



200  
Berkeley,  
Boston MA

# Design Package

# AOR Handoff

Creative Director:  
Leah Reyes

Interior Design Lead:  
Melise Anderson

Art & Graphics Lead:  
Teresa Wozniak

Design Director:  
Austin Tragni

Design Sign-off: \_\_\_\_\_ Date: \_\_\_\_\_

FF&E Sign-off: \_\_\_\_\_ Date: \_\_\_\_\_



# General Notes

1. Provide elevations for all directions in conference rooms, bathrooms, mothers/ wellness room.
2. Provide elevations of conference room storefront walls from both sides where storefront is dictated as louver or glass block.
3. Provide site finished sample of ST-04 concrete polished Satin #2 for approval.
4. All WD-01 finishes to match exactly. Responsibility of GC to coordinate with millworker to ensure all match. Submit sample for approval
5. All walls to be eggshell finish, all doors and trims to be satin finish, all ceilings to be flat finish UNO
6. All gyp walls in offices to receive PT-01
7. All lounge area walls to receive Scuffmaster Scrubtough paint PT-01
8. All corridor walls to receive Scuffmaster Scrubtough paint. PT-02 to 4'6" datum line. PT-01 paint finish above datum to ceiling
9. All wall base to be painted PT-01, 3/4" x 4" typ UNO
10. All core doors to receive PT-03
11. All ceilings to receive PT-01 UNO
12. All nook/ banquette/ built in seat cushions are to be medium density foam with layer of down on top. Submit sample for approval prior to fabrication
13. Grout to be minimum thickness possible (nom. 1/8"). All grout to be Mapei Epoxy white 799 except when noted otherwise in this package.
14. Wall linings to be finished with aluminium flat bar trim to match design intent
15. Outlets to be coordinated with designer. White outlets on white walls, black outlets elsewhere
16. Shadow gaps 1/8 inches on all millwork items unless noted otherwise.
17. All floor finishes to be laid as per manufacturer's recommendations. Black metal trims to all floor transitions.
18. Wood to be 'raw finish' - use clear matte sealer. Samples to be provided for approval from millworker.

# Floor 19

## Floor Plan



# Floor 19 – Lounge

## Overall Plan





# Floor 19 – Lounge

Overall Axo



Boston Red Sox FoosballTable



# Floor 19 – Community Bar

## Perspective



34" community bench height  
28" lowered for coffee machine  
Baseball bats as cladding to front of bench- printed and back lit with LED light

See detailing for community bar in Revit model - mitred bench top edge

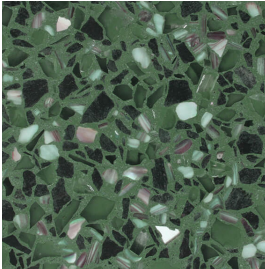
## Plan View



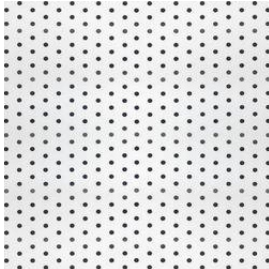
## Reference Image – Rawlings Baseball Bats



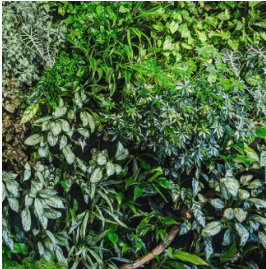
WD-01



ST-01



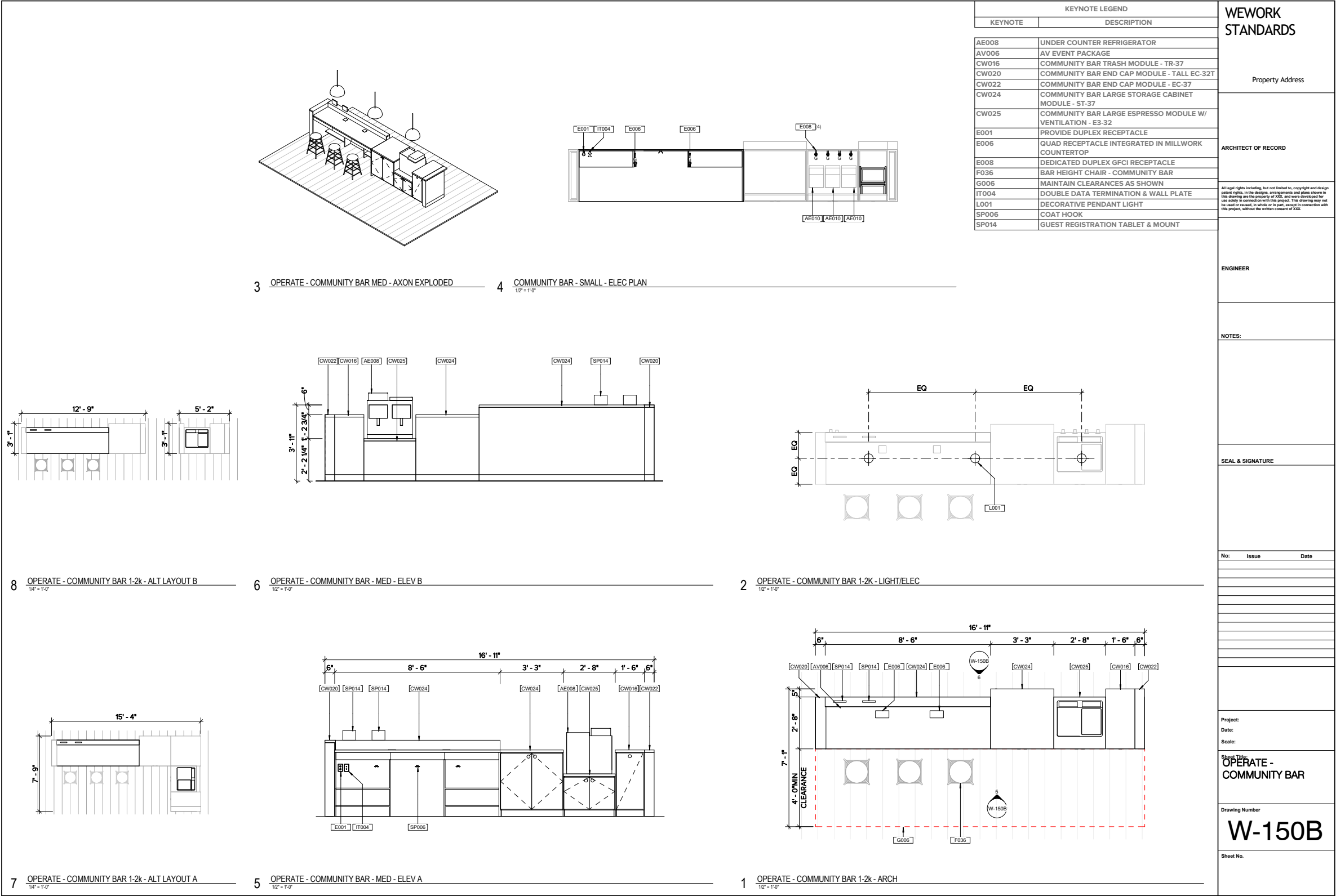
MT-01



GREEN WALL

# Floor 19 - Community Bar

## WeWork Standards





# Floor 19 -Pantry

## Perspective



Beer island to have surface mounted drip tray- refer typical wework details

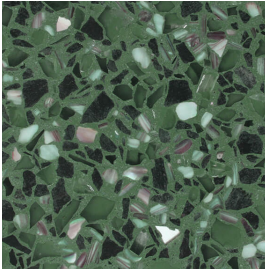
See detailing for community bar in Revit model

3'6" bench height + benchtop finish  
Bench edge mitred detailing - refer to Revit model

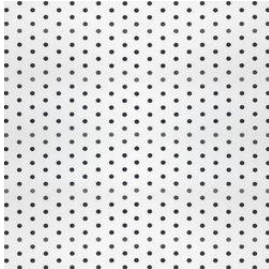
### Plan View



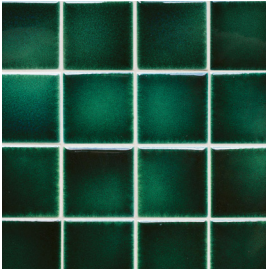
WD-01



ST-01



MT-01



TL-01

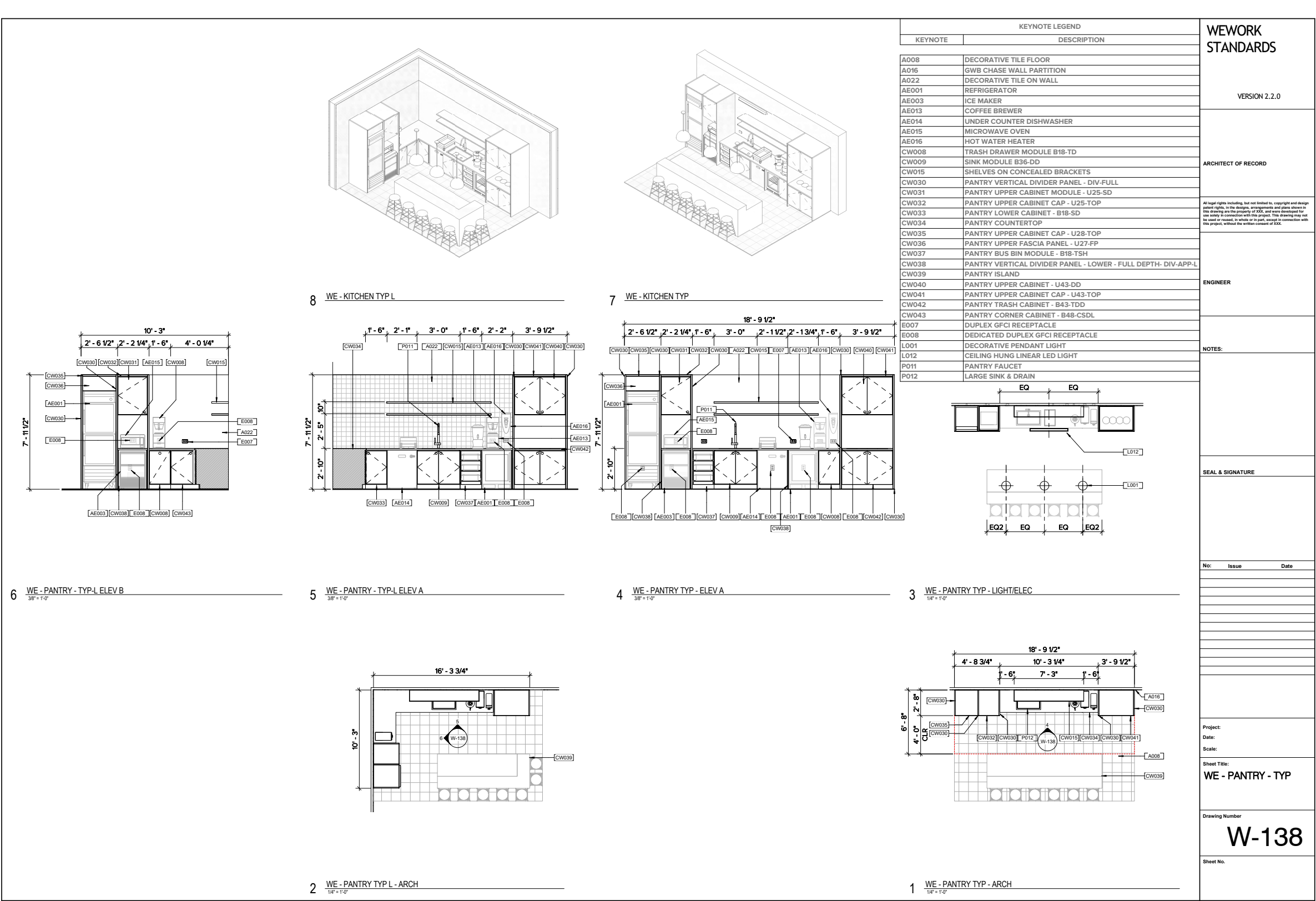


F-06



# Floor 19 – Pantry

## WeWork Standards



# Floor 19 – Nooks

## Perspective



See detailing for Nooks in Revit model  
Nooks to be set out equally along wall

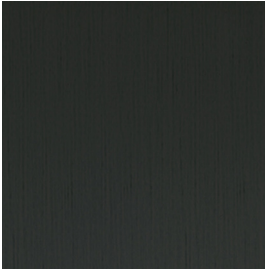
FB-01 to nooks seat back  
FB-02 to nooks seat

Artwork to columns

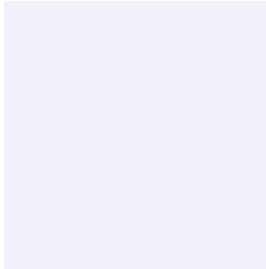
## Plan View



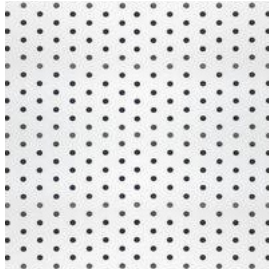
WD-01



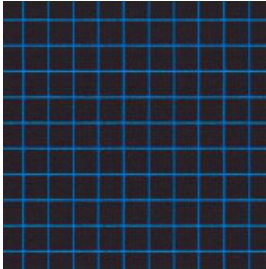
PT-05



PL-01



MT-01



FB-01



FB-02



F-14

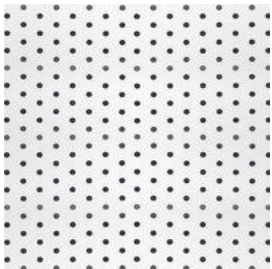


# Floor 19 – Suspended Millwork

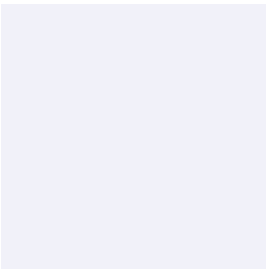
## Perspective



WD-01

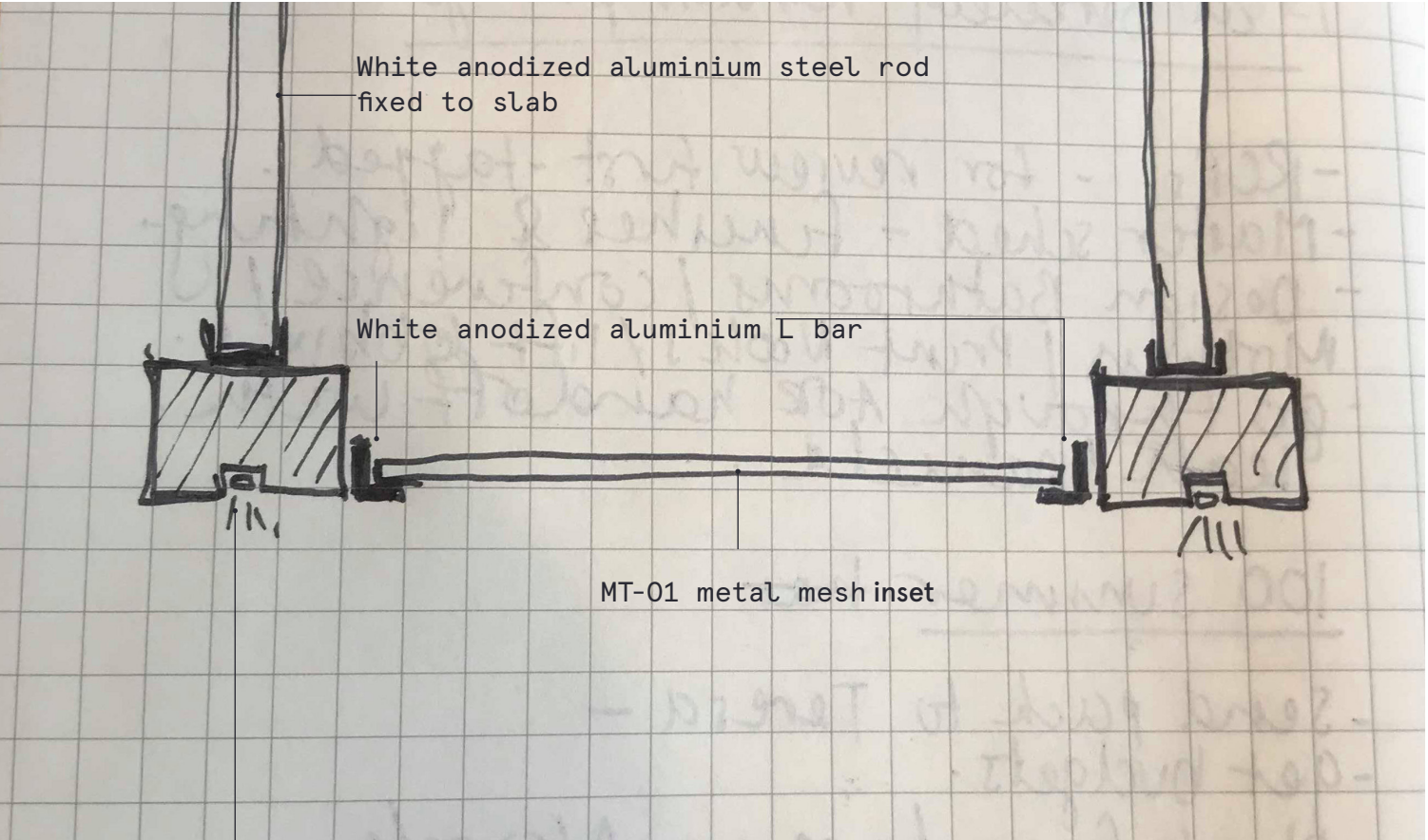


MT-01



PT-07

Section detail:



Integrated continuous LED strip F-09  
in suspended millwork



# Floor 19 – Community Bar

## Perspective



Hanging seat with climbers rope fixed to slab by GC

Continuous LED light strip to suspended ceiling mill-

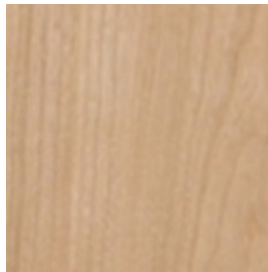


Banquette seat cushions to be large and comfy with extra layer of down



Climbers rope fixed to slab to support hanging seat

## Plan View



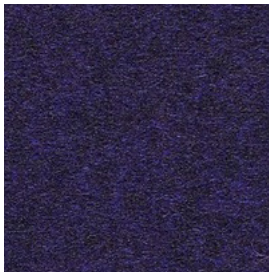
WD-01



FB-03



FB-04



FB-05



FB-06



F-20



F-05



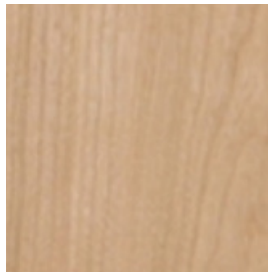
# Floor 19 – Community Bar

Perspective



Artwork to columns

Plan View



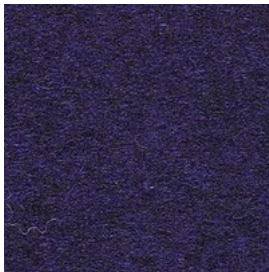
WD-01



FB-03



FB-04



FB-05



FB-06



F-20



F-05

# Typical Elevator Lobby

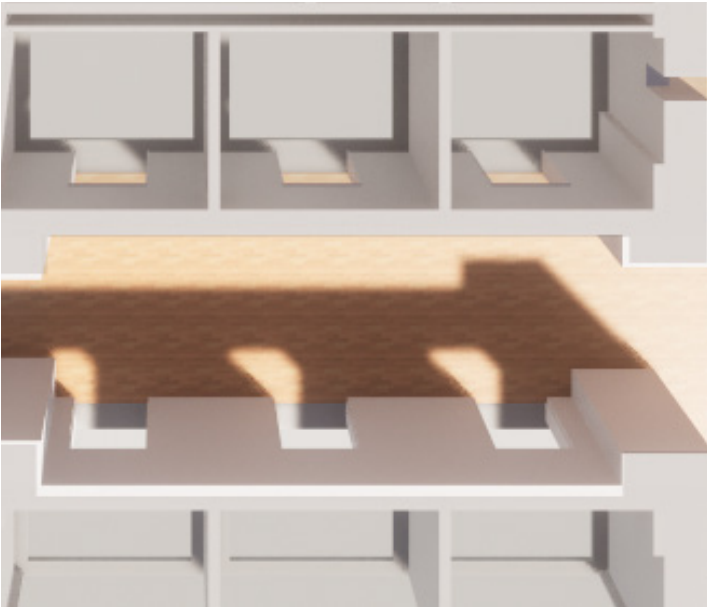
## Perspective



Neon to surrounds of each elevator door - by Arts and Graphics

TV screen to two walls

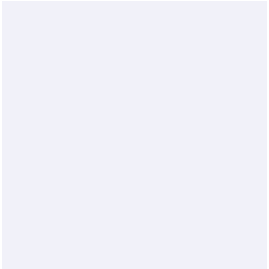
Plan View



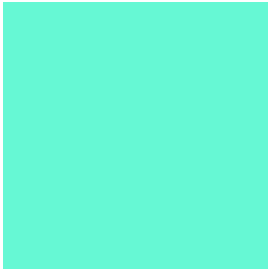
WD-01



PA-05



PA-01



COLOUR OF NEON

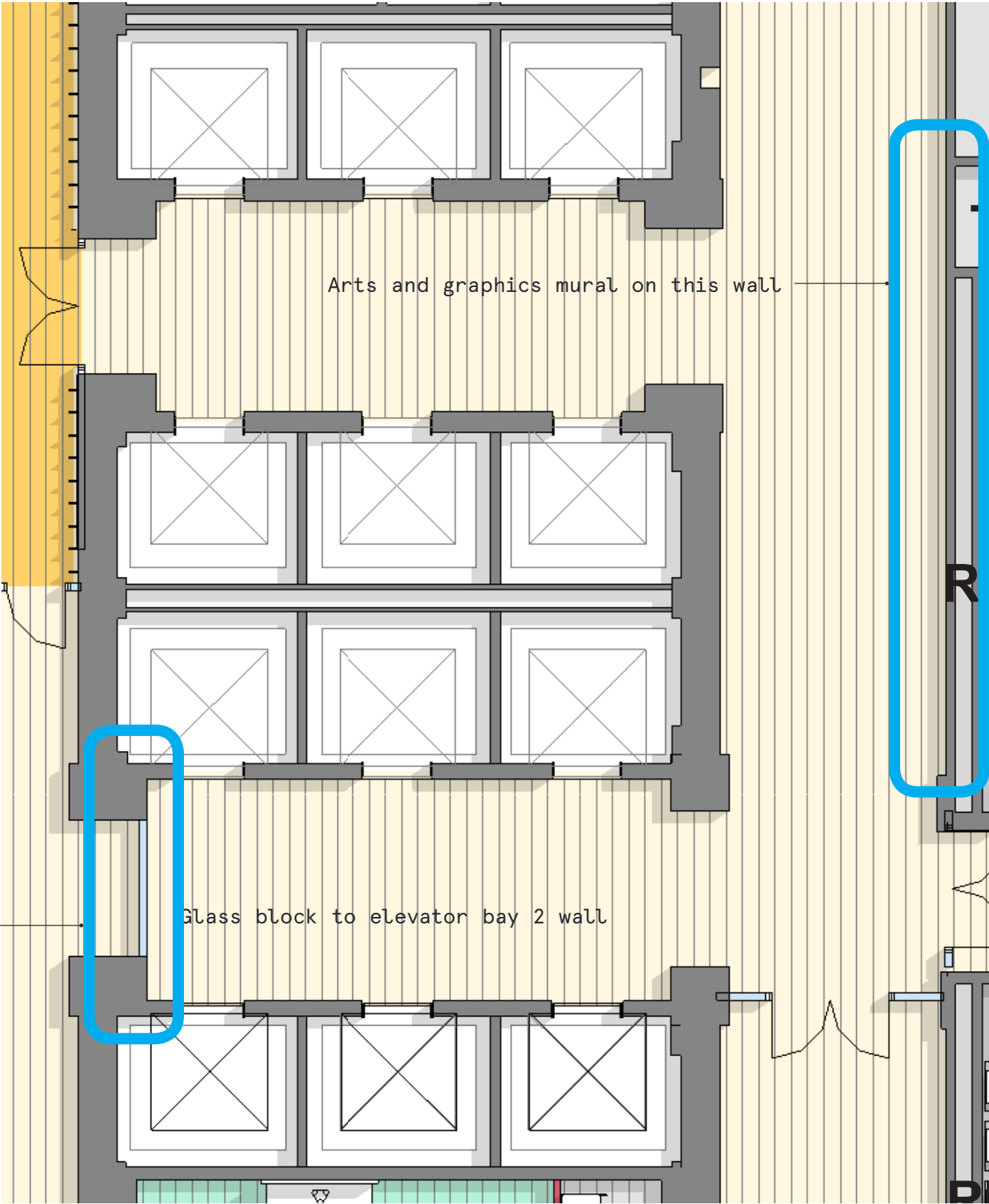


# Typical Elevator Lobby

Perspective



GL-01



# Typical Conference Room

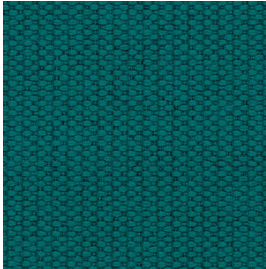
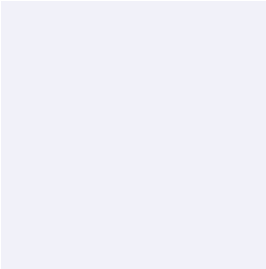
## Perspective



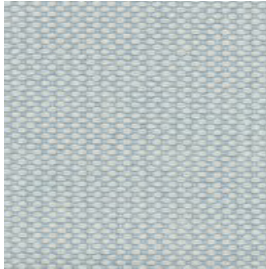
Fabric wrapped acoustic panels - on split batten system  
2' panels  
White anodized aluminum T-bar trims between each panel-  
flush with fabric

Flooring to be CA-01 not wood flooring

Plan View



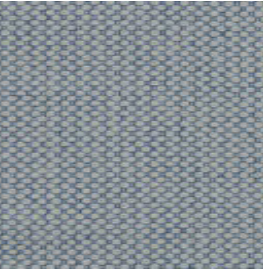
FB-07 - LEVEL 19



FB-08 - LEVEL 20



FB-09 - LEVEL 21



FB-10 - LEVEL 22



CA-01



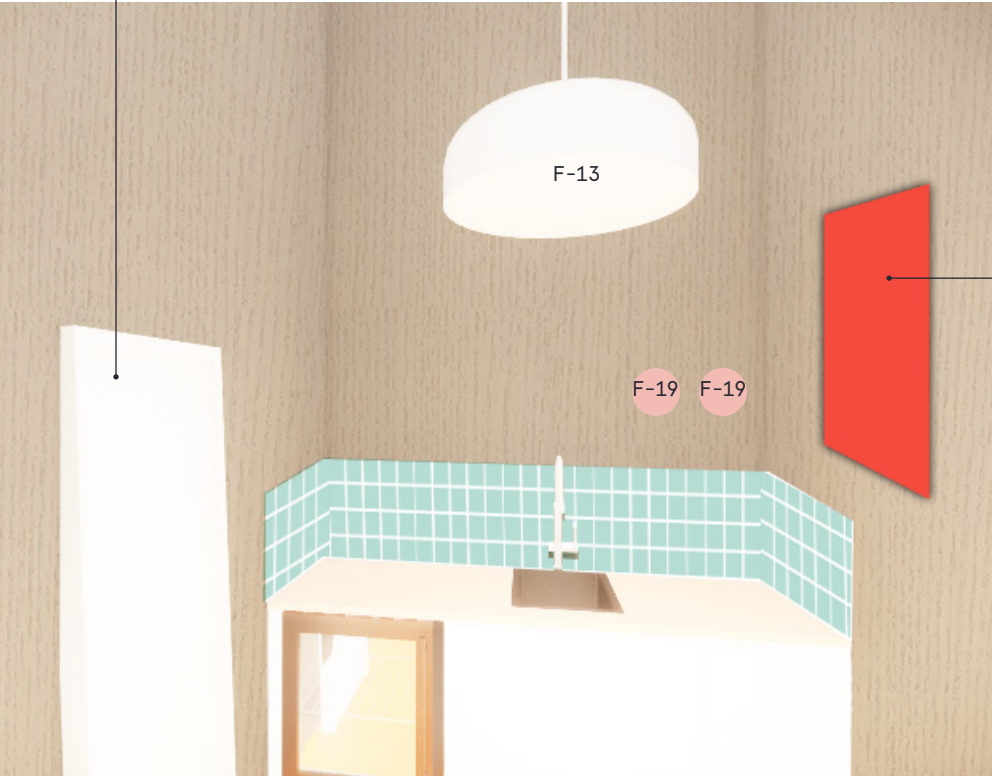
F-16



# Typical Mother's and Wellness Room

## Perspective

Mirror - In furniture package

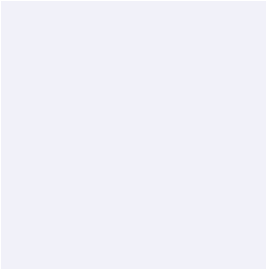


NOTE: Finishes are the same for wellness room minus tiles as there is no millwork in there

Artwork



WC-03



ST-02



TL-03



F-19



F-13

# Typical Print Nook

Perspective



Painted aluminium trim

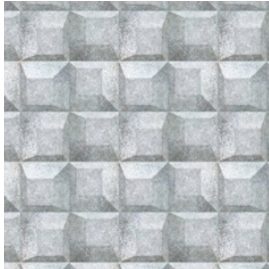
WD-01 shelves



WD-01



PA-05



WC-02



# Typical Classroom

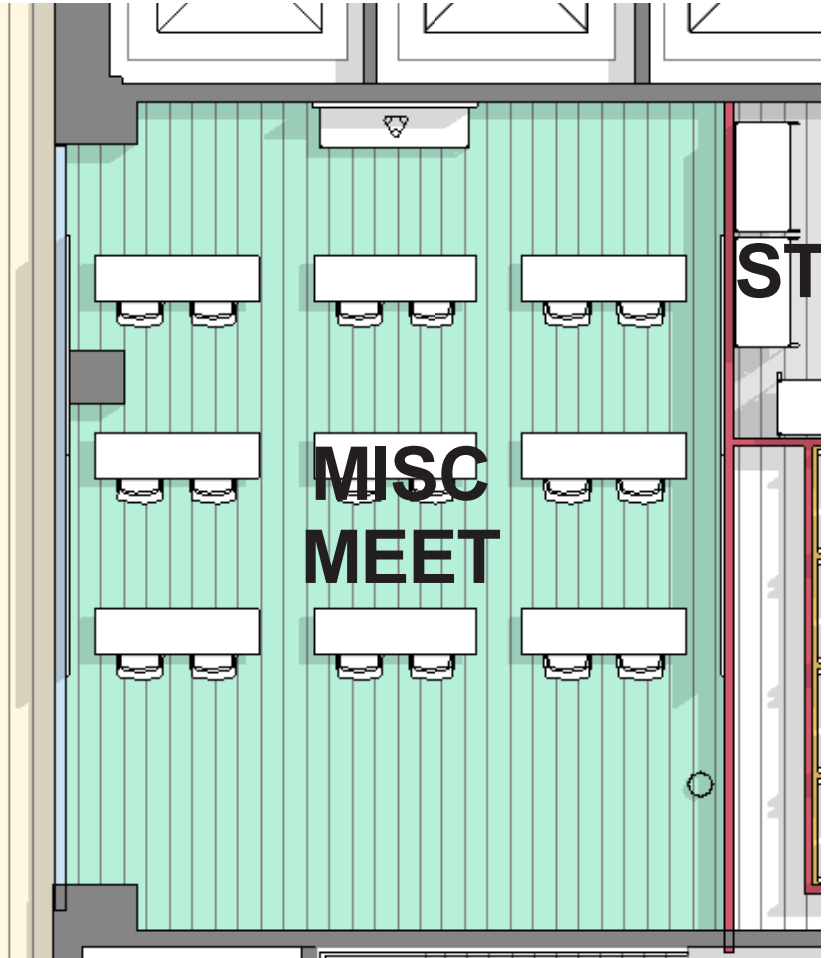
## Perspective



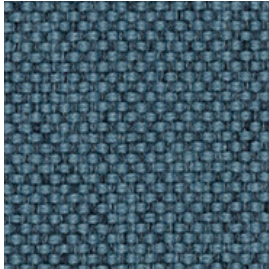
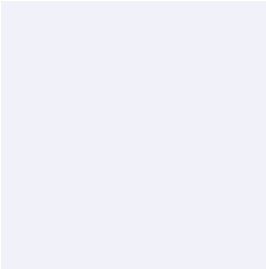
Fabric wrapped acoustic panels - on split batten system  
2' panels  
White anodized aluminum T-bar trims between each panel -  
  
flush with fabric

Painted aluminium trim PT-07 to  
fabric wrapped panels

Plan View



WD-01



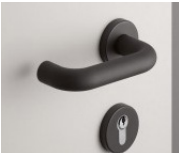
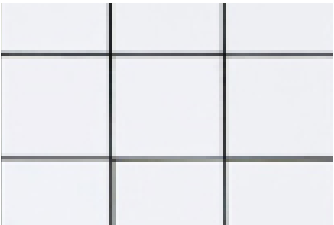
FB-11

# Typical WCs

## Look & Feel



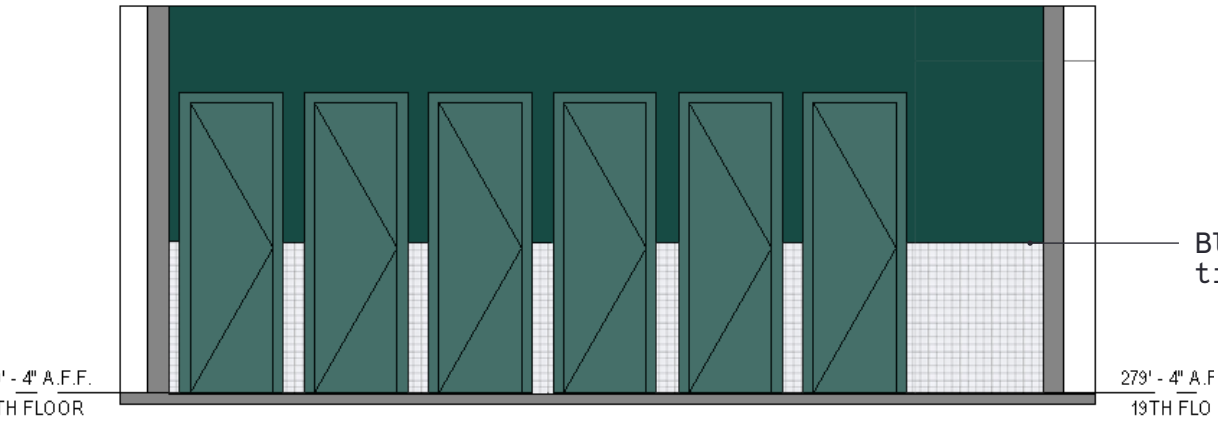
Sconce to inside of stalls centered over toilet





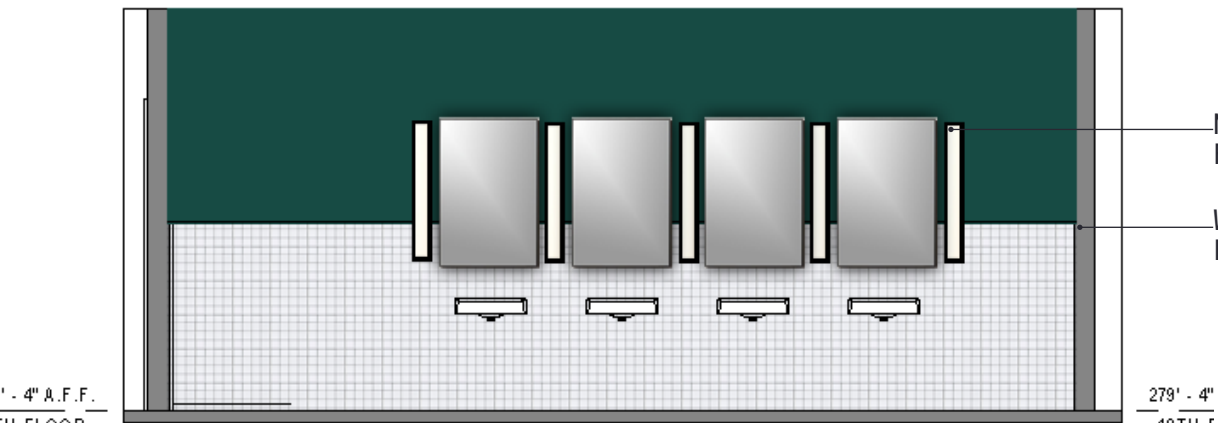
# Typical WCs

## Elevations



Black aluminium trim capping to tiles

NOTE:  
Stalls to be millwork - to wework standard  
Inside stalls same as out-side



Mirrors centred over basins  
F-12 to either side of mirror

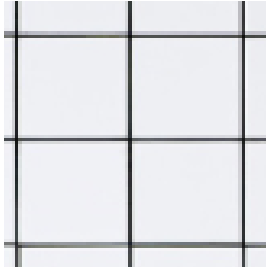
White tiling to 3'8" datum line  
PA-06 above



PA-XX



ST-04



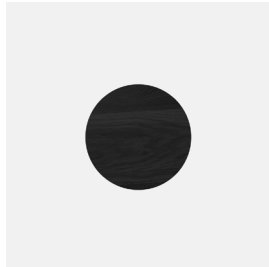
TL-02



PA-06

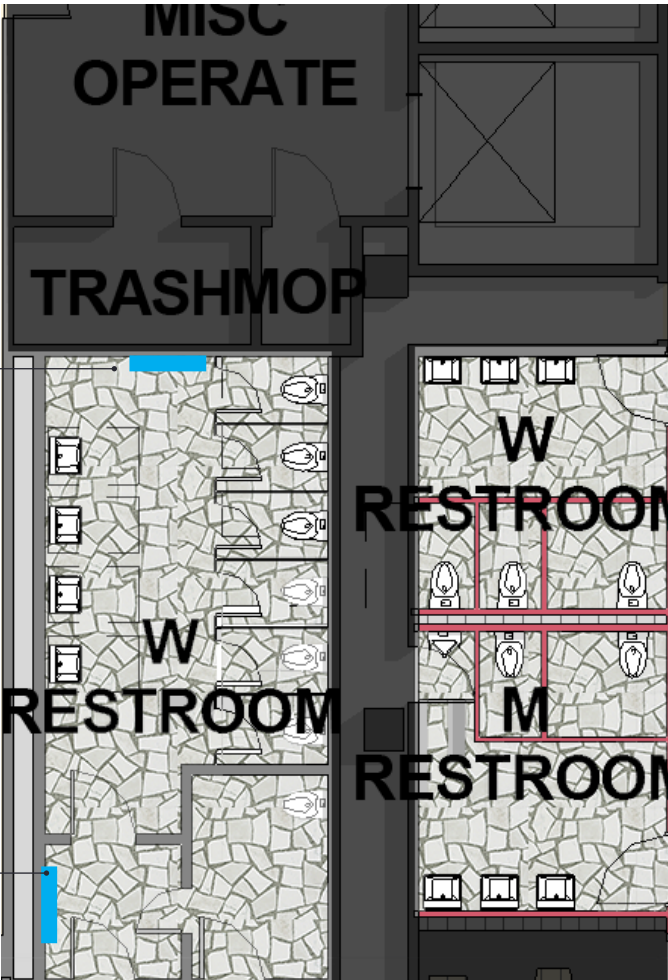


F-12



F-11

Plan View



# NOTE -

TYPICAL LEVELS TO HAVE SAME FINISHES AND COMPONENTRY AS ABOVE