


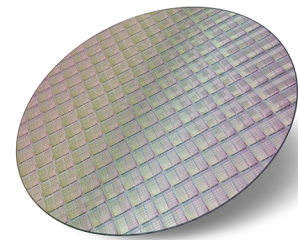
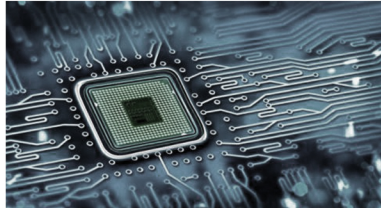


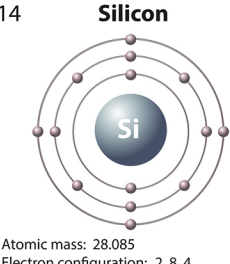
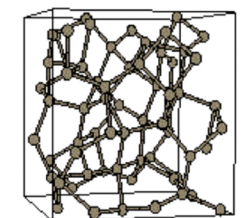
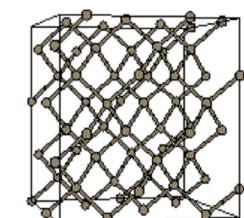

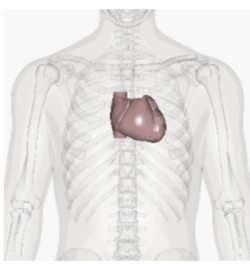
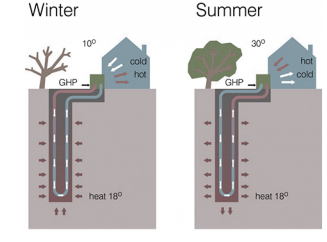

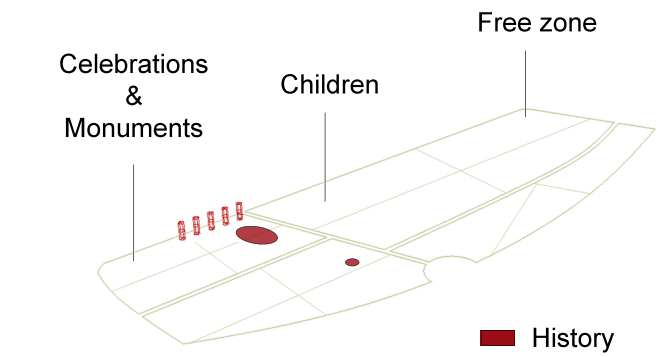
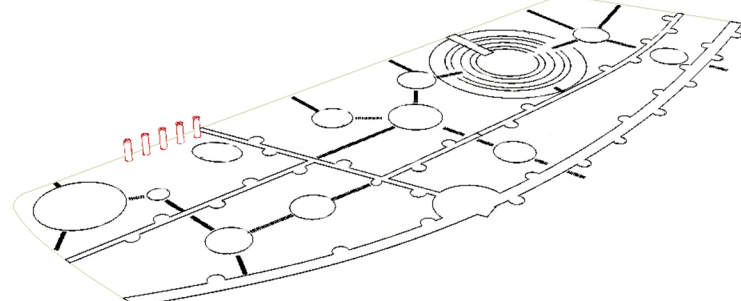
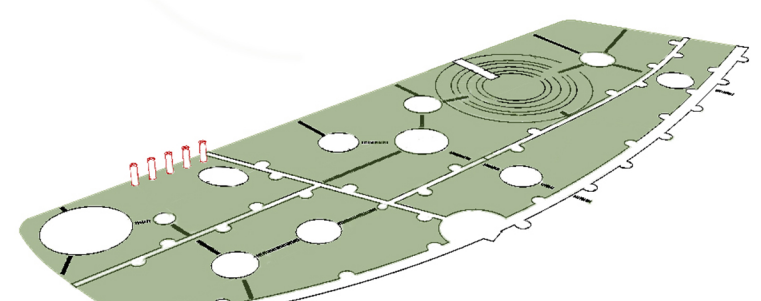
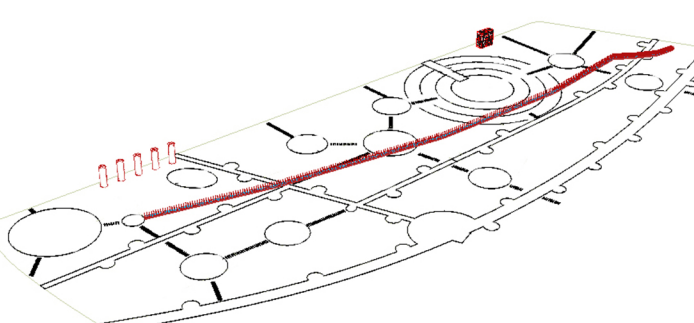
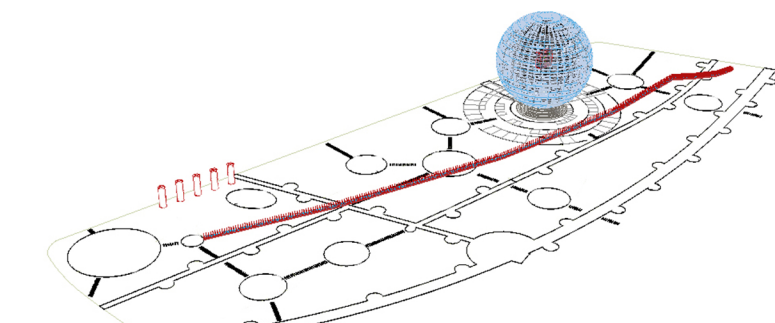
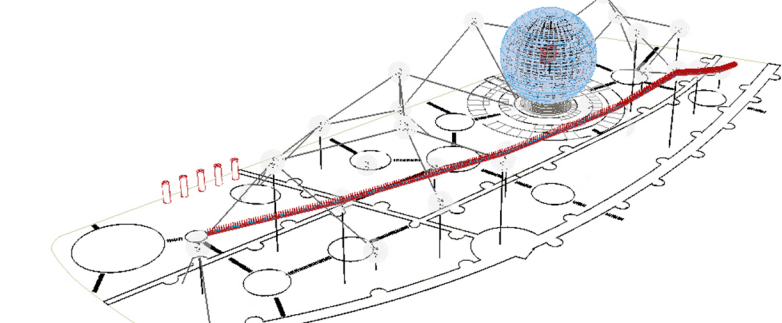
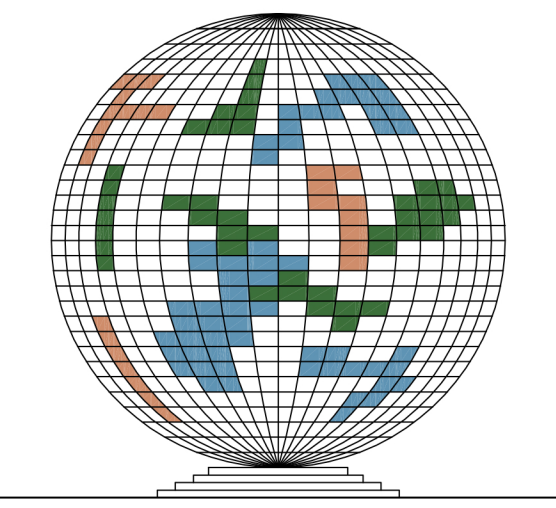


SILICON VALLEY PARK MUSEUM - A new silicon core for the center of the world technologies

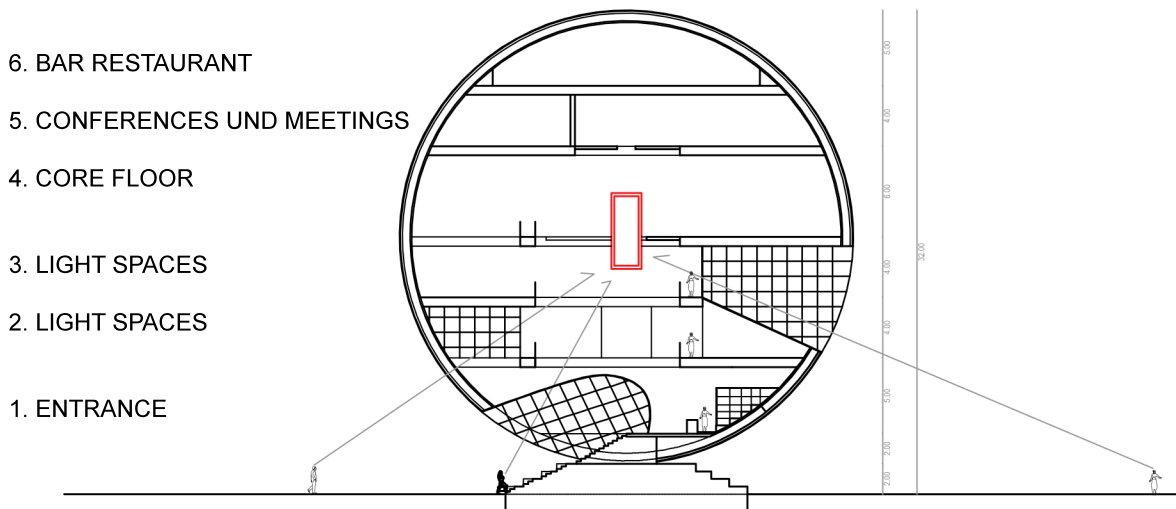
 Valley of Heart's Delight	 Amorphous Silicon	 Crystal Silicon	 Silicon Wafer	 Core / Microchip	 Pixel connection	 Silicon Valley is the core of the world technologies
 Silicon Atom 14	 Amorphous Silicon	 Crystal Silicon	 41 Stakeholder Ideas	 Heart / Core	 Zero Energy Building	 San Jose electric light tower

 Zone with his history	 Paths	 Nature
 Skywalk & Core	 Pixel World	 Silicon Atoms

SVPM



Prospect Pixel World



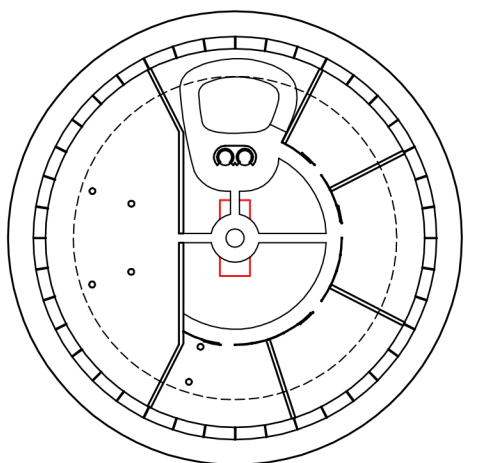
- 6. BAR RESTAURANT
- 5. CONFERENCES UND MEETINGS
- 4. CORE FLOOR
- 3. LIGHT SPACES
- 2. LIGHT SPACES
- 1. ENTRANCE

Section Est-West

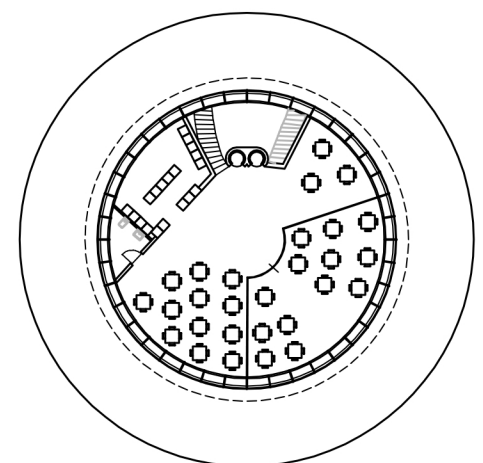


Site Plan 1:1000

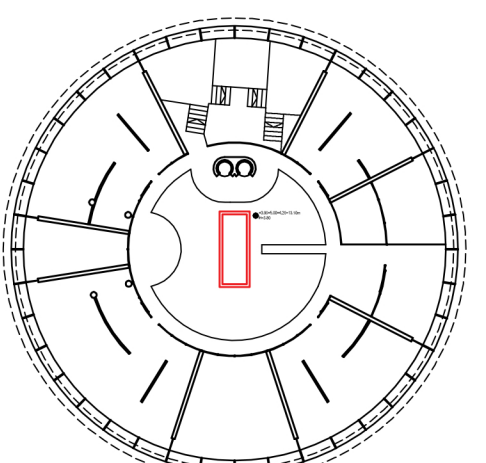
- |  |                         |                                      |
|--|-------------------------|--------------------------------------|
| 1. Overlook plaza                            | A. Weaver's gift        | — Skywalk                            |
| 3. Confluence point                          | B. Five Skaters         | • Benches                            |
| 5. New design Silicon Children Carousel      | C. Vietnam Memorial     | ● Moved Existing Trees & fruit trees |
| 6. New design Silicon tot lot and playground | D. Ranger station       |                                      |
|  | E. Tributaries monument |                                      |



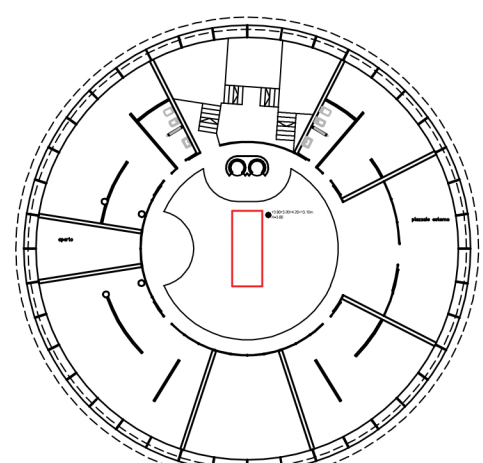
Floor 4: +23 m  
Flexibles spaces



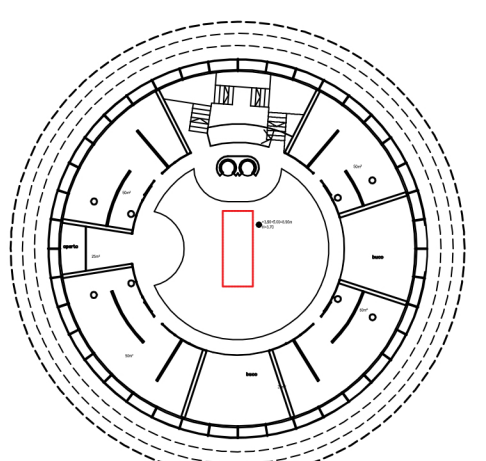
Floor 5: +27 m  
Bar/Restaurant with terrace



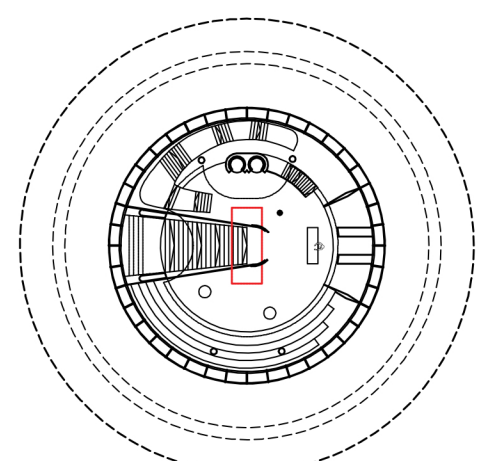
Floor 3: +17 m  
Flexibles spaces



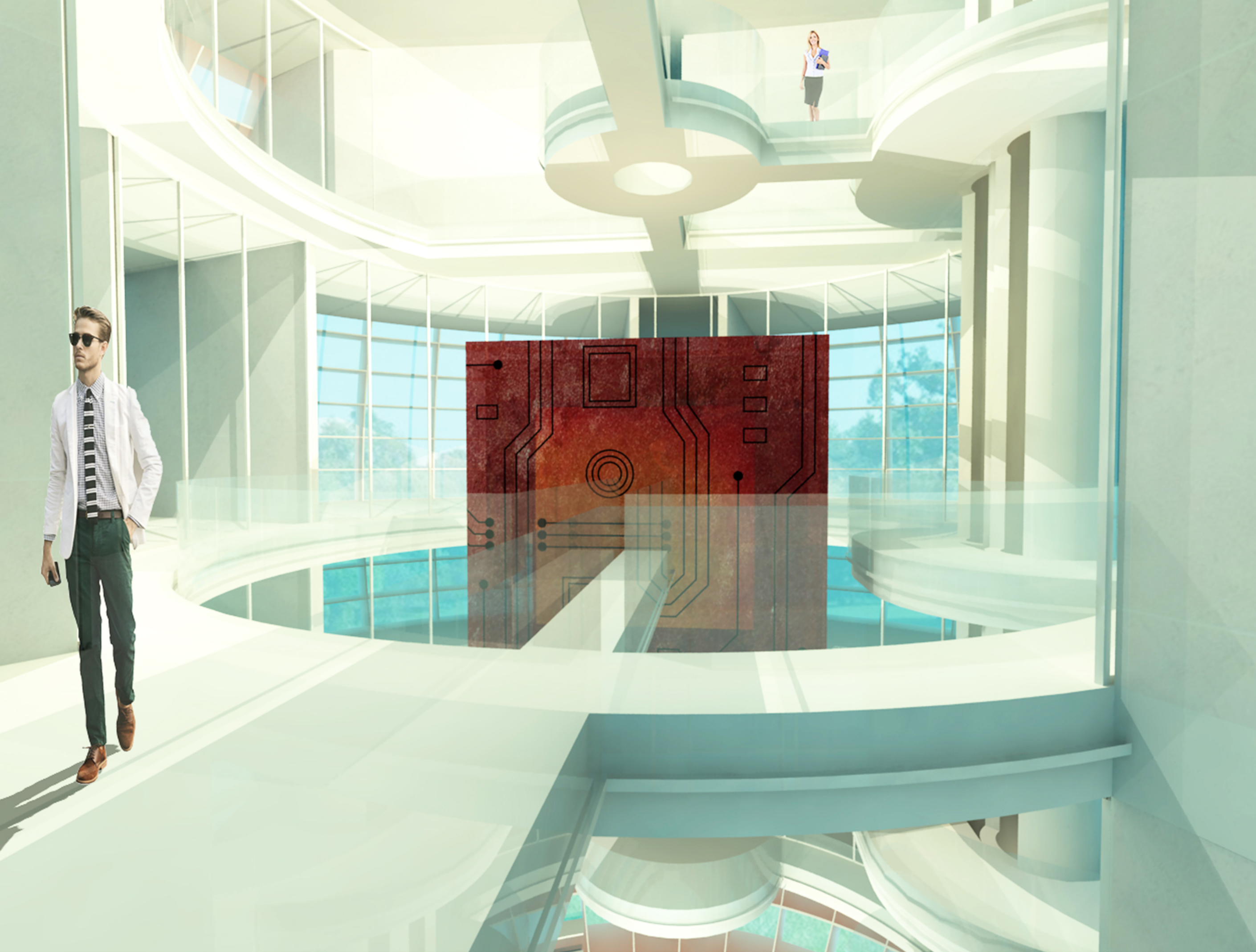
Floor 2: +13 m  
Flexibles spaces and terrace



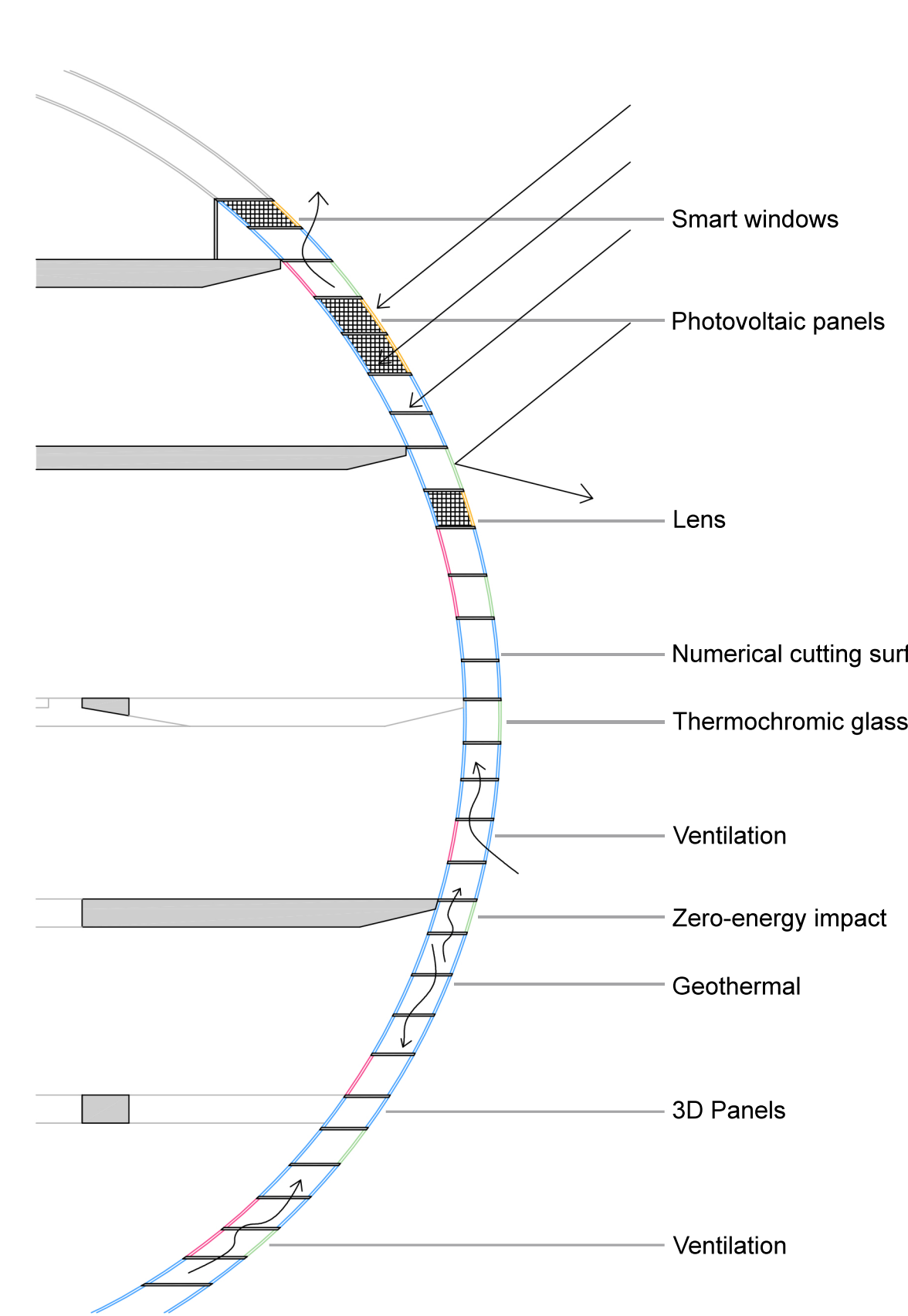
Floor 1: +9 m  
Flexibles spaces



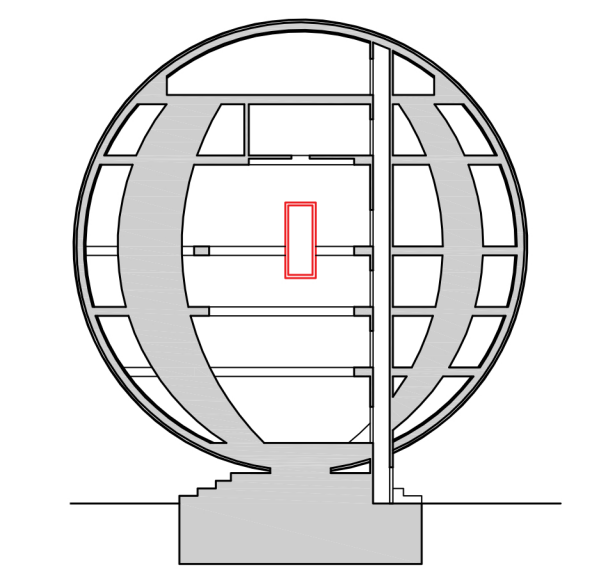
Ground Floor: +4 m  
Reception - Common Space - Museum Stair  
An open space view-open with the exterior park



THIRD FLOOR: we can walk between flexible spaces until we almost touch the core

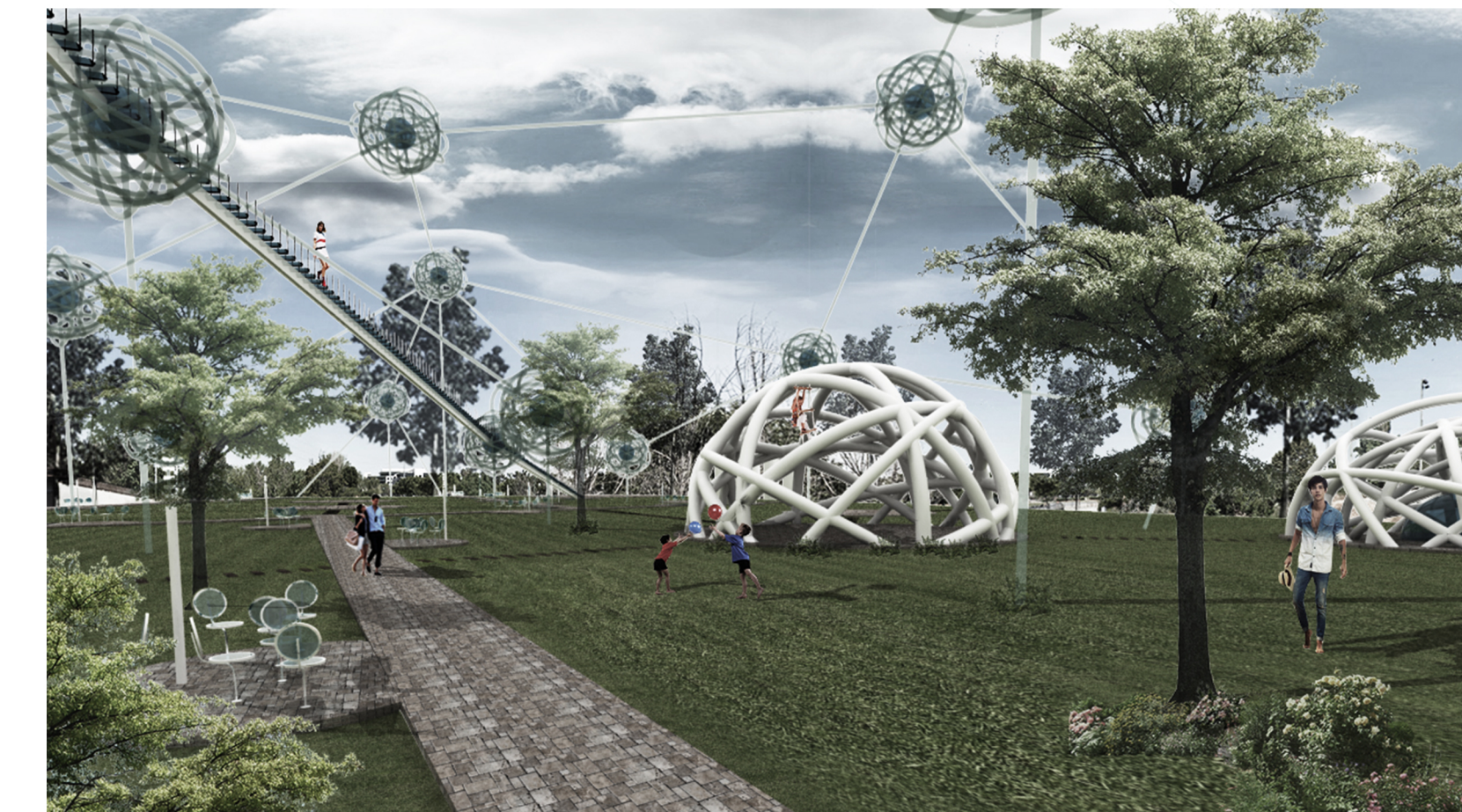
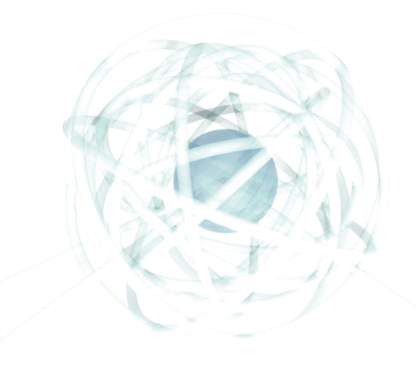


ECOLOGICAL FACADE

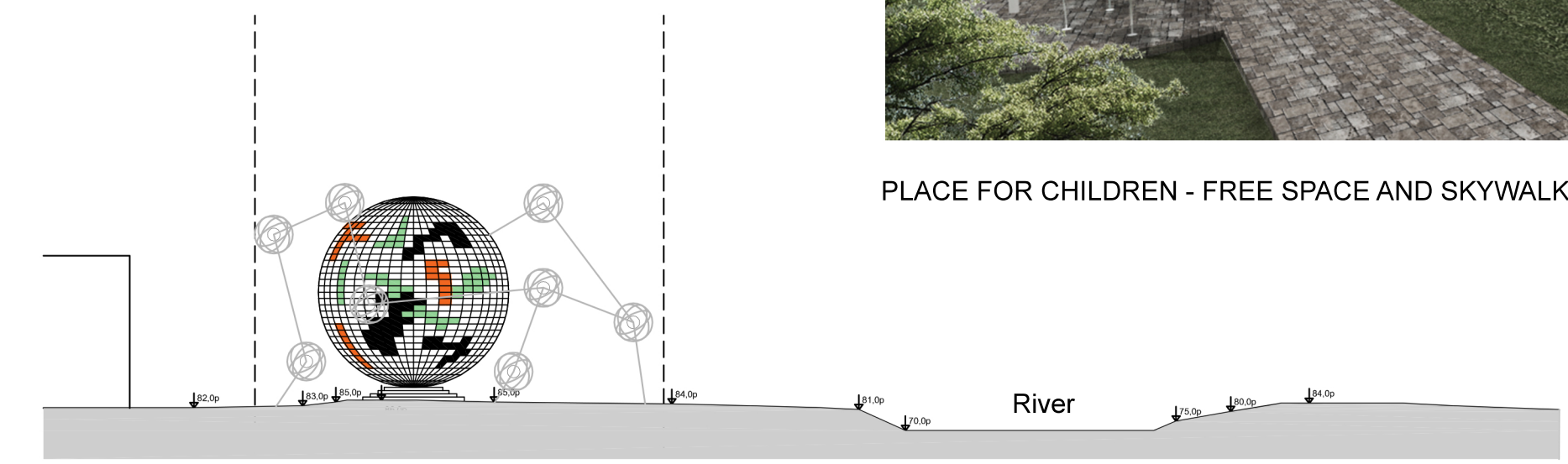


3D INNOVATIVE STEEL STRUCTURE + Disabled access at the park level  
Scale 1:500

SILICON ATOM  
Recover energy during the day and light up at night



PLACE FOR CHILDREN - FREE SPACE AND SKYWALK



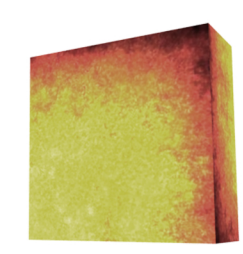
RELATIONS WITH RIVER - Nord Elevation - Scale 1:1000



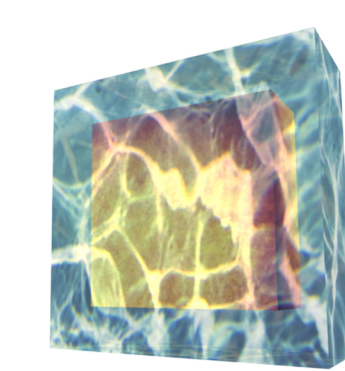
GROUND FLOOR - THE HALL: Here you can have the total perception of Pixel World and at the same time have a visual contact with the outside.

THE CORE

The core consists of three layers one inside the other.  
The first makes the luminous flux move dynamically.  
The second consists of an innovative liquid in which electrons swim like fish.  
The third is made up of a beating heart.  
All this element acts as an attractor fulcrum.



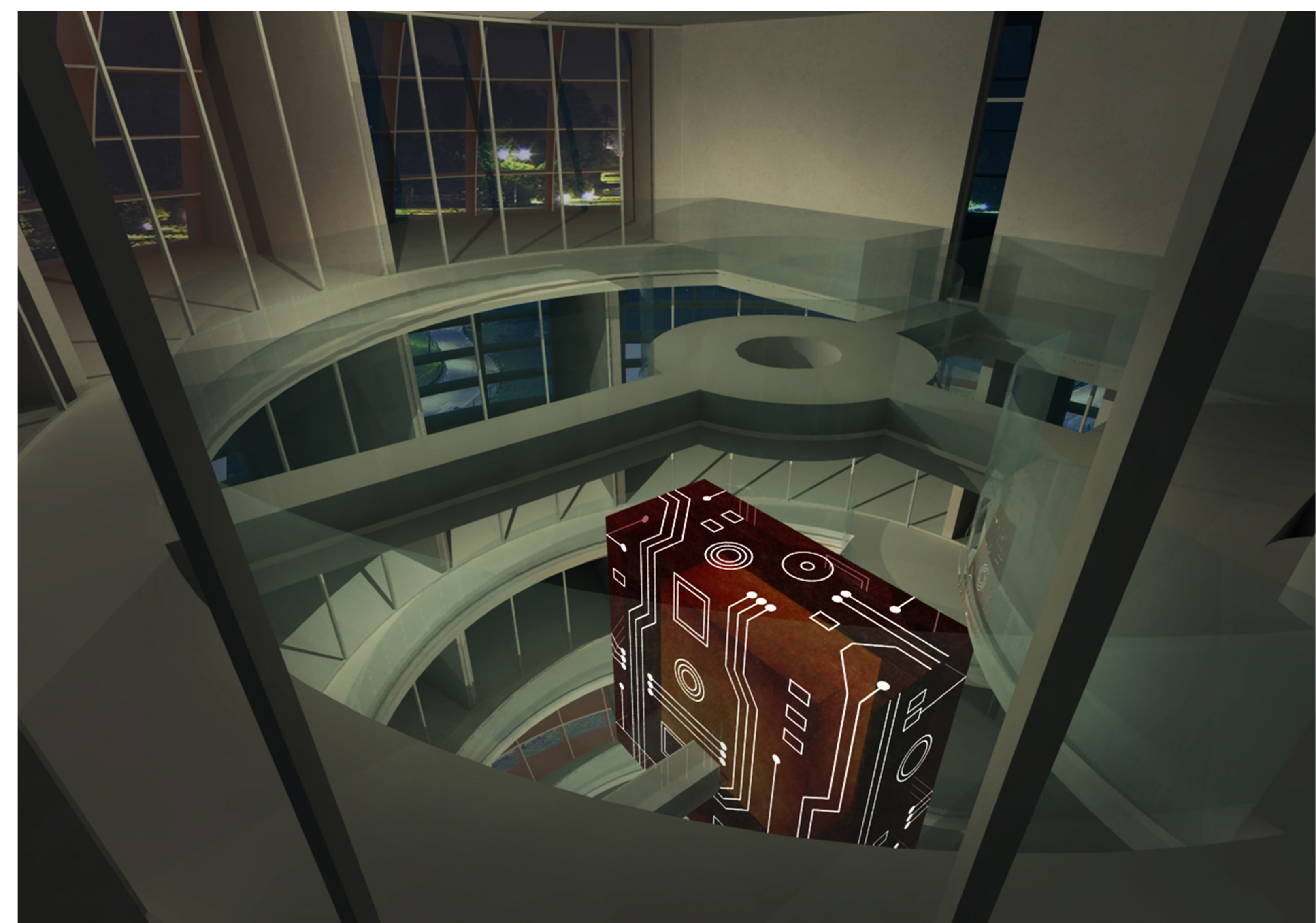
Beating Heart



Electrons swimmingpool



THE CORE



FLEXIBLES SPACES AND THE CORE AT NIGHT