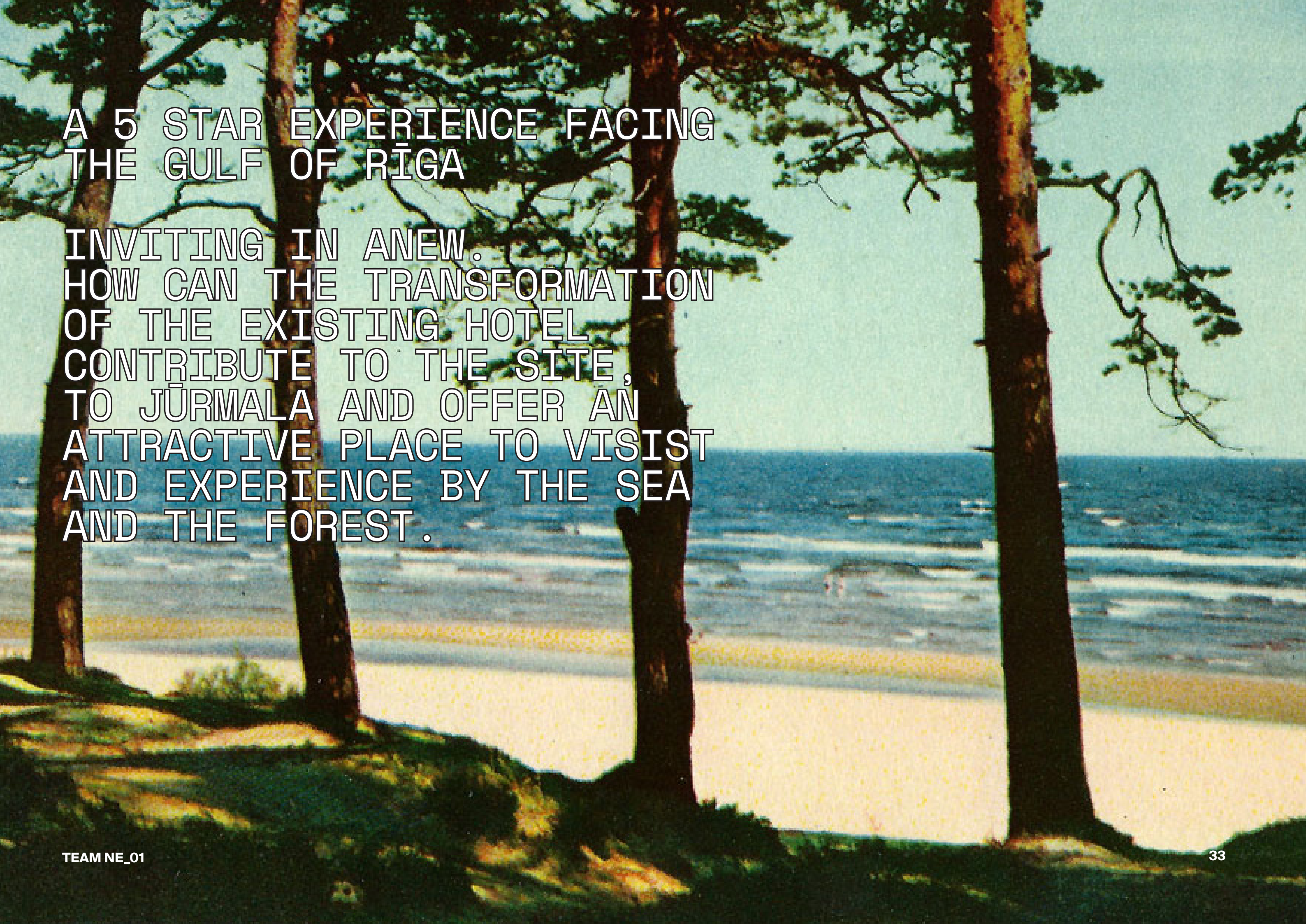


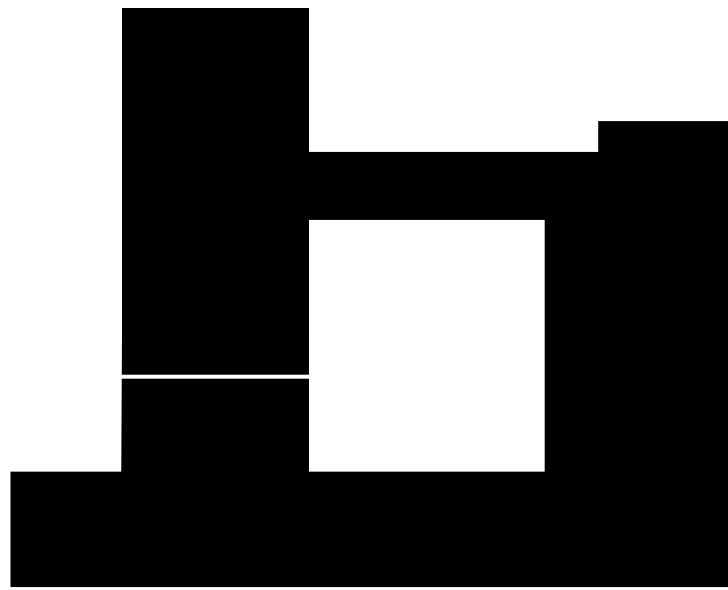
3. THE HOTEL



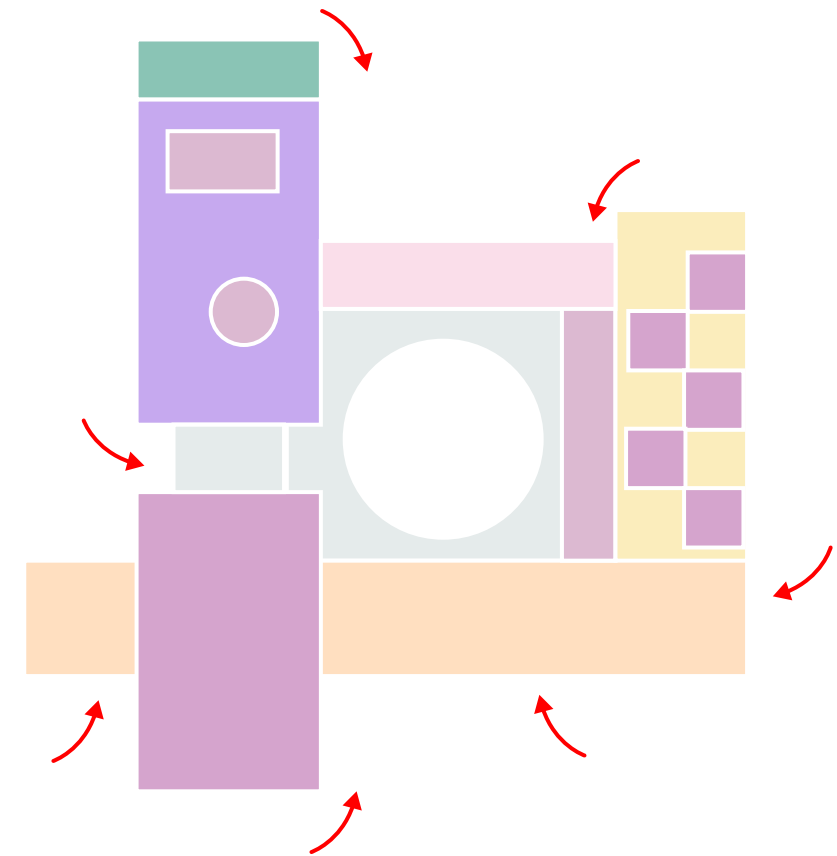
A 5 STAR EXPERIENCE FACING
THE GULF OF RĪGA

INVITING IN ANEW.
HOW CAN THE TRANSFORMATION
OF THE EXISTING HOTEL
CONTRIBUTE TO THE SITE,
TO JŪRMALA AND OFFER AN
ATTRACTIVE PLACE TO VISIT
AND EXPERIENCE BY THE SEA
AND THE FOREST.

HOTEL - FROM AN ENCLOSED TO AN OPEN HEART



CURRENT



PROJECT

HOTEL - QUALITIES

A 5 STAR HOTEL WITH A UNIQUE SPA EXPERIENCE LOCATED IN THE MIDDLE OF THE NATURE



PUBLIC COURTYARD = OPEN HEART

- Site specific art installations in and around the courtyard
- The circulations are unfolding in a 'loop' around the courtyard which will allow different programs to be connected: lobby, art gallery, bar, spa.
- The new architecture embraces the heritage and the existing qualities of the central and green courtyard. The existing architecture is elevated by the renovation.
- The new circular space is closed and non-heated, serving as a buffer space between indoor and outdoor.
- The central courtyard evolves with the different seasons: in summer, it can become an outdoor art gallery with sculptures in the garden, in winter, it can be turned into an ice skating ring.



INDOOR AND OUTDOOR SPA / FITNESS

- The existing swimming pool is renovated and the rest of the existing spaces of the plinth are turned into a luxurious spa with massage rooms and views to the surrounding nature.
- A new outdoor swimming pool with a large deck is added on the west side of the existing tower to benefit from the sunset lights.
- Spa areas and services are located at close proximity to the HoReCa activities to allow potential connections during the day and the evening.



DINNING & EVENTS

- Diverse spaces will allow different possibilities for dining and event experiences. From the very small to the very large.
- The complex will allow to organise events during the year: from weddings to concerts, exhibitions and family celebrations.



ROOF TOP EXPERIENCE

- The roof of the existing hotel is made public with a restaurant / bar / pool.
- The roof is accessible from the same lift as the one from the hotel.
- Panoramic views offer unique views on Riga's skyline and the Baltic sea.



1 HOTEL = 2 IDENTITIES

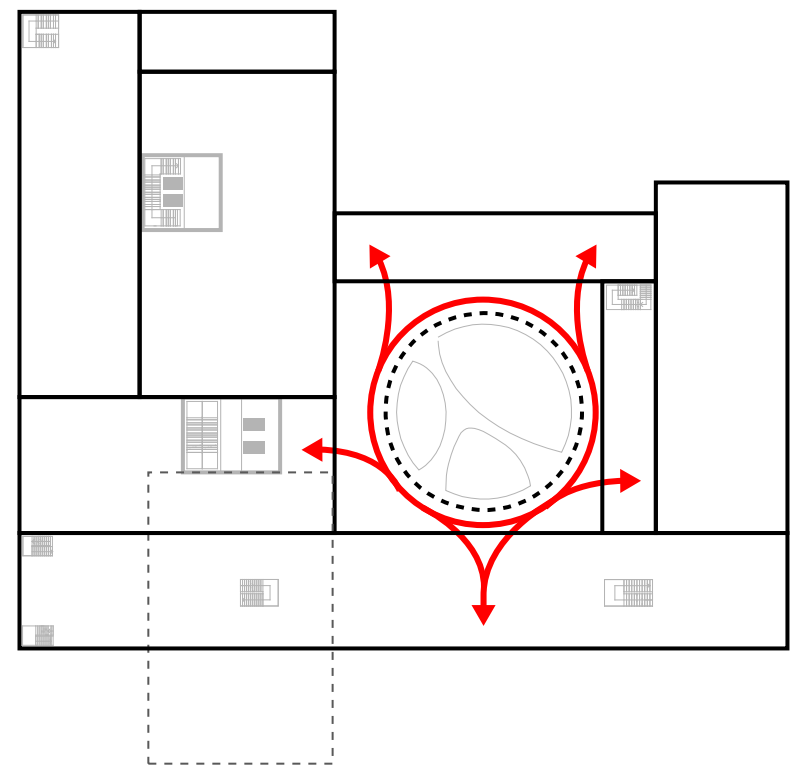
- The hotel is made of two volumes: the existing building is preserved as much as possible and renovated to accommodate half of the hotel rooms and its services. The new hotel is located in a new volume, positioned in the alignment with the existing one, with the vertical circulations (lift + stairs) located in between them.
- The existing hotel facade is insulated from the outside. Balconies are oriented towards the sea.
- The facade of the new hotel rotates for each floor providing large windows towards the top and an exciting number of different views.
- The new circulation core of the hotel is located between the old and new hotel. The glazed lifts and stairs provide East and West views with a direct access to the public roof terrace.



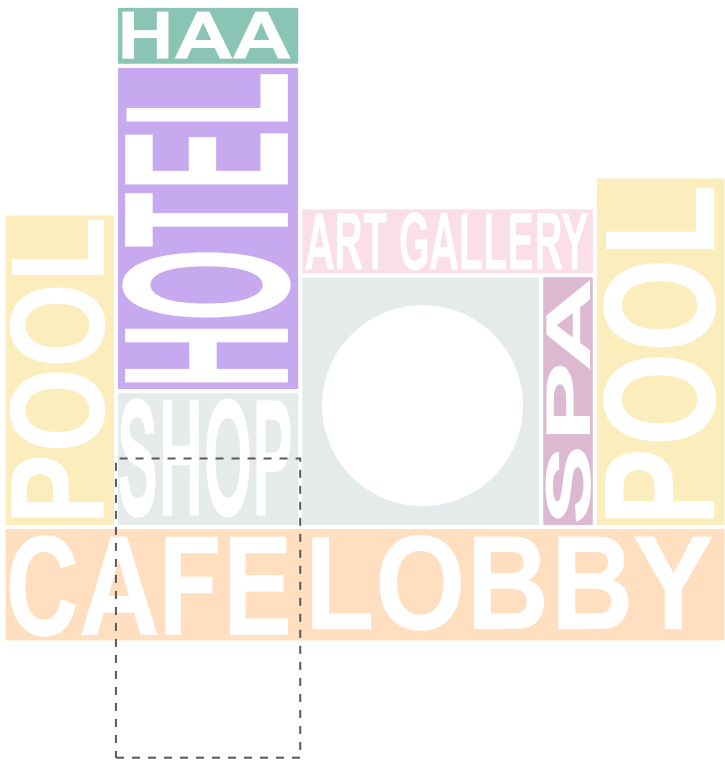
FLEXIBILITY

- The repetitive columns/beams structure of the new hotel will allow a complete flexibility when it comes to the layout and position of the hotel rooms from various sizes. Smaller or larger rooms can be accommodated.
- The existing wall bearing structure of the existing hotel will also allow to place rooms of different sizes - ideally the smaller rooms of the hotel.

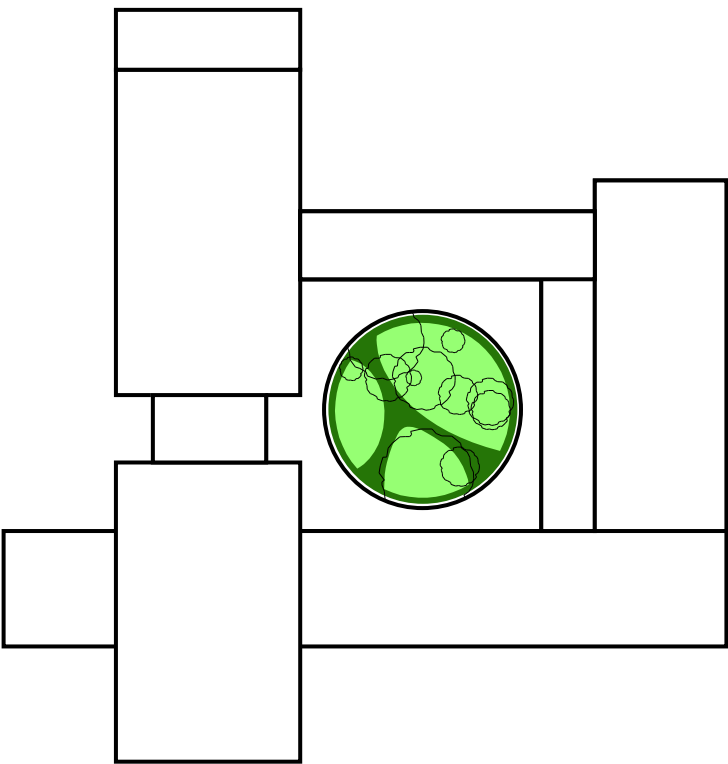
HOTEL PLINTH - SPATIAL PRINCIPLELS



1
PUBLIC CIRCULATIONS = A LOOP



2
COMBINATION OF PUBLIC PROGRAMS

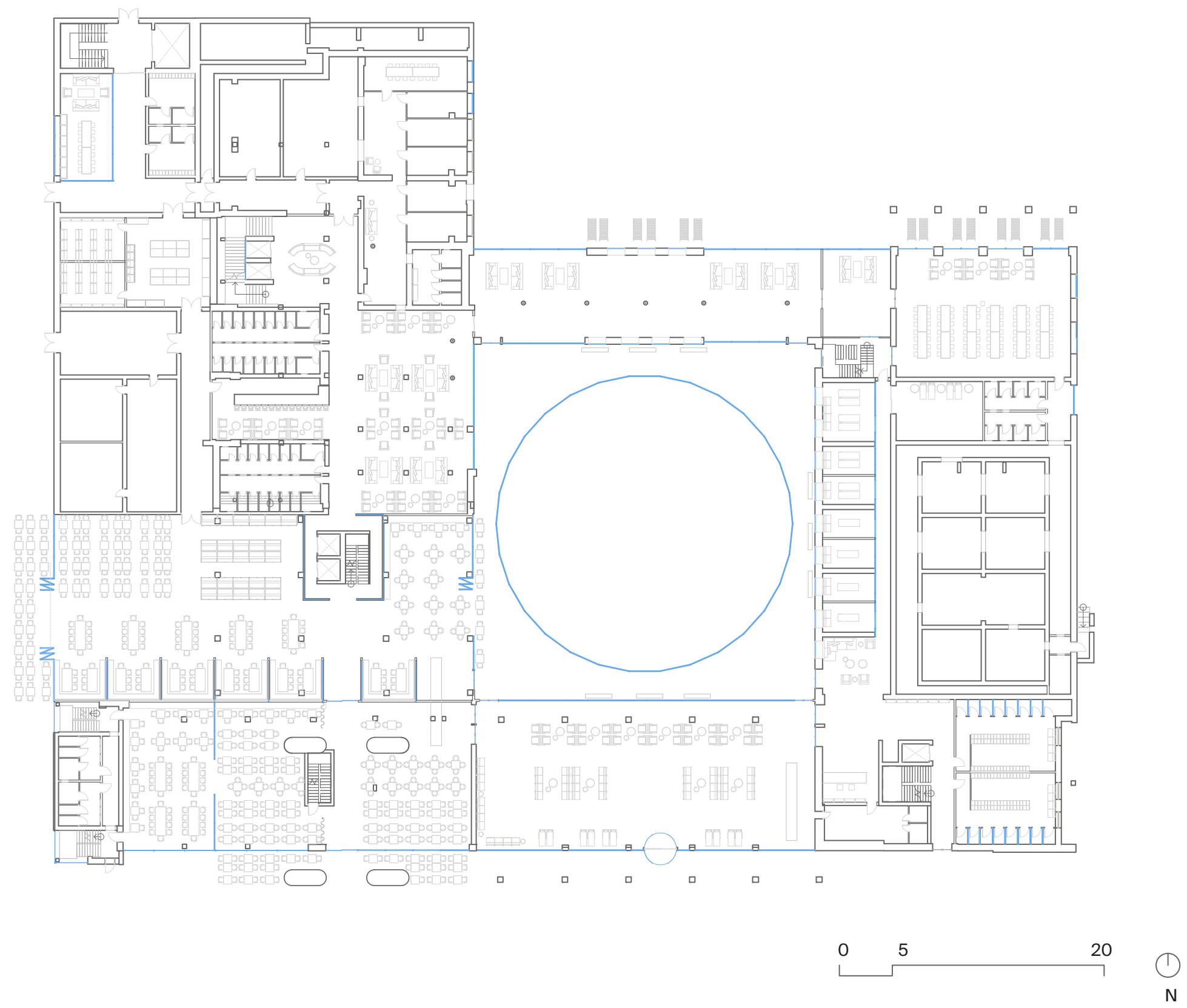


3
A GREEN HEART

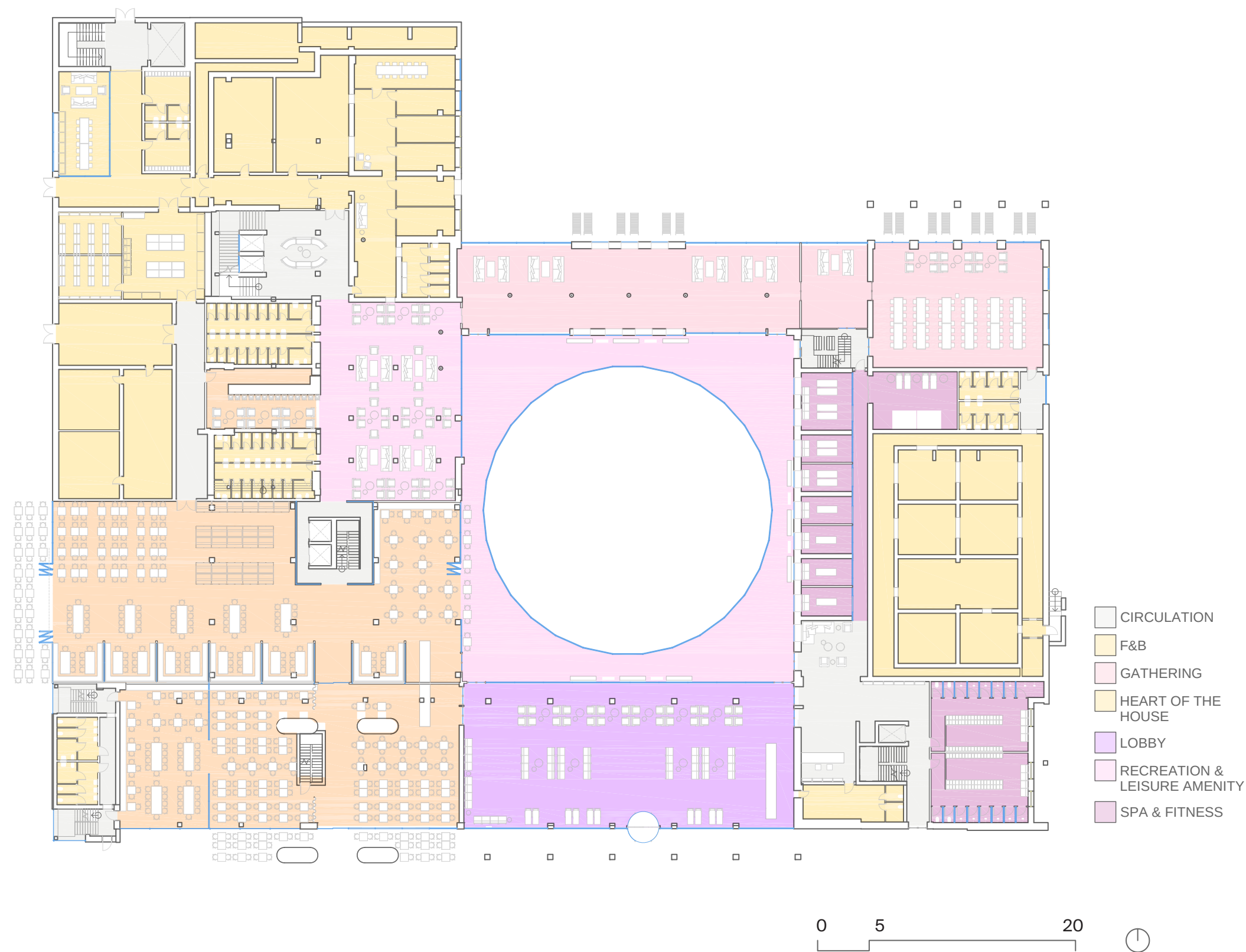
HOTEL LOBBY, GROUND FLOOR



1ST LEVEL PLAN OF THE HOTEL



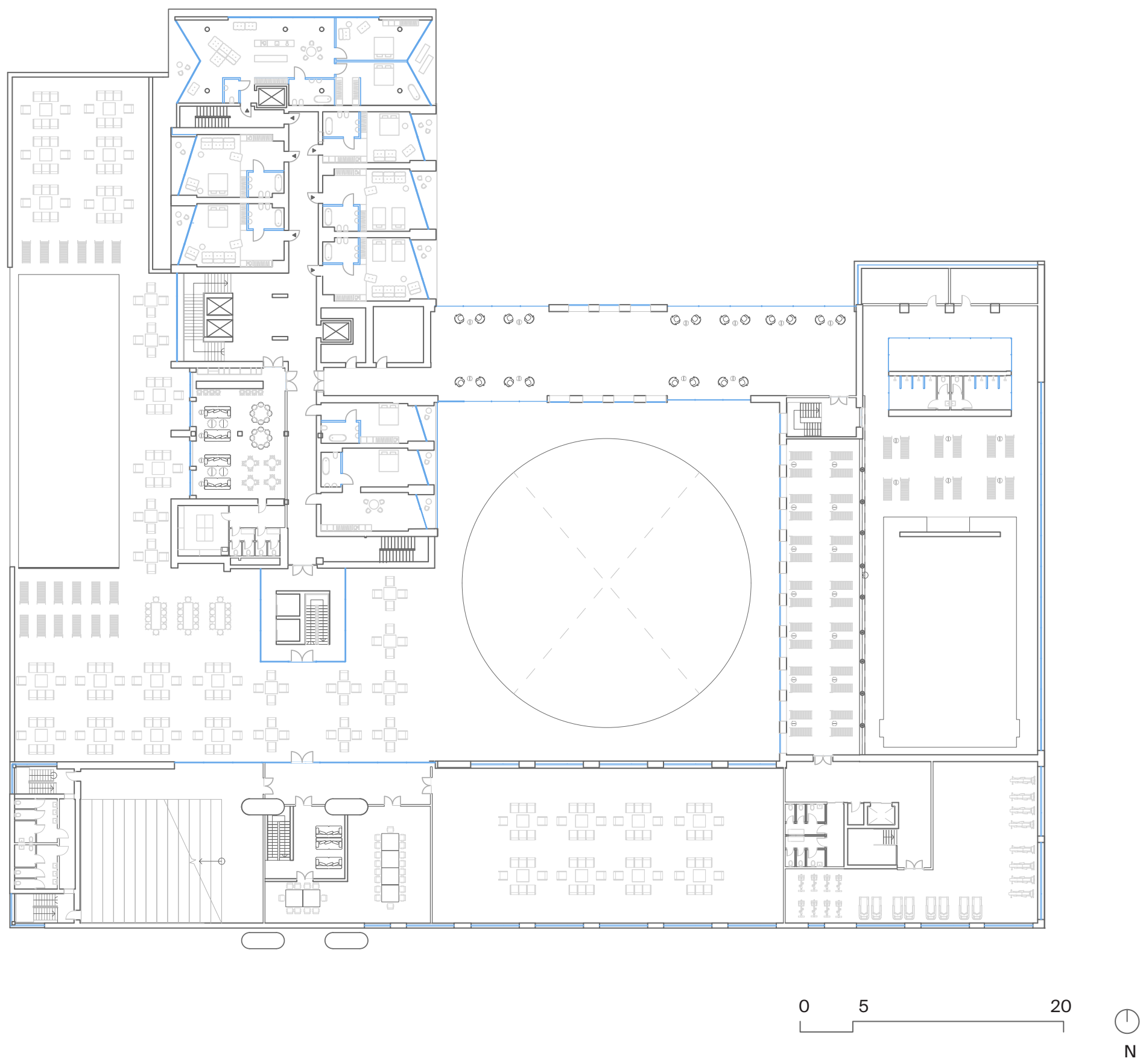
1ST LEVEL PROGRAM



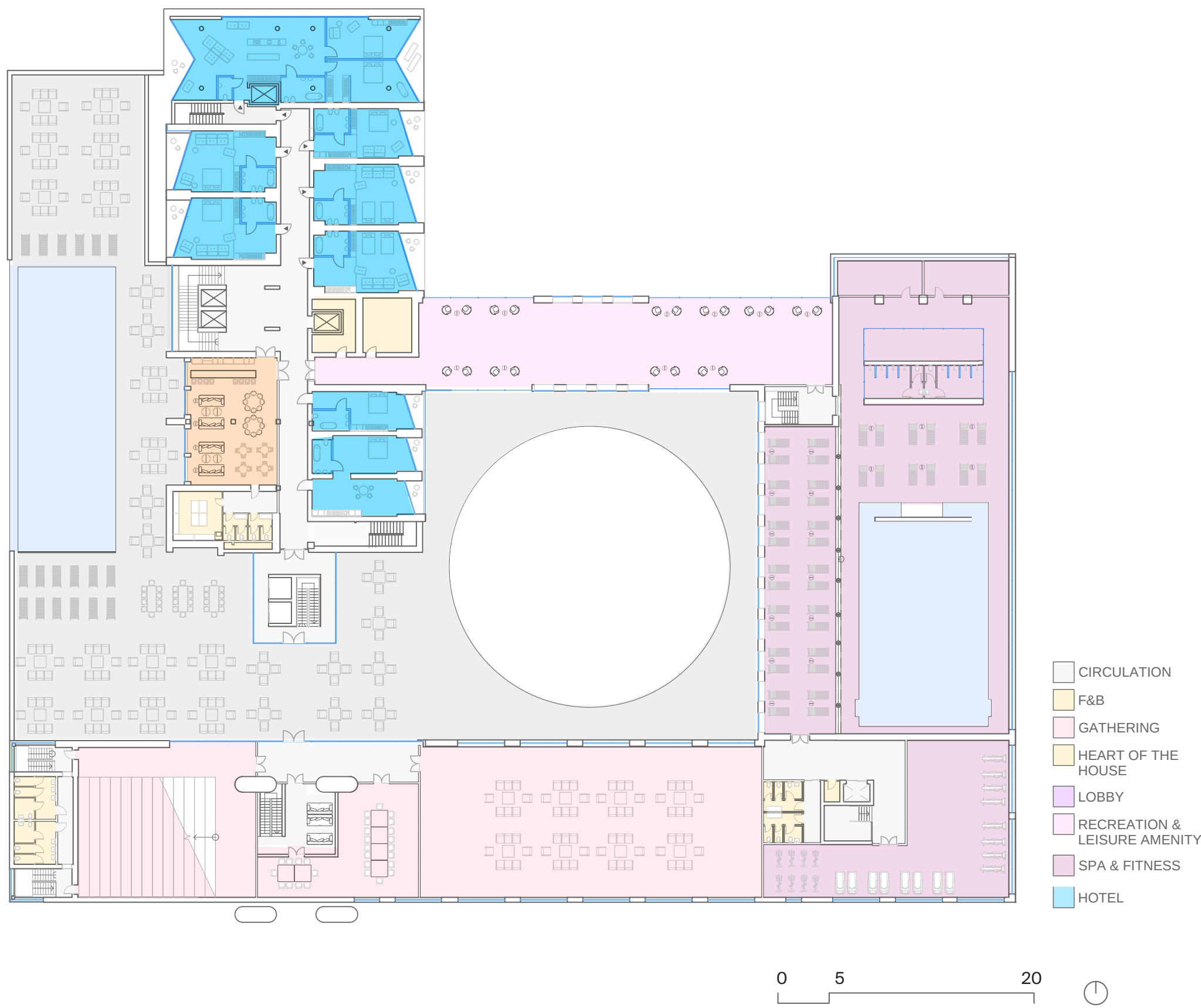
COURTYARD, GROUND FLOOR



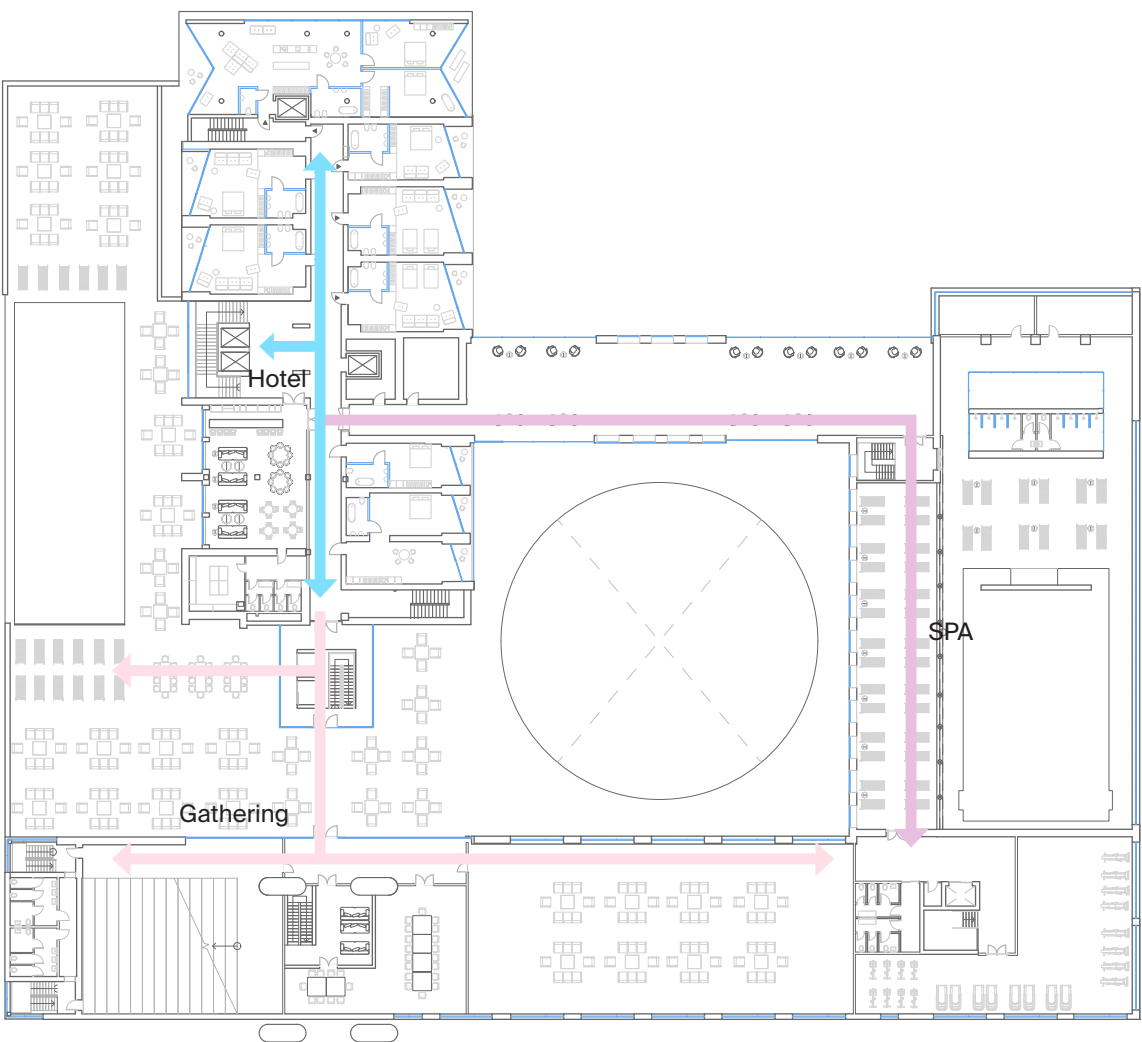
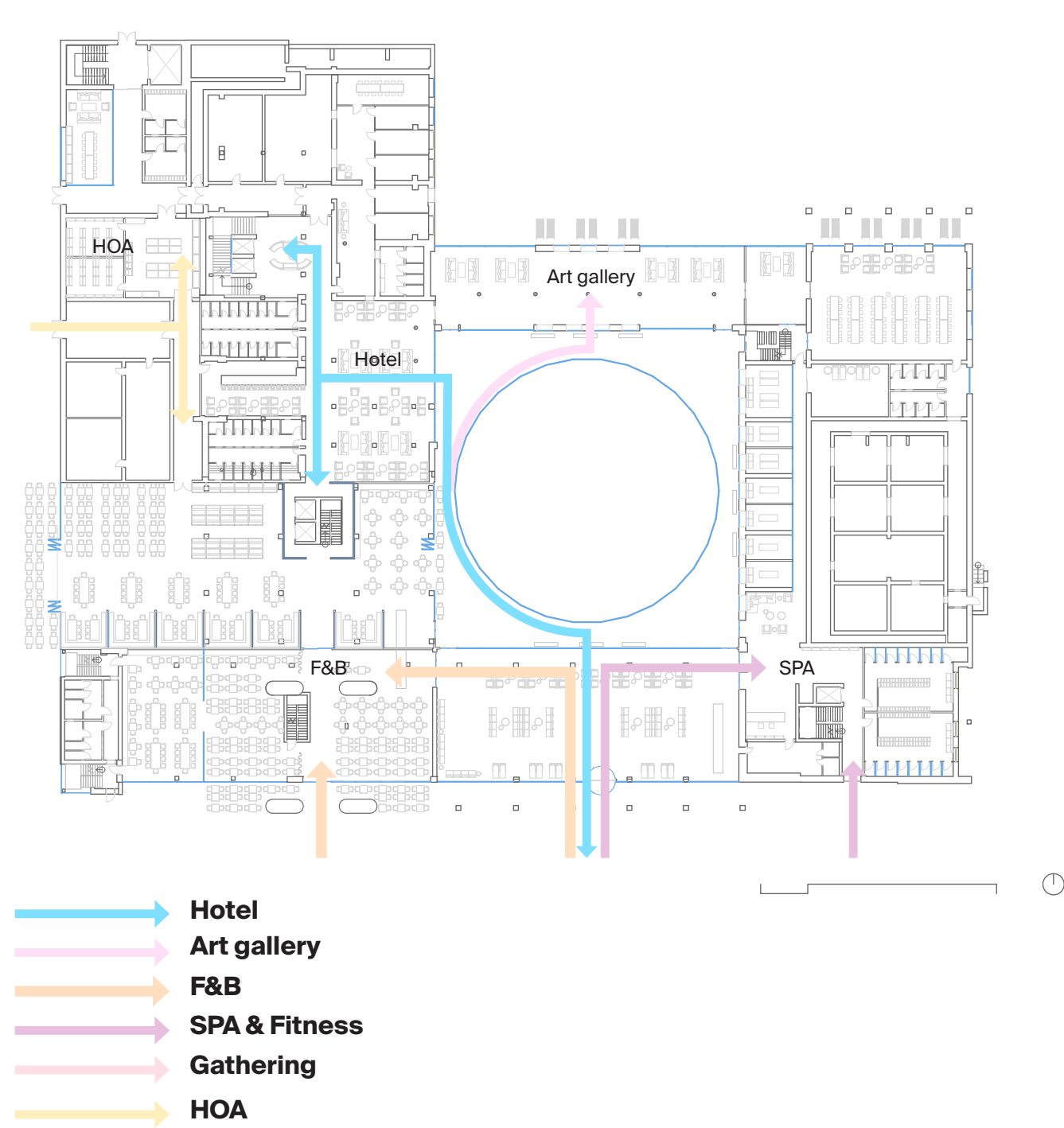
2ND LEVEL PLAN OF THE HOTEL



2ND LEVEL PROGRAM



MAIN CIRCULATION DIAGRAMS



INDOOR POOL, LEVEL 2



INDOOR POOL, LEVEL 2



COURTYARD FROM LEVEL 2

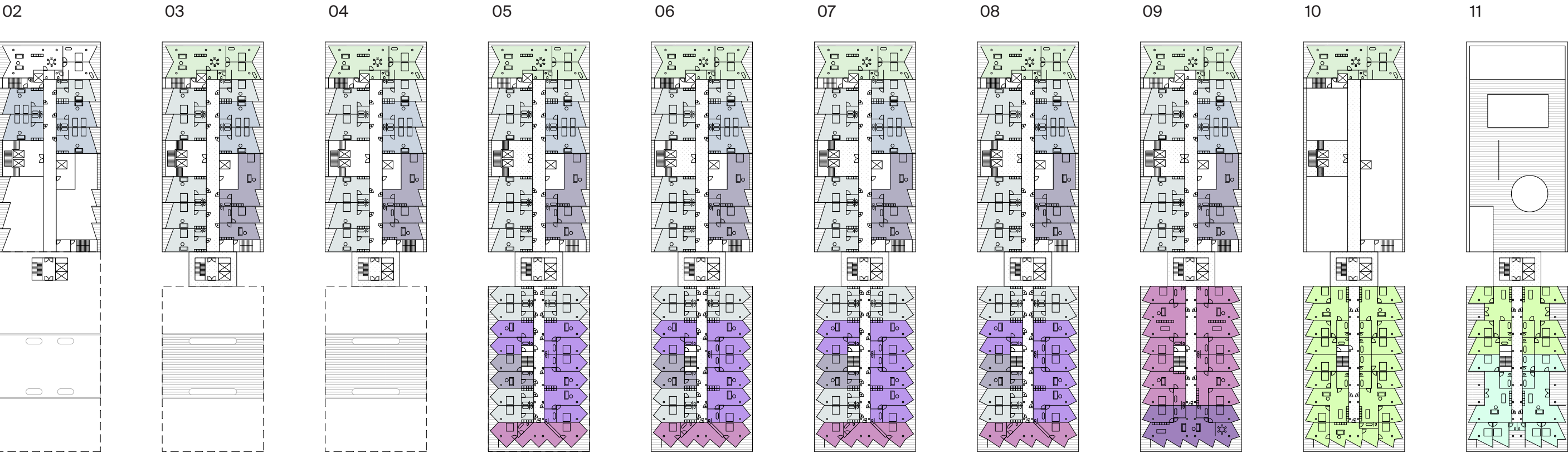


HOTEL



HOTEL - PROGRAM DISTRIBUTION

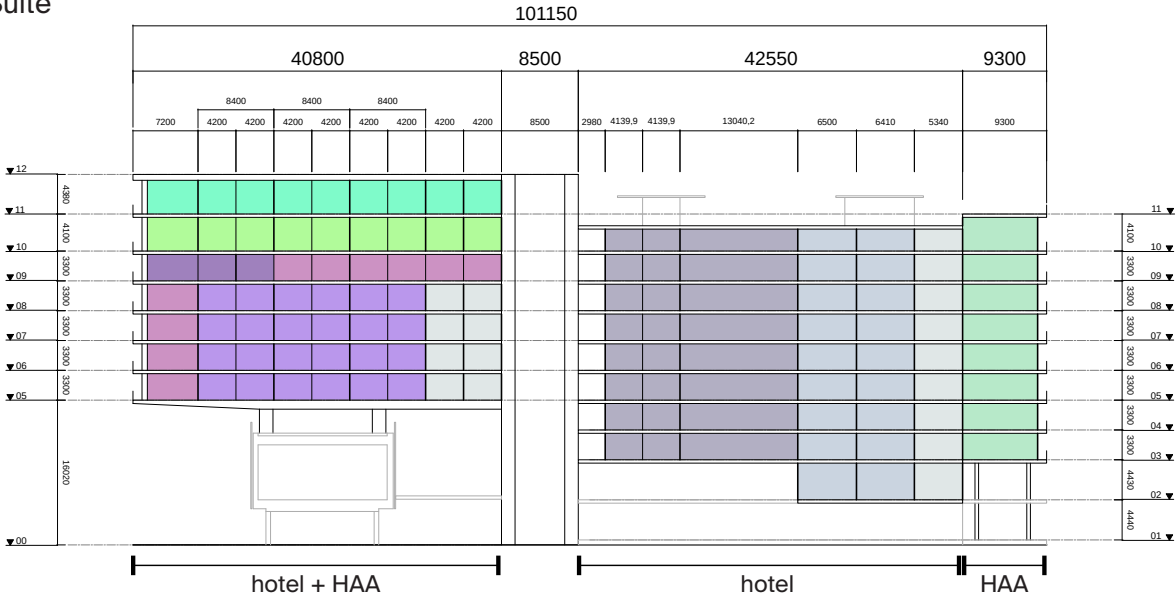
TYPE OF ROOMS	NUMBER OF KEYS	NET AREA (m2) / UNIT	NET AREA (m2) TOTAL
Standard King Rooms	67	42 - 61	3,476
Standard Twin Rooms	18	61	1,094
Junior Suites	18	72 - 82	1,403
One Bedroom Suite	16	80 - 87	1,365
Two Bedrooms Suite	8	121 - 178	1,298
Speciality Suite	1	280	280
HAA			
TOTAL	128 KEYS		8,916 m2



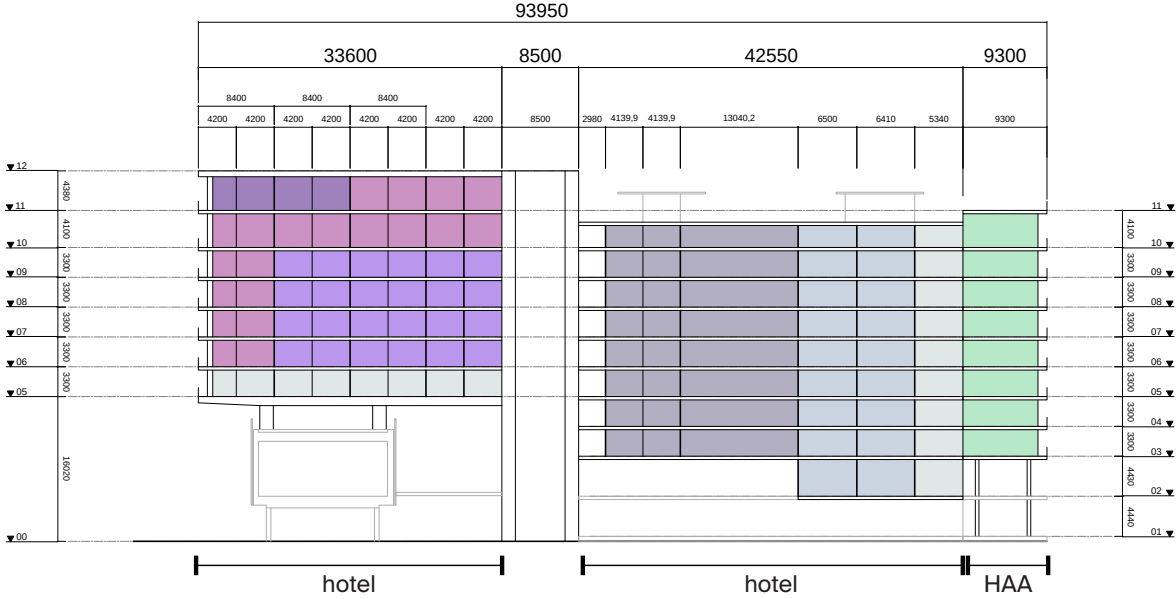
HOTEL - FLEXIBILITY

PROGRAM DISTRIBUTION, 1.500

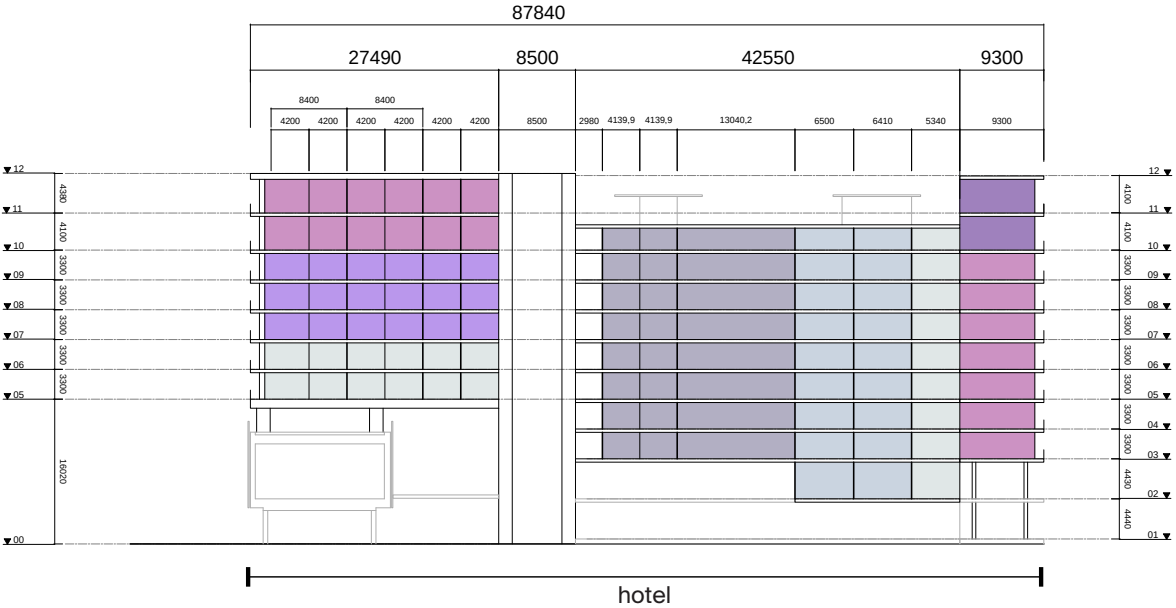
- Standard King Rooms
- Standard Twin Rooms
- Junior Suites
- One Bedroom Suite
- Two Bedrooms Suite
- Speciality Suite
- HAA



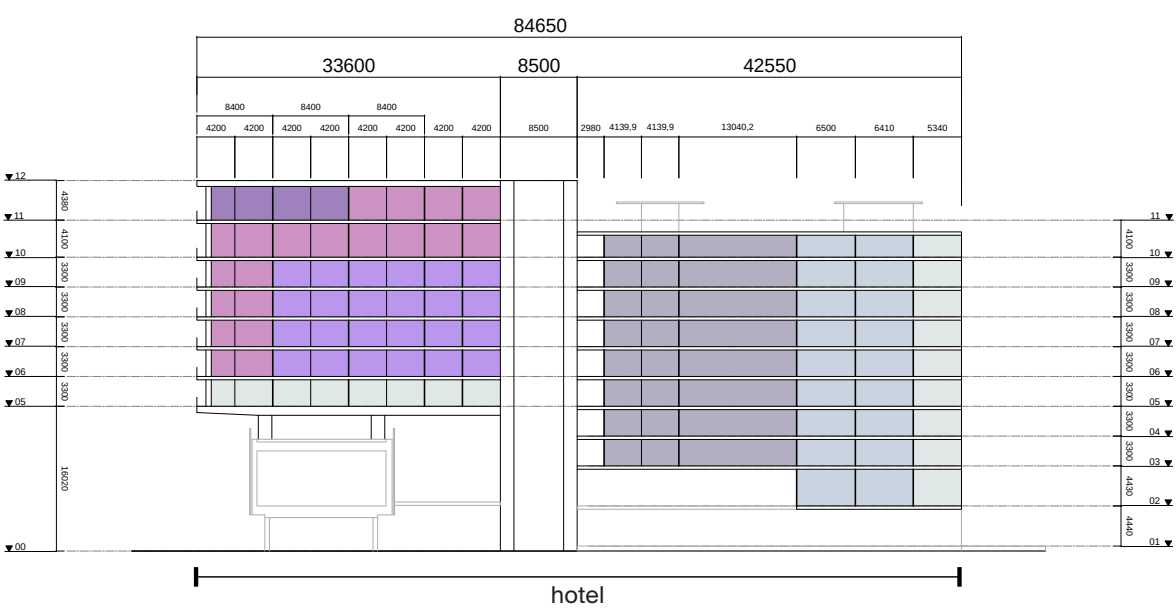
OPTION 1



OPTION 2



OPTION 3



OPTION 4

HOTEL - TYPICAL PLAN

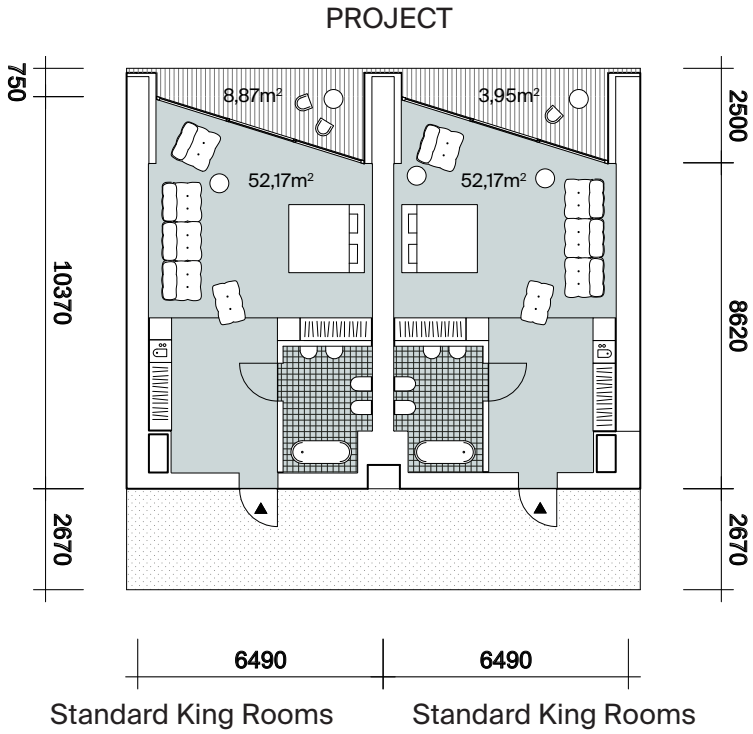
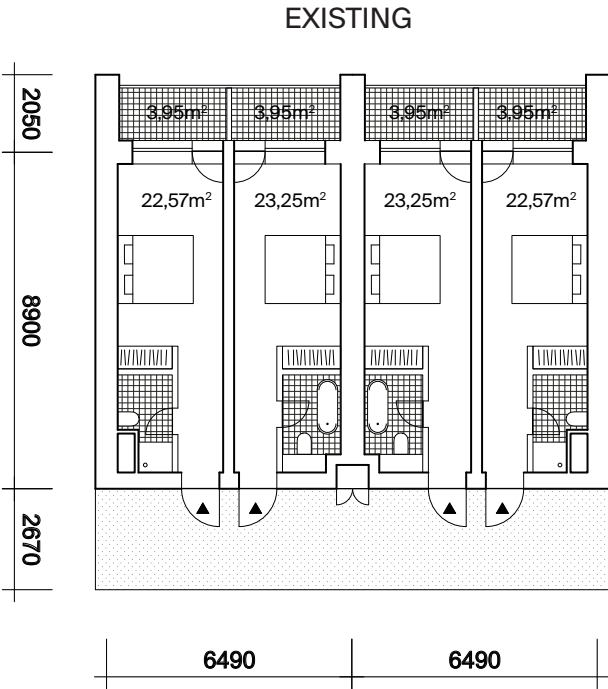
LEVEL 05, 1.300

- Standard King Rooms
- Standard Twin Rooms
- Junior Suites
- One Bedroom Suite
- Two Bedrooms Suite
- Speciality Suite
- HAA

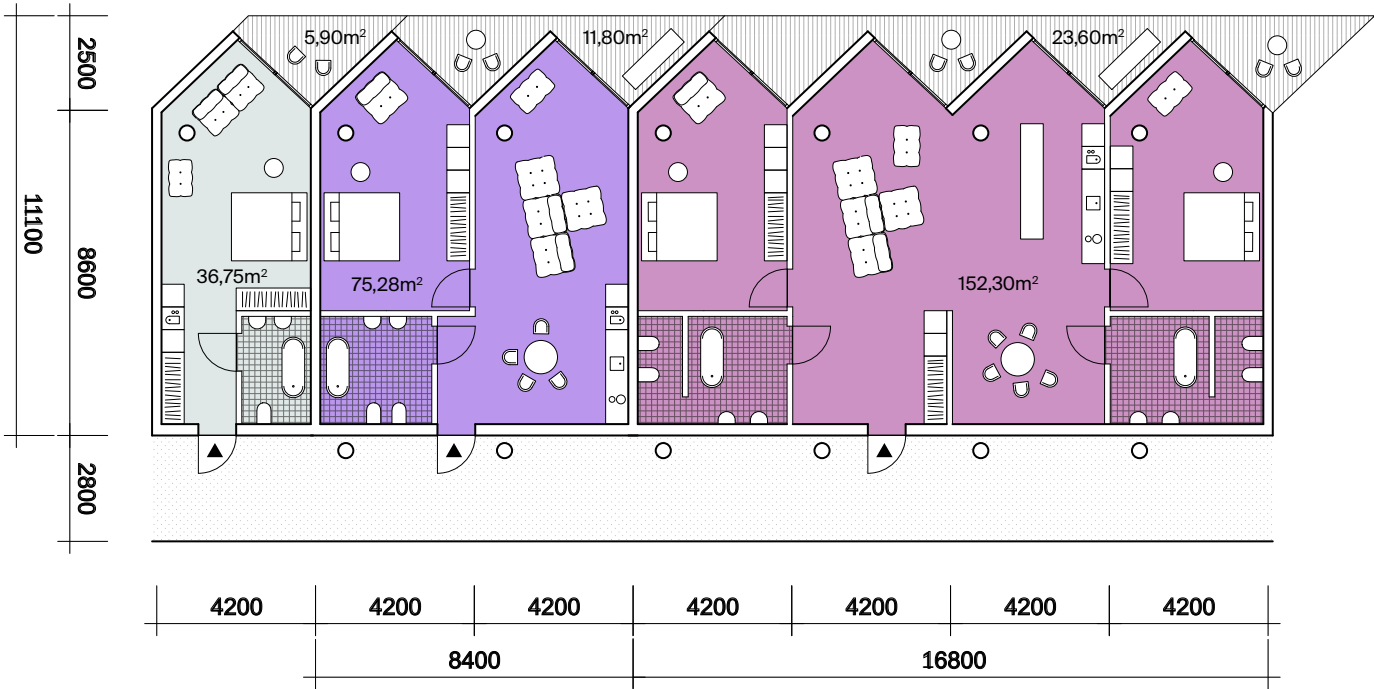
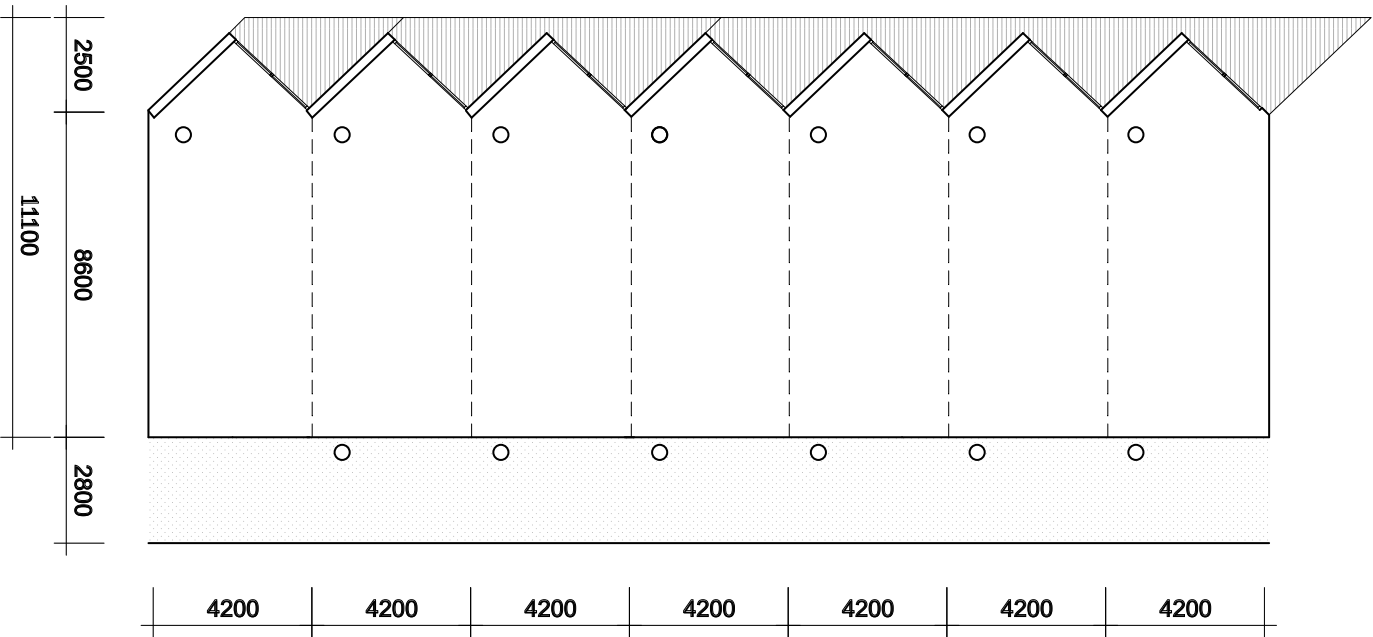


HOTEL - MODULES

EXISTING BUILDING



NEW BUILDING



HOTEL - SURFACE CALCULATION

PRELIMINARY BRAND PROGRAM				YOUR PROPOSAL			
AREA SUMMARY		KEYS	NET AREA (m2)		KEYS	NET AREA (m2)	
HOTEL							
Hotel Guest Rooms		125	8,163		128	8916	
F&B			1,133			1197	
Brand Gatherings			1,343			1396	
Spa & Fitness Areas			873			1431	
Recreation & Leisure Amenity			542			1051	
Lobby			174			430	
Heart of House Areas			2,366			1571	
GRAND TOTAL		125	14,594			15992	
Area per Key							
HOTEL INTERNAL AREAS							
HOTEL GUEST ROOMS		KEYS	NET AREA (m2)		KEYS	NET AREA (m2)	
			UNIT	TOTAL		UNIT	TOTAL
Standard King Rooms		62	45	2,790	67	42,3 - 60,5	3476
Standard Twin Rooms		19	50	941	18	61,3	1094
Junior Suites		19	68	1,283	18	72 - 82	1403
One Bedroom Suite		16	90	1,440	16	80 - 87	1365
Two Bedroom Suite		8	180	1,440	8	121 - 178	1298
Specialty Suite		1	270	270	1	280	280
Subtotal Hotel Keys		125		8,163	128		8,916
GRAND TOTAL HOTEL INTERNAL AREAS		14594					
EXTERNAL AREAS							
HOTEL EXTERNAL AREAS			NET AREA (m2)			NET AREA (m2)	
Main Drop-off			1,866			1330	
All F&B Outlets			193			280	
Hotel Main Outdoor Pool			516			580	
Hotel Secondary (inc kids) Outdoor Pool			116			293	
Kid's Club			56			55	
Loading Dock Area			70			70	
Subtotal			951			2608	
GRAND TOTAL EXTERNAL AREAS			951			2608	

HOTEL - FACADE

PLAY ON VIEWS FOR EACH FLOOR OF THE HOTEL



level 05 to 11

level 11

level 10

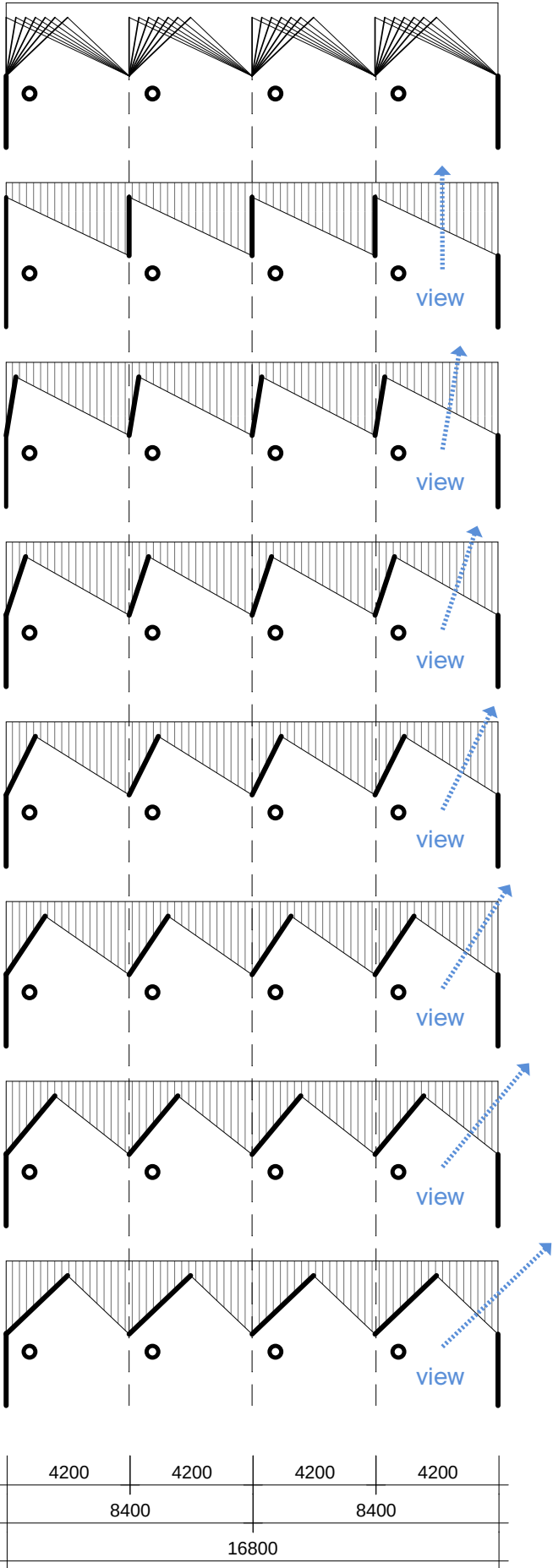
level 09

level 08

level 07

level 06

level 05



HOTEL, LEVEL 05



HOTEL, LEVEL 11



HAA, LEVEL 10

