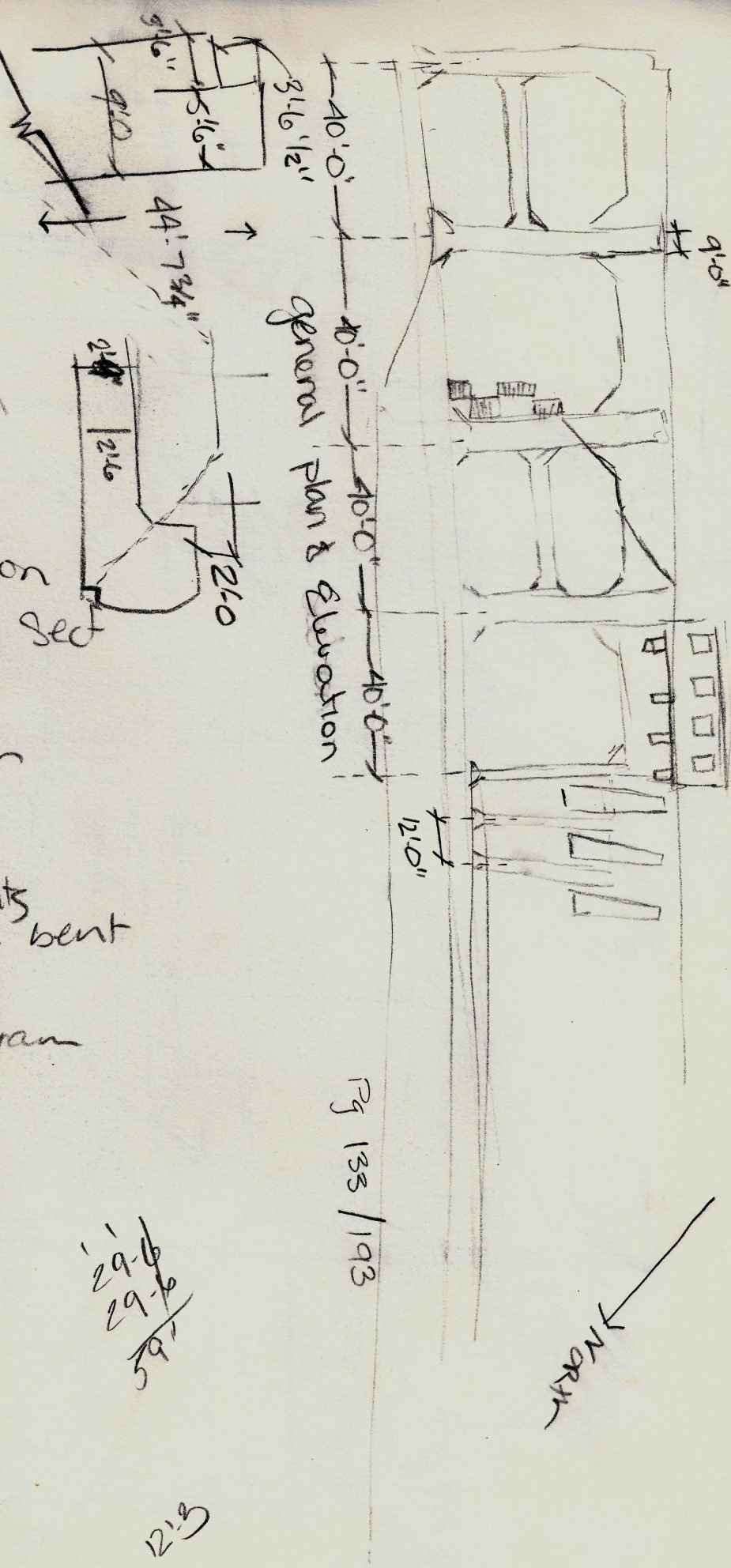
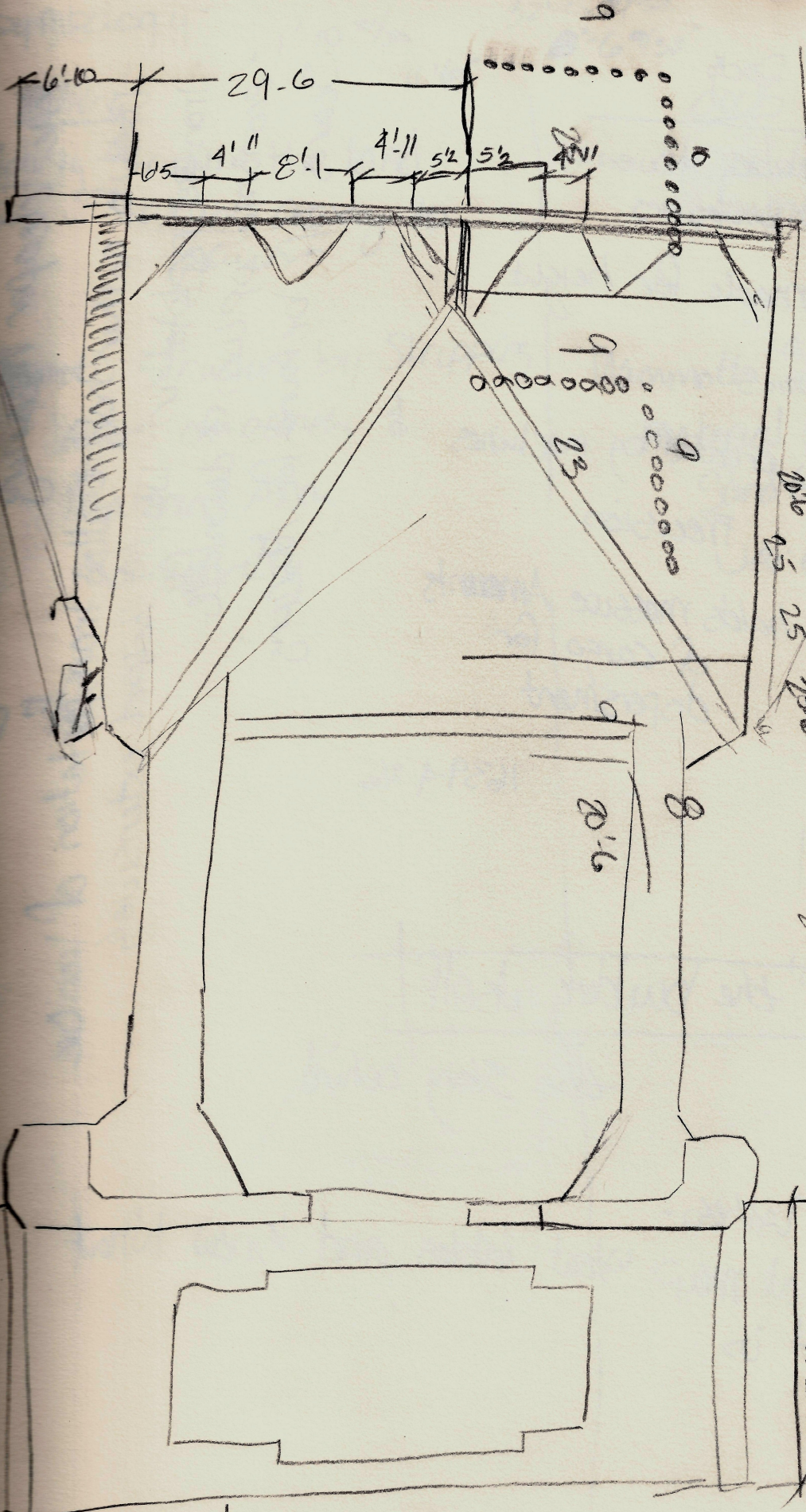


- Dwg
- 50 - end trestle
- 65 - typ Cross Section
- 66 App trestle Stairs
- 70 Bent
- 72 progress Chart
- 73 pocket details
- 74 ext Cross Section
- 76 Sect. Elev. App
- 77 elevation plan
- 78 gen Cross section
- 79 elevation & long Sect
- 80 elev. of bents
- 81 foundation plan
- 104 crossing
- 110 typ Conc. PTLs
- 111 Conc dTLs Bents
- 114 gen layout dTL bent
- 116 long Sect & Elev
- 118 pile driving diagram
- 120 foundation plans
- 121 outer end crib
- 126 column details
- 128 gen plan & elev
- 129 cross Section
- 133 gen plan Sect
- 153 bents & footings



Piles 118/193



24'	23	25	25	23	24	23	25'	25'	25'	23
	50	51	52	53		54	55	56	57	58
	21	22	23	24		25	26	27	28	29

$\frac{25'}{9 \frac{10}{9}}$   
 $\frac{23'}{9 \frac{1}{9}}$   
 $\frac{20'6}{8 \frac{1}{9}}$

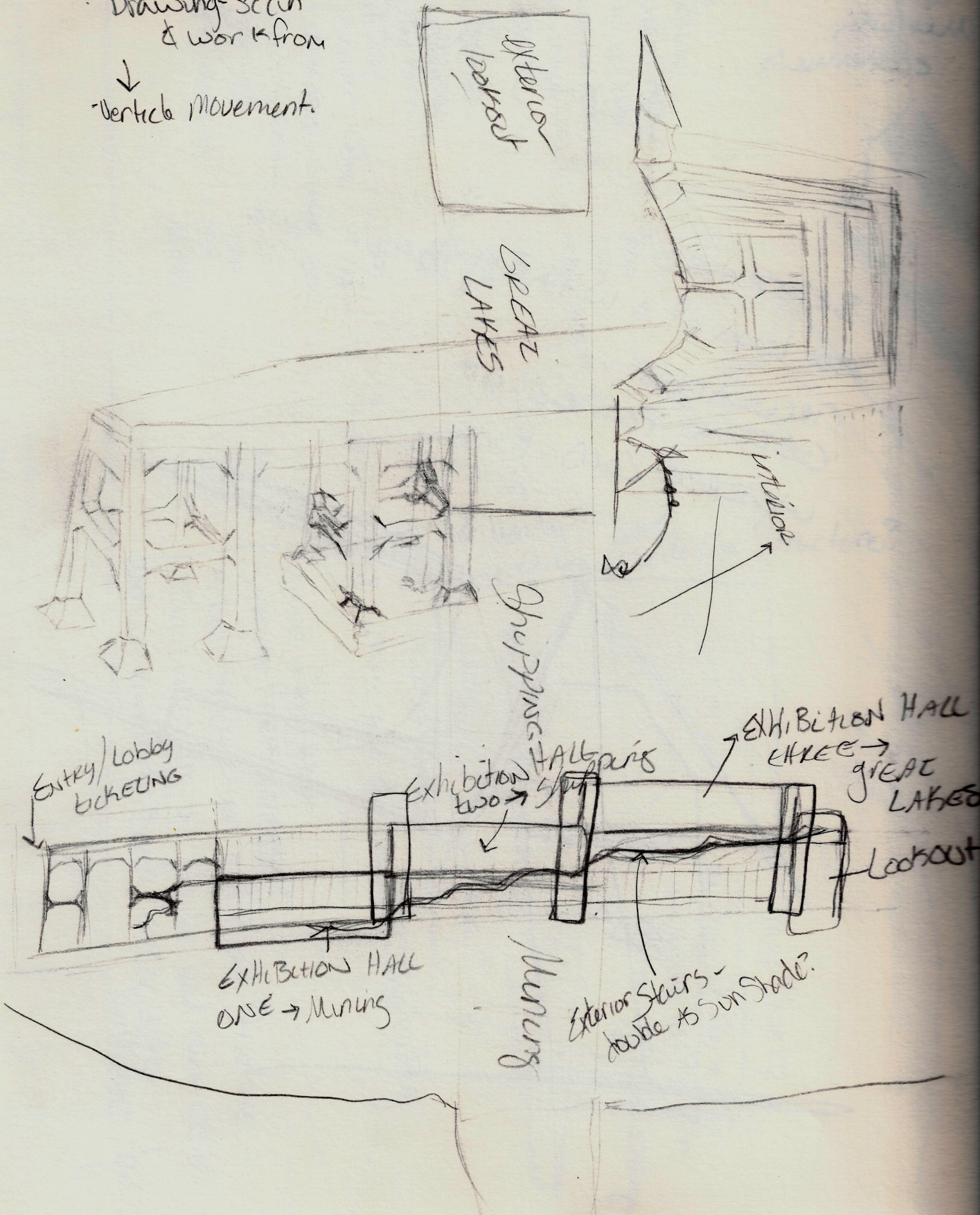
26'-0  
 water level to  
 bottom of  
 crib  
 Water Elevation  
 32'-0

$\frac{29}{29}$  59'  
 8

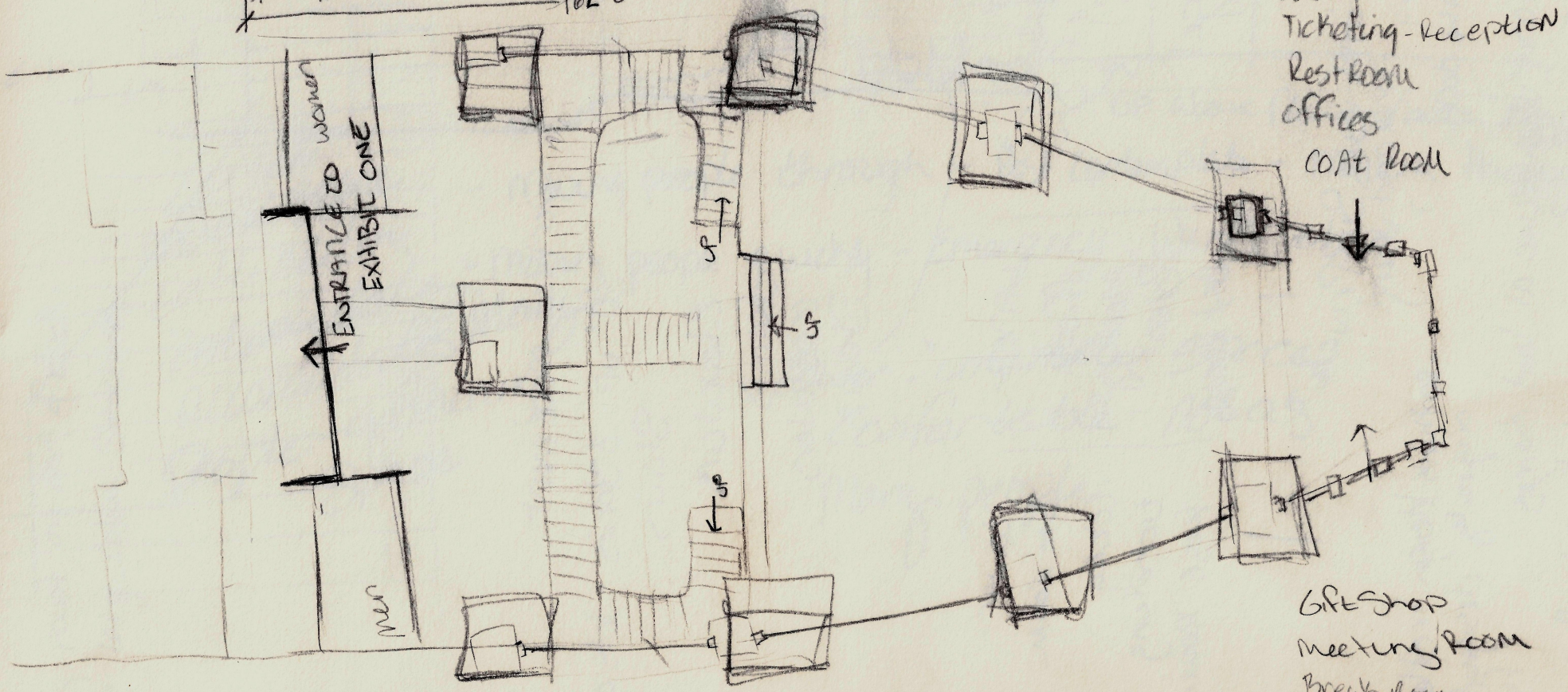
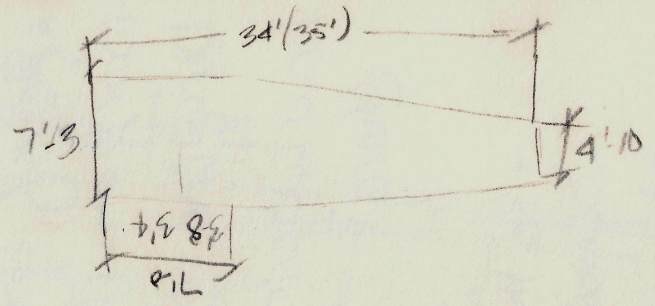
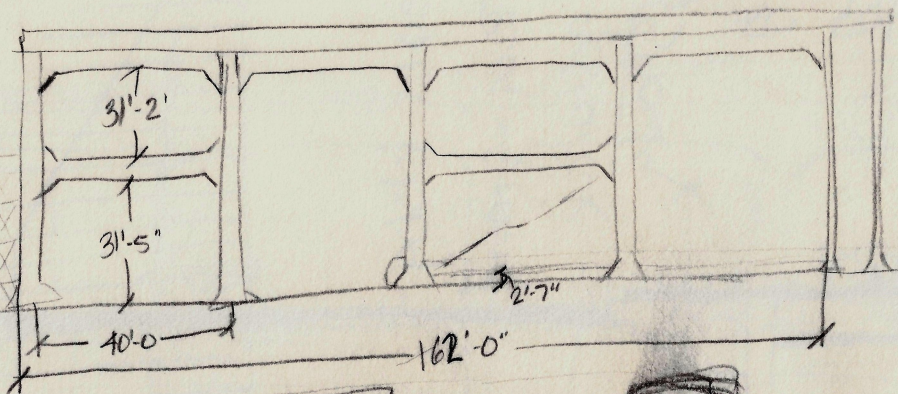
PLAN SECTION -

- SPACE Layout
- KEEP SECTION Drawing - Scan & work from

↓  
- Vertical Movement.



Entry  
Seam Reconstructed  
Entrance



Vertical Movement -  
Stairs elevators  
Escalators



Museum lobby -  
 Big - grand -  
 gestural  
 showy 5'-5"

Vertical movement  
 30' up - 3 stories - lots of  
 Stairs  
 Elevators  
 Ramps  
 Escalators  
 Stairs

fire exits?

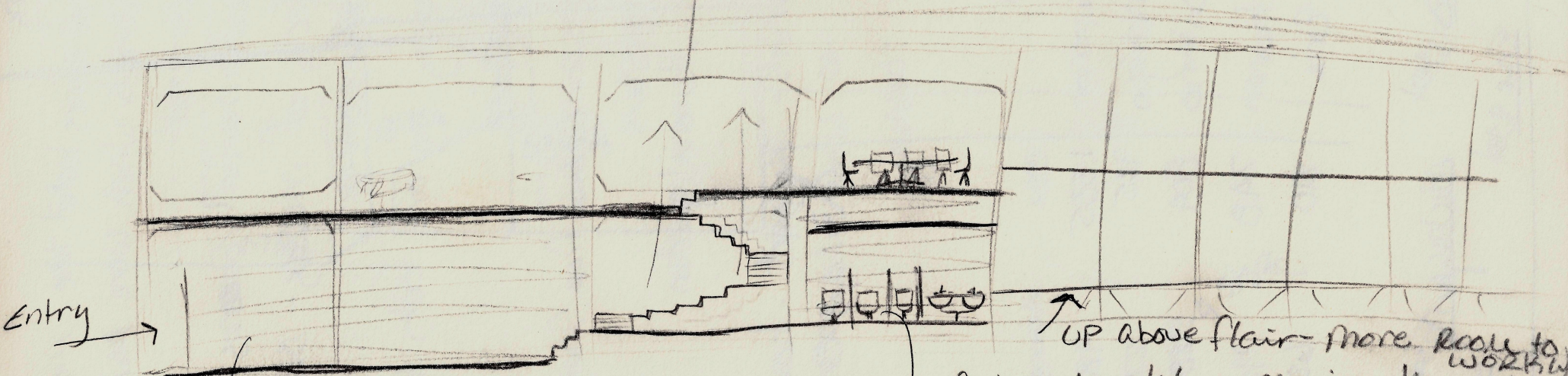
what if you 26' x 50'  
 works on the theater?  
 Very end of bldg? gift shop  
 how would you get  
 there?

UPPER-  
 offices  
 Meeting  
 Break  
 Rest Rooms

Lower-  
 LOBBY ROOM  
 Lobby  
 Ticketing  
 Rest Rooms

- how am i not using Sign? Private?
- Re think entry - What am I using?
- Symbolism on the deck
- Re occurring oasis which occur at level changes
- Whats on top?
- different zone for each great lake?
- Re think design trestle idea - originally designed purely for function.
- Whats actually in the Bldg?

Sudden Open  
to top of Structure



UP above floor - more room to work

- moving people through - Rest, contemplate - moving through

- moving people quickly - Emergency, Work, etc

lower - 'intimate' space  
- comfortable - not as many people

larger enclosed space  
tall ceiling

intimidating  
accommodates many people - gathering space

Natural entry point on end of deck - tapered in - large column structures

# Mining

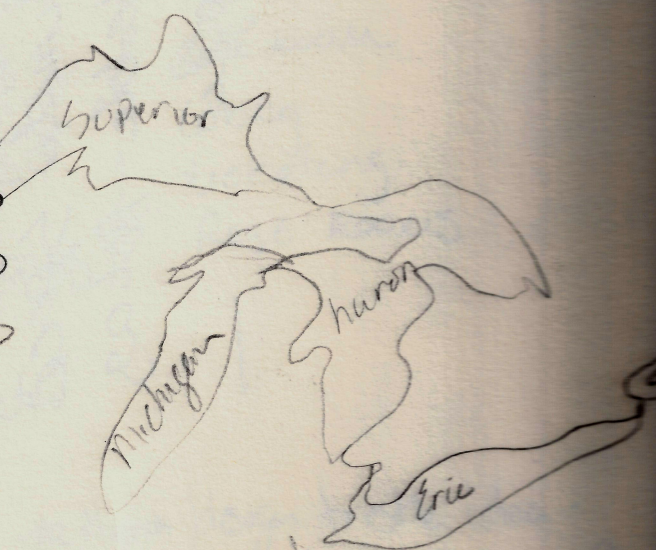
- What mines looked like - models - pictures -
- Materials which were mined in Wisconsin
- tools used
- environmental concerns
- effects of mining - on the environment, to the miners, on the economy
- Journey the ore took to get from ground to processing
- processing
- transportation from shovel to ship
- disasters
- Memorial garden

Journey from the Mine to the finished Product.

Materials - Minerals - how it would look on the ground to what happens after processing in the years if it is planning Entry Mining Shipping Great Lake

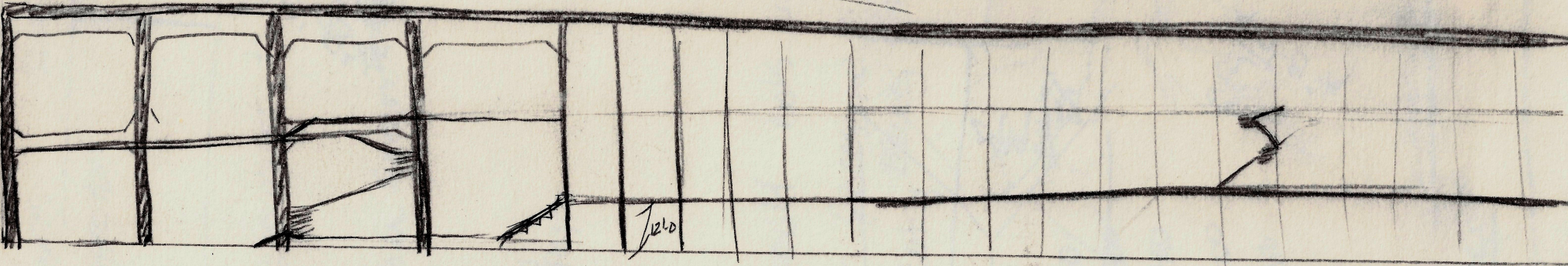
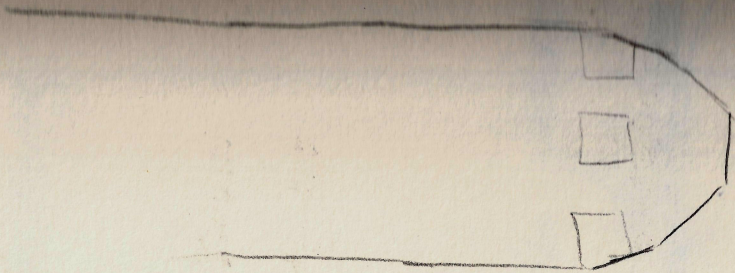
# Shipping

	max	Average	
Superior	1,335	483	31,700
Michigan	925	279	22,300
Ontario	804	283	7,340
Huron	748	195	23,000
Erie	210	62	9,910

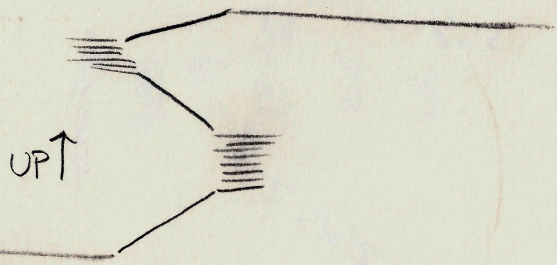
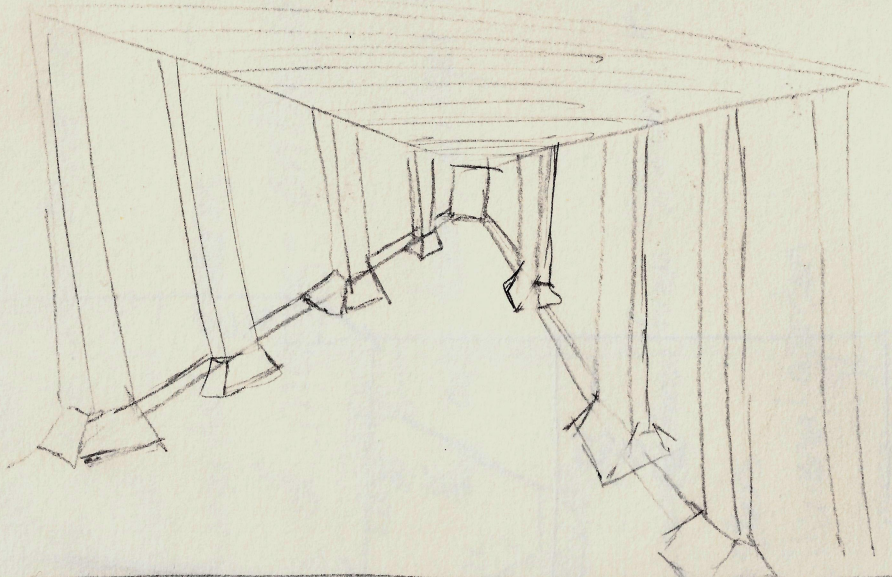


Ontario 7,340      Michigan 22,300      Superior 31,700  
Erie 9,910      Huron 23,000      depths

EXITS - near wall/entrance



12'0"



reception/office  
lobby

Exhibit 1

Exhibit 2

emergency passage / pedestrian passage

Exhibit 3

lockout

lab

kitchen



Vehicle

Length 3.7m (12.139ft) max speed 40kph (25mph)  
Width 1.47m (4.82ft) min turn radius 5m (16.404ft)  
height 1.8m (5.905ft)

Guide way

width 1.6m (5.249ft) station elements  
height .85m (.82ft) Berth-docking point interfaces,  
buffer, charging equip  
headroom 5.7m (18.7ft) Passenger interface - destination  
Selection Console  
Communications & Auto door

↑  
no  
enough  
room

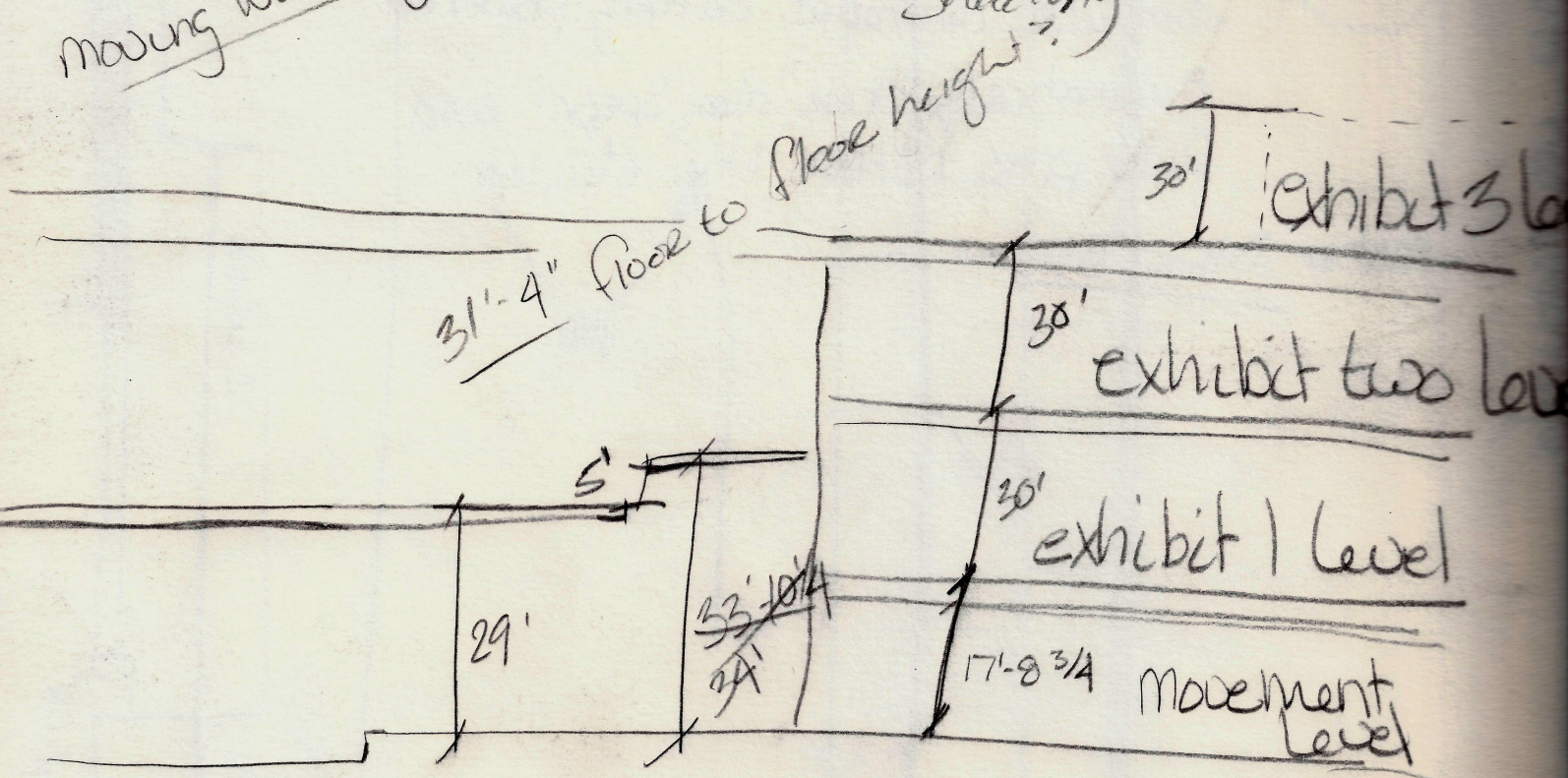
23' 7" 25/02

moving walkways

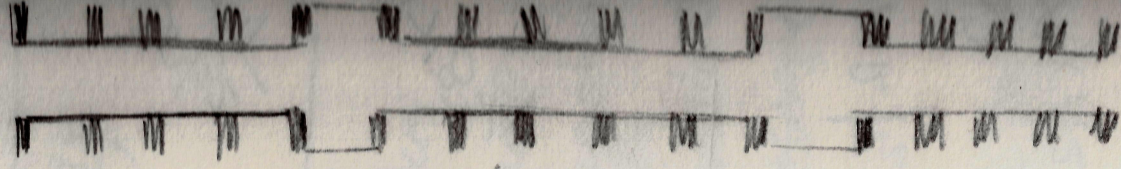
Plinth - raised floor for passenger  
level access

envelope - station bldg

Canopy - passenger area roof &  
shading







Void

Solid

Solid

Shadow

Light

Shadow

Great Lakes

- Stornbells
- lost ship's
- CARGO
- Fishing
- Coast guard
- Sunny days
- light houses

Edmond Fitzgerald

landscape

geology

Shop

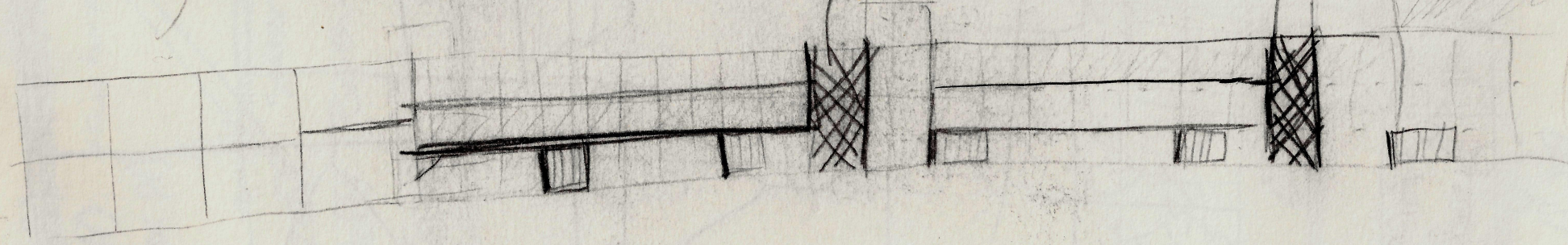
east to west

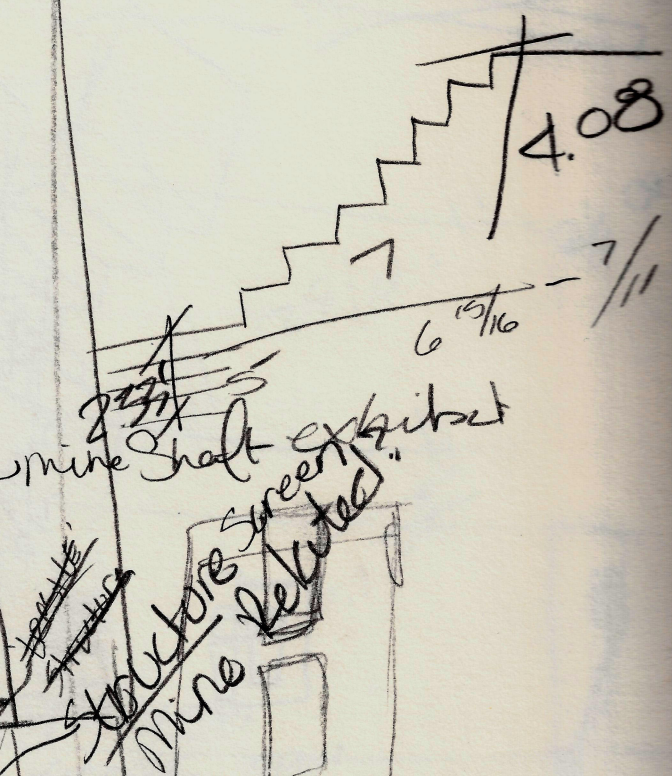
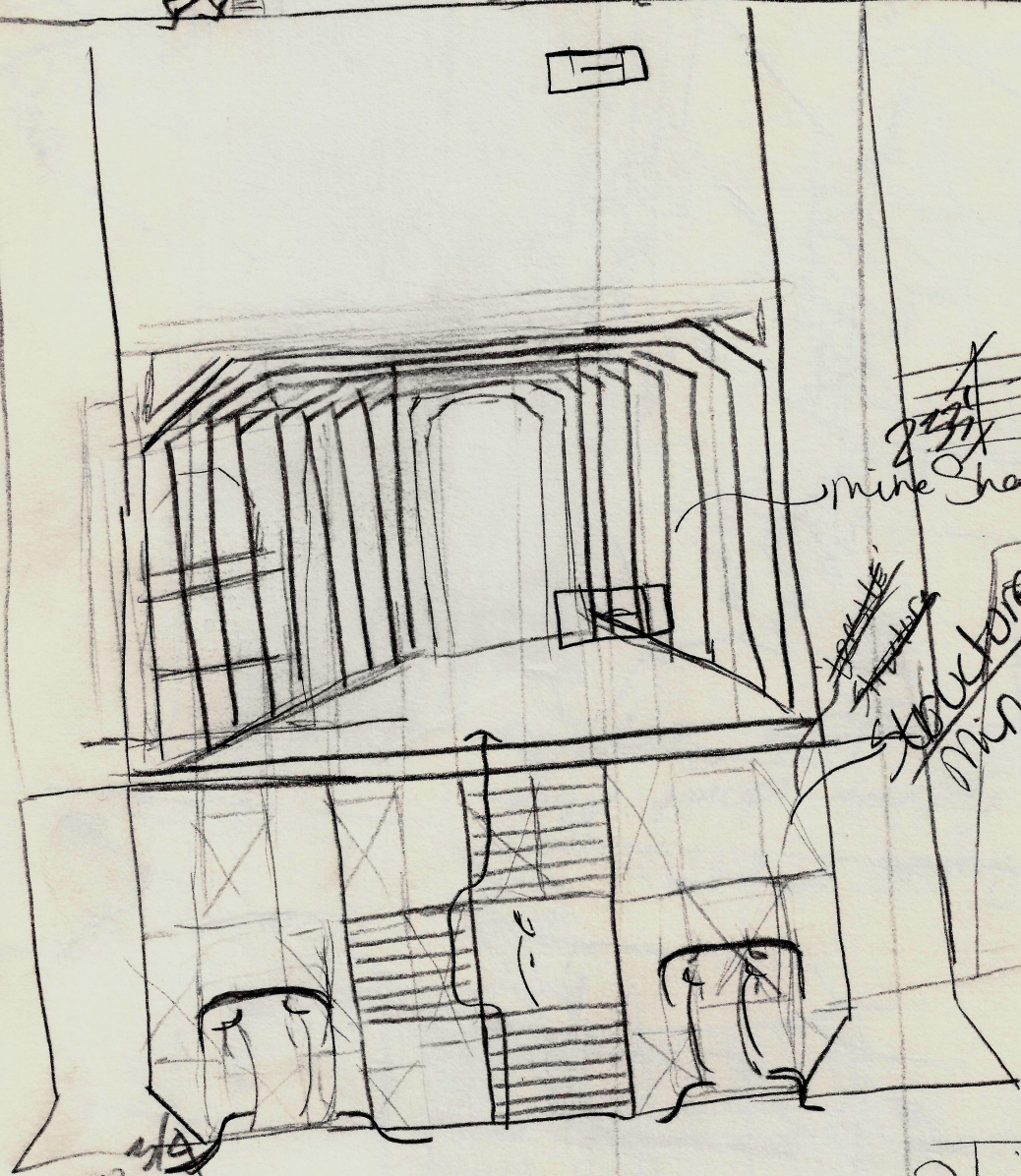
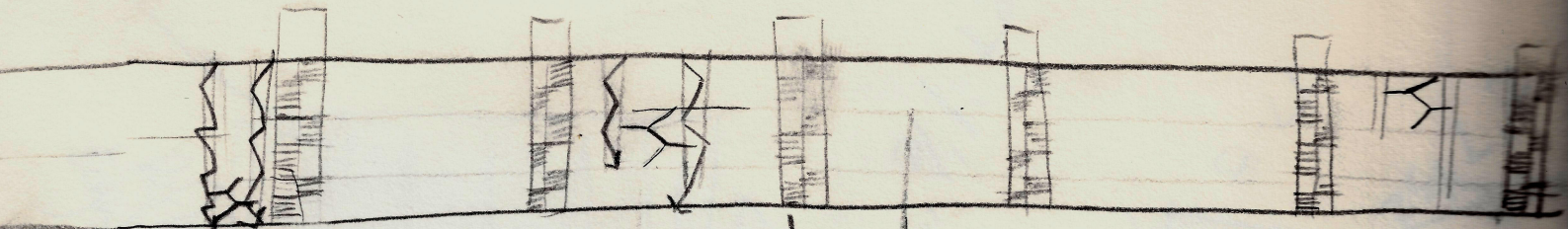
Washed up drift wood

light well

light well

open - working  
 Monumental  
 stairs -  
 stair towers





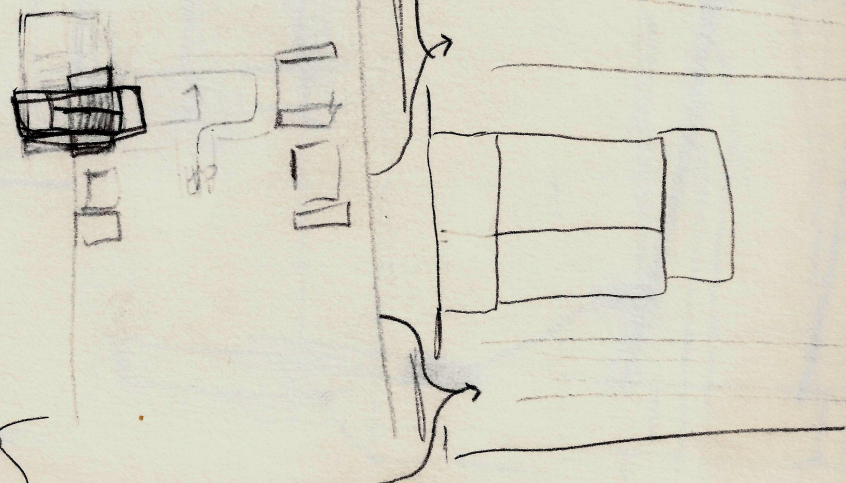
~~structure~~  
~~mine~~  
 structure screen exhibit  
 mine exhibit

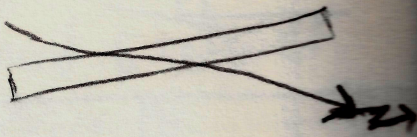
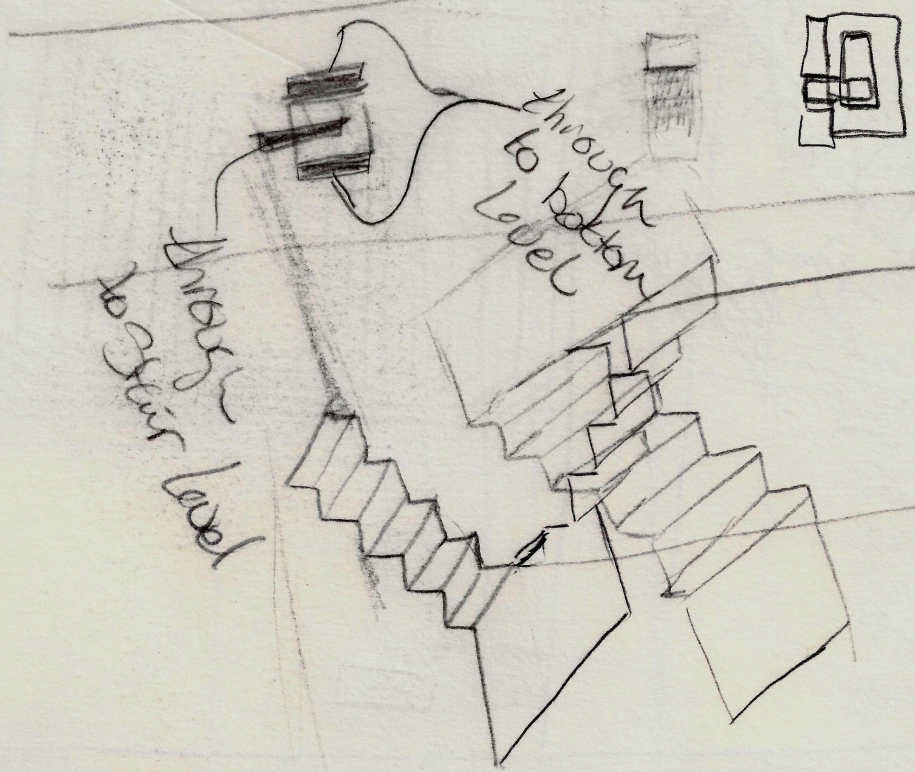
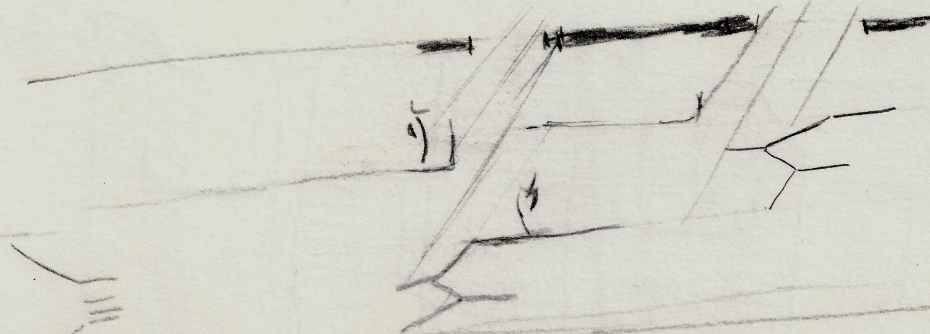
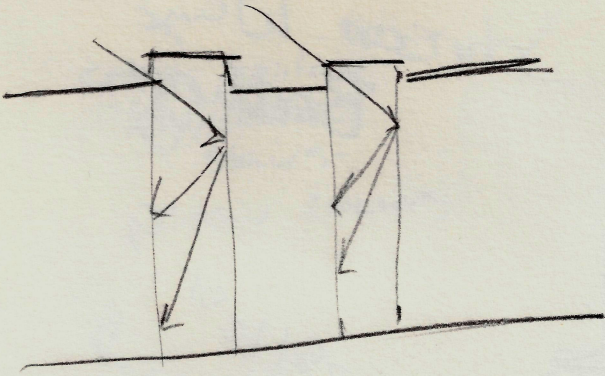
Vertical Shafts -  
 Stairs & light Wells

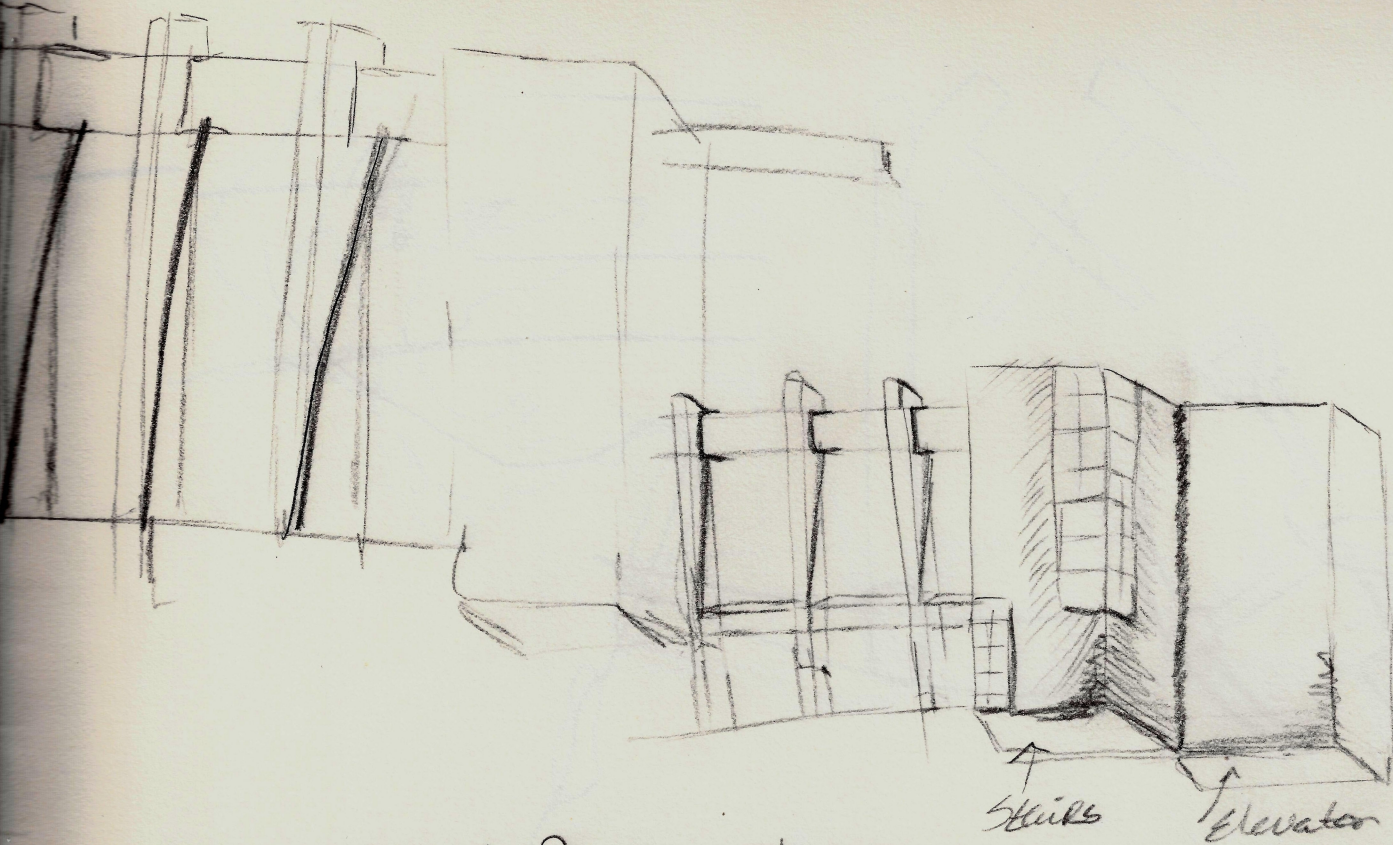
17'8"

11" 17/32  
 5" 10 29/32

Johnson Wax  
 Barking

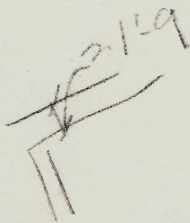
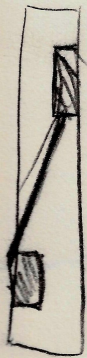






Model - re Figure 2<sup>nd</sup> & 4<sup>th</sup> -

middle sections don't align  
with outside supports.



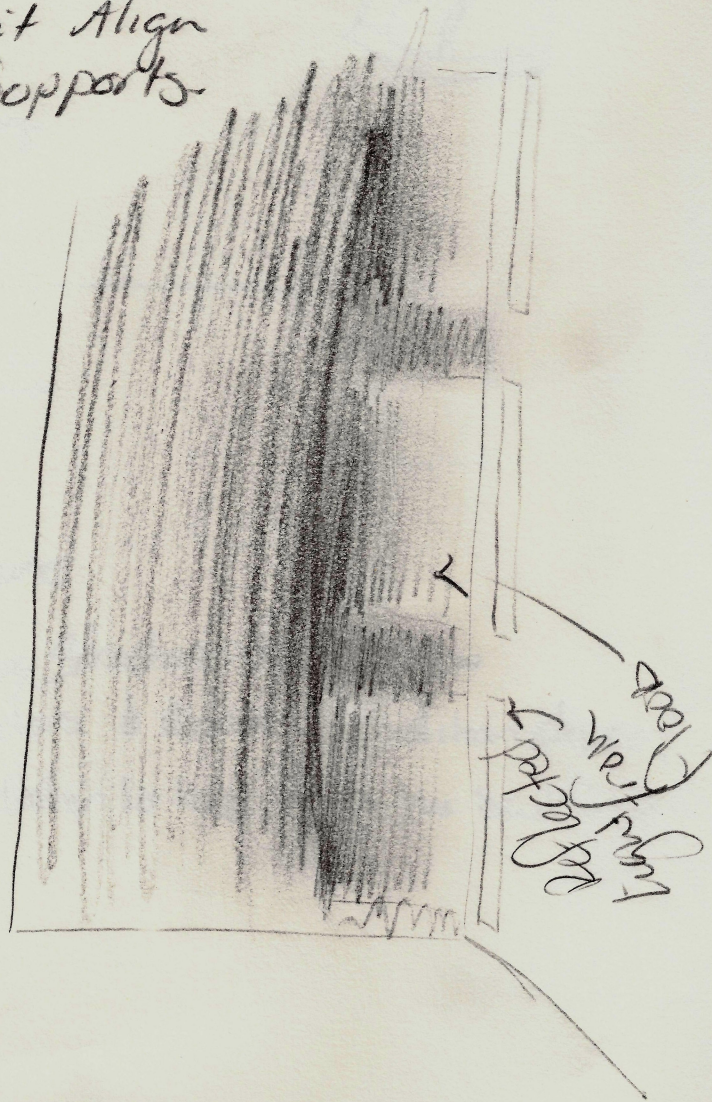
8'-10 <sup>3</sup>/<sub>8</sub>

11'-17 <sup>1</sup>/<sub>32</sub>

2'-7 <sup>1</sup>/<sub>32</sub>

17'-8 <sup>5</sup>/<sub>4</sub>

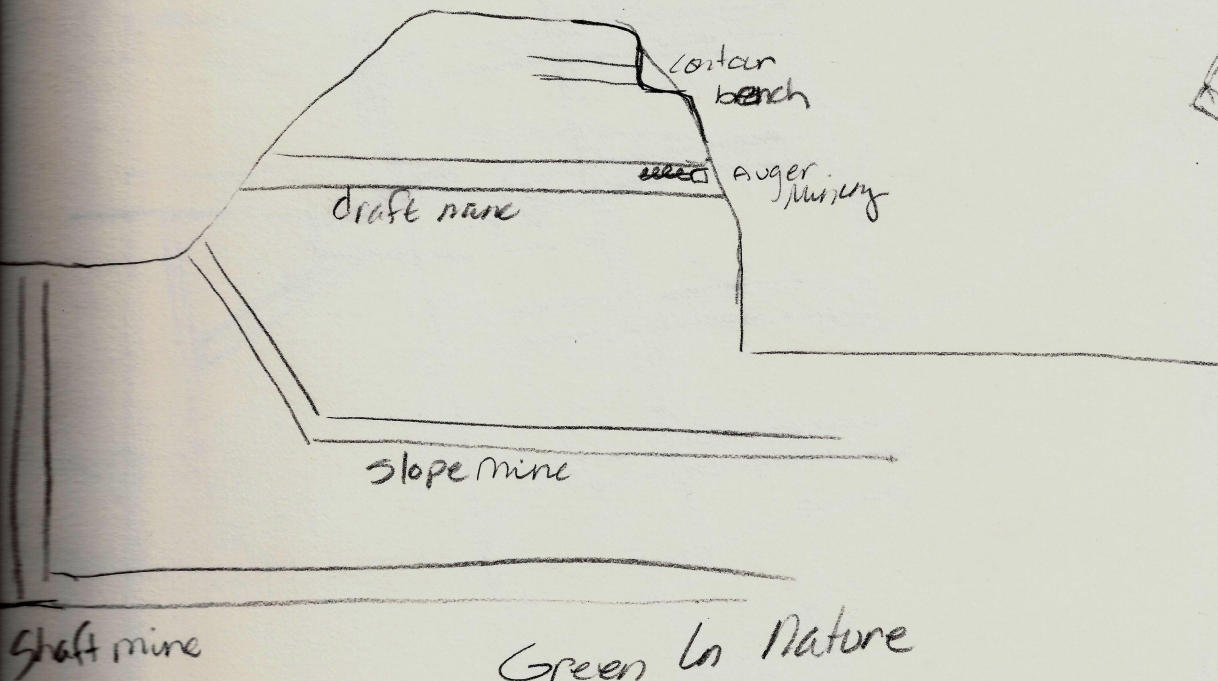
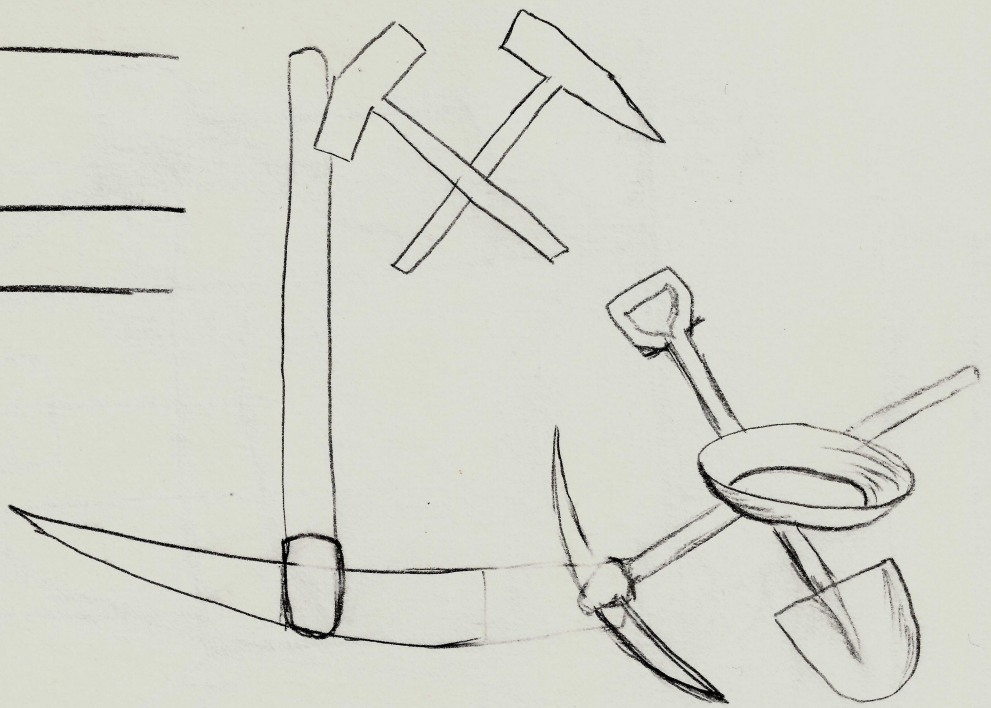
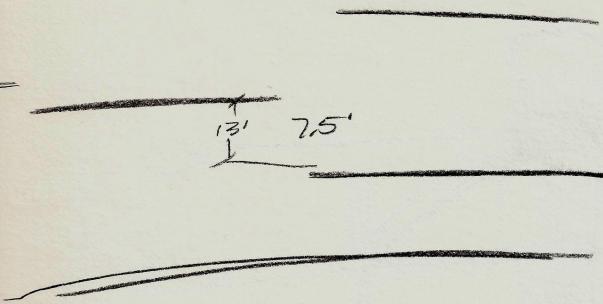
27'-1 <sup>1</sup>/<sub>2</sub>



Gogethic



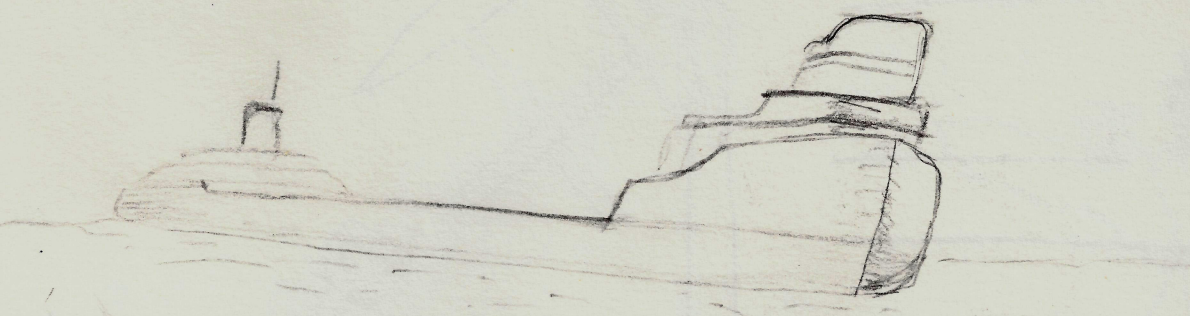
Gogethic Range



## Green In Nature

- Reuses an existing structure - reduces new construction factors & reduces demolition debris
- Uses radiation from water to help warm the building
- Solar heating  $\uparrow$
- PARK on top





Great Lakes

Shipping

Miners

WALK

WALK

WALK

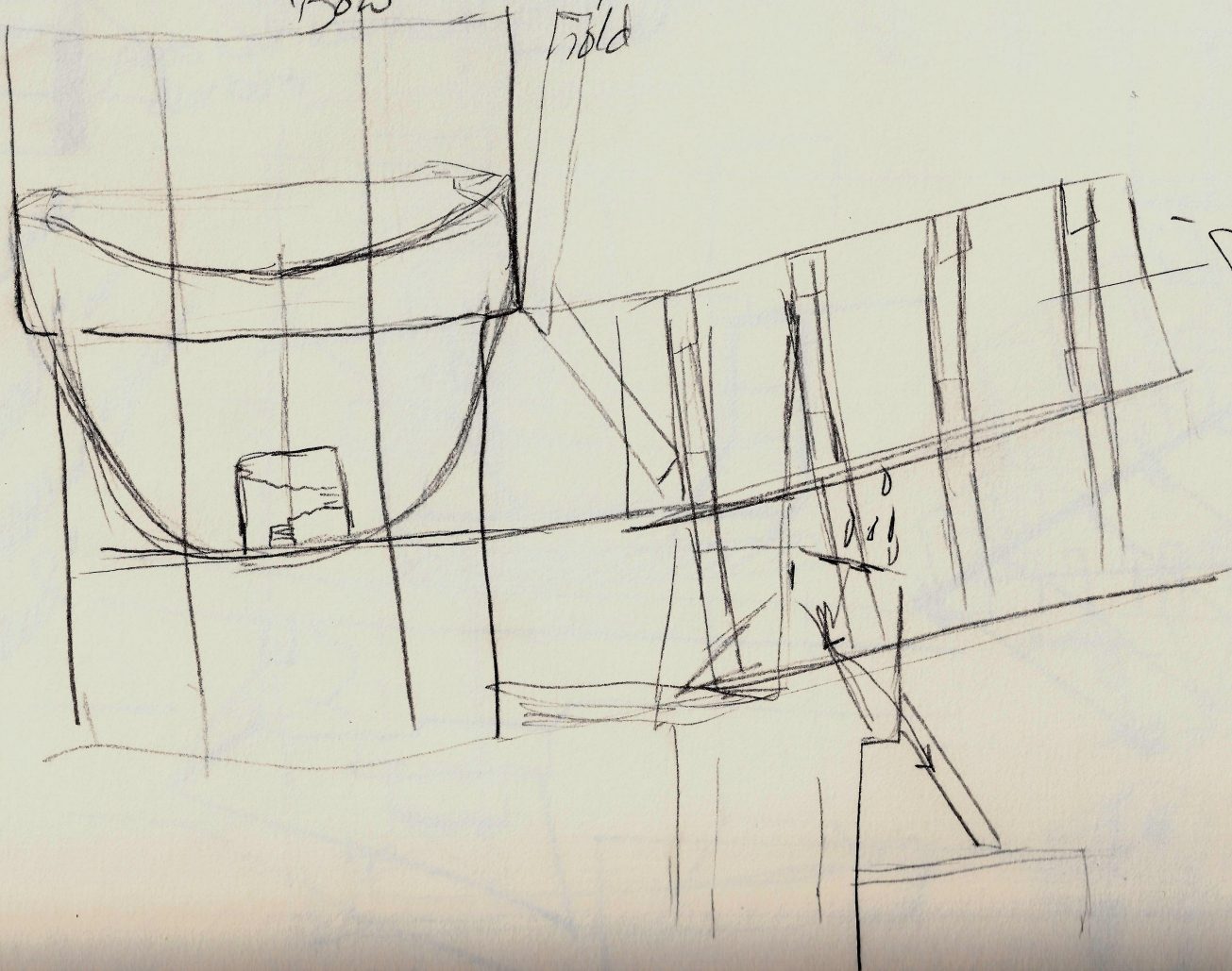
WALK

Bow

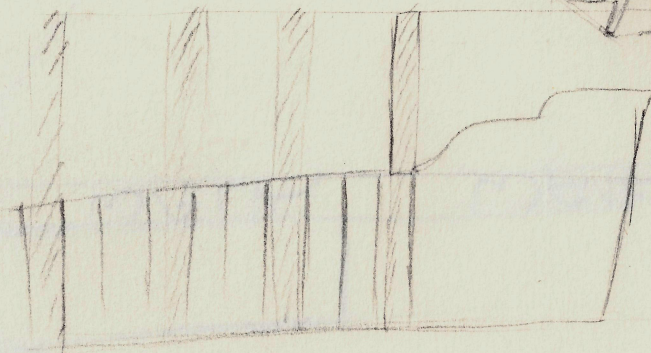
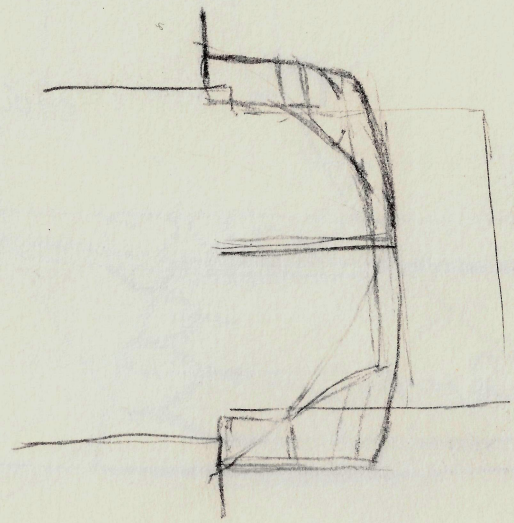
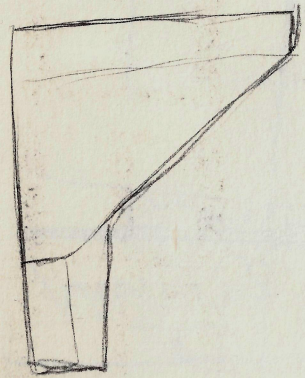
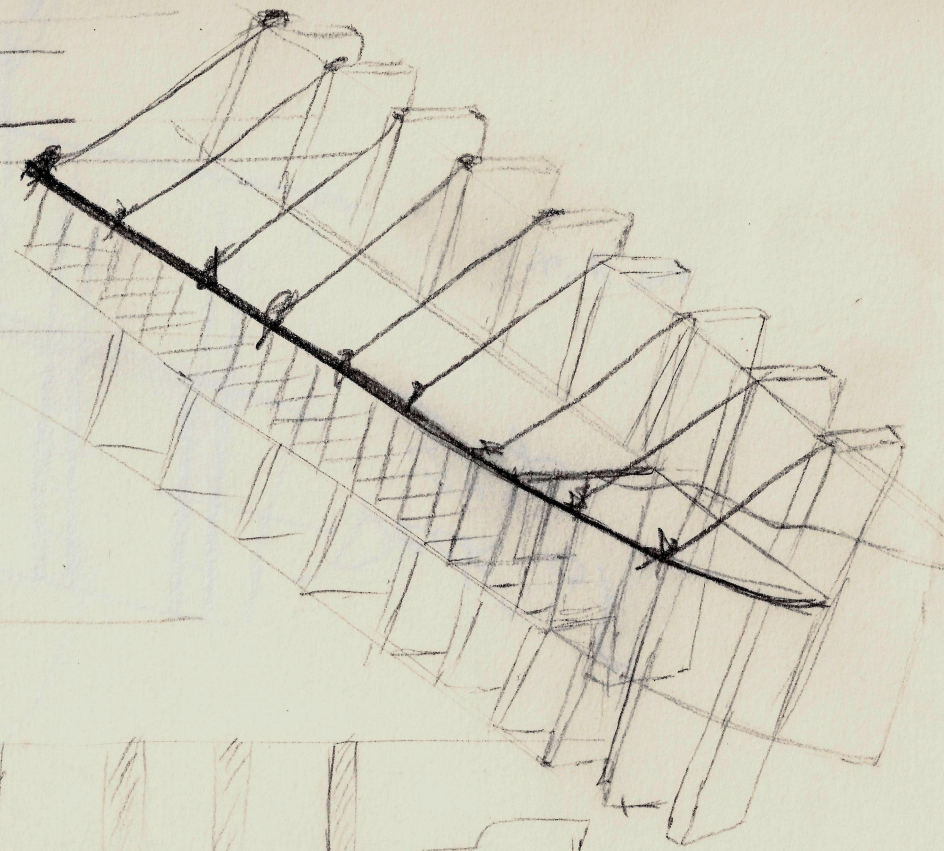
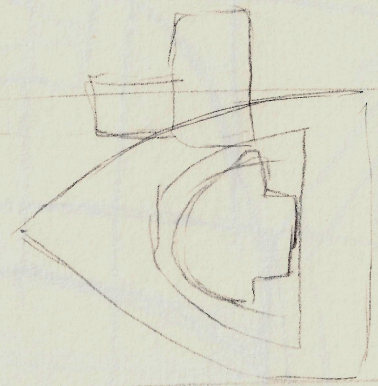
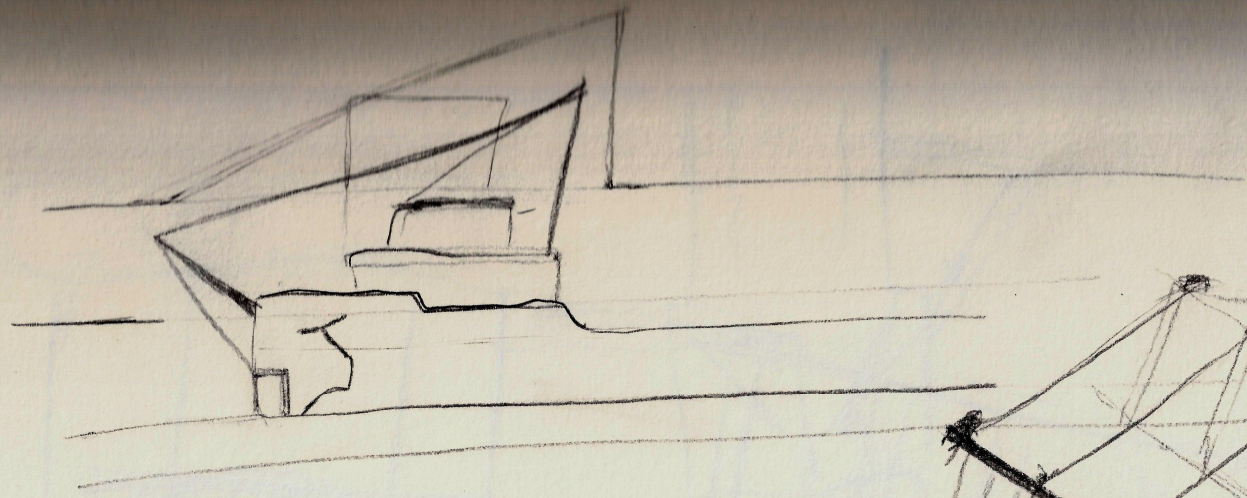
Hold

Deck of ship

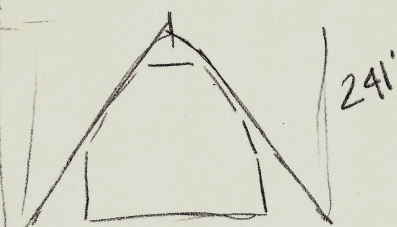
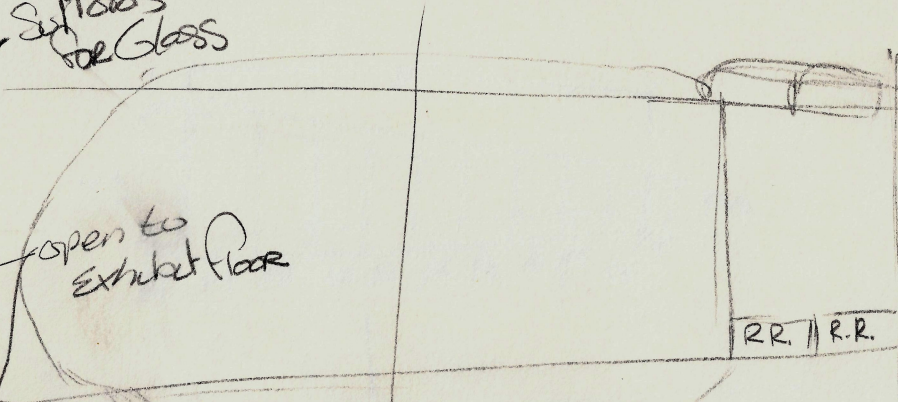
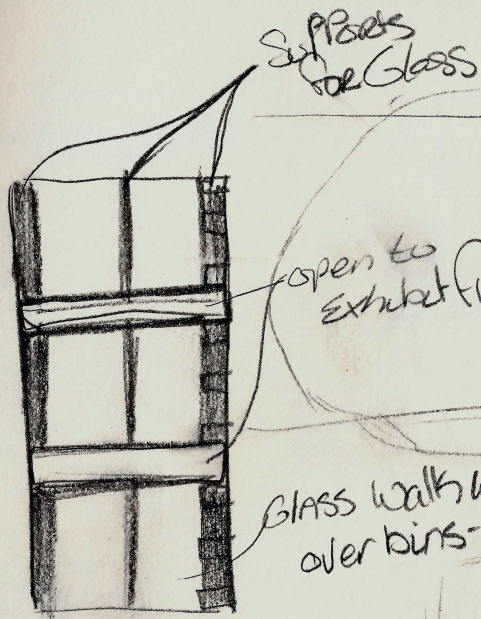
56-8 7132



16-5-1932



Process Paper

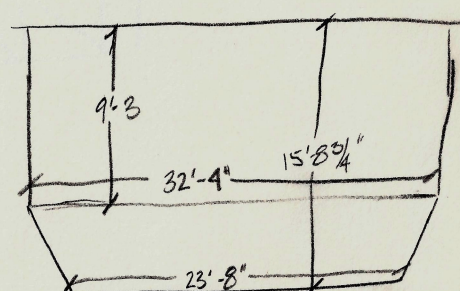
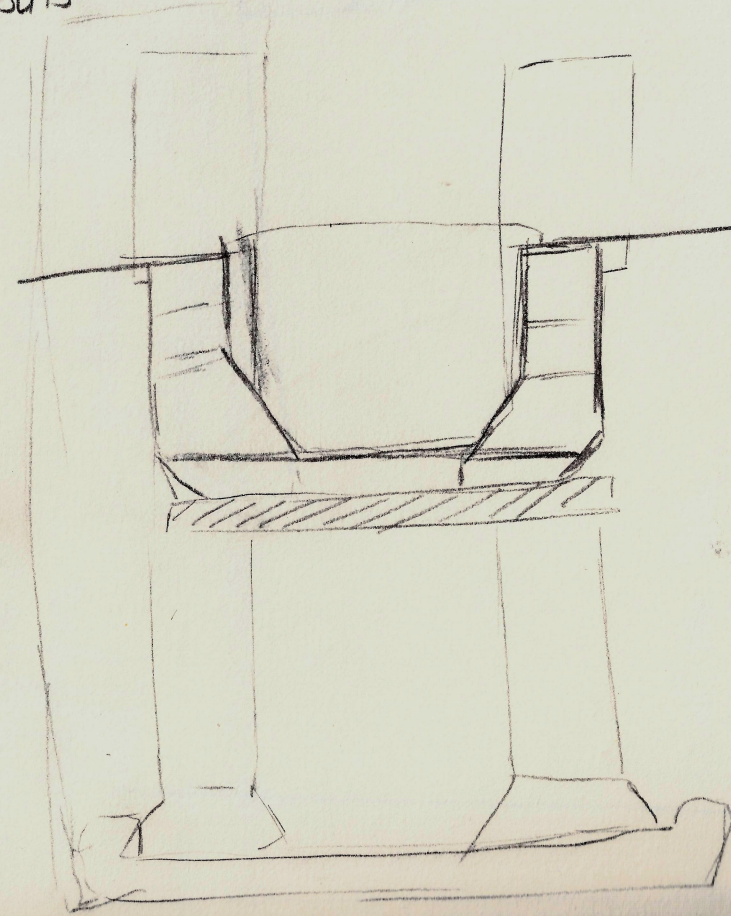


24'

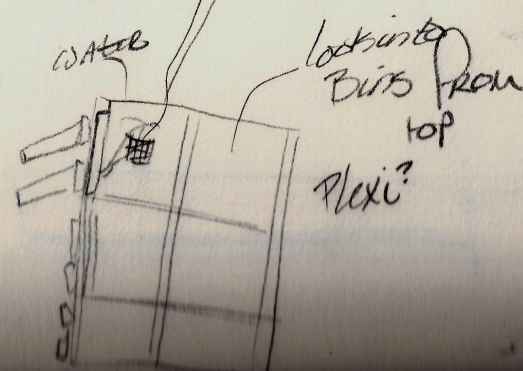
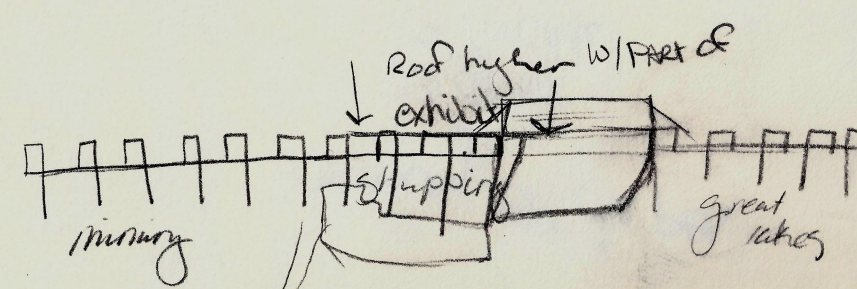
Elevation  
61-276"

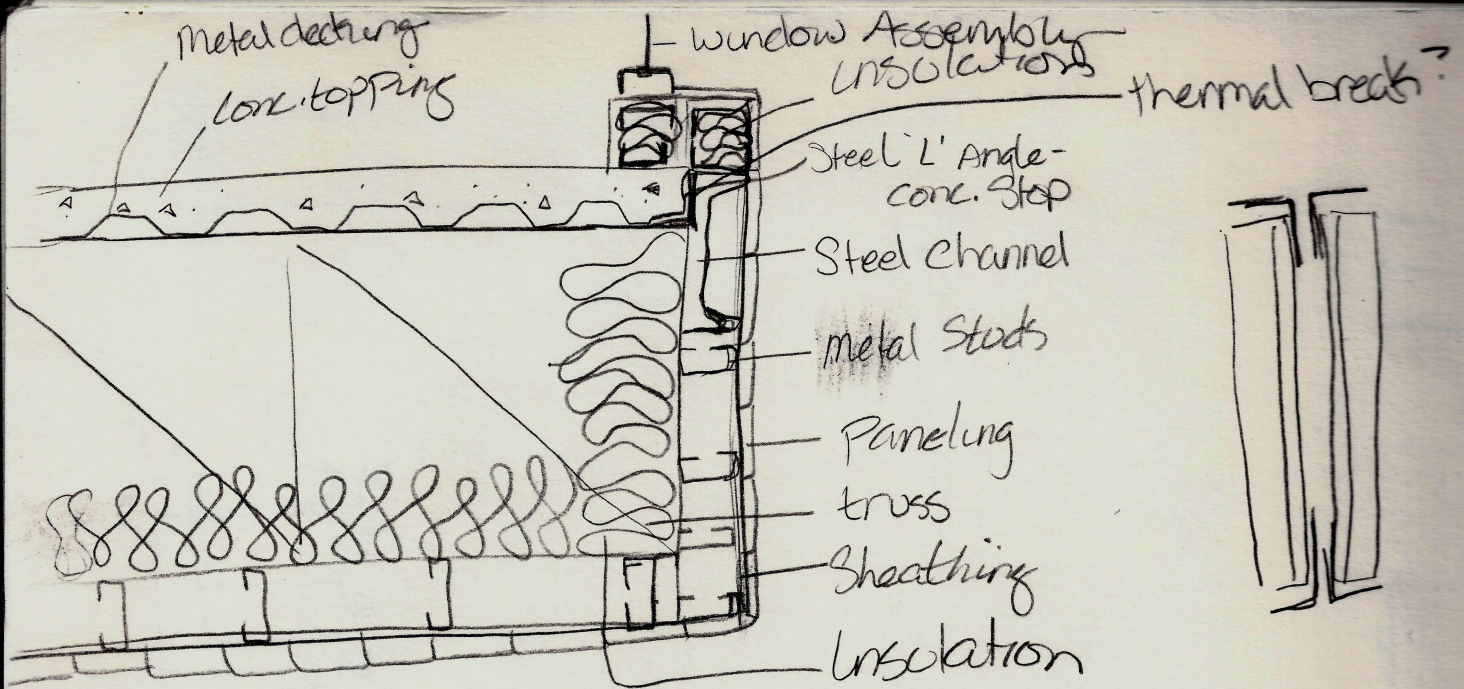
$$\begin{array}{r} 24' \\ - 12' \\ \hline 12' \end{array}$$

would you have  
stair level or  
have another stair  
on roof?



8'-8" difference





## mud Island

Jimmy Ogle

Model 1500 ft long  
about 5 blocks

designed like conc. drainage ditch

4'x4'x8' blocks

inverted cast molds of contours

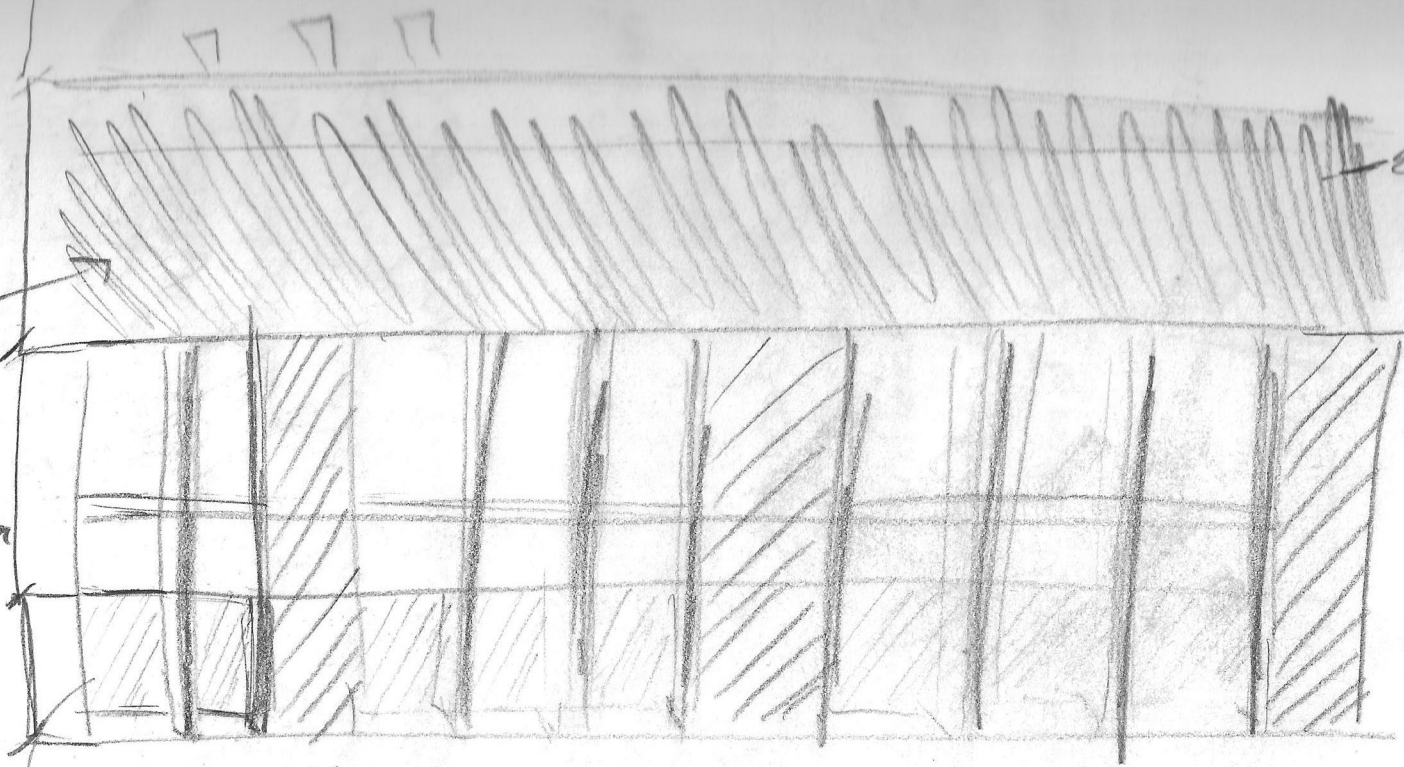
opened 1982

1.5 million gallons of water  
set in golf

Great  
sketch  
exhibit  
(light)

Shipping  
exhibit  
(combination)

Mining  
exhibit  
(dark)



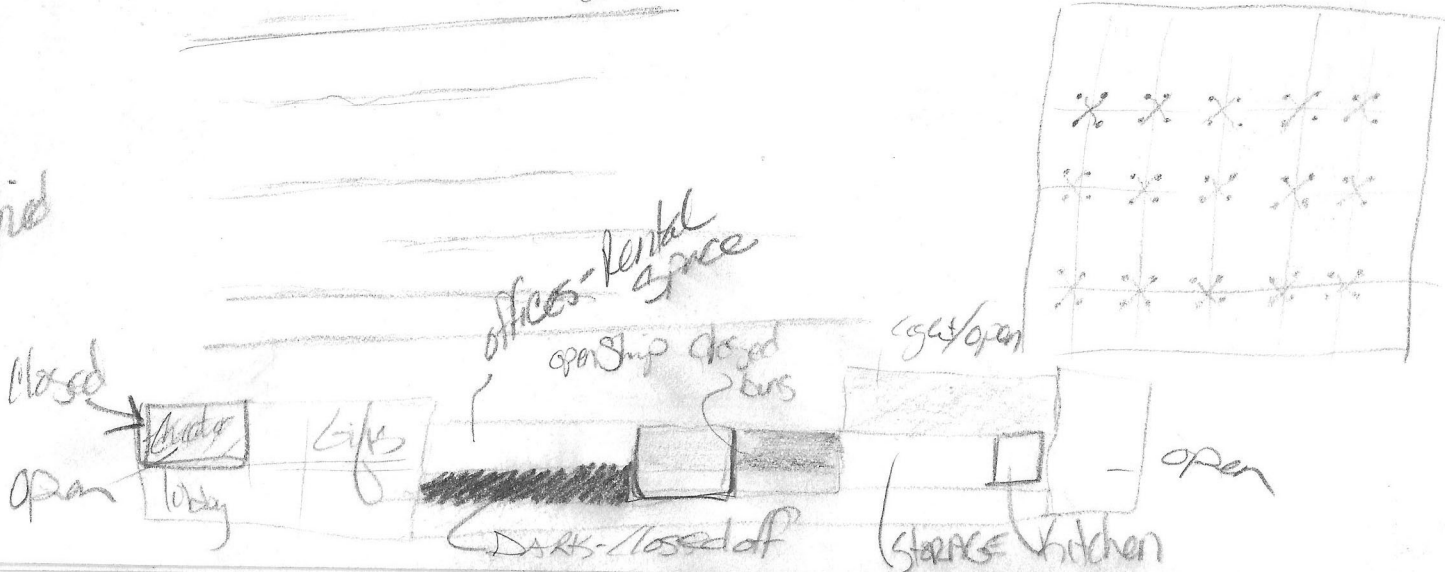
exterior existing  
CONC.

Pedestrian/hall  
Move

Cast Concrete

GLASS CURTAIN WALLS?

Symbology  
Old-New  
Refined - UnRefined



closed  
open

lobby

Gifts

offices - rental  
space

open shop closed  
bars

cage/open

storage kitchen

open

DARK - closed of



(boards imbedded in concrete)

Cast-in-place concrete -  
rough lines from forms -  
Mimic Boards

Existing Columns  
'Abandoned' mining beds

Concrete with different sized  
& exposed aggregate to look  
like dirt or earth -  
Cannot be moved/kicked  
around by visitors

tracks inset in concrete  
so no one trips?

about a foot

Stationary mining  
Carts

Piles of different  
materials which were  
mined in Wisconsin

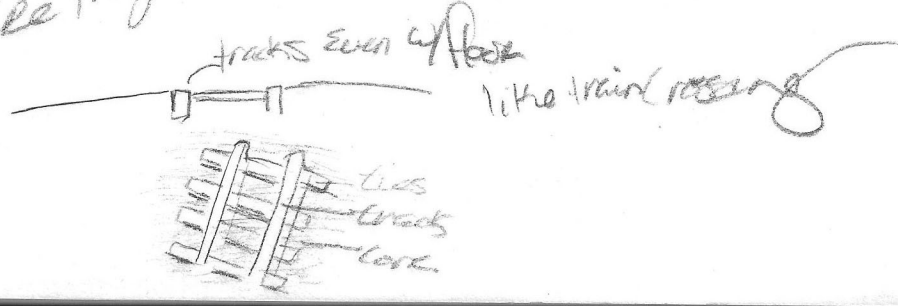


signage??  
- not leading you through  
Bldg. informs you of object found  
in natural environment  
Acceptable??!

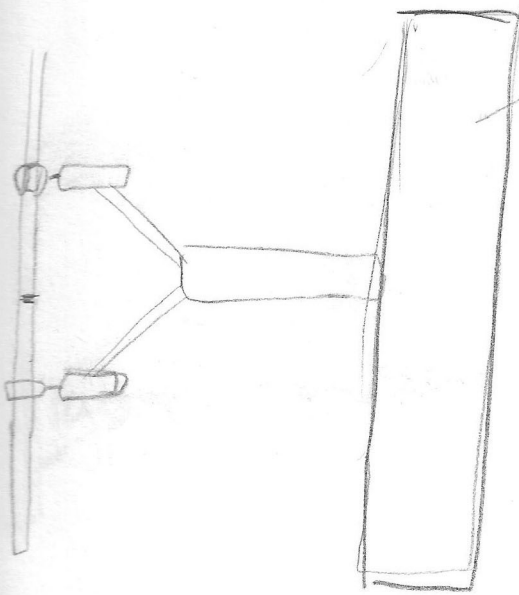
- transition from Shaft  
Mining to open Pit  
Mining

- transition from Pit Mining  
to Building 'Red Stop'

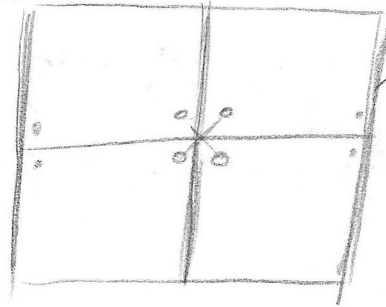
What tools are they?



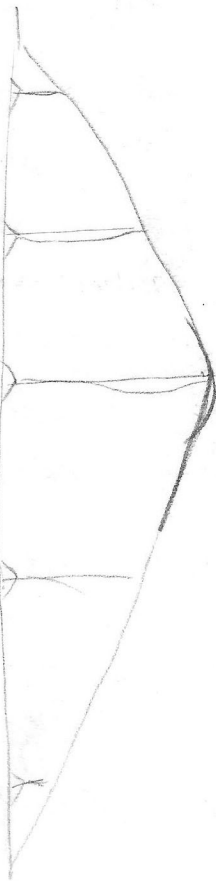
# Curtain Wall



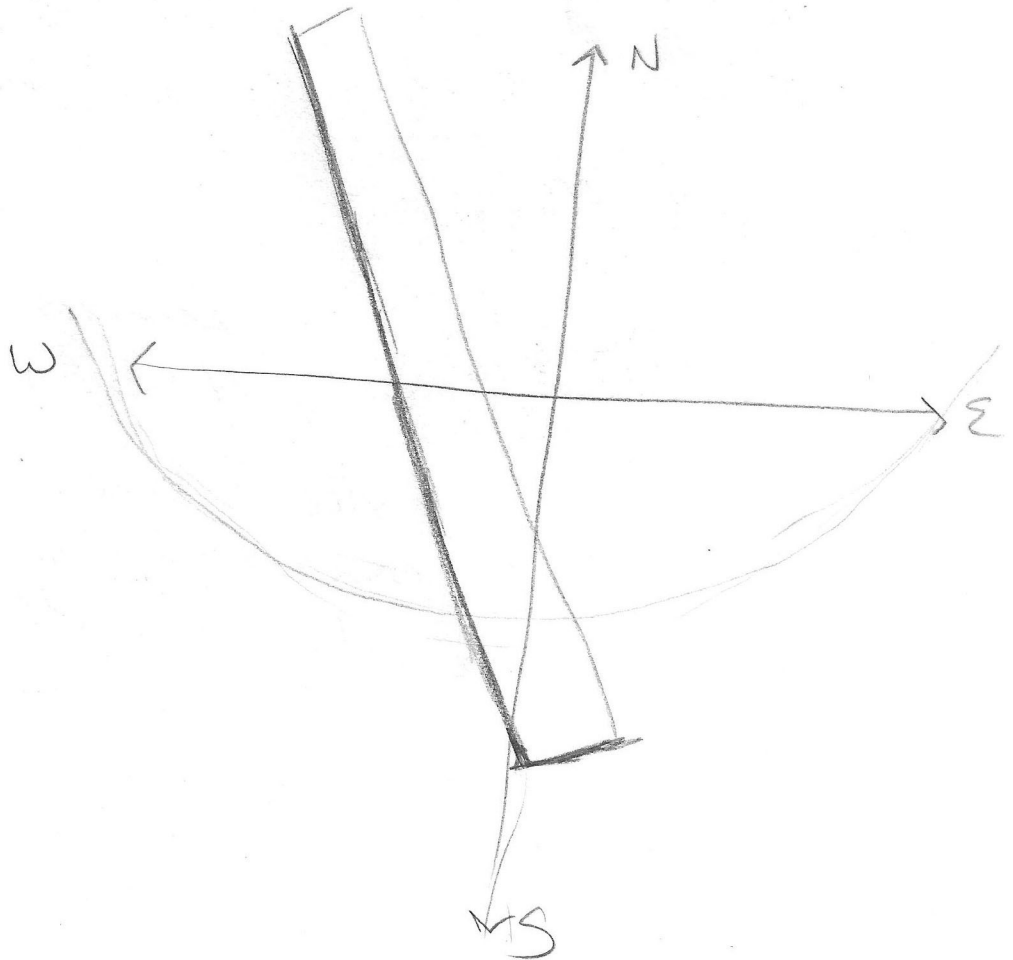
Frame used as shading device?



stronger vertical element - like structure of dock



## Spider Curtain Wall System





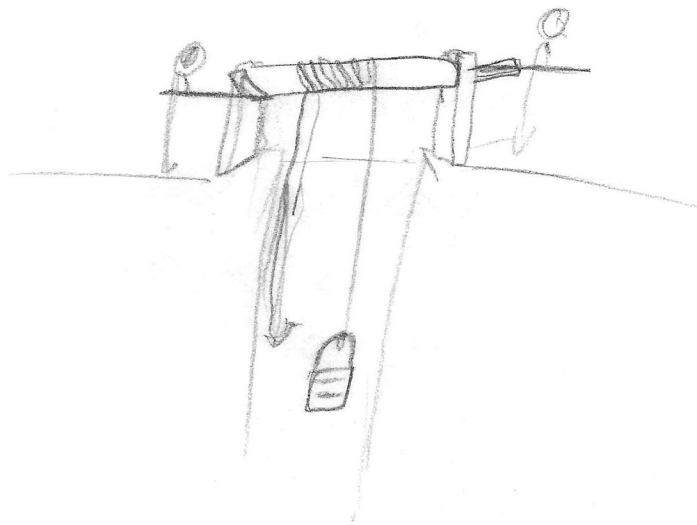
# Mining tools:

HAT  
hammers  
Shovels  
PICKAXES  
Buckets  
Mallets / Mallet

Mining CARTS/CARS  
Wheel barrows  
Steam Shovels  
Lighting  
GAD pins

Dynamite  
Powder Spoon

windlass



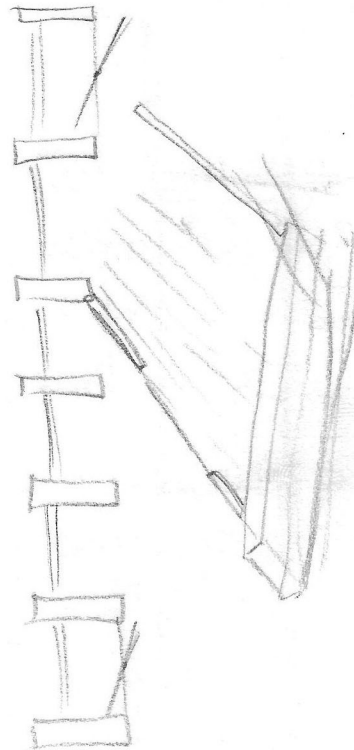
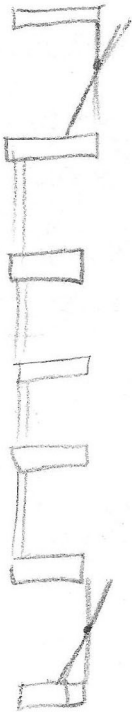
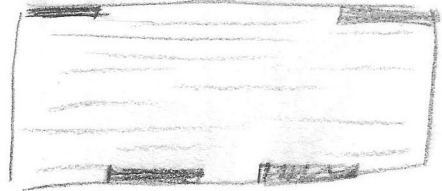
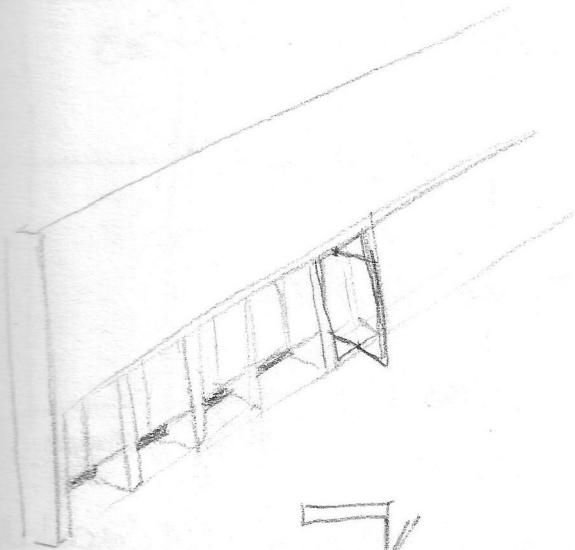
loovers - design in elevation  
every time have  
stairs -  
don't do it small -  
think Scale

Elevations with joints  
of glass & buffers

Spider glass in lobby - Meeting area  
Conventional glass as you go down  
Edges

# AIR CIRCULATION

73 137  
16 72  
25 70



38'9" / 32  
33'9" / 32

GROUND level

Mining level

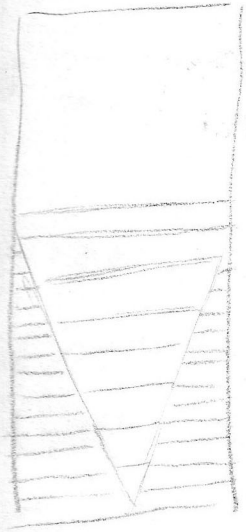
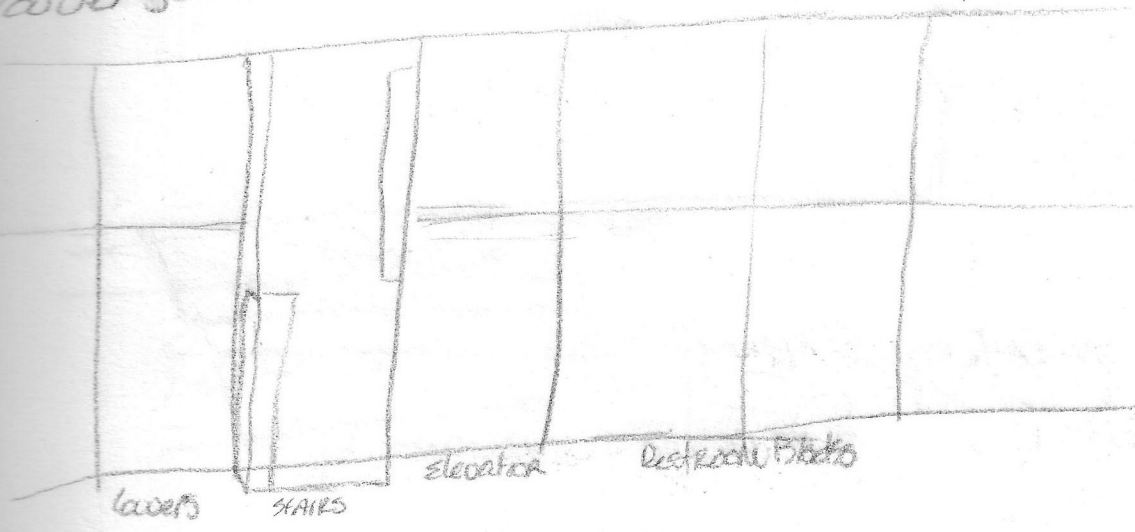
## AIR INTAKES

Louvers-Spider Assemblies 4 sided silicone connections

GLASS SIZES UP TO 130x204

1/2" / 1"

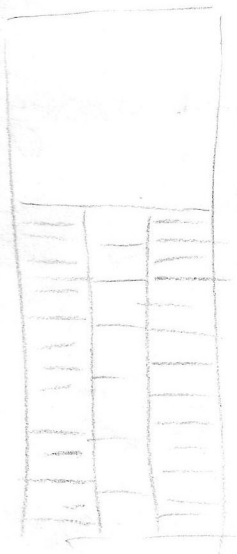
lowers.



- Does it need to go all the way up?
- What's behind it? - Room? open?
- how do you protect it so kids don't go up to it & sticks their fingers in it?
- Curtain wall. What happens upstairs don't want light into theater. shading for lobby & spaces

130 x 204 - Max Standard Size  
 10' - 10 x 17

1' - 6" h



- how big does each Mechanical Room have to be?
- do they all have to be on same floor?
- lowers on both sides of bldg?

Shipping Elevators 18' 3 25/32

62' 15/32

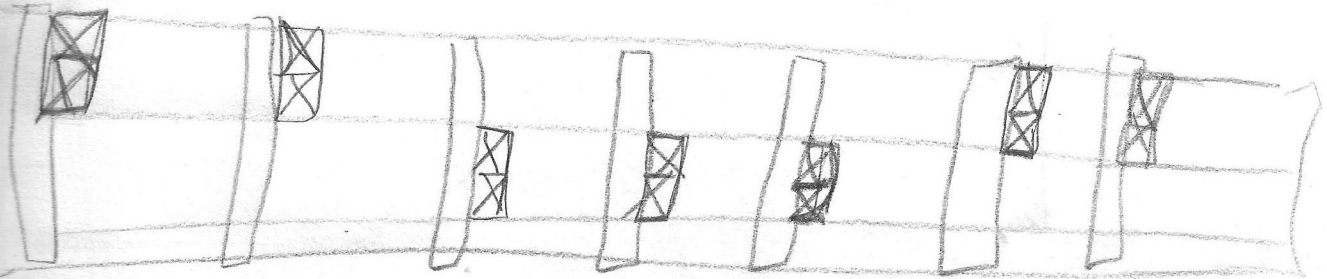
45' 5.5/16

4 1/16

47' 10 17/32

1'-1 29/32 wide  
33'-4 13/16 high

ele 45' 5 15/32



6x6x3-Model

BOARDS

6'-6" span

By Cardage

Mock ups of Boards

Views which you wanna use

Wall sections  
details

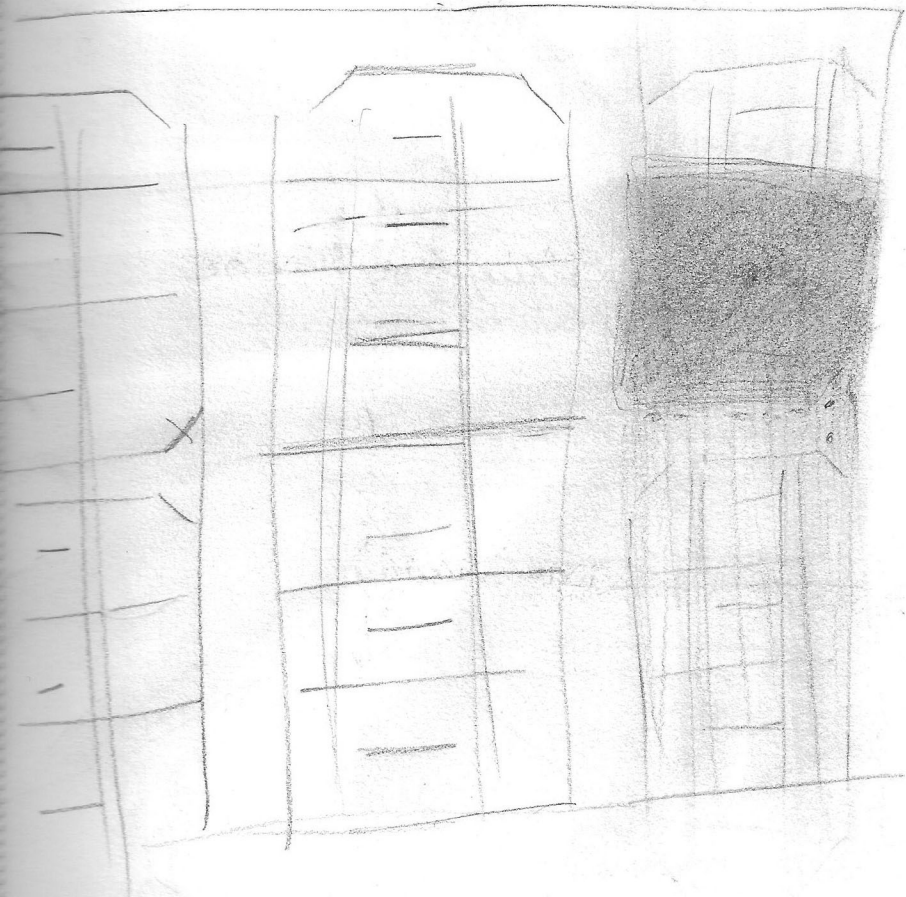
50'-9" inside Columns  
outside

32'-9" inside Columns

9'-5" Between

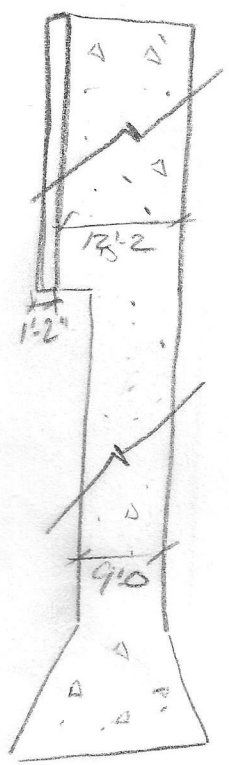
Space on the roof for Mechanical? - NS

45<sup>+</sup>-5 5/16

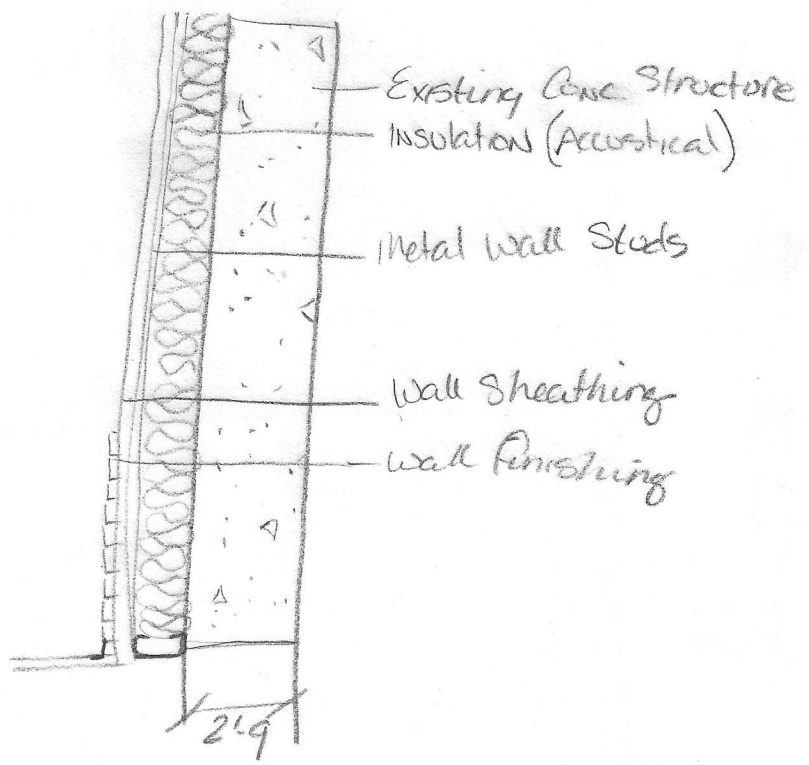


# WALL SECTIONS-

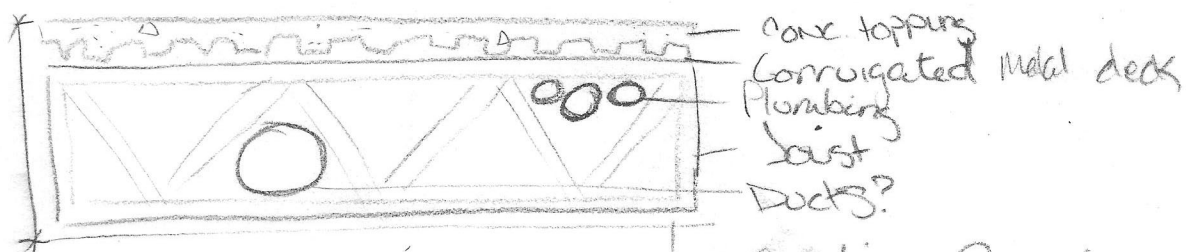
Exterice Existing



Column

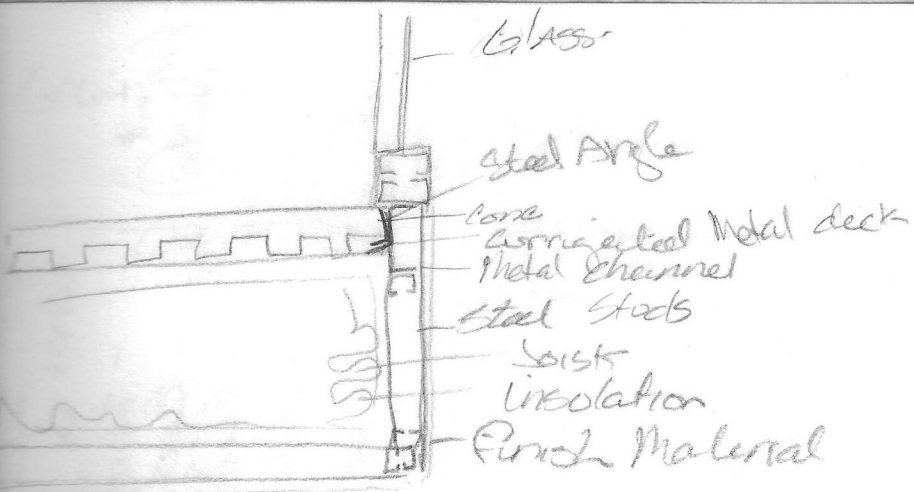


BATH ROOM  
Plumbing wall



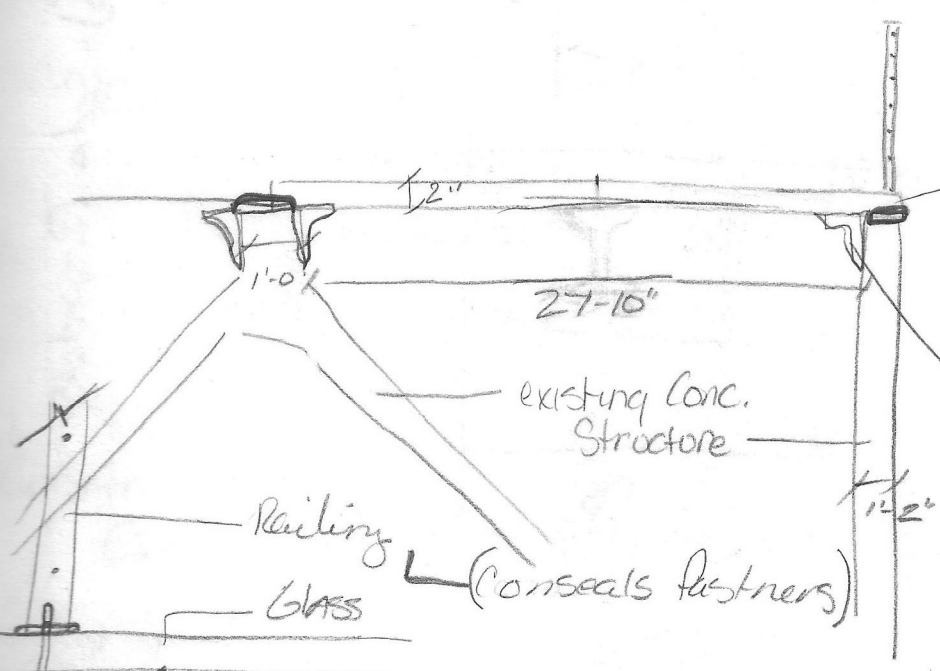
Floor Section

Ceiling Systems

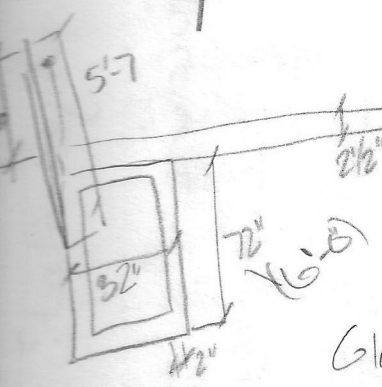
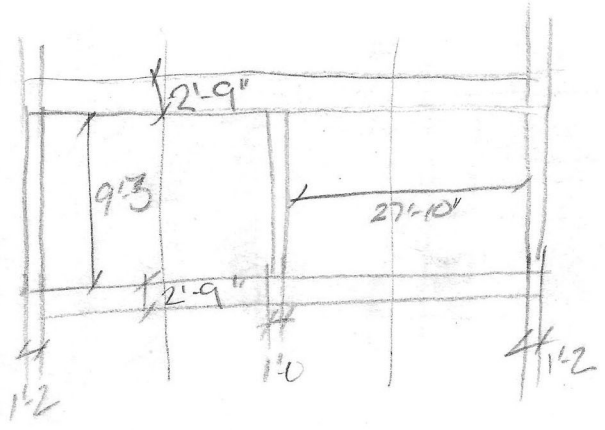
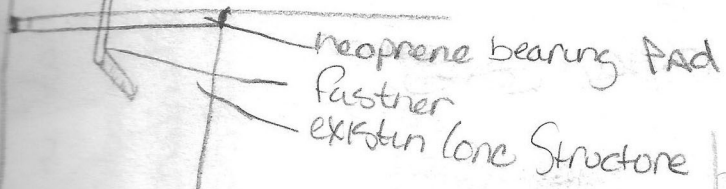


Cantilever

Rioglass - Iogrono Spain  
 Saint gobain Diamant  
 Dupont SentryGlass



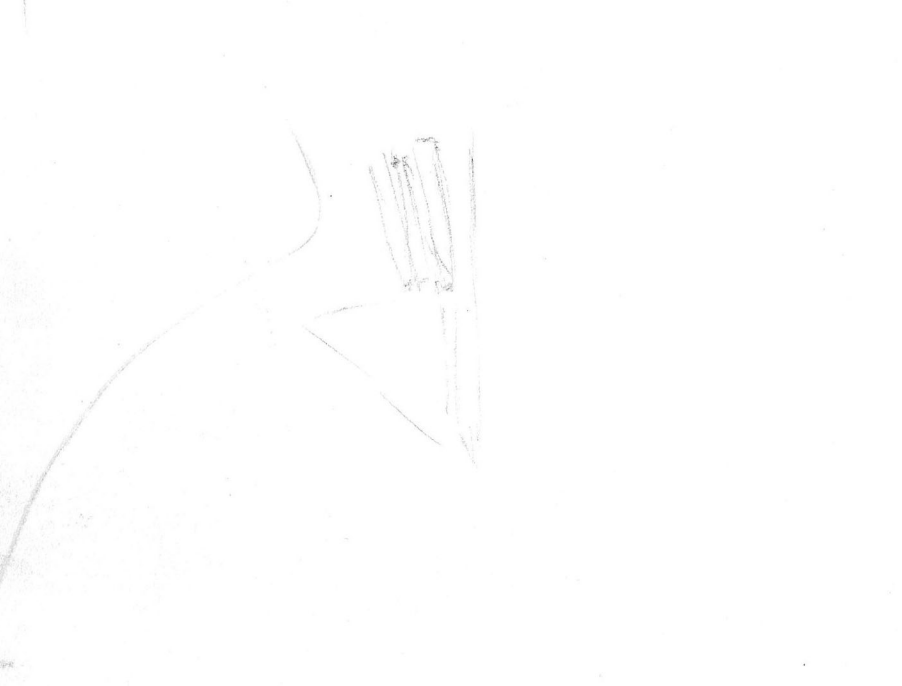
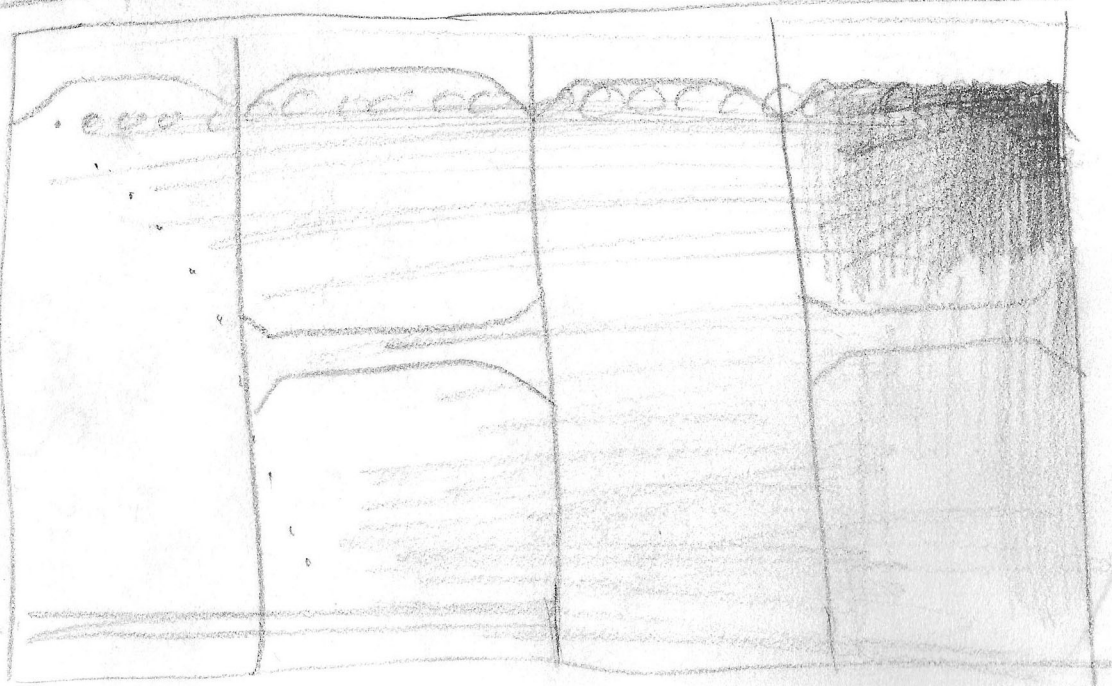
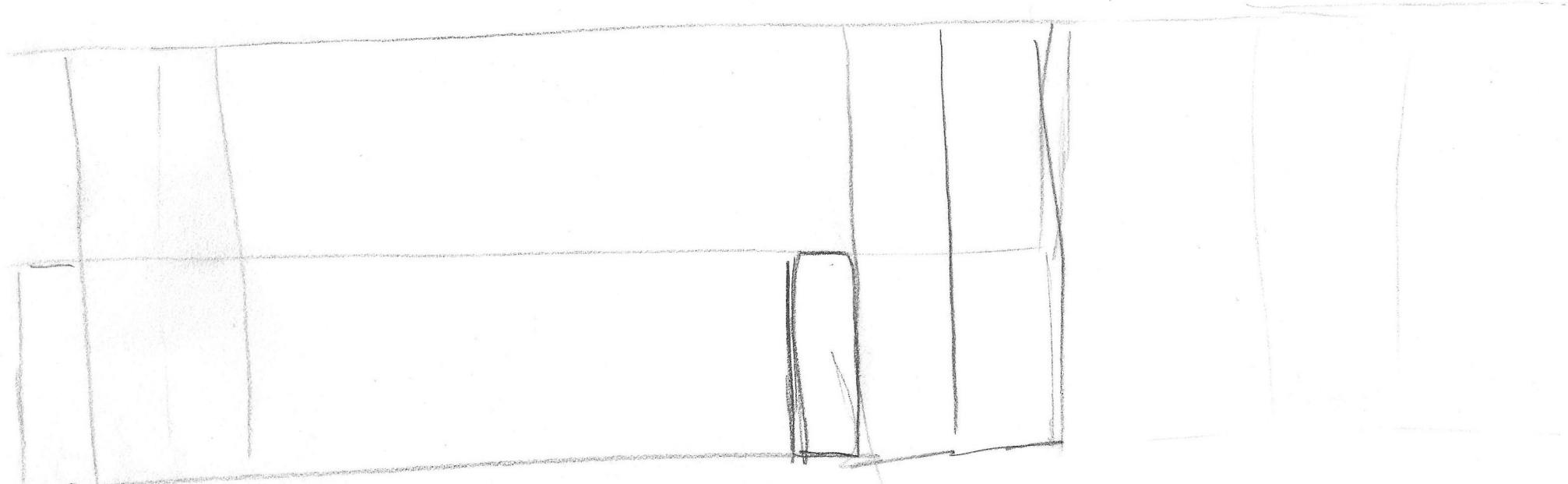
multilayer  
 3 SentryGlass layers  
 1 Saint-Gobain  
 Diamant glass



Glass - 10' x 70' x 2"

glass 10'-10" x 17'

Sky Walk  
 Grand Canyon





45'4

26' 2 3/4

↑ 50  
← 200

12-4 9/11

96:9

25'2

11-20

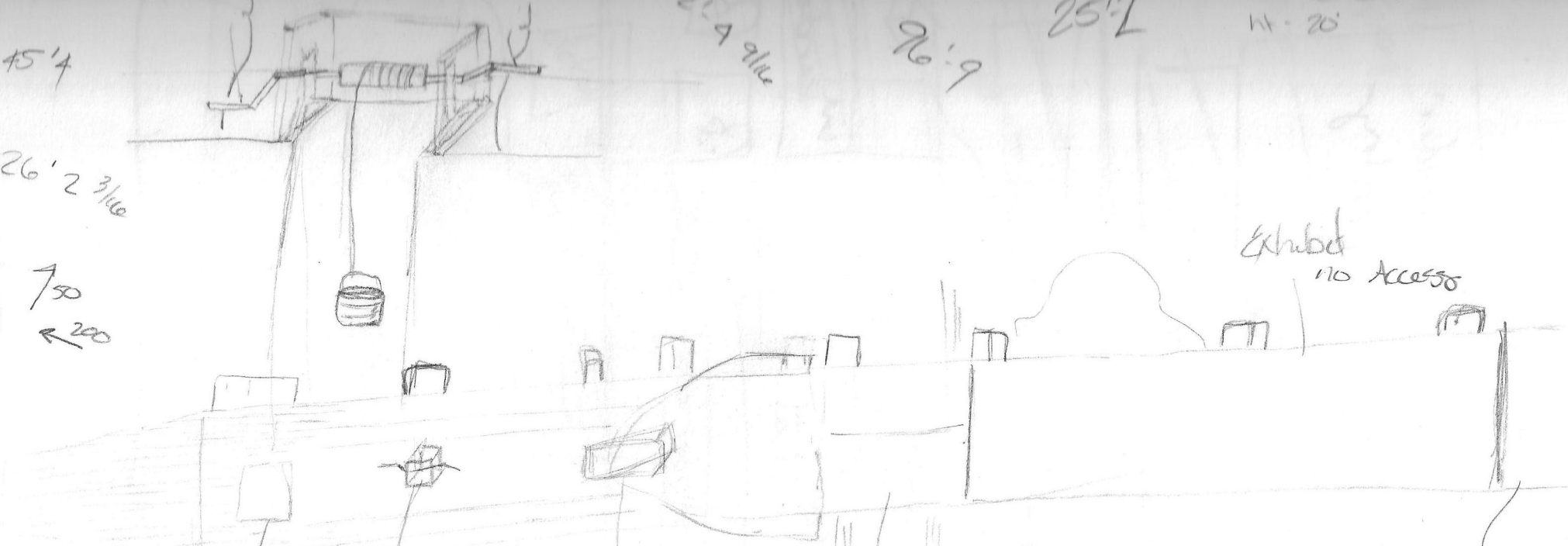


Exhibit  
no Access

"original"  
wood decks

skylight

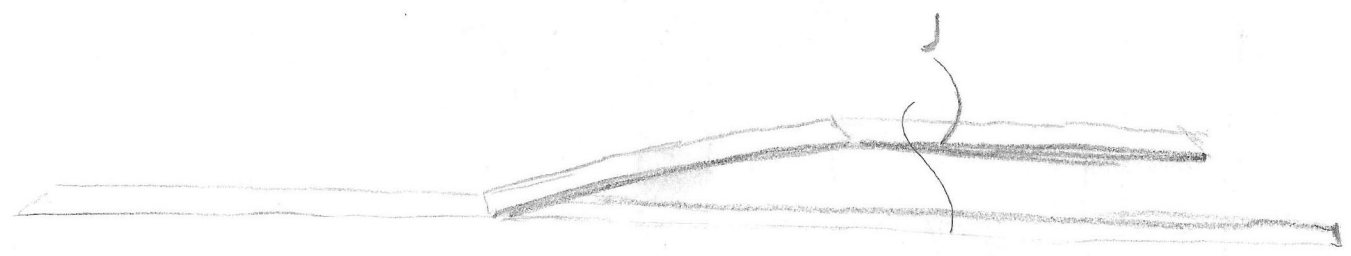
Vehicle  
shaft

skylight

Glass walkway  
water  
feature

Lock out

185-D1  
361-4933/281  
182/384-192



20'3 5/8

701 205 2461