



CHAMBER

*int*



PUB

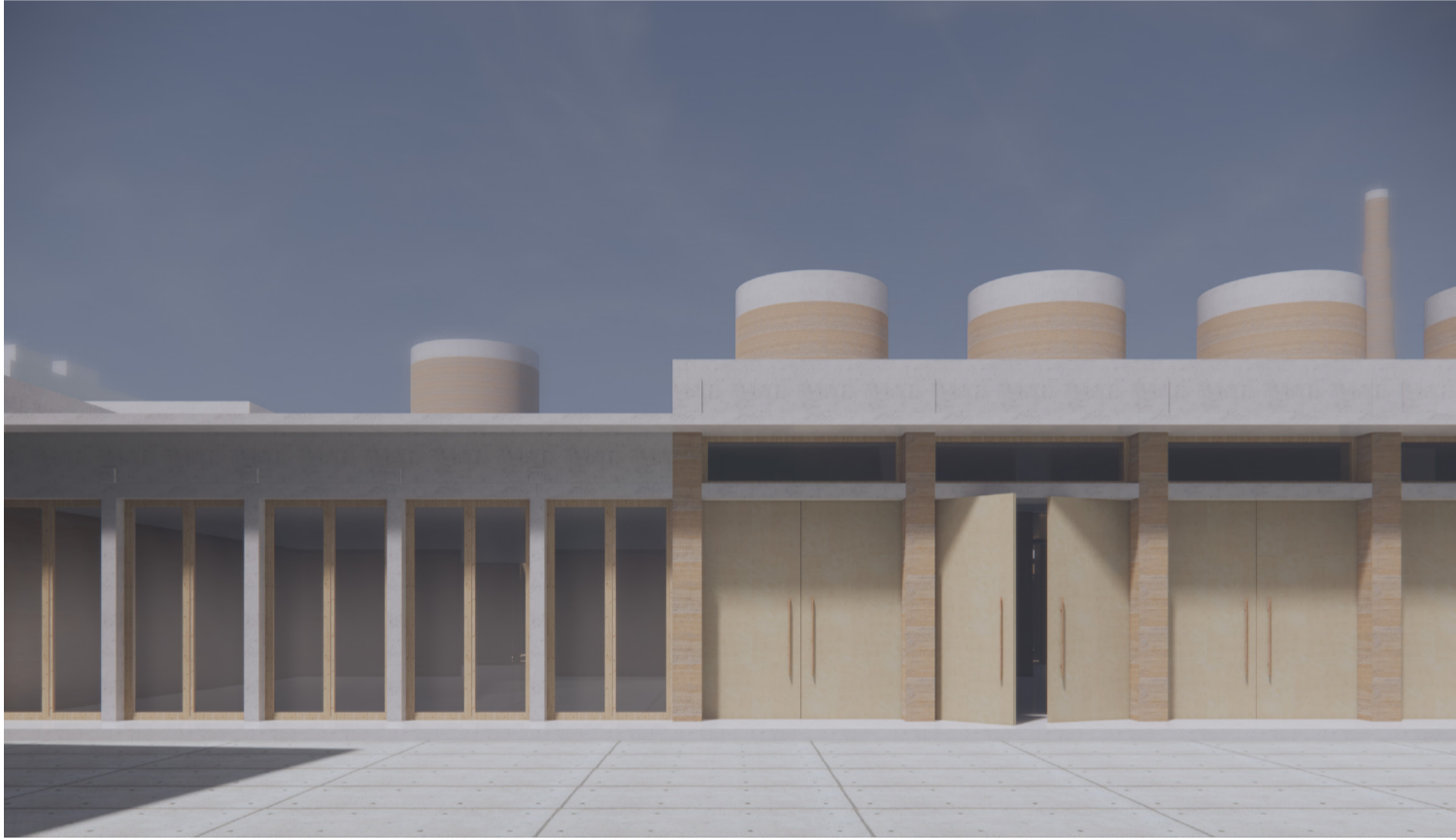
*int*





OFFICE

*int*



FAÇADE

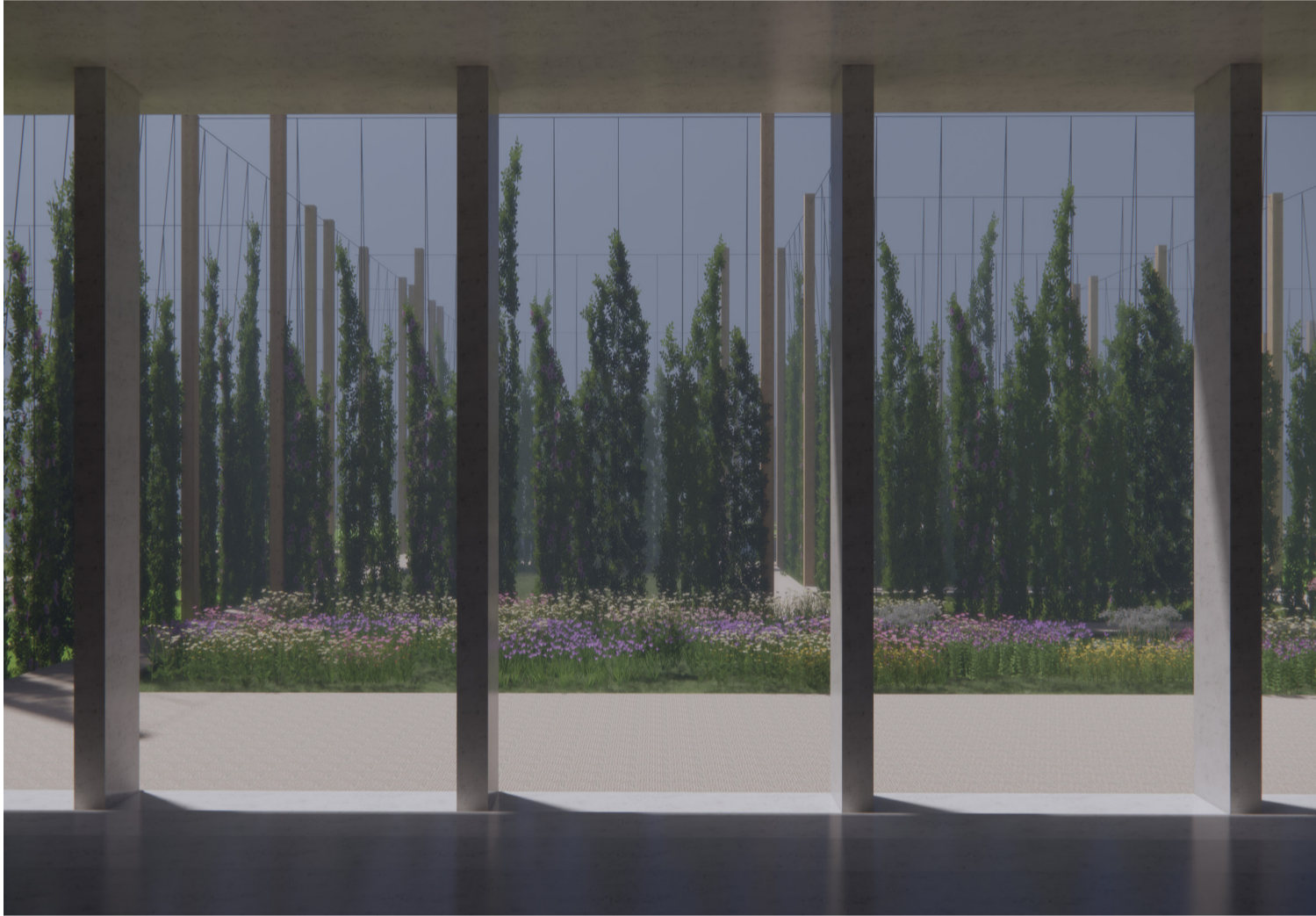
*ext*



PARK

*ext*





AMPHITHEATER

*ext*