

University of Oregon

Erb Memorial Union Expansion & Renovation

User Group Meeting

SERA Architects

FEB 04, 2014

BUILDING FINISHES

EMU INTERIOR

WHAT DOES THE EMU FEEL LIKE?

- WARM
- WOODY
- SOFT
- NATURAL MATERIALS
- NATURAL LIGHT



HEARTH



HEARTH



STUDENT STREET



STUDENT STREET



STUDENT STREET



- TRANSPARENT GLASS
- BACKPAINTED GLASS
- COLORED GLASS
- PAINTED GYPSUM BOARD
- FELT
- WOOD

STUDENT STREET



“O” LOUNGE



CRAFT CENTER



CONFERENCE ROOMS



CONFERENCE ROOMS



AUDITORIUM



ACOUSTIC CURTAIN OPTION

AUDITORIUM



ACOUSTIC PANEL OPTION

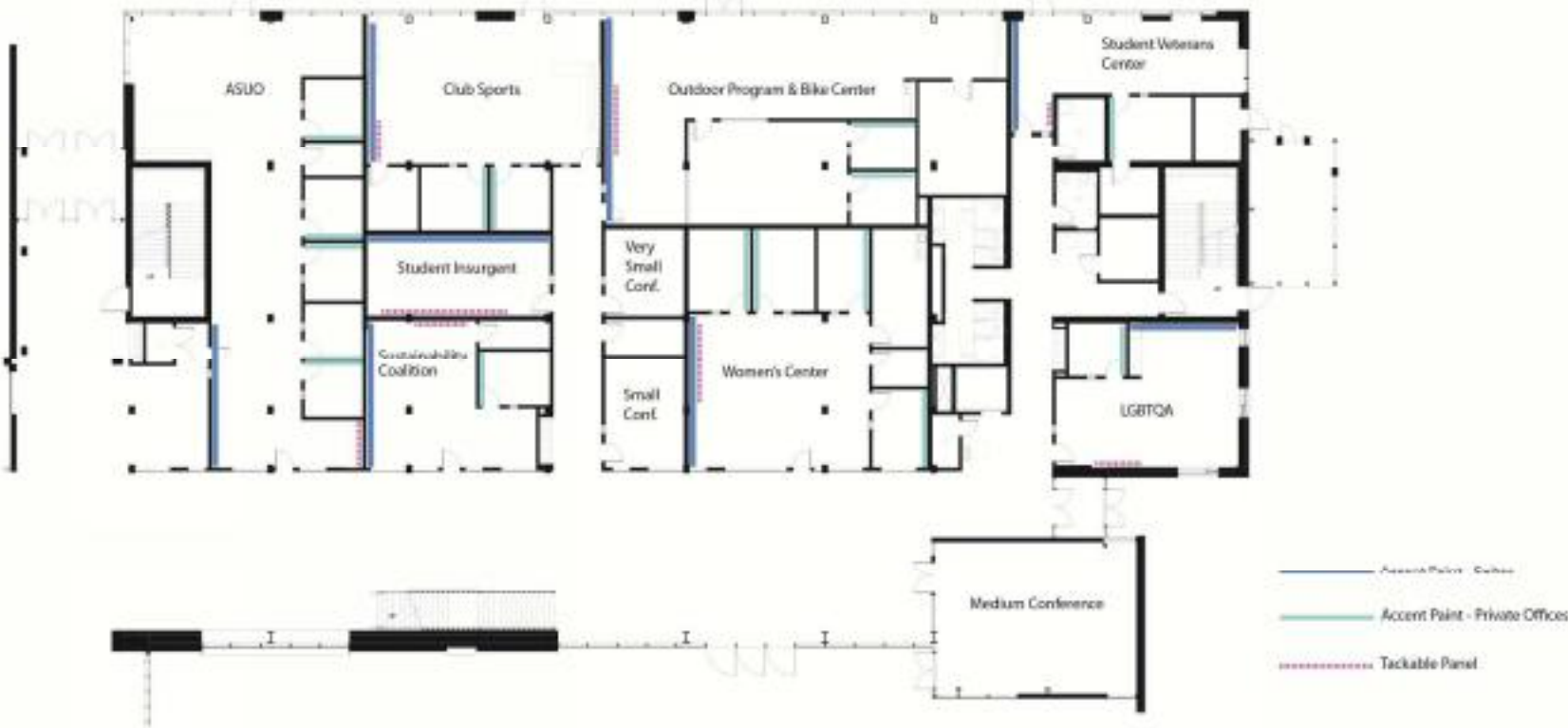
PROGRAM AREAS / STUDENT UNIONS



FLOOR FINISHES



ACCENT PAINT & TACK PANELS



FOOD SERVICE DESIGN



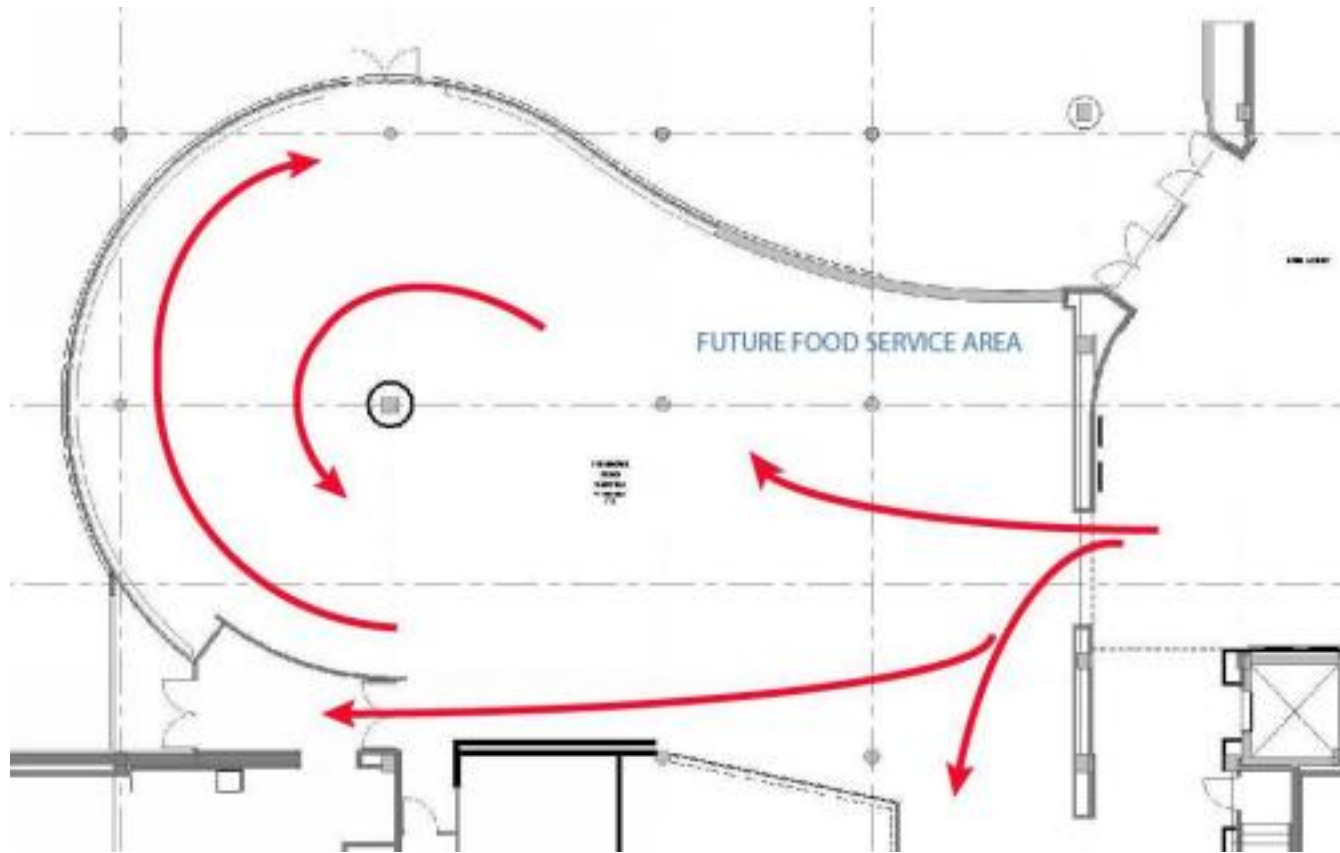
FT. COURT – VIEW SOUTH



FT. COURT – VIEW NORTH



NEST CEILING

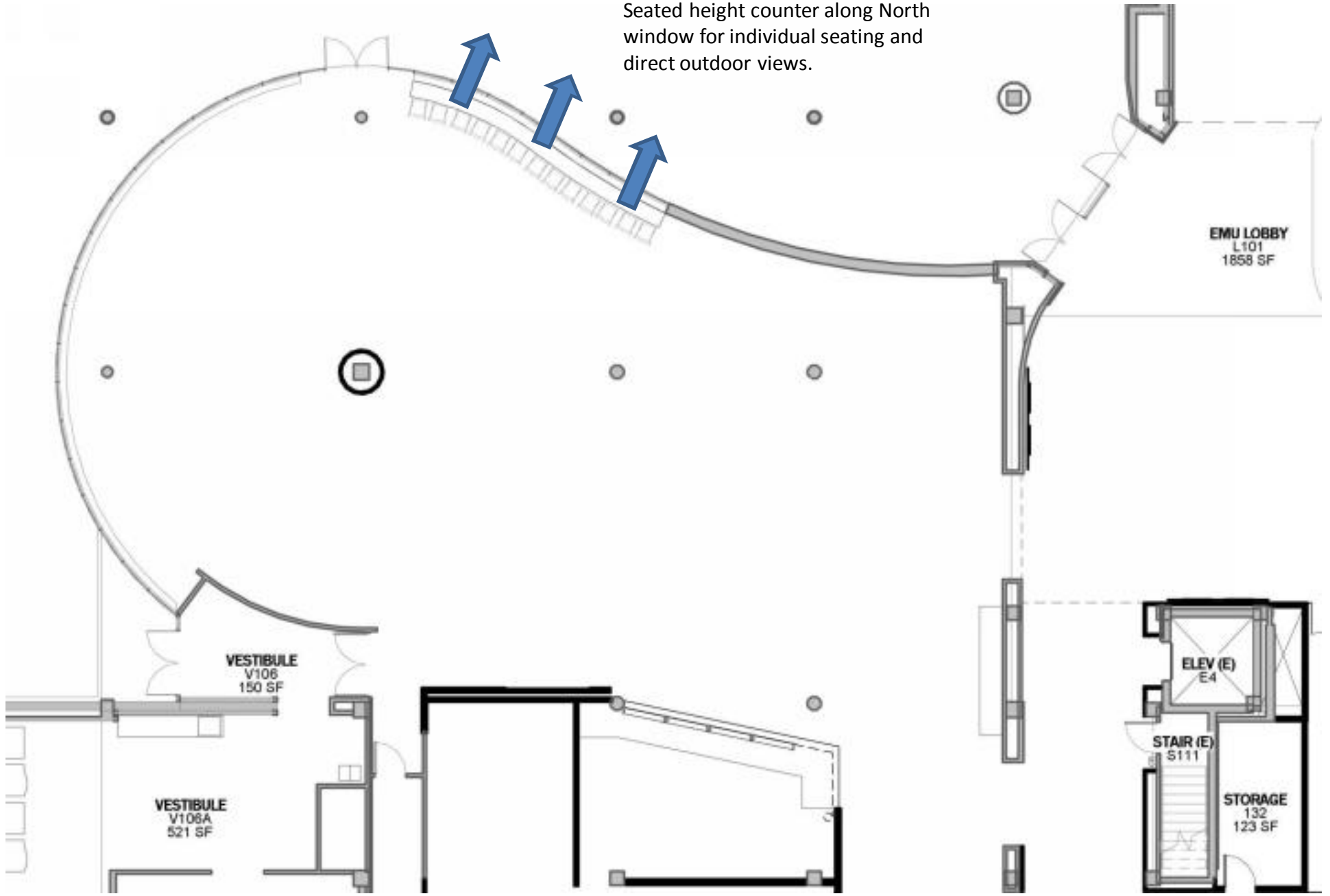


DESIGN CRITERIA FOR FISHBOWL

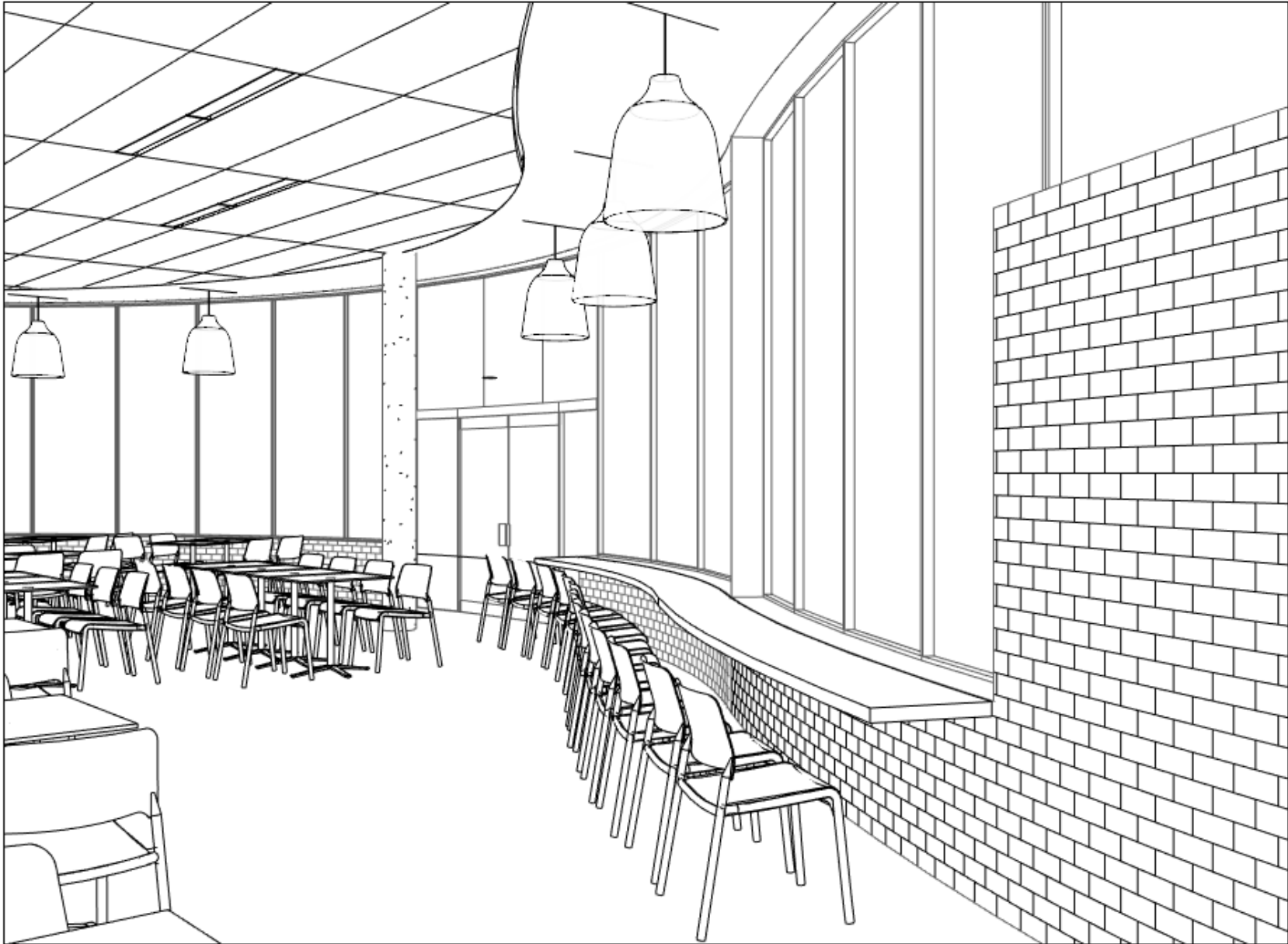
1. Open views in and out of windows
2. Variation in height of seating
3. Create edges and protected spaces
4. Flexibility of furniture types
5. Respect historic elements in space

FLOW OF TRAFFIC THROUGH FISHBOWL

Seated height counter along North window for individual seating and direct outdoor views.

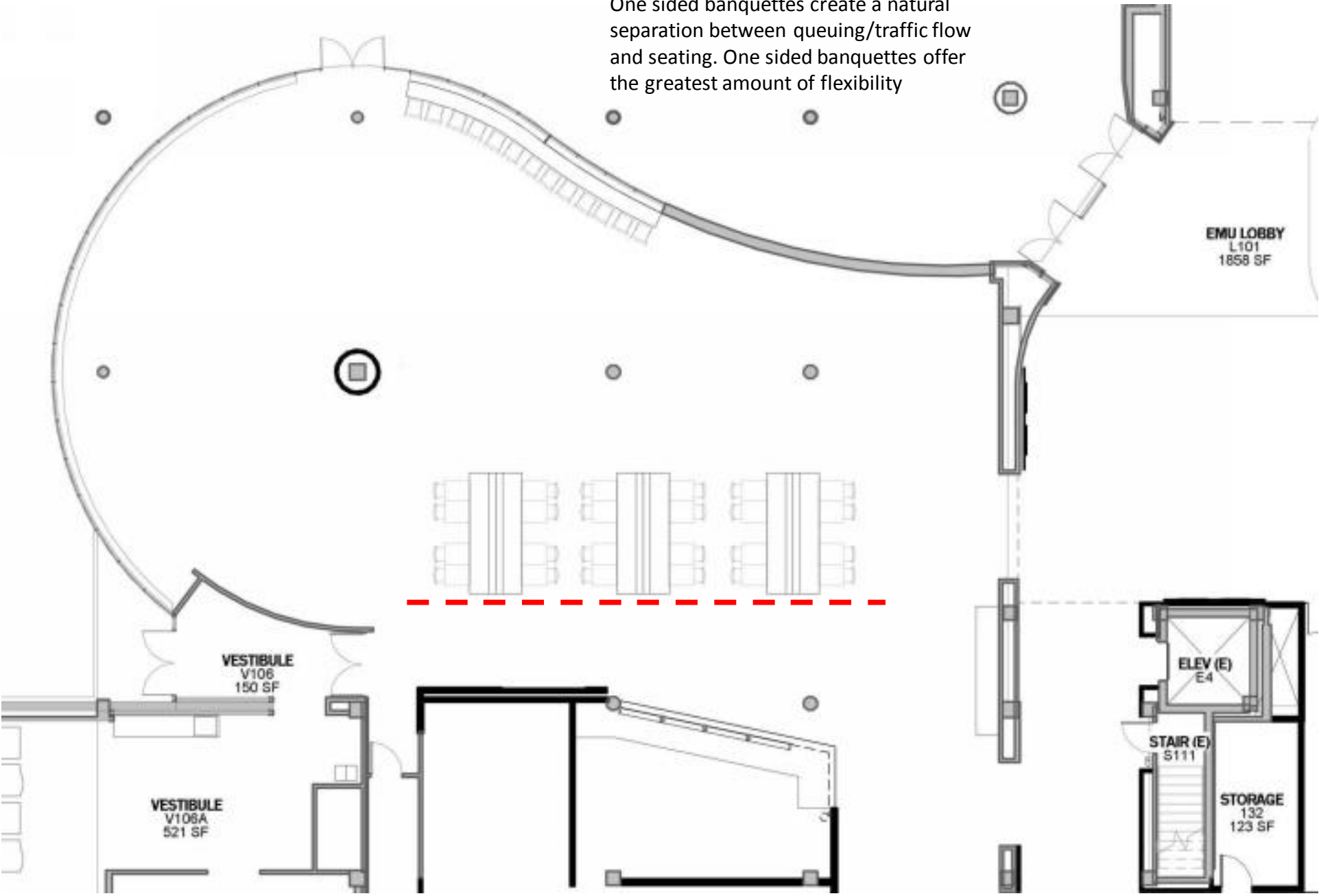


BUILT IN CASEWORK AT FISHBOWL



BUILT IN CASEWORK AT FISHBOWL

One sided banquettes create a natural separation between queuing/traffic flow and seating. One sided banquettes offer the greatest amount of flexibility

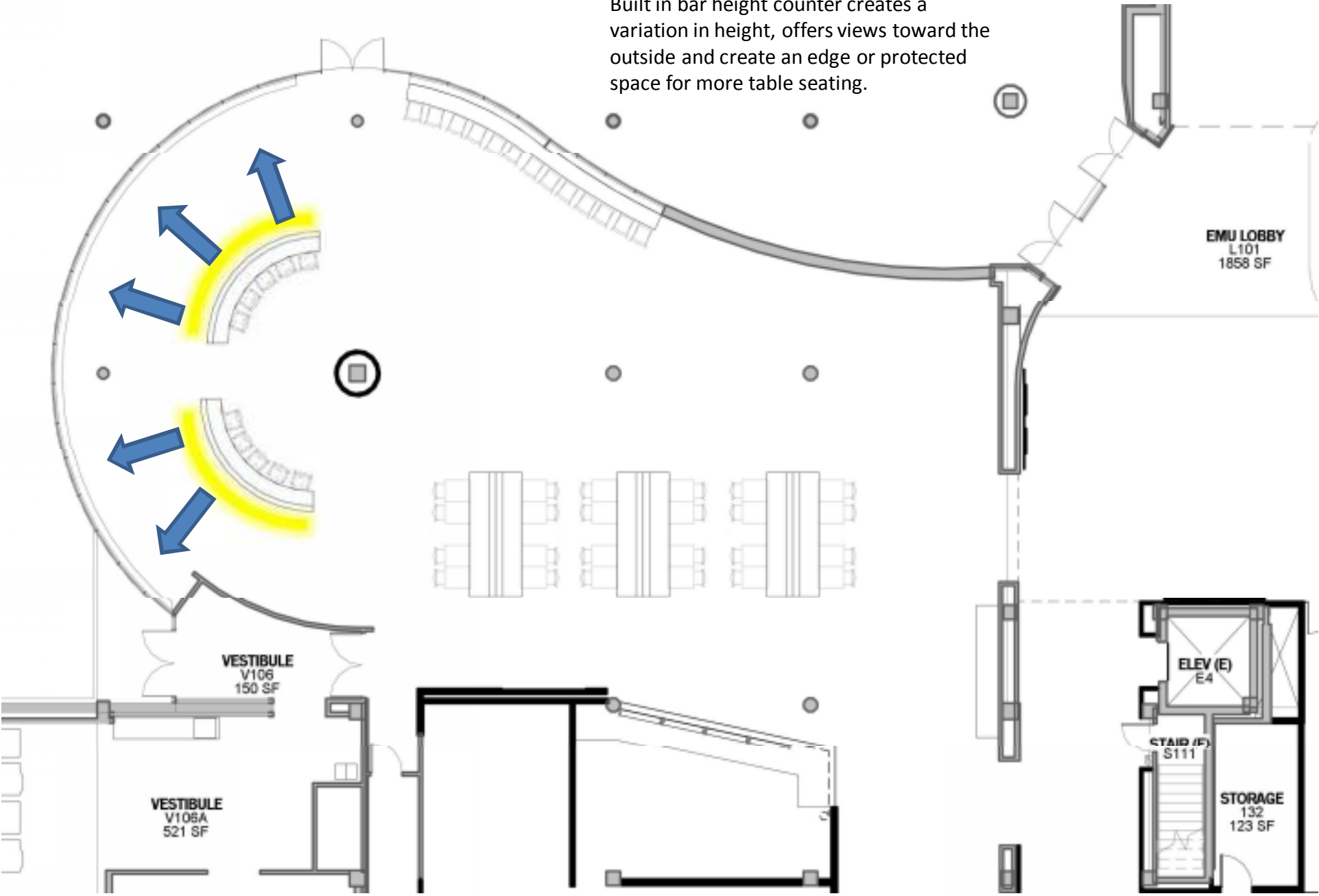


BUILT IN CASEWORK AT FISHBOWL



BUILT IN CASEWORK AT FISHBOWL

Built in bar height counter creates a variation in height, offers views toward the outside and create an edge or protected space for more table seating.

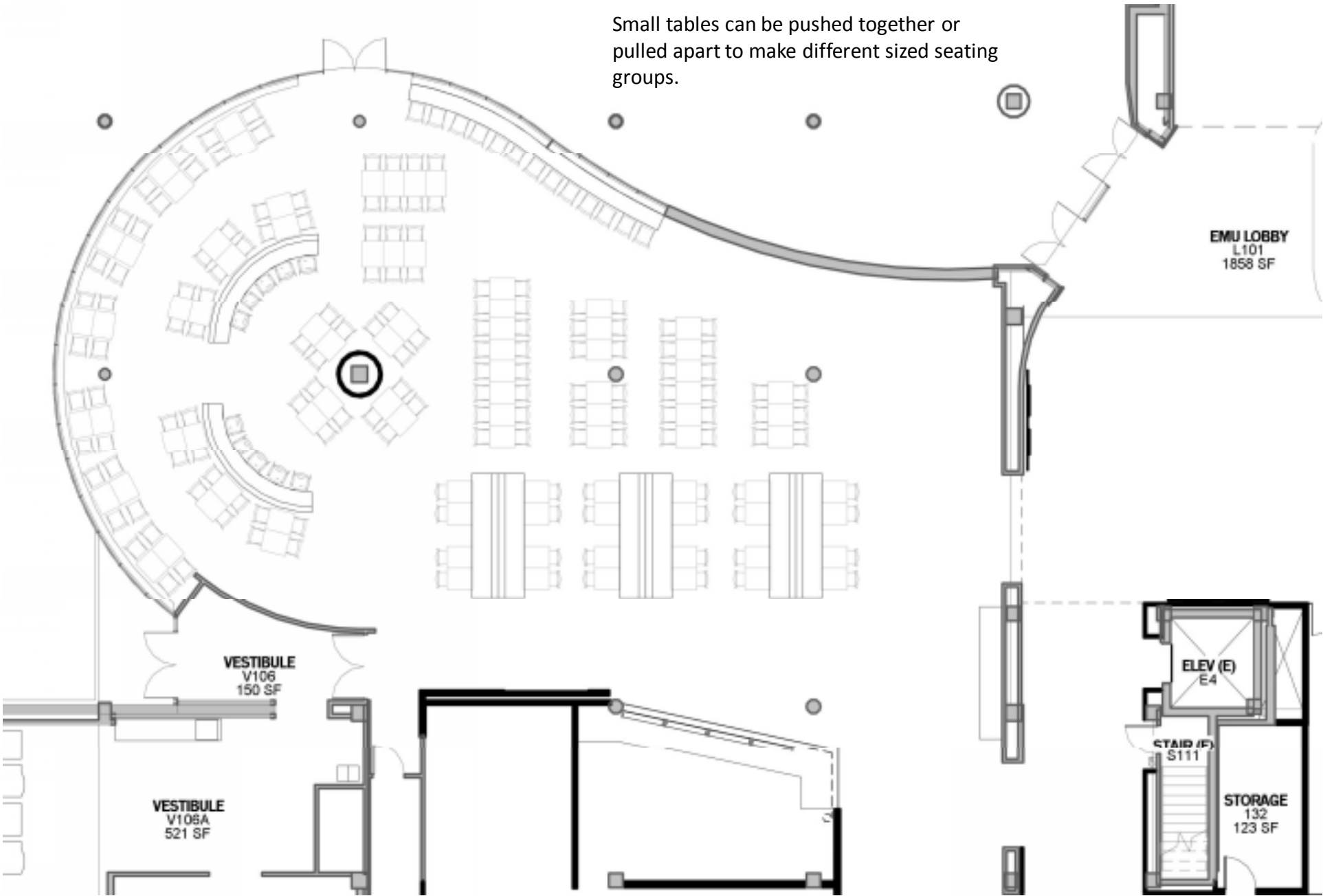


BUILT IN CASEWORK AT FISHBOWL



BUILT IN CASEWORK AT FISHBOWL

Small tables can be pushed together or pulled apart to make different sized seating groups.



BUILT IN CASEWORK AT FISHBOWL

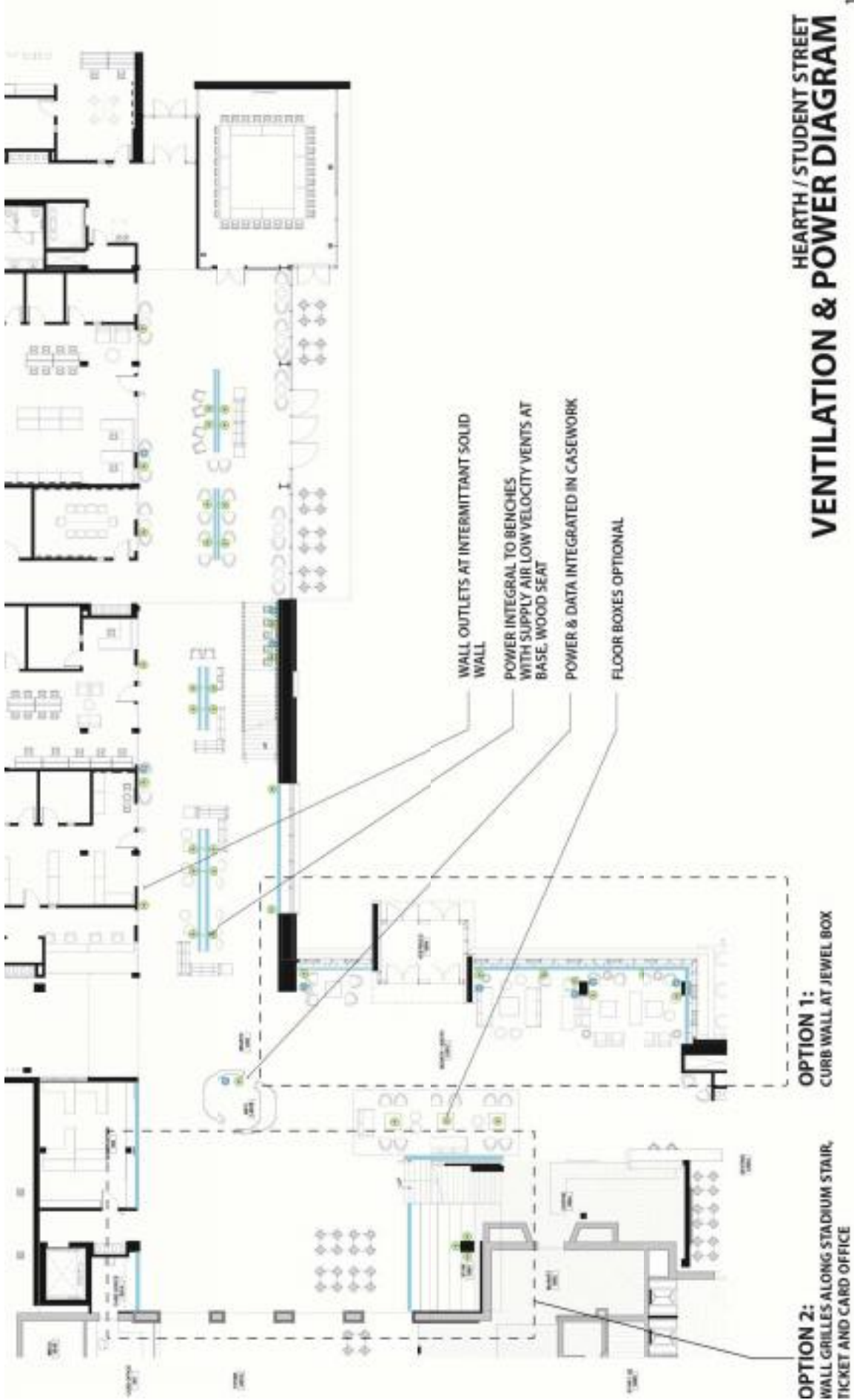


BUILT IN CASEWORK AT FISHBOWL

FOOD SERVICE DESIGN



POWER AND DATA



**HEARTH / STUDENT STREET
VENTILATION & POWER DIAGRAM**

OPTION 1:
CURB WALL AT JEWEL BOX

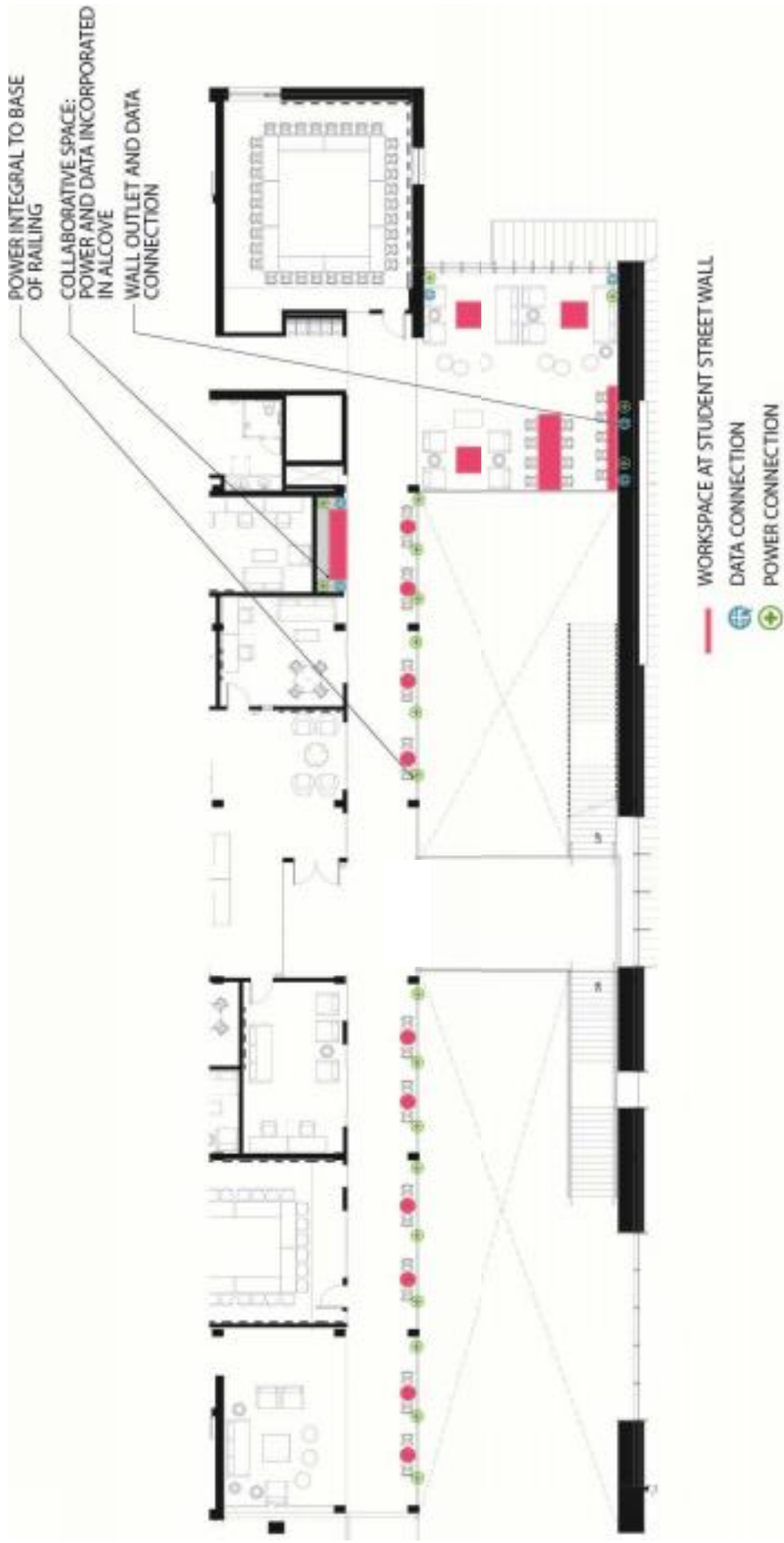
OPTION 2:
WALL GRILLES ALONG STADIUM STAIR,
TICKET AND CARD OFFICE

WALL OUTLETS AT INTERMITTANT SOLID WALL

POWER INTEGRAL TO BENCHES WITH SUPPLY AIR LOW VELOCITY VENTS AT BASE, WOOD SEAT

POWER & DATA INTEGRATED IN CASEWORK

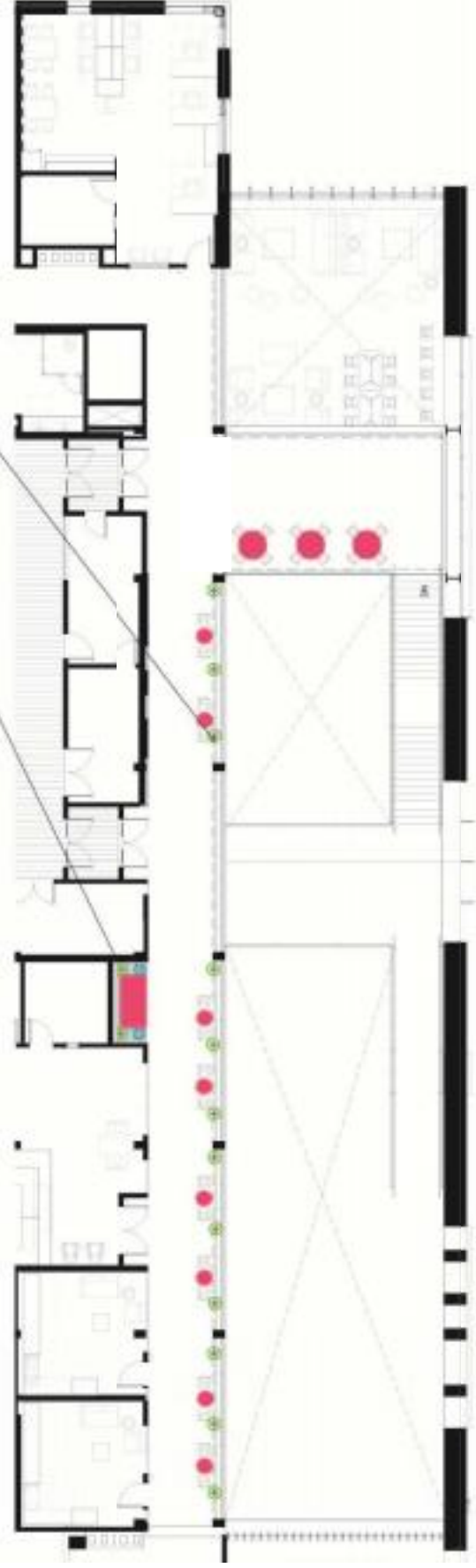
FLOOR BOXES OPTIONAL



STUDENT STREET DATA & POWER DIAGRAM AT LEVEL 1

COLLABORATIVE SPACE
POWER AND DATA INCORPORATED
IN ALCOVE

POWER INTEGRAL
TO BASE OF RAILING



- WORKSPACE AT STUDENT STREET WALL
- Ⓜ DATA CONNECTION
- ⊕ POWER CONNECTION

STUDENT STREET DATA & POWER DIAGRAM AT LEVEL 2

FURNITURE PLANS AND TECHNOLOGY

EMU Renovation Digital Signage Strategy (from UO)

Categories of Digital Screens

Wayfinding / Directory / Events / Campus Information -

Interactive touch screen encased in high quality kiosk in high traffic public spaces in Hearth and Lobby. Several apps available on the screen to the user such for wayfinding, directory and events. No audio.

Events – (plus tablet screens for conference rooms)

Large display screens in key meeting room zones listing dynamic current event schedule, location and promotional information, integrated with SES event management system. Tablet sized displays for each main meeting room to display room schedule. No audio.

Recognition –

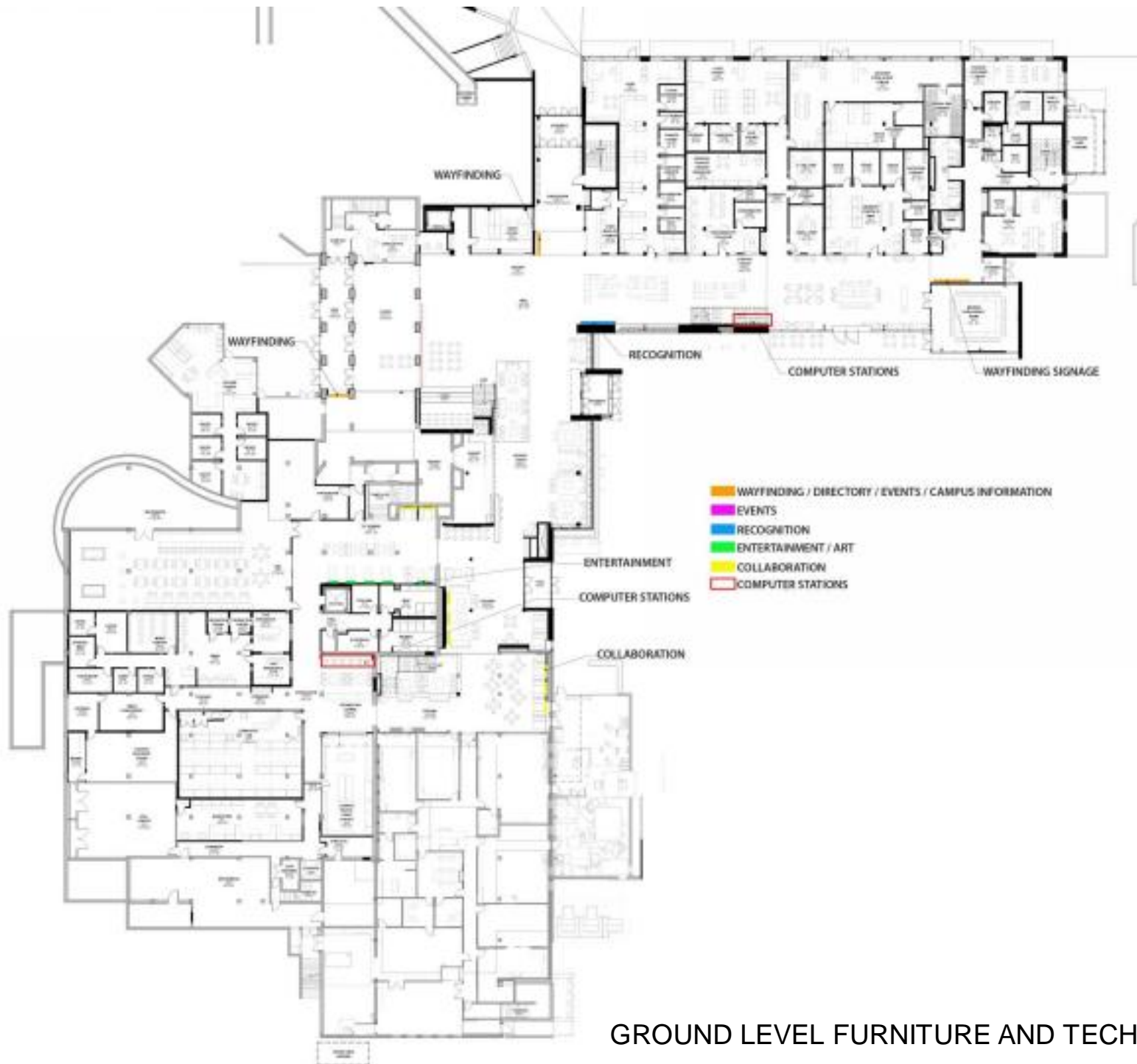
Tribute displays to students that have contributed to the success of EMU. Located in student activity zones. No audio

Entertainment/Art –

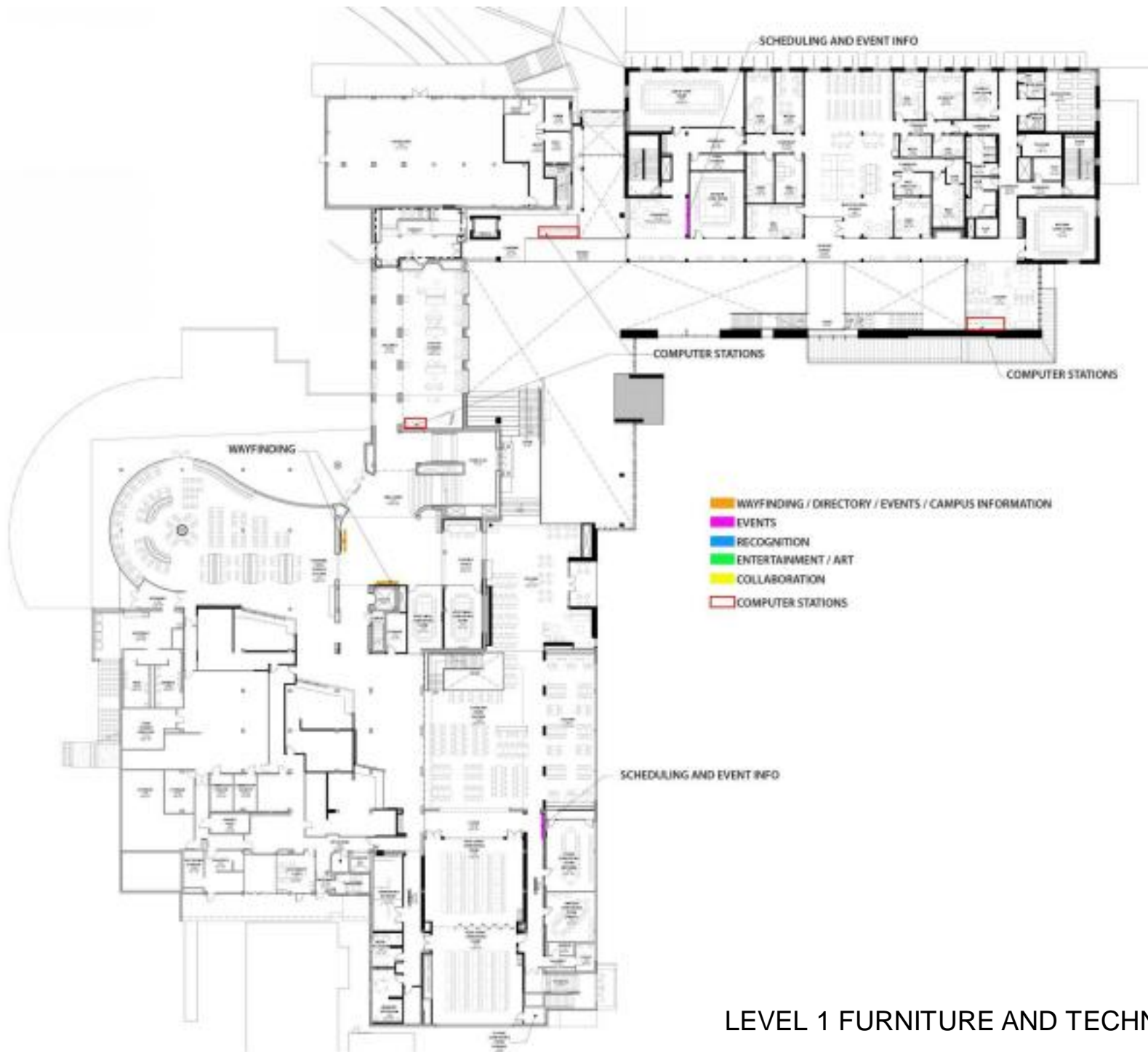
Gaming, TV feed, athletic events, digital art displays. Located in student lounges and art gallery. Video wall of multiple monitors in “o” lounge. Enhanced audio capability.

Collaboration –

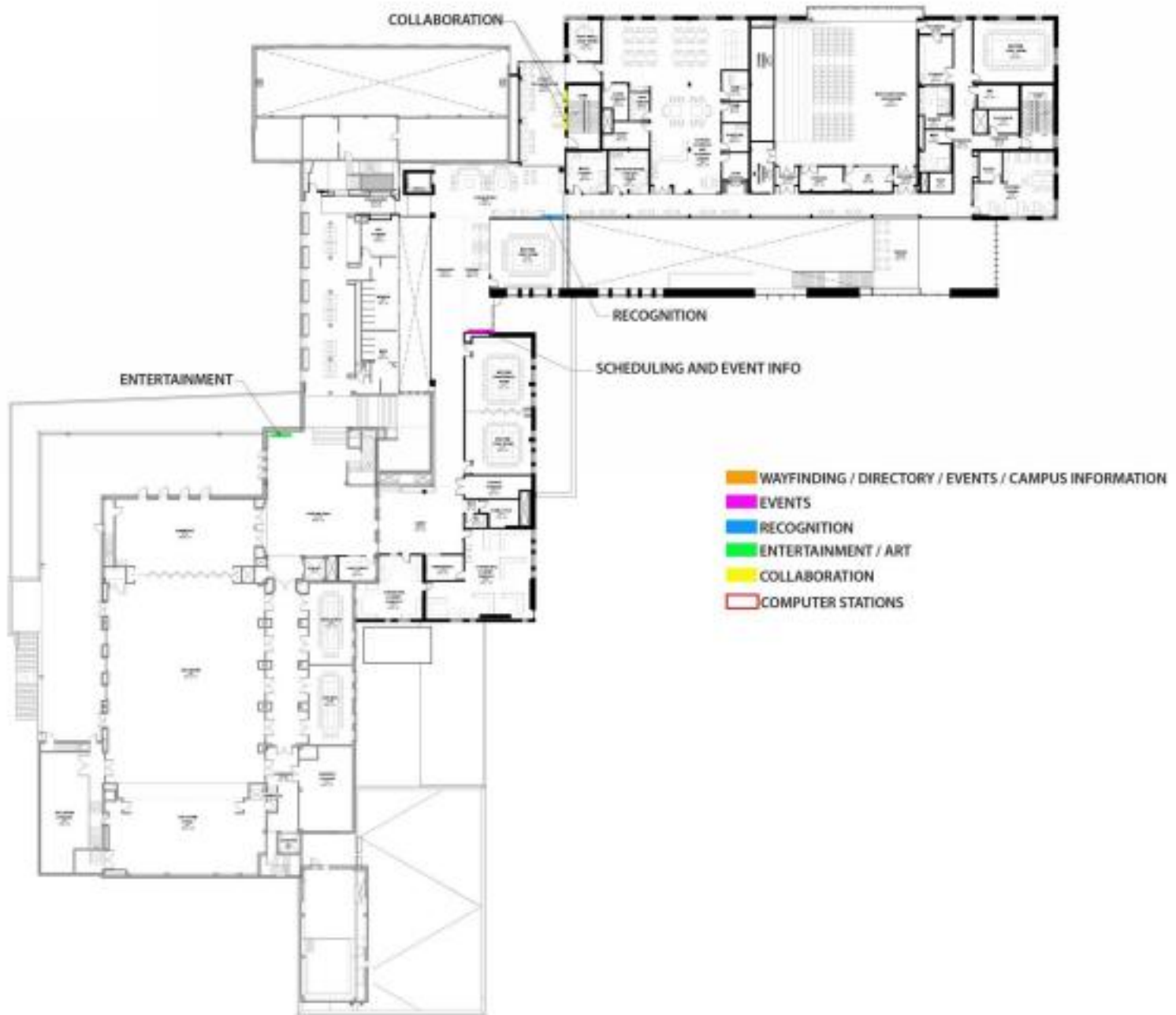
Small displays located in student lounges computer lab second ring zones in study workspaces and booths. Easy universal port plug in's, micro audio. Charging station.



GROUND LEVEL FURNITURE AND TECHNOLOGY



LEVEL 1 FURNITURE AND TECHNOLOGY



LEVEL 2 FURNITURE AND TECHNOLOGY



LOUNGE TYPE FURNITURE

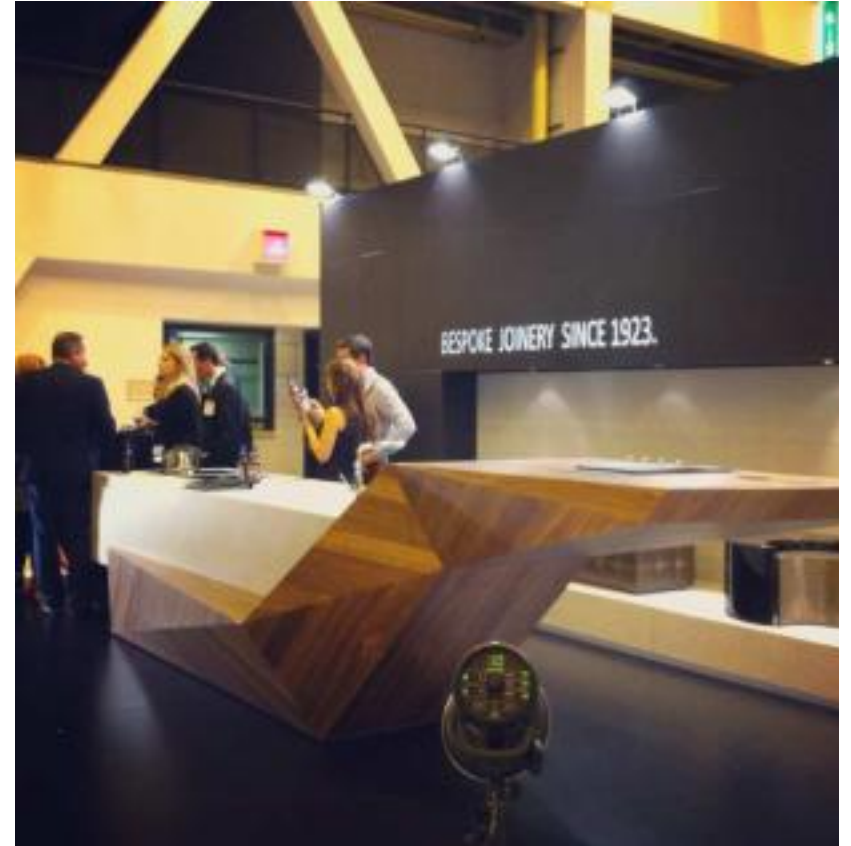


STUDY TYPE FURNITURE

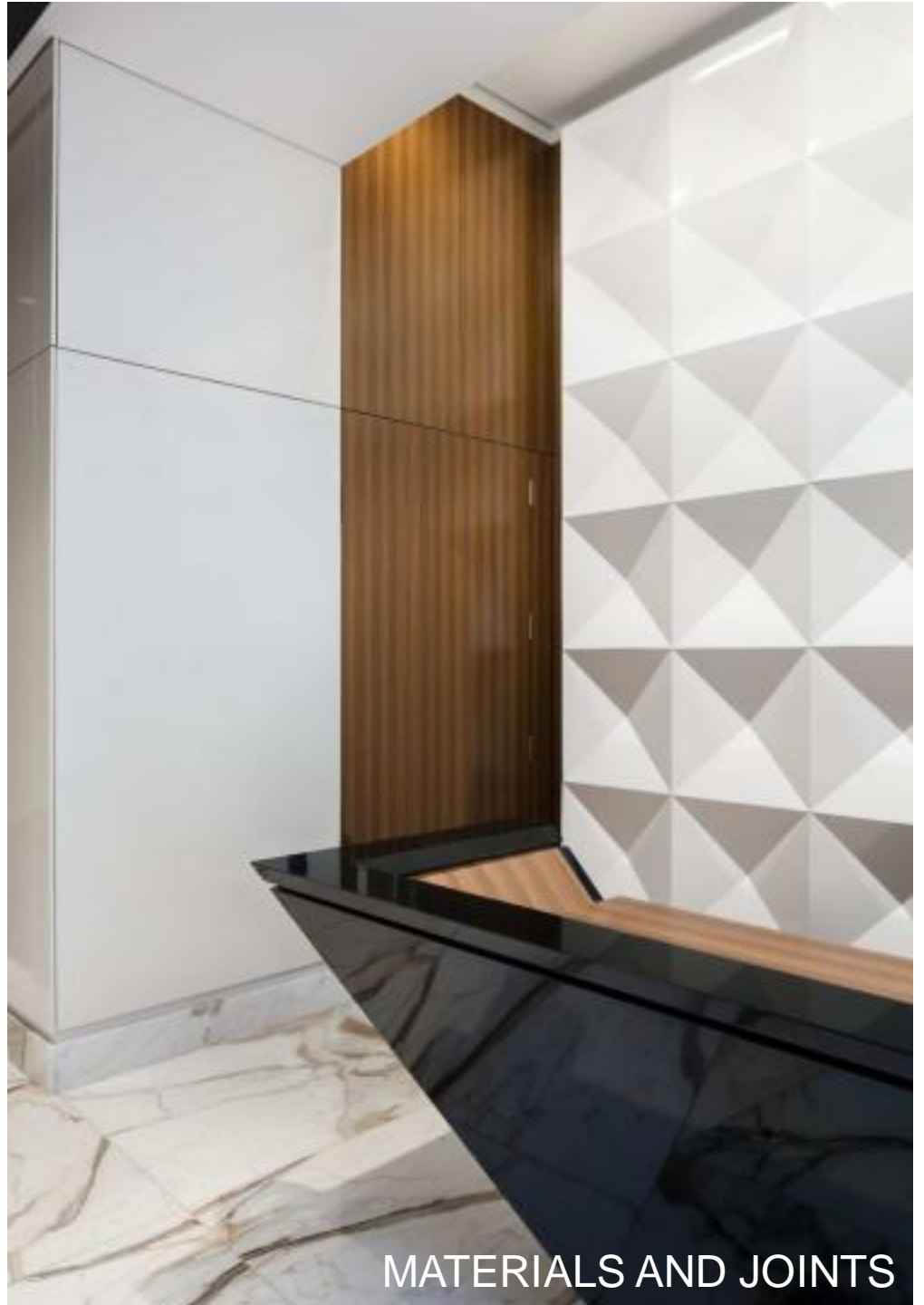


FOOD SERVICE FURNITURE

INFO DESK



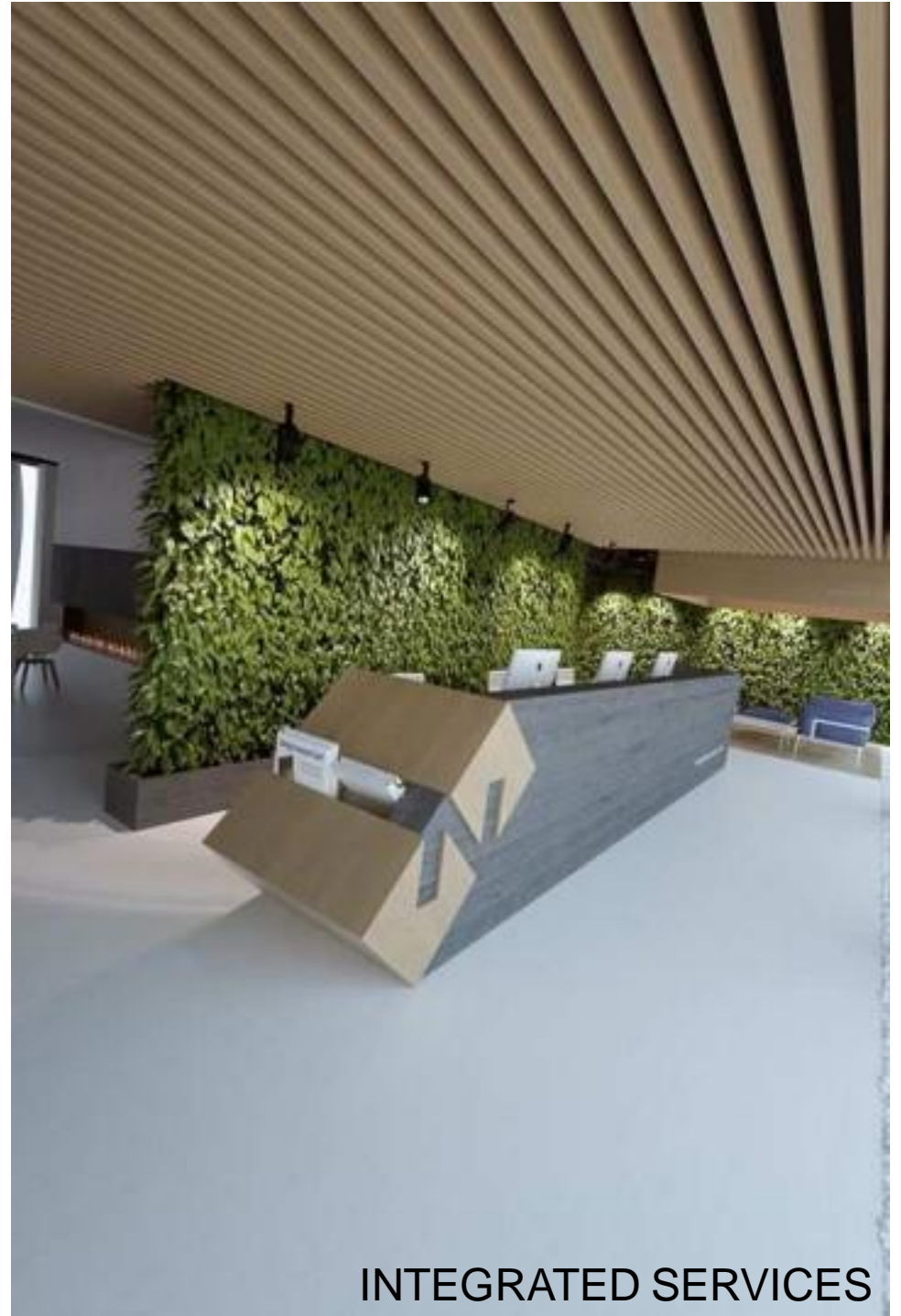
FORM



MATERIALS AND JOINTS



CEILING



INTEGRATED SERVICES



LOCATING THE DESK



PRIMARY ENTRY ON 13TH



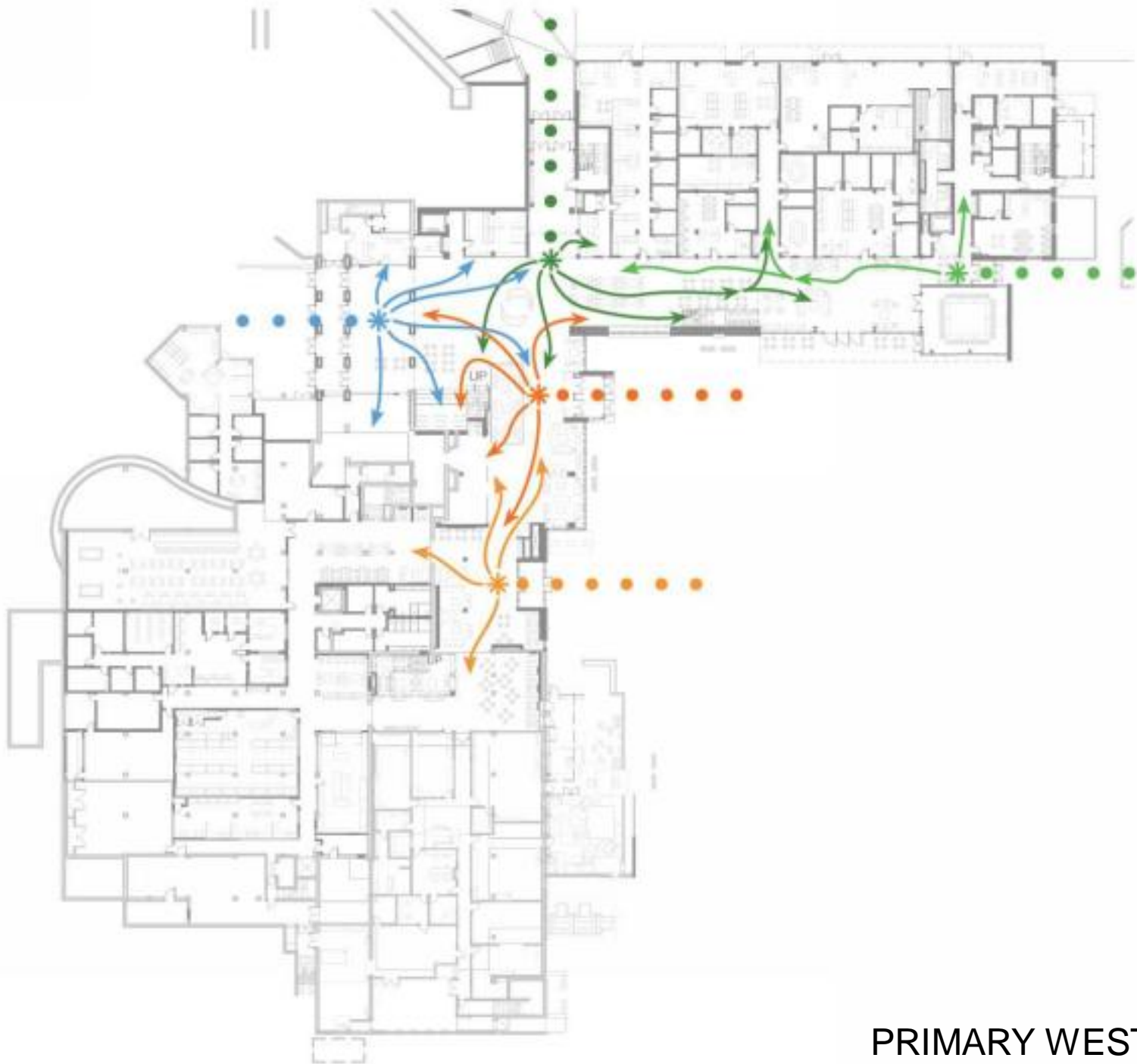
SECONDARY EAST ENTRY



ENTRY OFF SOUTH LAWN



ENTRY AT "O" LOUNGE



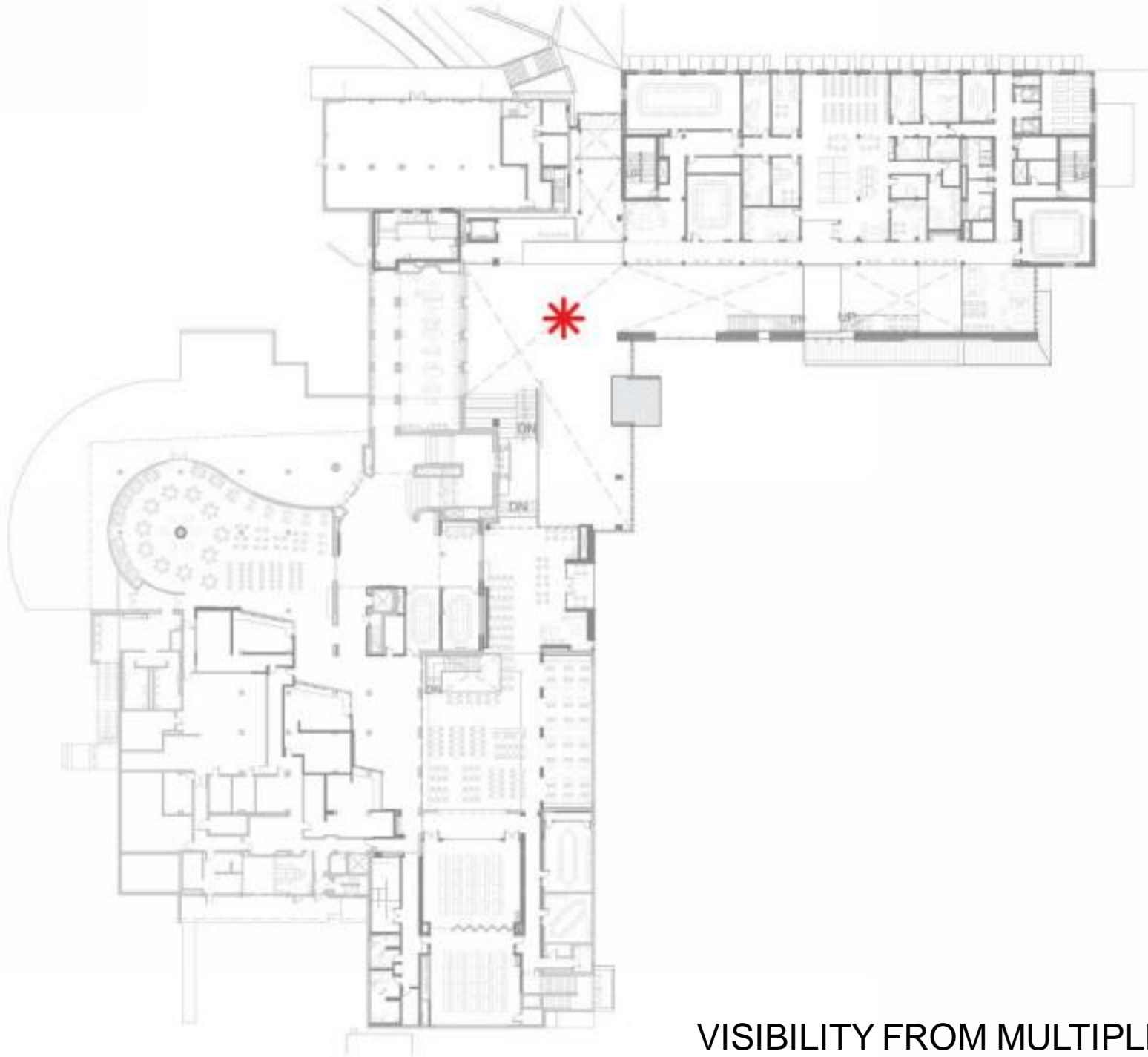
PRIMARY WEST ENTRY



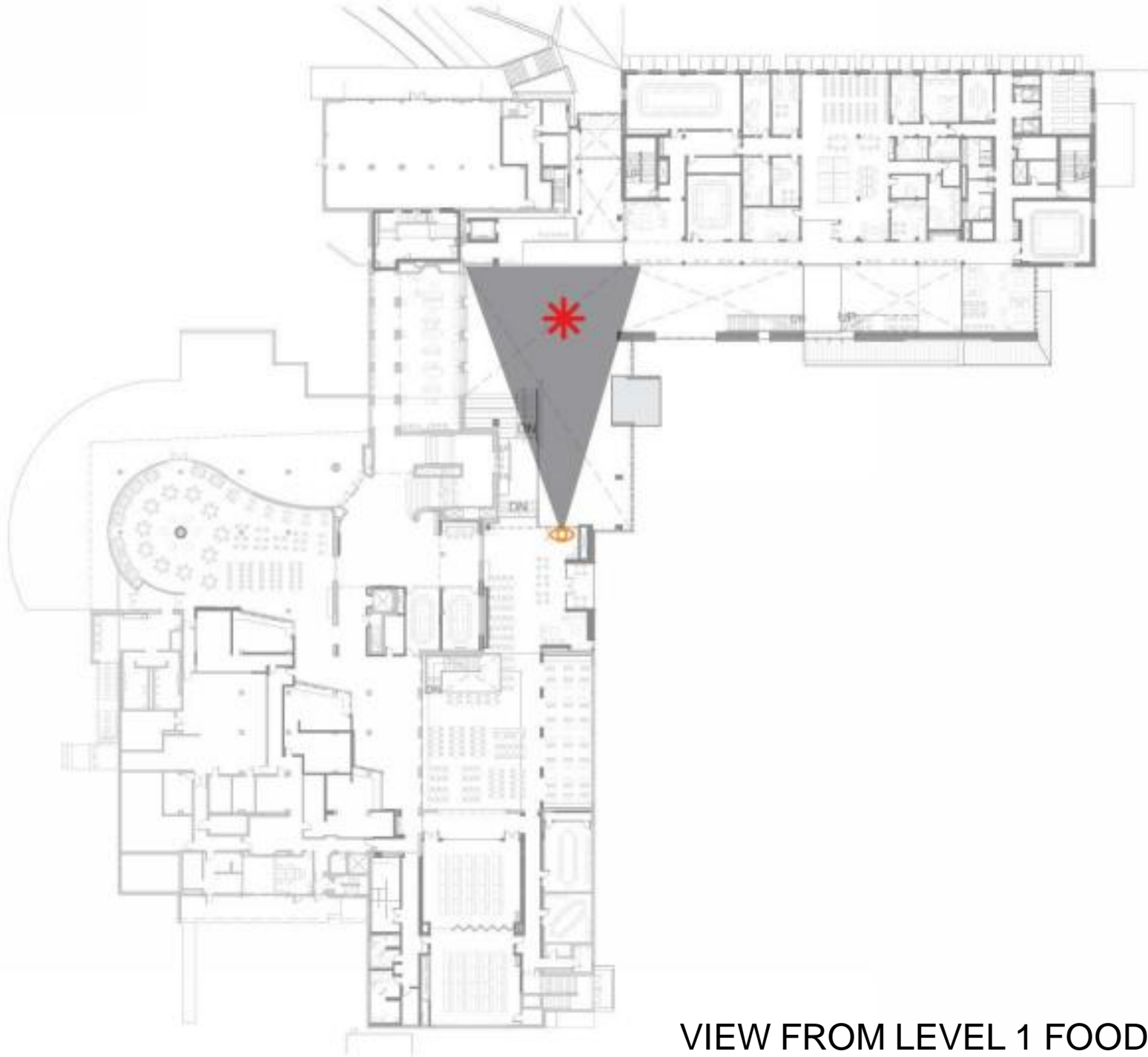
TRAFFIC FLOW THROUGHOUT
GROUND LEVEL



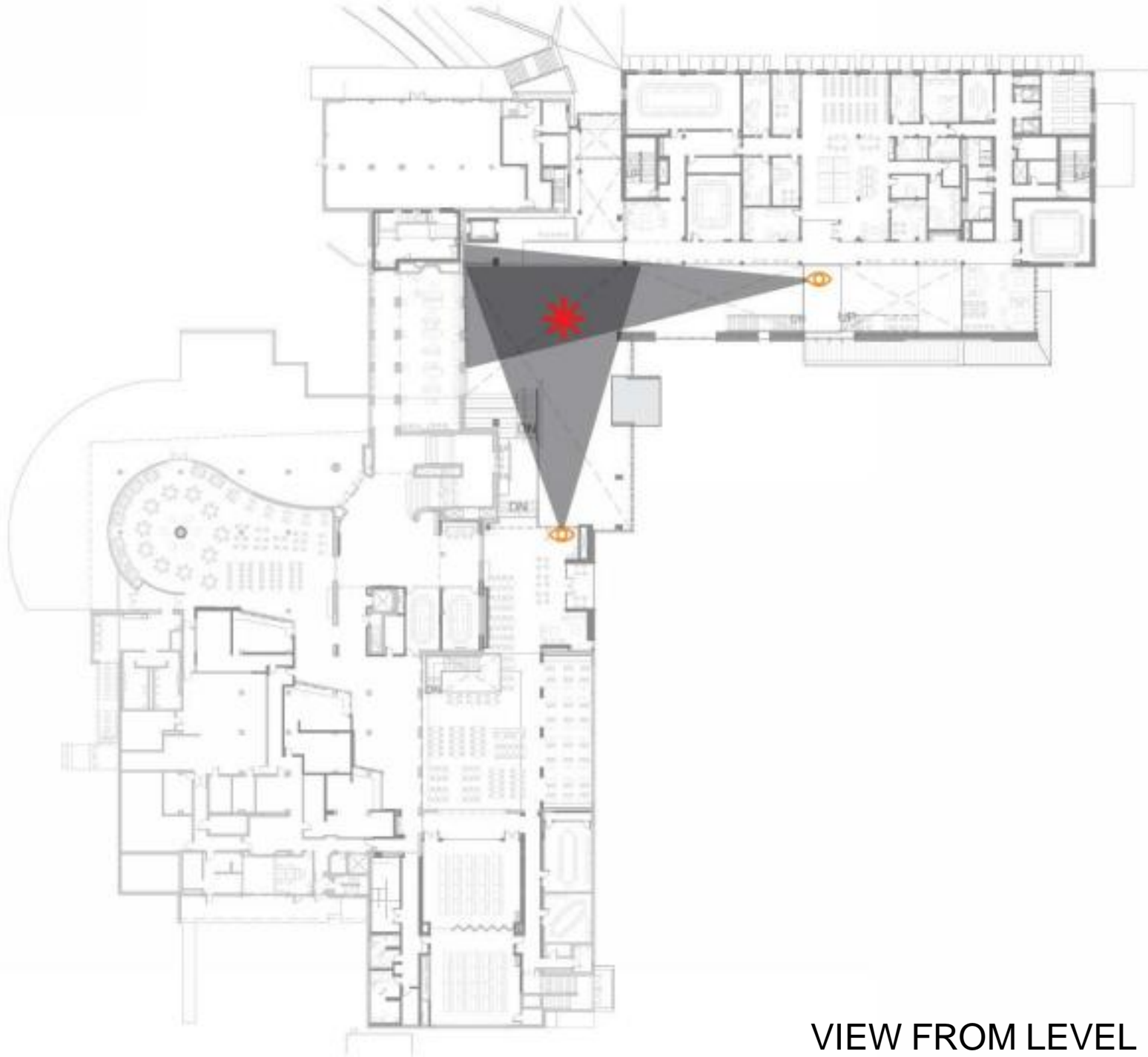
DIRECTION FROM INFO DESK



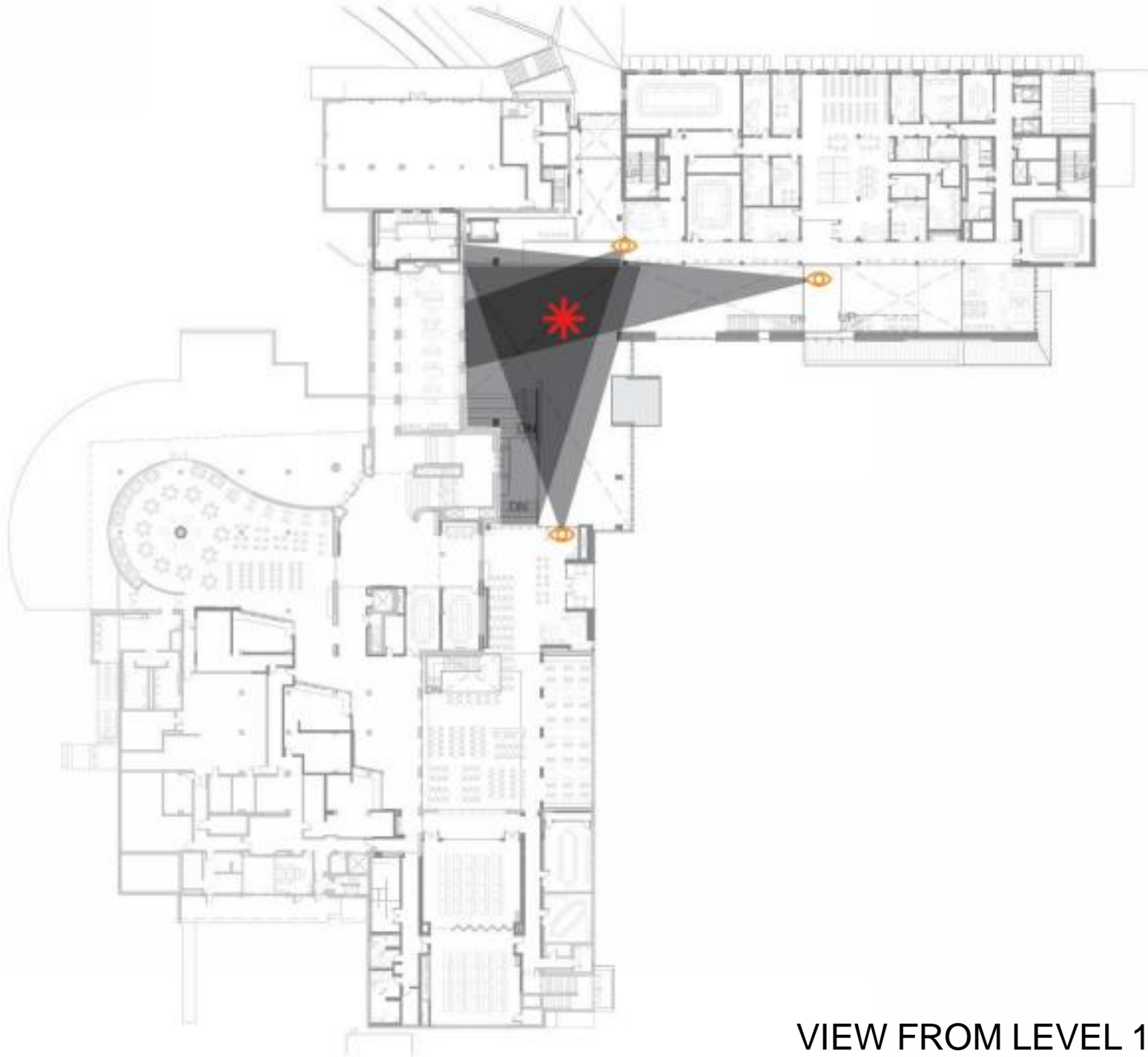
VISIBILITY FROM MULTIPLE LEVELS



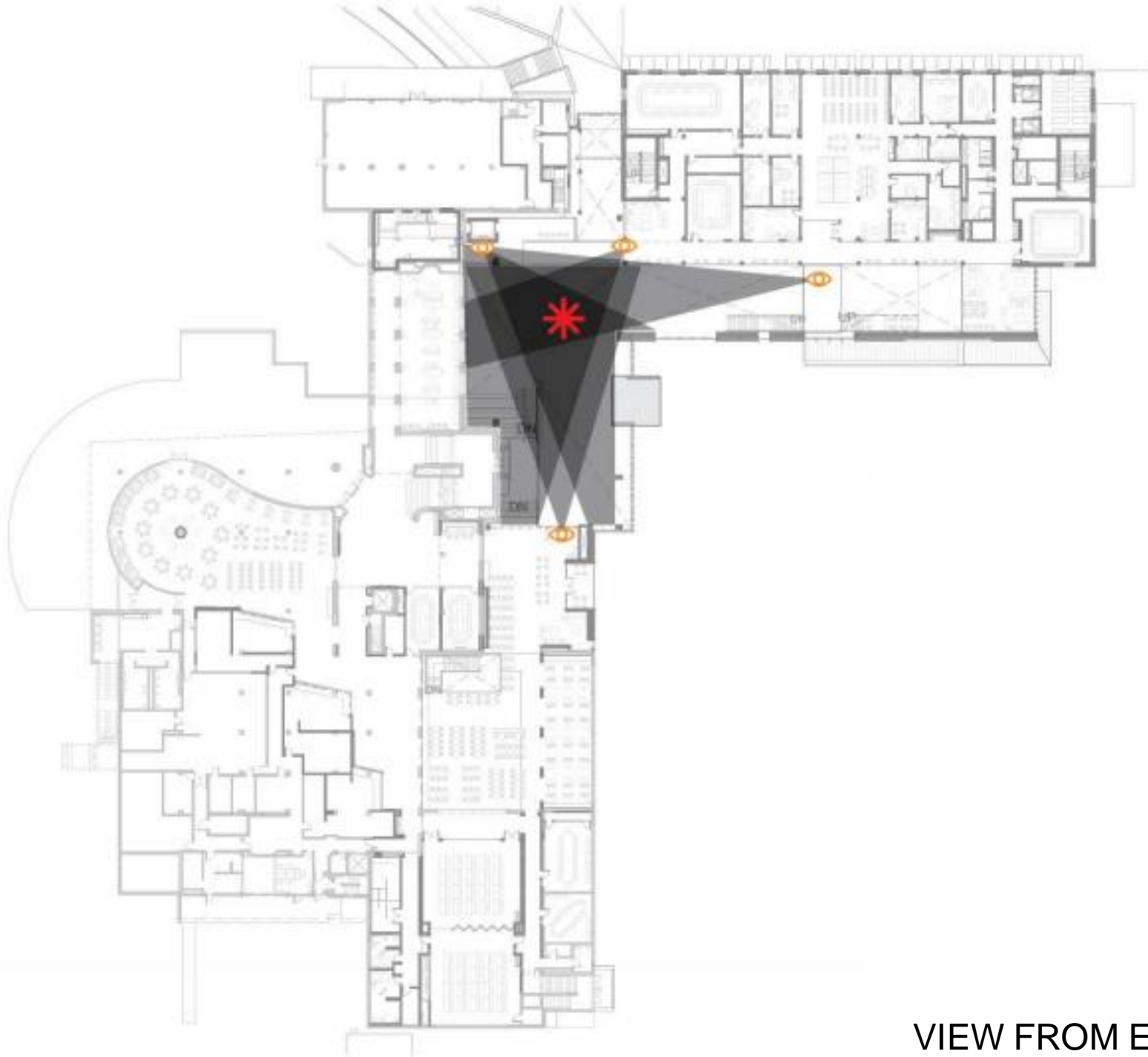
VIEW FROM LEVEL 1 FOOD SERVICE



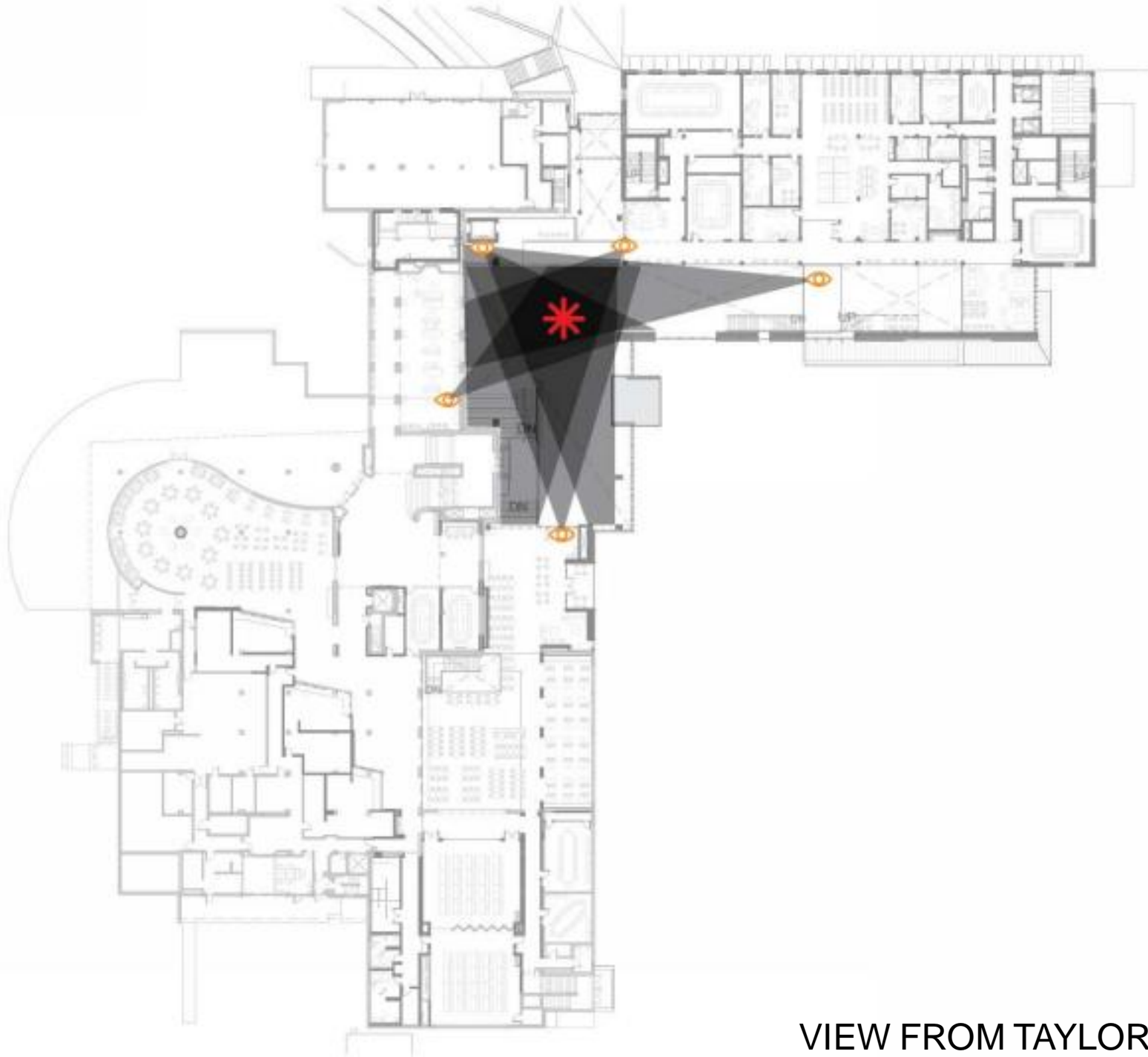
VIEW FROM LEVEL 1 BRIDGE



VIEW FROM LEVEL 1 LOUNGE



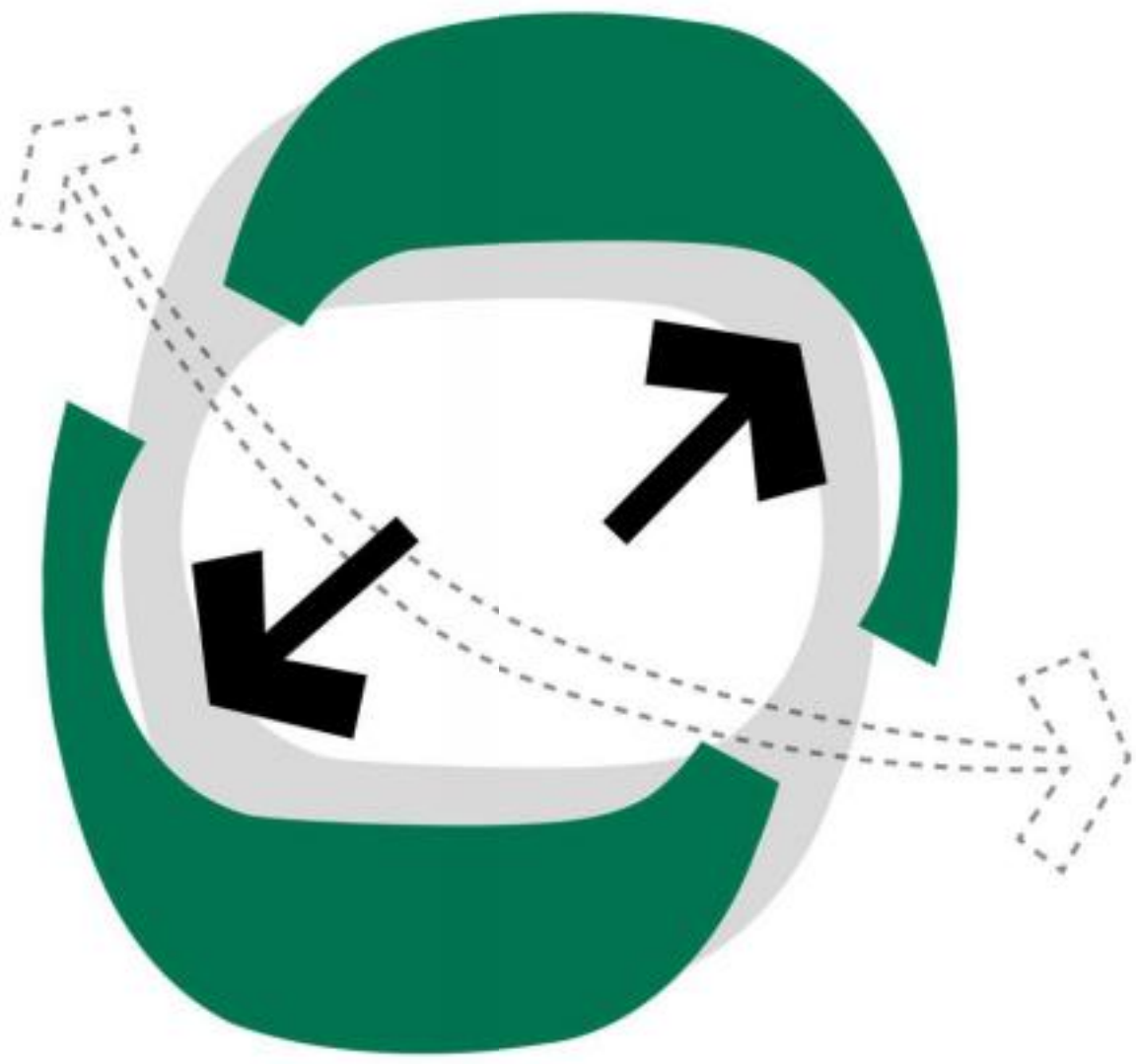
VIEW FROM ELEVATOR



VIEW FROM TAYLOR LOUNGE



our one “O”





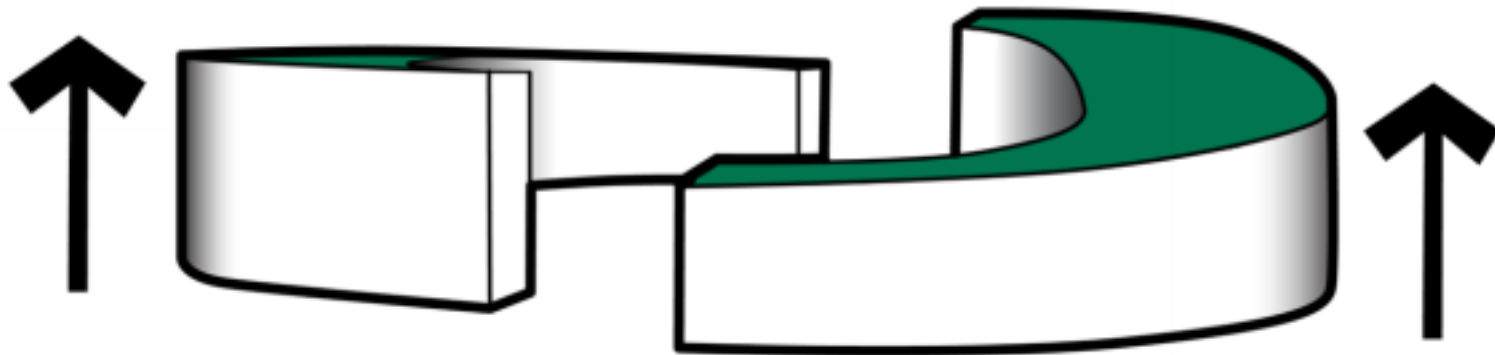
**SIMPLICITY /
MATERIAL REUSE**



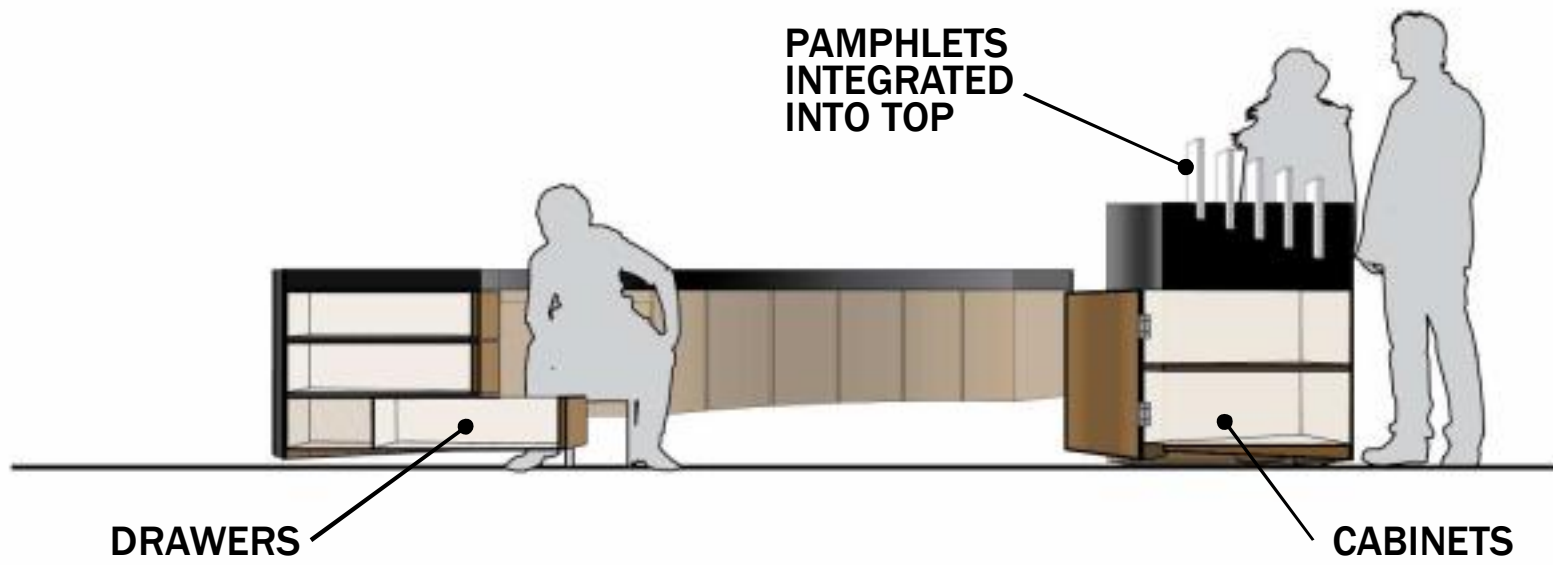
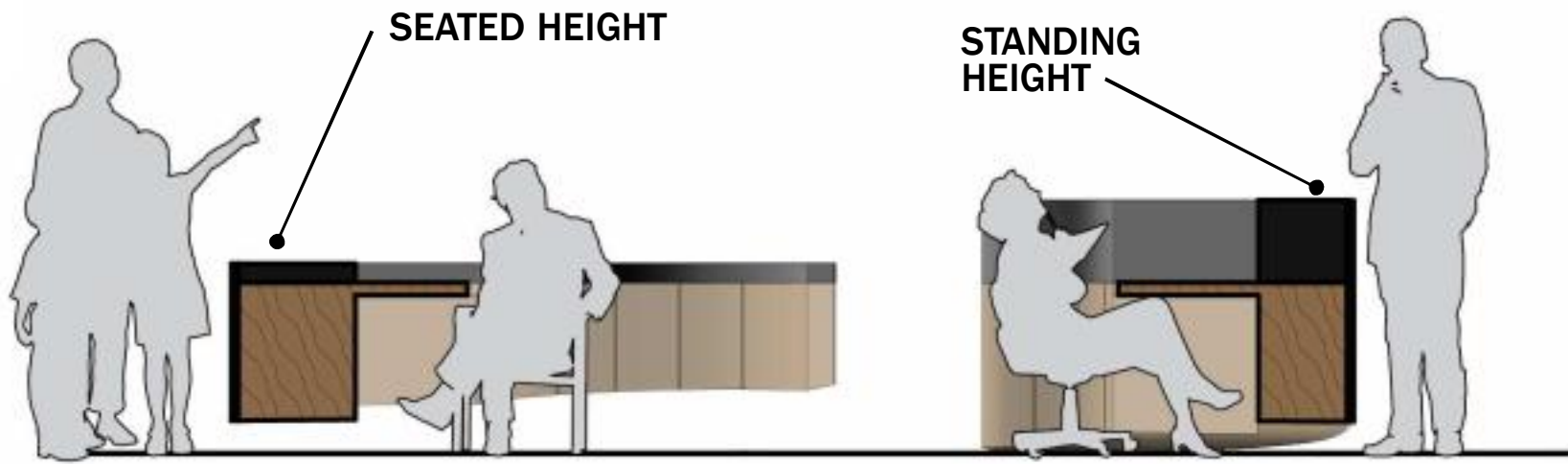
SECURITY



**24 HOUR
USE**









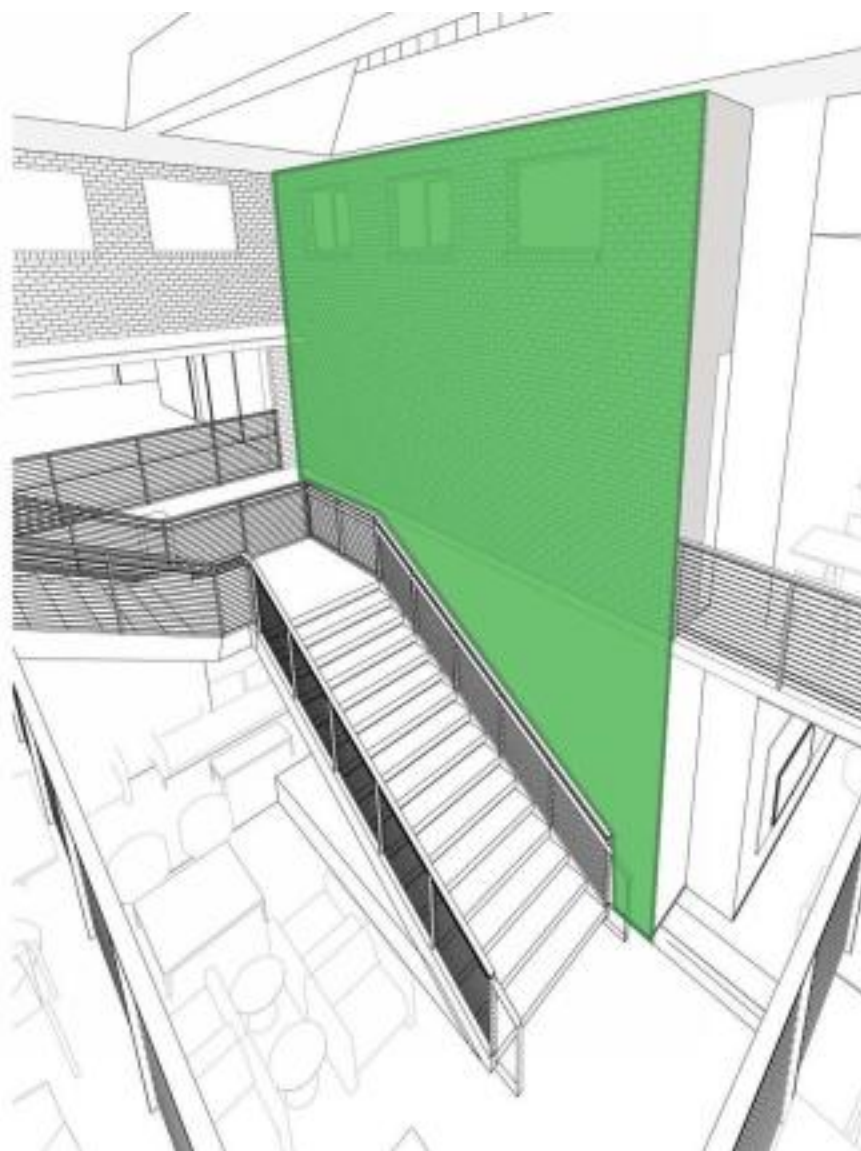
ART OPPORTUNITIES



- Legend
- Art Locations
 - 1% for Art Options

EXTERIOR SCULPTURE AT LANDSCAPE

GROUND LEVEL ART



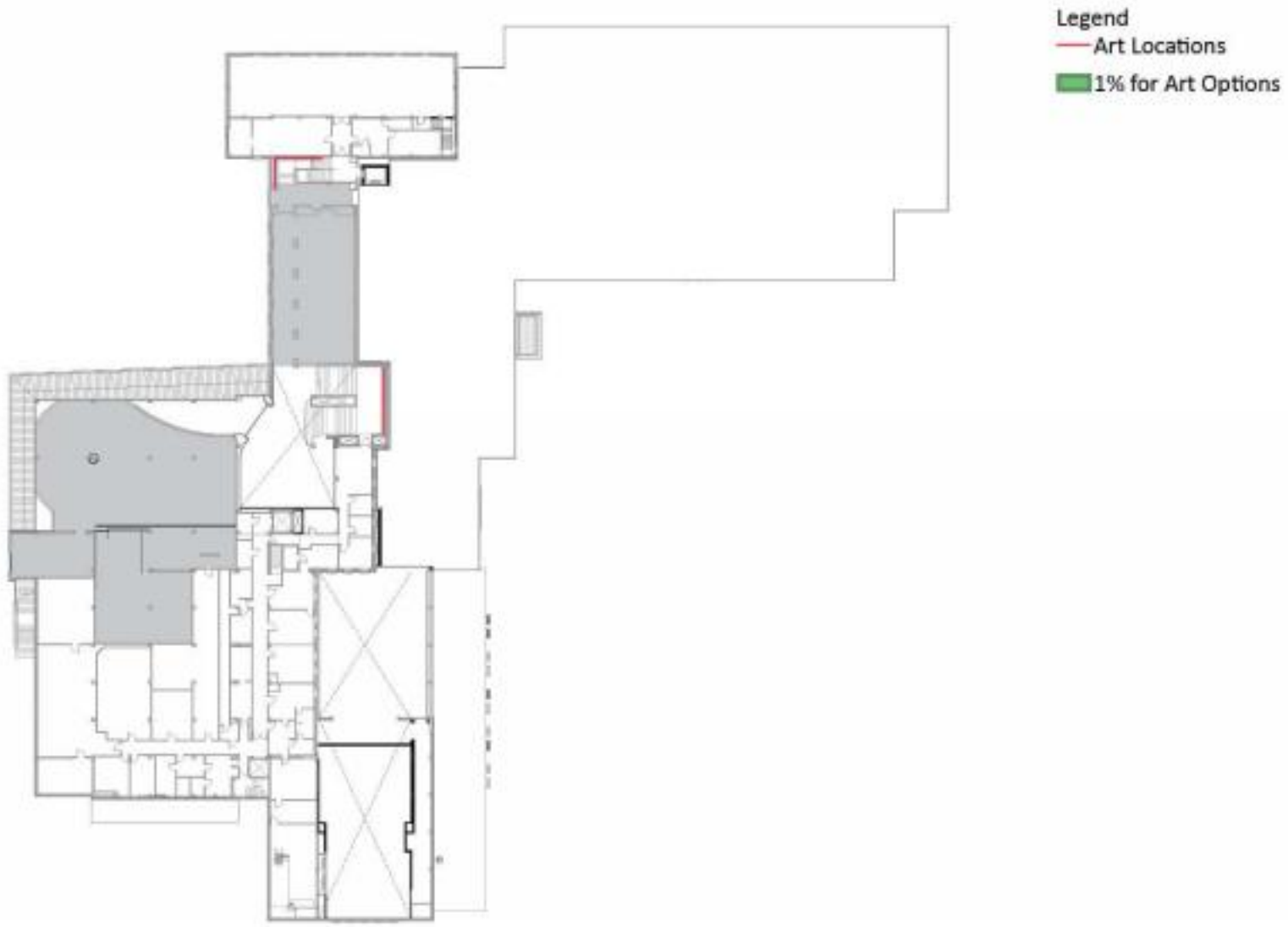
Legend
— Art Locations
■ 1% for Art Options

1 % LOCATIONS



- Legend
- Art Locations
 - 1% for Art Options

LEVEL 1 ART



MEZZANINE 1 ART



- Legend
- Art Locations
 - 1% for Art Options
 - Ben Linder

LEVEL 2 ART



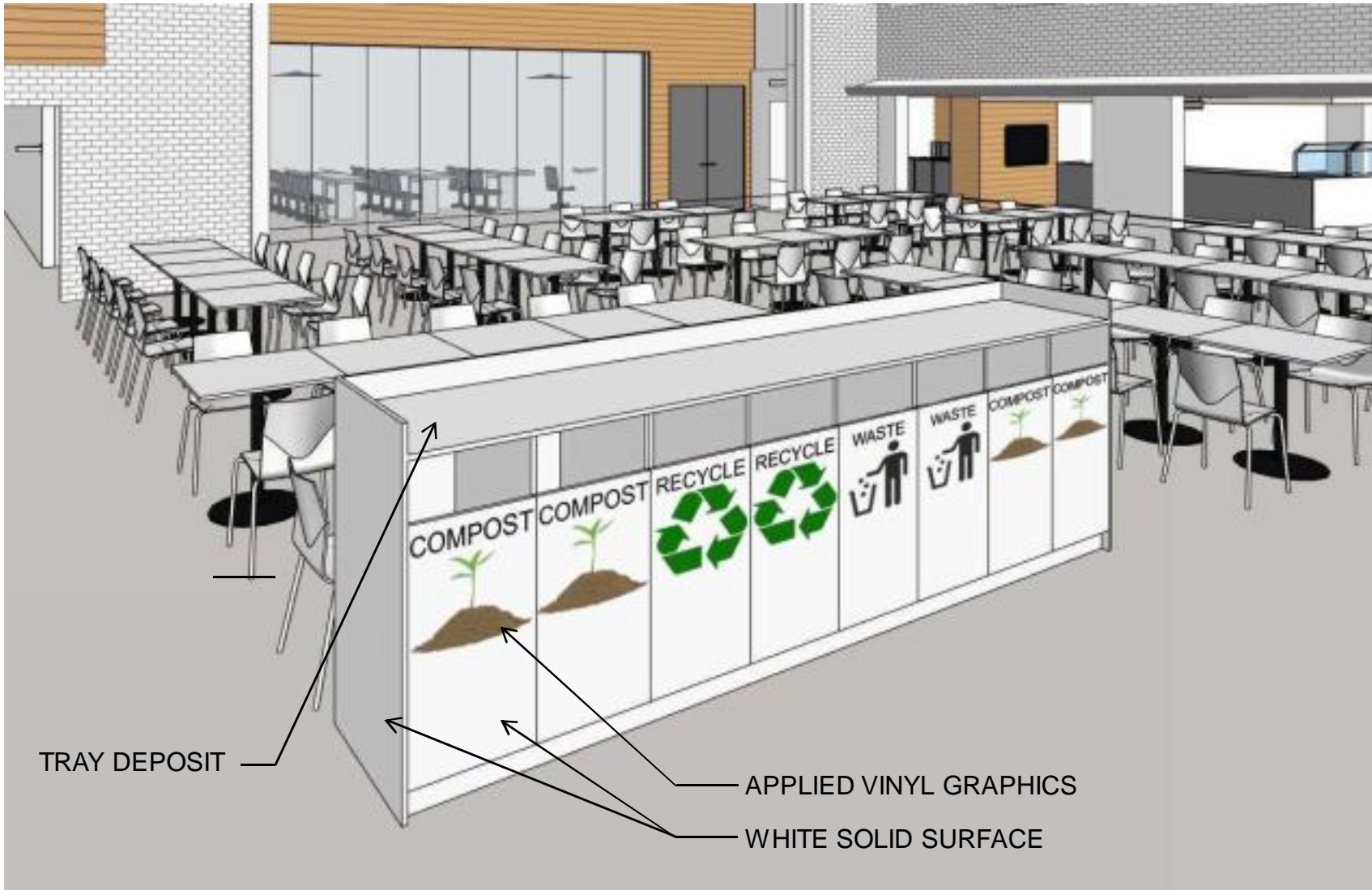
MEZZANINE 2 ART

RECYCLING STATION DESIGN

- GLASS DISPLAY CASE
- REPLACEABLE SIGNAGE PANELS - EDUCATIONAL
- TACTILE SIGNAGE
- SLOPED TOP, WHITE SOLID SURFACE
- APPLIED VINYL GRAPHICS
- WHITE LAMINATE



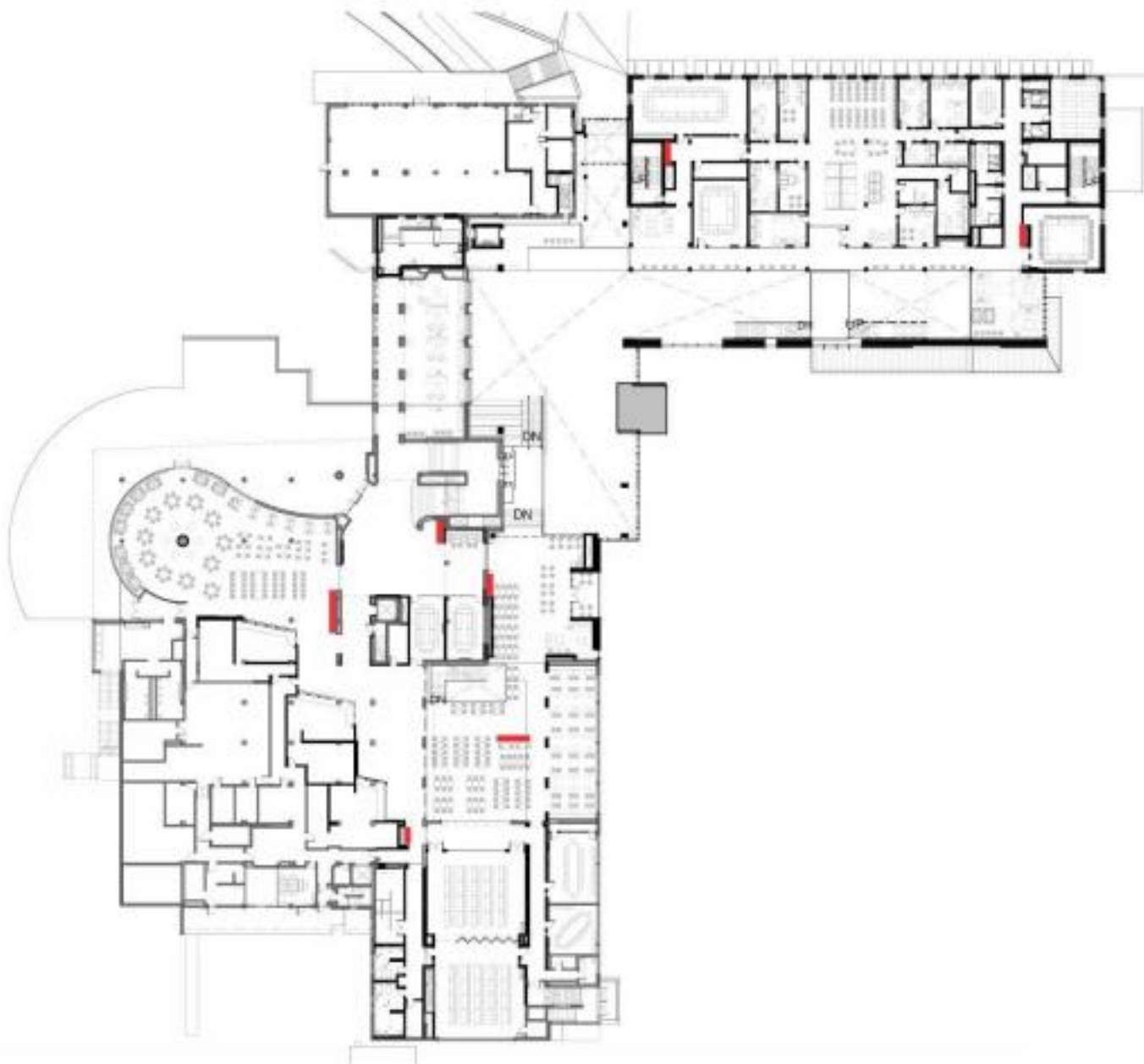
REC-1: NON FOOD SERVICE AREAS



REC 2: FOOD SERVICE AREAS

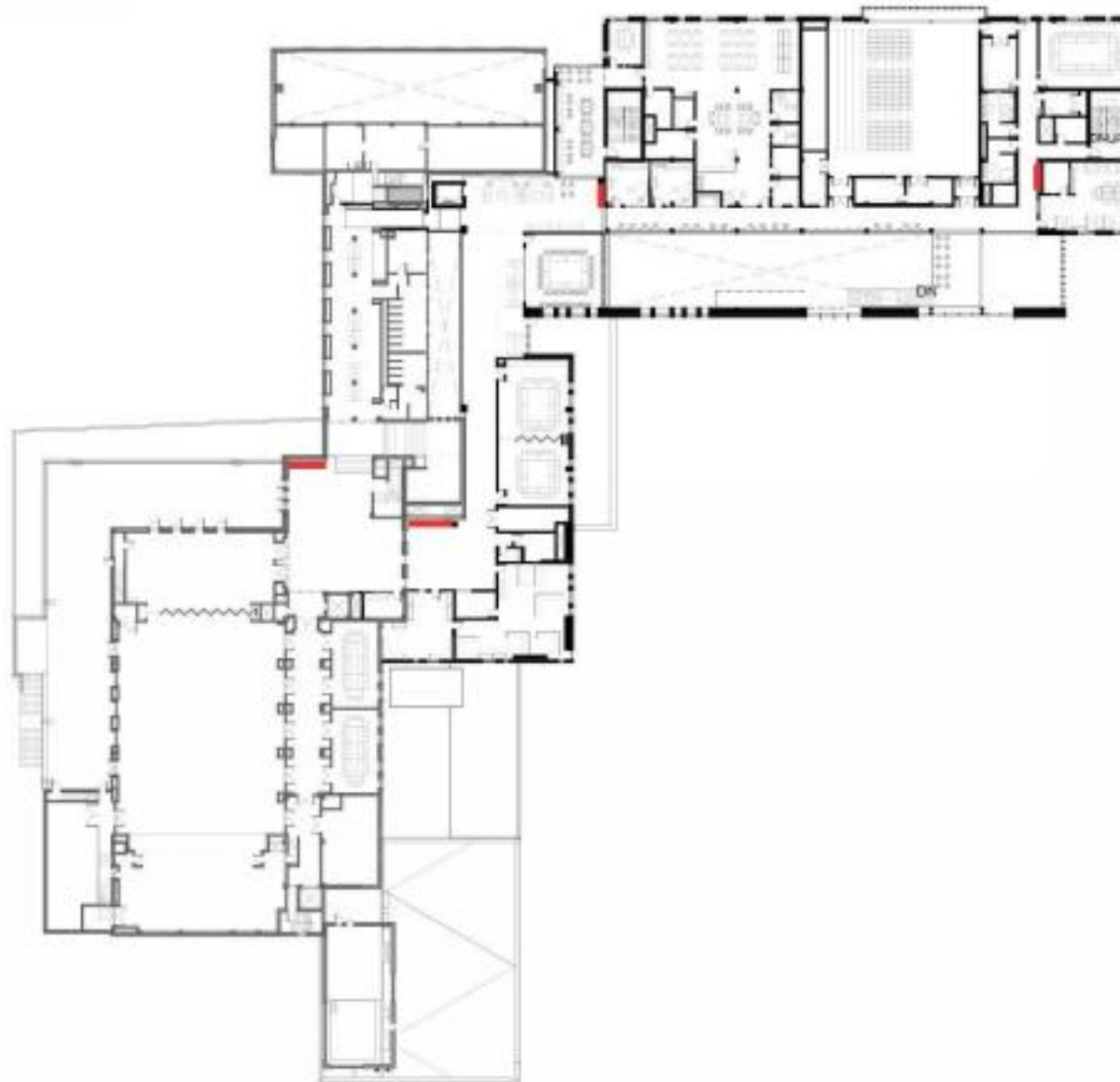


LEVEL 1 RECYCLING STATION LOCATIONS



Legend
— Recycling Locations

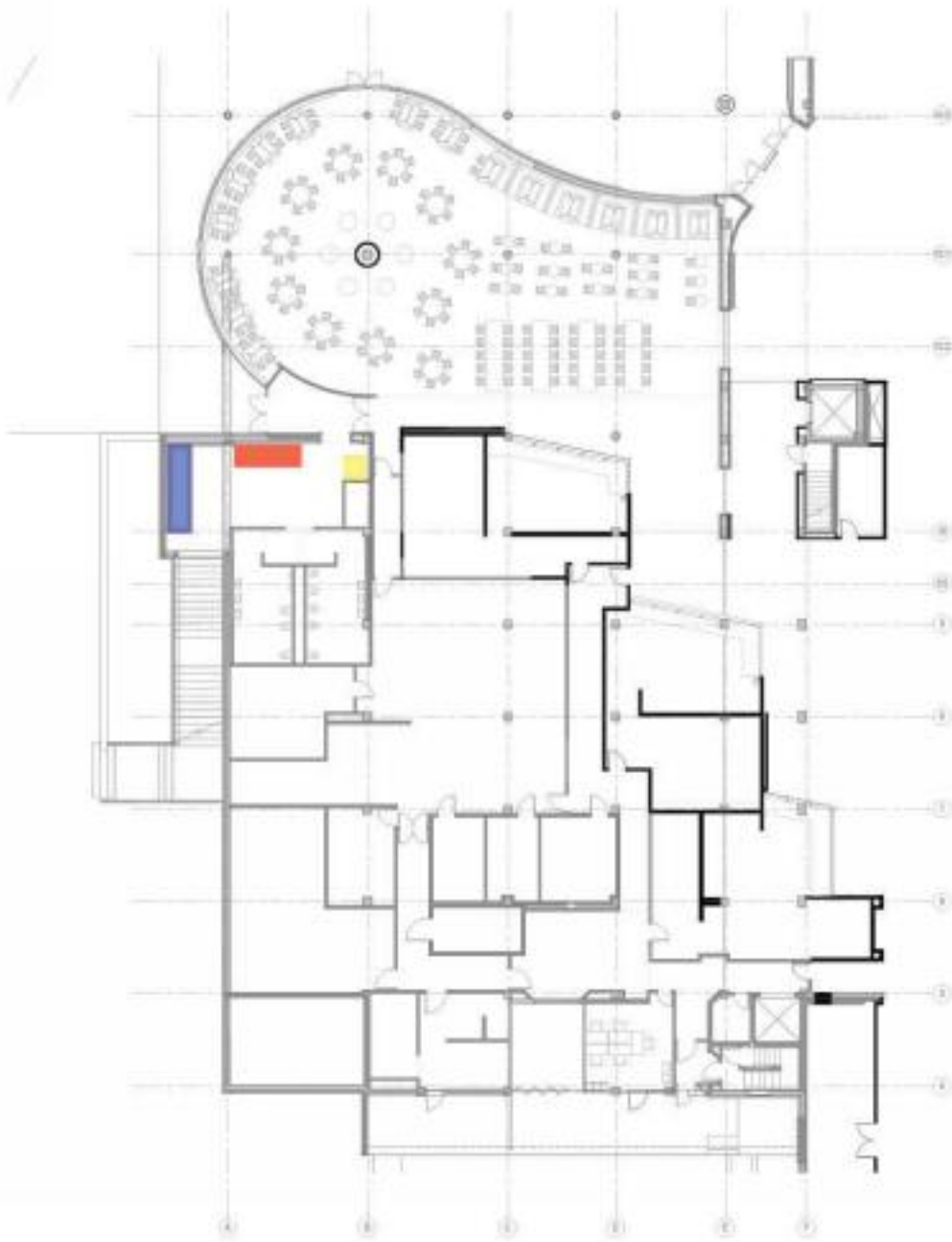
LEVEL 2 RECYCLING STATION LOCATIONS



Legend
— Recycling Locations

LEVEL 3 RECYCLING STATION LOCATIONS

VENDING / ATMS



- Legend
- ATM Machine
 - Vending Macines
 - Microwave and Dishwashing Station

LEVEL 1

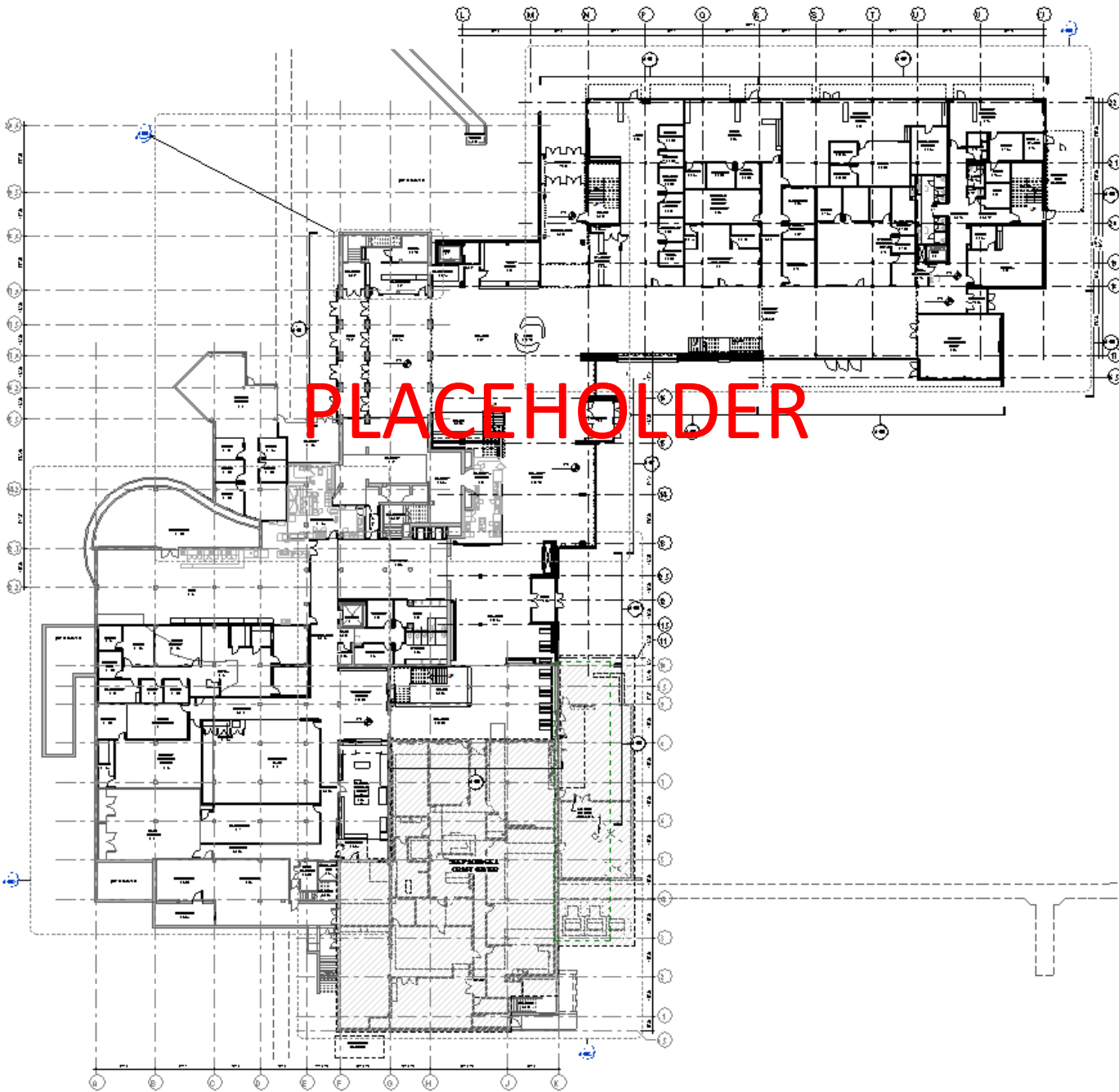
- Legend
- ATM Machine
 - Vending Macines
 - Microwave and Dishwashing Station



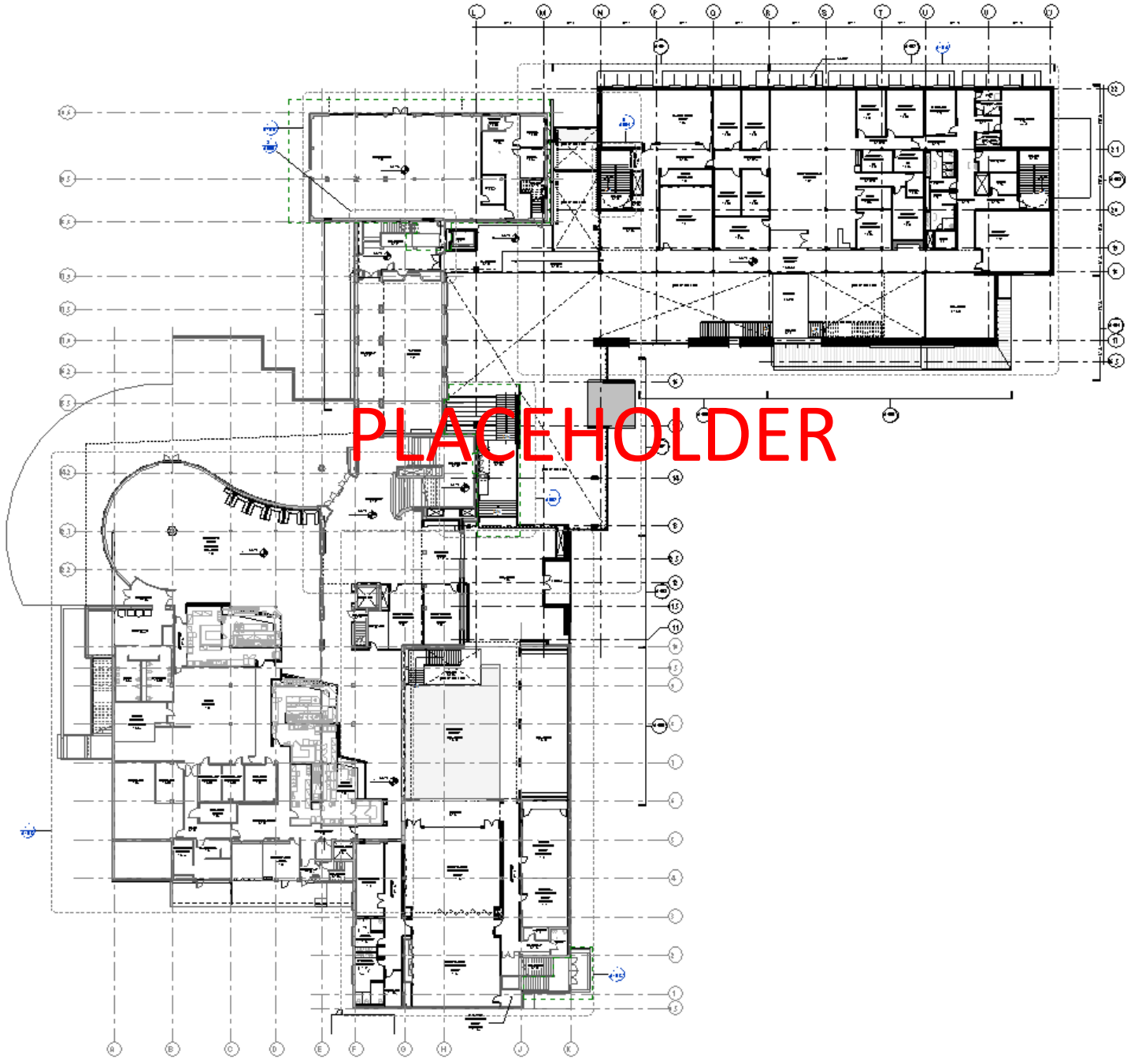
GROUND LEVEL

FINAL FLOOR PLANS (no furniture)

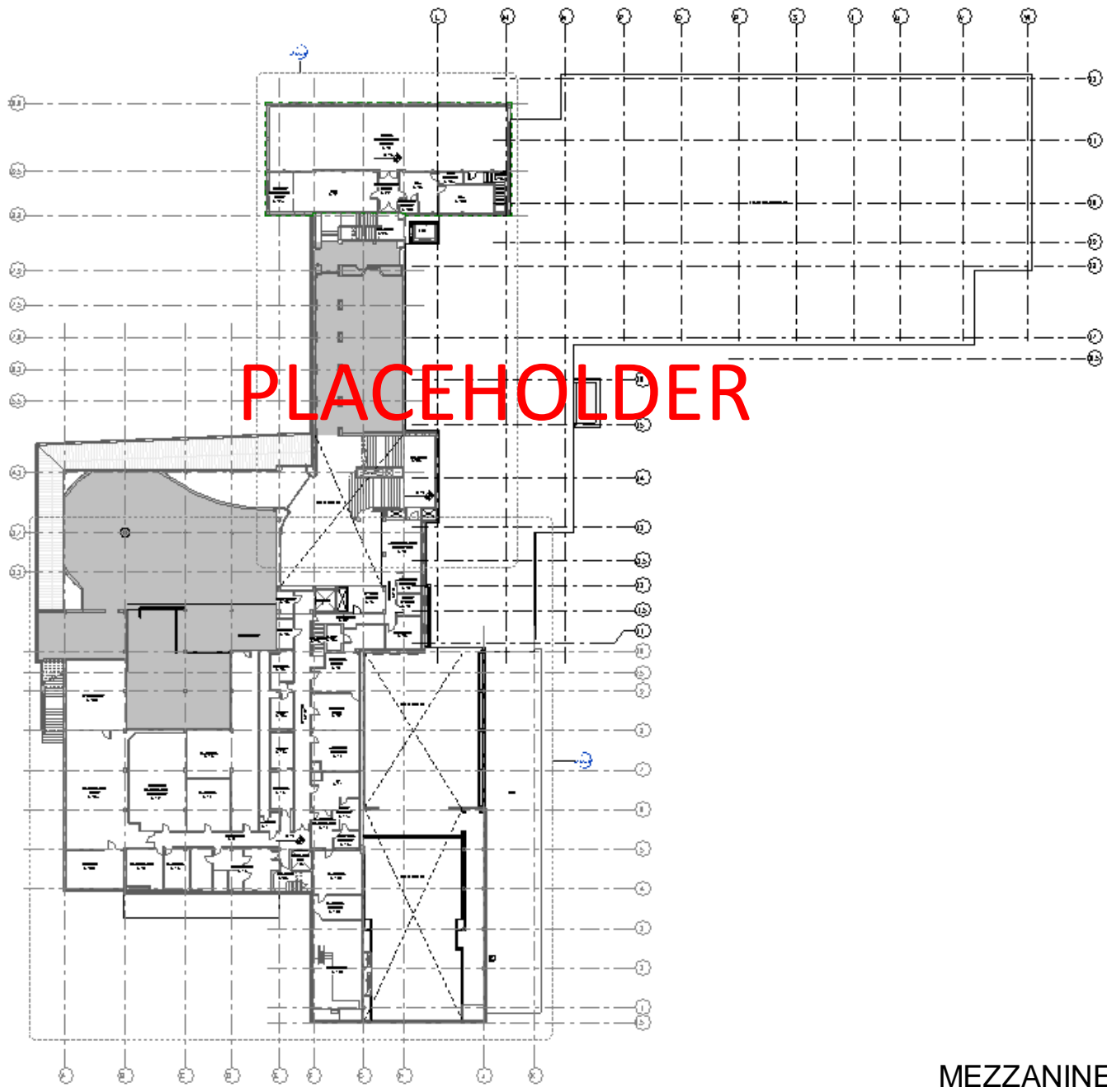
PLACEHOLDER



GROUND LEVEL



LEVEL 1



MEZZANINE AND MILLS CENTER

