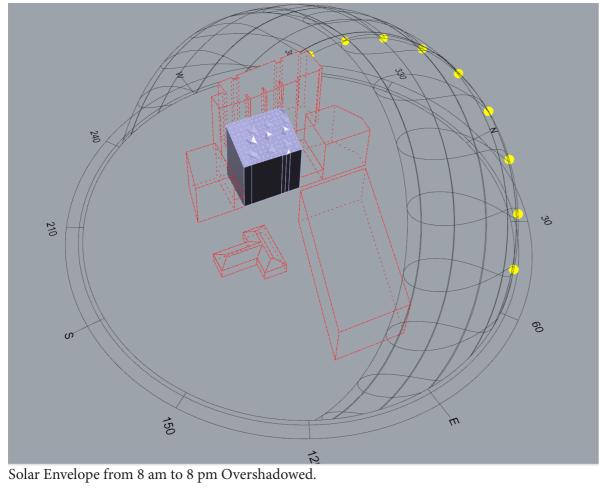
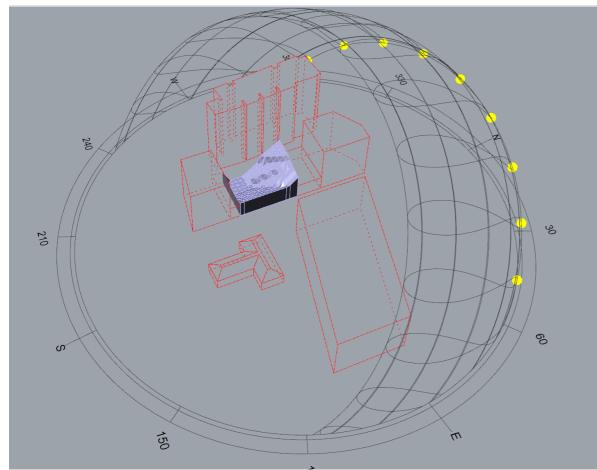
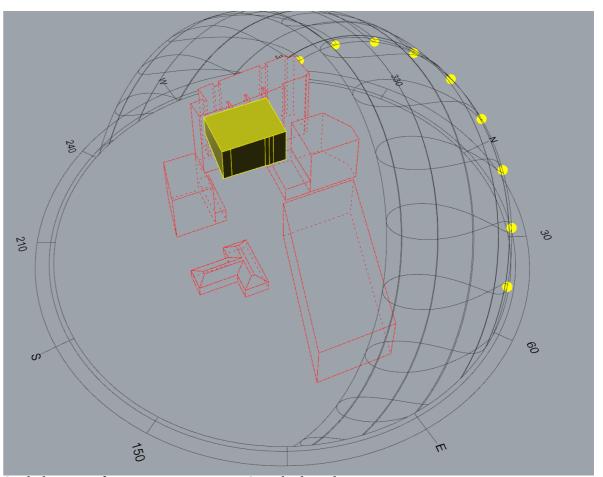
Task A - Solar Analysis. (Trying to catch the sun)

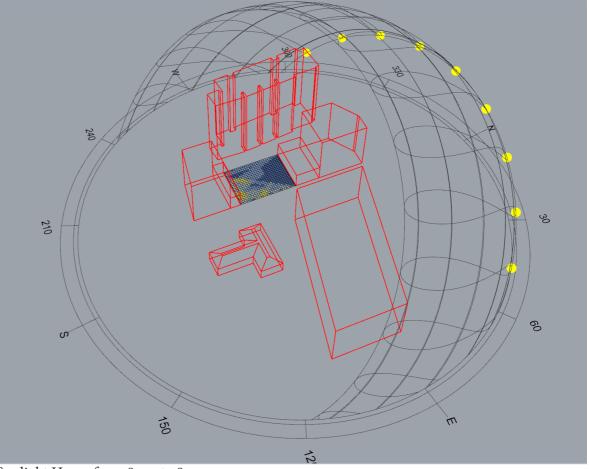




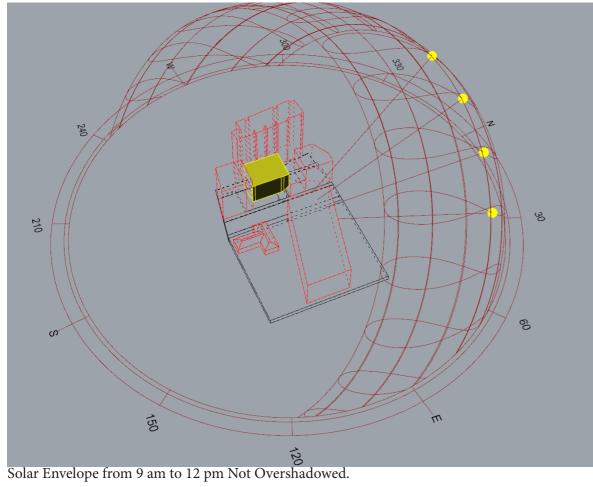
Solar Envelope from 9 am to 12 pm Overshadowed.

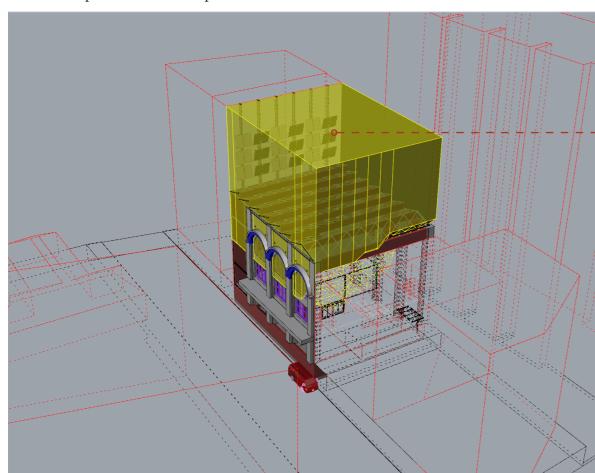


Sunlight Hours from 8 am to 8 pm Not Overshadowed.

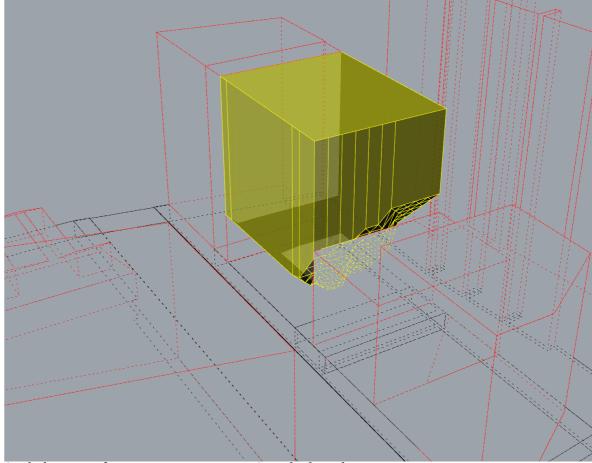


Sunlight Hours from 8 am to 8 pm





Solar Envelope from 9 am to 12 pm Not Overshadowed. (With 3d Model.)



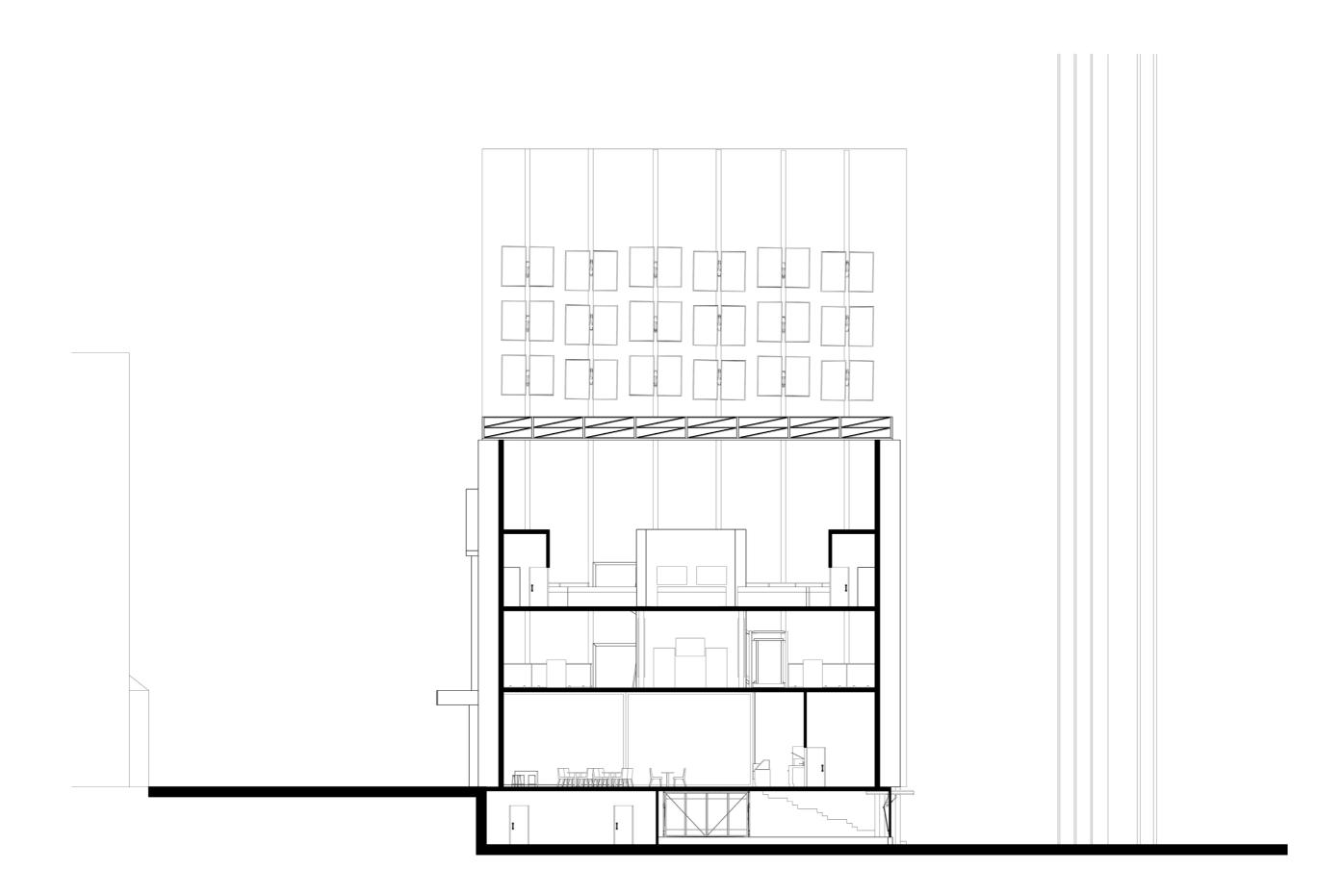
Sunlight Hours from 9 am to 12 pm Not Overshadowed.

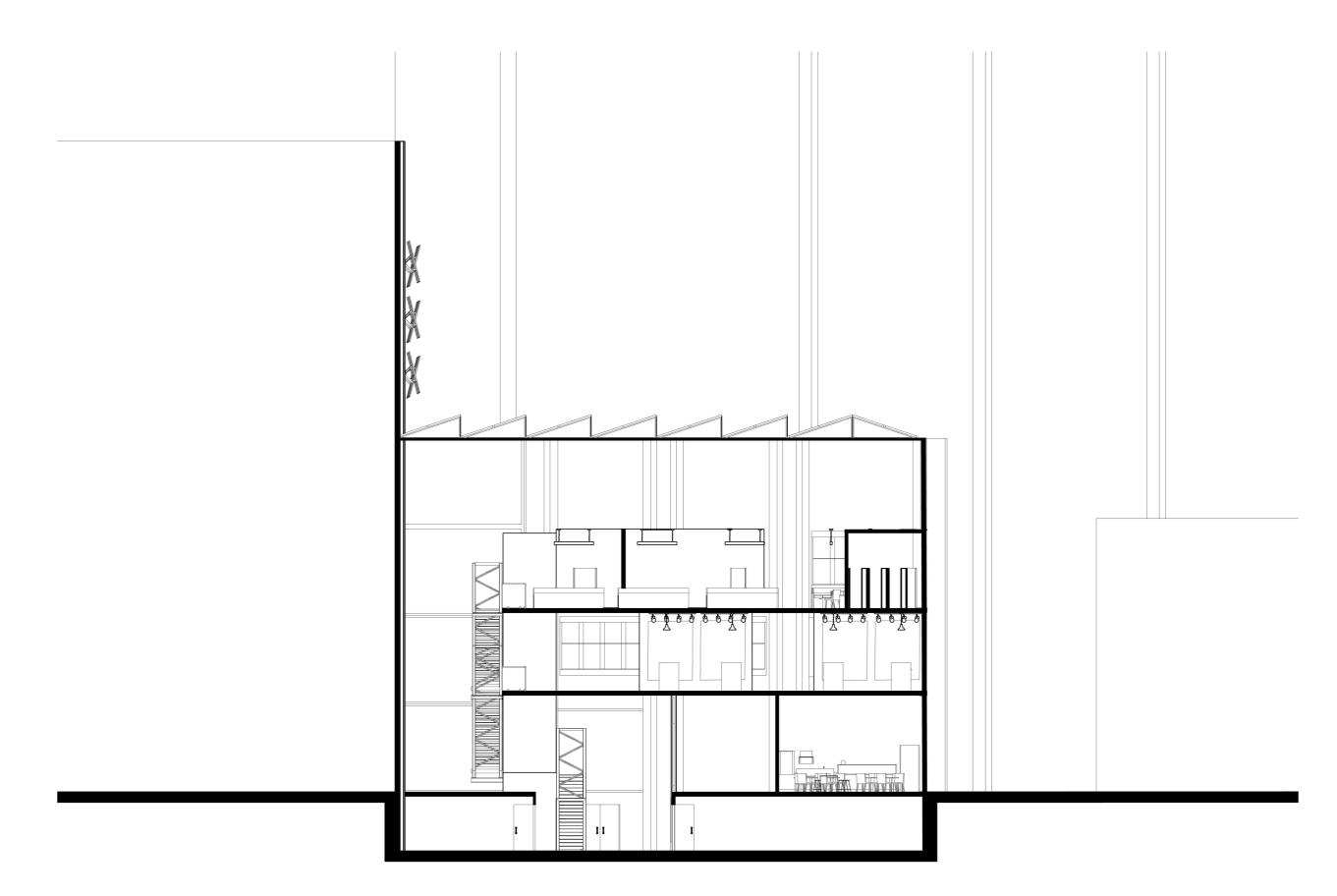
This analysis shows where we can catch the sun and reflect it back to our building using large movable heliostats. Solving the overshadow issue surrounding buildings cause. Using Central Park as a reference in how it bounces light into areas that are never gets any sunlight. This method also lessens the solar radiation and intensity compared to direct sunlight. With movable heliostats we are also able to recalibrate their rotations depending on each season all year long.

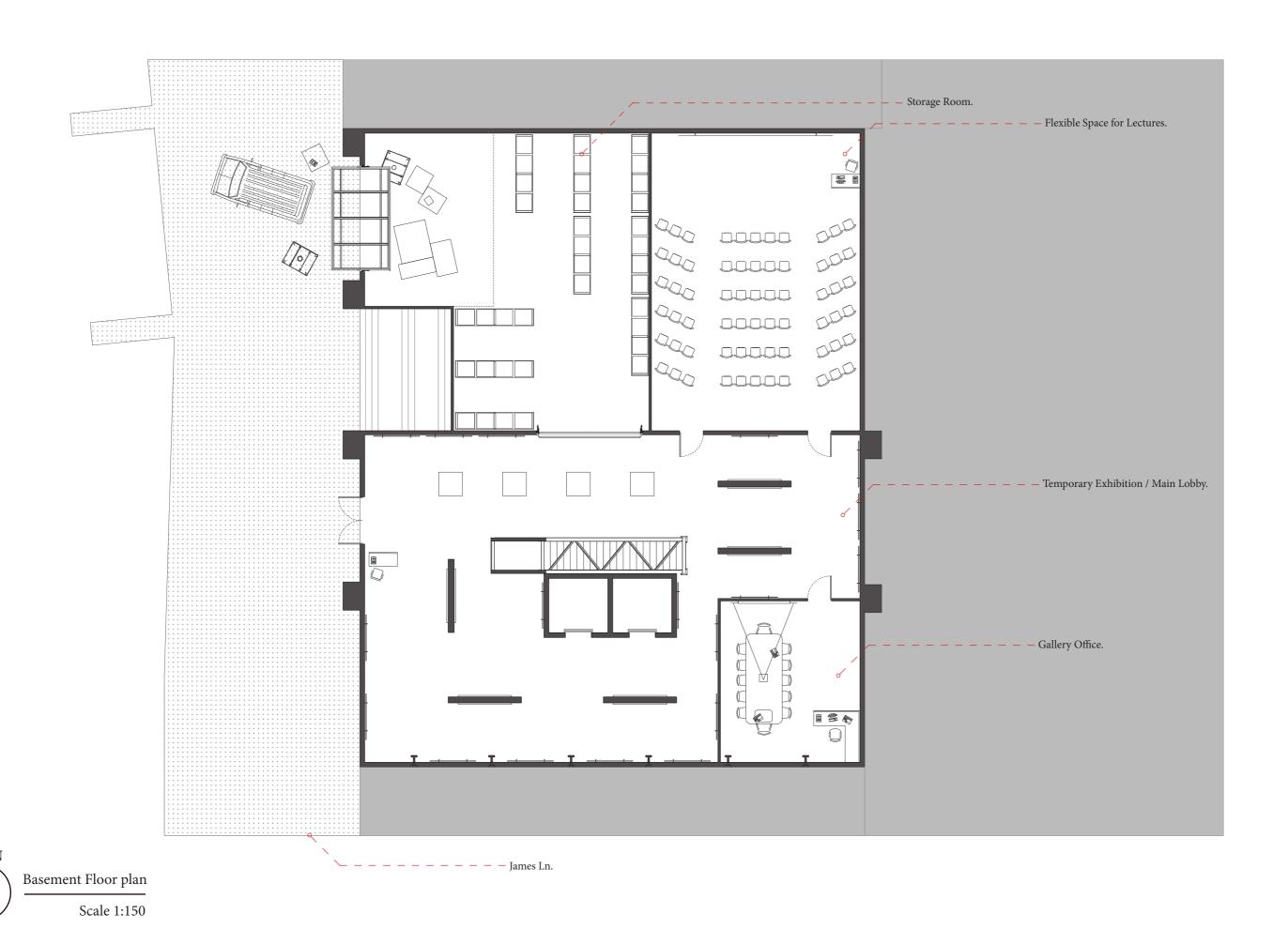
We have then integrated a glass roof for the office to receive natural sunlight. Another central design we have implimented is the "Glass Box". This box leads all the way to the basement so that all floors can benefit from the heliostats.

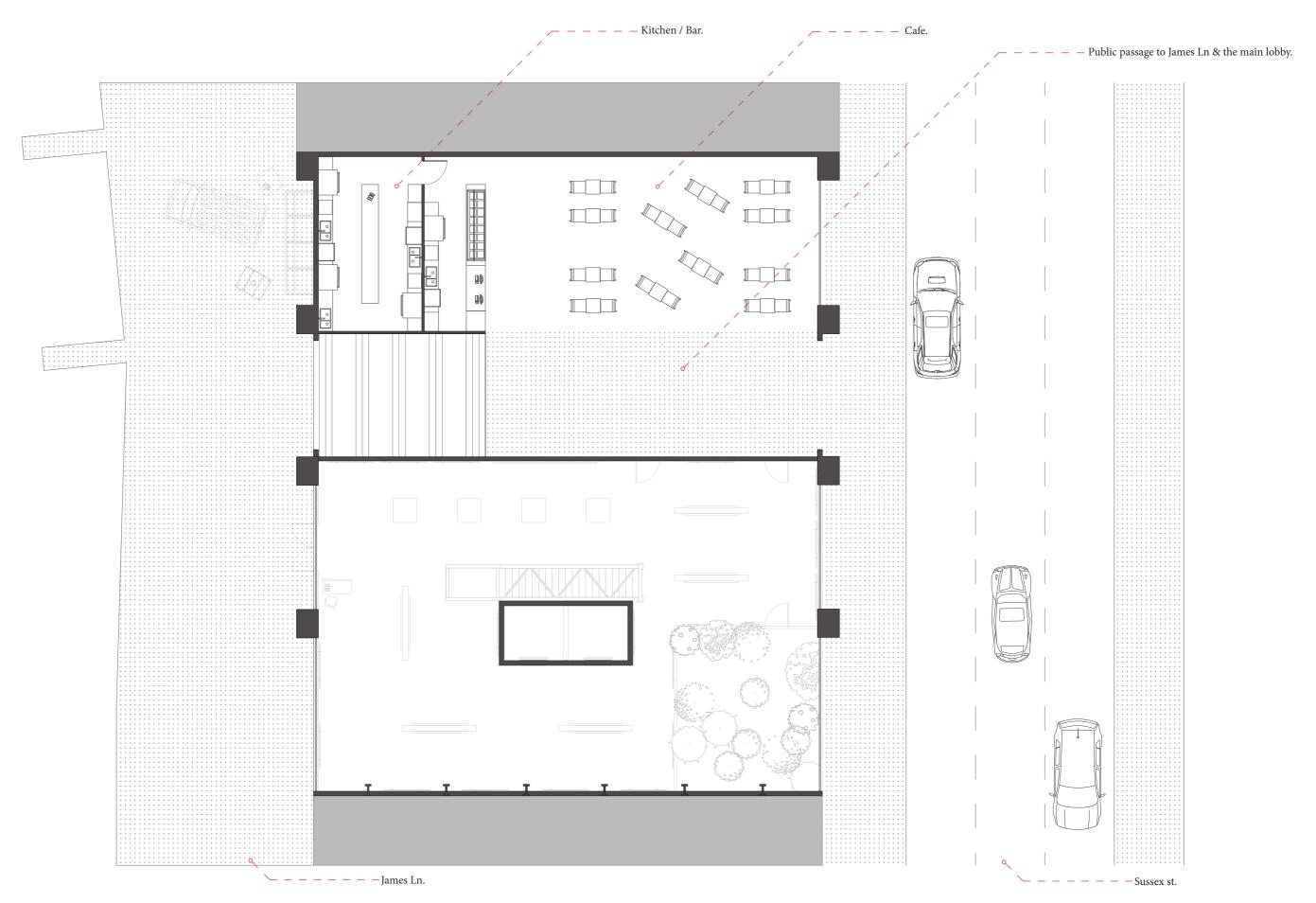
Task A - Elevations & Sections.





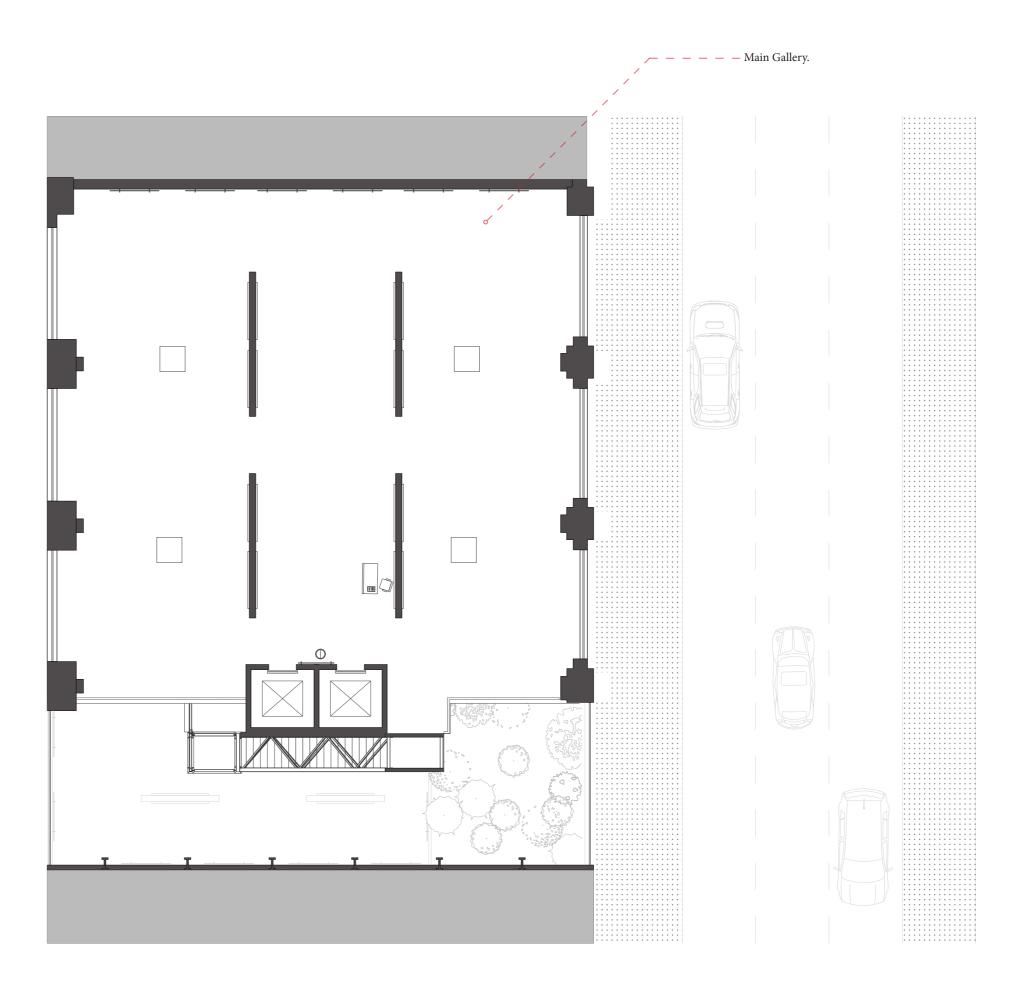


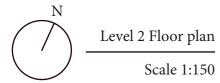


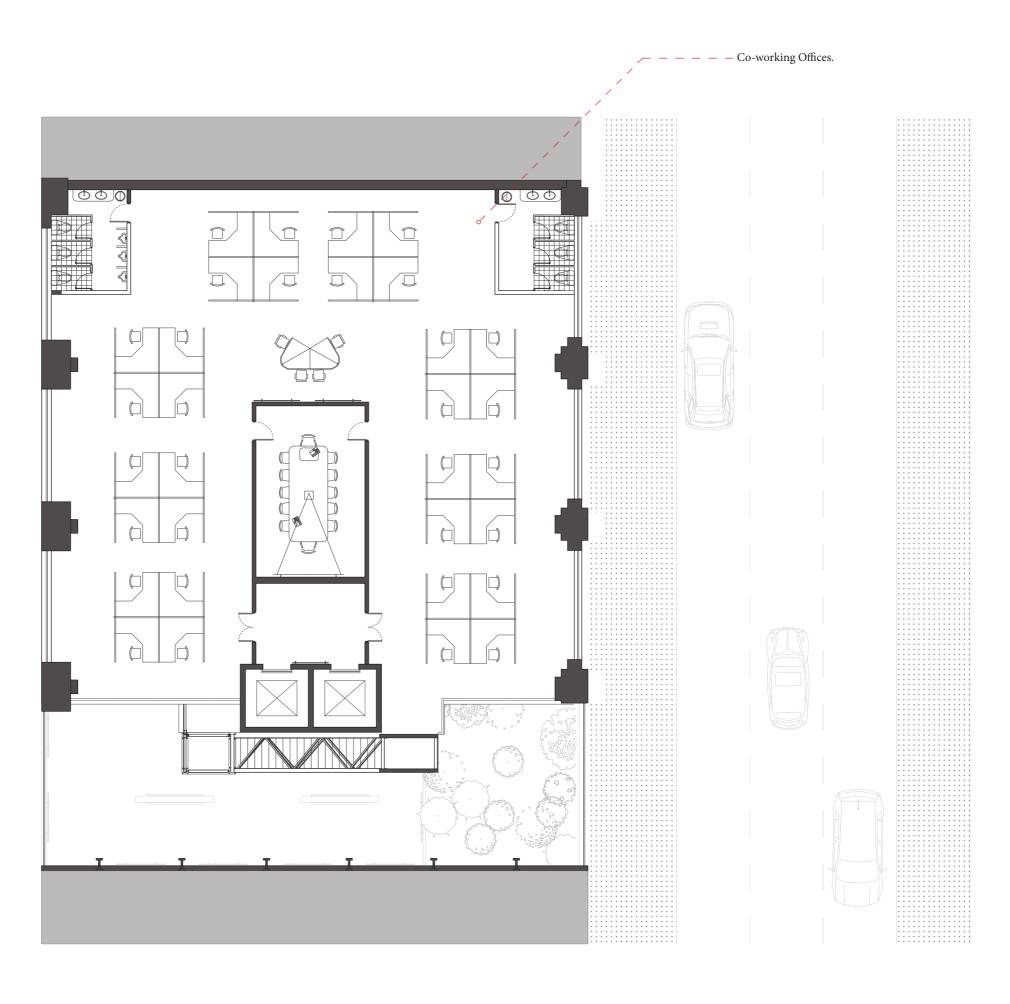


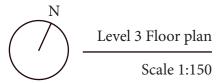
Level 1 Floor plan

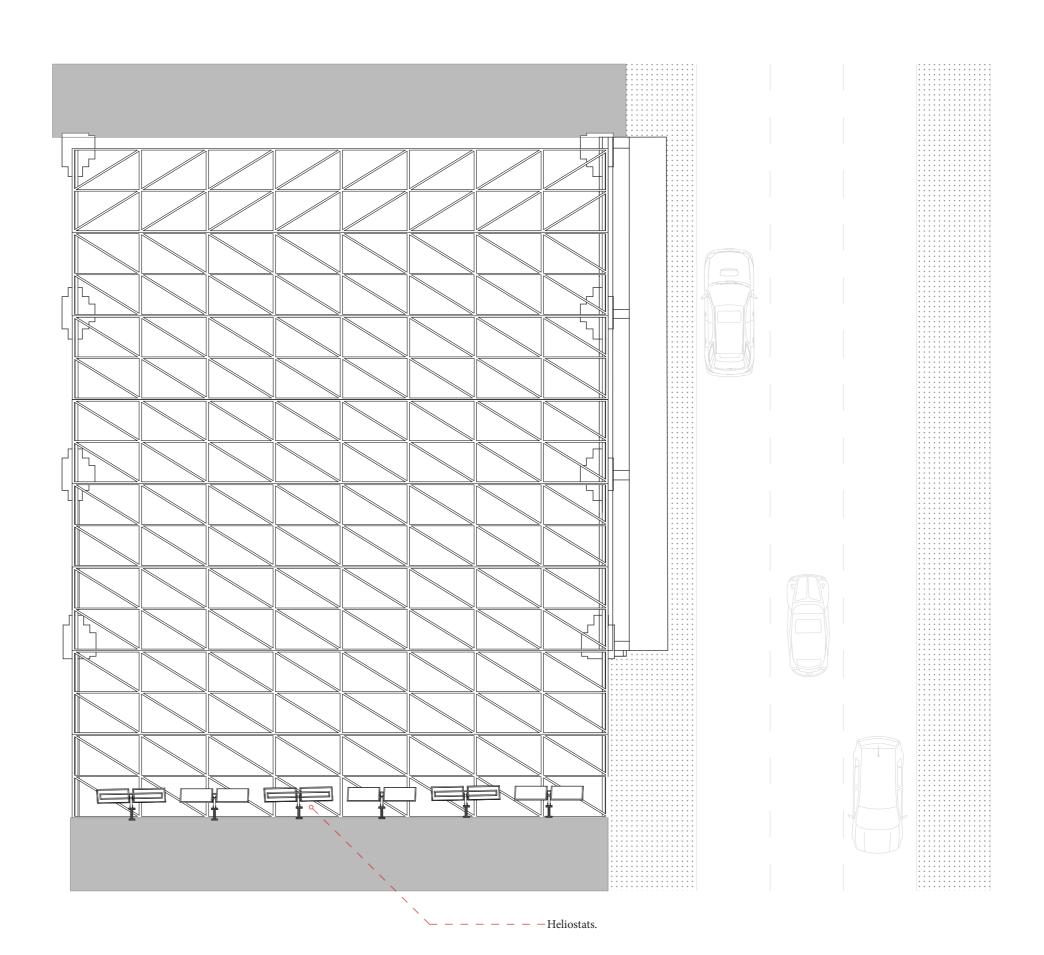
Scale 1:150

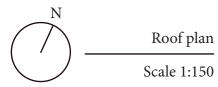




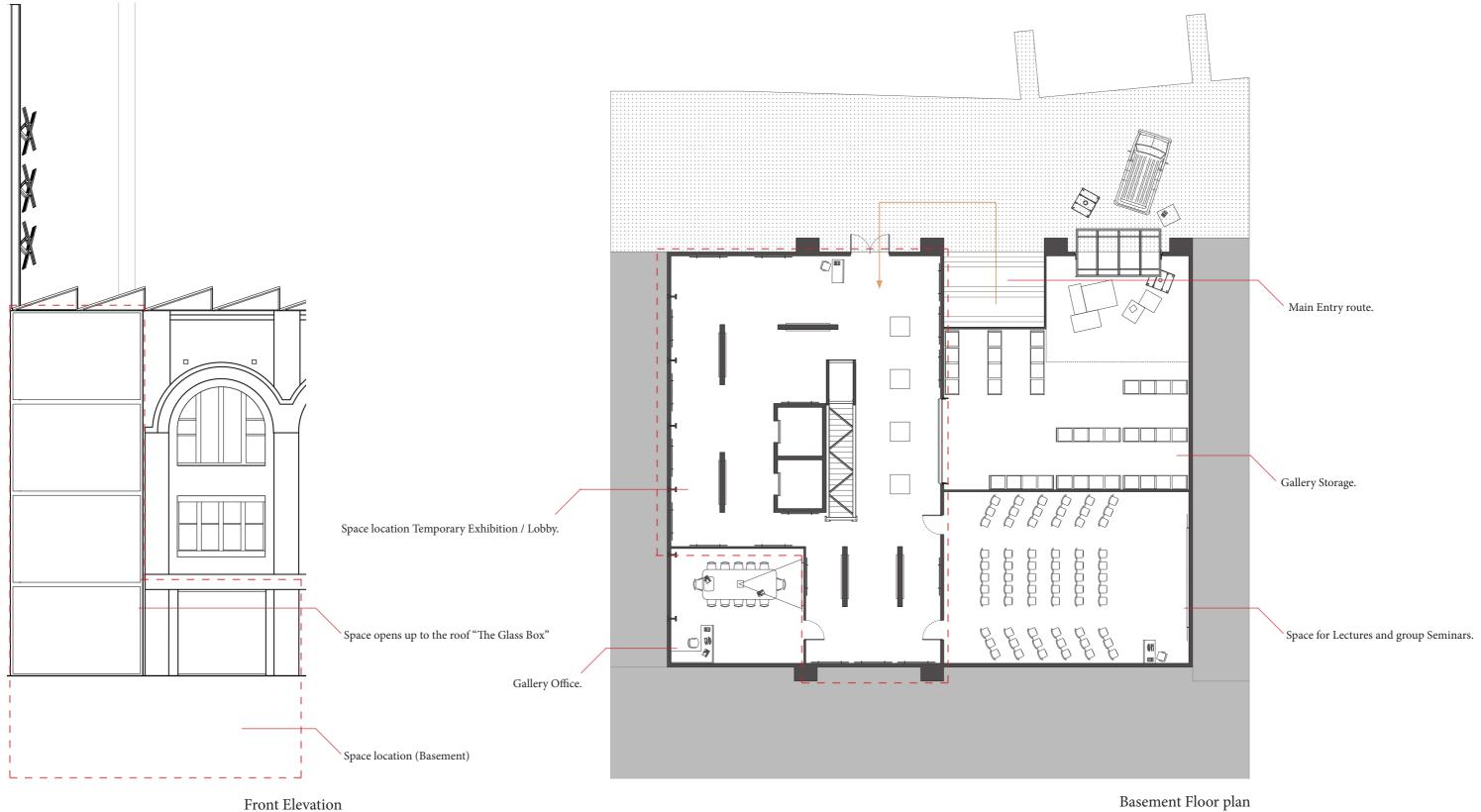








TASK B - TEMPORARY EXHIBITION / MAIN LOBBY
Jemuel Herrera 12962813



Front Elevation

Scale Not to scale

Scale Not to scale

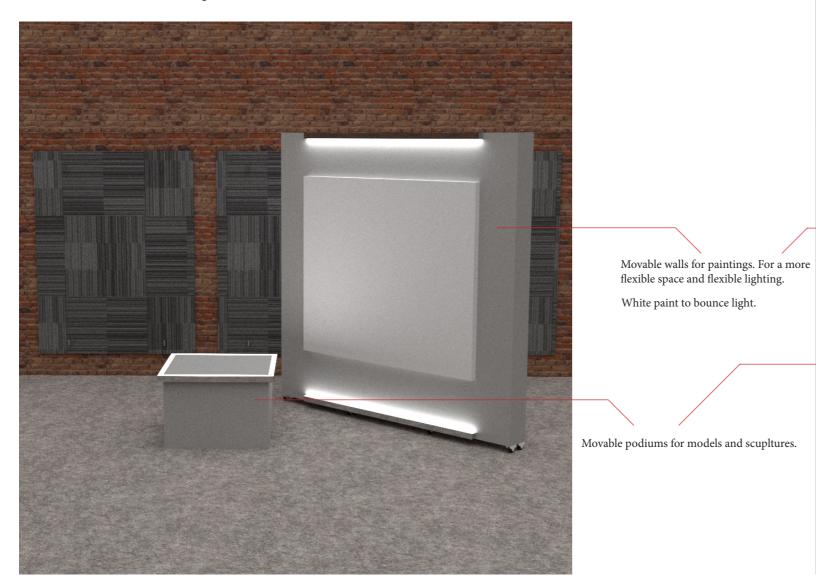
B1. Lighting Concept & Design.

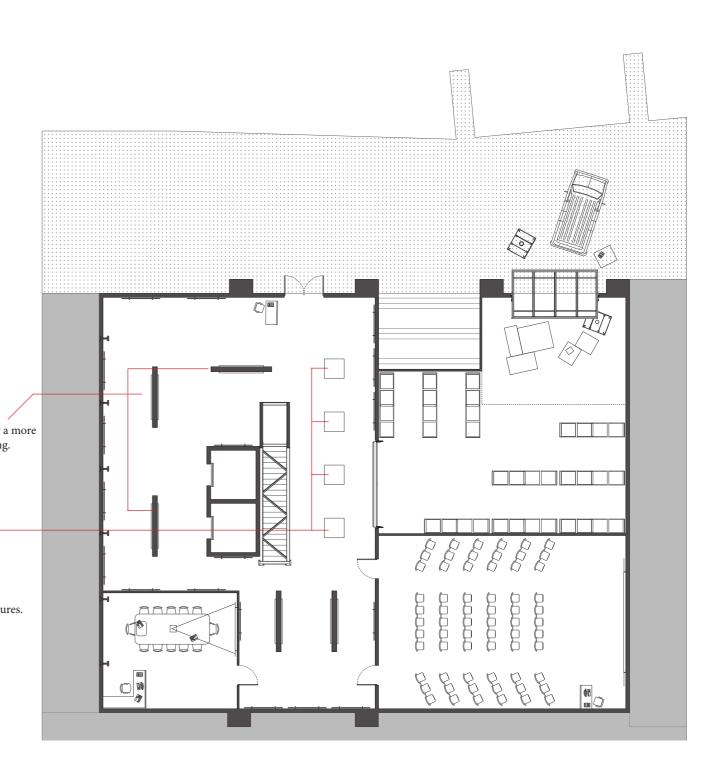
CONCEPT

LIGHTING. Goals

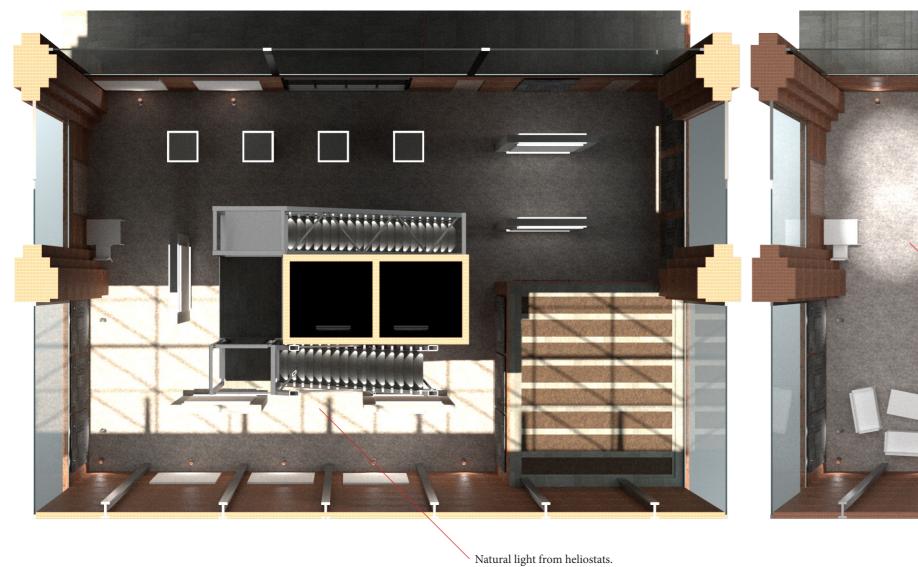
- Flexible Lighting system that moves with the exhibition.
- Multi purpose Lumens.
- Receives ample amounts of both natural light paired with artificial lighting during the day.
 Make use out of our heliostats on the roof to catch natural lighting for the basement.

- Provide natural light throughout the entire building.
 Use higher Lux levels to design a "light walkway" that serves as a hallway that leads to other spaces.
- Use a lower Lux levels in lounge areas.



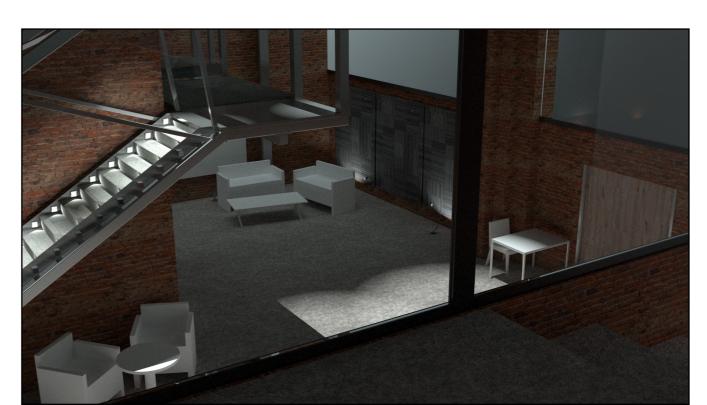


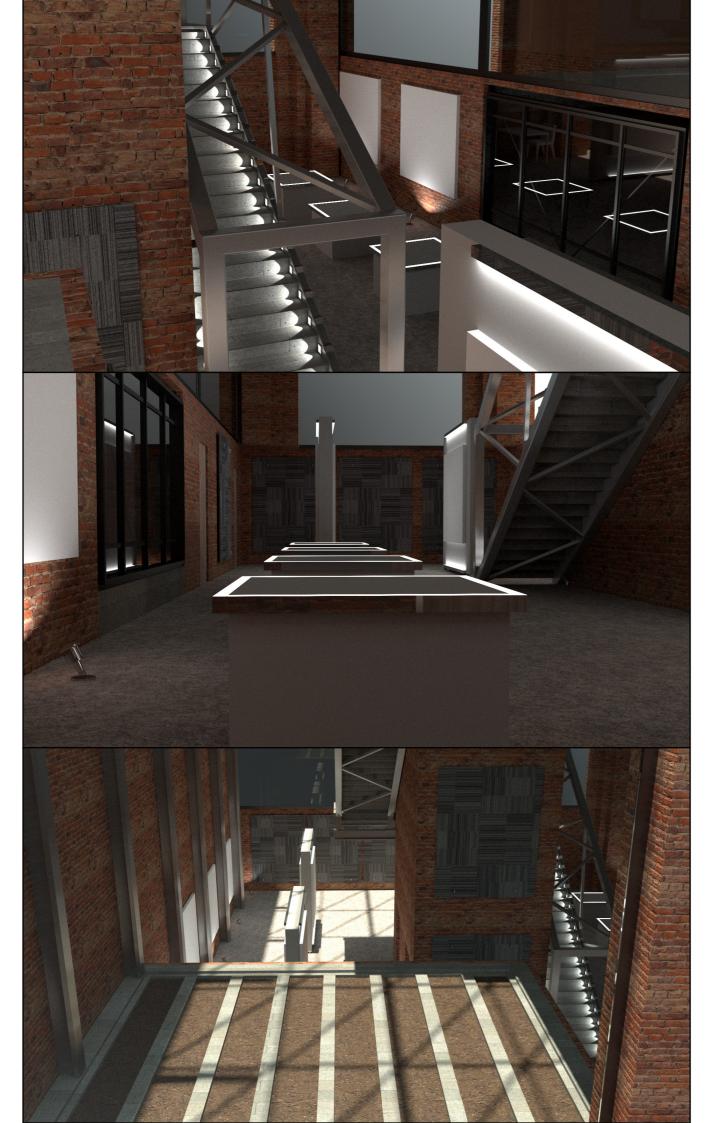
Day time Gallery Night time Lobby

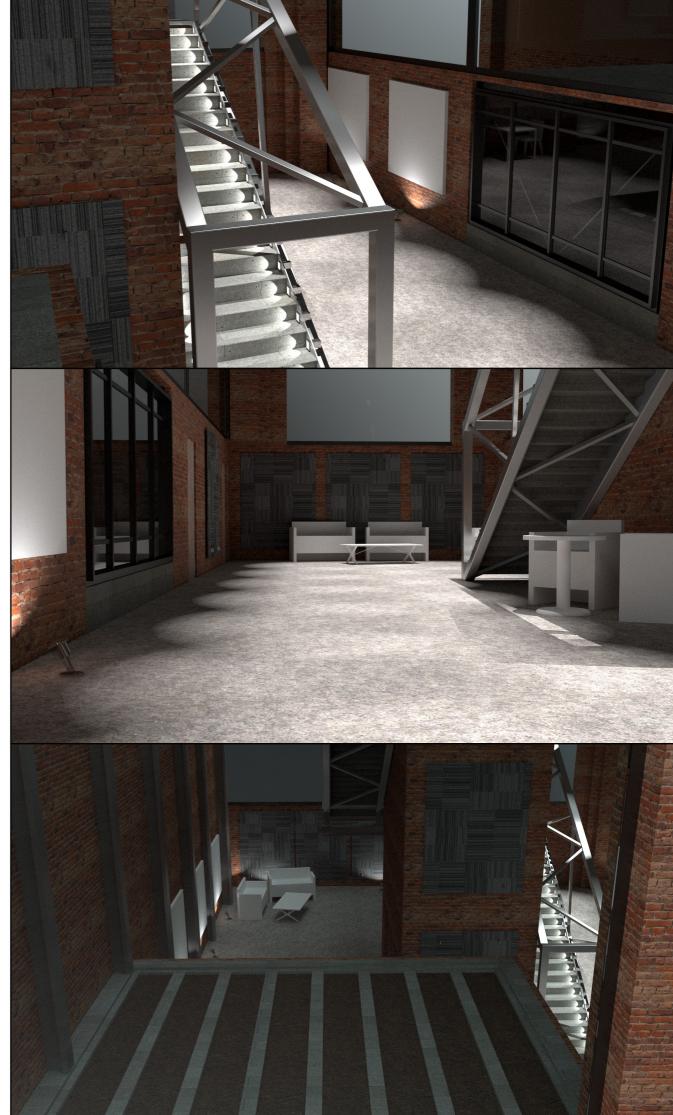




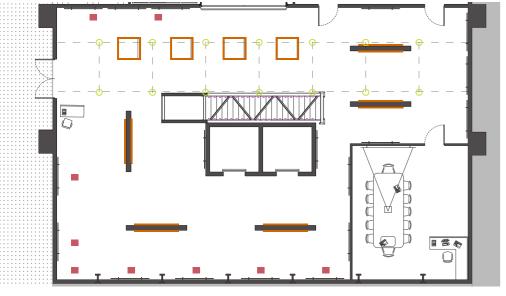


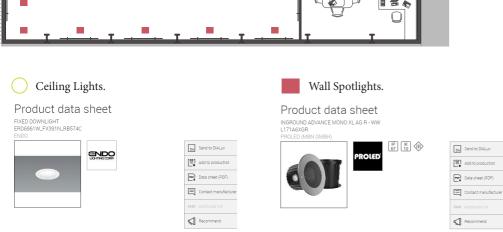


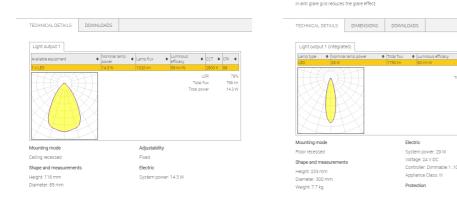




B2. Lighting Details.



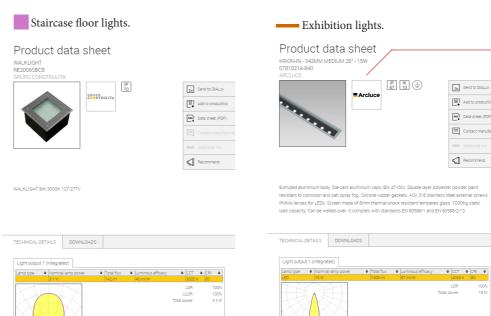




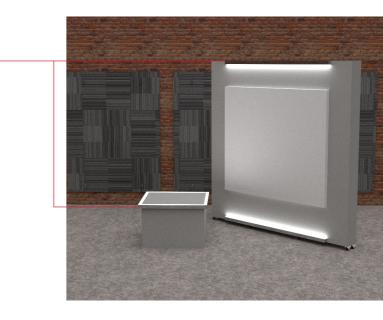




Ceiling lights & Chilled beams.



Recommend



Dx Send to DIALux

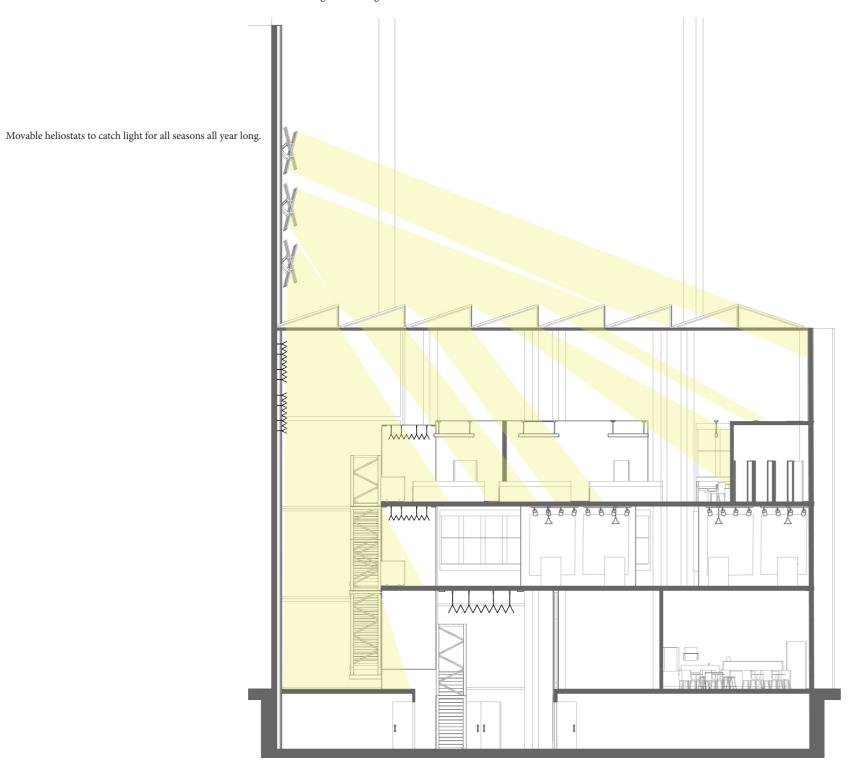
Data sheet (PDF)

Contact manufacture

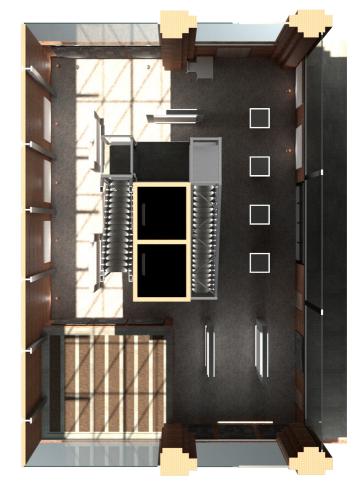
Recommend



Solution to get natural light into the basement.



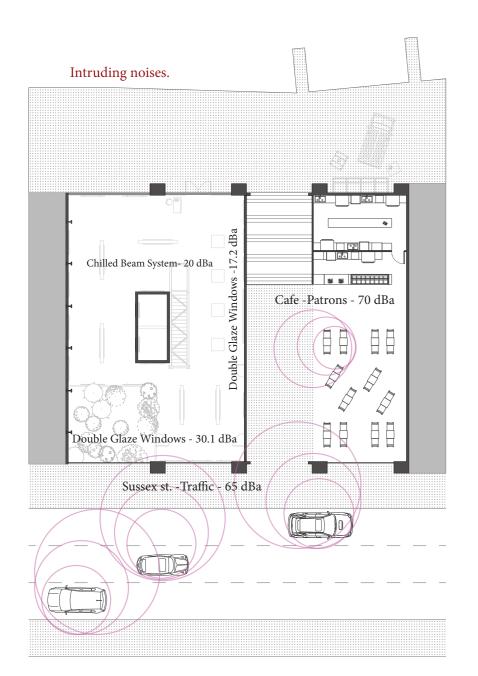
Render of the natural lighting reflected from the suspended heliostats.



CONCEPT

Acoustics. Goals

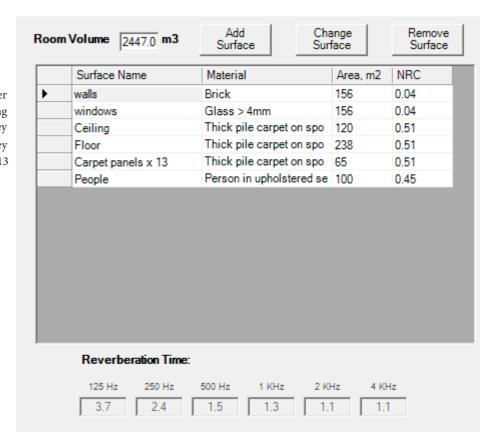
- Sound proof walls especially against medium traffic surrounding the site. Preferably 30 dB to 40 dB (Less distractions)
- Medium reverbaration time throughout the building. Preferably 1 KHz to 1.5 KHz.
- Low intruding sounds.
- High or Medium reverberation time. (Spacious atmosphere)
- Low intruding noise + Spacious atmosphere, for an "Escape" from the urban environment.



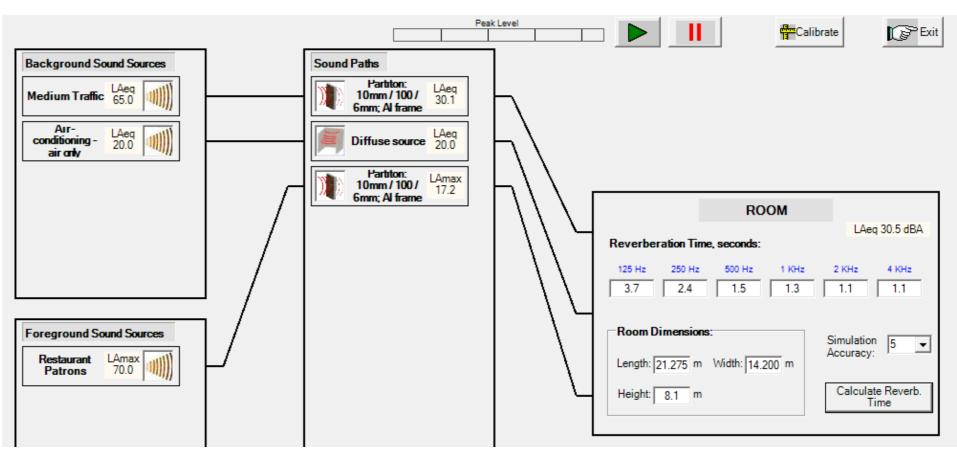
Reverberation Calculation. Total Reverberation time - 1.3 seconds

Materials.

Double Brick Veneer Window Double Glazing Concrete - Grey Carpet - Grey Carpet Wall Panels - Black x 13



Room Noise Calculation. Total noise in the space - 30.5 dBA.

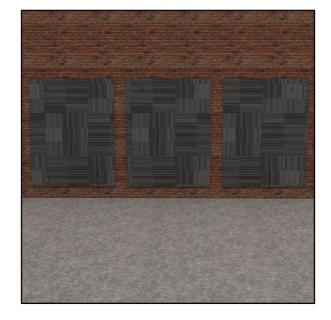


B4. Acoustics Detials.

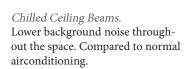
Materials.

Carpet Wall Panels - Black
To compensate and reduce
the reverberation time.
(Refer back to B1 Renders
to see the locations)

Floor Carpet - Grey
To compensate and reduce
the reverberation time.



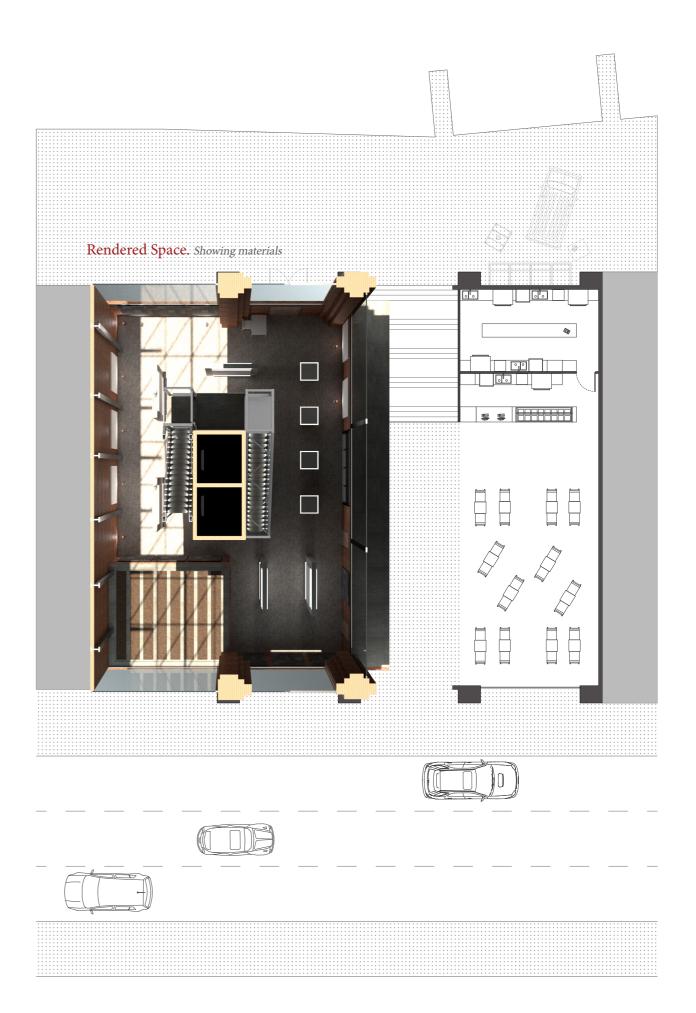
Double Brick Veneer Wall Keeping the original structure. While reducing intruding traffic noise.





Concrete Ceiling - Grey Keeping the original structure. While reducing 2nd floor intruding noise.

Window Double Glazing Reduces intruding noises from the cafe patrons and Sussex st. traffic.

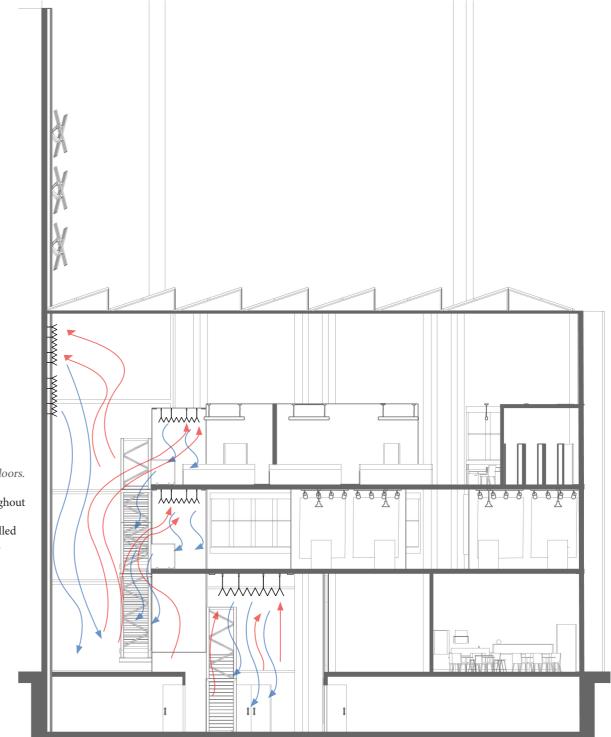


THERMAL. Goals

- Create a closed space thermal system to compensate for the glass box.
 Make use of the glass box to to expel rising heat from the space.
 Expose thermal system in the outer envelope following the "unwrapped" architecture language throughout the building.

Chilled Ceiling Beams.
Catches hot air rising from the space.





High ceiling connecting to all floors.

Distributes rising hot air throughout the building. At the same time cold air dispensed from the chilled beams flow down to the chosen