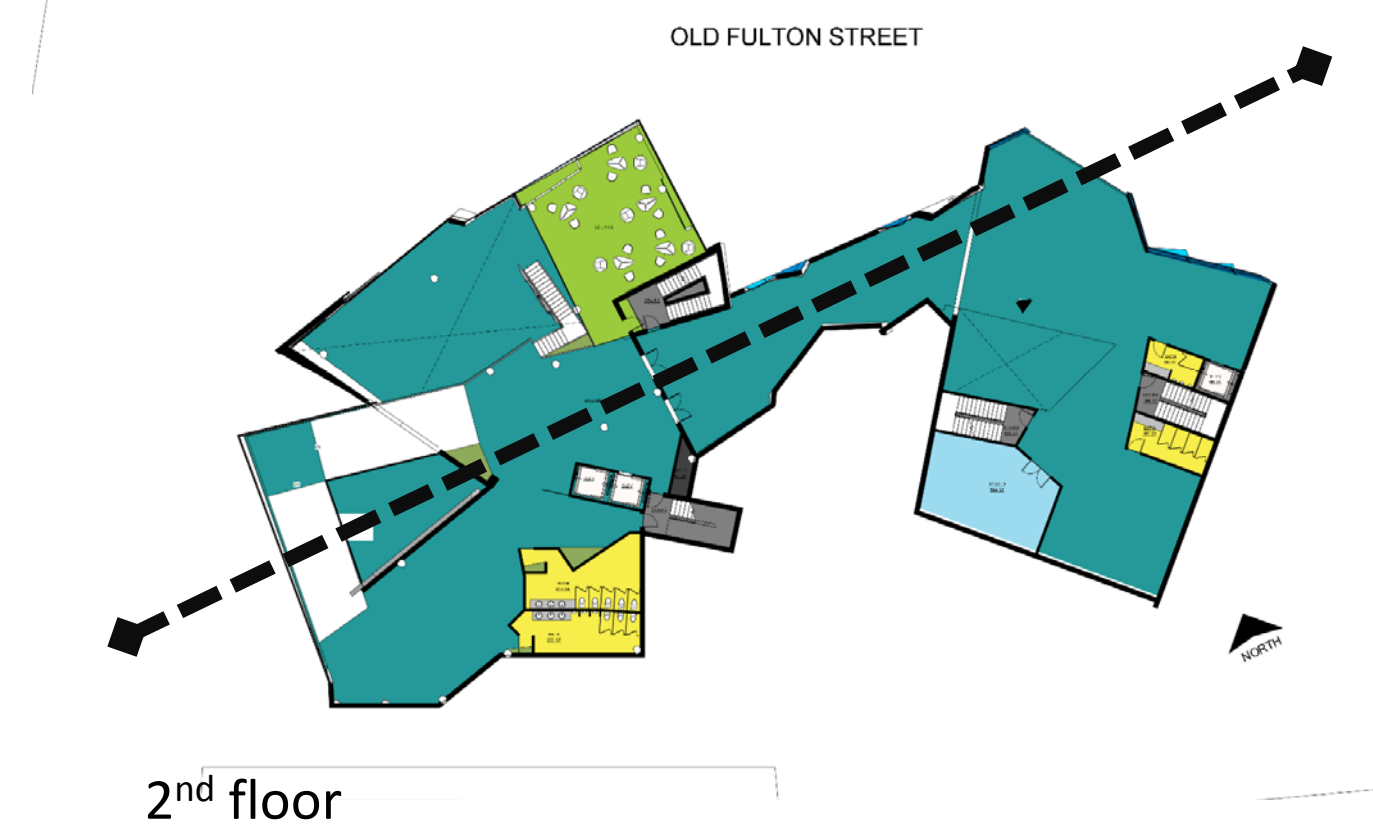


4<sup>th</sup> floor



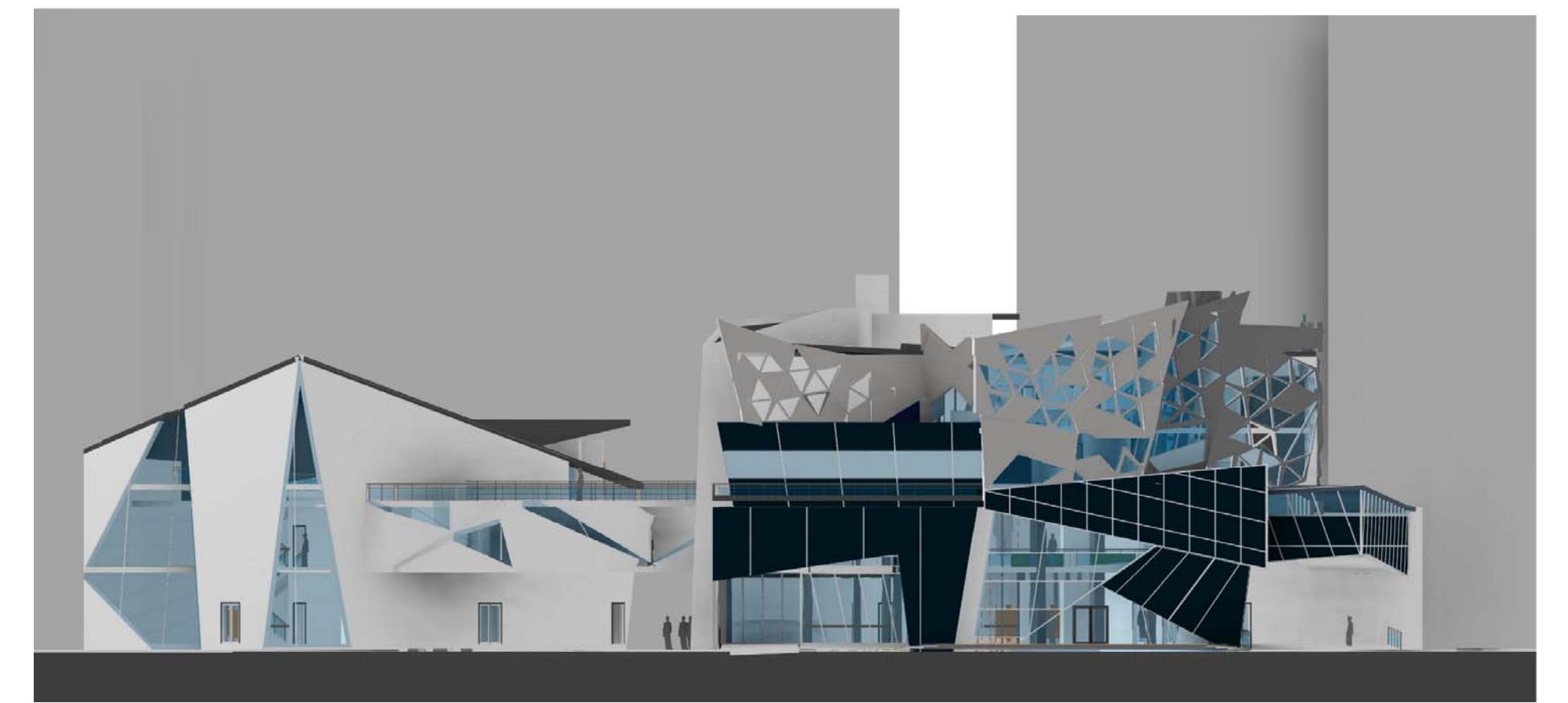
3<sup>rd</sup> floor



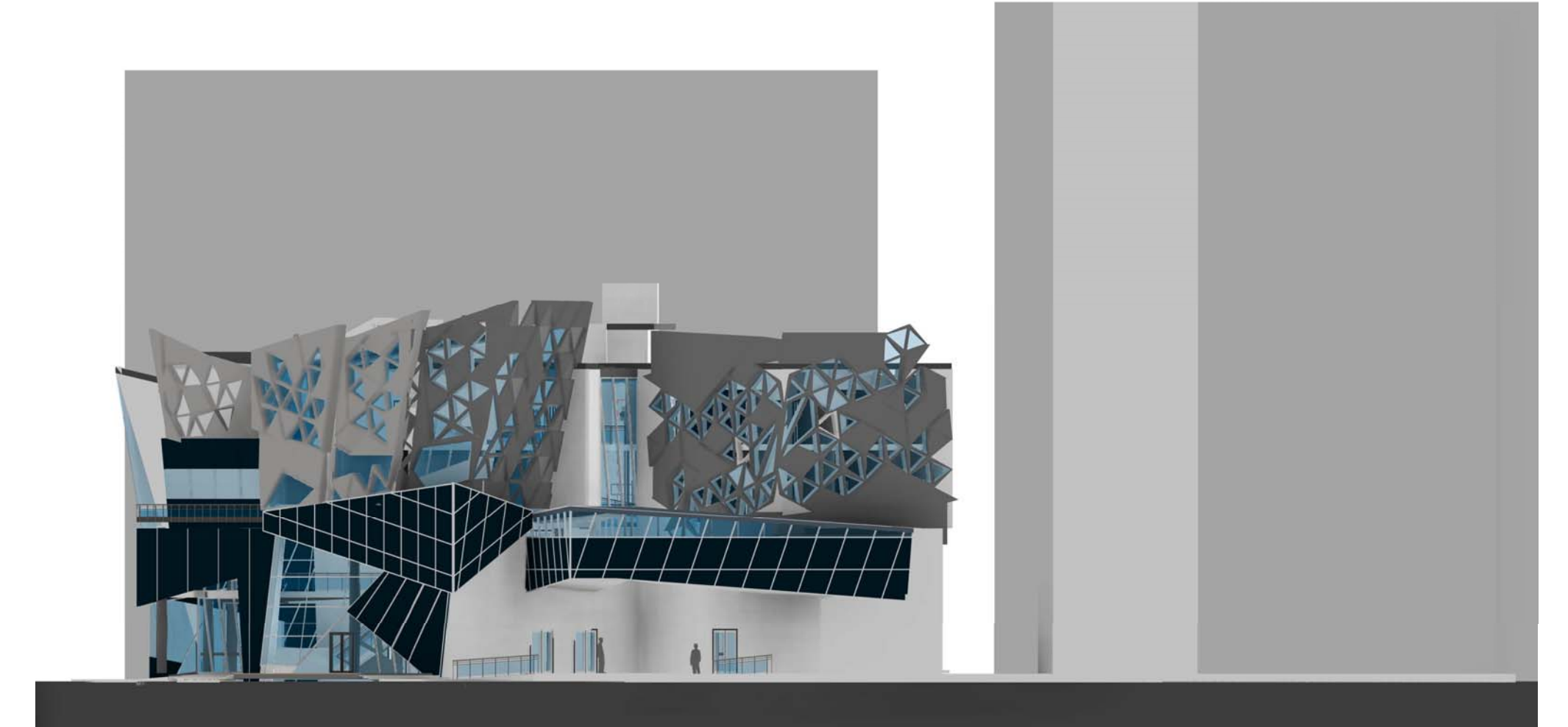
2<sup>nd</sup> floor



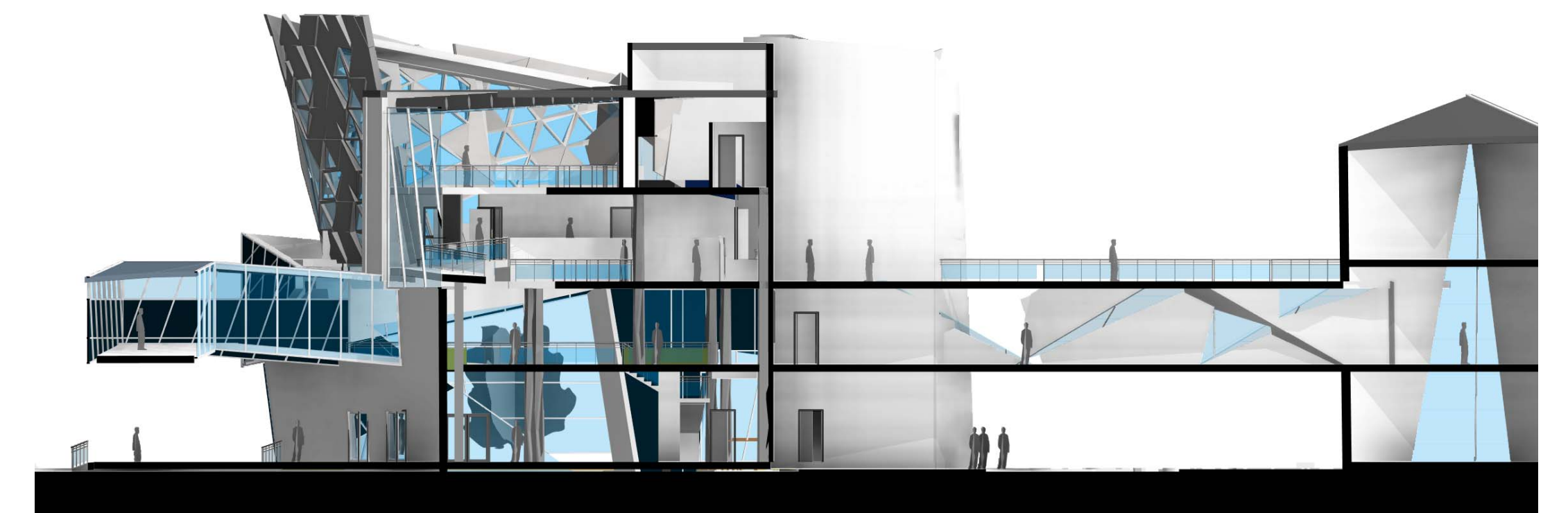
1<sup>st</sup> floor



Front elevation



left elevation

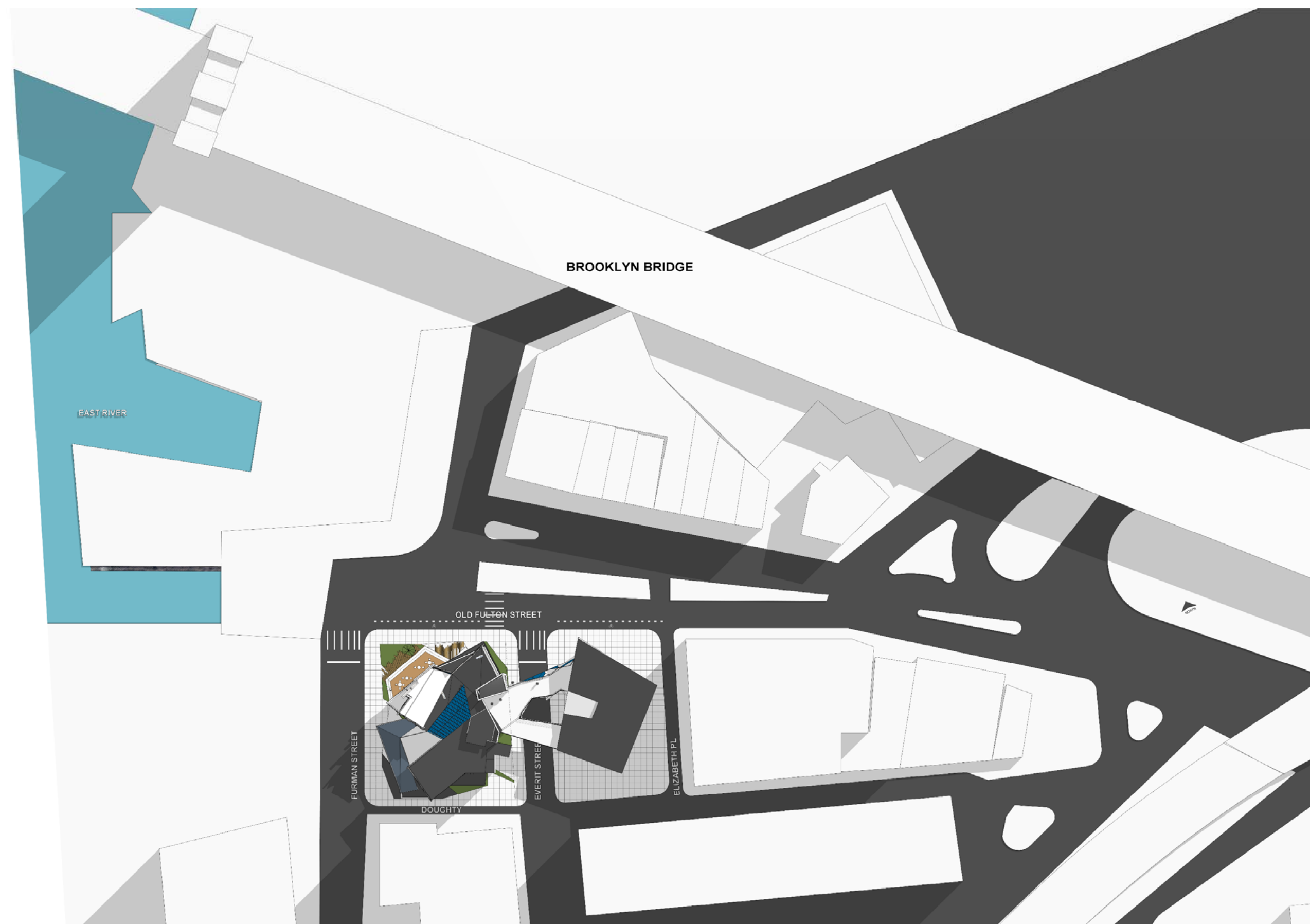


Longitude section

Hotel with Studio and gallery spaces while keeping them close but private by changes in elevation and separation of vertical travel. Central core is always public with 3d fab on 2<sup>nd</sup> floor digital arts on 3<sup>rd</sup> and restaurant on 4<sup>th</sup> floor.

Cafe	Hotel suites
Restaurant	Offices
Bar	Transportation
Commercial Kitchen	Security room
gym	Laundry room
bath room	Storage
Lounge/lobby	Maintenance
Terrace/green space	Mechanical room
Studio	Loading bay
Gallery	

Legend



[ 5 of 19 ] [ December 21, 2010 - 12:00 ]



[ 7 of 19 ] [ December 21, 2010 - 13:00 ]



[ 8 of 19 ] [ December 21, 2010 - 13:30 ]



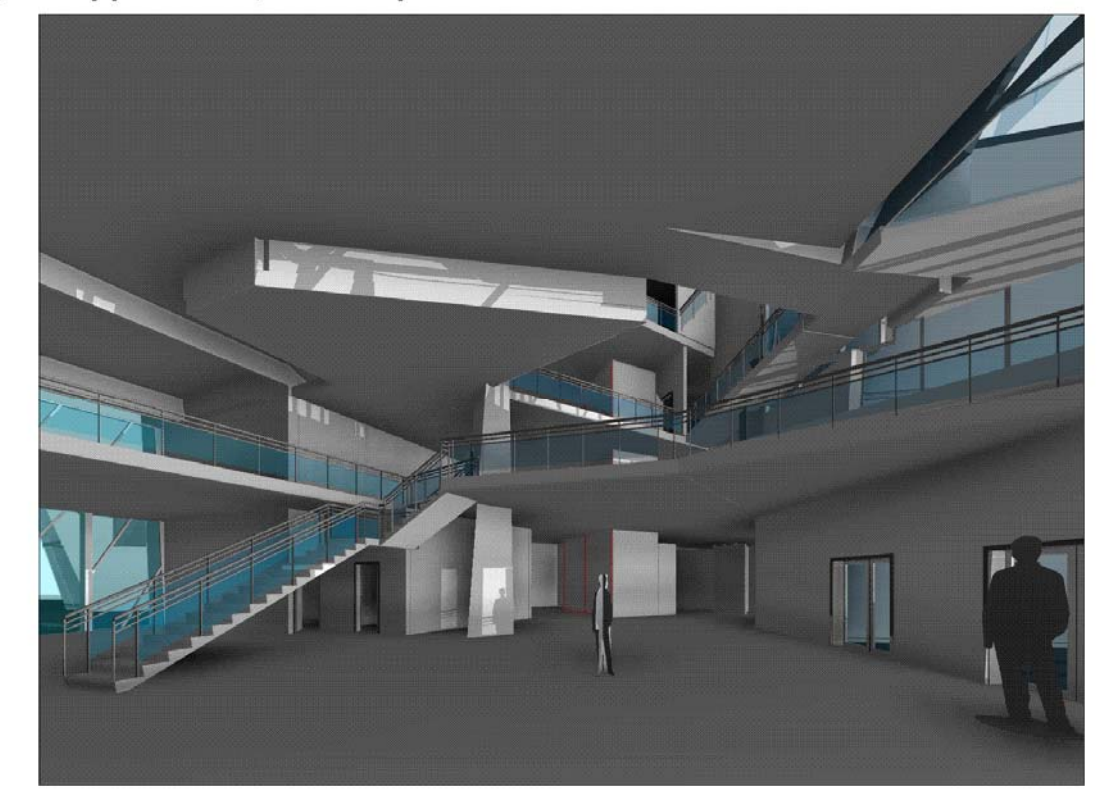
[ 11 of 19 ] [ December 21, 2010 - 15:00 ]



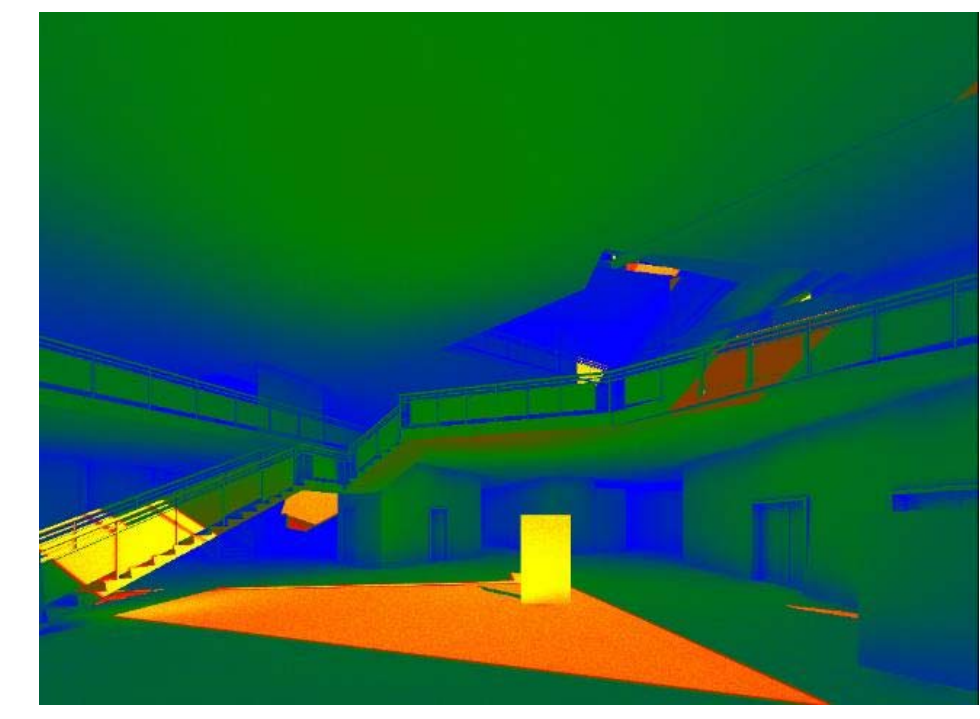
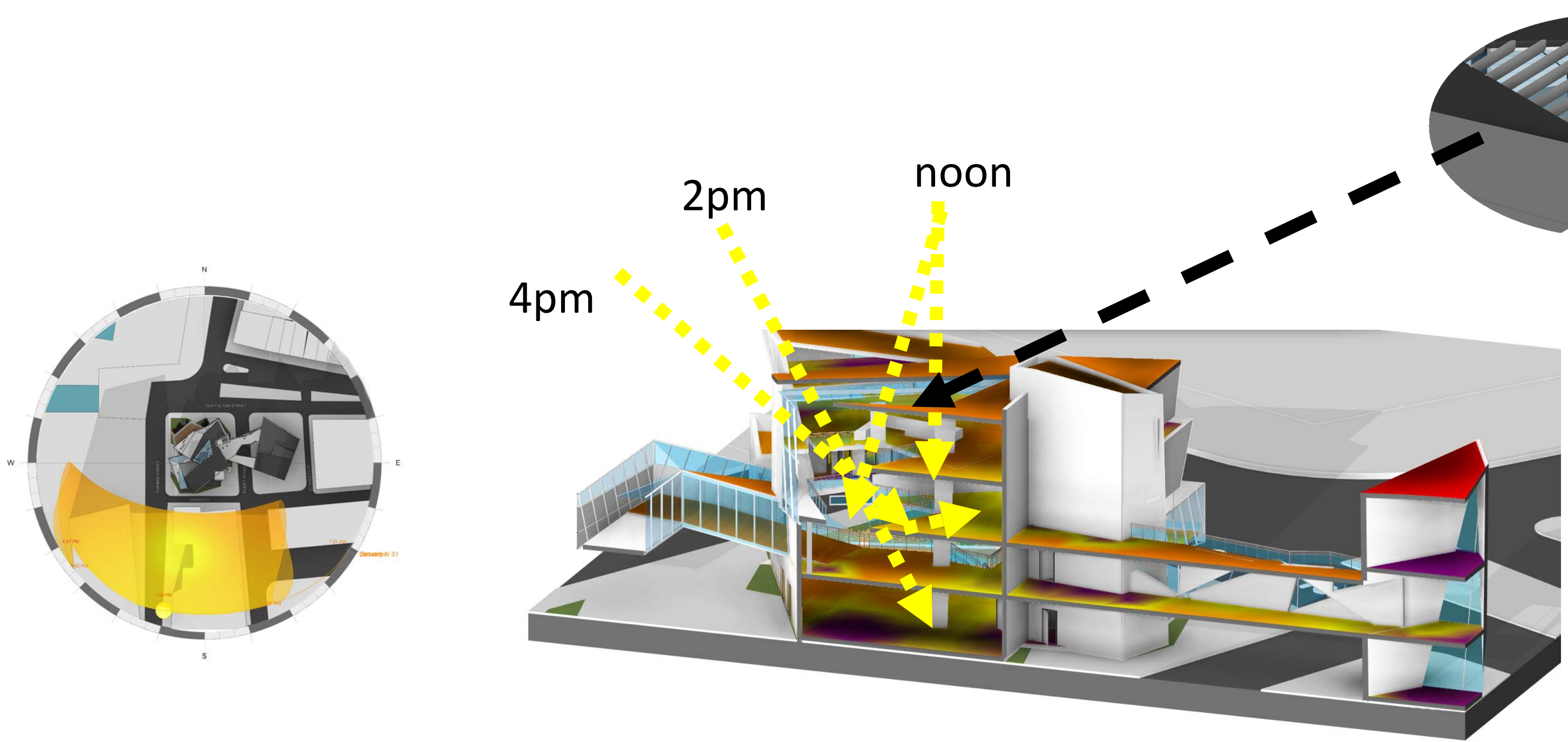
[ 12 of 19 ] [ December 21, 2010 - 15:30 ]



[ 19 of 19 ] [ December 21, 2010 - 19:00 ]



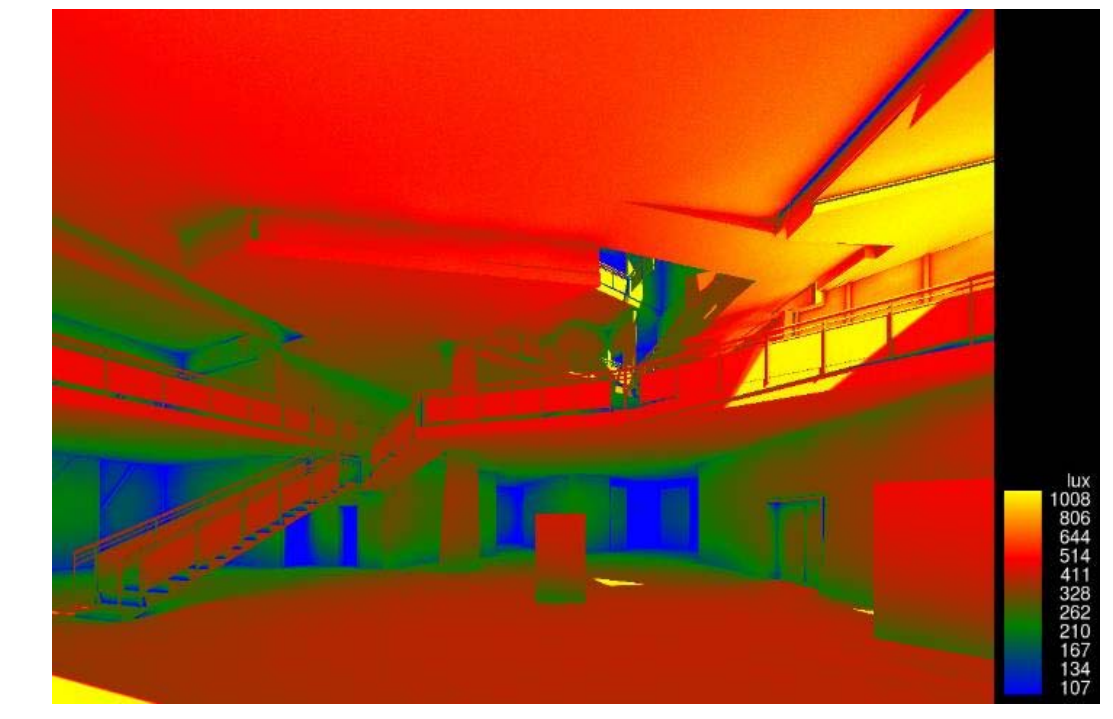
Site location:14 Old Fulton St, Brooklyn, NY 11201 U.S.A



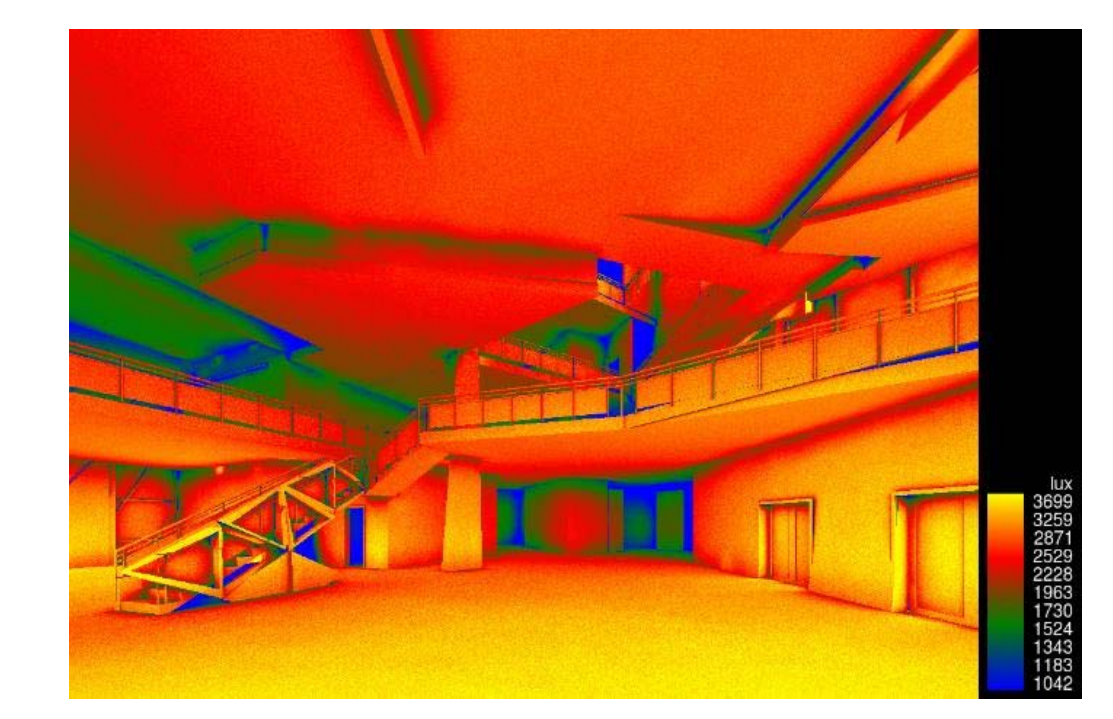
analysis with only the skylight and western window on the upper floor spring

Recommended level in lux

- 1500-2000+ = studio, photo, drafting
- 500 = office, library, lab
- 100-200 = exhibition hall



Winter solstice-lobby average 514lux



summer solstice-lobby average 830 lux



restaurant



Open core for natural light



Digital media gallery space and hotel rooms above



Lobby with 2 story café behind



Main entry to hotel



Café on 1<sup>st</sup> floor

