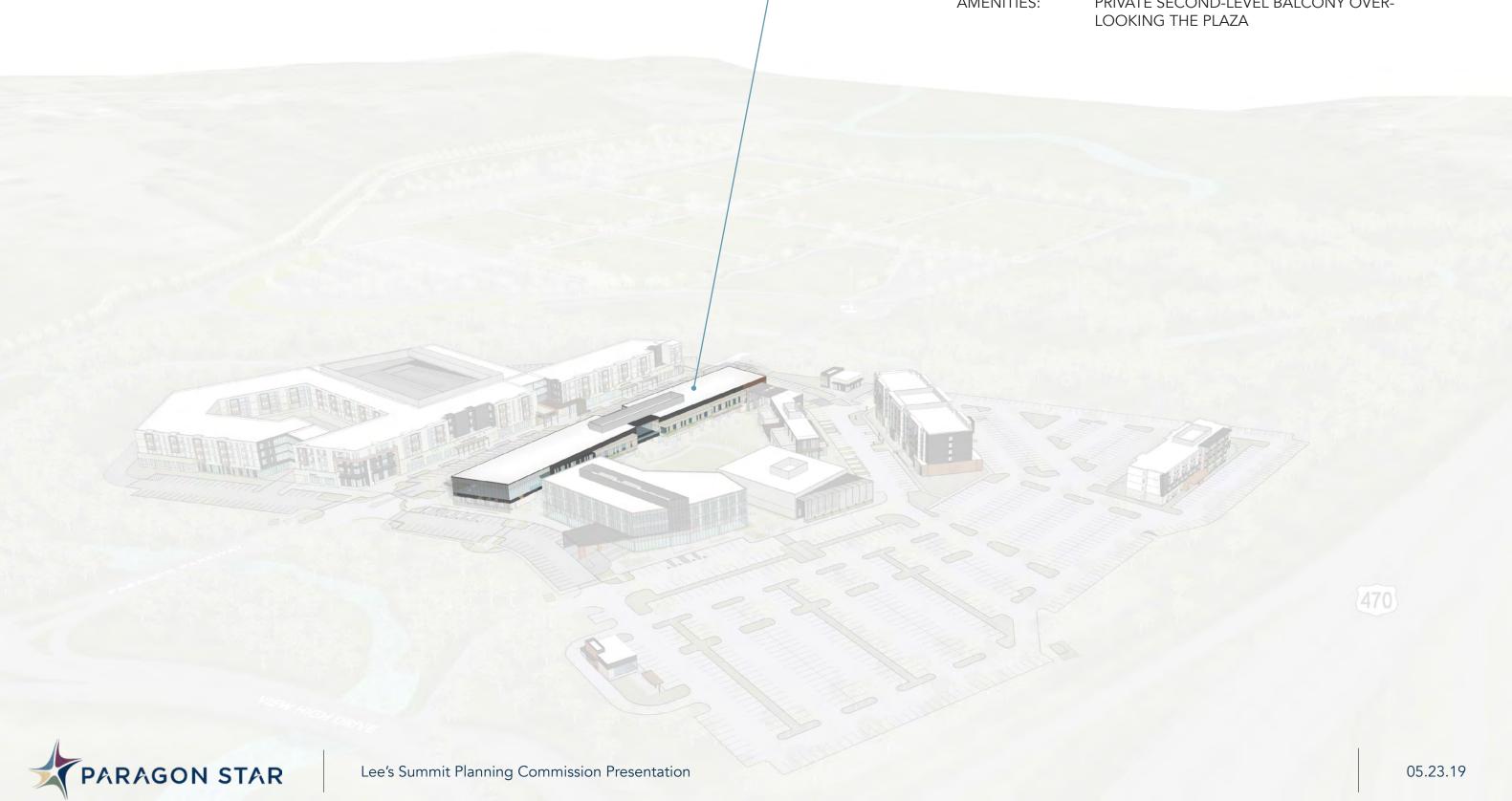
# **GENERAL OFFICE**

SIZE: 2ND LEVEL OF 2 STORIES

35,000 SF

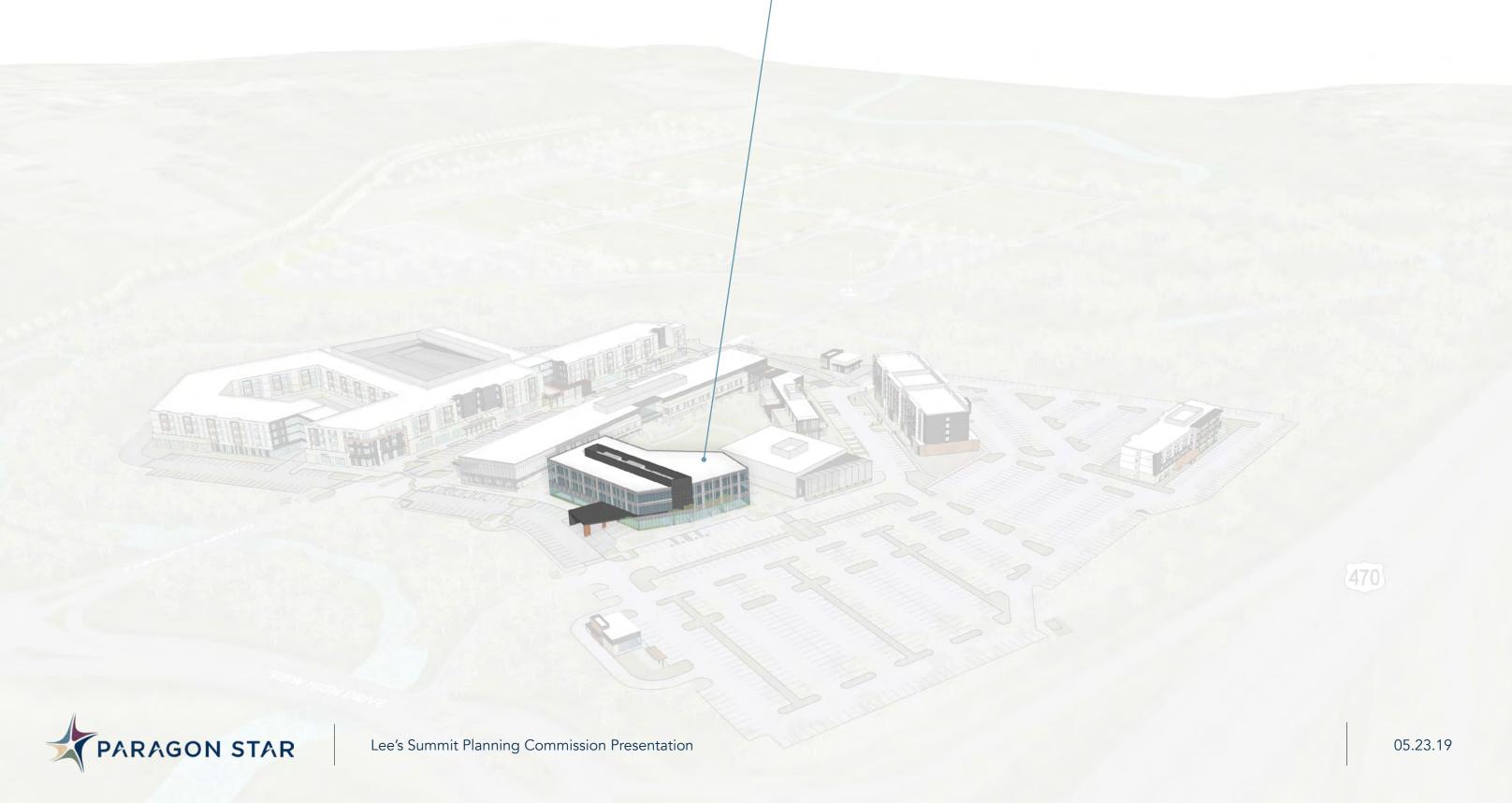
AMENITIES: PRIVATE SECOND-LEVEL BALCONY OVER-



# **MEDICAL OFFICE BUILDING**

SIZE: 3 STORY 60,000 SF

AMENITIES: COVERED VEHICULAR DROP-OFF AREA



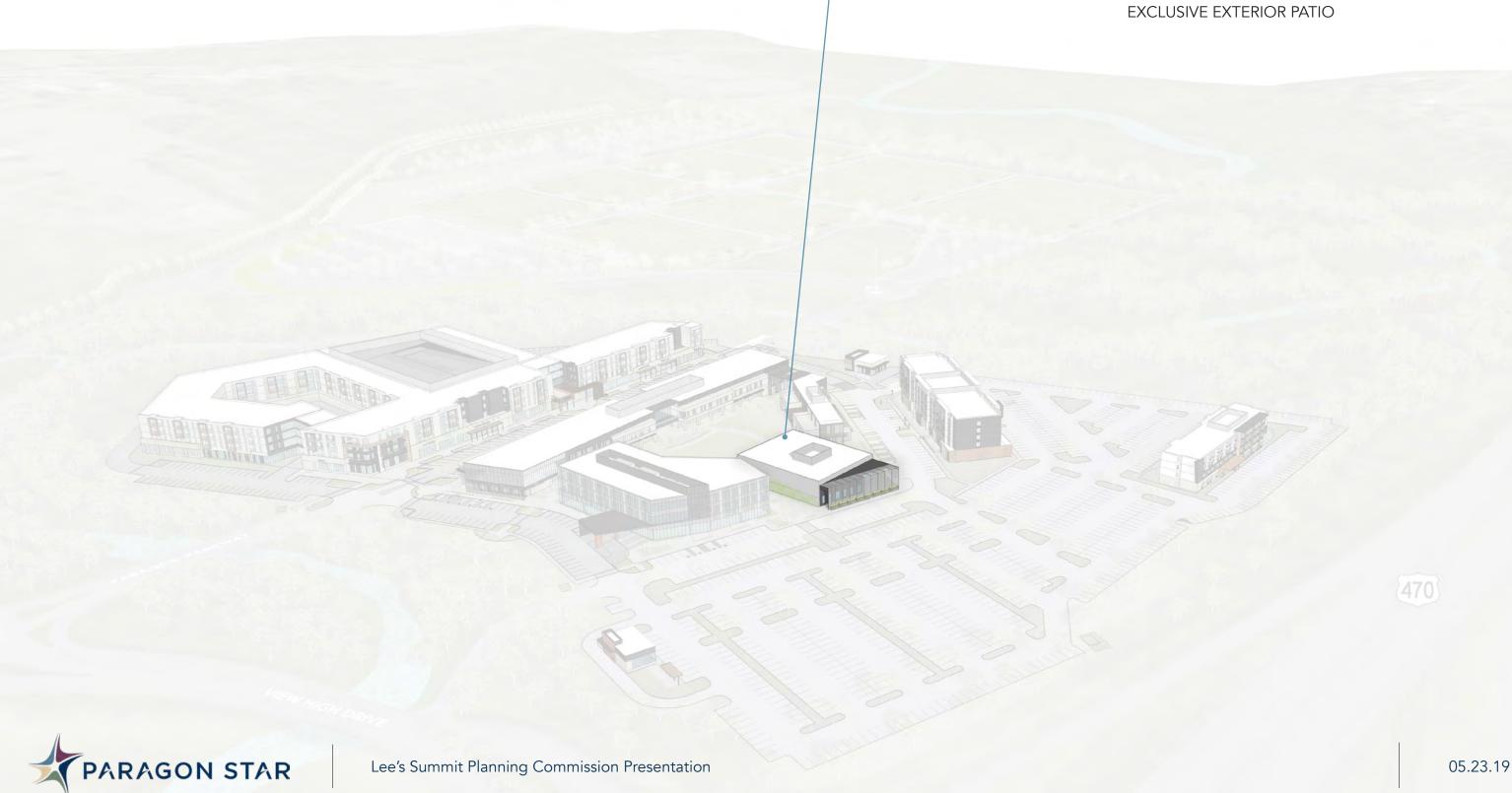
# **ENTERTAINMENT VENUE**

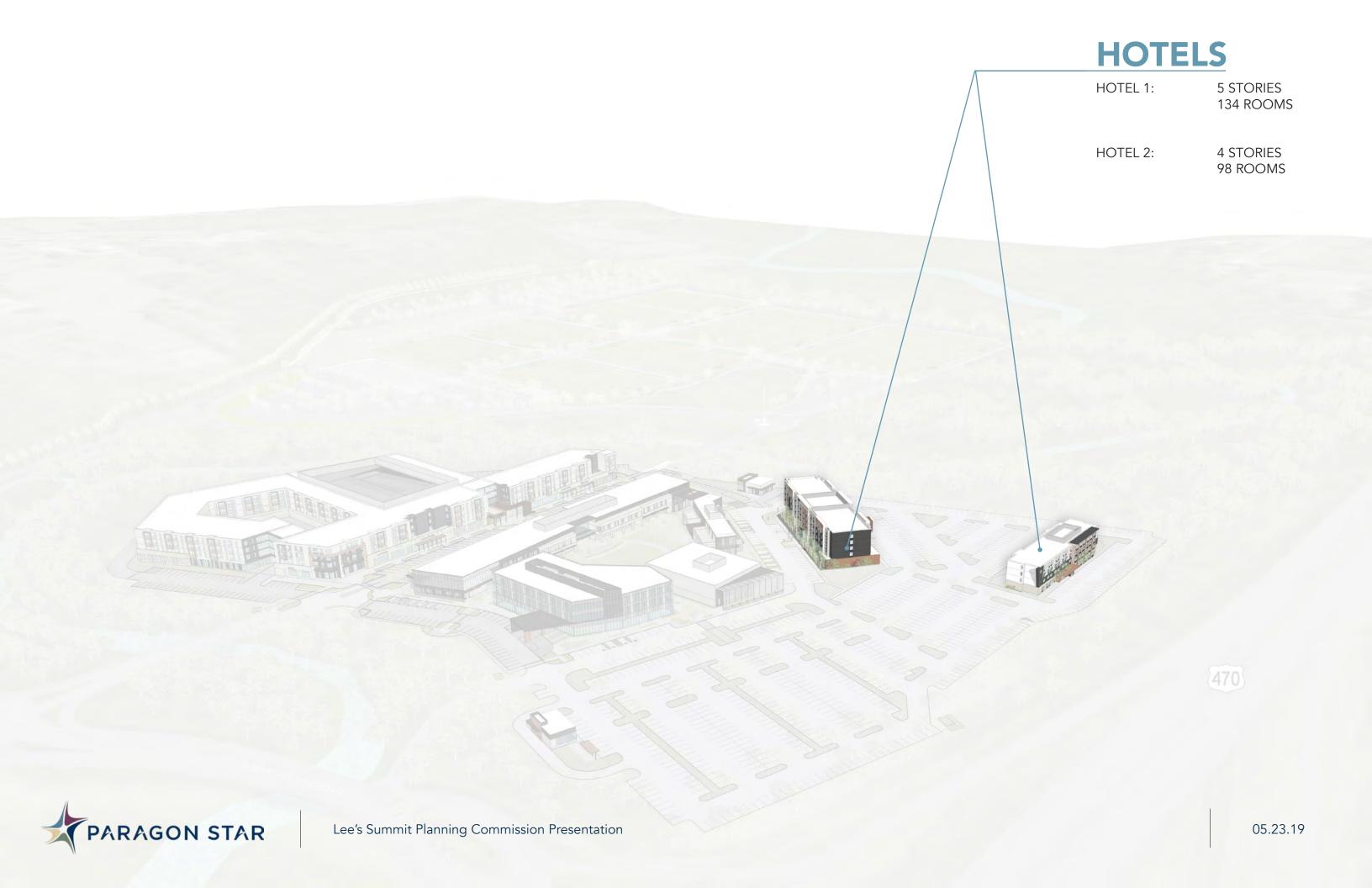
SIZE: 1 STORY

12,000 SF

AMENITIES: DOUBLE-SIDED INDOOR / OUTDOOR STAGE

PRIVATE RENTABLE EVENT SPACE WITH





01 PROJECT SITE02 BUILDING TYPES

03 PARKING

04 DEVELOPMENT PRECEDENTS

05 VILLAGE INSPIRATION

06 SITE DESIGN

07 THE EXPERIENCE

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# В

# PARKING CALCULATIONS

					D PARKING MODEL Utilization		Market Demand		
								1410	TREE DEMAND
	Building	Use	Area/Unit	UDO	Market	Daytime	Weekend/Evening	Daytime	Weekend/Evening
	Building A	Multi-Family	390	665	519	100%	100%	519	519
	Building A (1st Floor)	Retail	30,350	152	152	100%	100%	152	152
	Building A (1st Floor)	D. ataumant	5,000	70	67	700/	1000/	4.7	67
	Building A (13t 11001)	Restaurant	35,350	70	67	70%	100%	47	67
			33,330				SUBTOTAL	198	737
	Building B (1st Floor)	Retail	17,650	88	88	100%	100%	88	88
	Building B (1st Floor)	Restaurant	17,350	243	231	70%	100%	162	231
	- " " - (-   -								
	Building B (2nd Floor)	General Office	35,000	140	140	100%	10%	140	14
			70,000					390	333
	- 111								
	Building C	Medical Office	60,000	300	275	100%	15%	275	41
		15 ca							
	Building D	Live Entertainment	800	264	264	0%	100%	0	264
	-	21100100111110110		201	204	0,0	10070		201
/	Building E	Restaurant	14,500	203	193	70%	100%	135	193
	-	Trestaurant	,	200	130	7.070	20070	100	
	Building F	Restaurant	1,800	25	24	70%	100%	17	24
		Trestaurant	1			7.070	10070		
	Building G	Hotel	134	134	134	50%	100%	67	134
	Building H	Hotel	98	98	98	50%	100%	49	98
	-								
	Buildng I	Restaurant	1,350	19	18	70%	100%	13	18



**01** PROJECT SITE

02 BUILDING TYPES

03 PARKING

04 DEVELOPMENT PRECEDENTS

05 VILLAGE HASPIRATION

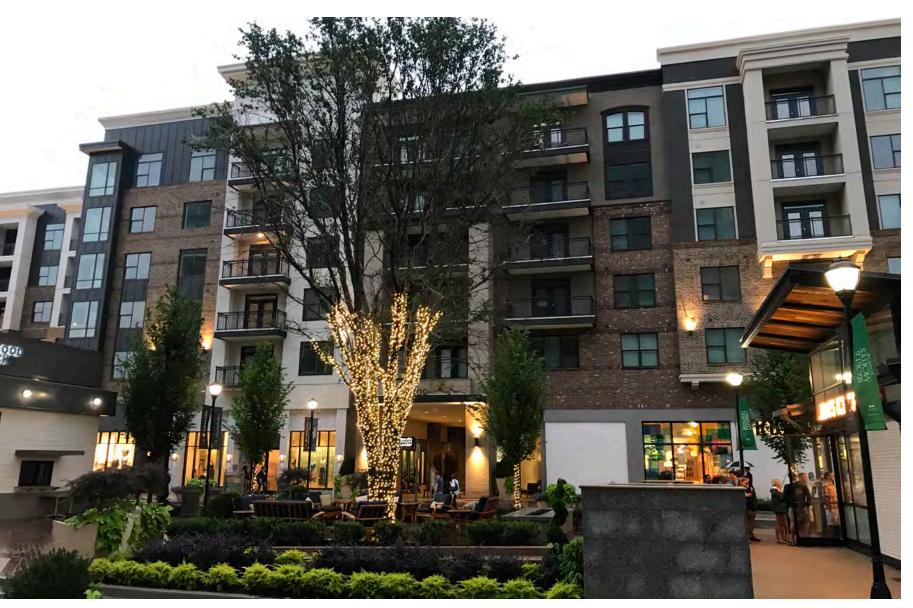
06 SITE DESIGN

07 THE EXPERIENCE

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# AVALON ALPHARETTA, GA

















# LA CANTERA SAN ANTONIO, TX







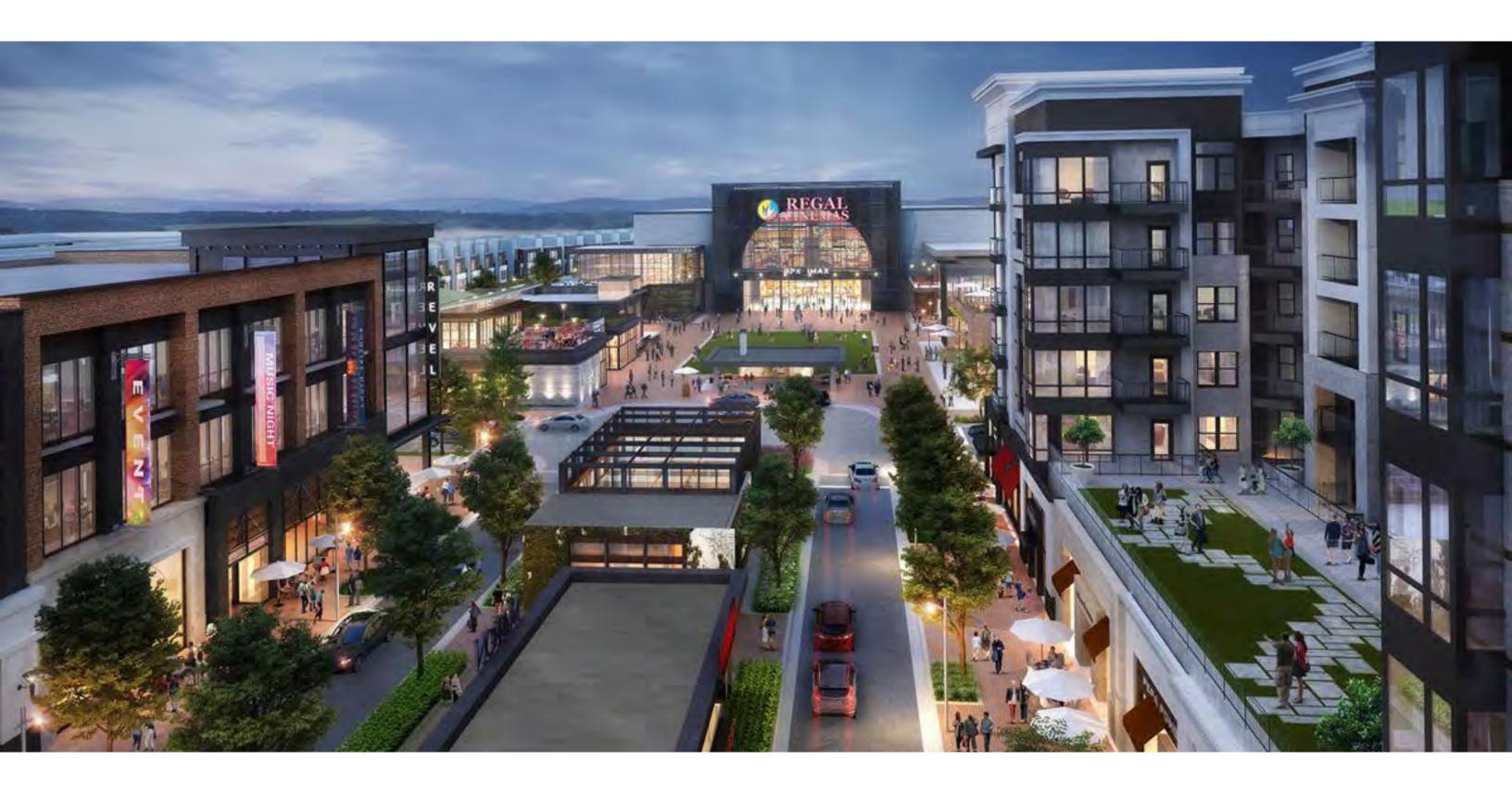








# REVEL ATLANTA, GA





02 BUILDING TYPES 04 DEVELOPMENT PRECEDENTS 05 VILLAGE INSPIRATION 06 SITE DESIGN 07 THE EXPERIENCE











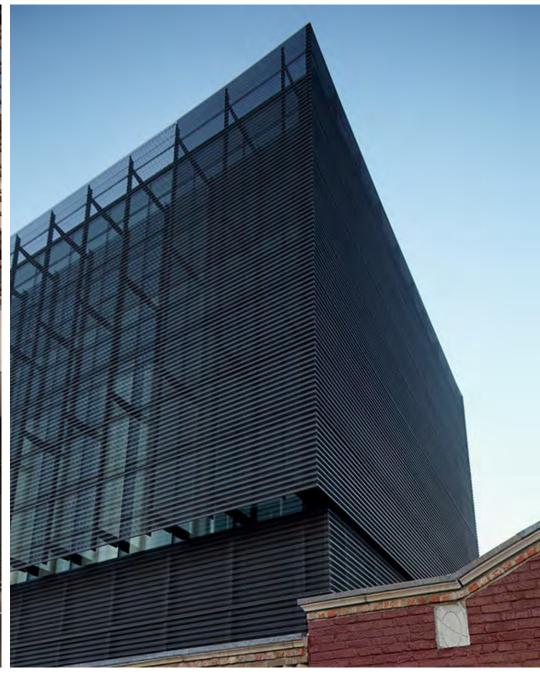






























FIBER CEMENT BOARD CLADDING

STUCCO/

EIFS



TEXTURED METAL PANELS / ACM



FAUX WOOD CLADDING & SOFFITS



ALUM. STOREFRONT GLAZING



FAUX - WOOD & PERF. METAL SCREENING



02 BUILDING TYPES 04 DEVELOPMENT PRECEDENTS 05 VILLAGE INSPIRATION 06 SITE DESIGN 07 THE EXPERIENCE







### SITE DESIGN

Given the scale of the Paragon Star development, a site design strategy is critical to tying all of the unique uses and experiences together into a cohesive whole. The following pages describe the major components that work together to define the Paragon Star experience.

These components are:

**STREETSCAPE:** Streets tie the project together, and provide vital pedestrian, bicycle and vehicular connections across the development. They set the tone for the development aesthetically and enhance the programs and uses they serve.

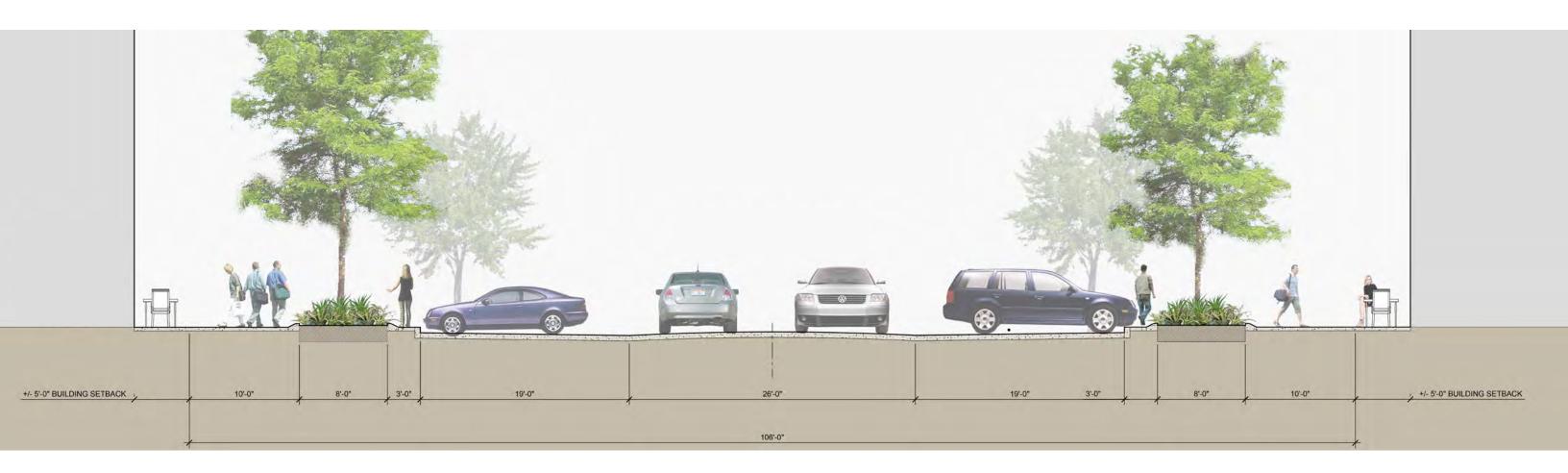
**AMENITY SPACES:** A variety of active open spaces work together with the streets to create a network of green spaces across the development. These open spaces range from highly programmed spaces such as Paragon Plaza , to more passive trails and park spaces.

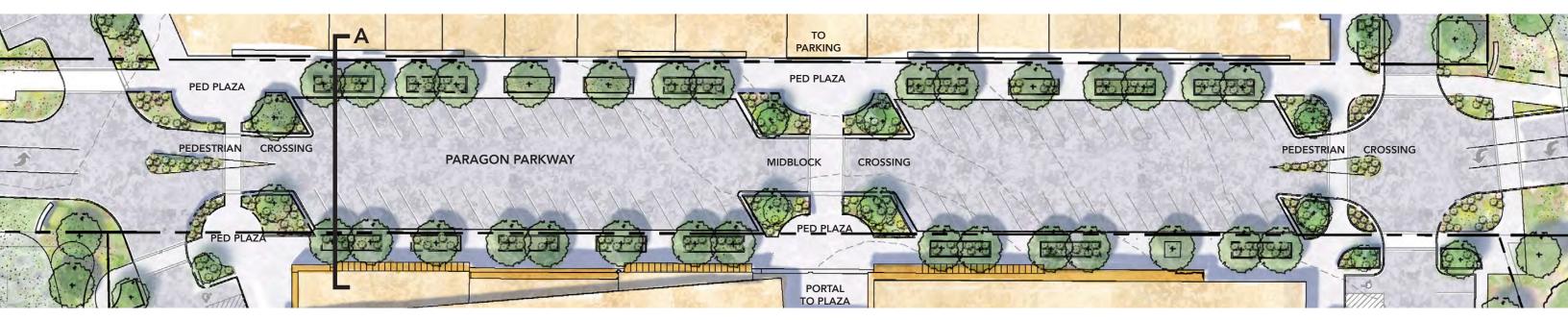
**CONNECTIVITY:** Connectivity is about the streets and trails that tie the development together, but also about the design strategies for wayfinding, signage, and common elements that help create a cohesive experience. These elements also include planting palettes, site furniture, and lighting.

**LANDSCAPE:** Paragon Star is surrounded by and draws inspiration from the surrounding Missouri woodlands and the Little Blue River valley. Landscape strategies range from more formal plantings in high traffic areas of the village to more naturalistic plantings in parking lots and passive areas. The plant palettes utilize native and adaptive species.



### **STREETSCAPE**





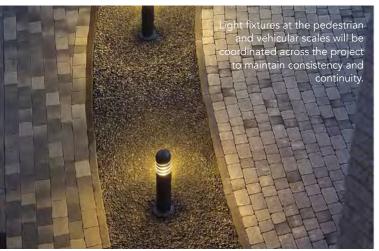


## **AMENITY SPACE**





### **CONNECTIVITY**







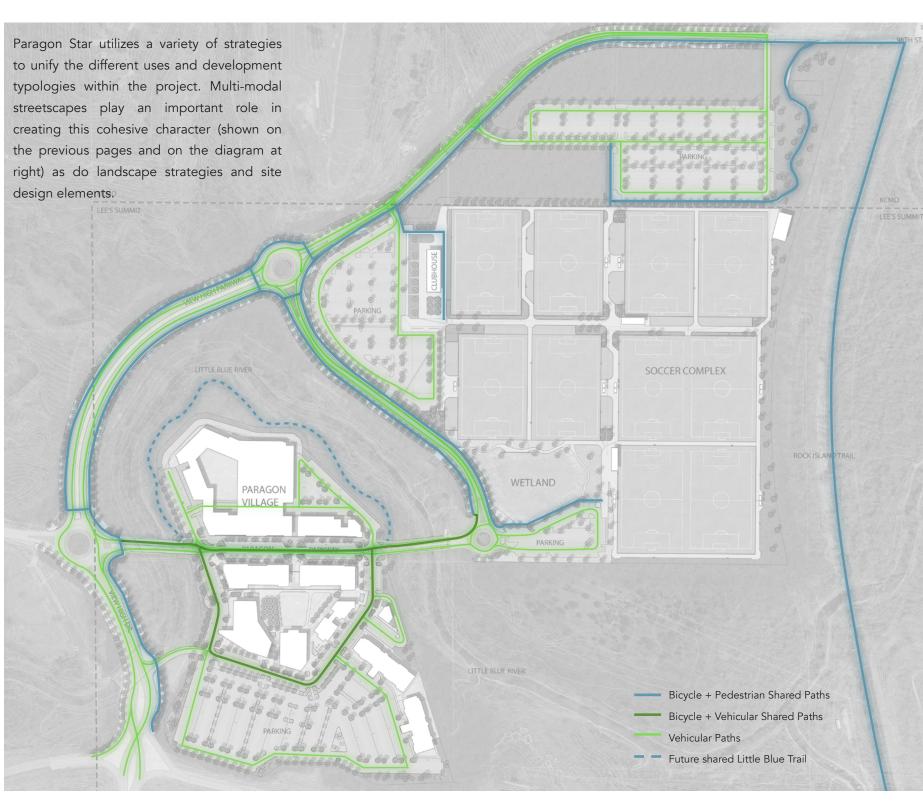














# **LANDSCAPE**







