

RIT GORDON FIELDHOUSE

ROCHESTER, NY



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Schematic Design
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INTRODUCTION TO THE FIELDHOUSE

LOCATION: Rochester, NY

OCCUPANCY: RIT, Sports and Recreation, Education

SIZE: 160,000 SQ FT

COST: \$25,000,000

DATES OF CONSTRUCTION: NOV 2001-JULY 2004

ARCHITECTS & ENGINEERS: Cannon Design

CONSTRUCTION MANAGER: The Pike Company



USES OF THE FIELDHOUSE



SPORTS AND RECREATION



CONCERTS

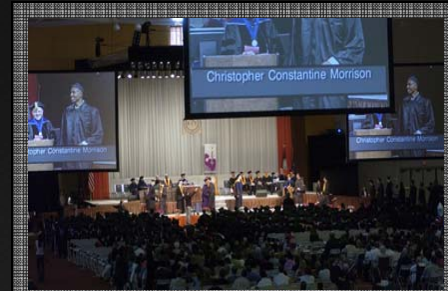


FITNESS FACILITIES



LEISURE POOL

COMMENCEMENT



SPEAKERS



SPECIAL EVENTS



COMPETITION POOL



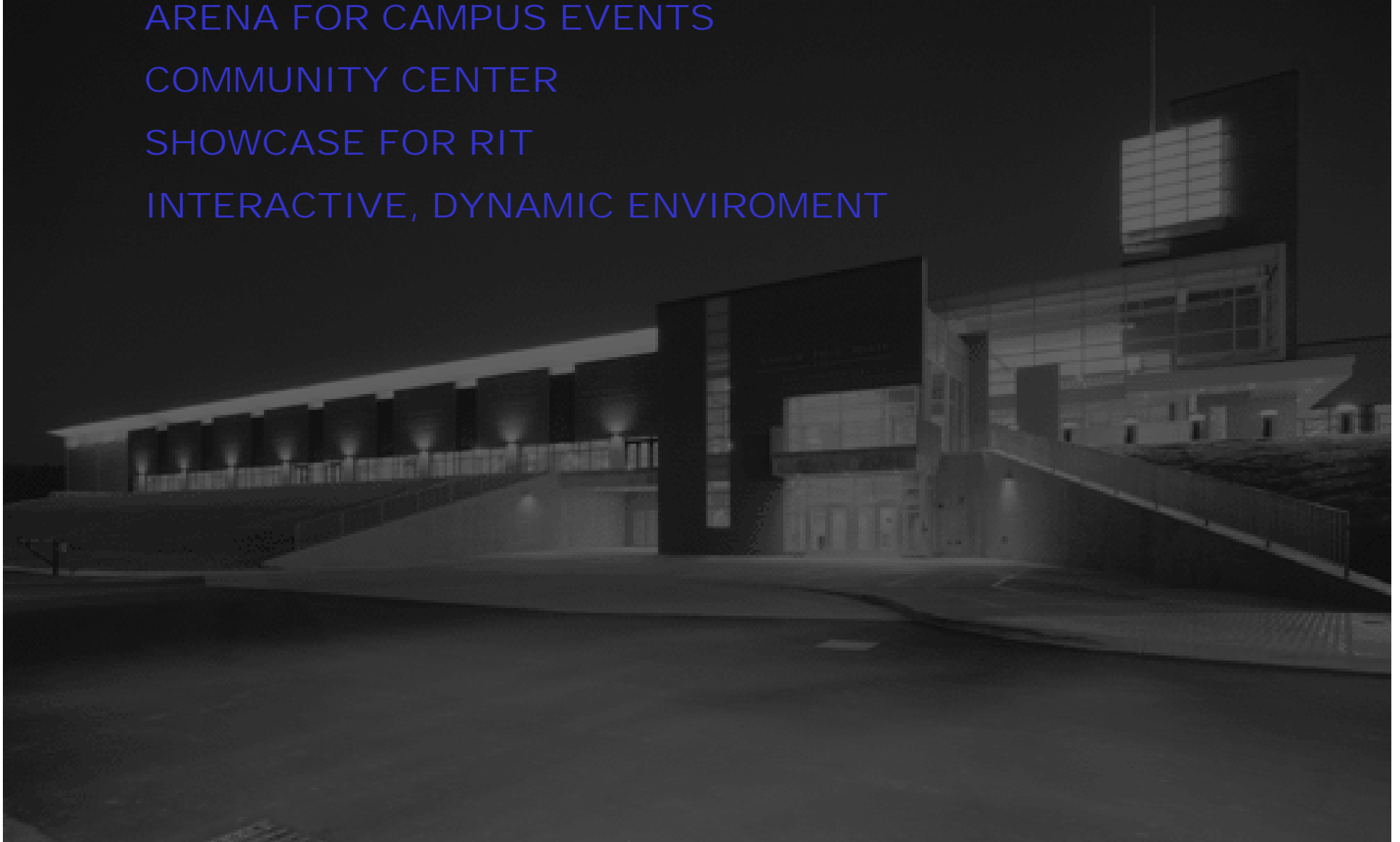
WHAT A "FIELDHOUSE" SHOULD BE

ARENA FOR CAMPUS EVENTS

COMMUNITY CENTER

SHOWCASE FOR RIT

INTERACTIVE, DYNAMIC ENVIROMENT



DESIGN GOALS FOR THE SPACES

IMPRESSIVE

BOLD

COMMUNITY ORIENTED

EFFICIENT

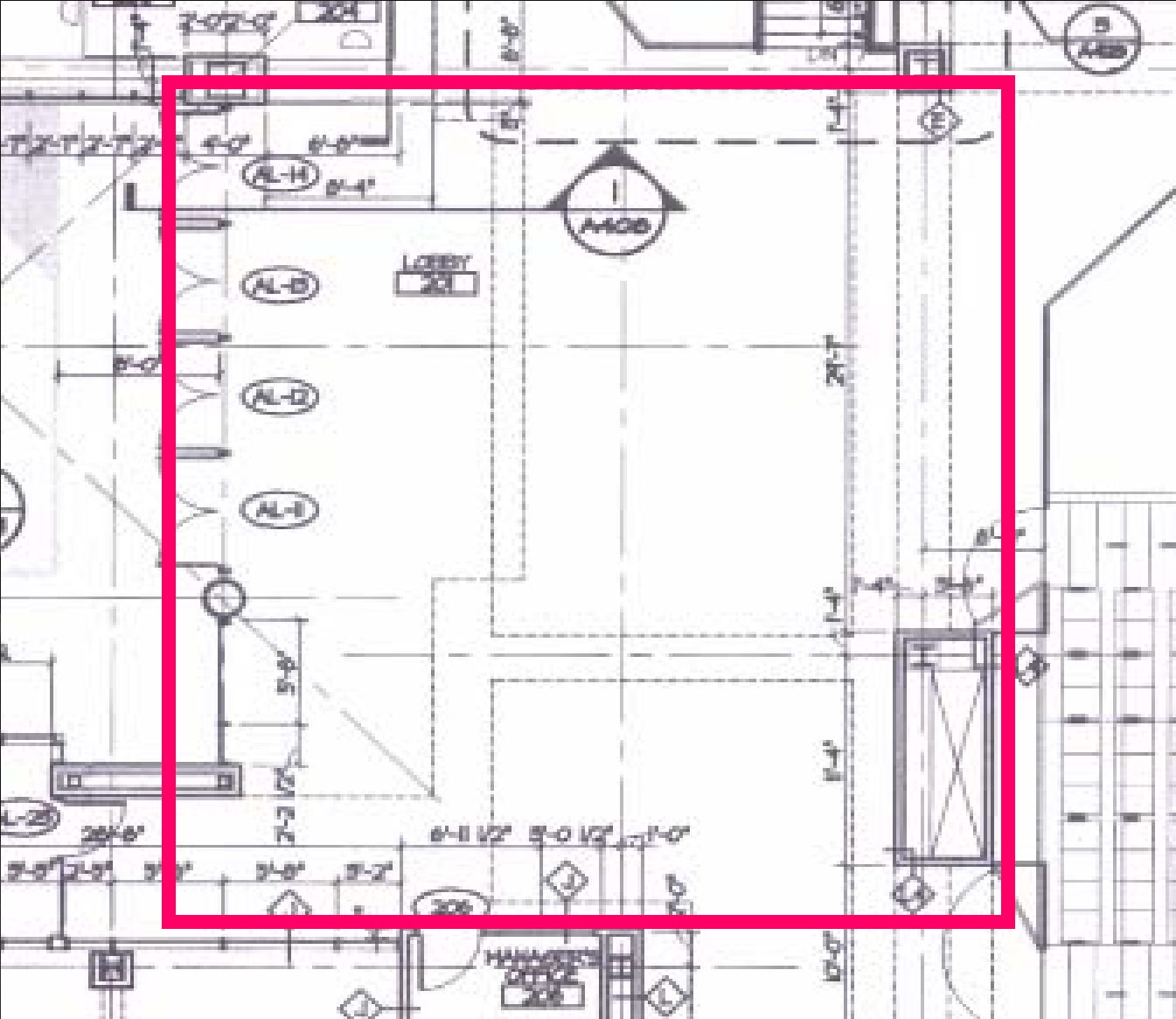
VERSATILE

DYNAMIC

EXHIBIT RIT



INTRODUCTION TO LOBBY



1800 SF

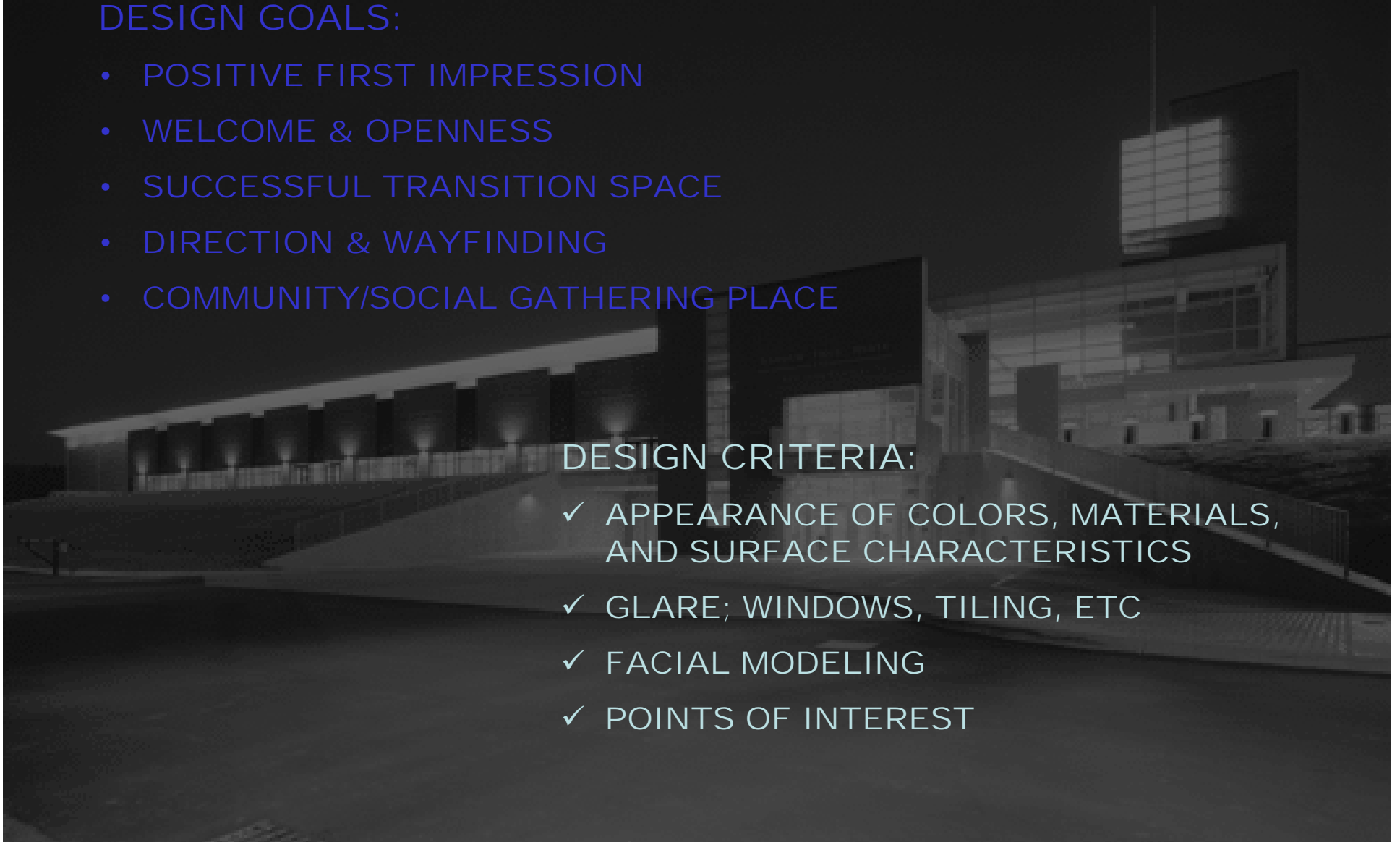
DESIGN GOALS FOR LOBBY

DESIGN GOALS:

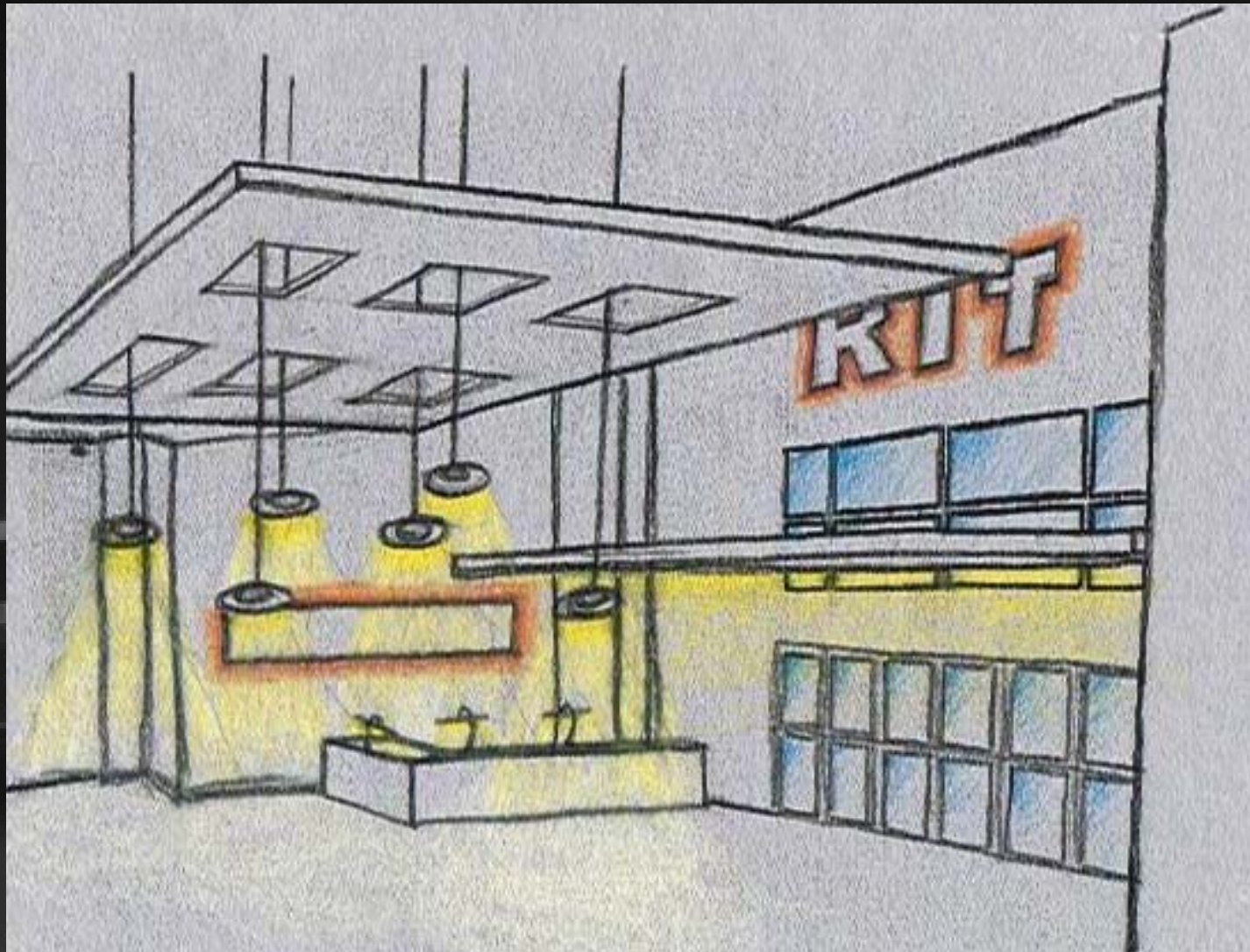
- POSITIVE FIRST IMPRESSION
- WELCOME & OPENNESS
- SUCCESSFUL TRANSITION SPACE
- DIRECTION & WAYFINDING
- COMMUNITY/SOCIAL GATHERING PLACE

DESIGN CRITERIA:

- ✓ APPEARANCE OF COLORS, MATERIALS, AND SURFACE CHARACTERISTICS
- ✓ GLARE; WINDOWS, TILING, ETC
- ✓ FACIAL MODELING
- ✓ POINTS OF INTEREST



SKETCH ILLUSTRATING DESIGN SCHEMATICS



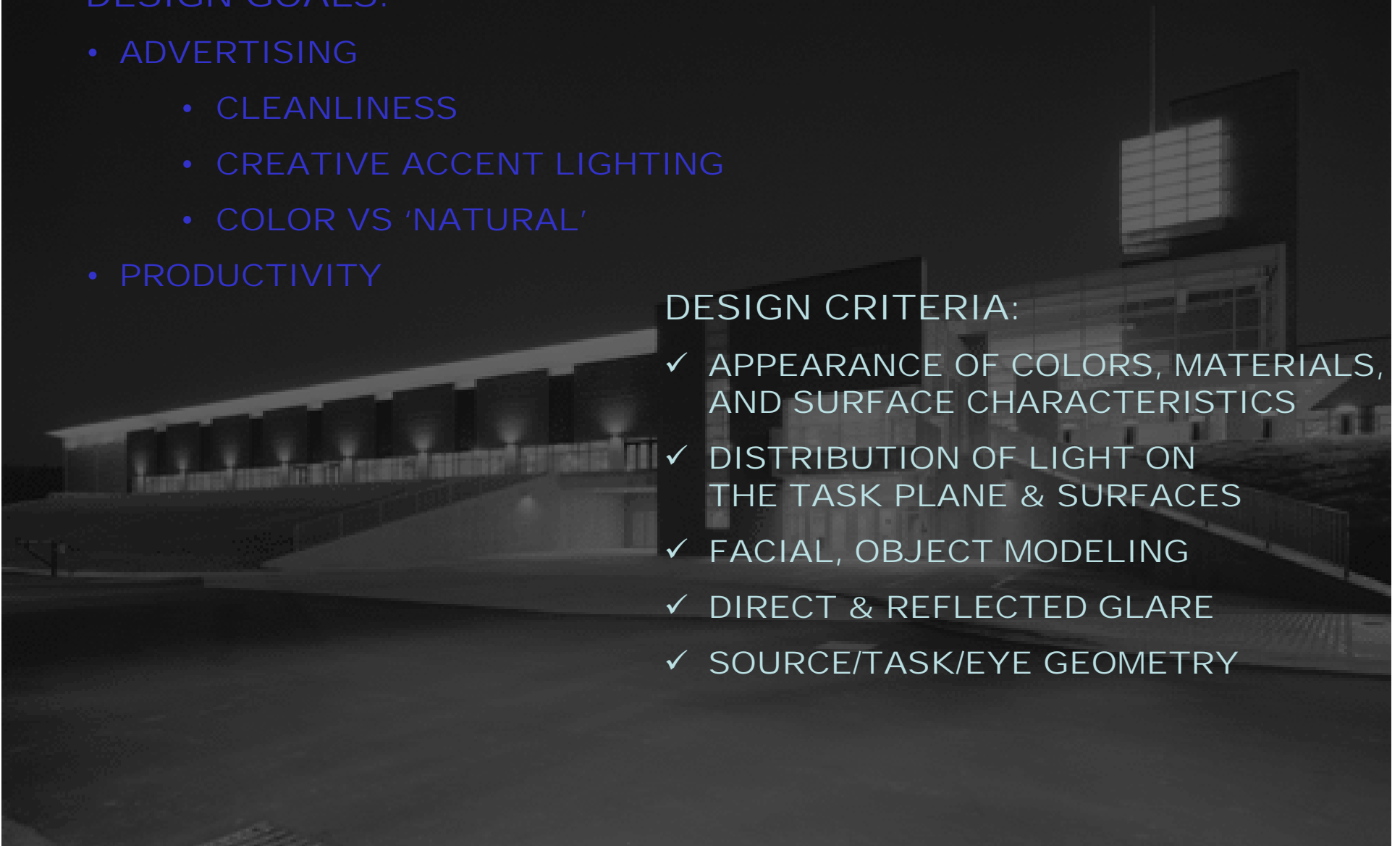
DESIGN GOALS FOR CONCESSION AREA

DESIGN GOALS:

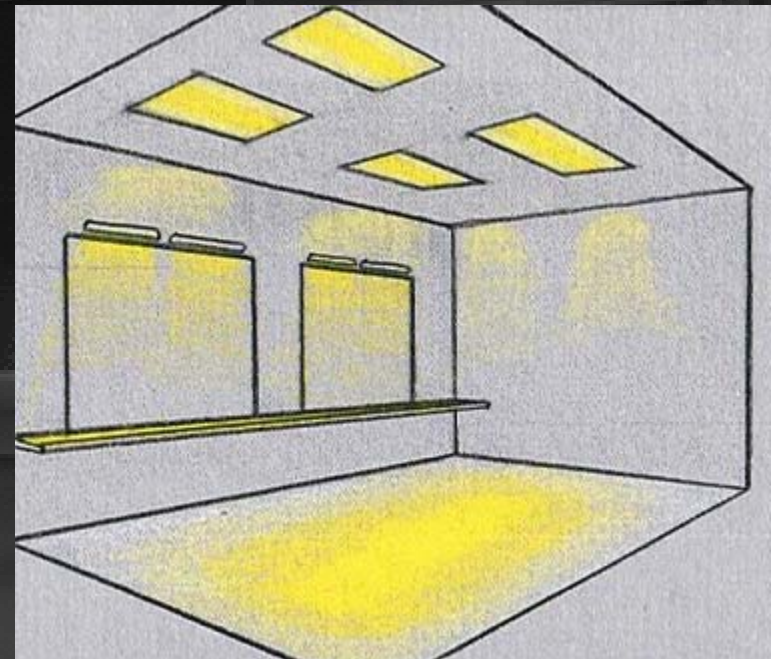
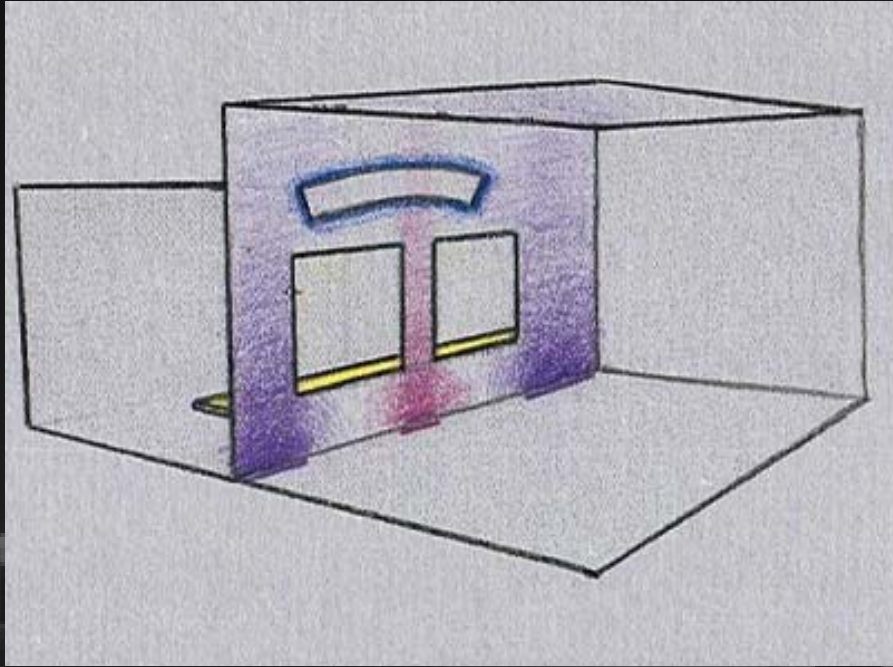
- ADVERTISING
 - CLEANLINESS
 - CREATIVE ACCENT LIGHTING
 - COLOR VS 'NATURAL'
- PRODUCTIVITY

DESIGN CRITERIA:

- ✓ APPEARANCE OF COLORS, MATERIALS, AND SURFACE CHARACTERISTICS
- ✓ DISTRIBUTION OF LIGHT ON THE TASK PLANE & SURFACES
- ✓ FACIAL, OBJECT MODELING
- ✓ DIRECT & REFLECTED GLARE
- ✓ SOURCE/TASK/EYE GEOMETRY



SKETCHES ILLUSTRATING DESIGN SCHEMATICS



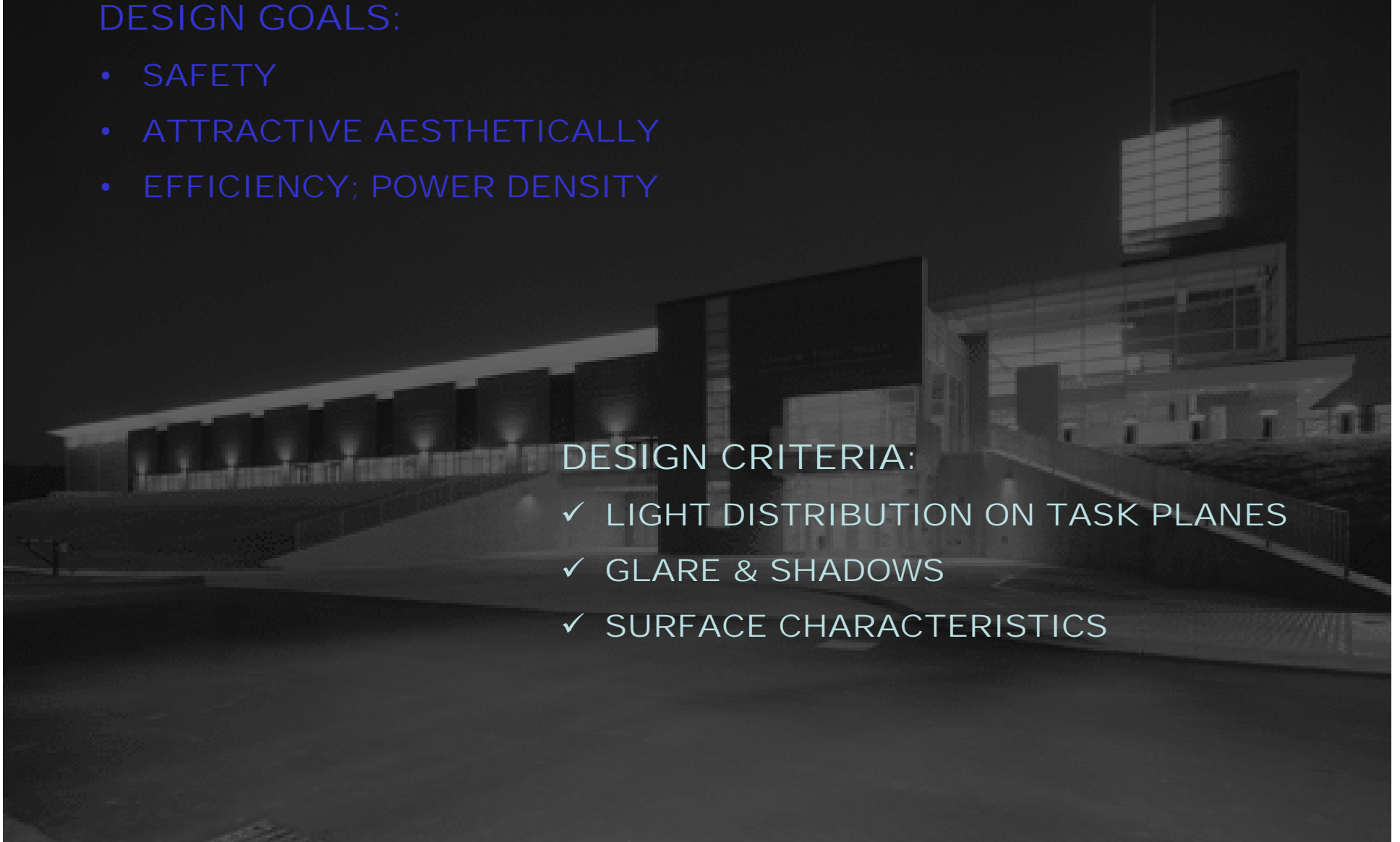
DESIGN GOALS FOR FITNESS CENTER

DESIGN GOALS:

- SAFETY
- ATTRACTIVE AESTHETICALLY
- EFFICIENCY; POWER DENSITY

DESIGN CRITERIA:

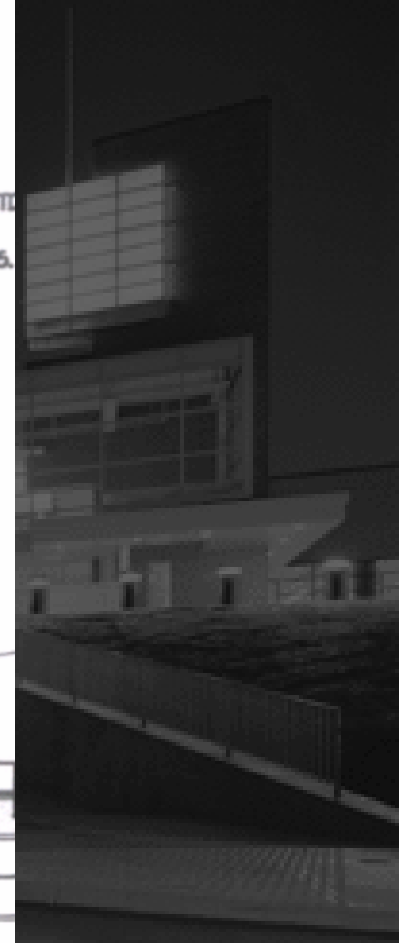
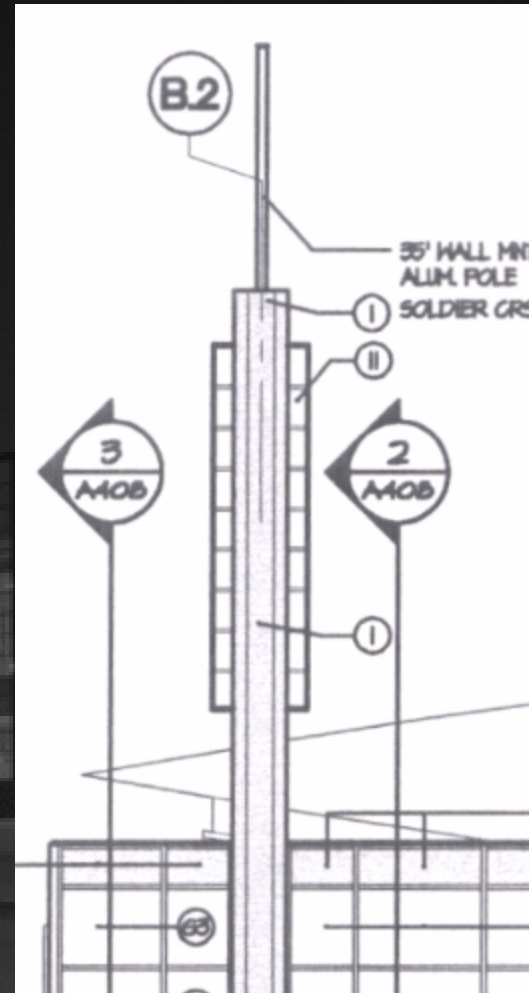
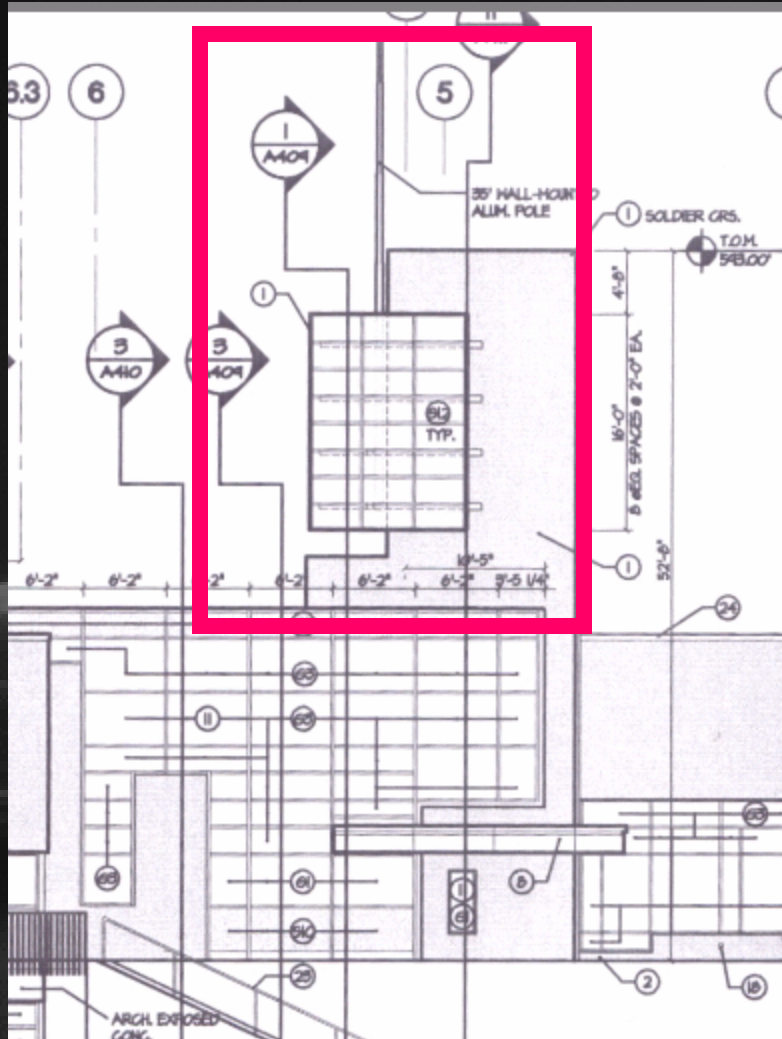
- ✓ LIGHT DISTRIBUTION ON TASK PLANES
- ✓ GLARE & SHADOWS
- ✓ SURFACE CHARACTERISTICS



SKETCH ILLUSTRATING DESIGN SCHEMATICS



INTRODUCTION TO TOWER



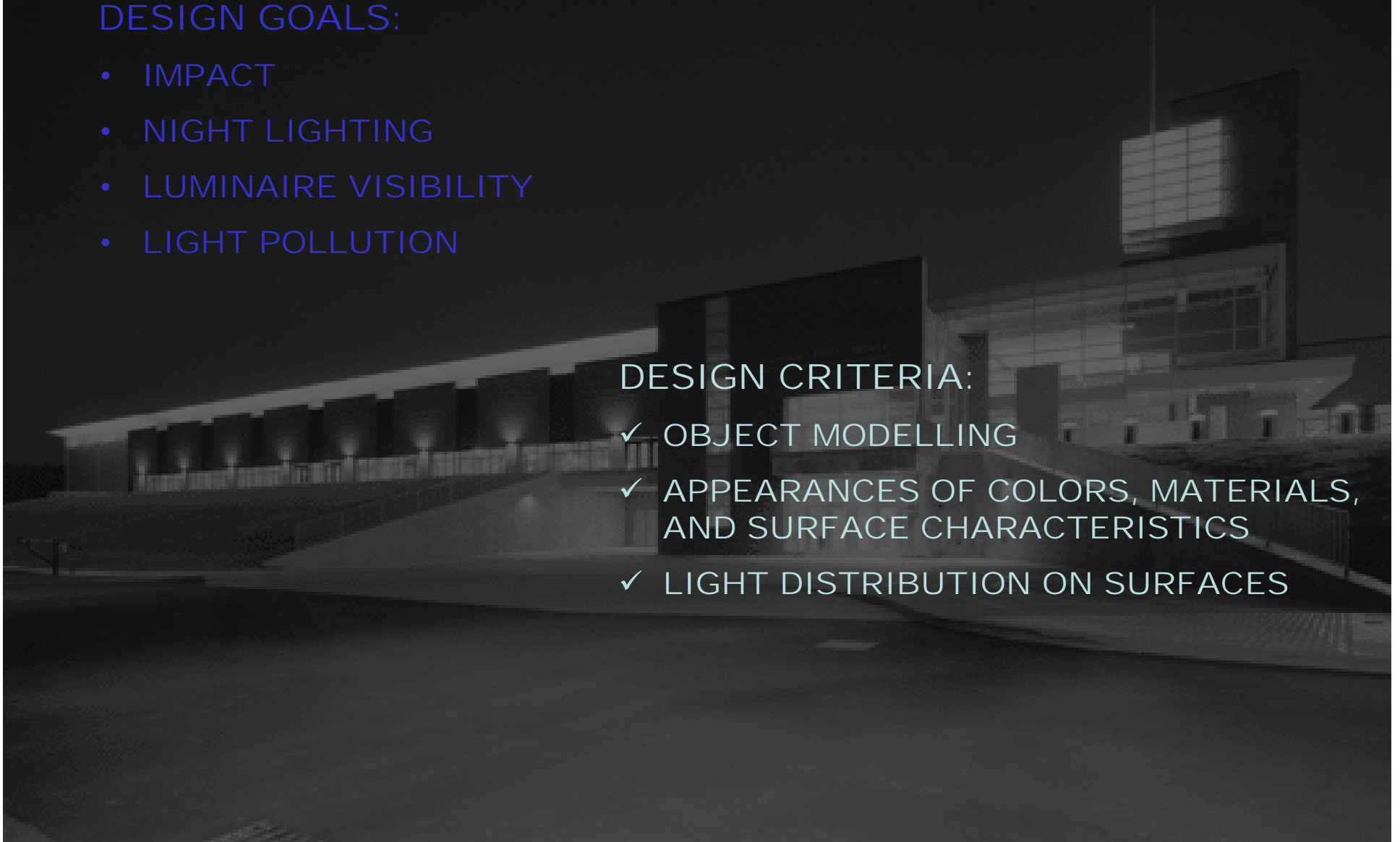
DESIGN GOALS FOR TOWER

DESIGN GOALS:

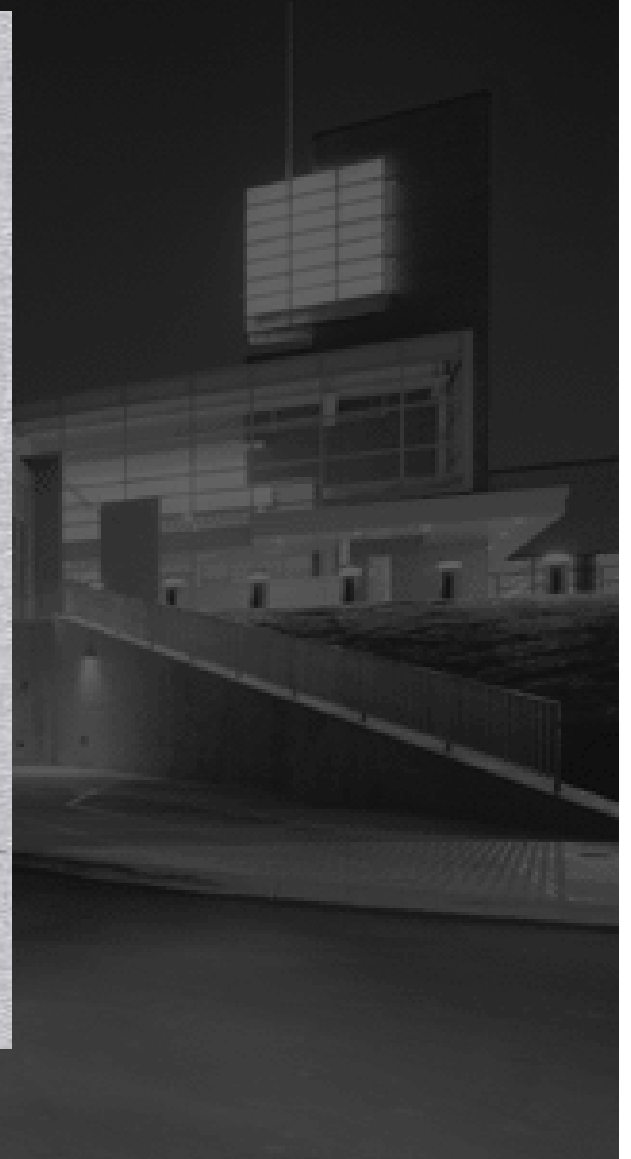
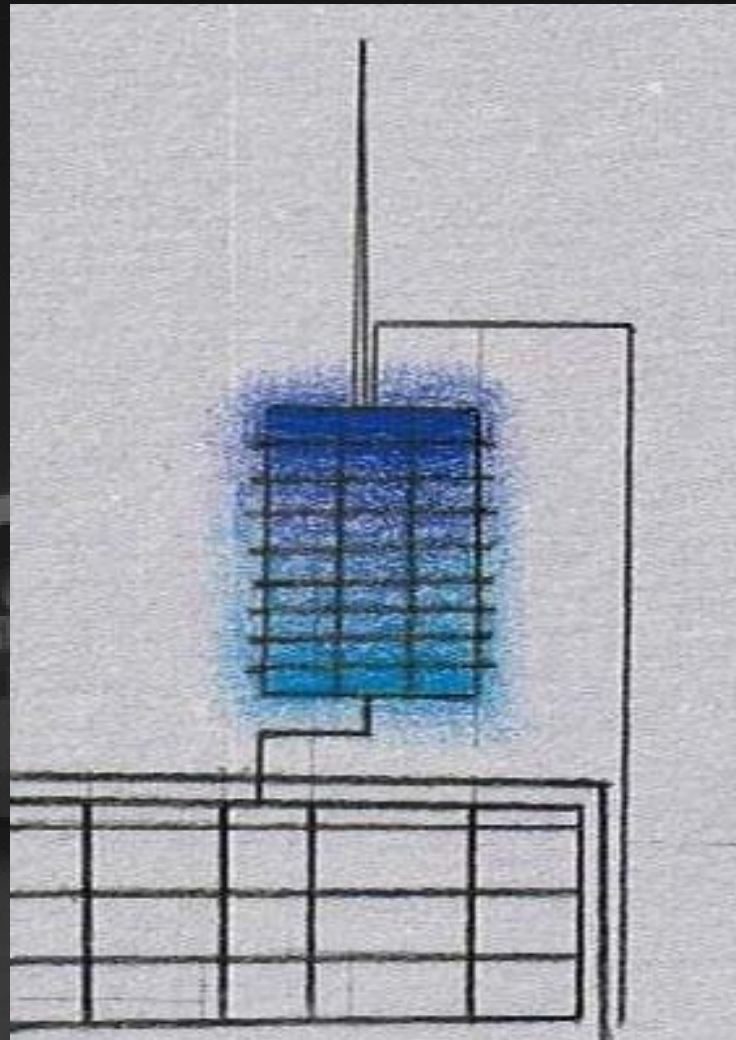
- IMPACT
- NIGHT LIGHTING
- LUMINAIRE VISIBILITY
- LIGHT POLLUTION

DESIGN CRITERIA:

- ✓ OBJECT MODELLING
- ✓ APPEARANCES OF COLORS, MATERIALS, AND SURFACE CHARACTERISTICS
- ✓ LIGHT DISTRIBUTION ON SURFACES



SKETCH ILLUSTRATING DESIGN SCHEMATICS



CONCLUSION

THANK YOU!

QUESTIONS?

