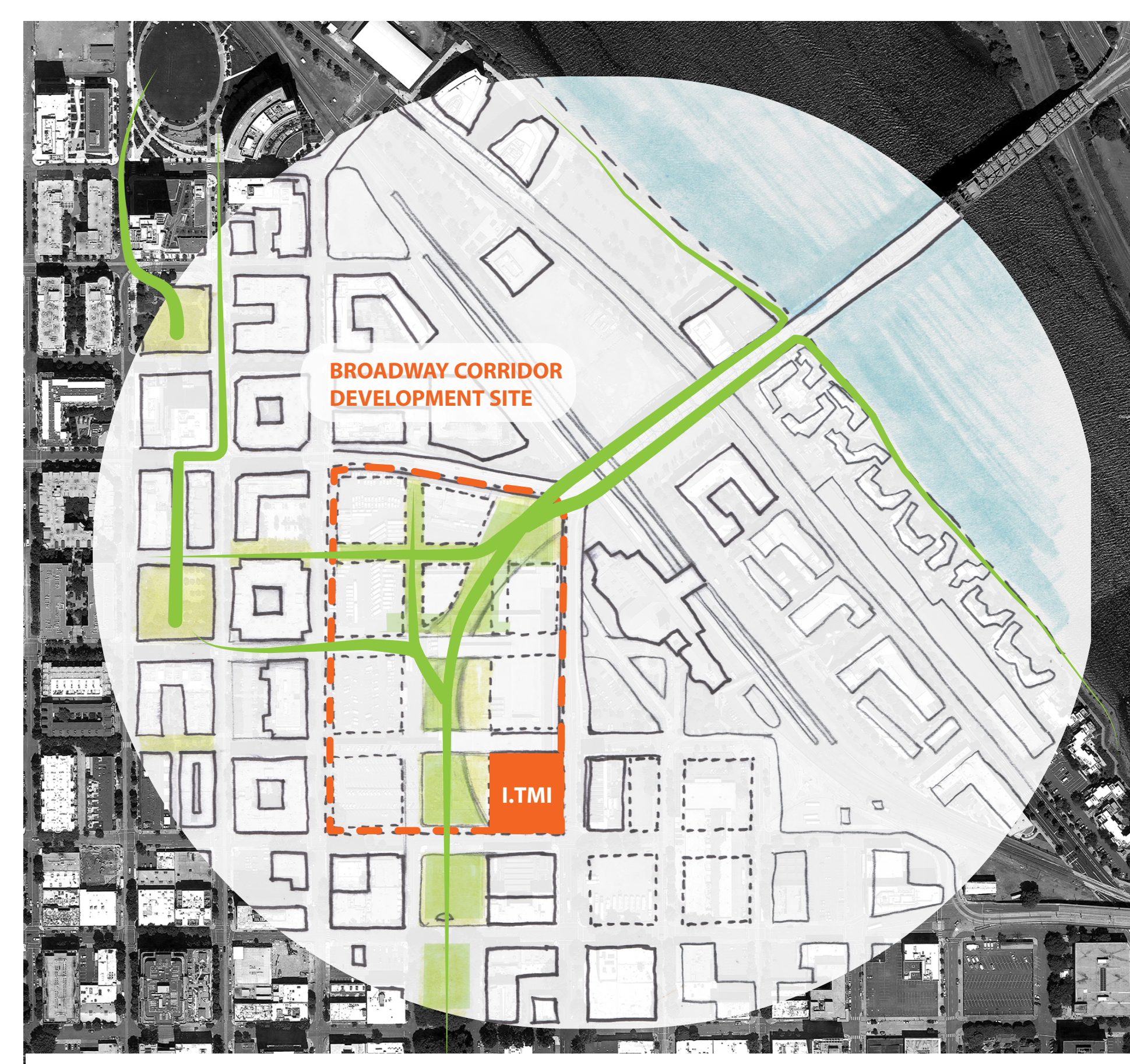
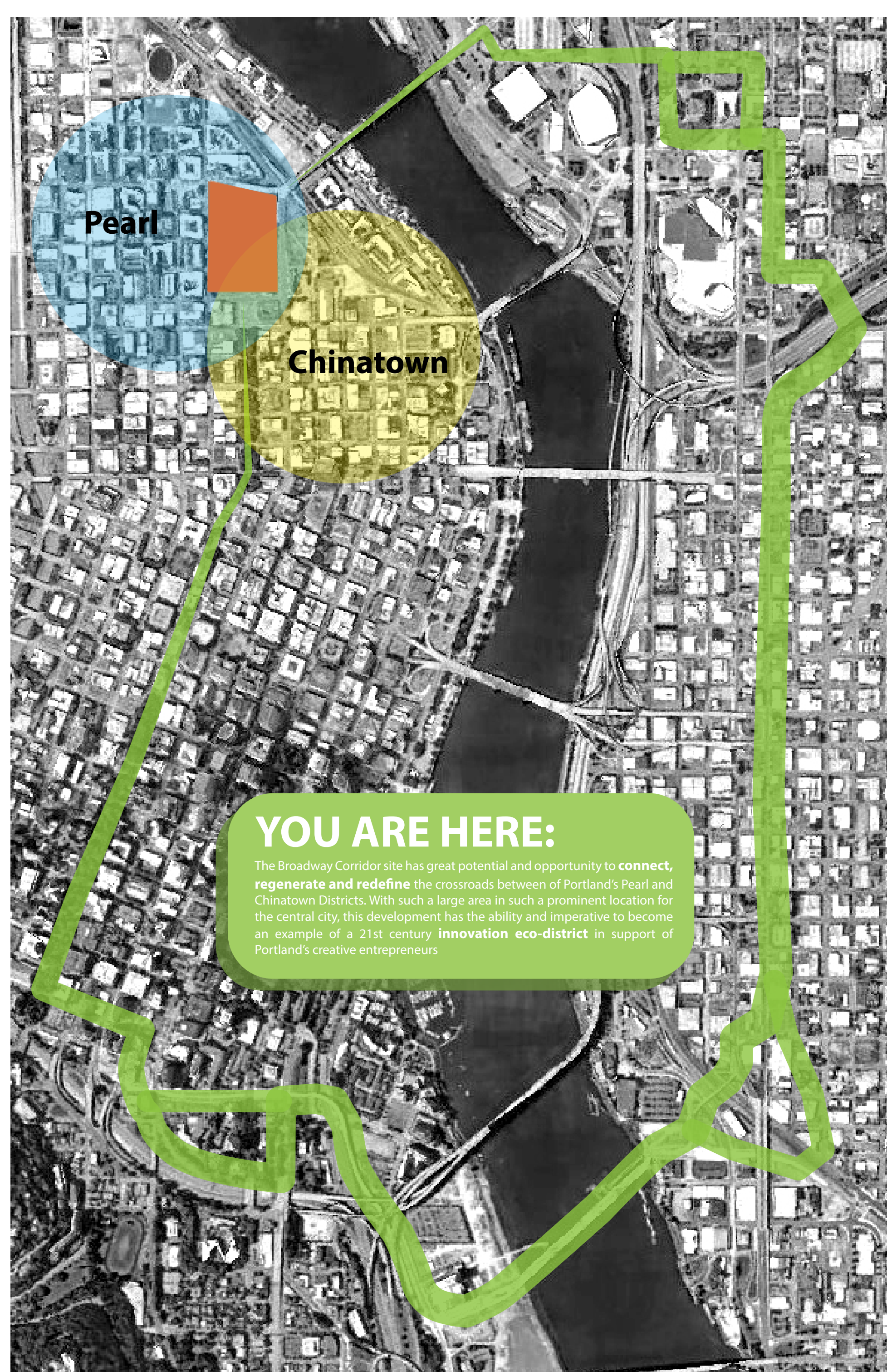
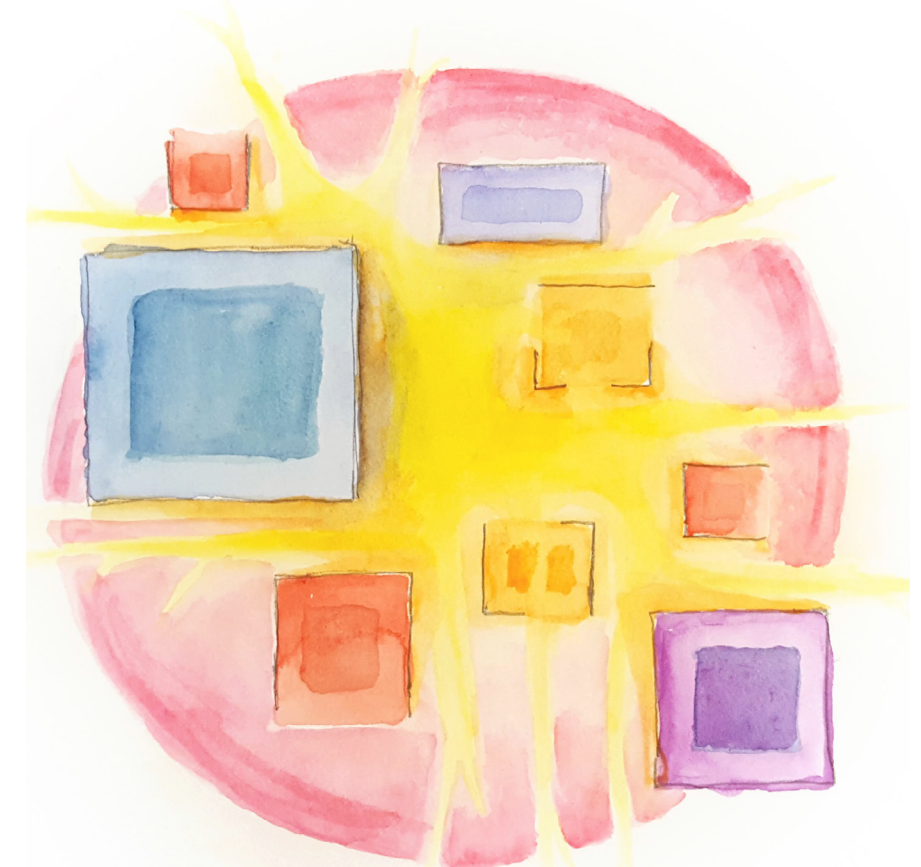
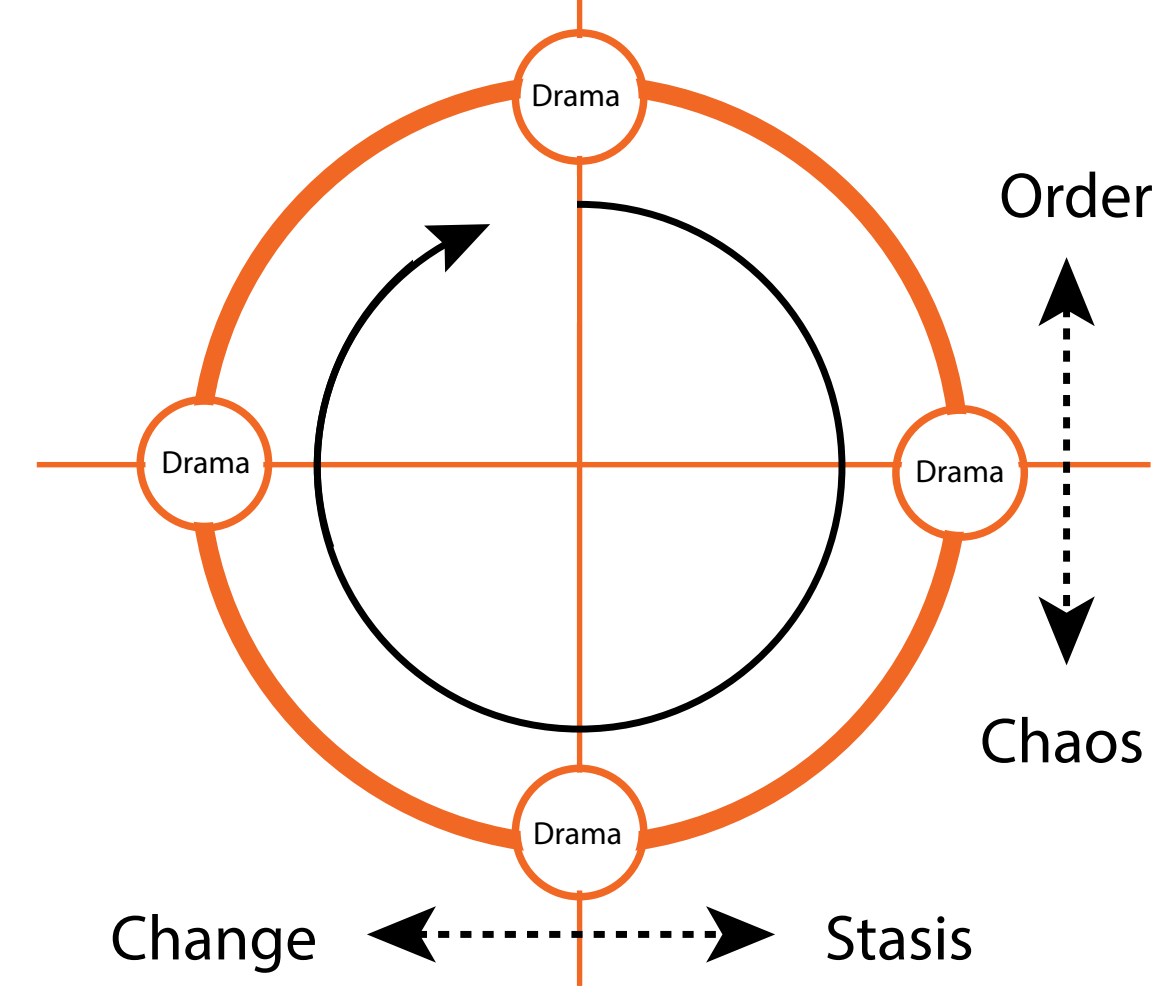


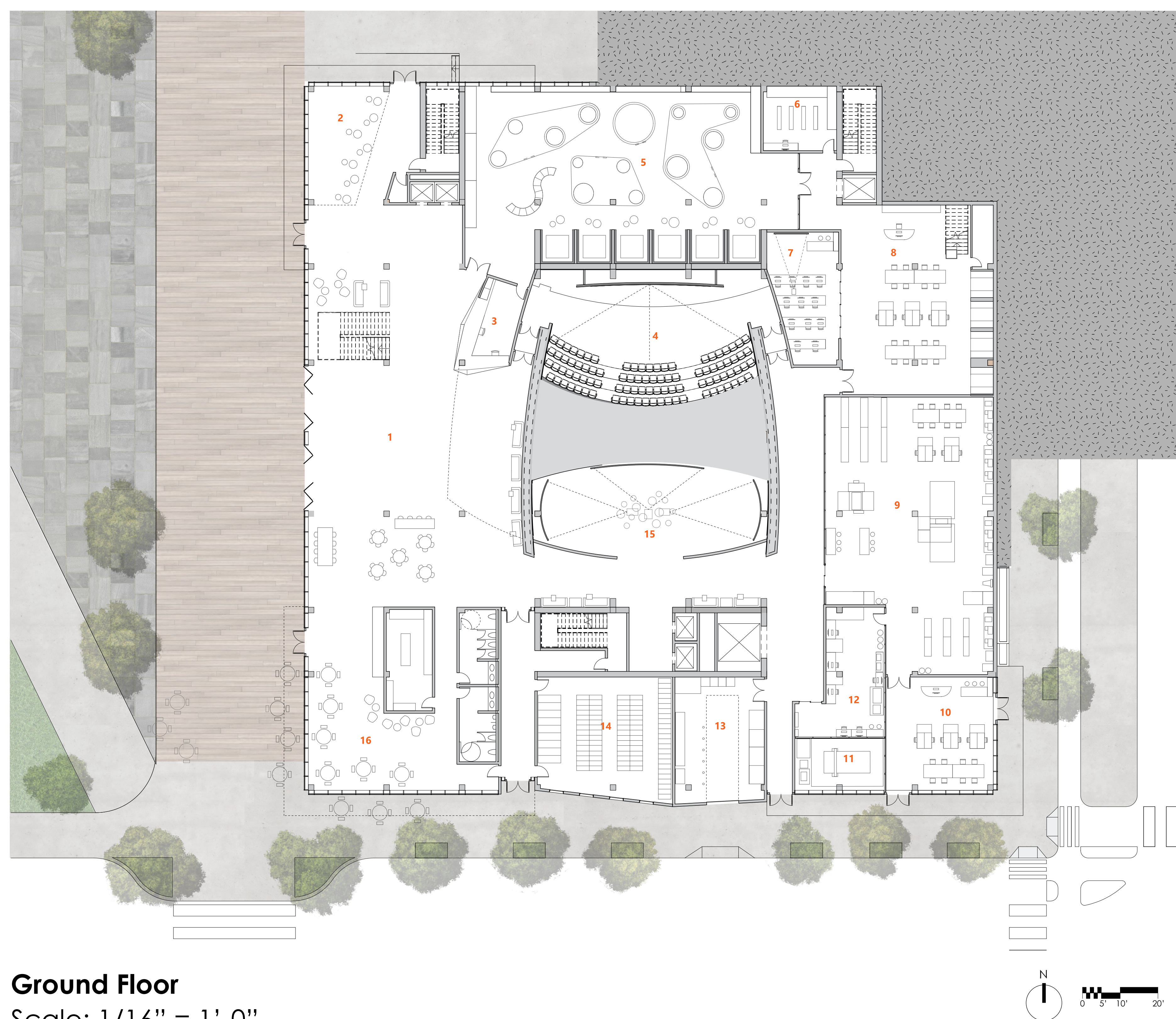
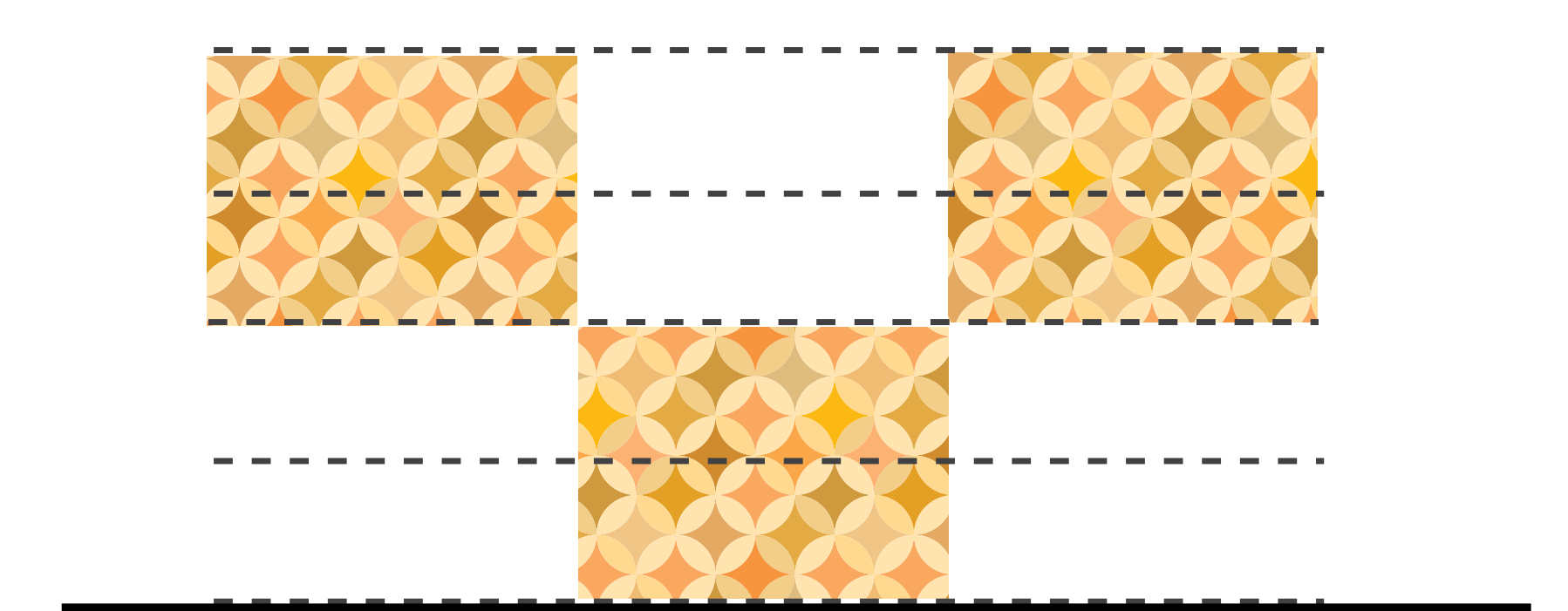
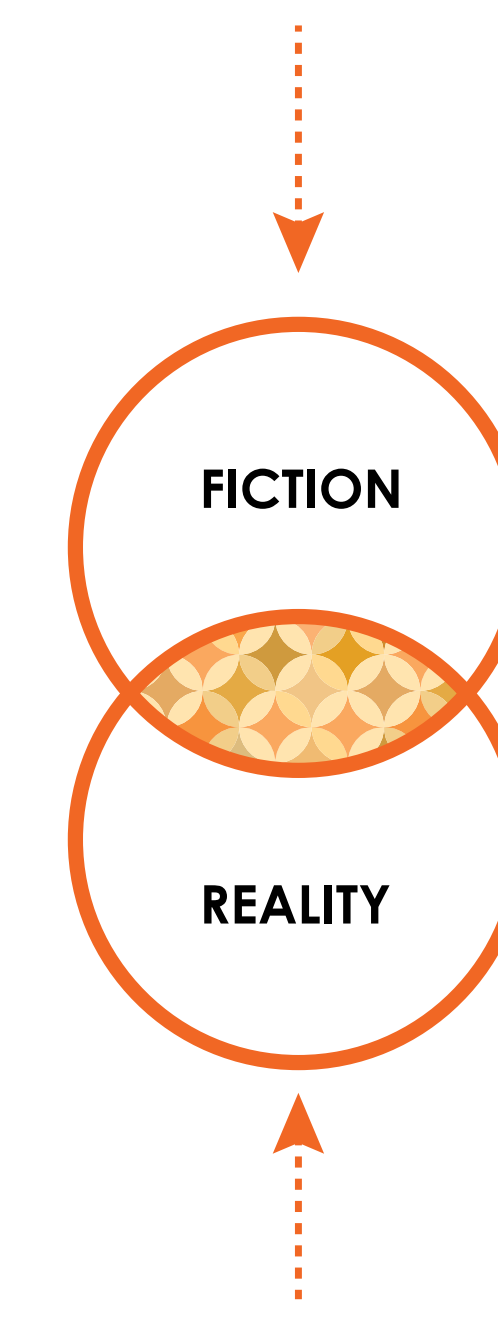
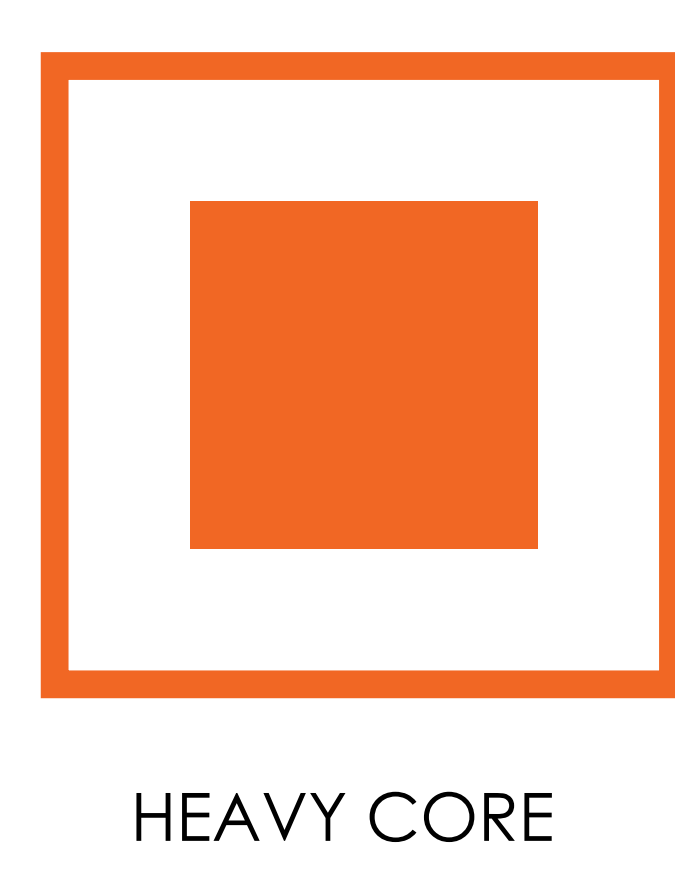
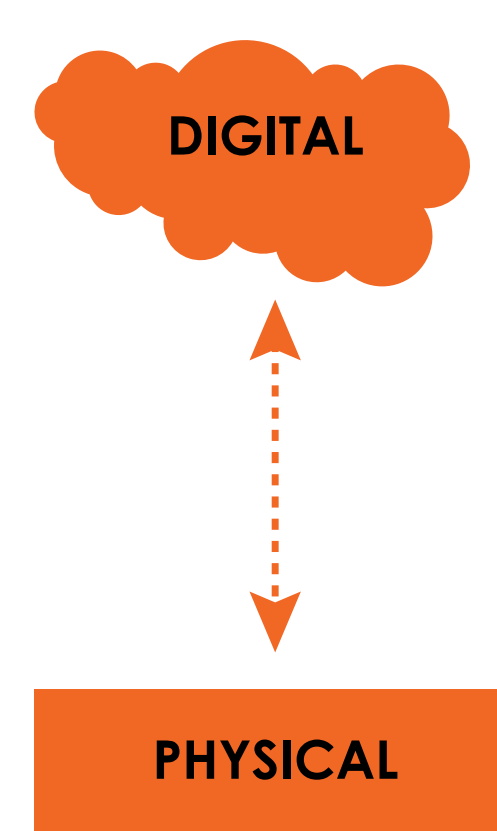
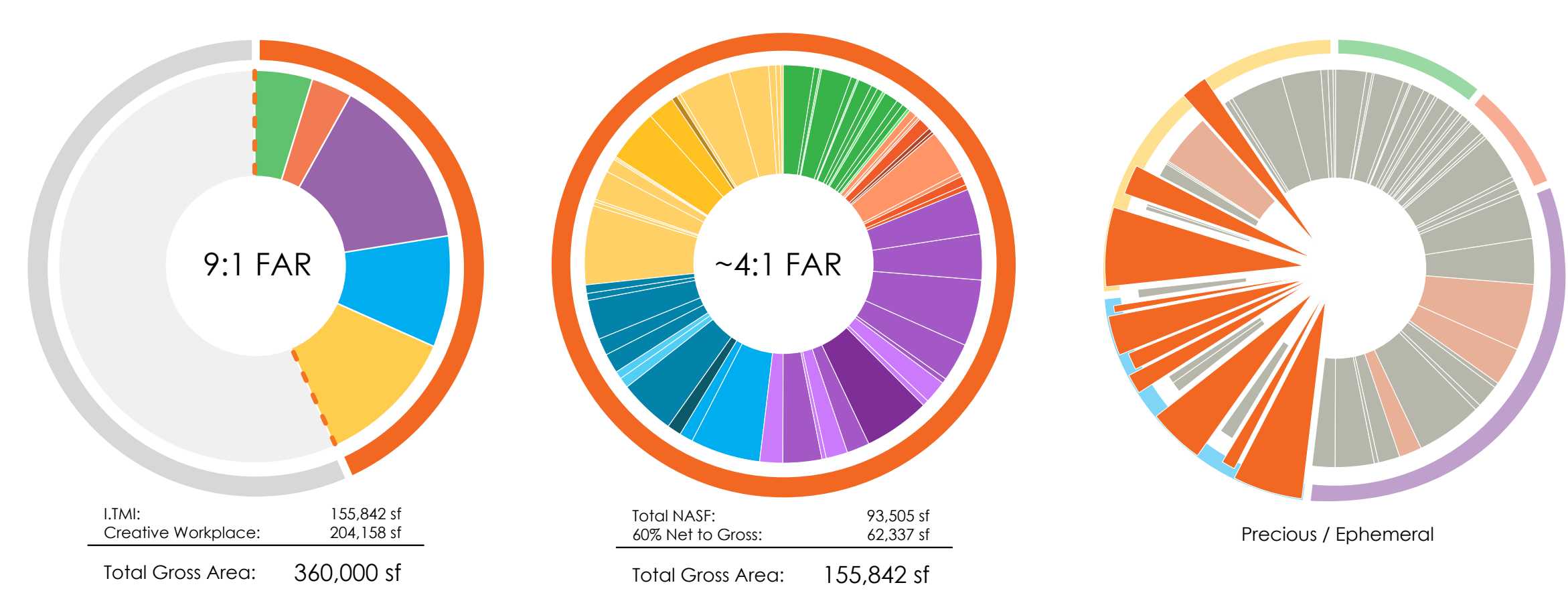
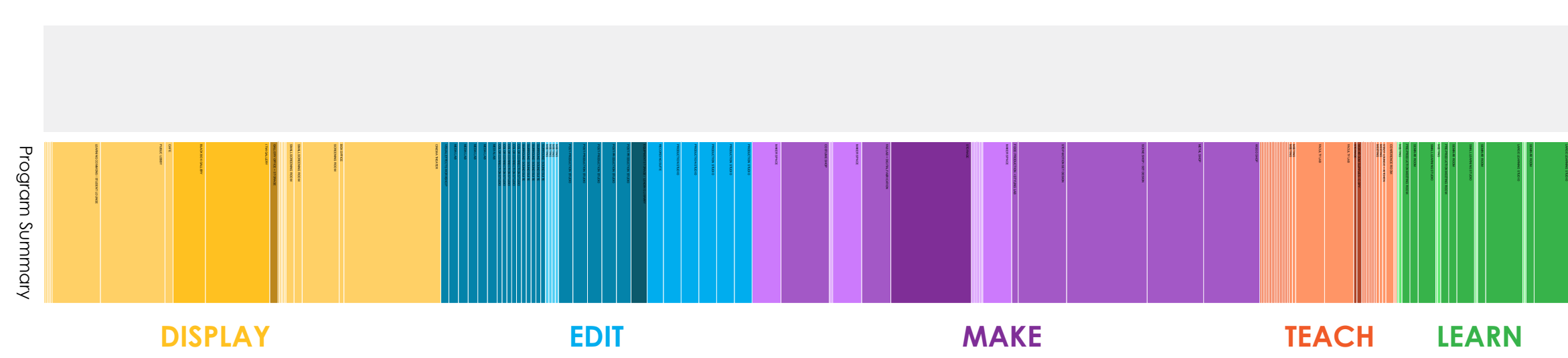
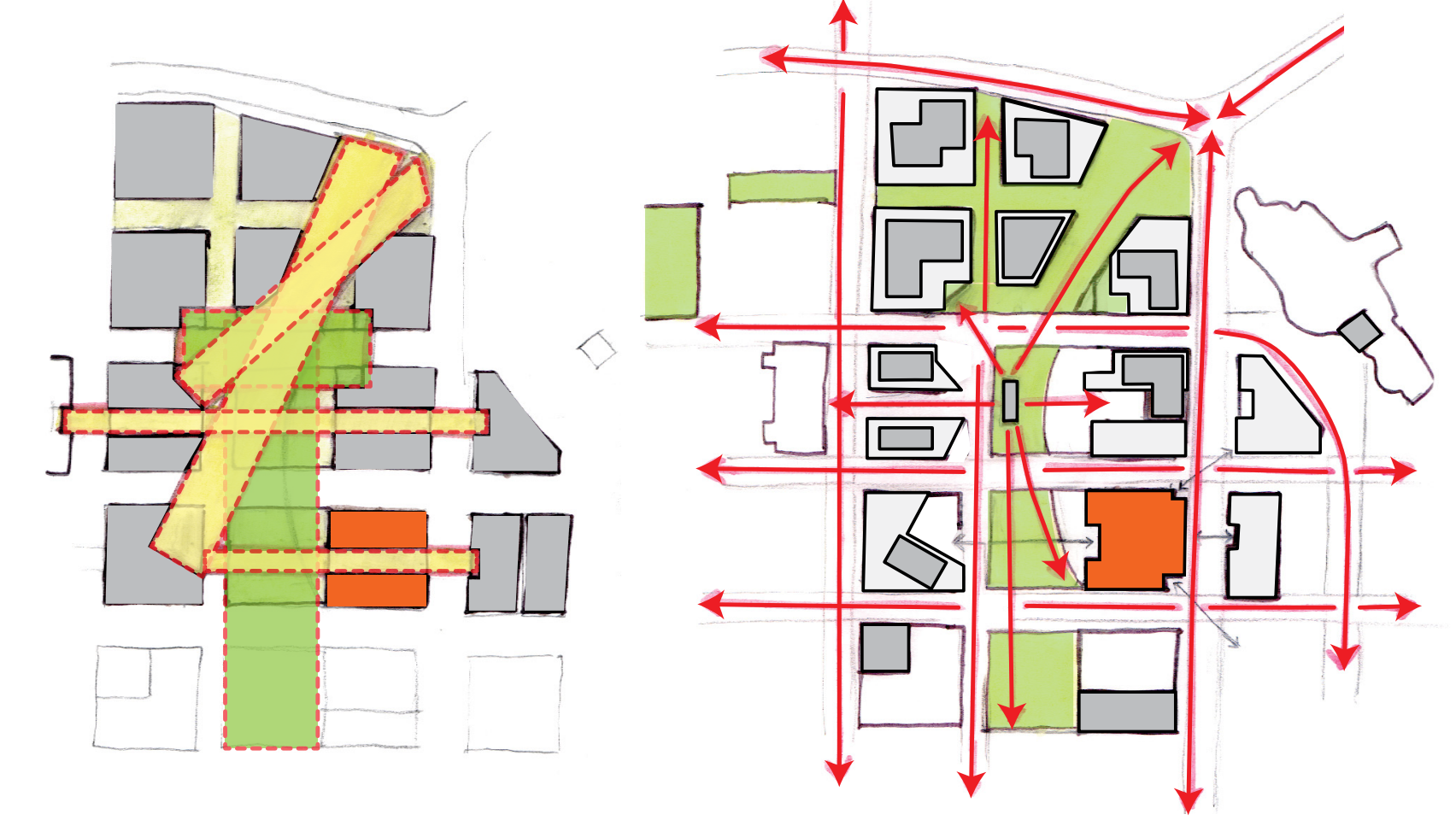
Where do new ideas come from and how do they spread?

ITMI will exist as an engine of creative education for film and new media in a location that empowers it as both a gateway and a destination for the proposed Broadway Corridor Eco-District as well as the Portland Green Loop's Northwest quadrant.

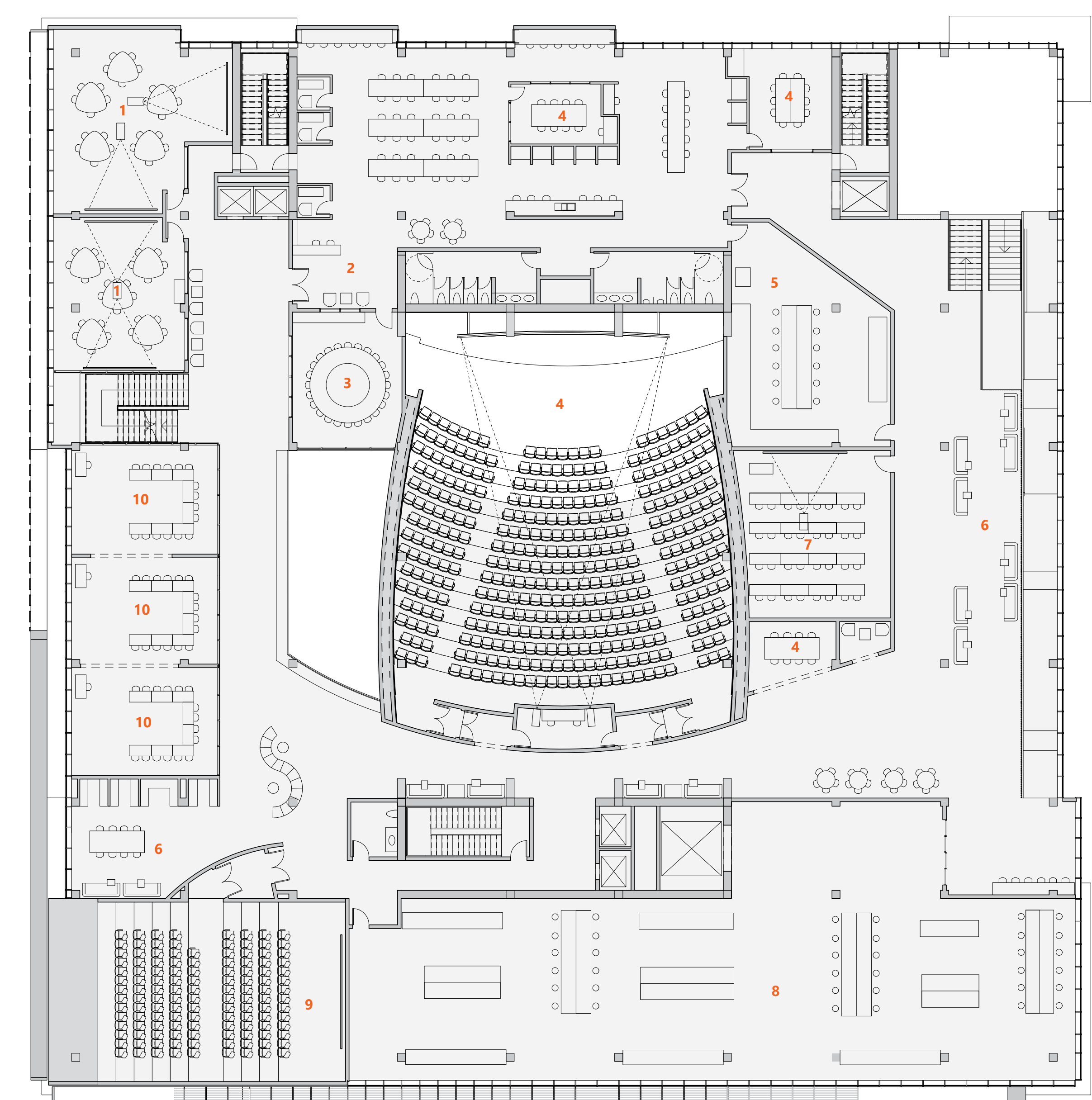
The institute's cross-disciplinary pedagogy and active learning programming encourages exploration, investigation and curiosity through an aggregation of expected and unexpected containers that shelter cultural memories, transitory exhibits, and serendipitous exchange.



The proposed urban design (shown below) is intended to regenerate and redefine the historical fabric of Portland's heart and downtown core, which may include some displacement in the central city. The development for the site and adjacent to the city center is intended to be a catalyst for Portland's creative entrepreneurship.



Ground Floor
Scale: 1/16" = 1'-0"



Second Floor
Scale: 1/16" = 1'-0"

- KEY**
- Public Lobby
 - Display Exhibit
 - Front Desk Box Office
 - Main Theater
 - ITMI Museum / Gallery
 - Gallery Office
 - Arcade Media Lab
 - Arcade Film/Space
 - Wood Workshop
 - Community Maker Space
 - Onset Fabrication Lab
 - Loading
 - Bike Storage
 - Back-Box Gallery
 - Park Block Cafe

- KEY**
- Small Learning Studio
 - Staff Reception
 - Conference Room
 - Meeting Room
 - Workroom / Storage
 - Study Area
 - Screening Room
 - Metal Shop
 - Large Screening Room
 - Senior Studio



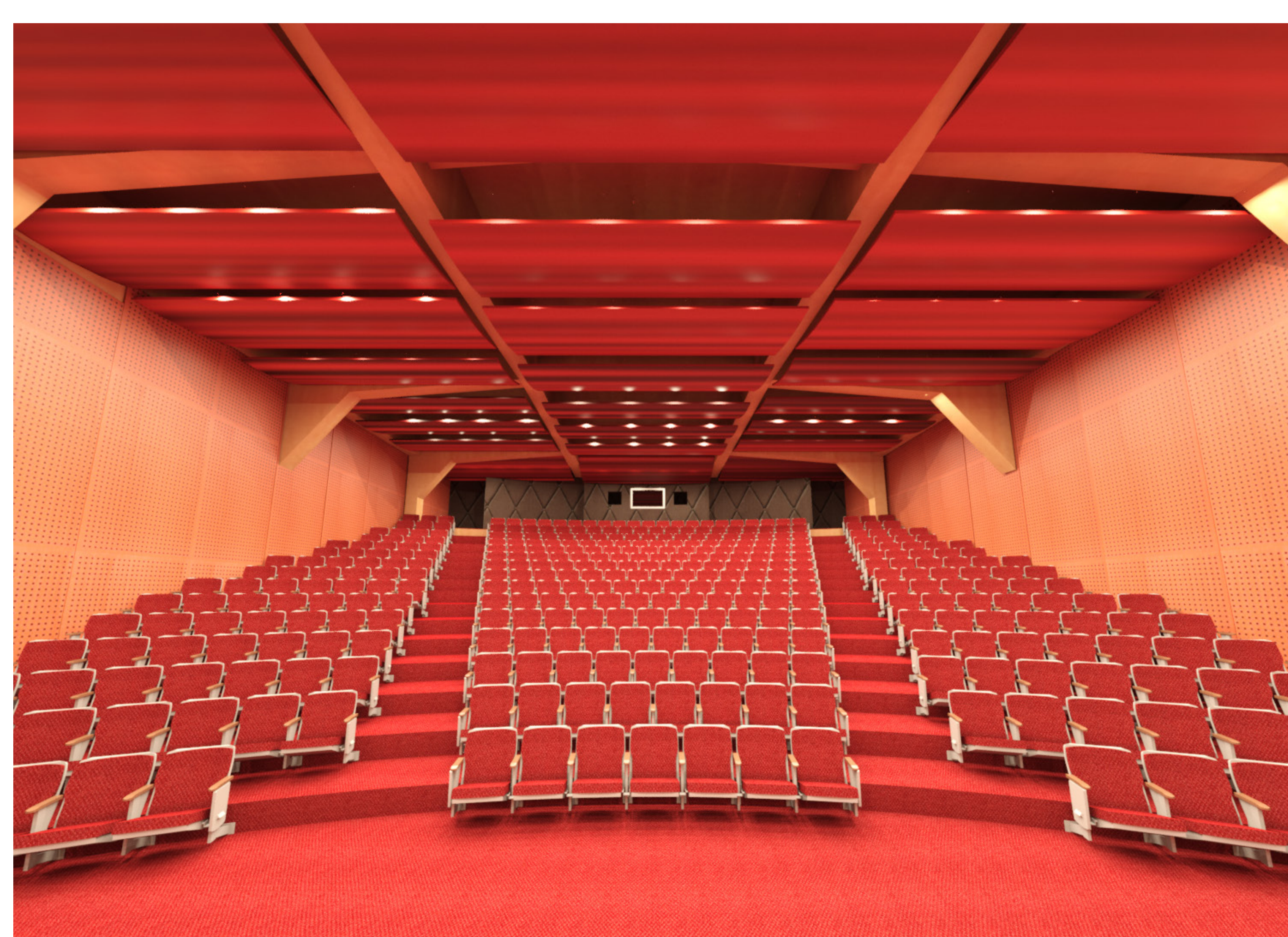
South Elevation
Scale: 1/32" = 1'-0"



North Elevation
Scale: 1/32" = 1'-0"



360°

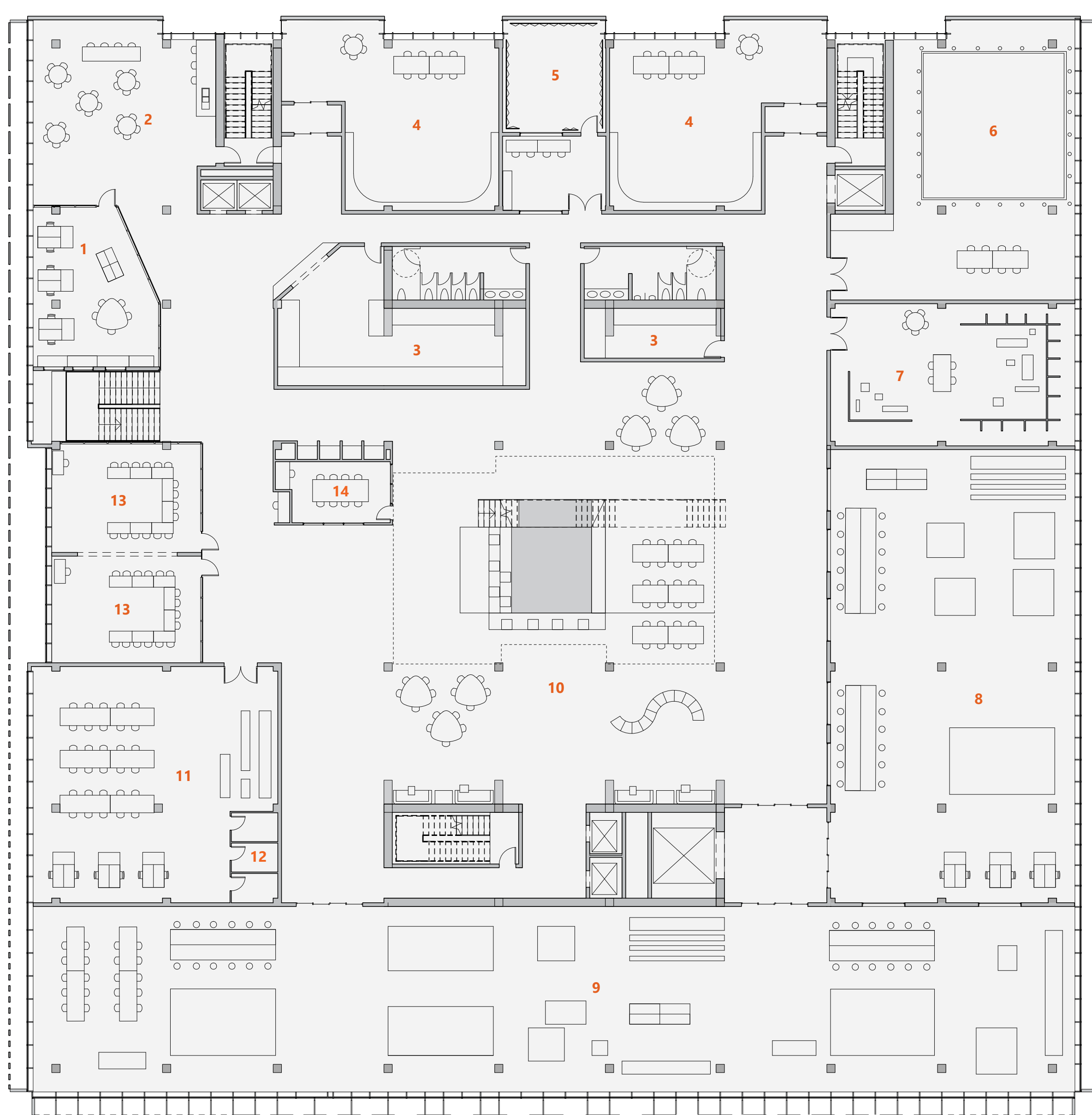


360°



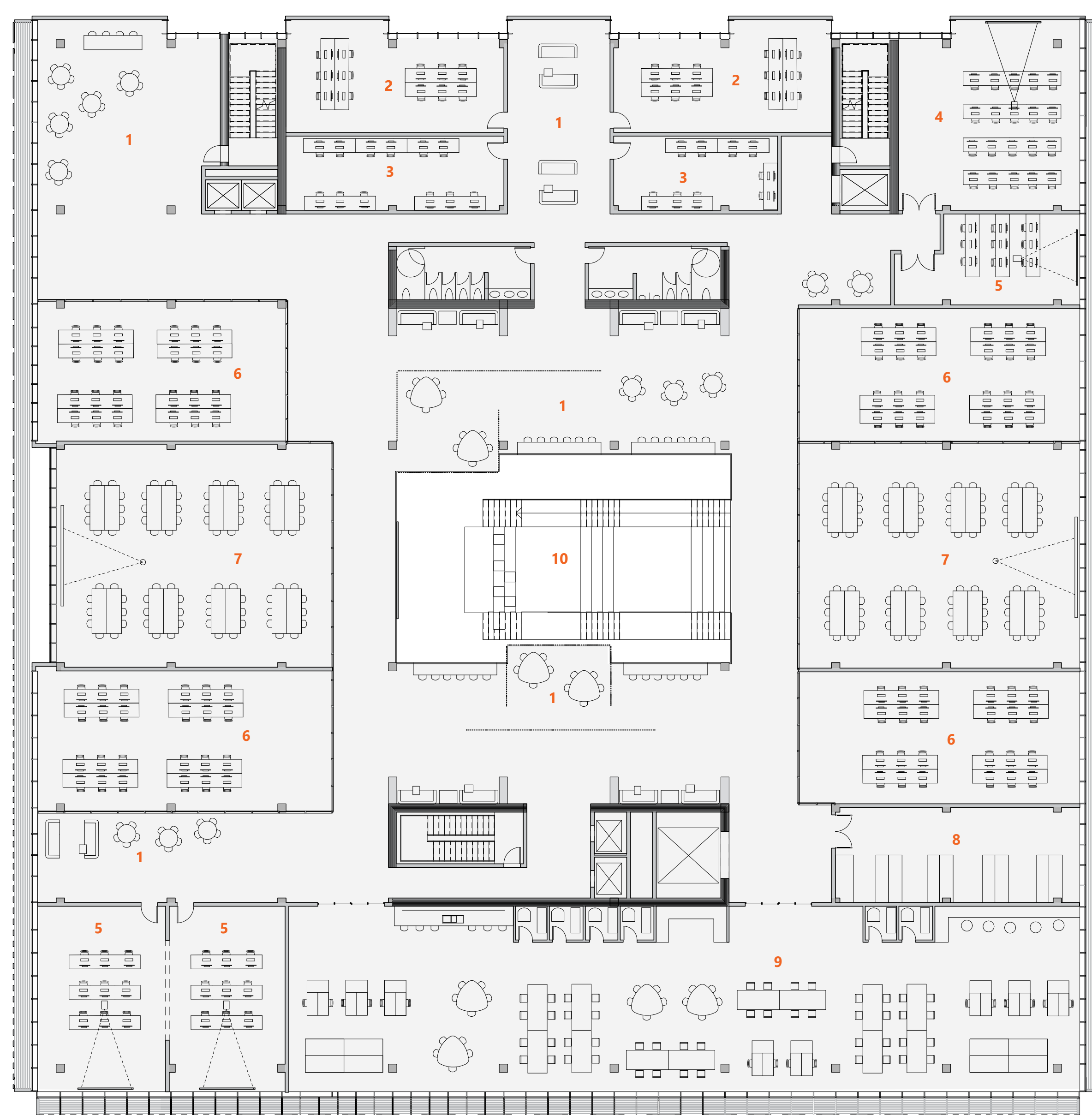
360°



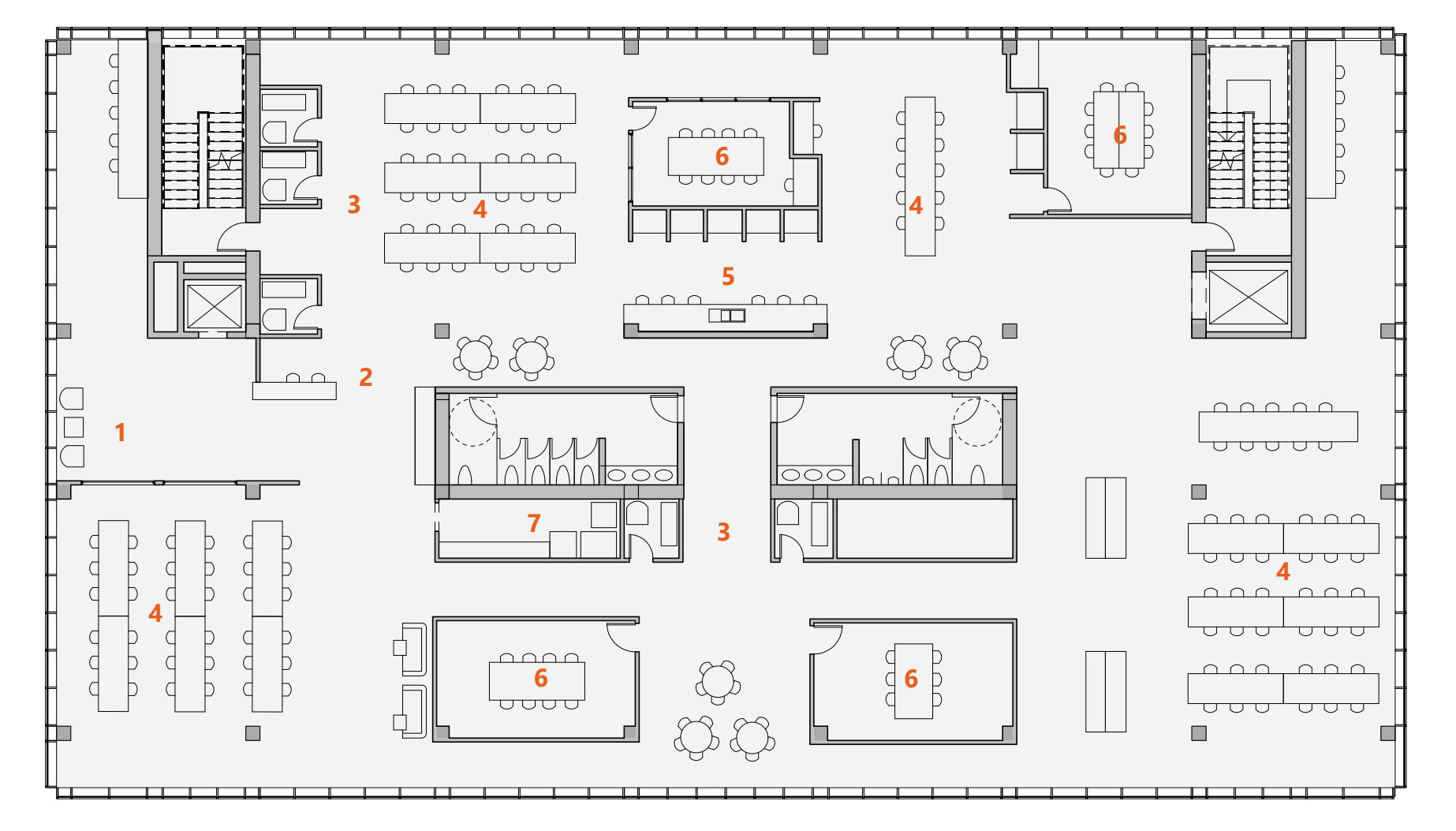


Third Floor
Scale: 1/16" = 1'-0"

- KEY**
1. Food Production / Styling
 2. Student Kitchen
 3. Equipment Landing
 4. Production Studio
 5. Recording Studio
 6. Motion Capture Studio
 7. Production Studio
 8. Stop-Motion Set Design
 9. Set Design
 10. Student Learning Commons
 11. Costume Studio
 12. Chasing Rooms
 13. Pre-production Writing Studio
 14. Meeting Room

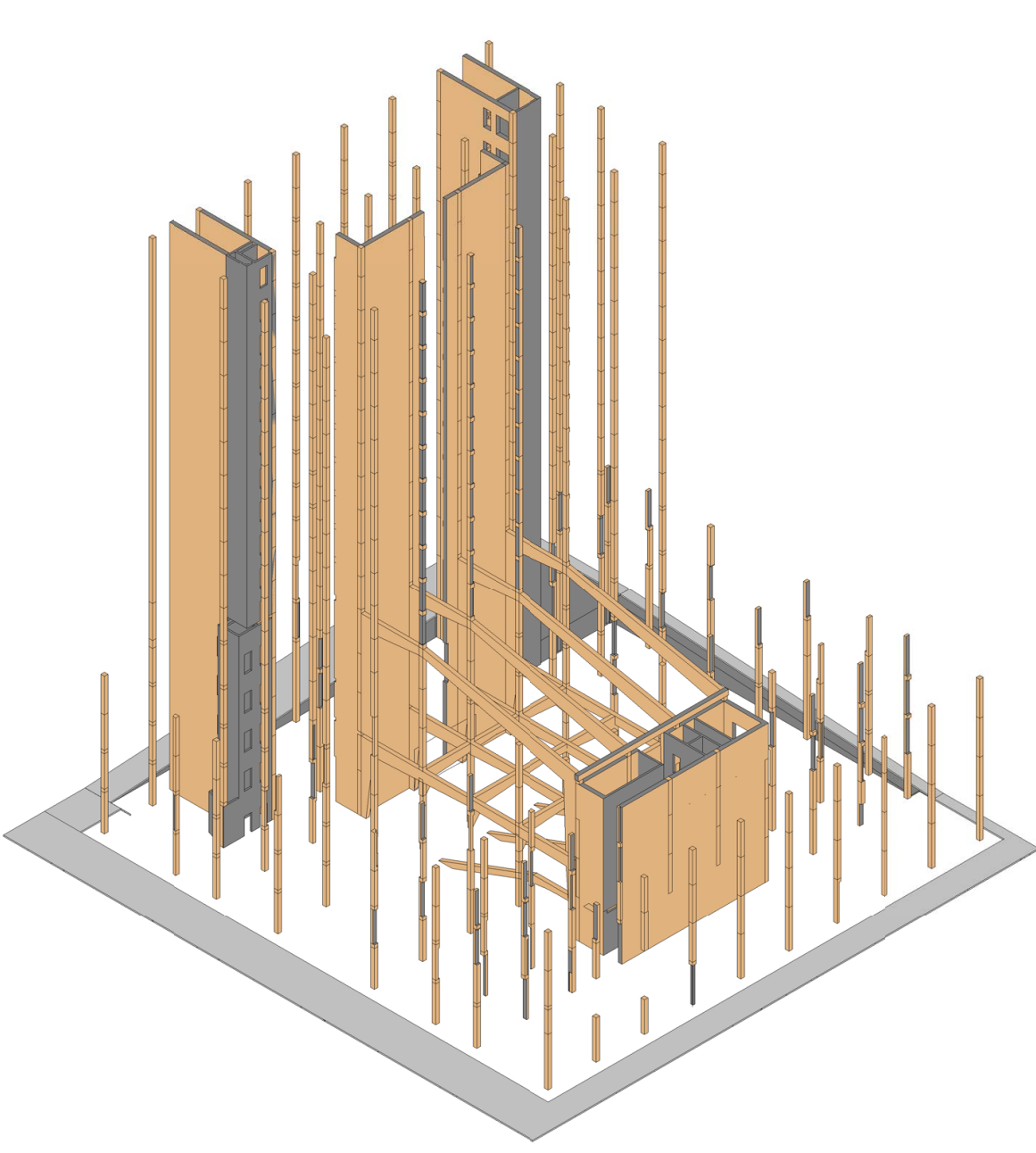


Fourth Floor
Scale: 1/16" = 1'-0"

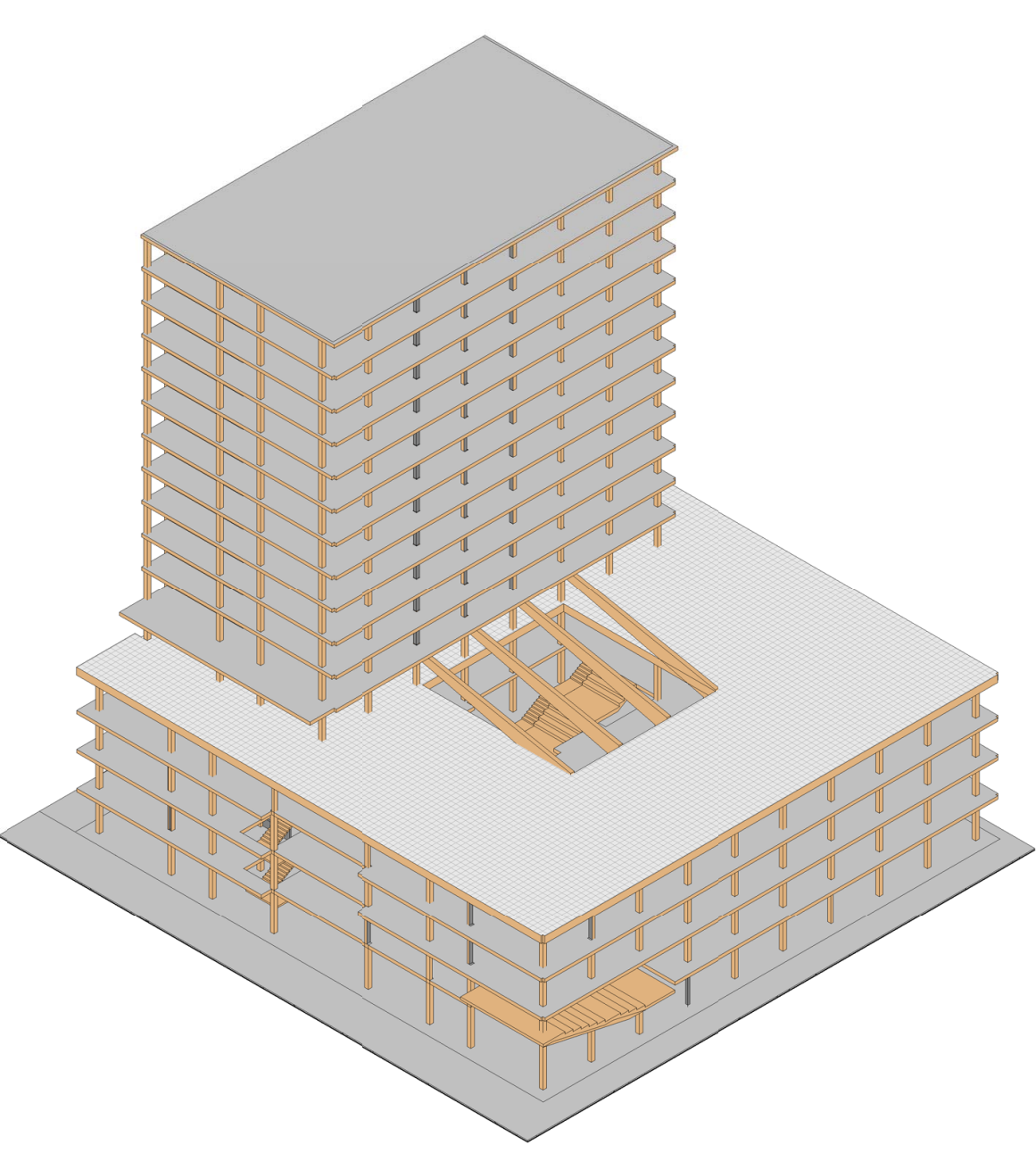


Floor 6-16 Typical Office
Scale: 1/16" = 1'-0"

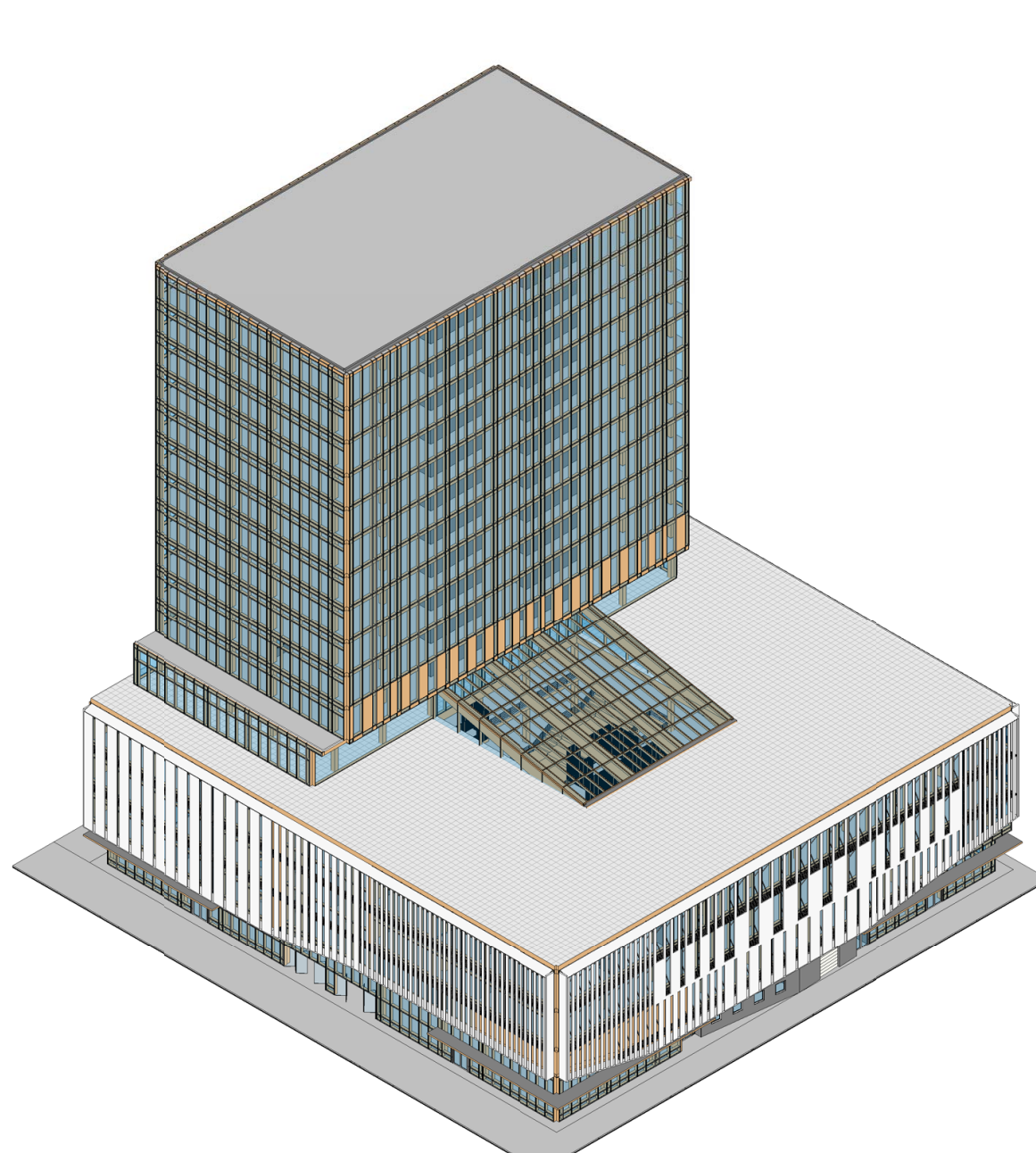
- KEY**
1. Waiting
 2. Reception
 3. Quiet Work Booth
 4. Sit Stand Lounge
 5. Kitchen Station
 6. Meeting Room
 7. Office Supplies
- KEY**
1. Study Area
 2. Studio Studio
 3. Color Correction
 4. Screening Room
 5. Visual Effects Workshop
 6. Post-Production Lab
 7. Large Learning Studio
 8. Storage
 9. Maker Hall / Hack Lab
 10. Student Learning Commons



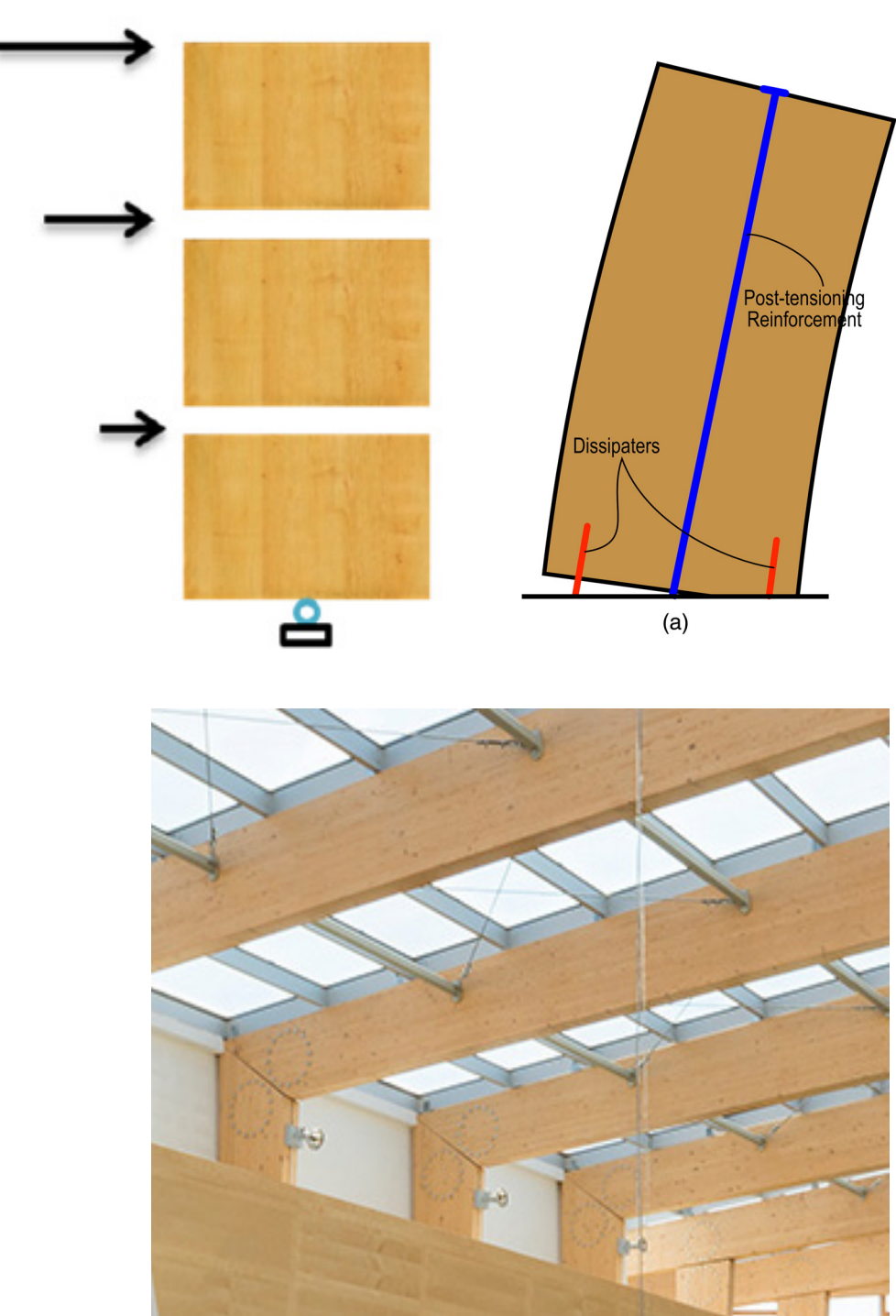
Shear Performance
Post-Tensioned CLT Shear Cores
Glulam Columns
Hybrid Timber + Steel Trusses



Gravity Performance
Continuous CLT Deck
Concrete Topping Layer
Glulam Beams



Enclosure Performance
Glulam Curtain wall Glazing
Prefabricated Modular Wall Panels
Permeable Roof Terrace
Perforated Aluminum Screens



Section Perspective
Scale: 1/16" = 1'-0"