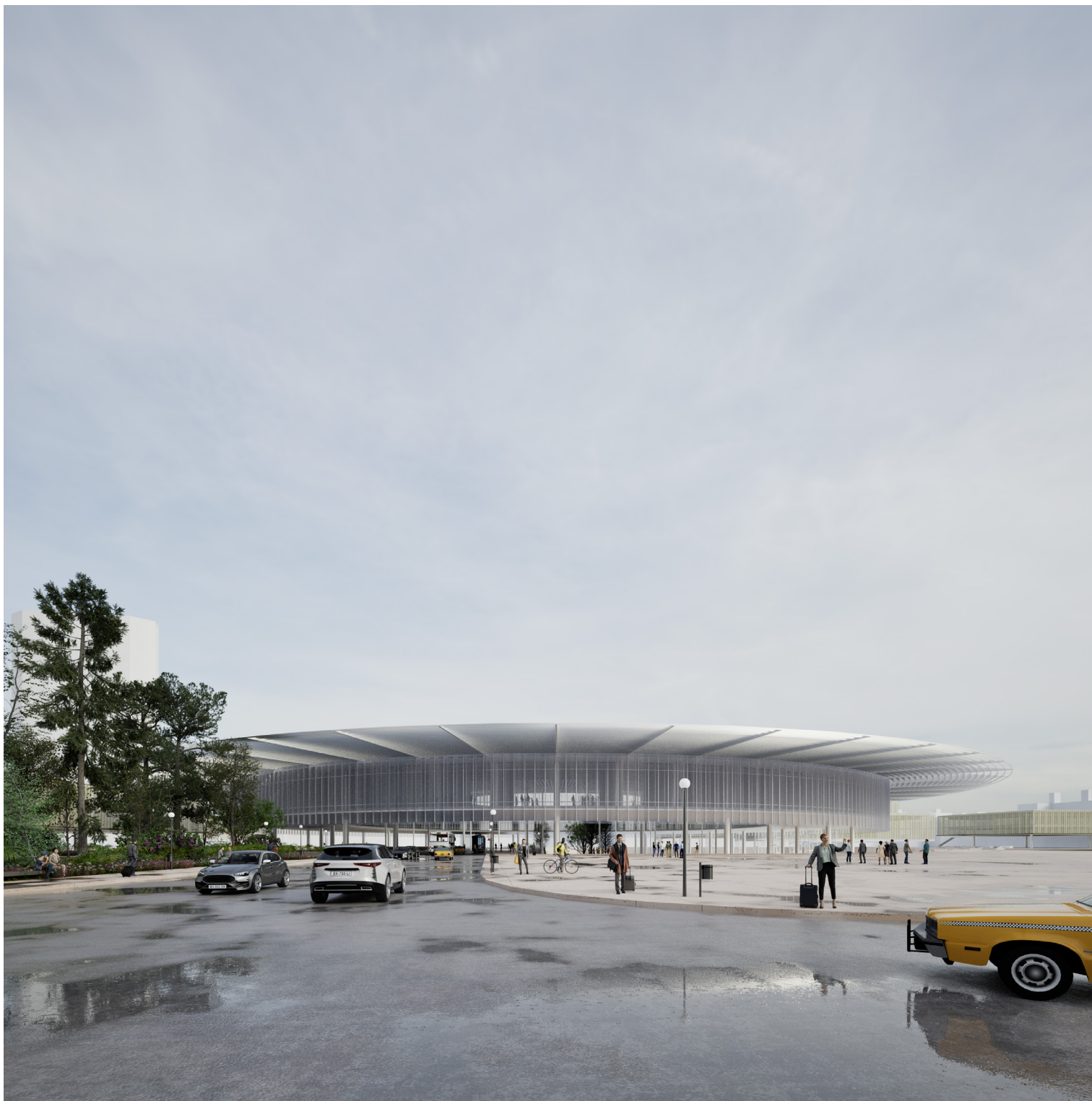


DO NOT MIND THE GAP • DO WANDER



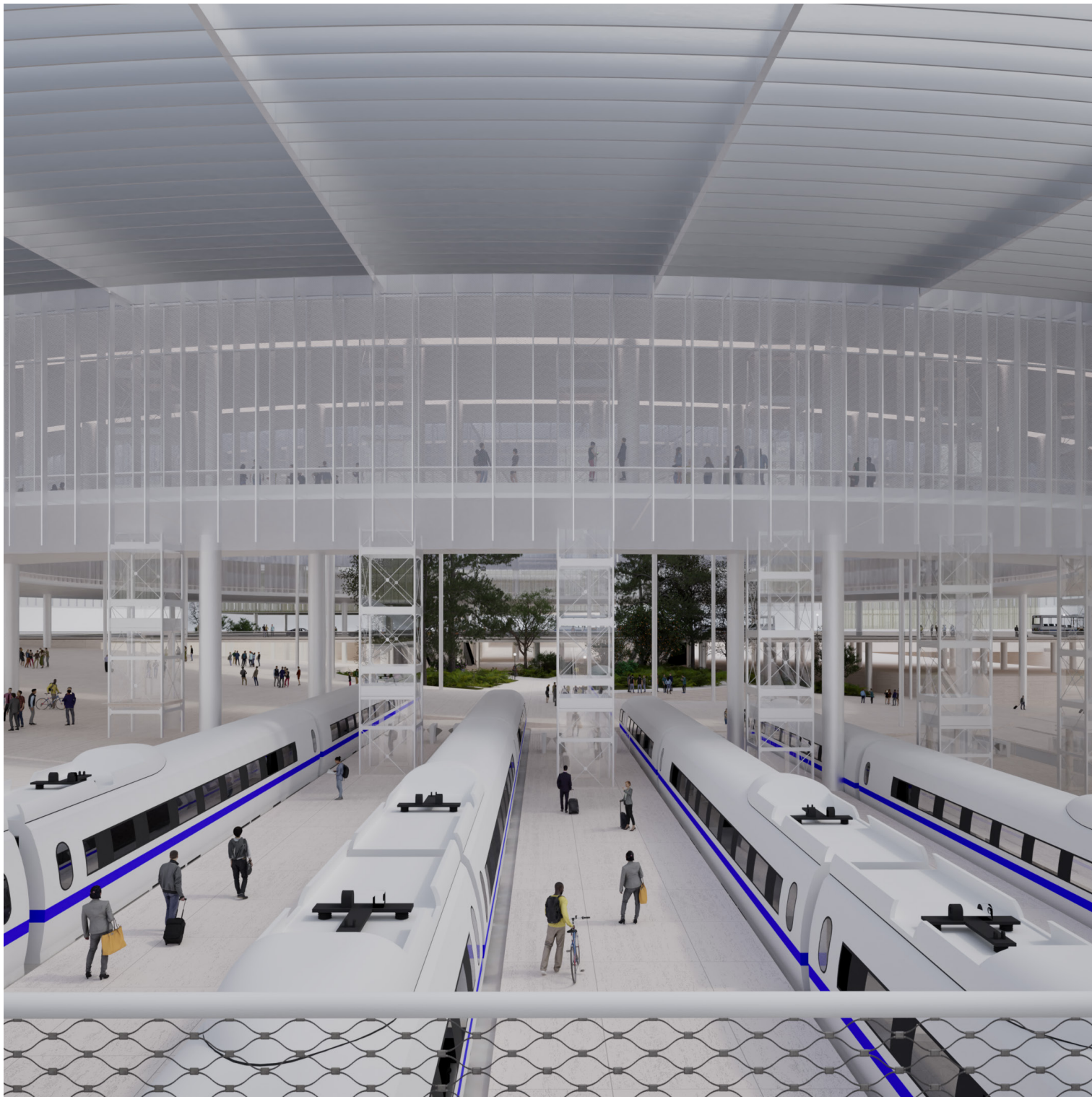




Main Entrance



Passage Entrance



Concourse Hall



Passage



City within a City

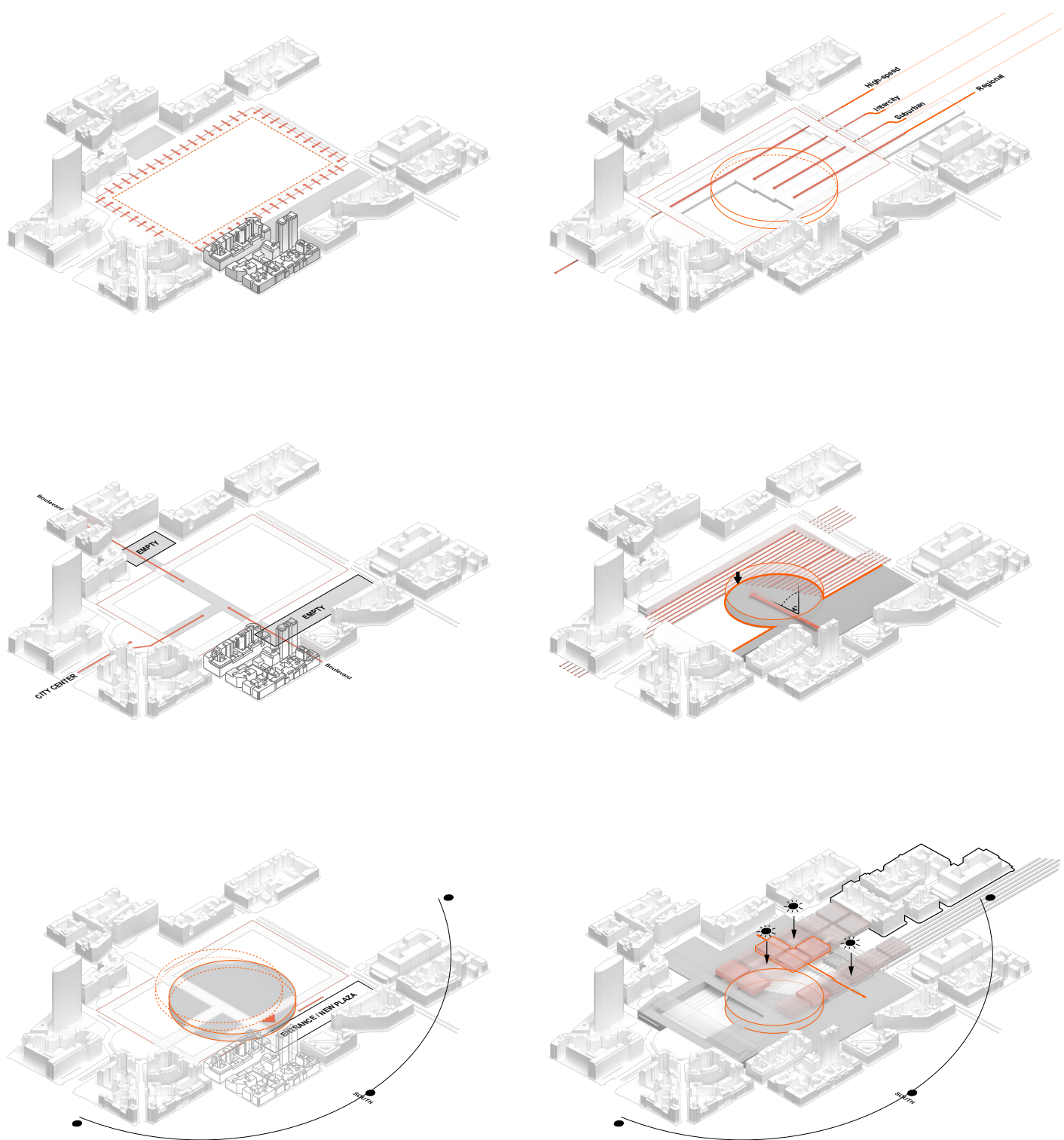


Central Courtyard

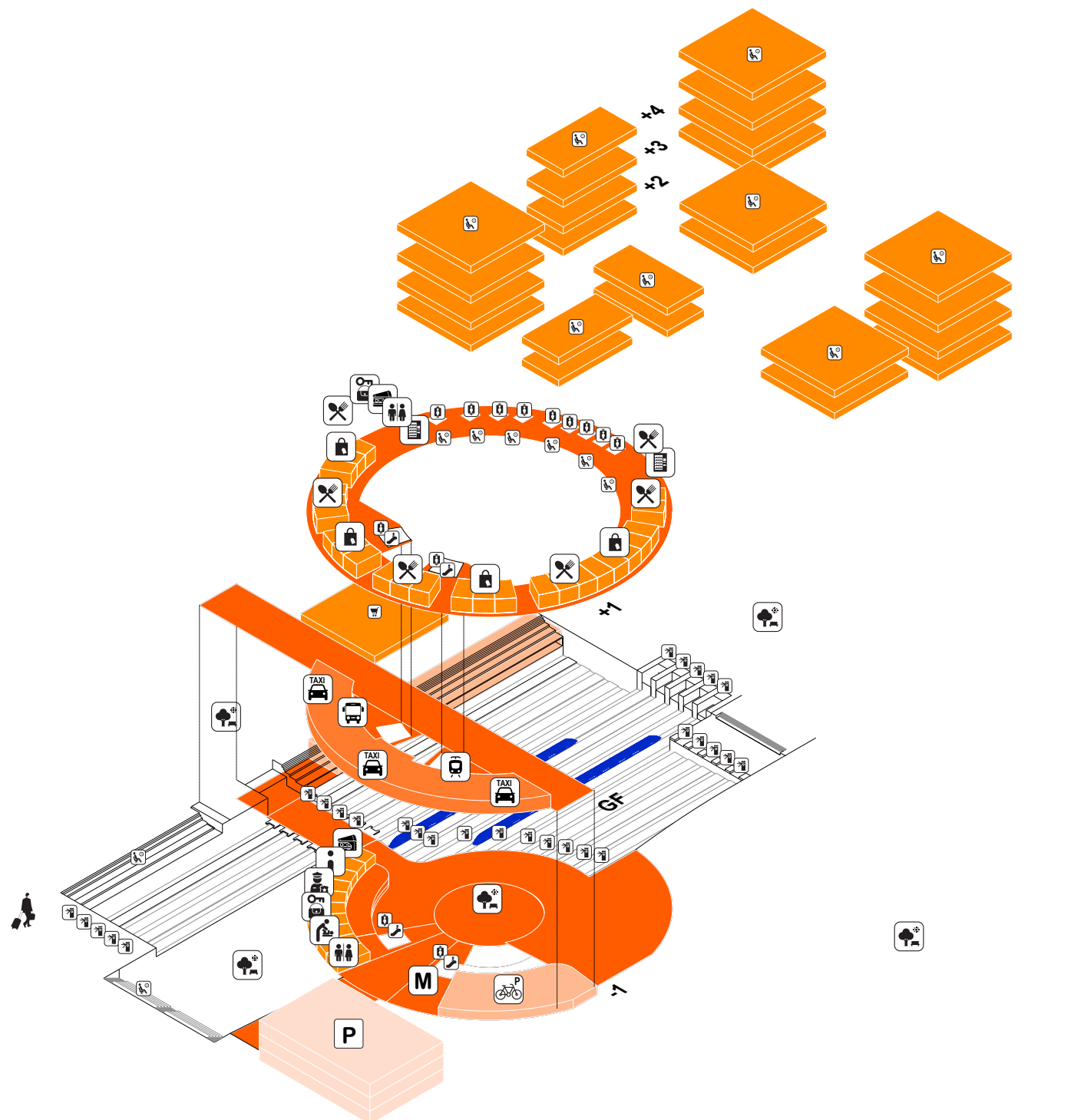




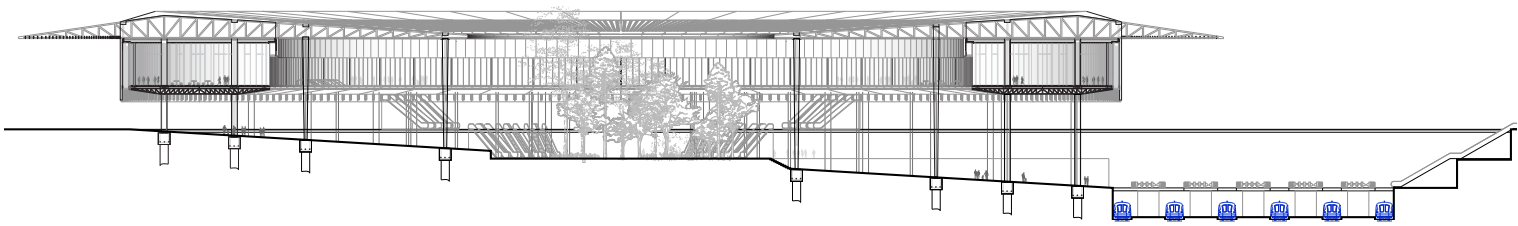




Concept Diagram



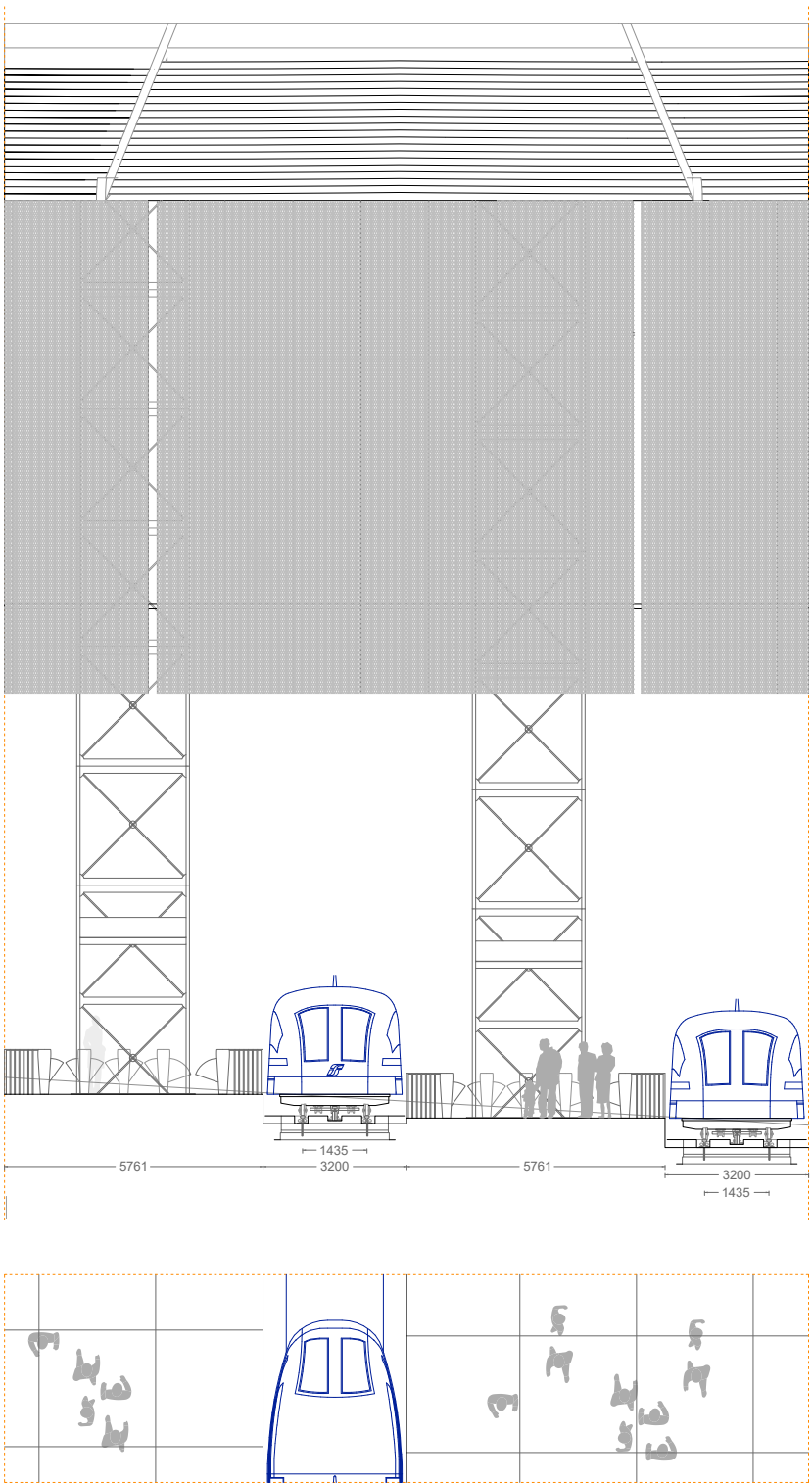
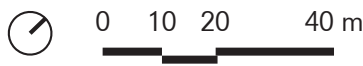
Program Axonometric



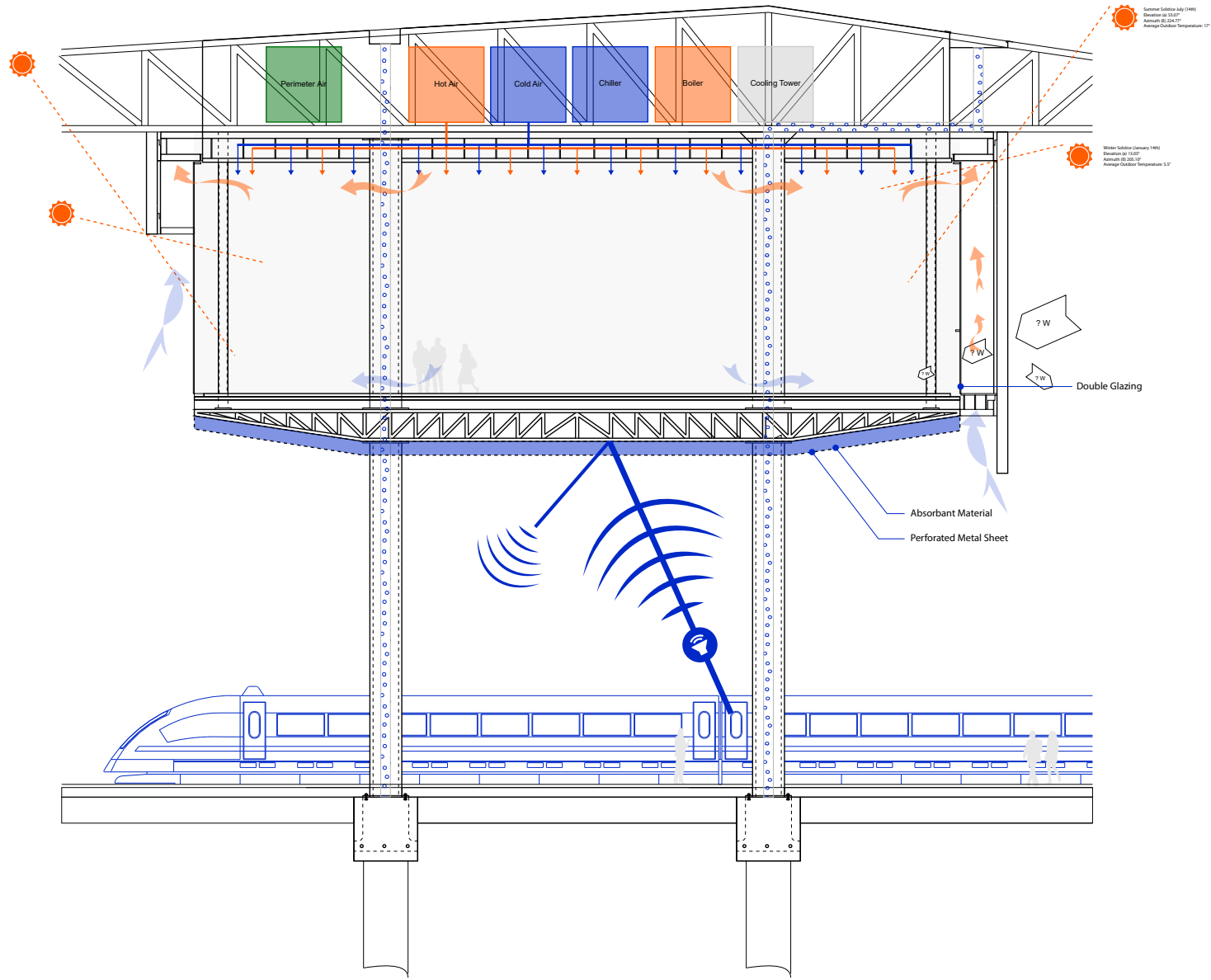
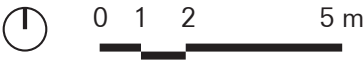
Section BB'



Section CC'



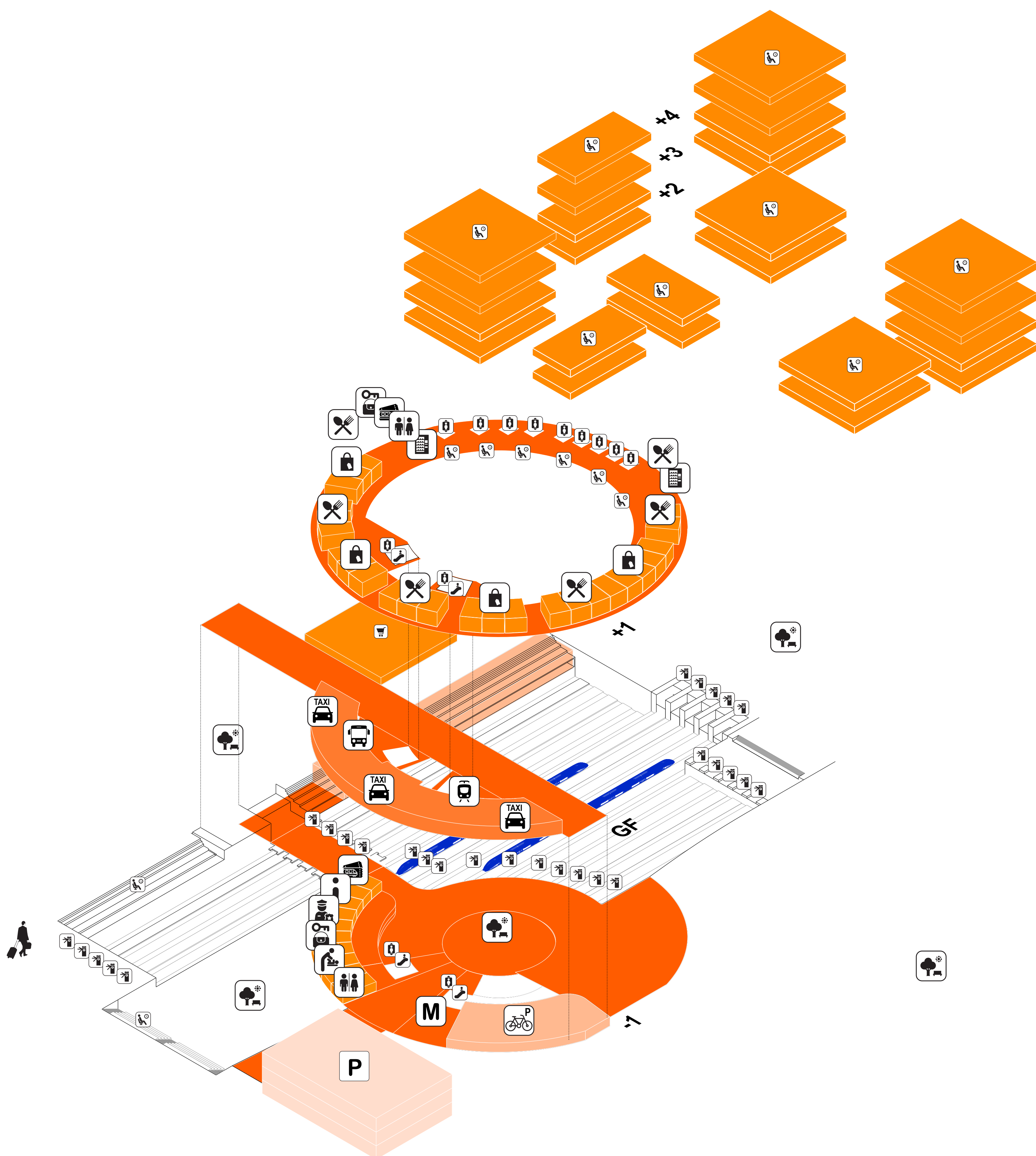
Facade Fragment



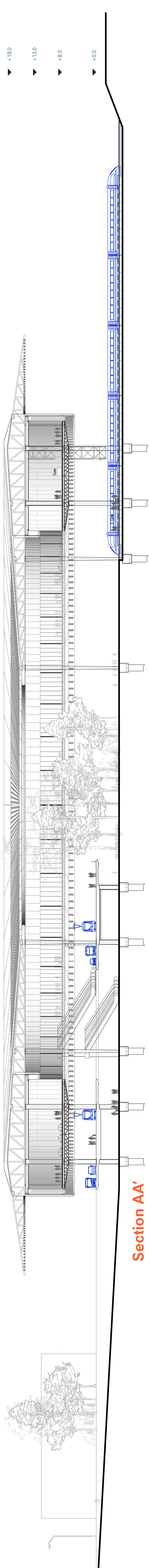
Environmental Strategies



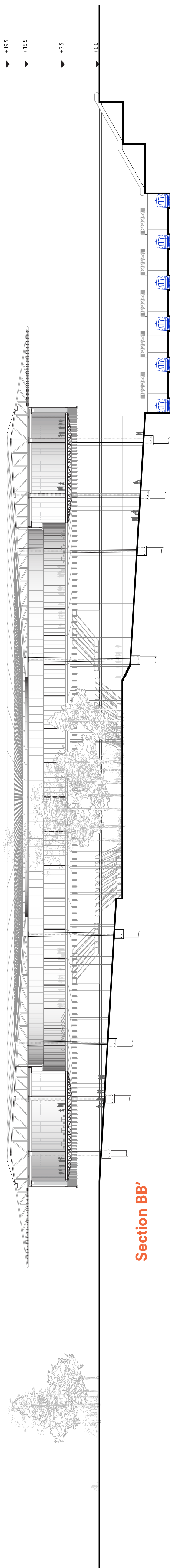




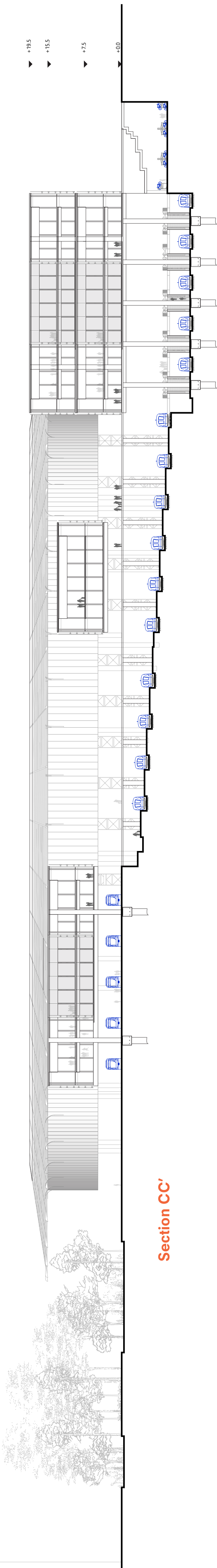




Section AA'

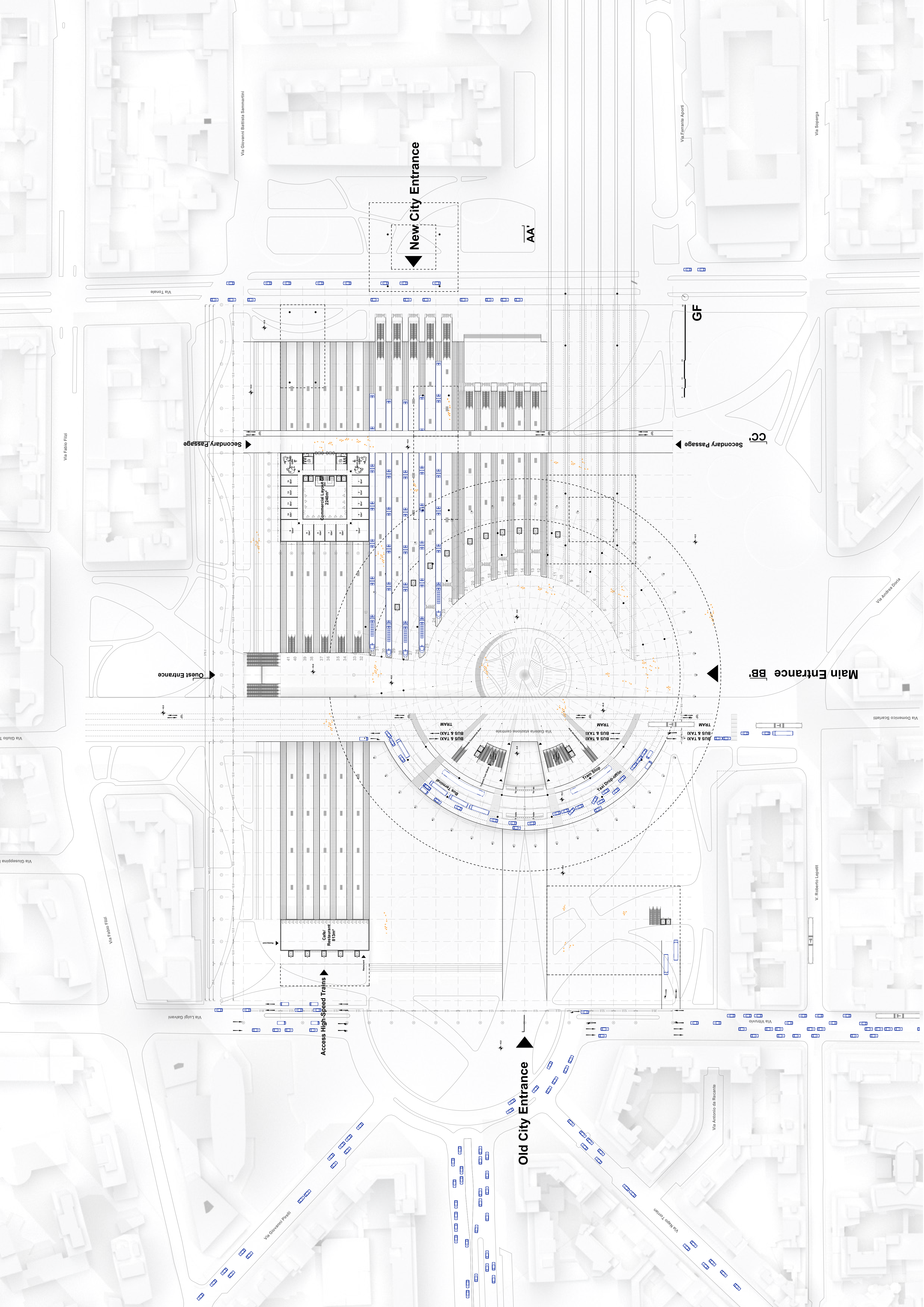


Section BB'



Section CC'





New City Entrance

AA'

GF

CC'

Secondary Passage

Main Entrance BB'

Quest Entrance

Access High-Speed Trains

Old City Entrance



