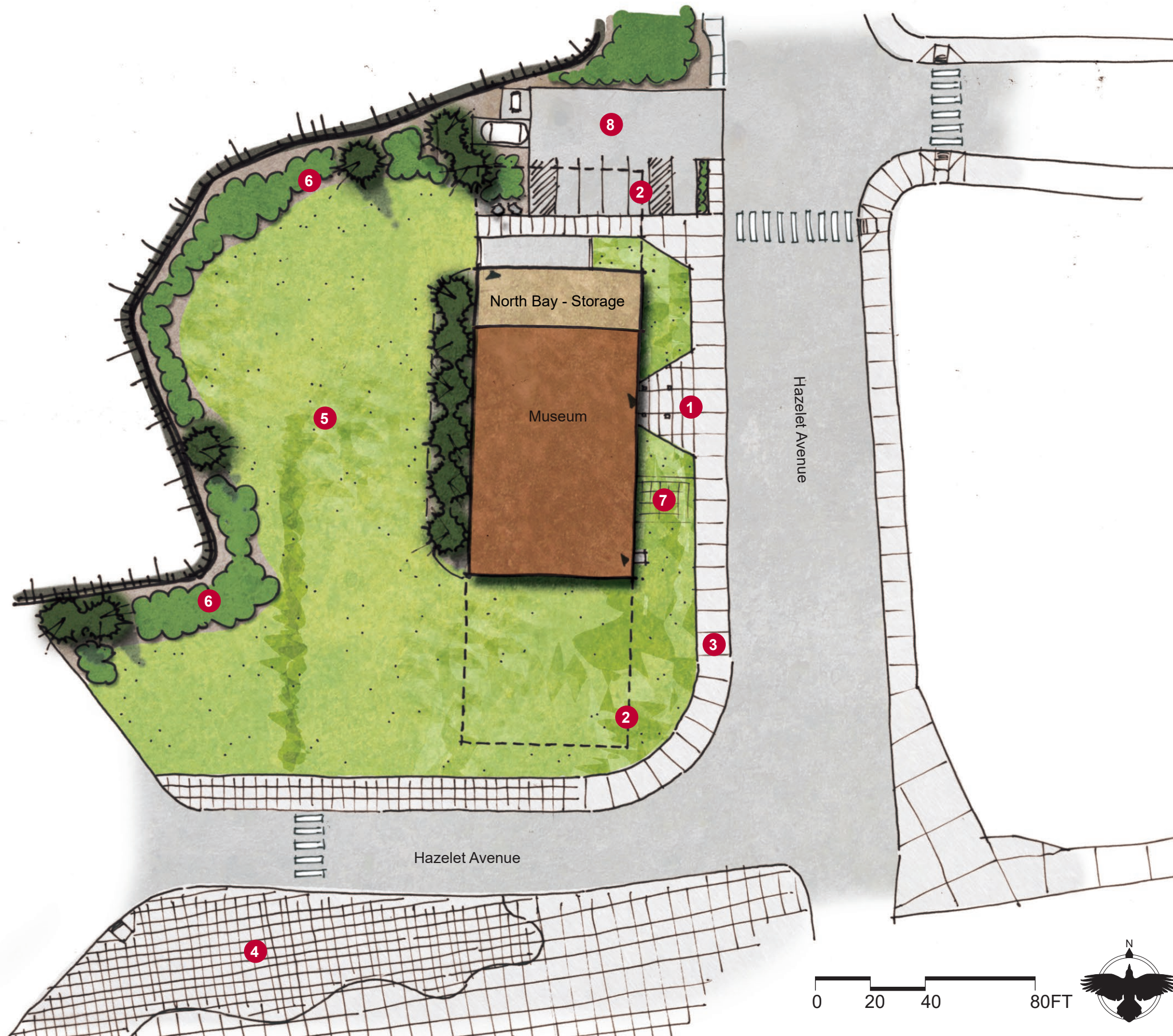


Valdez Museum "Old Town" Exhibit

Chop, Chop, Cap, Paint

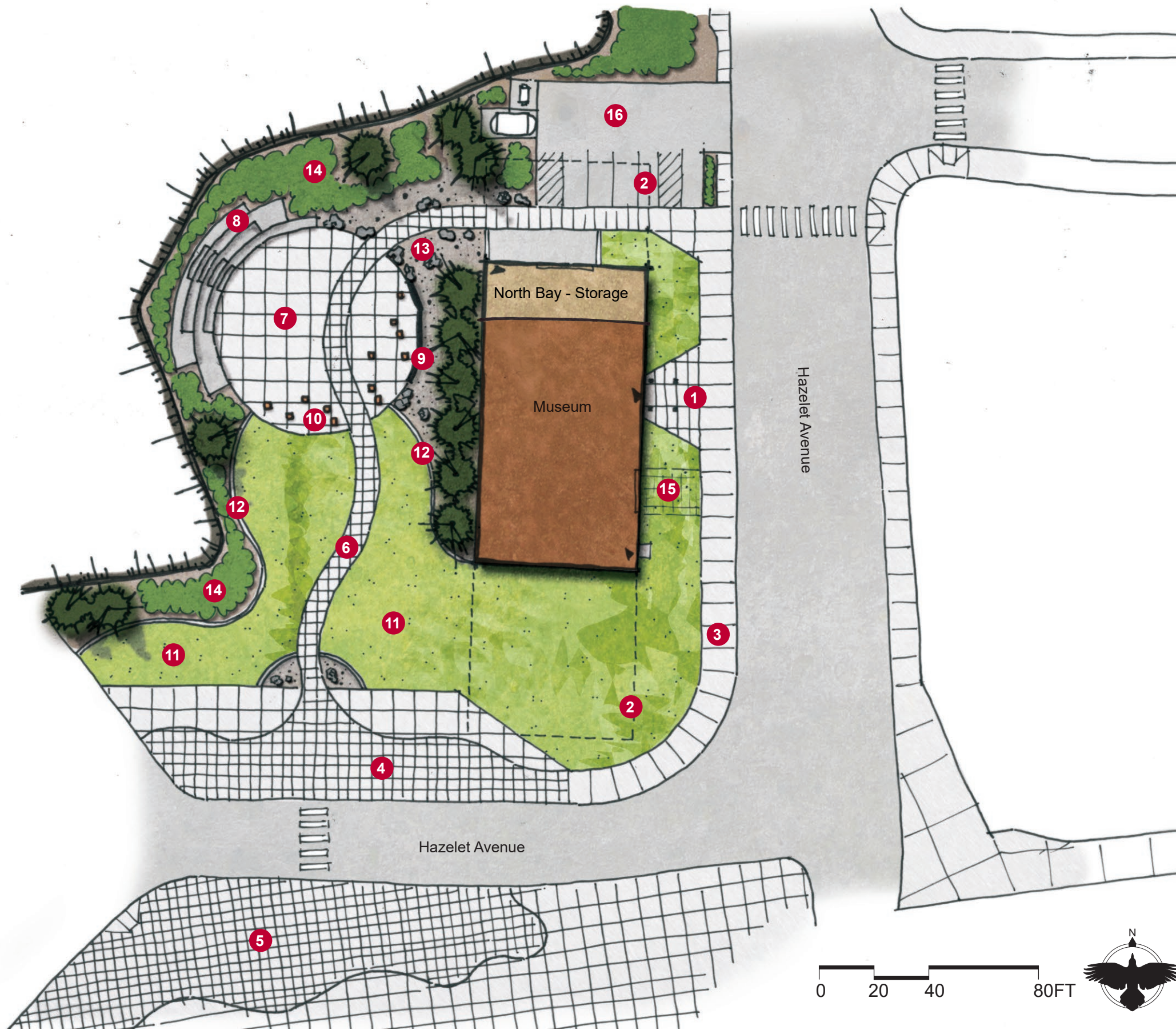


Key

- 1 Building Entry
- 2 Existing Building (to be removed)
- 3 12' Wide Sidewalk for Community Events (activities, markets, food carts)
- 4 Adjacent Plaza Space
- 5 Open Lawn Area
- 6 Native Vegetation
- 7 Grass Paving
- 8 Parking Lot (5 spaces)

Kelsey Dock Warehouse - Master Plan

Phase I



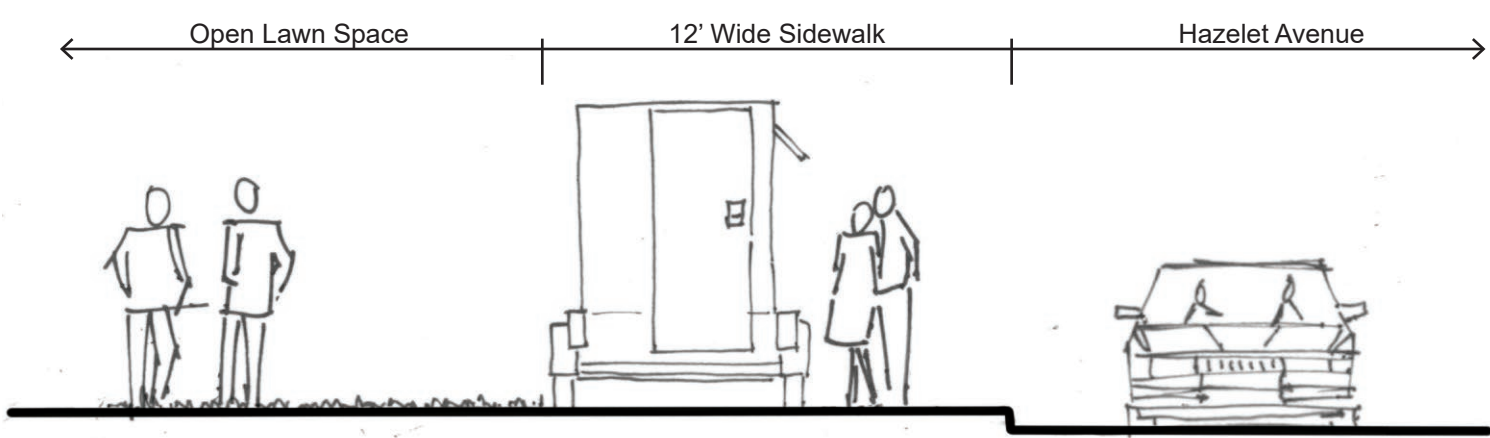
Key

- 1 Building Entry
- 2 Existing Building (to be removed)
- 3 12' Wide Sidewalk for Community Events (activities, markets, food carts)
- 4 Plaza Space
- 5 Adjacent Plaza Space
- 6 8' Wide Path
- 7 Gathering Space
- 8 Amphitheater Seating
- 9 Interactive Screen Wall
- 10 Maglin Pixel Seating
- 11 Open Lawn Area
- 12 1' Wide Concrete Edging
- 13 Rock Garden
- 14 Native Vegetation
- 15 Grass Paving
- 16 Parking Lot (5 spaces)

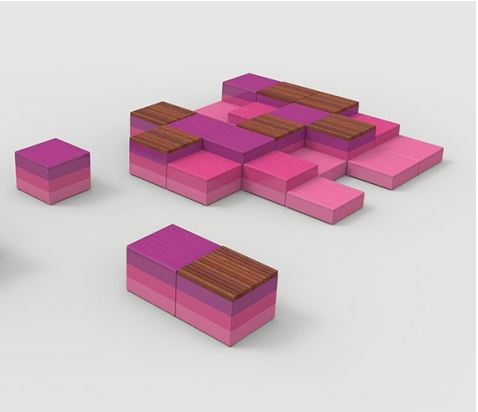
Kelsey Dock Warehouse - Master Plan

Phase II - Concept Design

Wide Sidewalk - Community Events



Maglin Pixel Seating



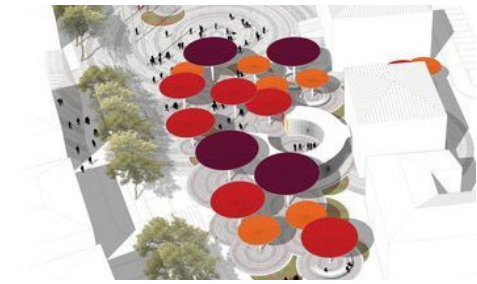
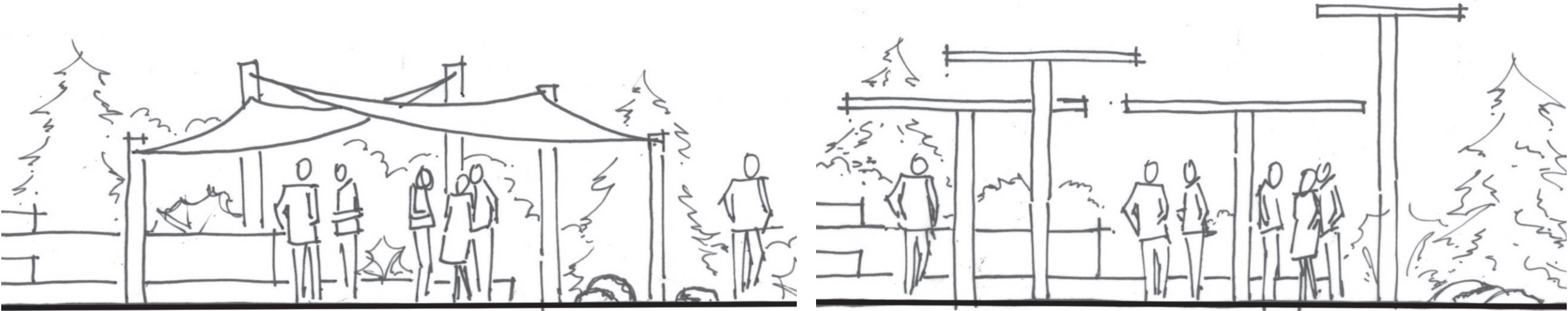
Seating Wall



Interactive Screen Wall



Overhead Structure Options



Kelsey Dock Warehouse - Master Plan

Phase II - Supporting Images



MURALS (CLOCKWISE): 1. A. PHILIP RANDOLPH PULLMAN PORTER MUSEUM; 2. CANADA SCIENCE TECH MUSEUM; 3. UNKNOWN LOCATION; 4. WEST CONCORD, MN; 5. CELINA, TX; 6. MANCHESTER MUSEUM OF SCIENCE AND INDUSTRY





