DESIGN THREADS

ADAPTION

-The natural medium of the landscape. The beauty in expressing how these materials are changed and sculpted by the forces of nature and by human interaction.

FACETED

Forces of nature, human interaction, and how they are celebrated in the form and function of the building. A direct response to a moment in time.

CONVERGENCE

The allure, culture or sense of place created by deep connections between building an environment. Ever changing by day, by season, over the years.





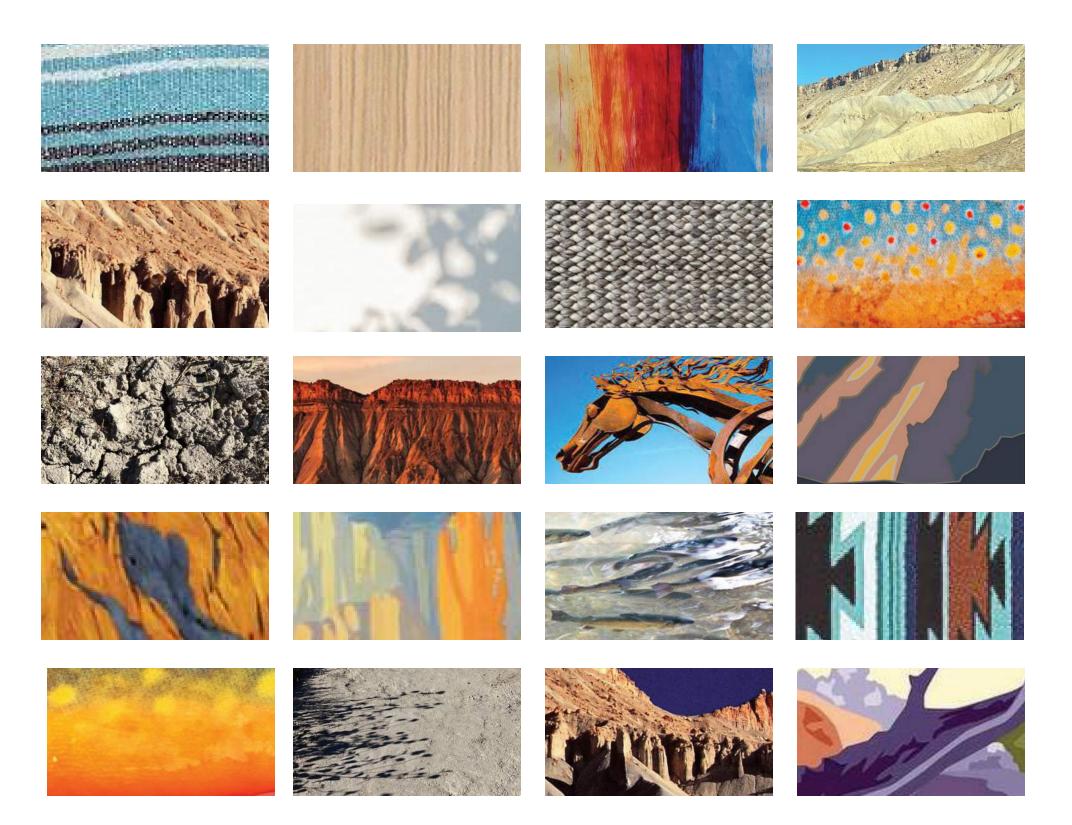
DESIGN THREADS

HORIZON

The colors of light and shadow

light & shadow	circadian		
water	rock	vegetation	sunlight
strata	lithification	sedementary	erosion
woven	layered		
jagged	smooth	reflection	
weathered	patina		

Travelers passing thorugh on the Old Spanish Trail wrote of the grand scenery. Written records depict cathedrals and fortresses high above, all bathed in beautiful colors. These forms have been slowly formed by the elements for millions of years. Their materials,





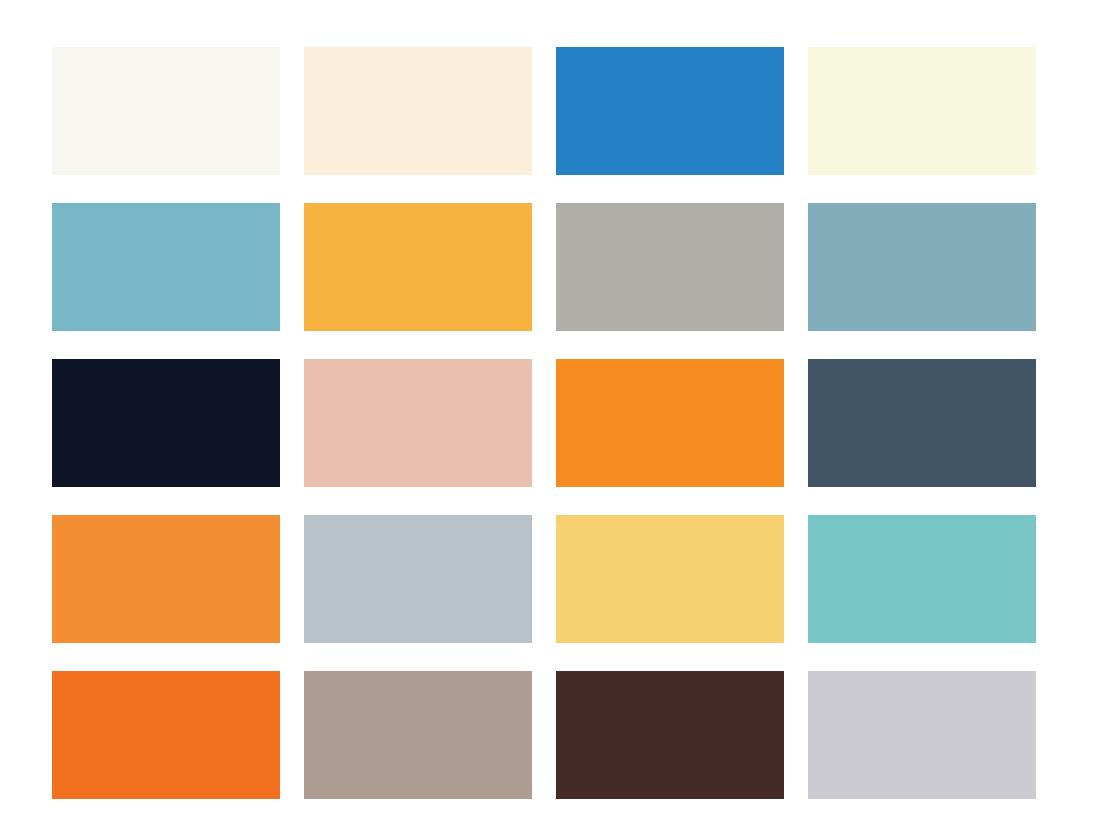
DESIGN THREADS

HORIZON

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light & shadow	circadian		
water	rock	vegetation	sunlight
lithification	sedementary	erosion	strata
woven	layered		
jagged	smooth	reflection	
weathered	patina		

Travelers, fur trappers, and traders passing thorugh on the Old Spanish Trail wrote of the grand scenery. Written records depict cathedrals and fortresses high above, all bathed in beautiful colors. These forms have been slowly formed by the elements for millions of years.





MATERIAL ZONES

EXTERIOR

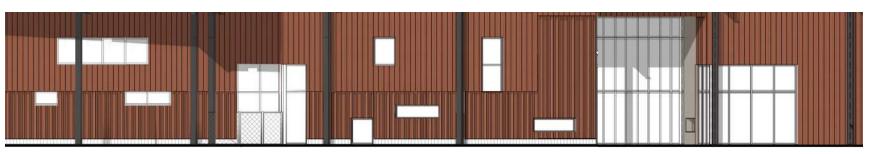
Lithification is the process of sediments becoming solid under pressure. Different stripes across the book cliffs create unique patterns animated by light and shadow.

The shale bed at the base, soft in appearance, but very dense, has been sculpted by the elements over millions of years.

The softer upper layers crumble and erode away with water, wind, and gravity.

The materials in the building emulate layers of strata, various textures, and how light and shadow animate their appearance.









MATERIAL ZONES



ZONE 1 - ACTIVITY

The building's circulation, faceted, meanders through the building like a river eroding away rock.



ZONE 2 - WATER

The pools, locker rooms, and restrooms. Spaces associated with water.



ZONE 3 - GATHERING

Different spaces for celebrating, learning, creating, playing..etc.

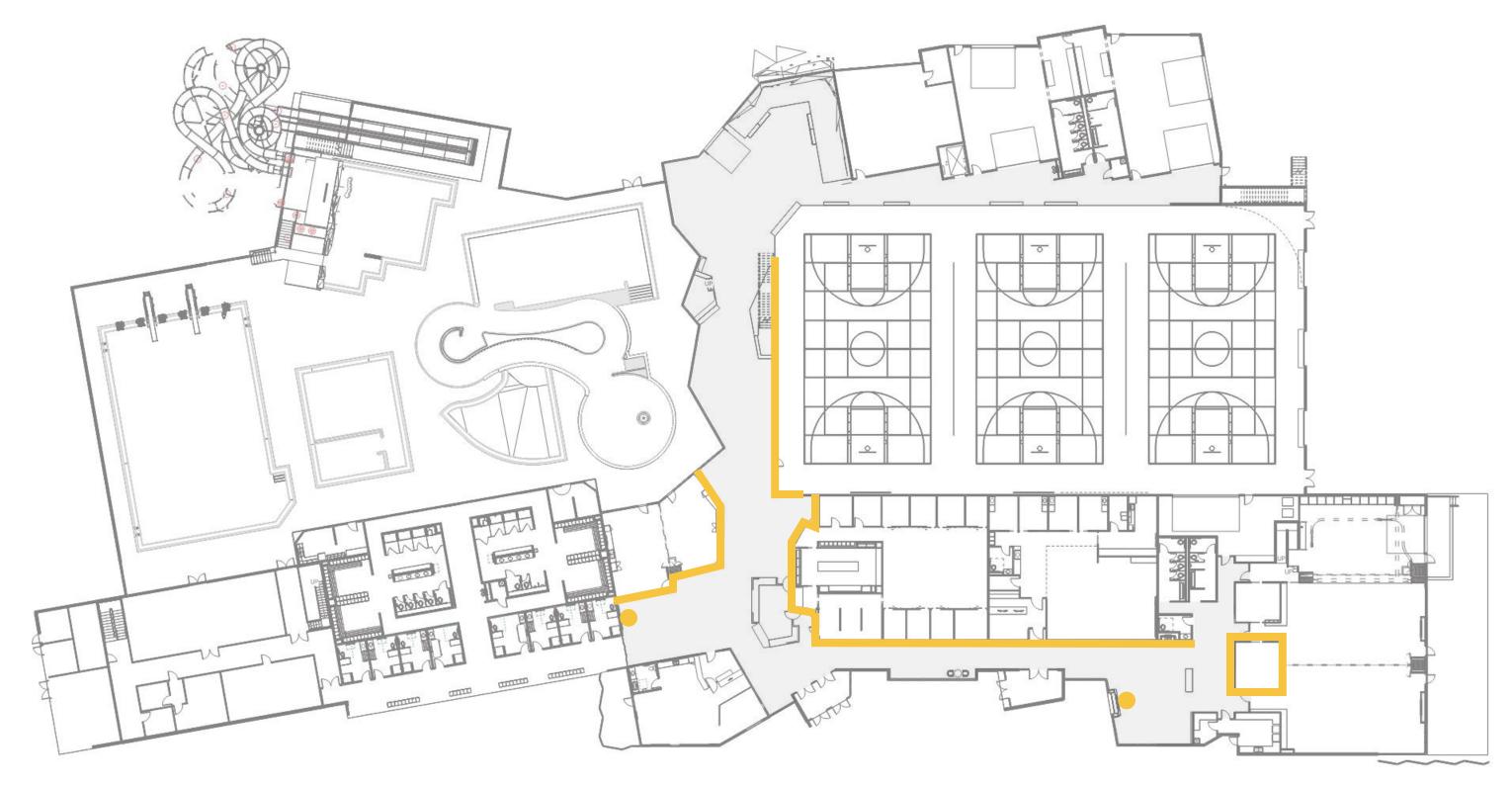


ZONE 4 - ATHLETIC

Spaces for heath and fitness



ZONE 1: ACTIVITY

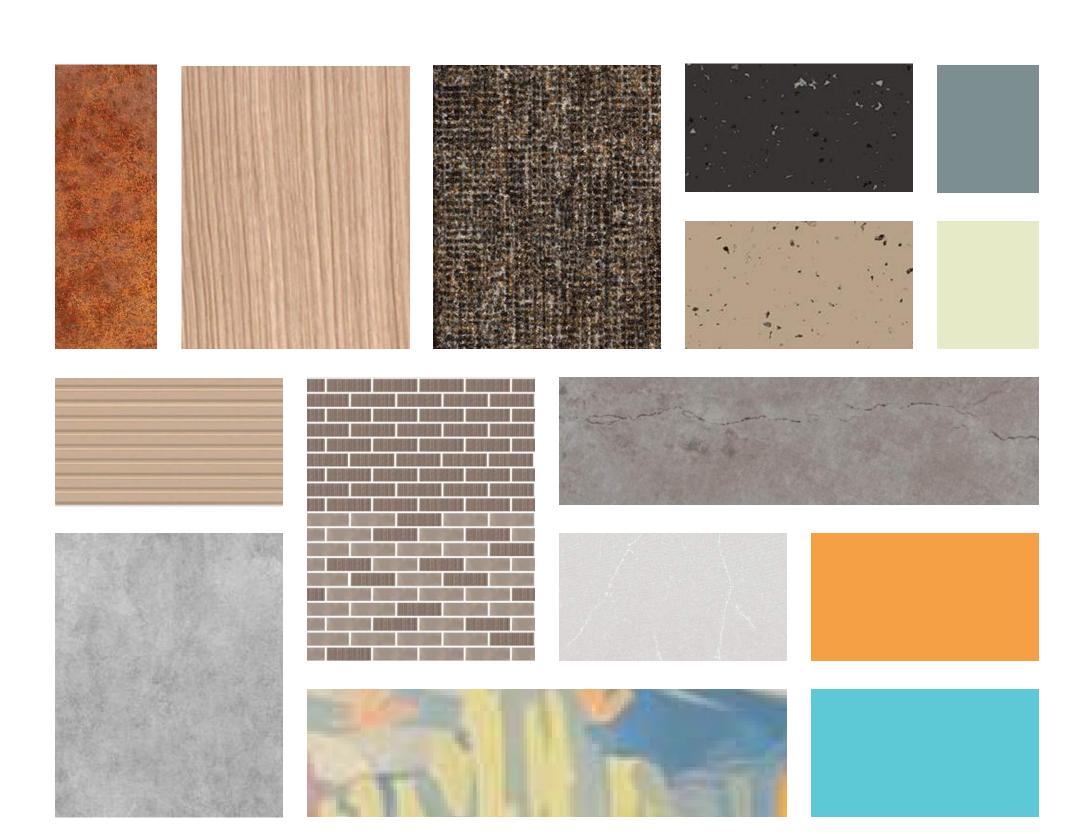




ZONE 1: ACTIVITY

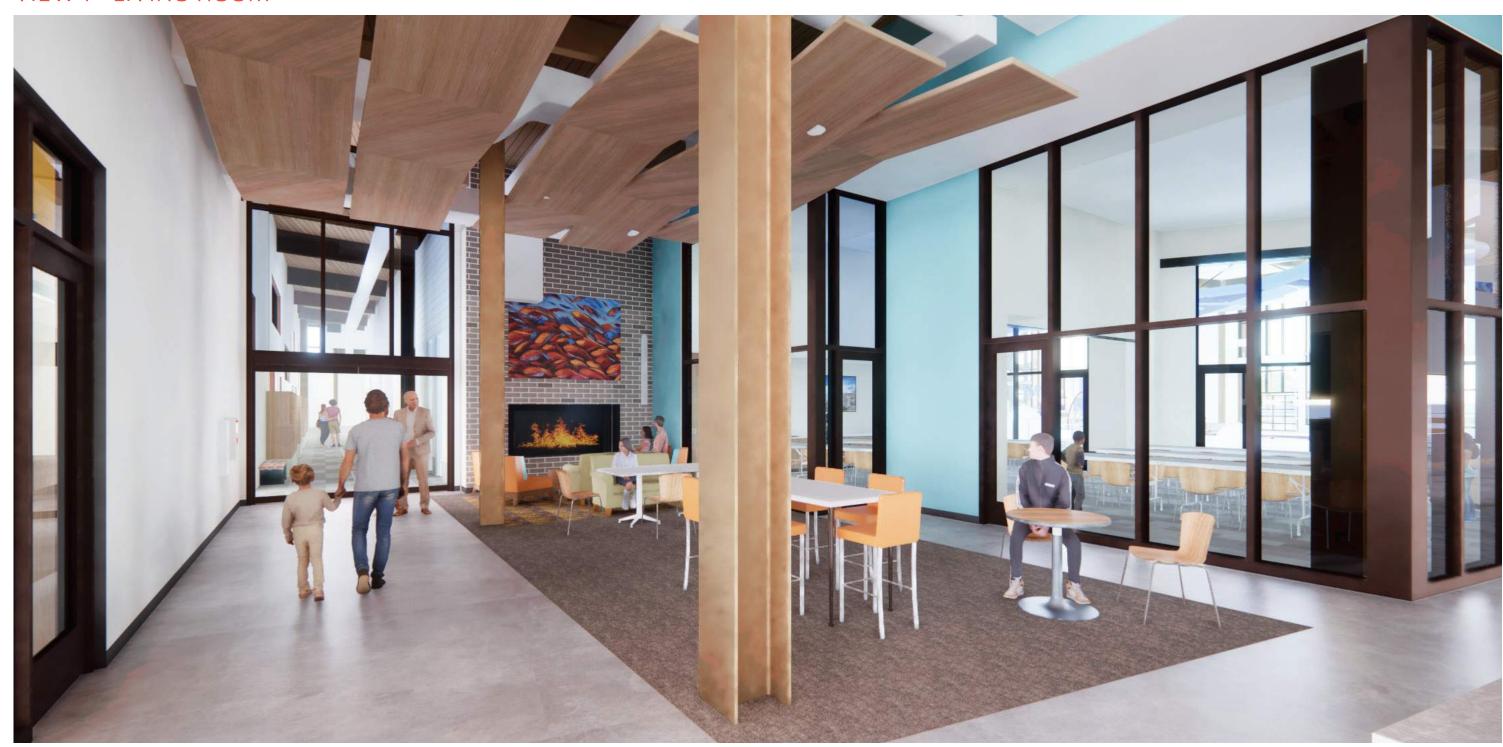
DESIGN CRITERIA:

- 1. Durability & Maintainability
- 2. Acoustics Higher NRC of surfaces
- 3. Have a feeling of the outdoors.





VIEW 1 - LIVING ROOM

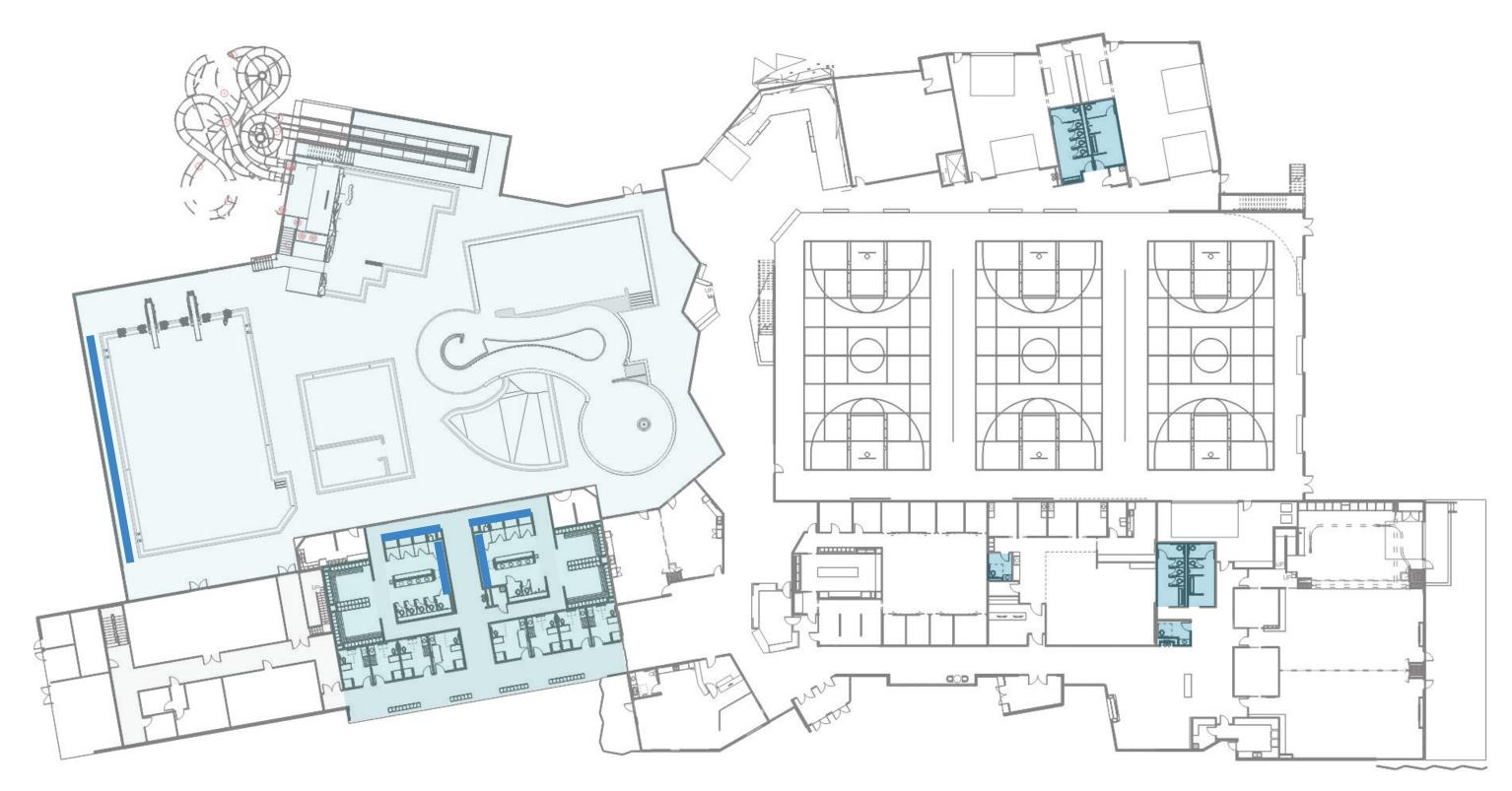


VIEW 3 - ACTIVITY CORRIDOR





ZONE 2: WATER





ZONE 2: WATER

DESIGN CRITERIA:

- 1. Durability & Maintainability
- 2. Resist Water & Chemicals
- 3. High dcof of flooring.
- 4. Acoustics Higher NRC of surfaces
- 5. Connection to ground





VIEW 2 - LOCKER ROOM MOSAIC



ZONE 3: GATHERING

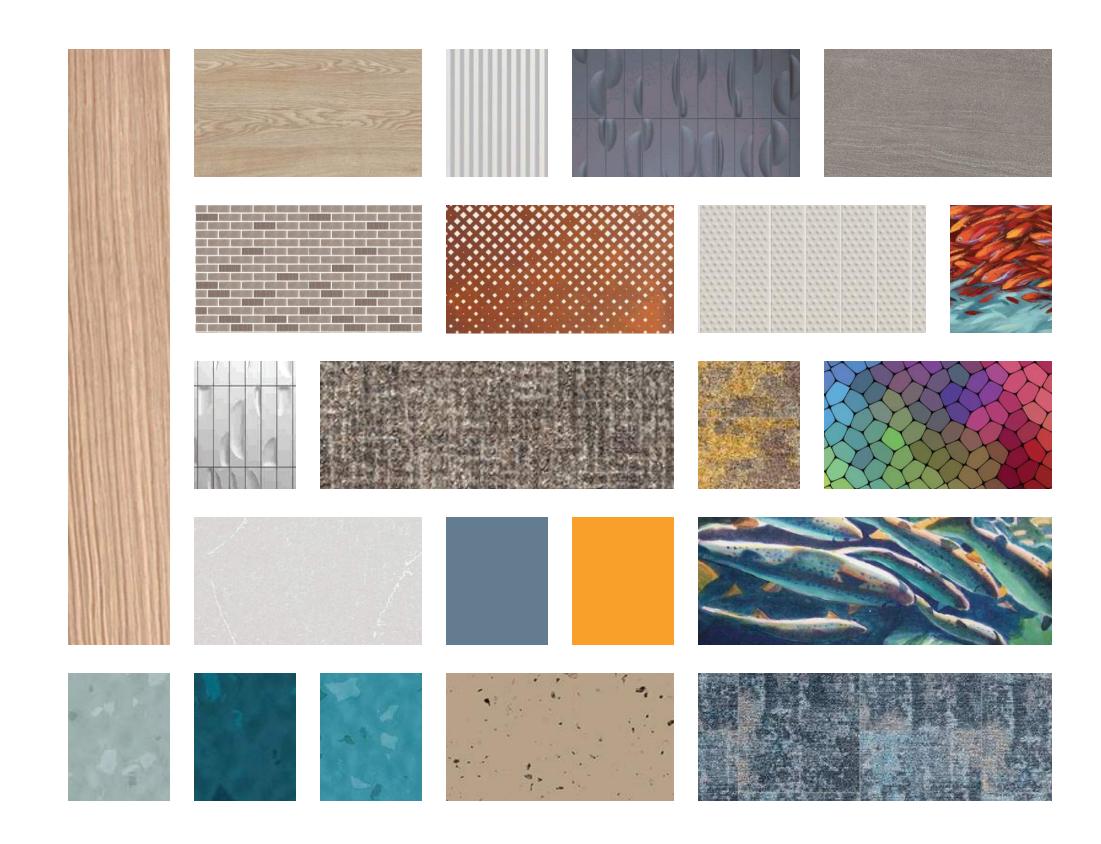




ZONE 3: GATHERING

DESIGN CRITERIA:

- 1. Adaptable / Multi-occasion
- 2. Resist wear and tear, easy to clean
- 3. Acoustics Higher NRC of surfaces





VIEW 4 - CHILD WATCH



VIEW 4 - CHILD WATCH



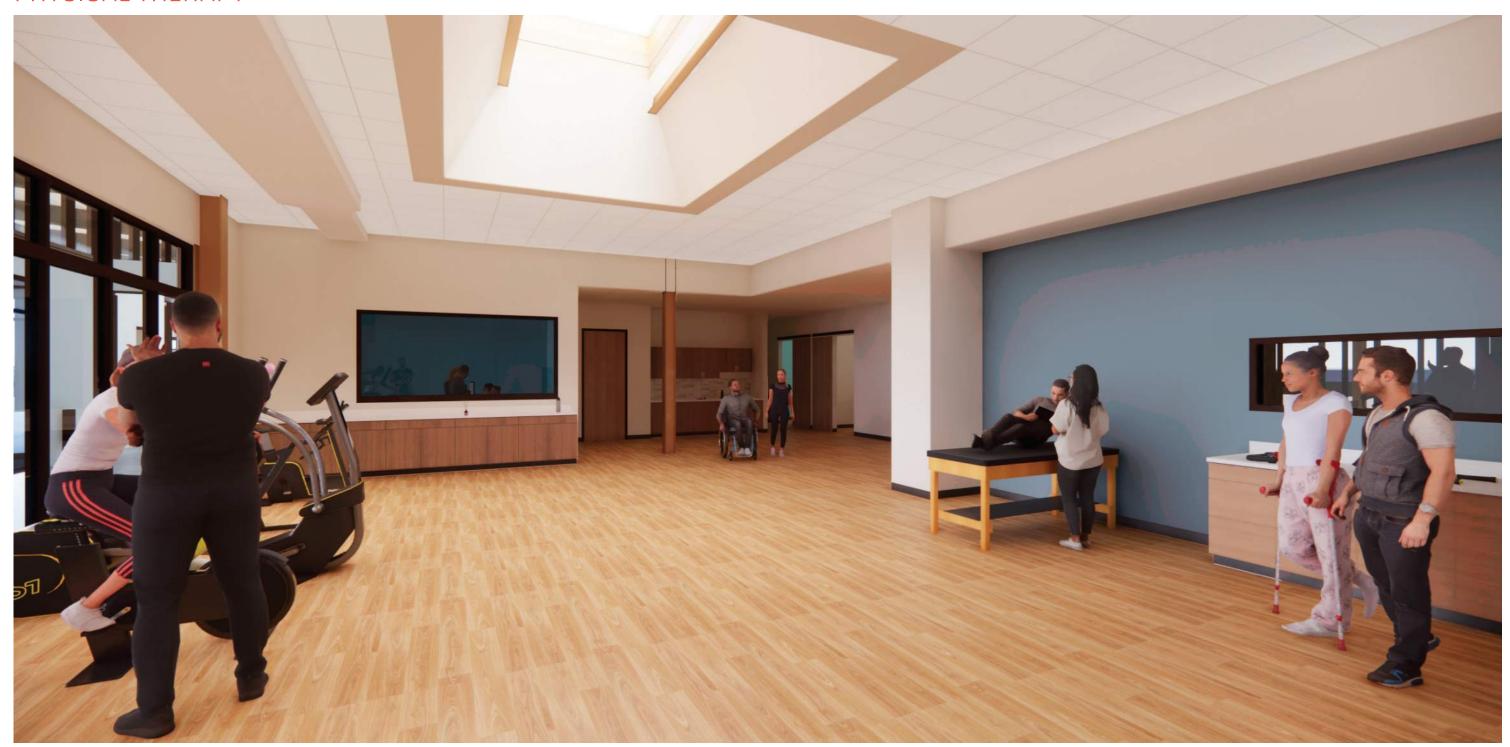
PARTY ROOM



PARTY ROOM

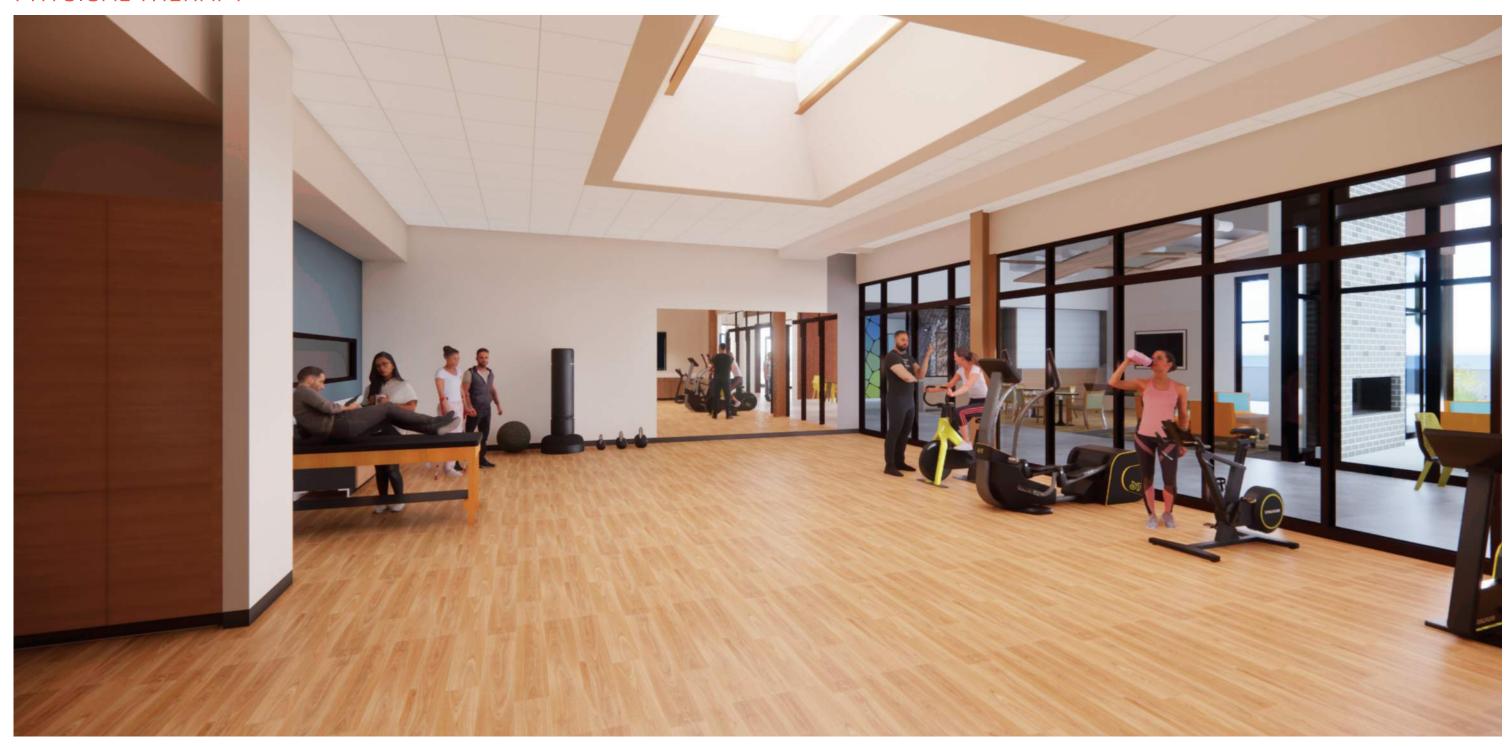


PHYSICAL THERAPY





PHYSICAL THERAPY





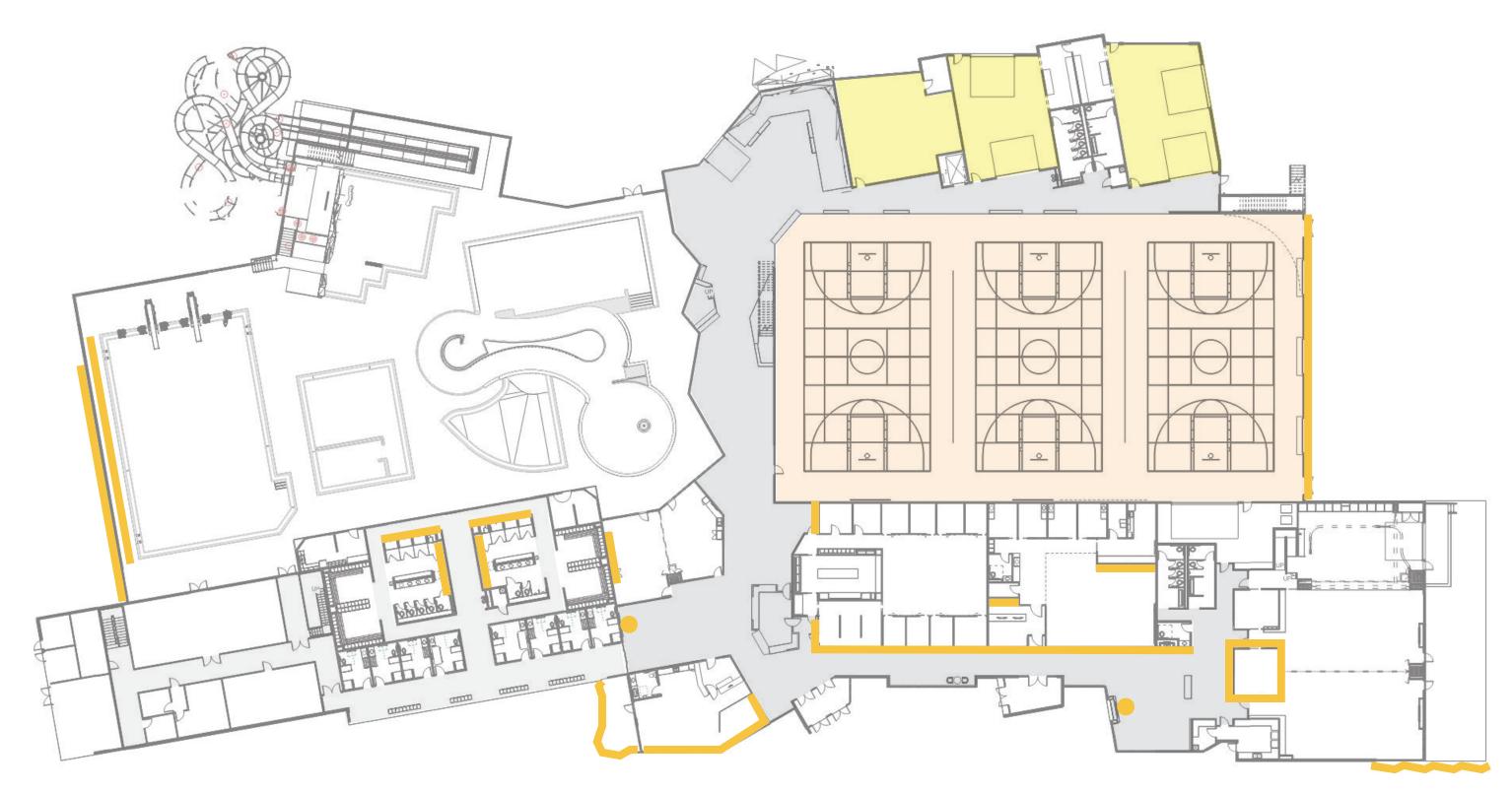
SENIOR LOUNGE



SENIOR LOUNGE

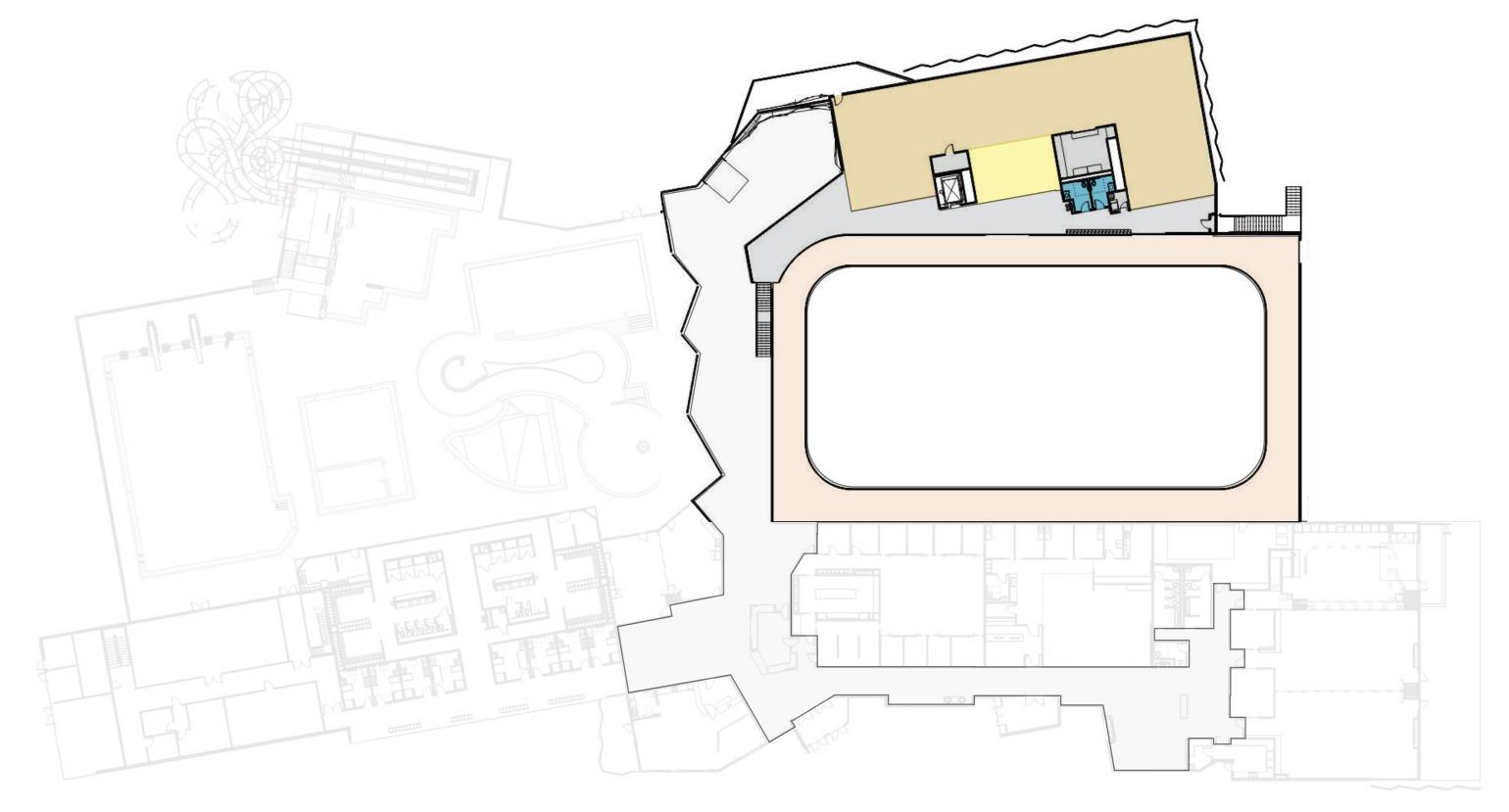


ZONE 4: ATHLETIC





ZONE 4: ATHLETIC





ZONE 4: ATHLETIC

DESIGN CRITERIA:

- 1. Adaptable / Multi-occasion
- 2. Durable, easy to clean.
- 2. High impact resistance.
- 3. Acoustics Higher NRC and IIC
- 4. Relate to sky/ light/ dynamic/ active

