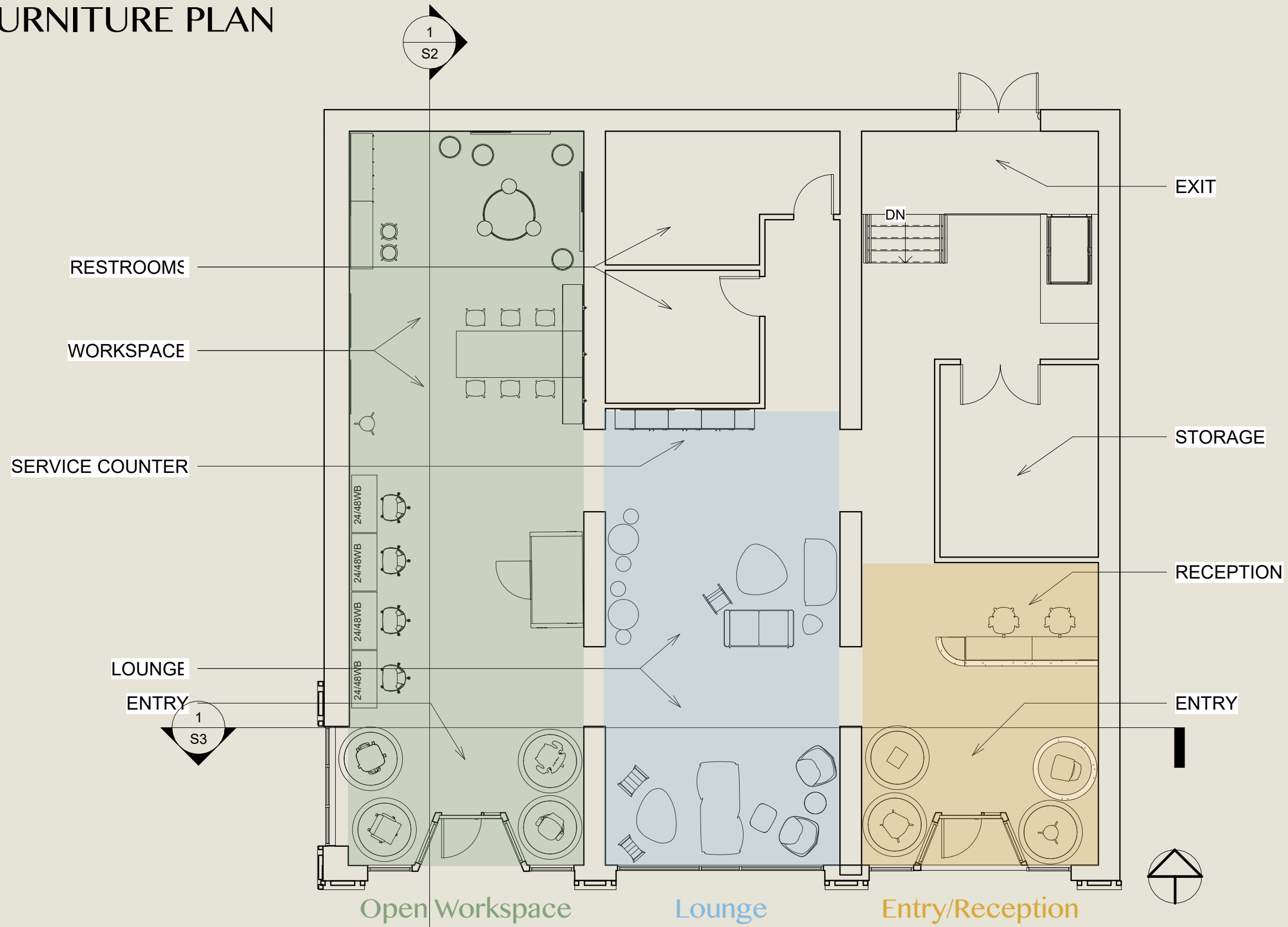


# HERMAN MILLER SHOWROOM

Macy Tillett // IDSN 3102 // Portfolio 4






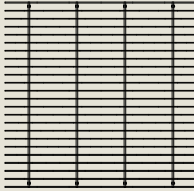



# FURNITURE PLAN



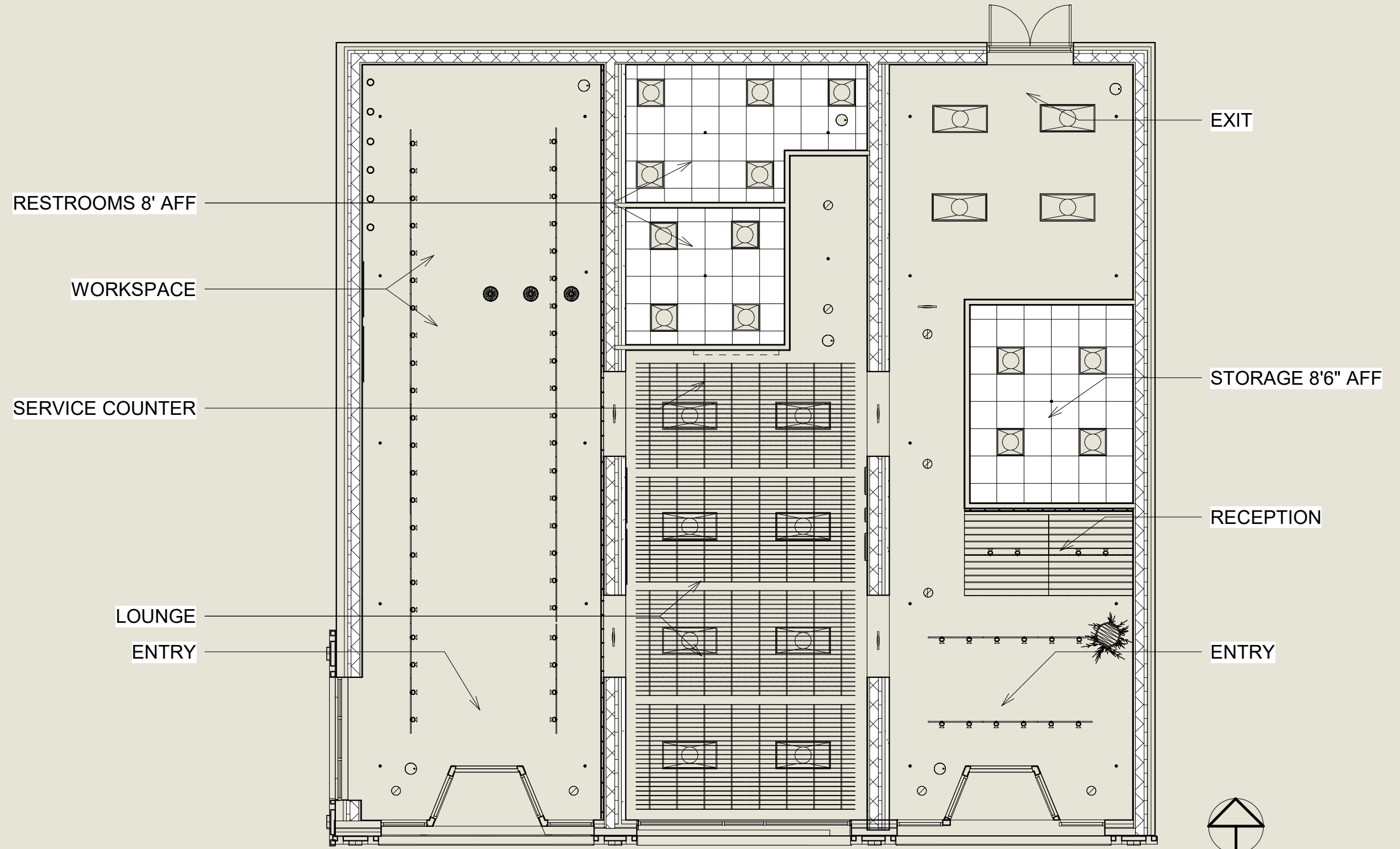
1 Floor1  
1/8" = 1'-0"

# REFLECTED CEILING PLAN

**LIGHTING LEGEND**

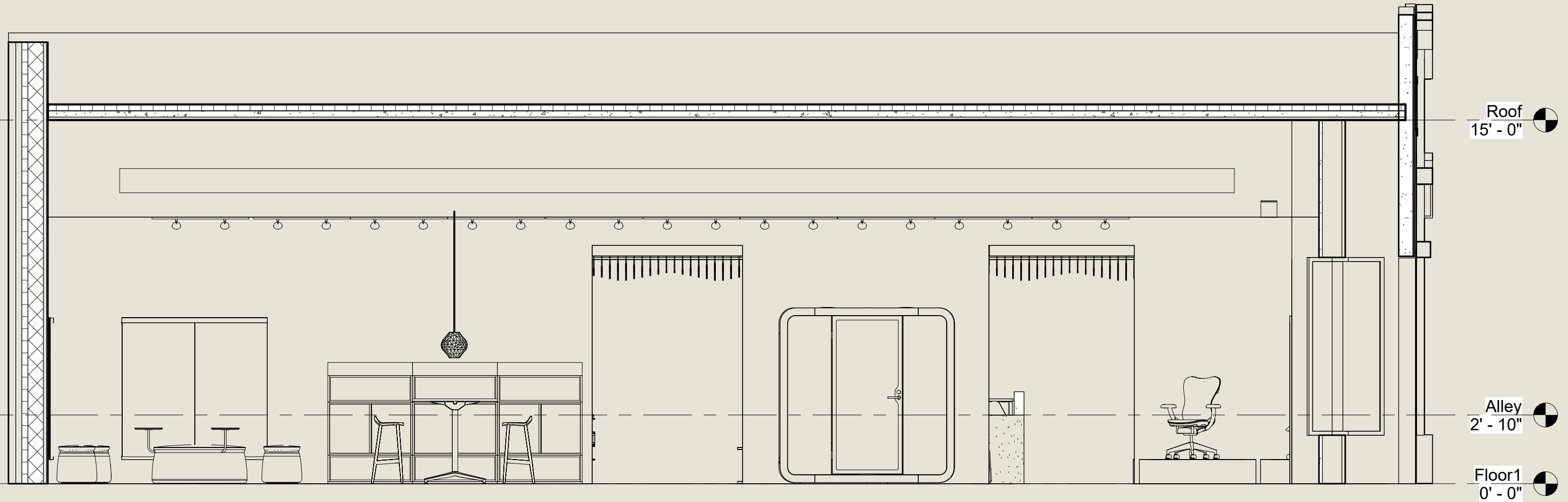
-  TROFFER LIGHT  
2X2 120V
-  TROFFER LIGHT  
2X4 120V
-  TRACK LIGHTING  
16078
-  FLUORESCENT  
DOWNLIGHT  
RECESSED CAN  
120V
-  HERMAN MILLER  
PENDANT LIGHT  
H770CCS
-  ARMSTRONG  
CEILING  
PANEL 8' KIT  
EBBANDFLOW
-  EXIT SIGN
-  SPRINKLER
-  SMOKE DETECTOR

NOTE: ALL CEILINGS ARE  
11' AFF UON



① Floor  
1/8" = 1'-0"

# SECTIONS



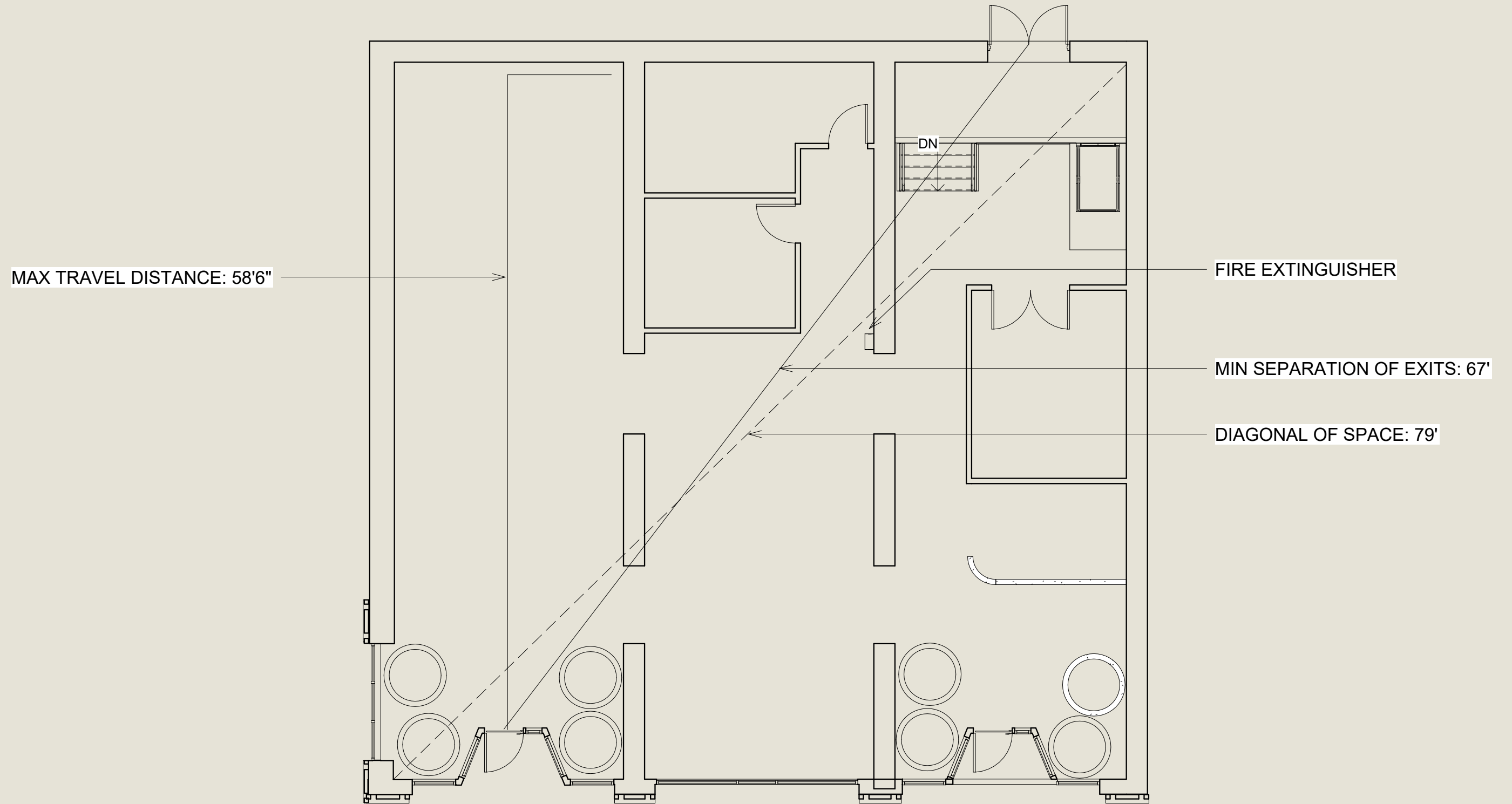
1 Section N-S  
1/4" = 1'-0"

# SECTIONS



① Section E-W  
1/4" = 1'-0"

# LIFE SAFETY PLAN



① Life Safety  
1/8" = 1'-0"

# LIFE SAFETY TABLE

Building Construction and Occupancy									
Construction Type		Sprinklers?		Occupancy Type					
TYPE IV		YES		M-A					
Exit Requirements: Number and Arrangement of Exits									
Space Designation	# of Exits		Travel Distance		Arrangement: Means of Egress				
	Required	Shown on Plans	Allowable Distance	Actual Distance Shown on Plans	Req'd Distance Between Exits		Actual Distance Shown on Plans		
201-205 E. 5th Street	2	3	75'0"	58'6"	26'6"		66'1"		
Notes:									
Use Group or Space Designation	(A)	(B)		©		Exit Width (Inches)			
	Area = Sq. Ft.	Area per Occupant	Calculated Occupant Load = A/B	Egress per Occupant		Required Width = (A/B)xC		Actual Width	
				Stair	Level	Stair	Level	Stair	Level
201-205 E. 5th Street	2902 & 600	48 & 120 (168 total)	18	5.4"	3.6"	5.4"	3.6"	72"	67"
Notes:									

# Color Rationale

- ✓ Herman Miller Furniture prides themselves in providing ergonomic office seating along with a variety of office and lounge furniture
- ✓ The concept “Cocoon” represents the feeling of comfort and support provided by Herman Miller Furniture
- ✓ The Herman Miller Showroom combines biophilic design, light wood tones, and colors reminiscent of the forest and woodlands where cocoons form





# Entry/Reception



# Furniture / Finishes

# Entry + Reception

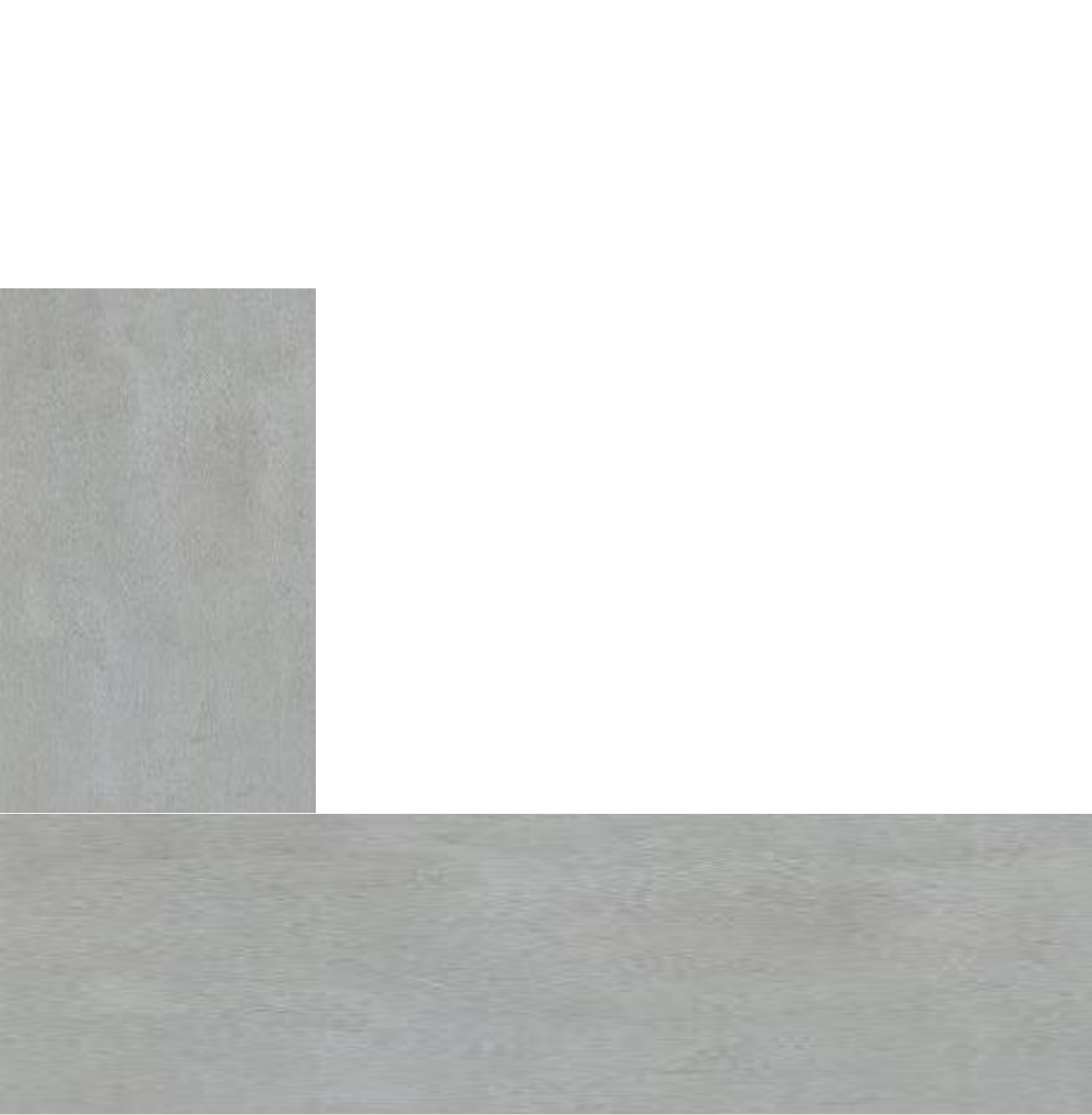


# Lounge

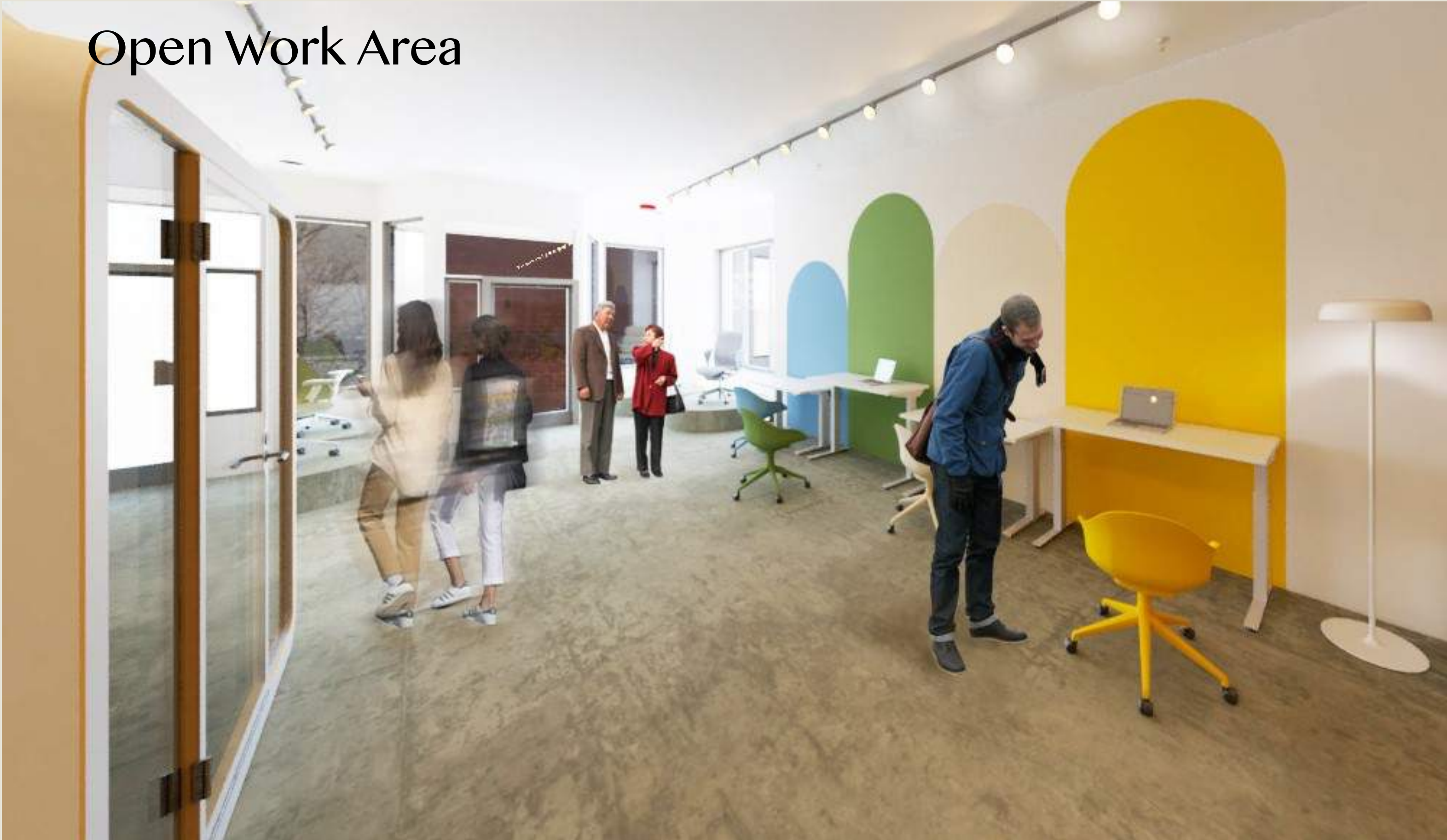


# Furniture / Finishes

*Lounge*



# Open Work Area



# Open Work Area



# Furniture / Finishes

## Open Workspace



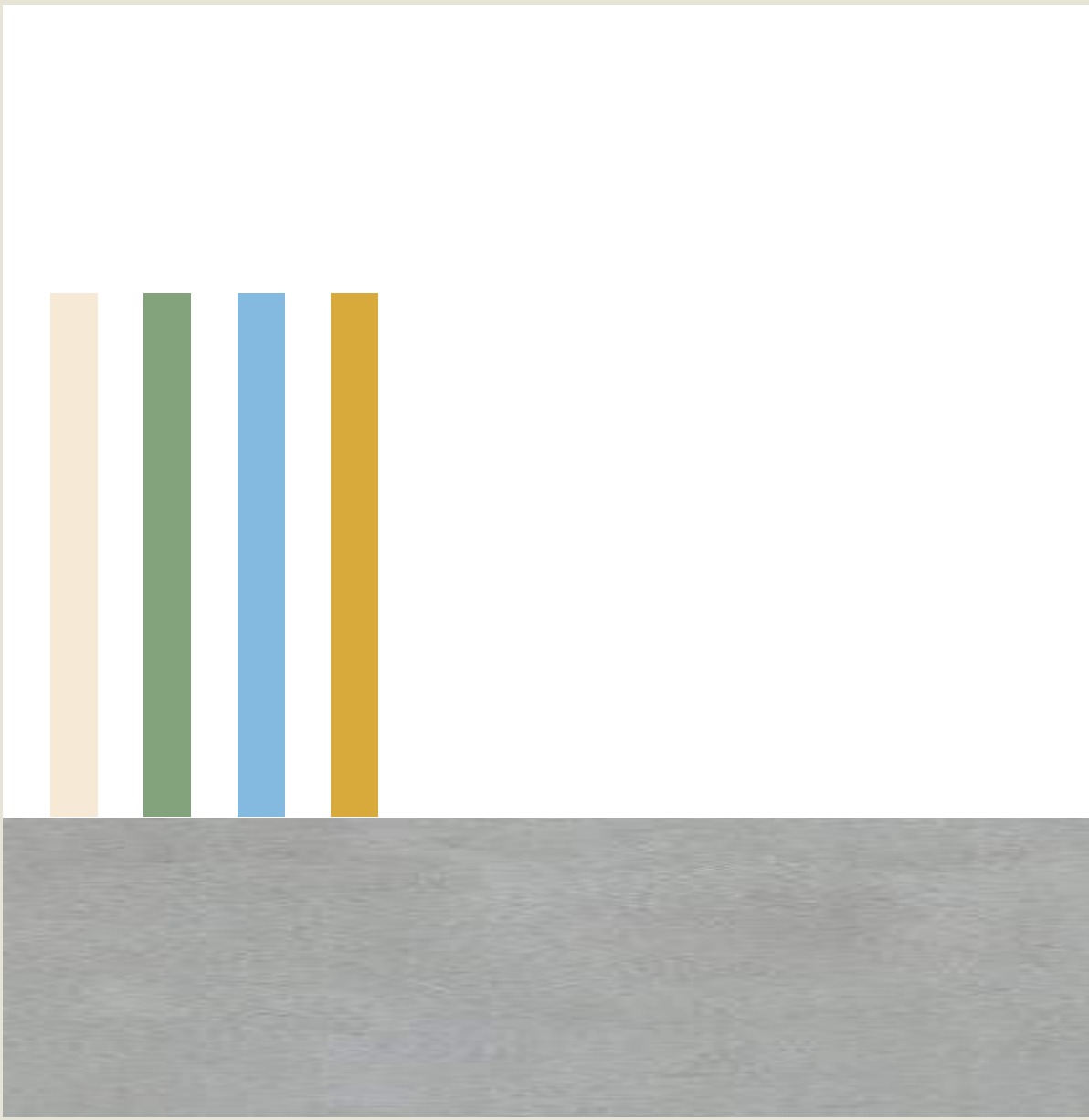
# Lounge





# Furniture / Finishes

*Lounge*



# Walkthrough

<https://youtu.be/fXGpaipm4g>