

# Today

**PLAN UPDATES** 

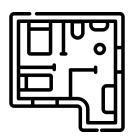
EXTERIOR & MASSING CONCEPTS

INTERIOR DESIGN









## Biophilic Design

## Design Principles

#### **PROSPECT**



Reduced Stress; improved comford and perceived safety

Reduced boredom, irritation, fatigue

Provides visual preference

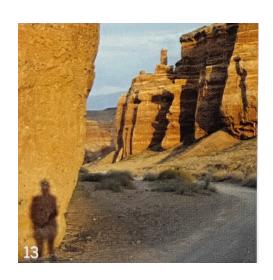
#### REFUGE



Improved perception of safety

Observed visual preference

### **MYSTERY**



Observed visual preference

Induced strong pleasure response

## RISK/PERIL



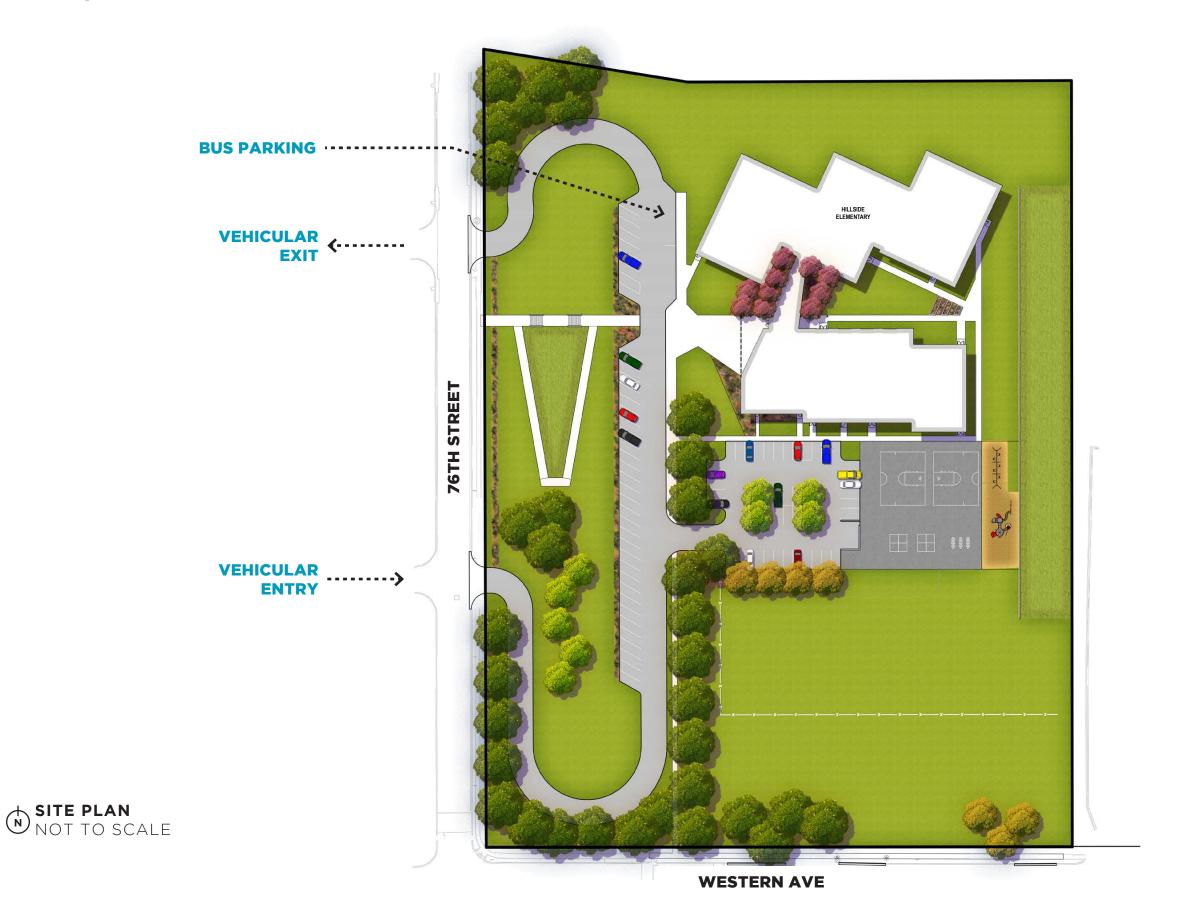
Resulted in strong dopamine or pleasure response

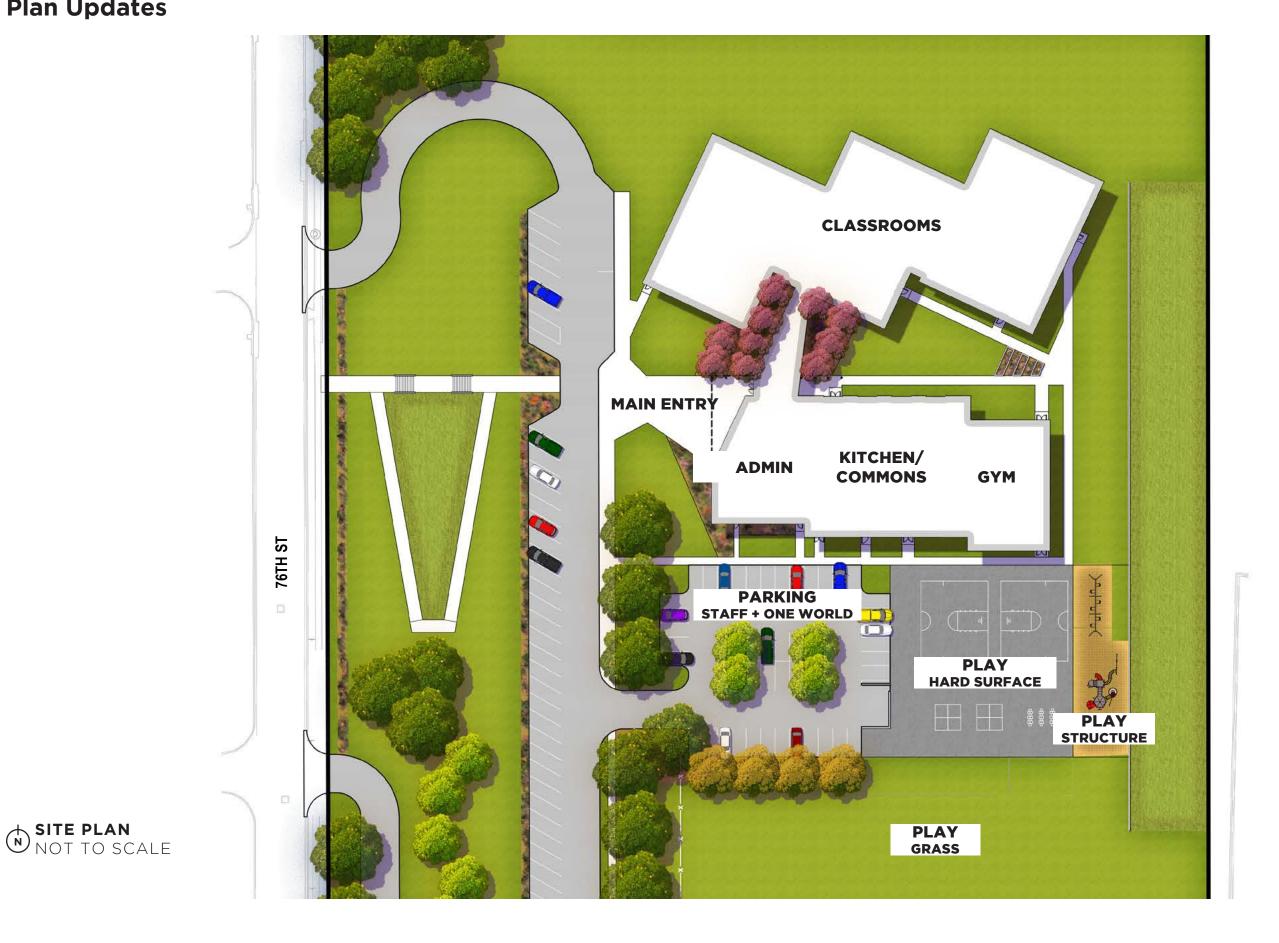
### AWE

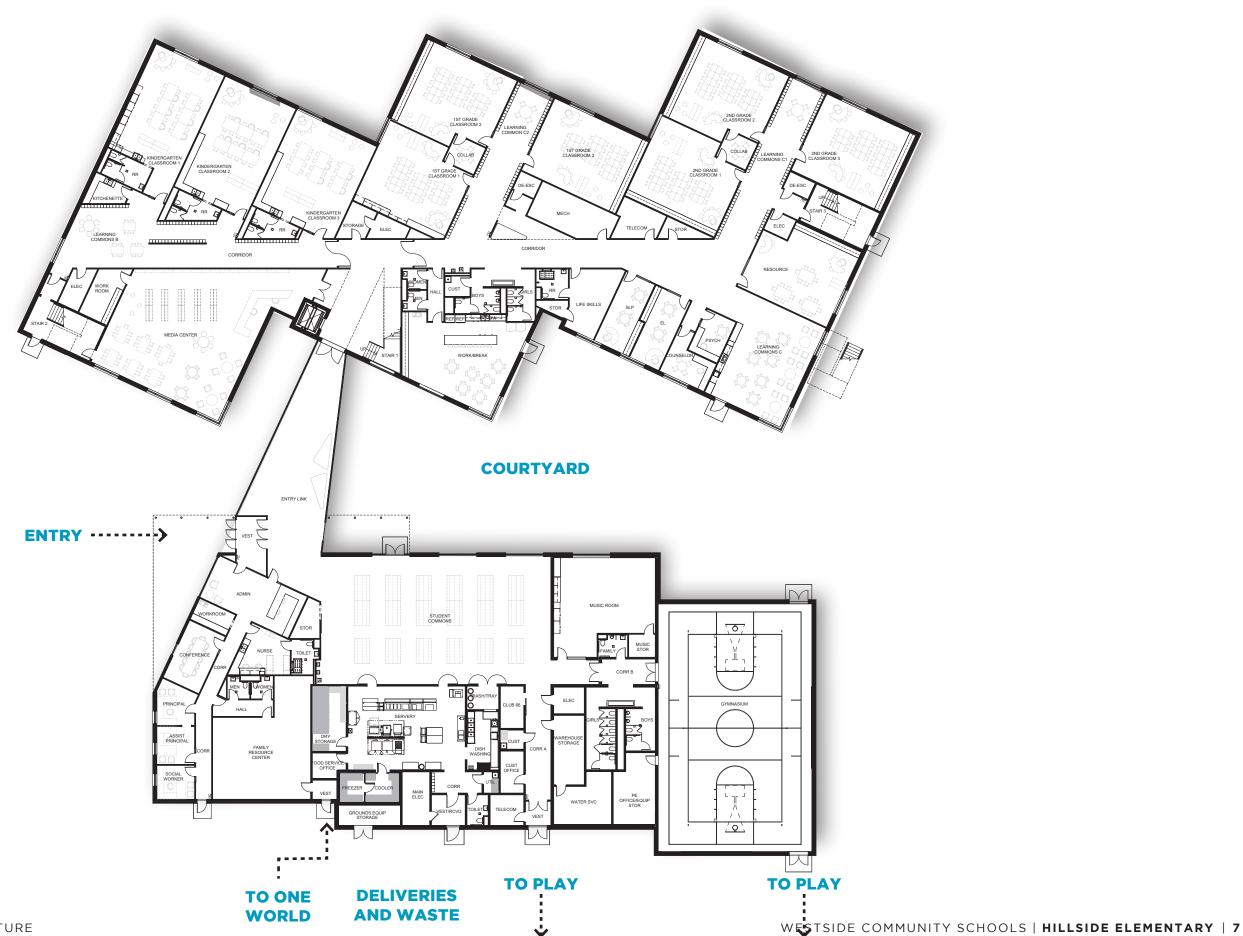


Reduced stress related symptoms

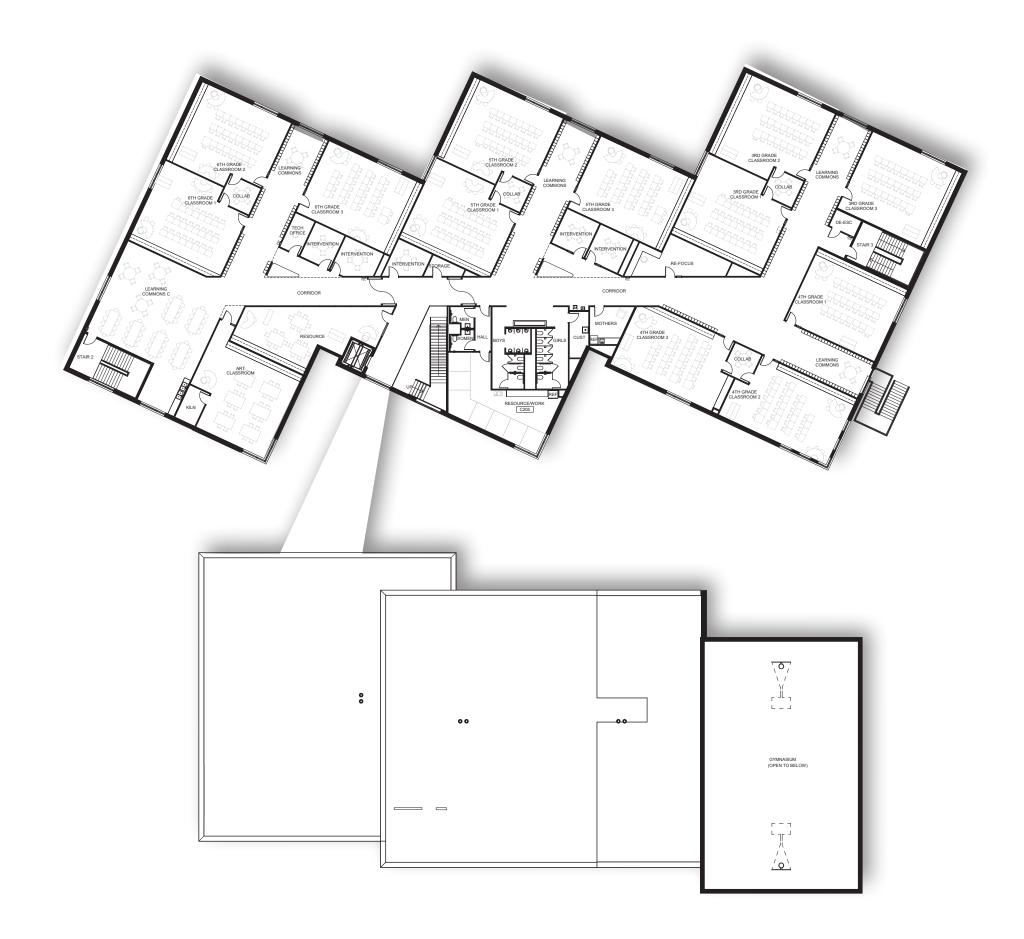
Increased pro-social behavior; positive immpacted attitude and overall happiness







FIRST FLOOR
NOT TO SCALE



SECOND FLOOR
NOT TO SCALE

## **Exterior & Materials**



## **Design Vision**



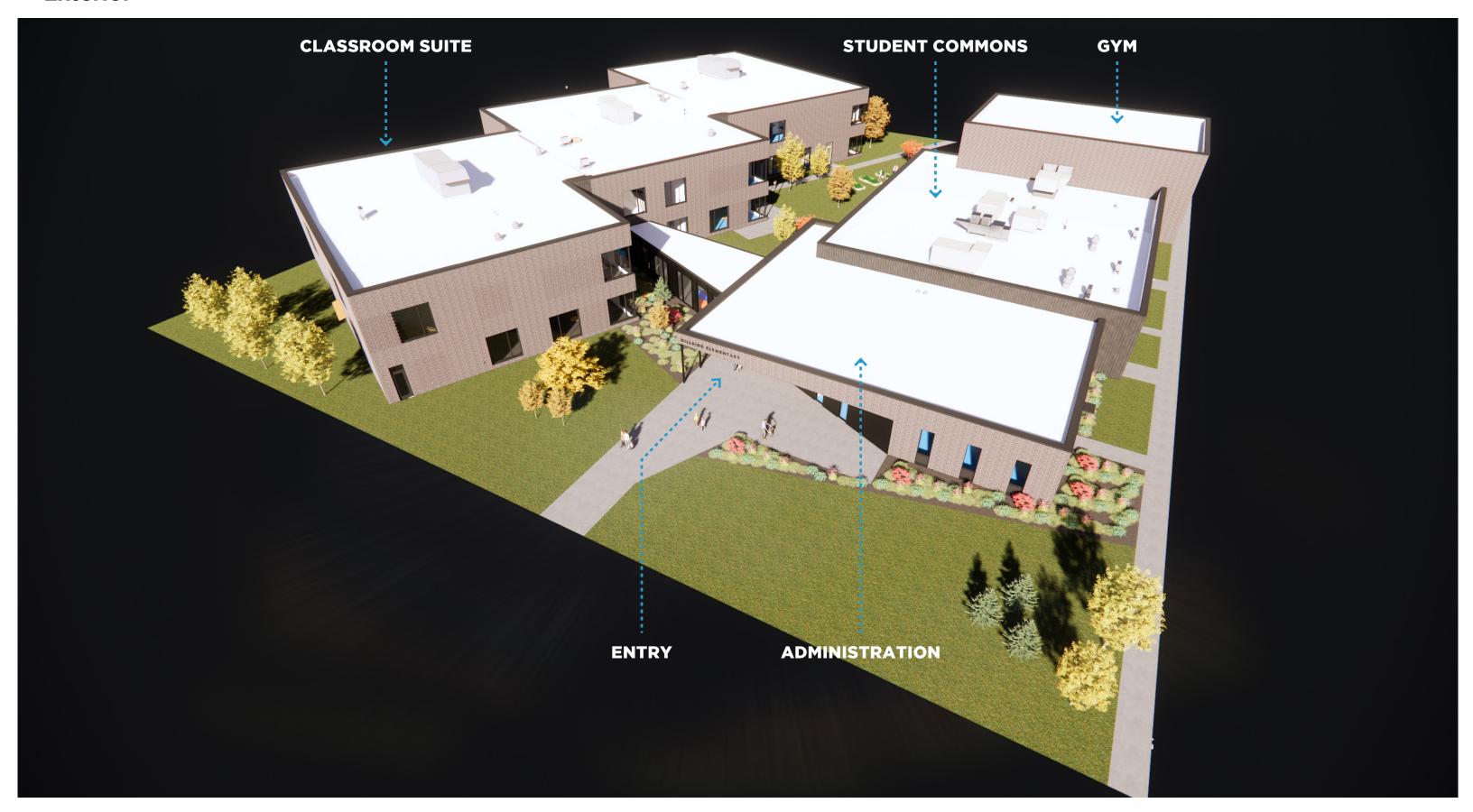
















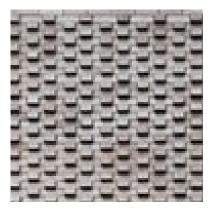


### **Exterior Materials**





1 | BRICK
Typical Masonry
Color: Endicott
Ravenswood Velour



2 | BRICK ACCENT Typical Masonry Color: Endicott Ravenswood Velour



**3** | METAL SIDING Tongue & Groove Color : Black



4 | CONCRETE Precast - Medium Dark



**5** | WINDOWS Aluminum Storefront Color : Black



**6** | LANDSACAPE Native and other low maintenance varieties



7 | SIGNAGE Aluminum

# Interior Design



## SHAPE & COLOR



## Wisdom Hope Reason

**BLUE** is one of the most effective classroom colors

- enhances creativity and alertness
- promotes tranqulity
- improves memory and mood
- lessens fatigue

## Nature Growth Contentment

**GREEN** improves concentration

- stress reliever
- calming
- symbolic of nature, growth, and freshness

## **Calming Kindness**

PINK can be both soothing and energizing

- soothing
- reduces heart rate
- has an energizing effect

## Warmth Attention

YELLOW releases seratonin for happy moods

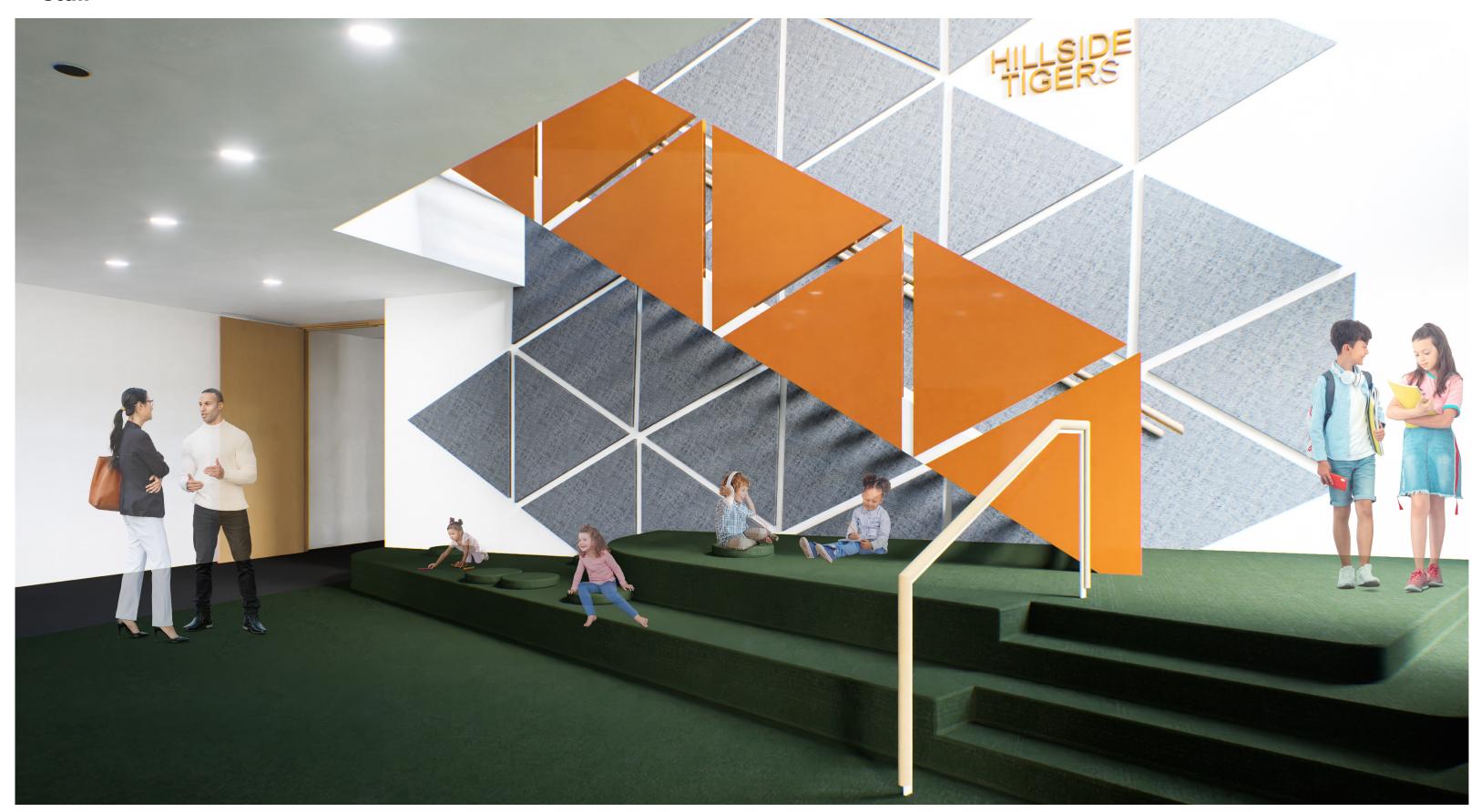
# Kindness + Joy ORANGE is uplifting

- stimulates critical thinking
- improves memorization

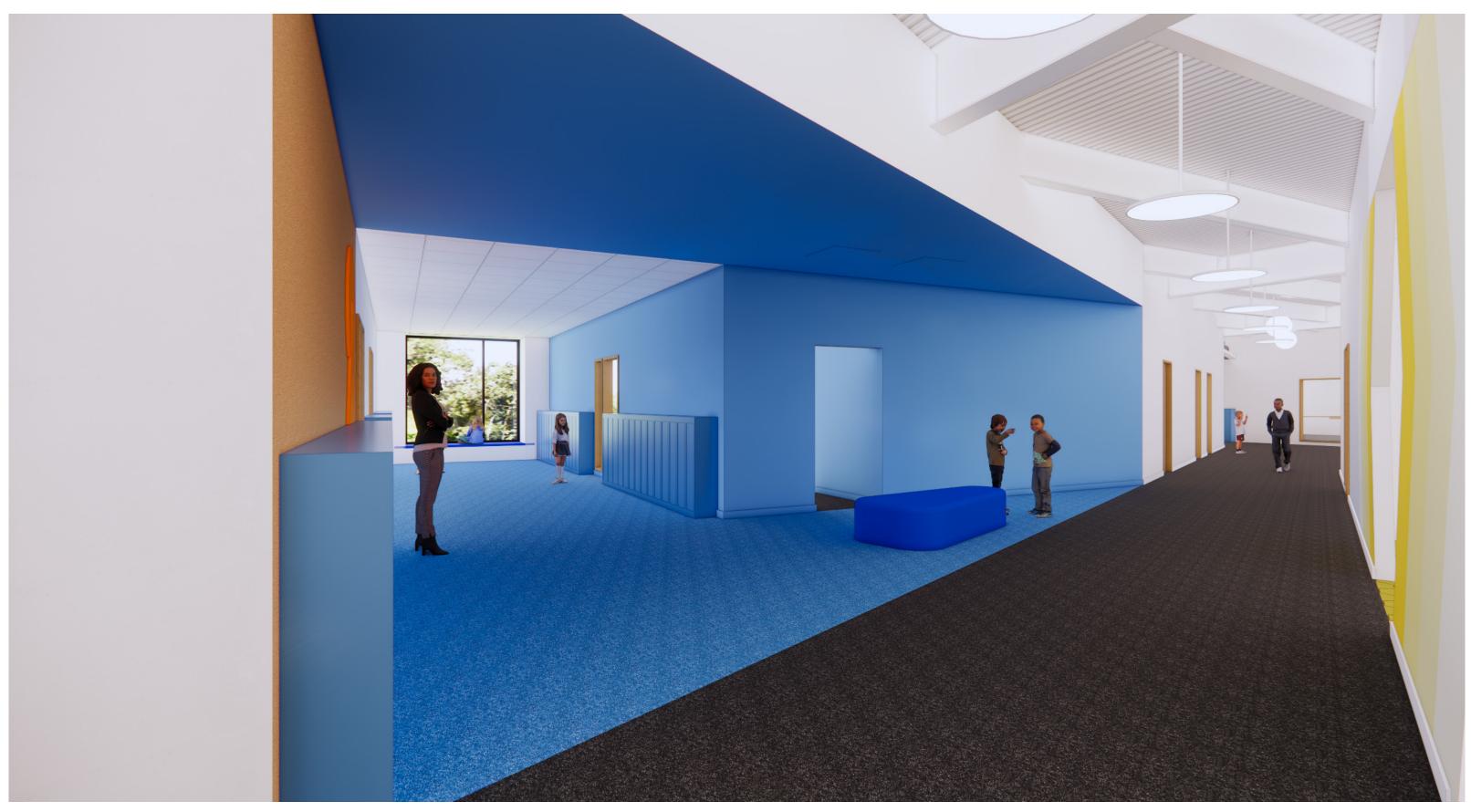
## Link



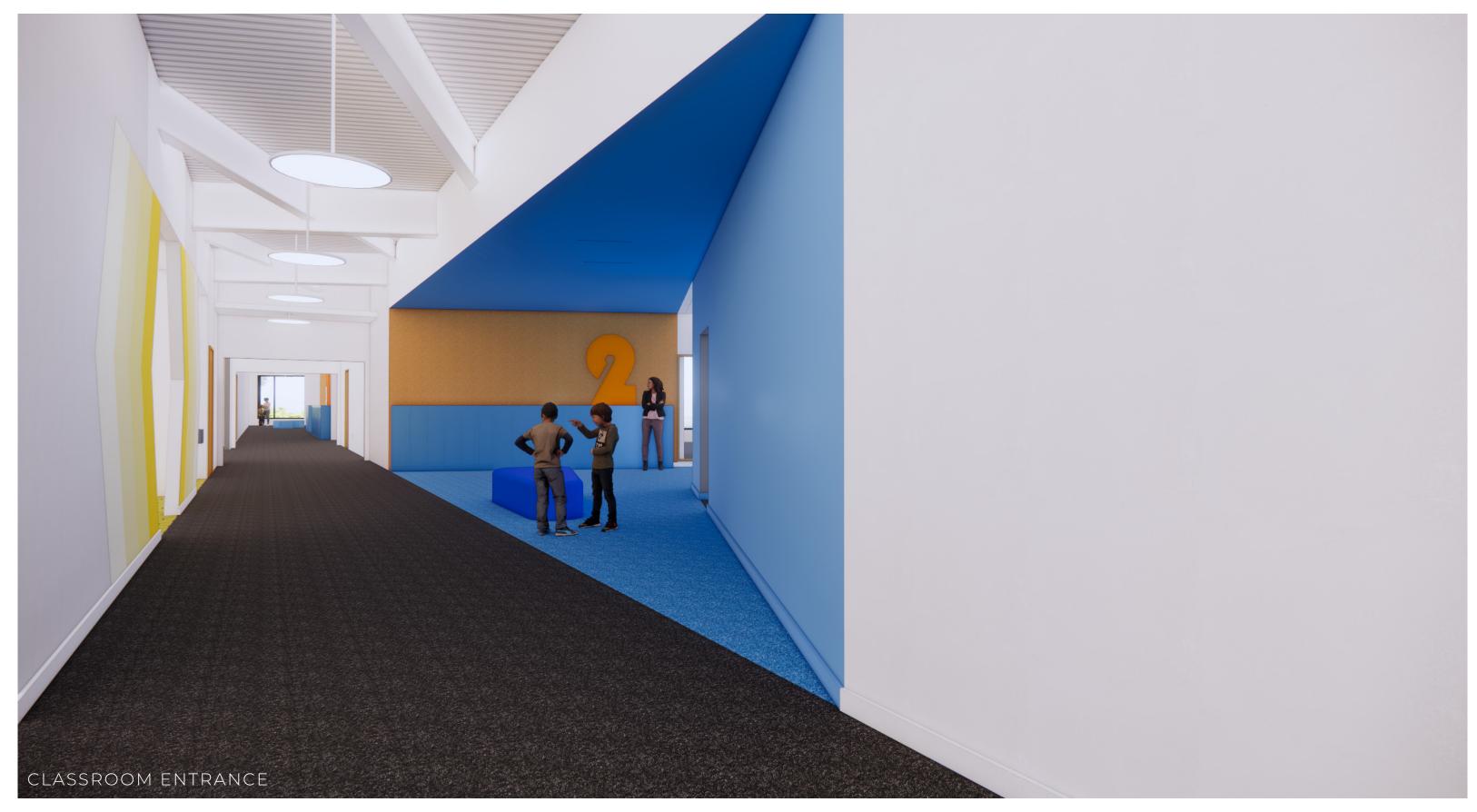
## Stair



## **Grade Neighborhood**



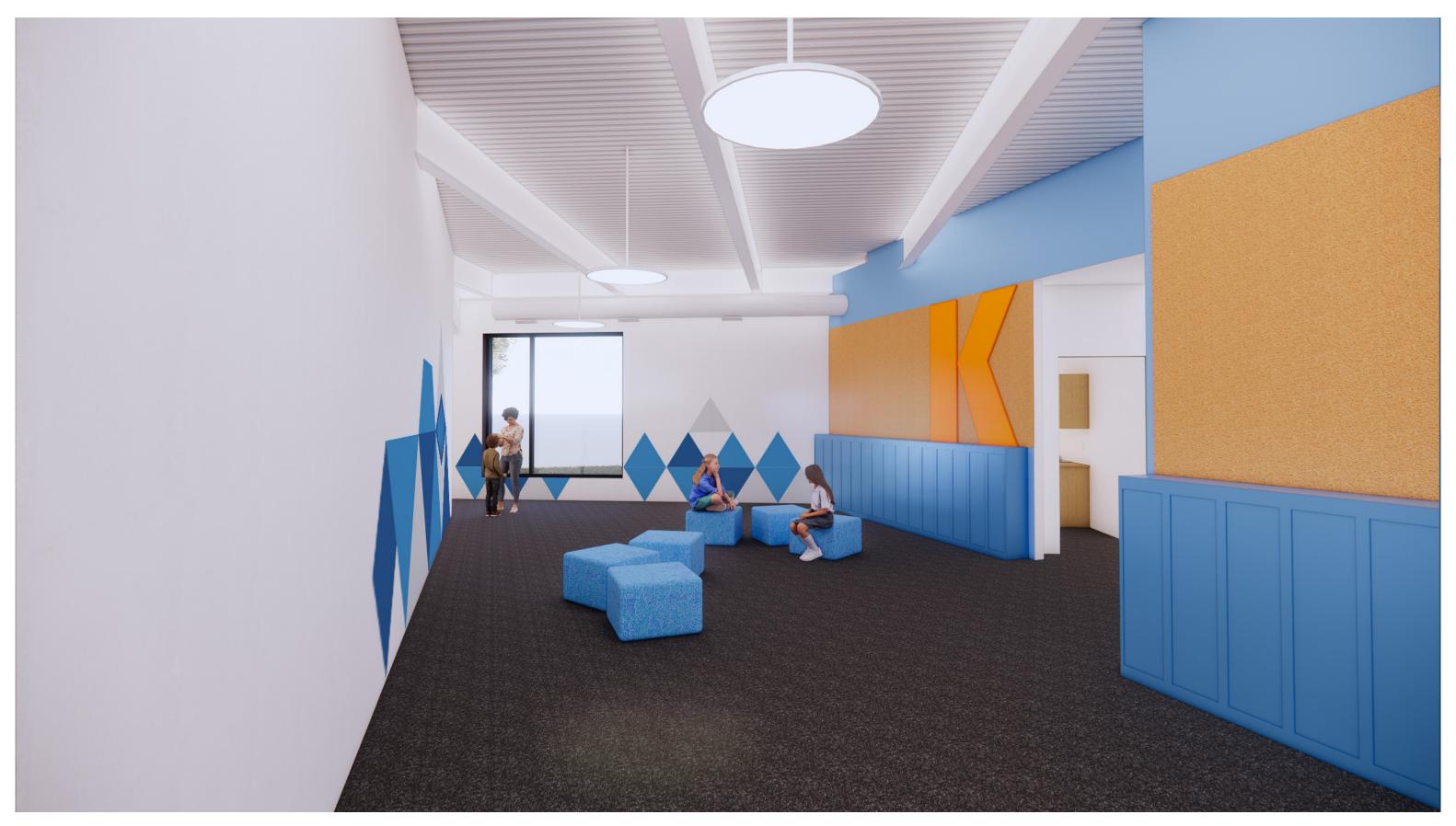
## **Grade Neighborhood**



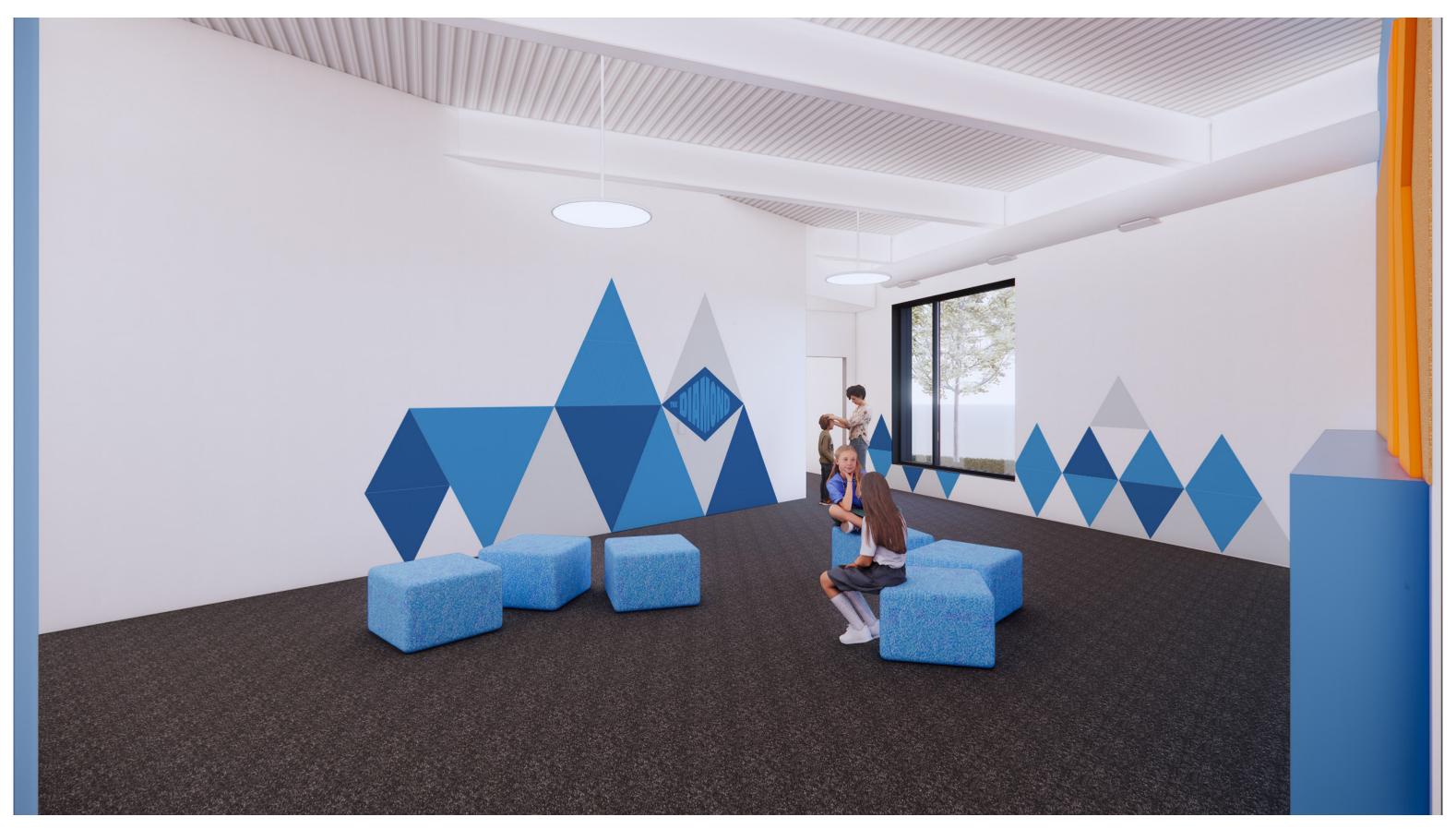
## **Grade Neighborhood**



## **Diamond Commons**



## **Diamond Commons**



## **Circle Commons**



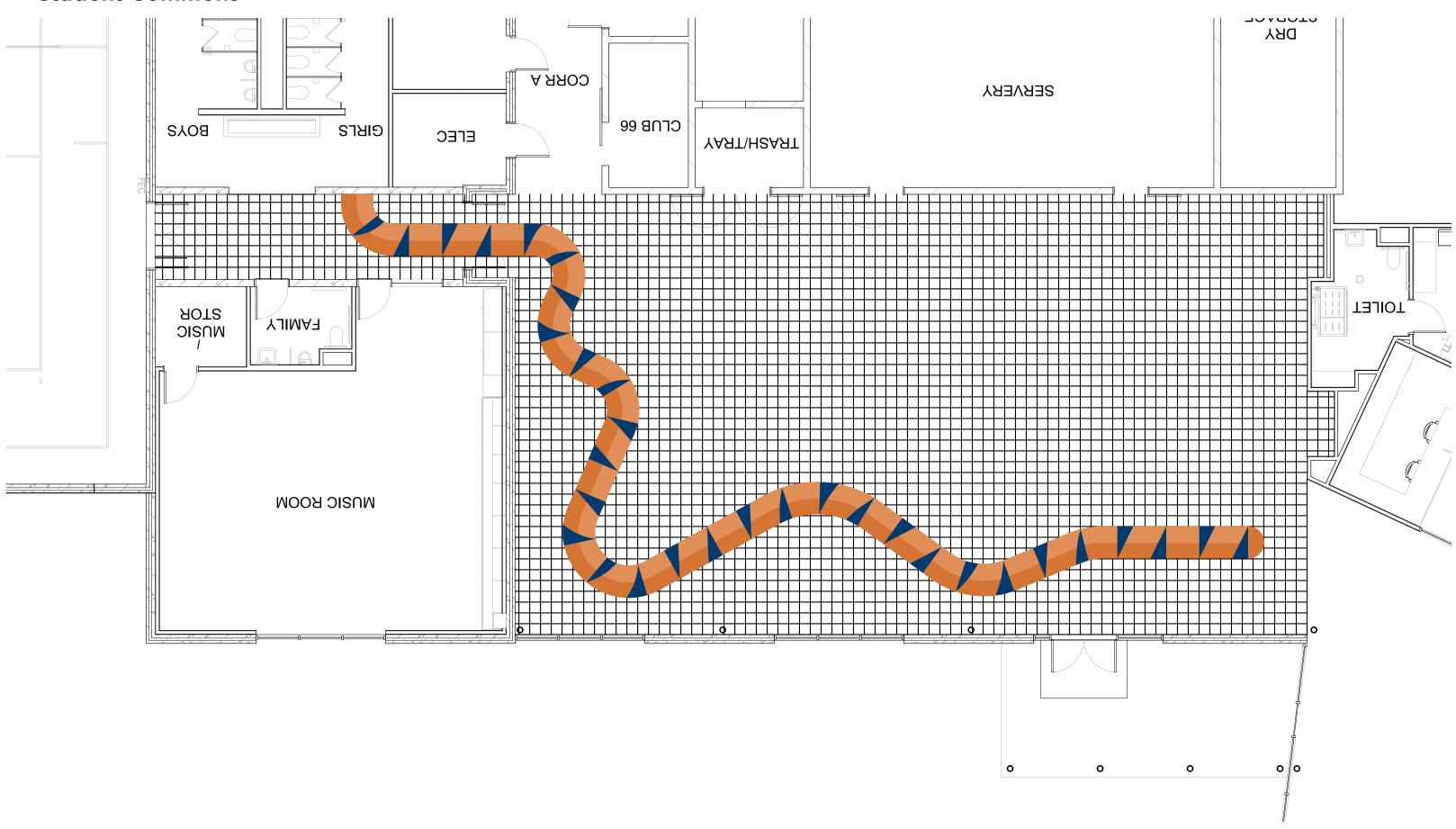
## **Circle Commons**



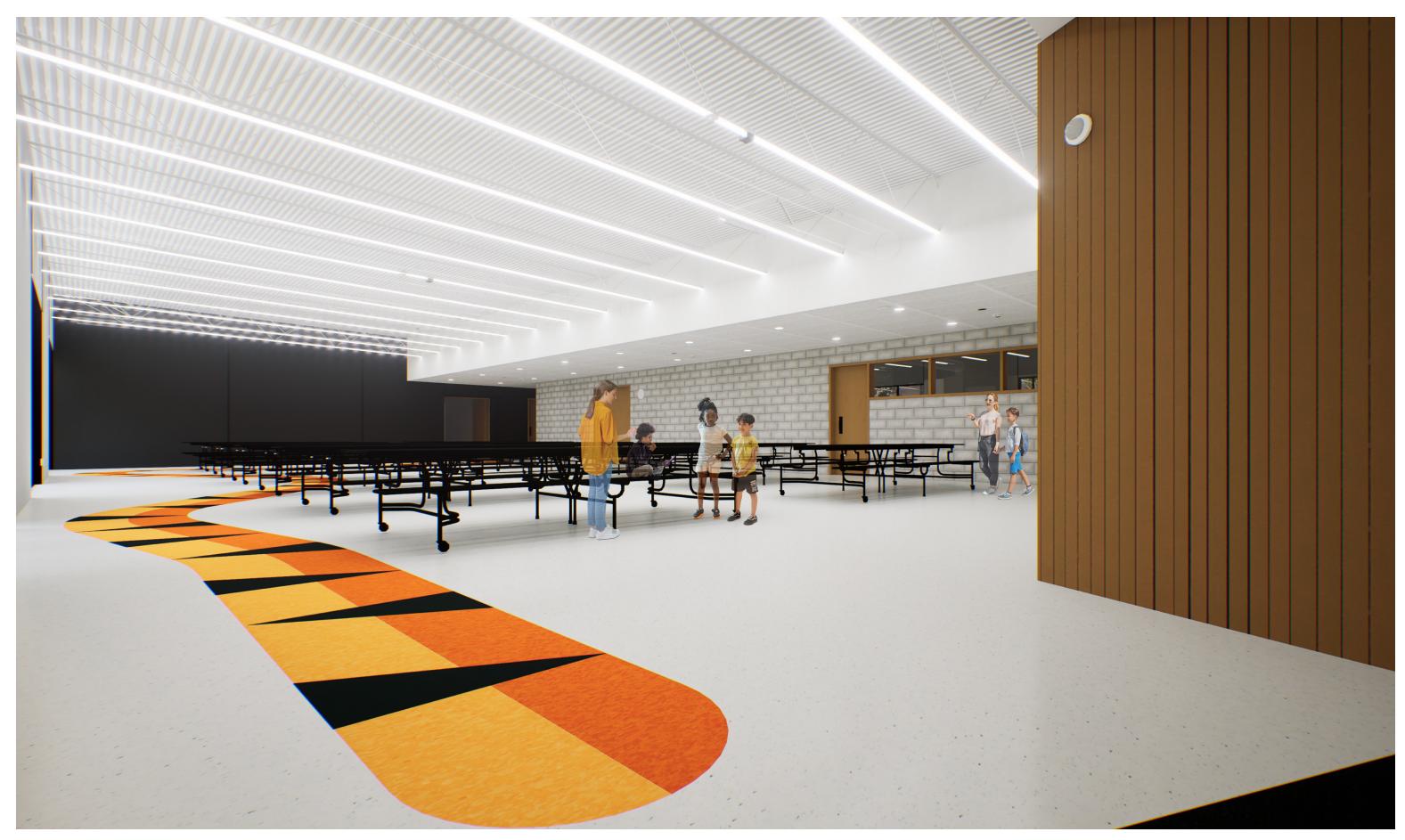
## **Square Commons**



### **Student Commons**



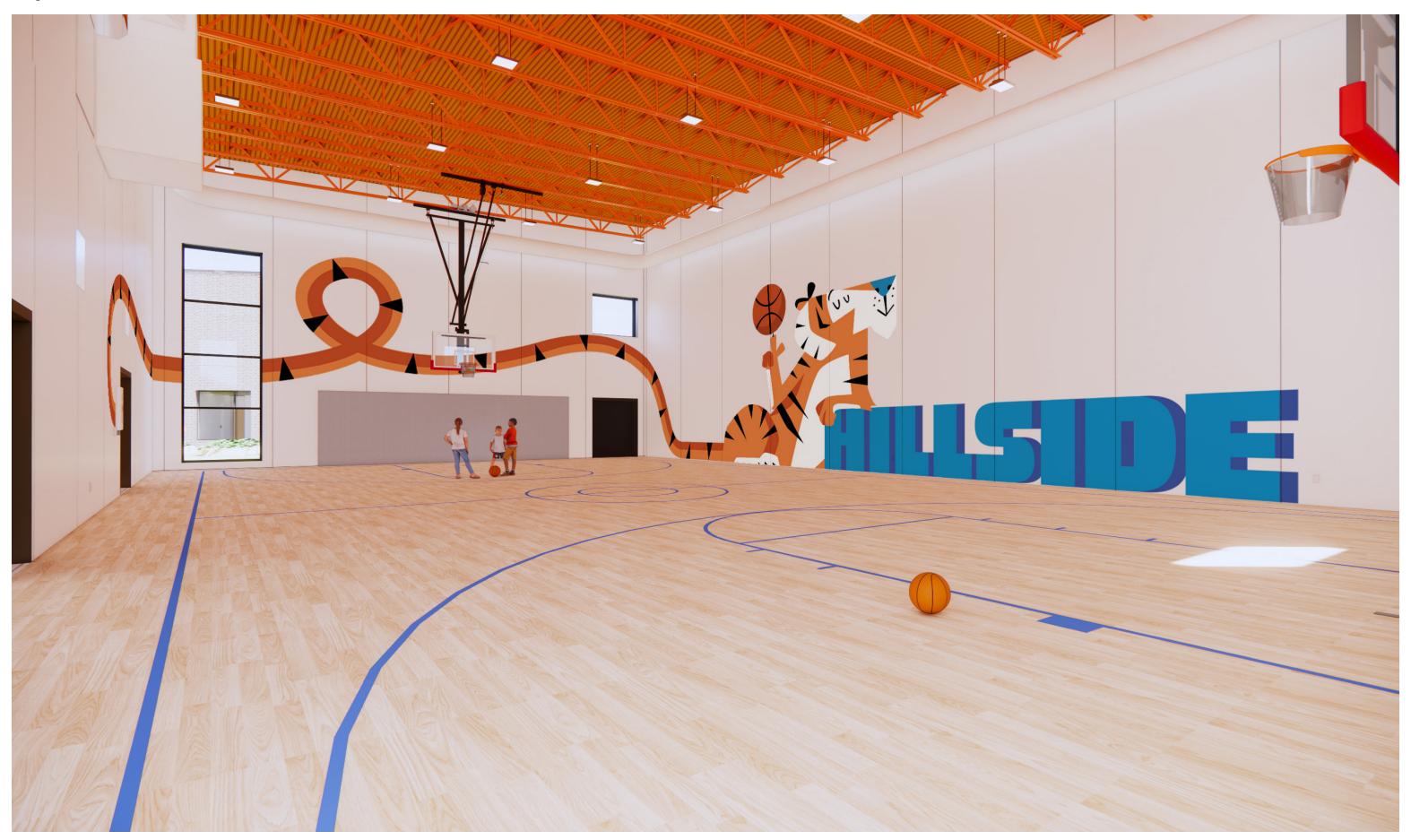
## **Student Commons**



## **Student Commons**



## Gymnasium



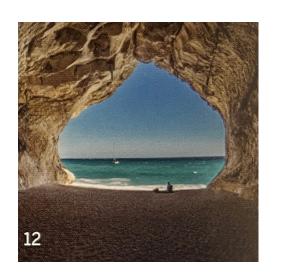
## Biophilic Design

## Design Integration

**PROSPECT** 



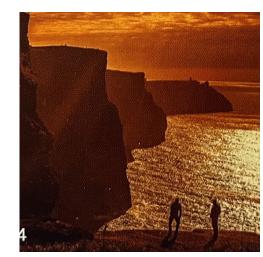
REFUGE



**MYSTERY** 



RISK/PERIL



AWE











