

# Modern City Center

ART/EGR 499A and B

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I am designing a municipal government building for a very wealthy city. It will consist of a large C shaped parking garage / office building that connects to the main skyscraper from the sides. There will be 3 main entrances to the complex; one in the center of the C shaped building and two from the sides. All entrances will meet at one roundabout. On two sides of the roundabout will be two ramps leading to a lower level where cars can be parked, adjacent to these ramps will be staircases for walking up to the roundabout again. The smaller front building will be 3 floors high, not counting ground level, while the skyscraper will be about 70-120 floors. There will be two hollow sections of the building, one on each side going from the roof to the first floor to allow light and air through the building.

The main building will be designed in a neo-futuristic style with white and black marble exterior with very tall but thin glass windows. There will be high gothic inspired buttresses around the base of the two towers as well as the top for aesthetic purposes that look to support the sides of the building that will taper inwards like the lowercase letter h.

Below is a screenshot from the video game Final Fantasy XV with a building built in a shape and style that I hope to achieve, as this game's architecture is exactly the kind of blend of futuristic, gothic, and modern japanese architecture that I had intended to make before finding the game. Below to the lower left is the Tokyo Metropolitan government building, and to the



right of that is the cathedral of Sainte-Chapelle, Paris. Both, large primary inspirations.

Form: Two big towers connected by a large main building, side buildings facing entrance in the shape of a lowercase h with flying buttresses

Scale: massive, god like

Context: in a wealthy metropolitan city area

Proportion: significantly larger in size and area than other nearby buildings within 1 km

Balance: perfectly symmetrical, detail throughout

Symbolism: power, very high class, very high wealth

Color: bright with dark accents on the outside

Texture: smooth marble, stone, and glass

Architectural Style: Futurist

Architectural Style Inspiration: high gothic, modern japanese, italian renaissance

Function: government building and public square

My preliminary sketches of the building as of March 7<sup>th</sup>, 2015:





