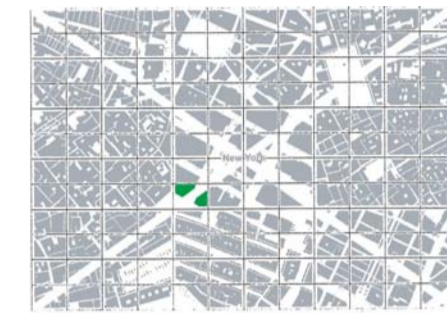


AERIAL PLAN – SCALE 1:200

C2

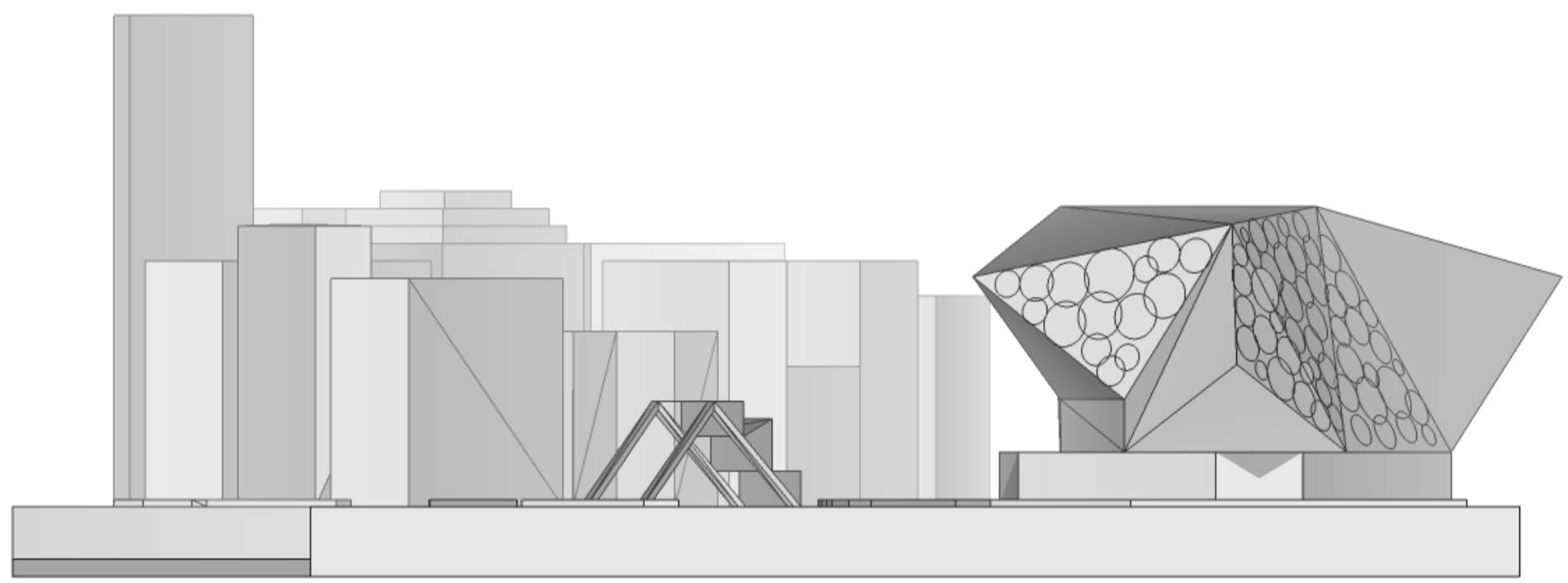


ENTERTAINMENT COMPLEX

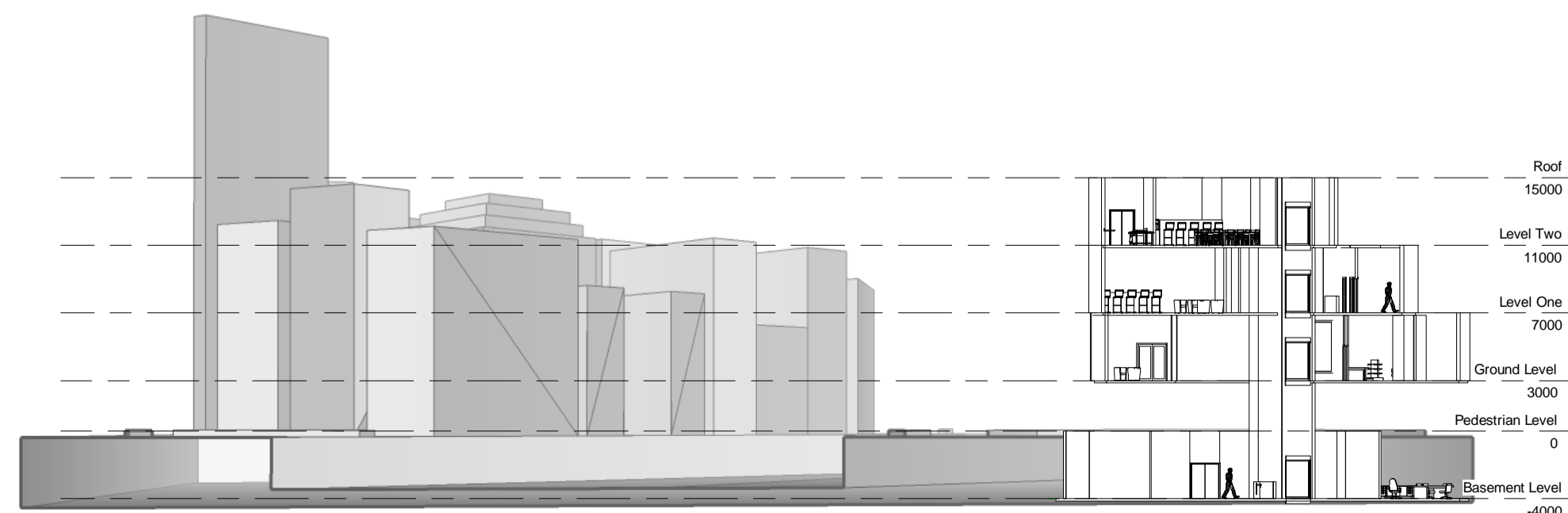


H5

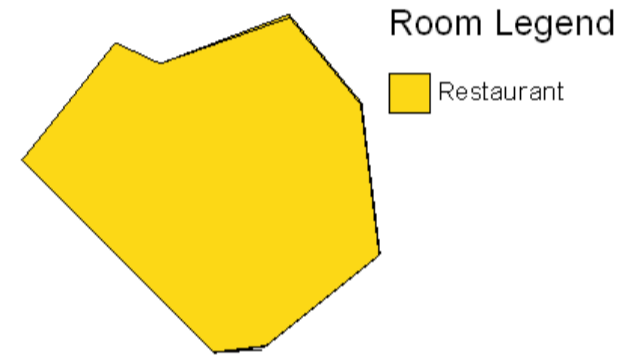
New York City, better known as the "Big Apple", is a city that never sleeps. The city prides itself as a shopping mecca, an economic centre and boasts an array of stunning skyscrapers. When first assigned the city of New York, my initial thoughts were directed to traditional skyscrapers such as the Twin Towers, the Woolworth Building and the Flat Iron Building. Designing in this city would be very different to others as height played a very large part. Research into the aforementioned buildings uncovered a town planning issue of light and shadow, which was resolved by the 'Zoning Law'. It was this 'Zoning Law', which essentially led to my final design. It was my intention from the beginning to design a building that differed greatly from traditional form and hence break free from the 'grid' that is New York City.



ELEVATION – SCALE 1:200

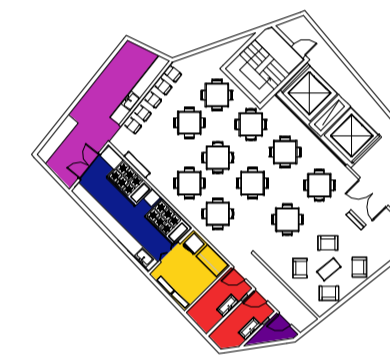


SECTION – SCALE 1:200



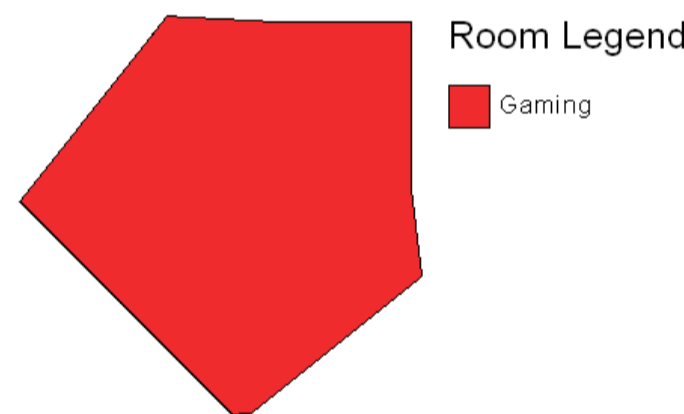
Room Legend

Restaurant



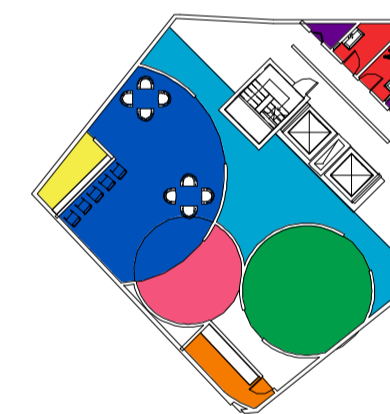
Room Legend

Bar/ Waiters Quarters
Bathroom
Kitchen
Storage
Store Room



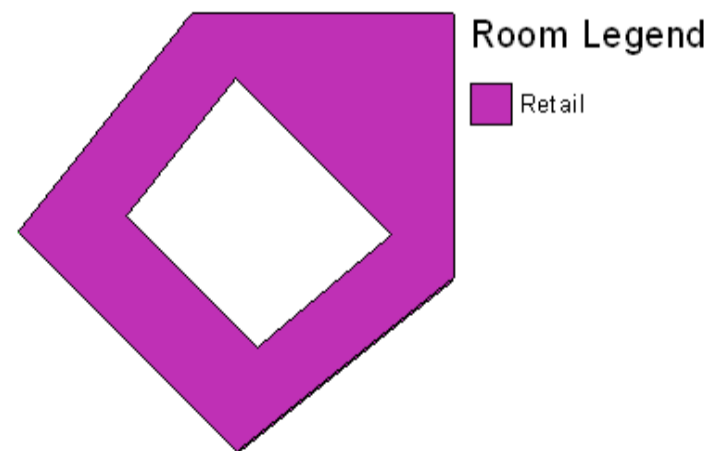
Room Legend

Gaming



Room Legend

Baccarat
Bar
Bathroom
Blackjack
Cash-In Desk
Poker/ Three Card Poker



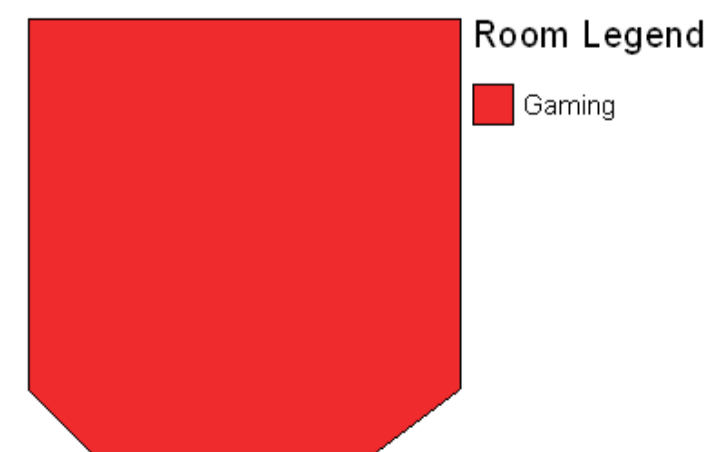
Room Legend

Retail



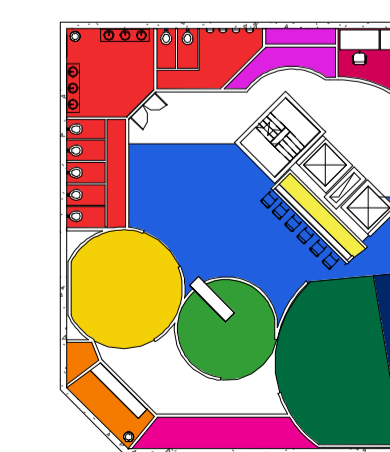
Room Legend

Lobby
Retail



Room Legend

Gaming



Room Legend

Bar
Bathroom
Cash-In Desk
Cleaners' Closet
Craps
Pokies/ Electronic Games
Roulette

Storage
VIP Gaming Room

Safe Room
Security Office
Texas Holdem
Two-Up

