



George Mason University Art & Visual Technology Building Fairfax, VA

Project Design Team

- Architect: Ayers/Saint/Gross
- Structural Engineer: Tadjer/Cohen/Edelson
- MEP Engineer: Mueller Associates
- Lighting: Crompton Dunlop
- Civil Engineer: Edwards & Kelcey

Lighting

- Exterior: Pole Mounted fixtures line pedestrian walkway with in grade fixtures accenting the main entrance.
- Interior: Typical Studios, Classrooms and Offices lit with a linear direct/indirect fluorescent fixtures. Track lighting mounted from suspended unistrut grid in studio and gallery spaces.
- Controls: Computer programable for building wide lighting control integrated with dimming panels and wallstations

Architecture

- The Art & Visual Technology building is to be located on the South End of campus. It is to contain the diverse needs of the art & visual technology department which range anywhere from photography to digital arts to sculpture.
- The building represents the creativity and the vision of the department through a large open and flexible plan.
- The building utilizes a combination of brick and corrugated metal framing. This combination of the traditional brick ties into the existing campus while the metal cladding will give the building the uniqueness it desires.



Project Information

- Owner: George Mason University
- Size: 88,902 sq ft across 3 above grade stories
- Cost: \$20.5 million
- Construction Dates: Scheduled to open 2009
- Delivery Method: CM (GMP contract)

Electrical

- 34.5kV service to utility transformer to 2000A Main SwitchBoard
- 80kW Diesel Emergency Generator
- Radial Distribution at 480Y/277V & 208Y/120V services



Structural System

- Reinforced Spread Footings
- Lateral resistance achieved through braced & moment framing
- Gravity system is a cambered composite steel & concrete decking total thickness 6 1/4".
- 2 Roofing systems; 3" steel decking & composite steel and concrete.
- Transfer girders utilized where necessary

Mechanical System

- 2 VAV AHU's 70,000cfm (General) & 25,000cfm (Dedicated Workshop)
- Ductless split system for Server & Telecom Spaces
- Hot & Chilled water supplied from existing campus service
- Dedicated dust & particle collection system