

***A HYPERREALIST CASINO  
IN RENO, NEVADA***

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IN RENO, NEVADA**

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**ACCEPTED**

**MASTER OF ARCHITECTURE**

  
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## PREFACE

This project is to be the culmination of my educative process so far. After six years of stress, sweat, and sleep deprivation I have finally arrived at this point. I want to thank my Mom for being so supportive and understanding. From my first moment she has given me everything; life, love, opportunities, and the chance to better myself through higher education! I want to thank God for being there, too. After so many desperate prayers of "Please, God help me finish this! Help me get through these next few days" I have miraculously made it through. Here I go again . . . "Dear God, please let me get through this . . ."

## **OBSERVATIONS**

In Walter Benjamin's essay *Some Motifs on Baudelaire*, he focuses on essays about observers, including the writers Edgar Allan Poe, Friedrich Engels, and Charles Baudelaire. The essay describes and contrasts the different points of view of the observer using the concept of a flaneur, an idler or loungeur (Oxford English Reference Dictionary, 1996).

With this in mind, I have decided to describe my personal experiences with casinos (none in Las Vegas). One must understand that I am not a gambler, nor a risk taker. I have never been taken up in the feverish pursuit of a quick fortune. For the most part, I have been a careful observer.

Upon entering a casino, one is immediately plunged into cavernous darkness in which selective pools of light direct you to the different gaming tables and lines of slot machines.

A faint haze hangs over the entire hall, with people rhythmically lighting up cigarettes and cigars in between pulls of the slot machine or the dealing of a new hand.

## **OBSERVATIONS**

Cocktail waitresses, scantily clad, weave in and out of the crowded slot machine rows carrying free drinks to patrons. Security personnel dotted throughout the gaming areas, wearing an earphone, watching everything and everyone. There is the constant hum of the slot machines, jingling and chiming in the key of C, the sounds alone make you want to play. Mirrors, covering the walls, are often used to make the patron feel as though they are in a much larger space, making it easy to become disoriented. A few feet away, a woman hits a slot jackpot, with bright flashing lights and music playing, looking more nervous than excited.

As I travel further into the casino, I find it difficult to get directly from one area to another. The slot machines are crowded in together so that one must literally slither between people and chairs to get free. In the distance I see a lighted area with what seems to be a tropical motif, complete with plastic plants and a rock cemented waterfall.

I arrive to find a restaurant, which serves seafood, complete with rainforest sound effects and

## **OBSERVATIONS**

Gaudy palm trees painted on the walls.

Up ahead I see the sign "ARCADE" and an arrow pointing down a dark hallway. I decide to check it out.

The "ARCADE" is a dingy room filled with arcade and redemption games. I felt uncomfortable at once, with several older men staring at me from their machines. I quickly retrace my steps back into the casino.

Off to the right, I see an elderly man, playing three slot machines at a time, rhythmically moving between the machines. Taking the escalators up, decorated with mirrors on all sides and another rock cemented waterfall, I arrive at a crossroad of sorts with the casino offices down a hallway to the right, more slot machines to the left. Behind me is the hall leading to the Banquet Rooms and in front leads the way to the hotel pool and spa. The walls are painted with dark colors and the carpet pattern is made up of several dark shades of blue, purple, and brown.

After looking around a bit more, I have had enough. Finding the exits, especially the one where

## **OBSERVATIONS**

Your car is parked, is an adventure in itself.

After observing several Reno casinos in this fashion (usually while waiting for friends who are gambling) I have realized that the dark, seedy casinos are becoming an experience of the past. Many of the newer casinos built in Reno and Las Vegas are designed with brighter, more exciting ambiances. These new casinos have become entertainment destinations, rather than places used solely for gambling.

The older casinos don't offer attractions for the whole family. A dark, dingy arcade isn't the place parents want to leave their kids while gambling. I want to propose a casino design that addresses many of the problems I have narrated above, perhaps creating an entertainment destination that will have something for everyone.

**THEORY**



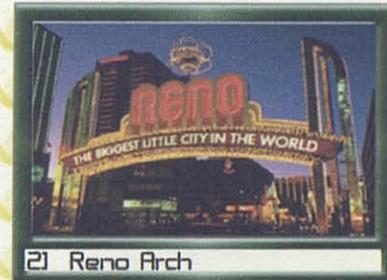
**THEORY** 2:0

## ABSTRACT

In order to engage and entertain the public, an exchange must initially take place between the facility and the participants. The fusing of such hyperrealistic elements as simulation, surface, immersion, and stimulation will create an appropriate environment in which to facilitate levels of interaction and enjoyment for the user.

Reno, Nevada is home to over 350,000 residents and is known for its casinos, outdoor activities, and festivals.

The casino/hotel complex will be an entertainment destination for the whole family. The casino includes two 25,000 sqft gaming areas, a high roller lounge, a 8,000 sqft youth activity center, and four flexible banquet rooms. The hotel includes valet/luggage service, 500 rooms with two different floor plans, a 6000 sqft pool/spa facility, and a health/fitness room.



2.1 Reno Arch



2.2 Comstock Hotel

## **HYPERREALITY**

Over the past several decades, casinos have made a drastic transition from gambling facilities into total entertainment destinations. With this change of use also came a wider range of users. Casinos, previously known as playgrounds for adults, now offer attractions and accommodations for people of all ages.

Within the past 5 decades, North American and Western European societies have experienced an explosion of new architectural forms and ideals. The notion of Hyperreality is a fairly new organization of ideas that have only been viewed from afar by writers including Umberto Eco, Italian professor of semiotics, and Jean Baudrillard, French Postmodernist. Hyperreality can most recognizably be applied to "themed environments" and entertainment destinations such as amusement parks, casinos, etc. **"AMERICA IS NEITHER DREAM-**



2.3 Las Vegas Sign



2.4 Fantasia

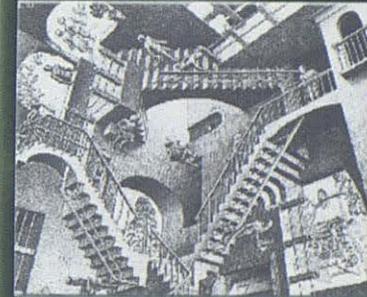
## ***HYPERREALITY***

**NOR REALITY. IT IS A HYPERREALITY. . . .  
BECAUSE IT IS A UTOPIA WHICH HAS  
BEHAVED FROM THE VERY BEGINNING AS  
THOUGH IT WERE ALREADY ACHIEVED.  
EVERYTHING HERE IS REAL AND PRAGMATIC,  
AND YET IT IS ALL THE STUFF OF DREAMS  
TOO.”** (Beaudrillard, *America*, 28)

### What is Hyperreality?

Hyperreality is simply the exaggeration of what people perceive is “real”. **“THE VERY DEFINITION OF REAL BECOMES: THAT OF WHICH IT IS POSSIBLE TO GIVE AN EQUIVALENT REPRODUCTION.”** (Beaudrillard, *Simulations*, p146) It is created by blurring the boundaries between reality and simulation.

**“SIMULATION IS NO LONGER THAT OF A TERRITORY, A REFERENTIAL BEING OF A SUBSTANCE. IT IS THE GENERATION BY -**



2.5 M. C. Escher: Relativity



2.6 Labyrinth

## SIMULATION

**MODELS OF A REAL WITHOUT ORIGIN OR REALITY: A HYPERREAL.**" (Beaudrillard, *Simulations*, p2) **"THE HYPERREAL TRANSCENDS REPRESENTATION ONLY BECAUSE IT IS ENTIRELY IN SIMULATION."** (Beaudrillard, *Simulations*, p147)

Hyperreality can be defined by four main elements that are represented on two levels: the physical/tangible, and the intuitive/perceptive.

### SIMULATION

Entertainment destinations have one fundamental element in common: simulation. Whether a casino is built in the likeness of Venice, or an amusement ride imitates a scene in a movie, simulation is what attracts people to these experiences. Simulation allows a visitor to experience acts and places that are either unattainable or otherwise impossible to create in the real world. It is a weaving of elements, some real, and some fabricated, creating a multilayered -



2.7 Las Vegas laser show



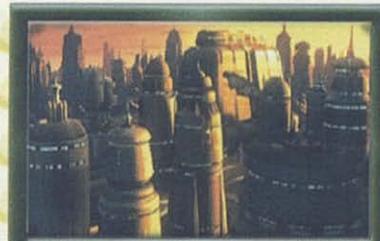
2.8 Rainforest Café

## SIMULATION

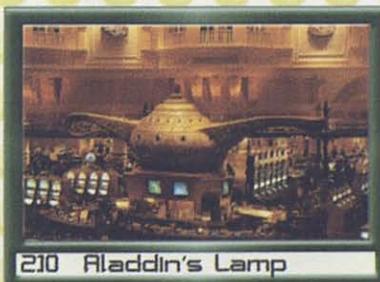
experience that is stimulating to the mind and senses. **"THE AMERICANS, FOR THEIR PART, HAVE NO SENSE OF SIMULATION. THEY ARE THEMSELVES SIMULATION IN ITS MOST DEVELOPED STATE, BUT THEY HAVE NO LANGUAGE IN WHICH TO DESCRIBE IT, SINCE THEY THEMSELVES ARE THE MODEL."**

(Beaudrillard, *America*, p28)

Simulation requires a certain degree of tangibility with which the visitor can interact. In one sense, the simulation must be based in reality in order to be successful. Tangible aspects of simulation include the actual place that the simulation occurs within, the materials that are used to create the simulation, and anything else that the visitor will physically encounter or interact with while in the simulation. **"THE HOLOGRAM IS AKIN TO THE WORLD OF PHANTASY. IT IS A THREE-DIMENSIONAL DREAM AND YOU CAN ENTER IT AS YOU WOULD A DREAM."** (Beaudrillard, *America*, 30)



29 Star Wars



210 Aladdin's Lamp

## ***SURFACE***

Simulation also requires the application of a motif or storyline, giving the visitor's mind something relate to and interpret. The combination of theme with sudden and total immersion into Hyperreality allows the visitor to transcend reality and its limitations.

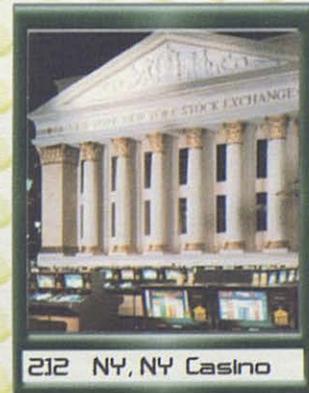
### SURFACE

Themed environments, including casinos, are constantly trying to achieve a level of illusion and simulation that makes their experience unique and exciting. There is usually a motif or storyline that each simulation follows. The end result is an intertwining of fact and fiction generating physical and perceptive surfaces that the visitor will understand and interact with. "

**. . . JOURNEY INTO HYPERREALITY, IN SEARCH OF INSTANCES WHERE THE AMERICAN IMAGINATION DEMANDS THE REAL THING AND, TO ATTAIN IT, MUST FABRICATE THE ABSOLUTE FAKE, WHERE THE BOUNDARIES BETWEEN GAME AND ILLUSION ARE BURIED, THE ART-**



211 NY, NY: Fair Games



212 NY, NY Casino

## STIMULATION

**MUSEUM IS CONTAMINATED BY THE FREAK SHOW, AND FALSEHOOD IS ENJOYED IN A SITUATION OF "FULLNESS", OF HORROR VACUUM.** (Eco, Hyperreality, p8)

Tangible boundaries exist between and within the simulations. The physical boundary and surface of the simulation separate the visitor from "reality" in order to

**" . . . ESTABLISH ITSELF AS A SUBSTITUTE FOR REALITY, AS SOMETHING EVEN MORE**

**REAL."** (Eco, Hyperreality, p8). This allows the visitor to fully interact with the illusion, letting their mind focus on what is occurring within the experience.

Perceived boundaries are created when the visitor is challenged to interpret the differences between what is real and what is simulated within the environment. The illusions occur on many separate conscious and subconscious levels giving a depth and credibility to the whole experience. The mind is stimulated to move through, across and-



213 Madame Toussaud's



214 House of Blues Lobby

## IMMERSION

within the illusion. " . . . **LEVELS OF ILLUSION ARE NUMEROUS, AND THIS INCREASES THE HALLUCINATION . . .**" (Eco, *Hyperreality*, p42-43)

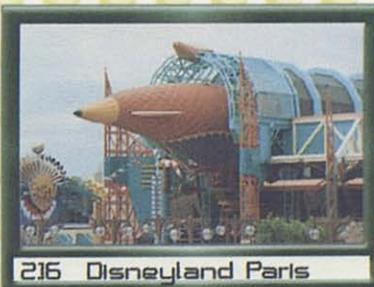
### Immersion

To achieve an effective Hyperreality, entry into the simulated environment must be sudden and all-consuming. Total immersion, including physical and perceptive immersion, is essential to becoming a part of the experience. **"DISNEYLAND HAS NO TRANSITIONAL SPACES. THERE IS ALWAYS SOMETHING TO SEE, THE GREAT VOIDS OF MODERN ARCHITECTURE AND CITY PLANNING ARE UNKNOWN HERE."** (Eco, *Hyperreality*, p48)

Physical immersion requires that while the guest is in the simulation, visual and oratory distractions (things that exist in reality) are kept to a minimum. This allows the guest have the sense that they themselves are a part of hyperreality.



215 Disneyland Paris



216 Disneyland Paris

## IMMERSION

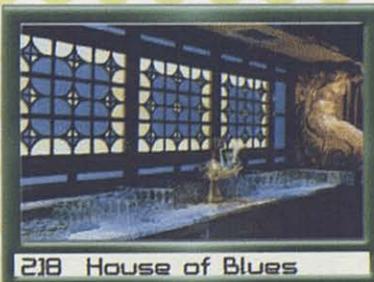
**"... SINCE THE THEATRICALITY IS EXPLICIT, THE HALLUCINATION OPERATES IN MAKING VISITORS TAKE PART IN THE SCENE AND THUS BECOME PARTICIPANTS IN THAT COMMERCIAL FAIR THAT IS APPARENTLY AN ELEMENT OF THE FICTION BUT IN FACT REPRESENTS THE SUBSTANTIAL AIM OF THE WHOLE IMITATIVE SCENE."** (Eco, *Hyperreality*, p42-43)

This also provides the added illusion that the guest is able to affect the overall outcome of whatever occurs within the environment, thus making the illusion more real. **"TO SPEAK OF THINGS THAT ONE WANTS TO CONNOTE AS REAL, THESE THINGS MUST SEEM REAL. THE "COMPLETELY REAL" BECOMES IDENTIFIED WITH THE "COMPLETELY FAKE". ABSOLUTE UNREALITY IS OFFERED AS REAL PRESENCE."** (Eco, *Hyperreality*, p1)

Psychological immersion requires that the overall theme and actual physical parts of the simulation work together in congruence.



217 House of Blues



218 House of Blues

## STIMULATION

If there are any perceptive flaws, the guest will begin to question the believability of the simulation.

### Stimulation

The number of stimulating elements within a simulation can have great effect on whether or not the experience will be effective. Too many stimulants may prove to be distracting and cause the guest discomfort. Too few, and the guests may quickly become disinterested or disenchanting with the experience.

Experiences become more tangible and inspiring when the guest has the opportunity to interact with and control certain aspects of the simulation.

**"EVERYTHING MUST BE TACTILE FOR THIS WIDESPREAD AND SECONDARY AMERICA . . ."**

(Eco, Hyperreality, p57) Simulations must attempt to stimulate every one of the guest's five senses, whether its the smell of vegetation, or theme related food, the



2.19 Metreon Arcade



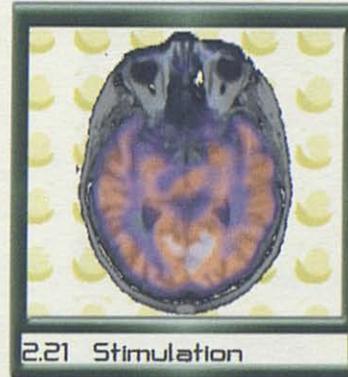
2.20 Metreon Gateway

## STIMULATION

more detailed each experience is, the more stimulated the guest becomes. **"DISNEYLAND NOT ONLY PRODUCES ILLUSION, BUT IN CONFESSING IT STIMULATES THE DESIRE FOR IT . . ."** (Eco, *Hyperreality*, p44)

**"TODAY, WHEN THE REAL AND THE IMAGINARY ARE CONFUSED IN THE SAME OPERATIONAL TOTALITY, THE AESTHETIC FASCINATION IS EVERYWHERE. IT IS A SUBLIMINAL PERCEPTION ( A SORT OF SIXTH SENSE) OF DECEPTION, MONTAGE, SCENARIA OF THE OVEREXPOSED REALITY IN THE LIGHT OF THE MODELS NO LONGER A PRODUCTION SPACE, BUT A READING STRIP, STRIP OF CODING AND DECODING, MAGNETIZED BY THE SIGNS AESTHETIC REALITY NO LONGER BY THE PREMEDITATION AND THE DISTANCE OF ART, BUT BY ITS ELEVATION TO THE SECOND LEVEL, TO THE SECOND POWER, BY THE ANTICIPATION AND THE IMMANENCE OF THE CODE."**

(Beaudrillard, *Simulations*, p150)



2.21 Stimulation

## ISSUES: MOOD

### GOAL:

The mood should communicate to and stimulate the senses of users within the facility's distinctive spaces.

### Performance Requirement:

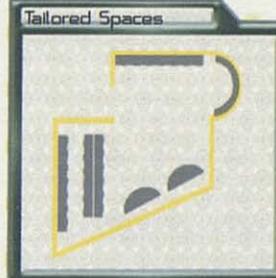
Each space should be tailored in order to guide the visitor through the experience and enhance the feel of the simulation.

### Performance Requirement:

Lighting should enhance the simulated experience by using varying types of fixtures (task, circulation, etc) to keep the visitor's attention in the direction of the desired simulation or path.

### Performance Requirement:

Spaces should be intimately arranged and have paths that move along with a particular experience without hindering circulation and activity.



## ISSUES: SCALE

### GOAL:

The facility's structure should create contrast through the exaggeration of scale.

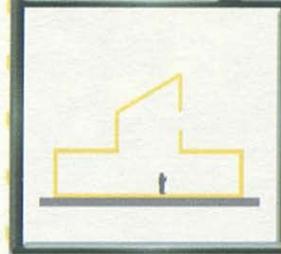
### Performance Requirement:

Ceiling heights should be exaggerated according to the space's specific use creating either close intimate spaces or open circulation paths.

### Performance Requirement:

The facility's structure should be unique and exaggerated in order to contrast the other downtown buildings.

Exaggerated Ceilings



Exaggerated Scale



## PRECEDENT

### Henry Doorly Zoo: LIED JUNGLE

LOCATION: Omaha, NE

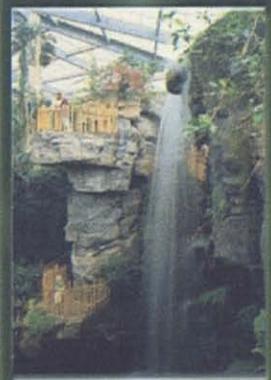
The Lied Jungle is an indoor simulated tropical rainforest. Visitors are able to observe animals in their native habitat while feeling as though they themselves are actually in a real rainforest. This is a successful example of how simulation can work with and become nature.



2.21 Simulated Rainforest



2.22 Waterfall



2.23 Lookout point

## PRECEDENT

### METREON

LOCATION: San Fransisco, CA

ARCHITECTS: SMWM

The Metreon is a large complex consisting of several shops and interactive experiences including arcades, an IMAX Theatre, and "hands-on" zones for younger visitors. Each interactive experience has a specific theme and shops that relate to the experience.



2.25 Metreon Gateway



2.24 Arcade



2.26 Yerba Buena Gardens

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**FACILITY**



**FACILITY 3:0**

## **MISSION STATEMENT**

To create an entertainment destination that distinguishes itself from the rest of downtown Reno, yet is recognizable in that it accommodates multiple stimulating activities.

The casino/hotel complex will be an entertainment destination for the whole family. The casino includes two 25,000 sqft gaming areas, a high roller lounge, a 8,000 sqft youth activity center, and four flexible banquet rooms. The hotel includes valet/luggage service, 500 rooms with two different floor plans, a 6000 sqft pool/spa facility, and a health/fitness room.

## **EPISTEMOLOGY**

Until the second half of the 19<sup>th</sup> century, casinos were known as public halls in which music and dancing was the main attraction. However, by the late 1800's, the name casino was commonly recognized as a collection of gaming or gambling rooms. The casino at Monte-Carlo, opened in 1861, is the world's most famous example.

World-wide, casinos have a similar character, with locations limited to strict government regulation. In South Africa and Europe, casinos are limited to holiday resort locations and few places elsewhere. France owns the majority of European casinos, and London, since 1960, has licensed several supervised gambling clubs.

In the United States, legalized casinos were only permitted in Nevada up until 1978, when casino gambling was introduced in Atlantic City, NJ. The economy of Las Vegas, and Nevada, relies heavily on profits made from gambling and the tourism industry. In the 1980's, American Indian reservations started building their own gaming facilities, which are not subject to antigambling statutes.

## ISSUE: VISIBILITY

### GOAL:

The facility should allow guests stimulating visual access to various attractors.

### Performance Requirement:

The building form should create a vertical visual focus with the main circulation space allowing for views into and across the facility.

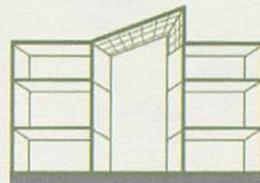
### Performance Requirement:

The facility should have an open vertical floor plan to allow unobstructed views into the different activity spaces.

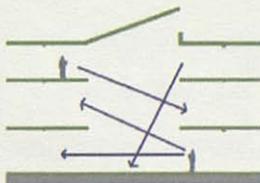
### Performance Requirement:

The main level should have an open floor plan to allow for visibility and access to the different activity attractors.

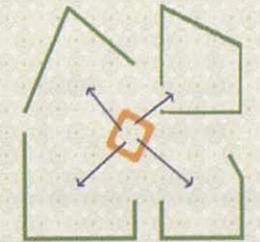
Visual Focus



Visual Accessibility



Open Floor Plan



## ISSUE: PRIVACY/NOISE

### GOAL:

The facility should be sensitive to areas that need privacy and noise insulation.

### Performance Requirement:

The facility should promote various degrees of privacy with walls and partitions to keep unwanted visitors away.

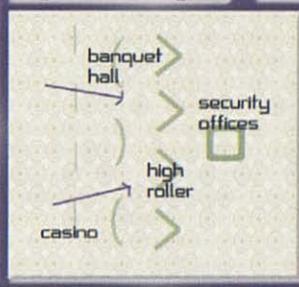
### Performance Requirement:

Private spaces should be insulated from noise by separating those spaces away from noisy environments and using noise-proof materials.

### Performance Requirement:

Non-casino related activities should be separated from the gaming areas.

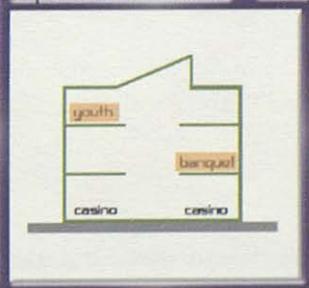
Degrees of Privacy



Noise Insulation



Separation of Activities



## ISSUE: CIRCULATION

### GOAL:

Circulation should be convenient, simulating, and interesting to the guests.

### Performance Requirement:

The main public spaces should be situated along the principle circulation path to create controlled experiences.

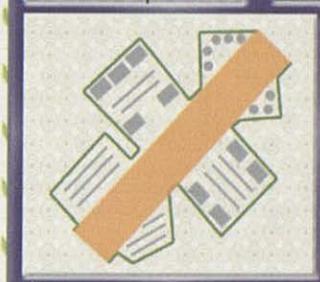
### Performance Requirement:

The most important facility entrances should be placed at both ends of the principle circulation path.

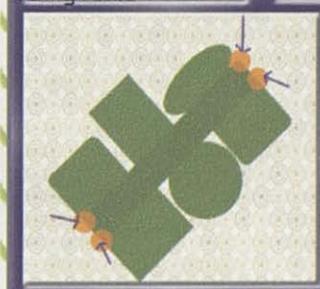
### Performance Requirement:

The spaces located along the principle circulation path should be open to allow circulation along and through the facility.

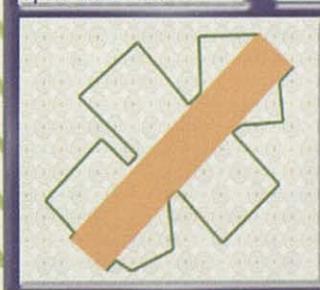
Controlled Experiences



Entry Points



Open Circulation



## ACTIVITIES AND SPACES





## MAIN CIRCULATION

**Activities:** Movement (circulation), observation, sitting, eating, entering, resting, exiting, entertaining

**Issues:** Mood, Circulation, Visibility

**Equipment:** Benches, lighting, small retail booths, plants and planters

**Users:** guests, employees

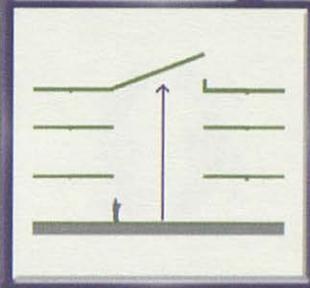
**# of Occupants:** up to 2500 people

**Size:** 20000 sf

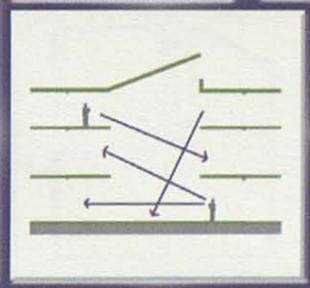
### Design Requirements:

- Ceiling heights should be open up through the third level.
- The circulation space should allow views into/through surrounding spaces.
- The circulation space should allow open movement through/into the ground level spaces.

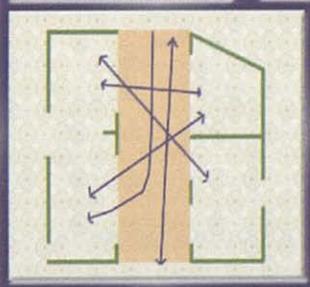
Circulation Ceiling Height



Views to All Levels



Freedom of Movement



## INFORMATION DESK

Activities: Customer service, answering questions, answering phone calls

Issues: Visibility, Location

Equipment: Computers and phones

Users: employees and guests

# of Occupants: up to 14 people (including employees and guests)

Size: 144 sf

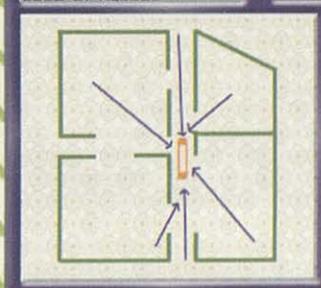
Design Requirements:

- It must be visible from most area/floors of the casino.
- The desk must be large and open to be able to accommodate up to six guests at a time.
- The desk must be located centrally to the entire casino complex.

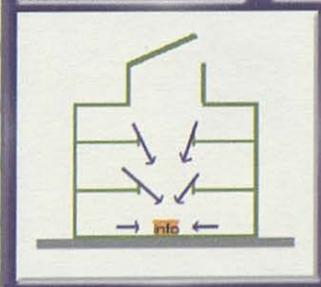
Convenience



Ease of Access



Visible from main levels



## HIGH ROLLER HALL

**Activities:** Gambling, refreshment, and socializing

**Issues:** Privacy, Mood

**Equipment:** 15 Gaming tables (poker, blackjack, baccarat), 100 slot machines, surveillance cameras, bar (with bottle/alcohol storage, dishwasher, stools, etc.), Chairs/stools

**Users:** High Profile Guests (guests with high bet limits), and employees (dealers)

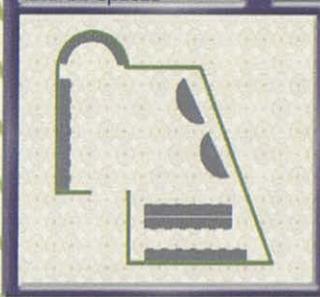
**# of Occupants:** 30 employees and up to 100 guests

**Size:** 3600 sf

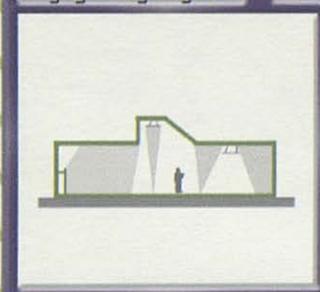
### Design Requirements:

- The hall should have tailored spaces and alcoves to create an intimate mood.
- The lighting should be specific and task oriented.
- Ceiling heights should vary according to intimacy levels.
- The hall should have exclusive entrances to encourage privacy.

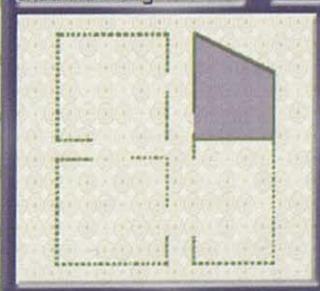
Tailored Spaces



Varying ceiling heights



Exclusive Entry



## SECURITY OFFICES

Activities: Maintaining safety and security, surveillance of entire casino complex, security administration

Issues: Privacy, Location, Observation

Equipment: Surveillance equipment ( video cameras, television screens, video cassette recorders, private intercom access), computers, telephones, , desks/counters, chairs

Users: Security Personnel

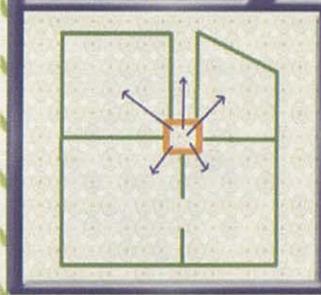
# of Occupants: up to 80 security employees

Size: 2000 sf

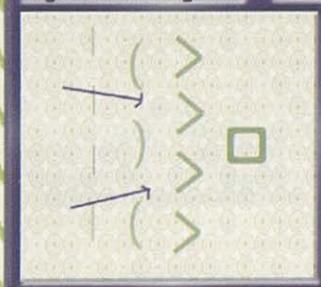
### Design Requirements:

- The security offices must be centrally located near high traffic and gaming areas within the facility.
- The offices should be private and off limits to the public.
- The security personnel must be able to observe all public areas.

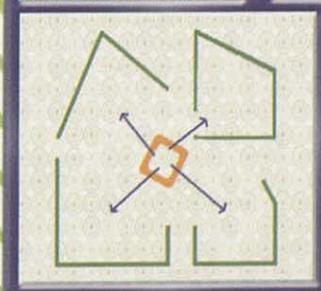
Observation of Public



Degrees of Privacy



Access to Public Areas



## MAIN GAMING HALLS

**Activities:** Gambling, refreshment, socializing, entertainment

**Issues:** Image, Circulation, Mood

**Equipment:** Intercom equipment and speakers, television displays, 40 gaming tables (poker, blackjack, baccarat), 12 Keno number displays, 2000 slot machines (variety), video cameras

**Users:** Guests, employees (servers, dealers, mobile cashiers)

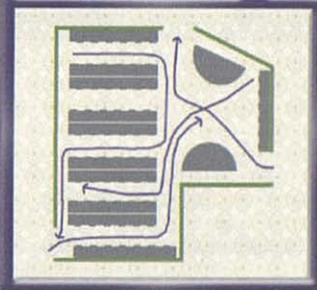
**# of Occupants:** up to 3000 employees and guests

**Size:** 25000 sf per area (2), 50000 sf total

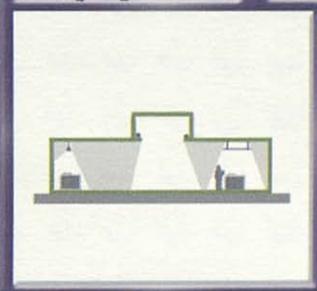
**Design Requirements:**

- The gaming areas must be intimate and still allow for ease of movement.
- Lighting must be specific and task oriented.
- Ceiling heights should vary according to intimacy level.
- The gaming areas must allow freedom of movement through to other areas of the complex.

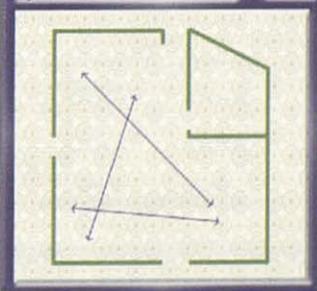
Intimacy with Freedom



Task Lighting



Openness



## YOUTH ACTIVITY CENTER

**Activities:** Playing video games, mock war games, rollerblading, socializing, refreshments

**Issues:** Location, Mood

**Equipment:** Arcade (150 video game consoles, 50 redemption machines), Lasertag (25 laser guns, 25 infrared sensor vests, black light fixtures, wall/mass obstacles), Roller rink (rollerblade rental shoes in various sizes, Wood flooring, benches, guest lockers), chairs, benches, and tables

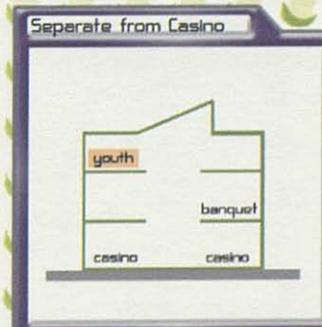
**Users:** younger guests (under 21) and those who do not wish to gamble, employees

**# of Occupants:** 150

**Size:** 2000 sf arcade, 5000 sf Lasertag course, 500 sf snack bar 7500 sf total

### Design Requirements:

- The center should have specific task lighting and varying ceiling heights.
- The center should be located separate from the casino and banquet areas.



## BANQUET ROOMS

**Activities:** Guest meetings (groups), eating, presentations, lectures, dancing

**Issues:** Flexibility (plan), Location

**Equipment:** Moveable wall partitions (with sound proofing), audiovisual and intercom equipment, display screens, stackable chairs and tables.

**Users:** guests, food servers, employees

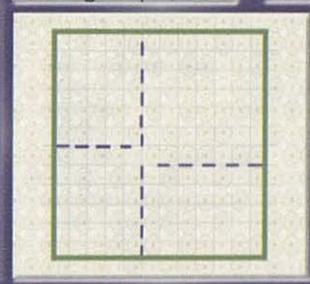
**# of Occupants:** 400 guests per space (more if spaces are combined)

**Size:** 4000 sf per space (2), 8,000 sf total

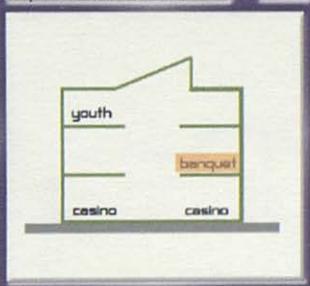
### Design Requirements:

- The Banquet walls should consist of moveable partitions allowing for varying space sizes.
- The Banquet rooms should be located away from the noise of the gaming and youth activity centers.
- The Banquet area should be insulated from noise and other distractions.

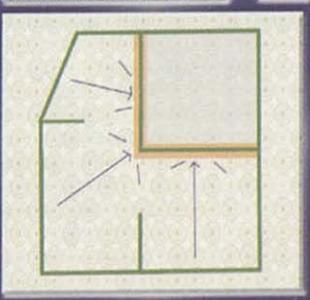
Flexibility of Spaces



Separate from Noise



Insulation from Noise



## ***HOTEL LOBBY***

**Activities:** Guest check in/out, reservations, guest congregation, bell hop services (baggage)

**Issues:** Image, Mood

**Equipment:** Waiting area (couches, chairs, television), Bell Hop Station (2 chairs, storage for luggage carts, telephone), Check in/Reservations (Large counter area, computers, telephones, chairs, cash/valuables vault), Elevator Lobby (elevators, elevator button consoles)

**Users:** guests, employees

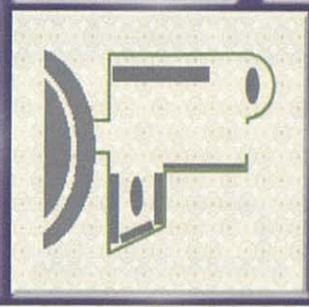
**# of Occupants:** up to 150 people

**Size:** 3000 sf waiting area, 50 sf Bell Hop station, 200 sf Check in registration desk: 3250 total

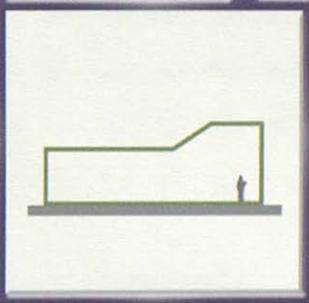
**Design Requirements:**

- The lobby should have tailored spaces and varying ceiling heights.
- The lobby should be directly connected to the sheltered guest drop-off area

Tailored Spaces



Varying Ceiling Heights



Guest Drop-off



## ***POOL/SPA FACILITY***

**Activities:** Swimming, relaxing, socializing, playing, refreshments

**Issues:** Safety, Mood

**Equipment:** Swimming Pool (railing, nonskid strips, weatherproof chairs and tables)

**Users:** guests, employees (maintenance)

**# of Occupants:** up to 250

**Size:** 6000 sf

### **Design Requirements:**

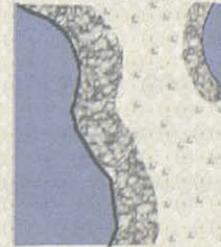
- The pool/spa area should have varying ceiling heights with sky-lighting.

- The floor surfaces should be made of contrasting materials that provide traction in wet conditions.

Varying Ceiling Heights



Materials with Traction



## GUEST ROOMS

Activities: Sleeping, relaxing, socializing, eating, bathing, watching television

Issues: Image, Comfort, Privacy

Equipment: Deluxe and Suite rooms (Beds, couches, tables, televisions, telephones, small spas, personal refrigerators, mini-bars)

Users: guests, cleaning staff

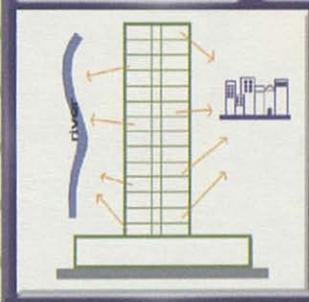
# of Occupants: up to 6 per suite, approximately 6400 total hotel guests

Size: 400 sf per deluxe room (400), 800 sf per per suite (100): 240000 total sf

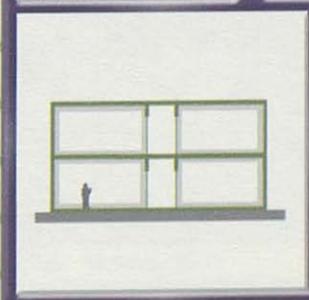
### Design Requirements:

- The guest rooms should be organized in a manner that will allow for views of either downtown or the river.
- The guest rooms should have insulation against noise.

Utilizing Views



Insulation from Noise



## PRECEDENT

### ARCADE: GAMEWORKS

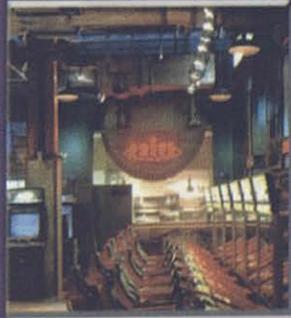
LOCATION: Las Vegas, NV

DATE COMPLETED: 1999

Arcade: Gameworks offers several different attractions that are suitable for the whole family. The facility has food, video games, and other diversions. As a whole, the design has aspects (such as lighting, materials, and an exciting theme) that create a stimulating and desirable experience.



3.1 Arcade



3.2 Snack Bar

## PRECEDENT

### NEW YORK NEW YORK CASINO

LOCATION: Las Vegas, NV

DATE BUILT: 1997

The New York New York casino and hotel illustrates how themes and simulation can be used to create an escape from reality. By scaling down popular New York city structures and places, people are able to experience a simulation of what it is like to visit the "Big Apple".



3.4 Gaming Area



3.3 Arcade



3.5 Street Level

## **IMAGE INDEX/CITATIONS**

<b>IMAGE #</b>	<b>SOURCE</b>	<b>PAGE</b>
3.1	Entertainment Destinations	169
3.2	Entertainment Destinations	169
3.3	Entertainment Destinations	152
3.4	Entertainment Destinations	151
3.5	Entertainment Destinations	152

# SPACE SUMMARY

AREA	SPACE	SUBTOTAL	TOTAL
<b>CASINO</b>			<b>5444</b>
	Gaming areas	2 X 25000	50000
	Information desk		144
	Change counters	2 X 200	400
	Lounges	2 X 1000	2000
	Restrooms (M & F)	3 sets X 500	1500
	Storage Areas	4 X 100	400
<b>High Roller Facility:</b>			<b>3600</b>
	Gaming area		2000
	Change counter		200
	Lounge		900
	Restrooms	2 X 200	400
	Storage		100
<b>Stage/Performance Area:</b>			<b>662</b>
	Stage Area		400
	Dressing rooms	2 X 81	162
	Storage		100
<b>Security Headquarters:</b>			<b>2000</b>
	Viewing room		600
	Offices	4 X 100	400
	Equipment Room		600
	Storage		400

# SPACE SUMMARY

AREA	SPACE	SUBTOTAL	TOTAL
Casino Administration:			2100
	Waiting area	150	
	Reception Desk	150	
	Accounting/Administration Offices 8 X 100	800	
	Staff Kitchen/Lounge	300	
	Restrooms (M & F) 2 X 150	300	
Youth Activity Center:			8000
	Arcade	2000	
	Laser Tag Course	5000	
	Snack Bar	500	
	Restrooms (M & F) 2 X 250	500	
Banquet/Meeting Center:			8850
	Meeting rooms 2 X 4000	8000	
	Restrooms (M & F) 2 X 425	850	
Food Preparation:			9000
	Buffet	6000	
	Coffee Shop	3000	
<b>HOTEL</b>			
Lobby:			3950
	Waiting area	3000	
	Bell Hop Station	50	
	Check in/Registration	100	
	Restrooms (M & F)	400	
	Elevators 4 X 100	400	

## SPACE SUMMARY

AREA	SPACE	SUBTOTAL	TOTAL
Administration:			1000
	Managers' Offices	3 X 100	300
	Accounting Offices	2 X 100	200
	Marketing	3 X 100	300
	Secretaries	2 X 100	200
Pool/Spa Facility:			6000
	Pool Area		4800
	Spa Area		200
	Saunas	2 X 100	200
	Changing Areas	2 X 200	400
	Health and Fitness Room		400
Guest Rooms:			240000
	Deluxe Rooms	400 X 400	160000
	Suites	100 X 800	80000
Service:			4000
	Laundry care		400
	Storage		1000
	Cleaning		400
	Staff Lounge and Locker Room		2200

## SPACE SUMMARY

NET SQUARE FOOTAGE		339656
MECHANICAL SPACE	(NSF x 15%)	50948
CIRCULATION	(NSF x 20%)	67931
USEABLE SQUARE FOOTAGE		458536
GROSS SQUARE FOOTAGE	(USEABLE x 1.2)	550243
GROUND SQUARE FOOTAGE AVAILABLE ON SITE		120000

**CONTEXT**

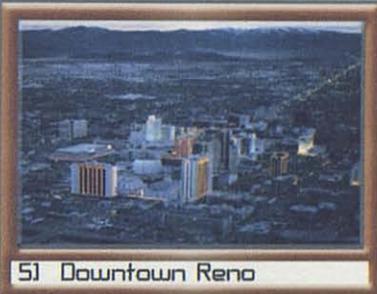


**CONTEXT** 5:0

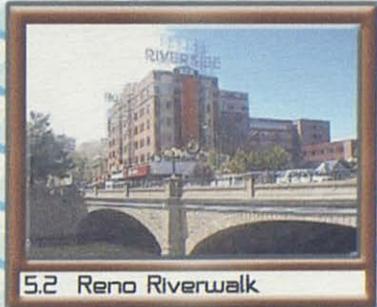
## CONTEXT

Reno, Nevada is home to over 350,000 residents and is known for its casinos, outdoor activities, and festivals. Reno is conveniently located less than an hour away from Carson City, Nevada's capital, and the Lake Tahoe region.

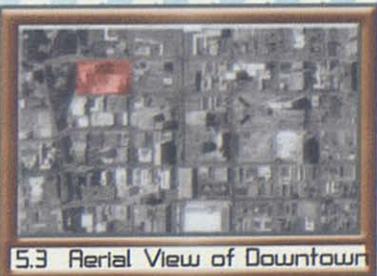
The proposed casino and hotel is to be located on the premises of the recently closed Comstock Hotel and Casino. The block is situated between the east-west oriented streets of First and Second, and the north-south oriented streets of Arlington and West. The Truckee River, and Riverwalk, is located one block south of my site.



5.1 Downtown Reno



5.2 Reno Riverwalk



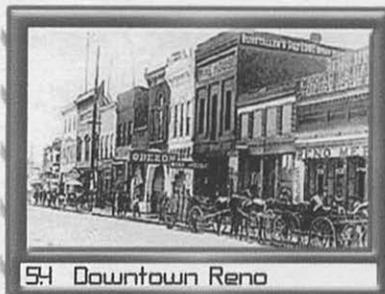
5.3 Aerial View of Downtown

## HISTORICAL RENO

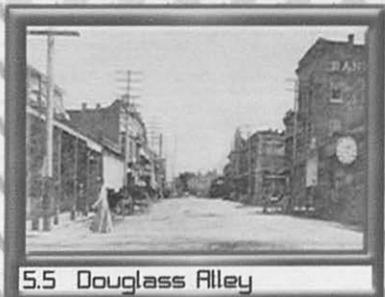
Even before the first pioneers set foot in the lush Truckee Meadows region, there was gambling on the banks of the Truckee. For generations migratory members of the Paiute, Shoshone and Washoe tribes had the peaceful meadows at the base of the Sierra Nevada mountain range to themselves. They played for pelts, baskets, jewelry, and even precious bearskin.

In 1827, Jedediah Smith became the first European-American to set foot in the Truckee Meadows. In his search for beaver along the river, he was befriended by the natives and paved the way for others to follow. In 1844, John C. Fremont led a mapping expedition with the help of a Paiute chief who escorted the party through the wilderness of the Pyramid Lake region to the foothills of the Sierra Nevada mountains. Two years later, in 1846, the ill-fated Donner party would rest on the banks of the Truckee river before trying to cross the rugged mountains into California.

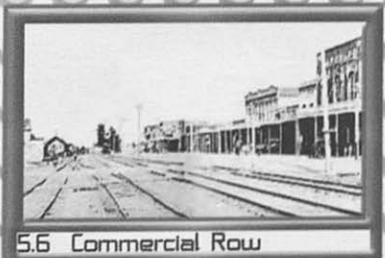
The Donner Party's disastrous journey did not discourage the gold rush. Truckee Meadows became the meeting point of the emigrant trail going east to west and the north-south passage.



5.4 Downtown Reno



5.5 Douglass Alley



5.6 Commercial Row

## HISTORICAL RENO

During this time, an entrepreneur named Charles Fuller built a toll bridge across the Truckee to accommodate the travelers going west. In 1861, after having to rebuild the bridge several times because of floods, Fuller sold his business to Myron Lake, whose goals included the start of a thriving community and connecting east with west by railroad. In March of 1868, the first train rolled into Lake's Crossing. Lake, partnered with Charles Crocker, was able to exact a promise from the Central Pacific Railroad to build a depot on his property. Land in the community was divided into lots and auctioned to builders.

It wasn't long until laws eased to allow very restricted, 'civilized' games. Furtive, high-stakes gambling never stopped even with the ban on wagering. It was not long until the likes of Baby Face Nelson, John Dillinger and Pretty Boy Floyd found the hidden gambling clubs that they used in schemes involving money laundering, prostitution and bootleg liquor.

With the decline of the gold and silver boom and the start of the Great Depression, a campaign was started by Mayor E. E. Roberts to ease alcohol, gambling and divorce laws.



5.7 Douglass Alley



5.8 The Reno Arch

## HISTORICAL RENO

He rationalized that previous prohibitions did not work and revenues could be gained from licensing and taxing these establishments. A law legalizing gambling was signed in 1931.

Divorce became big business during the 1930s. With only a six-week waiting period finally established, thousands of couples received a 'quickie' divorce. Elegant hotels and dude ranches sprang up to accommodate the influx of divorcees and gamblers. During World War II, weddings became the business of choice. Judges and clergy worked overtime to wed throngs of couples hoping for wedded bliss. In 1945 alone, more than eighteen thousand couples tied the knot. The first commercial wedding chapel was established in 1956 next to the Washoe County Courthouse. Bill Harrah and Harold Smith were among the first to realize the amazing potential in gaming establishments. Starting modestly, the two soon built their individual establishments into the most popular places in town. As late as 1931, a campaign to cancel Nevada's statehood was launched, but never successful, by several newspapers including The Los Angeles Times and the Chicago Tribune.



59 University of Nevada



510 Historical Church

## PRESENT DAY RENO

Today, Reno has grown into Nevada's second largest city with over 350,000 residents.

The downtown Reno has several large casinos, including the Silver Legacy, Circus Circus, Harrah's, The Flamingo, and the new Siena. The downtown area also hosts several other attractions including the National Bowling Stadium (which hosts several televised tournaments and championships), the National Automobile Museum, and the famous Reno Arch.

Reno is also known for its nearness to outdoor recreation areas (Lake Tahoe, Pyramid Lake, Toiyabe National Forest, etc). The city is encircled by desert mountains to the east and sparsely wooded mountains to the west. The Truckee River, sourced from Lake Tahoe, runs directly through downtown Reno and acts as an attractor, with an amphitheatre and park, to visitors and locals alike.



511 University of Nevada

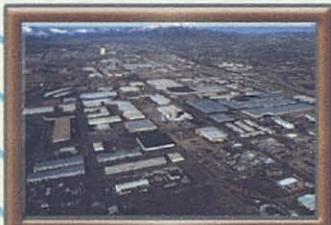


512 A Reno Neighborhood

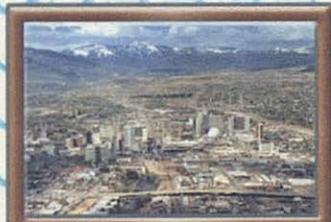


513 The Truckee River

# SURROUNDING RENO



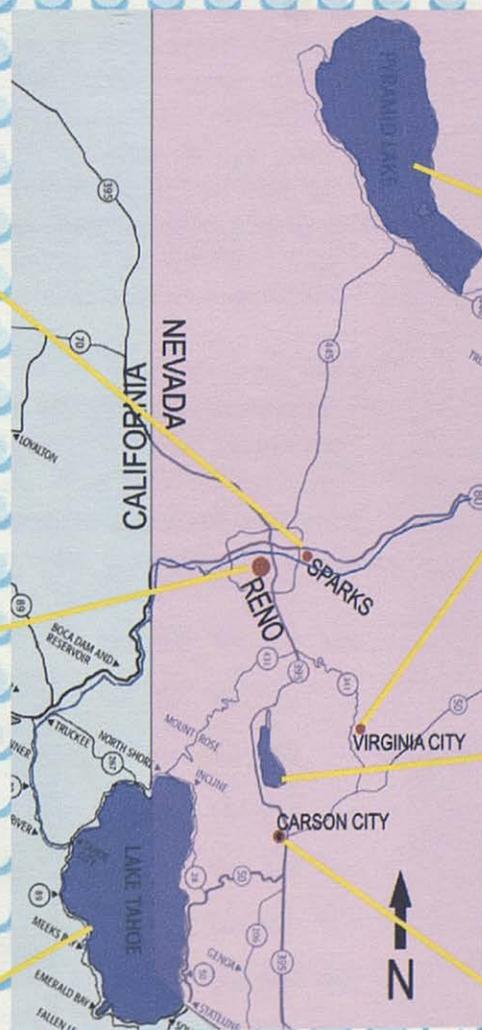
514 City of Sparks



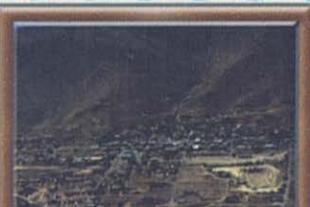
515 Downtown Reno



516 Lake Tahoe



517 Lake Pyramid



518 Virginia City



519 Washoe Lake

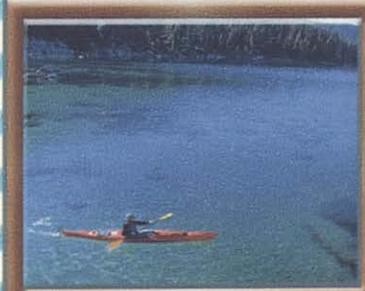


520 Carson City

## LAKE TAHOE

Lake Tahoe, in the cusp of the Sierra Nevada mountains, offers year round activities that attract visitors from around the world. In the summer the Lake Tahoe area offers bike and roller-blading paths, hiking paths, camping, boating, fishing and many other outdoor diversions. During the winter, Lake Tahoe offers many world-class skiing trails, and luxurious ski resorts.

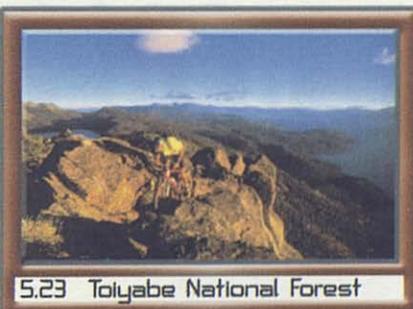
Lake Tahoe is one of the deepest lakes in the world (1645 feet at its lowest point). The temperatures range from 39 to 68 degrees from winter to summer. The lake is fed by underground springs and snow-melt, creating water clear enough to see a plate-sized object from 75 feet above the surface.



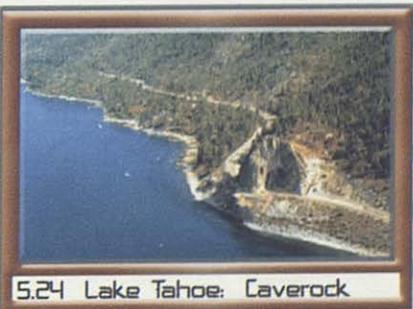
5.21 Truckee River



5.22 Heavenly Ski Resort



5.23 Toiyabe National Forest



5.24 Lake Tahoe: Caverock

## CULTURAL ACTIVITIES

Reno is thriving with many cultural and entertainment events. Tourists are attracted from all over the nation to experience the festive environment along with the opportunity to visit the casinos. These are a few of the most important events:

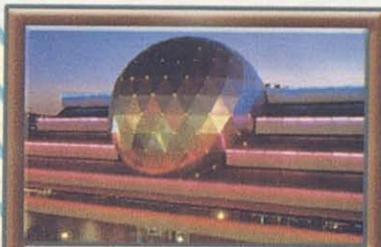
Annual American Bowling Congress Championships Tournament: in February, Reno hosts one of the world's largest sports organizations. Reno built the National Bowling Stadium to accommodate these types of events. Over 80,000 participants from all over the nation compete.

Reno Rodeo: in June world-class athletes visit Reno to compete in the "Wildest, Richest, Rodeo in the West." Other activities include a carnival and parade.

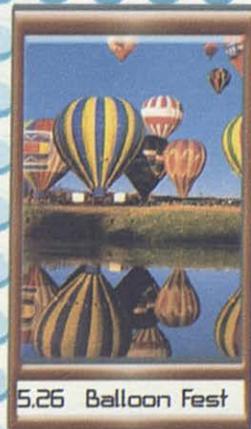
Hot August Nights: this event attracts automobile and rock-n-roll lovers from all over the world. Events include classic car competitions and music concerts performed by top entertainers.

Nevada State Fair: the fair includes livestock judging, cooking competitions, and fair rides.

The Great Reno Balloon Race: September hosts the nation's top 120 balloonists who compete for cash and prizes.



5.25 National Bowling Center

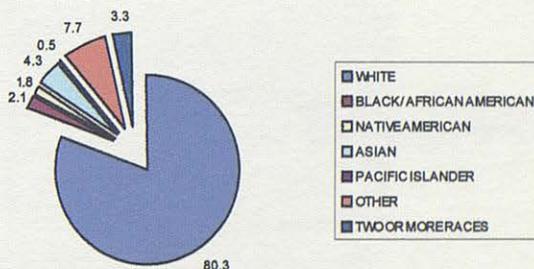


5.26 Balloon Fest

## DEMOGRAPHICS

Reno has over 350,000 residents of which over eighty percent are caucasian.

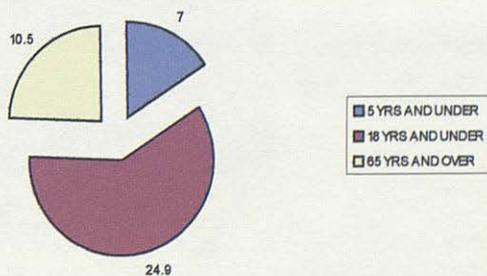
DEMOGRPAHC CHART



5.27 Ethnicity

Reno's population is over 70% between the ages of 18 and 64.

AGE GROUPS



5.28 Age Groups

## CLIMATE: AVERAGES

### Latitude:

39°30'3"

### Longitude:

119°53'13"

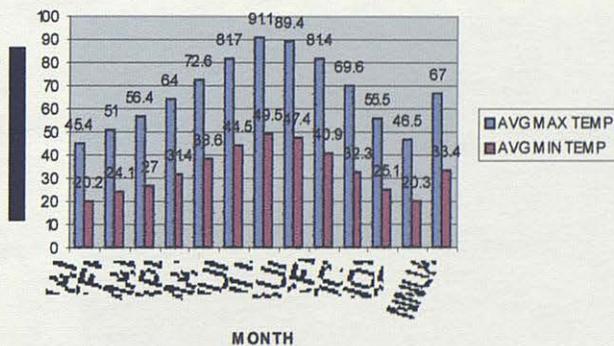
Reno is at an elevation of approximately 4200 ft. This keeps the otherwise hot, desert climate from becoming unbearable.

The average high and low for a year is 94 and 33 degrees respectively.

Reno is a desert city surrounded by mountains. The climate is very dry and comfortable for most of the year with an average of 7 inches of precipitation each year.

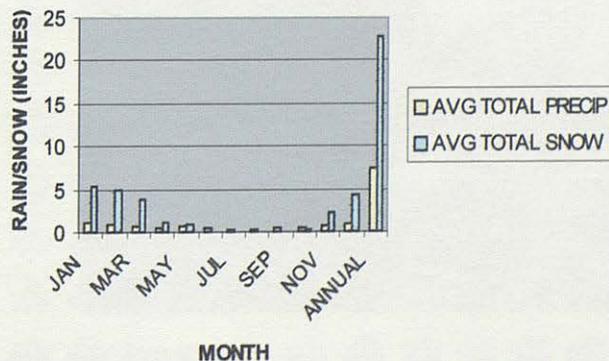
Reno receives most of its precipitation during the winter.

### AVERAGE TEMPERATURES



5.29 Temperatures

### AVERAGE PRECIPITATION



5.30 Precipitation

## CLIMATE: WIND

Reno, on average, has moderate to mild wind speeds with a yearly average at 7 mph from the west-north-west. On occasion, wind speeds have been known to exceed 75 mph.

Month	Direction	Speed
Jan	S	6
Feb	S	6
Mar	S	8
Apr	S	8
May	WNW	8
Jun	WNW	8
Jul	WNW	7
Aug	WNW	7
Sep	WNW	6
Oct	WNW	5
Nov	WNW	5
Dec	WNW	6
Annual	WNW	7



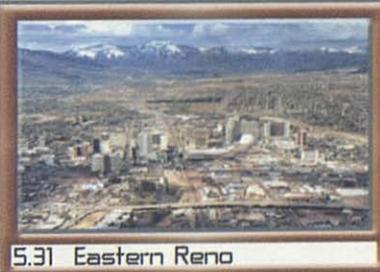
## SITE DESCRIPTION

The site is located on the edge of downtown Reno between the north-south flowing streets of Arlington and West, and the east-west flowing streets of 1st and 2nd. The Truckee river and Reno River-walk (both flowing east-west) are located directly south of the site.

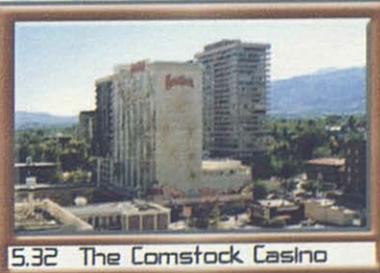
Downtown Reno consists mostly of large casino/hotel complexes with a few smaller casinos and shopping areas. The building heights range from 1 to 25 stories.

### THE EXISTING SITE:

The Comstock Hotel and Casino was closed in the late 1990's. The sixteen story complex included 310 guest rooms, a 16,000 sqft casino, two restaurants, a heated pool, sauna, exercise room, and meeting rooms. The site contains a small Methodist church (south-east corner of site), a small parking lot, and the casino complex (consisting of a 16 story tower connected by sky bridge to the 13 story main casino).



5.31 Eastern Reno



5.32 The Comstock Casino

## STREETS AND VIEWS

All streets surrounding the site are two-way. Arlington, West, and Sierra flow north-south. 1st and 2nd streets flow east-west.

Important views from the site are situated north-east (towards downtown) and south (Truckee river and River-walk).



## SURROUNDING VIEWS



5.33 View North



5.38 2nd Street



5.34 Catholic Church



5.39 Apartments



5.35 Church Parking



5.40 Apartments



5.36 River-walk and Park



5.37 River-walk



5.41 Movie Theatres



## VIEWS TO SITE



5.42 North View of Site



5.47 View from 2nd Street



5.43 Roff Way



5.48 Comstock



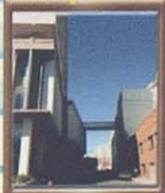
5.44 Street View of Tower



5.49 Methodist Church



5.45 Arlington Ave.



5.46 Roff Way



5.50 View from River-walk



## ISSUE: CONTEXT

### GOAL:

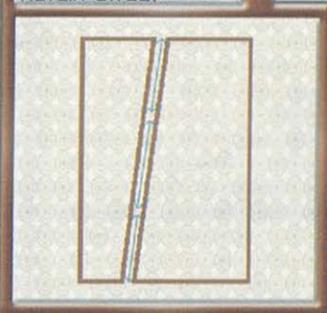
The casino/hotel should be accessible and responsive to the other buildings and spaces surrounding it.

Performance Requirement: There should be multiple entrance/exits from all corners of the site that address the major attractions (riverwalk).

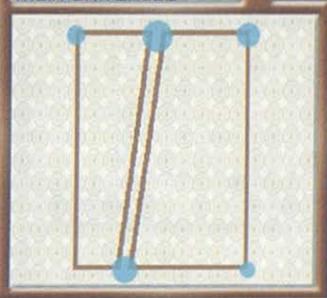
Performance Requirement: The street running through the site should be enclosed and incorporated into the total building area.

Performance Requirement: The casino/hotel should use the site boundaries and obstructions to create its overall form.

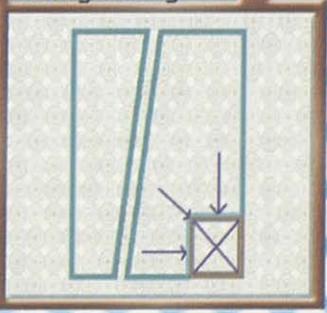
Retain Street



Main Entrances



Existing Building



## ISSUE: VIEWS

### GOAL:

The casino/hotel should visually and structurally connect with downtown Reno and the river.

### Performance Requirement:

The facility should face the river in order to have optimal views.

### Performance Requirement:

The facility's main circulation should flow to and open up directly across from the river-walk.

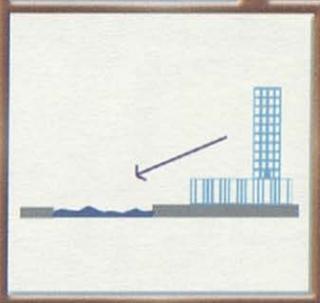
### Performance Requirement:

The facility's main circulation should flow toward downtown Reno.

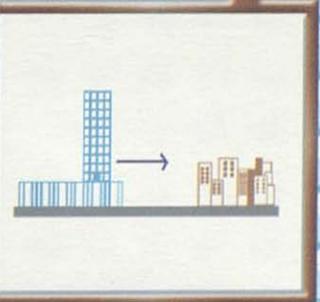
### Performance Requirement:

The facility should face downtown in order to have optimal views.

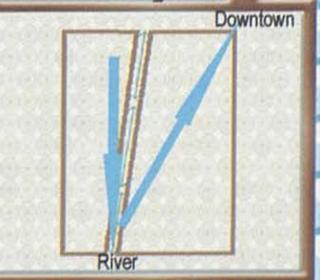
Views to River



Views to Downtown



Connect through Circ.



## ISSUE: SITE ACCESS

### GOAL:

The casino/hotel should be accessible to all modes of transportation.

### Performance Requirement:

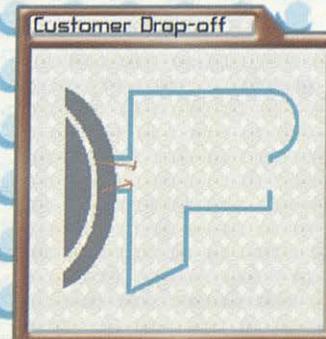
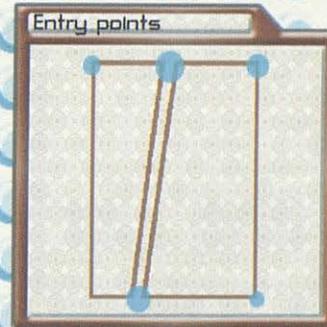
The facility should have entrances/access points at all corners of the site for pedestrian access.

### Performance Requirement:

The facility should have at least two access points for vehicular access.

### Performance Requirement:

The facility should have a covered drop-off area on one edge of the site that connects to the hotel lobby for guests and their vehicles.



## ISSUE: VISIBILITY

### GOAL:

The casino should be visible from downtown Reno and the surrounding areas.

### Performance Requirement:

The casino/hotel should have a tall, unique structure that contrasts with the surrounding buildings.

### Performance Requirement:

The hotel tower should be a icon that is visible from the entire Reno area.

Unique Structure



Tall Structure



## PRECEDENT

### FREEMONT STREET EXPERIENCE

LOCATION: Las Vegas NV

DATE COMPLETED: 1995

The Fremont Experience acts as a major node to downtown Las Vegas. The Experience consists of a 4 block pedestrian street covered by a projection screen. The street connects several casinos, shops, and restaurants. At night, light and laser shows in sync with music act as major attractors to visitors and locals alike. The result is a total sensory experience.



## PRECEDENT

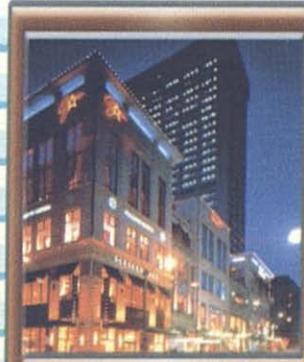
### PACIFIC PLACE

LOCATION: Seattle, WA

DATE COMPLETED: 1997

ARCHITECT: NBBJ Architects

Located in the heart of downtown Seattle, Pacific Place consists of over 325,000 sqft of retail and other entertainment attractions. This project illustrates how to deal with a large project located in a dense urban area.



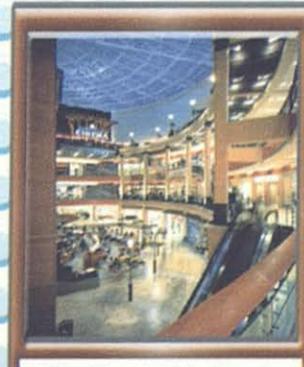
5.57 Street Level



5.55 Pacific Place



5.56 Pacific Place Interior

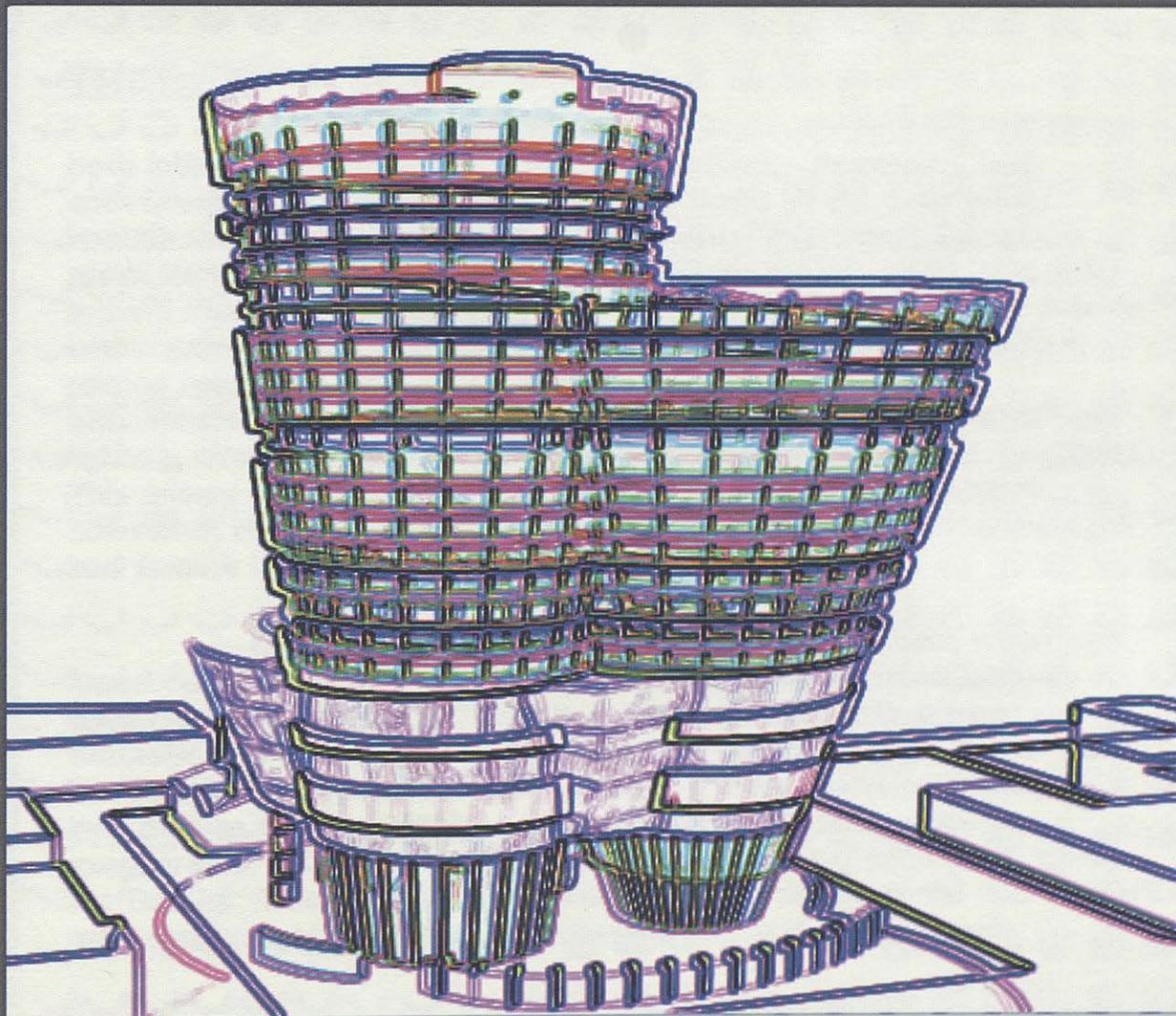


5.58 Pacific Place

## IMAGE SOURCES

IMAGE #	SOURCE	PAGE	IMAGE #	SOURCE	PAGE
5.1	Above Reno and Lake Tahoe	84	5.30	census data found at <a href="http://www.fairus.org/">www.fairus.org/</a>	
5.2	Aerial photograph		5.31	Above Reno and Lake Tahoe	104
5.3	Personal photograph		5.32	Personal photograph	
5.4	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.33	Personal photograph	
5.5	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.34	Personal photograph	
5.6	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.35	Personal photograph	
5.7	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.36	Personal photograph	
5.8	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.37	Personal photograph	
5.9	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.38	Personal photograph	
5.10	Above Reno and Lake Tahoe	75	5.39	Personal photograph	
5.11	Above Reno and Lake Tahoe	76	5.40	Personal photograph	
5.12	Above Reno and Lake Tahoe	82	5.41	Personal photograph	
5.13	<a href="http://www.renoworld.com">www.renoworld.com</a>		5.42	Personal photograph	
5.14	Above Reno and Lake Tahoe	74	5.43	Personal photograph	
5.15	Above Reno and Lake Tahoe	73	5.44	Personal photograph	
5.16	Above Reno and Lake Tahoe	67	5.45	Personal photograph	
5.17	Above Reno and Lake Tahoe	92	5.46	Personal photograph	
5.18	Above Reno and Lake Tahoe	74	5.47	Personal photograph	
5.19	Above Reno and Lake Tahoe	36	5.48	Personal photograph	
5.20	Above Reno and Lake Tahoe	98	5.49	Personal photograph	
5.21	Above Reno and Lake Tahoe	100	5.50	Personal photograph	
5.22	Reno Visitor's Guide	2	5.51	Entertainment Destinations	169
5.23	Reno Visitor's Guide	3	5.52	Entertainment Destinations	169
5.24	Reno Visitor's Guide	3	5.53	Entertainment Destinations	169
5.25	Above Reno and Lake Tahoe	102	5.54	Entertainment Destinations	168
5.26	Reno Visitor's Guide	24	5.55	Entertainment Destinations	168
5.27	weather data found at <a href="http://www.wrcc.dri.edu">www.wrcc.dri.edu</a>		5.56	Entertainment Destinations	168
5.28	weather data found at <a href="http://www.wrcc.dri.edu">www.wrcc.dri.edu</a>		5.57	Entertainment Destinations	168
5.29	census data found at <a href="http://www.fairus.org/">www.fairus.org/</a>		5.58	Entertainment Destinations	168

**FINAL DOCUMENTATION**



**DOCUMENTATION 6:0**

## **THEORY**

**Mood:** My goal was to create an environment that was both intimate, yet open encouraging interactivity, movement, and entertainment. To achieve this, I tailored many of the main public spaces to the overall shape of the structure. This created circular areas that were intimate and also provided circulation paths that flow around these spaces. Lighting was also used to create specific moods within each activity. Intimate spaces, such as the lounge, have task related lighting in order to create a more private and romantic atmosphere. The larger spaces, such as the casino, incorporated task lighting, overhead lighting, and an area of natural lighting via a skylight. This allows enough lighting to enable free movement, while keeping a somewhat intimate feel to the space. Task lighting is used to highlight and feature important attractions to the users.

**Scale:** The exaggeration of scale helps create visual and mood contrasts within the facility. Ceiling heights in public spaces were raised to 20 and 30 feet in some areas to create a more fantastic and open feel. Other spaces have lower ceiling heights thus the transition between the two extremes creates an interesting contrast that defines the specific uses of each space. Structure was also exaggerated, with large columns sometimes crossing each other within the facility. This exaggeration creates awareness within the user - they are conscious of what they are standing on, next to, or above.

**FACILITY**

**Visibility:** My goal was to create stimulating visual access to and from the various attractions and spaces within the facility. I used three vertical openings (one to articulate each cone shape) to create visual foci within the facility. These openings begin at different levels (two of which open from the casino level up) and terminate through the roofs of each cone to allow natural light into the center of the building. From these apertures, users can view the activities occurring on the different levels of the facility. The casino also has an open floor plan, allowing users views to the different activities happening on that level. The vertical circulation also allows users visual access as they are moving from floor to floor.

**Circulation:** My goal was to make the vertical and horizontal circulation convenient, stimulating, and interesting to the users. The entire facility is situated around a central circulation core consisting of the elevators and main stair. This creates a landmark within the facility from which users can wayfind. The elevators have windows facing outward, allowing views of the facility while moving vertically. The main casino and other public spaces curve around this core, creating a natural flow through and around the spaces.

**Privacy/Noise:** My goal was to be sensitive to the public and private areas, creating a hierarchy of spaces ranging from

**FACILITY- continued**

from the most public to the most private. Upon entry into the facility, one arrives at the most public space; the casino. As the guest moves higher into the facility, the more private the spaces become. I felt that the hotel areas should be classified as the most private spaces (also needing the most insulation from noise). Therefore, the hotel is situated on the topmost floors of the facility.

**CONTEXT**

**Site Response:** My goal was to make my facility accessible and responsive to its site and the other buildings surrounding it. My design includes absorbing the existing site's alley to create one large city block. I also incorporated three main entry points into the building. Two of these entry points respond to the important aspects of downtown Reno (the river-walk, and the other casinos on Virginia street).

**Views:** My goal was to visually connect with the river-walk and downtown Reno. In order to maximize views, I decided to elevate the start of the programmed spaces fifty feet (ten feet above the tallest building in the near vicinity). The building shape is three intersecting cones the curved floor plans allow for the best views at all angles -

**CONTEXT- continued**

- from the site. The unique shape of the building also allows the building to be visible from anywhere in the surrounding Reno area and allows it to become a visual landmark.

**Site Response:** My goal was to make the facility accessible to all modes of transportation (including pedestrians and vehicles). The entries are situated in a manner that encourages pedestrians to move across the site. The main entry is located in the center of the site close to the valet parking drop-off and also the underground parking entrance.

## **PROCESS: CRITIQUES**

The main criticisms of my project were my reluctance to take chances with the design. I was not being "hyperrealistic" enough. After my preliminary review I changed the overall shape of my building to three different coned shapes creating a much more dynamic profile and appearance. The critiques also brought to my attention the difficulty with which it would be to support and structure the building. Unfortunately this issue is what made my project so difficult to complete. However, after several different structural schemes and approaches, I have finally arrived at a realistic solution that does not compromise my overall design response.

## **PROCESS: CHANGES**

There are only two major deviations from my program to include site response issues and some facility issues. My design did not take on the shape of the site nor did it have entrances on all four corners. Unfortunately, due to time constraints, I was unable to design all of the major public spaces. I left out the administration offices and the youth activity center. Due to the overall shape of the building, the use of circulation along a linear path did not work. I used the shape of the intersecting cones to designate circulation paths.

## **CONCEPTUAL BASIS**

The conceptual basis of my design is a dynamic form regulated by illusion, surface, stimulation, and interactivity. The exaggerated cone volumes create smooth surfaces contrasted by the illusion of solidity created by the perforated aluminum paneling. By day, the panels appear to be an opaque skin; by night, the lights of the structure shine behind the panels, exposing the material's transparency. As one approaches this dynamic structure, the verticality and skewed perspective of the building visually stimulate. A person's eyes are drawn to the curved surfaces and peeling layers of the facade.

## **HIERARCHY**

The hierarchy of spaces/uses was determined by the degrees of privacy each use required. This allowed me to take advantage of the verticality of the design the lowest levels of the building are the most public and the highest levels are the most private. The casino, lounge, and buffet required the least amount of privacy (as they are meant to be used by the public). Therefore, these spaces were placed on the first level to take advantage of the public entering the building. The banquet center and youth activity centers required that they be separated from the main casino level due to noise and legal issues; therefore they are separated from the casino by the high roller salon and coffee shop level. The first level of the hotel involves public uses that are limited to guests staying at the hotel. This level provides a transition between the public areas of the casino and the more private hotel rooms and suites.

The mechanical floor is situated between the banquet center levels and the first hotel level. This placement allows the mechanical systems enough space without hindering the aesthetics of the interior and exterior designs. This also allows efficient placement of systems and pipes. The facility employs a Variable-Air-Volume system using hot and cold water pumped through pipes to regulate temperature. The hotel rooms each have a mixing box with which to adjust the temperature locally to maximize the comfort level of the guests.

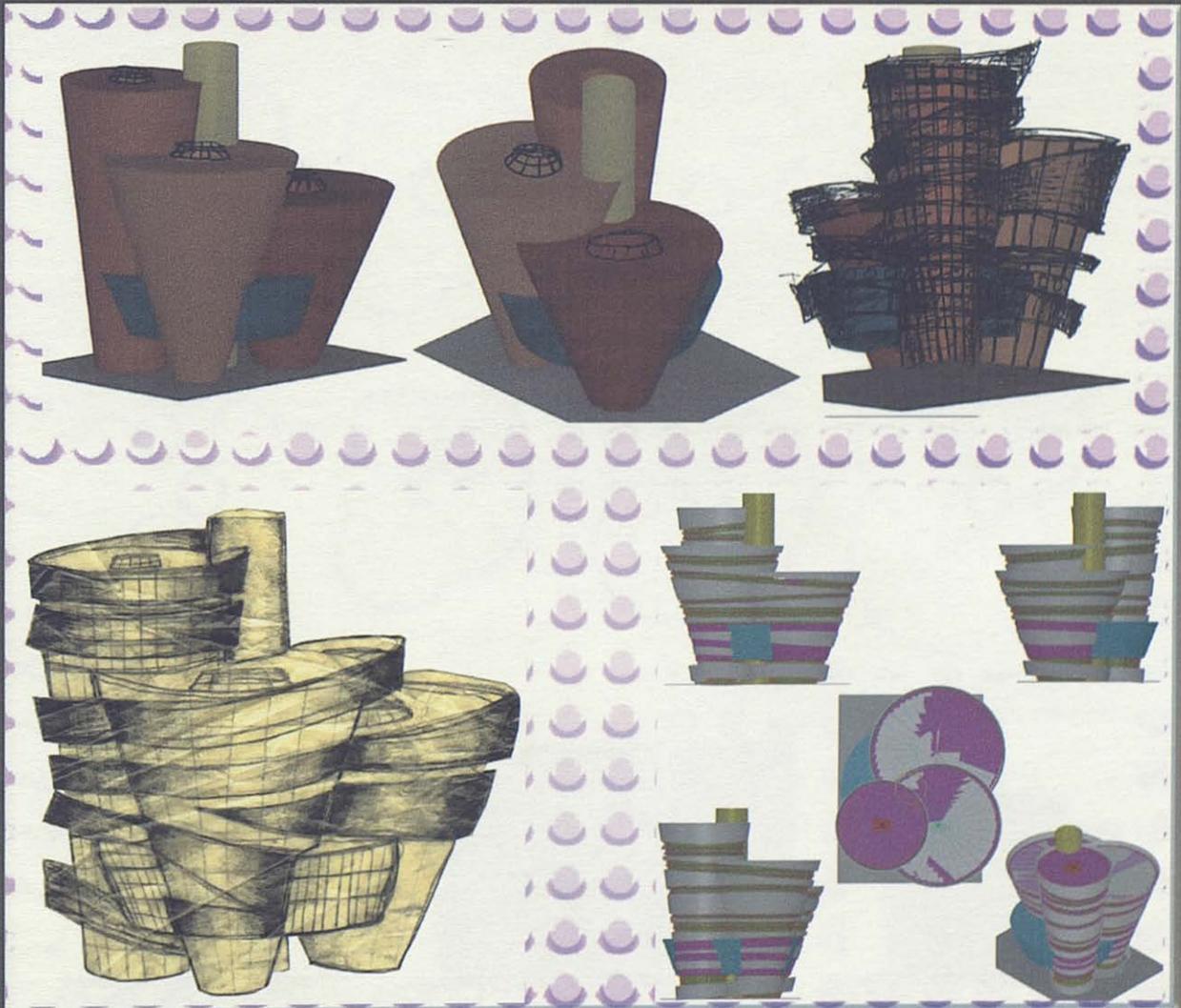
## **CONTROLLING FACTORS**

The most significant controlling factors of my design include the structure, hierarchy of spaces, and the circulation. The structure proved to be one of the most difficult tasks to complete - the inverted cone shapes were very difficult to balance structurally. The hierarchy of spaces limited the placement of the specific programmed elements. However, this worked in the design's favor, creating a logical progression through which the user is able to move through. The circulation was also difficult to work out. Fire egress was a major concern. With the first programmed spaces elevated 65 feet above the ground, placing entrances with the proper vertical circulation was crucial to the design's success.

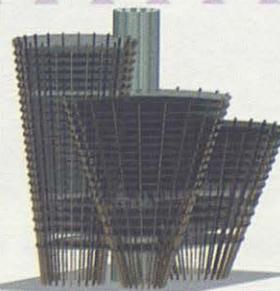
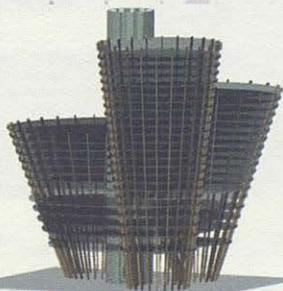
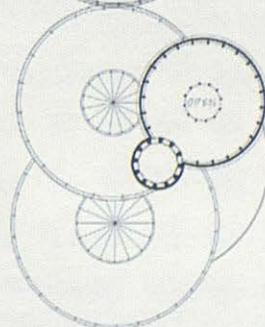
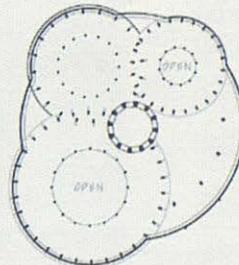
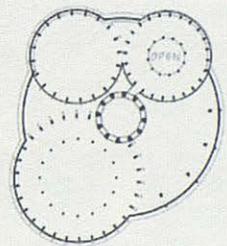
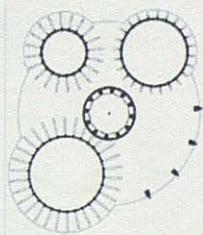
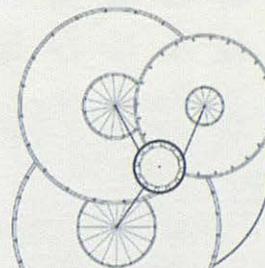
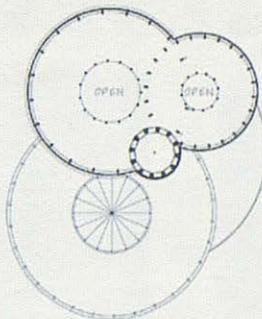
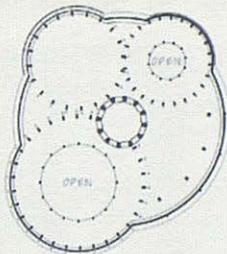
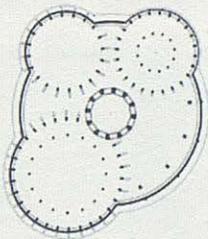
## **COMPELLING ASPECTS**

The most compelling aspect of my design is the dynamic volume that was created from the three cones colliding. This composition created visually stimulating atmospheres both within and without the building. This volume, combined with the perforated aluminum mesh peeling away from the façade, seems to achieve the notion of Hyperreality.

# PROCESS DRAWINGS



# STRUCTURAL PLANS



**ROOF PLAN**

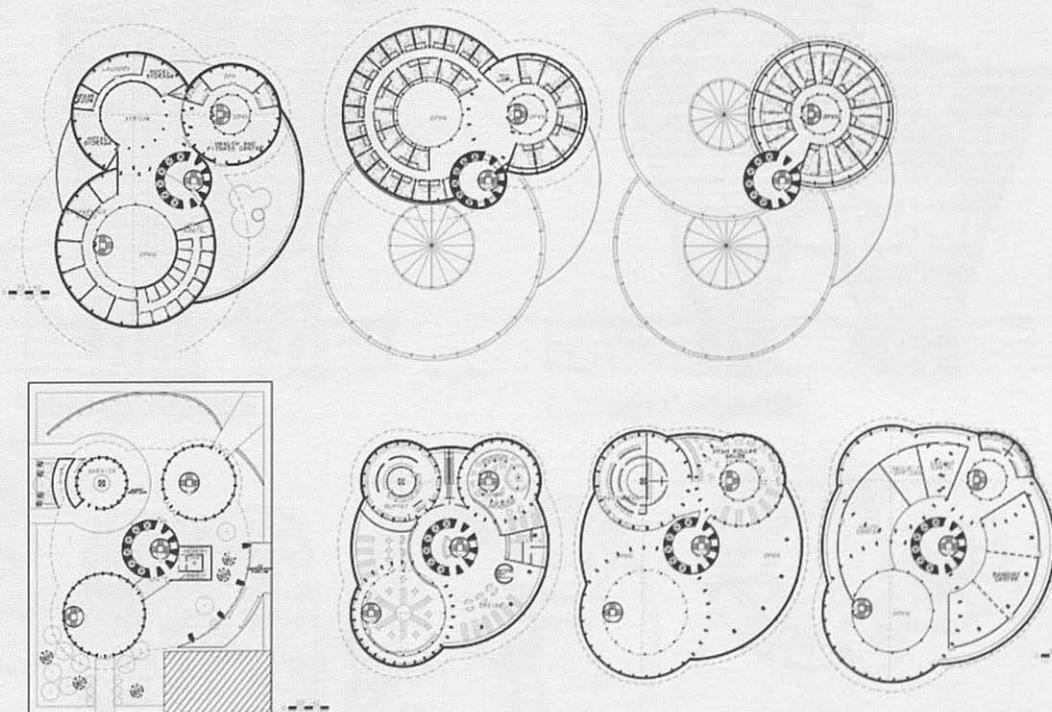


**SOUTHWEST VIEW**

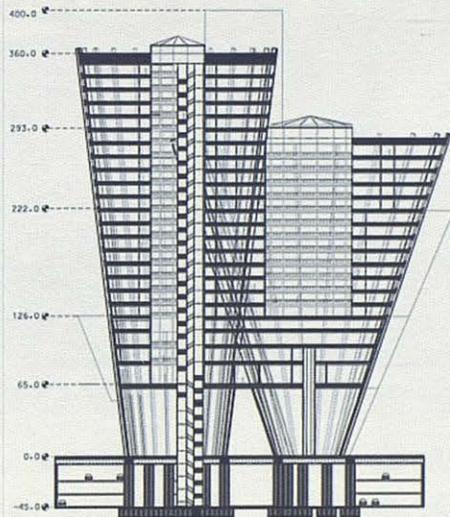
**NORTHEAST VIEW**



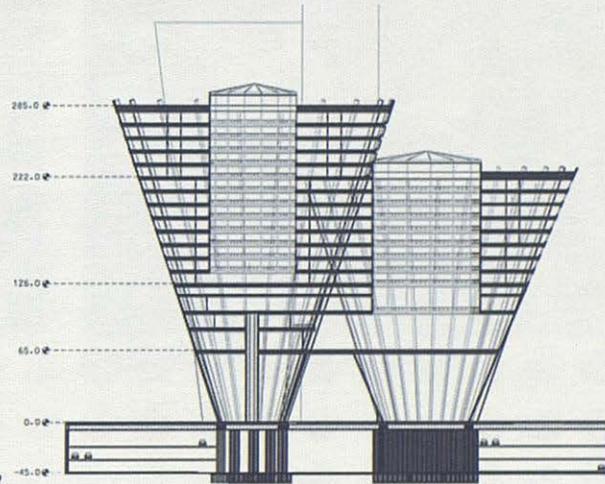
# FLOOR PLANS



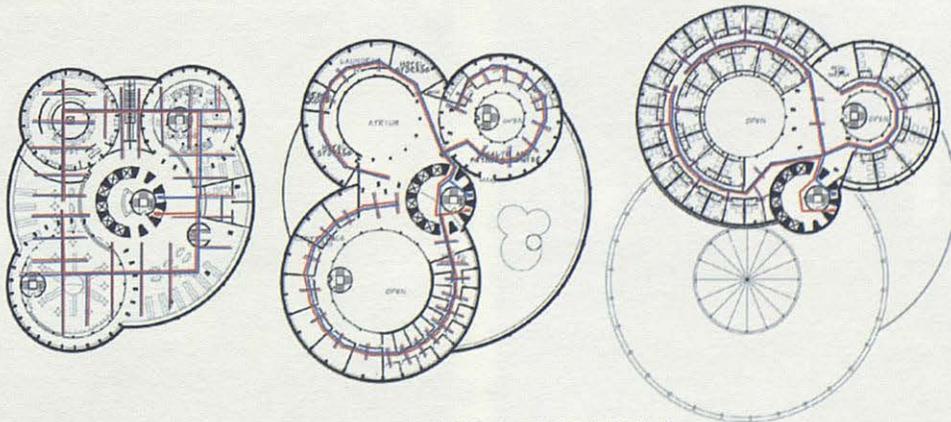
# SECTIONS/MECHANICAL



**TRANSVERSE**



**LONGITUDINAL**



**VARIABLE-AIR-VOLUME HVAC SYSTEM**

## INTERIOR VIEWS

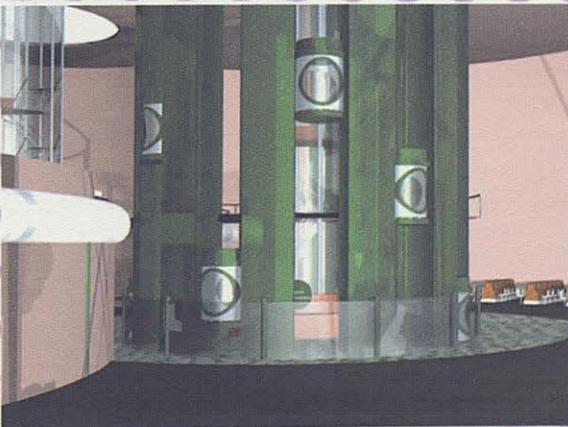


MAIN CASINO GAMING AREA



CASINO FROM ABOVE

VERTICAL CIRCULATION



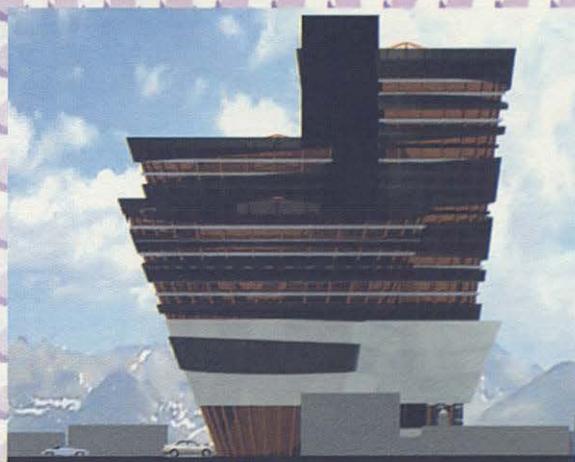
CASINO ELEVATOR LOBBY



# ELEVATIONS



**NORTH ELEVATION**

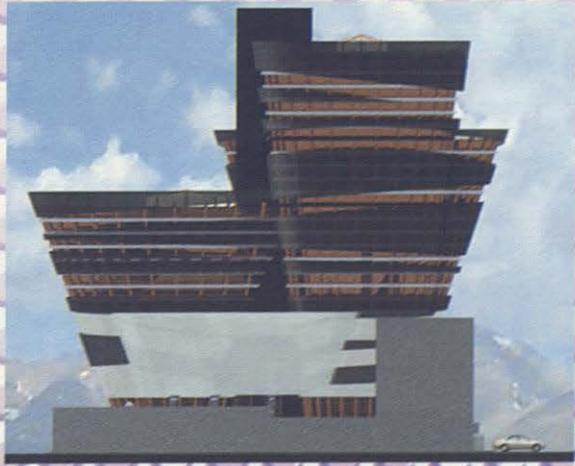


**SOUTH ELEVATION**

**WEST ELEVATION**



**EAST ELEVATION**



# PRESENTATION LAYOUT

## A HYPERREALIST CASINO IN RENO, NEVADA

KATHRYN A.  
MCCRODDALE  
FALL 2002

### CONTEXT DESCRIPTION

The site is located in downtown Reno, Nevada. The site is a former parking lot and was previously owned by the city of Reno. The site is bounded by the Reno River to the north, the Reno River to the south, and the Reno River to the east.



### THESIS STATEMENT:

In order to engage and activate the public, an exchange must take place between the building and the public realm. The form of such hyperrealist elements as simulation, surface, movement, and circulation will create an appropriate environment in which to facilitate levels of interaction for the site.



### MISSION STATEMENT:

To create an entertainment destination that distinguishes itself from the rest of downtown Reno, yet to incorporate the traditional gaming industry architectural aesthetic.



NORTH ELEVATION SCALE = 1:50



SOUTH ELEVATION



EAST ELEVATION



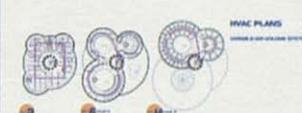
WEST ELEVATION



RIVERSIDE VIEW TO SITE



NORTHEASTERN VIEW TO SITE



HVAC PLANS 1:50



OVERLOOK INTO CASINO



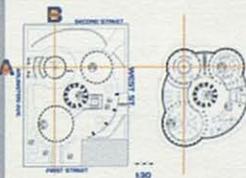
CASINO ELEVATOR LOBBY



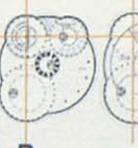
VERTICAL CIRCULATION



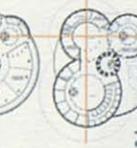
MAIN CASINO GAMING AREA



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50



FLOOR PLAN 1:50

### DESIGN PROCESS

Algorithmically design the organization of spaces and mass. From the initial program to the final design, the organization of spaces forms that structure and variety and balanced between open and closed with varying proportions and heights. The goal was to create a building that not only was dynamic in form, but also in function.



### VOLUME MASSING EVOLUTION



### ROOF DETAIL



### WALL SECTION



### COLUMN DETAIL



### DIGITAL STRUCTURAL MODEL



### STRUCTURAL PLANS



### ROOF PLAN



### TRANSVERSE SECTION



### LONGITUDINAL SECTION



JOURNEY INTO THE HYPERREAL

# STRUCTURAL MODEL



**STRUCTURAL MODEL**

