

ICON8

Suspended Octahedron & 4 Landside Octahedrons

A functional sculptural structure, beautiful of form. Geometrically exquisite. Symmetrical in appearance. Yet, inner and outer shapes are different as are the uses. The outer shape is linear; straight lines and triangles while inner shapes are organic and curvilinear. Inspired by cast sculpture where outer and inner shapes are incongruent yet necessary. Solar energy harnessing is included on the exterior skin. Tech embedded throughout.

HOLODECK - At the core of the structure is a vast spherical void with a center stage. For silicon valley tech to explore alt realities and gaming. Amphitheater style audience seating as well as elevated luxury viewing boxes are included in the concept.

URBAN FARM - Inner shape of the shell is an organic quadruple helix, forming 4 ramps from 4 portals spiralling upward. Substantial linear feet are gained by combining organic geometry with linear.

4 STRUTS/LEGS will serve multiple functions. Holding the structure up, people movers and space for requisite utility channels.

6 CAST STAINLESS STEEL CORNERS - engineering tactic for tensile strength of the structure. The structure rests on 4 steel bridges at the equator of the octahedron, Cast connectors will be in corners of the bridges and at top and bottom of the suspended octahedron.

4 LANDSIDE OCTAHEDRONS

Occupying minimal footprint while creating scale structures that can be decorative and/or functional. Approximately 110 ft tall. Technology will be encased. These are anchors for stringing kinetic lighting and creative technologies.

NATURE WALL - To be detailed in Phase 2 by invited architects, the "wall" will divide activities of humans from nature.

On the human side - a cascading Gaudi-esque California version of a Guell-like park filled with walkways, fountains, benches, farm stalls, turrets, tunnels, alcoves and mosaic covered sculptures of riparian fauna. A potentially long term artisan-labor intensive aspect. This area will be called "The Cascades" and fill available areas of Arena Green West. It will be a colorful wonderland of artistry and botanics.

On the nature side the intent is for nature to be protected from human activity. Human light and sound will be shielded so riparian corridor flora and fauna can be left in peace (in the dark at night). Habitat will be provided for nature to use on nature's side of the wall.

LIGHTING - to be controlled, both emanating from ICON8 and onto it. No light will shine on the river or into plane paths. ALAN is shielded.