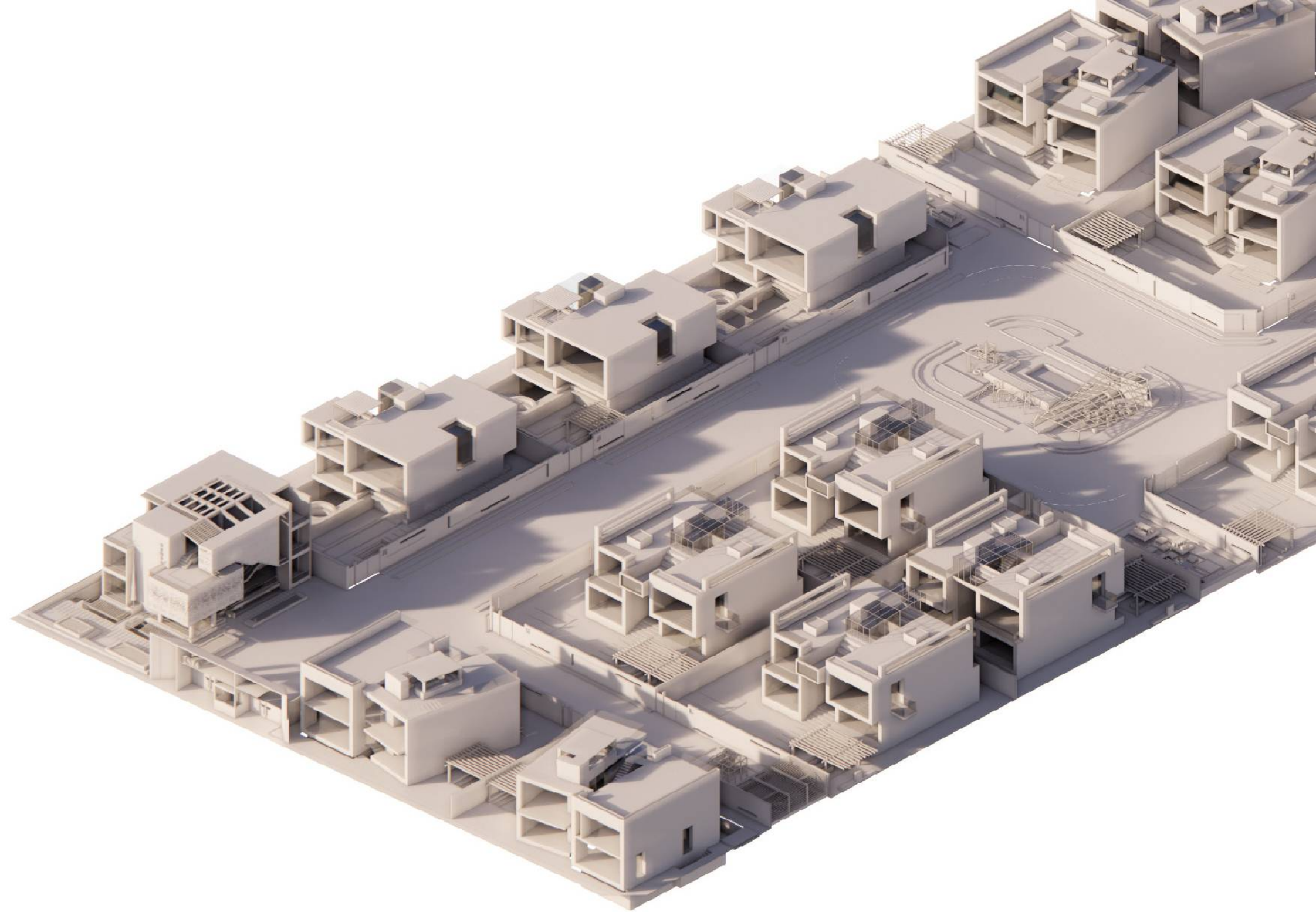
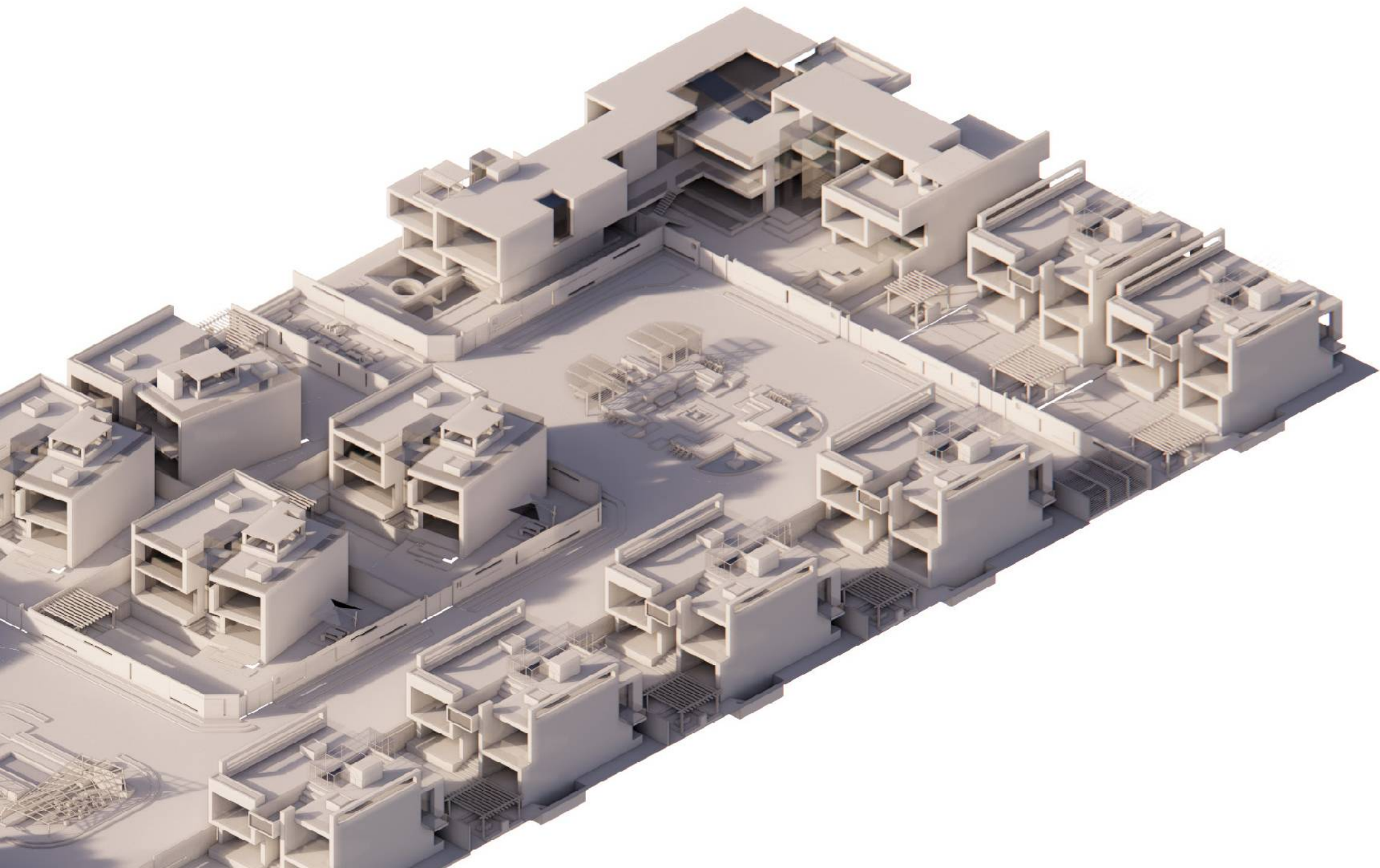


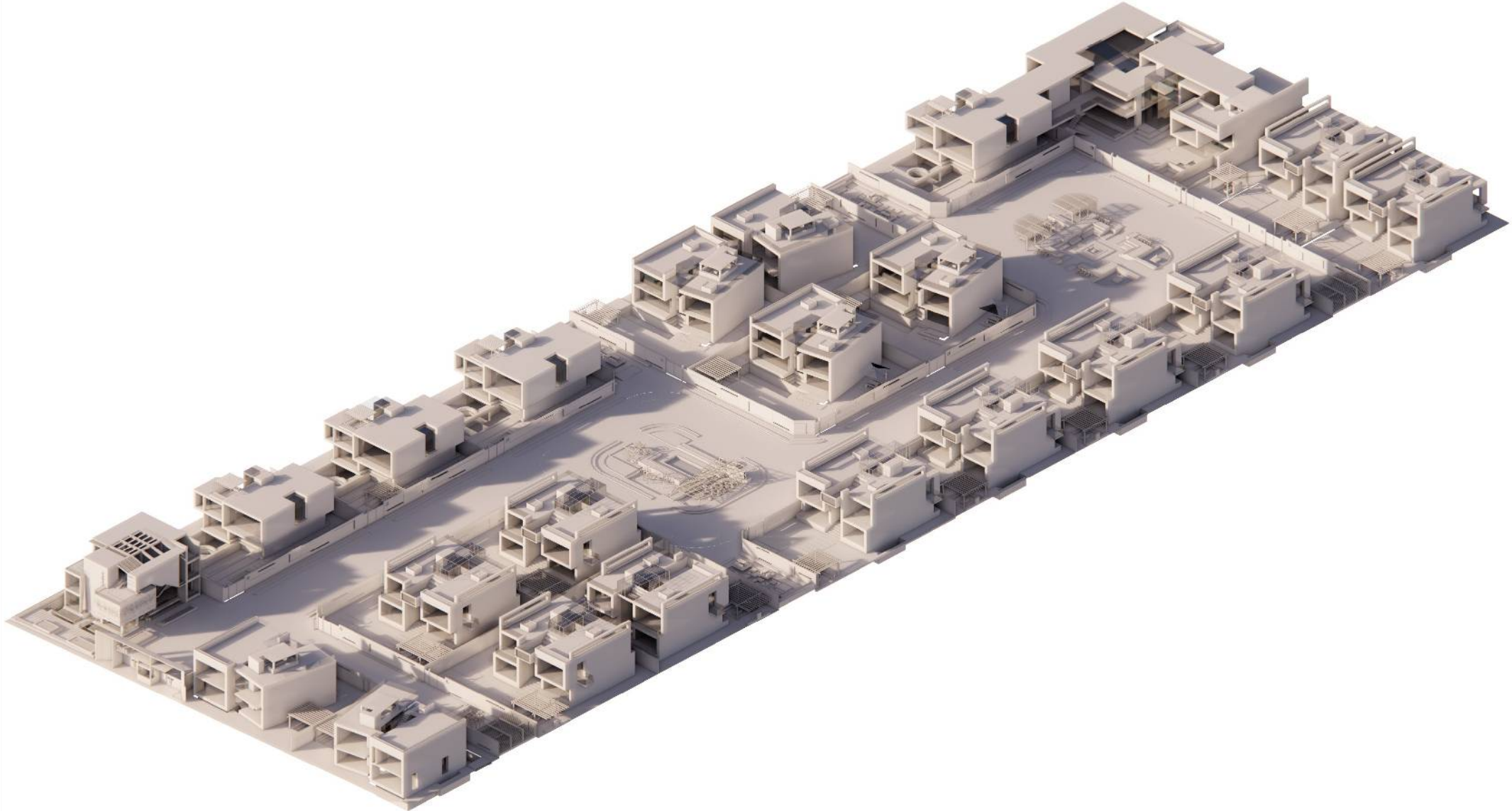
# Tenia Town



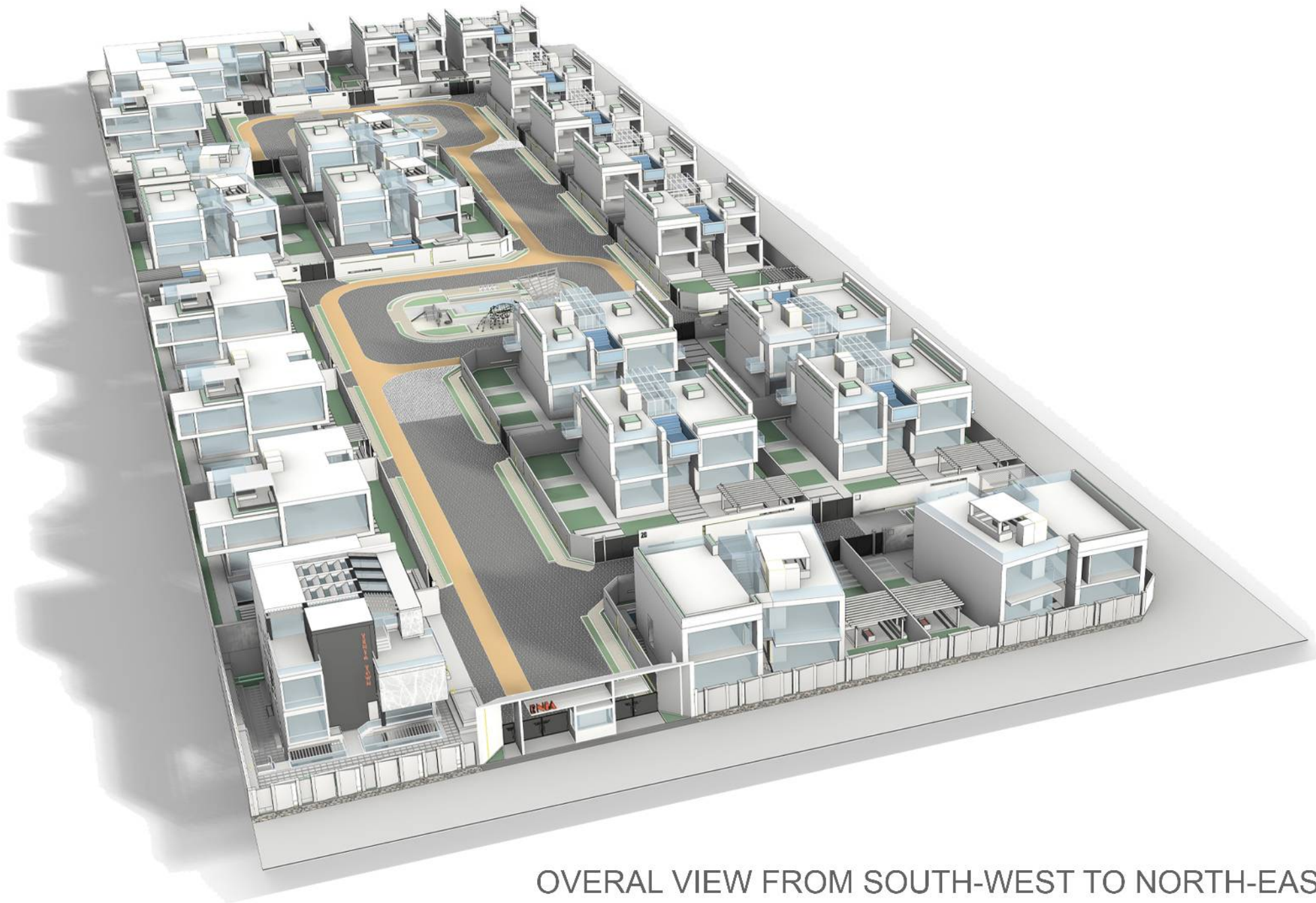












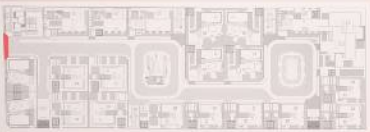
OVERAL VIEW FROM SOUTH-WEST TO NORTH-EAST



OVERAL VIEW FROM THE EAST SIDE



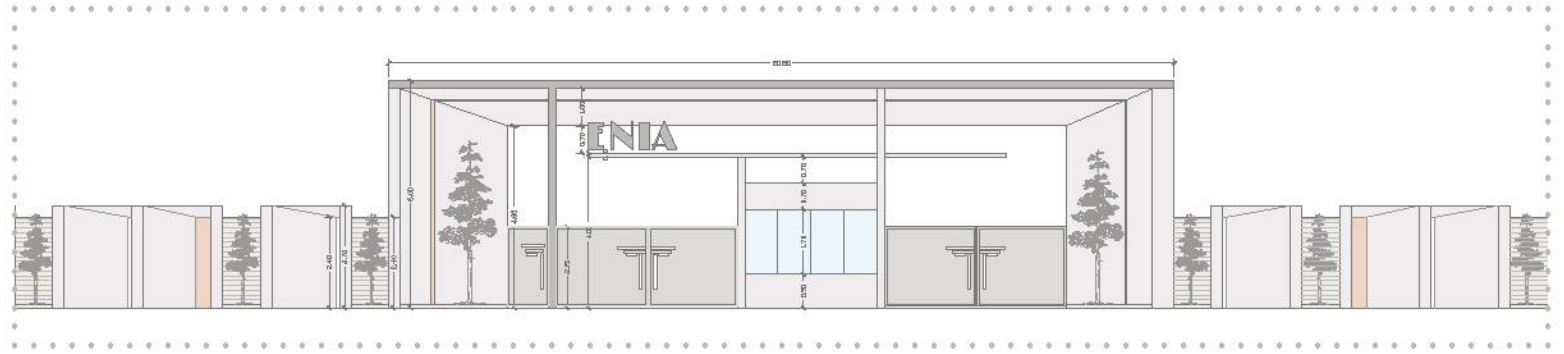
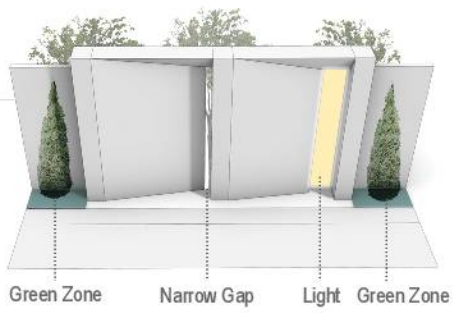
The Main Gate



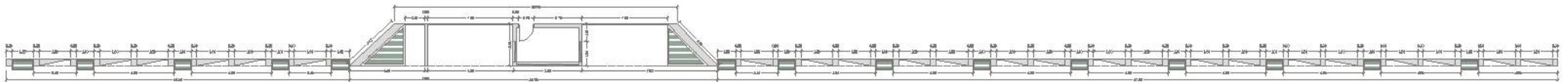
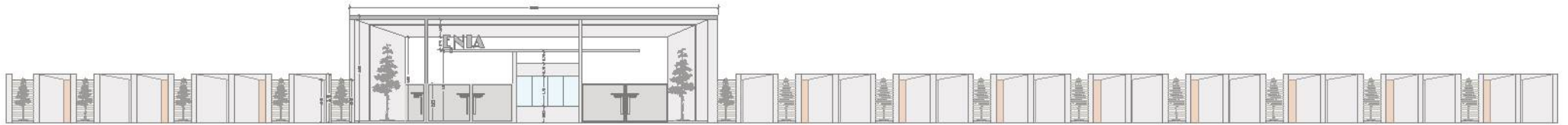


ENIA

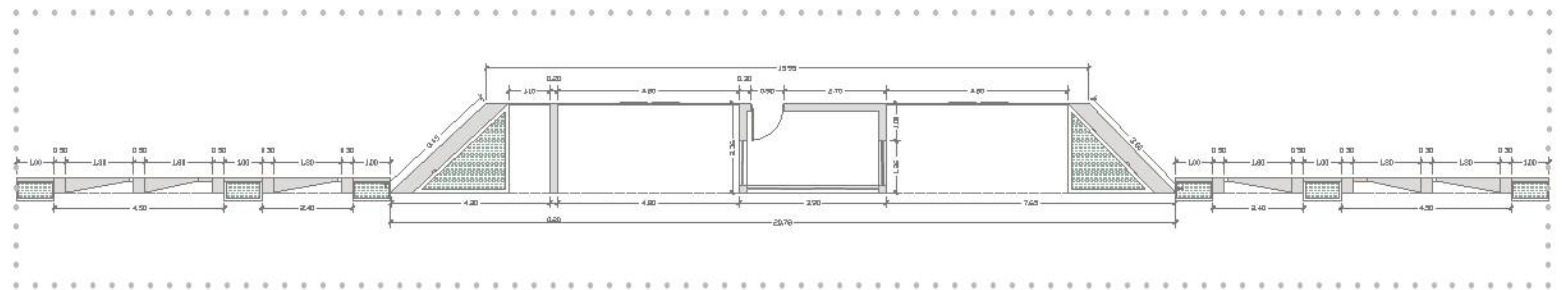




Layout A

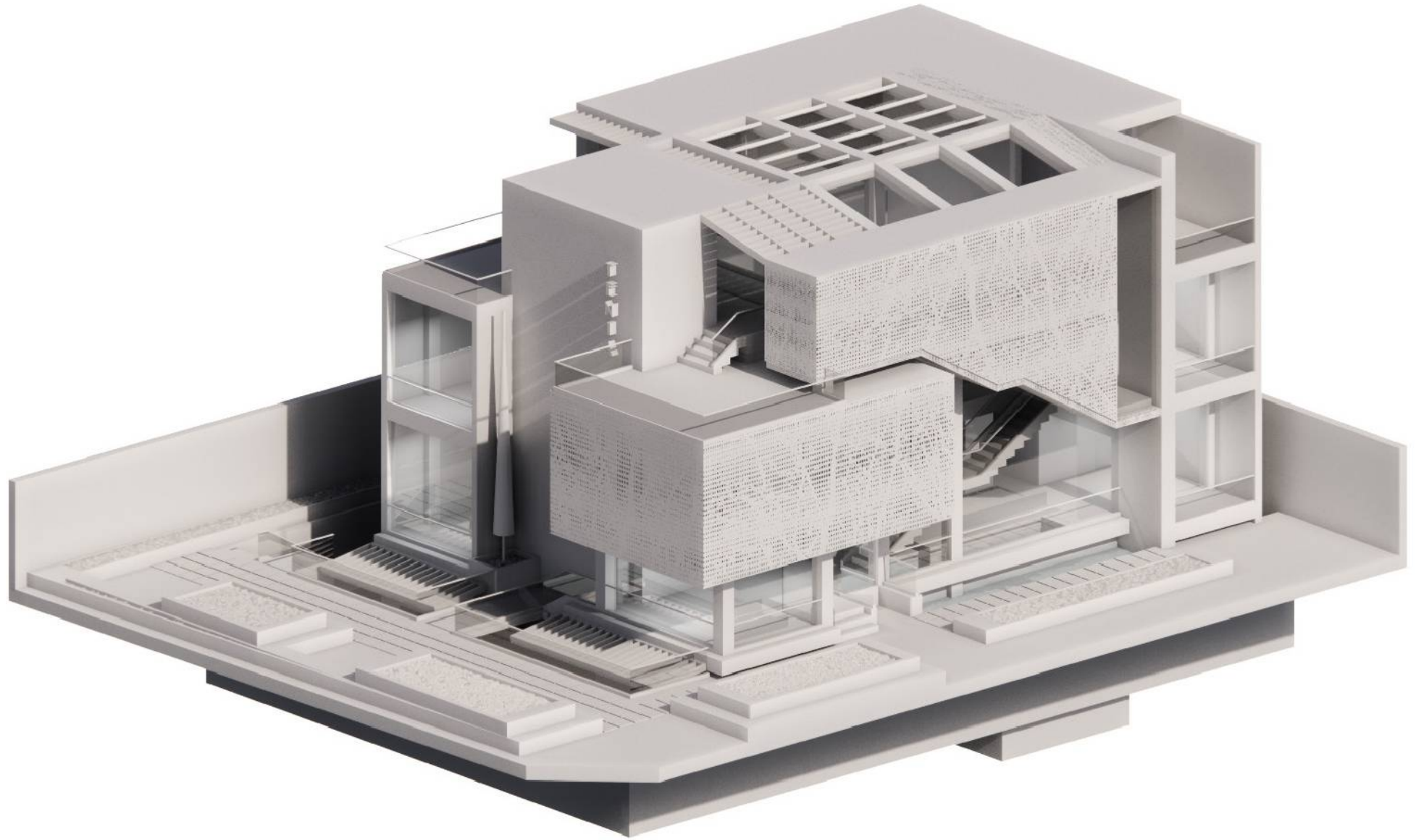


The main gate of Tenia Town

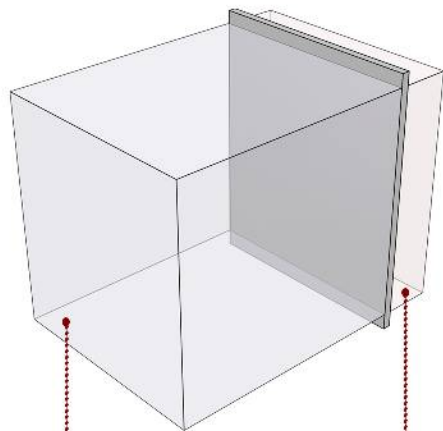


Layout B

# Mixed Use Building







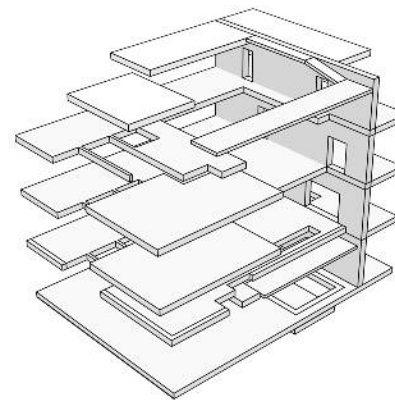
Served Areas  
(The Main Functions)

Servant Areas  
(Feed The Main Functions)

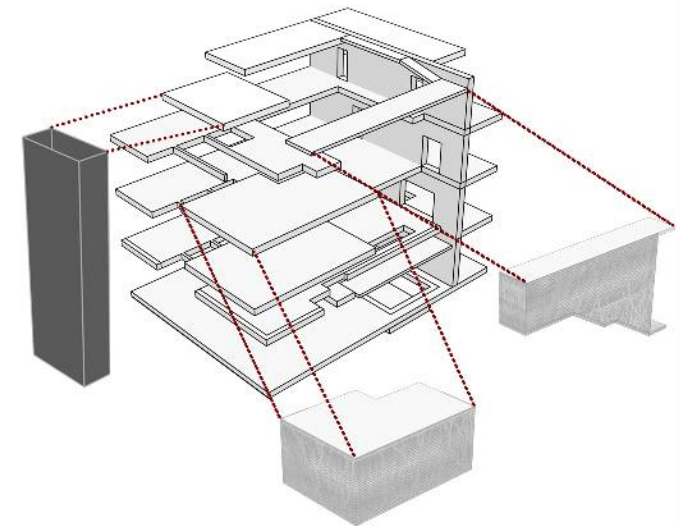
Dividing the Building into Two Main Sections of Served & Servant Areas Through a Distinguished Wall



Defining Levels & Adding Floors

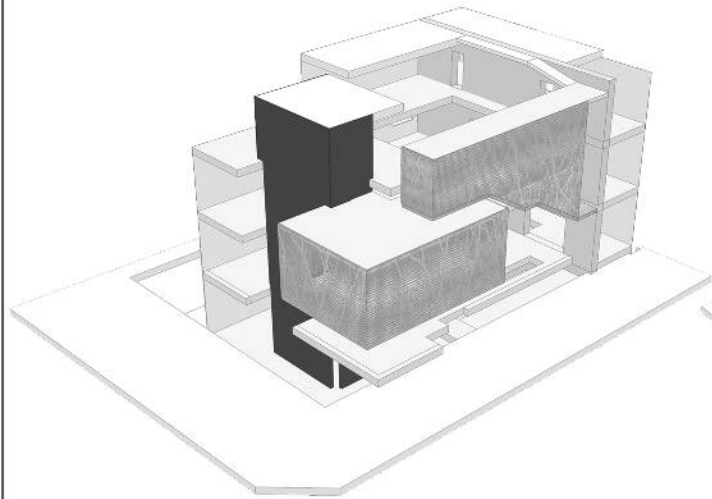


Editing Floors in Connection with Required Functions

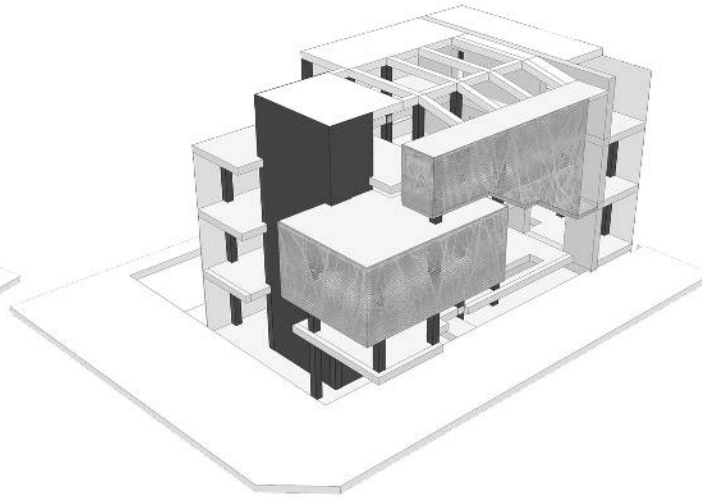


Adding the Main Elements of Facade

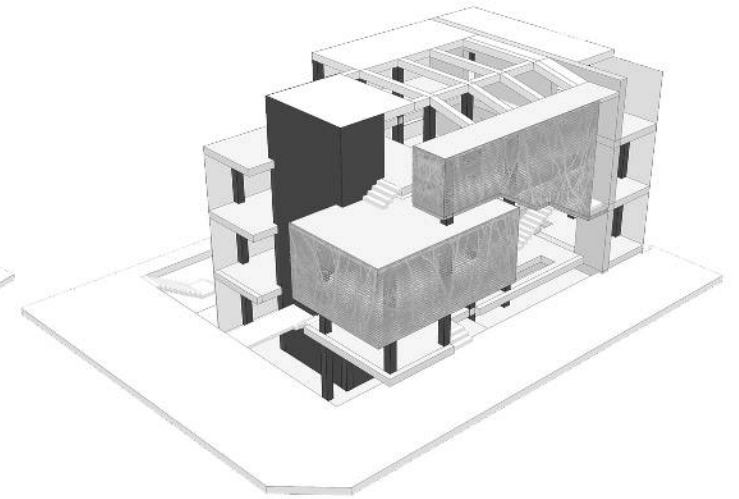
## Schematic Diagram



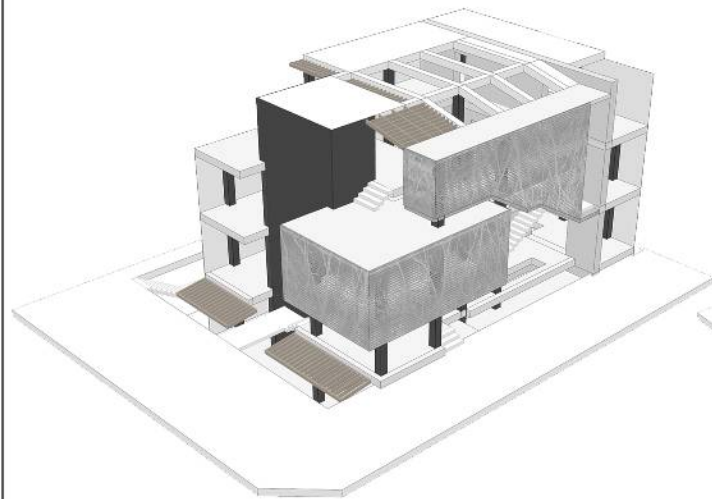
1 Floors and Facade Main Elements



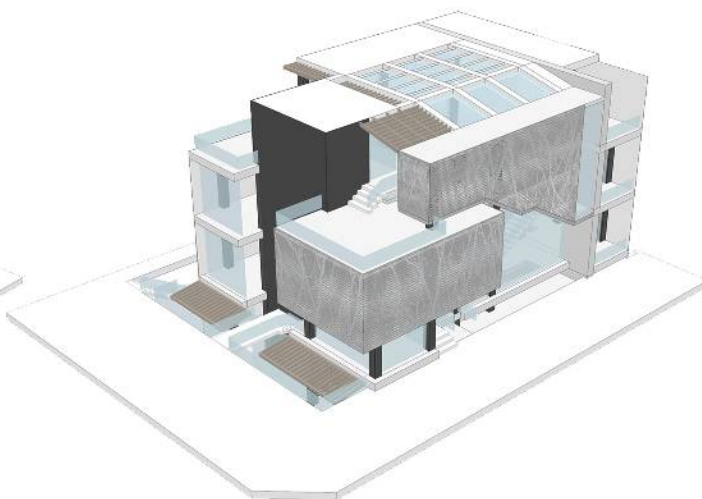
2 Adding Structure



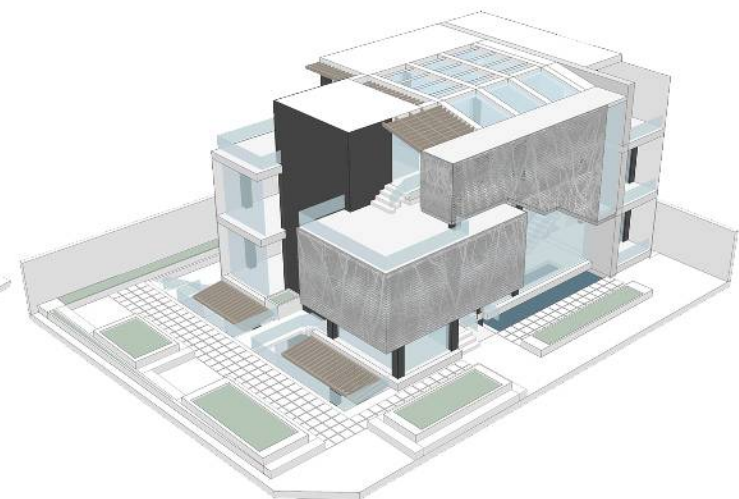
3 Adding Stairs and Vertical Accesses



4 Adding Pergolas



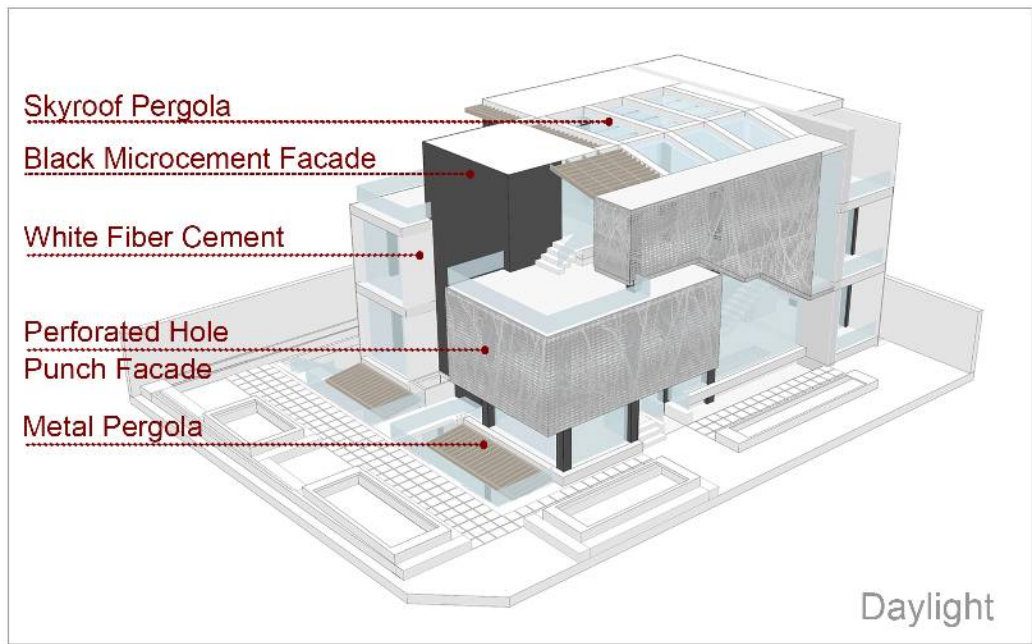
5 Adding transparent Facade Elements



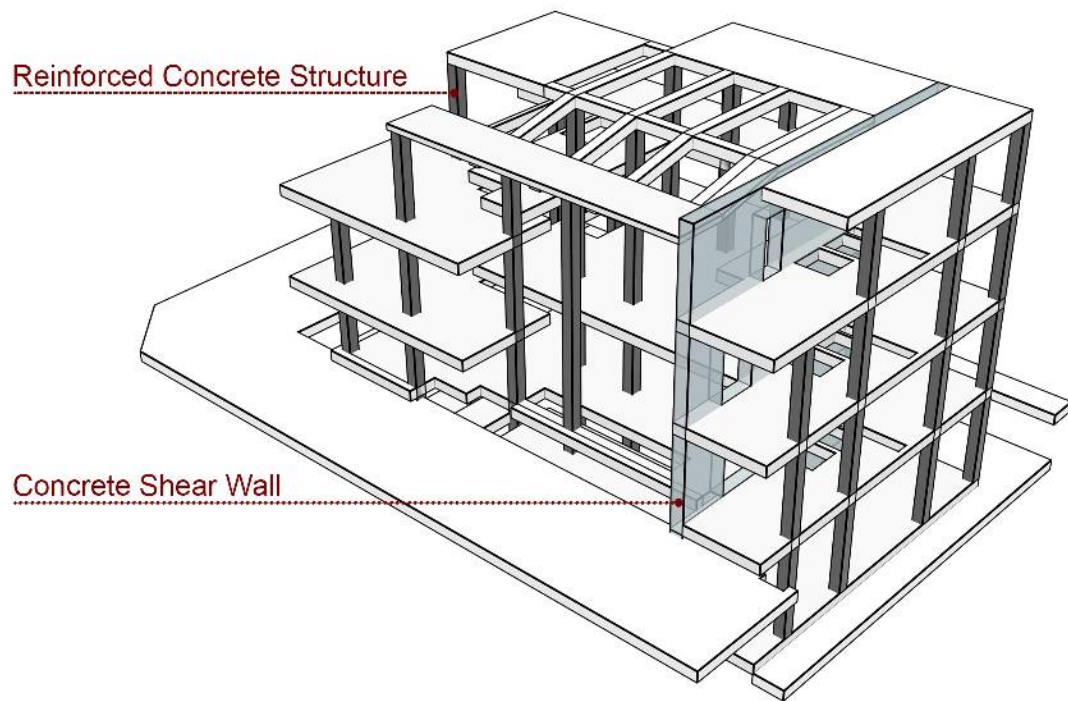
6 Designing Landscape

## Formation Process

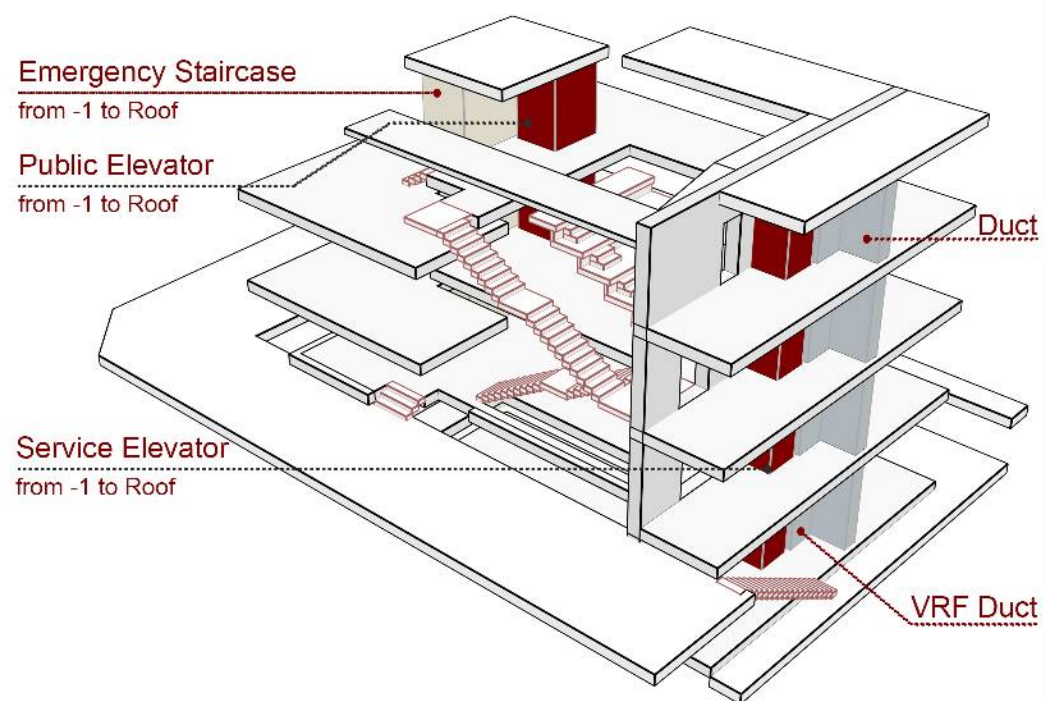




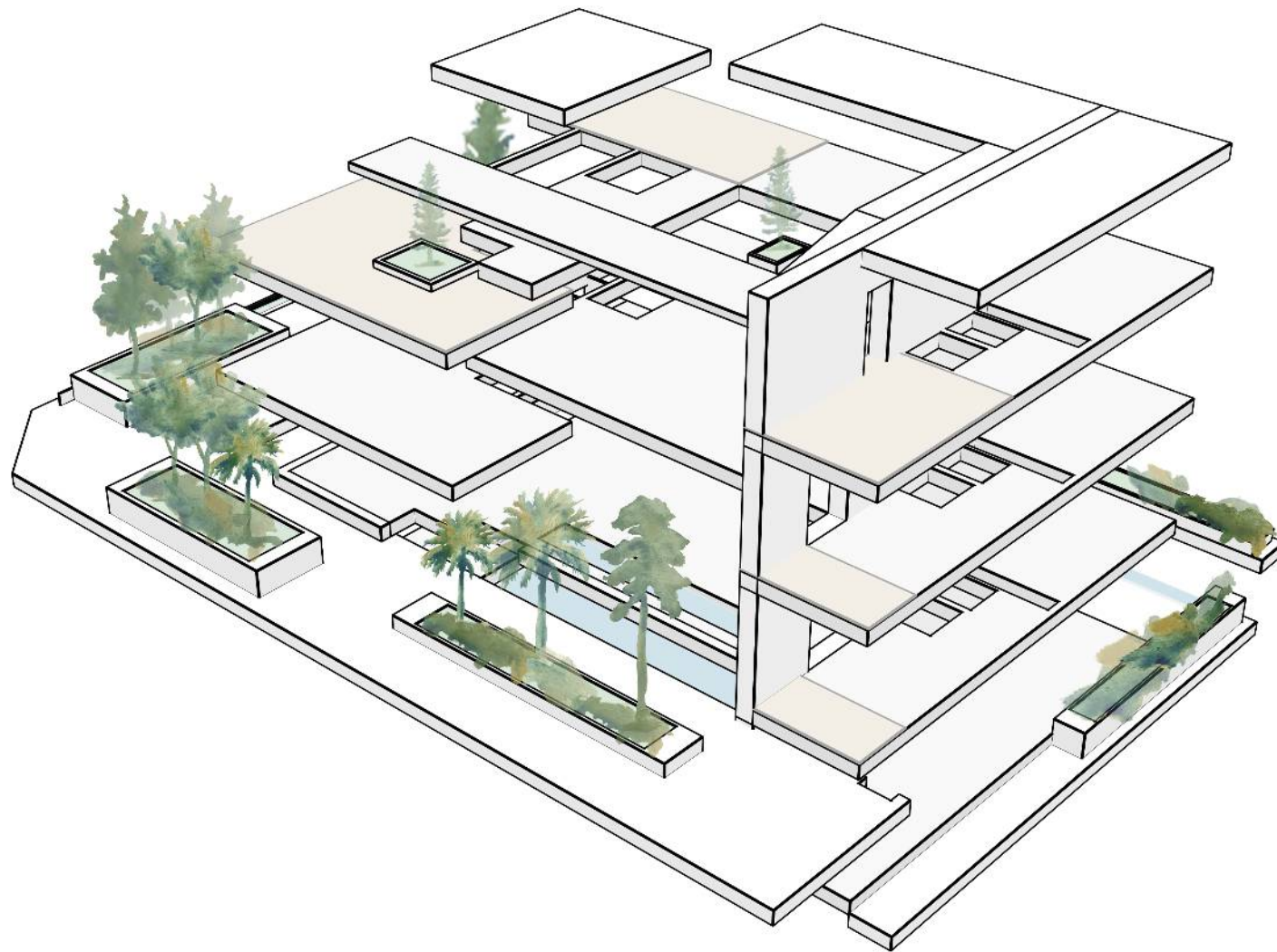
Material Diagram



Structure Diagram



Duct & Vertical Access Diagram

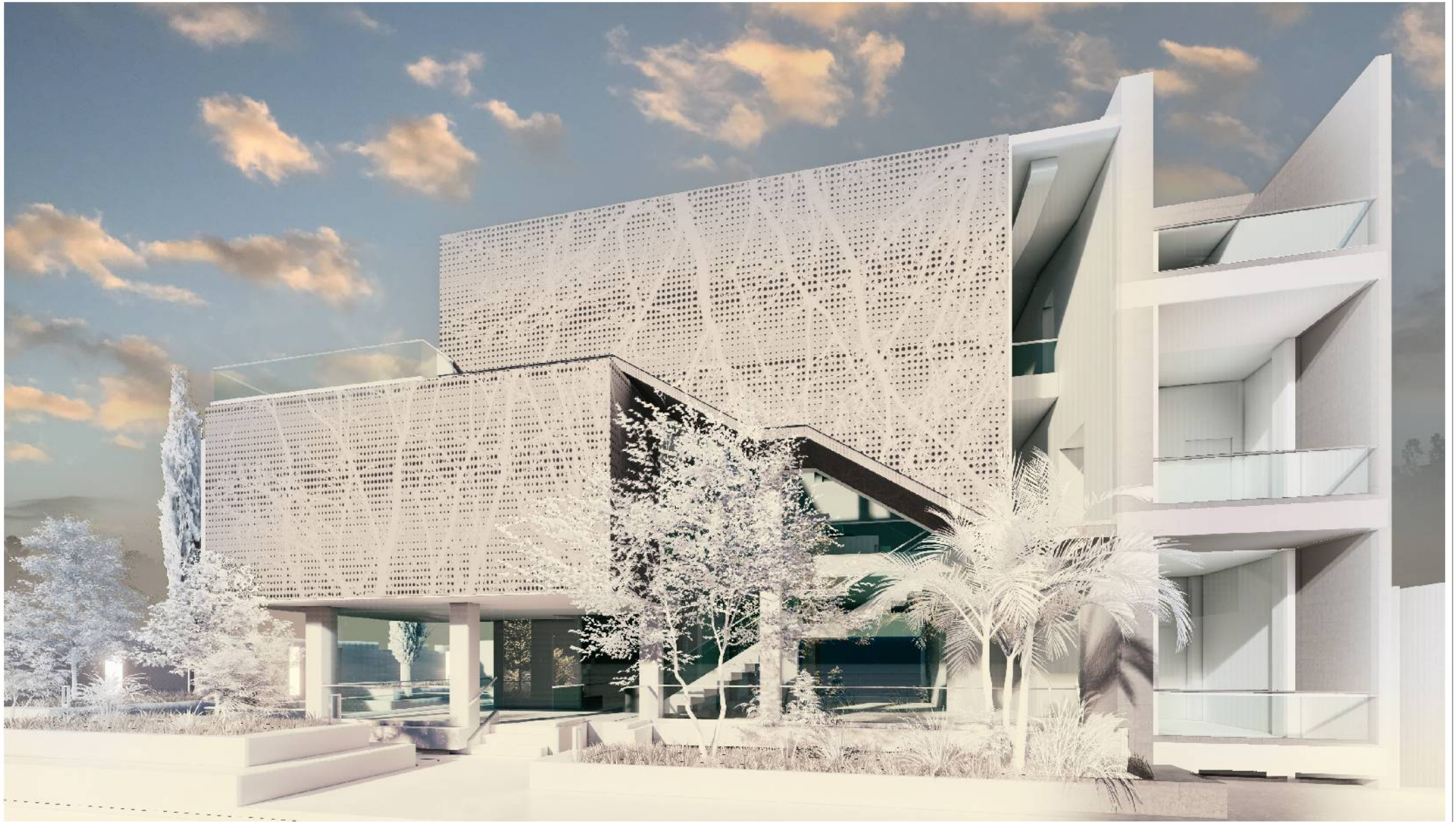


Location of  
Green Zones, Terraces, Pool





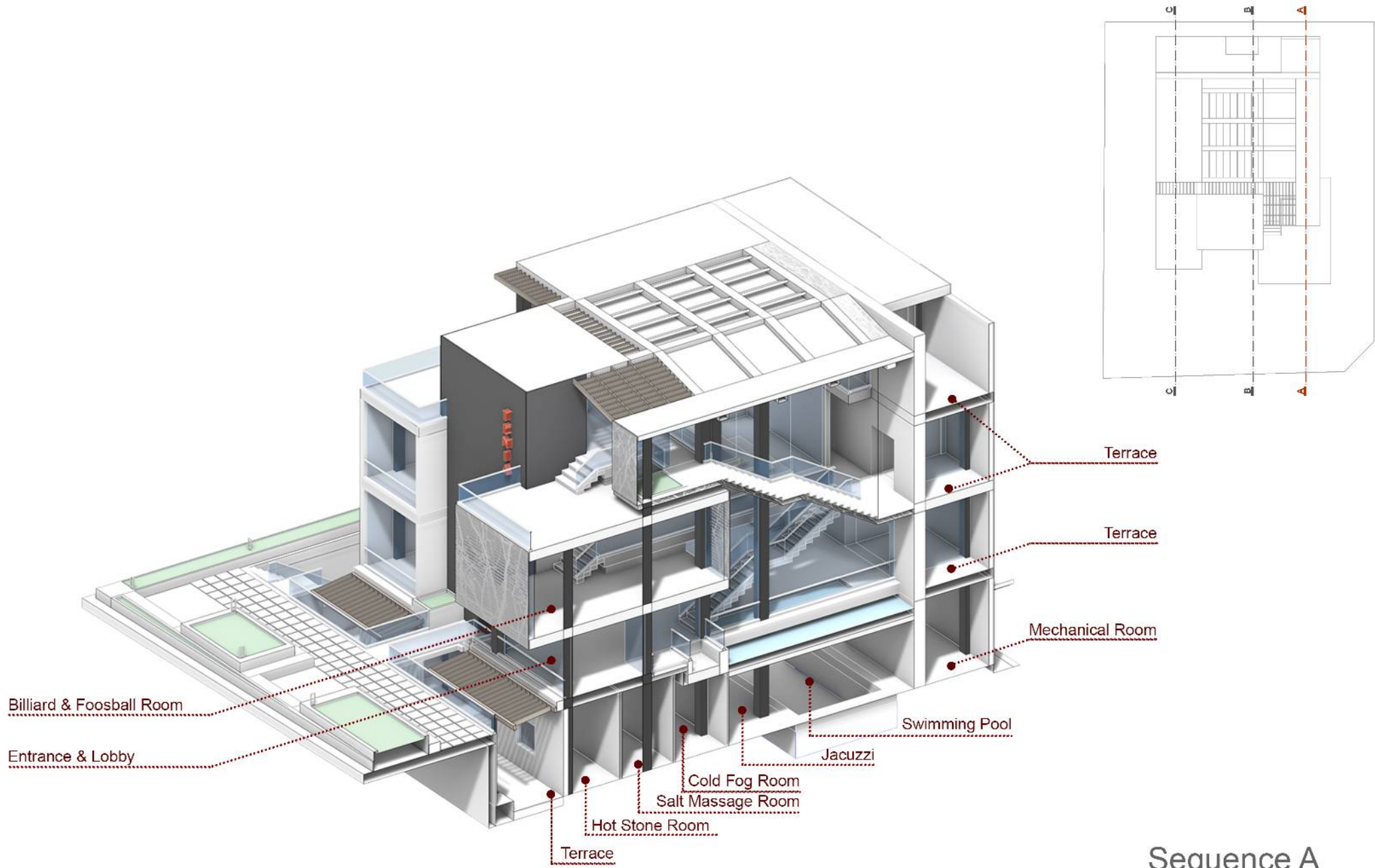




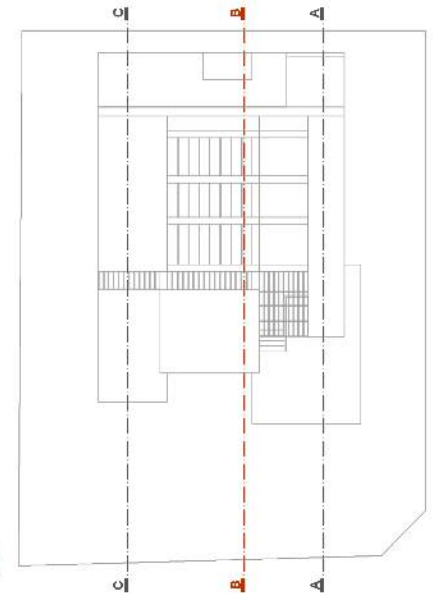
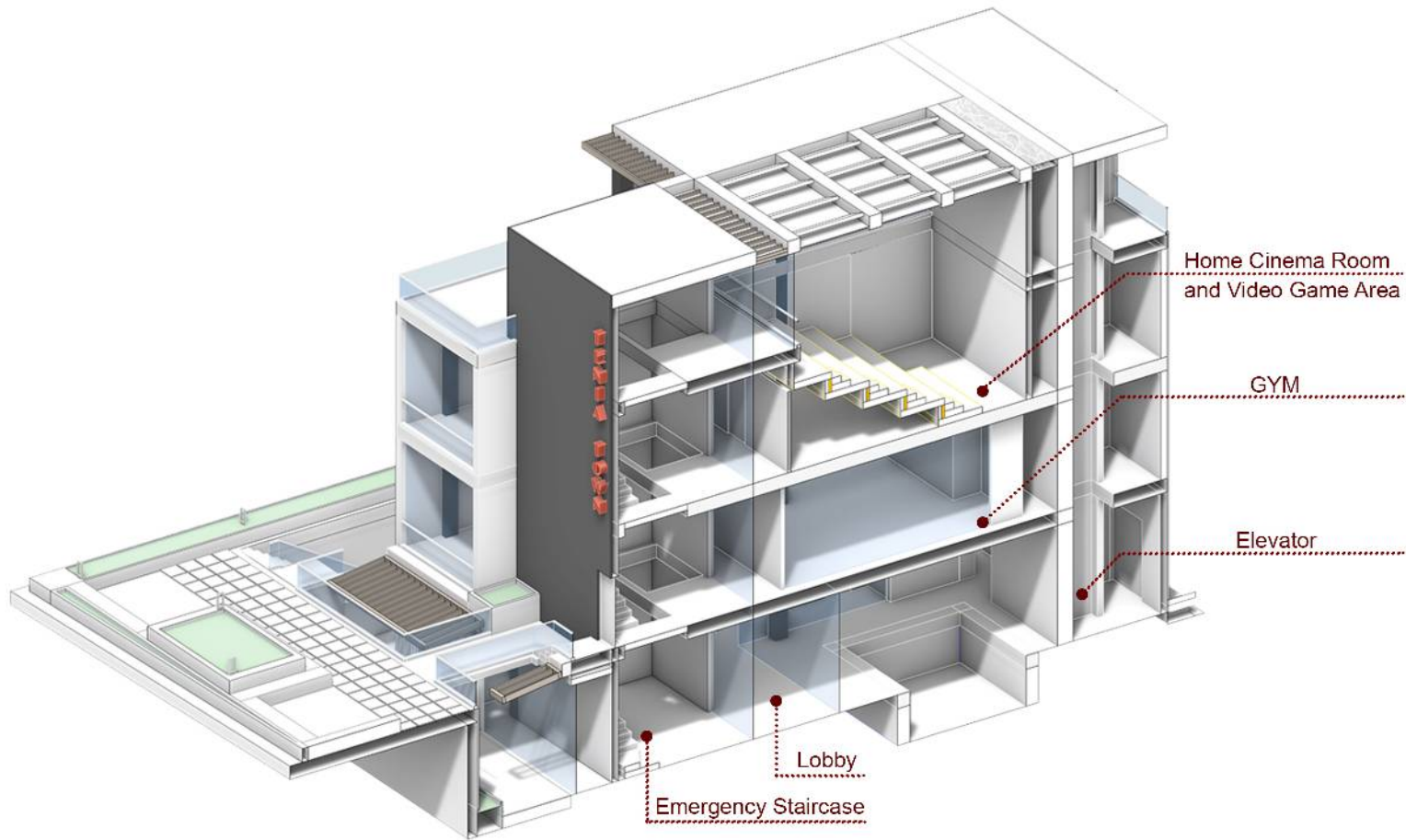




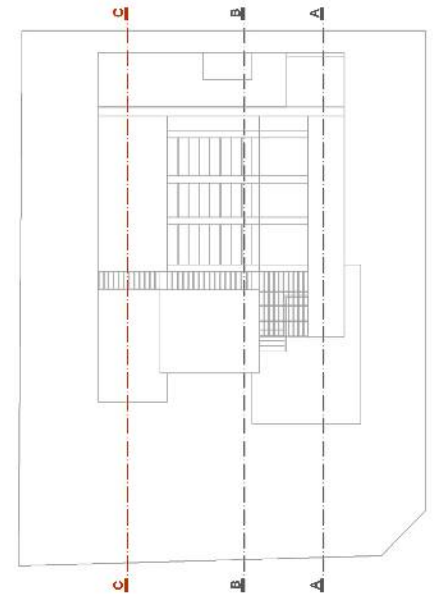
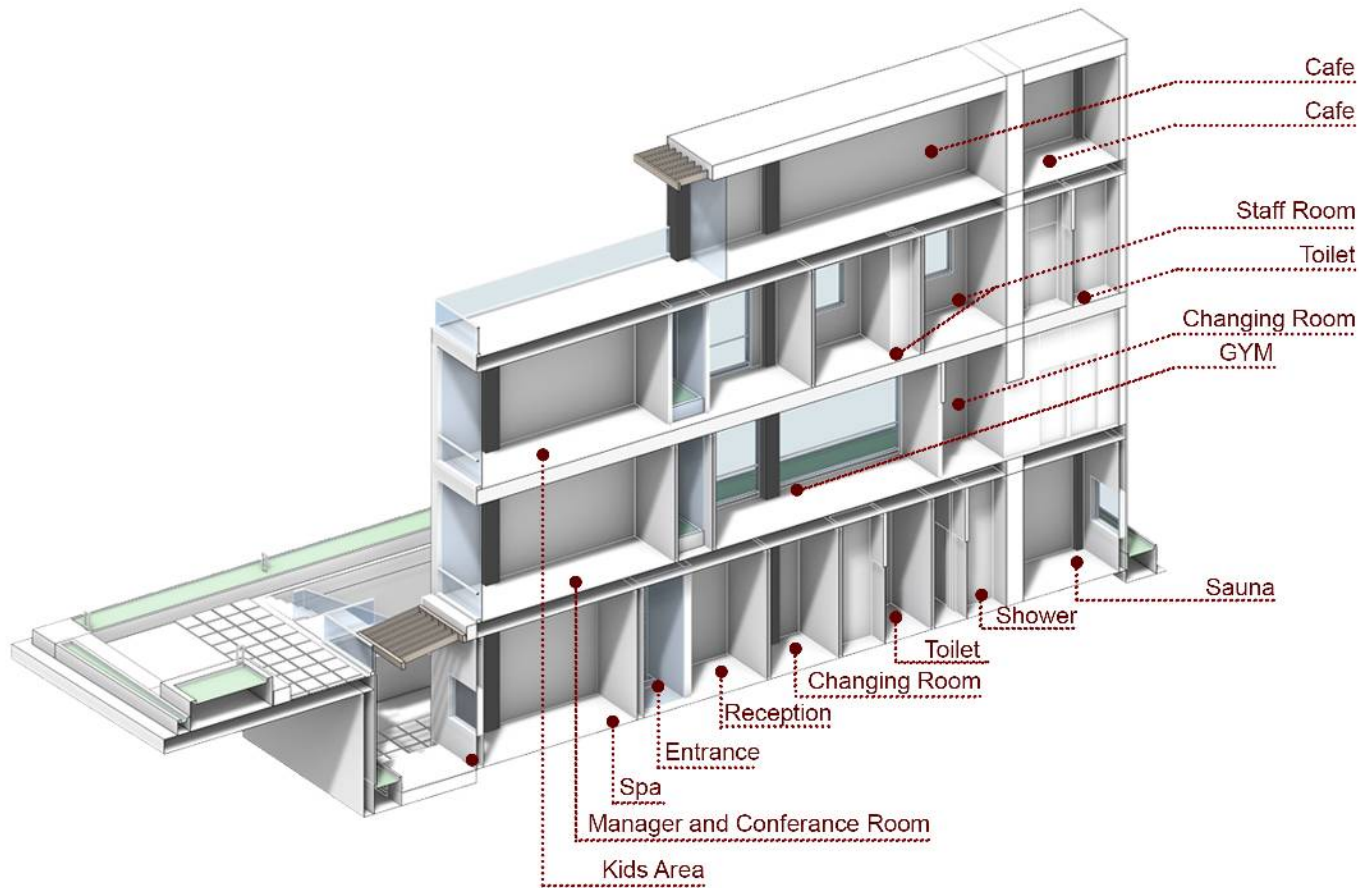




Sequence A

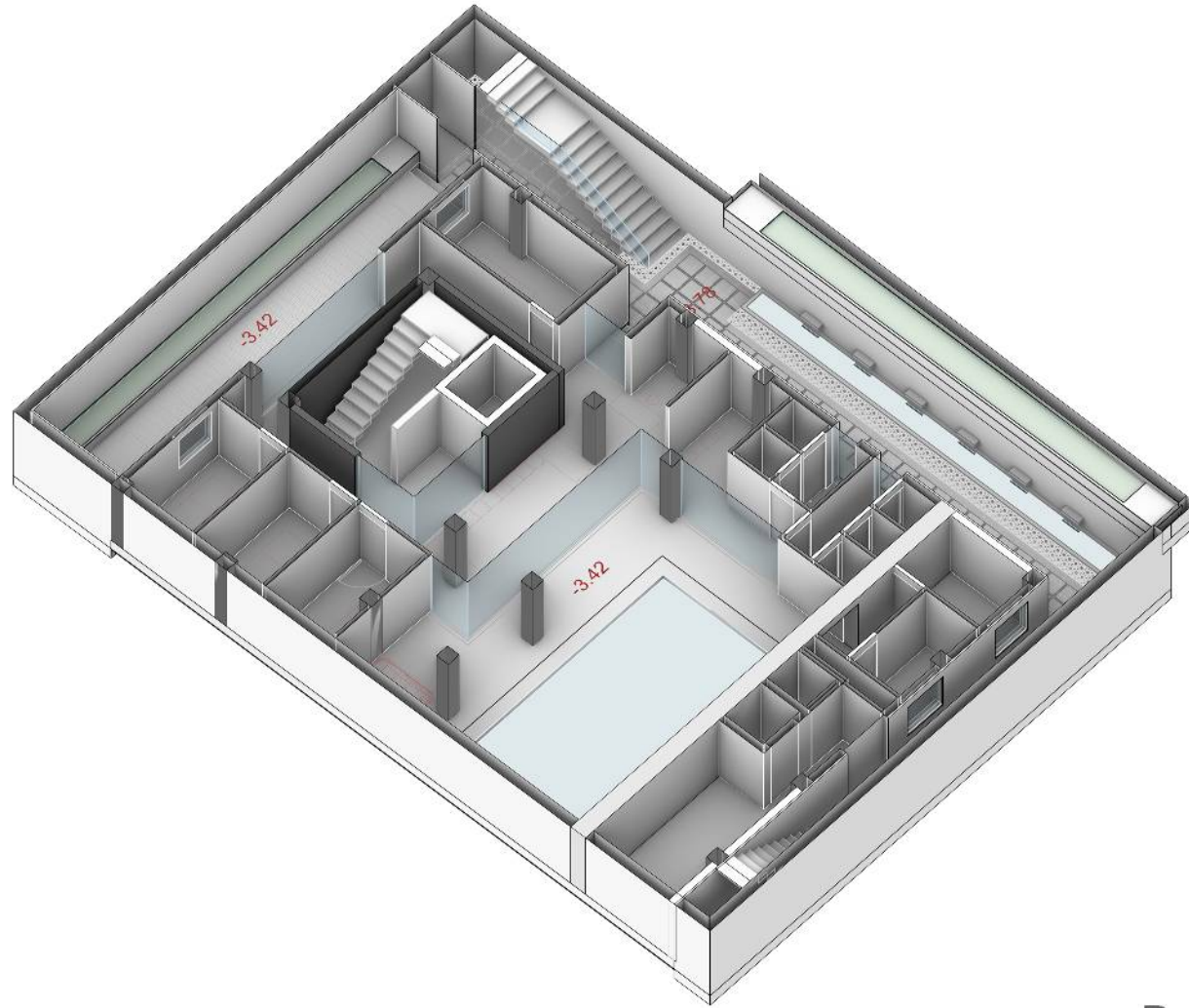


Sequence B

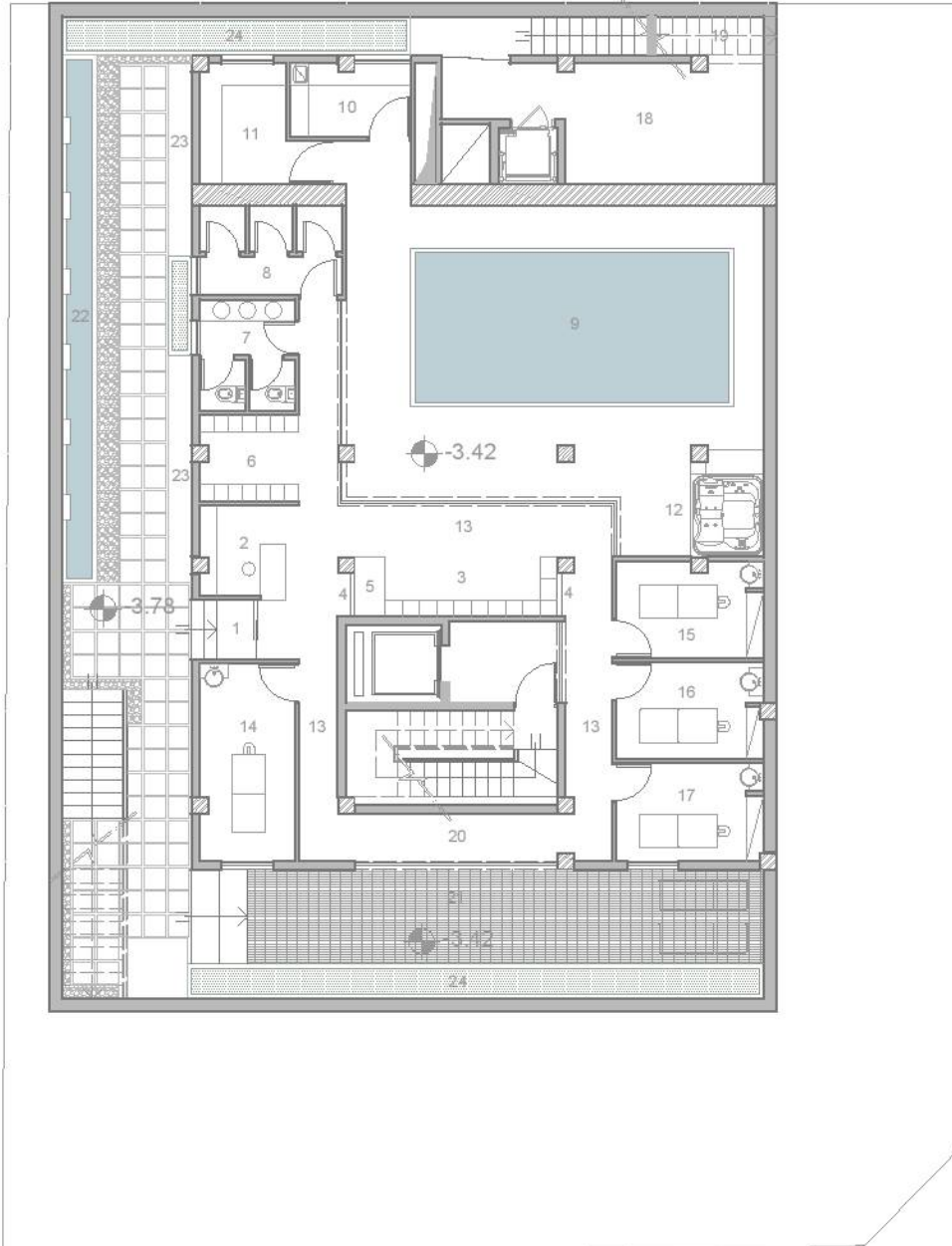
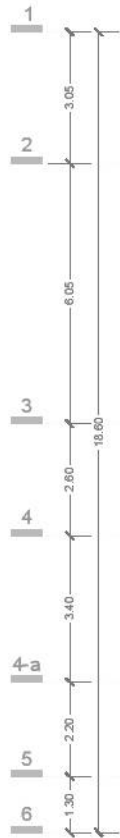
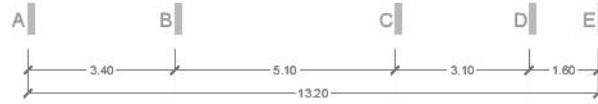


Sequence C





Basement Floor Plan

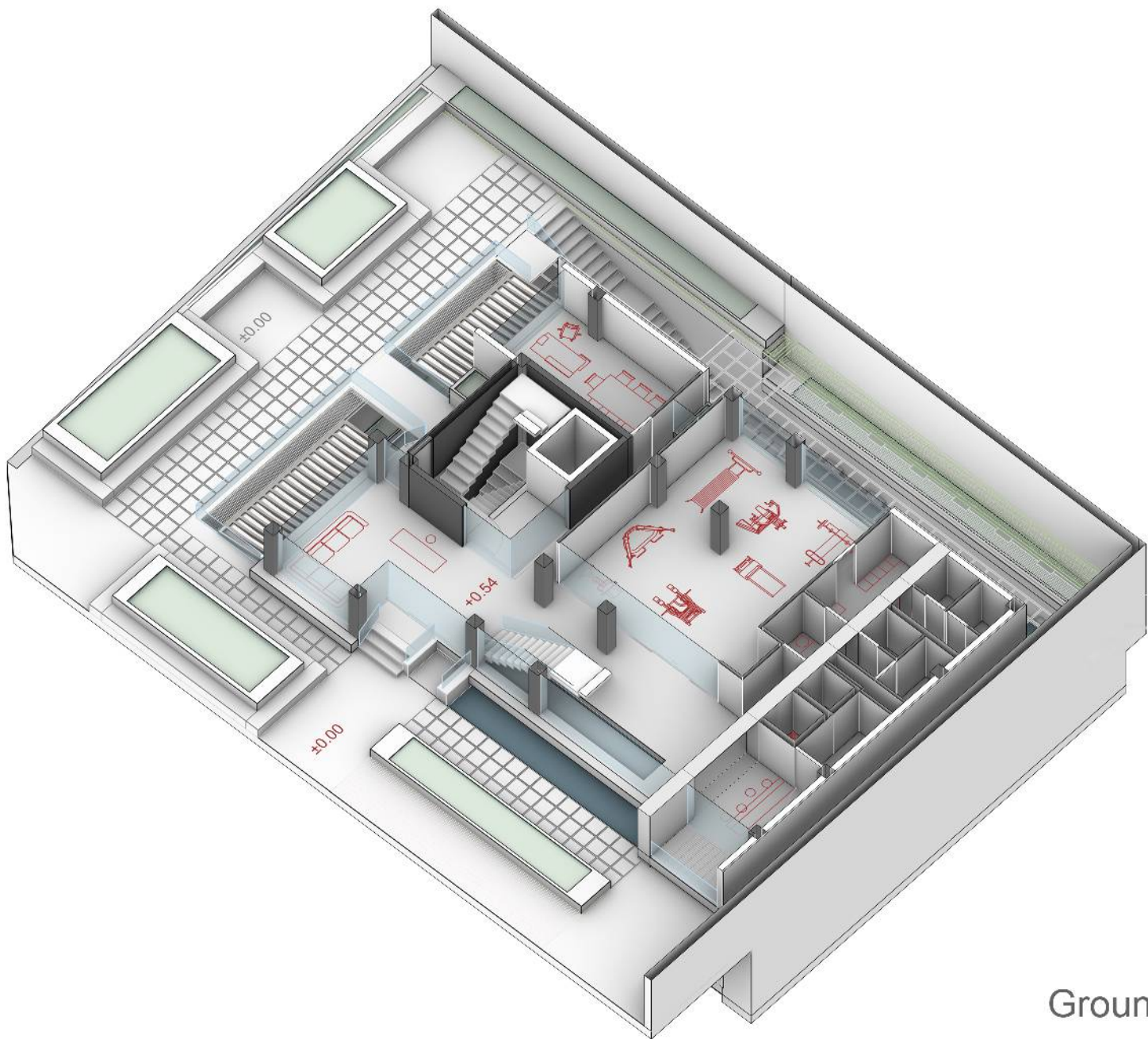


### BASEMENT FLOOR PLAN

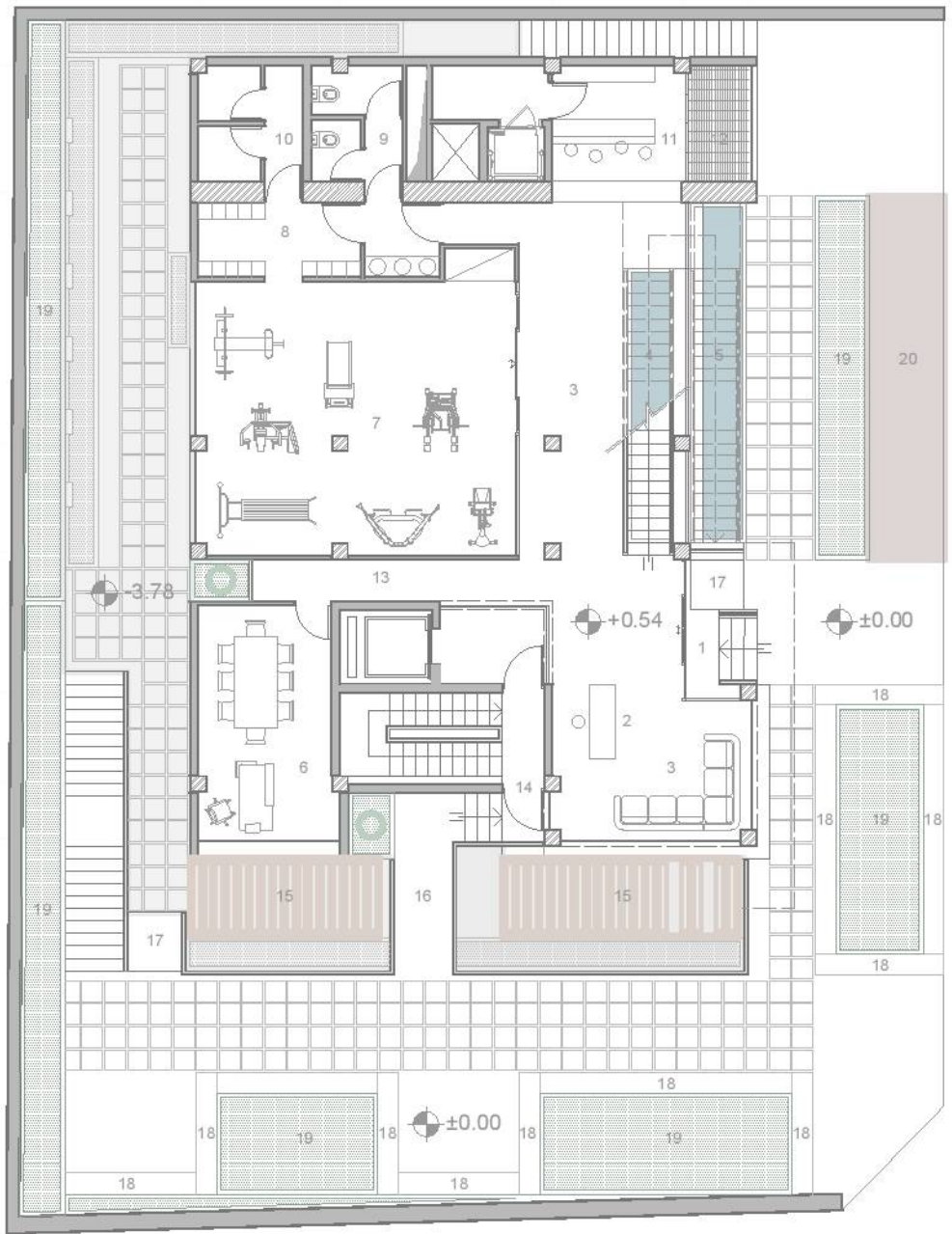
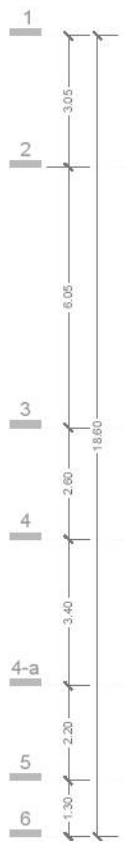
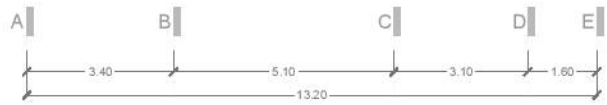
- |                      |                      |
|----------------------|----------------------|
| 1 Entrance           | 13 Passage           |
| 2 Reception          | 14 Spa               |
| 3 Lobby              | 15 Cold Fog Room     |
| 4 Information Board  | 16 Salt Massage Room |
| 5 Vending Machine    | 17 Hot Stone Room    |
| 6 Changing Room      | 18 Mechanical Room   |
| 7 Toilet             | 19 Storage           |
| 8 Shower             | 20 Resting Place     |
| 9 Pool               | 21 Terrace           |
| 10 Sauna             | 22 Wall Fountain     |
| 11 Steam Sauna       | 23 Bench             |
| 12 Jacuzzi           | 24 Green Area        |
| 12-1 Hot Stone Bench |                      |







Ground Floor Plan

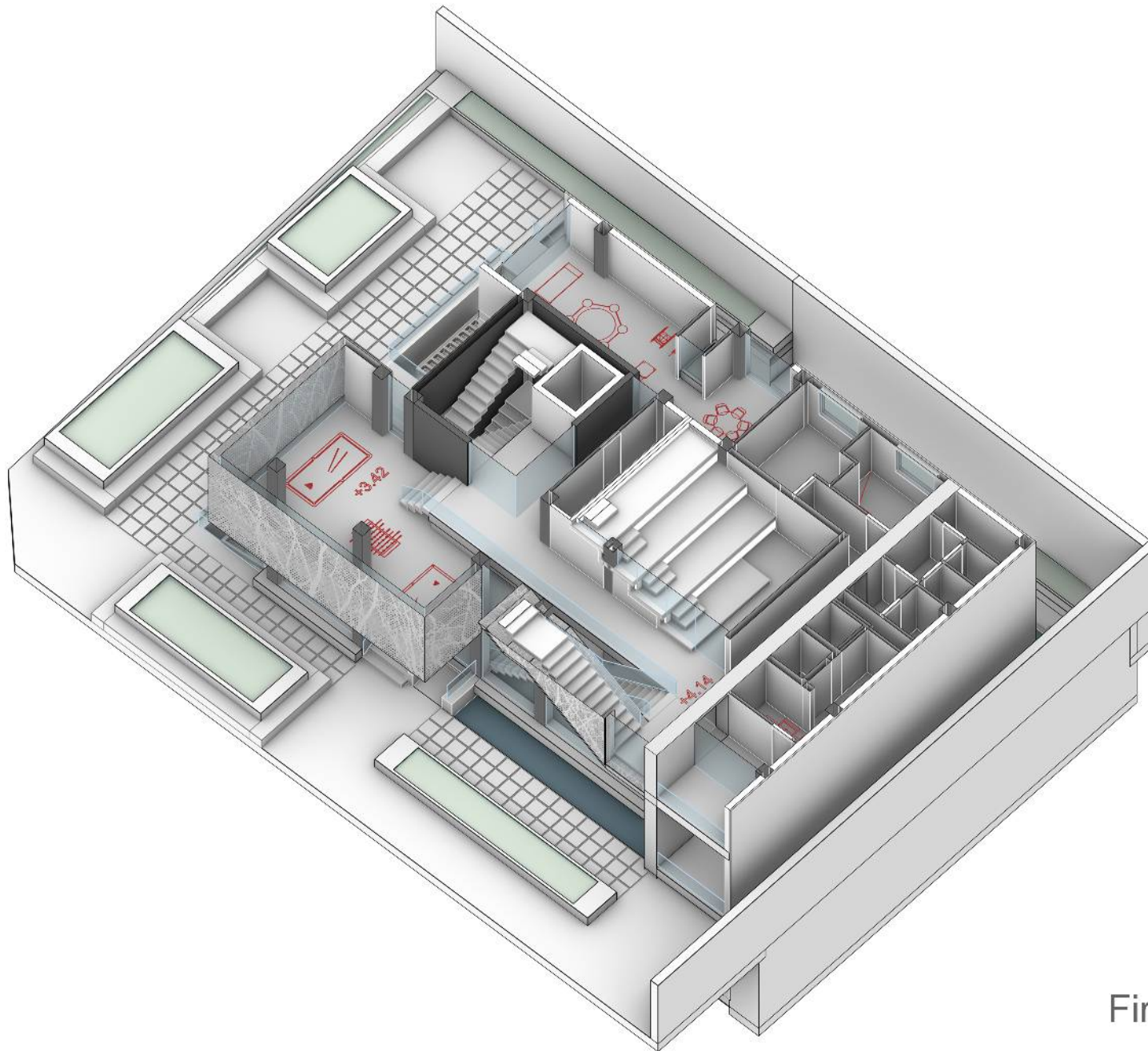


### GROUND FLOOR PLAN

- |                             |                           |
|-----------------------------|---------------------------|
| 1 Entrance                  | 11 Juice Bar              |
| 2 Reception                 | 12 Terrace                |
| 3 Lobby                     | 13 Passage                |
| 4 Inner Pool                | 14 Emergency Exit         |
| 5 Outer Pool                | 15 Pergola                |
| 6 Manager & Conference Room | 16 Bridge                 |
| 7 Gym                       | 17 Vertical Platform Lift |
| 8 Changing Room             | 18 Bench                  |
| 9 Toilet                    | 19 Green Area             |
| 10 Shower                   | 20 Bicycle Parking        |

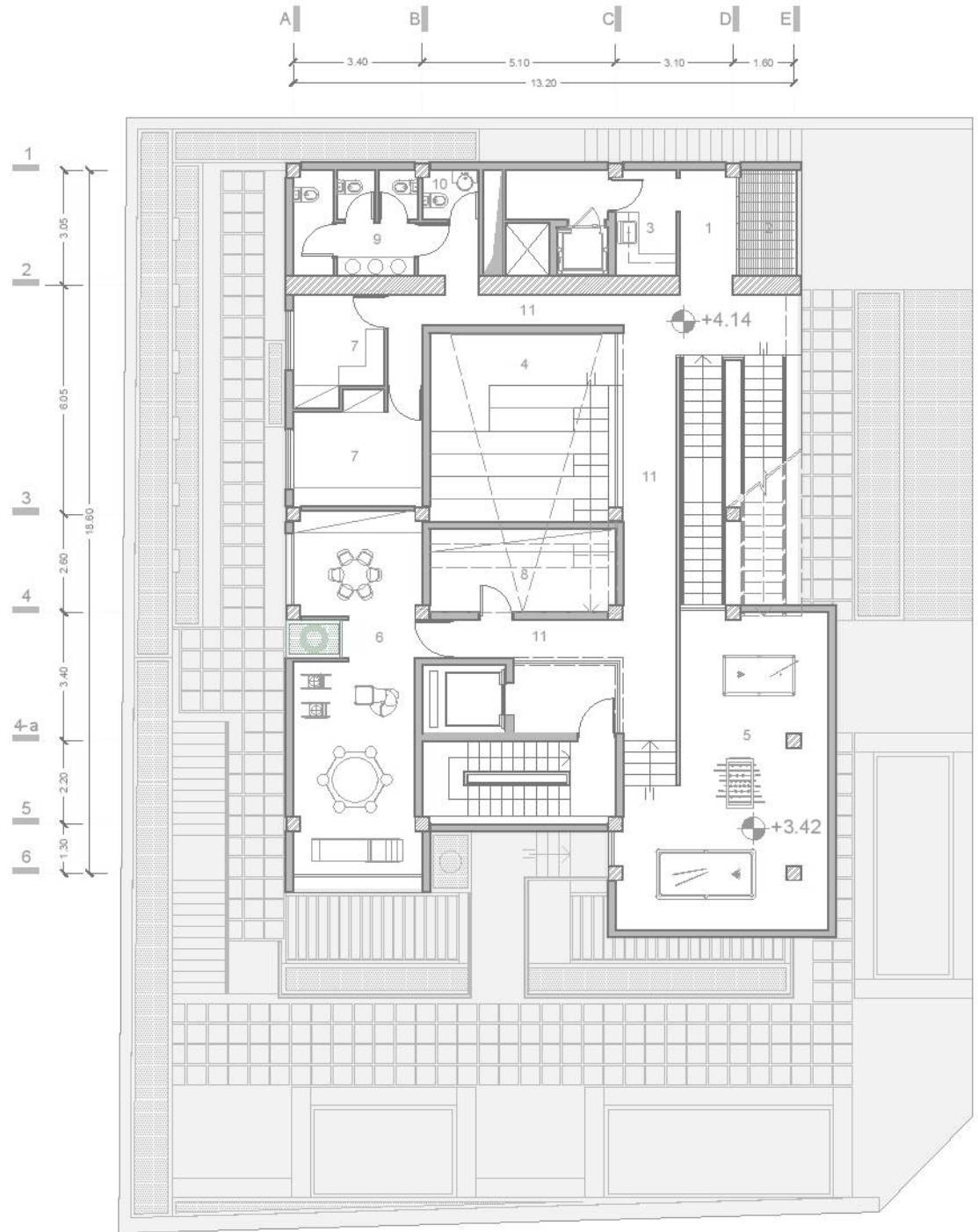






First Floor Plan

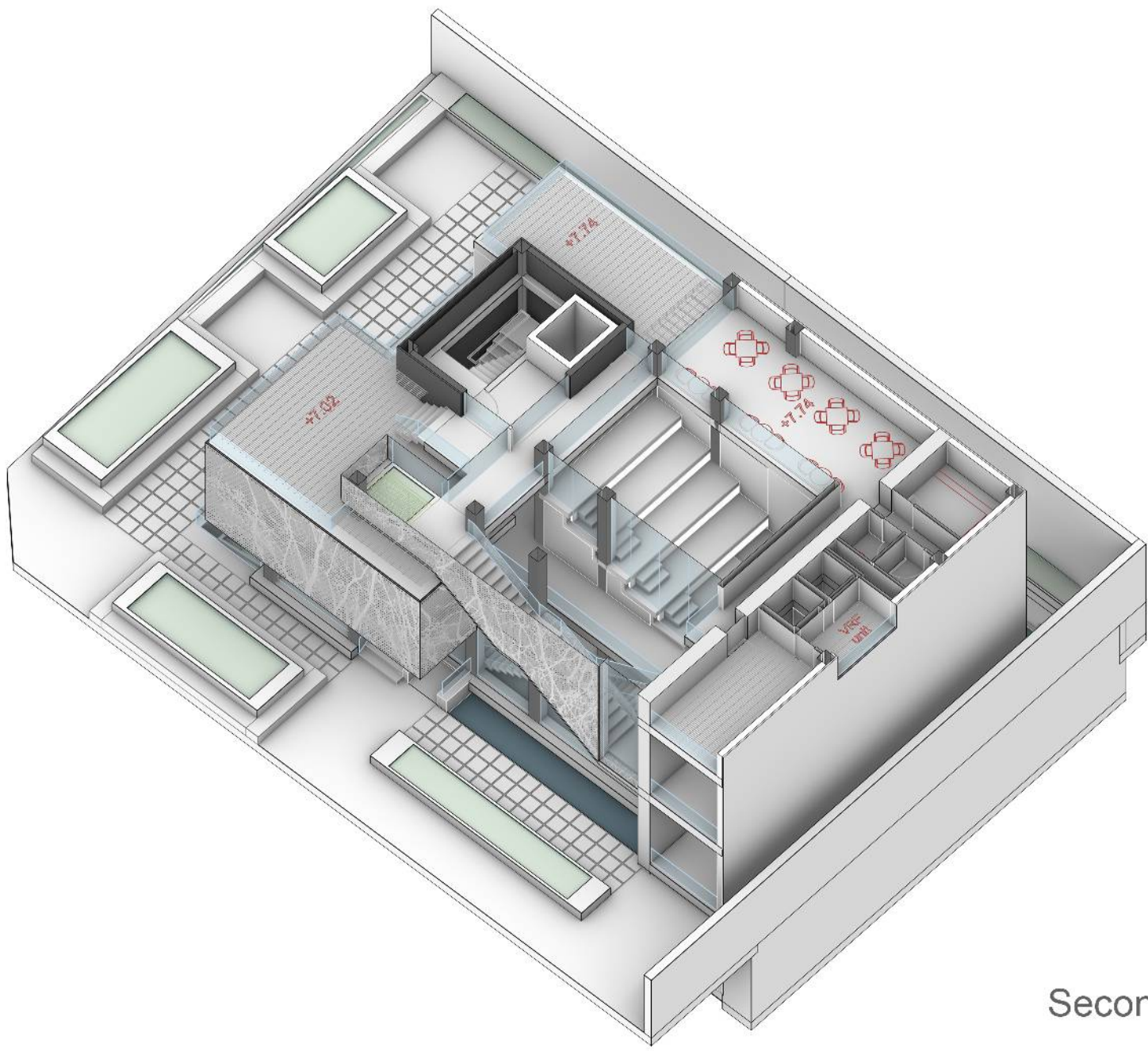




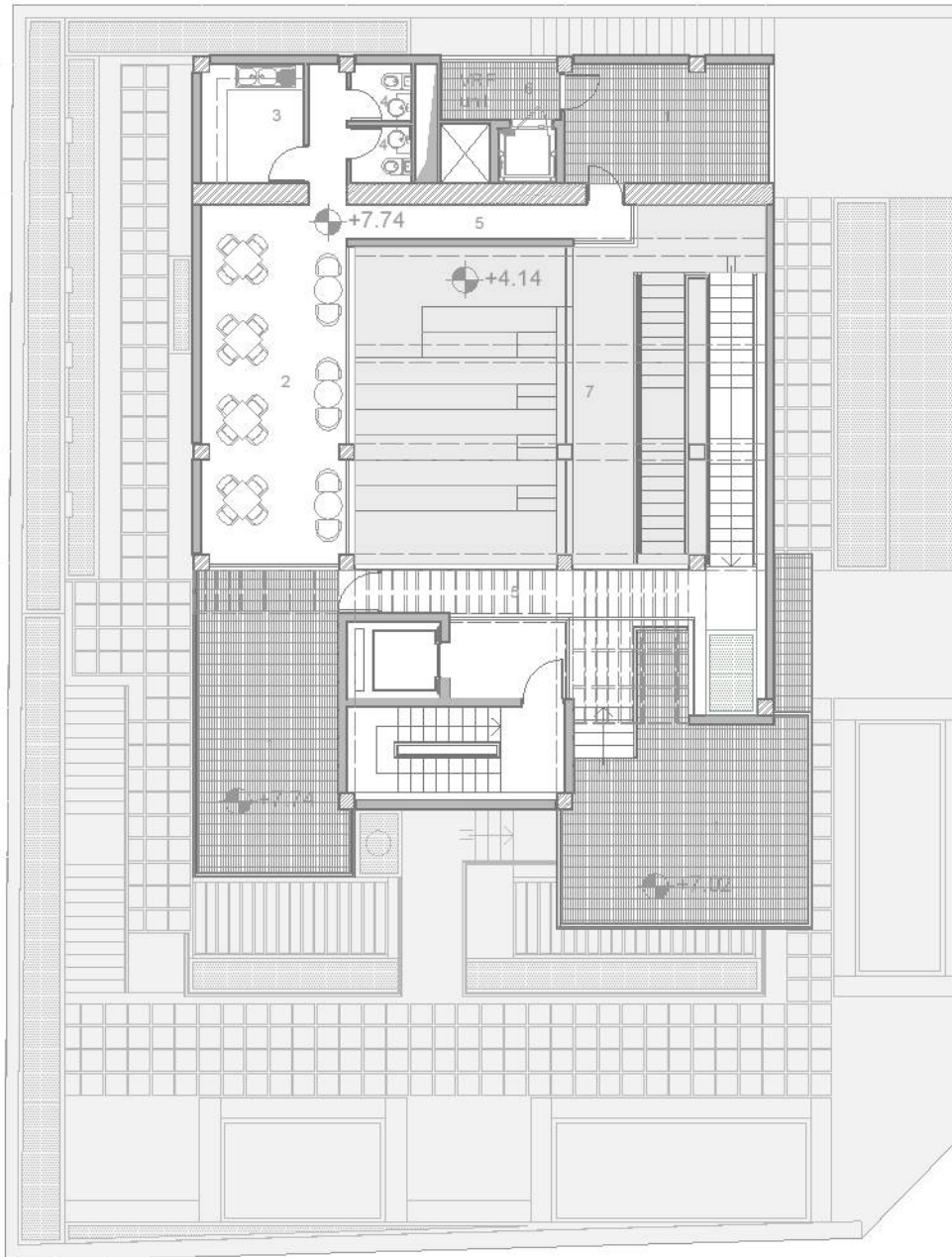
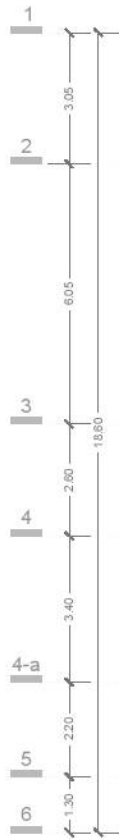
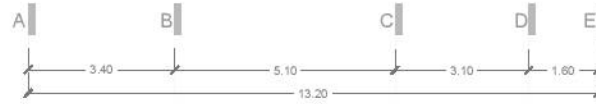
### FIRST FLOOR PLAN

- 1 Foyer
- 2 Terrace
- 3 Pantry
- 4 Home Cinema Room & Video Game Area
- 5 Billiard Room
- 6 Kids Area
- 7 Staff Room
- 8 Storage
- 9 Toilet
- 10 Staff Toilet
- 10 Passage





Second Floor Plan

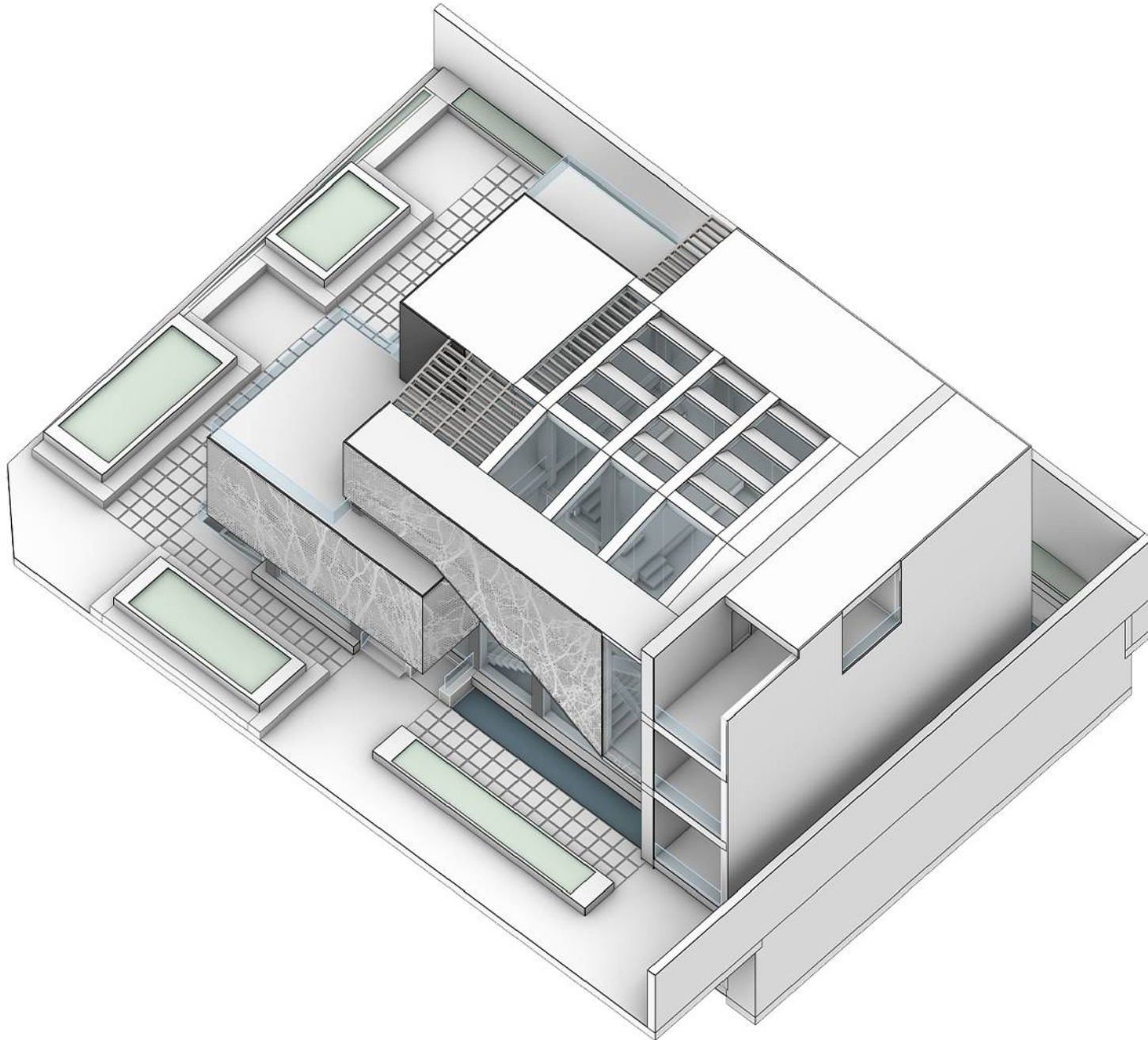


## SECOND FLOOR PLAN

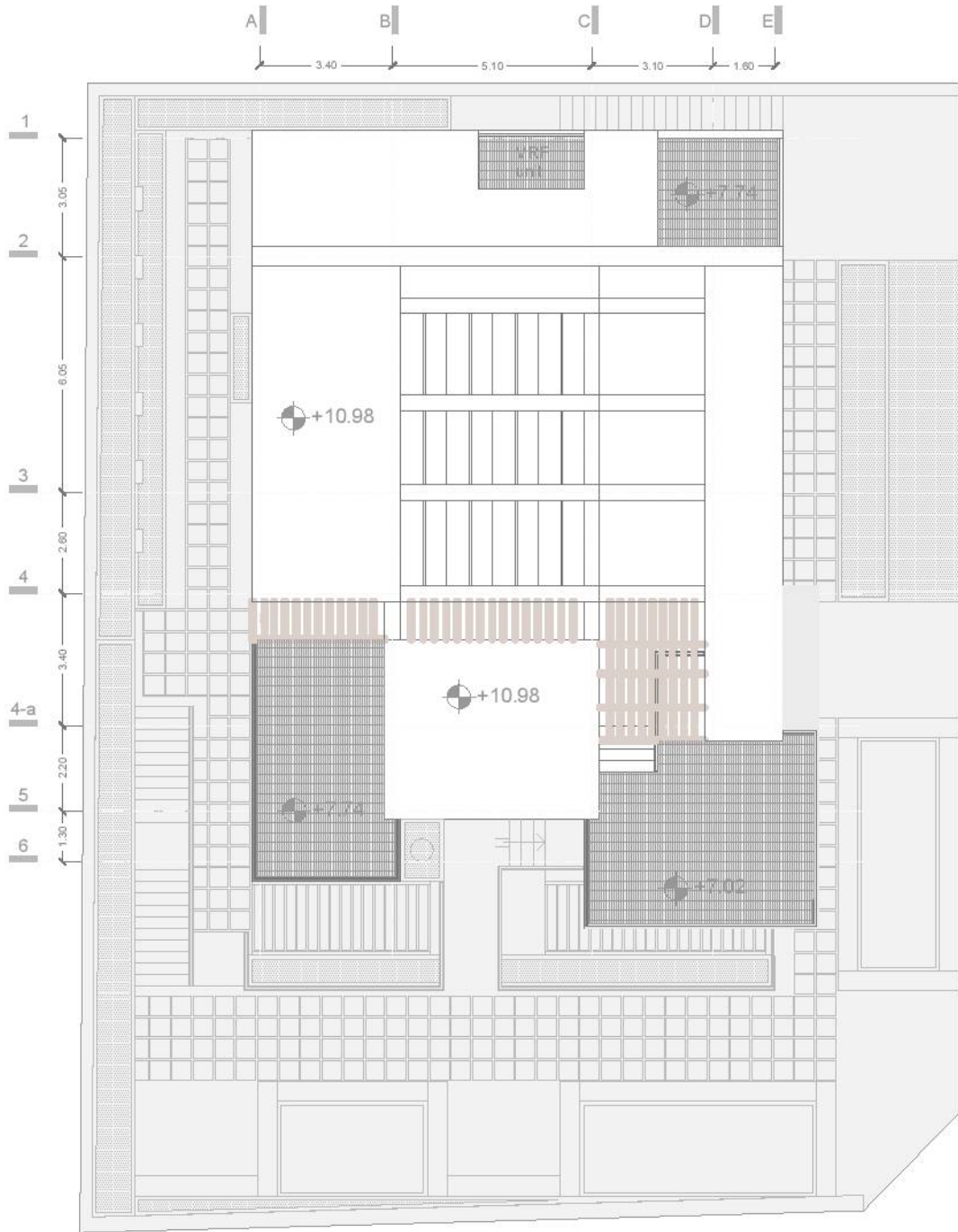
- 1 Terrace
- 2 Cafe'
- 3 Kitchen
- 4 Toilet
- 5 Passage
- 6 VRF Unit
- 7 Skylight







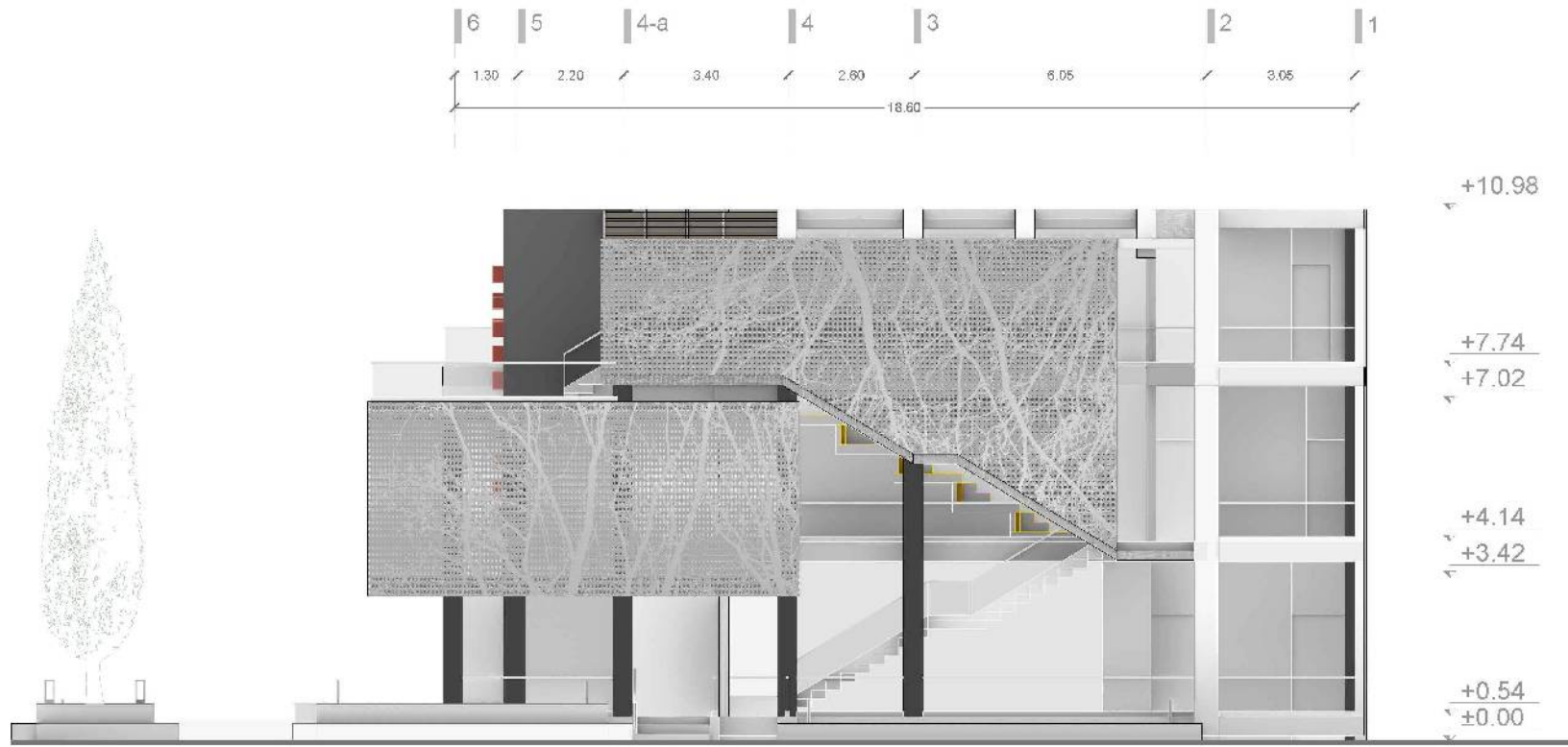
Roof Plan



### ROOF PLAN

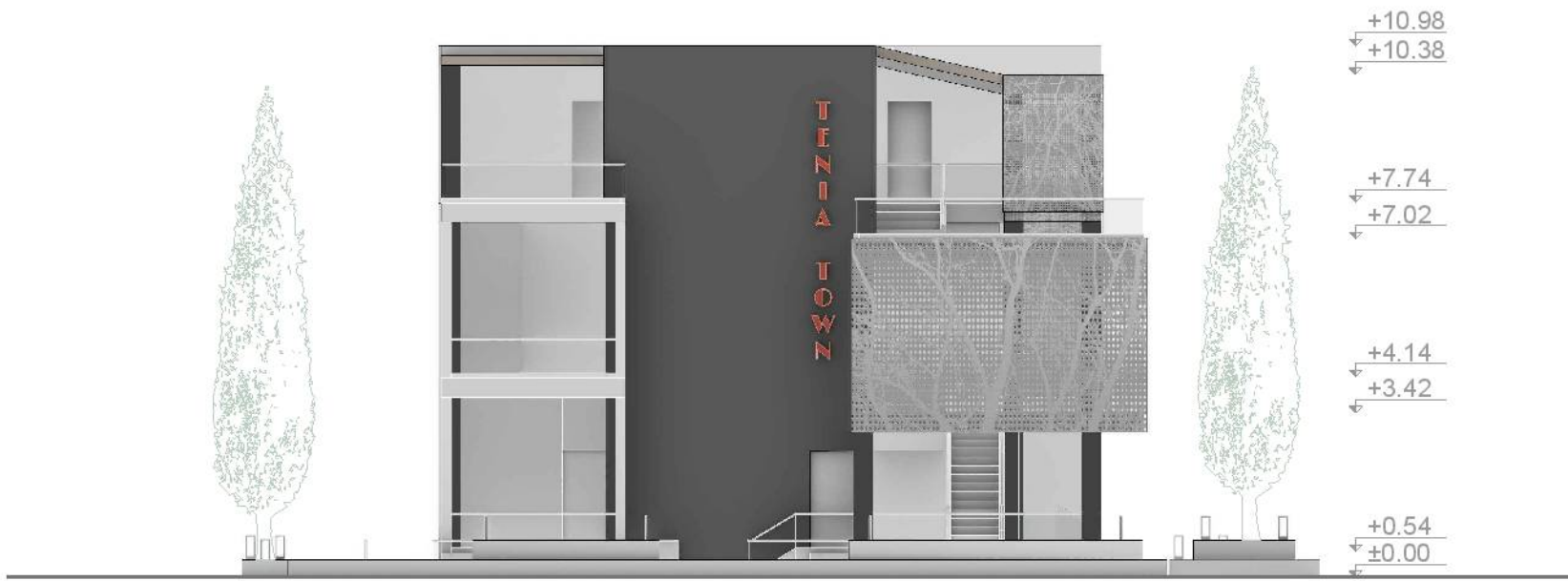
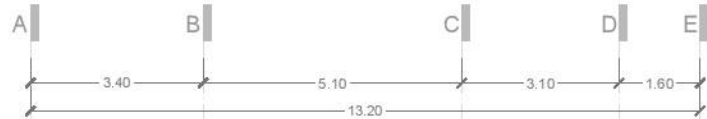
- 1 Pergola
- 2 Skylight



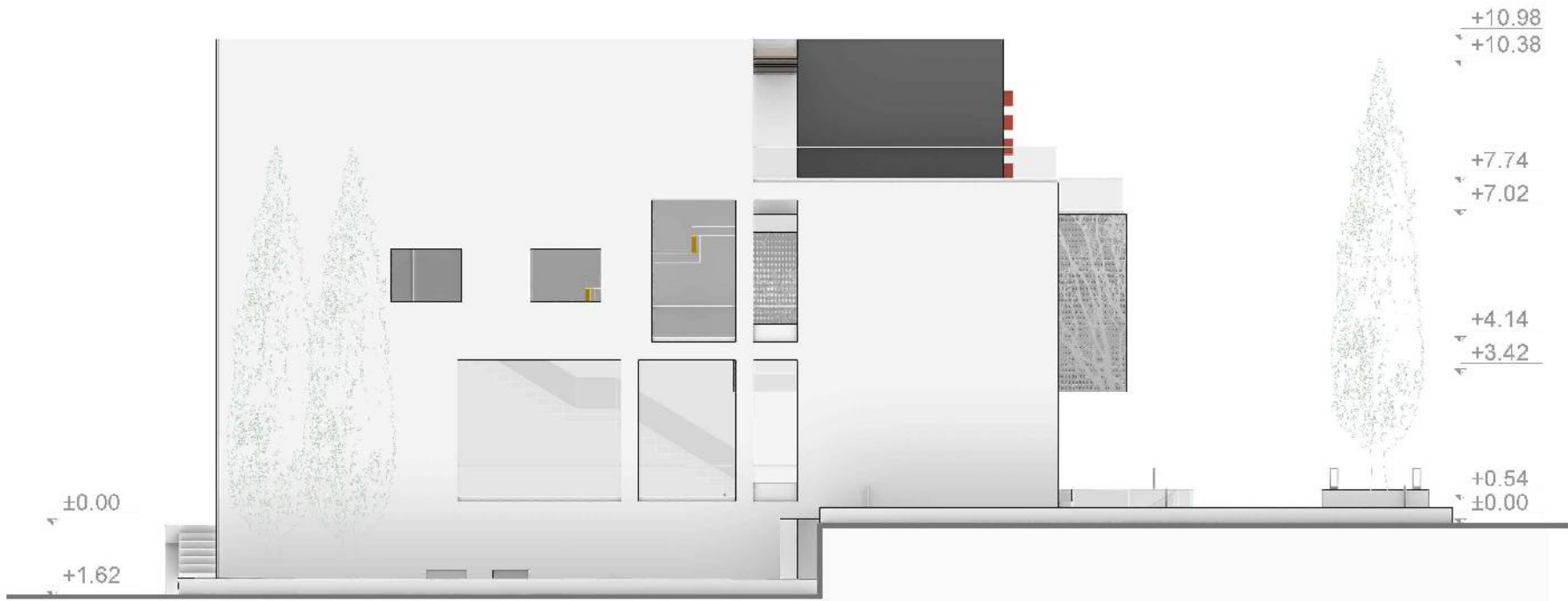
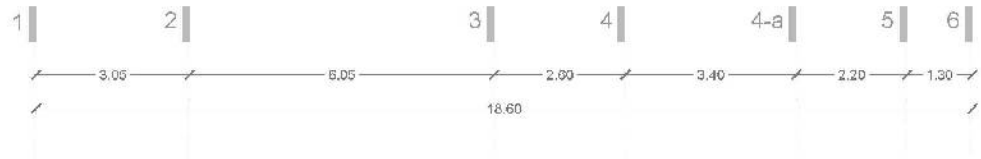


EAST ELEVATION OF MIXED USE COMPLEX



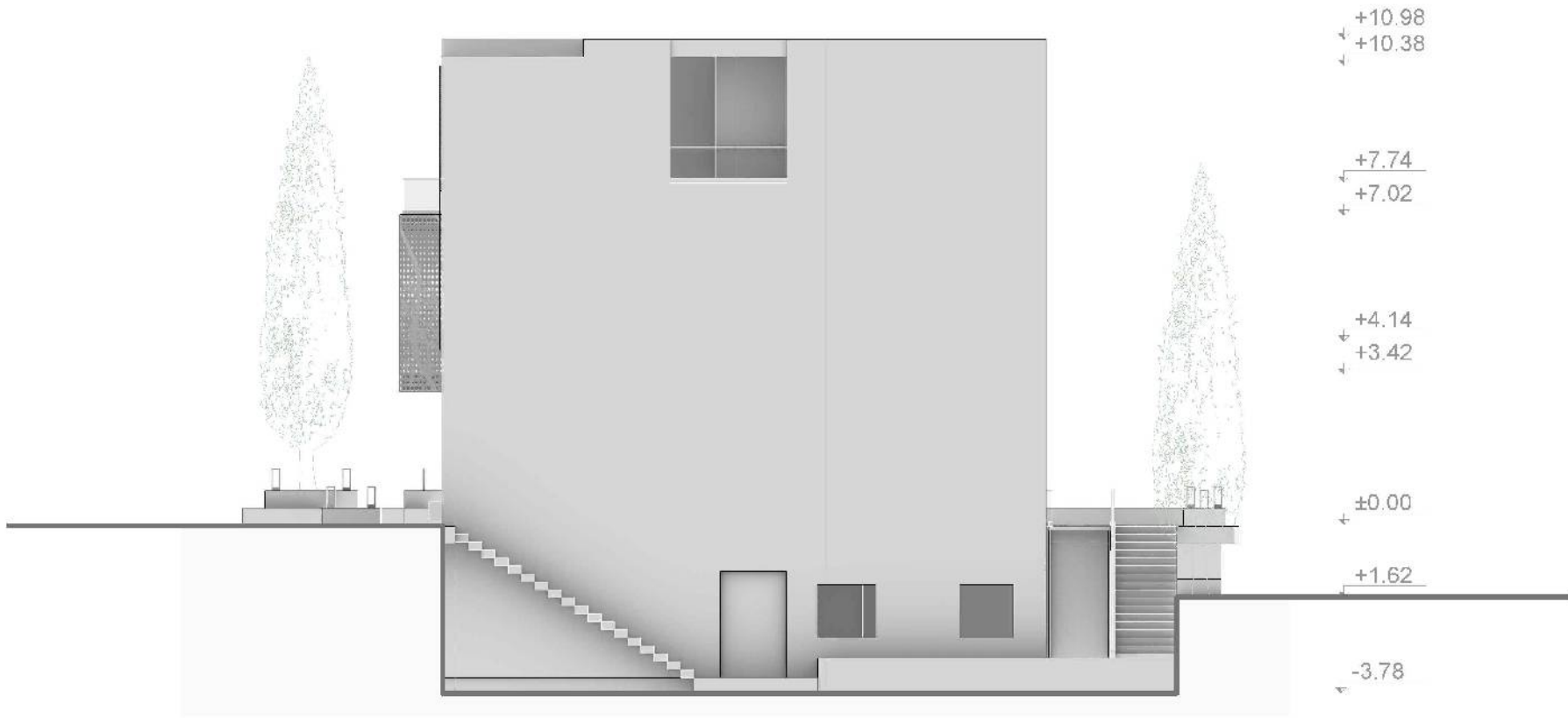


SOUTH ELEVATION OF MIXED USE COMPLEX



WEST ELEVATION OF MIXED USE COMPLEX





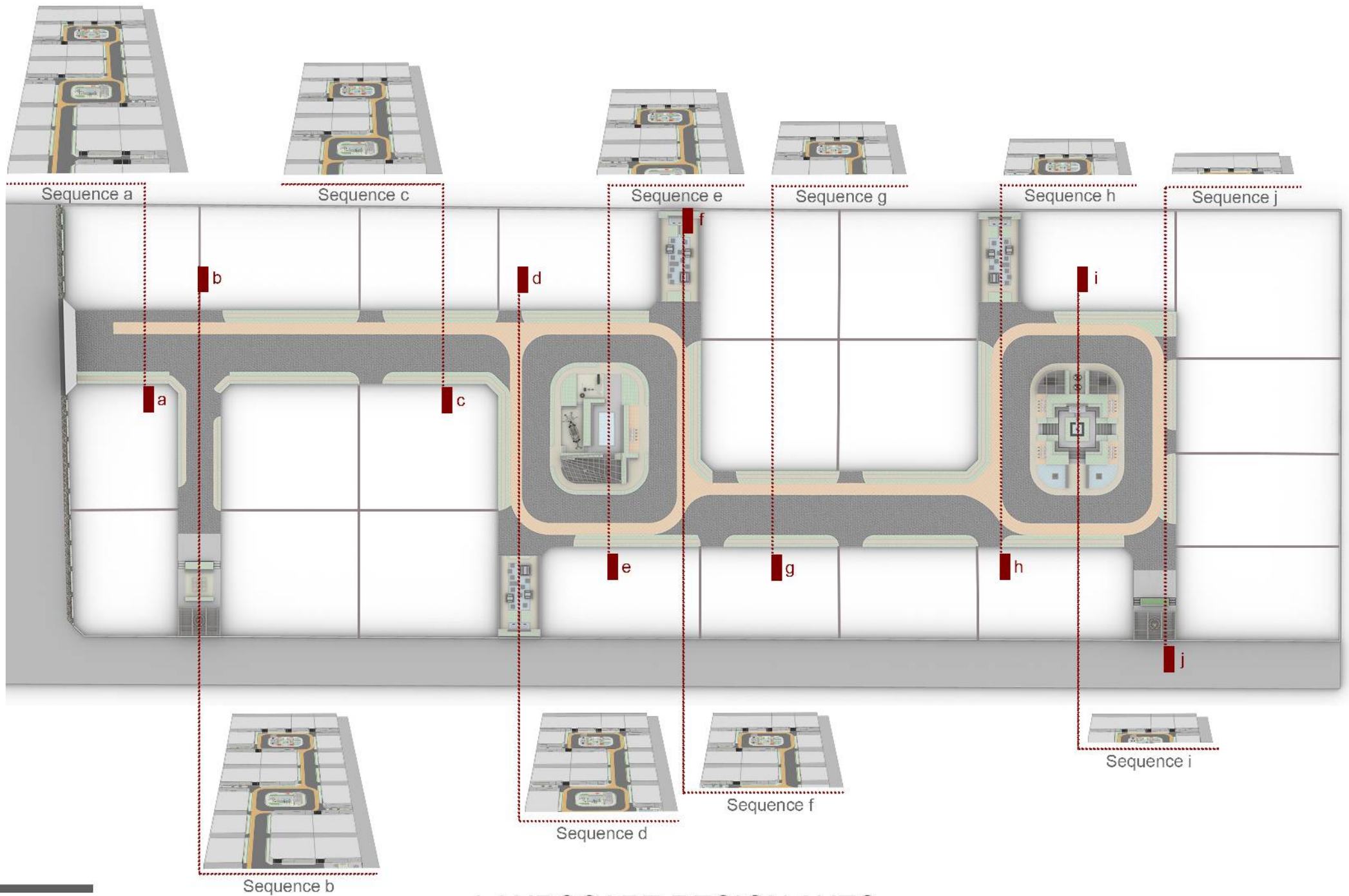
NORTH ELEVATION OF MIXED USE COMPLEX









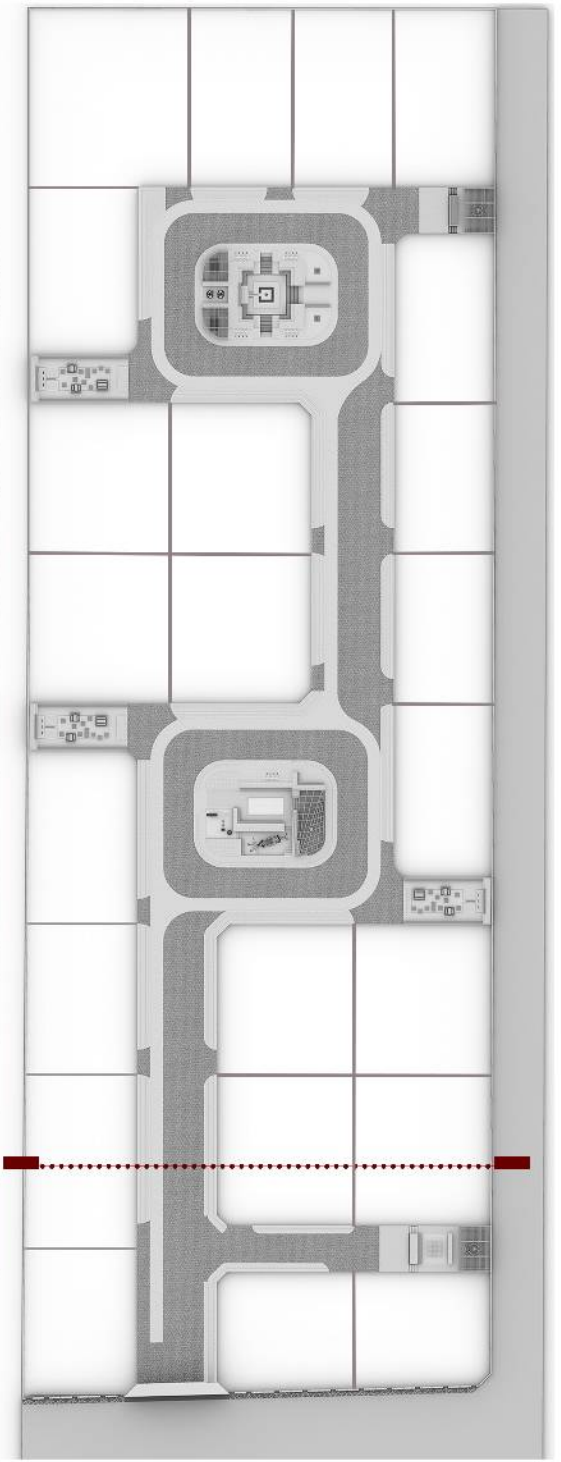


LANDSCAPE DESIGN AXES

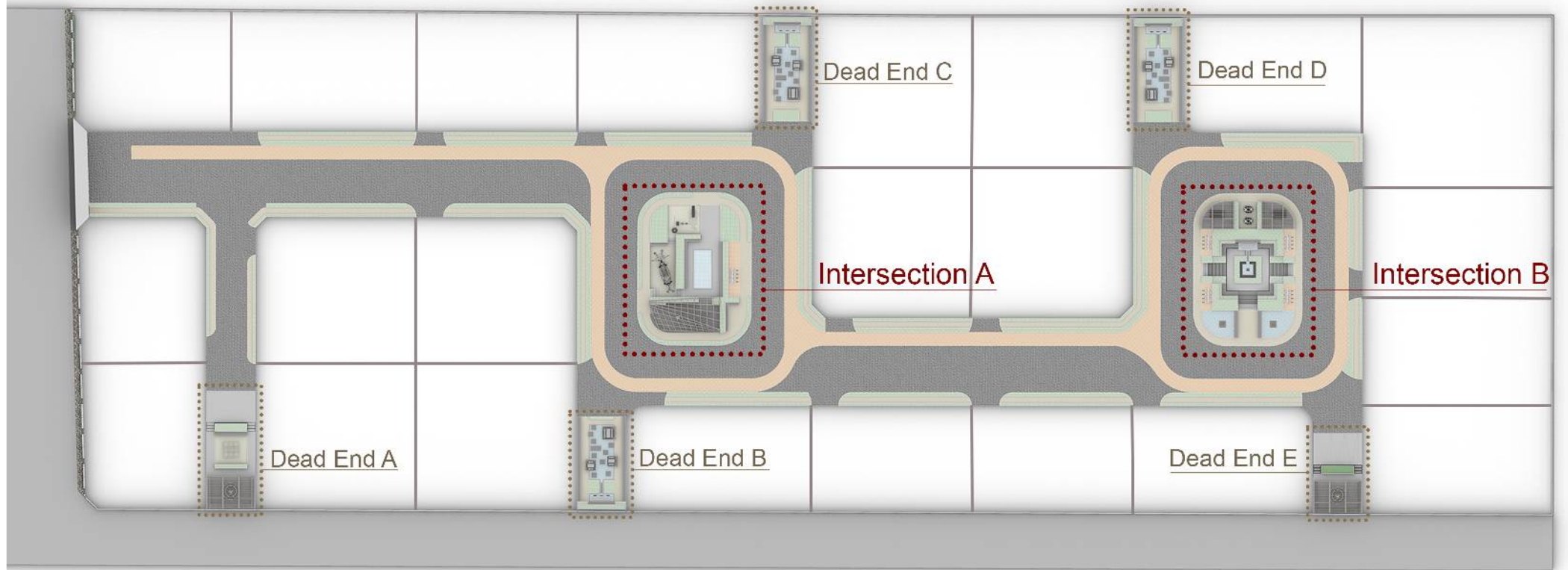




PATH DIAGRAM

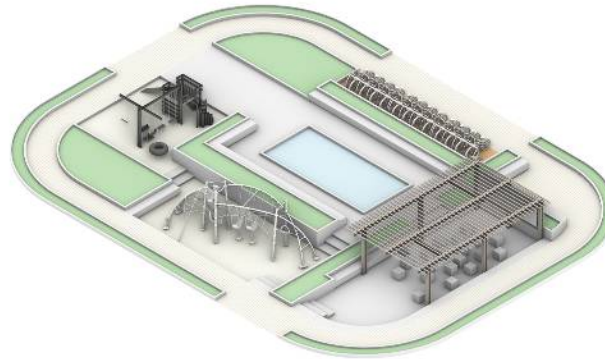




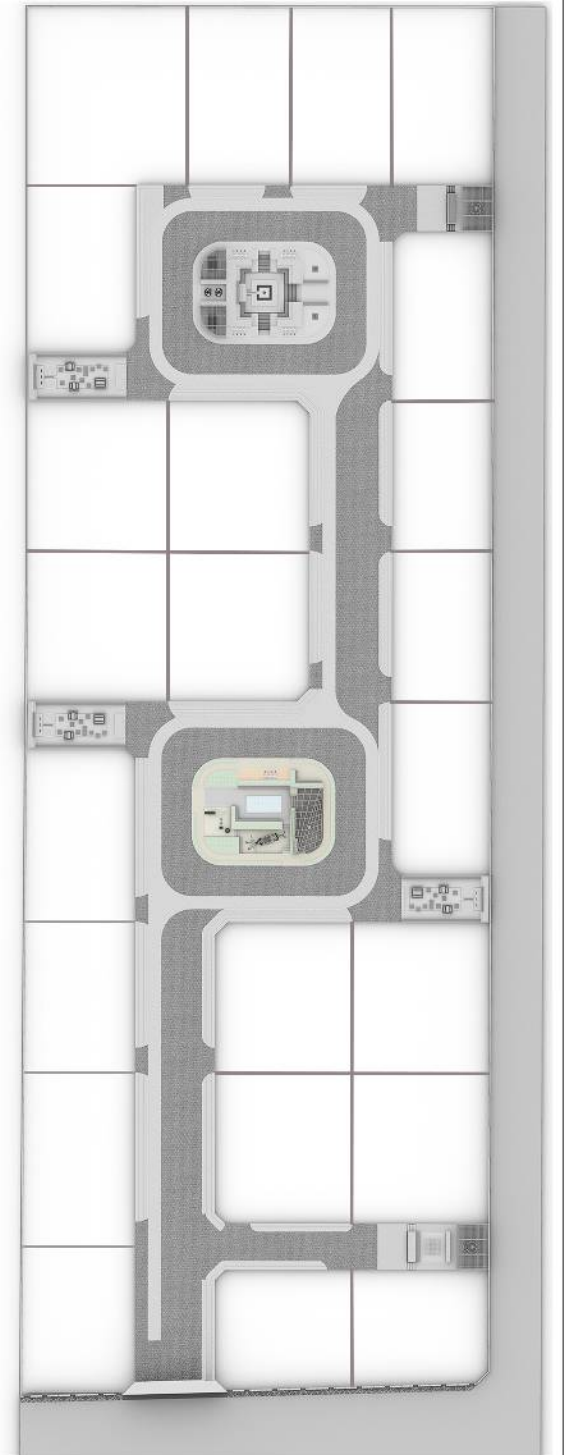
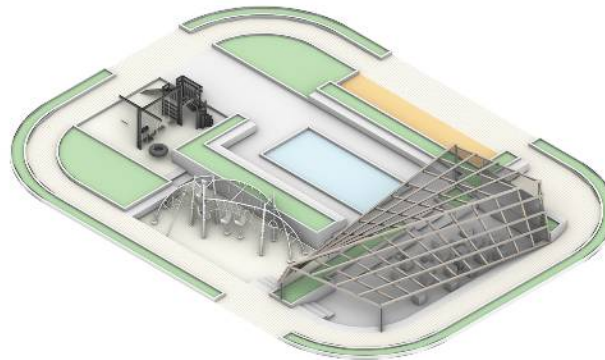


## LANDSCAPE DESIGN ZONES

Alternative 1

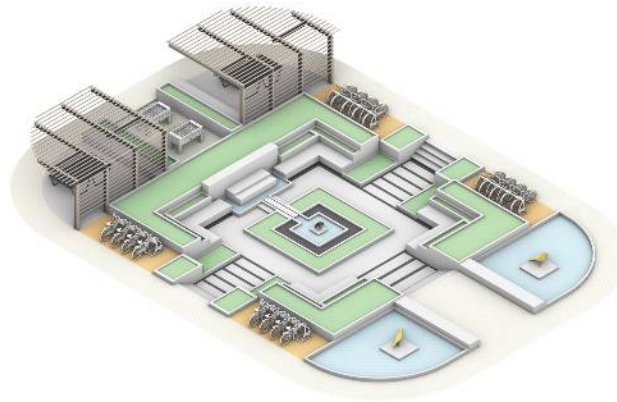
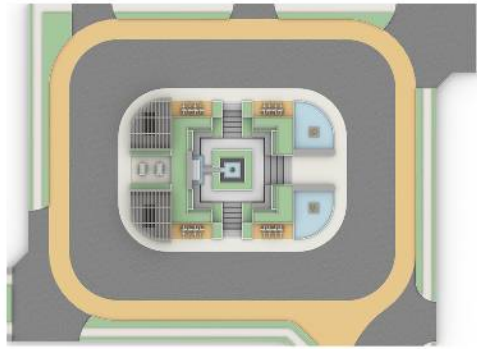


Alternative 2

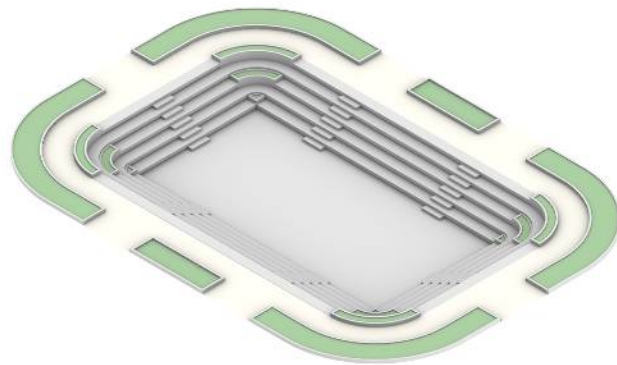
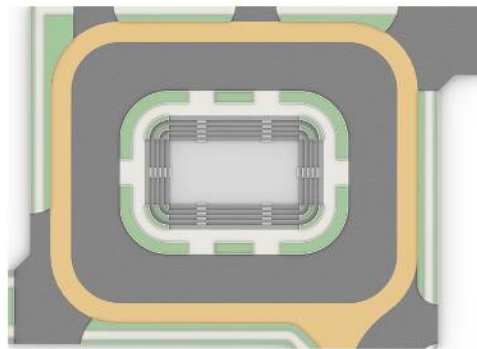


LANDSCAPE DESIGN ZONES  
Intersection A

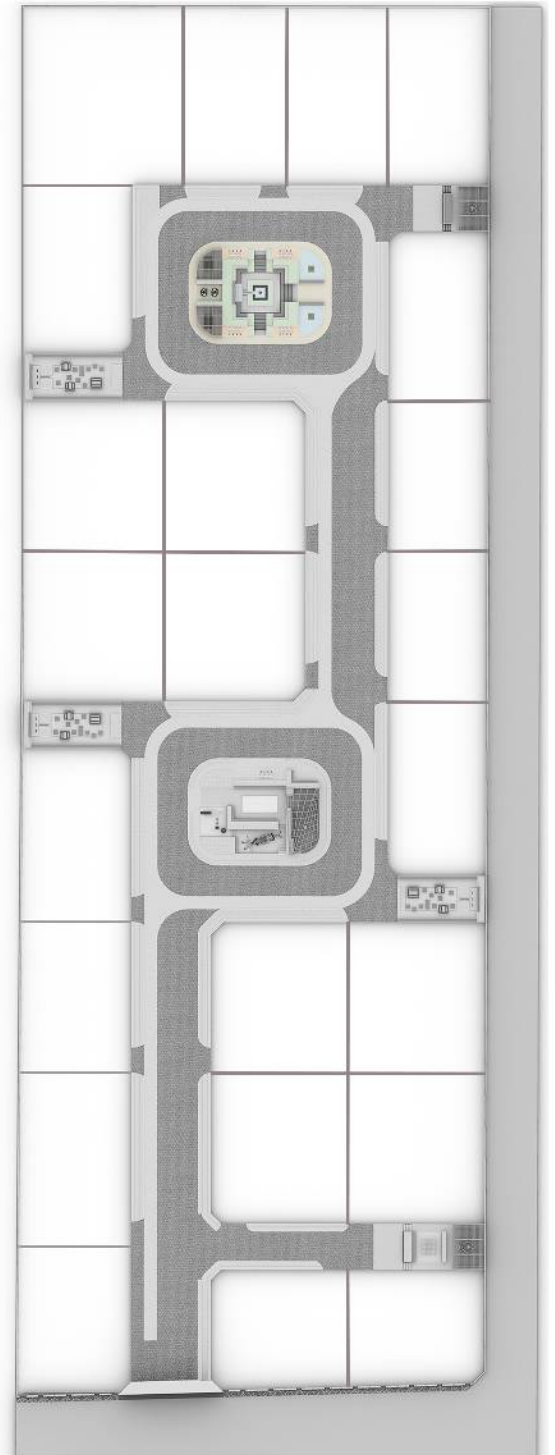
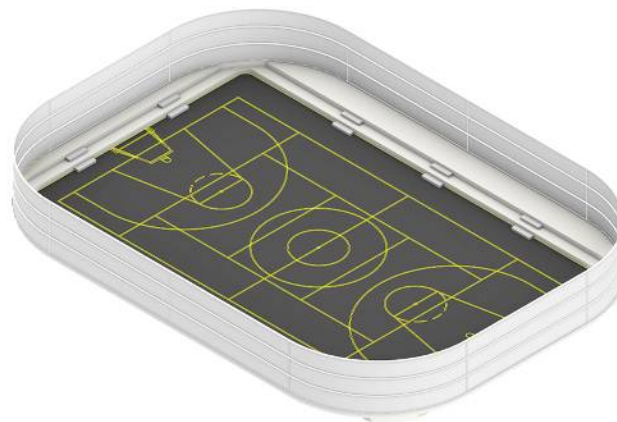
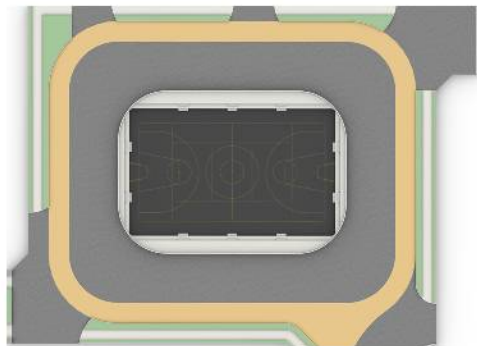
Alternative 1



Alternative 2  
the intersection as a  
gathering event-space



Alternative 3  
the intersection as a  
multipurpose court

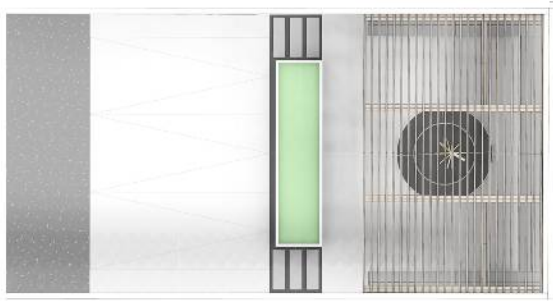


## LANDSCAPE DESIGN ZONES

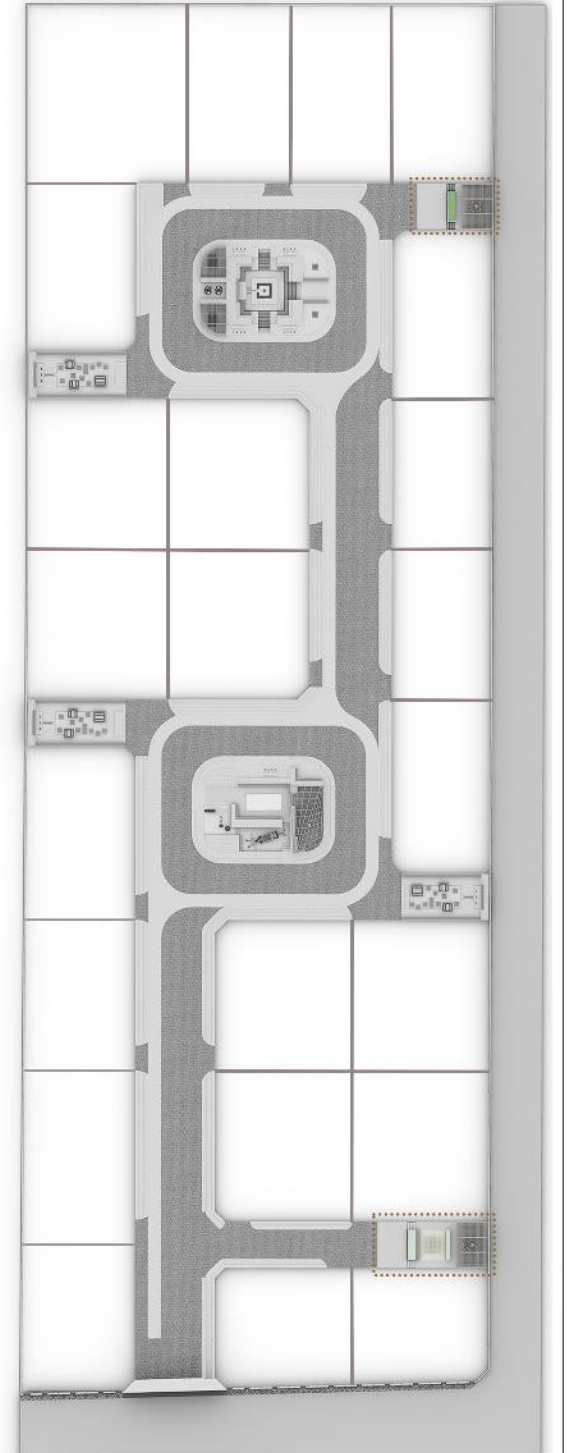
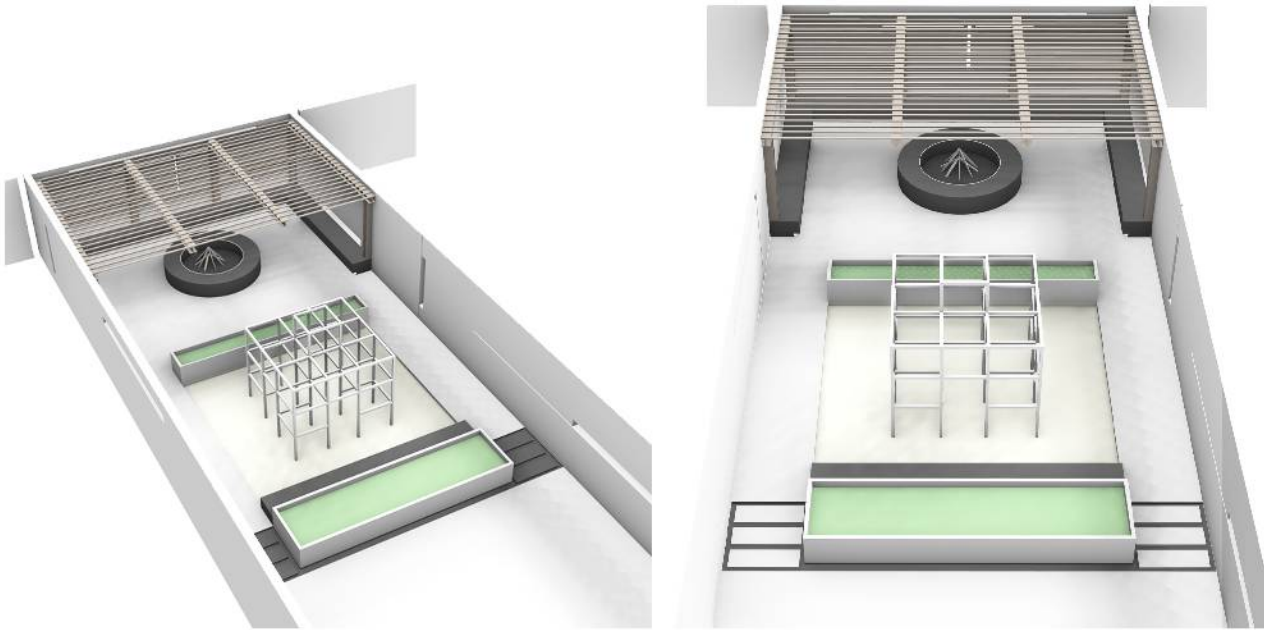
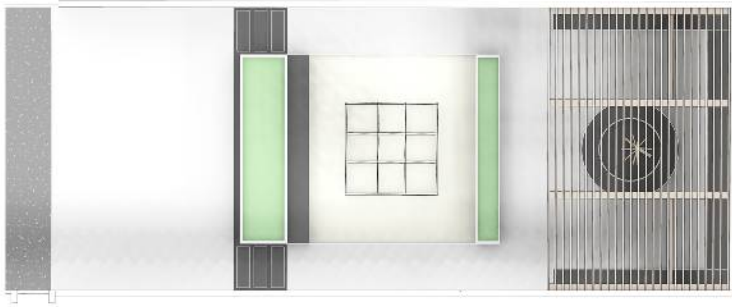
### Intersection B



Dead End E



Dead End A

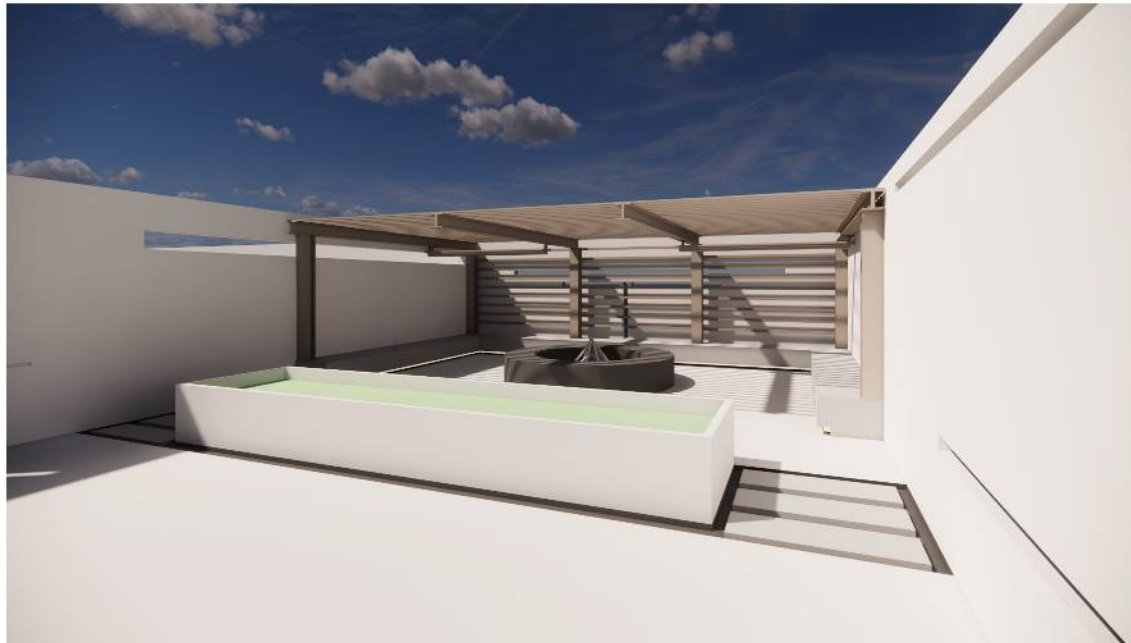


LANDSCAPE DESIGN ZONES  
Dead Endes A&E (almost similar)

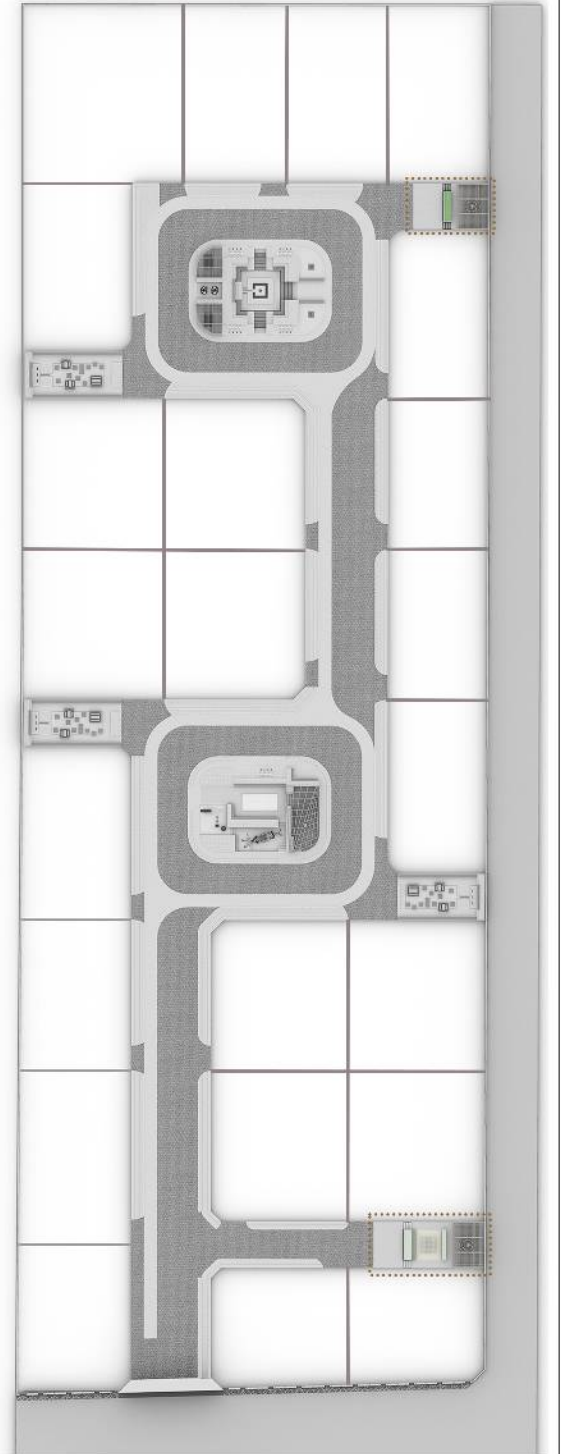
Dead End E



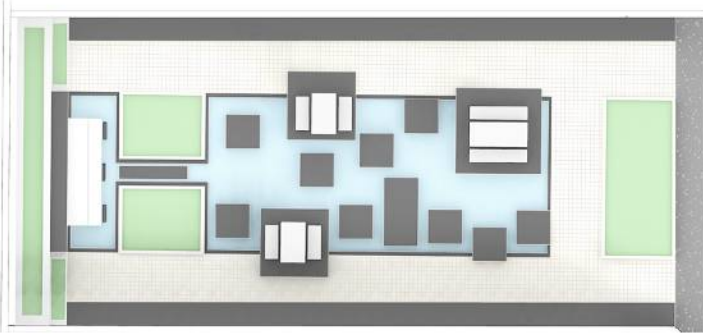
Dead End A



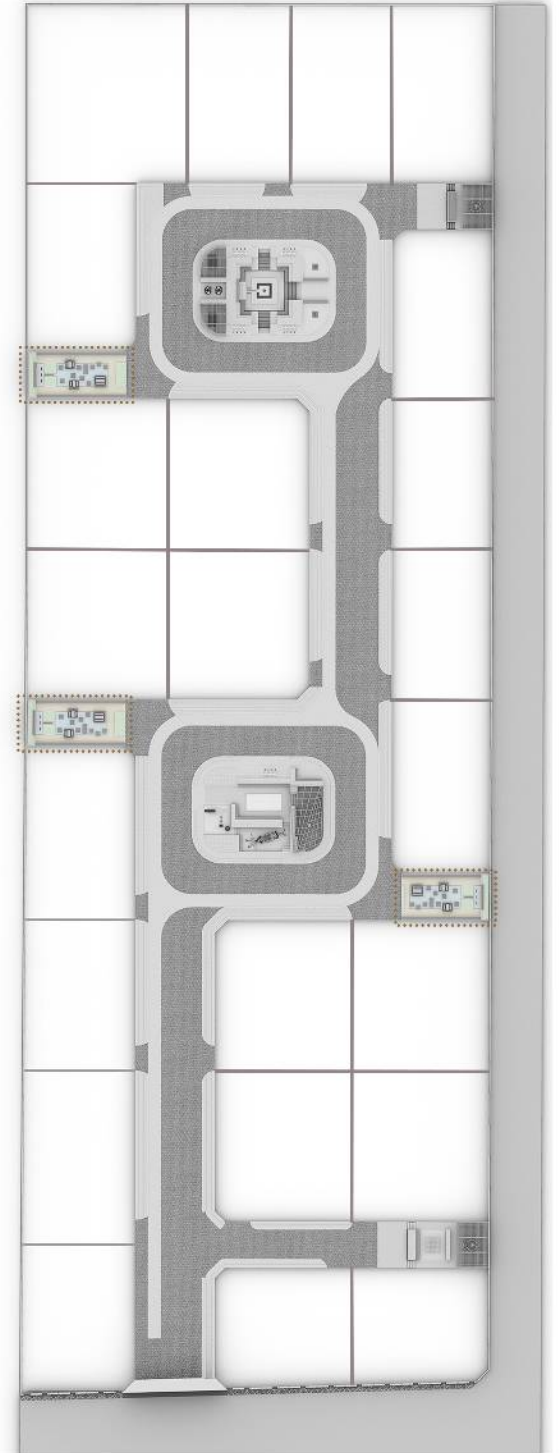
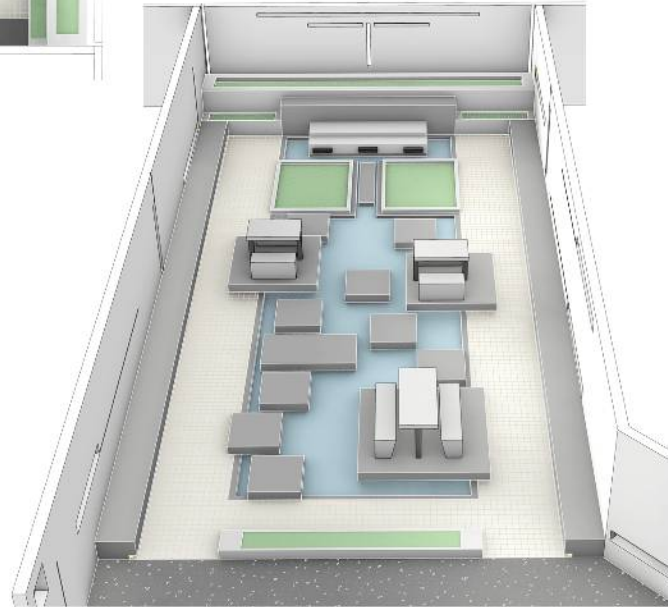
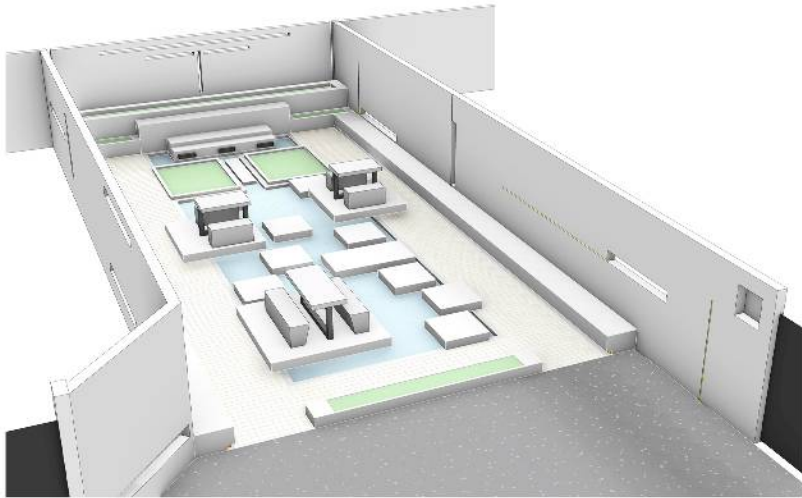
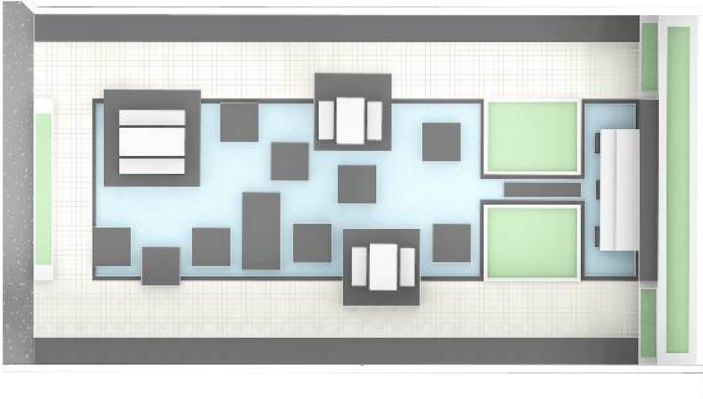
LANDSCAPE DESIGN ZONES  
Dead Endes A&E (almost similar)



Dead End B&C

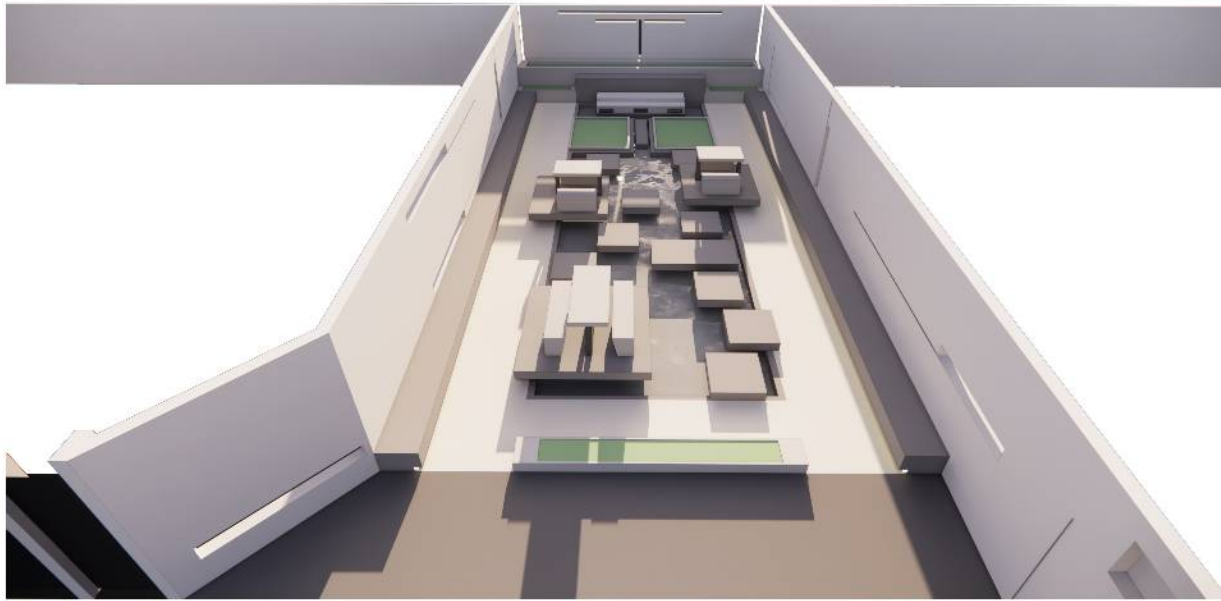


Dead End D



LANDSCAPE DESIGN ZONES  
Dead Endes B&C&D (almost similar)

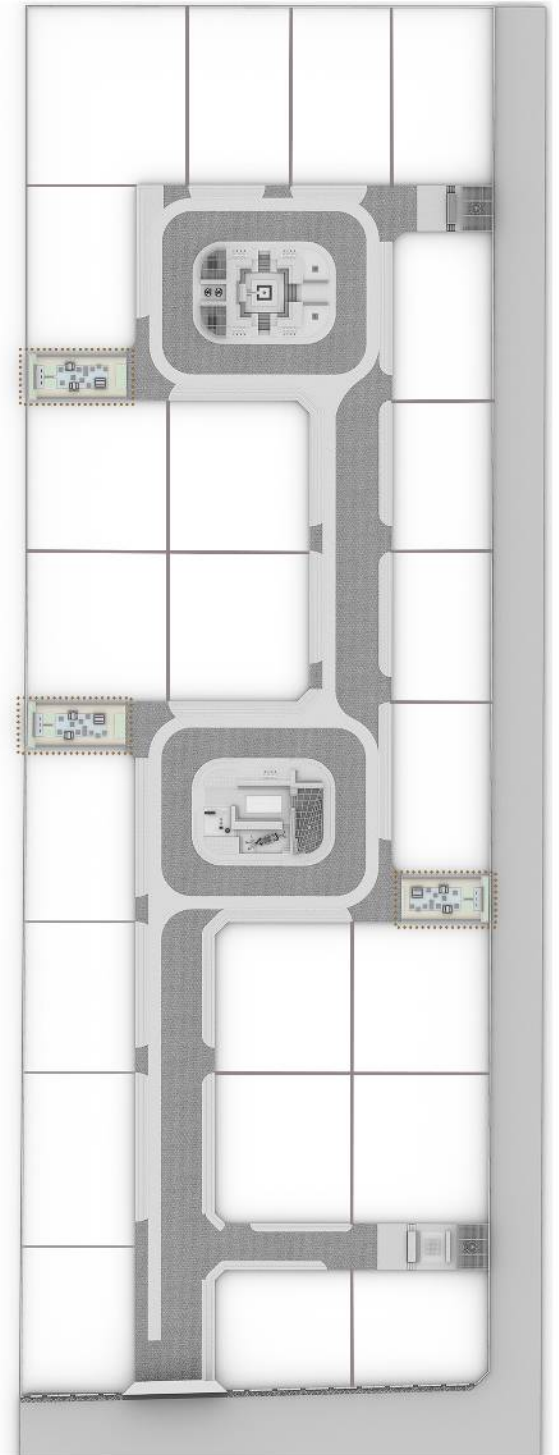




Dead End D



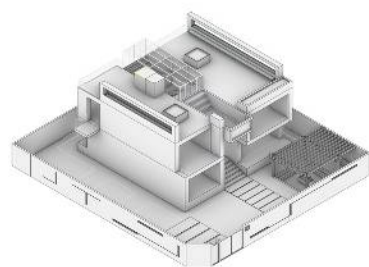
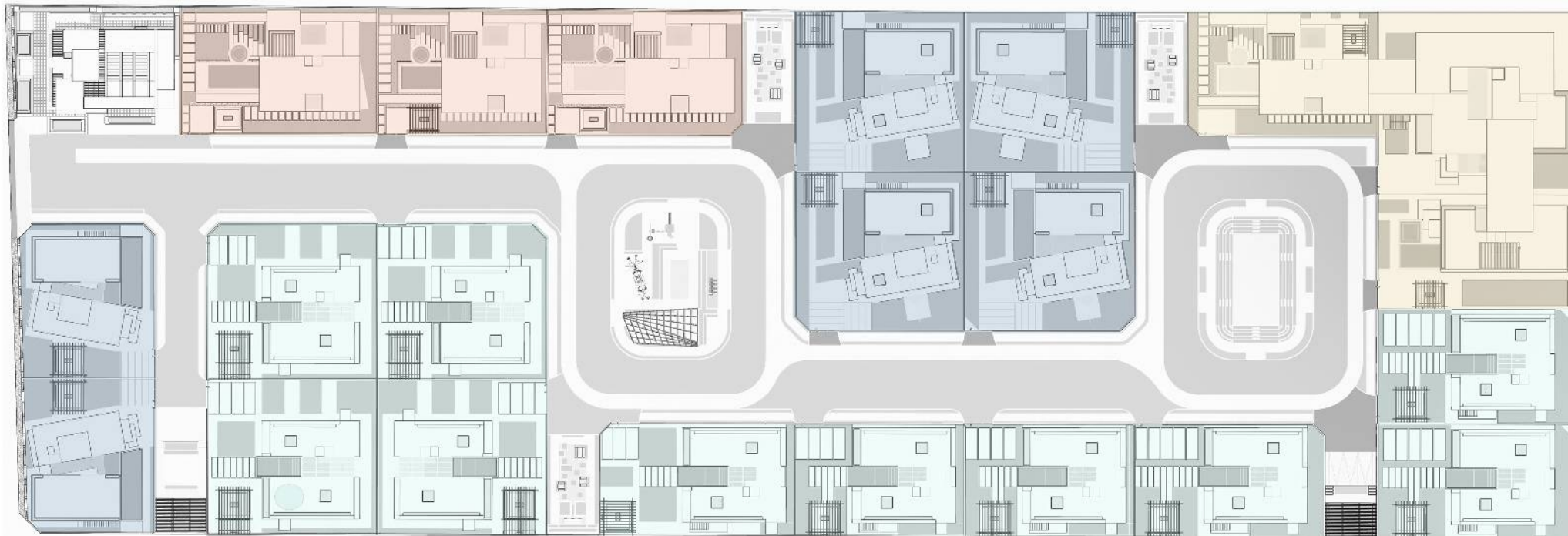
LANDSCAPE DESIGN ZONES  
Dead Endes B&C&D (almost similar)



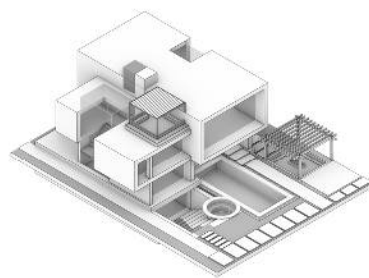


THE MAIN ENTERANCE OF EACH PROPERTY ZONE

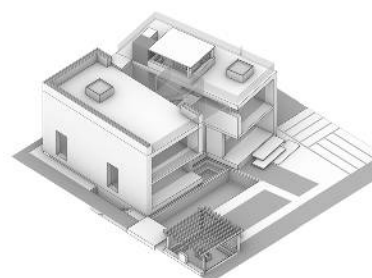
# Villa Types



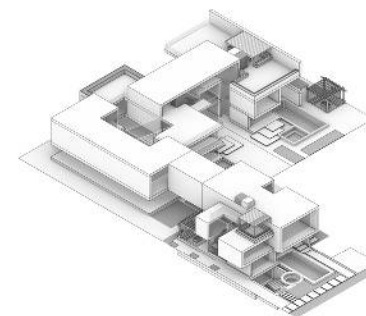
Type A



Type B



Type C



Type D





## Type A

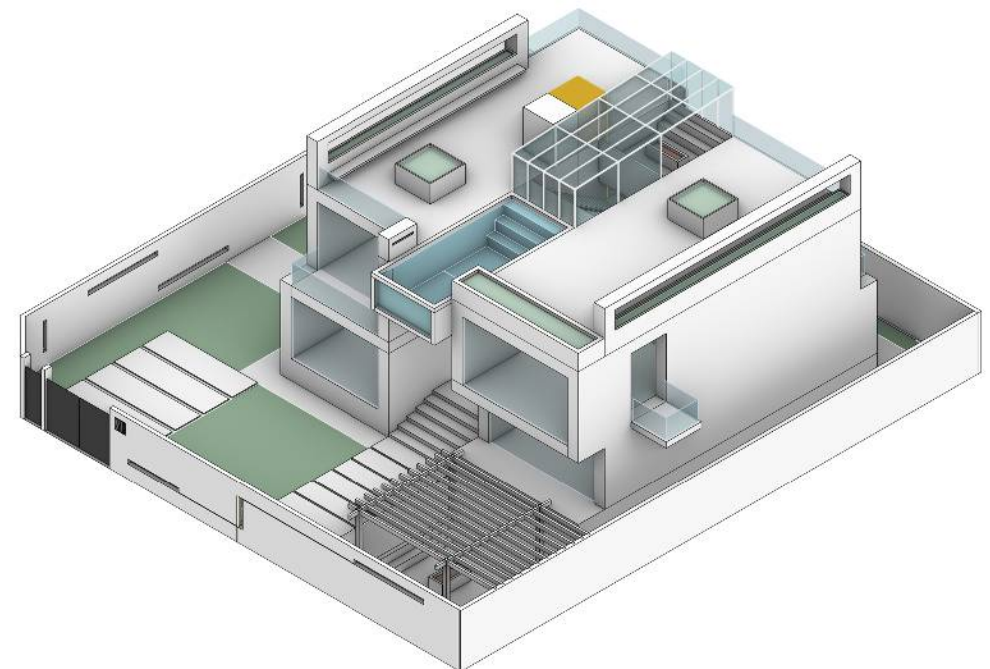
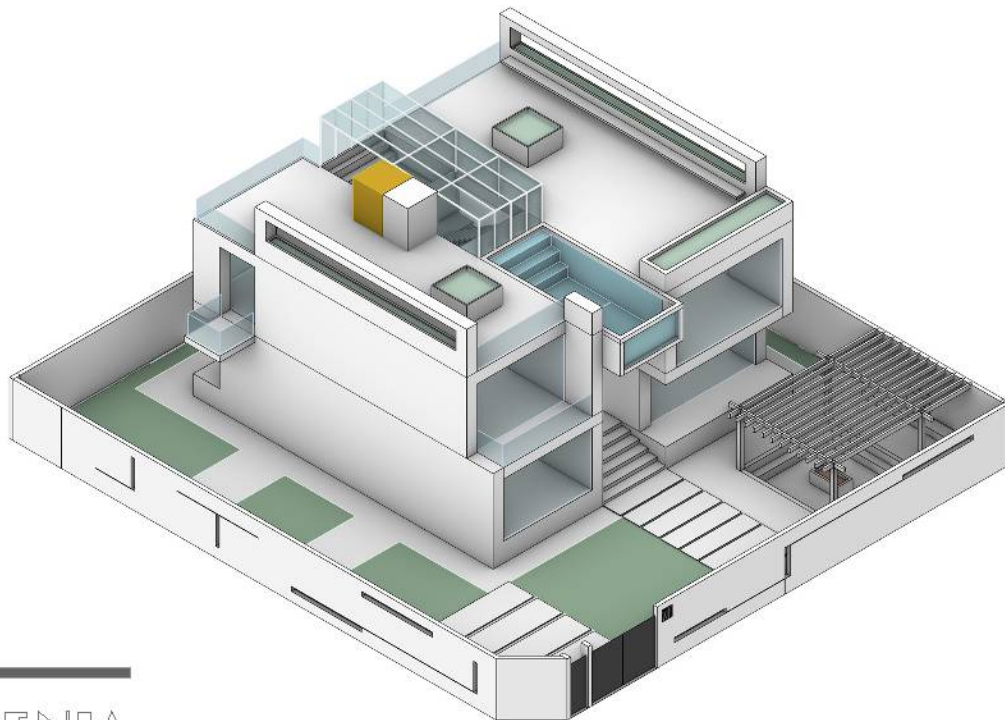
Footprint= 230 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 540 Square Meter

The Number of This Type in the Town= 10



## Type B

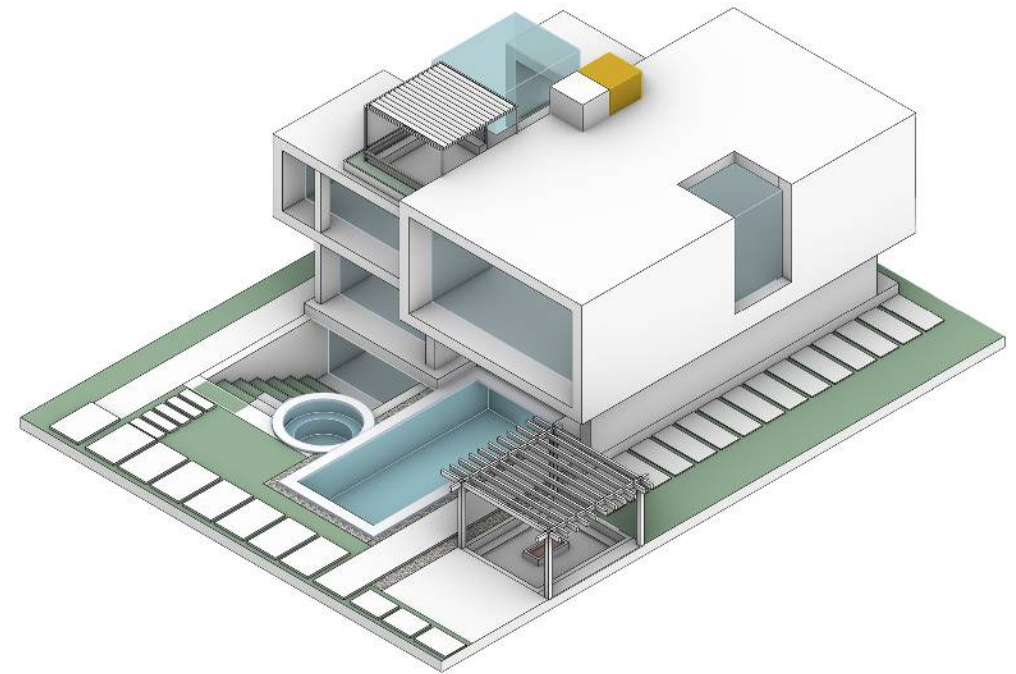
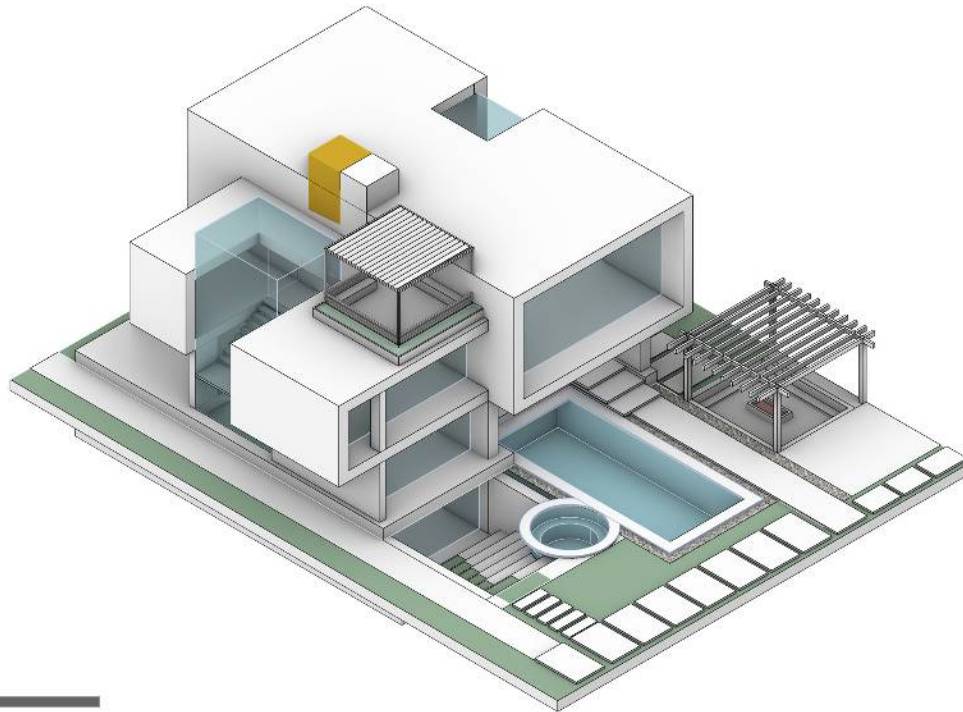
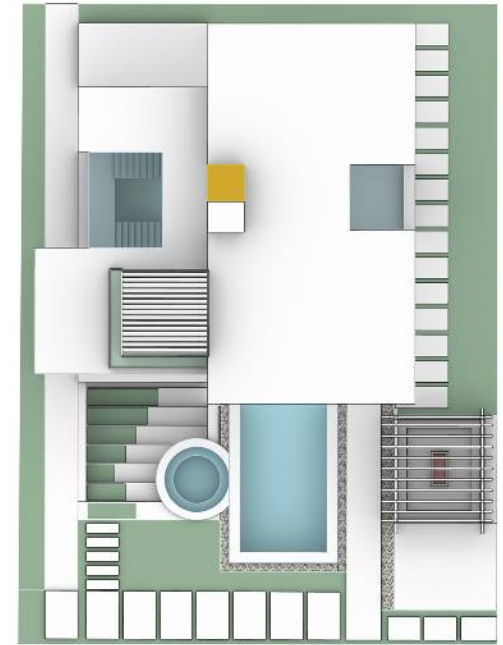
Footprint= 260 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 560 Square Meter

The Number of This Type in the Town= 3





## Type C

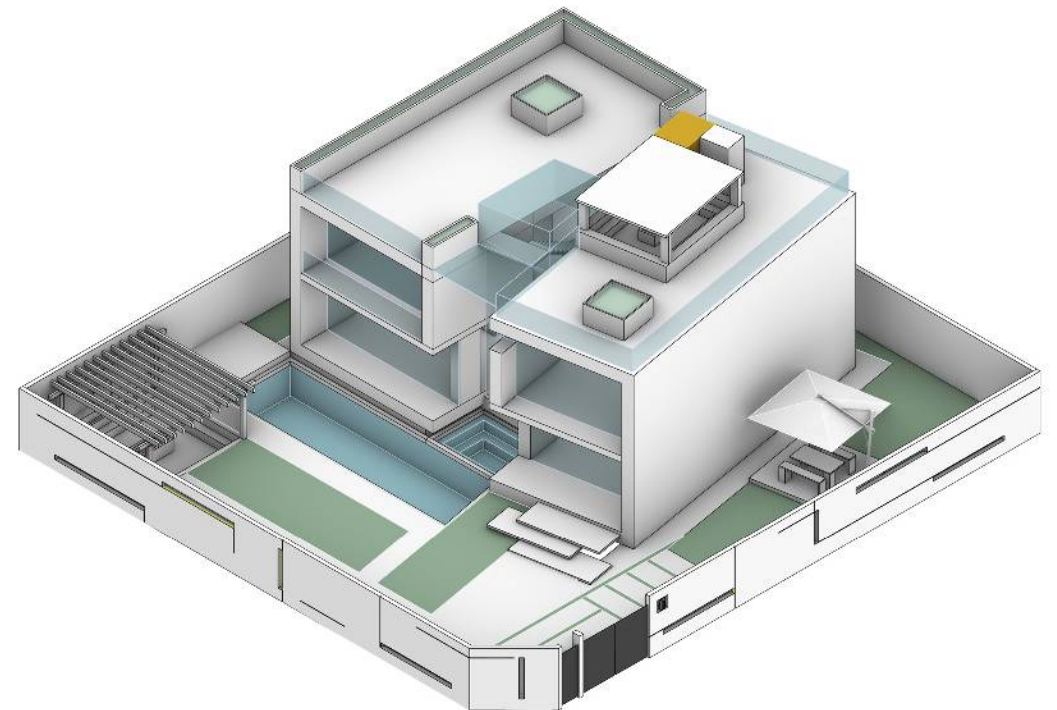
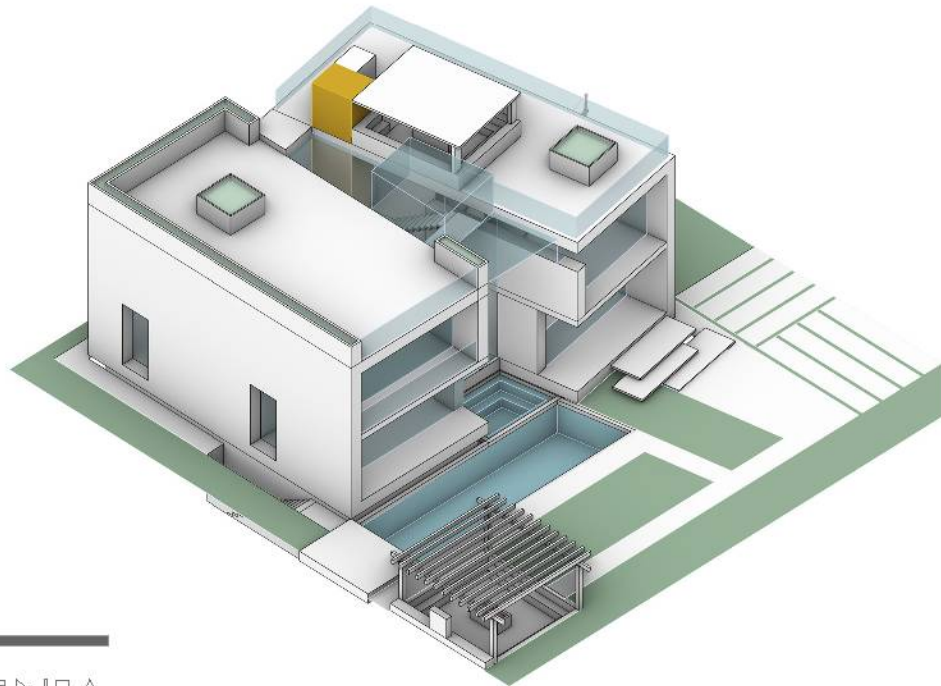
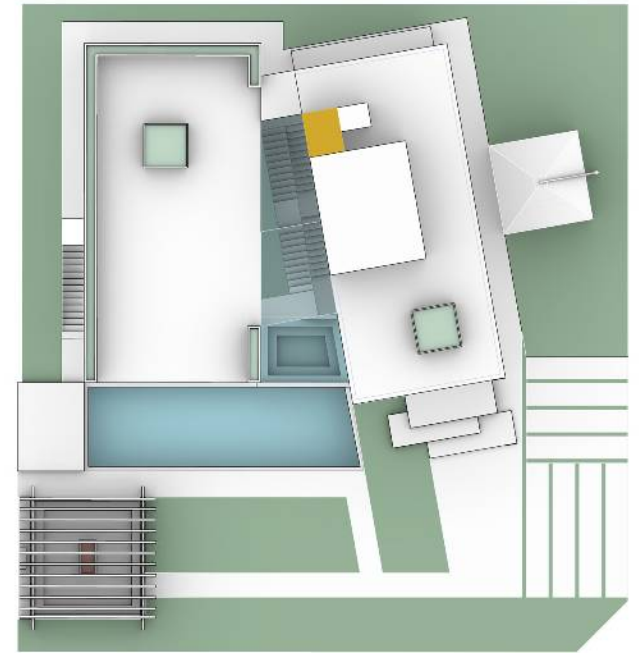
Footprint= 250 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 650 Square Meter

The Number of This Type in the Town= 6





## Type D

### Part 9, 10, 11

Footprint Part 9= 260 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 560 Square Meter

The Number of This Type in the Town= 1

Footprint Part 10= 260 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 560 Square Meter

The Number of This Type in the Town= 1

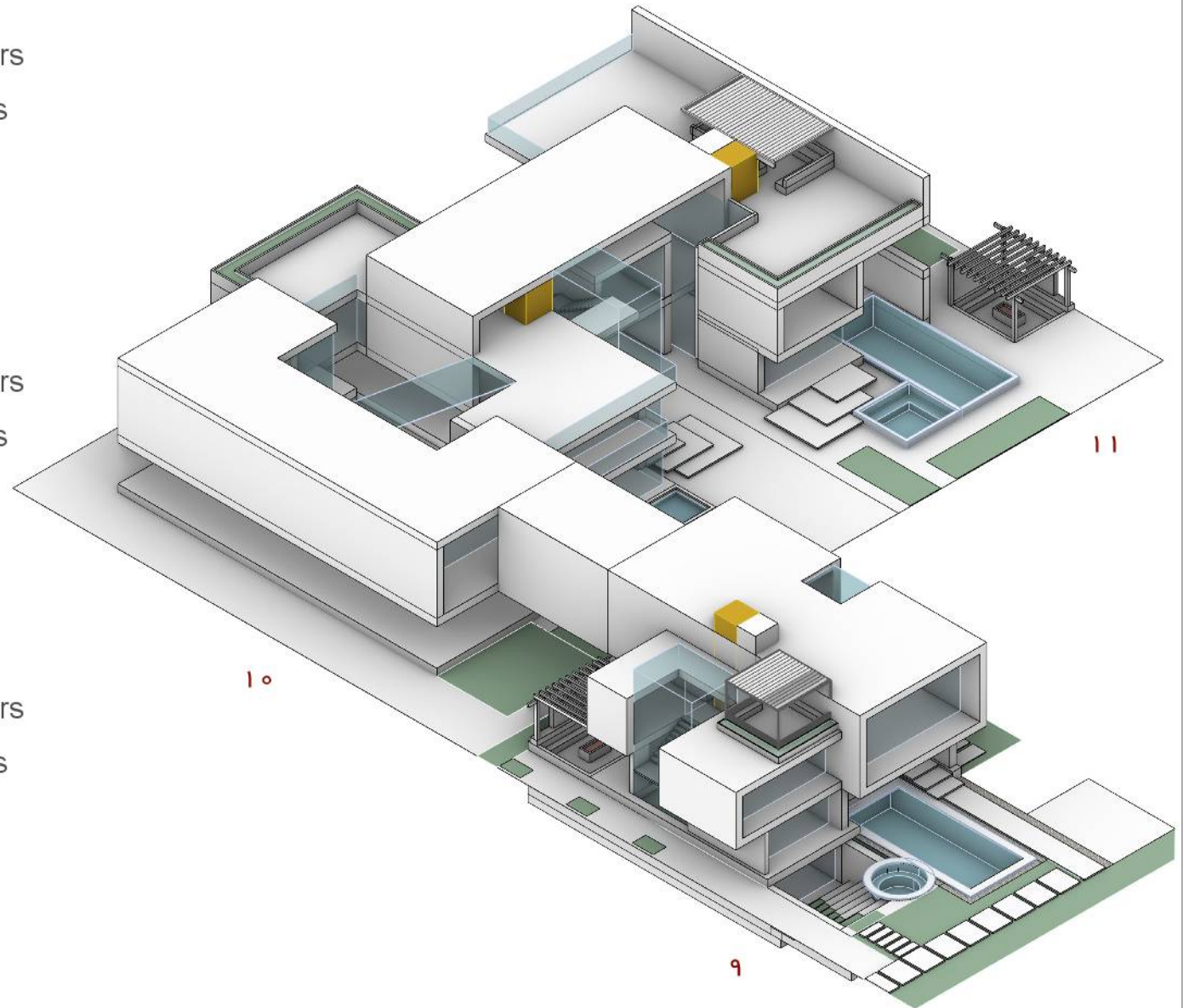
Footprint Part 11= 250 Square Meter

The Number of Floors Above Ground= 2 Floors

The Number of Underground Floors= 1 Floors

Total Floor Area= 600 Square Meter

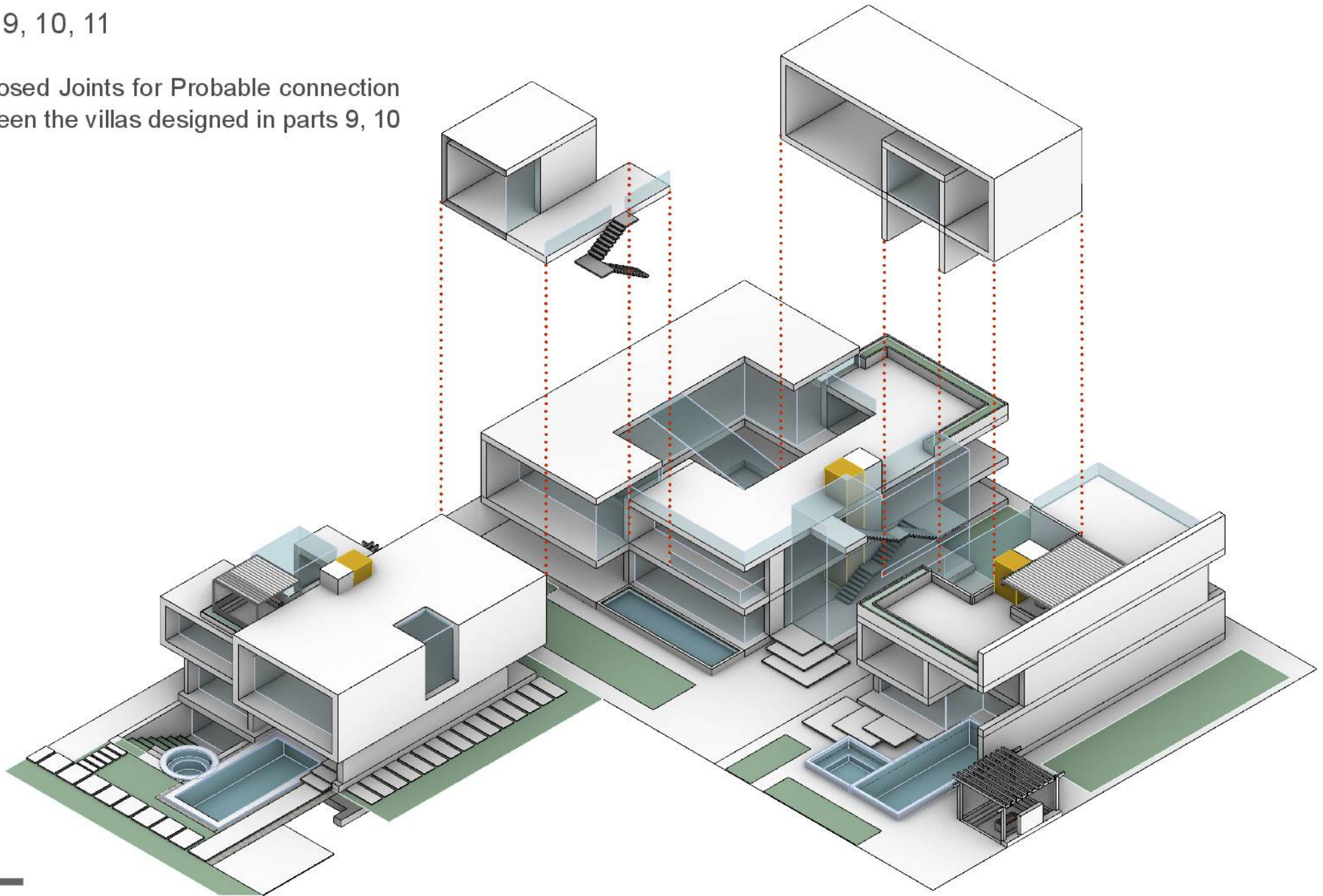
The Number of This Type in the Town= 1



# Type D

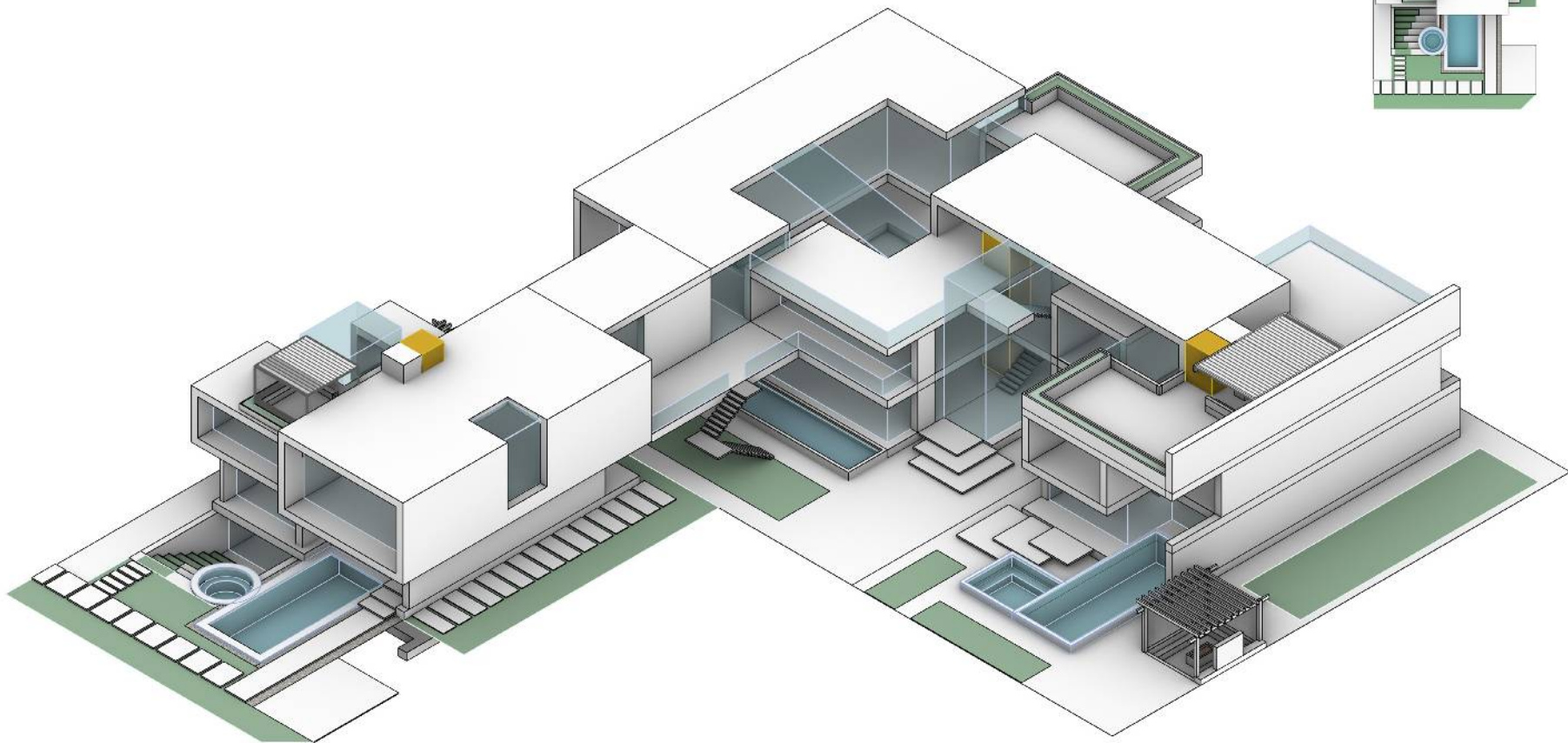
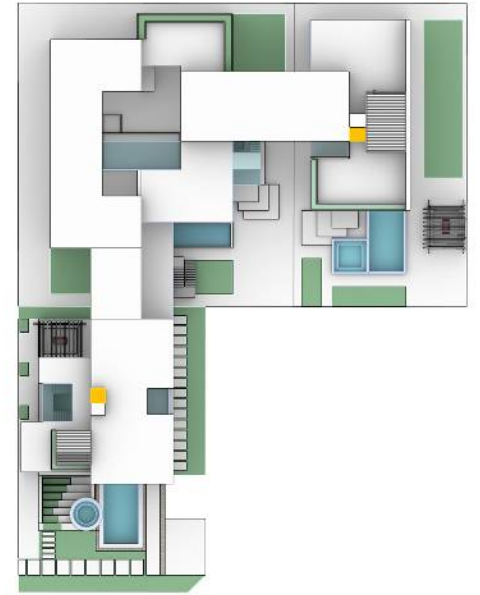
## Part 9, 10, 11

Proposed Joints for Probable connection  
between the villas designed in parts 9, 10  
& 11





# Type D





**Thank you**