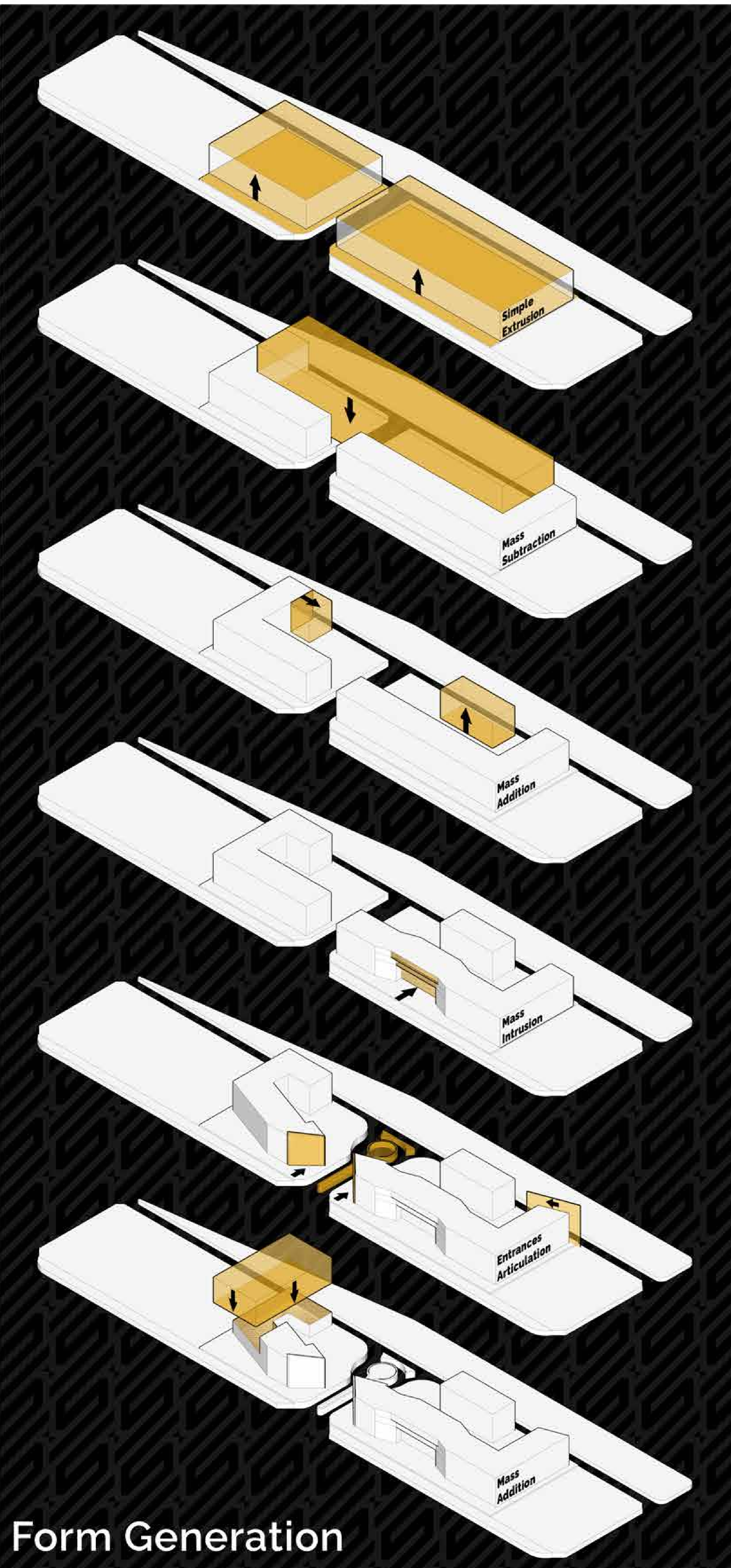


(S)SQUARES ALSAHIL DISTRICT



MOAVAI

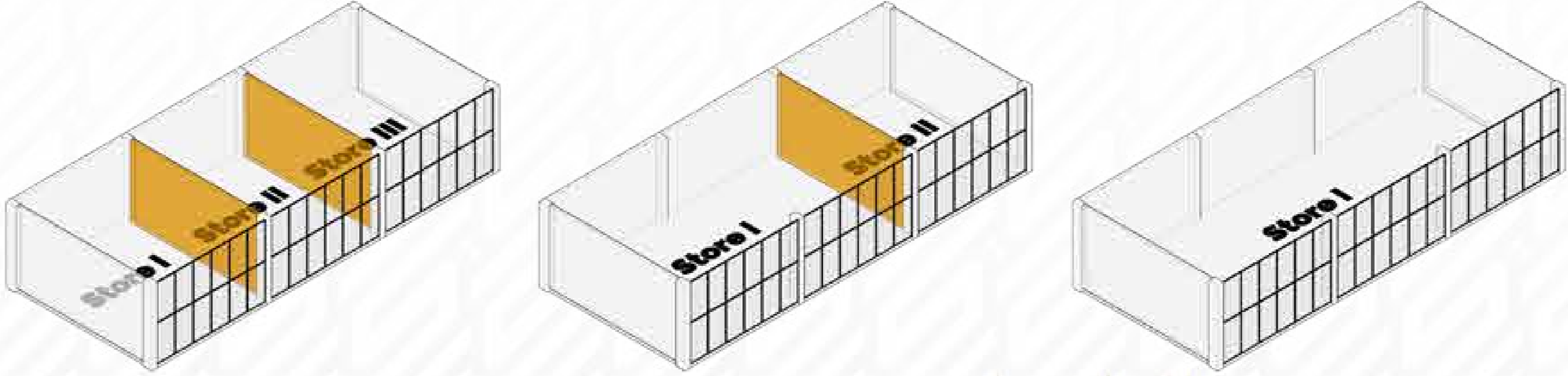




Form Generation

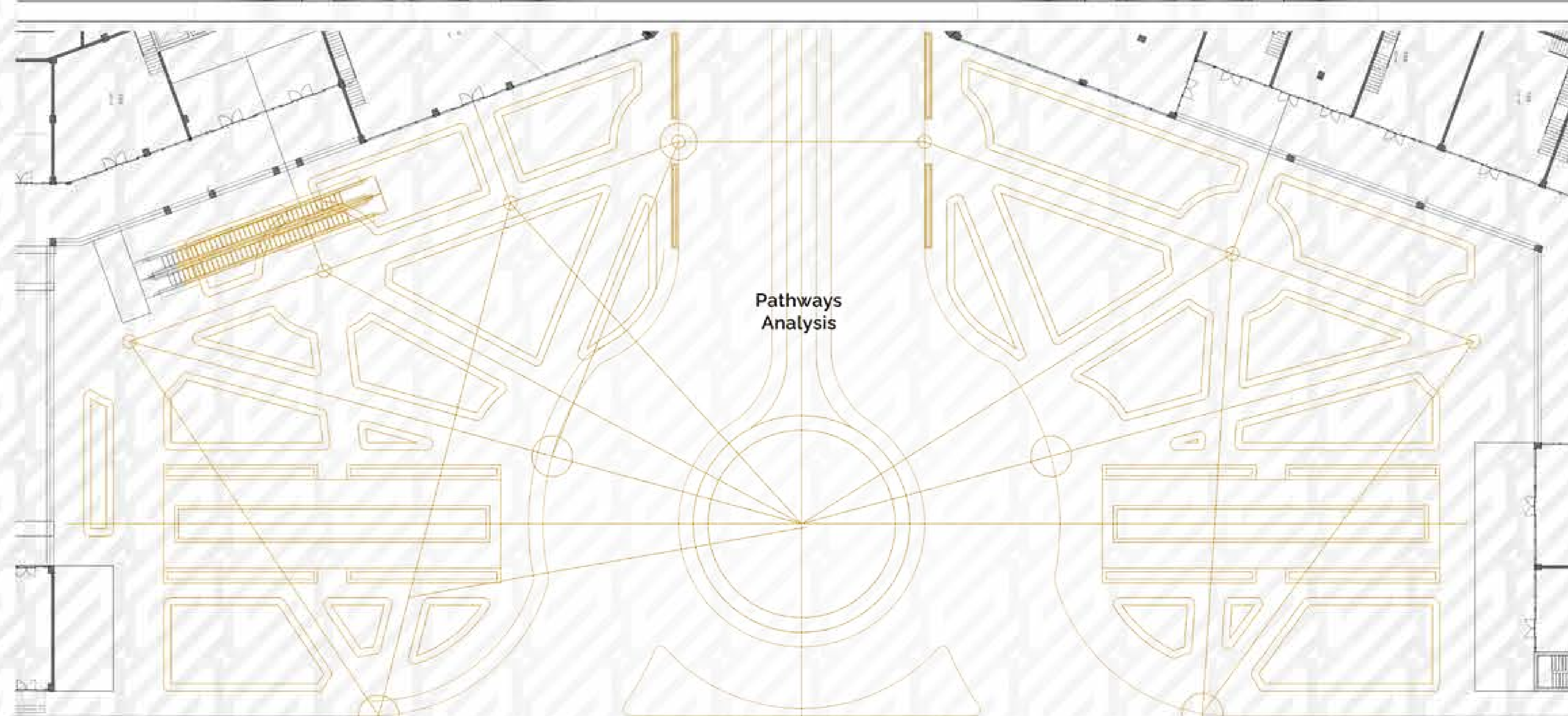
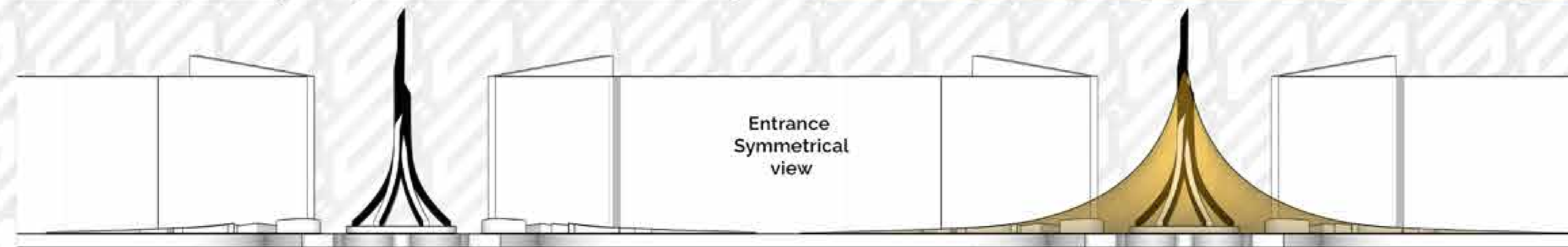
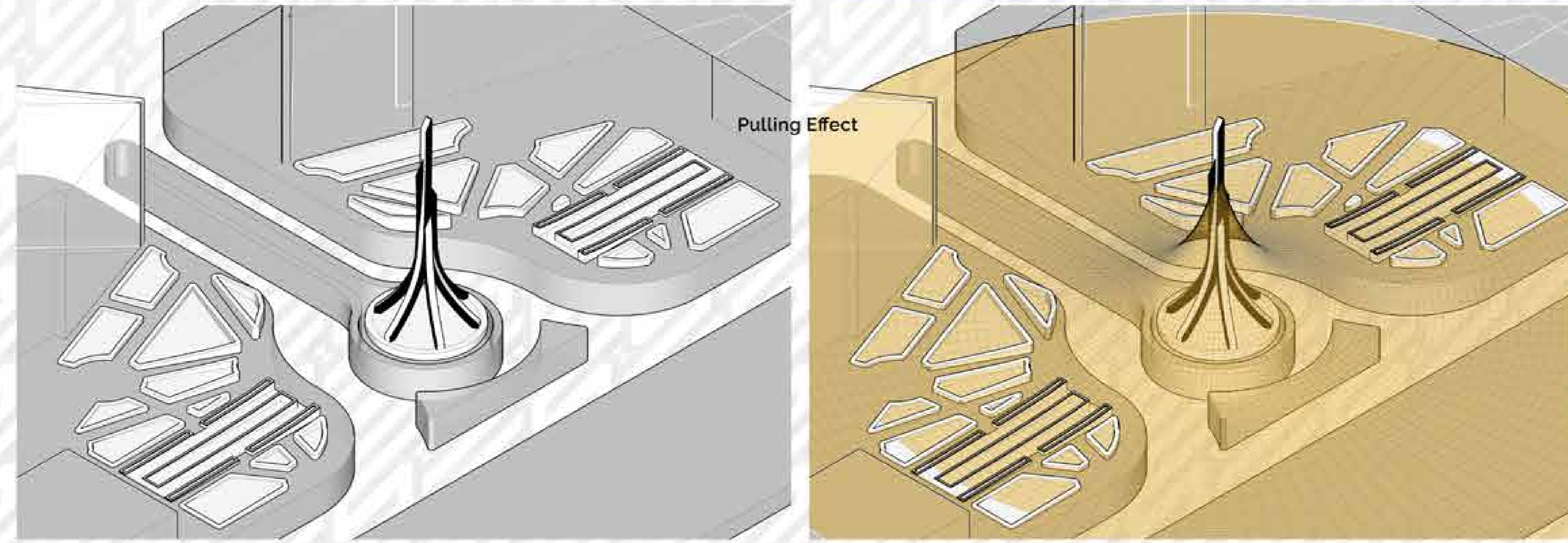
Modularity

Flexible Module for tenants to acquire the suitable area for their businesses, also by placing structural elements on the sides It creates an uninterrupted space giving tenants the room to unleash their creativity without holding back.



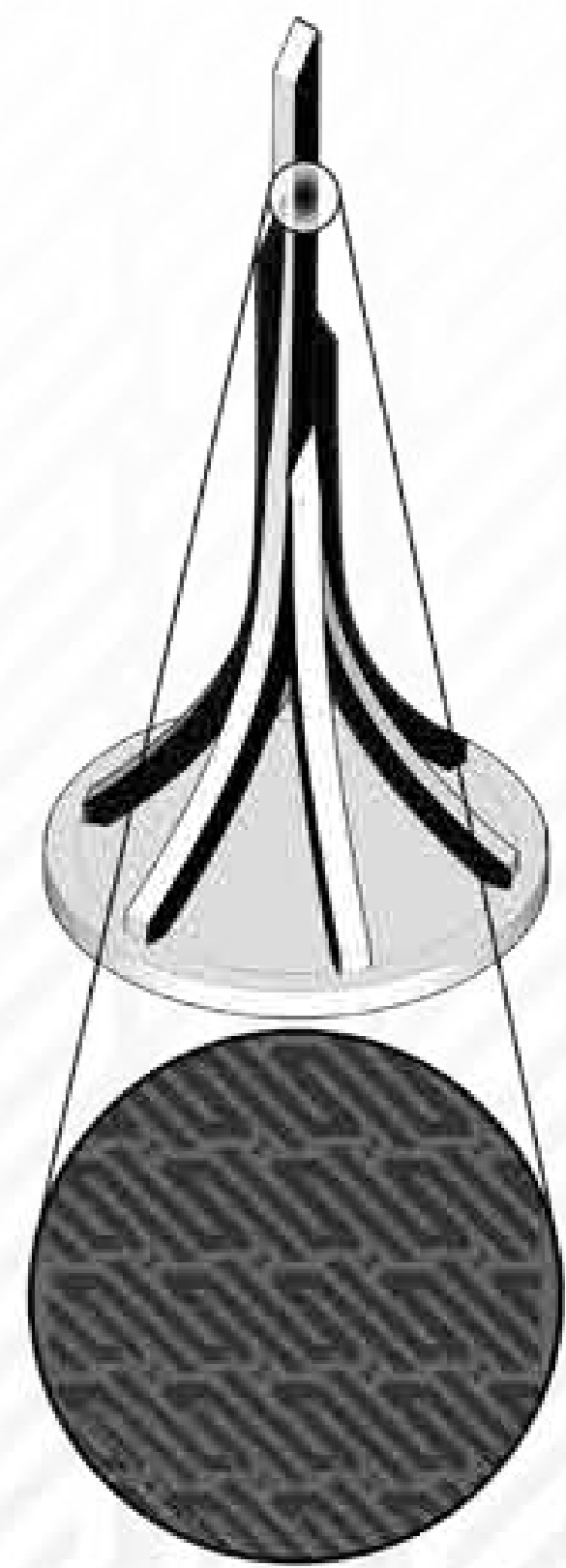
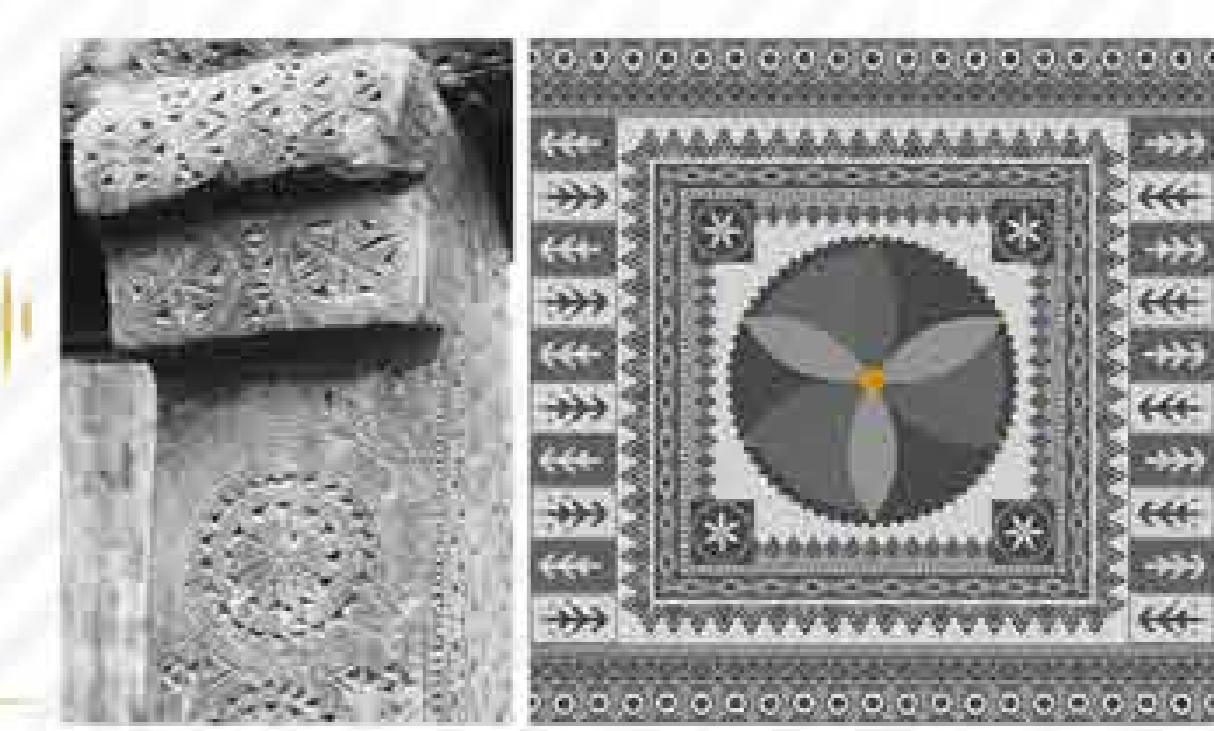
Landscape

Designed by studying the gates and paths anyone could need and also to make as memorable and iconic as possible .
 - Centralized landmark with squares logo engraved in a subtle and elegant way, also to articulate the center line between the two symmetrical sides of the main plaza.
 - All landscape elements are designed to be as if they are drawn to the center landmark to make pseudo effect of lines drawn mid-air.
 - Has a total of four dancing fountains, two on each side, to serve the memorability of the landmark with an iconic scene of the entrance.



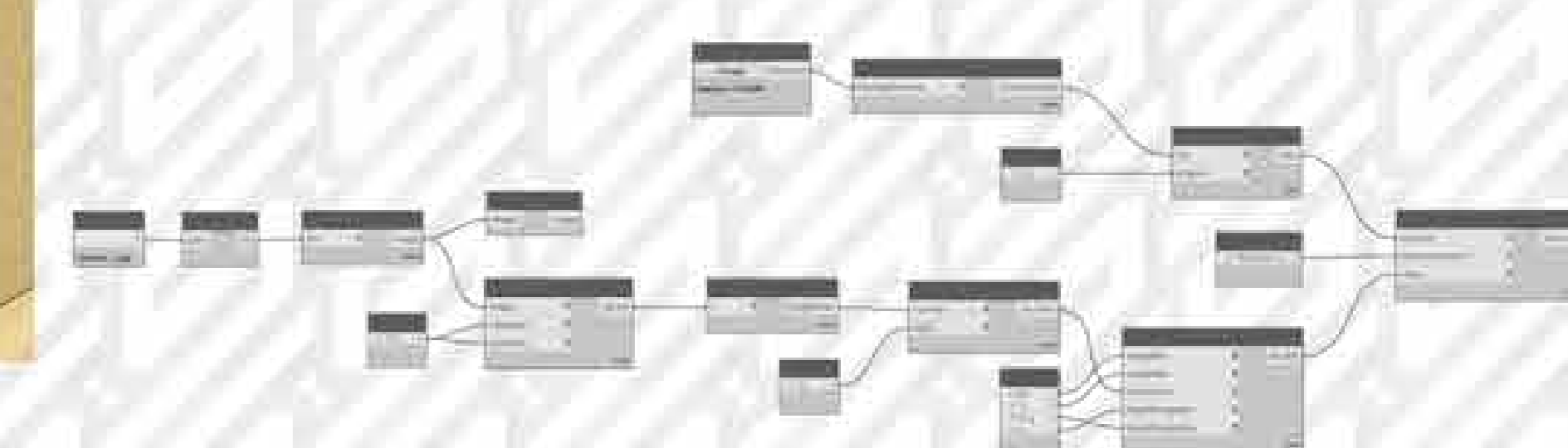
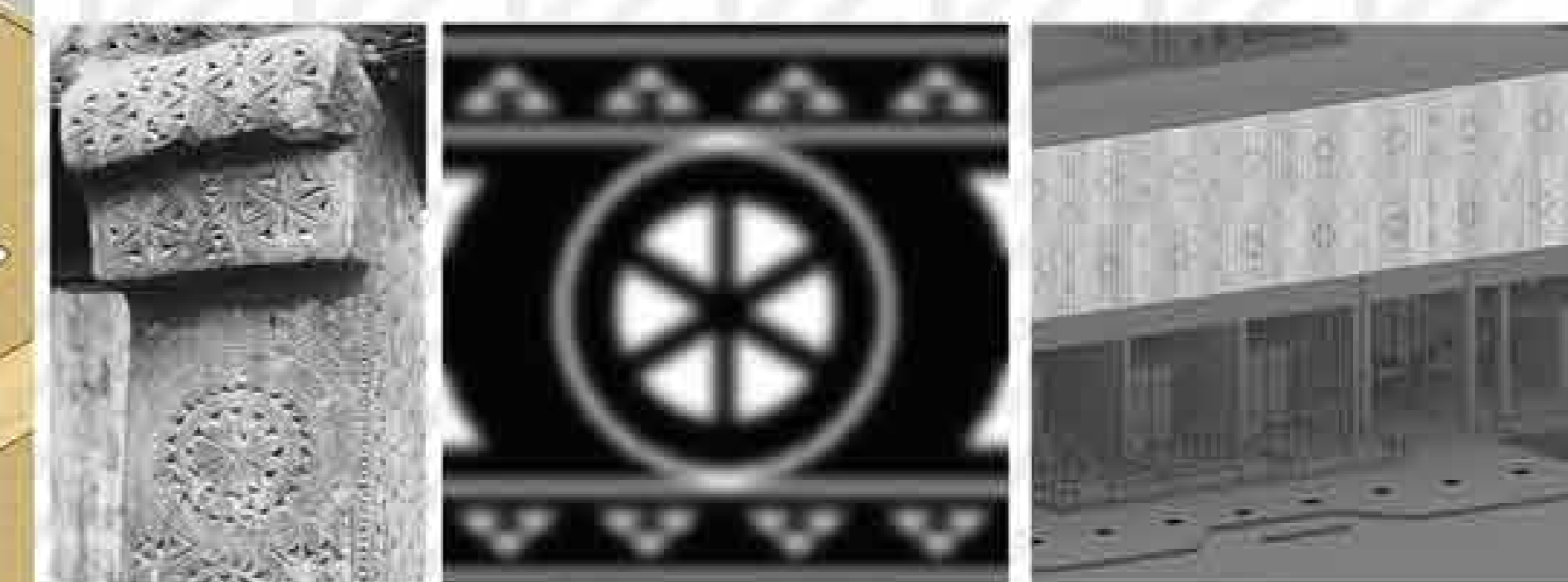
Landmark

An iconic Landmark rose in the centreline of symmetry between the two side of the project to define it and give it meaning, engraved with Squares logo in a subtle way to create a sense of belonging and identity.



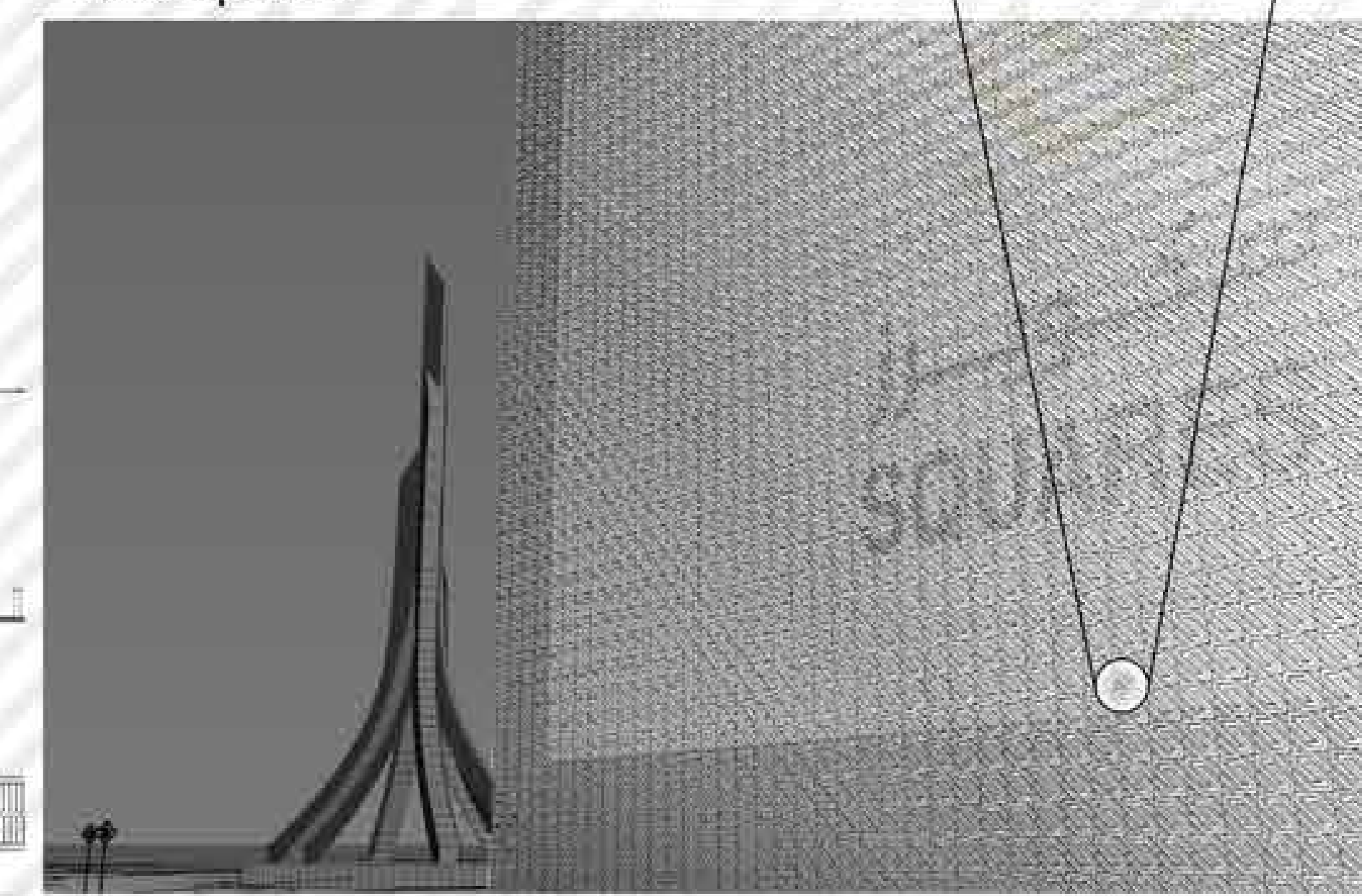
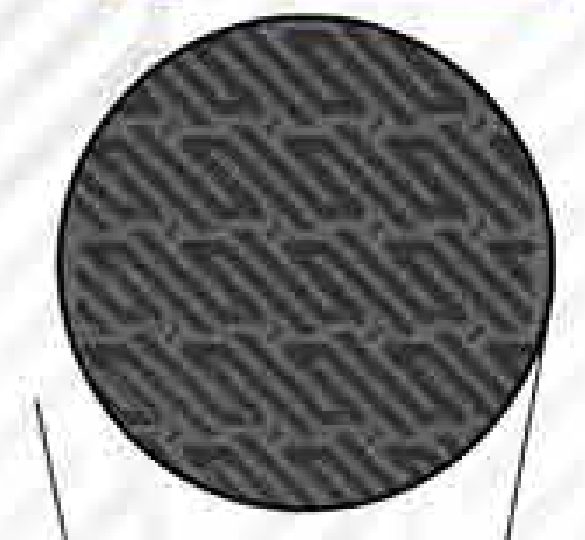
Screen Pattern

A Pattern was defined from the traditional Najdi style art and wall engravings and used to create a facade screen to enrich the facade even-more and to make it as memorable and iconic as possible



Entrance Walls

Two Huge symmetrical walls to articulate and emphasize the entrance and to complete the iconic scene of the plaza and landmark . Both walls have Squares logo defined in a seamless pattern, engraved in them in a subtle way to create a sense of identity and belonging. Also can be used as a projector screen for when special events takes place.

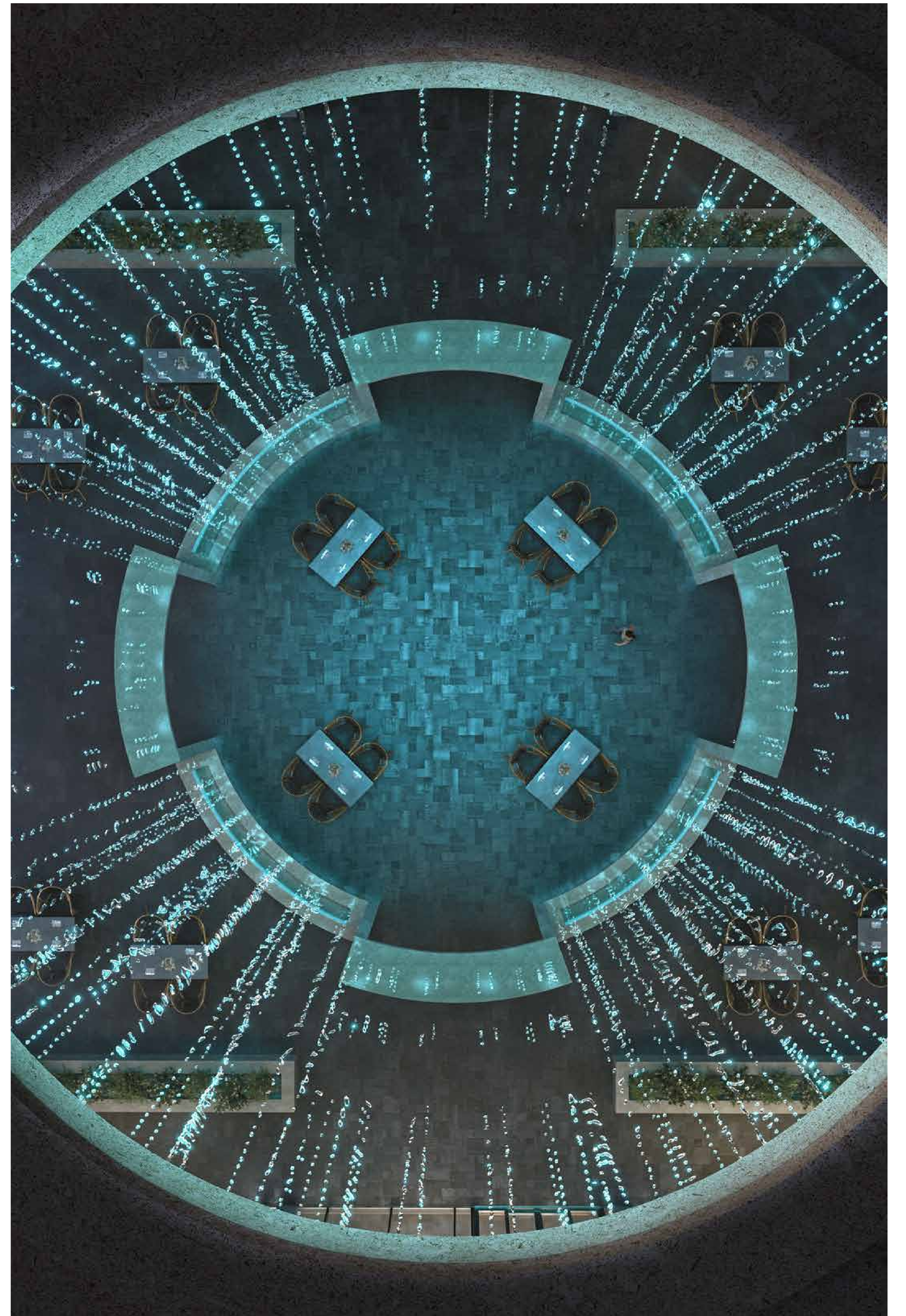
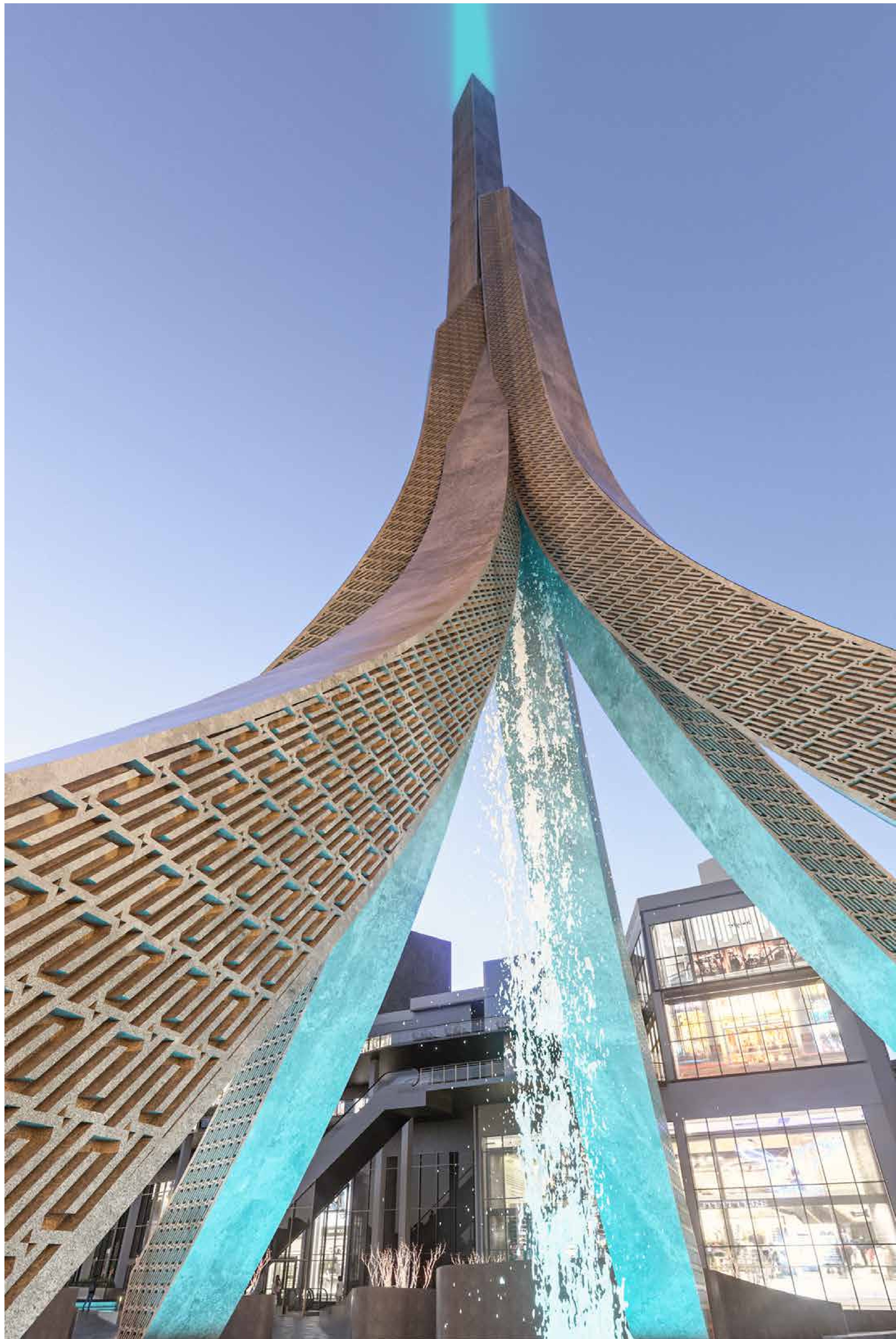


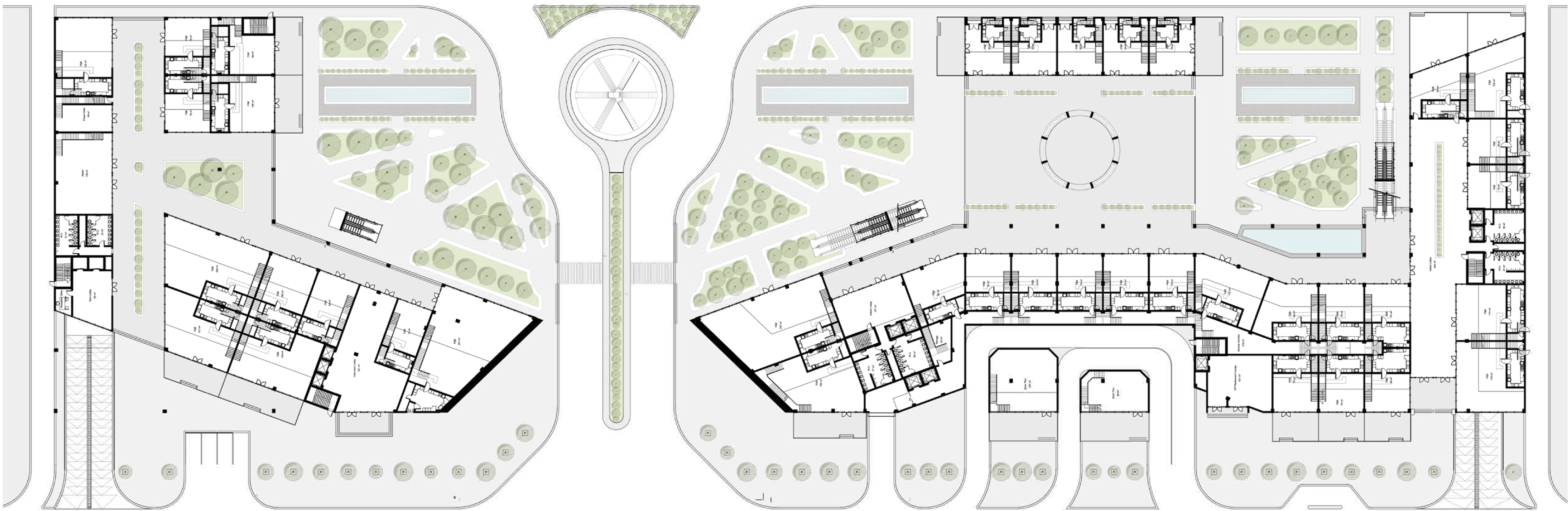
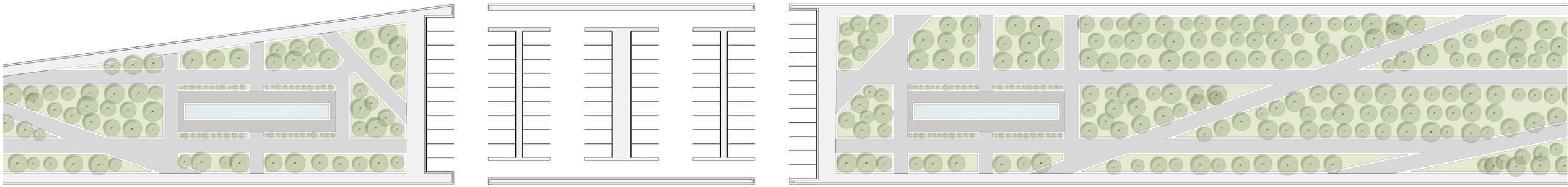










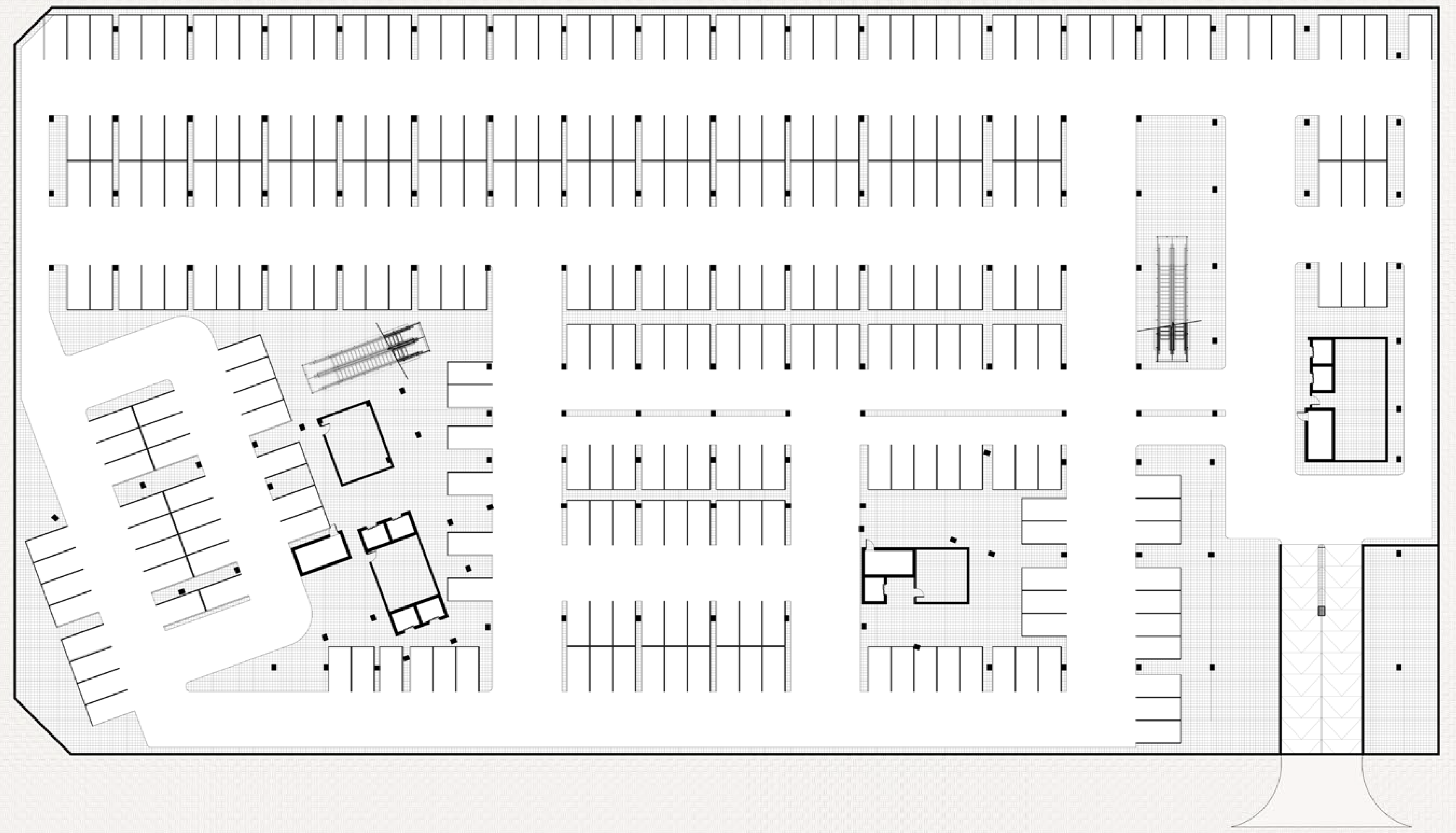
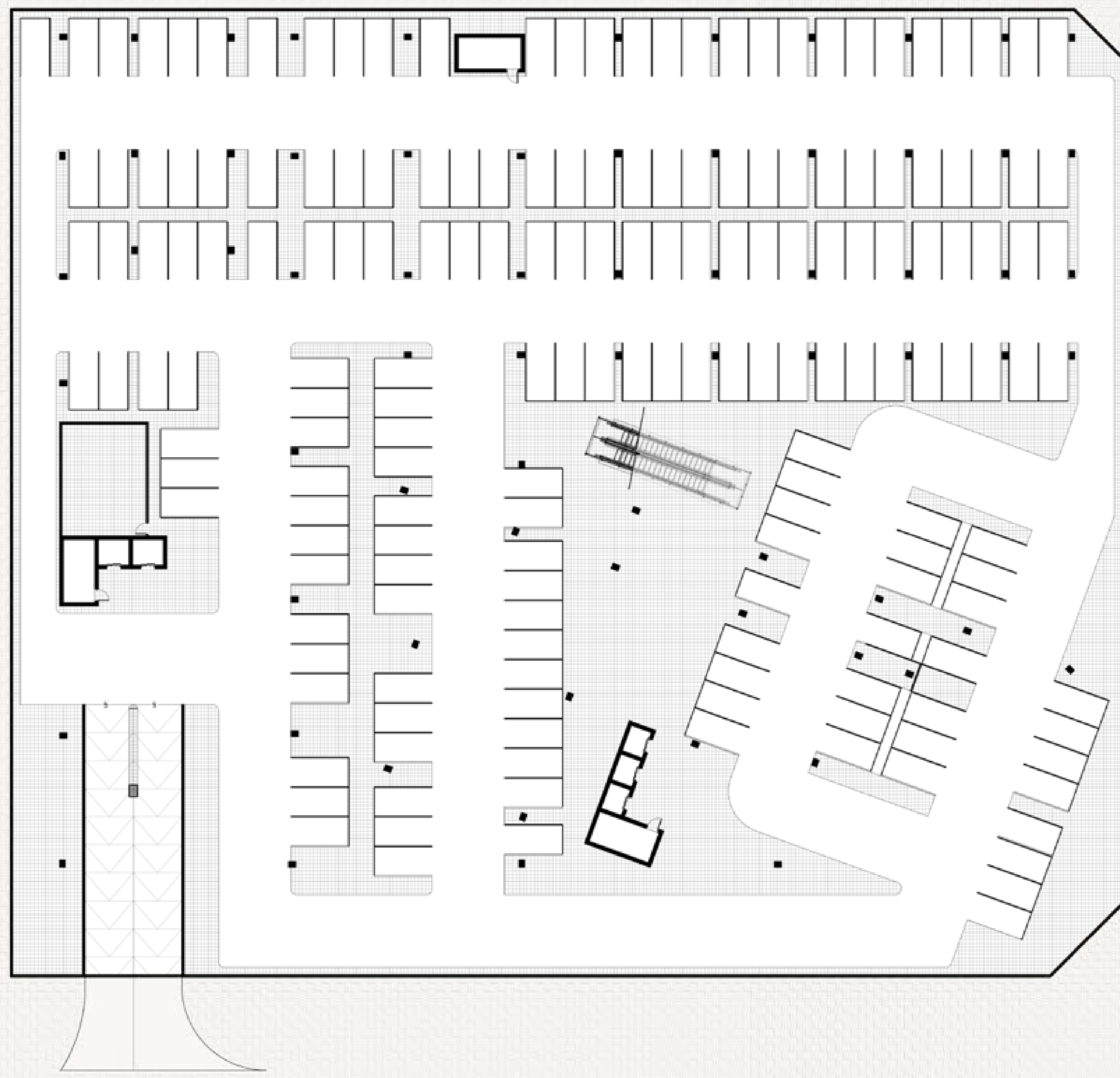


Parking B

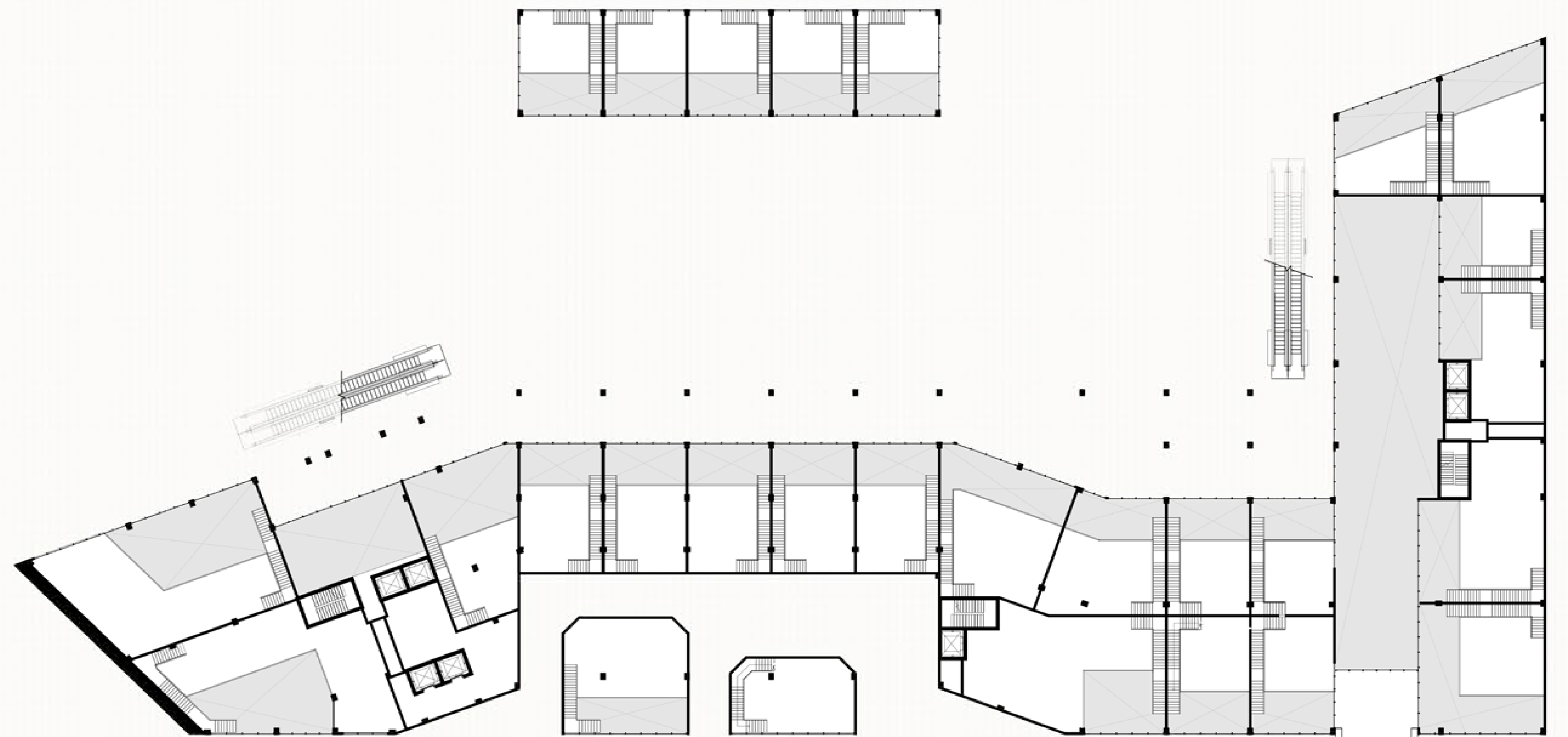
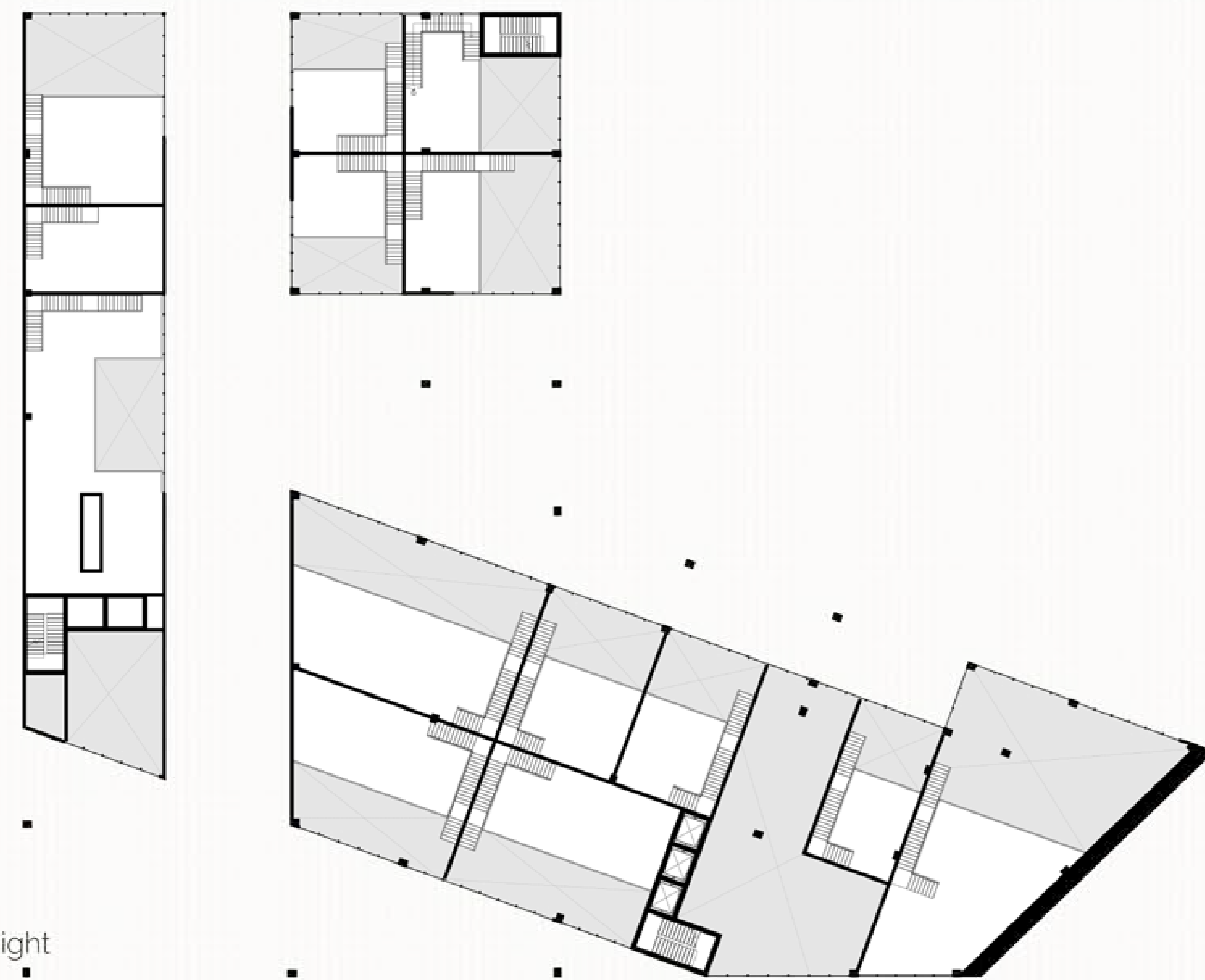
Project Entrance

Parking A

Ground Floor Plan

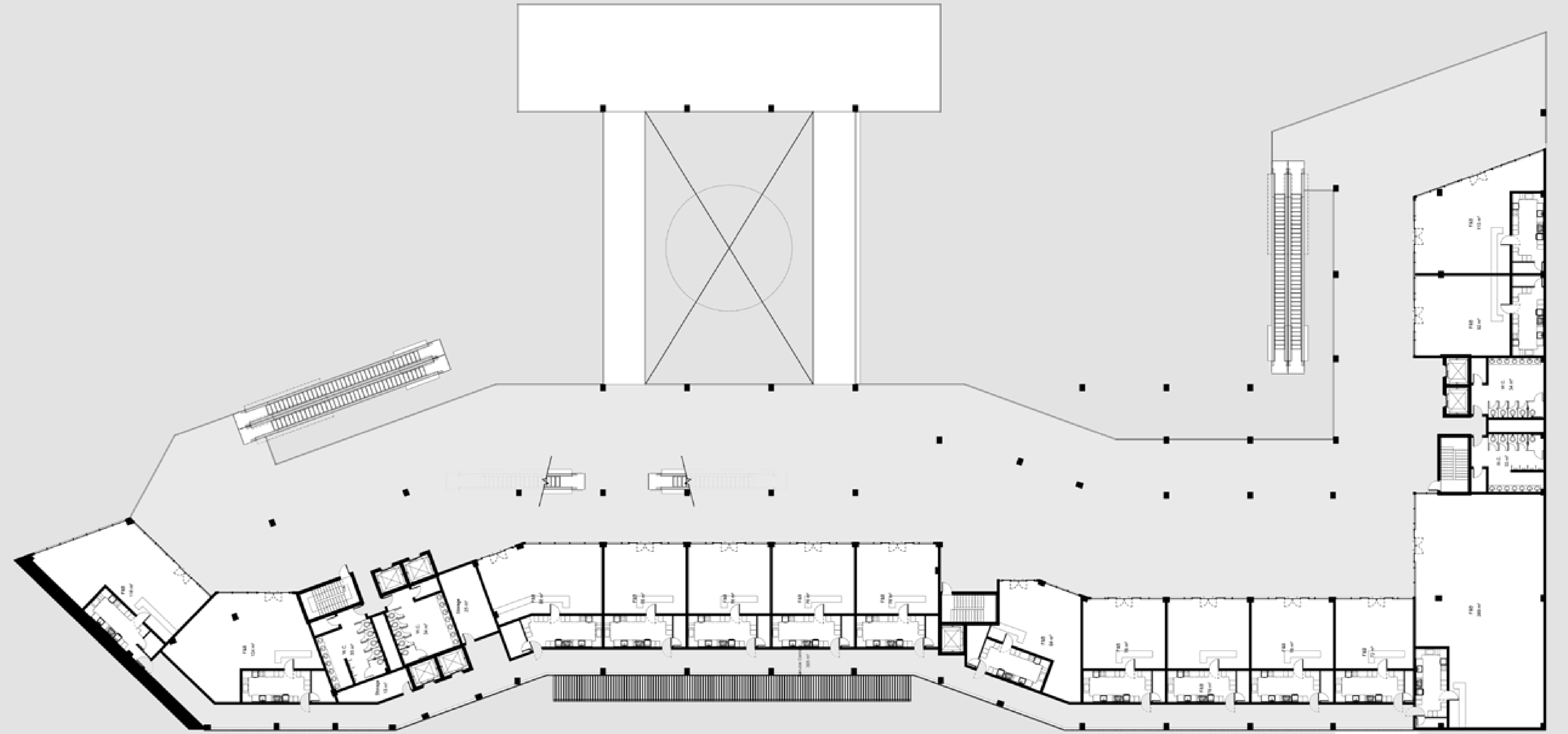
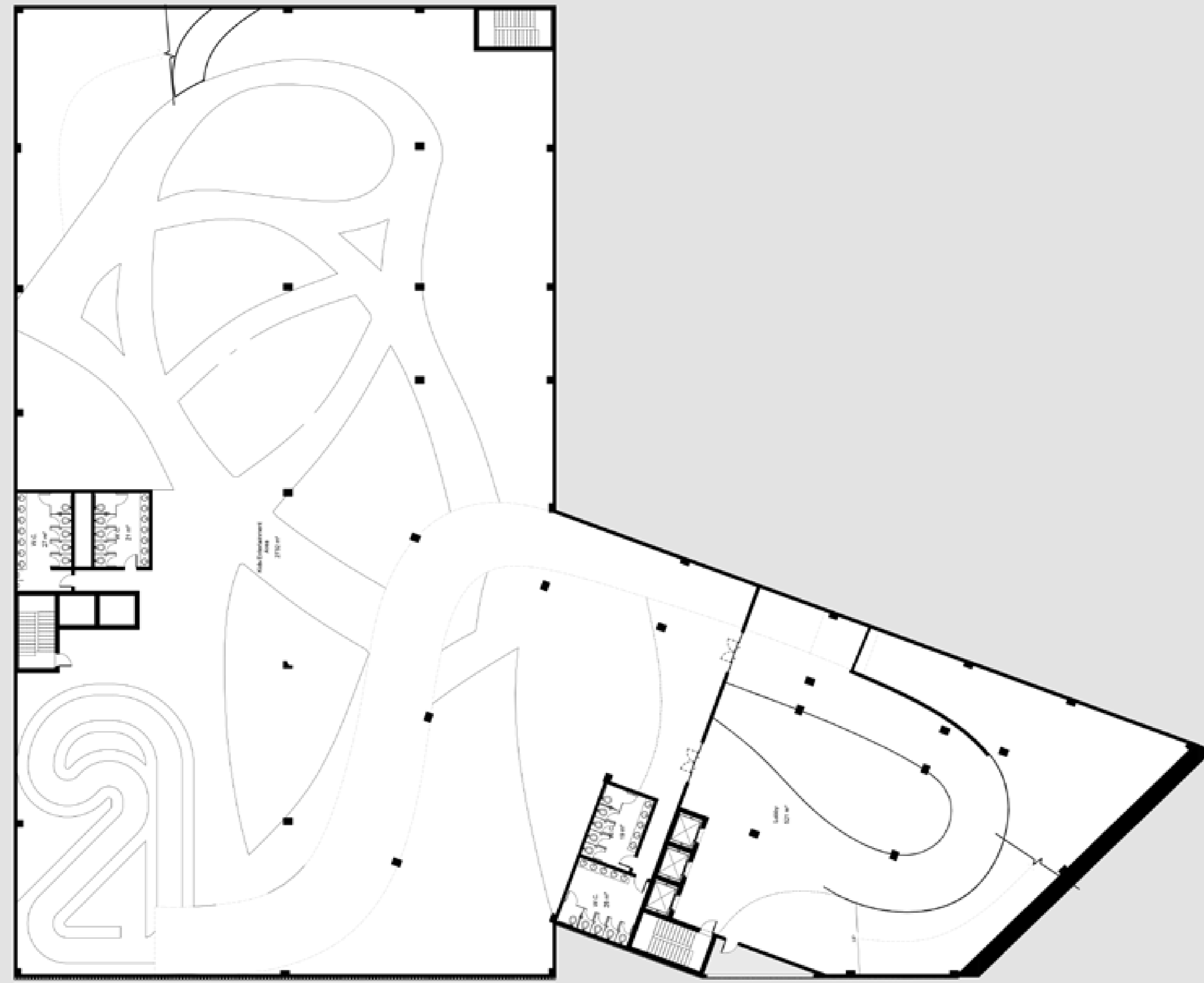


Basement Plan

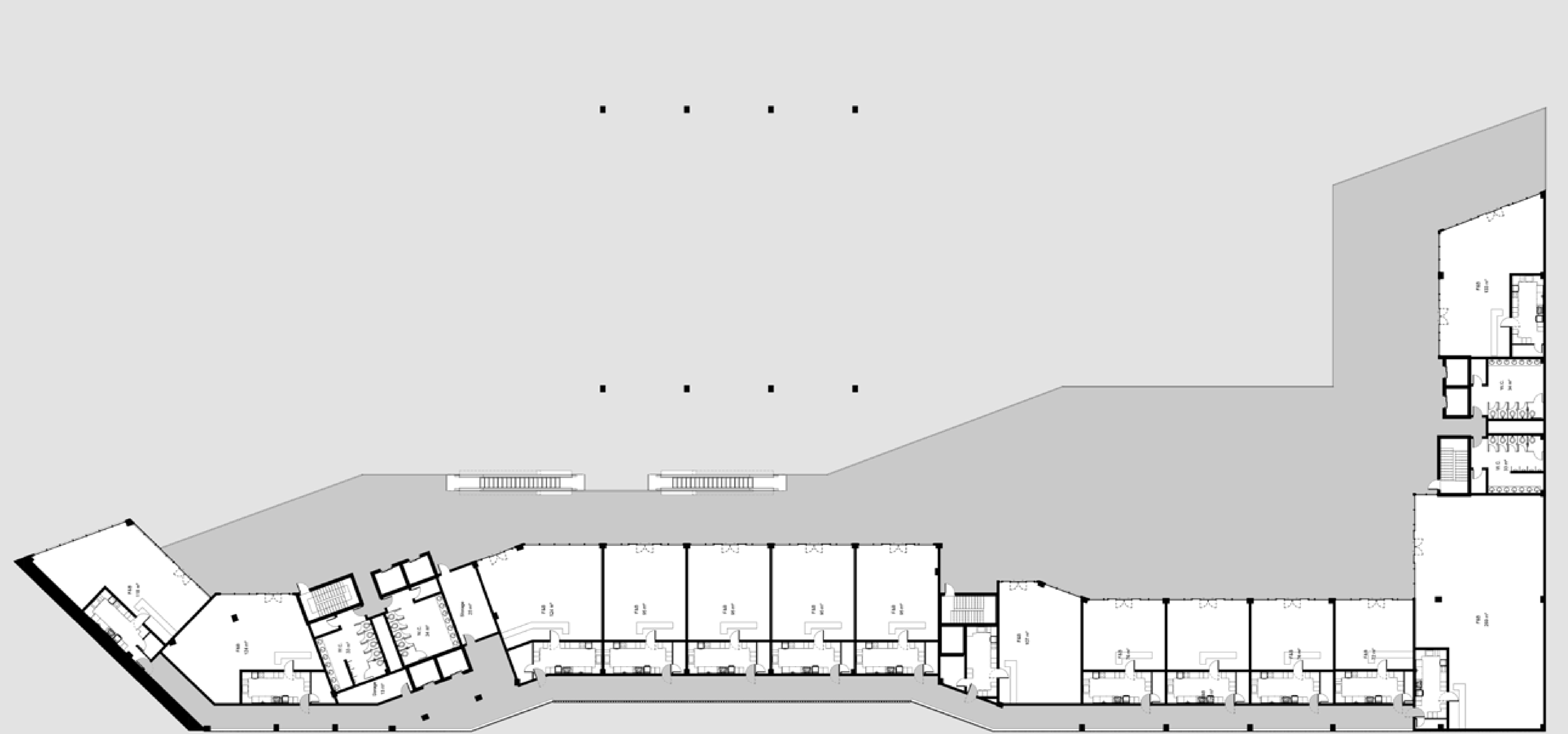
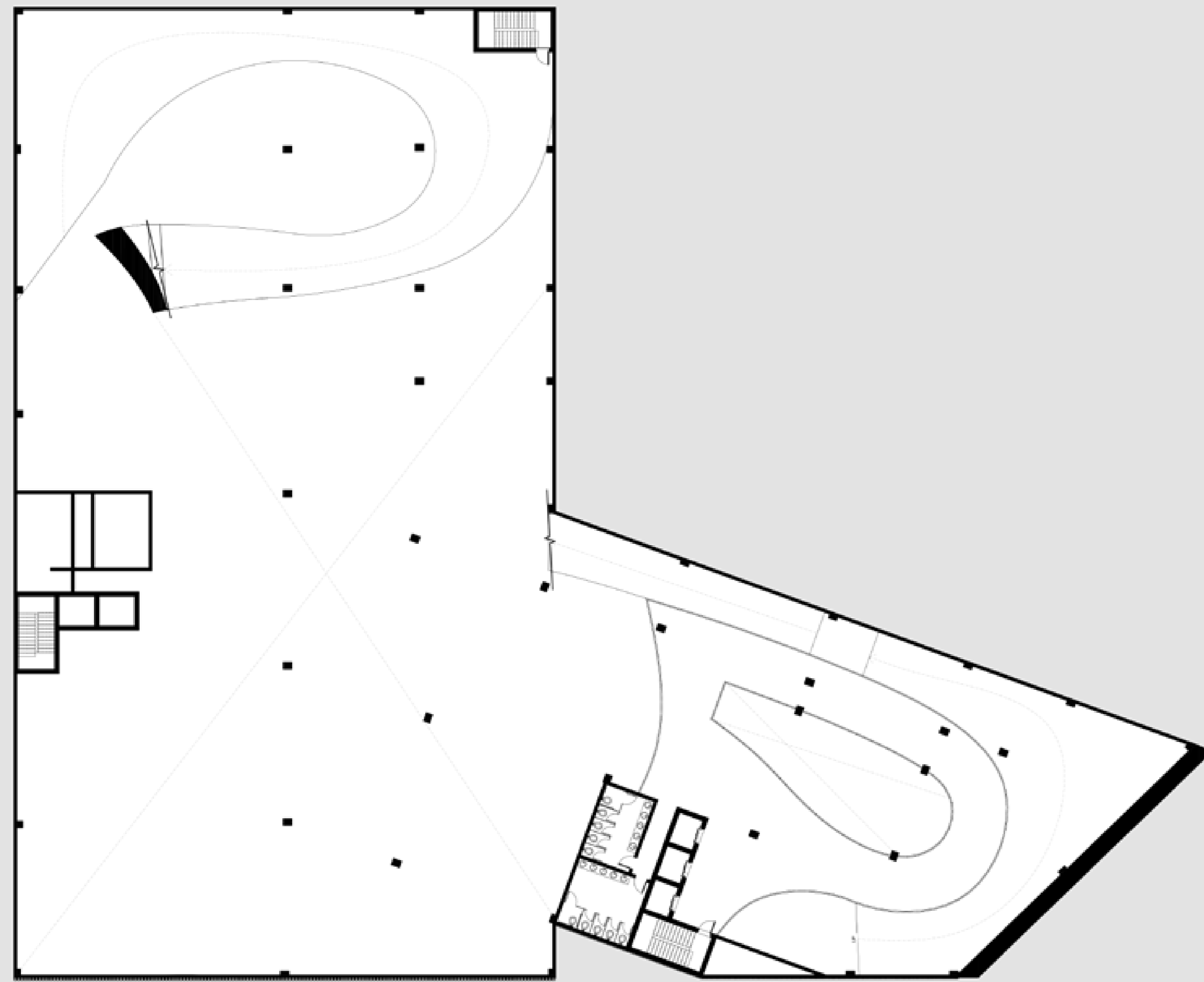


Double-Height

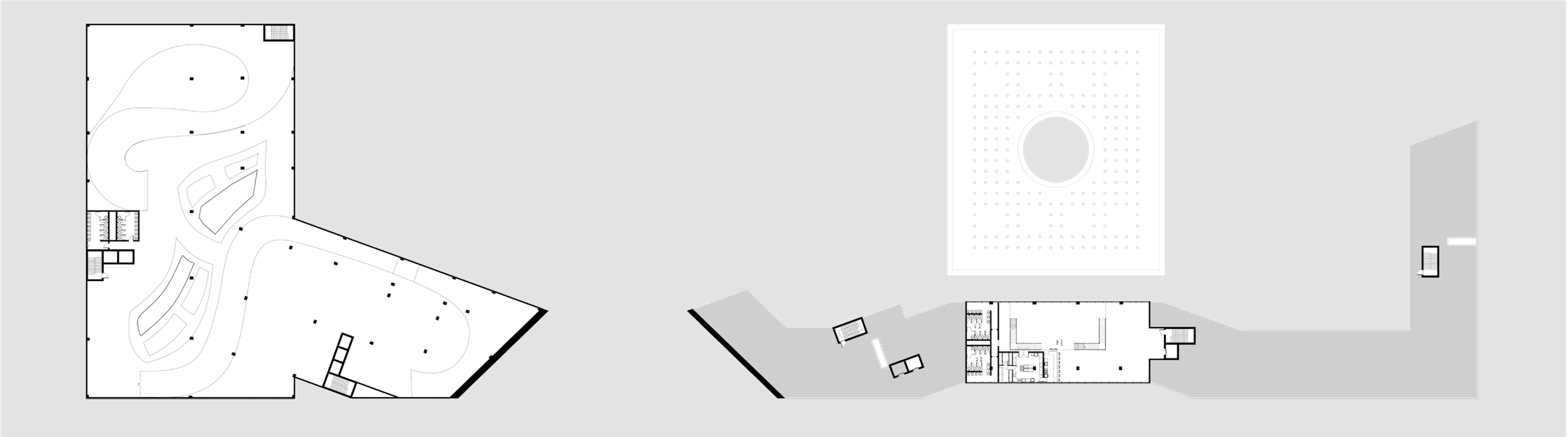
Mezzanine Plan



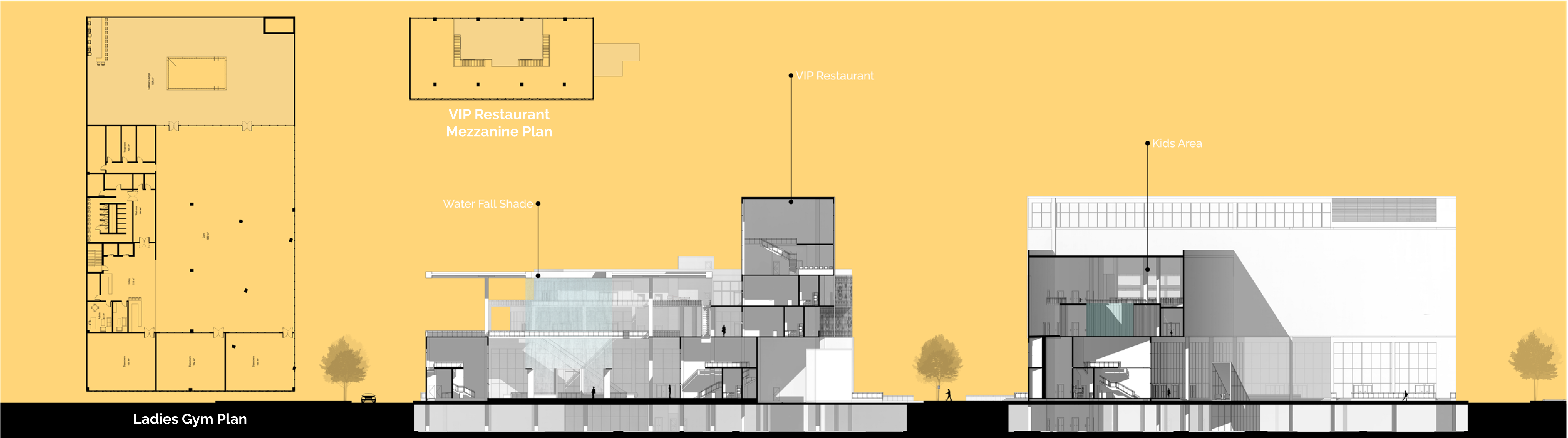
First Floor Plan



Second Floor Plan



Third Floor Plan

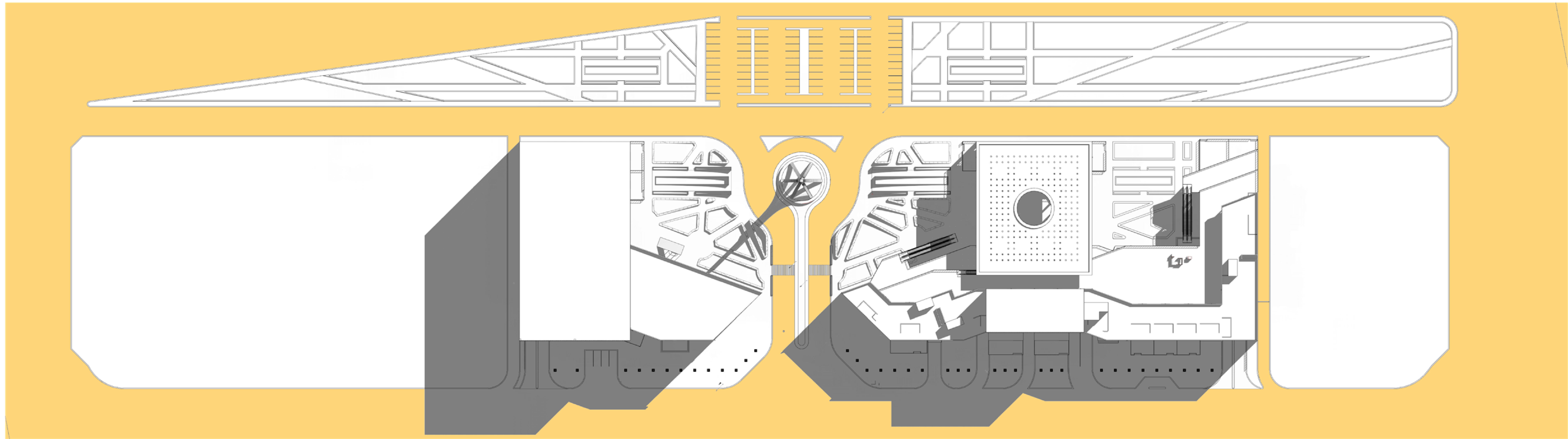


Ladies Gym Plan

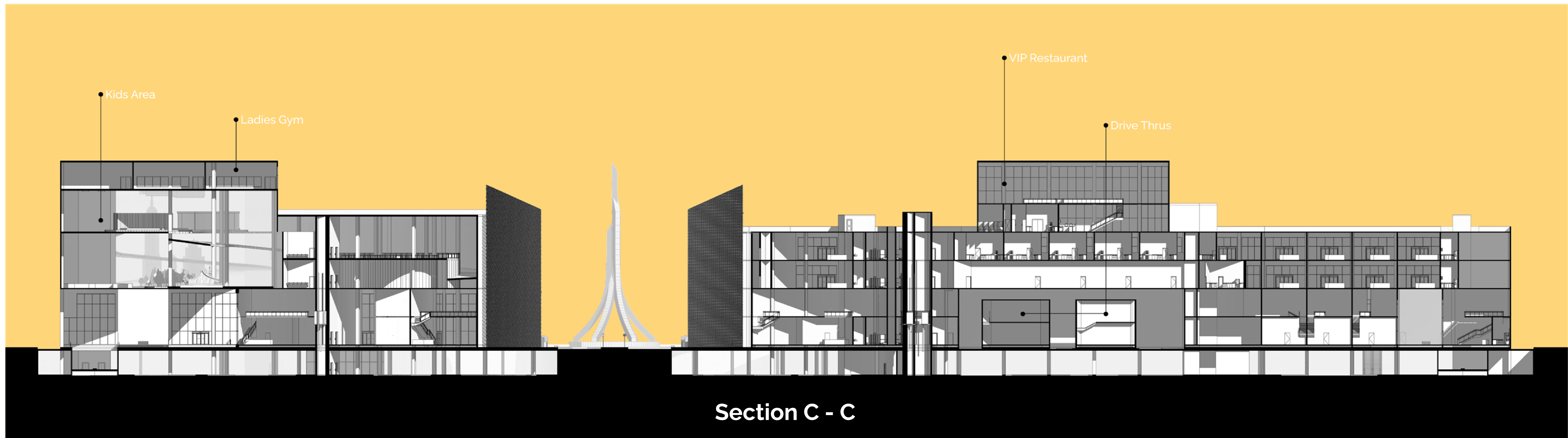
VIP Restaurant Mezzanine Plan

Section A - A

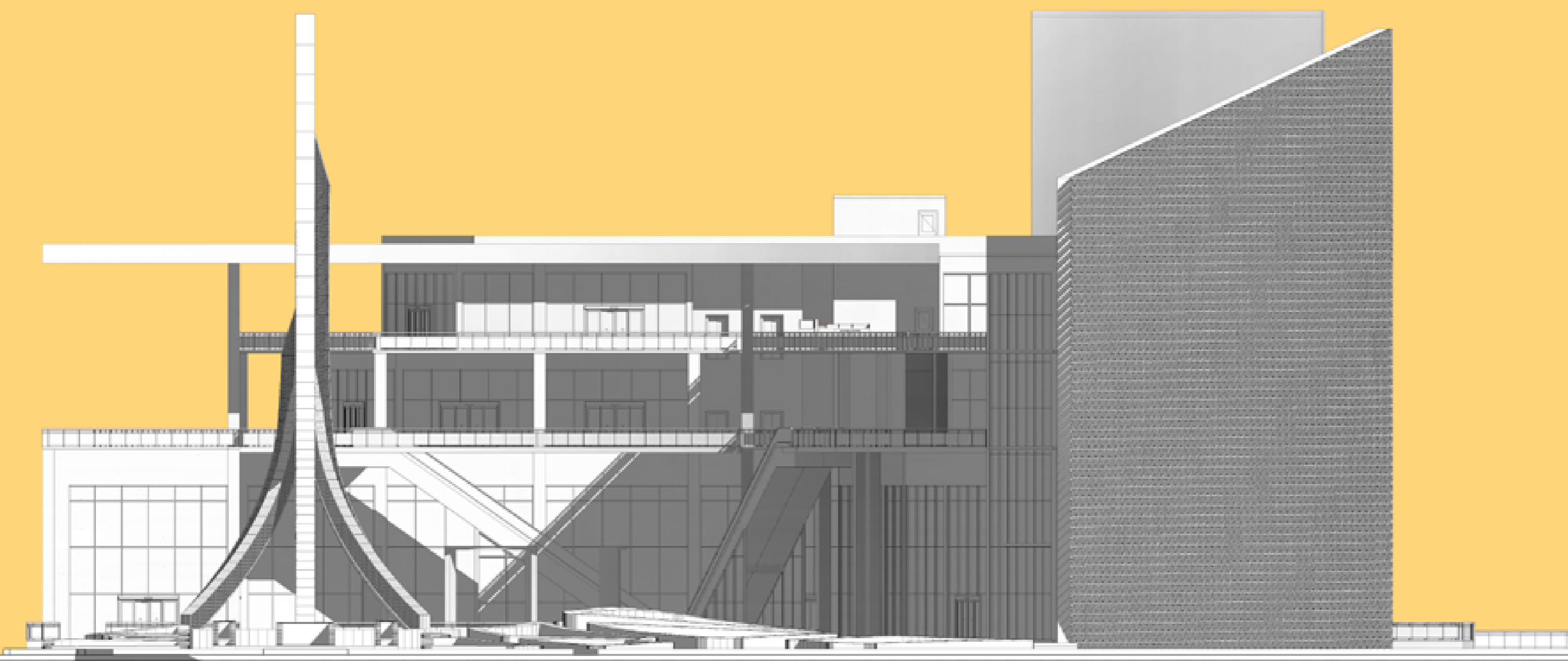
Section B - B



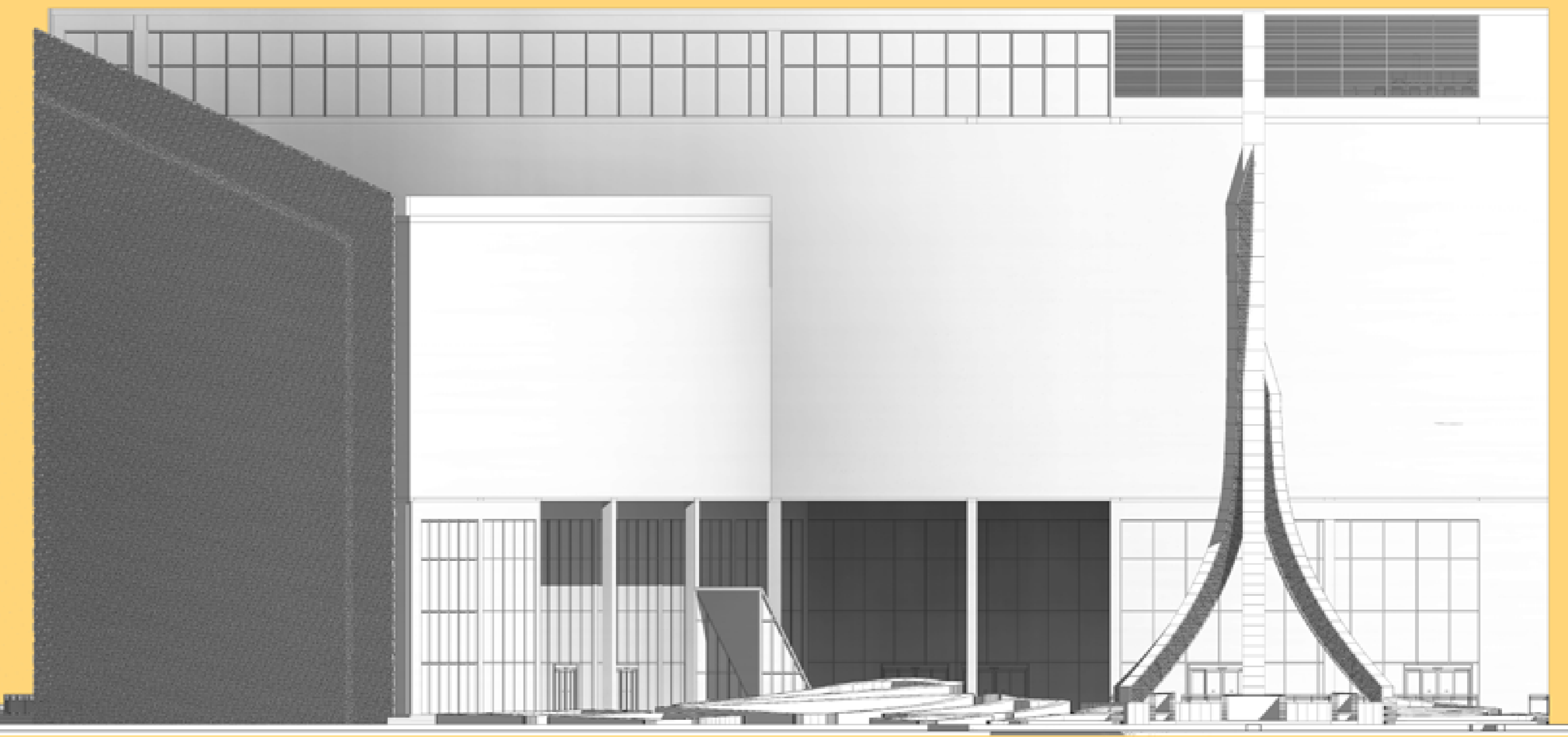
Site Plan



Section C - C



Eastern Elevation



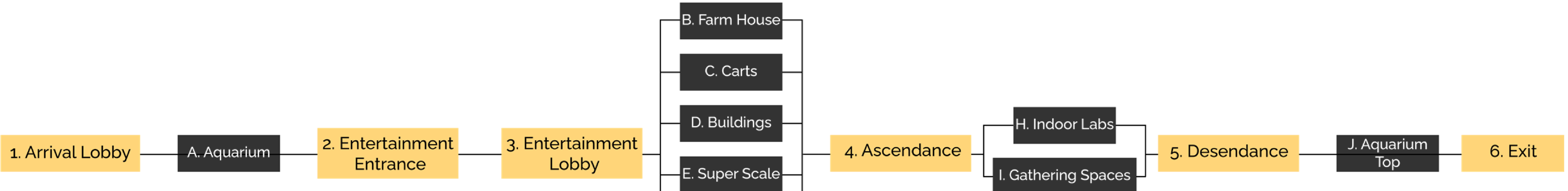
Western Elevation



Northern Elevation



Southern Elevation



The Base Floor is the entertainment hub. It has all the joyful activities that any kid can dream of :

A. Aquarium

Right at the entry point you can see the marvellous creatures under water, even sponge bob !

B. Farm House

For Agricultural Entertainment and also to have fresh and healthy fruit !

C. Carts

Every Kid's favourite game, to feel like an actual racer.

D. Buildings

Has actual stores for kids to work, gain money then purchase whatever they desire with a full economical system.

E. Super Scale

Where everything is out of scale to imitate the toy story movie and live a toy's experience.

F. Greens

Plots in the middle of the space with nothing but green spaces for kids to play in.

G. Skyscrapers

A single plot that takes advantage of the double height surrounded by the ascending ramp.

The Mezzanine Floor is the Learning hub. It has all the Useful Skills that any kid should learn :

H. Indoor Labs

An enclosed learning space for crafts and subjects of any sort for kids to take a class in painting for example !

I. Gathering Spaces

Also a learning space for kid's benefit the only difference is that its an outdoor space.

J. Aquarium Top

An open area around the aquarium surface to witness the action from above.



Base Floor
(Entertainment)



Mezzanine Floor
(Learning)