II level of Architecture and City Planning, spec. Architecture stationary / non-stationary  $\ensuremath{\textit{Subject 1}}$ 

# Theater

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation.

# Framework plan of the building:

- Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets
- Gastronomy: restaurant with kitchen, supplies, storerooms, employees area, waste room), cafeteria/lunch break/banquets service spot (with infrastructure)
- Services: exhibition area/regular and temporary exhibitions, services and sales area (shops, bookstores, reading room, etc.), Wi-Fi zone, meeting with actors place, VIP zone
- Main hall complex: foyer, leisure rooms, washrooms and toilets, theatre hall for 500 people (offstage, stage tower, backstage if required)
- Small hall complex: foyer, leisure rooms, washrooms and toilets, theatre hall for 30 people
- Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room
- Management area, offices, accounting, archives, server room
- Actors/musicians/producers area: entrance with access control, hall, rehearsal room, dressing rooms, atelier, washrooms and toilets, leisure and meeting room, 2-3
- apartaments/hotel rooms for guests, medical point, laryngologist's cabinet (if required)
- Studio/atelier: artistic, scenery, painting, assembly, costumes with infrastructure
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management
- Horizontal and vertical communication
- Additional functions at student discretion/after consultations with teacher of the subject
- Multi-storey car park

# Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale 1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material solutions

- digital copy: all layouts 100x70 saved as PDF and attached on CD
- Booklet: printouts of all layouts reduced to A3

**ARCHITECTURAL DESIGN 1** 

II level of Architecture and City Planning, spec. Architecture stationary / non-stationary

# Subject 2 Concert hall

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation. <u>Framework plan of the building:</u>

• Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets

• Gastronomy: restaurant (with kitchen, supplies, storage rooms, employees area, waste room), cafeteria/lunch break/banquets service spot (with infrastructure)

• Services: exhibition area/regular and temporary exhibitions, services and sales area (shops, bookstores, reading room, etc.), Wi-Fi zone, meeting with actors place, VIP zone

• Main hall complex: foyer, leisure area, washrooms and toilets, theatre hall for 800 people

• Small hall complex: foyer, leisure area, washrooms and toilets, theatre hall for 30 people

• Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room

- Management area, offices, accounting, archives, server room
- Choir singers/musicians/conductors area: entrance with access control, hall, rehearsal room, dressing rooms, atelier, washrooms and toilets, leisure and meeting room, 2-3 apartments/hotel rooms for guests, medical point
- Studio/atelier: lutenist, tech support/facility management
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required)
- Horizontal and vertical communication
- Additional functions at student discretion/after consultations with teacher of the subject
- Multi-storey car park

# Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale 1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:

• as supplementary part: model of the building showing technical and material solutions

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**ARCHITECTURAL DESIGN 1** 

II level of Architecture and City Planning, spec. Architecture stationary / non-stationary

# Subject 3 University faculty

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation. <u>Framework plan of the building:</u>

- Main entrance complex: vestibule, lobby, information, common area, Wi-Fi zone, exhibition
- Deanery: students service, deans' rooms, conference-training hall, washrooms and toilets
- Students' canteen (with kitchen, supplies, storage rooms, employees area, waste room)
- Student's club/scientific clubs/workshops/studios/expanding of interests/joint work rooms (drafting rooms, pattern rooms, darkrooms, assembly rooms, labs, atelier, etc.)
- Library: periodicals, books, digital resources, multimedia, magazines, archives, supplies (with registration)
- Computer lab, reproduction lab, students service
- Lecture rooms complex: 2 x lecture rooms for 300 people each (with the possibility to create assembly hall), 6x seminar rooms for 50 people each, 20x practice rooms/projects/labs for 15-20 people each
- Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room
- Teachers' rooms, secretariat, xerox, social rooms,
- Management area, offices, accounting, archives, server room, IT service
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management, workshops
- Horizontal and vertical communication
- all aforementioned elements must be adjusted to the needs of chosen didactical unit
- Multi-storey car park

# Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale 1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material solutions

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II level of Architecture and City Planning, spec. Architecture stationary / non-stationary

# Subject 4

# Shopping center

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation. <u>Framework plan of the building:</u>

- Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets
- General communication: representative/exhibition area with small services, sales and culture spots etc., Wi-Fi zone, meeting place
- Diverse commercial area boutiques, shop halls, 2-level commercial areas, stalls, service spots with infrastructure, storerooms, workshops
- Diverse gastronomy complex, so called "food court"– restaurants (with kitchen, supplies, storerooms, employees area, waste room), snack bars, spots (juices, coffee shops, ice creams), common dining area
- Supermarket
- SPA, gym, fitness (infrastructure)
- Services: hairdresser, flower shop, bakery, banks (with infrastructure), etc.
- Kids area: hall/common room, play room, room for supervisors/animators
- Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room
- Management area, consumer service room, offices, board (with small conference hall area)
- Offices for rent
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management
- Horizontal and vertical communication
- Additional functions at student discretion/after consultations with teacher of the subject
- Multi-storey car park

# Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale 1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material solutions

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II level of Architecture and City Planning, spec. Architecture stationary / non-stationary

### Subject 5

### Multiplex (multi-cinema)

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation. <u>Framework plan of the building:</u>

- Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets
- Gastronomy: cinema buffets, cafeteria (with infrastructure)
- Services: exhibition area/regular and temporary exhibitions, services and sales area (shops with movies, posters, etc.), Wi-Fi zone, VIP zone, meeting place
- Movie rentals
- 4x big hall complex: foyer, leisure rooms, washrooms and toilets, cinema hall for 80 people
- 4x small hall complex: foyer, leisure rooms, washrooms and toilets, cinema hall for 30 people
- Area for free film shows/experimental cinema/off cinema/video projections
- Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room
- Management area, offices, accounting, archives, server room
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management
- Horizontal and vertical communication
- Additional functions at student discretion/after consultations with teacher of the subject
- Multi-storey car park

# Project form:

masterplan – scale 1:500;

• blueprints of all floors – scale 1:200 including one specific fragment chosen by student: scale 1:100;

- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material

#### solutions Presentation form:

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II level of Architecture and City Planning, spec. Architecture stationary / non-stationary

#### Subject 6

#### Sports center

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation.

Framework plan of the building:

- Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets, season tickets sale
- Gastronomy: buffet (with kitchen, supplies, storerooms, employees area, waste room), juice buffet (with infrastructure)
- Services and sales area (shops, sports shops, sports equipment rentals, etc.), Wi-Fi zone

• Exercises rooms complex: cloakrooms complex (for females/males/handicapped), washrooms and toilets, saunas, coaches' room (rooms), equipment storages, common equipment area, 2x gym (for females/males/with equipment for handicapped), footpath, 3-5 rooms for fitness/dance/aerobics exercises, spinning

• Activities rooms for kids complex: cloakrooms complex (girls/boys/handicapped), washrooms and toilets, coaches' room (rooms), equipment storages, gymnastics room, eurhythmics rooms, dance room

• Sports hall complex: cloakrooms complex (for females/males/handicapped), separated cloakrooms complex for sport teams, (including leisure/waiting areas), washrooms and toilets, saunas, coaches' room (rooms), conference/training hall complex, equipment storages, multifunctional sports hall – please provide several sports disciplines (student may propose specialized hall, i.e.: for figure skating, ice hockey etc., audience for approximately 1500 people

• Consulting room, nursing spot, treatment room

• SPA complex/Wellness: saunas, Jacuzzi, bathtubs for treatments, cabinets, health treatment rooms, physiotherapy, etc.

• Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room

- Management area, offices, accounting, archives, server room
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management
- Horizontal and vertical communication
- Multi-storey car park

### Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale 1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material solutions

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II level of Architecture and City Planning, spec. Architecture stationary / non-stationary  $\ensuremath{\textit{Subject 7}}$ 

### Swimming pools complex – aquapark

Goal is to design a building of social utility with center-formative function in fixed urban cultural habitat, related to environment, including as follow: functional zoning, technical infrastructure, technical and material solutions, energy parameters, acoustics, evacuation. <u>Framework plan of the building:</u>

- Main entrance complex: vestibule, lobby, information, tickets sale, cloakrooms, washrooms and toilets, season tickets sale
- Gastronomy: buffet (with kitchen, supplies, storerooms, employees area, waste room), juice buffet (with infrastructure)
- Services and sales area (shops, sports shops, sports equipment rentals, etc.), Wi-Fi zone

• Swimming pool hall complex: cloakrooms complex (for females/males/handicapped), separated cloakrooms complex for sport teams, (including leisure/waiting areas), washrooms and toilets, coaches' room (rooms), conference/training hall complex, equipment storages, antiseptic pools, Olympic sports pool, audience for approximately 1500 people, room for recording underwater trainings, recreational pool, slides, "lazy" river, 2-3 Jacuzzi, saunas complex, saline pool

• Activities for kids complex: cloakrooms complex (girls/boys/handicapped), washrooms and toilets, coaches' room (rooms), equipment storages, pool for kids (max. depth 1.10 m),

- Consulting room, nursing spot, treatment room
- SPA complex/Wellness: saunas, Jacuzzi, mud-baths, bathtubs for treatments, cabinets, health treatment rooms, physiotherapy, etc.

• Employees area (appropriately): vestibule, access control, cloakrooms, washrooms and toilets (washrooms if required), social zone, service room

- Management area, offices, accounting, archives, server room
- Storage rooms, waste rooms
- Supplies: entry, registration, unloading
- Security and monitoring complex
- Technical rooms: terminals, ventilation room/air conditioning room, boiler-room (if required), facility management
- Horizontal and vertical communication
- Multi-storey car park

### Project form:

- masterplan scale 1:500;
- blueprints of all floors scale 1:200 including one specific fragment chosen by student: scale
  1:100;
- specific sections and elevations scale 1:200, 1:100;
- perspectives, axonometric, building visualizations, including interiors;
- architectural details, scale 1:50, 1:20 (at least 2);
- materials and coloristic proposals:
- as supplementary part: model of the building showing technical and material solutions

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- Booklet: printouts of all layouts reduced to A3