

The "Light" at the Confluence Center

Summary

The "Light" at the Confluence Center represents the convergence of Technology, Art, and Community. This social and cultural institution fuses the forms of an elevated "Light Space" flexible exhibition and observation space with a component Tower in which functions can modify depending on need, both present and future.: Bars, restaurants, cafes, exhibit, classrooms, retail, hanging gardens and outdoor space. Programmatic flexibility represents "Future Proofing" thru adaptability and resilience beyond a static "object". Masterplan extends from the base: water features,entertainment and expansion Tower 2.

"Light Space" Exhibition Program

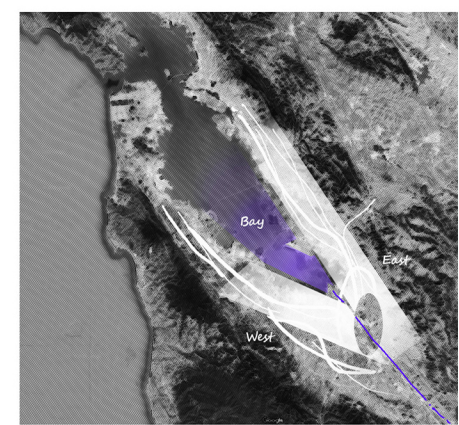
At the apex of the Tower is a large scale,exhibition and venue space. Exhibitions are a collaboration between artists and the Confluence Center. Exhibitions vary and are monumental in scale, reflective, refractive, and cinematic in natural and artificial light. It is a confluence of technology,optics,movement and light modification: a mix of entertainment,"diamond" refraction and "diachronic" movement. The Confluence Center issues an RFP from emerging artists for virtual and installation art: hologram to installation art.

Tower

A 200ft. 5/6 story structure in metal ,glass and CNC laser cut sheets supports 3400s.f. of flexible space. A second Tower 2 is planned for Tech based program with a restaurant on top. Total build is about 7000 s.f. per flr: indoor and outdoor. Functional spaces are "concepted" as components to be upgraded and altered.



Concept Form



Site



Holographic Images



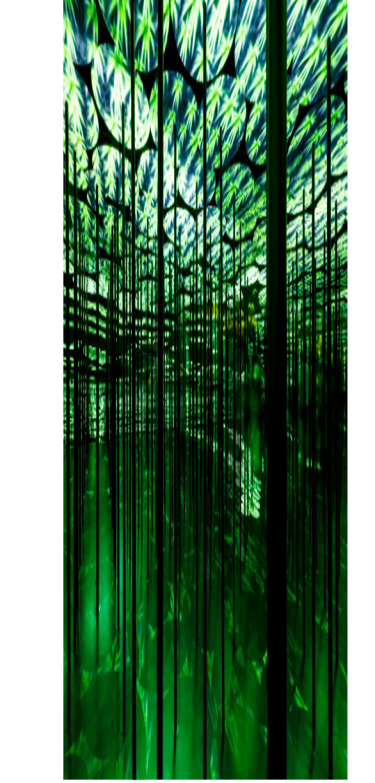
Tower within a Tower



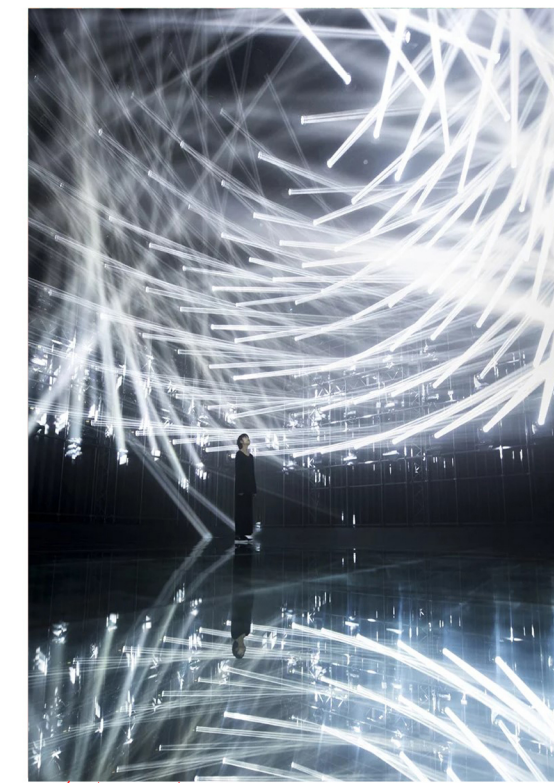
Transparency/Movement



Reflection/Refraction



Light Forest

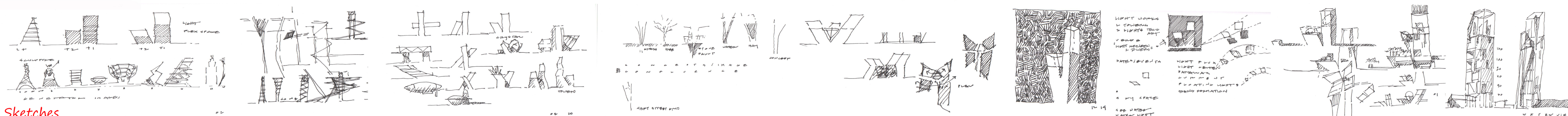


Light Color/Movement

Light Space Options

"Light Space" Elevated exhibition space with large scale installation art. Program changes periodically according to Confluence vision

Observation



Sketches

Components/Functions

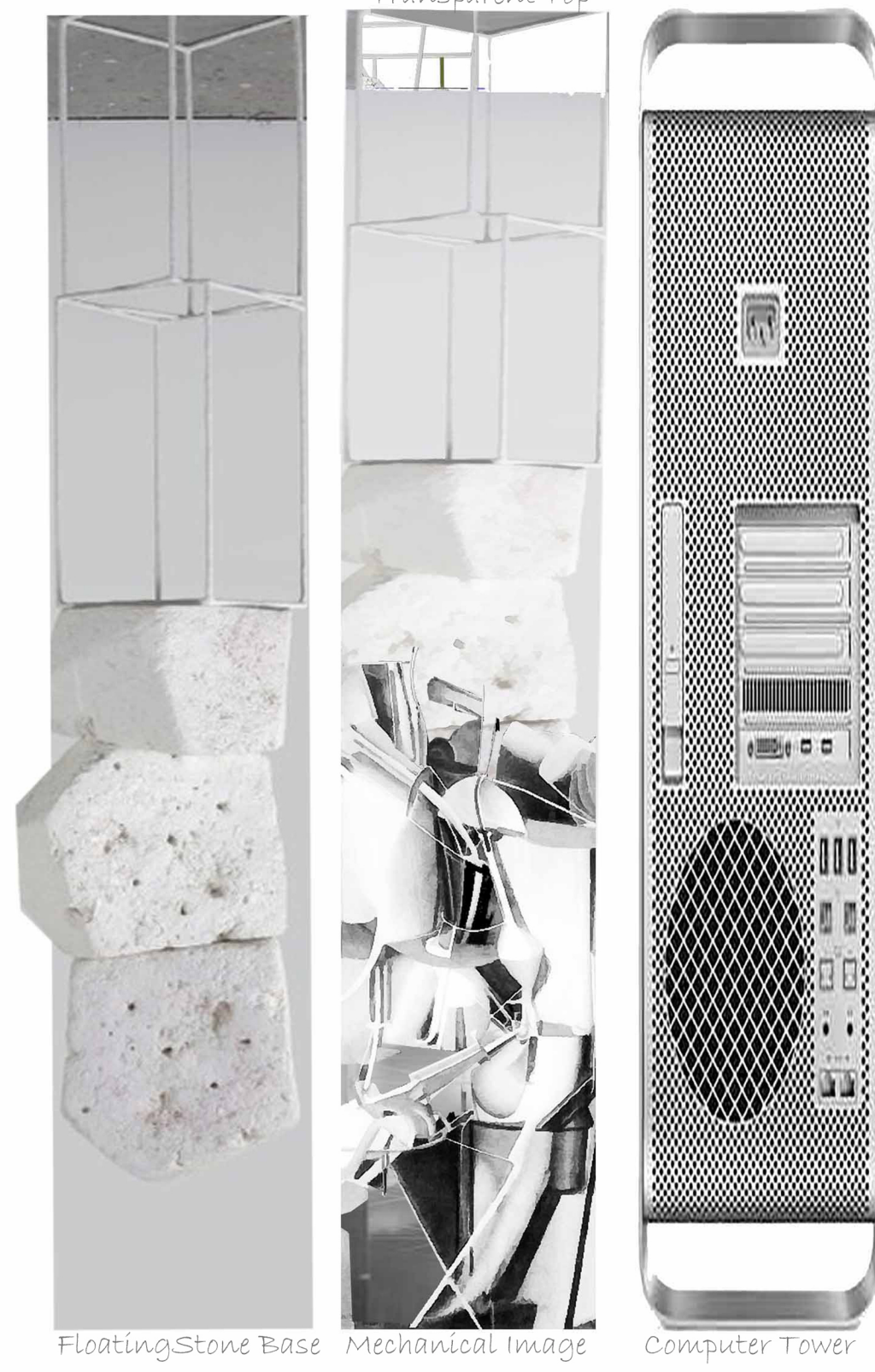


Tower Concept

Function Components

Elevation Concept: Tower 1

Tower Concepts

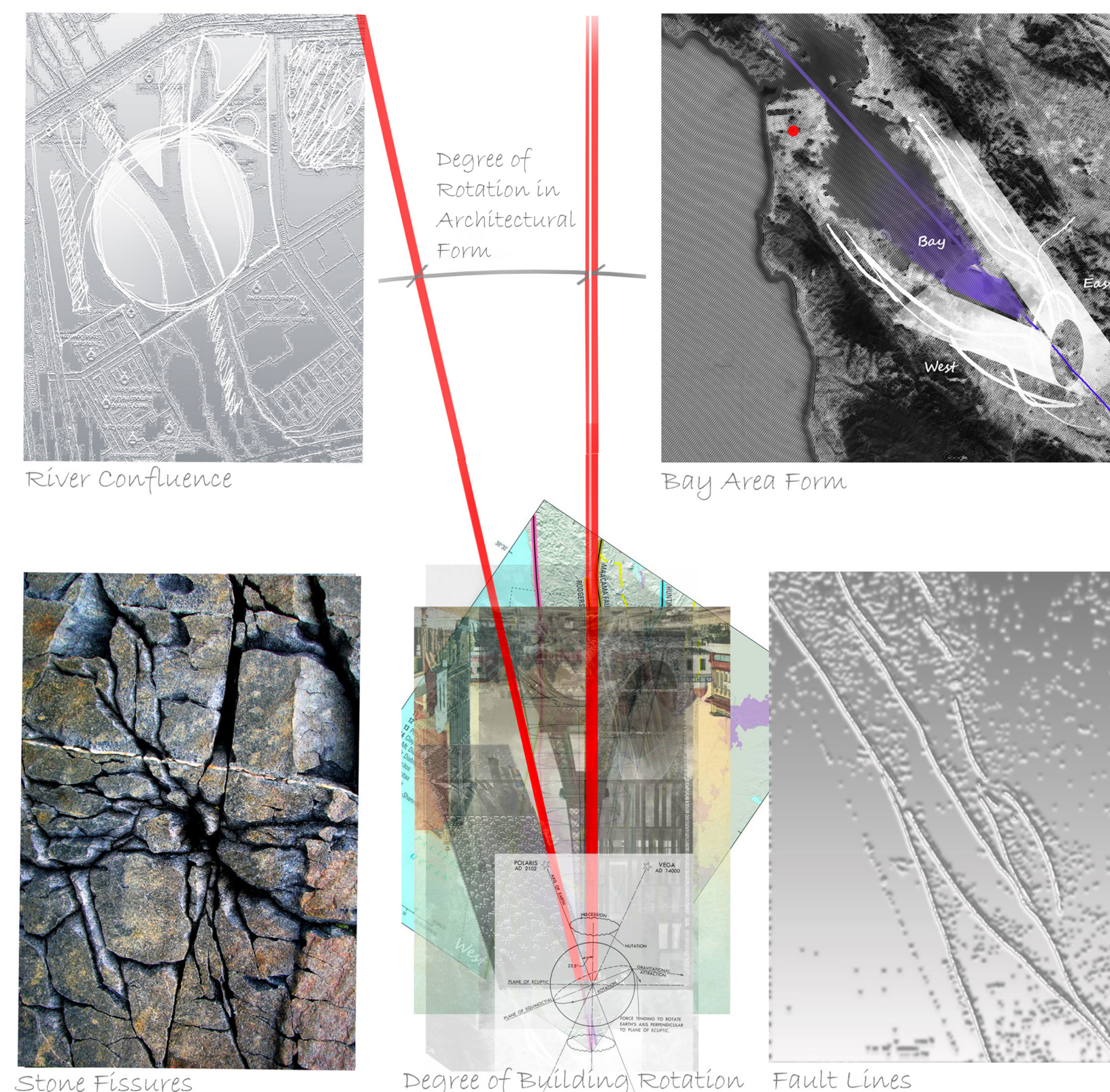


Floating Stone Base

Mechanical Image

Computer Tower

Site Form



River Confluence

Bay Area Form

Stone Fissures

Degree of Building Rotation

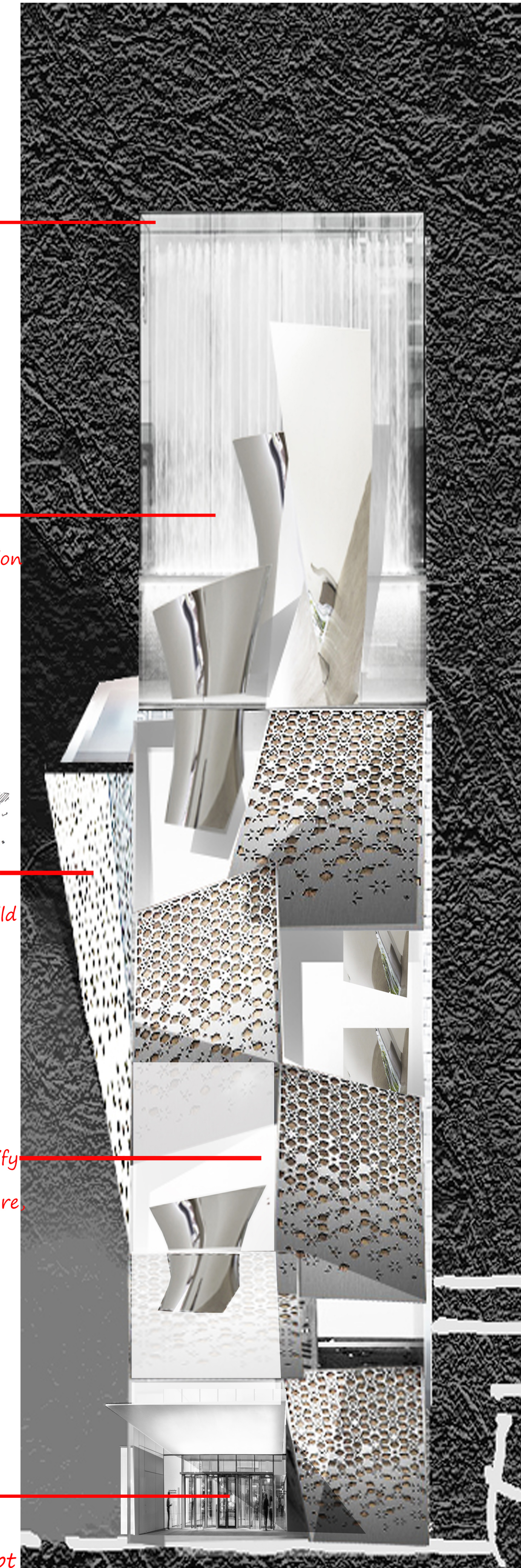
Fault Lines

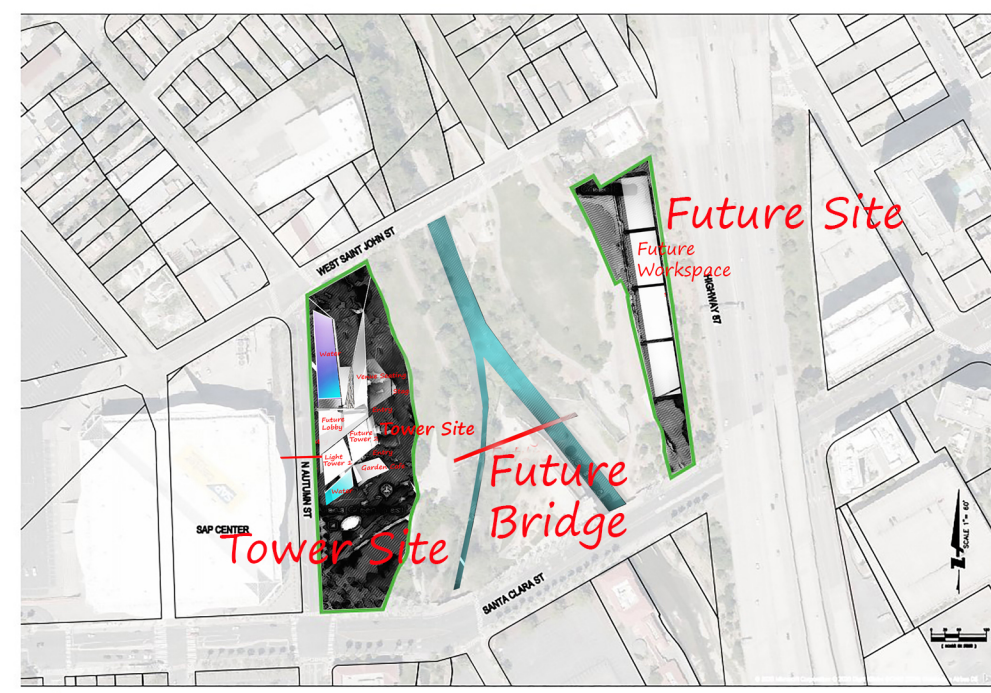
"Fissure" is a vertical lobby space connecting vertical functions. Full build with Tower 2 connects functions between towers

Tower base functions modify according to future needs bars, classrooms, office, lecture outdoor space, gardens.. "Future Proofing" thru adaptability of program.

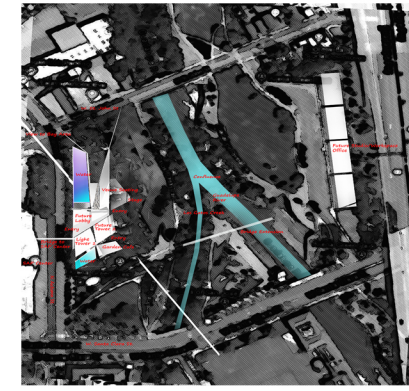
Lobby and Retail

Elevation Concept

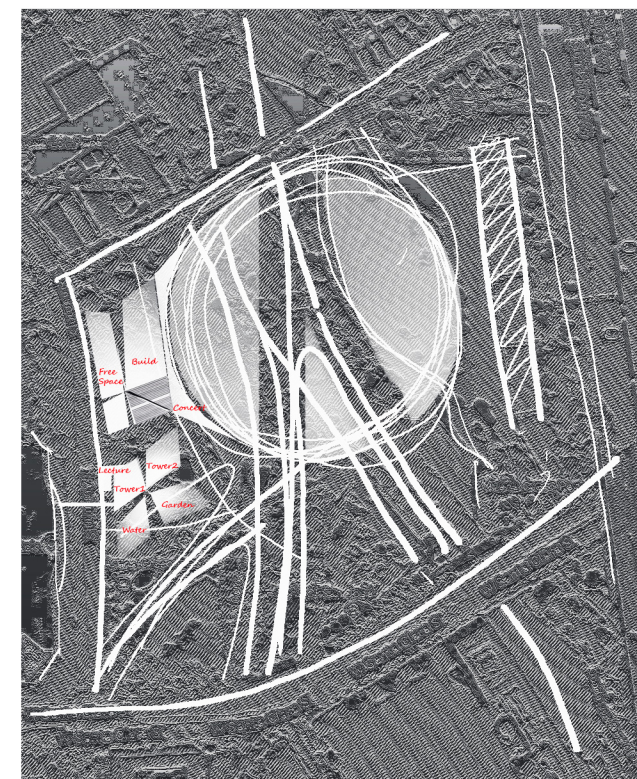




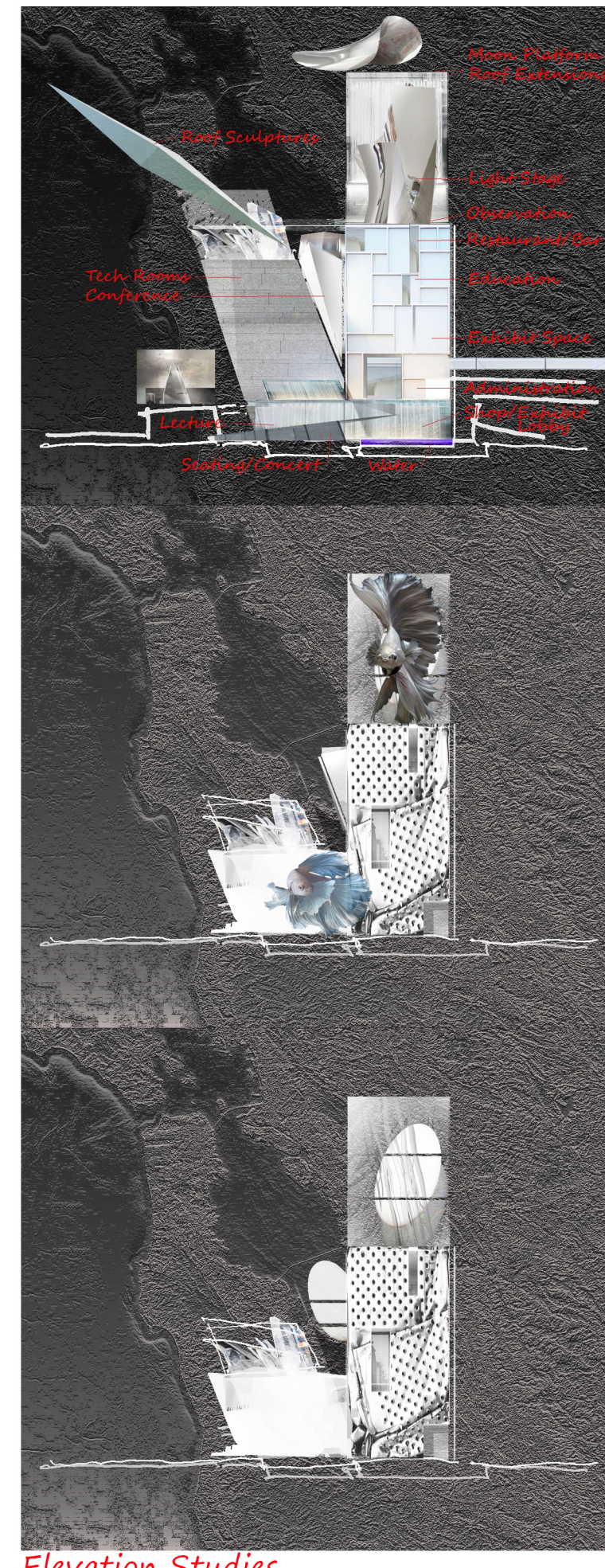
Site Map Image



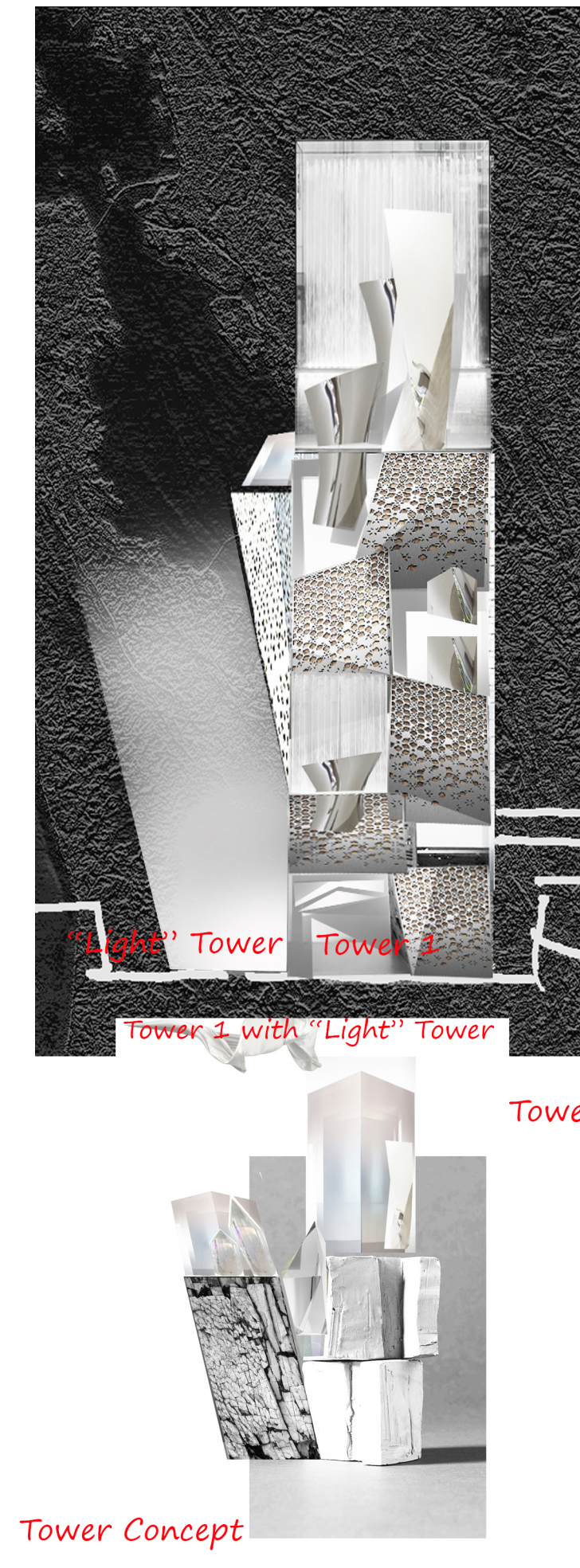
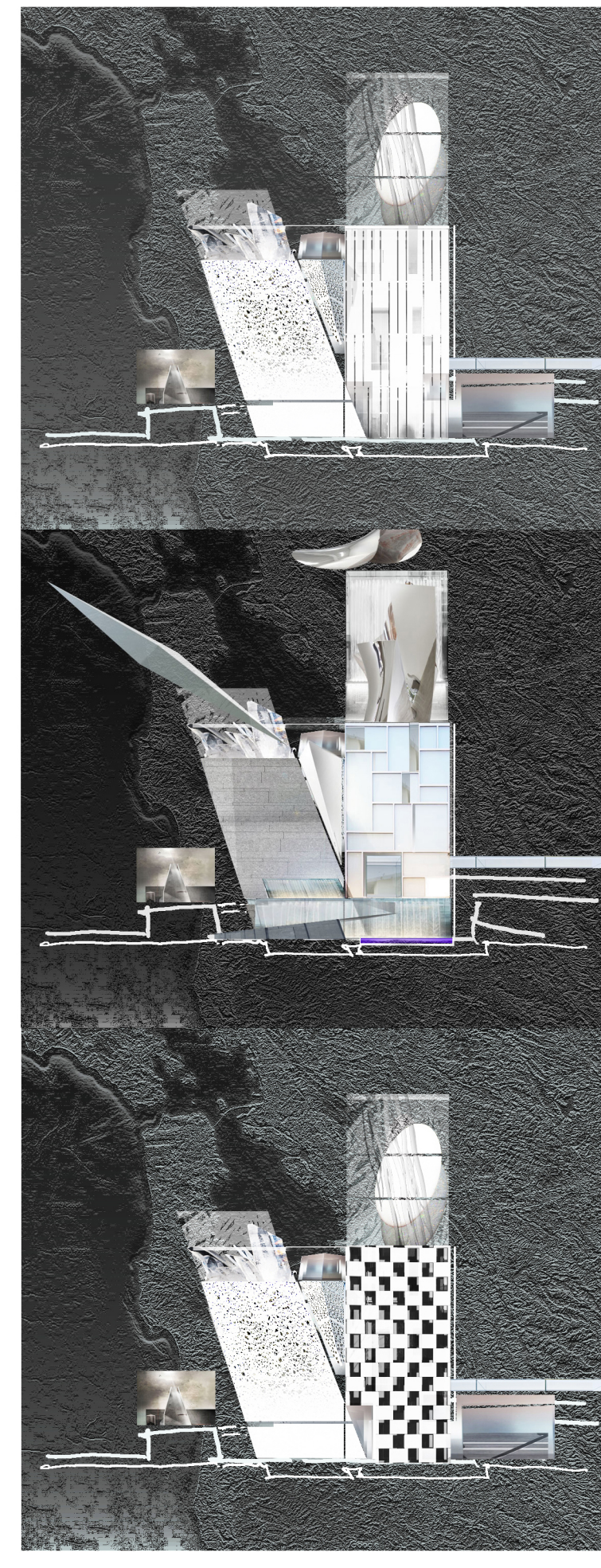
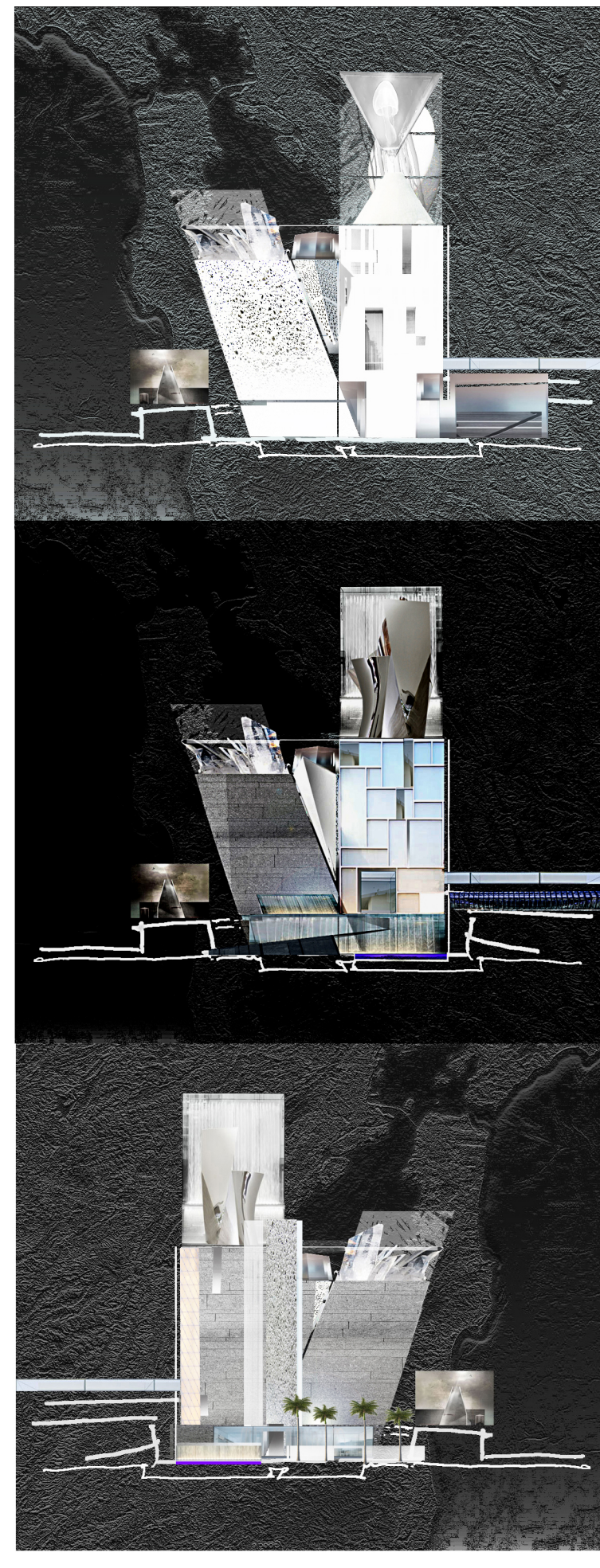
Site Map Form



Site Concept Sketch



Elevation Studies



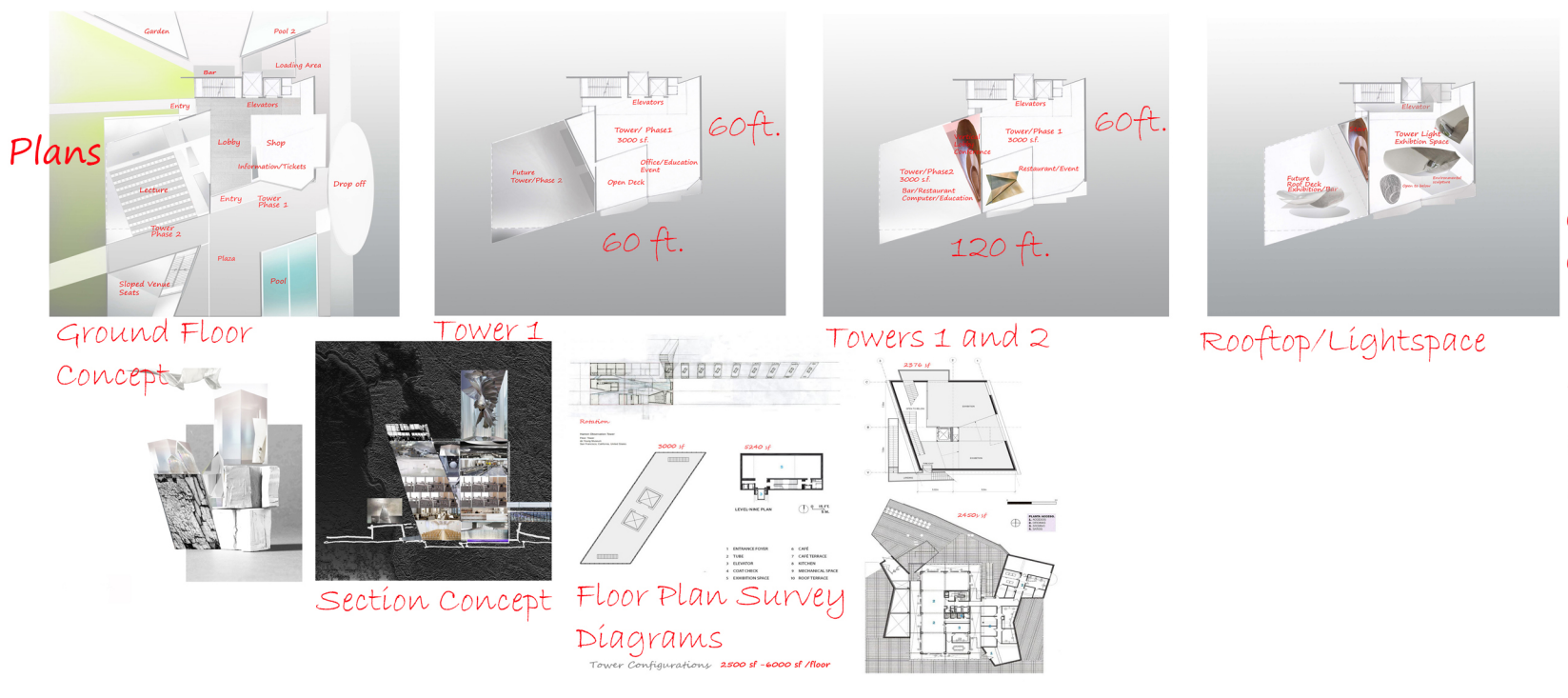
Tower Concept



"Light Space" Hologram Alternative



"Light Space" Mylar Floating World



Tower Plans

Ground Floor Concept

Tower 1

Towers 1 and 2

Rooftop/Lightspace

Section Concept

Floor Plan Survey Diagrams



Observation

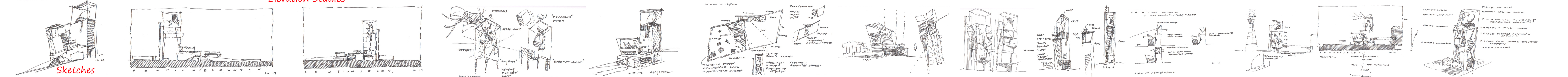
Reflection Refraction Transparency

"Light Space" Revolving Exhibit Space

Case and Circulation

Transistor elements as origin

Architectural Form Concept



Sketches



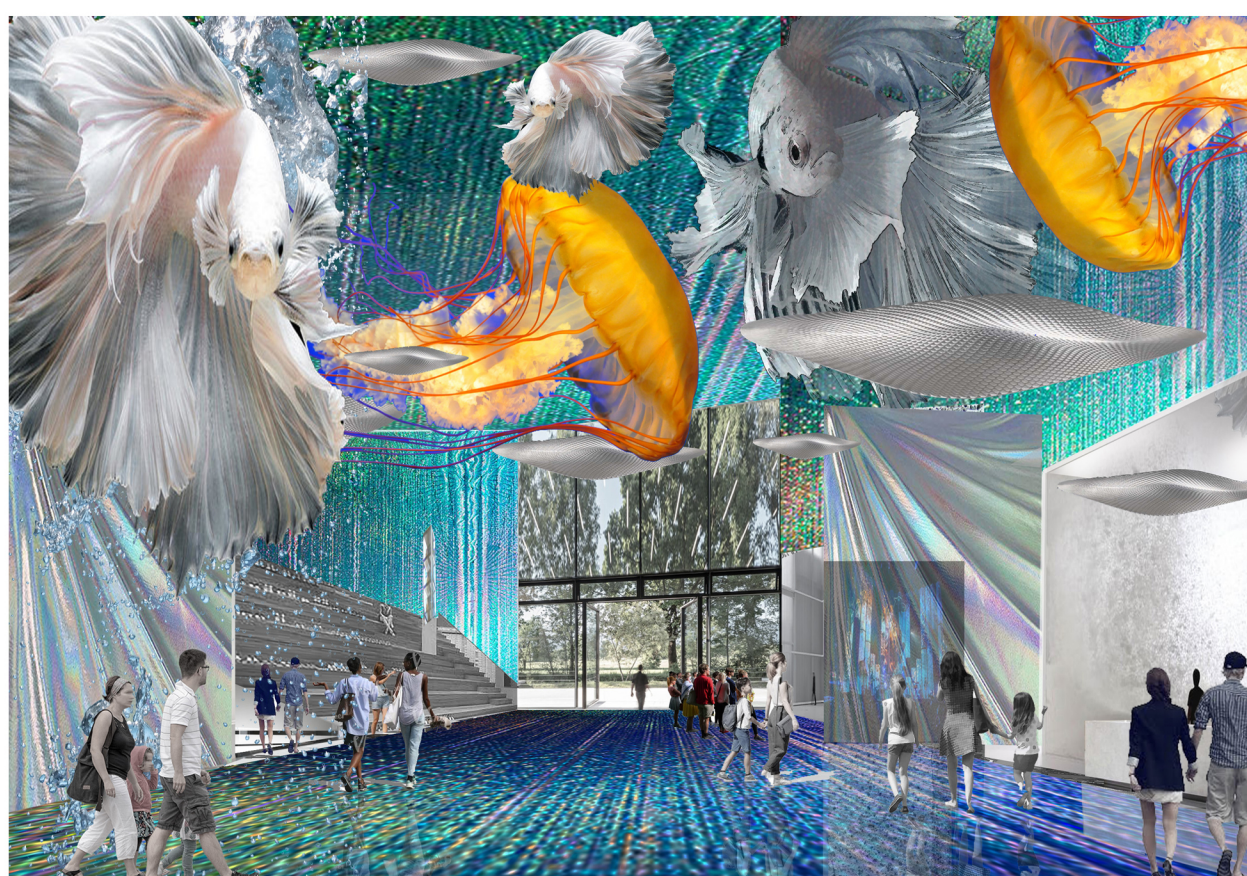
Cloud Restaurant: Top of Tower 2



Lobby Space w/o Virtual Display



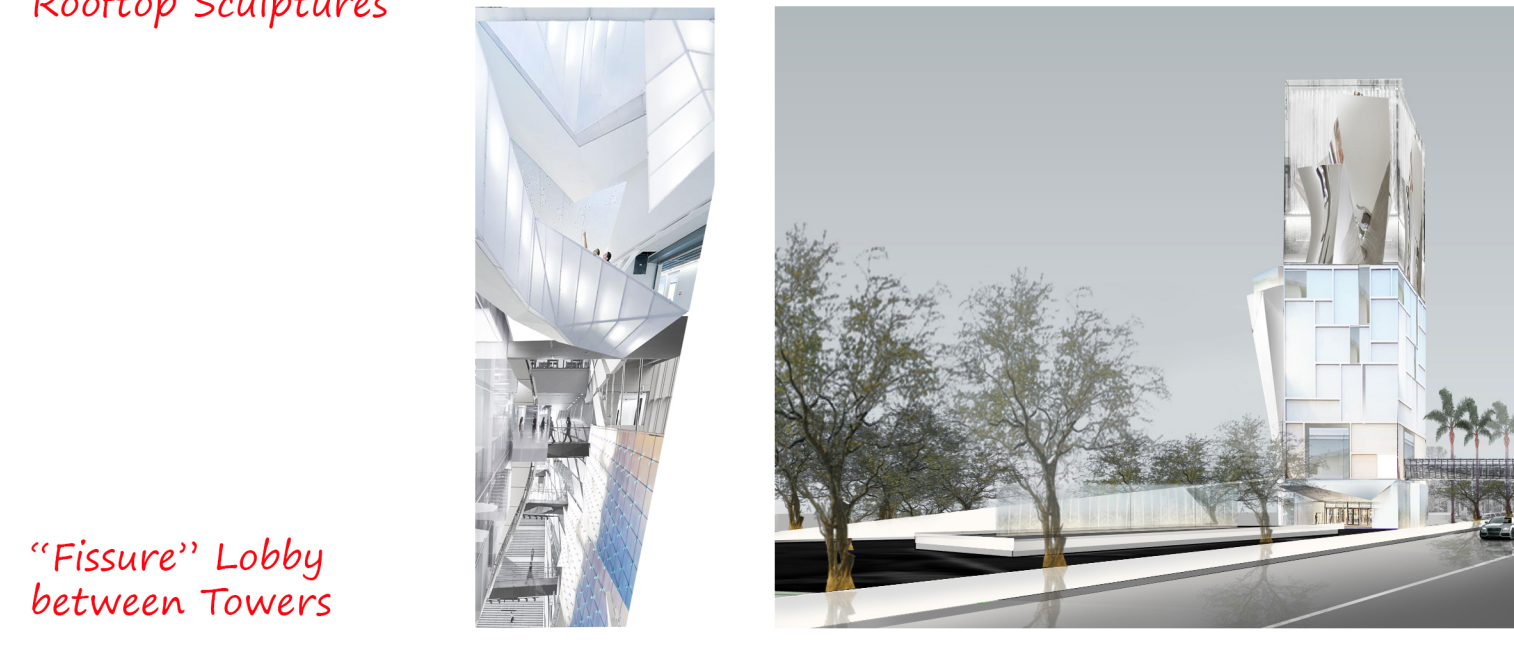
Rooftop Sculptures



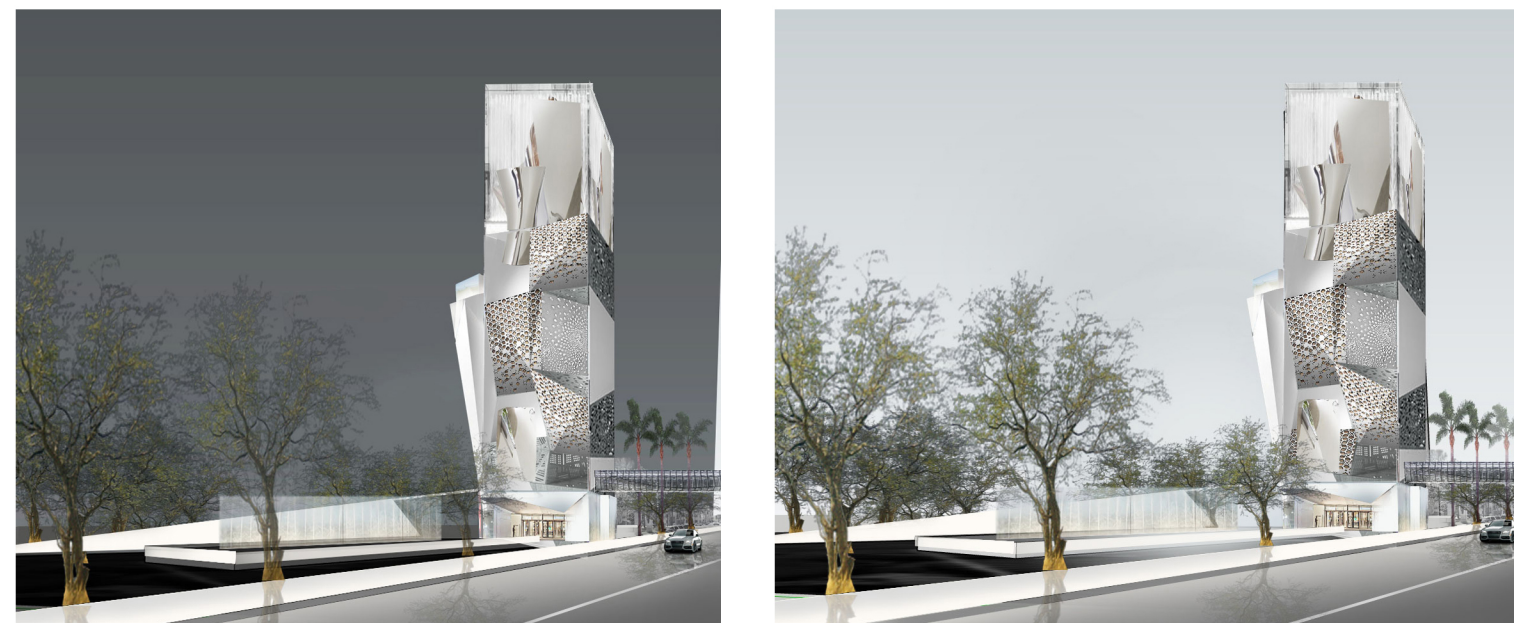
Virtual Immersion: Hologram and Projection full capability



Virtual Display Lobby/Holograms and Projections



"Fissure" Lobby between Towers



Alternative Renderings



Light Tower Rendering: Full Build