

THE MART + HOTEL / R04

MART + HOTEL / COMPLETE CAMPUS

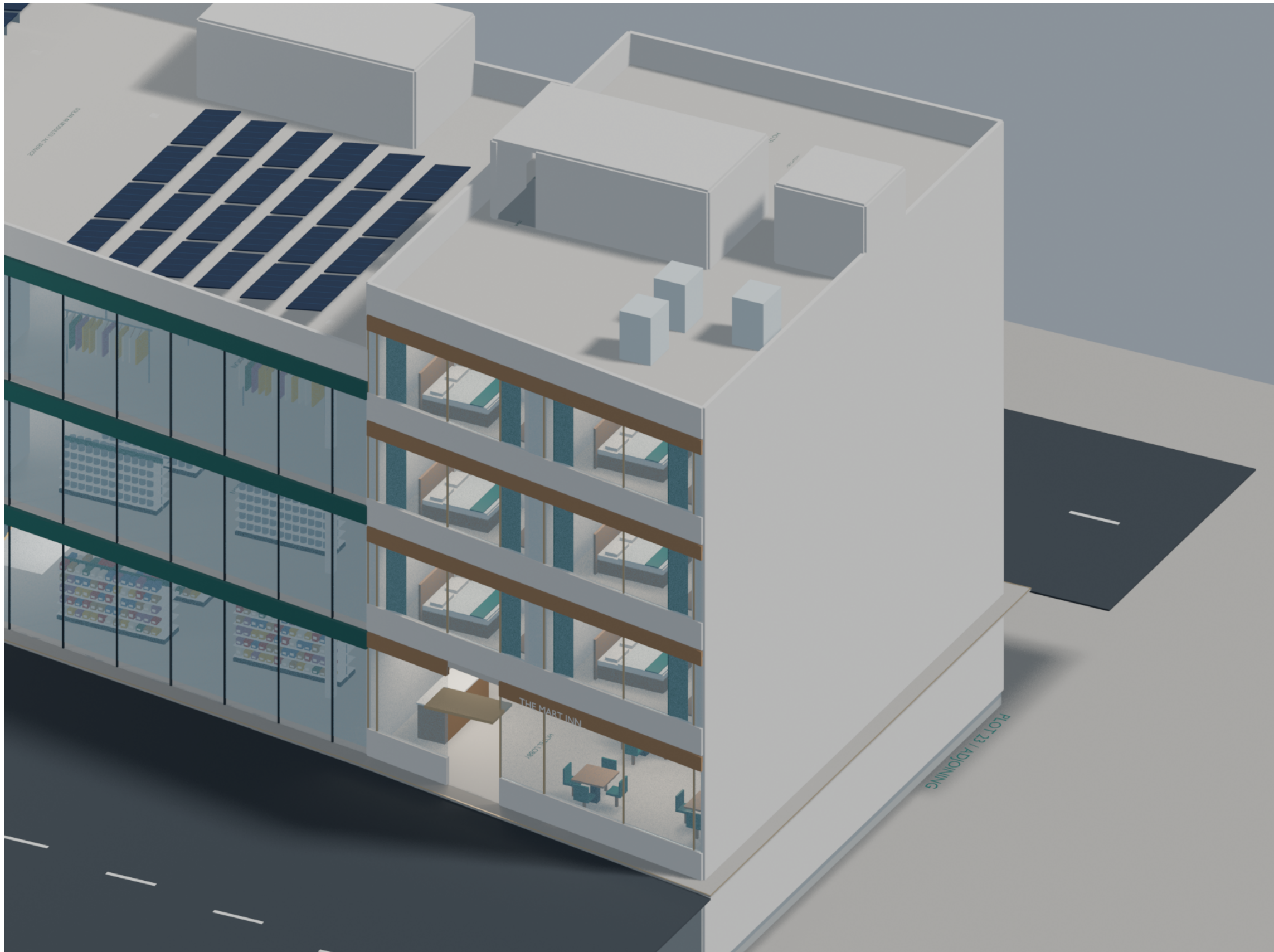
True 3D architectural preview / R04 / plots 19-22



THE MART + HOTEL / R04

HOTEL / EAST ROAD + NORTH PARTY SIDE

True 3D architectural preview / R04 / plots 19-22



THE MART + HOTEL / R04

FAMILY RESTAURANT / GROUND FLOOR

True 3D architectural preview / R04 / plots 19-22



THE MART + HOTEL / R04

FURNISHED GUEST ROOM / FIRST FLOOR

True 3D architectural preview / R04 / plots 19-22



THE MART + HOTEL / R04

PLOT 21 / NEW GROCERY AISLES

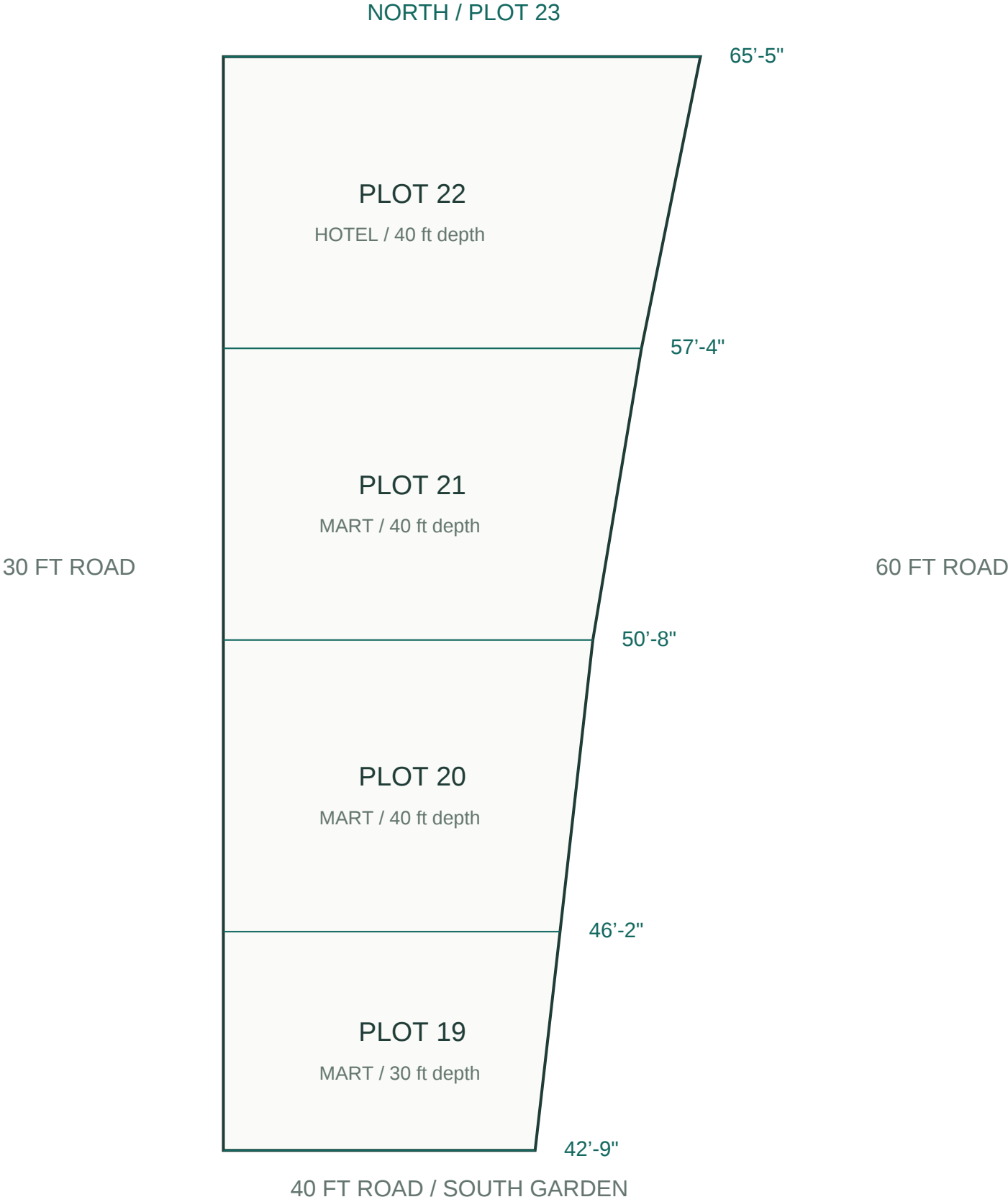
True 3D architectural preview / R04 / plots 19-22



THE MART + HOTEL / R04

SITE / PLOTS 19 + 20 + 21 + 22

30 ft west road / 60 ft east road / 40 ft south road with garden beyond



Mart land: ~5,430 sq ft

Hotel land: ~2,455 sq ft

Combined land: ~7,885 sq ft

West datum aligned to x = 0.

Widths interpolated by plot segment.

This is not a bearings-based survey.

Illustrative 2 ft edge strips retained.

Plot 22 depth confirmed: 40 ft.

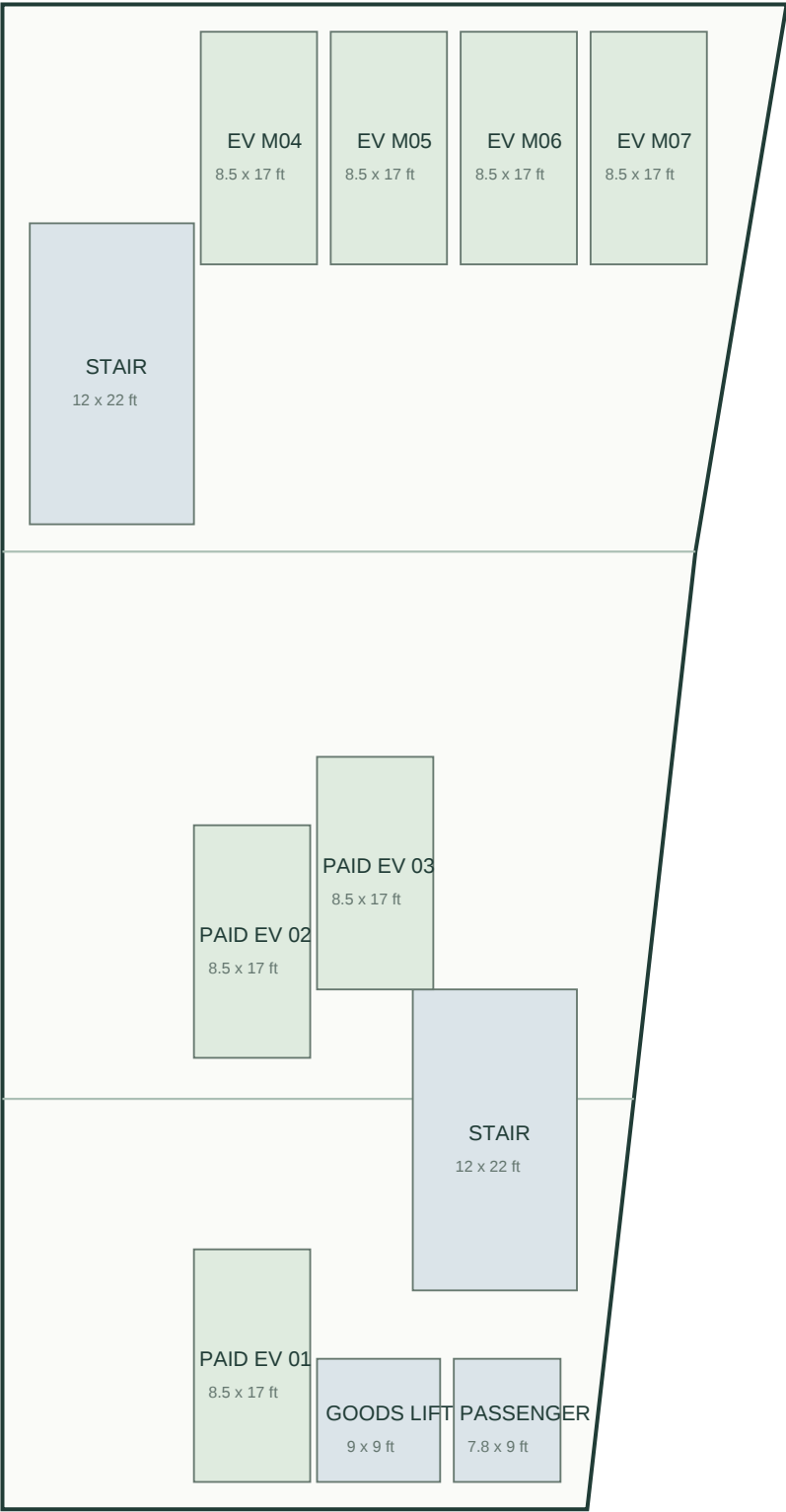
North neighbour: Plot 23.

THE MART + HOTEL / R04

MART / BASEMENT 2

Level -20 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / HOTEL PLOT 22



57'-4" NORTH / 42'-9" SOUTH / 110' DEPTH

7 ordinary car positions drawn.

All seven have illustrative EV pedestals.

New north parking row: four bays.

Retained conventional ramp reservation.

15-car combined target not achieved.

Vehicle turning and ramp transfers unresolved.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

Door/fire ratings and swept paths

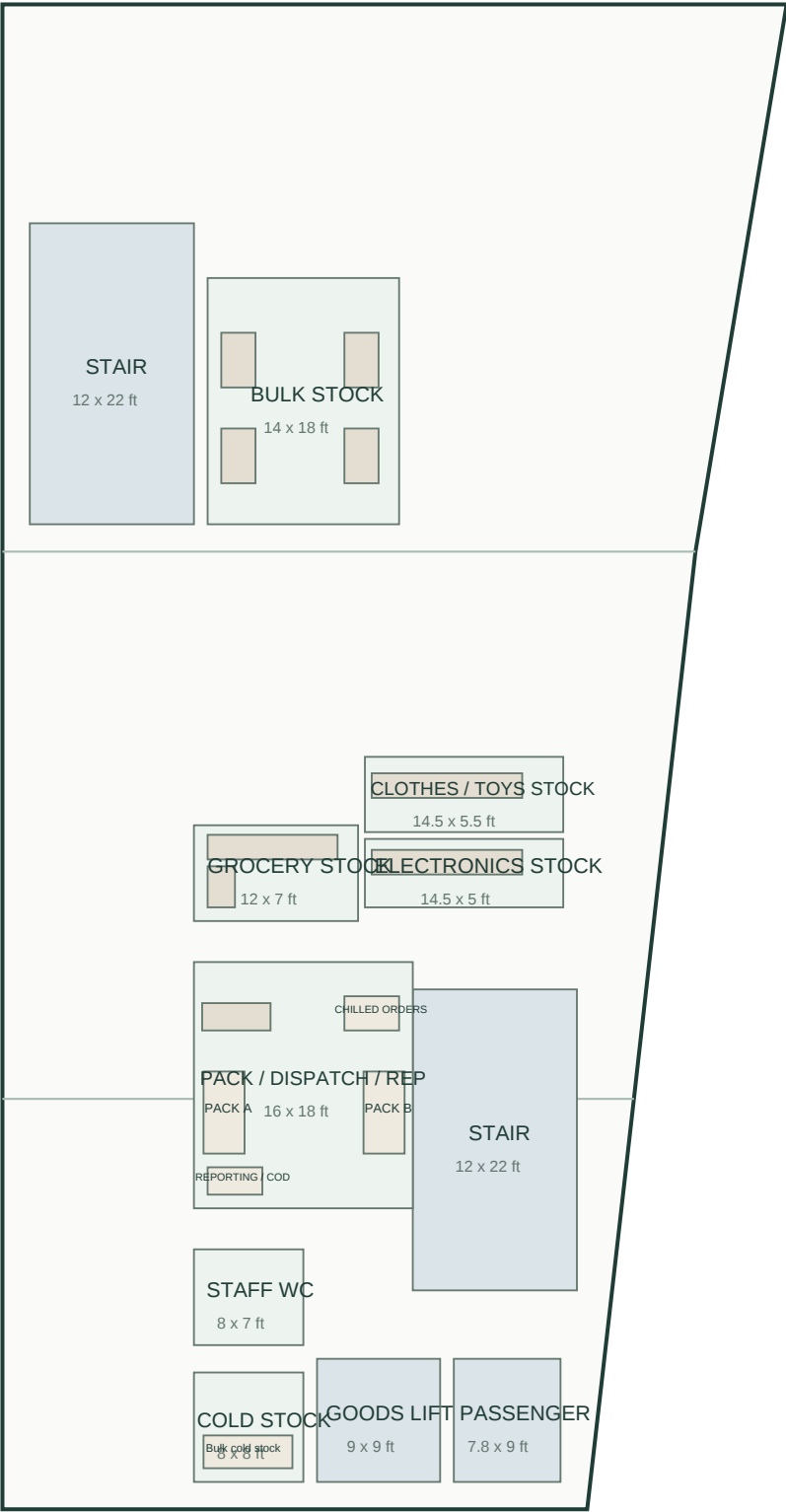
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THE MART + HOTEL / R04

MART / BASEMENT 1

Level -10 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / HOTEL PLOT 22



57'-4" NORTH / 42'-9" SOUTH / 110' DEPTH

- Delivery / packing / reporting retained.
- All mart stock remains on this level.
- 252 sq ft bulk-stock room added.
- North approach joins hotel parking.
- Two controlled vehicle portals proposed.
- Pedestrian separation requires development.

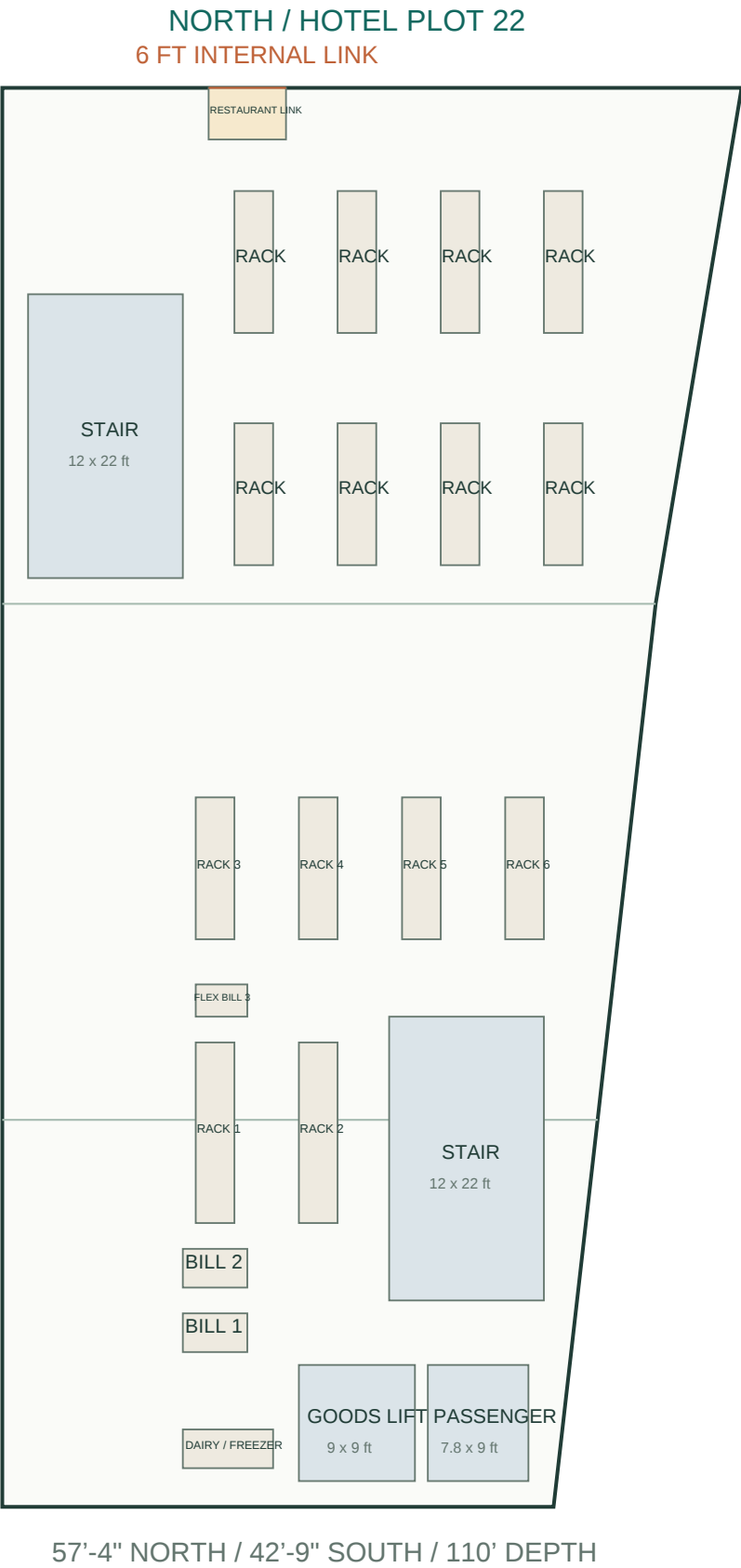
LEGEND

- Grey-blue: lifts / stairs
- Green: rooms / parking
- Sand: furniture / merchandising
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- Door/fire ratings and swept paths are not certified by these sheets.

THE MART + HOTEL / R04

MART / GROCERY + RESTAURANT LINK

Level +0 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB



- 14 stocked gondolas; previously six.
- Eight additional gondolas on Plot 21.
- Typical new rack-to-rack aisle: 5 ft.
- 6 ft north link to family restaurant.
- Separate goods and passenger lifts retained.
- Additional rear stair added.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

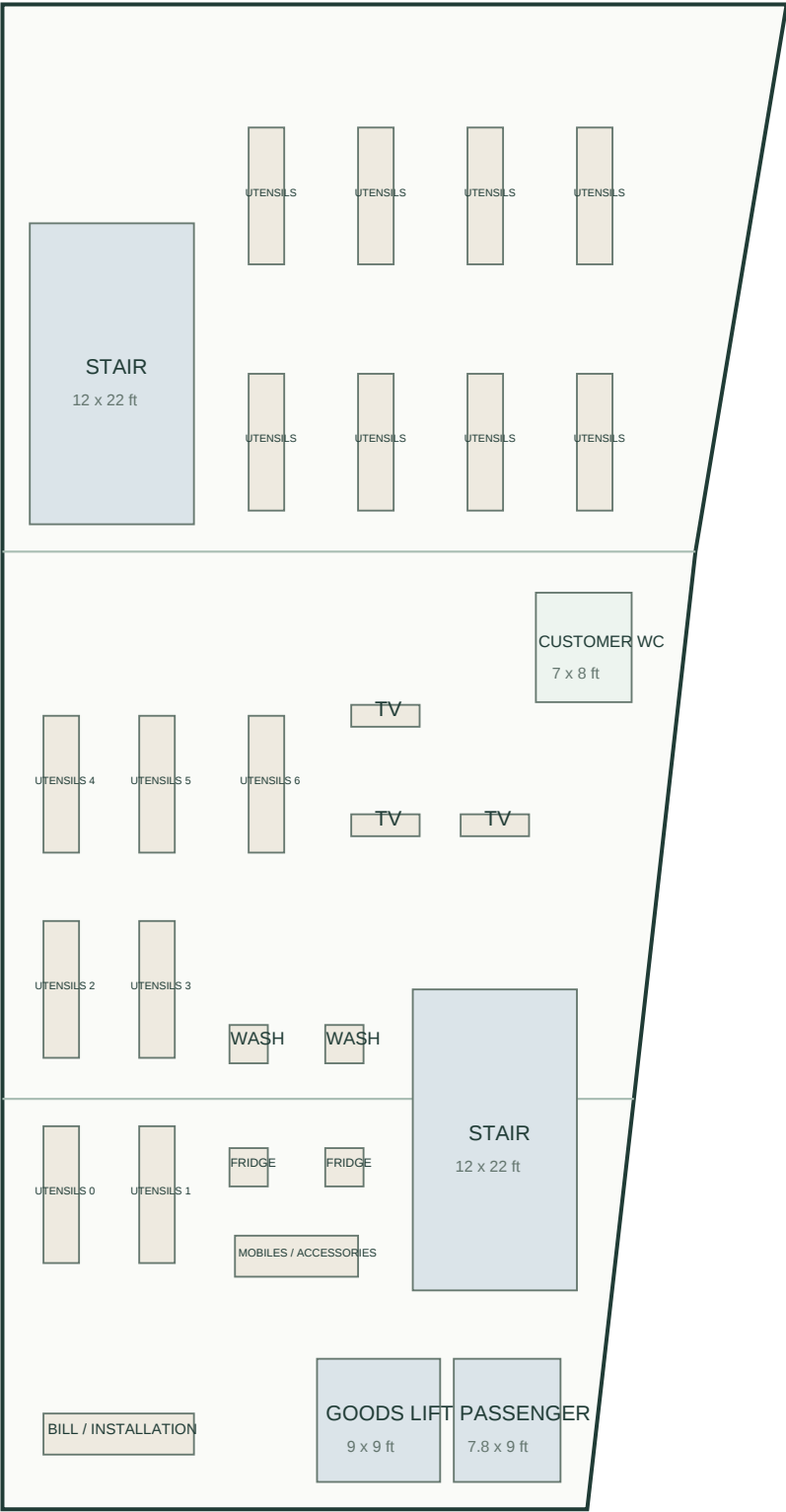
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THE MART + HOTEL / R04

MART / ELECTRONICS + HOME

Level +13 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / HOTEL PLOT 22



57'-4" NORTH / 42'-9" SOUTH / 110' DEPTH

Plot 21 adds eight utensil gondolas.

Existing electronics demonstrations retained.

Customer toilet remains on this floor.

All bulk backstock stored on B1.

Rear stair coordinates with new extension.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

Door/fire ratings and swept paths

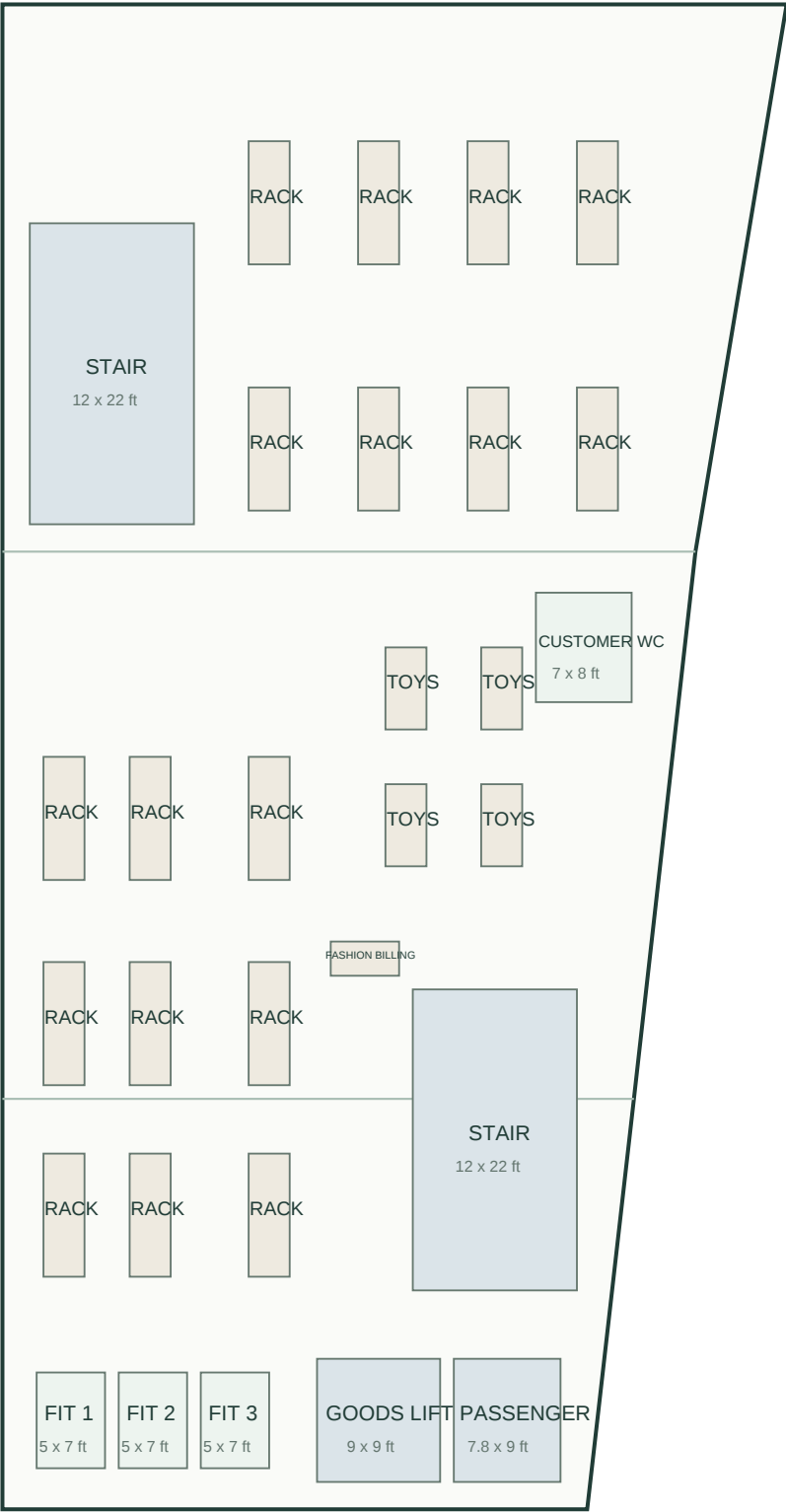
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THE MART + HOTEL / R04

MART / CLOTHES + TOYS

Level +26 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / HOTEL PLOT 22



57'-4" NORTH / 42'-9" SOUTH / 110' DEPTH

- Eight additional clothing racks.
- Fitting rooms, toys and billing retained.
- Stock-free customer merchandising floor.
- Customer toilet and dual-lift core retained.

LEGEND

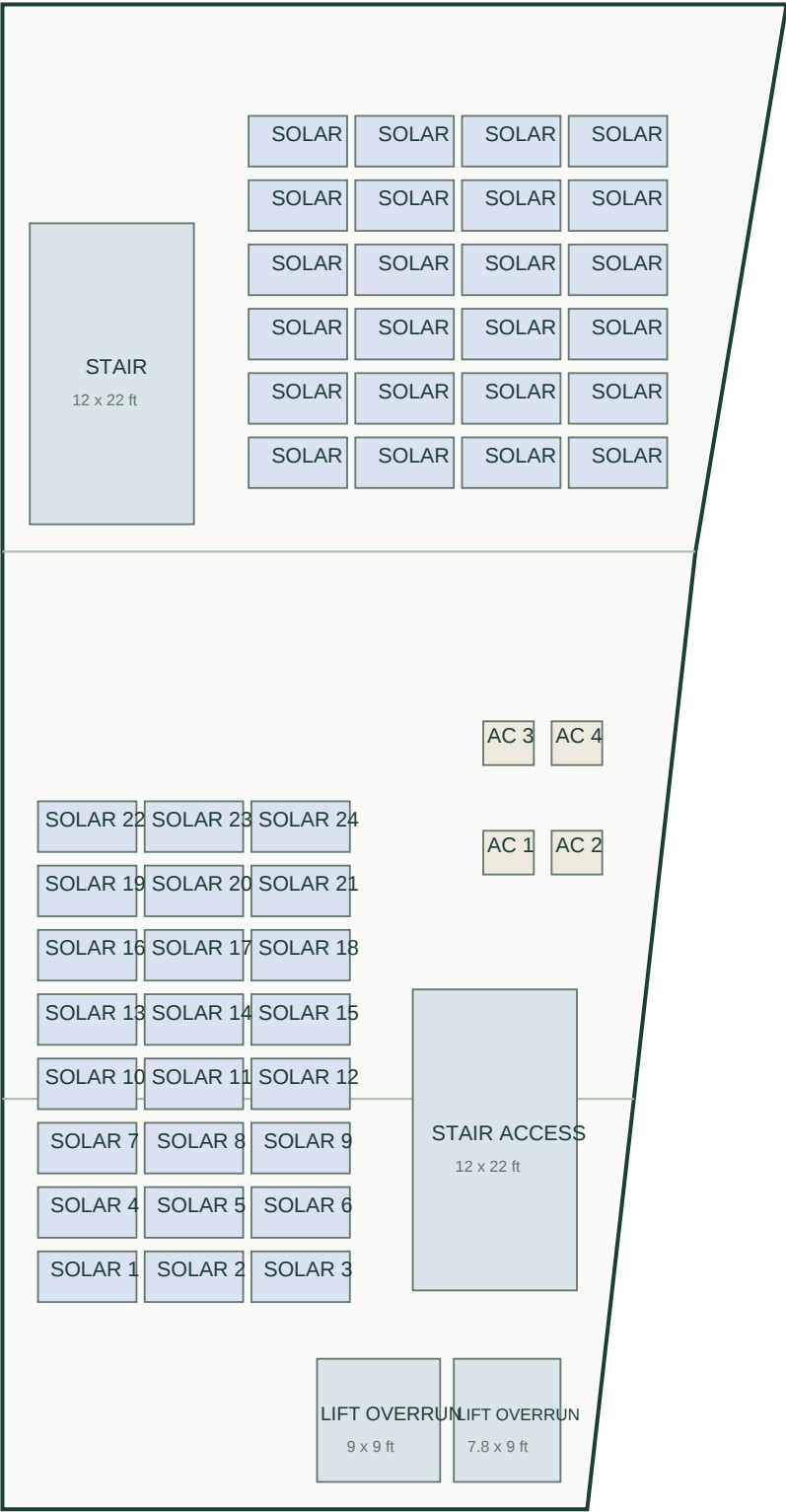
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- Sand: furniture / merchandising
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THE MART + HOTEL / R04

MART / SOLAR + AC TERRACE

Level +39 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / HOTEL PLOT 22



57'-4" NORTH / 42'-9" SOUTH / 110' DEPTH

48 modules: 24 original + 24 extension.

550 Wp/module is an assumed specification.

Illustrative nameplate capacity: 26.4 kWp.

No annual-generation estimate made.

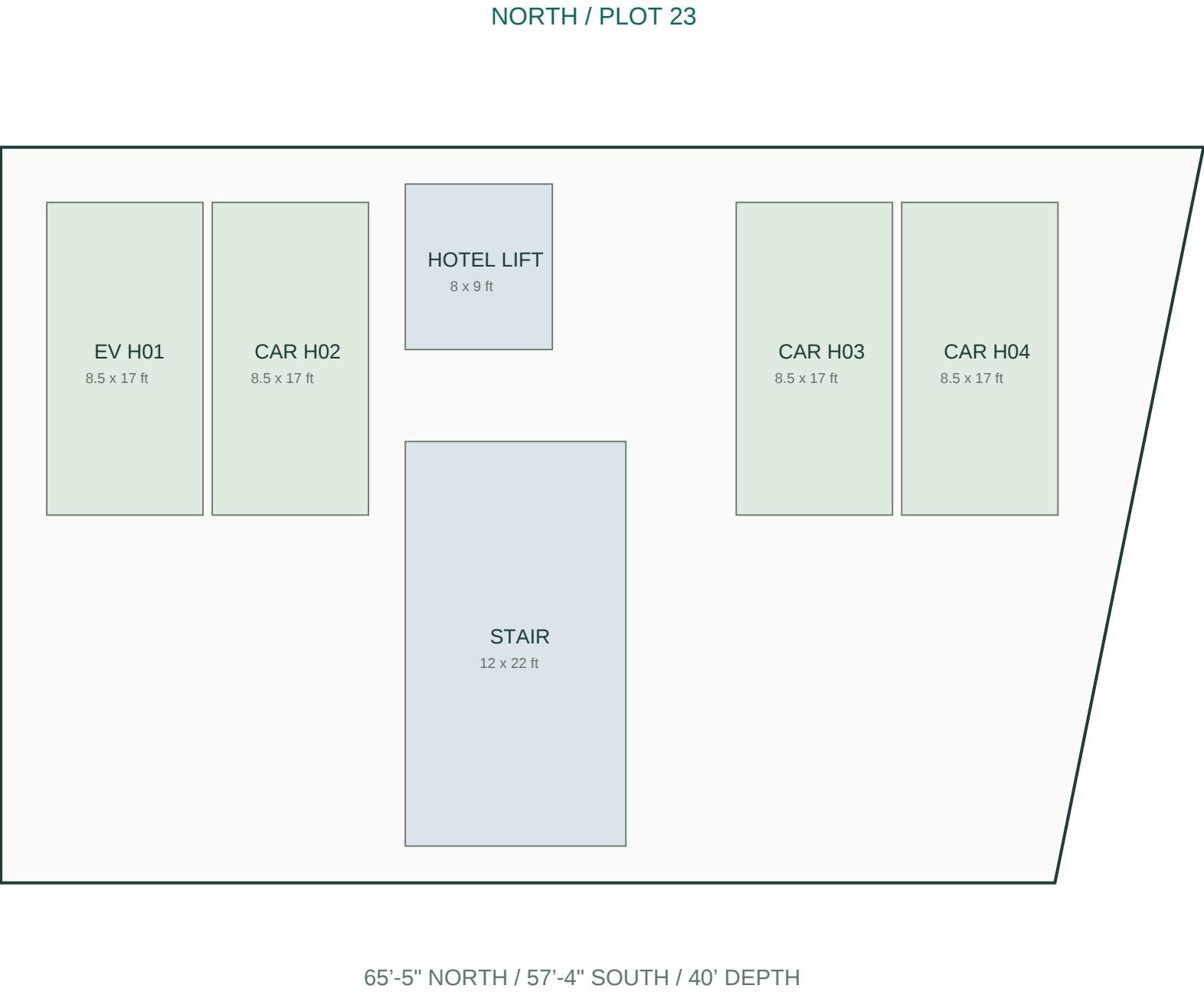
AC zone and stair/lift enclosures shown.

- LEGEND
- Grey-blue: lifts / stairs
 - Green: rooms / parking
 - Sand: furniture / merchandising
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THE MART + HOTEL / R04

HOTEL / BASEMENT PARKING

Level -10 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB



4 ordinary car positions; one EV pedestal.

Same level as mart B1: -10 ft.

Hotel has one basement only.

Mart B2 stops at the Plot 21/22 boundary.

Guest lift and stair have independent cores.

Turning / accessible-bay design pending.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

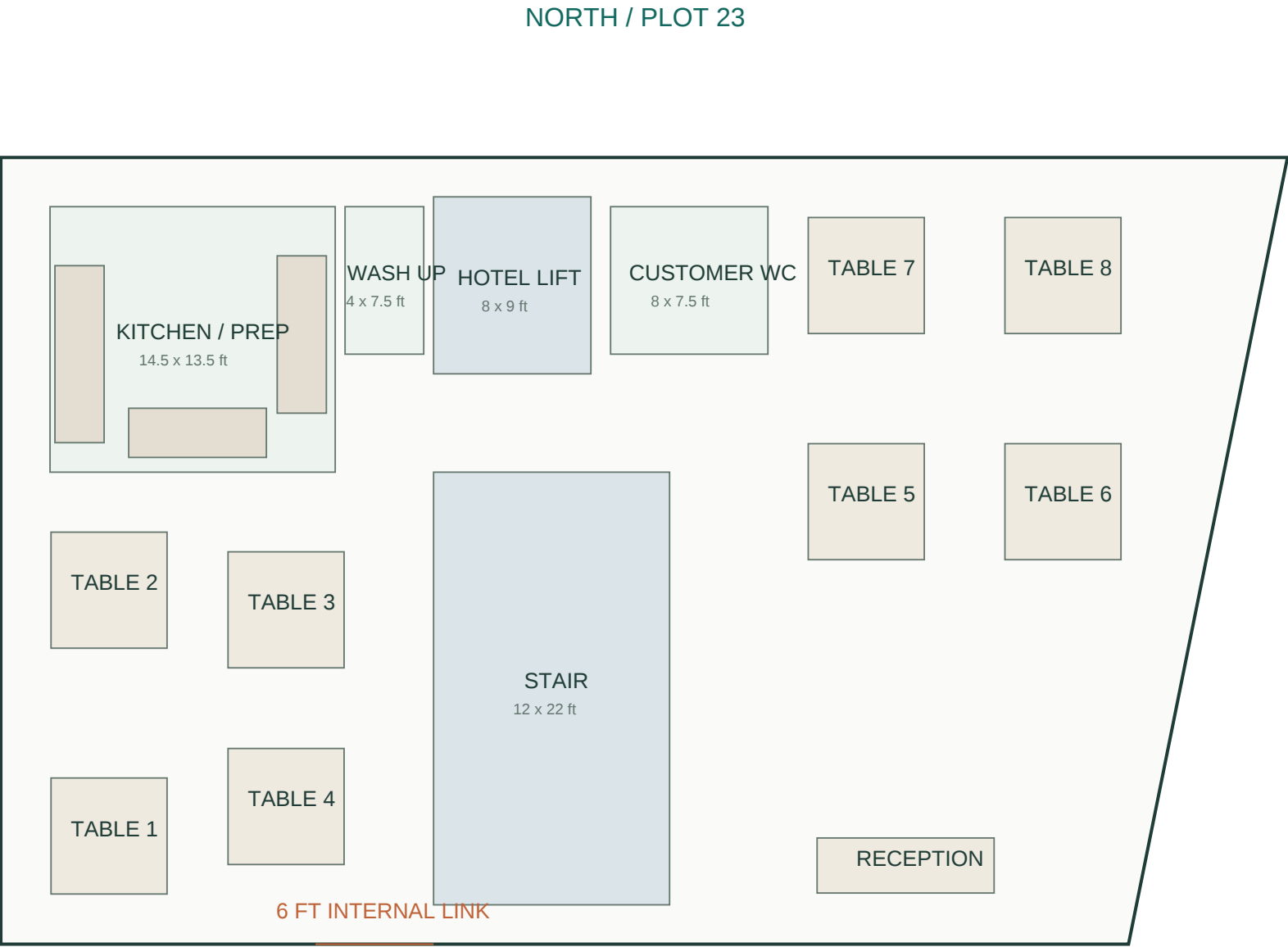
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THE MART + HOTEL / R04

HOTEL / RESTAURANT + RECEPTION

Level +0 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB



32 seats across eight four-person tables.

Kitchen / prep, wash-up and customer WC.

West-road restaurant entry.

East-road independent hotel reception.

6 ft internal link to the grocery mart.

Hotel circulation crosses the shared GF lobby.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

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THE MART + HOTEL / R04

HOTEL / FIRST FLOOR / ROOMS 101-104

Level +13 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB



- 4 furnished, attached-bath rooms.
- West and east rooms face public roads.
- Central lift, stair and linen storage.
- Room modules approx. 255-359 sq ft.
- Larger east rooms use the taper.
- Extra escape provision requires review.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

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THE MART + HOTEL / R04

HOTEL / SECOND FLOOR / ROOMS 201-204

Level +24 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB



- 4 furnished, attached-bath rooms.
- Floor level +24 ft; storey height 11 ft.
- No upper-floor public link to the mart.
- Beds, desks, TV, wardrobes and curtains.
- Bathroom doors remain walkable openings.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

Door/fire ratings and swept paths

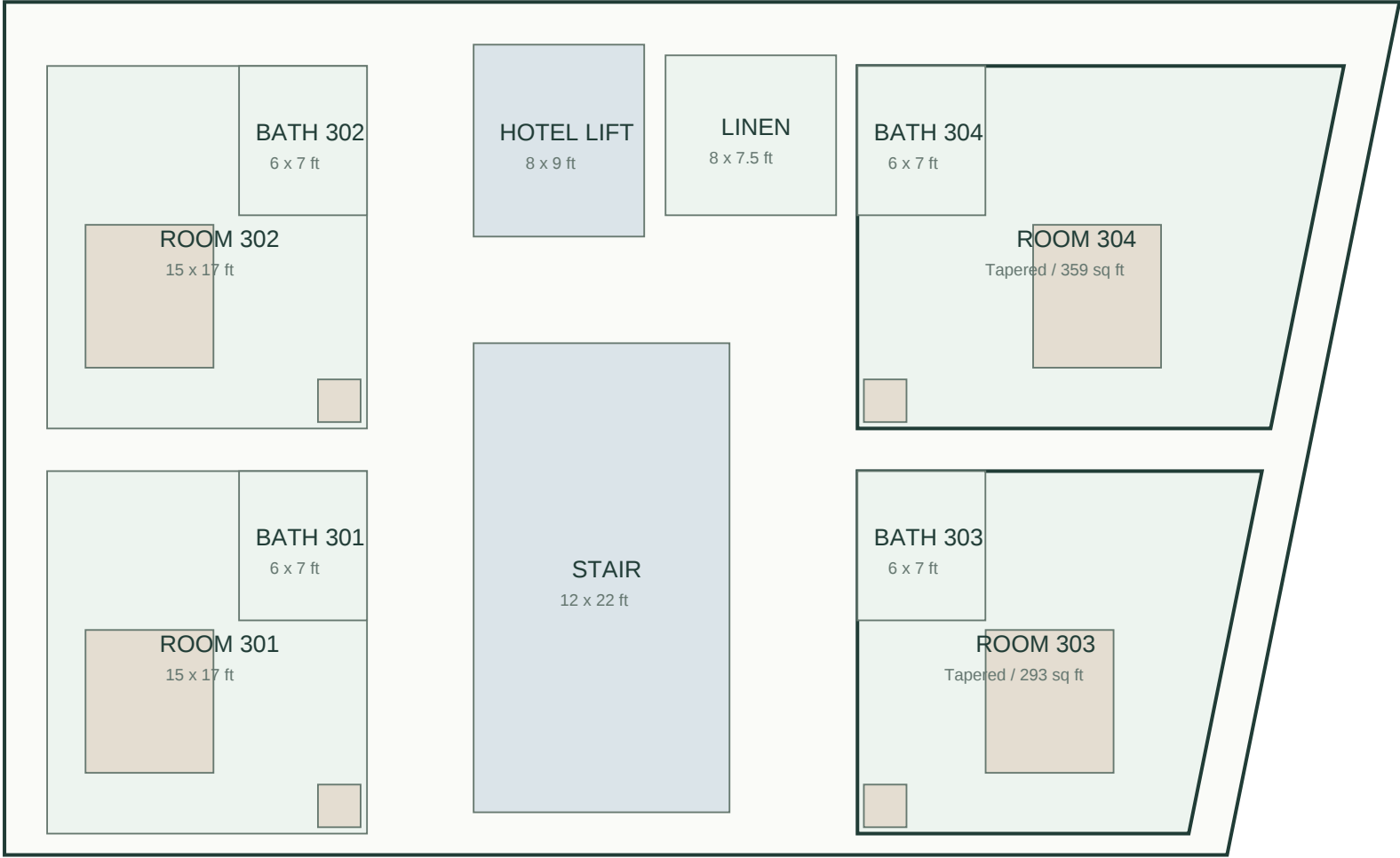
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THE MART + HOTEL / R04

HOTEL / THIRD FLOOR / ROOMS 301-304

Level +35 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / PLOT 23



65'-5" NORTH / 57'-4" SOUTH / 40' DEPTH

4 furnished, attached-bath rooms.

Total hotel key count: 12.

Floor level +35 ft; roof at +46 ft.

Guest circulation stays within hotel.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

Door/fire ratings and swept paths

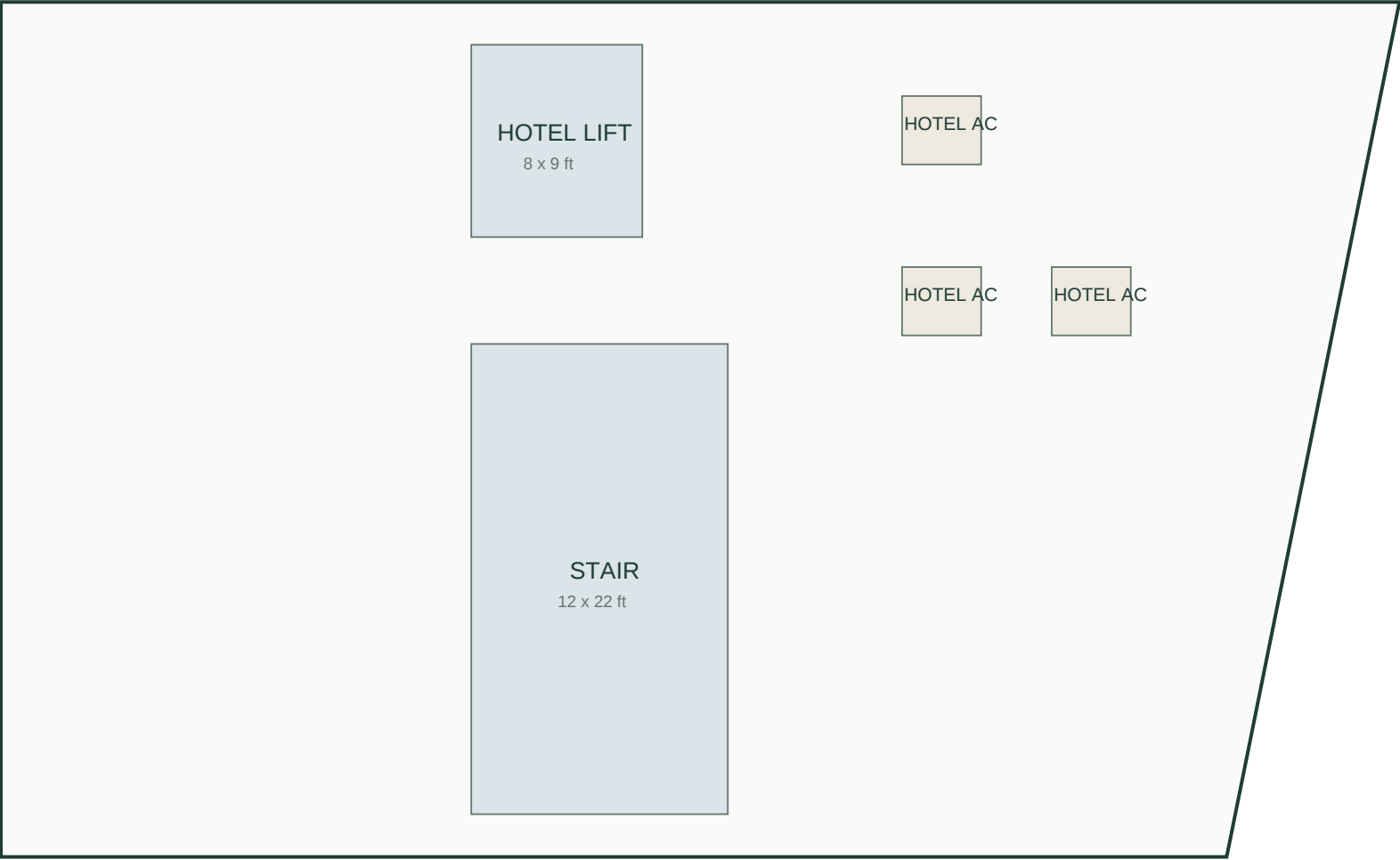
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THE MART + HOTEL / R04

HOTEL / SERVICE ROOF

Level +46 ft / coordinated space-planning diagram / editable 3D geometry in Blender and GLB

NORTH / PLOT 23



65'-5" NORTH / 57'-4" SOUTH / 40' DEPTH

Roof level +46 ft.

Three illustrative outdoor AC units.

Independent hotel lift overrun and stair.

Detailed MEP design remains open.

LEGEND

Grey-blue: lifts / stairs

Green: rooms / parking

Sand: furniture / merchandising

Geometry shown is the model layout.

Door/fire ratings and swept paths
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