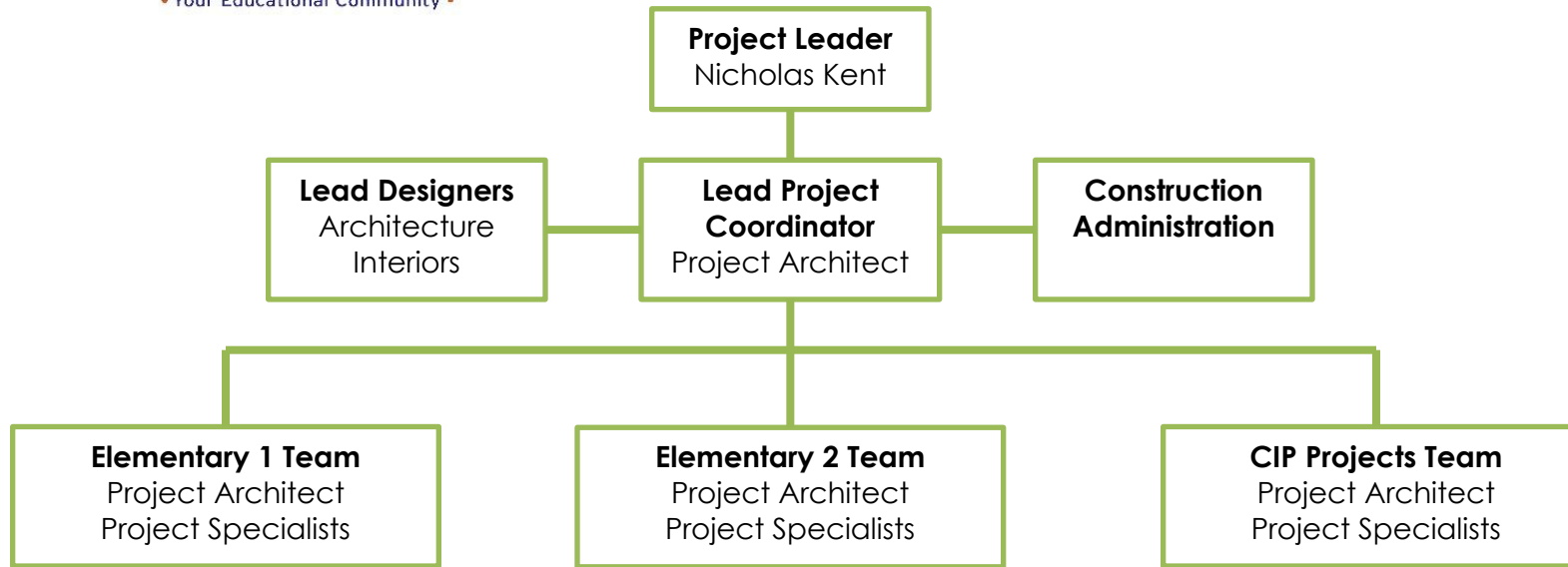
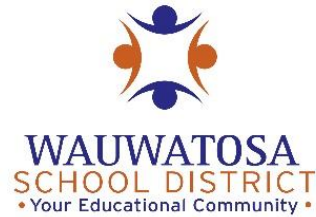


Design Process

[FOLLOWING A COMMUNITY-APPROVED REFERENDUM]

creativity | collaboration | dedication

The Design Team

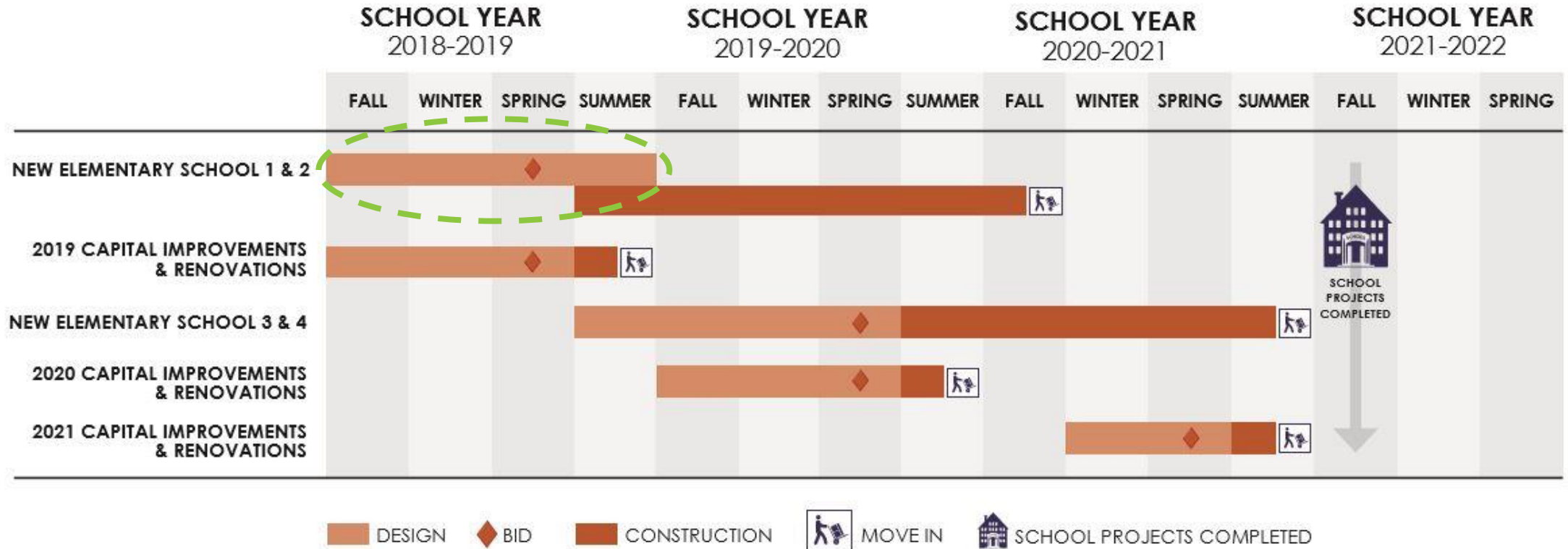


Consulting Team Partners



Project Schedule

PRELIMINARY DESIGN & CONSTRUCTION TIMELINE (FOLLOWING A COMMUNITY-APPROVED REFERENDUM)



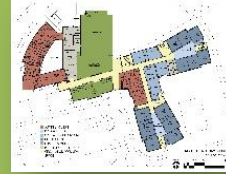
Schematic Design

Engage



- Identify Key Stakeholders
- Targeted Design Input
- Neighborhood Meetings
- Staff Interviews
- Resource Team Planning Meetings
- City / Fire / Police Collaboration

Vision



- Image Survey
- Neighborhood Context Review
- Space Programming
- Adjacency Block Diagramming
- Floor Plan Development
- Site Planning
- Building Massing Study
- Concept Design Images

Share



- Project Definition
- Stakeholder Share-out
- SD Price Estimate
- Neighborhood Meetings
- Lock Site Organization
- Board Report

Design Development

Define



- Major Building Systems Development
- Building Infrastructure Engineering
- Detailed Site Engineering
- Cost Benefit Analysis
- Construction Schedule Development
- Building Layout Completion
- Marketplace Cost Analysis

Image



- Neighborhood Design Input
- Detailed Design Graphics
- Interior Design
- Materials Selections
- Virtual Visualization
- Renderings
- Design Image Sharing

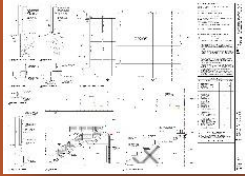
Commit



- Detailed Cost Estimate
- City Approvals Process
- Preliminary Work Bid Packages
- Lock Project Budgets
- Schedule State Approvals

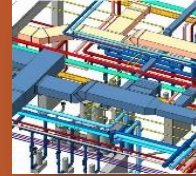
Construction Documents

Detail



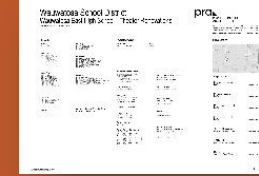
- Construction Detail Development
- Materials / Systems Suppliers Coordination
- Interior Finishes Scheduling
- Door Function Scheduling
- Security Systems
- A/V & IT Coordination
- Furniture Coordination

Coordinate



- Continuous Engineering Coordination
- Virtual Meetings
- Owner Review of Systems
- Police / Fire Coordination
- Specifications
- QA Reviews
- Exterior Envelope Consultant
- Code Consultant

Issue



- State Plan Review
- City Plan Review
- Bid Package Preparation
- Scope Document Collaboration
- Bid Review
- Building Permits