

Santa Monica - Malibu Unified School District

Phase 3 - Gold Gymnasium & Exploration Building

Community Meeting October 13, 2020





moore ruble yudell architects & planners

Agenda

- Introduction and Webinar Protocol

 Dr. Antonio Shelton, Principal Santa Monica High School
- Process, Schedule and Team Introductions
 Carey Upton, Chief Operations Officer SMMUSD
- **Design Program**Amy Yurko, Architect Brainspaces
- Phase 3 Building Design
 James Mary O'Connor, Architect Moore Ruble Yudell Architects and Planners
 John Dale, Architect Harley Ellis Devereaux
 John Ruble, Architect Moore Ruble Yudell Architects and Planners
- Next Steps
 Carey Upton, Chief Operations Officer SMMUSD

VISION FOR PHASE 3

- Teaching & Learning
 - Samohi Context
 - Program Elements
 - Inclusive Process











VISION FOR PHASE 3

TEACHING & LEARNING

- Enhance Educational Opportunities & Collaboration
- Advance Focus on 21st Century Skills
- Relevant, Project-based, Hands-on Learning
- Simulated Professional Environments
- Connect to Business Community
- Celebrate Student Work and Achievements
- Health & Fitness for All
- Provide Flexibility for Changes over Time
- Plan for Their Future vs Our Past

SAMOHI CONTEXT

- Replace Outdated / Inefficient Facilities
- Create Dynamic Environments for Learning
- Honor Traditions while Moving Samohi Forward
- Expand & Enhance Campus Green Space
- Clarify Pathways and Campus Circulation
- Provide Adaptability for Future Needs

EXPLORATION

- Visual Arts, Digital & Media Arts
- Academy Programs: (all include Business & English)
 - Engineering/PLTW
 - Law/Policy/Government
 - Health/Wellness/Sports Medicine
- Outdoor Classrooms & Learning Areas

GOLD GYM

- 2 PE Gyms, Locker Rooms & Supports
- Dance, Pep Squad
- Health, Fitness, Yoga

INCLUSIVE PROCESS

- Faculty Sessions for Visioning & Space Programming
- Focus Groups for Detailed Space Needs
- Student Session & Surveys
- Site & District Advisory Committees



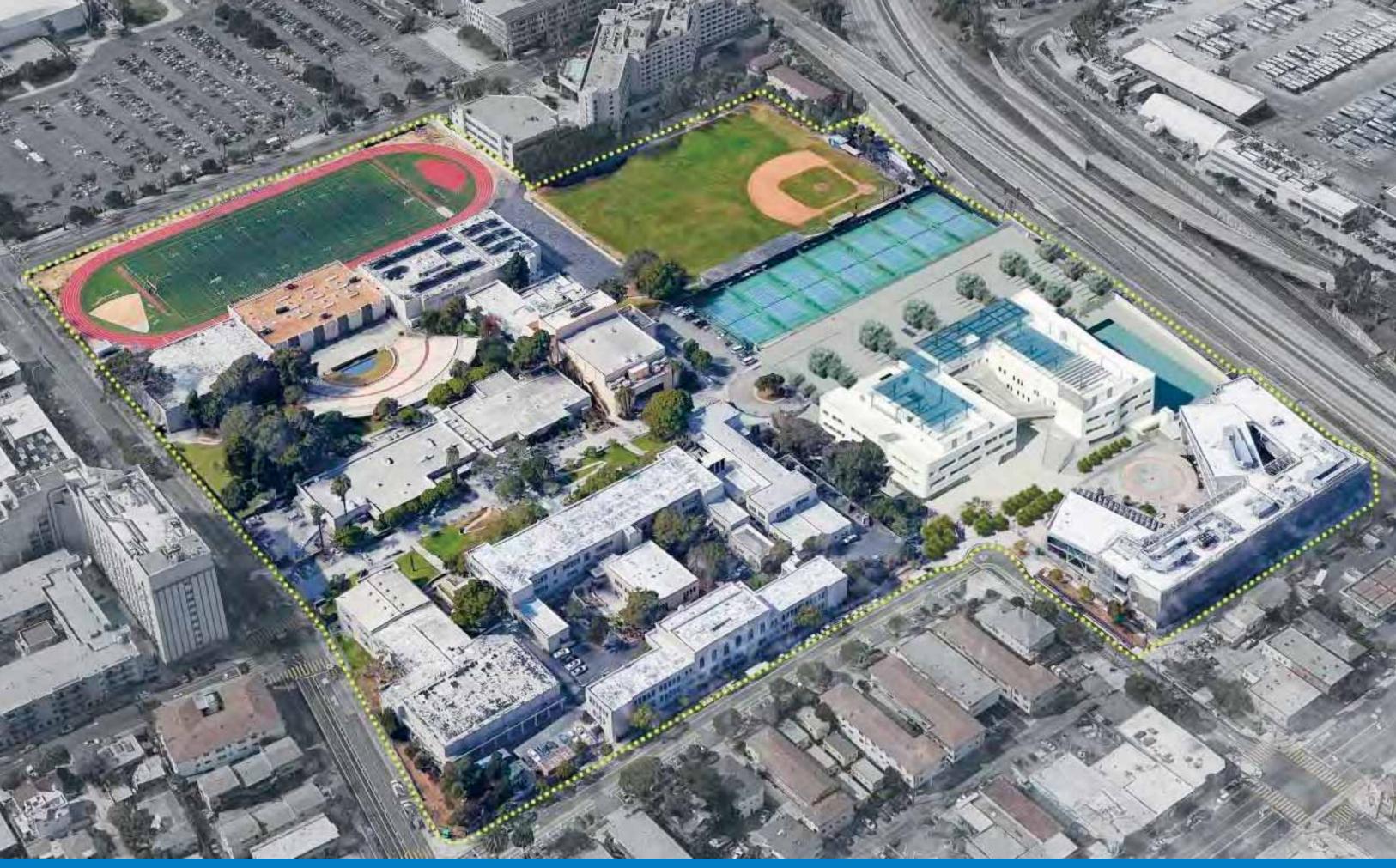




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Campus Masterplan



Site Axis Diagram



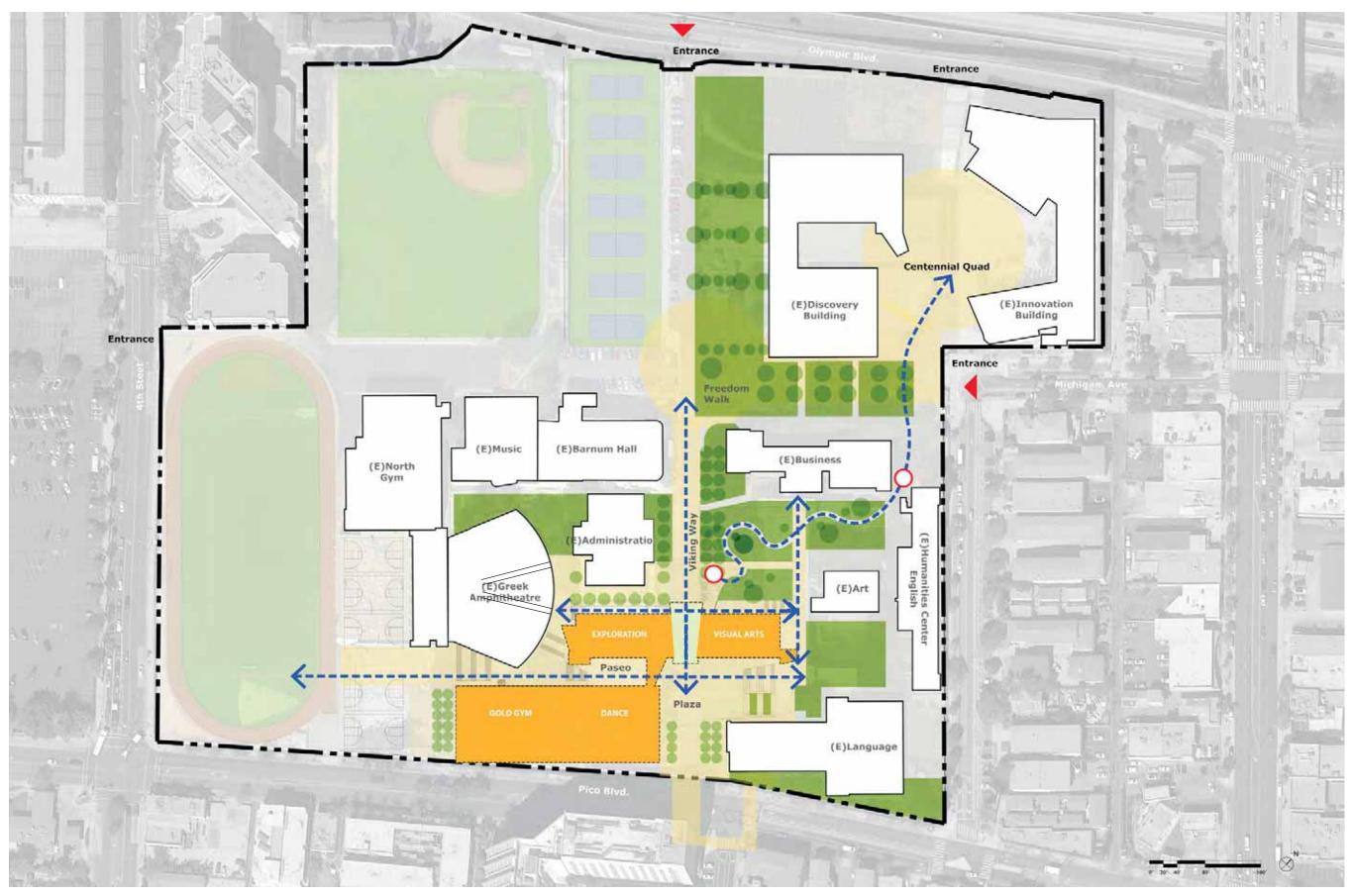


Existing Campus

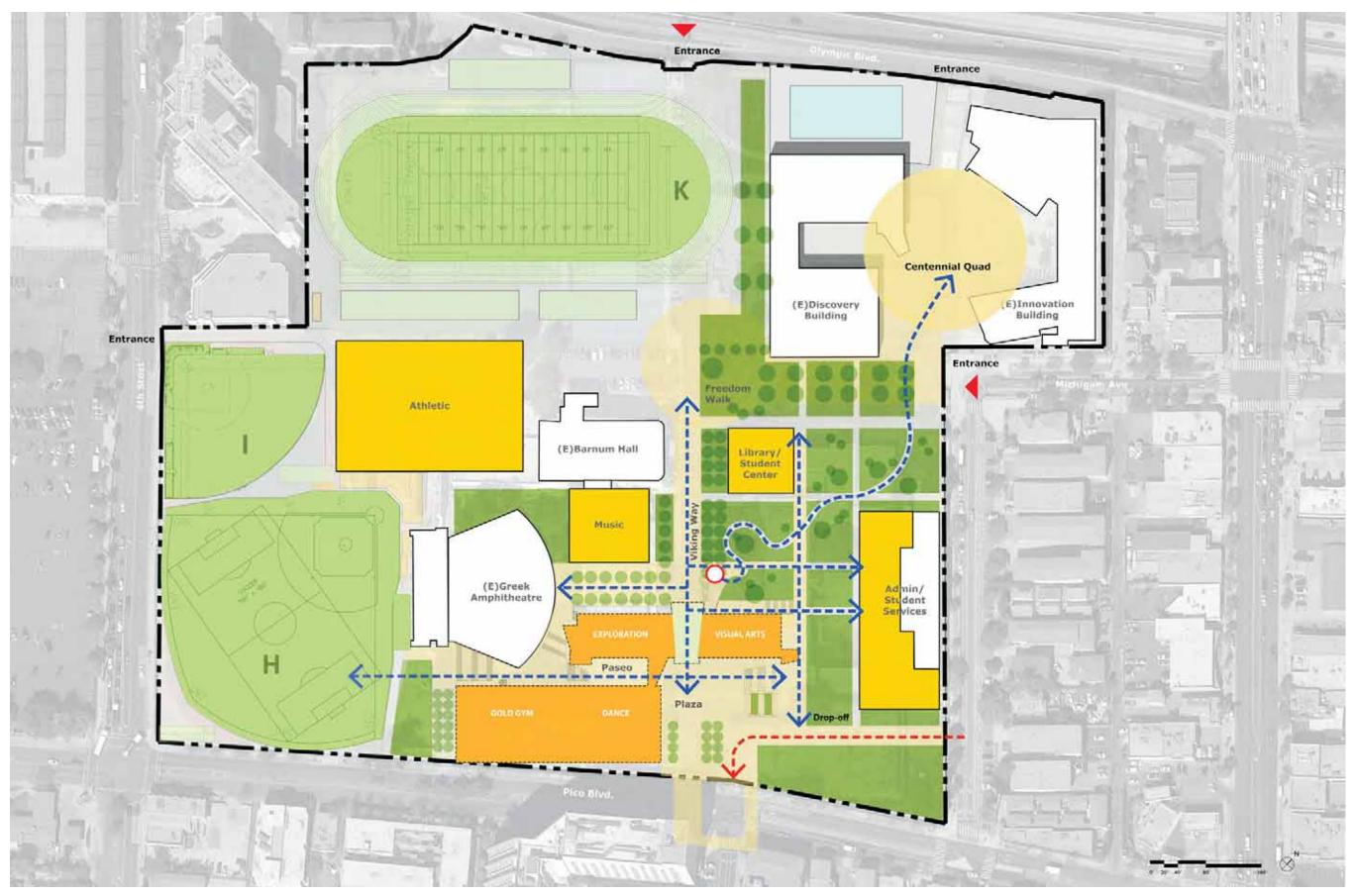
Proposed Campus Axis & Circulation



Site Plan - Phase 3



Site Plan - Future Phase





Phase 3 Aerial



Future Phase Aerial



Functional Zoning



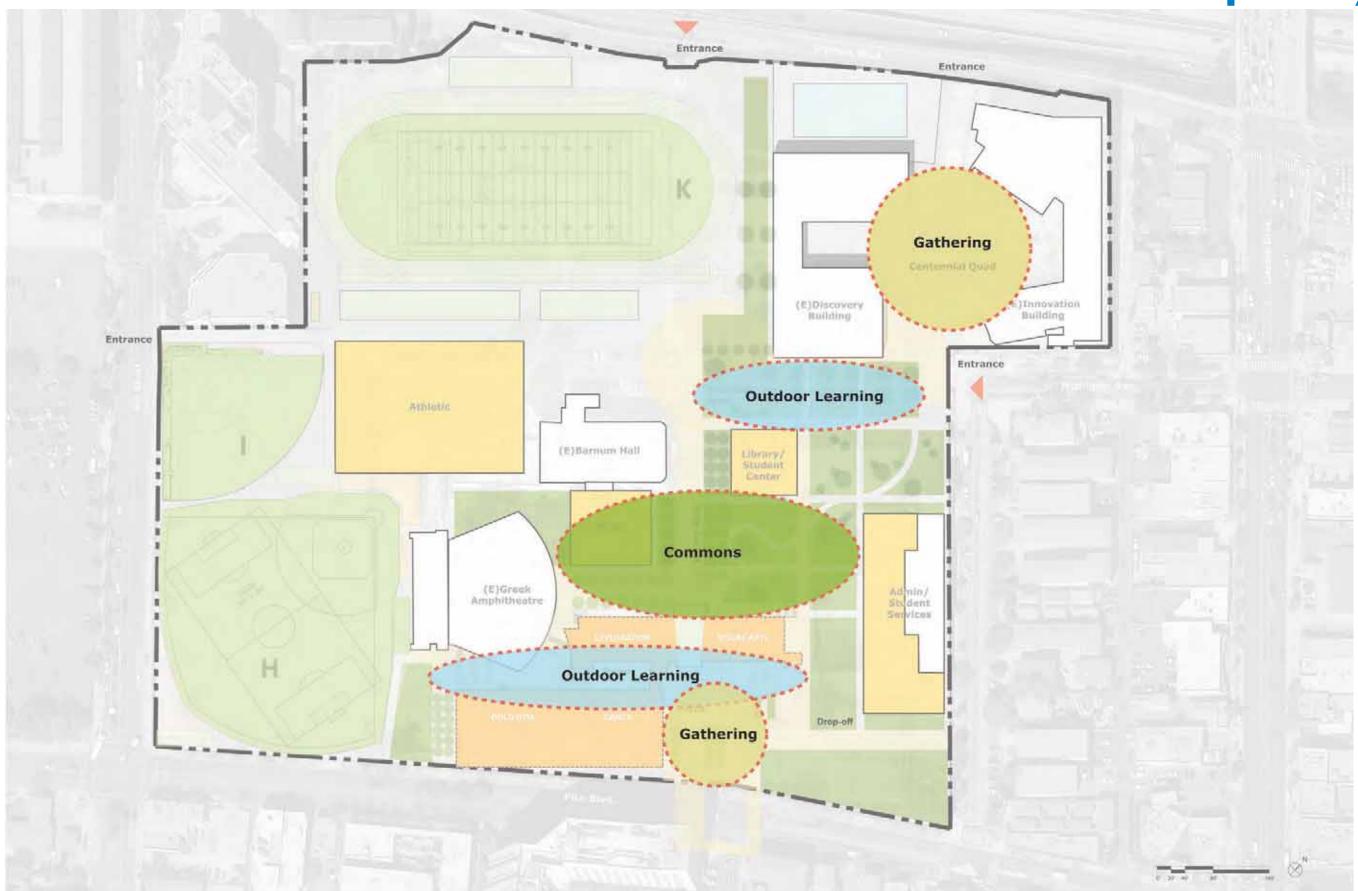
Functional Zoning



Functional Zoning

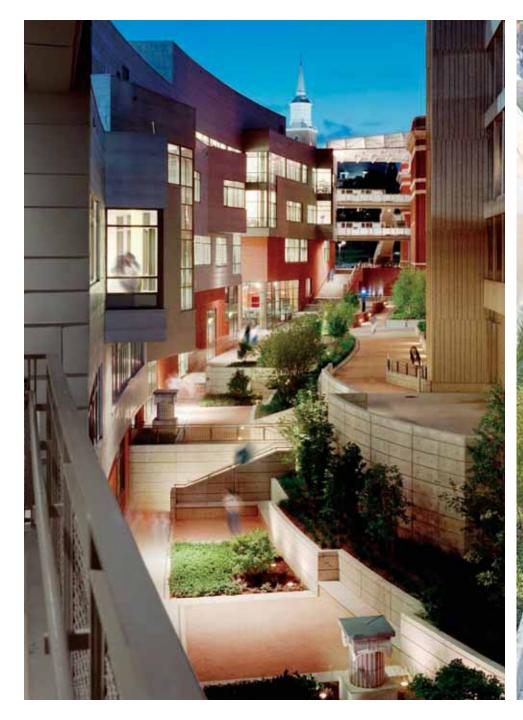


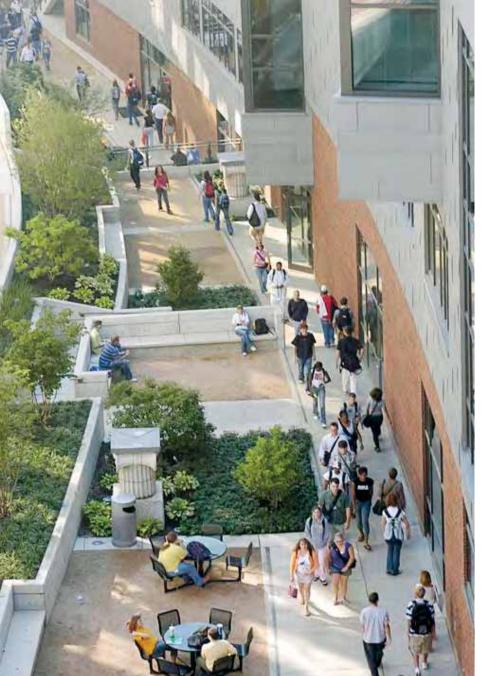
Outdoor Space Types

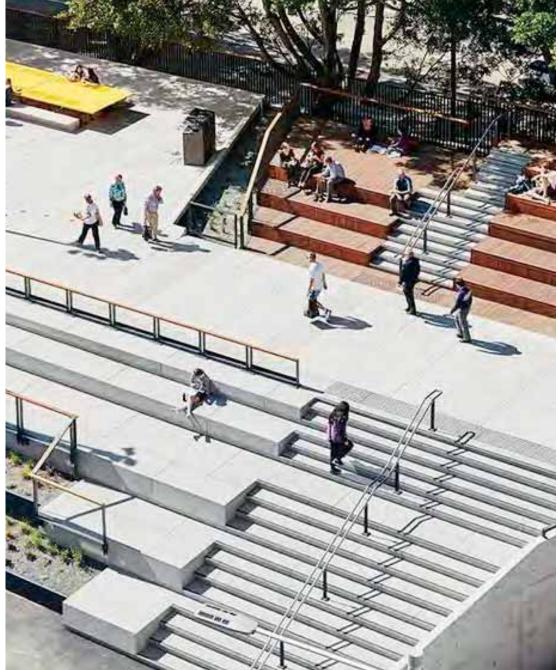




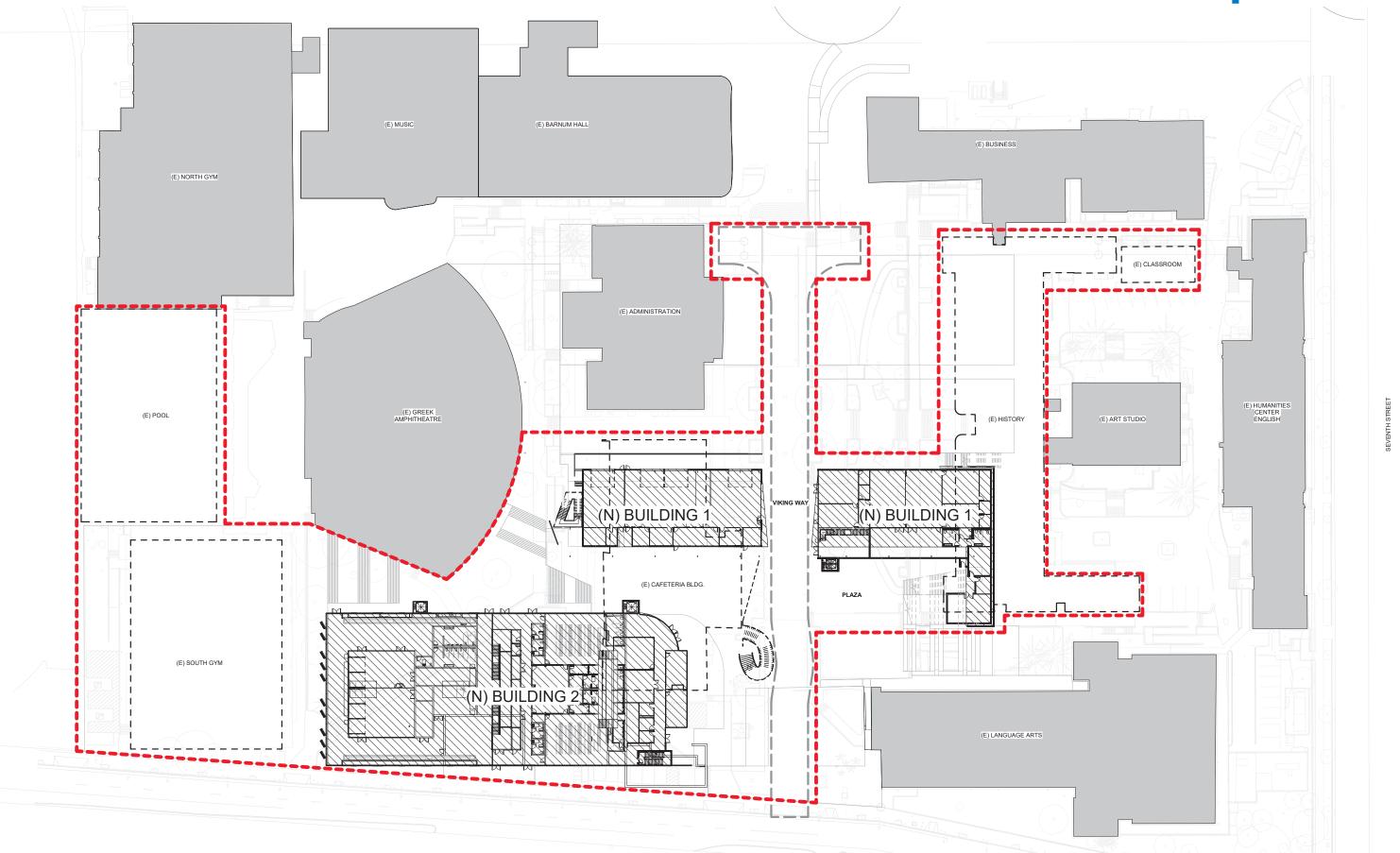
Precedents - Paseo







Site Scope Boundary















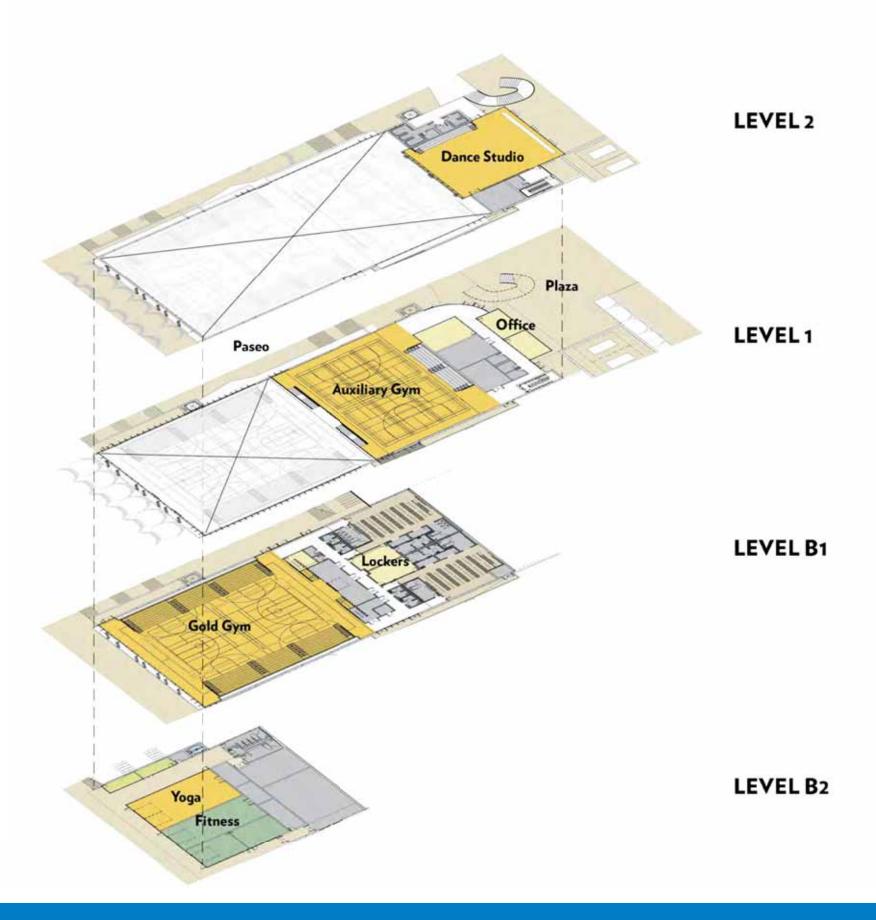






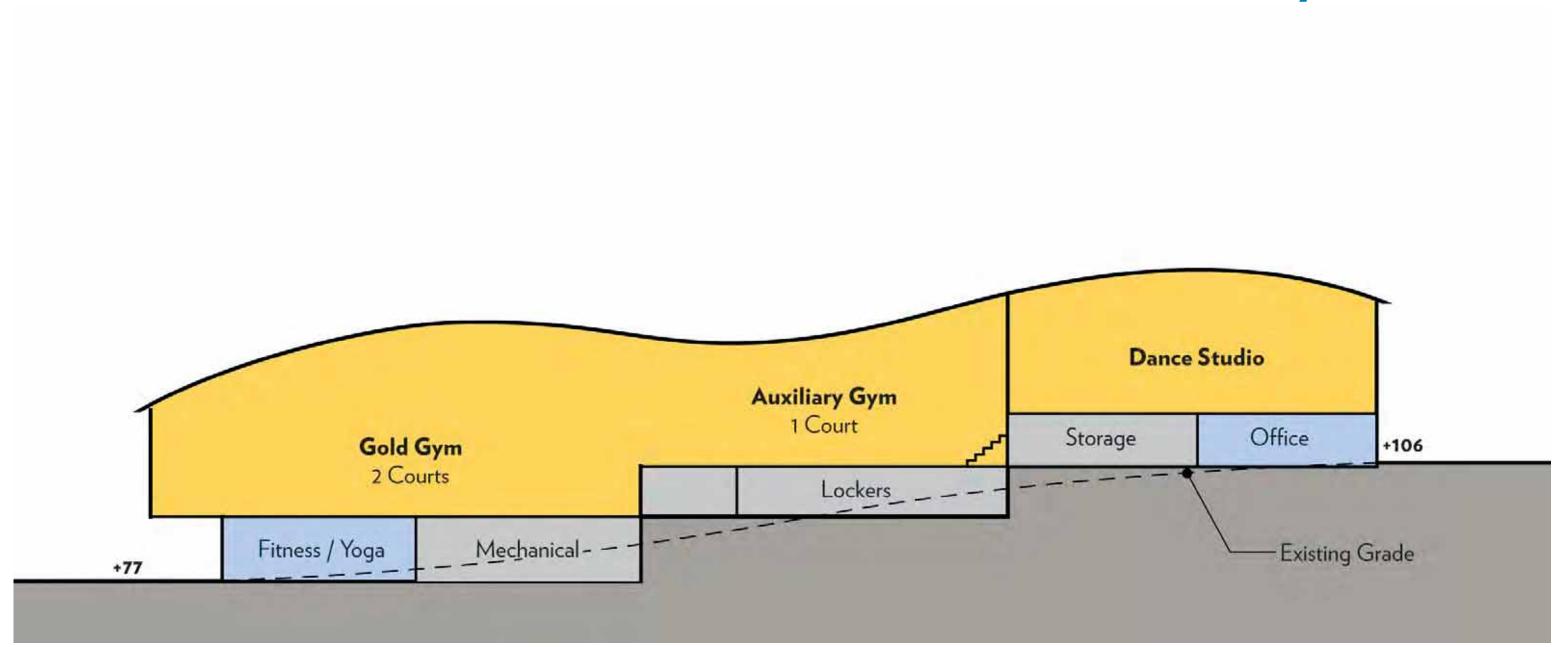


Gym - Stacking Diagram

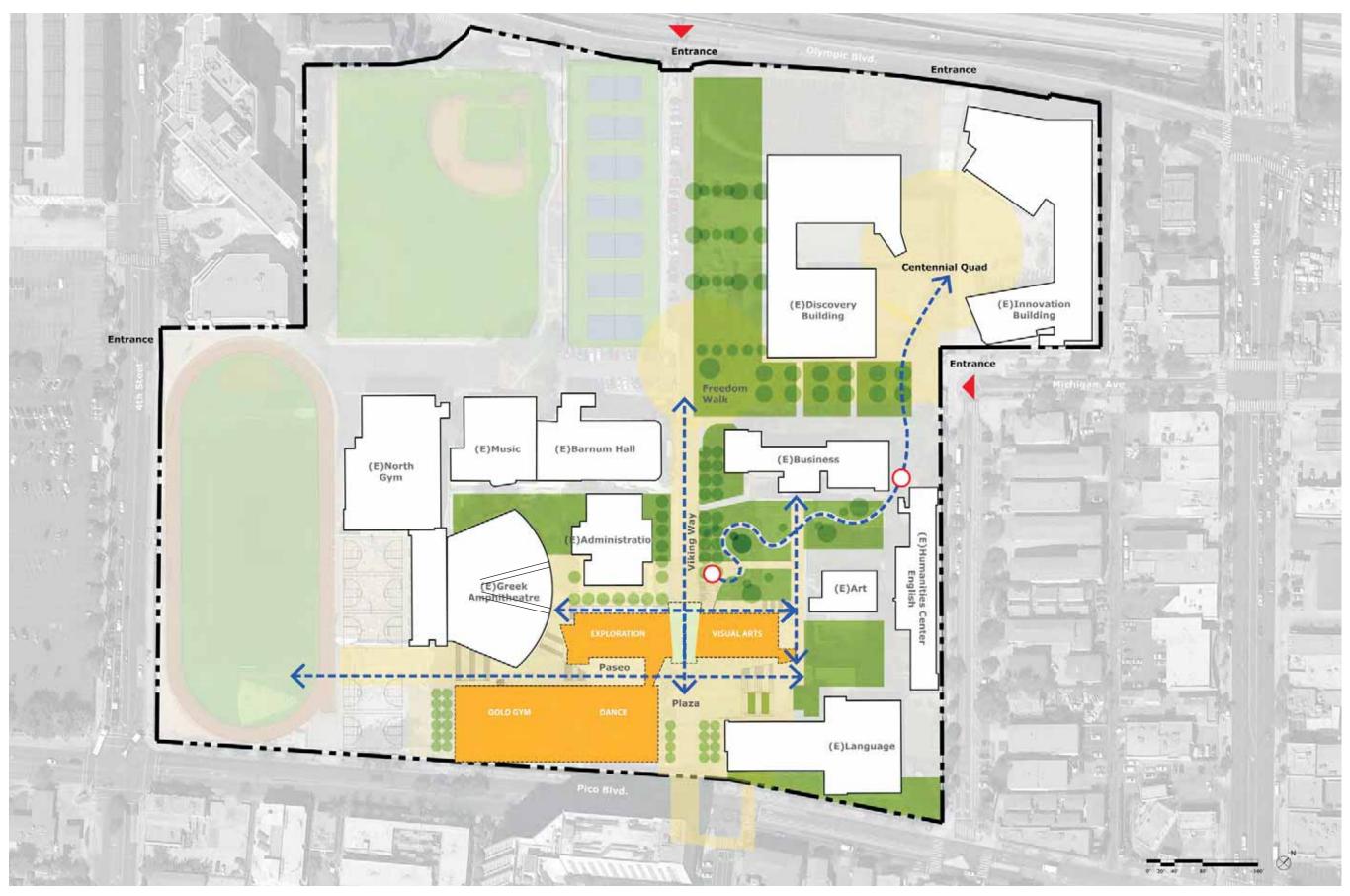




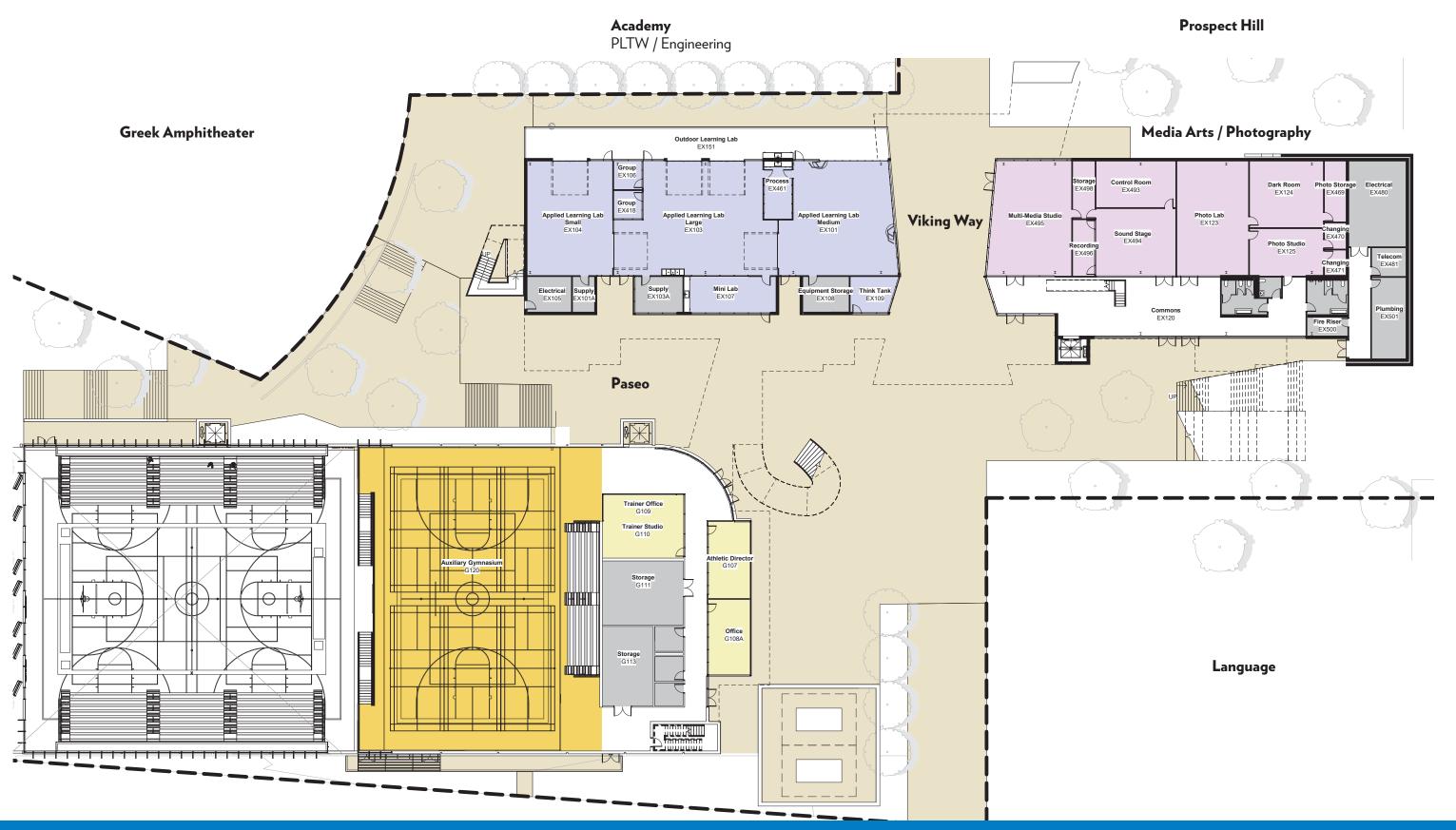
Gym - Section



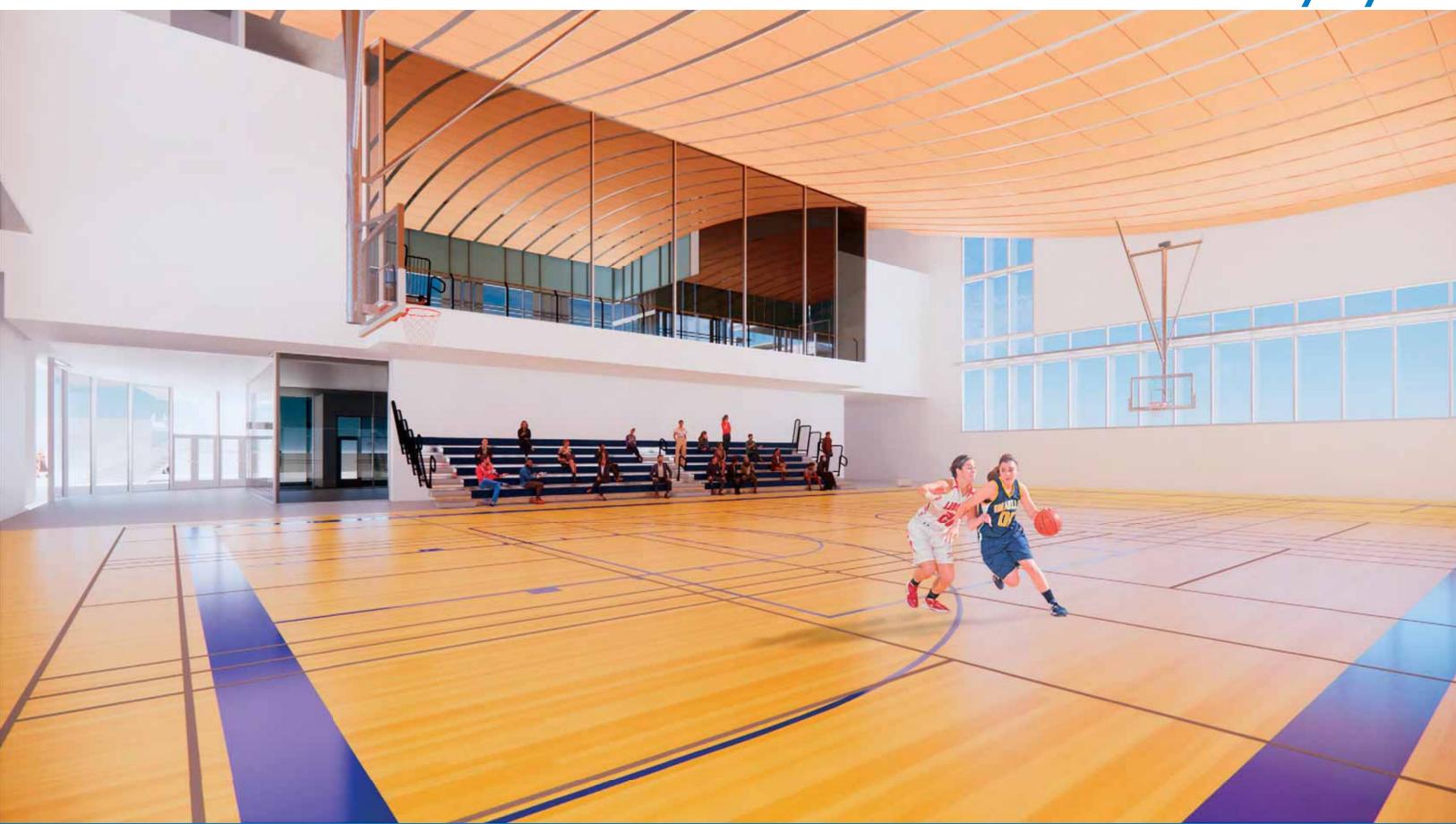
Site Plan - Phase 3



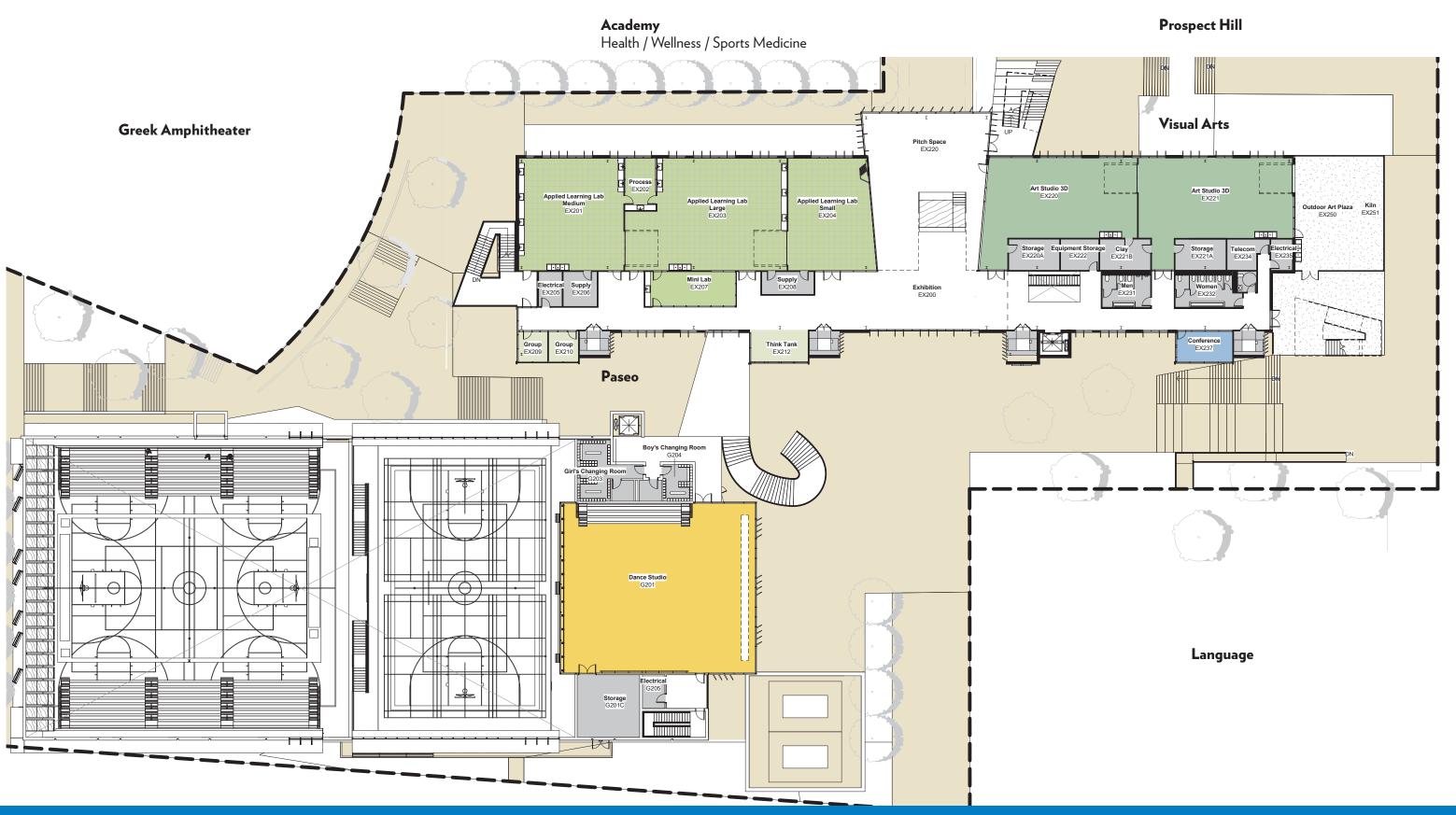
Gym - Level 1



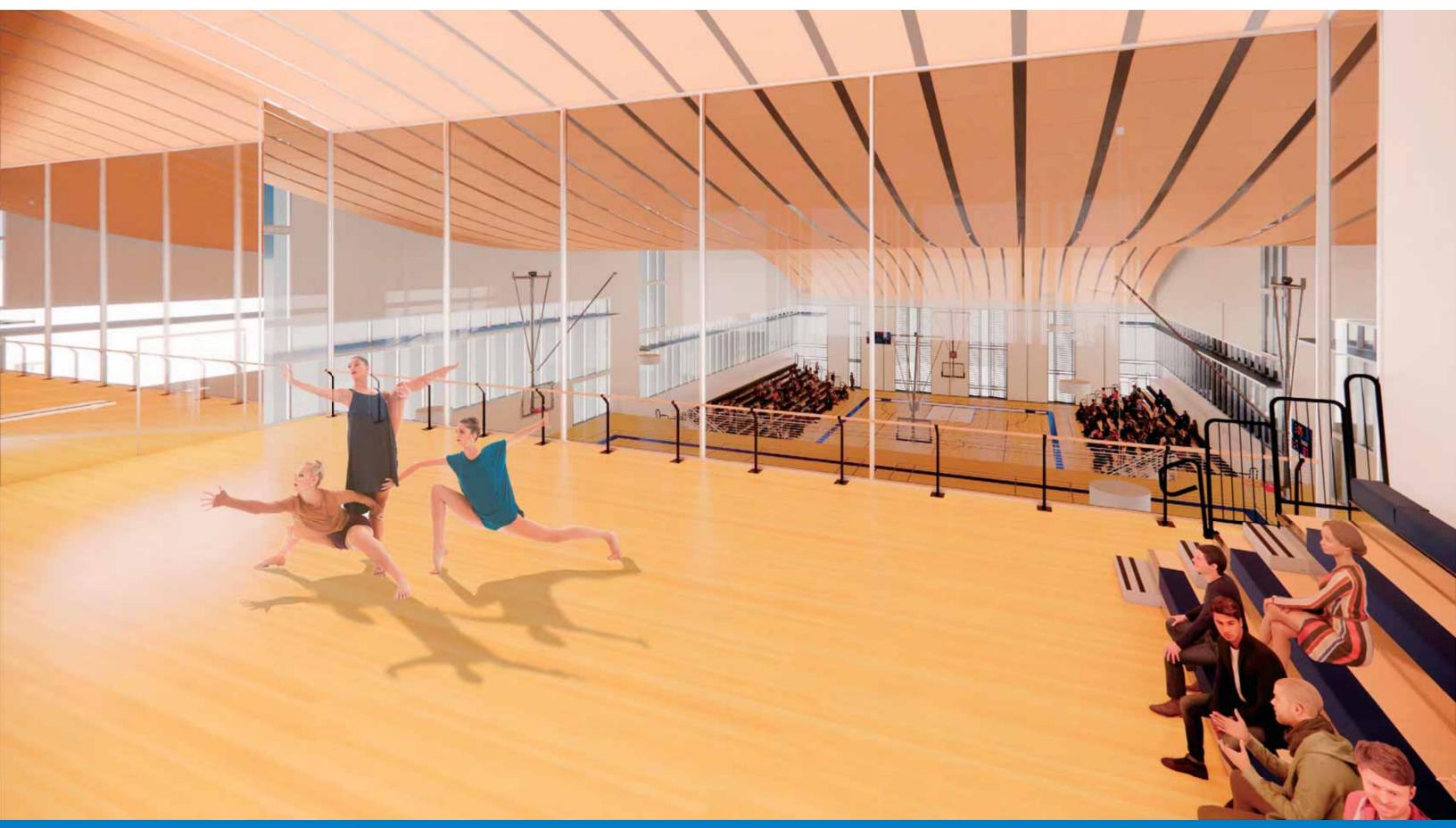
Auxiliary Gym



Gym - Level 2



Dance Studio

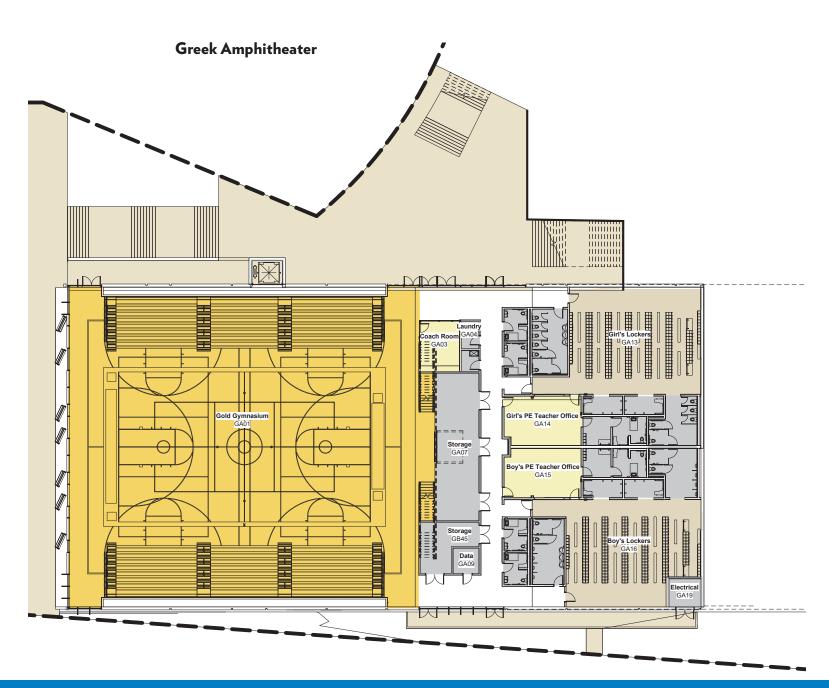


Gym - Section





Gym - Level B1

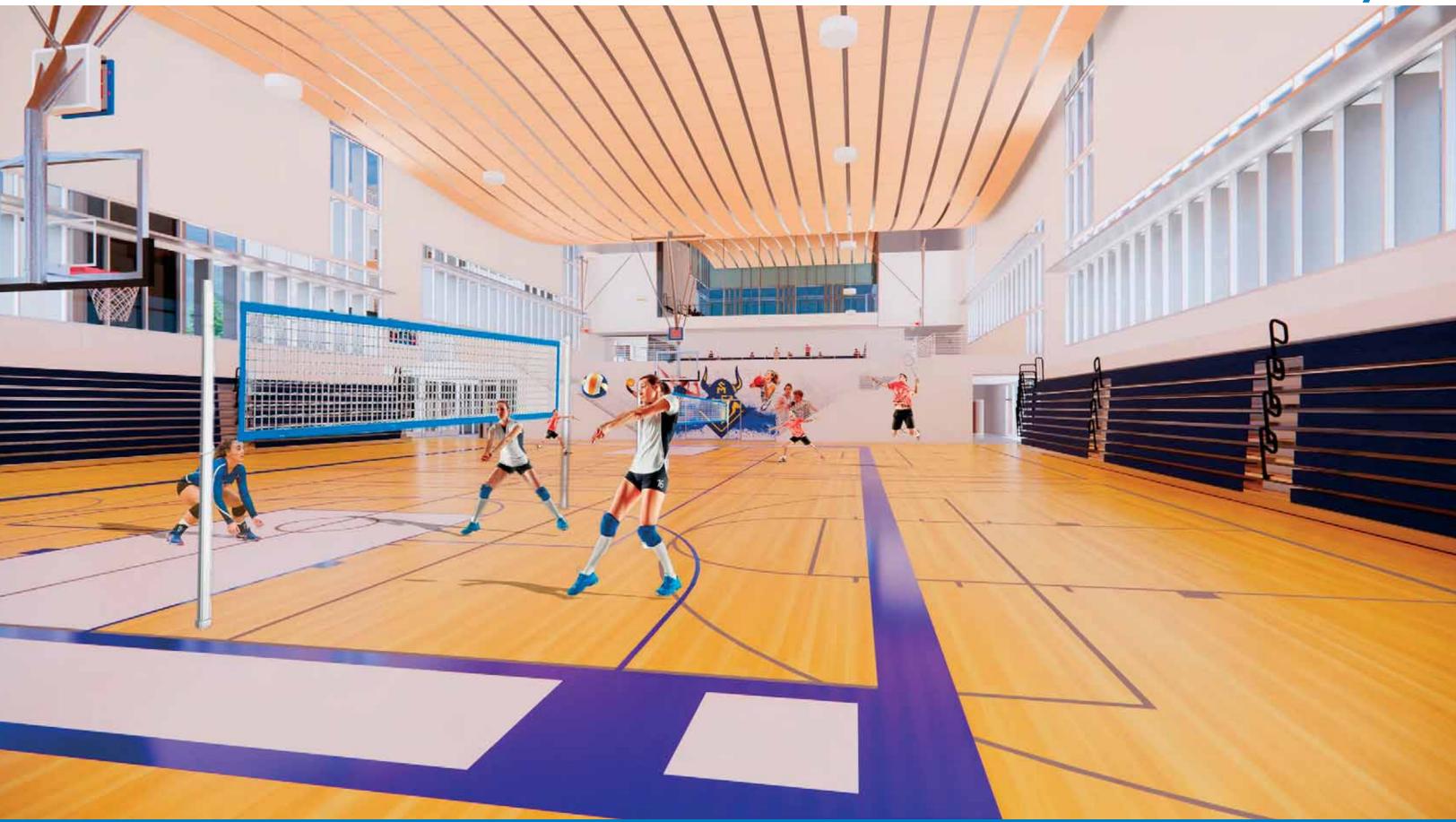








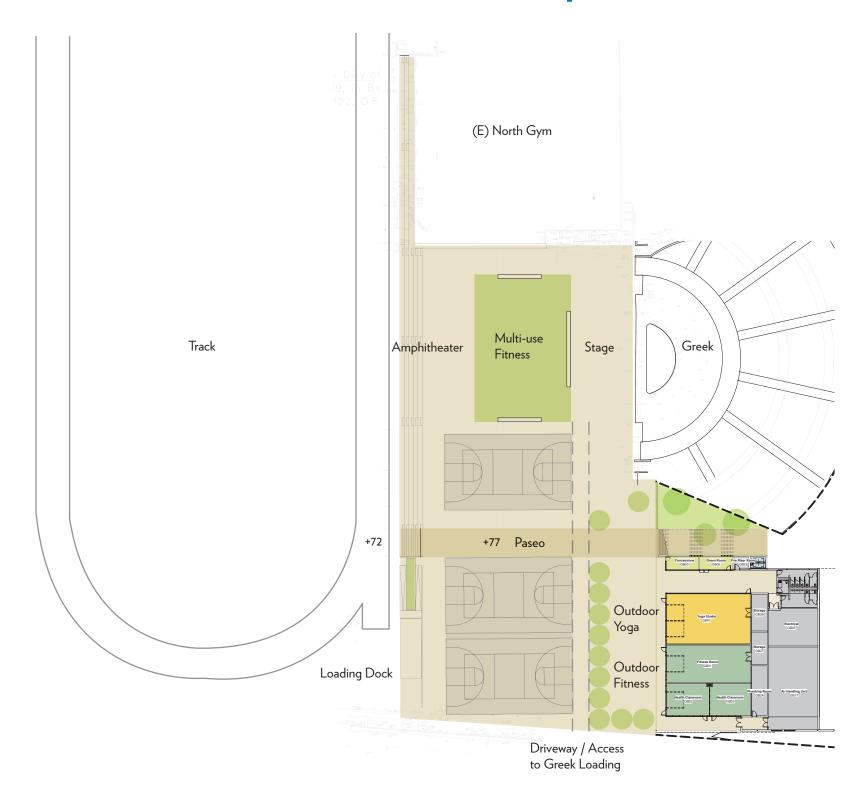




Gym - Level B2



P.E. / Athletics Multi-use Outdoor Fitness







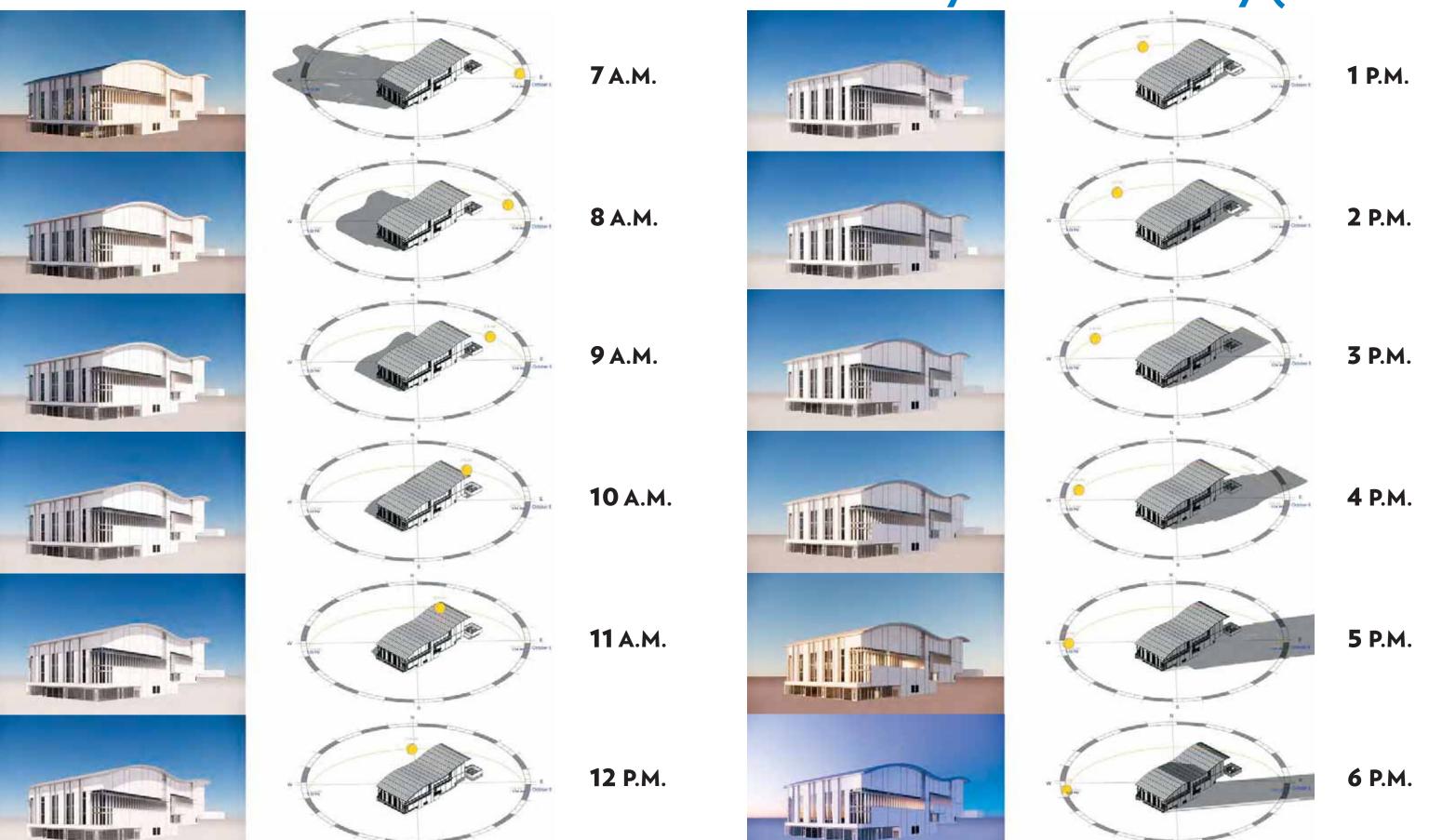








Gym - Solar Study (October)

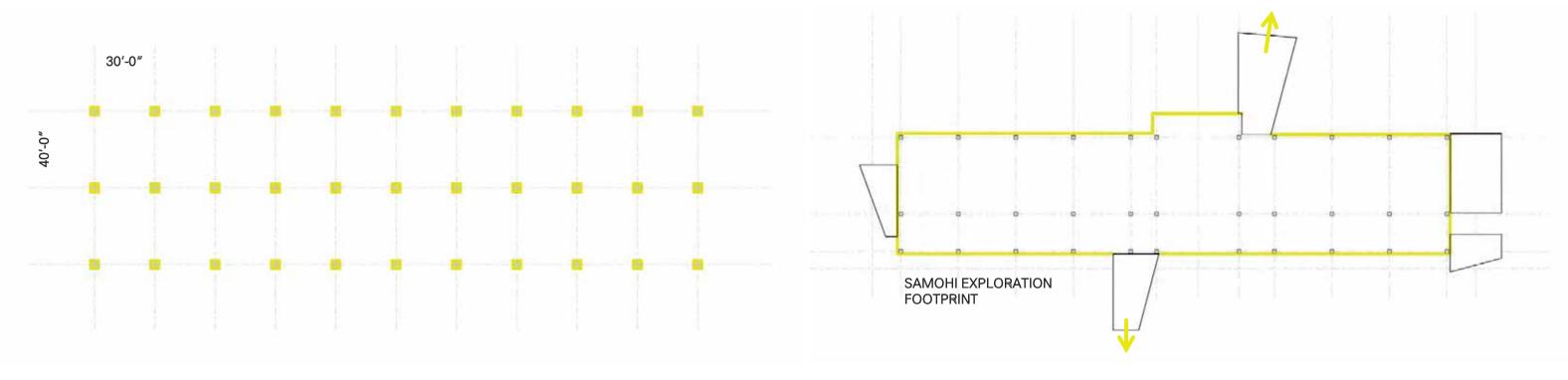




Exploration & Visual Arts



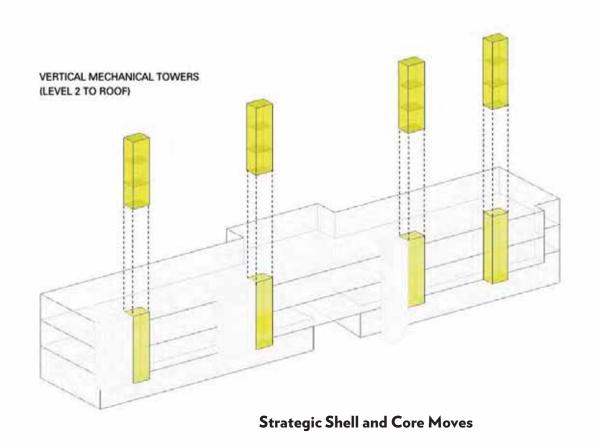
Open Building Components

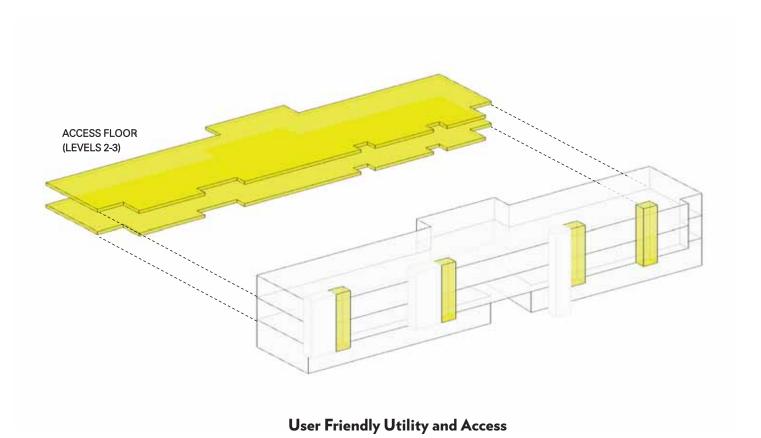


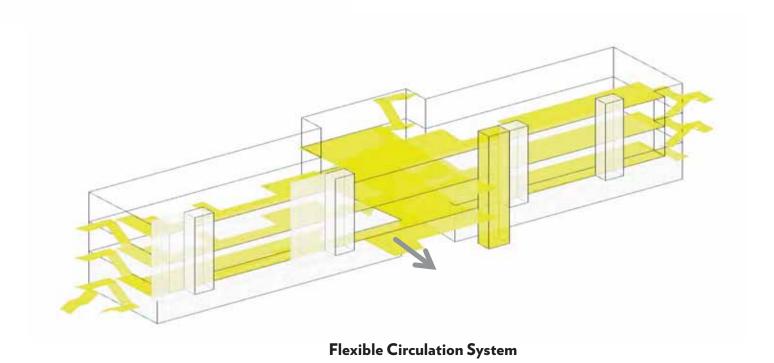
Flexible Column Grid

Defining a Versatile Footprint

Open Building Components

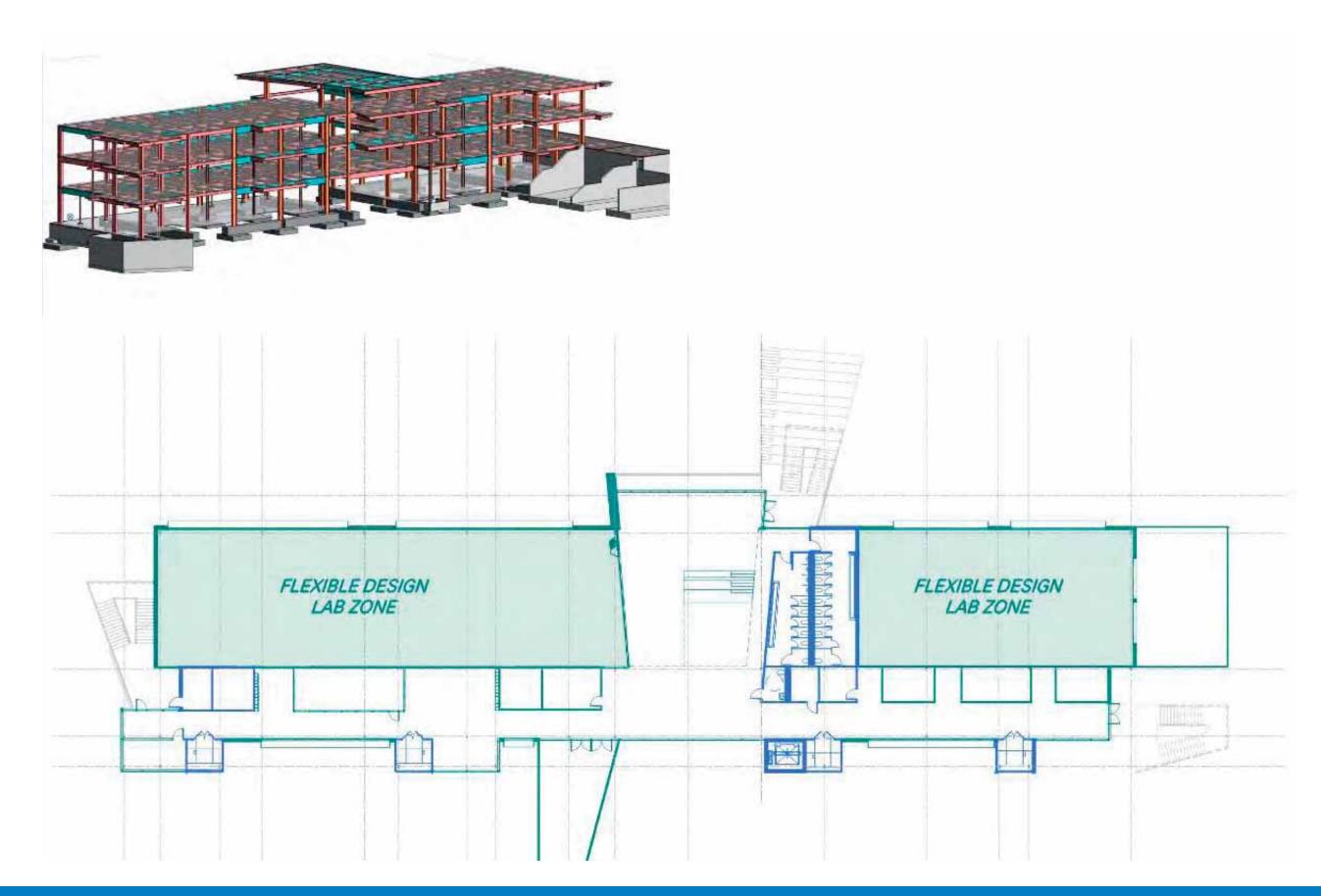






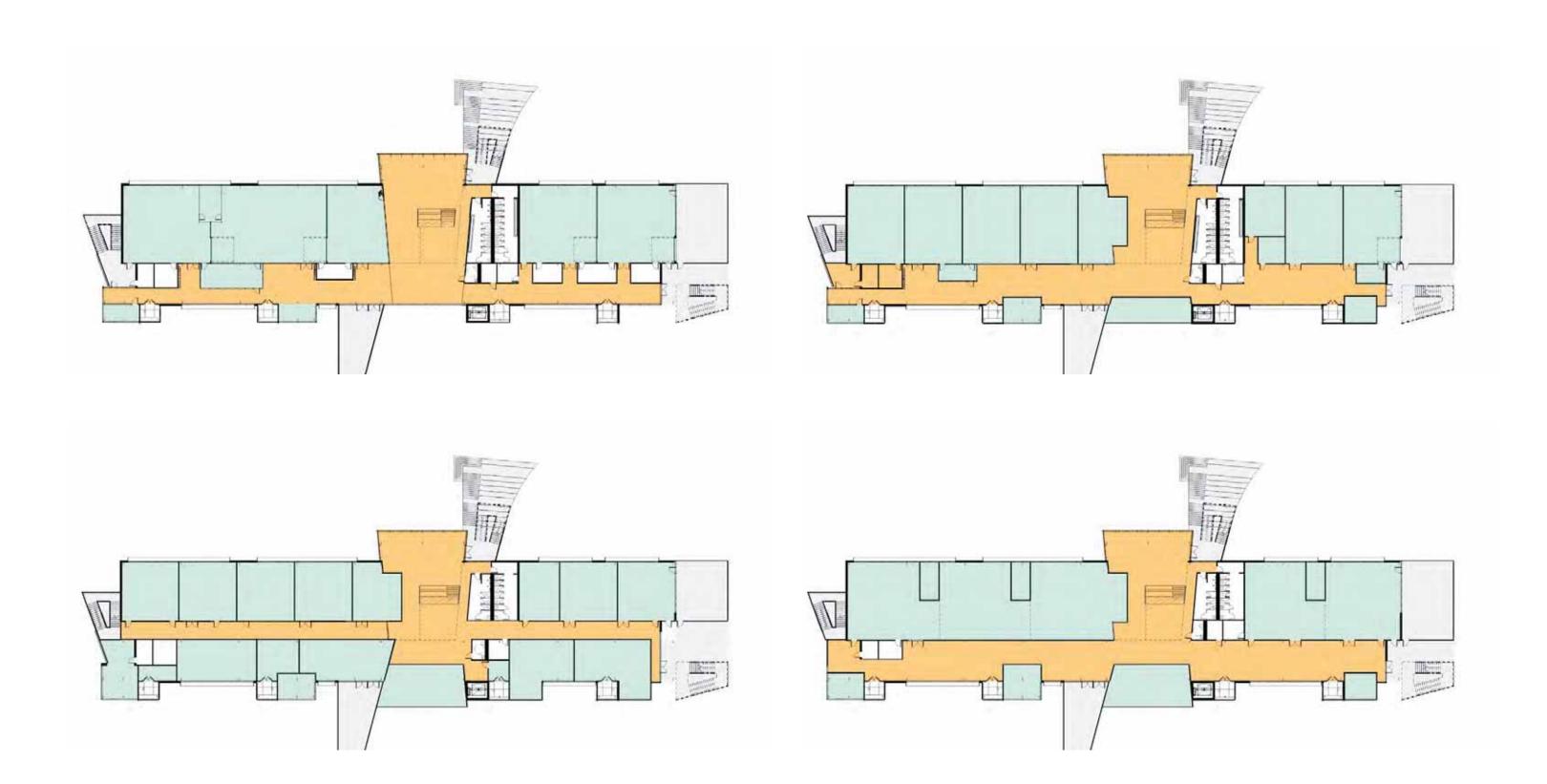


Flexible Planning



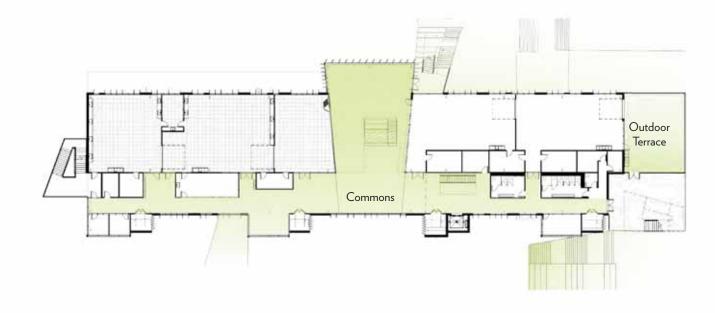


Flexible Planning

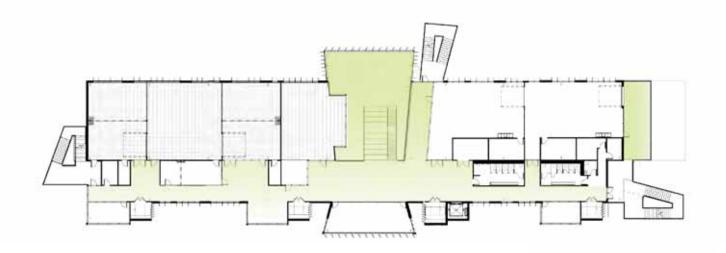


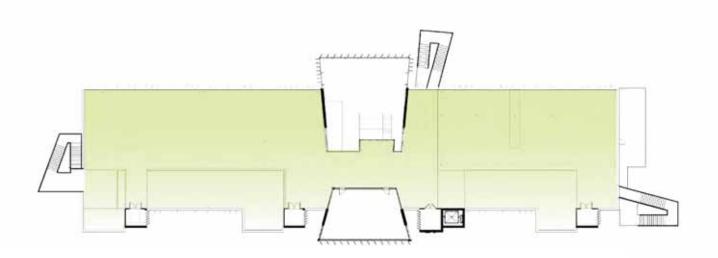
Public/Outdoor Learning Spaces





Level 1 Level 2





Level 3 Roof

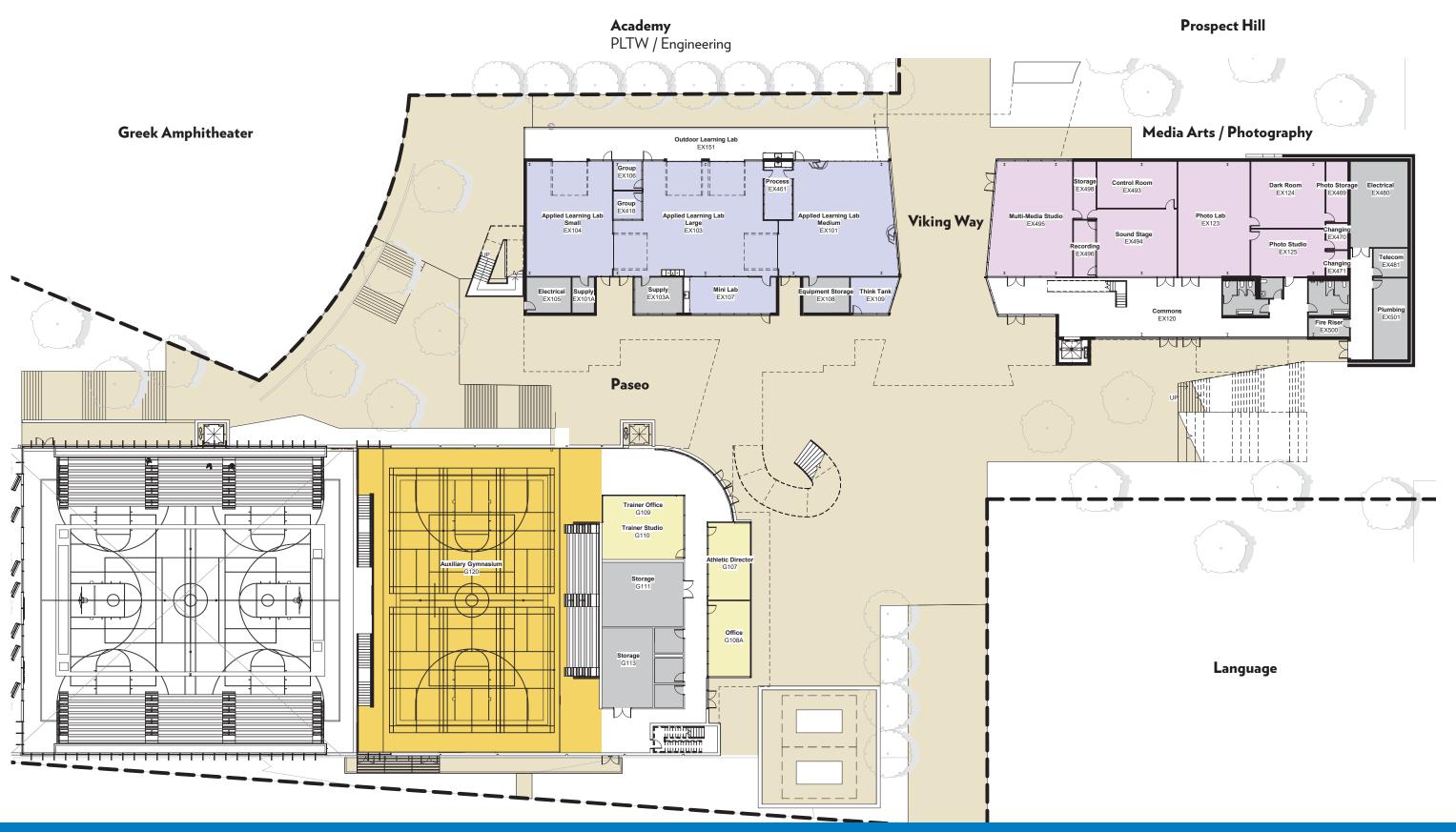


Exploration & Visual Arts - Stacking Diagram

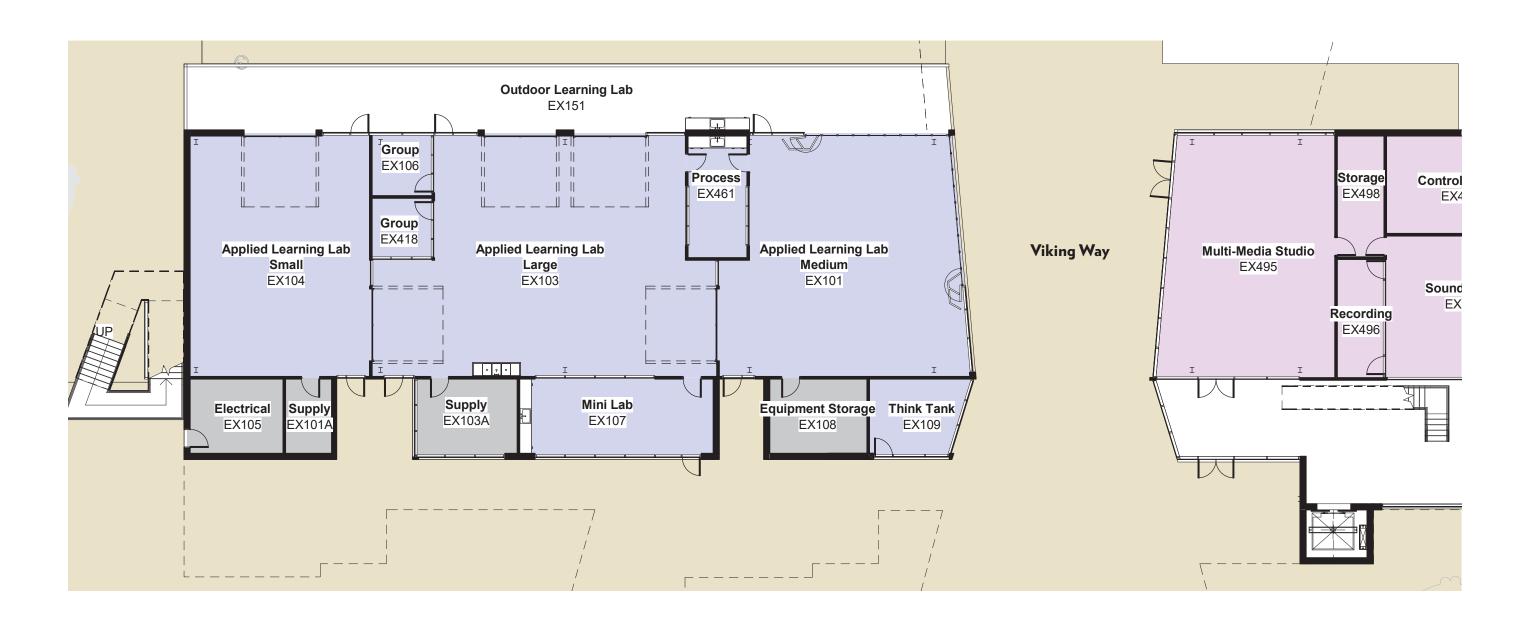




Exploration & Visual Arts - Level 1



Activating Viking Way





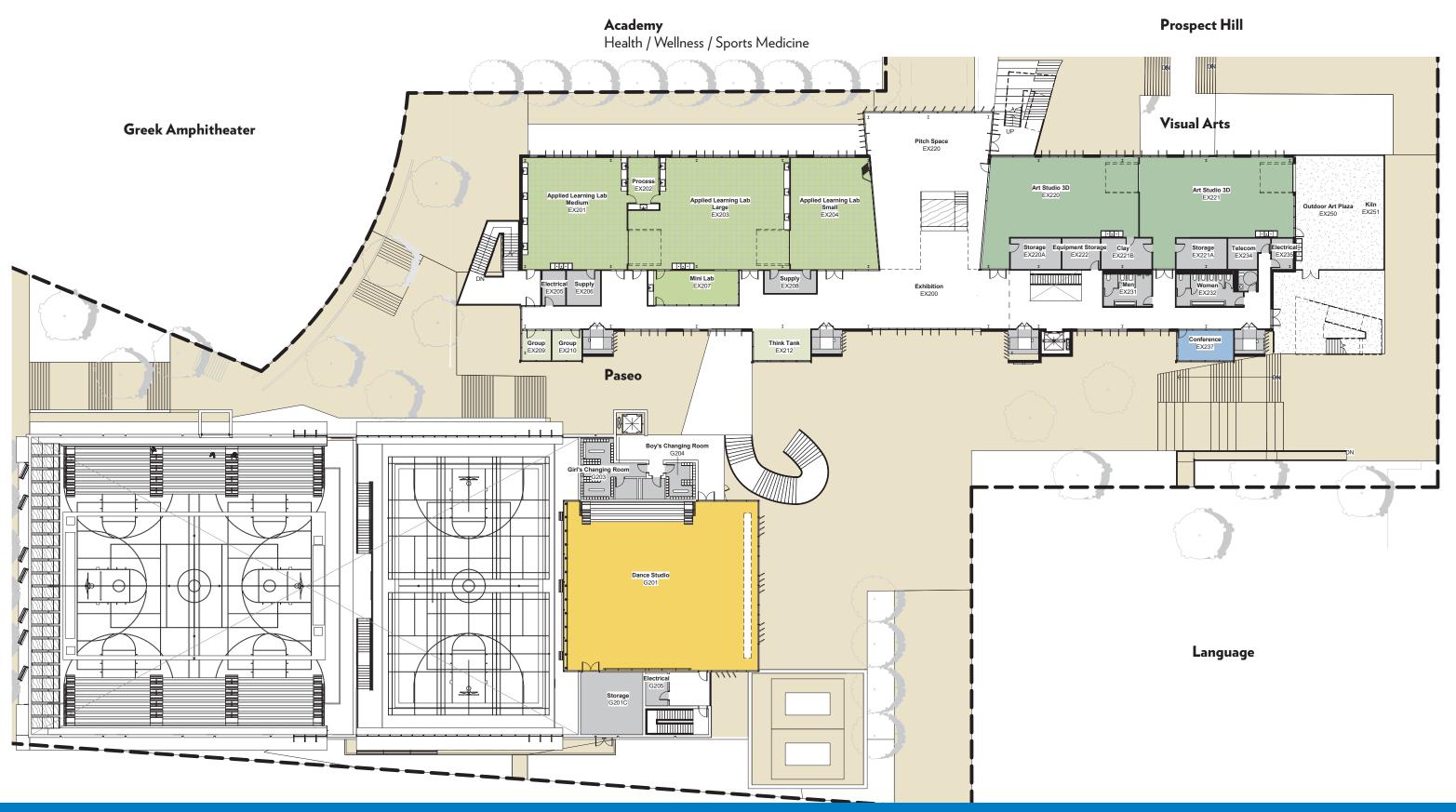
Exploration & Visual Arts - Outdoor Engineering Lab



Exploration & Visual Arts - Engineering Lab



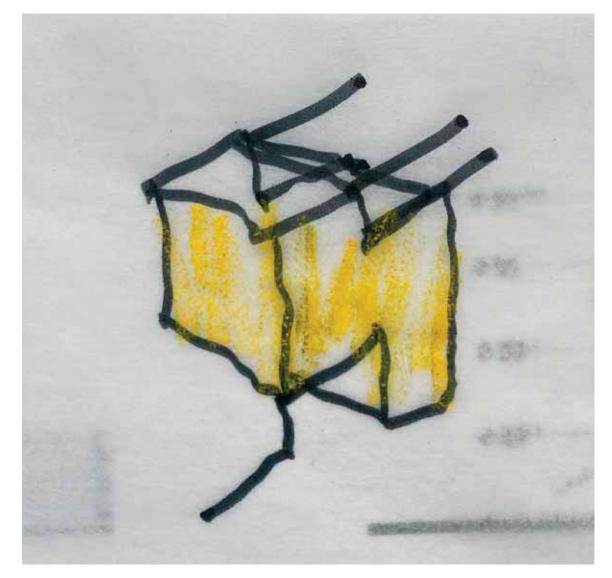
Exploration & Visual Arts - Level 2





Exploration & Visual ArtsConnection to Pitch Space







Pitch Space & Commons





Exploration & Visual Arts - Art Studio



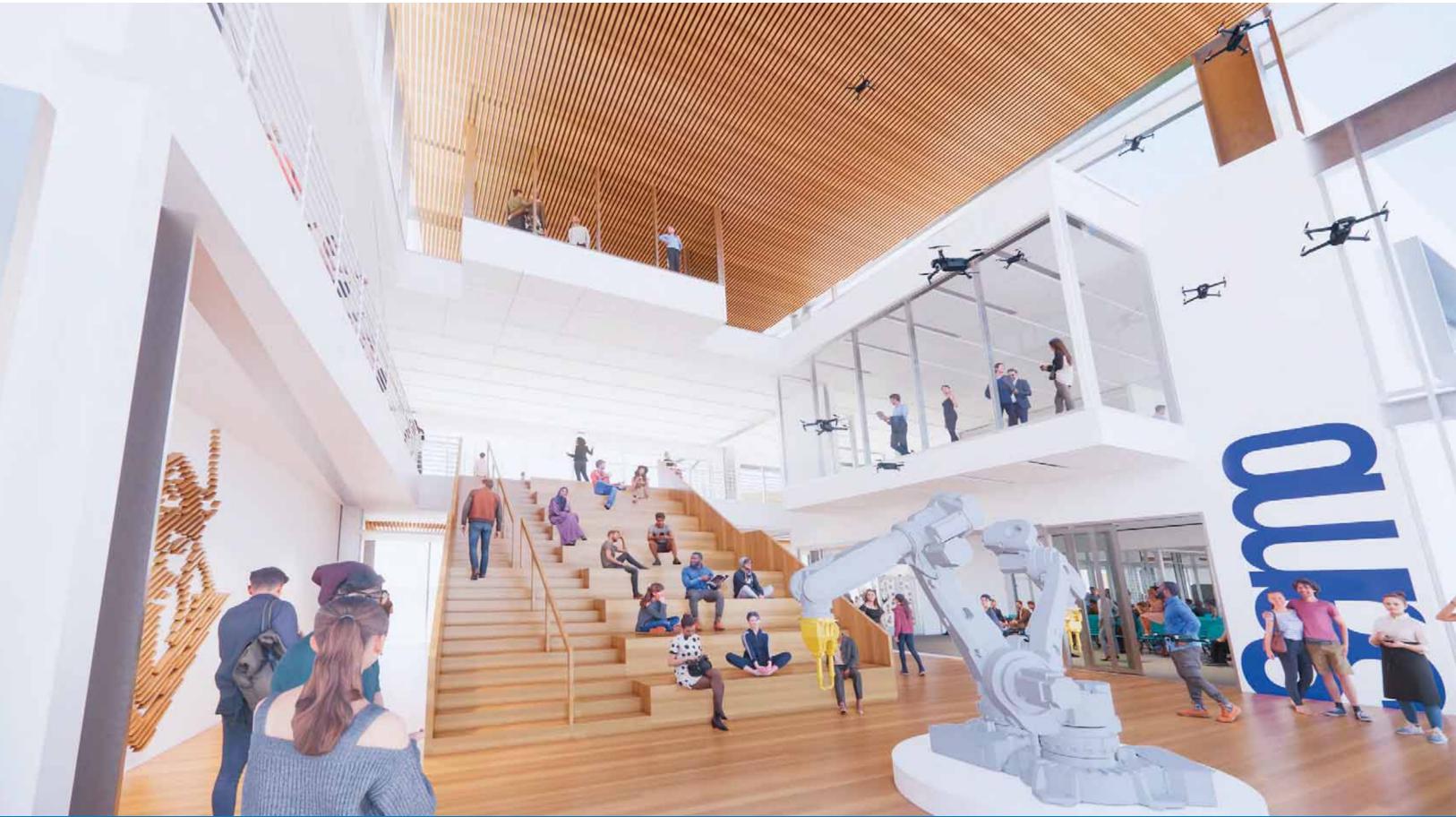
Exploration & Visual Arts - Art Studio



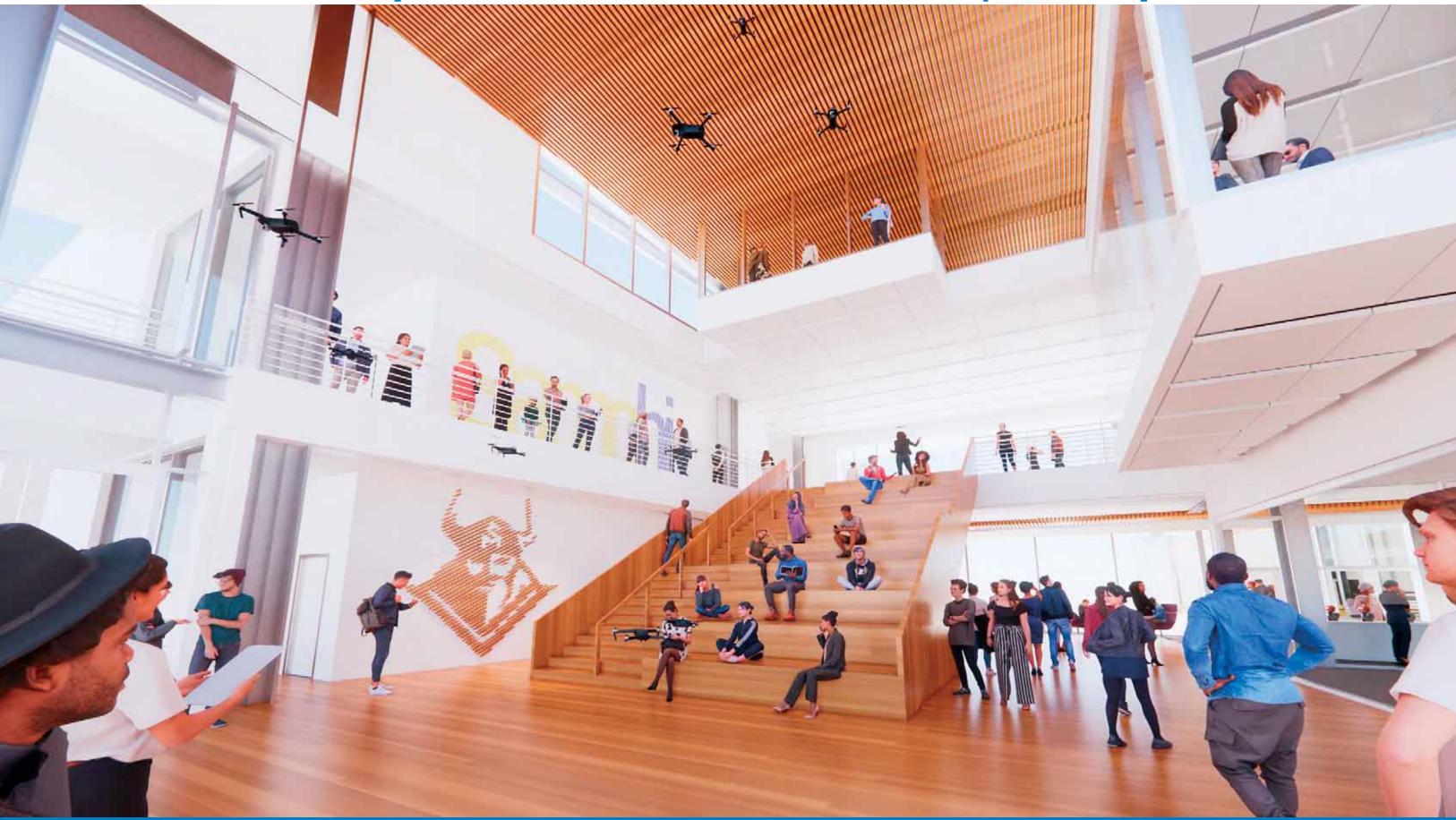
Exploration & Visual Arts - Commons



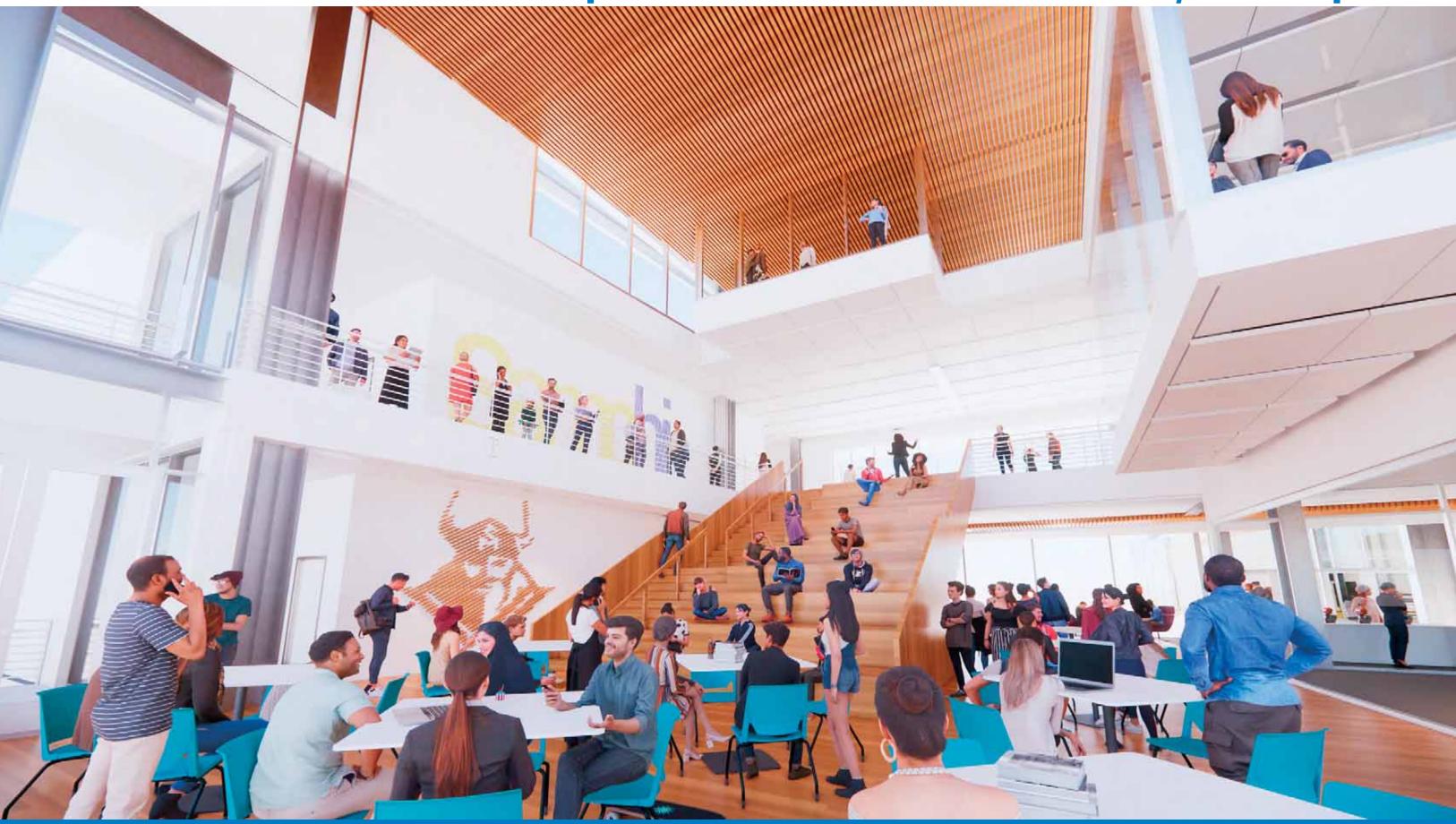
Exploration & Visual Arts - Atrium / Pitch Space



Exploration & Visual Arts - Atrium / Pitch Space Event Use



Exploration & Visual Arts - Atrium / Pitch Space



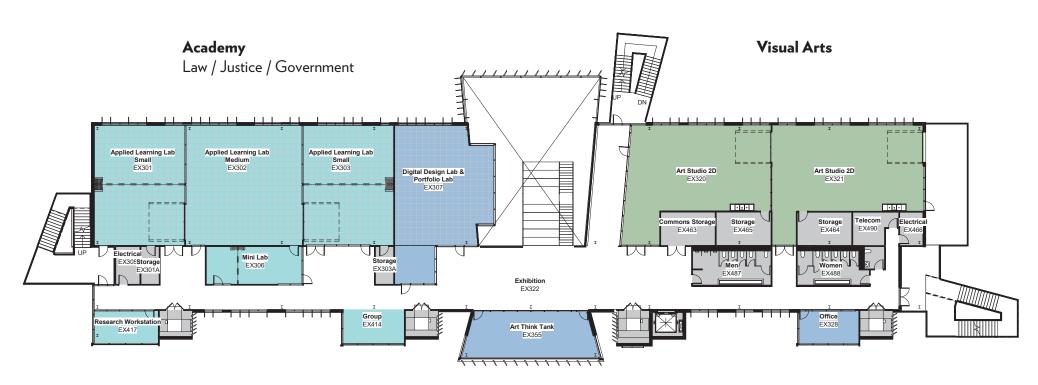
Exploration & Visual Arts - Atrium / Pitch Space

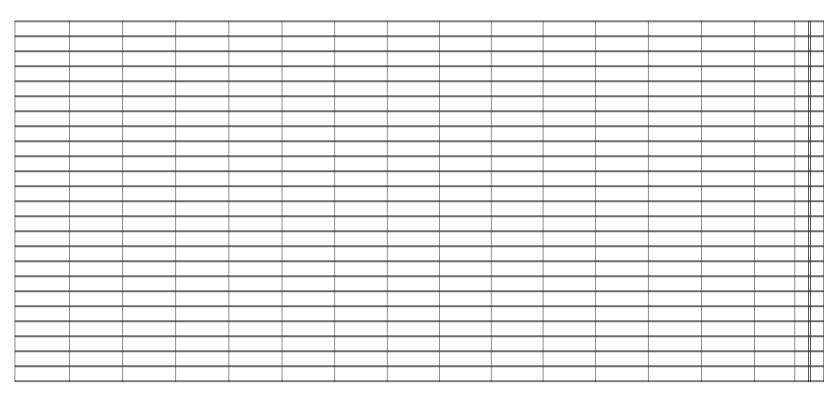


Exploration & Visual Arts - Atrium / Pitch Space Event Use



Exploration & Visual Arts - Level 3



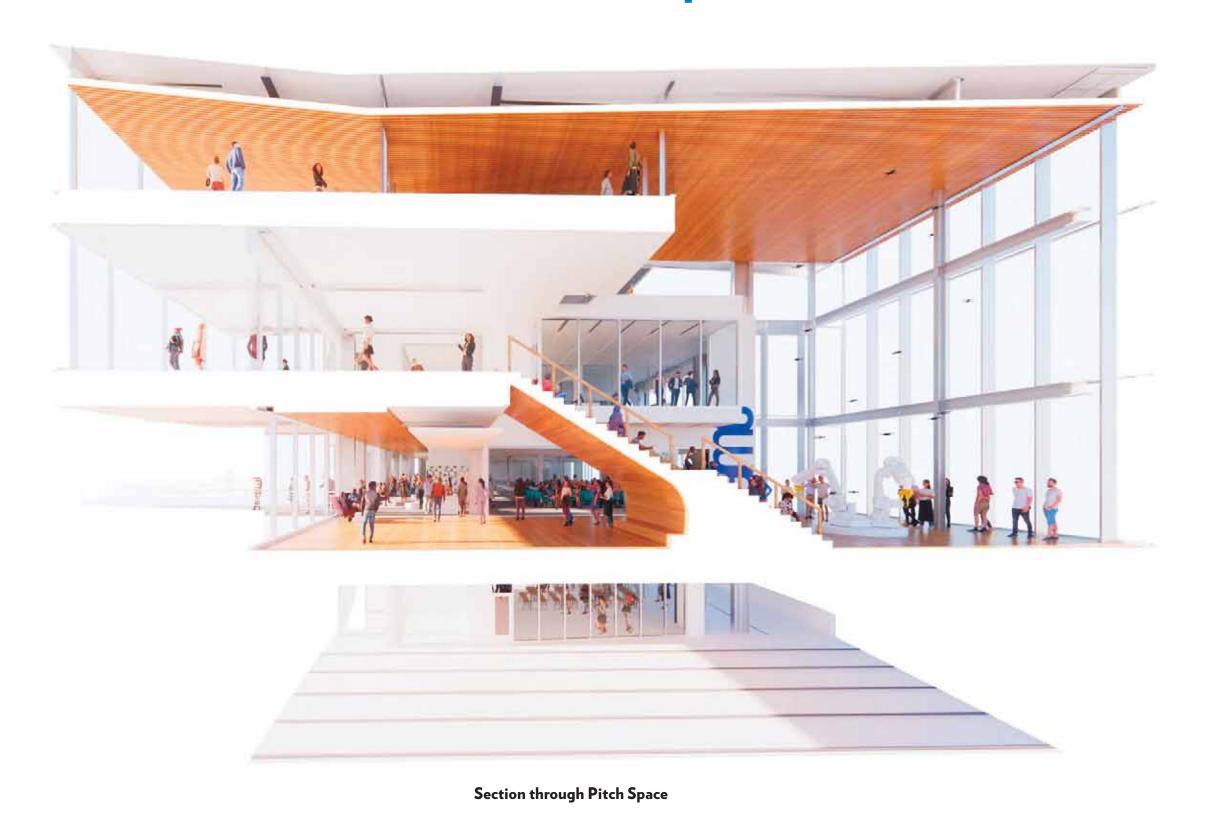




Exploration & Visual Arts - Art Studio

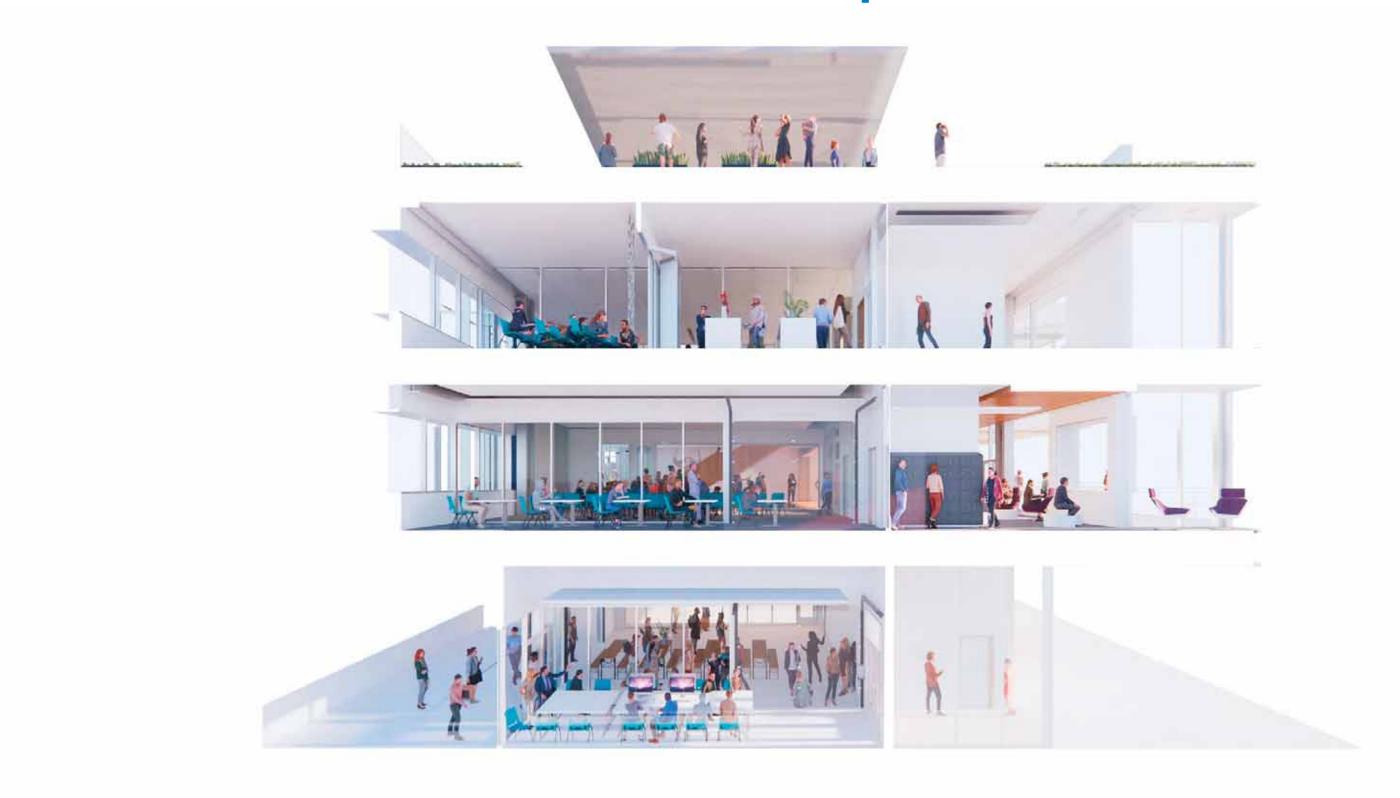


Exploration & Visual Arts - Section





Exploration & Visual Arts - Section



Section through Learning Lab



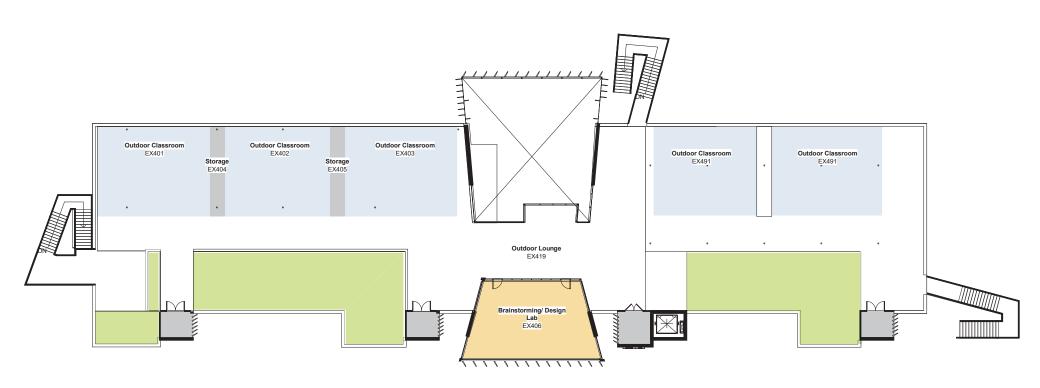


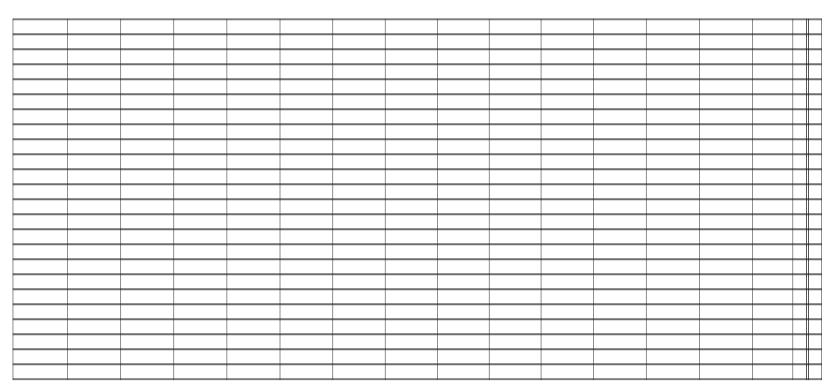
Exploration & Visual Arts - Section





Exploration & Visual Arts - Roof







Exploration & Visual Arts - Outdoor Classrooms





Sustainability

A Health & Wellness

- Optimizes daylight, views and outdoor connection
- Maximizes north & south fenestration with eastwest orientation
- Promotes increased activity and social interaction
- Maximizes outdoor circulation and minimizes climate controlled interior spaces

B Living Wall & Roof Garden

- Absorbs solar radiation and reduces cooling loads
- Creates natural habitat and aesthetically enhances building
- Adds passive cooling to exterior stairways at each end of building
- Potential for demonstration hydroponic gardening for Health / Wellness / Sports Medicine Program
- Reduces storm water run-off

C Photovoltaic Panels

• Estimated roof areas for PV panels: 14,000 sf

Moment Frame Structure

- Minimizes construction impact on the surrounding neighborhood by reducing onsite welding and construction time
- Builds long term flexibility into each floor plate

