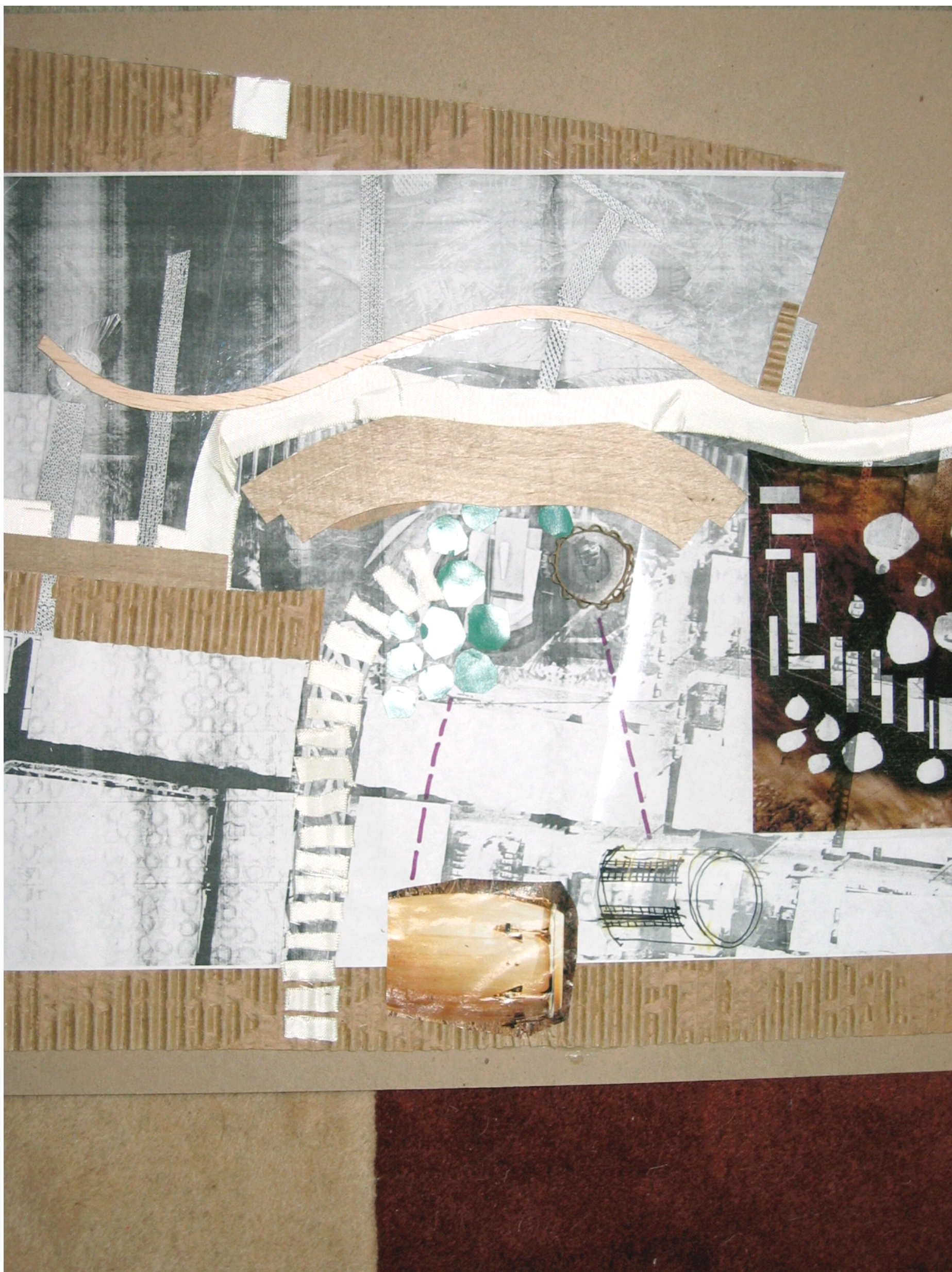


EARLY SCHEMES - Work in Progress



The First Collage - Assembled ideas for the "flavor" of the project, the touch and feel of the media. Used cardboard, paper, fabric, wood and printed film.

Contented Architecture

EARLY SCHEMES - Work in Progress

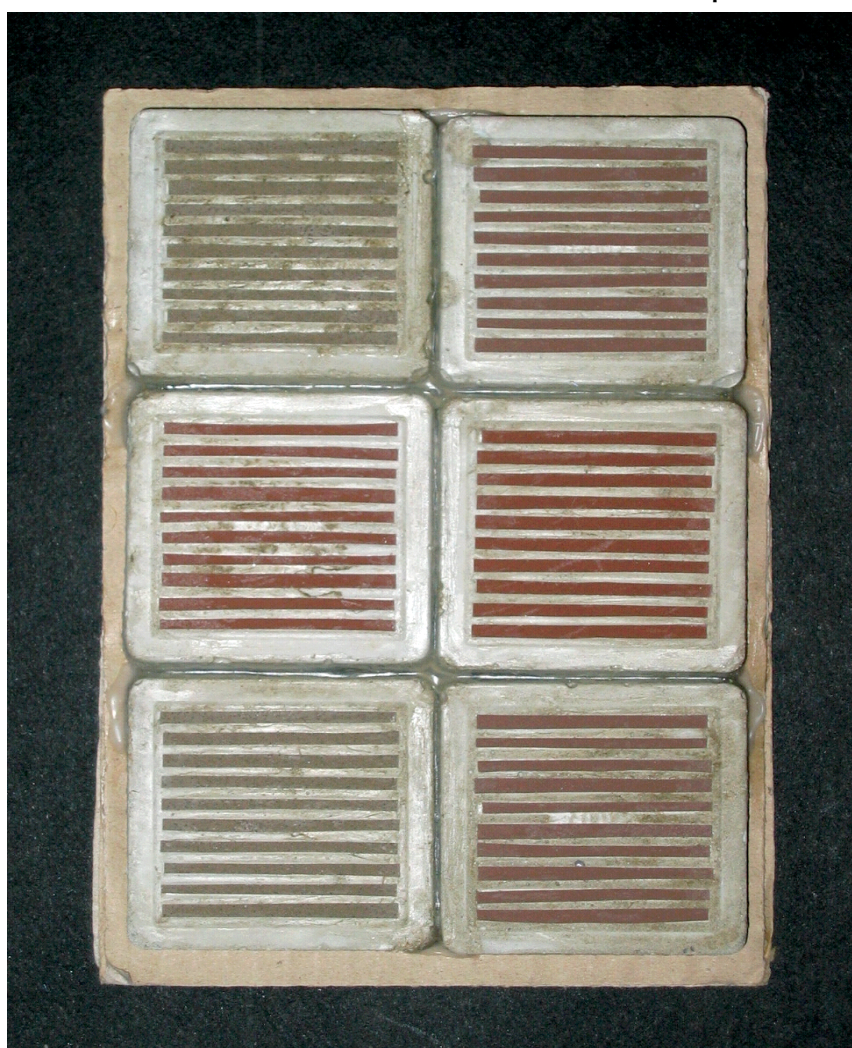


Leather drum models - sound floor.

Bamboo wood saple used for its sound and touch qualities.



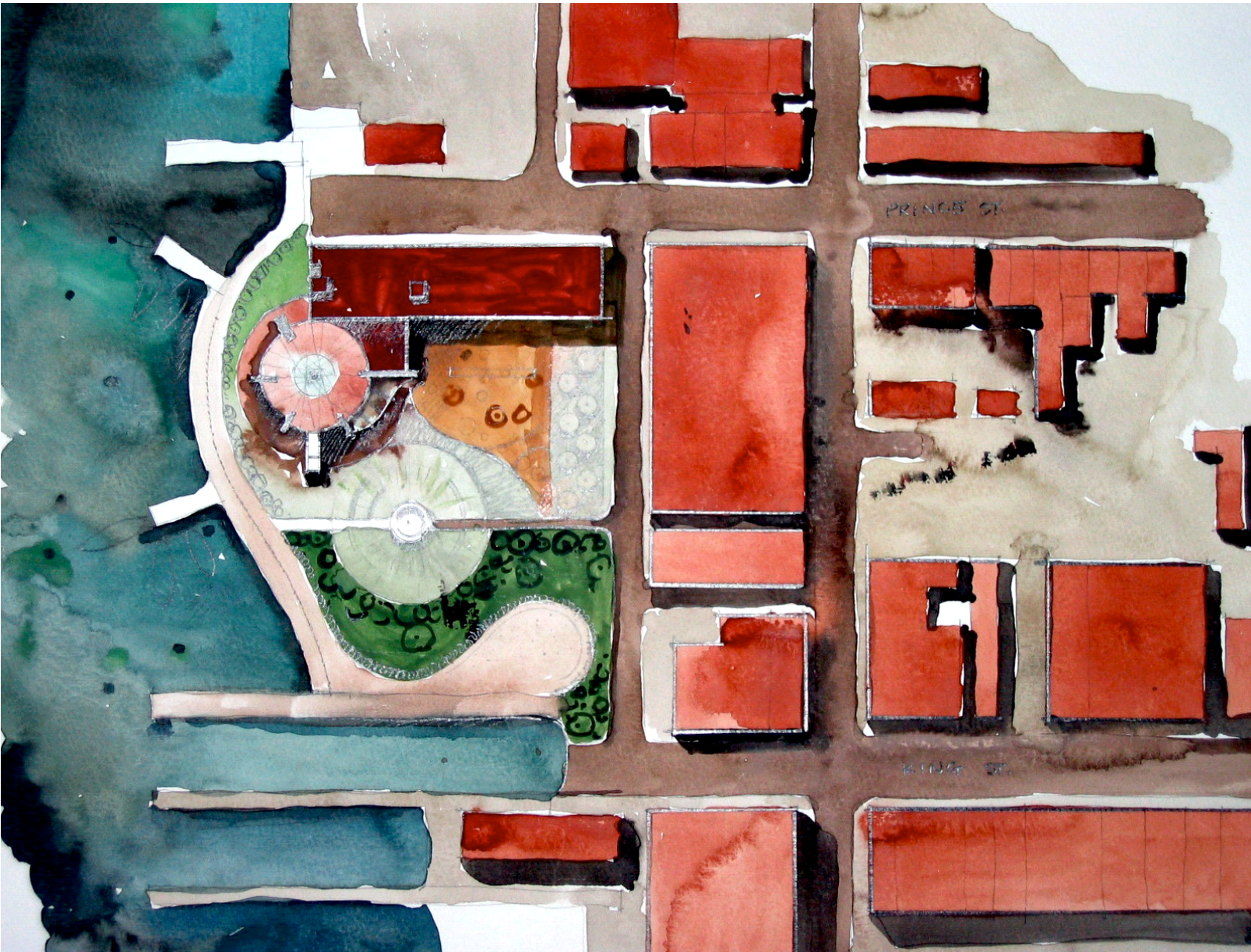
Smell - cedar wood



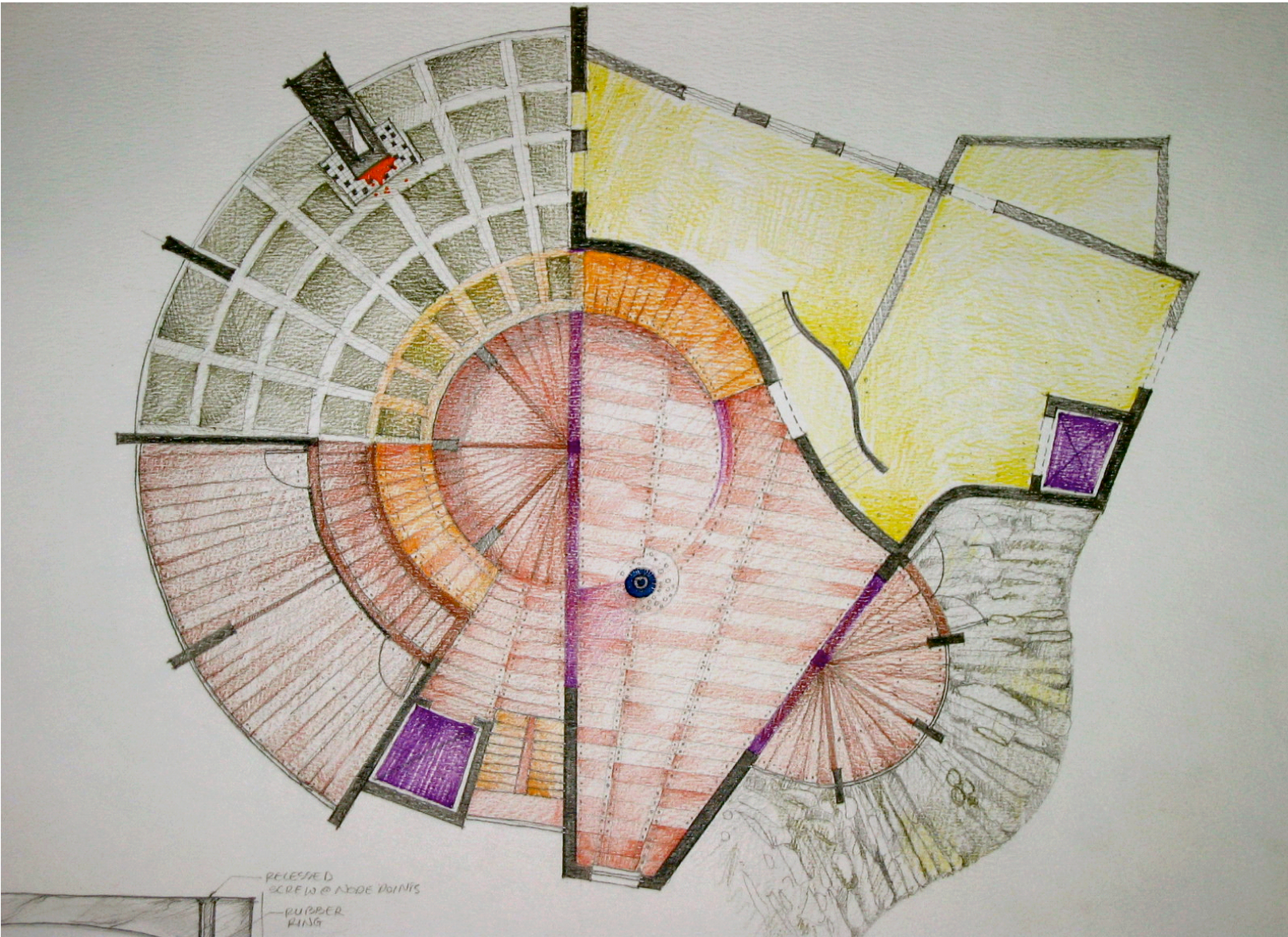
Concrete pavers w/ non slip strips - hand molded

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EARLY SCHEMES - Work in Progress



Early site plan - water color



Early floor plan - color pencil

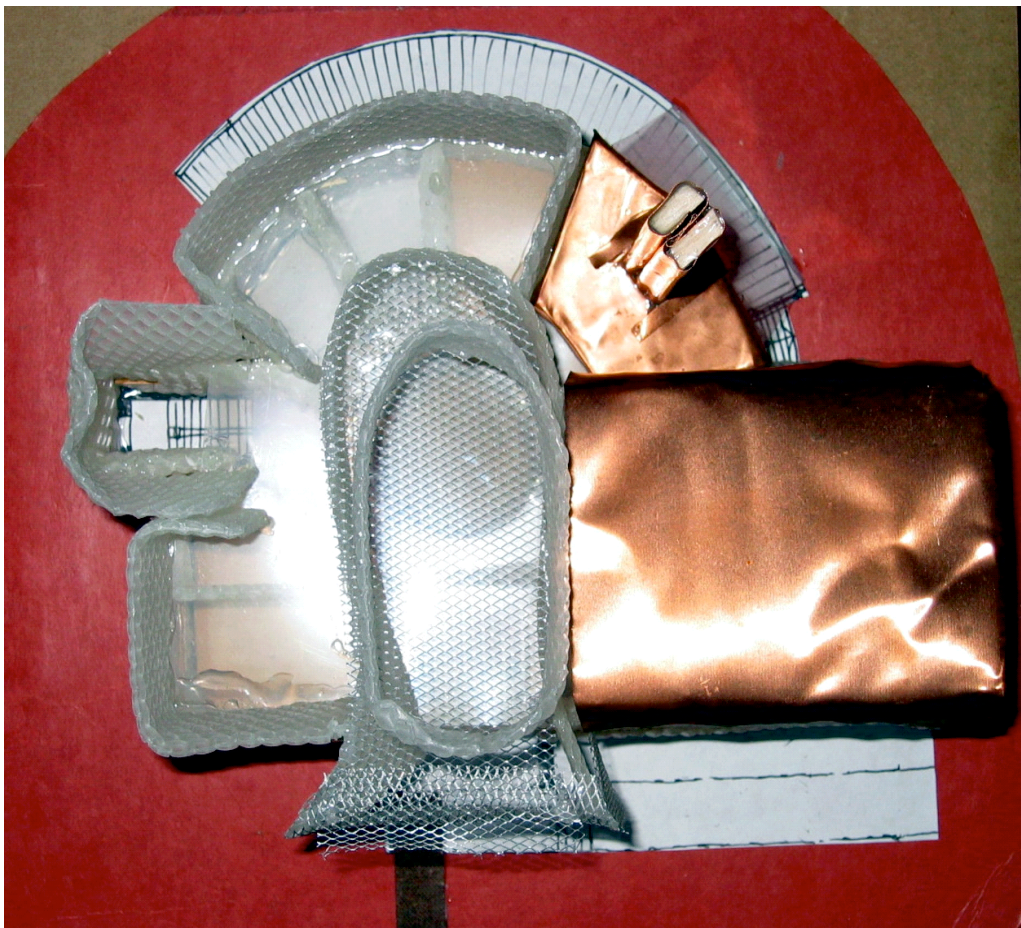
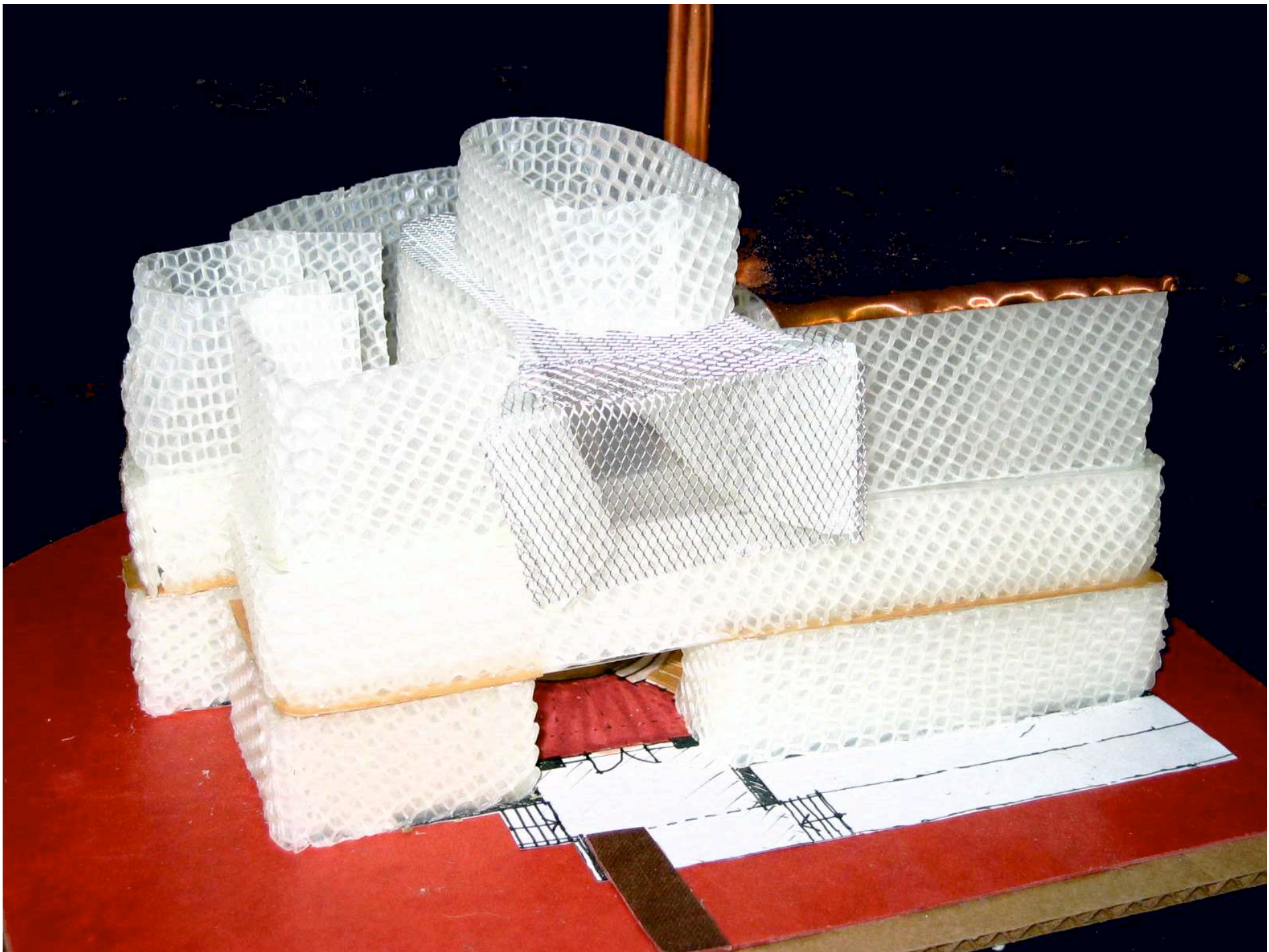
EARLY SCHEMES - Work in Progress



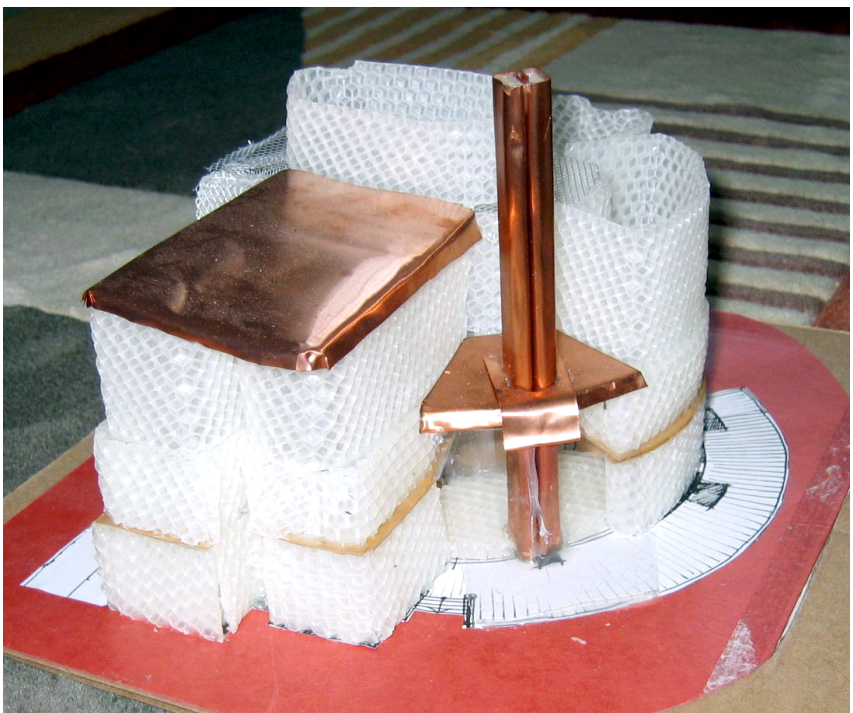
0 25 50
Feet

First Section showing the drum floor section.

EARLY SCHEMES - Work in Progress

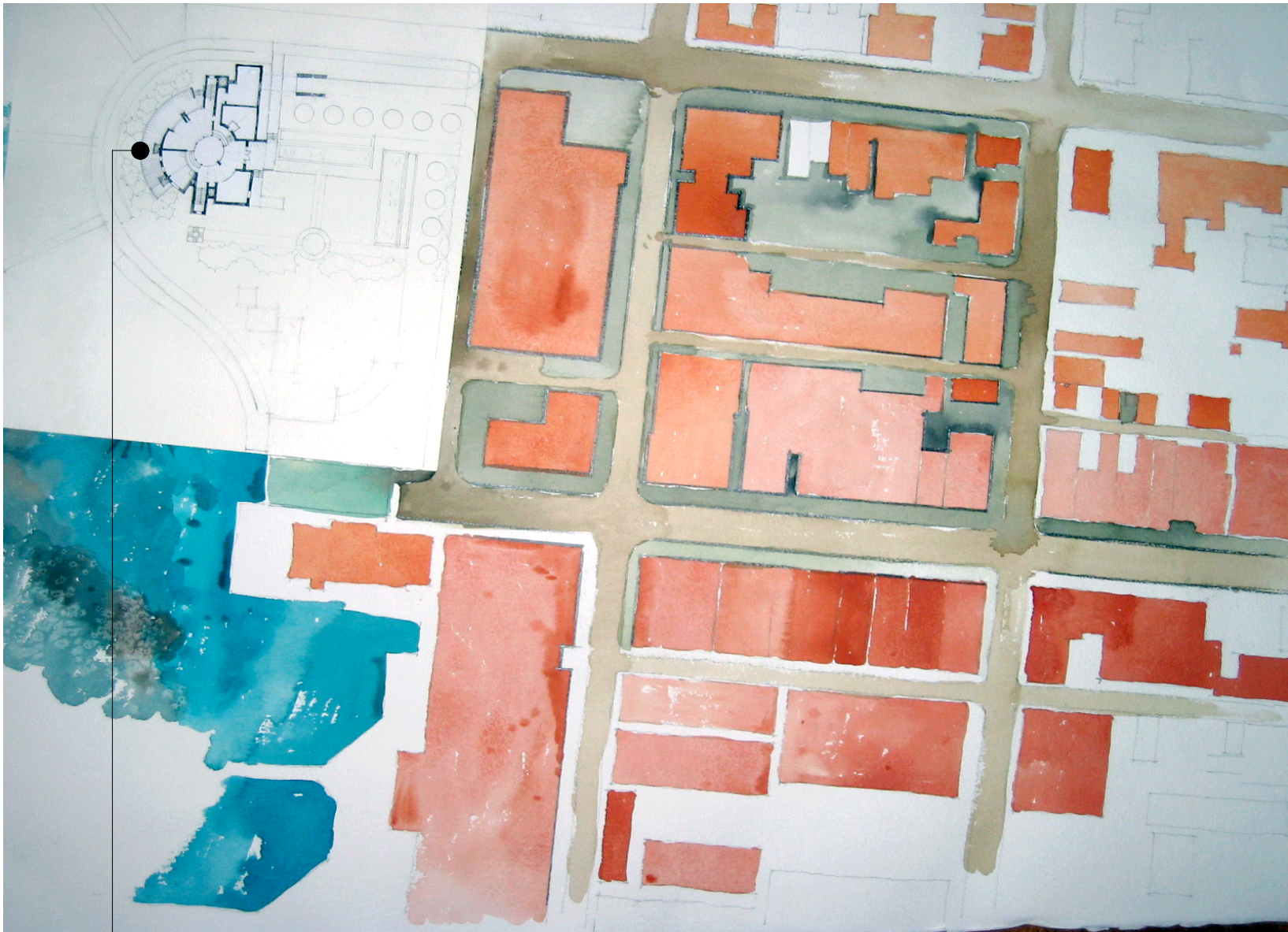


One of the first models -
Beehive wax and wire mesh walls with copper roof.

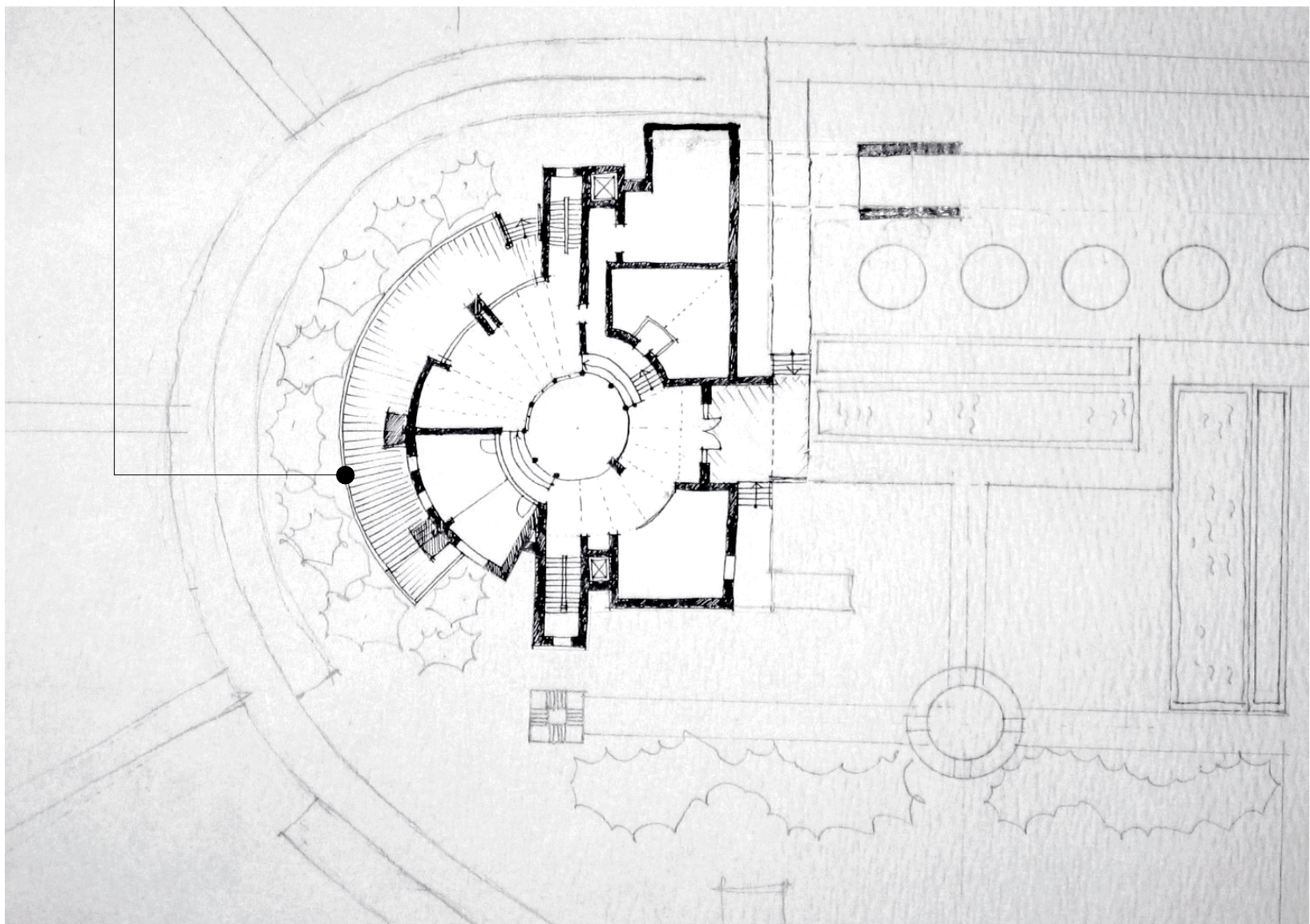


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EARLY SCHEMES - Work in Progress



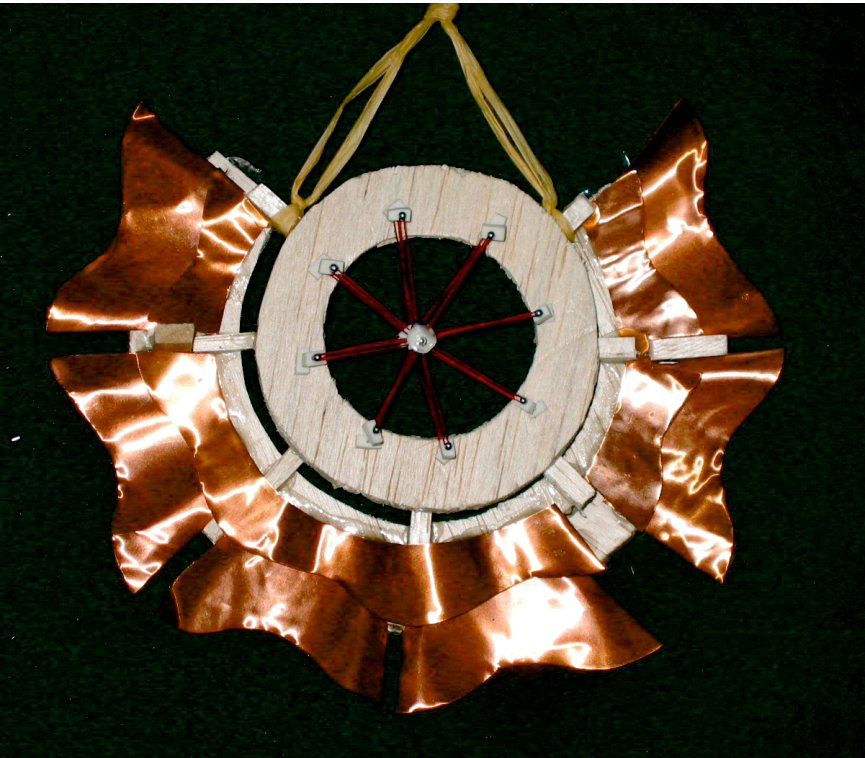
Site Plan in progress - water color



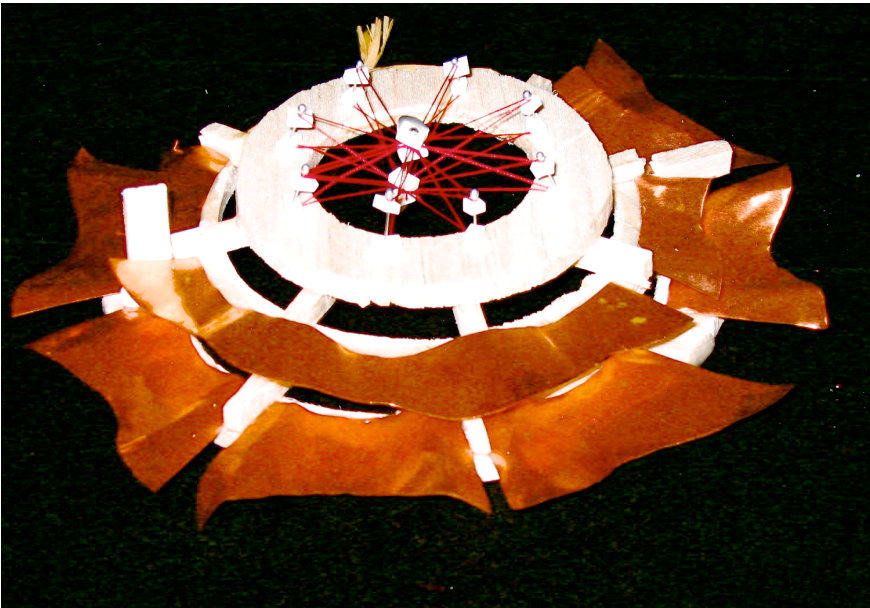
Plan in progress

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Wheel Concept - bass wood with copper awning and cable skylight structure.



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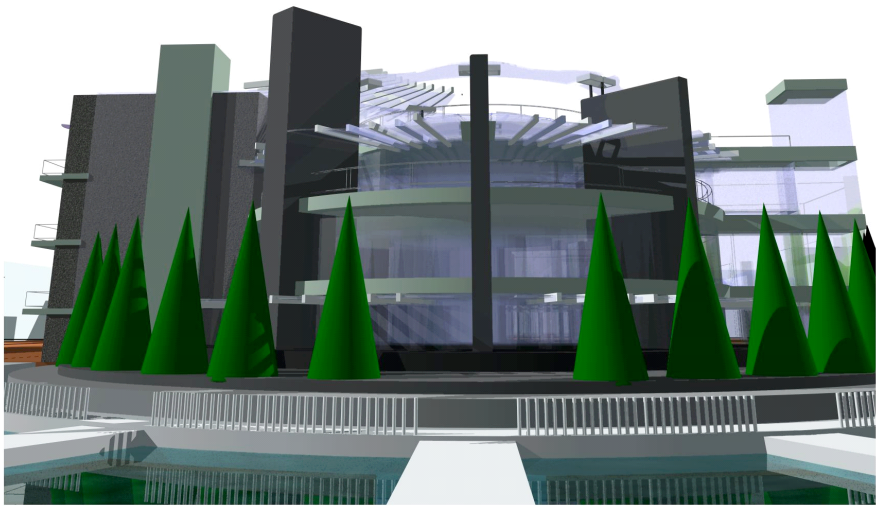
EARLY SCHEMES - Work in Progress



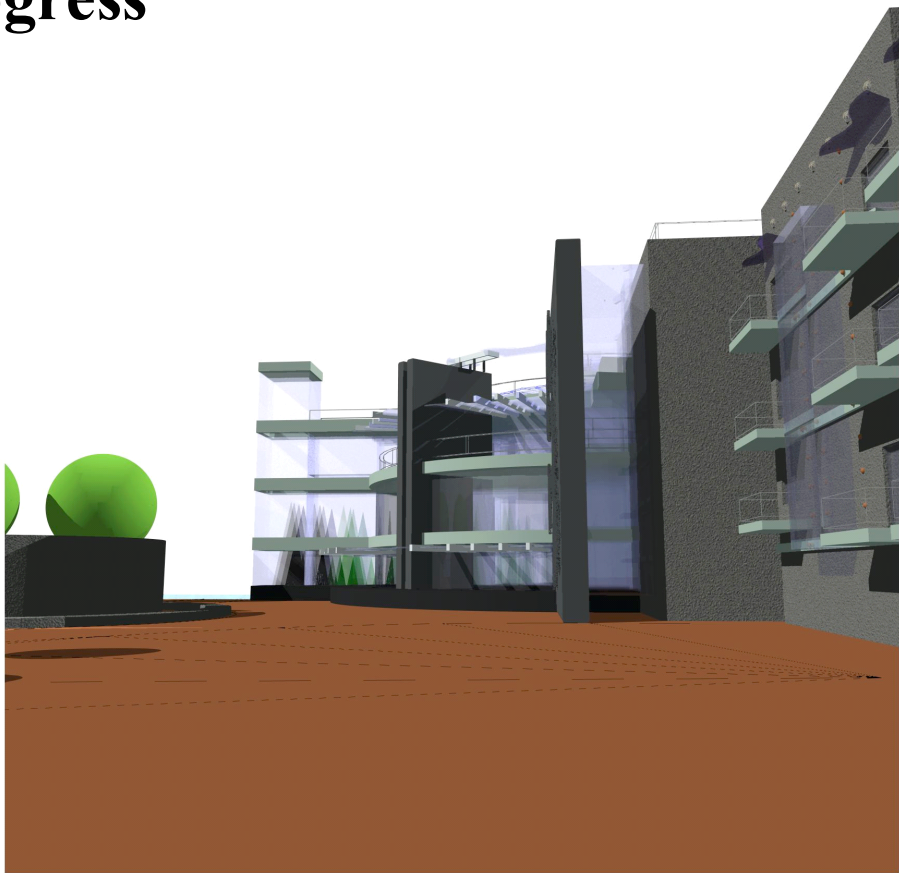
Plan view of the digital model for site massing.

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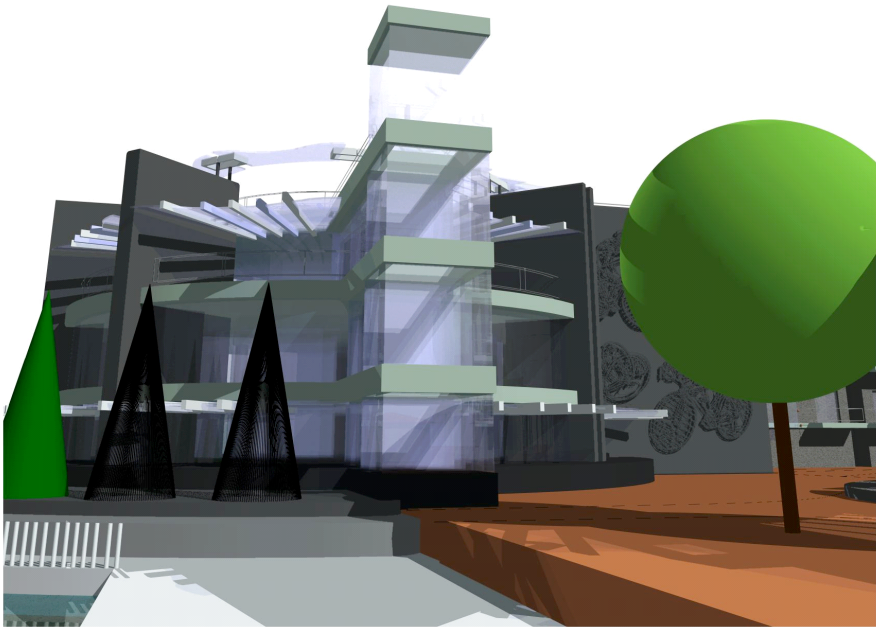
EARLY SCHEMES - Work in Progress



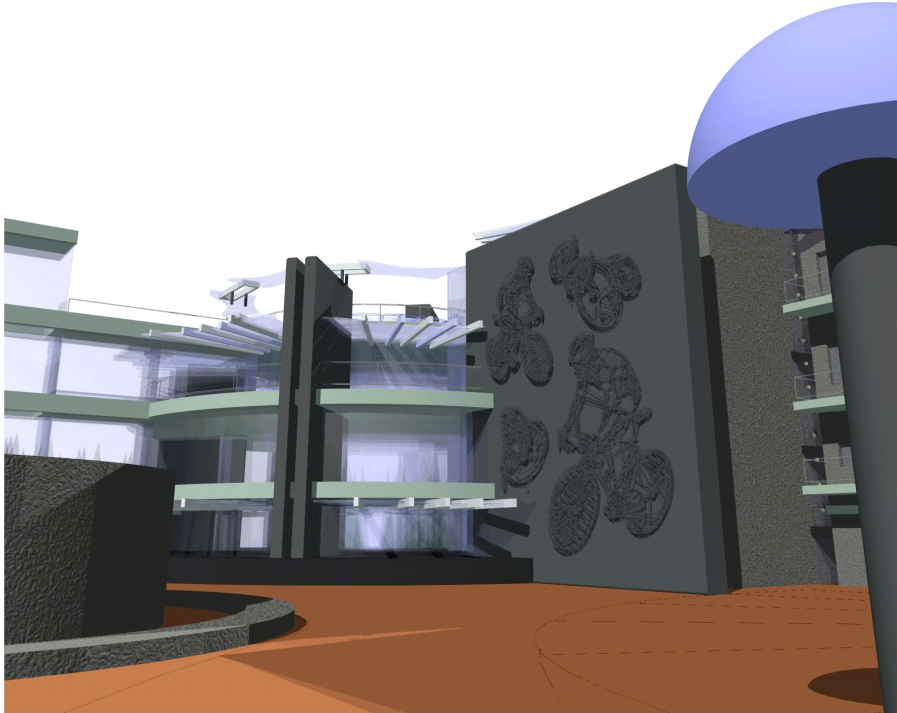
Center view from Piers



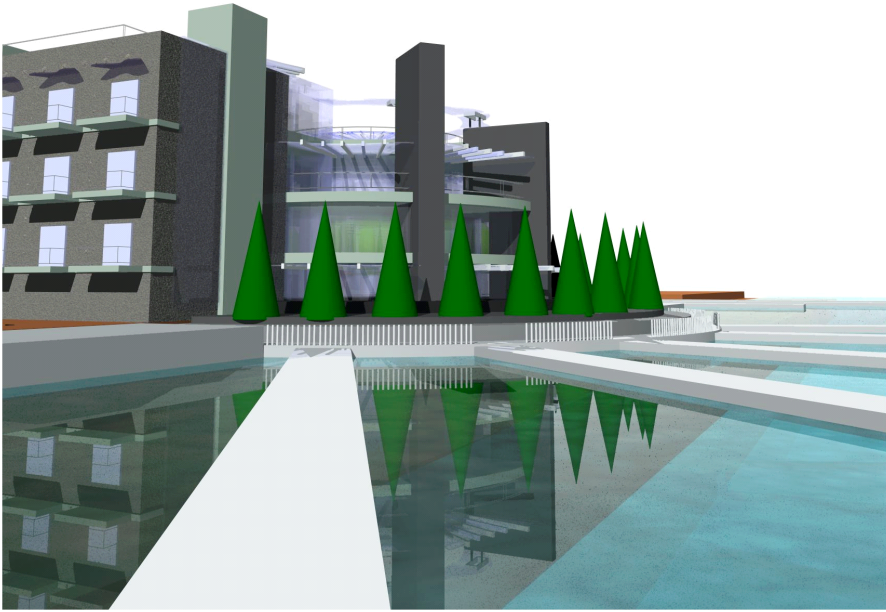
View from Orchard



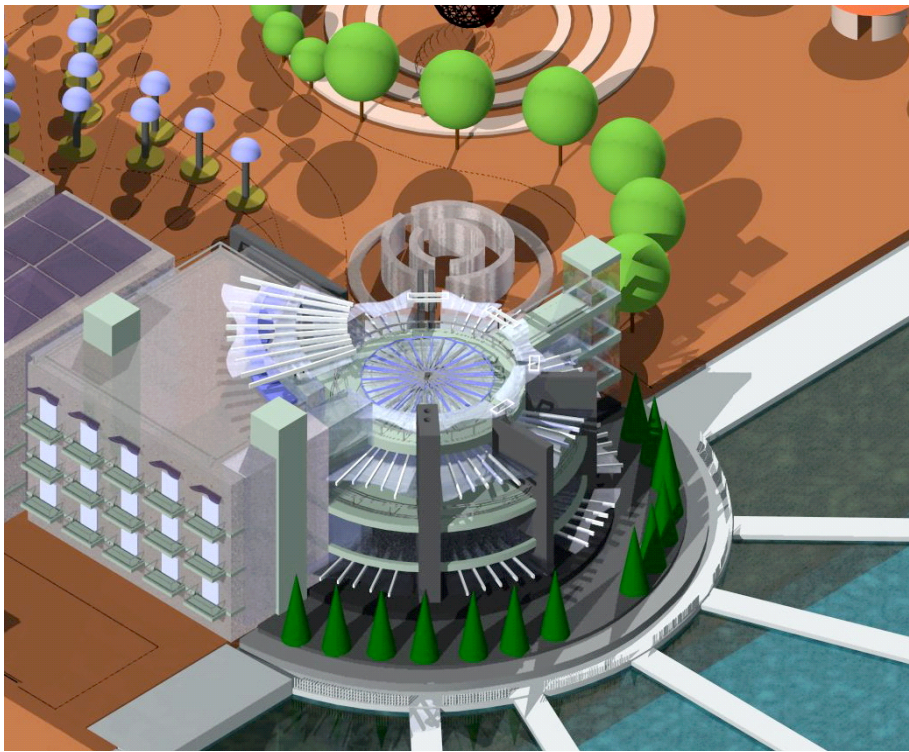
View from Ball Bearing



View towards History Wall at Hotel Entrance



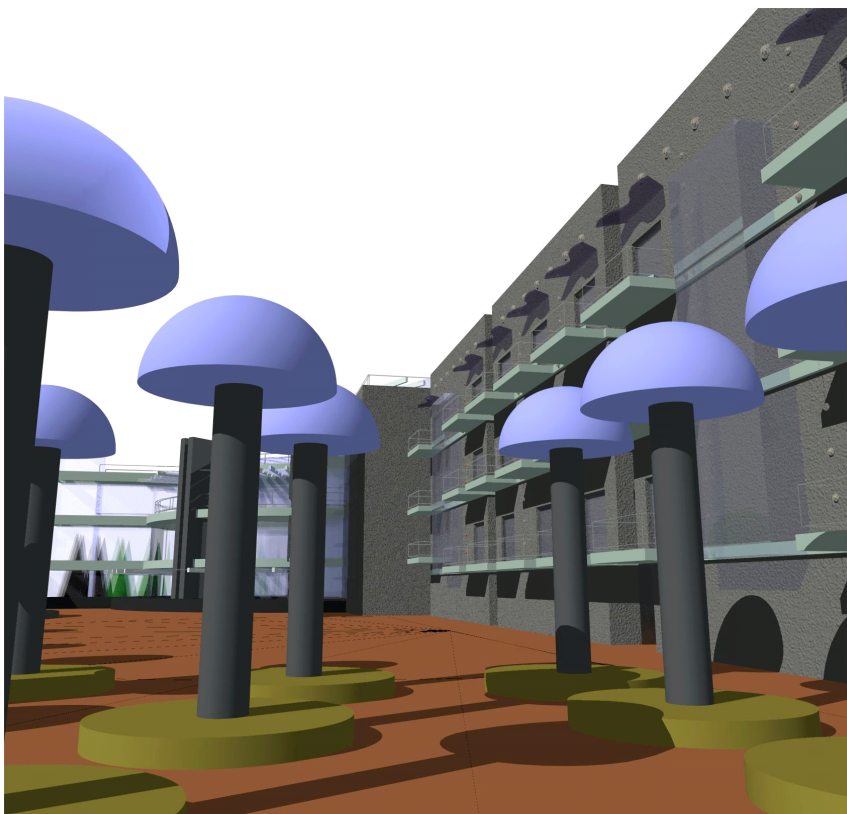
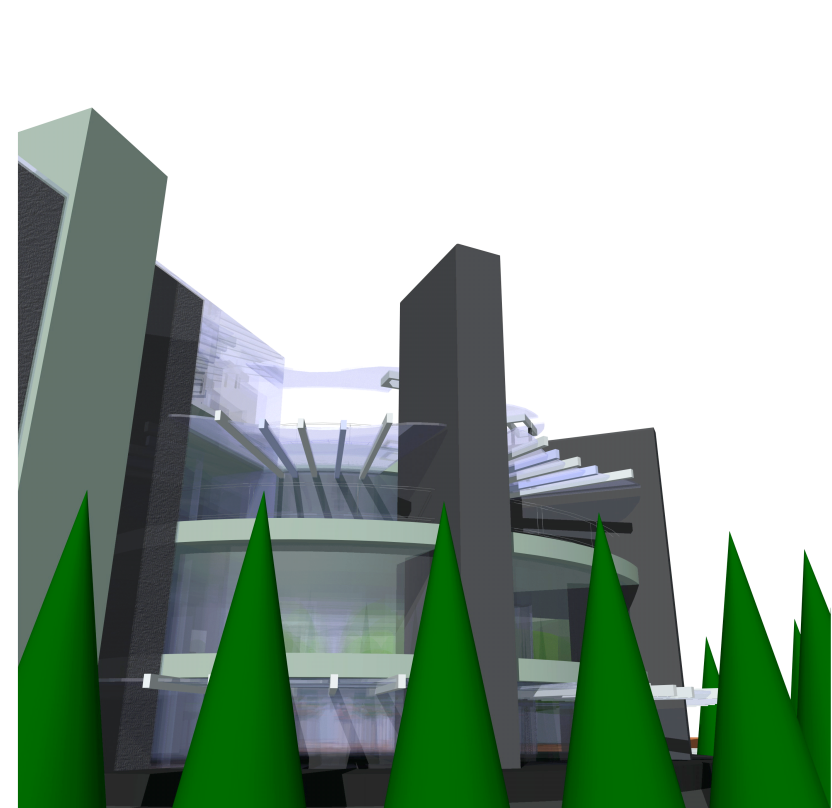
Angled view from Pier



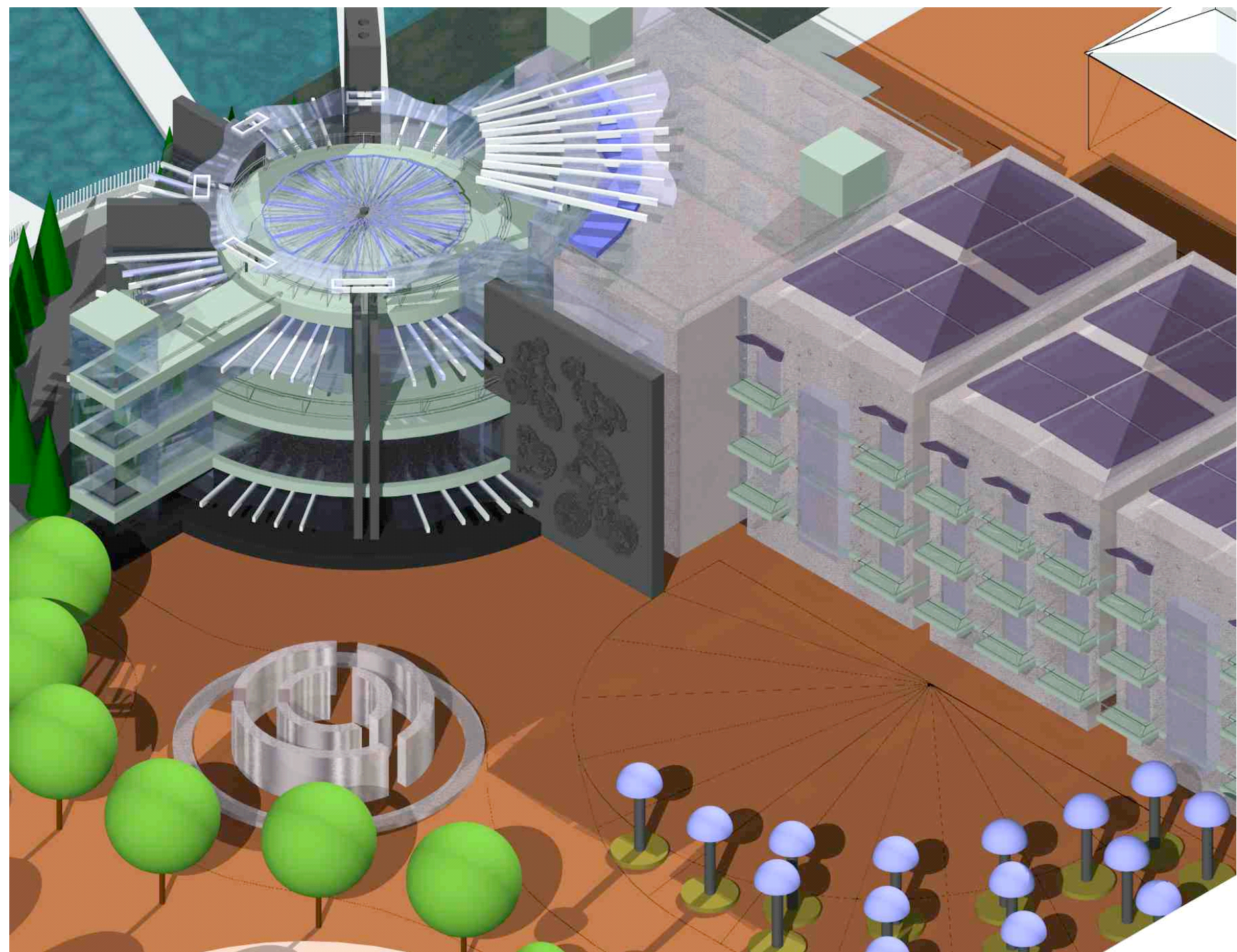
Left - Rear Isometric View

Contented Architecture

EARLY SCHEMES - Work in Progress



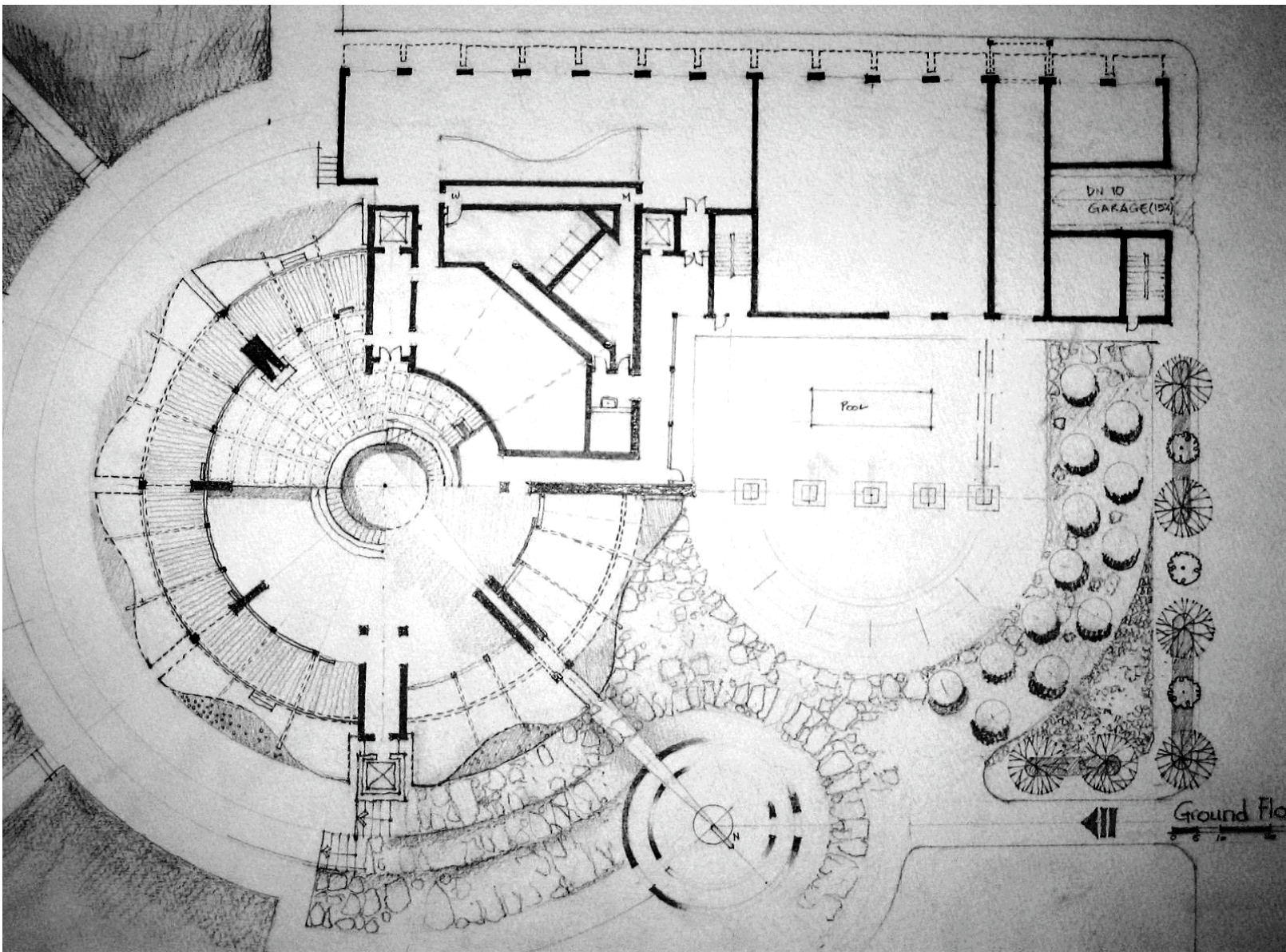
View through Orchard



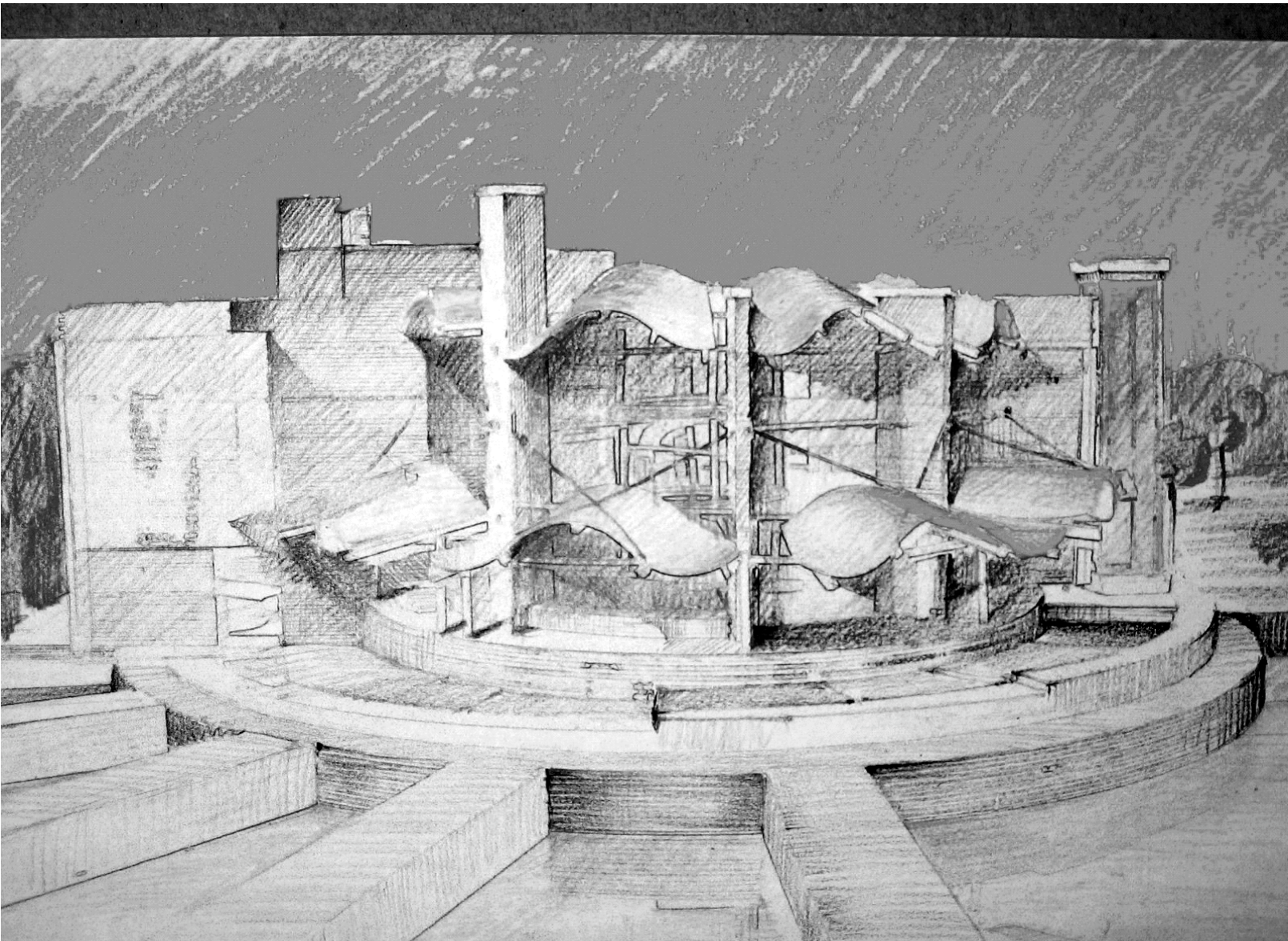
Right Isometric View

Contented Architecture

EARLY SCHEMES - Work in Progress



Plan - Pencil drawing



Elevation - Pencil drawing