

# **PROPOSAL**

**PART I**



# PROPOSAL

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American River Project  
A Proposal  
Issued February 2016





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# AMERICAN RIVER







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# 00\_Intro American River

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# 00

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# INTRO

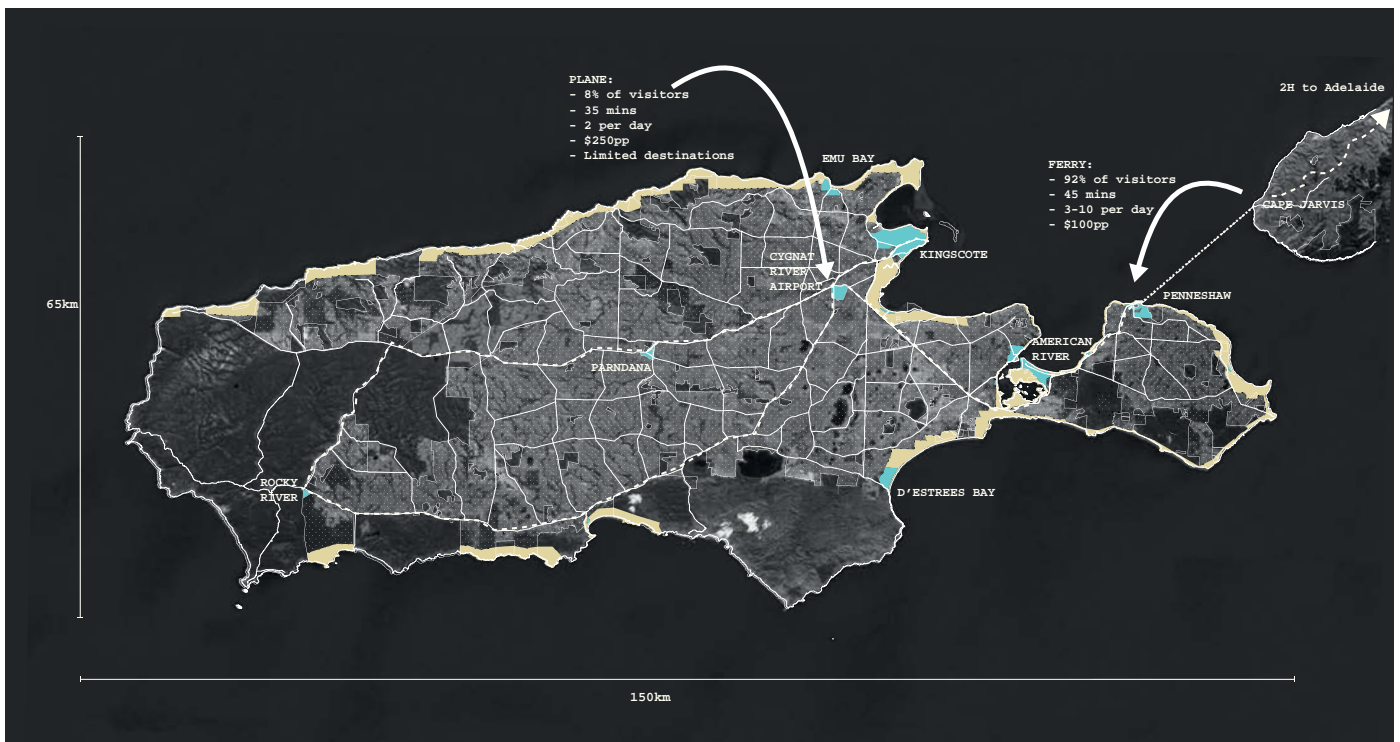
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A short introduction to the two sites, and extracts from the feasibility study.

## Intro

### *The site*

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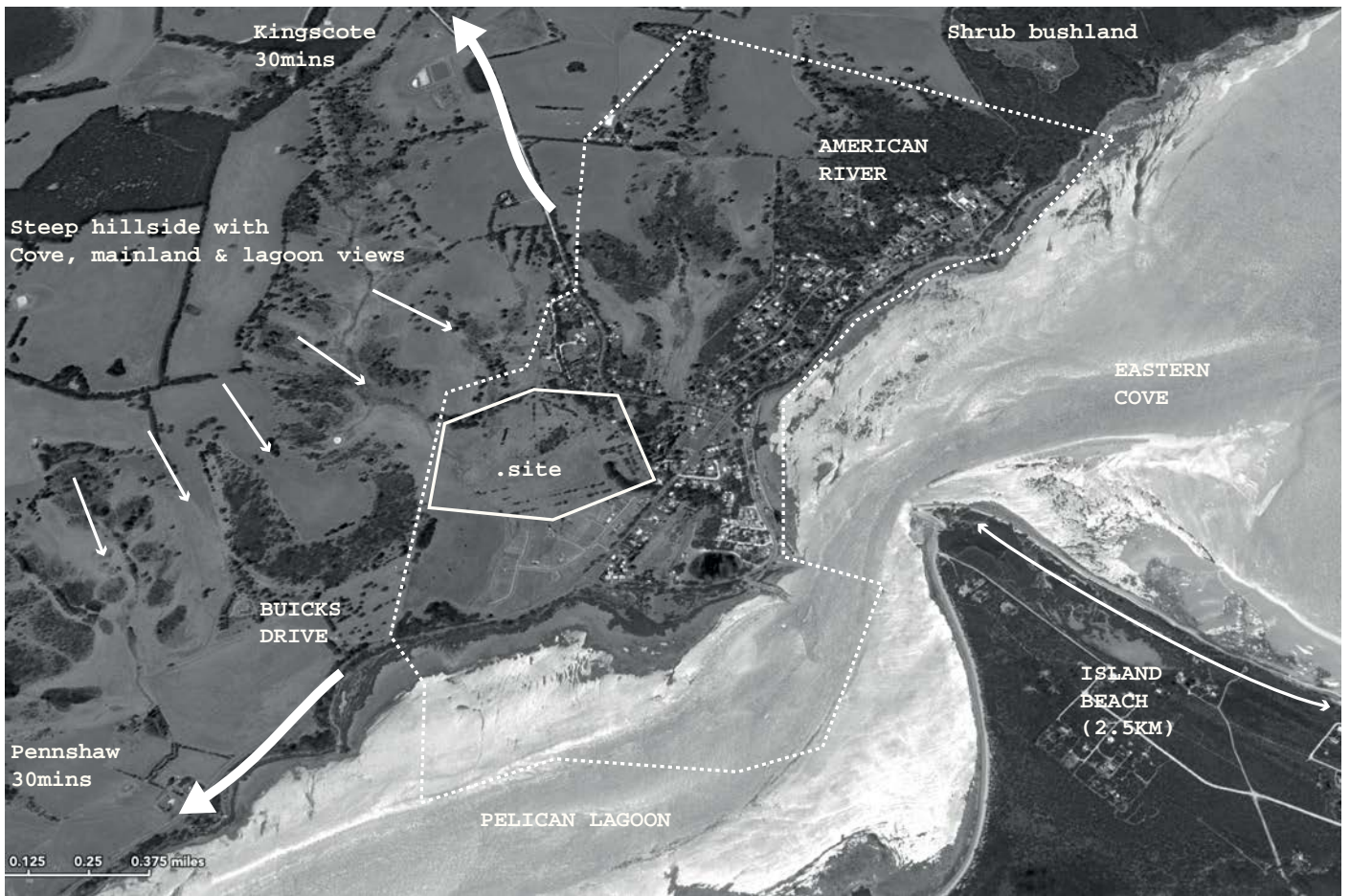


(1)

(1) Transport map, Kangaroo Island

(2) Two sites, Kangaroo Island





## Intro

### *Development ambition*

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*"I have lived in American River for 30 years. I have seen it go from a thriving tourist town, to a town where businesses have closed... If nothing is done the town will become a mere shell, with few, if any, chances of employment for its young people."*

David Churchill, Chairman of Rebuild Independence

There is a need on Kangaroo Island to increase its tourism market to provide higher revenue for the islanders, a greater market for produce, and increase jobs.

Currently KI has an average length of stay (ASL) of 4.3 nights and only 2.3 for international tourists. This is low when compared to the average ASL in our survey which was approximately 10 days. For KI to develop a sustainable tourism increasing the ASL is essential.

The local and state vision for KI is to continue to develop tourism alongside higher value agriculture.

Where possible it is desirable to use one to support the other. In a similar way that European vineyards and fishing

towns use their natural economies to attract tourism; in turn using these visitors to support their traditional economies.

Kangaroo Island, as a relatively isolated area of natural beauty, can do something similar - by using its highly acclaimed local produce and relative lack of development as a reason to visit.

It is our ambition to tap into the ecologies of Kangaroo Island, and promote local industries to encourage tourism. We will do this through the architecture by providing a framework to allow this symbiotic relationship.

The architecture will provide spaces for festivals, wine tasting outlets, locally sourced restaurants and farm shops that supply produce from around the island.

It will also be a tourism that promotes the natural beauty of the island - and encourages the protection of this. Through organised tours and the promotion of natural parks, visitors will contribute to the protection of these rare and precious moments.





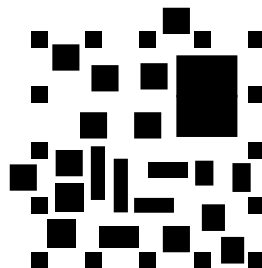
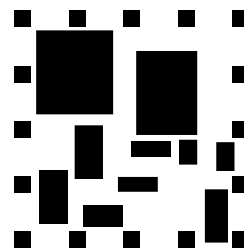
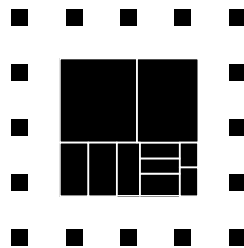
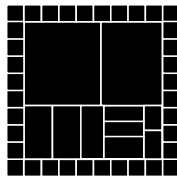




# 01\_Massing American River

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# 01

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# MASSING

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An short overview of our conclusions from an extensive massing process

# Massing Studies

## *A brief overview*

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### Massing

According to the ambitions laid out in the introduction, the brief was re-assessed to encourage a more interesting programme that could satisfy a series of criteria, that being:

- increase length of stay of visitors
- support local produce and agriculture
- provide high quality work for locals
- be low in cost
- protect nature
- have a unique pulling factor
- have all year round possibilities
- be environmentally sustainable

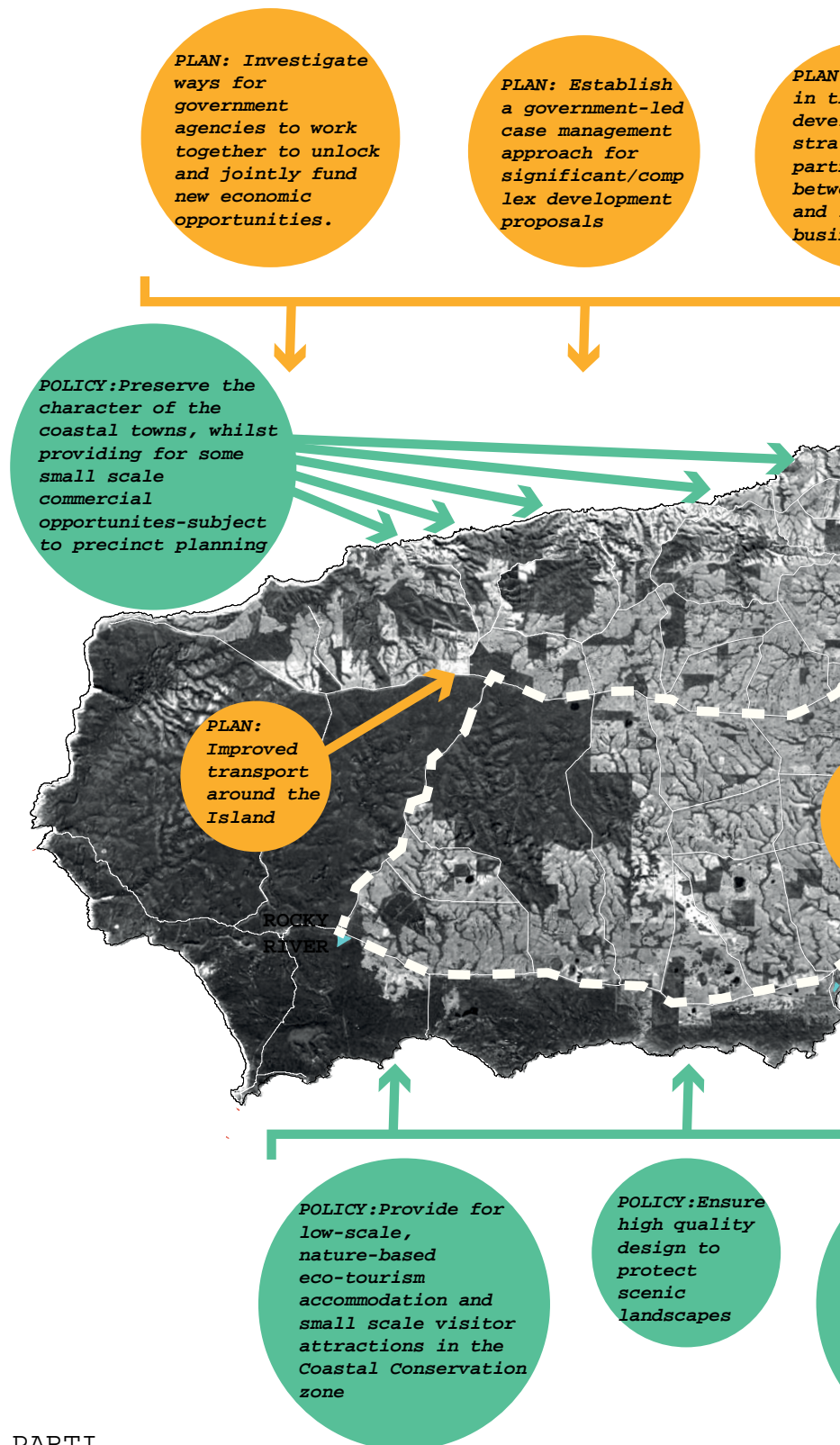
With that in mind, an extensive massing investigation was conducted whereby numerous typologies and building types were looked at, the consequences of each were addressed. In particular, the user experience of each, the operational ease and the relationship of the building to the landscape. It is an ambition to build something that has a 'light touch' on the landscape, doesn't obstruct views, and feel as small scale as possible.

The project breaks up the typical 'hotel block', to propose 10 boutique hotels, scattered across the vast variety of landscapes provided across the site. By breaking up the hotel block, views across the site are achieved, buildings can nestle amongst trees, and users can appreciate everything that the site has to offer.

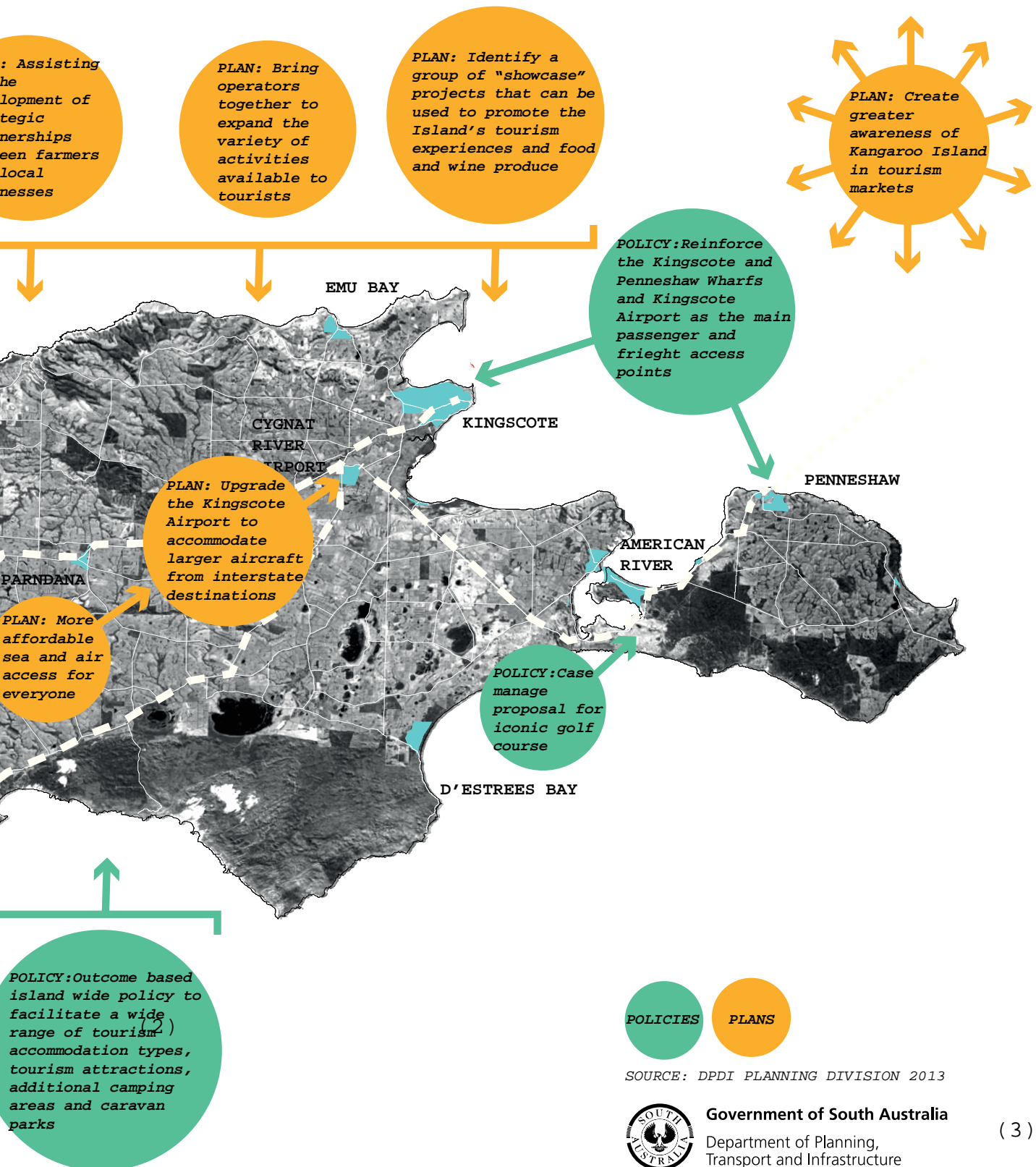


## Feasibility

### Local plans and policies



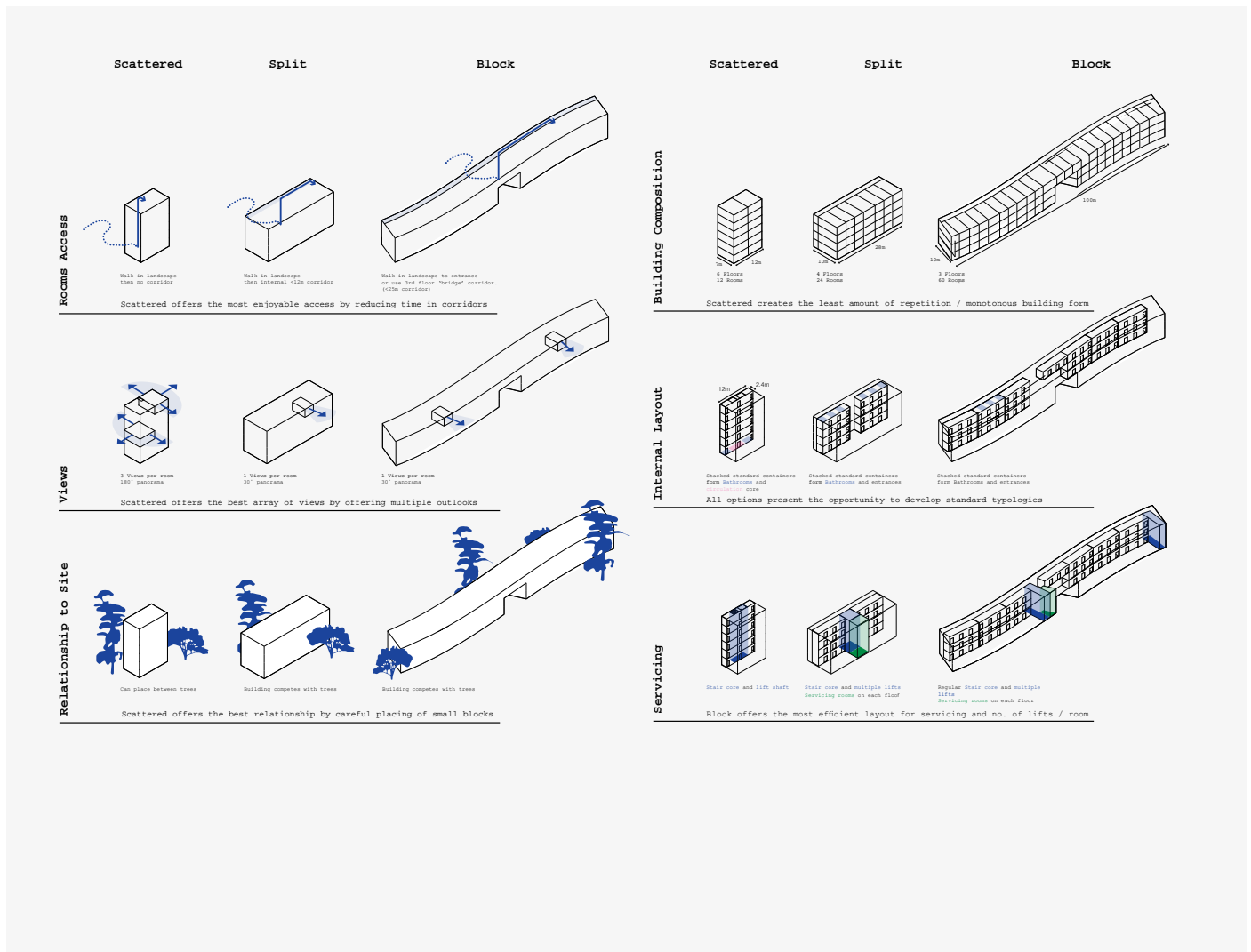




# Massing studies

## *A brief overview*

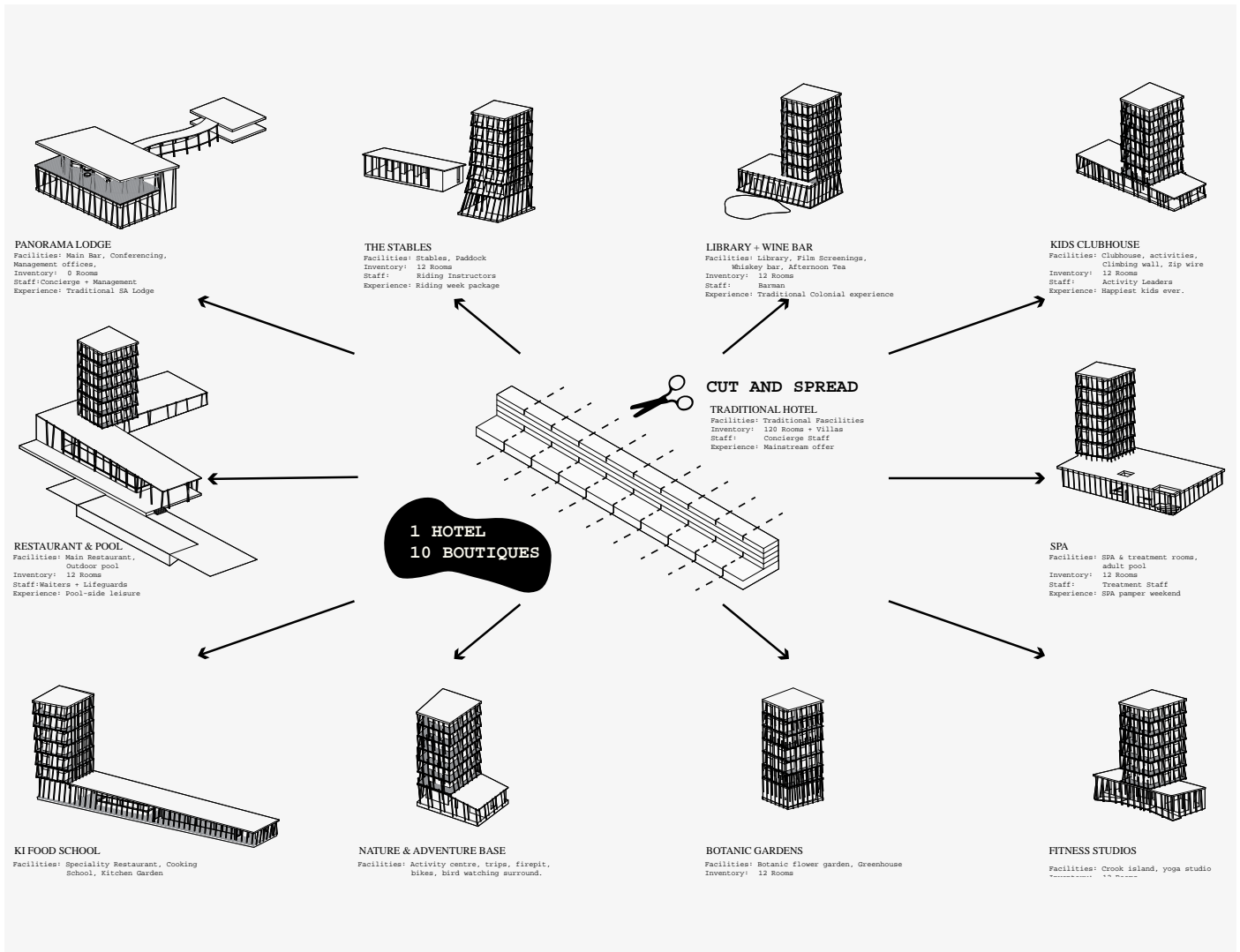
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(4)

(4) Massing comparison study, PARTI

(5) 1 hotel to 10 boutiques, PARTI



## Brief

### *Key Facts*

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#### Accommodation

Lodges - 9 (each @ 480m<sup>2</sup>)  
Hotel Rooms - 108 (12/lodge)  
Max occupancy - 216 pax.

Cottages - 20 (each @ 150m<sup>2</sup>)  
Max occupancy - 80 pax.

Cabins - 20 (each @ 50m<sup>2</sup>)  
Max. occupancy - 40 pax.

Total max. occupancy - 336 pax.

#### Hotel Facilities

Reception, Panorama Bar & Conference (@ 1130m<sup>2</sup>)  
Restaurant & Pool (@ 915m<sup>2</sup>)  
Spa (@ 640m<sup>2</sup>)  
Wine Bar (@ 150m<sup>2</sup>)  
Activity Centre (@ 225m<sup>2</sup>)  
Kids Club (@ 225m<sup>2</sup>)  
Speciality Restaurant (@ 435m<sup>2</sup>)  
Garden (@ 85m<sup>2</sup>)  
Yoga & Gym (@ 215m<sup>2</sup>)

#### Harbour

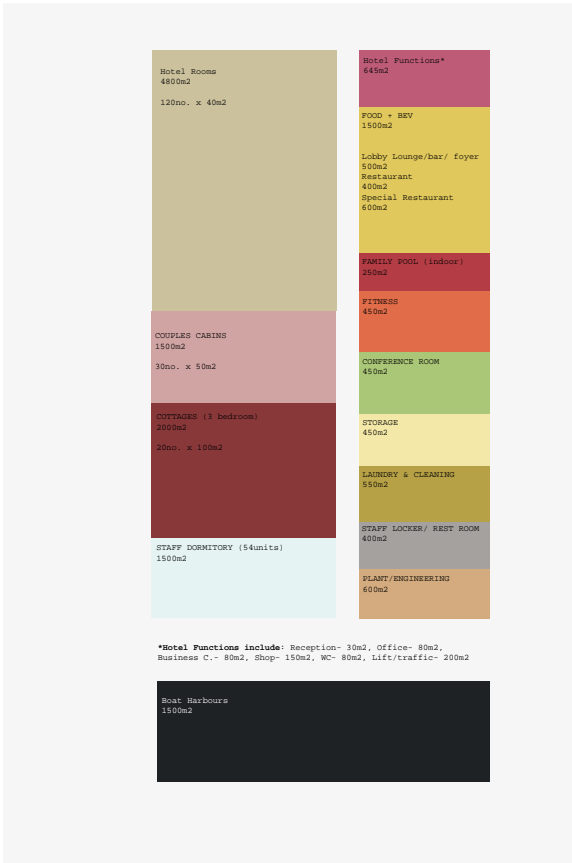
Terminal Building & Restaurant (@ 615m<sup>2</sup>)  
5 Boardwalk Shops (total @ 320m<sup>2</sup>)  
Boat Moorings - approx. 30

#### Ferry

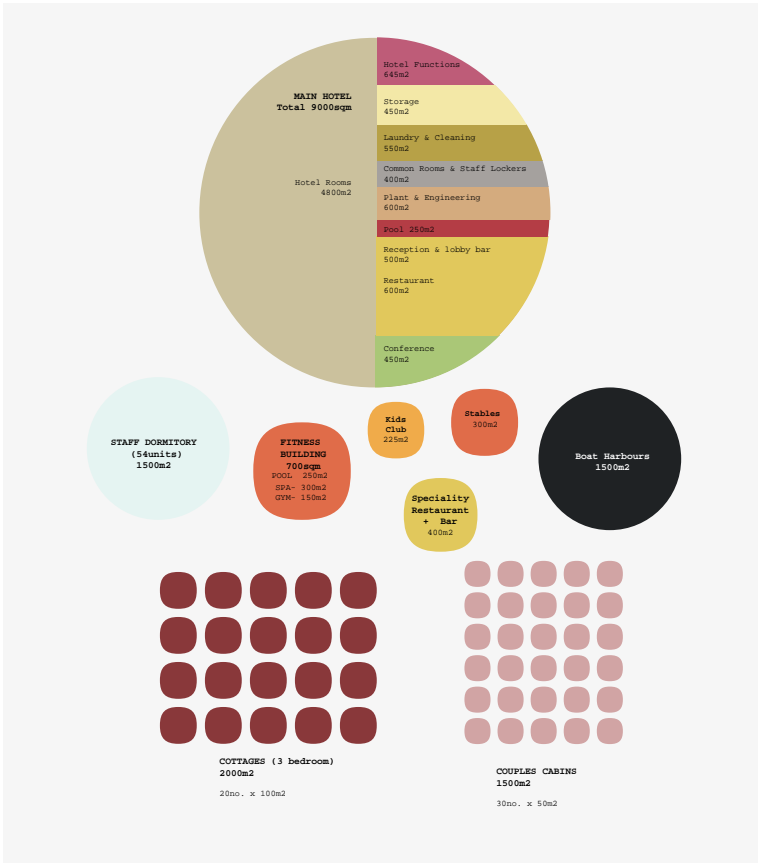
Length - 50m, Width - 18m, Draft - 2.5m (max.)  
Passengers - 158, Cars - 22 (or 3 trucks & 10 pick-ups)  
Daily Round Trips - 2  
Terminal S.A. - Wirrina Cove  
Terminal K.I. - American River

(6) Typical Resort Composition, PART I

(7) Proposal for American River, PART I



(6)

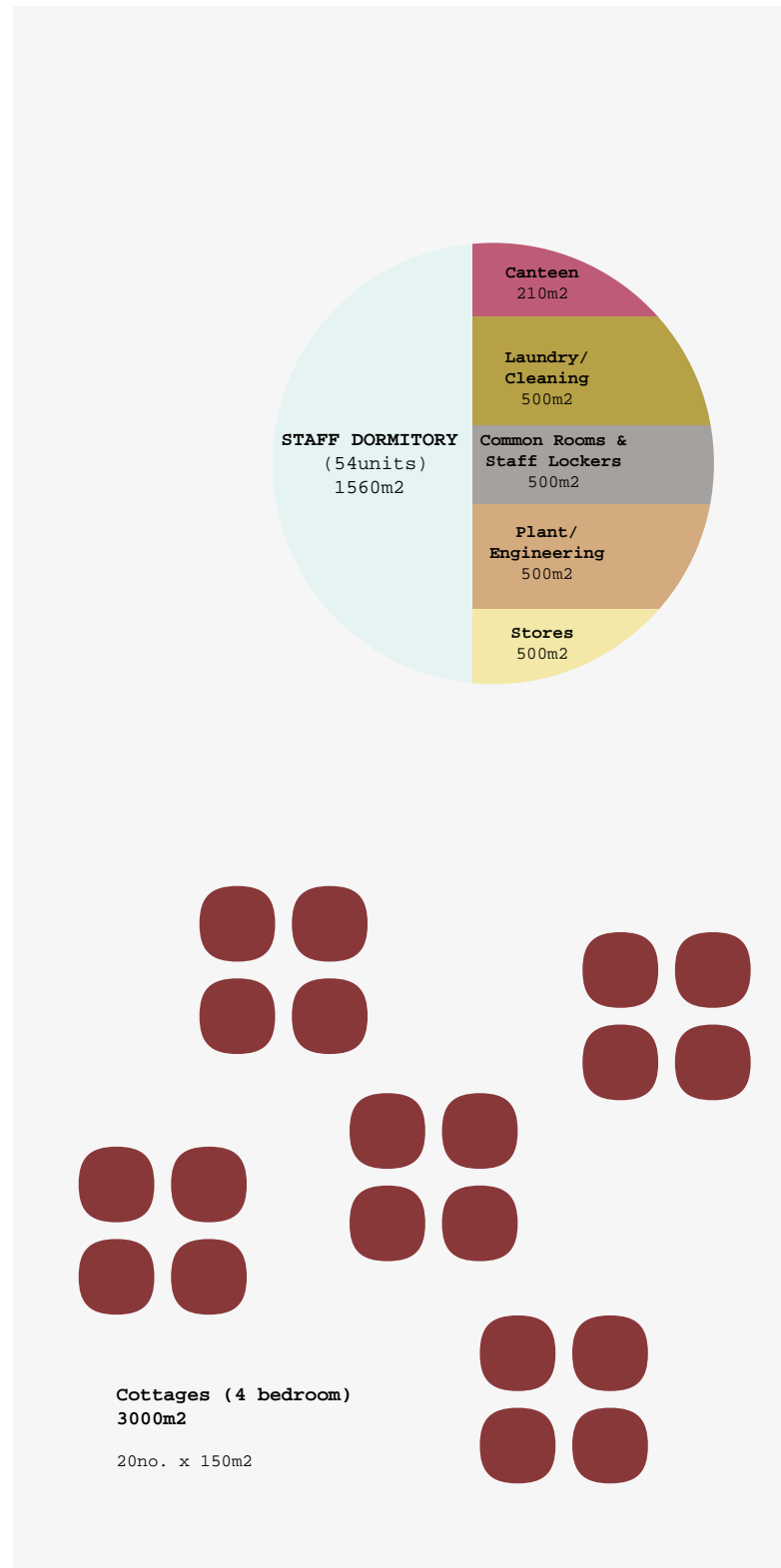


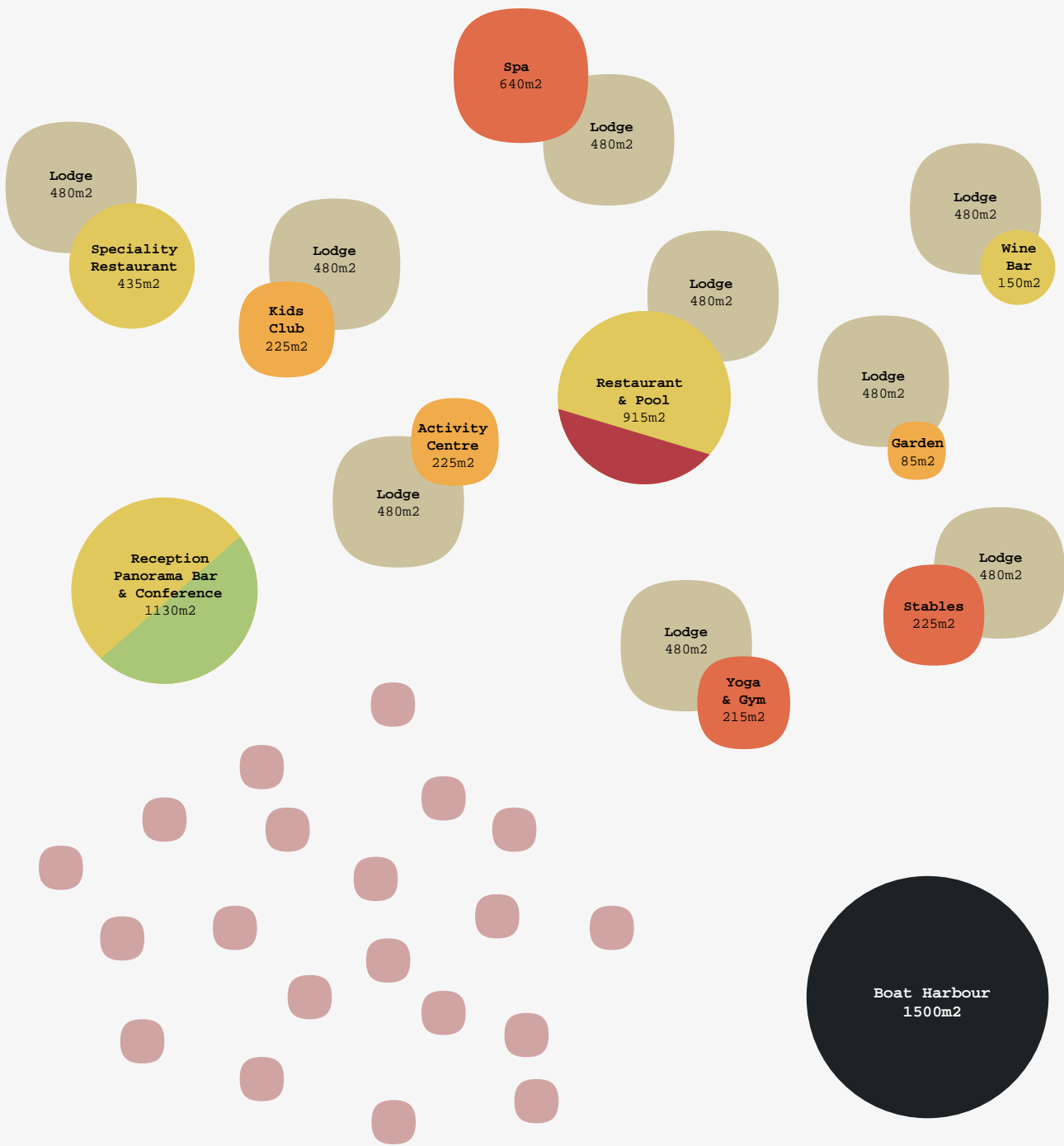
(7)

## Brief

### *Brief Development*

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Couples Cabins (1 bedroom)  
3000m<sup>2</sup>

20no. x 50m<sup>2</sup>

## Massing studies

### *A brief overview*

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#### 3 Views per Floor

Each lodge is placed for the breathtaking views it achieves- and each room has 3 individual views from it compared with 1 view in a standard hotel. This is only possible because of the uniqueness of the site and we are confident that every room can achieve a sea/lagoon/river view from at least one of its windows. Due to the topography of the site, the views of water from each room will not be uniform in angle and extent, but the drama of the landscape will outweigh the traditional notion of sea view achieving higher RevPar.





\* view of sea



\* view of river



\* view of lagoon

# 02\_Spread American River

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PART I  
Feb, 2016

# 02

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# SPREAD

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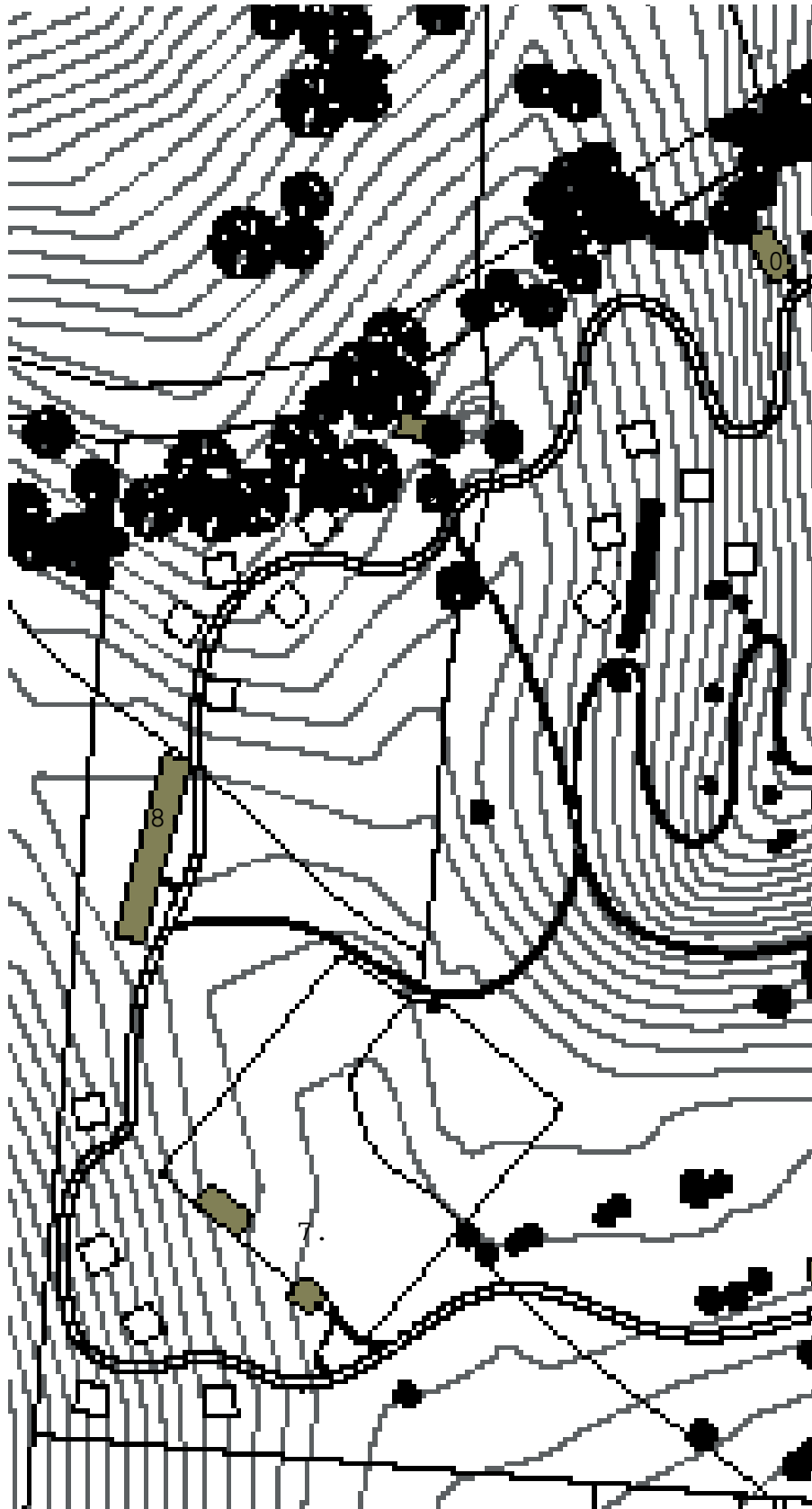
This chapter illustrates the site plan; the different environments found on the site, and what we propose to do with them.

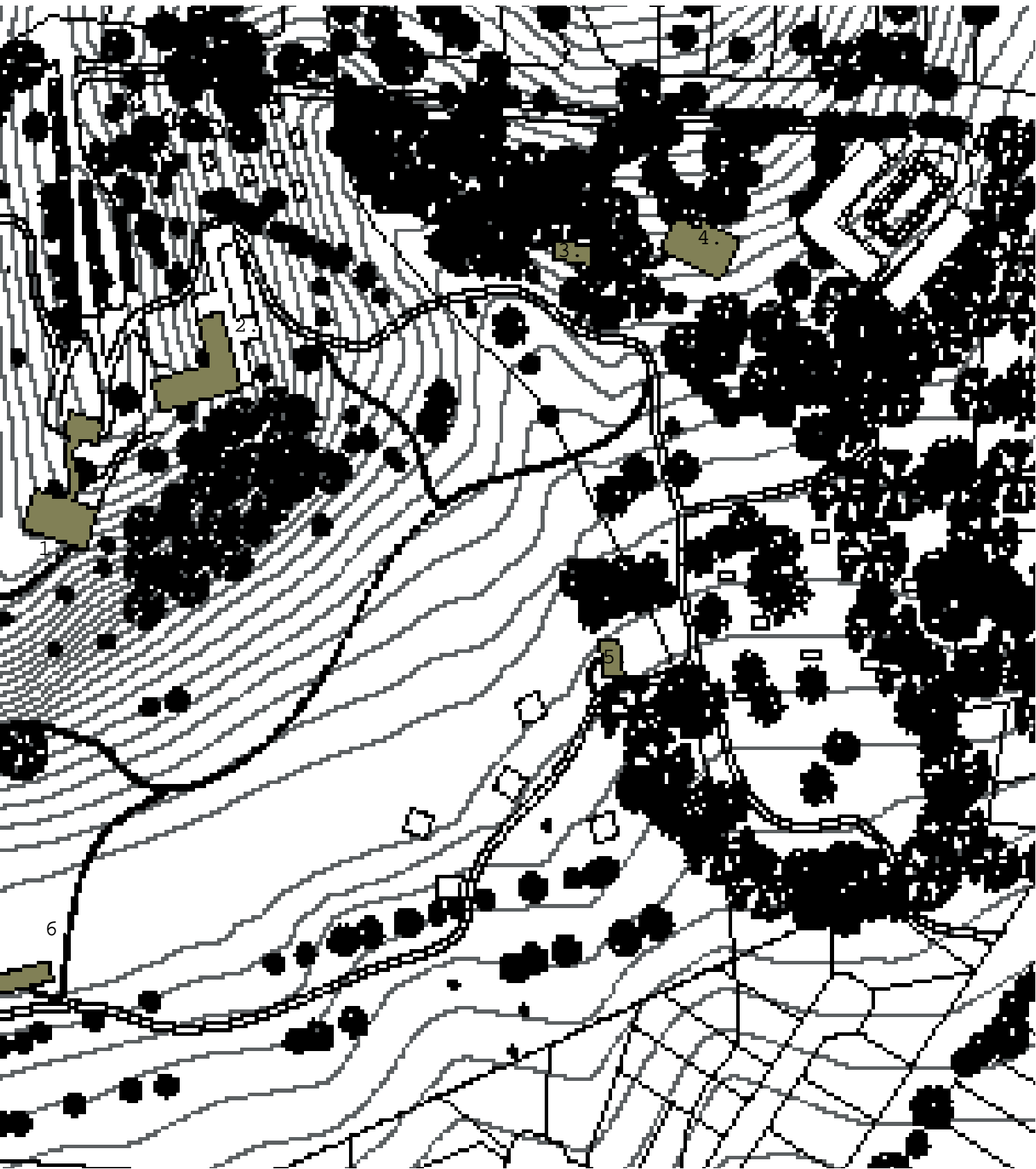
## Lodges

### *Schematic layout*

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- (1) Reception & Panorama Bar
- (2) Restaurant & Pool
- (3) Wine bar
- (4) Spa
- (5) Adventure Lodge
- (6) Kids Club
- (7) Stables
- (8) Speciality Restaurant
- (9) Gardeners Lodge
- (10) Wellbeing Lodge







(1) Covered walkway, PART I





# Site

## *Land study*

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The site is can be characterised by ten distinctive topographic environments that combine to create a varied landscape, from intimate wooded areas to expansive hillsides commanding spectacular views.

*The Hilltop* is all about the views. Almost 300 degree views raise the eye to the wide horizons. It is flanked by a corpse to the North and a hillside holt to the south.

*The Corpse* is an orchard like hilltop and slope of individual medium sized trees.

*The Holt* is a tight densely packed clump of Sheoaks. It appear impenetrable.

*The Hillside* is a steep slope with a line of tall elegant trees in its middle. It has fantastic views of the lagoon and the opposite side of the valley.

*The Grove* is a clump of gnarled eucalyptus. It feels dry and burnt out. With new forest floor plants growing through dead branches.

*The Glade* is an tree enclosed grassy field with large majestic trees dotted in it.

*The Meadow* is the large expansive gently sloping grassy field that continues to the south edge of the site.

*The Rise* is where the meadow meets the hill. It feels steeper and elevated.

*The Valley* is a very open and expansive part of the site that is oddly flat and void of features.

*The Forrest* is a dark wooded area. The trees are tall with thick canopies but not dense- so it is spacious beneath but with little direct sunligh

(2)      Description of landscapes, PARTI

(3)      Dividing the site, PARTI





Diagram showing the topography of the site

(2)



(3)

Site  
*Land study*

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( 4 )

( 4 )      Visulisation, PARTI

( 5 )      Plant study, PARTI





Site  
*Seasons*

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( 6 )

( 6 )      Winter site photograph, PARTI

( 7 )      Summer site photograph, PARTI



(7)

# 03\_Court Yard American River

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# 03

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# COURT

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# YARD

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The court yard will house smaller rooms than the cottages and towers, offering guests more affordable access to the hotel's facilities. The enclosed central space is intimate and overlooked by a rooftop bar and restaurant. This building also houses the hotel's back-of-house services, including laundry and offices.

## Court Yard

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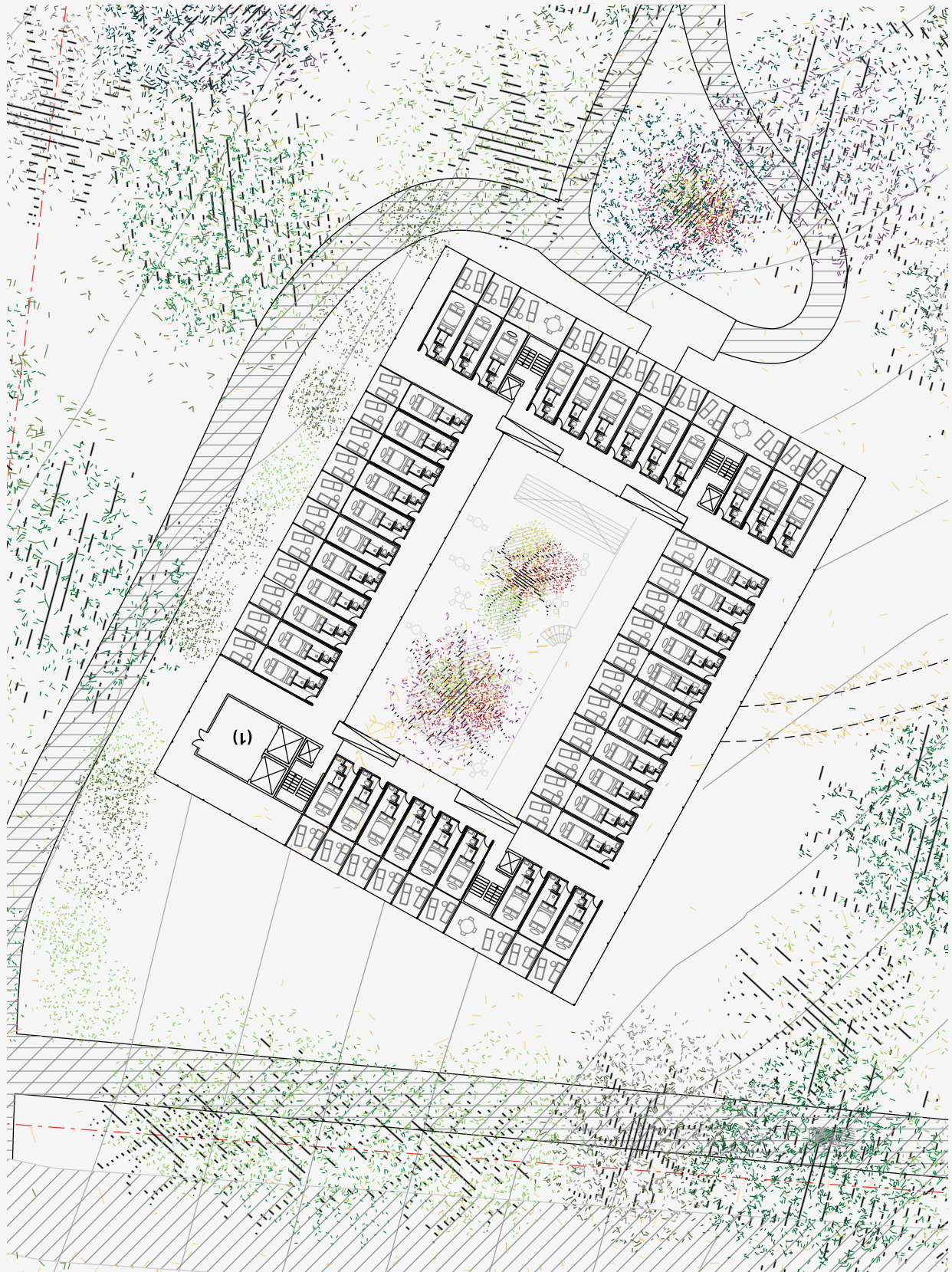
The court yard sits at the edge of the site and is the gateway to the hotel from the public realm. With smaller rooms than the lodges, cabins and cottages, the court yard is an affordable luxury option which appeals to a wider target market.

The aim of the court yard accommodation is to attract short-term guests in double rooms and adjoining family suites.

The court yard is enclosed by a restaurant and overlooked by a rooftop bar. It is an intimate central space which enlivens the rooms above.

The building is seen from the eastern edge of the site (images overleaf) and steps down with the contours of the land.





Site  
*Seasons*

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( 2 )

- ( 2 )     Looking into the court yard, PARTI
- ( 3 )     Eastern edge of building as seen from the existing road, PARTI



(3)



## 04\_Lodges American River

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Feb, 2016



(1)

# 04

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# LODGES

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The lodges are made up of two parts; a residential tower and a public facility beneath. The following pages look at each lodge individually - the ambition for each, and the latest plans.

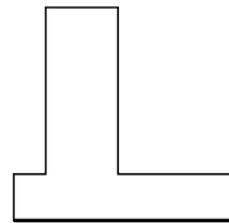
## Lodges

*10 x lodges*

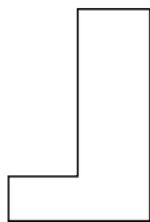
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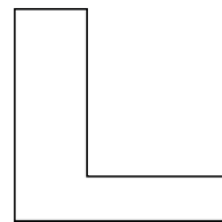
Main Lodge



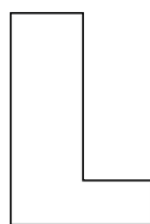
Pool/Restaurant



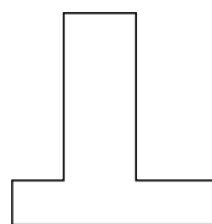
Wine Bar



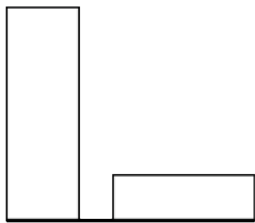
Spa



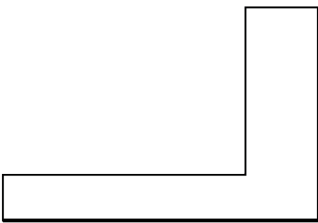
Adventure Lodge



Kids Club



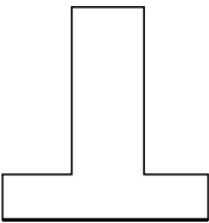
Stables



Speciality Restaurant



Garden Lodge

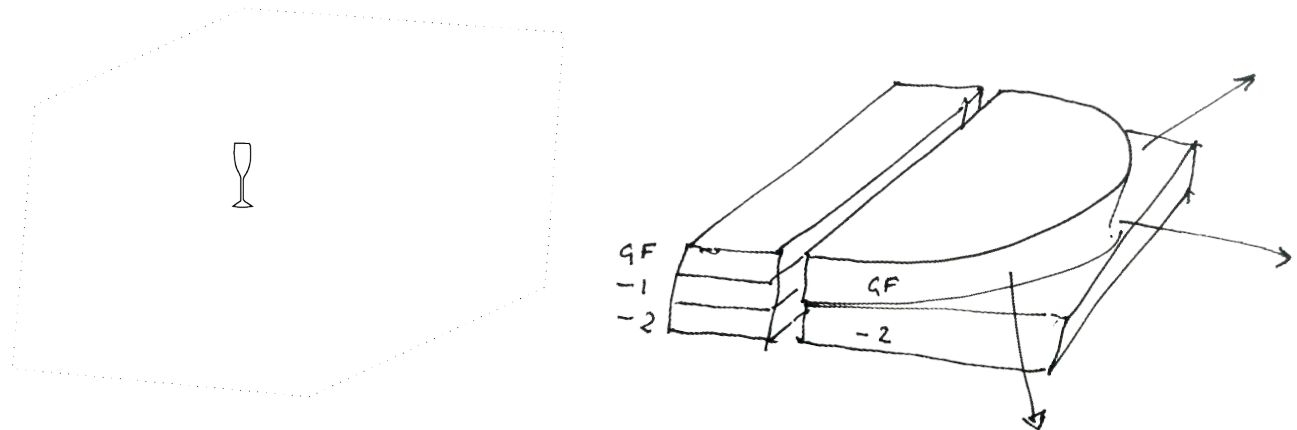


Wellbeing Lodge

## Main Entrance Lobby

### *Bar, conference centre*

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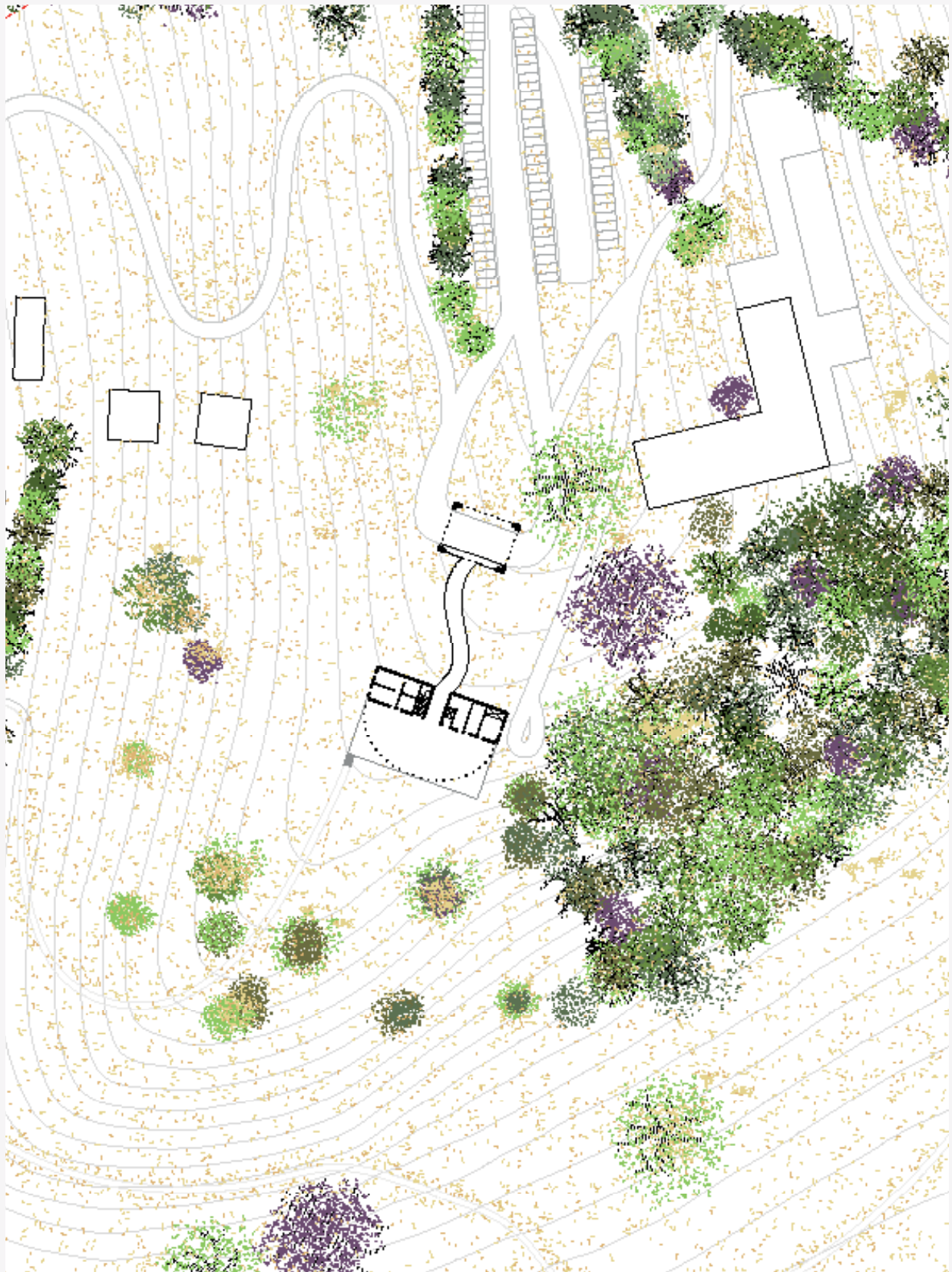
### Architectural Strategy

As this is the entrance to the resort, and the primary bar, it needs to make an impression. The building has been placed at the edge of the hill at the centre of the site to provide expansive and animated views towards the sea; down the river; and across the valley.

Quite simply, this building is about the view. To enter, you walk across a path that bridges the decline in height, providing you with views either side of the site. The path is slightly curved, so that you cannot see directly through into the main building. As you walk along this path, you're confronted with a large wall, screening from you what lies ahead. Walking through this seemingly thick wall, you are greeted with spectacular panoramic views across the site and out to sea. You enter at an elevated level, struck by the curved wall of glass that exaggerates the vastness of the view.

Contained within one building form are all the additional spaces that support the bar and conferences spaces (that sit on top of each other). This wall ties all these together to allow for large open spaces in which to house the bar and conference spaces.

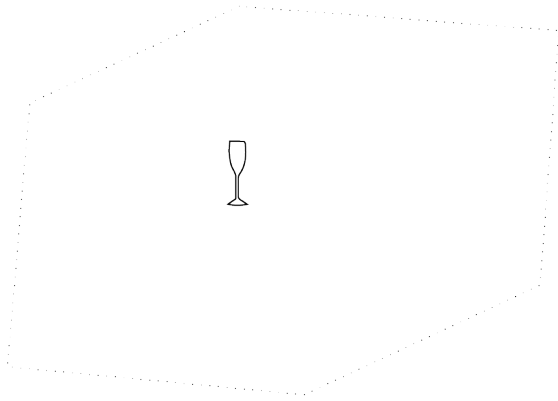




## Main Entrance Lobby

### *Bar, conference centre*

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## Main Lodge

This is the entrance to the resort, where guests will check in. In many cases, hotel lobbies can often be underused, appear as 'dead' sterile space. In modernist theory, it's even described as a 'non-space'.

We propose the lobby as the main bar space - giving it purpose, inviting activity, and providing a spectacular place to have a drink or bar food, whether staying at the hotel or not. Located near to the car park/main road, it invites locals and visitors alike.

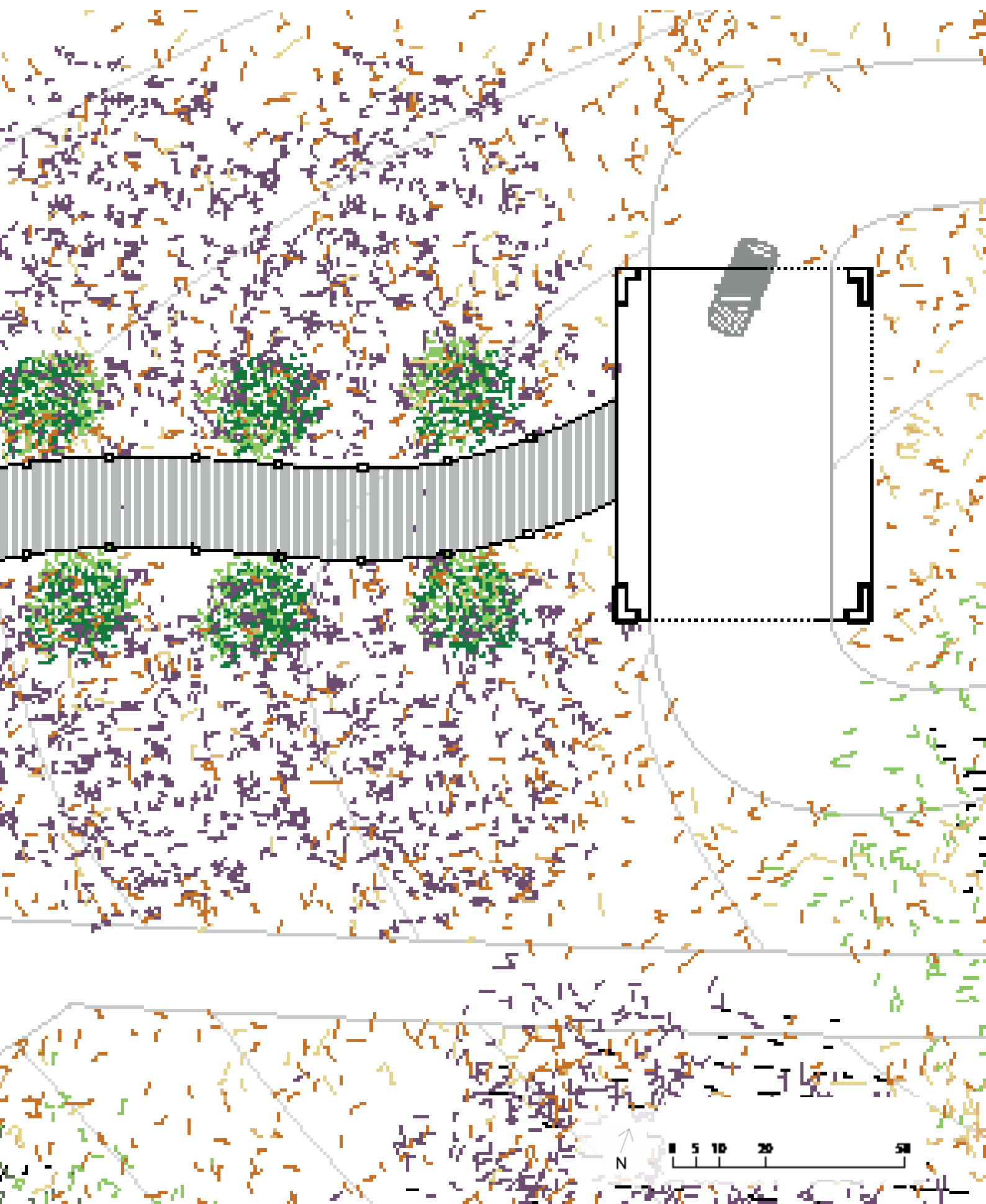
Below the main bar sits the conference centre - making use of the steel slope of the site. Due to the size of the resort, having a good conference facility is important in terms of filling the hotel during the quieter seasons.



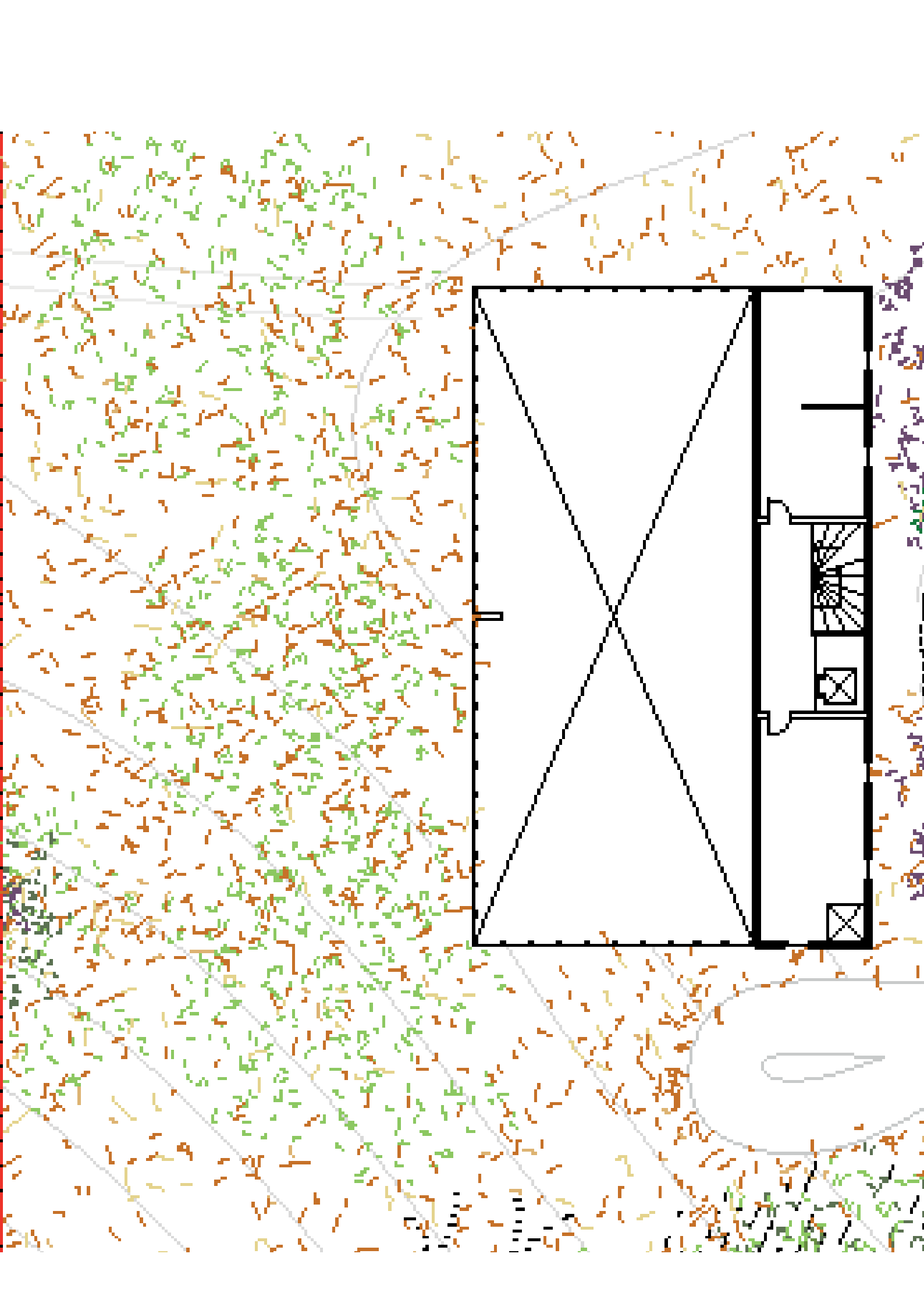
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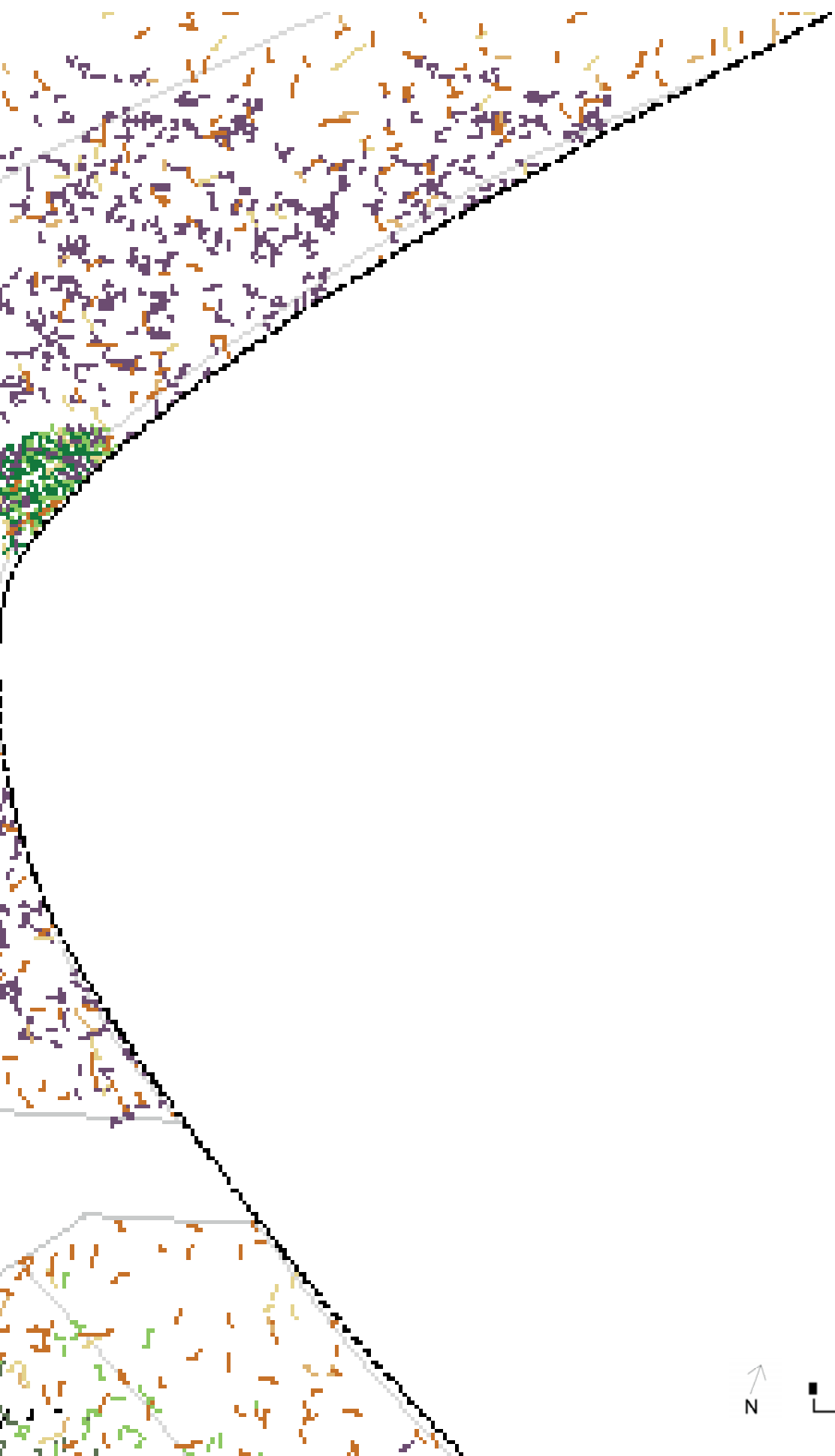






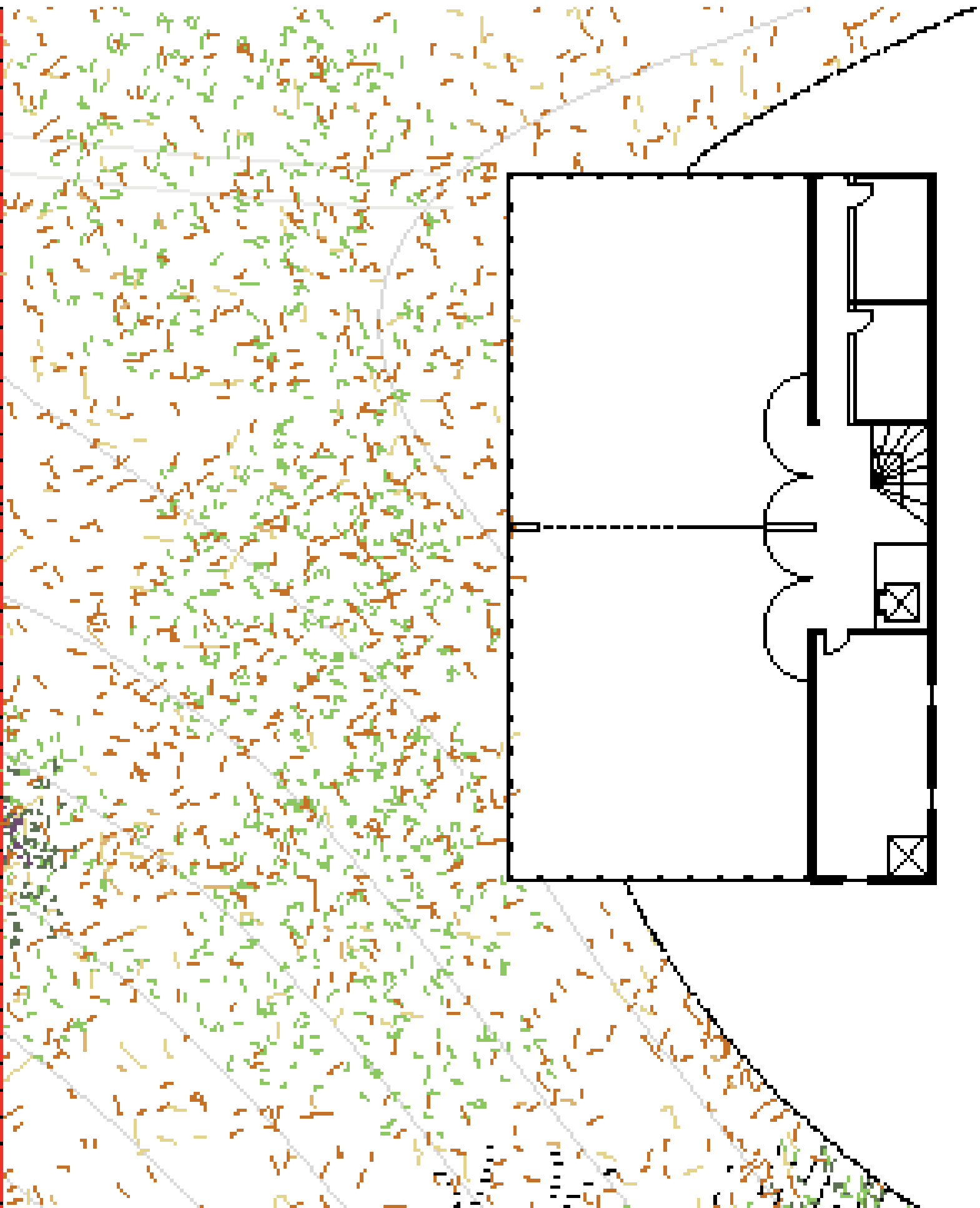






N

5 10 20 50





LODGES

• 064- 065

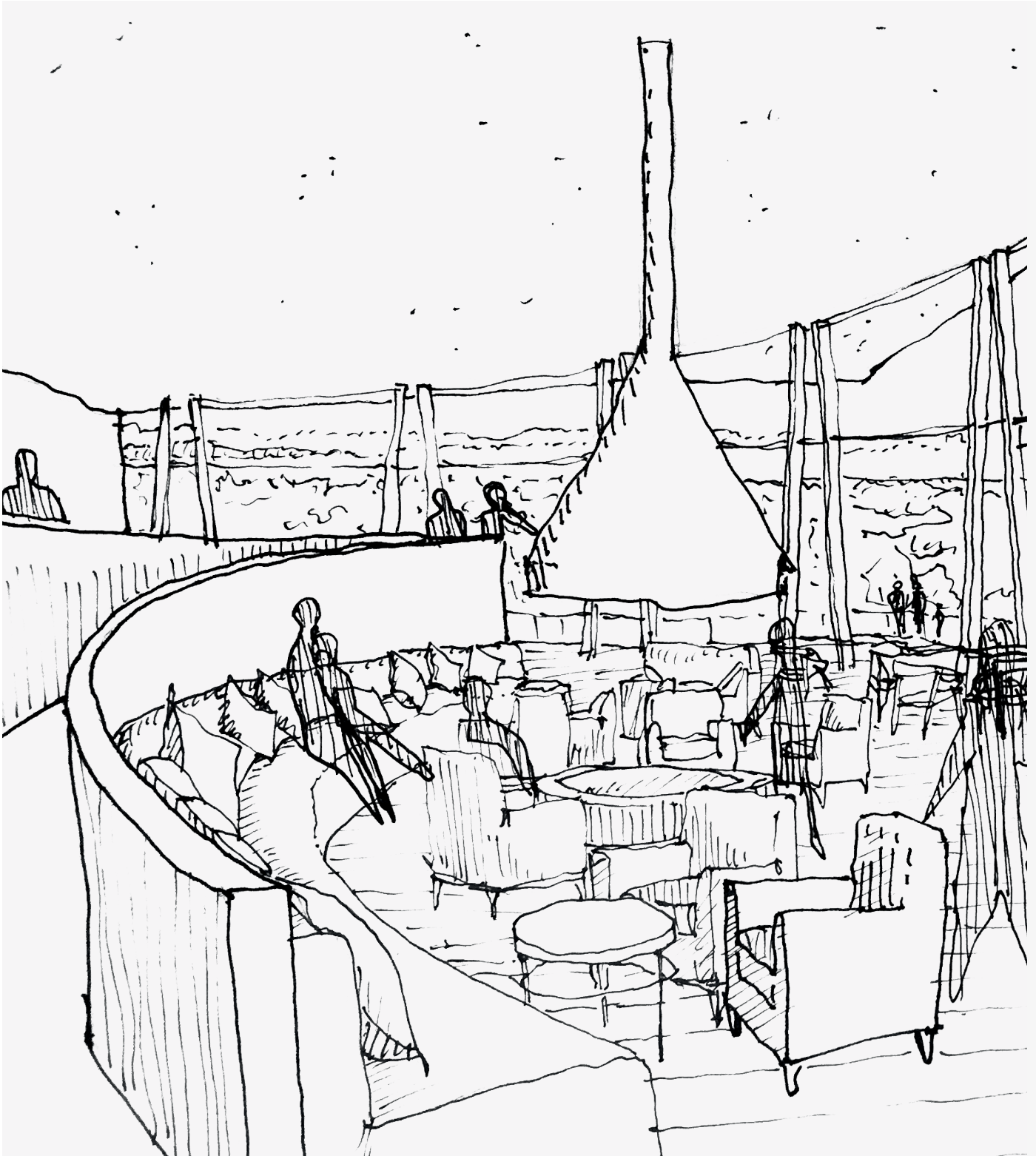
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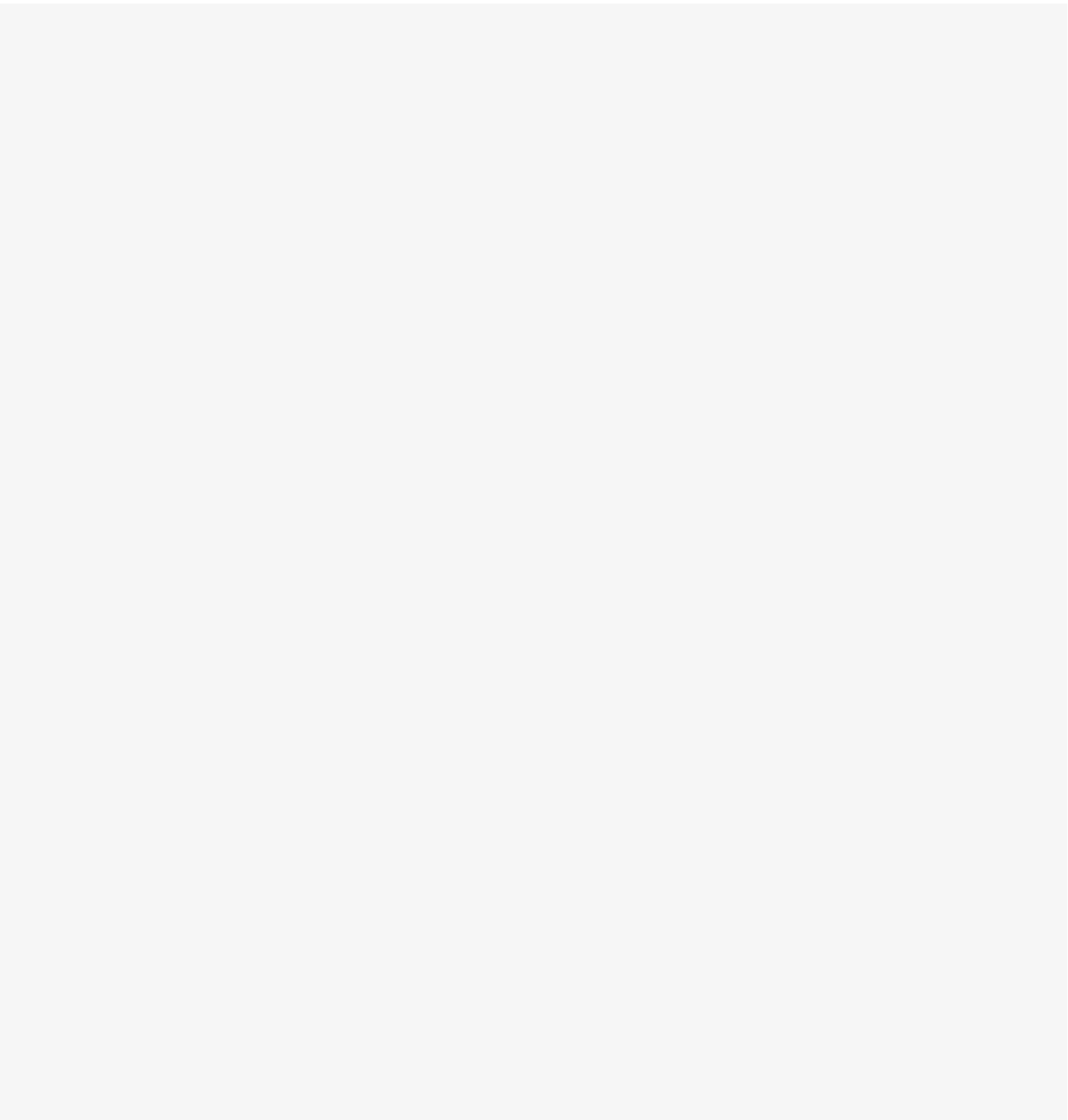


Main Entrance Lobby

*Bar*

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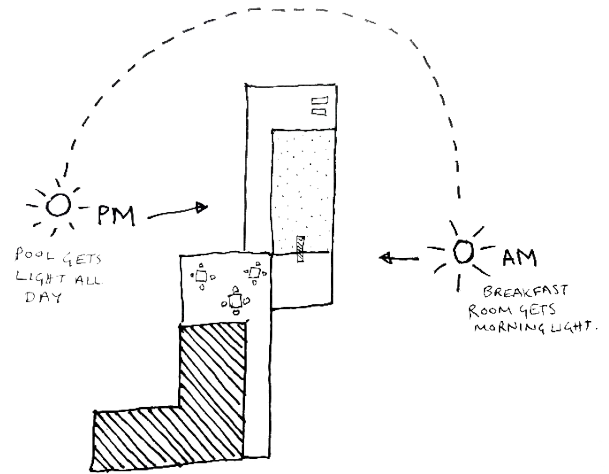
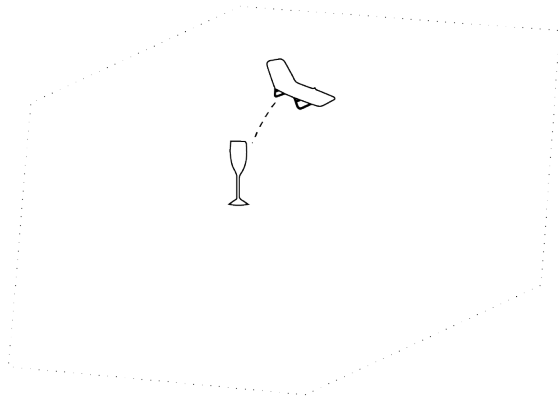




## Main Pool

### *Main restaurant, pool*

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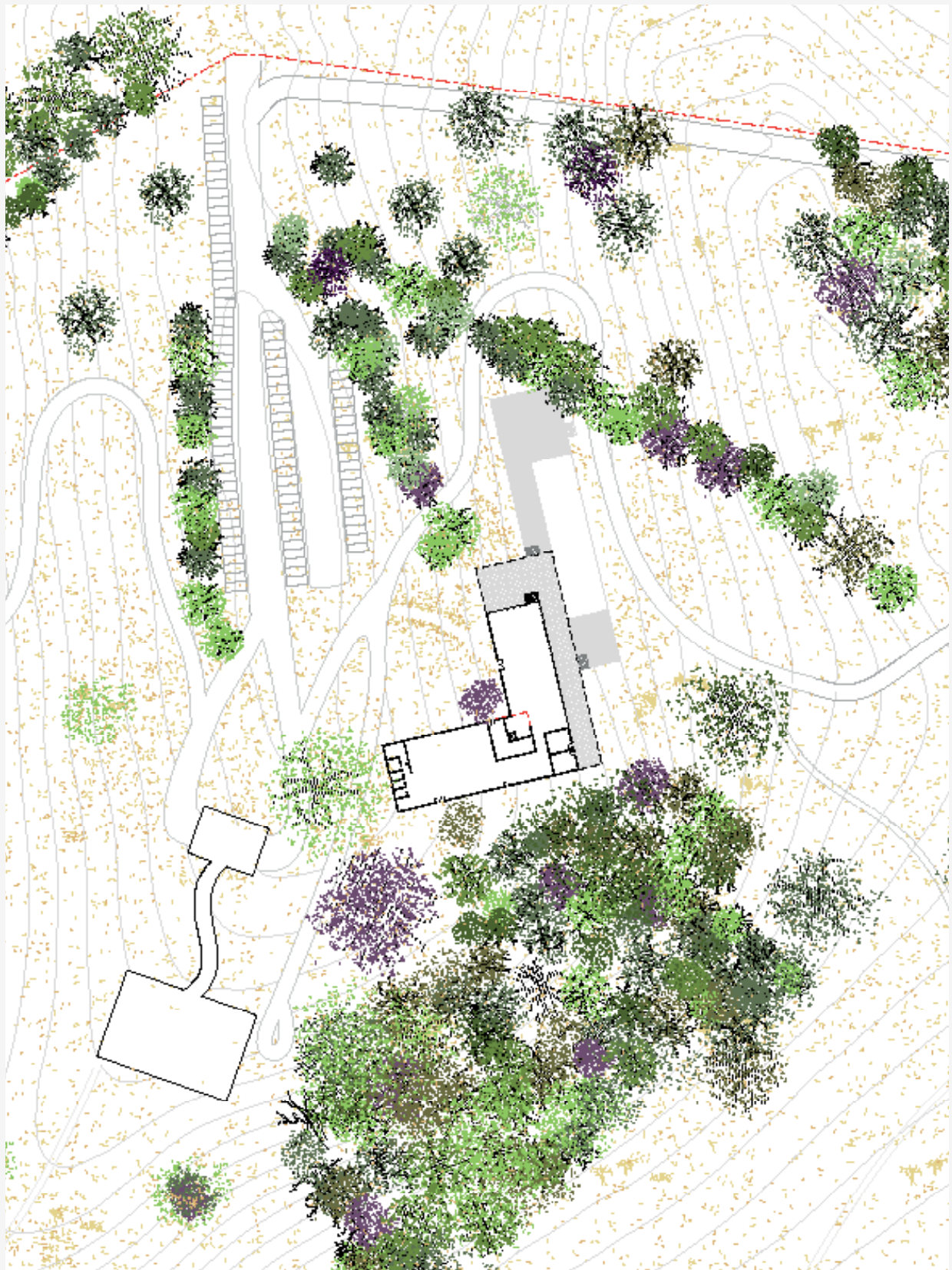
### Architectural Strategy

This is the main restaurant in the resort, and the place where people will come to breakfast. It is located here for the sea views, and to get morning light for the breakfast trade, likely to be the busiest time of the day.

This building runs along the contours of the hillside it sits upon. Long and thin, it reduces the need for digging into the hilltop, whilst providing long window spaces for views.

It's arrangement is based on the movement of the sun - the pool is pulled to the North side to allow sun for longer in the day. It also provides separate terraces for eating and sunbathing.

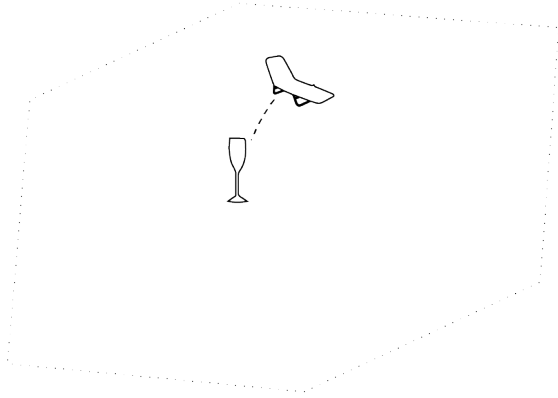
Finally, the building blocks terrace downwards, allowing people in the restaurant, outdoor terrace, and pool side uninterrupted views.



## Main Pool

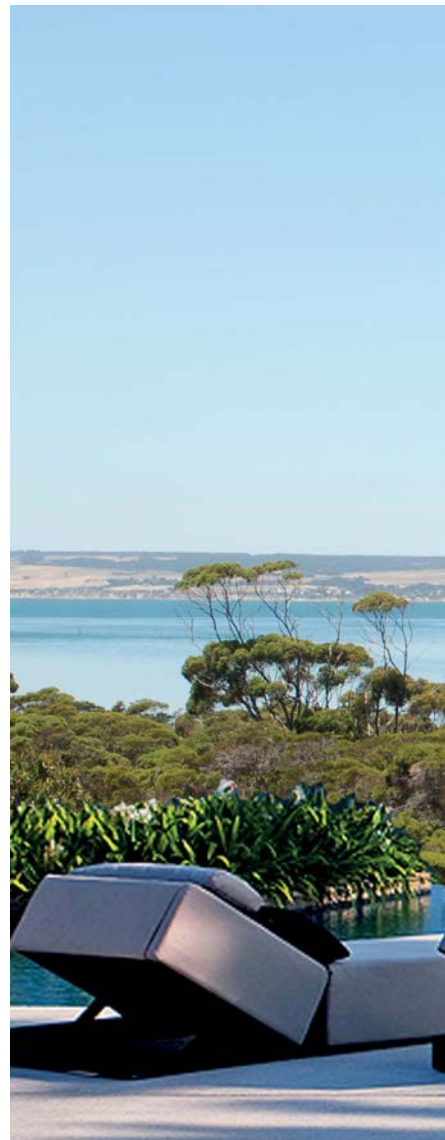
*Main restaurant, pool*

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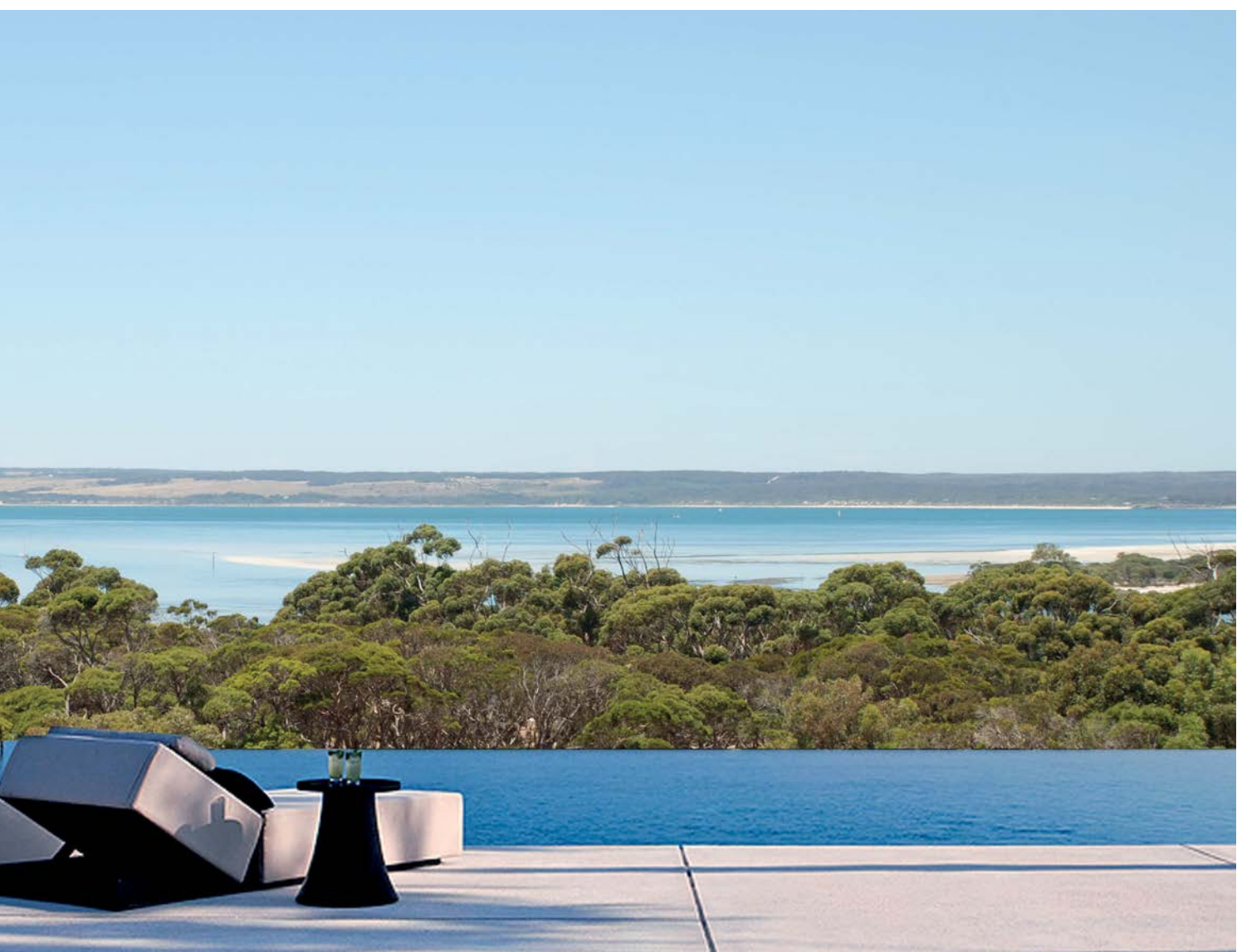
## Main Pool

The pool is important for the peak season - the summer months. It will likely be the busiest lodge, so providing spectacular views is important.



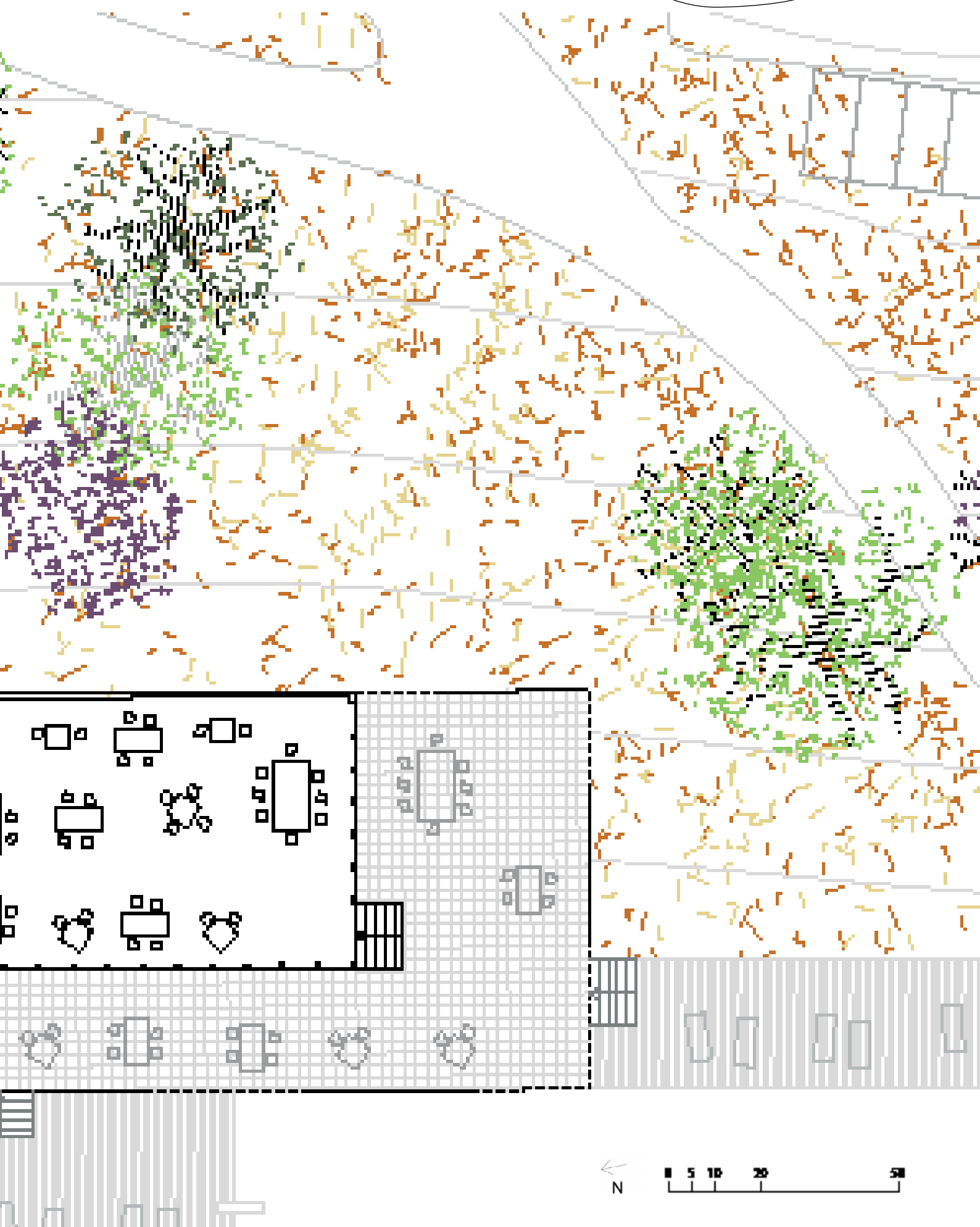
(6)









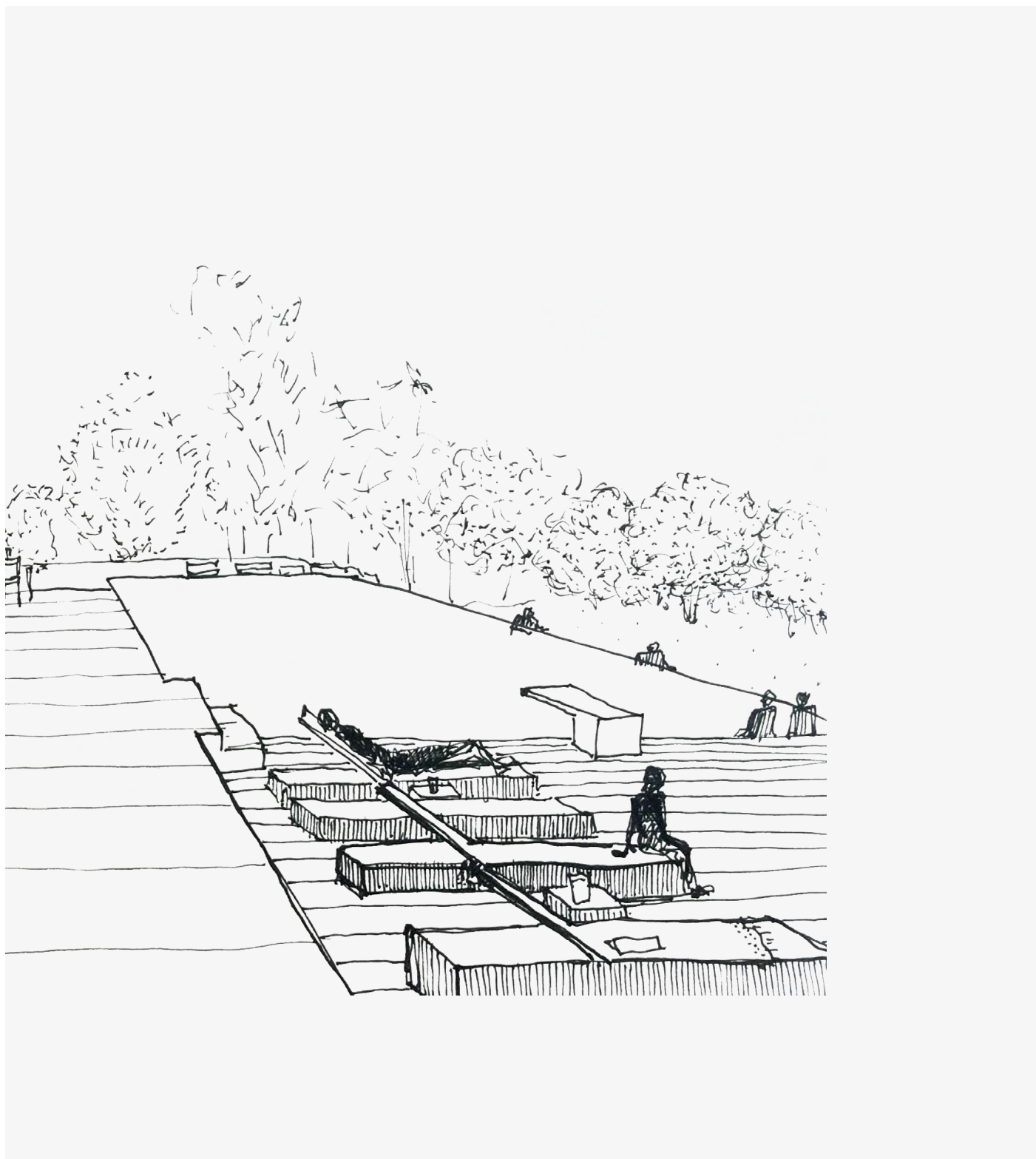


Main Pool

*Main restaurant, pool*

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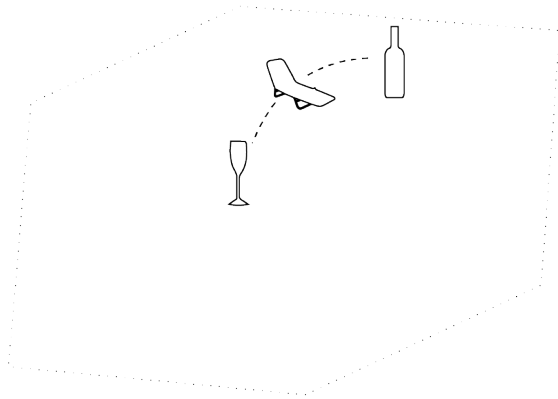




## Wine Bar

*Bar, wine tastings, quiet roomse tastings,*

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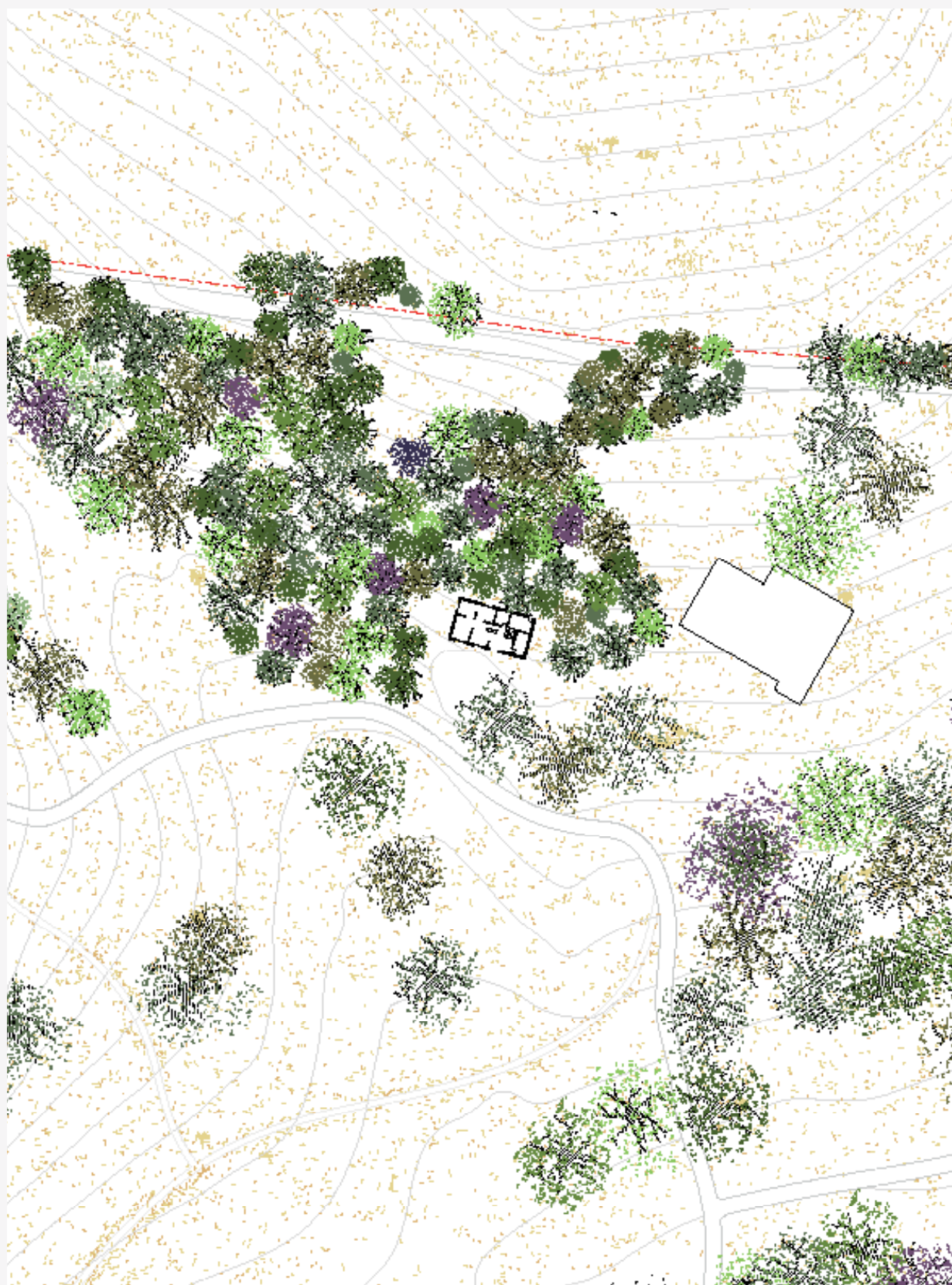


### Architectural strategy

The architectural strategy is to create a bar that feels intimate, unlike the panorama bar, which feels open, busy and energetic. This bar is much quieter and more private. The building is split up into a series of spaces that you can walk through, and end up back at the beginning. Each room is directed towards one view.

The placement of this lodge amongst the trees is for intimacy, and tranquility.

Opposite the building is an old reservoir - previously used for irrigation. This small area will be reinstated as a pond.



0 5 10 20 50

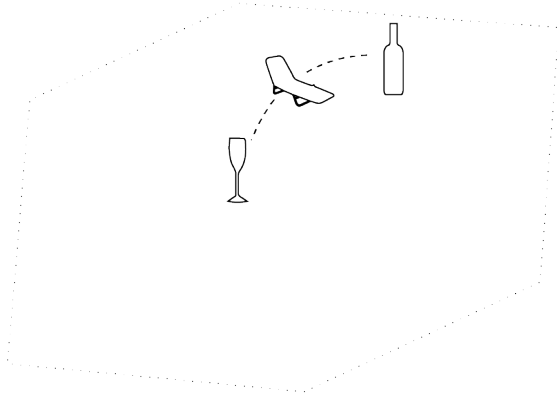


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## Wine Bar

*Bar, wine tastings, quiet rooms*

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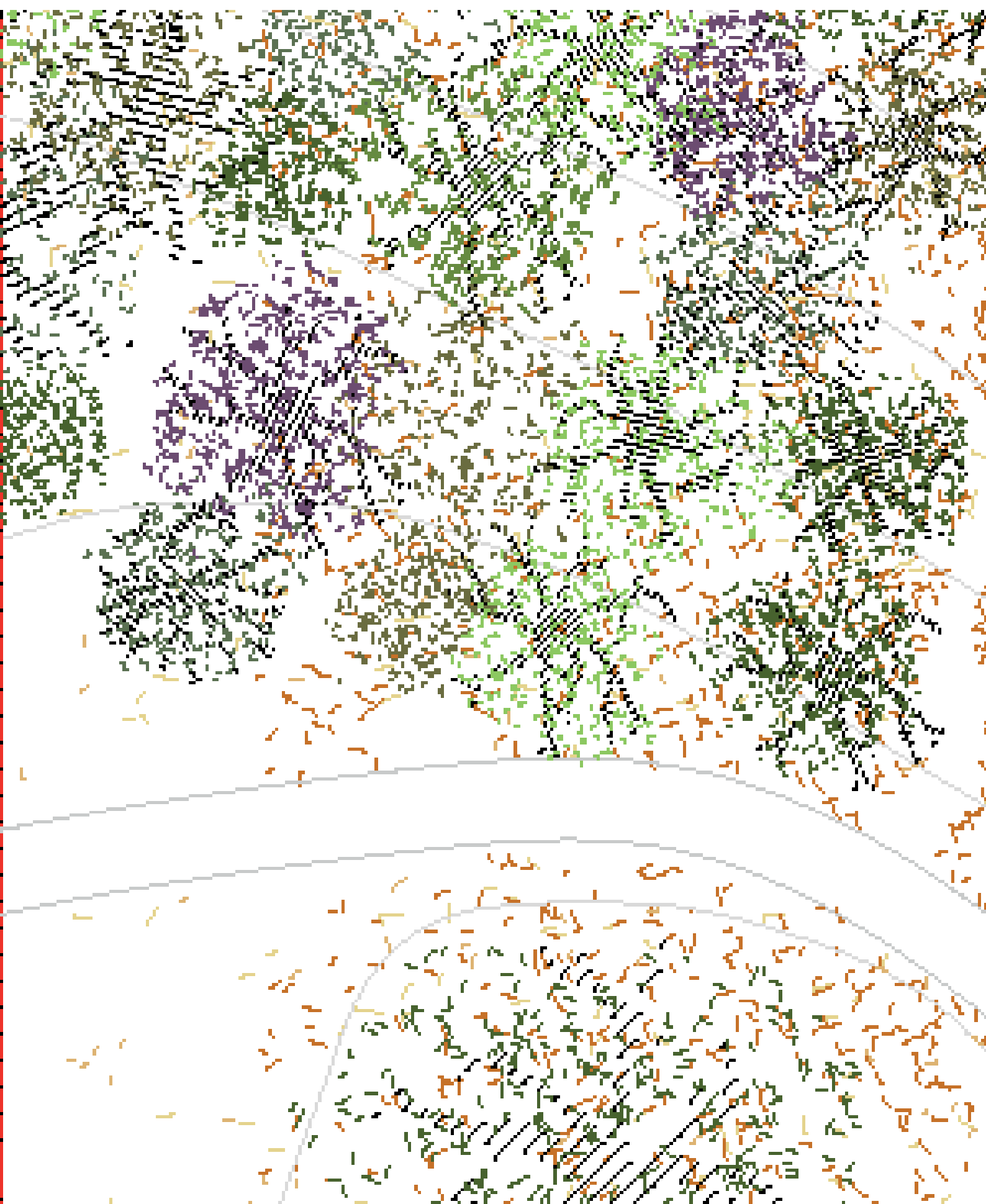
### Wine bar

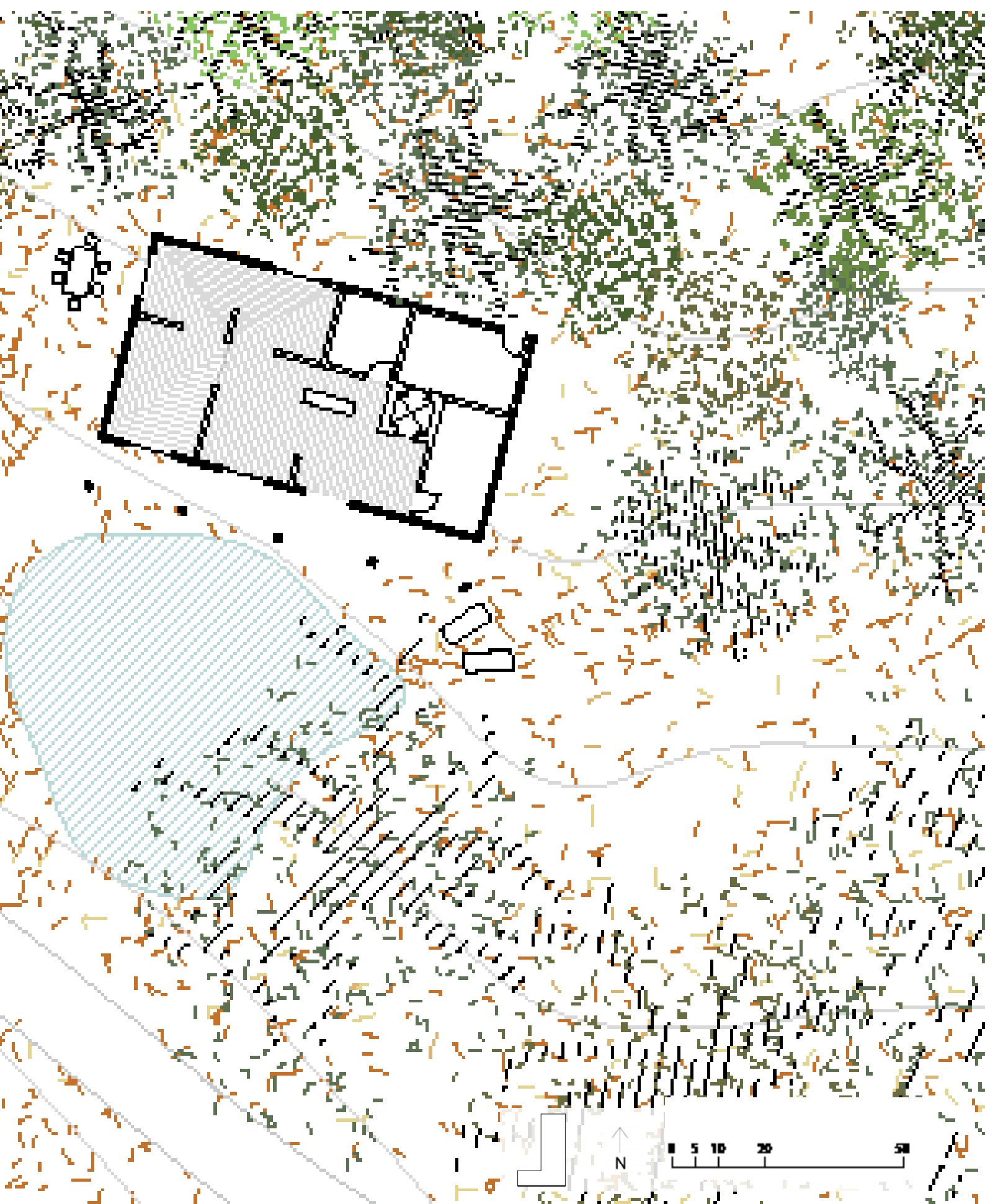
This is an additional bar - a wine bar that promotes local produce. Providing tastings in the day, platters for lunch, and a quieter and more intimate alternative to the main bar, for a pre or post dinner drink.

The wine bar is a series of intimately sized rooms, for quieter, more private occasions. It is themed around a library - so also encourages quiet work/reading time for people in the day.





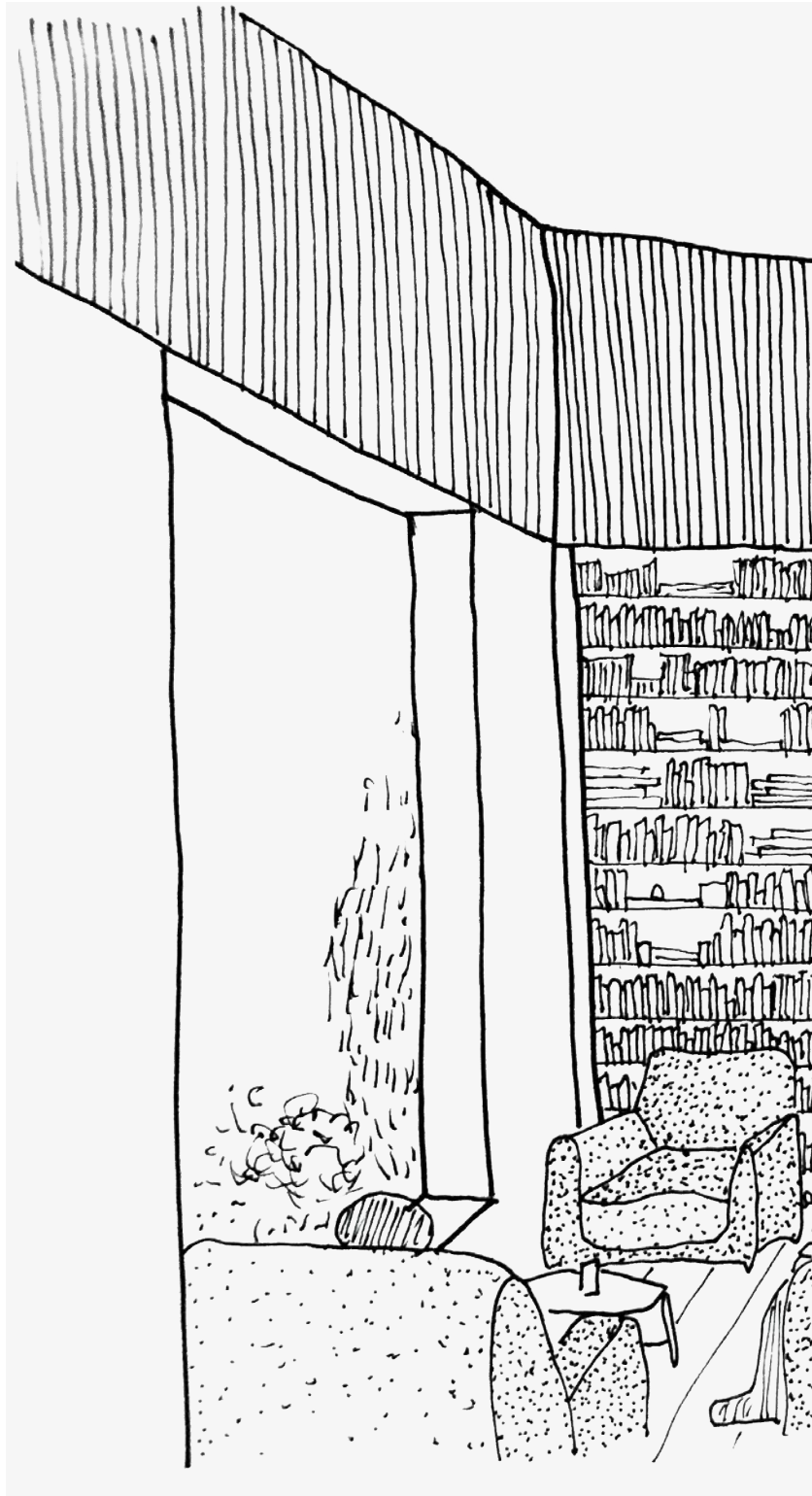




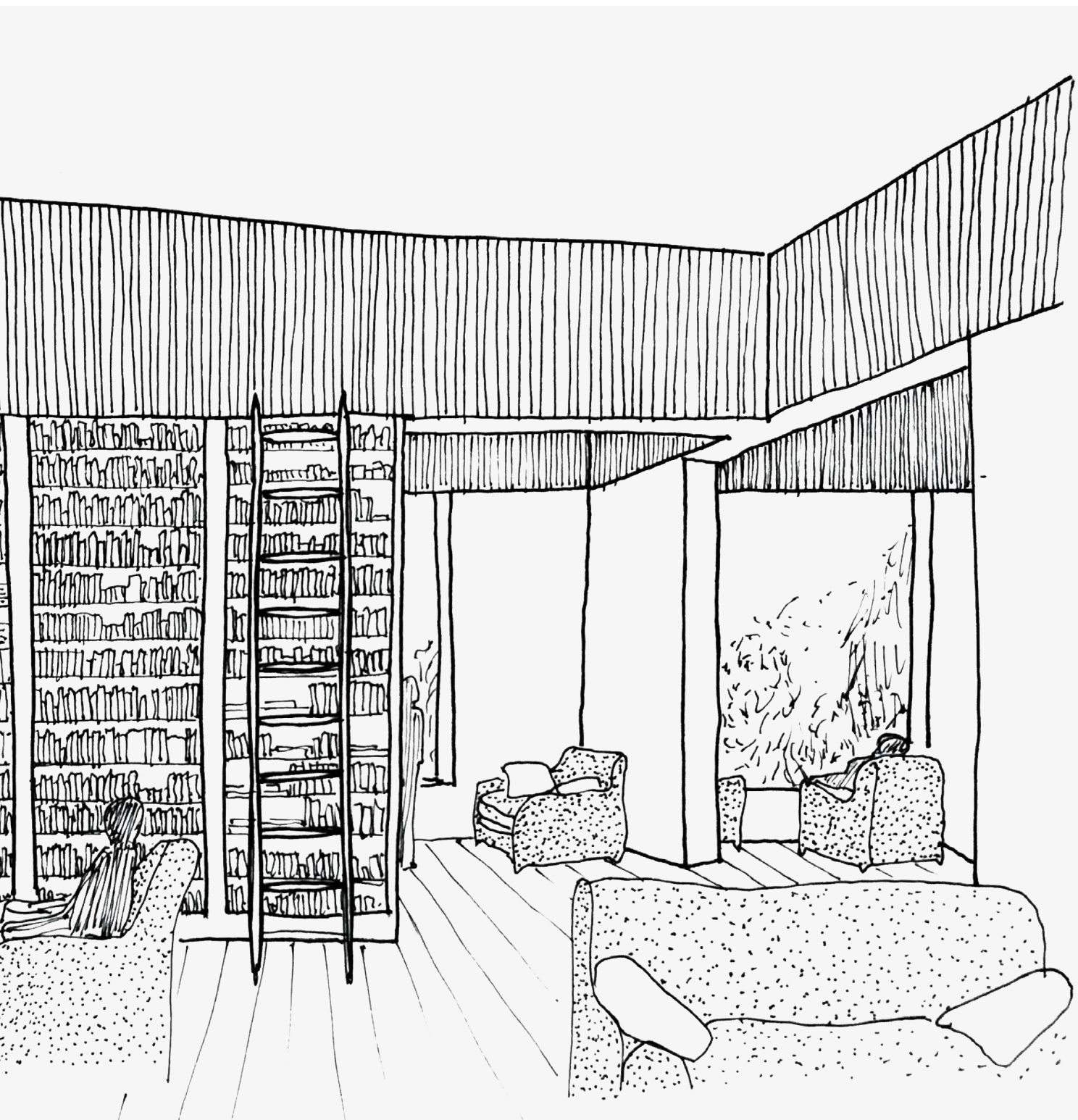
Wine Bar

*Bar, wine tastings, quiet rooms*

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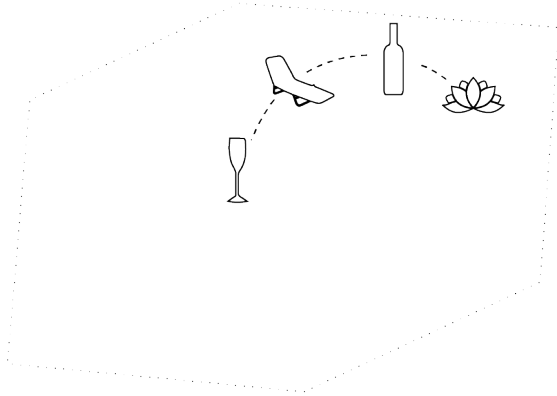




Spa

*Spa, treatment rooms*

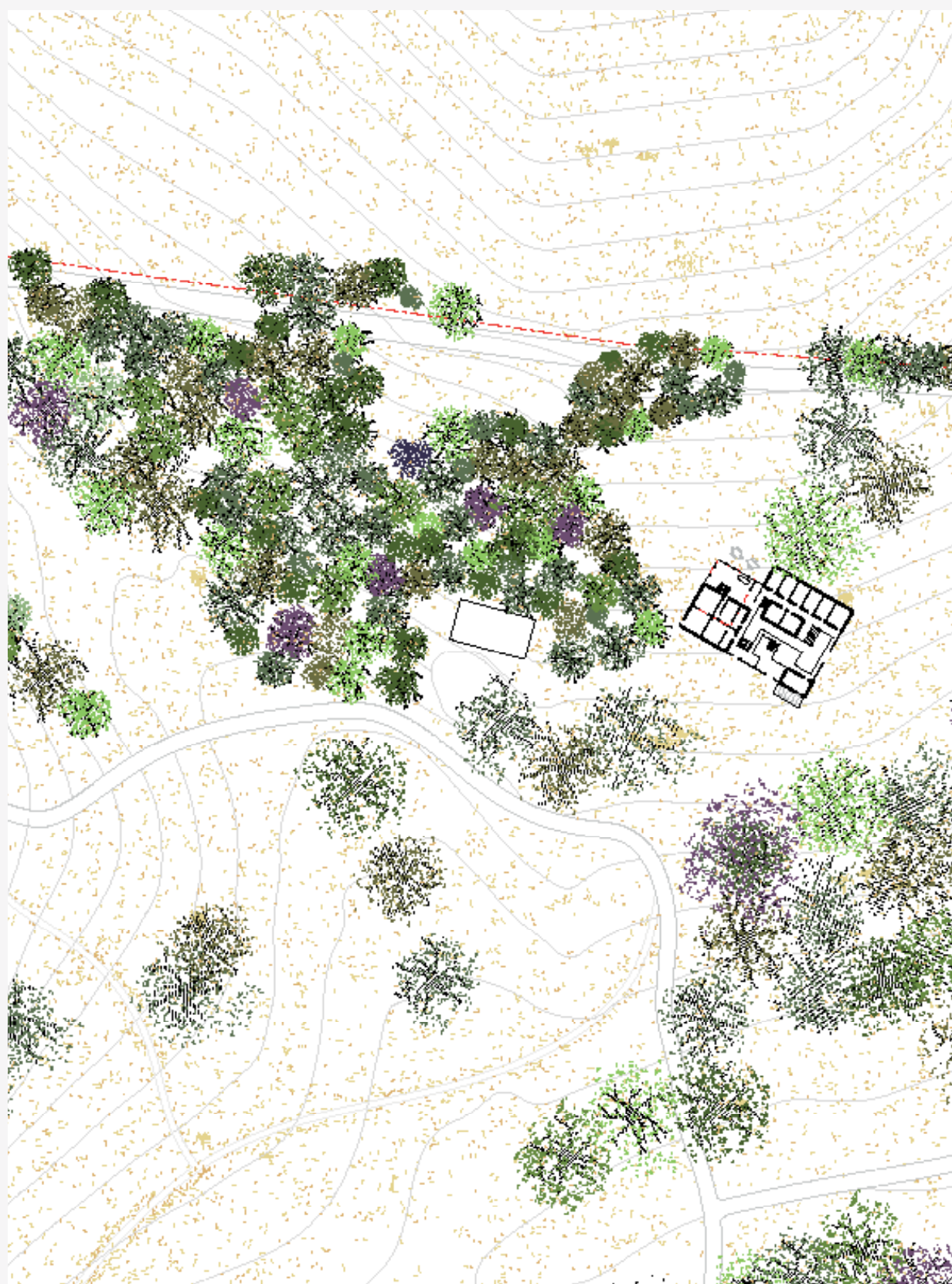
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### Architectural strategy

This building creates a journey for the visitor. It takes people past the changing room, past the steam room and sauna, into the hot and cold pools and back to the changing rooms. This 'journey' is interspersed with areas for sunbeds, and places to relax - whether on steps into the pools or larger nooks. The experience is designed to be immersive, and remove people from the faster paced nature of the resort as a whole.

The entrance to the lodge is a tea-room, which is also the entrance to the tower above - it is a space where people can relax before or after treatments, or their time in the spa. The room is calm and provides snippets of views into the water - setting up the character of the lodge.



0 5 10 20 50



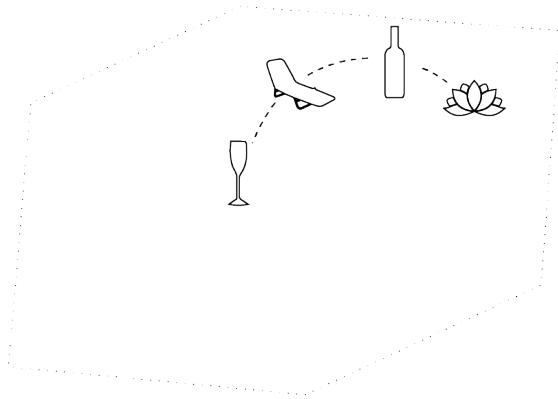
1:1000



Spa

*Spa, treatment rooms*

---



### Architectural strategy

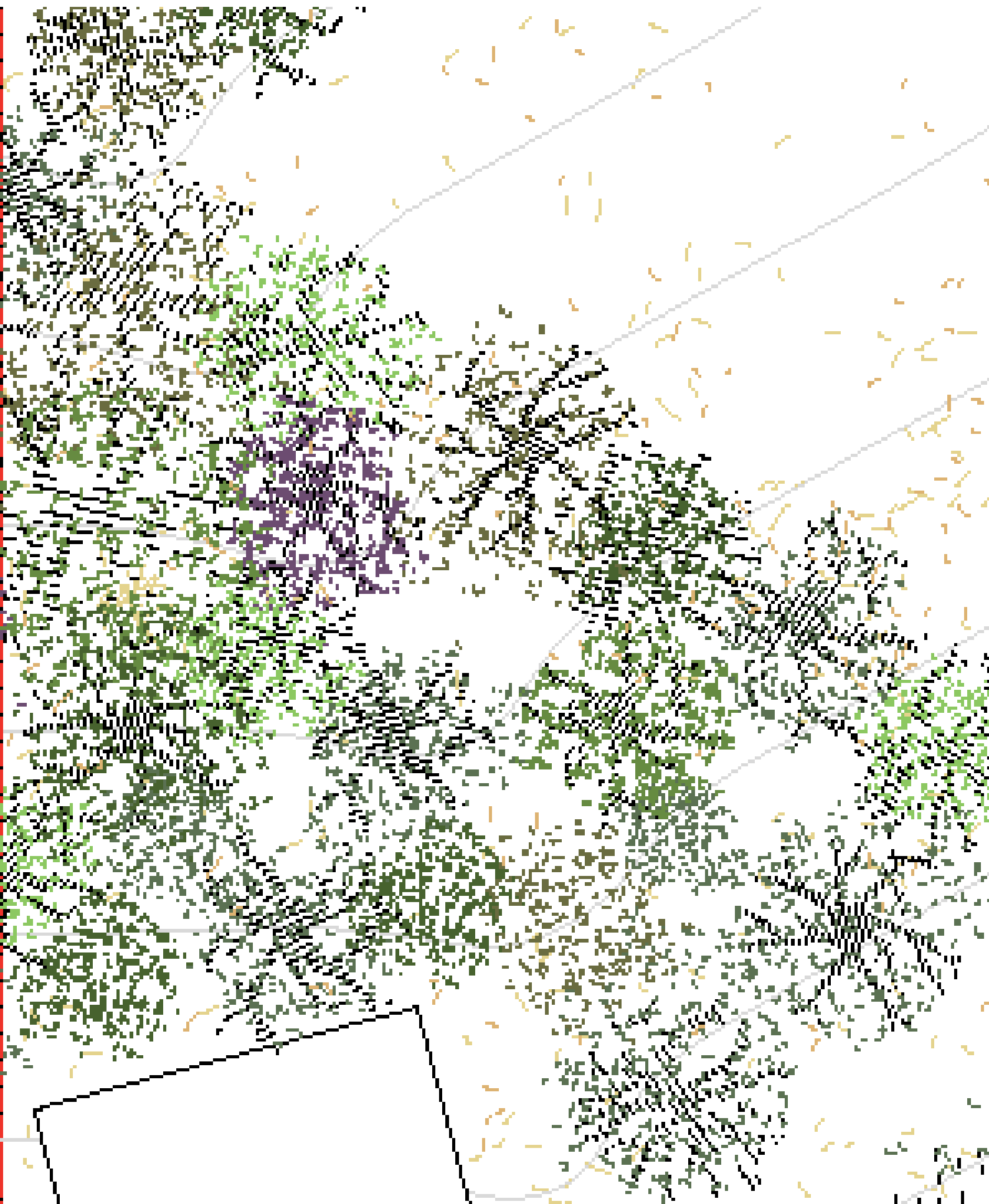
The spa is an important facility - it is one of the few facilities in the hotel that can entertain people for whole days, and functions when it's not hot enough to be outside/ or swimming at the beach or pool.

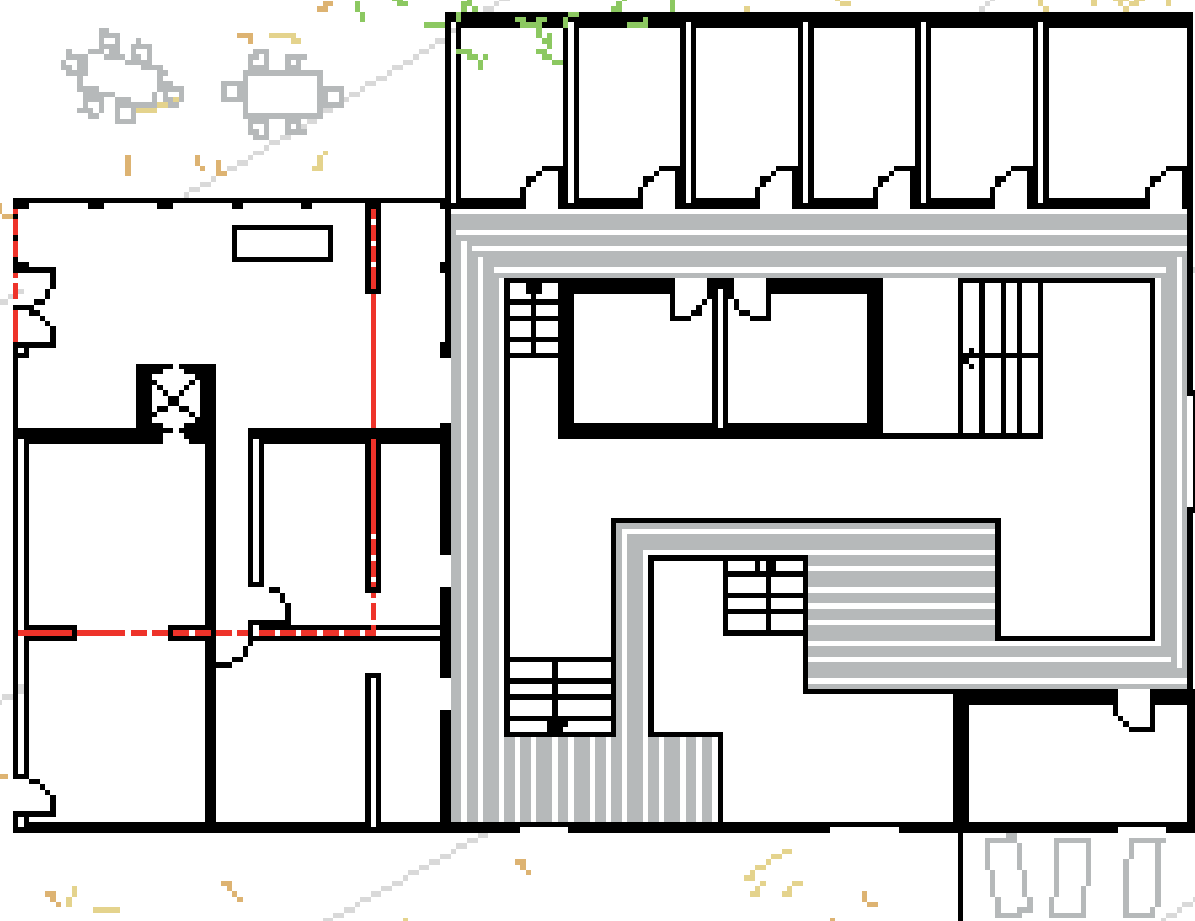
The spa is positioned in a quieter part of the site for a more private, enclosed feel - it almost feels detached from the rest of the resort.



(12)







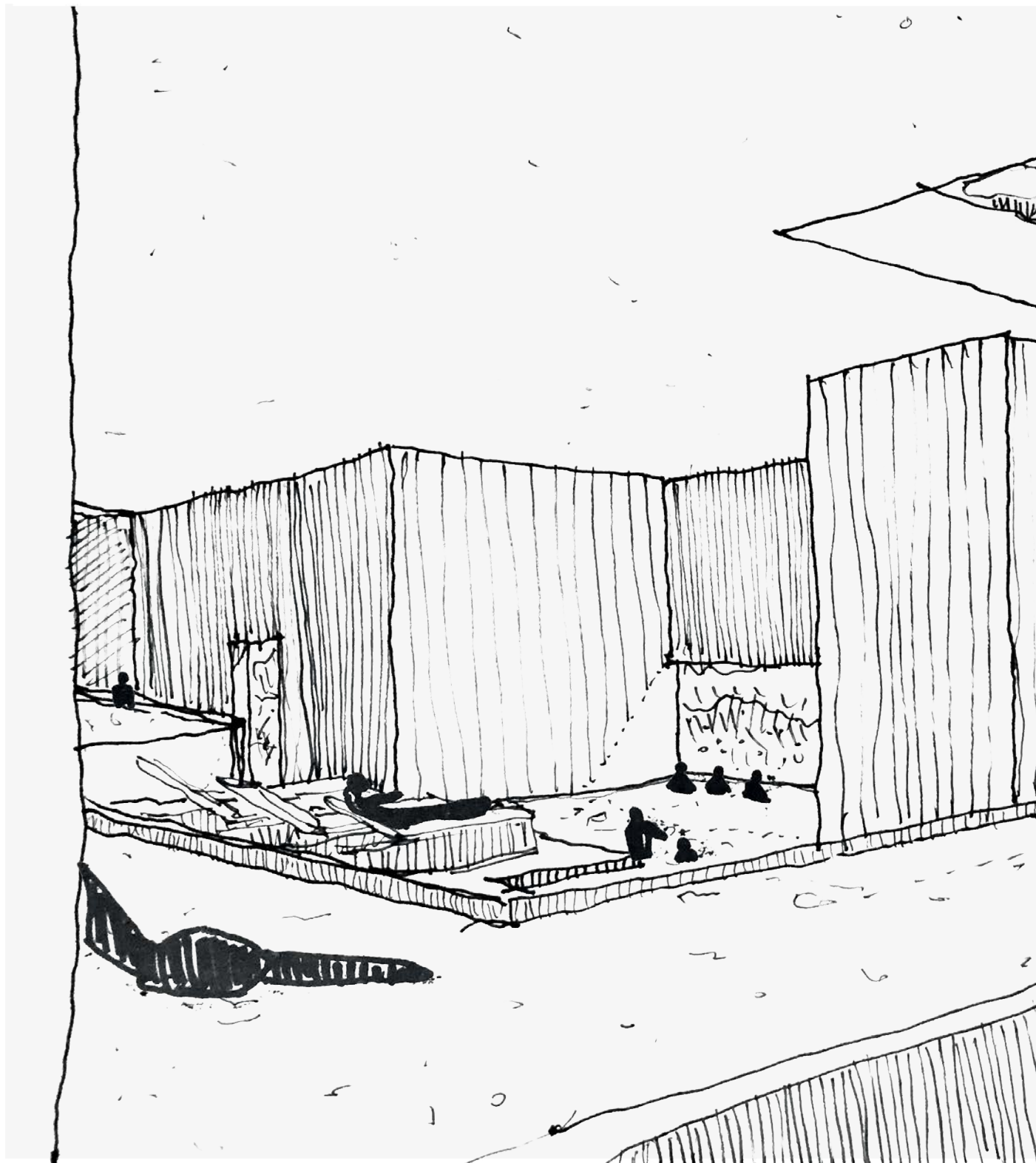
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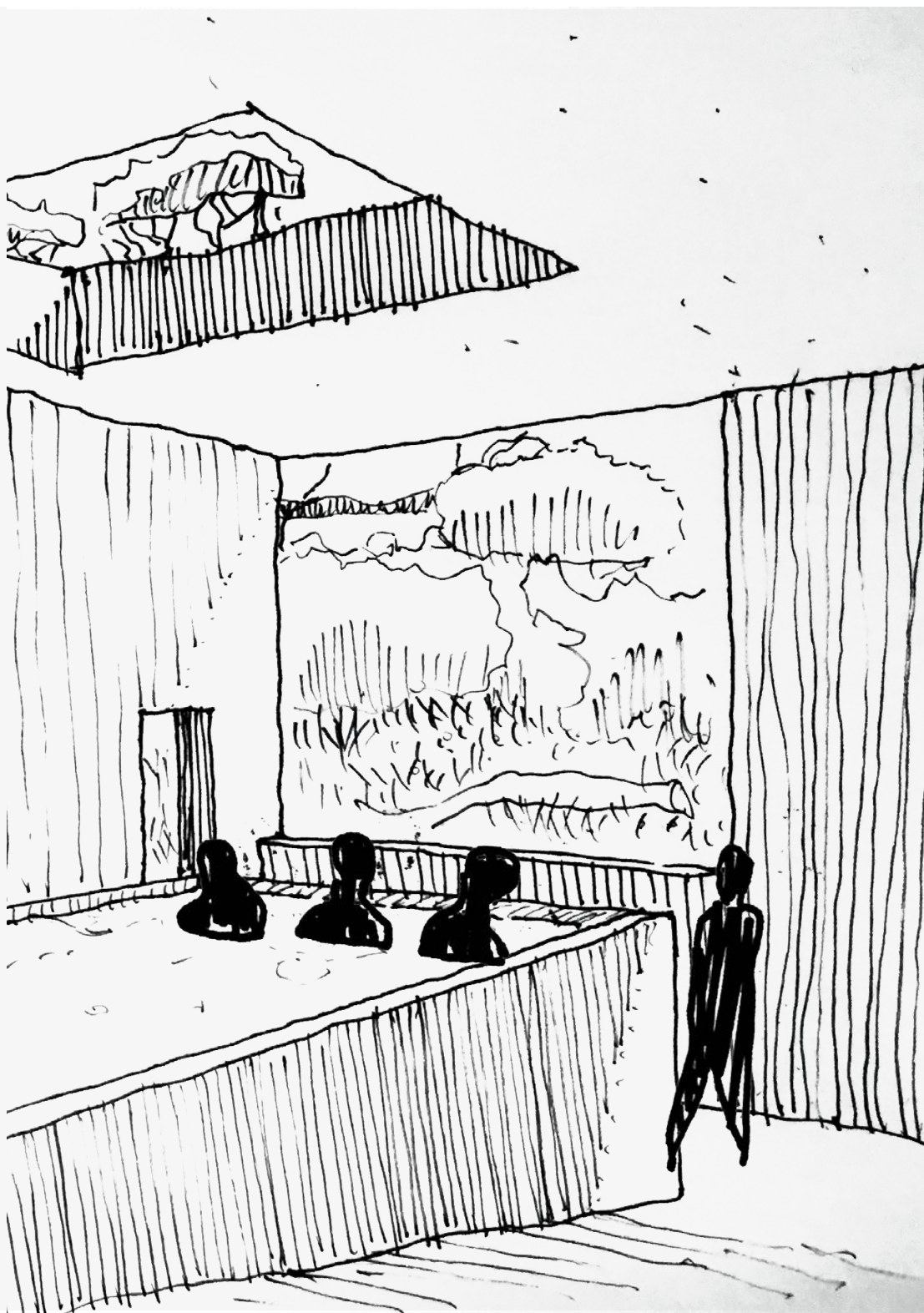
0 5 10 20 50

Spa

*Spa, treatment rooms*

---



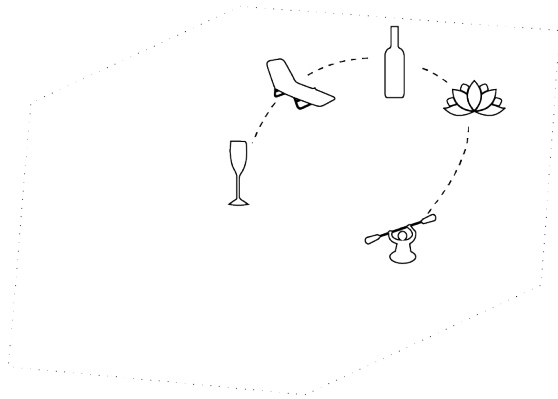




## Adventure Lodge

*Entertainment rooms, equipment room*

---

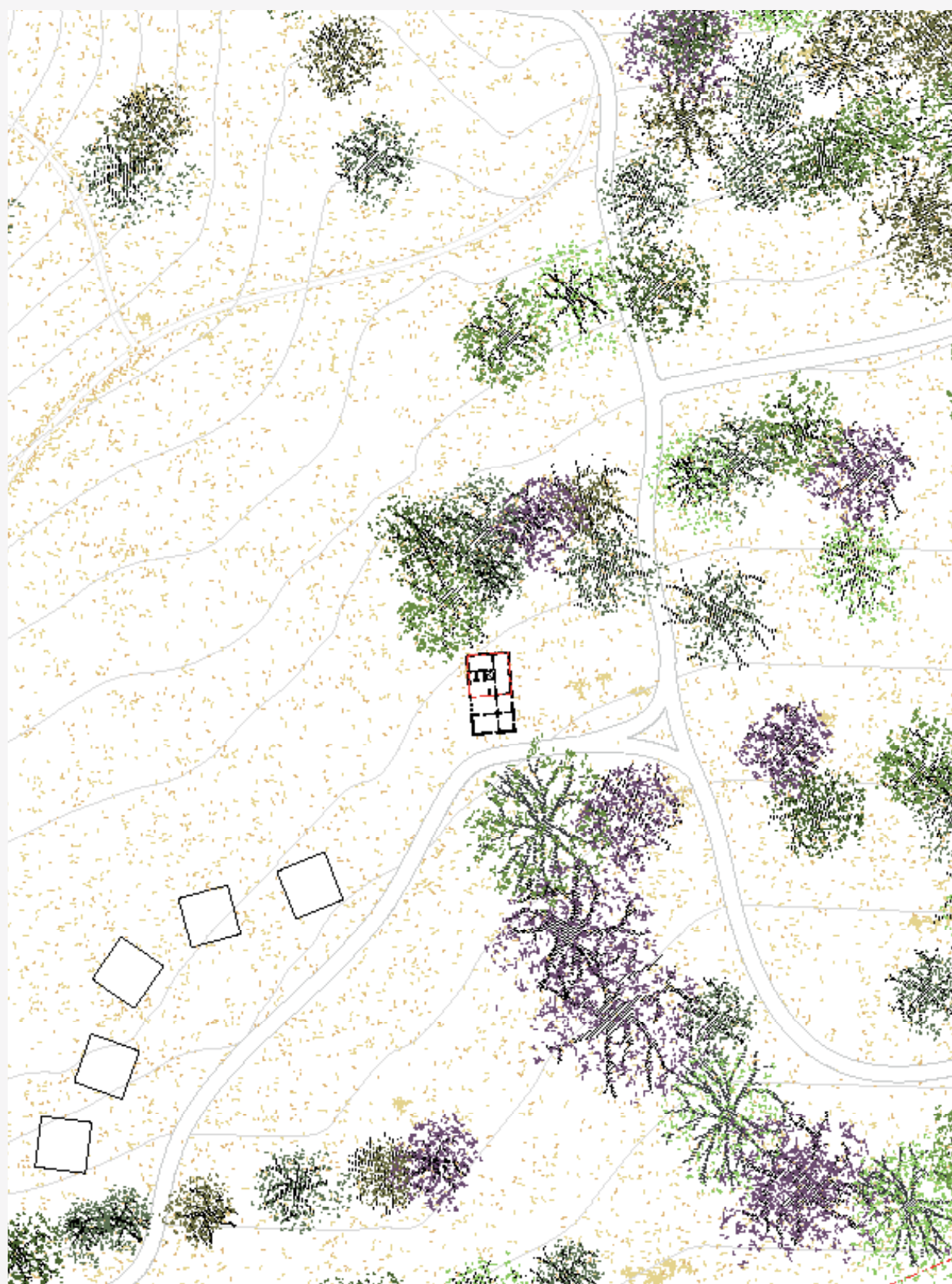


### Architectural strategy

The ambition of the lodge is to have a billiard room feel. The building is split into a series of smaller rooms that you can walk around and arrive back at the entrance - enabling you to explore what games are on offer. The views feel small and intimate but have connecting views into each other, allowing them to feel intimate yet animated.

The location of the lodge is on an open, flat part of the site, allowing games and sport matches to be played outside, animating the land from the hillside above.

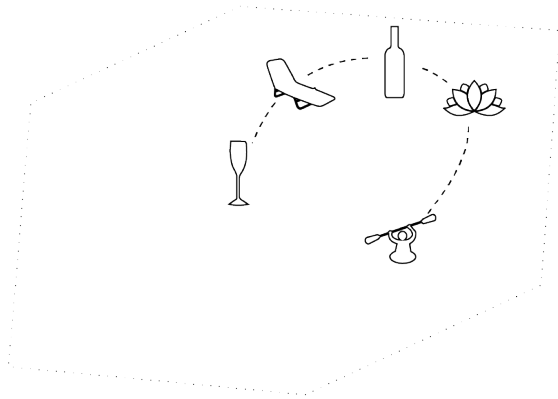




## Adventure Lodge

*Entertainment rooms, equipment room*

---



## Activities centre

The activities lodge is primarily for the older kids (12-16). The activity lodge provides equipment such as bikes, games such as badminton, and tours such as trekking, mountain biking or canoeing. It also provides a series of rooms where people can watch TV (sports matches), play snooker, table tennis or borrow board games.



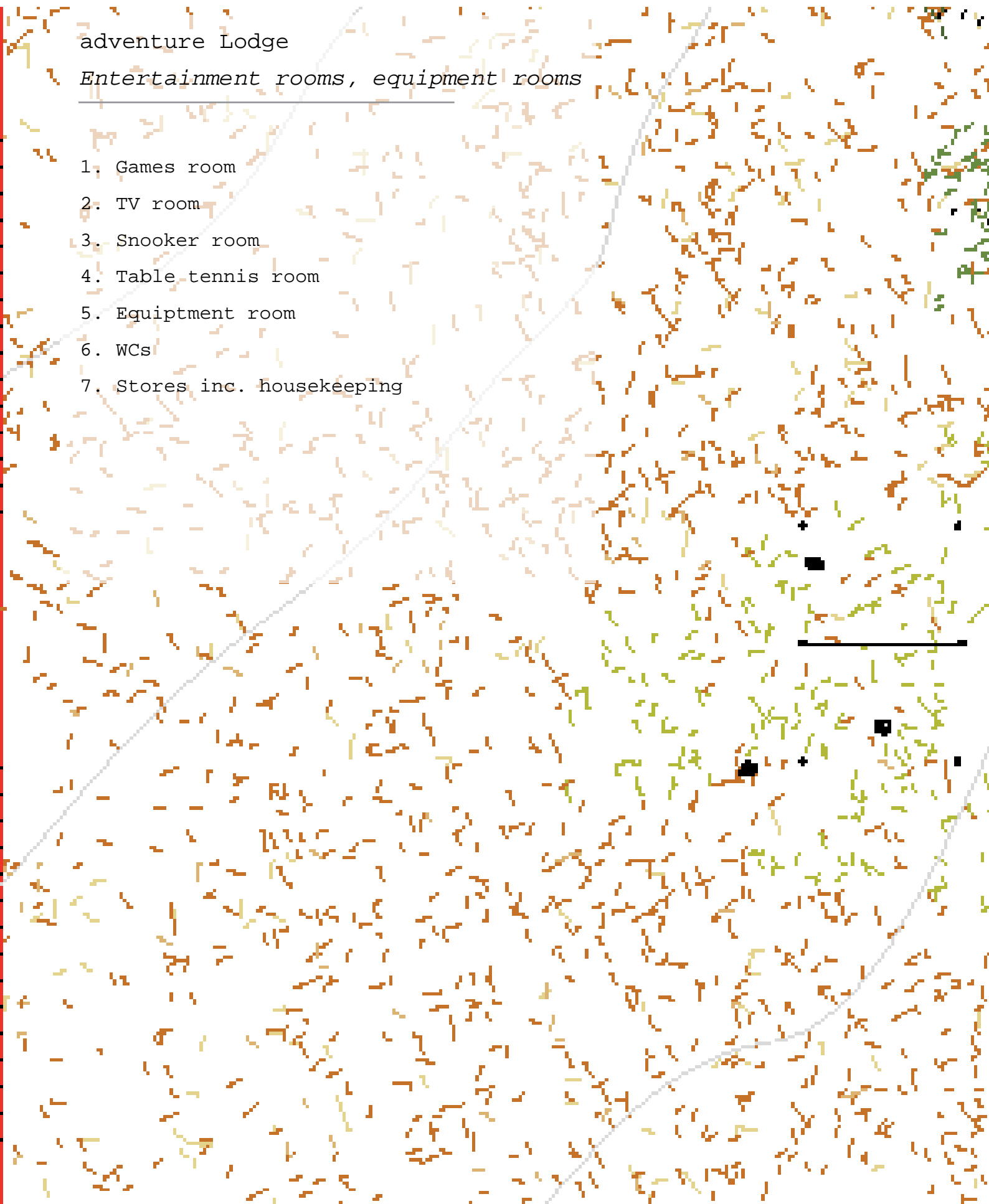
(15)

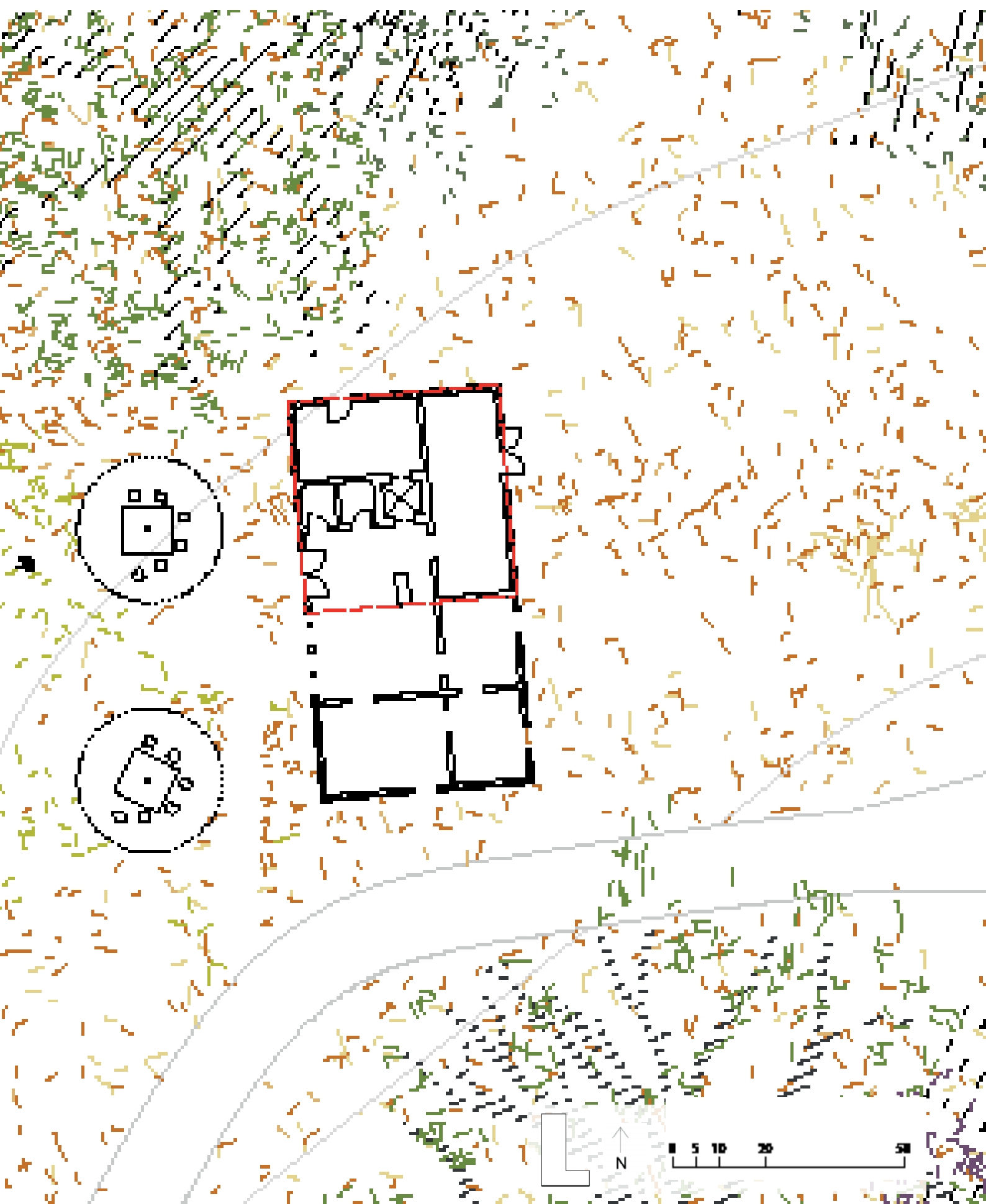


adventure Lodge

Entertainment rooms, equipment rooms

1. Games room
2. TV room
3. Snooker room
4. Table tennis room
5. Equipment room
6. WCs
7. Stores inc. housekeeping



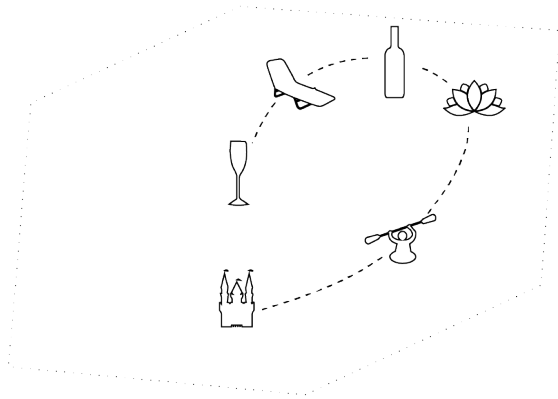




## Kids Club

### *Entertainment rooms*

---



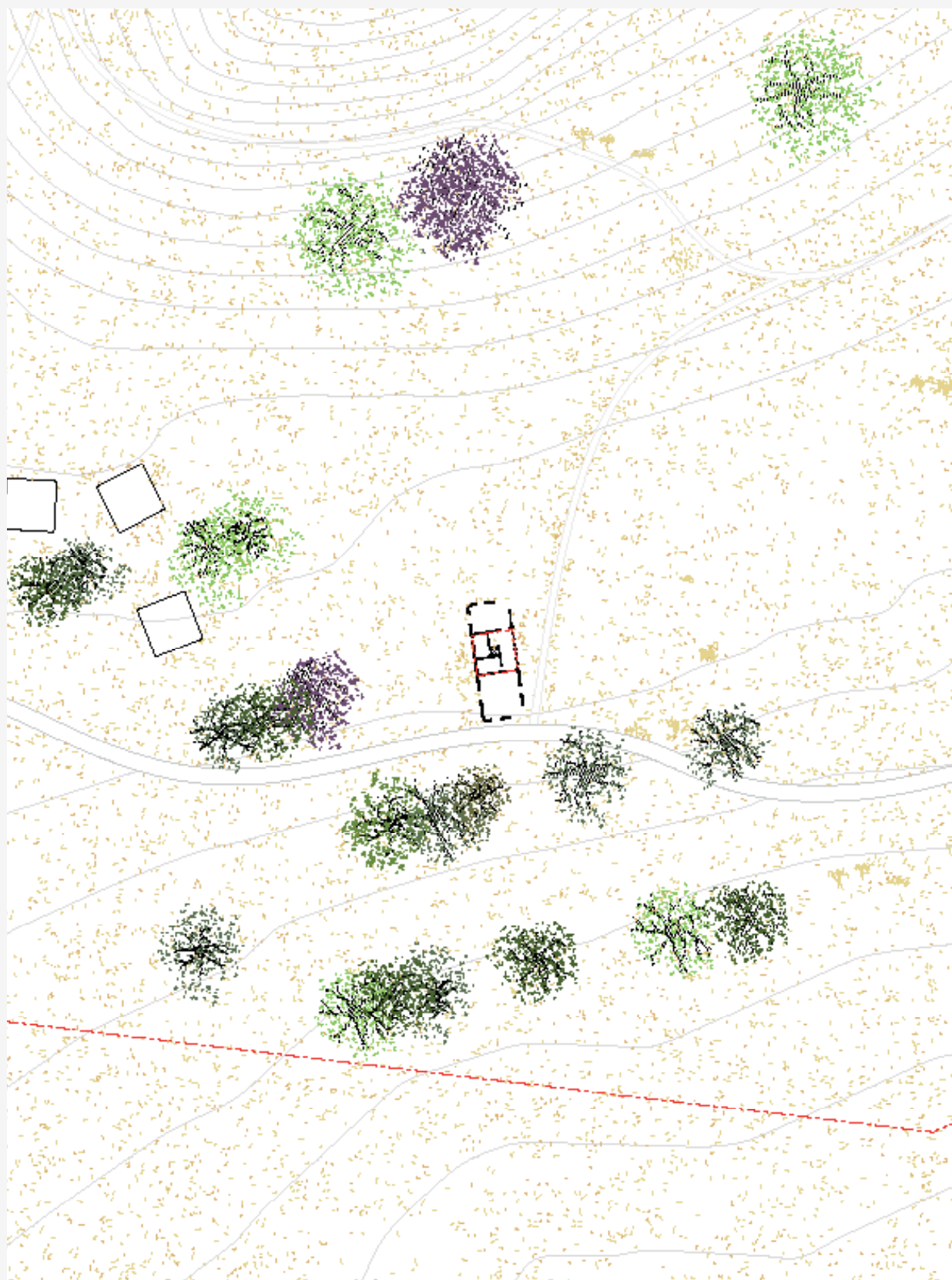
### Strategy

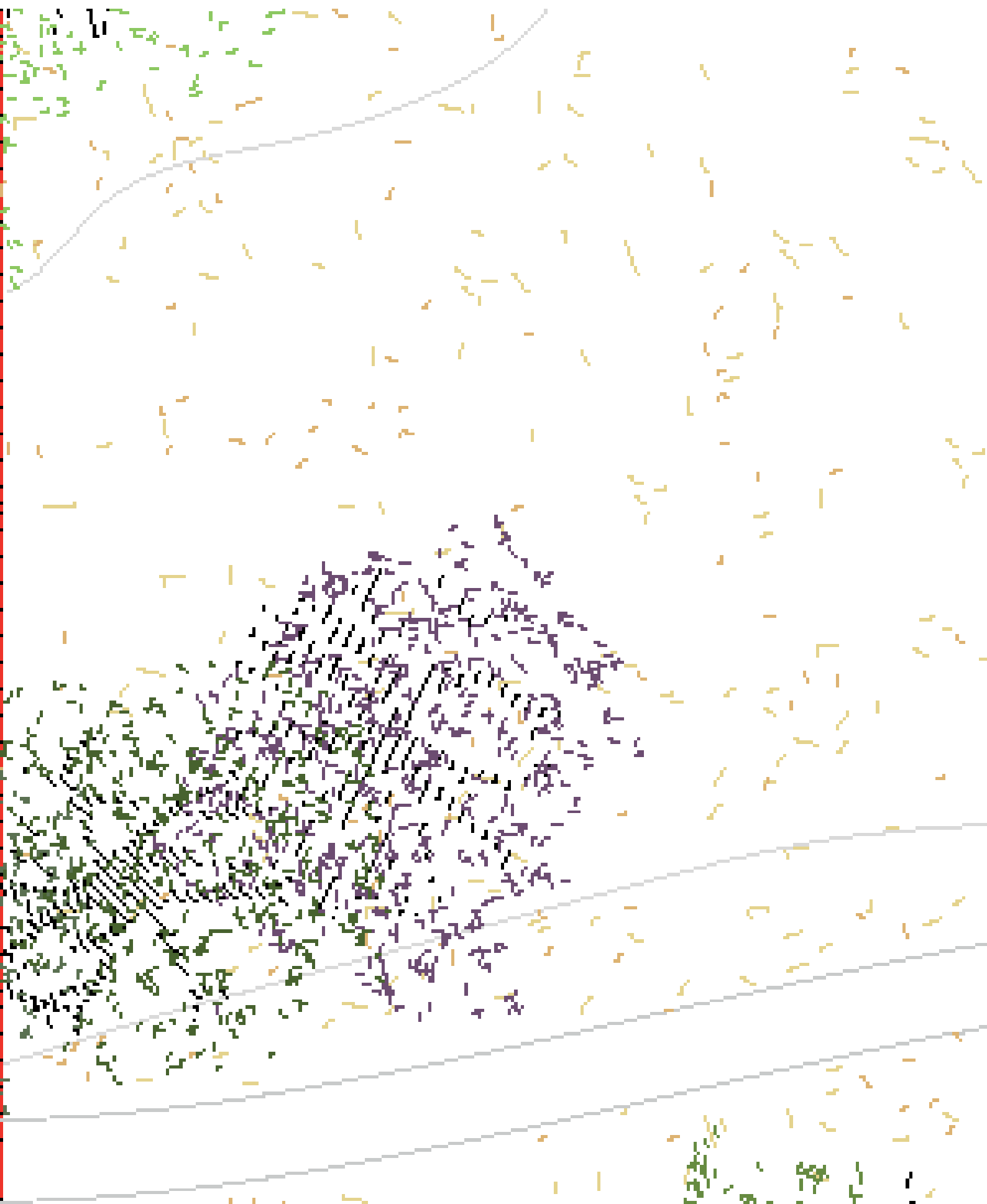
The Kids Club is aimed at children from the age of 4 - 11. Walking into the kids club will be an immersion into a wonderland of fun and games.

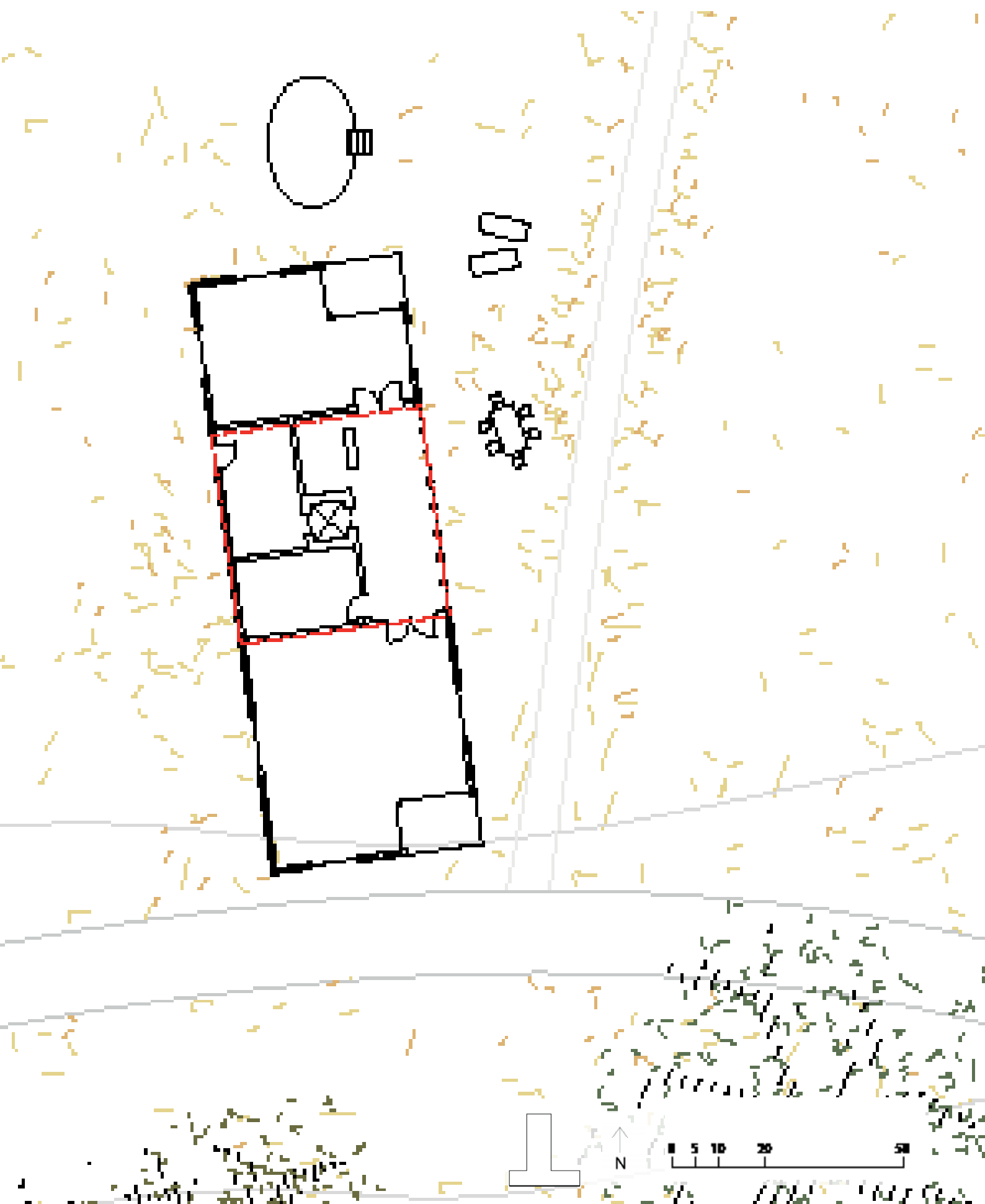
The building houses a ball pit and slides within the architecture, as well as a room for other activities - such as painting, games and watching films.

The Kids Club creates a safe heaven for kids to be left whilst adults can enjoy other activities.





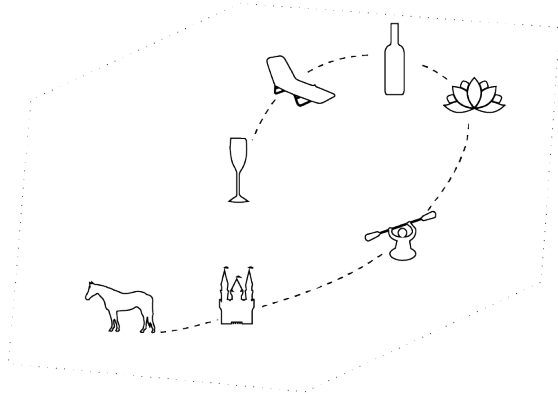




## Stables

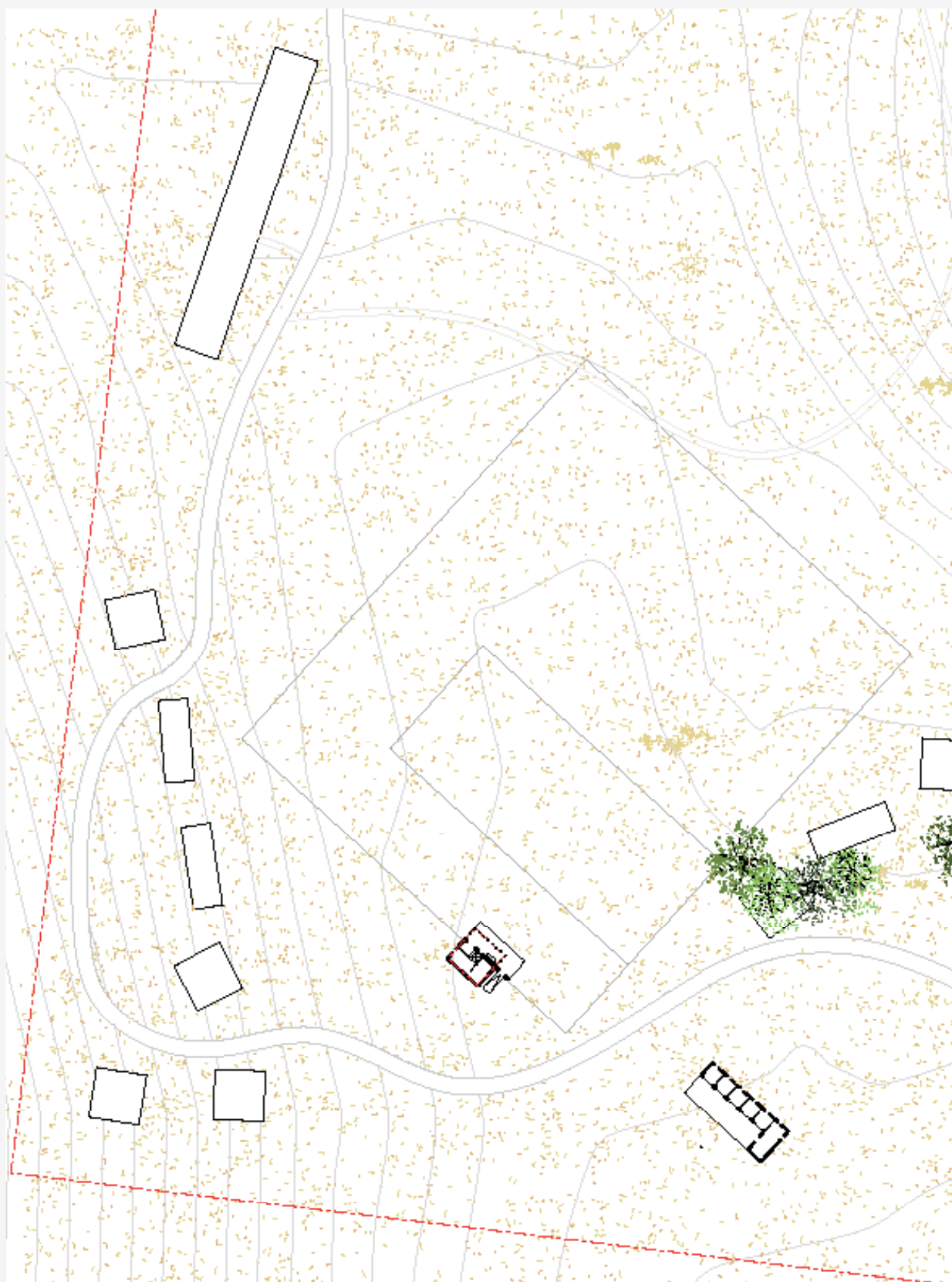
*Viewing room, stables, arena*

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### Architectural strategy

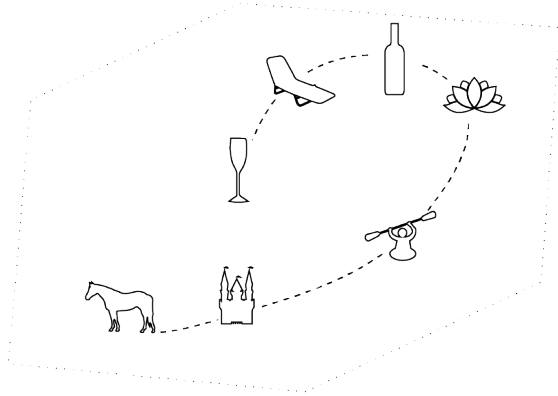
The stables are to have a farmstead feel. Rather than connected directly to the horses, or tack room, the entrance to the rooms above feels more like a viewing deck for the horses in the paddock, and arena. The entrance to the lodge is not inside the paddock, however on entering, you are on a raised platform that is inside the paddock - allowing you to admire the horses from a distance, or actively feed or pet them.



## Stables

*Viewing room, stables, arena*

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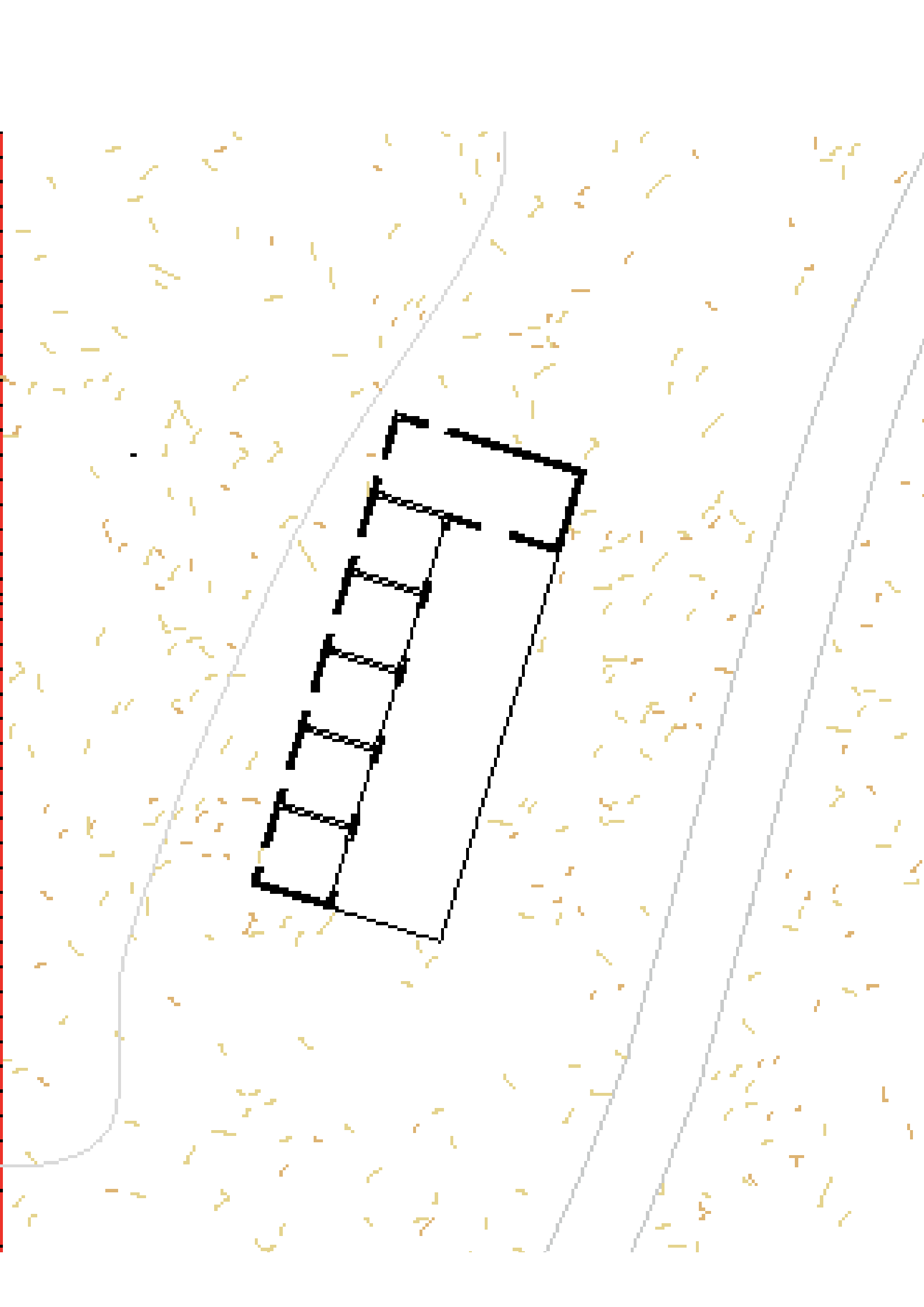
### Architectural strategy

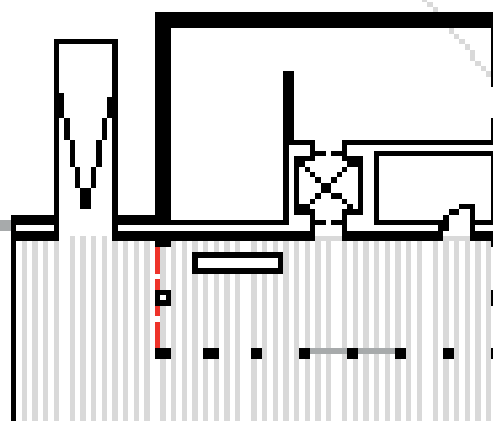
Stables contain approx. 5 horses, stables, a paddock for them to run free, and a area for riding lessons and training horses.

The stables allow tours around the island by horseback, and provide an animated attraction for visitors, even if they are not riding the horses.





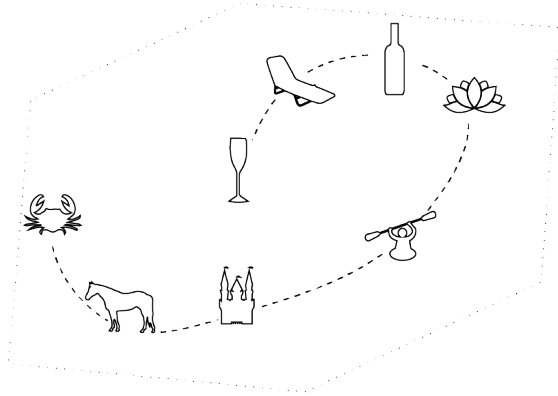




## Speciality Restaurant

### *Restaurant, Cooking school*

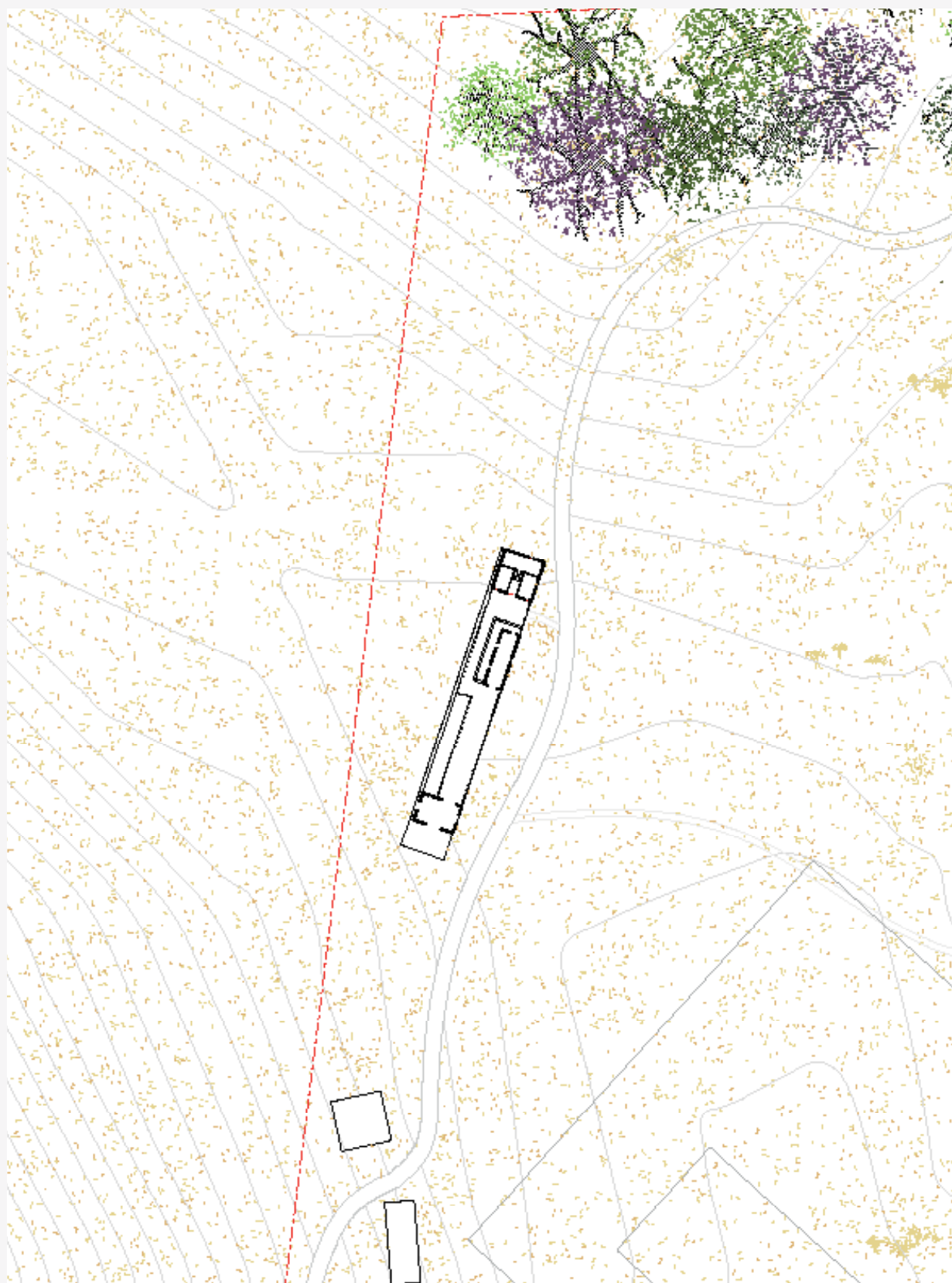
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### Architectural Strategy

The building form is long and thin, allowing guests expansive views towards the valley and back over the resort. At night, the speciality restaurants main trade, views back across the resort will be lit up and animated. Only a few tables thick, the restaurant provides views for everyone.

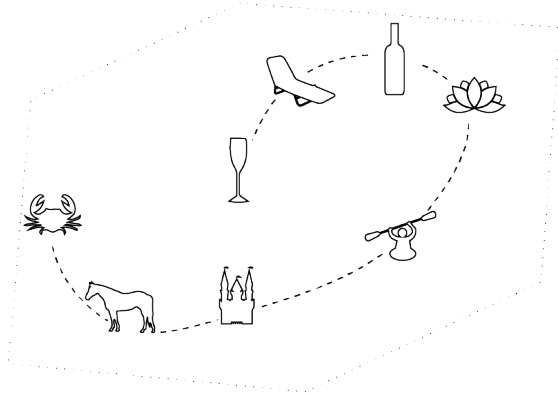
The building form is also designed to allow, on occasion, one long table - perhaps used for a special occasion, or for communal dinners.



## Speciality Restaurant

### *Restaurant, Cooking school*

---



### Speciality Restaurant

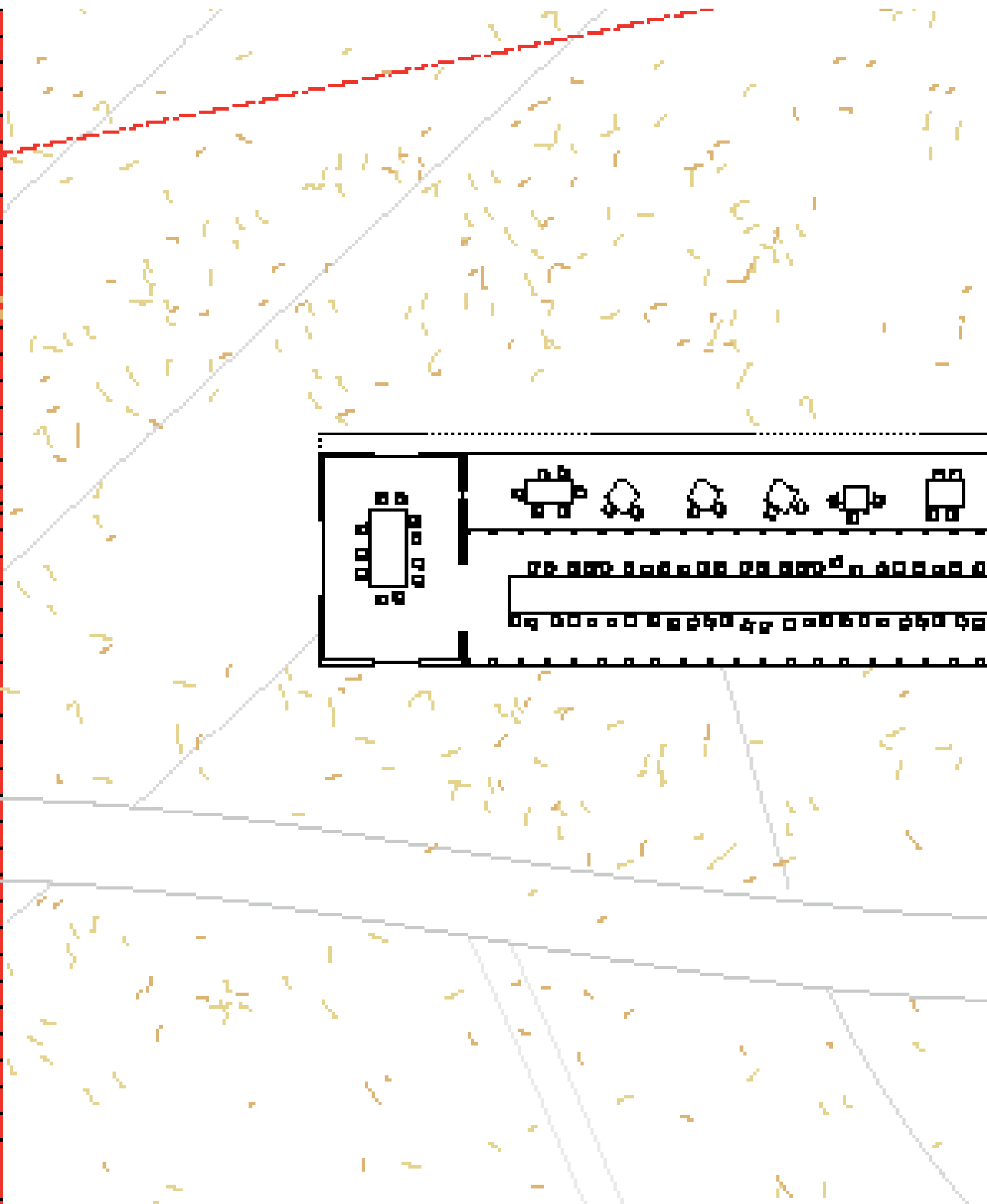
The speciality restaurant is an alternative to the main hotel restaurant. It is located on the edge of the site, with expansive views across the valley. Going to this restaurant should almost feel like you're leaving the resort for dinner, and trying something different.

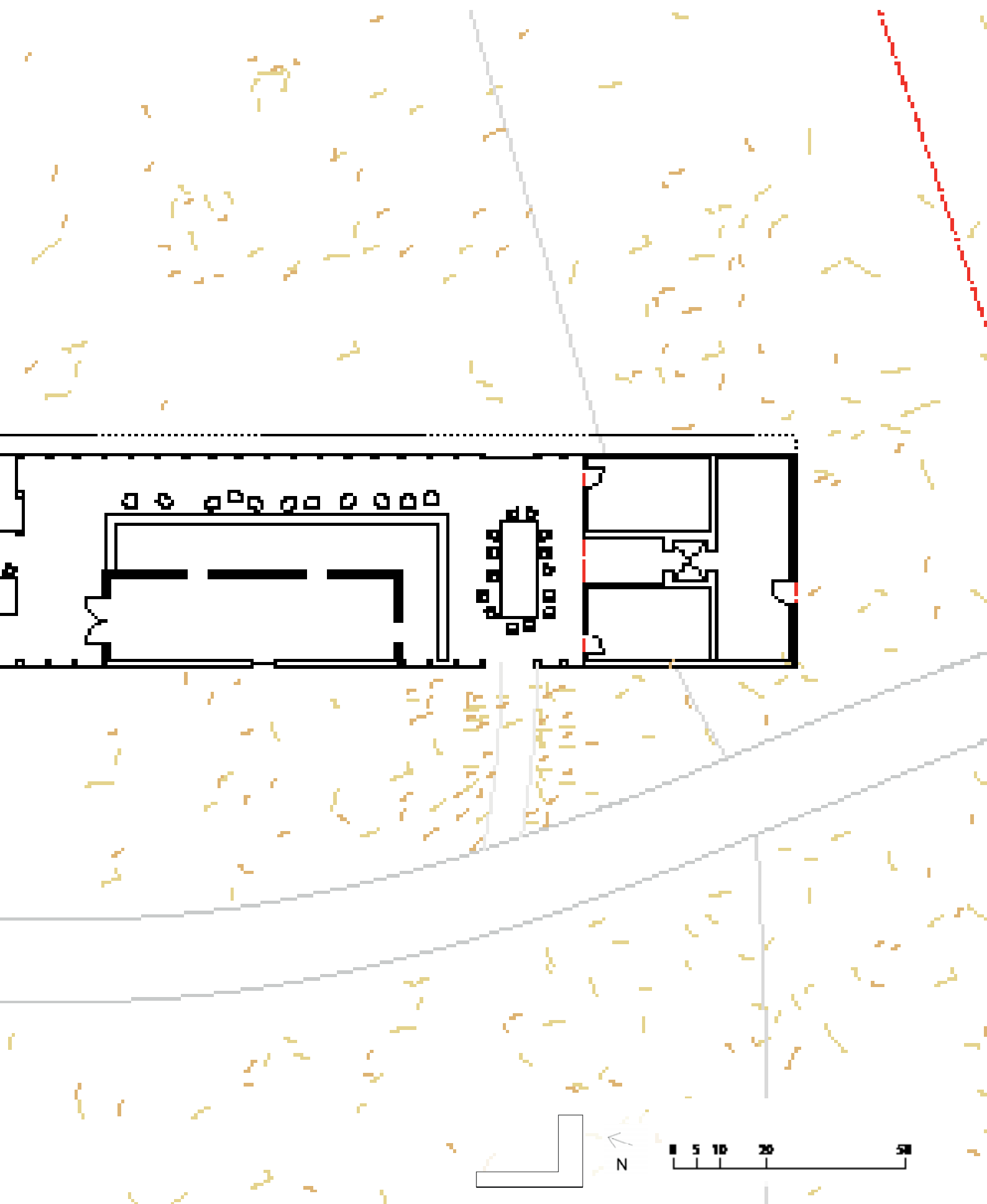
The speciality restaurant is combined with a cooking school, to provide entertainment for guests during the day.

The restaurant will be based around local produce, perhaps with changing set menus. It is situated next to the vegetable garden, which guests can walk around before or after dinner, and can be taken around as part of the cooking school.



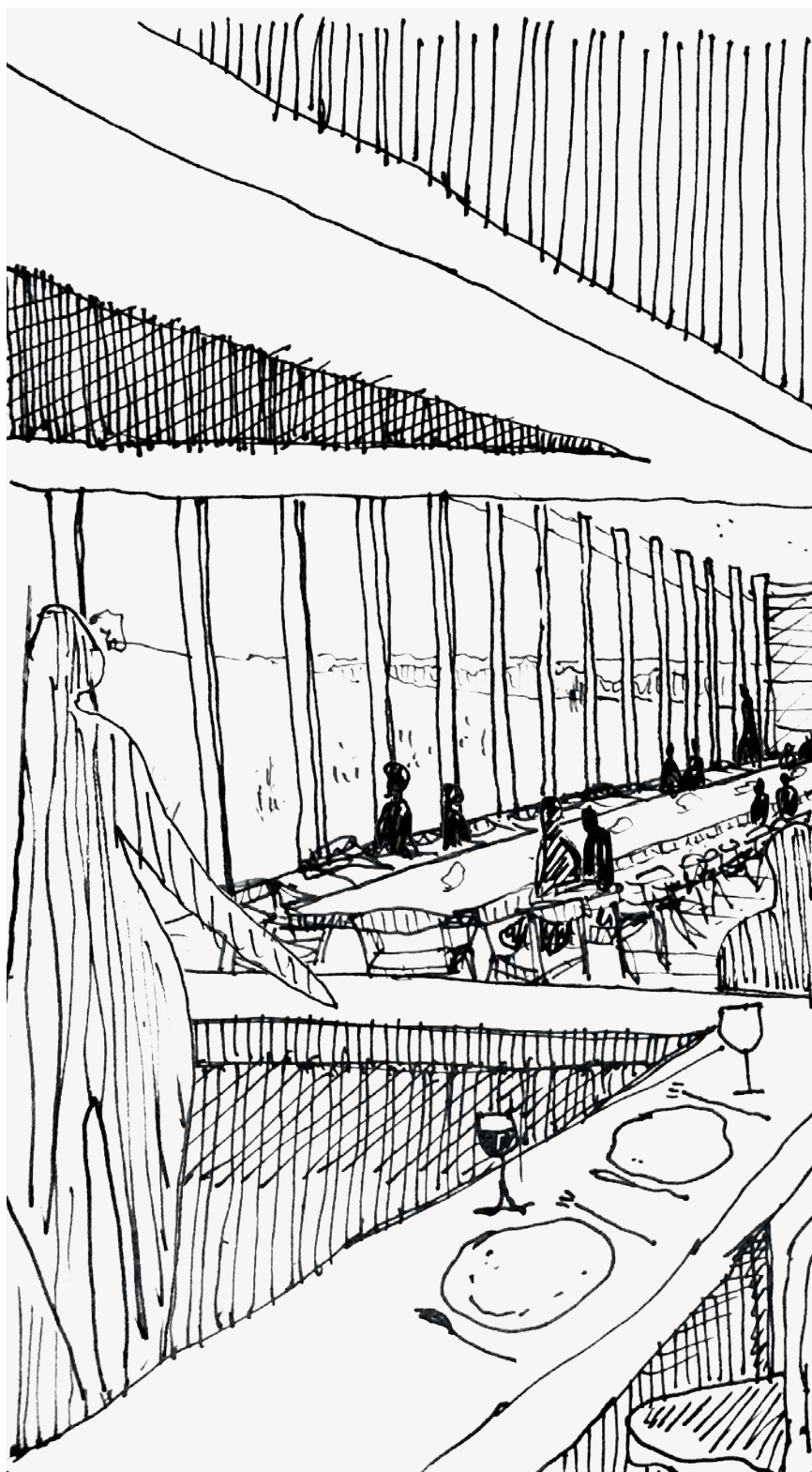


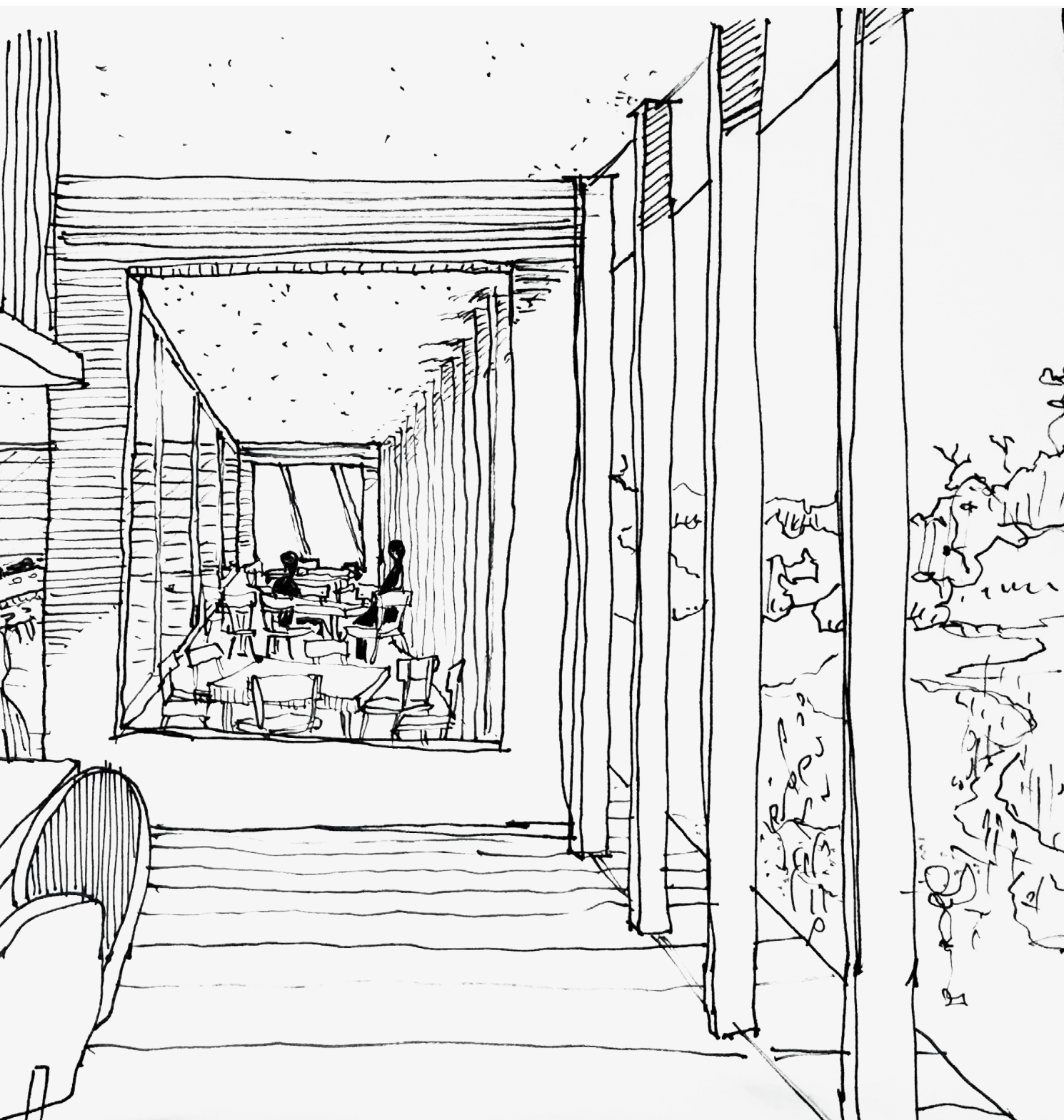




Speciality Restaurant  
*Restaurant, Cooking school*

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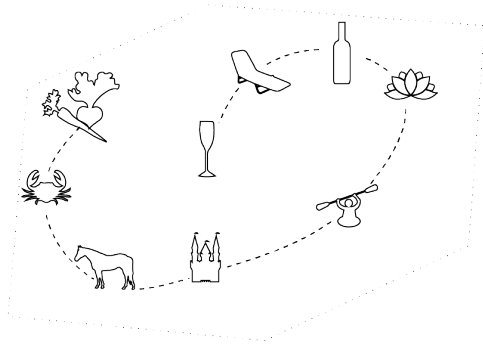




## Garden Lodge

*Garden, tool shed, flower room*

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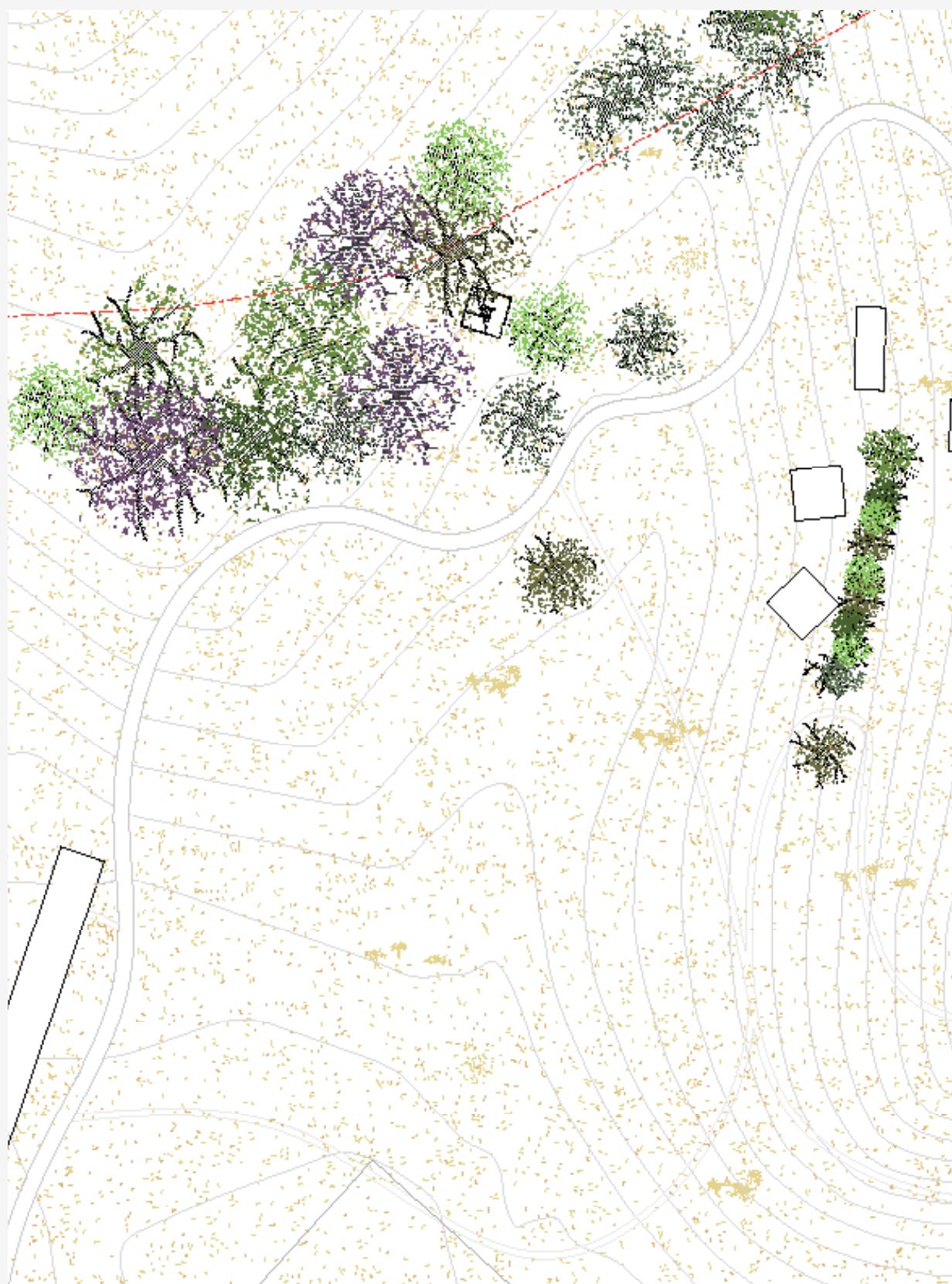
### Garden Lodge

The garden lodge provides a moment of oasis amongst a seemingly un-landscaped, raw resort landscape. It is somewhere to visit whilst staying in the hotel, and provides a peaceful spot for a walk, reading or a picnic.

Inside the garden lodge, and the entrance to the rooms above, is a working storage and arrangement room for flowers - picked from the garden, and placed in the rooms. Light and airy, it provides a sensory waiting or gathering space for the rooms above.

Nearby the lodge is a separate shed, which houses the tools and equipment for the gardeners across the entire site.

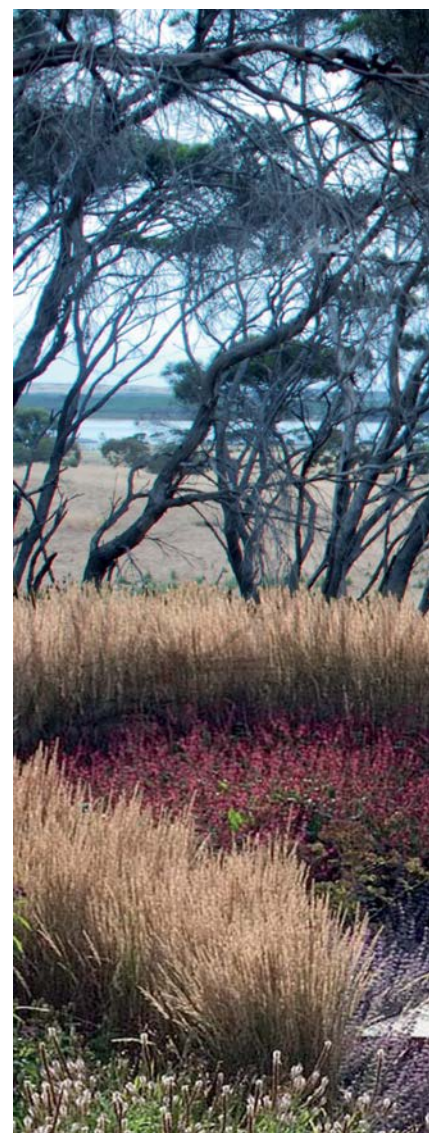
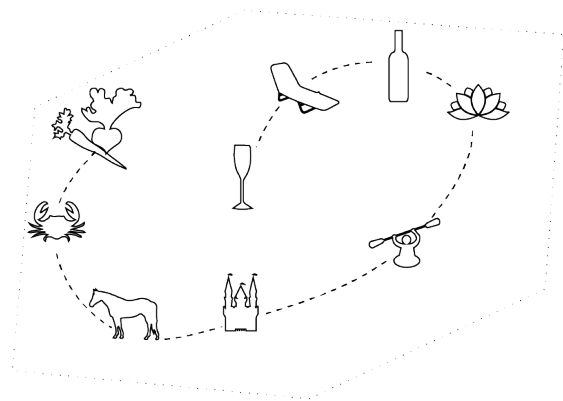




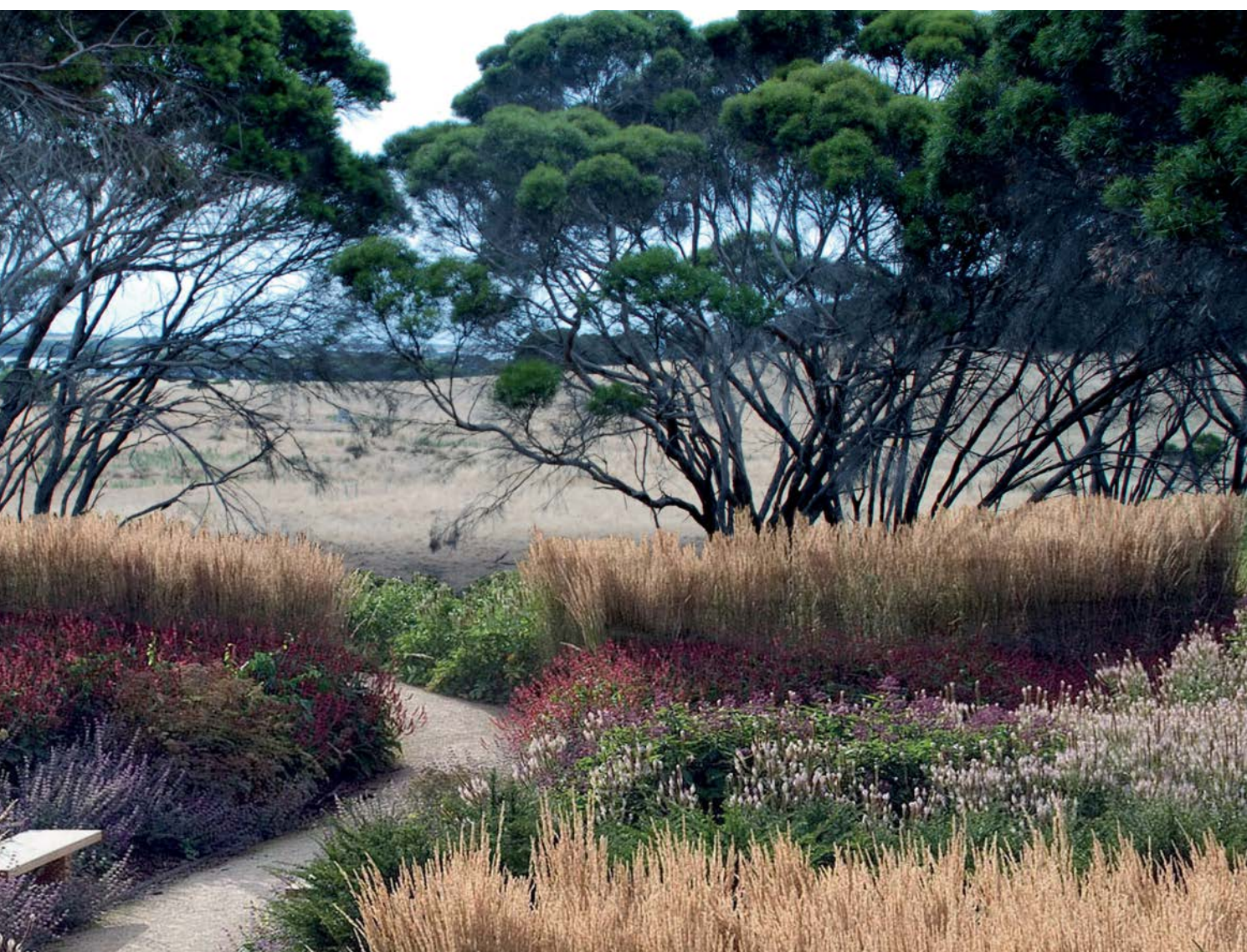
## Garden Lodge

*Garden, tool shed, flower room*

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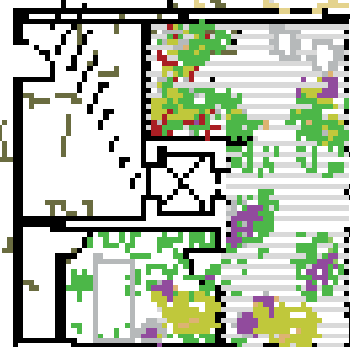


Garden Lodge

*Garden, tool shed, flower room*

---

1. Entrance lobby
2. Flower room
3. Stores inc. housekeeping
4. WCs
5. Tool shed

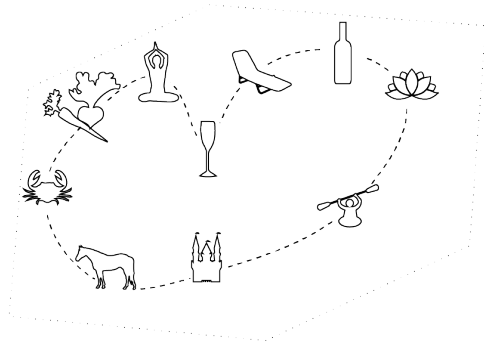




## Wellbeing Lodge

### *Yoga studio, Gym*

---



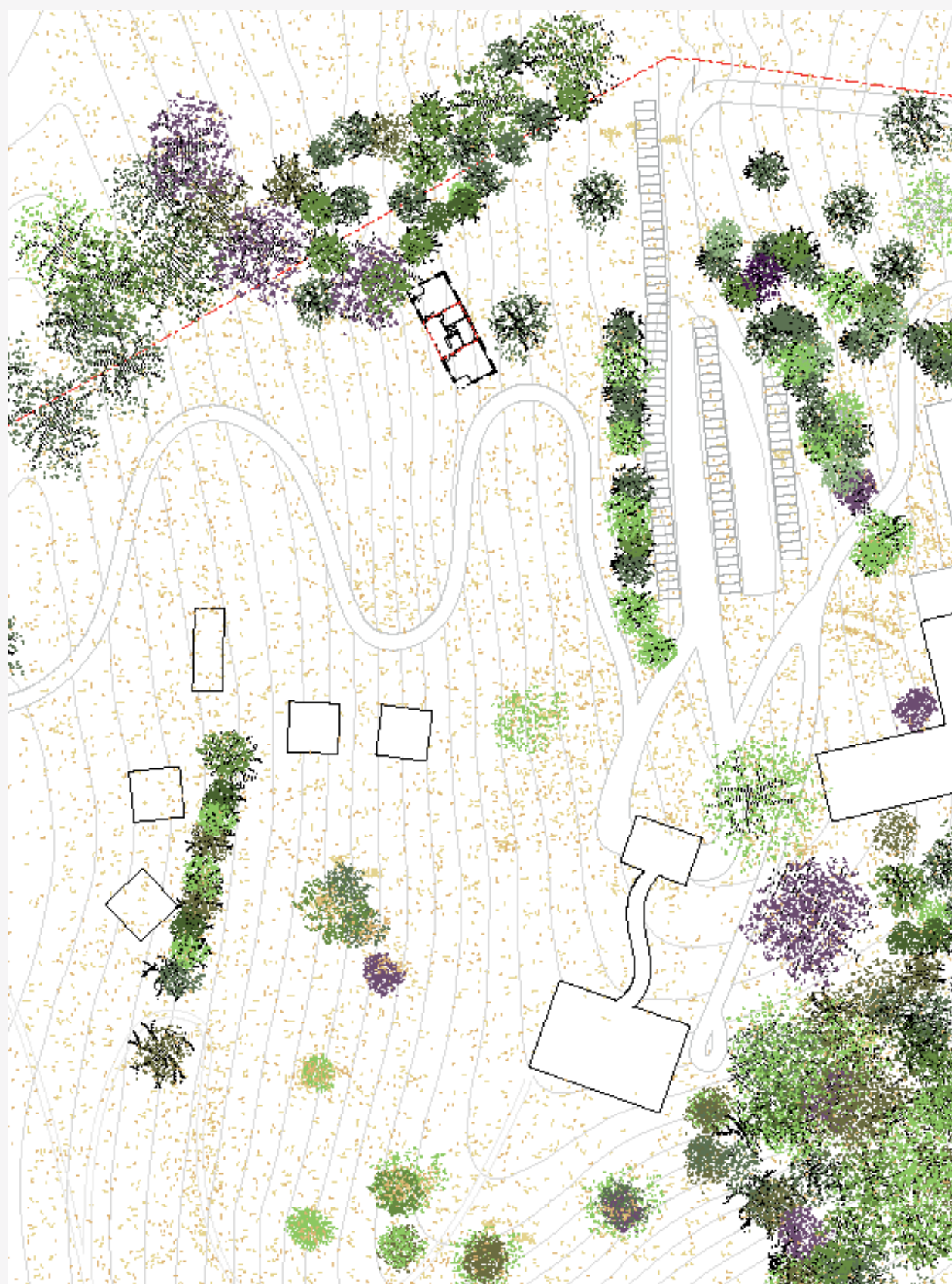
### Architectural Strategy

The Wellbeing lodge is located on a hillside, to maximise your views whilst attending classes, practicing yoga, meditating, or working out.

The Wellbeing lodge is calm, and airy - the expansive views exaggerate this feeling.

Being the main site for controlled exercise, the lodge will be popular with all guests - for many people used daily. The lodge is located max. 7 minutes away from all the other lodges.

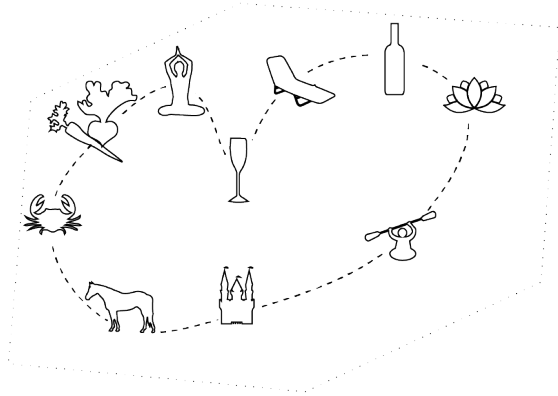




## Wellbeing Lodge

### *Yoga studio, Gym*

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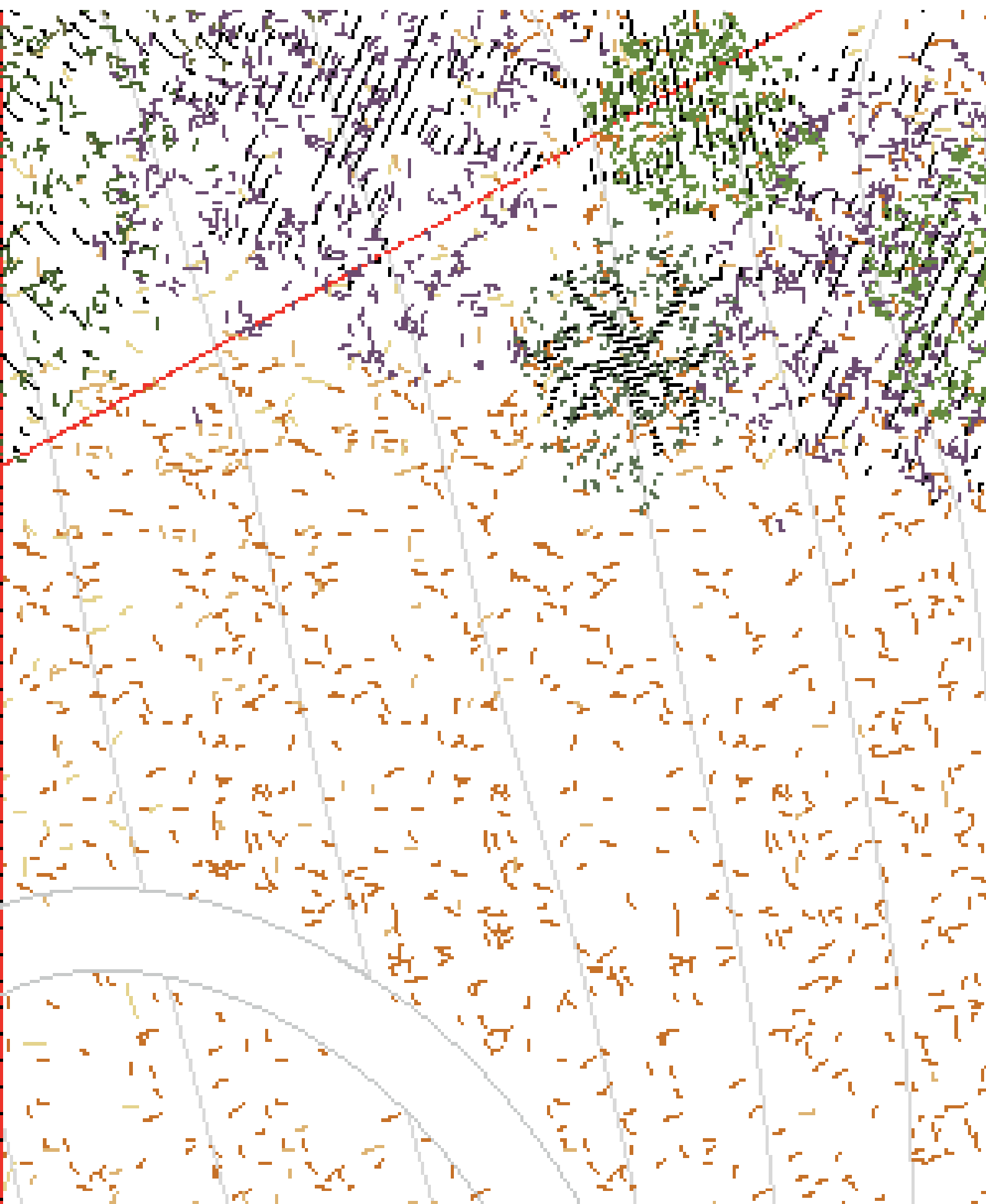
### About

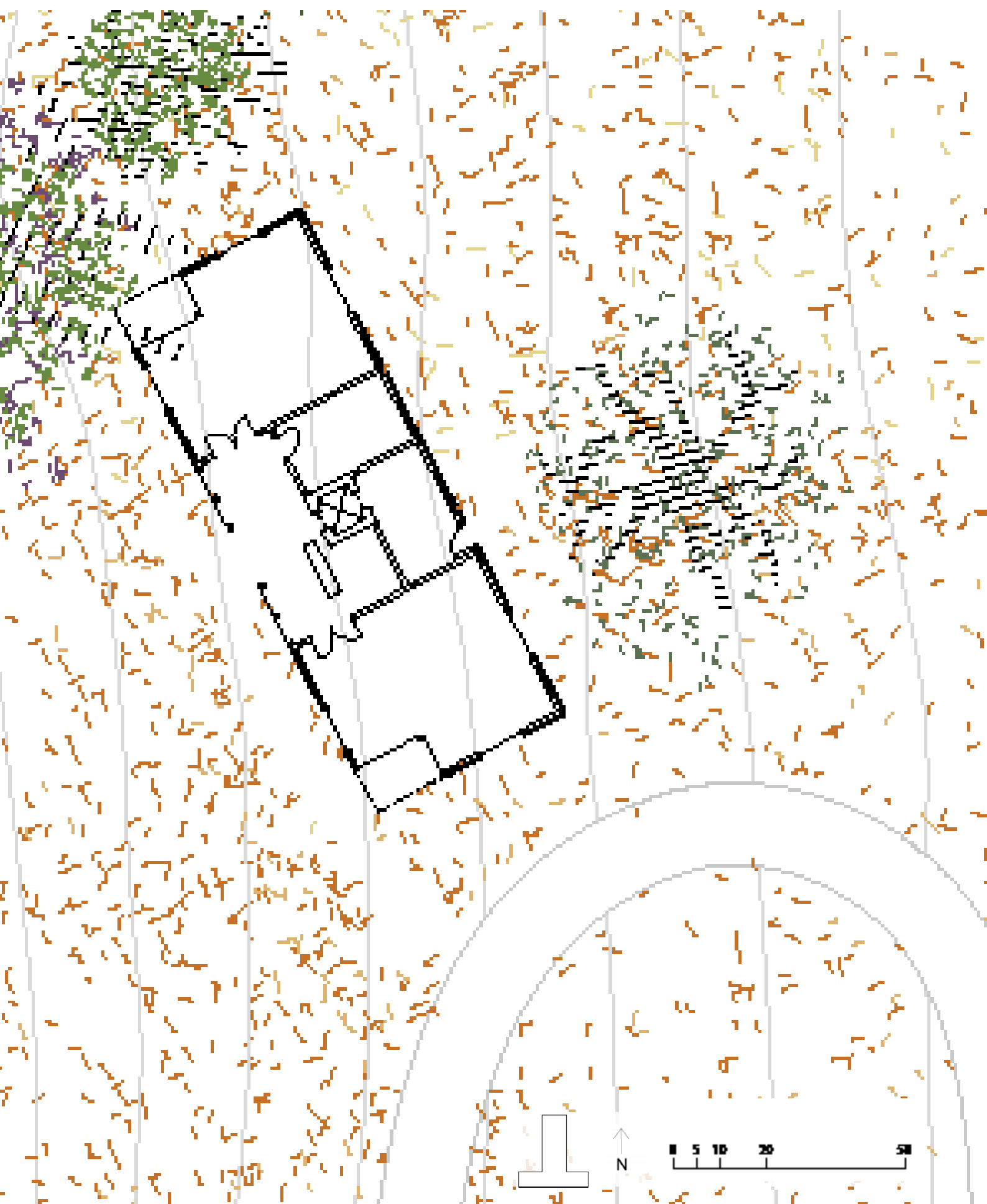
The Wellbeing lodge is for people seeking retreat. It has a studio space providing daily classes such as sunset yoga, and morning meditation.

The main lobby space contains a juicebar with fresh fruit and vegetables picked from the vegetable garden nearby.

It also houses the gym, with expansive views across the valley.







# 05\_Towers American River

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PART I  
Feb, 2016



(1)



# 05

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# TOWERS

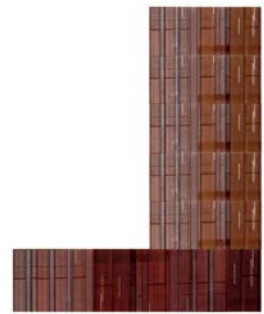
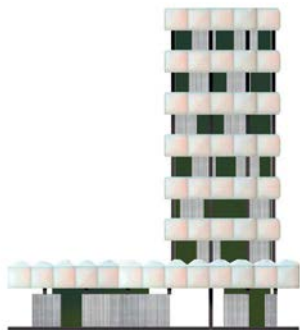
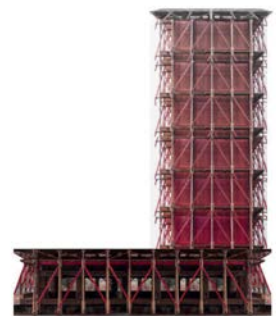
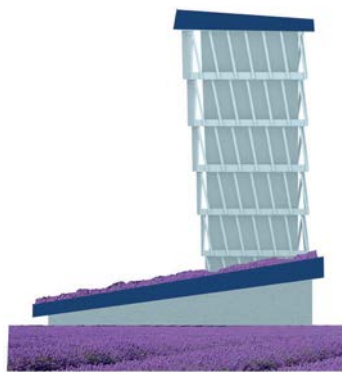
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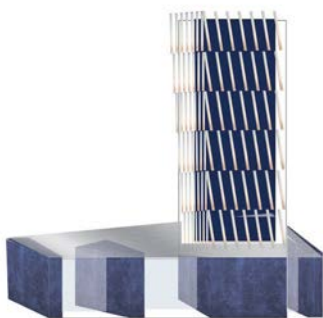
The 6 story towers house the guest rooms, and each sit above one of the lodges described in the previous chapter. This section looks at the room plans and strategy behind the towers.

## Towers

### *Facade studies*

---





## Towers

### *Solar objectives*

---

(1) Design large windows that maximize views from hotel rooms on three sides.

(2) The rooms should be climatically comfortable in summer and winter.

(3) Minimize need for mechanical heating and cooling using passive design principles such as solar shading and cross ventilation.

(4) Using similar passive design techniques to above, minimise or abandon the need to close curtains or shutters, allowing the view to be achieved at all times.

### History

The vernacular settlers houses in south Australia were designed around thermal comfort, before mechanical ventilation was invented. Typically a veranda or loggia was enlisted to shelter large windows - this overhang protects the houses from summer sun, but allows the lower winter sun to enter and heat the buildings in colder months.

The porch has since become synonymous with Australian culture, we see it particularly in farmstead buildings - people often sitting on the porch watching the world go by.

(3) Visualisaion, PART I

(4) Flinders lightkeepers cottage, PART I



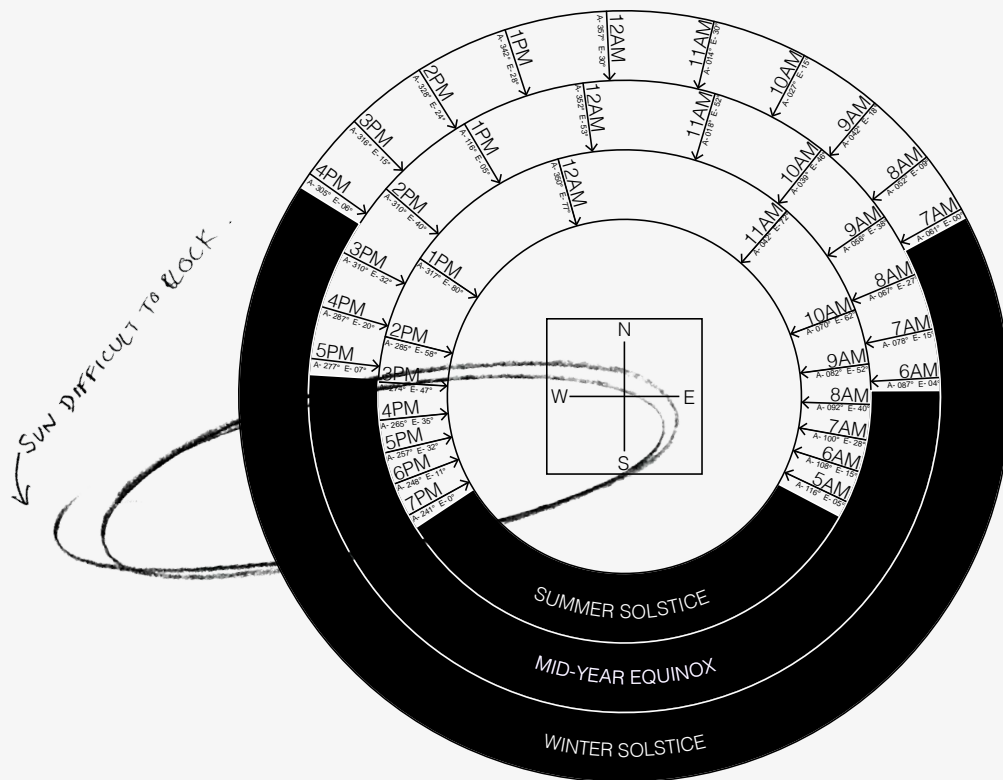
(3)



(4)

## Solar Sun Patterns

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SUN DIRECTION AND ELEVATION

AMERICAN RIVER,  
KANGAROO ISLAND

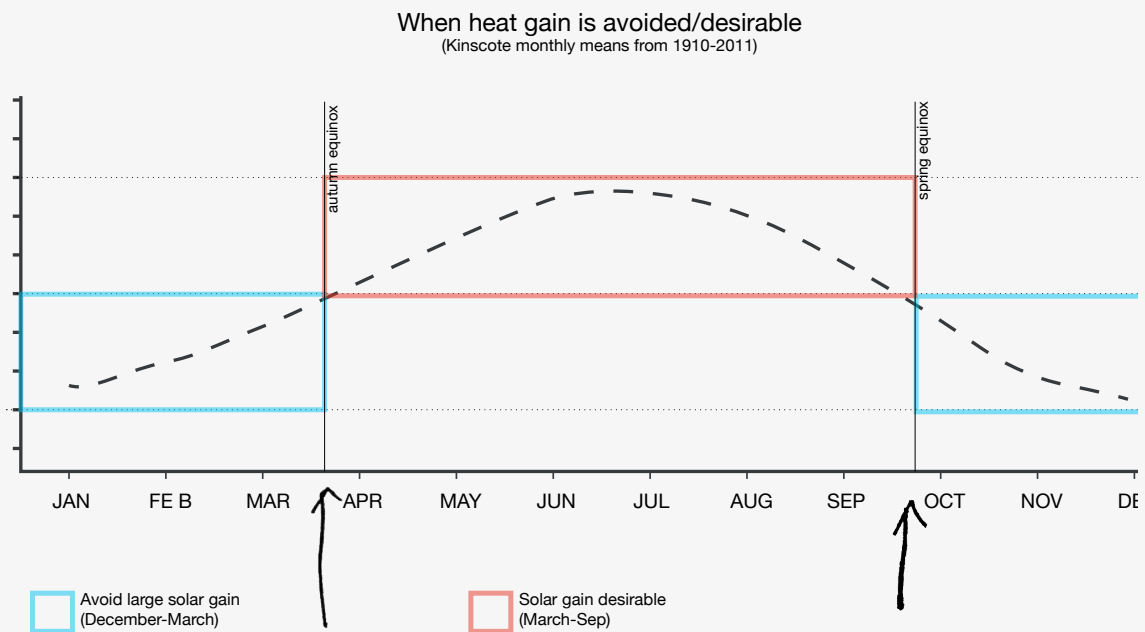
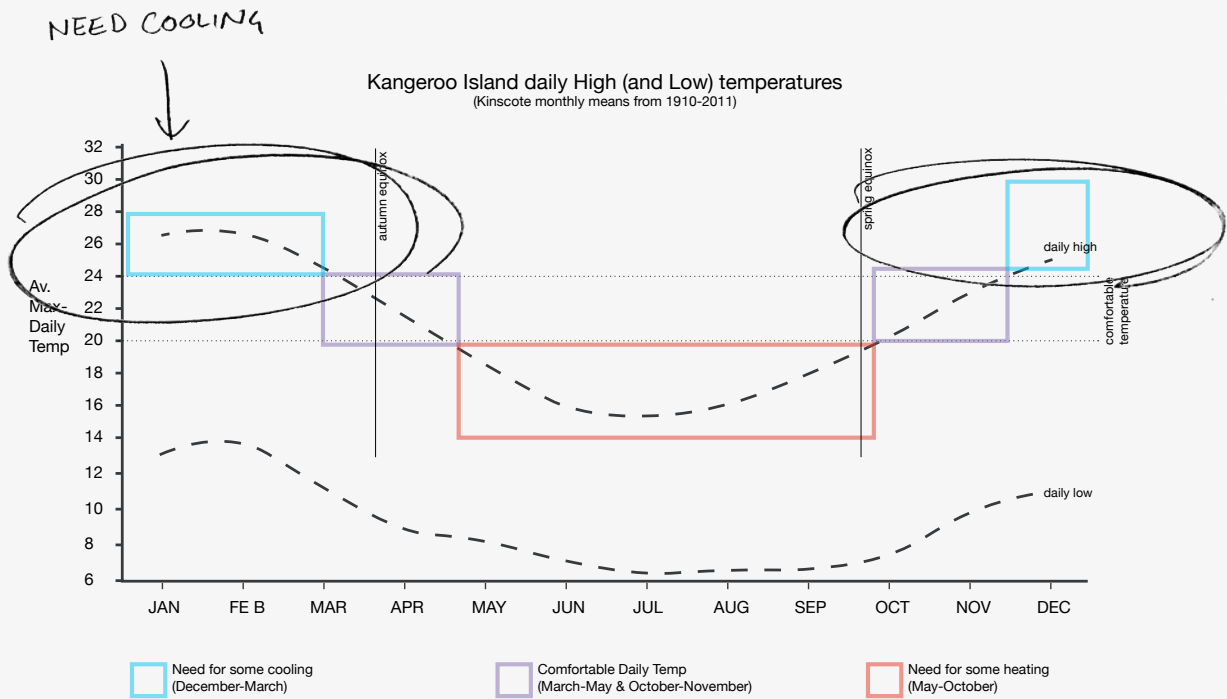
35° 46' 48.796" S 137° 45' 50.111" E

(5)

(5) Sunpath diagram for KI, PART I

(6) When to heat & cool studies, PART I  
(data from Bureau of Meteorology)





POINT TO  
LET SUN IN

## Tower

### *Room plan*

---

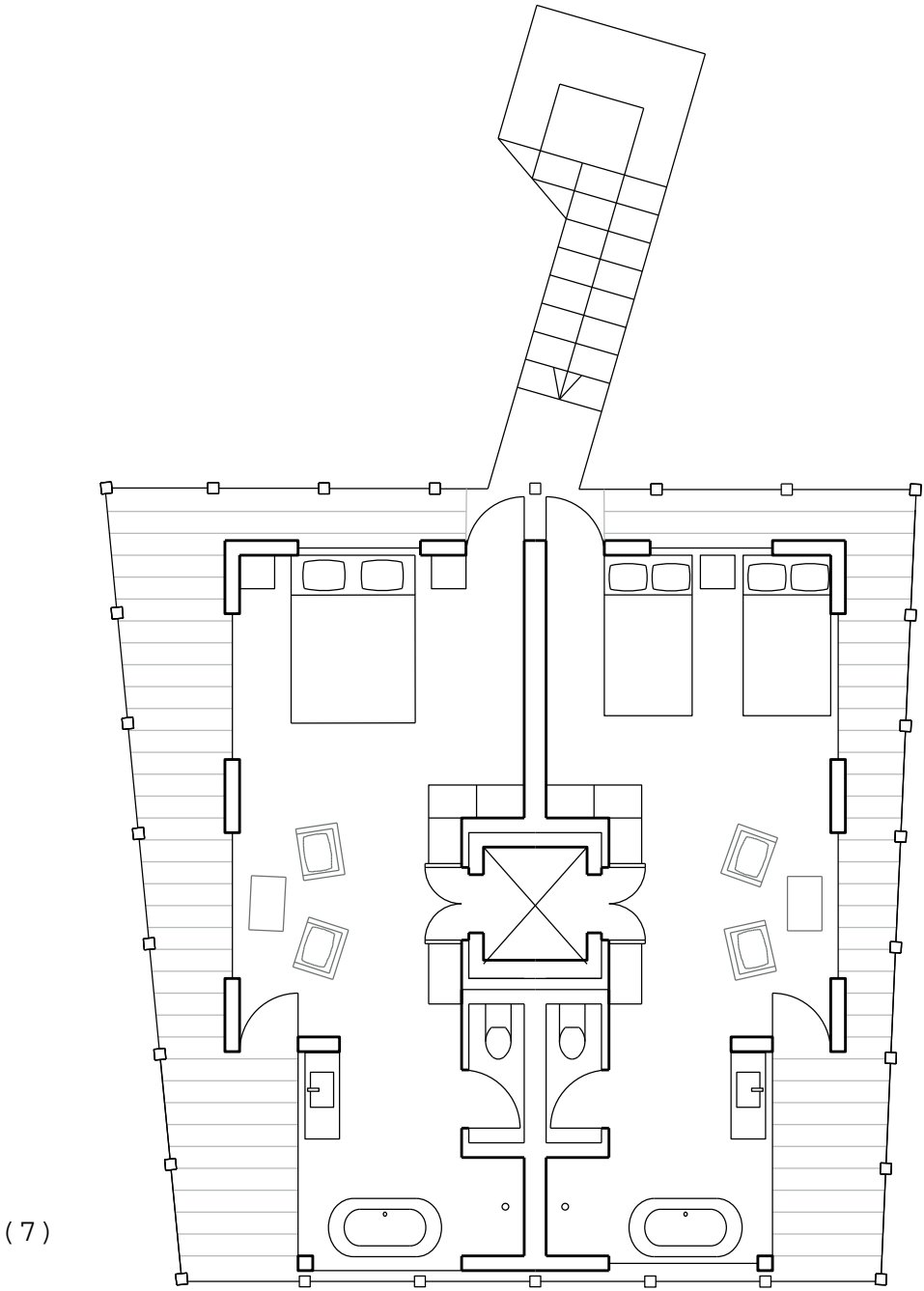
The lodge towers in the proposal are designed to open on all sides allowing each room to have three views.

The plan is designed to orientate the towers towards the main view - the bedroom looks through the lounge and bathroom towards it. By keeping the room open, there is a greater sense of spaciousness.

As each tower is positioned to maximise the best view, they all are rotated by different angles - no two towers face the same way. This means that the solar impact on each facade is very different depending on which tower is being designed.

Large windows facing south in one tower will not cause any significant heat gain, however when these large windows are facing north direct heat gain would be large.

Rather than change the size and shape of the windows in each tower, or change the way the tower is facing, we have developed a veranda strategy that allows the largest windows to exploit the best views in all the towers.



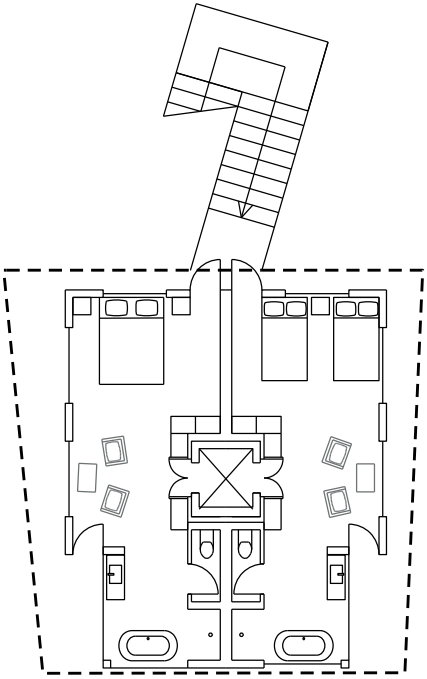
Tower

*Rotated Room Plan*

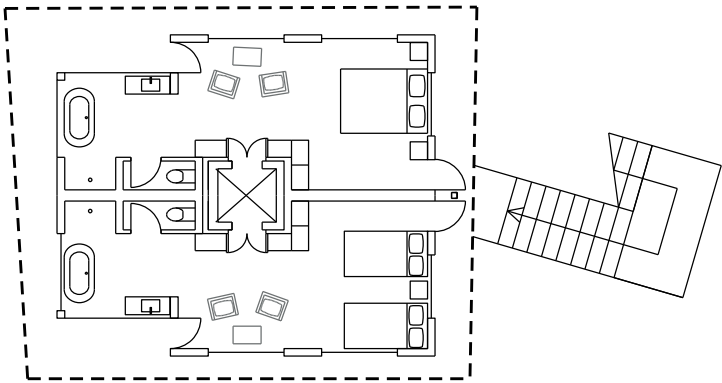
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- (8)      South facing plan, 1.200
- (9)      West facing plan, 1.200
- (10)     North-West facing plan, 1.200

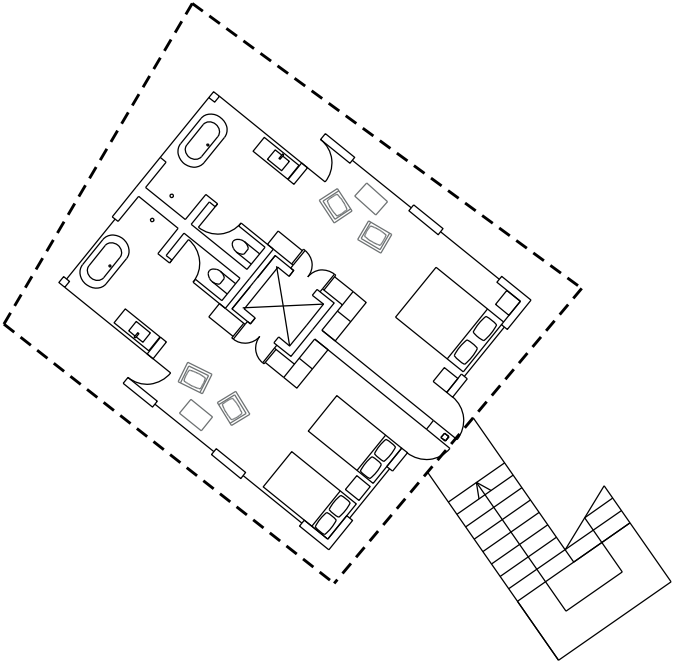
(8)



(9)



(10)



## Tower

### *Veranda Modelling*

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There are 5 types of opening in the current plan. The diagram opposite shows how the veranda would treat each opening in each orientation, in order to keep out summer sun and let in winter sun.

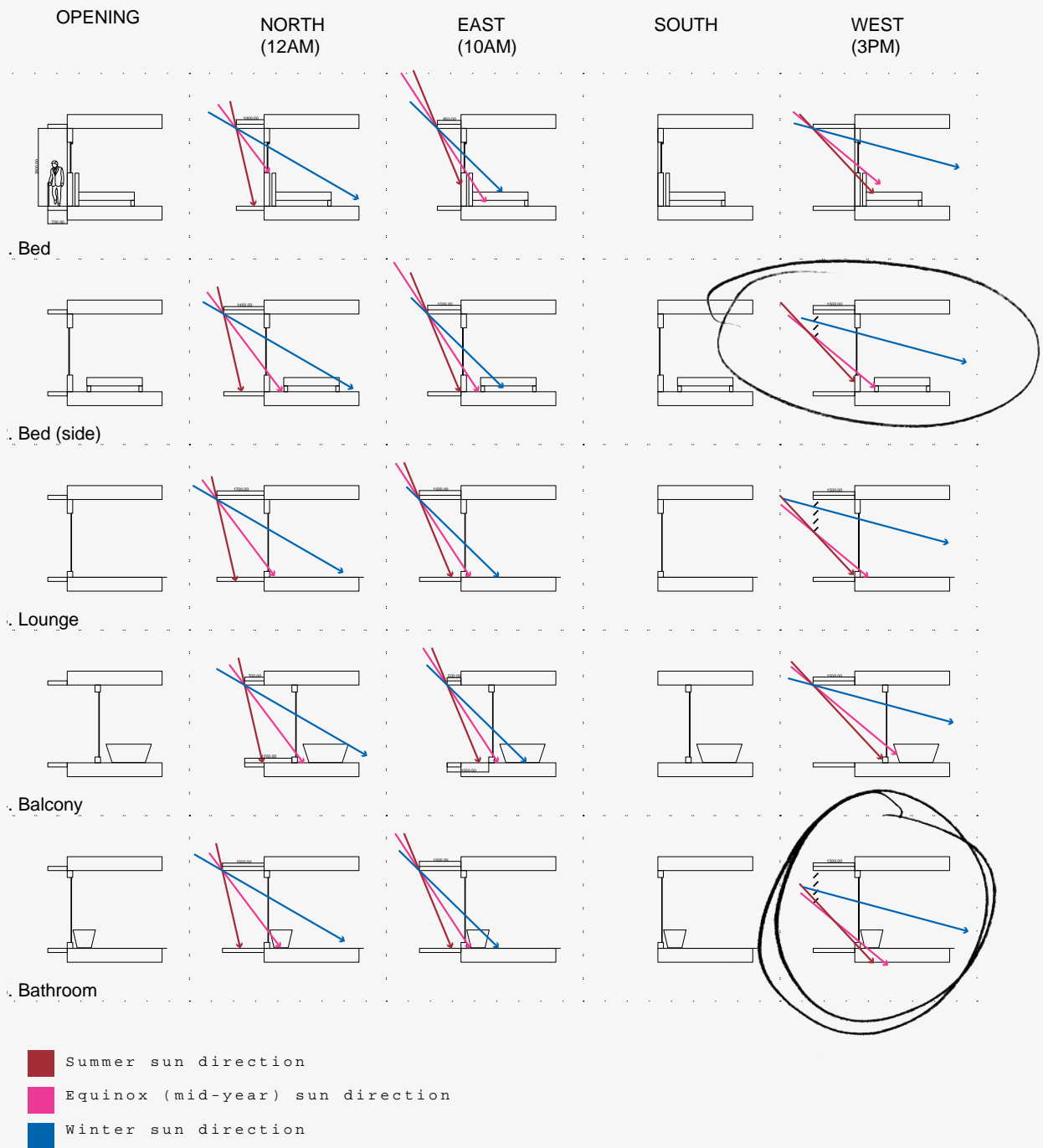
For the purpose of these tests a 10AM sun was used for the morning (Easterly) light and a 3PM sun was used for the Afternoon (Westerly) sun.

In the following pages we go through each opening separately.

To keep the veranda practical we have kept its width between 0.5m and 1.5m. Where 1.5m is not enough protection, optional shutters have been indicated.

More research would be needed to decide when and where direct summer light entering the rooms is acceptable.









# 06\_Making American River

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PART I  
Feb, 2016

# 06

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# MAKING

---

This chapter introduces the construction methods proposed.

# Construction

## *Introduction*

---

Due to the isolated nature of KI, for a hotel of this size to be economically viable for the developer, keeping construction costs down is key. The proposed construction method is:

- *A flexible, repetitive and completely pre-fabricated container house fabrication*

Container house construction has been proposed for the rooms in the tower - each room being 1 completely pre-fabricated container. In the design there are two rooms per floor - therefore two containers attach together and are stacked on top of each other to make up the 6 floors (with a space cut out of them for a lift core in the middle). The advantages of using container house construction in this instance are as such:

1. *Container houses allow everything to be pre-fabricated, including plumbing and electricity, in the factory. After the containers are brought over by barge, it is simple and quick to stack them onsite.*

2. *There is low environmental impact during construction in American River as the large majority of the construction is kept in the factory.*

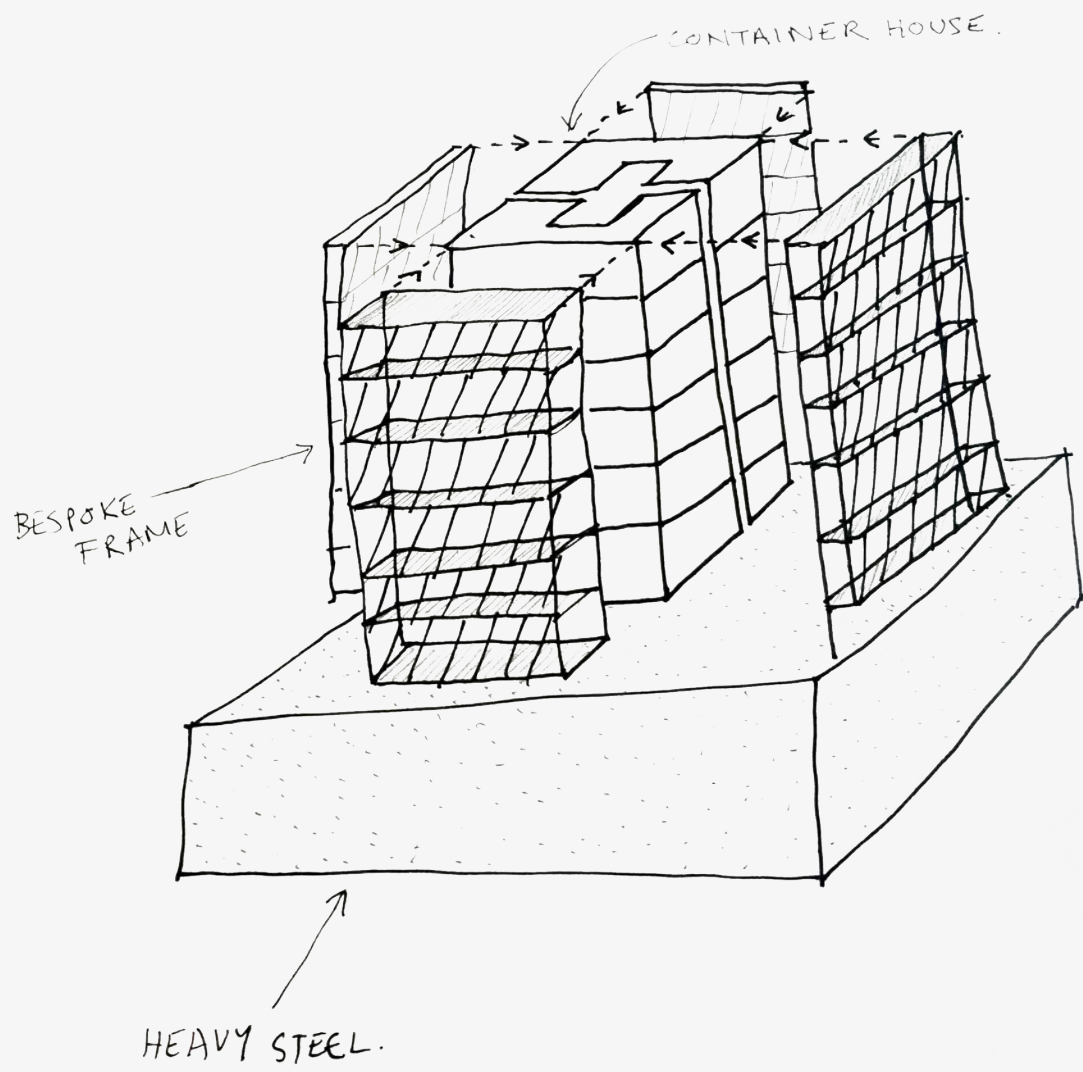
3. *By splitting up the building, the impact of construction is also limited - dealing with smaller, lighter buildings requires less groundwork.*

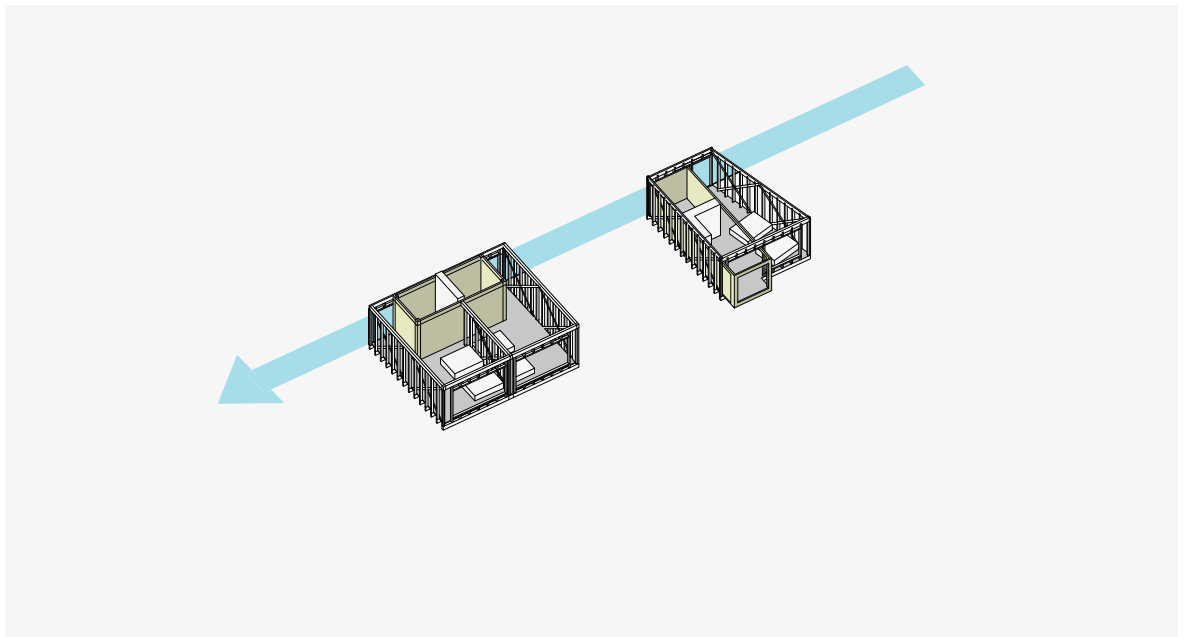
4. *Building upwards rather than outwards also allows a smaller footprint, which requires a lighter touch on the amount of ground surface we will be dealing with - reducing the amount of trees needing to be cut down.*

Each of these towers is placed on a different part of the site, therefore the view to which they are orientated, and the solar conditions, are different for each tower. A more bespoke framed element is added onto each side of the pre-fabricated tower, and responds to the particular conditions of the tower. I.e. The depth of overhang to provide solar shading is different on each side of the tower, on each tower.

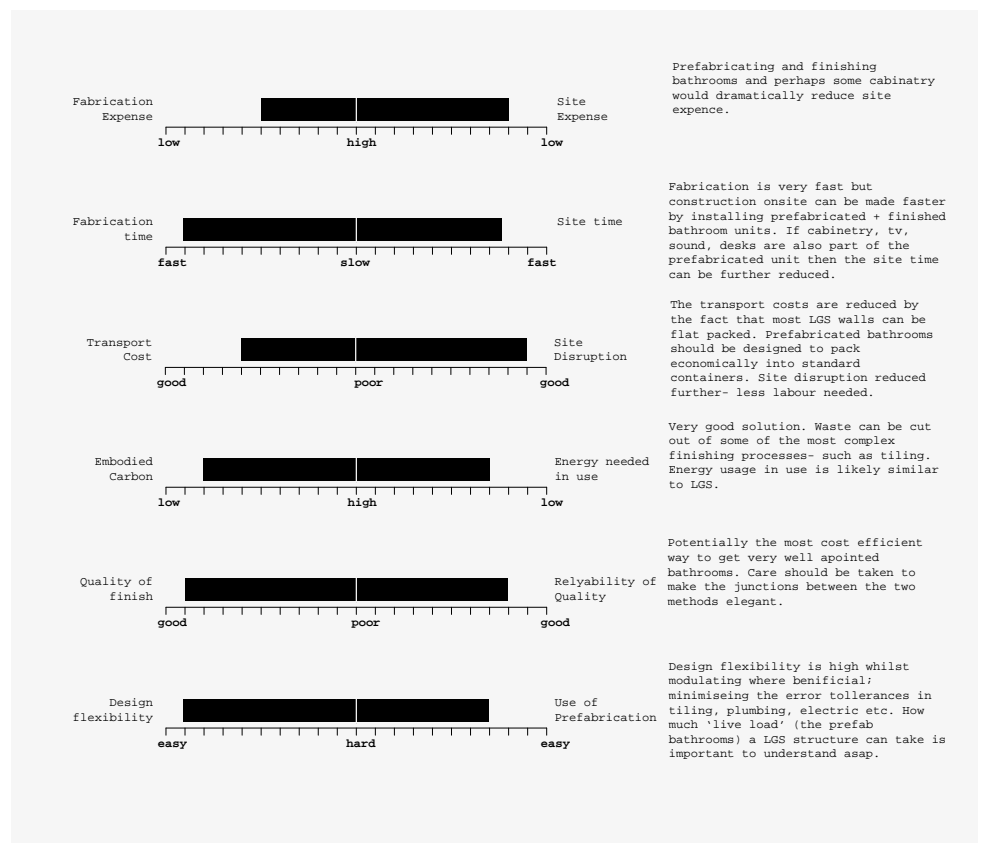
Whilst the rooms, which are inevitably repetitive, are stacked from containers, the public program which they sit above make up the more bespoke parts of the building, which will be made from a mixture of heavy steel and LGS. This allows us to be more flexible with the space in the public program.







( 2 )

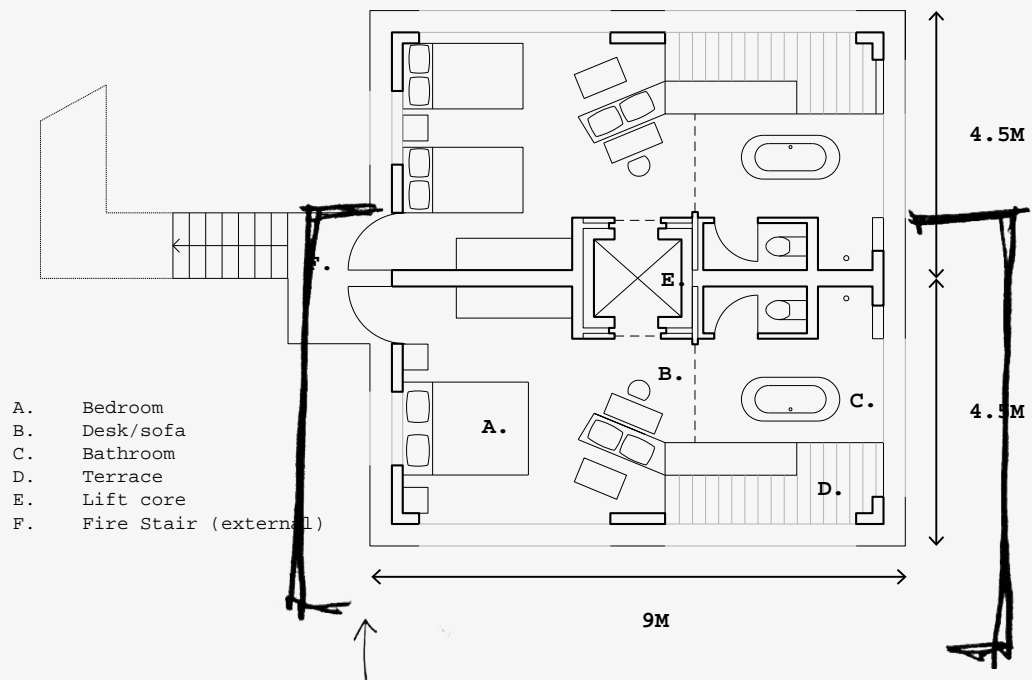


( 3 )

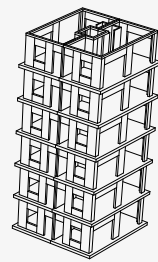
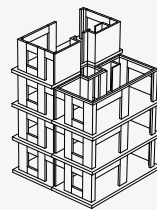
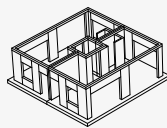
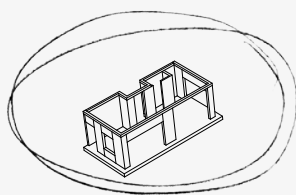
( 2 ) LGS + Container house diagram, PARTI

( 3 ) Comparison study, PARTI

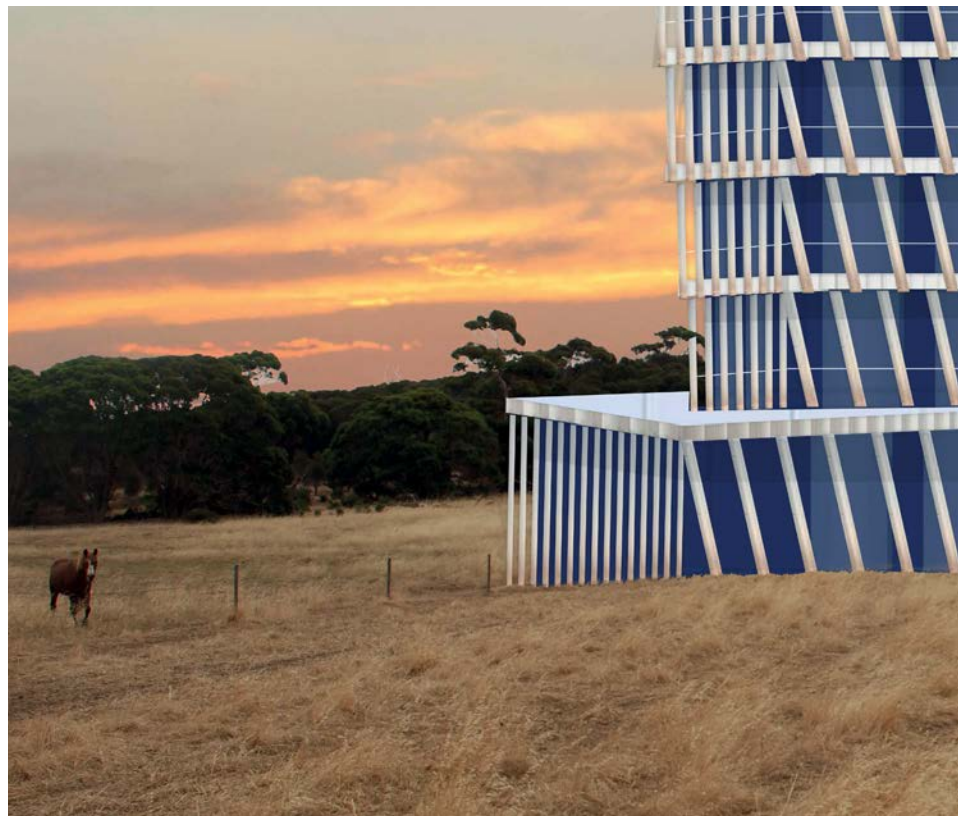
( 4 ) Container house construction, PARTI



ONE CONTAINER.







(5)

# 07\_Cottages American River

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PART I  
Feb, 2016



# 07

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# COTTAGES

---

The following pages introduce the design for the 20 family cottages and 20 couples cottages dispersed around the site.

## Cottages

### *Key Considerations*

---

#### *Clusters in Landscape*

The cottages will be clustered in the landscape, orientated to make the most of the site's dramatic views. As such they must be able to sit alongside each other without blocking one another's view, as well as complementing each other and their surroundings.

#### *Socialising*

The cottages should be designed to allow for groups of family and friends to hang out together and should make the most of the landscape in which they sit. The possibility to provide covered external spaces, that may have the option to be closed off completely to the outside with large doors, could add additional dining and living spaces, whilst providing a 'wow' factor moment.

#### *Flexibility of Occupancy*

The cottages should be able to accommodate groups of varying sizes, from a family of 5 through to a group of 12. As such additional fold-down bunk beds have been provided. This has the key advantage over allowing floor space for additional double beds of saving considerable floor area. It allows the rooms to be occupied by a couple generously, without seeming cavernous, or a group of friends or siblings. Equally if families of 5 or 6 only require 2 or 3 bedrooms, the other bedroom(s) could be sold separately. This has the advantage of creating a higher occupancy, whilst potentially allowing the cottages to be priced more affordably for smaller groups. As such the potential for lock-off units has been designed into the 2 cottages options.

- (1) [Clusters in the Landscape](#), Hotel Endemico
- (2) [Covered External Social Spaces](#), Healdsburg Hotel
- (3) [Fold-down Bunk Beds](#), Murphy Home Design



(1)



(2)



(3)

## Cottages

### *Intro*

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Construction Method: Containers

Bedrooms: 4

Occupancy: 8 pax. (+ 4 bunks) = 12

Floors: 2

Internal Area: 150sqm

Covered External Area: 20sqm

Lock-off Units: 2 GF Bedrooms

Two containers are used on each floor for the bedrooms, with a space between them for living spaces. These are then stacked at 90° to each other create a double height volume in the centre of the building, where a staircase rises up from the dining space to covered exterior decks on the first floor. This option allows the building to be orientated in any way, with bedrooms and external spaces that face all directions.



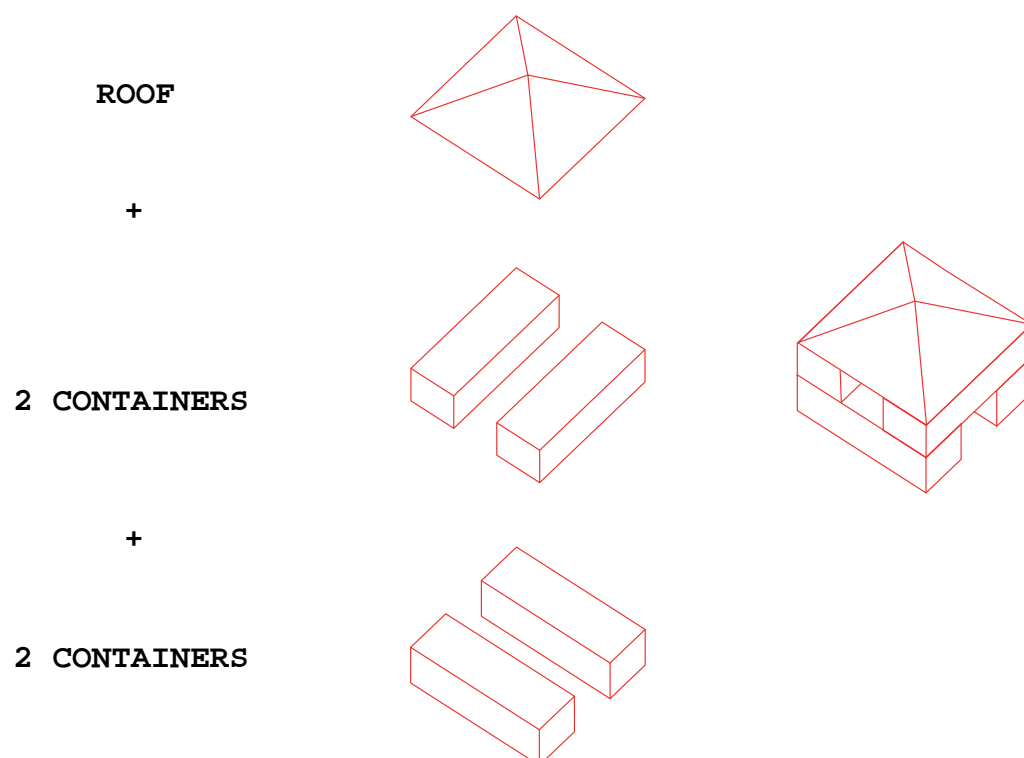
## Cottages

### *Construction*

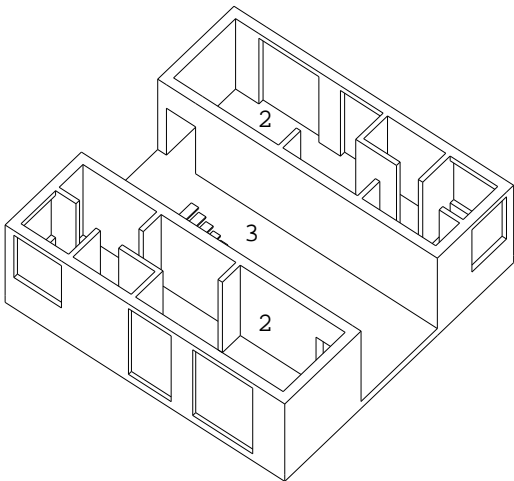
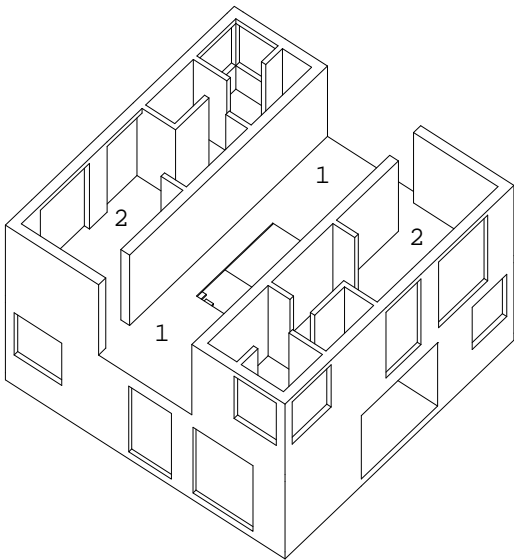
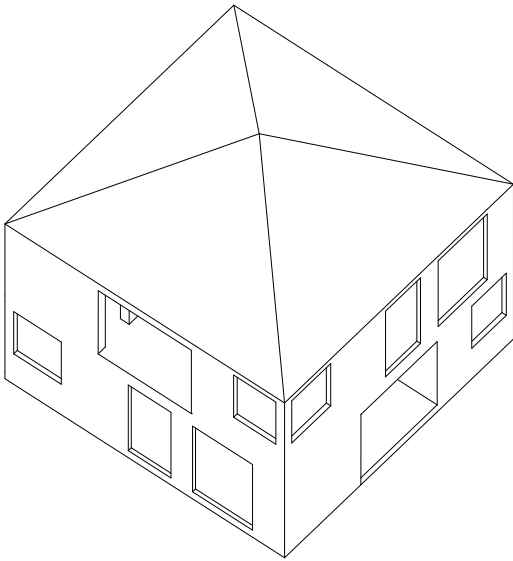
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#### Key

1. Covered Exterior Space: Seating + Sunbathing
2. Bedrooms
3. Kitchen, Living + Dining Room with openable glazed walls







## Cottages

### *Plan*

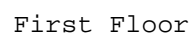
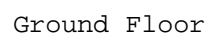
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#### Key

1. Kitchen (with openable glazed wall)
2. Living Room (with openable glazed end wall)
3. Sliding Glass Doors/Wall
4. Lock-off Bedroom (2 + 2 pax with fold down bunks)
5. Covered Exterior Space: Sunbathing Deck + Seating Areas
6. Double Height Space (above Dining Area)
7. Bedroom (2 pax)

(5)      Ground Floor Plan, 1.100

(6)      First Floor plan, 1.100



## Cottages

### Views

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(7)

(7) View into exterior dining space, PARTI

(8) View on mezzanine, PARTI

(9) View in landscape, PARTI



(8)



(9)