

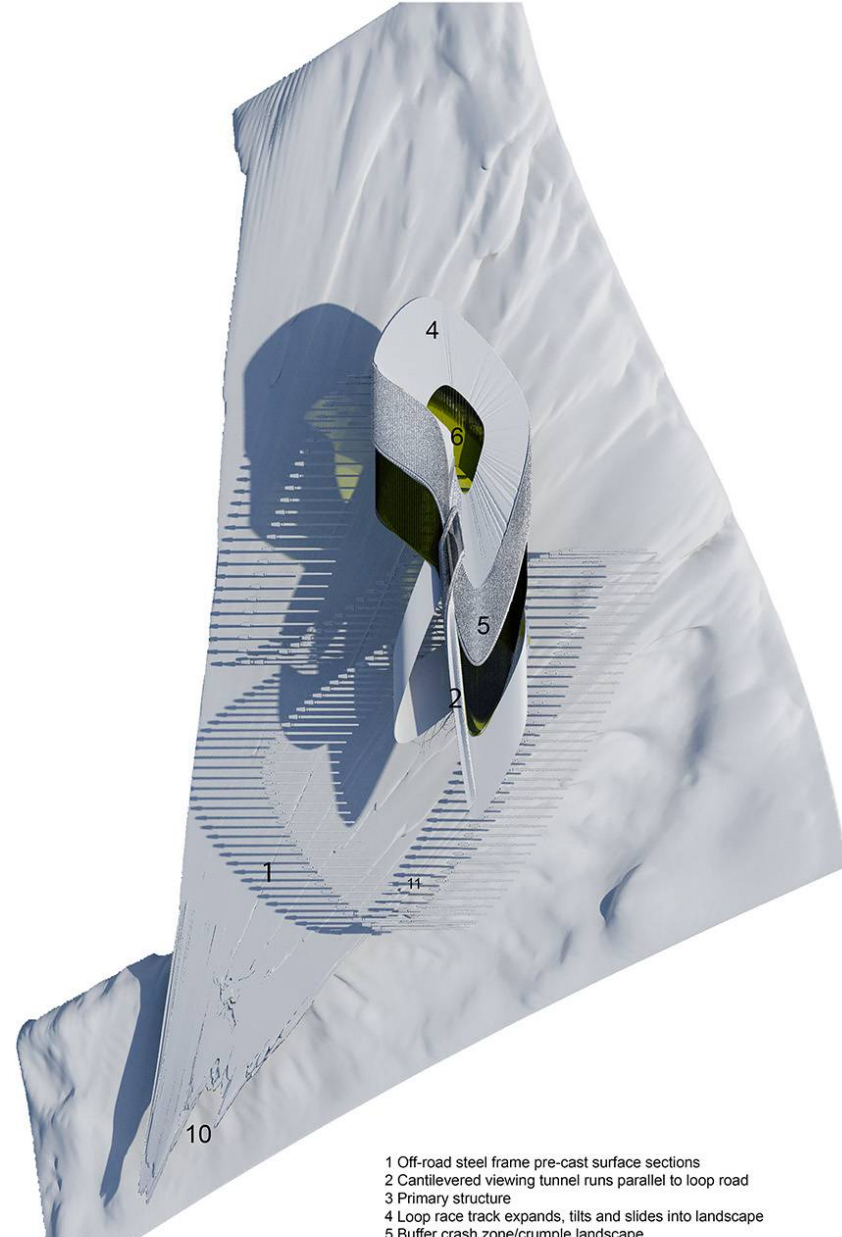
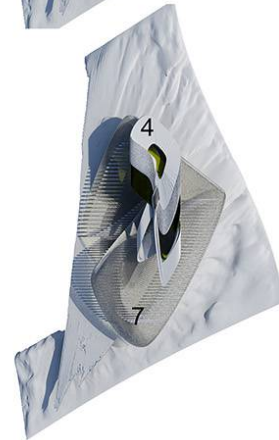
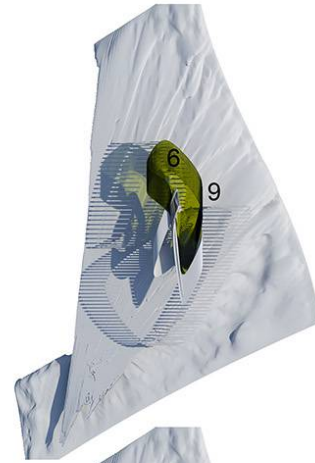


Photoelectric dormant architecture/ Dormant desert architecture

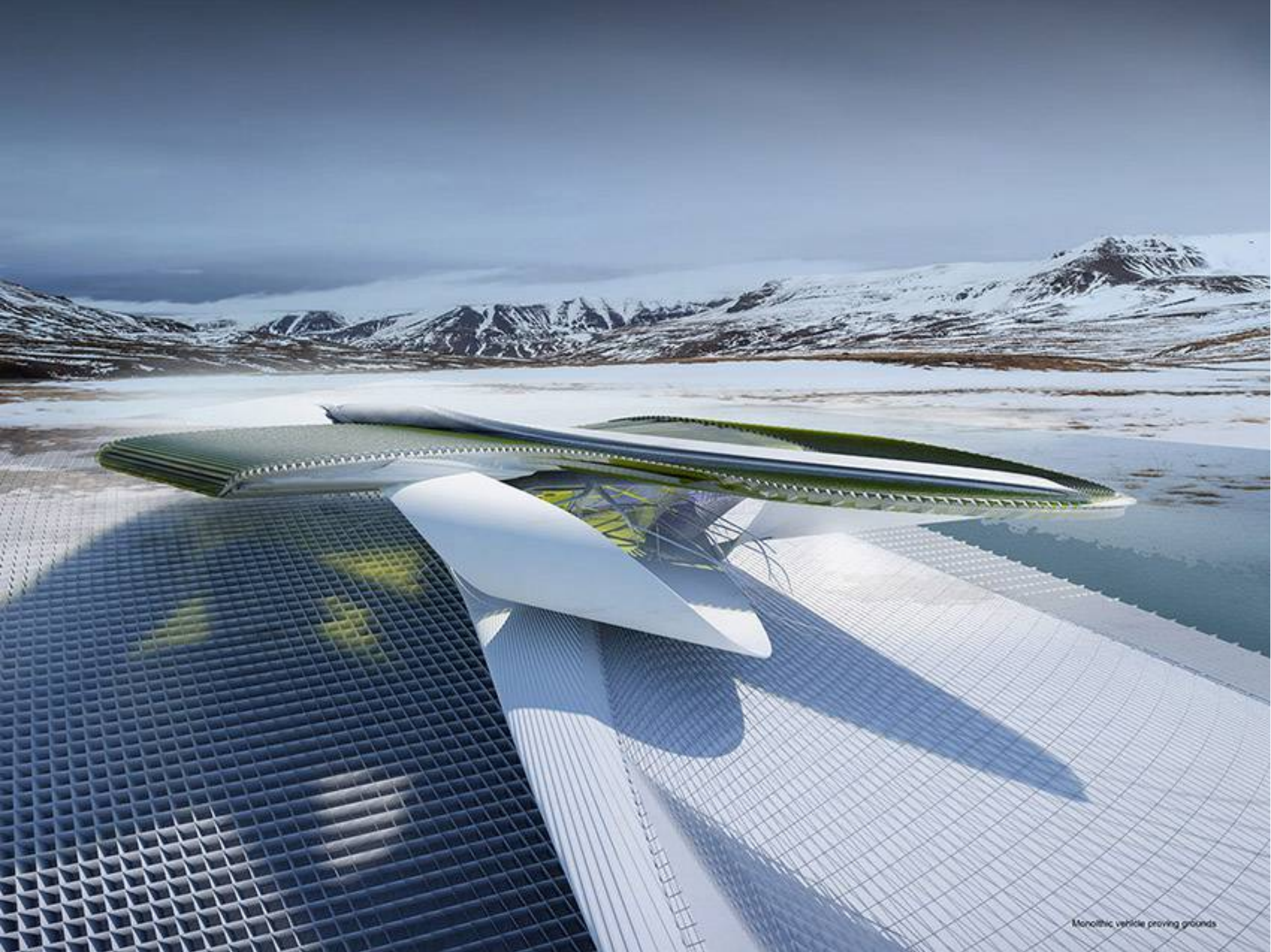
This building lies dormant in the Mongolian desert sub rock, it powers down when not in use. The design is a vehicle proving ground that uses photoelectric sensors scattered around the structure to awaken it. All vehicles which use the testing facility are fitted with sensors that interact with the photoelectric cells. As the cars travel through the barrel vault tunnels, race tracks, and hydroplanes these areas ignite to record and measure the car's response to the building and its test areas. Photoelectric sensors are highly durable in extreme weather conditions snow, temperature changes, wind, and sand/dirt which is the primary concern as the building is located in the Mongolian desert, an area that is exposed to extreme temperature changes.

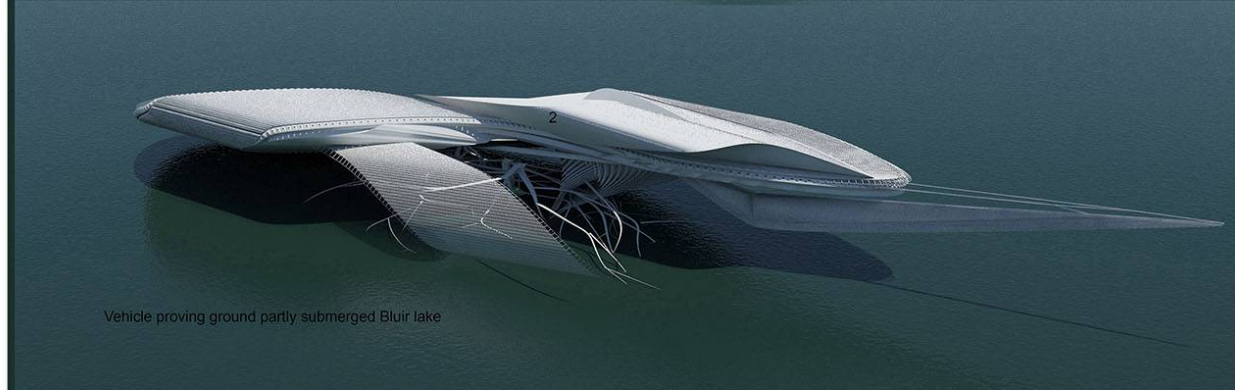
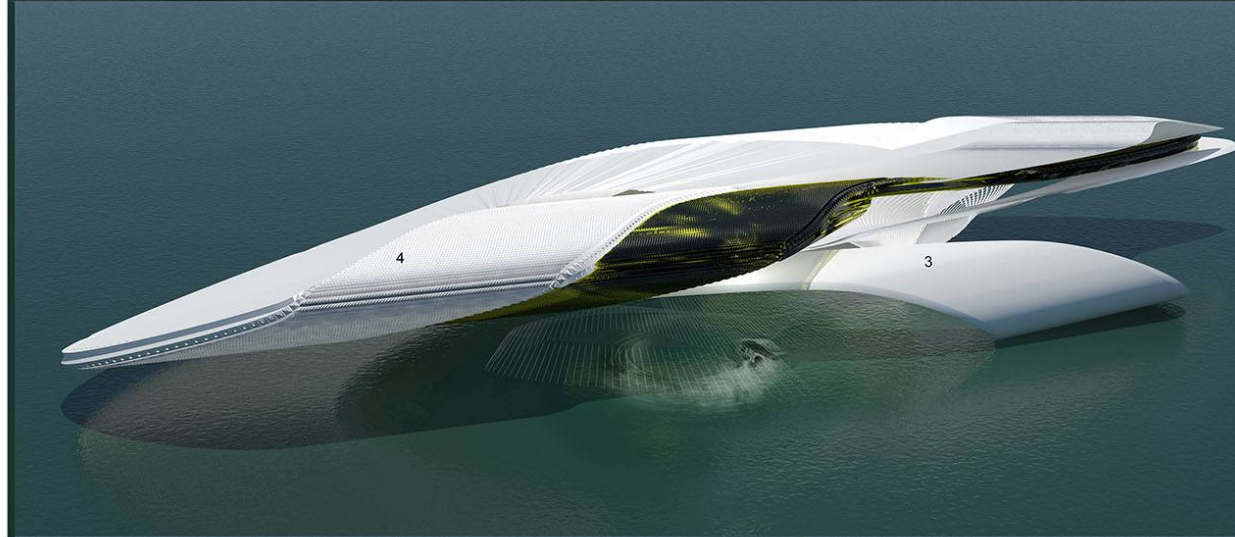
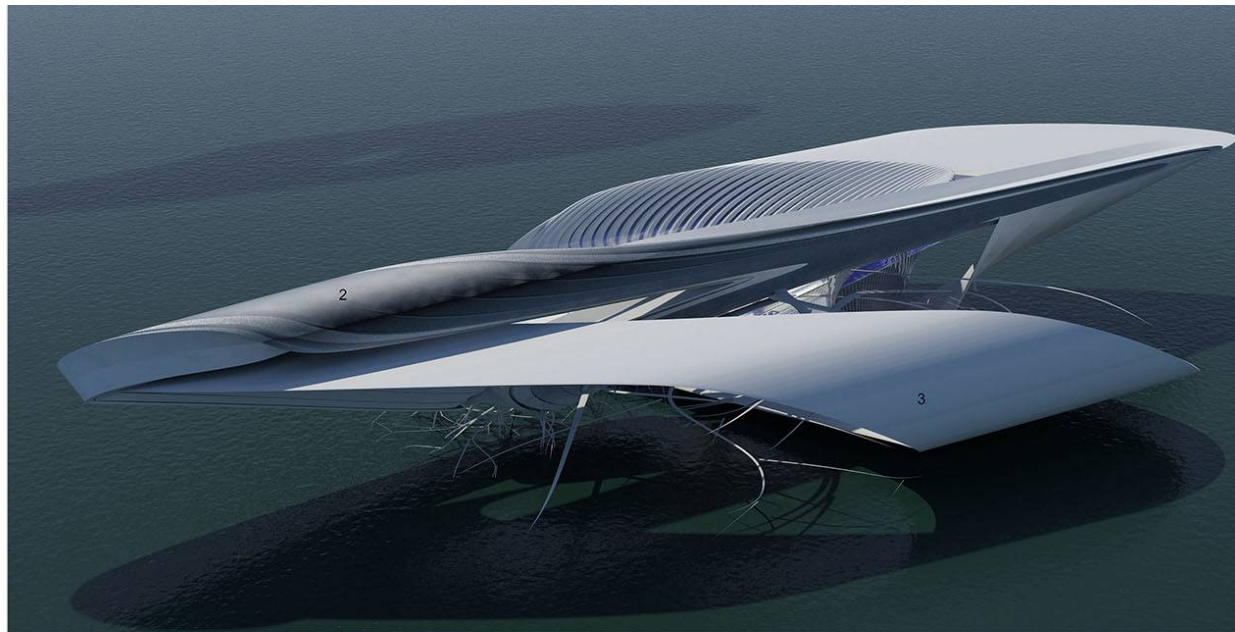
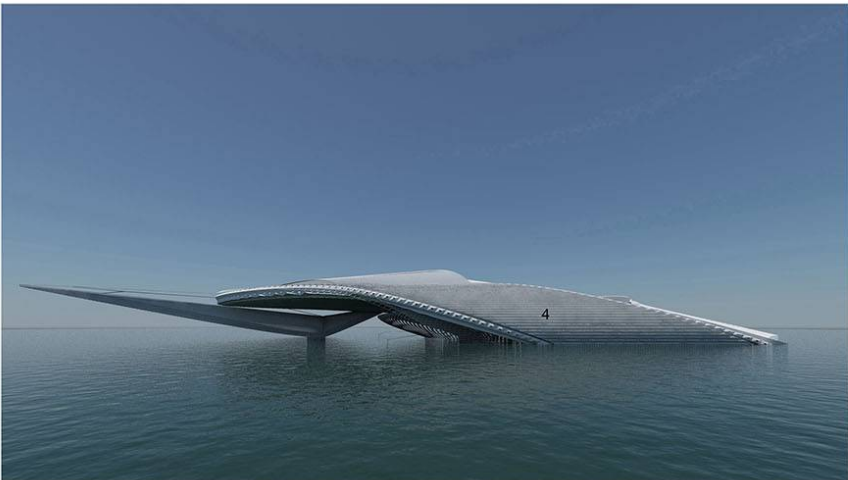
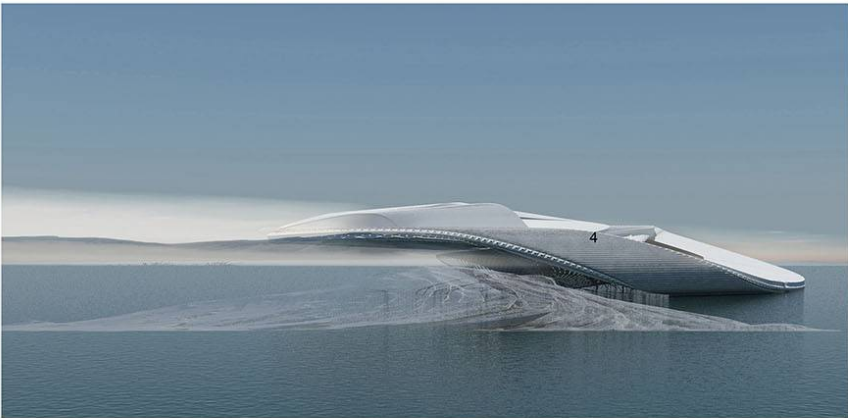
The building has solar panels running along all race track surfaces generating 4kw of energy. When there are no vehicles the building changes to an energy-saving mode to reduce energy consumption achieving the goal of energy conservation.

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- 1 Off-road steel frame pre-cast surface sections
- 2 Cantilevered viewing tunnel runs parallel to loop road
- 3 Primary structure
- 4 Loop race track expands, tilts and slides into landscape
- 5 Buffer crash zone/crumple landscape
- 6 Glass atrium
- 7 Undulating Sine wave steel frame hydroplane area/flooded frozen
- 8 Circuit walkway
- 9 solar panels
- 10 Potholes, sand pit, gravel and rumble strip landscape
- 11 Skid pad circles





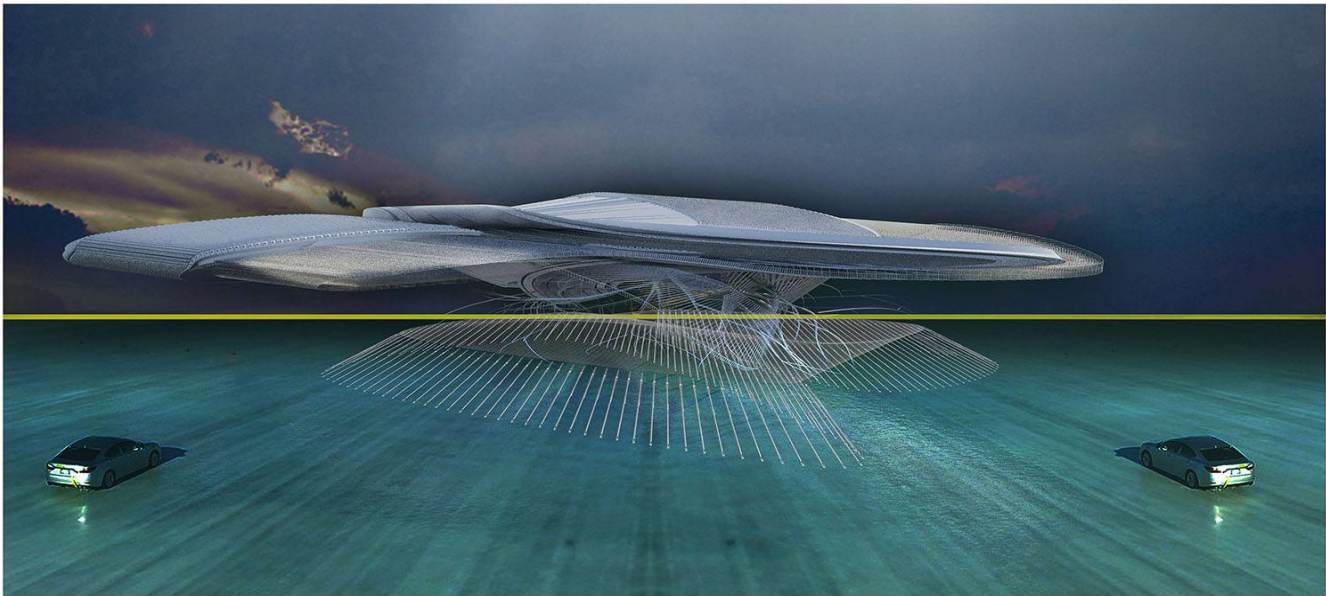
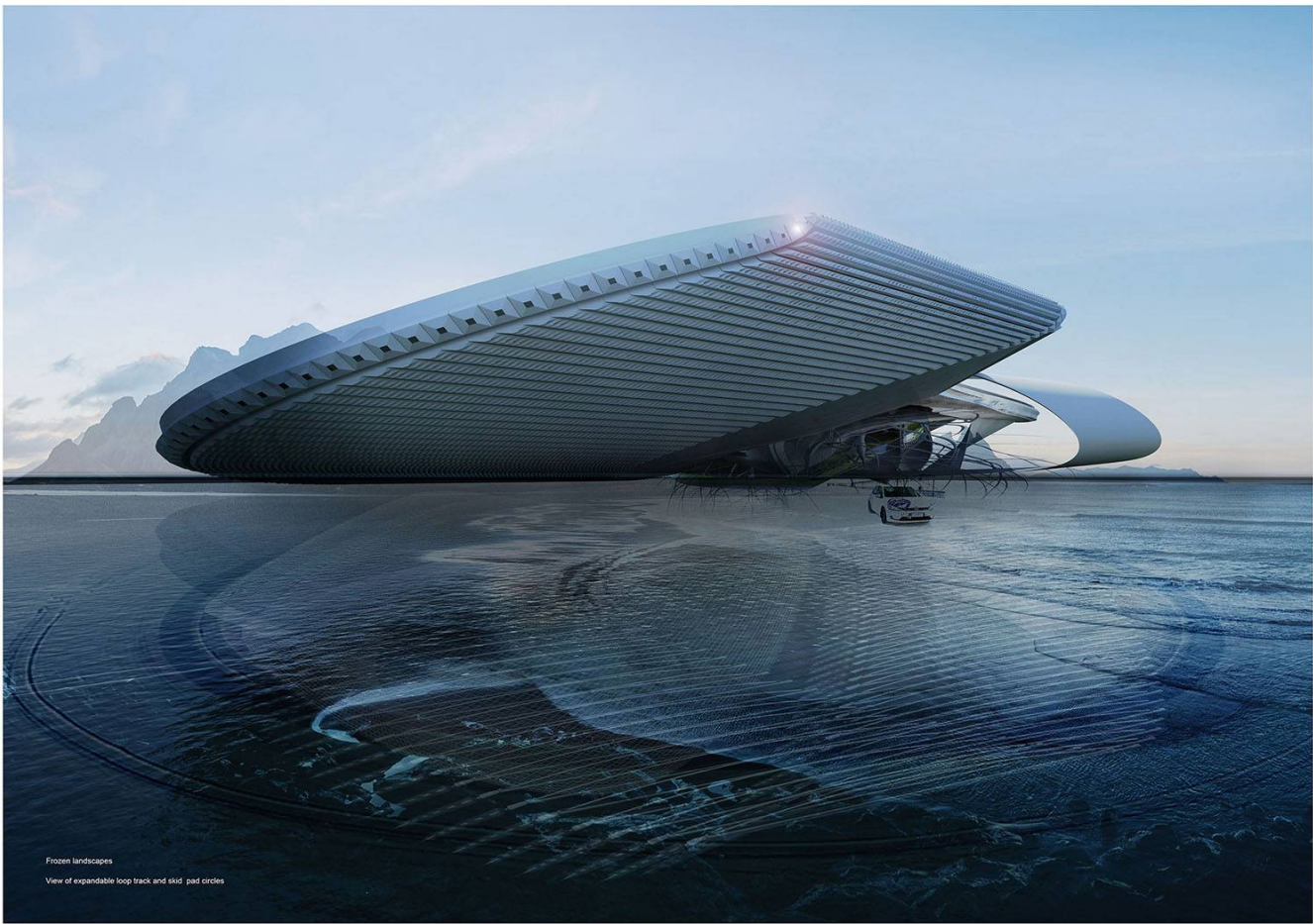
Frozen landscape and slip zone

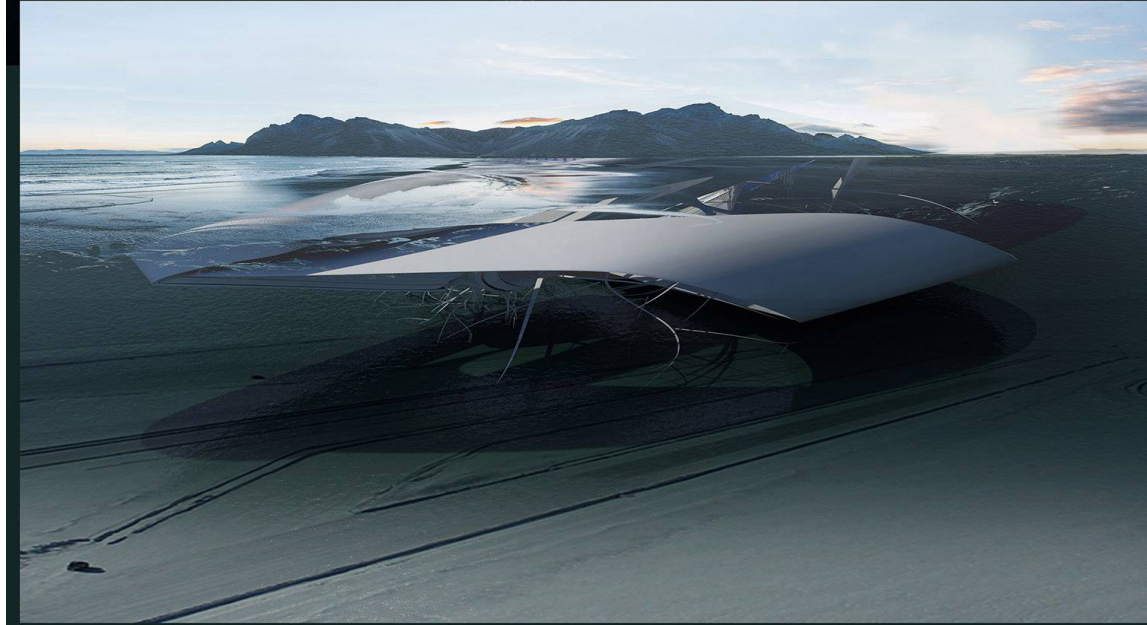
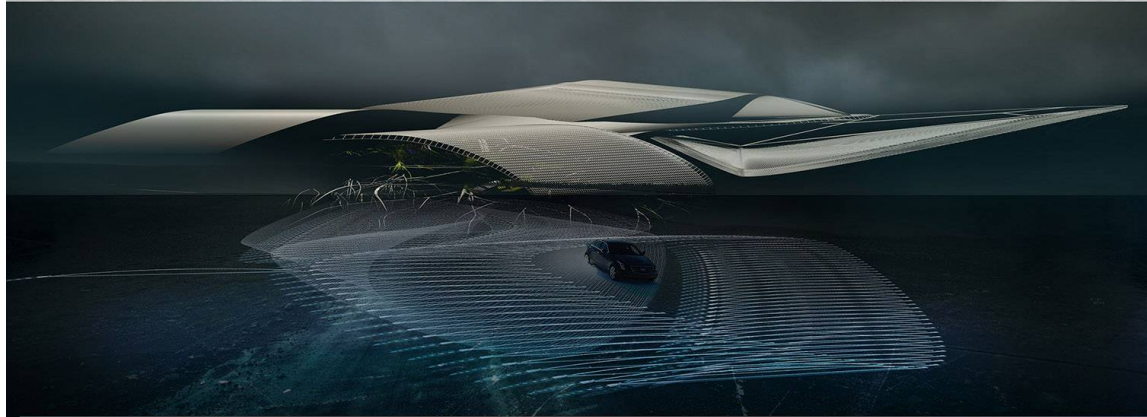
- 1 Off-iced steel frame pre-cast surface sections
- 2 Composite curved barrier ramp parallel to loop road
- 3 Primary structure
- 4 Loop steel frame elements, top and sides into landscape
- 5 Buffer crash zone/rough landscape
- 6 Steel slalom
- 7 Underlying sine wave steel frame hypoglycemia area/flooded frozen
- 8 Steel roadway
- 9 Solar panels
- 10 Thermal sand pit, gravel and rubble strip landscape
- 11 Steel car crane
- 12 Inflatable early on-site

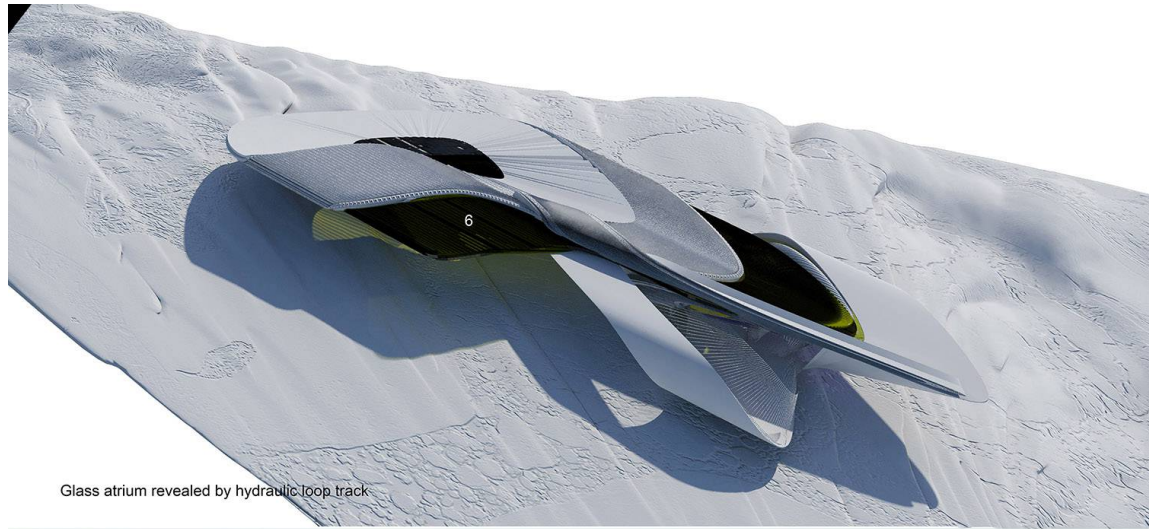
Vehicle proving ground partly submerged Blur lake

Vehicle proving grounds undulating surfaces mimicking surrounding landscape





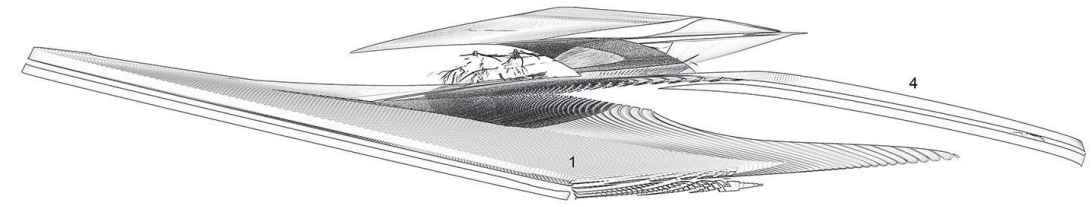
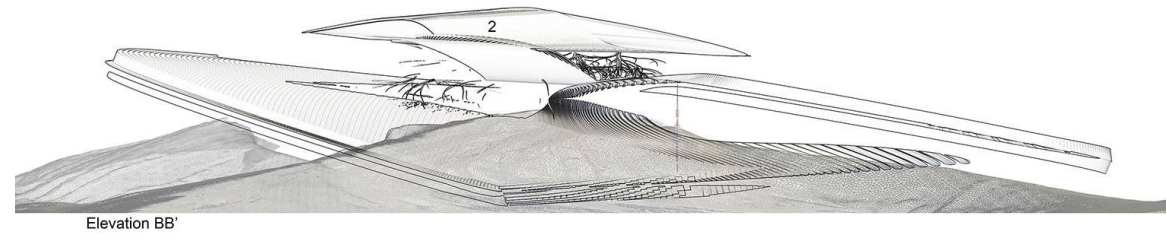
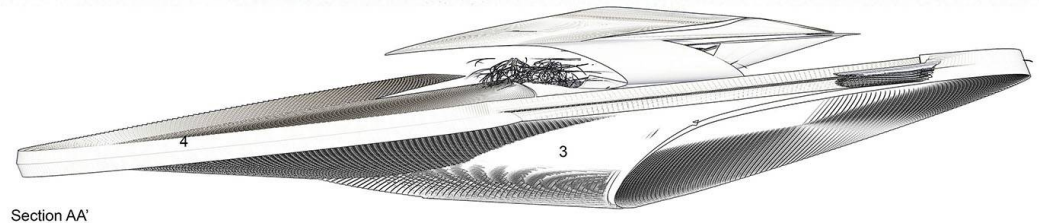
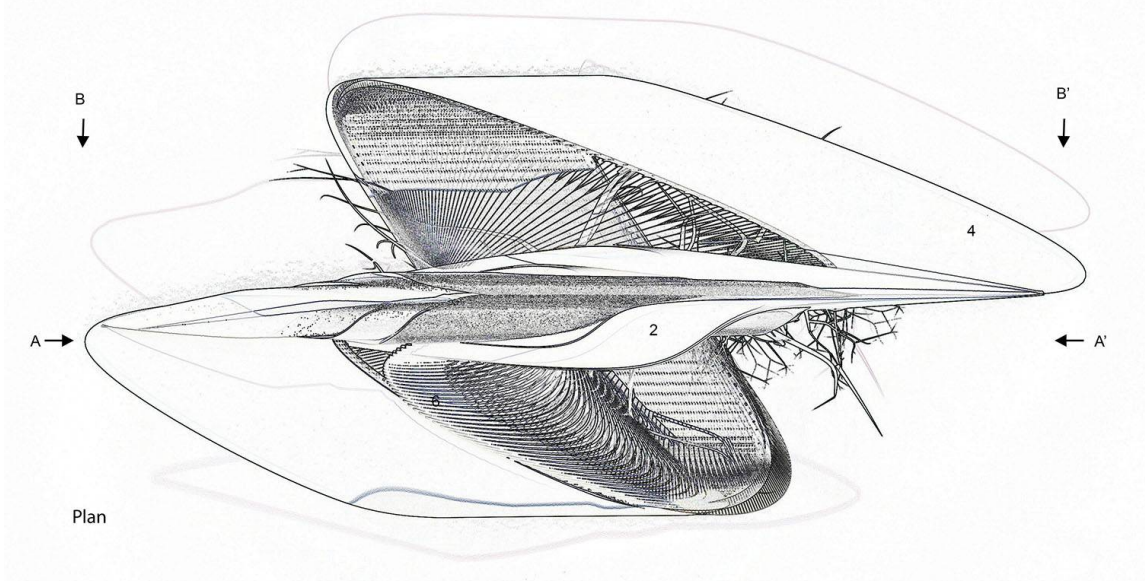




Glass atrium revealed by hydraulic loop track



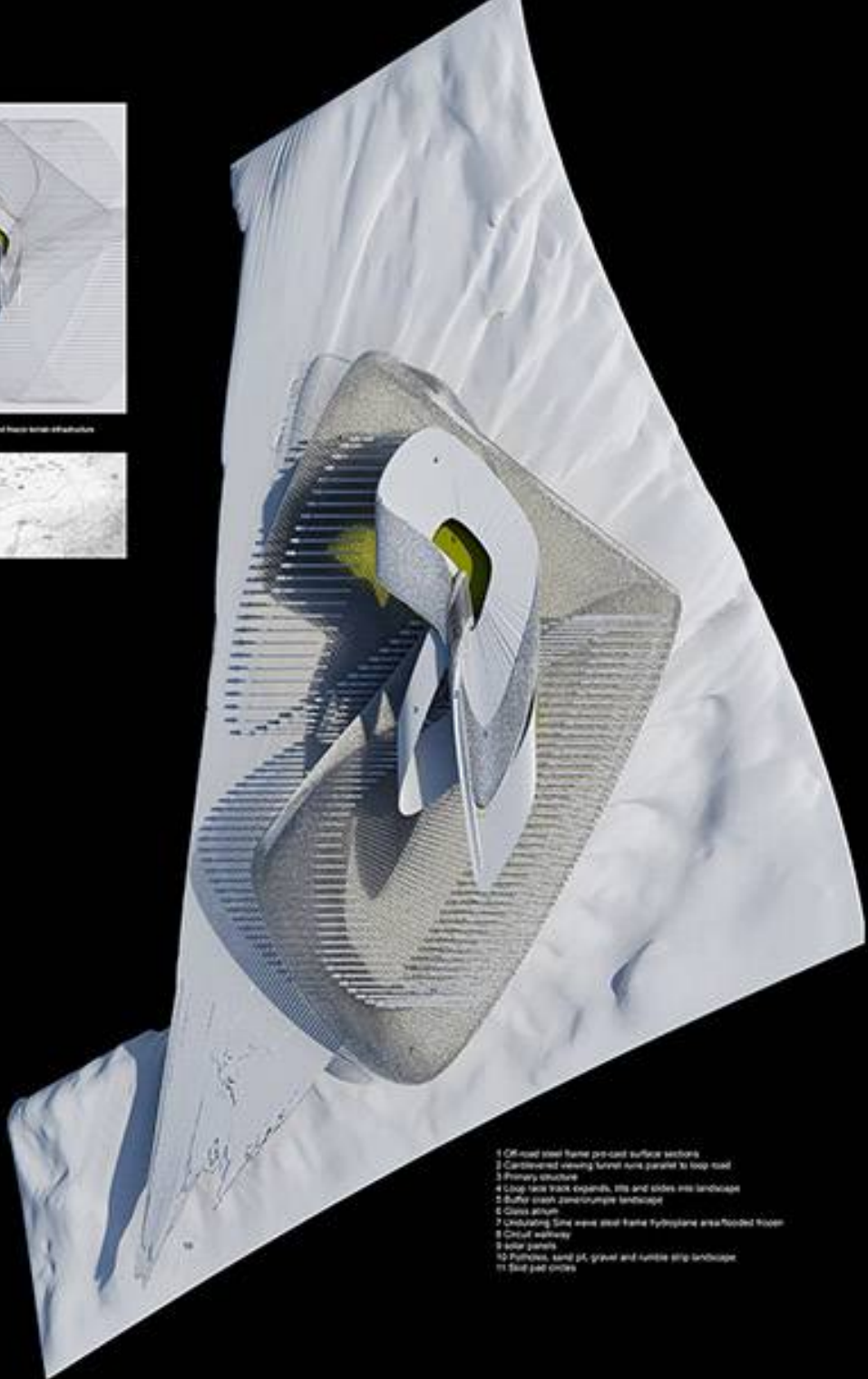
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- 6 Glass atrium
- 7 Undulating Sine wave steel frame hydroplane area/flooded frozen
- 8 Circuit walkway
- 9 solar panels
- 10 Potholes, sand pit, gravel and rumble strip landscape
- 11 Skid pad circles



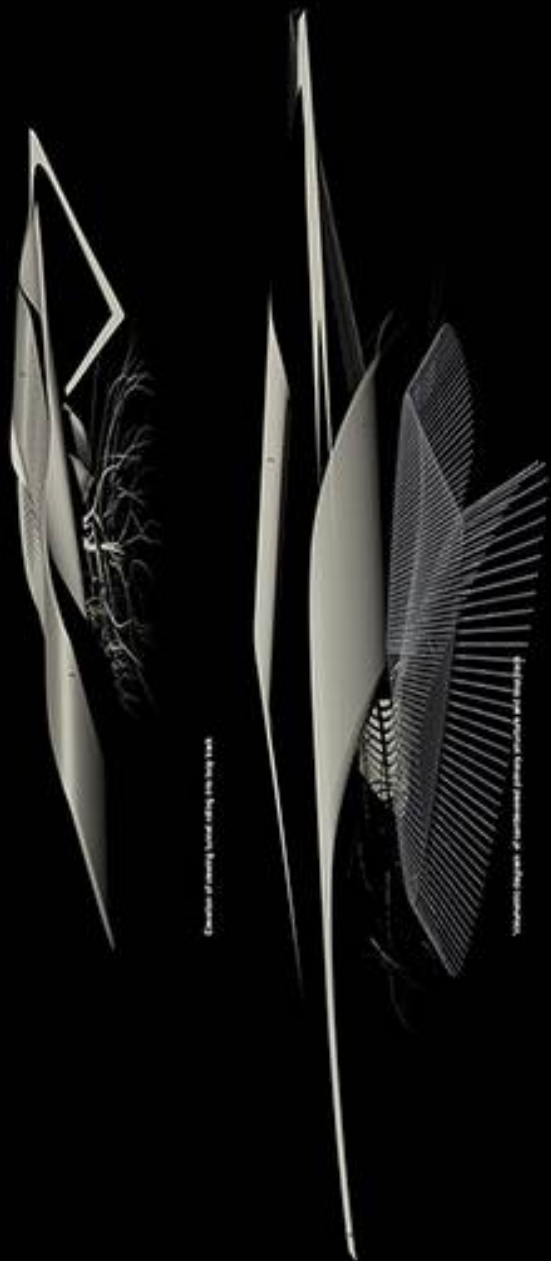
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- 10 Potholes, sand pit, gravel and rumble strip landscape
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Hydroplane float and access tunnel structure



- 1 Off-road steel frame pre-cast surface sections
- 2 Cantilevered viewing tunnel runs parallel to loop road
- 3 Primary structure
- 4 Loop race track expands, sits and slides into landscape
- 5 Buffer crash zone/crumple landscape
- 6 Curve apron
- 7 Including 50m wide steel frame hydroplane area flooded frozen
- 8 Circuit wallway
- 9 solar panels
- 10 Puffins, sand pit, gravel and timber strip landscape
- 11 Steel post poles



Exterior of viewing tunnel along the loop track

View from the edge of the hydroplane area looking towards the tunnel