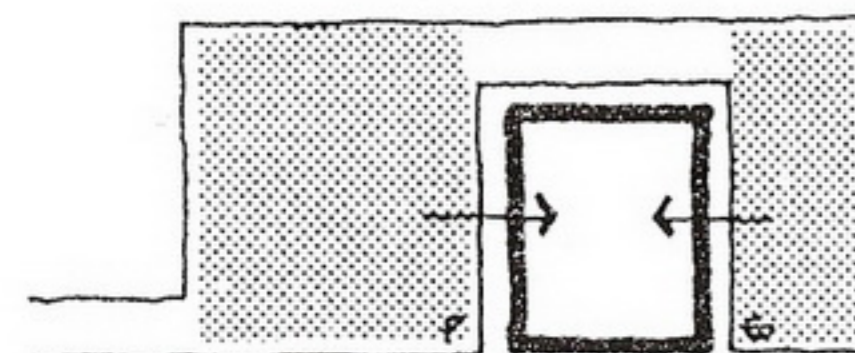
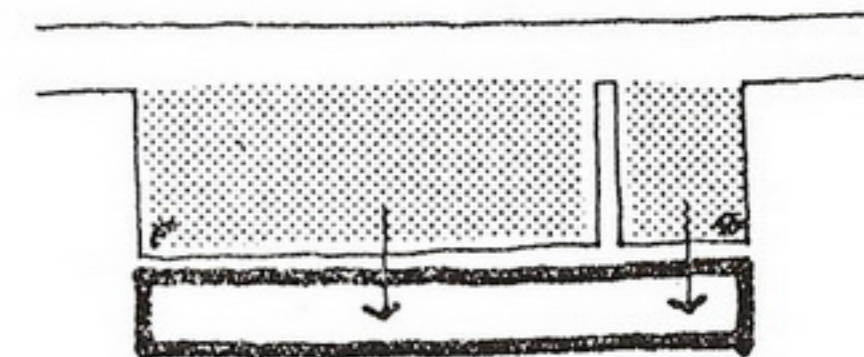
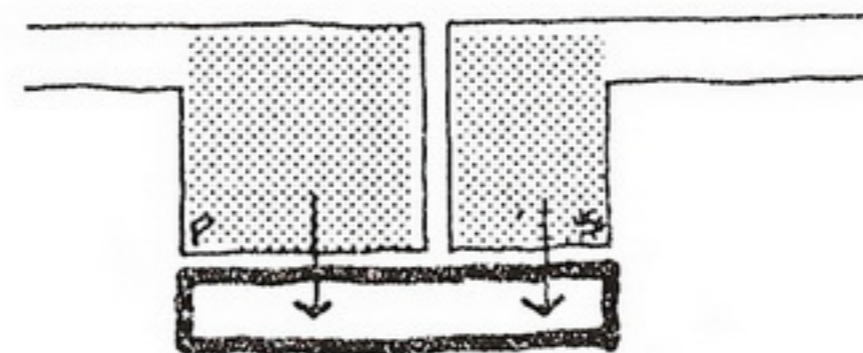
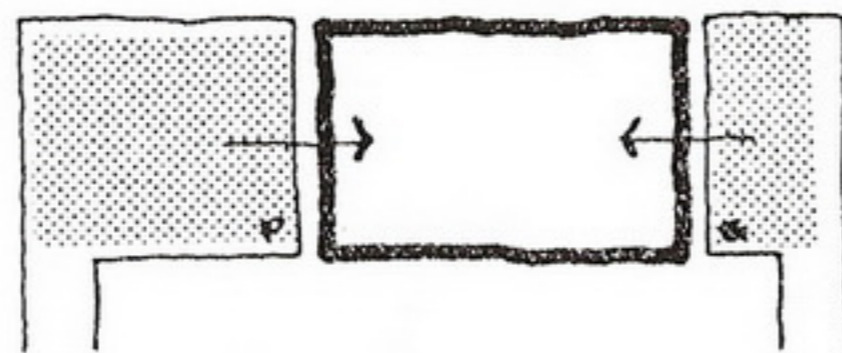
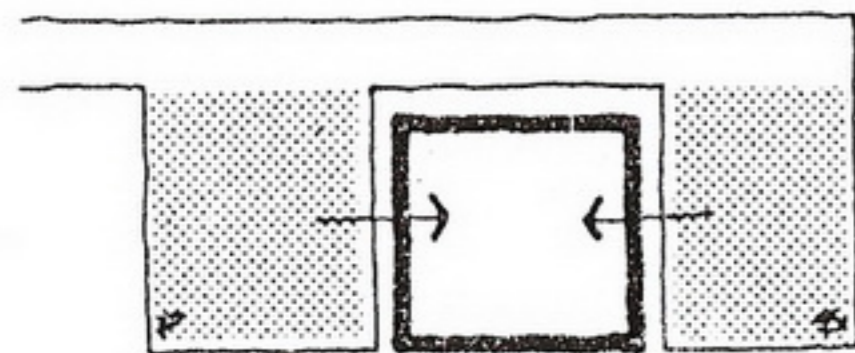


BURY UTILITIES IN SITE AREAS ALREADY SCARRED

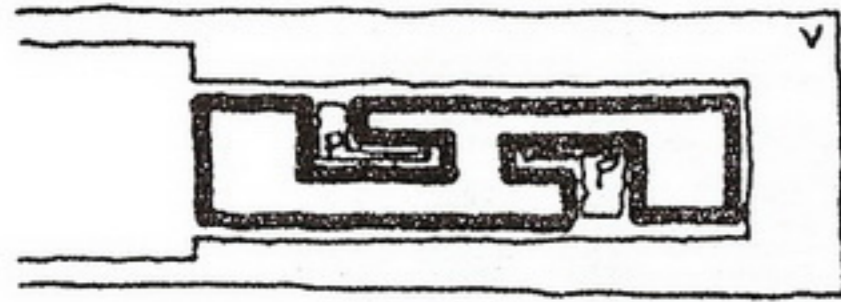


NO DEVELOPMENT OVER LEACHING FIELDS

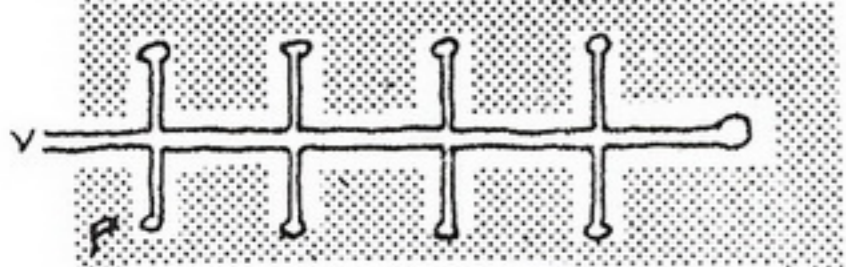
Building—Parking—Service—Relationships



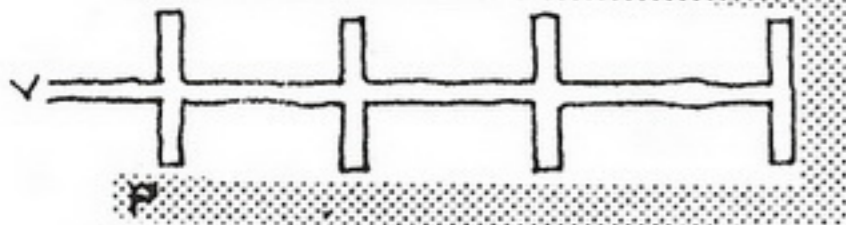
Vehicular—Pedestrian Traffic Systems



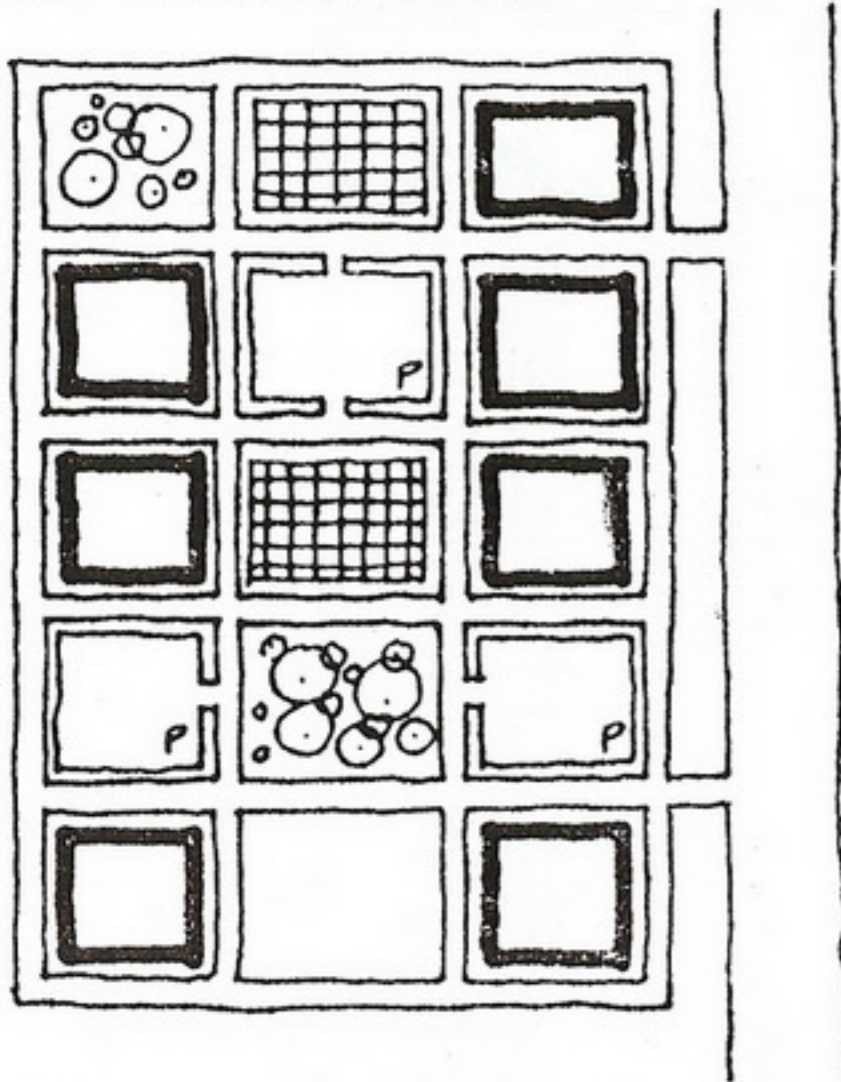
ZONE PEDESTRIAN INSIDE • VEHICULAR ON PERIMETER



CENTRAL CUL DE SAC WITH ALTERNATE PEOPLE-CAR PATHS



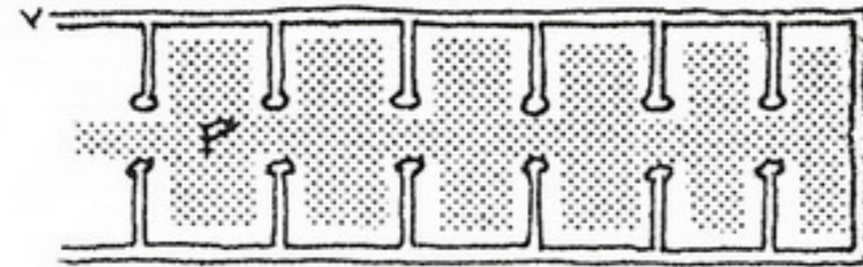
TWO SEPARATE SYSTEMS WITH NO INTERSECTIONS



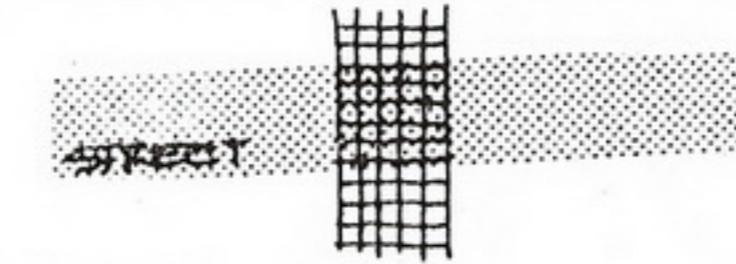
GRID CIRCULATION WITH CHECKERED PARKING & BUILDING



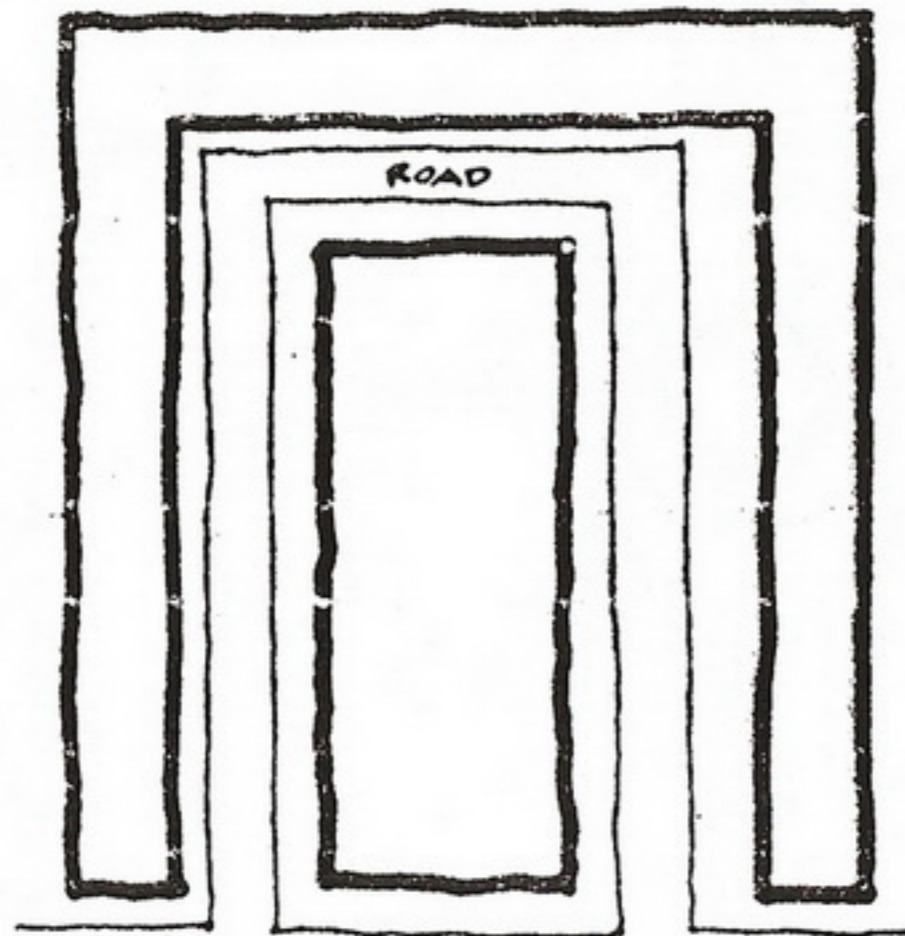
VEHICULAR IN CORE • PEDESTRIAN ON PERIMETER



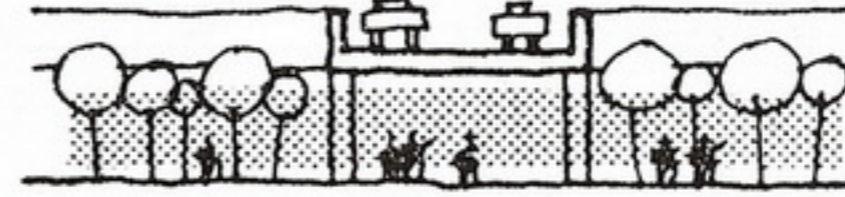
PERIMETER CUL DE SAC SYSTEM WITH CENTRAL PEDESTRIAN PATH



PEDESTRIAN SURFACE ACROSS VEHICULAR AT INTERSECTIONS



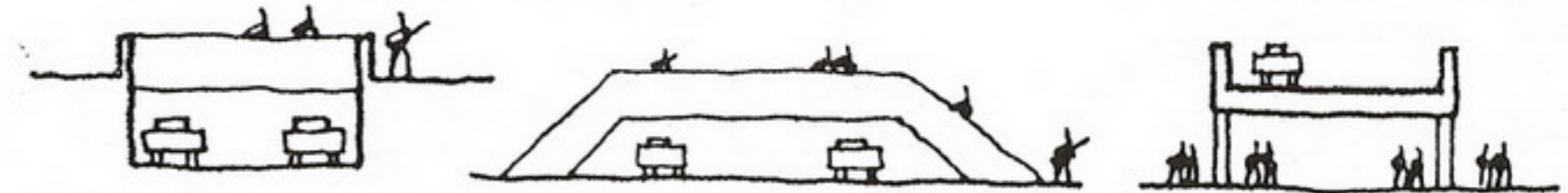
LOOP ROAD BETWEEN PERIMETER SUPPORT & CENTRAL BUILDING



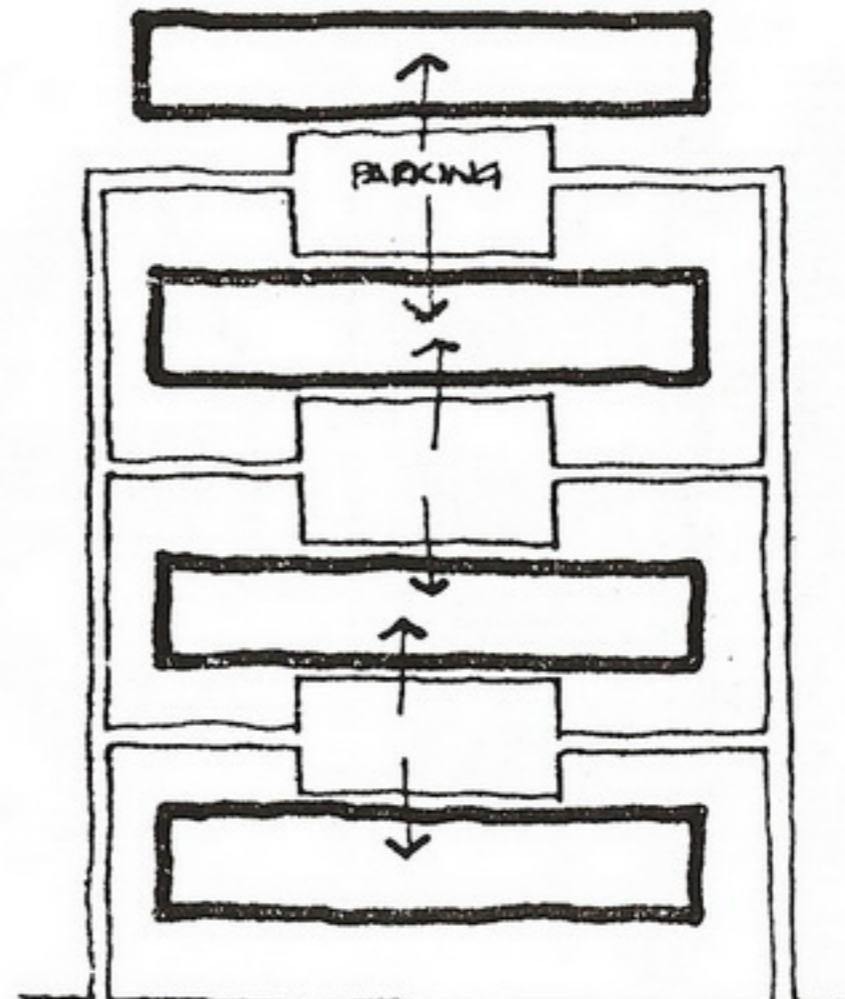
SEPARATE THE TWO SYSTEMS BY LEVEL



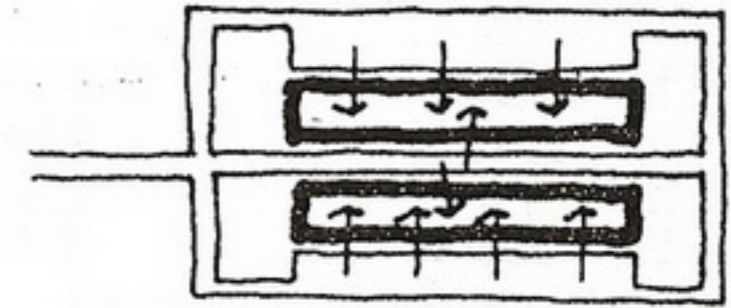
TYPES OF TRAFFIC INTO LOOPS • PEDESTRIANS CROSS TO BUILDING



LEVEL CHANGES WHERE TWO SYSTEMS CROSS



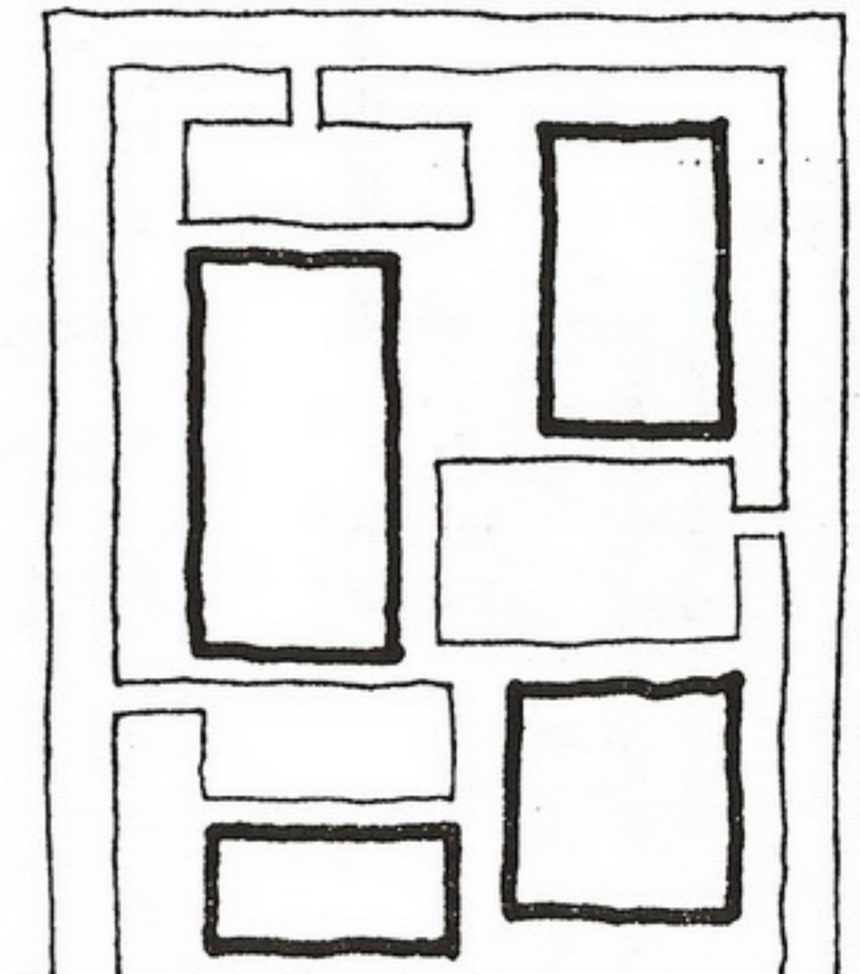
ONE WAY LOOPS WITH DOUBLE SERVING PARKING



MAIN DROP OFF AVENUE WITH PARKING & APPROACH FROM OTHER SIDE

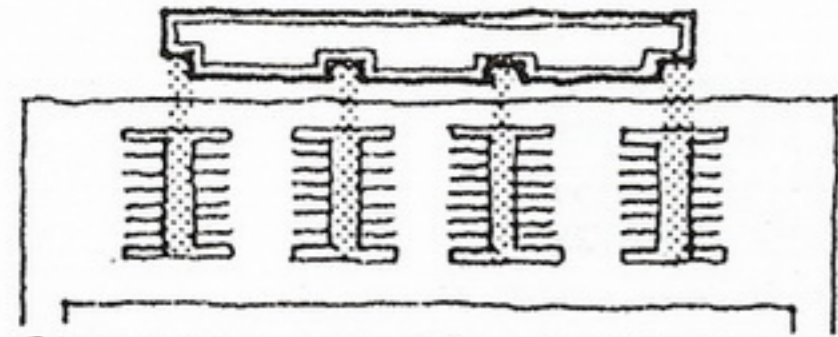


PEDESTRIAN SYSTEM INTEGRATED WITH VEHICULAR SYSTEM

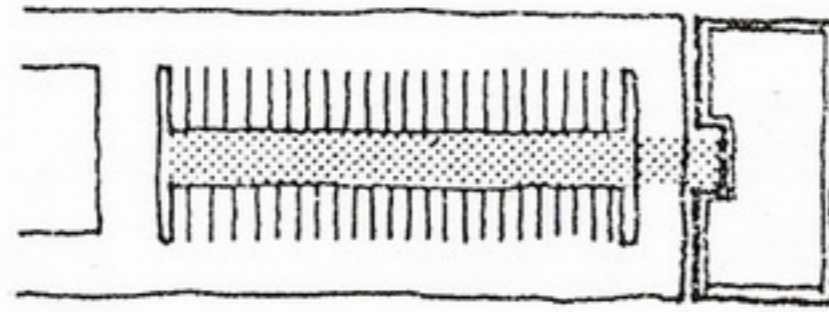


PERIMETER ORIENTATION ROAD • SUB ACCESS TO BUILDINGS

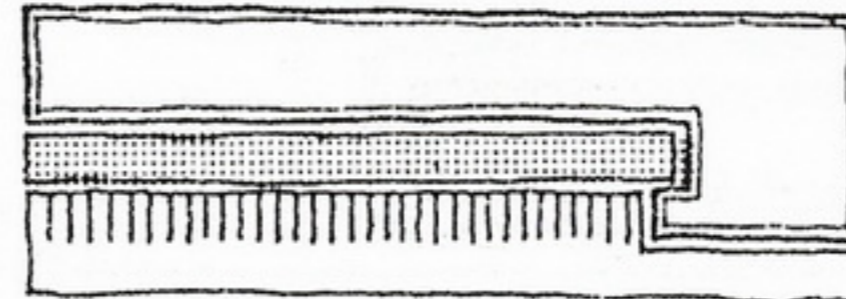
Parking Systems



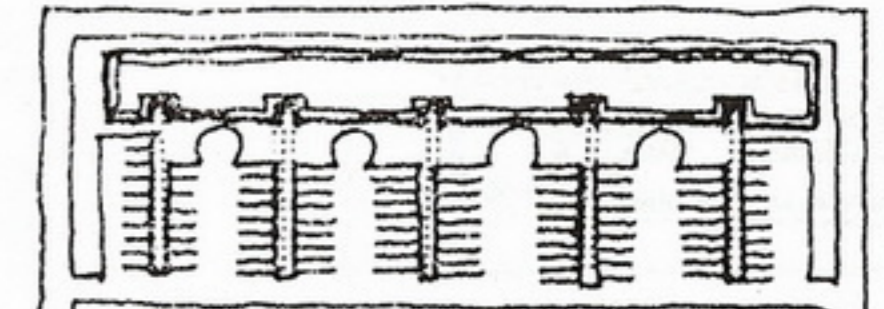
PATHS TO MULTIPLE ENTRIES



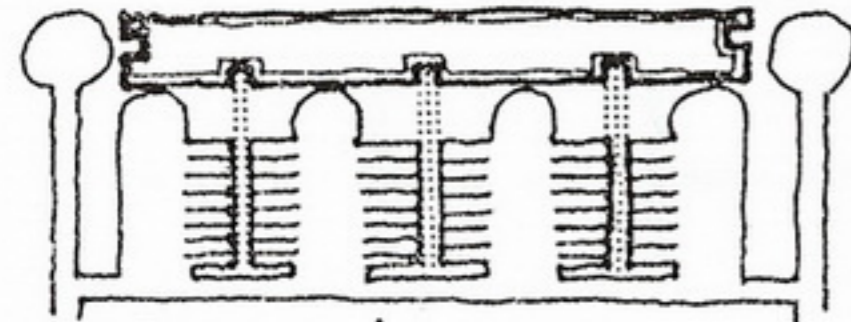
PARK TO PATH TO ENTRY



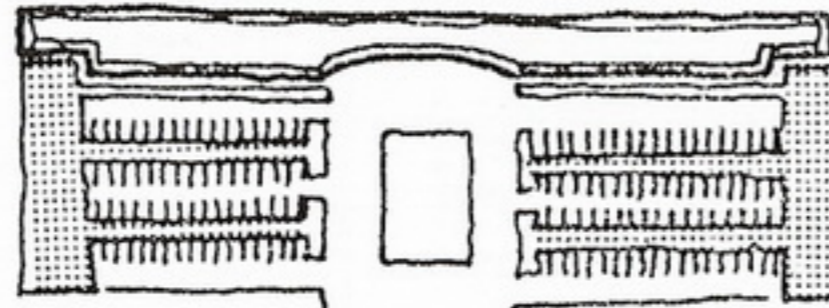
TO PATH TO ENTRY



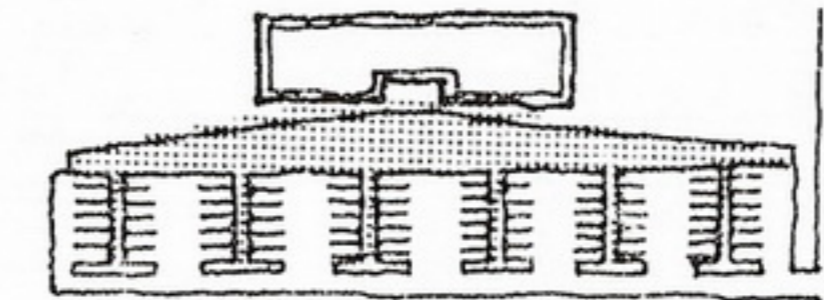
LOOP WITH CUL DE SAC DROPS



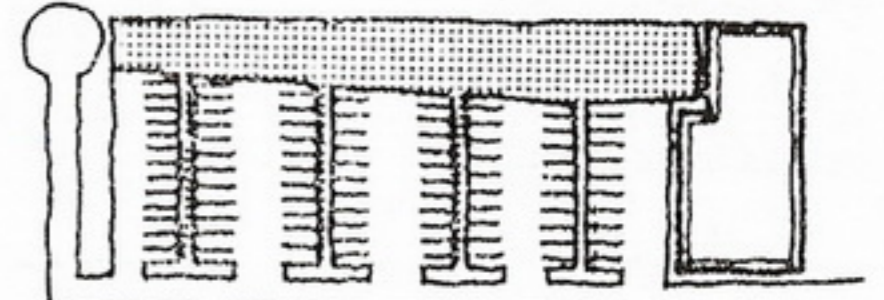
CUL DE SACS & PATHS



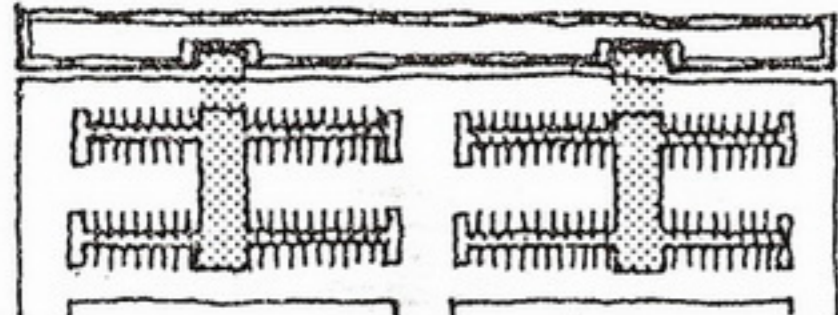
OUTSIDE PATHS TO ENTRIES



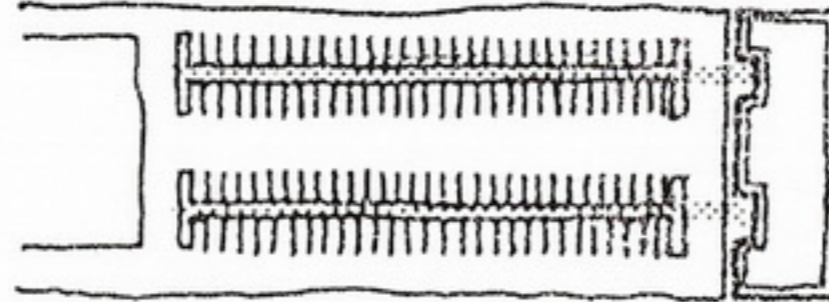
MALL PATH TO ENTRY



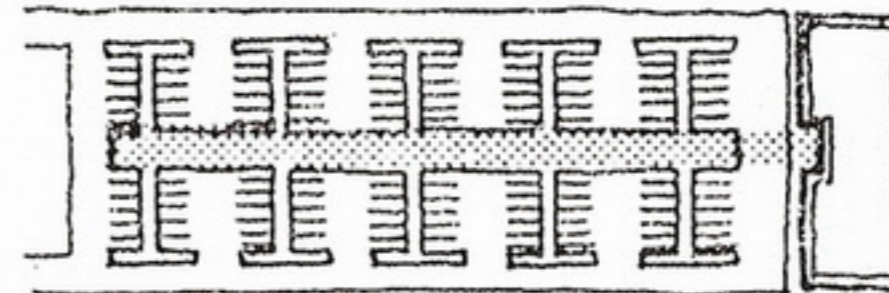
COLLECTOR TO MAIN ENTRY



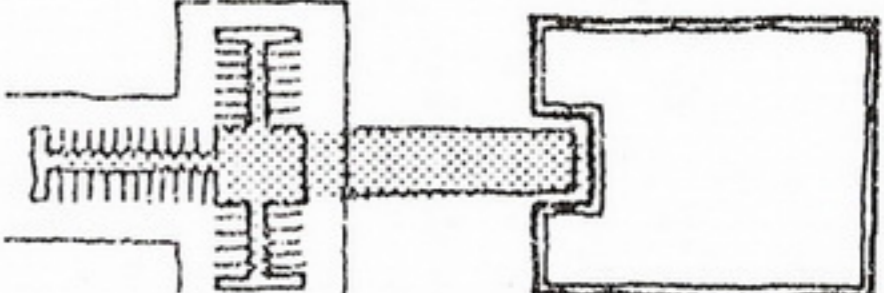
DOUBLE COLLECTORS & ENTRIES



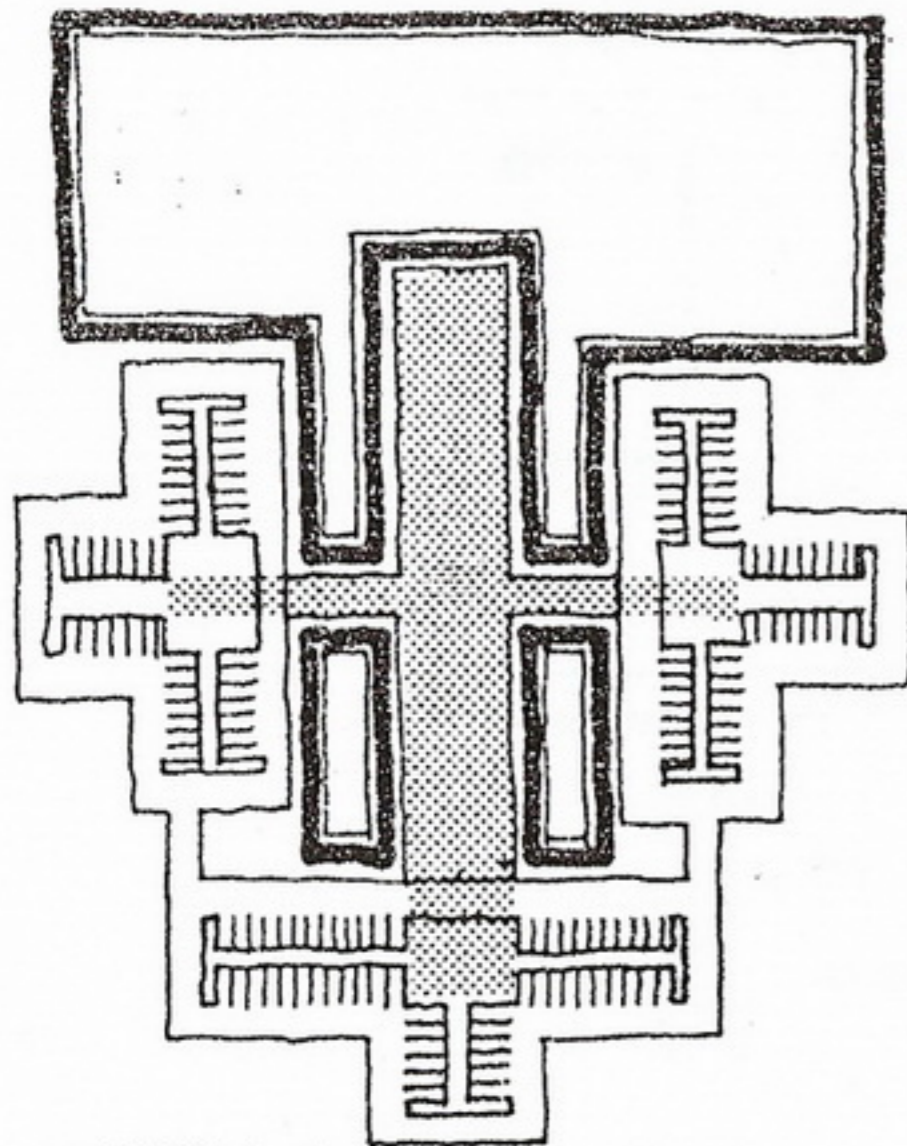
SPINES TO DOUBLE ENTRY



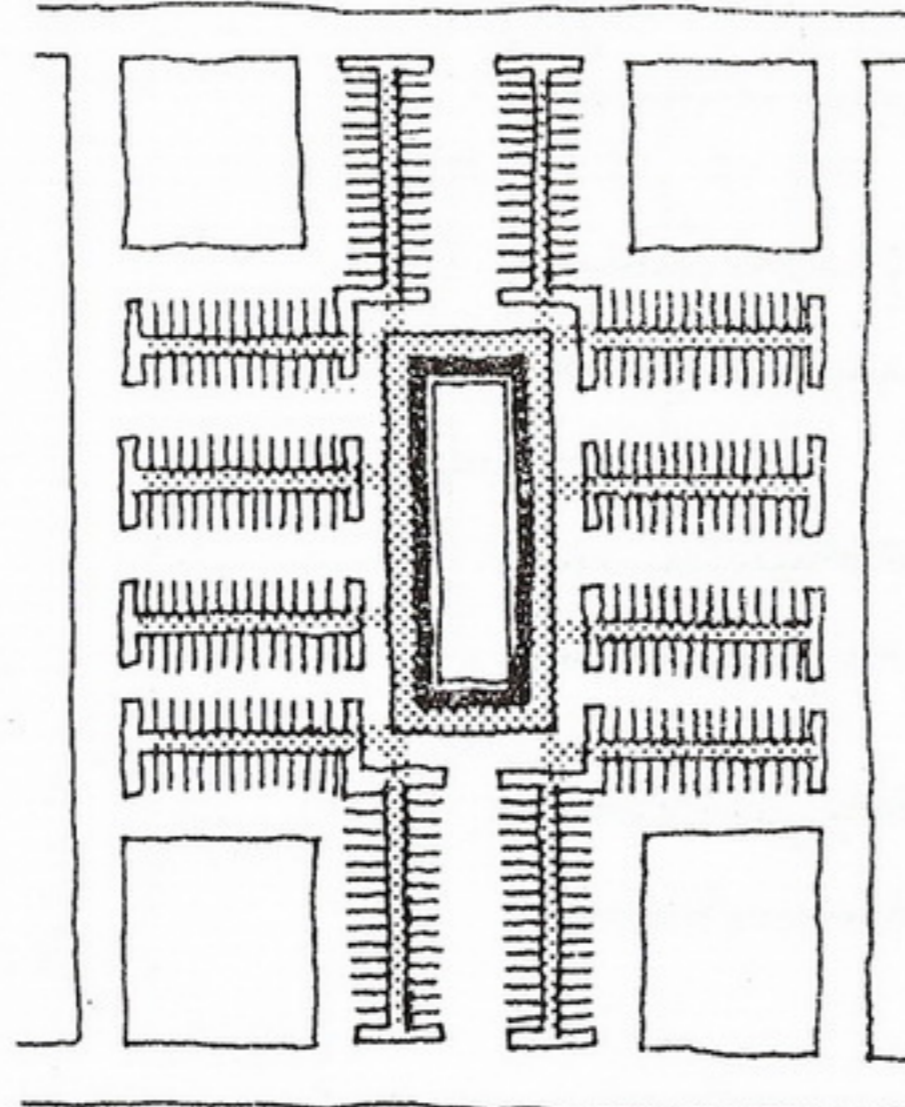
MULTIPLE COLLECTORS TO ENTRY



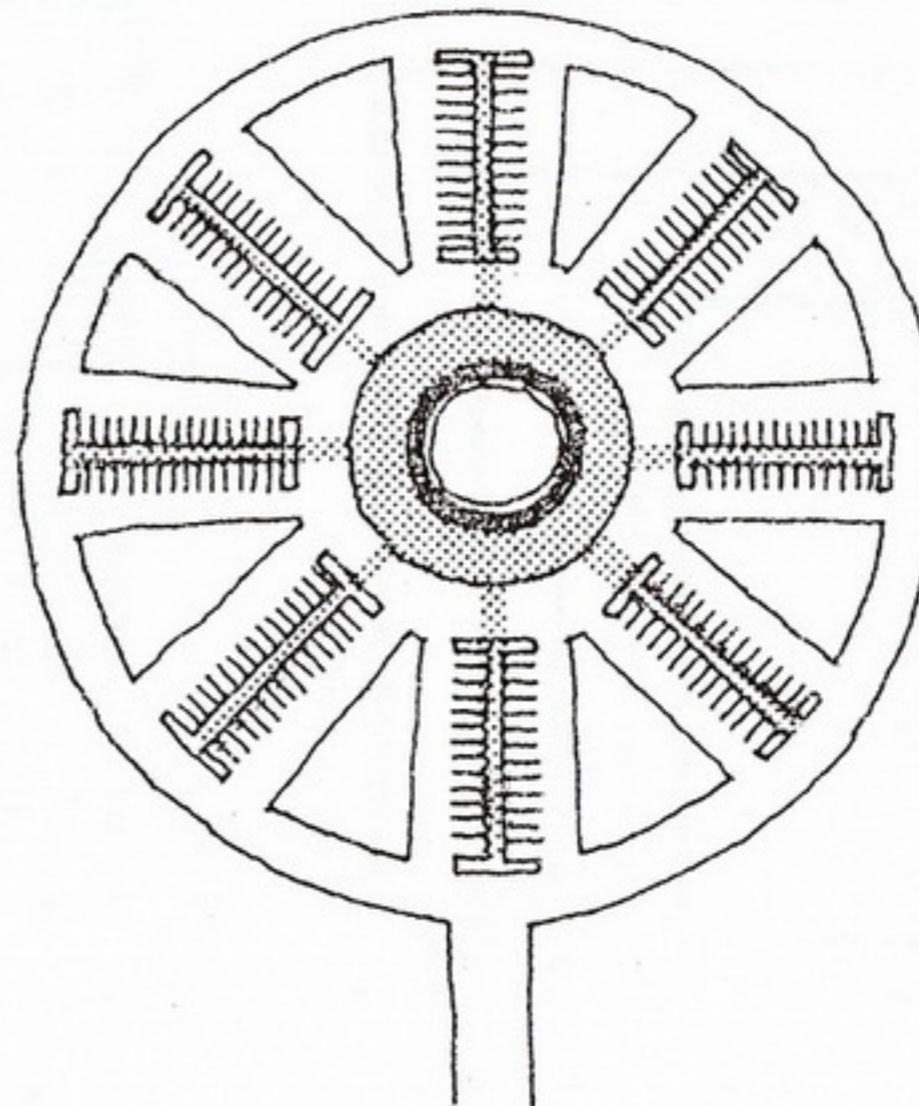
COLLECTOR PLAZA TO ENTRY



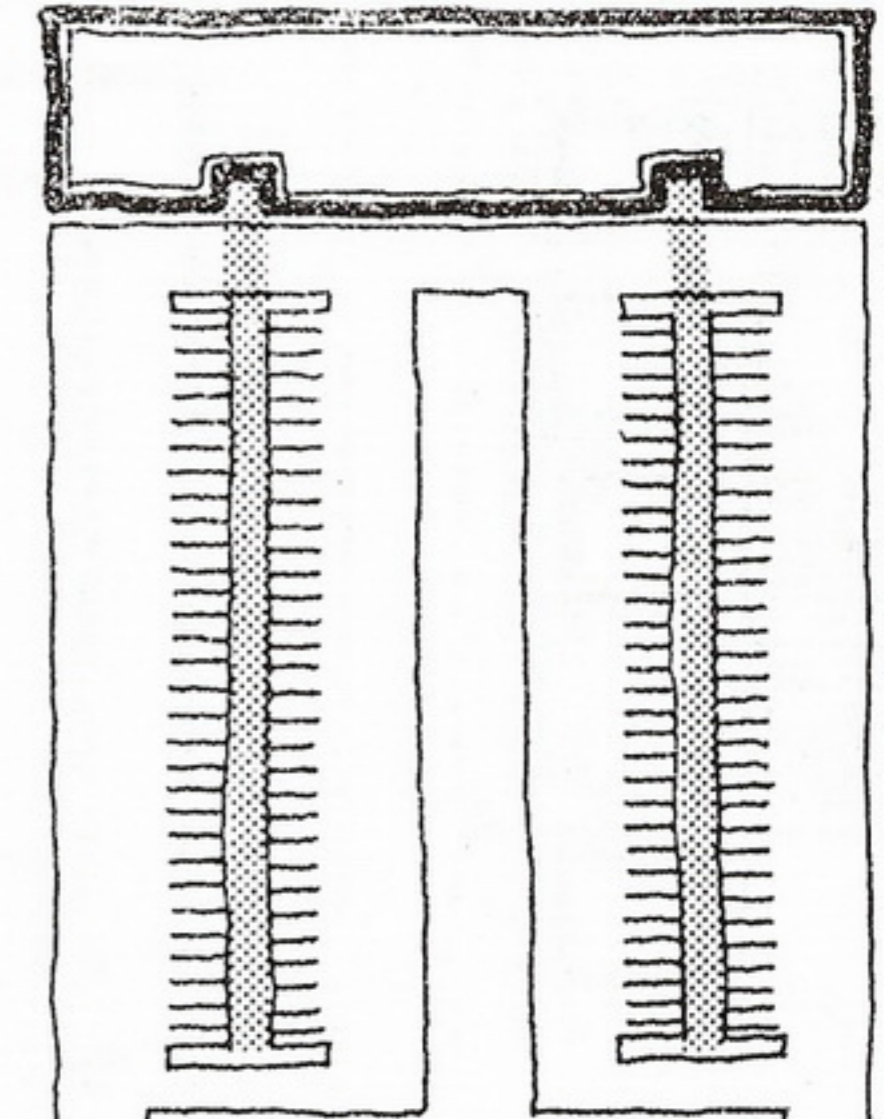
MULTIPLE PLAZA COLLECTORS



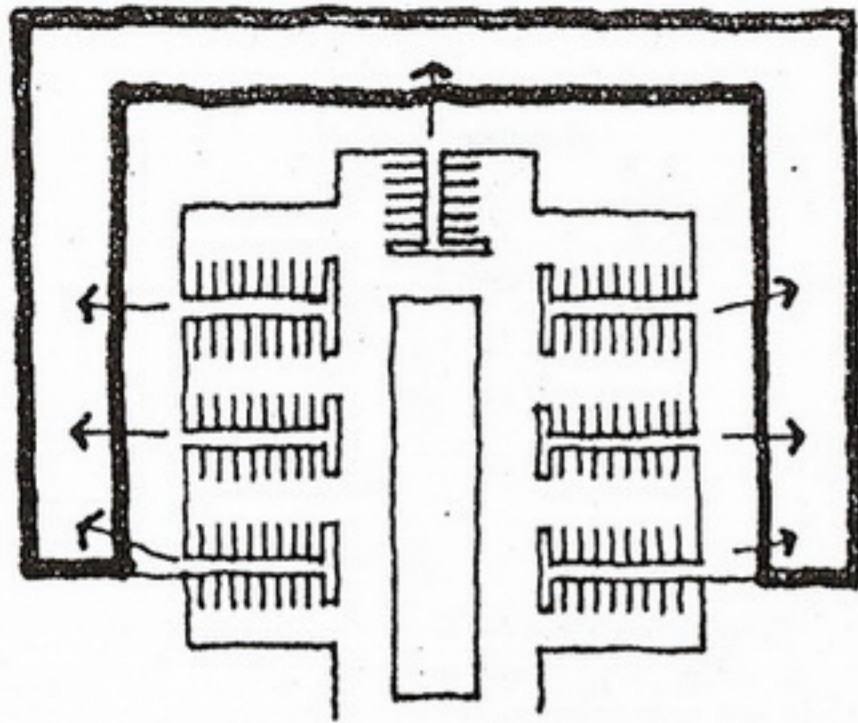
PATHS TO PERIMETER COLLECTOR



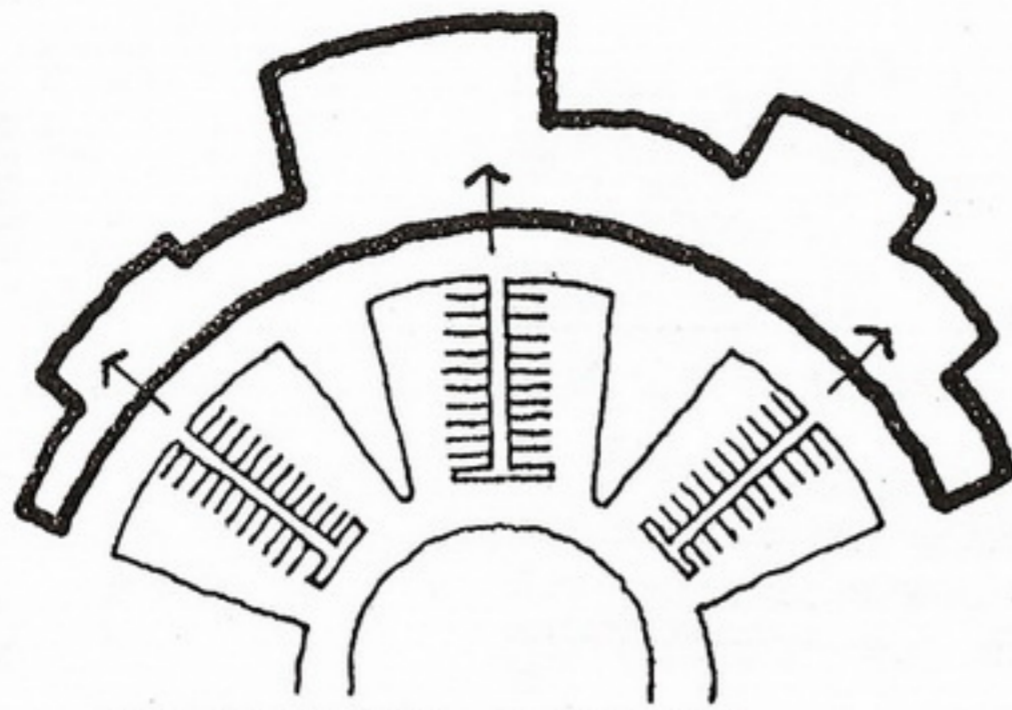
POINT GENERATED PATHS



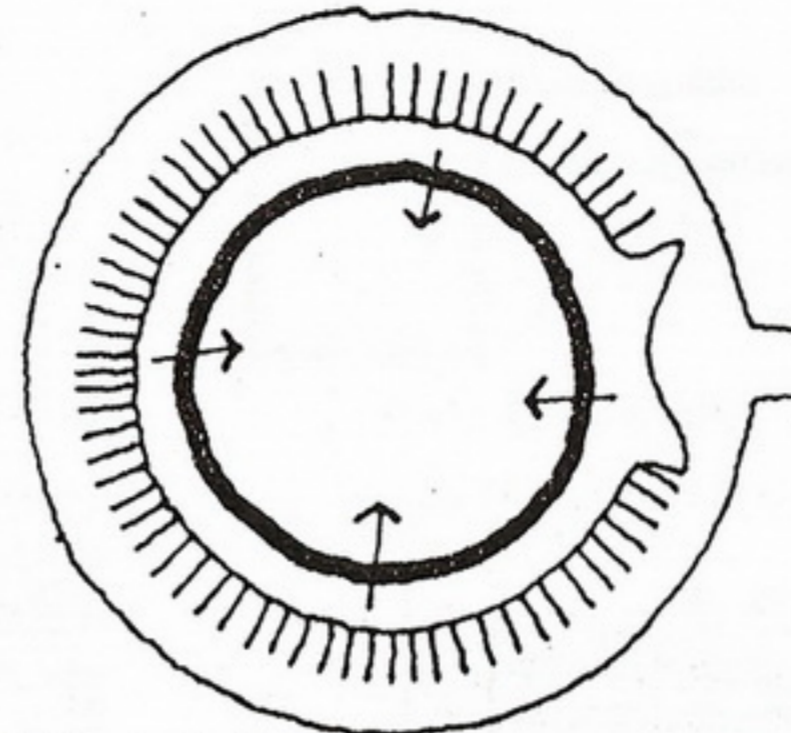
FLANKING COLLECTORS TO ENTRIES



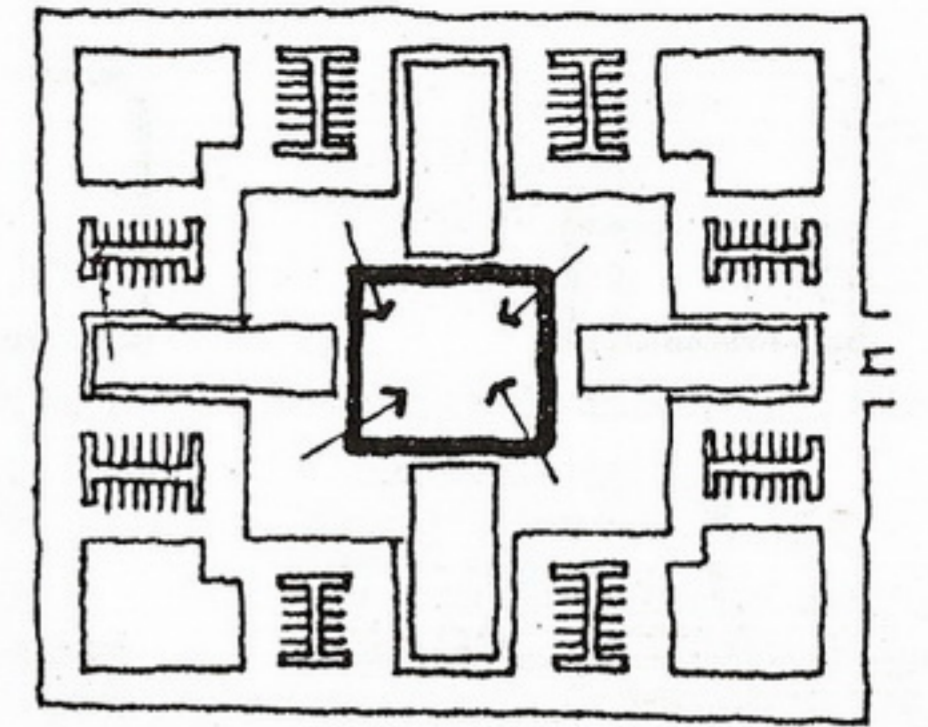
COLLECTORS TO DECENTRALIZED ENTRIES



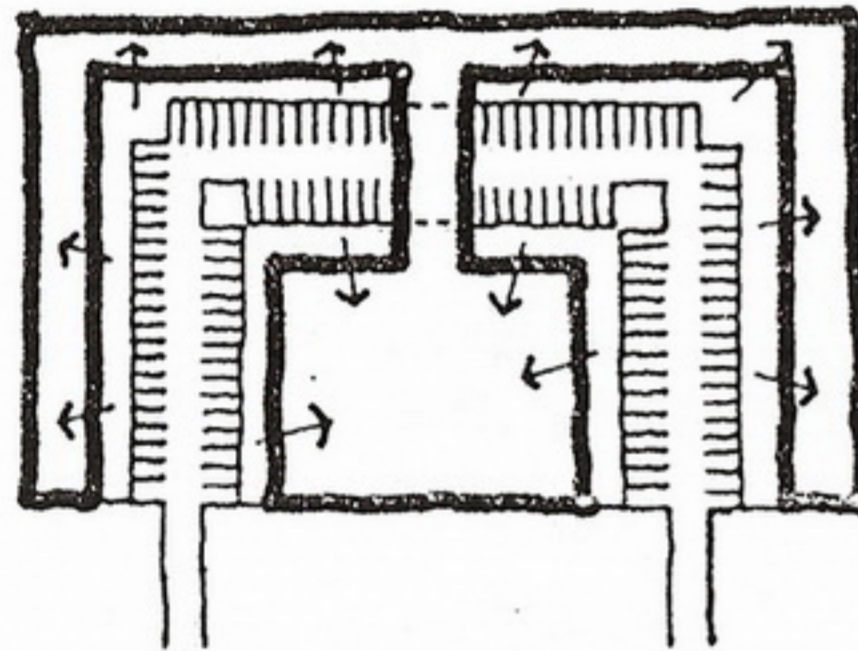
HALF RADIAL SCHEME



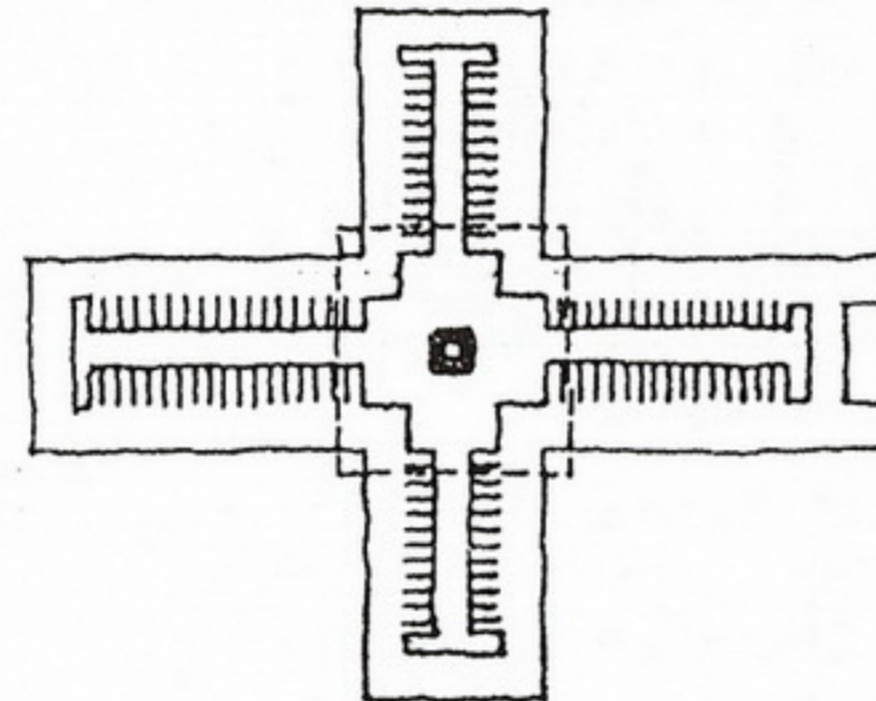
PARK AGAINST ENTRY PLAZA



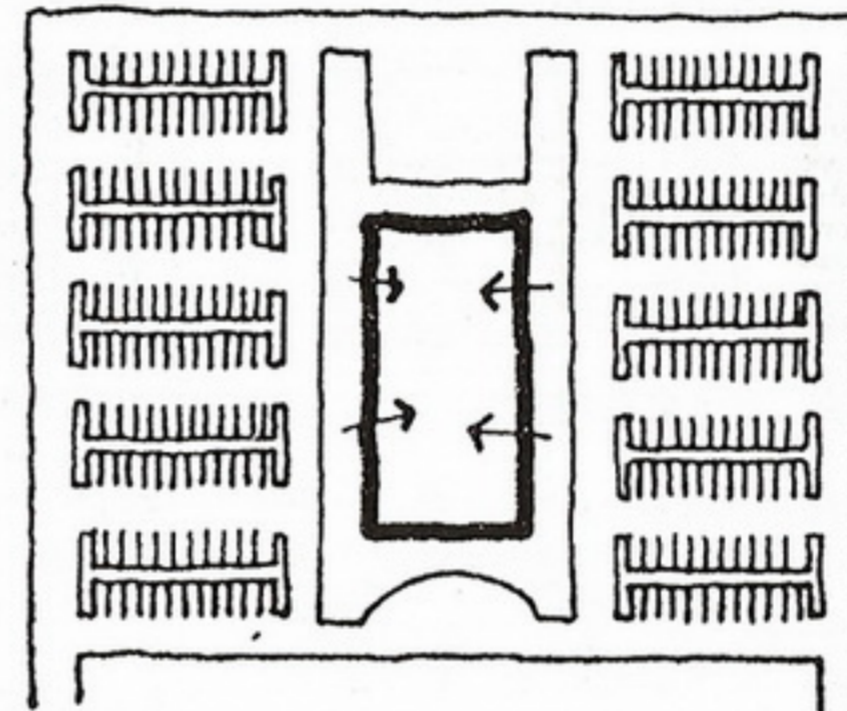
CORNER COLLECTORS



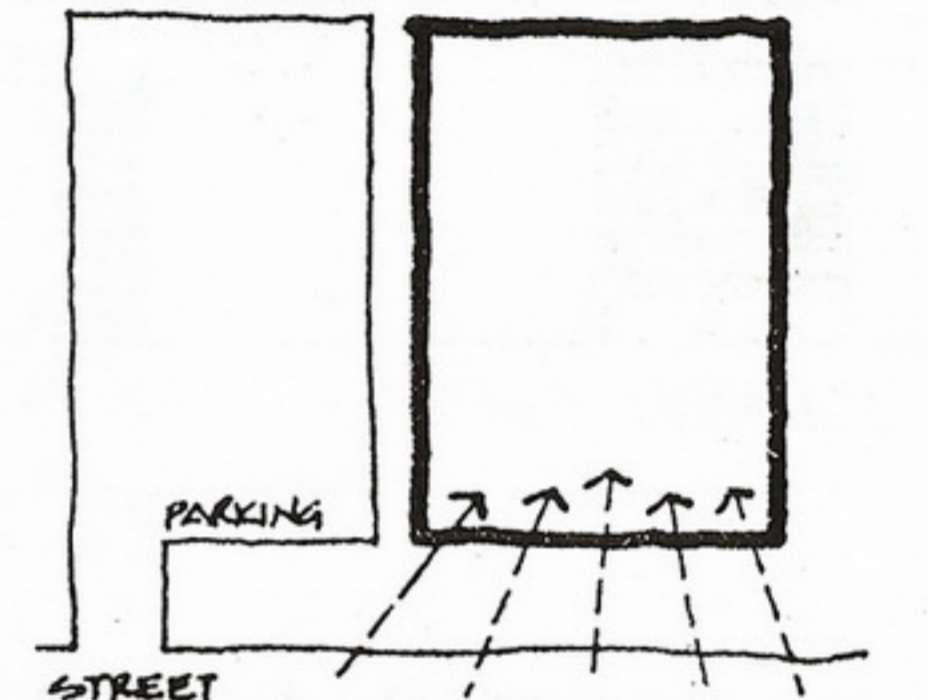
ACCESS TO SPECIFIC BUILDING AREAS



PARK • TO ELEVATORS • UP INTO BUILDING

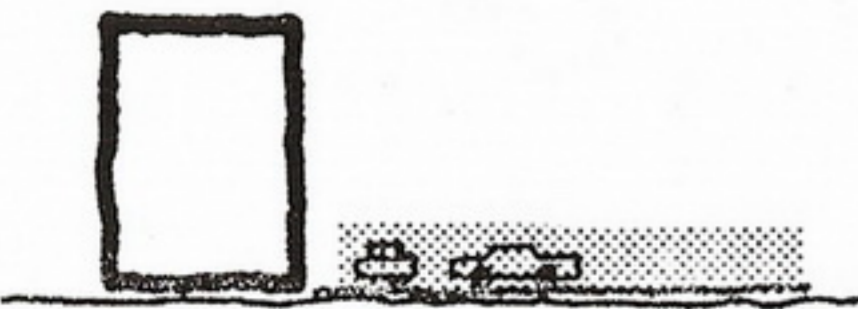


DOUBLE COLLECTORS

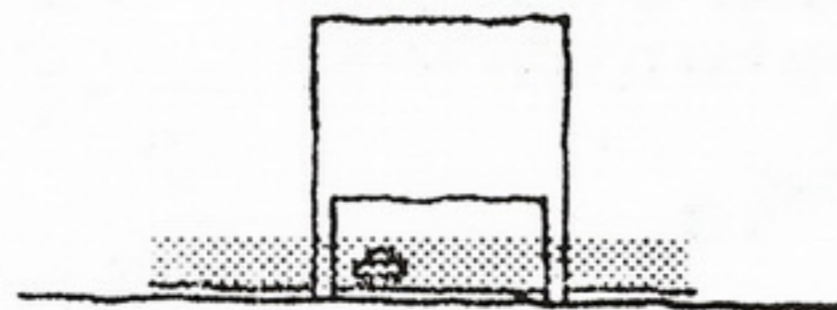


PULL PARKING AWAY FROM MAJOR VIEWS TO BUILDING

Car Storage



SURFACE PARKING NEXT TO BUILDING



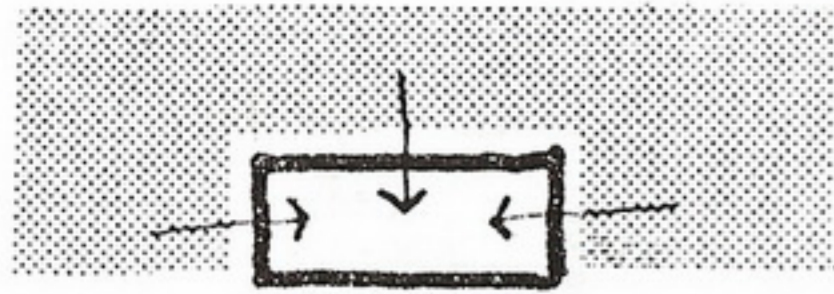
SURFACE PARKING UNDER BUILDING



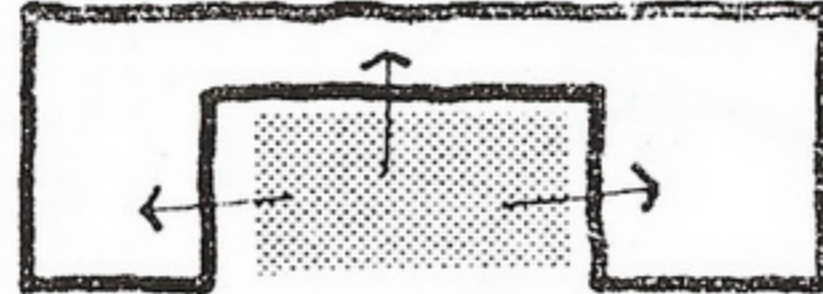
SUNKEN PARKING



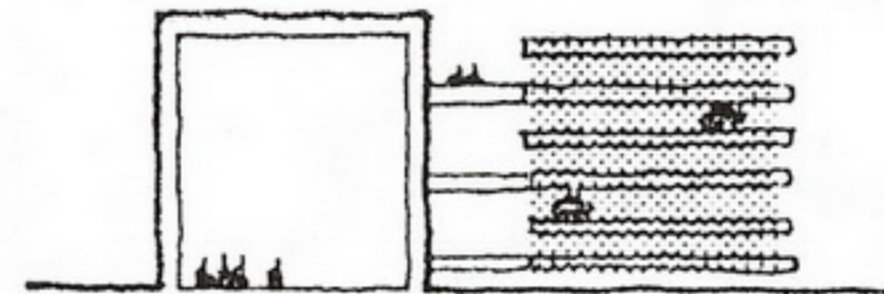
RAISED PARKING



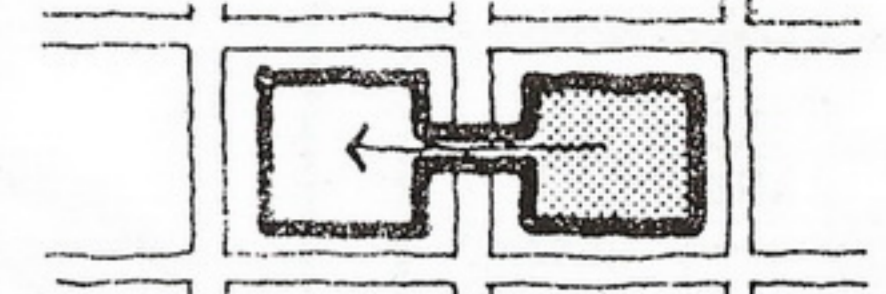
PERIMETER SURFACE PARKING



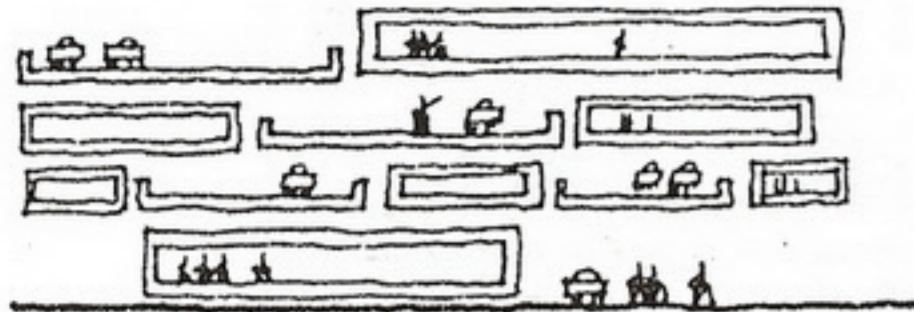
CENTRAL SURFACE PARKING



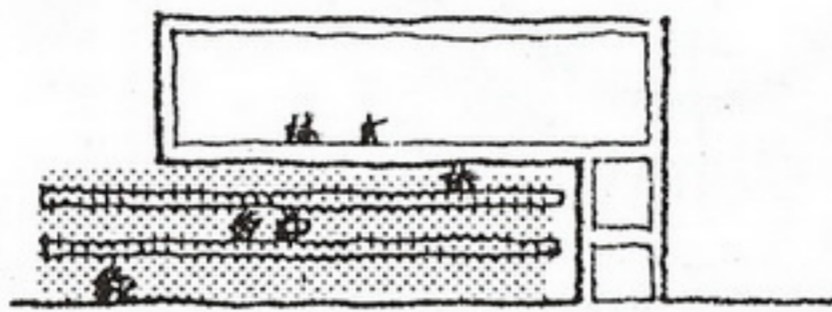
GARAGE ADJACENT TO BUILDING



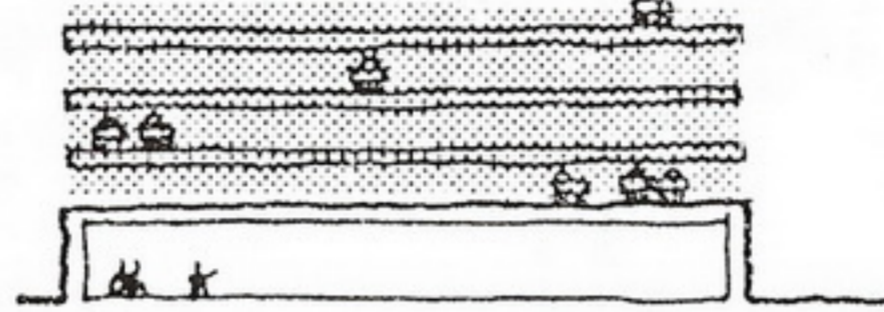
GARAGE ON ADJACENT SITE



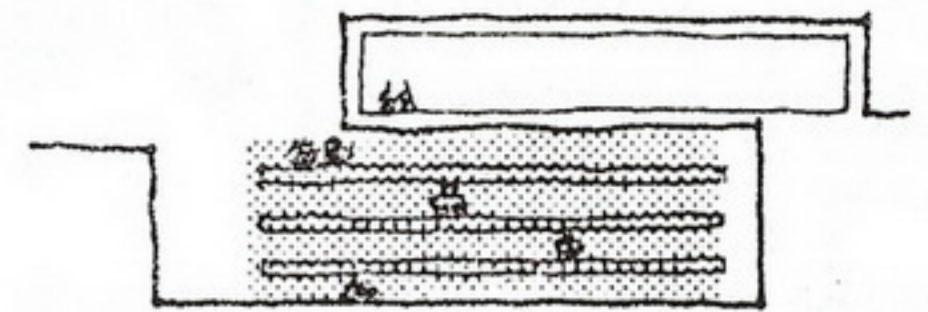
BUILDING INTEGRATED WITH GARAGE



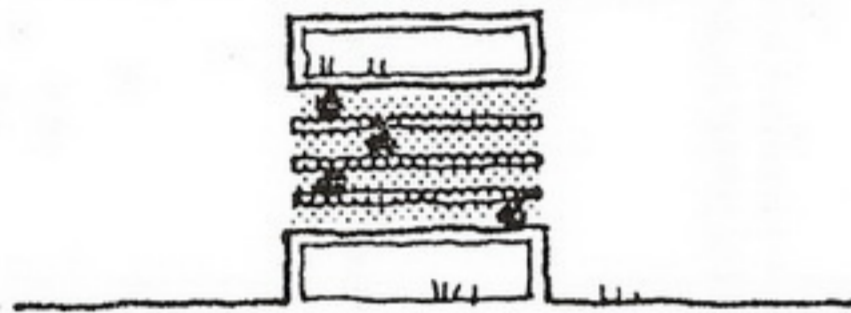
GARAGE UNDER BUILDING



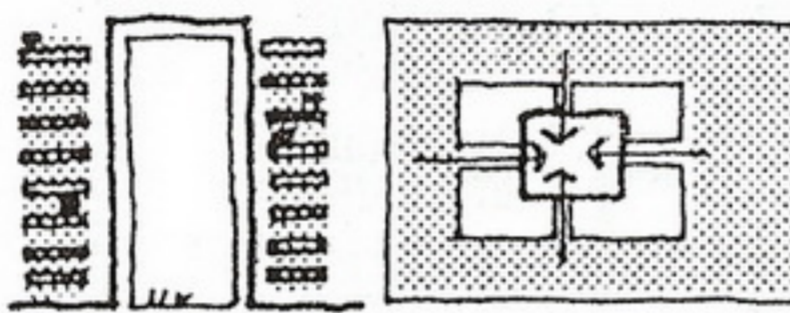
GARAGE OVER BUILDING



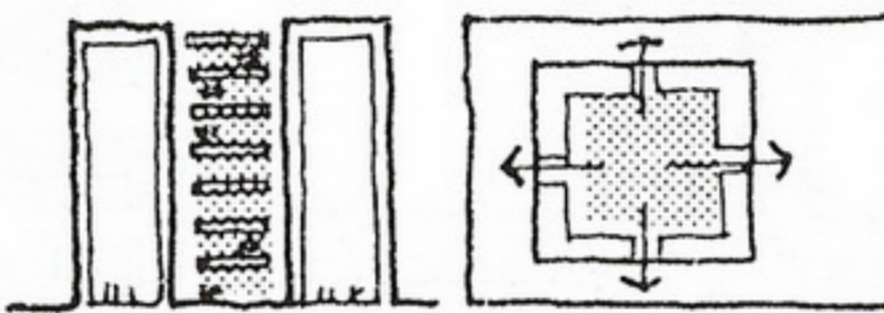
GARAGE BELOW GRADE



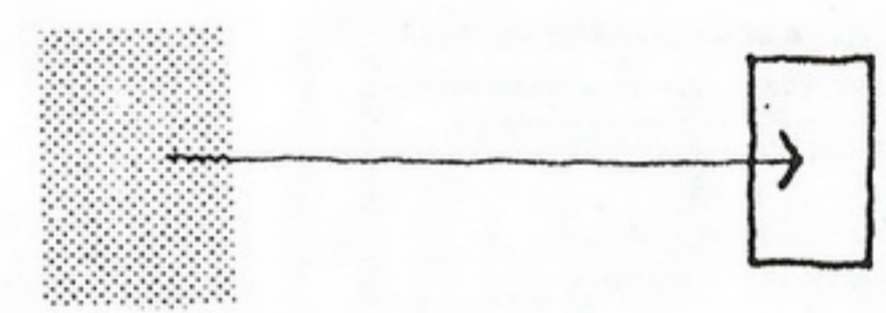
GARAGE IN MIDDLE FLOORS



PERIMETER GARAGE



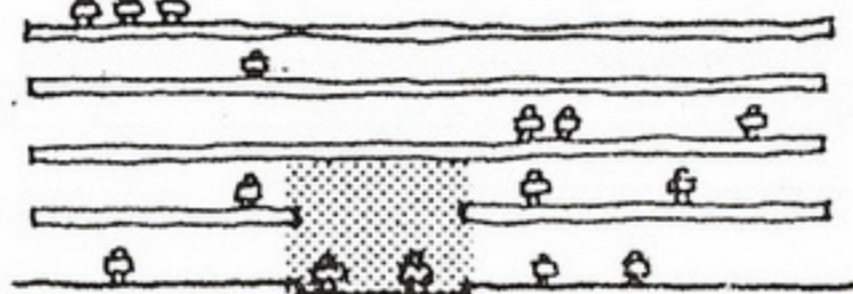
CENTRAL GARAGE



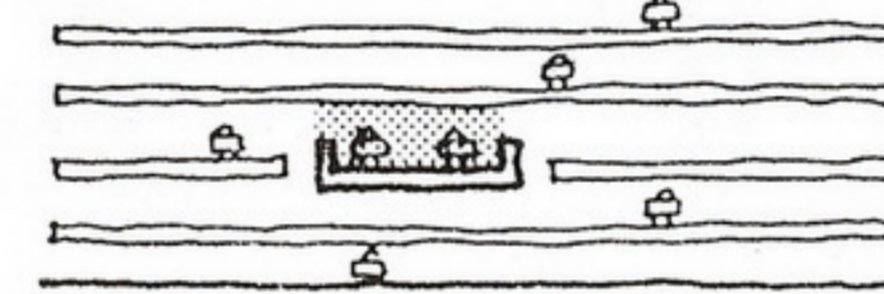
PARKING A DISTANCE AWAY WITH SHUTTLE TO BUILDING



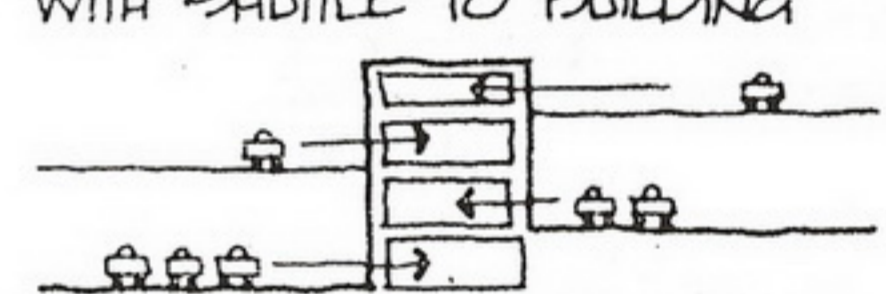
CAR STORAGE AT HOME WITH OTHER TRANSPORTATION TO BUILDING



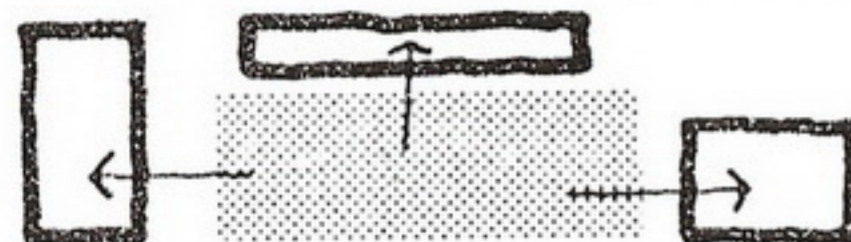
GARAGE OVER STREET



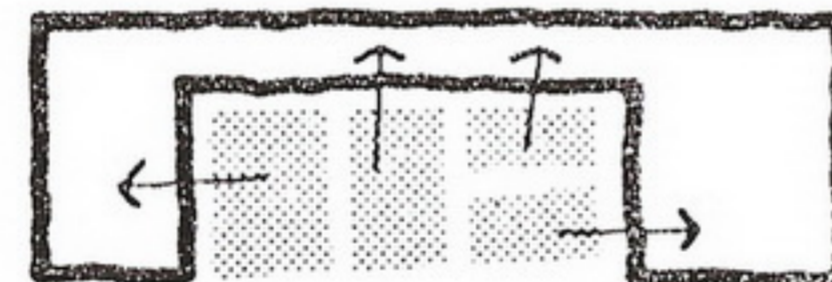
GARAGE AROUND STREET



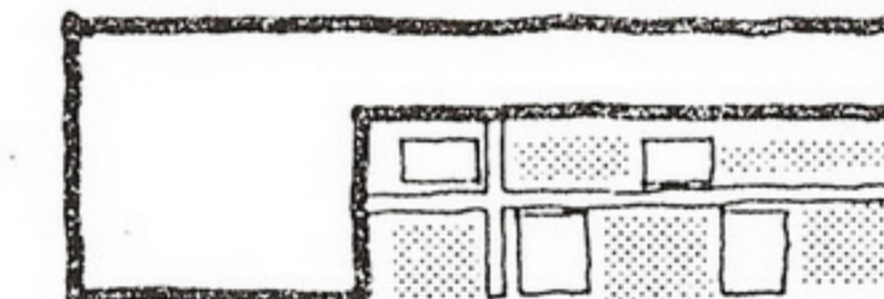
PARKING LEVELS AT BUILDING ENTRY LEVELS



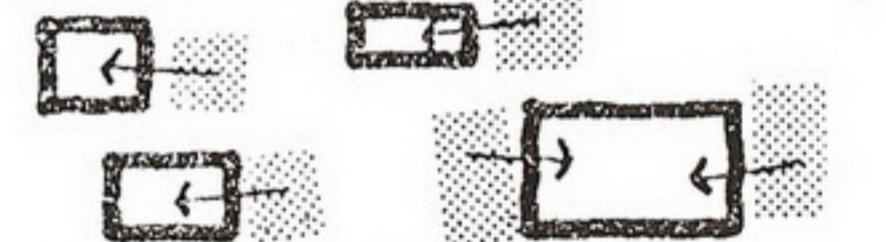
CENTRALIZE ALL PARKING INTO ONE LARGE LOT



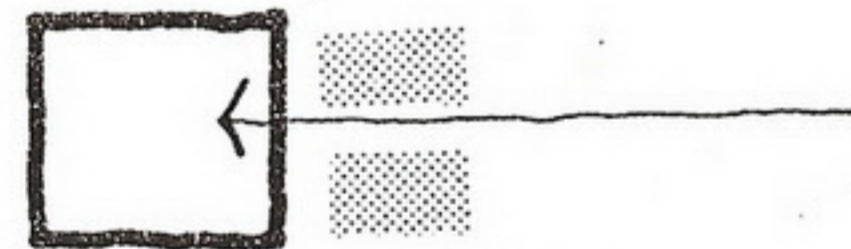
DIVIDE LOT INTO SECTIONS FOR RESPECTIVE BUILDING USES



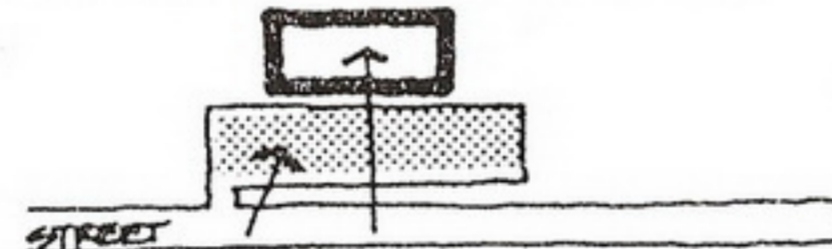
BREAK UP PARKING WITH PLANTS AND PATHS TO BUILDING



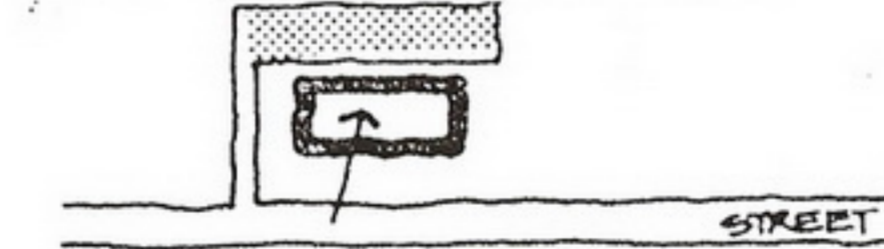
DECENTRALIZE PARKING INTO SMALLER LOTS



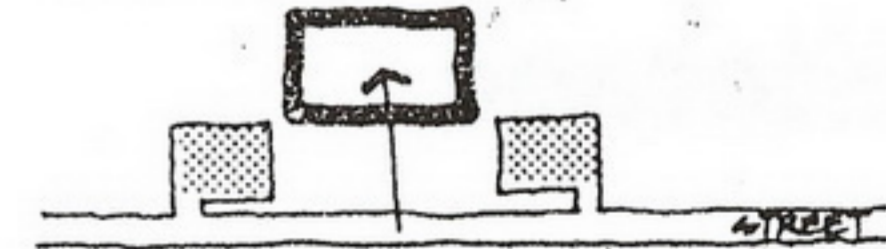
BREAK PARKING TO ALLOW PEDESTRIAN PATHS TO BUILDING



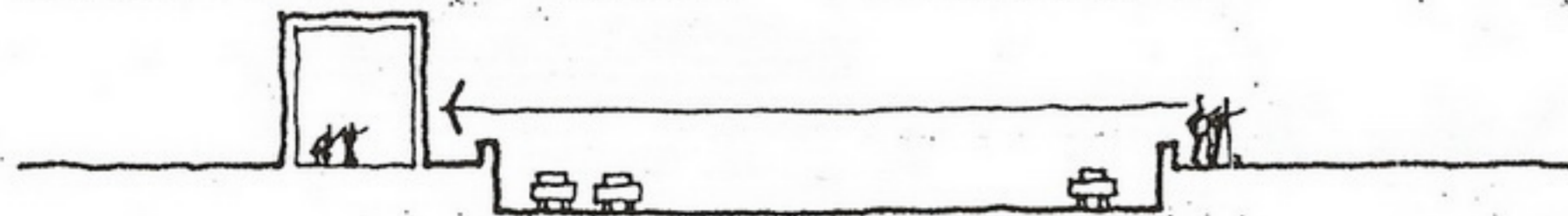
PARKING IN FRONT FOR "ADVERTISING"



CAR STORAGE IN REAR FOR CLEAN BUILDING FOREGROUND



SPLIT PARKING FOR VIEW AVENUE TO BUILDING



SINK PARKING FOR VIEW TO BUILDING

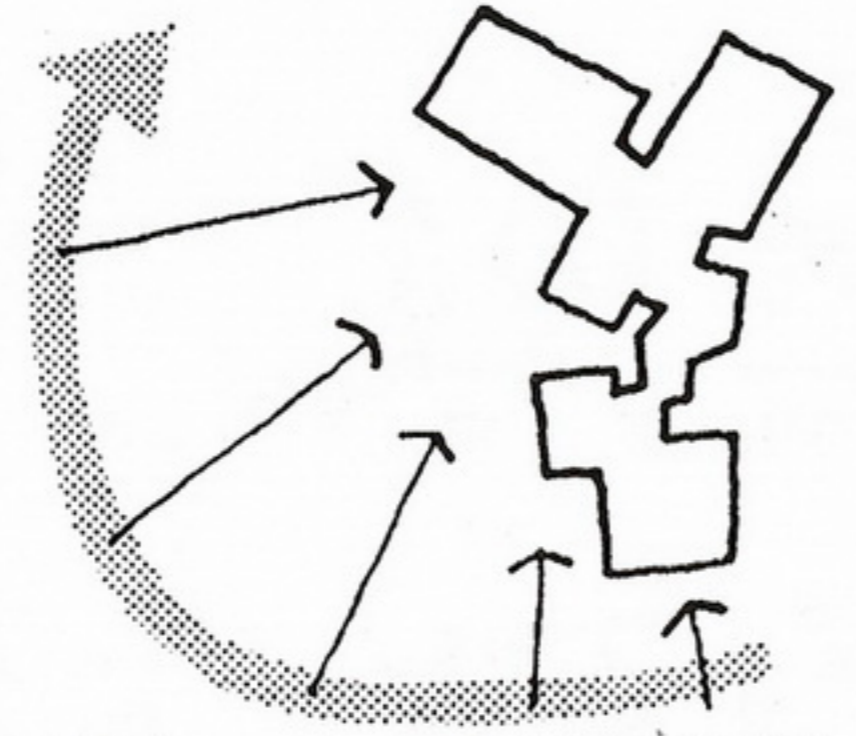


TERRACED PARKING

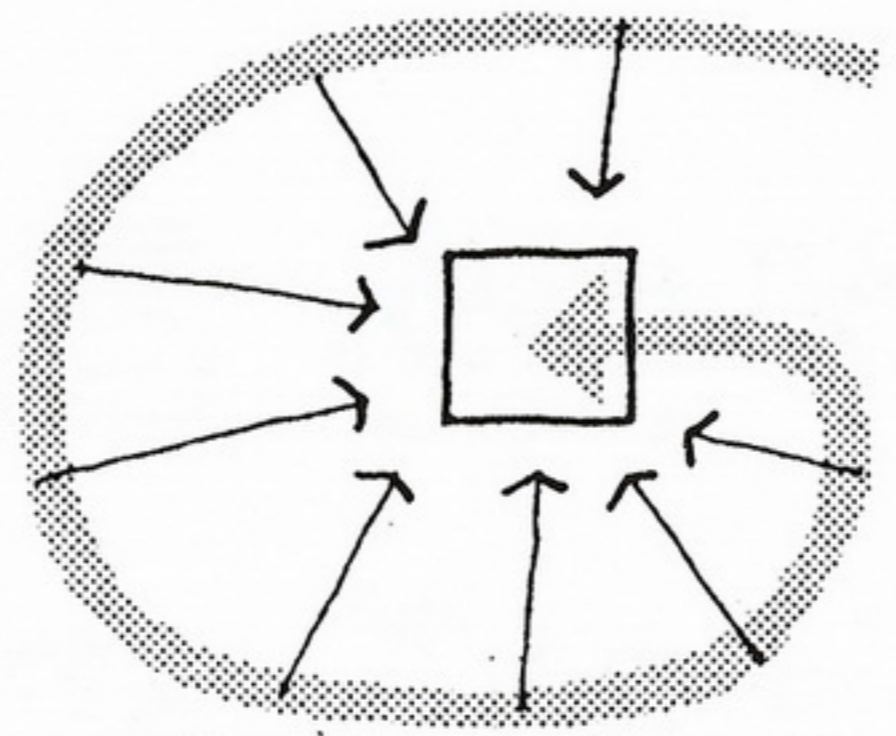
Approach to Building

- * VICINITY ENVIRONMENT AS PREPARATION
- * FIRST VIEW OF BUILDING
- * APPROACH & ORIENTATION
- * PARKING SEQUENCE
- * MOVEMENT FROM PARKING TO ENTRY
- * ENTRY TRANSITION
- * ENTRY

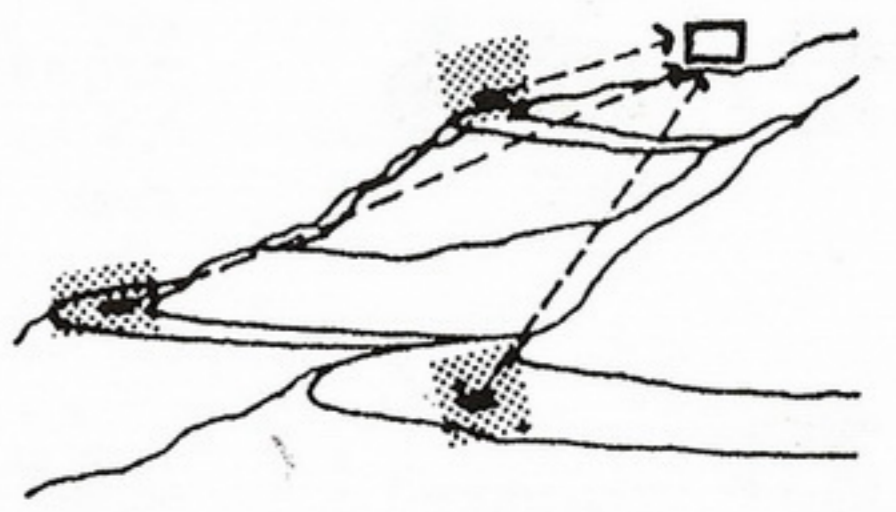
ENTRY & APPROACH AS A TOTAL EXPERIENCE SEQUENCE



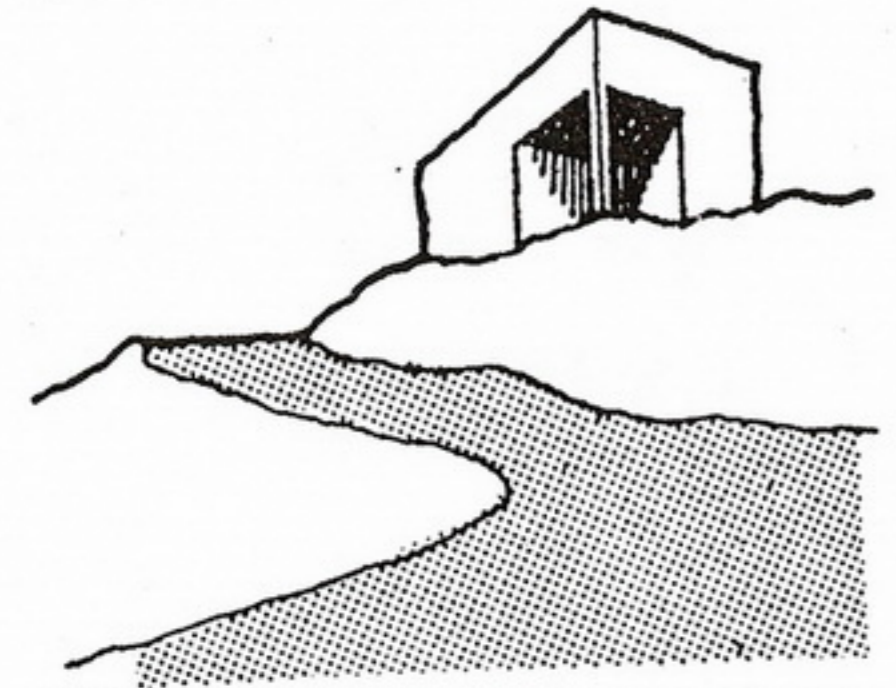
REVEAL MORE AND MORE PARTS OF BUILDING ON APPROACH



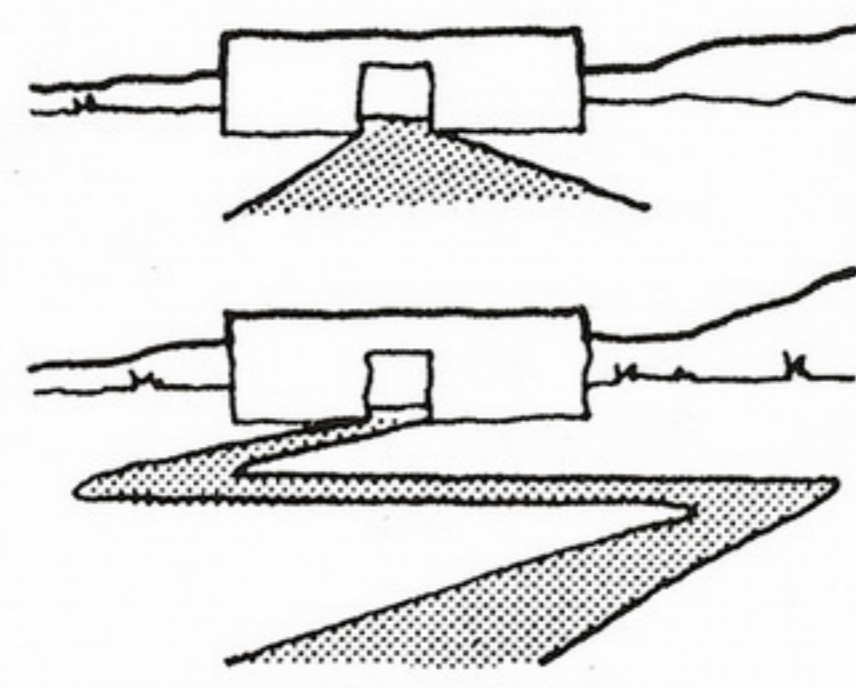
ORIENT TO WHOLE BUILDING ON APPROACH BEFORE ENTRY



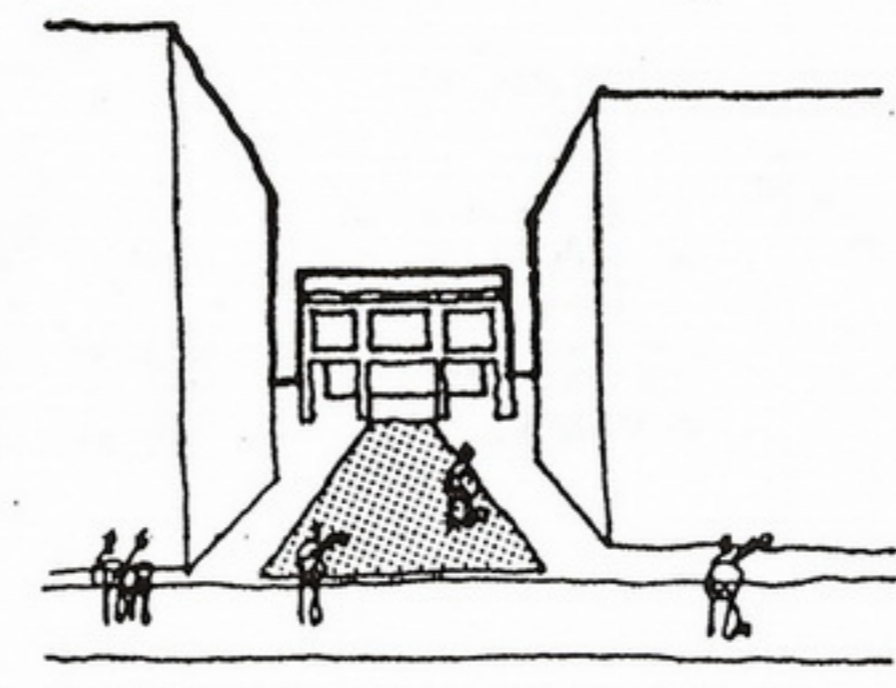
VIEWS FROM VARIED DISTANCES ON APPROACH



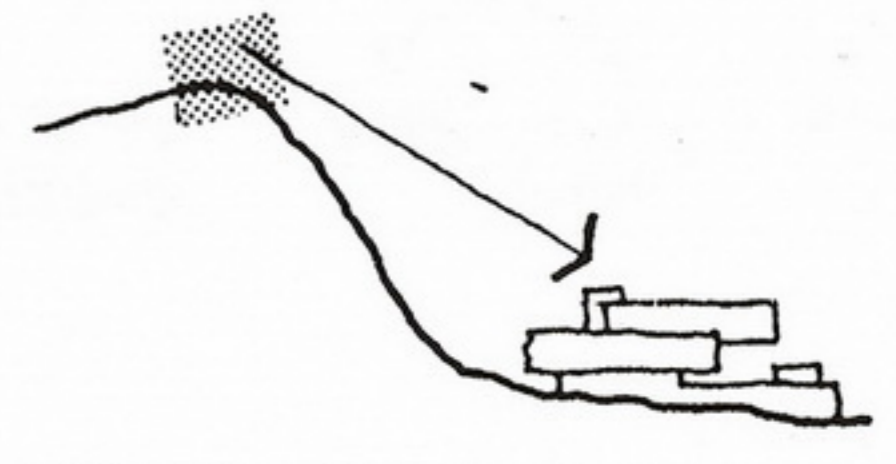
PRESENT DYNAMIC PERSPECTIVE TO APPROACH DIRECTION



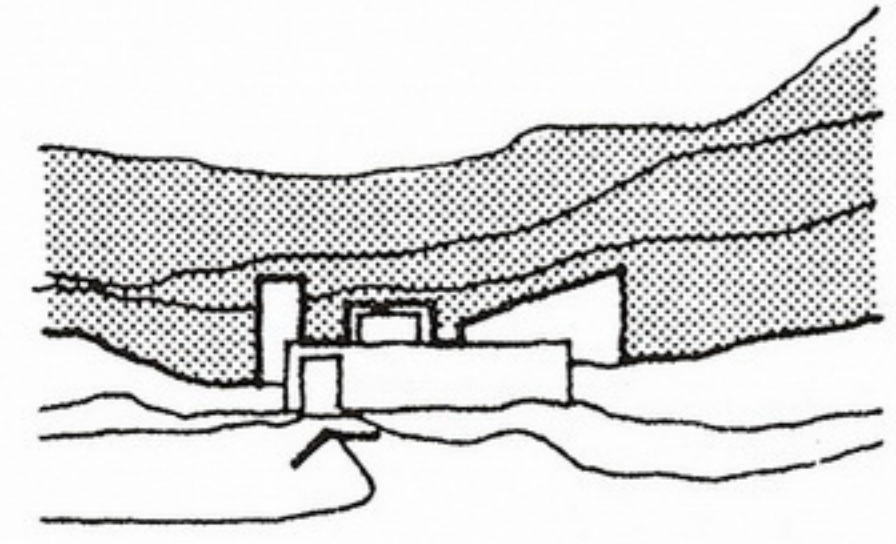
DIRECT APPROACH AND RAMBLING APPROACH



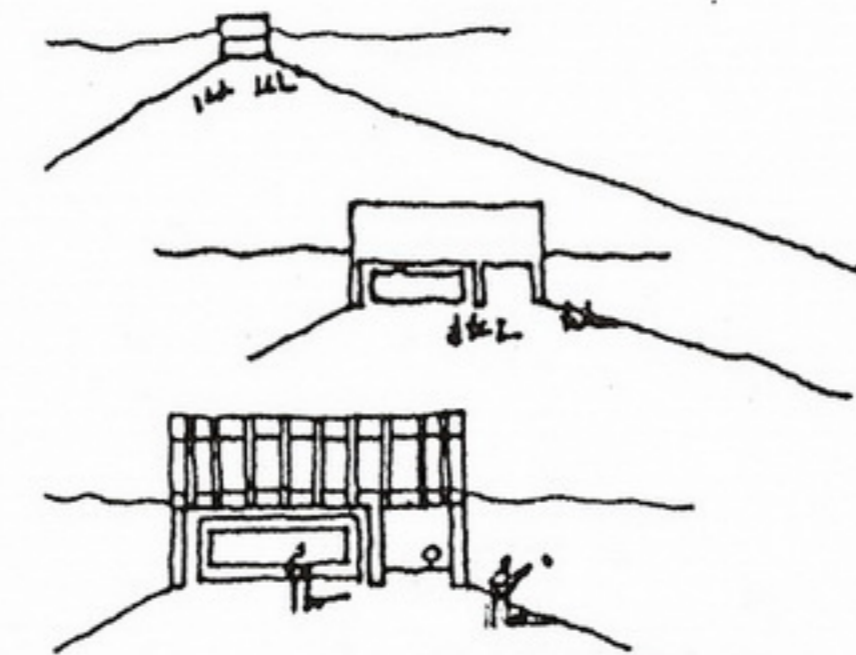
SURPRISE VIEW OF BUILDING AND ENTRY INVITATION



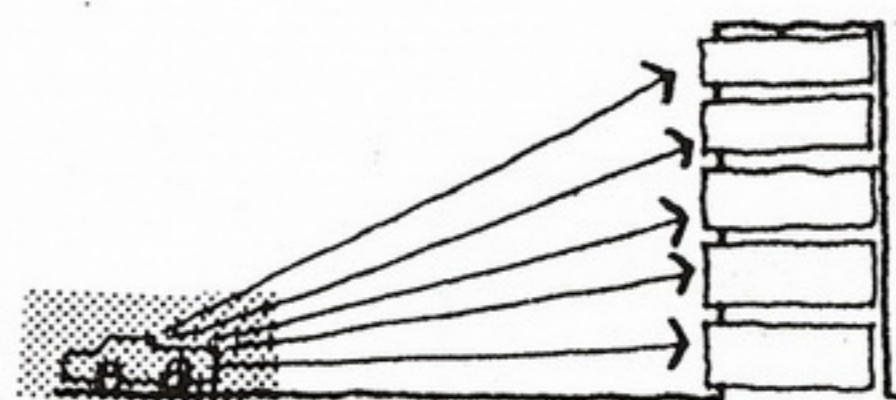
TOP VIEW OF WHOLE COMPLEX BEFORE ENTRY APPROACH



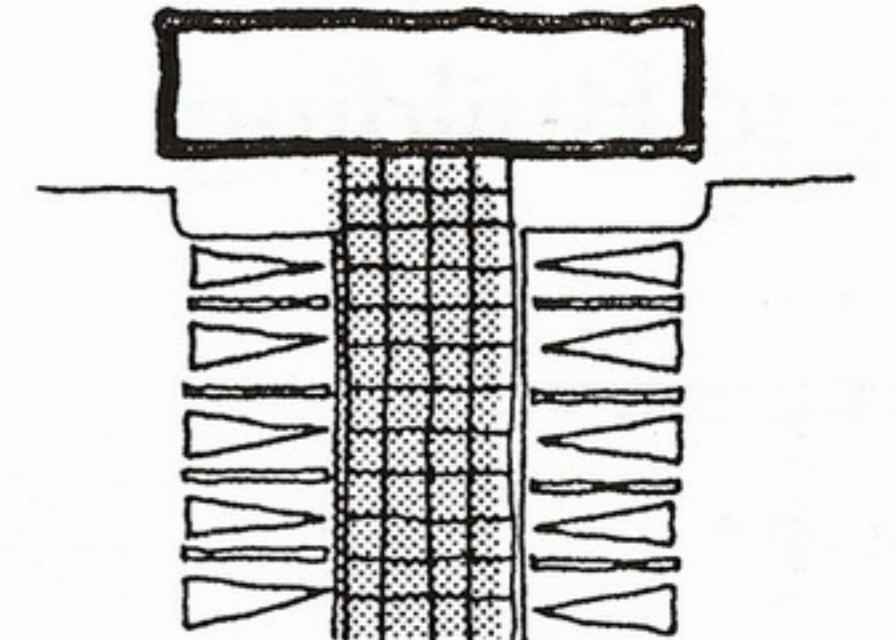
APPROACH FROM DIRECTION OFFERING BEST BUILDING BACKDROP



MORE DETAIL REVEALED ON CLOSER APPROACH

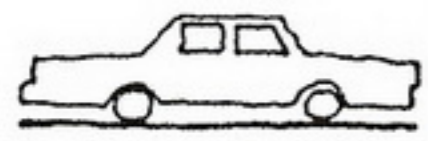


REVEAL ALL POTENTIAL DESTINATIONS TO PARKING FOR ORIENTATION



CREATE PEOPLE AVENUES THROUGH PARKING LOTS

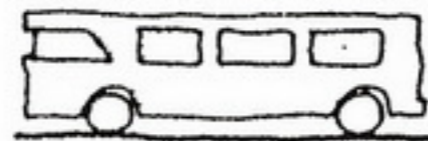
Arrival Modes



CAR



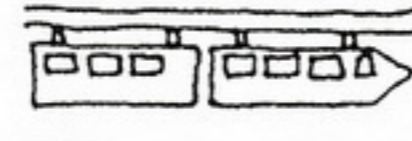
BIKE



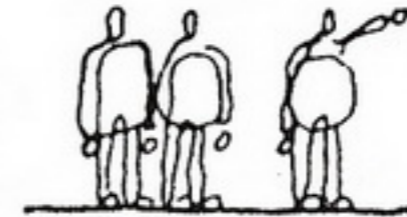
BUS



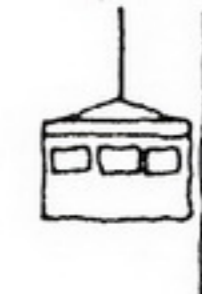
MOTORCYCLE



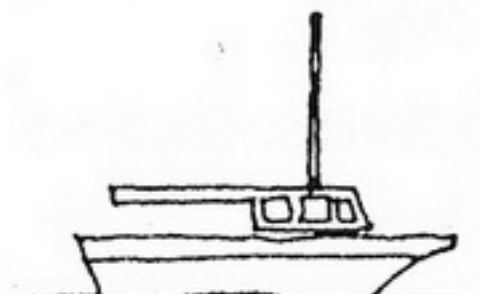
RAPID TRANSIT



BY FOOT



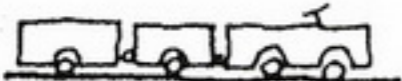
LIFT



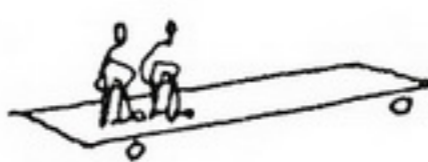
BOAT



CART



SHUTTLE



MOVING SIDE WALK



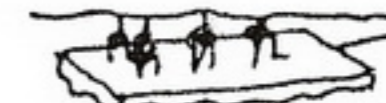
PLANE



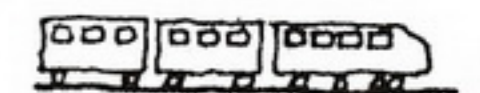
HELICOPTER



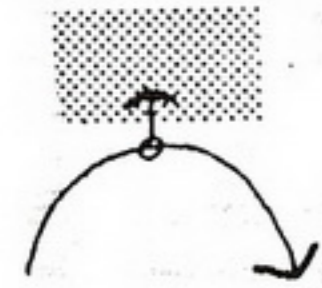
GONDOLA



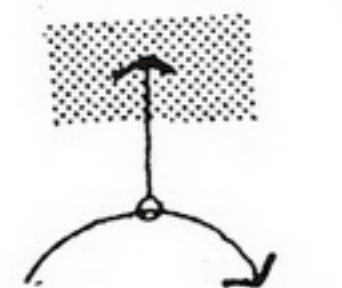
RAFT



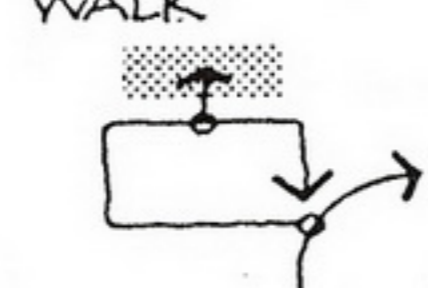
TRAIN



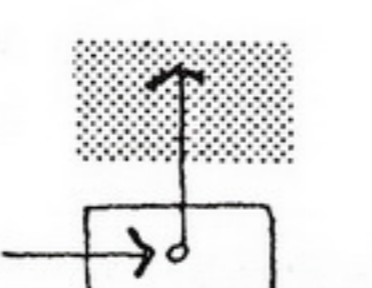
DROP OFF AT BUILDING



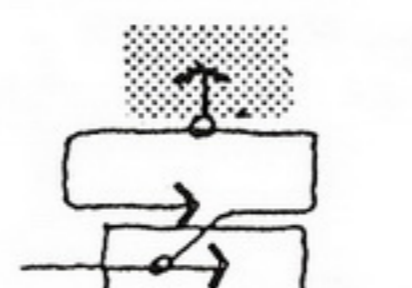
DROP OFF & WALK



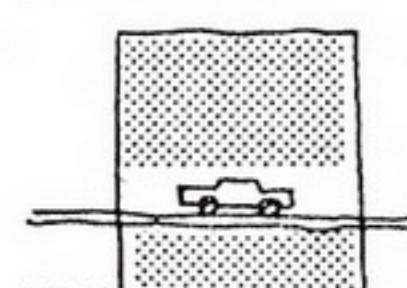
DROP OFF & SHUTTLE



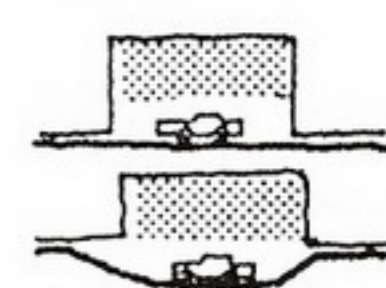
STORE CAR & WALK



STORE CAR & TAKE SHUTTLE



DROP OFF IN BUILDING

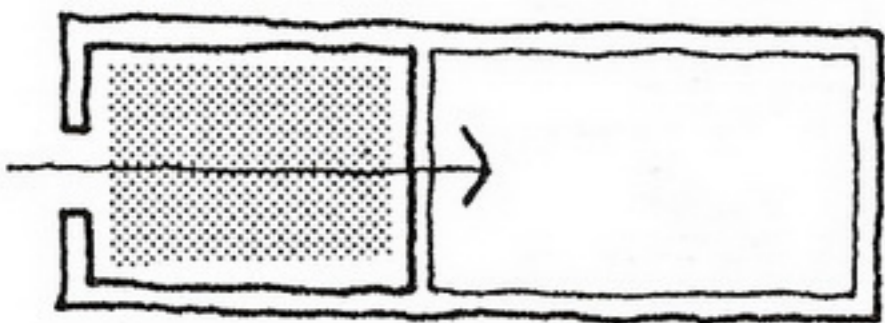


DROP UNDER BUILDING

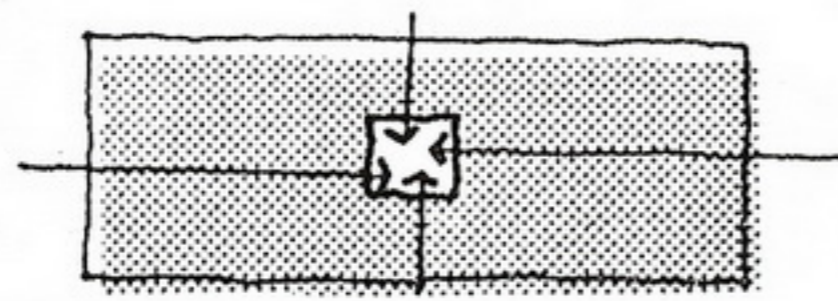


INSULATE PEOPLE FROM MACHINES

Entry to Building



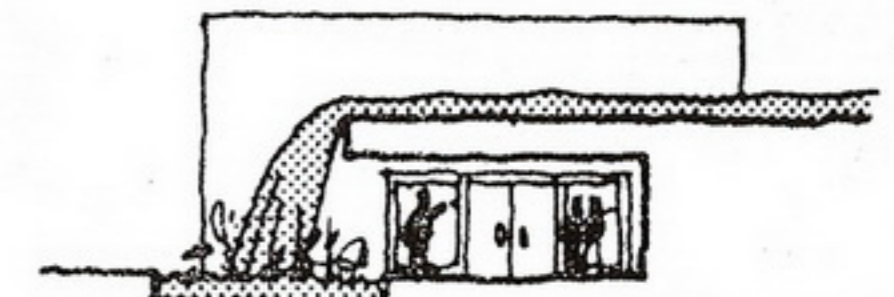
THROUGH A COURTYARD



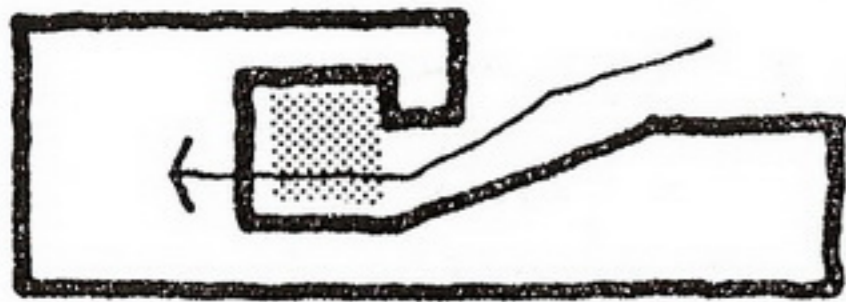
ACCESS PLAZA



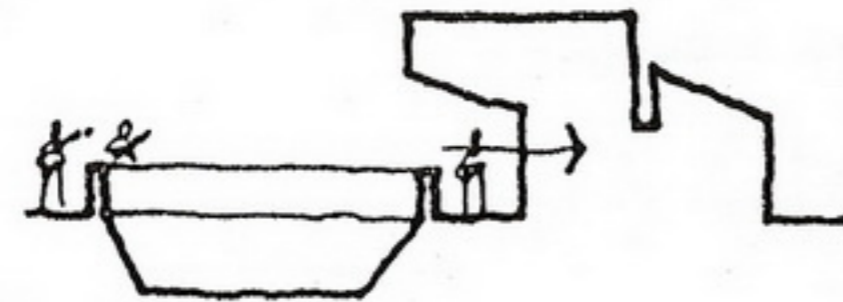
OVER A POOL



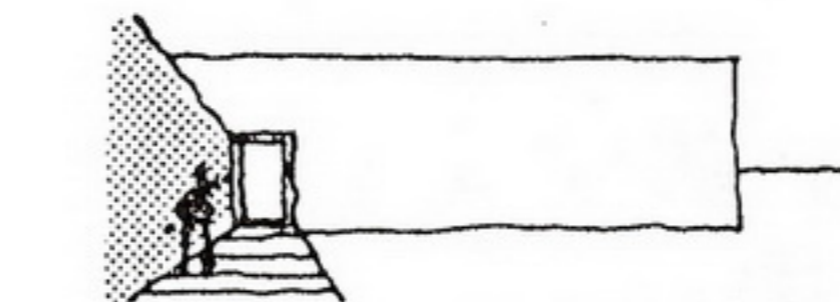
UNDER A WATERFALL



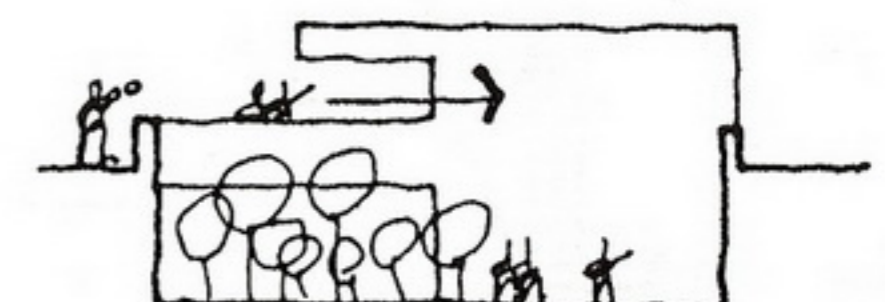
TRANSITION THROUGH COURT



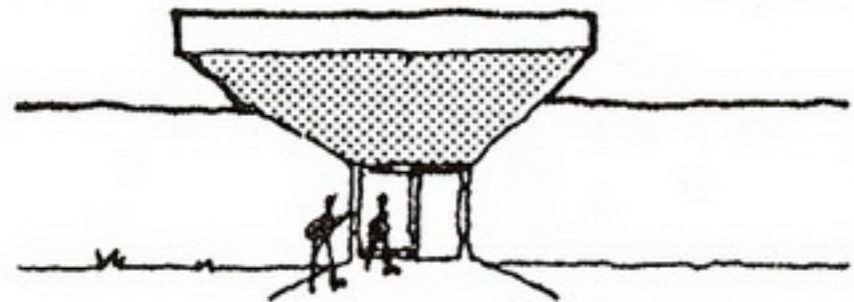
ACROSS MOAT



ALONG WALL



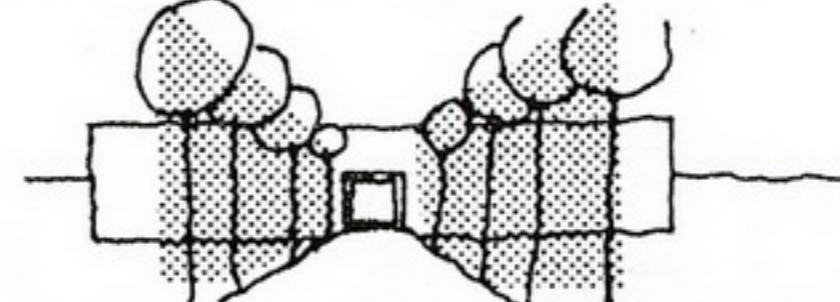
OVER SUNKEN GARDEN



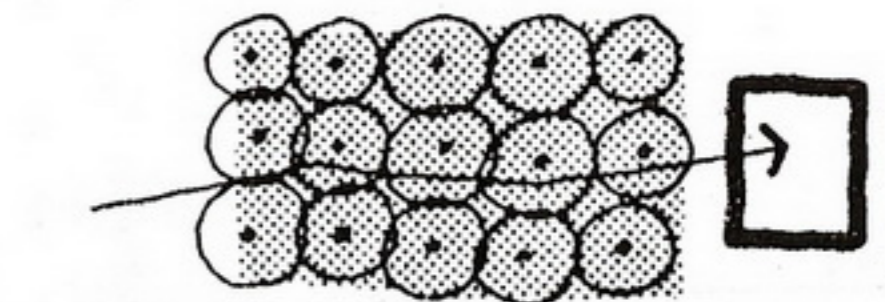
UNDER CANOPY



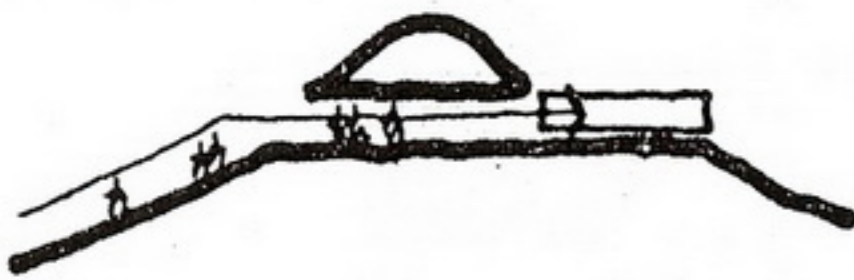
DOWN THROUGH SUNKEN GARDEN



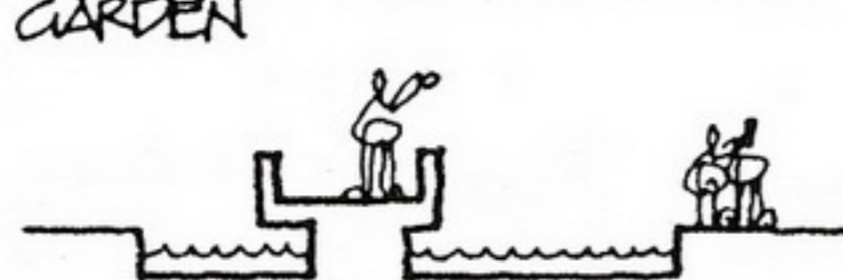
ALONG TREE LINED AXIS



THROUGH GROVE OF TREES



THROUGH TUNNEL



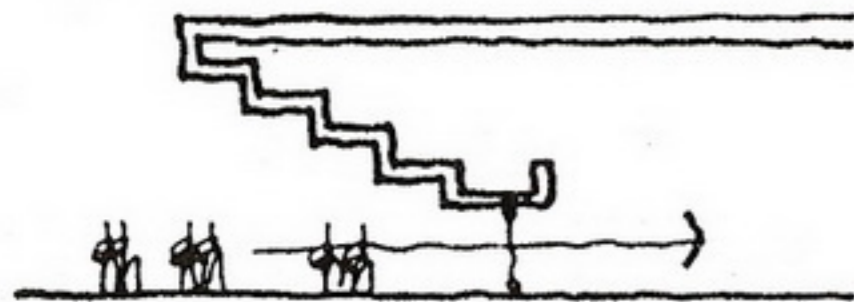
ALONG WATERWAY



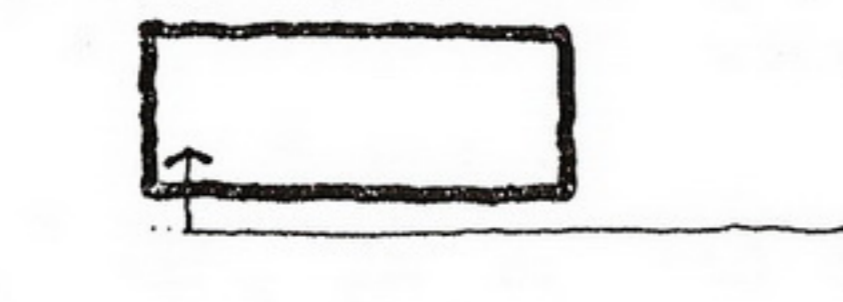
AROUND BUILDING AND IN



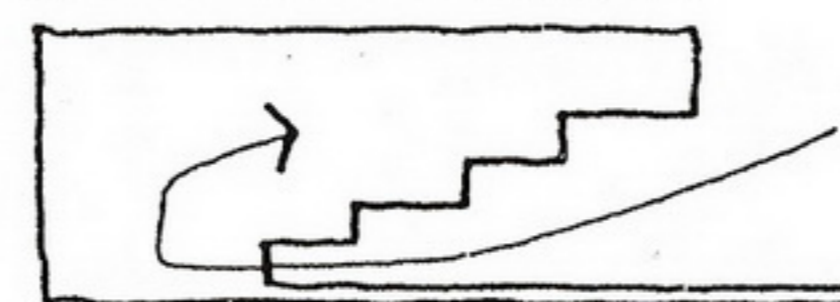
ENTRY WITH NO AWARENESS OF BUILDING FACADE



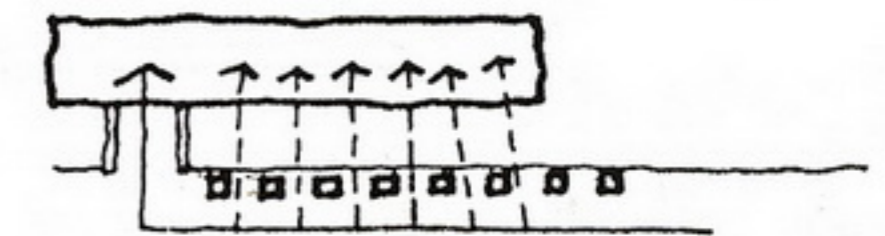
UNDER SLOPED FLOOR ABOVE



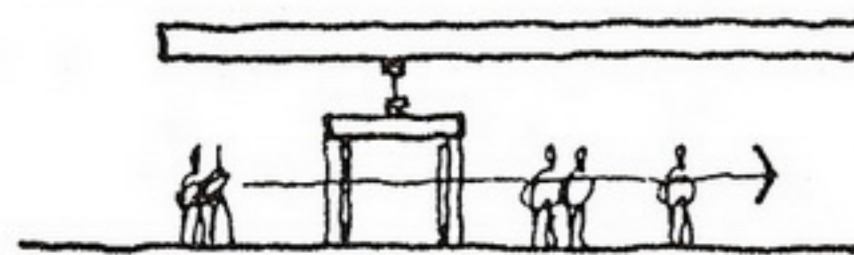
WALK BY FACADE, THEN ENTER



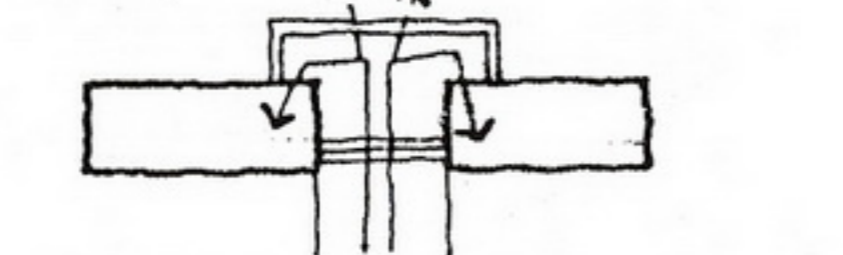
ENTRY PENETRATION FOR ORIENTATION, THEN SWITCHBACK



SHOW GLIMPSES OF DESTINATION BEFORE ENTRY



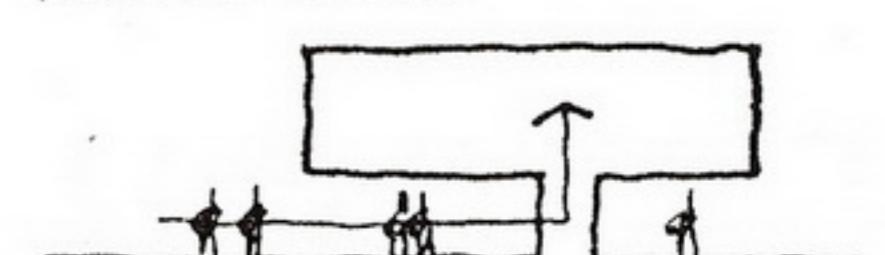
THROUGH TRANSITION CHAMBER



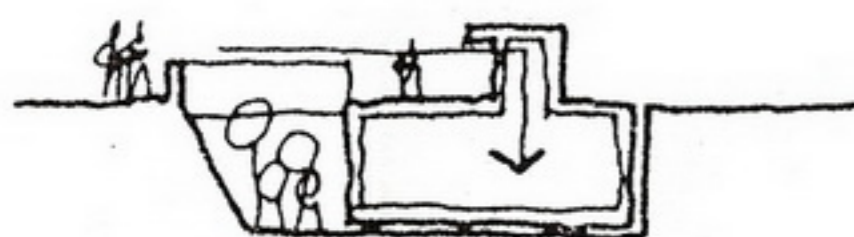
BETWEEN BUILDINGS, PRESENT VIEW, THEN TURN & ENTER



DIRECTLY IN



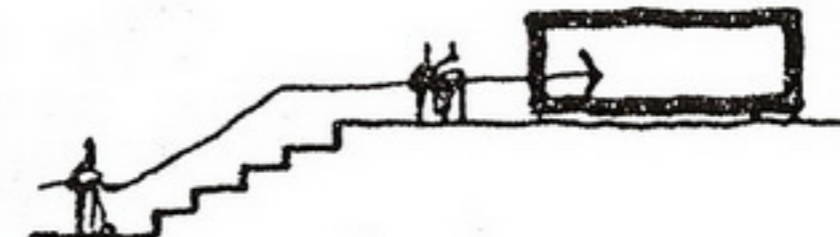
UNDER AND UP



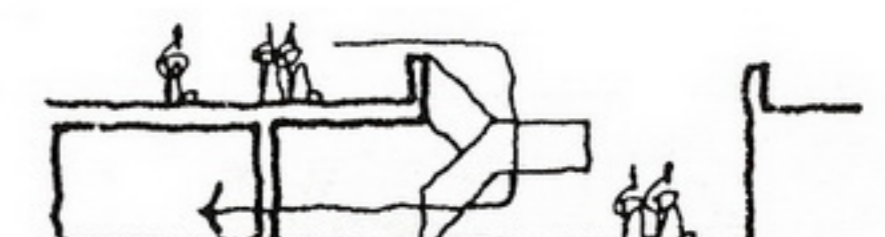
OVER ROOF, DOWN AND IN



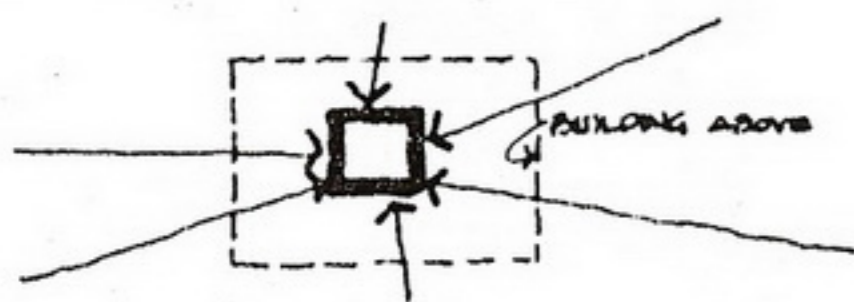
DOWN AND IN



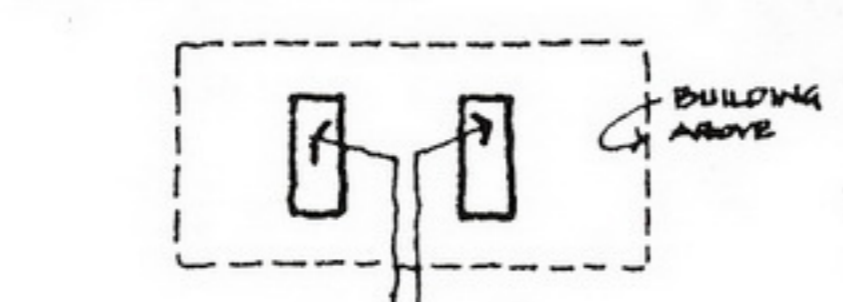
UP AND IN



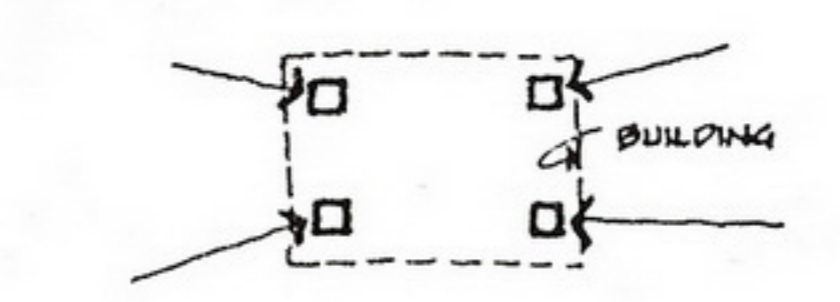
OVER ROOF DOWN AND IN



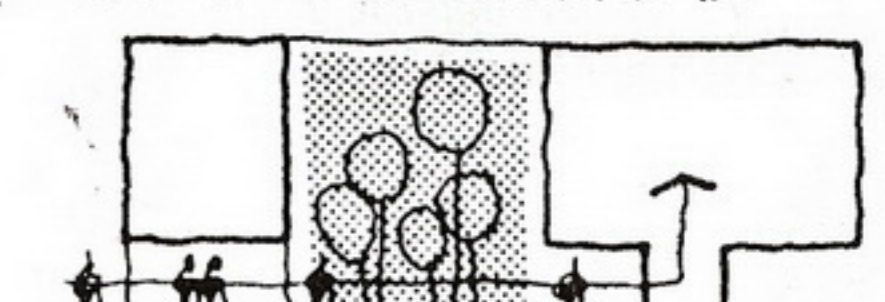
MULTIDIRECTIONAL ENTRY



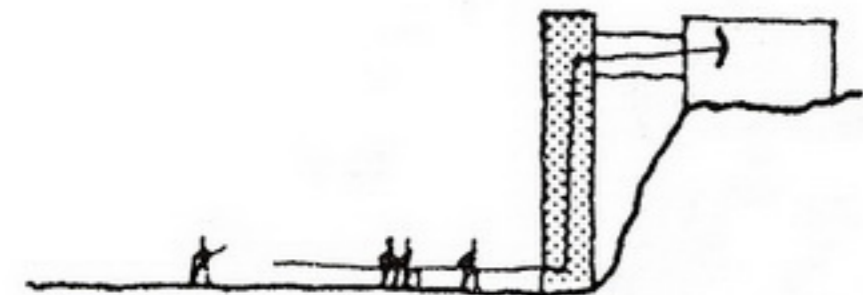
UNDER BUILDING, TO SIDE AND UP INTO BUILDING



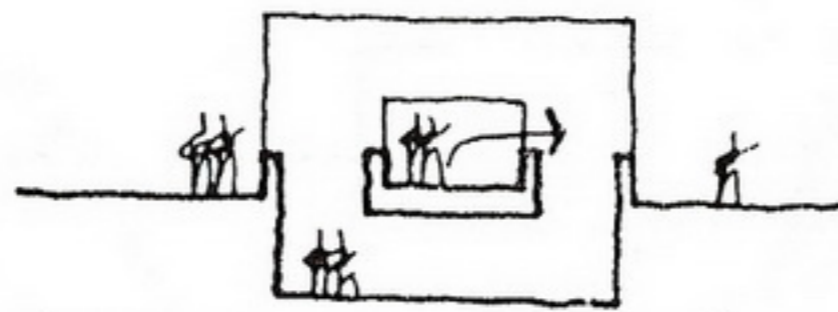
MULTI-ENTRY POINTS • UNDER OR ON TOP OF BUILDING



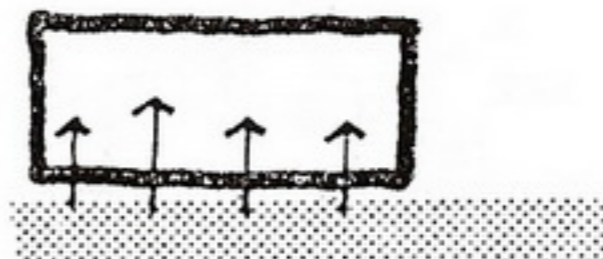
UNDER TO COURT AND UP



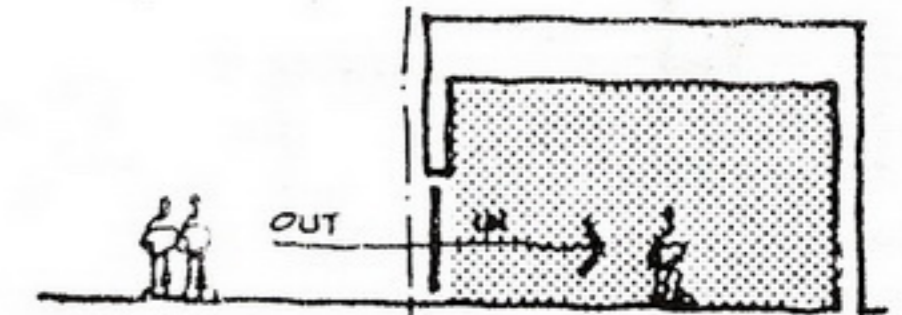
UP ELEVATOR AND IN



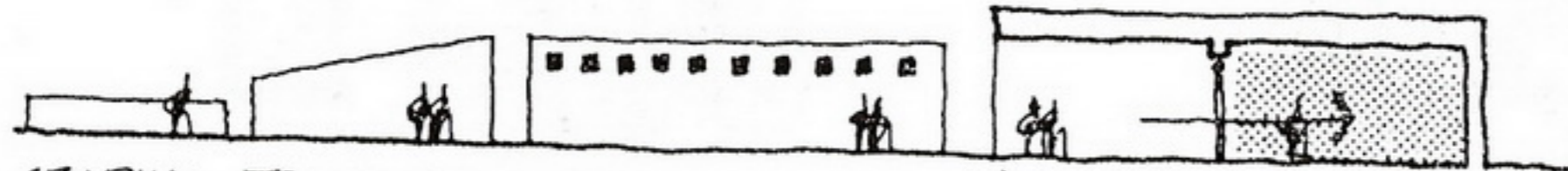
THROUGH BUILDING TUNNEL & IN



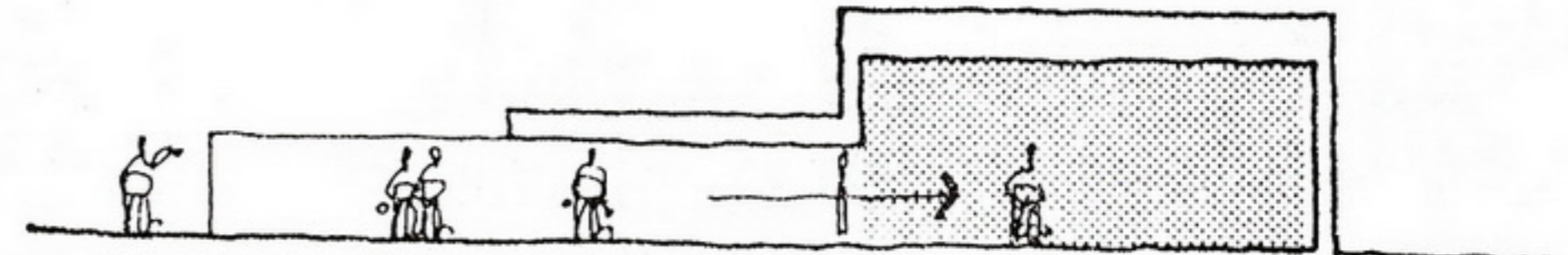
MULTIPLE ENTRIES ALONG EDGE



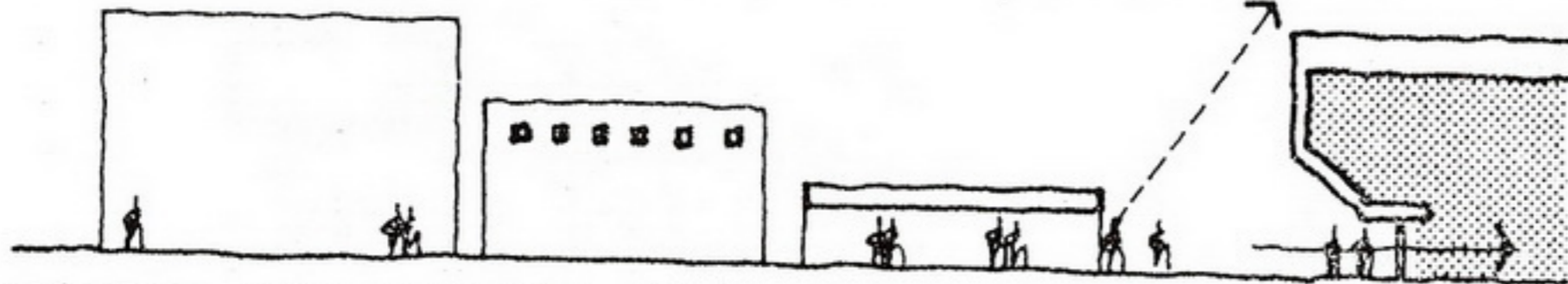
ABRUPT OUT-TO-IN TRANSITION



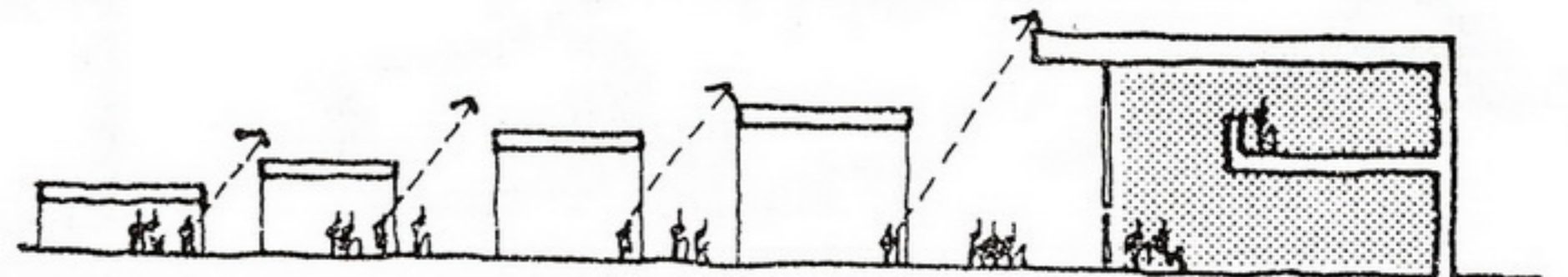
GRADUAL TRANSITION FROM OUT TO IN & VISEVERSA



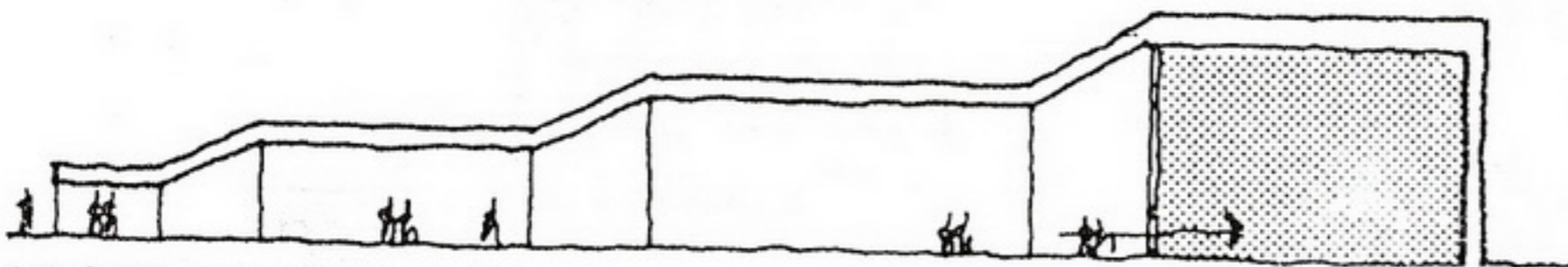
ENTRY TRANSITION OUTSIDE THE BUILDING



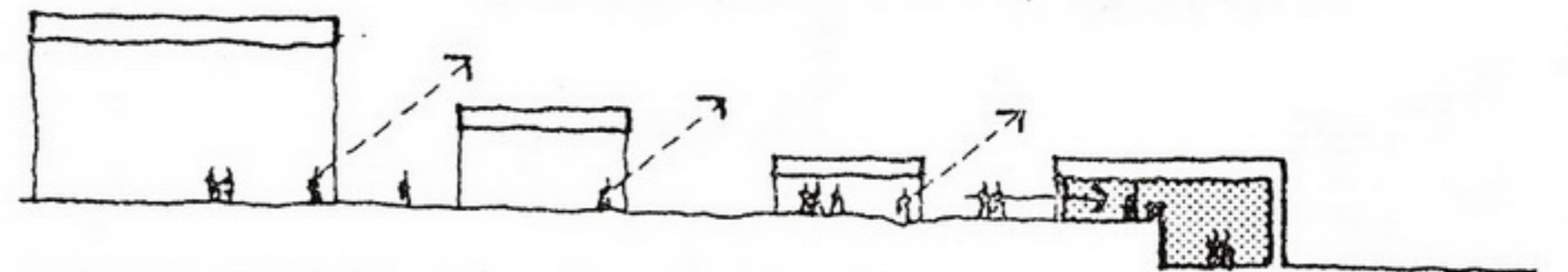
GRADUAL ENVELOPMENT - RELEASE - ENTRY



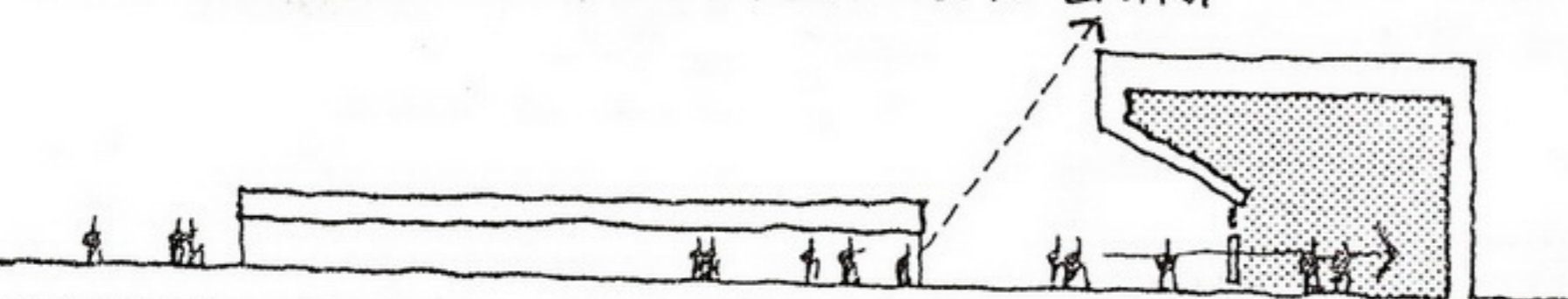
SEQUENCE OF DECREASING ENVELOPMENT & RELEASE



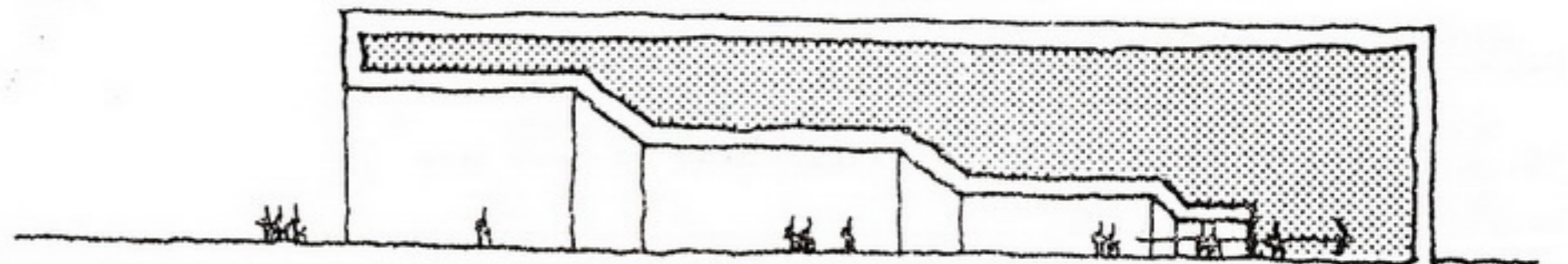
ABRUPT ENVELOPMENT - GRADUAL RELEASE TO ENTRY



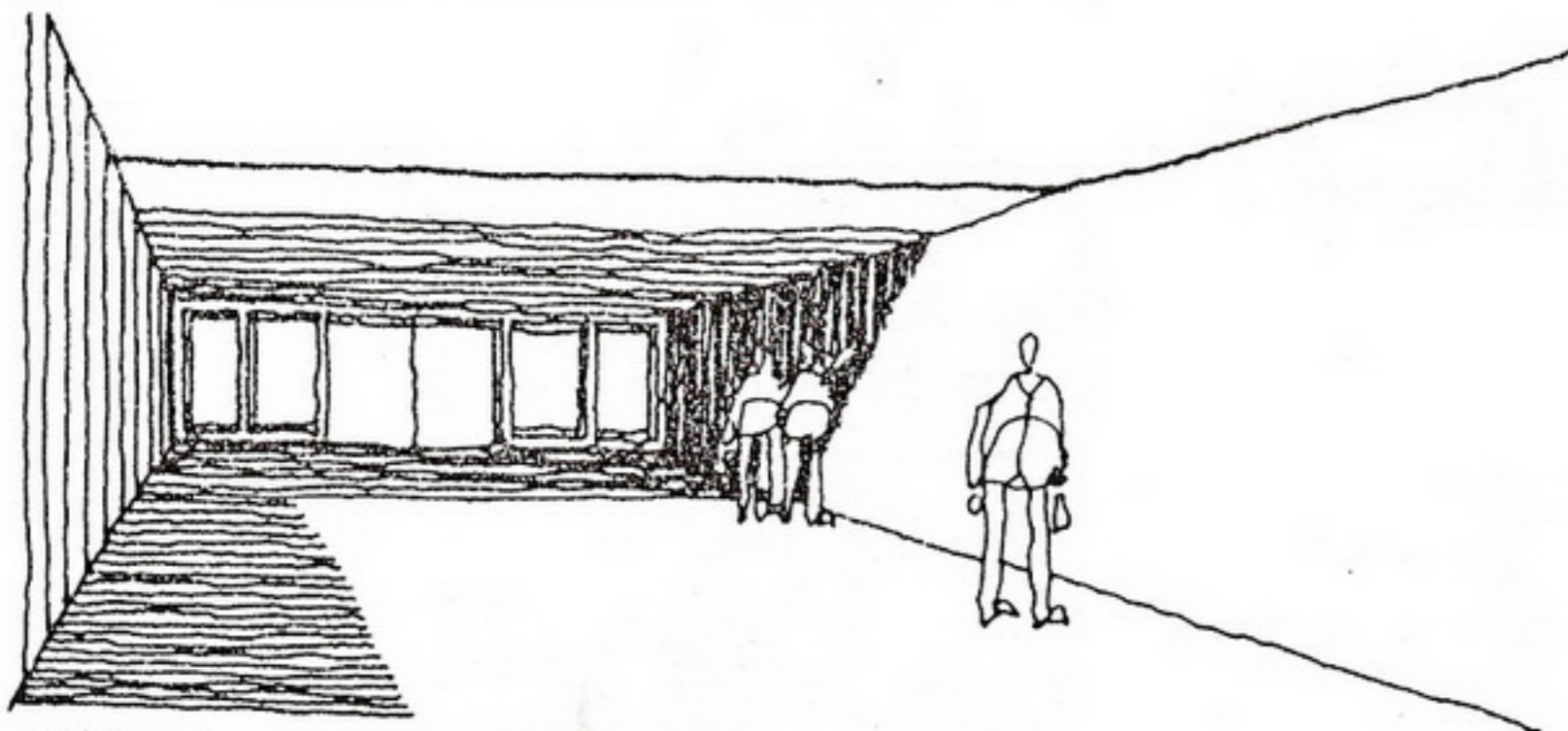
SEQUENCE OF ENVELOPMENT AND RELEASE



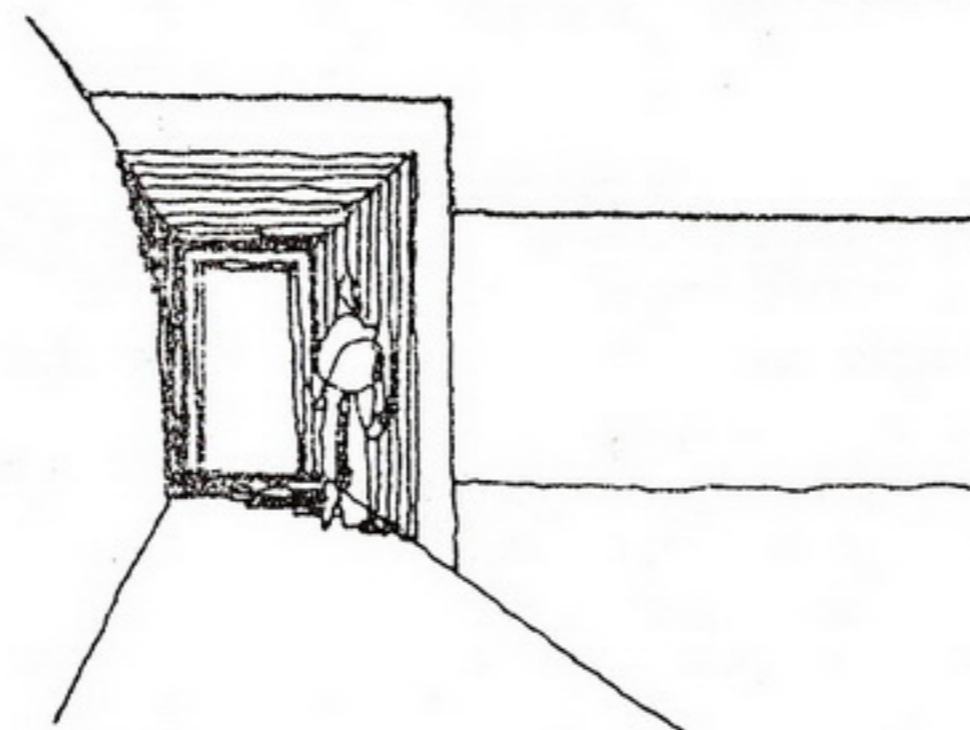
CONFINEMENT • RELEASE • ENTRY



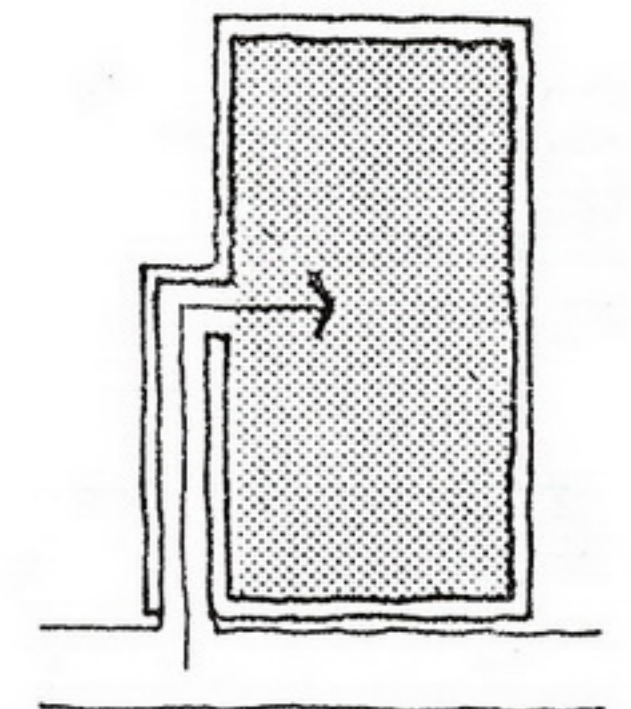
ENTRY TRANSITION INSIDE BUILDING



STRONG ENTRY INVITATION

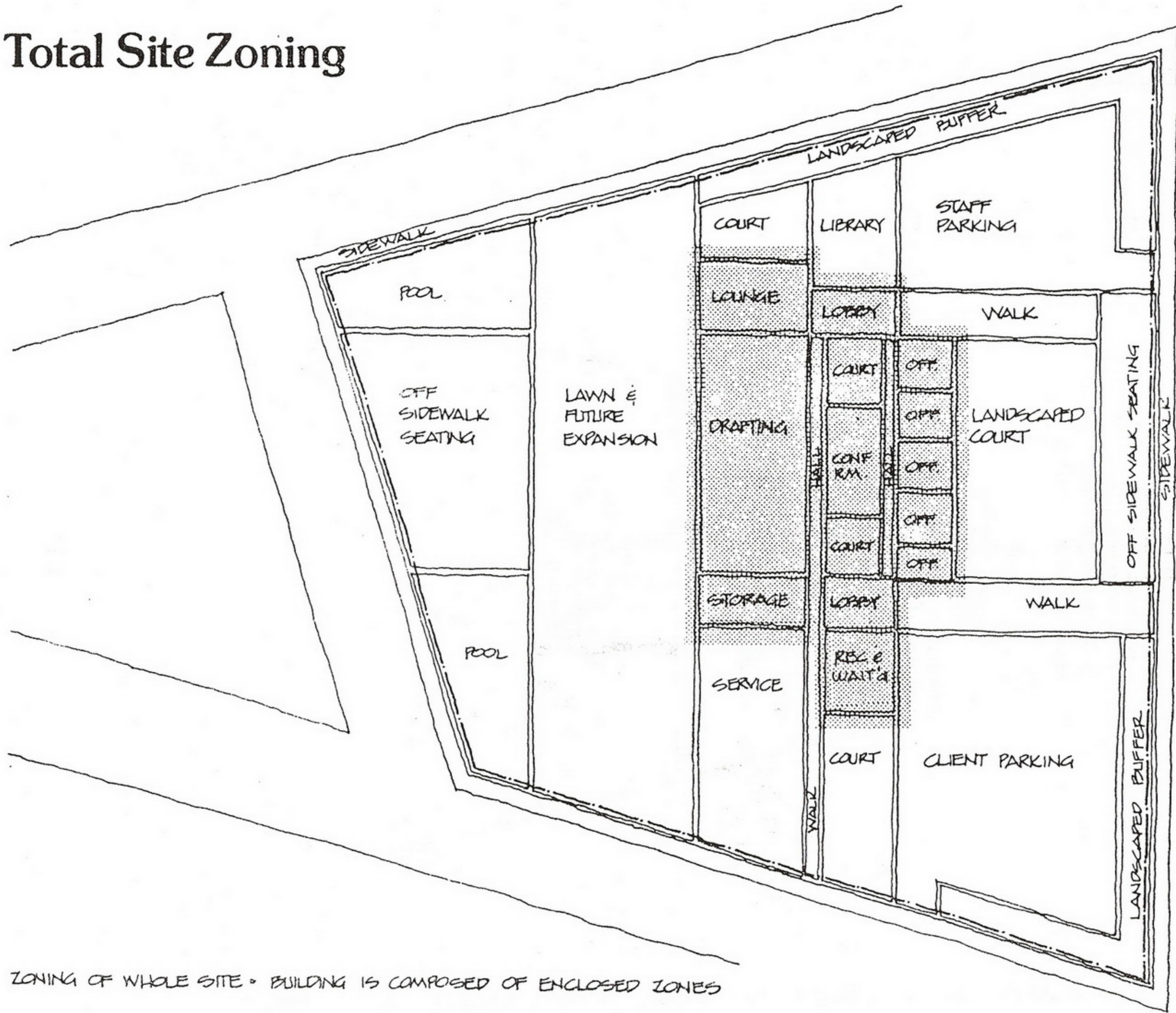


RESERVED INVITATION



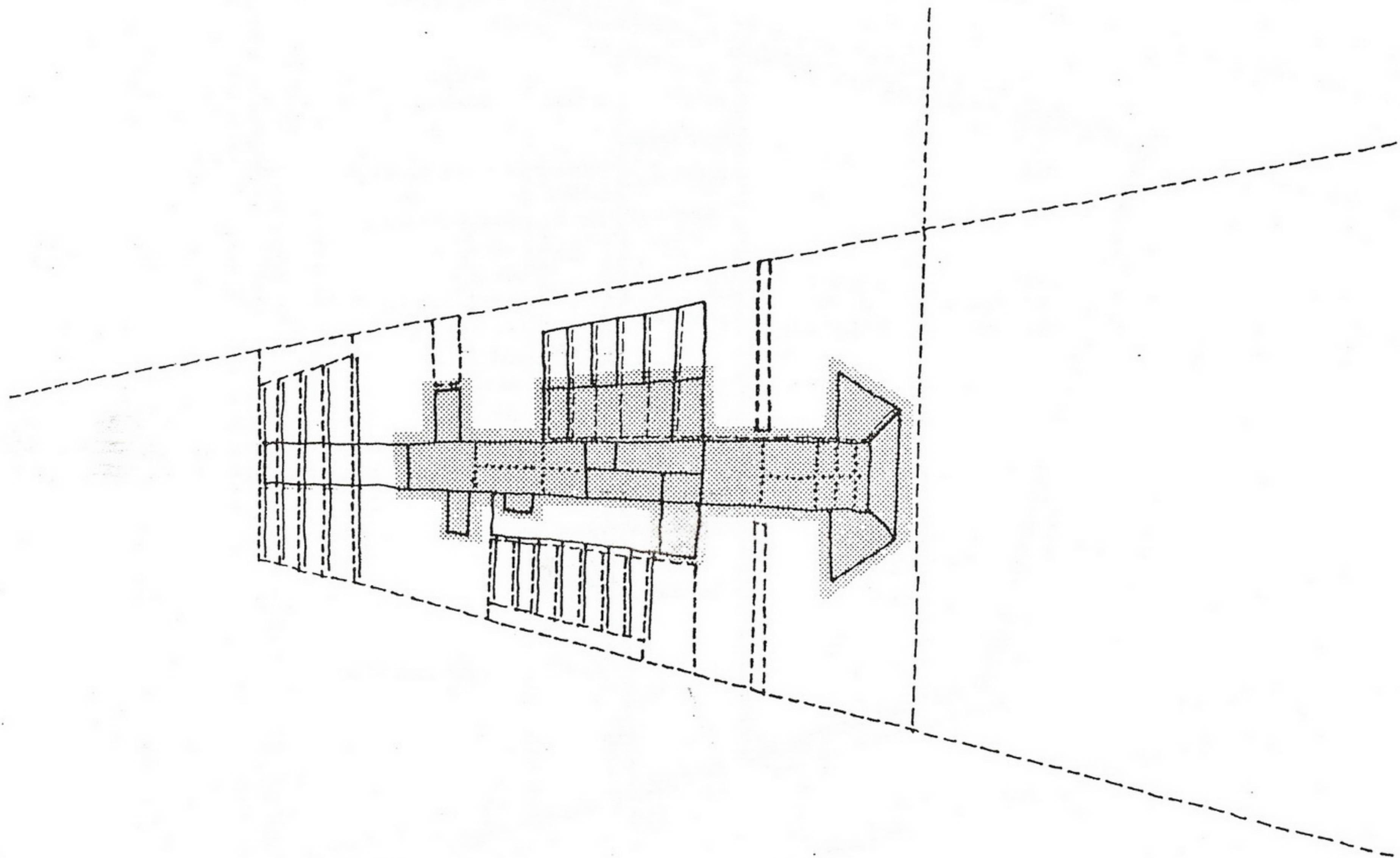
ACCESS BUT NO INVITATION

Total Site Zoning



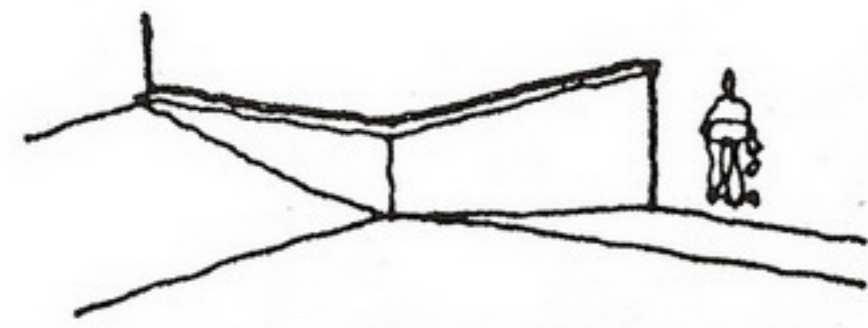
ZONING OF WHOLE SITE • BUILDING IS COMPOSED OF ENCLOSED ZONES

Total Site Systems

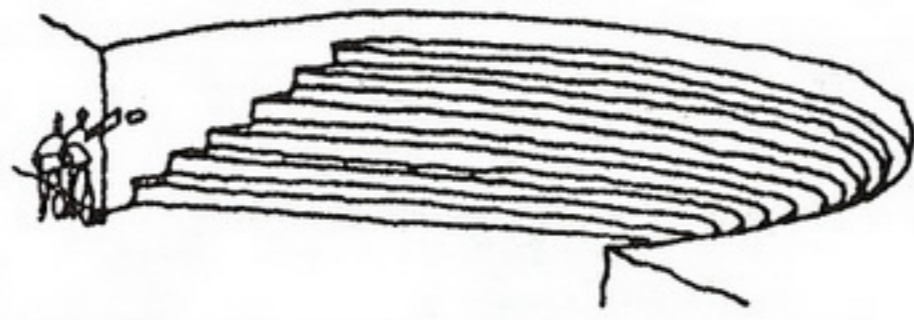


WHOLE SITE AS A SERIES OF MOVEMENT SYSTEMS • BUILDING IS COMPOSED OF THOSE SYSTEMS THAT ARE ENCLOSED

Land Forms



TWO WAY SLOPE



SLOPE STEPPED FOR SEATING



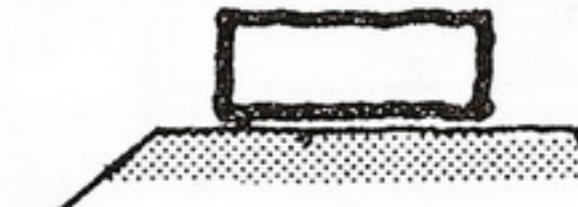
EARTH BERMS



WALK



RAISED WALK



BUILDING PLATFORM



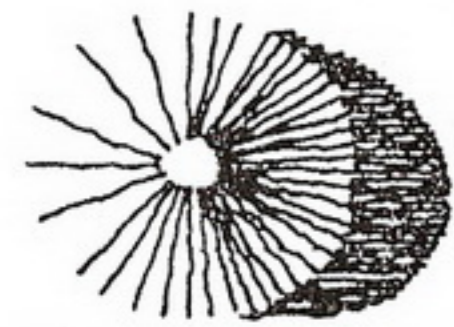
TROUGH



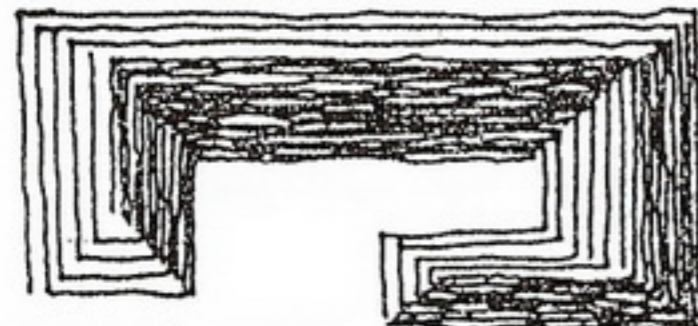
RIDGE



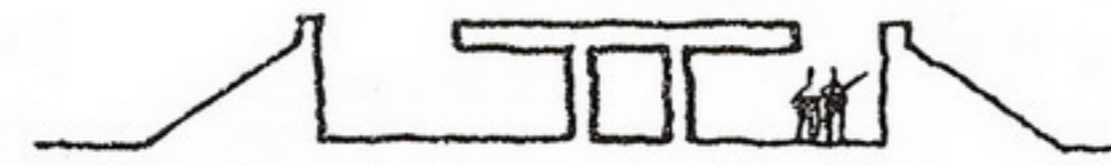
COURTYARD



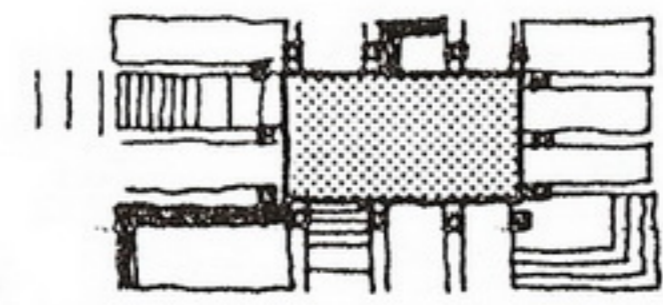
MOUND



EARTH WALL



INTEGRATE BUILDING WITH LAND



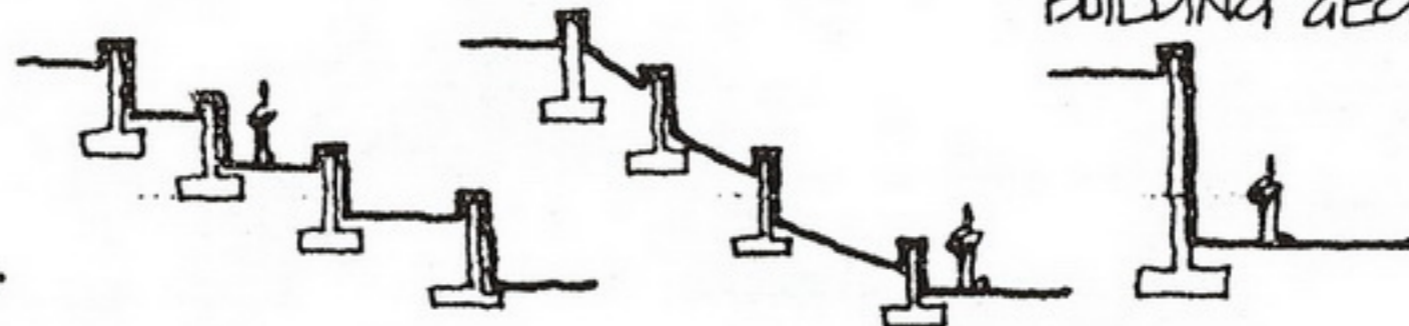
RELATE LAND FORMS TO BUILDING GEOMETRY



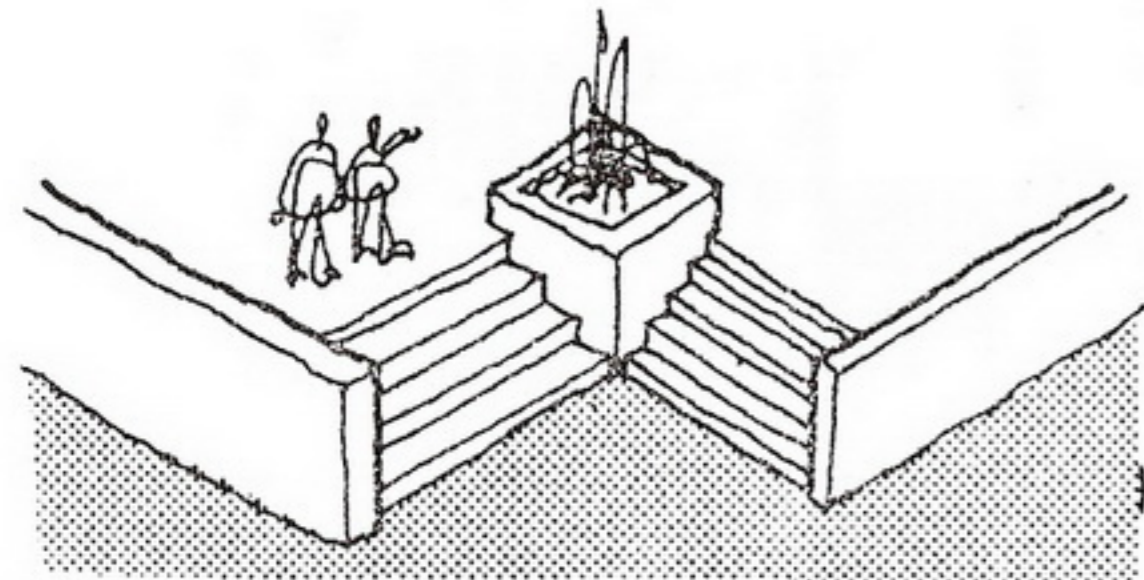
SCULPT LAND WITH BUILDING LEVELS



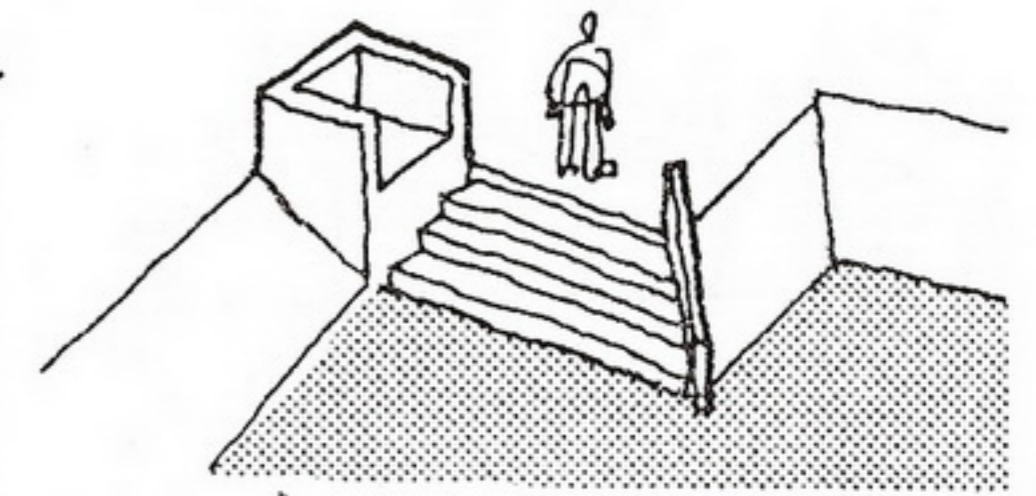
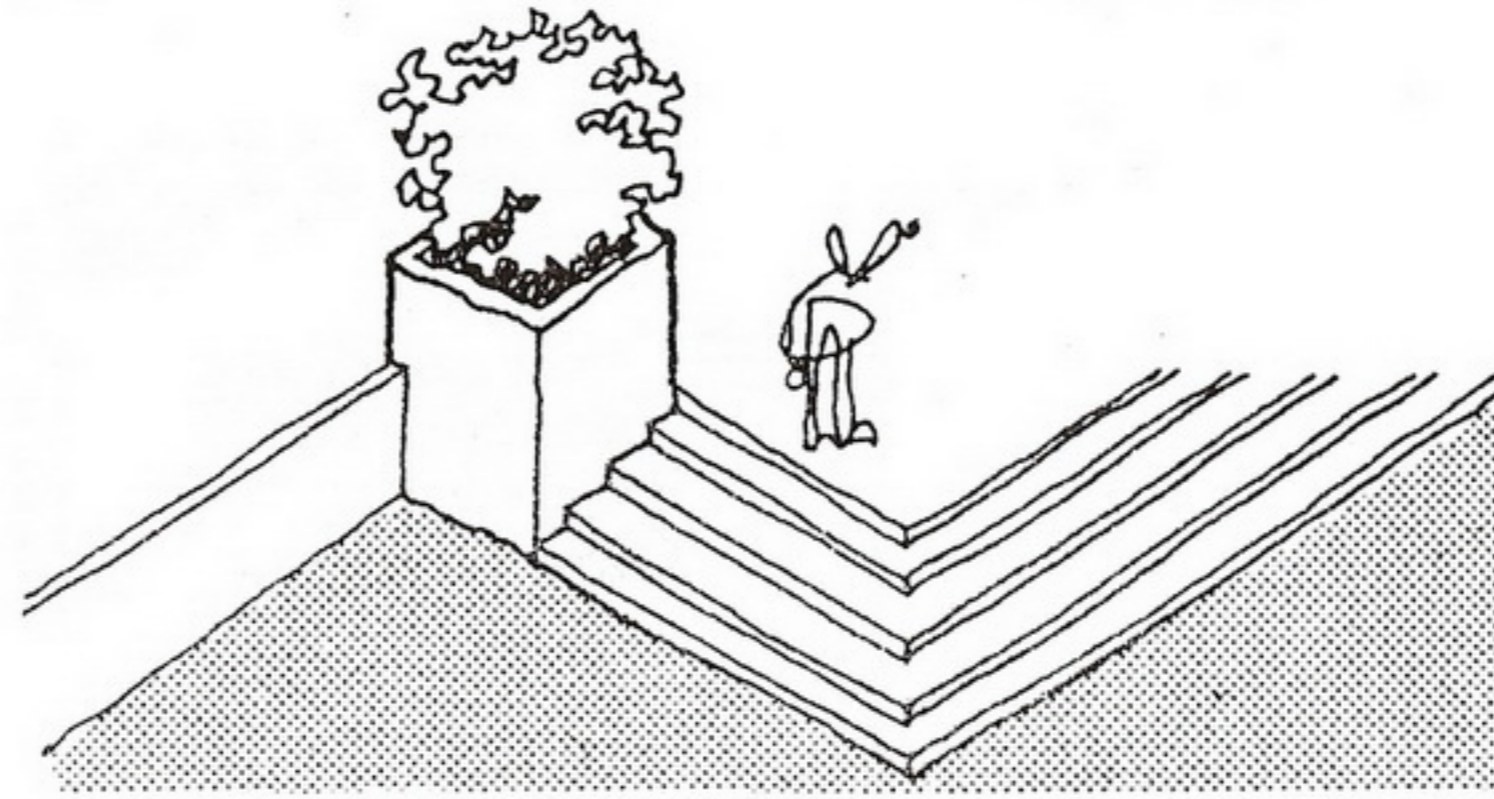
SITE LEVEL CHANGES



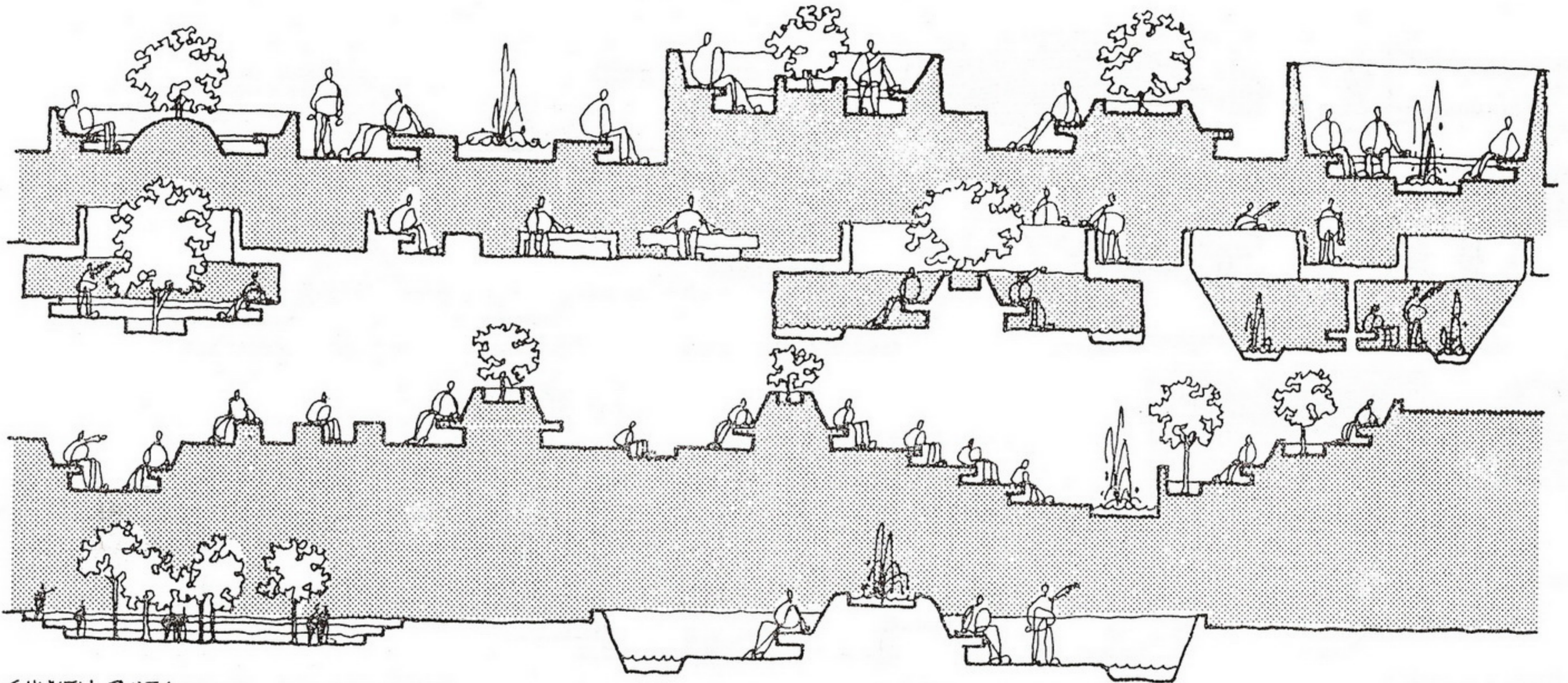
WATER CHANNEL OR POND



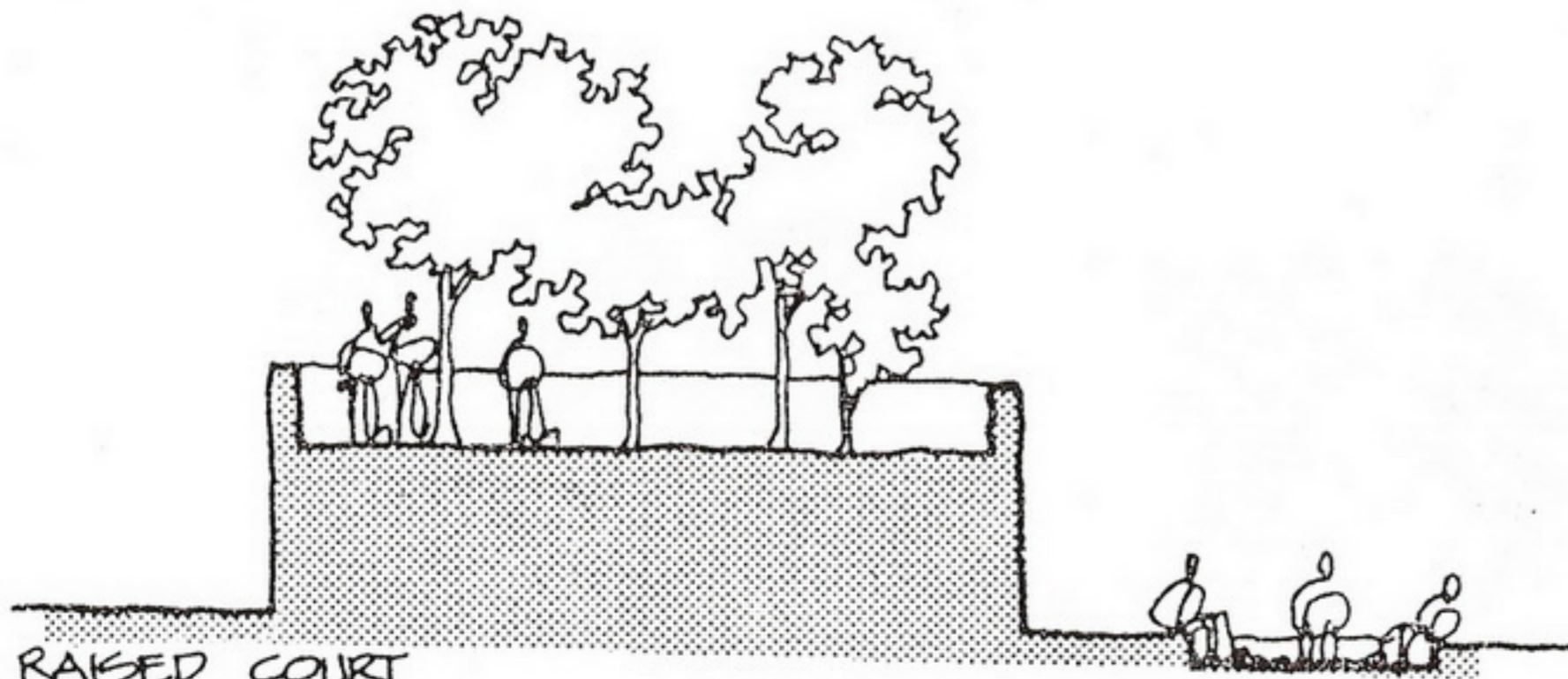
STEPS



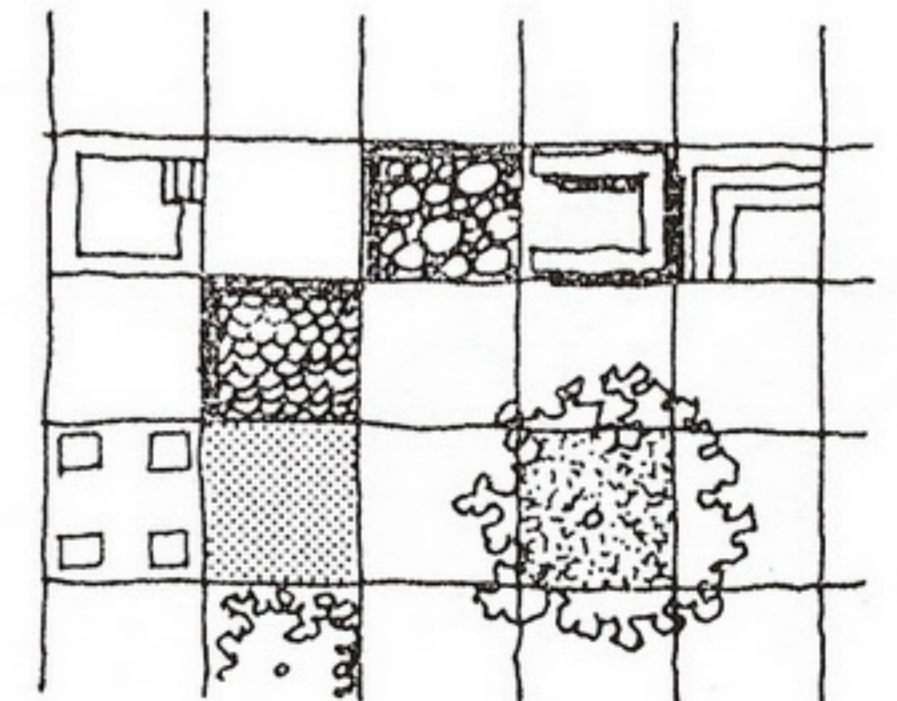
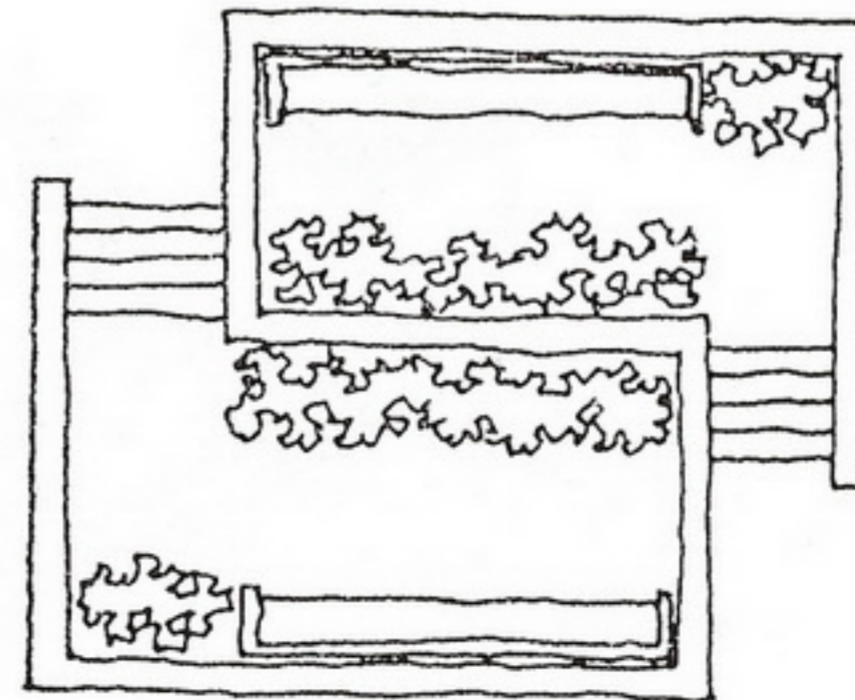
Seating Forms



SUNKEN PLAZA

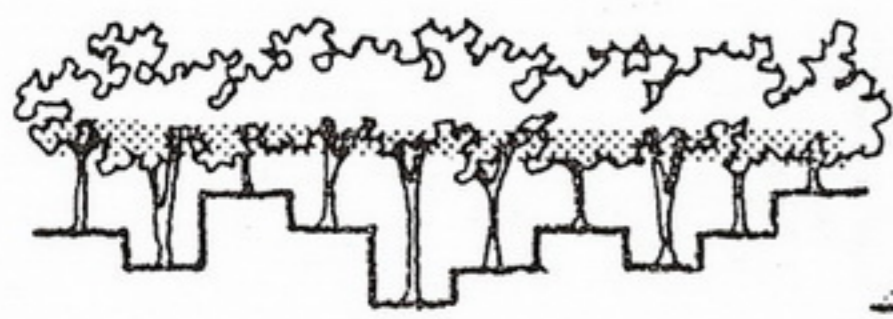


RAISED COURT

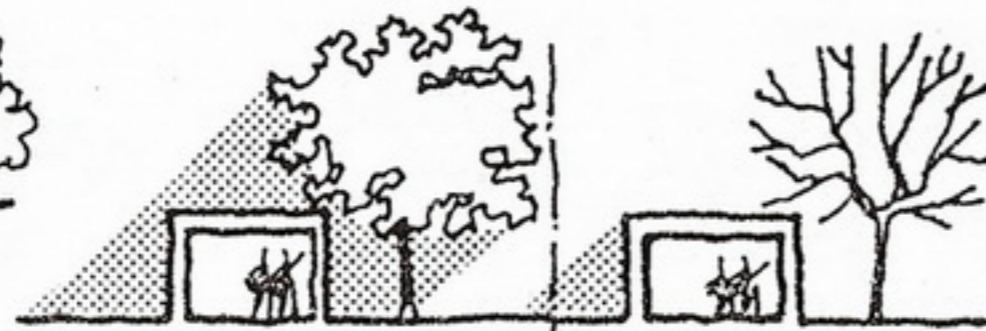


USE ZONES WITHIN A MODULAR FRAMEWORK

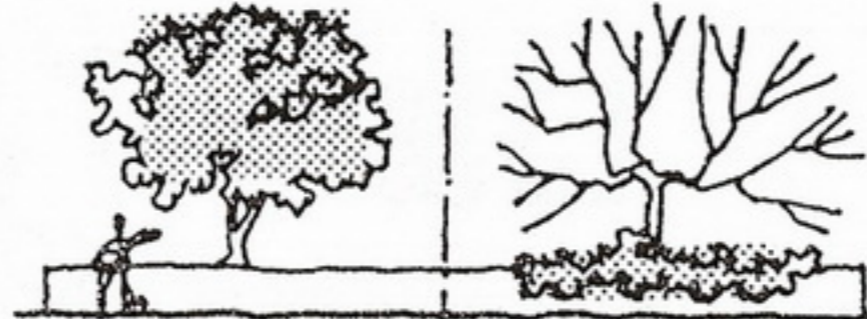
Landscaping with Plants



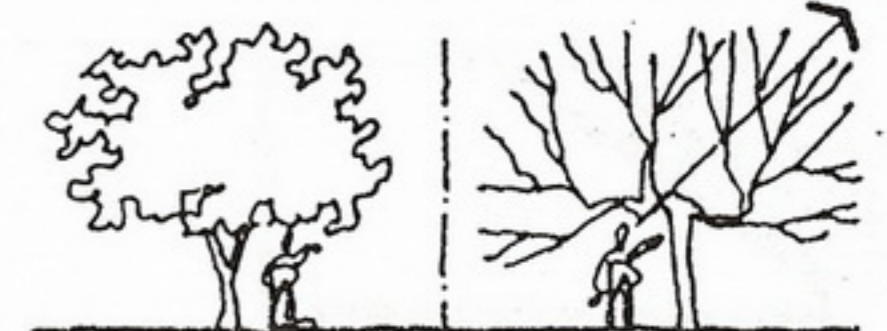
TREE CANOPY TO UNIFY GROUND



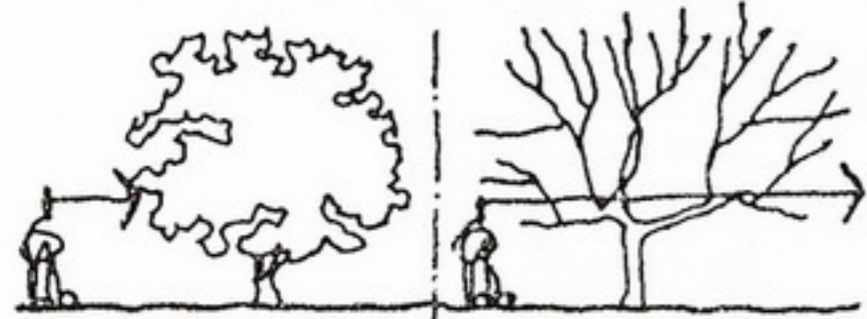
DECIDUOUS SUMMER SHADE • WINTER SUN



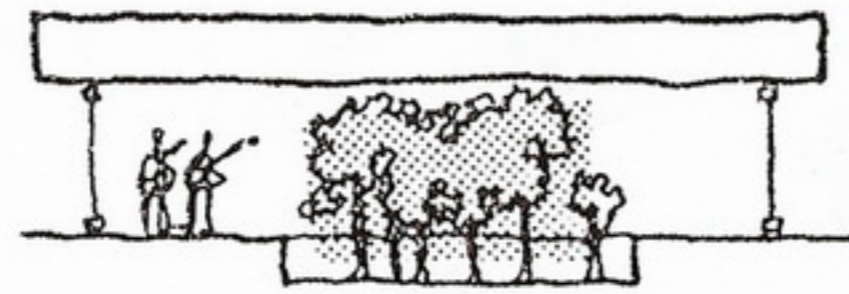
SUMMER FOCUS HIGH • WINTER LOW



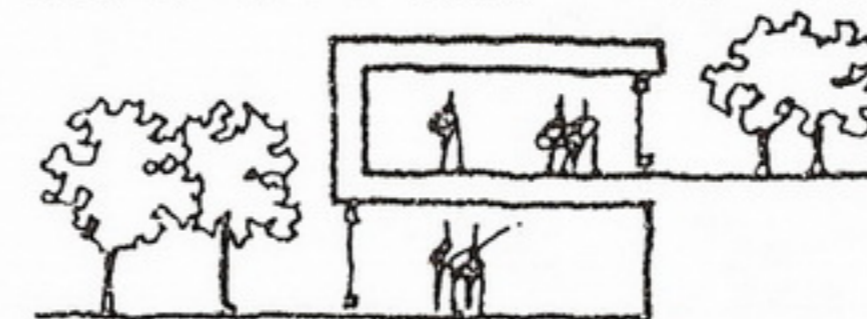
INTIMATE SUMMER SCALE • WINTER OPEN



SUMMER OPAQUE • WINTER OPEN



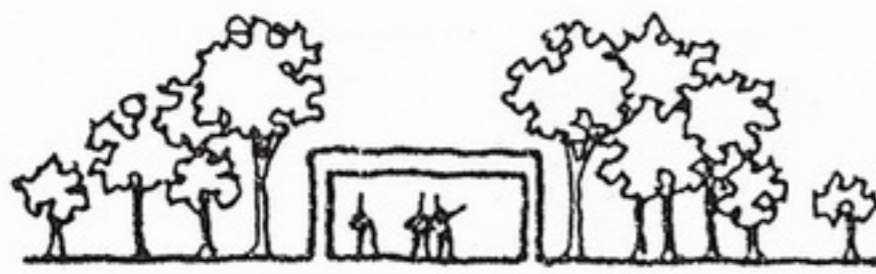
INTERIOR LANDSCAPING



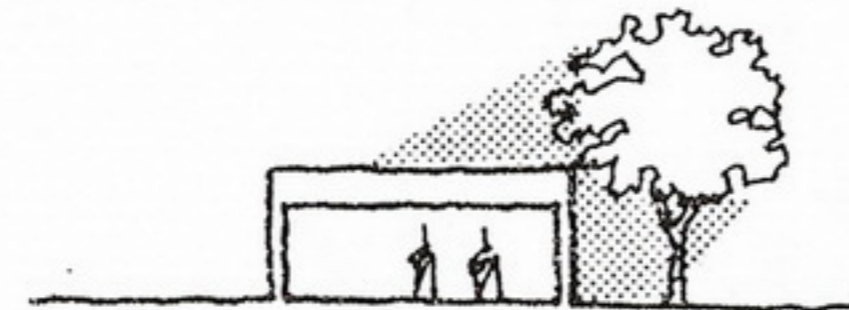
LANDSCAPE ALL SPACE LEVELS



STEPPED GARDEN



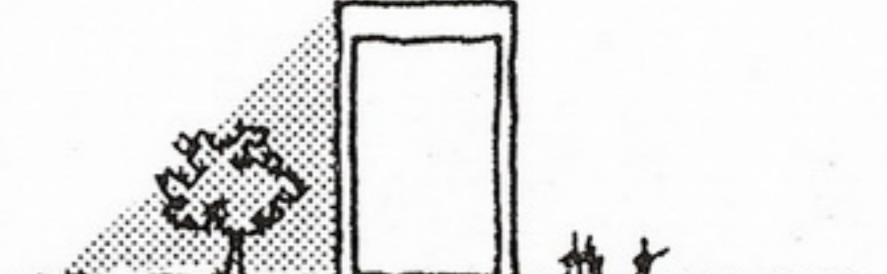
LANDSCAPING AS SCALE TRANSITION



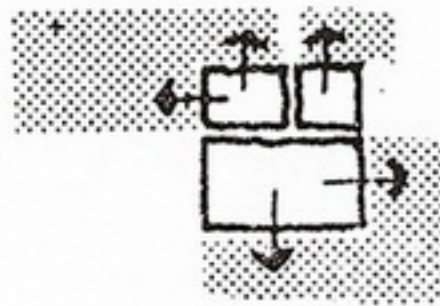
SUN PROTECTION



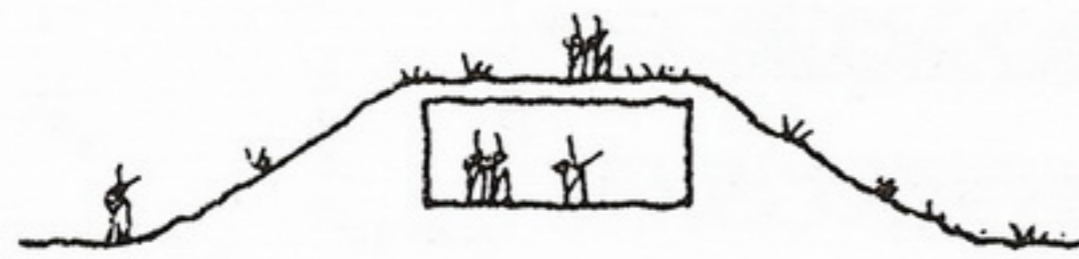
WIND PROTECTION



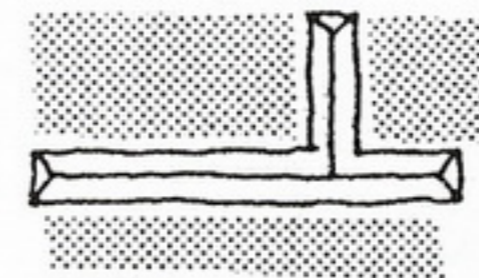
DONT SHADE LANDSCAPED AREAS



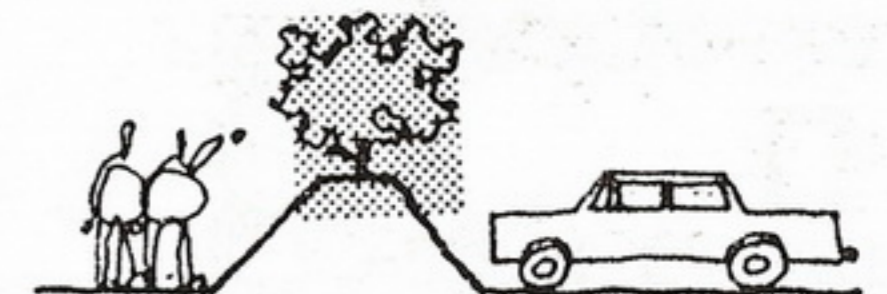
LANDSCAPE AREAS FOR SPACES



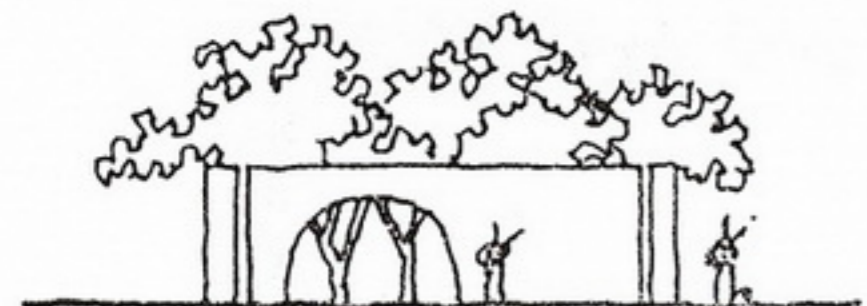
BERM & LANDSCAPE FOR "NON-BUILDING"



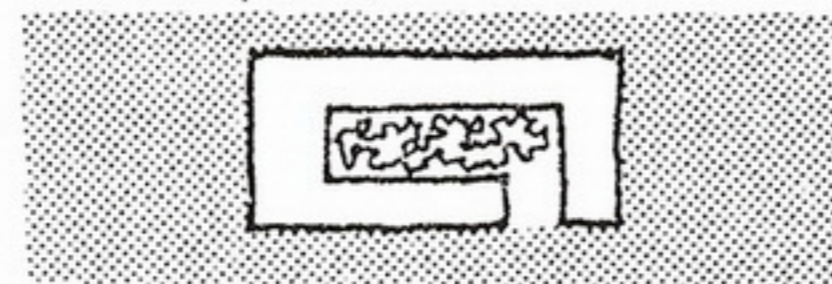
BERM FOR SITE USE ZONES



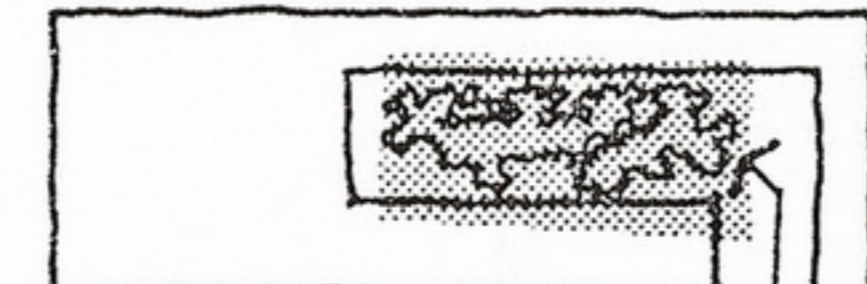
BERM FOR ACTIVITY SEPARATION



LANDSCAPING AS INVITATION DEVICE



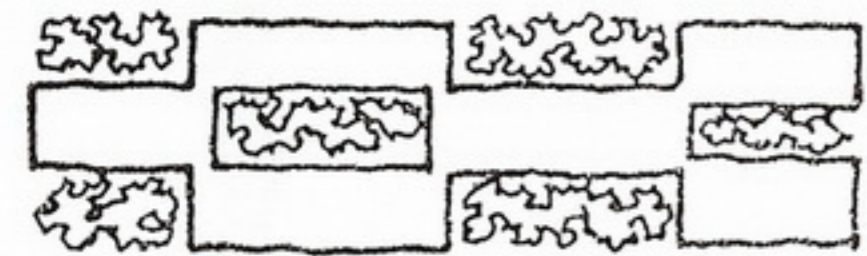
LANDSCAPE ONLY CONTROLLED AREA
LEAVE REST NATURAL



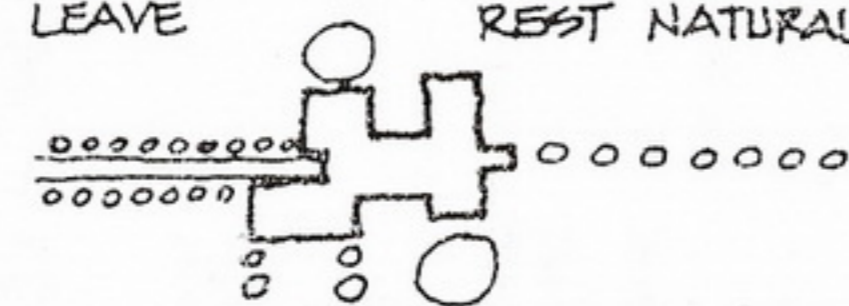
"GREEN CELEBRATION" AT ENTRY



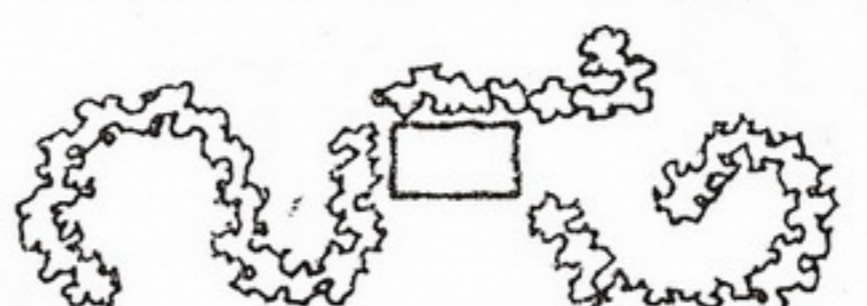
TREES SHOULDN'T OBSTRUCT VIEW TO IMPORTANT BUILDING ELEMENTS



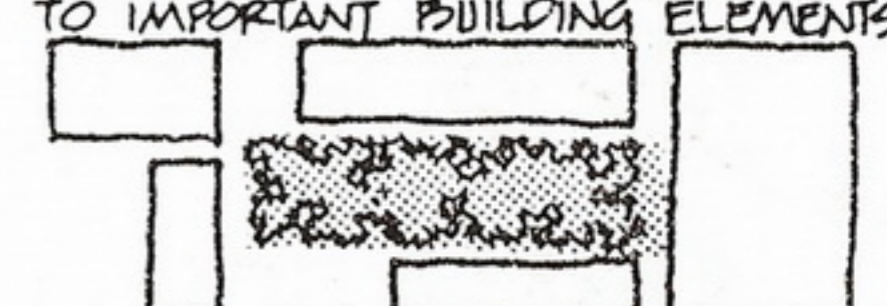
MODULAR LANDSCAPING FOR MODULAR BUILDING



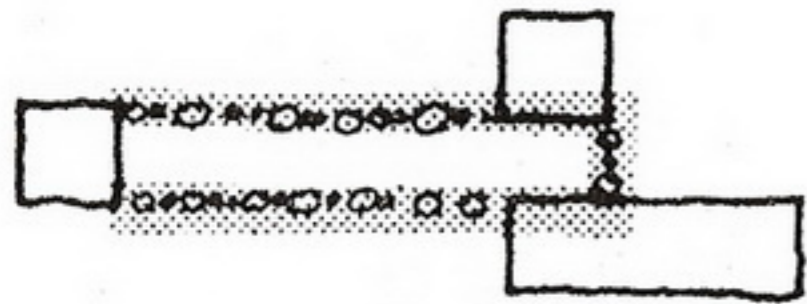
RELATE LANDSCAPING TO BUILDING GEOMETRY



CONTRAST LANDSCAPING WITH BUILDING GEOMETRY



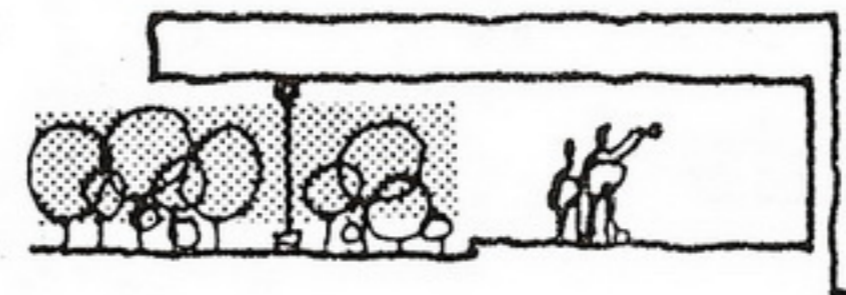
LANDSCAPING AS FOCUS TO UNIFY BUILDING COMPLEX



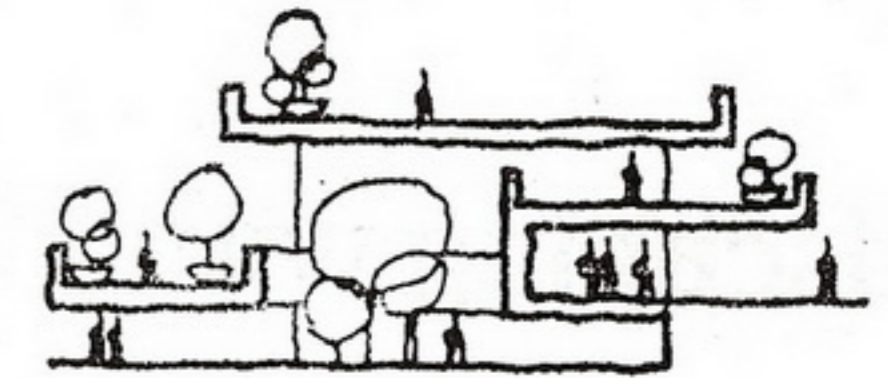
REINFORCE BUILDING SITE GEOMETRY



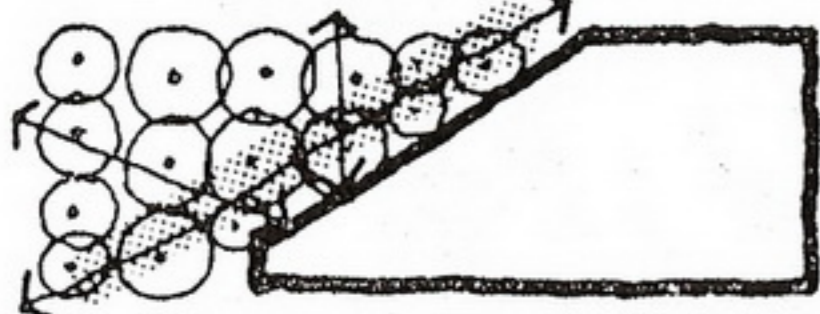
USE TO FORM ENTRY CANOPY



BRING LANDSCAPING INSIDE



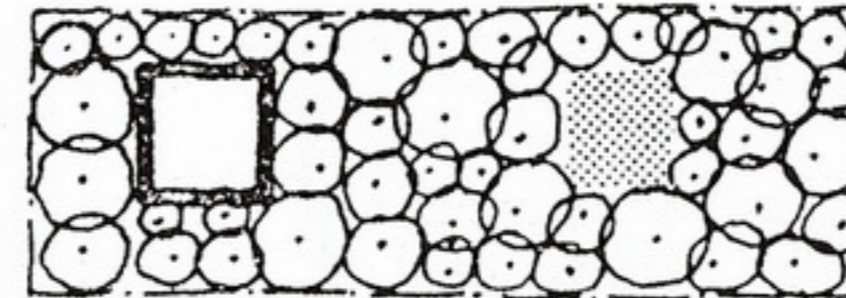
DECK & ROOF LANDSCAPING



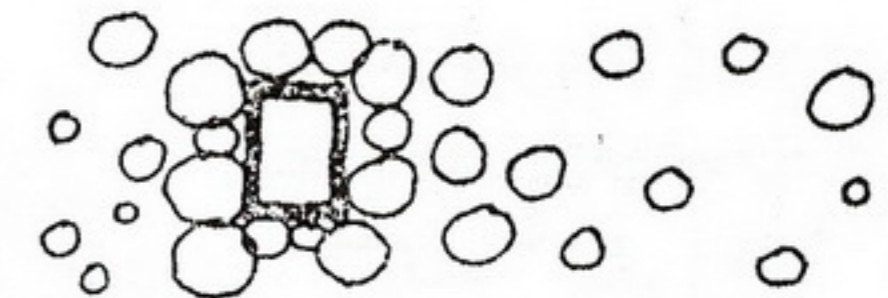
DEFINE PASSAGE • ALLOW MULTI-DIRECTIONAL TRAFFIC BENEATH



CLEAR DEFINITION BETWEEN NATURAL & MAN MADE



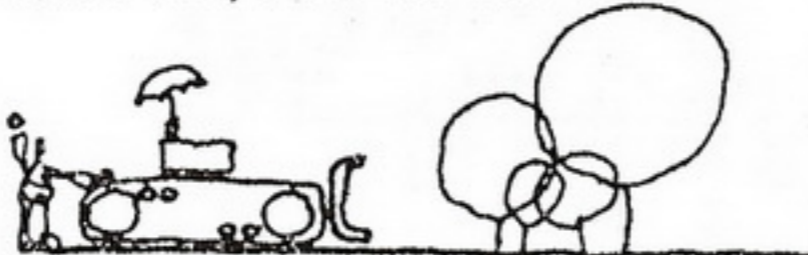
LEAVE "PATCH OF NATURAL" ON SITE



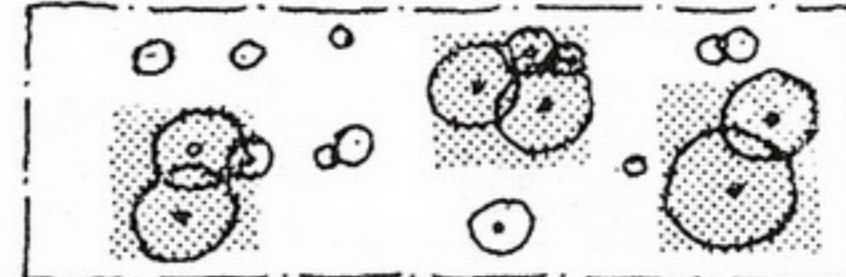
WITH BUILDING AS FOCUS, MAKE TRANSITION FROM NATURAL TO MAN-MADE



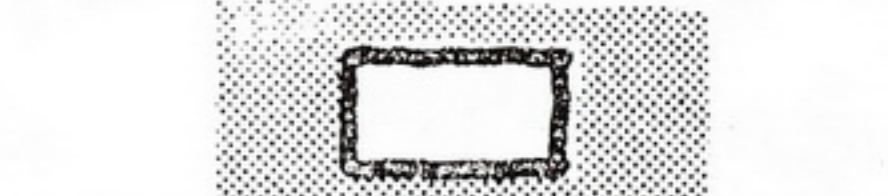
FEATHER MAN-MADE INTO NATURAL



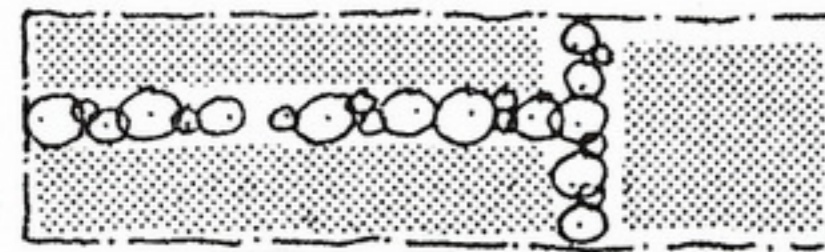
REMOVE EXISTING & RELANDSCAPE



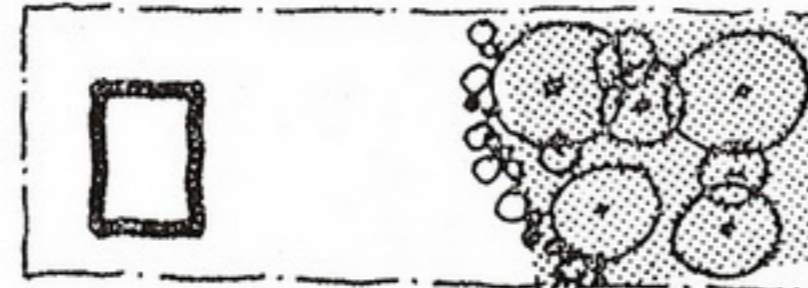
SAVE SOME • REMOVE OTHERS



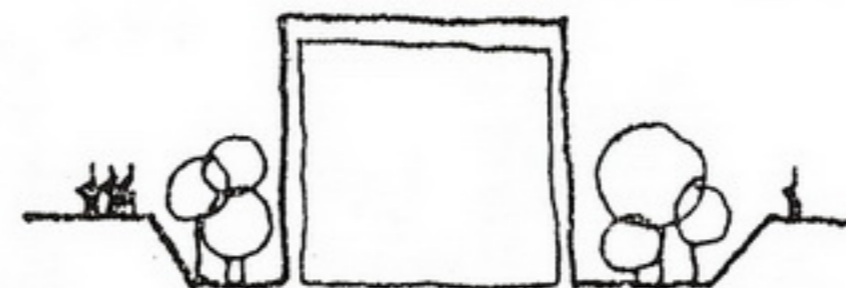
PLANT NEXT TO BUILDING WHERE THERE ARE CONSTRUCTION "SCARS"



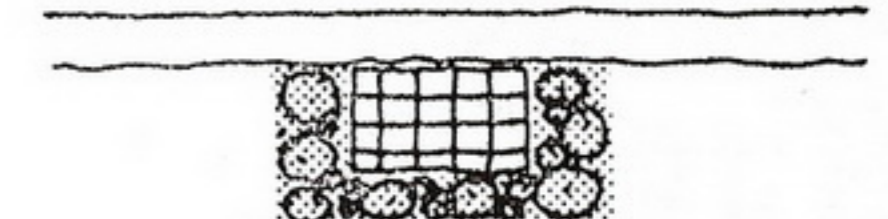
DIVIDE SITE INTO USE ZONES



PLANT IN UGLY SITE AREAS



CREATE LANDSCAPED MOATS



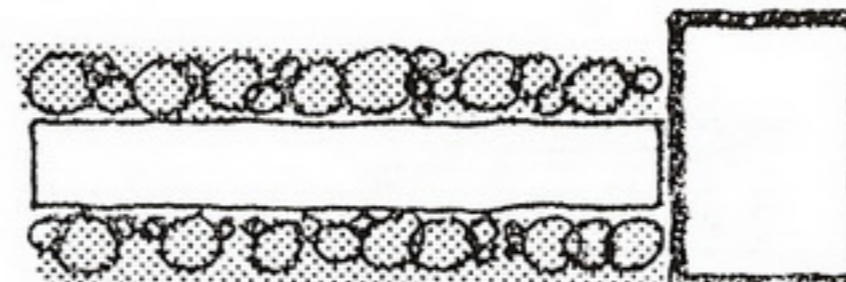
DEFINE SITE USE AREAS



LANDSCAPE "WALL" AROUND BUILDING



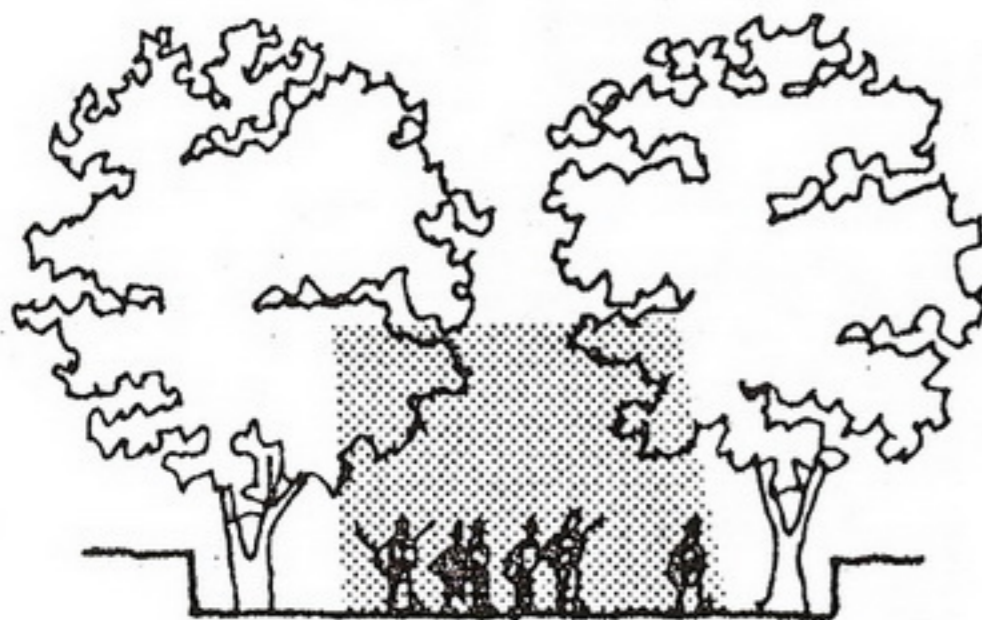
USE AS NOISE BUFFER



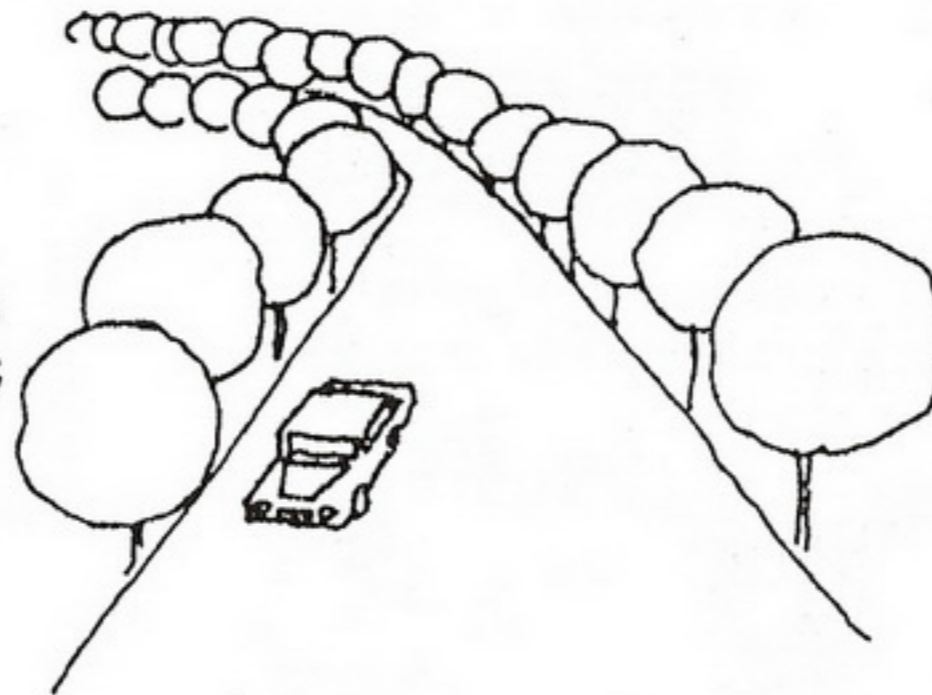
REINFORCE WALKS



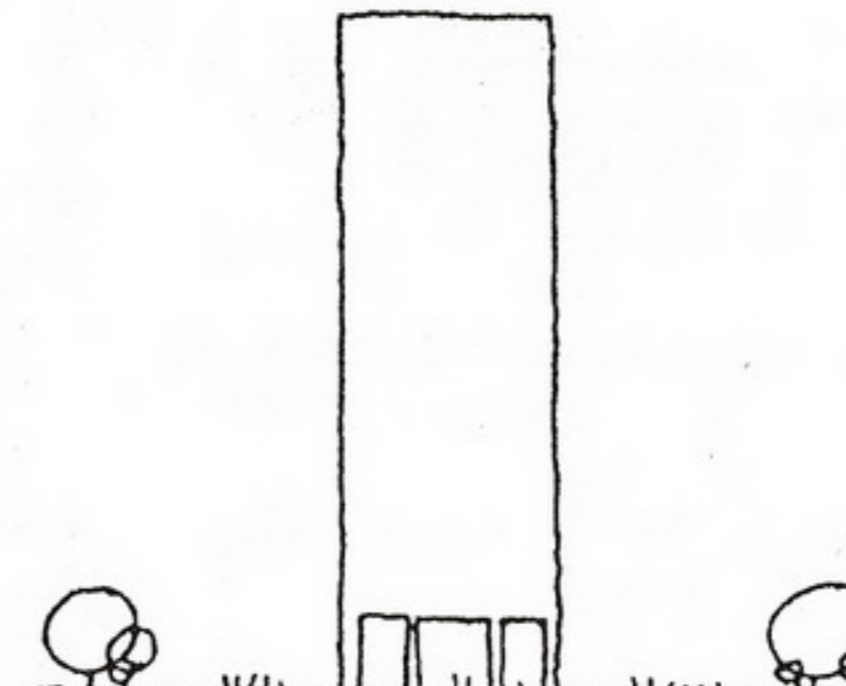
USE AS VISUAL SCREEN



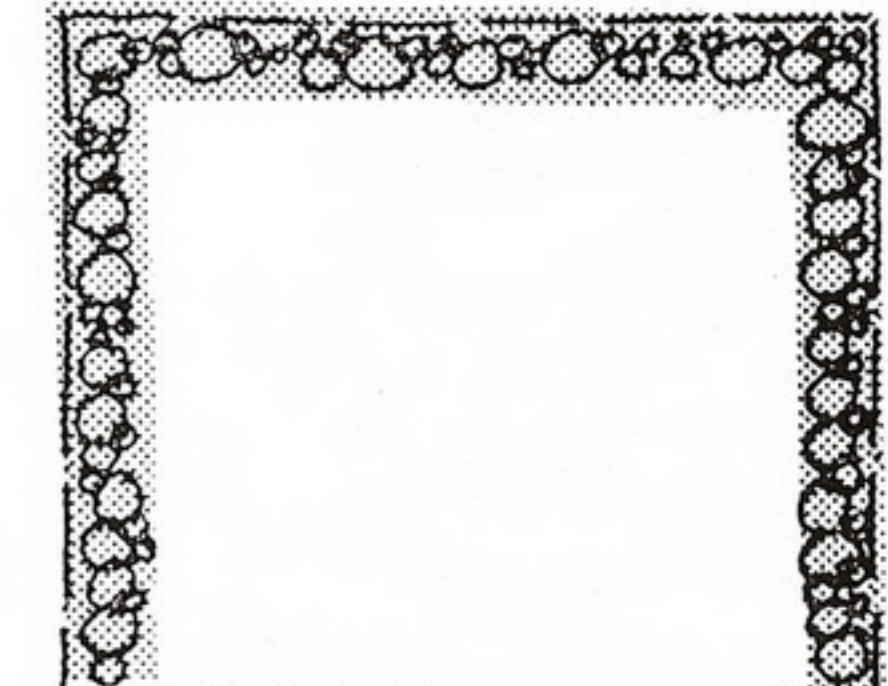
FORM EXTERIOR ACTIVITY AREAS



REINFORCE DRIVES & ROADS

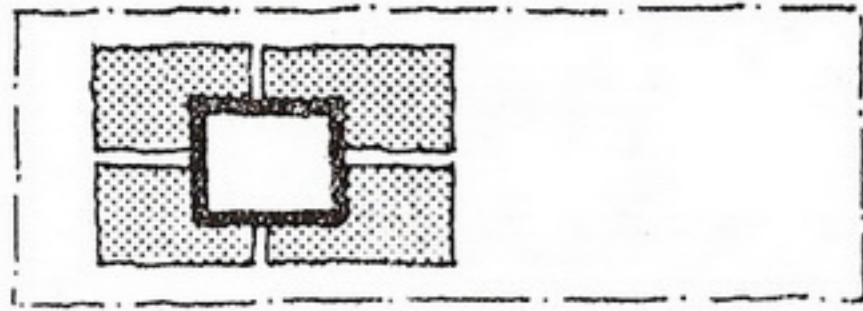


HOLD PLANTS AWAY FROM BUILDING FOR CLEAR BUILDING TO GROUND TRANSITION AT BASE.

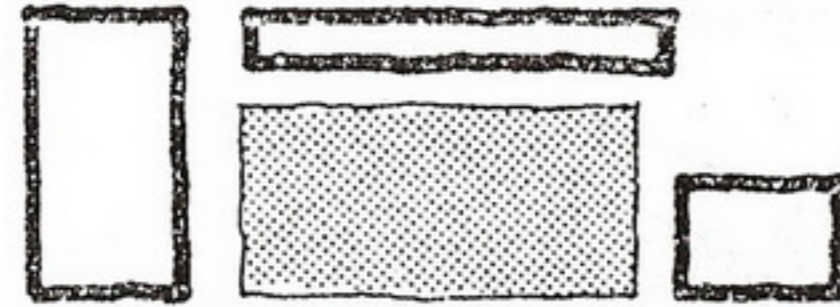


REFINE SITE LIMITS

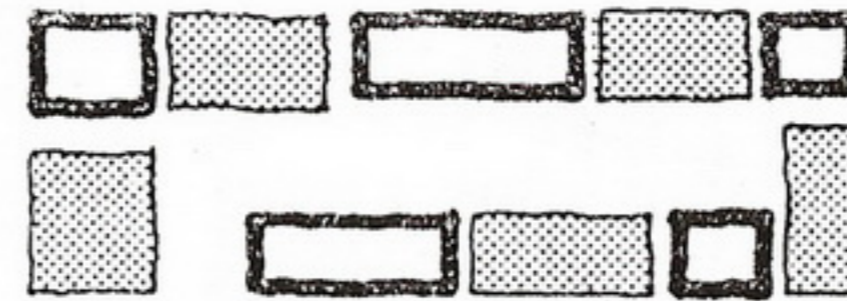
Landscaping with Water



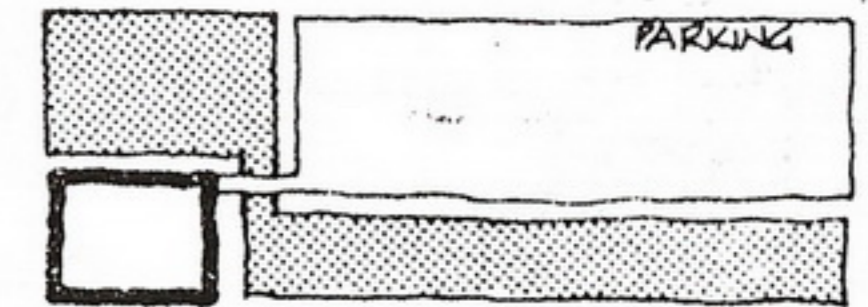
CREATE MOAT AROUND BUILDING



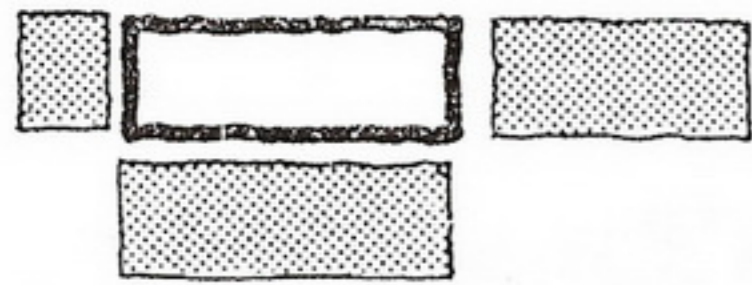
WATER AS UNIFYING FOCUS



WATER TO COMPLETE COMPOSITION



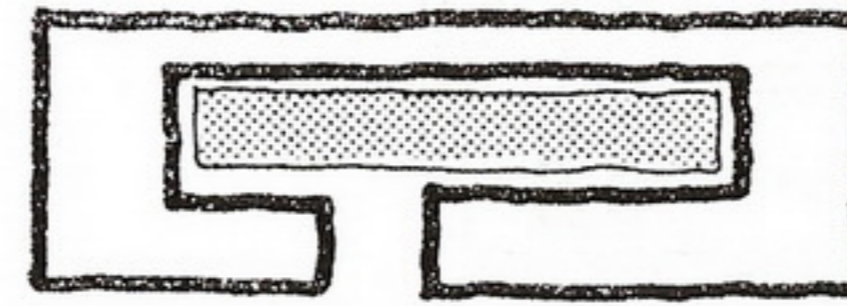
DEFINITION OF SITE USE AREAS



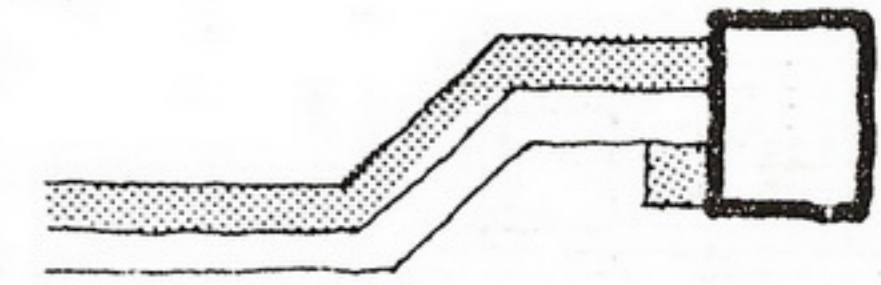
WATER GEOMETRY SAME AS BUILDING



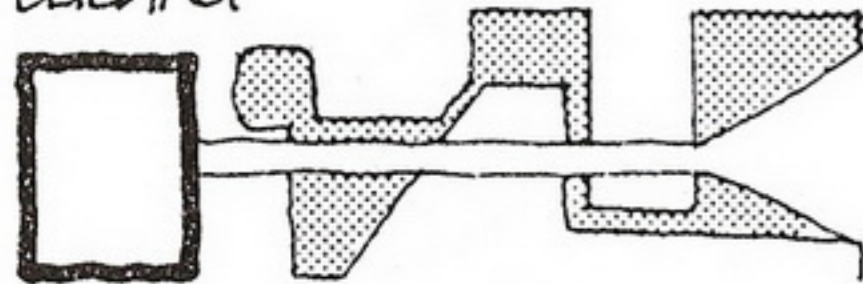
CONTRAST WATER GEOMETRY WITH BUILDING



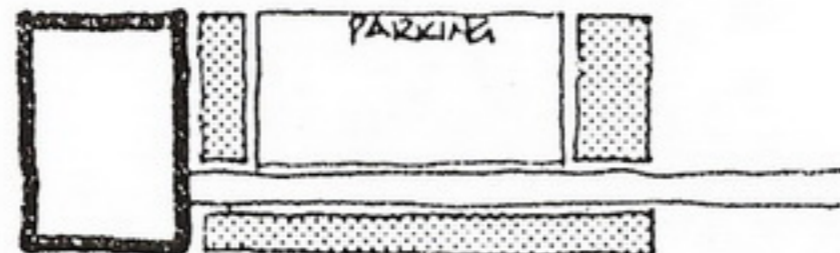
WATER IN CONTROLLED EXTERIOR AREAS



RUN WATER WITH SITE CIRCULATION



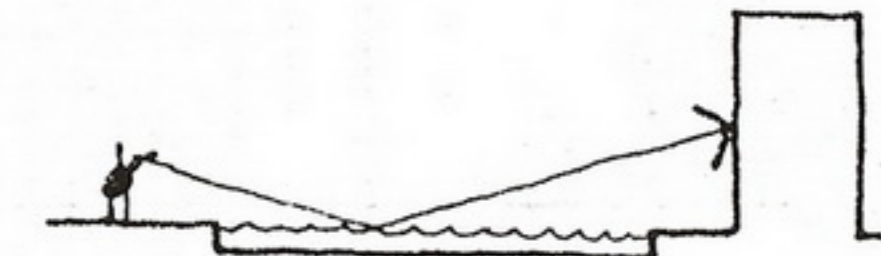
RAMPING WATER THAT INTERSECTS PATHS



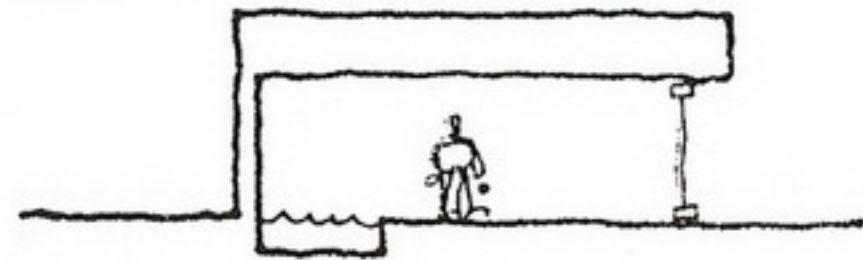
WATER GEOMETRY CONSISTENT WITH WALKS, ROADS & PARKING



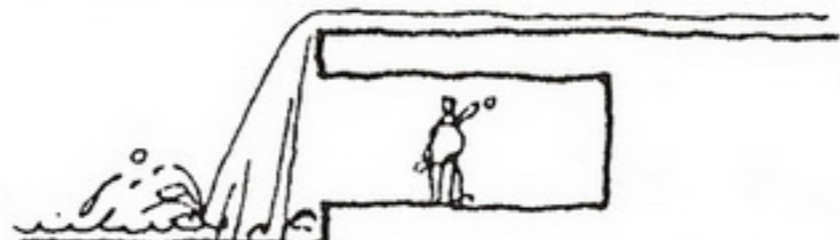
WATER GEOMETRY CONTRAST WITH WALKS, ROADS & PARKING



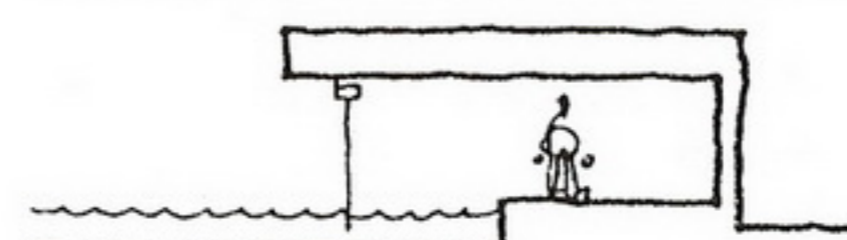
WATER AS REFLECTIVE SURFACE



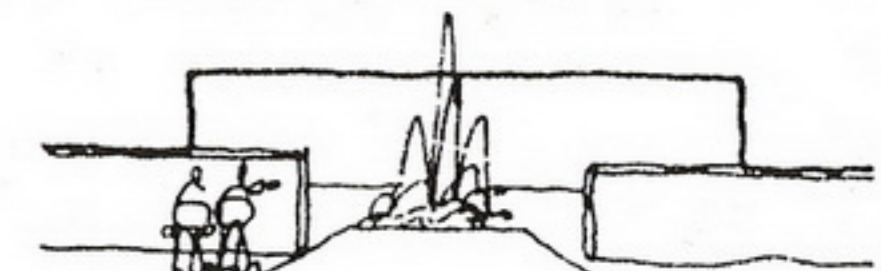
INTERIOR WATER



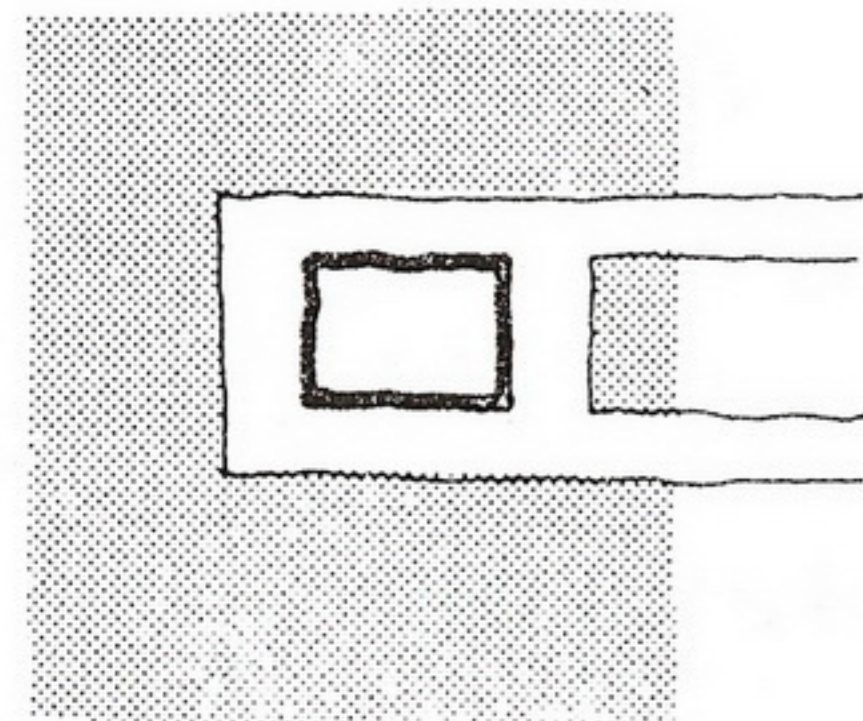
FALLING WATER AS PART OF SITE CIRCULATION



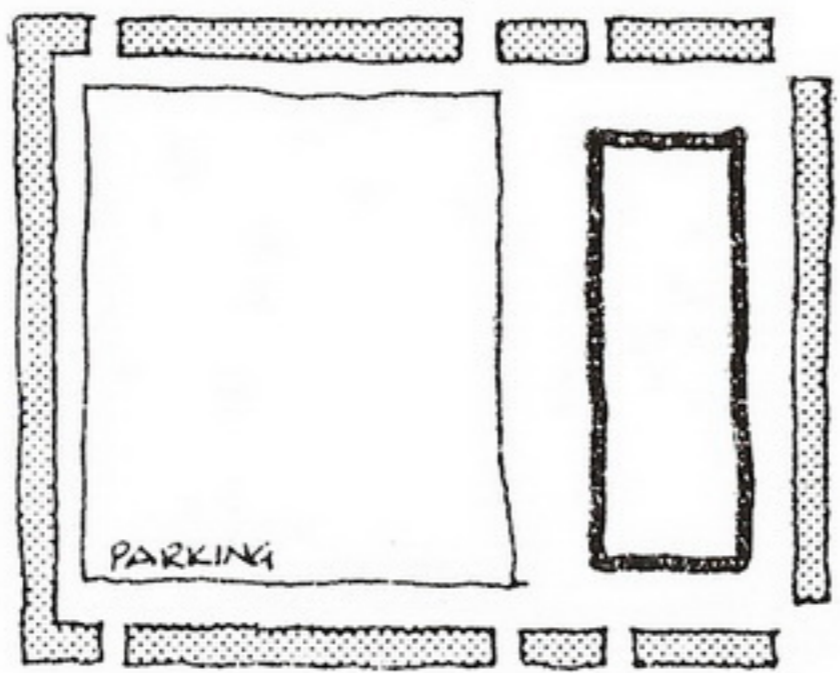
CARRY WATER INSIDE



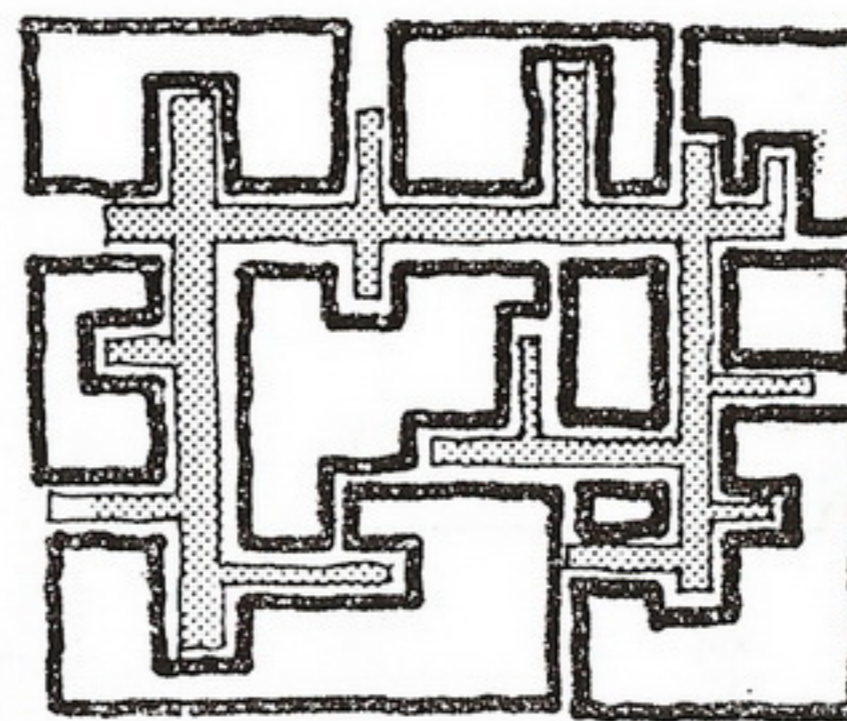
WATER AS INVITATIONAL DEVICE



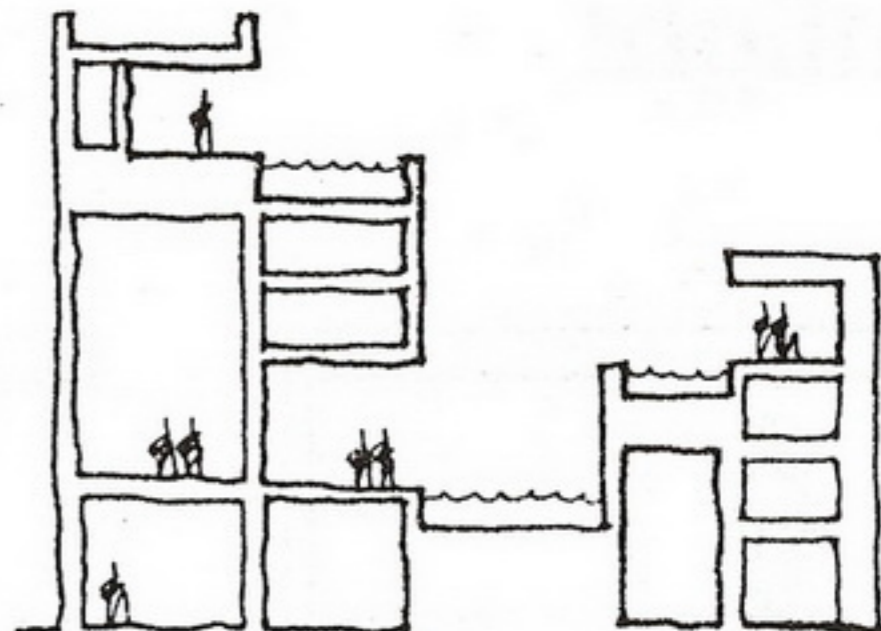
BUILDING ON AN ISLAND



DEFINE BOUNDARY WITH WATER

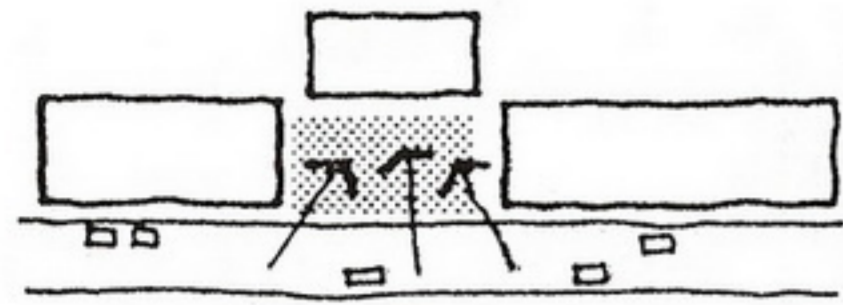


WEAVE WATER AMONG OTHER SYSTEMS

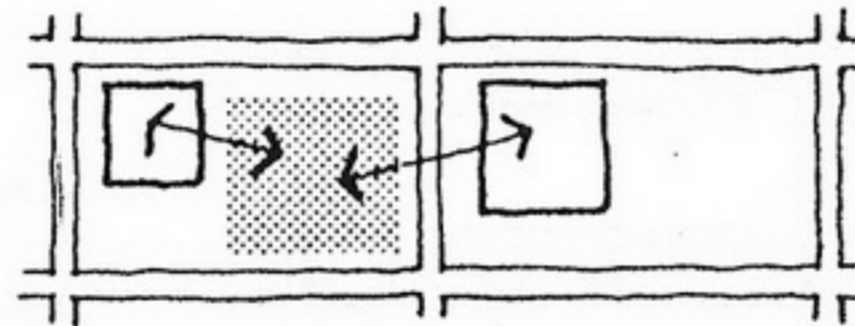


ROOFS AS WATER TRAYS

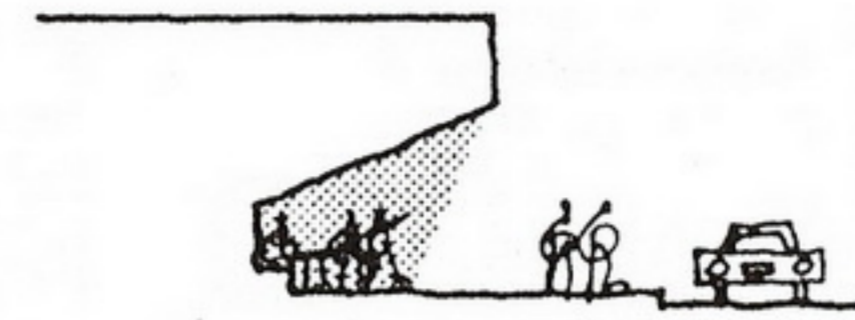
Contribution to Neighborhood



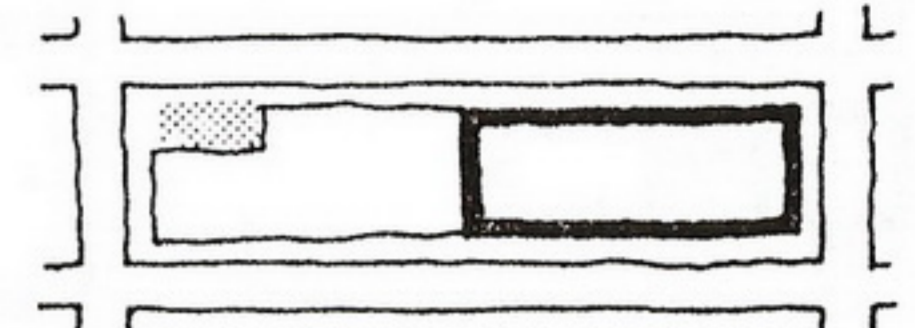
VISUAL ACCESS TO FRONT COURT FROM ROAD



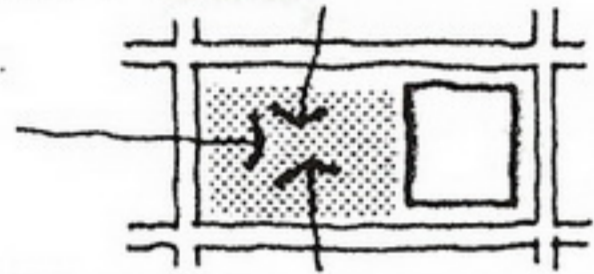
USE OF PARKING LOT BY ADJACENT PROPERTY



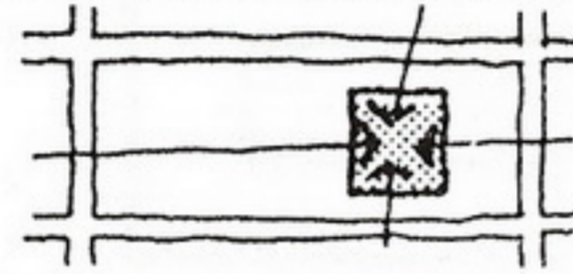
SHADED SEATING OFF SIDEWALK



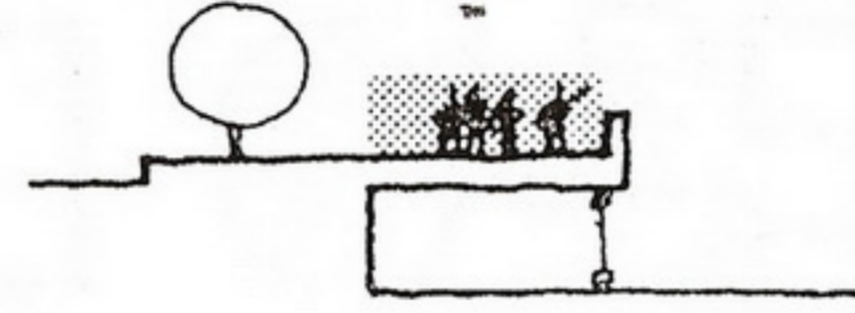
PROVIDE SEATING OFF WALK



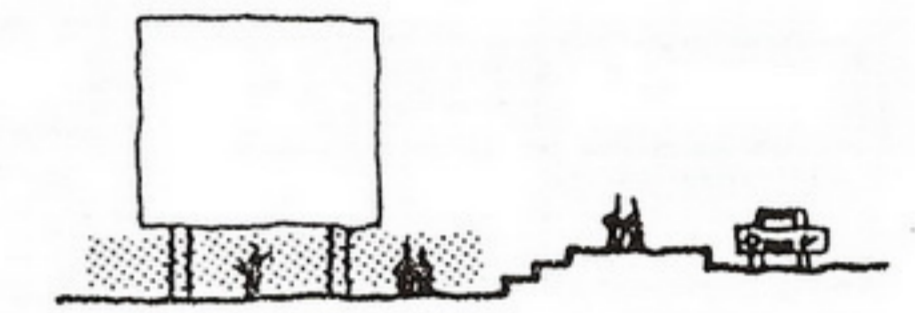
USE OF SITE GROUNDS AFTER HOURS



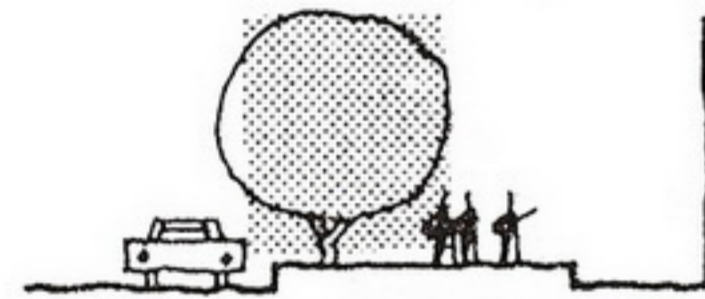
USE OF BUILDING AS NEIGHBORHOOD FACILITY



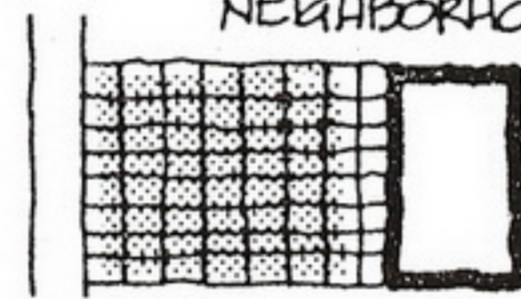
GIVE ROOF DECK TO PUBLIC WALK



PROTECTED CIRCULATION UNDER



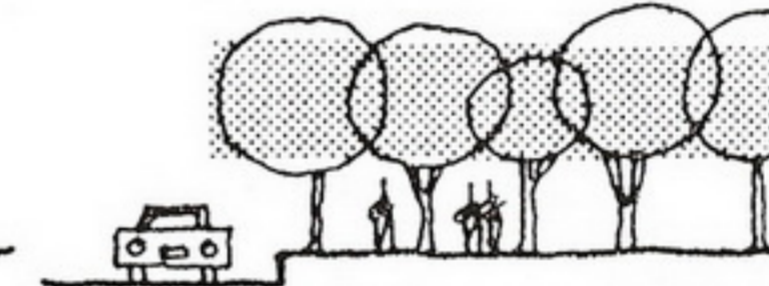
PLANT BETWEEN STREET AND WALK



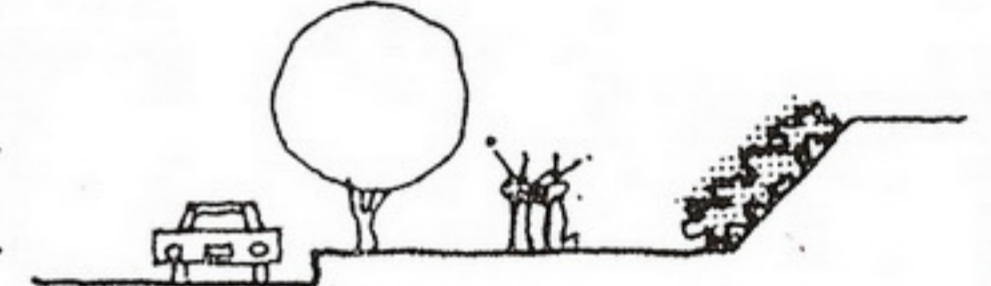
EXTEND PAVING TO PUBLIC WALK



WATER NEXT TO WALK

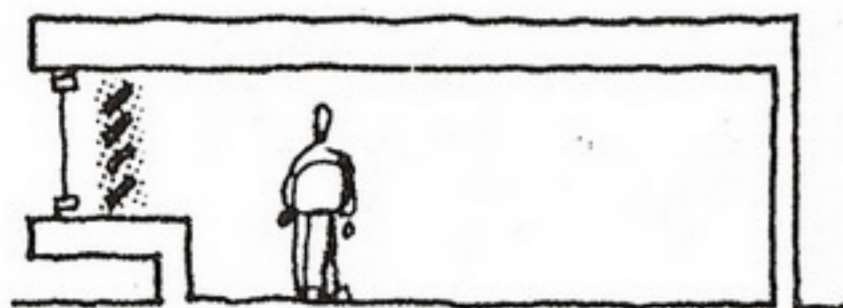


GROVE OVER WALK

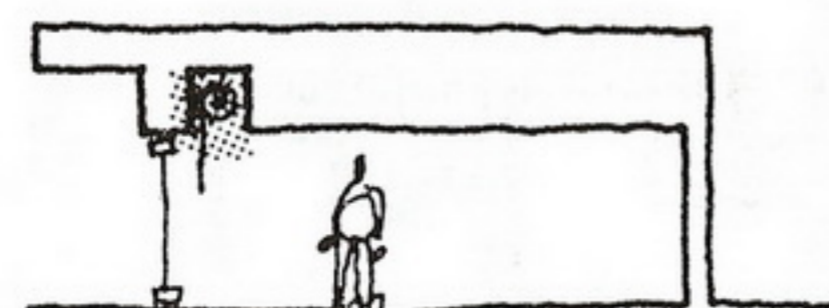


LANDSCAPED BANK

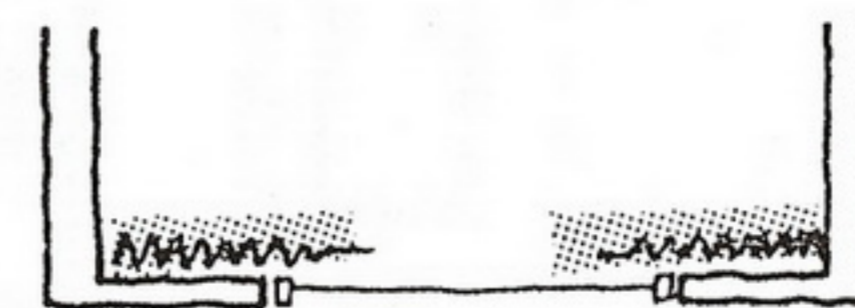
Sunlight



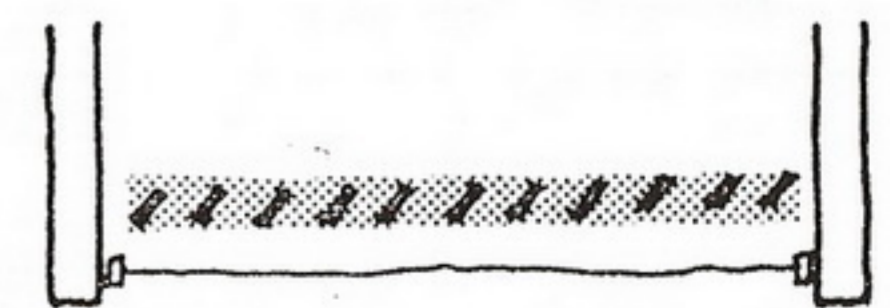
OPERABLE FINS INSIDE GLASS (HORIZONTAL)



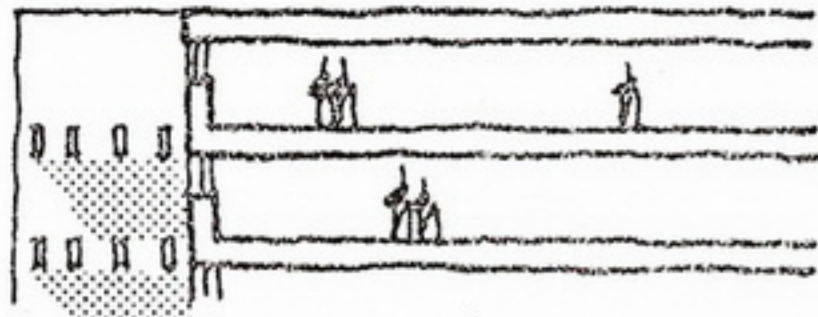
SHADE



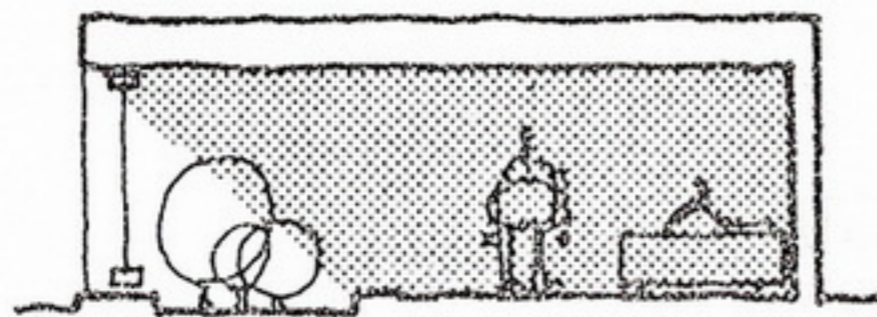
CURTAINS



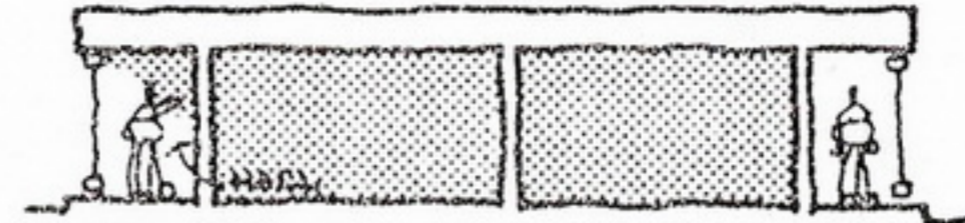
OPERABLE FINS INSIDE GLASS (VERTICAL)



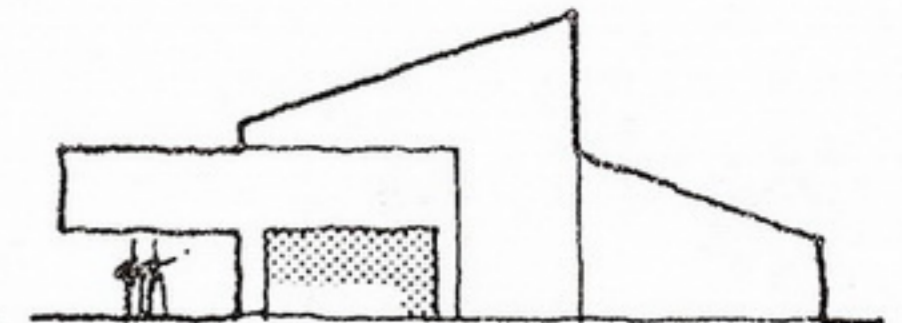
CONTINUOUS FIN & RAMADA



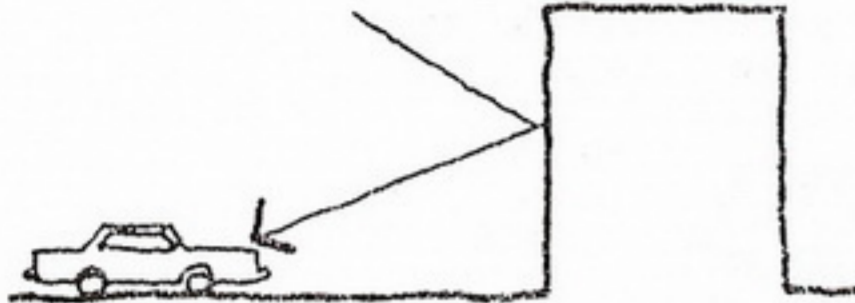
ZONE ACTIVITIES AWAY FROM WINDOW



LOW DURATION ACTIVITIES AGAINST WINDOW



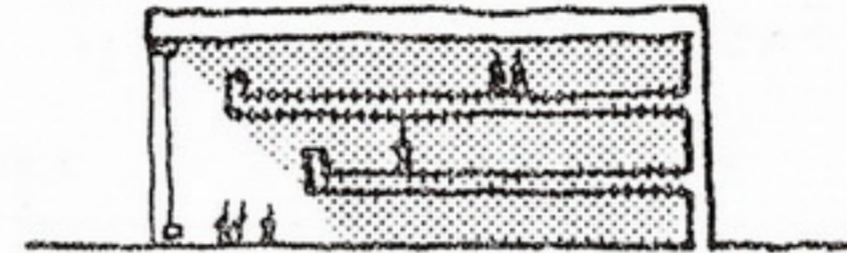
SHADE AS ENTRY INVITATION



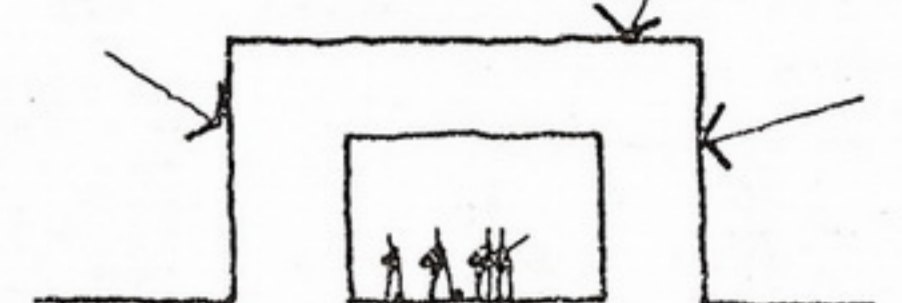
AVOID TRAFFIC HAZARDS WITH REFLECTIONS



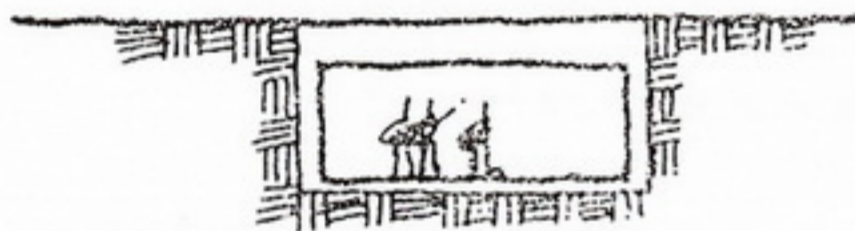
DON'T REFLECT INTO ADJACENT BUILDING



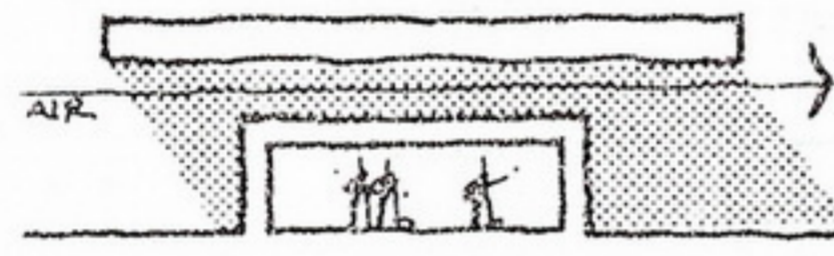
STEP FLOORS INSIDE TO AVOID DIRECT SUN



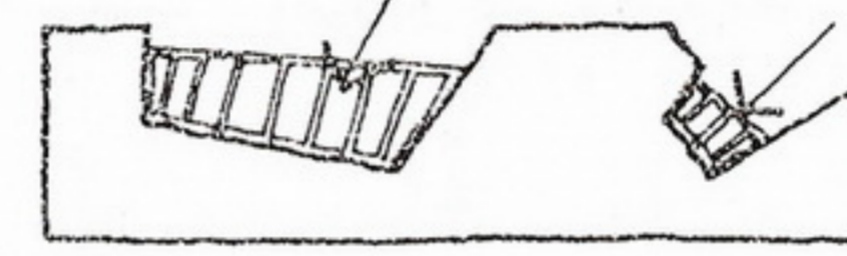
THICK WALLS & ROOF TO DELAY HEAT TRANSMISSION



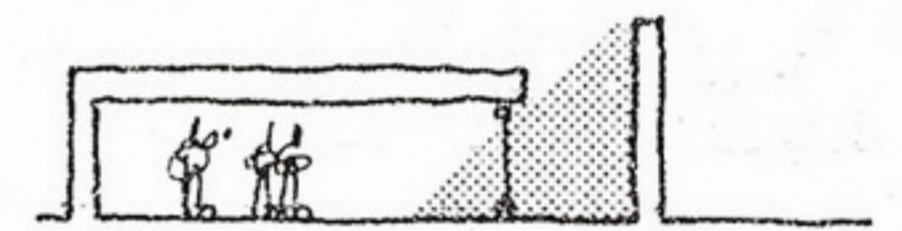
EARTH AS INSULATION



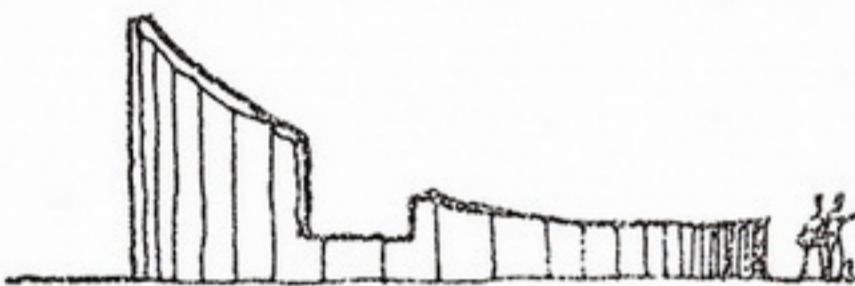
SECOND ROOF TO SHADE FIRST ROOF



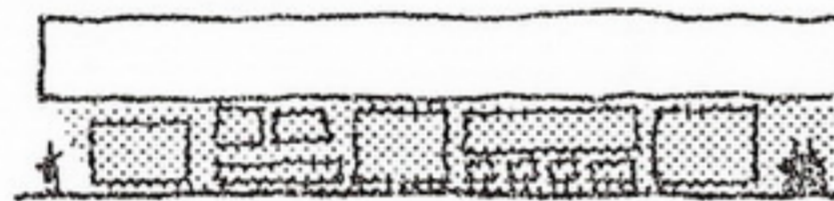
BUILDING FORM THAT PERMITS SUN ACCESS AT SPECIFIC TIME



DETACHED WALL AS SCREEN



TAILOR SCREEN WALL TO SUN'S PATH & FOR SUN ACCESS



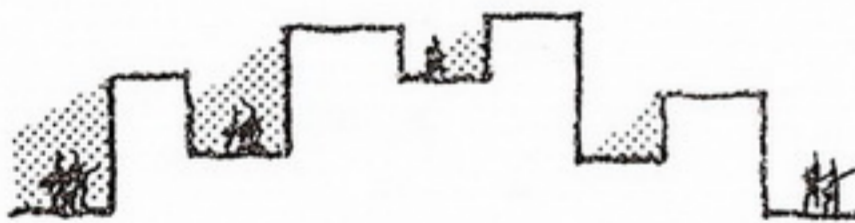
SPACE OR BUILDING CLUSTER UNDER PROTECTIVE CANOPY



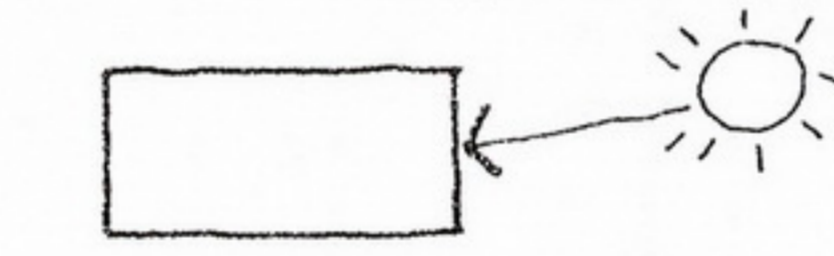
HOLES IN SHADING WALLS TO ALLOW SUN WHERE DESIRED



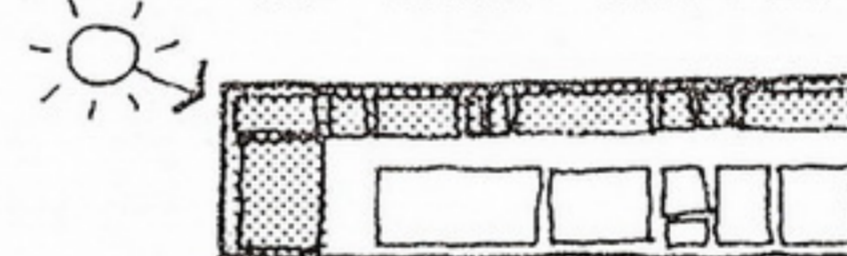
CREATE OASIS AS RELIEF



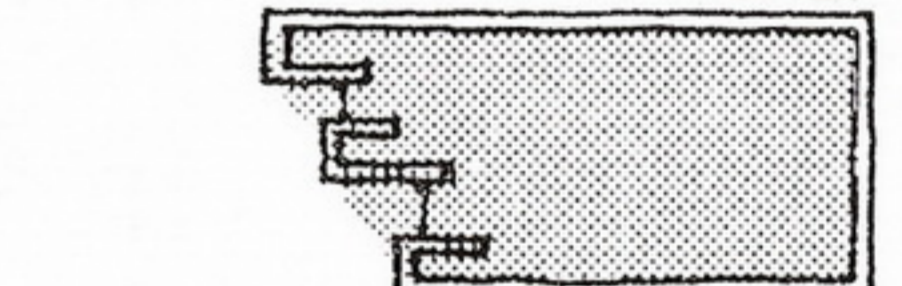
SMALL EXTERIOR SPACES FOR EASY SHADING



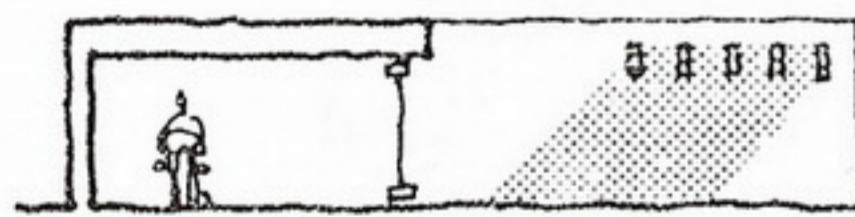
PRESENT MINIMAL SURFACE TO DIRECT SUN



USE LOW OCCUPANCY SPACES AS INSULATION



USE BUILDING FORM TO PROTECT GLASS AREAS



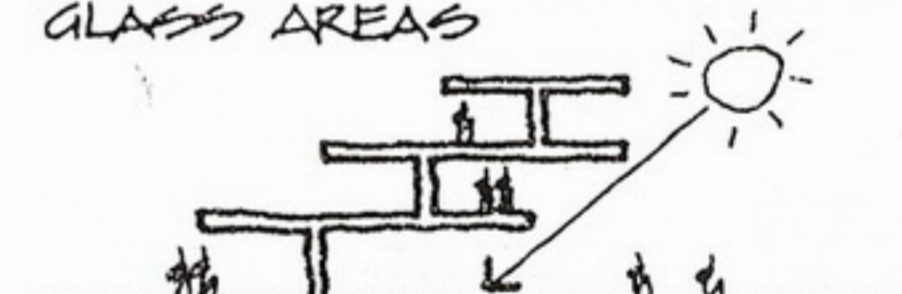
USE BUILDING EXTENSIONS TO PROTECT EXTERIOR USE AREAS



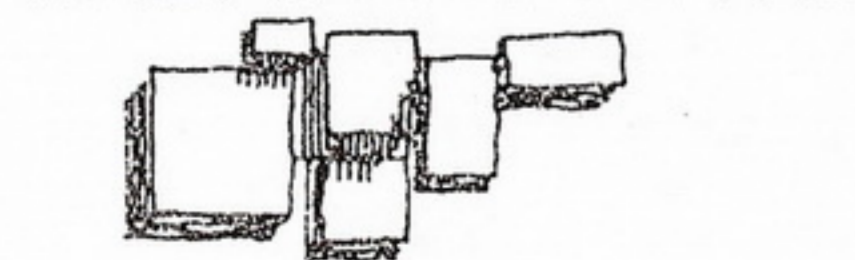
ZONE "NON-SUN" SPACES AWAY FROM SUN



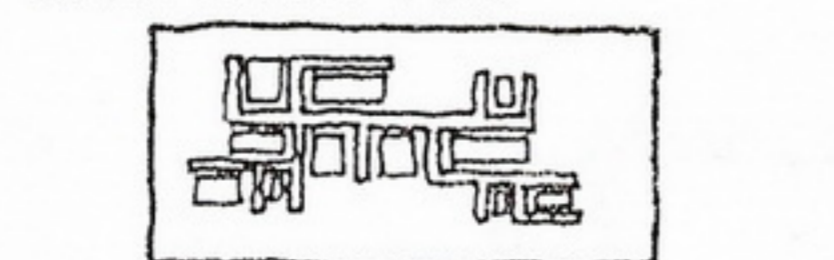
BURY NON-SUN SPACES WITHIN BUILDING



BUILDING FORM PARALLEL TO SUN RAYS



TIGHT CLUSTER WHICH CASTS SHADOWS ON ITSELF



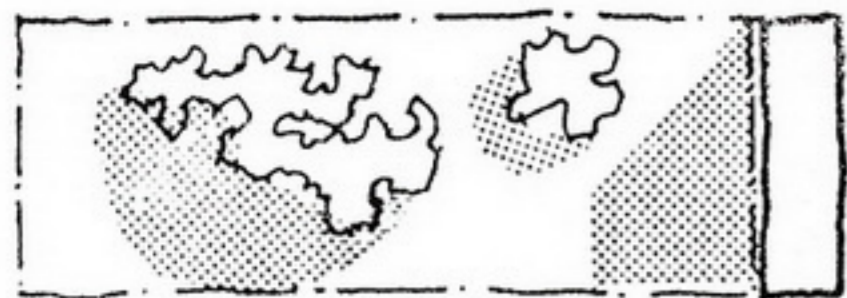
COMPACT SHAPE • MINIMAL SKIN • FREE SPACES INSIDE



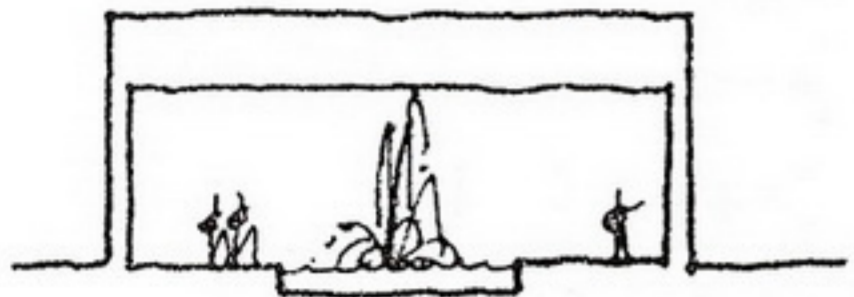
TREES AS SUN PROTECTION



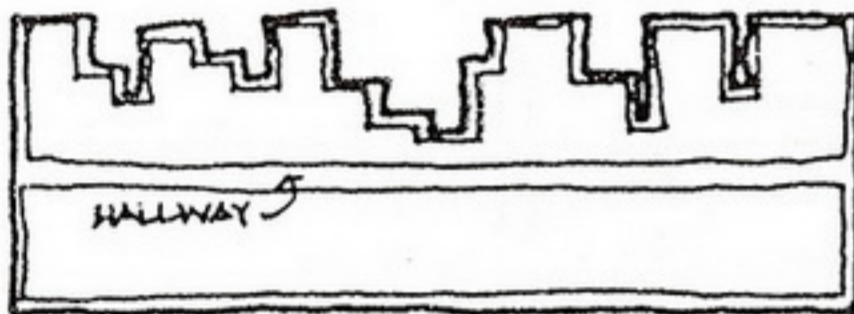
AVOID GLARE OF SUN REFLECTION



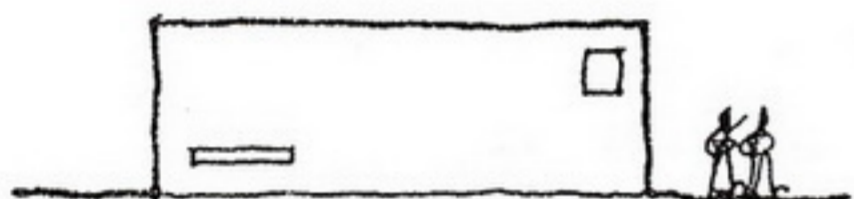
USE EXISTING SHADOW PATTERNS



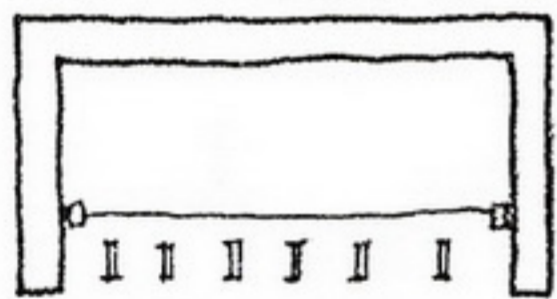
USE WATER FOR RELIEF



OPEN FACES TO ACCEPT SUN • ARTICULATED TO SHADE SUN



SMALL OPENINGS



FIXED VERTICAL FINS



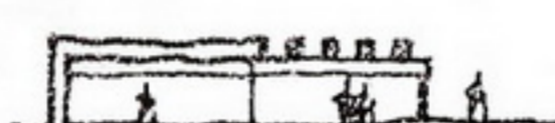
HIGH WINDOWS



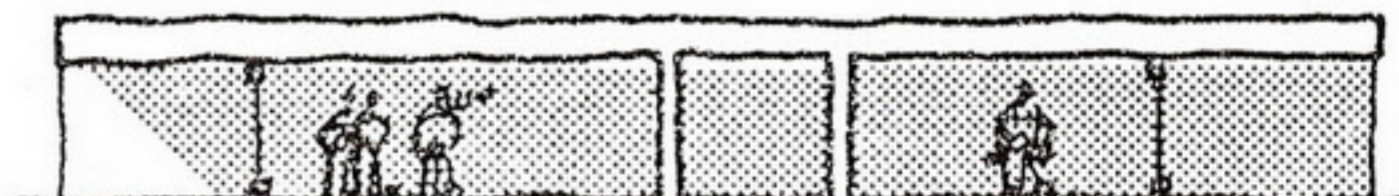
ROOF OVERHANG



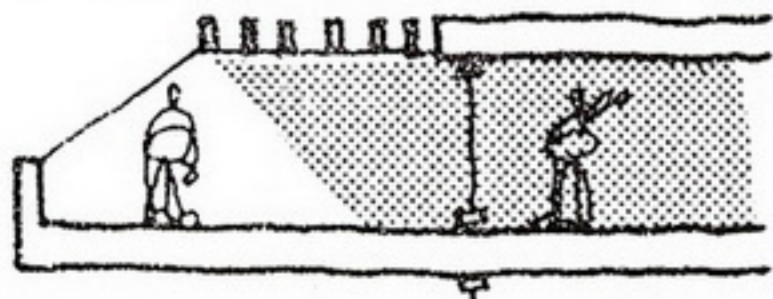
DETACHED CANOPY



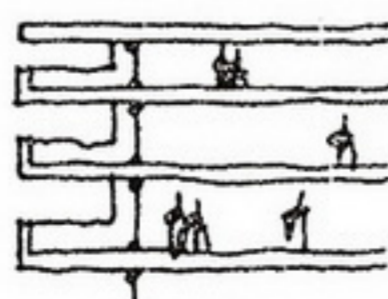
RAMADA AS ROOF EXTENSION



RECESSED WINDOWS



BALCONY AND RAMADA



BALCONIES AS PROTECTION



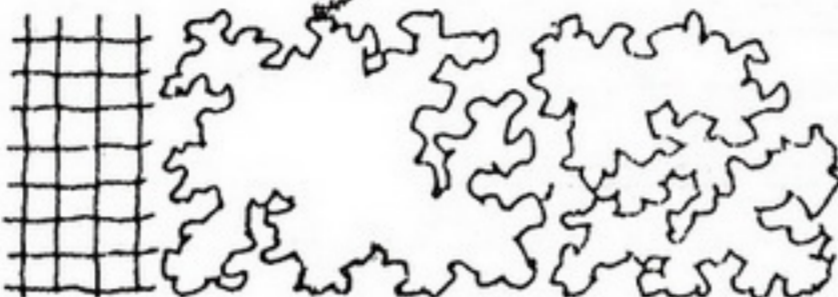
PROTECTIVE WINDOW FORMS



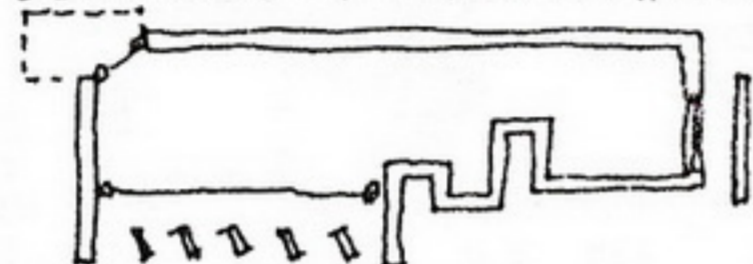
SIT PROTECTIVE DEVICE ON FLOOR EXTENSIONS



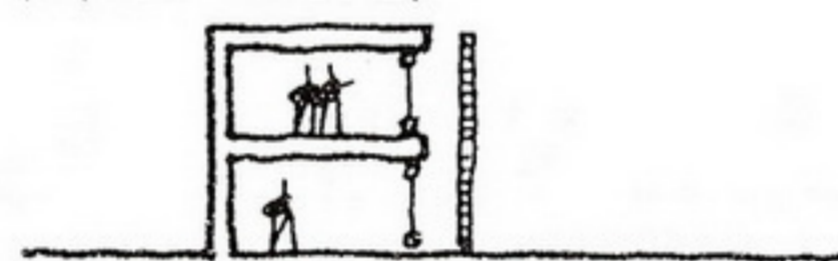
LAND FORMS AS PROTECTION



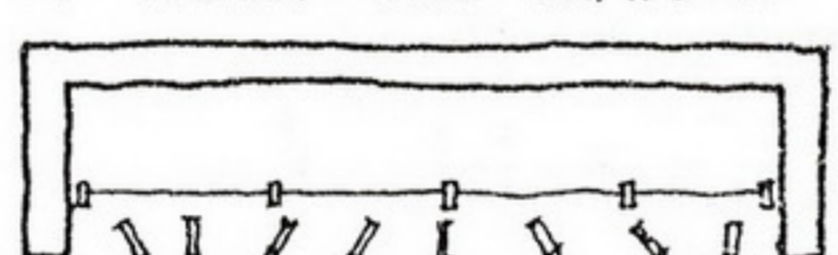
MINIMUM HEAT - BUILDING PAVED SURFACES • MAXIMUM GREENERY



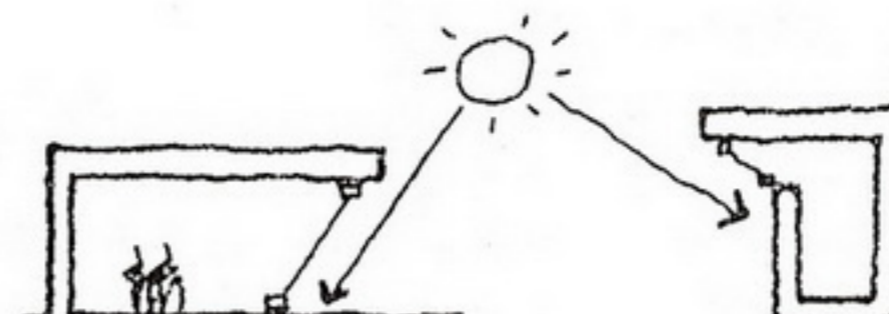
USE OF VARIOUS DEVICES AT POINTS NEEDED



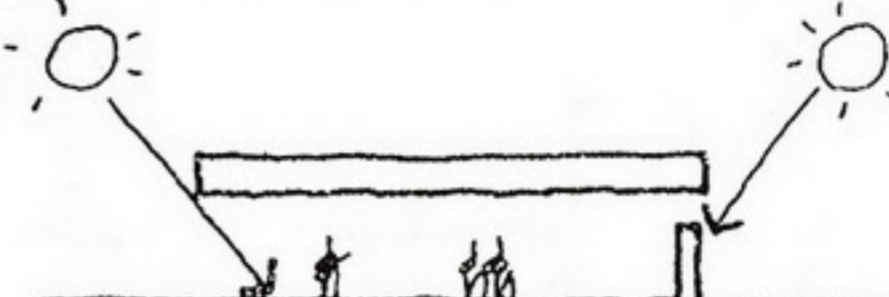
USE SUN SCREENS IN FRONT OF VULNERABLE WINDOWS



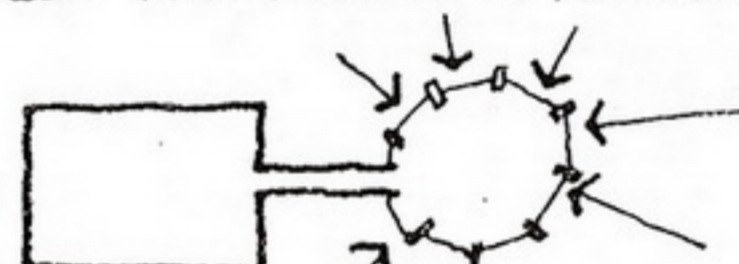
MULTIDIRECTIONAL FINS



GLASS ANGLE SAME AS SUN



ALLOW MILD MORNING SUN • SHIELD FROM HARSH AFTERNOON SUN



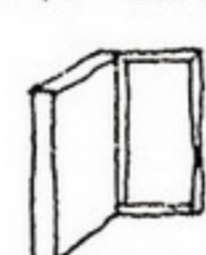
BUBBLE OUT FOR MAXIMUM SUN EXPOSURE



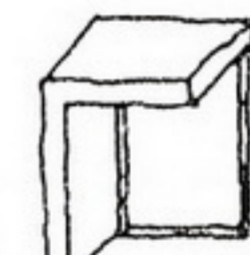
SKYLIGHT FOR SUN ON "BURIED" BACK WALL



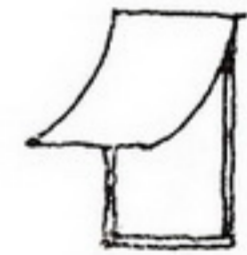
CANOPY



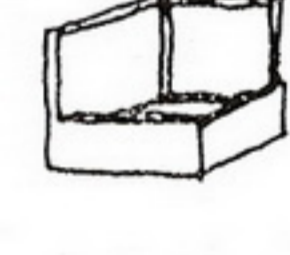
WING WALL



WALL & CANOPY



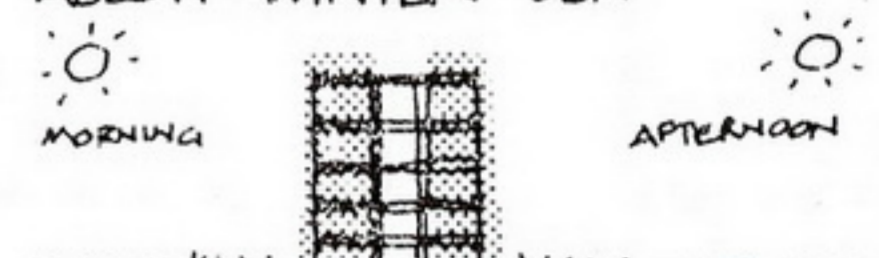
AWNING



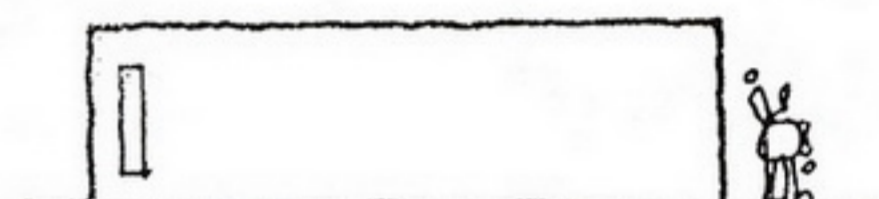
BALCONY FORM



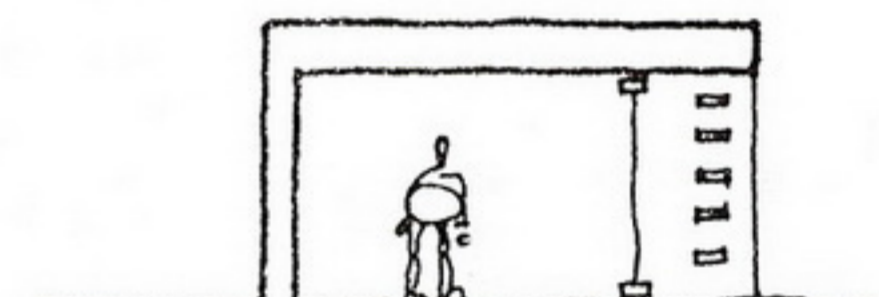
PROTECT FROM SUMMER SUN • ALLOW WINTER SUN



DIFFERENT HVAC ZONES FOR DIFFERENT EXPOSURES

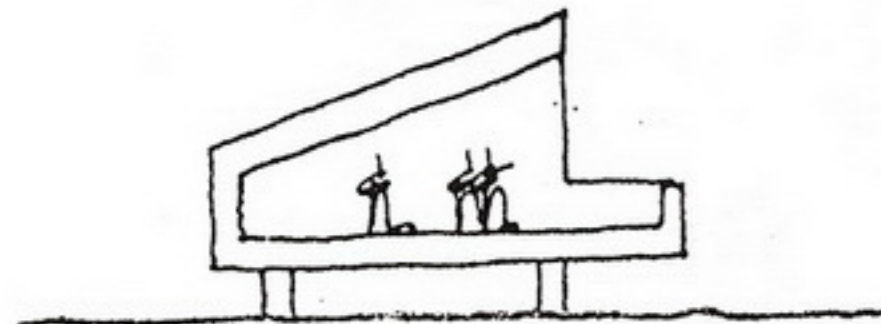


MINIMAL OPENINGS

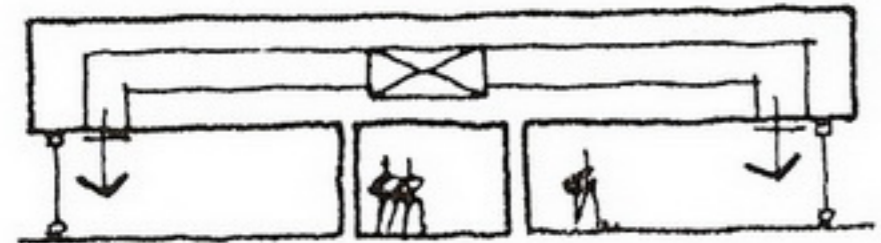


FIXED HORIZONTAL FINS

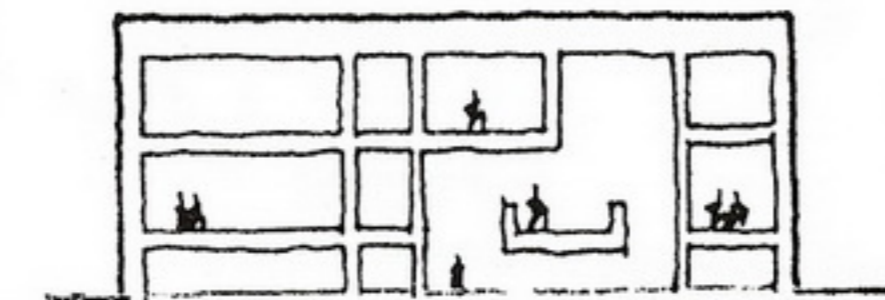
Temperature and Humidity



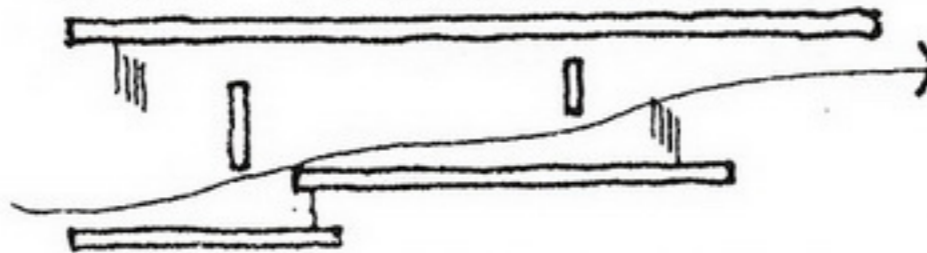
RAISE BUILDING FOR MAXIMUM DRYING & COOLING OF SURFACES



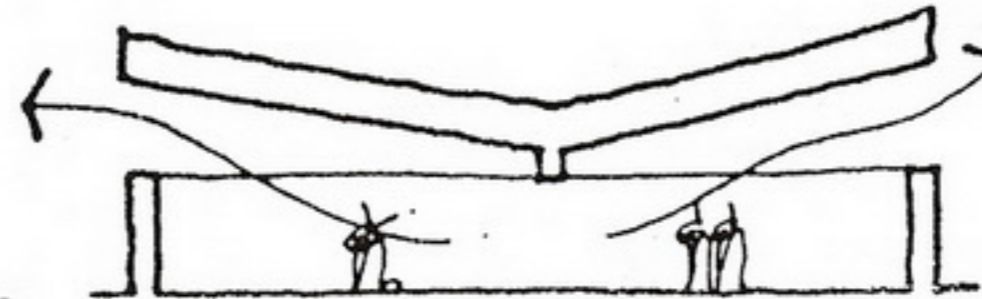
AIR REGISTERS AT WINDOWS WHERE HEAT LOSS & GAIN OCCURS



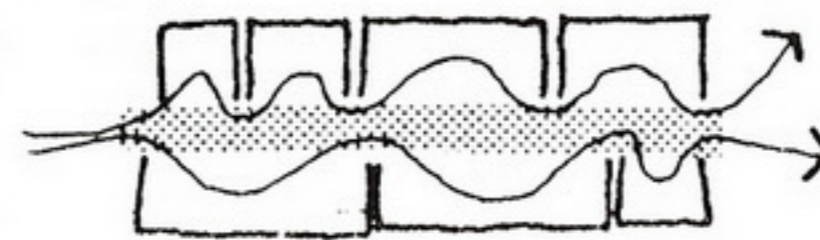
ALL SPACES WITHIN HEATED & COOLED MEGASTRUCTURE



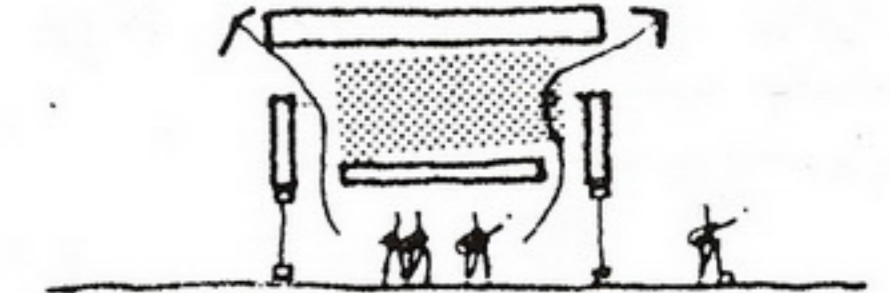
MAXIMUM OPENINGS FOR COOLING BREEZES



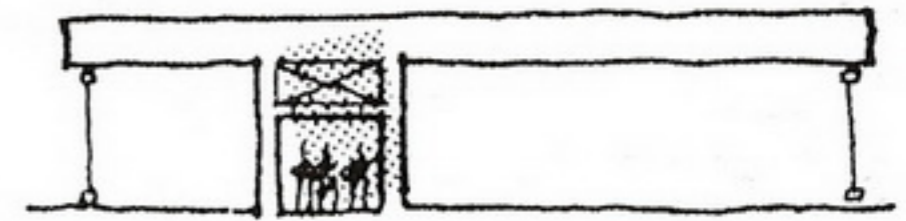
ALLOW HOT AIR UP AND OUT



VENTILATION FOR ALL SPACES

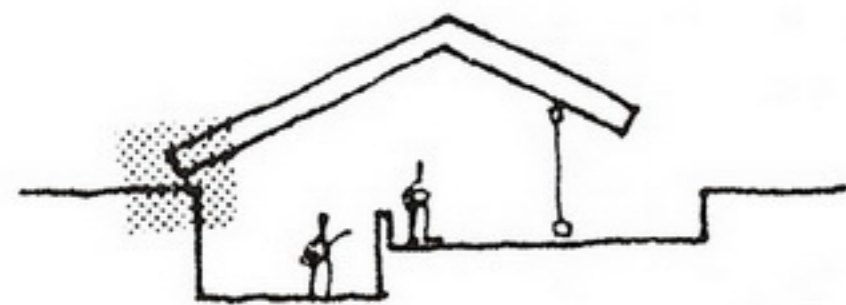


PROVIDE LOFT SPACE FOR HEAT TO COLLECT AND EXIT

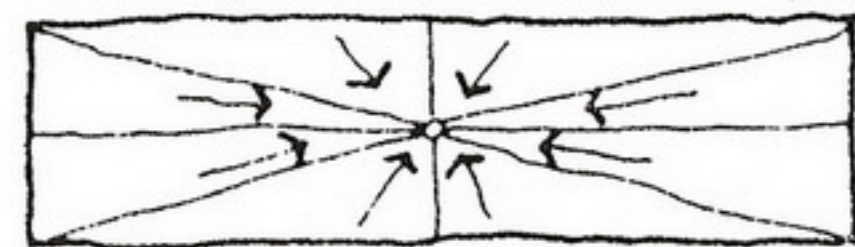


DUCT RUNS WITH HALLWAYS

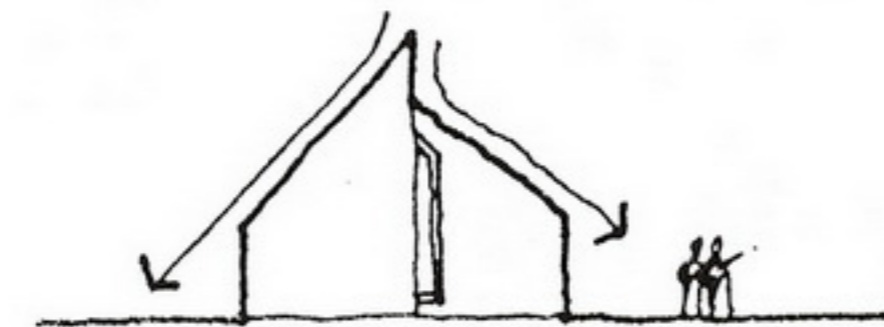
Rainfall



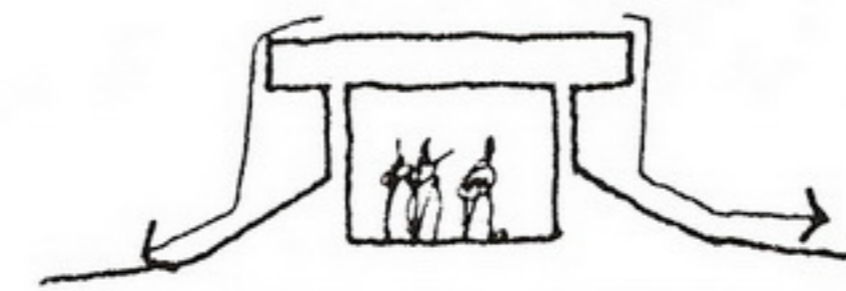
CARRY ROOF PROTECTION TO GROUND



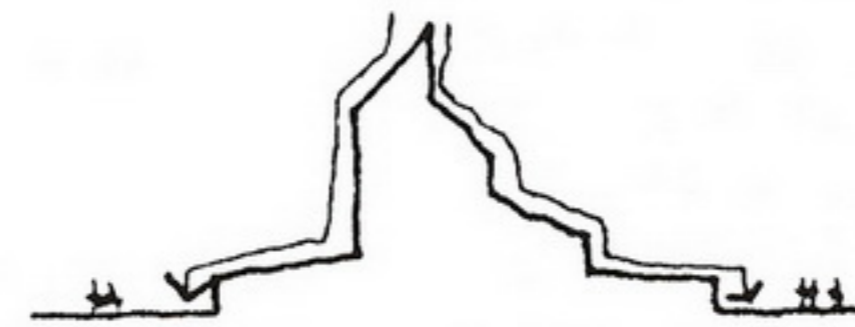
SLOPE ROOF TO DRAIN THROUGH BUILDING



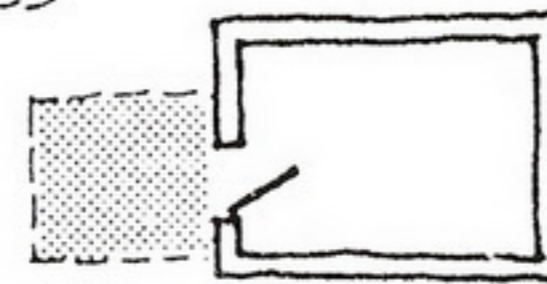
SHED ROOFS FOR FAST DRAINAGE



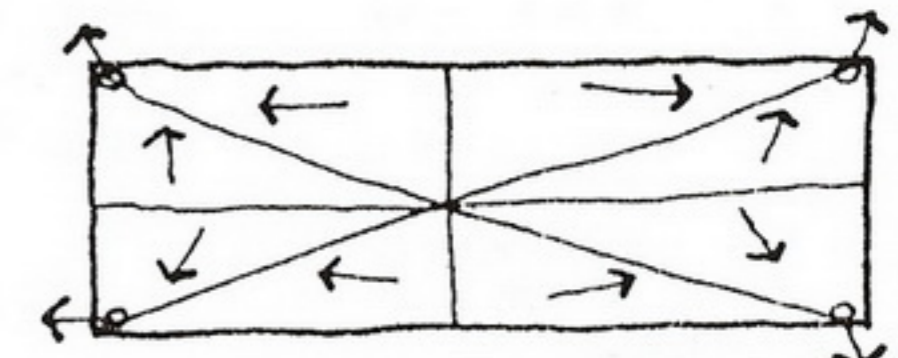
INSURE DRAINAGE AWAY FROM BUILDING



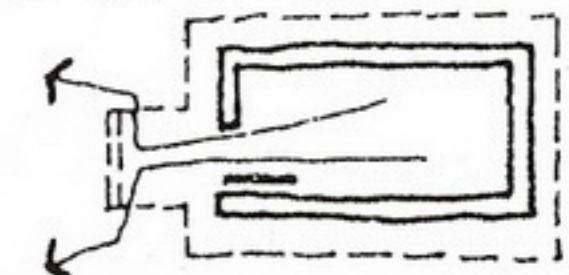
INSURE DRAINAGE OFF ALL ROOF LEVELS



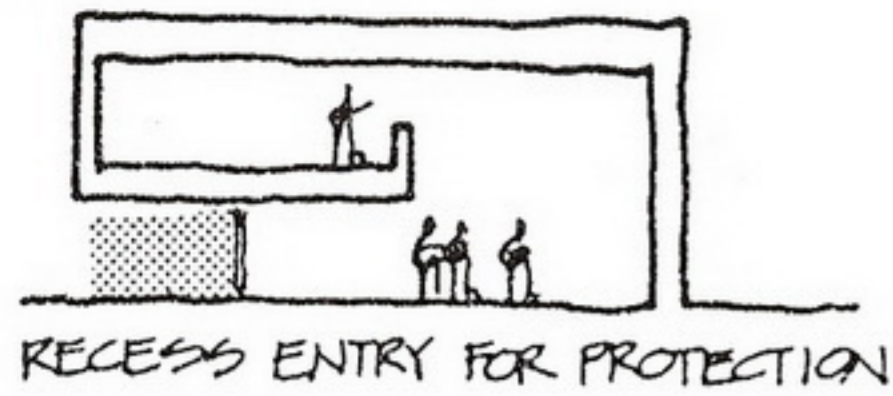
PROTECT ENTRIES WITH CANOPIES



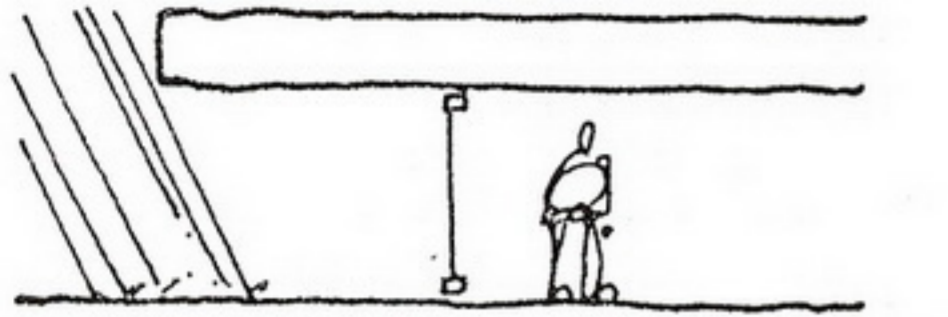
COLLECT ROOF WATER AT SPECIFIC DRAIN POINTS



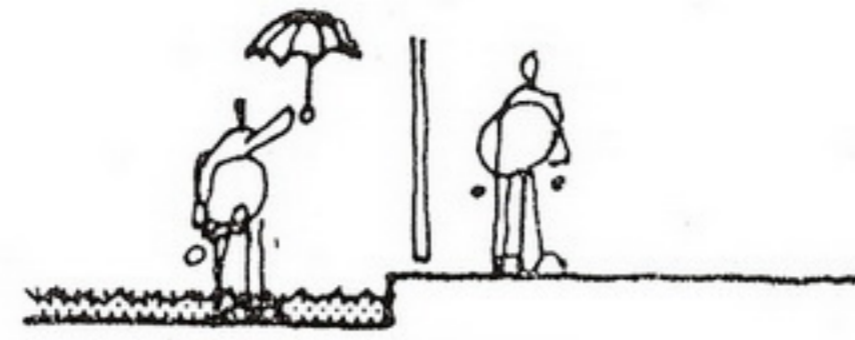
PROTECT ENTRIES FROM ROOF DRAINAGE



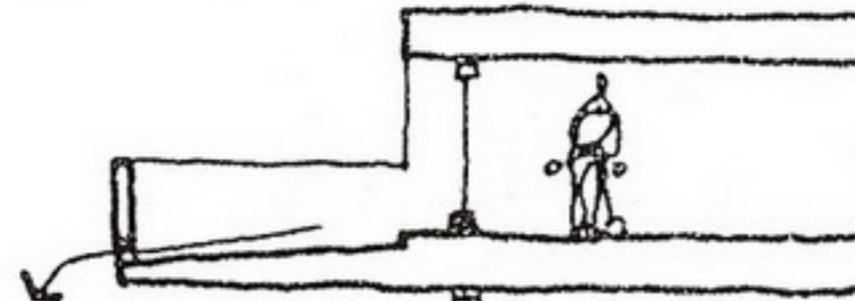
RECESS ENTRY FOR PROTECTION



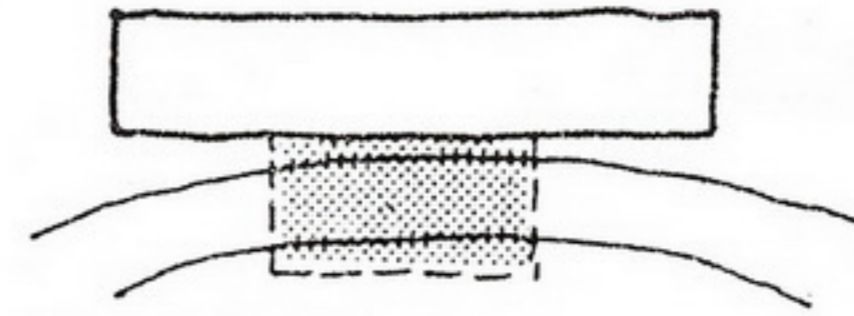
PROTECT OPENINGS, CONNECTIONS AND JOINTS



STEP UP TO ENTER



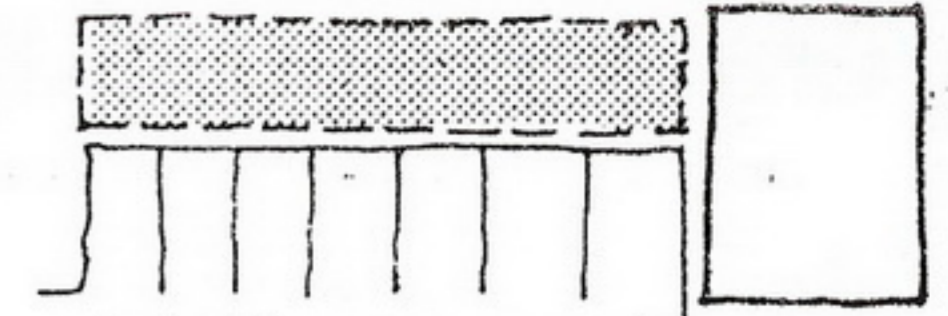
SLOPE BALCONIES FOR DRAINAGE



PROTECT DROP OFF AREA



SLOPE EXTERIOR USE AREAS FOR POSITIVE DRAINAGE

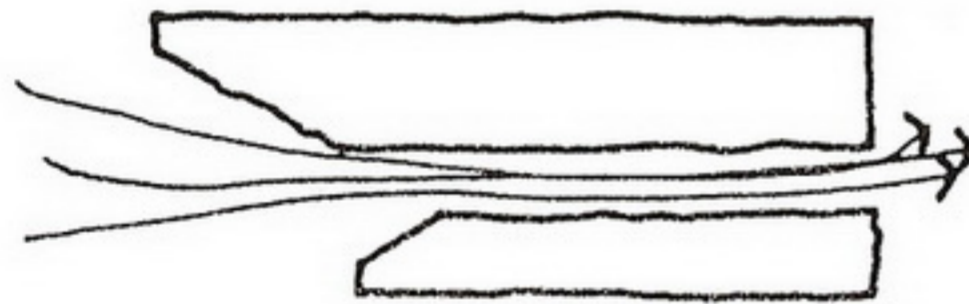


CANOPY OVER ENTRY WALK FROM PARKING

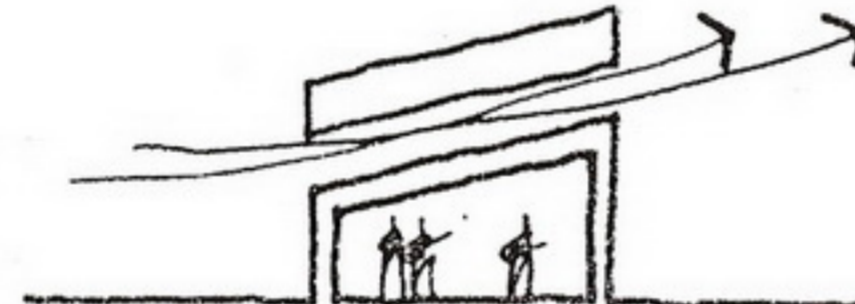


MINIMIZE NUMBER & COMPLEXITY OF FLASHING SITUATIONS

Wind



AVOID WIND TUNNEL FORMS



USE PREVAILING BREEZES AS COOLING DEVICE



TURN BUILDING'S BACK TO WIND



USE LANDSCAPING AS WIND PROTECTION



LANDSCAPING TO AVOID BLOWING DUST



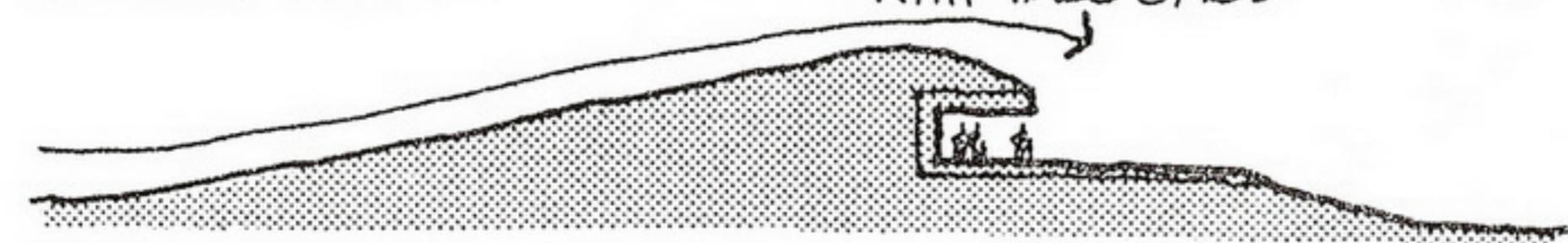
PROTECT SMALL BUILDINGS WITH TALL ONES



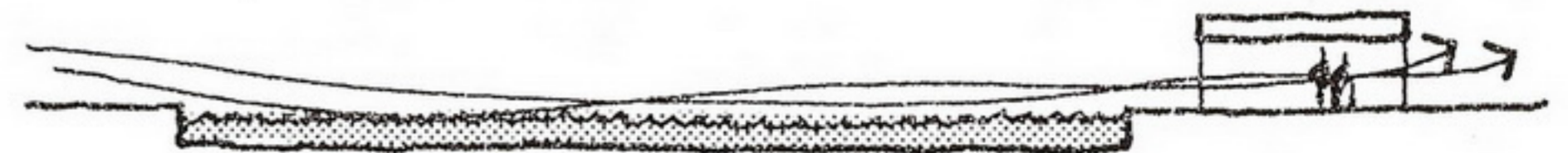
PROTECT EXTERIOR AREAS WITH BUILDING FORM



USE ROOF FORMS TO MINIMIZE LIFTING WIND PRESSURE



USE LAND FORMS TO PROTECT AGAINST WIND

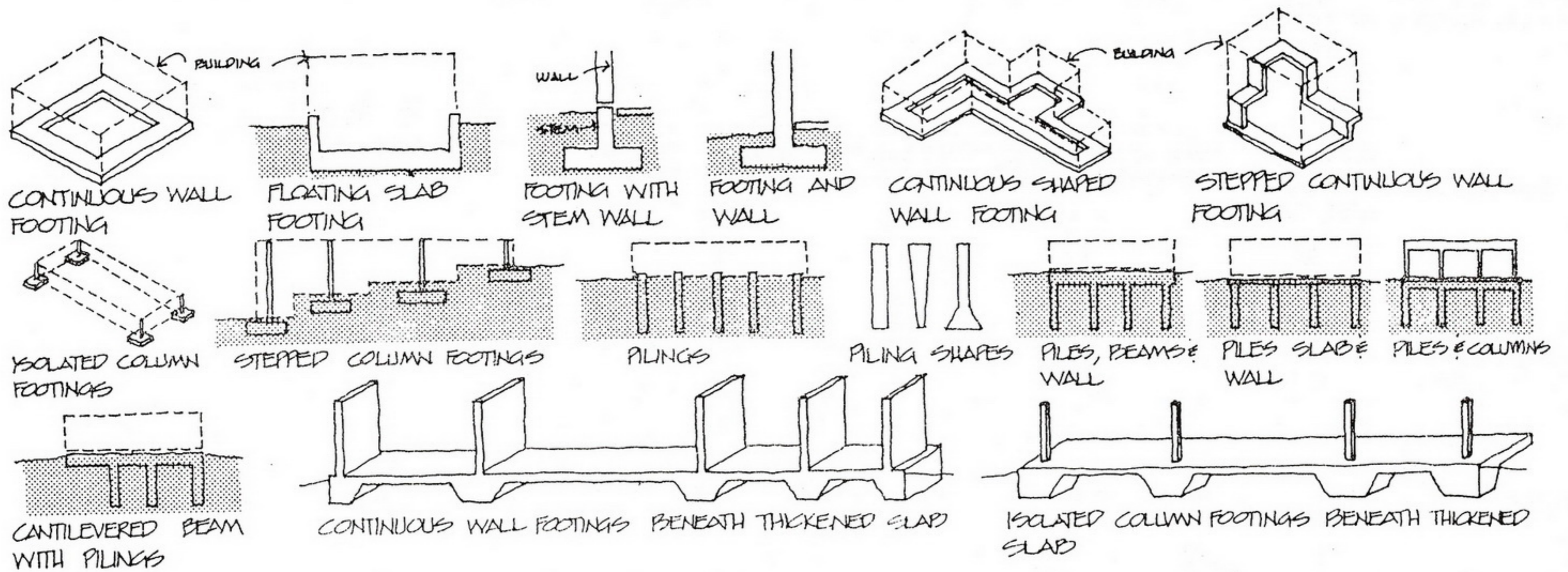


USE BREEZE & EVAPORATION FROM POOL AS COOLING DEVICE

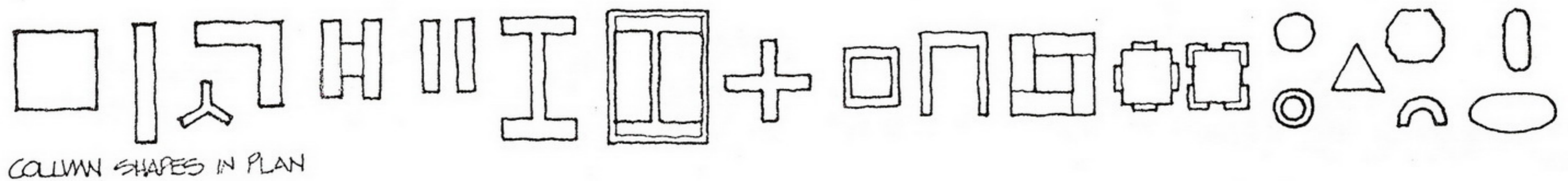
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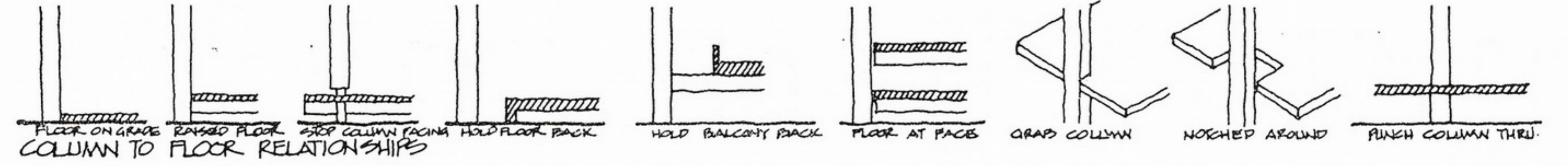
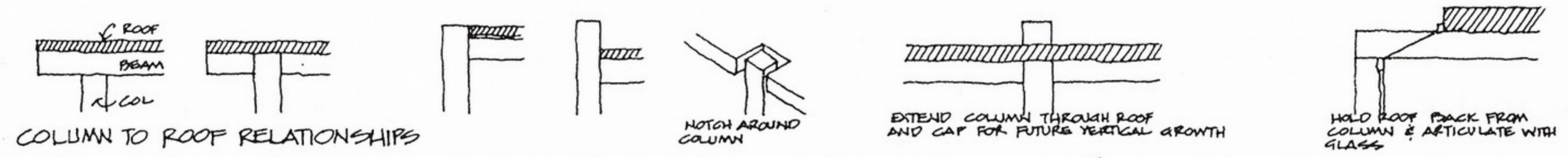
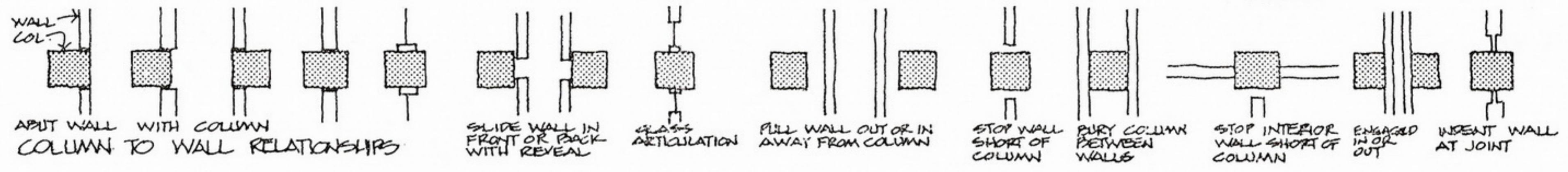
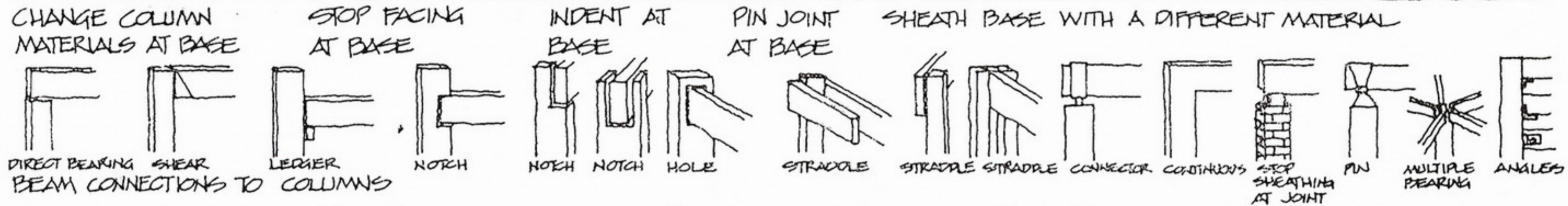
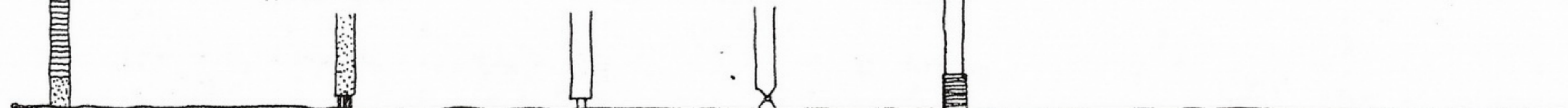
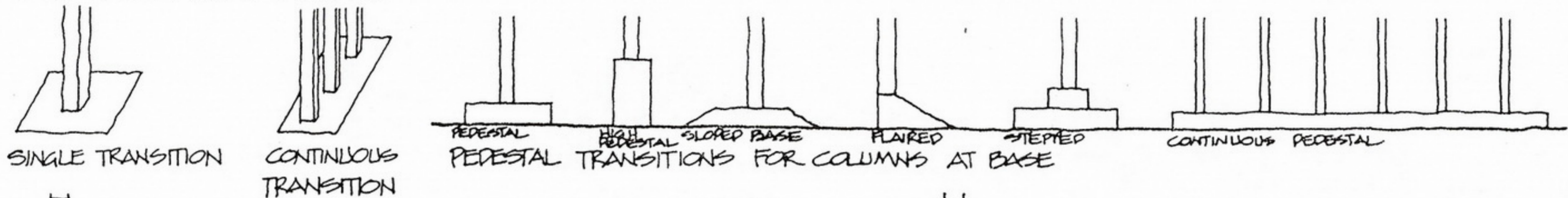
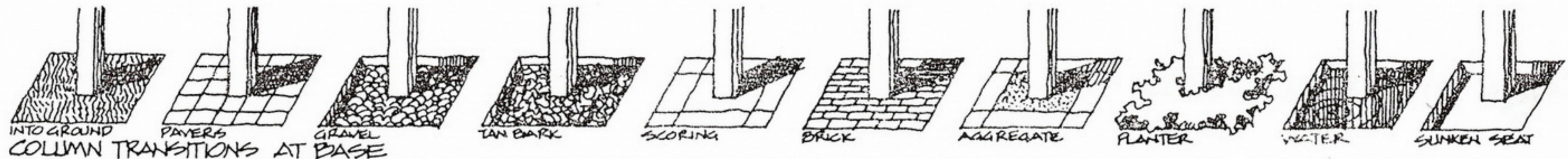
Building Envelope

Footings and Foundations

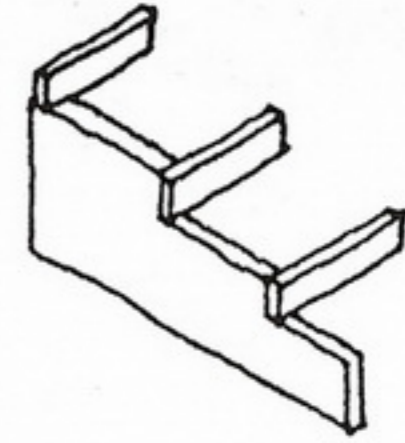
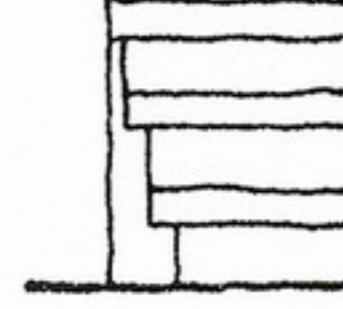
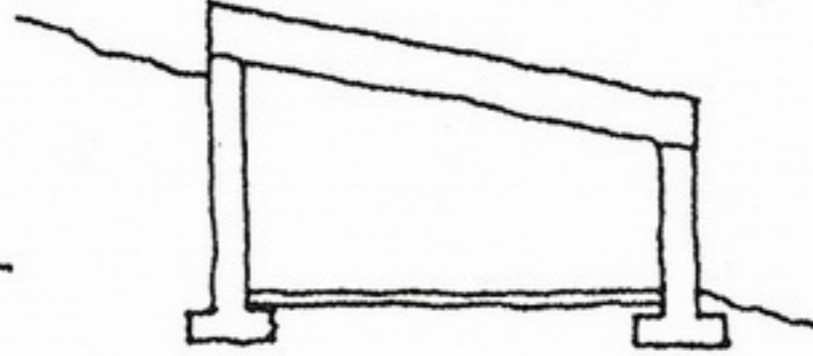
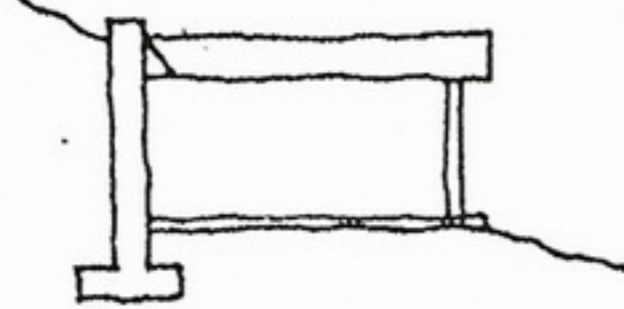
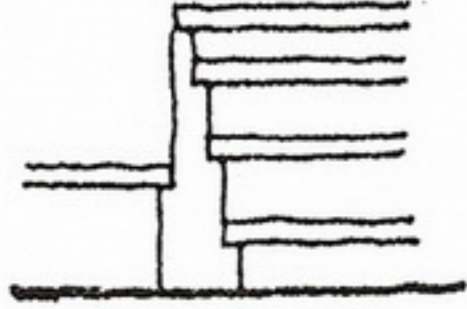
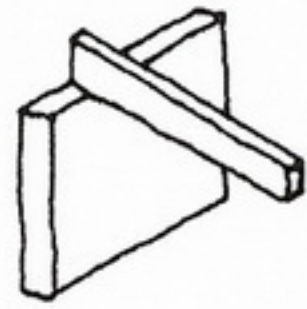


Columns

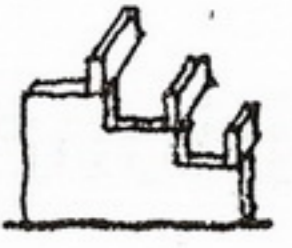
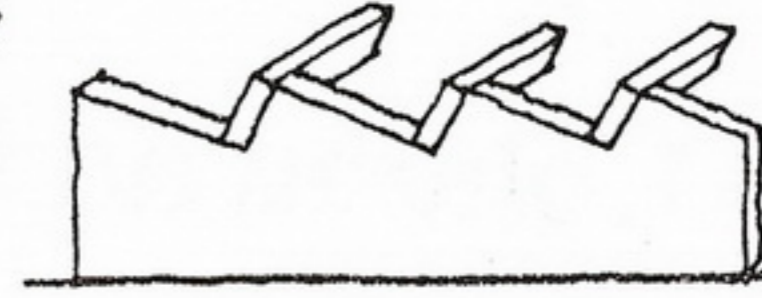
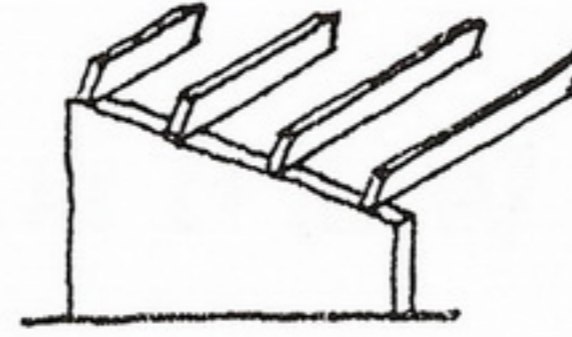
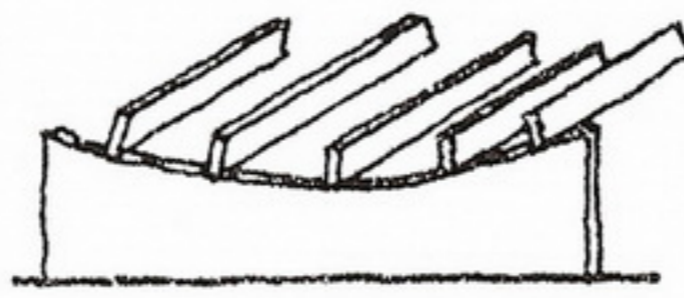
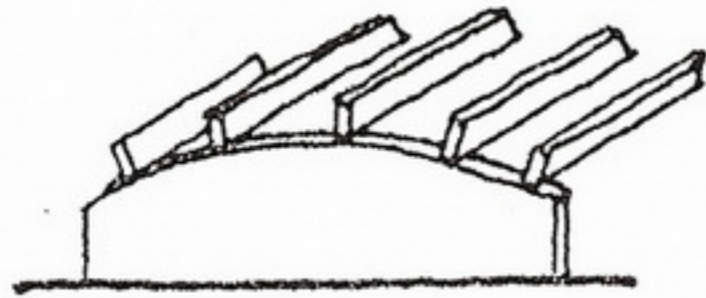
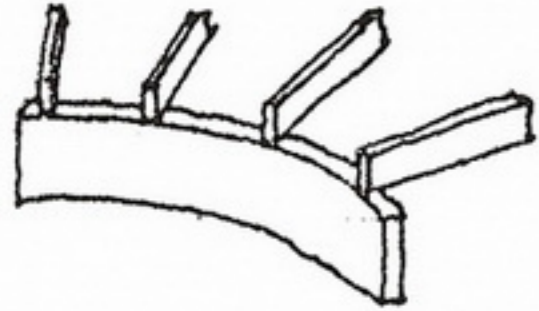




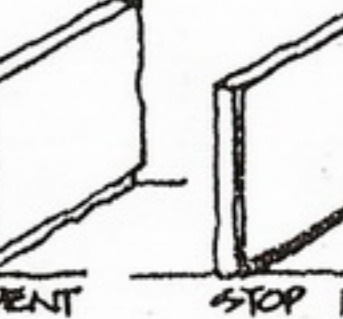
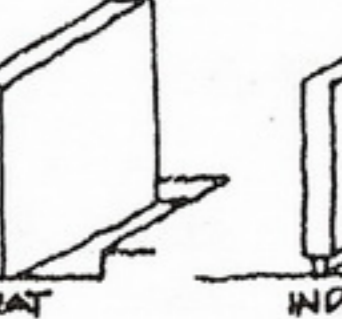
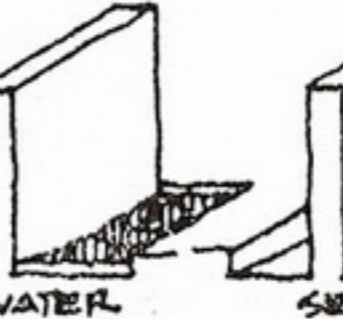
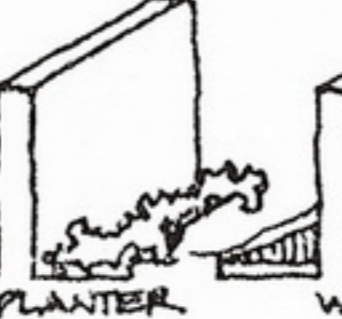
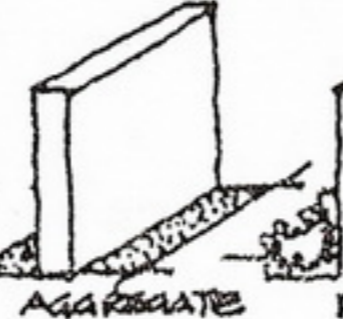
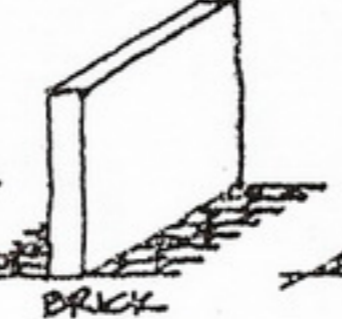
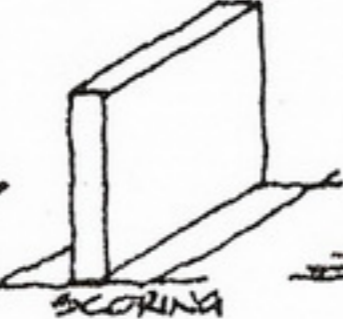
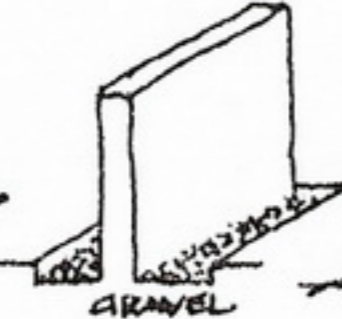
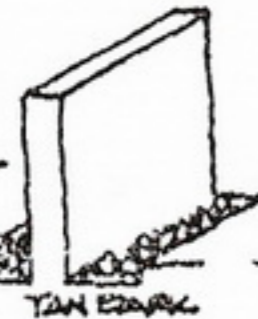
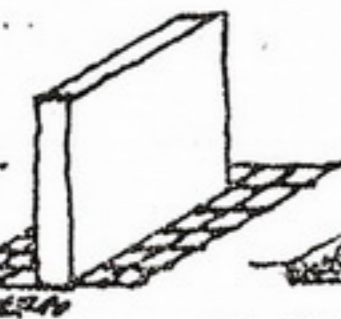
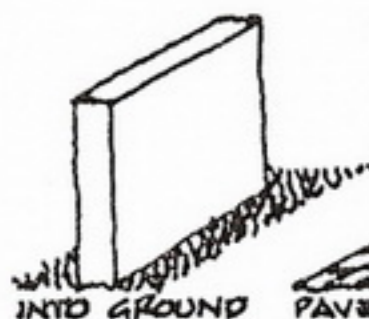
Walls



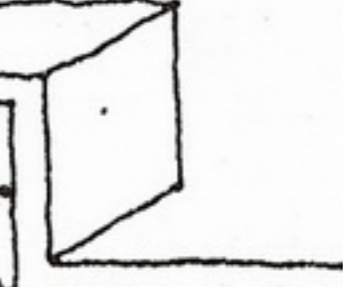
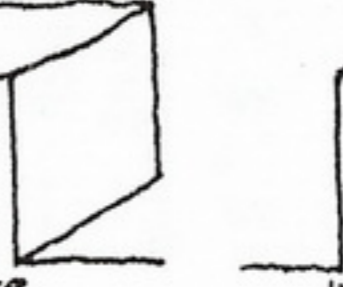
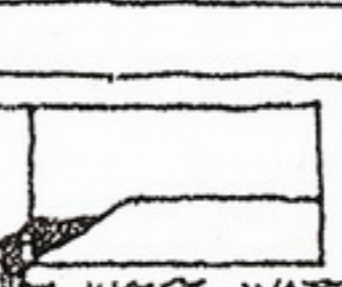
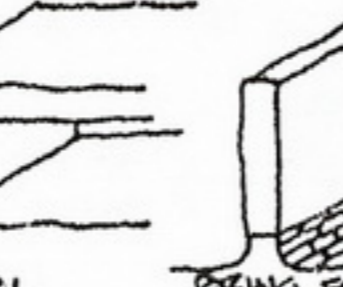
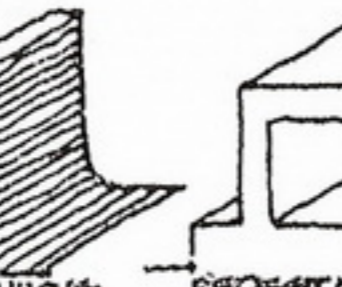
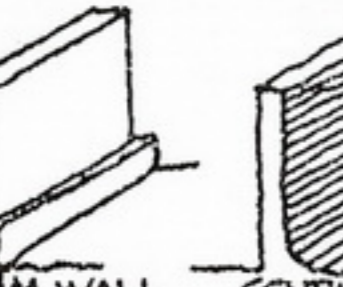
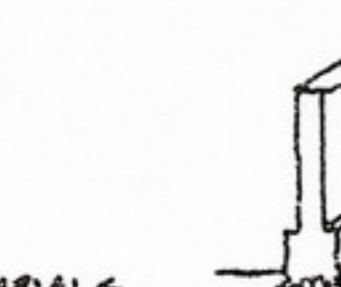
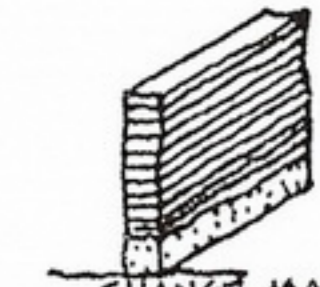
WALL FORMS



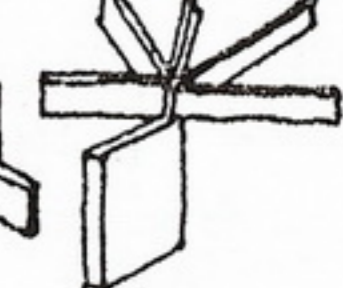
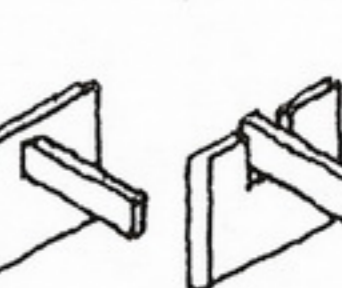
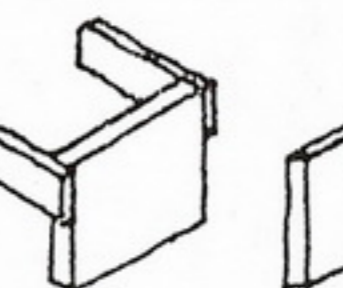
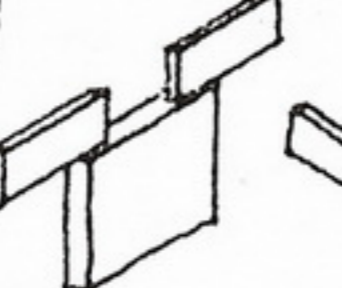
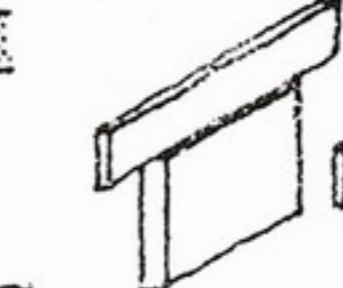
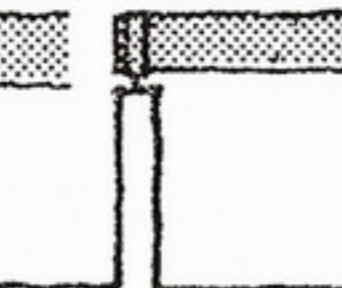
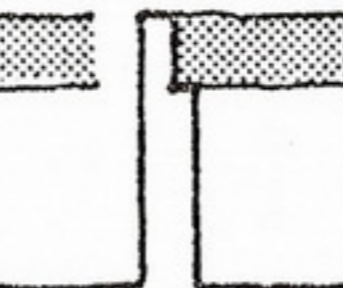
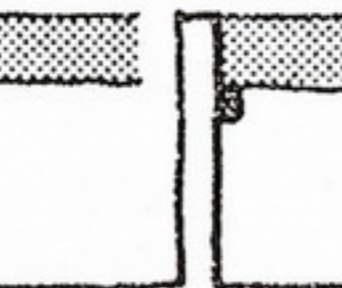
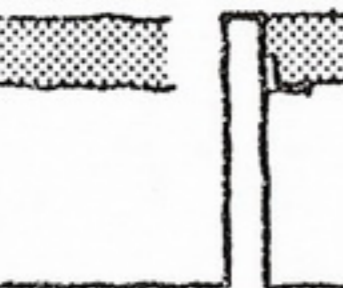
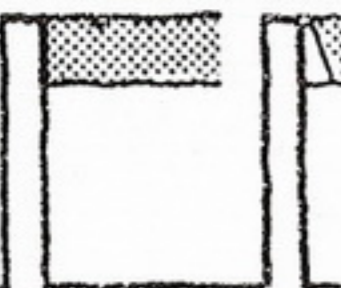
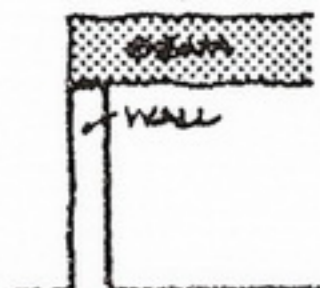
WALL FORMS



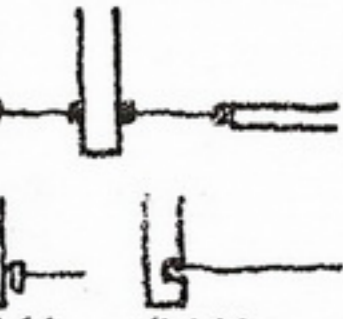
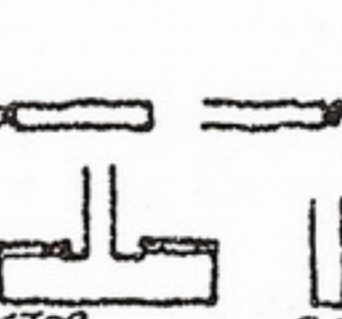
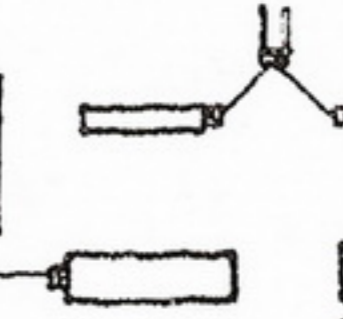
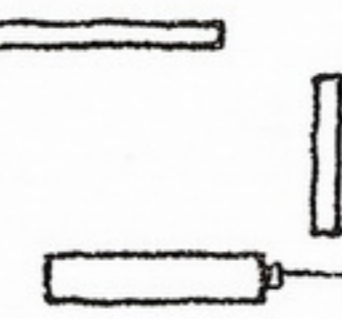
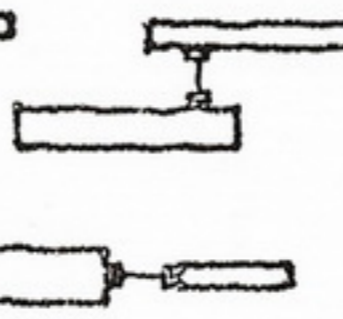
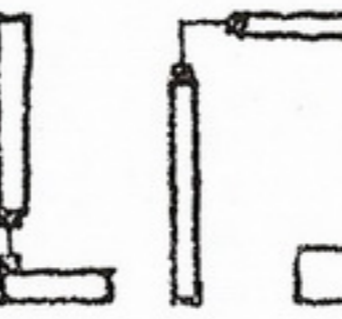
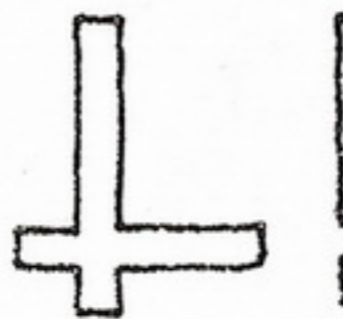
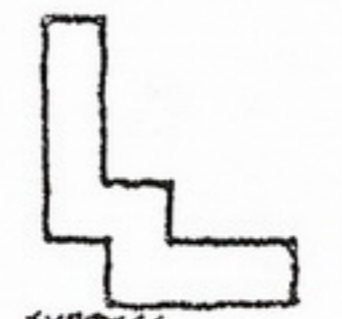
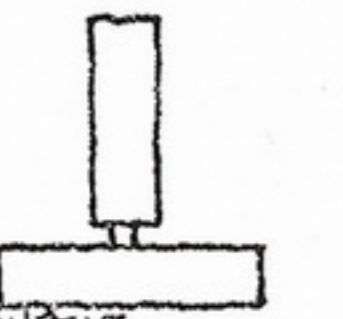
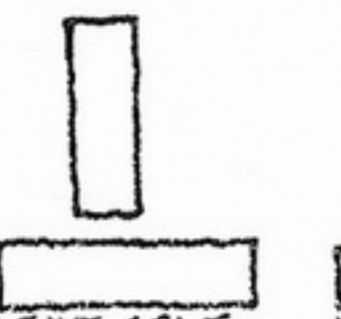
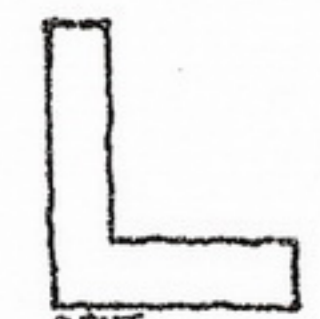
WALL TRANSITIONS AT BASE



WALL TRANSITIONS AT BASE



BEAM CONNECTIONS TO WALLS



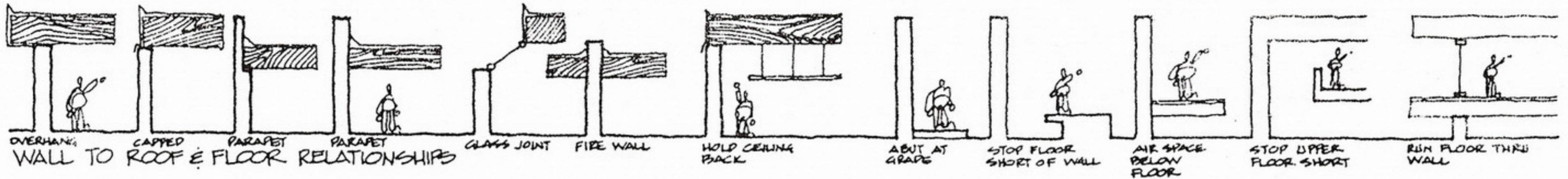
WALL TO WALL RELATIONSHIPS

EXPRESS THICKNESS

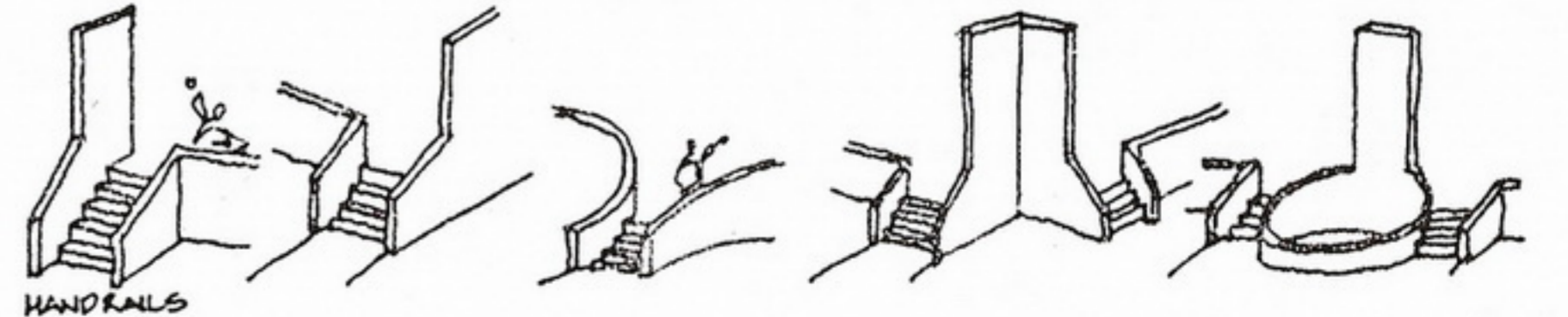
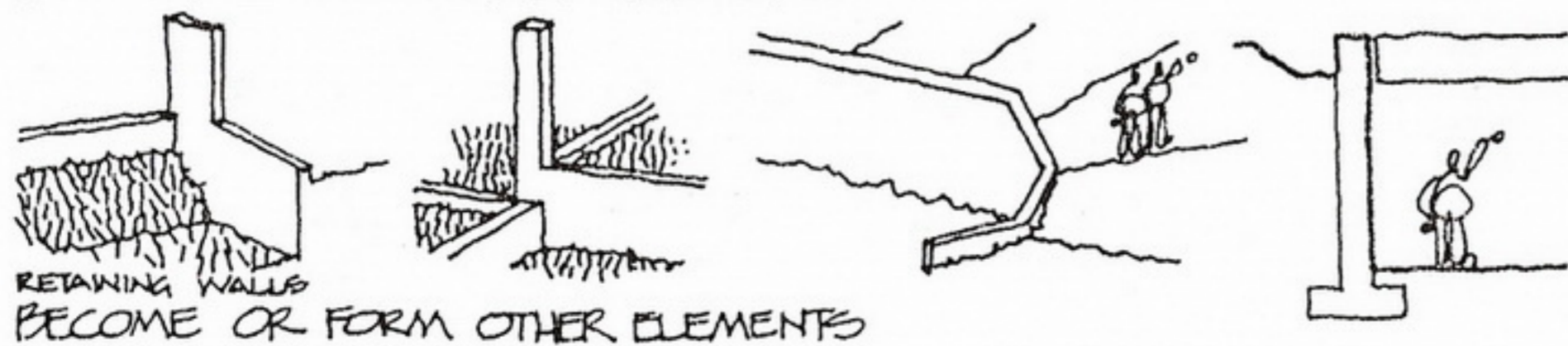
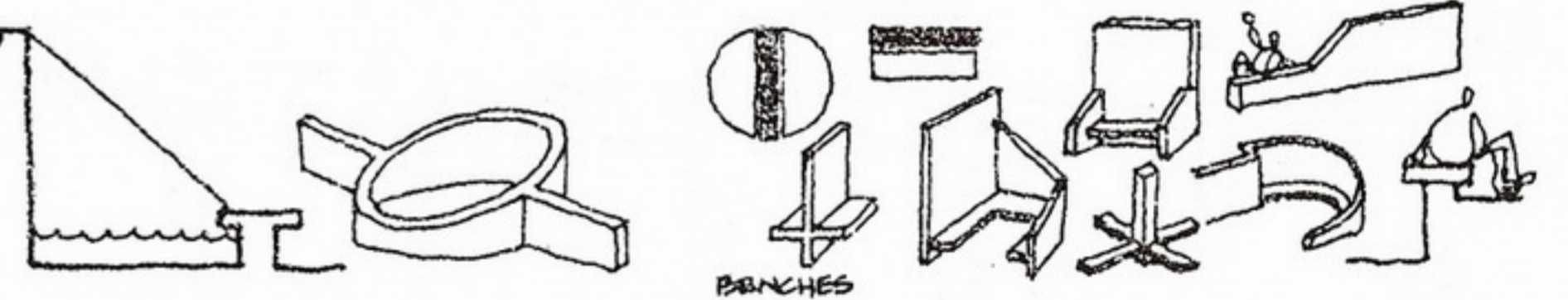
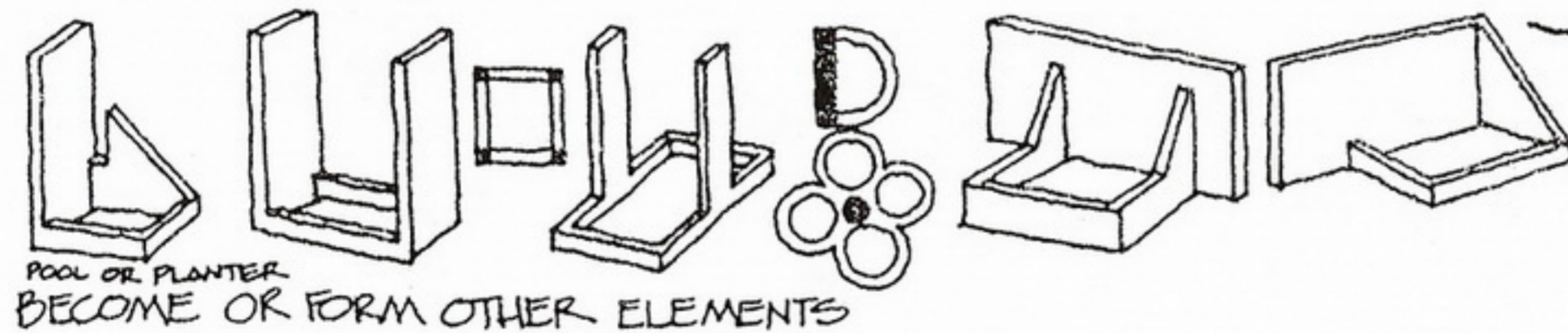
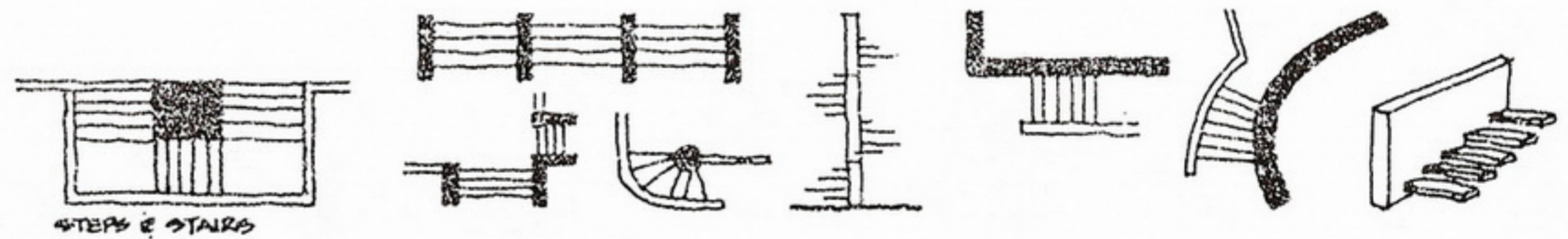
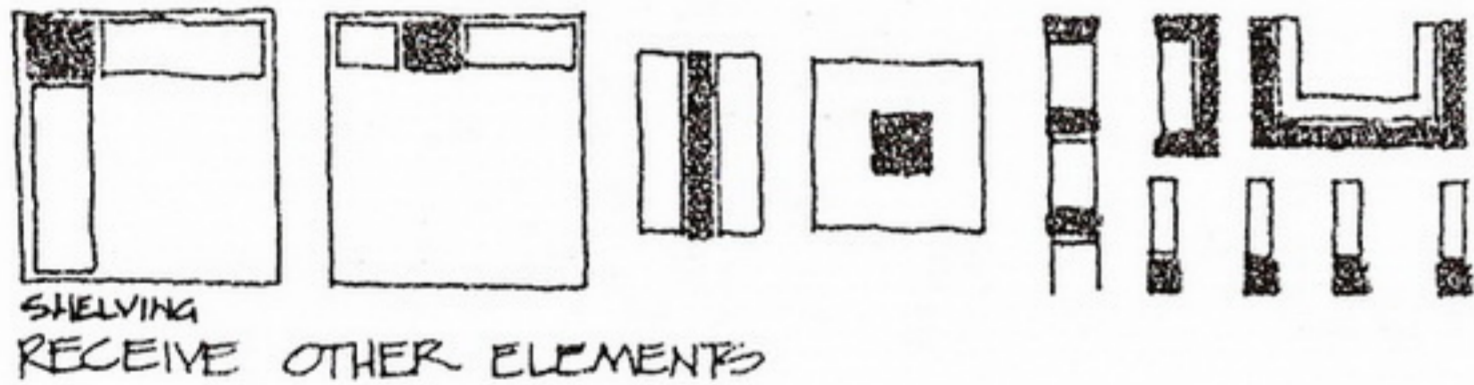
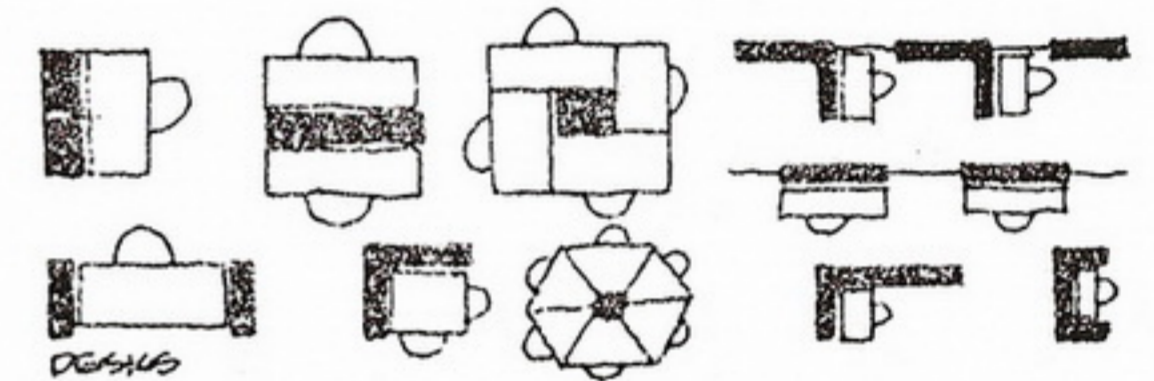
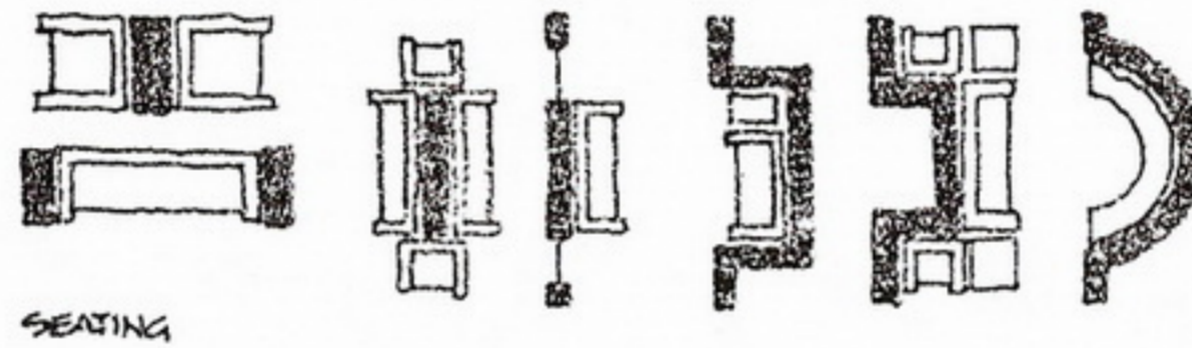
STOP FACING

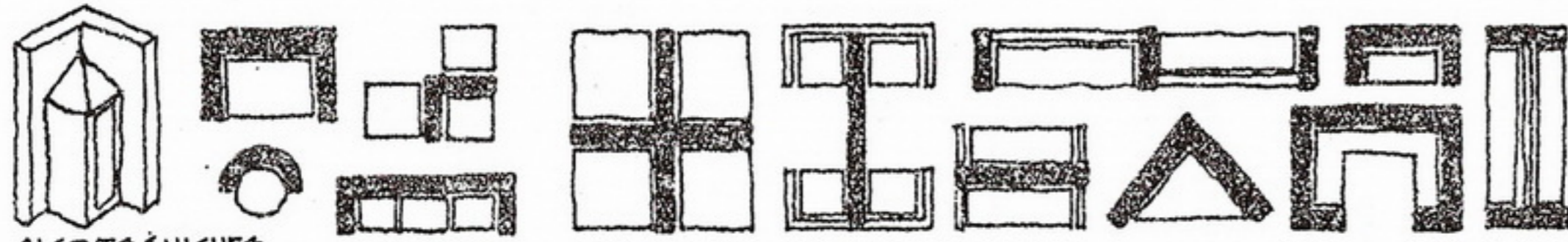
GLASS INTO FRAME

GLASS INTO REGLET

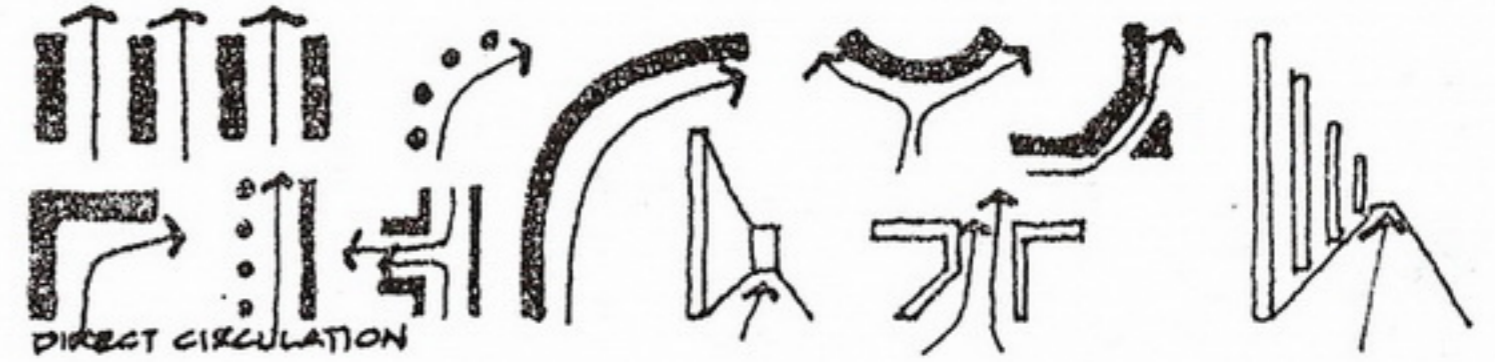


Additional Column and Wall Roles

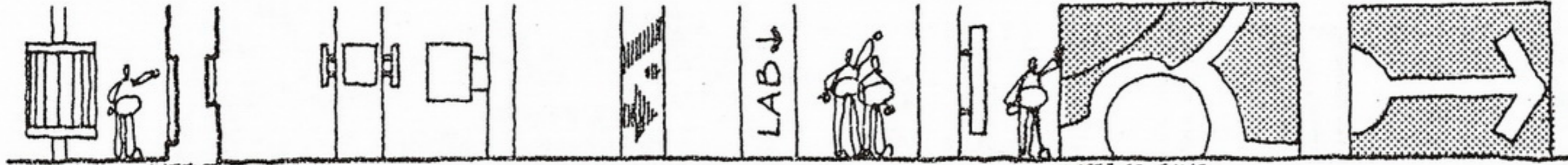




ALCOVES & NICHES
BECOME OR FORM OTHER ELEMENTS

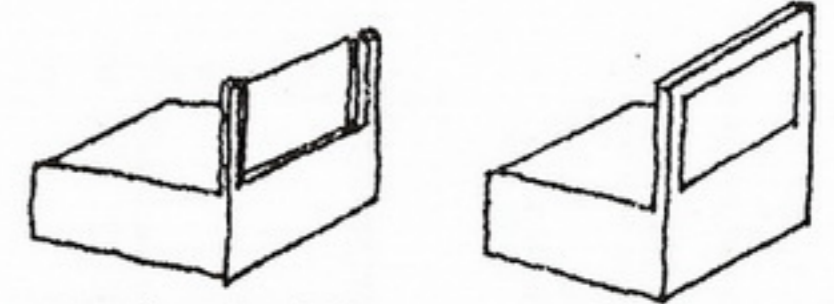


DIRECT CIRCULATION

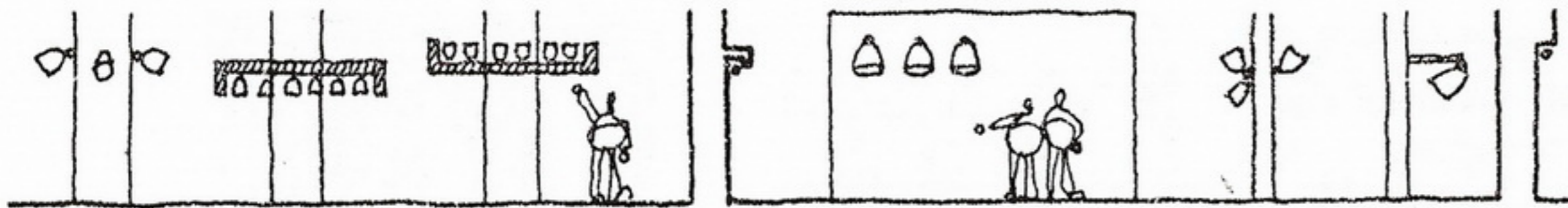


KIOSK
INDENT
BEAR GRAPHICS

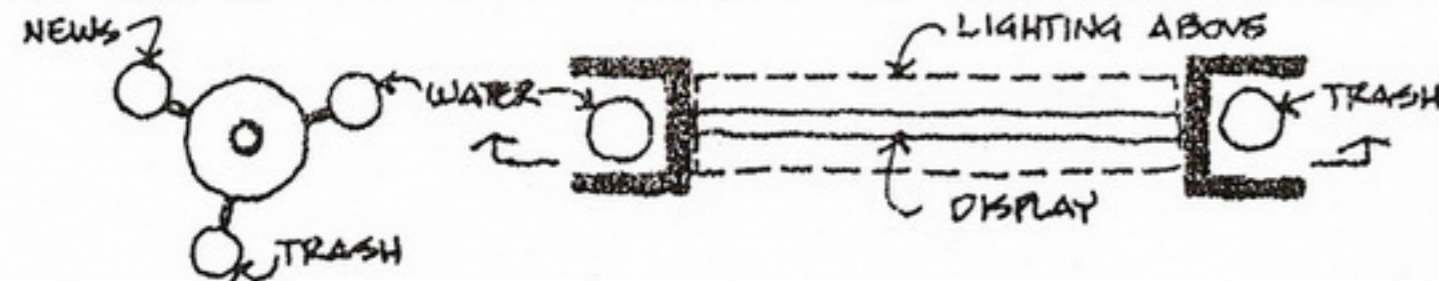
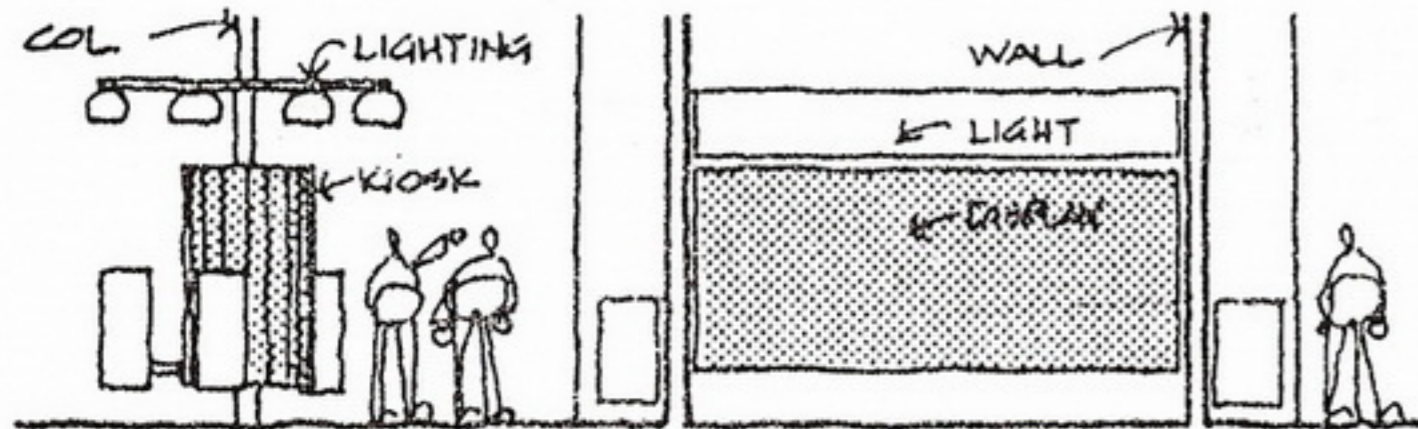
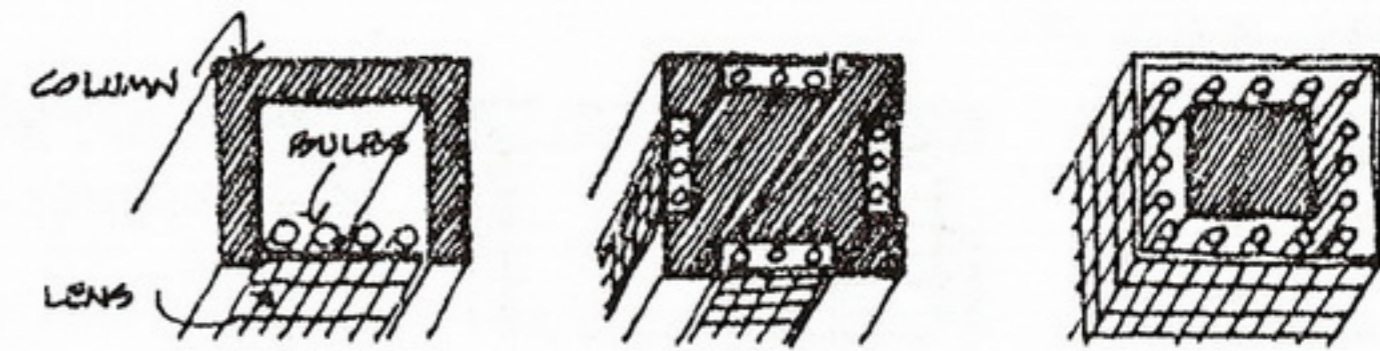
SUPER GRAPHICS



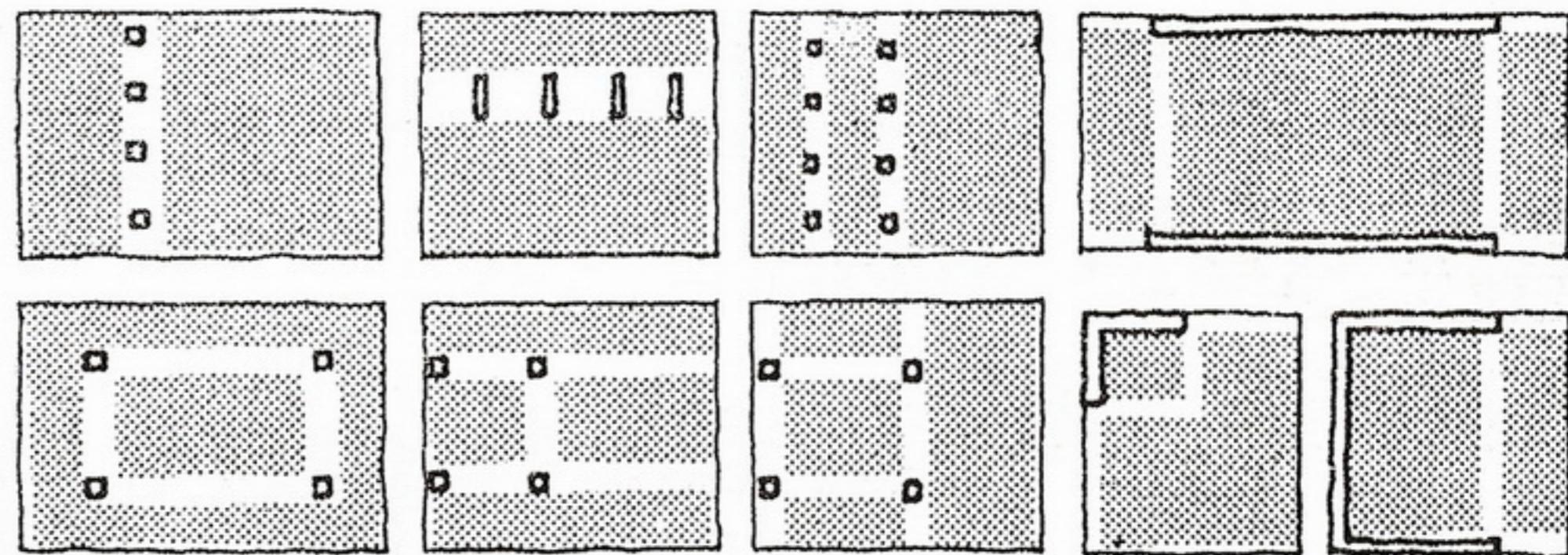
EXTEND STRUCTURE



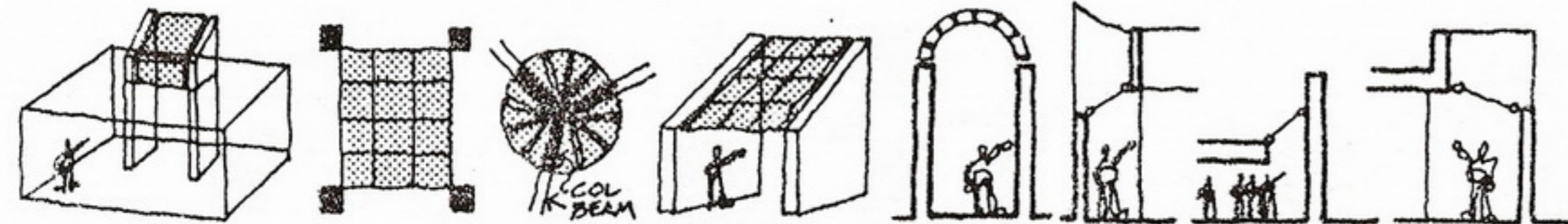
BEAR LIGHTING



COMPOSITE USES PX COLUMNS & WALLS



USE ZONE DEFINITION IN SPACES



FORM SKYLIGHTS



DEFINE WINDOWS



CONTAIN MECHANICAL

PIPES

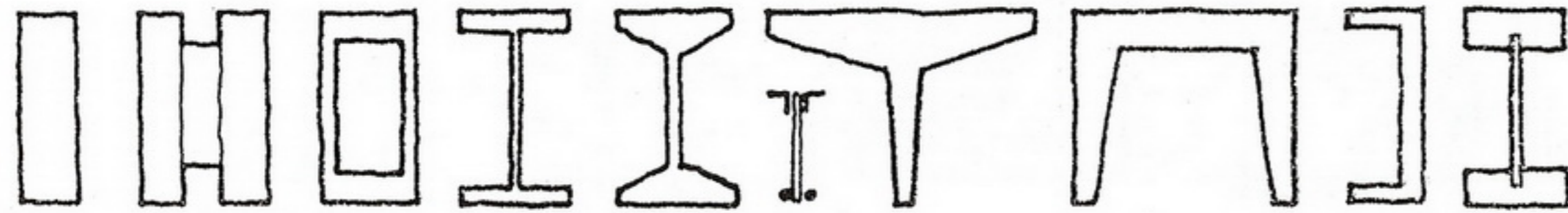
DUCTS

ELEVATORS

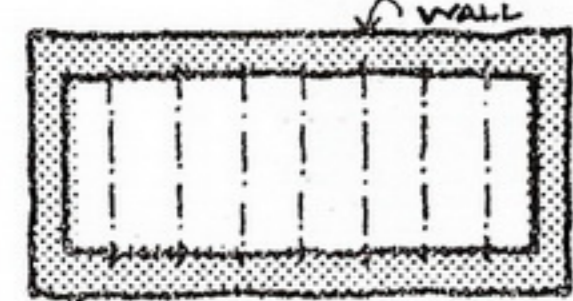
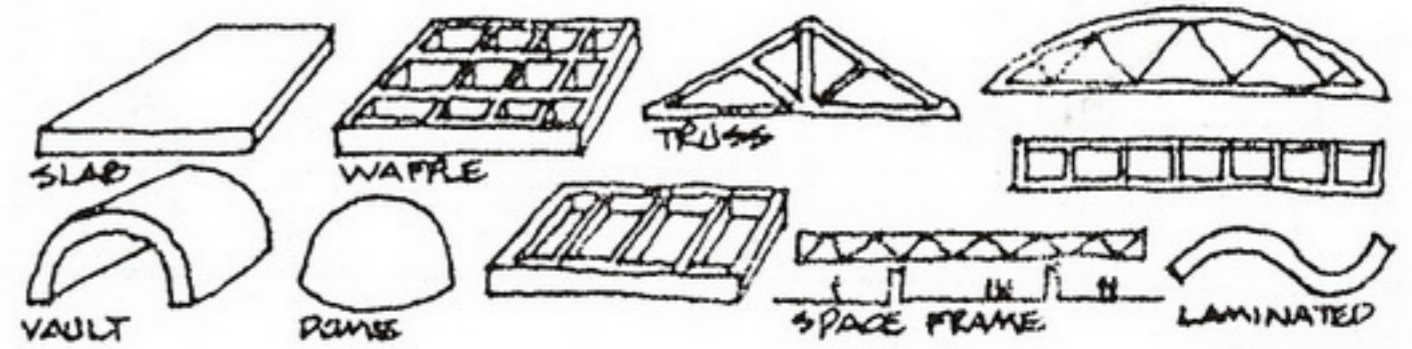


LARGE SHAFT

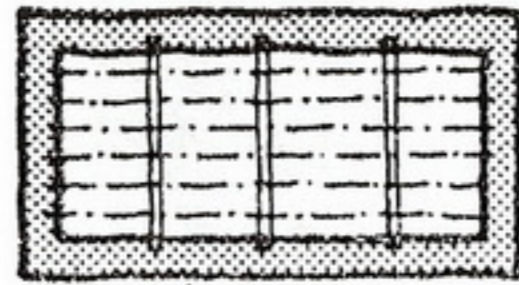
Beams



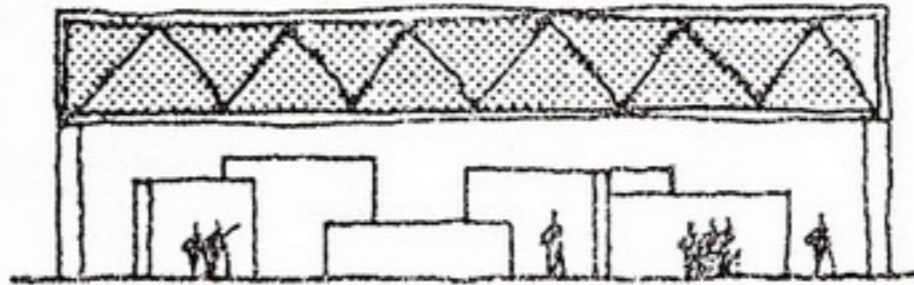
BEAM SHAPES & FORMS



SPAN SHORT DIMENSION
FRAMING CONCEPTS



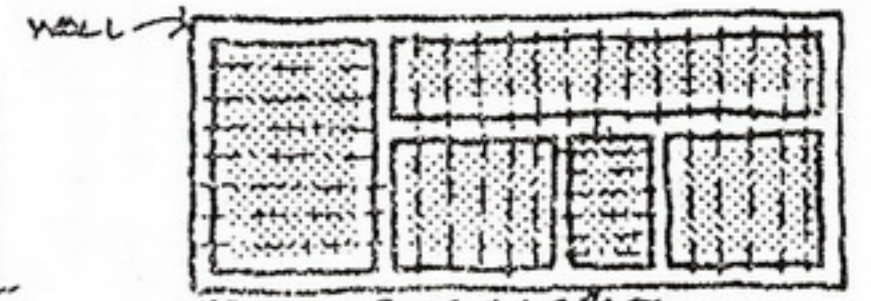
PRIMARY & SECONDARY
MEMBERS



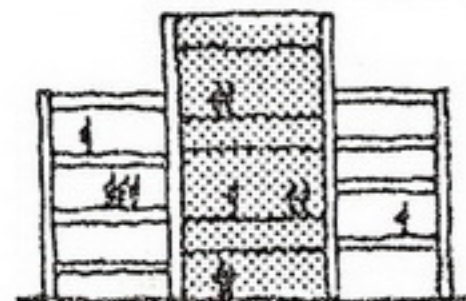
CLEARSPAN



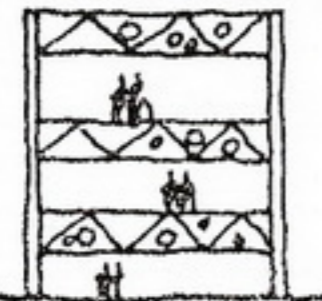
SUPPORT FROM INTERIOR WALLS



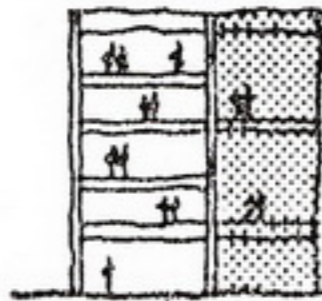
FRAME SPACE BY SPACE



GROUP HEAVY LOADS
FRAMING CONCEPTS



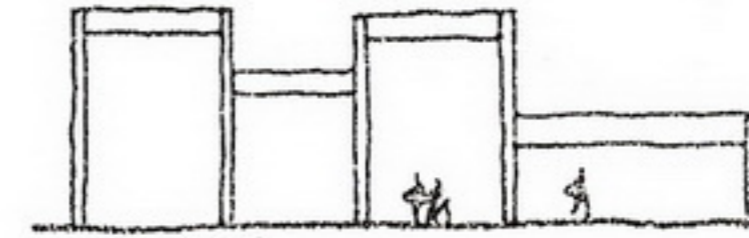
INTERSTITIAL



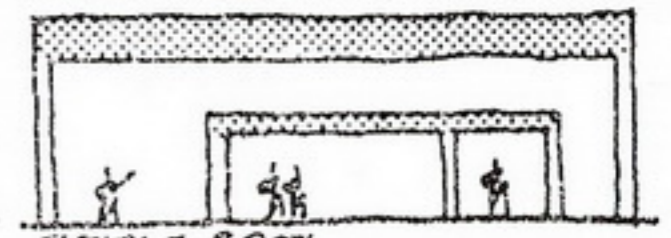
GROUP HIGH FLOORS



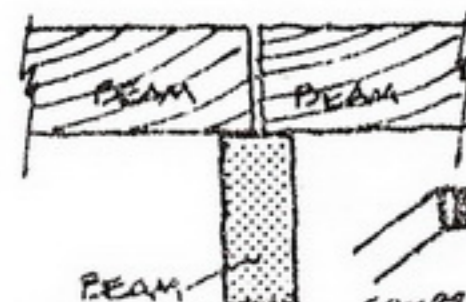
CLERESTORY



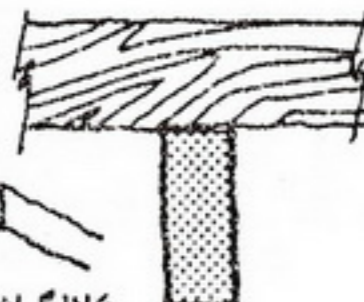
MULTIROOF



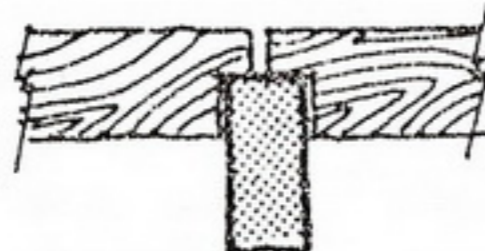
TRIPLE ROOF



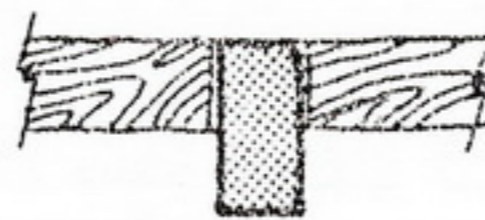
BEAM
DIRECT



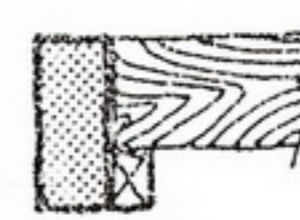
COMPRESSION RING



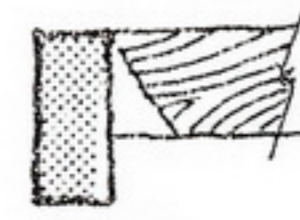
NOTCHED



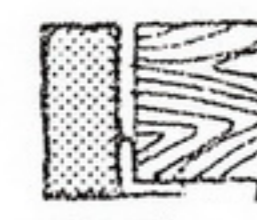
SHEAR



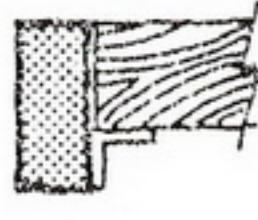
LEDGER



HANGER



ANGLE



GUSSET



BOLT

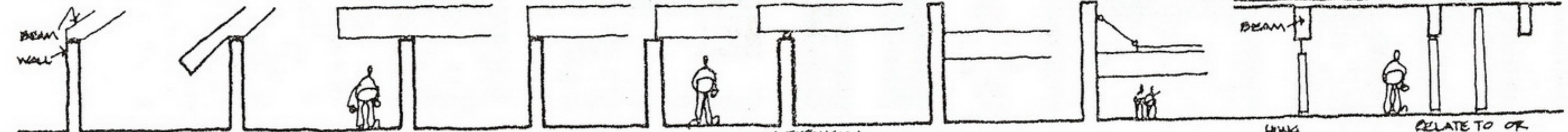
CONNECTIONS TO OTHER SPANNING MEMBERS



SLOPED BEAM TRANSITION TO GROUND



RELATION TO ROOF & CEILING



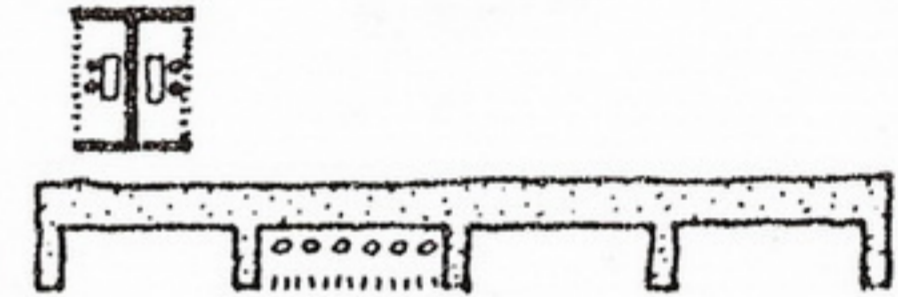
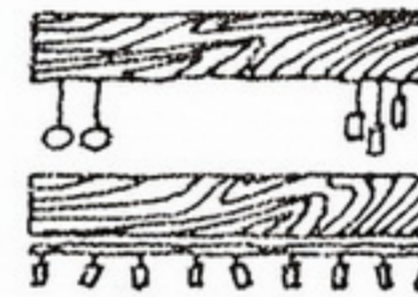
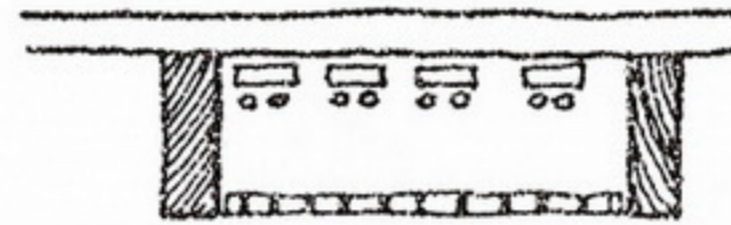
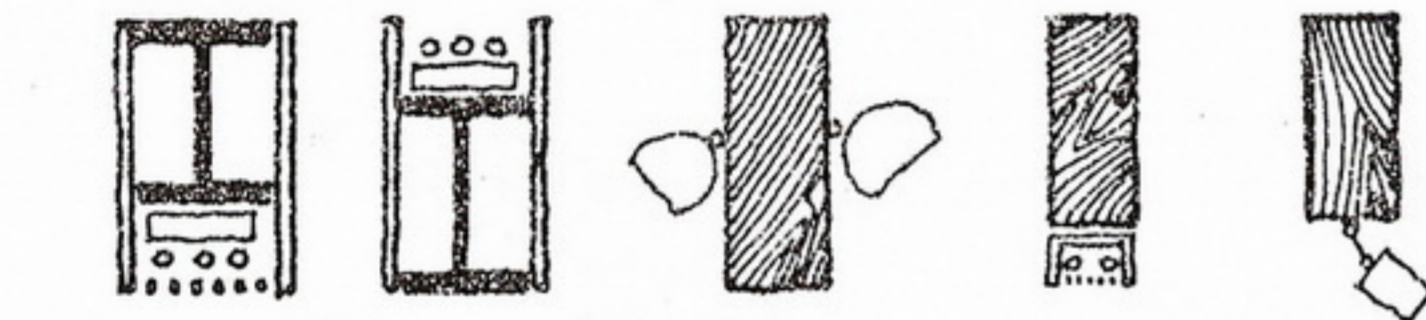
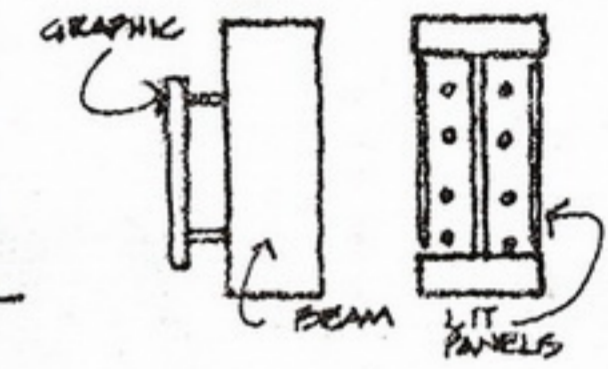
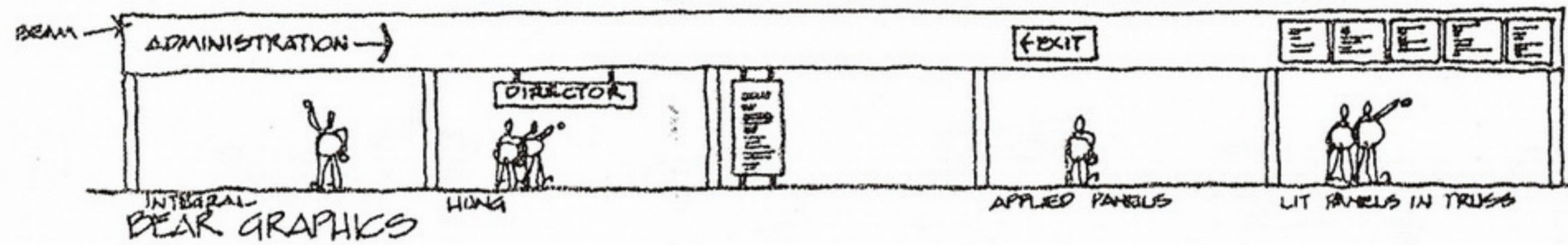
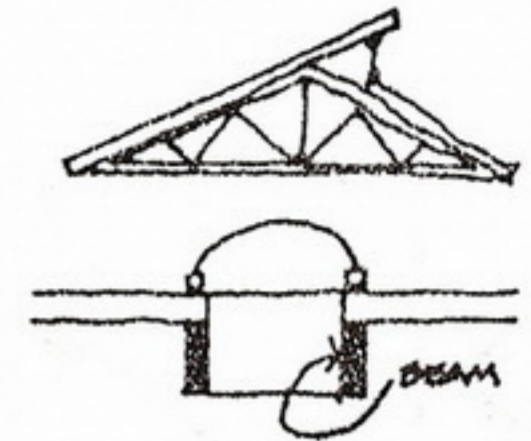
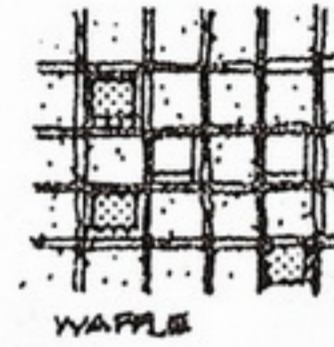
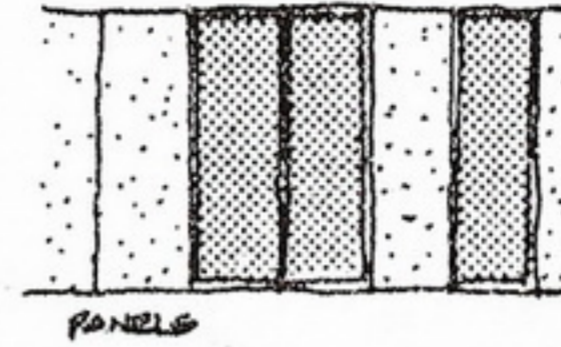
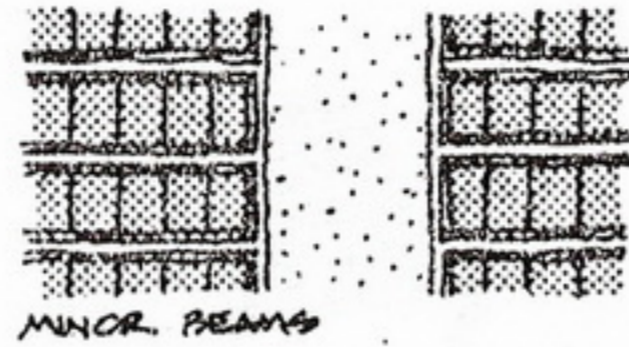
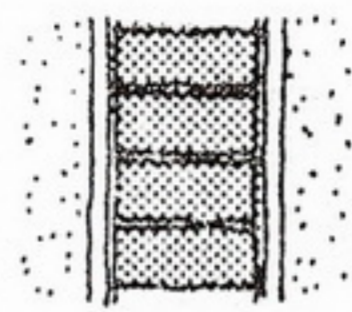
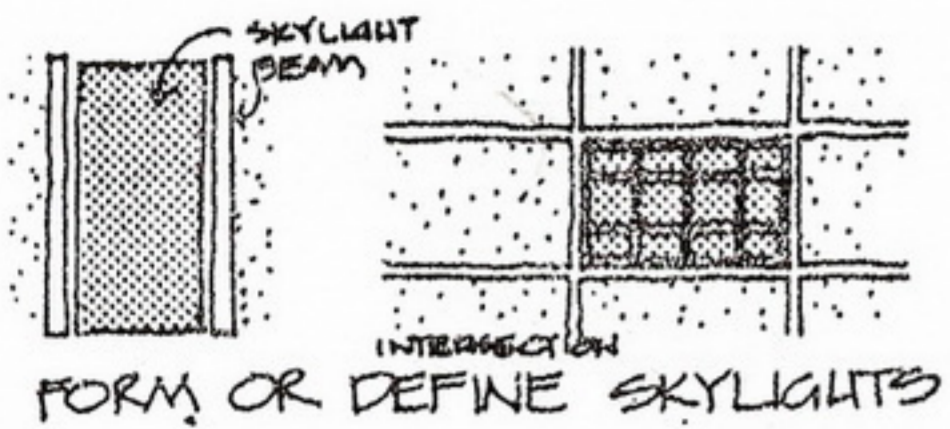
RELATION TO WALLS

ON EXPANSION
ROLLER

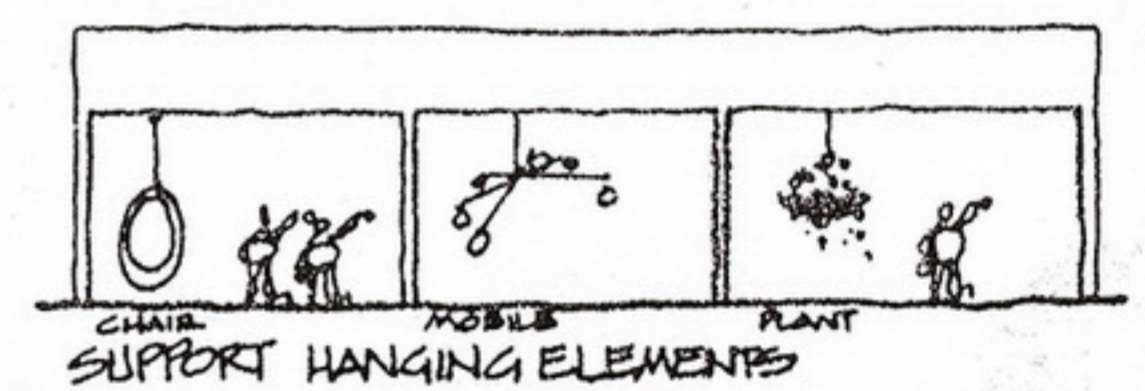
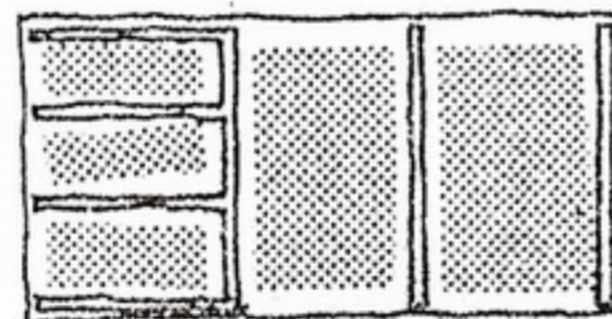
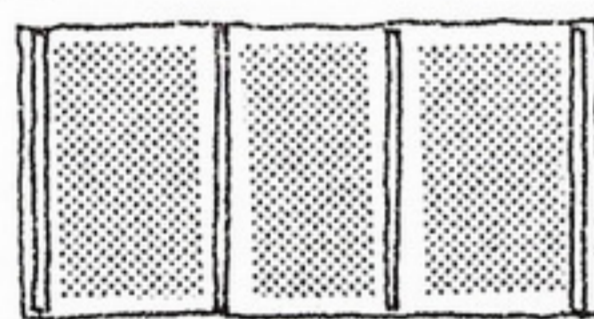
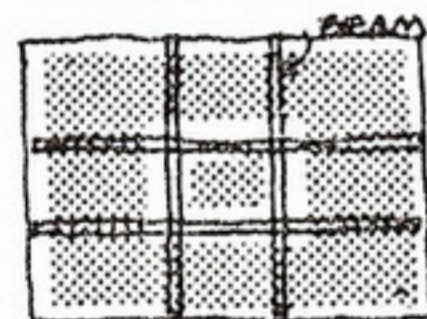
HEAVY
PARTITION

RELATE TO OR
AVOID BEAM

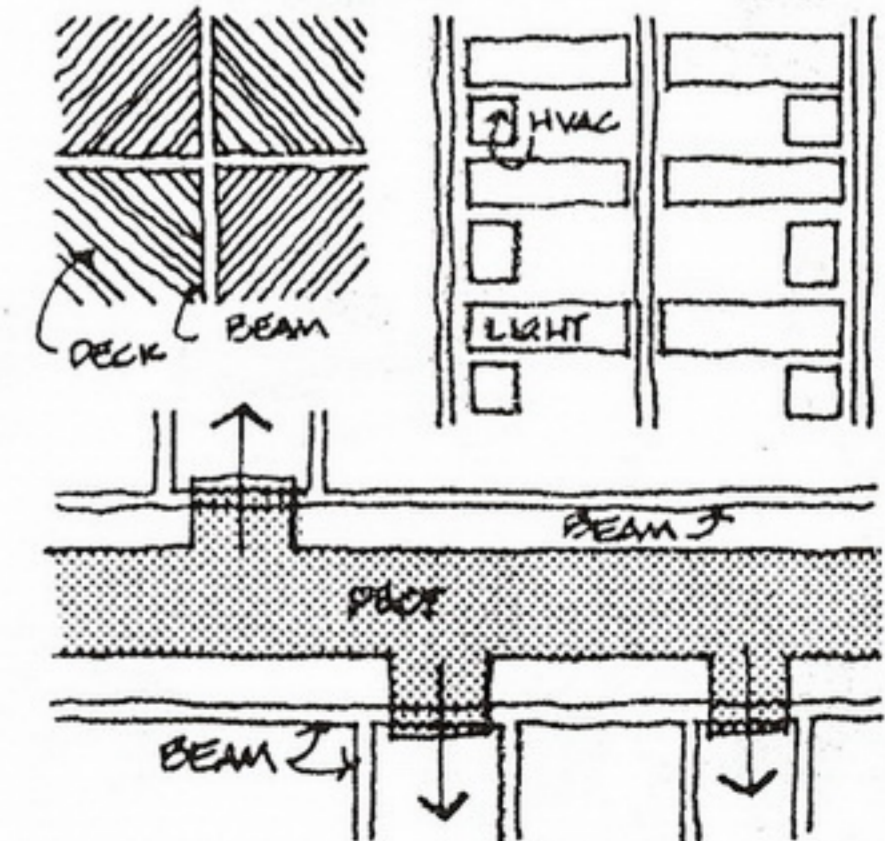
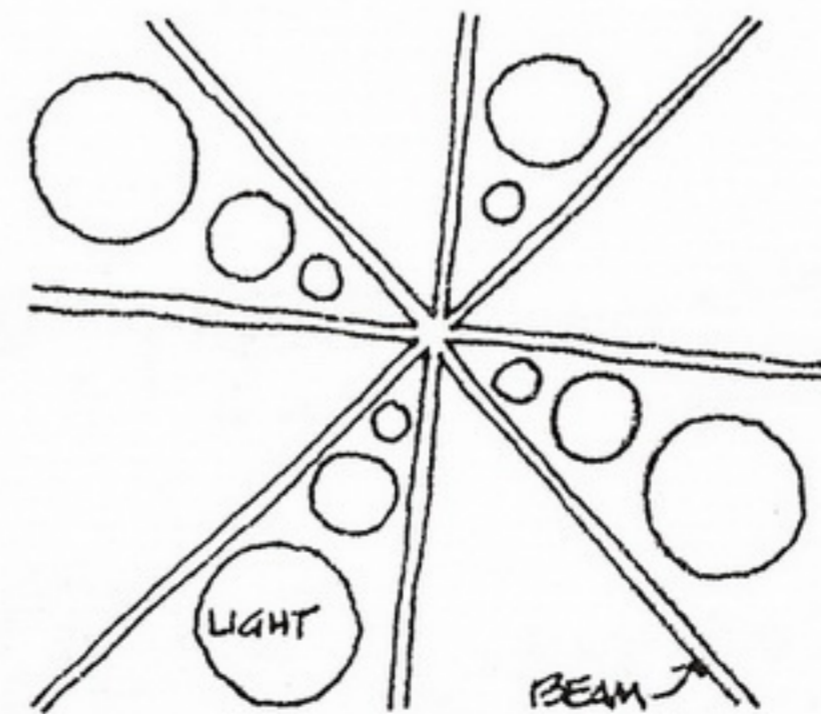
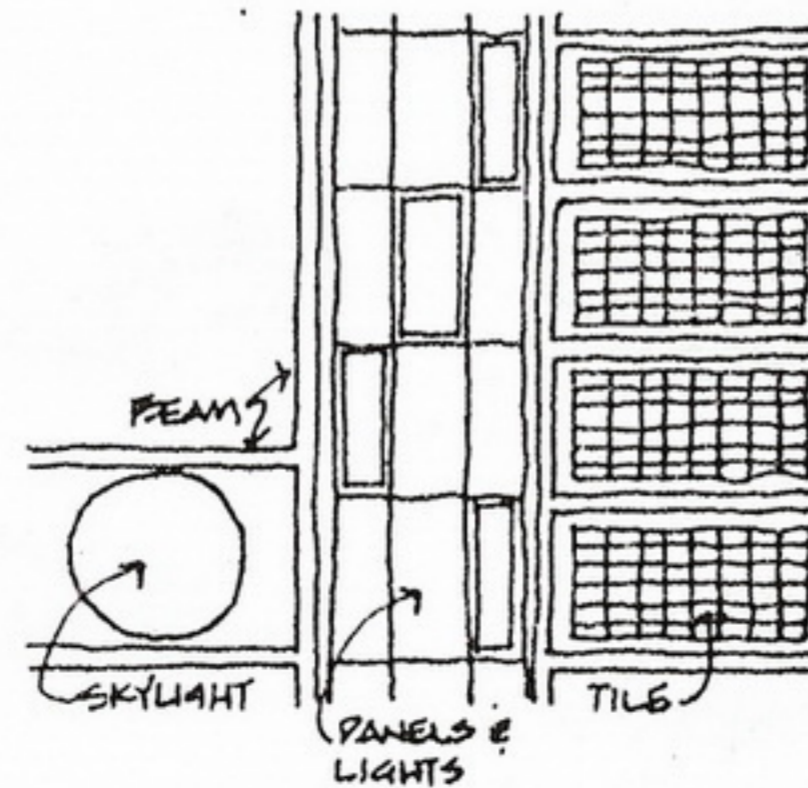
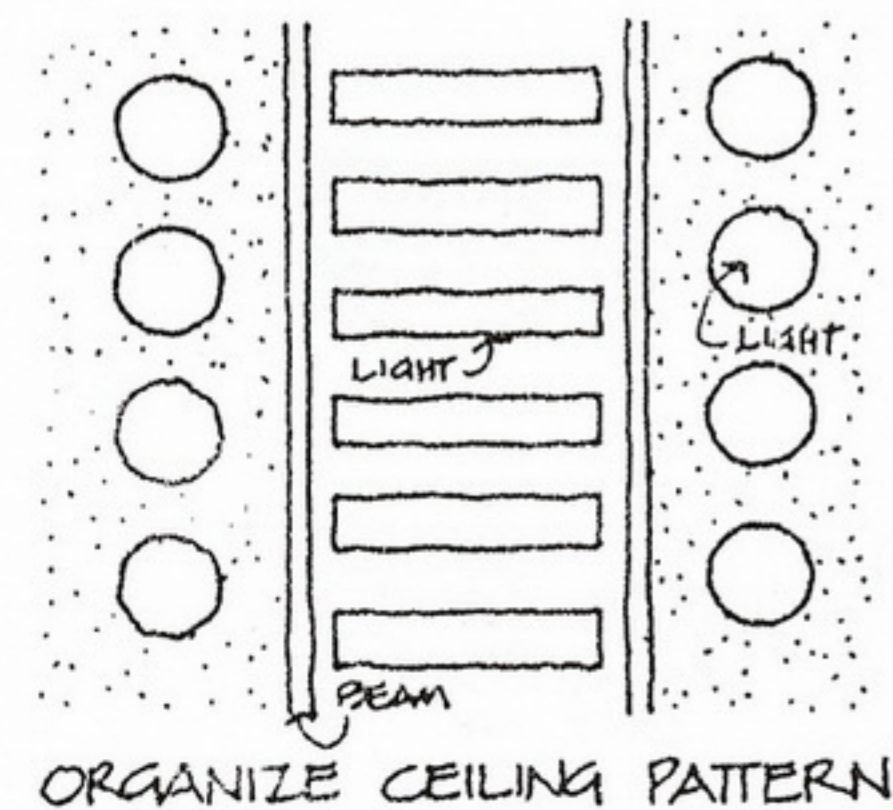
Additional Beam Roles



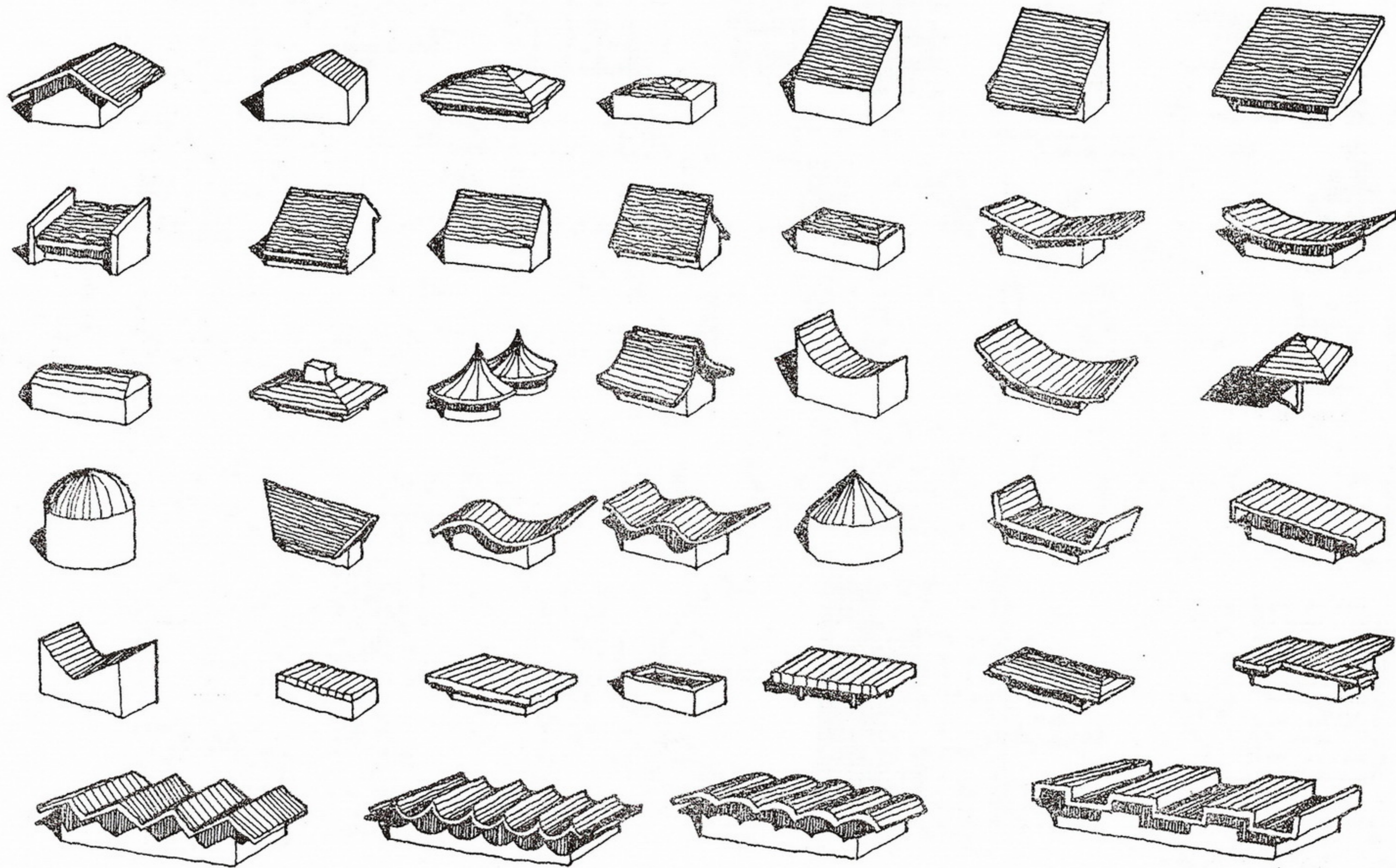
ACCOMMODATE LIGHTING



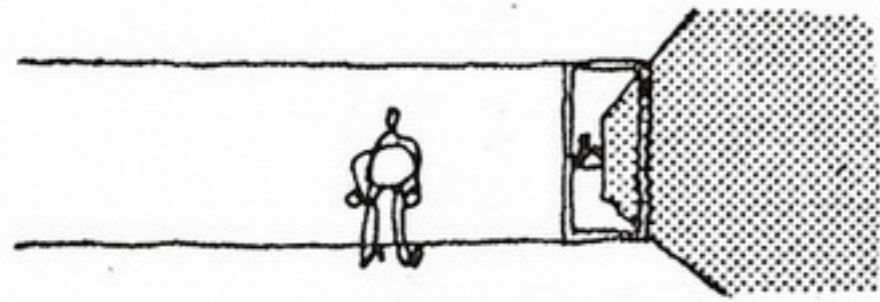
DEFINE USE ZONES IN ROOMS



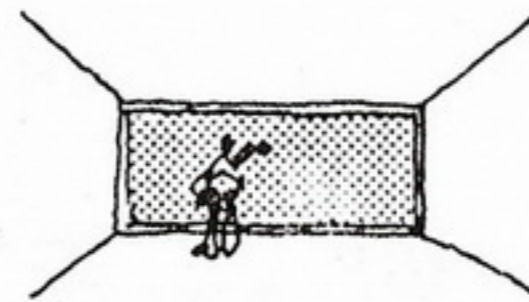
Roof Forms



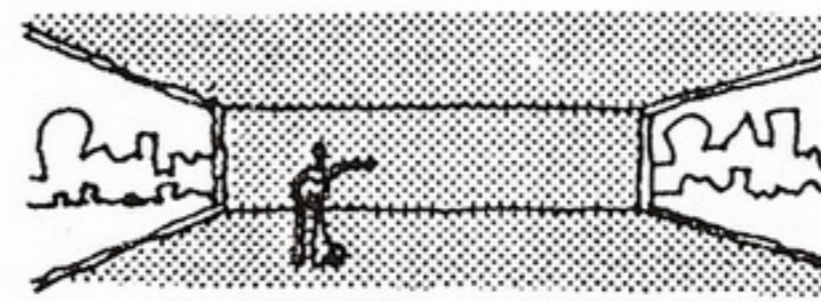
Wall Concepts



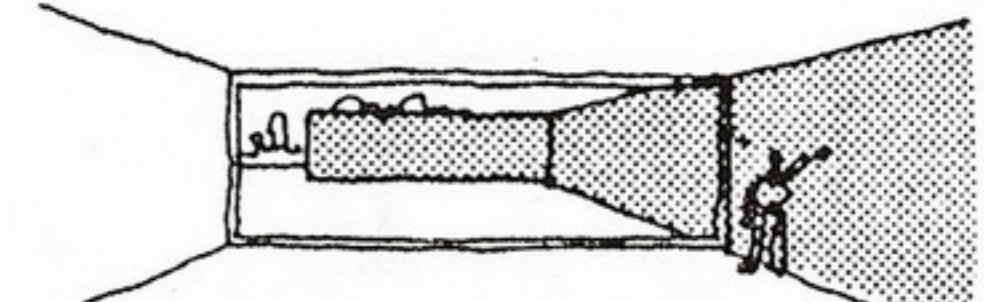
WALL CONTINUITY THRU GLASS



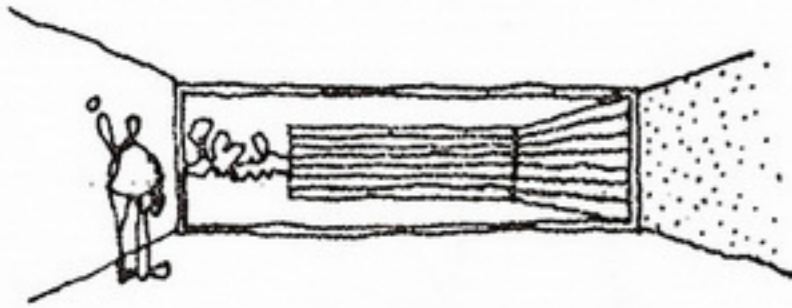
WALL AS FOCUS



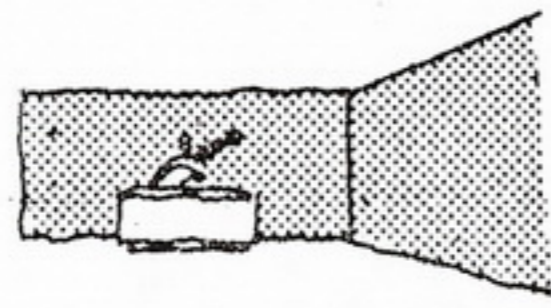
CONTINUOUS WALL/FLOOR/CEILING



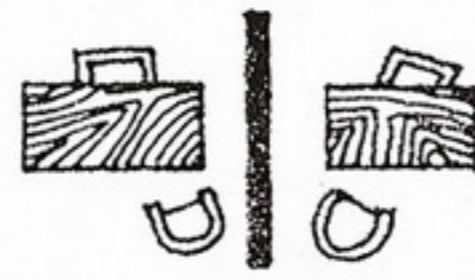
OUTSIDE WALL TEXTURE SAME AS INSIDE



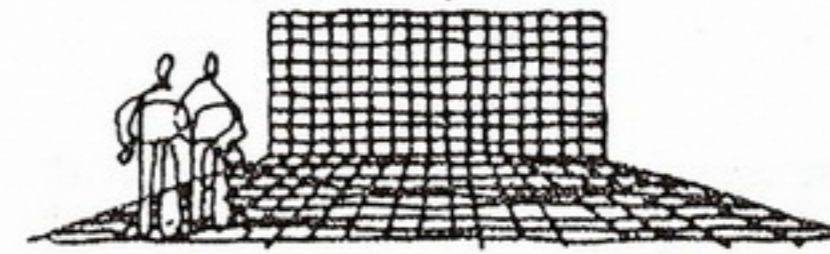
OUTSIDE WALL TEXTURE DIFFERENT FROM INSIDE



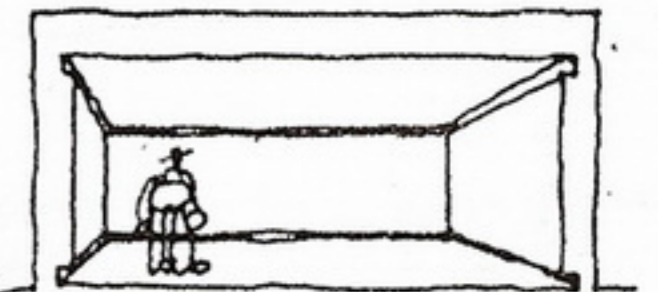
WALL AS BACKDROP



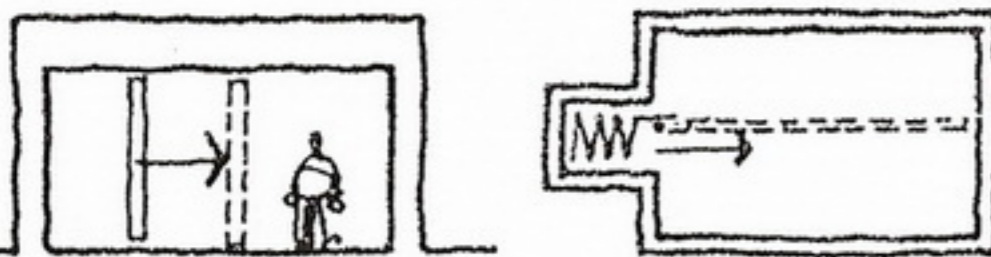
WALL AS SCREEN



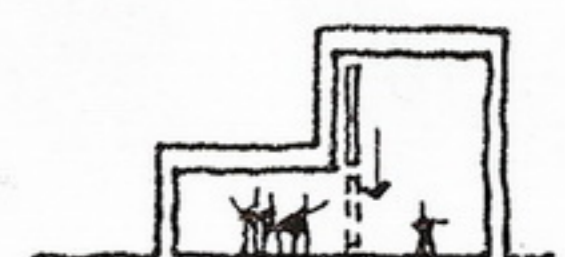
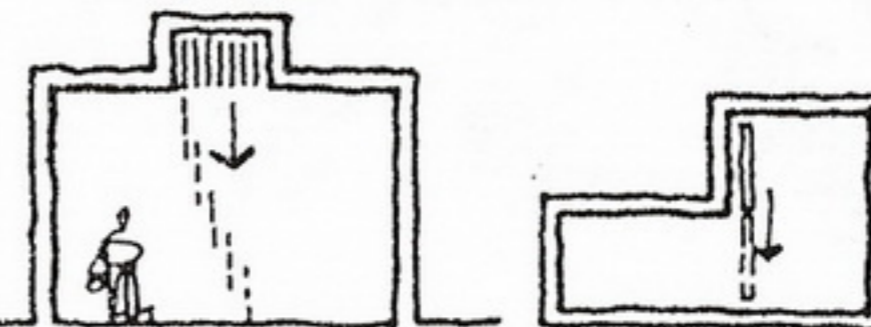
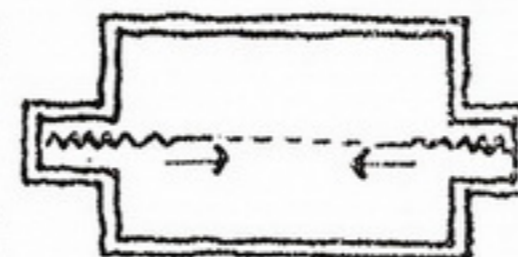
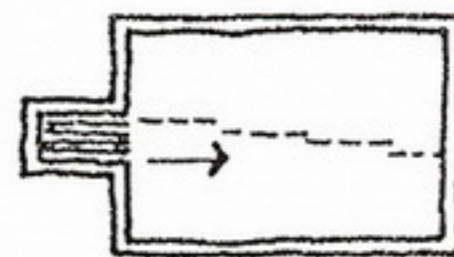
WALL CONTINUOUS WITH FLOOR



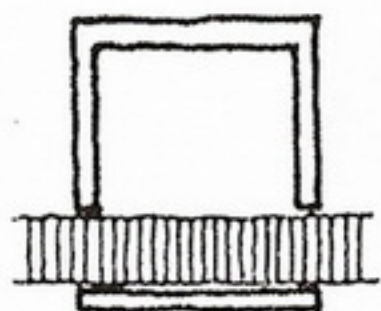
NOTCH TO EXPRESS PLANES



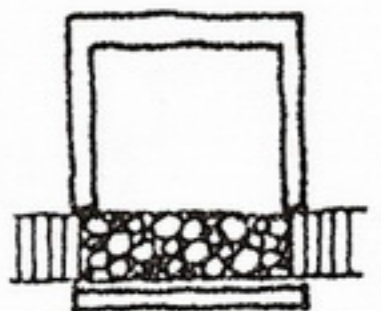
MOVEABLE WALLS



Floor and Ceiling Concepts



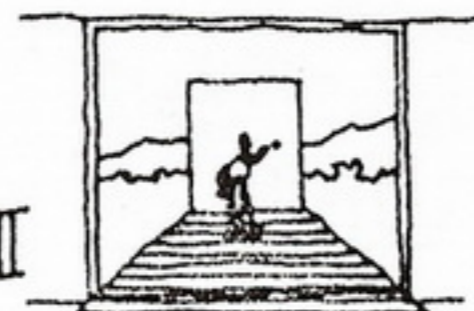
CONTINUITY IN & OUT



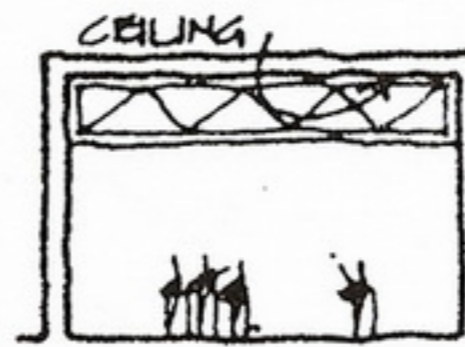
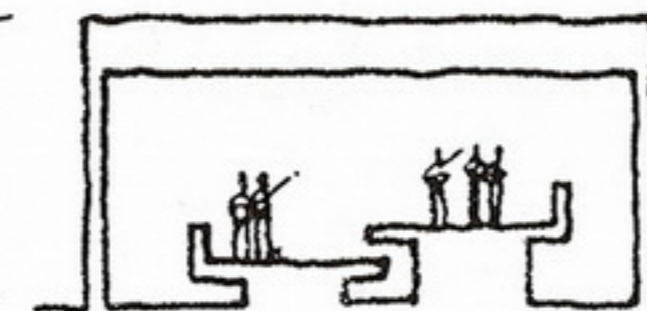
DISCONTINUOUS IN FROM OUT



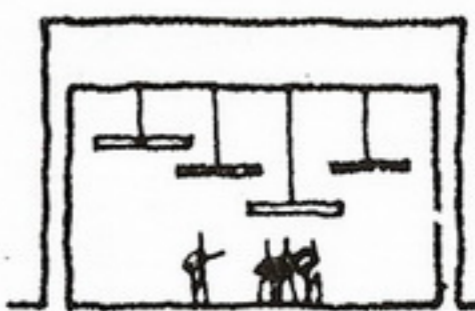
PATTERN DERIVATIVE IN FROM OUT



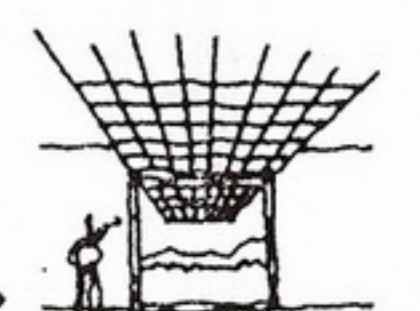
FLOORS AS FLOATING PLATFORMS



ROOF AS CEILING

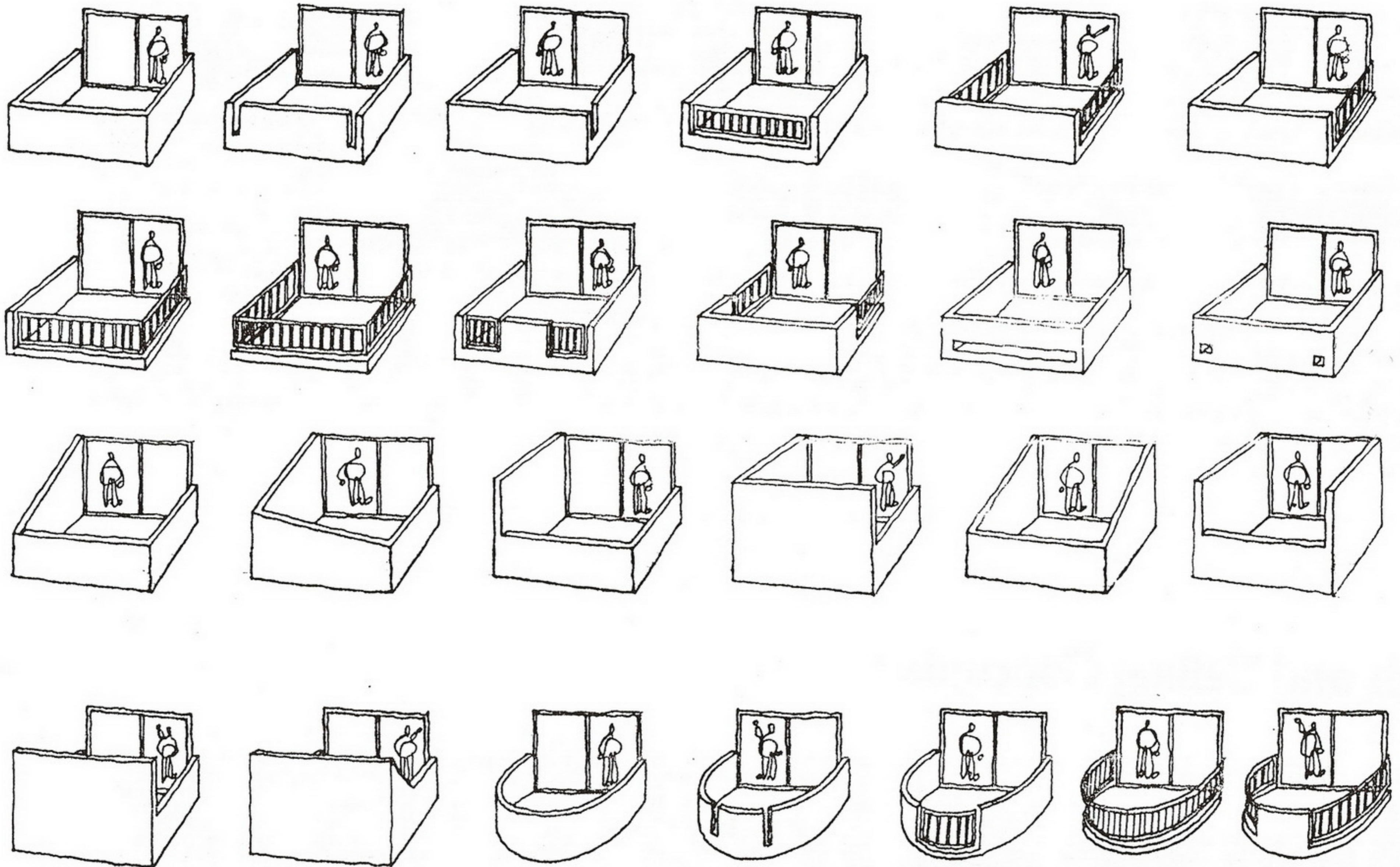


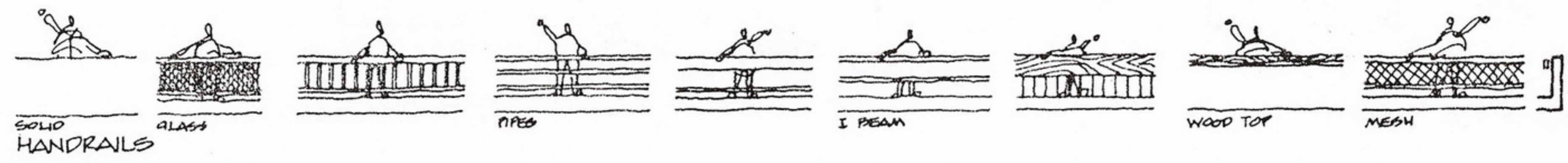
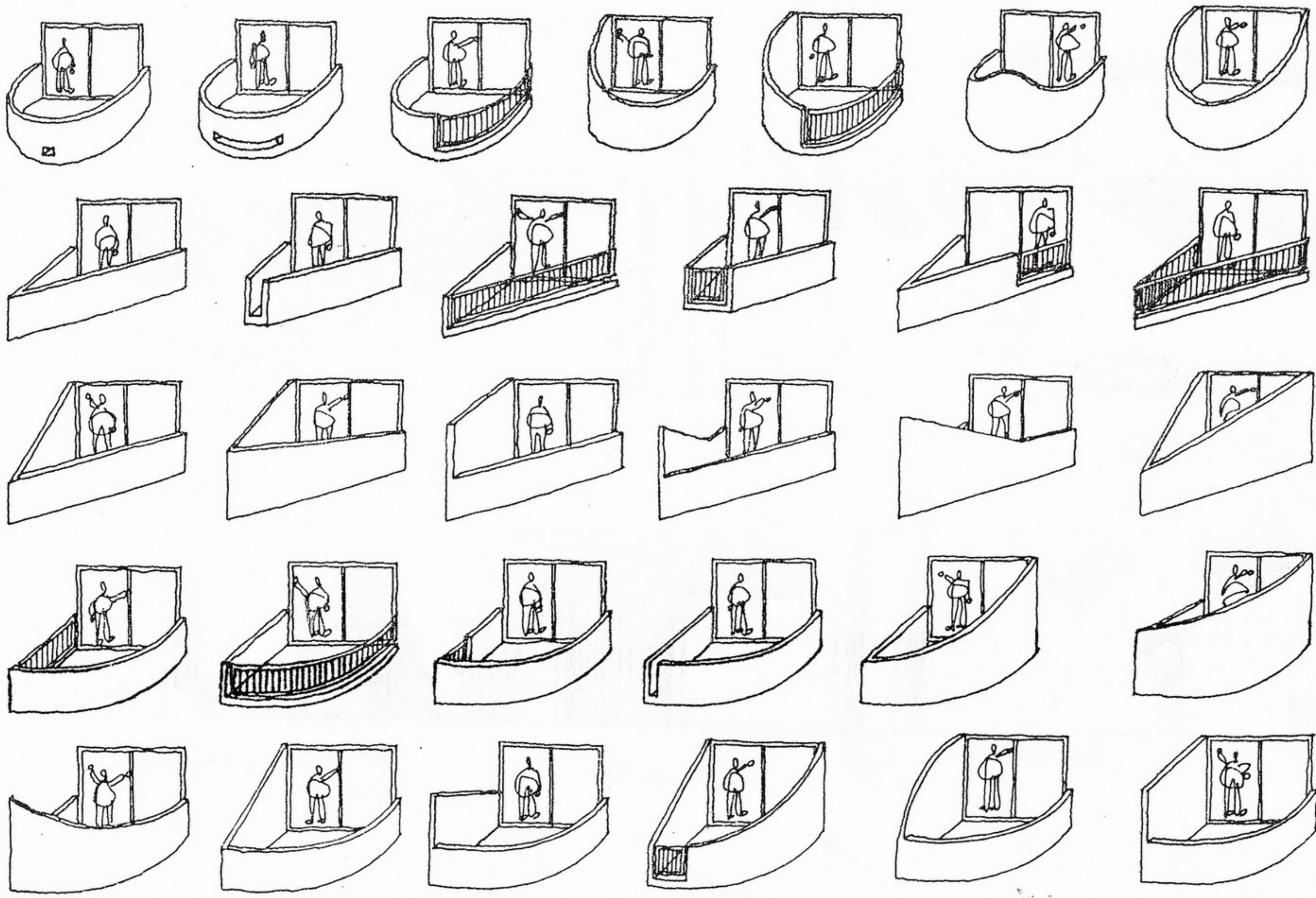
DROPPED CEILING PLANES



CEILING CONTINUITY IN TO OUT

Balconies





SOLID HANDRAILS

GLASS

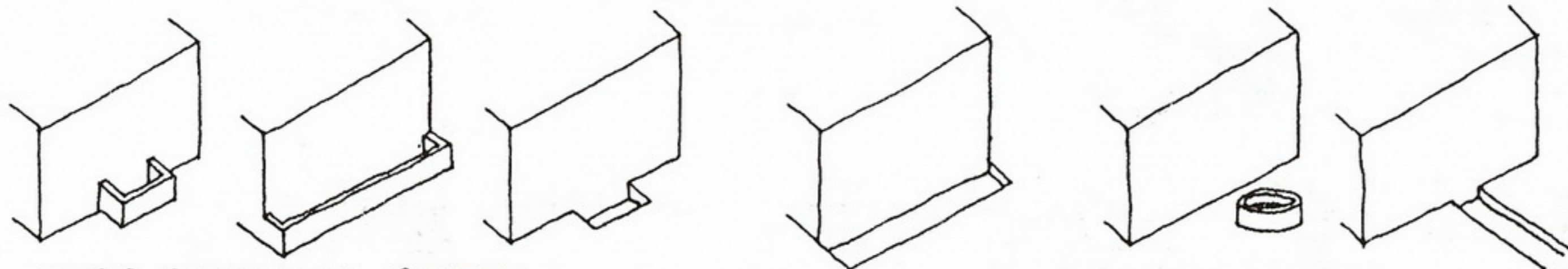
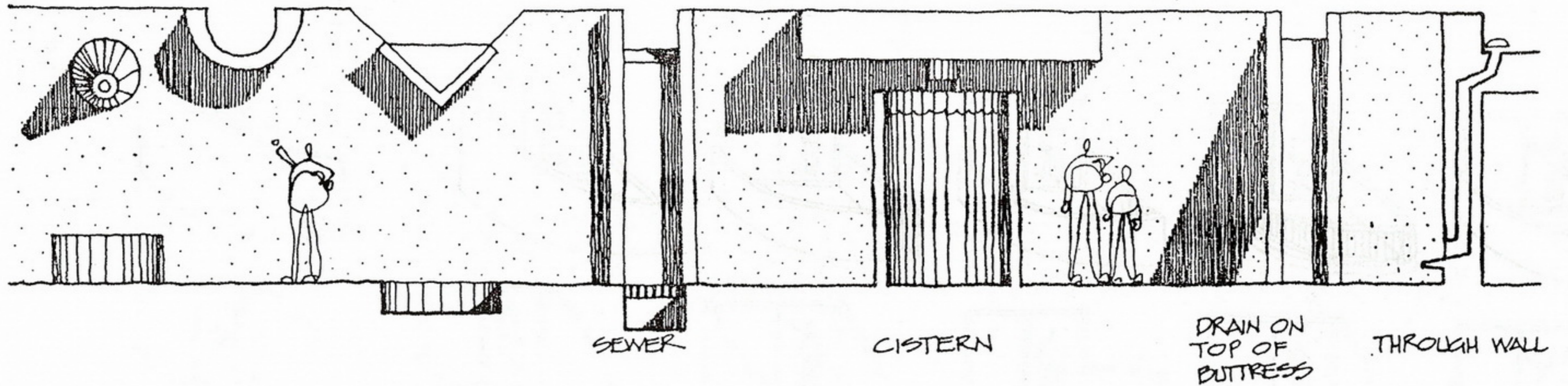
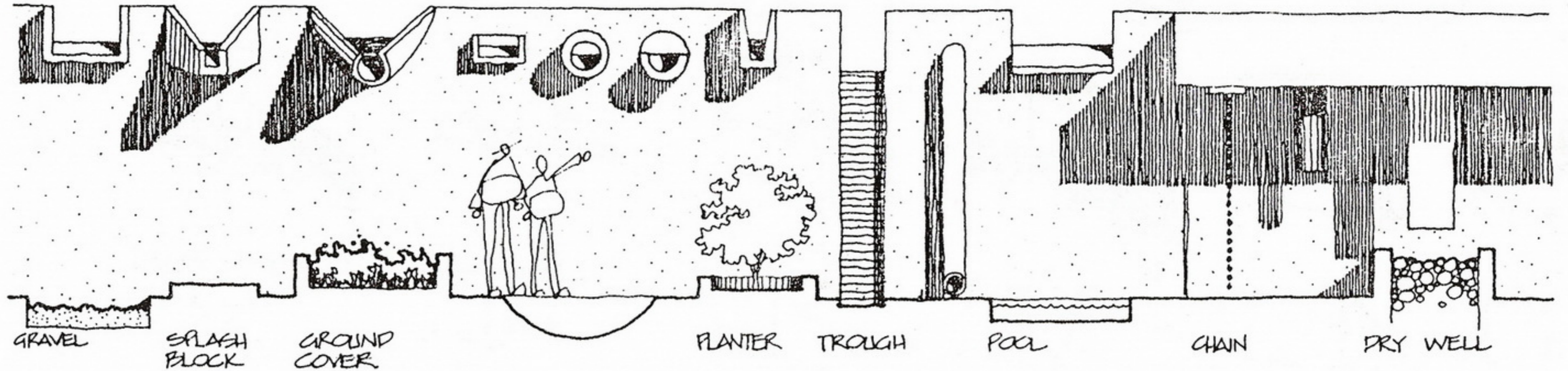
PIPES

I BEAM

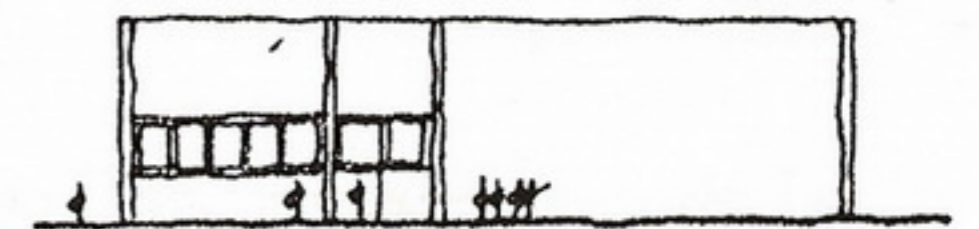
WOOD TOP

MESH

Canales and Water Bins

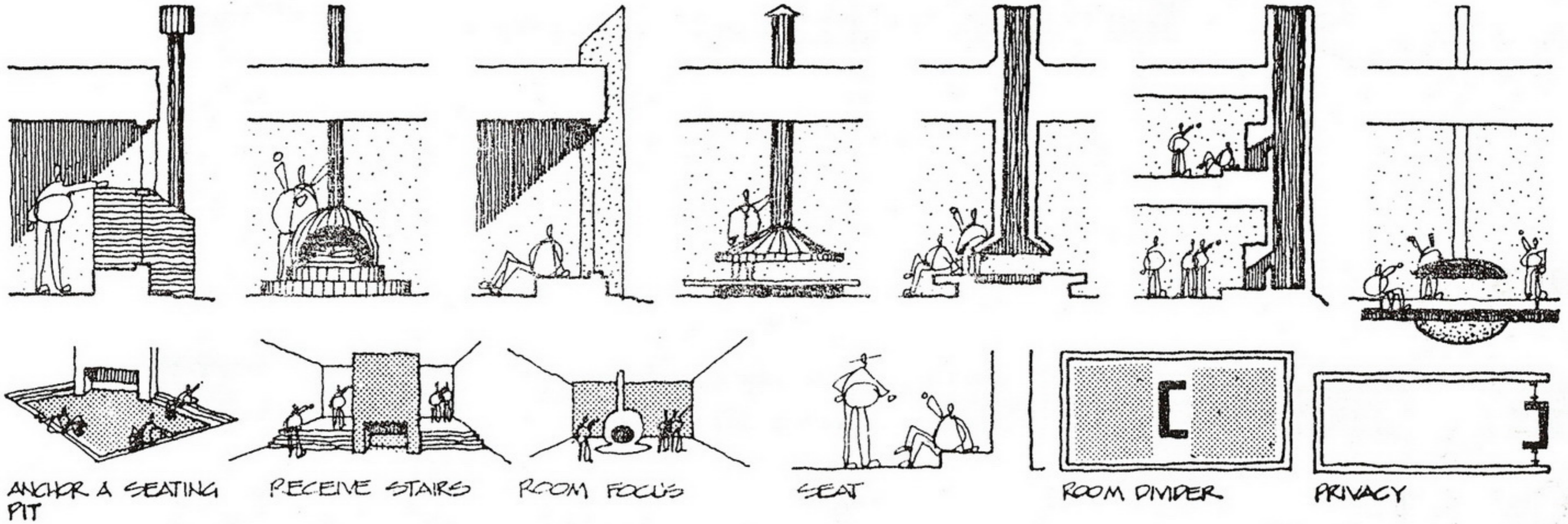


WATER RECEPTACLE PATTERNS

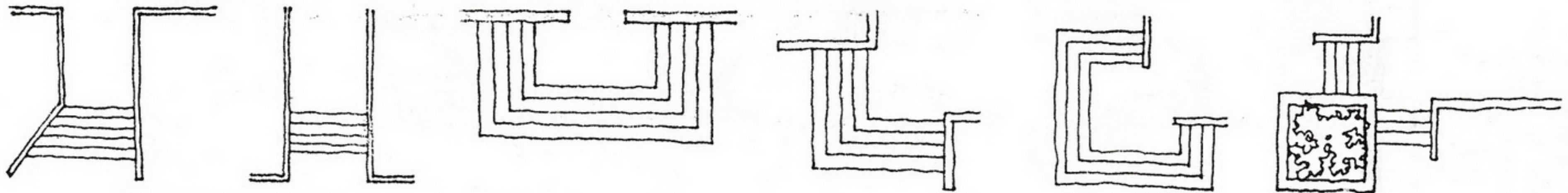


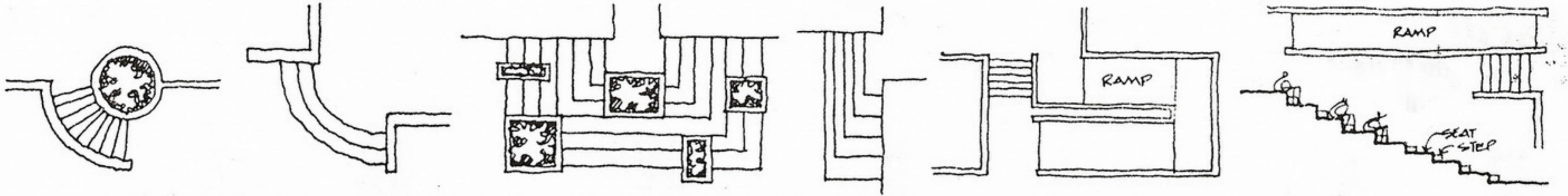
USE DRAINS TO DEFINE CORNERS, WINDOWS, DOORS, ETC

Fireplaces

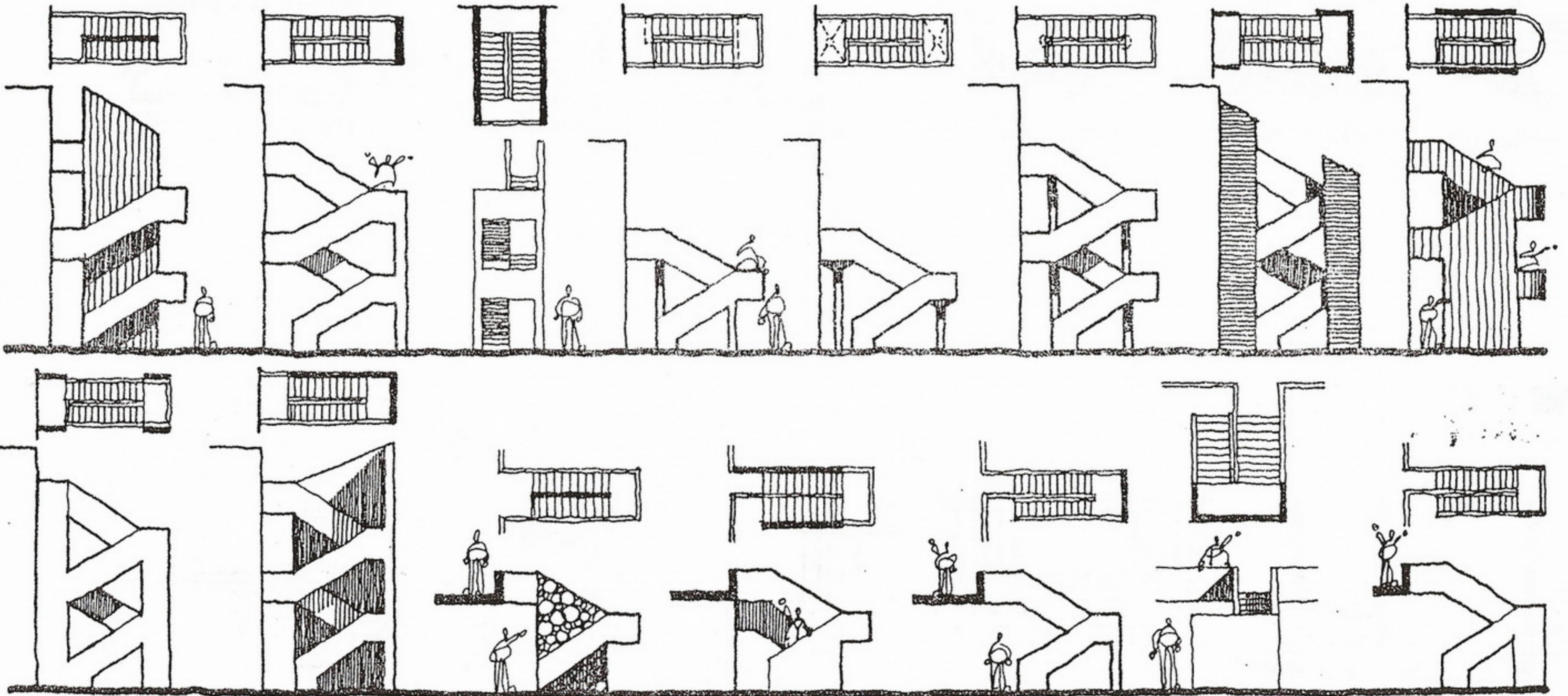


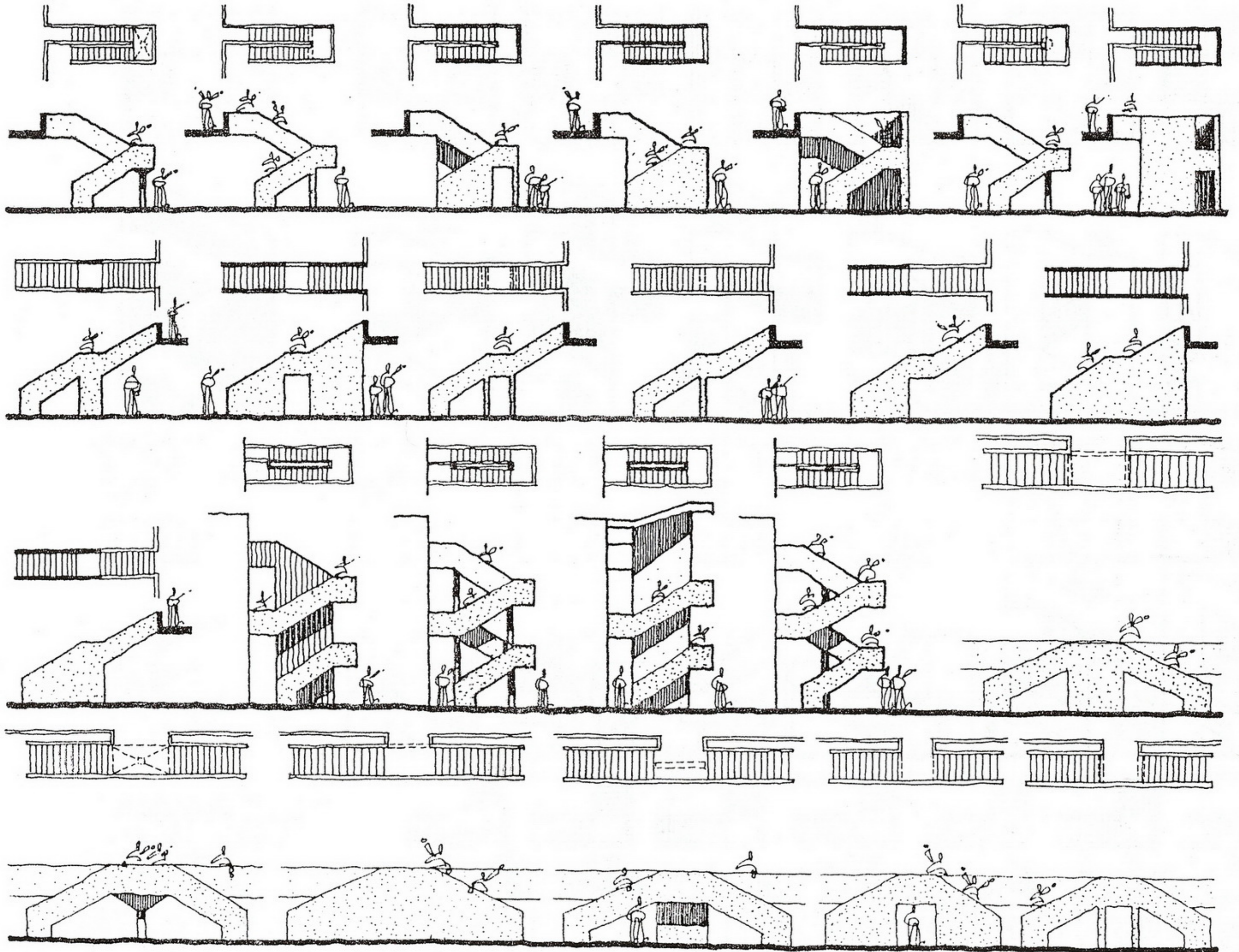
Steps

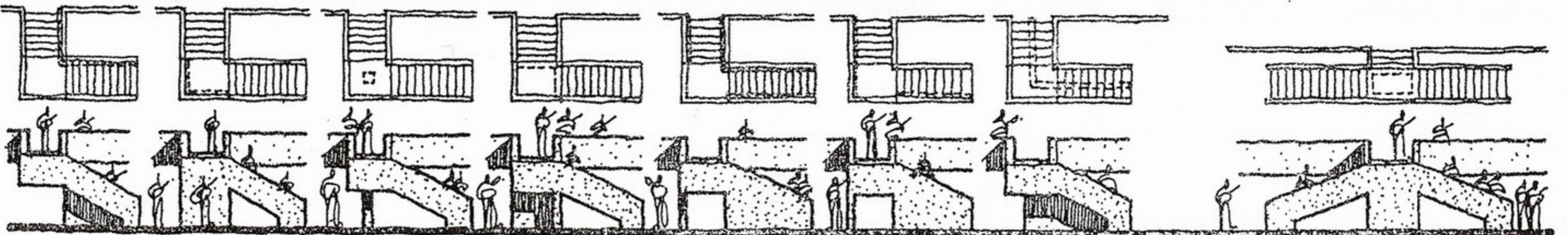
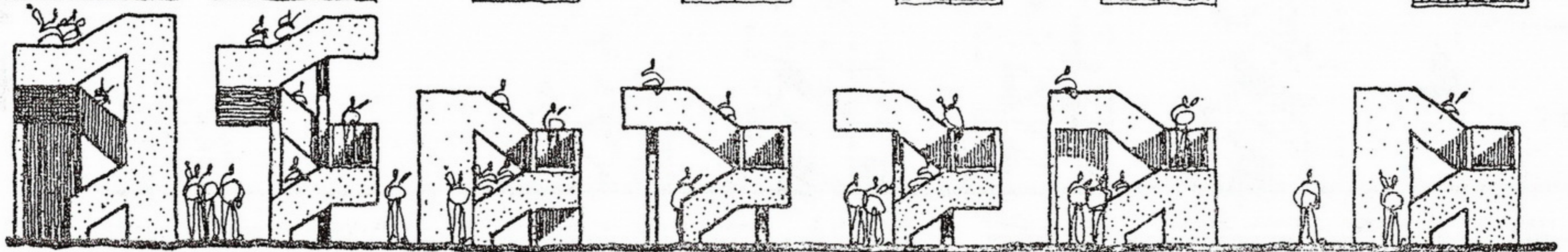
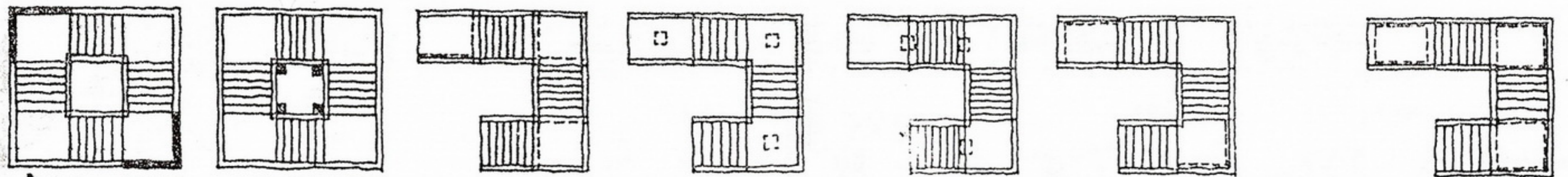
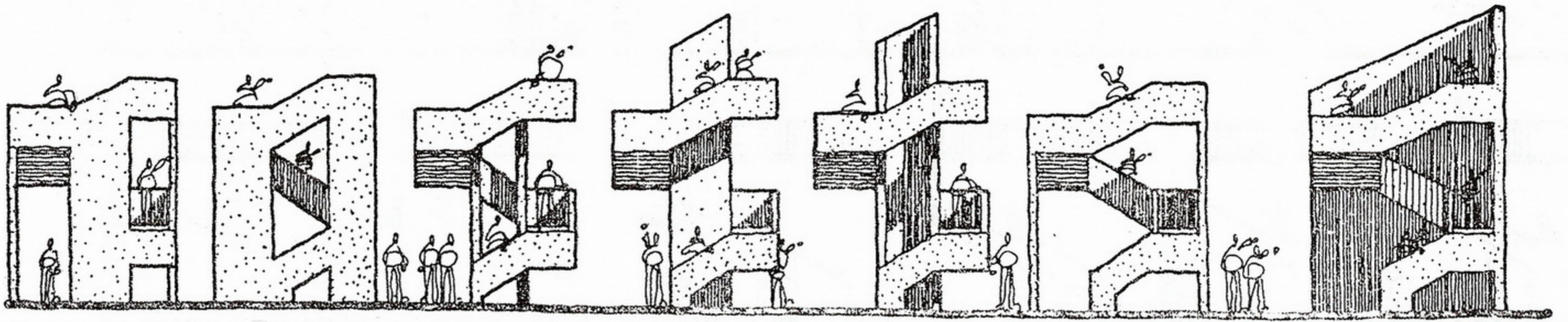
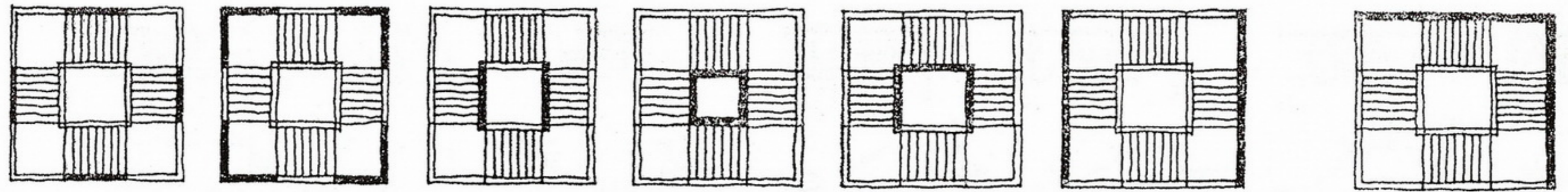


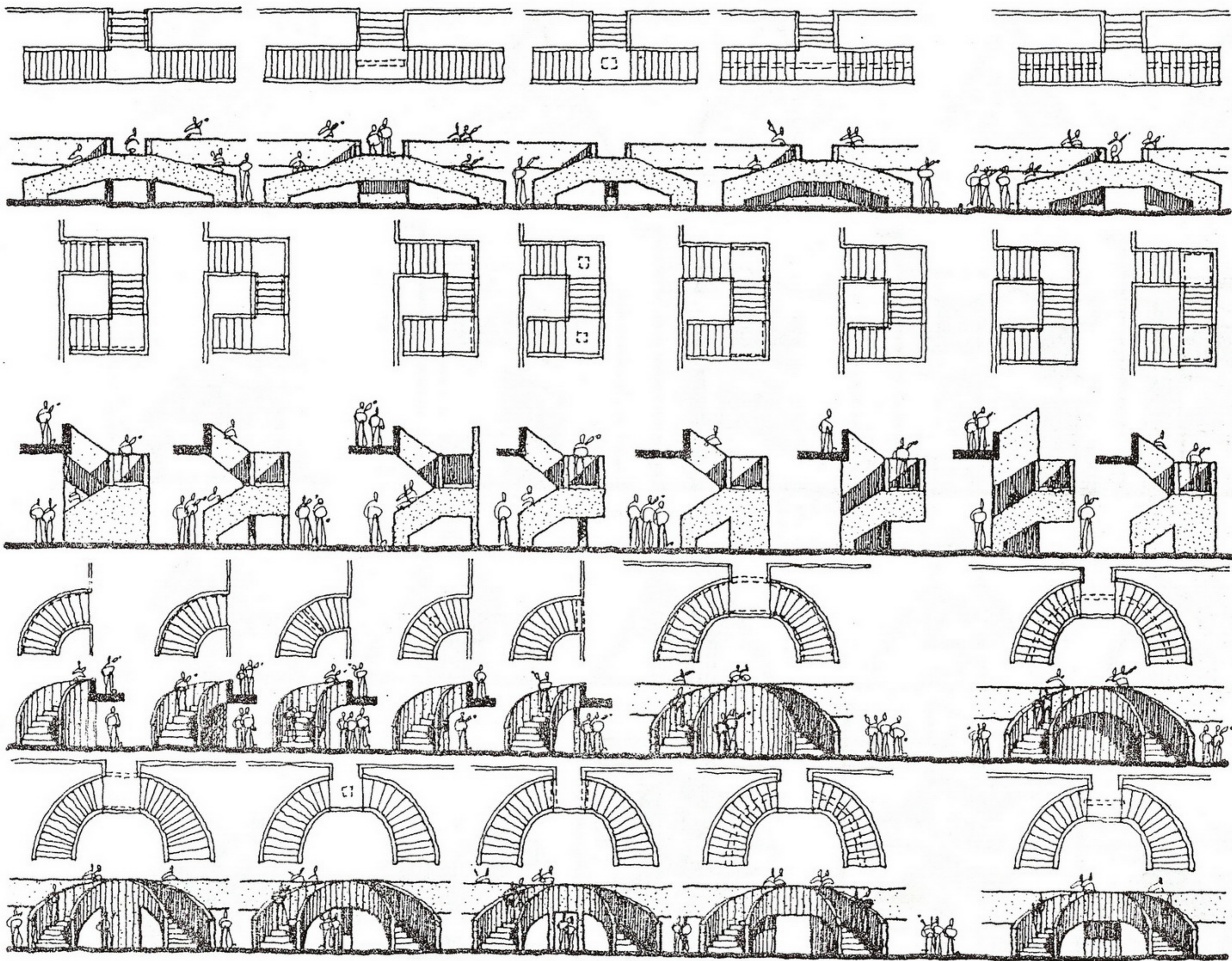


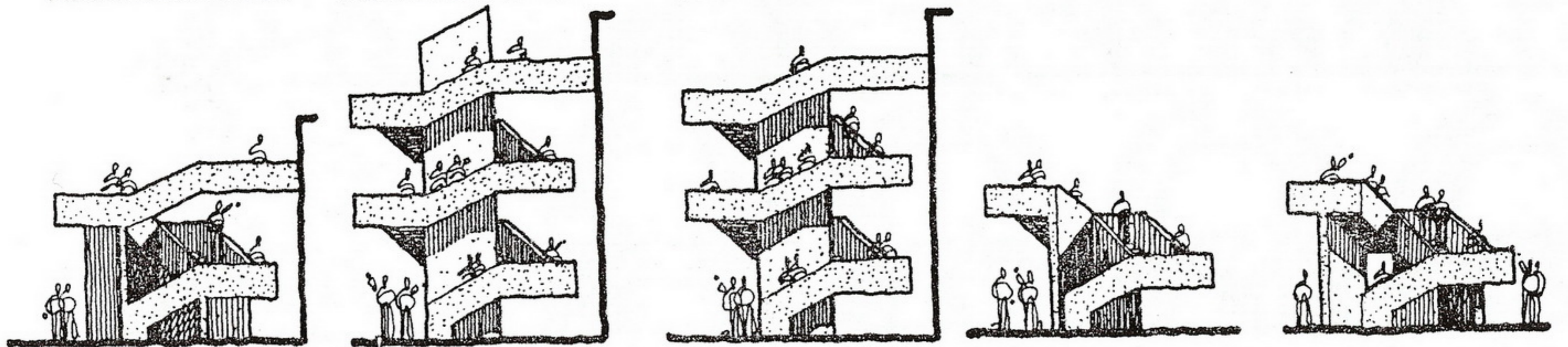
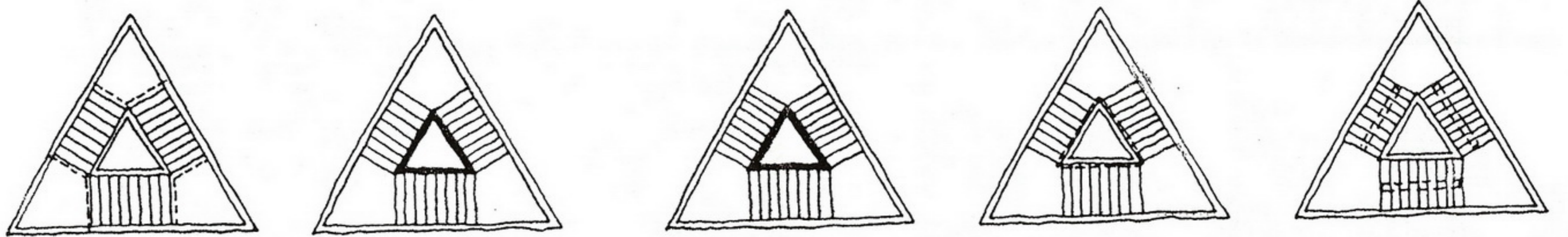
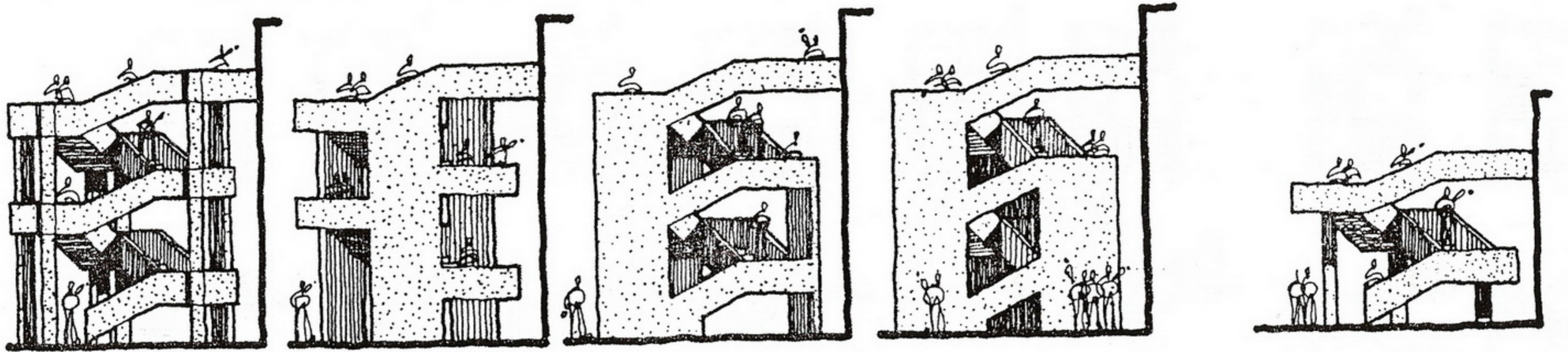
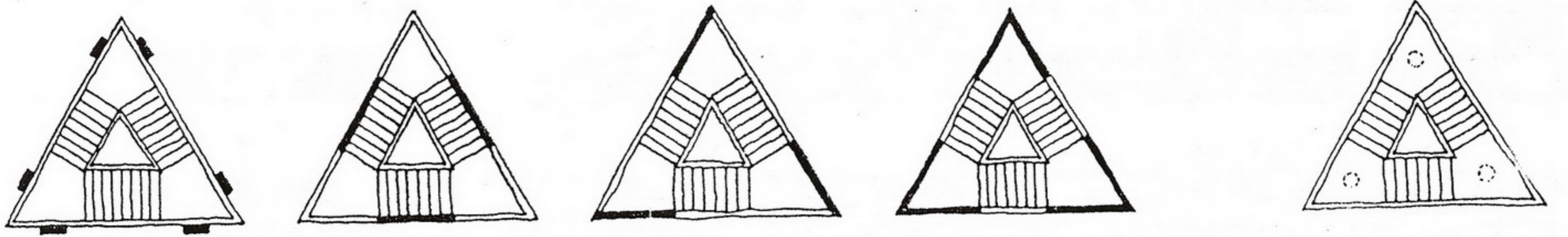
Stairs

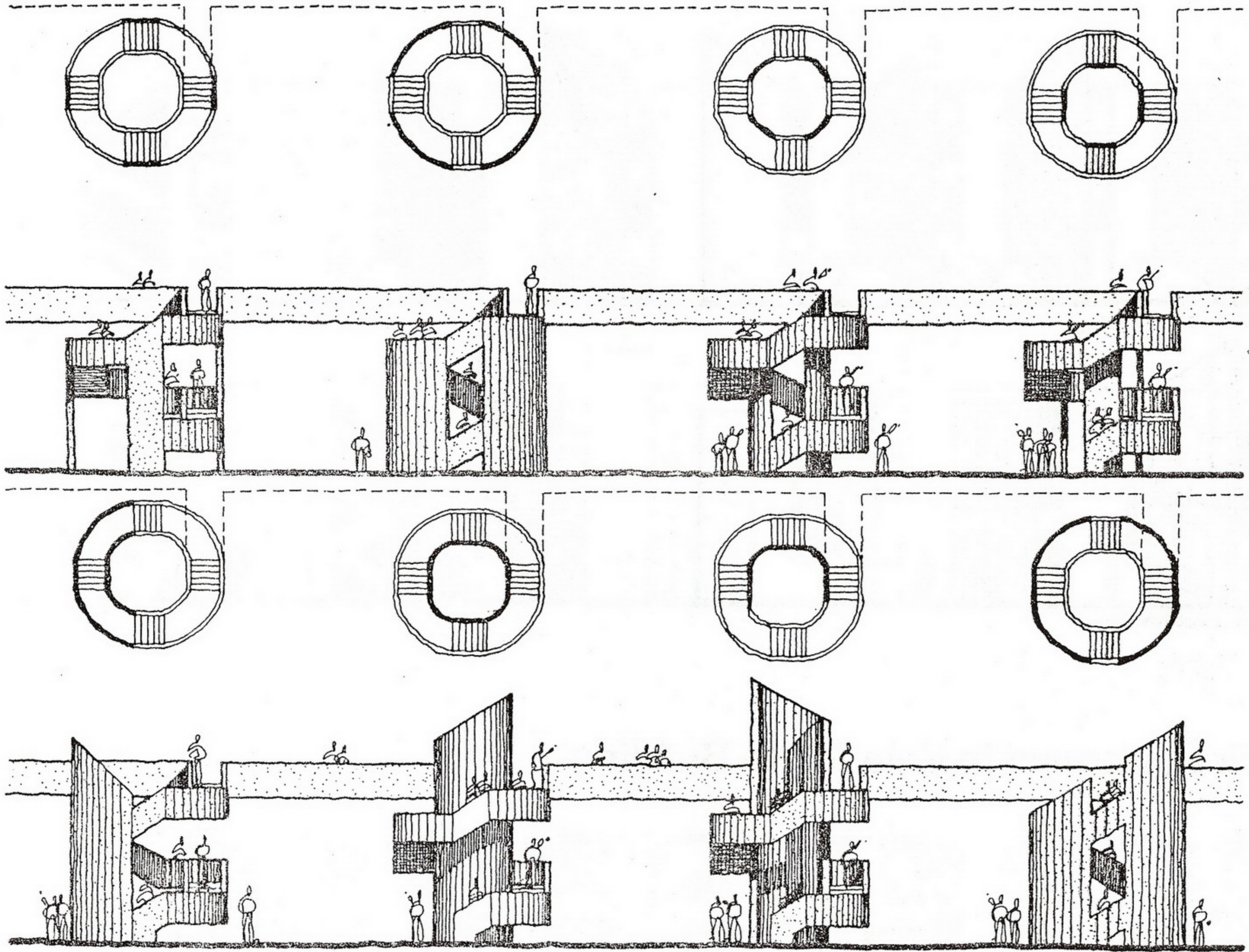


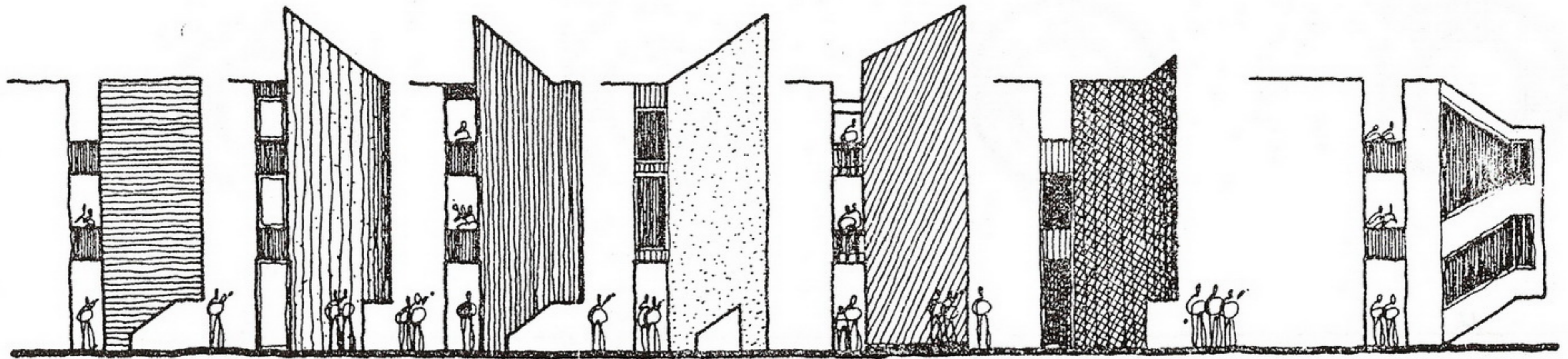




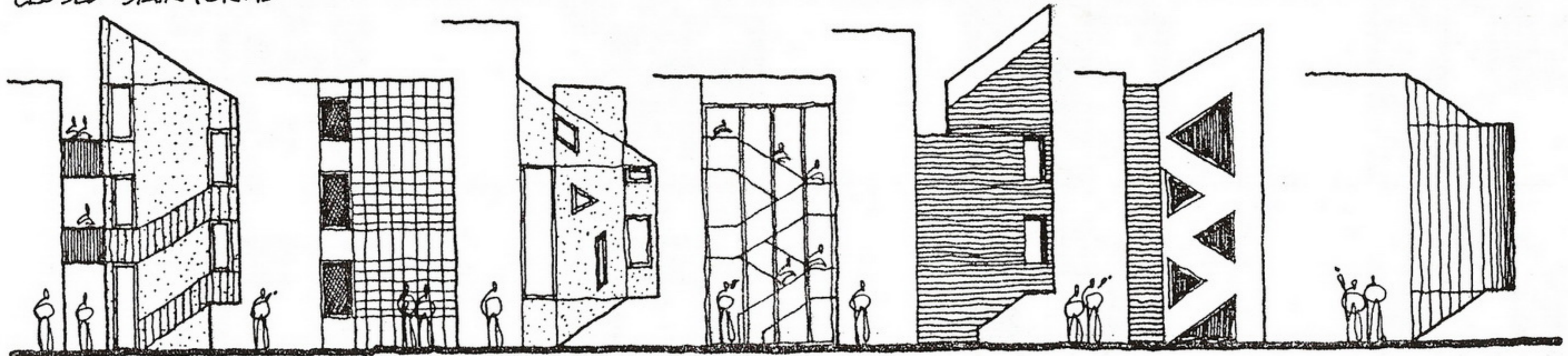






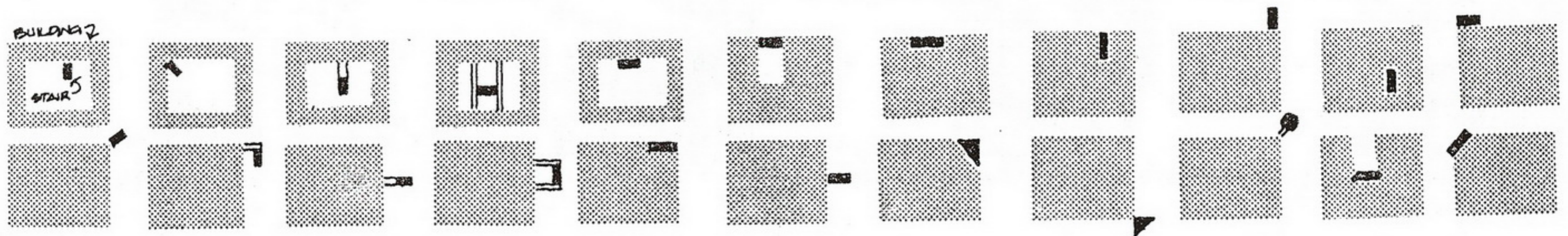


CLOSED STAIR FORMS

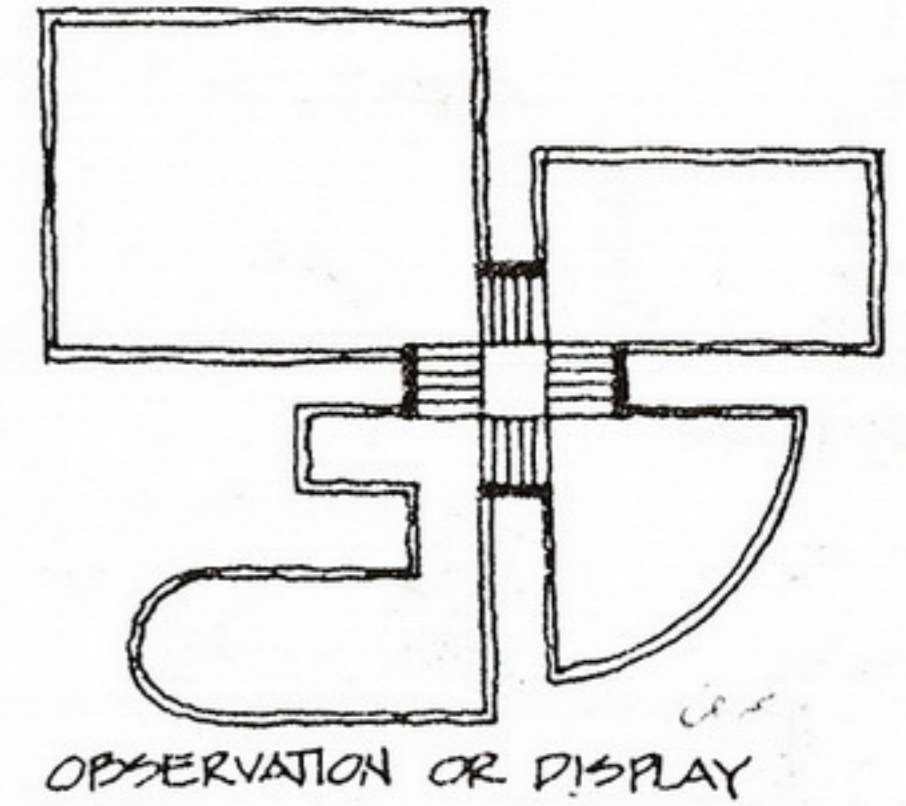
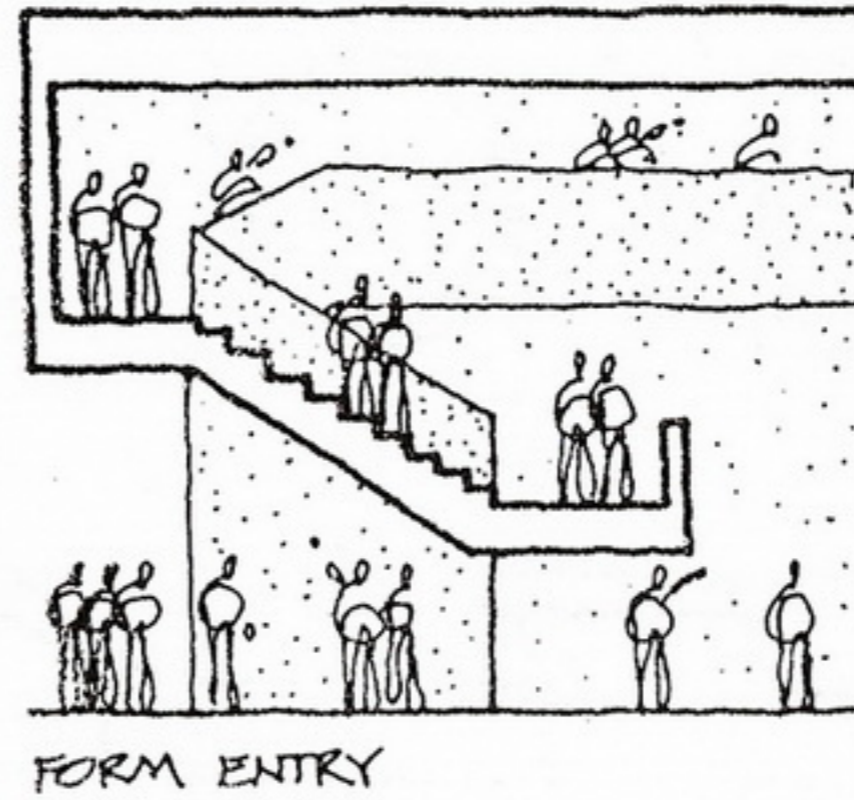
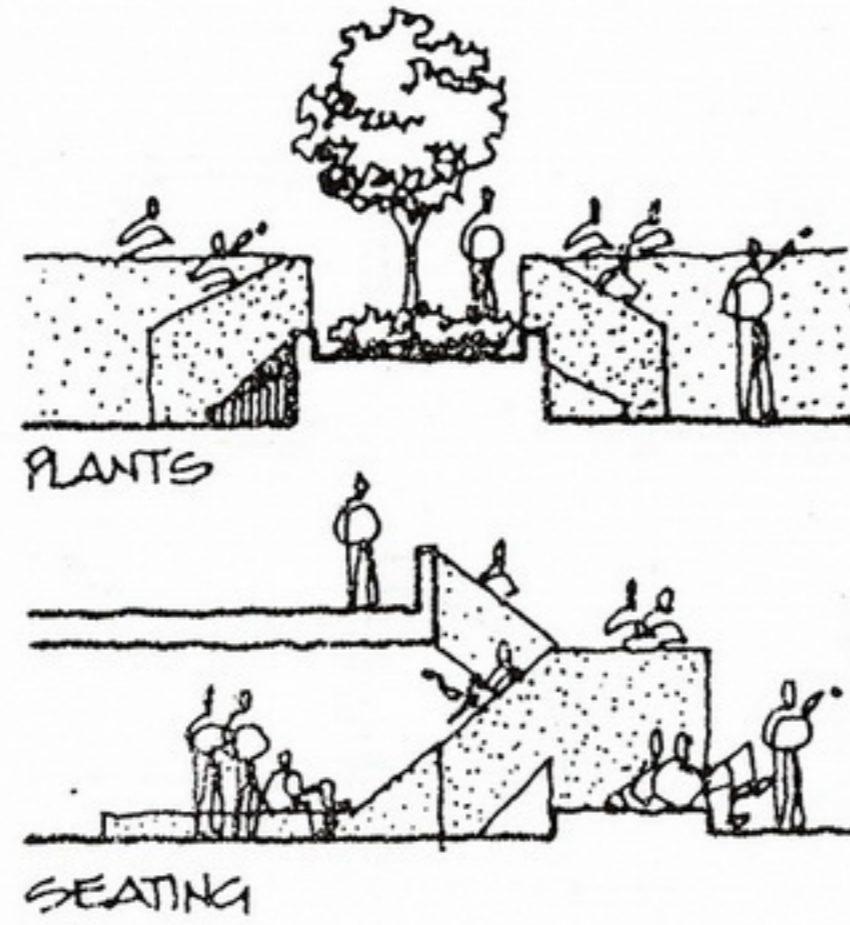
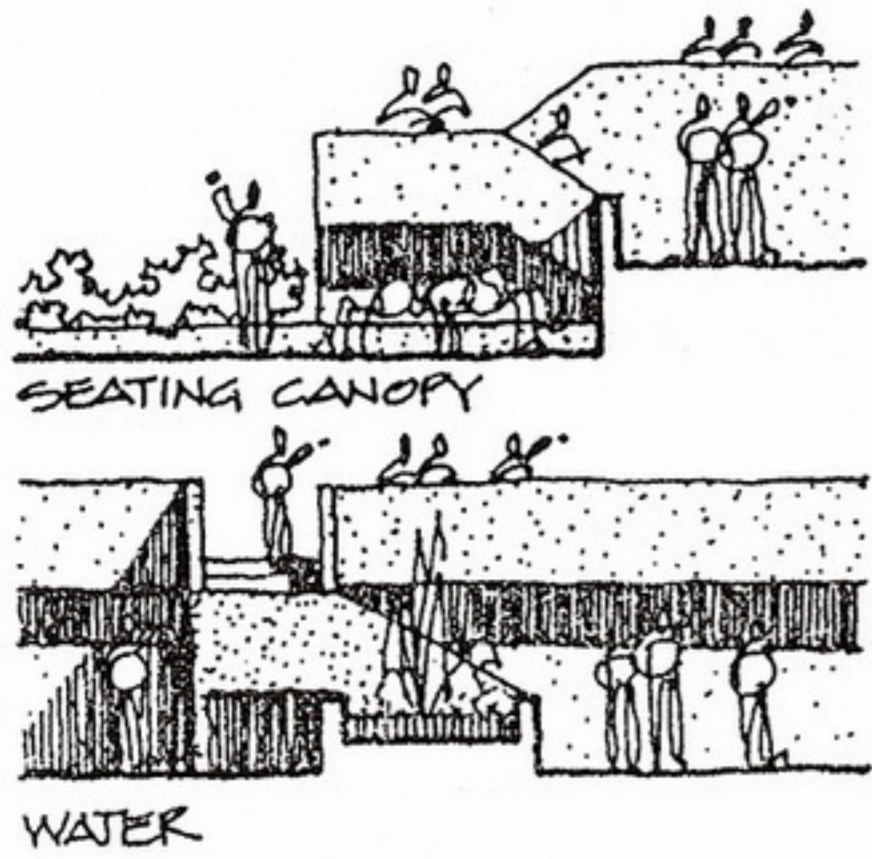


CLOSED STAIR FORMS

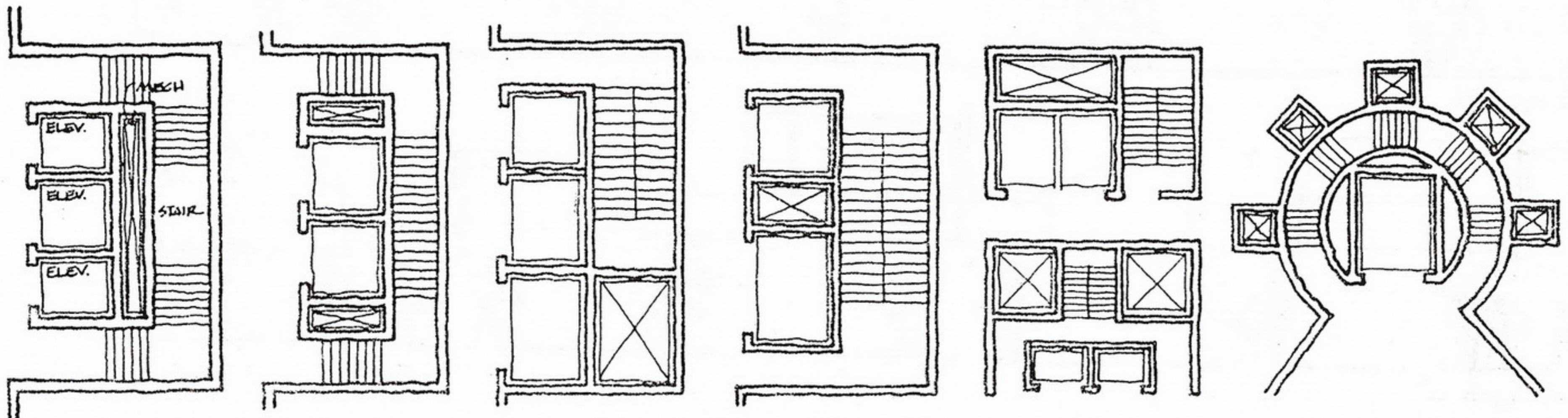
Stair Placement in Relation to Building



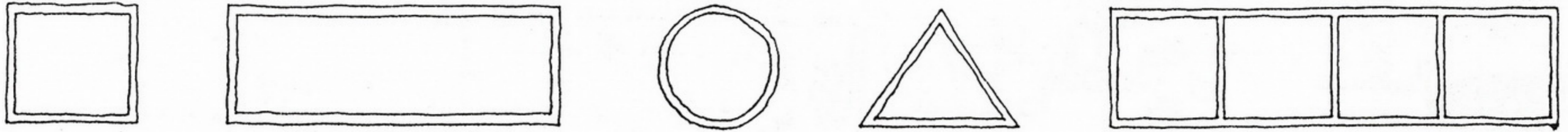
Additional Stair Roles



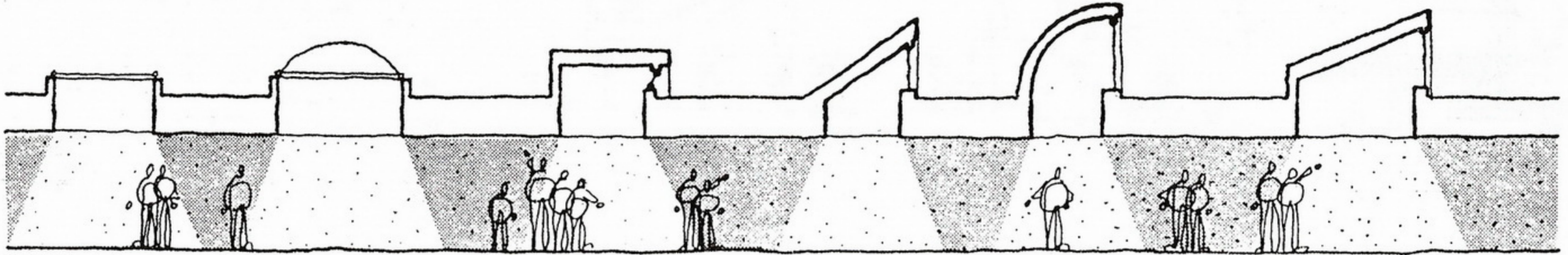
Shafts



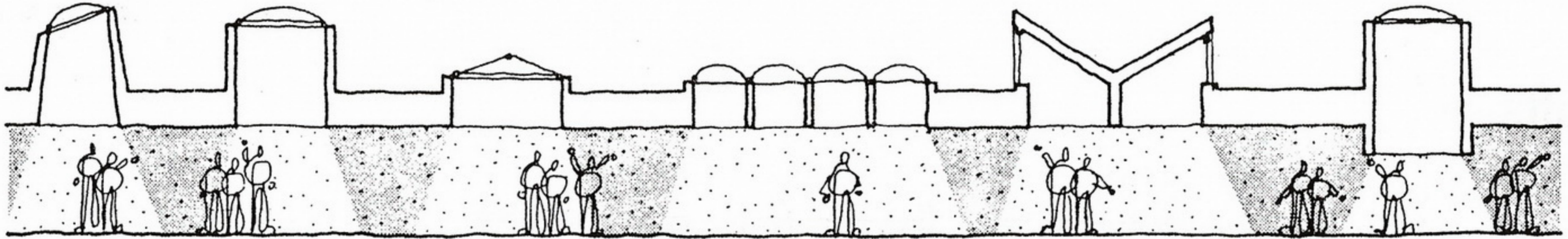
Skylights



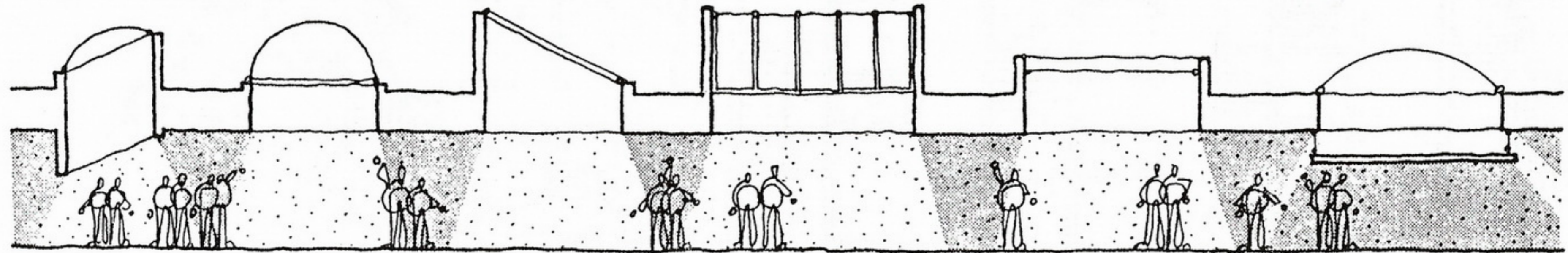
FORMS IN PLAN



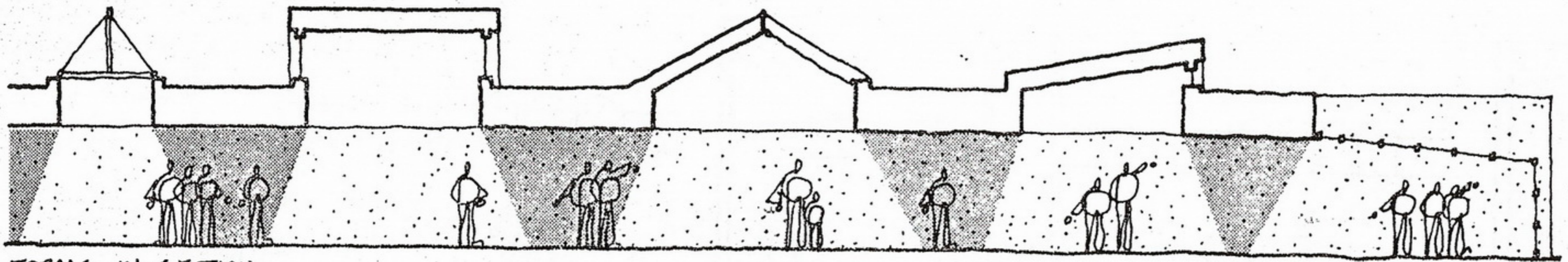
FORMS IN SECTION



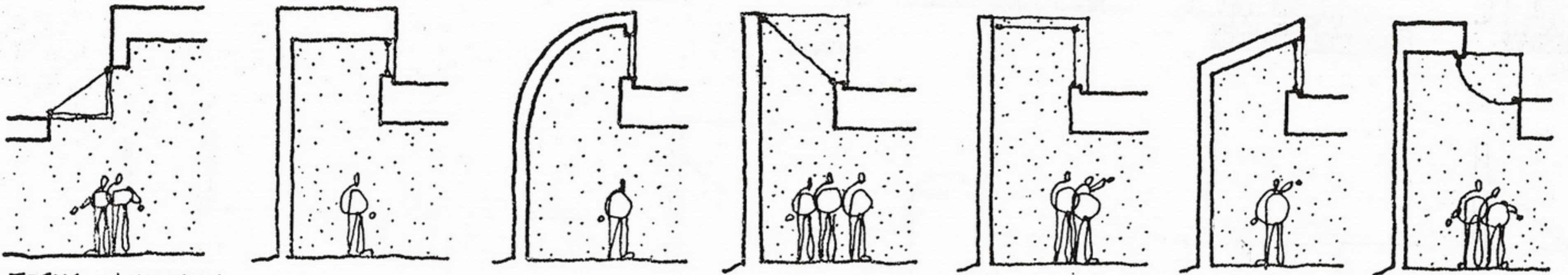
FORMS IN SECTION



FORMS IN SECTION



FORMS IN SECTION

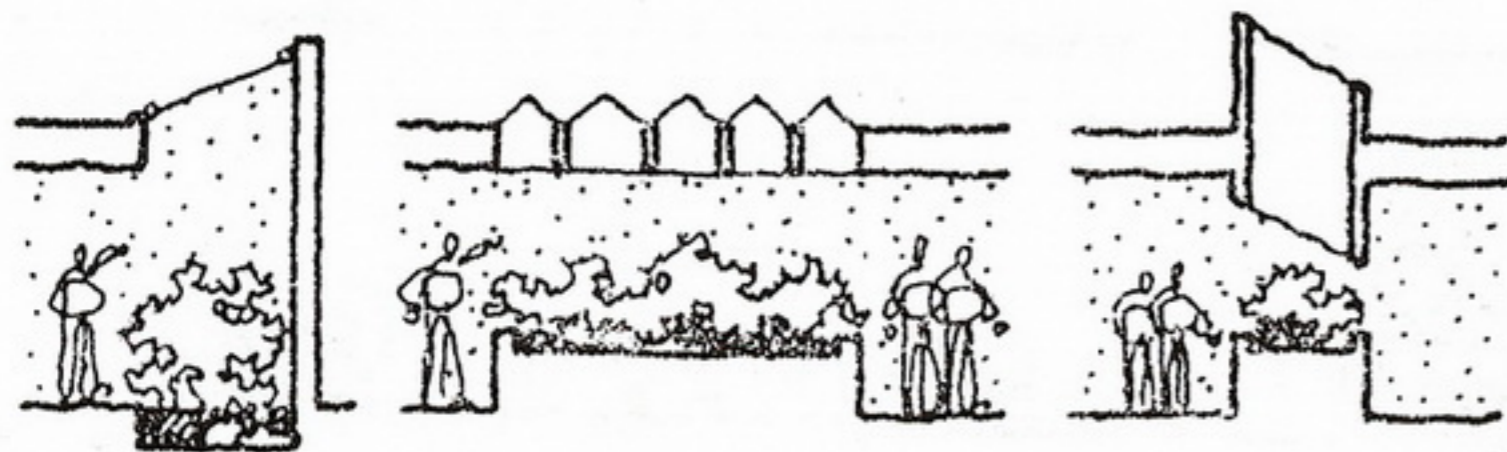


FORMS IN SECTION

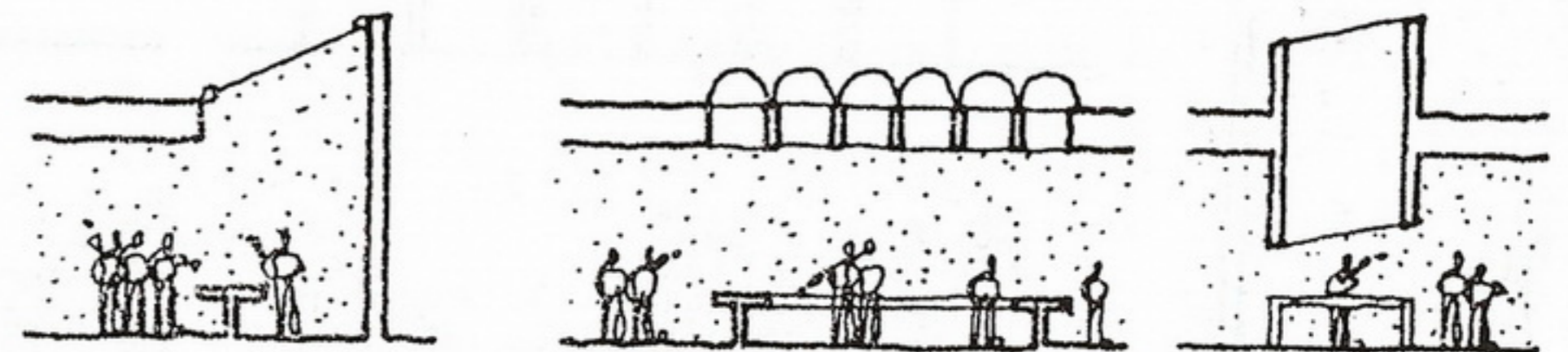


FORMS IN PLAN

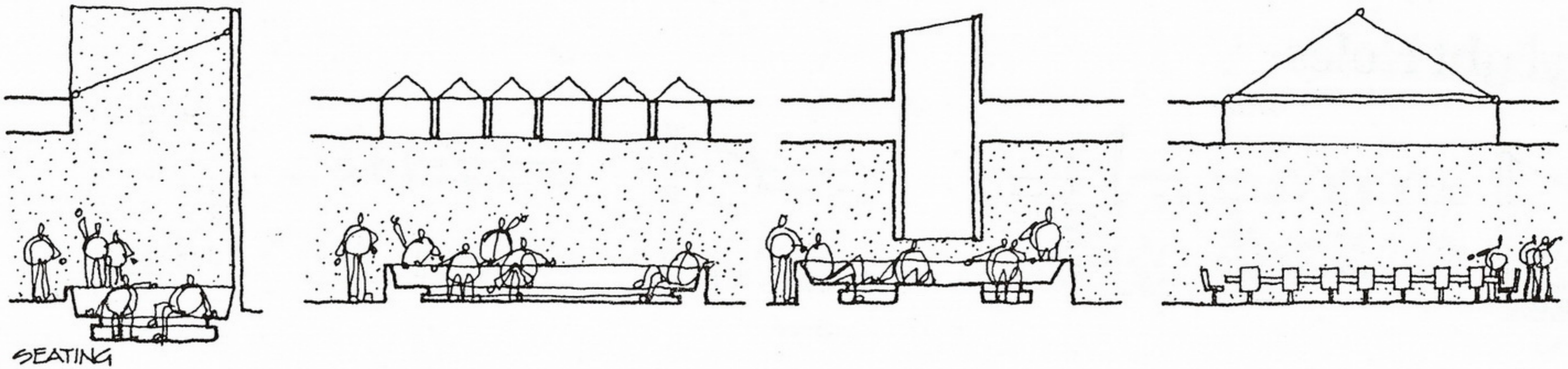
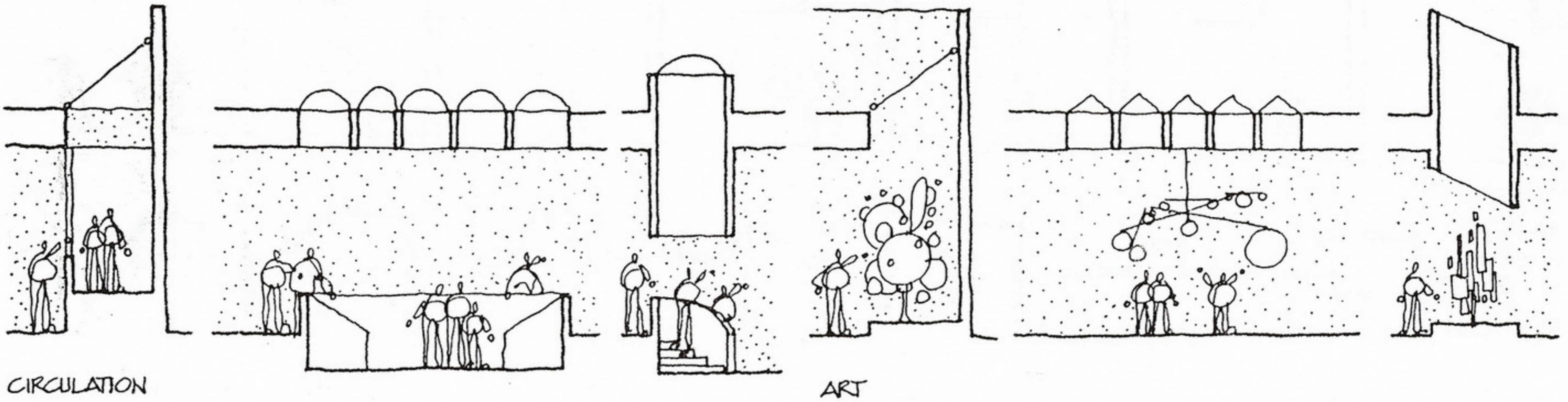
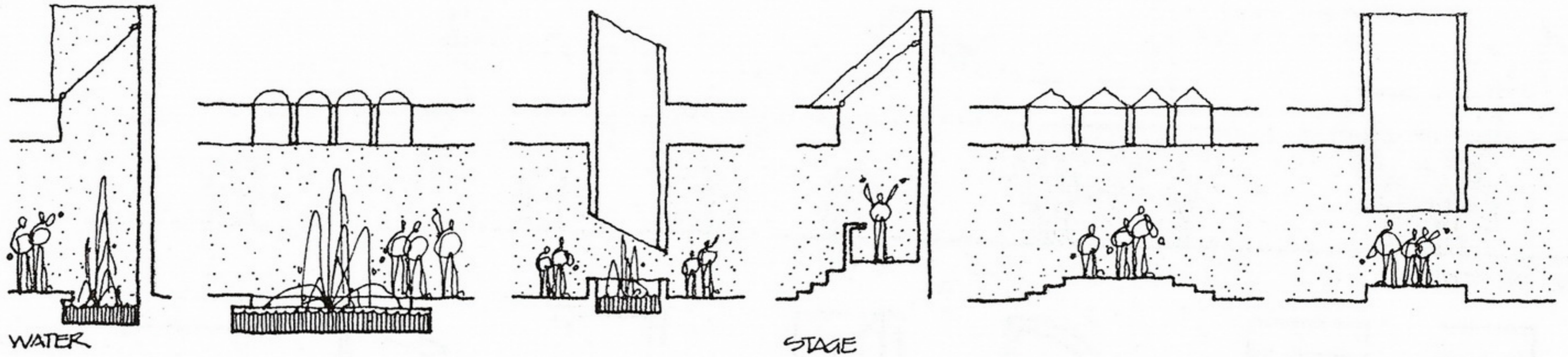
Skylight Roles



PLANTS



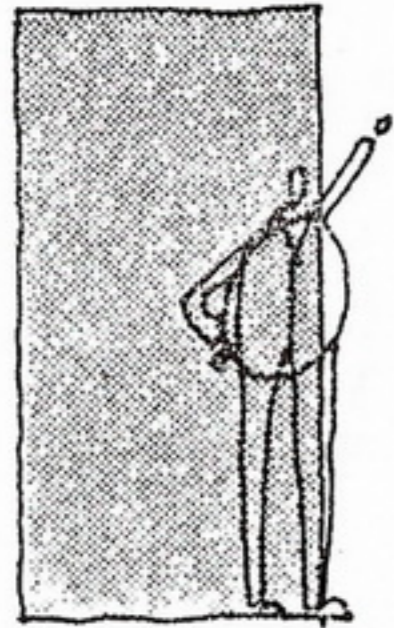
DESKS



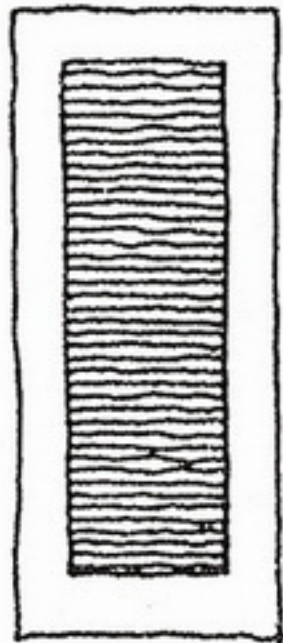
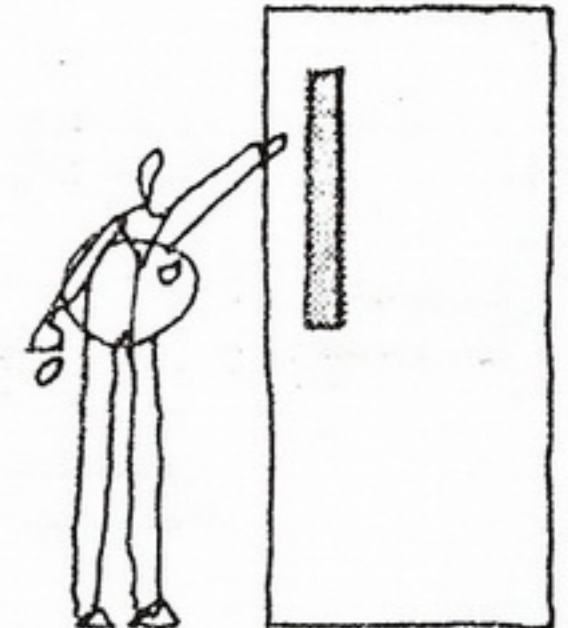
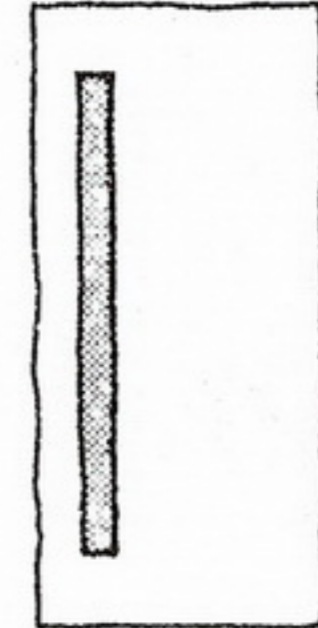
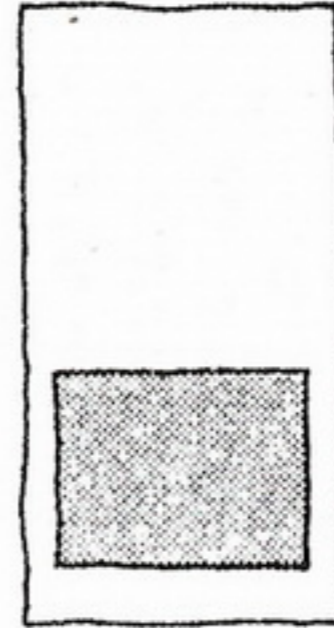
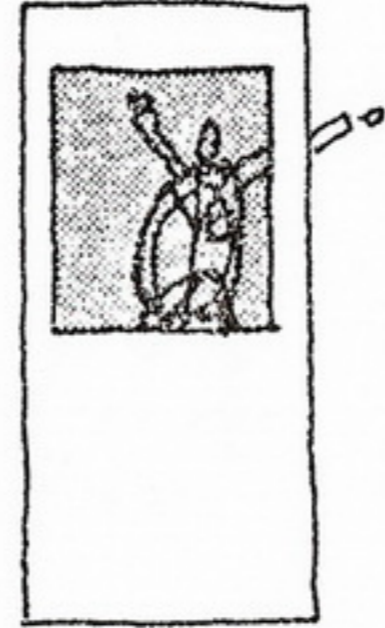
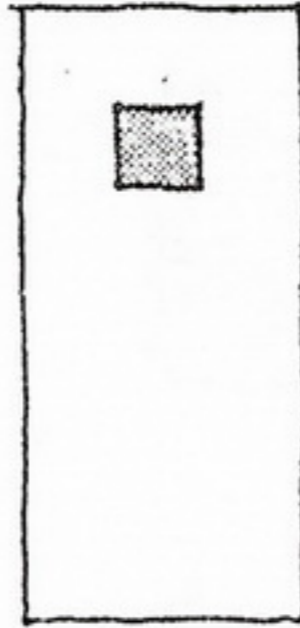
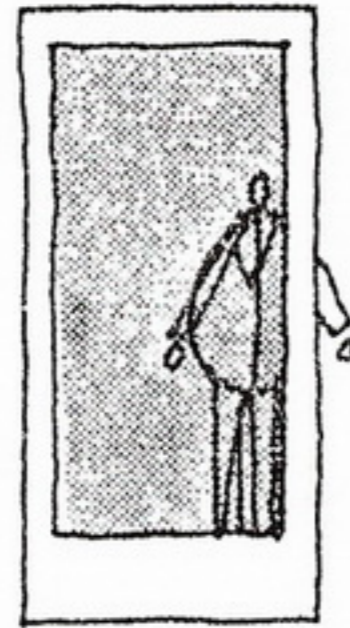
Doors



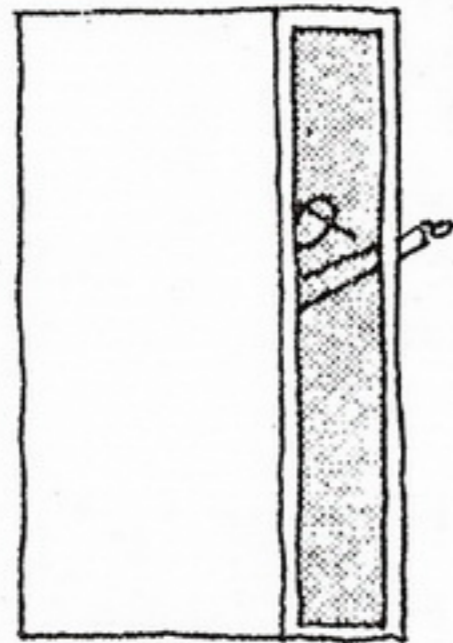
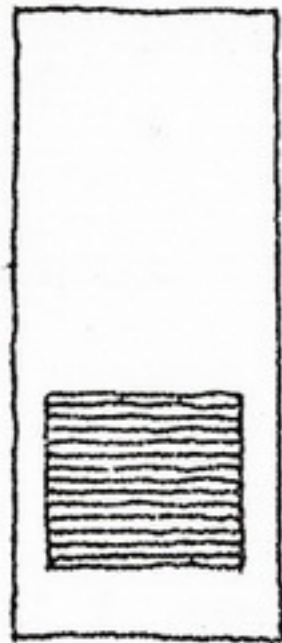
SOLID



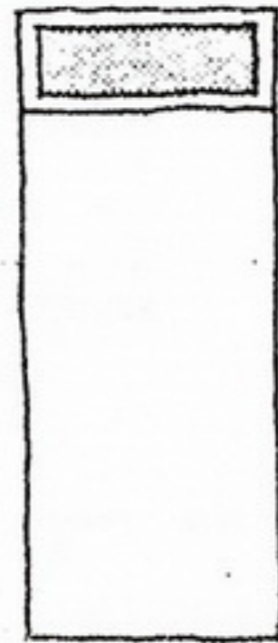
GLASS



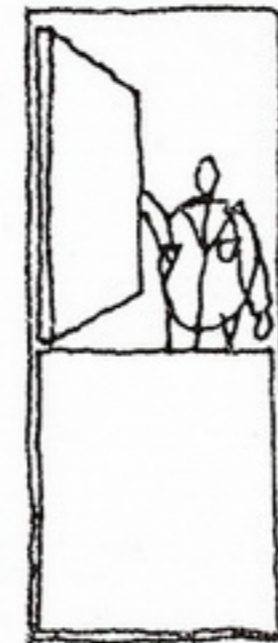
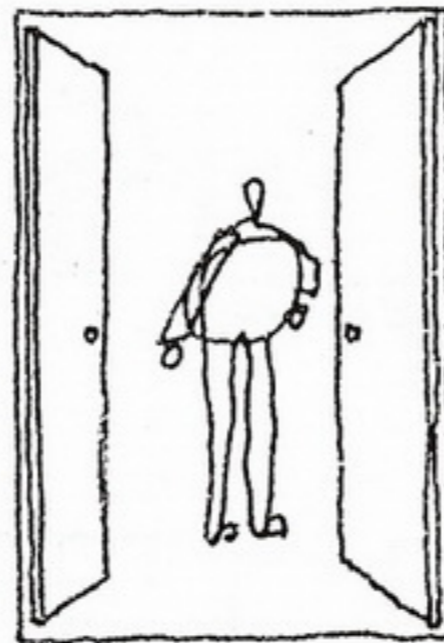
LOUVRE



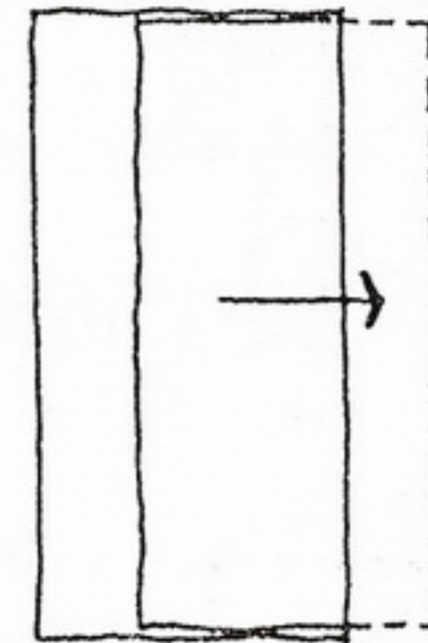
SIDE LIGHT



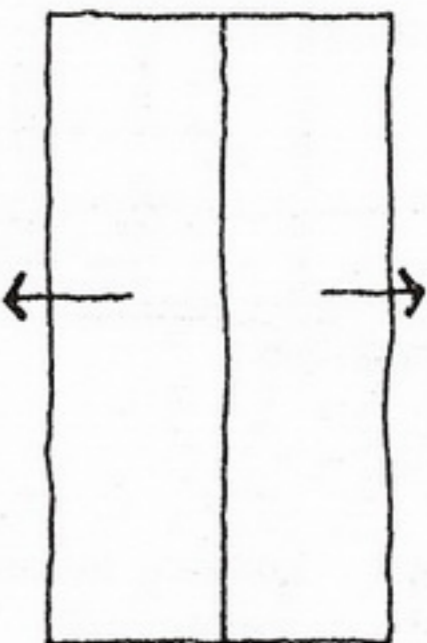
TRANSOM



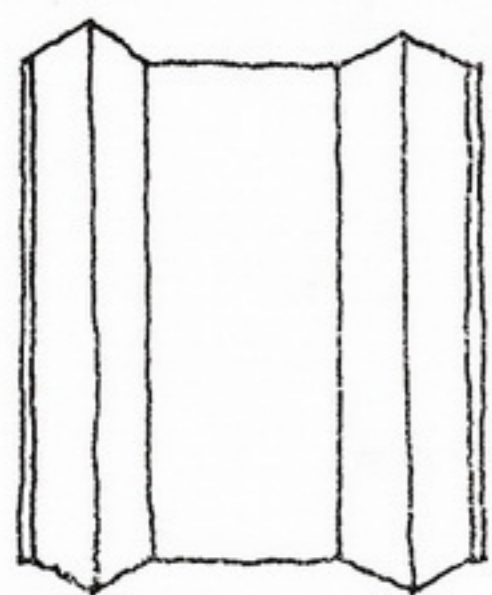
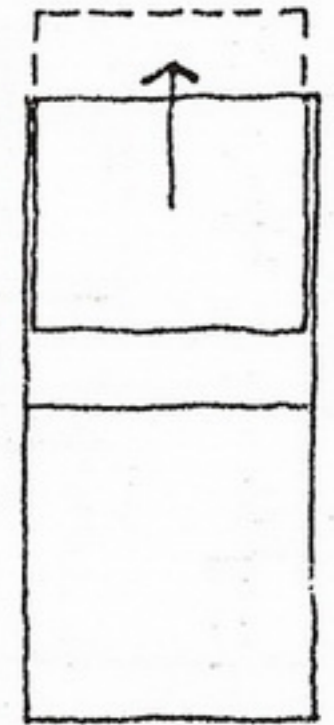
DUTCH



SLIDING



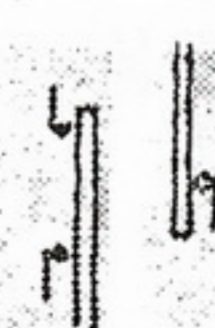
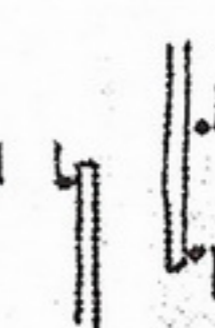
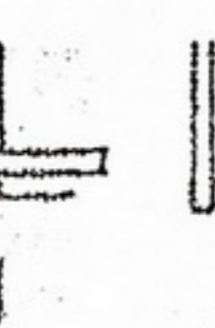
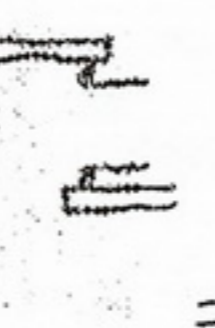
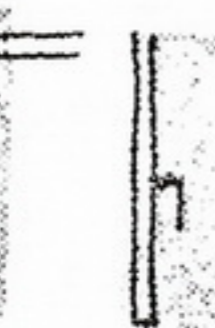
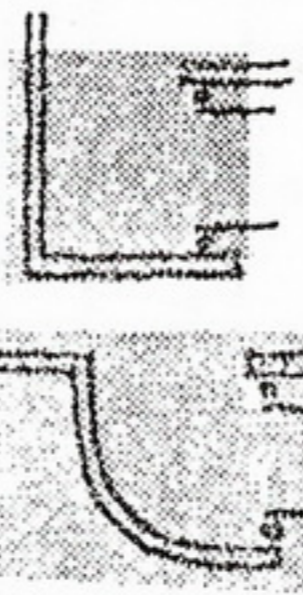
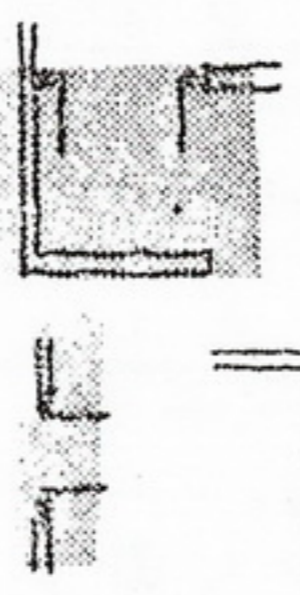
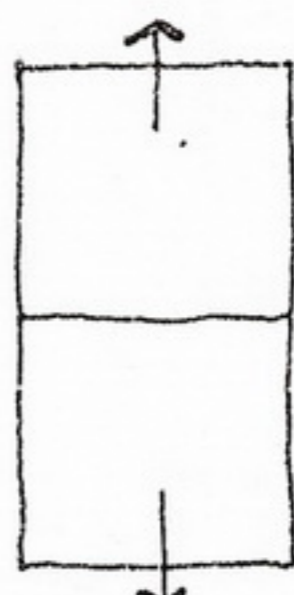
DOUBLE SLIDING



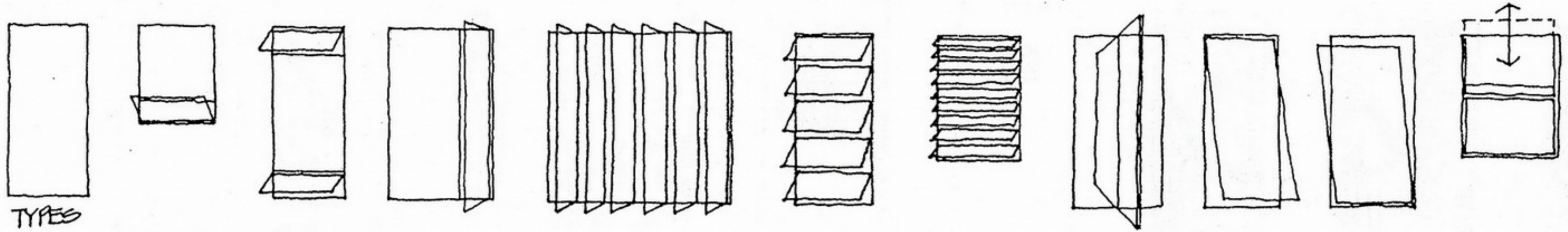
BIFOLD



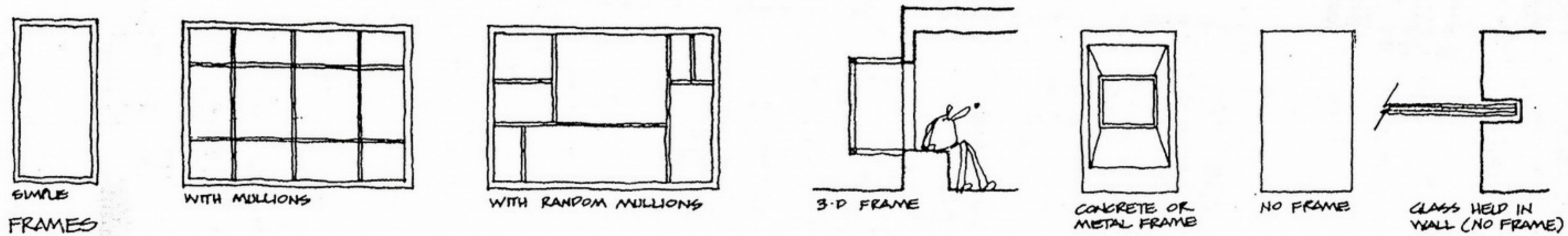
PIVOT



Window Forms



TYPES



SIMPLE
FRAMES

WITH MULLIONS

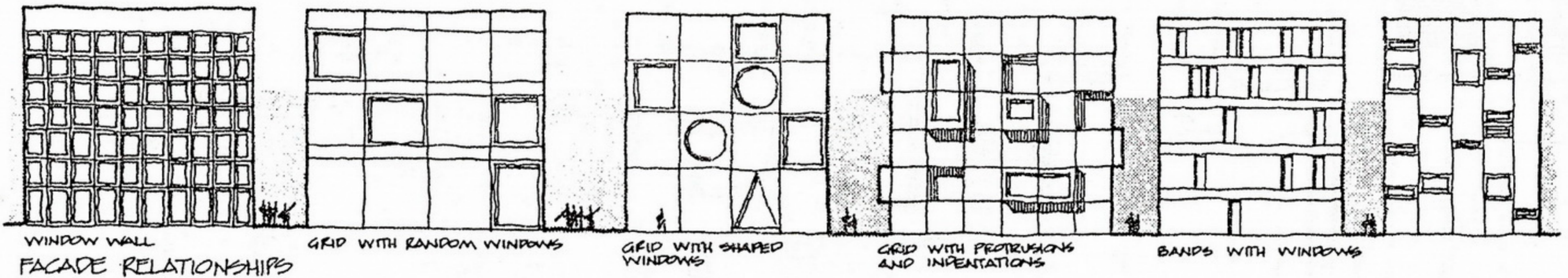
WITH RANDOM MULLIONS

3-D FRAME

CONCRETE OR
METAL FRAME

NO FRAME

GLASS HELD IN
WALL (NO FRAME)



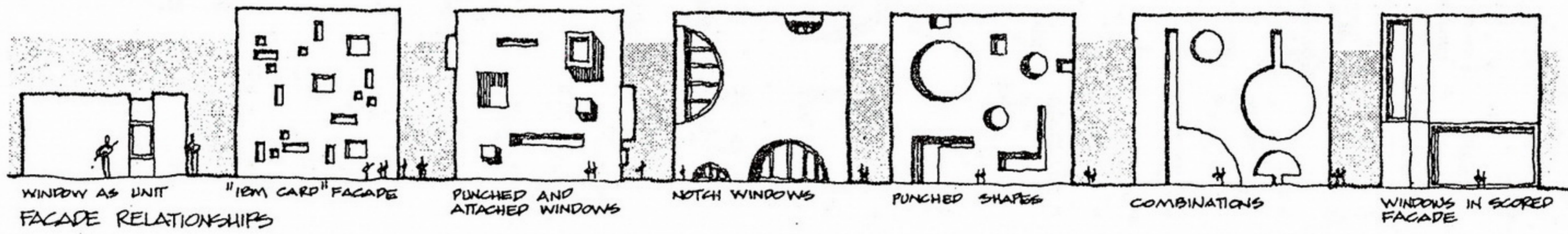
WINDOW WALL
FACADE RELATIONSHIPS

GRID WITH RANDOM WINDOWS

GRID WITH SHAPED
WINDOWS

GRID WITH PROTRUSIONS
AND INDENTATIONS

BANDS WITH WINDOWS



WINDOW AS UNIT
FACADE RELATIONSHIPS

"IBM CARD" FACADE

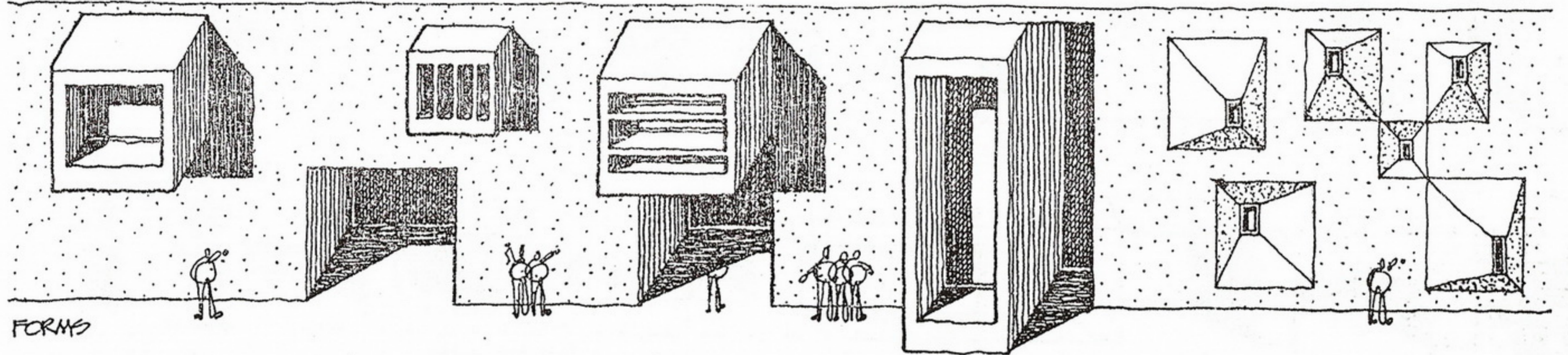
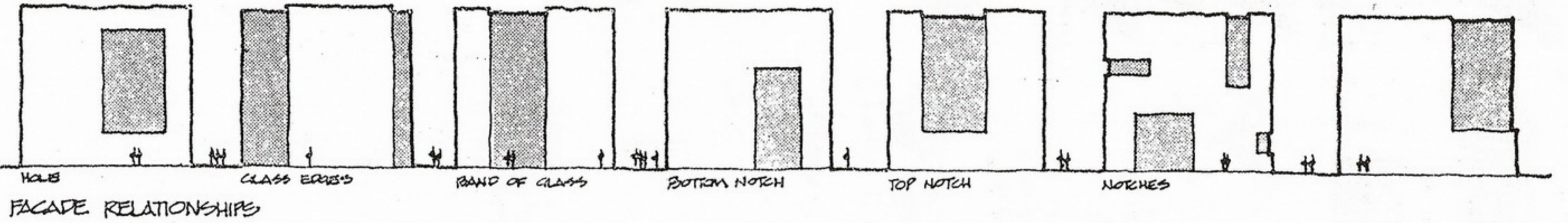
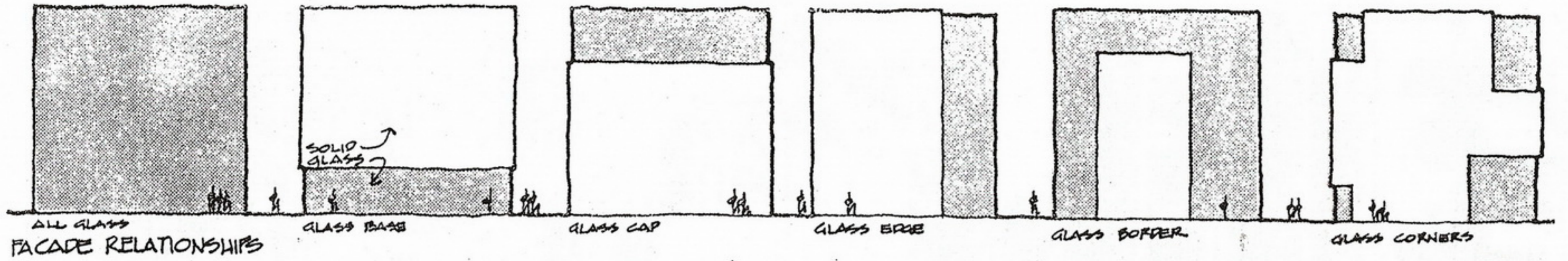
PUNCHED AND
ATTACHED WINDOWS

NOTCH WINDOWS

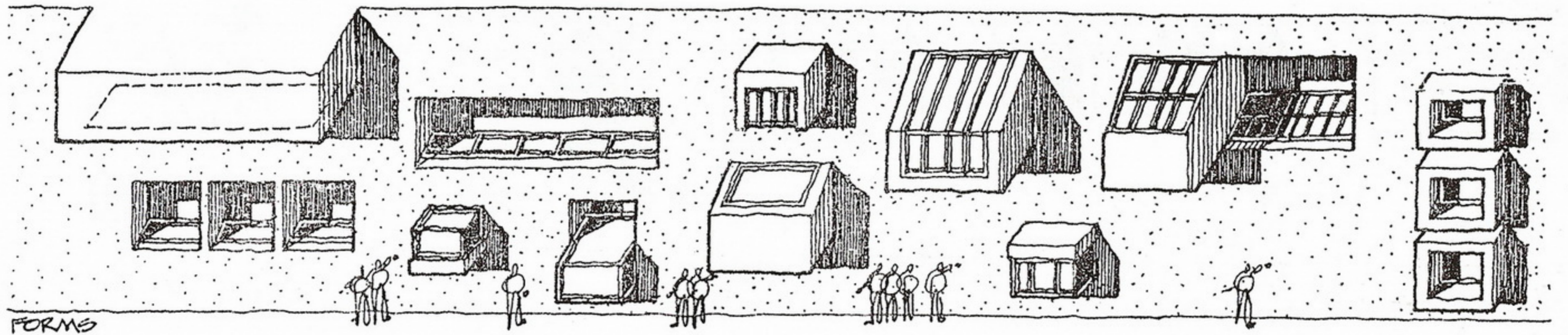
PUNCHED SHAPES

COMBINATIONS

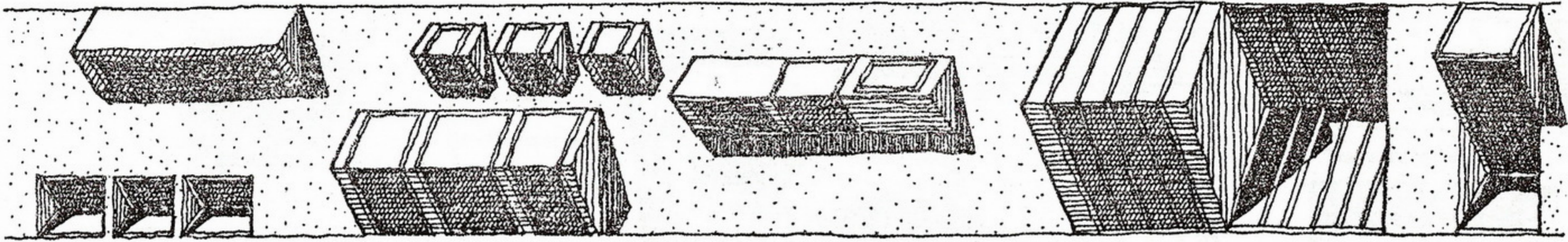
WINDOWS IN SCORED
FACADE



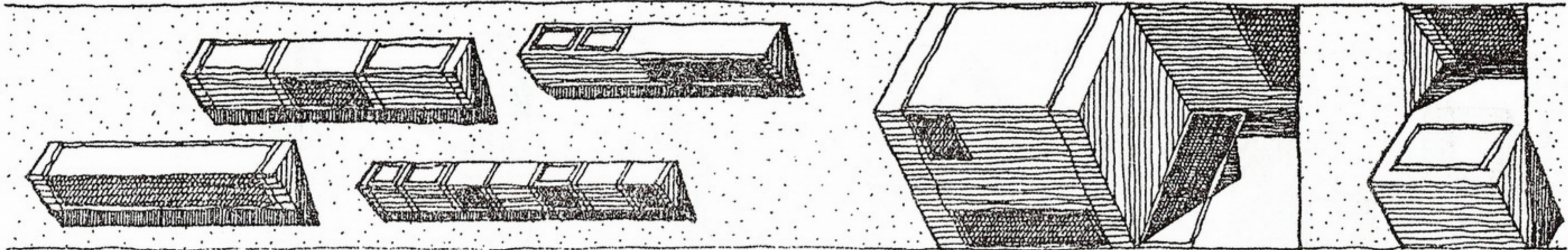
FORMS



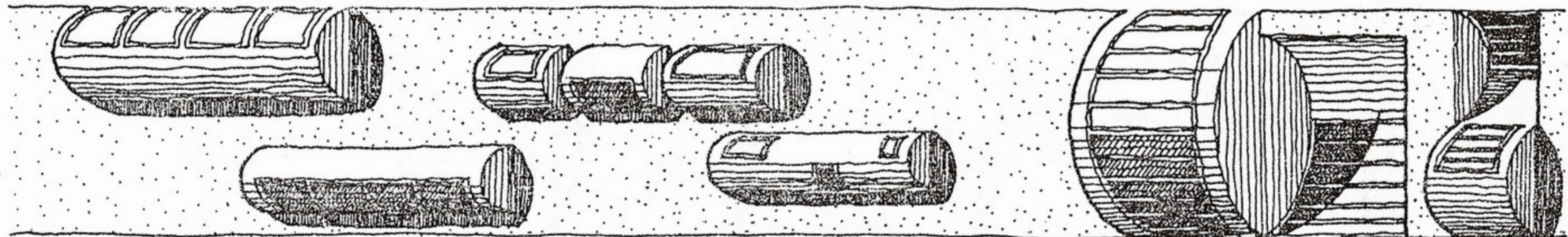
FORMS



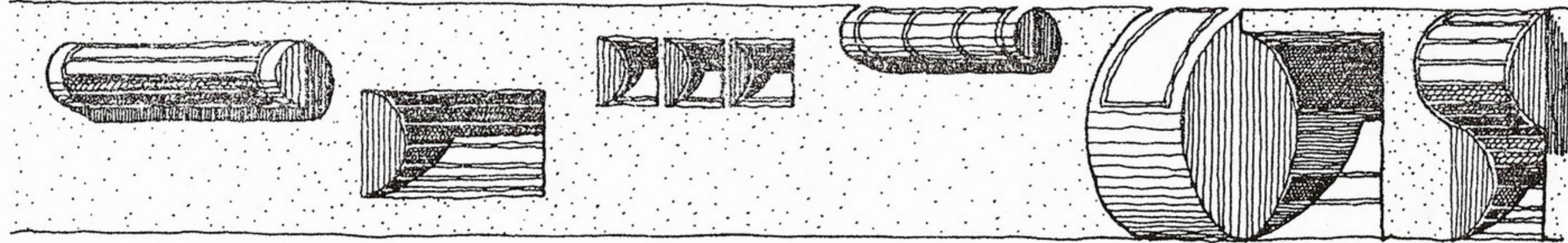
FORMS



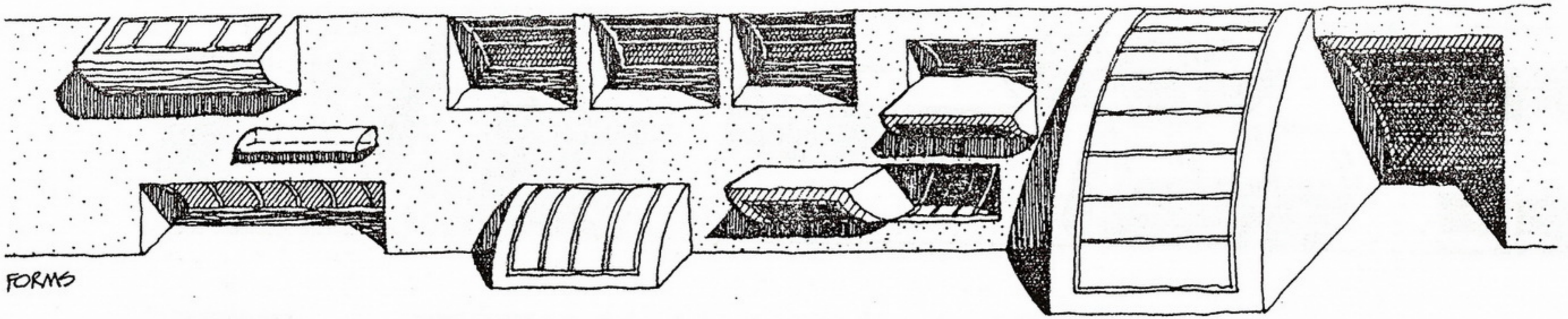
FORMS



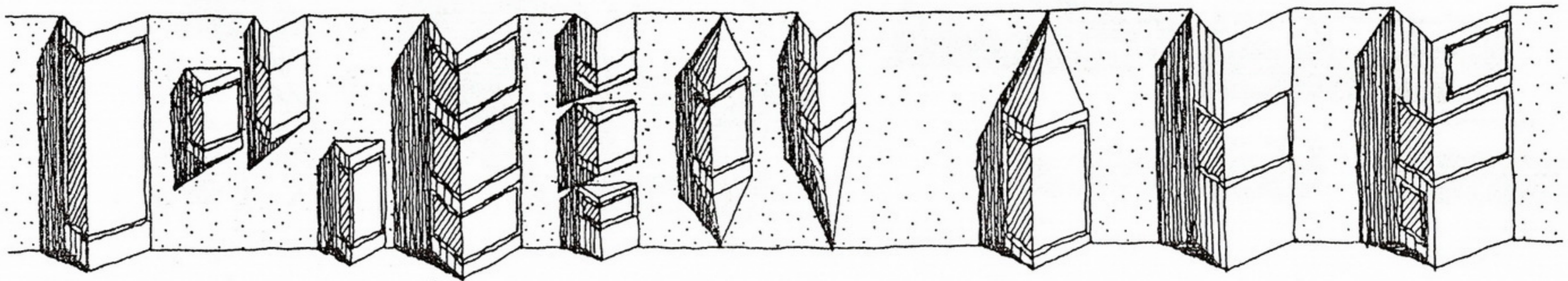
FORMS



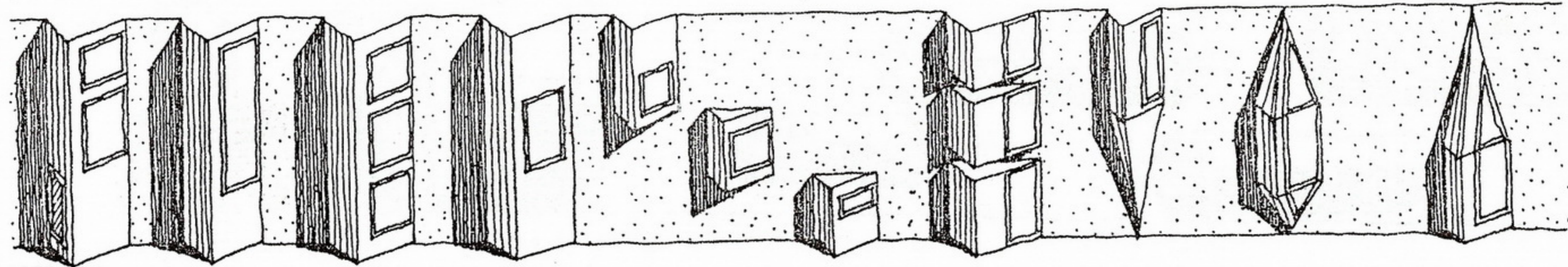
FORMS



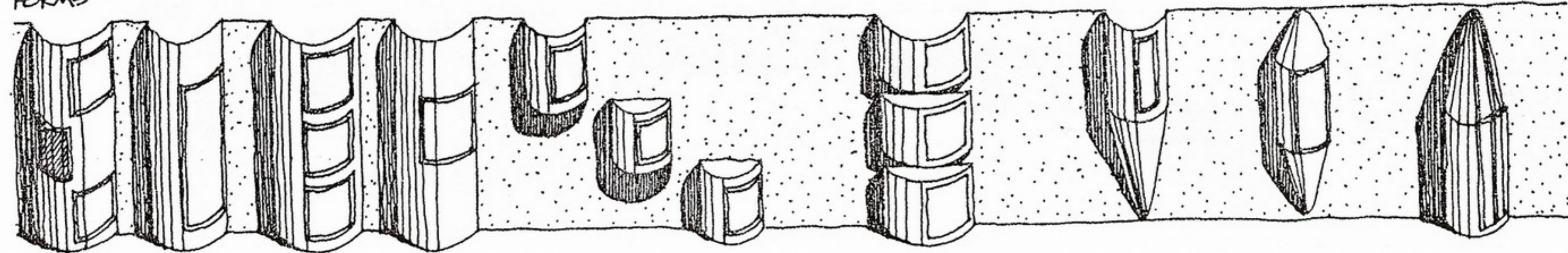
FORMS



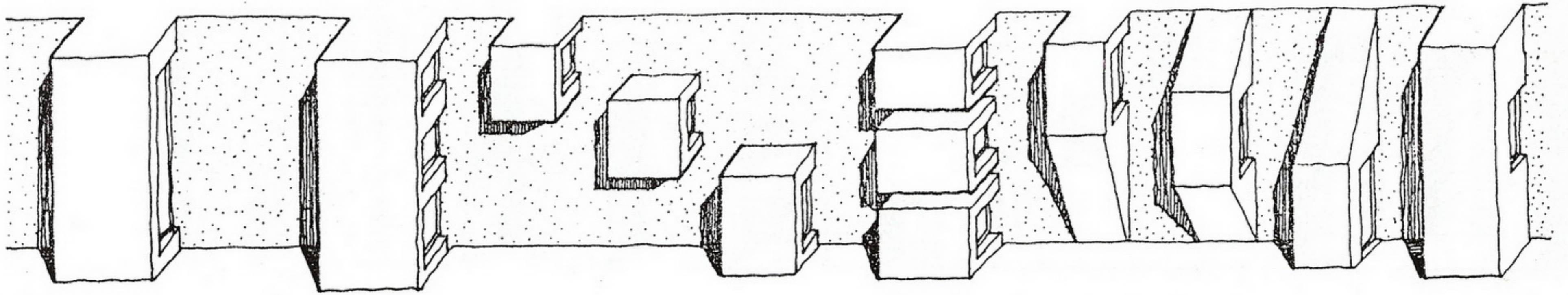
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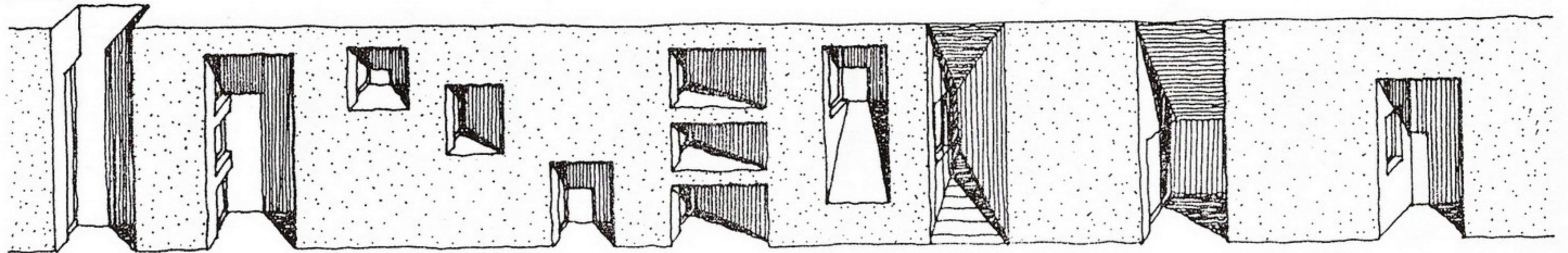
FORMS



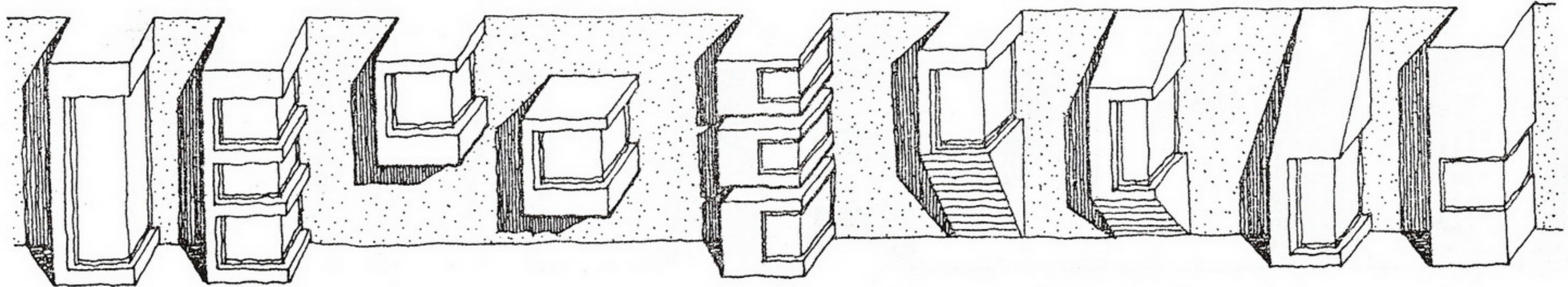
FORMS



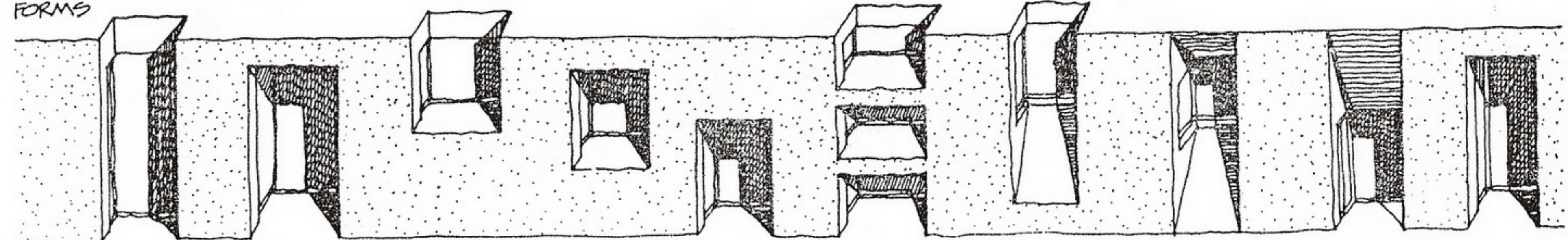
FORMS



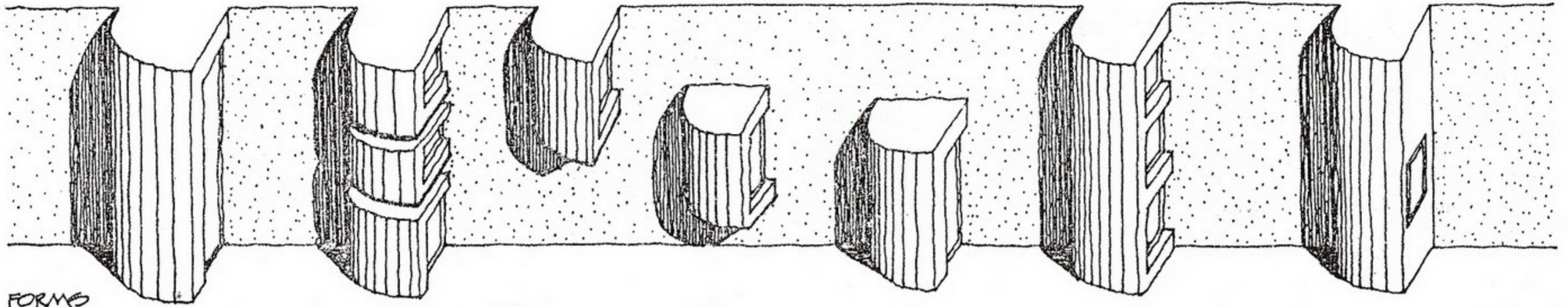
FORMS



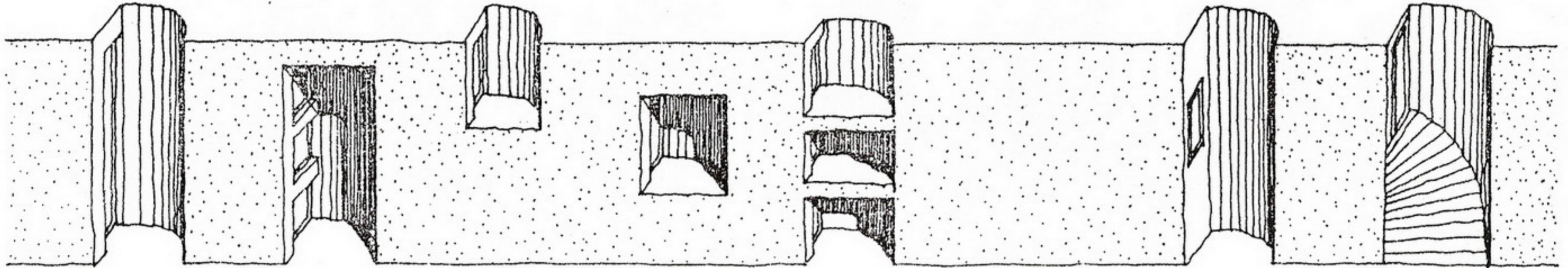
FORMS



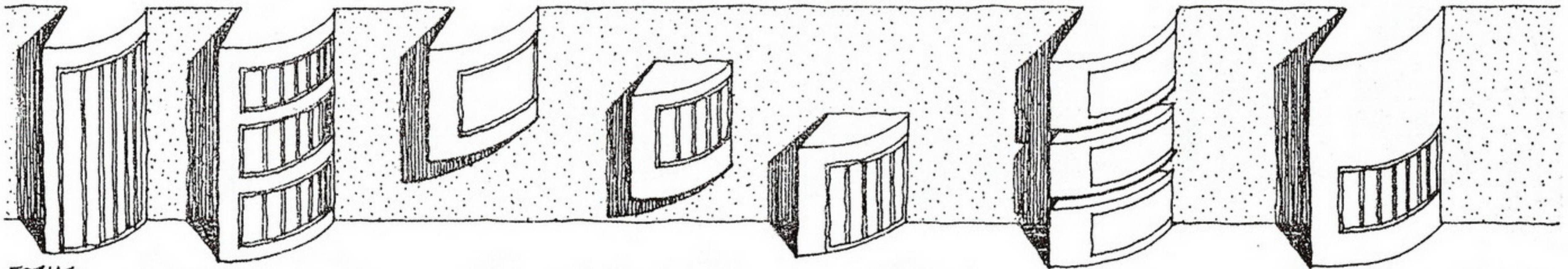
FORMS



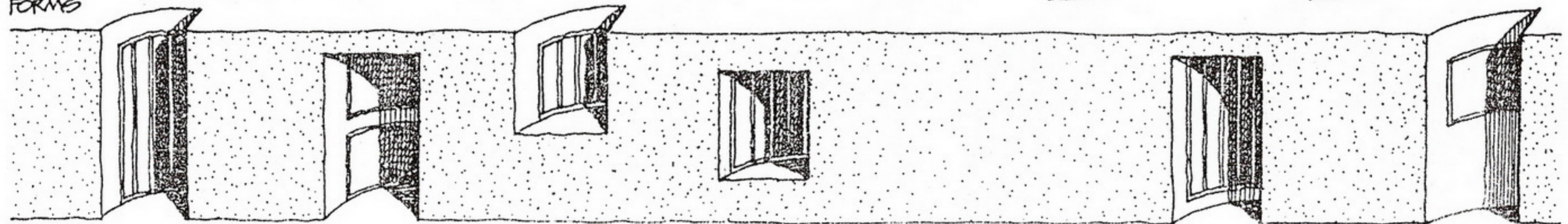
FORMS



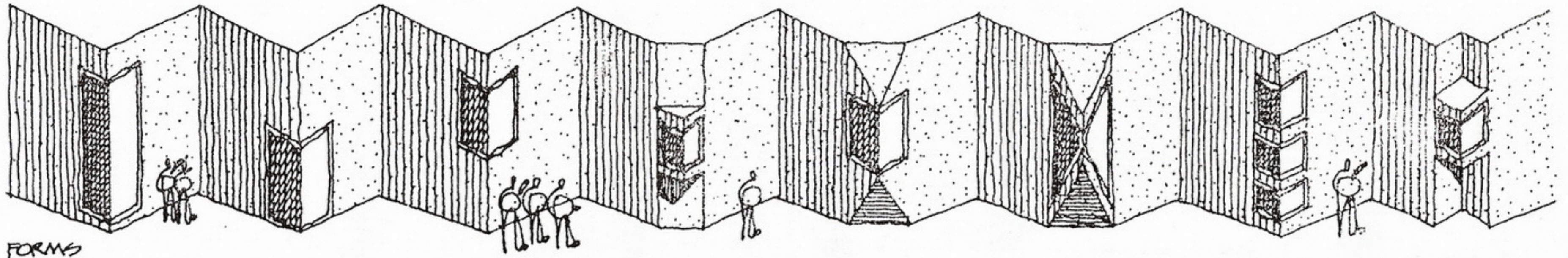
FORMS



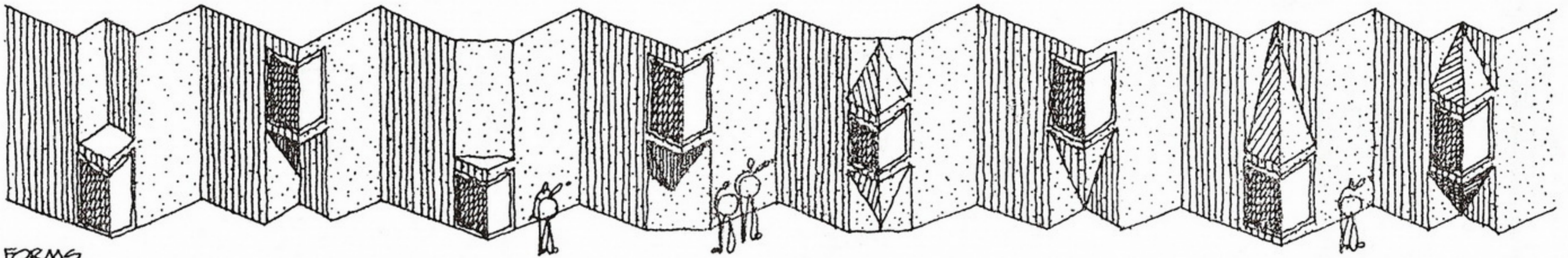
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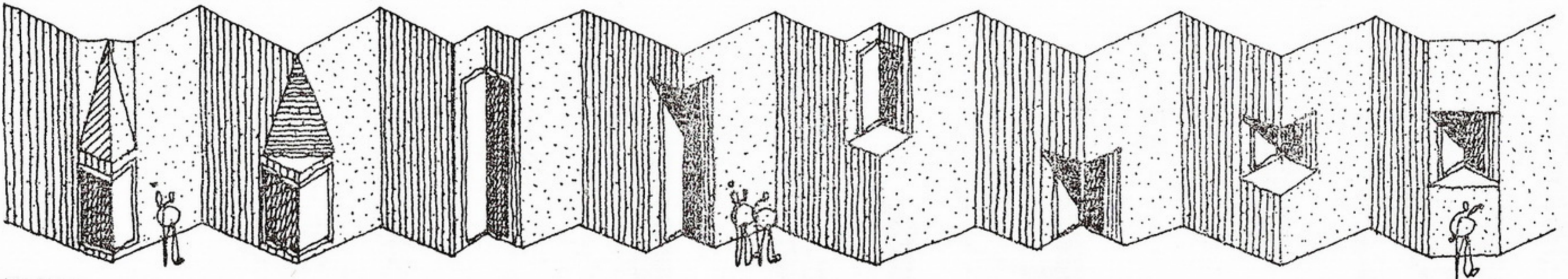
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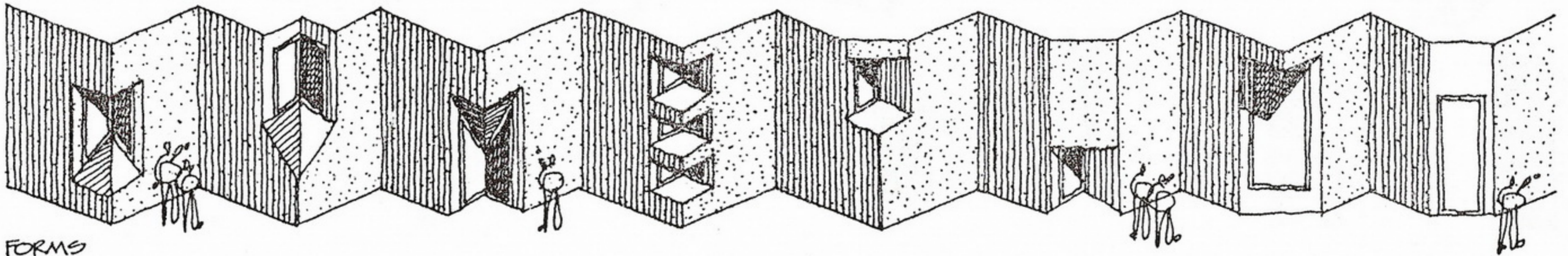
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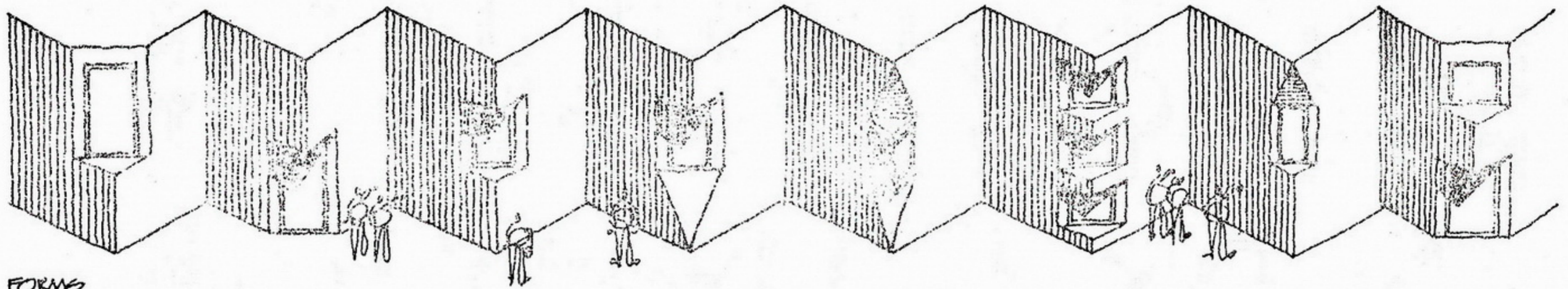
FORMS



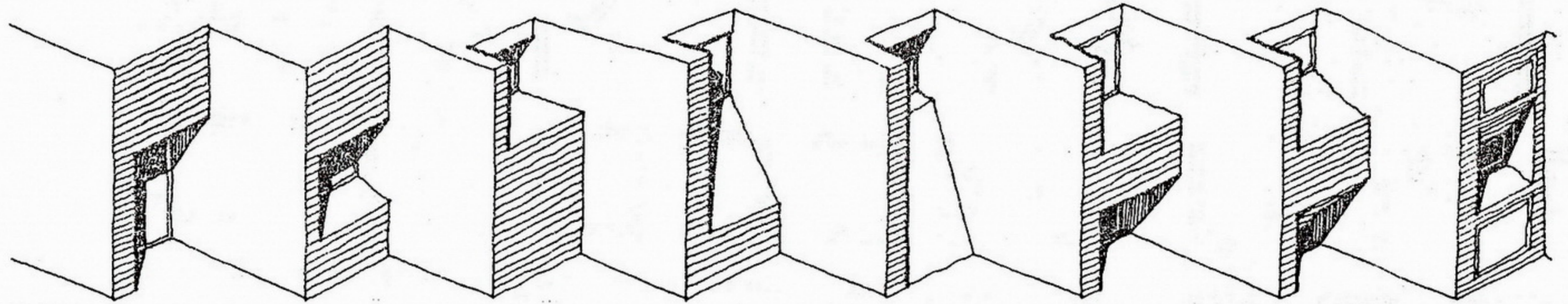
FORMS



FORMS

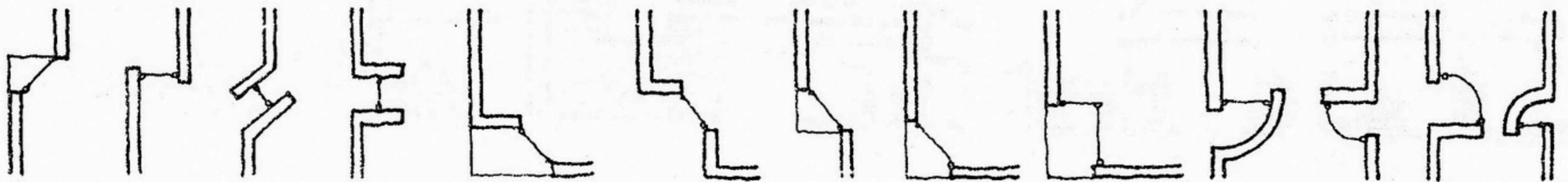


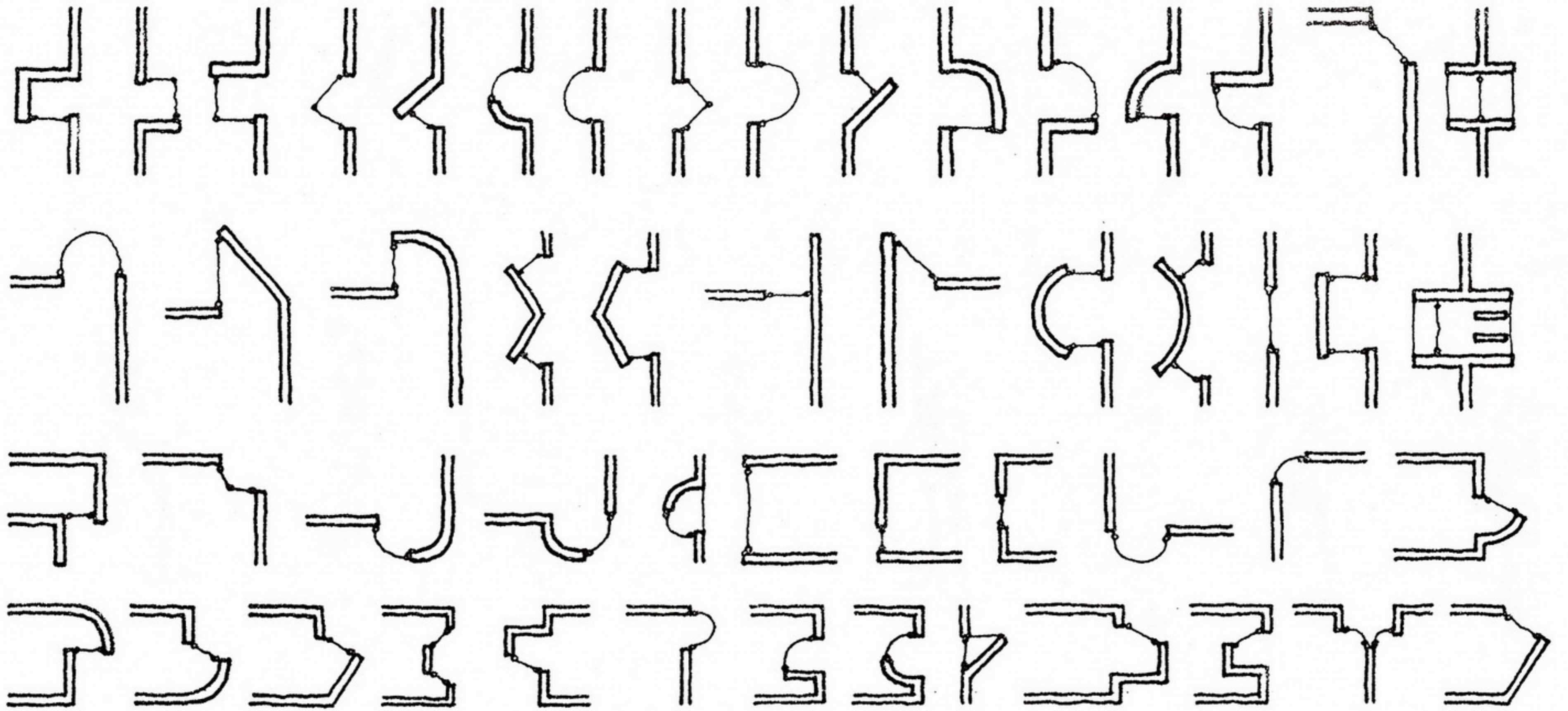
FORMS



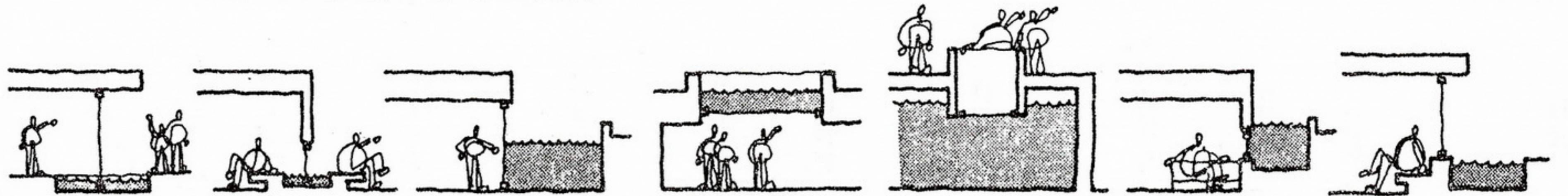
FORMS

Windows in Plan and Section

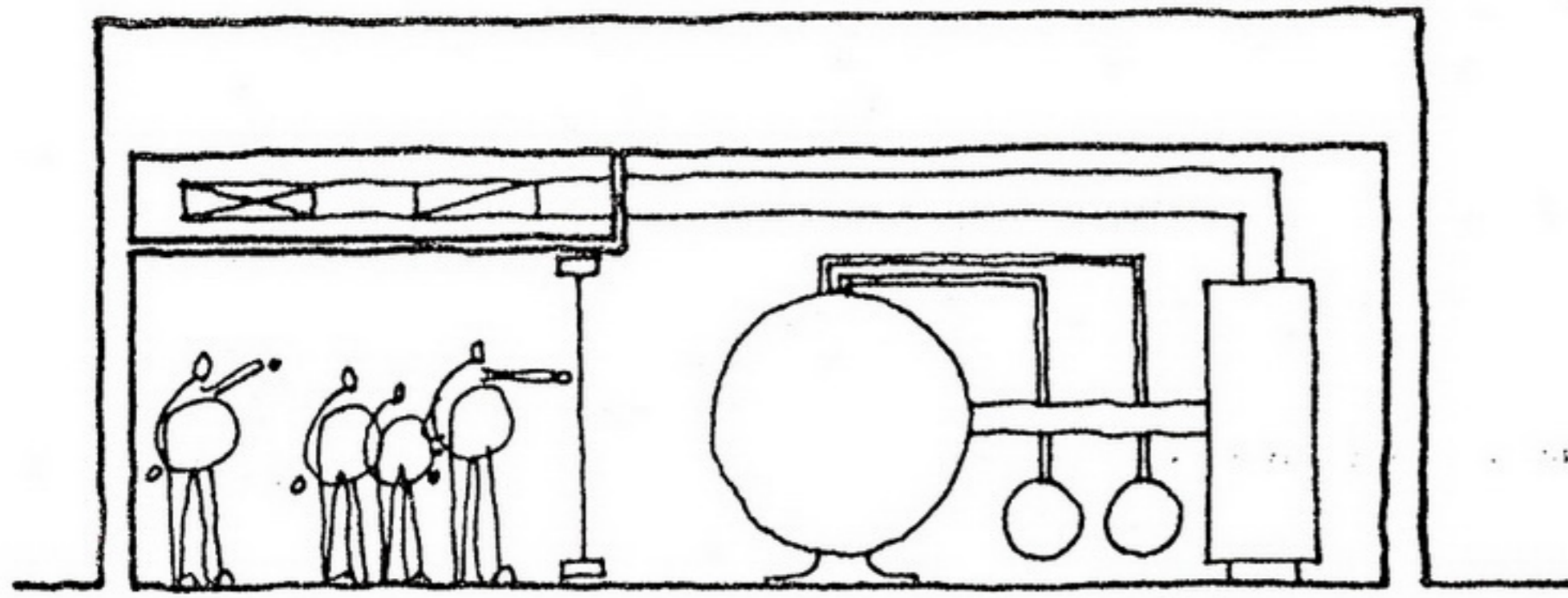




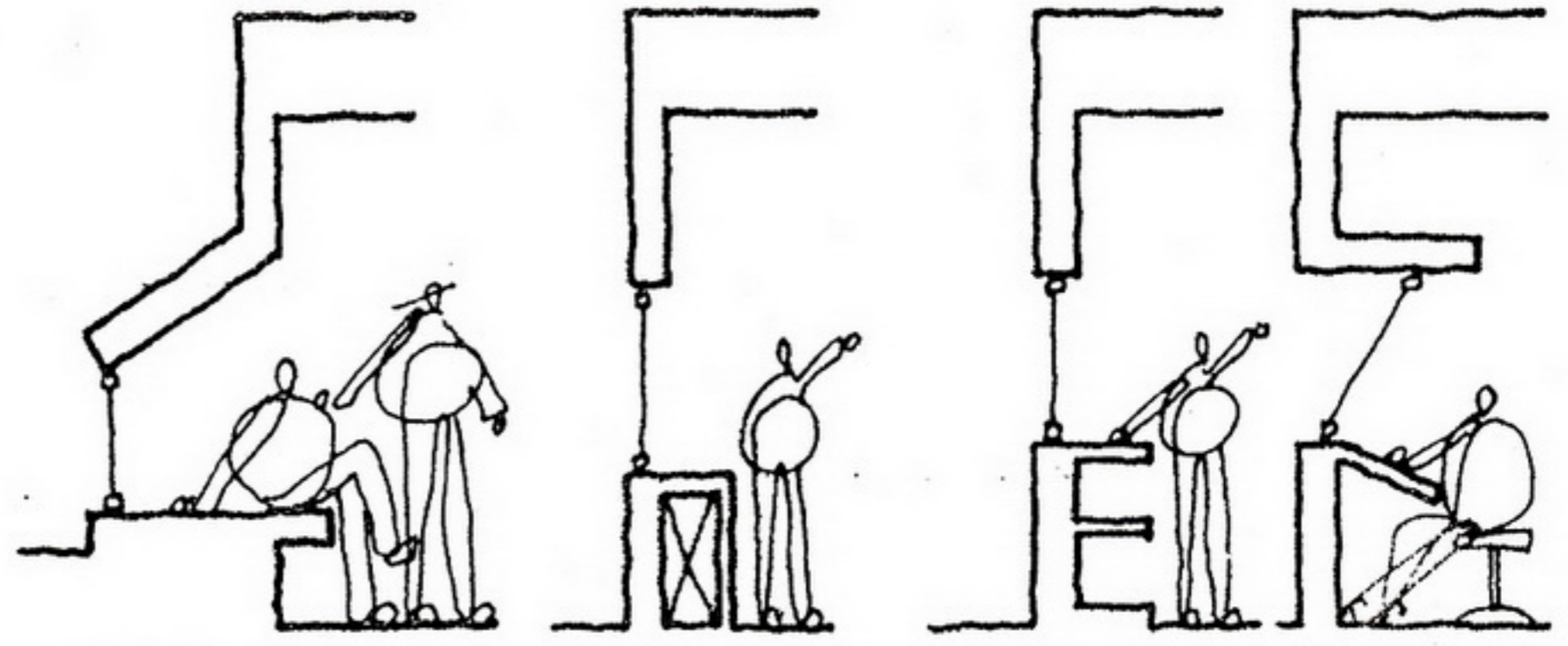
Additional Window Roles



WATER



STOREFRONT CONCEPT • SHOW HOW THE BUILDING WORKS

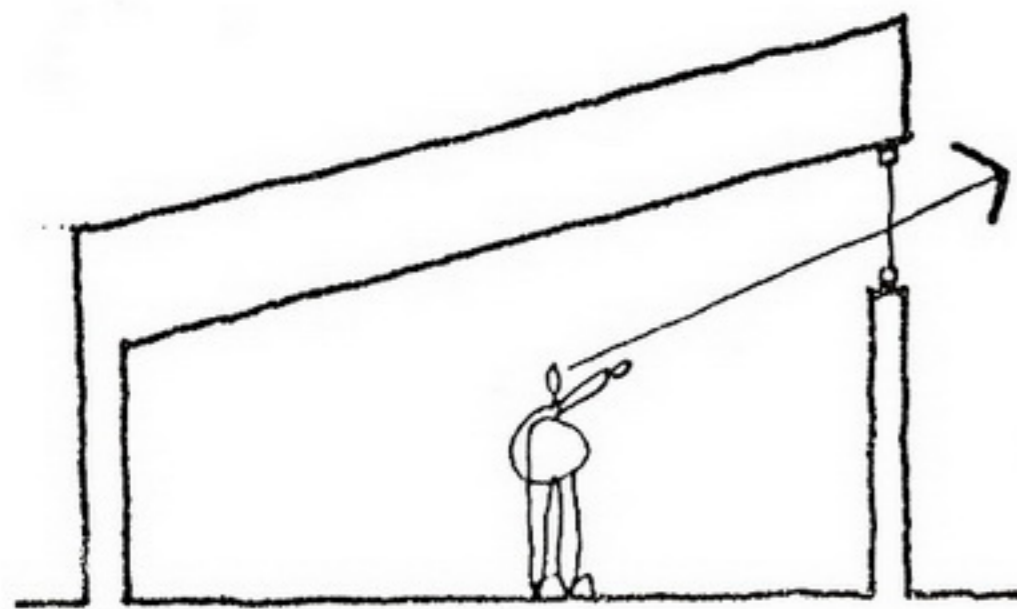


SEAT

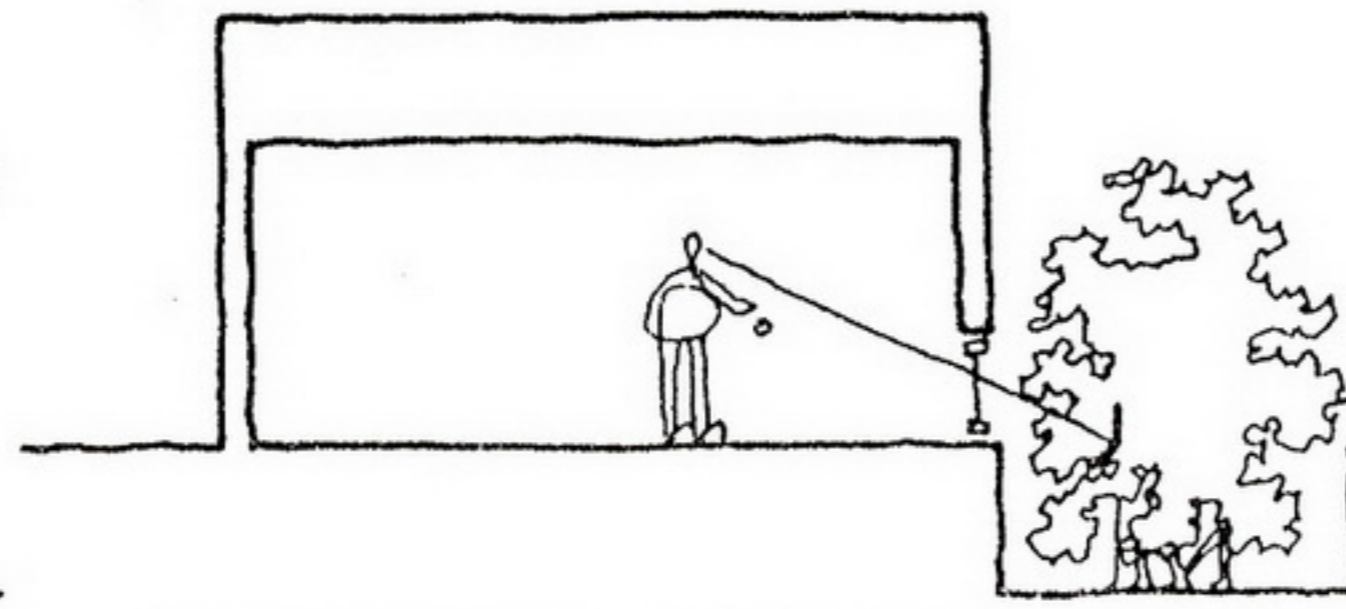
DUCT

SHELVES

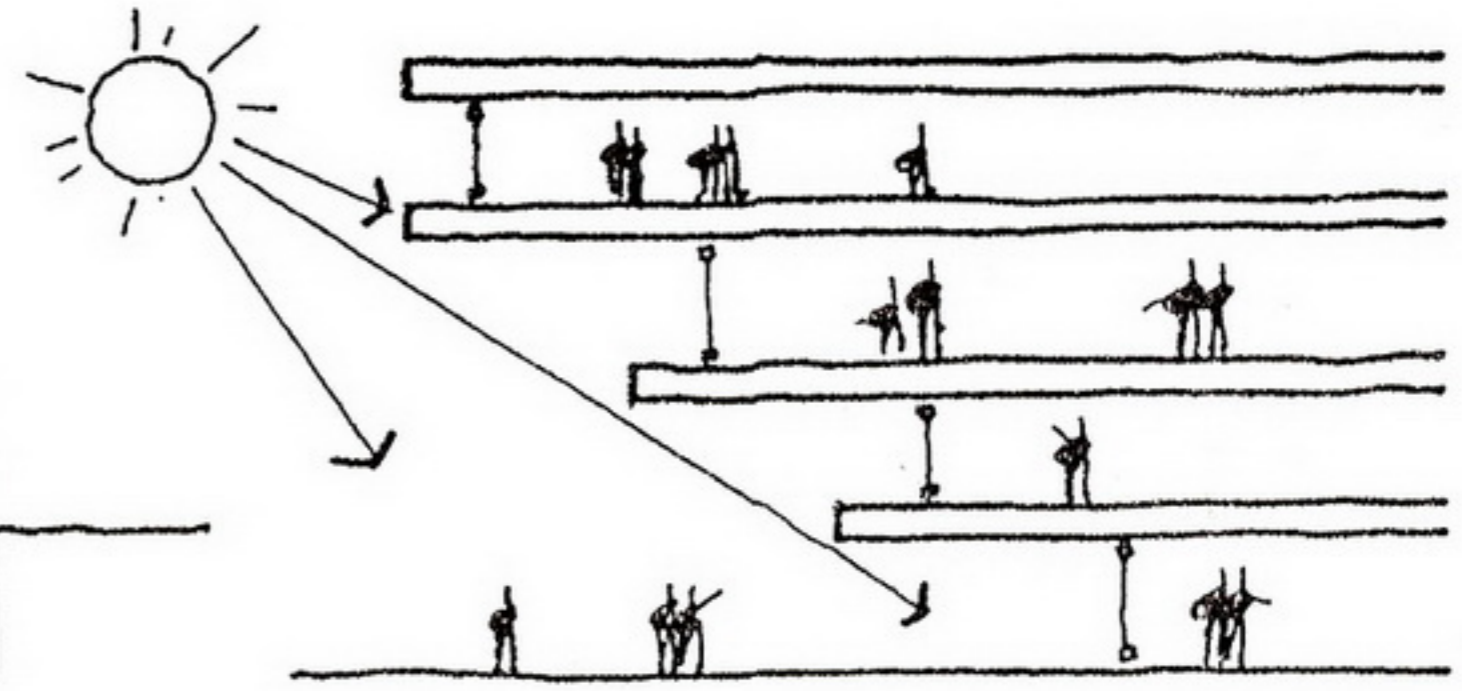
DESK



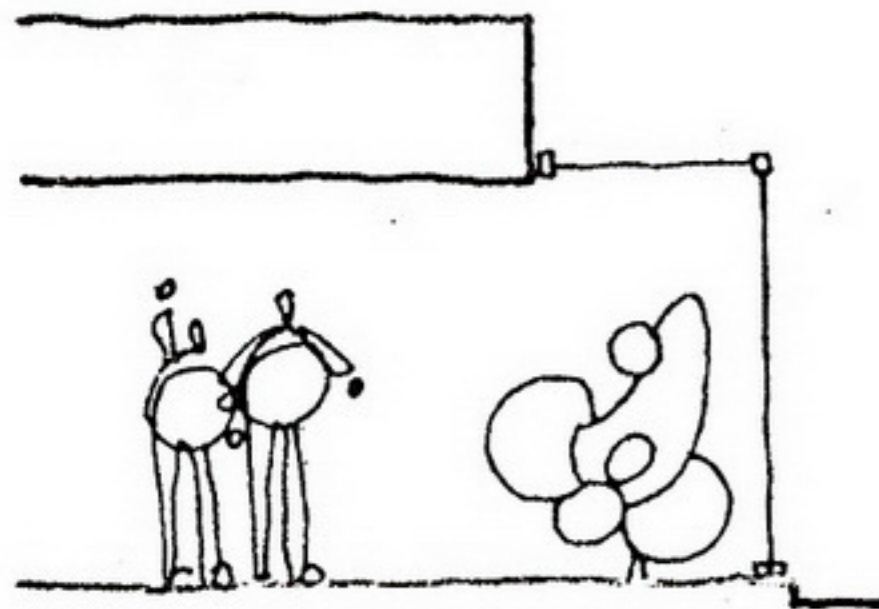
HIGH GOOD VIEW • LOW BAD VIEW



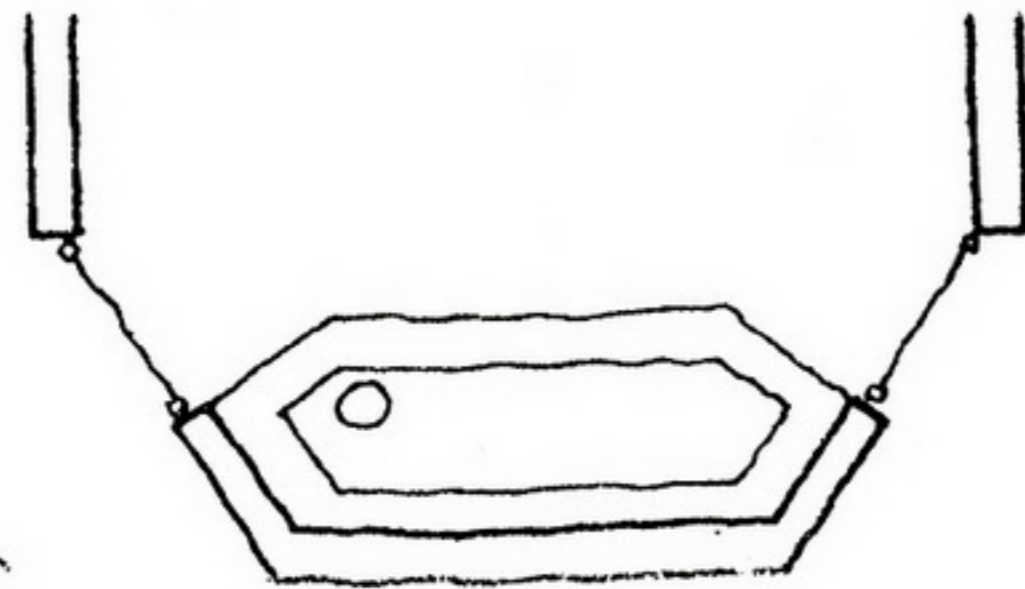
BAD HIGH VIEW • GOOD LOW VIEW



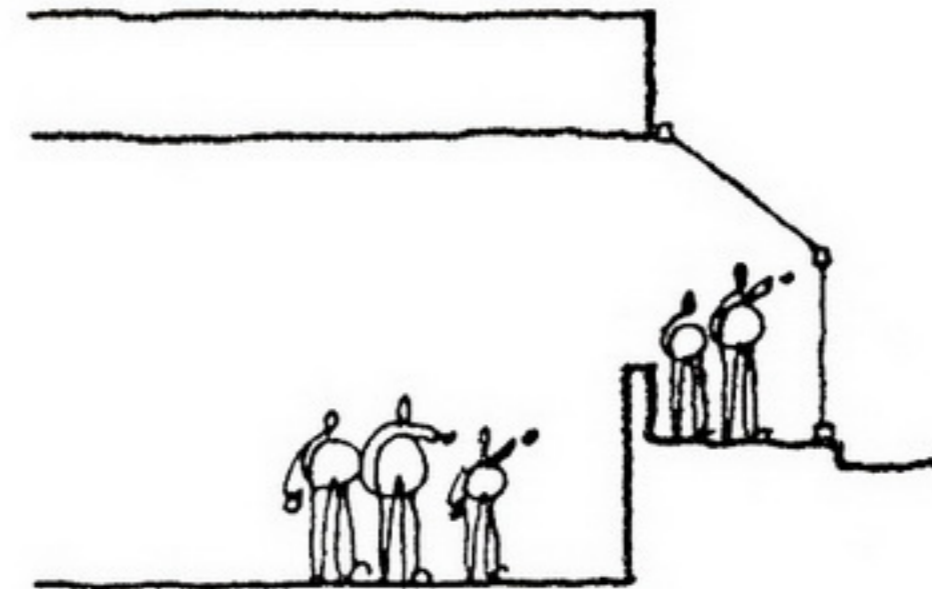
WINDOWS SHAPE THEMSELVES



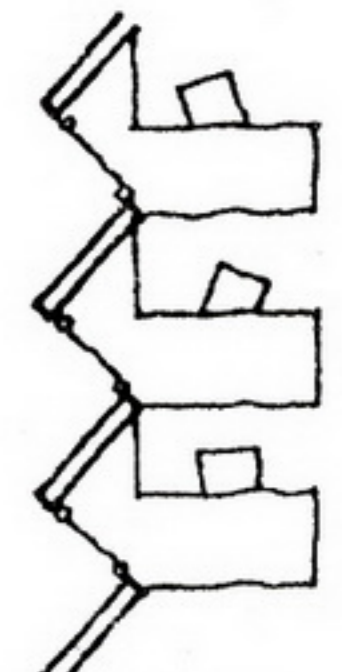
FEATURE ART



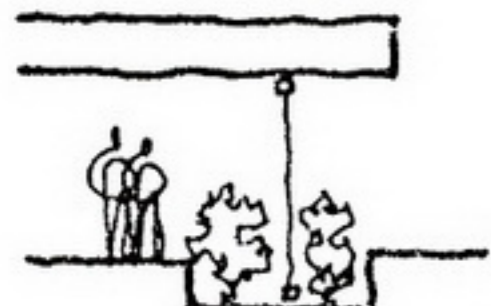
FRONT DESK



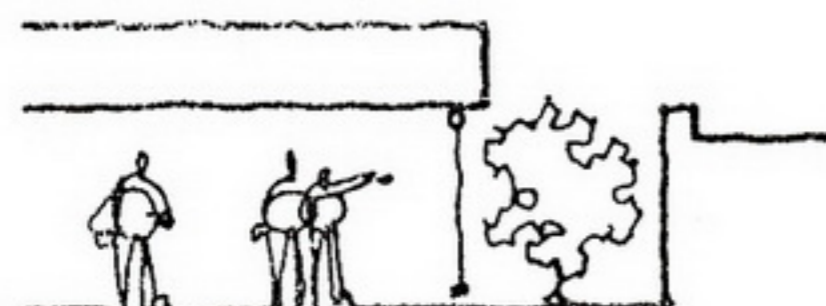
DEFINE CIRCULATION



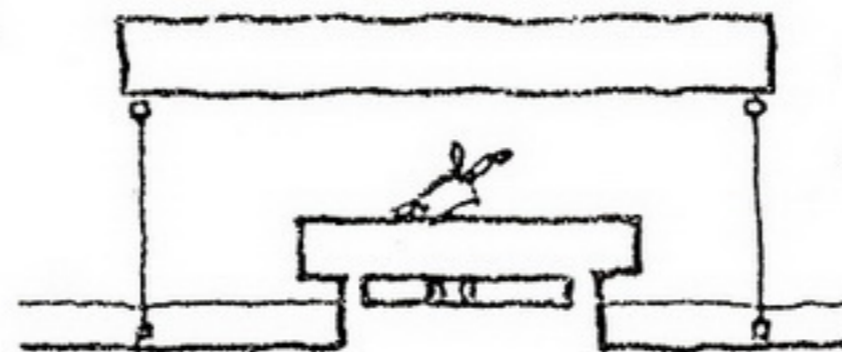
FURNITURE



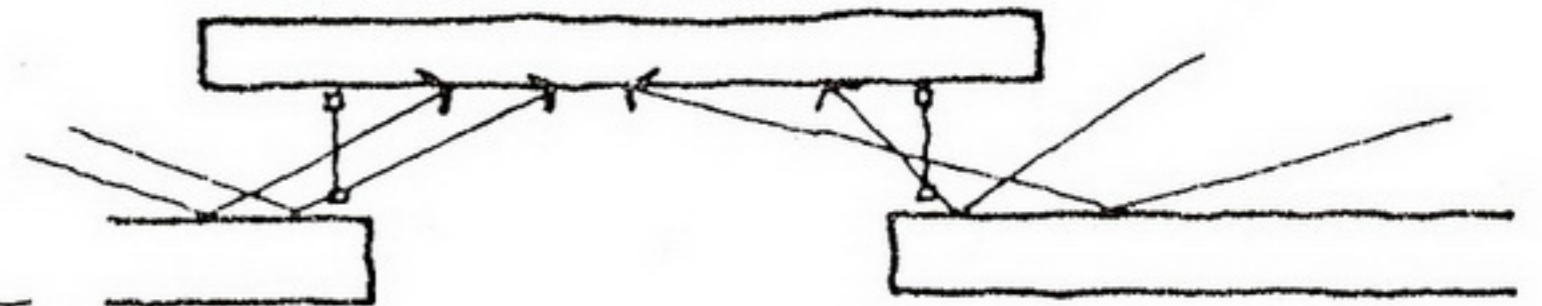
PLANTS



FRONT DESK



ALTAR



WASH WALL WITH LIGHT

للتواصل يرجى مراسلتنا على

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