

# CISEM SAGLAM

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+1 323 539 06 19  
ciseMSaglam1@gmail.com  
Los Angeles CA | Izmir TURKEY

## Education

**High School Degree** - Lycée Tevfik Fikret | Tevfik Fikret High School  
September 2006 - June 2011

**Erasmus Student** / Bachelor of Architecture - Université de Liège | University of Liege | September 2014 - January 2015

**Bachelor of Architecture degree | Licenced Architect in Turkey** - Izmir University of Economics | September 2011 - June 2016

**Professional Master of Architecture degree ( MArch2)** Southern California Institute of Architecture ( SCI-ARC ) | August 2017 - September 2019

## Software

Autocad 3D  
Rhino 3D - Grasshopper - Vray  
Maya - Arnold  
Z Brush  
Keyshot  
Sketchup  
AchiCAD  
3ds Max  
Processing  
Houdini  
Unity  
Adobe  
Photoshop | Illustrator | Indesign  
After Effects | Premiere Pro  
MS Office  
Twinmotion

## Experience

**Intern Architect** - Rasyonal Architecture | February 2014 - March 2014

**Intern Architect (Construction Site)** - (Skyland Istanbul 2019) Ergolu Construction Architecture | July 2014 - September 2014

**Intern Architect** - Savtuna Architecture | July 2015 - September 2015

**Junior Architect** - Nev Architecture | July 2016 - July 2017

**Supply Store & Print Center Assistant** - Retail Center / Work and Study - Southern California Institute of Architecture ( SCI-ARC )  
September 2018 - January 2019

**Library Assistant** / Work and Study - Southern California Institute of Architecture ( SCI-ARC )  
May 2019 - September 2019

**Architectural Intern** / Michael Maltzan Architecture  
November 2019 - February 2020

## Languages

Turkish / Native  
English / Proficient | C2  
French / Upper Intermediate | B2  
Italian / Elementary | A2

## Workshops

**Shading Design Studio (Ladybug | Grasshopper)** Mostapha Sadeghipour Roudsari - Izmir University of Economics | 2015

**Fleximold Studio** - Delf Technical University | Yasar University | 2015

**3ds Max Studio** - Global Career | 2017

&

**Creative Writing** - Dokuz Eylul University | 2012

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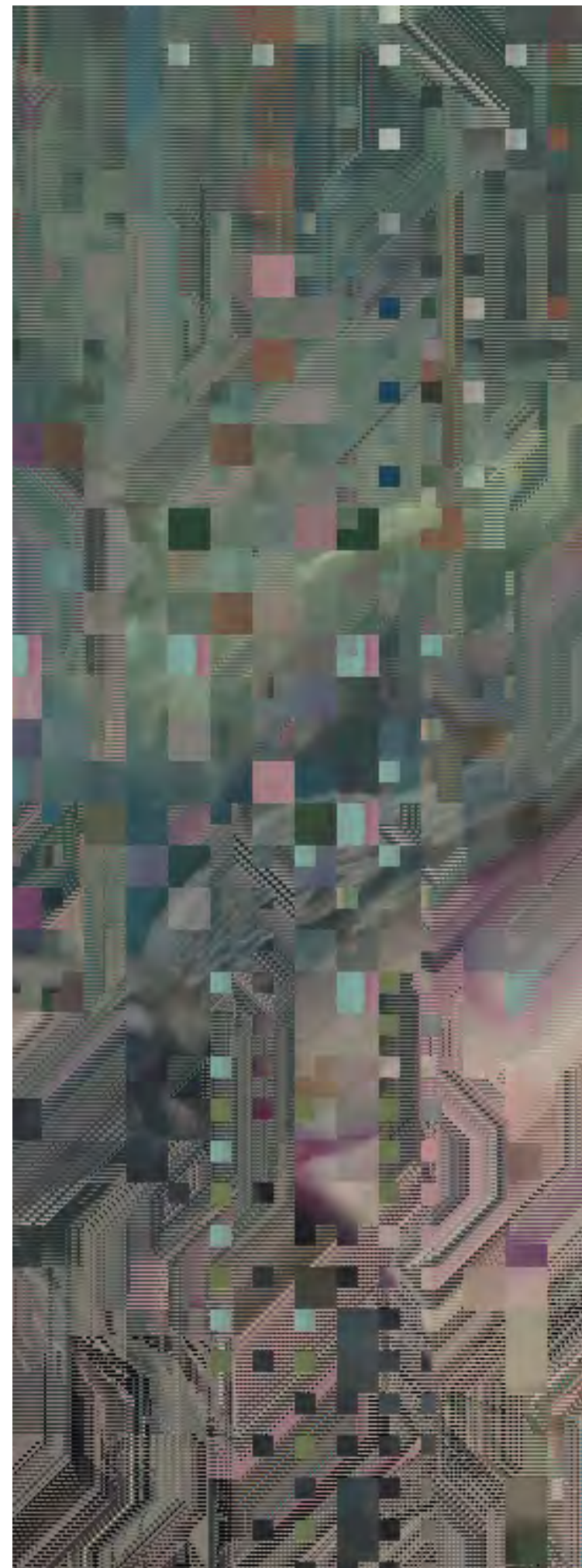
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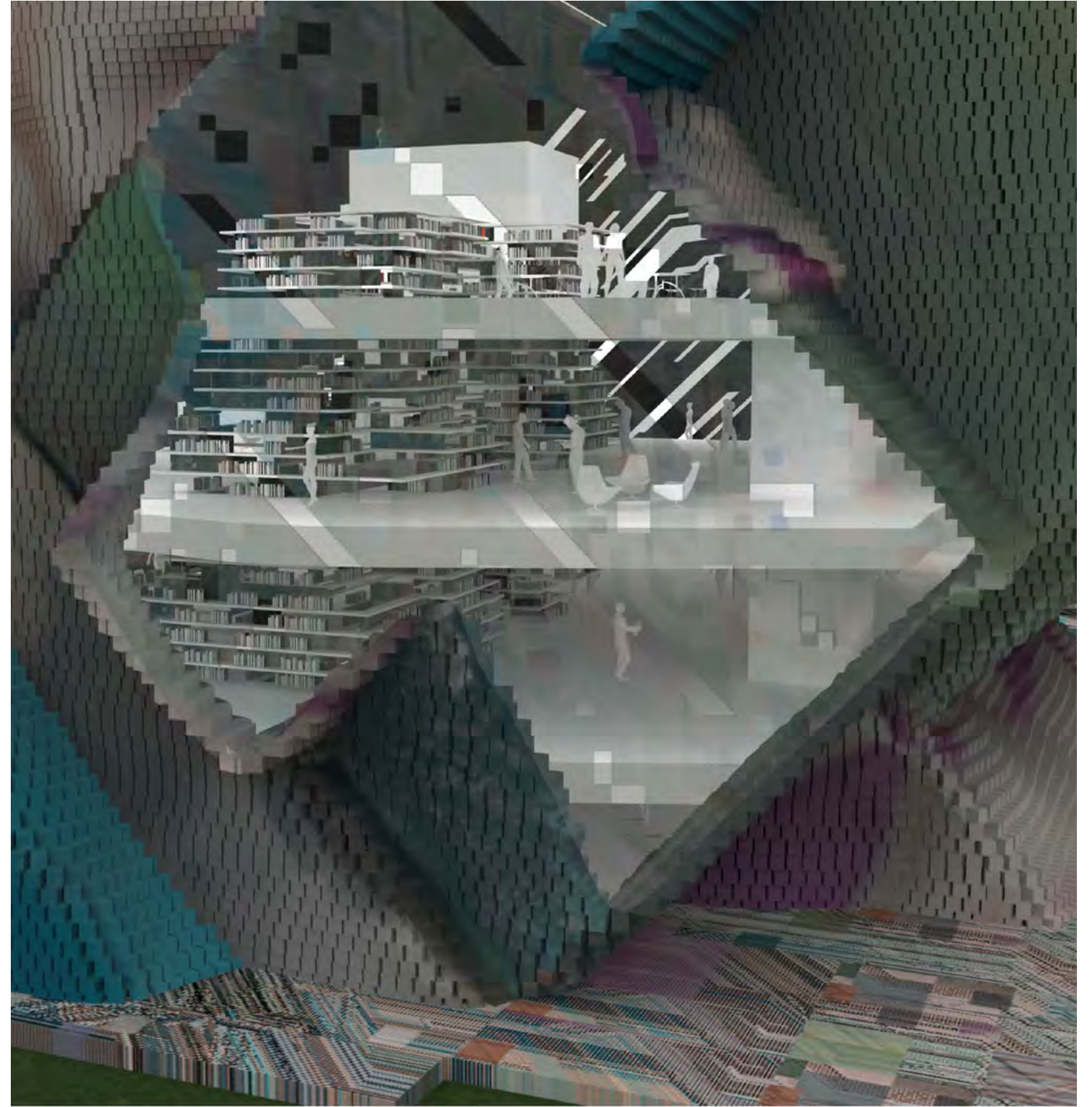
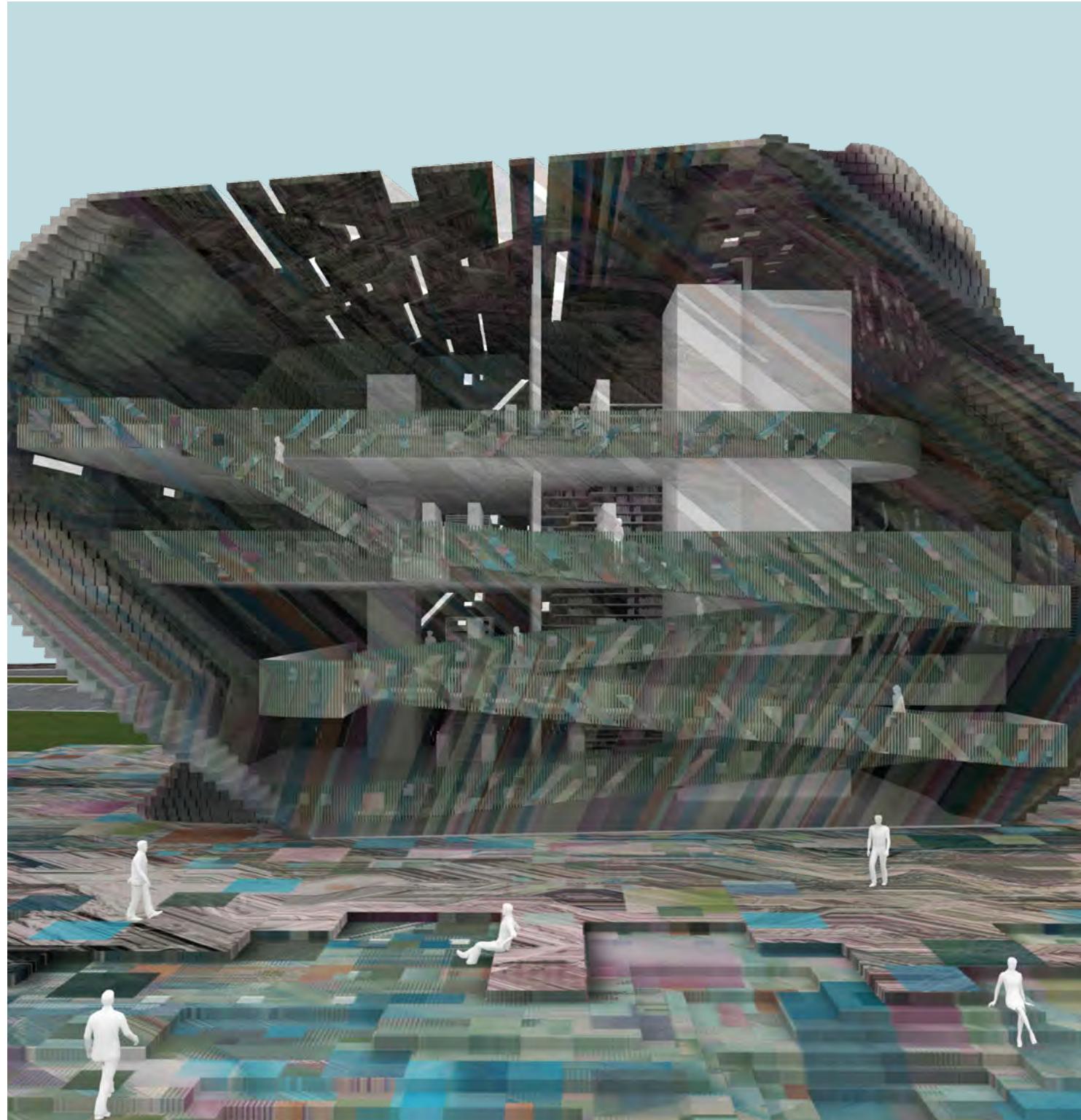
# **SEMBLANCES**

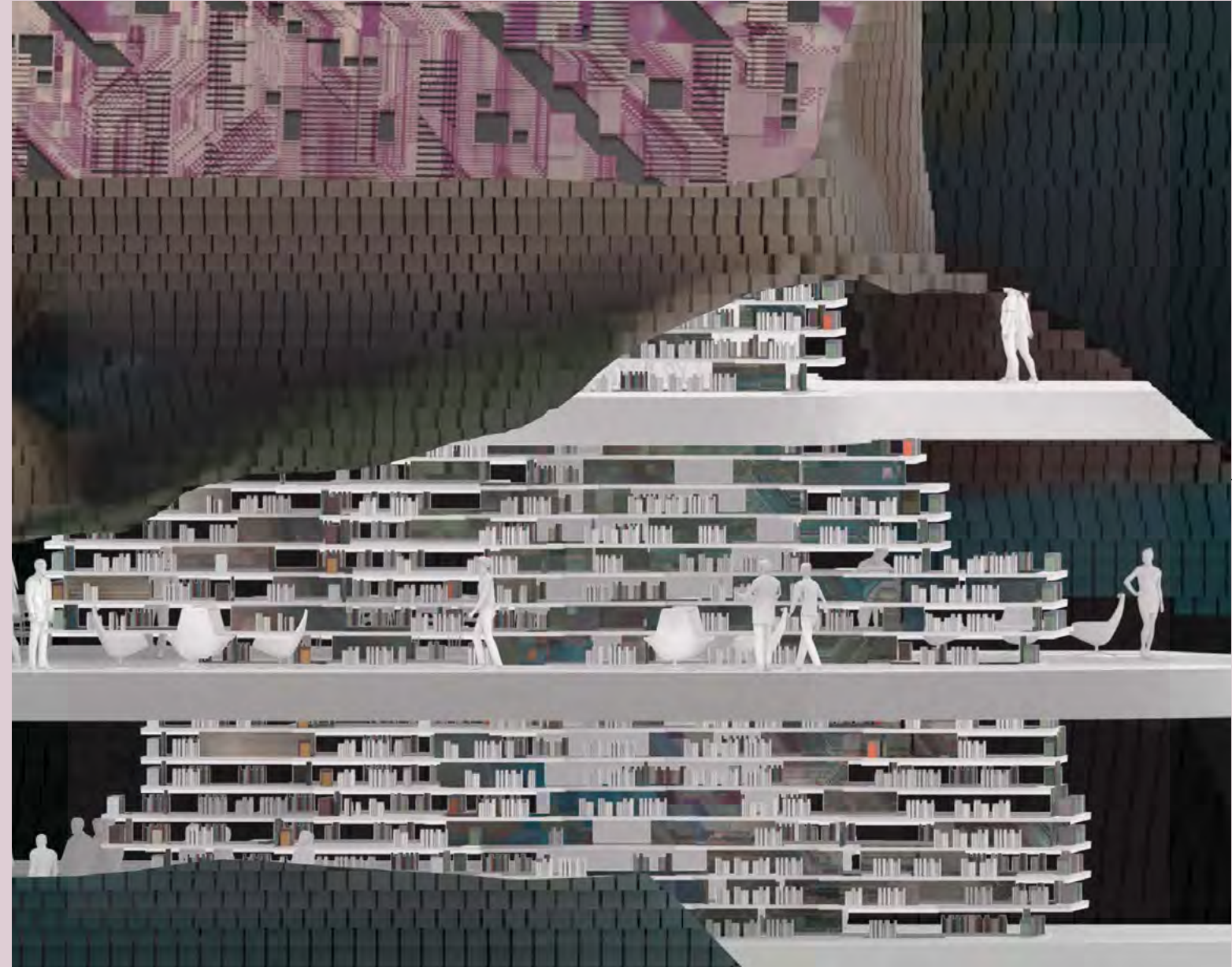
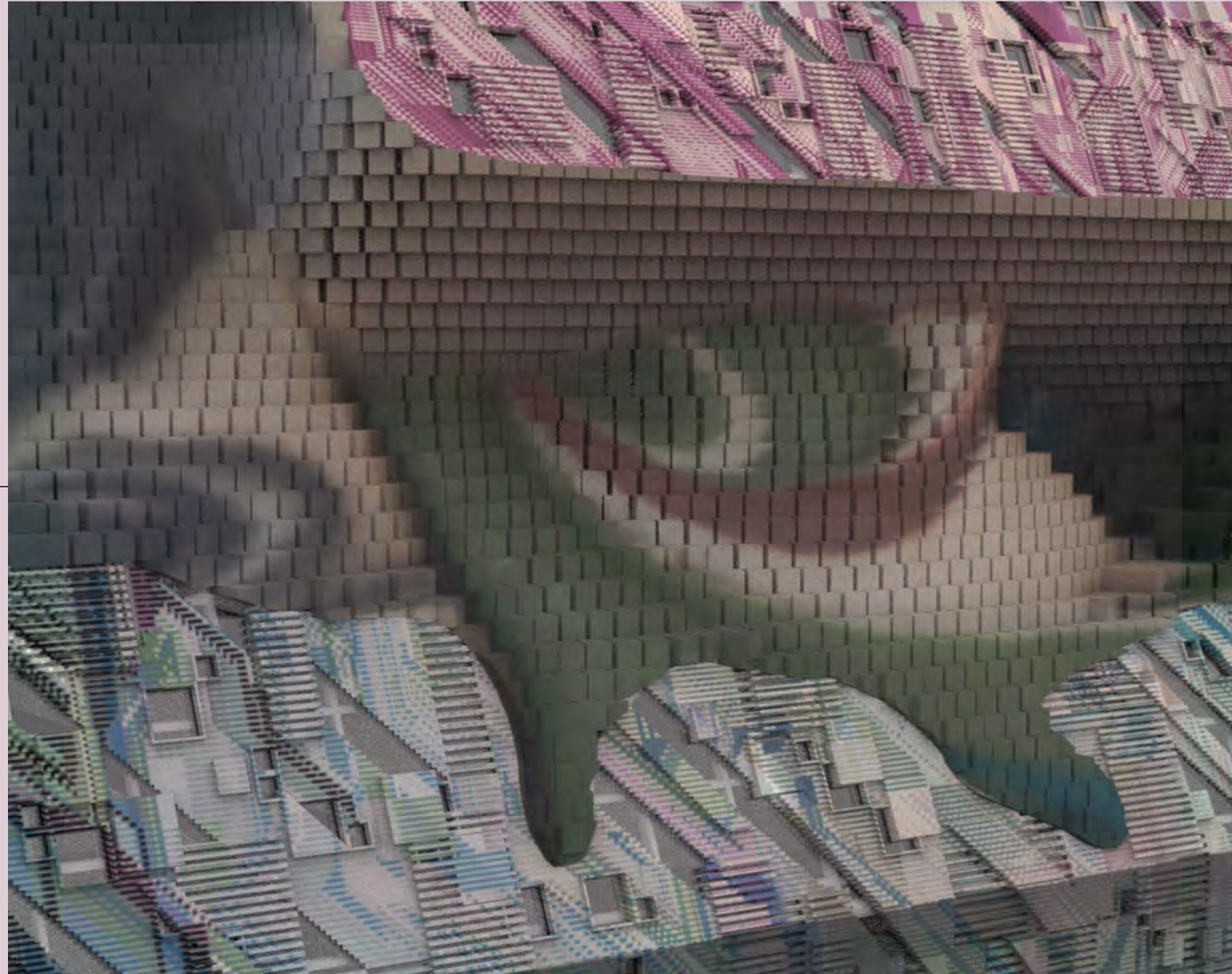
Design Studio | Marcelyn Gow - Spring 2017 -  
Southern California Institute of Architecture -  
In Collaboration with Nikos Michelis

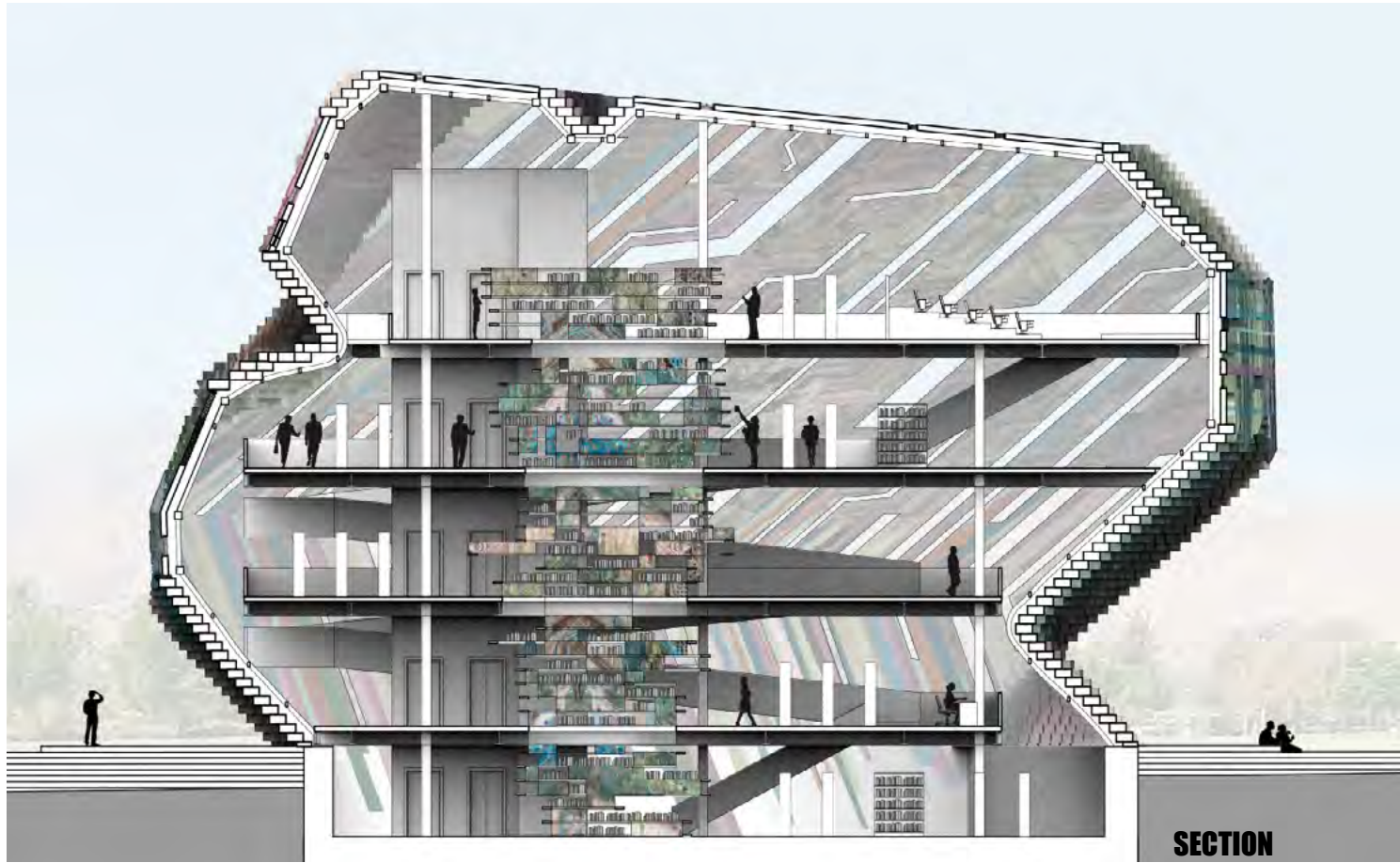
The Studio aims to interrogate the potential of the replica in architecture. Advancing recent debates regarding influence, affinity and appropriation in architecture, we will adopt an approach that exploits the potential for architectural acts of appropriation to engender new forms of authenticity and to challenge context and type within an architectural project.

Quotation as a postmodern form of referencing an 'original' and subsequent forays into sampling including kitbashing and the mash-up are various forms through which appropriation has surfaced in architectural discourse and practice. A more contemporary notion of the replica ties it to the status of the object in architecture and its inherent potential to engender multiple and coexisting forms of legibility; raising questions of scalability ranging from the colossus to the miniature. This approach involves the selection of copies (found objects) instead of the creation of originals.

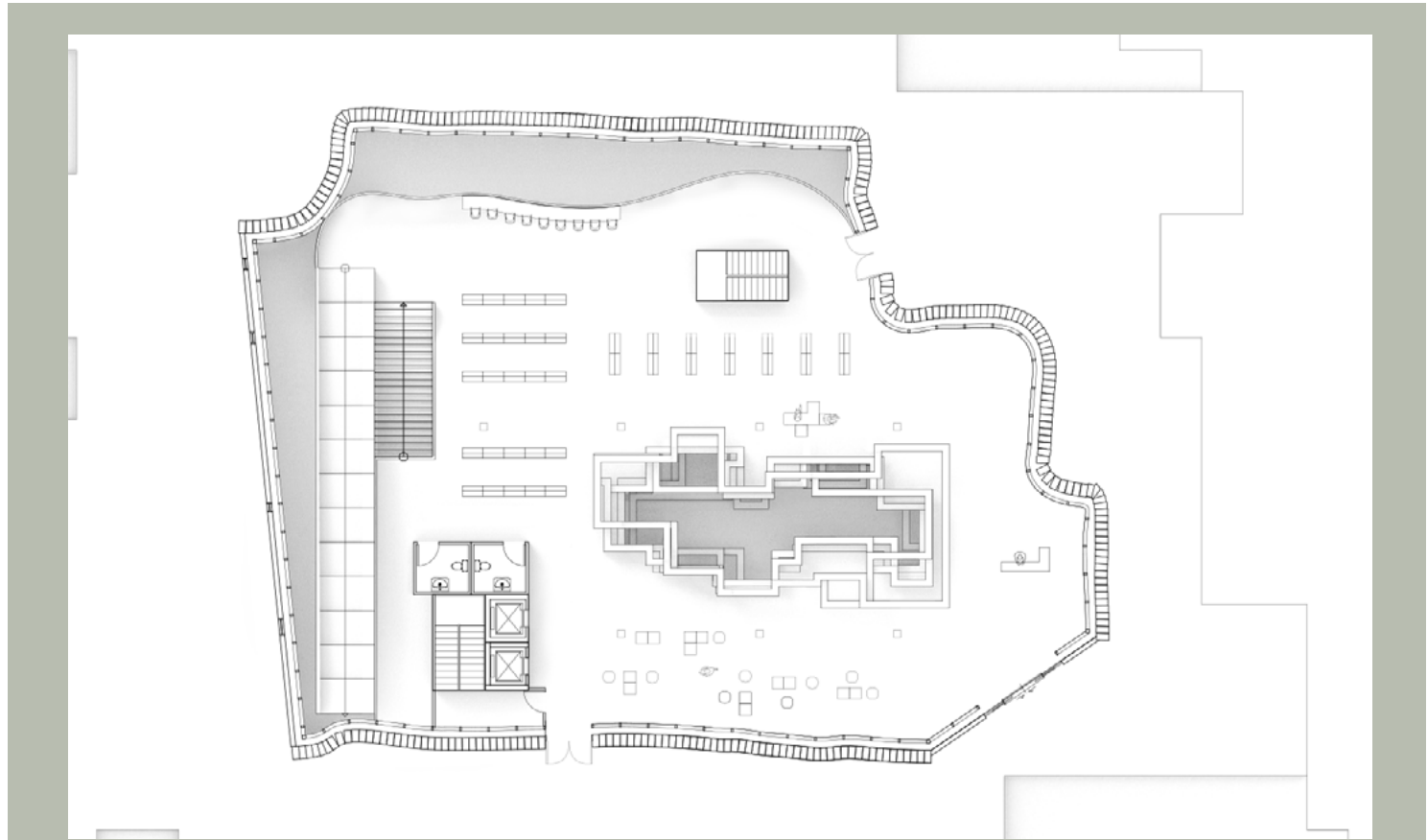




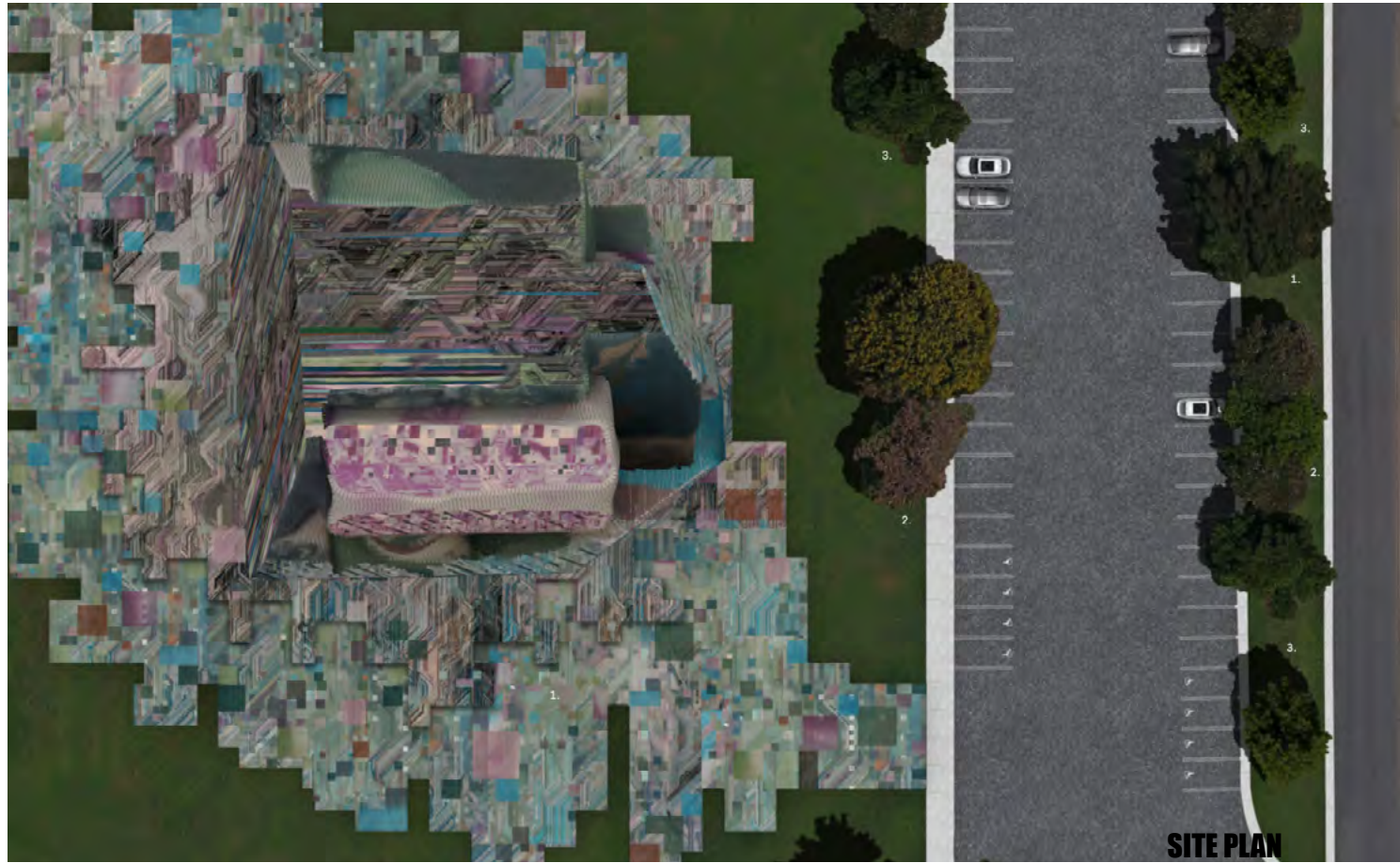




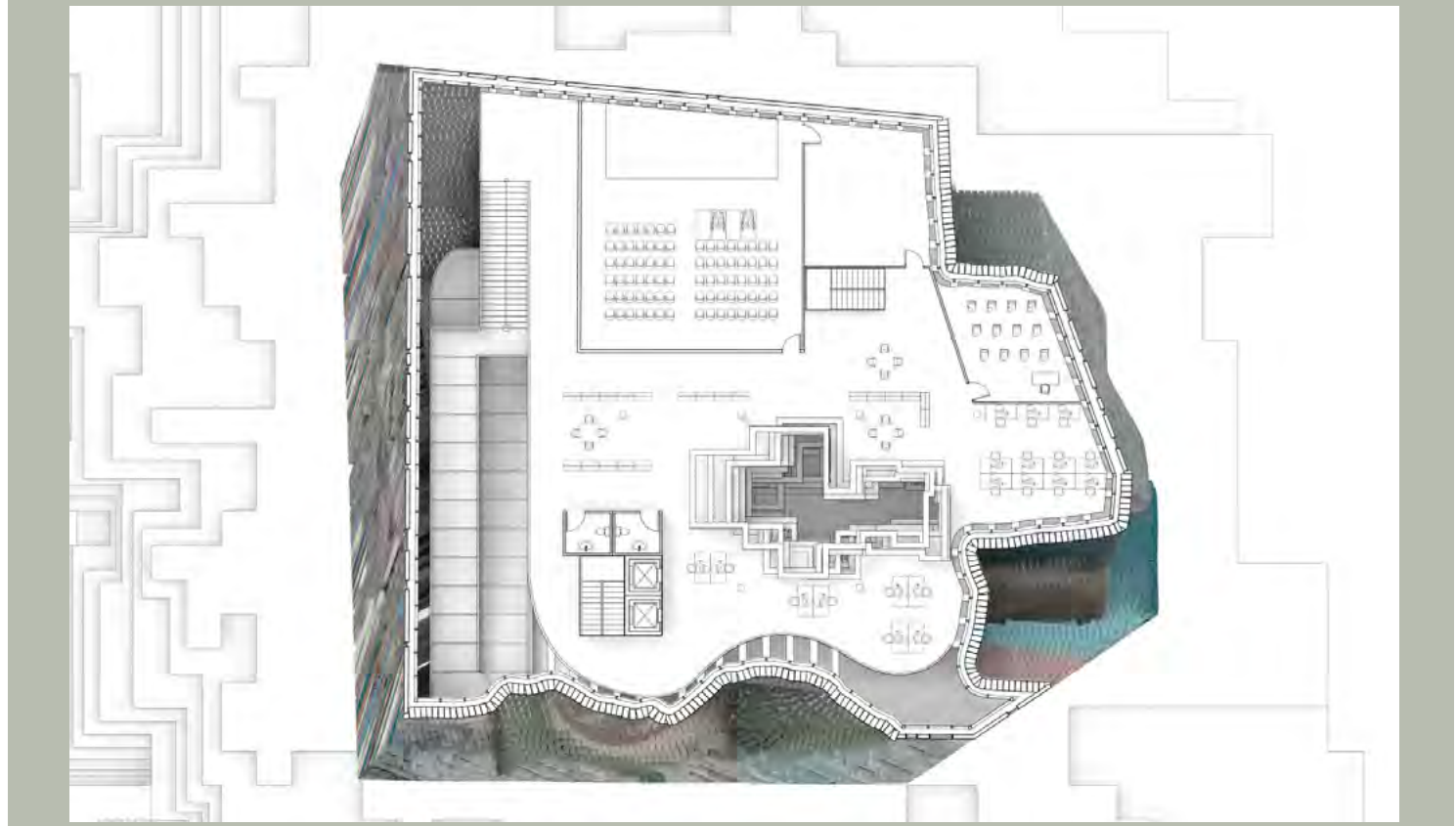
**SECTION**



**GROUND FLOOR PLAN**



**SITE PLAN**



**TOP FLOOR PLAN**

# OBJECT PLAYGROUND

Thesis | Damjan Jovanovic - Summer 2019 -  
Southern  
California Institute of Architecture

Object Playground, an artificial park that consists of a series of compositions created with objects from multiple genres used out of their context as inhabitable sculpture/pavillions.

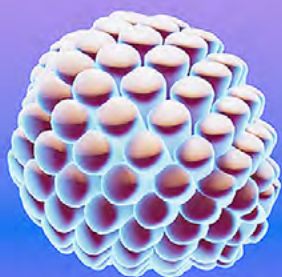
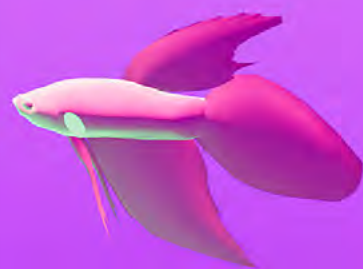
Thesis proceeds in 3 steps, first collecting objects from different genres, selected based on taste and their physical qualities in terms of having volumetric, linear and surface qualities.

Second, creating various compositions with the help of a computer-generated tool contains selected objects in it, creating various compositions based types of objects ( in terms of physical quality), repetition, rotation, and size of the objects in an environment that has one attraction point in the center which collects the elements around. The tool can be understood as a creative canvas for new building thoughts.

Third and Finally, Selected compositions, that are created from various objects from different genres in a fake physical environment. Uses as a building size pavillions for human use in various shapes.

Please see the link below for animation ;  
<https://vimeo.com/363396979>  
<https://vimeo.com/363397636>

# OBJECTS LIBRARY



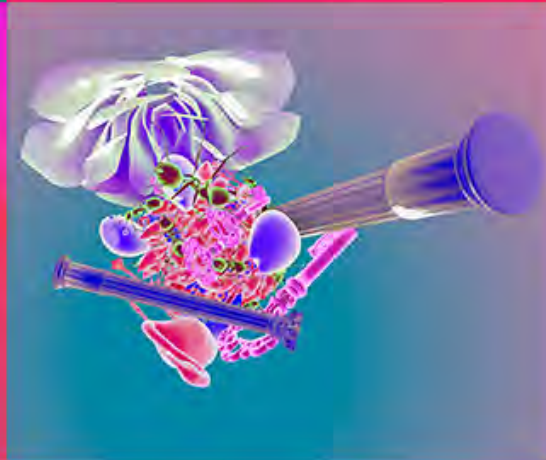
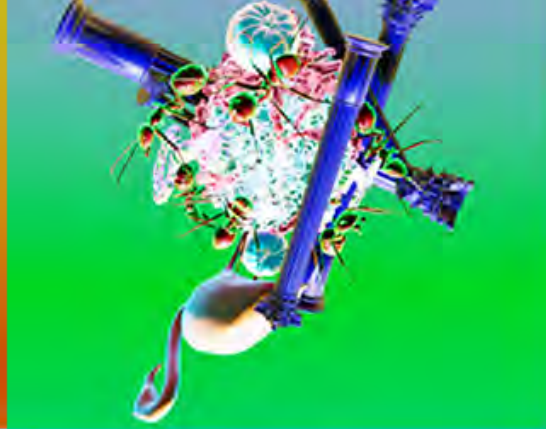
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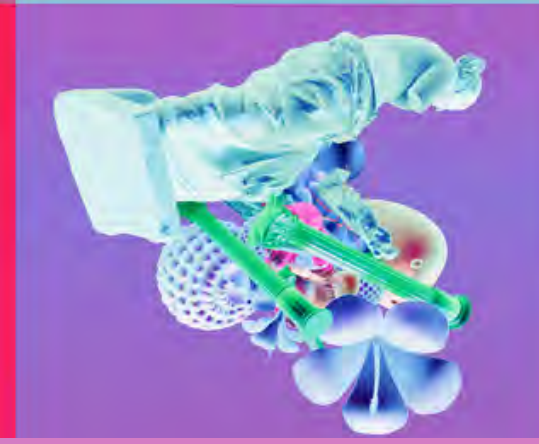
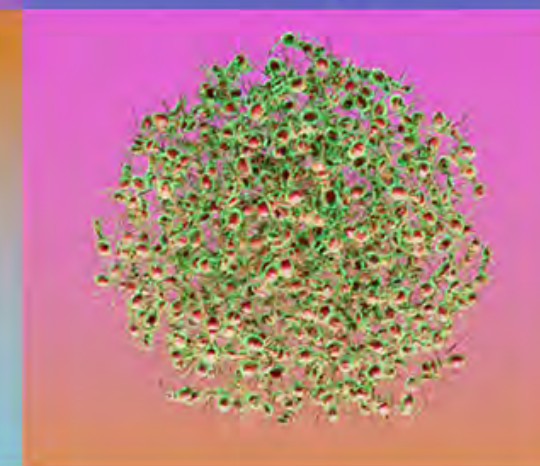
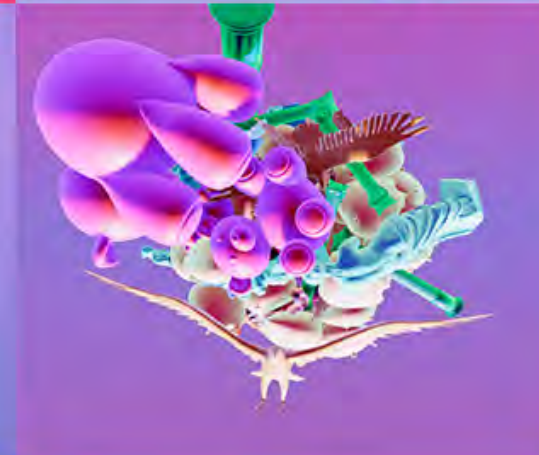
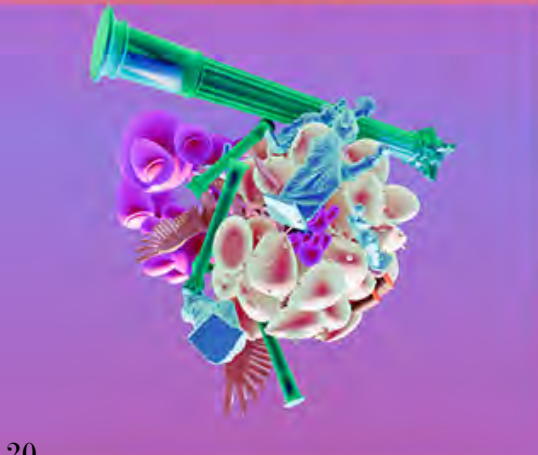
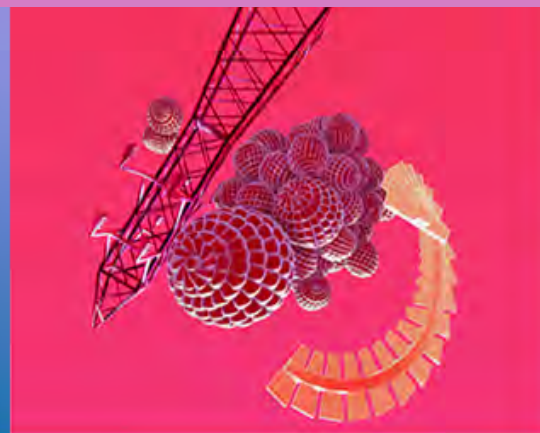


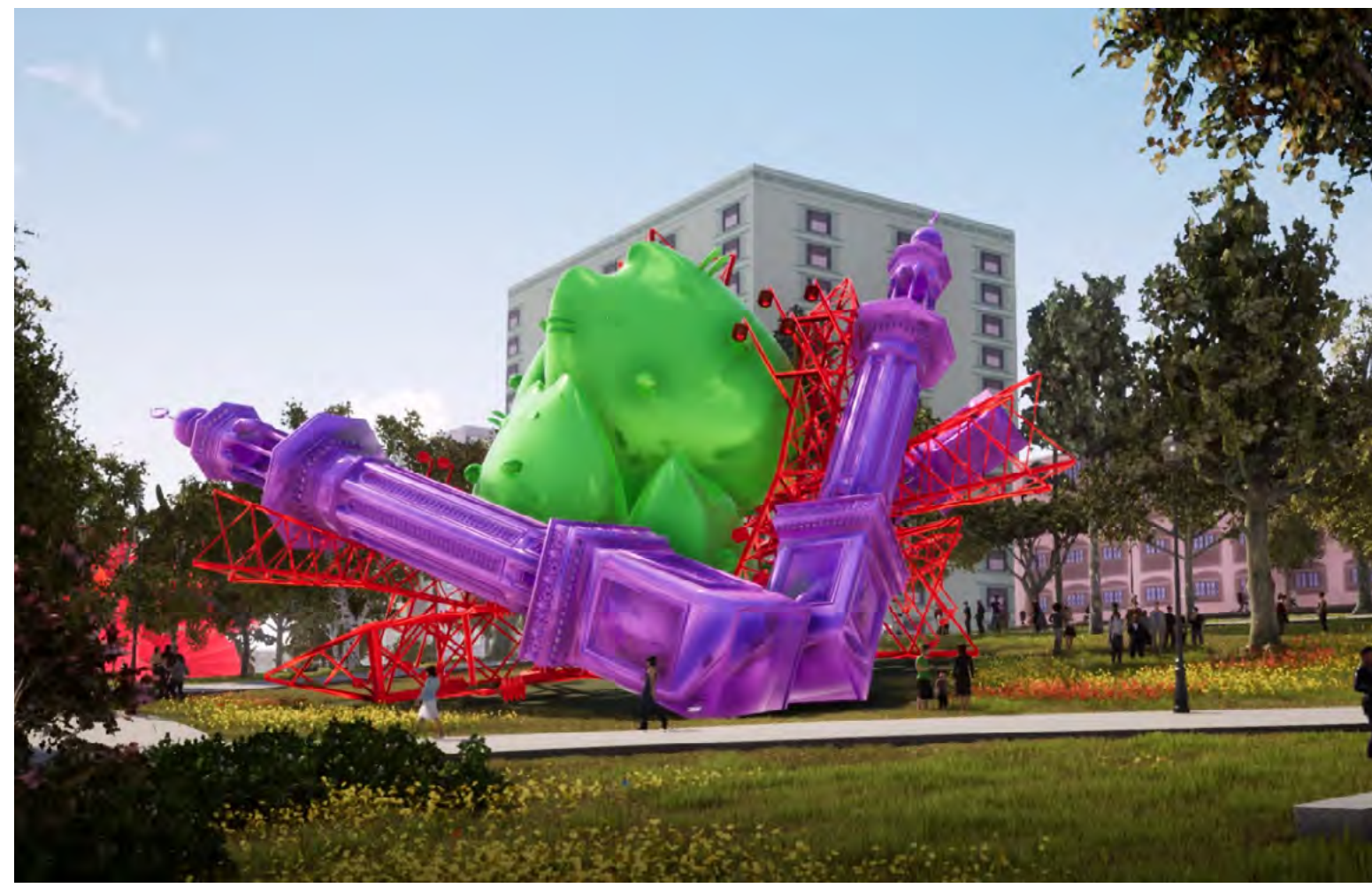
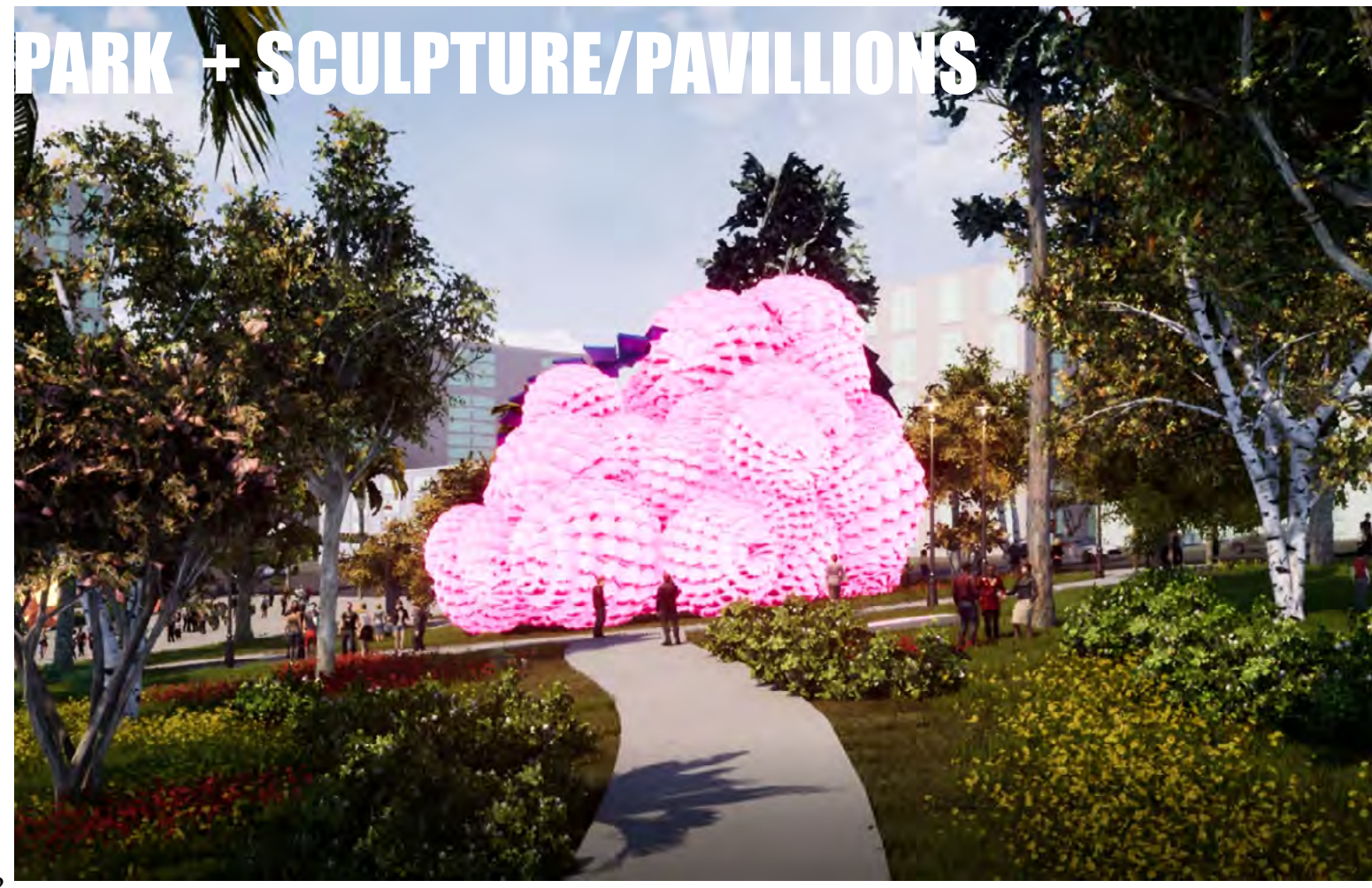
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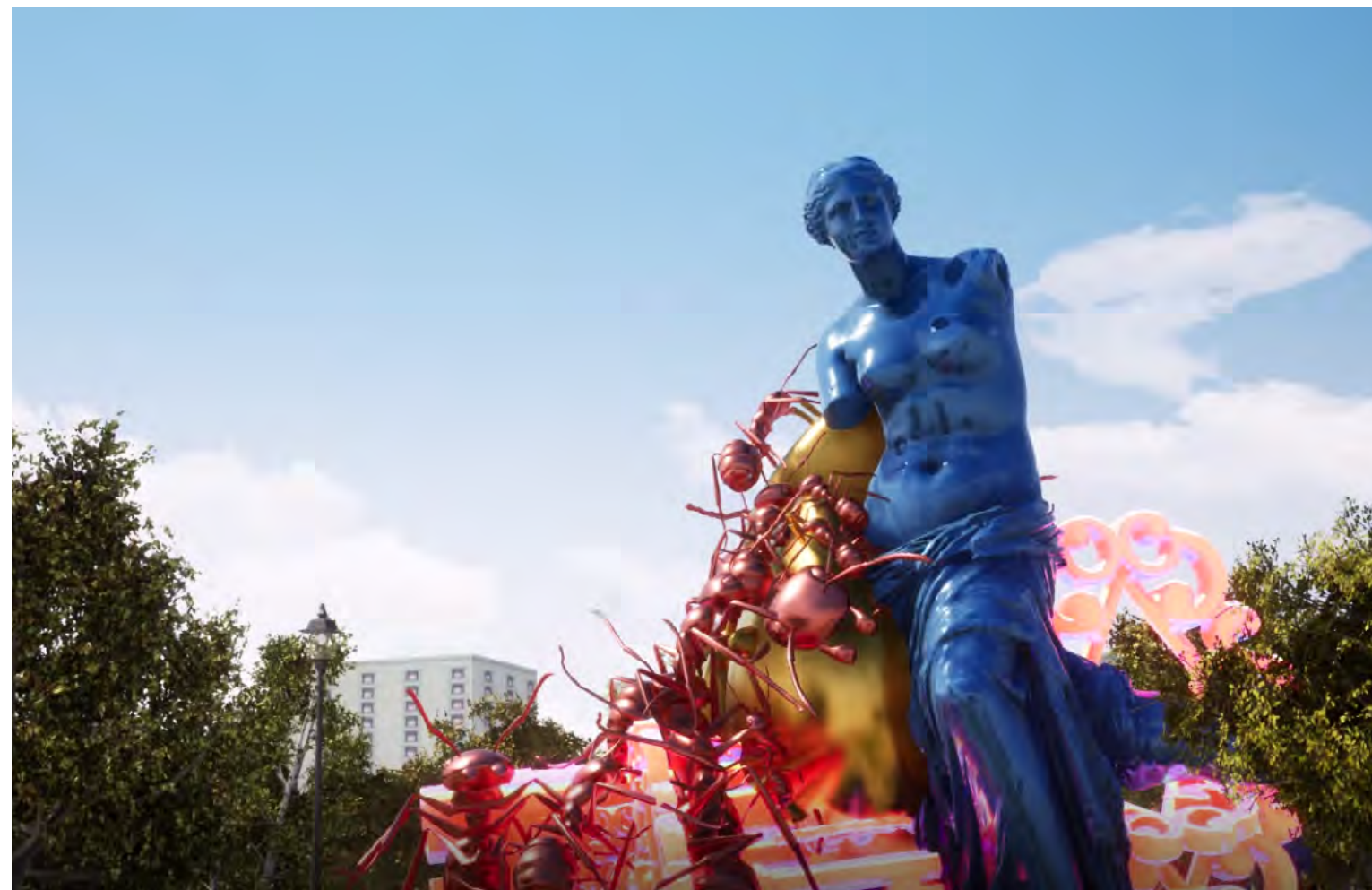


# COMPOSTIONS











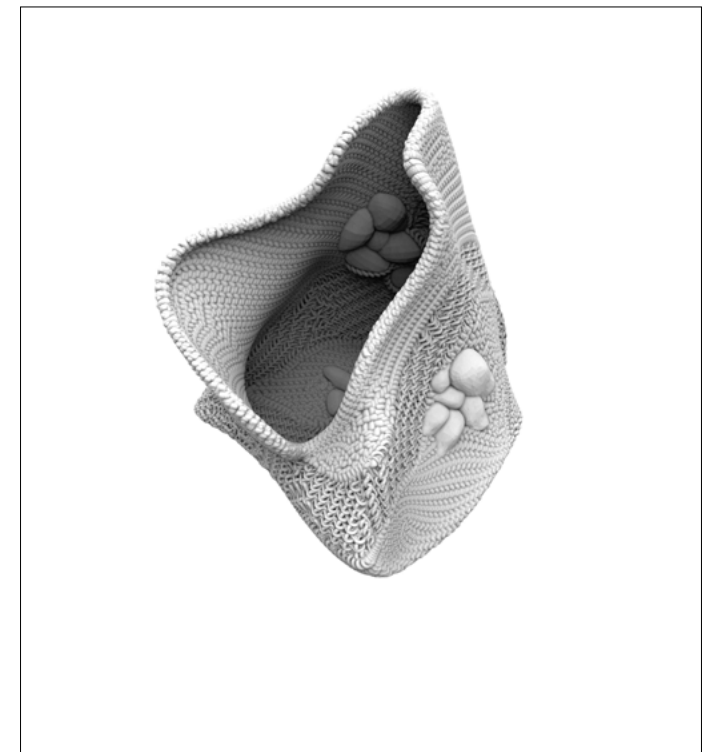
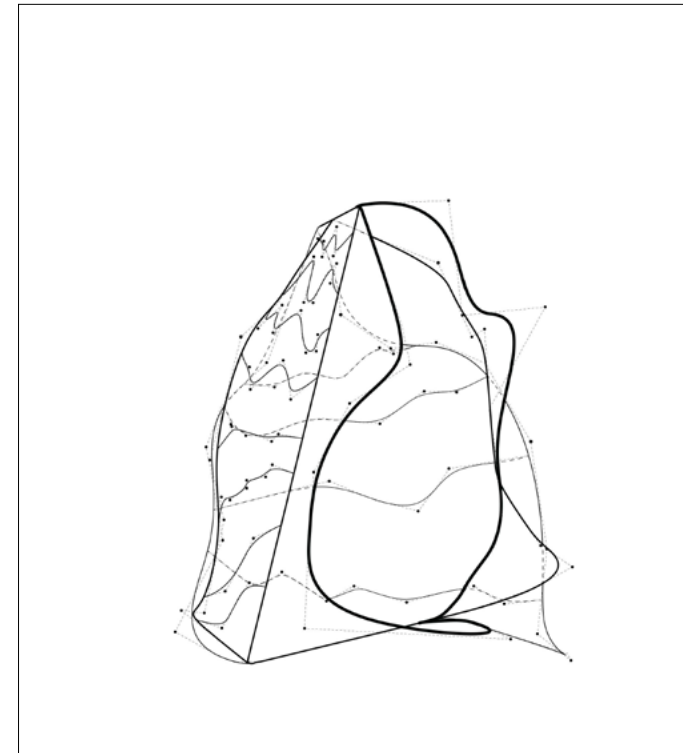
# **GESTURE, COMPOSITE, TEXTURE**

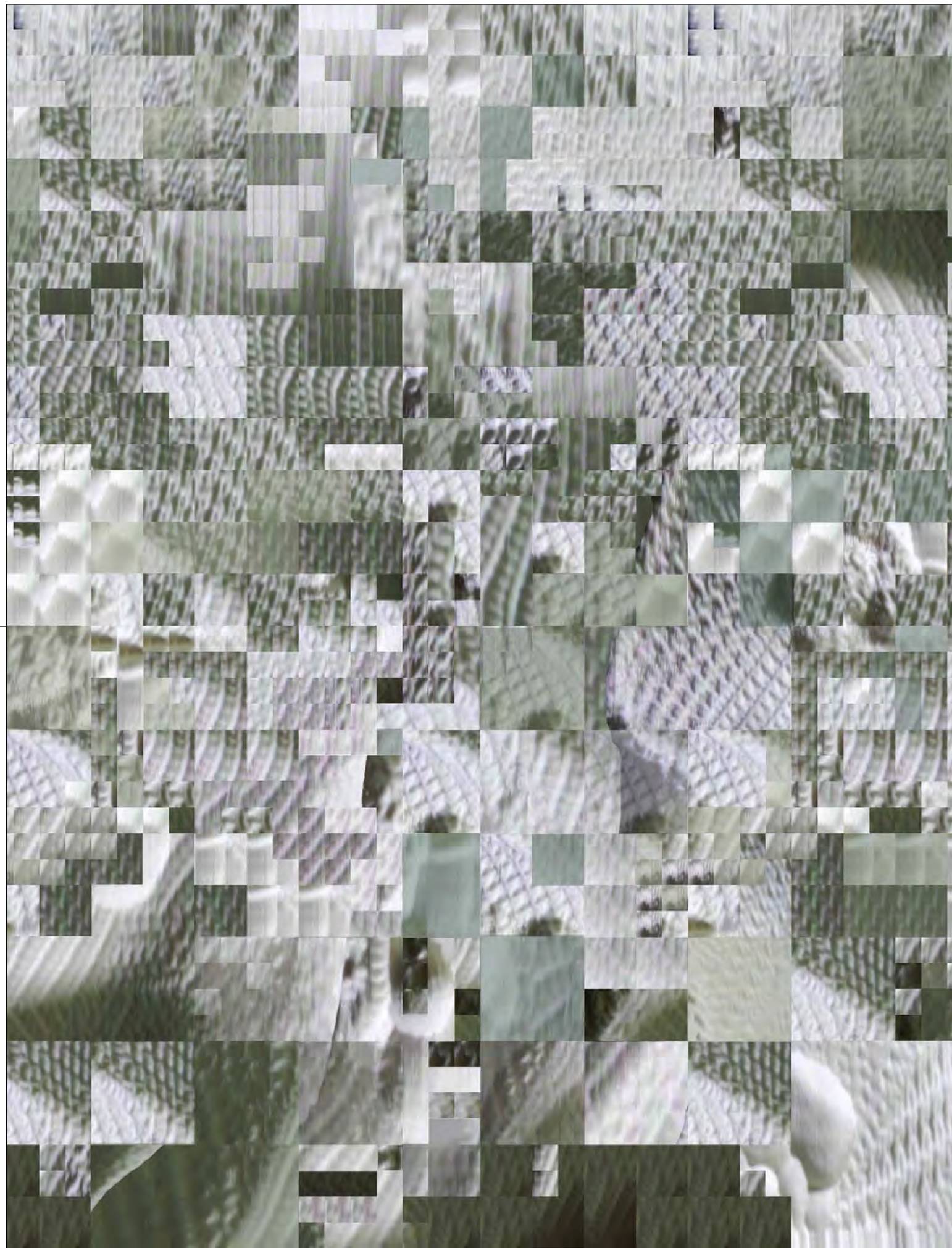
Visual Studies | Casey Rehm & Kristy Balliet - Fall  
2017 - Southern California Institute of Architecture -  
In Collaboration with Nikos Michelis

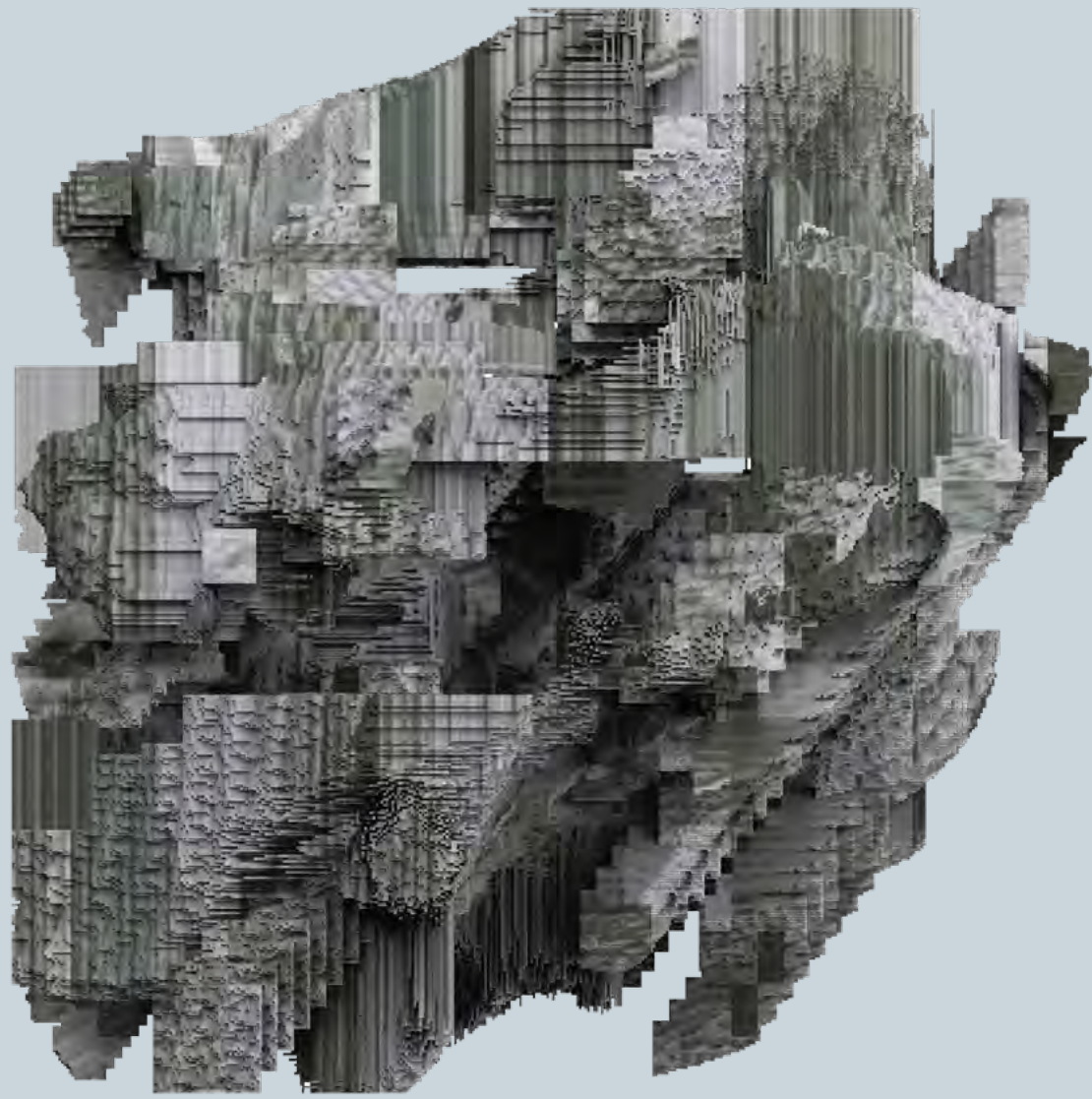
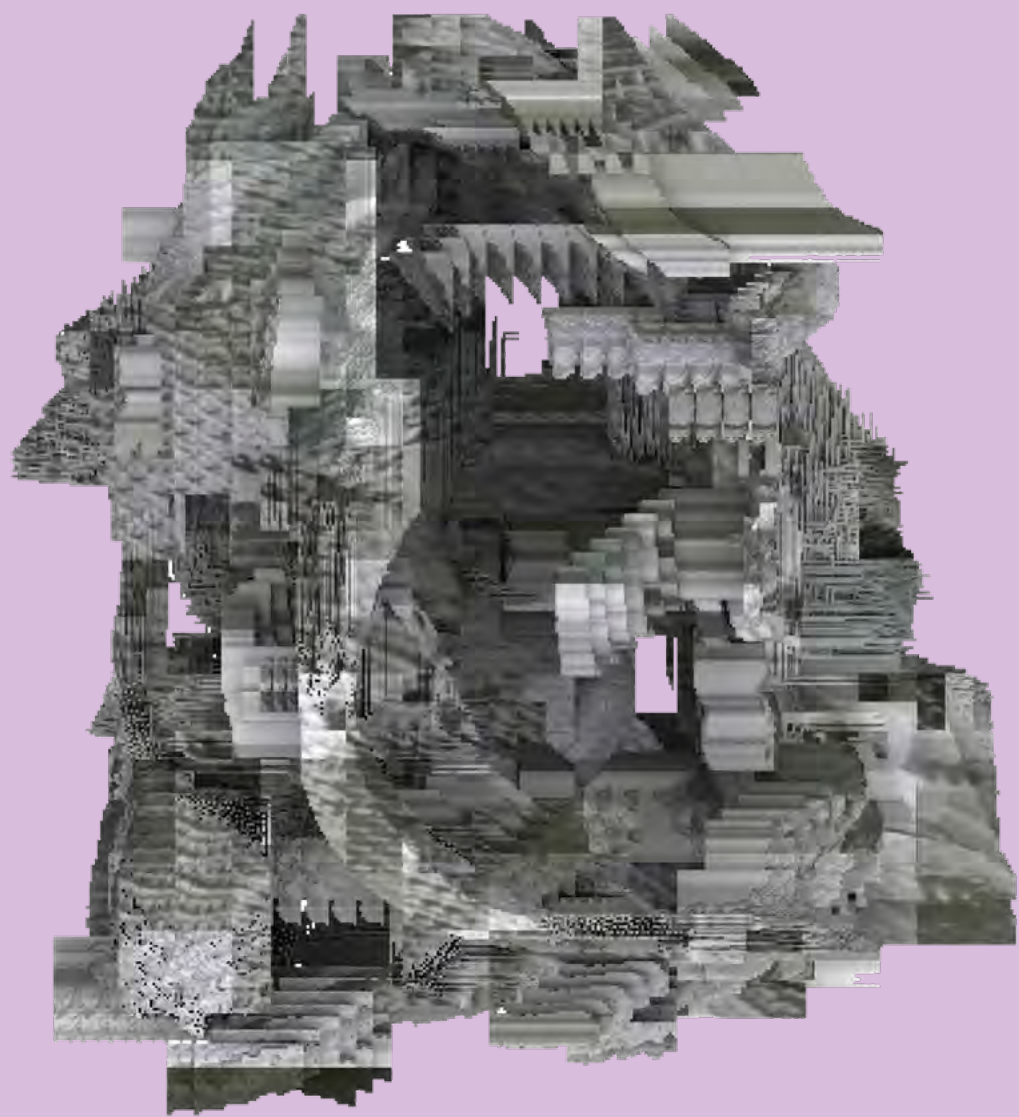
The course covers issues of contemporary representation and the development of splines in relation to complex digital form and physical and visual space. Visualization today encompasses the development, exploration and communication of information and ideas in multiple mediums. The course will engage recent techniques related to splines, gesture interfaces and virtual reality.

The course will develop critical visual literacy and review methods for generating and evaluating lines, surfaces and volume. We will review modes of drawing and modeling in threedimensional space, including the importance of precision and abstraction.

Exercises and associated tutorials provide opportunities to discover novel concepts through transformation and tactical work flows. Finally, the course will foster the development of architectural character.







# HYPERCITIES

Design Studio | Tom Wiscombe - Spring 2018 -  
Southern California Institute of Architecture -  
In Collaboration with Jiekai Yi

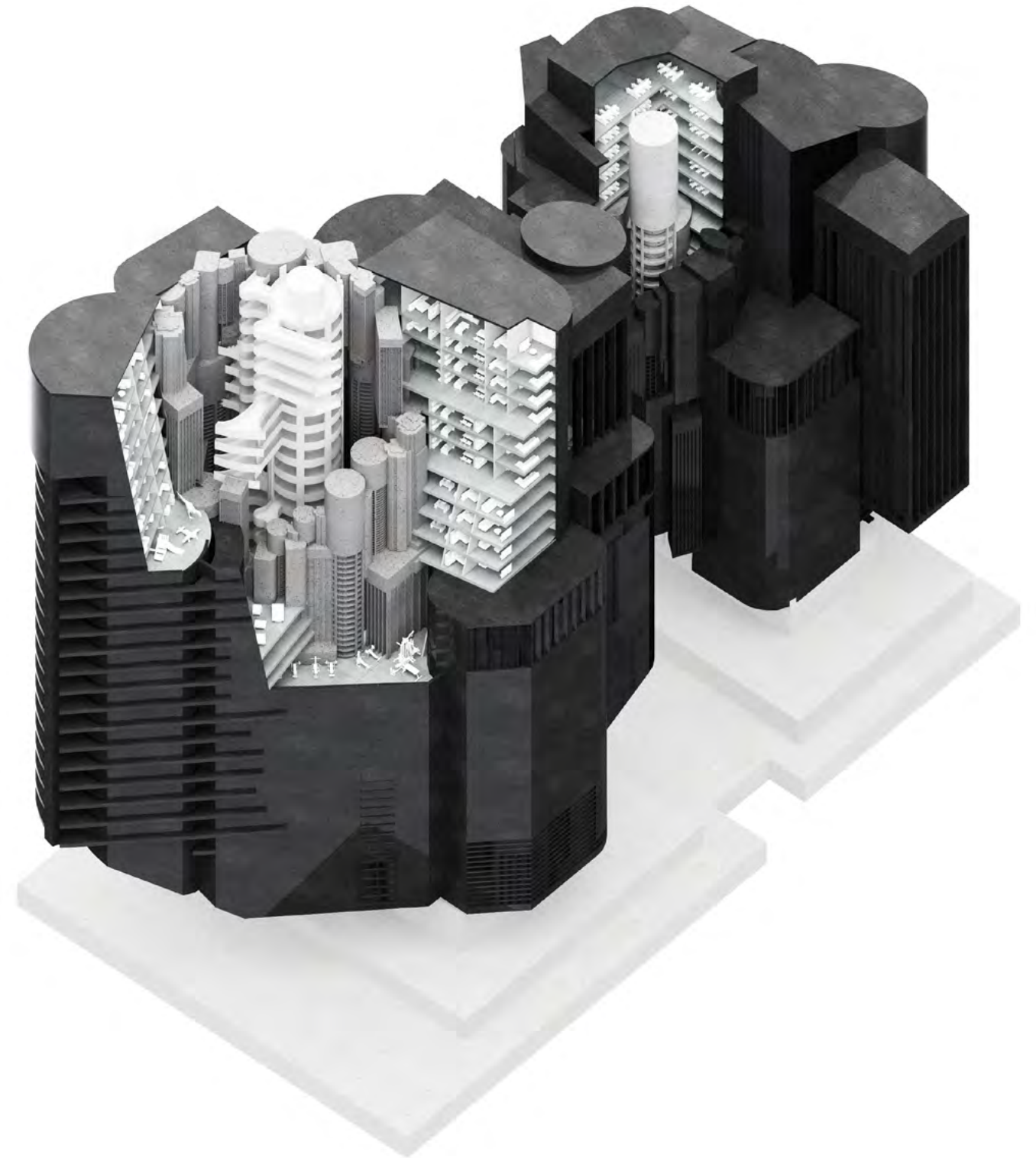
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This studio approaches the project of the large mixed-use development as a problem of cities, as specific objects made of collection of parts. The mixed-use development is in a way a counterfeit object, as it attempts to re-create elements of world-making or city-making with cliché nods to city elements like community, nature, and commerce. Studio attempts to level up the mixed-use development to the status of a specific object or 'world'. Studio approach is literally 'build' a set of cities, including ancient cities and city-states, dense contemporary city districts, and possibly imaginary cities, to create a menagerie of raw material to work with. And treat these like Japanese dioramas or snow-globes, reducing them all to the scale of toys, defamiliarize them and reconstruct new cities from their parts. As in dioramas, parts include man-made and natural features, skies, street, rivers, birds, towers, paths, cliffs, and humans.

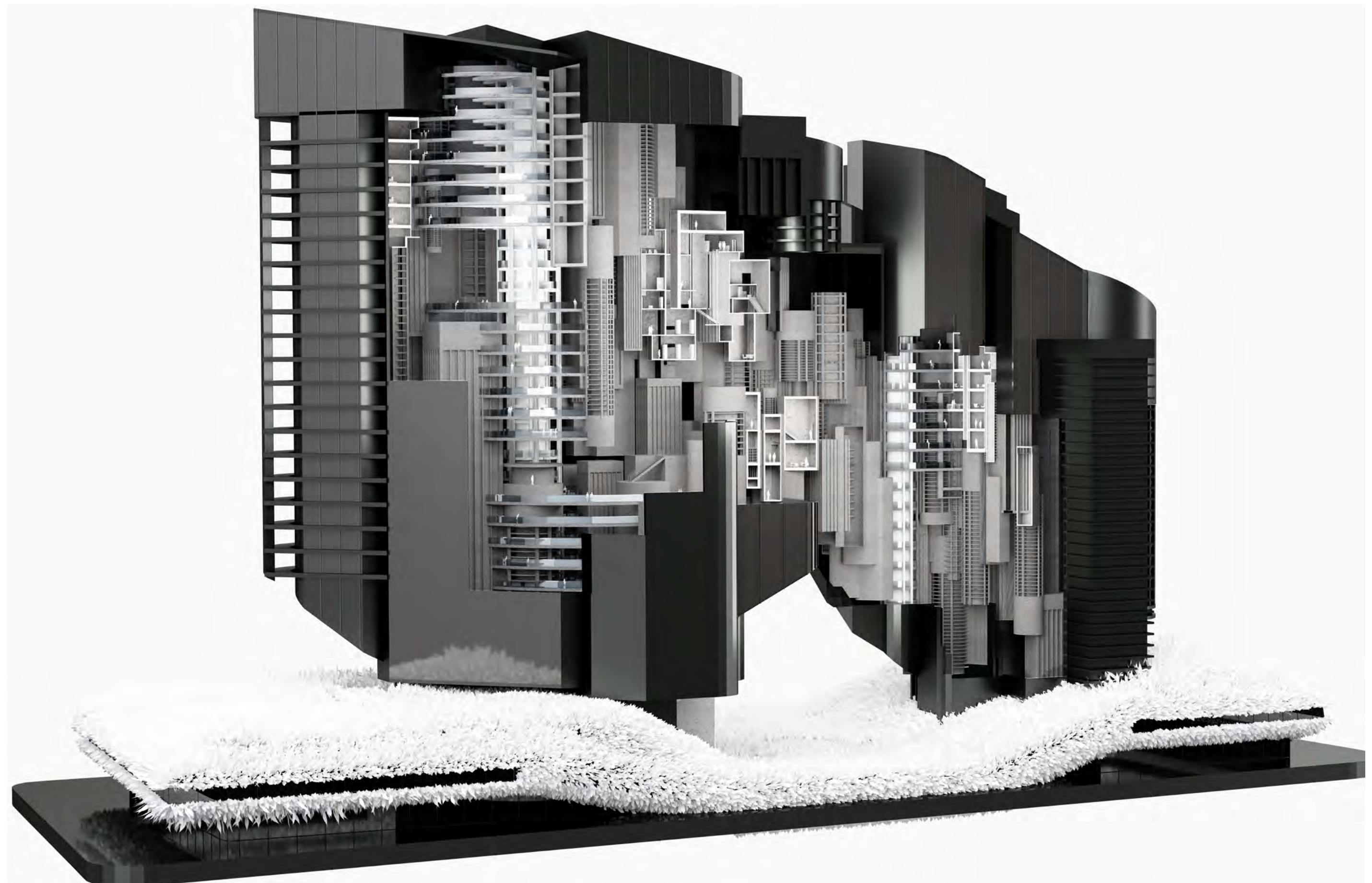
Our interpretation of the Studio was, A Russian Doll mixed-use development, in which layers of density reveal themselves on the interior the building rather than original dense image of city looking from far above. Project aims to understand "density", "city" and "mixed-use" concepts and their relationships and looking for a news of using these concepts as a whole, in a typical mixed use development instead of typical mixed use typologies offers banal interiors, dark corridors, program adjacencies, etc. 2 towers of the mixed use development connect with each other in a way that's create bridge between functions. The bridge that generated segmentation of functions between two towers makes the building less recognizable in the city scape, and makes it more like a part of the city even though its large huge existence.

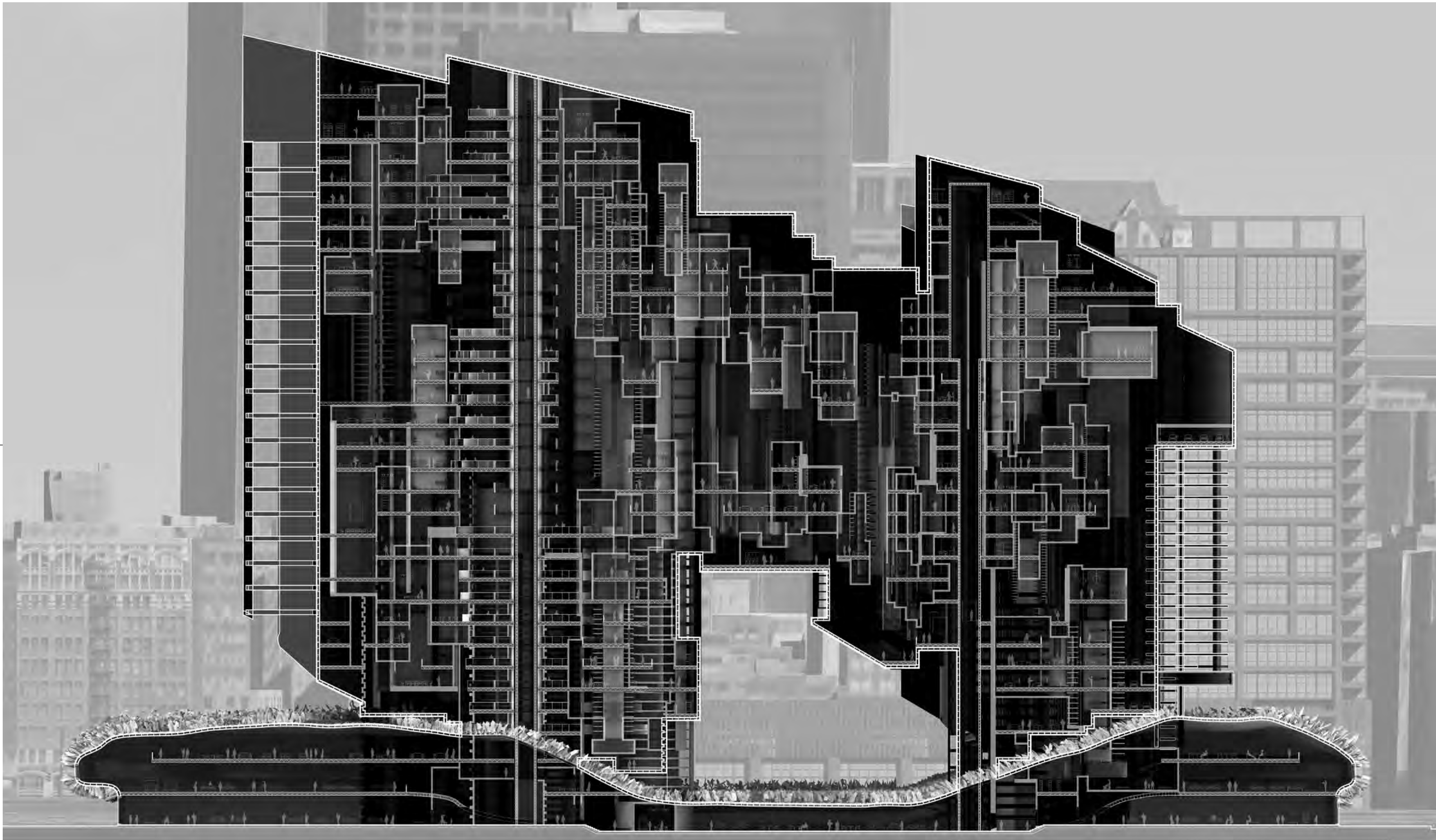
The density of the city, reveals itself on inside, Building faces inward on itself, instead of the typical projection outward towards the city. Forms overlaps with each other to generate dense, dynamic, multifunctional qualities of the city. Multifunctional quality of interior space hosts for basic functions as typical Mixed-use building would have..

Building stands for as a questioning of mixed-use developments and its place on city both conceptually and functionally. While corresponding the requirements of typical mixed-use development.



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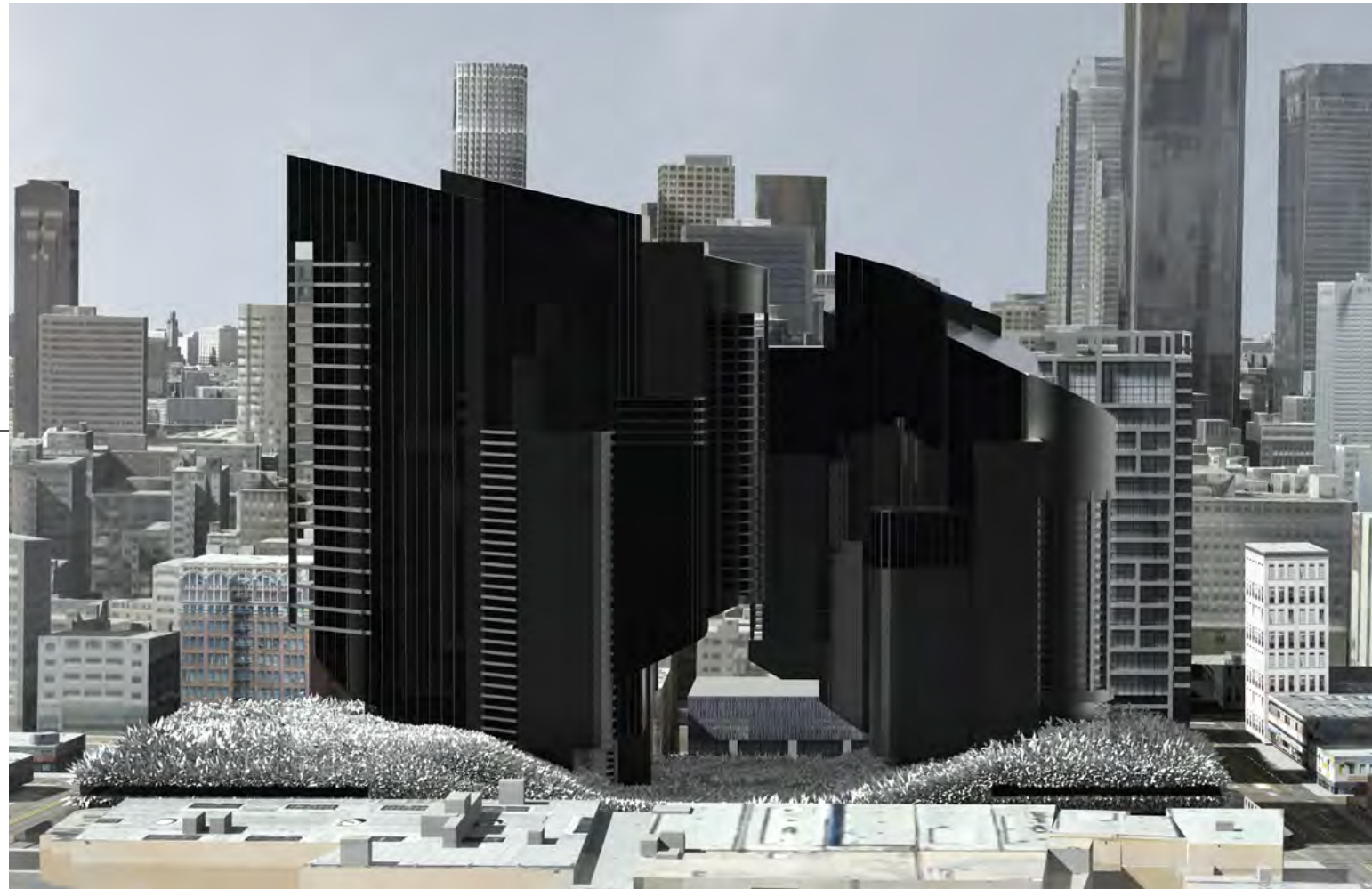




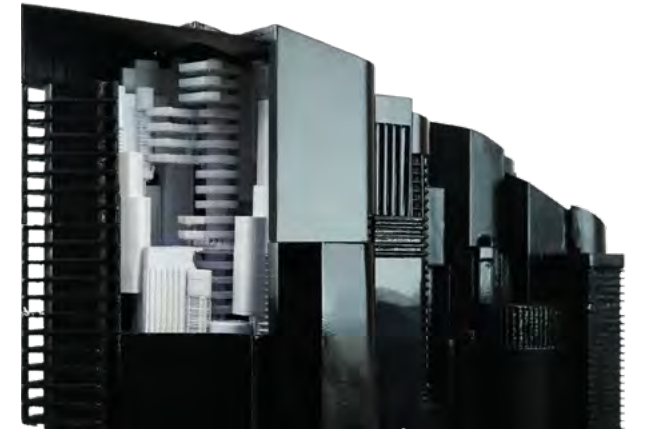
**GROUND FLOOR PLAN**



**TOP FLOOR PLAN**



**Physical Model Pictures**



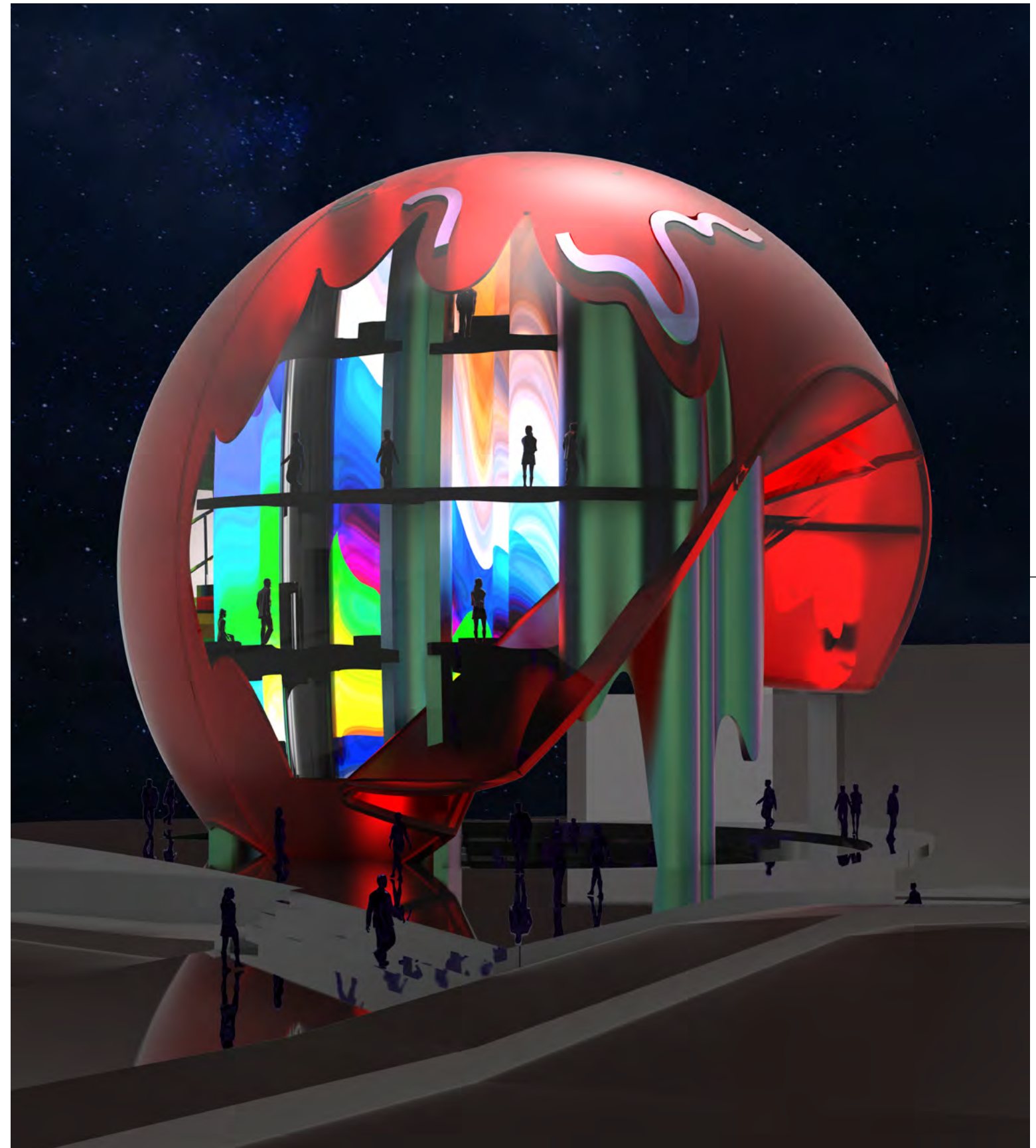
# **MONOPLEX**

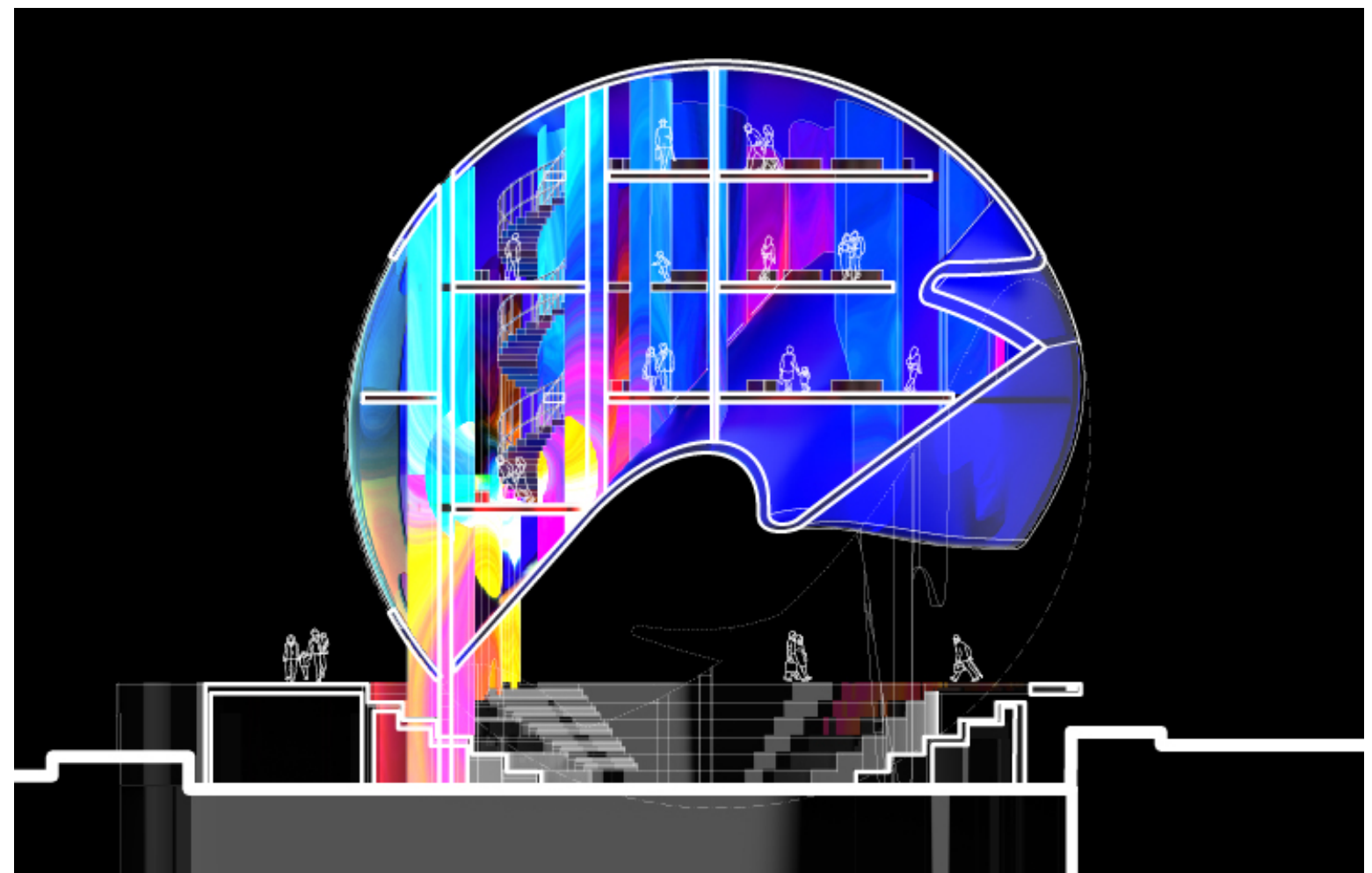
Design Studio | Joe DAY - Spring 2019 - Southern California Institute of Architecture

Studio takes up a variety of the challenges that filmed narrative poses for architecture, both in practical terms – by providing new armatures for cinematic experience- and in conceptual terms, by developing new architectonic responses to an increasingly ‘filmic’ contemporary urban condition. Studio delves into the filmic, as much as the architectural, relationship between script and projection - the former usually serving as the template for filmmaking, and the latter its (increasingly historical) mode of delivery.

MonoPlex approaches the idea of contemporary cinema as a performance museum that multiple performances can be screening at the same time, performance of the actor may be the most significant component of cinematography, in terms of its ability to affect audience instantly.

Monoplex divides the conventional movie theater into multiple screening areas. Seating areas located systematically around the curve. The Curve dominate the monoplex stand as a representation of emotional fluctuations occur by cinematic performance, as the performance has peaks and falls, curve has its wiggles.







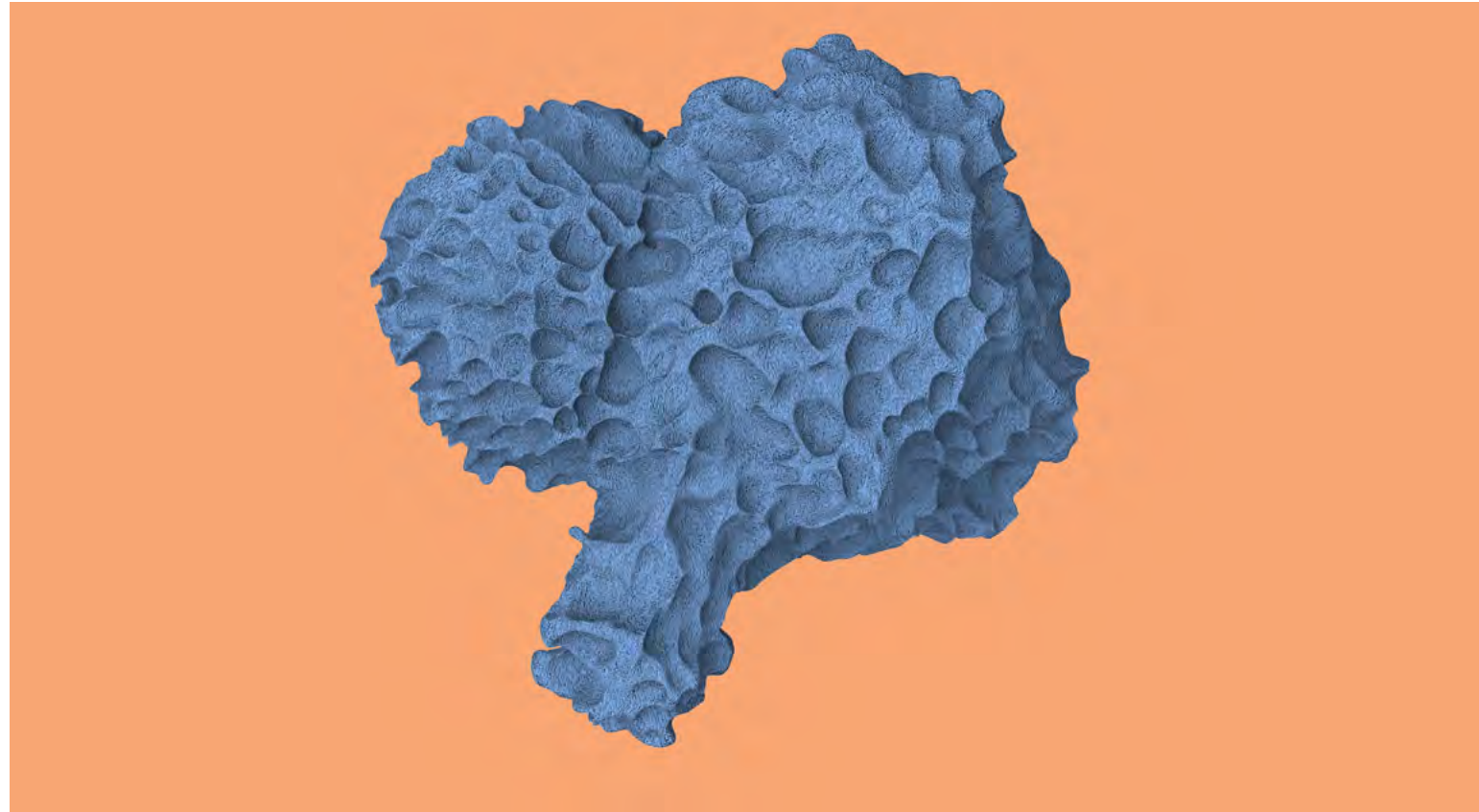
## **CRIMPED & PUFFY**

Visual Studies | Rachael McCall - Summer 2019 -  
xSouthern  
California Institute of Architecture

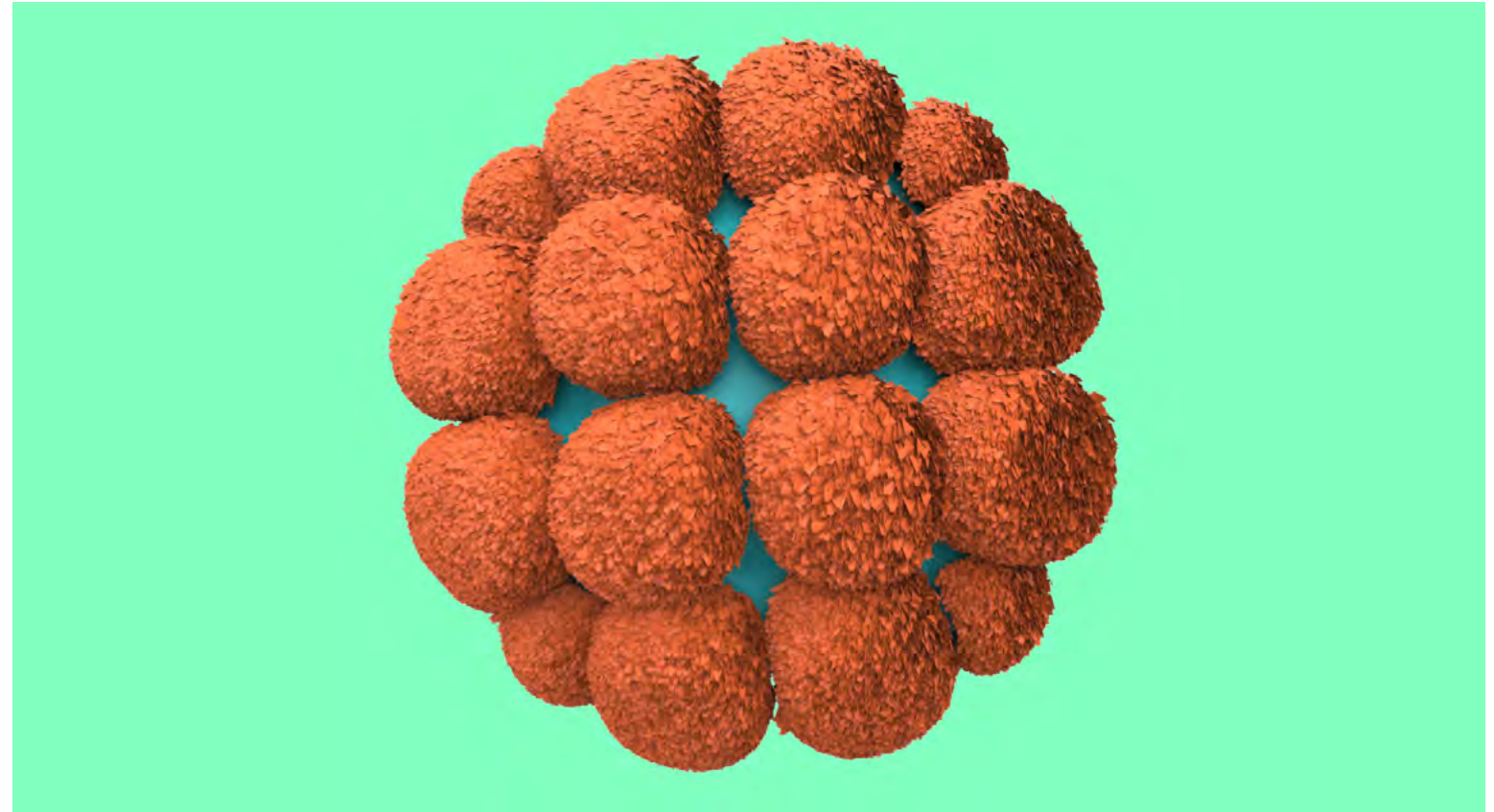
**Crimped & Puffy**, will explore methods and opportunities for sculpting and animating, thick brush strokes through three different digital mediums; ZBrush, Oculus Medium / Gravity Sketch (VR) and After Effects. Eliciting thoughts of fashion, layered flaky pastry and strange hair styles, forms and textural responses are to play on the terms, crimped and puffy. What can these words can evoke as objects, sounds and animations?

In the first half of the summer, students will develop a series of objects and scenes combining tools and techniques learned in ZBrush and Oculus Medium. In the second half of the semester, students will focus on staging their objects and enhancing their artificial environment through dynamics, sounds, post-production effects and animation. Students will explore techniques in

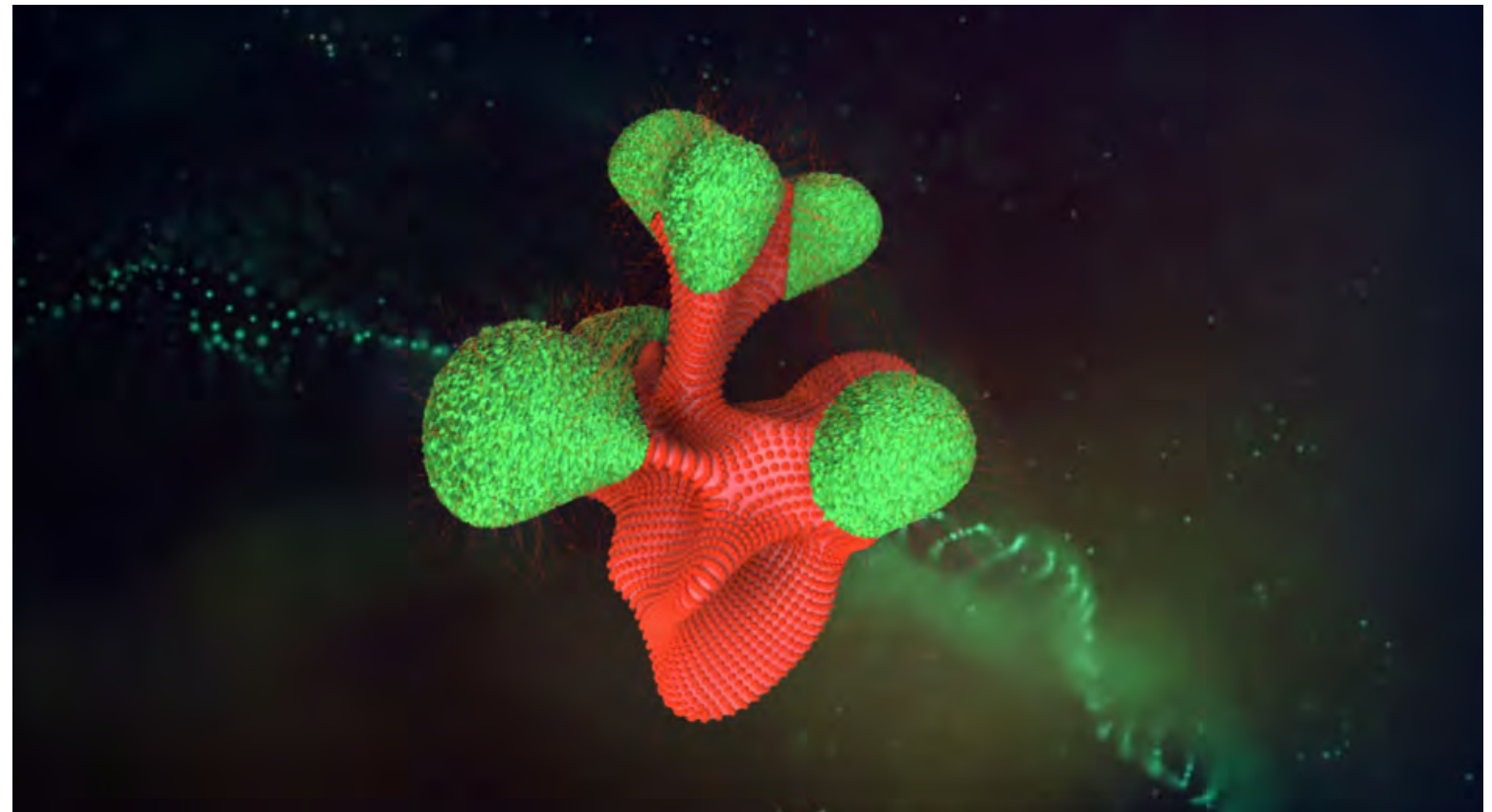
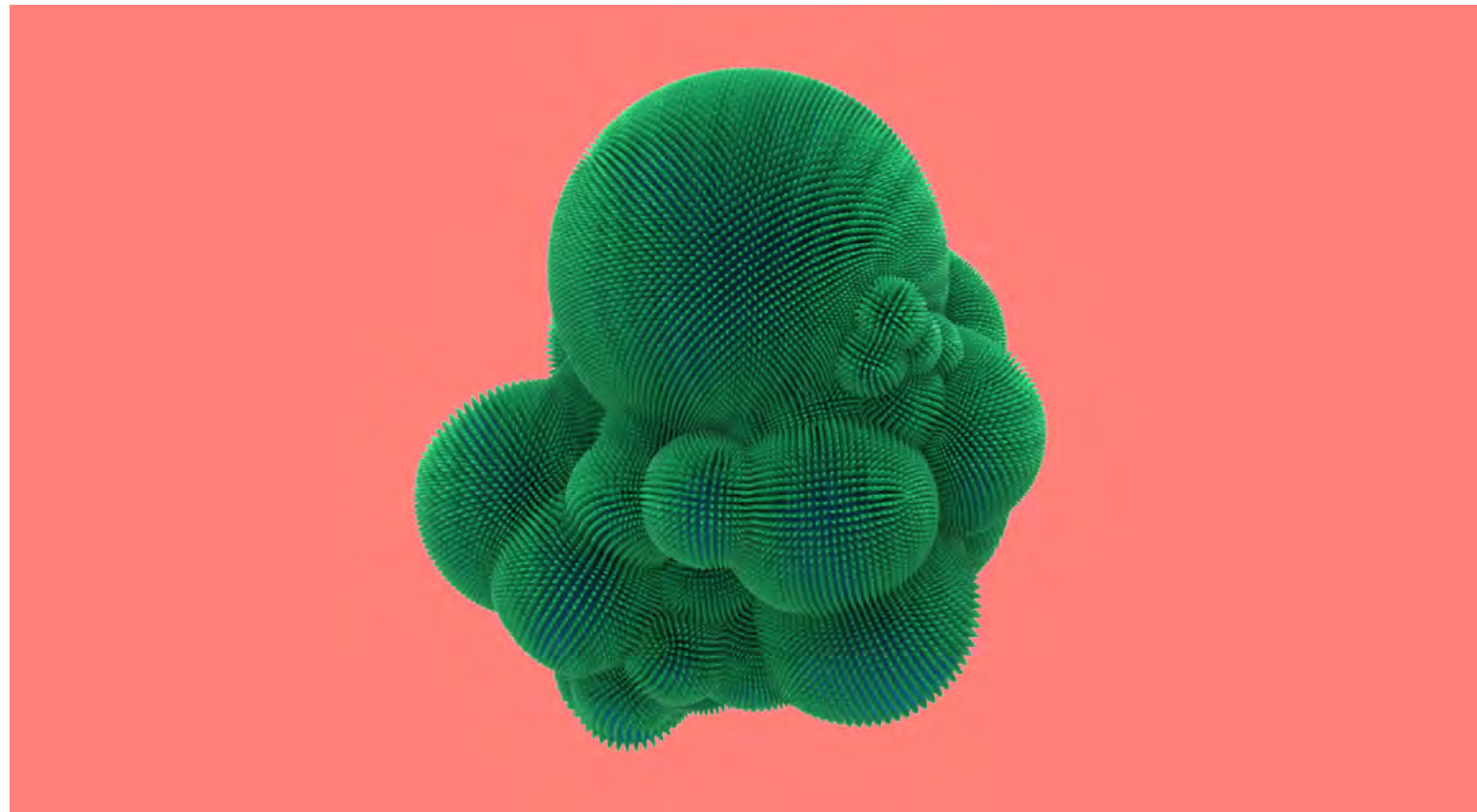
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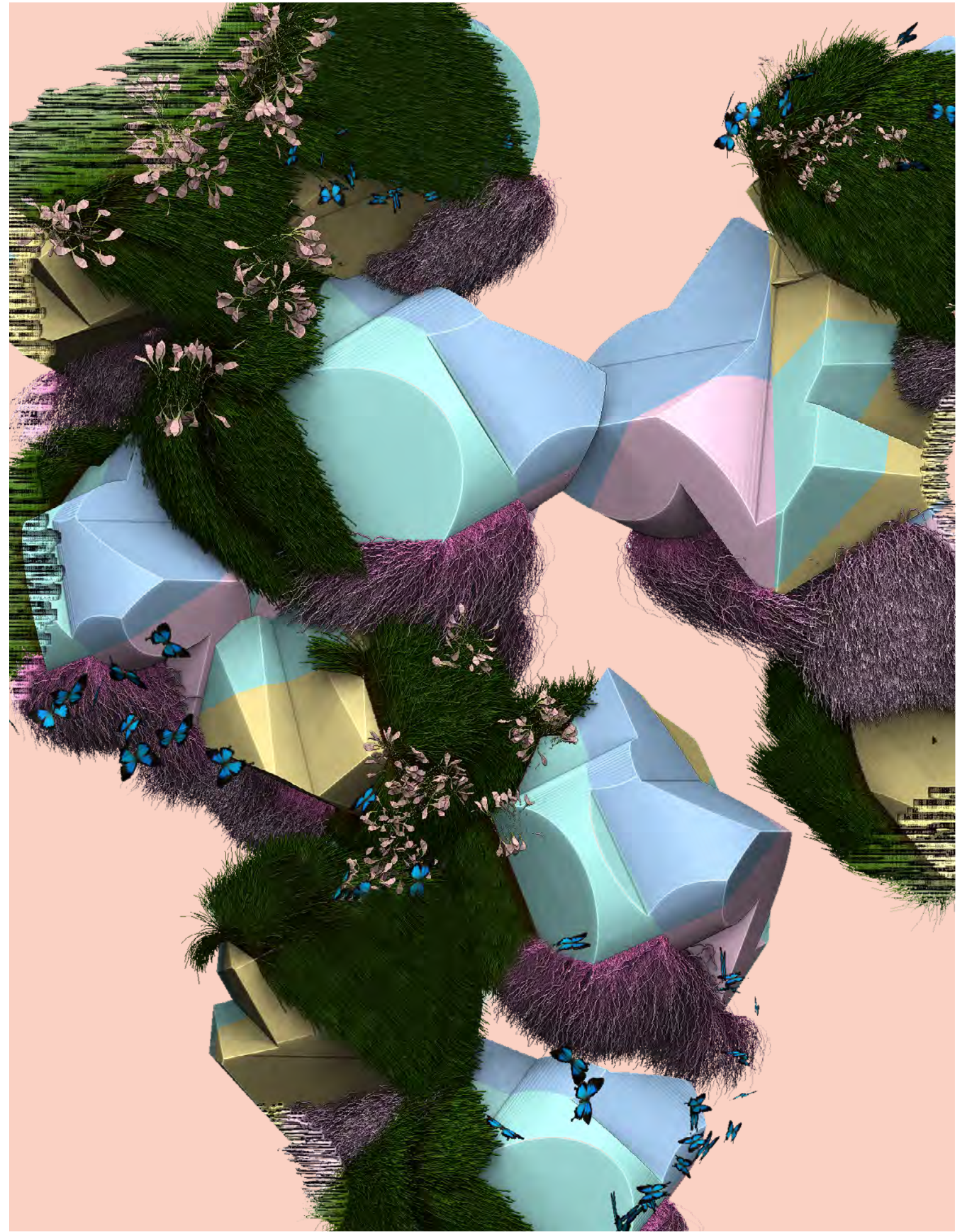
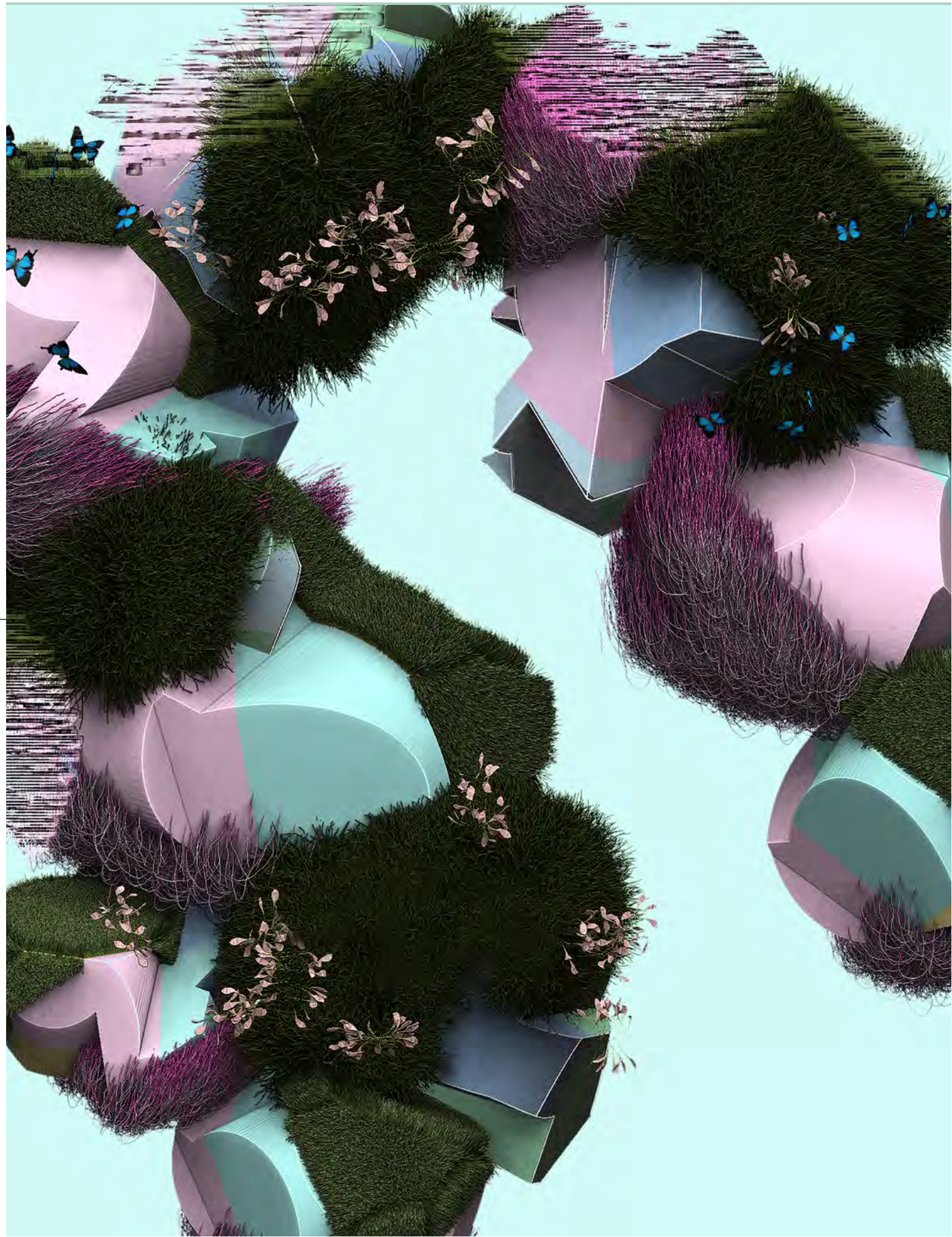
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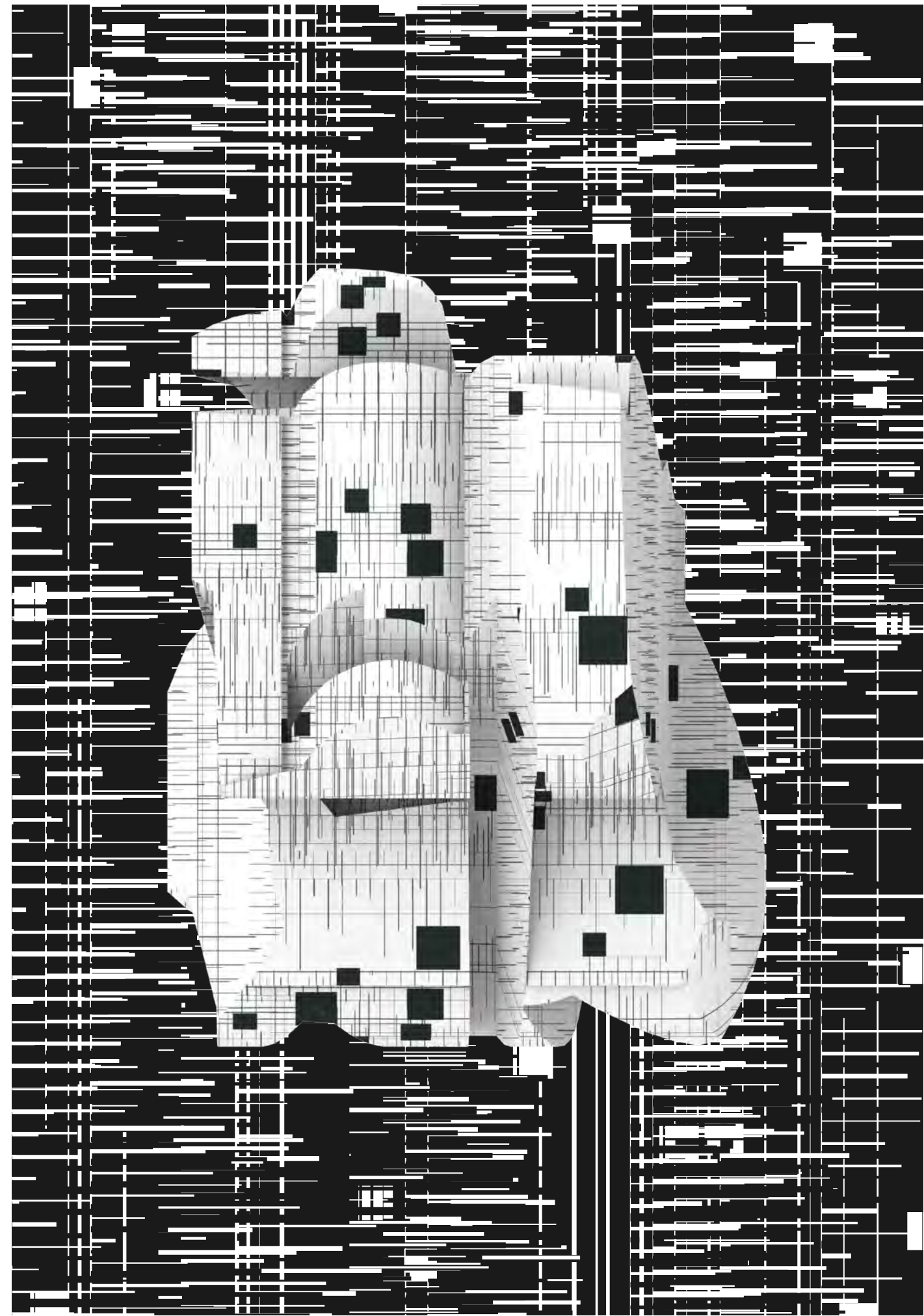
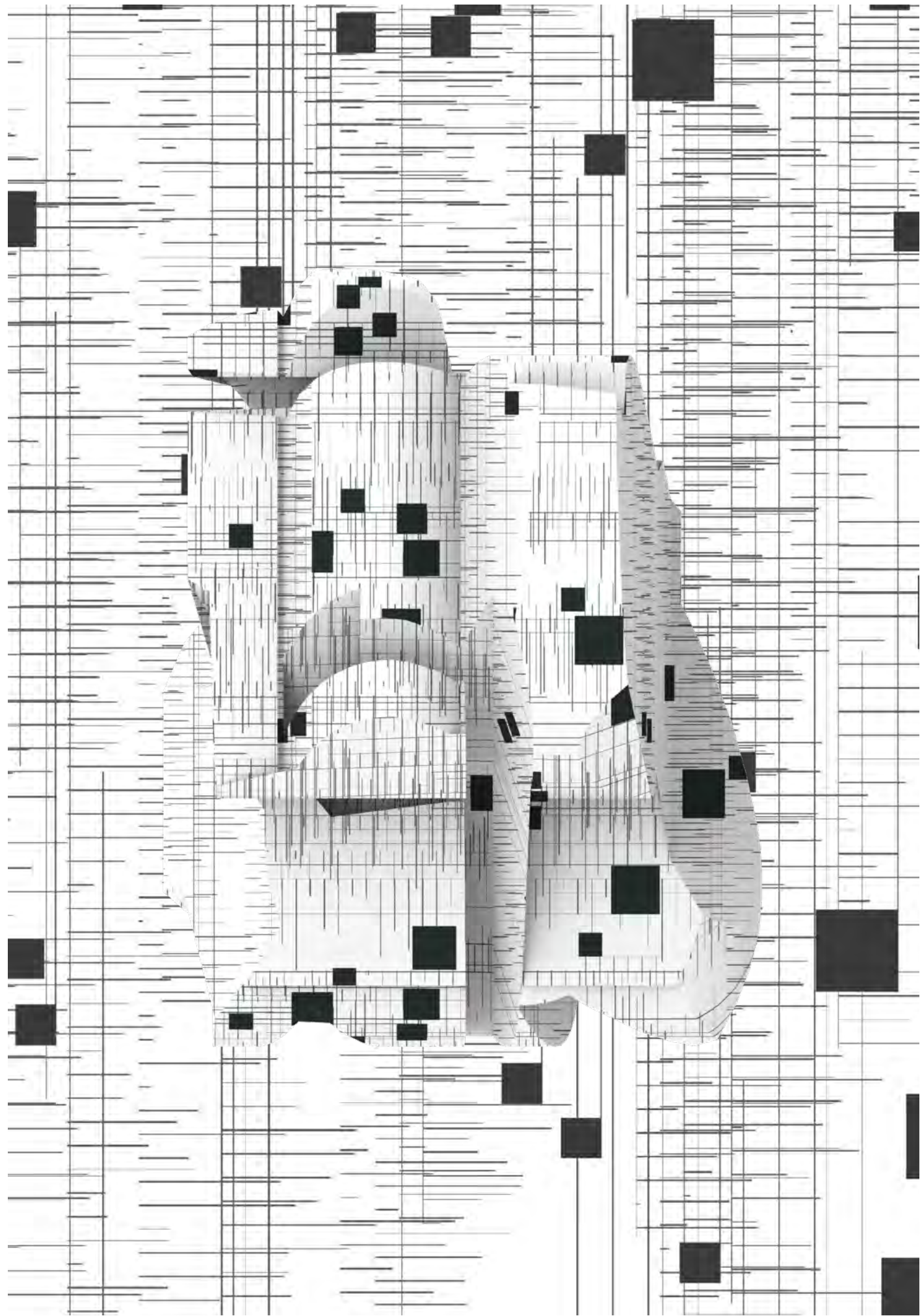




# BIG PICTURE

Visual Studies | Casey Reas & Ryan Tyler  
Martinez - Spring 2018 - Southern California In-  
stitute of Architecture -  
In Collaboration with Jiëkaj Yi



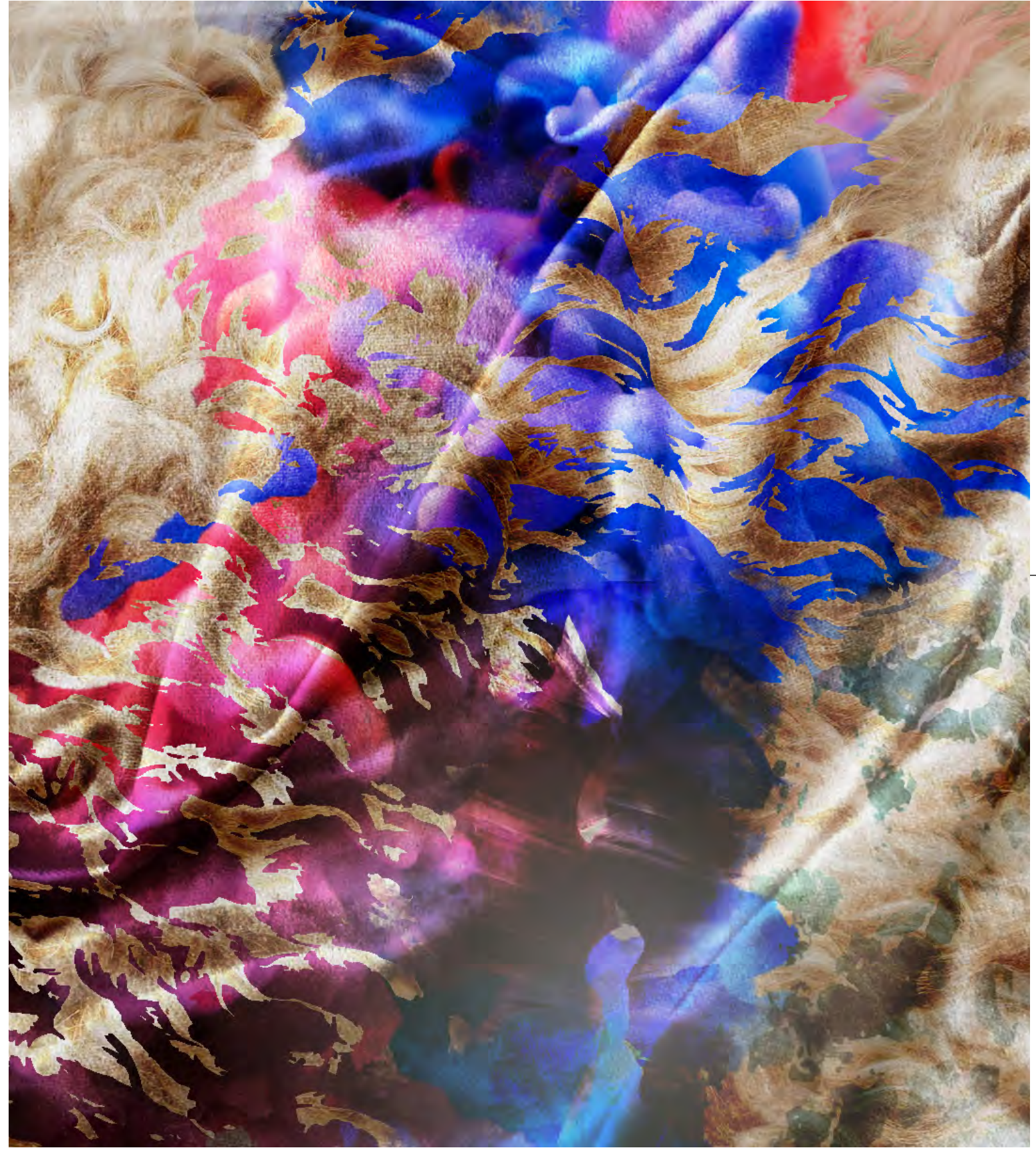
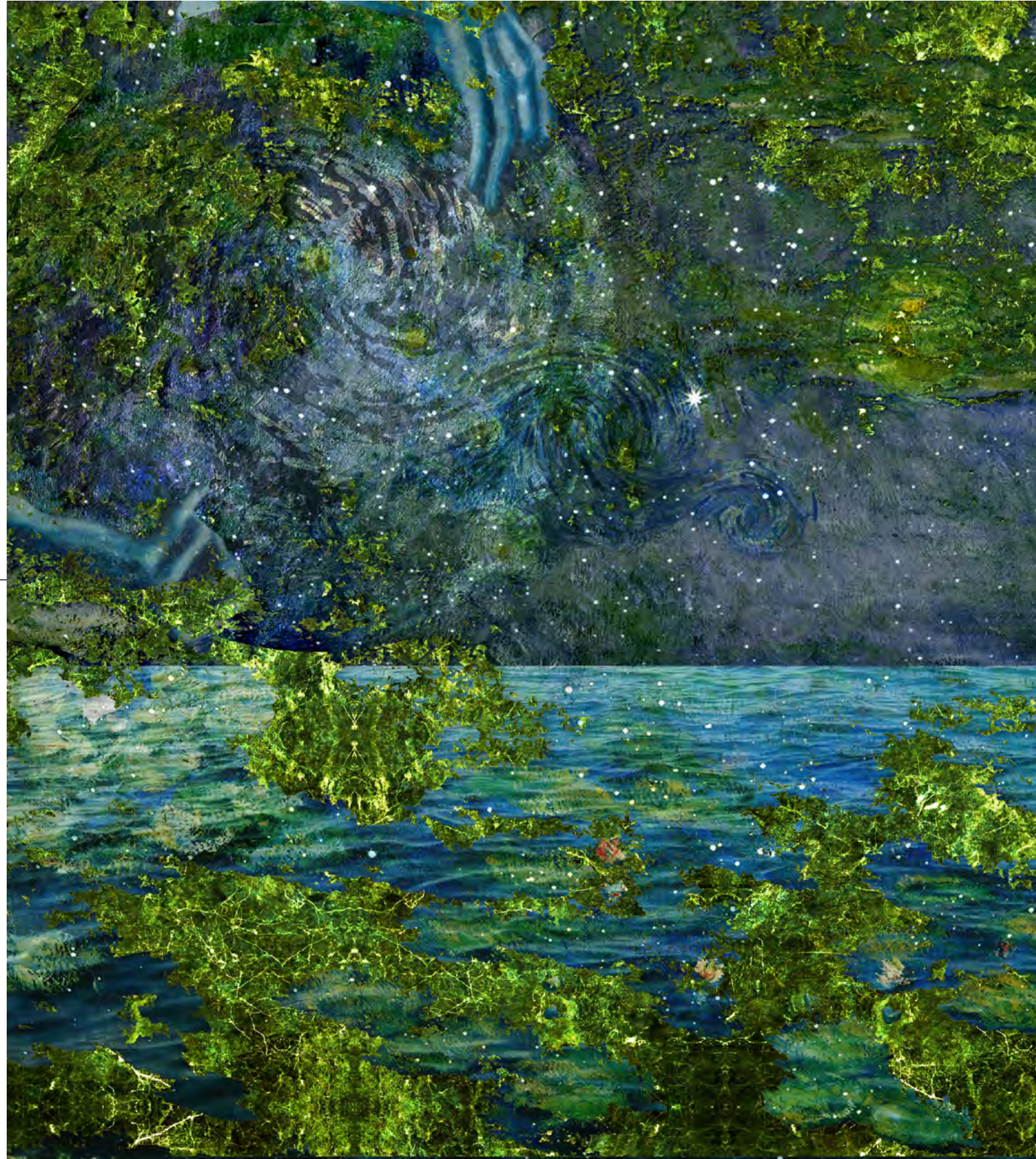


# **BECOMING MORE OF** **YOU**

Visual Studies | Coy Howard - Fall 2018 - Southern  
California Institute of Architecture

This course containing understanding of design process qualities of it. By doing so looking into different design fields, products of it to understanding the nature of creation process. The Course aims to gain the student practice of collecting things that they like for self discovery and understanding how to use those collections to reveal something unique and coherent.





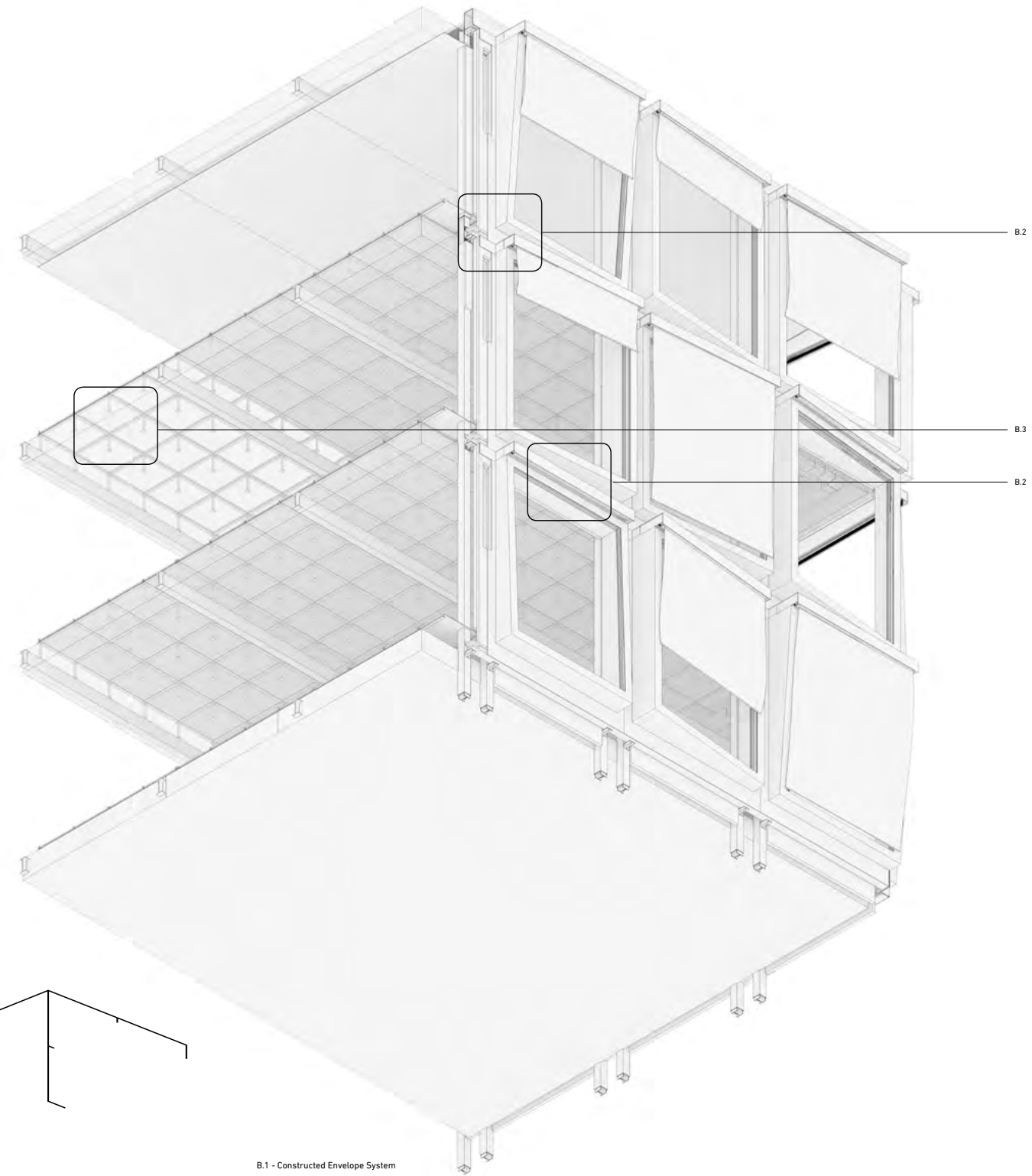
# **ADVANCED MATERIAL** **and** **TECTONICS**

Advanced Material and Tectonics | Maxi Spina -  
Fall 2017 - Southern California Institute of Architecture  
-In Collaboration with Gokay Sapan & Akhil Mather &  
Johnny Chen  
Precedent Study : Helvetia Headquarters, St Gallen

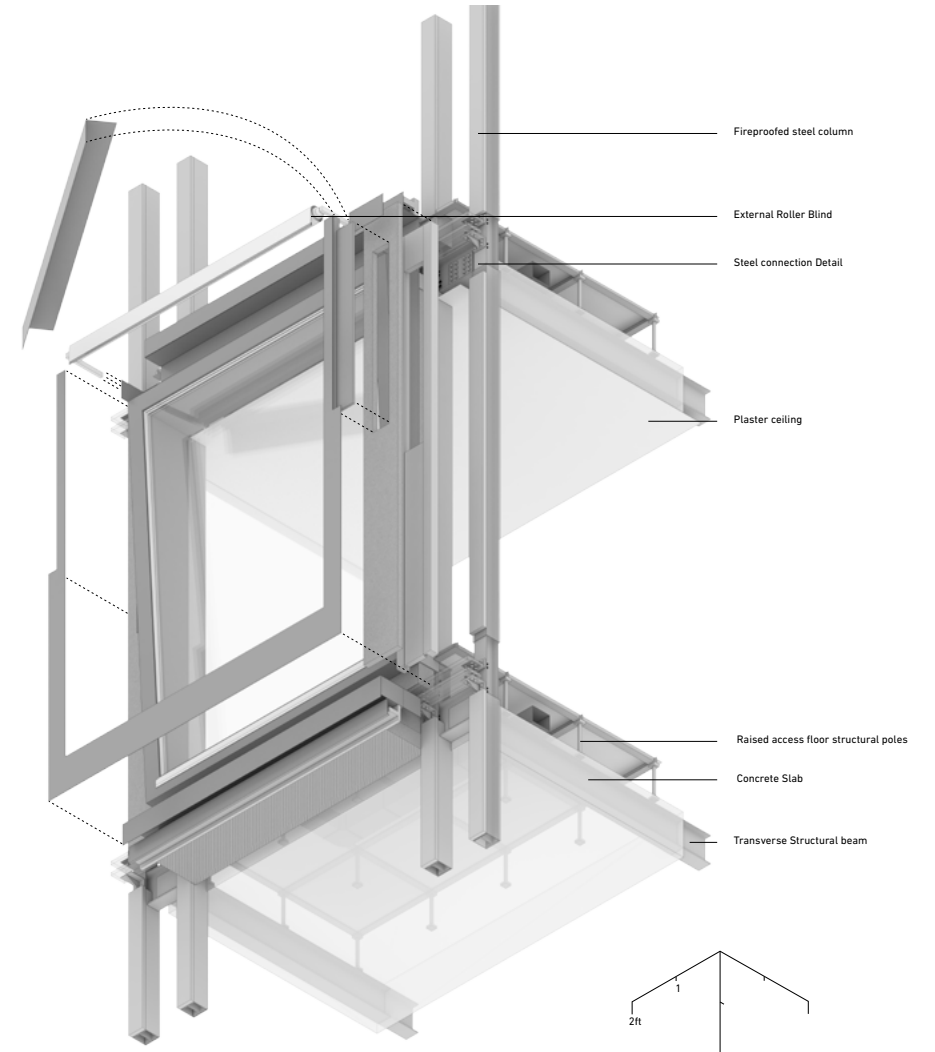
The areas of investigation and speculation are tectonics - predominantly building envelopes and performance, largely consisting of technical, technological, cultural and environmental dimensions. Students analyze a precedent to form a series of hypotheses to construct interrelated tectonic conjectures. The class frames its case study primarily through cut-away axonometric drawings, concurrently presenting the interior and exterior of the building. The seminar culminates with each group reformulating their initial tectonic conjectures so as to adapt a slightly altered design scenario. In reinforcing the origins of the work, the class intends to search for a novel set of formal, geometrical and technological associations so as to yield a new tectonic coherence.



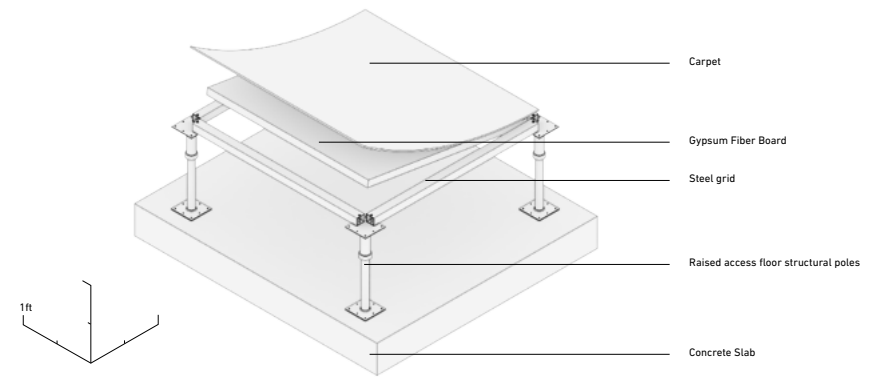
unk Axonometric



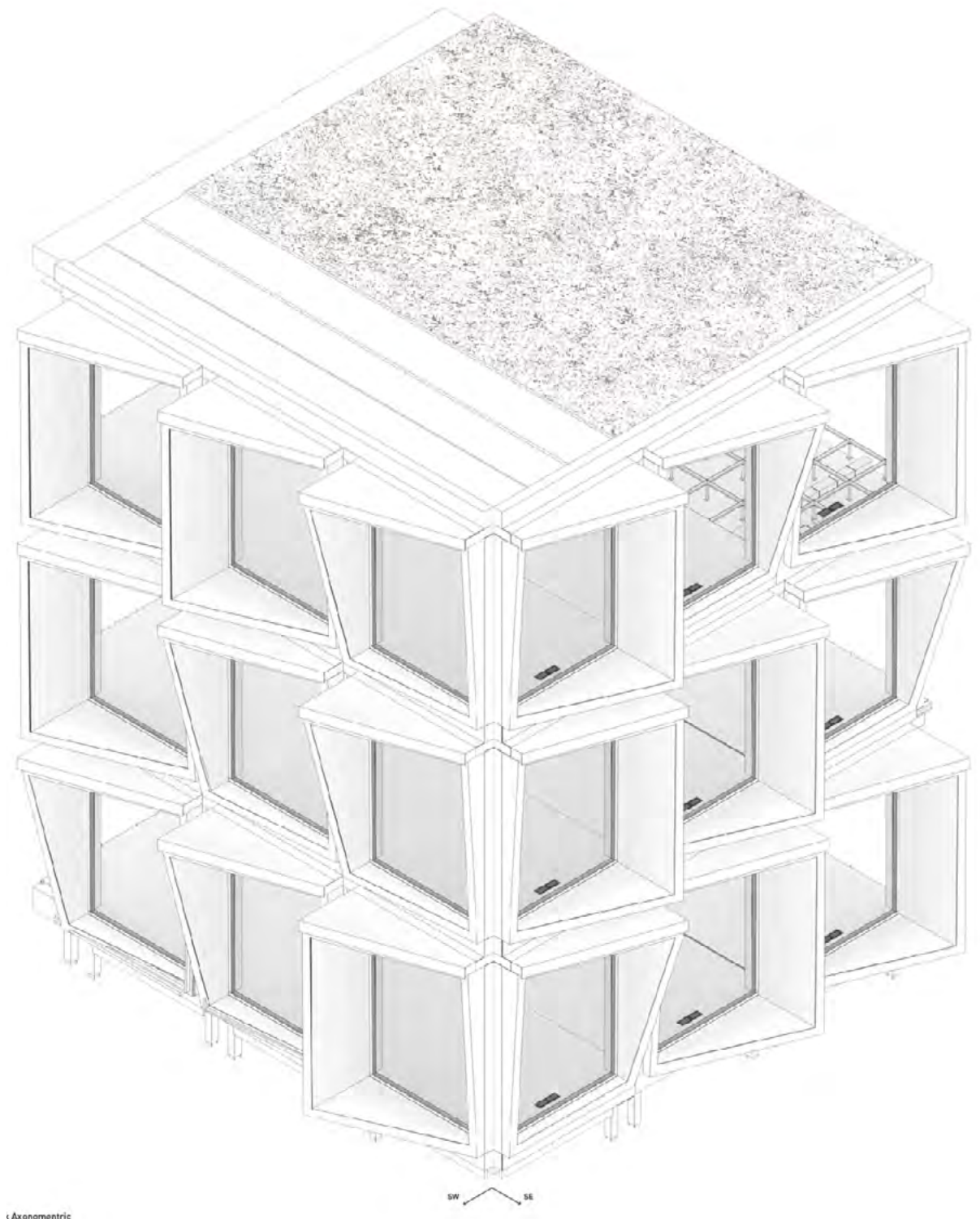
B.1 - Constructed Envelope System



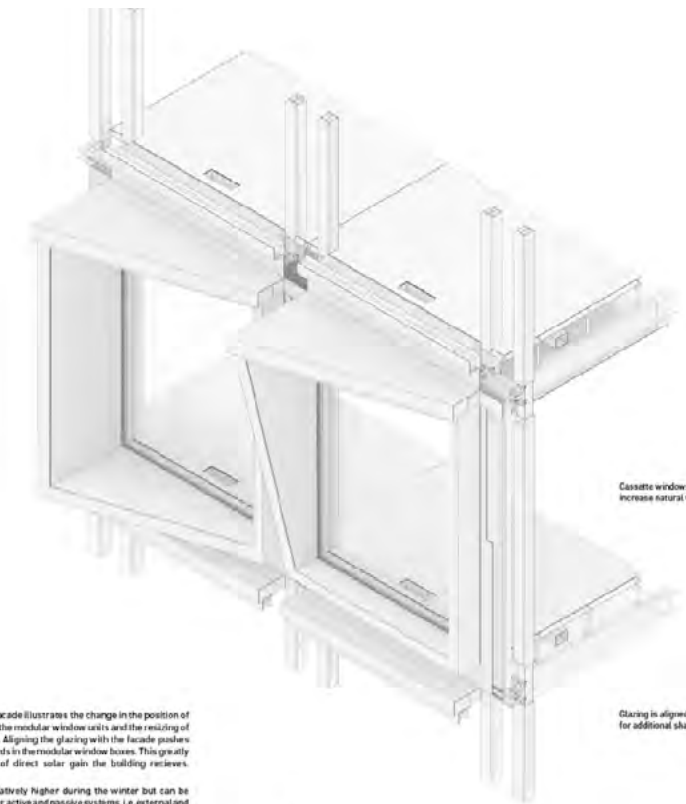
B.2 - Window Unit Detail



B.3 - Flooring System Detail



Axonometric



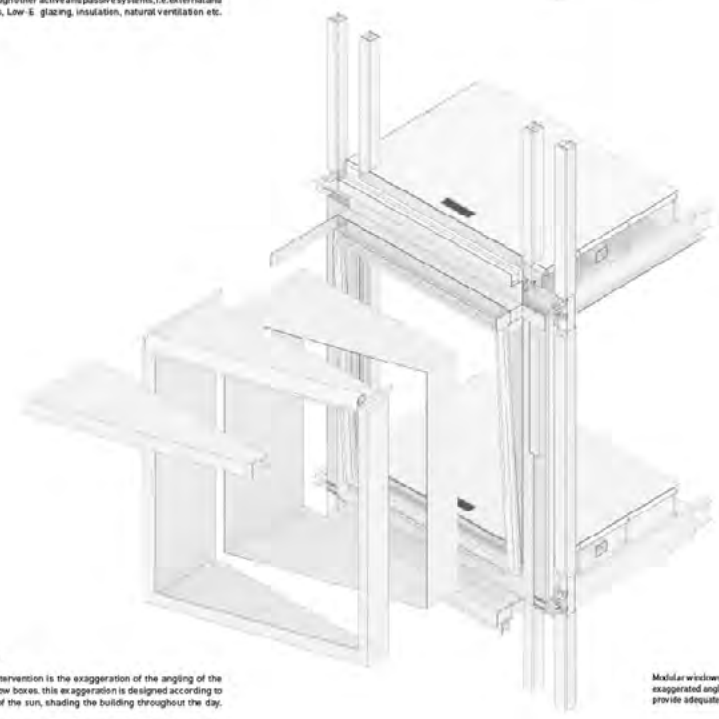
Cassette windows are scaled up to increase natural ventilation

Glazing is aligned with the flat facade for additional shading

Fragment 1

This fragment of the facade illustrates the change in the position of the glazing relative to the modular window units and the raising of the cassette windows. Aligning the glazing with the facade pushes the glazing back towards the modular window boxes. This greatly reduces the amount of direct solar gain the building receives.

Floor radiation is relatively higher during the winter but can be controlled through other active and passive systems, i.e. external and internal blinds, Low-E glazing, insulation, natural ventilation etc.



Modular windows are retained with exaggerated angling specifically to provide adequate shading

Fragment 2

The second intervention is the exaggeration of the angling of the modular window boxes, this exaggeration is designed according to the direction of the sun, shading the building throughout the day.

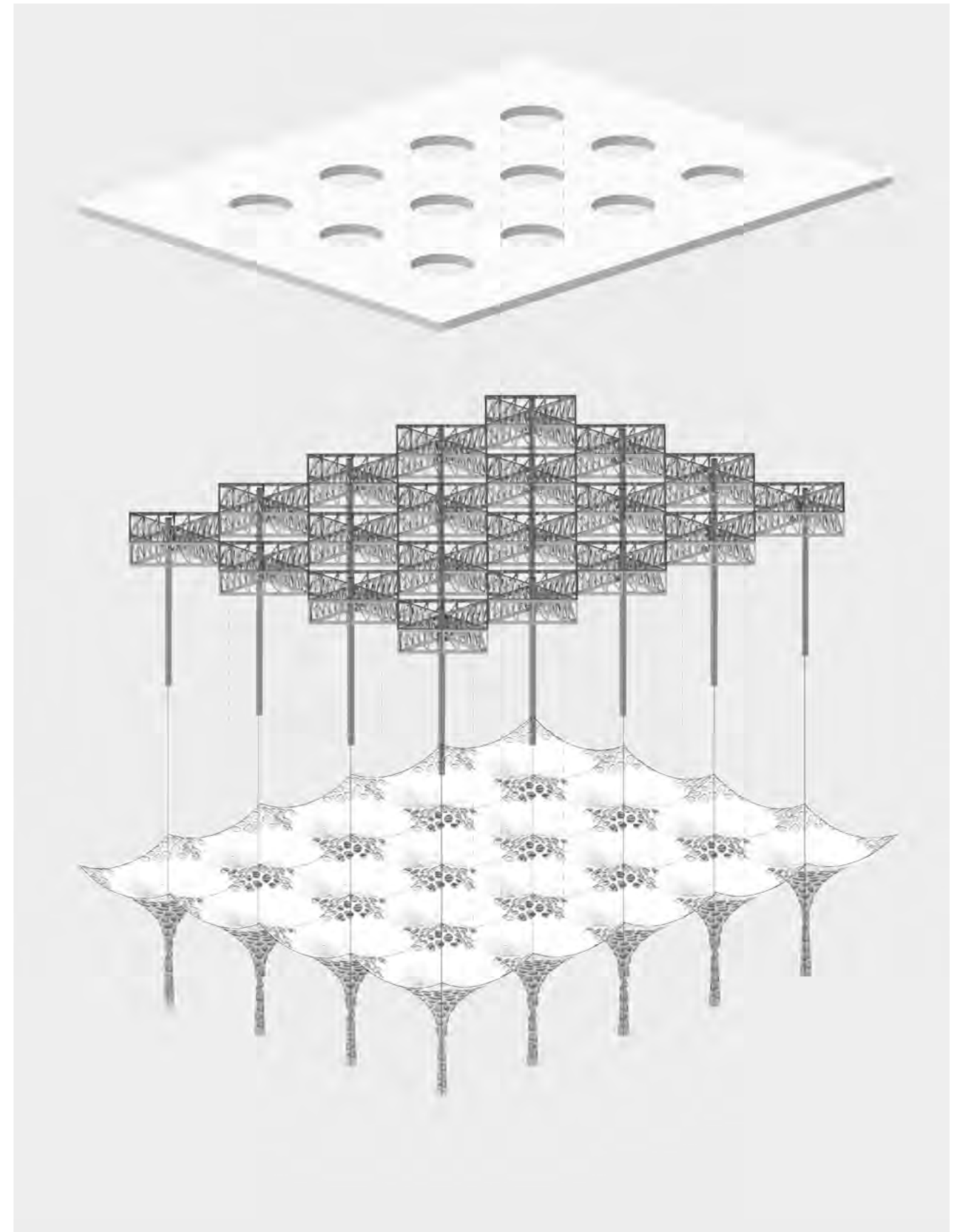
The new facade performs well during the hot summer months in providing shading. However, during the winter the angle of the sun leads to a considerable increase in solar gain. This could be curbed by the aforementioned active and passive systems.

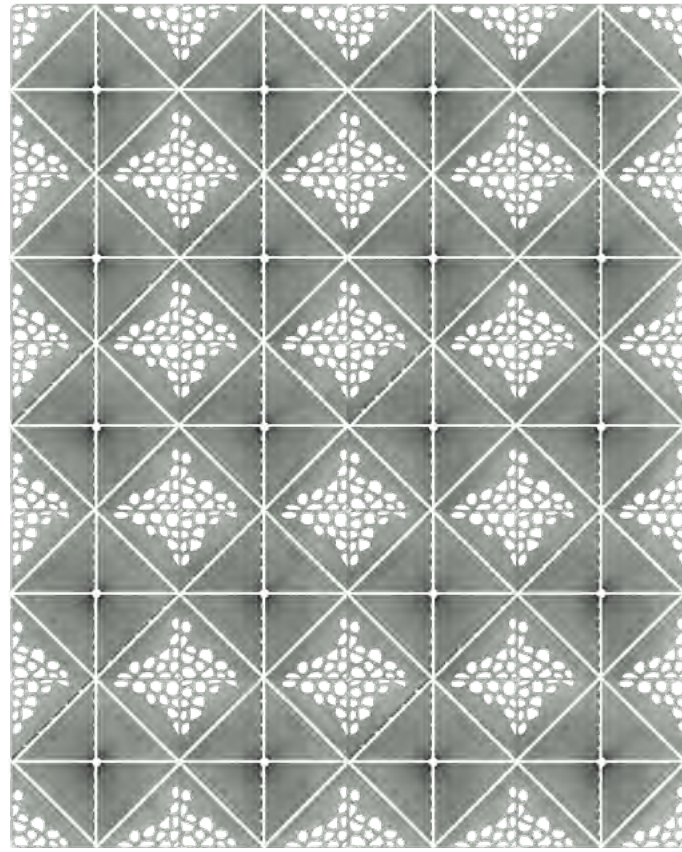
# **ADVANCED** **STRUCTURE** **SYSTEMS**

Advanced Structure Systems | Greg Otto -  
Spring 2018 - Southern California Institute of Architecture

## **AIRPORT PROJECT**

The Intent of this project is to use the structural concepts studied in class and deploy these concepts to develop a long span structural solution and create large volume architecture through repetition.

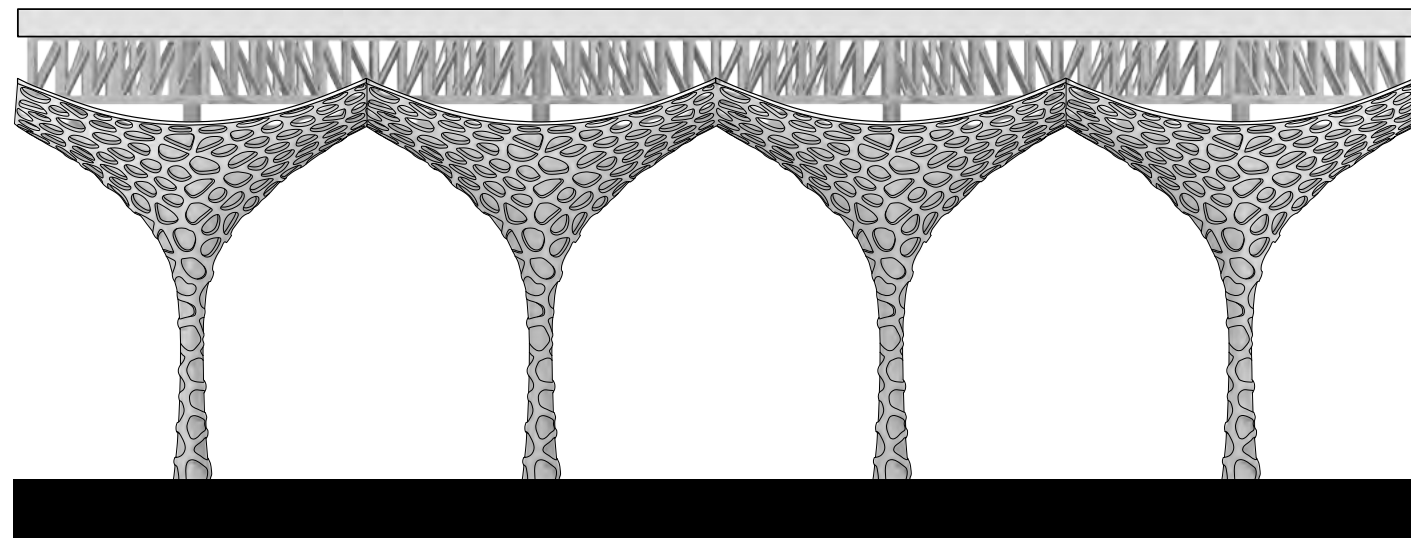
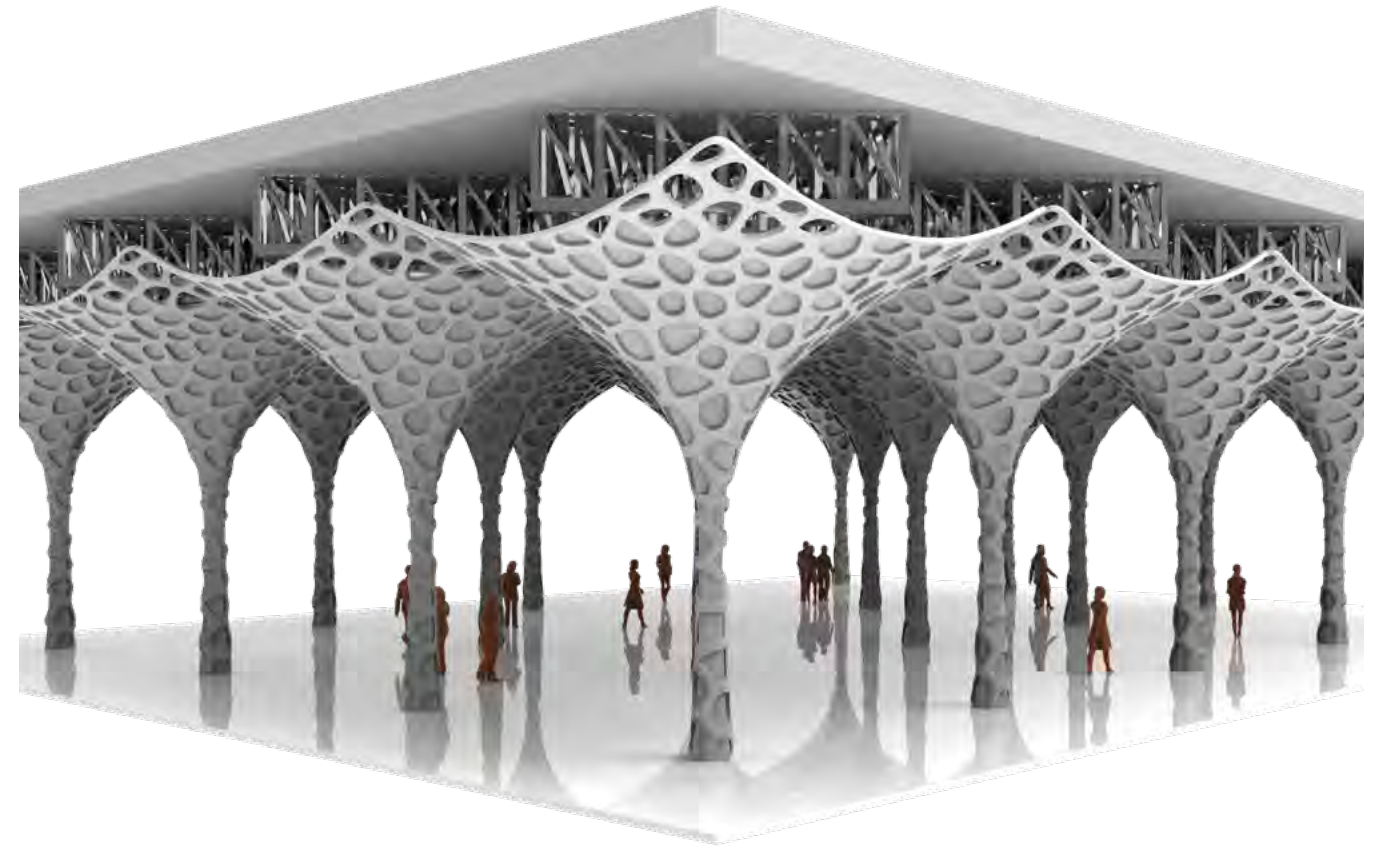




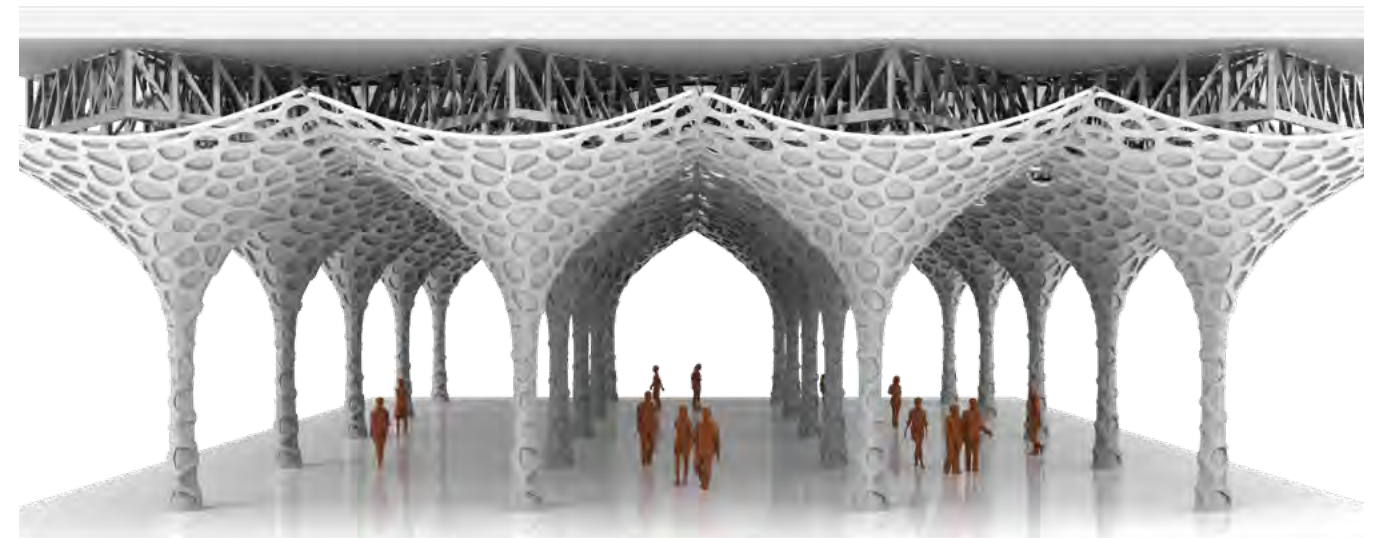
Plan



Concrete Module

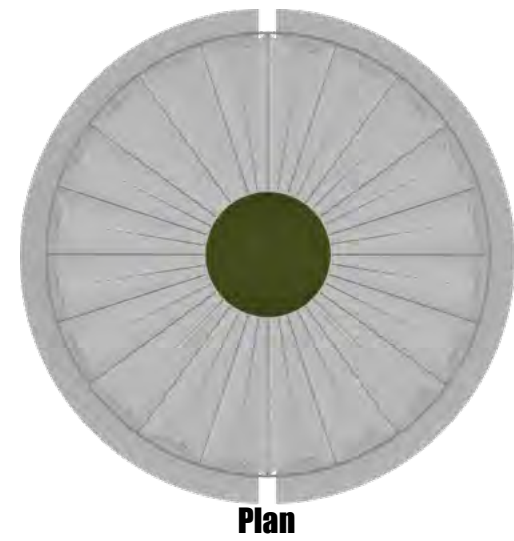


Section

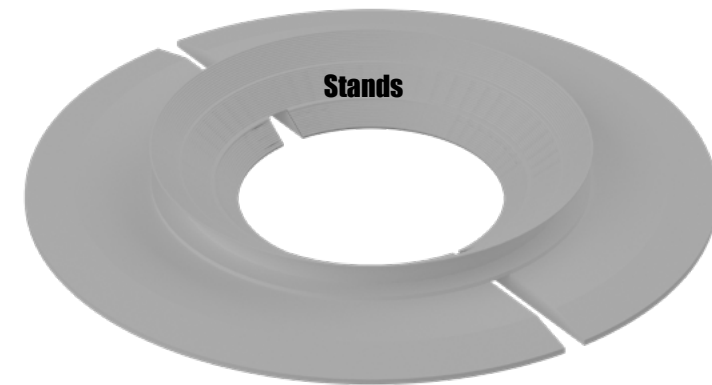
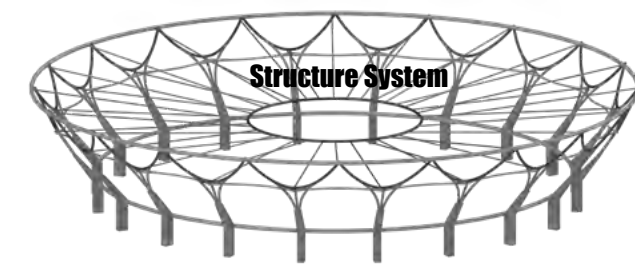
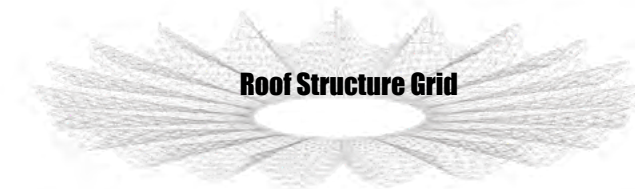
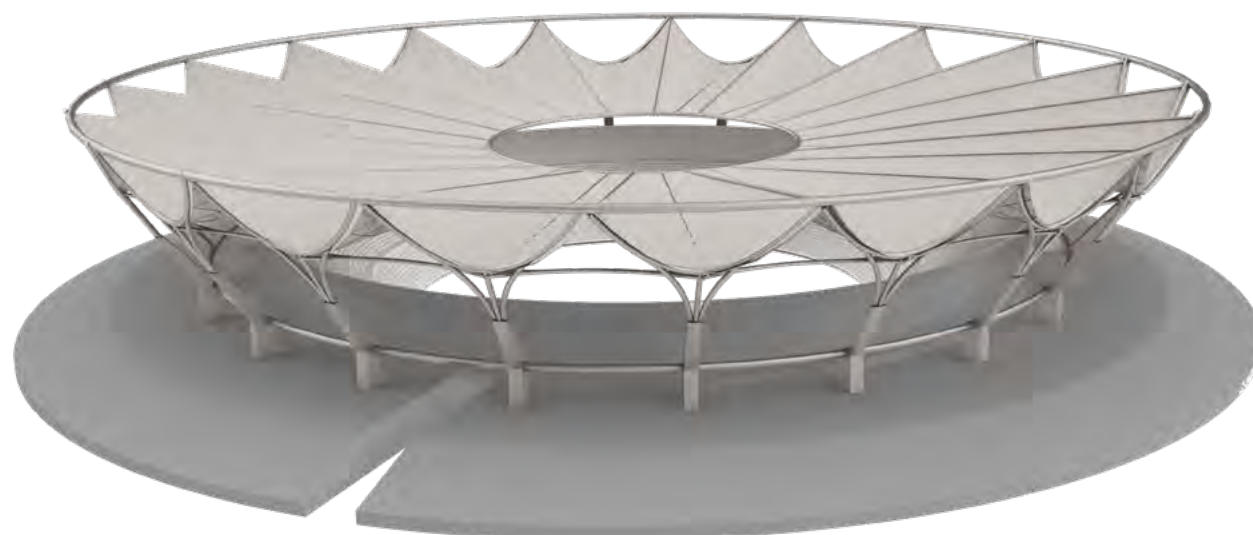
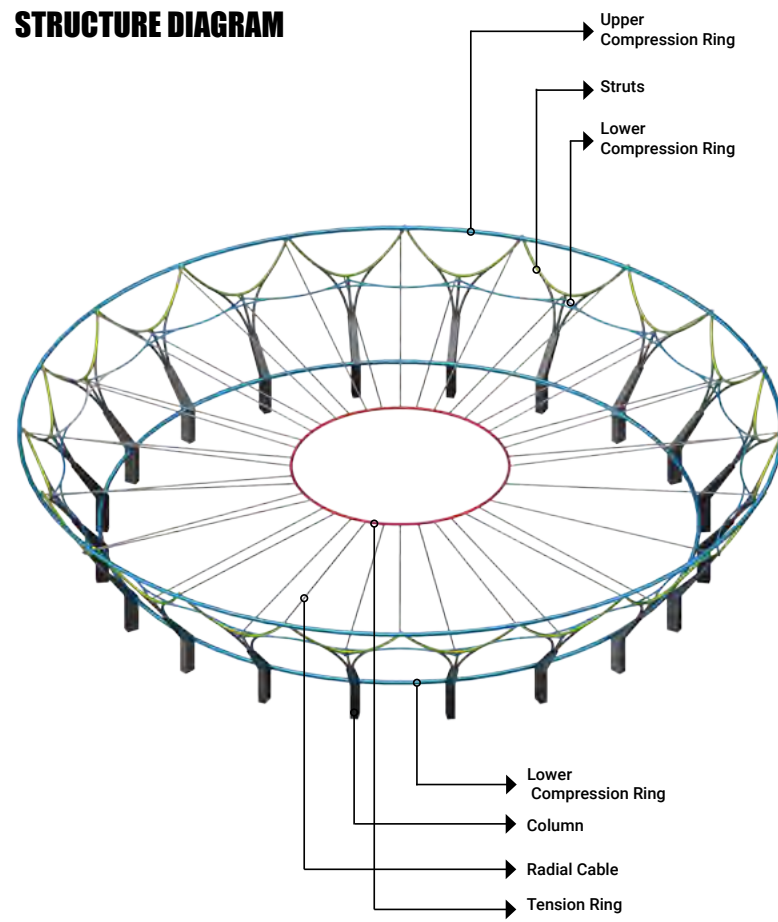


# SOCCER STADIUM PROJECT

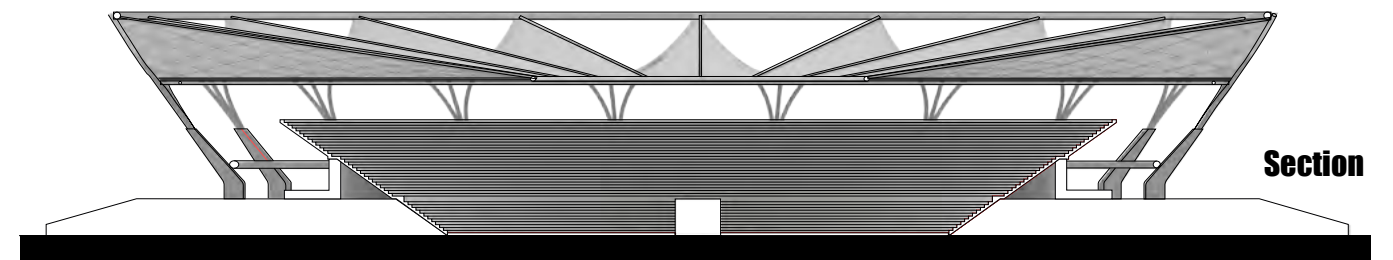
The Intent of this project is to use the structural concepts studied in class and deploy these concepts to develop a long span structure



## STRUCTURE DIAGRAM



## EXPLODED DIAGRAM



# THE OPEN

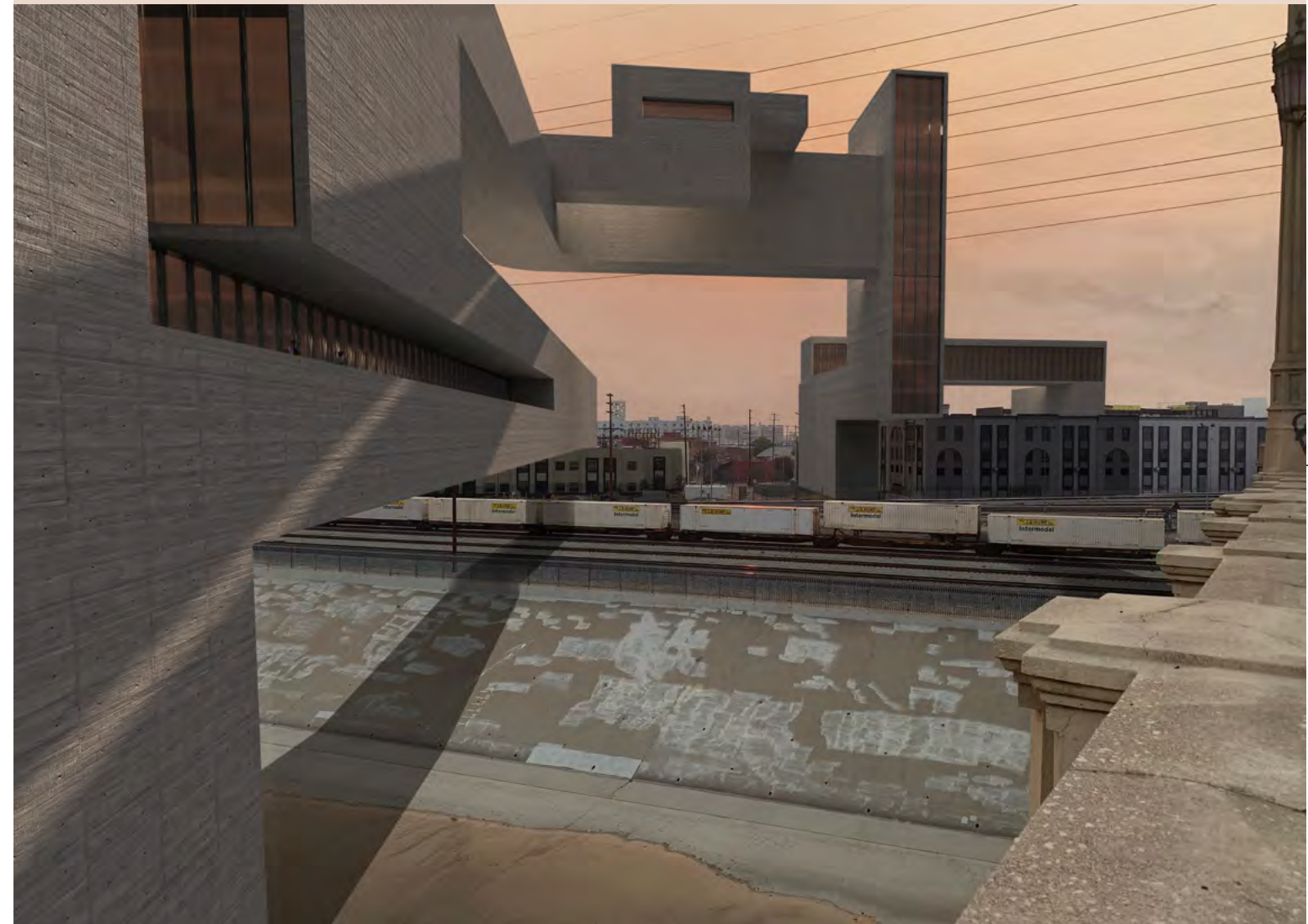
Design Studio | David Ruy - Fall 2018 - Southern California Institute of Architecture

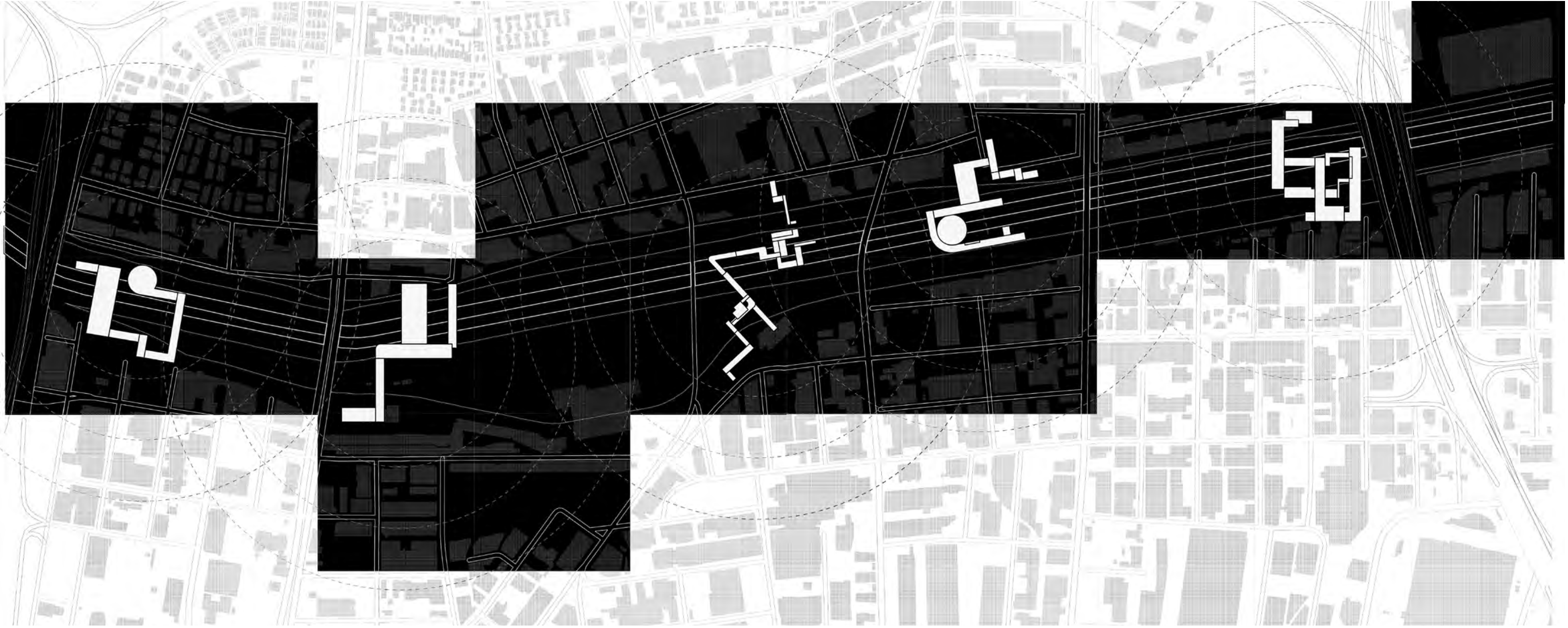
This studio takes an extended look at phenomena of extraterritoriality and develop new spatial products to extend its potentials. Extraterritorial spaces exist outside the normal jurisdictions of nation-states and constitute an ambiguous zone in contemporary urbanism. Everything from duty-free shopping areas of airports to embassies to free trade zones to military bases are examples of these peculiar spatial conditions that exist adjacent to, but ultimately outside of, the normal spaces of societies. All of these examples can be understood as a kind of spatial product that has been manufactured to fulfill some unaddressed need of globalization. In this studio, we want to understand this phenomena and design new spatial (and temporal) objects in relationship to it.

We will spend some time at the beginning of the semester researching and documenting these unusual spaces and study the complex negotia-

tions that gave birth to them. From this initial research activity, we will move towards developing speculative scenarios for redeploying them in the service of new forms of urbanization.

Because of their controversial nature, extraterritorial spaces tend to hide—stakeholders seek to guard their interests and veil their plans within the narratives of unrelated plans. Therefore, the research will require some skepticism and detective work. However, the premise of this studio is that phenomena of extraterritoriality address provocative potentials of urbanization and that its potentials, usually suppressed by the organizational needs of the nation-state, may not be undesirable. We will explore in this studio what other forms of life might be made possible when the constraints of nationhood are released, giving way to something radically open.







# COM-MINI

Design Studio | Sidika Bahar Durmaz - Fall 2016 - Izmir University of Economics

Com-mini is an individual school project, completed in 2015. Project site located on the waterfront area in Guzelbahce, Izmir, Turkey.

The project shaped with urban approach, it is aim to observe the current site, understanding it's problem and correspondingly creating a solution in selected side and all the waterfront area in urban scale.

The existing building has the commercial functions on the ground floor. Without changing its functions I divided the masses and located them on the two sides of the pedestrian road that I create. The additional path ways shaped according to swarm analyses that made on Grasshopper.

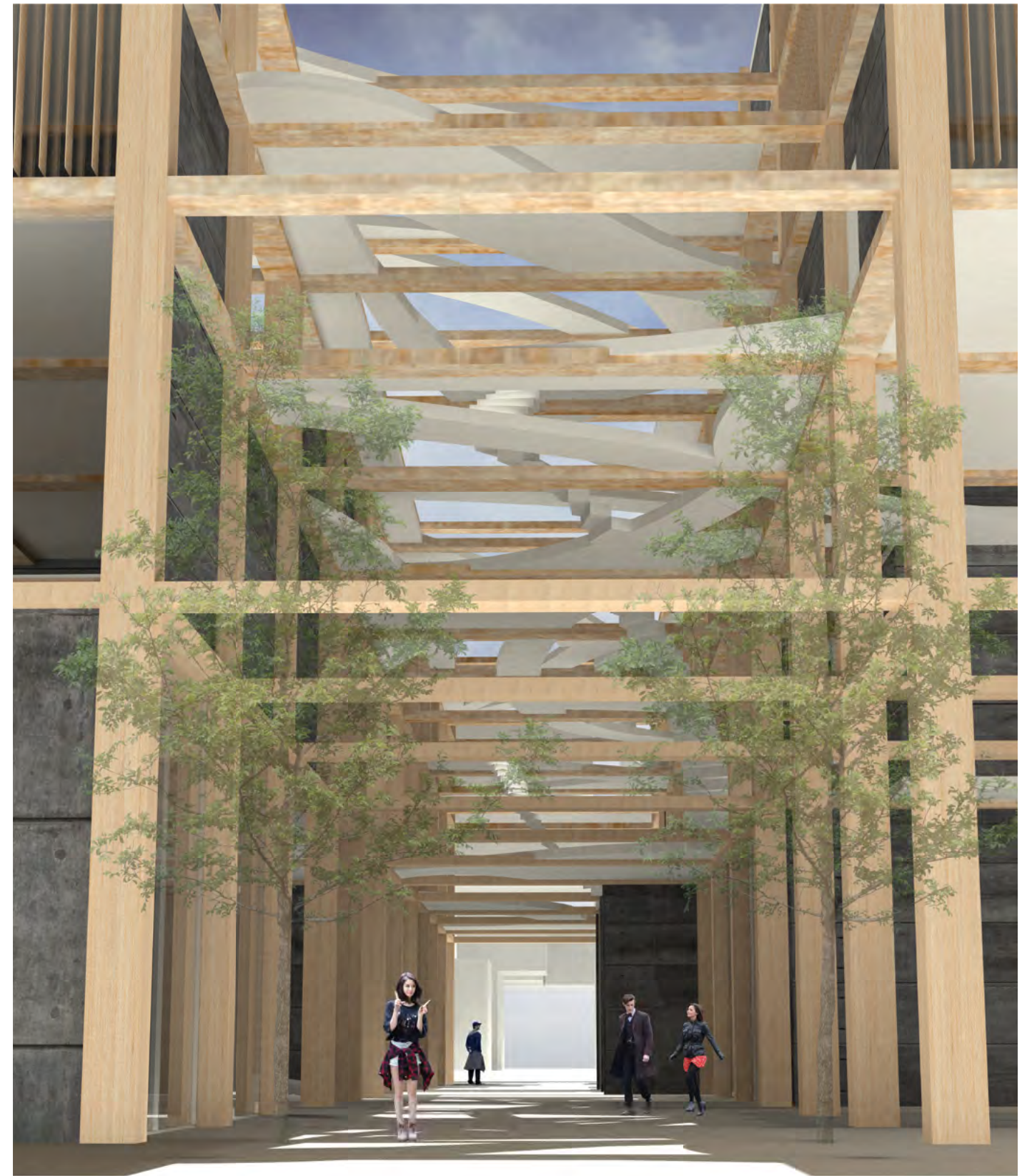
Wind came from sea cannot pass easily because of the pattern of the buildings in sea side and it creates dramatic weather changes between sea side road and the road after the buildings. Dividing to masses and locating them while creating empty spaces between them, let the wind flow more easily.

Mass divided also in the top floors according to their function. First floor segregate for common uses which consist of a common kitchen, working spaces can use by habitants of the building and public.

There are also laundry rooms on the first floor just for residential use. The 2nd, 3rd and 4th floors segregated for residential use.

The bridges between the masses which serve as a circulation system shaped also from swarm analyses. Openings on the bridge provide to sun light pass easily throught the floor.

From the elevations, the fragmental pattern of the building can be





# KARATAS CULTURE CENTER

Design Studio | Isik Ulkun - Fall 2016 - Izmir University of Economics

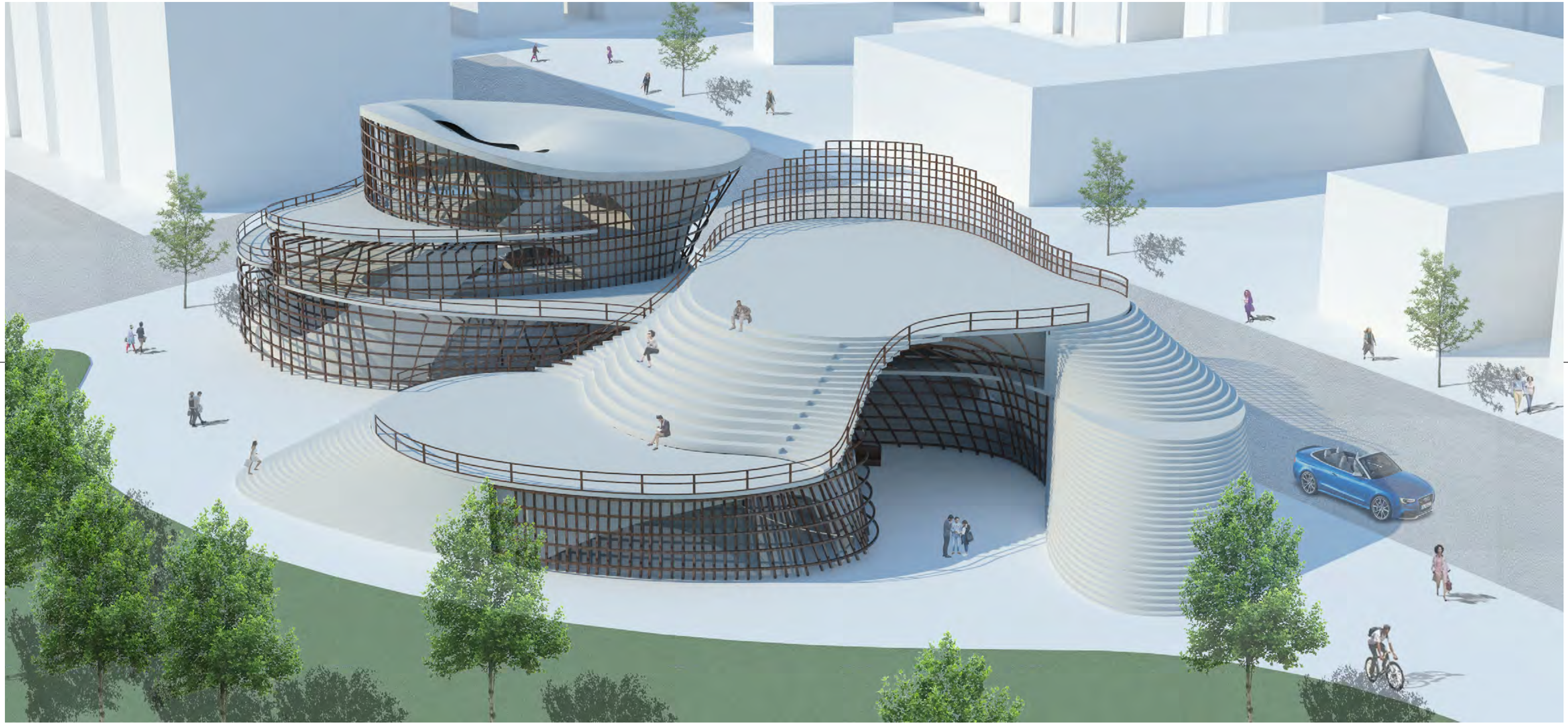
Karatas culture centre is an individual school project, completed in 2016. Project site is located in Karatas, Izmir. Project designed for public use and it aim to create desirable and comfortable spaces both inside and outside. Masses are located according to wind and sun analysis. Its aimed while circulating the wind in summer, blocking it as far as possible for creating wind protected open spaces.

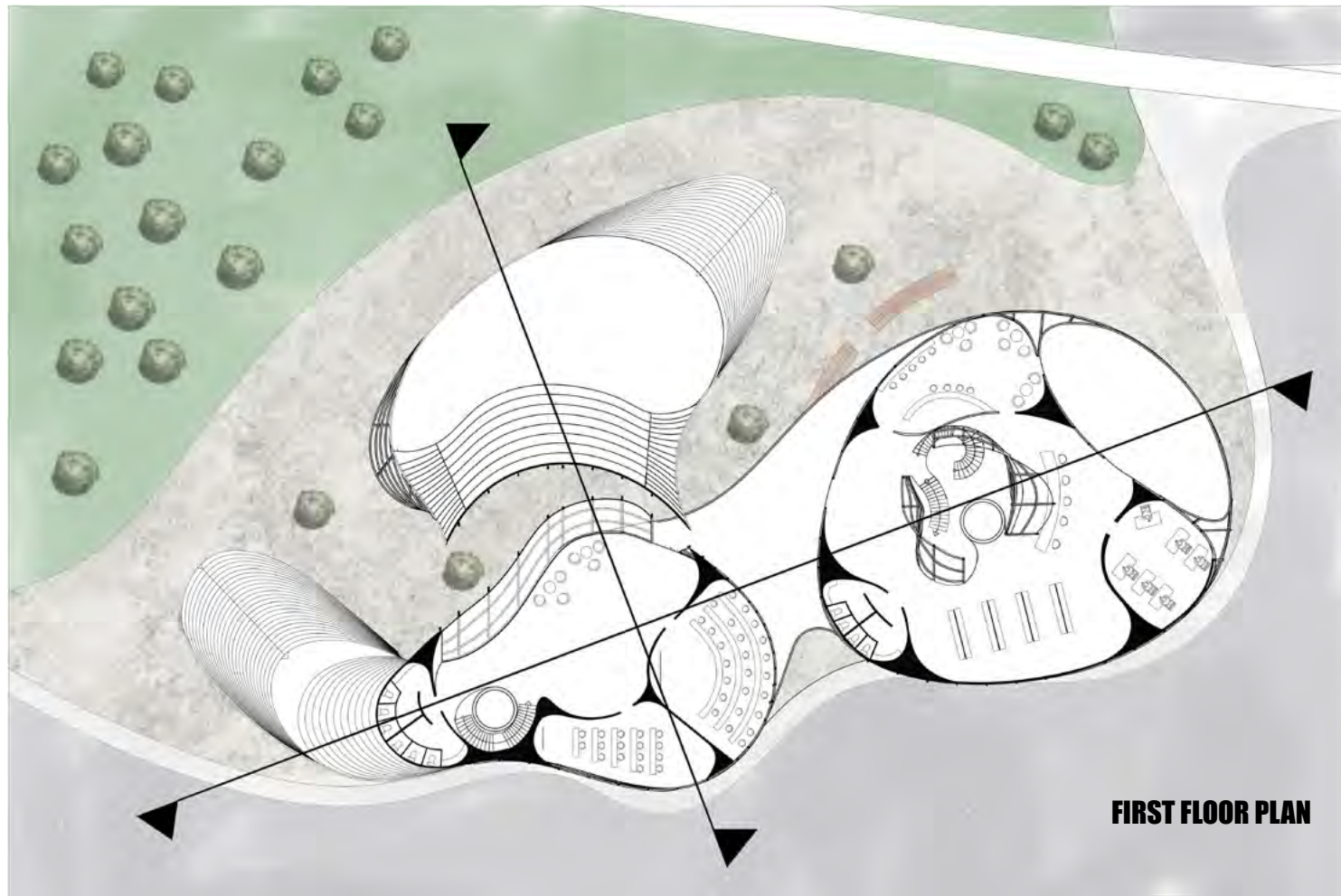
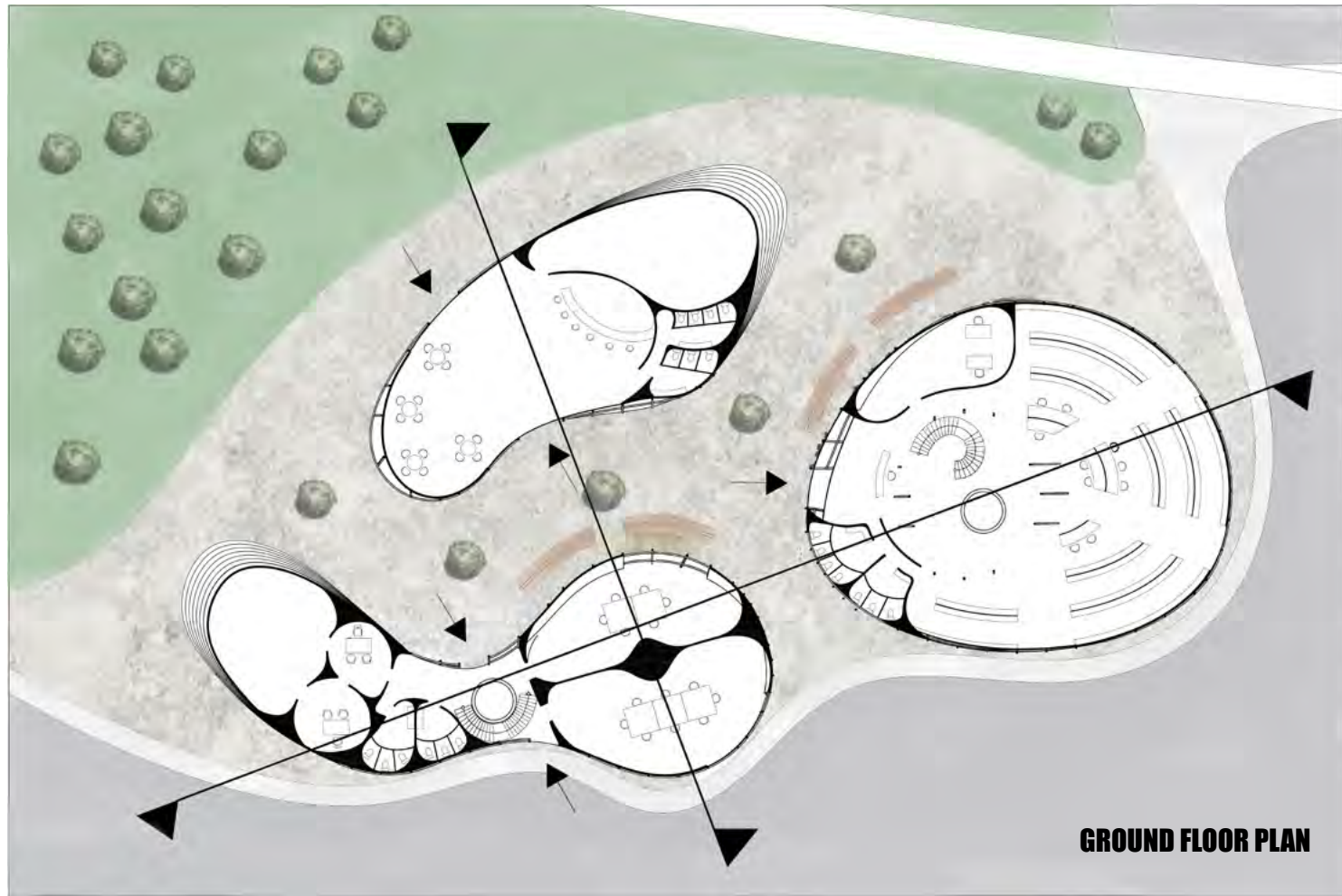
Also while locating the masses, pedestrian accessibility are considered, the aim was creating pathways according to three main pedestrian flows. This idea was for making the building as a part of pedestrian circulation instead of cutting it.

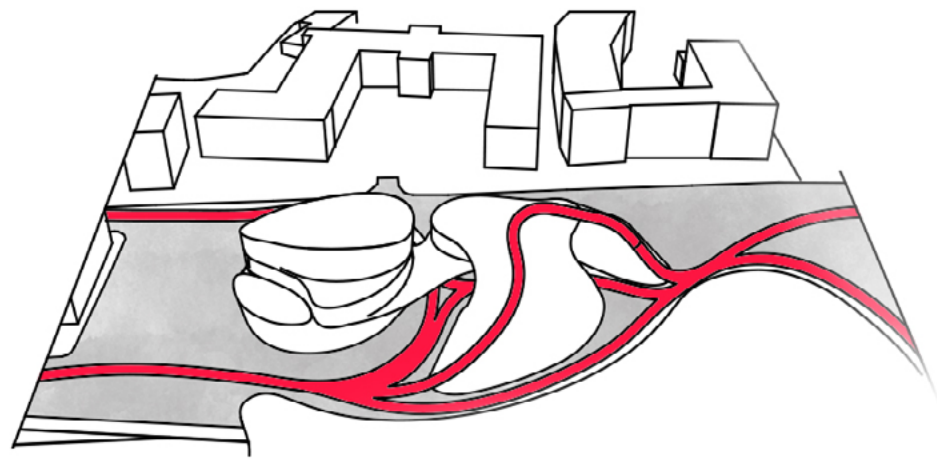
Three masses of the culture centre serving for different purposes; library, education centre and restaurant.

The top surfaces of the masses designed as multi-functional terraces. These terraces allow people socialize, feel the sense of being a part of a community and watch the Izmir's waterfront



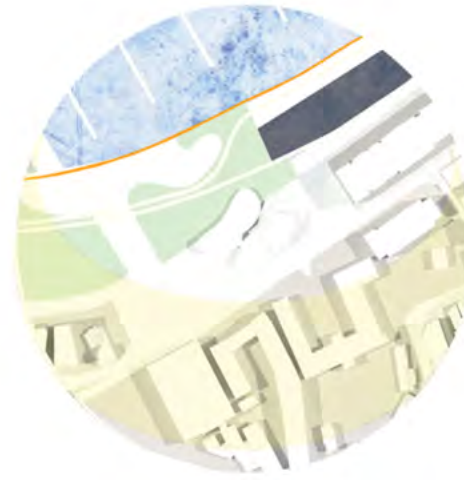
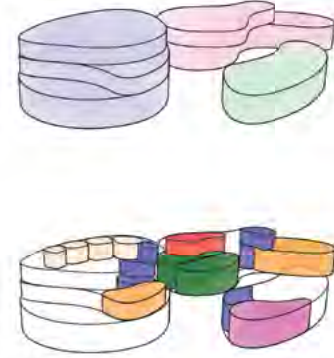




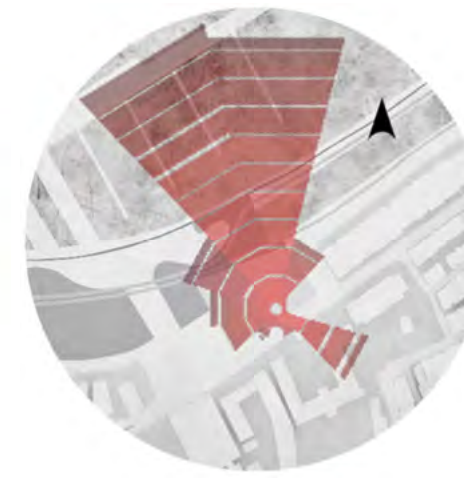


**PEDESTRIAN CIRCULATION DIAGRAM**

**ARCHITECTURAL PROGRAM**



**SUN PATH**



**SUMMER WIND**



**WINTER WIND**



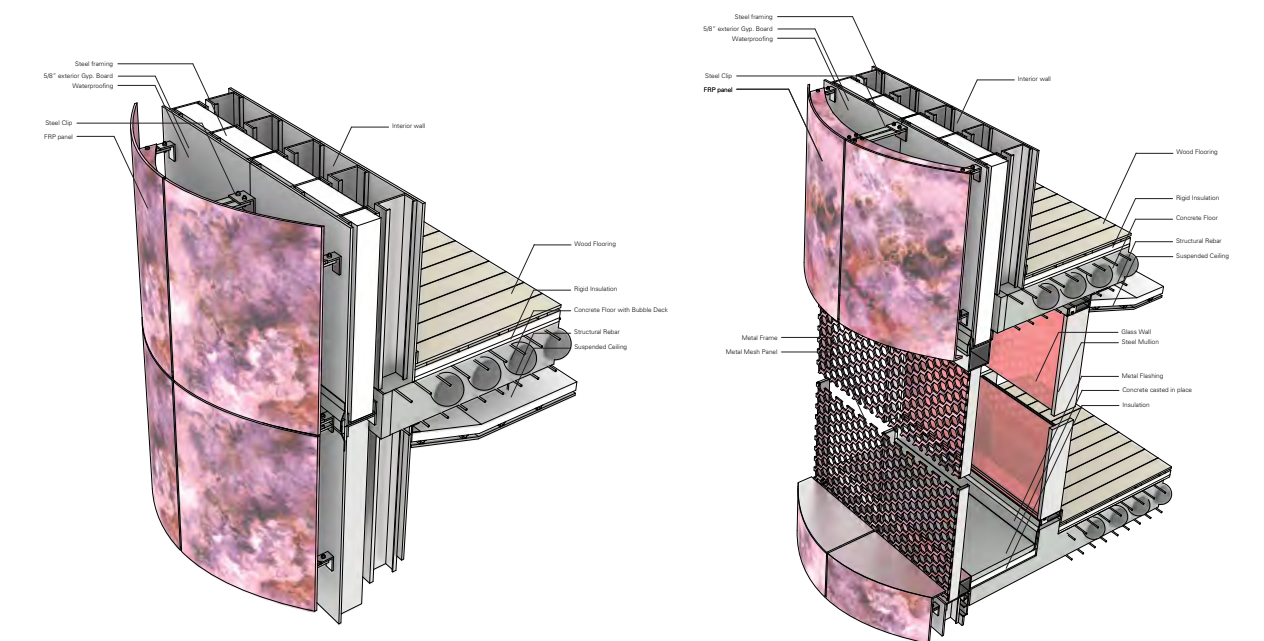
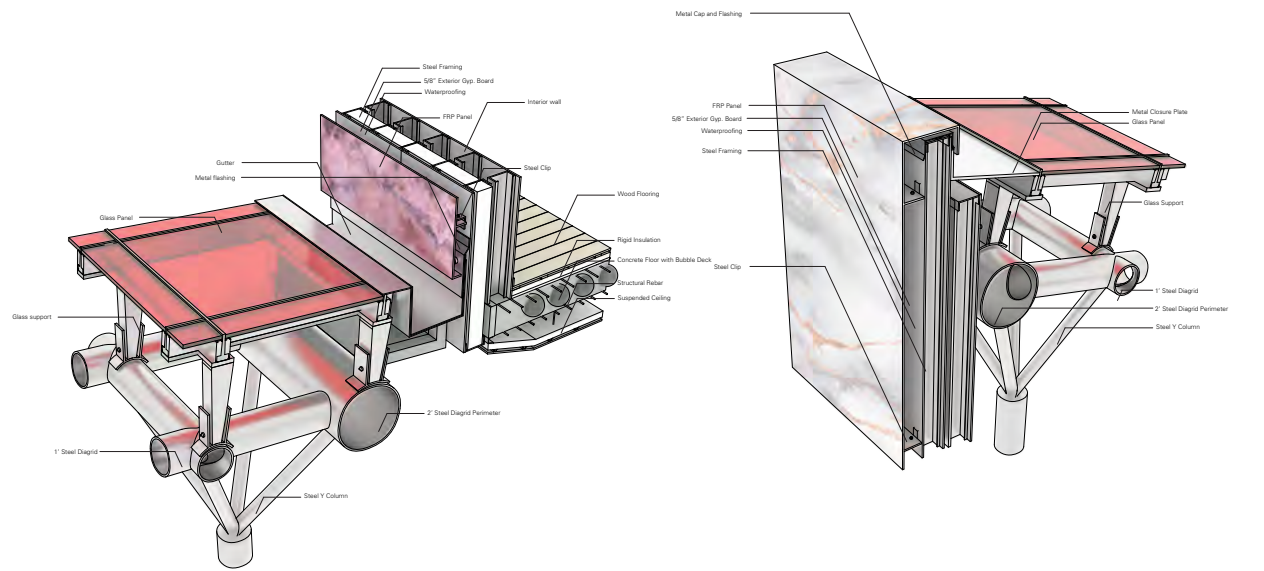
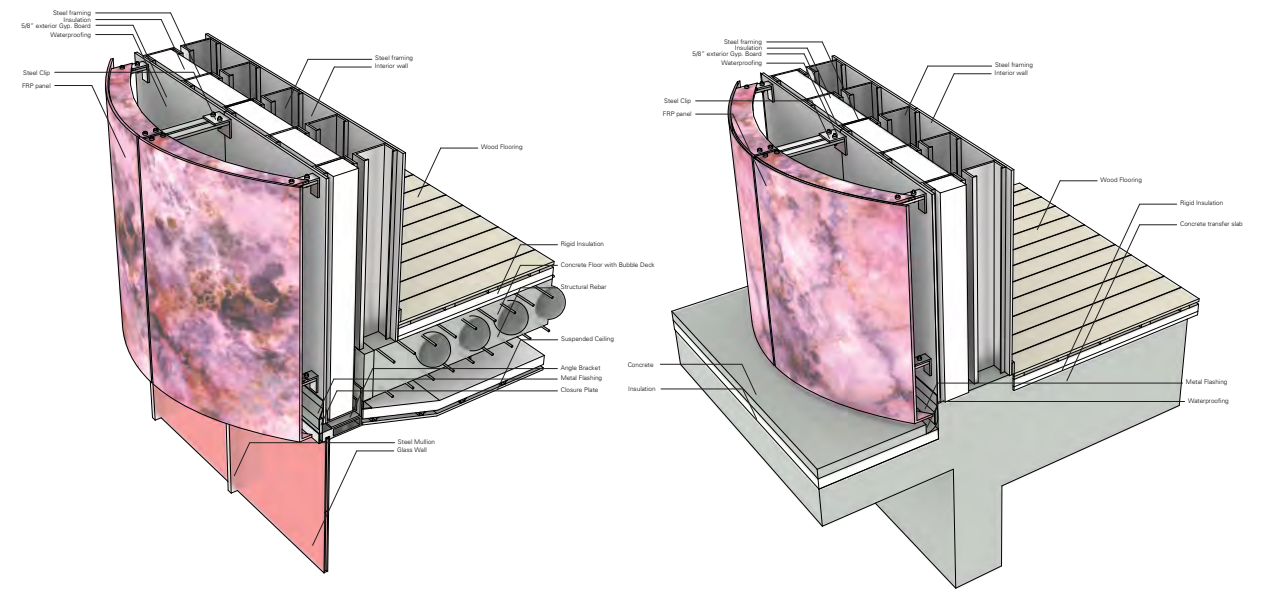
**SECTION**

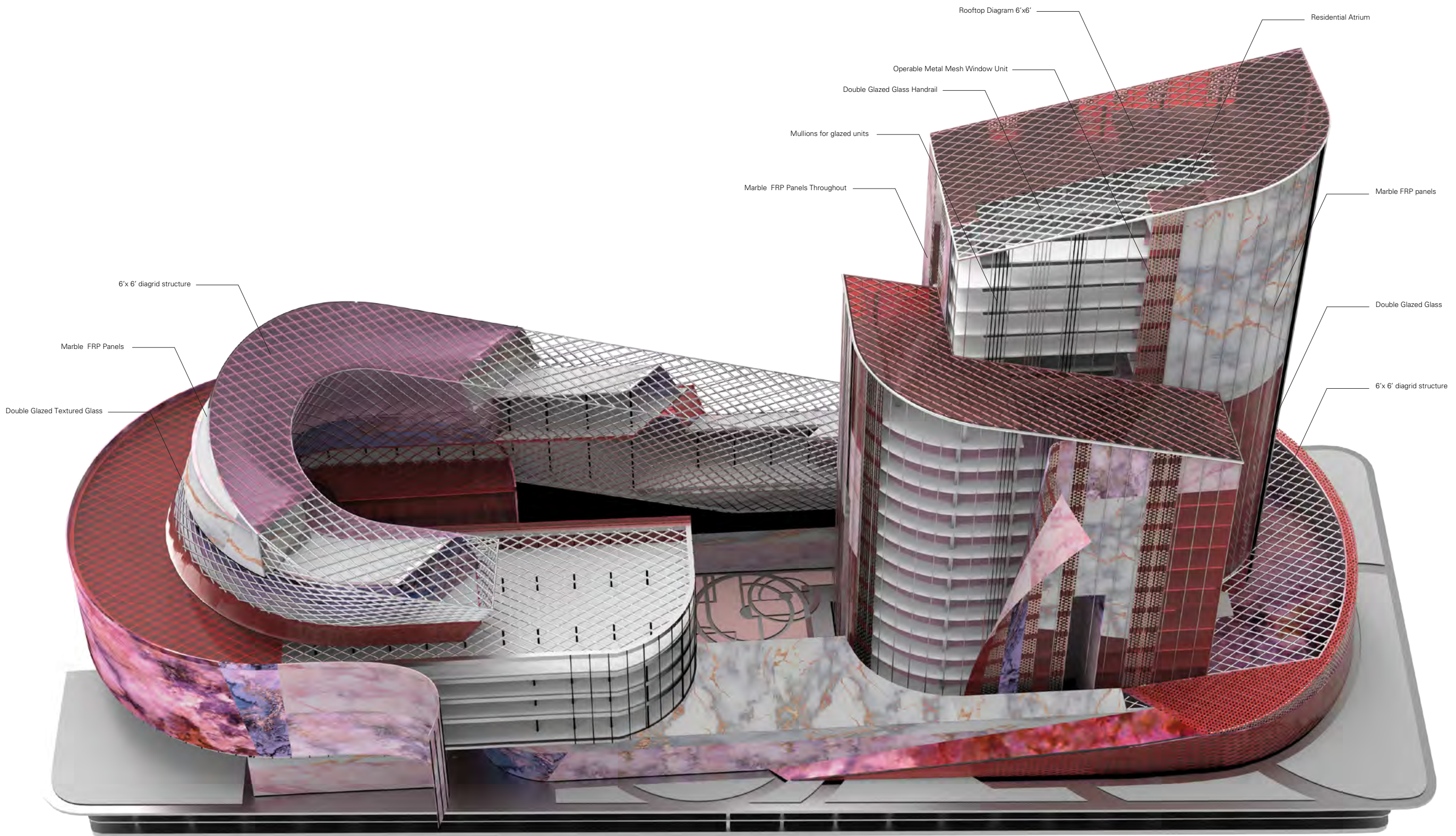
# DESIGN DEVELOPMENT

Design Development Integrated Design Project |  
Herwig Baumgartner & Brian Zamora - Fall 2018  
- Southern California Institute of Architecture - In  
Collaboration with Julia Arnold, Asmaa Abu Assaf,  
Alayna Davidson, Yi Ning Lui, Weiti Wang

This course investigates issues related to the implementation of design: technology, the use of materials, systems integration, and the archetypal analytical strategies of force, order and character. The course includes a review of basic and advanced construction methods, analysis of building codes, the design of structural and mechanical systems, Environmental systems, Buildings service systems, the development of building materials and the integration of building components and systems. The intent of this course is to develop a cohesive understanding of how architects communicate complex building systems for the built environment and to demonstrate the ability to document a comprehensive architectural project and Stewardship of the Environment. A series of built case studies will be presented by the instructors along with visiting professionals in the field who are exploring new project delivery methods. These case studies will be shown in-depth with construction photographs, 3D renderings, and technical drawings and details. Pertinent specific topics for the course will be highlighted in each presentation, with a focus on the evolution of building design from concept to built form. who are exploring new project delivery methods. These case studies will be shown in-depth with construction photographs, 3D renderings, and technical drawings and details.

Pertinent specific topics for the course will be highlighted in each presentation, with a focus on the evolution of building design from concept to built form.





**TEAM NAME:** CJWNAA  
 Asmaa Abu Assaf  
 Julia Arnold  
 Aiyra Davidson  
 Yi Ning Lui  
 Ciam Saglam  
 Wei Wang

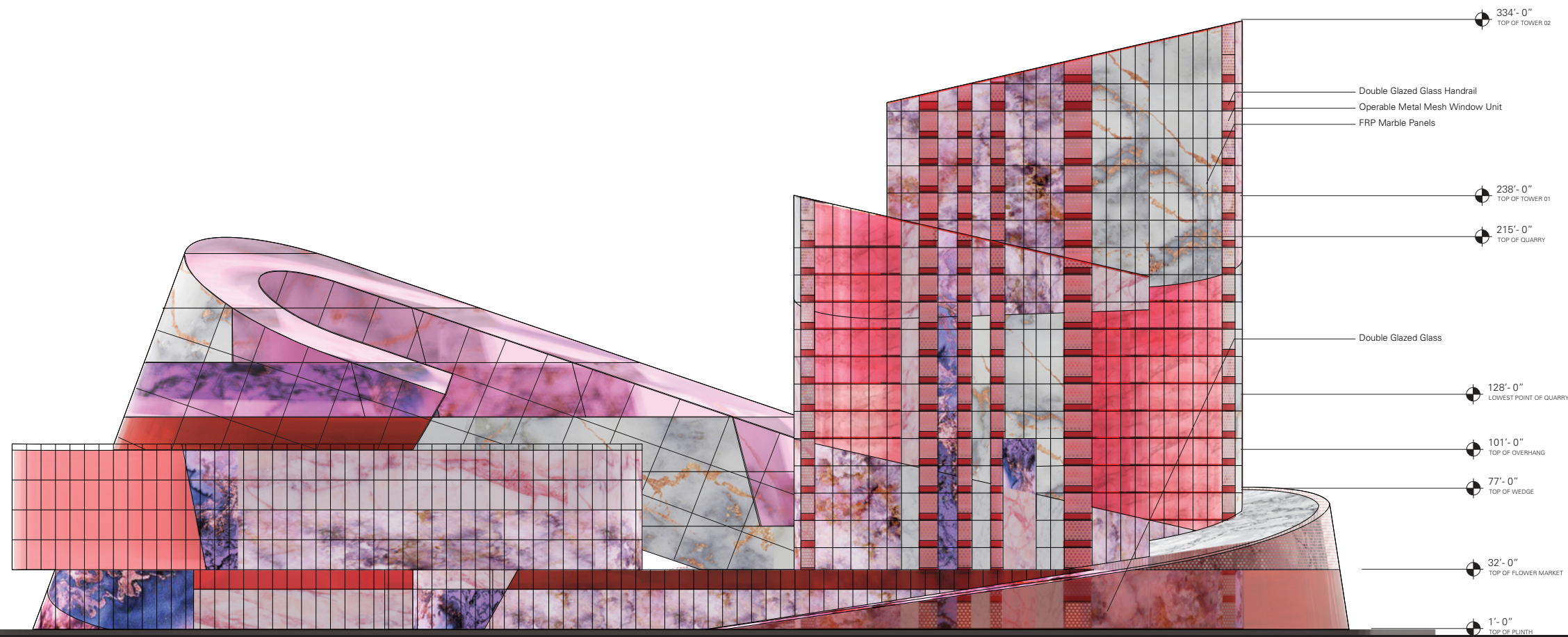
**CONTACT:**  
 cjwnaa@gmail.com  
 asmaabuaassaf@gmail.com  
 julia.arnold214@gmail.com  
 andavidson2@gmail.com  
 yininglui@gmail.com  
 ciamraglam1@gmail.com  
 gwj123@gmail.com

**SITE:**  
 Los Angeles  
 34°2'30.1"N  
 118°15'0.67"W

**CLIENT:**  
 Southern California  
 Flower Market

**ADDRESS:**  
 742 Maple Avenue  
 Los Angeles, CA  
 90014

**PROJECT:** DTLA Flower Market



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04		JA	HB	10.08
03		JA	HB	10.01
02		JA	HB	09.24
01		JA	HB	09.17
REV:	DESCRIPTION:	BY:	CHECK:	DATE:

**SHEET TITLE:** EAST ELEVATION

**A1** East Elevation  
 Scale 1' : 1/32"

**TEAM NAME:** CJWNAA  
 Asmaa Abu Assaf  
 Julia Arnold  
 Aiyana Davidson  
 Yi Ning Lui  
 Ciem Saglam  
 Wei Wang

**CONTACT:**  
 cjwnaa@gmail.com  
 asmaabuassaf@gmail.com  
 julia.arnold21@gmail.com  
 ayidavidson2@gmail.com  
 yininglui@gmail.com  
 ciemsaglam1@gmail.com  
 gwj123@gmail.com

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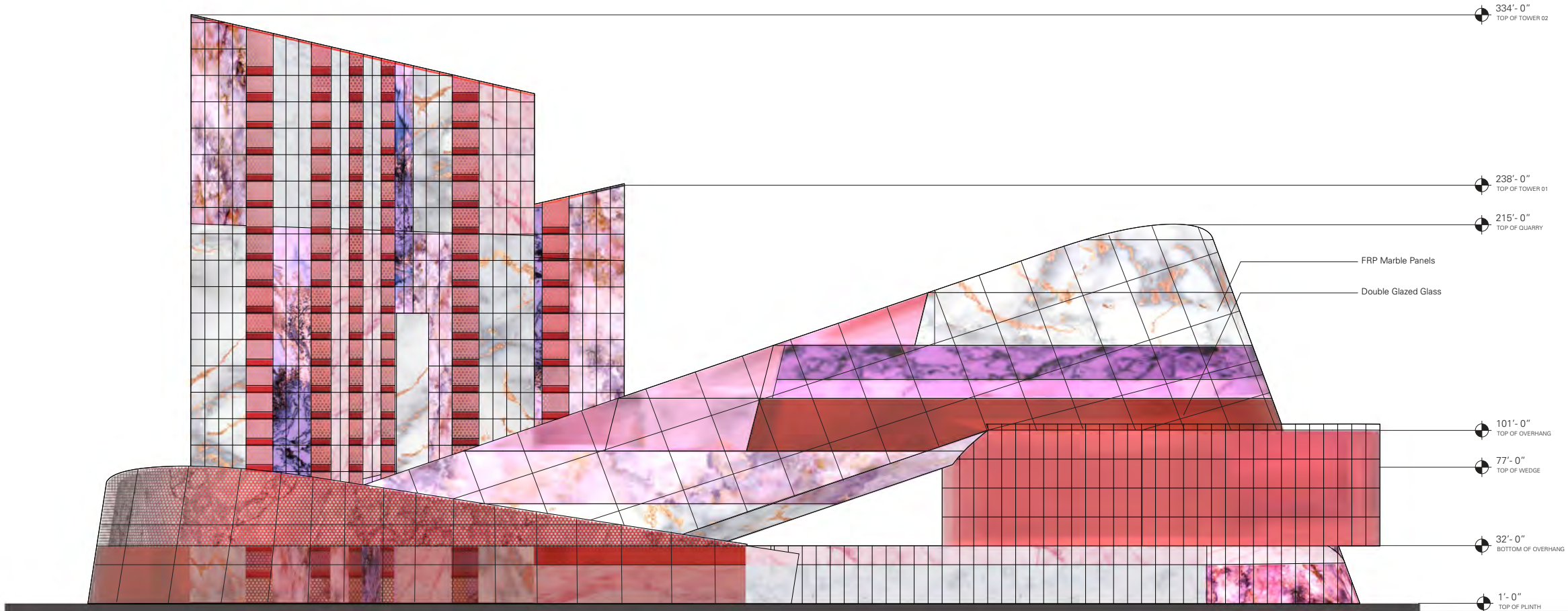
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REV:	DESCRIPTION:	BY:	CHECK:	DATE:

**SHEET TITLE:** WEST ELEVATION



**A1** West Elevation  
 Scale 1' : 1/32"

**TEAM NAME:** CJVNA  
 Asmaa Abu Assaf  
 Julia Arnold  
 Alayna Davidson  
 Yi Ning Lui  
 Csem Saglam  
 Weili Wang

**CONTACT:** cjvna@gmail.com  
 asmaabuassaf@gmail.com  
 julia.arnold214@gmail.com  
 andvidson@gmail.com  
 yiningluis@gmail.com  
 csemsaglam@gmail.com  
 gwl23@gmail.com

**SITE:** Los Angeles  
 34°2'30.1"N  
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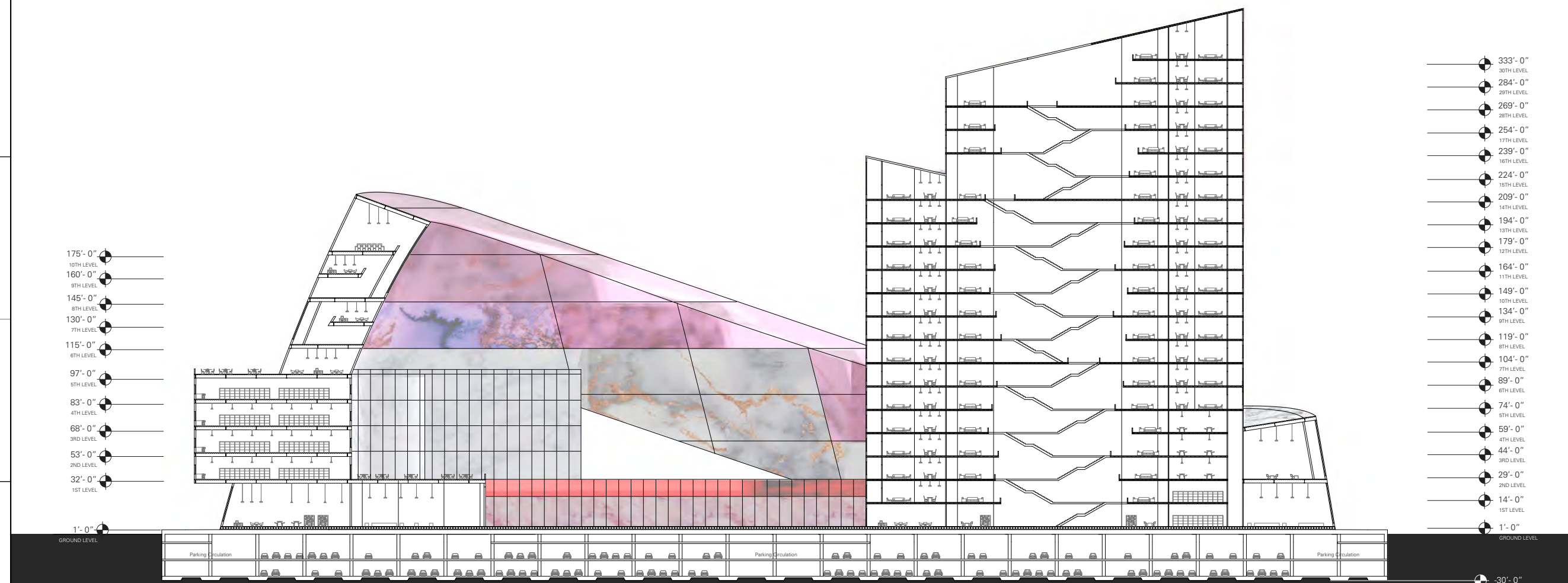
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02		JA	HB	09.24
01		JA	HB	09.17
REV.	DESCRIPTION	BY	CHECK	DATE

**SHEET TITLE:** SECTION

A-015

100

100



- 175'-0" 10TH LEVEL
- 160'-0" 9TH LEVEL
- 145'-0" 8TH LEVEL
- 130'-0" 7TH LEVEL
- 115'-0" 6TH LEVEL
- 97'-0" 5TH LEVEL
- 83'-0" 4TH LEVEL
- 68'-0" 3RD LEVEL
- 53'-0" 2ND LEVEL
- 32'-0" 1ST LEVEL

- 333'-0" 30TH LEVEL
- 284'-0" 29TH LEVEL
- 269'-0" 28TH LEVEL
- 254'-0" 17TH LEVEL
- 239'-0" 16TH LEVEL
- 224'-0" 15TH LEVEL
- 209'-0" 14TH LEVEL
- 194'-0" 13TH LEVEL
- 179'-0" 12TH LEVEL
- 164'-0" 11TH LEVEL
- 149'-0" 10TH LEVEL
- 134'-0" 9TH LEVEL
- 119'-0" 8TH LEVEL
- 104'-0" 7TH LEVEL
- 89'-0" 6TH LEVEL
- 74'-0" 5TH LEVEL
- 59'-0" 4TH LEVEL
- 44'-0" 3RD LEVEL
- 29'-0" 2ND LEVEL
- 14'-0" 1ST LEVEL

GROUND LEVEL

BASEMENT

**A1** Section  
 Scale 1' : 1/32"



