

#### Movie House

-Fantasizing the Ideal Saint Paul, Minnesota

A Design Thesis Submitted to the Department of Architecture and Landscape Architecture of North Dakota State University

By

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In Partial Fulfillment of the Requirements for the Degree of Bachelor of Architecture

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#### **Movie House**

-Fantasizing the Ideal Saint Paul, Minnesota

**Expressing** the Real

+

Fantasizing the ideal

in an Urban Environment Through Representation

Ву

Travis Sheridan Bean

North Dakota State University



-Architecture exists, like cinema, in the dimension of time and movement. One conceives and reads a building in terms of sequences. To erect a building is to predict and seek effects of contrast and linkage through which one passes. . . In the continuous shot and sequence that a building is, the architect works with cuts and edits, framings and openings. Working with the depth of field, reading space in terms of its thickness. Hence the superimposition of different screens, planes legible from obligatory points of passage which are to be found in all my buildings. . .

Jean Nouvel



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# Project Introduction

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#### ovie House

# Executive Summary

The focus for this thesis project is the need to represent the real and fantasize the ideal in an urban environment with the design of the multi screen Movie House. The design of a revolutionary multi screen Movie House would expand cinematic entertainment to the wonderfully energetic St. Paul Seven Corners area.

Saint Paul has established the downtown as a regional industry destination with major new visitor attractions including the Science Museum, River Centre, and the X-Cel Energy Center. These area attractions draw over 2 million visitors downtown.

- -Driven by the critical mass of visitor traffic, the Seven Corners Gateway is emerging as Saint Paul's new entertainment district.
- ☐ Transition from the real world into one where space and time have been temporarily suspended.
  - -The imagined is confronted with reality and reality with the imagined; two dimensions with three dimensions; the fantasy with the every day.

☐ Integrate advancement of digital, sound, and projection technology

-High-resolution video technology, including high-definition projection and digital cinema, will replace film technology.

☐ The use of cinematic language in the design development of the Movie House.

-The elements of cinematic language: scene, montage, frame, cut, movement, image, illusion and depth of field have a dialectical relationship to the tectonics of building.

-Through development of a script, for example, the Movie House will be designed with different social and physical dimensions throughout the spaces. This will provide each space with its own "character."

# Theoretical Premise Architecture + Film

-The elements of cinematic language: scene, montage, frame, cut, movement, image, illusion and depth of field have a dialectical relationship to the tectonics of building.

Architectural construction can be perceived as part of a performance. The idea that the movement of a body through a constructed space and participating in its narration lends itself to a more intimate union between film and architecture.

Montage includes elements such as reoccurrence, inversion and substitution, which suggests an architecture of collision. This principle could be used to control the psychological guidance of the spectator. Montage is also suggested that two film pieces of any kind, placed together, combine and form a new concept and new quality. This could be assimilated with architectural materials used in designing the Movie House.

Framing is the art of choosing the parts of all kinds which become part of a set. The architecture of the frame celebrates specular space and acknowledges blind space. The composition within the frame and the limitations that are imposed by the frame are important aspects. As is the relationship between the movement of the camera and the movement within the frame.

Architectural compositions in space parallel filmic techniques used by the filmmaker. The filmmaker composes in three dimensions and three sets of compositional codes: the geography of the space to be photographed; the plane of depth perception; and the plane of the image.

-Something of the absurd, lunatic, expressionistic thrill needs to be retained in the architecture of the cinema if it is to express the scope, range and power of what can be seen within (AD, 2000.)

The dimensions Architects work with, is the shape, form, light, balance, color, movement and depth in order for architecture to manifest itself.

Like cinema, construction possesses an inherent order and logic which has a direct impact on form, in terms of dimension, density, structure and materiality AD, 1994.)

-The relationship between the nature of the materials and the method of assembly constitutes the tectonics of building, which are tied to the concept of space.

# Theoretical Premise

#### Research + Investigation

-Expressing the real or fantasizing the ideal in an urban environment through representation.

#### What is representation?

The world *presents* itself to us; we in turn *re-present* (or simulate) the world in our art and structures. The main premise for the Movie House is to design the facility in the urban environment which involves a transition from the real world into one where space and time have been temporarily suspended. People go to the movies to escape. This transition will relate to the existing context and transfer into the spaces throughout the Movie House.

Hollywood creates more and more exciting movies every year. With advancement in sound and projection technology, movie-goers experience dramatic cinematic innovation.

> -Cinematic entertainment has the ability to make us laugh or cry, to move us, to stir our outrage at injustice, to position us in fantasy, or to show us the inner beauty of life.

Movies take us away from every day life and into a story, allowing us to feel the actors' emotions. Their emotions are expressed through our thoughts, tears and laughter. These powerful abilities allow the cinema to be designed around these social and physical dimensions.

> -Society is expressed through film from the every day life, which is real and one we all can relate, to a life of fantasy, which allows us to dream and envision life out of the ordinary.

One is able to escape into the "real-filmic" space, enjoy themselves and act out their fantasies. The magic of film comes to life. Cinematic architecture and solid, tangible architecture are brought together within the confines of exclusive hideaways (AD, 1994.)

-The imagined is confronted with reality and reality with the imagined; two dimensions with three dimensions; the fantasy with the every day.

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Project Introduction: Theoretical Premise

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#### **Project Location**

#### Site Region



Figure: A-1 Minnesota Map and City Region

The site I have chosen for the Movie House is located in the Seven Corners region of downtown Saint Paul, Minnesota. Compared with Minneapolis, Saint Paul is not over screened right now.

-Why do city residents have to go to the suburbs to see a movie?

#### Site Context

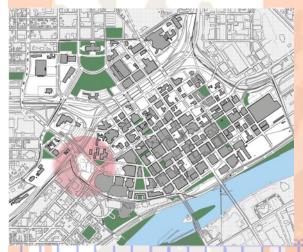


Figure: A-2 Southern Site Area and Context

#### Site Aerial



Figure: A-3 Aerial Site Photo

The site borders the Summit and Grand Avenues and the West Seventh Street neighborhoods. The Summit and Grand avenues neighborhood consist of fine residential homes in various architectural styles.

The West Seventh Street Neighborhood offers a mix of business, residential, apartments and multiple family housing. This neighborhood offers a quaint area to shop, eat, live and relax. Both of these neighborhoods are valuable assets to the site, and offer a strong sense of community.

# General Spatial Elements

The Movie House will be comprised of 8 auditoriums, with a movie lounge, open cinema and an exterior courtyard cinema, for a total of 11 screening spaces.

The mix of the auditorium sizes is desirable within a cinema in order to handle large crowds for initial film presentations and then back off into smaller auditoriums as the demand dwindles.

Multiple screens allow the cinema to hold a movie longer than 4 or 5 weeks, with options for some films up until their release in video stores.

An optional premium reserved balcony in the movie lounge will be available for the VIP or elite guests, where a light meal and alcohol may be served.

The lobby and other service spaces will be considered public reacting as an extension of the street. General spaces include the screening spaces, administration, Sales and Service/Support programs.

-"Although a cinema's heart is the darkened auditorium in where a movie flickers, its face is the lobby." The lobby will support guest services and amenities including concessions, restaurant, lounge area, movie galley, coffee shop and a book store.

Supporting facilities include a parking garage, and technical projection spaces. Other project elements include management offices, employee lounge, restrooms, support lobbies, storage, service entrance, sign design, crowd circulation, egress, and acoustic design for each screening space.

This site location also offers wonderful options for exterior plaza spaces and exterior spatial connections, along with the addition of an interior courtyard space complete with a 75 seat outdoor screening space.





# User/Client Description

#### **Operation**

The Movie House will be designed for the citizens of Saint Paul with the primary design based by an enthusiastic and eccentric local business entrepreneur.

This eccentric individual will own and operate the cinema based on their devotion and celebration of cinematic productions. The owner will be in charge of managing and operating the facility full time. The managing agenda will revolve around service and cleanliness.

The manager will be responsible for scheduling films and managing the efficiency of the number of people to minimize lines and the feeling of being a crowded facility.

Four to six assistant managers will help carry out the expectation of a clean and service friendly cinema. Together the management and design focus will be toward operating a convenient and energetic Movie House.

#### Community

The local community will be responsible for added design input and cinema features and amenities provided for the Movie House. The Movie House will help to revitalize activities for the community by allowing incidental meetings and informal gatherings.

#### Visitors + Patrons

The primary user group of the cinema will be the citizens of Saint Paul and its sister city of Minneapolis. The wave of baby boomers is made up of an older generation with more sophistication in their taste who don't enjoy all the bells and whistles.

Quieter amenities will consist of a book store, movie memorabilia shop, and sophisticated concessions. Passer-bys will need to be pulled into these available dining, shopping, and relaxation spaces. Surrounding communities and suburbs will also benefit from this Movie House addition to the downtown Seven Corners area.

#### Supporting Staff

Supporting staff for the Movie House will also include a guest services desk which is available to answer questions and provide information on group fundraising, birthday parties and meeting or party room rentals. The majority of the staff will be comprised of projectionists, concession workers, kitchen staff, ushers, cleaning crew, and ticket booth attendants. New amenities and service may help to alleviate the observation that adults' ages of 25 to 45 do not attend movies as frequently as the younger and older adults.

Options for valet parking into an incorporated parking structure will provide on site parking for the staff and movie patrons with peak service on the weekends, and with availability to other businesses downtown during the week. Bus service is also readily available in downtown Saint Paul and will help to alleviate most parking issues.



# Case

# Studies

	Cinama	Cantau	4 🗆
-UFA	Cinema	Center	TD

- -London IMAX Cinema 18
- -Norton Street Cinema 21
  - -Pathe Cinema 23
- -Cinematheque Quebecoise 26
  - -Crown Block E 29

#### UFA Cinema Center Coop Himmelb(I)au

Dresden, Germany (1998)



Figure: B-1 UFA Cinema Center Exterior

-Crossing over of filmic space and space for film.

This building is thought of as a container of public space. The building allows a series of views and visible routes through the building from the public realm, but also fragments and distorts those routes and views, as a does a camera.



Figure: B-2 UFA Cinema Center Facade Structure

The architects steered away from developers and their forces to design public space as mono-functional buildings that maximize capital.

By disintegrating the mono-functionality of these structures and adding urban functions to them, a new urbanity can arise in the city. The character of this urbanity would not only be determined by functional differentiation and the creation of new spatial sequences thereby, but also by the injection of media events (arcspace.com).



Figure: B-3 UFA Cinema Center Street Perspective

The design is characterized by two intricately interconnected building units. These units are comprised of the Cinema block, with eight cinemas and seating for 2600, and the Crystal, a glass shell which serves simultaneously as the foyer and public space.



The interweaving of public squares, public interiors, and passageways was proposed as a way of energizing and densifying the new center of Dresden. The junctures between these urban vectors are defined as public spaces.

Figure: B- 4 UFA Cinema Center Lobby Interior

Case Study: UFA Cinema Center

ovie House

The permeability for pedestrian traffic was a major element in the design of the Cinema block opening towards the street, which enhances the circulation and views throughout. The project was defined as a dynamic spatial sequence, defined by tangents and diagonals rather than by axis. The cinema itself is transformed into a public space forming an urban connection between two local streets.



Figure: B-5 UFA Cinema Center Main Entry

The Crystal exists as an urban passageway to the cinema rather than merely a functional entry hall. Interior urban expressions include bridges, ramps and stairs which allow views of the movement of people on a multitude of levels. The lively quality of this three dimensional urban space can be described in relation to the dynamic structure of film.



Figure: B-6 UFA Cinema Center Glass Form

In this way, the content of the building becomes visible to the city as much as the city is visible from the building. It is an inside-out building which sustains a dialogue with the city (arcspace.com).

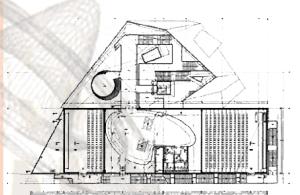


Figure: B-7 UFA Cinema Center Plan

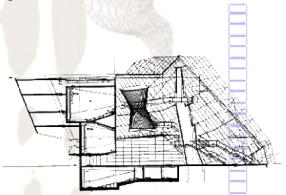


Figure: B-8 UFA Cinema Center West Section

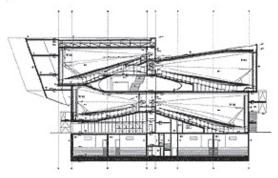


Figure: B-9 UFA Cinema Center South Section

Case Study: UFA Cinema Center

The UFA Cinema Center as a permeable, multifunctional intervention relates in type and context of my design goals. The site on which the center is located is similar with the level of pedestrian and vehicular traffic involved.

The design of the two intricately interconnected building units provides differentiation in use and overall design.

The center is comprised of eight cinemas with seating for 2600 people.

This number allows me to visualize the size and scope of my project, as well as the options for designing a cinema in an urban context.



Figure: B-10 UFA Cinema Center Axonimetric



Figure: B-11 UFA Cinema Center Model

The spatial characteristics in relation to the outside is a main feature of the UFA's design. This transition from the street to interior space is dealt with in circulation and views throughout the building.

The public spaces involved within the cinema are designed to accompany theatre and civic traffic. The lobby space is public where no ticket is required. The inclusion of a cafe and bar area are also quality design attributes I am looking for. The overall energy treated from the outside to the inside of this cinema is the sole dynamic spatial sequencing that I feel would be successful designing in Saint Paul.

-The seven corners area offers an amazing opportunity to host such an energetic design and would allow this urban connection throughout the design.



Figure: B-12 UFA Cinema Center Interior Details

Case Study: UFA Cinema Center

# London IMAX® Cinema Avery Associates

London, England (1999)



Figure: B-13 London IMAX Cinema Exterior

-The IMAX® adopts a tight transparency and lightness within a firmly high-tech architectural language.

This IMAX® theatre acts as a successful hub and a visual marker in a desolate concrete subtopia, with a simplistic response. The exterior is comprised of the high-tech lightness of the glazed drum, the lurid colors of the changeable painting and the transparency and suggestion of building itself as screen, begin to work as a formula for the expressive architecture of the cinema.



Figure: B- 14 London IMAX Cinema Night Photo

Its form represents roman architecture in a subtle way. The shape resembles the circus form and the IMAX® technology is having trouble being accepted into the wider world of film. The structure reveals through the transparent facade an artistic and changeable evolution of images. The building is raised six stories with a raised foyer at the first-floor level





Figure: B-15 London IMAX Cinema Interiors

Featuring the UK's biggest cinema screen, this 477 seat cinema boasts an 11,600 watt digital surround-sound system, steep rake seats that guarantees an unimpeded view, facilities for the disabled and an IMAX® projection system. The BFI London IMAX® Cinema shows 2-D and 3-D large-format films and also has facilities to show traditional 35mm and 70mm films.

-Larger-than-life images and ultra-realistic digital sound, making them feel as if they are literally "in the picture".



Figure: B-16 London IMAX Cinema Aerial Perspective

If people need to gather for a meeting, the cinema is a striking venue for any company. It is an island of silence, insulated from traffic, tubes & trains. The building provides exceptional ambience with stadium style seating & an advanced digital stereo system that creates a complex sound world, perfectly complementing the fantastic 2-D, 3-D, Power Point, slides or video images on screen. The lobby is spacious enough to hold events such as fashion shows, photo shoots, product launches & wine tasting.

Figure: B-17 London IMAX Exterior and Interior Details

The ground floor accommodates:
40 for a Sit-down Dinner and 150 for a Stand-up Reception.

The Glass Gallery accommodates: 100 for a Stand-up Reception.

The first floor foyer accommodates:
250 for a Conference, 120 for a Sitdown Dinner, and 350 for a Stand-up
Reception.



Figure: B-18 London IMAX Cinema Glazing Support Detail

People in London are used to traffic circles ("roundabouts"), they're an everyday annoyance. This one, however, is different. In the center is a massive movie theater. The building rises out of the pavement like a giant glass gas storage tank. The massive glass walls allow people outside to see designs on the inside, and allow people inside to see the city moving around it. This is a change for what is essentially an oversized high-tech movie house.

#### -People looking outward, rather than inward.

It's just one way the building integrates itself with the neighborhood. Before this development, it was a burned out urban core. Within months of the theater opening, there was a renewed vibrancy, and the start of urban renewal.

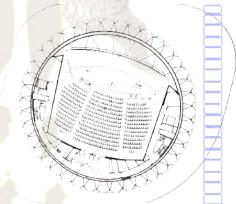


Figure: B-19 London IMAX Cinema Plan

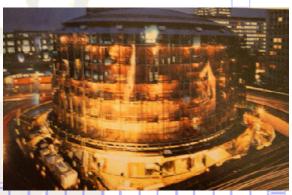


Figure: B-20 London IMAX Cinema Aerial Night Perspective

Case Study: London IMAX® Cinema





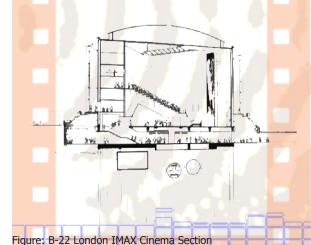
Figure: B-21 London IMAX Cinema Ground Level View

Each frame of film is over ten times larger than normal 35mm film which produces amazingly clear images but that's not the only thing worth boasting about. The screen measures 60ft. high and 72ft. wide which makes it the biggest screen in the UK. With digital surround sound the film experience is complete.

"You just get pulled right into the film itself. It's all around you"

-IMAX fan

The cinema runs over five different films daily and most of them are suitable for kids and adults, from dramatic true stories that take you to the top of Mount Everest to the latest fantasy adventures in haunted castles.



"You can't help but feel a part of it. When you go through a scene, you actually feel like you are in it."

-IMAX fan

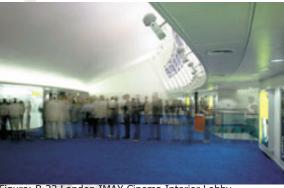


Figure: B-23 London IMAX Cinema Interior Lobby

The use of the exterior glazing system captured my attention towards the design of this cinema. The high-tech lightness of the facade portrays film quality vistas and transparent portrayals allowing viewers to look outward rather than inward. The lurid colors and changeable imagery borrows the idea from the film industry as a frame to each scene. I enjoy the expressiveness of the design and the encapsulating rotunda of traffic that surrounds the entire cinema. I feel the Seven Corners area offers this same quality of maneuverability and energy bestowed in this British design.

The IMAX® technology, has trouble being accepted into the wider world of film but offers extreme film capabilities. This limited format does offer incredible advanced sound technology and imagery. The ability for the gallery and foyer to accommodate large groups for special events help to alleviate low film attendance during the day. This cinema offers aesthetic and technological concerns possible in my future design.

#### **Norton Street** Cinema Tonkin Zulaikha

Sidney, Australia (1998)



Figure: B-24 Norton Street Cinema Exterior

-Drama is provided by the intersection of spaces and interpenetrating levels.

The front of the building is made completely transparent to the street and a tower marketing the central stairs forms the key street-scape feature of the building. The design lends itself to being street friendly and more urban. The four auditoria are planned and distributed in a more tidy and rational way. The architects have used functional, workfriendly materials in an unusual way.



Figure: B-25 Norton Street Cinema Interior Lobby

The materials create amazing architectural forms from unlikely fabrics. When lighted, these materials relate to the transparency of the exterior facade. Industrial looking materials also form the slender tower which denotes the entrance below and forms a dramatic billboard. It is the Australian tradition of creativity to design with low-cost materials. Concrete, steel-beams and factory glazing appeal to the customary cinema aesthetic.

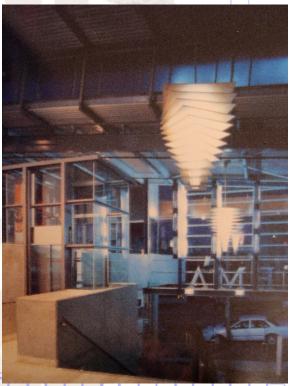


Figure: B-26 Norton Street Cinema Fabric Light Design

Case Study: Norton Street Cinema

These materials create fascinating complex spatial sequences which bring the space alive. The unusual light fittings are made up of horizontal planes which break up the spaces and resemble the modern interpretation of the theater-foyer chandelier.

-Refreshingly original, intelligently architectural, with space and light used as tools to generate the form of the structures.



Figure: B-27 Norton Street Cinema Interior

This building incorporates the use of transparency to distort light and create a highly visual exterior facade. The use of the simplistic materials in a non-conformist way bring the spaces to life and leave a heightened sense of excitement and feel to each space. The development of the urban condition and street signage are handled in an inventive way.

This cinema is of a smaller caliber than I wish to design, but I feel it offers the control and finesse throughout the design to create a successful cinema.



Figure: B-28 Norton Street Cinema Marquis

-The cinema entrance, the restaurants' terrace, a book shop and fire door all jostle around, vying for attention.



Figure: B-29 Norton Street Cinema Night View

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#### Pathe Cinema Koen Van Velsen

Rotterdam, Netherlands (1997)



Figure: B-30 Pathe Cinema Night View

-Structure that appears as light and practical as a mass-produced paper lamp shade but adds a simple, minimal elegance to the square.

The Pathe Cinema as the center, has reinstated Rotterdam's entertainment district. The cinema is set in the revitalized square master planned and designed by landscape architects West 8. The cinema's sheer lightweight walls form the perfect surfaces of the square itself. The architect pulled away from the traditional image of a cinema as a solid block with an elaborate facade, and has the seven auditoria clad in a translucent envelope.

At the ground level, the building is completely transparent; plate-glass windows allow unimpeded views in and out of the interior from all around, but also give the appearance of a massive urban block, floating above the square.



Figure: B-31 Pathe Cinema Exterior

A deep overhang creates an entry to the south. A colonnade of metal clad columns leads into the box office area, then to the grand staircase to the first floor. The first floor is devoted entirely to a huge foyer space. From this level leads a series of semi transparent stairs, down to each of the cinemas.



Figure: B-32 Pathe Cinema Interior

The cinema is open to the public realm all through the day, and the interior changes radically at night. Throughout the day the walls admit a milky white light which bathes the interior spaces in an even glow. The polarity is reversed in the evening and the light gently seeps from the walls to the public square outside.

-Introducing a three-dimensional dynamic to the foyer without detracting from the sense of openness and continuous space.



Figure: B-33 Pathe Cinema Evening Exterior

The cinema exists as a glowing box illuminating the public realm. The cinema is comprised of seven varying sizes auditoria, accommodating audiences of between 200 and 700. These cinemas are laid out in a sculptural arrangement, staggered both in plan and in section. The section allows the most comprehensive understanding of how this theatre is internally laid out.

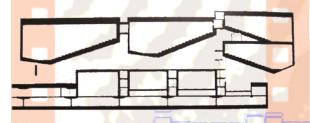


Figure: B-34 Pathe Cinema Section



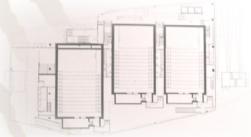


Figure: B-35 Pathe Cinema Plan

Three smaller cinemas appear on the ground floor plan; the first floor foyer is positioned above them, and above the foyer are the larger auditoria. With the larger auditoria above, their raked floors form a jagged, sculptural ceiling. The acoustic leakage is controlled by having each cinema acting as its own architectural component expressed as an individual form and separated by wells or barriers.

-If the membrane wall is comparable to a kind of skin which wraps around the building, then the cinemas could be the building's vital organs.

The approach used by Van Velsen is a typical Dutch solution combining sparse, minimal elegance, with fascinating sculpture once inside the building. The size and volume of the building are the few elements which make the building seem megalithic.



Figure: B-36 Pathe Cinema Circulation Space

Equipped with seating and cafes, the elevated foyer spaces are open to the public at all times of day. Access is not conditional on buying a cinema ticket, so the foyers act as a coincided extension to the square, creating a framework for the unpredictable patterns and flows of urban life. White plaster walls, highly polished metal floors and finlike glass balustrades, heighten the qualities of lightness and reflection induced by the translucent walls, through which also filter evanescent, enigmatic views of the city (architectural review.com).



Figure: B-37 Pathe Cinema Exterior Facade

-Its relationship with the corporeal, natural world is especially intimate.

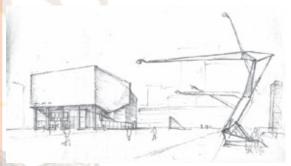


Figure: B-38 Pathe Cinema Concept Sketch

The Pathe Cinema design dwells on the reaction of light and circulation. Interior spaces are washed with light and creative forms are created with the stacking of various cinema designs. The expression created around the perimeter of the theatre is a powerful analogy between film and architecture, in that illusions can be made and realized. The fact that the building seems to be floating came through in the design, and helps alleviate the overall mass of the building.

Translucent skins are used throughout to spread light and enhance views, allowing an overall entirely different ambiance in the evening.

Pedestrian access to the building is a quality urban realization and allows overall use of the main spaces throughout the day. I feel this cinema is an excellent example of what I hope to design for the Seven Corners area.

# Cinematheque Quebecoise

Saucier + Perotte

Montreal, Quebec (1997)



Figure: B-39 Cinematheque Quebecoise Night Exterior

-Journey through a series of interlocking and interrelated spaces from which the past and future can be glimpsed simultaneously.

This Montreal theater provides an exquisite little urban cinema center contained with a series of interlocking spaces and sculptural forms. The building is located on a constrictive site between two existing buildings.



The architects wanted to instill a sense of movement of the city in the building's public aspects. The building itself becomes a series of compact urban spaces: squares, terraces and a bridge connecting the public realm outside to the cinematic realm within. The front facade is fitted with a light box to project pictures from films into the street, and is able to pick up images of movement including silhouetted figures from within the building and periodically convey them to the city.



Figure: B-40 Cinematheque Quebecoise Exterior Facade

The projecting screen is the outermost layer of a series of skins that creates the elevation. Behind a gridded, glazed screen links the new building to the reserved facade of the existing buildings and conceals shops, offices, a smaller cinema and the more private areas of the complex.



Figure: B-41 Cinematheque Quebecoise Night Perspective

The architects stress the dual meaning of the word "light" in terms of weight and illumination. Through this meaning, the architects have devised ideas that natural and artificial light are blended; the interior is both transparent and translucent in parts; and the lightweight steel structures of the interior are contrasted with the solidity of the stone facade and the rigidity of the retained



Victorian facade of the existing building

next door (Heathcote).

Figure: B-42 Cinematheque Quebecoise Circulation Space

As soon as the visitor enters, the foyer breaks down the notion of a cinema space confined by rigid walls and being a blind box. The entry also contains a small balcony helping to minimize the scale of the two story foyer, creating a functioning screening space. By placing screening and seating in mid-air the cinema ceases to be a private, enclosed, darkened space.



-The cinema becomes an activity that is part of the public realm.

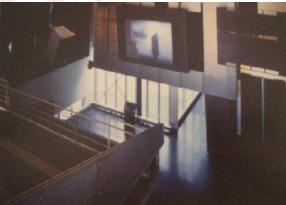


Figure: B-43 Cinematheque Quebecoise Lobby Cinema Stimulation and curiosity are created

Stimulation and curiosity are created by the proliferation of the glass inside and outside and by the various effects of transparency. Different kinds of light echo the stages of the cinema building, from the darkness of the auditorium to the beam of light from the projector and the dazzling glare of light emerging from daytime screening.

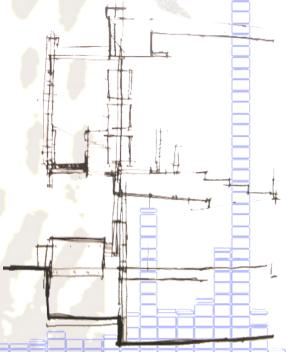


Figure: B-44 Cinematheque Quebecoise Section Sketch

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-A courtyard with a garden and terrace cafe brings air and sky into the heart of the building.

The courtyard permeates the public spaces with natural light during the day so that they change with the movement of the sun. This courtyard acts as a lung to dispel the climate-controlled artificiality of most modern cinema architecture.



Figure: B-45 Cinematheque Quebecoise Interior View

-Spatially inventive and thoughtful, the cinema succeeds in bringing some of the versatility of film into architecture.



Figure: B-46 Cinematheque Quebecoise Lounge Area



Figure: B-47 Cinematheque Quebecoise Interior Structure

The translucent light and projection effects of this Montreal cinema create an extremely compelling design. From the exterior projections to the interior courtyard, this cinema provides valuable information on the quality of cinema architecture. The use of materiels, levels of transparency, functioning entry screening space, and interior courtyard, allow this cinema to provide the functionality and versatility of an urban cinema.

The scale of this cinema is different from what I expect to design, but this cinema provides the heart and soul of movie making and the way people experience and use a space.

The architects' use of light, space and time encompass the areas of emphasis for my design thesis. This cinema is a proven example of technology and the designers' willingness to understand the spacial requirements and possibilities.

#### Crown Block E Furman + Furman **Architects**

Minneapolis, Minnesota (2002)



Figure: B-48 Crown Block E Night Exterior

-Block E is urban, fun and family orientated (McCaffery, 2000.)

Block E is located in downtown Minneapolis between Hennepin Avenue and 1st. Avenue North, and between 6th. and 7th, Street, Block E is a \$134-million, 200,000 square-foot multi-purpose hotel-entertainment-retail complex located in the heart of Minneapolis' growing entertainment district.

The City has worked hard to secure a development project that will provide people of all ages, and especially families, with new entertainment choices that enhance downtown Minneapolis as a premier destination for arts, entertainment and sports (McCaffery, 2000.)



Figure: B-49 Crown Block E Night Skyway

The new complex will be anchored by the four-star, 255-room Renaissance Hotel by Marriott; Crown Theatres, a 15-screen, stadium-seating cinema with accommodations for more than 4,000 patrons; and GameWorks, a nationally recognized entertainment venue created by Steven Spielberg. The facility also will include several dozen entertainment-retail tenants.

When the facility was completed in September 2002, it created 1,200 job opportunities, and provided a vital link between the Target Center and the Minneapolis Warehouse District to the City's downtown core via City Center.

The 15 screen cinema provides high visibility stadium seating, high-back rocker seats and Dolby digital sound. The cinema also offers accessible media for the deaf, hard of hearing or visually impaired.



Figure: B-50 Crown Block E Night Marquis

-Rear Window® Captioning and DVS Theatrical® make theaters accessible to audiences with disabilities.



Figure: B-51 Crown Block E Night Rear Window Captioning

The captioning device uses reflectors to mirror the image from the back of the auditorium.

Case Study: Crown Block E





Figure: B-52 Crown Block E Escalators

You arrive to the third floor using either the escalators or the elevators. This large lobby space is able to support many people with the added feature of

a concierge.
The lobby
offers a large
concessions
space with
access to the
main rest
rooms.



Figure: B-53 Crown Block E Concierge Service Desk



Figure: B-54 Crown Block E Concessions Area

The lobby includes a game area, party room, rest room access and the concierge booth. The lobby is treated as a controlled access point with ticket holders, being checked as they access the third level via the escalator. Access to the 15 screens are located to the left and right of the concessions stand.



Figure: B-55 Crown Block E Film Display and Corridor

Each movie is labeled digitally with screen numbers clearly outlined. The use of digital signage allows quick changes each movie and the theater location.



Figure: B-56 Crown Block E Cinema and Film Information



Figure: B-57 Crown Block E Large Auditorium

The fifteen theatres vary in size, color and disability options. The variety of theater sizes allow more control over crowd volume and movie popularity.

Case Study: Crown Block E





Figure: B-58 Crown Block E Auditorium Entry

Very important in theater design is the location of the entry and its effects of light on the screen. All of the cinemas at Block E have indirect entries that bounce the light off a wall and are separated from the seating with a walkway.

The lighting and ambiance within each of the cinemas was comfortable and allowed adequate lighting for seating prior to the film screening.

THX Certified Cinemas offer moviegoers the ultimate cinematic experience.



Figure: B-59 Crown Block E THX and DOLBY Technology

-Cinema audiences experience movies that look and sound great (THX, 2004.) The Block E case study gave me the opportunity to experience the layout and design of a modern cinema. The context of Block E is exciting and fast paced. I do, however, feel Block E was designed around investment opportunities and not the intended uses of each of the tenants.

Crown theatres is a large corporation with the ability to design and build large multiplexes. The focus of my thesis project is less corporate and geared towards the movie patrons and passerbys.

Having the opportunity to study these cinemas, gave me valuable resources towards technology and design layout. Block E seems also offers a look at spatial organization vertically.

Block E's American attributes are definitely shown in this example. The differences in form, presentation, organization, layout and style are clearly defined.



Figure: B-60 Crown Block E Medium Auditorium -

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# Historical Context

-Research + Investigation 33

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#### History Research

+

#### **Investigation**

-Cinema is often seen as the only truly 20th century art form.

Cinema remains to be the most popular and is one of the few artistic media that manages to transcend class, education and cultures. Cinema has not lost its popular edge and has remained true to its original role as a pure source of entertainment and wonder.

Roots of the motion picture lie in the 19th-century fairground. These early cinema existed as booths that could be easily assembled and disassembled. Entrepreneurs set up booths in existing theatres or church halls to show short films designed to thrill, shock and titillate.

-Neither the films nor the wonderfully tacky buildings set up to display them were considered art (AD, 2000.)

Pioneer directors began to see the possibilities of motion pictures adding narrative, plot, jumps in time and other devices employed to create a new artistic world. The architecture of the cinema continued to be viewed as ephemeral and not worthy of great attention. The 1930's brought about the change of cinematic architecture and its appeal to reach the people. (AD, 2000.)

The 20th century artistic movements saw the potential of film, but few looked to the cinema building itself. Cinemas were thought of as being commercially viable and left to fend for themselves. This led to the destruction of many buildings from the 1930's and the construction of enormous complexes housed in commercial sheds showing only a few Hollywood blockbusters. Till now the generation of younger architects, like myself, regard the cinema as a serious and indispensable contribution to the urban fabric.

-The cinema is one of the most inward-looking buildings, which focuses on a screen that remains unseen from the outside.

Art Deco began as a rich French decadent style and spread to become a language of escapism, the architecture of bars, hotels and cinemas. Just as the Gothic cathedral was seen as a kind of foretaste of heaven for the illiterate masses of medieval Europe, a trailer for the forthcoming attraction, so the cinema provided a glimpse into another world, a world of beauty, dancing, music and escape (AD, 2000.)

Postmodernism emerged in the 70's and 80's and focus was on the forms and popular culture. The fragmentation and deconstruction that has emerged as the dominant avant-garde of recent years is closely related to the nature of filmic time in space, which has led to a change in the perception of the cinema as an experimental building-type (AD, 2004.)



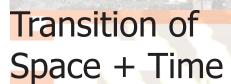
# Theoretical Goals

D

-Transition of Space + Time 35

-Technology Advancement 35

-Cinematic Language 40



□ Transition from the real world into one where space and time have been temporarily suspended.

People go to the movies to escape. This transition will relate to the existing context and transfer into the spaces throughout the Movie House.

One is able to escape into the "realfilmic" space, enjoy themselves and act out their fantasies. The magic of film comes to life. Cinematic architecture and solid, tangible architecture are brought together within the confines of exclusive hideaways (AD, 1994.)

> -The imagined is confronted with reality and reality with the imagined; two dimensions with three dimensions: the fantasy with the every day.

Architectural construction can be perceived as part of a performance. The idea that the movement of a body through a constructed space and participating in its narration lends itself to a more intimate union between film and architecture. Through work with shape, form, light, balance, color, movement and depth this transition will be possible.

■ Integrate advancement of digital, sound, and projection technology

This technology changes the quality the way films are presented. The main factor is the quality of sound technology transferred to the theatre from the key source. Incorporating this changing technology will create a state-of-the art experience, revolving around acoustic design with extreme excellence.

Hollywood creates more and more exciting movies every year. With advancement in sound and projection technology, movie-goers experience dramatic cinematic innovation.

> -High-resolution video technology, including high-definition projection and digital cinema, will replace film technology.

Entertainment technology has always taken a practical path. It continues to strike a balance, mixing inventive genius, entrepreneurial instincts and customer acceptance, evolving from mechanical to electronic, from analog to digital.

Beginning in 1952 was the debut of the Cinerama. Crowds were astonished with images shown on a giant curved screen six times larger than previous screens. This technology began to implement the use of seven channels of audio. For shooting, the Cinerama used three 35mm motion picture cameras mounted as one unit (Squire, 2004.)

# Saint Pai



### **Technology** Advancement continued:

The use of three motion picture cameras used one motor allowing them to be kept in sync. What the middle camera captured was projected on the middle third of the huge, custom built curved screen, with each of the other cameras projections on either side.

Studios scrambled to compete with the changing technology. Camera and projector manufacturers created wide screen technologies with names such as VistaVision, Technirama, and Super-Scope. CinemaScope become the favored system among the studios.

Introduced by Twentieth Century Fox in 1952, CinemaScope used specially ground anamorphic lenses first developed in Europe in the early 1900's. A version of this format is still in use today among the lens choices in Panavision's camera systems (Squire, 2004.)

> -Looking at a 35mm image shot with an anamorphic lens, people and objects appear squeezed together vertically. When projected with the correct lens, the image is unsqueezed and much wider (2.35:1) than standard aspect ratio (1.85:1) movies.

#### Aspect Ratio Technology

Standard TV	4:3 (or 1.33:1)
Early 35mm	1.33:1
IMAX	1.43:1
HDTV	16.9 (or 1.77:1)
Later 35mm	1.85:1
Anamorphic	2.35:1
Cinerama -	2.6:1
70mm	2.76:1

Today's projectors are different from those used in the 1920's in three ways: Optical devices replay the film's sound track; lenses can project anamorphic film prints; and a system of flat platters can spool up the entire film, replacing changeovers between reels.

Older projection setups needed two side-by-side 35mm projectors, each holding one twenty-minute (2,000 ft.) reel of film. An alert projectionist remained in the projection booth, as the changeover from one projector to the next required a split-second maneuver at the end of every reel: closing down one projector's shutter while opening the shutter on the second machine (Squire, 2004.)

Today's automated projection systems have changed, allowing the many reels of film making up a feature release print to be spliced together to form one continuous strand, fitting onto a massive metal platter in the projection booth.

> -The projector starts, stops and rewinds the film via computer-controlled motors, allowing one projectionist to attend all of the screens which drastically lowers labor costs.

### **Technology** Advancement continued:

Although the advancement in automation technology can't solve every problem. An experienced projectionist is still needed to control scratched or destroyed prints and to maintain the projector's optics and focus control.

A new film format debuted with IMAX, created in Canada in 1967, for giant rectangular screens up to eight stories high, using six-channel sound. This powerful technology employs 70mm film about ten times the size of a conventional 35mm frame.

> -The bulky IMAX cameras, with their frequent magazine changes, require a large crew during production and are expensive to operate (Squire, 2004.)

Digital cinema was implemented beginning in the 1990's. The use of high-resolution digital video cameras along with a new generation of digital projectors were also seeing more development. DLP, known as digital light processing, is the process of using an optical semiconductor chip containing a rectangular array of up to 1.3 million hinge mounted microscopic mirrors.



Figure: D-1 IMAX Screen Size

-Image data from a digital video or graphic signal moves each pixel, which in turn modulates the Xenon or other powerful projection lamp and the results pass through the projection lens and onto the screen (Squire, 2004.)

The other main type of projection technology, Transmitted LCD, uses a projection lamp to illuminate an LCD panel with a clear, transparent back. On the panel, the digital or graphic signal creates a display, and the lens projects the image formed by the LCD onto the screen.

Introducing digital technology in theaters brings us one step closer to our growing, networked world. The use of touch screen controls, ethernet ports, and sophisticated encryption to protect the movie's digital files simplifies this process.

### **Technology** Advancement continued:

-Moving to the digital domain brings numerous advantages to the moviegoer and exhibitor alike (Squire, 2004.)



-Soon, studios will send the latest digital movie by satellite or high-speed data link.

Theaters with digital projection receive movies as digital data files either on a removable hard drive or encoded onto DVD's. The data is then loaded onto specialized hard drive storage systems that play the movie as scheduled via a control panel on the projector.



Figure: D-3 Kinoton Digital Projector

-The latest projection systems allow a PC to be connected to control the projection and program advertisements and trailers.



Figure: D-4 Litefast Holographic Display

Technology like the Litefast shown above, uses innovative 360 degree presentation. This offers something absolutely new and very unusual to the observer. From every direction there is eye-level visibility of holographic images floating in space. The image is full color and moves, yet you can look right through it (Kinoton.com, 2004.)

# Technology Advancement continued:

-For the viewer, a projected digital image file never collects dust or scratches like a film print.

Although the rock-steady projected image has lower resolution than a film version, it appears sharper to many moviegoers. Even the best film projection systems eventually wear out a film print as dirt and scratches lower the film's perceived resolution (Squire, 2004.)

-Many film industry icons now propose elaborate networks of projectors, hard-drive storage, computers and high speed fiber optic or satellite connections.

The use of a network would allow the storage systems and projectors to work together. The exhibitor's office computers will tap into this network so that, for example, the manager could query the system to discover which movie is selling the most tickets, and instantly shift a more popular movie to a larger auditorium (Squire, 2004.)

Film reels would not need to be hauled around, since the projector would simply read a different stored file to project the movie.

#### Sound Technology

-Excellent room acoustics, high-quality loudspeakers and an amplifier system, especially adapted to the dimensional and acoustic conditions of the cinema, provide the preconditions for a perfect reproduction of the film sound.



Figure: D-5 High Power Sound Amplifier Rack Systems

Theoretical Goals: Technology Advancement

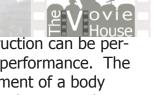
### Cinematic Language

☐ The use of cinematic language in the design development of the Movie House.

> -Through development of a script, for example, the Movie House will be designed with different social and physical dimensions throughout the spaces. This will provide each space with its own "character."

The final area of emphasis for the Movie House will be designing around the Movies' social and physical dimensions. Movies take us away from every day life and into a story. This powerful phenomenon relates to my main emphasis of the transition from the real world into one where space and time have been temporarily suspended.

> -The elements of cinematic language: scene, montage, frame, cut, movement, image, illusion and depth of field have a dialectical relationship to the tectonics of building.



Architectural construction can be perceived as part of a performance. The idea that the movement of a body through a constructed space and participating in its narration lends itself to a more intimate union between film and architecture.

Montage includes elements such as reoccurrence, inversion and substitution, which suggests an architecture of collision. This principle could be used to control the psychological guidance of the spectator. Montage is also suggested that two film pieces of any kind, placed together, combine and form a new concept and new quality. This could be assimilated with architectural materials used in designing the Movie House.

Framing is the art of choosing the parts of all kinds which become part of a set. The architecture of the frame celebrates specular space and acknowledges blind space. The composition within the frame and the limitations that are imposed by the frame are important aspects. As is the relationship between the movement of the camera and the movement within the frame.

Architectural compositions in space parallel filmic techniques used by the filmmaker. The filmmaker composes in three dimensions and three sets of compositional codes: the geography of the space to be photographed; the plane of depth perception; and the plane of the image.



# Site

# Analysis

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#### ovie House

# Site Location Saint Paul, Minnesota

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Figure: E-1 Minnesota Map and City Region

The site I have chosen for the Movie House is located in the Seven Corners region of downtown Saint Paul, Minnesota. Compared with Minneapolis, Saint Paul is not over screened right now.

-Why do city residents have to go to the suburbs to see a movie?

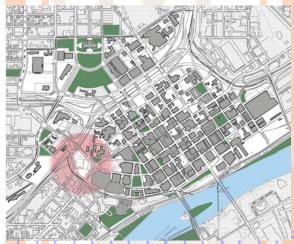


Figure: E-2 Southern Site Area and Context

#### Neighborhood Context

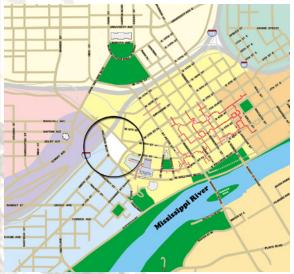


Figure: E-3 Neighborhood Context Map

-The site is located in the Saint Paul downtown neighborhood. Downtown Saint Paul
University Avenue
Selby-Dale
Summit & Grand Avenues
West Seventh Street
East Side
Lower Town
West Side Flats
District del Sol

The site borders the Summit and Grand Avenues and the West Seventh Street neighborhoods. The Summit and Grand avenues neighborhood consist of fine residential homes in various architectural styles.

The West Seventh Street Neighborhood offers a mix of business, residential, apartments and multiple family housing. This neighborhood offers a quaint area to shop, eat, live and relax. Both of these neighborhoods are valuable assets to the site, and offer a strong sense of community.

#### Site Location



Figure: E-4 Aerial Site Photo

The Movie House site, located in the Seven Corners area, is comprised of: 223,589 square feet.

The amount of quality urban space for the Movie House, parking and the addition of a natural recreation area is:

5.13 acres.



Figure: E-5 Site Panorama

The site location is encompassed within seven major thoroughfares beginning, surrounding, and ending at the site.

The Seven Corners area lends itself to open and amazing opportunities for the Movie House.

-These thoroughfares encircle the site which gives this energetic area of downtown Saint Paul its Seven Corners name. Interstate I-35E flows beneath the northern section of the site with the major I-94 exit to the downtown area onto 5th Street West which borders the site to the east. Main Street and Old 6th Street meet to the central east of the site. 7th Street West runs along the southeast of the site continuing northeast to the downtown business district, and southwest to lower town. Kellogg Boulevard forms the southwest edge of the site with the X-Cel Energy Center directly to the south east of the site location. On the west central side of the site is Smith Avenue North which is limitedly connected across the site to 5th Street West.



Figure: E-6 Northern Site Overview

The site is currently being used as a Metro area transit stop for the buses, parking area for the downtown area, and events for the X-Cel energy center. The northern edge of the site is a pedestrian walkway with lighting, trees, and benches, supported by a retaining wall. There are currently no existing buildings on the site.



Figure: E-7 Southern Site Overview

Site Analysis: Site Location

### Site Area Information



Figure: E-8 Site Aerial Overview

Cass Gilbert designed the master plan for Saint Paul which has been Minnesota's capitol for 150 years. His master plan surrounds the capital and projects down and across the site I have chosen for the Movie House. The Capital Area and Architecture Planning Board (CAAPD) have designed objectives for future development around the capital.

#### **CAAPD** Design Objectives

- Create a compelling vision for future development in the Capitol Area.
- •Restore the continuity of urban fabric that has been disrupted by land clearing for urban renewal in the 1950s, the construction of the freeway, and occasional inappropriate developments.
- Recognize the diversity of the component neighborhoods or areas within the Capitol Area and define the relationship of each to the principal Capitol Campus.
- Define the urban character, predominant use patterns, and desirable density of development for each sub-district in the Capitol Area.
- Reinforce connections of the Capitol Area to its neighbors, particularly downtown and the Mississippi River.



Figure: E-9 Saint Paul Aerial Photo

The city has established the downtown as a regional industry destination with major new visitor attractions including the Science Museum, River Centre, and the X-Cel Energy Center.

-These area attractions draw over 2 million visitors downtown.

Driven by the critical mass of visitor traffic, the Seven Corners Gateway on West Seventh Street is emerging as Saint Paul's new entertainment district. Cultural and recreational amenities are important to employers not only as a vital economic sector, but because they become a key determining factor for downtown employers.



Figure: E-10 Downtown Saint Paul Aerial Photo

Site Analysis: Site Area Information

#### Site Area History



Figure: E-11 Saint Paul Cathedral View From the Site

The history of Saint Paul begins with a French priest Rev. Lucien Galtier, who brought the settlement of Pig's Eye Landing forward by changing its name to Saint Paul, naming it after his new chapel, and in honor of his favorite saint. After Minnesota became a territory, Saint Paul was named its capital, and has remained for 150 years.

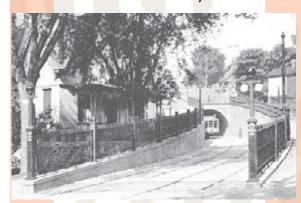


Figure: E-12 Saint Paul Electric Street Car Photo

The railroads made Saint Paul the transportation center of the mid-west and the gateway to the north-west. Over one-hundred-fifty trains passed through Union Depot every day. The city also supported electric street cars in 1890.

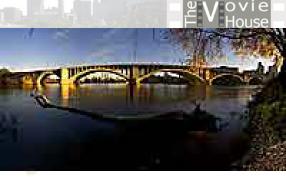


Figure: E-13 Mississippi River

The Mighty Mississippi River was Saint Paul's life line for river trade and transportation. River traffic brought settlers in by the hundreds and thousands. Among the grand architecture of the cathedral, Saint Paul boasts winding rivers, beautiful parks and wetlands, vast bridges and beautiful mansions.

In the Land of 10,000 Lakes, water is one of Minnesota's best-known and most important resources. Minnesota's clean, healthy lakes, rivers and groundwater provide residents with safe drinking water and places to boat, swim and fish. The land around the lakes and rivers provides important habitat for birds and animals. These shorelines and wetlands also act like sponges and filter pollution from runoff.

-Saint Paul offers a vast view of culture to explore. Proposing to design and build the Movie House in this area will help to facilitate this culture.

Over time, the city prospered and modern transportation created congestion problems. In the '50s, Saint Paul's solution was to tear down Old Third Street and build a path along the riverside, currently Kellogg Boulevard, which is wide enough to handle the traffic.

# Environmental Issues



Figure: E-14 Rice Park

Minnesota's heritage is rooted in nature and the great outdoors. The goal of Minnesota's environmental agencies is to pass this natural legacy onto the future citizens. Half of Minnesota's wetlands, more than 10 million acres, have been drained for development in farming.

-Using this vacant urban site will alleviate the added sprawl to the suburbs, in turn, revitalizing downtown.

Some land conservation concerns urge the state government to buy remaining lands needed to complete Minnesota's state park system and to protect the best remaining private and public lands in the Minneapolis and Saint Paul metropolitan region. Connection of these natural areas in the region so that wildlife can thrive and people in the cities can enjoy natural recreation close to home. Saint Paul has several parks in the downtown area including Irvine Park, Rice Park, and Kellogg Park.



-Setting a side a portion of the site for an addition to the park system would help facilitate this natural connection.



Figure: E-15 Rice Park Aerial



Figure: E-16 Kellogg Park

Current critical energy issues include investing in renewable energy produced in Minnesota. District Energy Saint Paul is located along the bluff and provides customers with green energy. The plant generates electricity for the Twin Cities Metro area while heating and cooling downtown Saint Paul. This is a valuable asset to the future of downtown Saint Paul, the well-being of citizens and the earth; also a wonderful asset to supply the Movie House.

# Economy + Demographics

#### **Economy**

Ramsey County is comprised of 3,188 acres, 5 regional parks, 5 regional trail corridors include 570 acres and more than 20 miles of trails, 13 county parks include picnic areas, swimming beaches and boat access within 1,062 acres, 9 protected open spaces sites totaling 636 acres, 10 swimming beach facilities and lifeguards, 10 indoor ice arenas, 3 golf courses, 2 archery ranges, horseshoe courts, Tamarack nature Center totaling 320 acres within Bald Eagle-Otter Lakes Regional Park have paved hiking & biking trails, more than 22 miles of marked & groomed cross country ski trails at 7 areas, and 4 lakes with fishing piers, and picnic areas.



Figure: E-17 Ramsey County

-Connection of these natural areas in the region so that wildlife can thrive and people in the cities can enjoy natural recreation close to home. The economic base of Minnesota contains more than 90% of the industries represented throughout the United States are located in Minnesota, which resembles the national average more than any other state. This makes for an extremely diverse and competitive market.

Minnesota supports a diverse and economically stable industry base. This market is in need of a quality movie space. Other than a reason to go, the citizens need the available option to experience a movie, enjoy some coffee, or a place just to relax and unwind.

#### **Demographics**

The 2000 US Census demographics report Saint Paul's population at 287,151 (a 5.48% inc. from the 1990 pop. of 272,235). In the city the population is spread out with 27.1% under the age of 18, 12.5% from 18 to 24, 32.0% from 25 to 44, 18.0% from 45 to 64, and 10.3% who are 65 years of age or older.

-The median age is 31 years which supports the age groups who most often attend movies.

There are 112,109 households out of which 29.1% have children under the age of 18 living with them, 36.1% are married couples living together, 13.9% have a female householder with no husband present, and 45.6% are non-families. 35.9% of all households are made up of individuals and 9.4% have someone living alone who is 65 years of age or older. The average household size is 2.46 and the average family size is 3.32 (census, 2000.)

#### Landmarks



Figure: E-18 Saint Paul Cathedral

Modeled after St. Peter's Cathedral in Rome it was dedicated in 1915 by Archbishop John Ireland as a monument to the people of Saint Paul where it sits atop a hill overlooking the city. It is the most famous place of worship in the city. The cathedral was designed by E. L. Masqueray in the Classical Renaissance style.



Figure: E-19 Minnesota History Center

To the east of the cathedral is the Minnesota History Center. The center allows people to explore Minnesota's past through museum exhibits that feature large-scale objects, hands-on experiences and multimedia presentations.



Figure: E-20 Minnesota State Capital

The Minnesota State Capitol is also located near the site with soaring domes, monumental arches, columns and statues, and symbolic murals dominate this masterpiece created by architect Cass Gilbert.



Figure: E-21 Fort Snelling

Located between the Mississippi River and the Twin Cities is Fort Snelling. Built on a commanding bluff above the Mississippi and Minnesota rivers, Fort Snelling was once the last United States outpost in the "northern wilderness" and the hub of frontier commerce and administration in the upper Midwest. Now, the restored fort opens its gates to welcome the public to the 19th century frontier life.

-The Seven Corners area lends itself to open and amazing opportunities for the Movie House.

Site Analysis: Landmarks

#### Landmarks Continued:



Figure: E-22 James J. Hill House

The James J. Hill House is situated on Saint Paul's Summit Avenue; this historic house provides a glimpse into the life and times of the Great Northern Railway builder. Summit showcases the largest collection of Victorian architecture in St. Paul. Located on the five miles of road are many historical buildings, the Governor's mansion, and other beautiful homes.



Figure: E-23 Mickey's Diner

Down Seventh Street to the east is Mickey's Diner. This is an art deco redand-cream dining car that has been pictured on calendars, postcards and in books. It's been reproduced by Department 56, has lent its glossy looks to at least four Hollywood movies and is even on the National Register of Historic Places. The 24-hour diner has operated continuously for nearly 60 years.



Figure: E-24 Landmark Center

Built in 1906, the Landmark Center presides over Rice Park and was once the site of the Federal Court House and now houses the galleries of the Minnesota Museum of American Art. This cluster of beautiful buildings represents one of Saint Paul's most attractive districts.



Figure: E-25 Science Museum of Minnesota

On the bluff overlooking the Mississippi river is the Science Museum of Minnesota. Advanced displays and an Omni screen make this science museum the most popular in Minnesota.



Figure: E-26 X-Cel Energy Center

Located across the Movie House site to the south is the X-Cel Energy center. This multi-purpose sports and entertainment facility located in the heart of downtown Saint Paul, is the home of the Minnesota Wild National Hockey League. The X-Cel Energy Center is part of the RiverCentre Convention Center Complex, which also includes the adjacent Roy Wilkins Auditorium and Touchstone Energy Place.



### Site Zoning

Figure: E-27 Site Zoning Plan

B-4 Central Business
B-5 Central Business/Service

-In Saint Paul the concept of the compact, mixed use "urban village" is widely supported at many scales (Rhees, 2004.)

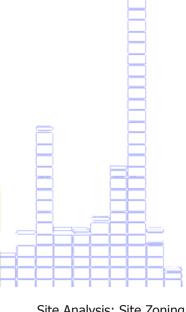
The site is primarily zoned as B-4 Central Business, and the eastern edge of the site is zoned as B-5 Central Business and Service.

#### **B-4** Central Business

Hotels, apartments
Retail, service and office uses
Amusement and entertainment uses
Public and semi-public uses
Adult uses
Community Residential facilities

#### B-5 Central Business/Service

All B-4 uses
Wholesaling, warehousing
Limited manufacturing
Dry cleaning plants
Food catering, processing,
Manufacturing
Research and testing laboratories
Mission-type uses



Site Analysis: Site Zoning



### Building Codes Study

There are several main code issues to consider while designing this project. The main emphasis for this building typology for code research will involve these main areas:

Use/occupancy classification

General building heights and areas

Fire-resistance-rated construction

Interior finishes

Fire protection systems

Means of egress

**Accessibility** 

Interior environment

Energy efficiency

Structural design

Soil and foundations

Concrete

**Maso**nry

Steel

Glass and glazing

Electrical

Mechanical systems

Elevators, conveying systems

Setbacks

Front: 50 feet

Rear: 20 feet

Sides: 20 feet

Max Coverage

The max coverage for the site is not to exceed: 40%

Max Height

The max height for the site is:

2.5 stories or 36 feet

Under the use of a conditional work permit, Ordinance number 90.1235, the building can exceed:

3 stories or 50 feet

Parking Requirements

For auditorium spaces, the code requires:

1 space per 3 seats

The required amount of 10' x 18' parking spaces for the building equals:

1050 spaces



# "Urban Village" Guidelines

Conventional zoning is often viewed as antithetical to New Urbanist principles of development. In Saint Paul, Minnesota, the concept of the compact, mixed use "urban village" is widely supported at many scales, from the city's comprehensive plan to specific redevelopment plans for large sites, to small-scale infill guidelines for commercial nodes and transit corridors.

However, the city's segregated and hierarchical zoning districts have created unnecessary barriers to urban village development. Planners are now developing new zoning districts and guidelines that advance these principles, within the framework of the city's conventional zoning ordinance (Rhees, 2004.)

Beginning in the 1990s, policy makers, neighborhood advocates and developers began to develop an increasing awareness of the role of place-responsive urban design in sustaining and renewing the city's downtown and its neighborhoods. This change is manifest in the 1997 policy plan for the city's downtown and riverfront: the Saint Paul on the Mississippi Development Framework.

The plan, prepared by a team led by Toronto consultant Ken Greenberg, advanced a compelling vision: a series of interconnected mixed-use urban villages in and around downtown, nestled in the lush green of a reforested river valley (Rhees, 2004.)

# Comprehensive Guiding Principles

**Evoke a sense of place:** Create a physical setting that says, "This is St. Paul."

**Restore and establish the unique urban ecology:** parts of the natural environment that have been lost over time due to development.

**Invest in the public realm.** Create a network of streets, sidewalks and parks that are safe, vibrant and pedestrian-friendly.

**Broaden the mix of uses:** Create urban villages where people live, work and play.

Improve connectivity between neighborhoods, downtown and the river.

Ensure that buildings support broader city building goals:

with design that fits into their surroundings and helps make adjacent public spaces active.

**Build on existing strengths:** historic buildings, parks, tree-lined streets and the Mississippi River.

**Preserve and enhance heri- tage resources:** historic buildings and public spaces.

**Provide a balanced network for movement:** Design city streets to accommodate pedestrians, cars, buses, bikes, on-street parking, landscaping, lighting and signs.

**Foster public safety:** Increase the number of people in our public spaces (Rhees, 2004.)

### Site Topography

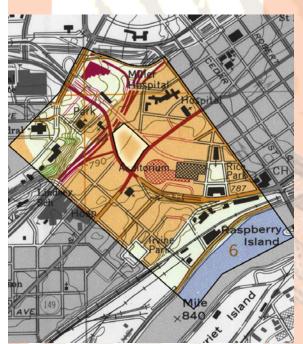


Figure: E-28 Site Area Topography Map

The topography on the immediate site is generally flat with rolling hills and bluffs. The location of the site in the downtown area lends itself to being moderately flat with a five foot change in elevation to the north.



Figure: E-29 Site Panorama

The roadways to the east and west of the site gradually elevate with retaining walls for ground support. The northern edge of the site supports a pedestrian walkway which is elevated over interstate 35E and supported by a retaining wall.



Figure: E-30 Retaining Wall

The image above shows the gradual elevation change along Kellogg Blvd. with the retaining wall wrapping up and across the site to the east. This elevated area minimizes the slope on the site.



Figure: E-31 Interstate 35E

The image above shows I-35E to the north of the site and the elevation change towards the cathedral.



Figure: E-32 View South

The image above shows the site mid way up the cathedral hill.

Site Analysis: Site Topography

### Vegetation



Figure: E-33 Southern Site Vegetation Overview

There is an existing green space to the south east with trees and landscaping that provide nice shaded areas for the community.



Figure: E-34 Park View From Site



Figure: E-35 Park Vegetation

The northern edge of the site is a pedestrian walkway with lighting, trees, and benches, supported by a retaining wall.



Figure: E-36 Northern Site Vegetation Overview



Figure: E-37 North Pedestrian Area

Some land conservation concerns urge the state government to buy remaining lands needed to complete Minnesota's state park system and to protect the best remaining private and public lands in the Minneapolis and St. Paul metropolitan region. Connection of these natural areas in the region so that wildlife can thrive and people in the cities can enjoy natural recreation close to home.

> -Setting a side a portion of the site for an addition to the park system would help facilitate this natural connection.

Great River Greening developed a native forest planting plan for RiverCentre, Saint Paul's downtown convention center. This planting expands the native landscape of the nearby Science Museum of Minnesota and adds habitat for migrating songbirds along an urban stretch of the Mississippi River wildlife migration corridor.

Site Analysis: Vegetation

#### e Vovie House

# Geology, Soils + Hydrology

Geology



Figure: E-38 Southern Site Vegetation Overview

The geology of the area is predominately decorah shale, calcareous shale and thin limestone interbeds. In the area are a few places capped by thin (less than 20 feet) erosional remnants of limestone of overlying Galena Group.

There are unit crops out in bluffs of the Mississippi River in South and West St. Paul which were formerly mined in South St. Paul above Pickerel Lake for clay to make brick and tile. Platteville was formerly quarried for rock aggregate and building stone in the bedrock terraces of South St. Paul. These provide valuable local materials to use in design that provide local connections to the area.

The region contains Platteville and Glenwood Formations - Fine-grained dolostone and limestone of Platteville underlain by thin, green, sandy shale (3-5.5 feet thick) of Glenwood. There are extensive outcrops in bluffs along the Mississippi River in St. Paul.

#### Soils

The Soil Survey report classifies this area as 1039-Urban Land. The area has more than 90 percent of the surface covered with buildings, asphalt, concrete, or other impervious surfaces. The areas generally range from 2 to more than 600 acres and are level to gently sloping. The report states that identification of the soils in these areas is not feasible because they have been greatly altered in various ways by construction and by some cut and fill.



Figure: E-39 Glacial Geology and Hydrology Map

The map above shows the glacial geology for the region with the site being in the Peistocene stream sediment region.

#### Hydrology

The map also shows the depth of ground water for the site being 20 feet in and around that area.

In this Urban Land area, runoff of rainwater is high and often flow into storm drainage systems. Severe erosion may result if the increased runoff is not properly channeled.

#### e V ovie House

# Vehicular + Pedestrian Circulation

#### Vehicular



Figure: E-40 Vehicular Circulation

The major transportation linkages include Interstate 94 located north of the site which travels east and west. The I-94 exit to the downtown area runs along the eastern border of the site onto 5th street. Interstate 35E travels beneath the northern portion of the site, flowing to the east and south west. West 7th street forms the southern border of the site and serves as a main thoroughfare to downtown Saint Paul. Roberts Street comes up from the south crossing the Mississippi River into downtown Saint Paul. Kellogg Boulevard forms the western edge of the site and travels along the bluff on the edge of the downtown area.

> -The Seven Corners area lives up to its name and provides the site access throughout the area.



Figure: E-41 Seventh Street

The image above shows traffic flowing in front of the X-Cel Energy Center and between the site. Seventh street is the major thoroughfare to travel into downtown Saint Paul.

#### Pedestrian



Figure: E-42 Pedestrian and Vehicular Circulation

A well planned array of plazas, green spaces, and sidewalks surround the site. The Seven Corners area offers pedestrians an extremely accessible approach for traversing among downtown Saint Paul. With access for vehicular traffic and pedestrians, I feel the Seven Corners area to be a superb location for the Movie House.

### **Views From** the Site





Figure: E-44 Saint Paul Cathedral View

To the north-west of the site includes a spectacular view of the Saint Paul Cathedral which is situated atop a prominent hill overlooking the downtown area of Saint Paul.



Figure: E-45 History Center and Capital View

The north of the site is History Center and a view of the capital and grounds area.



Figure: E-46 Saint Paul Skyline View

To the east of the site is a view of the downtown Saint Paul skyline view.



Figure: E-47 X-Cel Energy Center Night View

To the south of the site is the view of the prominent X-Cel Energy Center. This image was shot in the evening to capture the brilliant lights in the area.

# Views Into the Site



Figure: E-48 Site Panorama



Figure: E-49 North View Across the Site



Figure: E-50 North View Through the Park



Figure: E-51 West View Through the Park



Figure: E-52 North West View Through the Park



Figure: E-53 South East View Across the Site



Figure: E-54 South View From the Cathedral Hill



Figure: E-55 South East View Across I-94 Exit to Fifth Street

Site Analysis: Views Into the Site

# Climate and Weather Data

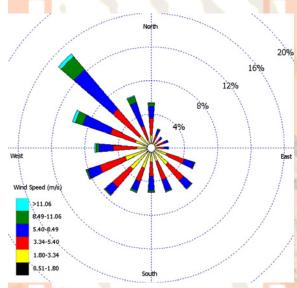


Figure: E-56 January Wind Rose for Saint Paul

The January wind rose for the 45th parallel of The Twin Cities shows the majority of the prevailing winds from the west-north-west, north-west, and the north-north-west. The prevailing winter winds will have an effect on the site. Points of entry should be limited to the south and east of the building.

-Saint Paul is located in the cool climate region. Temperature ranges in this region have cool to cold winters and generally moderate to warm summers.

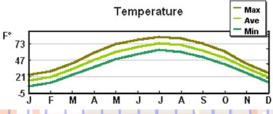


Figure: E-57 Saint Paul Average Temperature

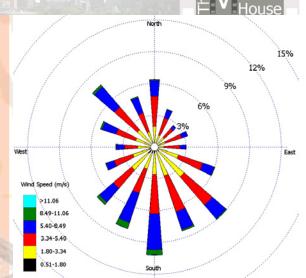


Figure: E-58 July Wind Rose for Saint Paul

The July wind rose for the site shows the prevailing wind from the south, south-south-east, and south-east.

> -The site is surrounded with greatness, beauty and energy.

#### Precipitation

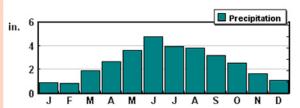


Figure: E-59 Saint Paul Average Precipitation

With an average annual temperature of 45 F, Saint Paul is the second coldest city in the United States. Saint Paul has four distinct seasons with moderate spring and fall weather. Summer is comfortable because lakes and trees serve as natural air conditioners.

-Average rainfall: 26 inches

-Average snowfall: 46 inches

#### eVovie House

# Solar Orientation + Site Acoustics

#### Solar Orientation

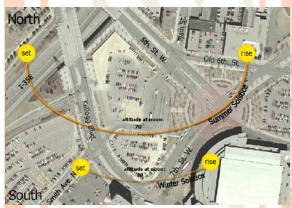


Figure: E-60 Solar Orientation

Saint Paul has an annual window solar gain of 58%. The percentage of possible sun is above average for this cool climate.

The solar orientation from sunrise to sunset as seen above, has a noon altitude of 70 degrees for the summer solstice. The solar orientation during the winter solstice has an altitude of 28 percent at noon.

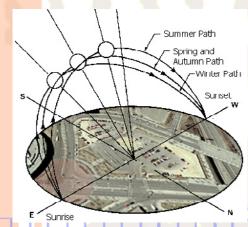


Figure: E-61 Three Dimensional Solar Orientation

#### Site Acoustics

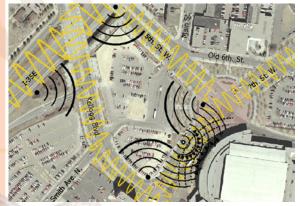


Figure: E-62 Acoustic Environment

During peak hours of the weekdays, the down town area has an influx of traffic from people going to work. Considering the site is in the heart of the seven corners area, traffic surrounds the site in all directions with I-35E traveling underneath. This flow of traffic surely generates noise in and around the site. Traffic noise tends to reverberate off of the X-Cel energy center in some instances.

During the weekends, the downtown area remains quite quiet with the remainder of the traffic not intended for downtown businesses. The Movie House will be operating throughout these periods offering options for entertainment, dining, shopping, and spaces to relax.



Figure: E-63 Kellogg Boulevard Traffic



#### **Graphic Summary**

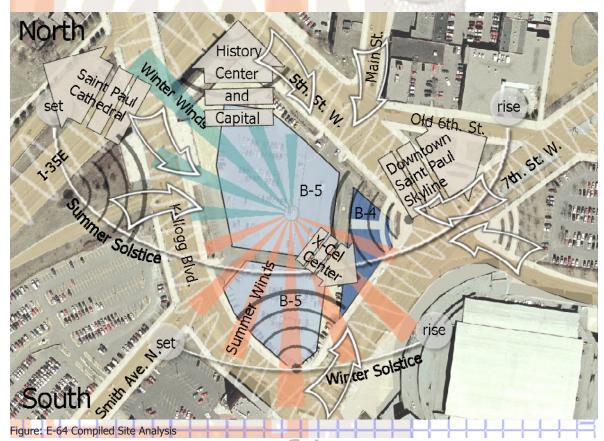
#### Site Challenges

Parking for the seven corners area will prove to be a challenge. The incorporation of a parking garage will help demand during the business day, and provide adequate parking in the evening. Allowing views in and out of the site will be difficult to control in order to not compete with the grand architecture of the cathedral and capital. Cooler winter winds may also prove to be a difficulty and will need to be a major consideration in this cool climate. The traffic and noise issues add to the energy but also add access problems and acoustic problems for the area.

#### Site Opportunities

-The Seven Corners area in downtown Saint Paul, offers an energetic, culture rich, and pedestrian friendly environment.

Great opportunities exist in designing with the capital area objectives, mixed use "Urban Village" planning, and being part of the 2 million visitors that visit the area attractions of the history Center, Science Museum, Saint Paul Cathedral, and River Center, each year. The vacant urban site offers ample sunshine and day lighting possibilities along with wonderful views and the immersion of culture.



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Site Analysis: Graphic Summary



# Programmatic Requirements

	-Introduction Narrative	63
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# Introduction Narrative

The Movie House will be comprised of 8 auditoriums, with a movie lounge, open cinema and an exterior courtyard cinema, for a total of 11 screening spaces. The mix of the auditorium sizes is desirable within a cinema in order to handle large crowds for initial film presentations and then back off into smaller auditoriums as the demand dwindles.

An optional premium reserved balcony in the movie lounge will be available for the VIP or elite guests, where a light meal and alcohol may be served. Multiple screens allow the cinema to hold a movie longer than 4 or 5 weeks, with options for some films up until their release in video stores.

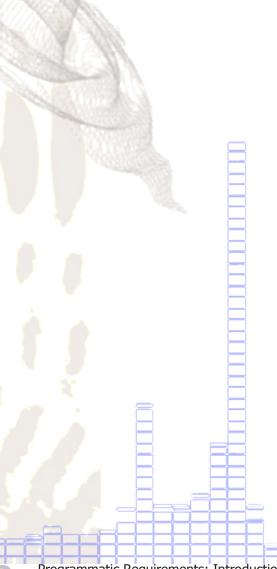
The lobby and other service spaces will be considered public reacting as an extension of the street. General spaces include the screening spaces, administration, Sales and Service/Support programs.

-"Although a cinema's heart is the darkened auditorium in where a movie flickers, its face is the lobby."

The lobby will support guest services and amenities including concessions, restaurant, lounge area, movie galley, coffee shop and a book store.

Supporting facilities include a parking garage, and technical projection spaces. Other project elements include management offices, employee lounge, rest rooms, support lobbies, storage, service entrance, sign design, crowd circulation, egress, and acoustic design for each screening space.

This site location also offers wonderful options for exterior plaza spaces and exterior spatial connections, along with the addition of an interior courtyard space.



Programmatic Requirements: Introduction Narrative



# Administration Program

#### Spacial Requirements

Foyer

Reception

Assistant Manager's Offices (4)

**Accounting Office** 

Marketing Office

Supervisor Offices (2)

Manager's Office

Restaurant Office

**Bookstore Office** 

Movie Gallery Office

Janitorial Services Office

Conference Room

Copy/Supplies

Storage

**Break** Room

Restrooms

#### Square Footage

400sf

120sf

4@120=480sf

120sf

120sf

2@120=240sf

120sf

120sf

120sf

120sf

120sf

300sf

120sf

120sf

200sf

2@150=300sf

**Administration Total** 

3120sf

Programmatic Requirements: Administration Program



# Sales Program

#### **Spacial Requirements**

**Entry** Terrace

Lobby

Restaurant

Coffee Shop

**Bookstore** 

Movie Gallery

**Admission Control** 

Party Room

Banquet Room

Concessions

#### Square Footage

1000sf

5000sf

1500sf

500sf

500sf

500sf

200sf

400sf

500sf

1500sf

Sales Total 11,600sf

Programmatic Requirements: Sales Program



# Screening Program

#### **Spacial Requirements**

75 seat Movie Lounge

400 seat Cinemas (3)

350 seat Cinemas (2)

300 seat Cinemas (3)

75 seat Open-Lobby Cinema

75 seat Open-Air Cinema

#### Square Footage

1500sf

3@1300=3900sf

2@1200=2400sf

3@1100=3300sf

800sf

1200sf

**Screening Total** 

13,100sf

Programmatic Requirements: Screening Program



# Service/Support Program

#### **Spacial Requirements**

Coffee Shop Kitchen

Coffee Shop Storage

Restaurant Kitchen

Restaurant Cooler

Restaurant Freezer

Restaurant Storage

Concessions Support Space

Bookstore Storage

Movie Gallery Storage

**Elevator Lobby** 

**Elevator Mechanical Space** 

Main Restrooms (2)

General Storage

**Monumental Stair** 

**Technology Space** 

#### Square Footage

200sf

100sf

600sf

150sf

150sf

200sf

500sf

200sf

200sf

400sf

400sf

2@800=1600sf

300sf

300sf

500sf



## Service/Support Program continued:

#### **Spacial Requirements**

Egress Stairs (4)

Service Entry

Parking Structure

Janitorial Service Space

Interior Courtyard

Technology Booths (11)

**Emplo**yee Lounge

**Guest Relations** 

#### Square Footage

4@1000=4000sf

500sf

100,000sf

200sf

1200sf

11@100=1100sf

200sf

200sf

Service/Support Total

113,000sf

Programmatic Requirements: Service/Support Program



### Building Program Total

#### **Program Areas**

**Administration** 

Sales

Screening

Service/Support

Mechanical (5% of sq. footage)

Circulation (30% of sq. footage)

#### Square Footage

3120sf

11,600sf

13,100sf

113,000sf

7000sf

42,000sf

**Building Grand Total** 

189,820sf

Programmatic Requirements: Building Program

Total



# Preliminary Budget

Site Acqisition/Demolition

\$1,000,000

#### **Construction Costs**

Administration: \$160sf

Sales: \$160sf

Screening: \$500sf

Service/Support: \$160sf

\$499,200

\$1,856,000

\$6,550,000

\$18,080,000

Site Work

\$500,000

**Total Project Cost Estimate** 

\$27,485,200



### Administration Diagram

-Organization of multilevel analysis will be explored during the design process to further the adjacency of each space three dimensionally.

Main **Entry** 

Parkinğ

**Egress** Stair

Emp. ounde

Gall. Book Office Mgr. Asst. Office Mgr.

Lobby

Jan. Office

Foyer

Recep. Asst. Mgr.

Sto. Room

Rest Asst. Rooms Mgr.

Mgr. Copy Sup. Room Office

Office

Rest.

Conf. Room

Acct.

Sup. Asst. Office Mgr.

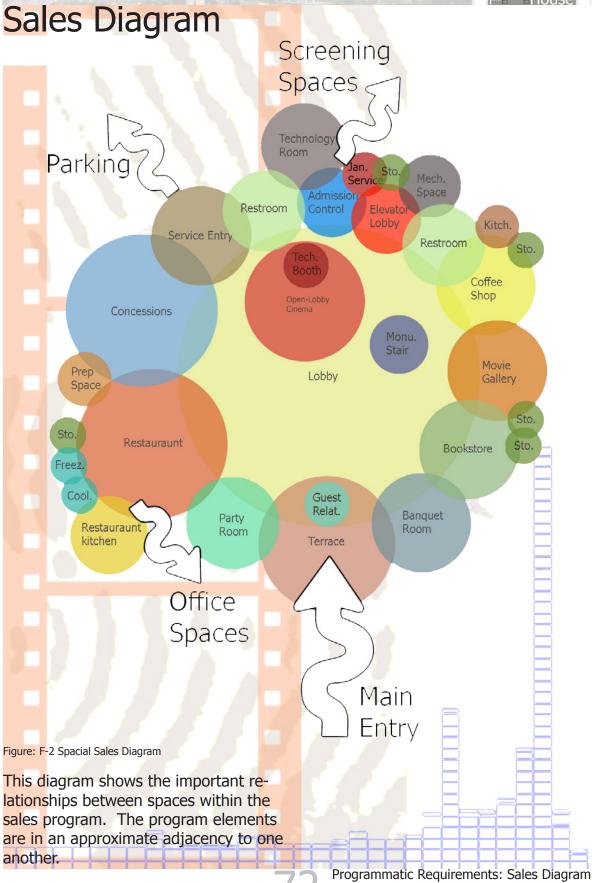
Mkt. Office Office

Figure: F-1 Spacial Administration Diagram

This diagram shows the important relationships between spaces within the administrative program. The program elements are in an approximate adjacency to one another.

> Programmatic Requirements: Administration Diagram





## Saint Paul Screening

## e V ovie

## Screening Diagram

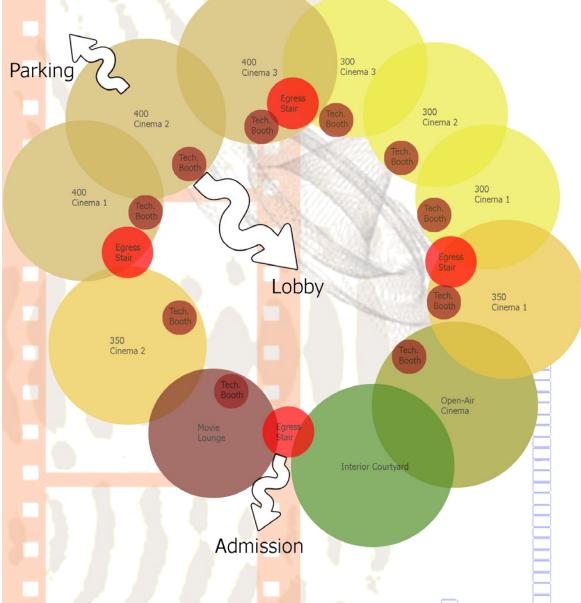


Figure: F-3 Spacial Screening Diagram

This diagram shows the important relationships between spaces within the screening program. The program elements are in an approximate adjacency to one another.

Programmatic Requirements: Screening Diagram



# Space Allocation

-Administration Space Allocation 75

-Sales Space Allocation 91

-Screening Space Allocation 101

-Service/Support Space Allocation 107

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#### ovie House

#### Foyer

#### Space Definition

-The foyer is the main entrance space for the office cluster used for welcoming clients and guests

#### General Program

-Administration

#### **Function & Duration**

- -Business entry and lounge area for the Administration offices
- -Used throughout the business day

#### Adjacencies: Interior and Exterior

- Centrally located among the offices, storage room, copy room, restrooms, and conference room
- -Close to parking garage
- -Close elevator access

#### Square Footage

-400sf

## Occupancy: Use & Thermal Comfort

- -Full and part time office staff
- -15-20 employees
- -Maintained comfort level with proper air circulation

#### Furnishings/Equipment

- -Couches
- -Coffee table
- -Plants

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Easily accessible
- -Access to natural daylight

#### **Reception Area**



The reception area space is used to handle office and guest traffic within the offices and provides office support

#### General Program

-Administration

#### Function & Duration

- -Office organization
- -Phone answering and transferring
- -General business information
- -Through business hours

## Adjacencies: Interior and Exterior

#### -Centrally located among the offices,

- foyer, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access

#### Square Footage

-120sf



## Occupancy: Use & Thermal Comfort

- -Receptionist, staff, and general public
- -Warmer with personal control

#### Furnishings/Equipment

- -Reception desk
- -Computer, phone and chair
- -Shelving units

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Inviting space with access to parking and central office spaces
- -Welcoming to business clients

### (4) Assistant Manager's Offices

#### **Space Definition**

-The assistant manager's offices provide business production space within the office area

#### General Program

-Administration

#### **Function & Duration**

- -Assist general manager
- -Work schedules, training and orientation
- -Through business hours

#### Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- Close to parking garage
- -Close elevator access

#### Square Footage

-4@120=480sf

#### Occupancy: **Use & Thermal Comfort**

- -Assistant Managers
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk
- -Computer, phone and chair
- -Shelving units
- -Small lounge area

#### **Psychological Impact:** Lighting, Color, Materiality & Texture

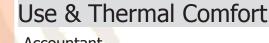
- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

- -Warm space with natural daylight and access to other offices and parking
- -Welcoming to business clients
  - Programmatic Requirements: Space Allocation





#### **Accounting Office**



-Accountant

Occupancy:

-Cooler with temperature control access

#### **Space Definition**

-The accounting office provides a business production space within the office area for accounting and book work

#### Furnishings/Equipment

- -Computer desk
- -Computer, phone and chair
- -Shelving units
- -Small lounge area

#### General Program

-Administration

#### **Function & Duration**

- Comprehensive business accounting
- -Budgets, profit margins, taxes, and benefits
- -Through business hours

#### Adjacencies: Interior and Exterior

- Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- Close to parking garage
- Close elevator access

#### **Psychological Impact:** Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Square Footage

-120sf

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices and parking
- -Available lighting for desk work

### **Marketing Office**



-The marketing office provides a business production space within the office area for advertising and retail sales

#### General Program

-Administration

#### **Function & Duration**

- Comprehensive business marketing
- -Film costs, technology research, sales
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- Close elevator access

#### Square Footage

-120sf



## Occupancy: Use & Thermal Comfort

- -Marketing Agent
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk, computer, phone and chair
- -Shelving units
- -Organization table
- -Small lounge area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices and parking
- -Available lighting for office work

## (2) Supervisor Offices

#### Space Definition

-The supervisor offices provide business supervision spaces within the office area for employee training and evaluations

#### General Program

-Administration

#### **Function & Duration**

- -Employee supervision
- -Security and surveillance
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access
- -Access to primary lobby

#### Square Footage

-2@120=240sf

## Occupancy: Use & Thermal Comfort

- -Supervisors
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk, computer, phone and chair
- -Shelving units
- -Monitors
- -Small seating area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices and parking
- -Indirect lighting for monitoring building



### Manager's Office



-The manager's office provides a business operation space within the office area for overall building operations

#### General Program

-Administration

#### **Function & Duration**

- -Employee supervision
- -General business and film review
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access
- -Access to primary lobby

#### Square Footage

-120sf



## Occupancy: Use & Thermal Comfort

- -General Manager: Owner
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk
- -Computer, phone and chair
- -Shelving units
- -Personal film screening space

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

- -Warm space with natural daylight and access to other offices and parking
- -Shading control during film reviews
- -Indirect lighting for monitoring building
  - Programmatic Requirements: Space Allocation Sheet

#### e V ovie House

#### Restaurant Office

#### Space Definition

The restaurant office provides a business space within the office area for restaurant operation

#### General Program

-Administration

#### **Function & Duration**

- -Restaurant planning and organization
- -Restaurant business and food orders
- -Through business hours

## Adjacencies: Interior and Exterior

- Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access to the restaurant and kitchen

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Restaurant Manager
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk
- -Computer, phone and chair
- -Shelving units
- -Small seating area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

-Warm space with natural daylight and access to other offices, kitchen and parking

#### g V ovie House

#### **Book Store Office**

#### Space Definition

-The book store office provides a business space within the office area for book store operation

#### General Program

-Administration

#### **Function & Duration**

- -Book Store planning and organization
- -Book Store sales and book orders
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access to the Book Store

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Book Store Manager
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk
- -Computer, phone and chair
- -Shelving units
- -Small seating area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

- -Warm space with natural daylight and access to other offices, and parking
- -Comfortable and quiet for book reviews

#### e V ovie House

## Movie Gallery Office

#### Space Definition

-The movie gallery office provides a business space within the office area for movie gallery operation

#### General Program

-Administration

#### **Function & Duration**

- -Movie Gallery planning and organization
- -Gallery sales prep and product orders
- -Through business hours

#### Adjacencies: Interior and Exterior

- Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access to the Movie Gallery

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Movie Gallery Manager
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk, computer, phone and chair
- -Shelving units
- -Product testing and visual display area
- -Small seating area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices, and parking
- -Allowable space planning for display

#### e V ovie House

## Janitorial Services Office

#### Space Definition

-The janitorial services office provides a business space within the office area for janitorial services

#### General Program

-Administration

#### **Function & Duration**

- -Cleaning schedules and organization
- -Cleaning supply orders and preparation
- -Through business hours and closing

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, copy room, and conference room
- -Close to parking garage
- -Close elevator access to the main lobby

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Janitorial Services Manager
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Computer desk, computer, phone and chair
- -Shelving units
- -Storage cabinets
- -Small seating area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices, main lobby and parking
- -Proper storage cabinets

#### e V ovie House

#### Conference Room

#### Space Definition

-The conference room provides a central meeting space within the office area for office meetings and organization

#### General Program

-Administration

#### **Function & Duration**

- -Meetings and function organization
- -General business and planning
- -Display of new technology & films
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, storage room, and copy room
- -Close to parking garage
- -Close elevator access

#### Square Footage

-300sf

## Occupancy: Use & Thermal Comfort

- -Office and Employee Staff
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Conference table
- -Phones and comfortable seating
- -Computer, projector and screen
- -Storage cabinets

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -High quality materials with textures

#### Critical Success Factors

- -Warm space with natural daylight and access to other offices, main lobby and parking
- -Projection display technology

#### e V ovie House

### Copy/Supply Room

#### Space Definition

-The copy and supply room provides a central work space within the office area for business operation equipment and supplies

#### General Program

-Administration

#### **Function & Duration**

- -Printing, making copies, and office supply storage
- -Resource assembly and organization
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, reception, and storage room
- -Close to parking garage
- -Close elevator access

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Office and Employee Staff
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Printers
- -Copier
- -Supply storage cabinets
- -Table

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

- -Efficient design and close proximity to offices
- -The use of storage cabinets

#### e V ovie House

#### Storage Room

#### Space Definition

-The storage room provides a central storage space within the office area for general business storage

#### General Program

-Administration

#### **Function & Duration**

- -General storage of office supplies, furniture, and various office furnishings
- -Through business hours

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, and reception
- -Close to parking garage
- -Close elevator access

#### Square Footage

-120sf

## Occupancy: Use & Thermal Comfort

- -Office and Employee Staff
- -Moderate with minimal control

#### Furnishings/Equipment

- -Shelving, racks, and bins
- -Cabinets

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Efficient design and close proximity to offices
- -The use of storage cabinets

#### **Break Room**



-The break room provides a central space within the office area for breaks and eating space

#### General Program

-Administration

#### **Function & Duration**

- -Informal meetings
- -Break out space
- -Lunch and breaks

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, and reception
- -Close to parking garage

Close elevator access

#### Square Footage

-200sf



## Occupancy: Use & Thermal Comfort

- -Office Staff
- -Cooler with temperature control access

#### Furnishings/Equipment

- -Refrigerator
- -Sink
- -Cabinets
- -Table and chairs

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Efficient design and close proximity to offices
- -Use of daylight with access to the exterior and exterior courtyard

### Rest Rooms (1 Male & 1 Female)

#### Space Definition

 The rest rooms provide central bathroom space within the office area for private office use

#### General Program

-Administration

#### **Function & Duration**

Private office use

## Adjacencies: Interior and Exterior

- -Centrally located among the offices, foyer, and reception
- -Close to parking garage
- -Close elevator access

#### Square Footage

-2@150=300sf

## Occupancy: Use & Thermal Comfort

- -Office Staff
- -Warmer with air exchange and circulation

#### Furnishings/Equipment

- -Stools
- -Sinks
- -Mirrors

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Maximum use of daylight
- -Track and indirect lighting
- -Soft colors
- -Hardwood floors
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

-Efficient design and close proximity to offices



#### **Entry Terrace**

#### Space Definition

-The entry terrace surrounds the building with public entry spaces, vegetation and seating spaces

#### General Program

-Sales

#### **Function & Duration**

- -Serves as an extension of the main lobby
- -Place where the community can relax
- -Urban park with people throughout the day and evening

## Adjacencies: Interior and Exterior

- Located next to the surrounding sidewalk, off of 5th. Street, 7th. Street and Kellogg Boulevard
- -Transition from the Urban Park into the Lobby
- -Exterior Public space to Interior public space

#### Square Footage

-1000sf

## Occupancy: Use & Thermal Comfort

- -Used by employees and general public
- -Children and the community area
- -Natural condition, possible warmers for the cool months

#### Furnishings/Equipment

- -Lighting, benches, trash collection
- -Planting beds, natural vegetation and trees
- -Exterior heaters and lighting

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space at night
- -Warm earth tones in paving design
- -Natural and stained concrete
- -Masonry planting areas with pavers
- -Variety of textures

- -The transition from the street through the terrace, then into the lobby
- -Needs to be well lit in the evenings

#### ovie House

#### Lobby

#### **Space Definition**

The lobby space is the main gathering and retail space for the building which flows throughout the levels

#### General Program

-Sales

#### **Function & Duration**

- Serves as an extension of the entry terrace and street
- -Place where the community can relax
- -Urban park feel with people throughout the day and evening

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- -Transition from the Urban Park into the Lobby
- -Exterior Public space to Interior public space
- -Ground level location with terrace access

#### Square Footage

-5000sf

## Occupancy: Use & Thermal Comfort

- -Used by employees, film patrons, and the general public
- -Children and the community area
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Lighting, benches, trash collection
- -Seating areas, couches
- -Lighting
- -Large scale electronic film displays

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -The transition from the street through the terrace and into the lobby
- -Needs to be inviting and well lit into the evening

#### Restaurant

#### **Space Definition**

-The restaurant is the main dining space for the building which flows outward onto the terrace and into the interior courtyard.

#### General Program

-Sales

#### **Function & Duration**

- -Casual dining for the community
- -Place where the community can relax
- -Warm and inviting with people throughout the day and evening

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Ground level location with terrace access for outdoor seating
- Close relation to interior courtyard for central dining

#### Square Footage

-1500sf

#### Occupancy: **Use & Thermal Comfort**

- -Used by film patrons, and the general public
- -Families
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Booths, tables, and chairs
- -Interior planters
- -Film theme collages
- -Lighting

#### **Psychological Impact:** Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking to the restaurant
- Off street access
- -Film theme design

## o Shop Occupancy:



### Coffee Shop

#### **Space Definition**

-The Coffee Shop provides convenient pedestrian access through the terrace and offers beverage and snacks for the building customers

#### General Program

-Sales

#### **Function & Duration**

- -Casual and informal place for the community
- -Place where the community can relax
- Warm and inviting with people throughout the day and evening

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Ground level location with terrace access for outdoor seating
- -Close relation to interior courtyard for central dining

#### Square Footage

-500sf

## Occupancy: Use & Thermal Comfort

- -Used by film patrons, and the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Booths, tables, and chairs
- -Interior planters
- -Film theme collages
- -Small lounge areas

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking to the coffee Shop
- -Off street access
- -Film theme design

#### **Book Store**



The Book Store provides convenient pedestrian access through the terrace and offers a variety of books and reading space

#### General Program

-Sales

#### **Function & Duration**

- -Casual shopping place for the community
- -Place where the community can relax
- -Warm and inviting with people throughout the day and evening

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Ground level location with terrace access
- -Close to Restaurant, Coffee Shop, and Movie Gallery

#### Square Footage

-500sf



## Occupancy: Use & Thermal Comfort

- -Used by film patrons, and the general public
- -Warmer with air circulation and exchange

#### Furnishings/Equipment

- -Shelving, tables and chairs
- -Interior planters
- -Film theme collages
- -Small lounge areas

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking to the Bookstore
- -Off street access
- -Film theme design

#### e Vovie House

### **Movie Gallery**

#### Space Definition

-The Book Store provides convenient pedestrian access through the terrace and offers a variety of books and reading space

#### General Program

-Sales

#### **Function & Duration**

- -Casual shopping place for the community
- -Place where the community can relax
- -Warm and inviting with people throughout the day and evening

#### Adjacencies:

#### Interior and Exterior

-Close relation to the entry terrace

Close to parking and the main lobby

- -Ground level location with terrace access
- -Close to Restaurant, Coffee Shop, Book Store and Movie Gallery

#### Square Footage

-500sf

## Occupancy: Use & Thermal Comfort

- -Used by film patrons, and the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Shelving, tables and chairs
- -Large display spaces
- -Film theme collages
- -Small lounge area

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking
- -Off street access
- -Film theme design

#### ovie House

#### **Admission Control**

#### Space Definition

-The admission control space provides movie patrons ticket access and film information for each screening space

#### General Program

-Sales

#### **Function & Duration**

- -Ticket sales for the cinemas
- -Peak hours during film screenings

#### Adjacencies:

#### **Interior and Exterior**

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Close to Restaurant, Coffee Shop, Book Store and Movie Gallery
- -Close to elevators, concessions and screening spaces

#### Square Footage

-200sf

## Occupancy: Use & Thermal Comfort

- -Used by film patrons, and the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Ticketing kiosks with counter space
- -Computers
- -Patron counters

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

- -Transition from parking
- -Quickness of service for minimal lines
- -Access to restrooms and concessions

#### Party Room



-The party room provides patrons an informal meeting place for parties and various gatherings

#### General Program

-Sales

#### **Function & Duration**

- -Gathering space for children and families or other meeting groups
- -More informal meeting space
- -Throughout business hours and into the evenings

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Close to Restaurant, Coffee Shop, Book Store and Movie Gallery
- Close to concessions and screening spaces

#### Square Footage

-400sf



#### Occupancy: **Use & Thermal Comfort**

- -Used by film patrons, families and groups of the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Large table with chairs
- -Smaller tables with chairs
- -Counter and sink area
- -Lounge space

#### **Psychological Impact:** Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking
- -Large to medium group accommodation
- -Access to restrooms and lobby spaces

Programmatic Requirements: Space Allocation

Sheet

#### **Banquet Room**

#### Space Definition

-The banquet room provides patrons a formal meeting place for dinner parties and various gatherings

#### General Program

-Sales

#### Function & Duration

- Gathering space for meeting groups
- -More formal meeting space
- Throughout business hours and into the evenings

#### Adjacencies:

#### Interior and Exterior

- -Close relation to the entry terrace
- Close to parking and the main lobby
- -Close to Restaurant, Coffee Shop, Book Store and Movie Gallery

#### Square Footage

-500sf

#### Occupancy: **Use & Thermal Comfort**

- -Used by film patrons, families and groups of the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Large table with chairs
- -Smaller tables with chairs
- -Counter and sink area
- -Lounge space

#### **Psychological Impact:** Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking
- -Large to medium group accommodation
- -Access to restrooms and lobby spaces

Programmatic Requirements: Space Allocation

Sheet

#### ovie House

#### Concessions

#### Space Definition

-The concessions space provides patrons access to sophisticated concessions and traditional movie snacks and beverages

#### General Program

-Sales

#### **Function & Duration**

- -Sales of drinks, sodas, and popcorn
- -Throughout business hours and into the evenings

## Adjacencies: Interior and Exterior

- -Close relation to the Screening spaces
- -Close to parking and the main lobby
- -Close access to restrooms
- -Close to Restaurant, Coffee Shop, Book Store and Movie Gallery

#### Square Footage

-1500sf

## Occupancy: Use & Thermal Comfort

- -Used by film patrons, families and groups of the general public
- -Cooler with air circulation and exchange

#### Furnishings/Equipment

- -Soda fountains, treat display cases, and popcorn machines
- -Counter space with prep area behind

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Transition from parking
- -Large group accommodation
- -Access to restrooms and lobby spaces

## 75 Seat Movie Lounge

#### Space Definition

-The movie lounge provides elite guests access to films with sophisticated concessions and alcoholic beverages

#### General Program

-Screening

#### **Function & Duration**

- -Film presentation
- -Lounge with dining and drinks
- -2 to 3 hours per film
- -Twice an evening

#### Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Near restaurant
- -Possibly on second level

#### Square Footage

-1500sf



## Occupancy: Use & Thermal Comfort

- -VIP guests and film patrons
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

- -Bar and kitchen area
- -Tables, chairs and booths
- -Fine quality sound and screen technology

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Lightly lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures with sound control

#### Critical Success Factors

- -Quality of films and times presented
- -Availability of drinks and dining
- -Screen viewing availability and lighting



#### (3) 400 Seat Cinemas

#### Space Definition

-The 400 seat cinemas provide patrons access to films with advanced sound and projection technology with superior seating and sight lines

#### General Program

-Screening

#### Function & Duration

- -Film presentation
- -2 to 3 hours per film
- -Four times an evening

## Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Close to restrooms and concessions
- -Circulation space close to exterior
- -Towards ground level for exiting

#### Square Footage

-3@1300=3900sf

## Occupancy: Use & Thermal Comfort

- -Film patrons and families
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

- -Wide, comfortable, high back reclining seating
- -Fine quality sound and screen technology

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Lightly lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures with sound control

#### Critical Success Factors

- -Quality of films and times presented
- -Screen viewing availability and lighting
- -Quality of sound and film projection



#### (2) 350 Seat Cinemas

#### Space Definition

-The 350 seat cinemas provide patrons access to films with advanced sound and projection technology with superior seating and sight lines

#### General Program

-Screening

#### Function & Duration

- -Film presentation
- -2 to 3 hours per film
- -Four times an evening

## Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Close to restrooms and concessions
- -Circulation space close to exterior

#### Square Footage

-2@1200=2400sf

## Occupancy: Use & Thermal Comfort

- -Film patrons and families
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

- -Wide, comfortable, high back reclining seating
- -Fine quality sound and screen technology

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Lightly lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures with sound control

#### Critical Success Factors

- -Quality of films and times presented
- -Screen viewing availability and lighting
- -Quality of sound and film projection



#### (3) 300 Seat Cinemas

#### Space Definition

-The 300 seat cinemas provide patrons access to films with advanced sound and projection technology with superior seating and sight lines

#### General Program

-Screening

#### **Function & Duration**

- -Film presentation
- -2 to 3 hours per film
- -Four times an evening

## Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Close to restrooms and concessions
- -Circulation space close to exterior

#### Square Footage

-3@1100=3300sf

## Occupancy: Use & Thermal Comfort

- -Film patrons and families
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

- -Wide, comfortable, high back reclining seating
- -Fine quality sound and screen technology

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Lightly lit space throughout
- -Warm welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures with sound control

#### Critical Success Factors

- -Quality of films and times presented
- -Screen viewing availability and lighting
- -Quality of sound and film projection

## 75 seat Open Lobby Cinema

#### Space Definition

-The 75 seat open-lobby cinema provides the main lobby guests access to films with advanced sound and projection technology with superior seating and sight lines

#### General Program

-Screening

#### **Function & Duration**

- -Open public film presentation
- -Continuously throughout the day

## Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Close to restrooms and concessions
- -Located in the lobby
- -Close to interior courtyard

#### Square Footage

-800sf



## Occupancy: Use & Thermal Comfort

- -Film patrons, families and the general public
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

- -Larger reclining lounge seating
- -Fine quality sound and screen technology

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Controlled lighting space
- -Warm and open welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Exposed seating and film presentation
- -Variety of textures

- -Inclination of guests attending for various amounts of time
- -Screen viewing availability and lighting
- -Quality of sound and film projection
  - Programmatic Requirements: Space Allocation Sheet



#### Space Definition

-The 75 seat open-air cinema provides movie patrons outdoor courtyard access to films with advanced sound and projection technology with superior seating and sight lines

#### General Program

-Screening

#### **Function & Duration**

- -Open-Air film presentation
- -Film presentation in the evenings with weather and attendance permitting

## Adjacencies: Interior and Exterior

- -Adjacent to technology booth
- -Close to restrooms and concessions
- -Located in the interior courtyard
- Located outside with protected technology booth

#### Square Footage

-1200sf



## Occupancy: Use & Thermal Comfort

- -Film patrons, families and the general public who enjoy to view films outside
- -Warmer with air portable heating for the cooler evenings

#### Furnishings/Equipment

- -Weather resistant lounge seating
- -Fine quality sound and screen technology
- -Portable heating capabilities

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Controlled lighting space
- -Warm and open welcoming space
- -Track and indirect lighting
- -Exposed structure
- -Exposed seating and film presentation
- -Variety of weather resistant textures

- -Inclination of guests attending dependant on the weather
- -Screen viewing availability and lighting
- -Quality of sound and film projection
  - Programmatic Requirements: Space Allocation Sheet



## Coffee Shop Kitchen

#### Space Definition

-The coffee shop kitchen space supports the preparation and distribution for the coffee shop

#### General Program

-Service/Support

#### **Function & Duration**

- -Coffee Shop preparation
- -Baked goods and preparation
- -During business hours

## Adjacencies: Interior and Exterior

- -Next to Coffee Shop
- -Coffee Shop storage
- -Close to service entry

#### Square Footage

-200sf

## Occupancy: Use & Thermal Comfort

- -Coffee Shop employees and staff
- -Cooler with air exchange and circulation

#### Furnishings/Equipment

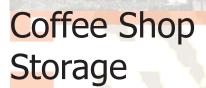
- -Preparation sinks
- -Counter spaces
- -Cooler, freezer and dry goods storage
- -Ovens and various appliances

#### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Stainless steel counters and appliances
- -Variety of textures

#### Critical Success Factors

- -Ability to receive goods from service entry
- -Storage space



### **Space Definition**

-The coffee shop storage space provides access to supplies and products

### General Program

-Service/Support

#### **Function & Duration**

- -Coffee Shop product storage
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to Coffee Shop
- -Coffee Shop kitchen
- -Close to service entry

### Square Footage

-100sf



### Occupancy: Use & Thermal Comfort

- -Coffee Shop employees and staff
- -Moderate with air exchange and circulation

### Furnishings/Equipment

-Shelving and cabinets

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Variety of textures

#### Critical Success Factors

- -Ability to receive goods from service entry
- -Storage space



### Restaurant Kitchen

### Space Definition

-The restaurant kitchen provides a food preparation and assembly space for the restaurant

### General Program

-Service/Support

#### **Function & Duration**

- -Restaurant food preparation and storage
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to restaurant
- -Exterior access
- -Close to service entry

### Square Footage

-600sf

### Occupancy: **Use & Thermal Comfort**

- -Restaurant employees and staff
- -Cooler with air exchange and circulation

### Furnishings/Equipment

- -Preparation sinks
- -Counter spaces
- -Cooler, freezer and dry goods storage
- -Ovens, broilers, and various appliances

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Well lit space throughout
- -Track and indirect lighting
- -Stainless steel counters and appliances
- -Variety of textures

### Critical Success Factors

- -Ability to receive goods from service entry
- -Restaurant access
- -Storage space

Programmatic Requirements: Space Allocation

Sheet

### Restaurant Cooler

### Space Definition

 The restaurant cooler provides cool walk in storage for various products

### General Program

-Service/Support

#### **Function & Duration**

- -Restaurant food storage
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to restaurant kitchen
- -Close to service entry

### Square Footage

-150sf

### Occupancy: **Use & Thermal Comfort**

- -Restaurant employees and staff
- -Cold with air exchange and circulation

### Furnishings/Equipment

- -Cooling units
- Racks and shelving

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Track and indirect lighting
- -Stainless steel walls and racks
- -Well lit with high texture floor

#### Critical Success Factors

- -Ability to receive goods from service entry
- -Restaurant access
- -Temperature

Programmatic Requirements: Space Allocation

Sheet



### Restaurant **Freezer**

### Space Definition

-The restaurant freezer provides frozen walk in storage for various products

### General Program

-Service/Support

#### **Function & Duration**

- -Restaurant frozen food storage
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to restaurant kitchen and cooler
- -Close to service entry

### Square Footage

-150sf

### Occupancy: **Use & Thermal Comfort**

- -Restaurant employees and staff
- -Cold with air exchange and circulation

### Furnishings/Equipment

- -Cooling units
- -Racks and shelving

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Track and indirect lighting
- -Stainless steel walls and racks
- -Well lit with high texture floor

- -Ability to receive goods from service entry
- -Restaurant access
- -Temperature
  - Programmatic Requirements: Space Allocation

### Restaurant **Storage**

### Space Definition

 The restaurant storage provides dry walk in storage for various products

### General Program

-Service/Support

#### **Function & Duration**

- -Restaurant food storage
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to restaurant kitchen and cooler
- Close to service entry

### Square Footage

-200sf

### Occupancy: **Use & Thermal Comfort**

- -Restaurant employees and staff
- -Moderate with air exchange and circulation

### Furnishings/Equipment

-Racks and shelving

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Track and indirect lighting
- -Well lit
- -Various textures

- -Ability to receive goods from service entry
- -Restaurant access
- -Storage capability
- Programmatic Requirements: Space Allocation

### Concessions Support Space

### Space Definition

-The concessions support space provides preparation of various snacks and storage

#### General Program

-Service/Support

#### **Function & Duration**

- -Concessions preparation
- -During business hours and film screenings

### Adjacencies: Interior and Exterior

- -Behind concessions
- -Near main lobby
- -Close to service entry

### Square Footage

-500sf

### Occupancy: **Use & Thermal Comfort**

- -Concession employees and staff
- -Cool with air exchange and circulation

### Furnishings/Equipment

- -Preparation appliances
- -Tables
- -Food warming devices

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

- -Ability to receive goods from service entry
- -Concessions access
- -Storage capability
  - Programmatic Requirements: Space Allocation

### **Book Store Storage**

### Space Definition

-The book store storage space provides storage and retail supply for the book store

### General Program

-Service/Support

#### **Function & Duration**

- -Storage of books and materials
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to book store
- -Near main lobby
- -Close to service entry

### Square Footage

-200sf

### Occupancy: **Use & Thermal Comfort**

- -Book Store employees and staff
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Racks and shelving
- -Filing cabinets
- -Storage bins

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Ability to receive goods from service entry
- -Book Store access
- -Storage capability

Programmatic Requirements: Space Allocation

Sheet



### Space Definition

The movie gallery storage space provides storage and retail supply for the gallery store

### General Program

-Service/Support

#### **Function & Duration**

- -Storage of materials
- -During business hours

### Adjacencies: Interior and Exterior

- -Next to Movie Gallery
- -Near main lobby
- -Close to service entry

### Square Footage

-200sf



### Occupancy: Use & Thermal Comfort

- -Movie Gallery employees and staff
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Racks and shelving
- -Filing cabinets
- -Storage bins

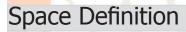
### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Ability to receive goods from service entry
- -Movie Gallery access
- -Storage capability

### **Elevator Lobby**



The elevator lobby provides waiting guests access to the elevators

### General Program

-Service/Support

#### **Function & Duration**

- -People circulation
- -During film presentations and floor exchanges

### Adjacencies: Interior and Exterior

- -Close to admission control
- -Near main lobby
- -Restroom access
- -Close to service entry

### Square Footage

-400sf



### Occupancy: Use & Thermal Comfort

- -Film patrons, staff and employees
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Small lounge space
- -Plants

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm and inviting space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Elevator use and speed
- -Location of lobbies throughout the floors

Restroom access

### Elevator Mechanical Room

### Space Definition

-The elevator mechanical room provides service and support space to the elevators

### General Program

-Service/Support

#### **Function & Duration**

- -Elevator service and control
- -During floor exchanges

### Adjacencies: Interior and Exterior

- -Next to elevator shafts and lobbies
- Close to admission control
- -Near main lobby
- -Close to service entry

### Square Footage

-400sf

### Occupancy: **Use & Thermal Comfort**

- -Janitorial staff and elevator service technicians
- -Cool with air exchange and circulation

### Furnishings/Equipment

-Elevator equipment

### **Psychological Impact:** Lighting, Color, **Materiality & Texture**

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

- -Elevator shafts location
- -Location of lobbies throughout the floors
- -Sound absorption
  - Programmatic Requirements: Space Allocation



## Main Restrooms (1 Male, 1 Female)

### Space Definition

-The main restrooms provide building guests and movie patrons restroom access

### General Program

-Service/Support

#### **Function & Duration**

- -Movie patron use
- Used throughout the day and evening hours
- -Peak use during film presentations

### Adjacencies: Interior and Exterior

- Near elevator lobbies
- -Close to cinemas
- -Close to admission control
- -Near main lobby

### Square Footage

-2@800=1600sf

### Occupancy: Use & Thermal Comfort

- -Movie Patrons, families and staff
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Sinks and lavatories
- -Mirrors
- -Garbage

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Warm and inviting space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

- -Restroom capacity and location
- -Availability around screening spaces

### **General Storage**

### Space Definition

 The general storage space provides building storage for items throughout the building

### General Program

-Service/Support

#### **Function & Duration**

- -Entire facility use
- -Used throughout the day and evening hours

### Adjacencies: Interior and Exterior

- -Near main lobby
- Access to service entrance

### Square Footage

-2@8<mark>0</mark>0=1600sf

### Occupancy: Use & Thermal Comfort

- -All facility staff and employees
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Storage cabinets
- Racks and shelving

### **Psychological Impact:** Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Storage organization and capabilities
- -General storage location

### v vovie ⊢ V house

### Monumental Stair

### Space Definition

-The monumental stair provides building level access to floors throughout the building

### General Program

-Service/Support

#### **Function & Duration**

- -Entire facility use
- Used throughout the day and evening hours
- -Peak usage during film presentations

### Adjacencies: Interior and Exterior

- -Located in main lobby
- -Access to all floor levels
- -Visibility to the exterior

### Square Footage

-300sf

### Occupancy: Use & Thermal Comfort

- -All facility use
- Open to lobby with lobby air exchange and circulation

### Furnishings/Equipment

- -Treads and risers
- -Railing system
- -Landings with small seating areas

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Energetic and inviting
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Public use
- -Landings for elevated views to the exterior
- -Well lighted and exposed structure



### **Technology Space**

### Space Definition

-The technology space provides the screening spaces with digital access and advanced computer technology systems for spaces throughout the building

### General Program

-Service/Support

#### **Function & Duration**

- -Electronics implementation and support
- Used throughout the day and evening hours
- -Peak usage during film presentations

### Adjacencies: Interior and Exterior

- -Located near screening spaces
- -Access to all floor levels

### Square Footage

-500sf

### Occupancy: Use & Thermal Comfort

- -Theater employees and staff
- -Cooler with air exchange and circulation

### Furnishings/Equipment

- -Computers
- -Data storage
- -Servers
- -Building electronics and telecommunication

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Advanced cooling capabilities
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Centrally located with cinema access
- -Wiring organization
- -Temperature control

### e Vovie House

### (4) Egress Stairs

### Space Definition

-The egress stairs provide the fire safe access from spaces throughout the building

### General Program

-Service/Support

### **Function & Duration**

- -Secondary level access
- -Fire escape egress
- -Moderate use during business hours

### Adjacencies: Interior and Exterior

- -Spread amongst the facility
- -Inclusion of fire control lobbies
- -Immediate exterior access

### Square Footage

-4@1000=4000sf

### Occupancy: Use & Thermal Comfort

- -Entire facility use
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Egress stairs and railings
- -Fire rated glass
- -Fire rated doors

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Advanced smoke control capabilities
- -Track and indirect lighting
- -Exposed structure
- -Views to the surrounding area
- -Variety of textures

- -Location of egress stairs
- -Fire and smoke control capabilities
- -Sculptural qualities with views to the exterior surroundings
  - Programmatic Requirements: Space Allocation Sheet

### **Service Entry**



-The service entry provides loading and unloading of products and sanitation removal

### General Program

-Service/Support

#### **Function & Duration**

- -Building service collection and distribution
- -Waste collection and transportation
- -Building service area
- -Moderate use during business hours

### Adjacencies: Interior and Exterior

- -Immediate exterior access
- -Screened entry from the street
- -Street access for truck and van delivery

### Square Footage

-500sf

### Occupancy: Use & Thermal Comfort

- -Service entry employees
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Loading dock
- -Large overhead door
- -Grounds control and facility support equipment and storage
- -Sanitation equipment

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- Location of service entry
- -Street access
- -Grounds equipment storage space



### e Vovie House

### Parking Structure

### Space Definition

The parking structure provides public parking during off peak hours and business parking throughout the day and evening

### General Program

-Service/Support

#### **Function & Duration**

- -On-site multi level parking
- -Local use during business hours
- -Mainly Facility use during the evenings and weekends

### Adjacencies: Interior and Exterior

- Immediate exterior access
- -Elevator lobby access
- -Visual entry from the street
- -Connection to facility on all levels

### Square Footage

-100,000sf

### Occupancy: Use & Thermal Comfort

- -Business community, employees, and movie patrons
- -Moderate with maximum exhaust air exchange and circulation

### Furnishings/Equipment

- -Parking ramp
- -Elevator lobby access
- -Ticket booth

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Exposed concrete structure
- -Exterior planting materials
- -Variety of textures

#### Critical Success Factors

- -Street access
- -Building and lobby access
- -Proximity to the large screening spaces



### Janitorial Service Space

### Space Definition

The janitorial service space provides water access and cleaning equipment storage

#### General Program

-Service/Support

#### **Function & Duration**

- Storage and organization space for custodial services
- -Used throughout the day and evenings

### Adjacencies: Interior and Exterior

- -Water access with space on each level
- -Central locations on each floor

### Square Footage

-200sf

### Occupancy: Use & Thermal Comfort

- -Janitorial Service Employees
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Mop sink
- -Storage
- -Shelving

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space throughout
- -Moisture proof materials and textures

#### Critical Success Factors

- -Building and lobby access
- -Proximity to the large screening spaces
- -Access to plumbing chaise

### e V ovie House

### **Interior Courtyard**

### Space Definition

-The interior courtyard space provides light and views within the building along with exterior dining and screening availability

### General Program

-Service/Support

#### **Function & Duration**

- -Outdoor film presentation
- -Outdoor dining and relaxation
- -Interior day lighting
- -Used throughout the day and evening hours dependant on weather

### Adjacencies: Interior and Exterior

- -Centrally located
- -Balcony access on each level
- Visual connection to major views surrounding the site
- -Storage of heating equipment and excess seating

### Square Footage

-1200sf

### Occupancy: Use & Thermal Comfort

- -Entire facility use
- -Urban park condition
- -Use of portable heating devices

### Furnishings/Equipment

- -Balconies
- -Exterior dining seating
- -Planters with various vegetation
- -Exterior screening seating

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Exterior open space
- -Moisture proof materials and textures
- -Well lit
- -Warm and inviting space

#### Critical Success Factors

- -Building location and views
- -Fresh air access
- -Dependant on weather conditions
- -Maximum interior daylight source

### e V ov Hou

## (11) Technology Booths

### Space Definition

-The technology booths provide sound and projection technology equipment for each screening space

### General Program

-Service/Support

### **Function & Duration**

- -Projection and sound control for film presentations
- -Used during film screening presentations

### Adjacencies: Interior and Exterior

- -Next to each screening space
- -Elevated one level for proper screen height

### Square Footage

-11@100=1100sf

### Occupancy: Use & Thermal Comfort

- -Technology booth employees
- -Cool with air exchange and circulation

### Furnishings/Equipment

- -Projector
- -Amplifiers
- -Sound equipment
- -Table and chair

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Low lit space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

### Critical Success Factors

- -Lighting conditions
- -Both locations
- -Grouping of technology booths

### ovie House

### **Employee Lounge**

### Space Definition

The employee lounge provides private break space for staff and building personnel

### General Program

-Service/Support

#### **Function & Duration**

- -Break area for facility employees
- -Used variously throughout the day

### Adjacencies: Interior and Exterior

- -Near the office spaces
- -Access outside to a private terrace space

### Square Footage

-200sf

### Occupancy: Use & Thermal Comfort

- -Facility employees
- -Moderate with air exchange and circulation

### Furnishings/Equipment

- -Tables and chairs
- -Sink and appliances
- -Small lounge area

### Psychological Impact: Lighting, Color, Materiality & Texture

- -Well lit space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Location within the facility
- -Access by all employees
- -Exterior terrace access

### ovie House

### **Guest Relations**

### Occupancy: Use & Thermal Comfort

-Manager and facility guests

### Space Definition

-The guest relations space provides building information and guest services for guests throughout the building

### General Program

-Service/Support

#### **Function & Duration**

-Guest relations for the public and facility guests

### Adjacencies: Interior and Exterior

- -Highly visible in the main lobby
- -Ground level location

### Square Footage

-200sf

### Furnishings/Equipment

- -Reception area
- -Informational screens
- -Computer, desk and chair

### Psychological Impact: Lighting, Color, Materiality & Texture

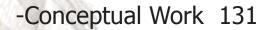
- -Well lit space
- -Warm and inviting space
- -Track and indirect lighting
- -Exposed structure
- -Variety of textures

#### Critical Success Factors

- -Location within the facility
- -Access by guests
- -Visibility of the space within the lobby



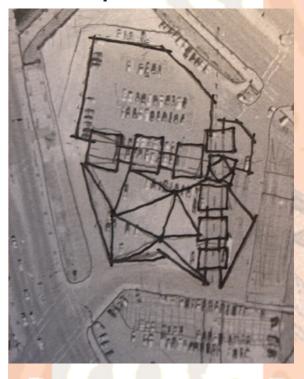
# Process Documents



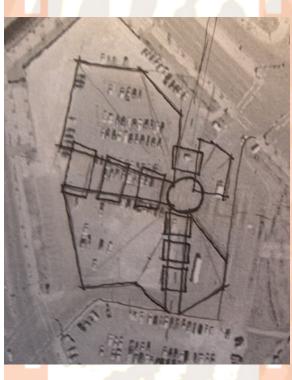
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### Conceptual Work

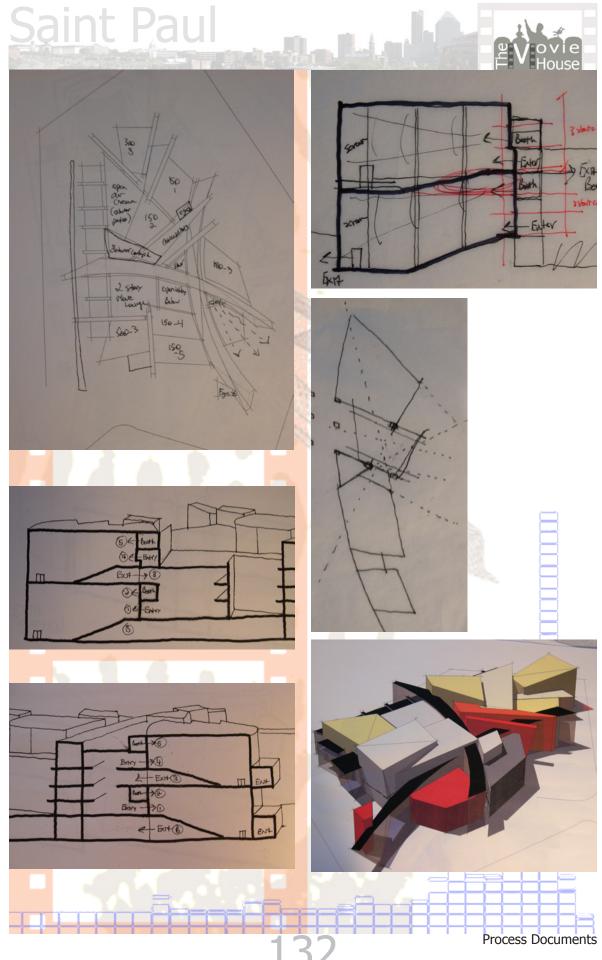


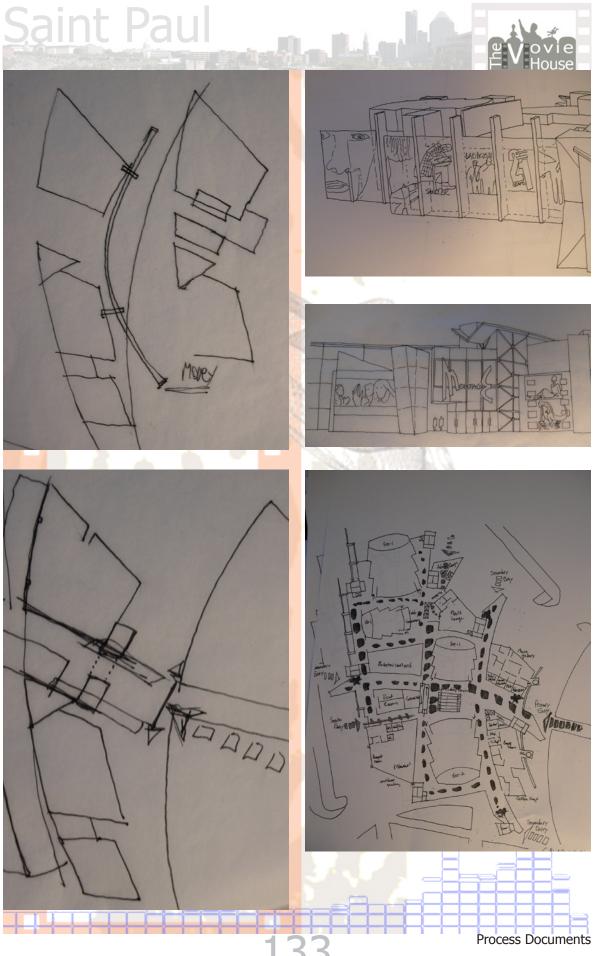






**Process Documents** 







### **Design Process**

The theoretical premise of the transition from the real world into one where space and time have been temporarily suspended corresponds to the powerful effects of movies. People go to the movies to escape. This transition relates to the existing context and transfers into the spaces throughout the Movie House. One is able to escape into the "real-filmic" space, enjoy themselves and act out their fantasies. The magic of film comes to life. Cinematic architecture and solid, tangible architecture are brought together within the confines of exclusive hideaways (AD, 1994.) The imagined is confronted with reality and reality with the imagined; two dimensions with three dimensions; the fantasy with the every day. Architectural construction can be perceived as part of a performance. The idea that the movement of a body through a constructed space and participating in its narration lends itself to a more intimate union between film and architecture. Through work with shape, form, light, balance, color, movement and depth this transition became possible. Cinematic language was used in the design development of the Movie House and designing around the Movies' social and physical dimensions. Movies take us away from every day life and into a story. This powerful phenomenon relates to my main emphasis of the transition from the real world into one where space and time have been temporarily suspended. The elements of cinematic language: scene, montage, frame, cut, movement, image, illusion and depth of field have a dialectical relationship to the tectonics of designing.

Architectural construction can be perceived as part of a performance. Montage includes elements such as reoccurrence, inversion and substitution, which suggests an architecture of collision. Intricately connected building units providing differentiation in use and design. The construction and layering of extraneous material builds up the dramatic situation. The idea of creating a balanced network for movement and investing in the public realm. The design focuses on people looking outward rather than primarily inward to see the energy involved with the city moving around it. The design was laid out using montage to create dynamic spatial sequences defined by tangents and diagonals along with primary axes towards the cathedral, capital and the river.

Process Documents



# Project Solution

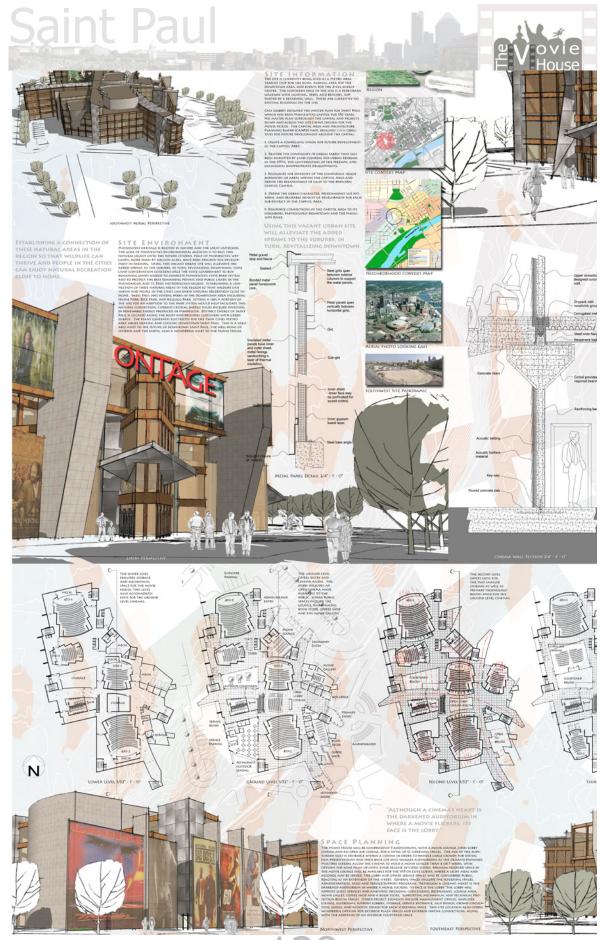
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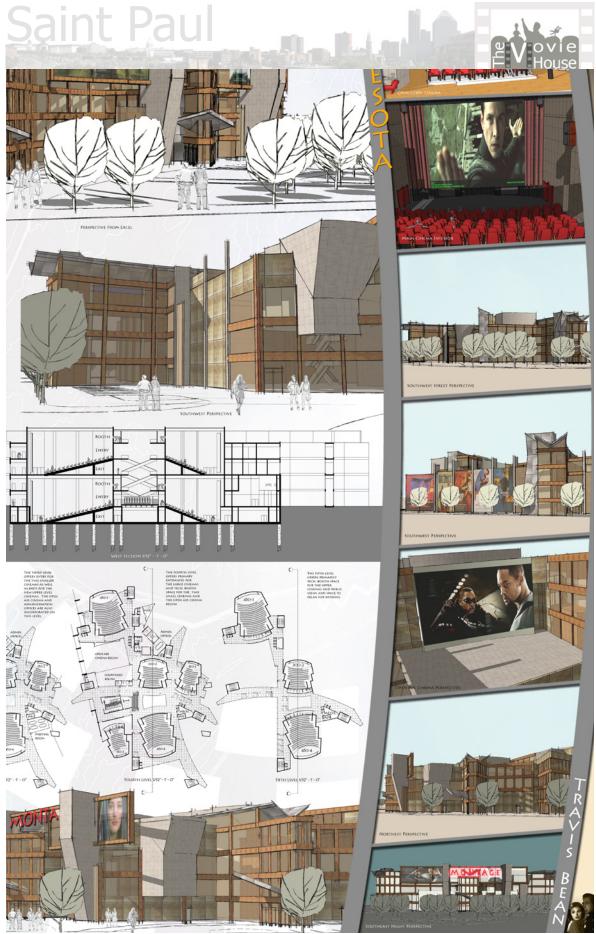
















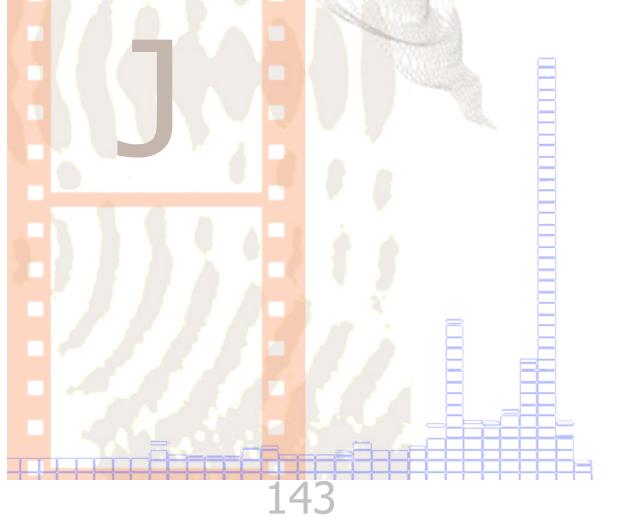






# Personal Identification







## Travis Bean

"... The NDSU Architecture Program was the best five years of my life."

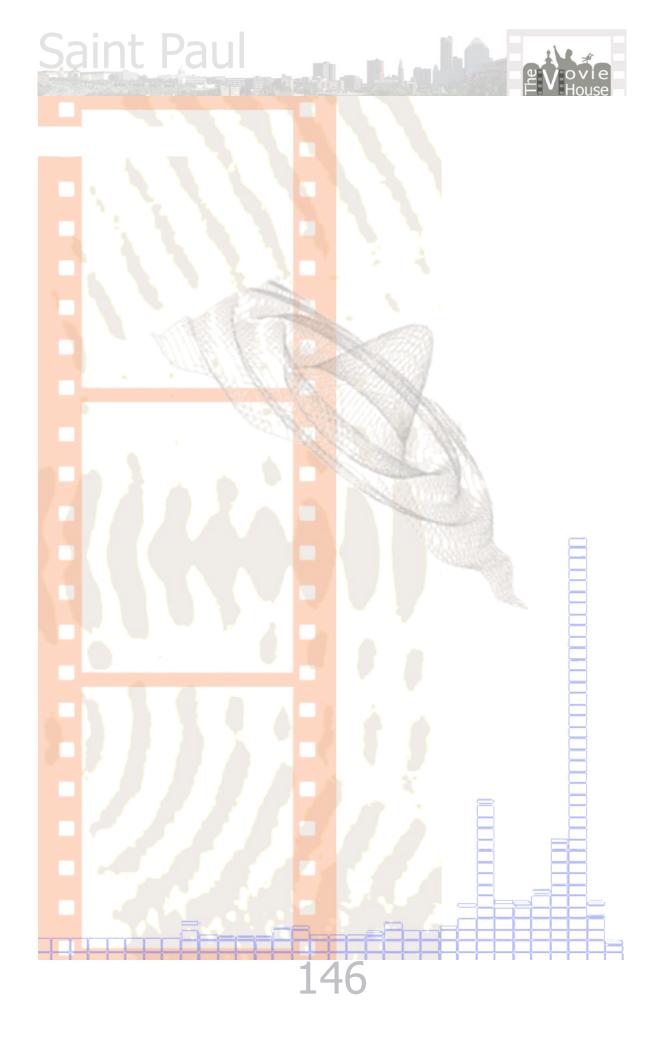




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THX and DOLBY

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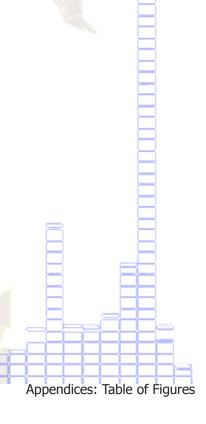
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#### Schedule

Fall Semester 2003

#### October

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Research

R 07 Oct Student critic slips & faculty preference slips available

Research

R 14 Oct Students and Faculty return preference slips to main

office Research

R 21 Oct Primary and Secondary Critics announced

Research

R 28 Oct Last day of AR/LA 561 Class

Define the Program

Research

F 29 Oct Trav's Bi<mark>rthday</mark>

#### November

M-F 1-5 Nov Further research and Program work

R 11 Nov Veterans' Day Holiday

Organize site information

Further site analysis and building documentation

52



#### Schedule

November (continued)

M-F 15-19 Nov Final weeks of AR/LA 571 Design Studio / presentations

Research Program work

Further site analysis and building documentation

W 24 Nov Draft Thesis Program due to Primary Critic (1 copy)

R-F 25-26 Nov Thanksgiving Holiday

Consume 1.52 pounds of turkey with 6 liters of wine

December

R 09 Dec Final Thesis Program due to Primary Critic (1 copy)

Research

F 10 Dec Last day of classes

Research

R 16 Dec Program grade due to AR/LA 561 course instructor

Research

M-F 13-17 Dec Final Examinations

Research

#### Spring Semester 2004

**January** 

M-F 3-7 Jan Declare vision

M-F 10-14 Jan Classes begin

"Stocking the bank research"

M-F 17-21 Jan 17th is Martin Luther King, Jr. Holiday

Unifying idea visualization

M-M 24-31 Jan Concept alternative sketches

153



#### Schedule

#### **February**

T-F 1-4 Feb Site planning

Space planning

M-F 7-11 Feb Space organization

M-F 14-18 Feb Mass Modeling

M-M 21-28 Feb 21st is President's Day Holiday

**Elevations and Materials** 

#### March

W-F 02-04 Mar Structure systems

Material details

M-F 07-11 Mar Mid-semester Thesis Reviews

Spatial character sketches

Structure pattern

**HVAC layout** 

M-F 14-18 Mar Spring Break

Telling a story

T 22 Mar Design packaging

Layout and graphic composition

W 23 Mar 4th year Statements of Intent due in AR/LA 472

Focus and summary

F-M 25-28 Mar Easter Holiday

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#### Schedule

#### **April**

M 25 Apr Thesis due at 4:30pm in the Memorial Union Ballroom

T-W 26-27 Apr Annual Thesis Exhibit in the Memorial Union Ballroom

R-R 28 Apr-05 May Final Thesis Reviews

Praft of Thesis document Due to Primary Critics

#### May

F 06 May Last day of classes

M-F 09-13 May Final examinations

R 12 May Final Thesis Book due at 4:30pm in Department office

F 13 May Commencement at 4:00pm Fargo dome



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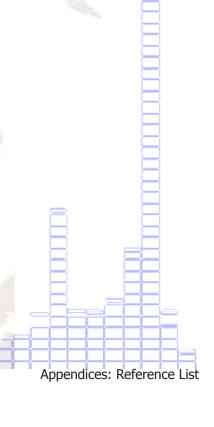
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Appendices: Reference List

#### ovie House

## Statement of Intent

#### Movie House By Travis Bean

The focus for this thesis project is the need to represent the real or fantasize the ideal in an urban environment with the design of a multi screen movie house. Designing a structure which involves a transition from the real world into one where space and time have been temporarily suspended. Through research, digital technology has advanced sound and projection equipment. Current cinemas throughout St. Paul, lack the guest amenities and visual intensity of the movies shown there. The design of a revolutionary multi screen Movie House would expand cinematic entertainment to the wonderfully energetic St. Paul seven corners area. I believe the City of St. Paul, with an eccentric local client, makes it possible for me to design an exciting, expressionistic and state-of-the-art cinema.

Hollywood creates more and more exciting movies every year. With advancement in sound and projection technology, movie-goers experience dramatic cinematic innovation similar to the idea of Terra Cognita. This is the thought of making worlds better through visualization. Cinematic entertainment has the ability to make us laugh or cry, to move us, to stir our outrage at injustice, or to show us the inner beauty of life. Movies take us away from every day life and into a story, allowing us to feel the actors' emotions. Their emotions are expressed through our thoughts, tears and laughter. These powerful abilities allow the cinema to be designed around these social and physical dimensions.

Digital technology makes it possible for changes in cinema design and its representation throughout. What is representation? The world presents itself to us; we in turn re-present (or simulate) the world in our art and structures. Changing projection methods change screen size and effect seating configurations. This in turn changes each auditorium's shape. Changes from stadium seating to sloped or raked floors will minimize costs and benefit elderly or disabled patrons. More options for seating configurations allow for optimal sight lines along with more comfortable seating. This Movie House will be designed with impressive and inviting lobbies to distinguish it from the competition. Patrons will enjoy pre-film entertainment and sophisticated concessions. The main idea for this cinema design is expressing the real or fantasizing the ideal in an urban environment through representation.

"...We'll sell tickets to theatres, not movies."

Marcus Loew

"...An acre of seats in a garden of dreams."

Ben Hall

Appendices: Statement of Intent

#### Proposal



## Movie House By Travis Bean

Expressing the real or fantasizing the ideal in an urban environment through representation.

Saint Paul, Minnesota

#### **User/Client Definition**

The Movie House will be designed for the citizens of Saint Paul with the primary design based by an enthusiastic and eccentric local business entrepreneur. This eccentric individual will own and operate the cinema based on their devotion and celebration of cinematic productions. They will be in charge of managing and operating the facility full time. The managing agenda will revolve around service and cleanliness.

The manager will be responsible for scheduling films and managing the efficiency of the number of people to minimize lines and the feeling of being a crowded facility. Four to six assistant managers will help carry out the expectation of a clean and service friendly cinema. Together the management and design focus will be toward convenient Adult-Style leisure.

The local community will be responsible for added design input and cinema features and amenities provided for the Movie House. The Movie House will help to revitalize activities for the community by allowing incidental meetings and informal gatherings. The primary user group of the cinema will be the citizens of Saint Paul and its sister city of Minneapolis. The wave of baby boomers is made up of an older generation with more sophistication in their taste who don't enjoy all the bells and whistles. Quieter amenities will consist of a book store, movie memorabilia shop, and sophisticated concessions. Passer-bys will need to be pulled into these available dining, shopping, and relaxation spaces. Surrounding communities and suburbs will also benefit from this Movie House addition to the downtown Seven Corners area.

Supporting staff for the Movie House will also include a guest services desk which is available to answer questions and provide information on group fundraising, birthday parties and meeting or party room rentals. The majority of the staff will be comprised of projectionists, concession workers, kitchen staff, ushers, cleaning crew, and ticket booth attendants. More amenities and service may help to alleviate the observation that adults' ages of 25 to 45 do not attend movies as frequently as the younger and older adults.

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Appendices: Proposal



#### **Proposal**

Options for valet parking into an incorporated parking structure will provide on site parking for the staff and movie patrons with peak service on the weekends, and with availability to other businesses downtown during the week. Bus service is also readily available in downtown Saint Paul and will help to alleviate some parking issues.

#### **Major Project Elements**

The Movie House will be comprised of 12 to 16 auditoriums. The mix of the auditorium sizes is desirable within a cinema in order to handle large crowds for initial film presentations and then back off into smaller auditoriums as the demand dwindles. An optional premium reserved balcony will be available for the VIP or elite guests, where a light meal and alcohol may be served. Multiple screens allow the cinema to hold a movie longer than 4 or 5 weeks, with options for some films up until their release in video stores.

"Although a cinema's heart is the darkened auditorium in where a movie flickers, its face is the lobby." The lobby will support guest services and amenities including concessions, restaurant, lounge area, movie memorabilia store, coffee shop and a book store. Supporting facilities include an on-site child care facility, parking garage, and projection spaces. Other project elements include management offices, employee lounge, restrooms, support lobbies, storage, service entrance, sign design, crowd circulation, egress, and acoustic design. This site location also offers wonderful options for exterior plaza spaces and exterior spatial connections.

#### Site Information

The site I have chosen for the Movie House is located in the Seven Corners region of downtown Saint Paul, Minnesota. Compared with Minneapolis, Saint Paul is not over screened right now. This also brings up the question of why city residents have to go to the suburbs to see a movie?

Cass Gilbert designed the master plan for Saint Paul which has been Minnesota's capitol for 150 years. His master plan surrounds the capital and projects down and across the site I have chosen for the Movie House. The Capital Area and Architecture Planning Board (CAAPD) have designed objectives for future development around the capital.

Appendices: Proposal



#### **Proposal**

#### Objectives of Planned Development:

- Create a compelling vision for future development in the Capitol Area.
- Restore the continuity of urban fabric that has been disrupted by land clearing for urban renewal in the 1950s, the construction of the freeway, and occasional inappropriate developments.
- Recognize the diversity of the component neighborhoods or areas within the Capitol Area and define the relationship of each to the principal Capitol Campus.
- Define the urban character, predominant use patterns, and desirable density of development for each sub-district in the Capitol Area.
- Reinforce connections of the Capitol Area to its neighbors, particularly downtown and the Mississippi River.

The city has established the downtown as a regional industry destination with major new visitor attractions including the Science Museum, River Centre, and the X-Cel Energy Center. These area attractions draw over 2 million visitors downtown. Driven by the critical mass of visitor traffic, the Seven Corners Gateway on West Seventh Street is emerging as Saint Paul's new entertainment district. Cultural and recreational amenities are important to employers not only as a vital economic sector, but because they become a key determining factor for downtown employers.

The economic base of Minnesota contains more than 90% of the industries represented throughout the United States are located in Minnesota, which resembles the national average more than any other state. This makes for an extremely diverse and competitive market. Minnesota supports a diverse and economically stable industry base. This market is in need of a quality movie space. Other than a reason to go, these people need the available option to experience a movie, grab some coffee, or a place just to relax and unwind.

The 2000 US Census demographics report Saint Paul's population at 287,151 (a 5.48% inc. from the 1990 pop. of 272,235). In the city the population is spread out with 27.1% under the age of 18, 12.5% from 18 to 24, 32.0% from 25 to 44, 18.0% from 45 to 64, and 10.3% who are 65 years of age or older. The median age is 31 years which supports the age groups who most often attend movies, and will enjoy the new Movie House.

Appendices: Proposal



#### **Proposal**

The history of Saint Paul begins with a French priest Rev. Lucien Galtier, who brought the settlement of Pig's Eye Landing forward by changing its name to Saint Paul, naming it after his new chapel, and in honor of his favorite saint. After Minnesota became a territory, Saint Paul was named its capital, and has remained for 150 years. The railroads made Saint Paul the transportation center of the midwest and the gateway to the north-west. Over one-hundred-fifty trains passed through Union Depot every day. The city also supported electric street cars in 1890.

The Mighty Mississippi River was Saint Paul's life line for river trade and transportation. River traffic brought settlers in by the hundreds and thousands. Among the grand architecture of the cathedral, Saint Paul boasts winding rivers, beautiful parks and wetlands, vast bridges and beautiful mansions. Saint Paul offers a vast view of culture to explore. Proposing to design and build the Movie House in this area will help to facilitate this culture.

Over time, the city prospered and modern transportation created congestion problems. In the '50s, Saint Paul's solution was to tear down Old Third Street and build a path along the riverside, currently Kellogg Boulevard, which is wide enough to handle the traffic.

Minnesota's heritage is rooted in nature and the great outdoors. The goal of Minnesota's environmental agencies is to pass this natural legacy onto the future citizens. Half of Minnesota's wetlands – more than 10 million acres – have been drained for development in farming. Using this vacant urban site will alleviate the added sprawl to the suburbs, in turn, revitalizing downtown.

Some land conservation concerns urge the state government to buy remaining lands needed to complete Minnesota's state park system and to protect the best remaining private and public lands in the Minneapolis and St. Paul metropolitan region. Connection of these natural areas in the region so that wildlife can thrive and people in the cities can enjoy natural recreation close to home. Saint Paul has several parks in the downtown area including Irvine Park, Rice Park, and Kellogg Park. Setting a side a portion of the site for an addition to the park system would help facilitate this natural connection.

Current critical energy issues include investing in renewable energy produced in Minnesota. District Energy Saint Paul is located along the bluff and provides customers with green energy. The plant generates electricity for the Twin Cities Metro area while heating and cooling downtown Saint Paul. This is a valuable asset to the future of downtown Saint Paul, the well-being of citizens and the earth, and the use of this feature to supply the Movie House.

Appendices: Proposal



#### **Proposal**

The Movie House site, located in the Seven Corners area, is comprised of 223,589 square feet. 5.13 acres allows quality urban space for the Movie House, parking and the addition of a natural recreation area.

The site location is encompassed within seven major thoroughfares beginning, surrounding, and ending at the site. These thoroughfares encircle the site which gives this energetic area of downtown Saint Paul its Seven Corners name. This location lends itself to open and amazing opportunities for the Movie House. Interstate I-35E flows beneath the north section of the site with the major I-94 exit to the downtown area onto 5th Street West which borders the site to the east. Main Street and Old 6th Street meet to the central east of the site. 7th Street West runs along the southeast of the site continuing northeast to the downtown business district, and southwest to lower town. Kellogg Boulevard forms the southwest edge of the site with the X-Cel Energy Center directly to the south east of the site location. On the west central side of the site is Smith Avenue North which is limitedly connected across the site to 5th Street West. This location makes for a readily accessible and energetic site.

The site is currently being used as a Metro area transit stop for the buses, parking area for the downtown area and events for the X-Cel energy center. There is an existing green space to the south east with trees and landscaping that provide nice shaded areas for the community. The northern edge of the site is a pedestrian walkway with lighting, trees, and benches, supported by a retaining wall. There are currently no existing buildings on the site.

The most prominent land mark overlooking the site is the Cathedral of Saint Paul.

Designed in the Classical Renaissance style, the cathedral sits atop the hill overlooking the city.

To the east of the cathedral is the Minnesota History Museum operated by the Minnesota Historical Society. The Minnesota State Capitol is also located near the site with soaring domes, monumental arches, columns and statues, and symbolic murals dominate this masterpiece created by architect Cass Gilbert.

Located between the Mississippi River and the Twin Cities is Fort Snelling. Built on a commanding bluff above the Mississippi and Minnesota rivers, Fort Snelling was once the last United States outpost in the "northern wilderness" and the hub of frontier commerce and administration in the upper Midwest. Now, the restored fort opens its gates to welcome the public to the 19th century frontier life.

The James J. Hill House is situated on Saint Paul's Summit Avenue; this historic house provides a glimpse into the life and times of the Great Northern Railway builder. Summit showcases the largest collection of Victorian architecture in St. Paul. Located on the five miles of road are many historical buildings, the Governor's mansion, and other beautiful homes.

Appendices: Proposal



#### **Proposal**

Built in 1906, the Landmark Center presides over Rice Park and was once the site of the Federal Court House and now houses the galleries of the Minnesota Museum of American Art. This cluster of beautiful buildings represents one of Saint Paul's most attractive districts.

Located across the Movie House site to the south is the X-Cel Energy center. This multi-purpose sports and entertainment facility located in the heart of downtown Saint Paul, is the home of the Minnesota Wild National Hockey League. The X-Cel Energy Center is part of the RiverCentre Convention Center Complex, which also includes the adjacent Roy Wilkins Auditorium and Touchstone Energy Place.

Down Seventh Street to the east is Mickey's Diner. This is an art deco redand-cream dining car that has been pictured on calendars, postcards and in books. It's been reproduced by Department 56, has lent its glossy looks to at least four Hollywood movies and is even on the National Register of Historic Places. The 24-hour diner has operated continuously for nearly 60 years.

On the bluff overlooking the Mississippi river is the Science Museum of Minnesota.

Advanced displays and an Omni screen make this science museum the most popular in Minnesota.

The topography in the area is generally flat with rolling hills and bluffs. The location of the site in the downtown area lends itself to being moderately flat with a slight upward slop to the north. Great River Greening developed a native forest planting plan for RiverCentre, Saint Paul's downtown convention center. This planting expands the native landscape of the nearby Science Museum of Minnesota and adds habitat for migrating songbirds along an urban stretch of the Mississippi River wildlife migration corridor.

The geology of the area is predominately decorah shale, calcareous shale and thin limestone interbeds. In the area are a few places capped by thin (less than 20 feet) erosional remnants of limestone of overlying Galena Group. There are unit crops out in bluffs of the Mississippi River in South and West St. Paul which were formerly mined in South St. Paul above Pickerel Lake for clay to make brick and tile. Platteville was formerly quarried for rock aggregate and building stone in the bedrock terraces of South St. Paul. These provide valuable local materials to use in design that provide local connections to the area.

In this Urban Land area, runoff of rainwater is high and often flow into storm drainage systems. Severe erosion may result if the increased runoff is not properly channeled.

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Appendices: Proposal



#### **Proposal**

To the west of the site includes a spectacular view of the Saint Paul Cathedral which is situated atop a prominent hill overlooking the downtown area of Saint Paul. To the north is a view of the capital and grounds area. To the east is a view of the downtown area and its skyline. To the south of the site is the view of the X-Cel Energy center and views across the bluff overlooking the Mississippi River Valley.

The December wind rose for the 45th parallel of The Twin Cities shows the majority of the prevailing winds from the west-north-west, north-west, and the north-north-west. The June wind rose for the site shows the prevailing wind from the south, south-south-east, and south-east. Saint Paul is located in the cool climate region. Temperature ranges in this region have cool to cold winters and generally moderate to warm summers. The site is surrounded with greatness, beauty and energy.

#### **Project Emphasis**

The main emphasis for the Movie House is to design the facility in the urban environment which involves a transition from the real world into one where space and time have been temporarily suspended. People go to the movies to escape. This transition will relate to the existing context and transfer into the spaces throughout the Movie House.

The second emphasis for the Movie House is to incorporate the advancement of digital technology, sound, and projection equipment throughout the design. This technology changes the quality the way films are presented. The main factor is the quality of sound technology transferred to the theatre from the key source. Incorporating this changing technology will create a state-of-the art experience, revolving around acoustic design with extreme excellence.

The final area of emphasis for the Movie House will be designing around the Movies' social and physical dimensions. Movies take us away from every day life and into a story. This powerful phenomenon relates to my main emphasis of the transition from the real world into one where space and time have been temporarily suspended. Through development of a script so to speak the Movie House will be designed with different social and physical dimensions throughout the spaces. This will provide each space with its own "character."

Appendices: Proposal

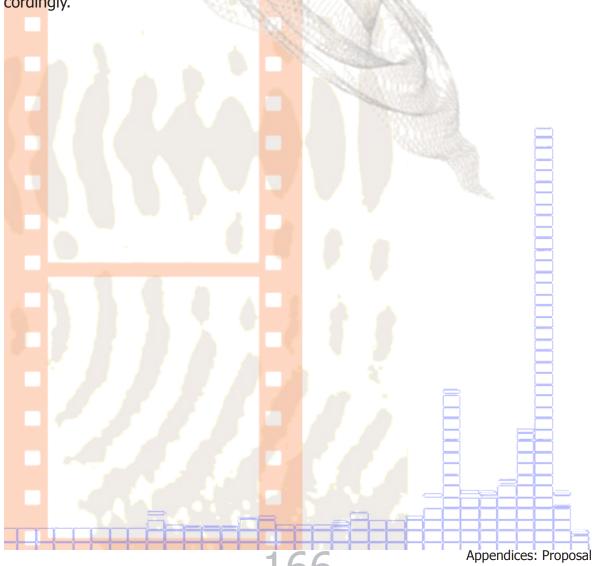


#### **Proposal**

#### Plan For Procedure

Through the research of various publications and case studies, knowledge of the facility requirements and expectations will be realized. The research gained will further develop the areas of emphasis that I have outlined. The continuous search for innovative design solutions and detailed analysis of the site and its wonderful options will set the Movie House aside from ordinary cinemas.

Documentation of the research will be recorded and analyzed, then transferred into a binder that will be organized by specific topics. The documentation will be kept in order and dated. Implementation of a handy and portable sketchbook will be available at most times, with each individual entry documented and dated accordingly.





#### Previous Studio Experience

Second year

Fall:

Milt Yergens

Shape Analysis
Architectural Wall Design
Mixed Use Urban Infill

Third Year

Fall:

Steve Martens

History & Cultural Museum Williston Airport Terminal

Fourth Year

Fall:

Mark Barnhouse Cindy Urness

Fargo Urban Design

Fifth Year

Fall:

Steve Martens

Valley City Historic Preservation Manual

Second year

Spring:

Vince Hatlen

Pocket Coffee Park Sustainable Home Design College of Business Administration Pedestrian Bridge (all school)

Third Year

Spring:

Carol Prafcke

Children's Art Center Assembly of God Church

Fourth Year

Spring:

Frank Kratcke

Medium Density Housing Hybrid High-Rise Kite Design/Build

