



BOARD UPDATE
01/21/2020

PHASE ONE

PHASE ONE SITE PLAN

SHEET 1 OF 4

SHEET 2 OF 4

SHEET 3 OF 4



PHASE ONE BIRD'S EYE VIEW

MAIN ENTRY

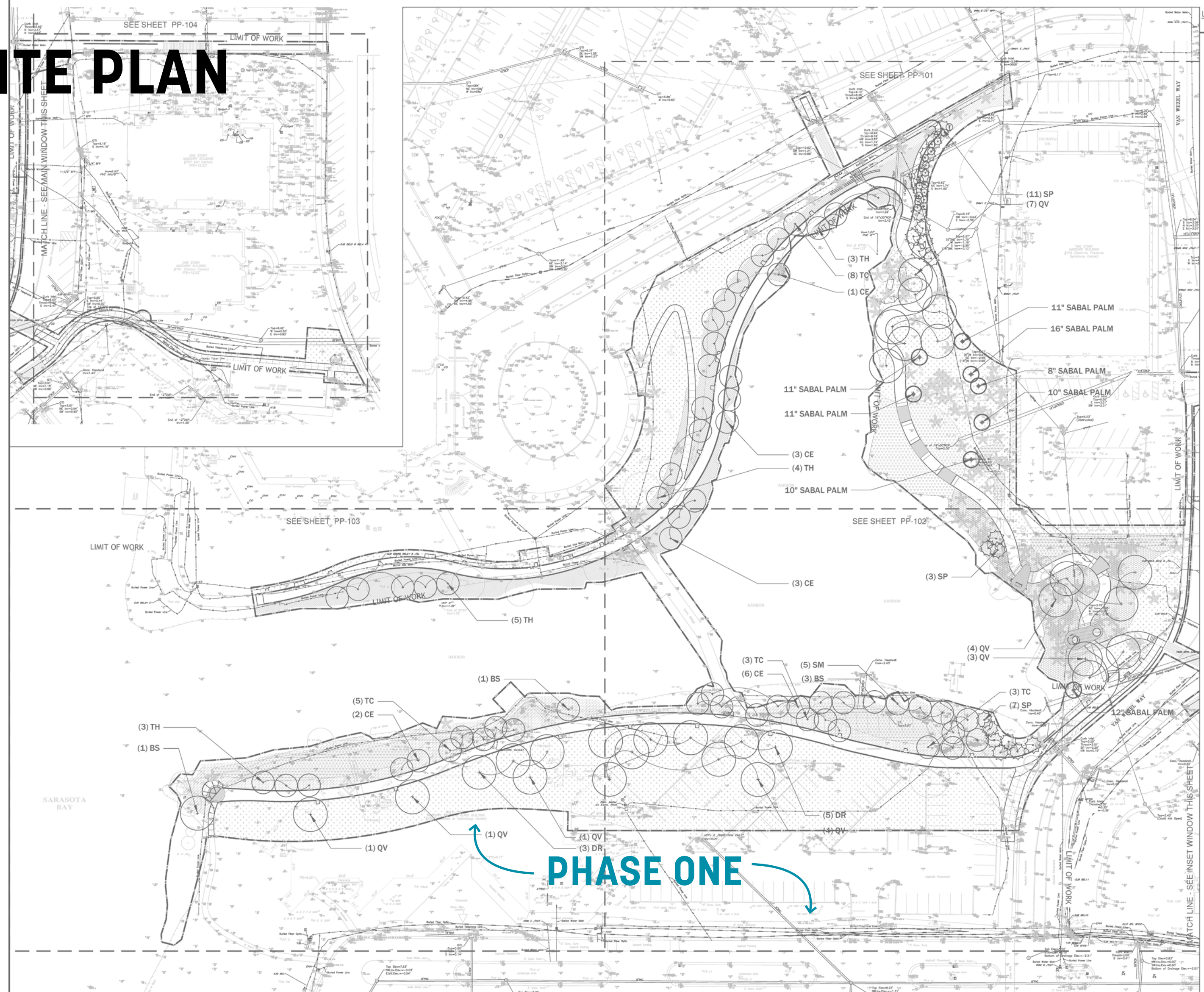


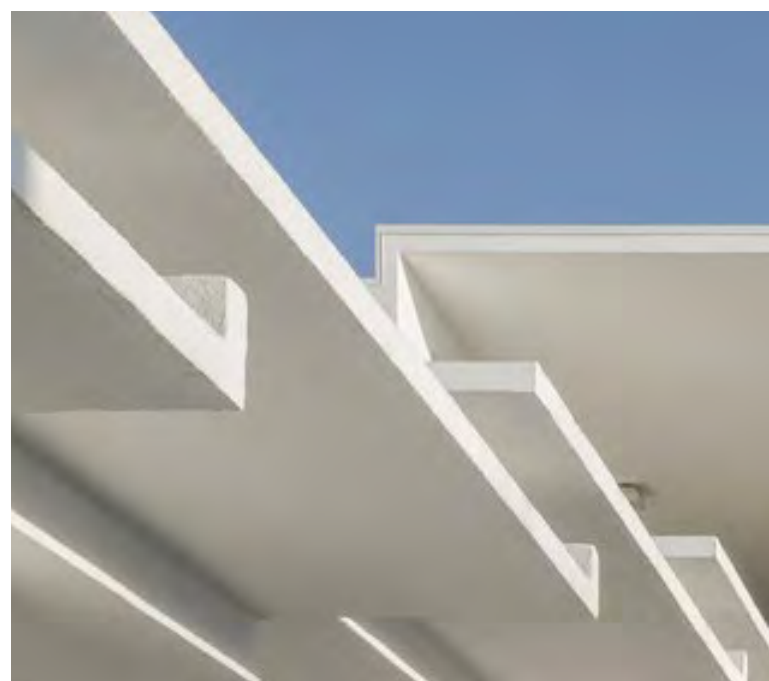
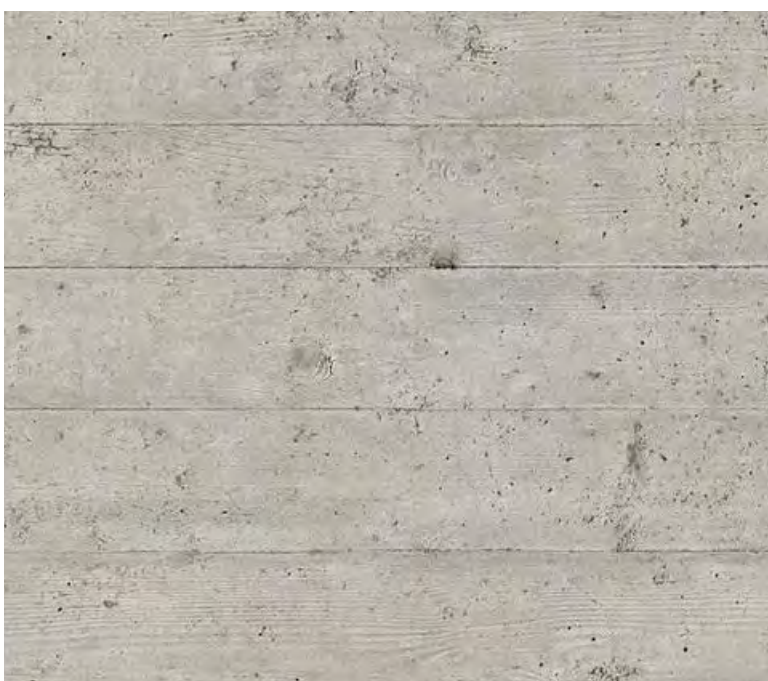
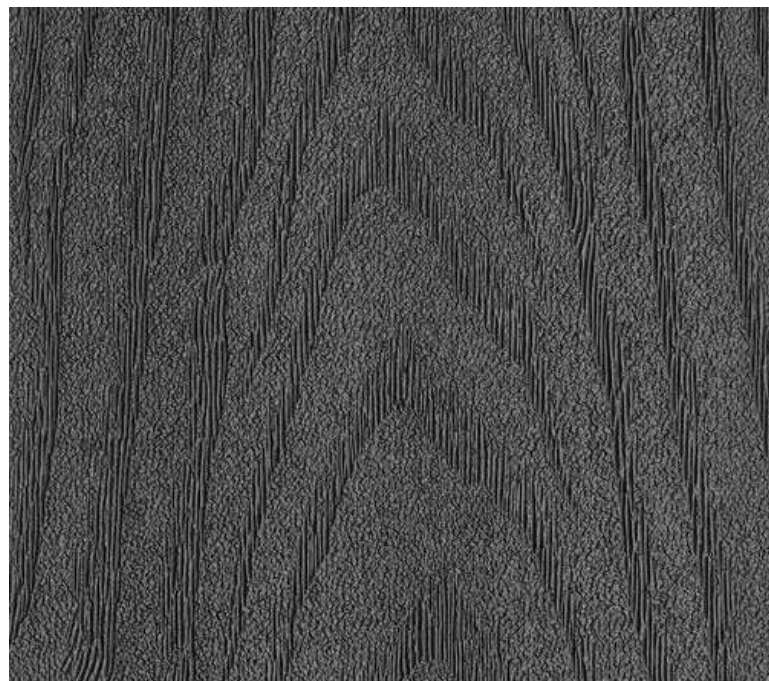
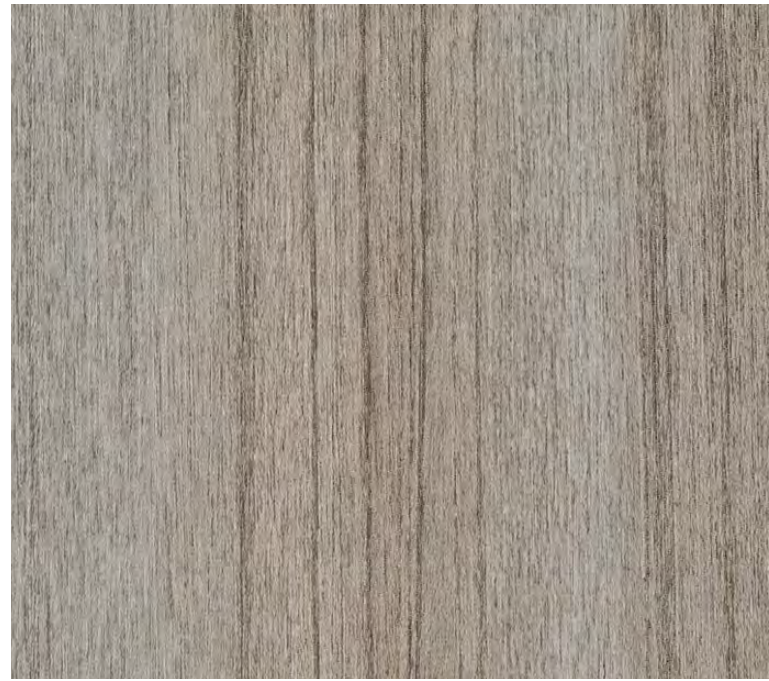
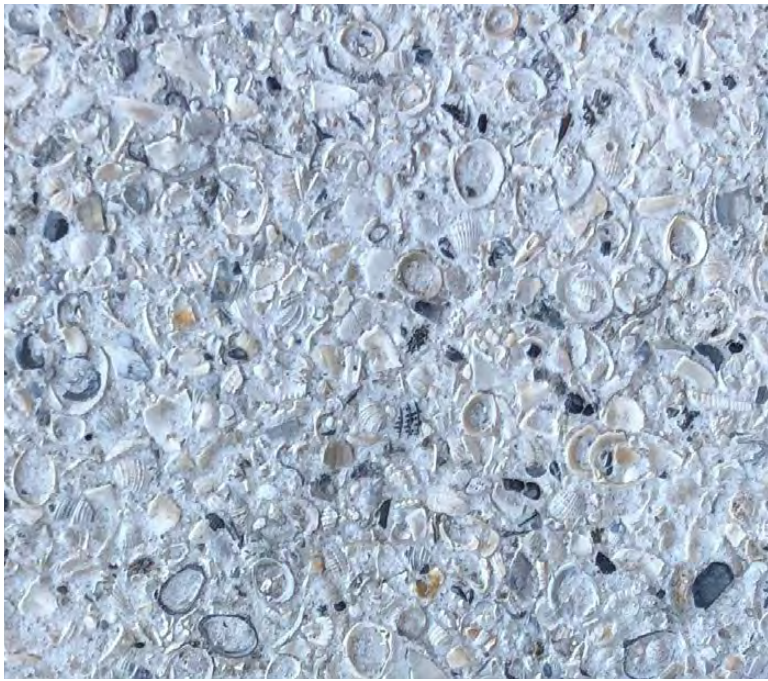
BOARDWALK



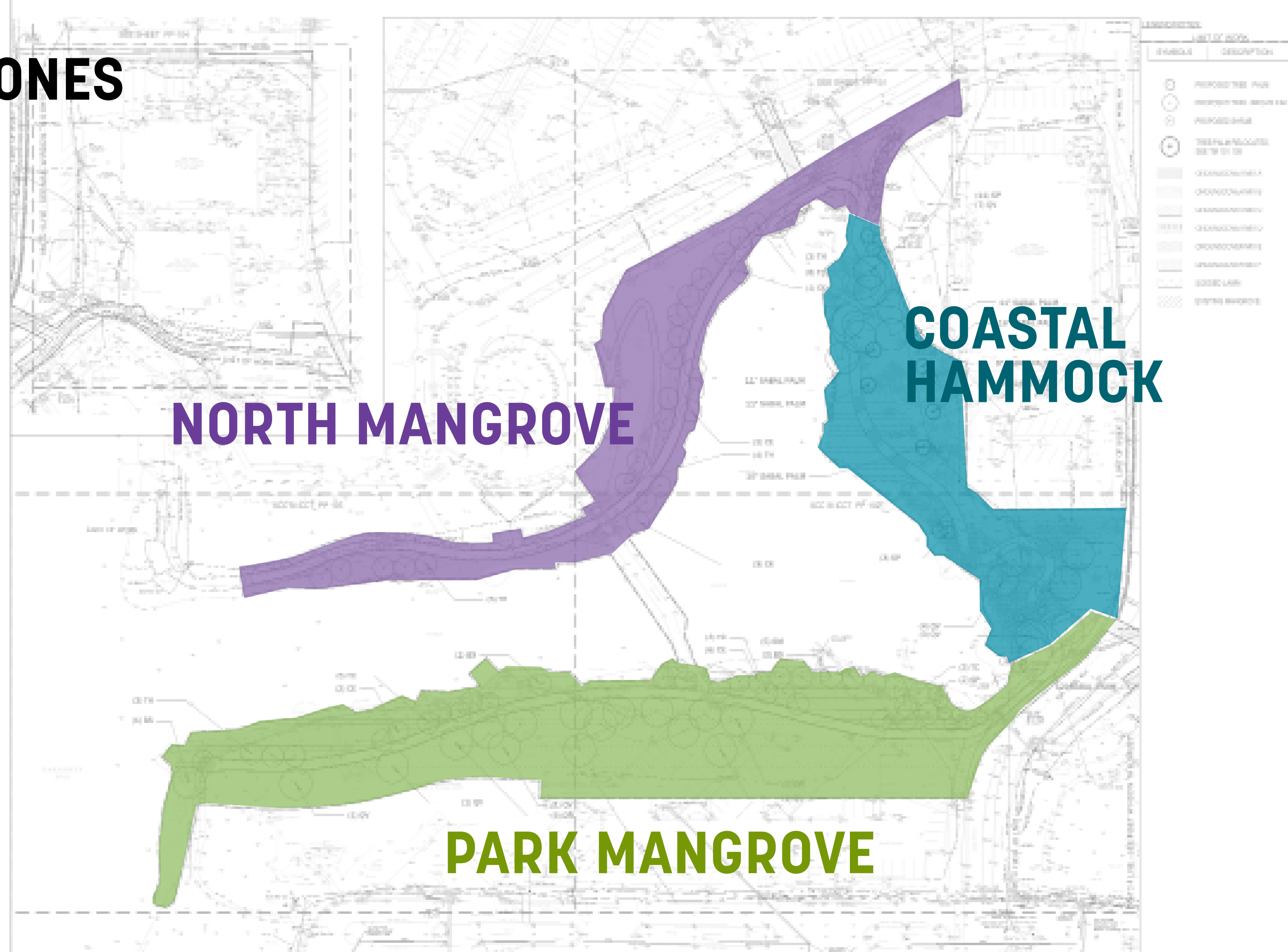
MANGROVE WALK INTERPRETIVE NODES

MANGROVE SITE PLAN





MANGROVE ZONES



NODE CHARACTER

1) OSPREY NEST NODE:

OSPREY VIEWING-ROOM/LOOKOUT

2) TWIN OAKS NODE:

LIVE OAK LIVING ROOMS

3) CABBAGE PALMS NODE:

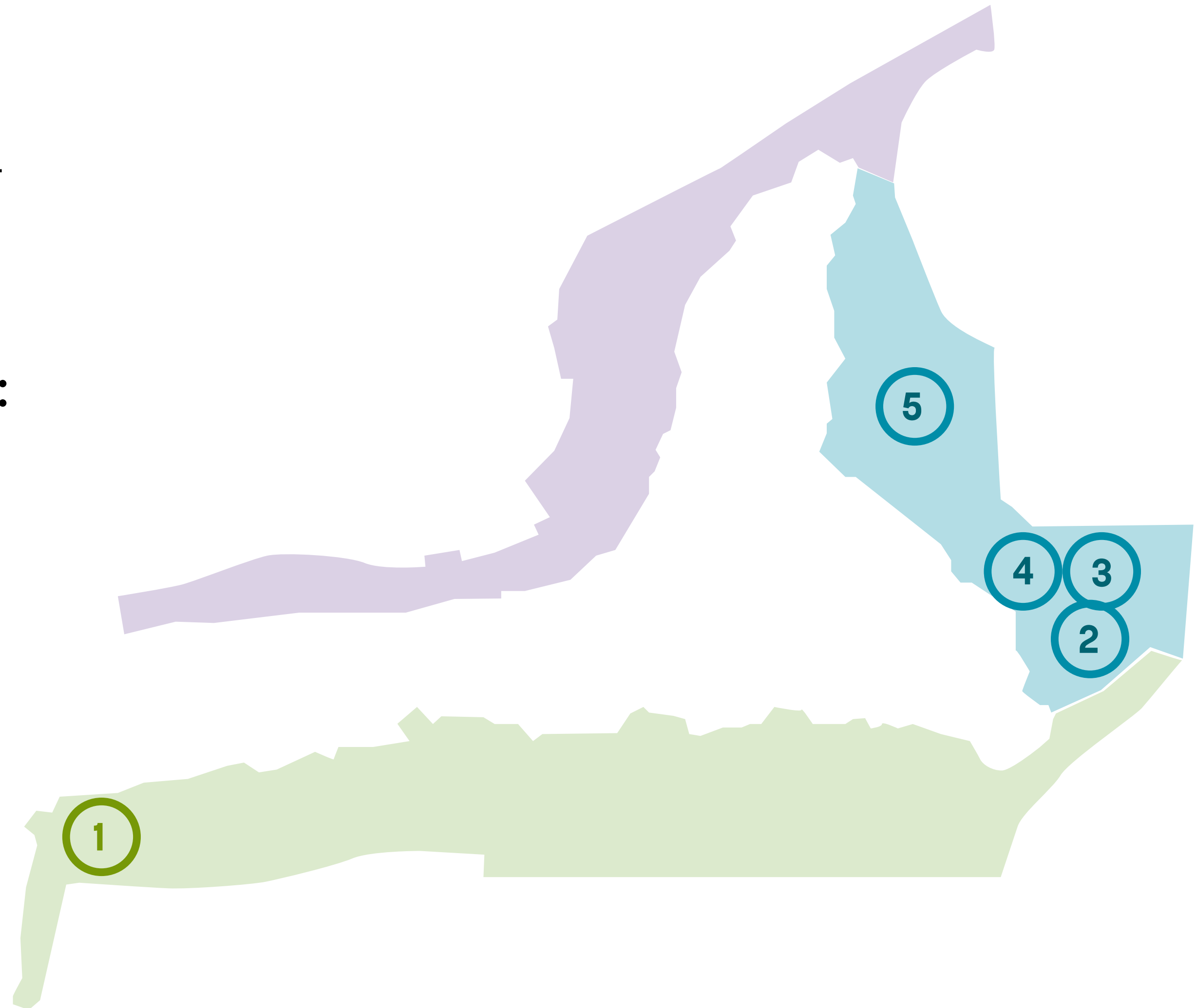
CABBAGE PALM SITTING NOOK

4) PORCH SWING NODE:

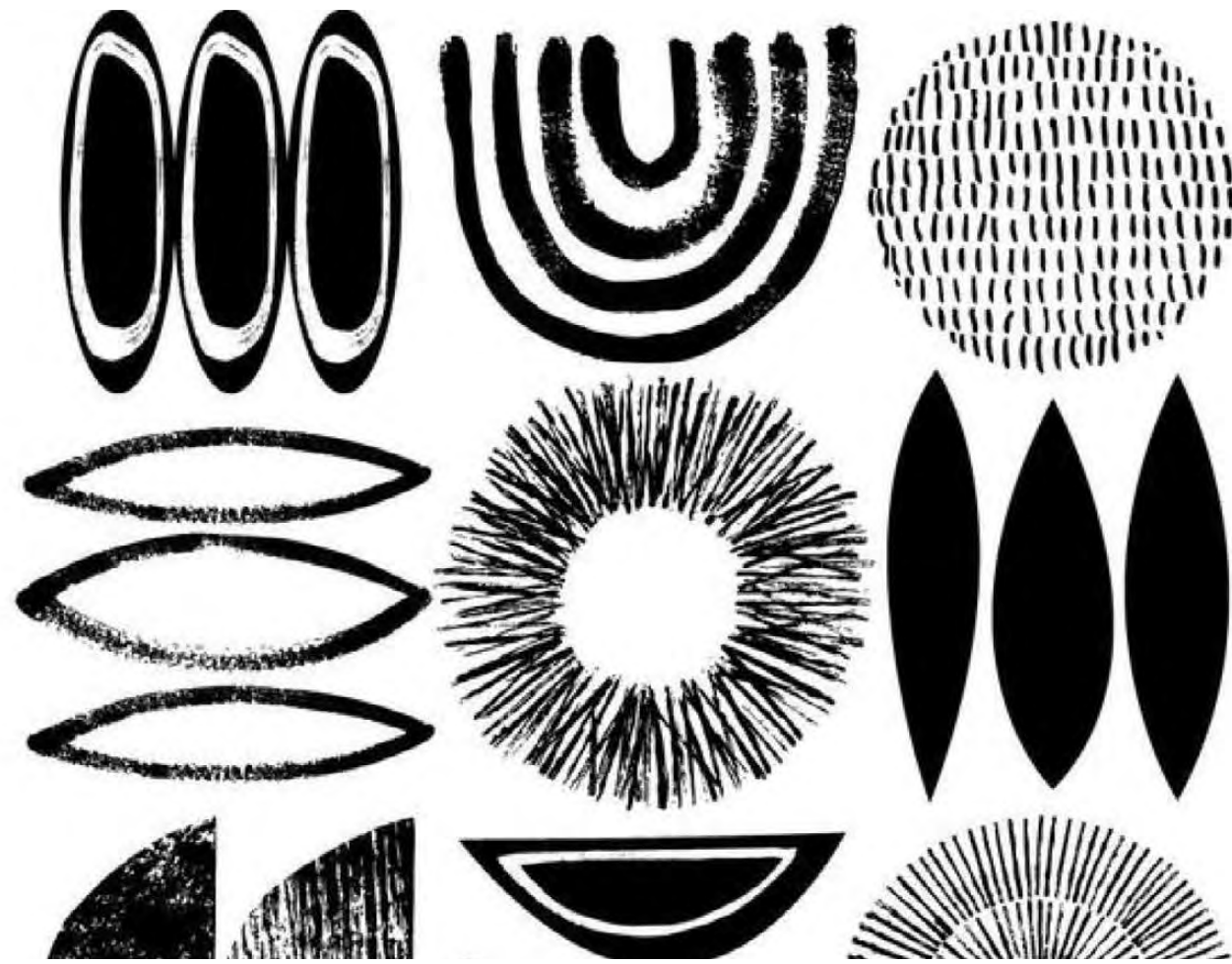
MANGROVE PORCH SWING

5) DECK BRIDGES NODE:

BRIDGES AT MANGROVE

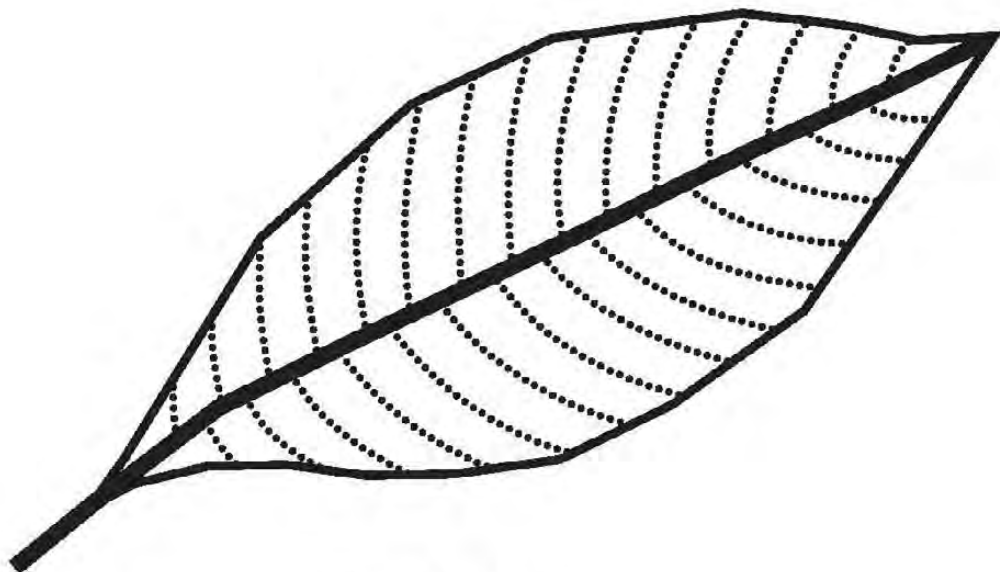
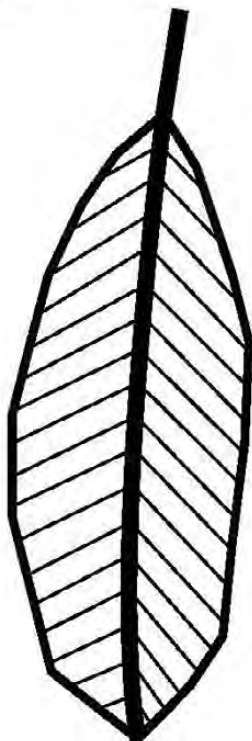


INTERPRETIVE PRECEDENTS

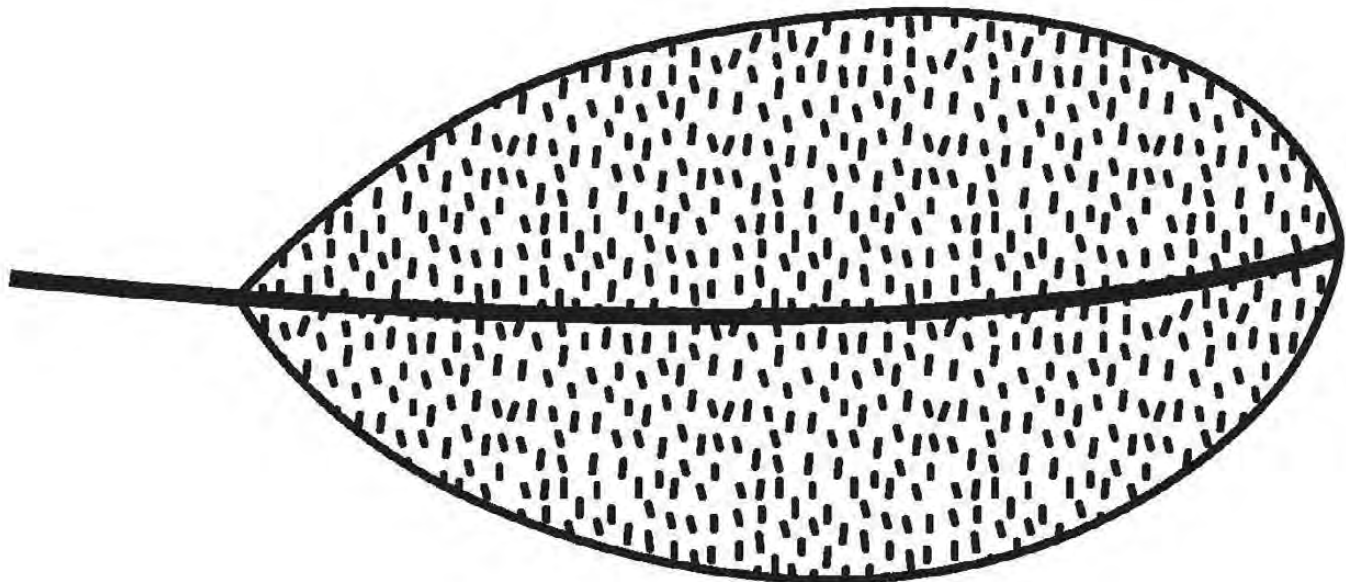


INTERPRETIVE PALLETTE

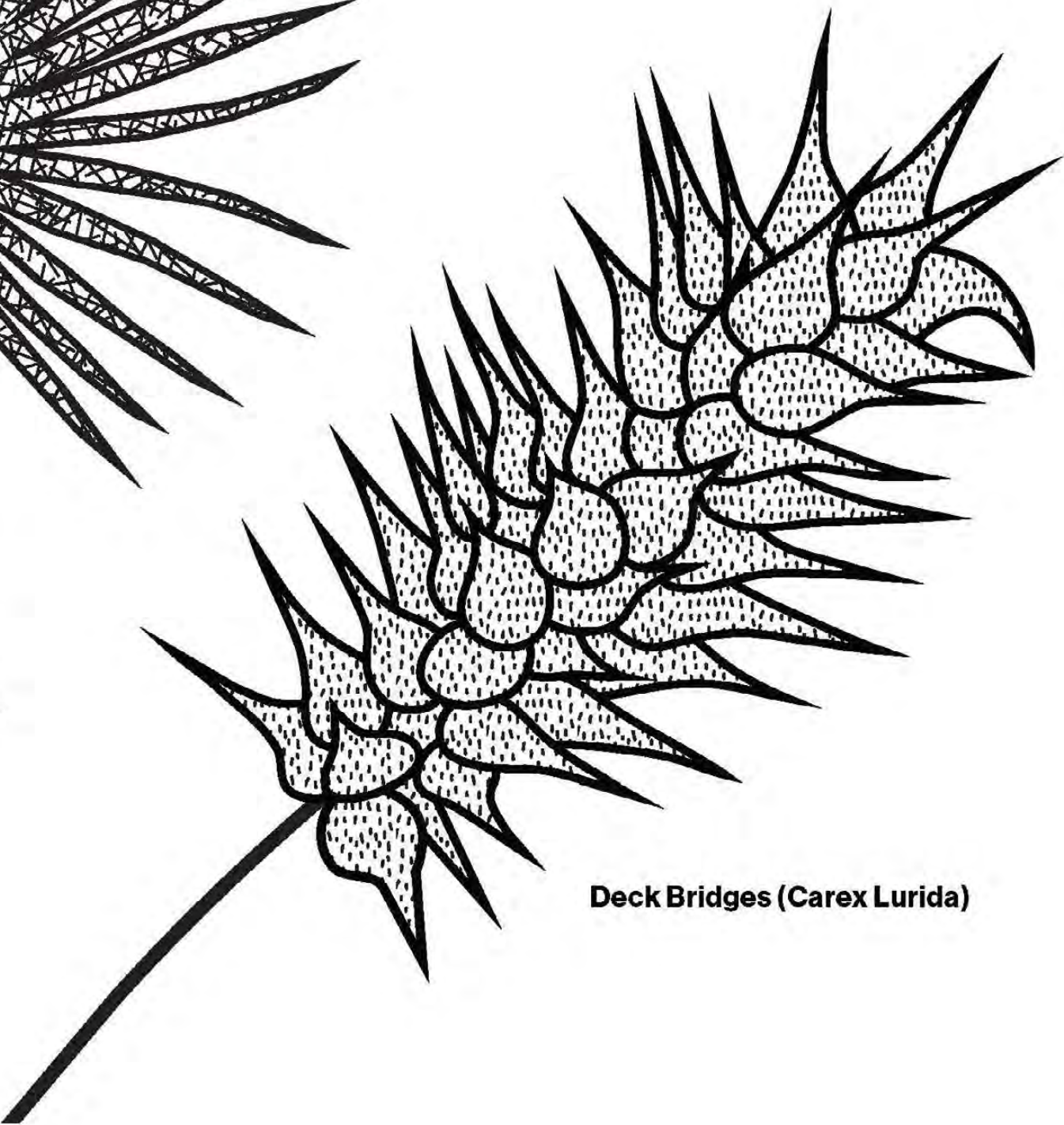
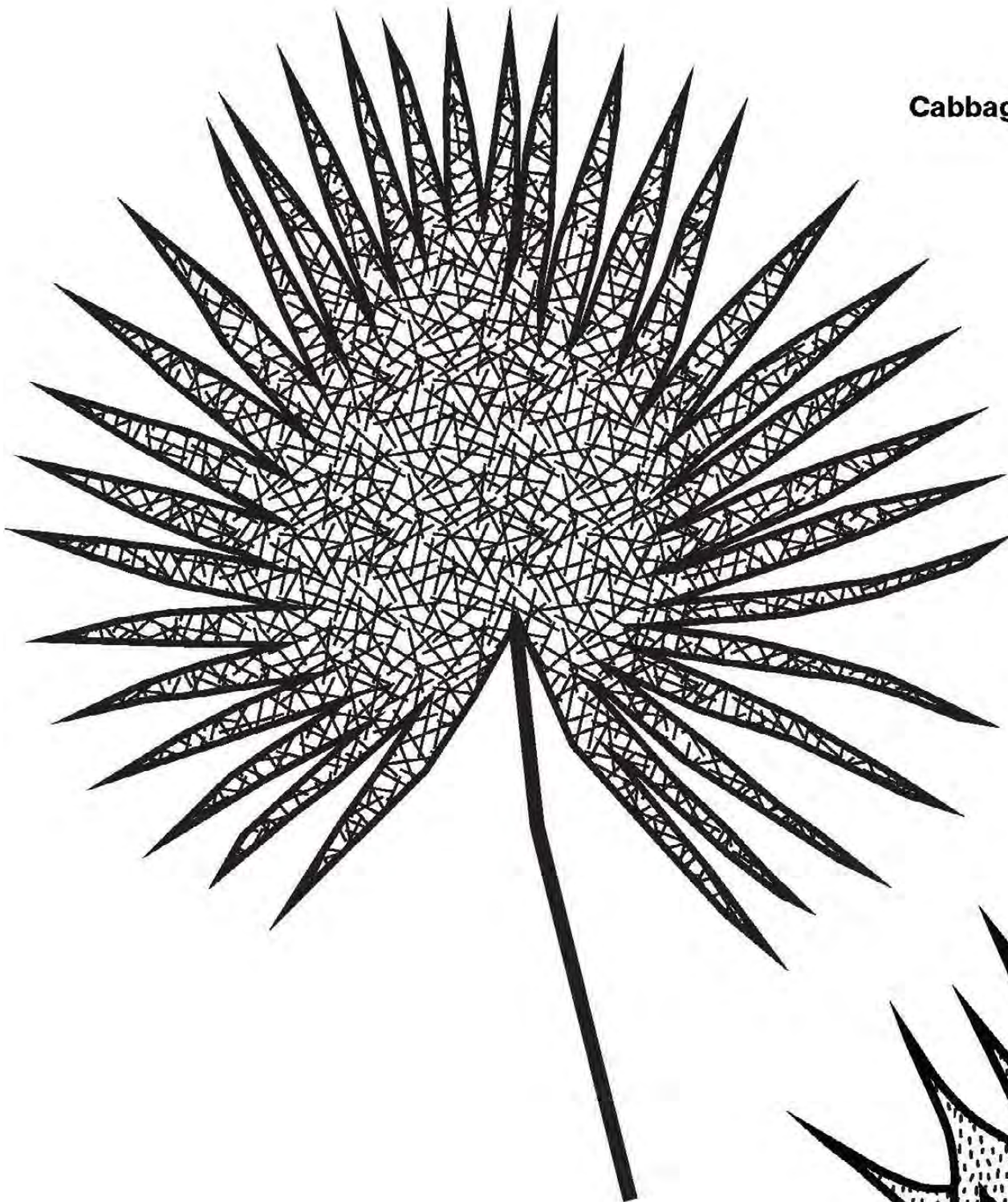
Twin Oaks
Live Oak



The Nest
Red, White and Black
Mangrove and Buttonwood

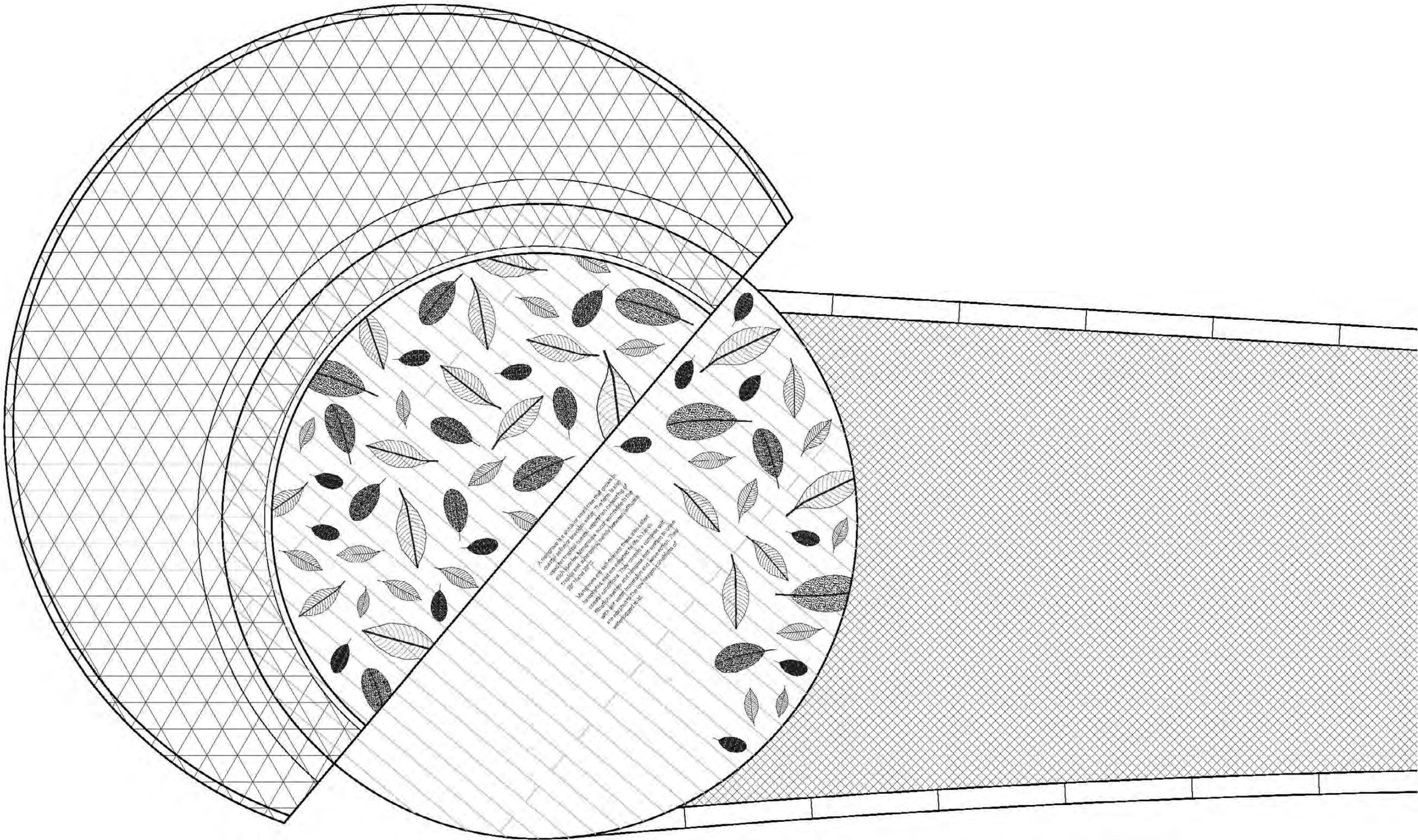


Cabbage Palm

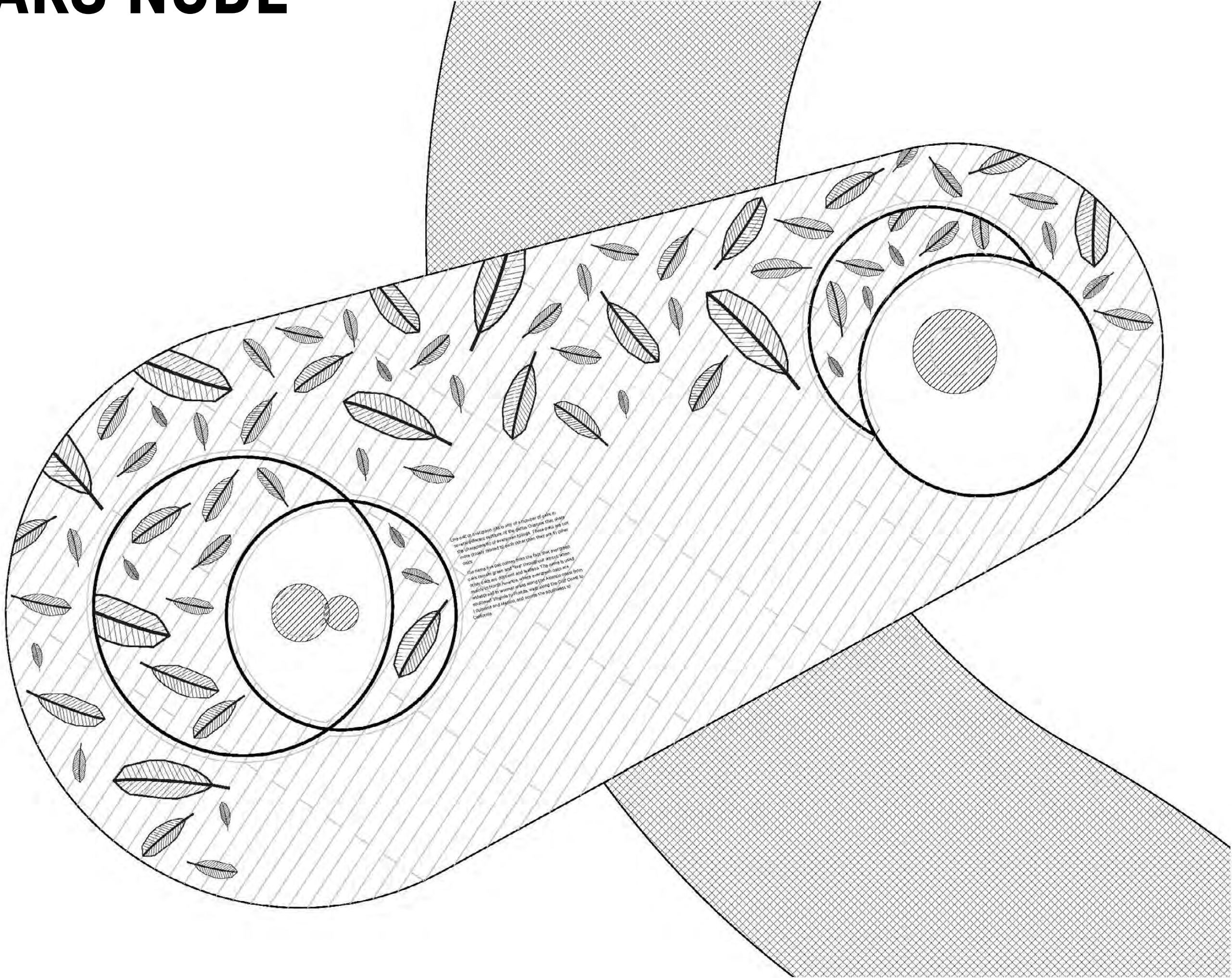


Deck Bridges (Carex Lurida)

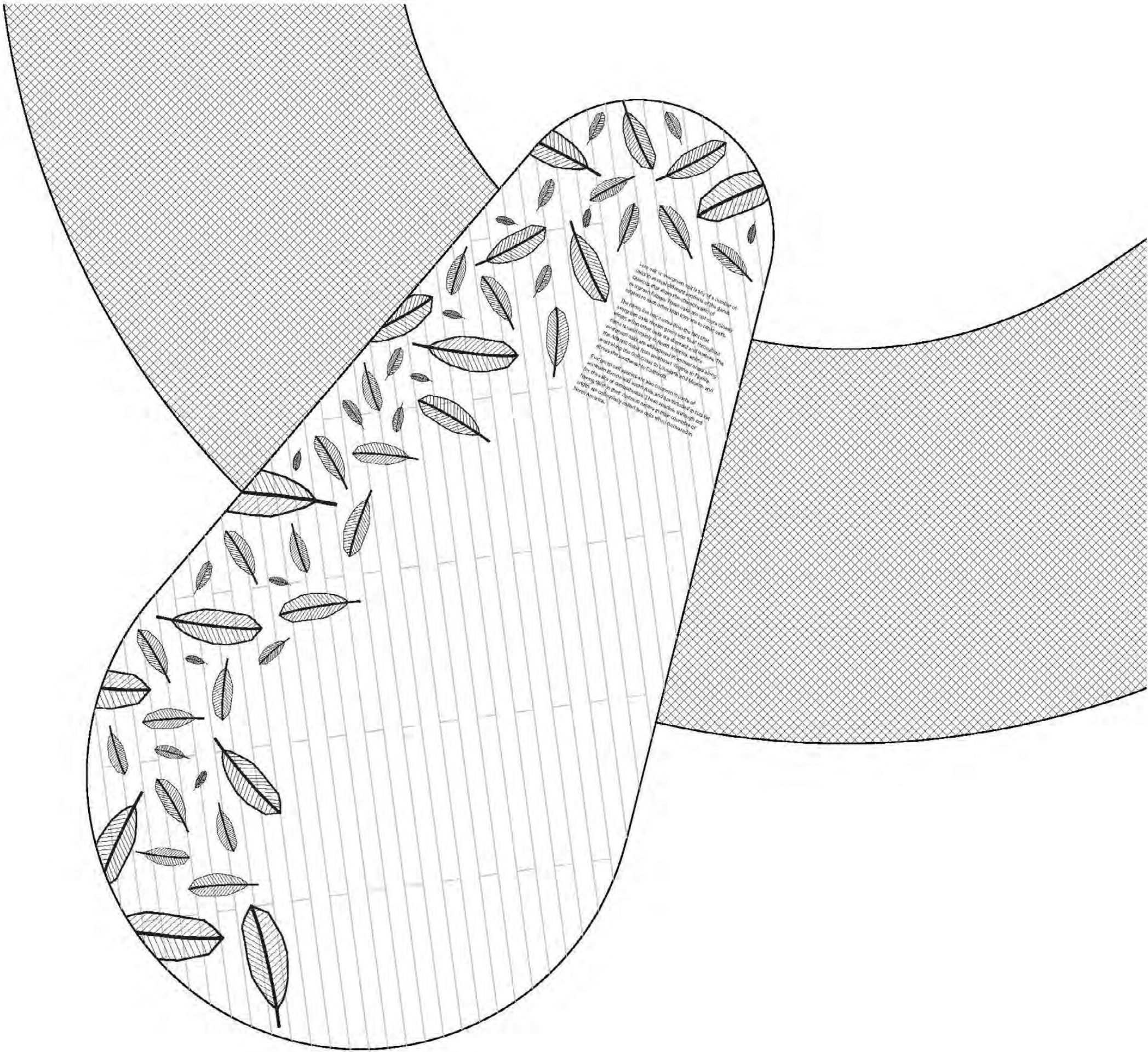
1) OSPREY NEST NODE



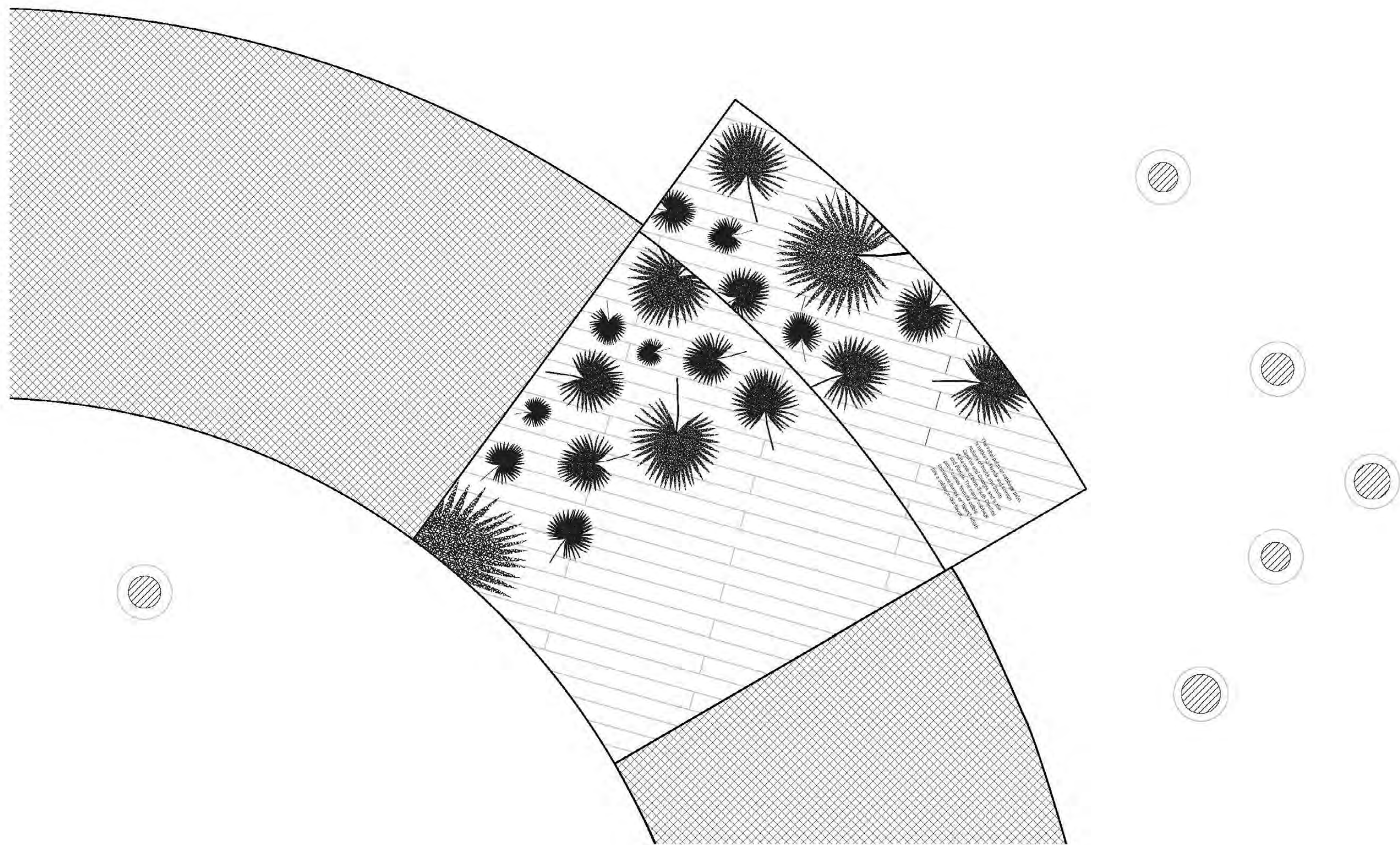
2) TWIN OAKS NODE



3) PORCH SWING NODE



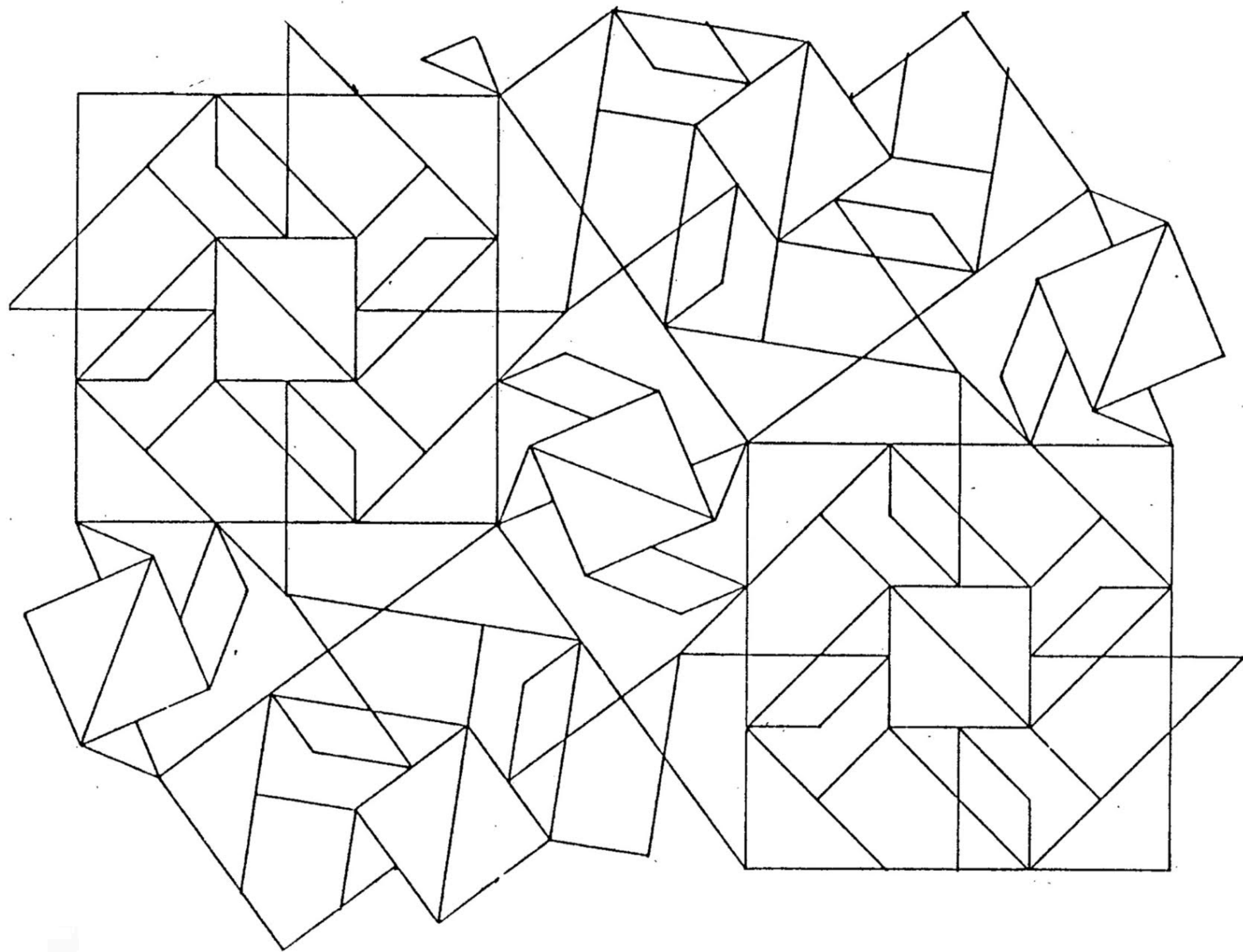
4) CABBAGE PALMS NODE



5) DECK BRIDGES NODE



ARCHITECTURE



Architecture is a social art.

Good architecture must be both useful and beautiful.

Field Theory architecture is an ordering system based upon mathematical proportion which combines the programmatic needs of use and the aesthetic rules of form and proportion.

- Walter Netsch

DESIGN PRECEDENT & INSPIRATION

RESPECTING THE PAST

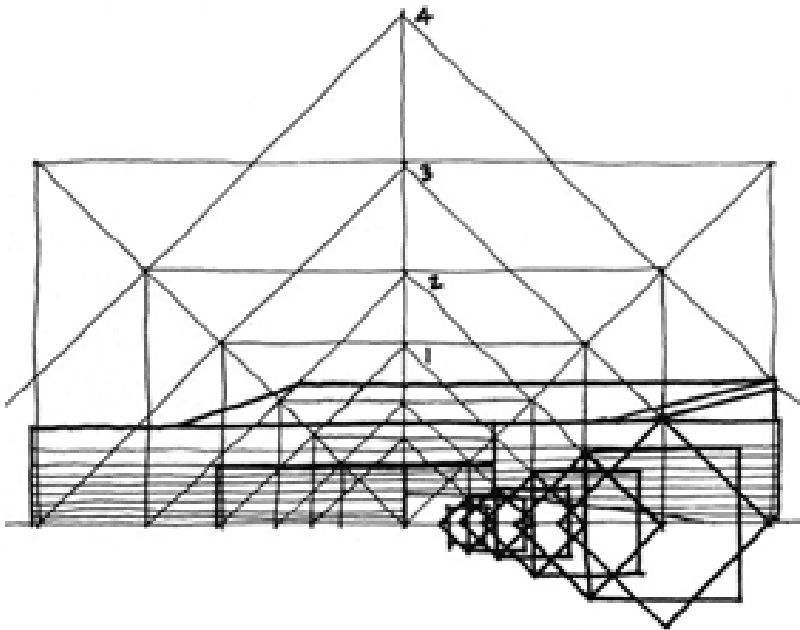
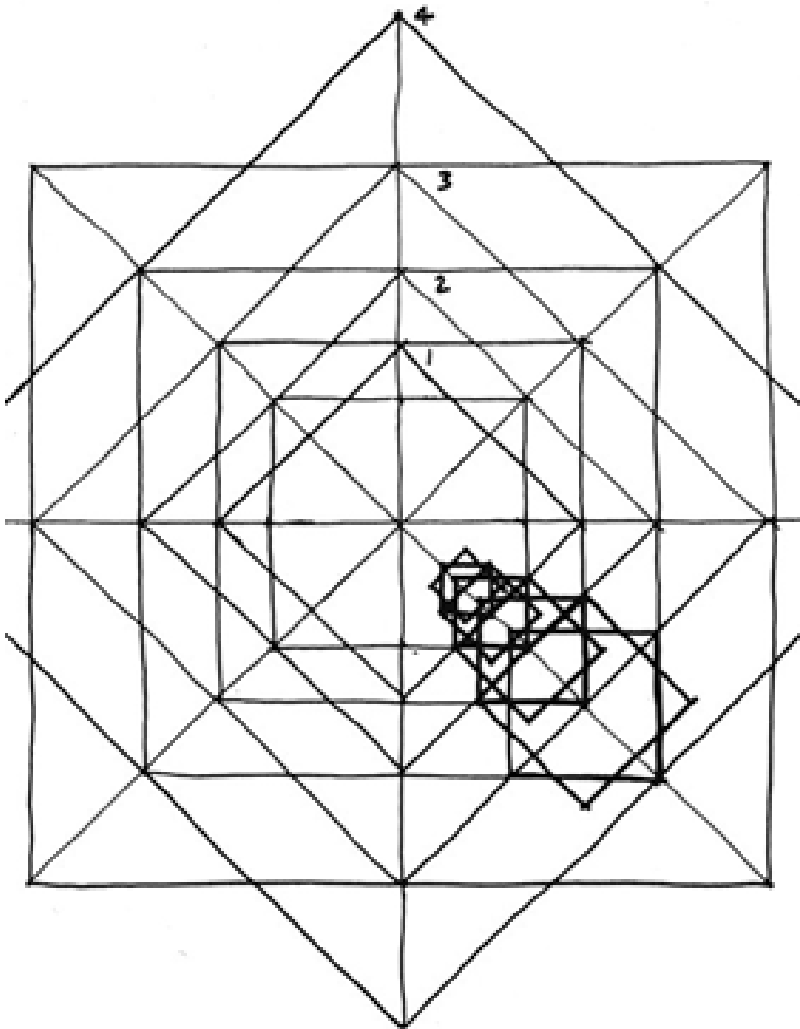
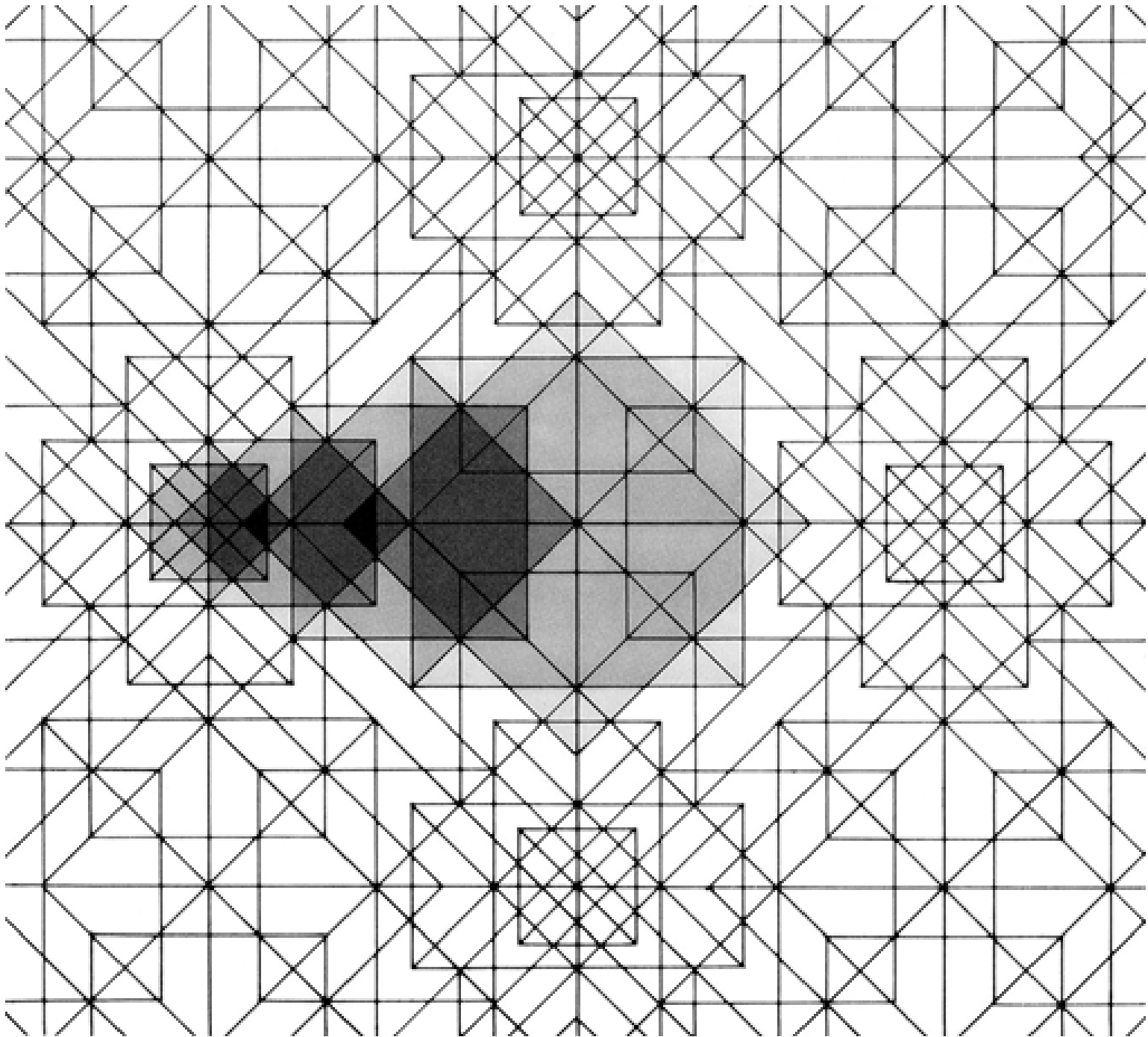


FIELD THEORY

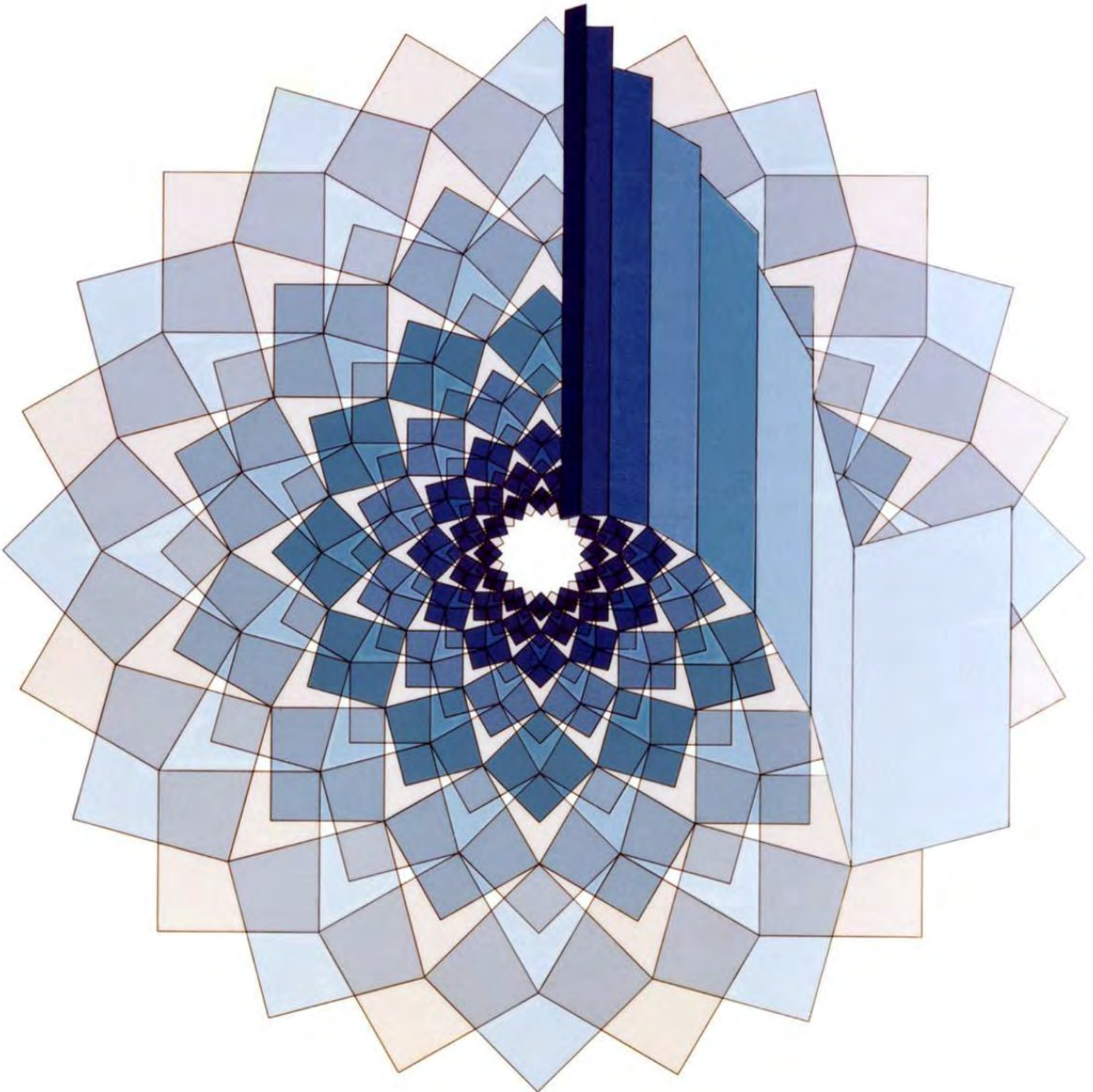
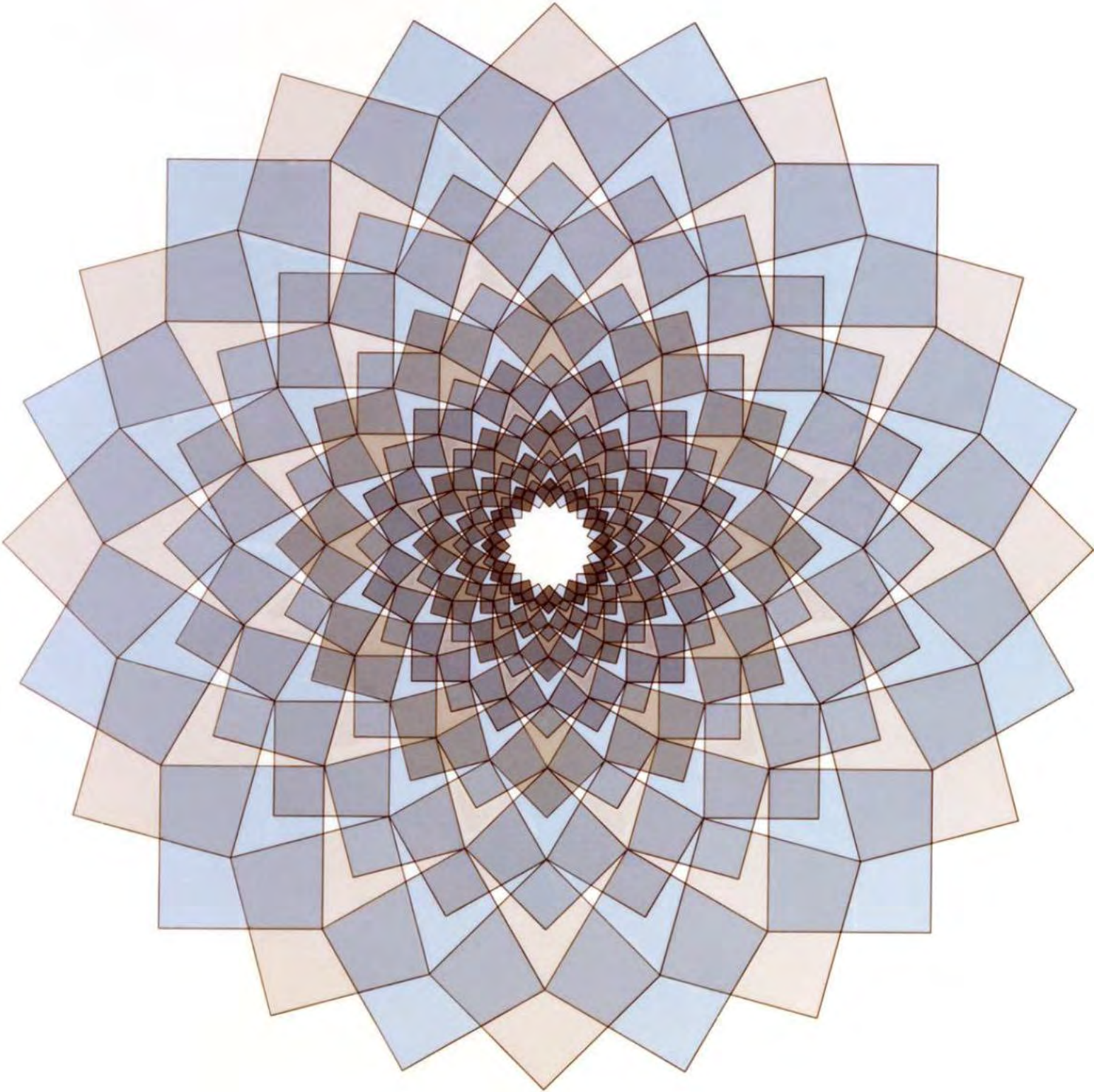
WALTER NETSCH



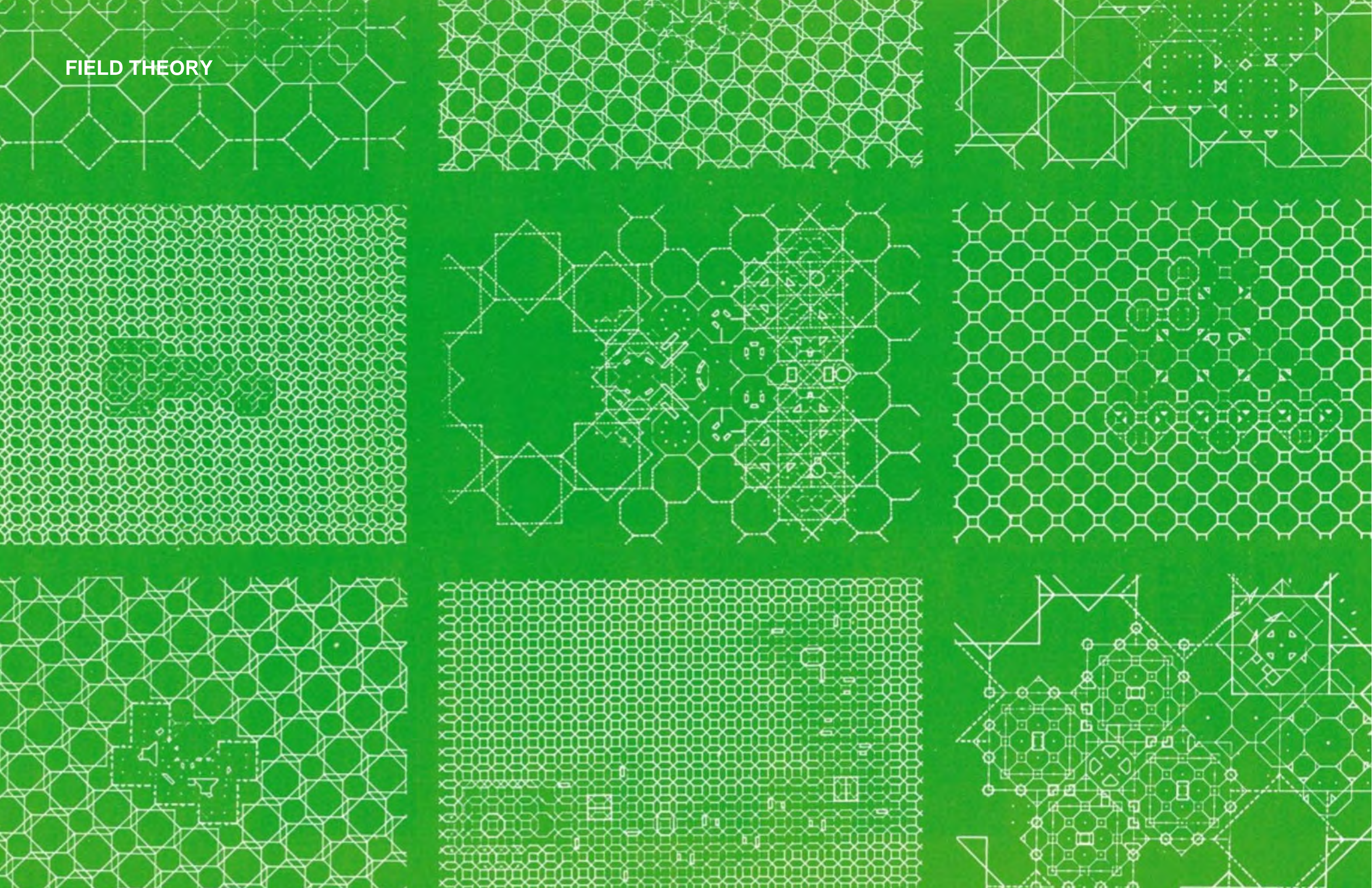
FIELD THEORY



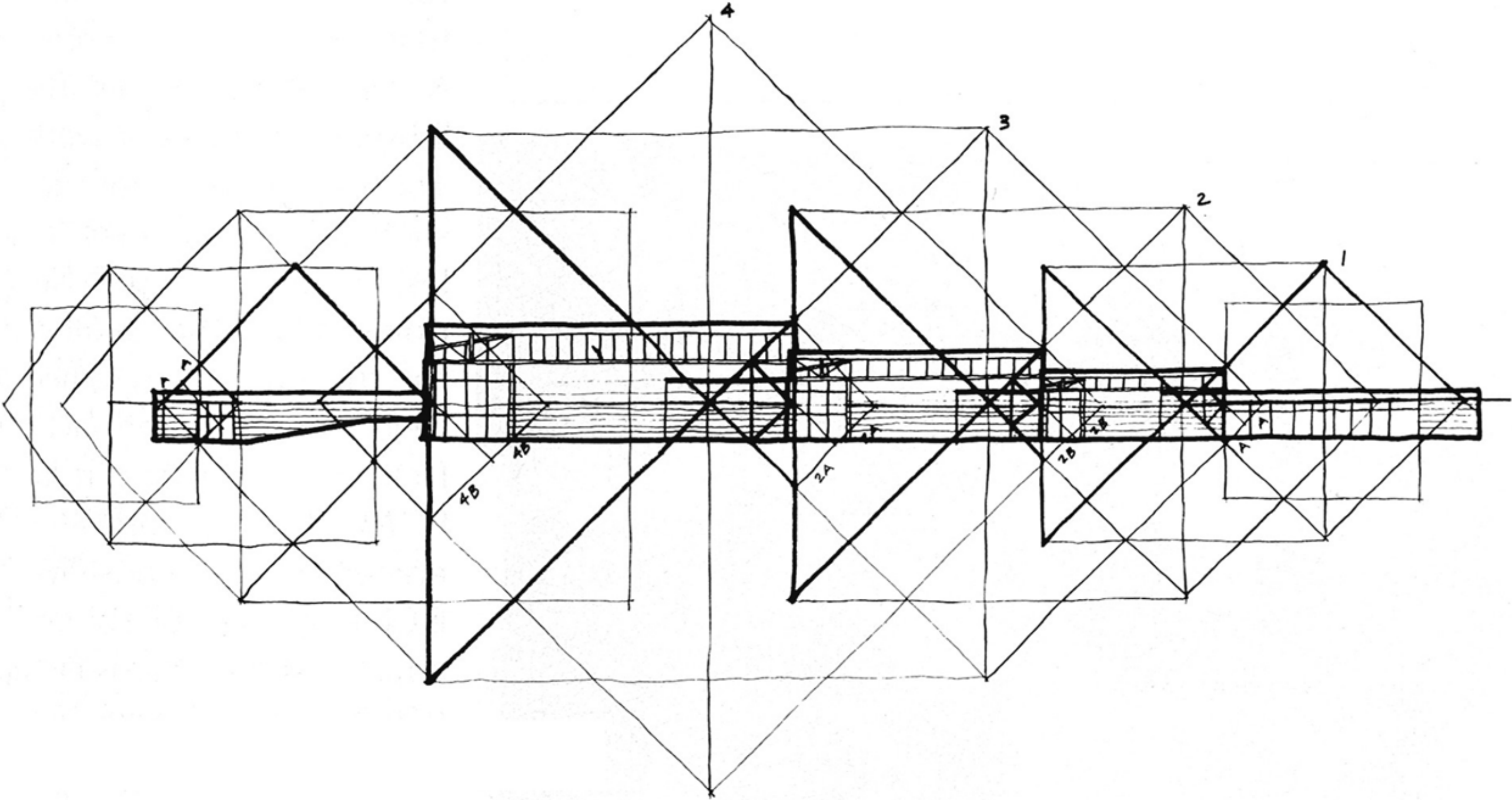
FIELD THEORY



FIELD THEORY

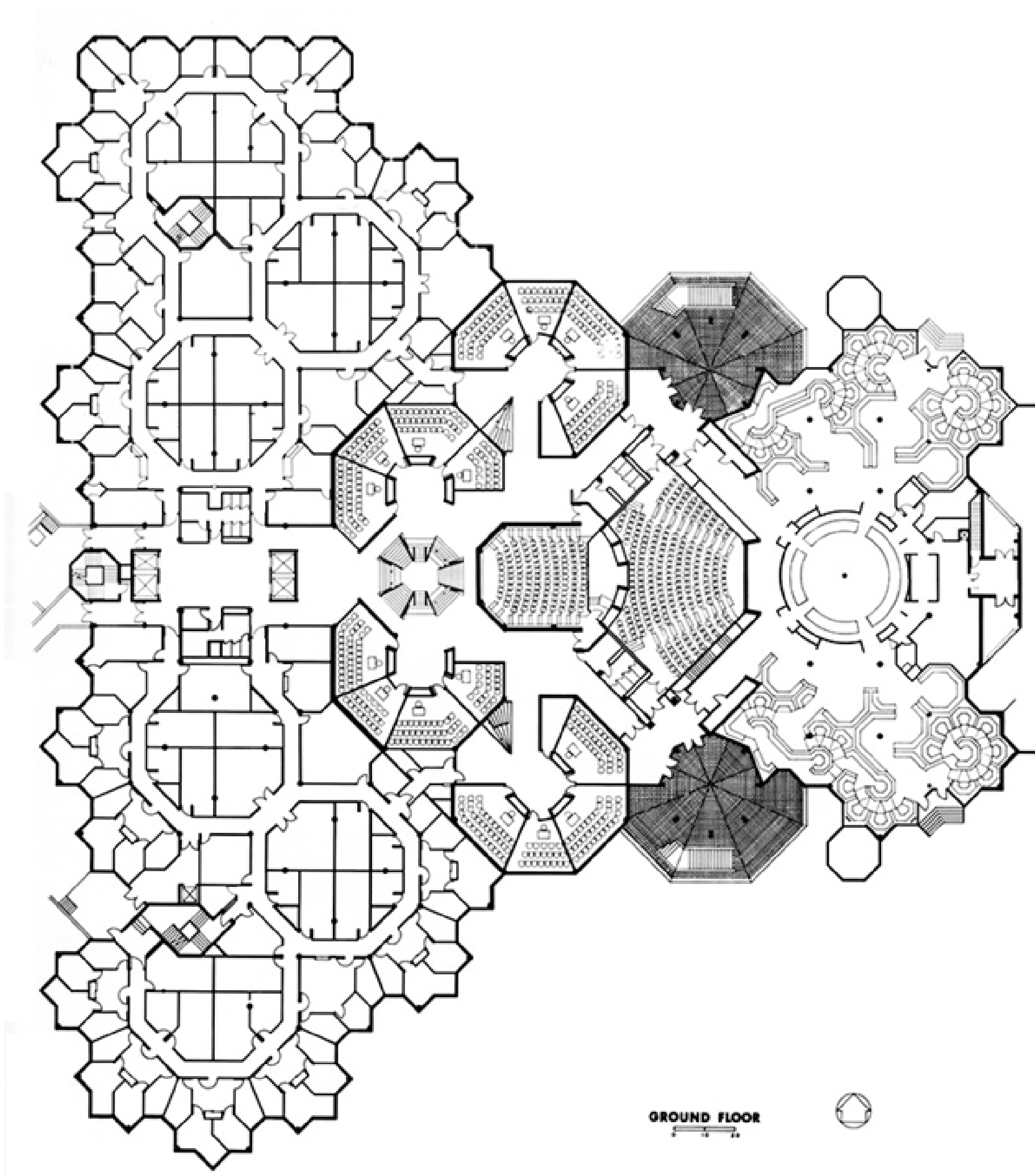


FIELD THEORY



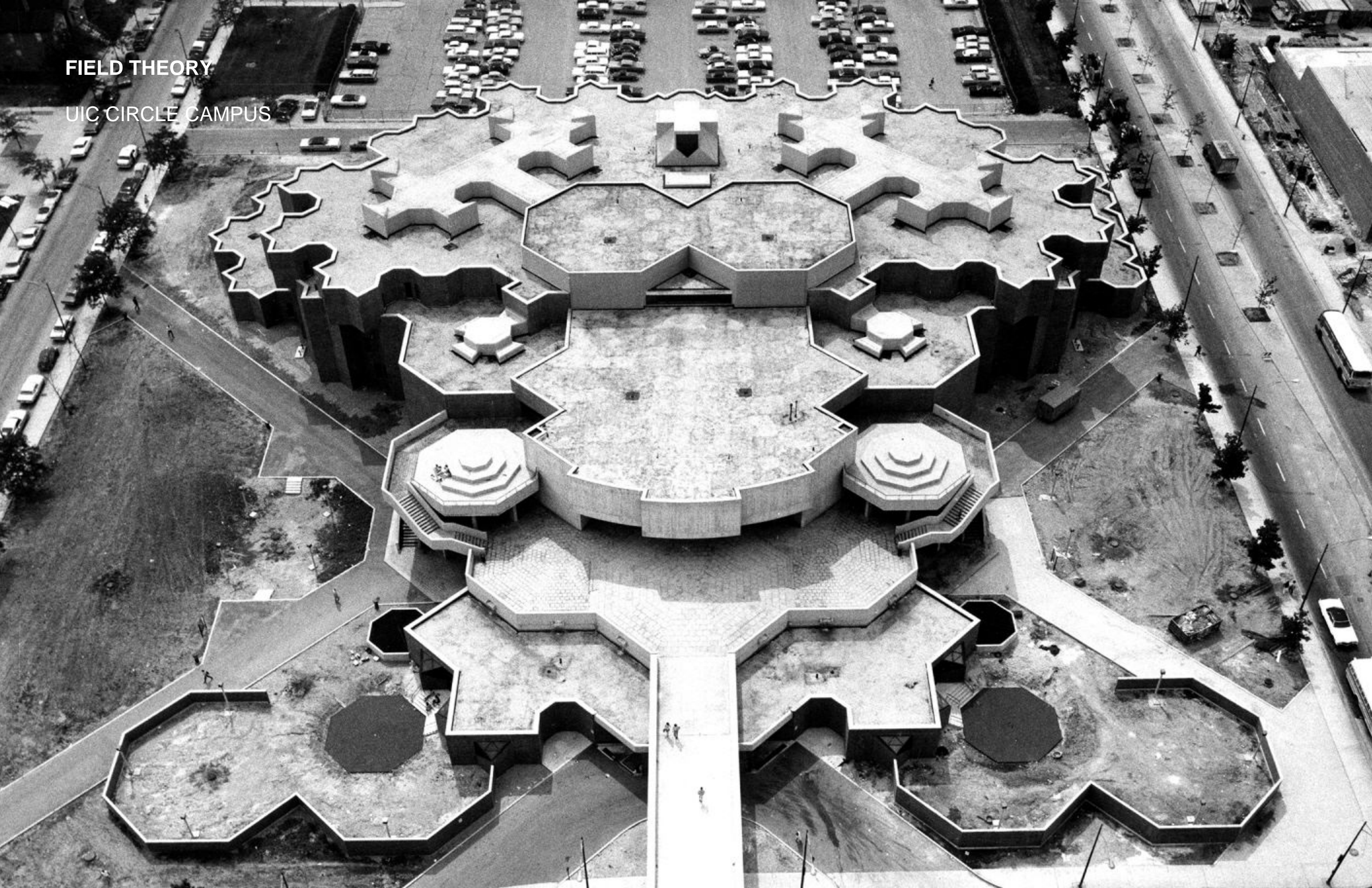
FIELD THEORY

UIC CIRCLE CAMPUS



FIELD THEORY

UIC CIRCLE CAMPUS



FIELD THEORY

AIR FORCE ACADEMY CHAPEL



FIELD THEORY

AIR FORCE ACADEMY CHAPEL



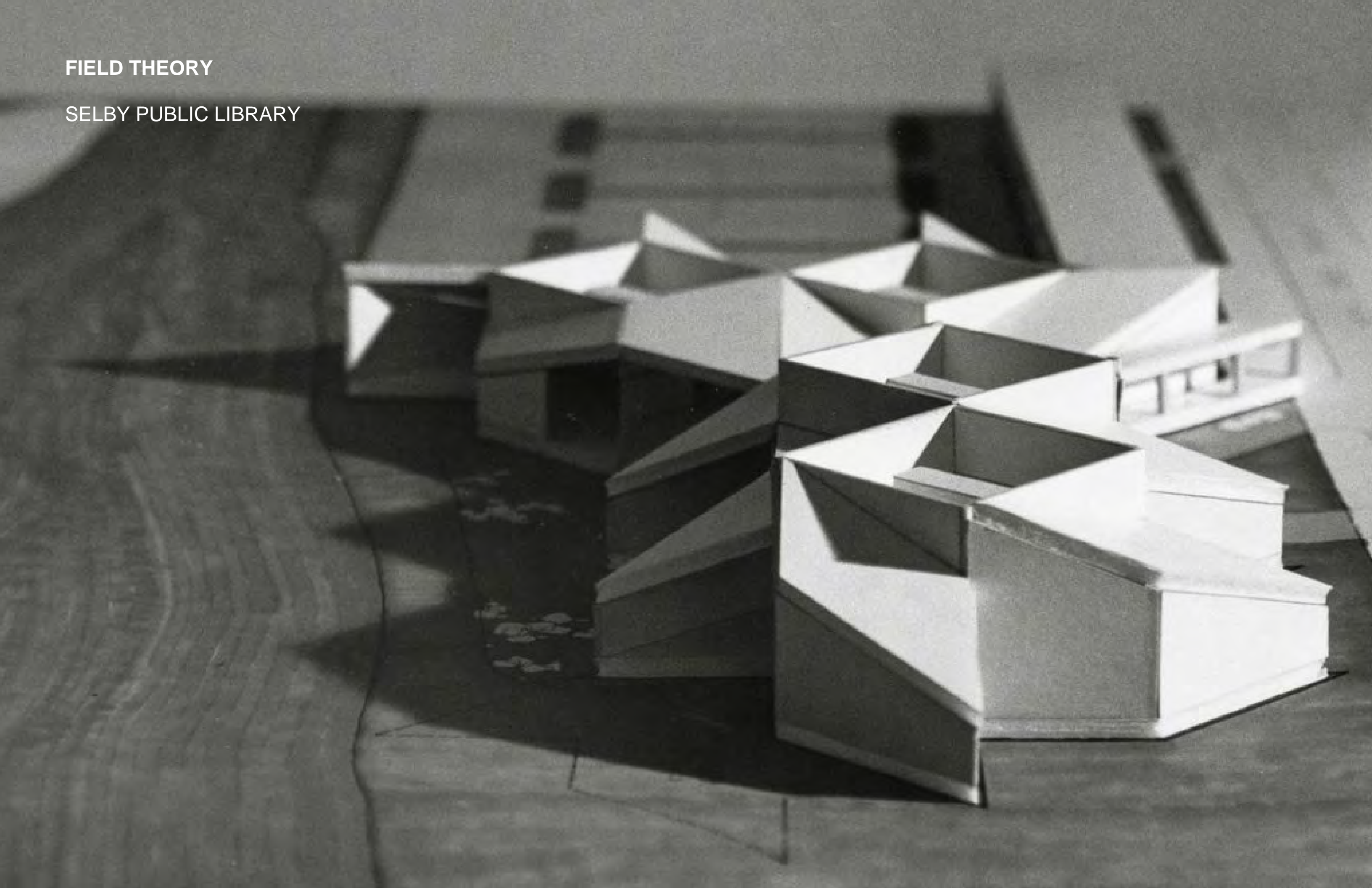
FIELD THEORY

WELLS COLLEGE LIBRARY



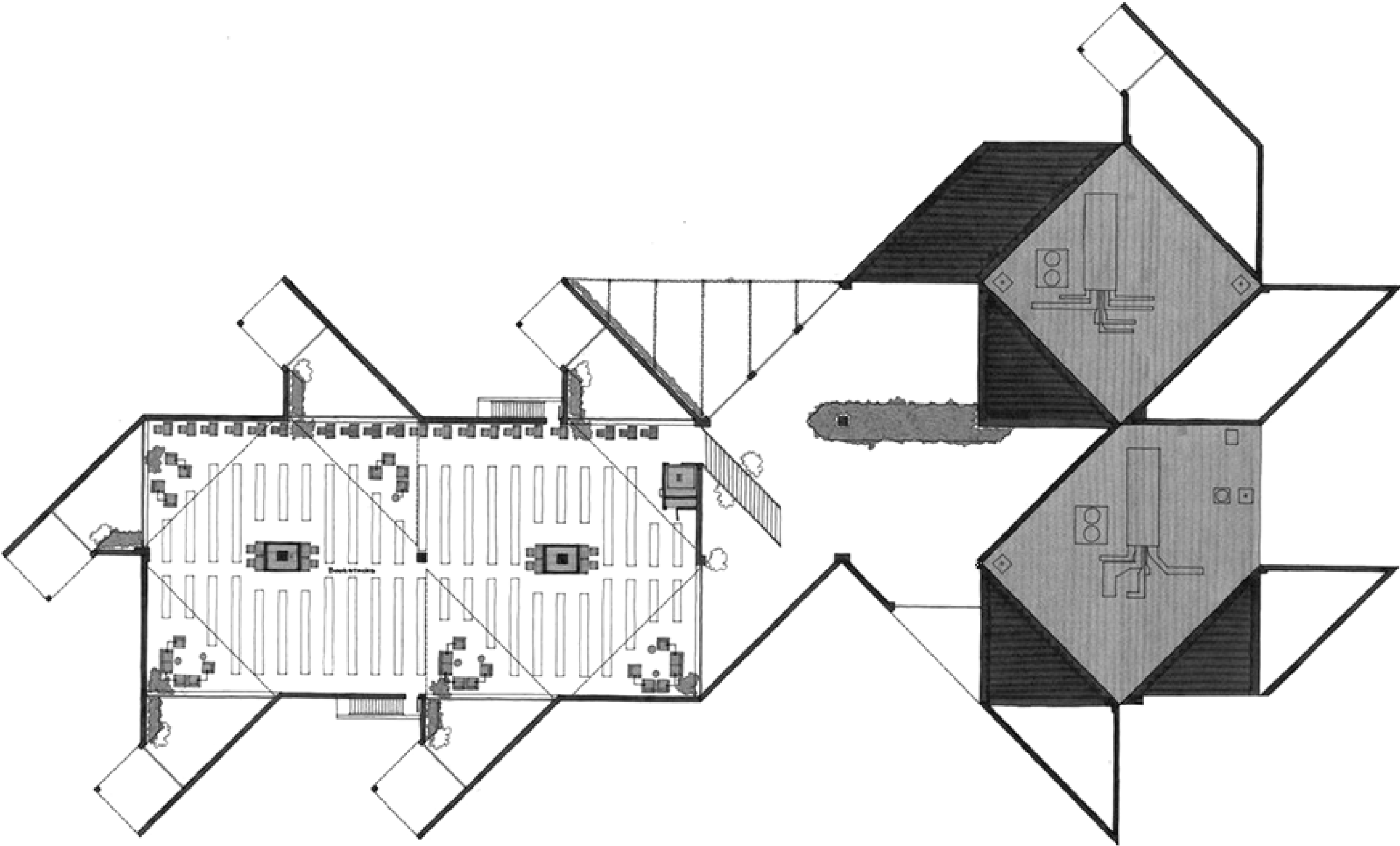
FIELD THEORY

SELBY PUBLIC LIBRARY



FIELD THEORY

SELBY PUBLIC LIBRARY



FIELD THEORY

SELBY PUBLIC LIBRARY



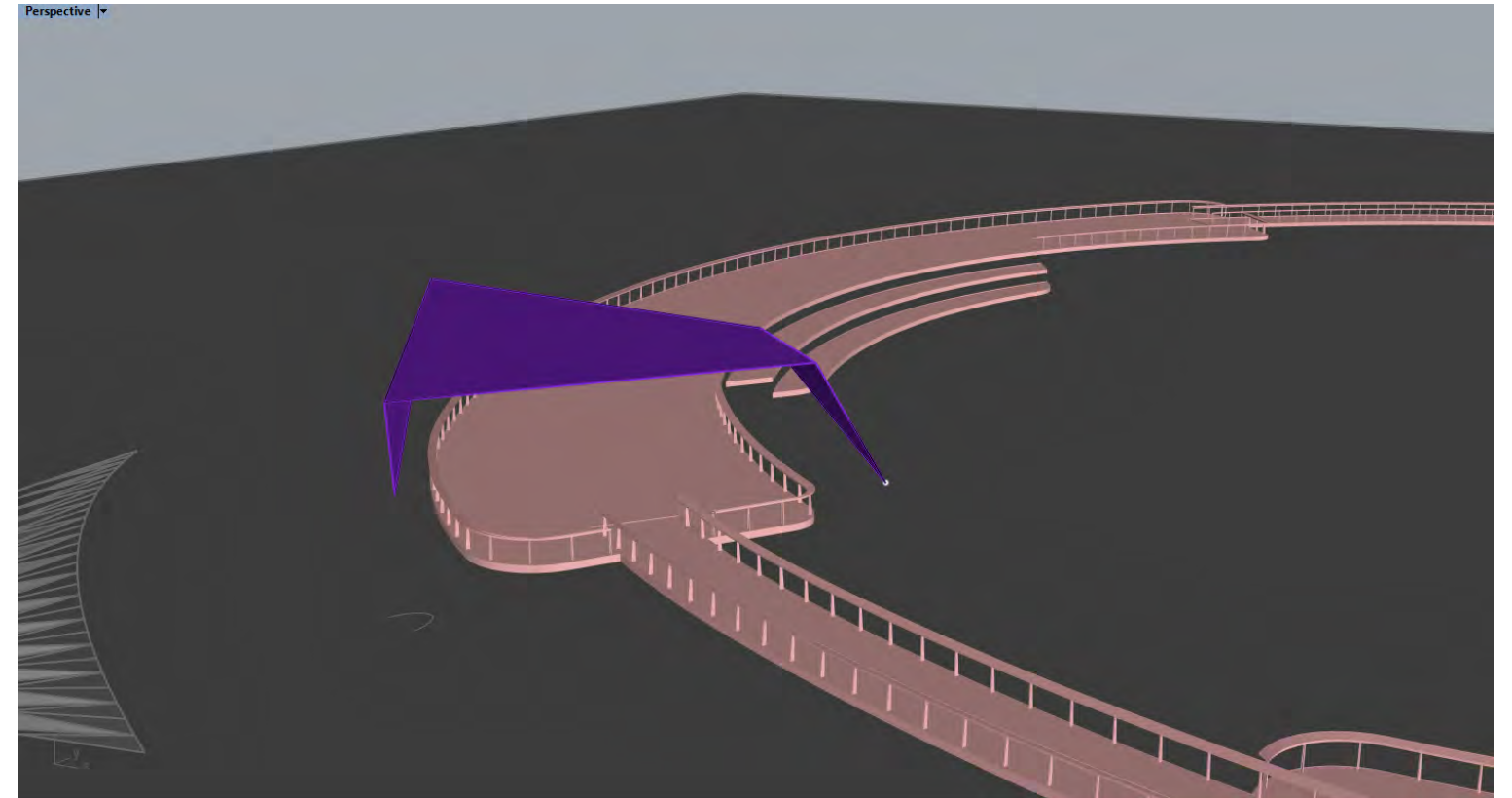
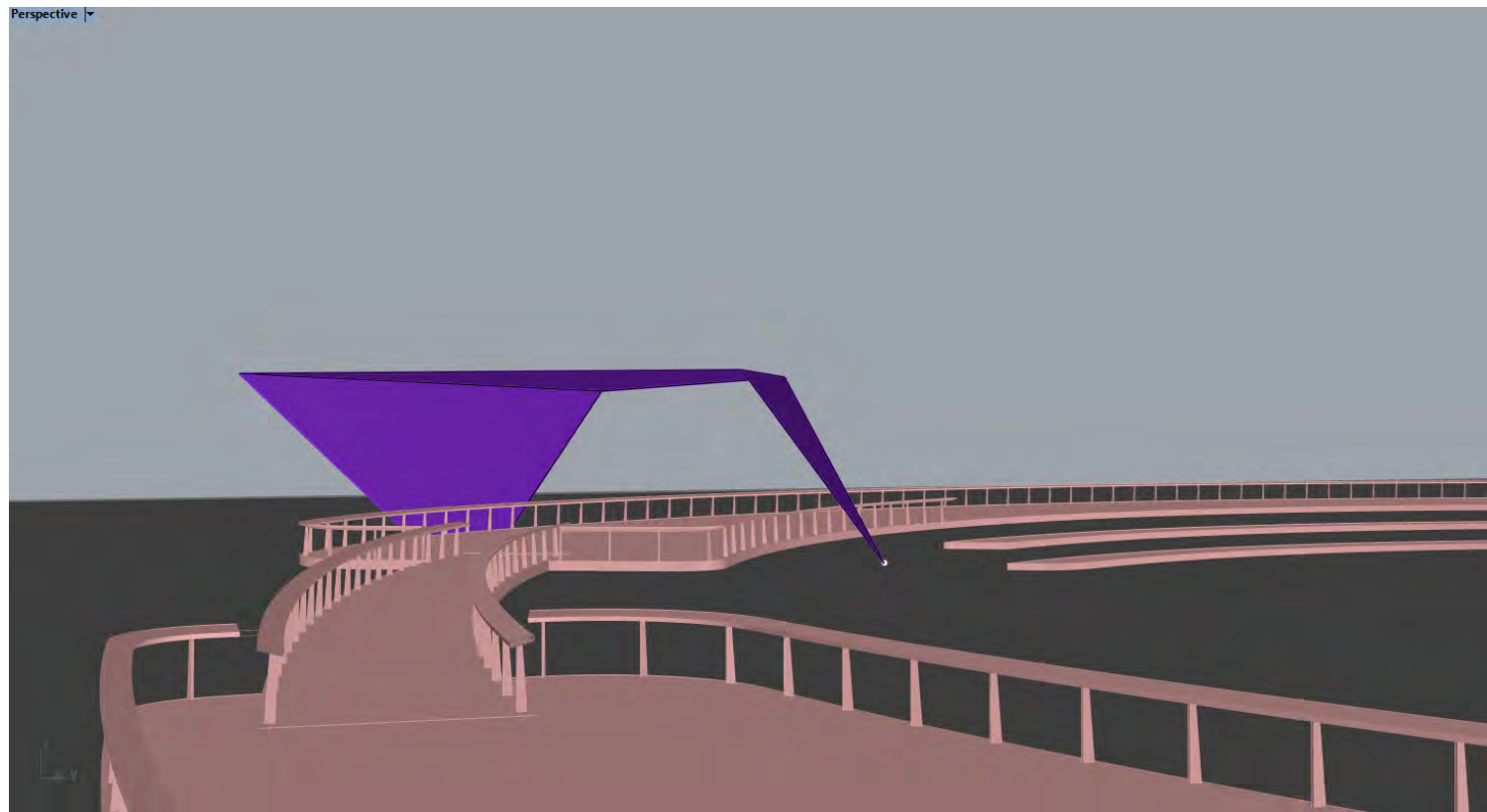
OVERALL GOALS

SHADE

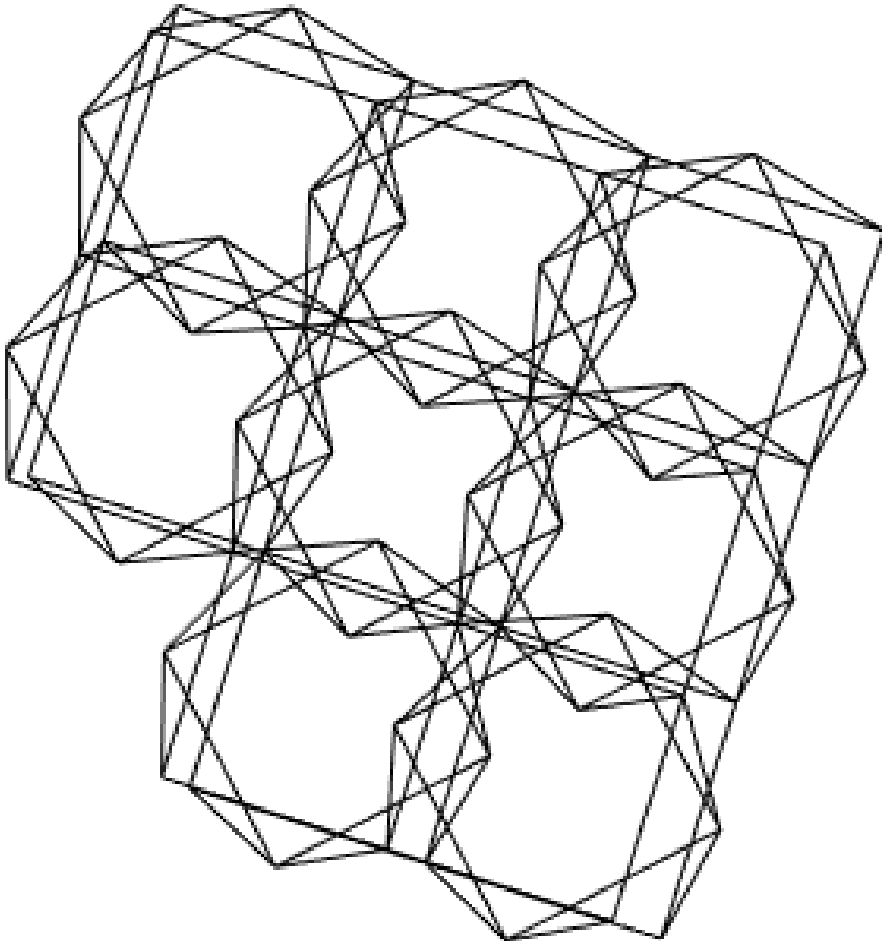
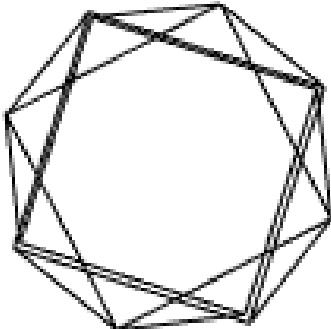
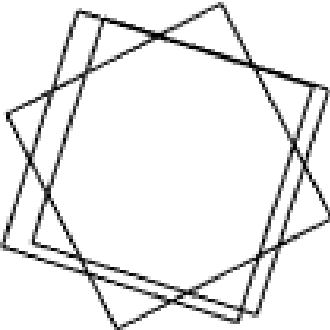
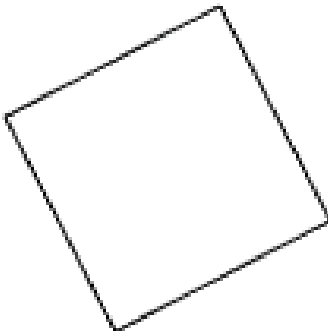
GATHERING

PROCESS

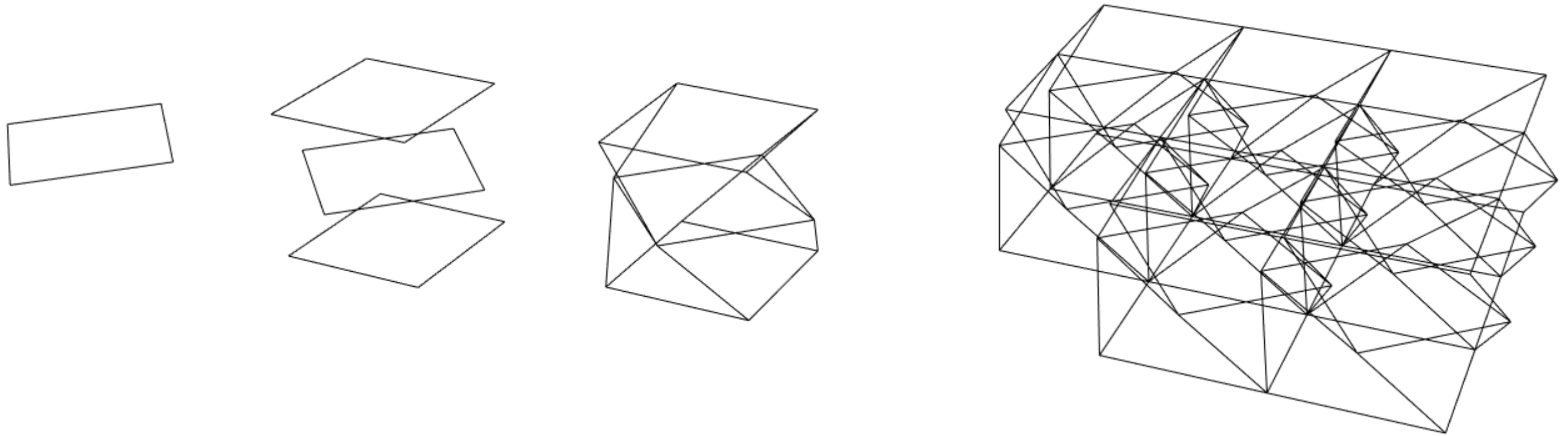
SPANNING THE PIER



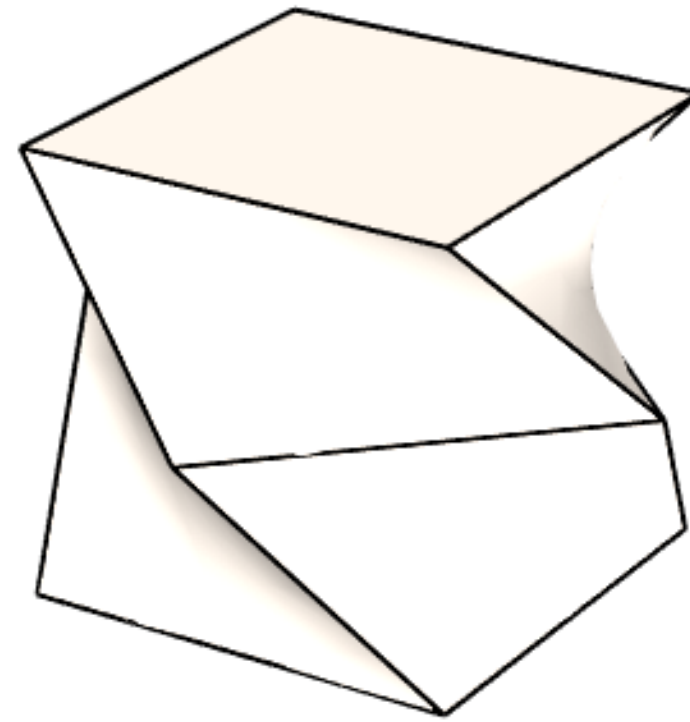
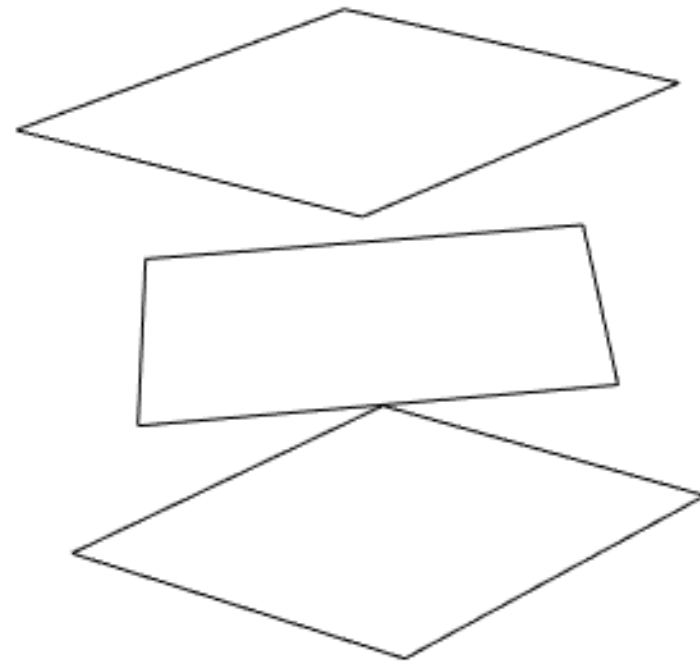
PROCESS



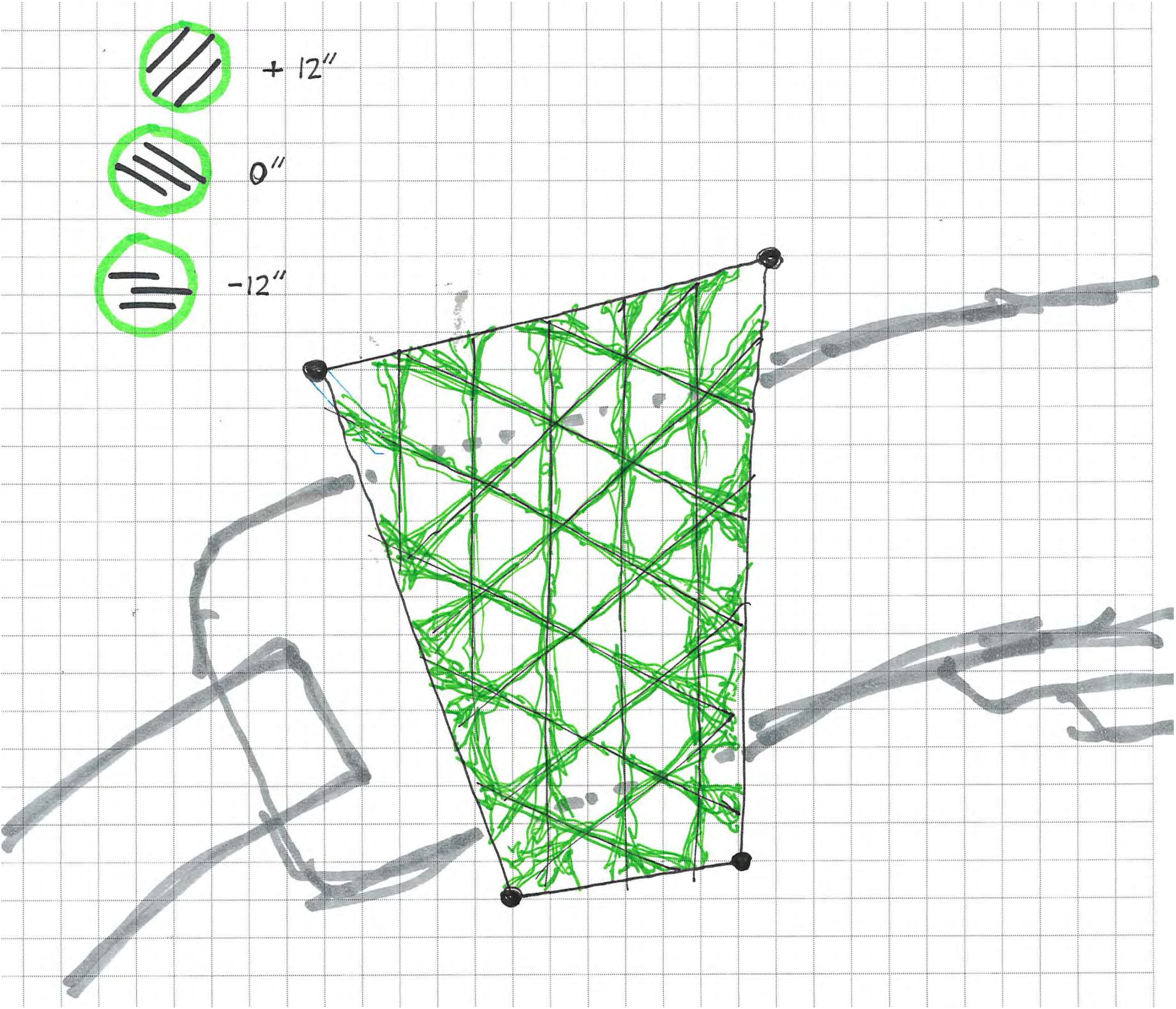
PROCESS



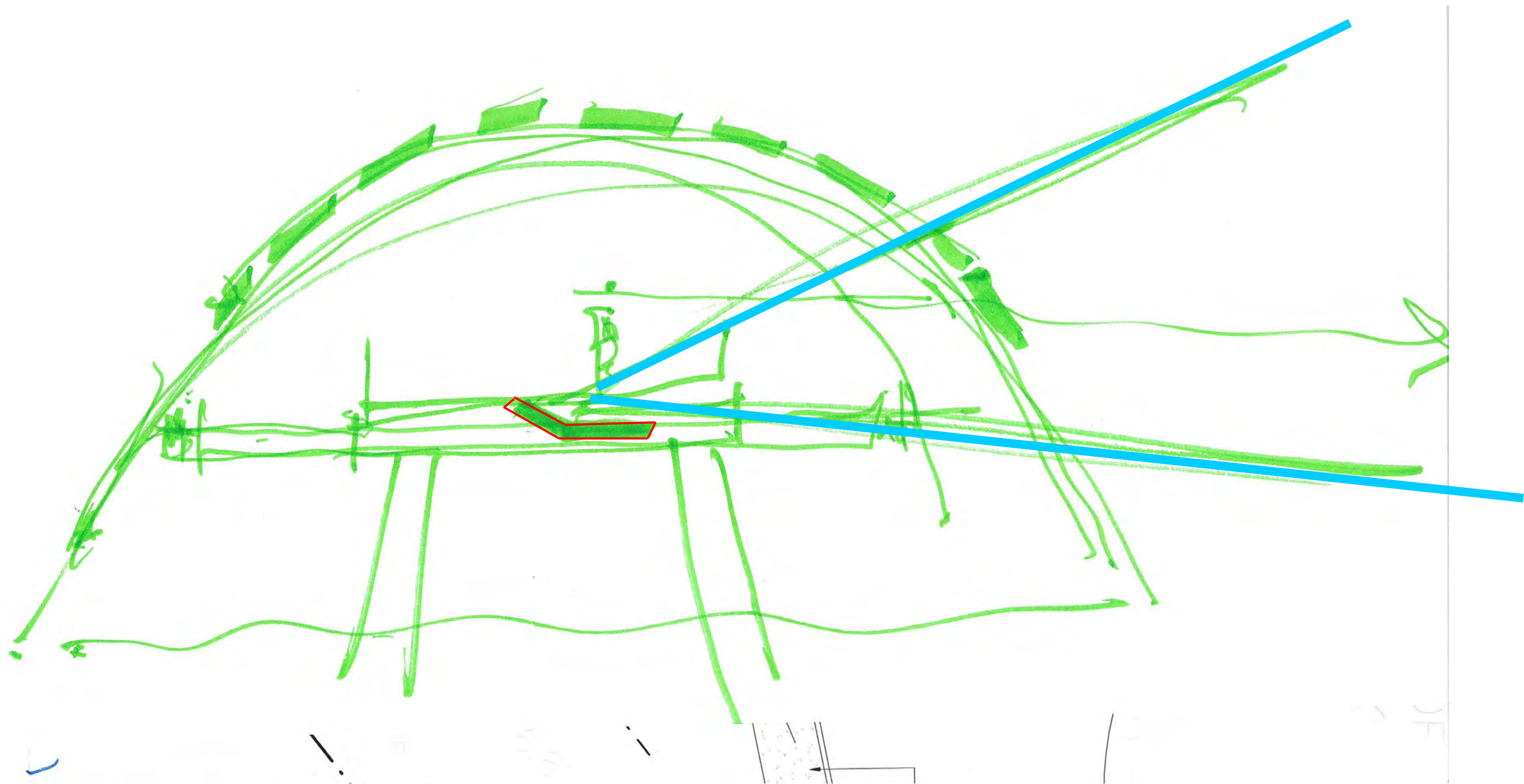
PROCESS



PROCESS

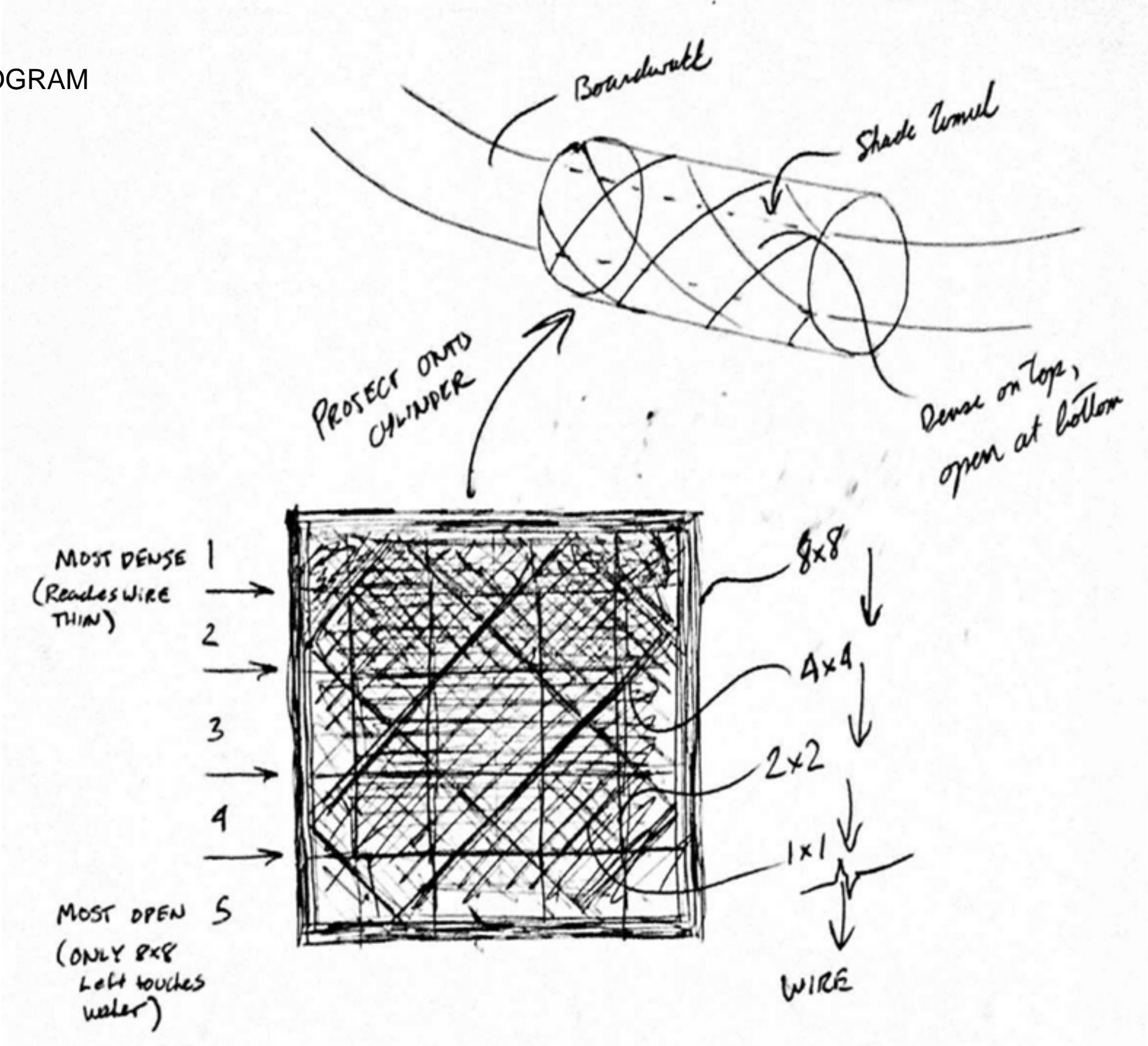


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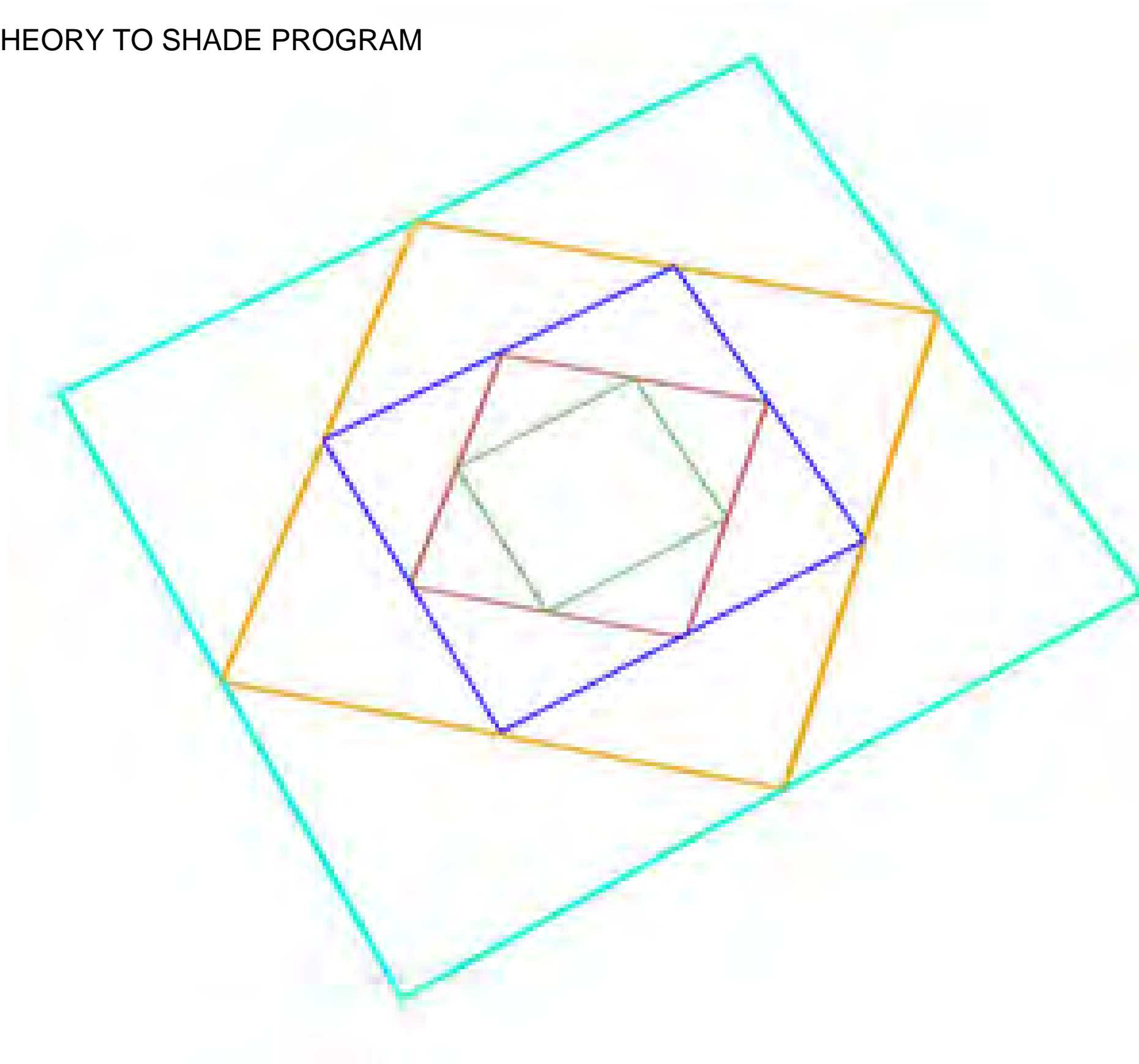
CONCEPT DESIGN

APPLYING FIELD THEORY TO SHADE PROGRAM



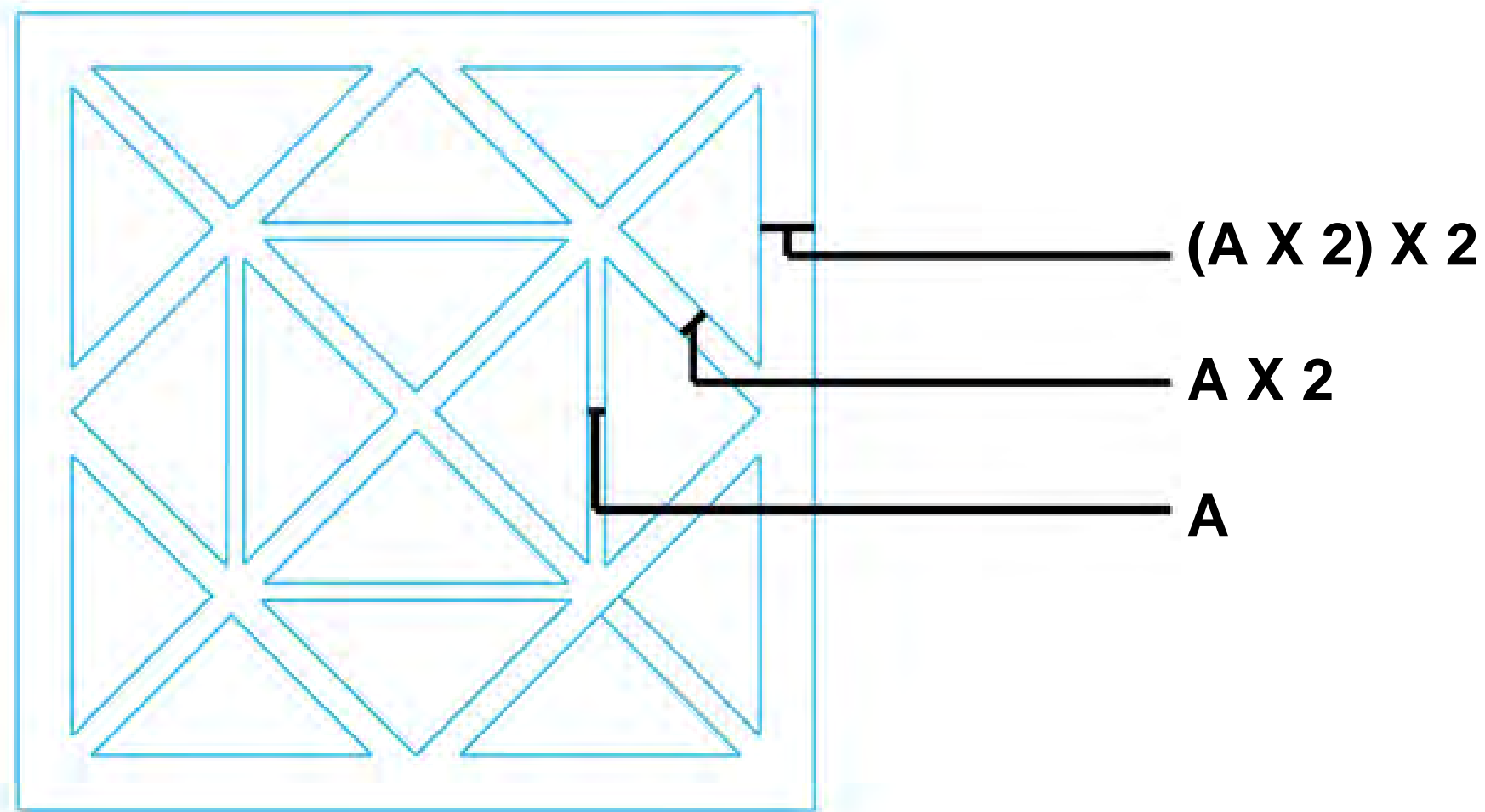
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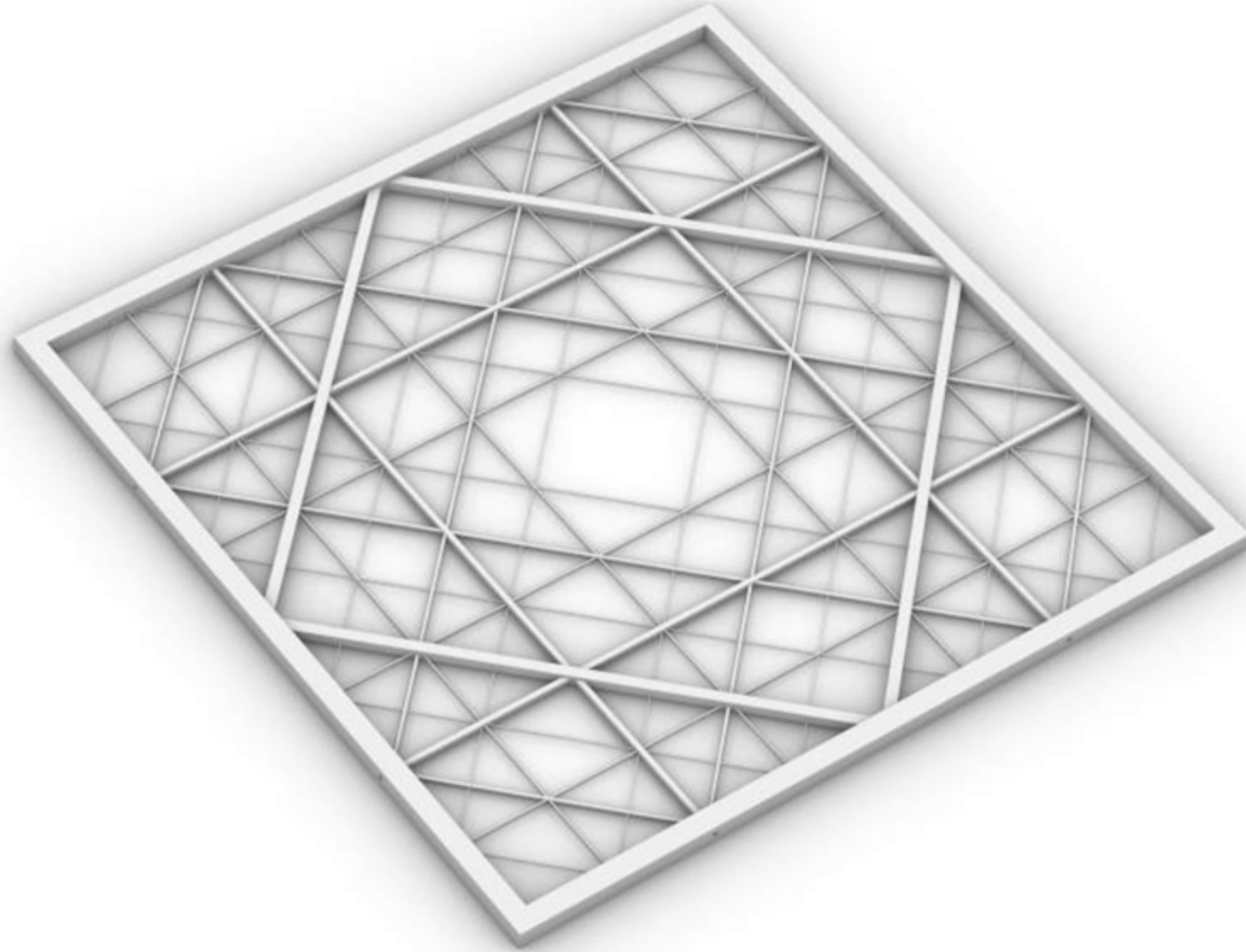
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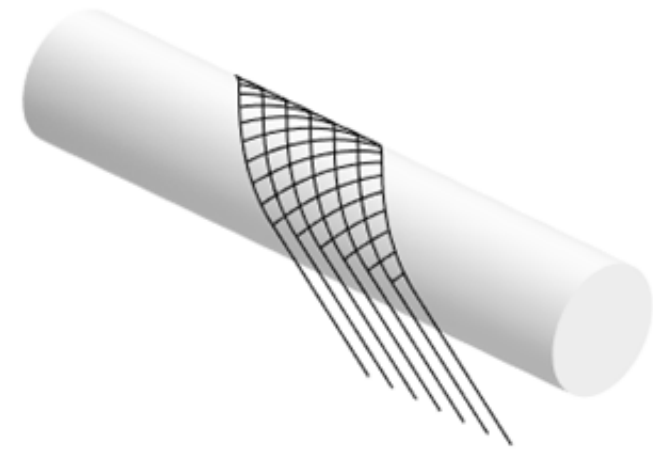
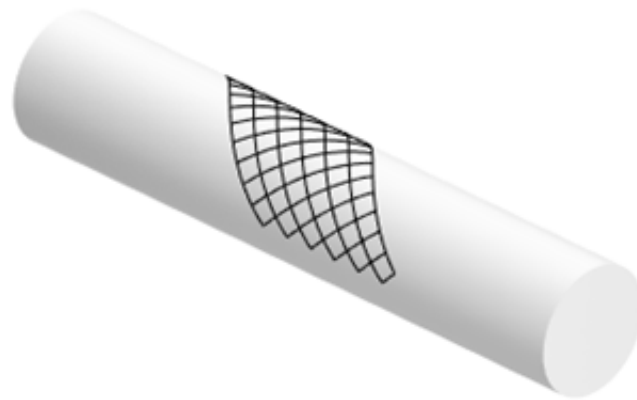
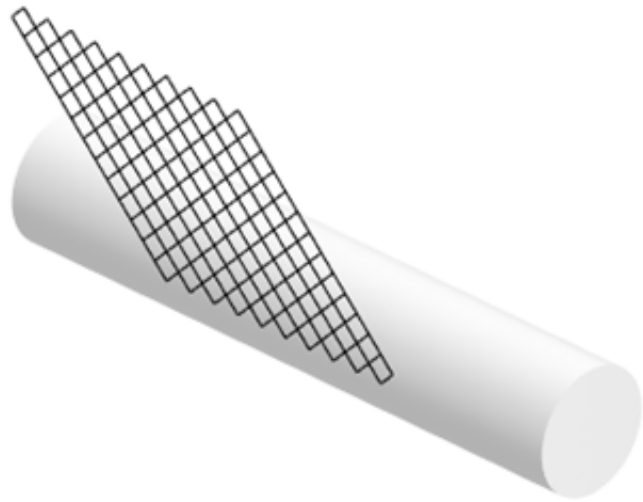
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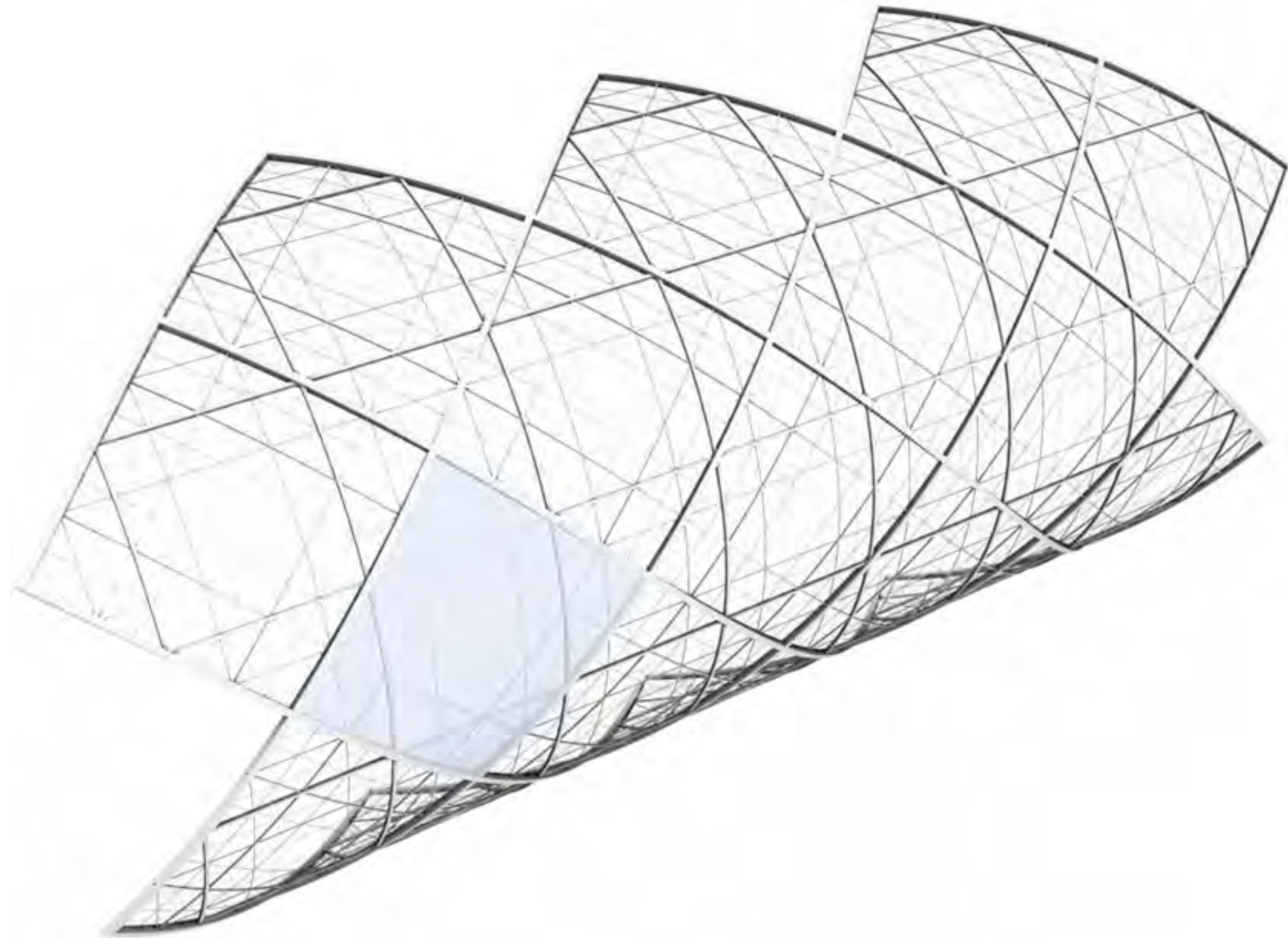
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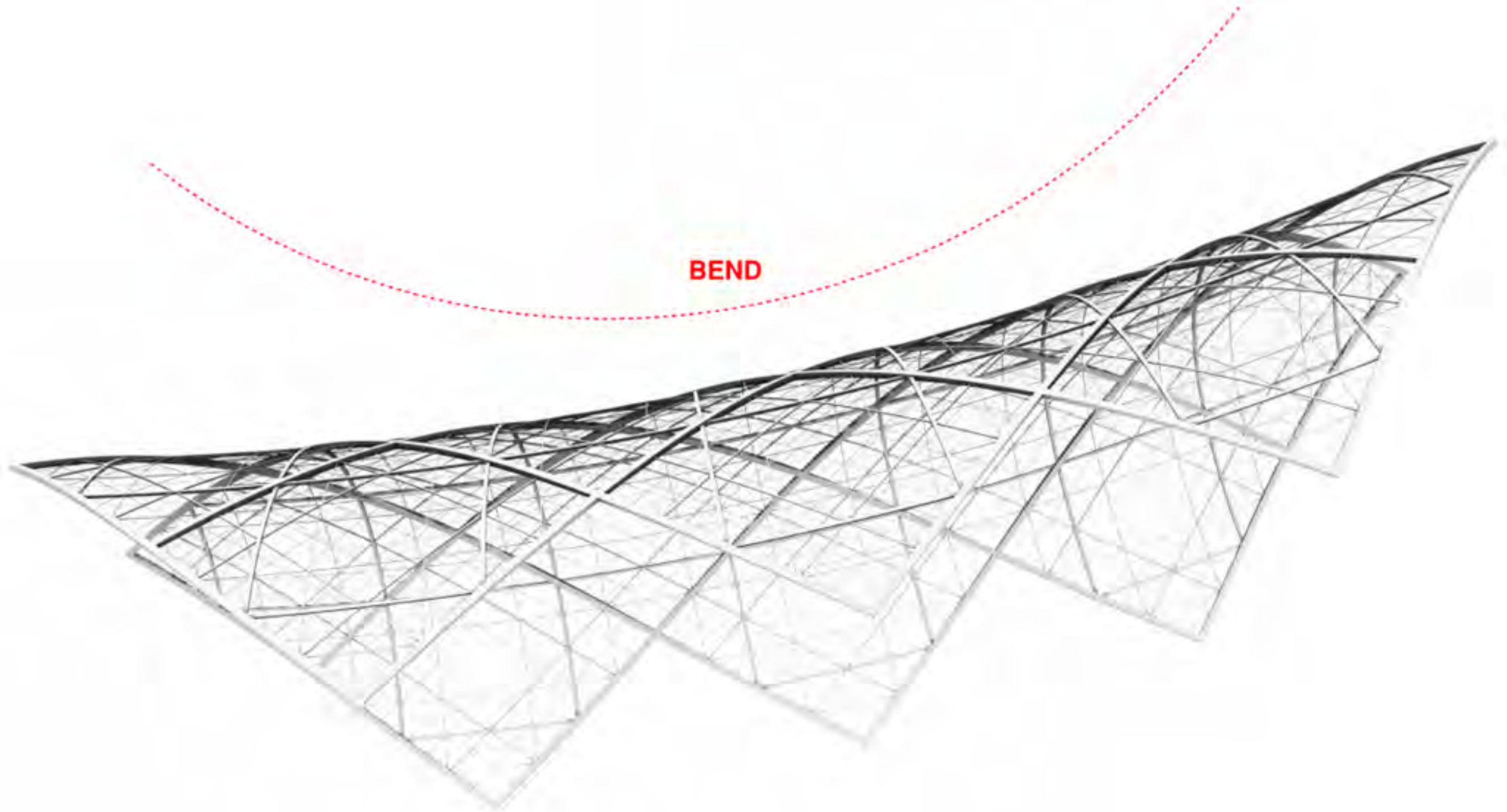
CONCEPT DESIGN

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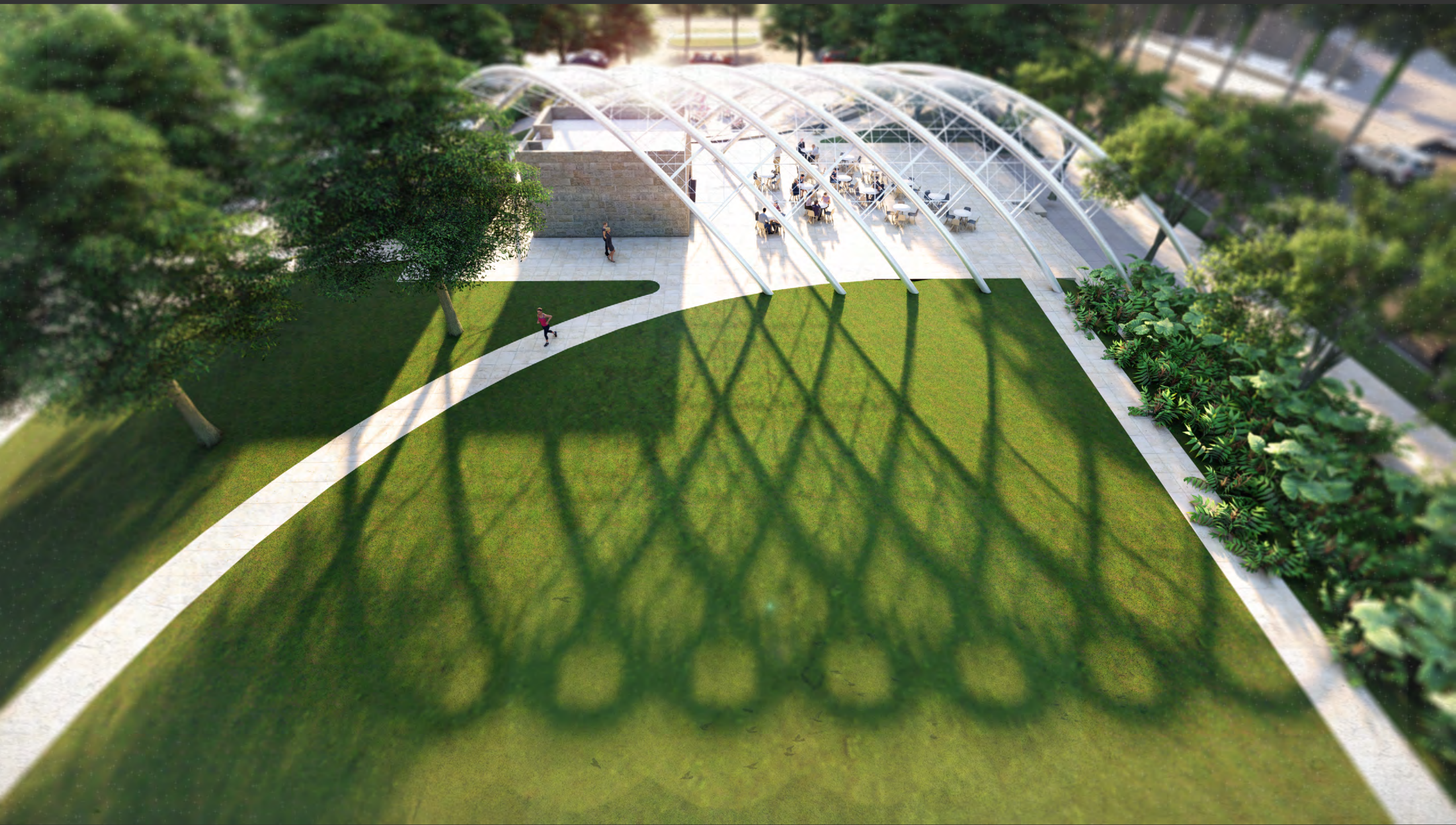


CONCEPT DESIGN



SCHEMATIC DESIGN









THANK YOU!