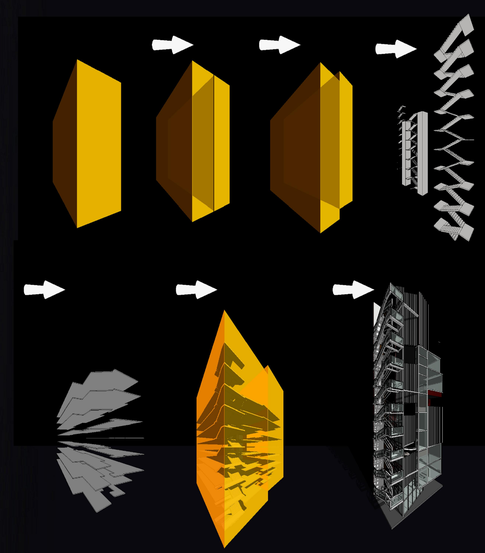
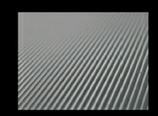
Akihabara Electric Town is a district of Tokyo that is located less than five minutes from the Tokyo Station. Behind all the electronic retail shops are the thriving subcutlure of the gaming and manga world. This Tokyo Replay Center is a vibrant split level building created by taking over the existing site and turning it into a rectangluar high rise. Split in half vertically, the replay center's left portion is shifted upwards. The problem that occurrs frequently in japan's urban planning is how do you optimize the flow of foot traffic, circulation, and ceiling height.

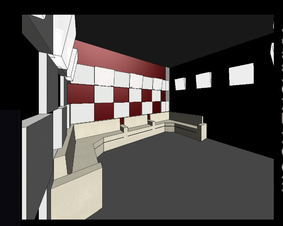
The replay center engineering is tackle in multiple levels. The first one is focusing on the circulation system. The center circulation is the nucleus of the whole building, each landing is accessable to either the odd level or even, whereas the two elevators are split into two odd, and even access floors. At the north east and south west of the replay center is the fire escape stair with an exit chamber room. Another form of access to the center are two stair cases at each end of the levels.



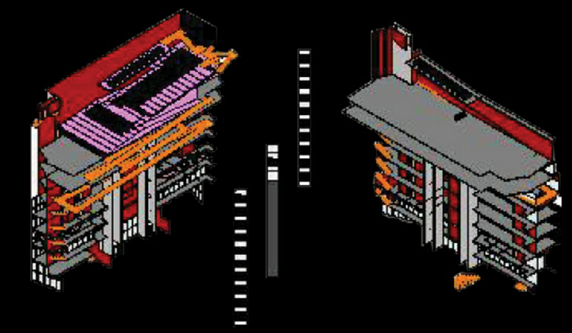
The retail stores on the ground floor consist of manga, video game, and film store. It has a 16 feet high ceiling to even out the split level concept and at 12 foot in height from level 5 to 12, and 14. Level 13 Hall and Reception and bar is a high ceiling of 16 feet also to even out the multipurpose floor level. When it comes to My Way, the center is not disrupting My Way, but expanded with 14 foot for more room in width from My Way to the store front and 10 foot in height from ground to ceiling of the east side of the building. Overall the total height of the building is 136 foot. The skin of the interior wall is created with marble material. The Framings of the facade and stair cases are concrete in order for the fire escape to be outdoors.

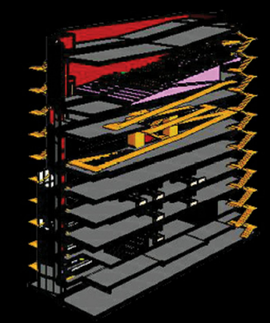
The facade of this building consists of glass and marble. The glass is a lenticular glass. Lenticular glass is a series of cylindrical lenses molded in a plastic substrate. How lenticular glass works is that it gives an illusion of depth to make images appear to change or move as the images are viewed from a different angle. The reasoning for a lenticular glass is because it creates an interactive wall for by passer to interact with.



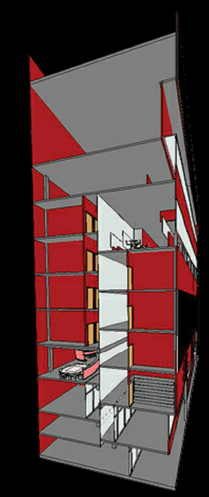


INTERIOR
KARAOKE ROOM

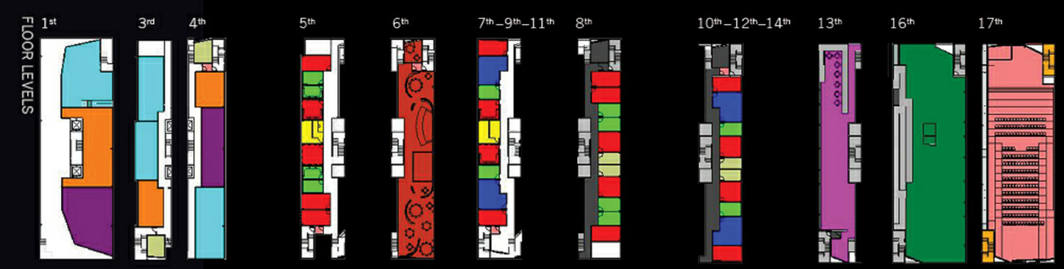




CIRCULATION



SECTION CUT



TOKYO REPLAY CENTER

- Manga
- Video game
- Film
- Medium Karaoke Room
- Small Karaoke Room
- Server and Adminstration
- Bar and Kitchen
- Large Karaoke Room
- Restroom
- Exit Chamber
- Hall and Reception and Bar
- Multipurpose Room
- Auditorium

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