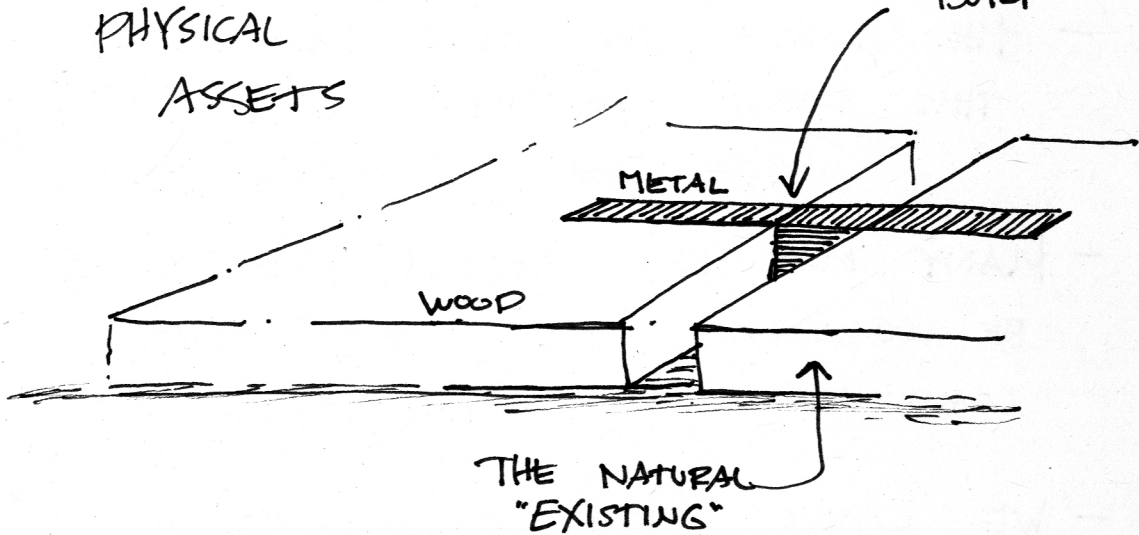
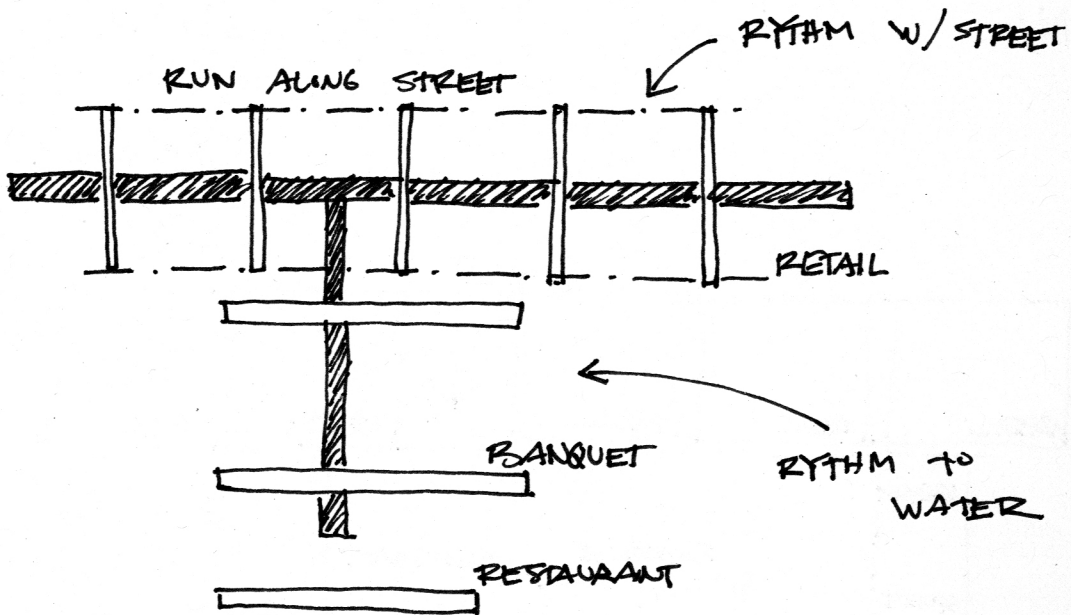
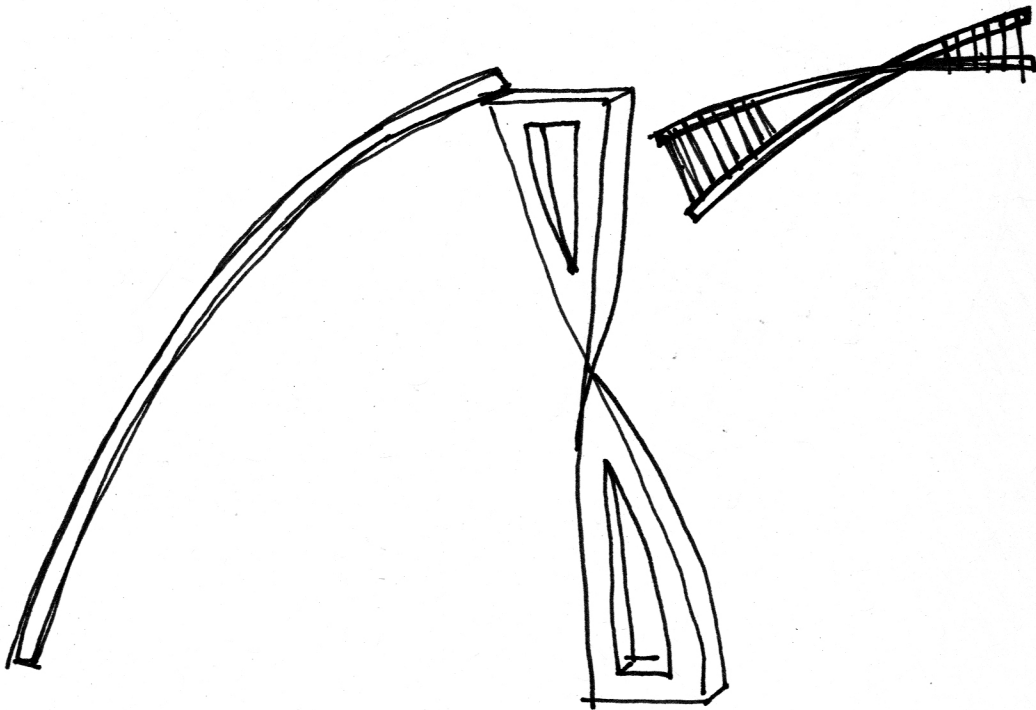


PHYSICAL
ASSETS

"THE
BUILT"



- VERY SIMPLE
- CLEAN
- PRECISE
- "WHAT THE TOWN DESIRES / WILL RESPECT"



STREET LIFE

CORE

WATER

- DRAW TO SITE/FEATURE
FLOW TO
WATER

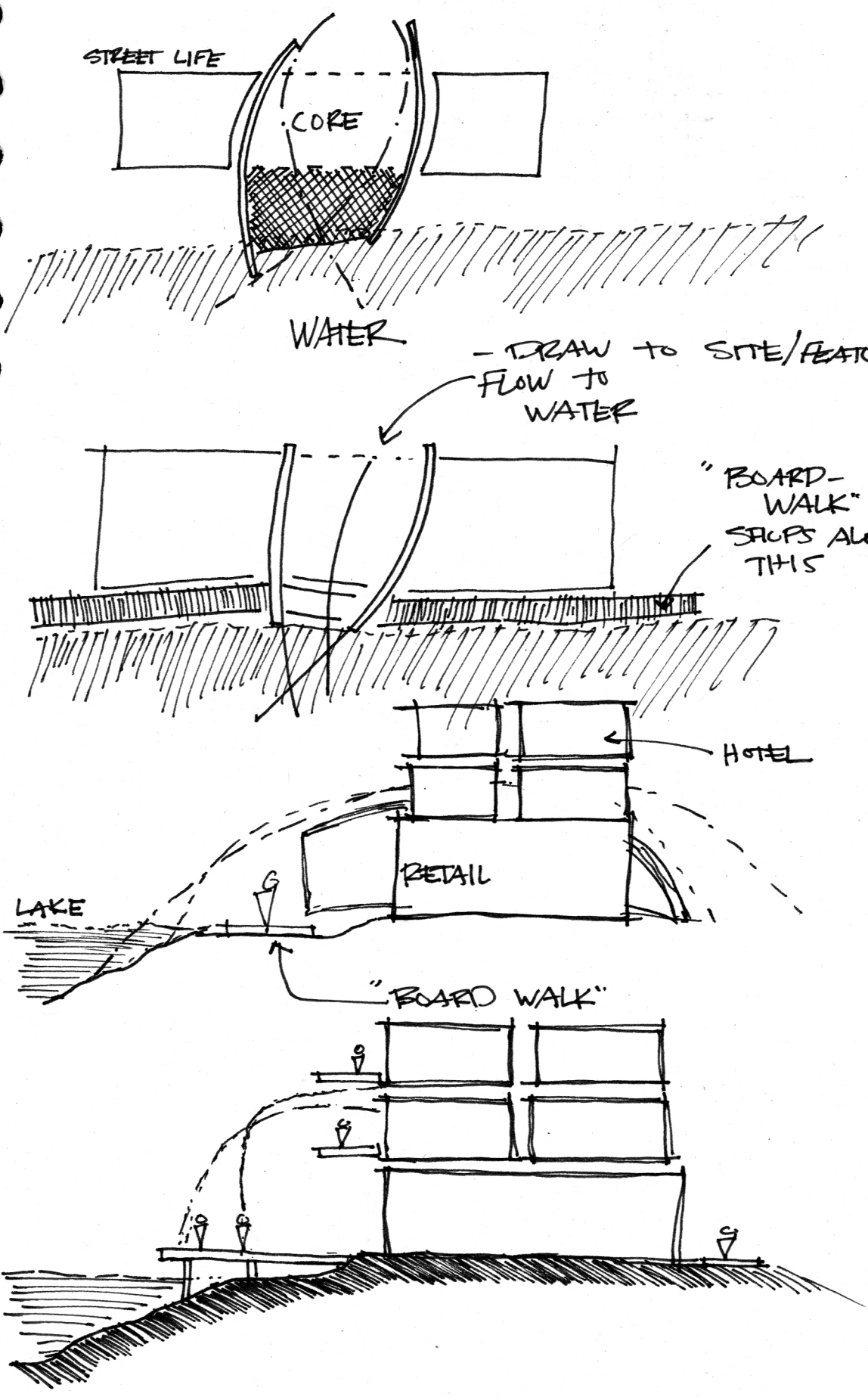
"BOARD-WALK"
STRIPS ALONG
THIS

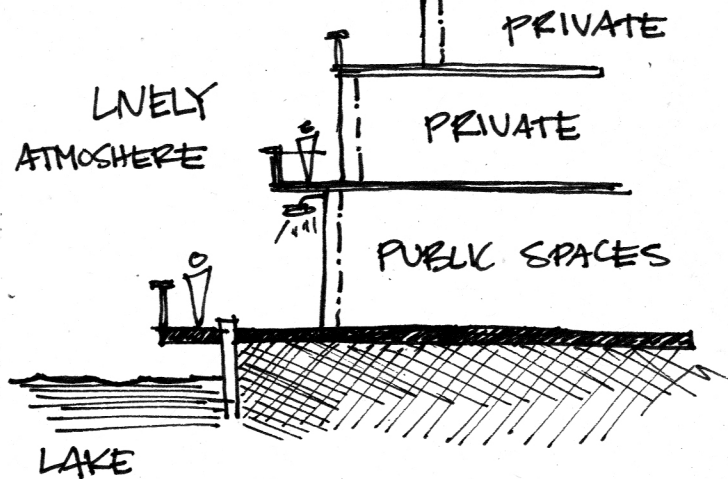
HOTEL

RETAIL

LAKE

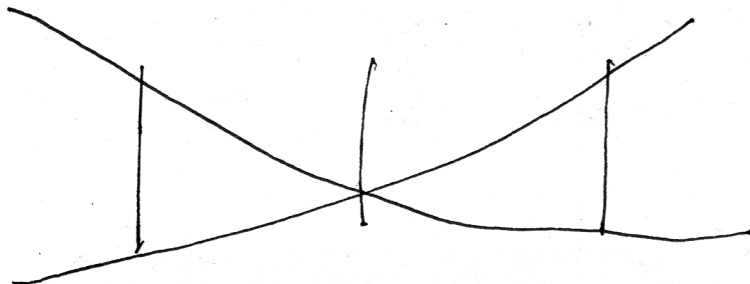
"BOARD WALK"

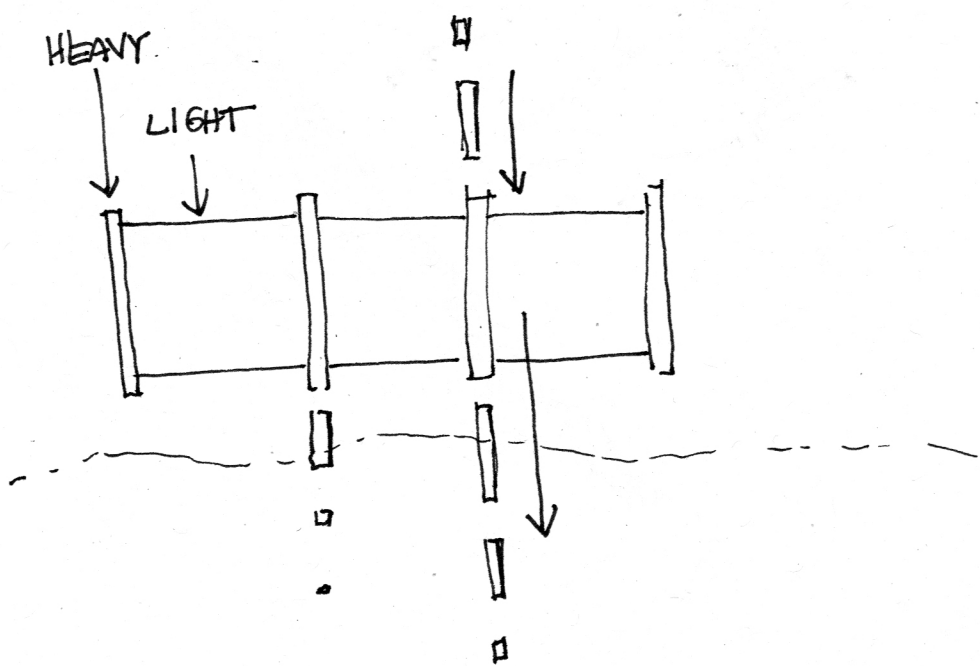
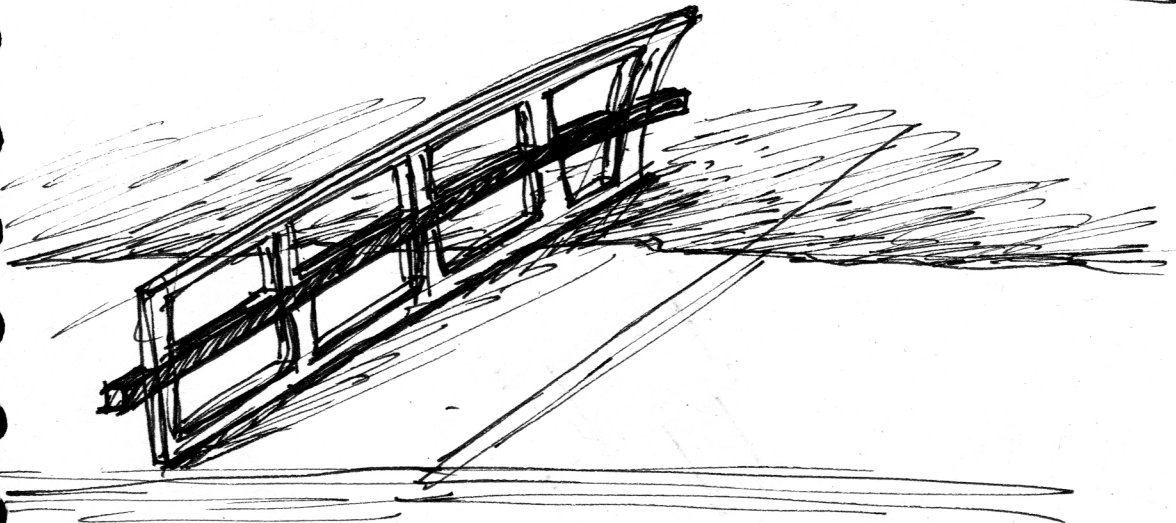
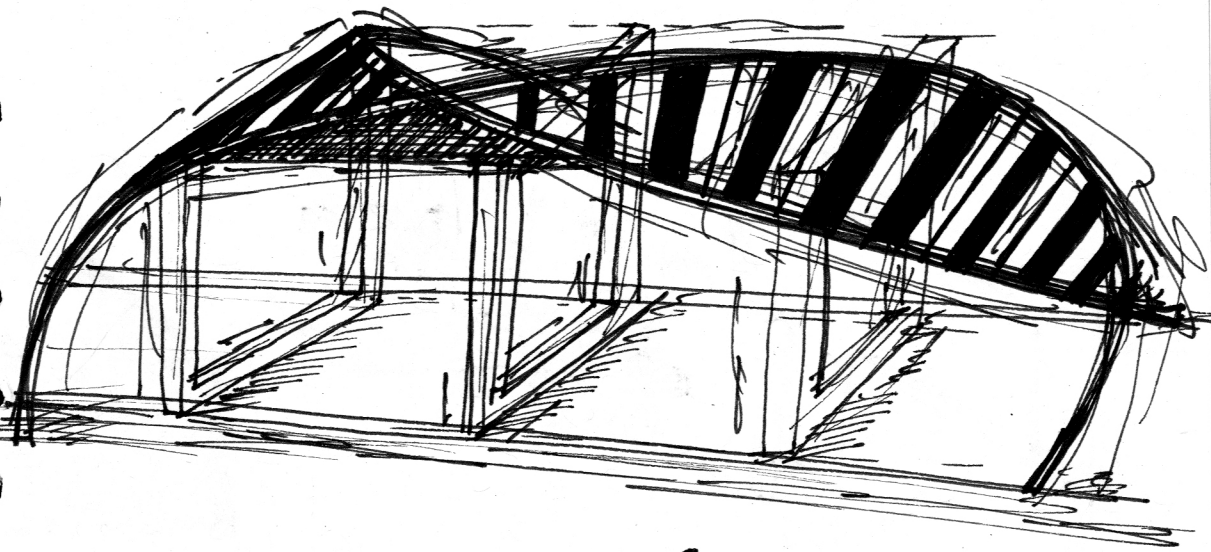




DYNAMIC STRUCTURE

- POROUS
 - ENTER/EXIT FROM MANY LOCATIONS
 - WHERE IS THE ENTRY?
 - DOES IT MATTER?
- RHYTHM WITHIN

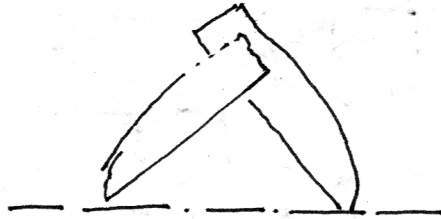




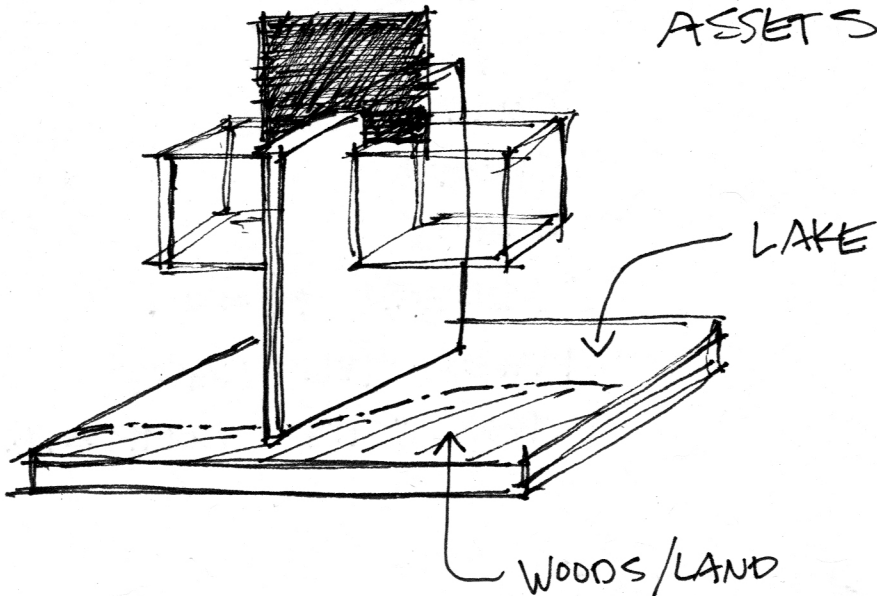


COMMUNITY

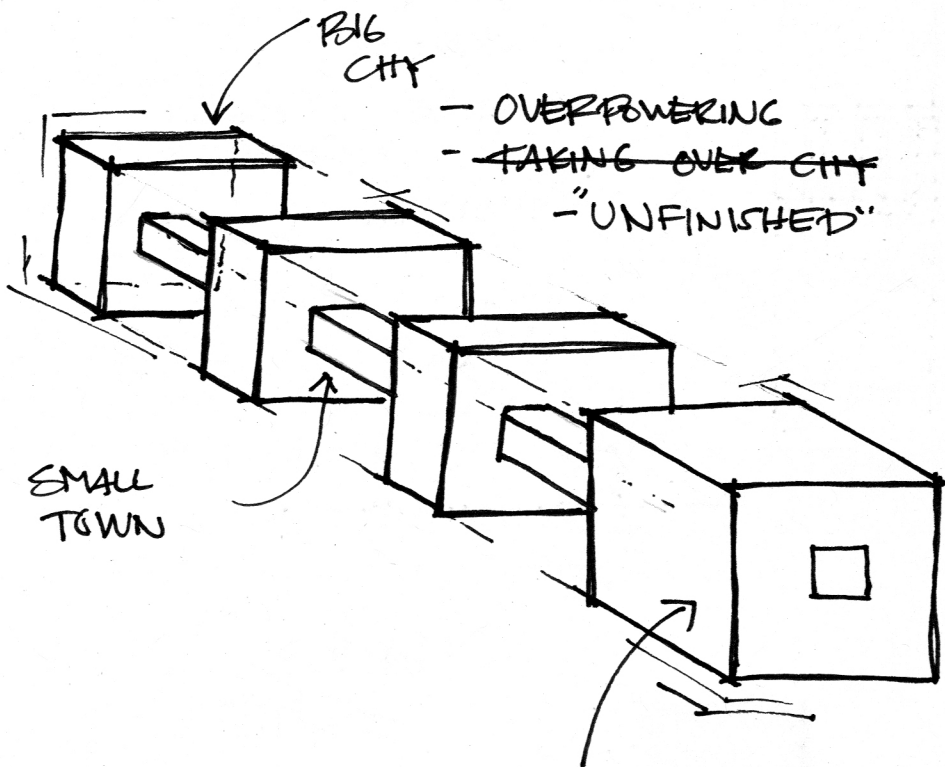
- CONNECTION
- TOGETHER IT MAKES SOMETHING
- STRENGTH



PHYSICAL ASSETS

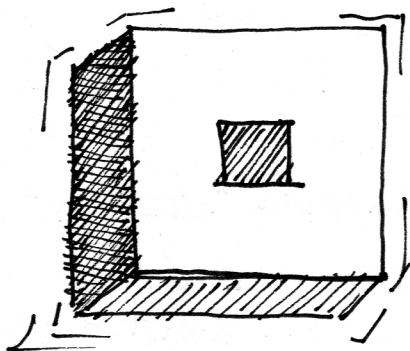


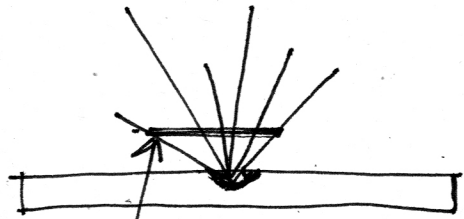
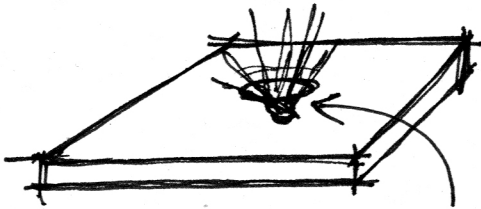
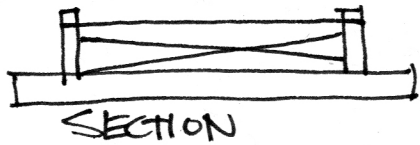
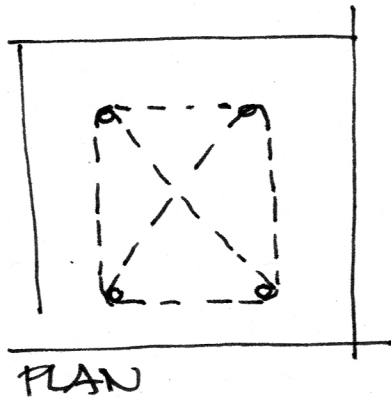
- LINK
- STRENGTHS
- TOGETHER CREATE SOMETHING "BEAUTY"
- * BUILT WORKING WITH THE NATURAL (PHYSICAL ASSETS)



- OVERPOWERING
- ~~TAKING OVER CITY~~
- "UNFINISHED"

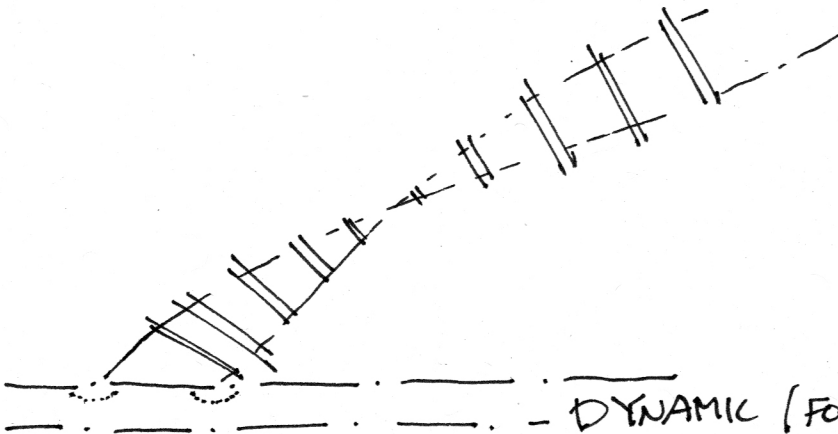
- COME TOGETHER
- SMOOTH
- BEAUTY
- "FINISHED PRODUCT"
- MAKES THE LARGE BOX "CITY" COMPLETE





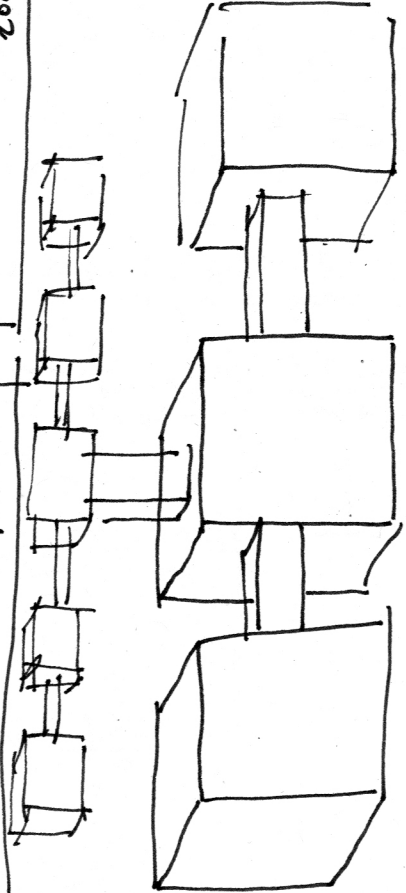
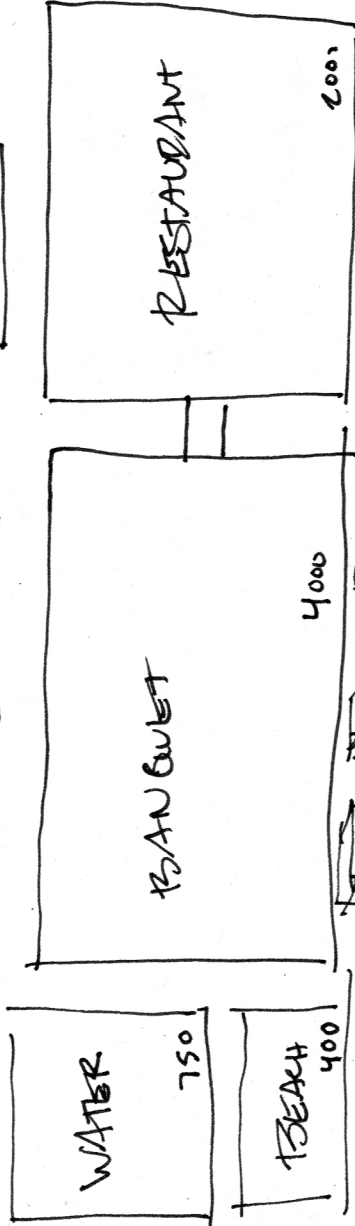
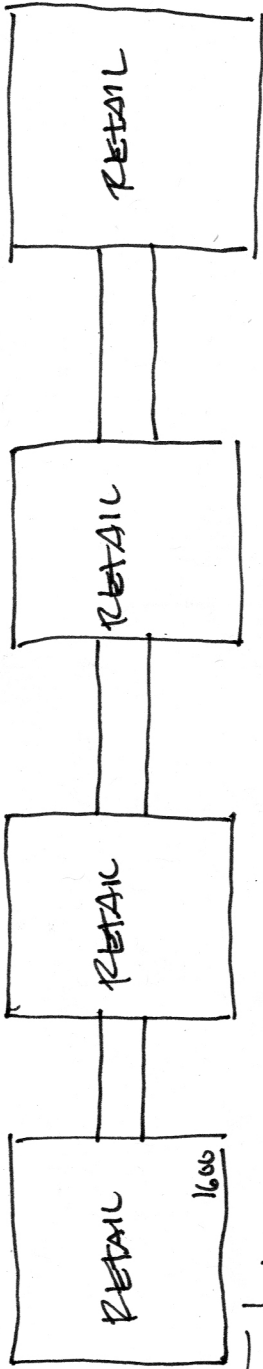
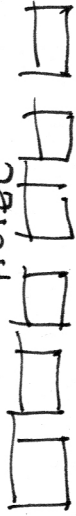
STRING
HOLDS ALL PARTS TOGETHER

- WORKING TOGETHER
- FRAGILE
- BALANCE
- STRONG FOUNDATION

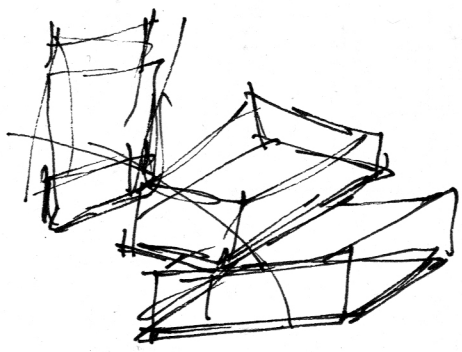
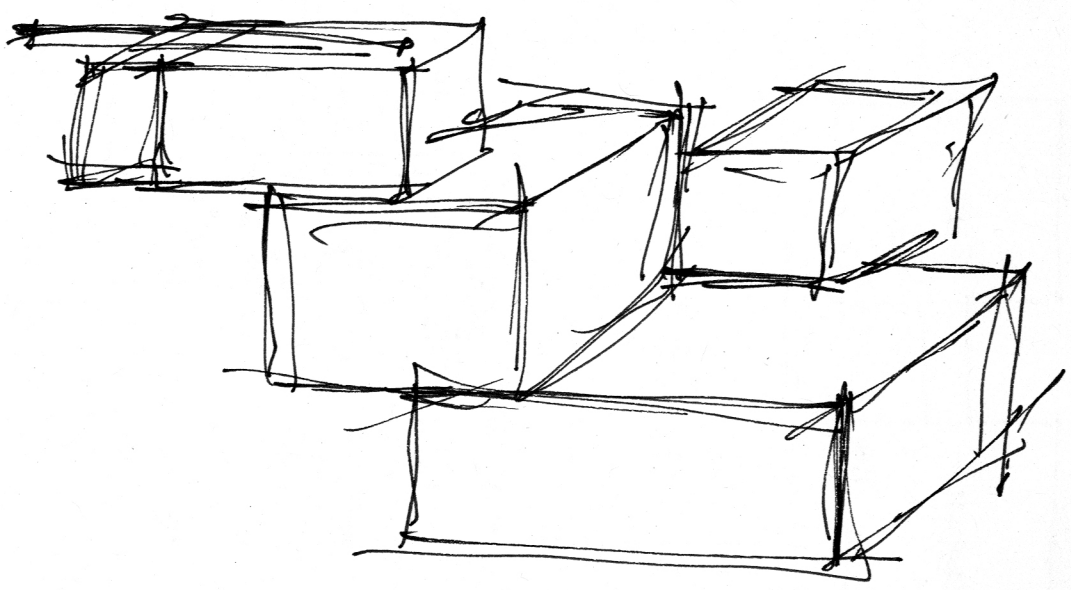
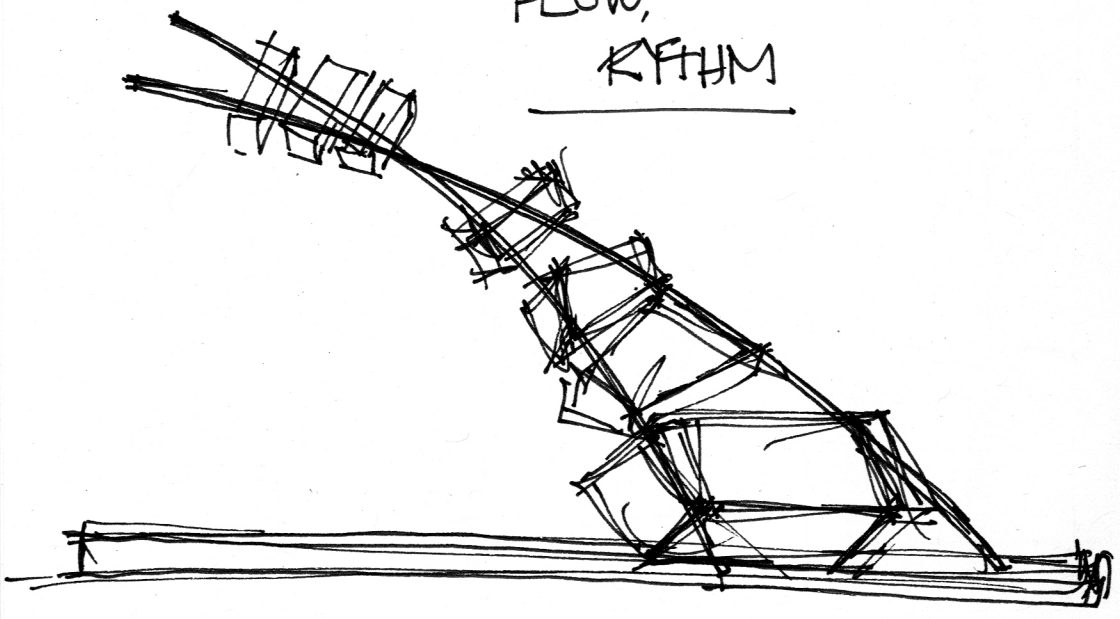


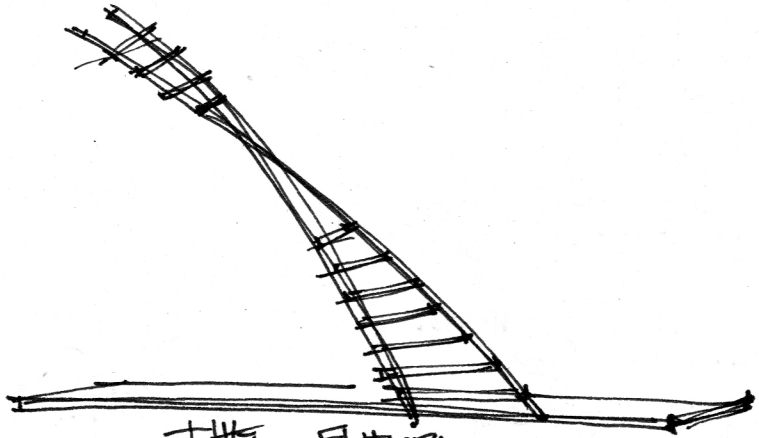
- DYNAMIC (FORM, SHADOWS)
- SENSITIVE
- STRONG, YET DELICATE

HOTEL



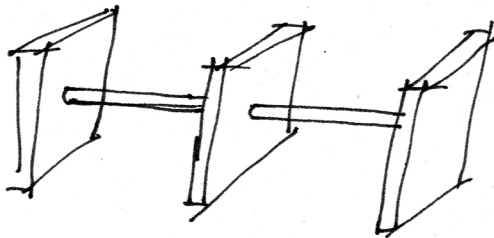
FLOW,
RHYTHM



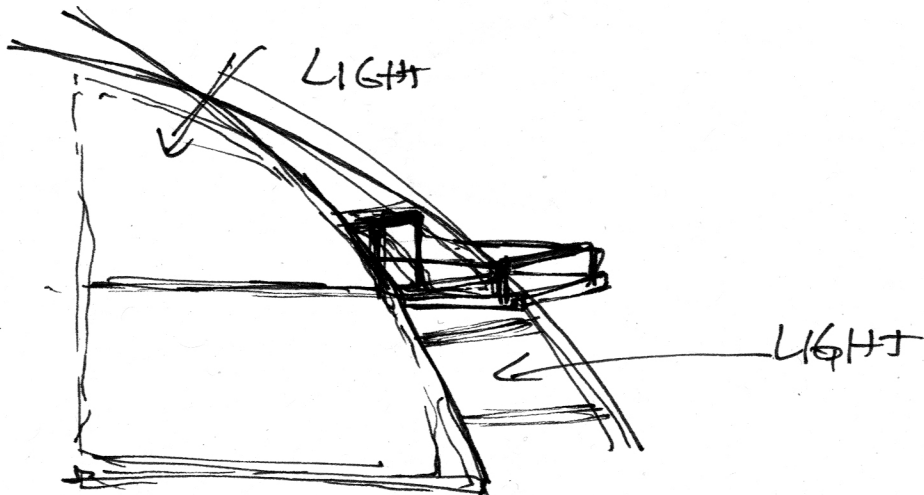


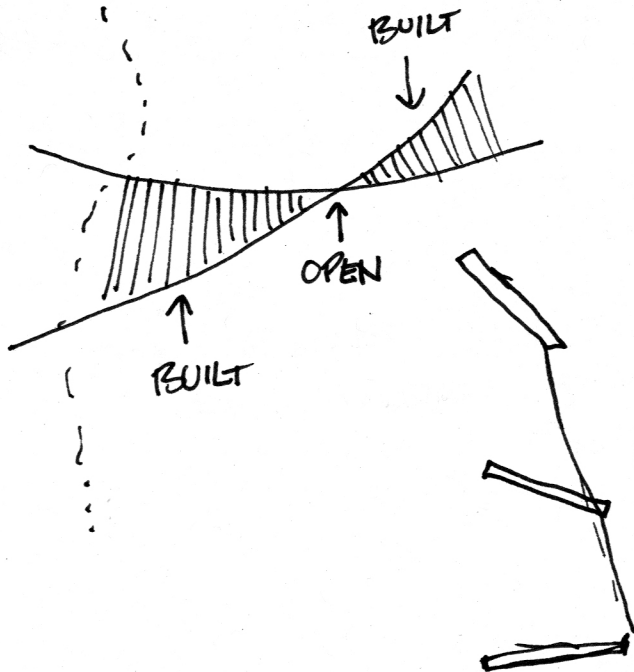
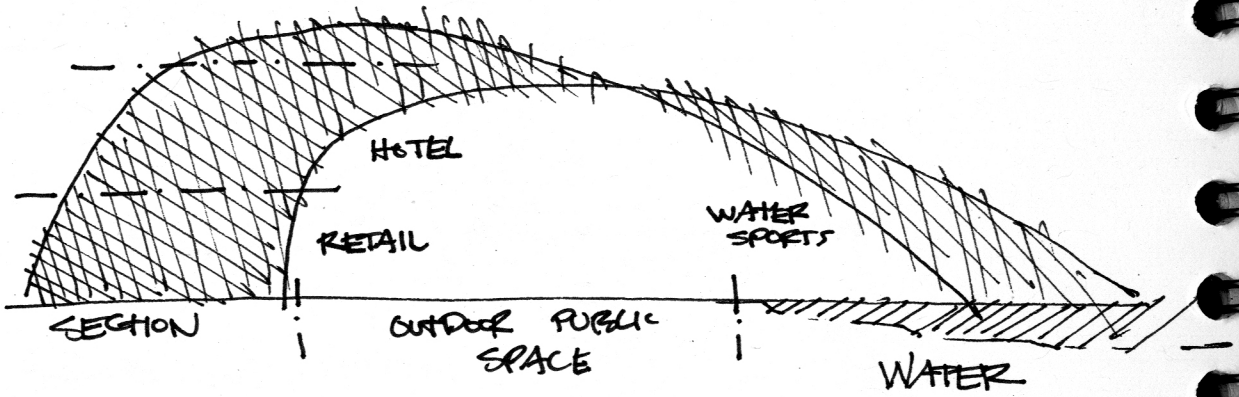
THE FUTURE

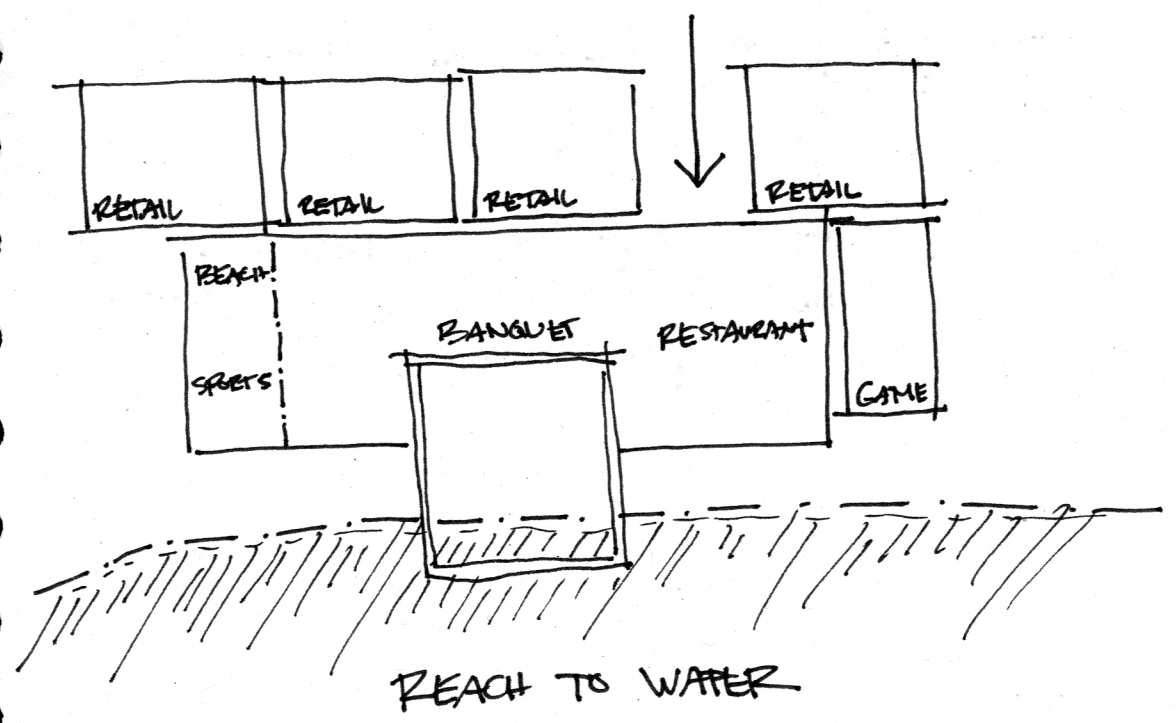
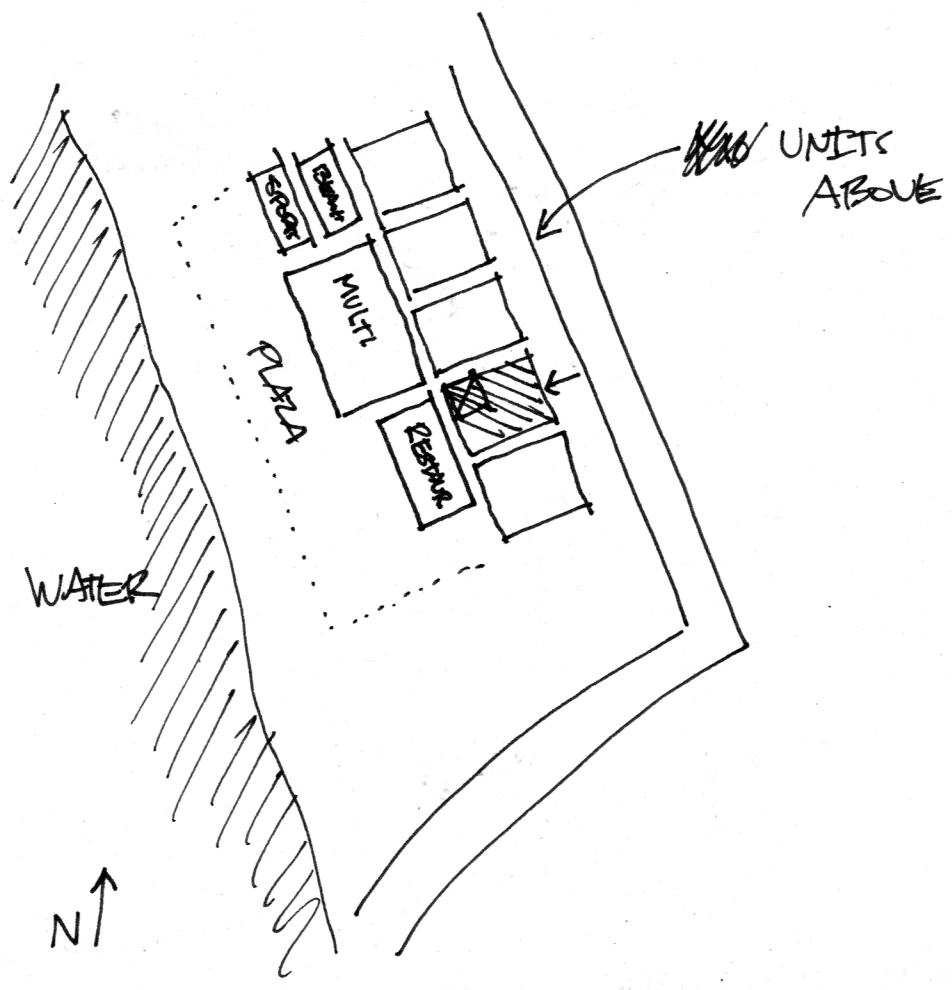
- STRUCTURE?
- HOW TO CREATE THE SPACES
- FLOW
- DNA / SCIENTIFIC, 21ST CENTURY

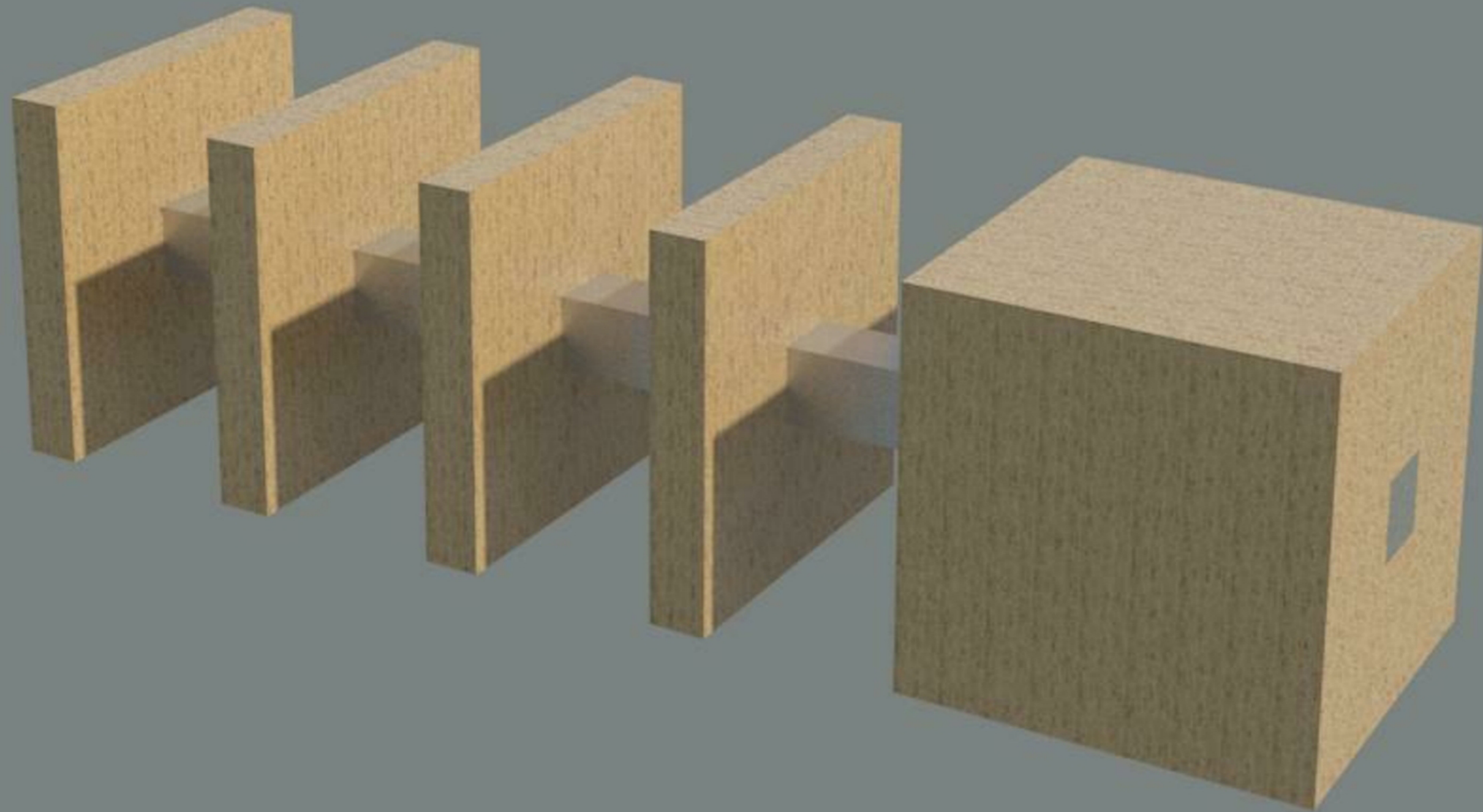


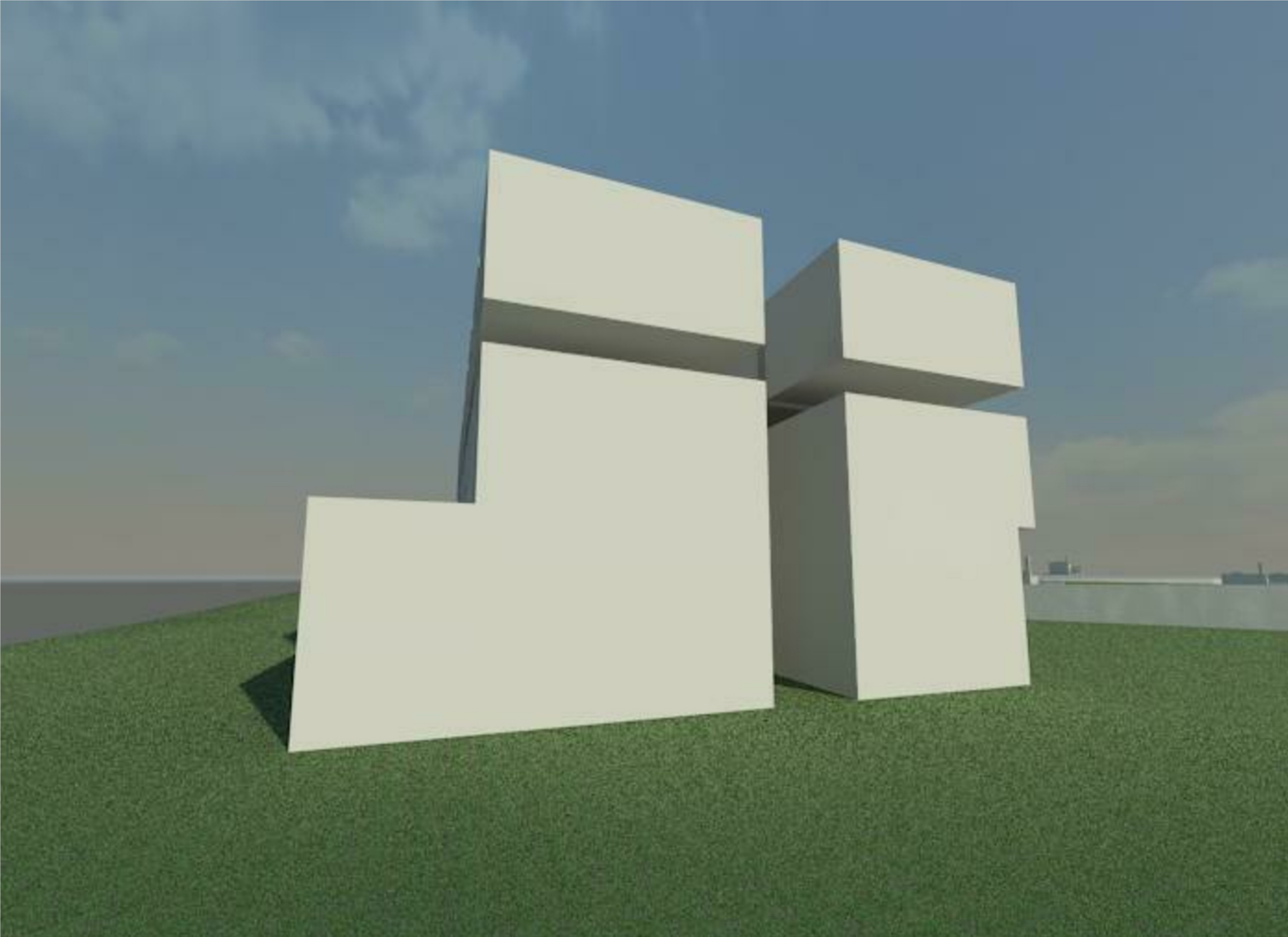
- TRADITIONAL SPACING FOR CITY CENTERS / LINKS
- RHYTHM

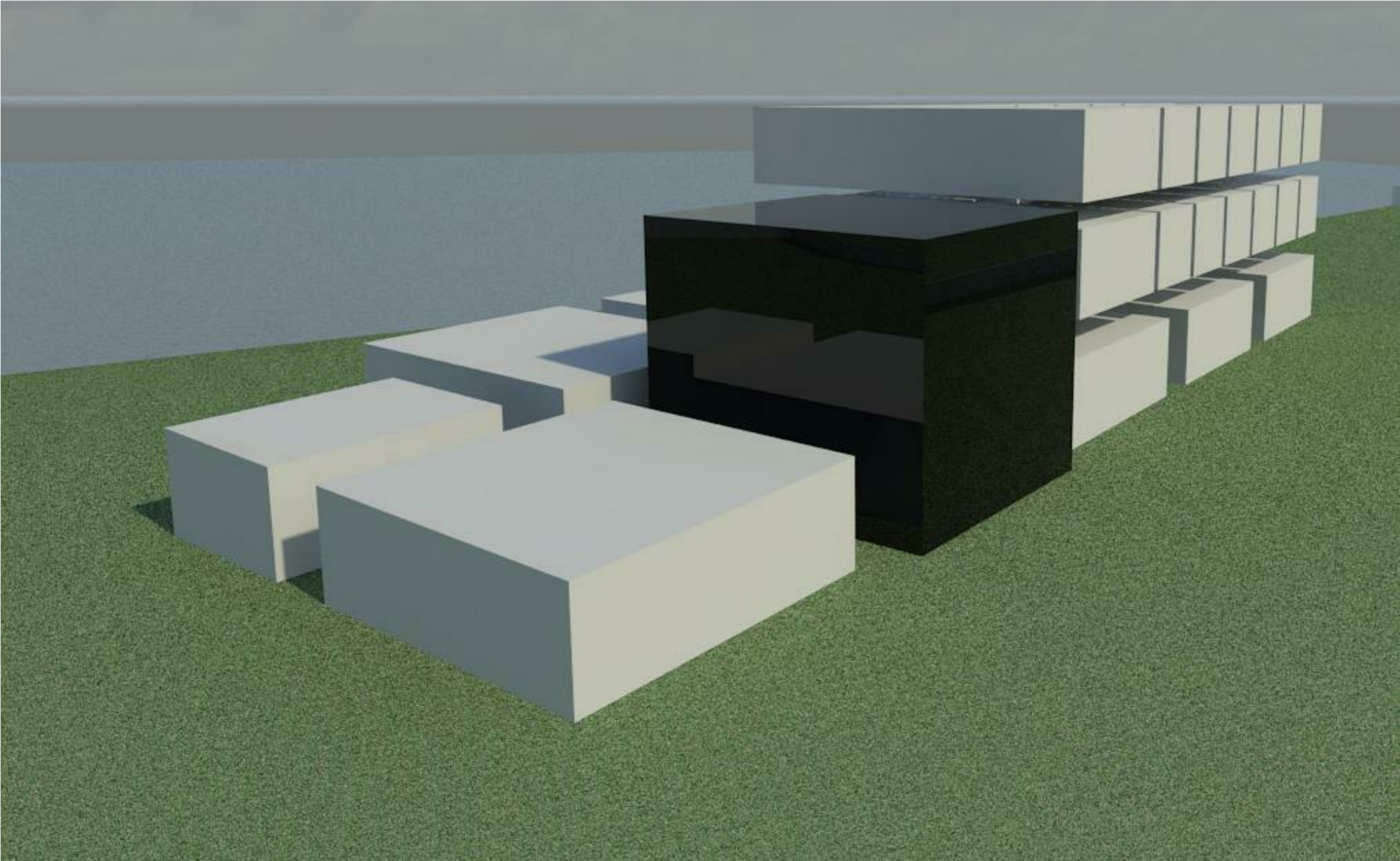




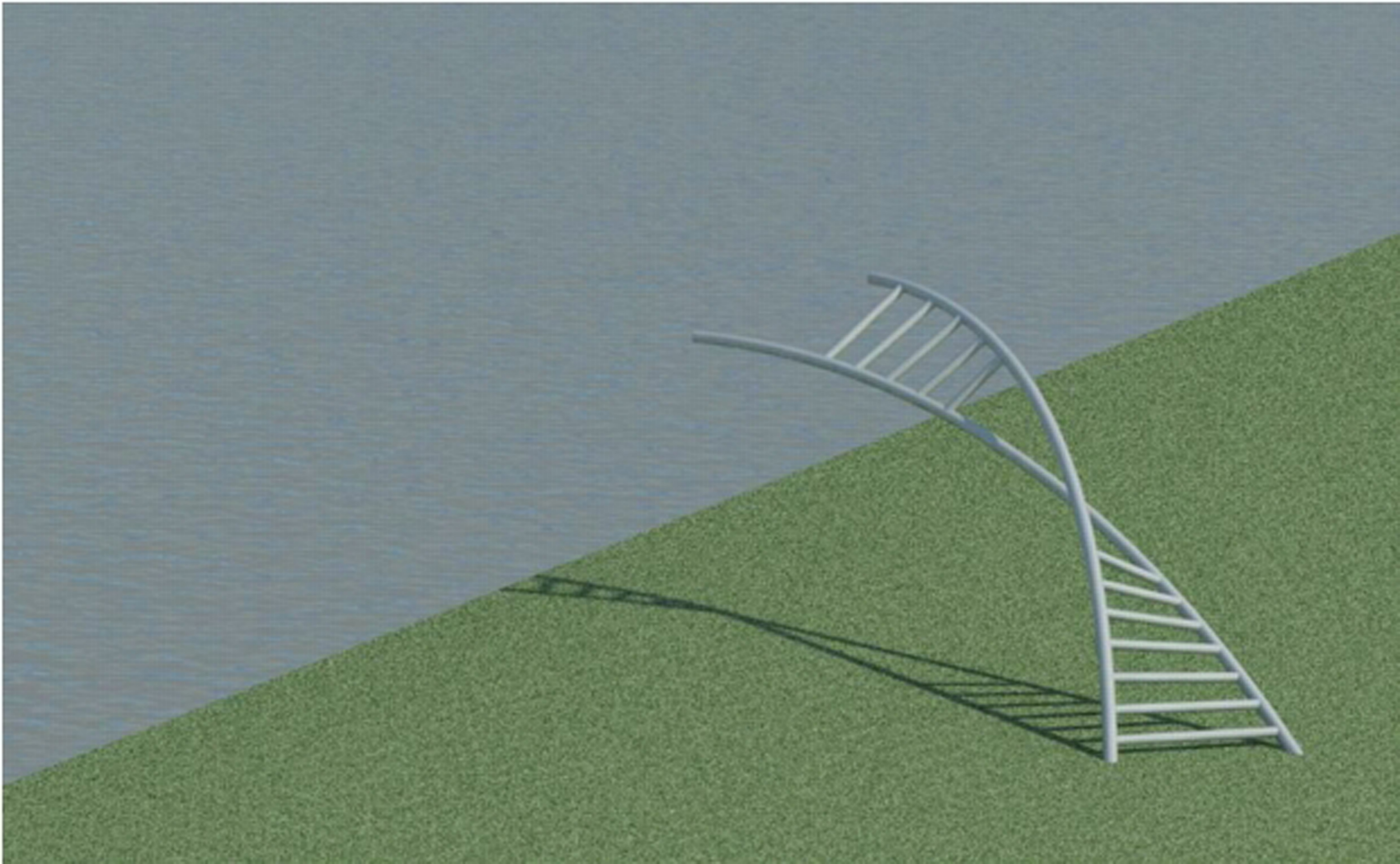


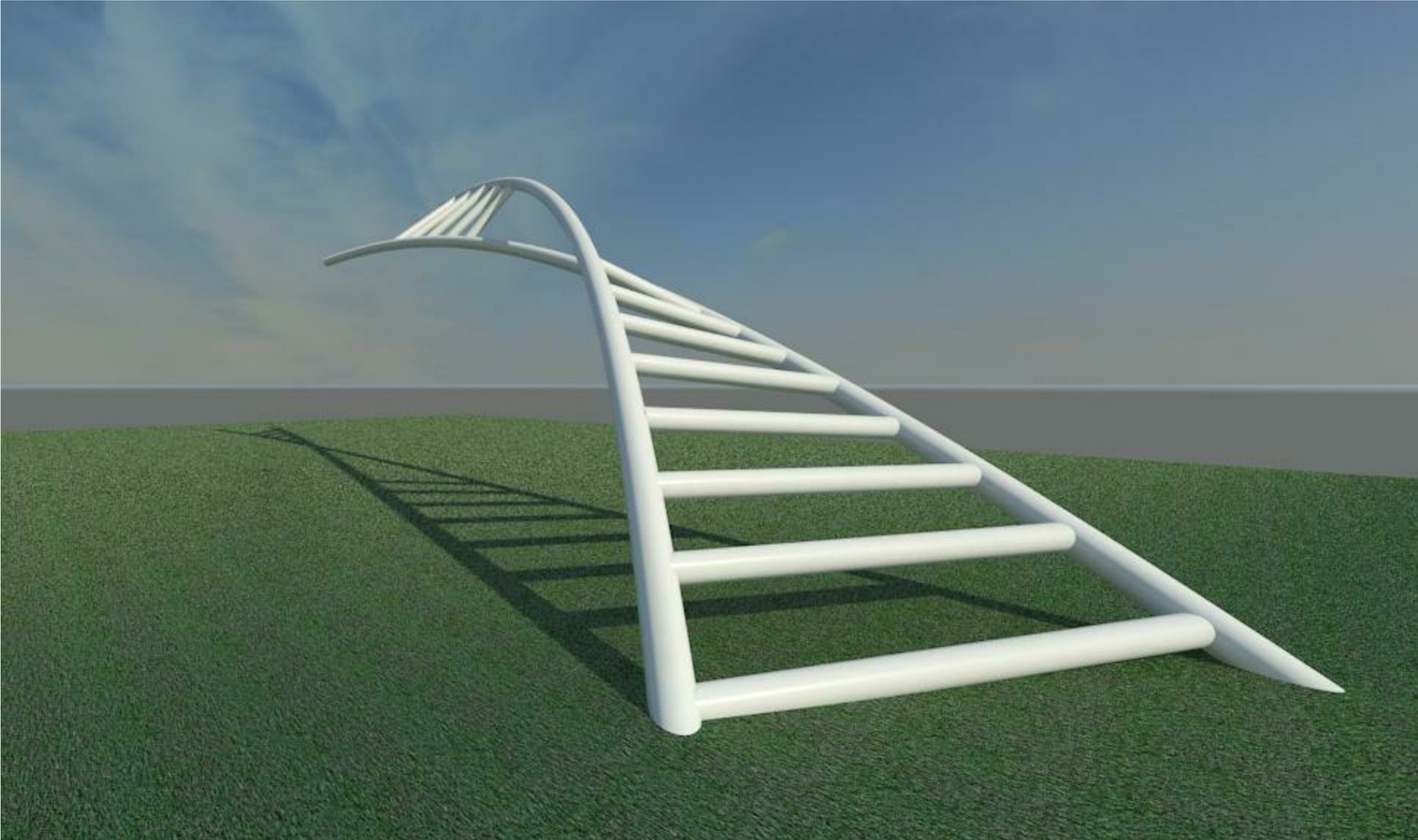


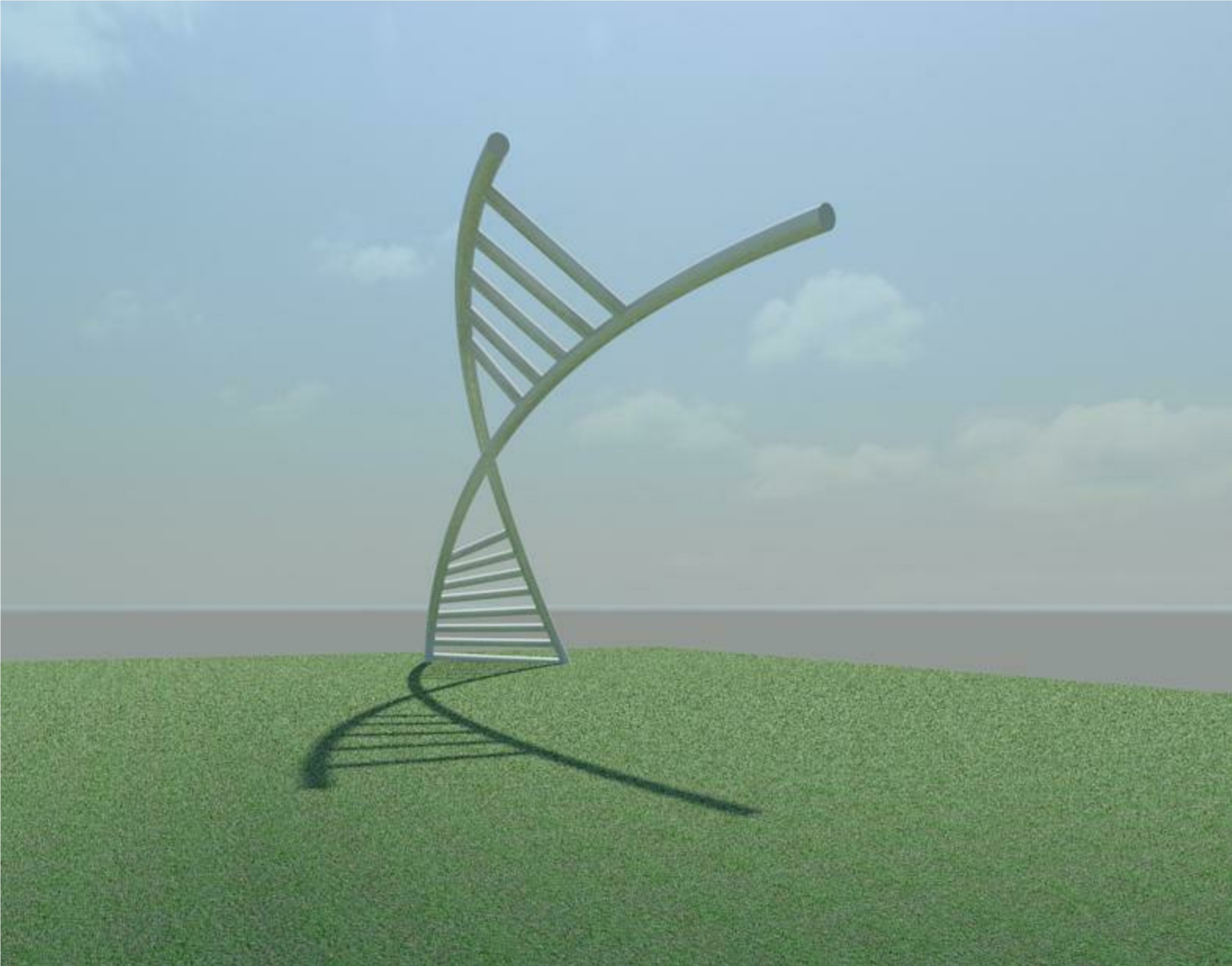


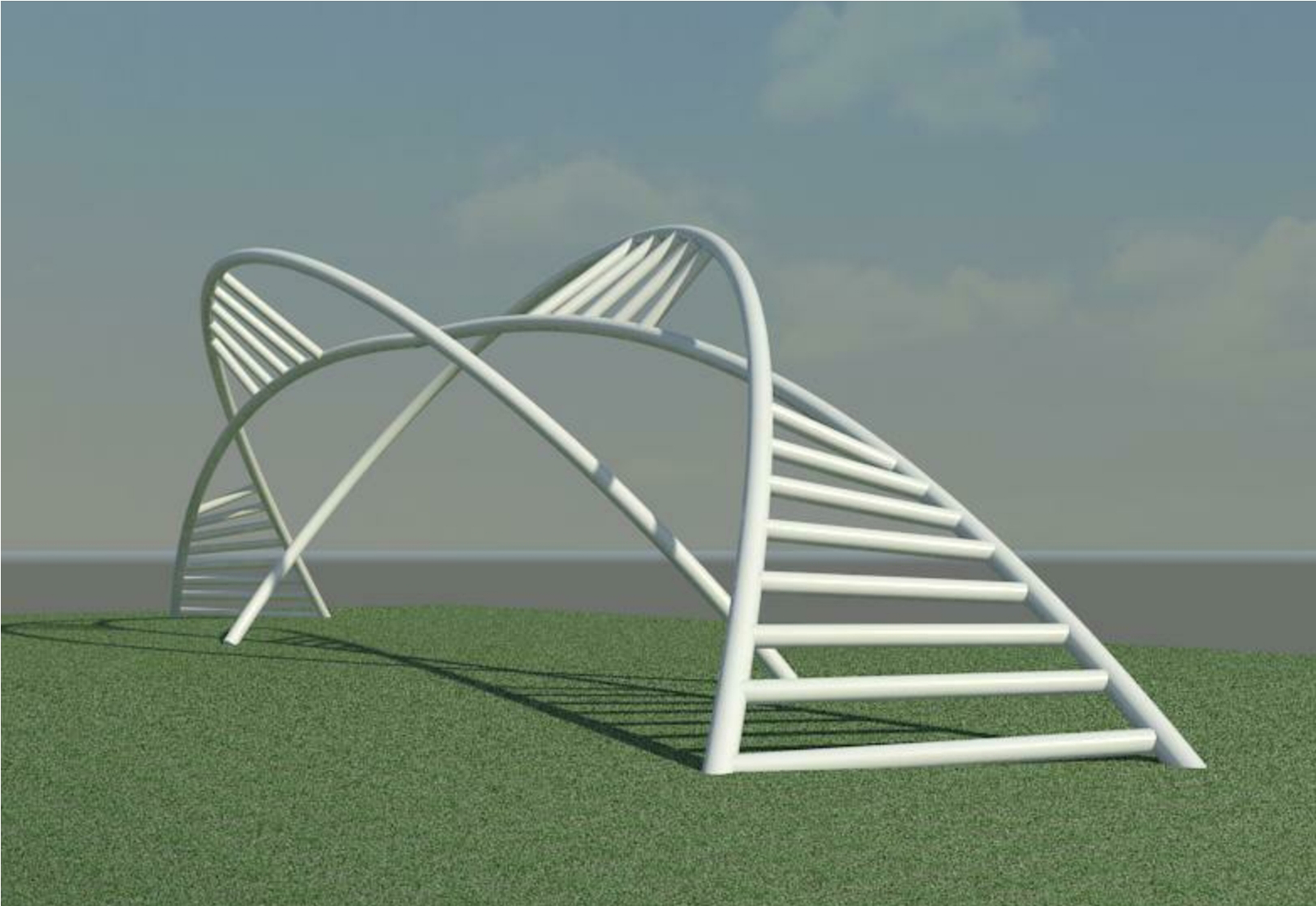




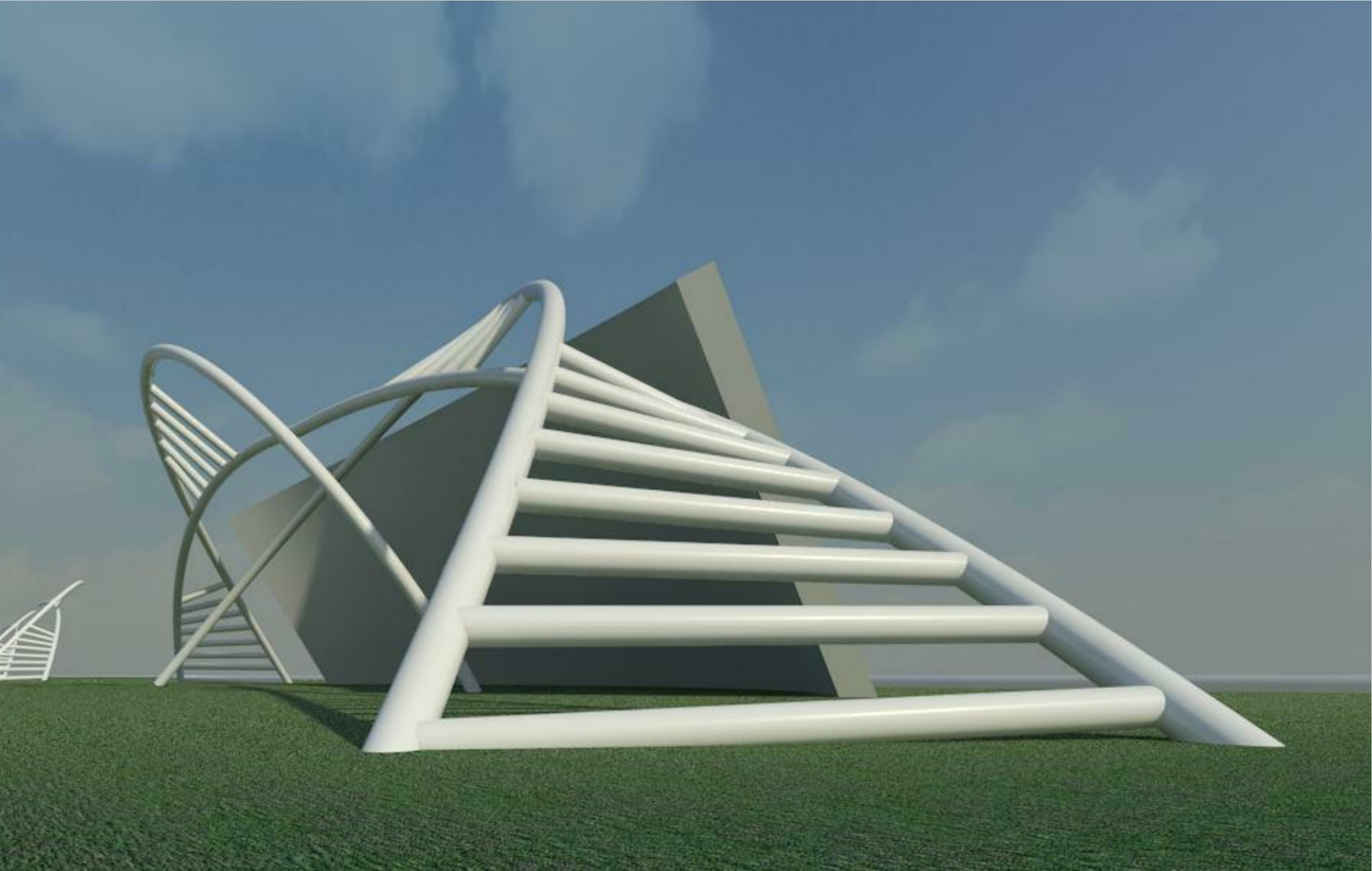


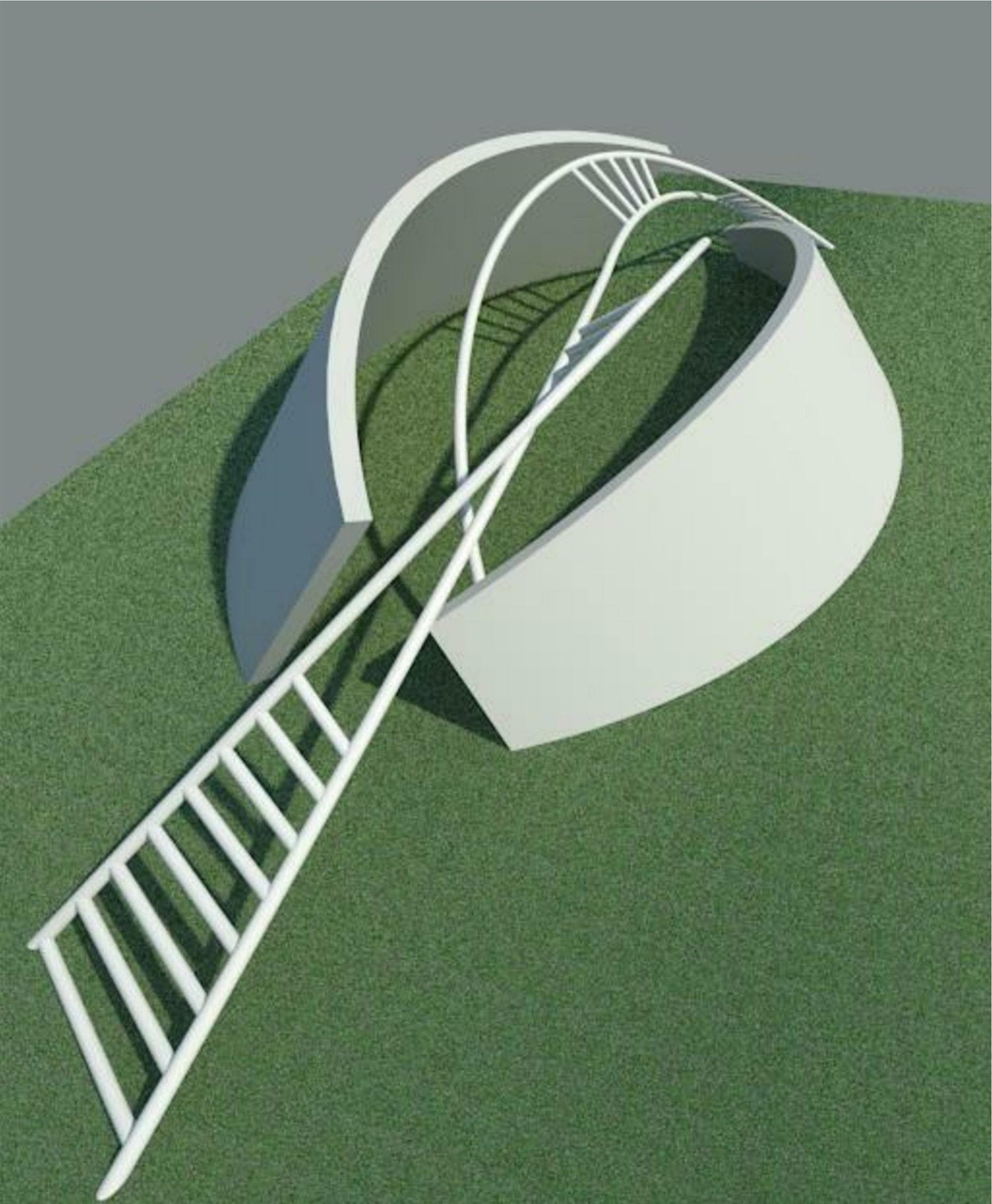


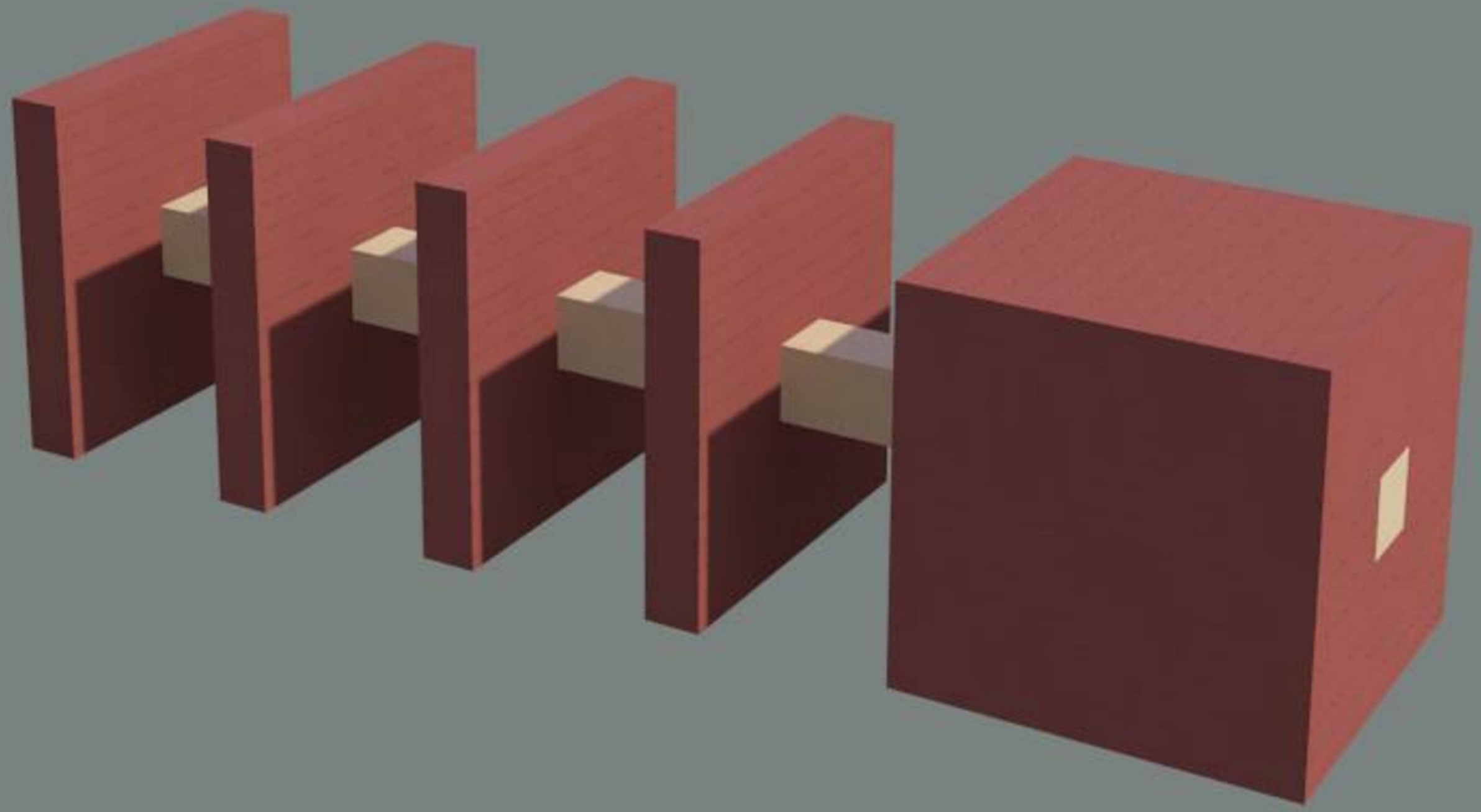


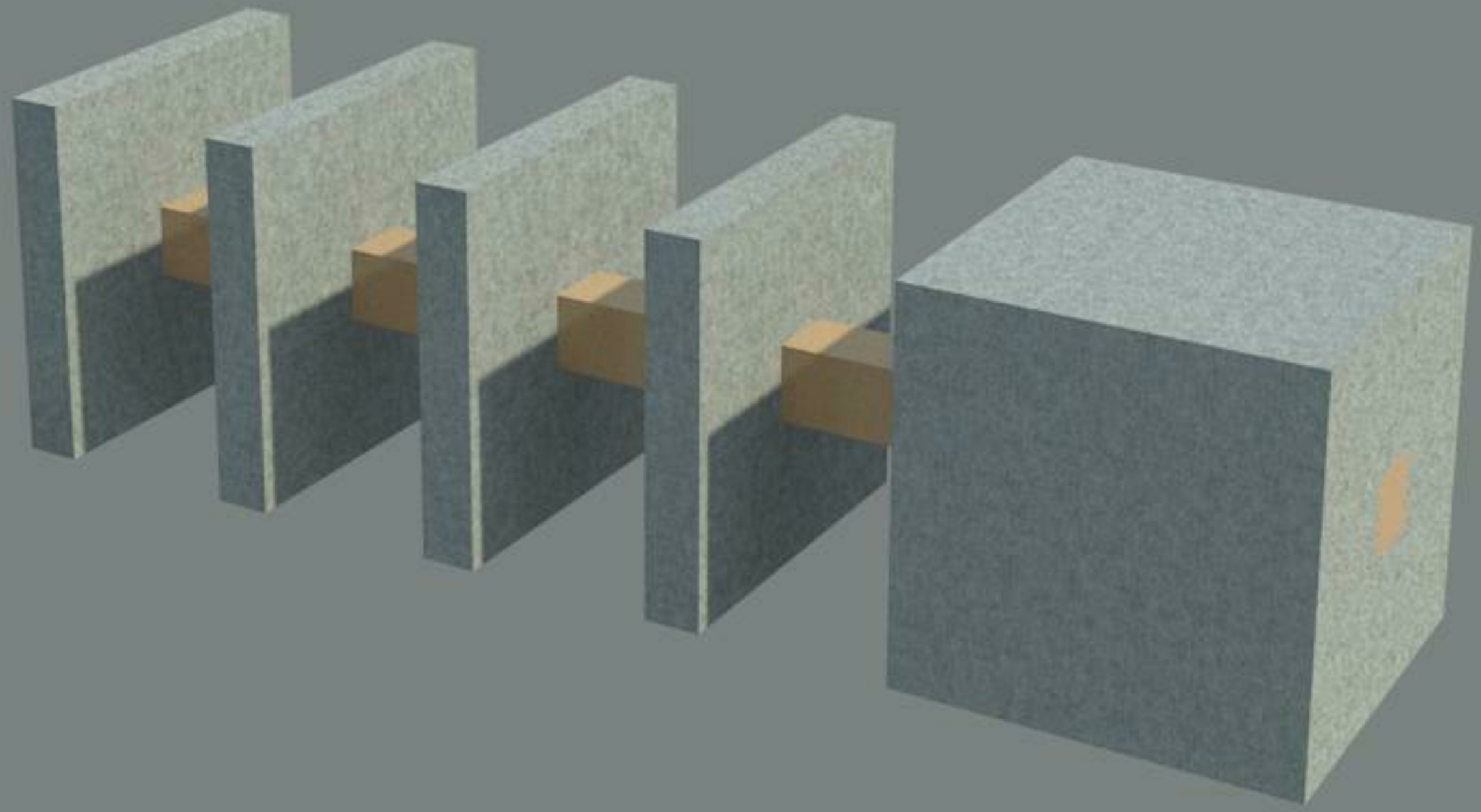




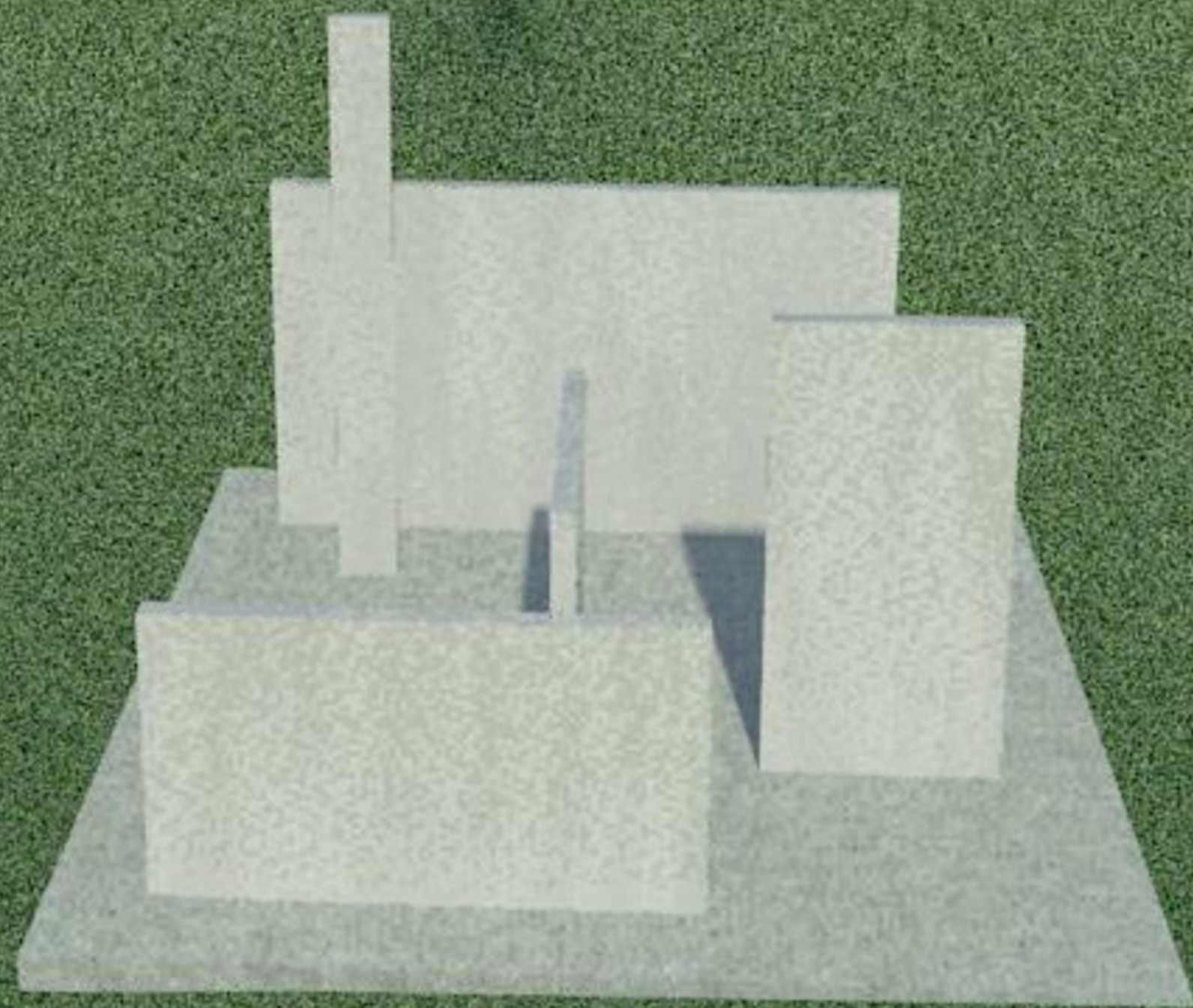


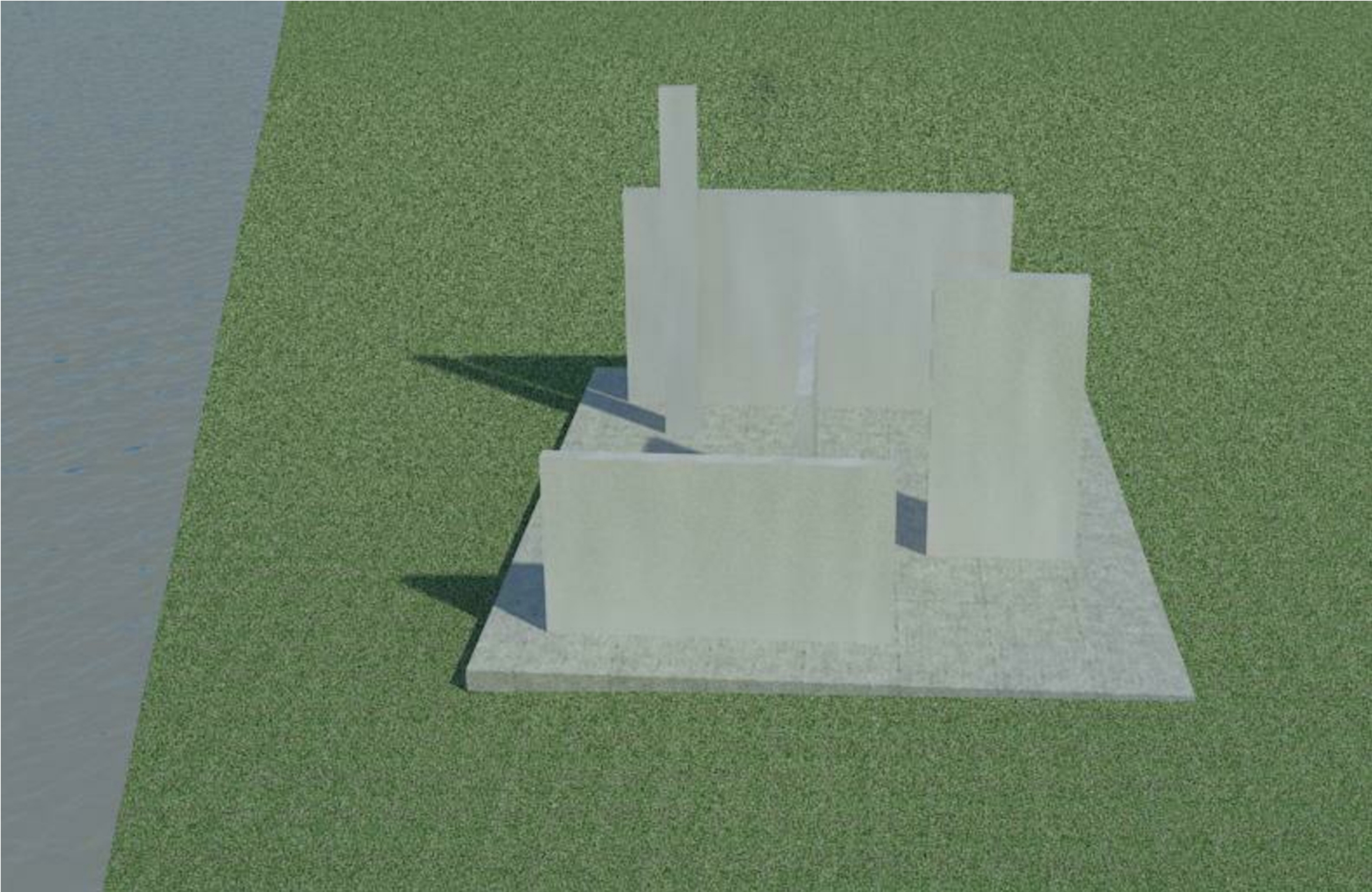




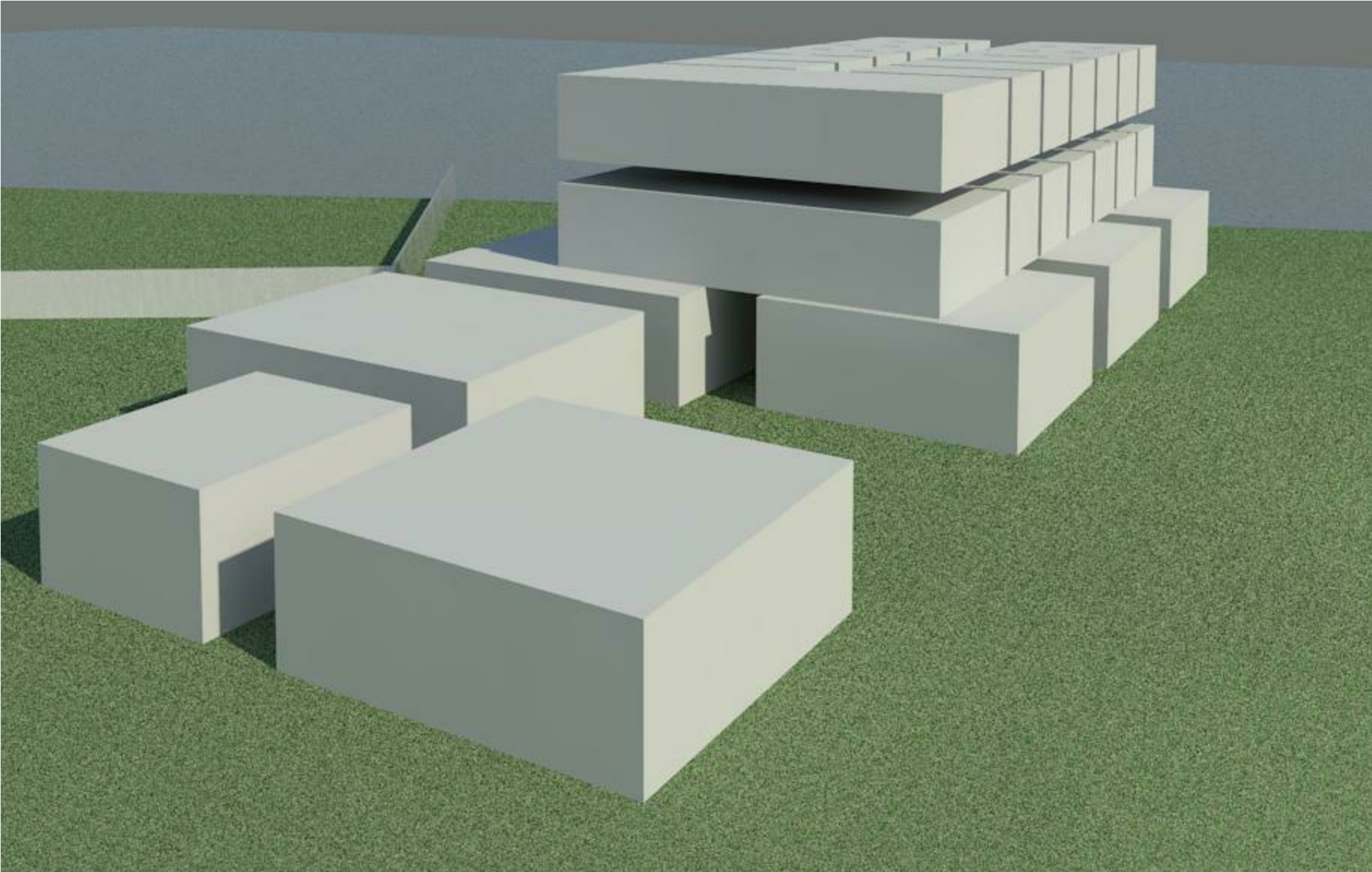




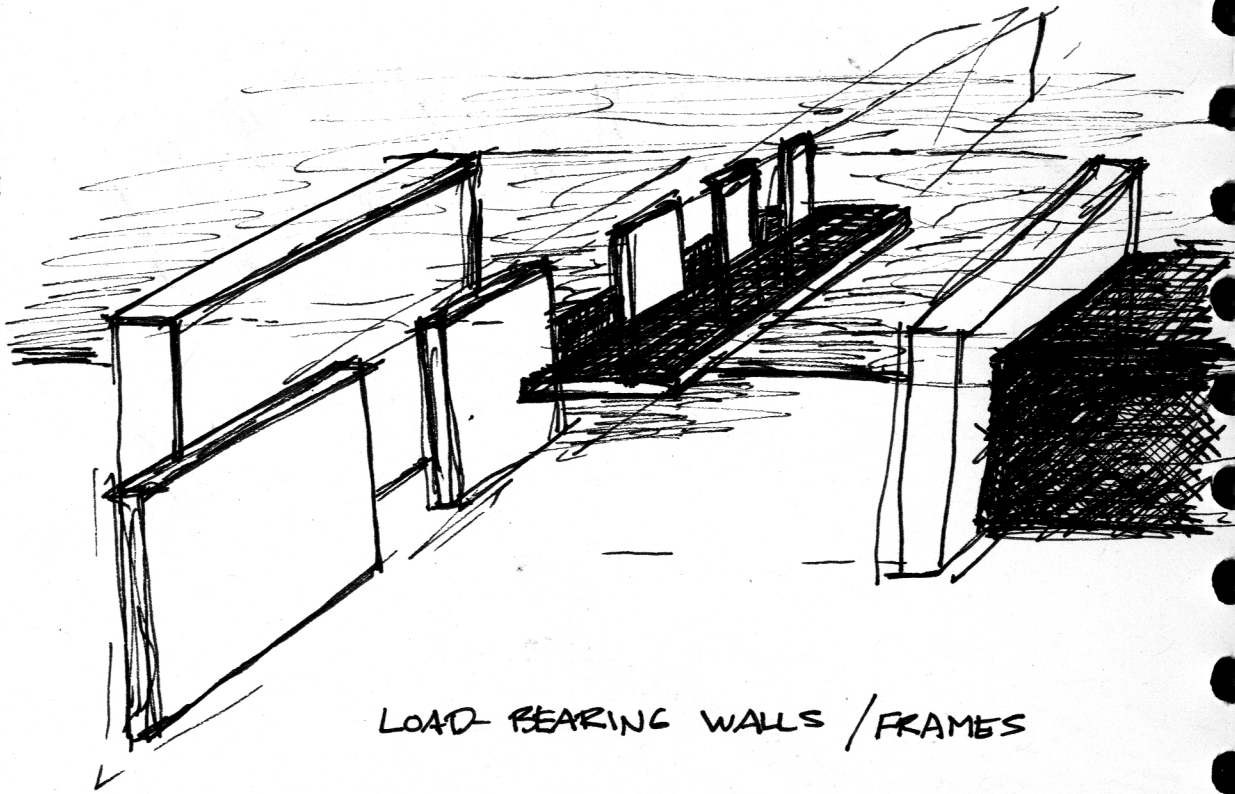




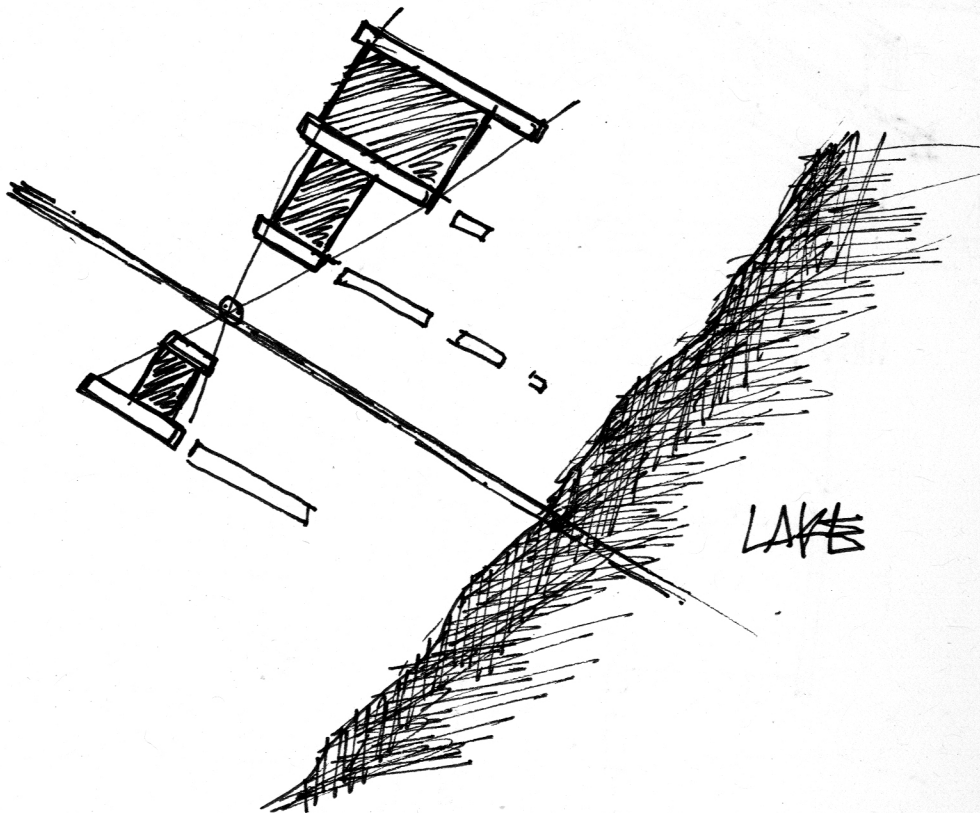




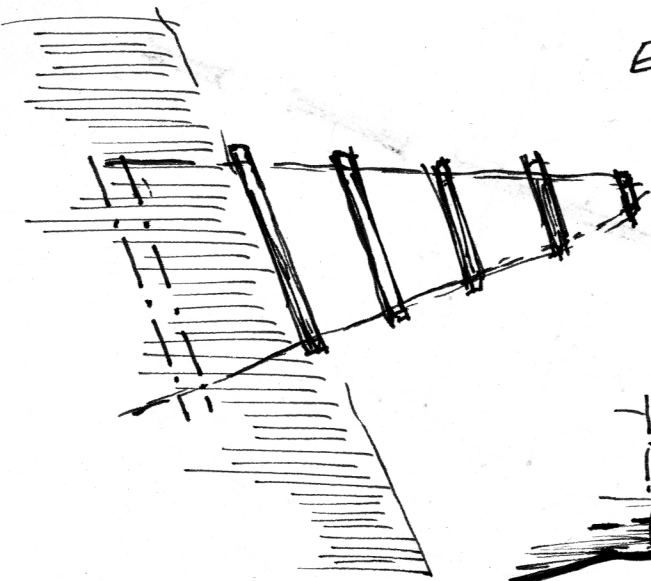
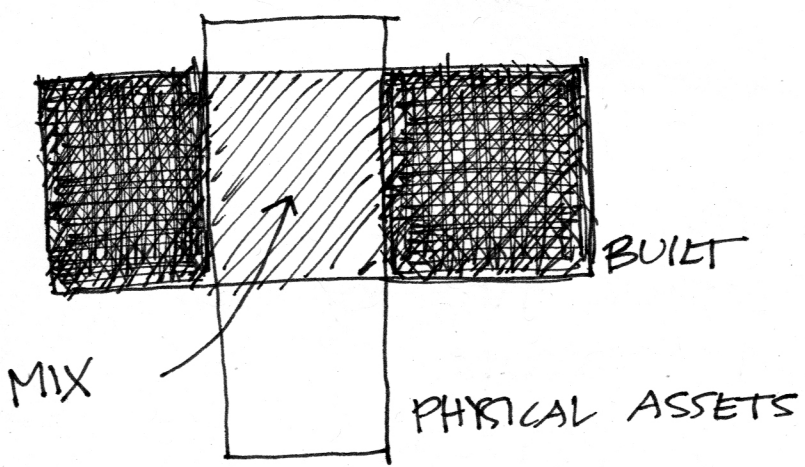
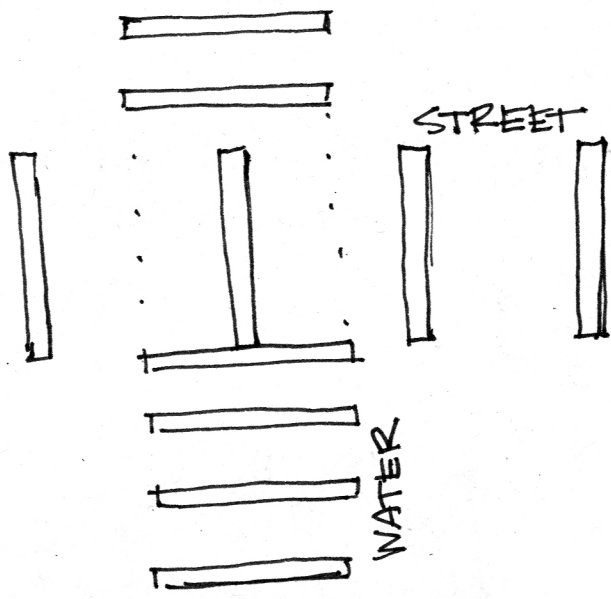




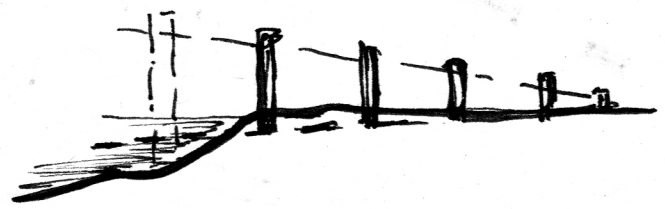
LOAD-BEARING WALLS / FRAMES



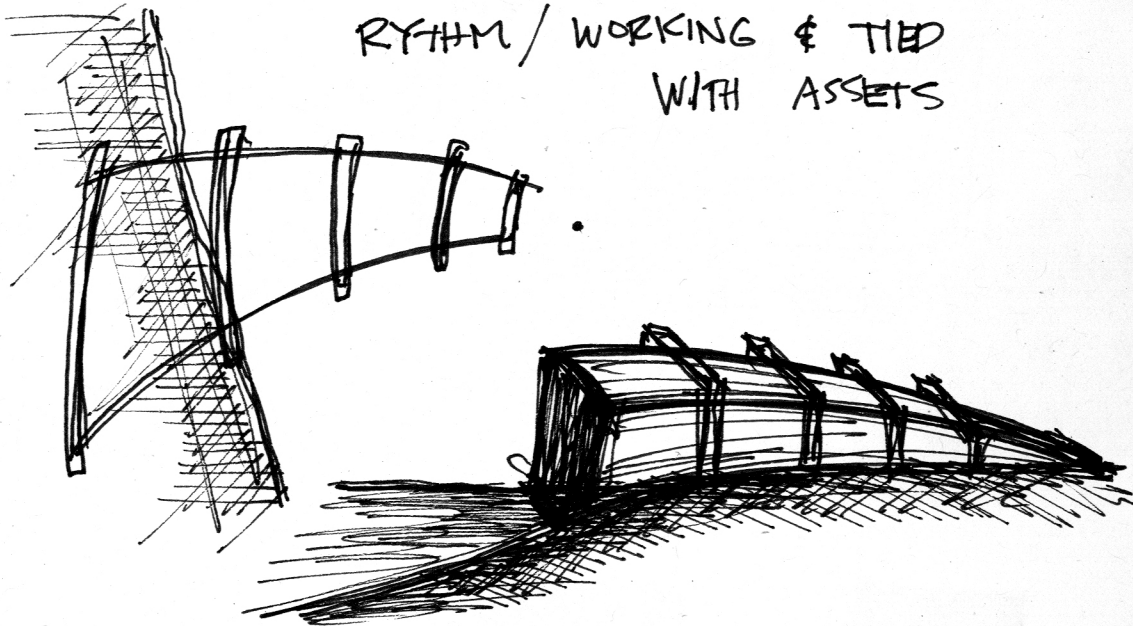
LIVE



EXPRESSION TO
WATER/
ASSET



RYTHM / WORKING & TIED
WITH ASSETS

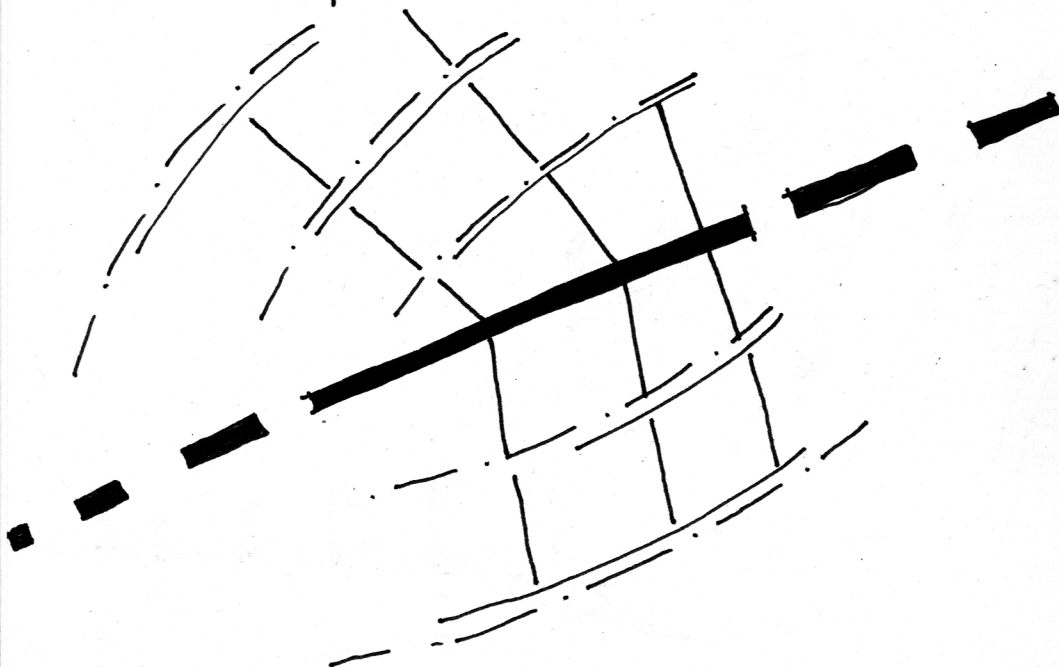


STRUCTURE

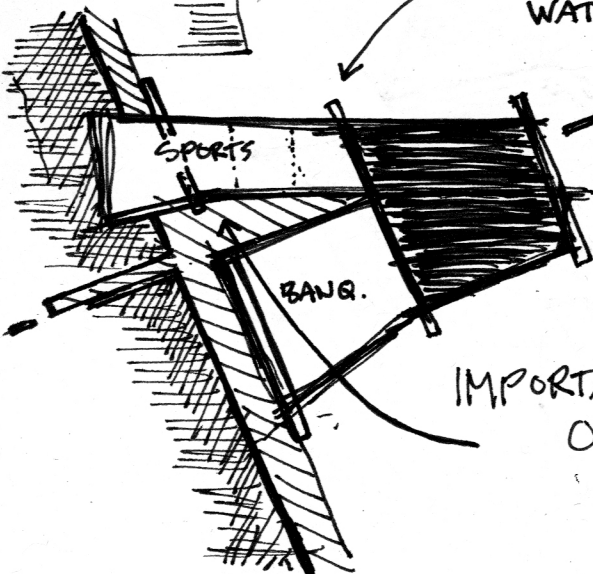
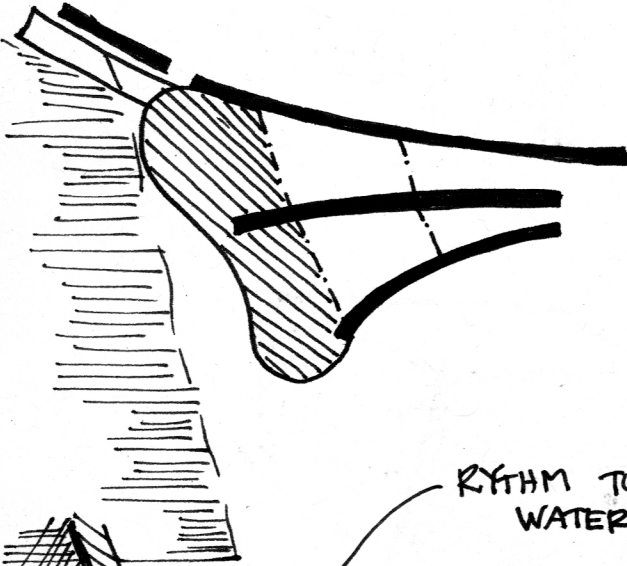
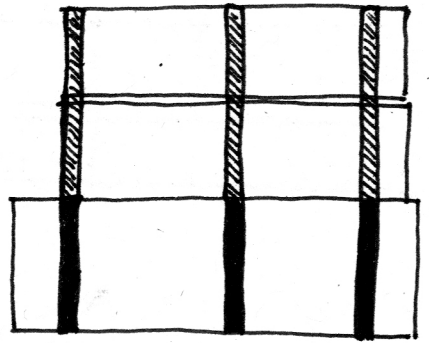
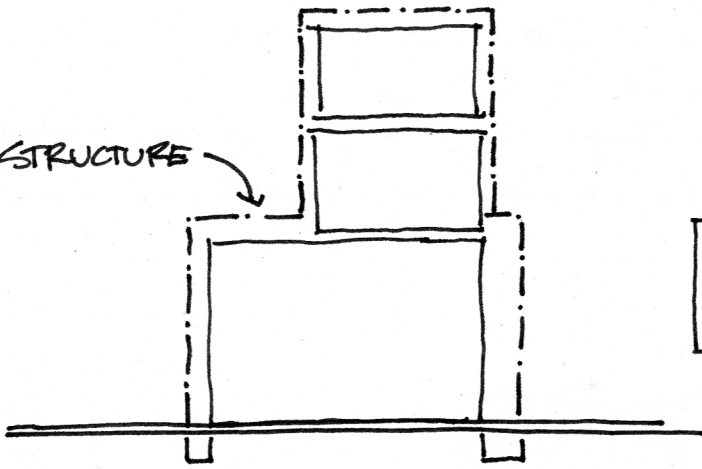
- STRONG TIE / RELATION
TO ASSETS

- PHYSICAL
= EARTH / WATER

"ROOTS"

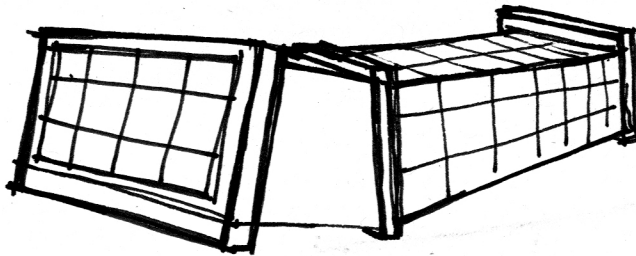
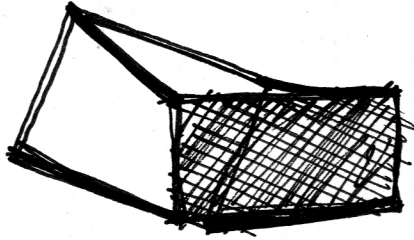
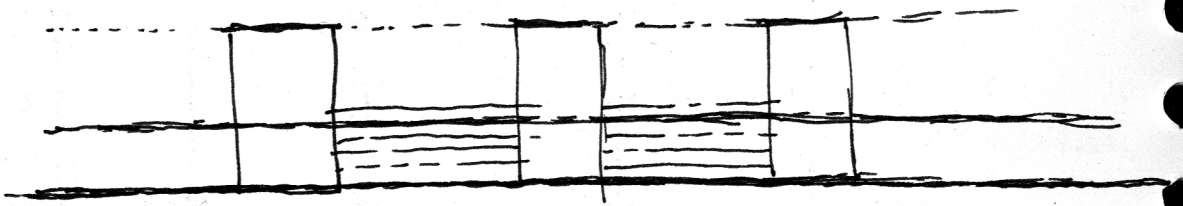


STRUCTURE

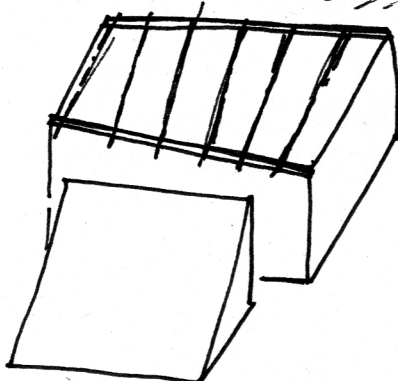
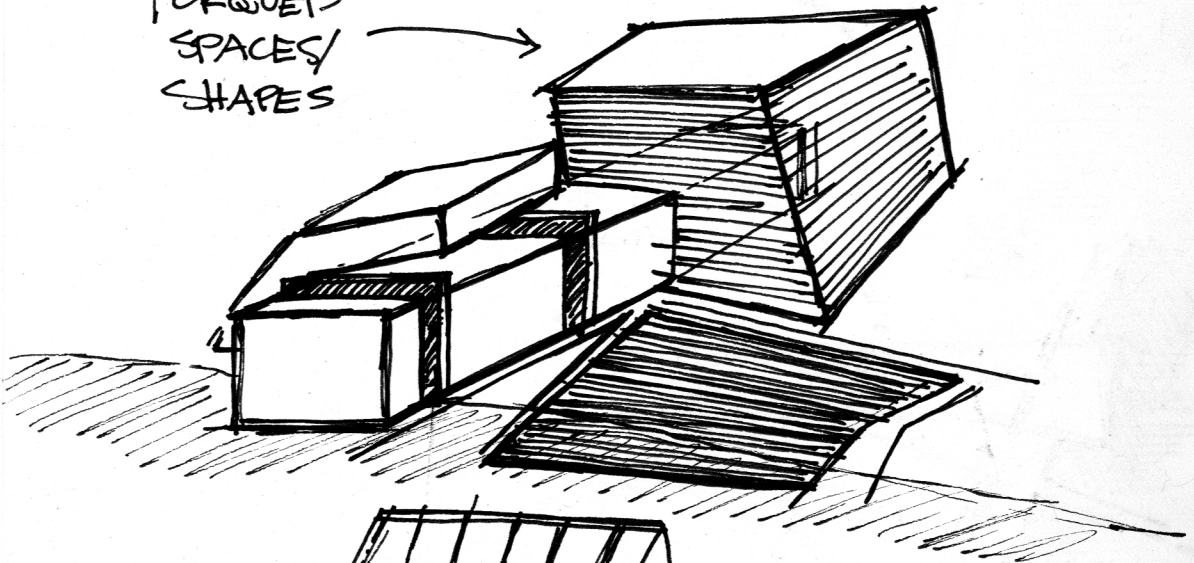


RYTHM TOWARDS WATER

IMPORTANCE OF OUTDOOR SPACES

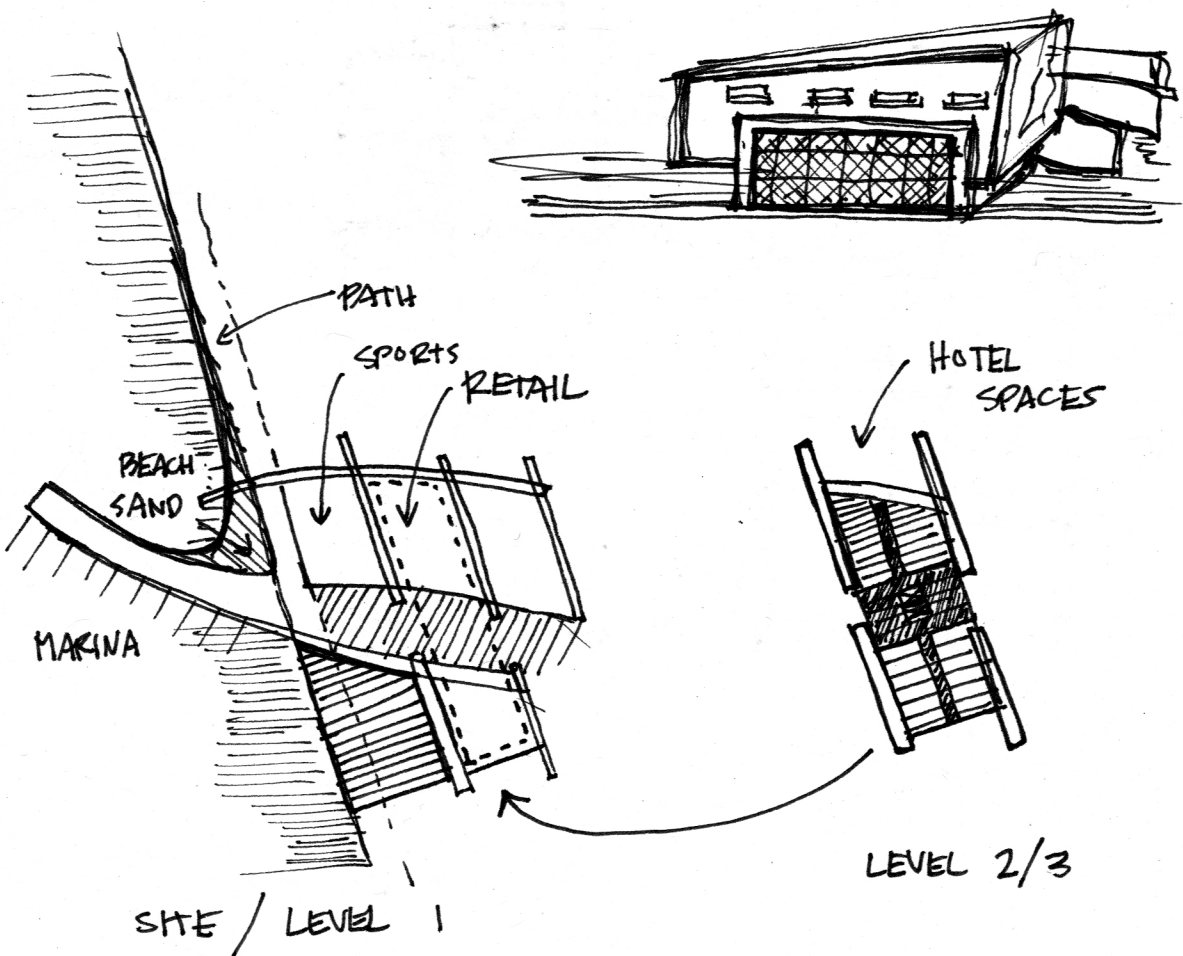


TORQUED
SPACES/
SHAPES



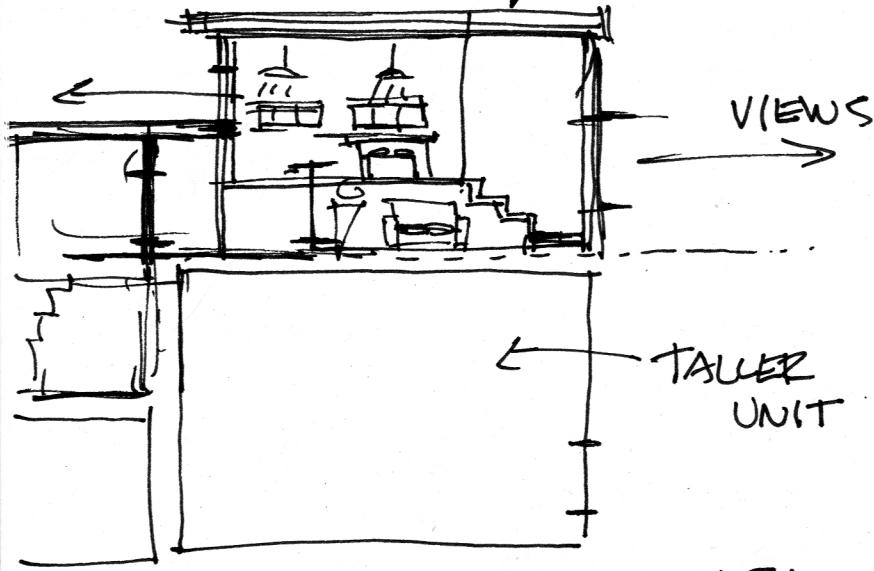
DYNAMIC SPACES / BUILDING

- REPRESENTS THE DIRECTION / FUTURE FOR THE CITY
- DON'T WANT THE TRADITIONAL DESIGN / SPACES
 - ↳ THEY SUGGEST MAINTAINING, NOT MOVING FORWARD.
 - TRADITIONAL
 - ECONOMICS
- FUTURE: NEEDS TO BE DYNAMIC / VIABLE



SPLIT/LEVEL

CONDO'S



BALCONY

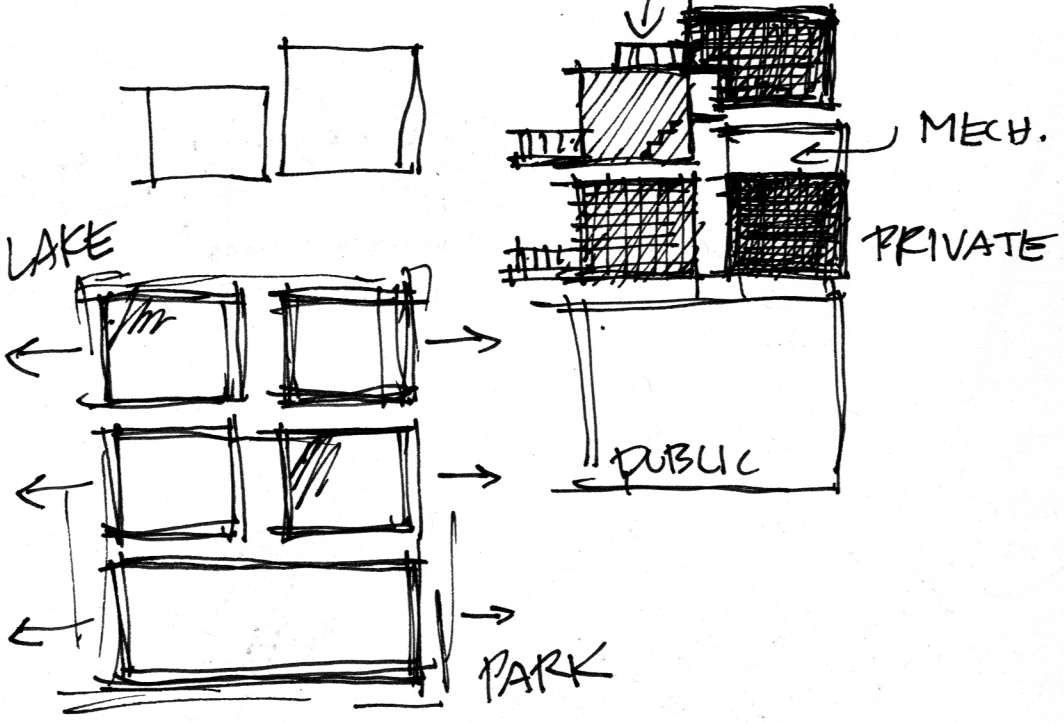
MECH.

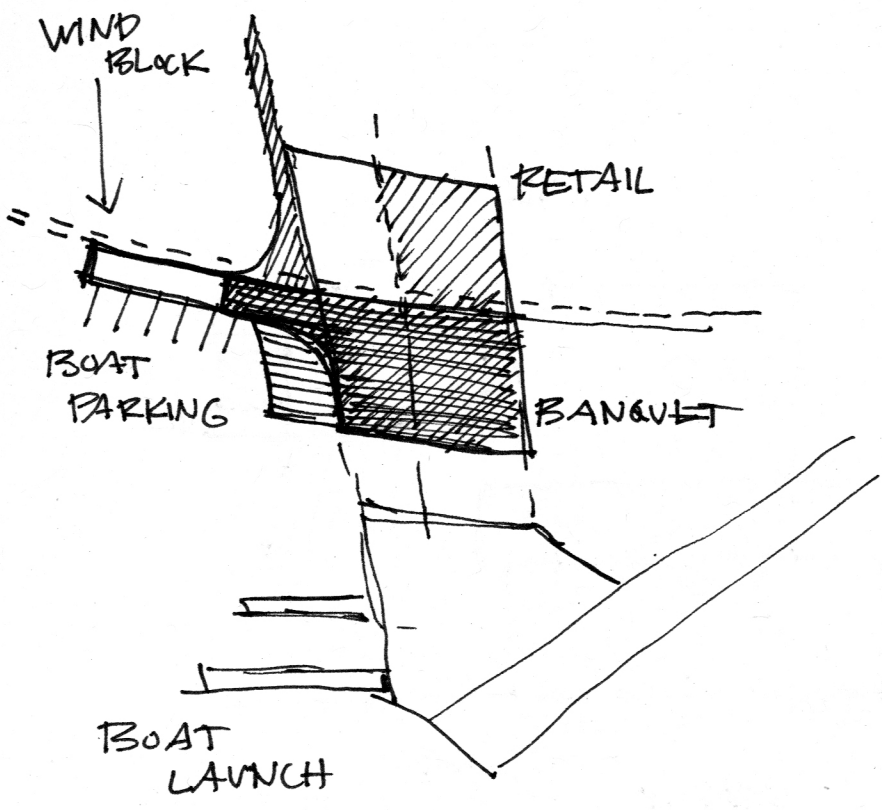
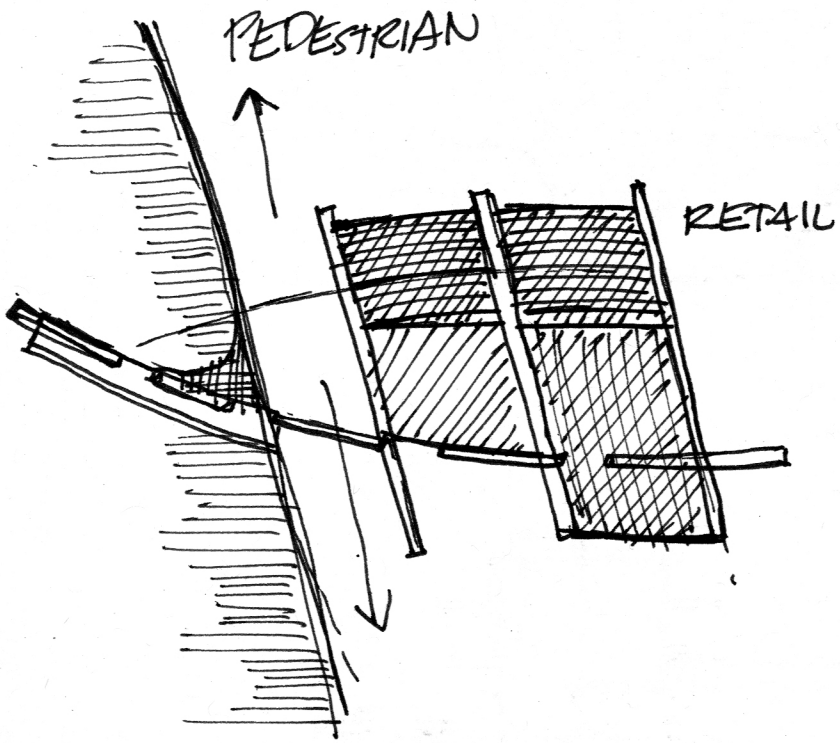
PRIVATE

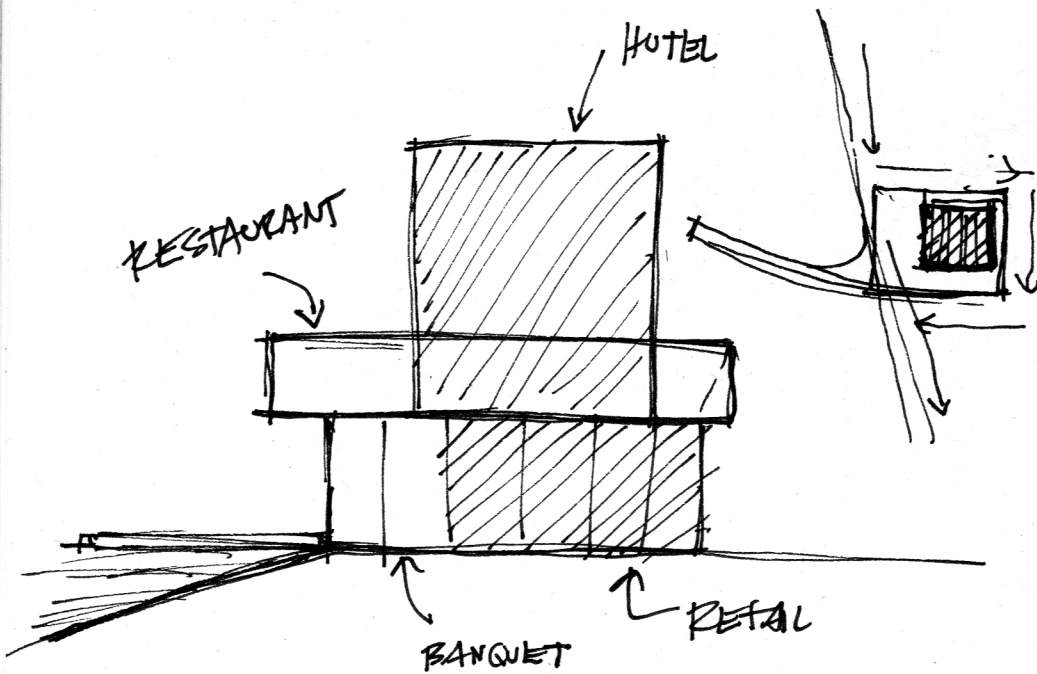
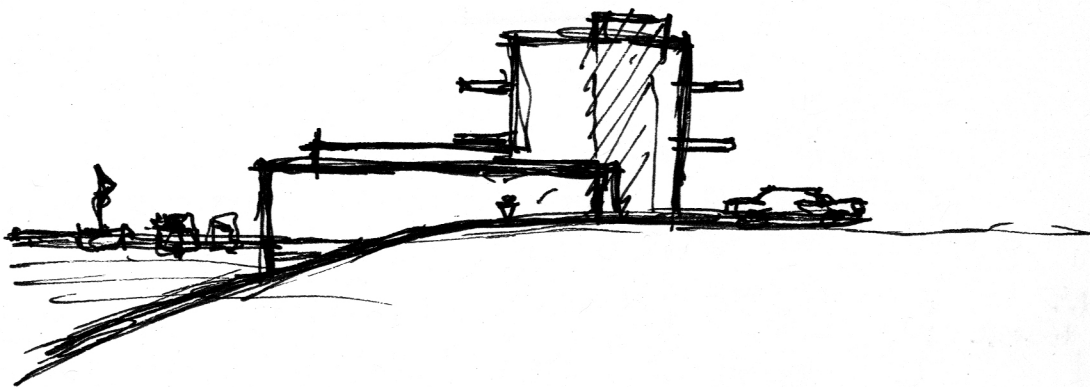
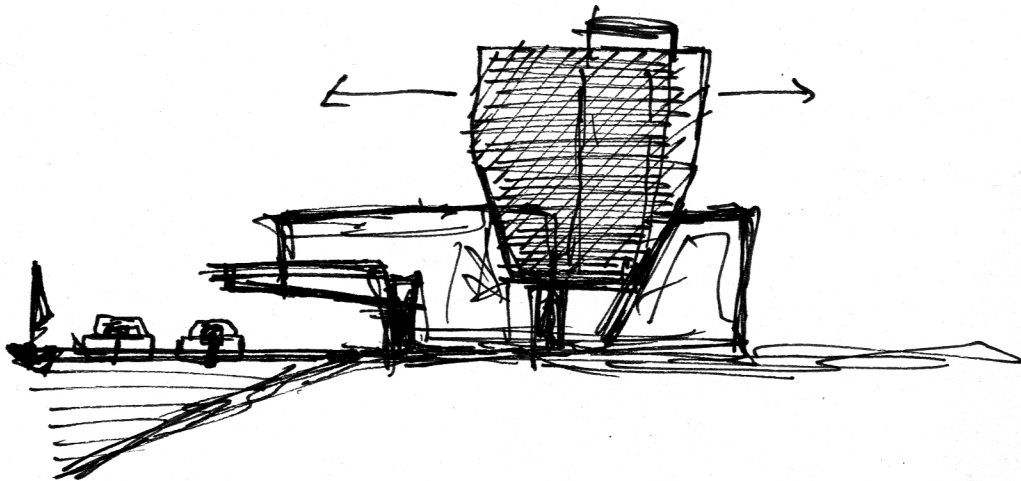
PUBLIC

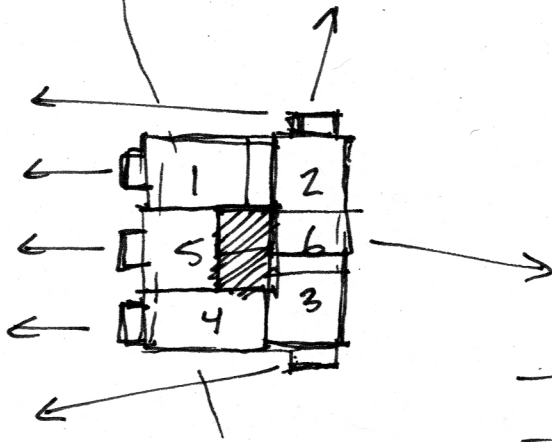
LAKE

PARK









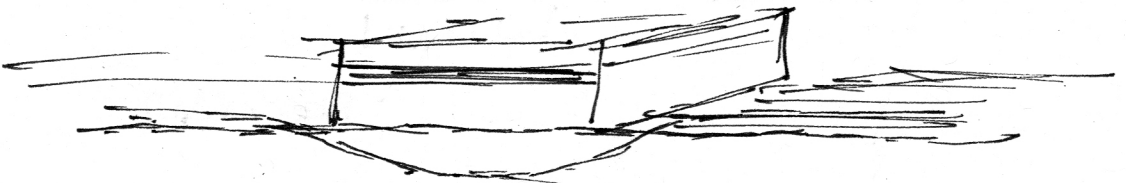
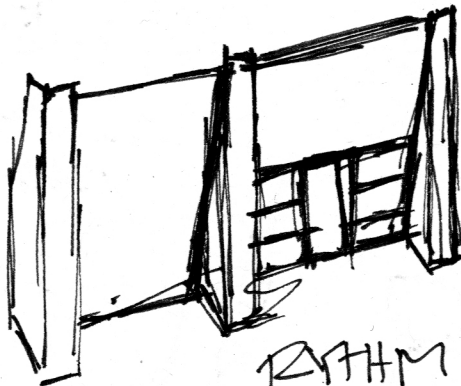
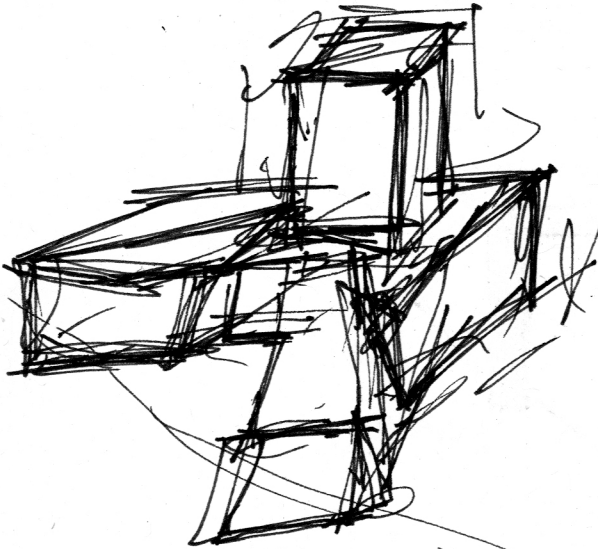
LESS
TRADITIONAL

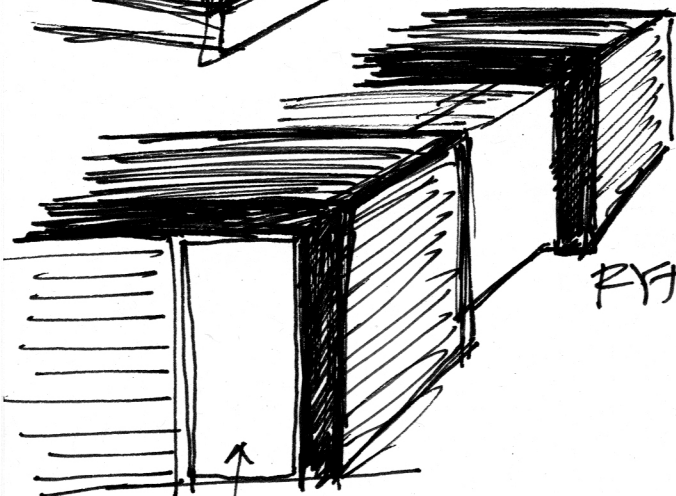
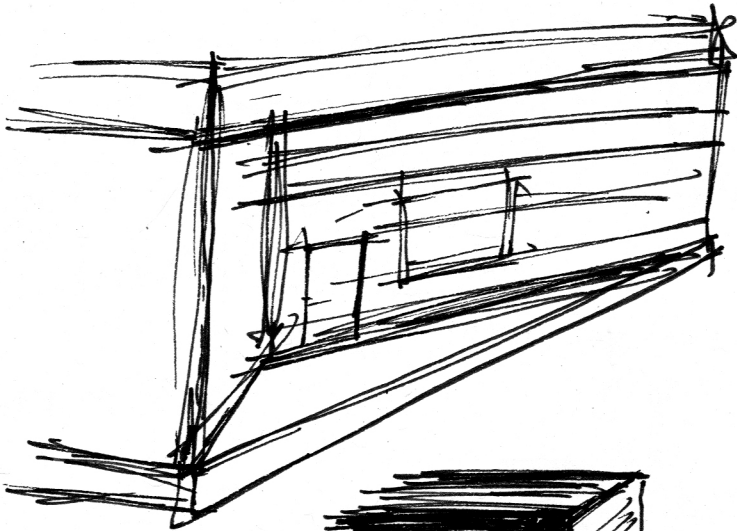
- 3-4 LEVELS

- VISIBILITY FROM
LAKE /

LANDMARK

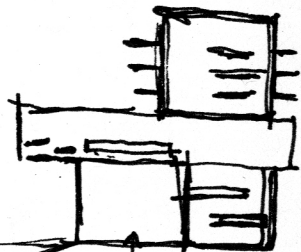
52
09





RHYTHM

GLASS/RETAIL

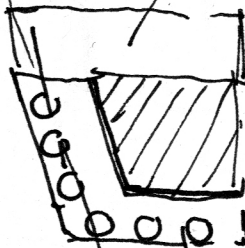


BAR

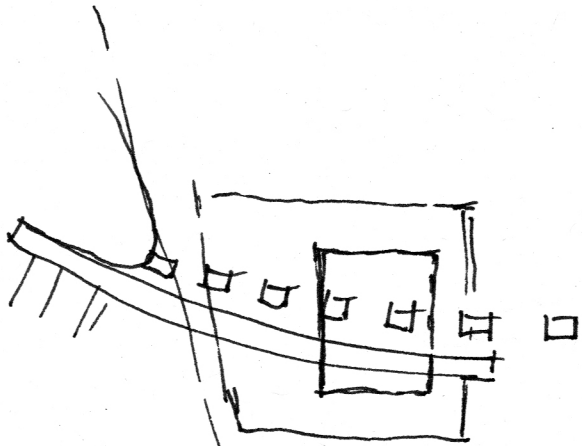
GLASS



BANQUET



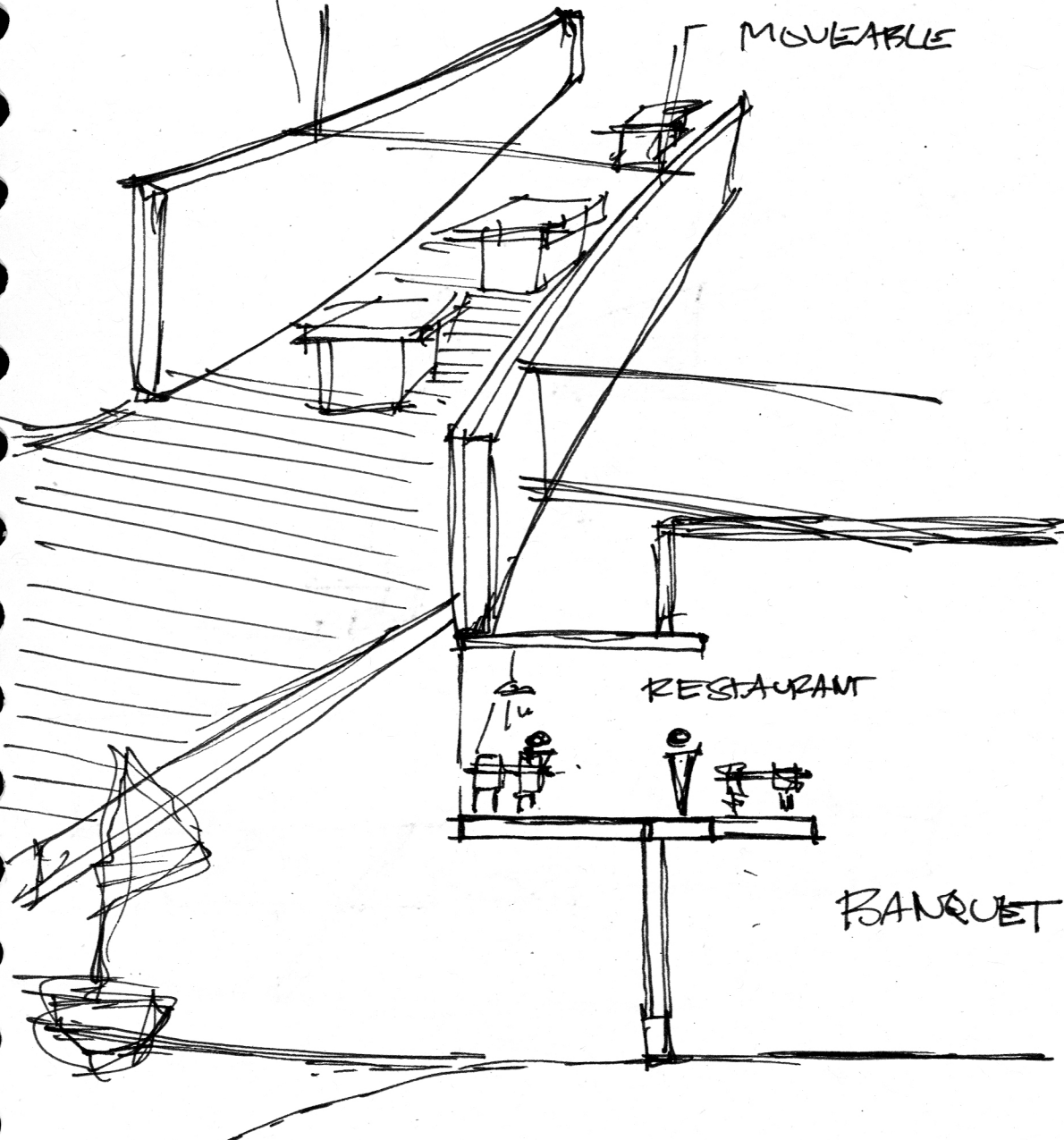
RESTAURANT



VENDING

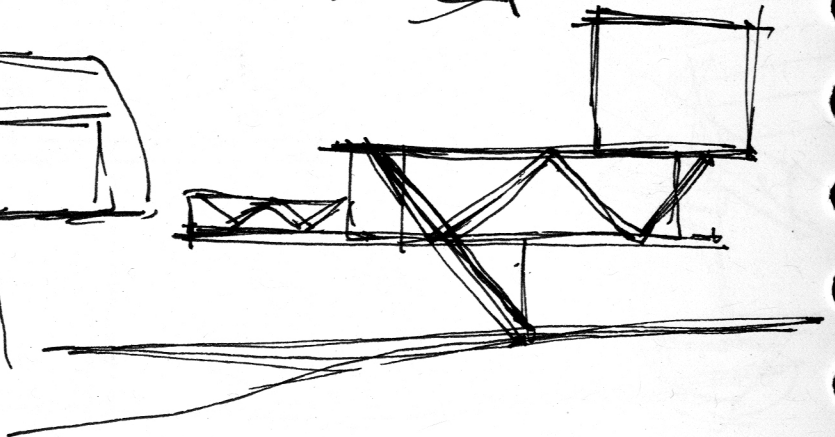
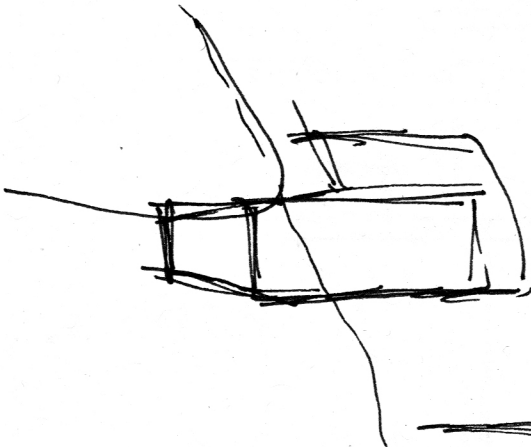
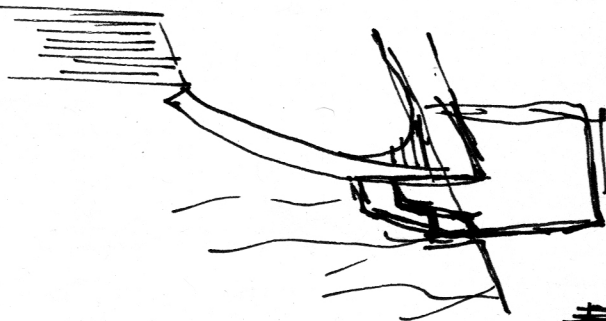
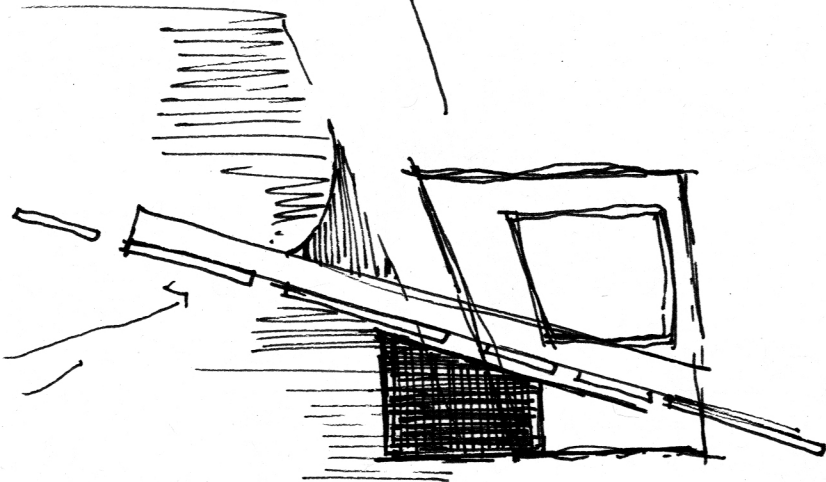
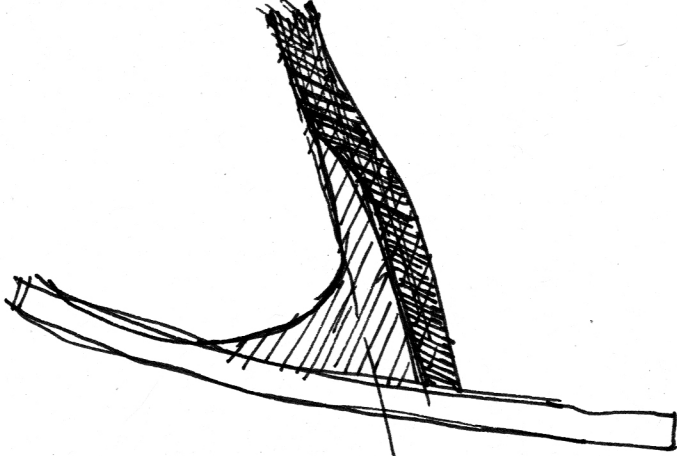
"LITTLE RENTAL
SHOPS"

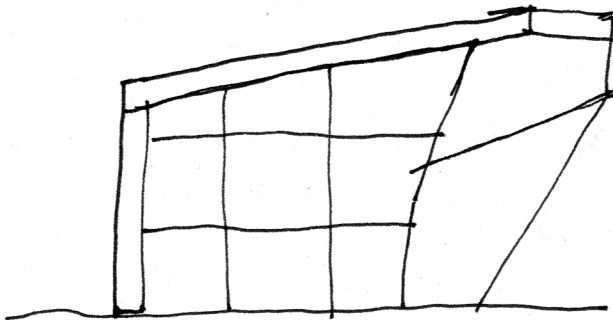
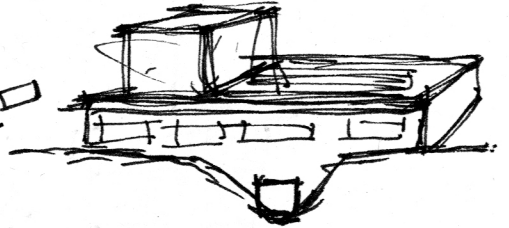
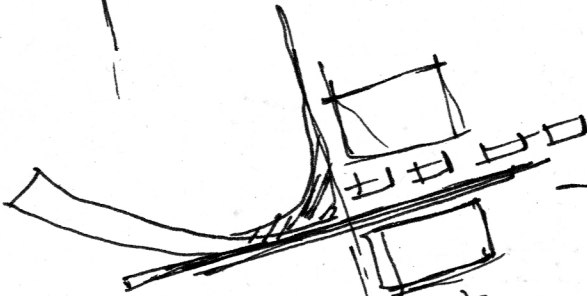
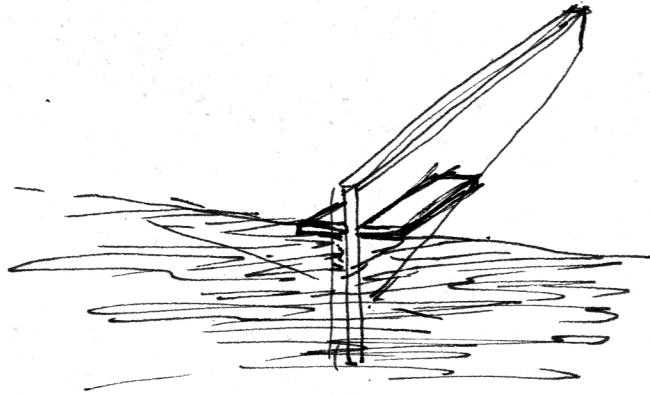
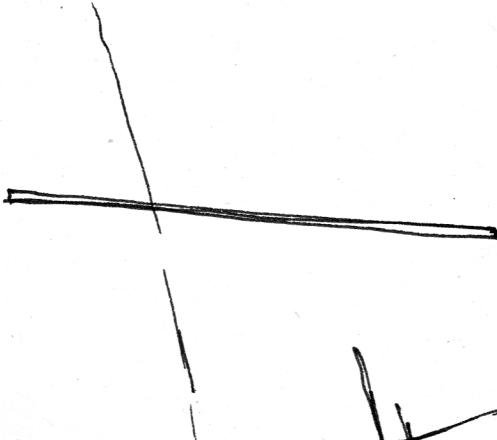
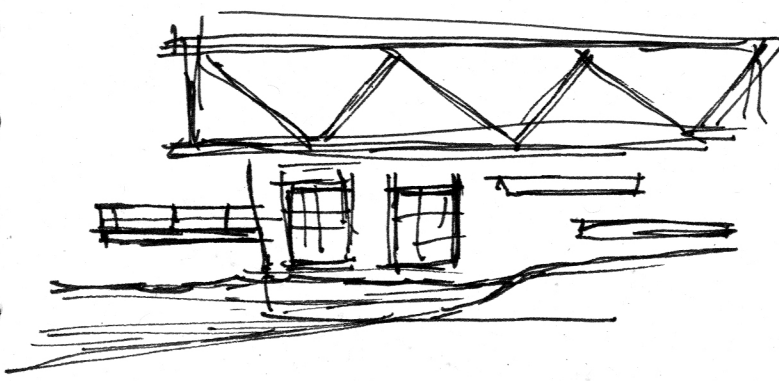
- TEMPORARY
MOVABLE

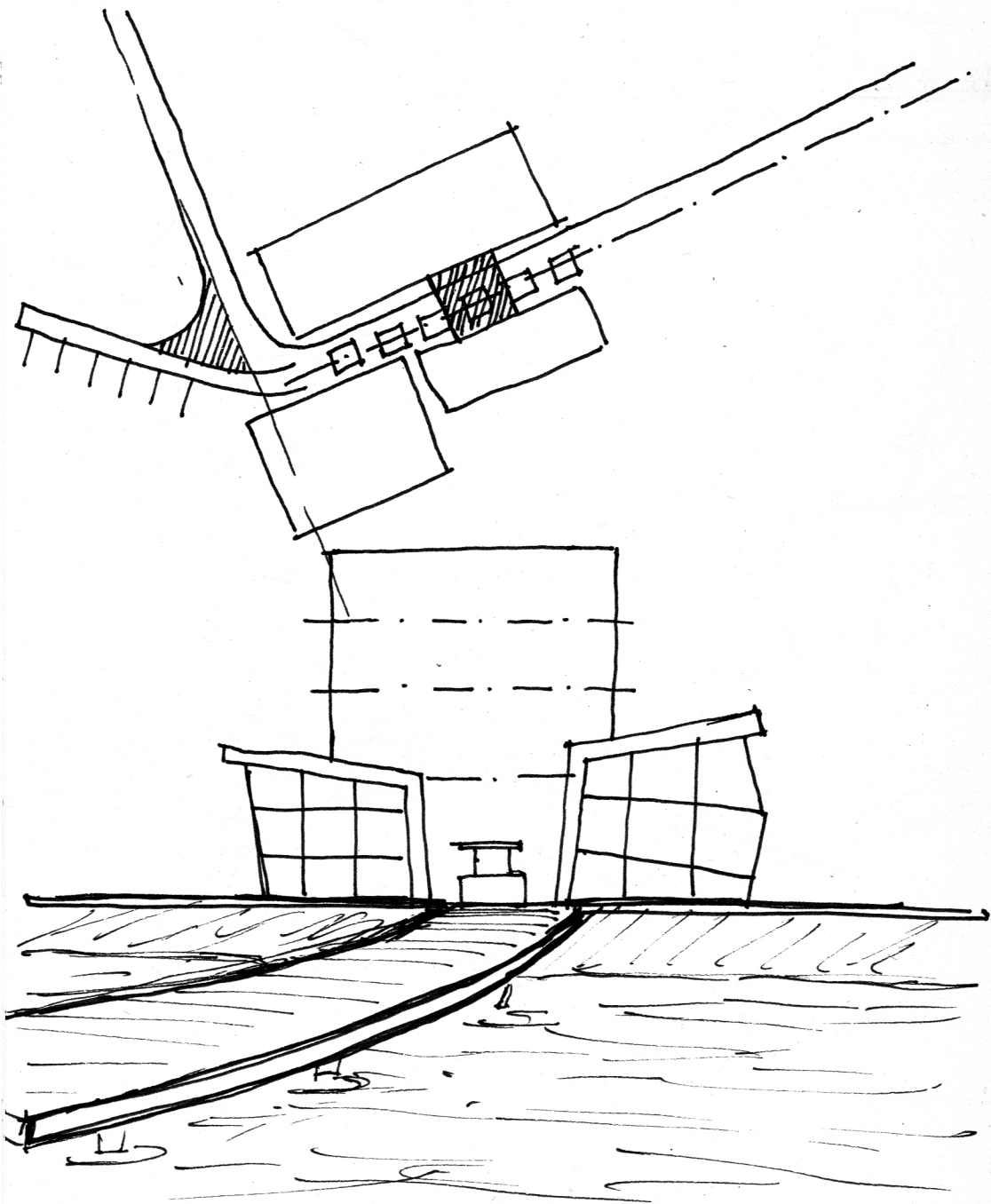


RESTAURANT

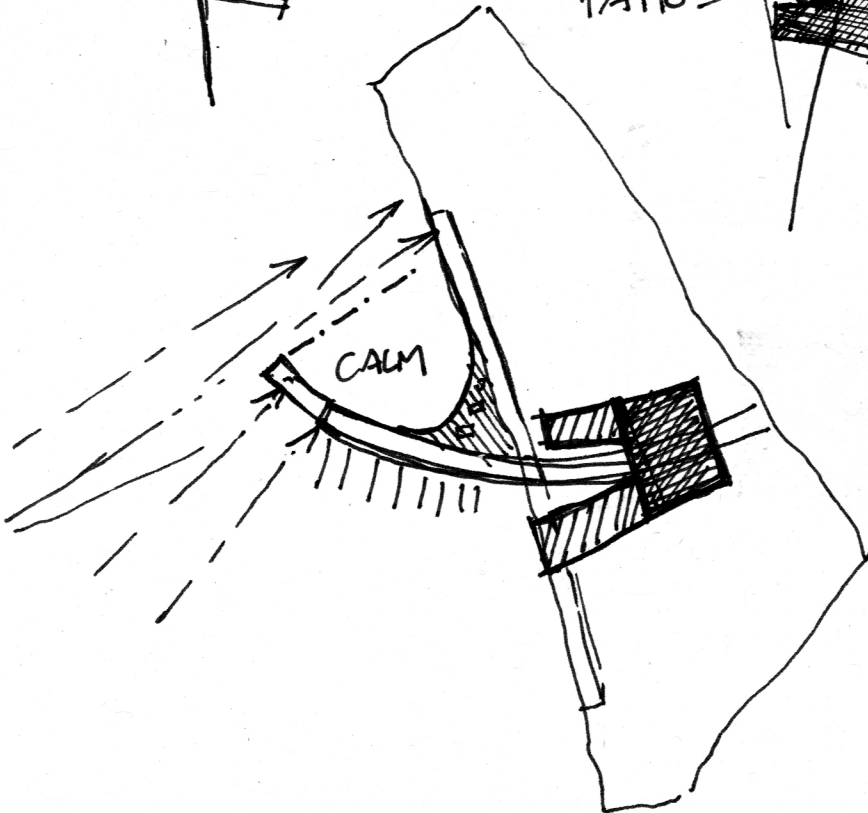
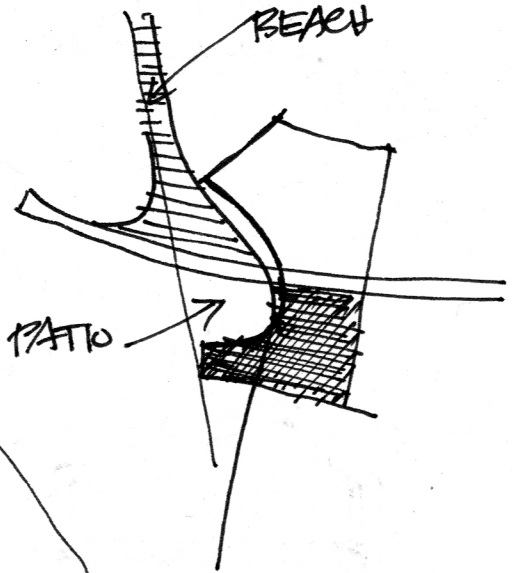
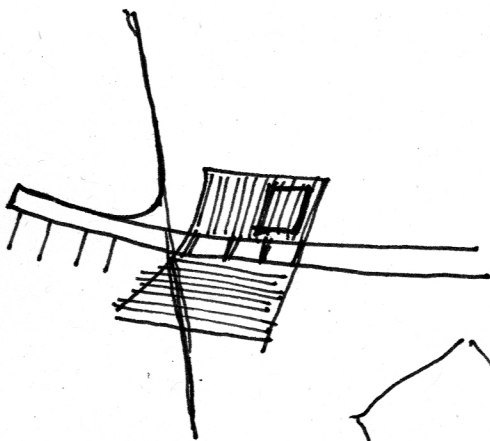
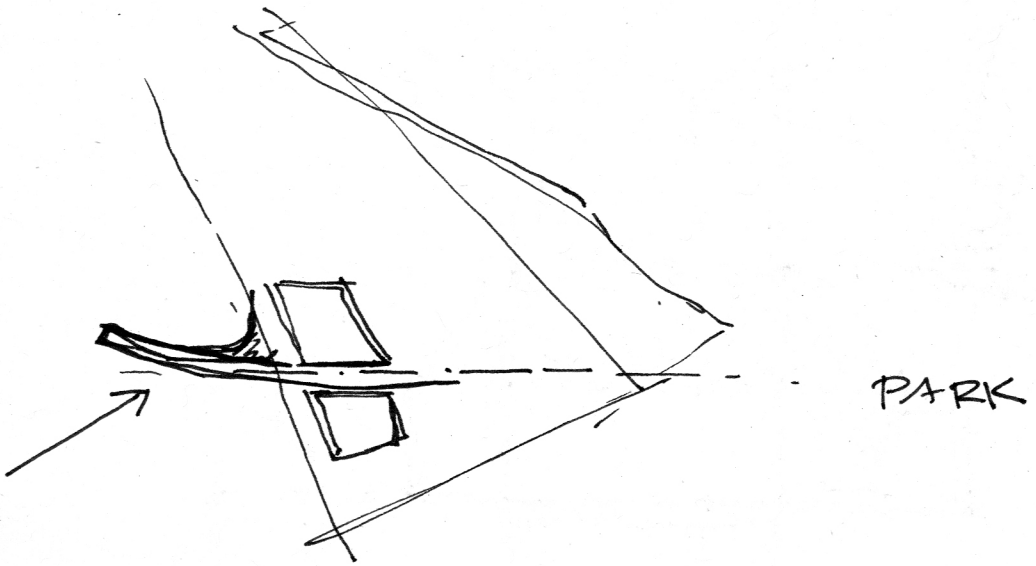
BANQUET

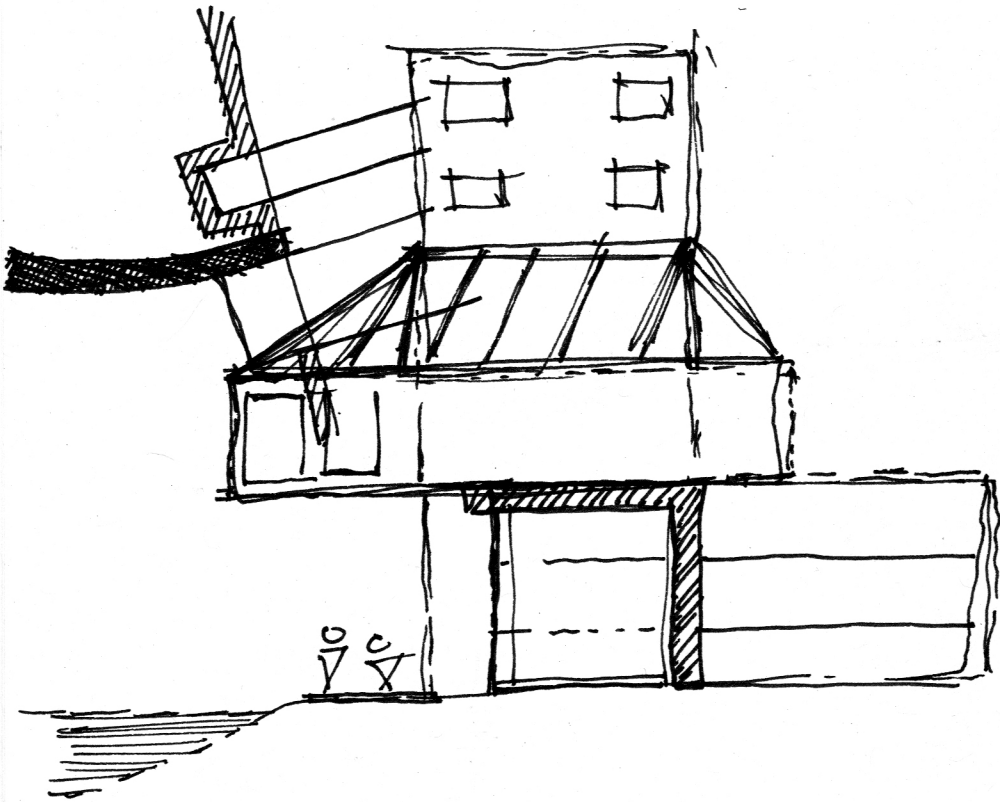




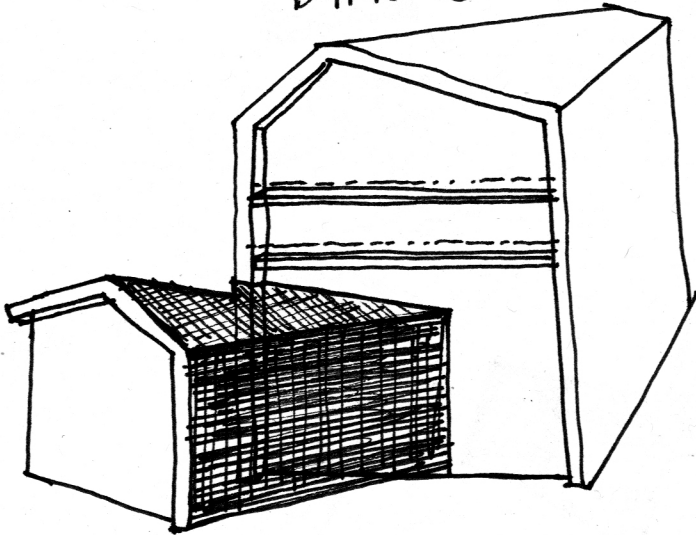


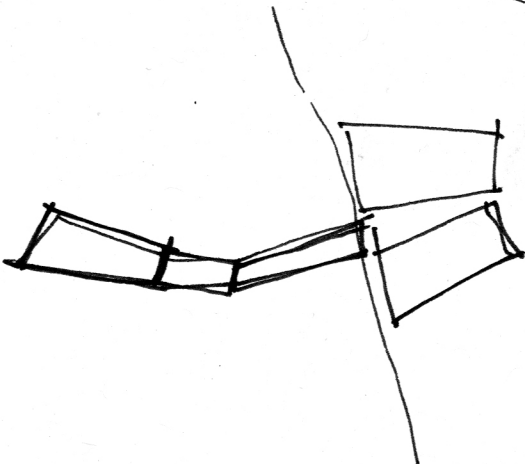
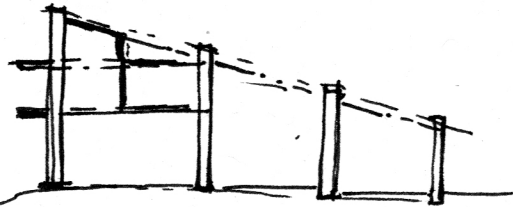
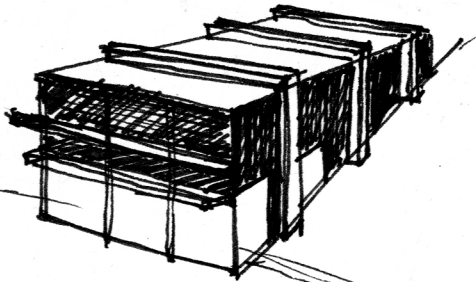
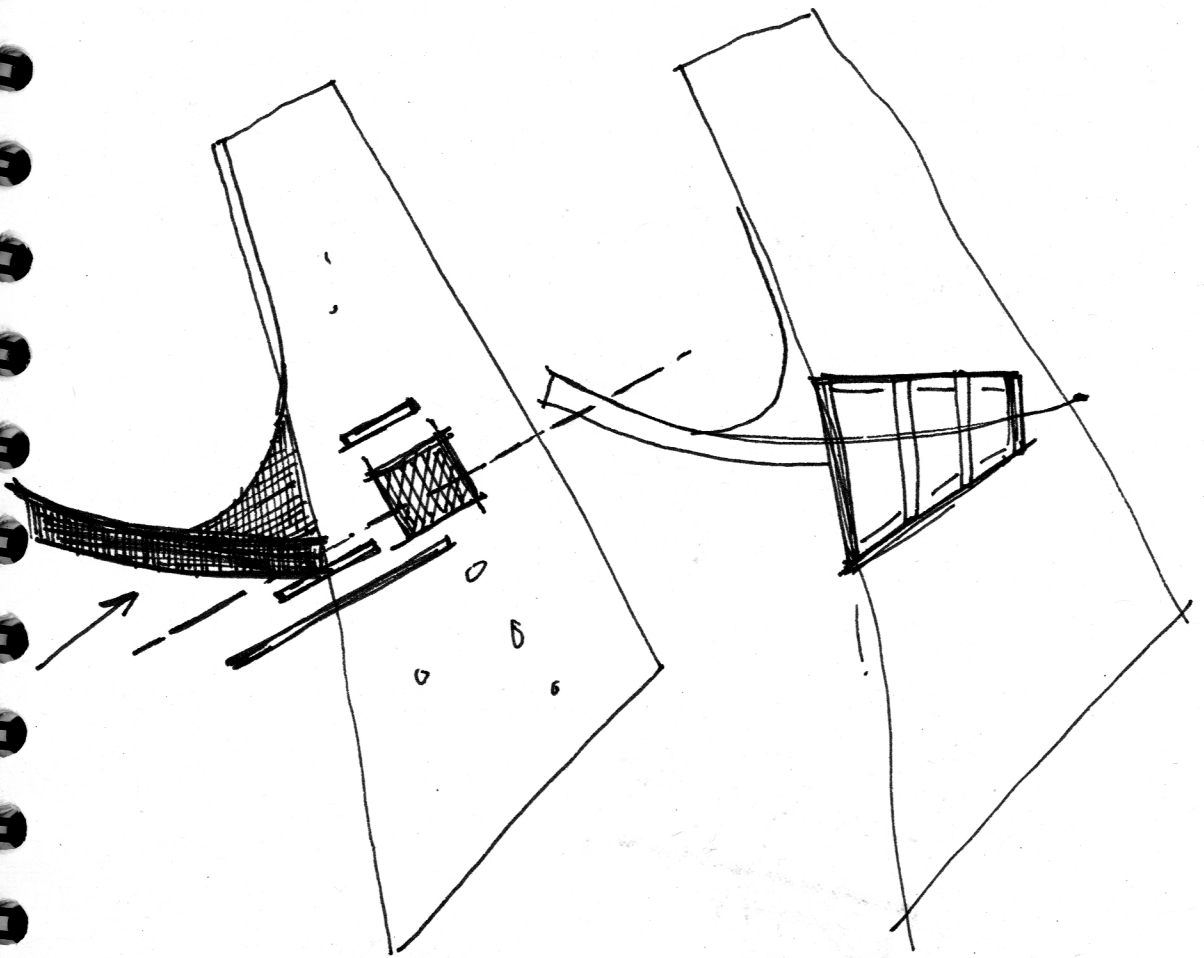
PATH IN
WATER

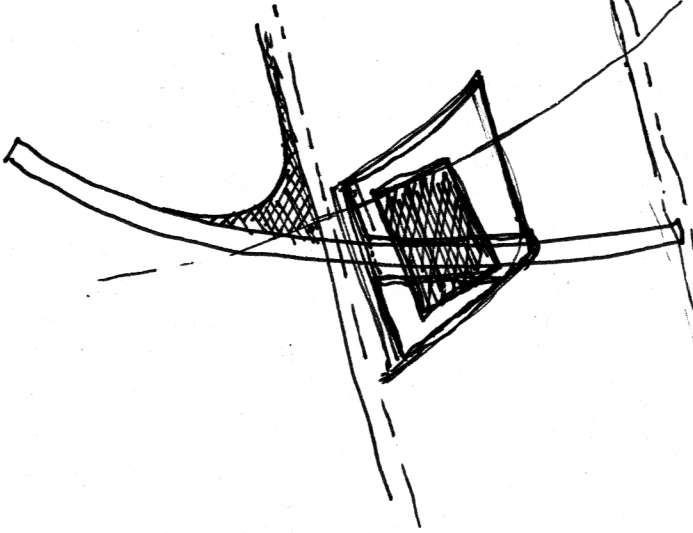
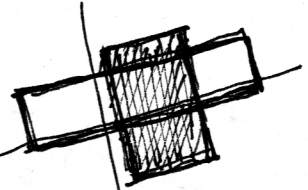
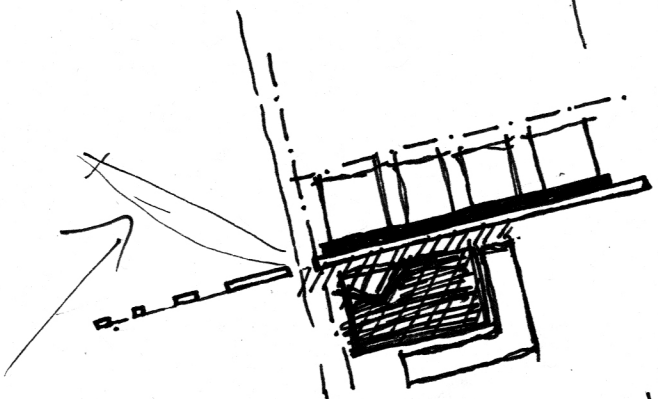
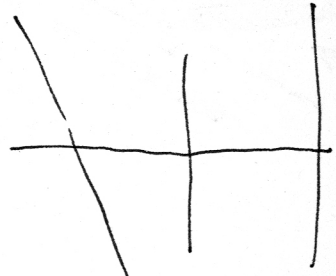
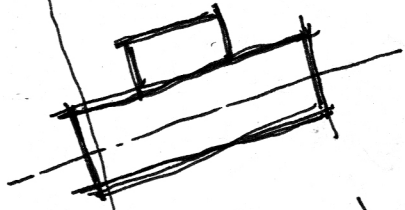
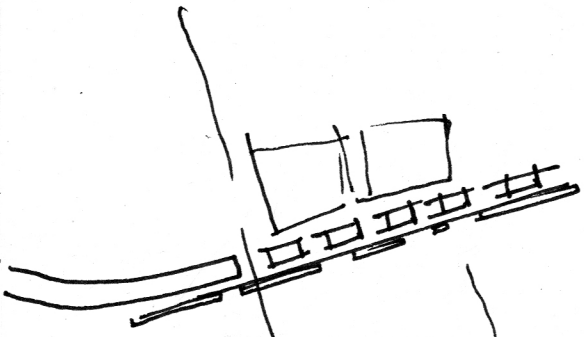
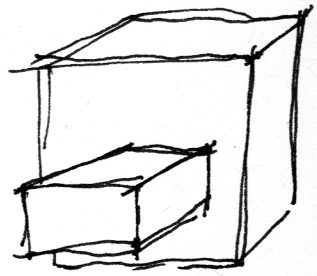




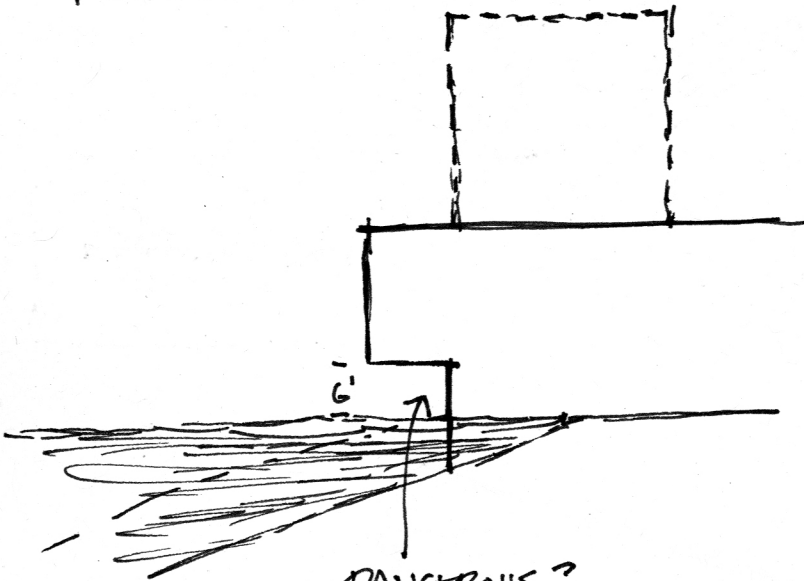
DYNAMIC STRUCTURE



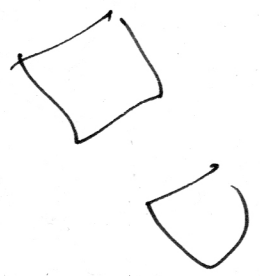
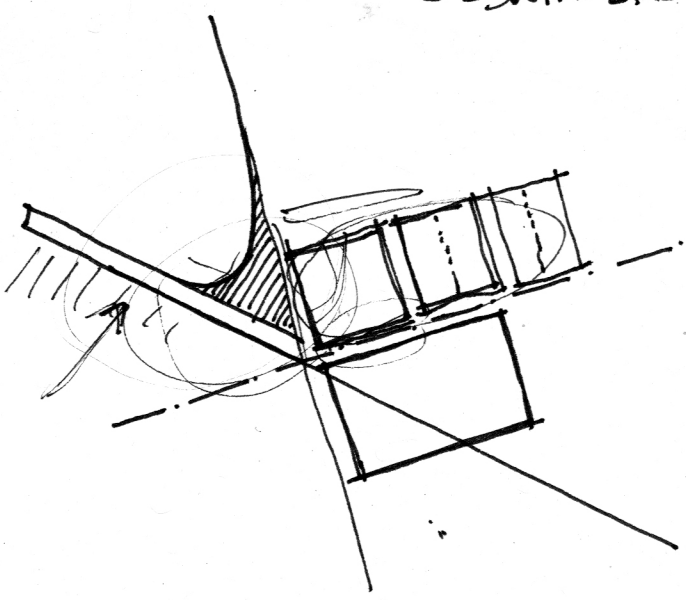


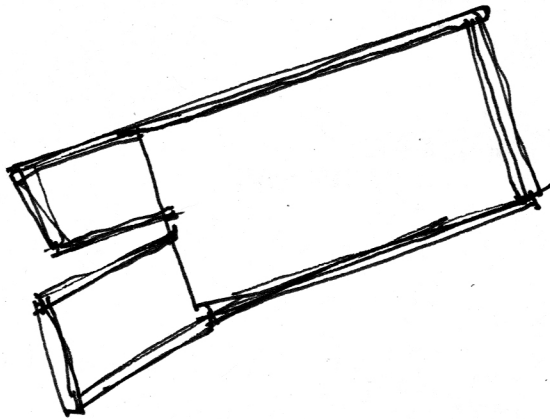
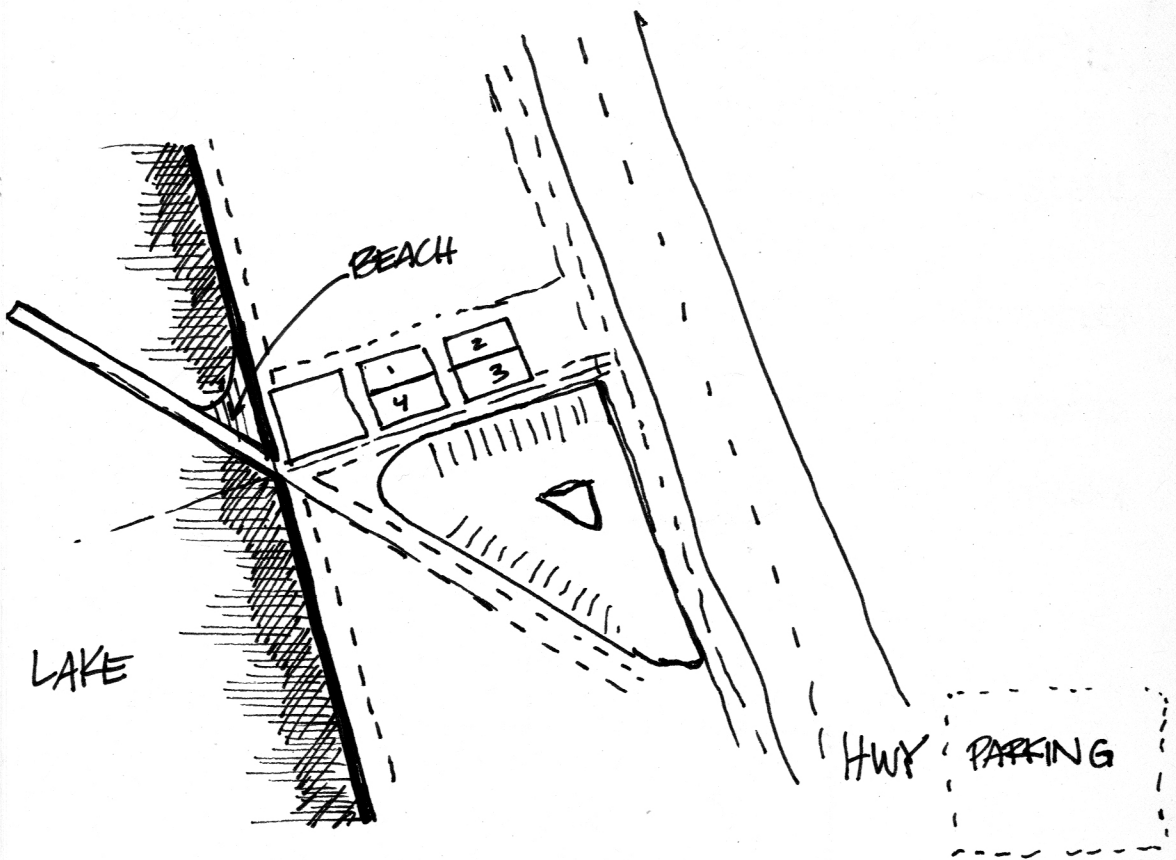


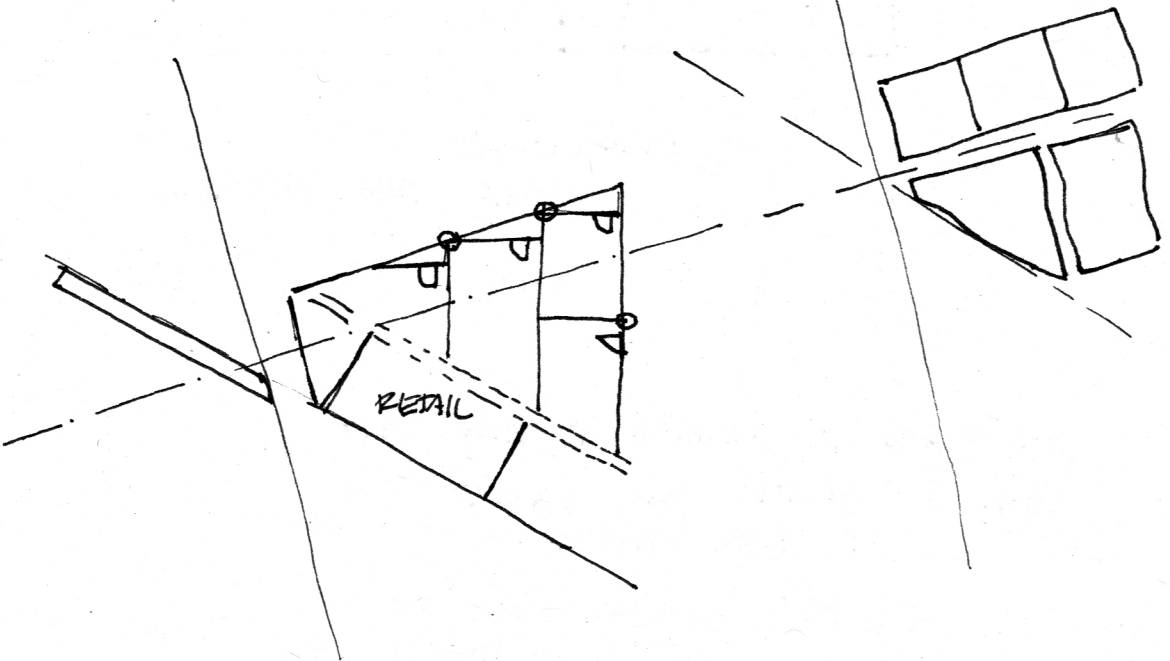
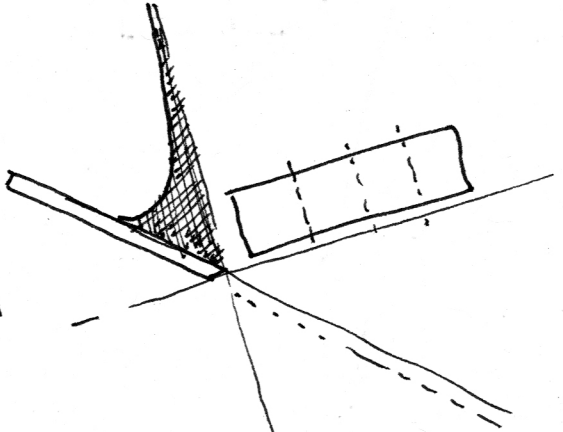
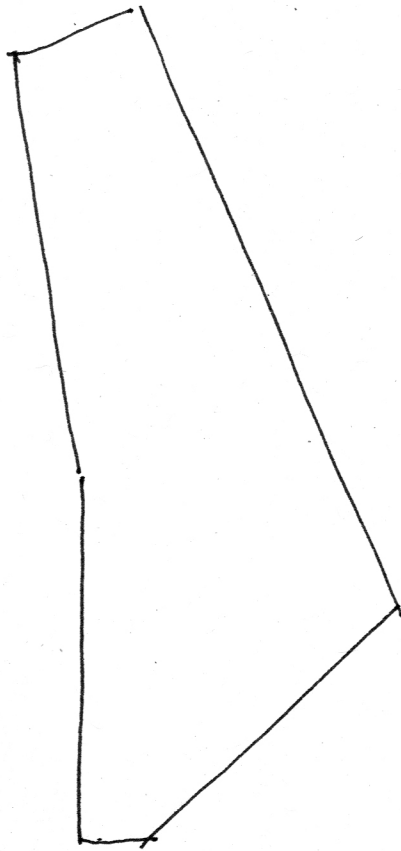
- HOTEL - UPPER LEVELS
- VIEWS
- BANQUET - LEVEL 1
- VIEWS
- RESTAURANT - FLEXIBLE
- SPORTS - LEVEL 1
- RETAIL - LEVEL 1

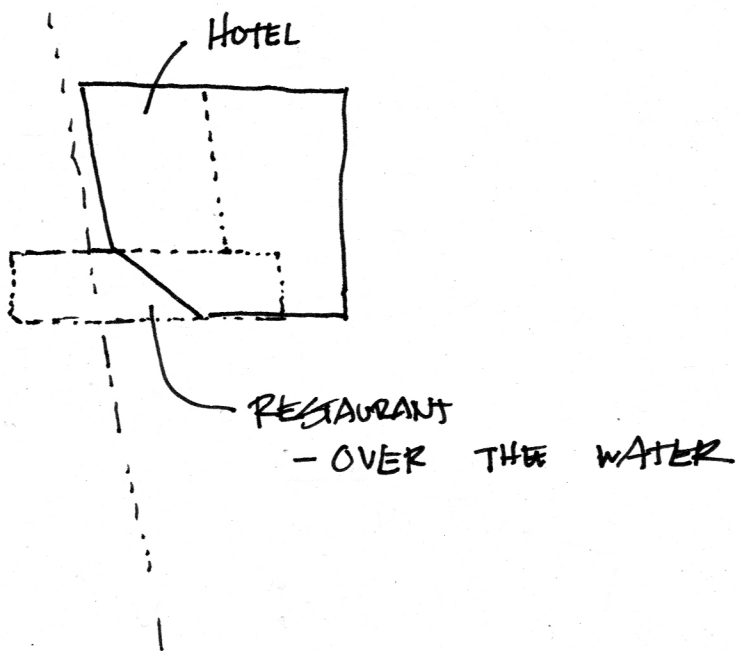
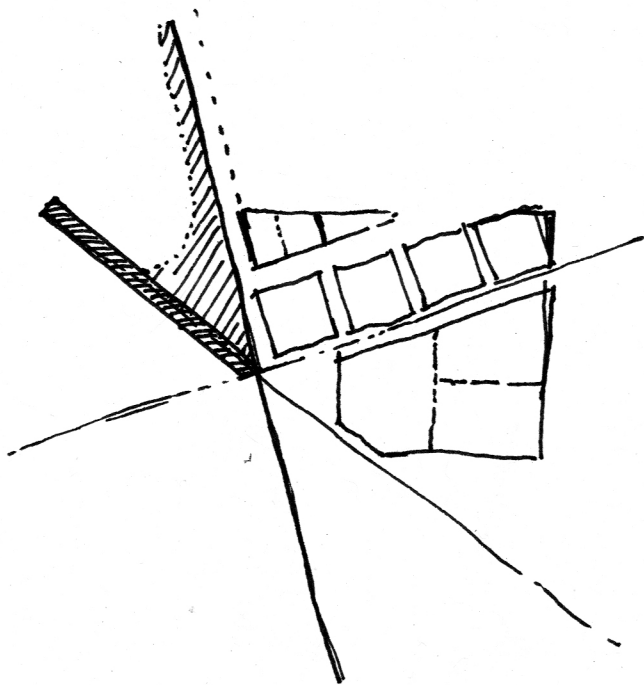


DANGEROUS?
- SWIMMERS

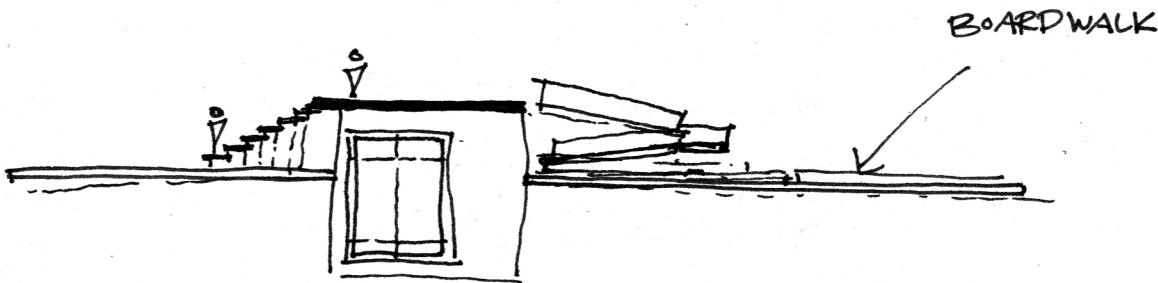






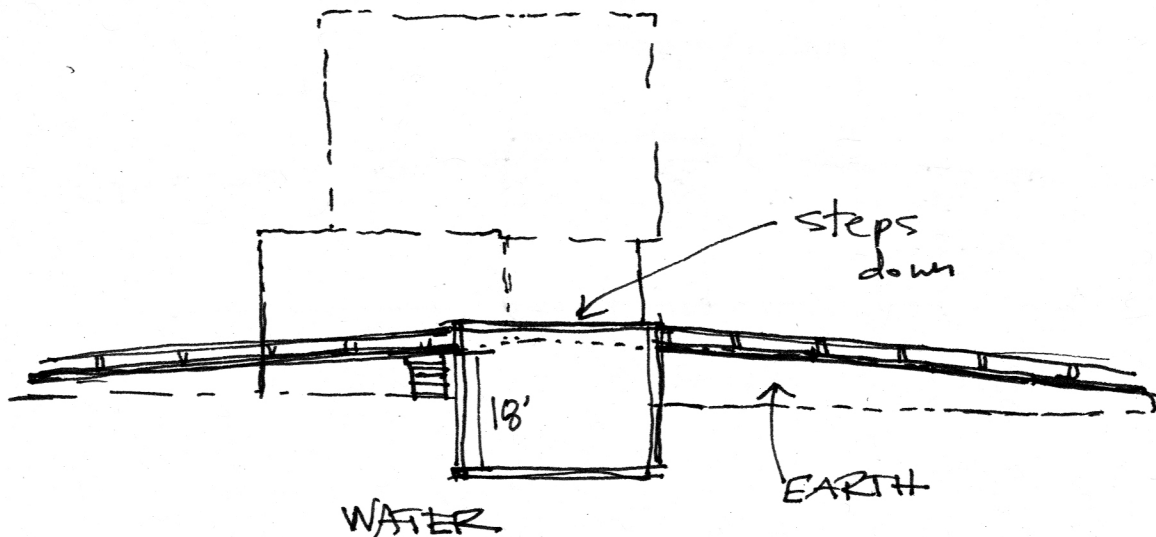
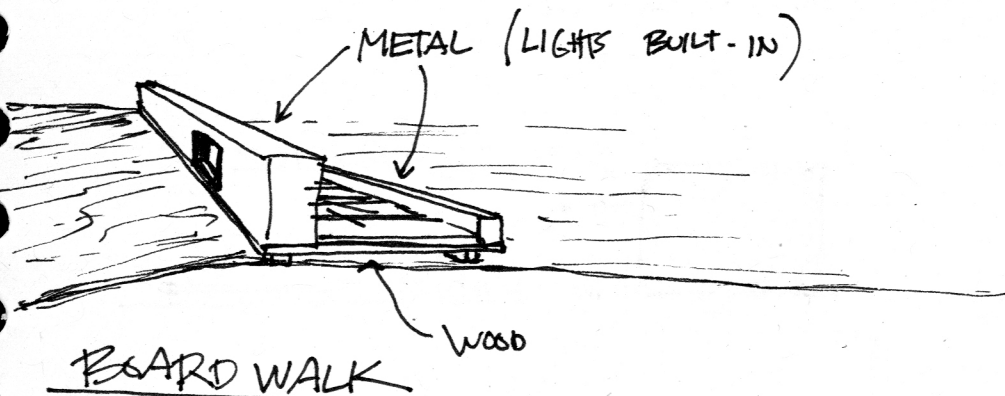
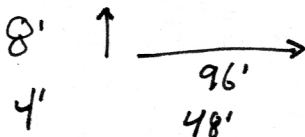


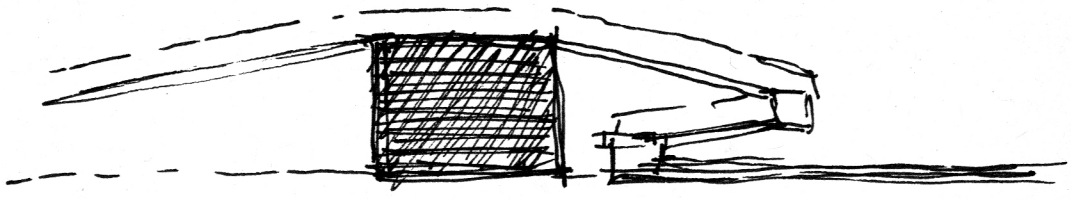
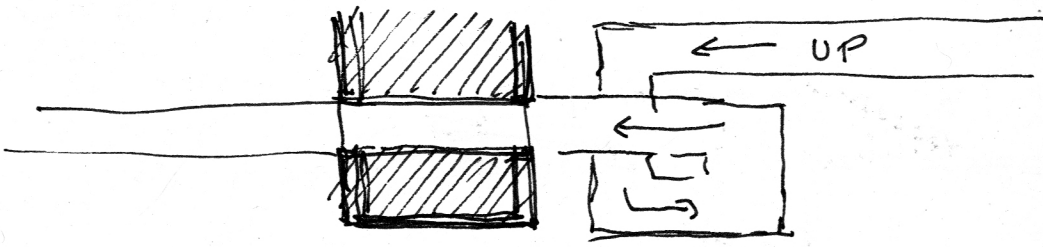
LOOK @ ALLEN FOR DISTANCE TO FIRE STAIRS
 LOOK @ SECTION OF BUILDING
 BY PIER / BANQUET
 - 12-15' between levels of
 hotel



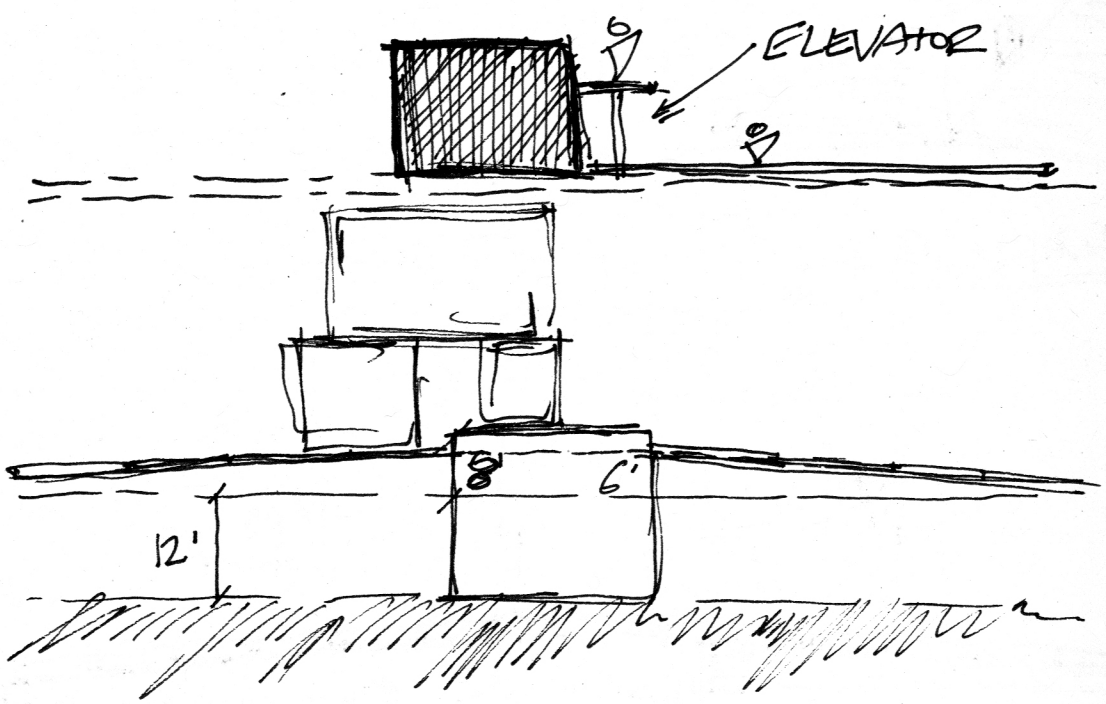
RAMP 1:12 \rightarrow 30" - 30"

or 1:16





- MAKE MORE INTEGRATED
W/ SITE (EARTH)



HOW TO TOUCH THE EDGE?

RESIDENTIAL

EXISTING BEACH HOUSE

CONTROLLED INTERSECTION

COUNTY MUSEUM

PARKING

LAKE MINNEWASKA

SITE

440'

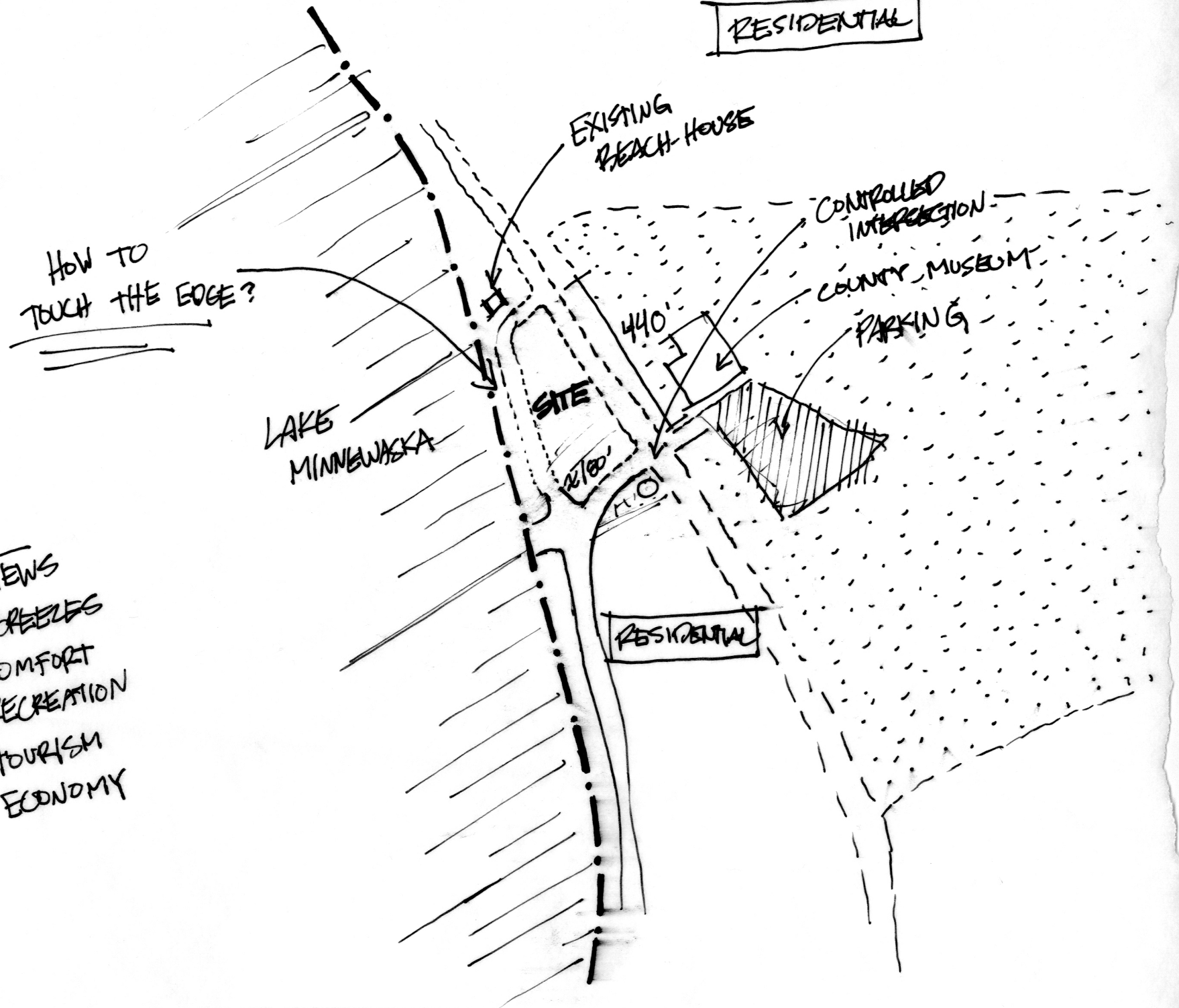
210'

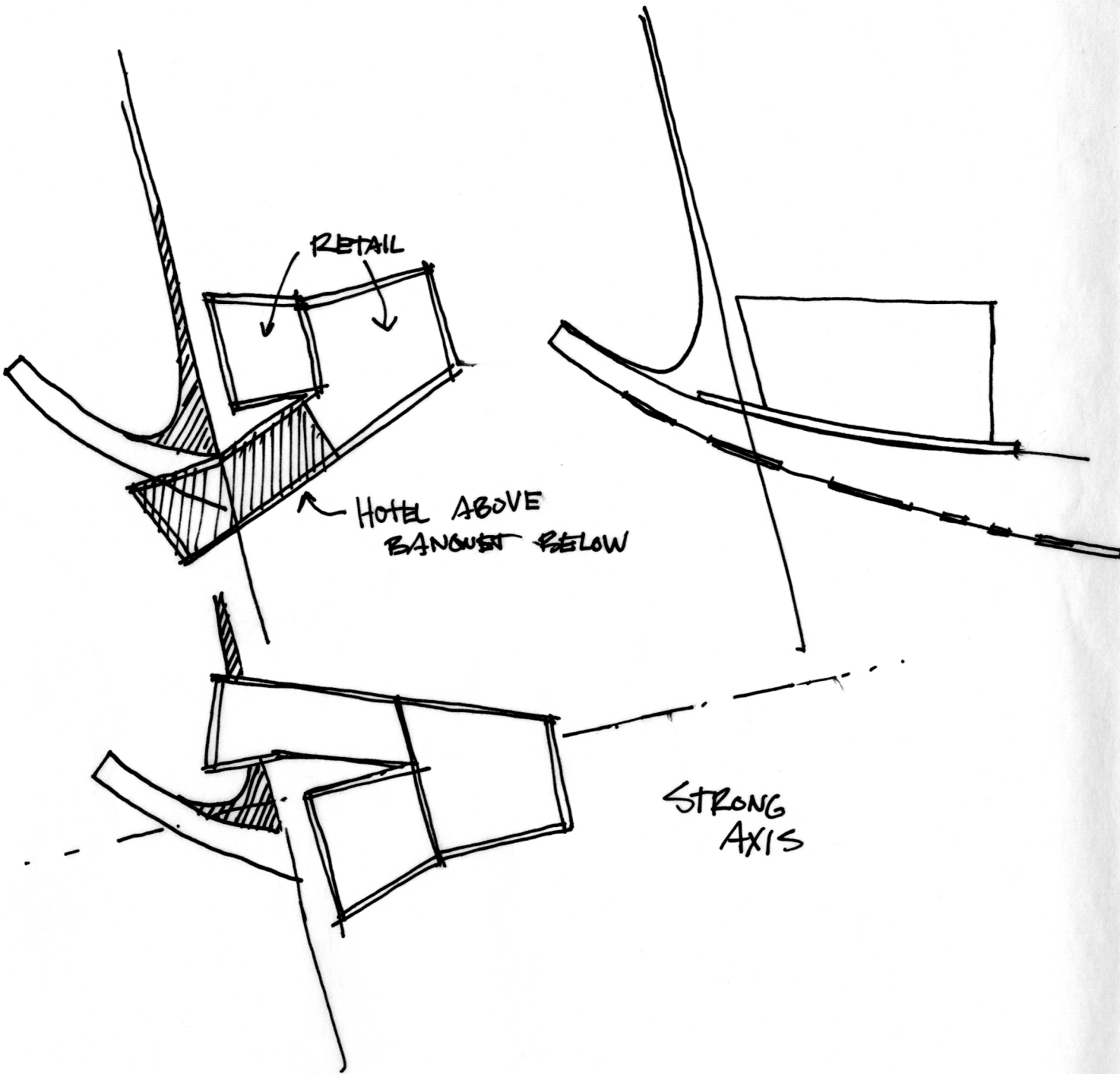
110'

RESIDENTIAL

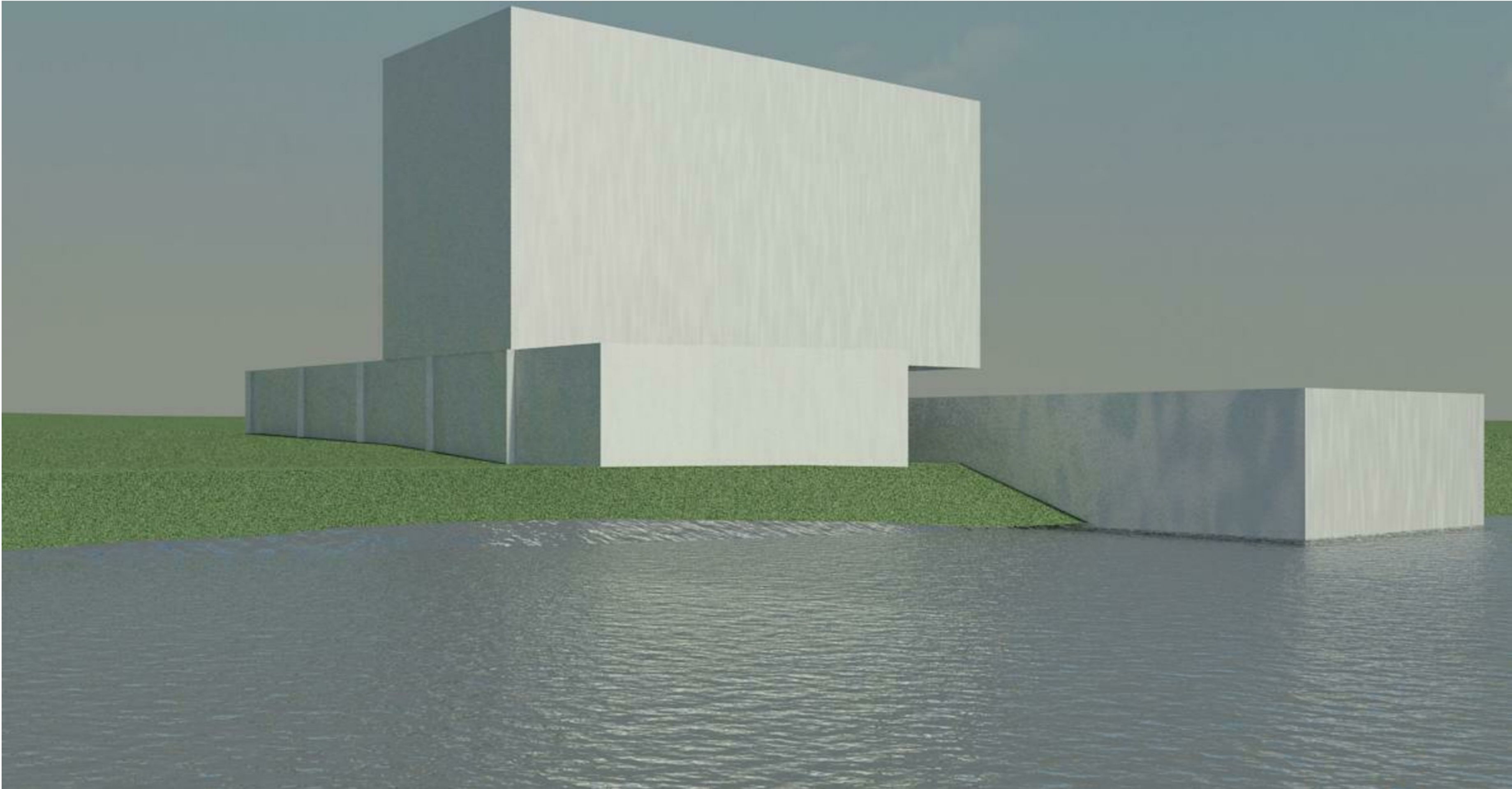
LAKE

- VIEWS
- BREEZES
- COMFORT
- RECREATION
- TOURISM
- ECONOMY

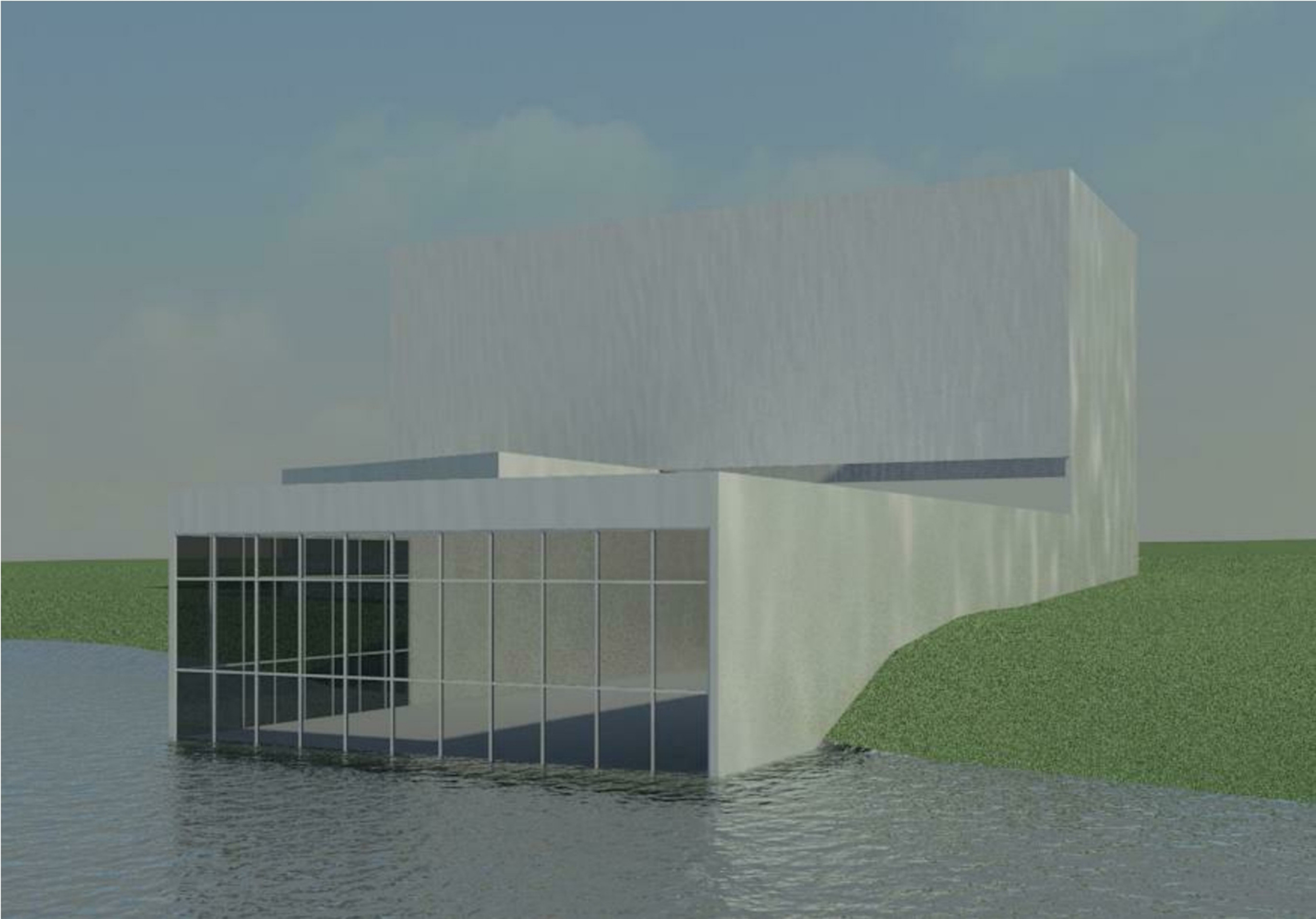






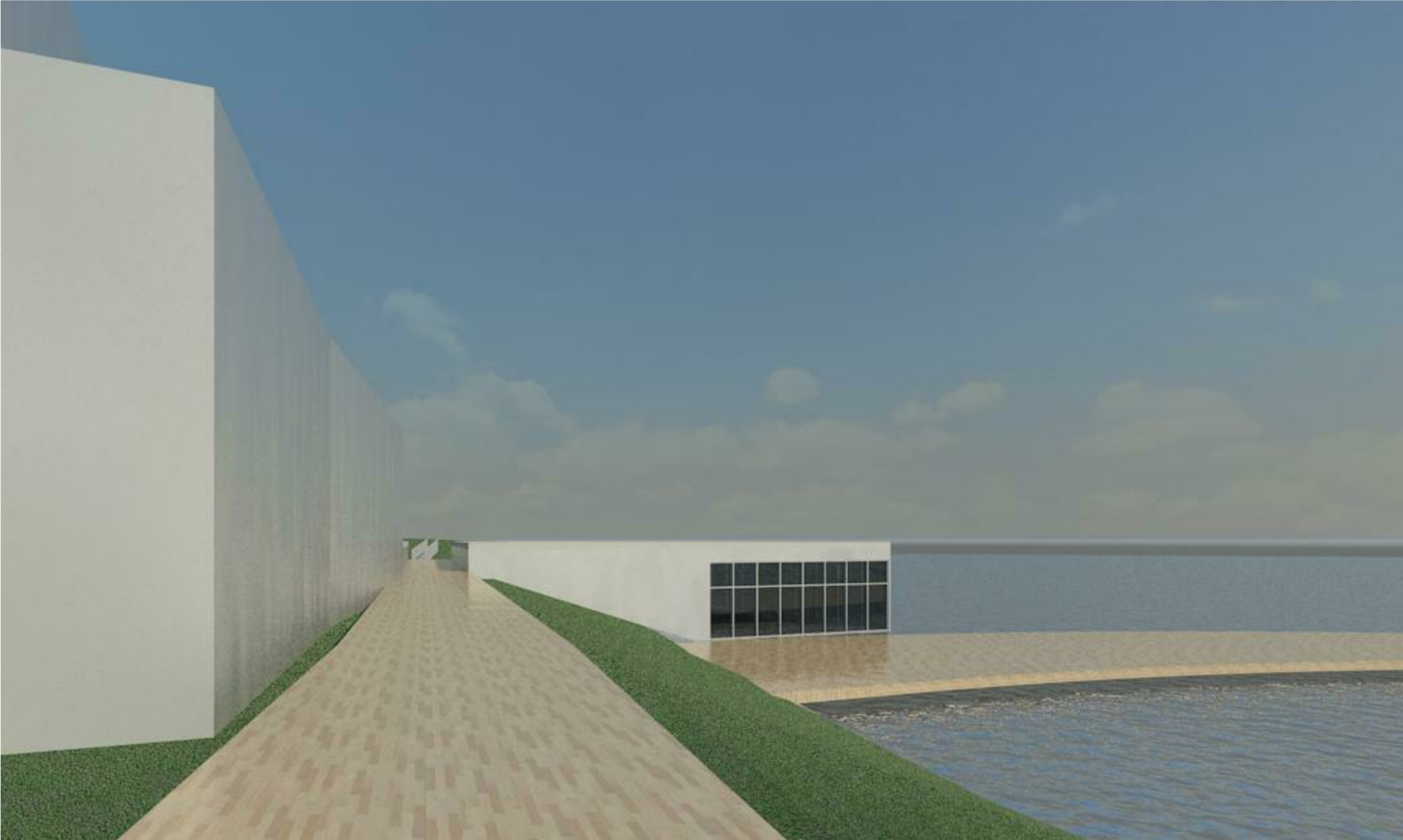












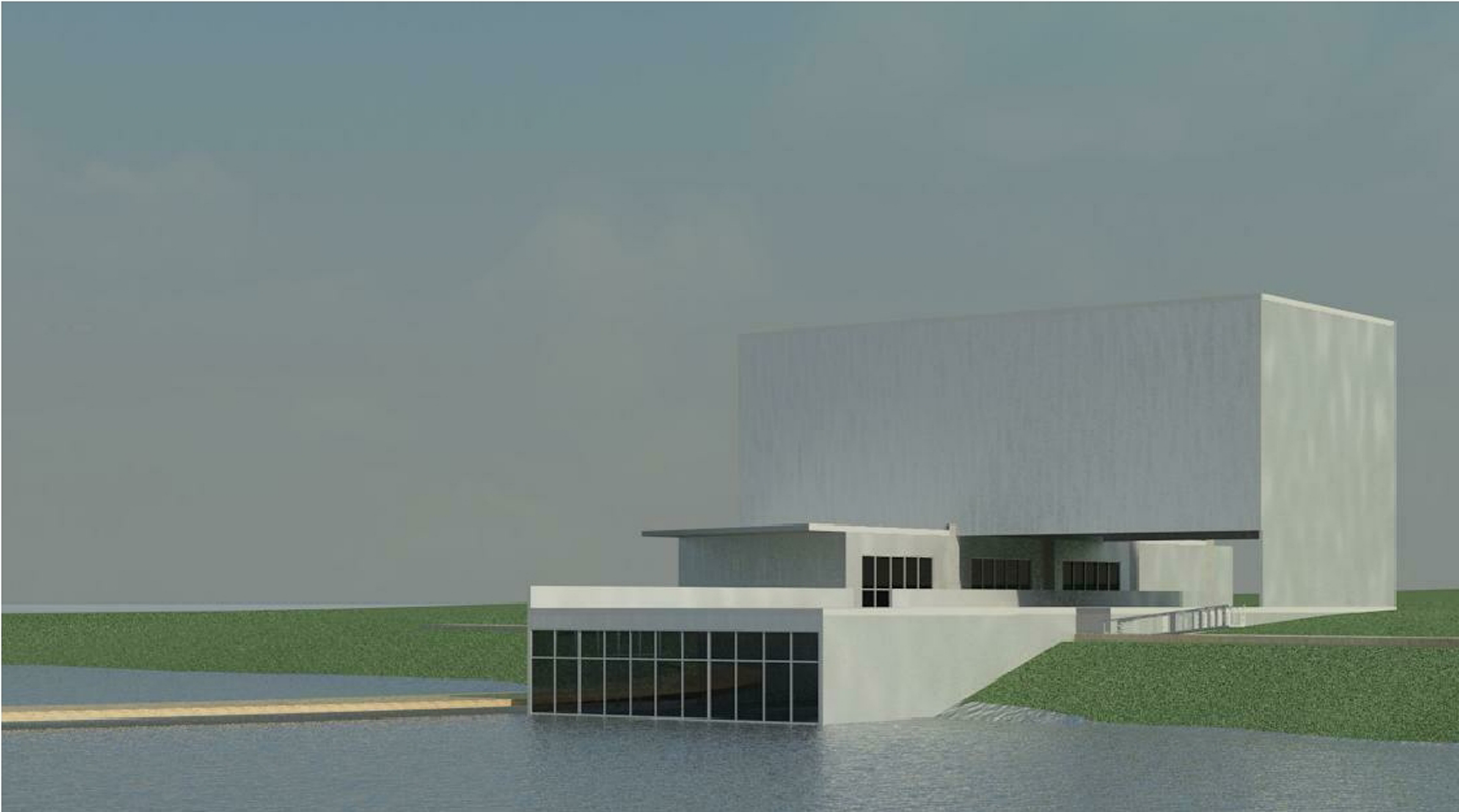


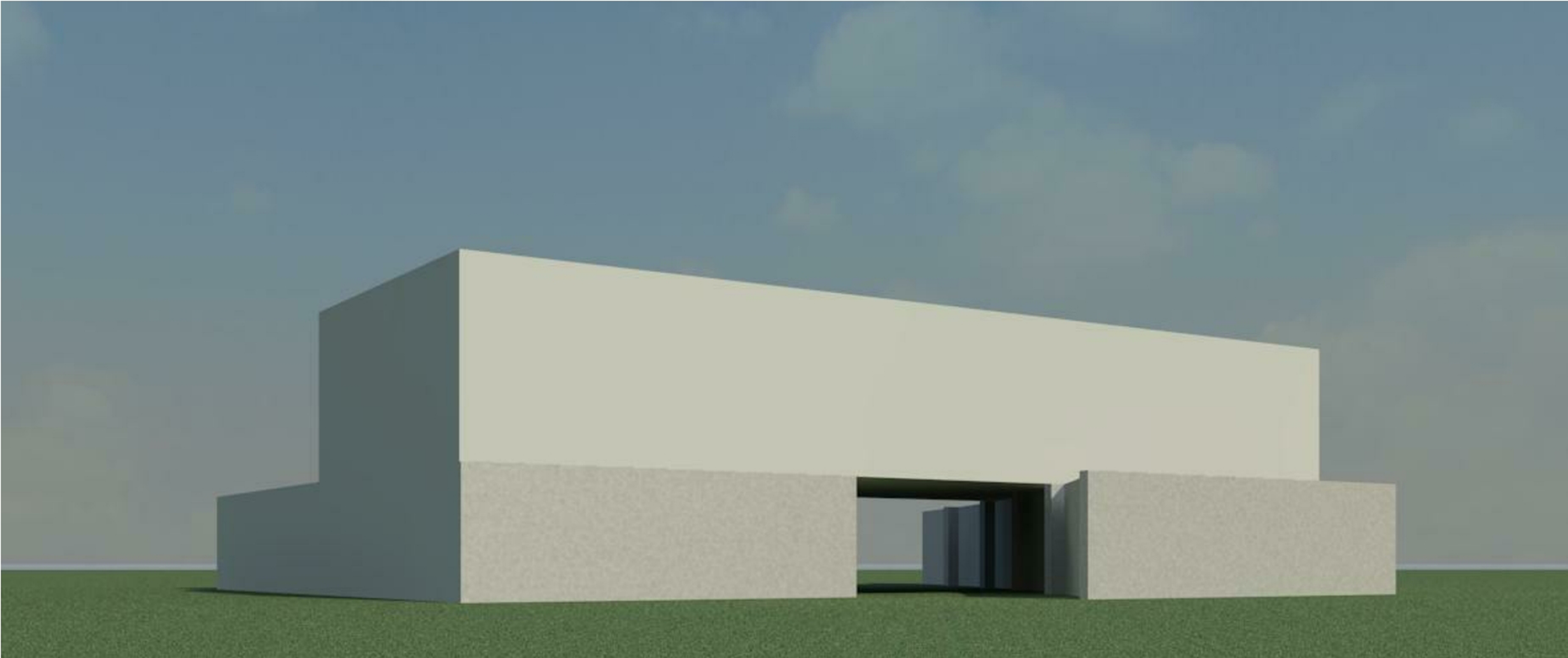




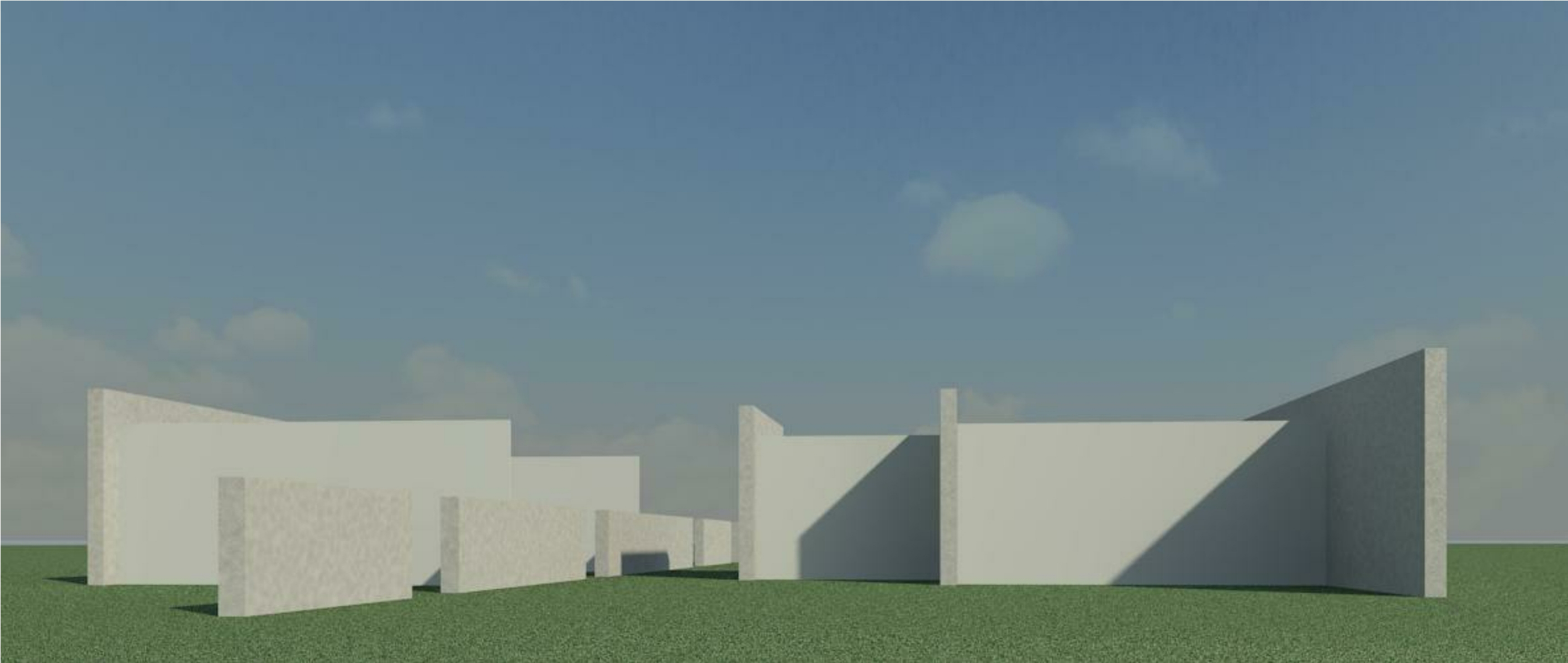


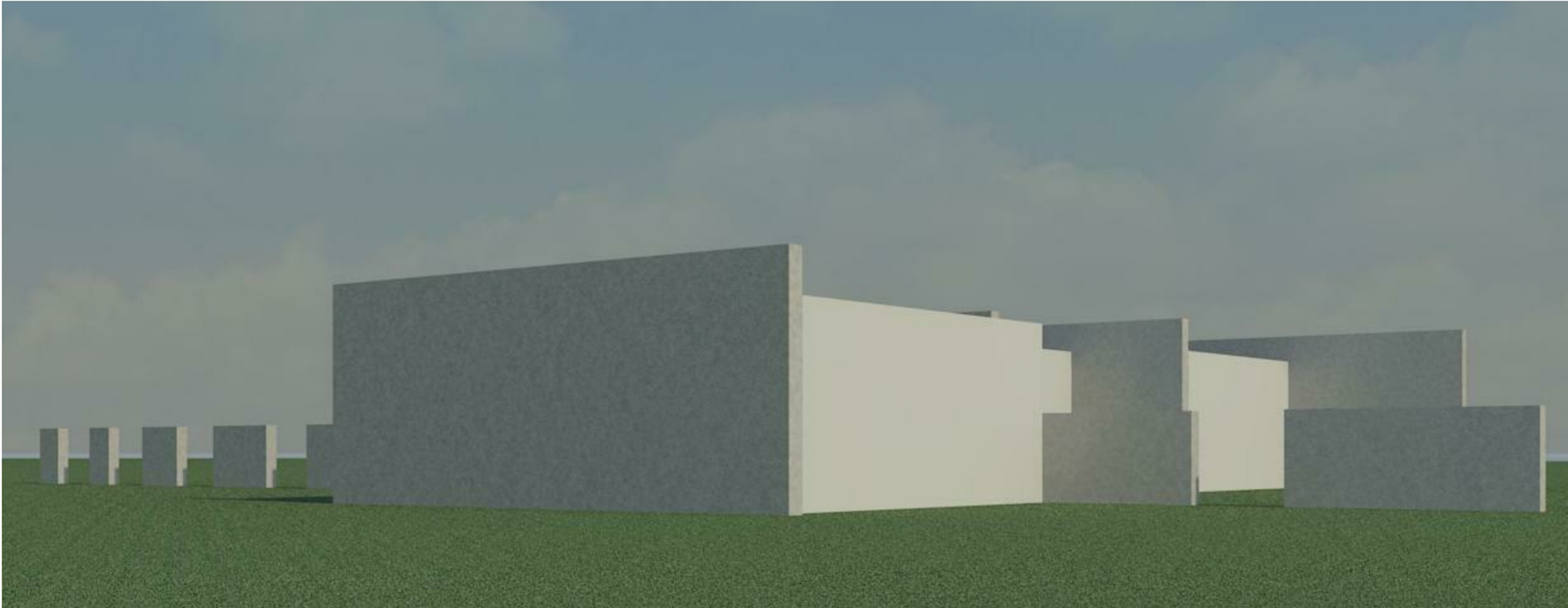


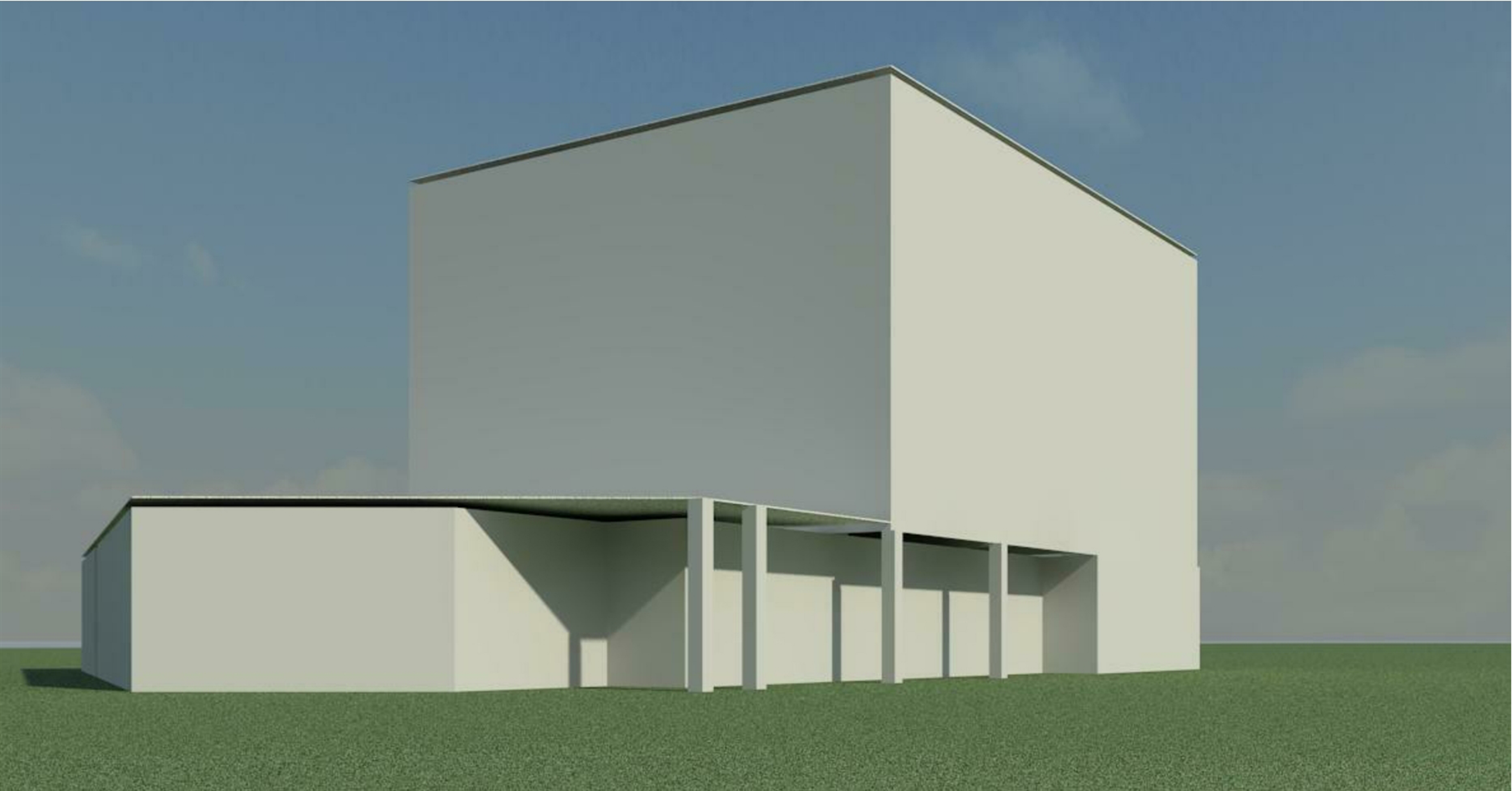


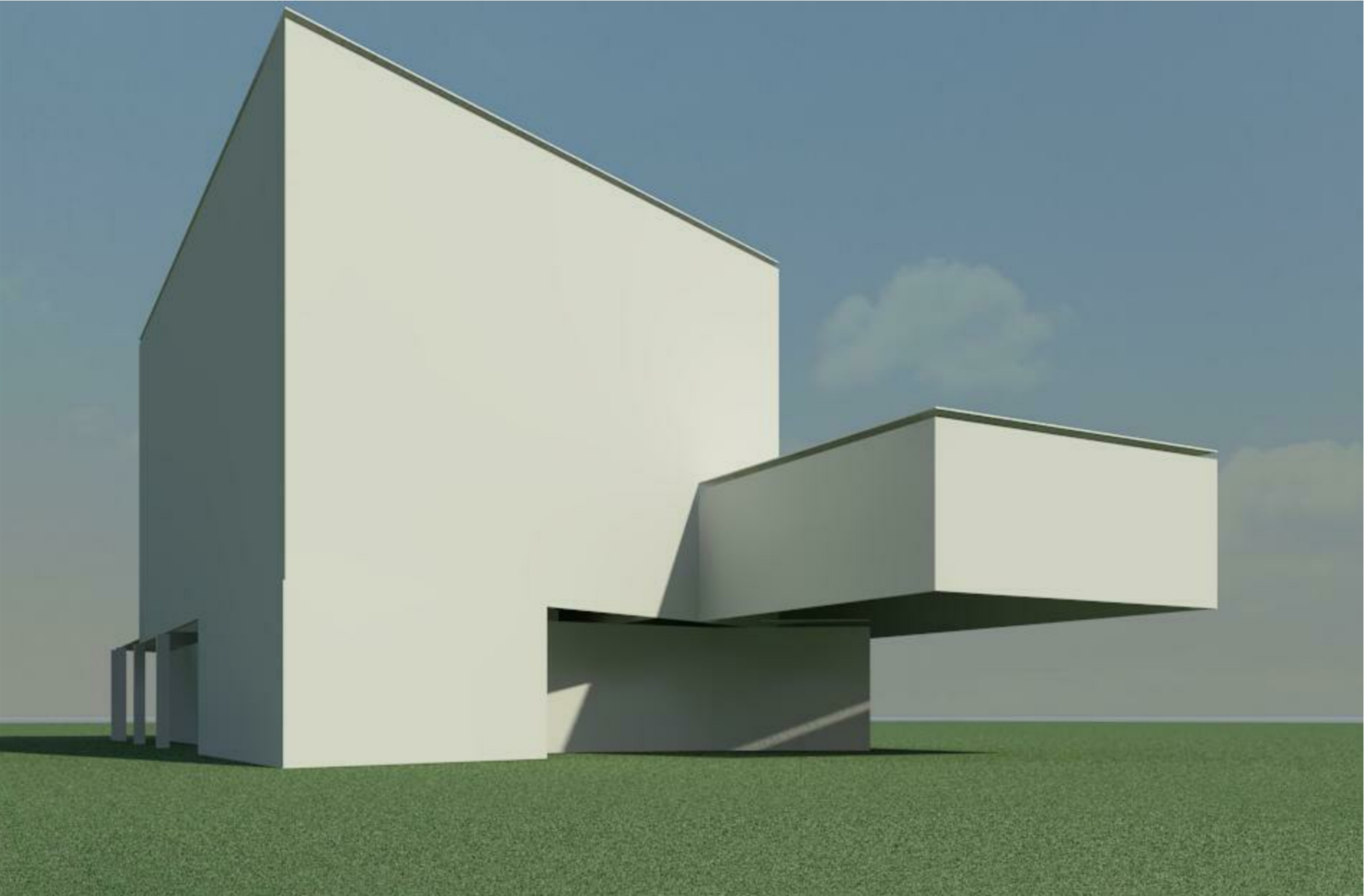


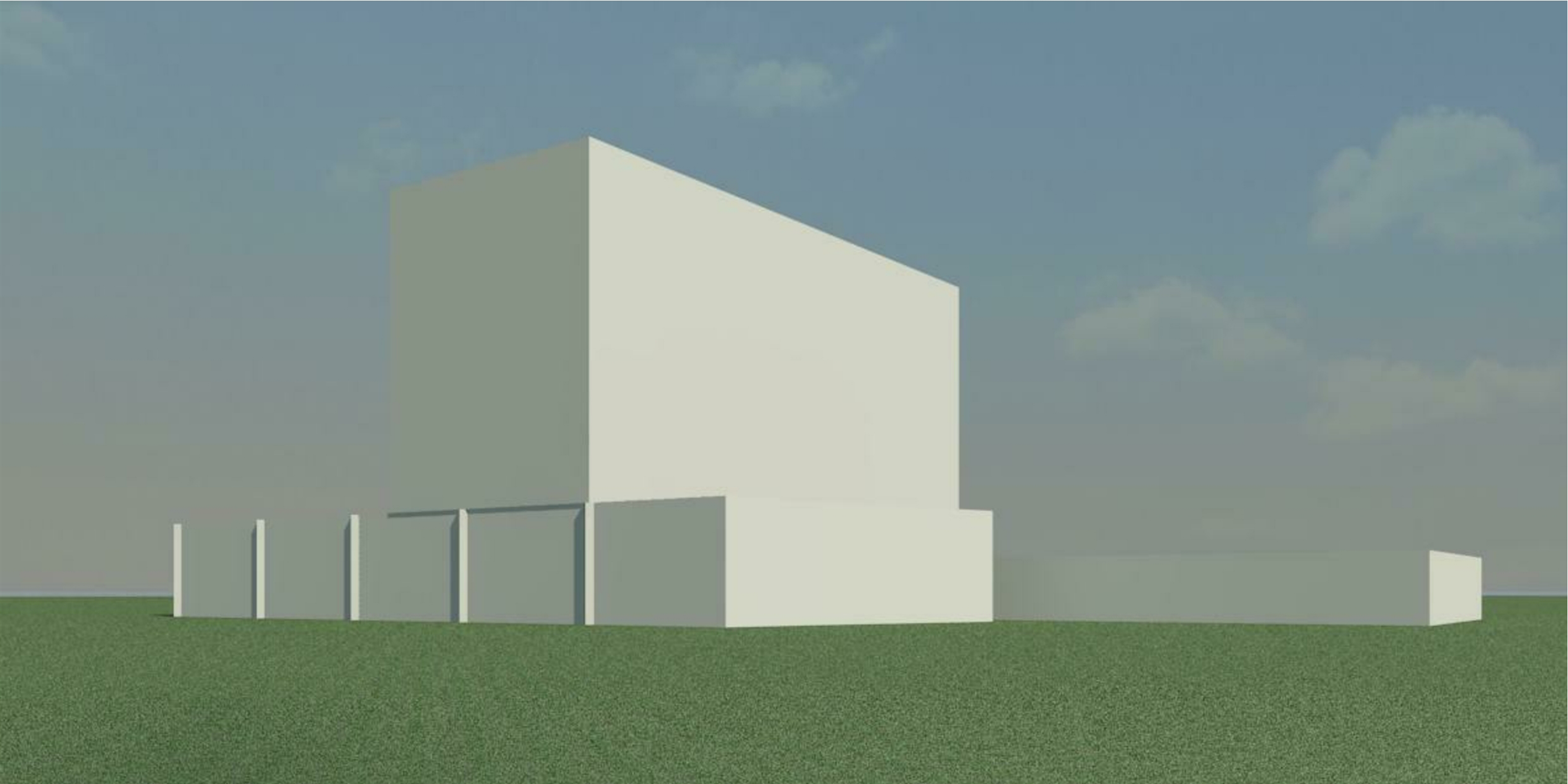








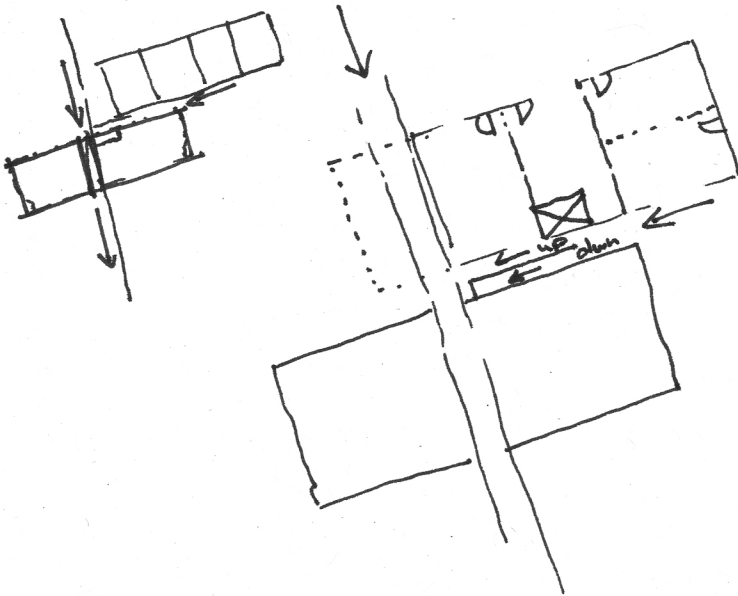




DANCE FLOOR SIZE

$$\begin{array}{r} 250 \times 12 \text{ sf} = \\ + 250 \times 5 \text{ sf} = \\ \hline \text{Floor} \quad 200 \text{ sf} \\ \quad \quad \quad 225 \end{array}$$

→ 2250 for 350 guests,
more than enough



FLOORPLANS & STRUCTURAL GRID
FOR MONDAY

to water level

9'-10"

4'6" - 5' ditch

8'

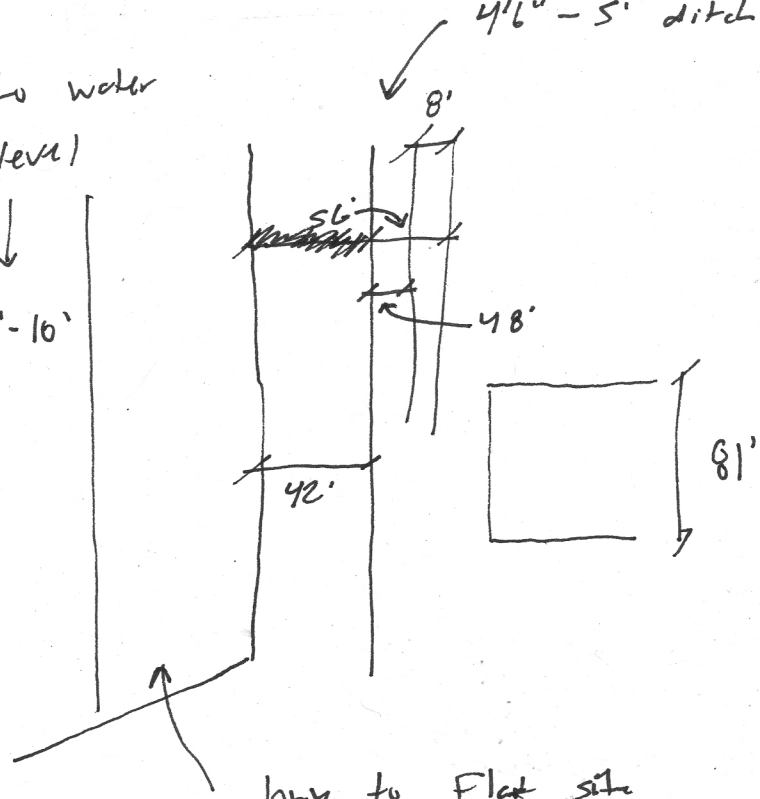
56'

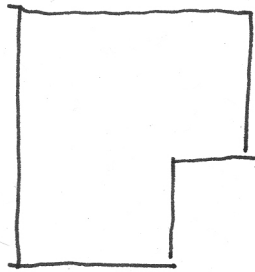
48'

42'

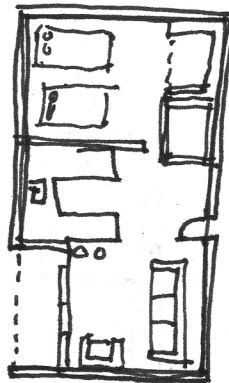
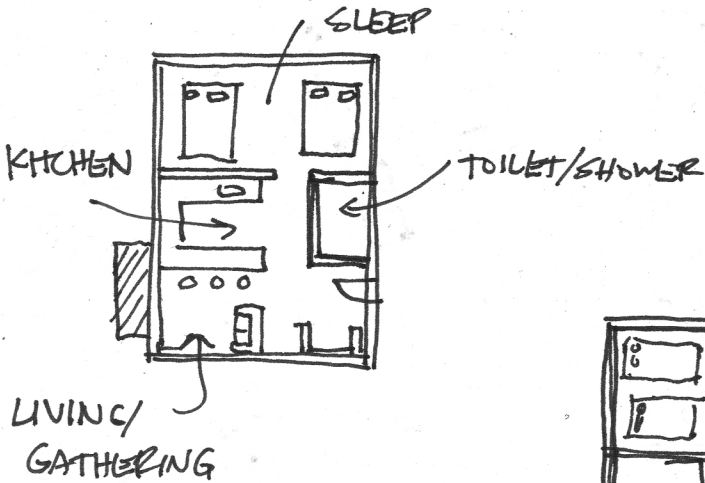
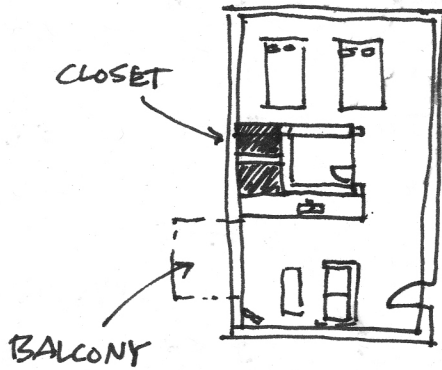
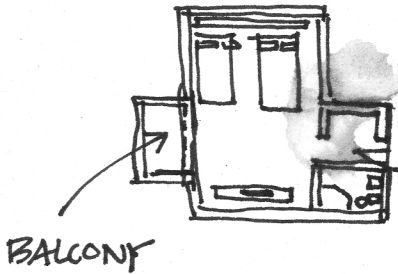
81'

high to Flat site
2'6" - 3'

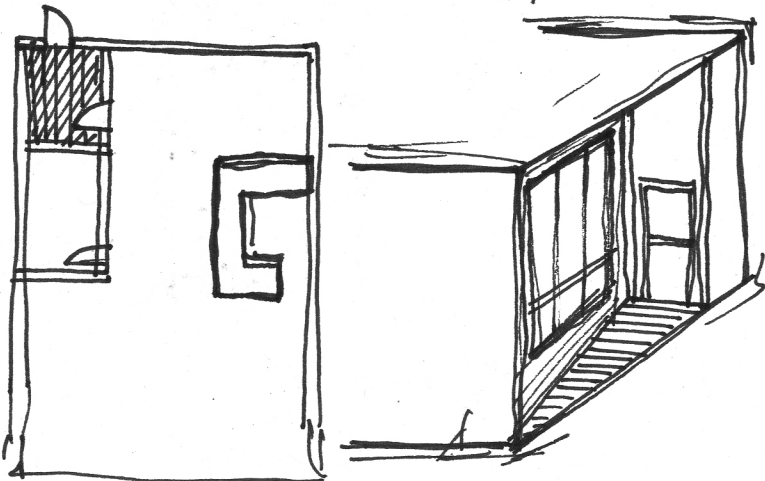
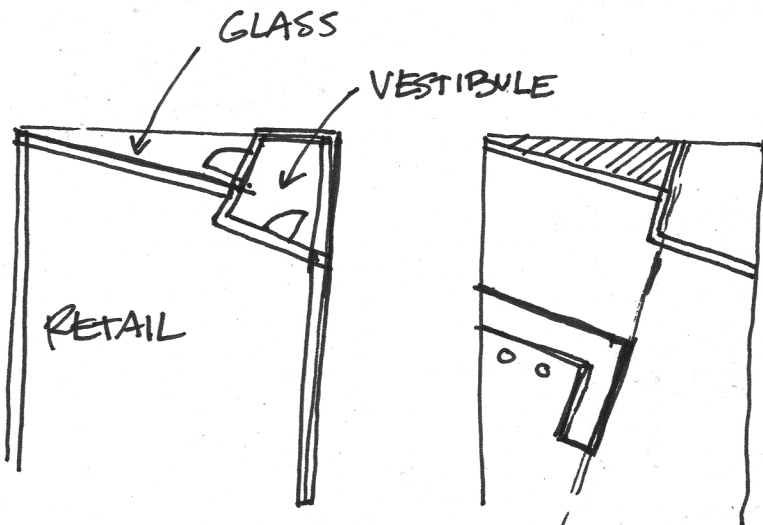
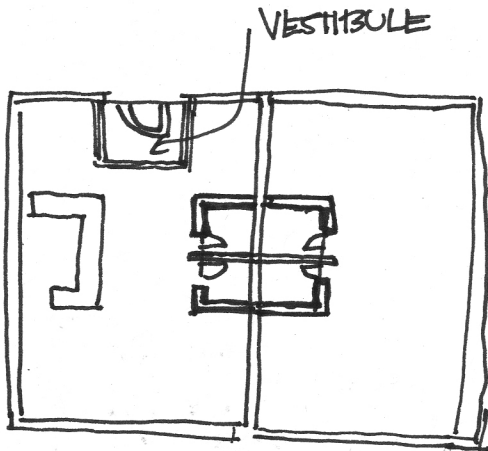


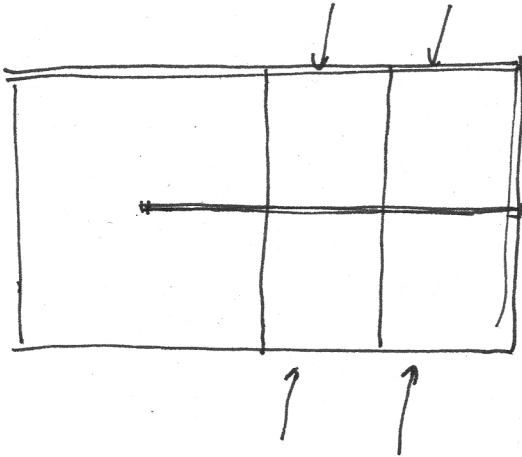


HOTEL SPACES

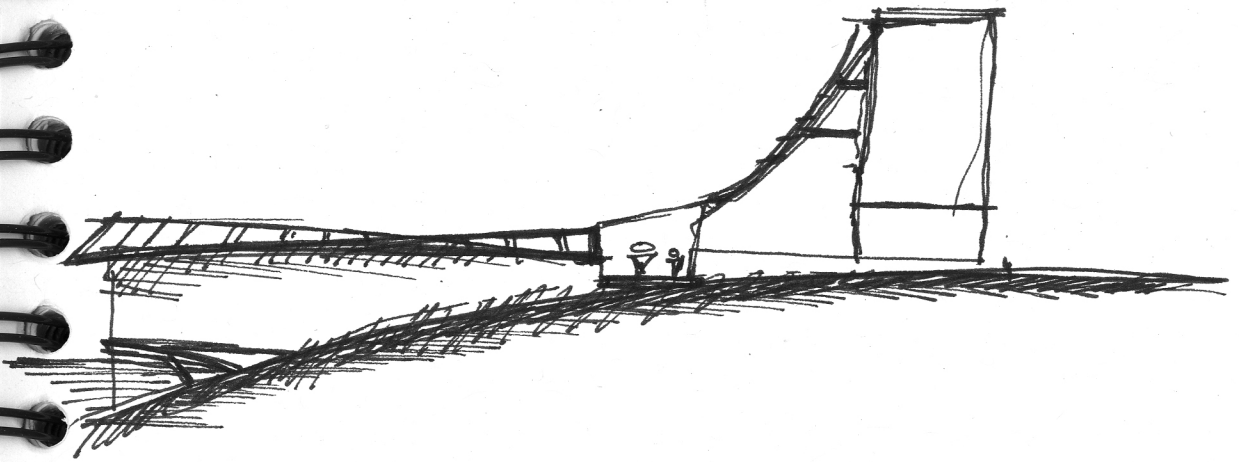


RETAIL

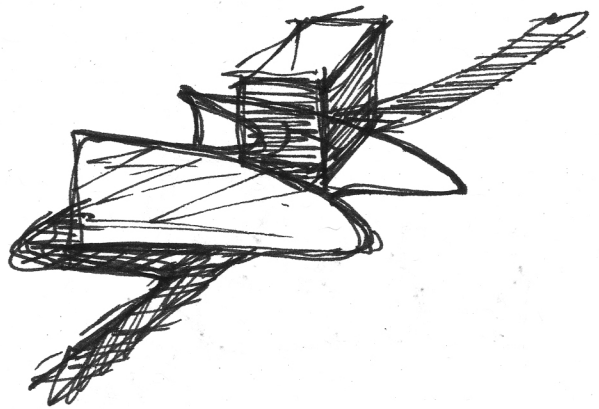


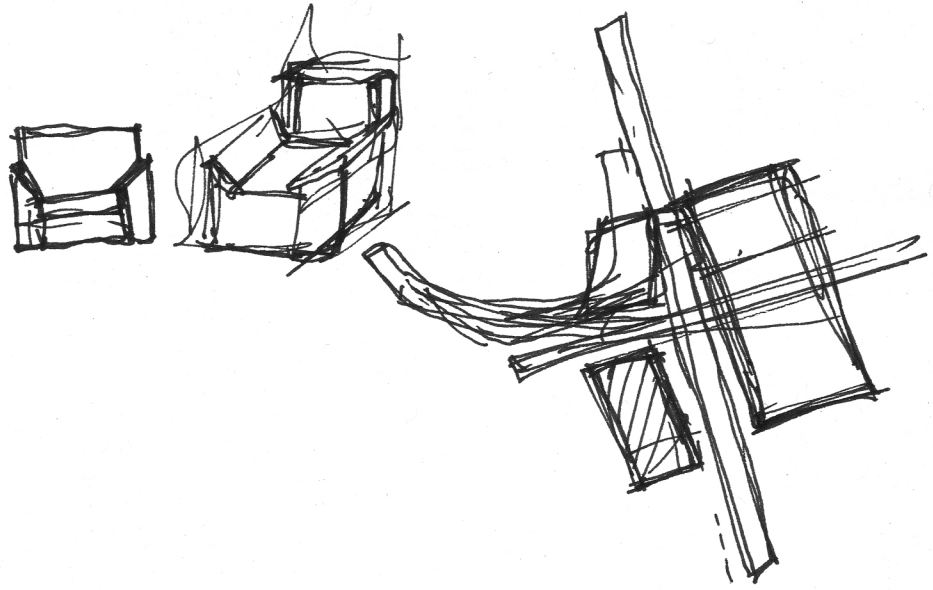
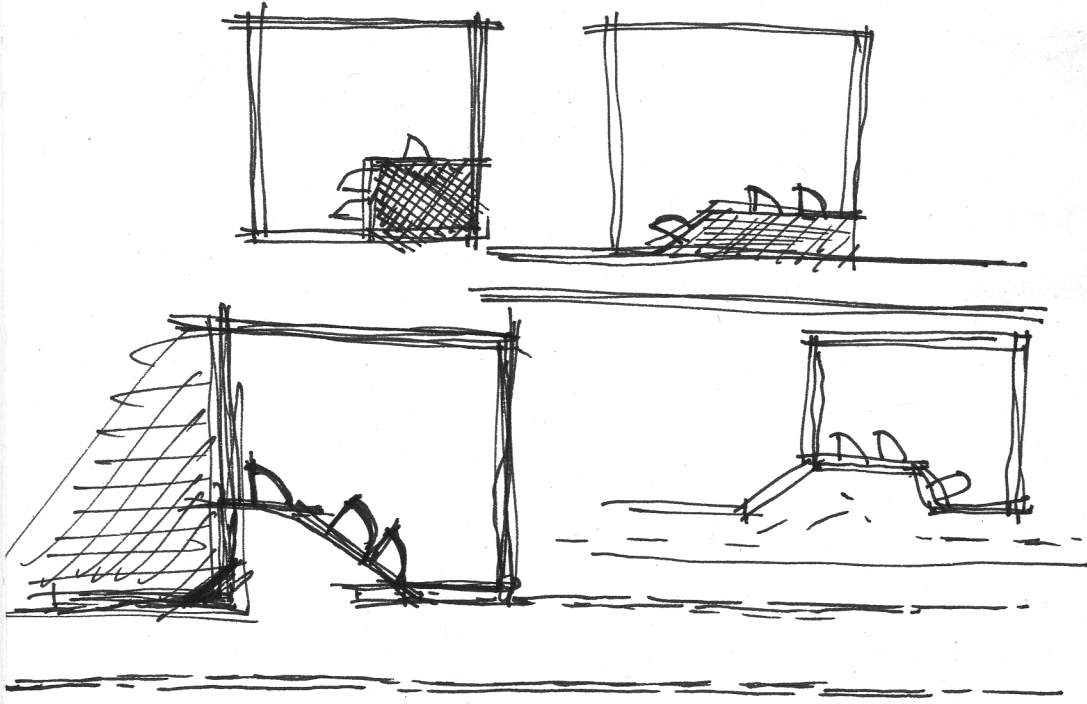


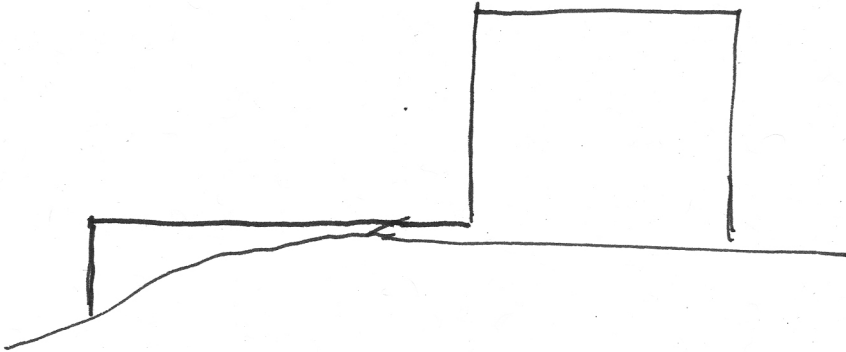
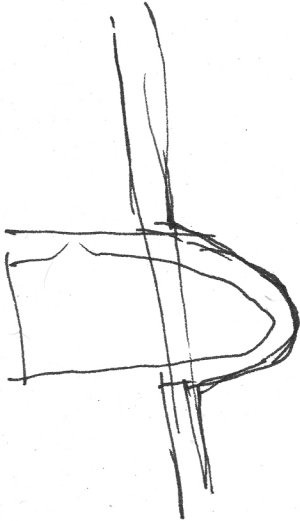
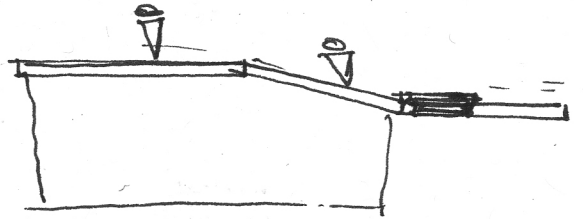
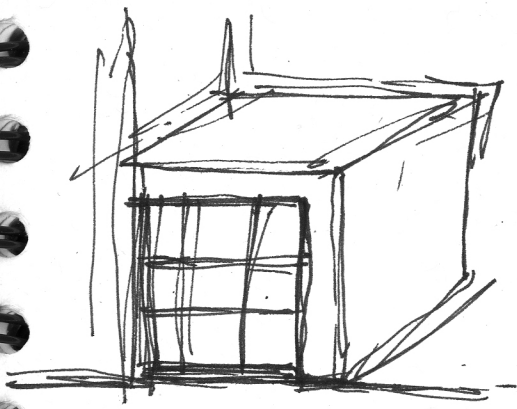
* REDEVELOPING / REDISCOVERING THE
NEW CITY CENTER



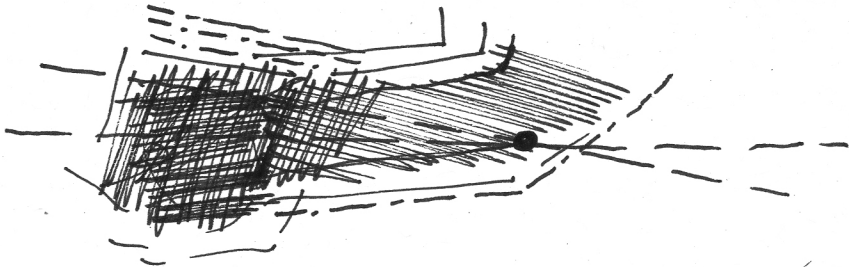
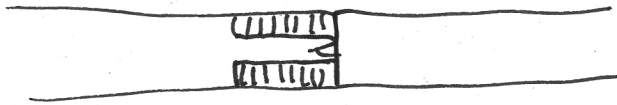
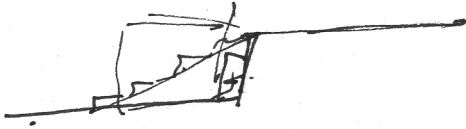
- ENTRY WAYS FOR ALL SPACES
* REVISE FRAMING PLAN







BEAM - 28" to span 60'



- ENTRY
- HOTEL
- SKYLIGHTS

