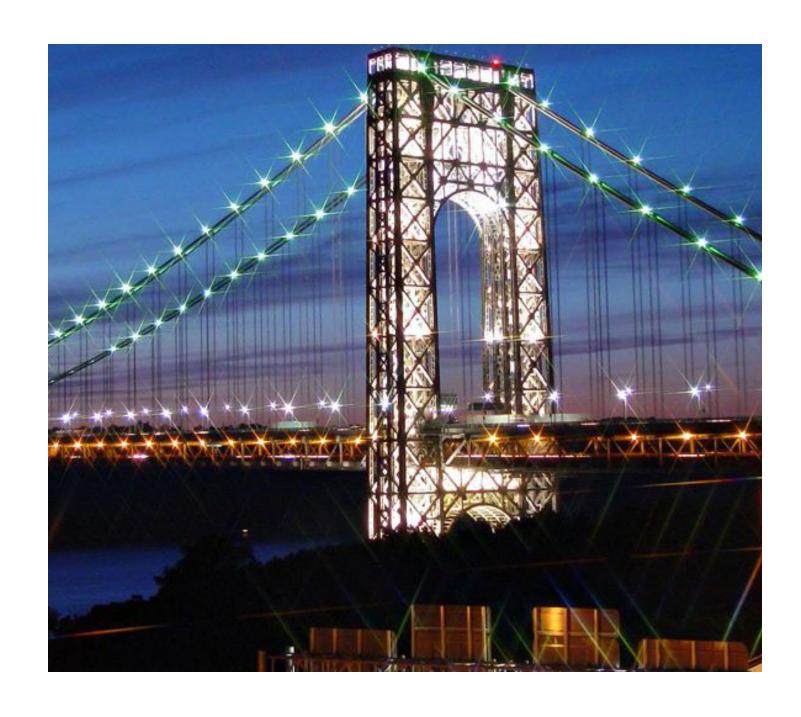
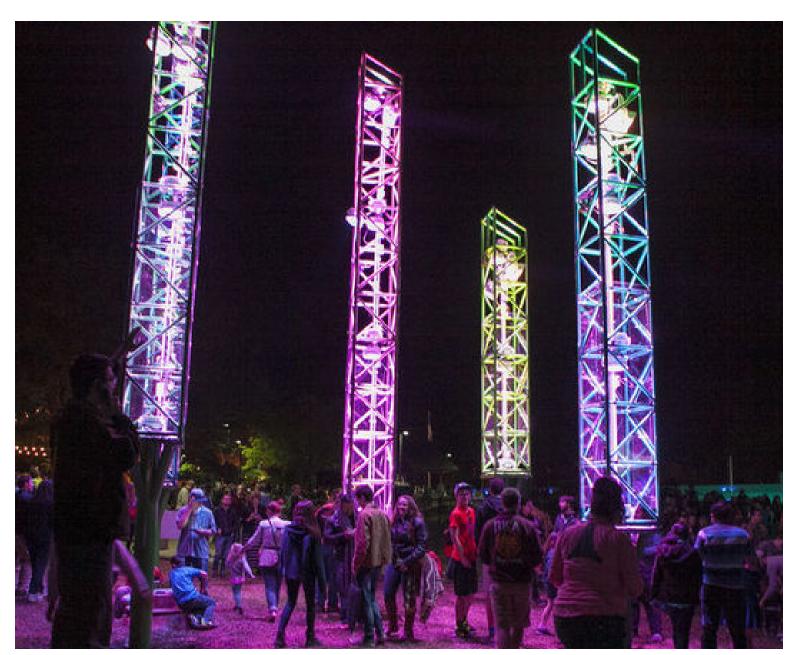






VISUAL PRECEDENTS







DRIVERS FOR CHAMPIONS ROW CREATE GREAT EXPERIENCES



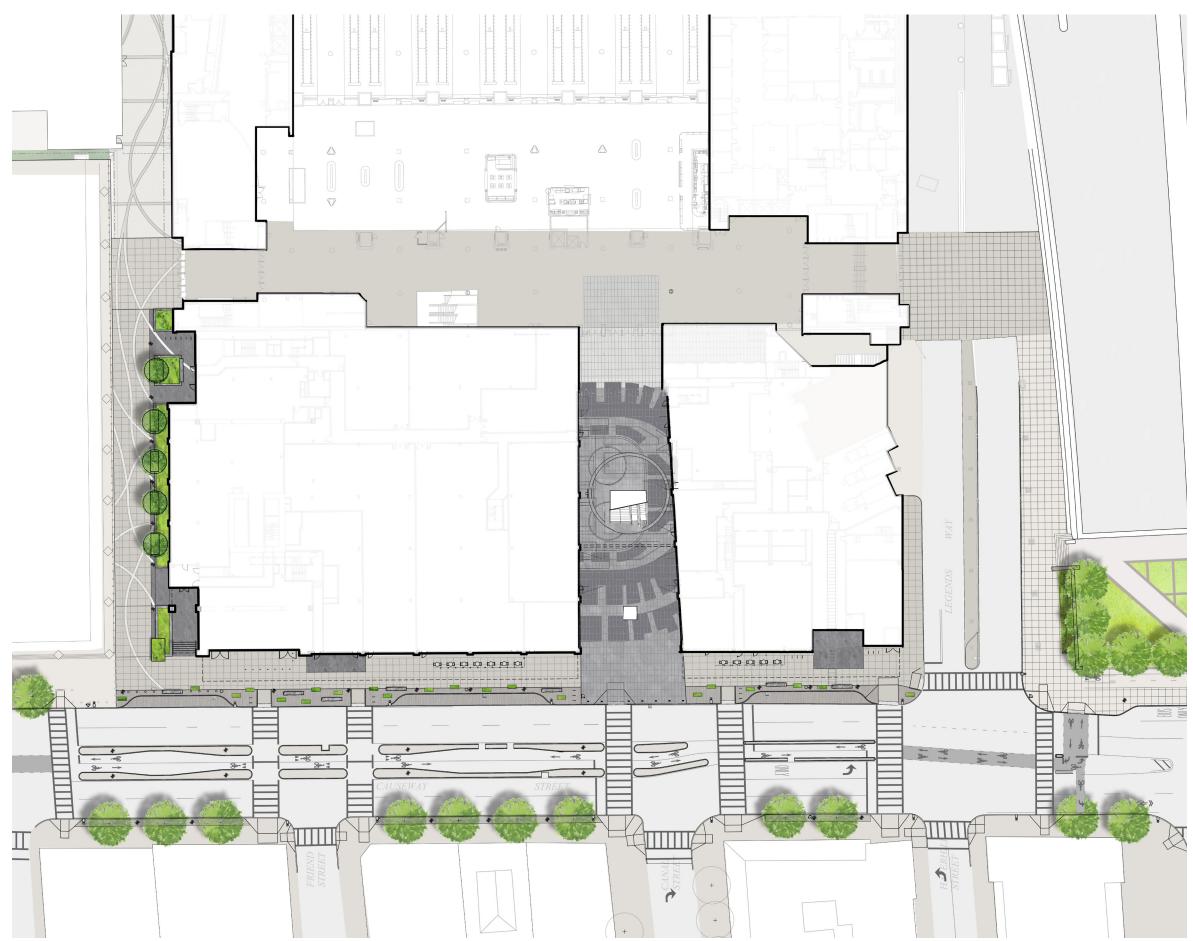
1. CIVIC EXPERIENCE



2. FAN EXPERIENCE

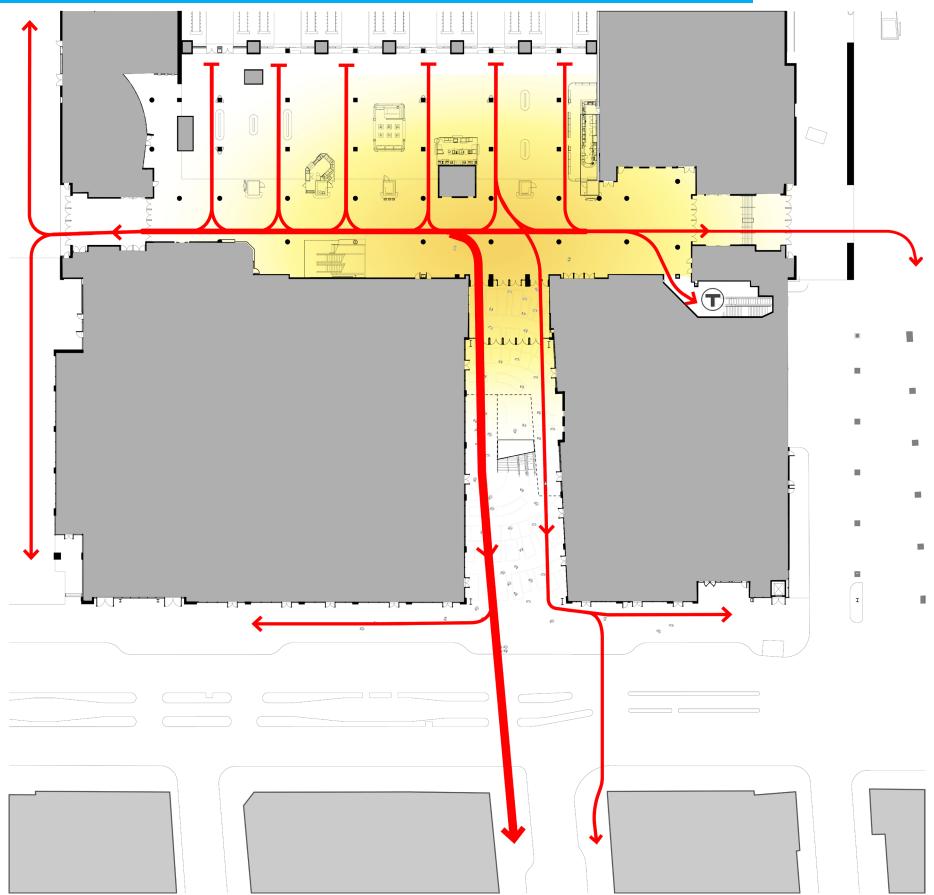


3. COMMUTER EXPERIENCE

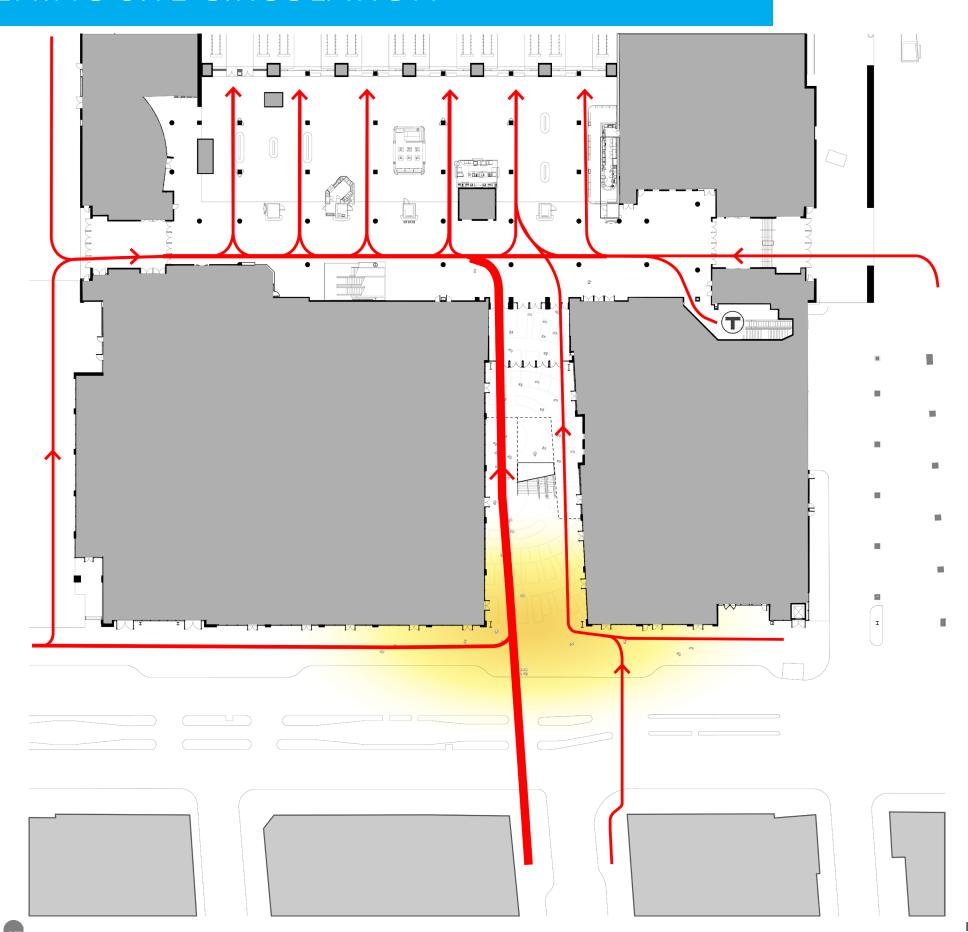




SITE PLAN: MORNING SITE CIRCULATION

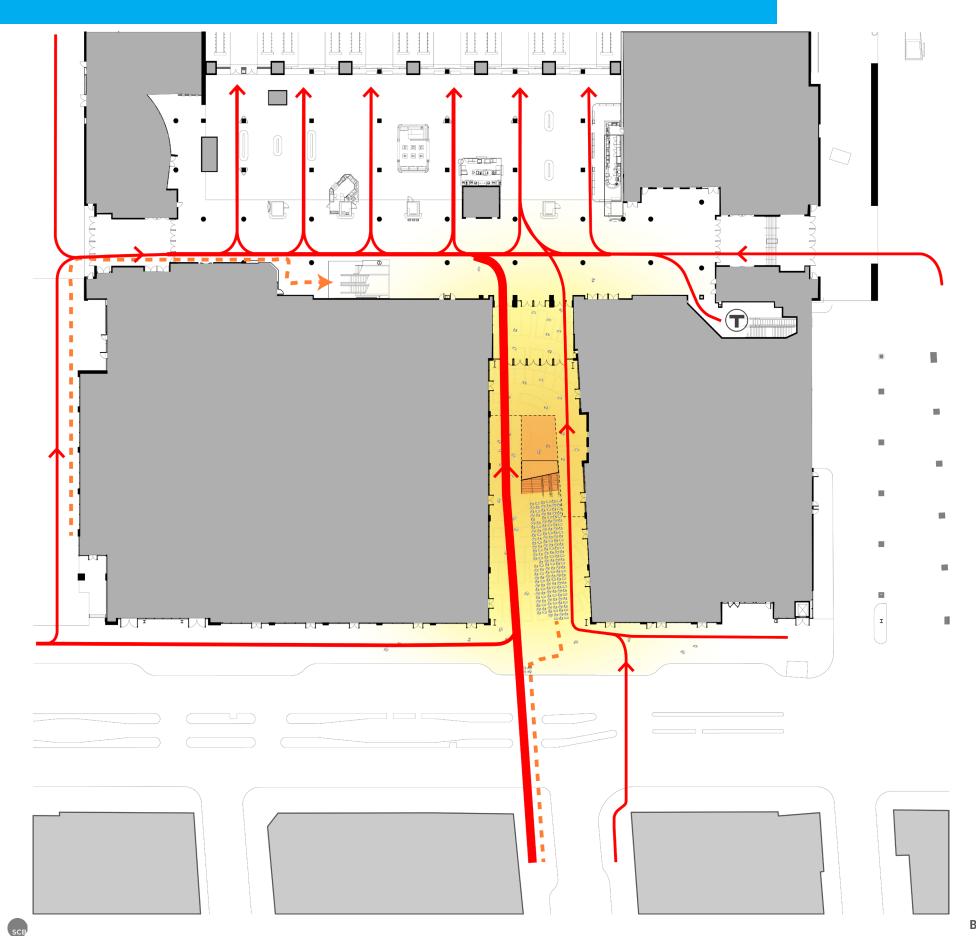


SITE PLAN: EVENING SITE CIRCULATION

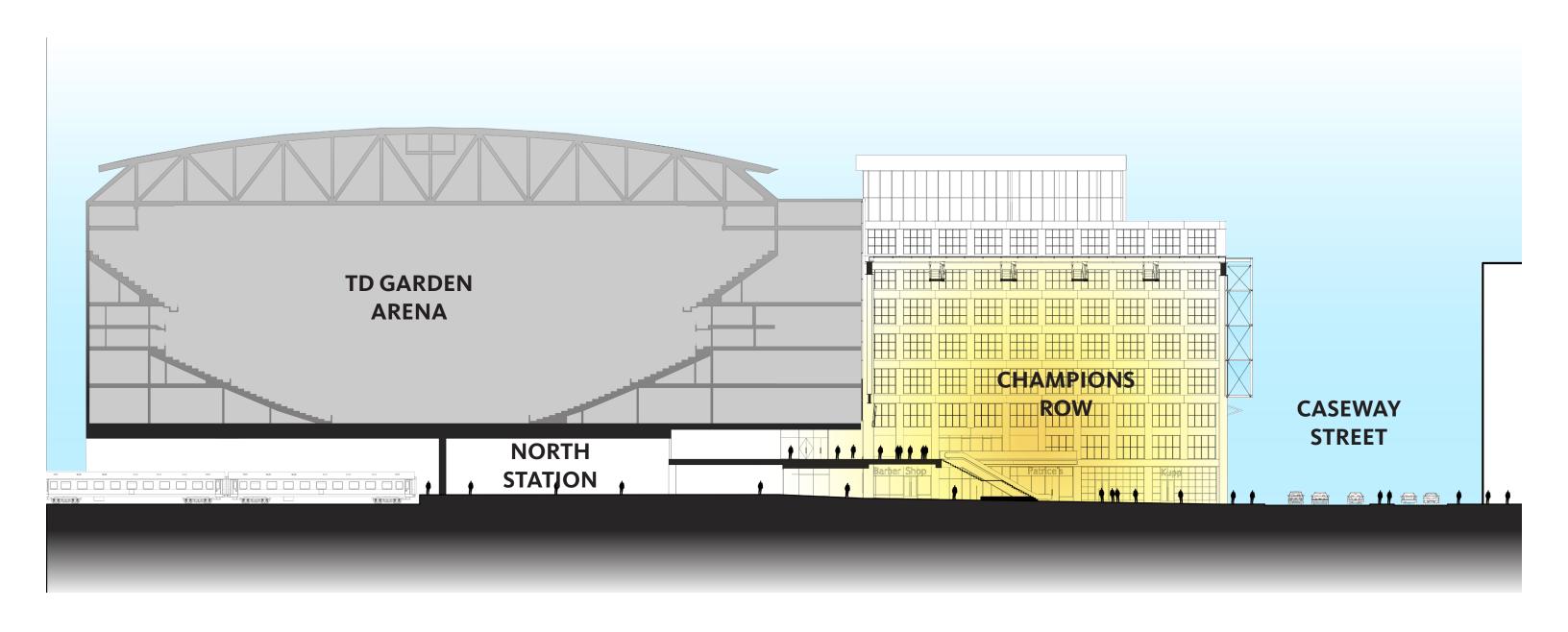




SITE PLAN: GAMENIGHT SITE CIRCULATION

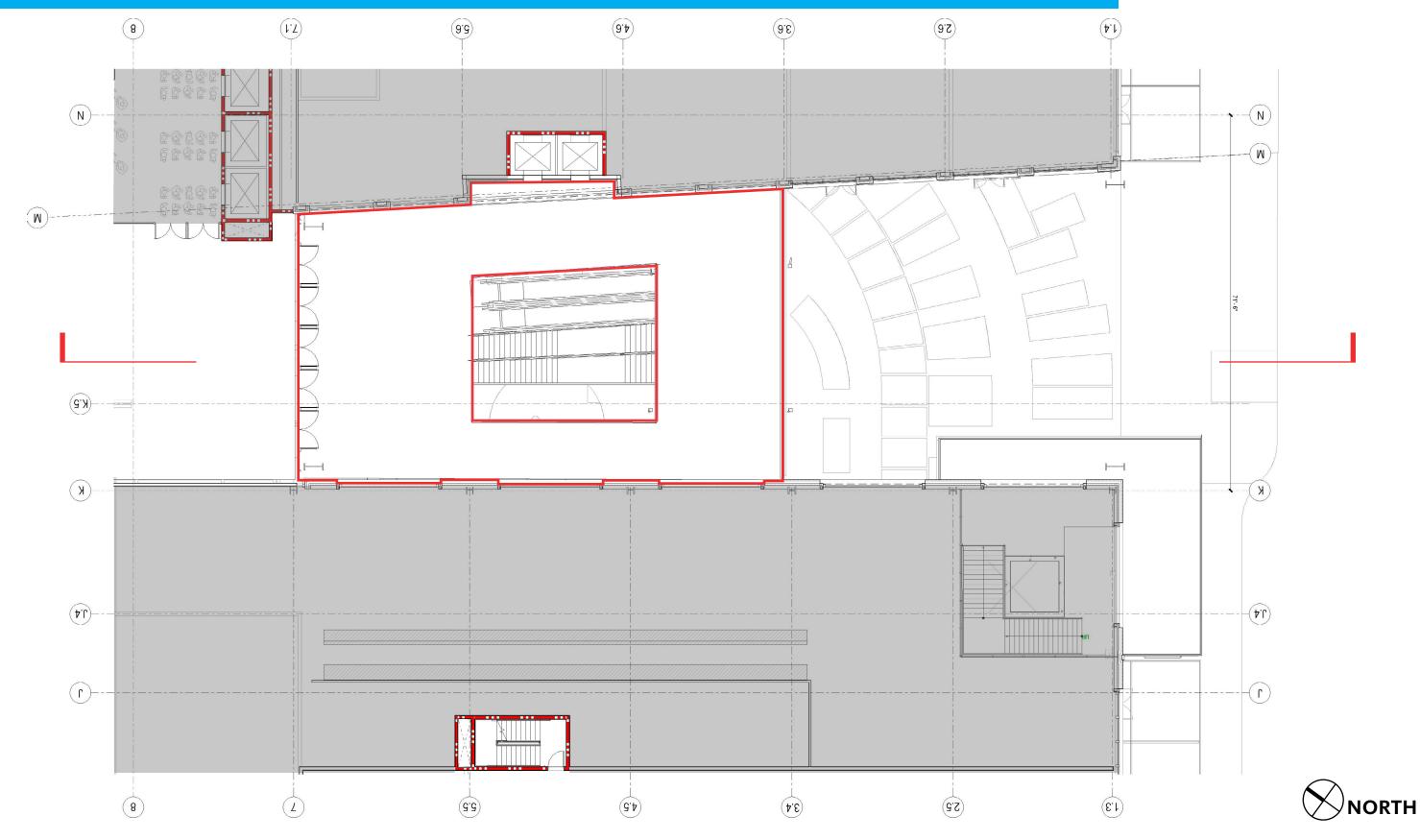


SITE SECTION



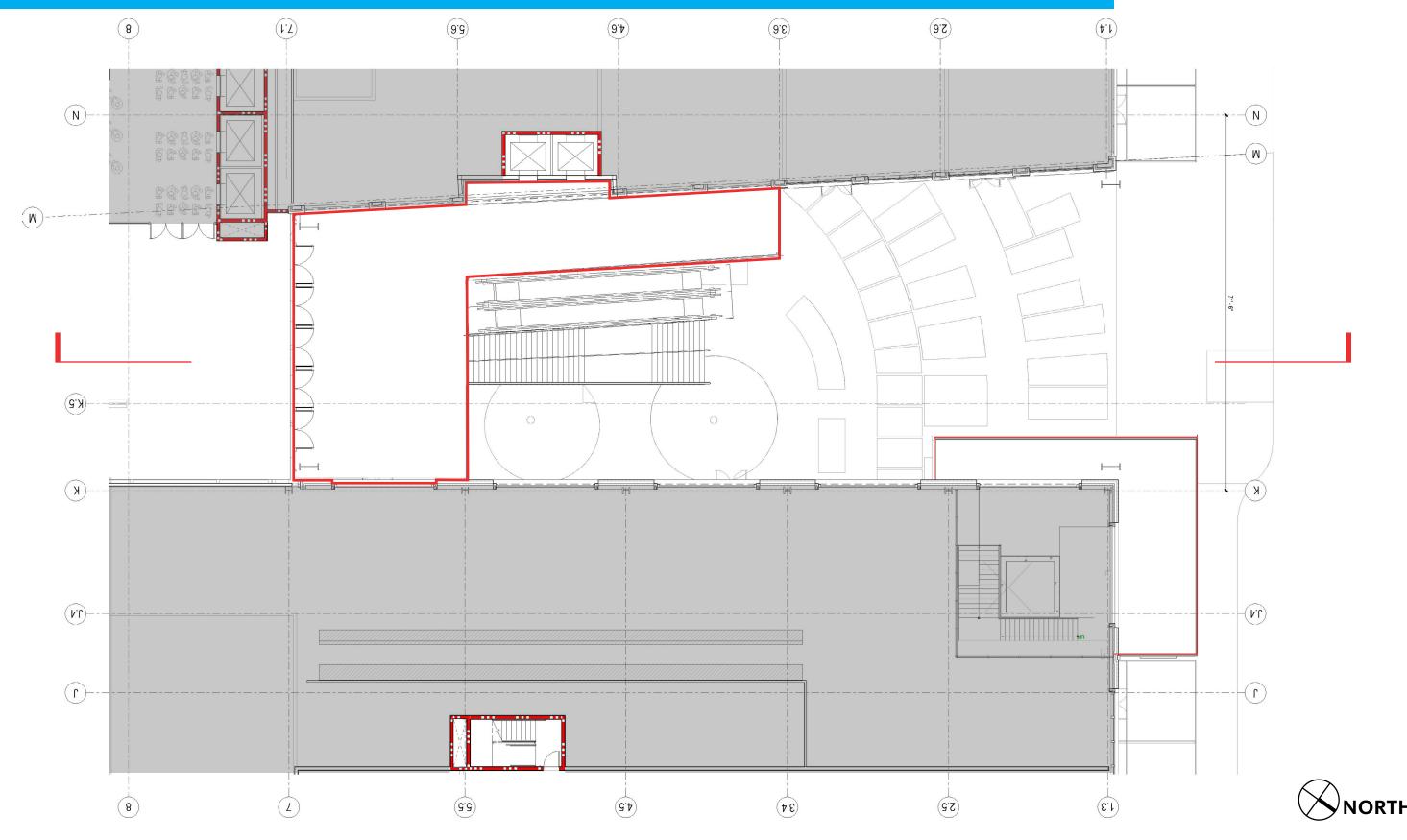
BASE SCHEME: SECOND LEVEL PLAN

Boston Properties | Gensler | � Delaware | Gensler |



L-SHAPE SCHEME: SECOND LEVEL PLAN

Boston Properties | Gensler | � Delaware | Gensler |

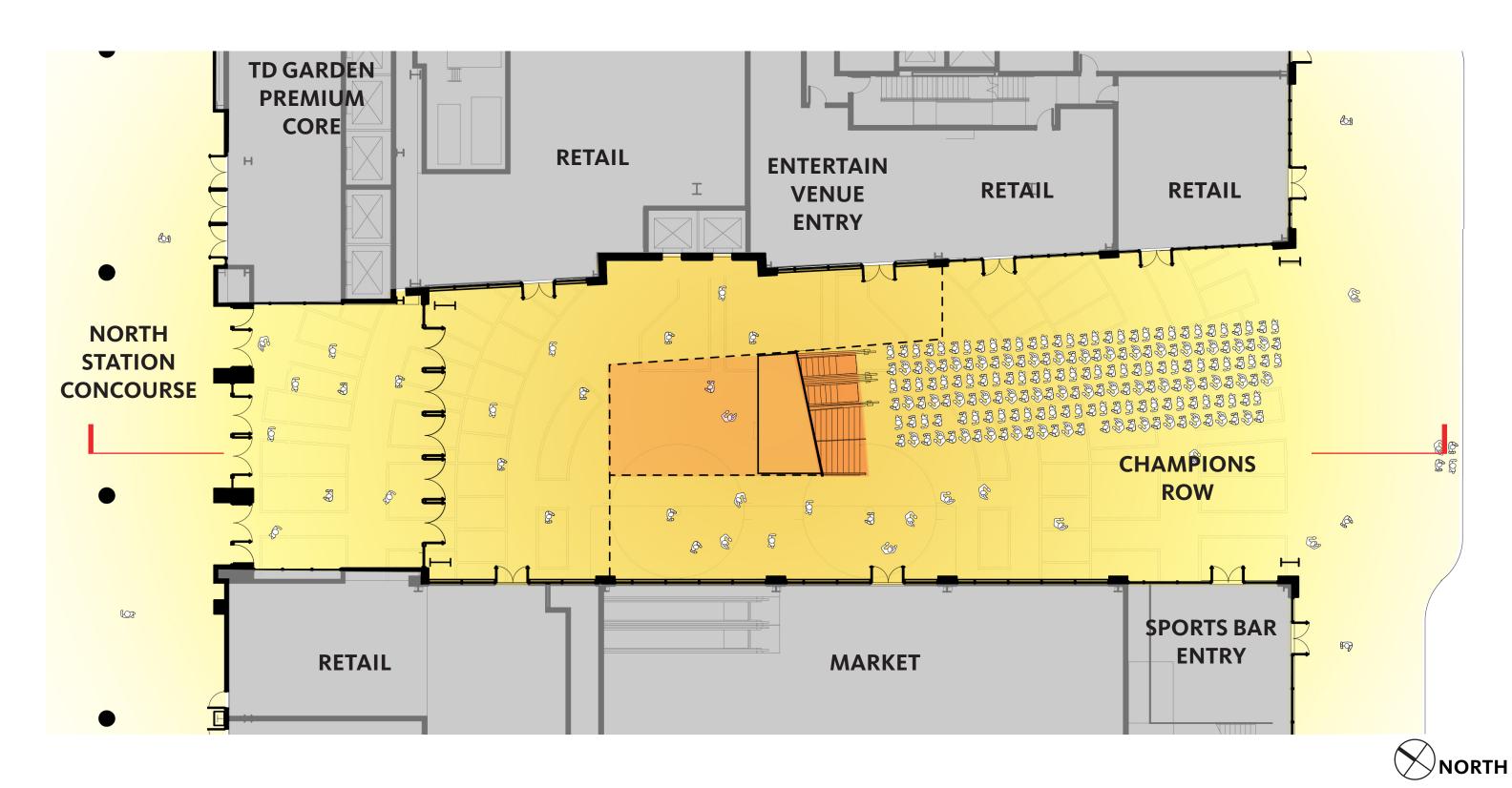


GROUND LEVEL PLAN

Boston Properties | Gensler | Polaware | Scenario

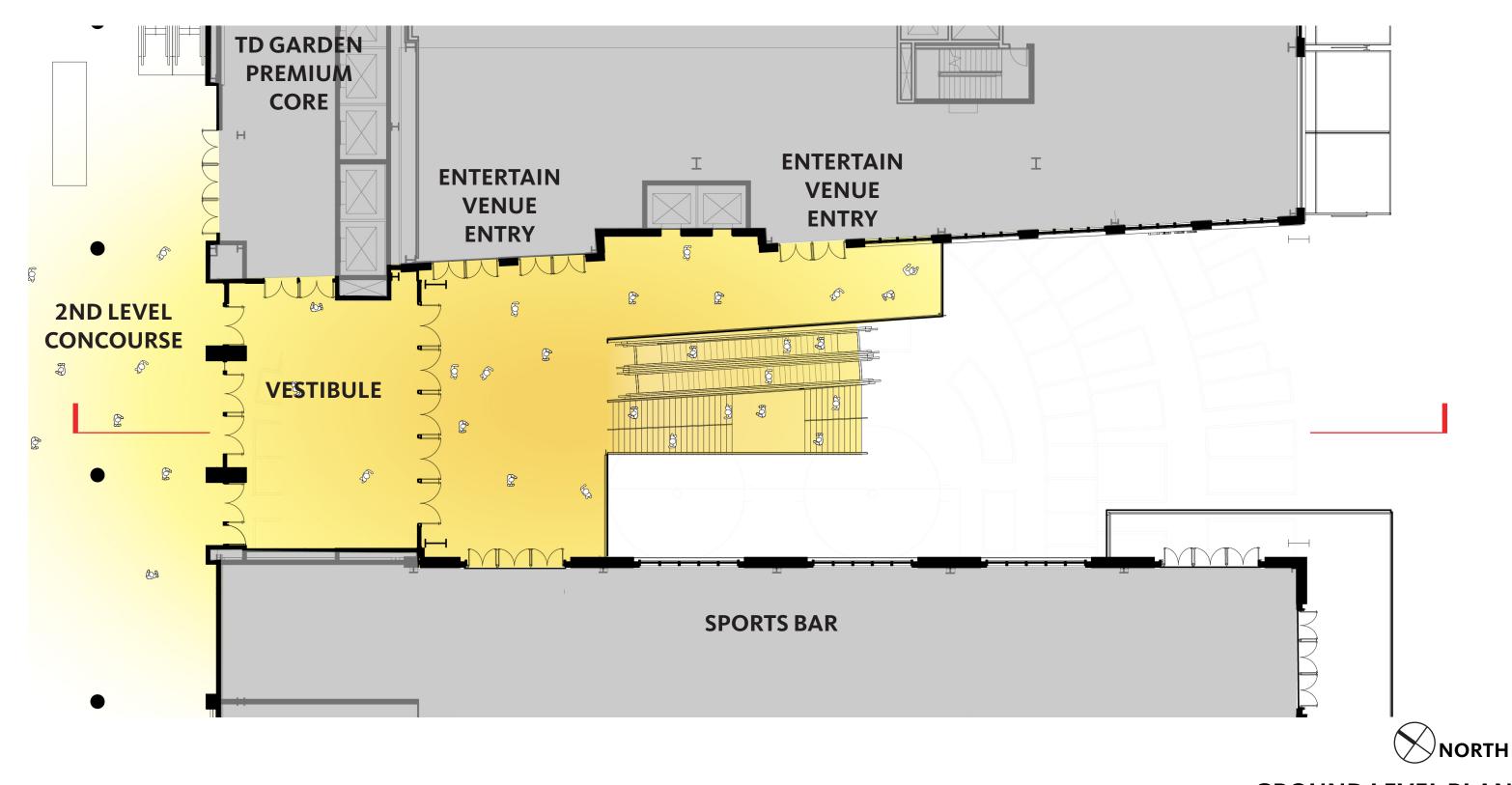


GROUND LEVEL PLAN

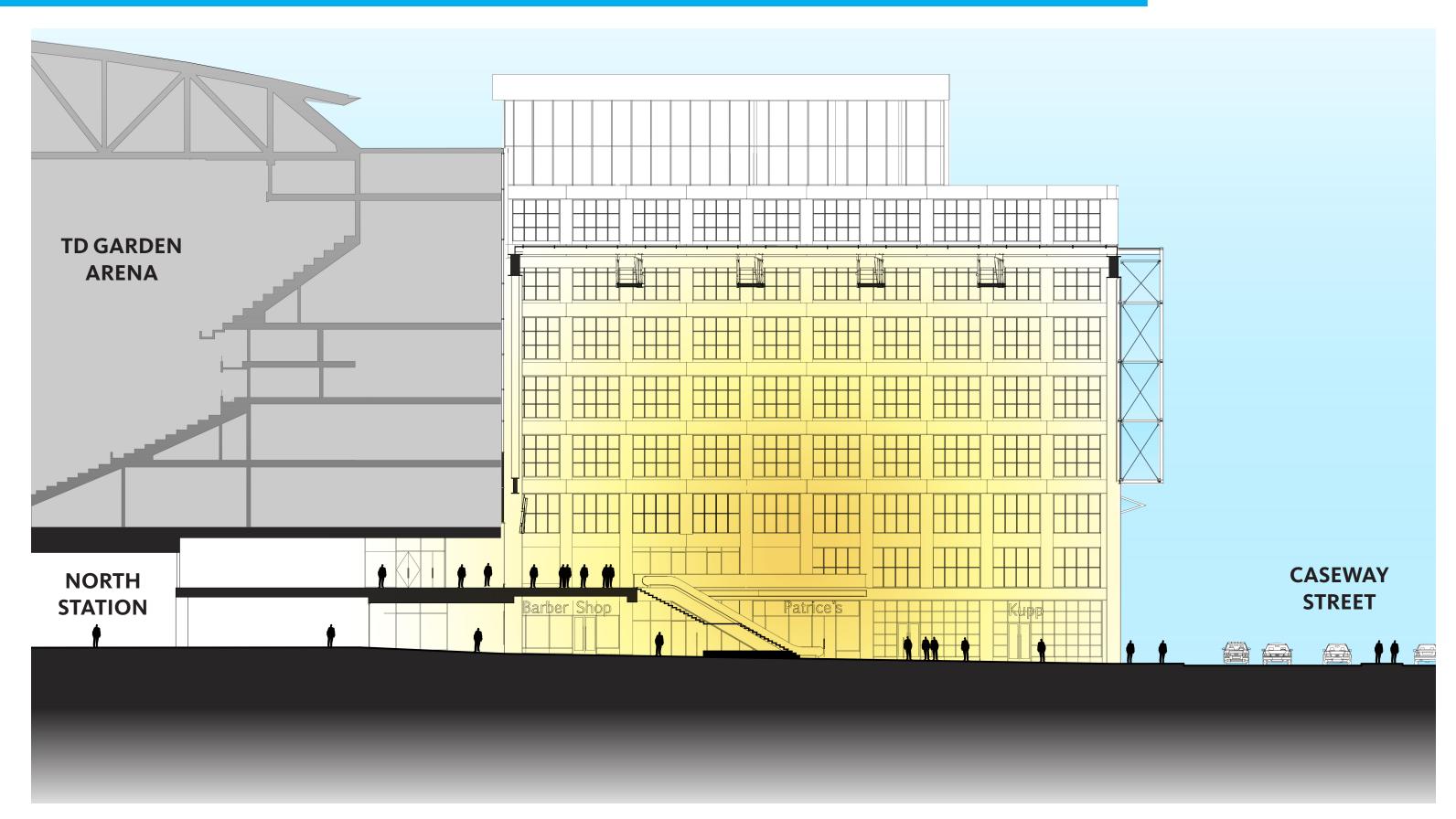


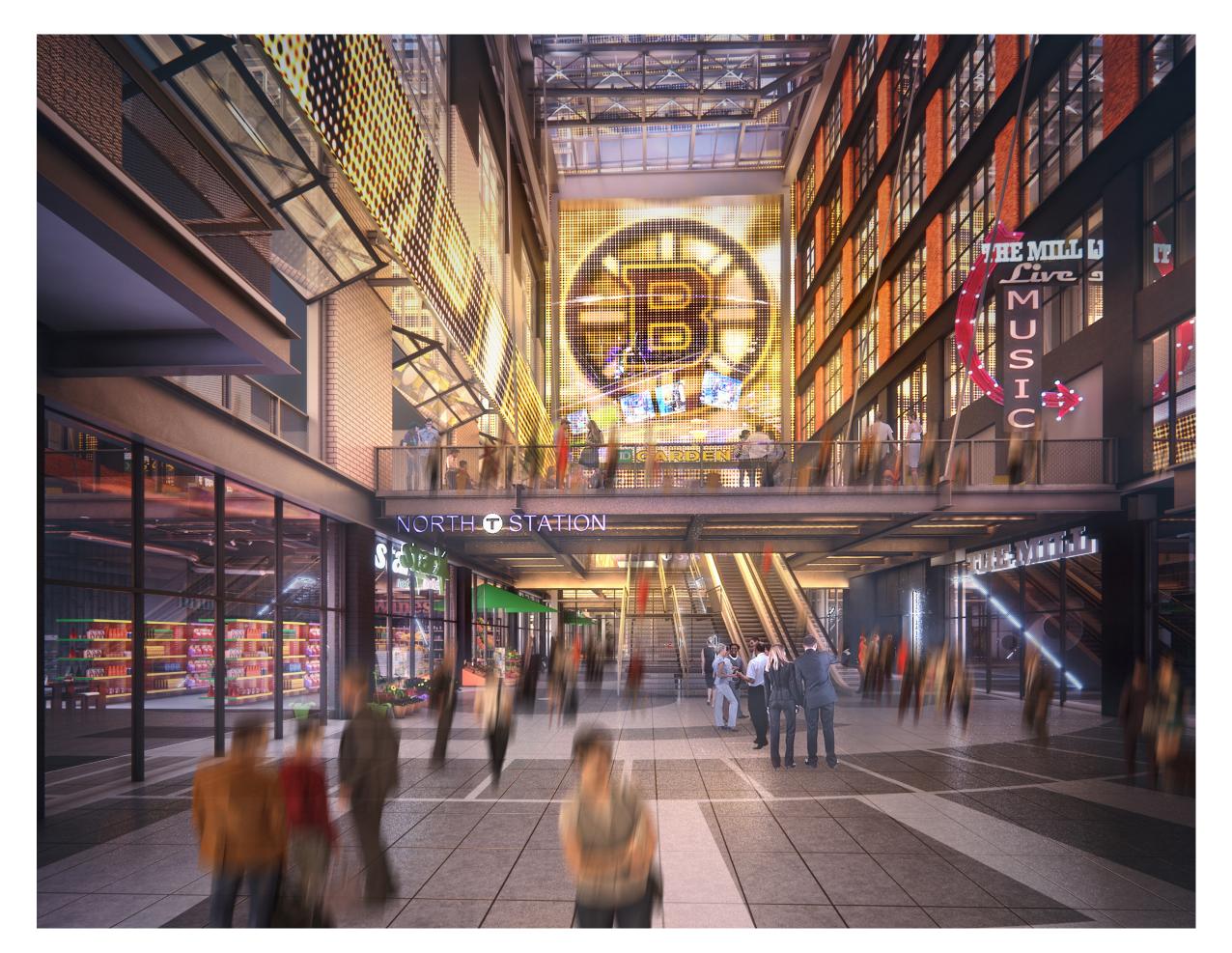
SECOND LEVEL PLAN

Boston Properties | Gensler | Polaware | Sch



TRANSVERSE SECTION



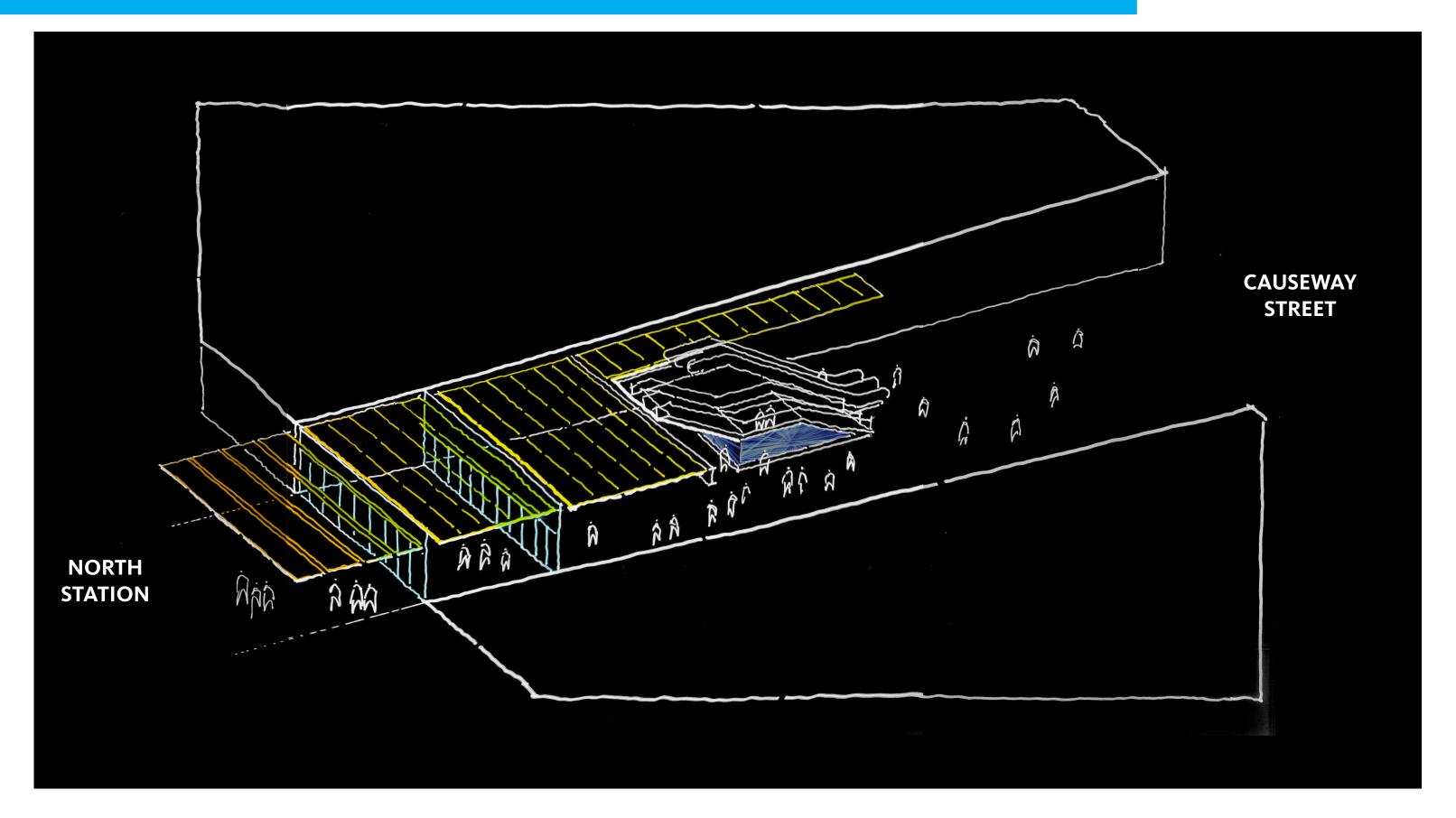




CITY THRESHOLD RENDERING

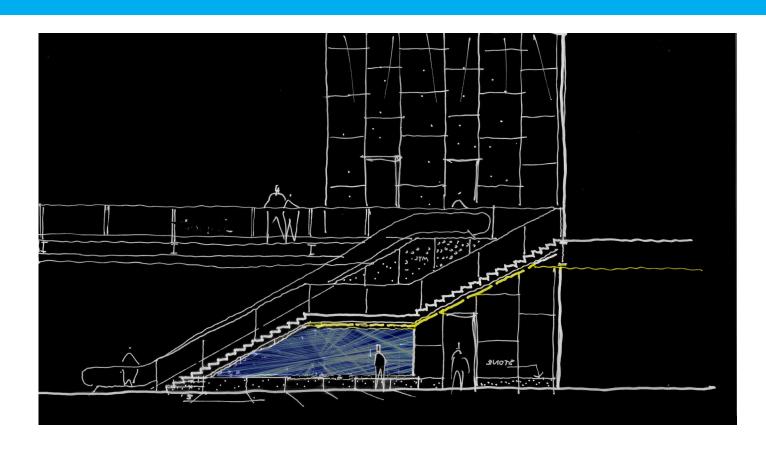


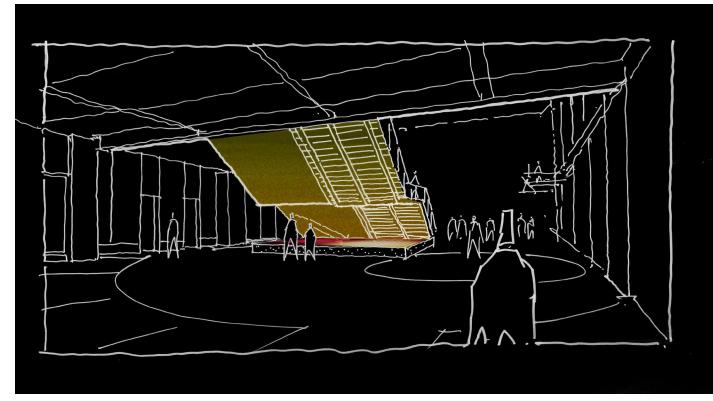
CEILING

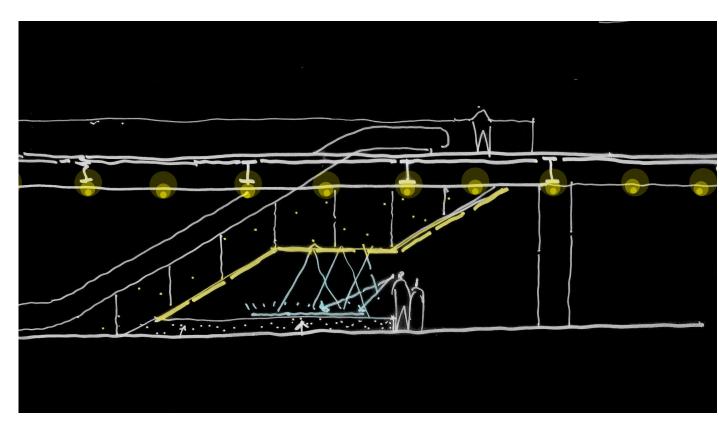


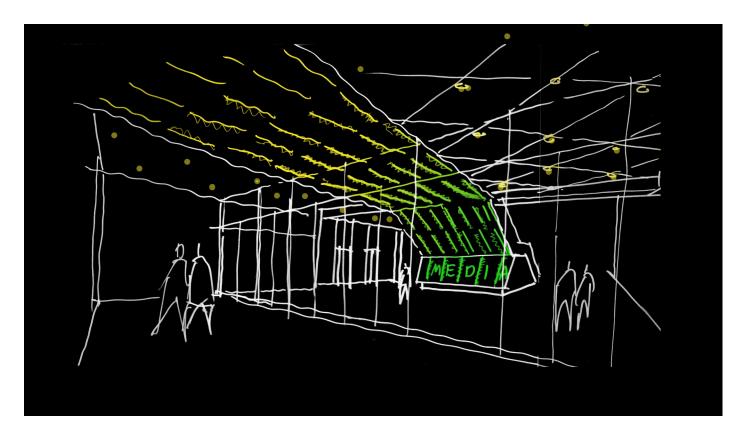


THRESHOLD STUDY - PROCESS





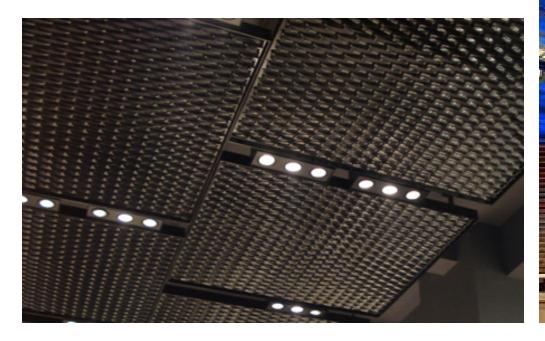






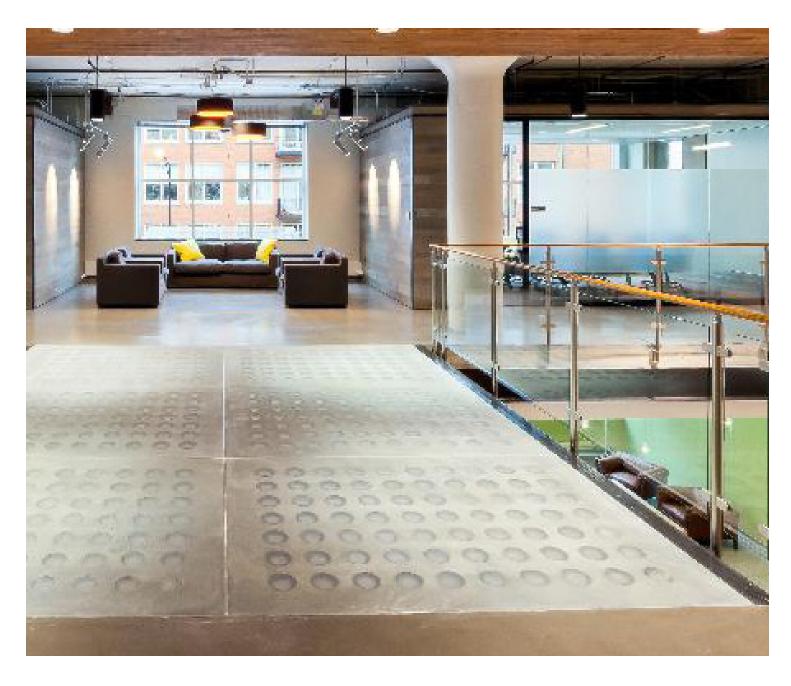
VISUAL PRECEDENTS - LIGHTING

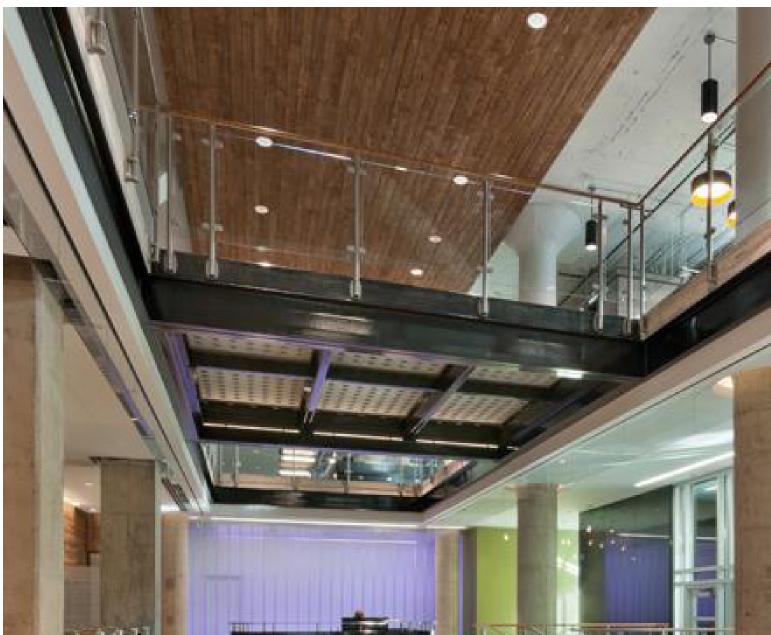






VISUAL PRECEDENTS - STRUCTU







CHAMPIONS ROW THRESHOLD





CHAMPIONS ROW THRESHOLD





CITY THRESHOLD RENDERING

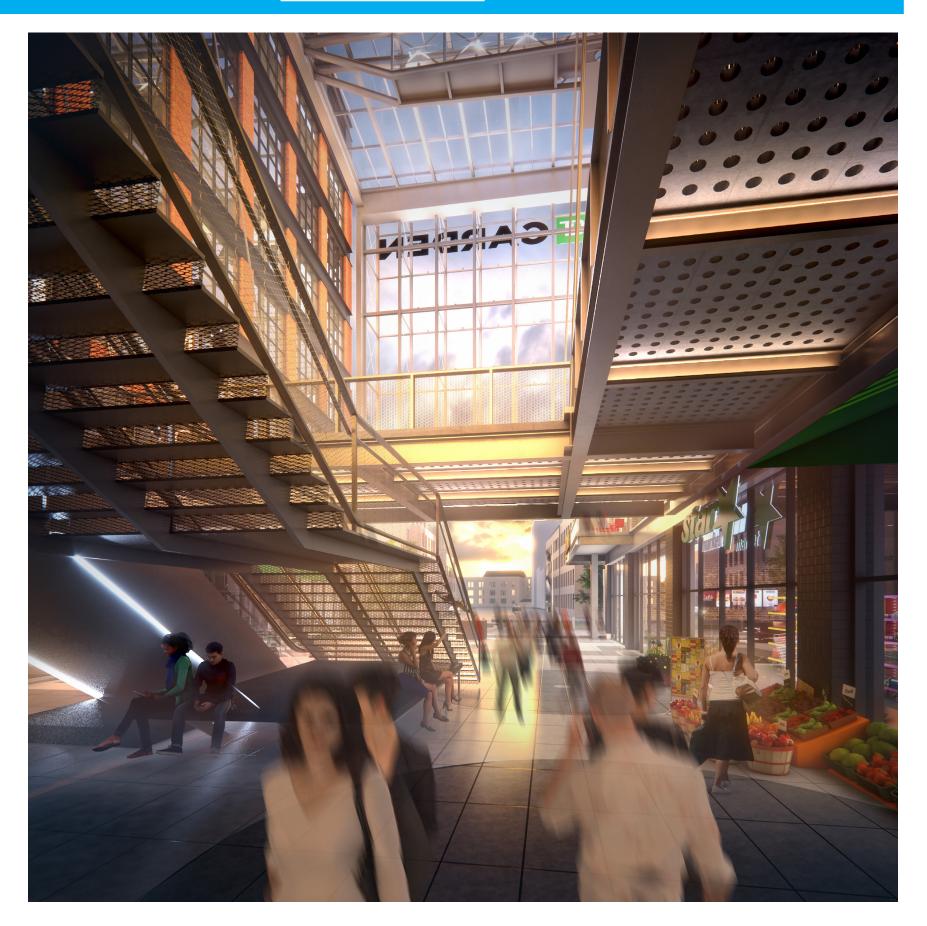


CITY THRESHOLD RENDERING



THANKYOU

PREVIOUS CONFIGURATION

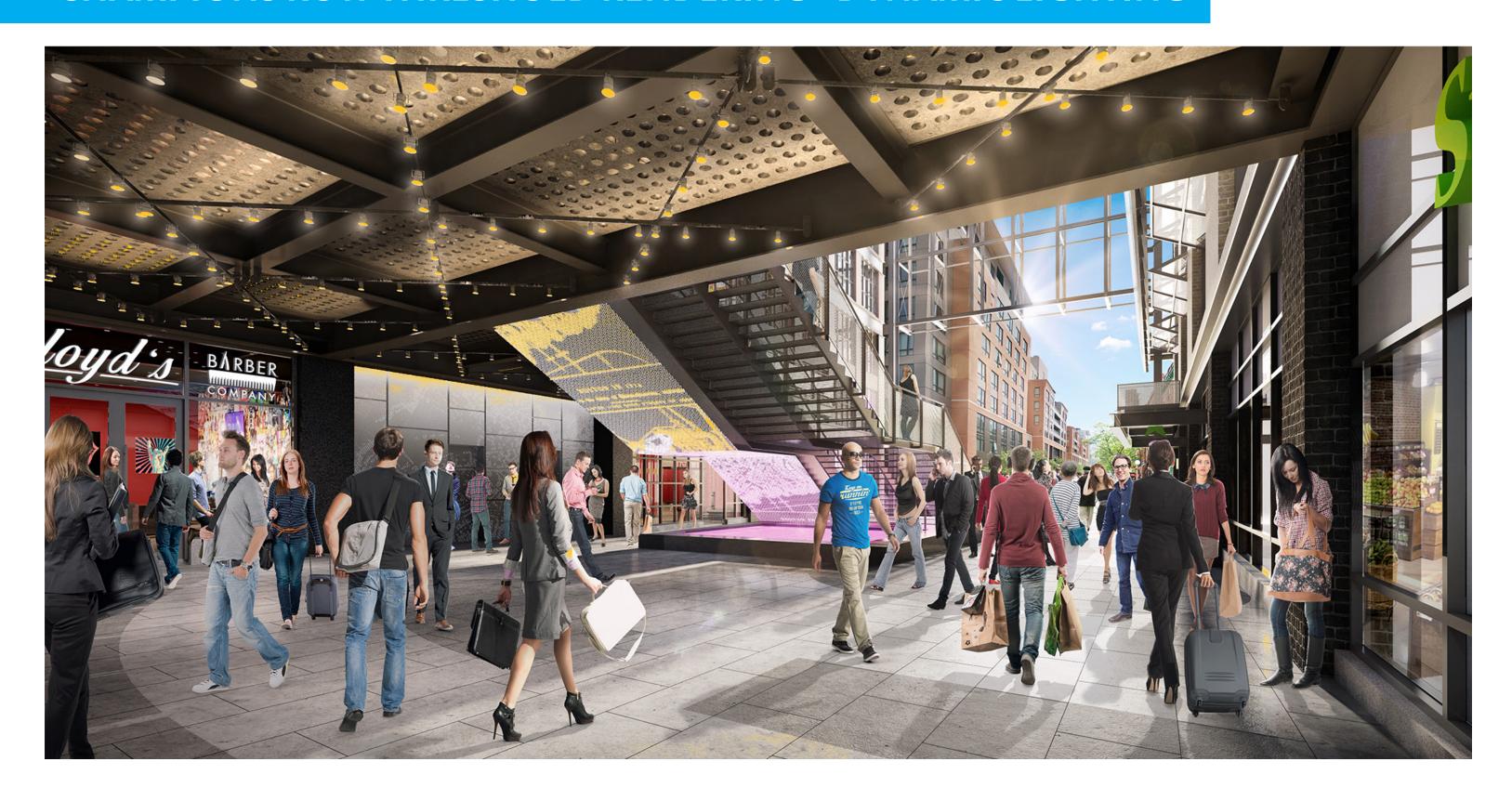


G-OPTION 1





CHAMPIONS ROW THRESHOLD RENDERING - DYNAMIC LIGHTING

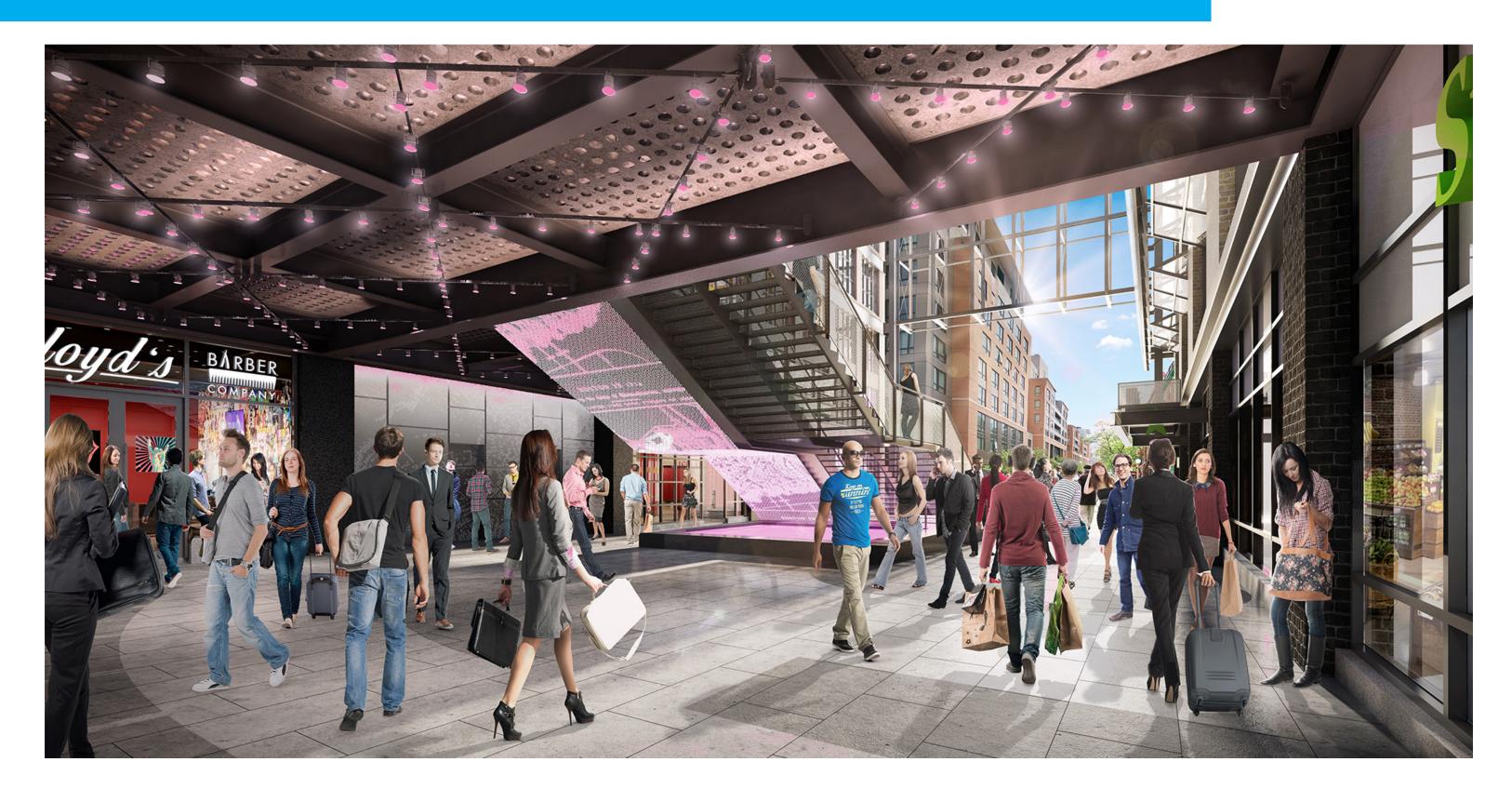


CHAMPIONS ROW THRESHOLD RENDERING - DYNAMIC LIGHTING





CHAMPIONS ROW THRESHOLD RENDERING - DYNAMIC LIGHTING





CITY THRESHOLD RENDERING -

