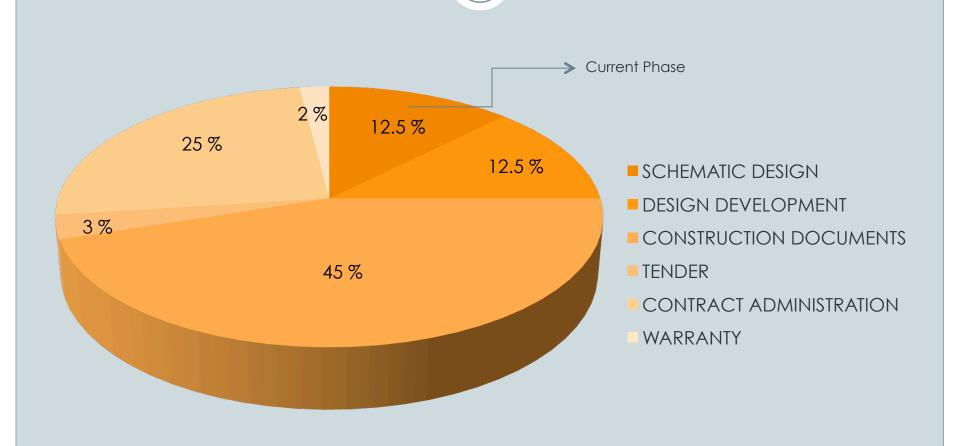
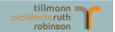


THE PROCESS







SCHEMATIC DESIGN



VISIONING SESSION

- Idea Forum
- Opportunities/Challenges
- Ideal Program
- Design Principles/ Collective Vision



DESIGN WORKSHOP

- Meeting with all key stakeholders
- Review design principles with larger group
- Review programmatic and site issues
- Understand functional relationship
- Establish contextual relationships



CONCEPTUAL DESIGN

- Prepare "bubble diagram/schematic design"
- Locate building on the site
- Confirm/prepare program area summary (ie. building size)
- Begin building massing study
- Sign-off





VISION

ONE

We inherit a responsibility to make decisions on behalf of the coming faces, so that they may enjoy what we have today.

TWO

By better understanding our past and our present, we prepare for a resilient future.

THREE

By building emotional connections to the land and each other, we can be part of something good in the future.





DESIGN PRINCIPLES

PURPOSE

To develop a set of guidelines that will inform all key design decisions throughout the life of the project.

Based on the philosophical intentions and desired outcomes of the building.

Design Principles become the "building charter" to help ensure the pre-established project vision is achieved.

Becomes a benchmark and verification test for future stages.





DESIGN PRINCIPLES

- ONE Project will provide a framework that will awaken our past connection to the land and accommodate a shift in thinking toward a new, enlightened awareness our place in the world.
- TWO To create a place that is truly connected to the site and is integrated with the natural patterns it embodies as an immersive learning environment.
- THREE The building will tell a story about the history of the valley, the cultural relationship with the land and our future responsibilities to the coming faces.
- FOUR Spaces (interior and exterior) will be multi-sensory, designed to enable and engage people both physically and emotionally.
- **FIVE** The project will be dynamic and adaptable with a responsible use of available resources and materials.



PROGRAM



A1 Educational Programming		Α	Space Summary	Comments	Room	Amount	Area Identified by User		
0.1 School 1 750					Load				(sf.)
0.2 Summer Camps	.1	-							400
0.3 Crafts		0.1	School			1	750		750
0.3 Crafts		10.2	S		+				
		10.2	Summer camps		+				
		0.3	Crafts		_				
A2		10.5	Cruits		+				
A2		0.4	Class						
0.1		_							
	12		Exhibition Space			1	800		800
No. Nistorical Display N		0.1	Art						
0.3 Historical Display		\perp							
A Artifacts		0.2	Gallery						
0.4 Artifacts		-							
A3 Recreation & Gathering		0.3	Historical Display						
A3 Recreation & Gathering		10.4	A = 1:6 = -1 =		+				
0.1 Trails		0.4	Artifacts		+				
0.1 Trails	. 2	+-	Pecreation & Gathering		+				0
0.2 Garden		0.1			+				
0.3 Festivals		10.2	110110		1				
0.3 Festivals		0.2	Garden						
0.4 Ceremonies									
0.5 Teaching		0.3	Festivals						
0.5 Teaching									
A4 Interactive/Digital 1 200		0.4	Ceremonies						
A4									
0.1 Website		0.5	Teaching						
0.1 Website		+							
0.2 Blog	4	-				1	200		200
0.3 Digital Display		0.1	Website						
0.3 Digital Display		10.2	Die a		+				
0.4 Resources		10.2	BIOR		+				
0.4 Resources		0.3	Digital Display		+				
B1		10.5	Digital Display		+				
B1		0.4	Resources		+				
Name		+	1100011000		1				
Load Unit Group (f.) (sf.) (-					Total:		2150
Load Unit Group (f.) (sf.) (
D.1 Entry 2 150		В	Ancillary/Support	Comments	Room	Amount		Actual Area	
0.2 Admin/Control/Storage					Load				(sf.)
0.3 Water Closets 2 180 0.4 Mechanical/Electrical/I.T./Janitorial 2 75 Total Ancillary: Grand Total (NET): 3160	1	0.1	Entry			2	150		300
0.3 Water Closets 2 180 0.4 Mechanical/Electrical/I.T./Janitorial 2 75 Total Ancillary: Grand Total (NET): 3160		100	Admin (Control (Channel		+	—			
0.4 Mechanical/Electrical/I.T./Janitorial 2 75 Total Ancillary: Grand Total (NET): 3160		10.2	Admin/Control/Storage		+	2	100		200
0.4 Mechanical/Electrical/I.T./Janitorial 2 75 Total Ancillary: Grand Total (NET): 3160		10.3	Water Clasets		+	-	100		360
Grand Total (NET): 3160		10.3	water closets		+	- 2	180	-	360
Grand Total (NET): 3160		0.4	Mechanical/Electrical/LT /Janito	rial	+	2	75		150
Grand Total (NET): 3160		15.7	The constitution of the co		+		/3		150
Grand Total (NET): 3160		+			1				
Grand Total (NET): 3160		\top					Total Ancillary:		1010
		\top			1		1		
			•	•	•				
					Grand To	otal (NET):	3160		
1.2 Cross Hr. Foster									
1.2 Gross Up Factor 632					1.2 Gros	s Up Factor	632		

Total Building GSF:



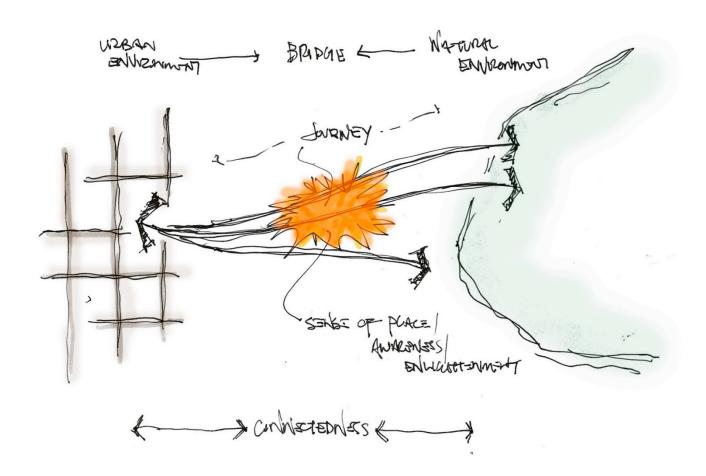
PARTI DIAGRAM

DEFINITION

A simple diagram that summarizes both the vision and principles of the project.

An abstract drawing that conveys the primary organizing thought or the "main idea of the project".

PARTI DIAGRAM





CONCEPTUAL DESIGN

