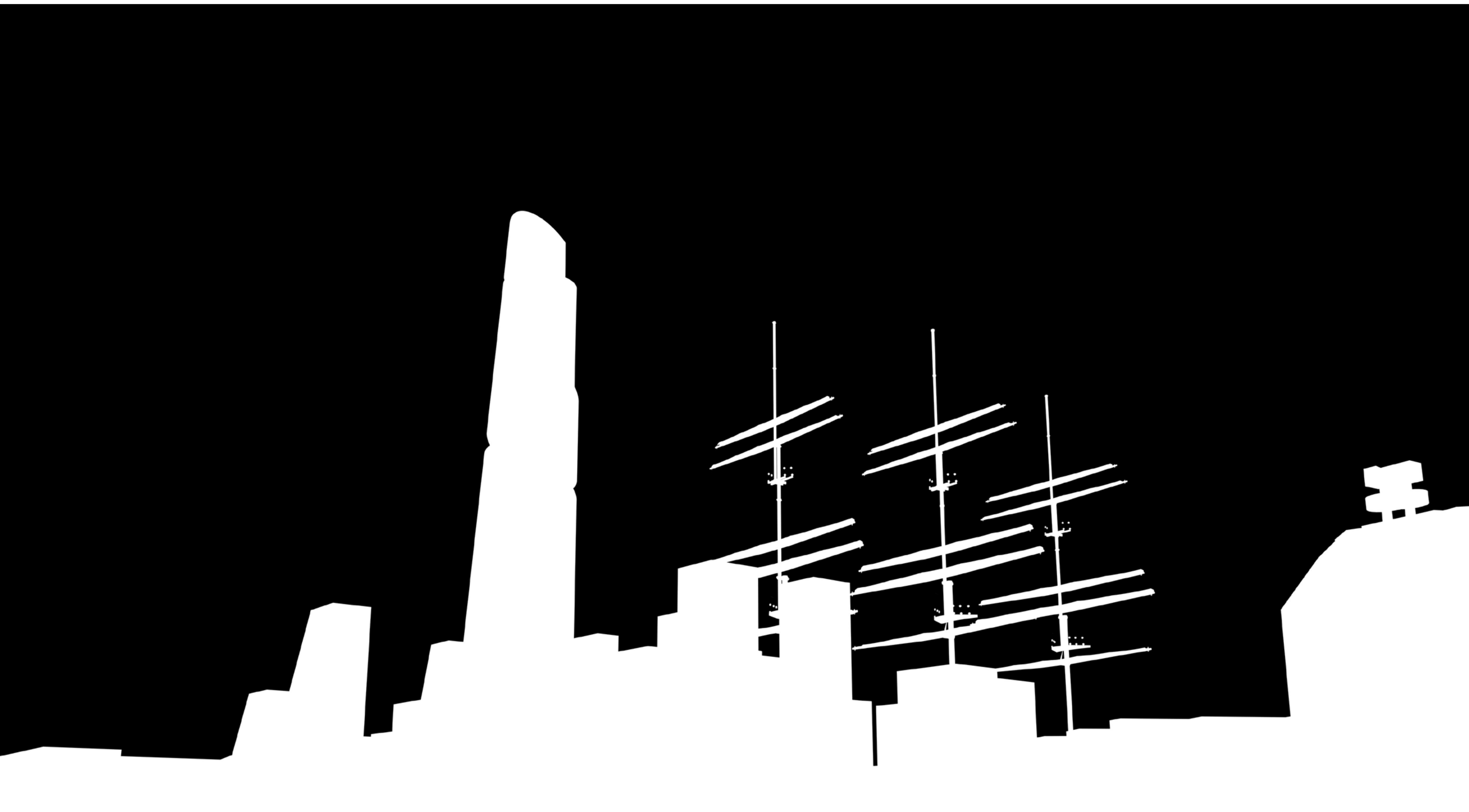
THE IMPERIAL

Henrik Fogelklou

Master thesis at Chalmers Architecture
2012-05-11
MPARC, Matter, Space, Structure

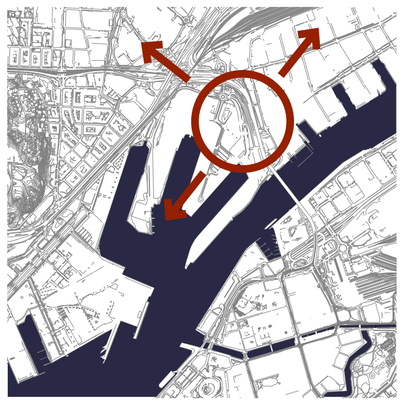


CHALMERS

CITY CORE 1:25 000

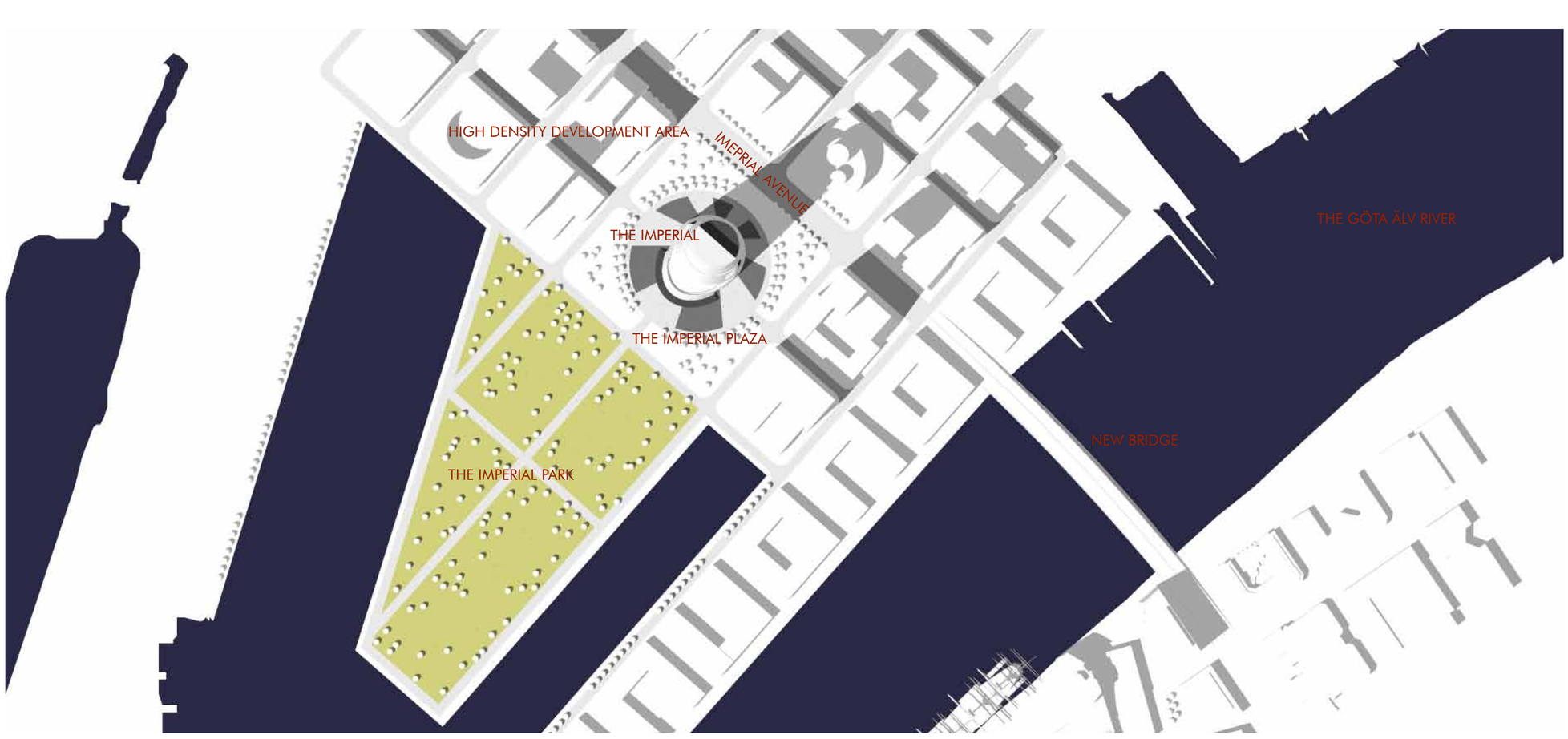
NEW BRIDGE 1:25 000

RIVER CITY 1:25 000



INCUBATOR AREA 1:25 000

GOTHENBURG CITY CENTER 1:5000



FRIHAMNEN DEVELOPMENT

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"A long time ago in a galaxy far, far away....

A NEW STRATEGY

The ever expanding Empire has by its sheer size reached a point where communication and logistics is becoming a nuisance. This is even more evident when new galaxies are discovered. There is currently a shortage of soldiers, despite massive drafting campaigns.

As a proactive counter measure, in a more and more strained economy, the Emperor has declared that newly discovered planets in distant galaxies must be approached in a more subtle fashion - using diplomacy and cunning propaganda.

Imperial expert teams are sent beyond the rim of the charted universe to launch "Operation Incubator". Hot spot regions - areas of high planning interest - are to be pin-pointed and developed. Taking an active part in local urban development planning and buying plots of land will ensure Imperial presence and influence.

The upcoming development of the River city area in Gothenburg has caught the undivided attention of the Empire. A new high rise district would bridge the gap between Hisingen and the existing city core. An Imperial outpost, the IMPERIAL, would be a distinguished landmark and expression of power."

ABSTRACT

"The IMPERIAL" is a Master thesis (MT), in architecture at Chalmers university of technology, Gothenburg, Sweden. The result is a combination of three ingredients; the high rise building, the hotel and the application of a background story.

MAIN QUESTIONS

What happens if I combine three things that fascinate me; high rise buildings, hotels and science fiction? What would the outcome be? How would the three ingredients affect each other?

FOCUS

The focus of my MT has been hotel design in general and in a high rise environment in particular. The twist has been to design the hotel using a background story as an instrument. The outcome is a high rise hotel with a distinct science fiction based design.

THE DESIGN MANUAL

Prior to the MT a design manual was fleshed out to serve as a backdrop component. It is based upon the STAR WARS universe in general and the Imperial "industrial army architecture" with the Deaths Star in focus, in particular. The design manual was created with a hotel design in mind.

LOCAL CONTEXT

There is currently an intensive discussion and enthusiasm regarding what is called "The River City" in Gothenburg. The city core is to be expanded, resulting in 30 000 new apartements and 40 000 new job opportunities. If the Göta Älv bridge is replaced (as planned) the city has every possibility to make this a start to develop "Frihamnen" and "Ringön" on the north river bank.
A business centre - in close proximity of the old city with the central station and the upcoming "västlänken" - could very well work as an incubator for further de¬velopment of the area or in a short time frame be a part of Gothenburgs 400th anniversary, 2021. Within such a context and development, hotels will much likely be needed, planned and built.

TRANSFORMING THE IDEA

Given the background it is obvious the Empire would propose a master plan and design based upon their own culture, architecture and engineering. Dead center in the new district an IMPERIAL outpost would be placed, functioning as a hotel.

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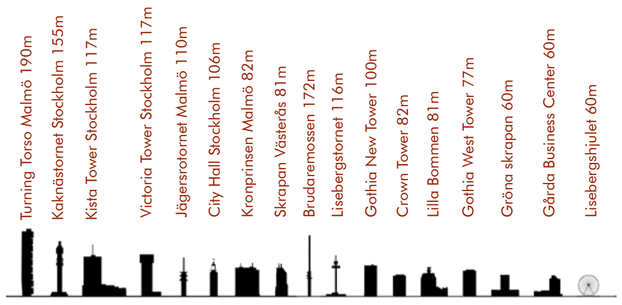
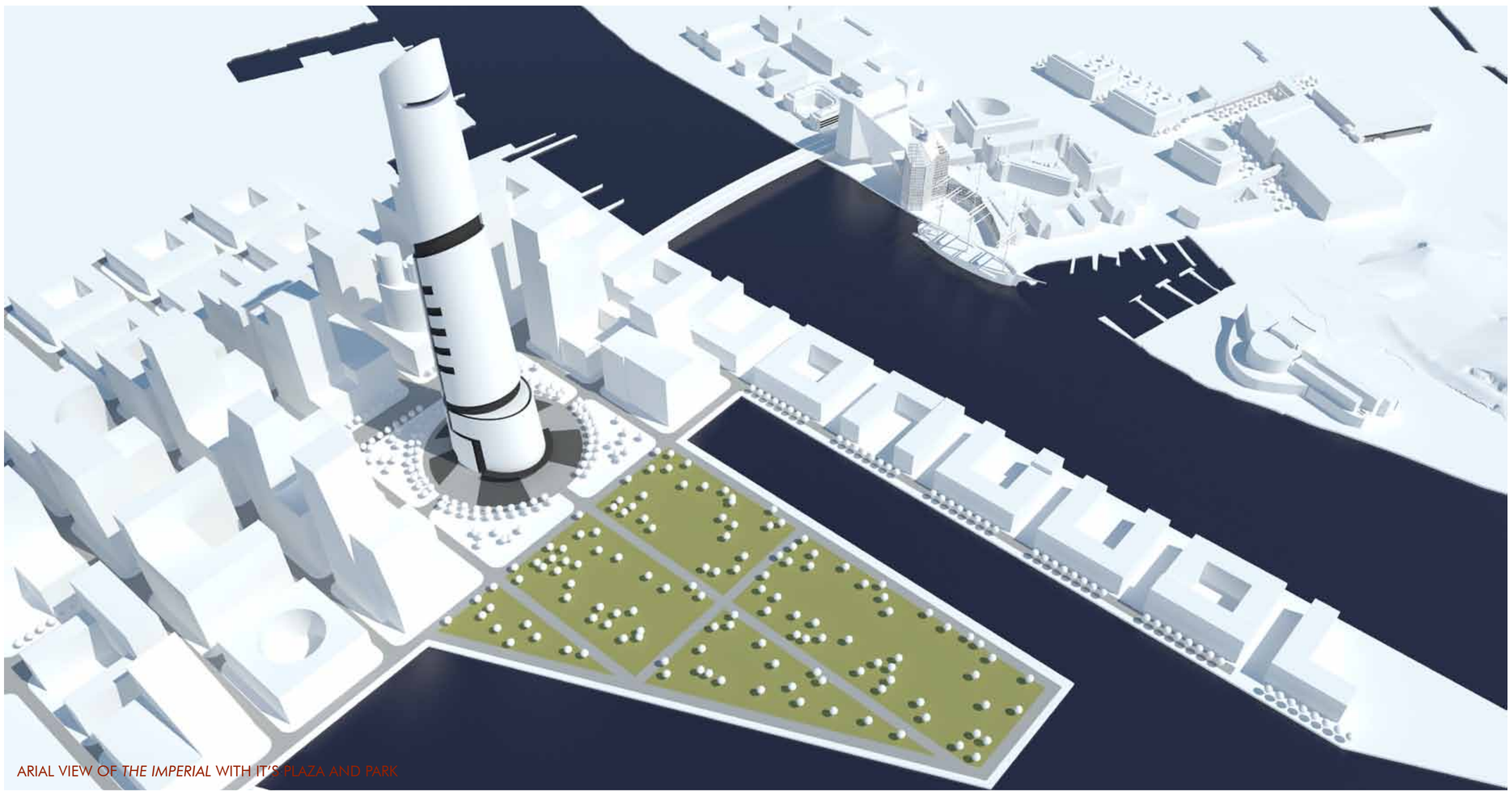
HIGH RISE COMPARISON - WORLDWIDE (2012)

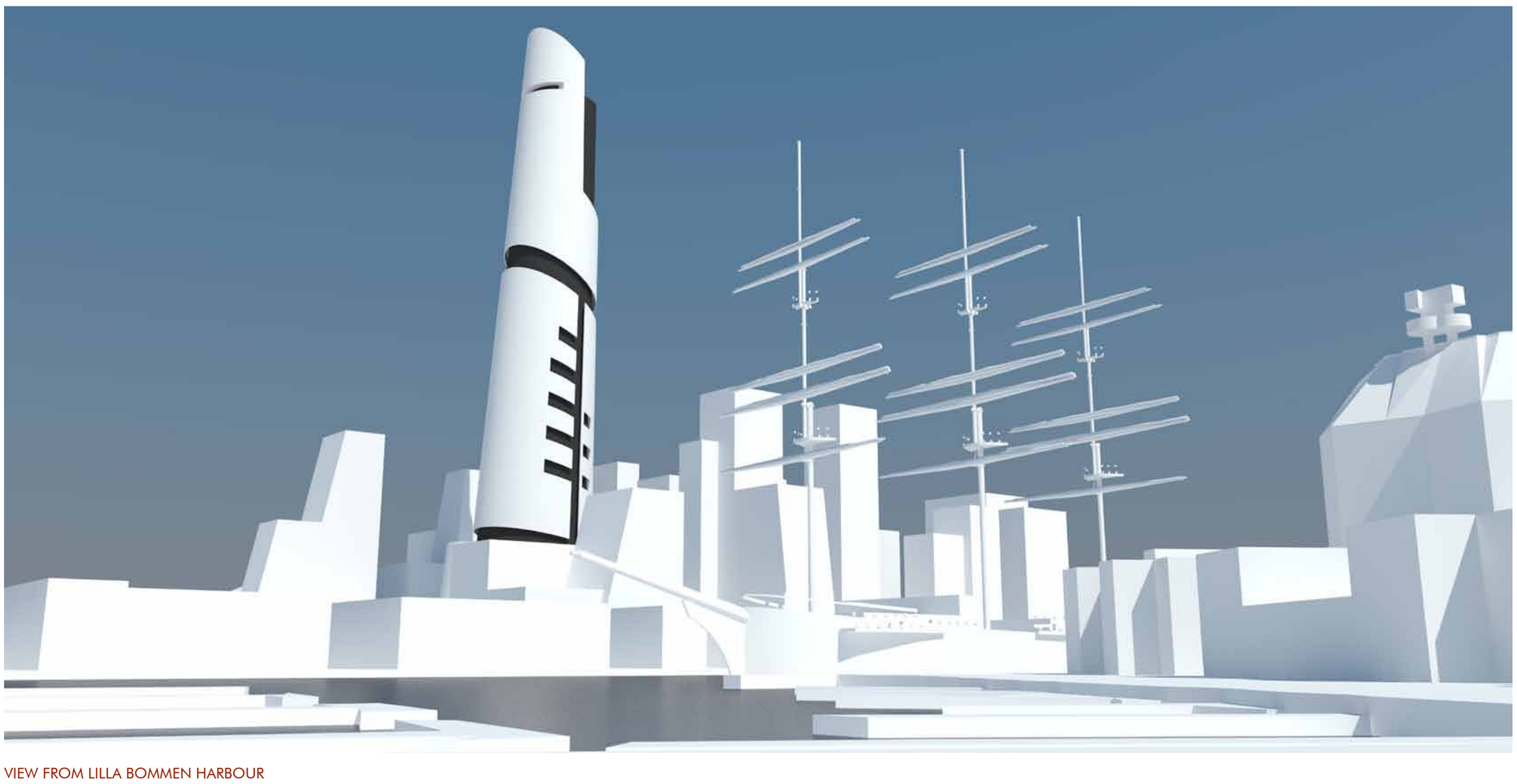


SWEDEN GOTHENBURG



ARIAL VIEW OF *THE IMPERIAL* WITH IT'S PLAZA AND PARK

VIEW FROM THE BANANA PIER



VIEW FROM LILLA BOMMEN HARBOUR

MASTER PLAN

The master plan is based upon the grid like, and to some extent mathematically, pattern of the Death Star surface. Zooming in it resembles a high density city with defined blocks. Looking closer there are single high rise structures stretching well beyond the surface. Another distinguished feature of the Death Star is the "trench" wich in the master plan is transformed into a central, dividing street.


The "trench"


The Death Star pattern from a distance


High rise structures


Cityscape

The old Göta Älv bridge is replaced with a new one, slightly turning in an arc towards the south, making the IMPERIAL AVENUE meet Backaplan in a straight line. The new bridge is made as low as possible to have it land as quickly as possible on both sides of the river. The bridge opens at midday and during a few hours at night to allow river traffic to pass. The new street will be a boulevard with trams in the center. The infrastructure node at Backaplan is redesigned in regards of the new situation.

The new blocks will be developed with high rise buildings in the height range of 100-150m. The higher blocks will be focused close to the IMPERIAL while lower blocks will make the transition to existing areas (Ringön) smoother.

Adjacent to the hotel, towards the river, lays the IMPERIAL PARK. The park will add to the green structure in the city center and become a new appreciated public space.

THE SHAPE

The shape of the IMPERIAL derives from two obvious sources; the Imperial spaceships and the backbone of the Empire – the Imperial stormtrooper. Although technical at close up the Imperial spaceships appear smooth and from a distance. The stormtrooper armor is white and made up of individual plates or pieces, clearly singled out against the black under suit. The combination of the two lead to the final exterior shape and design.


Smooth surface at a distance


Smooth surface at a distance


Stormtrooper armor

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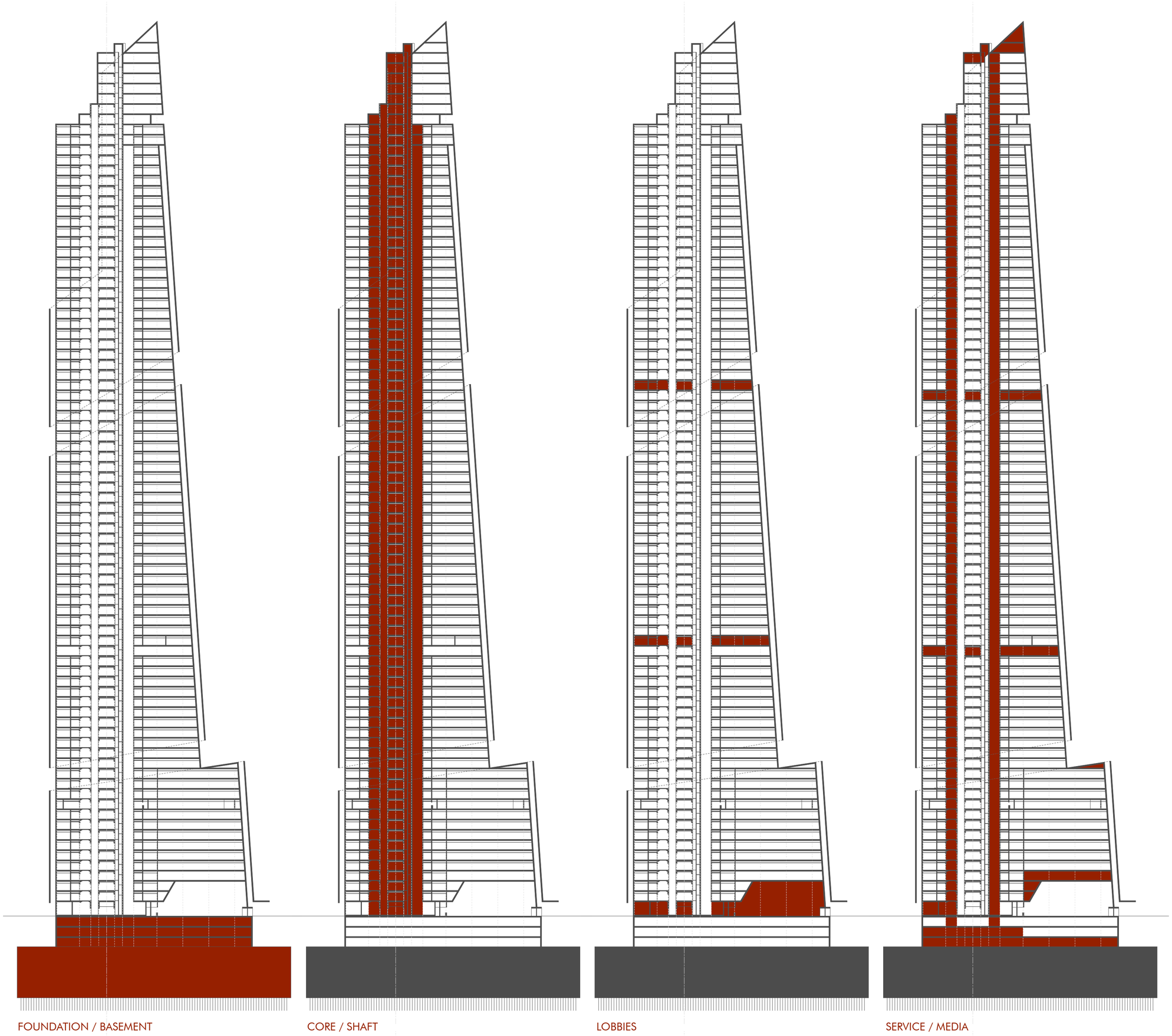

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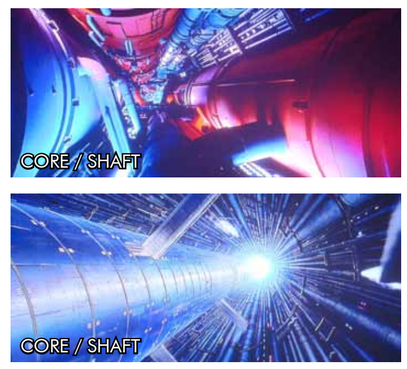
CORE FEATURES AND KEY DETAILS

In the design process a few core spatial features of Imperial design became apparent. These features became the backbone upon which further design came to rest:

- Cores, or the shafts
- Corridors
- Hangars

On top of spatial relations a few key details became important in forming both the interior and exterior of the hotel:

- Panels, in different shapes, colors, forms and function
- Different shades of grey, black, white and red colors
- Metal sheets
- Back lit ceilings
- Lighting panels
- Exposed media, valves, buttons, levers etc.
- Stormtrooper armor



SYSTEM & LAYOUT

The main construction is of steel and concrete. Beams and columns are made of steel while the floor slabs are made out of concrete. Supporting walls are made out of concrete filled steel structures to carry heavy loads. The entire building rests on a concrete foundation slab, pile driven to the bedrock about 80 meters below the surface.

The basement floors host service and media functions such as laundry, ventilation, water and sewage, garage, distribution of goods, storage, staff facilities, etc. From this hub several branches reaches out, up in the building. There are three major media shafts; one at each fire stair and the central core/shaft. In the core/shaft all media is visible and part of the overall design and expression.

The basic layout of the hotel system is the core, where most of the vertical communication takes place. The shaft, which is open up to the 74th floor, houses express and service elevators as well as fire stairs, gathered in a central core.

Sky lobby floors serve as nodes to spread out the load on the main elevators. At each sky lobby floor there are two secondary sets of elevators. These secondary elevators are located close to the facade, exposing a fantastic view of Gothenburg and its surroundings.

The horizontal communication on each floor is done via the corridor surrounding the core. The corridor goes all the way around and connects both secondary elevator lobbies where the main staircase also is situated.

Maintenance and service floors are situated below each sky lobby as well as in the basement and at the top of the building. Service and staff elevators connect all the floors to provide access to storage and laundry facilities, restaurants, kitchens etc.

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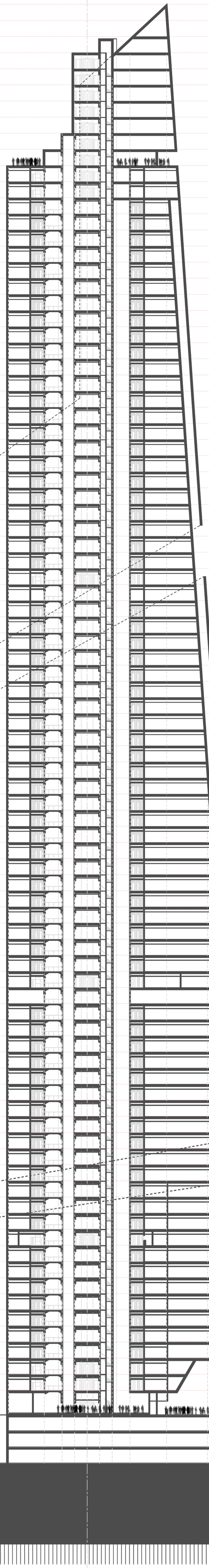

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84 +351.00 SERVICE FLOOR
83 +347.00 PENTHOUSE
82 +343.00 SUITE 821-822
81 +339.00 SUITE 811-812
80 +335.00 SUITE 801-802
79 +331.00 SUITE 791-792
78 +327.00 SUITE 781-782
77 +323.00 CAFÉ/TERRASS
76 +319.00 SKYBAR/KITCHEN/RESTAURANT
75 +315.00 SKYBAR/KITCHEN/RESTAURANT
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11 +59.00 ROOMS 1101-1108 /CONFERENCE/OFFICES
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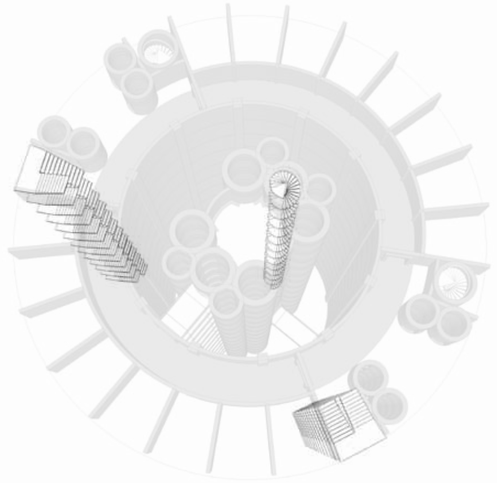
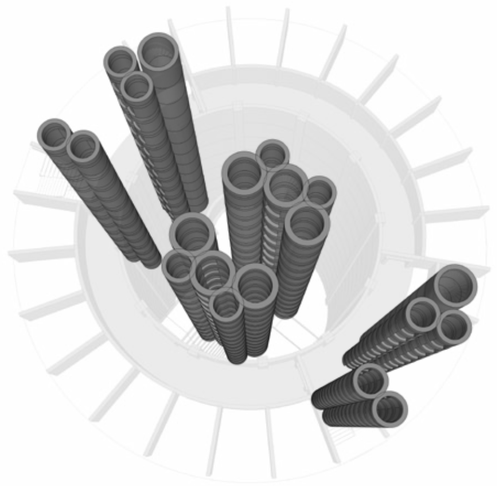
09 +51.00 ROOMS 901-908 /CONFERENCE/OFFICES
08 +47.00 ROOMS 801-808 /CONFERENCE/OFFICES
07 +43.00 ROOMS 701-708 /CONFERENCE/OFFICES
06 +39.00 ROOMS 601-608 /CONFERENCE/OFFICES
05 +35.00 ROOMS 501-508 /CONFERENCE/OFFICES
04 +31.00 ROOMS 401-408 /CONFERENCE/OFFICES
03 +27.00 ROOMS 301-308 /CONFERENCE/OFFICES
02 +23.00 SKYLOBBY/RESTAURANT/LOUNGE/BAR
01 +19.00 EMPLOYEE DINING / ADMINISTRATION
00 +13.00 LOBBY/RECEPTION/STORES
DELIVERIES/LAUNDERY/STORAGES
TECHNICAL FLOOR/GARAGE
TECHNICAL FLOOR/POWER/VENTILATION

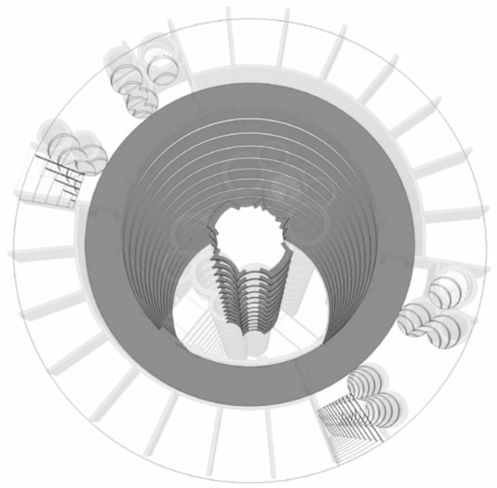
SECTION B-B 1:500



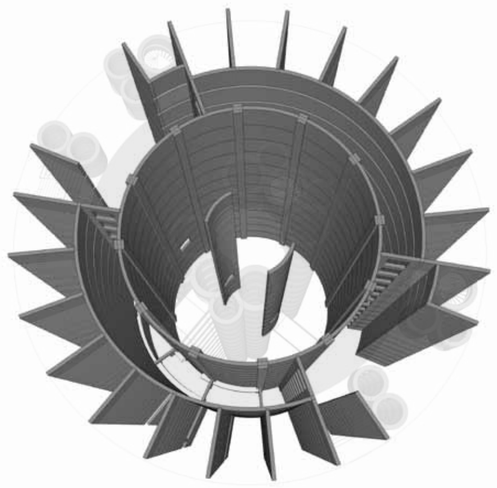
CORE SYSTEM - STAIRS



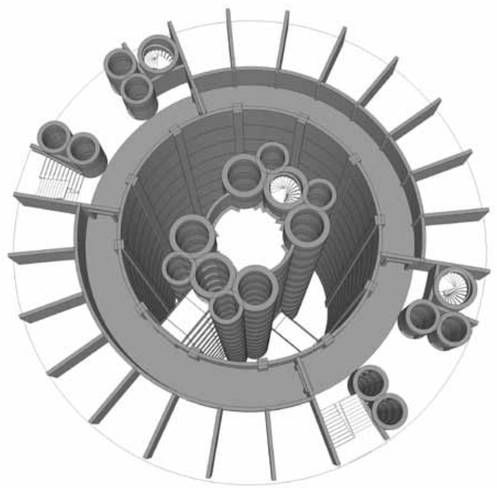
CORE SYSTEM - ELEVATORS



CORE SYSTEM - FLOORS



CORE SYSTEM - WALLS



CORE SYSTEM - COMPLEX

Restaurants, bars and lounges are situated on several levels throughout the building. There are three breakfast restaurants, one on each sky lobby floor and one on the 2nd floor. There is a restaurant, a sky bar and café at the top, on floor 75-77. There are lobby bars/lounges and restaurant on the 1st and 2nd floor.

Above the top restaurant there are six floors with either very large suites or apartments. These exclusive facilities share two private express elevators besides the regular express elevators. The suites are about 320 m2 each.

All hotel rooms are placed on the outside of the corridor. Due to the shape of the building the hotel all rooms vary slightly in size and shape. The smallest rooms are situated at the back of the hotel while the larger rooms are situated on the front. As the building grows in thickness towards the base, there are several double rooms as well as some even bigger ones.

Hotel rooms are in the range 20-100 m2 (bath, closets etc, incl). The larger hotel rooms can easily be made into apartements.

There are conferences facilities spread on several floors. There is a cluster of conference rooms, with a fantastic view, on each sky lobby floor. On floor 27-49 there are several smaller, dark, conference rooms between the core and the hotel rooms. These floors have a “double or branching” corridor system. On floor 3-24 there are larger conference rooms, both dark and with a view.

There are office spaces on floor 27-49. A few of the larger spaces are rather deep and are planned to have open offices to utilize the light at the facade.

The entire 10th floor is a gym, sauna and recreation floor. At the very edge of the facade there is a 200m long track with a fantastic view of the Imperial Plaza and park as you run around the building.

AREA (raw)

- Total area: 140 000 m2
- Hotel rooms/apartm.: 33 000 m2
- Top suites/apartments: 4 000 m2
- Restaurants, kitchen, bar: 7 000 m2
- Office space: 18 000 m2
- Conference: 5 000 m2
- Corridors: 28 000 m2
- Gym, workout, spa: 2000 m2
- Shaft/elevators/stairs: 35 000 m2
- Service floor/shafts: 8 000 m2

DATA

- Height: 363m
- Number of hotel rooms (and/or apartments): 904
- Number of suites (and or apartments): 12
- Number of restaurants: 6
- Number of bars: 4

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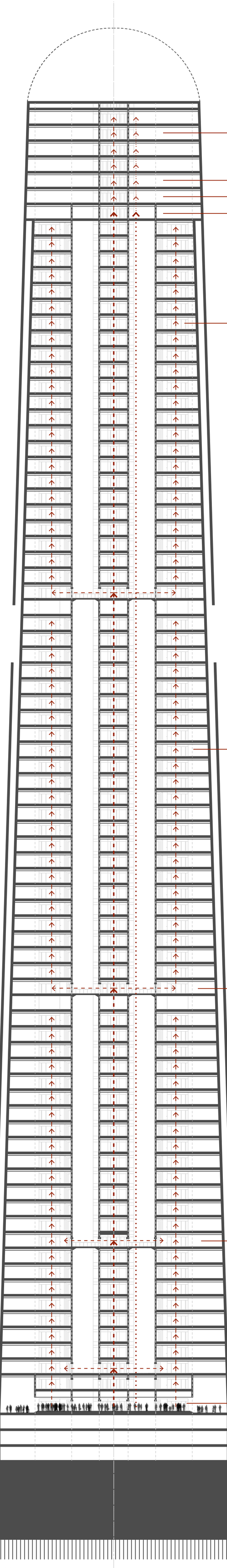
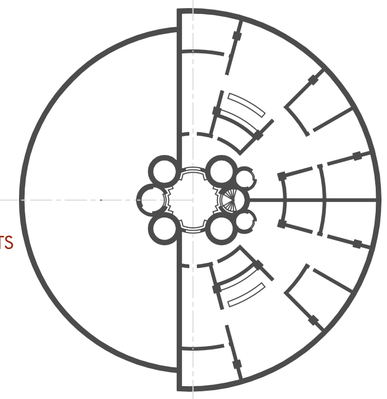
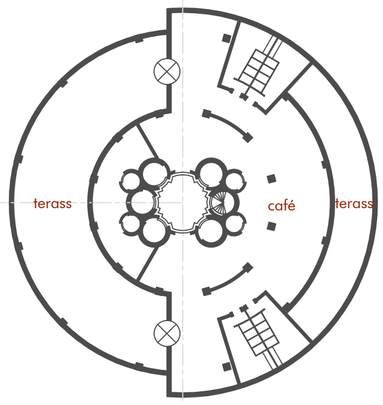
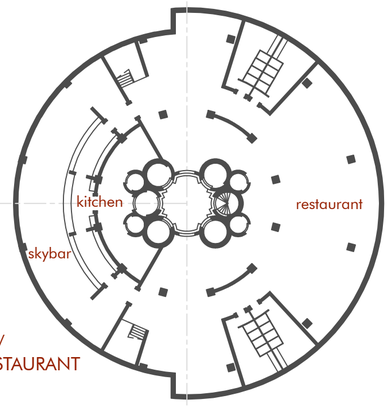


SECTION A-A 1:500

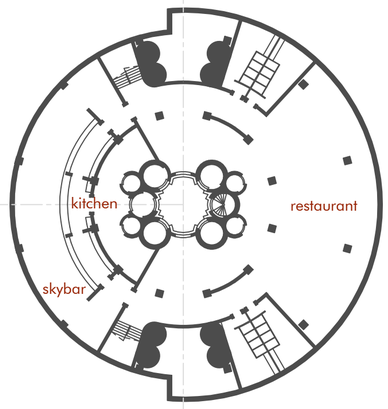

SUITES/
APARTEMENTS



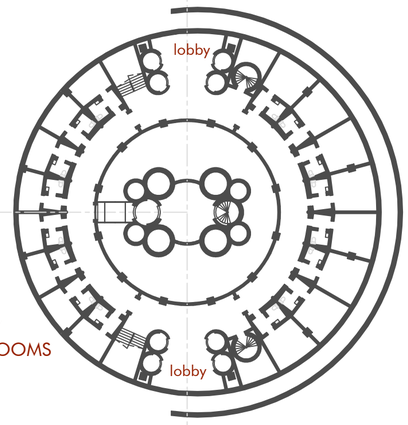
CAFÉ/
TERASS



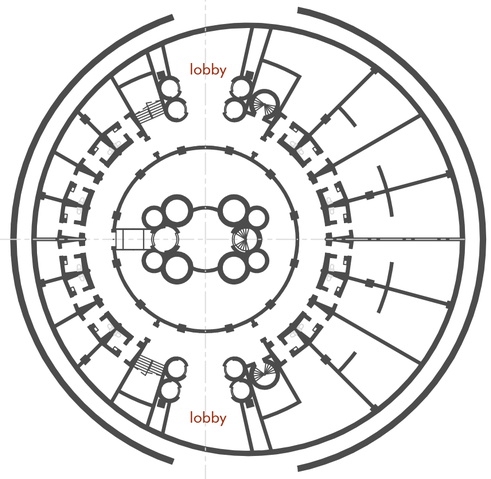
SKYBAR/
TOP RESTAURANT



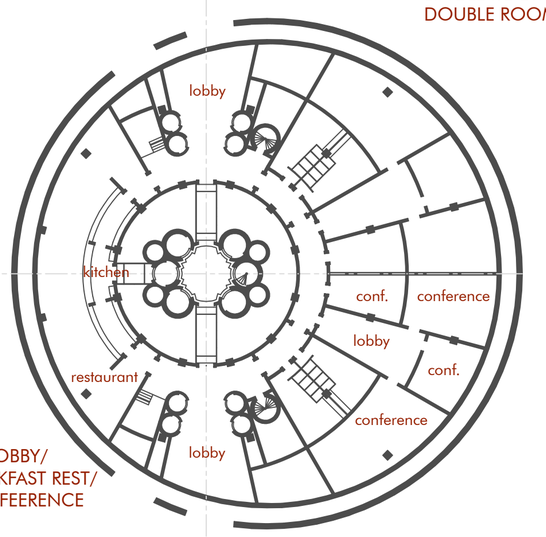
SKYBAR/
TOP RESTAURANT



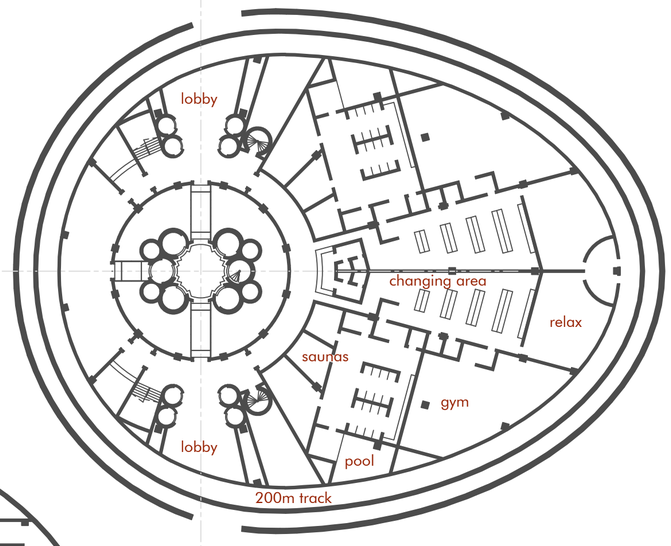
SINGLE ROOMS/
LARGE SINGLE ROOMS



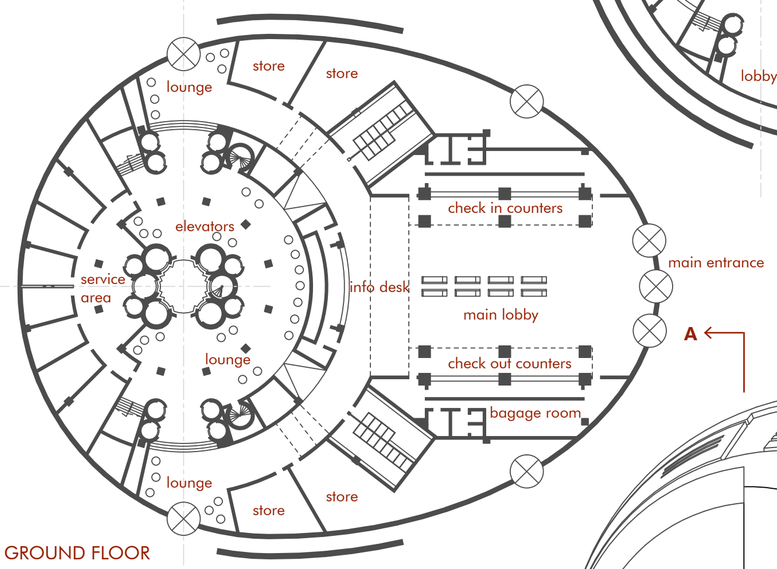
SINGLE ROOMS/
DOUBLE ROOMS



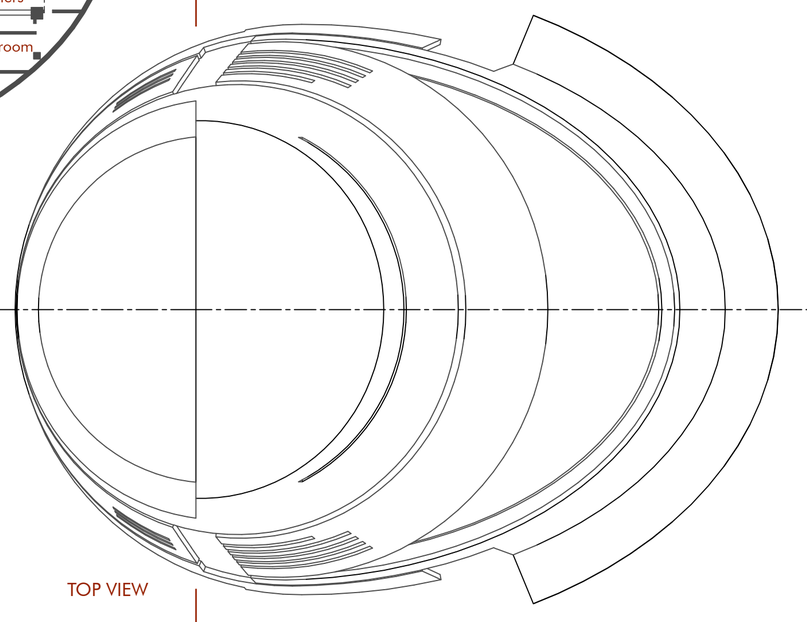
SKYLOBBY/
BREAKFAST REST/
CONFEERENCE



GYM/
SAUNA/
WORKOUT



GROUND FLOOR



TOP VIEW

64 m (base)

67 m (2nd floor)

ALL PLANS 1:500

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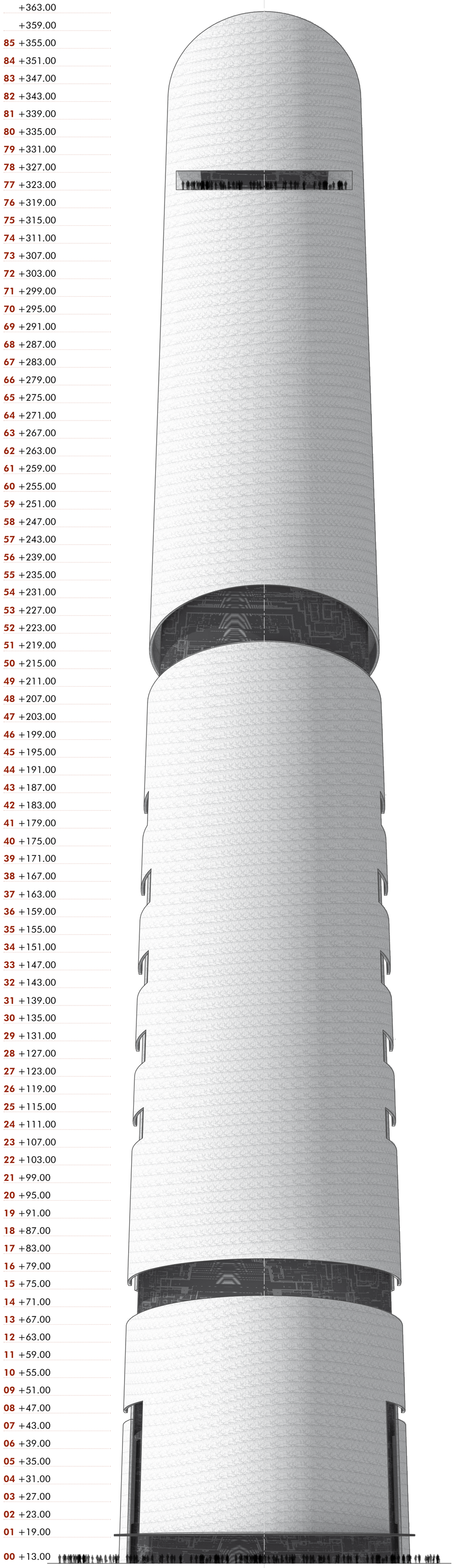
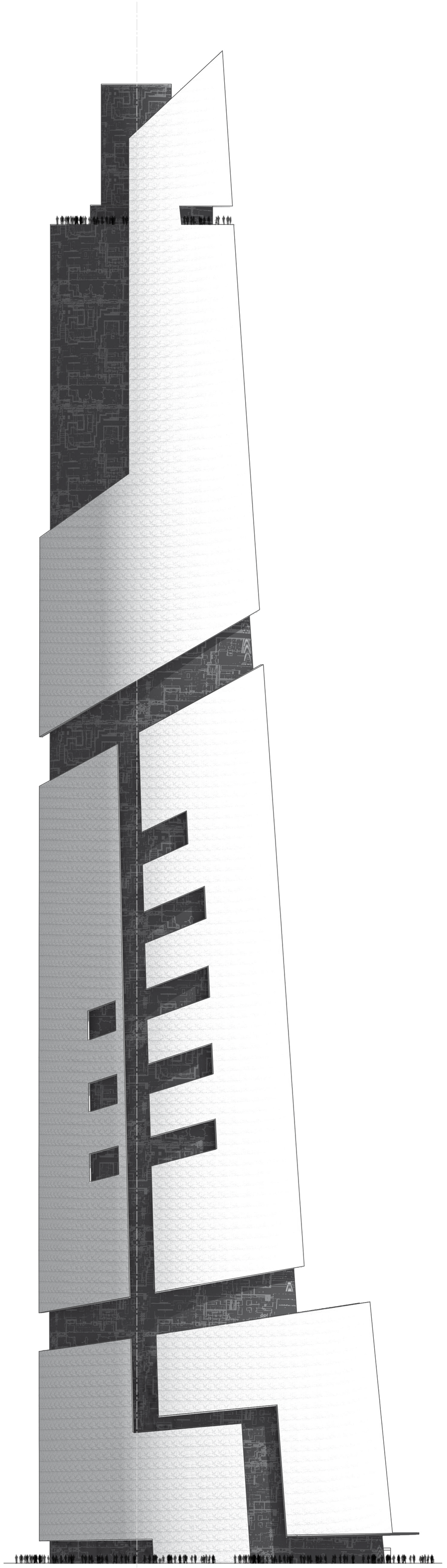
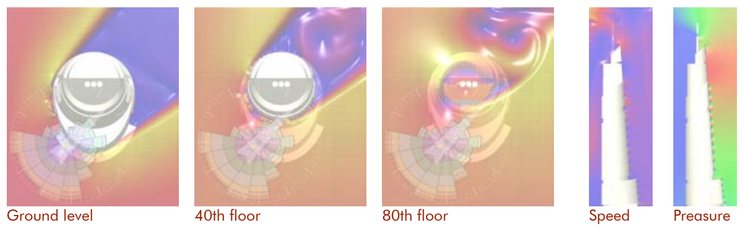


FACADE SE 1:500



FACADE SW 1:500

WIND STUDIES



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WIND STUDIES

The building has been studied in a wind simulation at the speed of 5 and 30 m/s. The test was conducted at the 1st, 40th and 80th floor. Wind pressure data was also collected. The test has only been done on the single building, not on the entire district.

The tests show very little turbulence regardless of speed and level. Due to the shape of the building the wind accelerates along its sides in narrow streaks only to drop drastically on the back side. The increase in these narrow streaks is significant in the 30 m/s test where the wind reaches almost 45 m/s.

The pressure difference of both sides at 30 m/s is almost 4 KPa. Small "bubbles" with low pressure occur, oddly enough, up along the facade against the wind. There is nothing obvious in the facade that could explain the phenomena.

SHADOW STUDIES

Shadow studies have been made on the entire site. They have primarily been made to study the shadow of the hotel building. The shadow does not have a heavy impact on residential areas as a lot of the surrounding areas are logistic and/or industrial areas. The shadow might be a nuisance to future development of Ringön in the afternoon/evening.

The high density development of the entire district will in itself create rather dark streets and lower levels. The IMPERIAL will thus have little, to no, effect on light/shadow qualities. As the entire district layout is slightly tilted in a NW-SO direction there will be direct sunlight on street level at least once a day.

COLOR SCHEME

The color scheme is chosen with the most significant colors in the Empire design in mind; different shades of grey, black, white and a blood red.

FACADE

As mentioned, the façade mimics the stormtrooper armor in the sense it consists of two layers; a white layer on top of a black bottom layer. The black layer is a curtain wall glass facade with windows. The black glass is screen printed with white dots. The outer layer is a shield, or cover, suspended using consoles. The material in the outer layer is a perforated, laser cut sheet metal.

Both patterns, the screen print and the perforation, are abstract but has a definite technical expression - almost like a circuit or computer motherboard. The major difference between the two patterns is the scale. The screen print pattern is more obvious from a distance while the small holes in the sheet metal will invisible at a distance but visible close up.

The "double" layered facade creates a microclimate which will make it possible to open windows at the higher levels.

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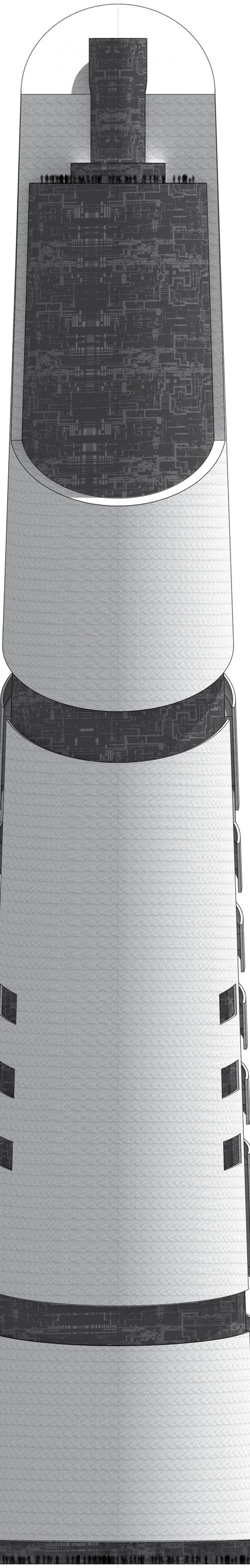
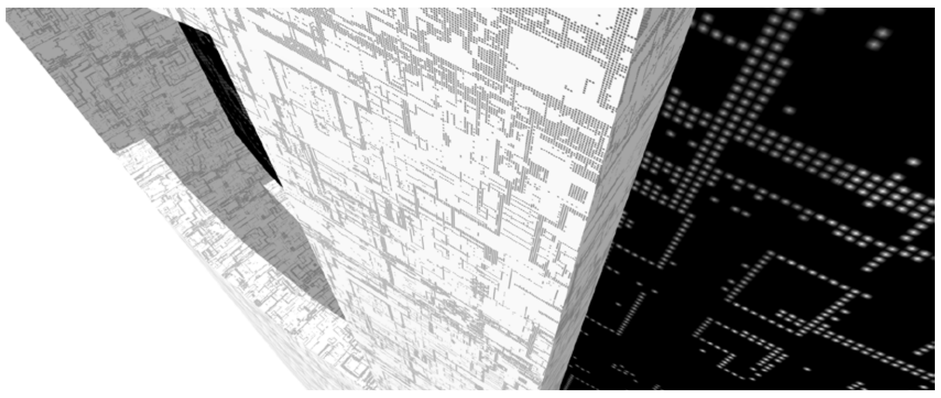
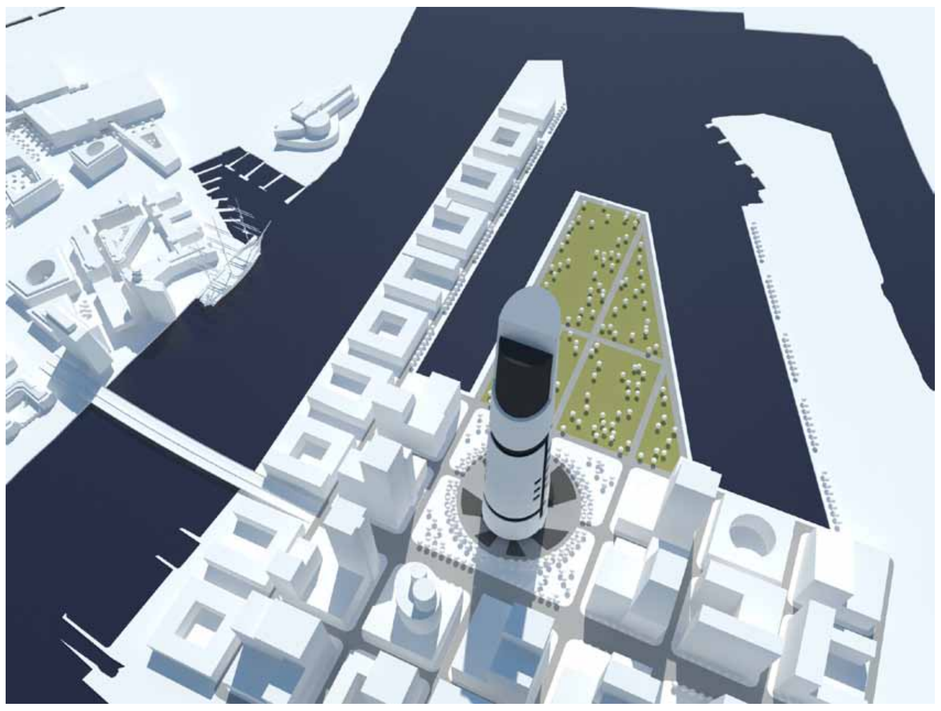


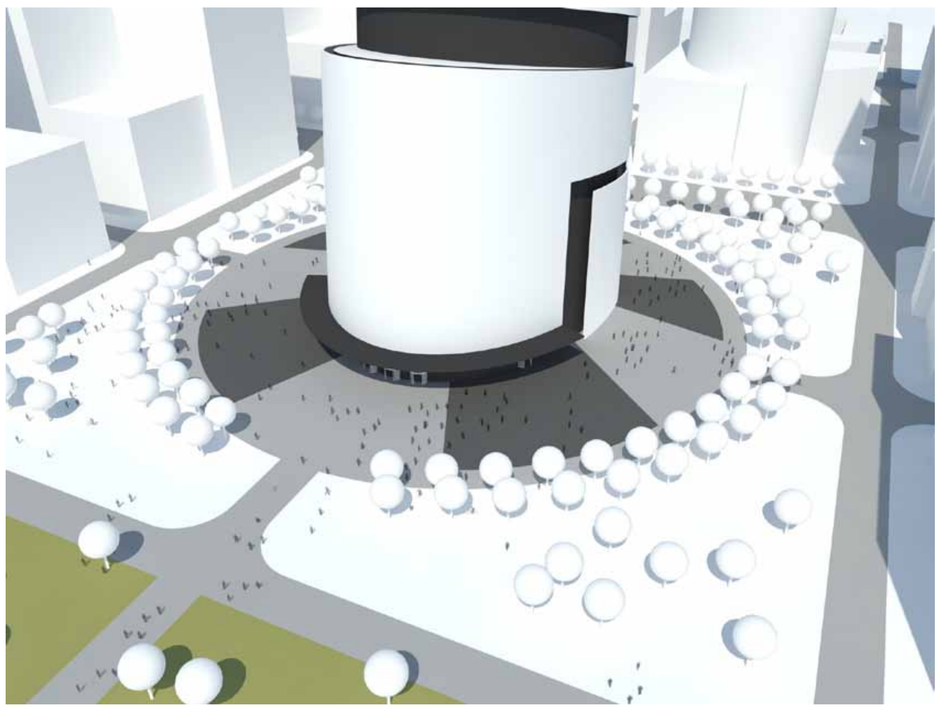
FACADE NW 1:500



THE "LAYERED" FACADE



ARIAL VIEW OF THE NEW DISTRICT



THE IMPERIAL PLAZA

SHADOW STUDIES

March equinox

08.00

12.00

16.00

September equinox

08.00

12.00

16.00

Summer solistice

06.30

12.30

18.30

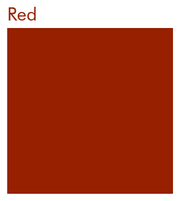
Facade patterns

Black glass

White steel plate

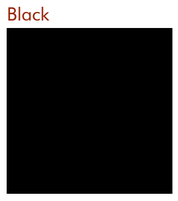
Color pattern

Red



Grey

Black



THE IMPERIAL PLAZA

The hotel occupies four blocks in the district layout. By doing so a plaza, 160x160 m, is created around the building. The immediate surrounding is designed as a giant shutter as if the entire building can be lowered into the ground.

The ground materials are two types of large granite slabs, one dark and one bright color. The outer rim of the shutter is lined with a double row of trees, creating a walkway. The four outer corners of the plaza are designed as recreational squares with trees, making the transition to the IMPERIAL PARK more or less seamless.

THE IMPERIAL PARK

To the SW, in front of the hotel, lies a new park that acts as a large garden to a mansion. There is no question that the park, plaza and building are connected and entwined. Materiality and expressions are tuned with each other down to the minimum detail.

The cays are made accessible with the possibility of small boat harbors. The park adds to the city's green structure and will be a welcome addition to the north riverside as surrounding areas starts to be developed with residential housing.

TRAFFIC

The IMPERIAL AVENUE will be the new important connection between Backaplan and the city center. The avenue has trees on both sides and the tram runs down the middle, between car lanes. It is a traditional street with the exception of high rise blocks along its sides.

The master plan is a traditional quadrant plan where traffic can go in any direction. Crossing of IMPERIAL AVENUE will be limited to two points, one in each end of the district.

DISTRIBUTION TRAFFIC

Distribution will access The IMPERIAL in the basement, via either of two ramps. The ramps are located in the streets closest on each side, to the NW and SE. This has the effect no traffic is allowed on the IMPERIAL PLAZA, as access is basically cut off.

HIGH RISE COMPARISON

With a height of 363 m, The IMPERIAL will be the tallest building in Sweden. The closest would be Turning Torso in Malmö with a height of 190 m. The closest competitor (not counting technical or amusement towers) in Gothenburg is Gothia New Tower with a height of 100m. "Lilla Bommen", on the other side of the river has a height of 82m.

In comparison with tall buildings in the world, The IMPERIAL would be among the top 20 highest buildings (not counting buildings under construction) 2012. There are currently several buildings under construction in the 300-600 m range.

Anything, though, is a dwarf next to Burj Khalifa with an astonishing height of 828 m. The second tallest building in the world, Taipei 101, "only" reaches 508 m in to the sky.

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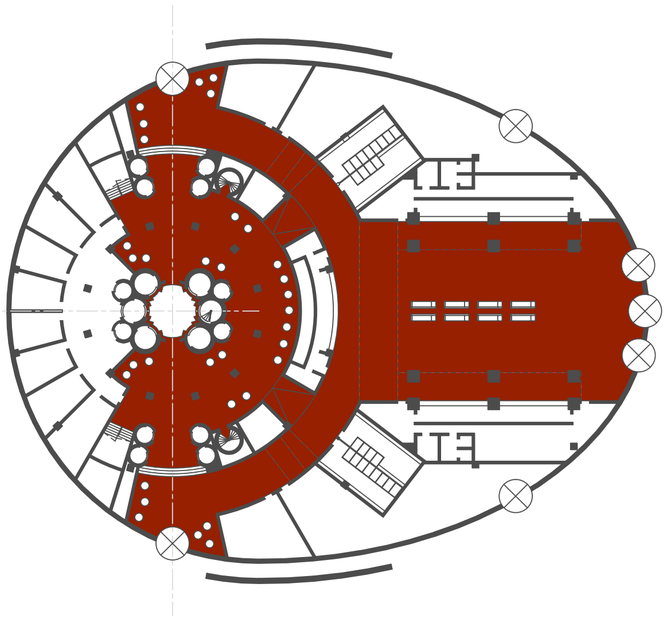
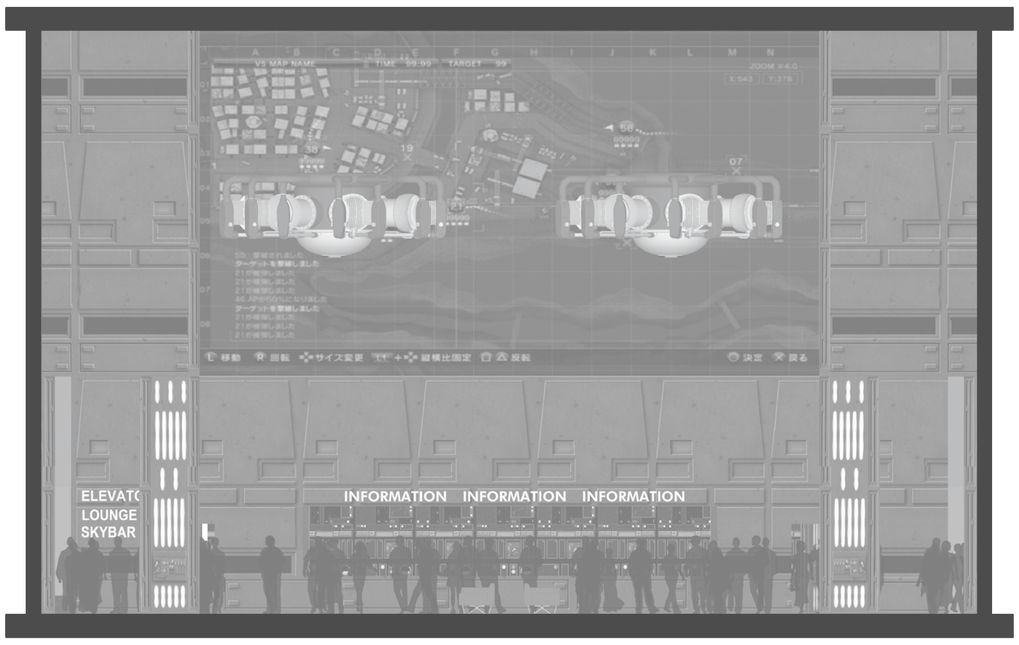
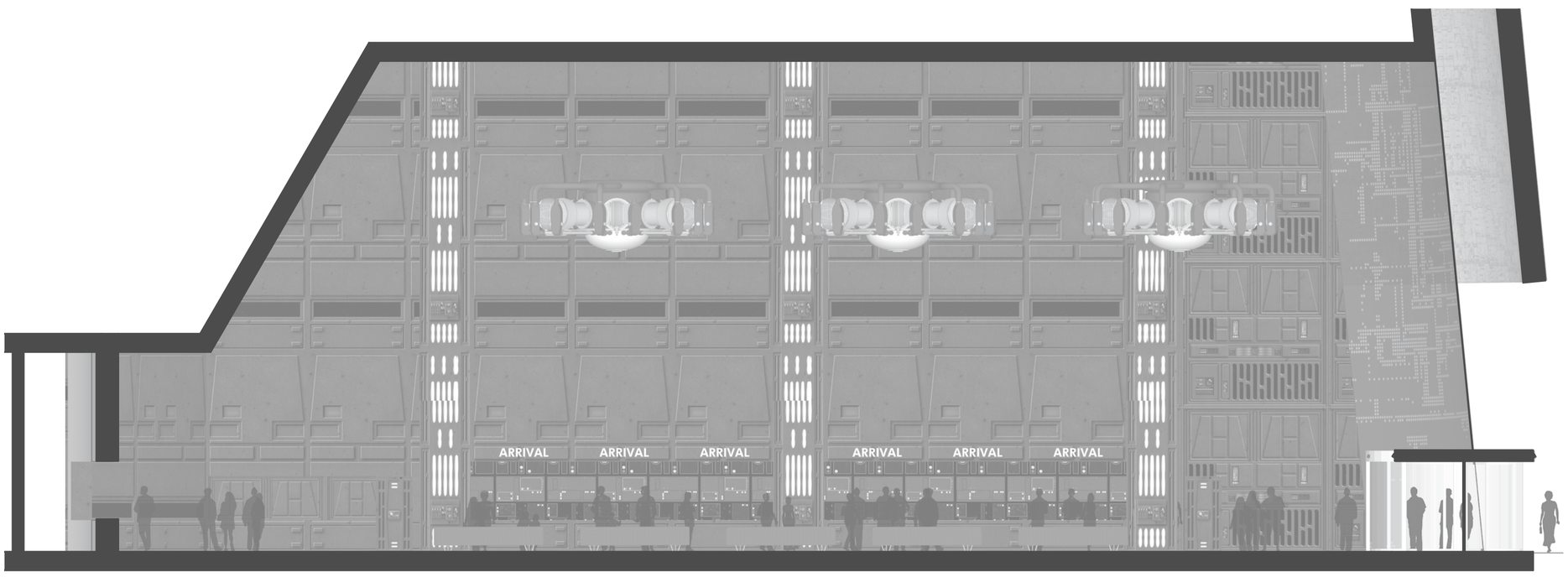


BASIC LAYOUT OF MAIN LOBBY - plan 1:500

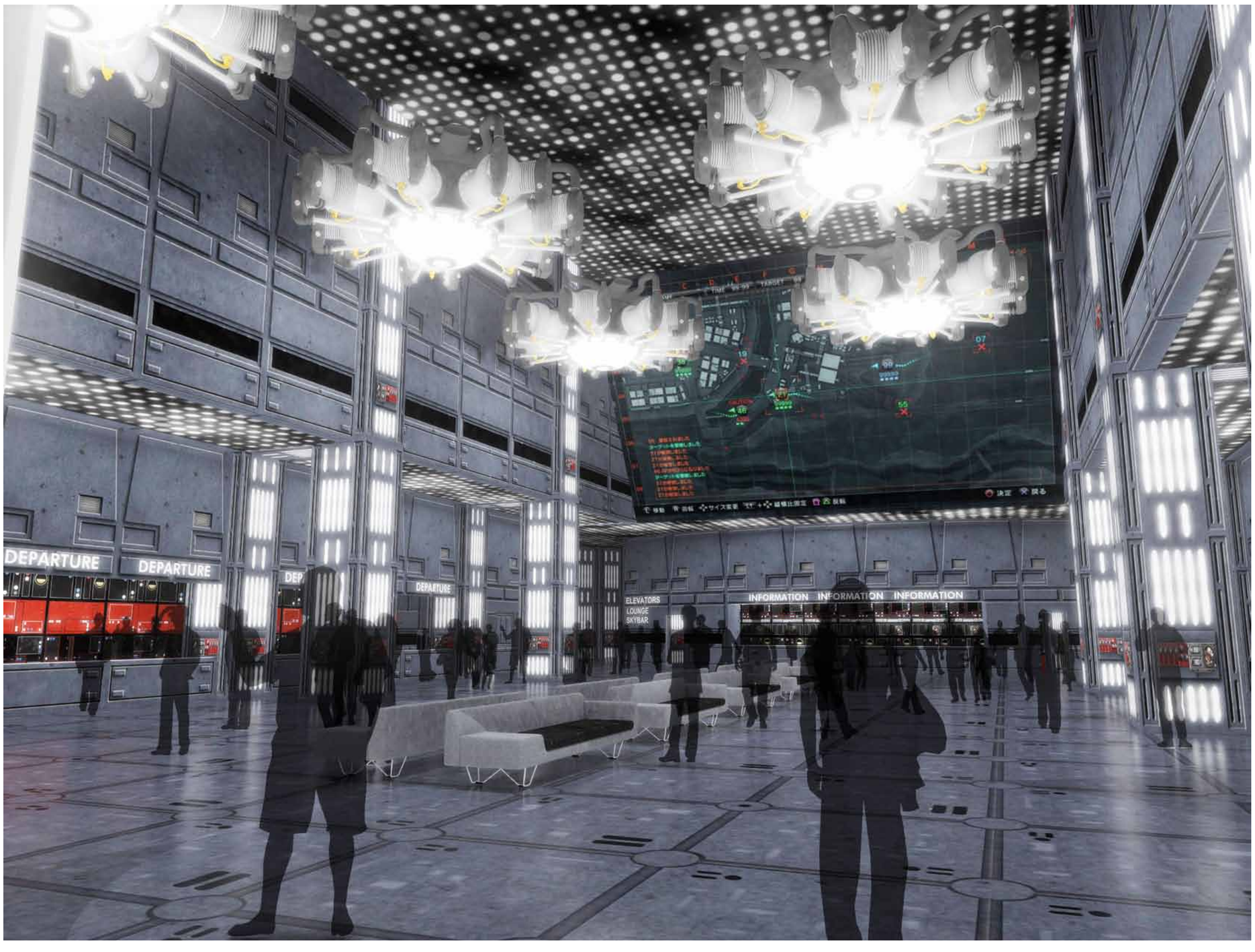
MAIN LOBBY - at the information desk looking towards the back entrance



MAIN LOBBY - elevation1:100



MAIN LOBBY - elevation1:100



MAIN LOBBY INTERIOR

R

MAIN LOBBY

The design of the main lobby hall has its origin in a spaceport hangar. Spatially it's a large slightly rectangular volume docked directly to the facade in one end. The facade becomes this way like a huge window, maximizing sunlight during the day and exposing the lit interior during the night. Inwards, the lobby ends at the information desk, situated in the curved outer wall of the core/shaft construction.

The lobby hall is divided in two sections, along the midsection, by large couches - arriving guests on one side and departing guests on the other. The check in/out counters is pulled back from the big space, creating a more confined space with a lower ceiling. The check in/out counters has technical panels, displaying readouts, flickering screens and flashing lights, along the back walls to mimic a control station. Adjacent to the departure counter is a large baggage room.

High columns with light panels support the main ceiling high above the guests. The main ceiling is made of black perforated steel plates with hidden lights. Six large lights are suspended from the ceiling. At the back end of the hall a large, slightly slanted information board is mounted. The information board displays any relevant information regarding the hotel as well as for surrounding areas, like time tables.

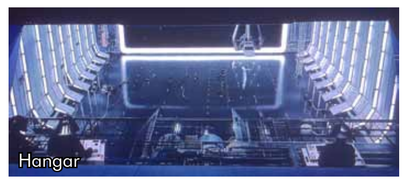
The lobby splits in two hallways at the information desk. These hallways leads to the secondary entrances/lounges and the elevator lounge inside the main core. Along the outer wall of the hallway you can access restrooms and stores. The restaurant and bars, on top of the stores/restrooms, are accessed from the elevator lounge. From the restaurant and bars you have a view of the plaza outside the glass facade.

The elevator lounge is slightly elevated compared to the main lobby. The height difference results in three steps, making the spatial difference even more obvious. From the hallways you can access the elevator lounge via ramps. Close to the ramps are the VIP express elevators and a bar in the back wall of the information desk.


Control station


Control station


Hangar


Hangar

The back portion of the main floor is non-accessible to the hotel guests as this area contains service functions, back offices, storages, etc. The staff restaurant is situated on the roof of the service elevator area.

Main materials:

- Wall panels: metal sheets of various technical designs
- Light panels: white acrylic covering hidden lights
- Floor: glossy metal sheets in a grid
- Ceilings: perforated black metal sheets with hidden lights

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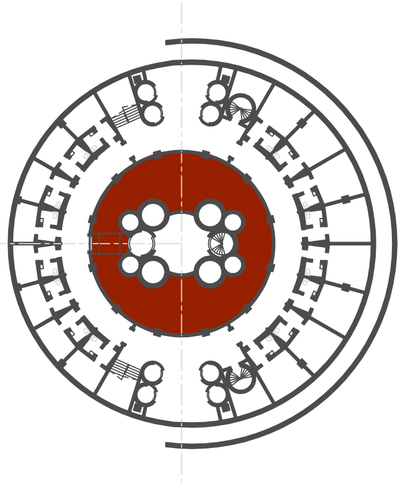
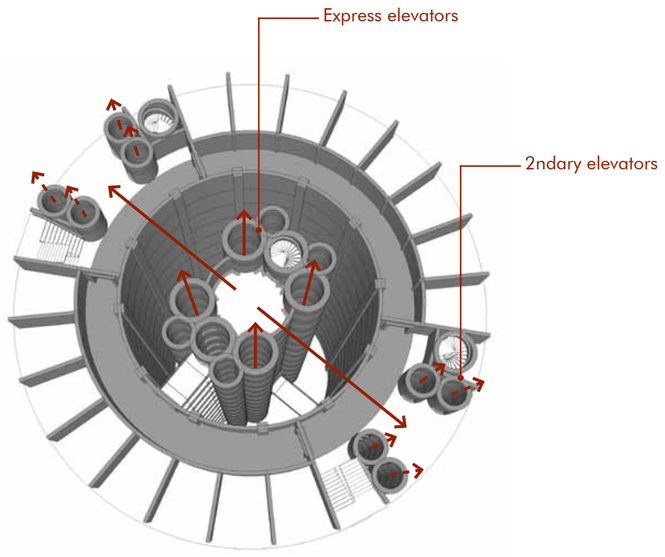
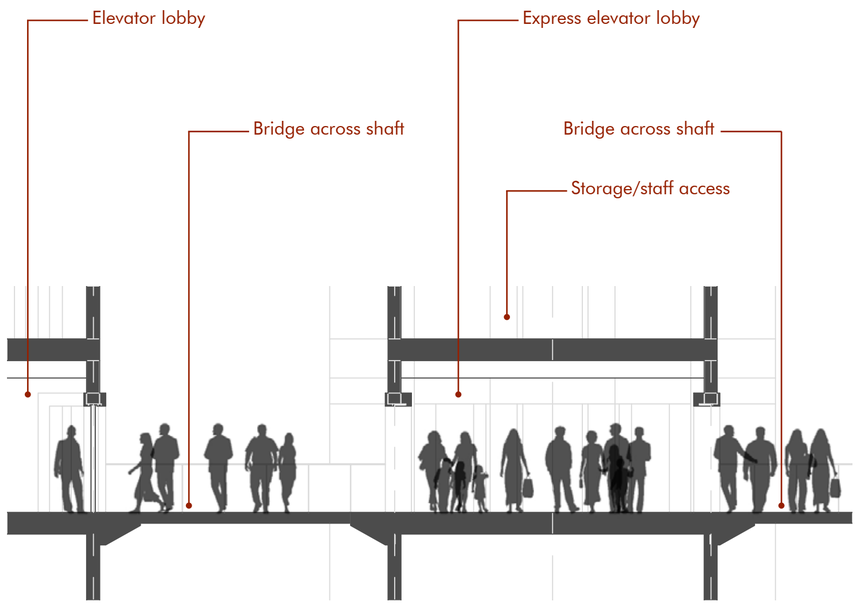


BASIC LAYOUT OF CORE / SHAFT - plan 1:500



ELEVATOR DIAGRAM

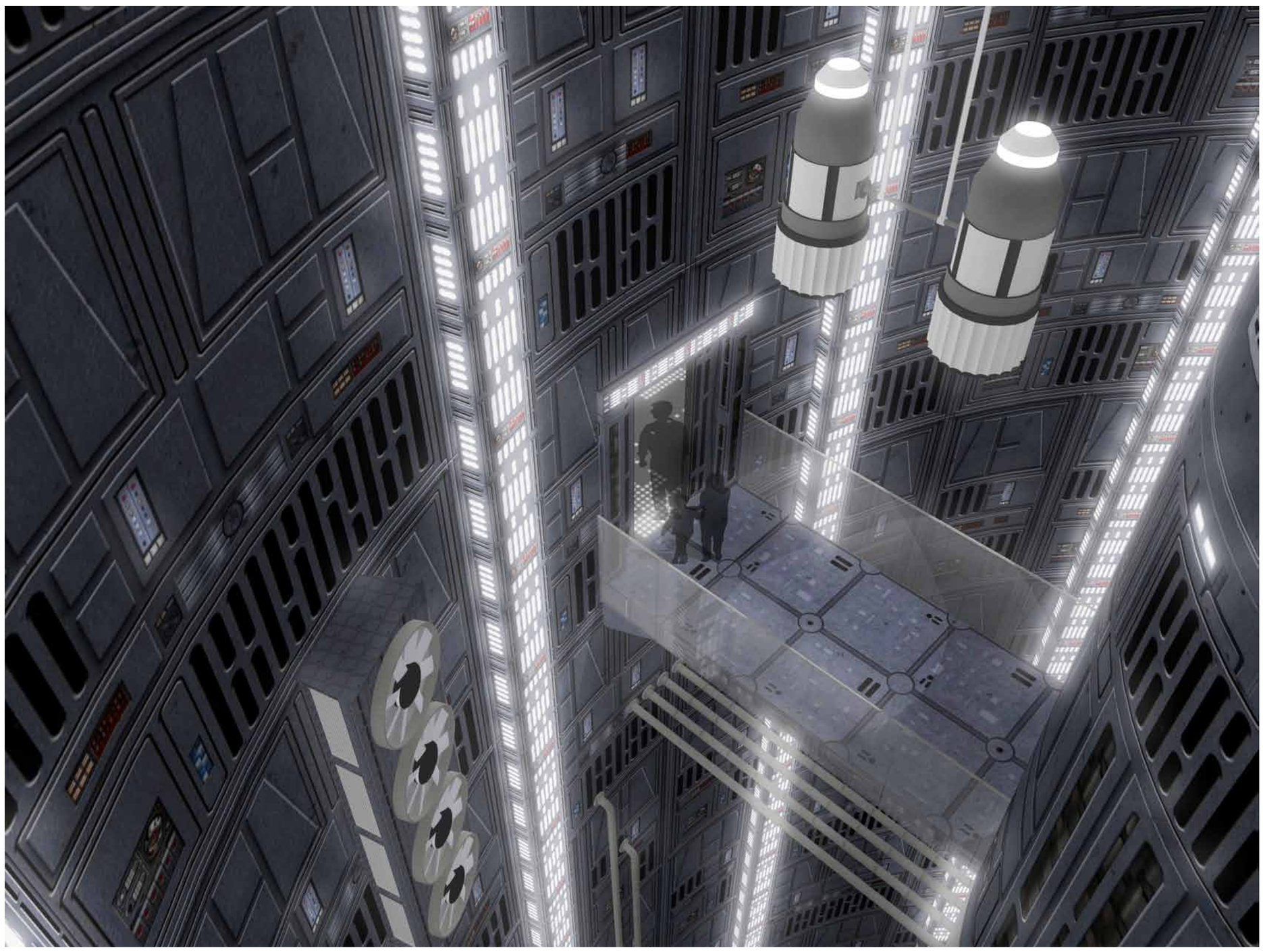


CORE / SHAFT - section 1:100

SHAFT / CORE - the massive elevator core

SHAFT / CORE - service bridges

SHAFT / CORE - the express elevator core



SHAFT / CORE - the bridge connection the express elevator core with the secondary elevators

THE CORE / SHAFT

The design of the main core/shaft has its origin in the Death Star core/shaft. The shaft is the void surrounding the core, which houses elevators, bridges, storage rooms and fire stairs. The shaft reaches from ground level up to the 74th floor. The core reaches from the basement to the 85th floor. The core together with the shaft wall is the major supportive structures in the building.

Four express elevators ends up inside the core at the 1st, 2nd, 26th, 51st and through the 75th to 83rd floor. There is also access to a fire stair and to the adjacent service elevators. In between these floors the main core void is still accessible via the service elevators and service bridges. The space is used as storage, ie cleaning, linen etc.

After exiting an express elevator, hotel guests has to cross a bridge to reach the secondary elevators to continue their journey. The opposite door of the bridge is shut until you reach about half way across. At this point a sensor automatically slides it open. The effect is to keep the shaft as dark as possible and then like magic display the view out through the glass facade by the secondary elevators.

The shaft also serves as one of the major vertical communications regarding media. Pipes, valves, fans and all sort of electronics and technical installations cover parts of the inner wall. Suspended lights hover over the bridges. Glass railings enhance the feeling of the bottomless shaft. Safety nets are applied a few stories below each bridge.

While sky lobby bridges only exists every 23rd floor or so, service bridges eject from the core at every floor, connecting the core and shaft wall like a backbone or spine. Along the shaft wall light panels cover the supportive main columns.

The elevators are round and have sliding doors, hidden inside the tube when opened. The tubes have narrow rectangular windows at each floor to give the hotel guest a glimpse of the shaft while riding the elevator.

Round elevators in the core

The bottomless shaft

Bridges and light panels

Hanging structures

The same design principle is applied in the main hotel corridors (where there is no access to the core) – narrow rectangular windows reveal the shaft on the other side of the wall.

Main materials:

- Wall panels: metal sheets of various technical designs
- Light panels: white acrylic covering hidden lights
- Floor: laser printed sheets of metal
- Ceilings: perforated black metal sheets with hidden lights

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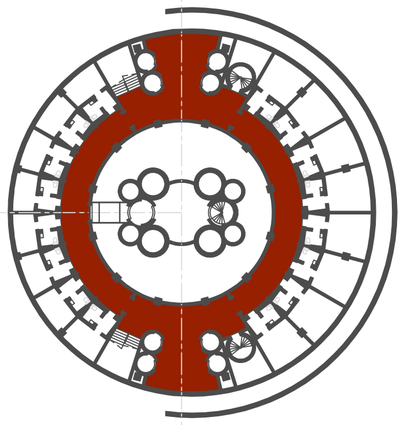
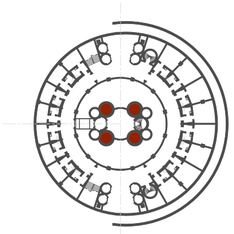
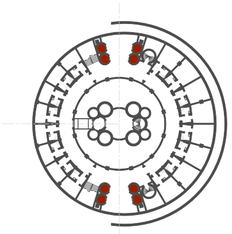


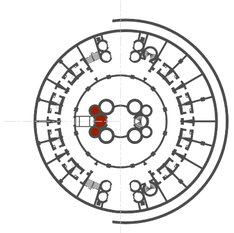
BASIC LAYOUT OF CORRIDOR - plan 1:500



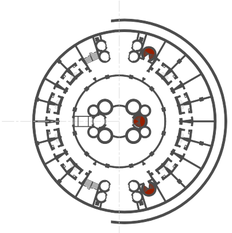
Express elevators - plan 1:1000



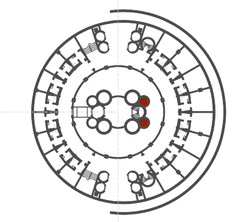
Main elevators - plan 1:1000



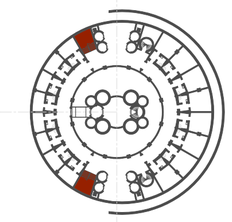
Service elevators - plan 1:1000



Fire stairs - plan 1:1000

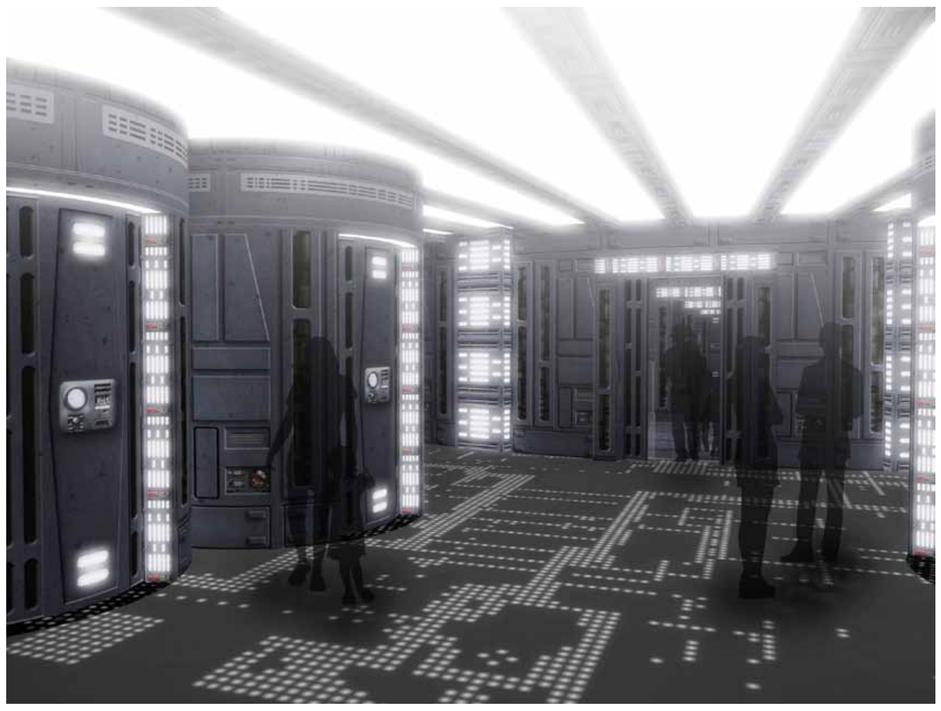


Suite elevators - plan 1:1000



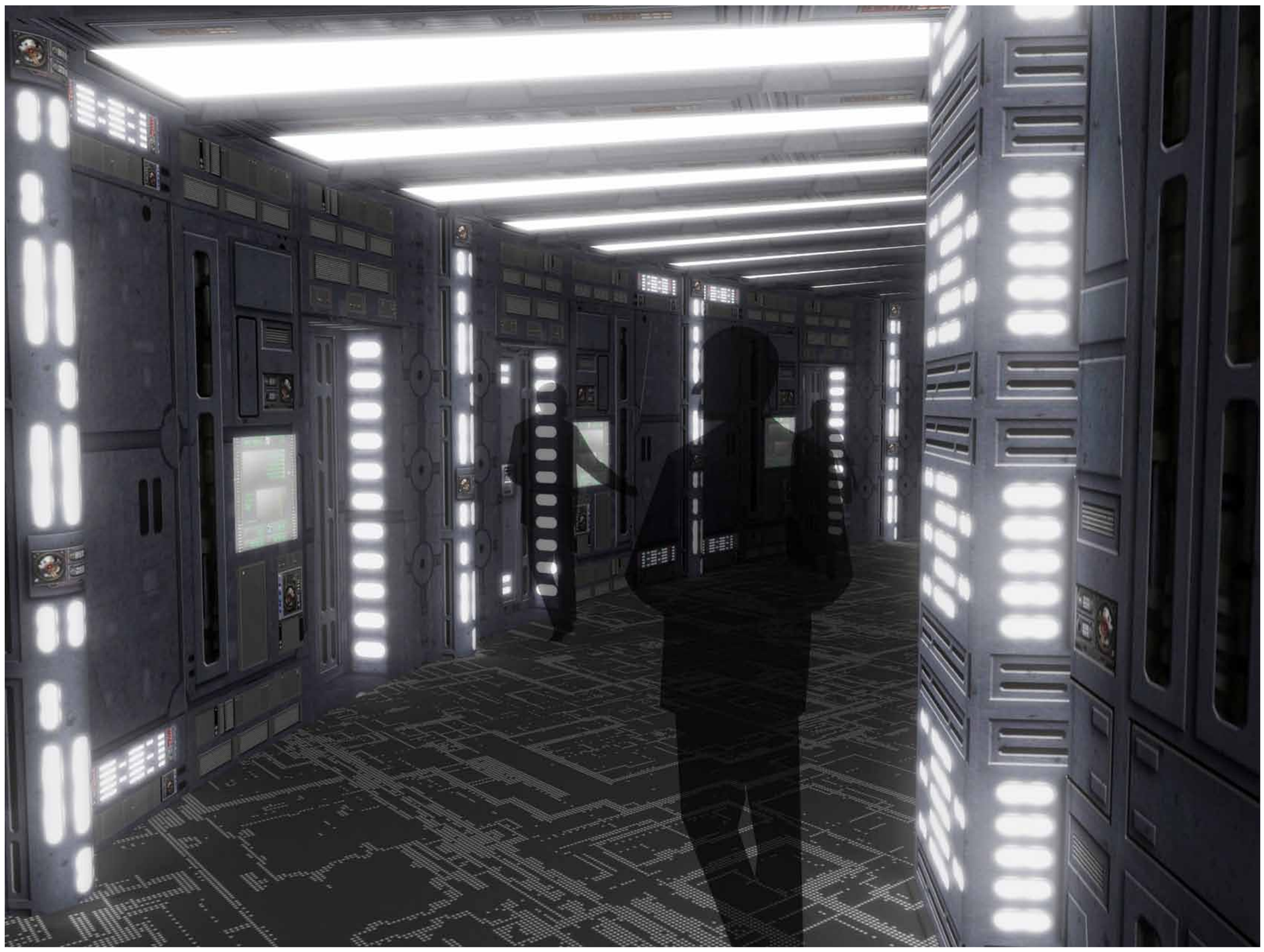
Main stairs - plan 1:1000

CORRIDOR - room door and display



CORRIDOR - skylobby level

CORRIDOR - room level lobby



CORRIDOR INTERIOR

A

THE CORRIDOR

The design of the main hotel corridors is a direct effect of the design choice regarding the shaft/core: it slowly turns around the shaft wall. The corridor connects the opposing secondary elevator shafts and their respective lounge. It's thus possible to walk all the way around an entire floor, making it easier to empty a floor should so be required for any reason.

The elevator lounge on each floor varies with the height of the building but share the same principle with four elevators, a fantastic view of the surroundings through the glass facade (floor to ceiling) and a few tables and chairs (1st to 50th floor). Adjacent to the elevator lounge, behind one pair of elevators, is the main stairs, connecting every floor. Fire stairs are situated on the other side of the lounge, behind the other pair of elevators.

The shaft is revealed through narrow rectangular windows on the other side of the shaft wall. These windows are black, non-see through from inside the shaft, but transparent from within the corridor.

The ceiling is made up of beams in a radial pattern with its theoretical center in the core/shaft. Backlit acrylic panels are mounted in between the beams. This bright ceiling effect differs radically from the dark and dampened core/shaft.

The main supporting columns in the shaft structure are covered with light panels as inside the shaft. Columns in the outer corridor wall also have light panels. The wide door frames to each individual hotel room have mounted light panels.

A digital display by each door contains not only room number but also information regarding the hotel in general. They can also be used as temporary signs, ie exit signs, should this be required.

Above the backlit ceiling is enough space to house all media coming from and to the shaft and hotel rooms; ie ventilation, sewage, cables etc.

Backlit ceiling

Light panels and thick columns

Lit doorways

A corridor ending in a larger space

Main materials:

- Wall panels: metal sheets of various technical designs
- Light panels: white acrylic covering hidden lights
- Floor: laser printed sheets of metal
- Ceilings: backlit acrylic between beams

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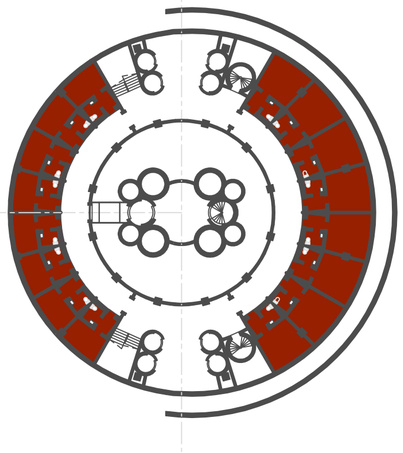
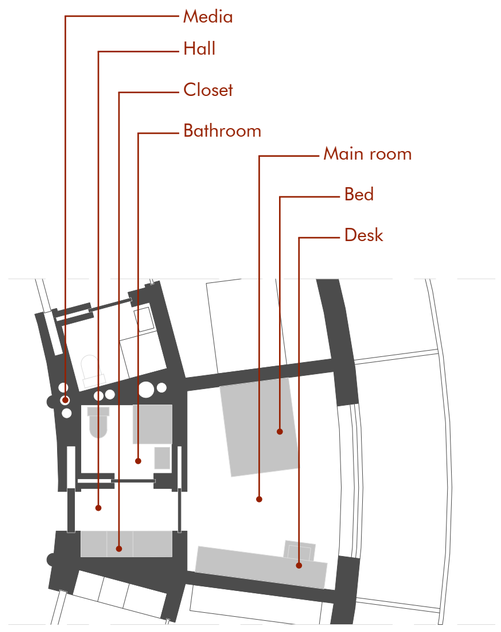
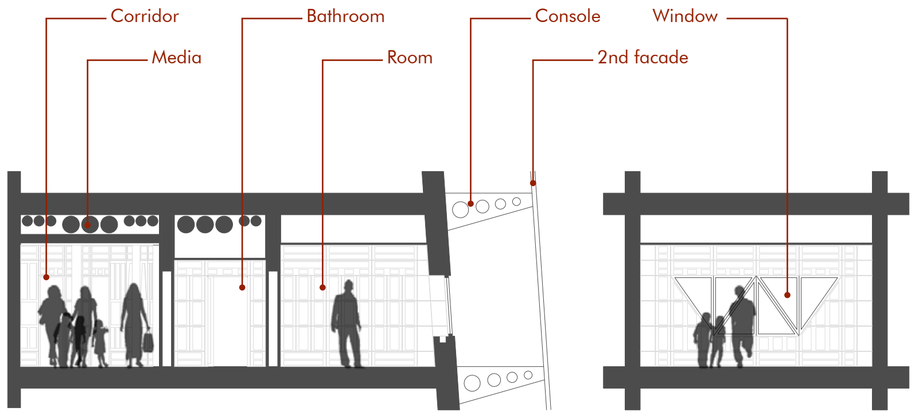


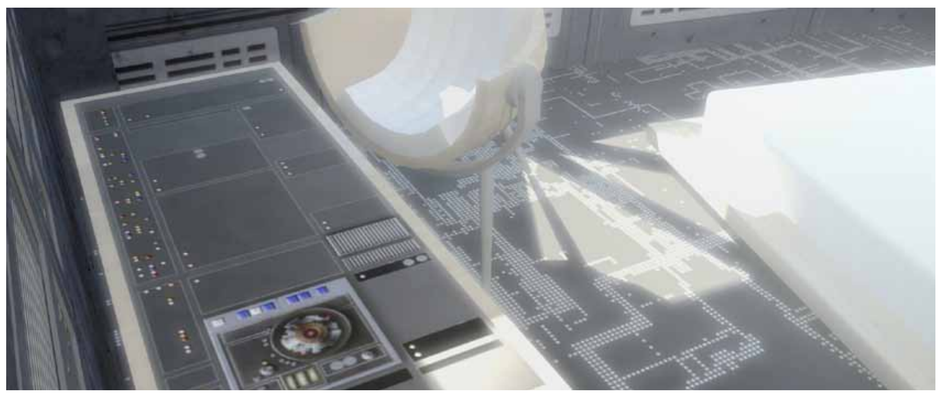
BASIC LAYOUT OF ROOMS - plan 1:500



HOTEL ROOM - plan 1:100



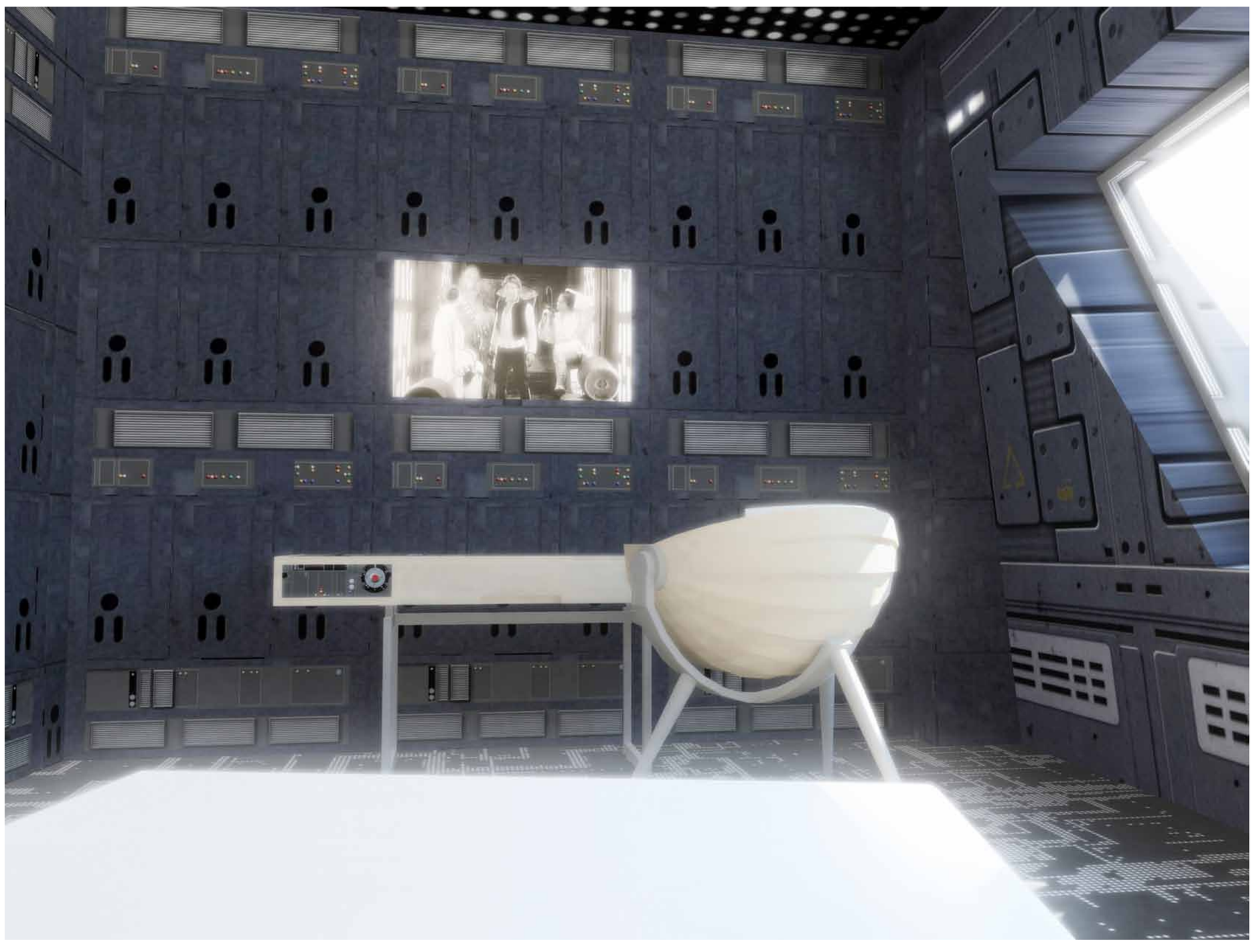
HOTEL ROOM - section 1:100



ROOM INTERIOR - desk and chair

ROOM INTERIOR - entrance corridor

ROOM INTERIOR - looking at the window



ROOM INTERIOR - lying on the bed watching a movie

THE HOTEL ROOM

The standard single room is designed in coherence with the core, shaft and corridor. All doors are sliding and are hidden inside thick walls when open. The basic layout is a small hallway with storage on one side and a bathroom on the opposite while the main room is straight ahead.

The main room has one large window structure with open able sections. The room is furnished with a standard double bed, a desk and two chairs. A large screen is mounted in the wall above the desk.

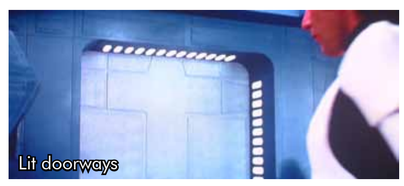
The small bathroom contains a toilet, sink and a shower, all in white colors.

Digital displays, two in the hallway and one in the main room, control everything in the room; doors, lights, radio, room service, hotel information etc.

Above the ceiling is enough space to house all media coming from and to the corridor; ie ventilation, sewage, cables etc.

Main materials:

- Wall panels: metal sheets of various technical designs
- Furniture: birch and steel
- Bathroom: white ceramic tiles and furniture
- Floor: laser printed sheets of metal
- Ceilings: perforated black metal sheets with hidden lights


Lit doorways


Furniture


Triangular windows


Wall panels and sliding doors

ENDING NOTES

This is a fan product / Master thesis, in architecture, at Chalmers University of technology, Gothenburg, Sweden.

Screen captures within the text columns are from Episode 4-6.

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