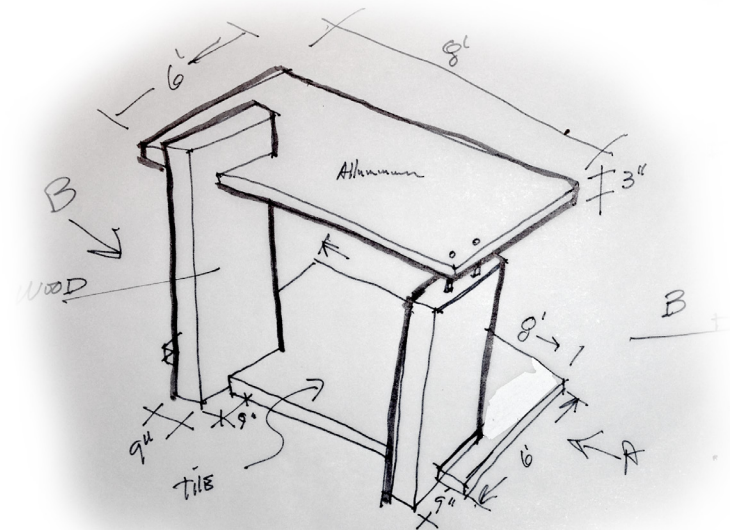


SEATTLE-TACOMA INTERNATIONAL AIRPORT

Concessions-New Offerings 2014 Virtual Walkthrough Conceptual Drawings



ABOUT THIS BOOK

This book contains a small sampling of the many conceptual drawings and screen grabs that were used by the designer and architects to create the different structures that appear in the simulations.

It can be said that this project was done almost exclusively via the internet with the team working in different parts of the greater Seattle area.

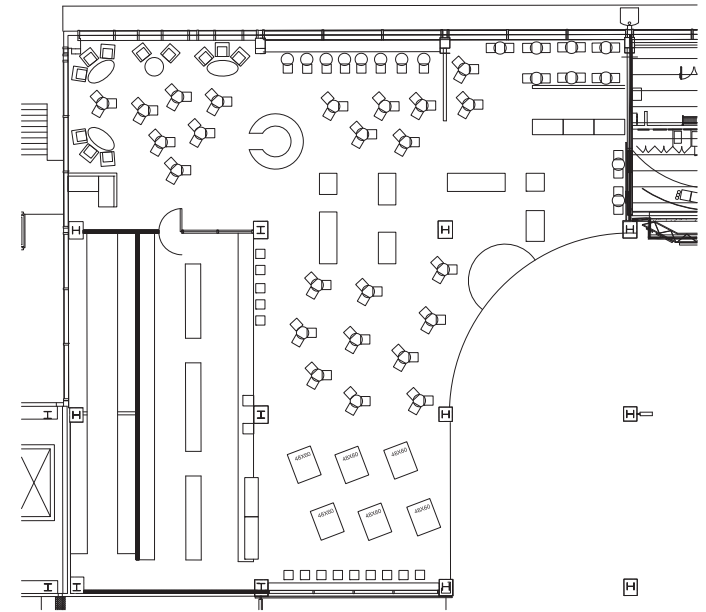
Unlike many architectural walkthroughs this project was created using the Unity Game Engine. In that the format of the simulation is a first person shooter the viewer has free will to explore the spaces in real time.

MADE WITH



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A CONOURSE

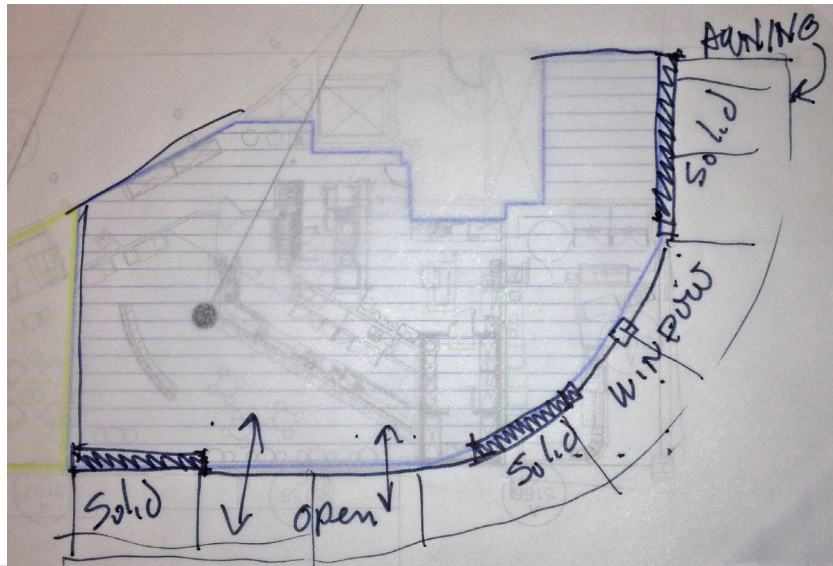


A CONOURSE

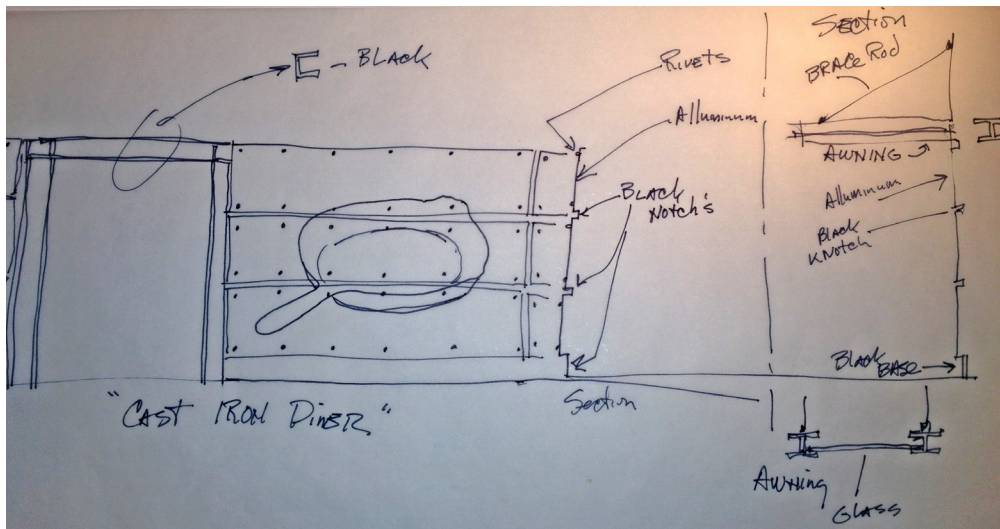


Baxter's





Cast Iron Diner

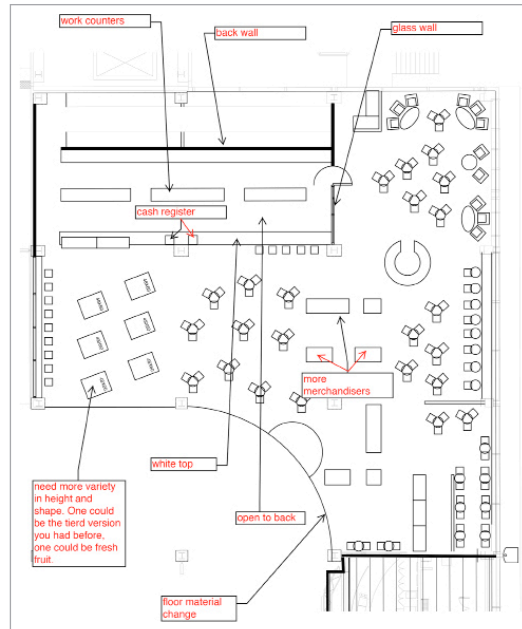




Cast Iron Diner

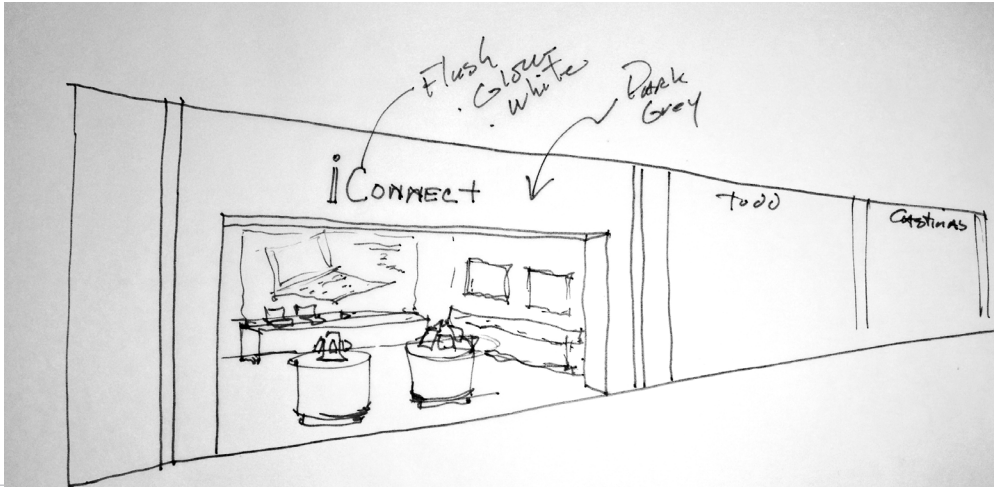


Cascade Market

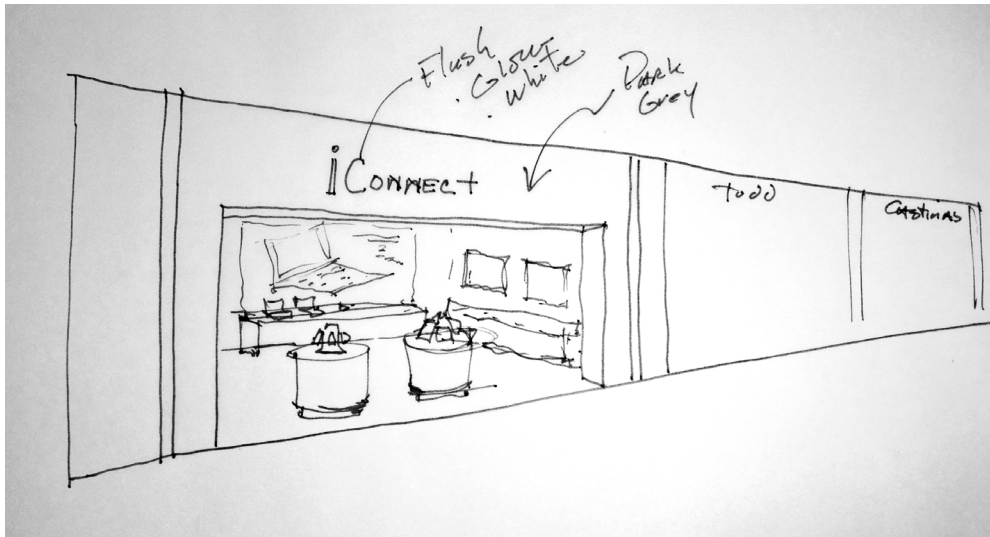


Cascade Market





iConnect, Todd, Castina's

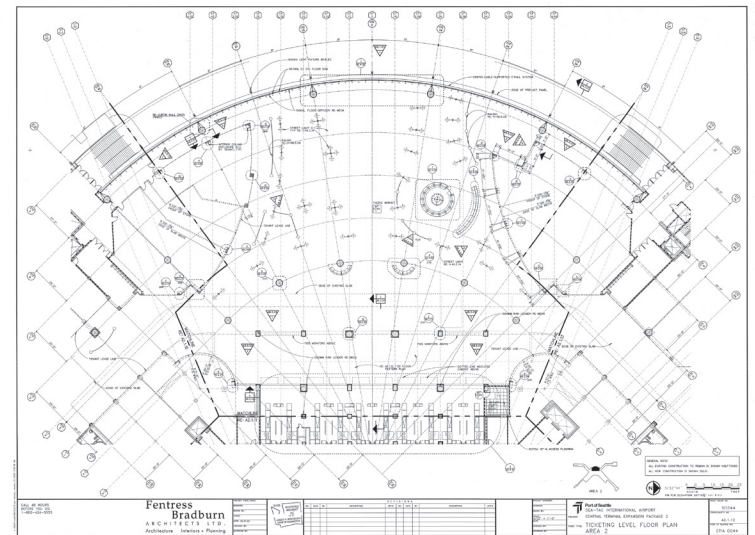




IConnect, Todd, Castina's

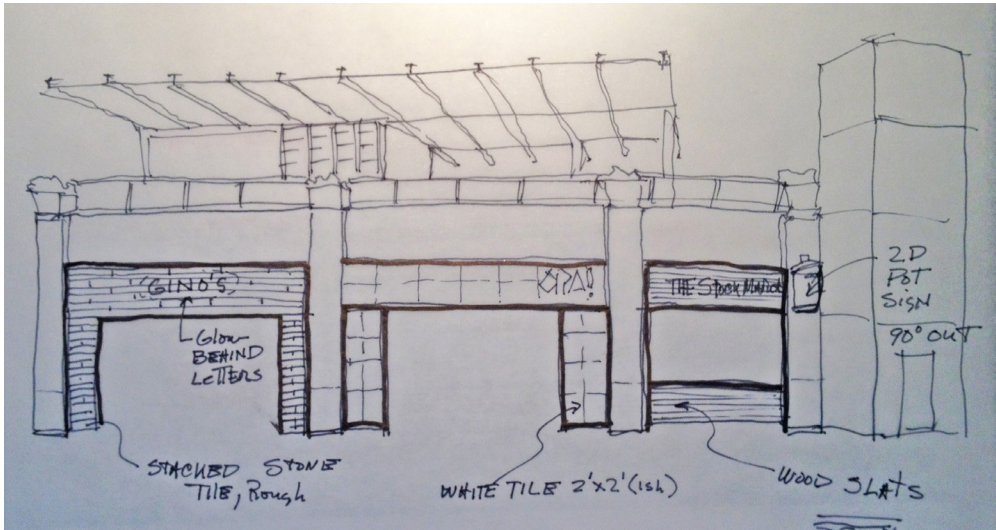
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Central Terminal



CENTRAL TERMINAL

Central Terminal- S



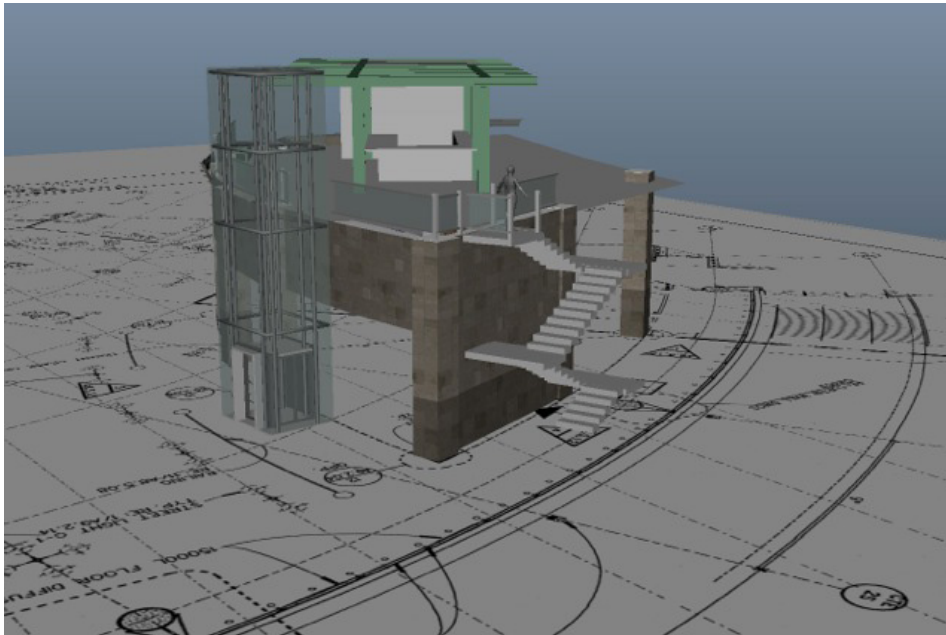


Gino's-OPA



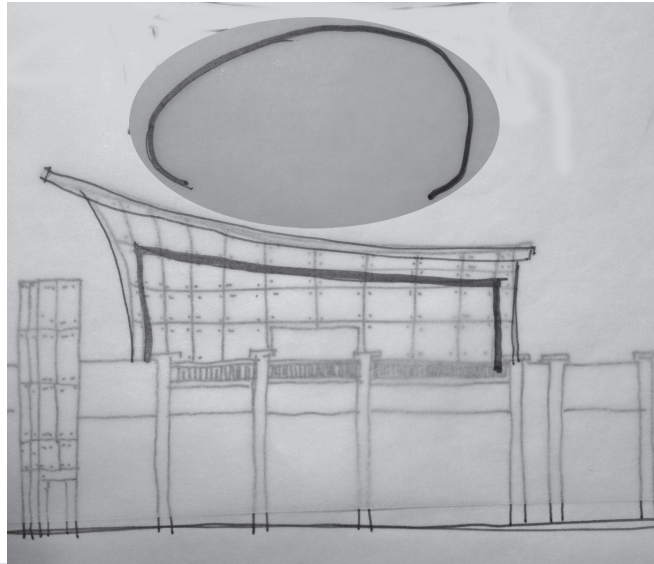


Stock Market-HOPS

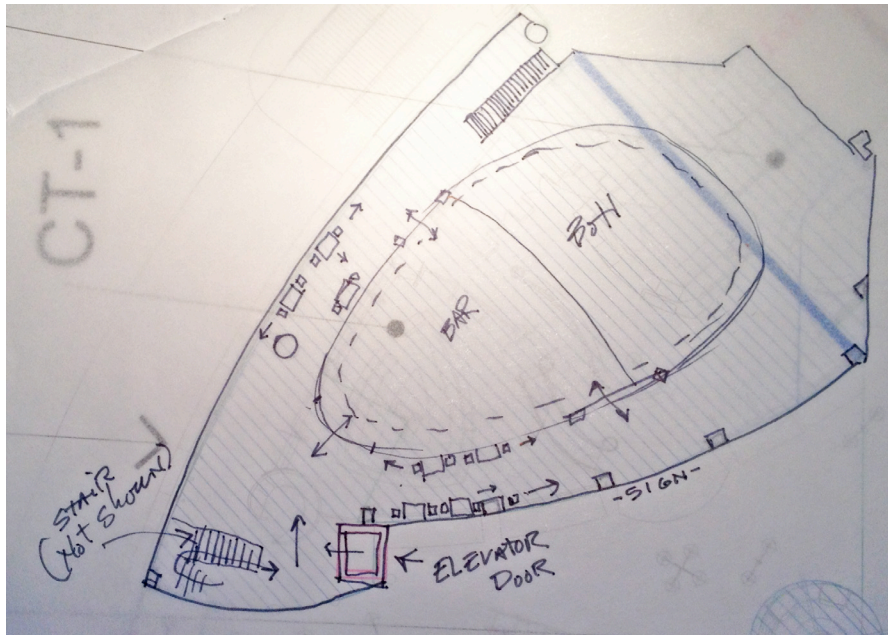


Flights-
3D Model Construction
Software: Maya

Central Terminal
South

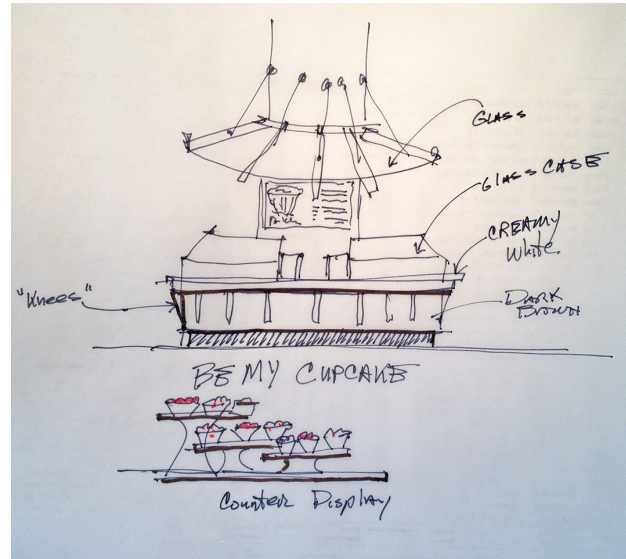


Central Terminal-N





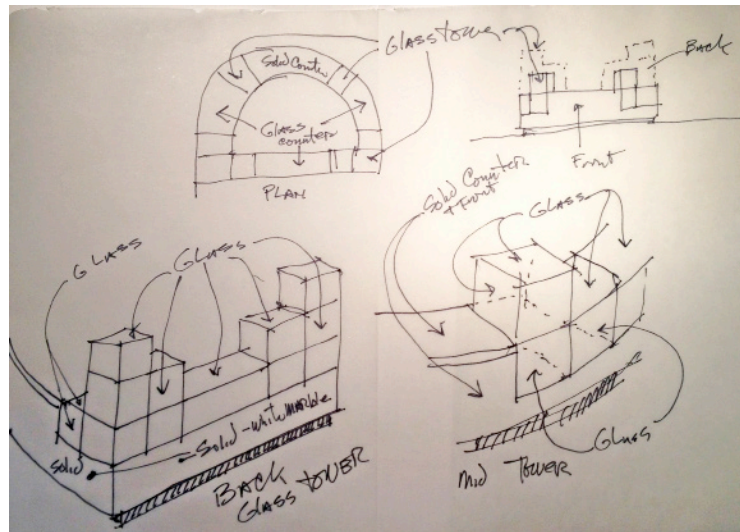
Ferraguto's



Be My Cupcake



CENTRAL TERMINAL

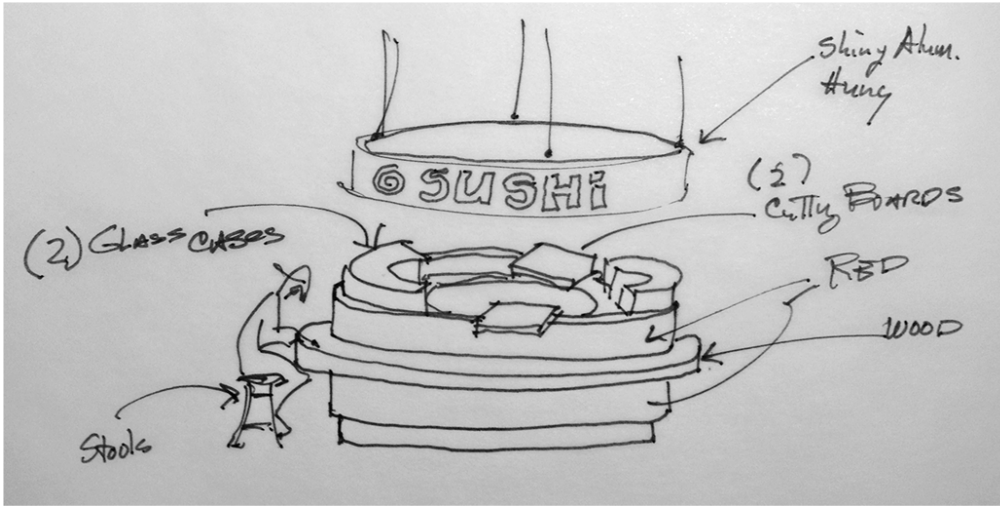


Castina's



CENTRAL TERMINAL

Sushi Bar

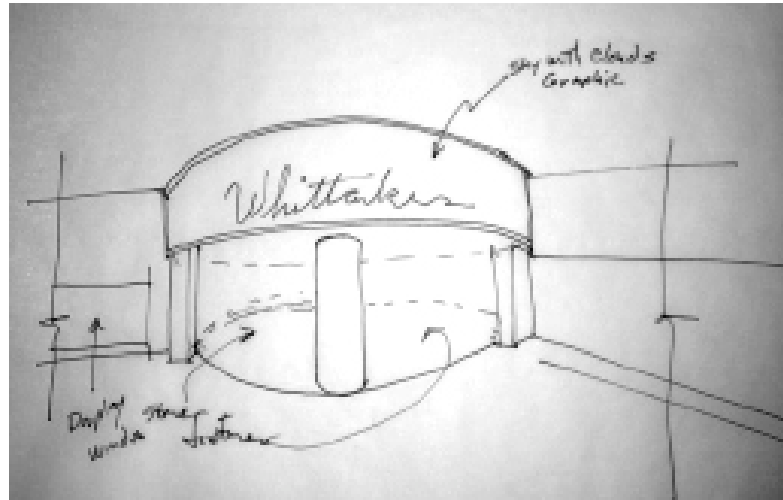




DeMarco's



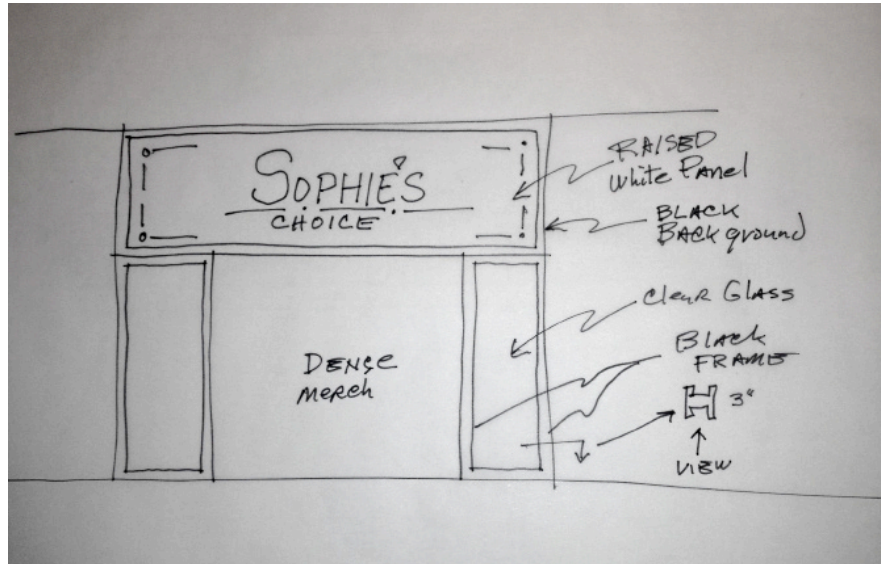
CENTRAL TERMINAL



Whittaker's



CENTRAL TERMINAL



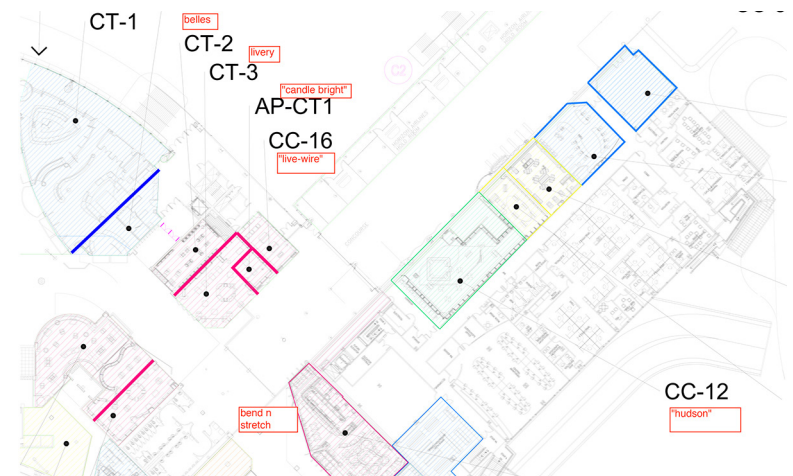
Sophie's



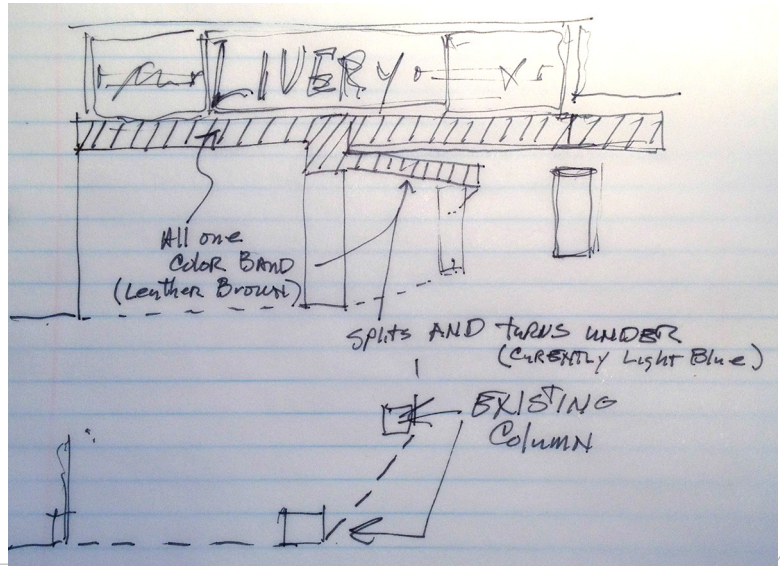
CENTRAL TERMINAL

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C-Concourse



C CONCOURSE



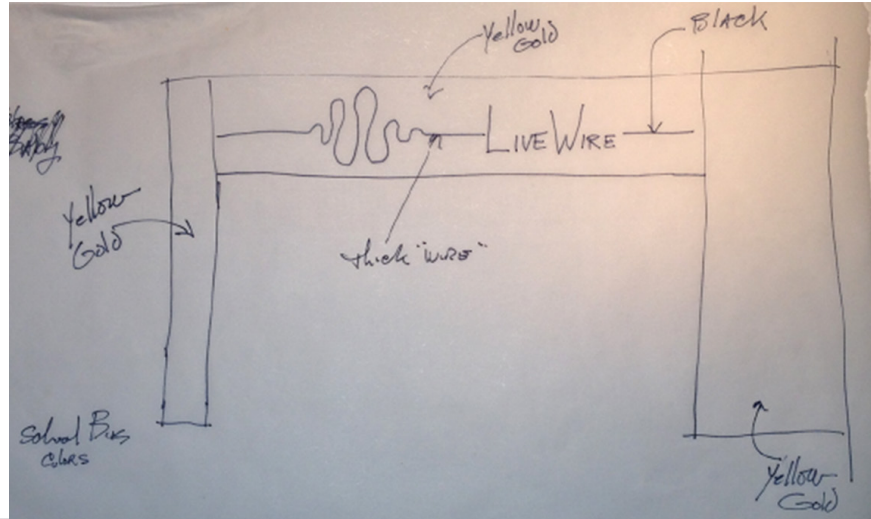
Livery





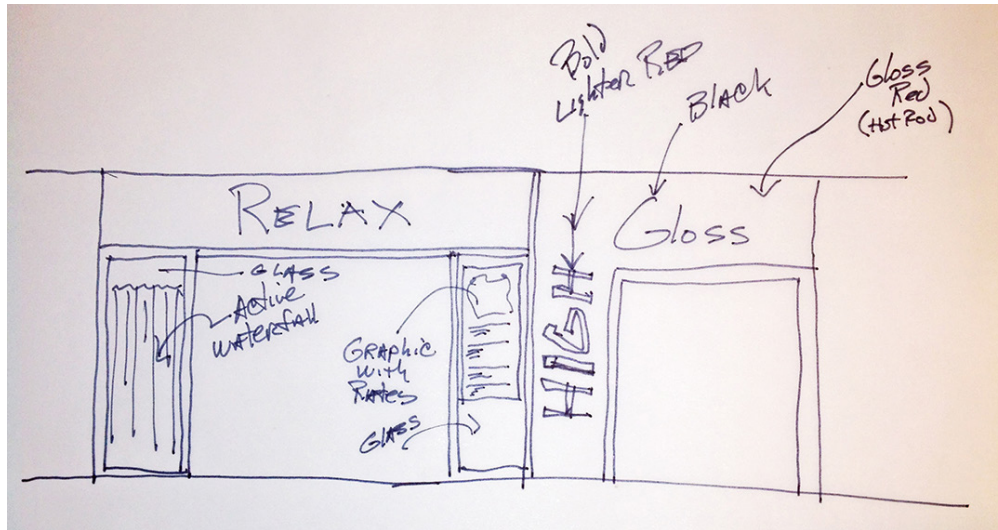
Candlebright





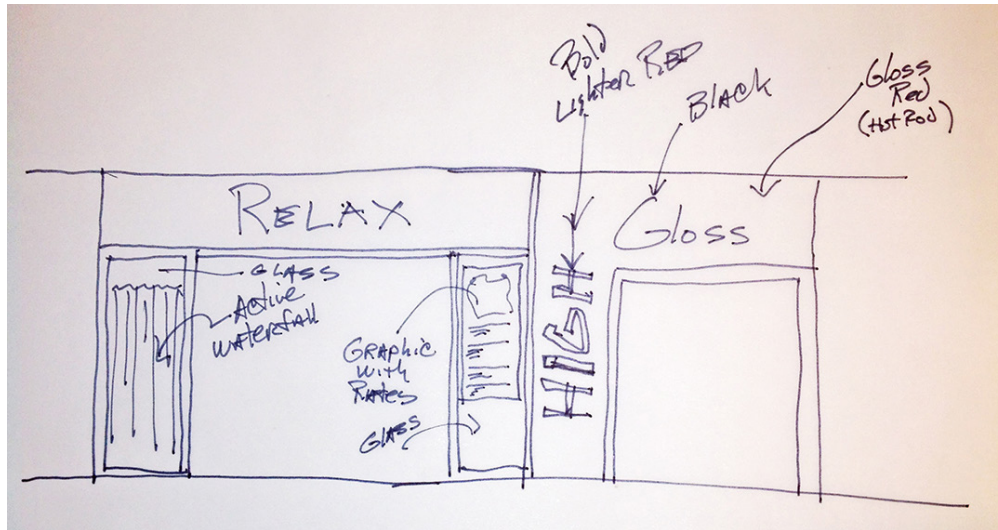
Livewire





RELAX

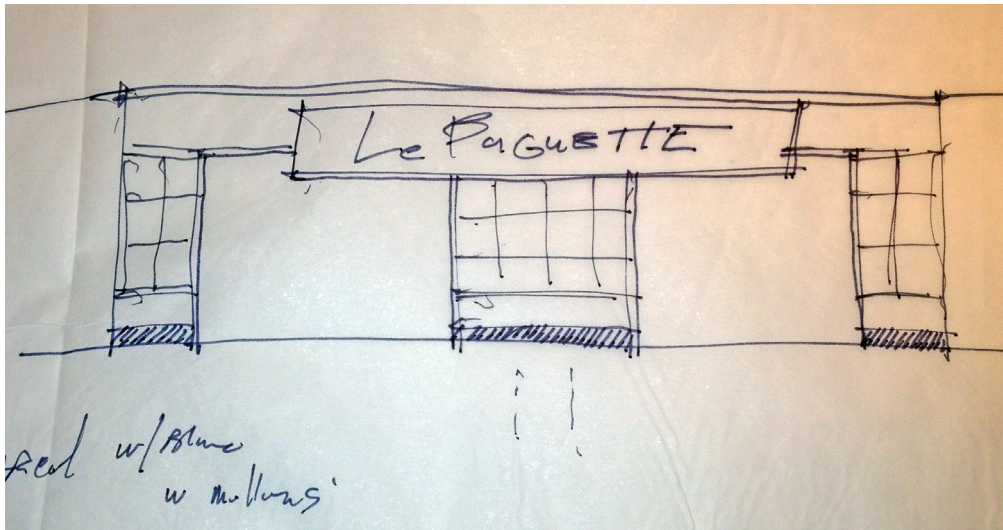




GLOSS



C CONCOURSE



LeBaguette

