

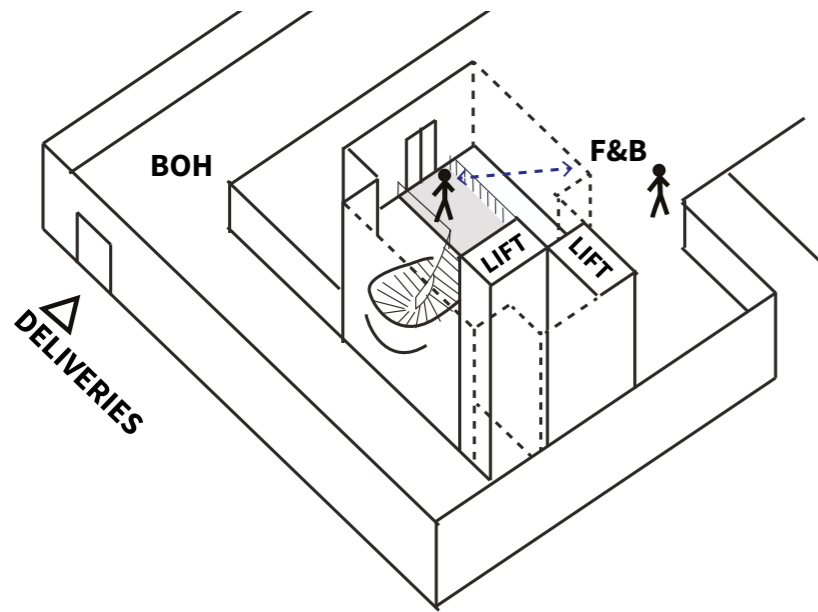
# 09.02 PROPOSED ENTRANCE AND F&B AREA

The new entrance at unit 38a will create a lobby space with 2 scenic lifts and a spiral stair transitioning down to the hotel level.

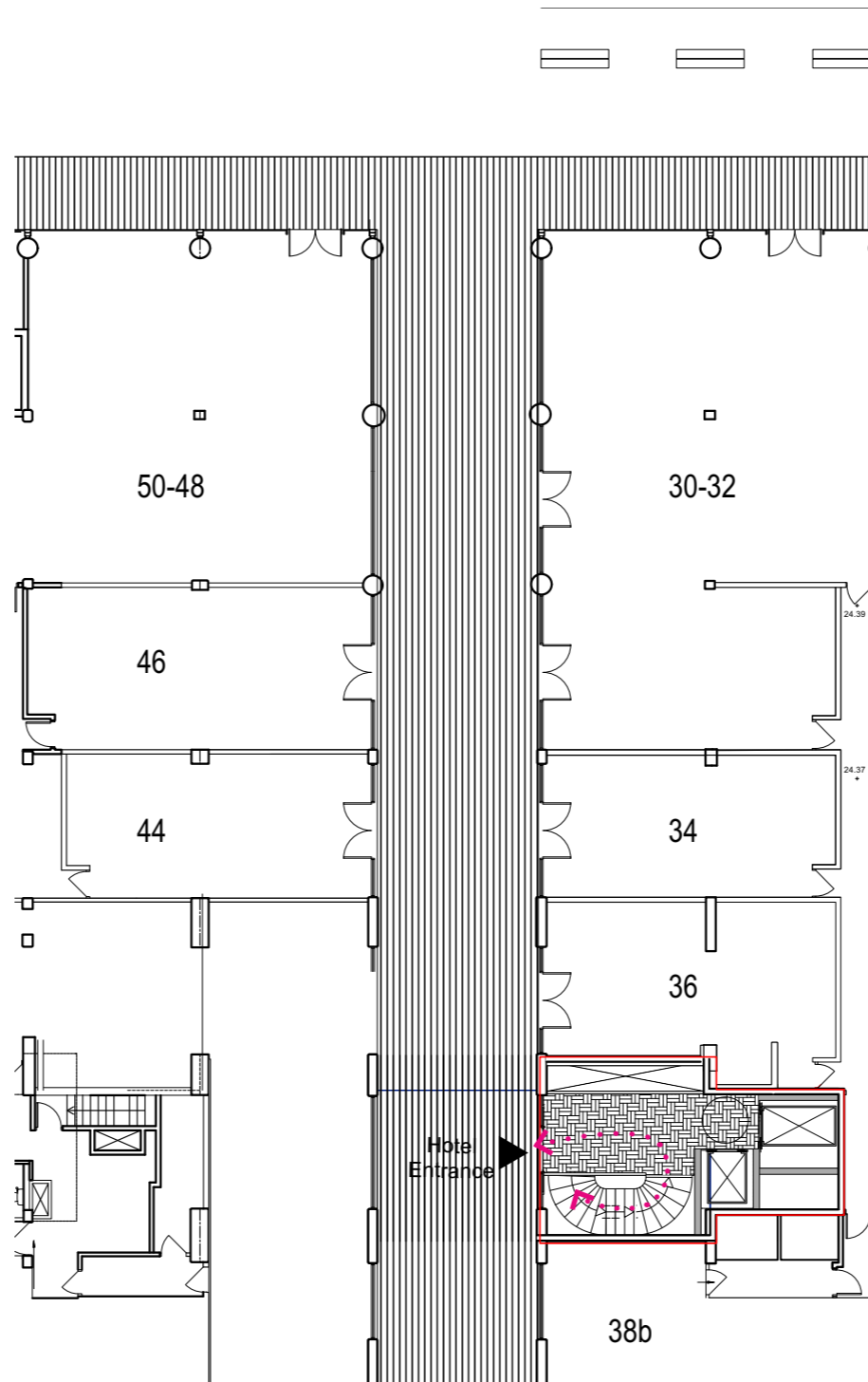
A void with a glazed balustrade at the entrance lobby will create a visual connection with the reception and F&B area.

Guests will be met by a 24 hour reception at lower ground floor with the option of self check-in.

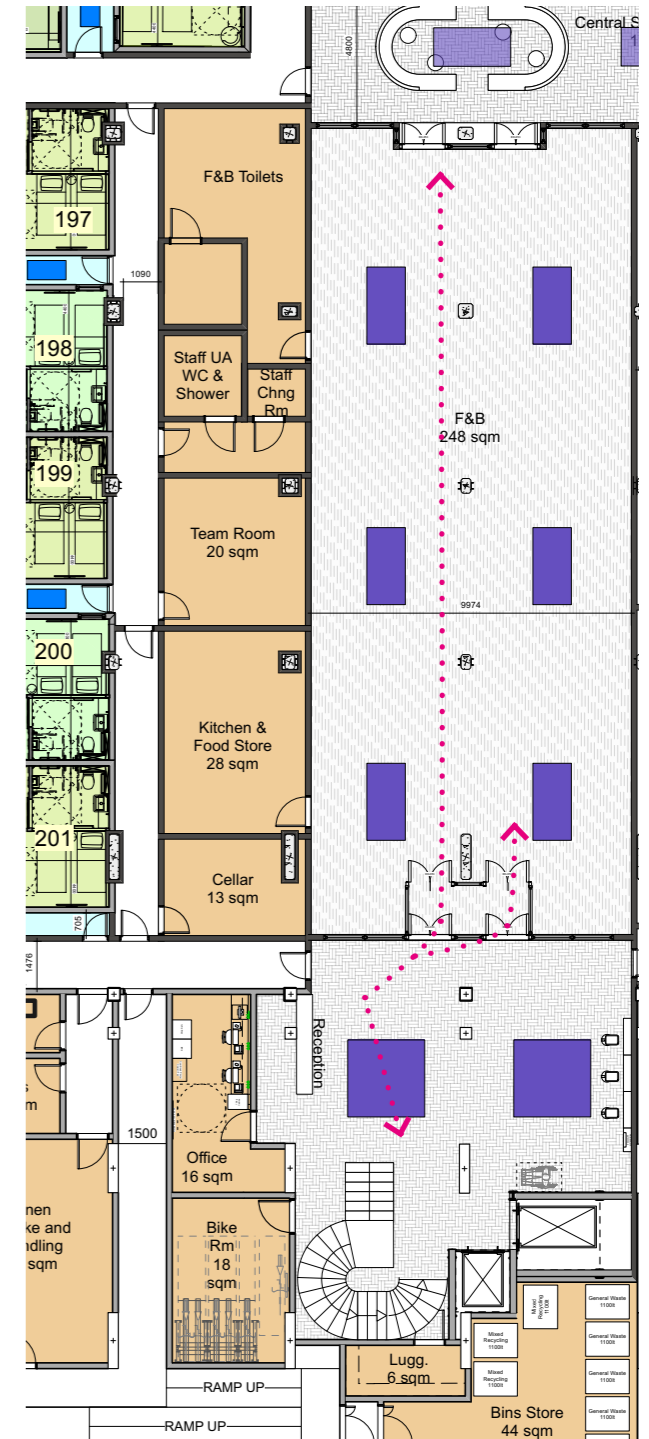
The team agreed to explore lighting and signage improvements at plaza level to direct the guests into the unit. These details will be forward as part of a separate application for advertisement consent in due course.



VISUAL CONNECTION BETWEEN LOBBY & RECEPTION/F&B



PLAZA LEVEL

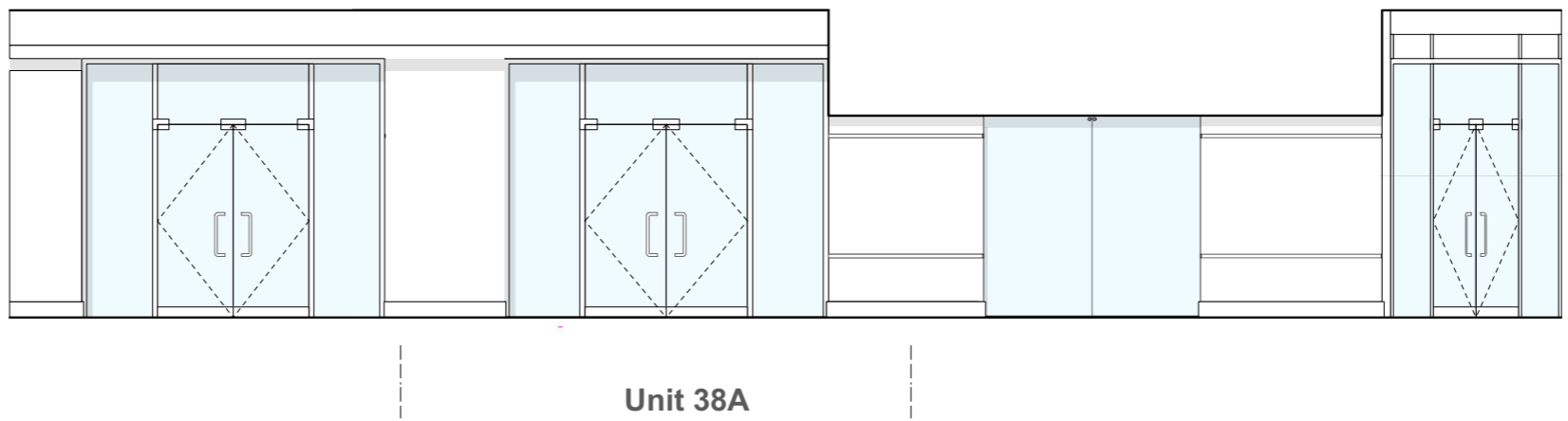


HOTEL LEVEL

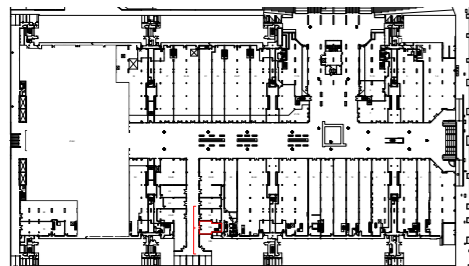
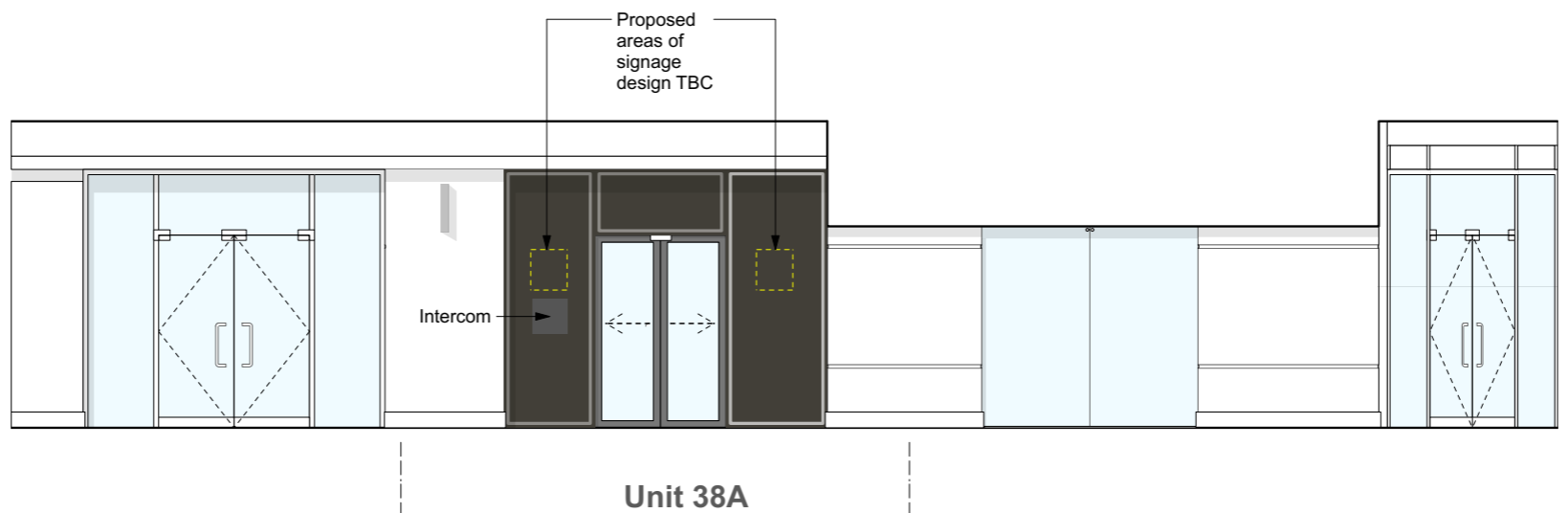
→ Circulation

# 09.02 PROPOSED ENTRANCE AND F&B AREA

EXISTING ELEVATION  
UNIT 38A



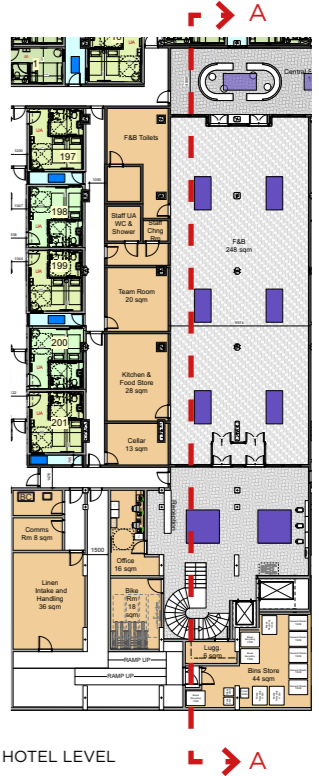
PROPOSED ELEVATION  
UNIT 38A



# 09.02 PROPOSED ENTRANCE AND F&B AREA

The F&B Area will be an extension of the entrance/reception. The area will open to the public during the day offering a high quality interior space with a generous ceiling height of 3.2 m. The reception and lounge area will be visually connected with the F&B, giving the feeling of an open space.

The F&B area will be approximately 250sqm. Only hotel guests will have access to the central street lounge through the two doors at the end of the F&B area. The "Central Street" will offer a relaxed atmosphere where the hub customers can relax and/or work.



HOTEL LEVEL



SECTION A-A

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**09.03**  
**CGIs**

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View at entrance lobby

**09.03**  
**CGIs**



View at reception

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**09.03**  
**CGIs**

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View at reception

**09.03**  
**CGIs**



View at reception/F&B area

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**09.03**  
**CGIs**

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View at F&B area



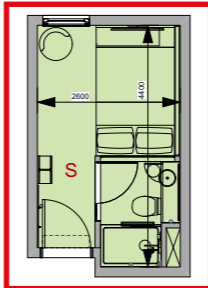
# 09.04 ROOMS

The proposed hotel rooms are modular. The scheme consist of the 3 standard hub by Premier Inn types :

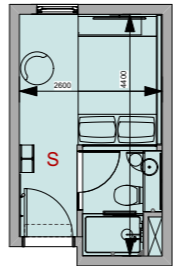
- Standard Room (Type A)
- Accessible Room UA (Type B)
- Larger Room (Type C)

Variations with minor alterations of the 3 standard types will be needed because of different constraints (overlooking, existing columns and lightwell location.)

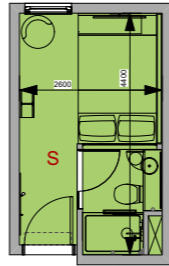
### Room Type A Variations



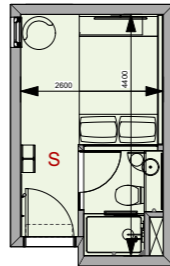
TYPE A -  
STANDARD  
DOUBLE  
TOTAL : 92



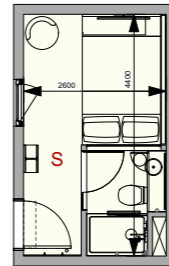
TYPE A1 -  
Shifted window  
and seat  
TOTAL : 25



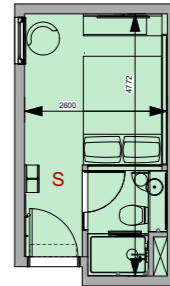
TYPE A2 -  
Mirrored  
entrance door  
TOTAL : 15



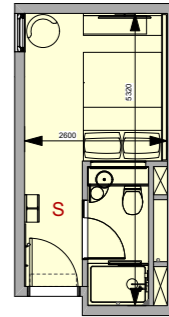
TYPE A3 -  
Side smaller  
window  
TOTAL : 1



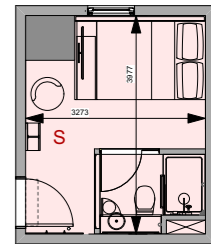
TYPE A4 -  
Side window  
TOTAL : 2



TYPE A5 -  
Side window  
TOTAL : 2

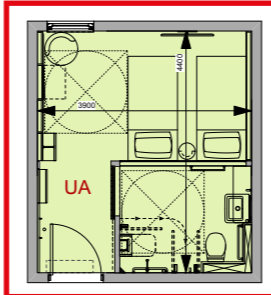


TYPE A6 -  
Side window  
TOTAL : 15

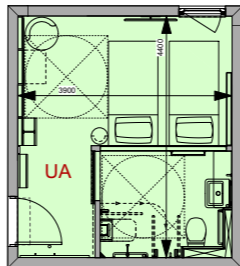


TYPE A7 -  
Column at the  
corner  
TOTAL : 2

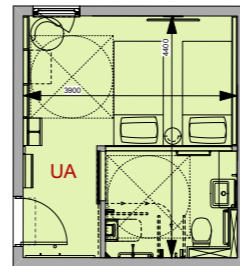
### Room Type B Variations



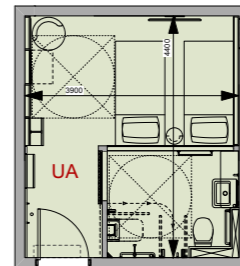
TYPE B -  
STANDARD UA  
TOTAL : 5



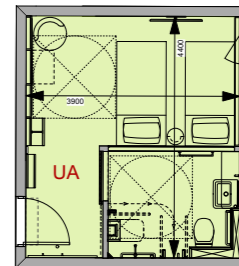
TYPE B1 -  
Side entrance - flipped  
window  
TOTAL : 9



TYPE B2 -  
Side entrance  
TOTAL : 3

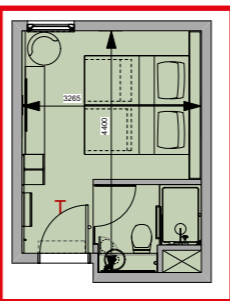


TYPE B3 -  
Side smaller window  
TOTAL : 2

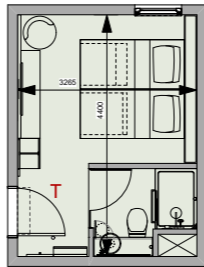


TYPE B4 -  
Side entrance - side  
window  
TOTAL : 1

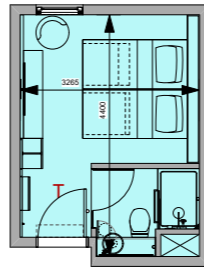
### Room Type C Variations



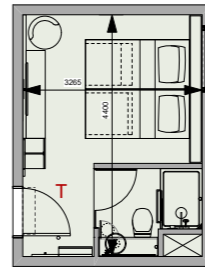
TYPE C -  
STANDARD  
TWIN  
TOTAL : 21



TYPE C1 - Side  
entrance and  
flipped window  
TOTAL : 2

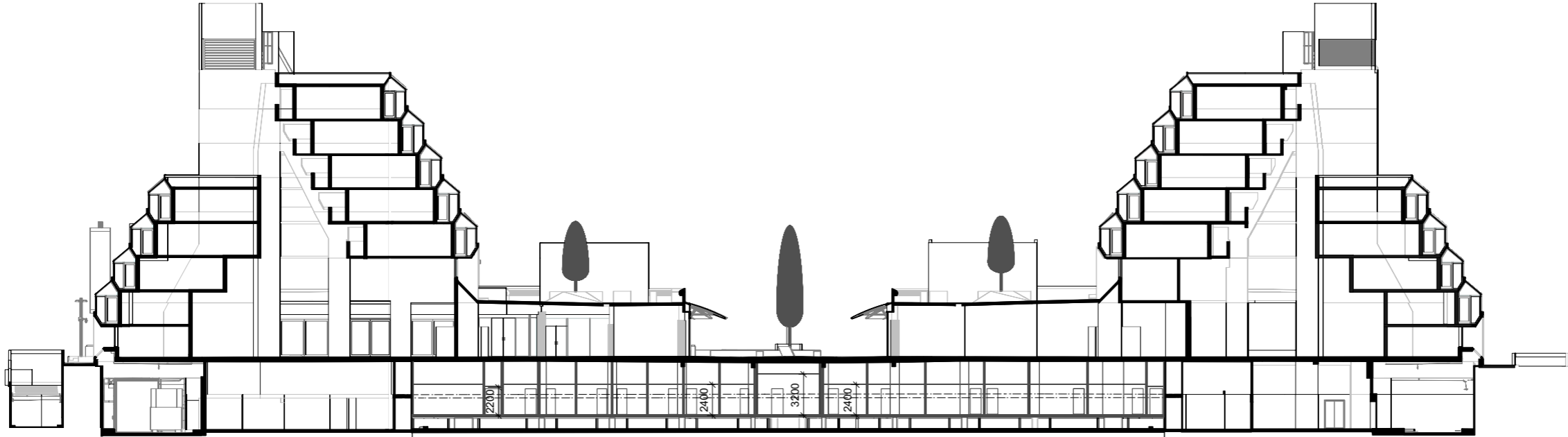
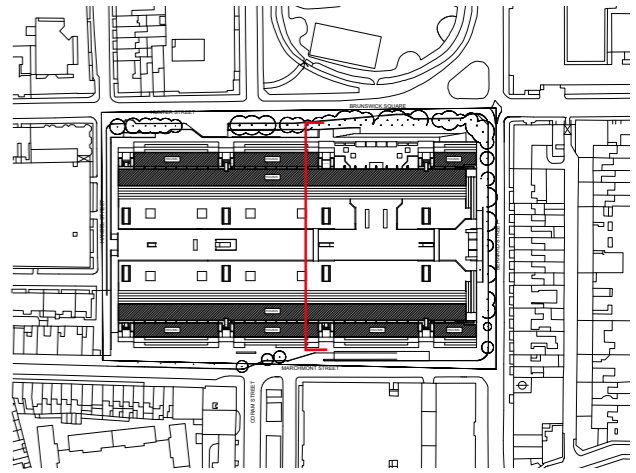


TYPE C2 -  
Shifted window  
and seat  
TOTAL : 4



TYPE C3 -  
Side window  
TOTAL : 6

**09.05**  
**PROPOSED SECTIONS**



**09.05**  
**PROPOSED SECTIONS**

