# **UW West Campus Utility Plant**





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29 June 2015







An Opportunity to Set a New Standard of Excellence

## TODAY'S AGENDA

#### PREVIOUS UWAC PRESENTATIONS

11/6/14 - PROJECT OVERVIEW/GOALS (Joint Online Meeting with ULAC)

2/17/15 - INITIAL DESIGN CONCEPTS (Joint Online Meeting with ULAC)

3/30/15 - DESIGN DEVELOPMENT APPROVAL (In-Person Meeting at UW Club)

#### **UPDATE ON THE FOLLOWING ITEMS**

- 1. SITE & LANDSCAPE DEVELOPMENT
- 2. SCREEN/WRAPPER CHARACTER
- 3. MATERIALS & CHARACTER
- 4. INTERPRETIVE OPPORTUNITIES

#### **NEXT STEPS**

The team has completed work associated with the Phase I Agreement and is now moving forward with Final Design under the Phase 2 Design/Build Agreement

Construction scheduled to begin Fall 2015, with Substantial Completion in Fall 2016. Final Completion scheduled to coincide with February 2017 ARCF opening.

# PROJECT OVERVIEW

## **PROJECT PARAMETERS**

#### **PROJECT PRIORITIES**

- 1. MAXIMIZE CAPACITY: Provide Centralized Source for Chilled Water and Emergency Power Serving as much of (future) campus as possible. Phased Equipment Installation.
- 2. CREATE ARCHITECTURAL VALUE: Campus Gateway & Fit with the West Campus Framework Plan
- 3. EXPRESS SUSTAINABILITY ETHIC: Opportunity to communicate UW's Commitment to Sustainability

#### **FUNDING**

\$ 30.5 M Initial Budget for Phase I West Campus Utility Plant

\$ 5.7 M Value-Added Enhancements

\$36.2 M Total Project Budget

#### PROGRESSIVE DESIGN/BUILD DELIVERY METHOD

New Method. Two Contracts. Collaborative Design. Integrated Delivery. Successful Story.

#### **SCHEDULE**

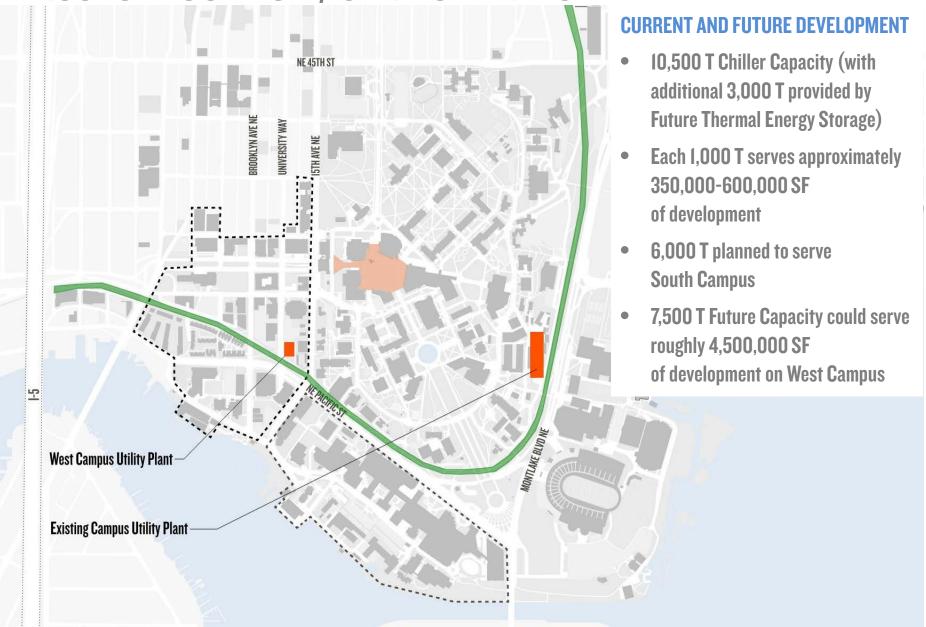
Phase 2 Design Build Contract Executed in May 2015

**Start Construction Fall 2015** 

Phase I: Substantial Completion - February 2017

Phase 2: Additional Equipment Only - TBD

**PROJECT LOCATION / SERVICE AREAS** 



## **NOTES FROM UWAC PRESENTATION - 3/30/15**

#### **SUMMARY OF YOUR COMMENTS**

- Appreciated the overall simplicity of the design concept and supported the current design direction
- Supported the underlying goal that infrastructure projects should be celebrated rather than hidden
- Site plan and planting works well with the building and is strong and thoughtful, especially given the relatively small landscape area
- Polycarbonate screen wall panels are a strong direction careful detailing of the system will be key and acoustics are likely to be the biggest challenge going forward
- Consider how the transparency and glow of screen wall will be differ during day/night & seasonal cycles
- Massing/Materials/Equipment/Color/Plantings are all thoughtfully composed and the connection to UWPD strengthens the University Ave experience
- Study the details and views created by the "Windows into the Process" looking into the chiller room with attention to the different appearances between Day I (limited amount of equipment) and Full Build-Out (full equipment capacity)
- Interpretive program needs further development and UW's ongoing commitment to manage content
- Engage with UW Sustainability it's important to the UW's commitment and is a story worth telling
- Appreciate the use of color but be aware of sensitivity of certain colors (i.e. rival institutions)
- Avoid contradiction between UW's commitment to sustainability and a glowing box that uses energy to glow

Motion was made for **Design Development Approval**. Motion passed unanimously.

# SITE & LANDSCAPE

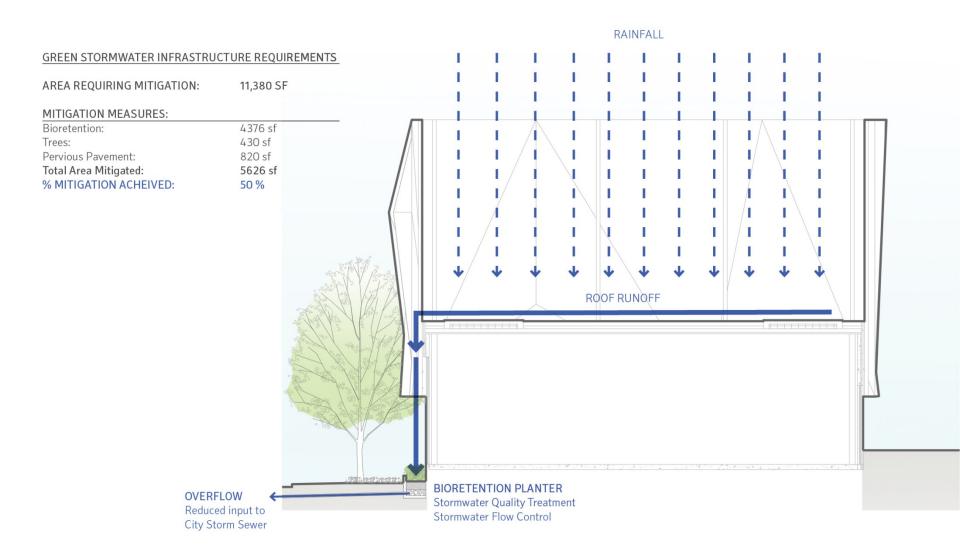
## SITE PLAN AND LANDSCAPING

Total Landscape Area: 8393 sf

Quantity of New Trees: 14



## **WORKING LANDSCAPE**



## **UNIVERSITY WAY CHARACTER**



**Street Trees:** Gleditsia triacanthos 'sunburst'

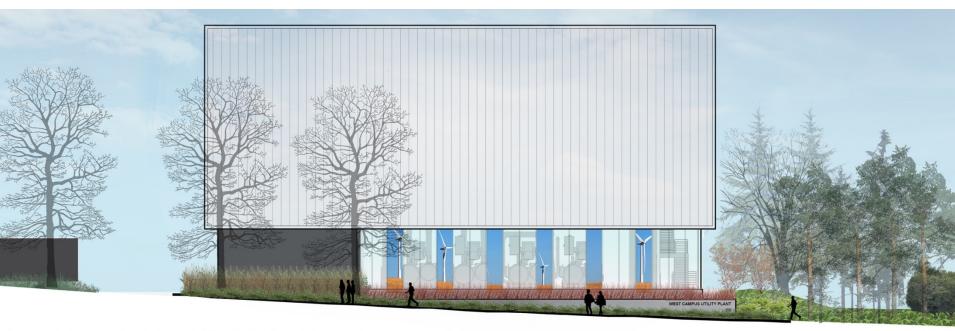




**Understory:** Lonicera pileata



## **BIORETENTION CHARACTER**



Cornus Sericea 'Arctic Fire', Arctic Fire Red-Twigged Dogwood





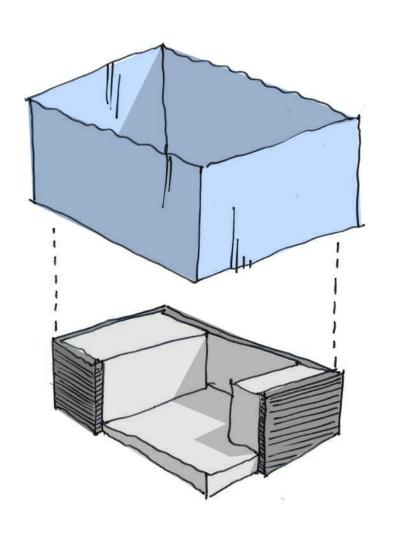


## **BURKE GILMAN TRAIL CHARACTER**

Tree Canopy: Understory: Swordfern, Salal, Kinnickinick, Oregon Grape, Snowberry, Beach Strawberry Big Leaf Maple, Douglas Fir, Vine Maple

# **SCREEN WALL**

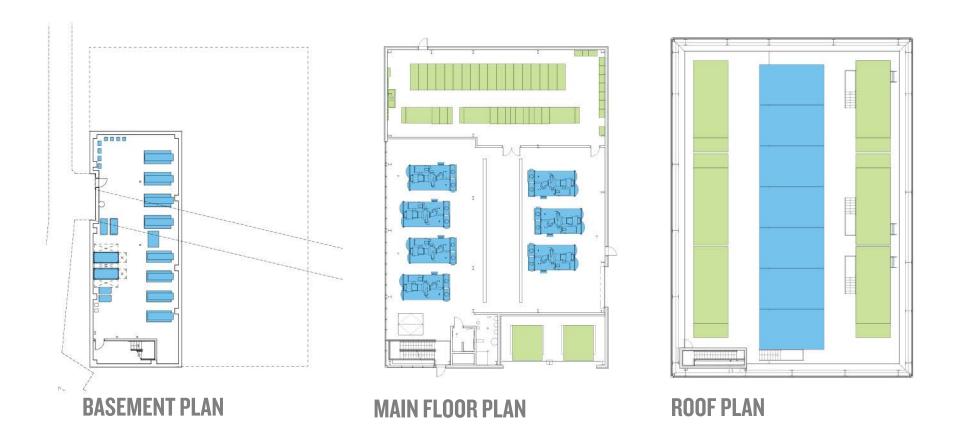
## **MASSING CONCEPT**



**SCREEN** 

WRAPPER SOLIDS SLAB

## **FUTURE BUILD OUT**



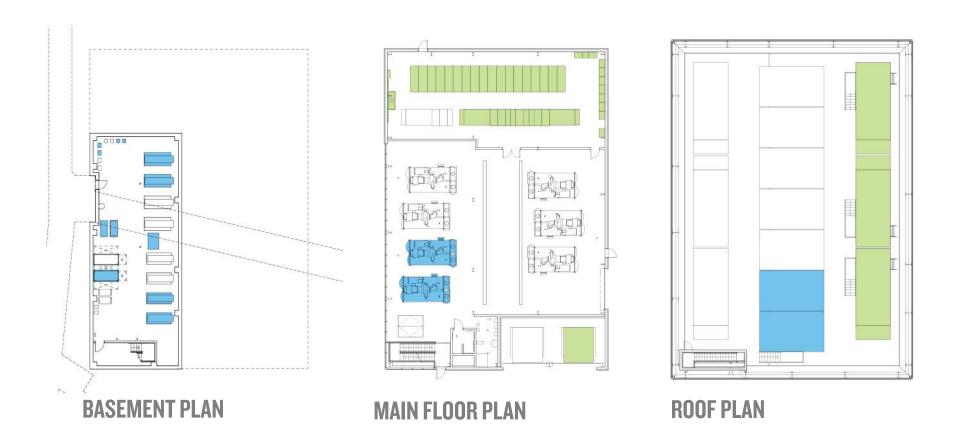
#### **CHILLED WATER**

- Chillers to support 10,500 T total future capacity (far exceeding the 6,000 T requirement in the RFP)
- Ability to add Thermal Energy Storage for additional
   3,000 T

#### **POWER GENERATION**

Future expansion to 12 MW

## **INITIAL INSTALL - DAY 1**



#### **CHILLED WATER**

 Chillers to support 3,000 T initial capacity (meeting the 3,000 T requirement in the RFP)

#### **POWER GENERATION**

Generators to support 6 MW initial capacity

## SCREEN WALL SYSTEM DESIGN DRIVERS

#### **AESTHETIC/ARCHITECTURAL**

- The screen wall contributes significantly to the architectural character of the building at this important gateway site
- Elegant simplicity rather than complex self-conscious expression is desired
- Surface modulation/articulation (3-D) may be more powerful than surface composition (2-D)
- Materials and detailing of screen must meet acoustic and cost requirements noted below

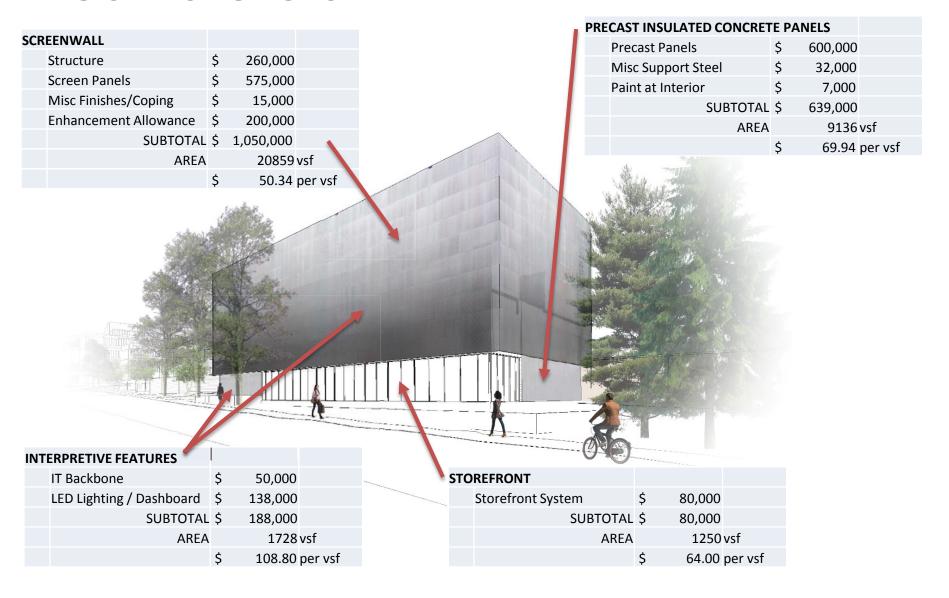
#### ACOUSTIC MITIGATION

- Project must meet Seattle Noise Ordinance (60dBa max. @ adjacent receiving property line)
- Acoustic mitigation required for (mostly) low frequency sound created by the Cooling Tower exhaust fans and intake louvers
- Emergency Generator noise is exempt from the Seattle Noise Ordinance
- Open screening or perforated panels on their own will not achieve the acoustic isolation required
- Acoustic performance requirements dictates solid panels with an average mass of 5psf

#### **COST EFFECTIVE**

- Budget allowance of \$50/sf for screen wall system (structure, panels, interpretive, etc...)
- Budget for screen wall panels/skin is approximately  $\frac{1}{2}$  of the total screen wall system budget
- Look for efficiencies every element addresses multiple requirements simultaneously

## **DESIGNING TO BUDGET**



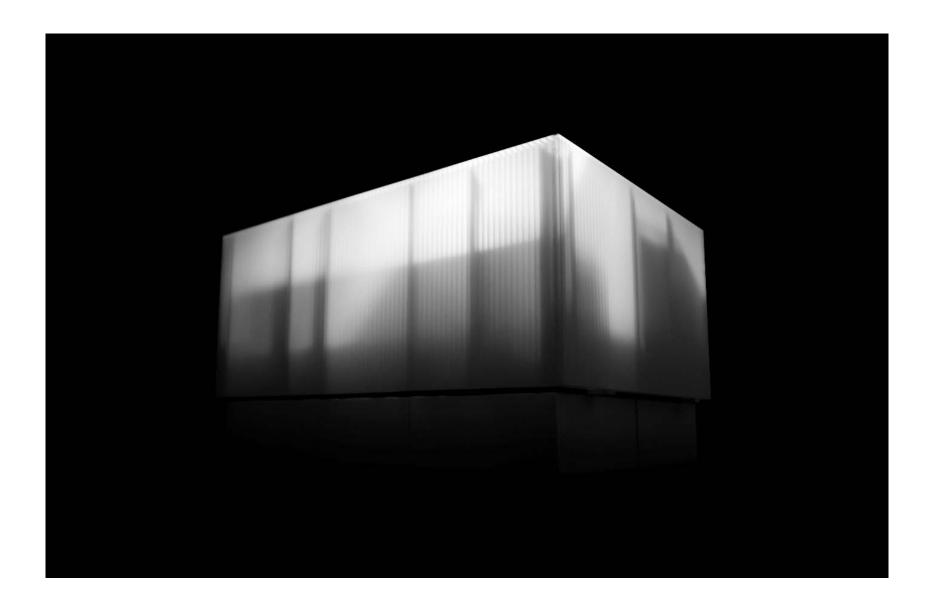
# **GLOWING BOX - SUMMER**



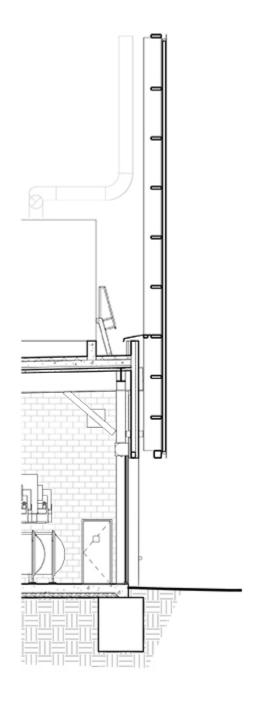
## **GLOWING BOX - WINTER**



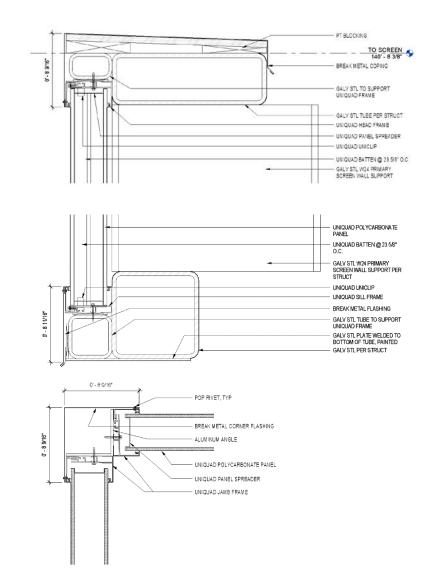
## **GLOWING BOX – MODEL SHOT**



# **GLOWING BOX – MODEL SHOT**



## **GLOWING BOX – DETAILING**







# **CAMPUS GATEWAY**



# MATERIALS & CHARACTER

### **POLYCARBONATE SCREEN WALL**

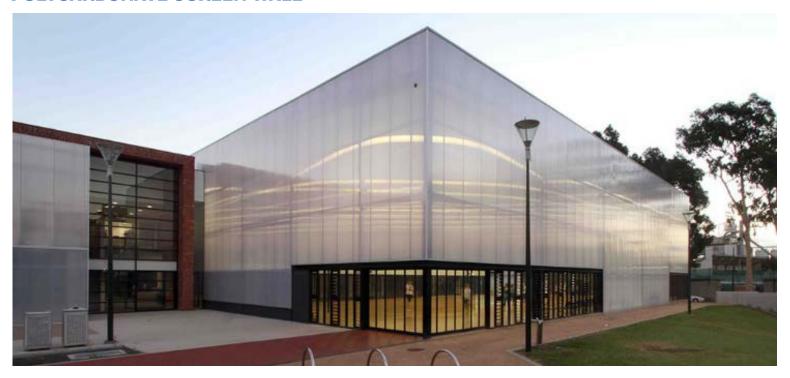






BERNIE MAKERS' STUDIO - TERROIR
DANPALON POLYCARBONATE

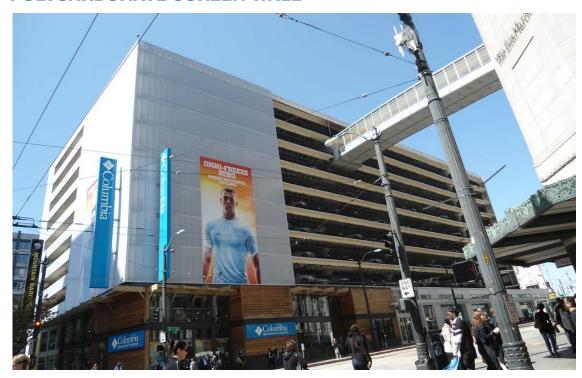
### **POLYCARBONATE SCREEN WALL**





NORTH MELBOURNE FOOTBALL CLUB
DANPALON POLYCARBONATE

#### **POLYCARBONATE SCREEN WALL**



3<sup>RD</sup> & PINE PARKING GARAGE
DANPALON POLYCARBONATE





VIRTUA HEALTH AND WELLNESS CENTER
DANPALON POLYCARBONATE - UNIQUAD

#### **CURTAIN WALL**







#### **DARK CONCRETE**





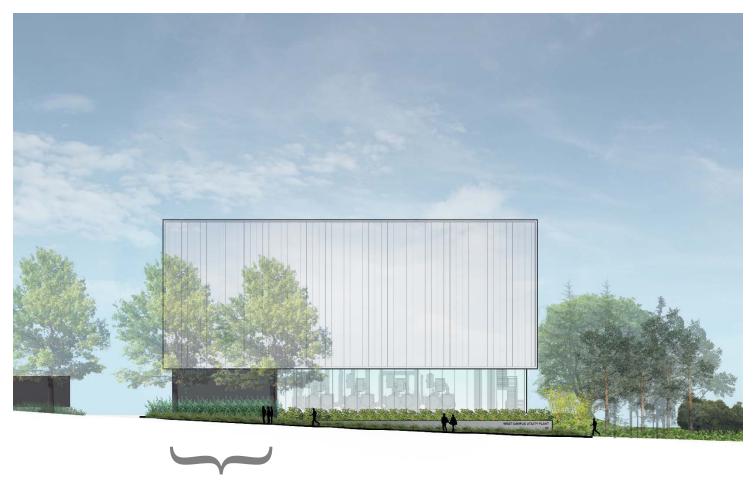


SANDBLASTED BLACK

**ACID ETCHED BLACK** 



LIGHT @ WINDOW WALL MULLIONS, LOUVERS, CONCRETE PLANTER



**DARK @ CONCRETE PERIMETER WALLS** 

**CONCRETE PANELS, DOORS, LOUVERS** 



# INTERPRETIVE OPPORTUNITIES

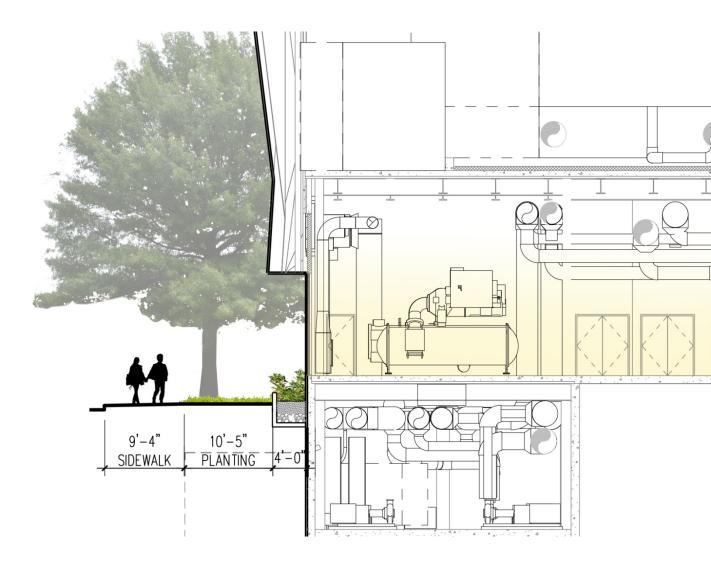
## **BUILDING/INTERPRETIVE CONCEPT**

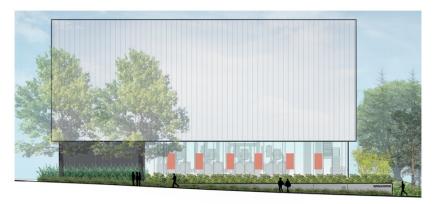
#### **MAGNET & PORTAL**

- Facility to Attract Interest & Provide Opportunity for Engagement
- Interpretive Content to be Curated by UW ES&S
- Integrate Building Facades with Interpretive/Display at Multiple Scales
- Connect/Engage with BGT & University Way



## WINDOWS INTO THE PROCESS





#### 1 LCD DISPLAYS

Content is displayed on large, vertically oriented 75° LCD displays located behind the street level curtain wall. A video processor can be added to link displays and allow content to span across multiple displays.

#### **PROS**

- Flexible in terms of the type of content that could be displayed.
- Proportion of screen architecturalizes the display and makes it less recognizable as a series of monitors.

#### CONS

- Obscures views of equipment, although not overly obtrusive. Has visual presence when not in use.
- Could be appropriated for communicating non-sustainability-related content.
- Standard aspect ratio of displays recognizable as "off-the-shelf" monitors.

#### TAKEOFF

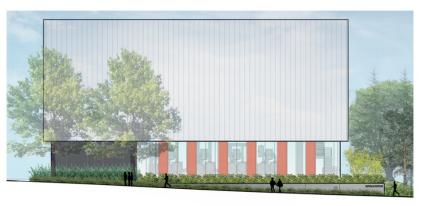
6 75" LCD display

#### OPTIONAL UPGRADES

1 video processor







#### **2 LCD BANNER ARRAYS**

Vertically oriented 75" LCD displays located behind the street level curtain wall are stacked two high to create a tall "banner arrays". A single video processor is required to make the banner arrays function as combined display. The processor can be programmed to spread content across all displays if desired.

This option can be reduced to include 3 banner arrays instead of 6.

#### **PROS**

- Flexible in terms of the type of content that could be displayed.
- · Brighter during daylight hours.
- Proportion of screen architecturalizes the display and makes it less recognizable as a series of monitors.

#### CONS

- Obscures views of equipment, although not overly obtrusive. Has visual presence when not in use.
- Could be appropriated for communicating non-sustainability-related content.
- Non-standard aspect ratios will require custom content.

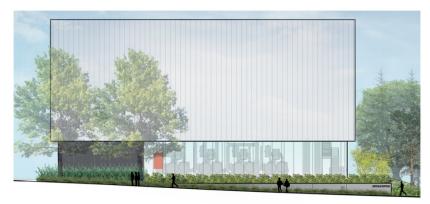
#### TAKEOFF

12 75" LCD display

1 video processor (required)







### 3 AUGMENTED REALITY (MOBILE APP)

Three dimensional, interactive content is communicated via a visitors smart phone or tablet. After a specially-developed mobile application is downloaded, a visitor can point their device at the building to reveal a virtual view of the equipment inside as though the building's exterior had been pealed away. Tapping different pieces of equipment could call up a curated page of content and educational information with links to other UW resources.

A wifi hotspot could be provided to allow visitors to download the app to a device without cellular connectivity. A monitor could provide instructions and explain the mobile app's functionality. The monitor could be omitted if this technology is paired with another option that provides displays.

### **PROS**

- Doesn't obscure views of equipment when not in use. Minimal visual presence when not in use.
- Interesting new technology that is likely to attract a tech-savy audience.
- Specificity of the application means it is unlikely to be appropriated for communicating non-sustainability-related content.
- · Highly interactive visitor participation.

### CONS

- Barrier to entry: camera-equipped phone or tablet required.
- Specificity of application requires content curation to go through app developer.

### TAKEOFF

- 1 AR mobile application
- 75" LCD display\*
- 1 public wifi hotspot

\* can be omitted if paired with options 1 or 2









### 4 AUGMENTED REALITY (BROADCAST)

LCD displays are connected to front- and rearfacing cameras in order to allow for visitor participation in broadcast AR content. Frontfacing cameras detect the motion of passers-by and queue imagery on the large monitors. This imagery could be comprised of a live feed of the interior of the plant from the perspective of the rear-facing cameras mounted behind the LCD panel arrays. The effect would be to render the displays transparent so that AR content could be seamlessly inserted into the live video feed, simulating different events within the space of the plant.

Monitors used for broadcast AR could also be used for more conventional content. The broadcast AR option could also be paired with different arrangements of monitors.

### **PROS**

- Interesting new technology that is likely to attract a tech-savy audience.
- Flexible in terms of the type of content that could be displayed.
- Interactive visitor participation.

### CONS

- Obscures views of equipment, although not overly obtrusive. Has visual presence when not in use.
- Could be appropriated for communicating non-sustainability-related content.

### TAKEOFF

- 1 AR broadcast
- 4 75" LCD display\*
- 1 video processor\*





<sup>\*</sup> can be omitted if paired with options 1 or 2



### **5 LED TICKER**

Content is communicated along a long, thin LED display mounted at the top of the curtain wall. Content could be text-based and move laterally like a typical news marquee, or could be programmed as more free-form art/animation.

### **PROS**

- · Doesn't obscure views of equipment.
- Well integrated into the architectural expression of the building corner.

### CONS

- · Likely precludes image-based content.
- Scale of display is small compared to other options.

### TAKEOFF

100' LED display

### OPTIONAL UPGRADES

high resolution (denser) LEDs







# **INTERPRETIVE/DISPLAY OPPORTUNITIES**

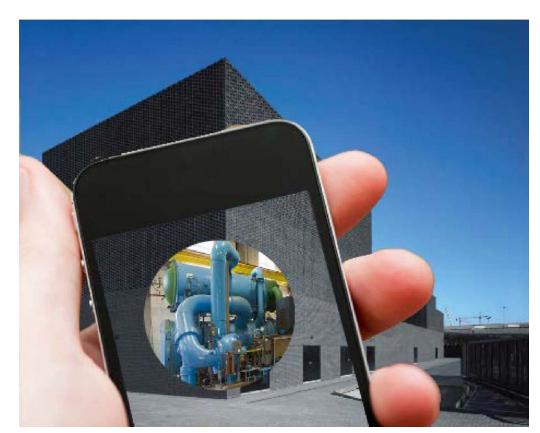
### **AUGMENTED REALITY**

3-D Virtual Objects are Integrated into a 3-D Real Environment in Real Time

Connections Can be Made to Other UW Campus-wide Information/Data/News:

- Sustainability Initiatives
- Campus Energy Usage
- UW Nobel Laureates

Working with UW ES&S who will be responsible for curating the information content accessed through the PORTAL



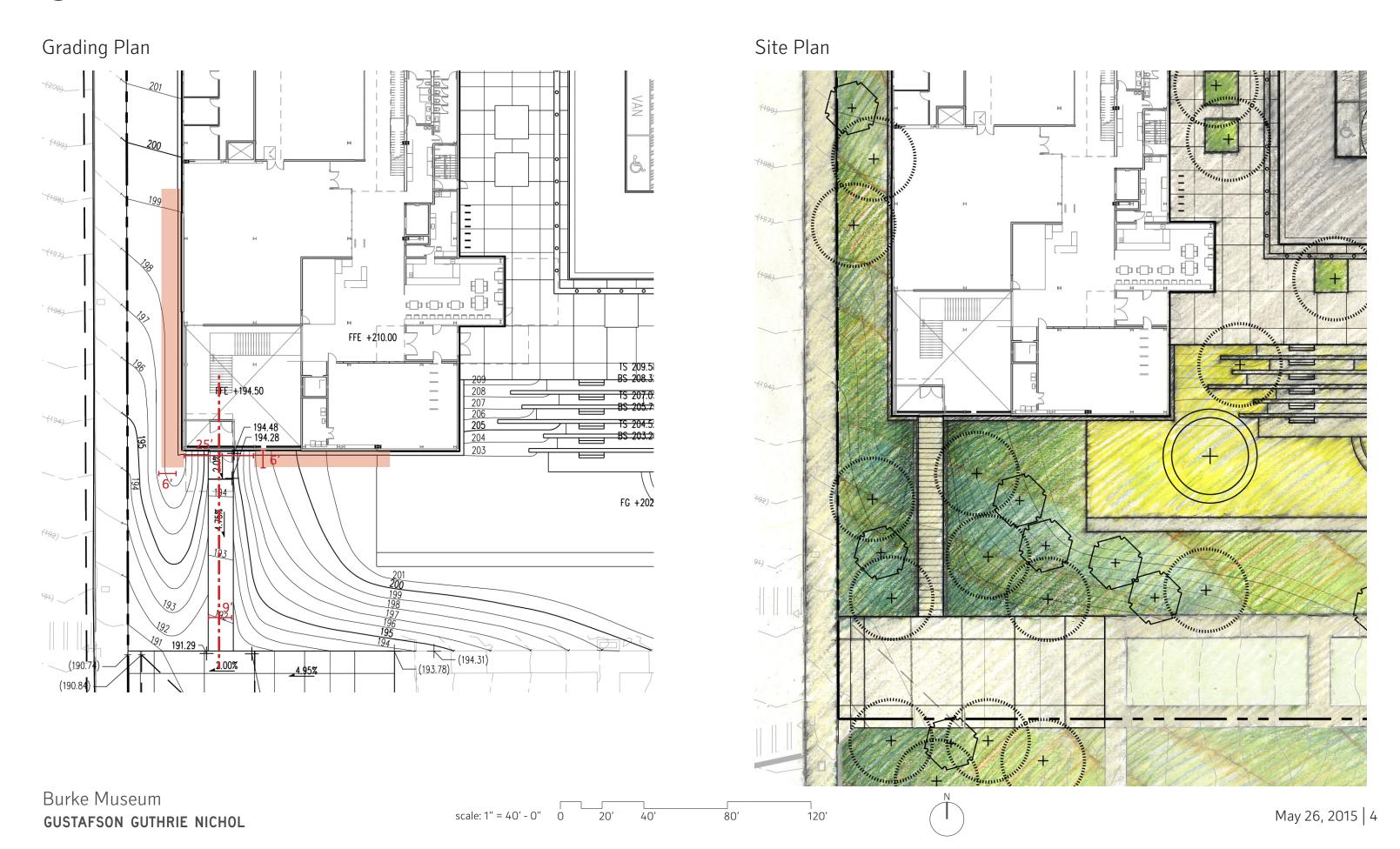
PRIMARY SUBSTATION 2012 OLYMPICS - NORD ARCHITECTURE







# 1 SW Entry - Current







# **WEST FAÇADE**: window replacement



# **KINETIC DOORS**

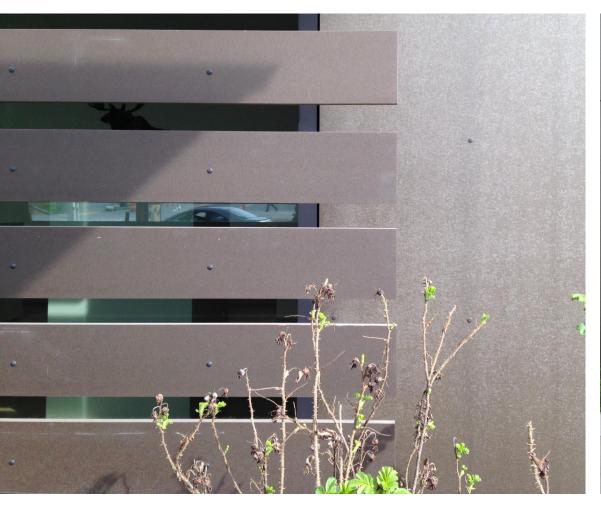




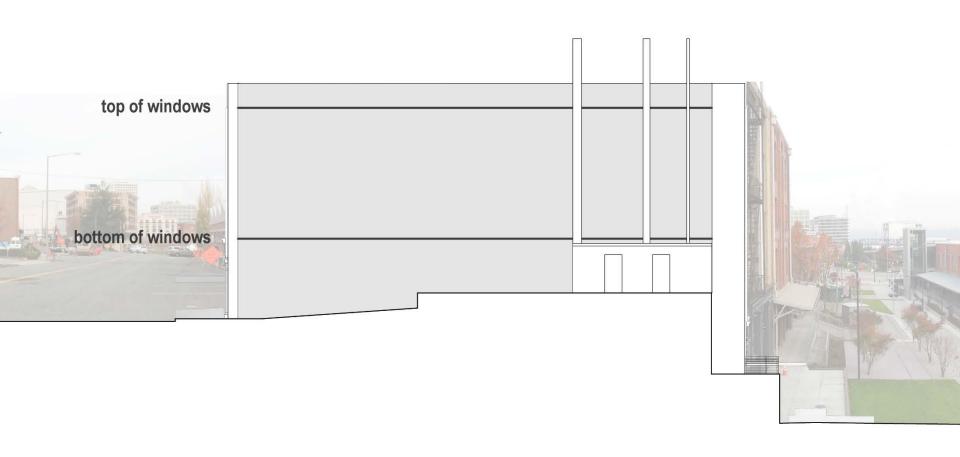


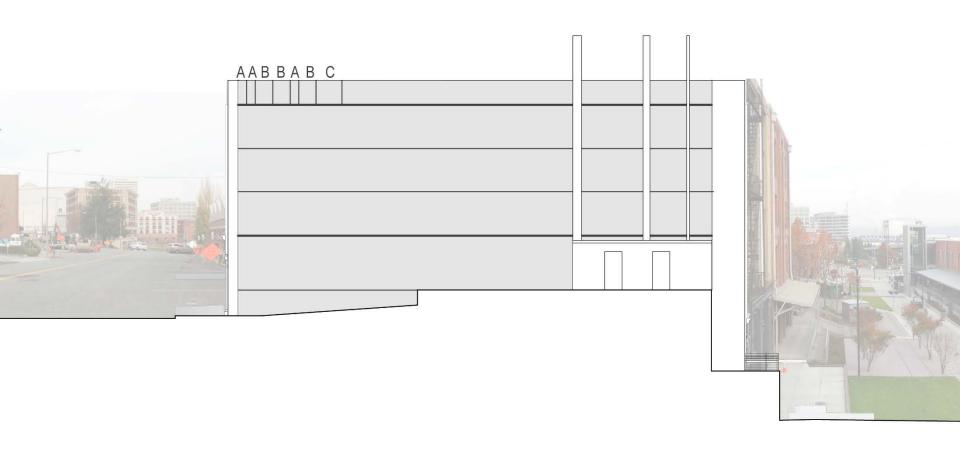
# **EAST FAÇADE**: kinetic doors

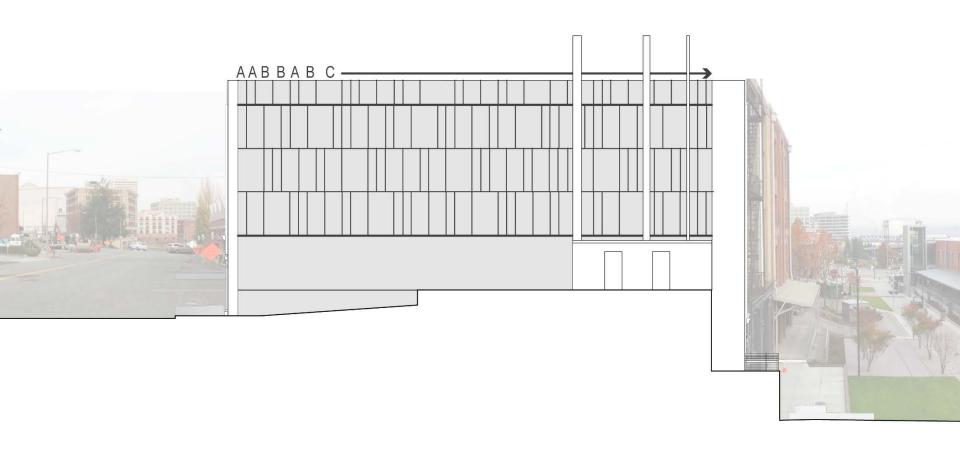




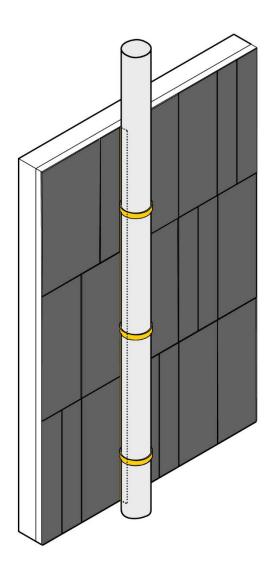




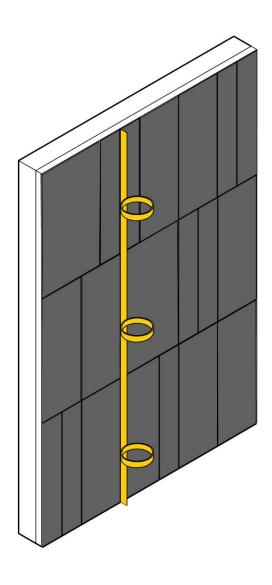




# **SOUTH WALL CLADDING:** fin detail



# **SOUTH WALL CLADDING:** fin detail



# **SOUTH WALL CLADDING:** fin detail

