

JASON SAYNER ARCHITECT, LEED AP BD+C

Selected Works

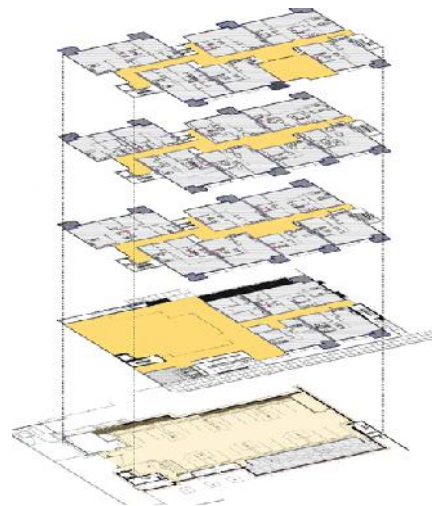
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DURHAM CENTRAL PARK COHOUSING

DURHAM, NC

SC DD CD CA



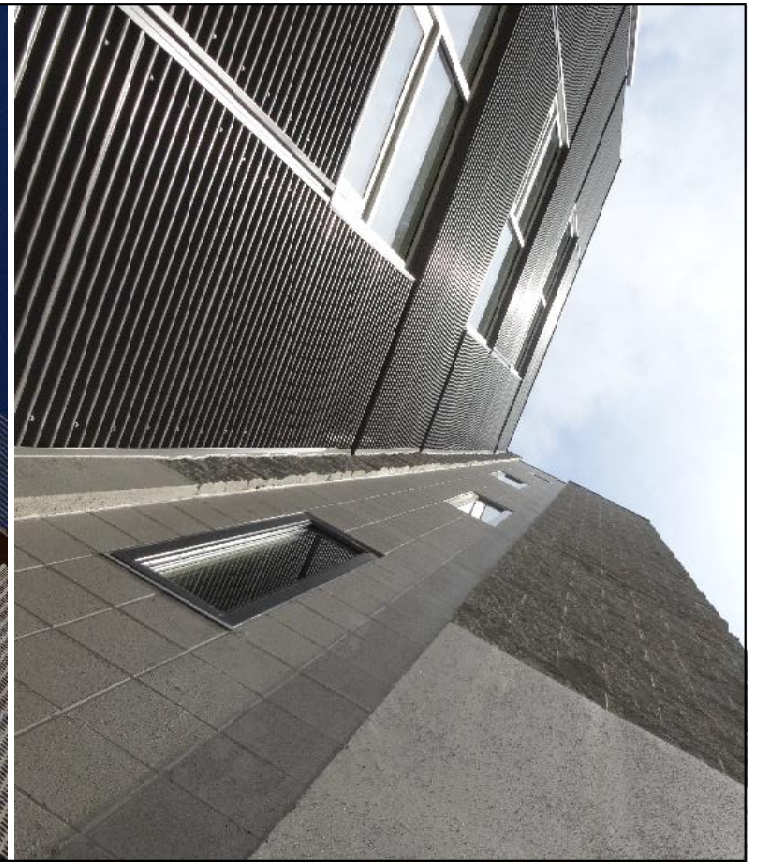
24-UNIT MULTIFAMILY DEVELOPMENT

Construction completed 2014

Twenty-four households pooled resources to purchase a half-acre site in industrial downtown Durham and pursue a dream: to create a multifamily environment that would support them as individuals while nurturing a new and active community. Durham's Central Park Cohousing Community, a 4-story, self-developed and co-owned apartment building with a prominent ground-floor shared space, completed construction in 2014. It represents a triumph of group intention, a turning point for its transitional neighborhood, and an exclamation in Durham's rapidly evolving urban form.

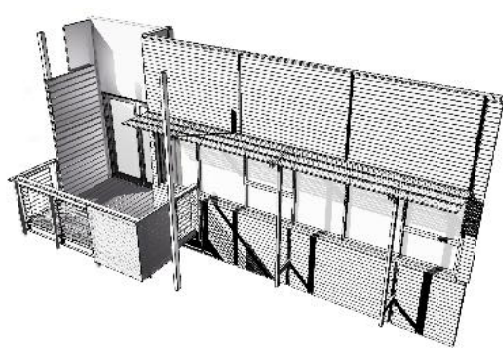
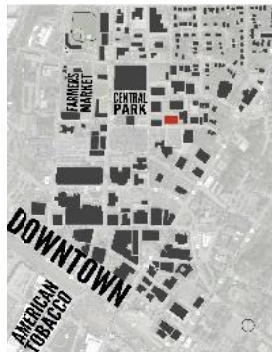
Key challenges included balancing the soaring aspirations of a group of self-developers with a limited budget with the desire for an original design and a sustainable building strategy - all on an urban brownfield site.

Completed while Co-Designer & Project Architect @ Weinstein Friedlein Architects.



DURHAM CENTRAL PARK COHOUSING

DURHAM, NC

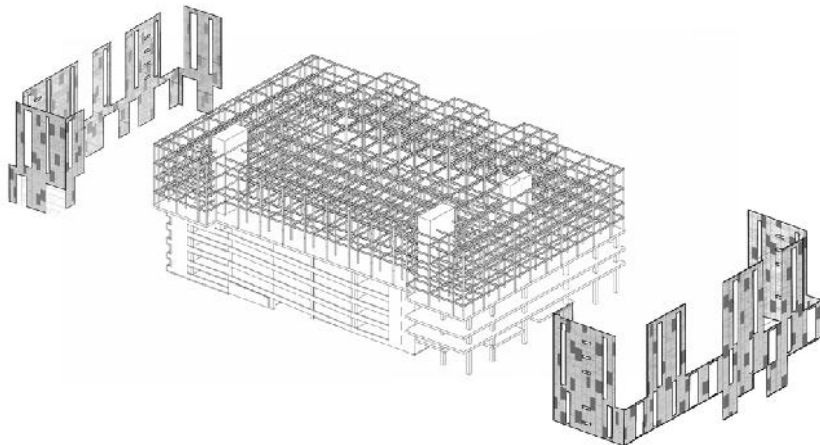




THOMAS BERKLEY SQUARE

OAKLAND, CA

SD DD CD CA



91-UNIT MIXED-USE DEVELOPMENT

Construction completed 2009

Located in Oakland's 'Uptown' redevelopment core, this 91-unit market-rate housing project offers a smart response to a common urban design problem: how to provide an optimized, high density concrete parking structure without carrying its rigid structural units into the residential units above it.

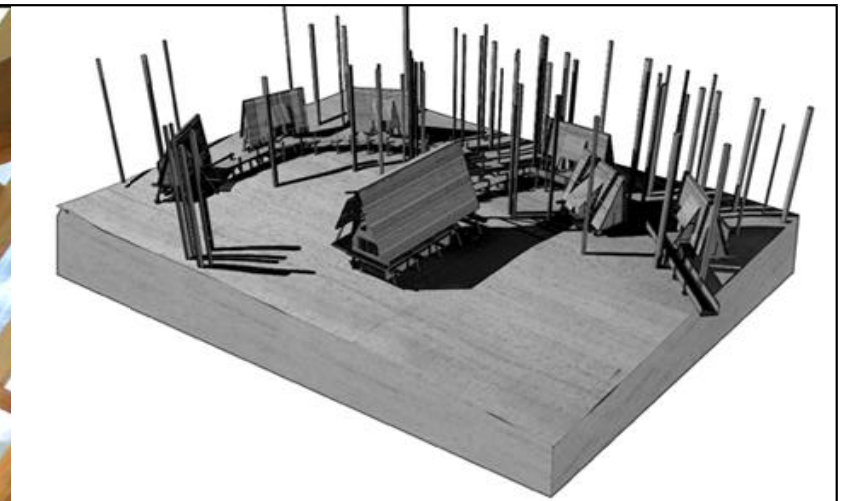
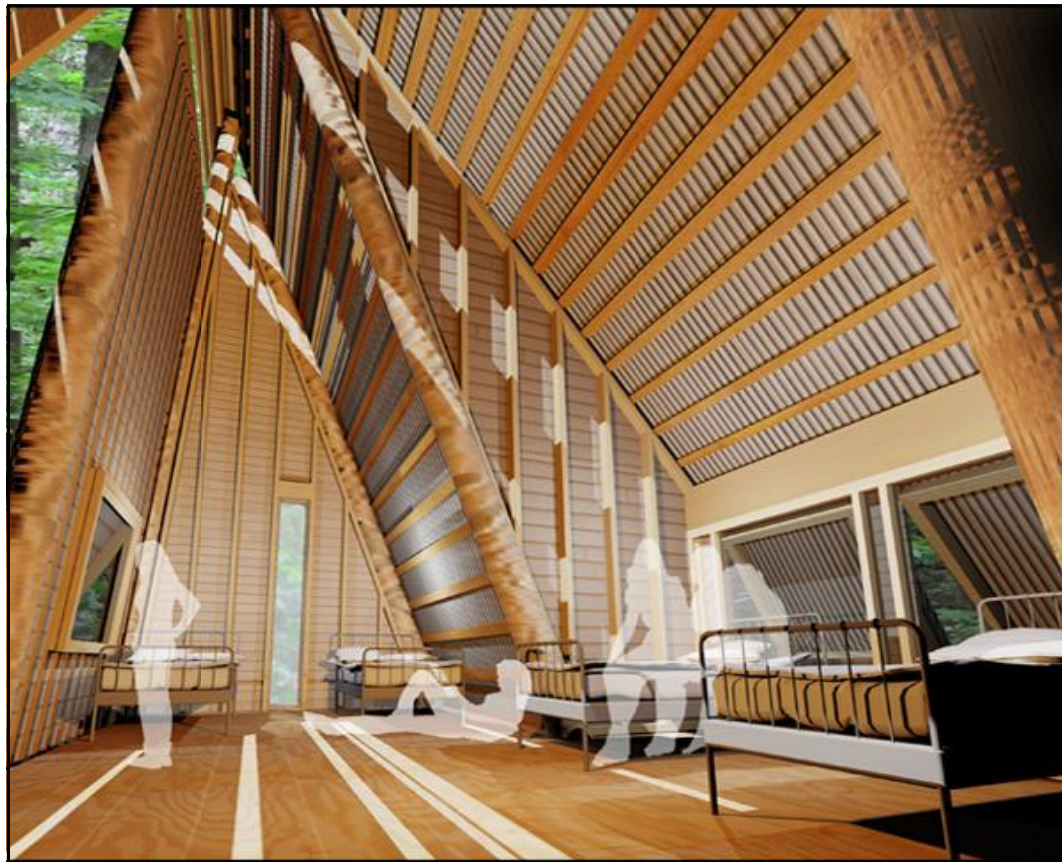
ConXtech, a prefabricated steel moment frame system allows the housing load to be widely distributed over the entire concrete podium of the parking deck. This move completely disassociates the two structural grids, which allows for optimized residential unit layouts, the introduction of a central light court, and large portions of the housing volume to be cantilevered over the garage structure, thus maximizing the saleable area. The result is 23 different floor plans incorporating 1-, 2-, and 3-bedroom layouts, each with its own private patio, over a concrete parking structure and 5,000 sf of street-level retail.

Completed while Project Manager @ Holt Hinshaw Architects.



THOMAS BERKLEY SQUARE
OAKLAND, CA





TREE HOUSES AT CAMP GRAHAM

VANCE COUNTY, NC

SD DD CD CA



GIRL SCOUTS - CABINS, PAVILION AND BATH HOUSE

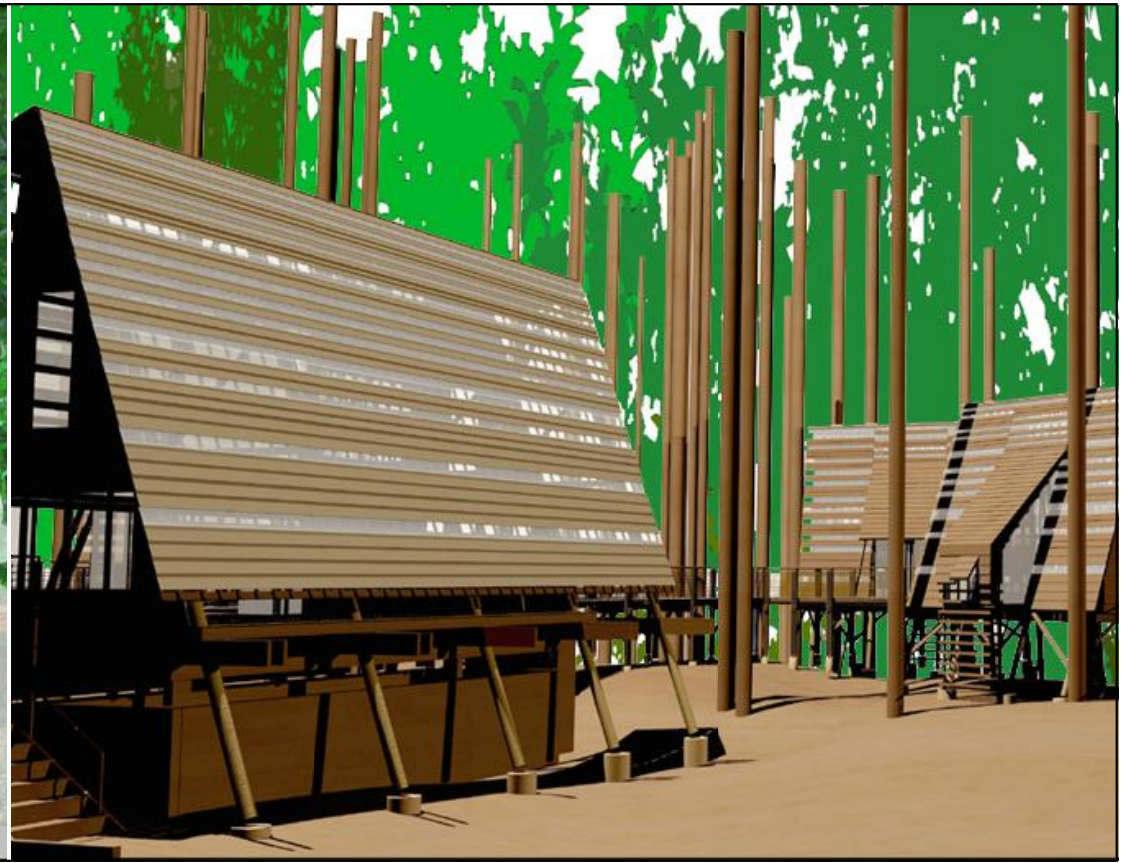
Construction completed 2014

What's more exciting than climbing trees? Getting to spend the night in them! As part of a multi-year development plan, Girl Scouts - North Carolina wanted to create treehouse-inspired cabins to showcase the association's commitment to learning and living in harmony with the environment.

The Girl Scouts held an invited competition, to which we responded with questions rather than rushing to a design solution. Key issues like approach, above/below, sunlight/shade, and how high were posed to be the design drivers.

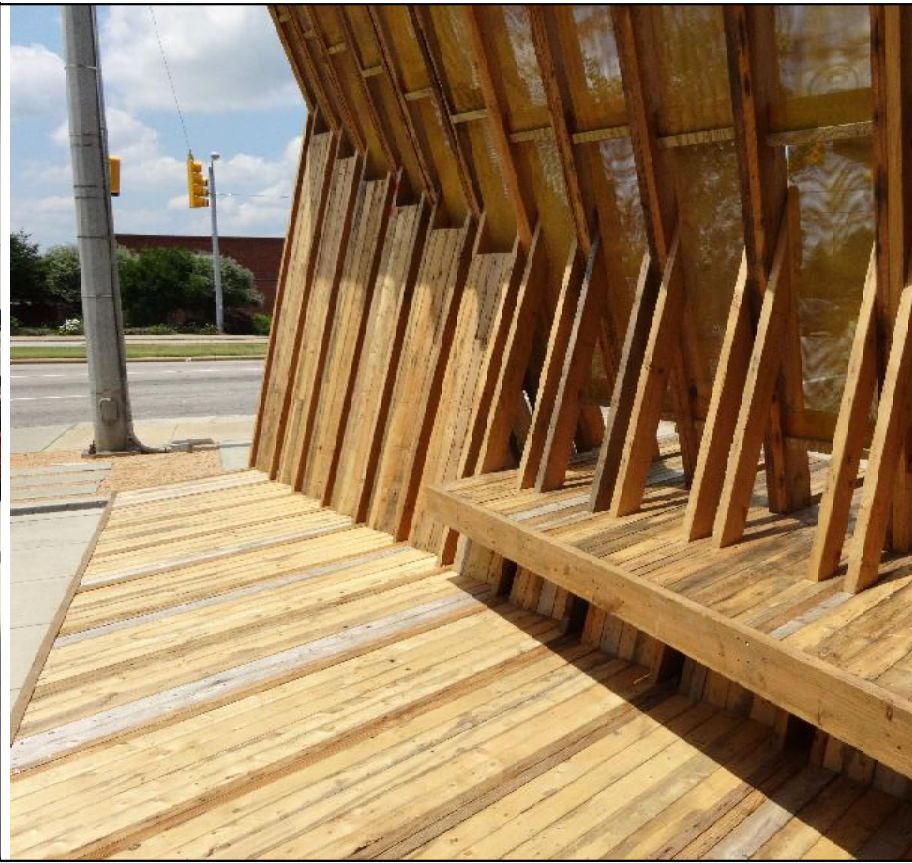
The project is situated on a forested site overlooking picturesque Kerr Lake and consists of six treehouse units designed to each sleep six to eight Girl Scouts, a bath house, a program pavilion and campfire circle - all connected by an elevated walkway. The elevated walkway begins at ground level, climbing at a wheelchair-friendly slope and combined with a lift to allow those with physical challenges to climb into the trees with their friends.

Completed while Co-Designer & Project Architect @ Weinstein Friedlein Architects.



TREE HOUSES AT CAMP GRAHAM
VANCE COUNTY, NC





ACTIVATE 14 - DESIGN+BUILD COMPETITION “DOUBLE UP”

RALEIGH, NC

SD DD CD CA

LARGE-SCALE TEMPORARY INSTALLATION

Competition winner 2014; construction completed 2014; deconstruction in 2015

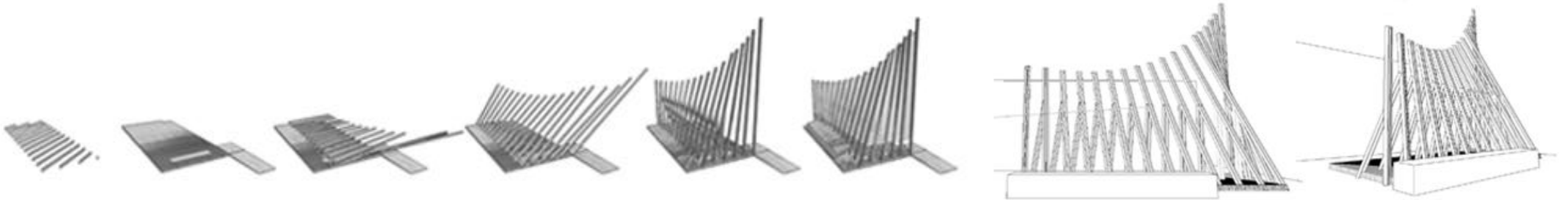
Part banner, part shelter, “Double-Up” activates 14 Peace Street with a two-pronged approach: a space for announcing events at the Center for Architecture and Design and a space for making new activity. It is a place itself activated by the people and the elements - the sun and the winds - that will encounter it.

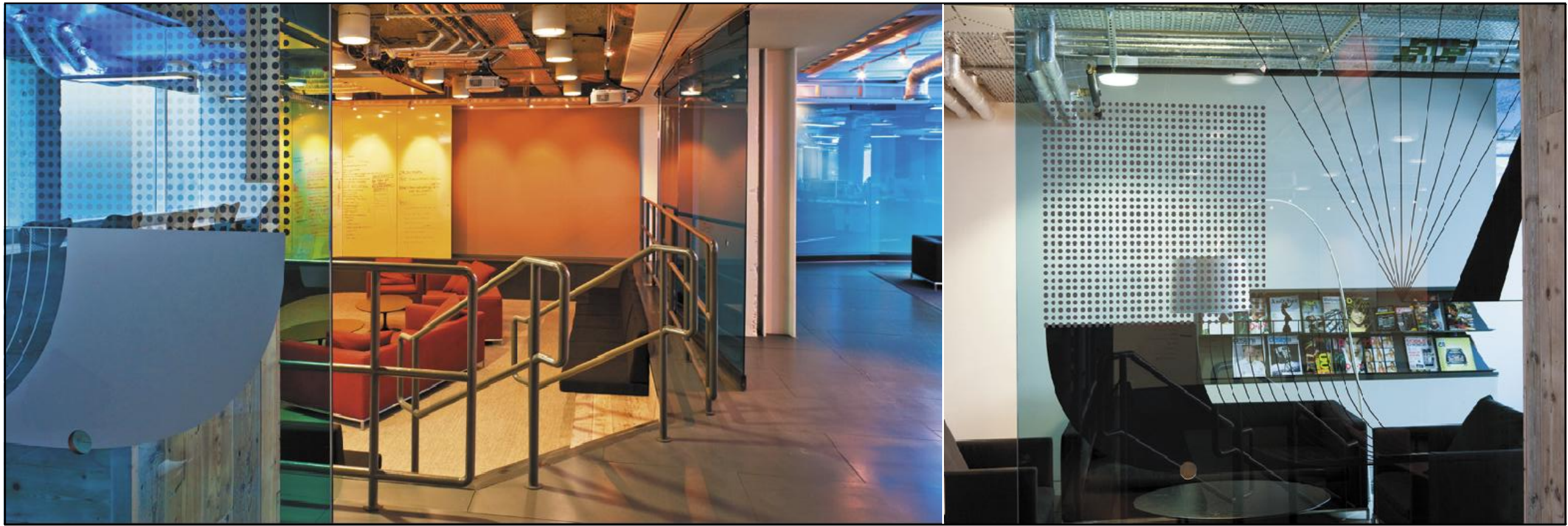
The structure is made from hand- painted window screens and twice-used lumber - the skin and bones that can be returned to the recycler at the end of the Activate 14 installation. Thus, the entire experience is one of borrowing: borrowed materials on borrowed time, making fleeting experiences that will survive both in the memories of participants and in the reformations of materials returned to the shelves for the next application.

Collaboration with Mike Cincala and Andy Goolsby.



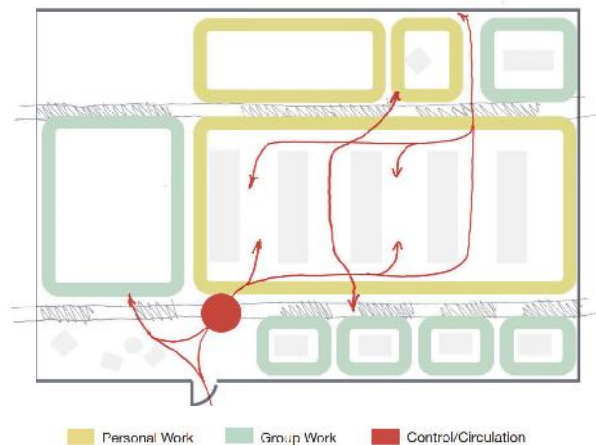
ACTIVATE 14 - DESIGN+BUILD COMPETITION
“DOUBLE UP”
RALEIGH, NC





NOKIA DESIGN LONDON, UK

SD DD CD CA

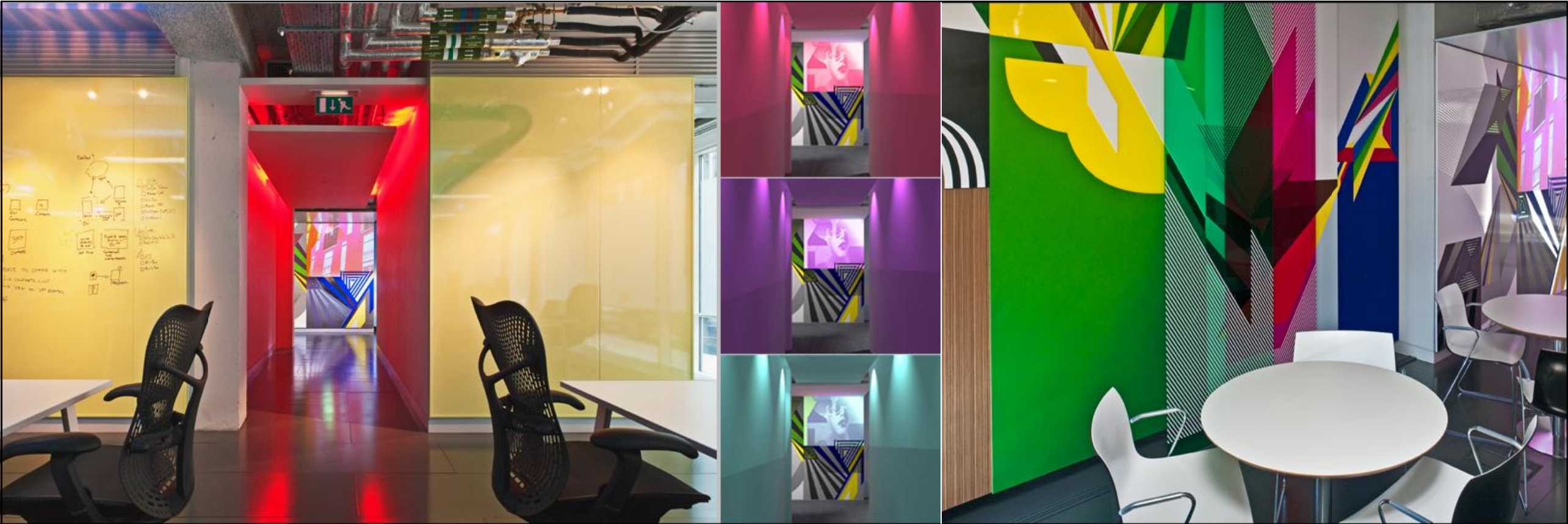


PROTOTYPE AND HEADQUARTERS FOR NOKIA DESIGN Construction completed 2009

Architecture as user experience. Like a sailboat, the creative environment can be rigged and tuned on the fly, adapting to changing needs and encouraging experimentation. The hallmarks of Nokia - energy, thoughtfulness and attention to every detail - are communicated with clear conviction throughout the design for the London Prototype. The project involved the creation of a supremely flexible design studio that fosters the type of cross-platform creativity that is integral to the Nokia DNA.

Multiple layers of rolling, writable materials lend engaging depth and richness, and permit infinite combinations of openness, closure, transparency, and opacity. Five lounges, each with multiple writable wall surfaces within arm's reach, all served up in the language of art and architecture that delights the senses. Also, the design provides two acoustically separate conference rooms which satisfies the need for conventional meeting and work spaces that afford the users full privacy and quietness.

Completed while Co-Designer & Project Manager and Designer @ Holt Hinshaw Architects.



NOKIA DESIGN
LONDON, UK

in Motion

Adjustable Project Rooms
To create a flexible working environment, the design team has created a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

Large Project Rooms
The large project rooms are designed to be flexible, allowing for a variety of working styles and team sizes. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

No Room
The design team has created a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

Open Studio DNA

Greenconnector
Greenconnector is a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

Collaborate
The design team has created a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

Greenconnector
Greenconnector is a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.

The Teapoint

The Teapoint is a series of project rooms that can be reconfigured to suit different project needs. The rooms are designed to be flexible, allowing for a variety of working styles and team sizes.



RESIDENCE AT HOKULI'A HOKULI'A HI

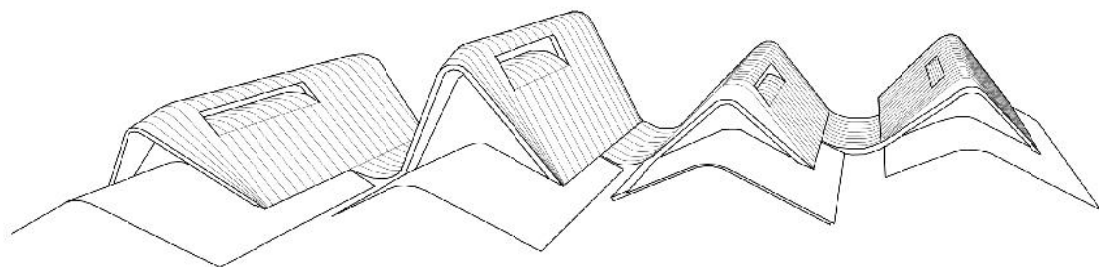
SD DD CD CA

PRIVATE RESIDENCE AND PROTOTYPE
Design completed in 2008

Located on 4 acres of remote ancient lava flows that slope gently towards the sea, this house merges indoor and outdoor living spaces while providing views of the ocean, sky, and mountains from every room.

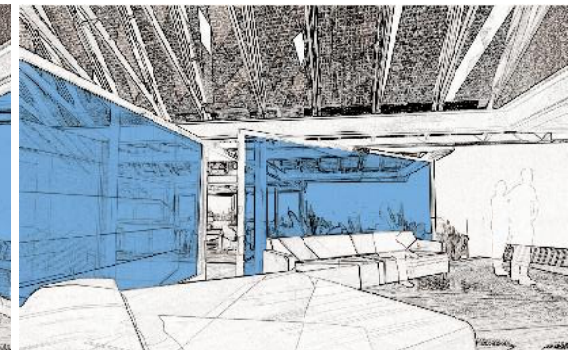
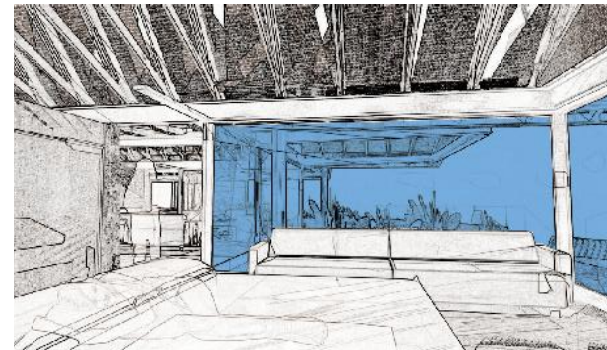
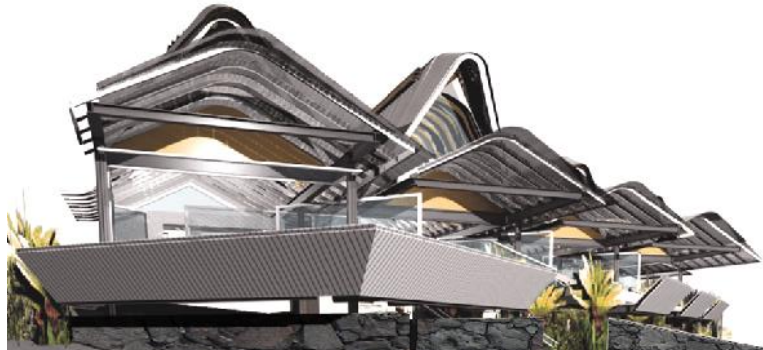
A simple and efficient prefabricated steel frame emerges from lava wall foundations, providing large, open expanses and supporting massive curving roof lines reminiscent of native outrigger canoes. These roofs are shaped and staggered to allow laminar air flow to exhaust hot air and to draw in cool air from the lava below - naturally conditioning the spaces within. This kit-of-parts allows for sizable spans of uninterrupted glass and movable walls, combining with covered outdoor spaces to create a permeable edge between man-made and nature - taking full advantage of not only the benefits of the site, but also the native Hawaiian way of building.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.





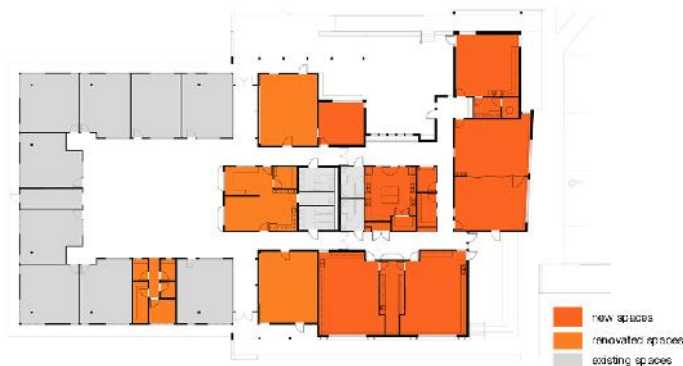
RESIDENCE AT HOKULI'A
HOKULI'A HI





CAROLINA FRIENDS SCHOOL DURHAM, NC

SD DD CD CA



MIDDLE SCHOOL RENOVATION AND ADDITION *Construction completed 2014*

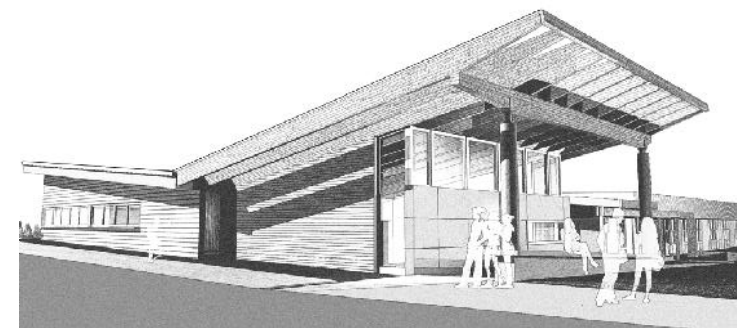
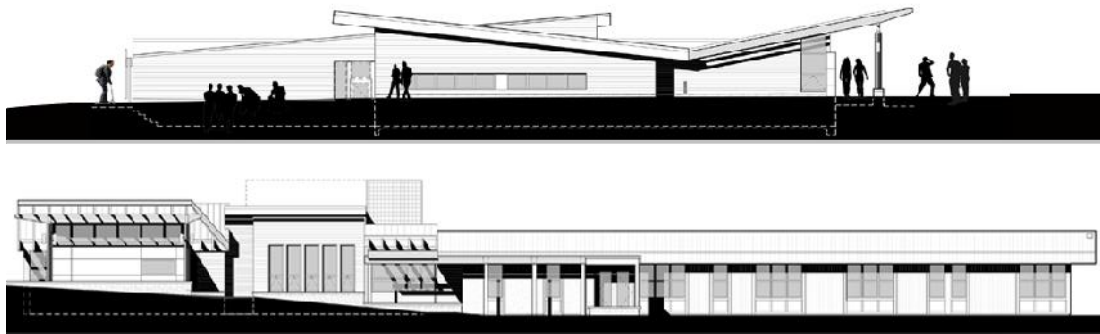
Located in the middle of the 25 acre wooded Carolina Friends School campus, the addition to the middle school includes much-needed flex spaces like new art, science, and teaching kitchen classrooms. The site, though rural, has urban sensibilities as several existing facilities are closeby. Stepped into a hillside, the new portion of the structure takes advantage of the grade change to integrate the large volume of the art room and flexible classrooms into the site. The new facility offers a place where art, science, and technology can mix under one roof, fostering the active exploration and problem-solving skills that are rooted in the Quaker School philosophy.

The flexibility and simplicity of the addition were of great importance to the clients because of their collective belief both in an economy of means and stewardship of financial resources. The new structure, therefore, uses circulation as a major architectural expression - creating both interior and exterior spaces that the students can use to create their own break out learning environments.

Completed while Co-Designer & Project Architect @ Weinstein Friedlein Architects.



CAROLINA FRIENDS SCHOOL
DURHAM, NC





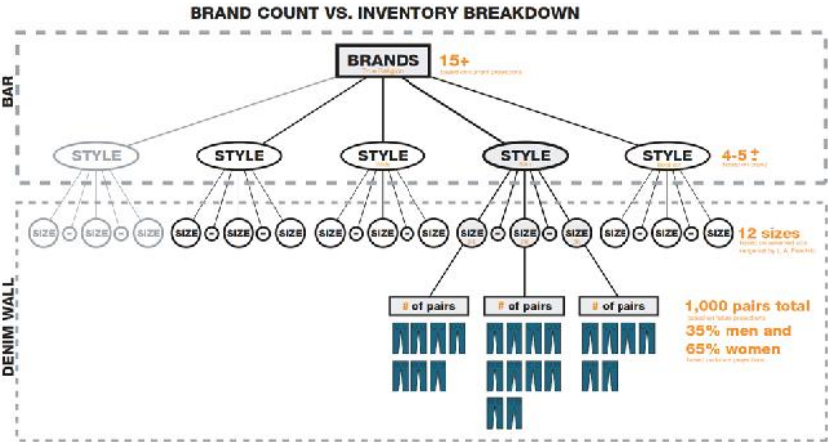
JEANOMIX DENIM
 EMERYVILLE, CA - SAN JOSE, CA - SAN FRANCISCO, CA - CHINO HILLS, CA
 SD DD CD CA

BRAND DEVELOPMENT AND RETAIL LAUNCH
Construction completed 2006

Jeanomix started with two boutique stores in Cardiff by the Sea, CA. Once they decided to reach a larger market, they needed to develop their brand and retail environment to match the high quality design and construction of their favorite merchandise - denim. We provided an architecture that engages the customer, has a compelling look and feel, with effective product placement. Our goal was to achieve a high level of employee-client interaction in a saloon-style setting, highlighting the employees' expertise about the perfect pair of jeans with the perfect fit.

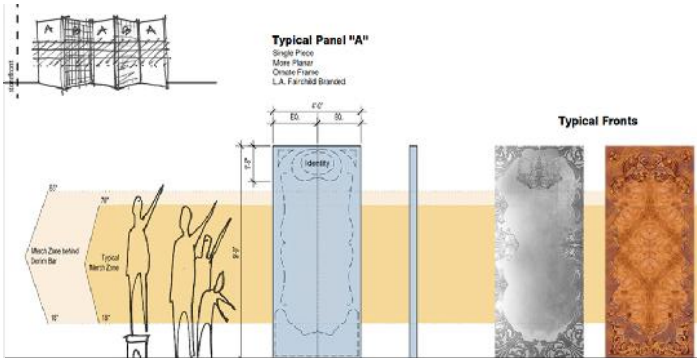
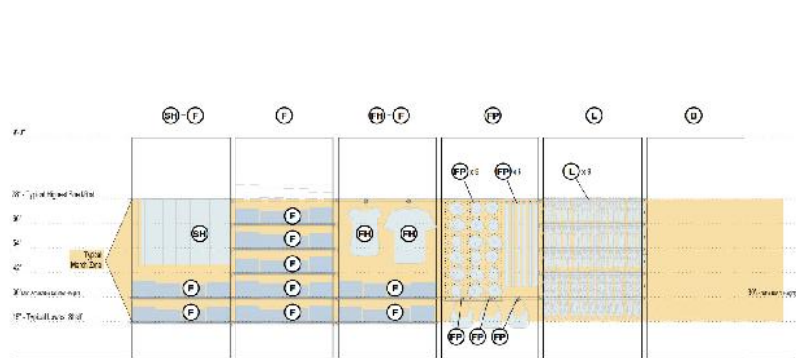
Panels of book-matched wood veneer and punched metal adorn the perimeter of the store. Every style of denim is displayed on the long bar top - where denim is served up daily by specially trained 'bartenders'. Each section of the store is a carefully designed shop where coordinated outfits are displayed by gender. Four locations were launched simultaneously to create the type of buzz that is a prerequisite for this type of brand identity.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.





JEANOMIX DENIM
EMERYVILLE, CA - SAN JOSE, CA - SAN FRANCISCO, CA - CHINO HILLS, CA





THE NOKIA EXPERIENCE (CORPORATE SHOWCASE)

ANYWHERE AND EVERYWHERE

SD DD CD CA



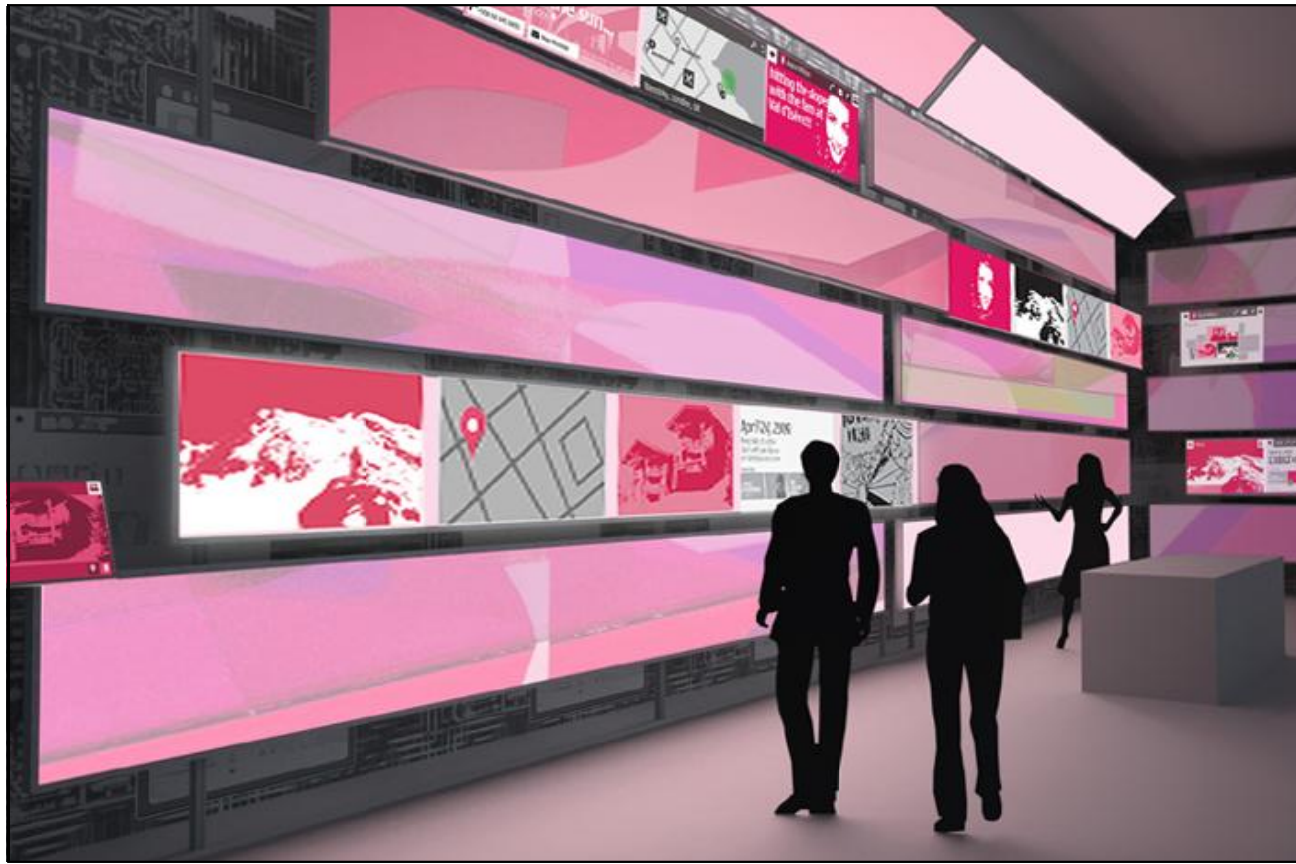
MOBILE POP-UP PAVILIONS, SHOPS AND LOUNGES

Designwork completed 2008

In order to create a compelling user experience, we visualized 'experience' as a big, juicy design problem, and then put the user at the center of that. Nokia approached us to re-imagine how their physical 'touch points' might reinforce a revitalized, holistic brand experience. Working directly with Nokia's own User Experience design group, we developed environments and experiences which promote feelings over information: delight, curiosity, enrichment, and most importantly, a heightened sense of community.

A service-centric customer journey framework is developed and implemented as a tool to generate end-to-end experience concepts that meshed environments with brand, marketing, retail, packaging, user interface and service ideas.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.



THE NOKIA EXPERIENCE (CORPORATE SHOWCASE)

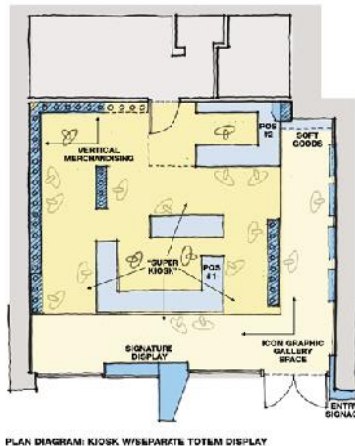
ANYWHERE AND EVERYWHERE





OAKLEY ICON MULTIPLE LOCATIONS ACROSS U.S.

SD DD CD CA



PLAN DIAGRAM: KIOSK W/SEPARATE TOTEM DISPLAY



VIEW CORRIDORS (2 STAFF MIN.)

BRAND DEVELOPMENT AND RETAIL LAUNCH Construction completed 2006

Starting with two very high-profile flagship locations at the Downtown Disney regional shopping centers in both Orlando and Anaheim, we were called on to create a ground-up retail initiative that would allow this major design-driven brand to compete successfully for prime retail locations with landlords who typically view sunglass stores as strictly second class citizens. Oakley Sunglasses created a new retail division designed to merchandise not only their own product, but all their competitors as well. They then turned to us to develop an Oakley-related retail platform that would, however not directly carry the Oakley name. After a year of collaborative development, the result is a multi-tier retail brand family that can be deployed along the entire real estate spectrum, from the Forum Shops at Caesars and Fashion Island, to outlet malls and everything in-between.

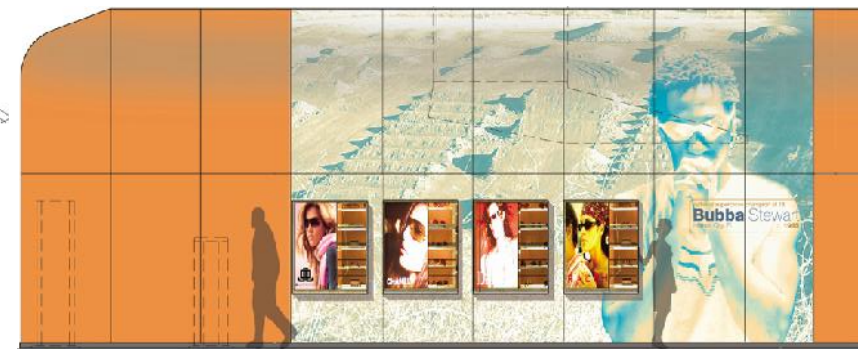
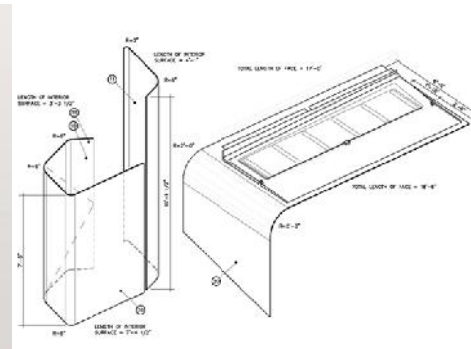
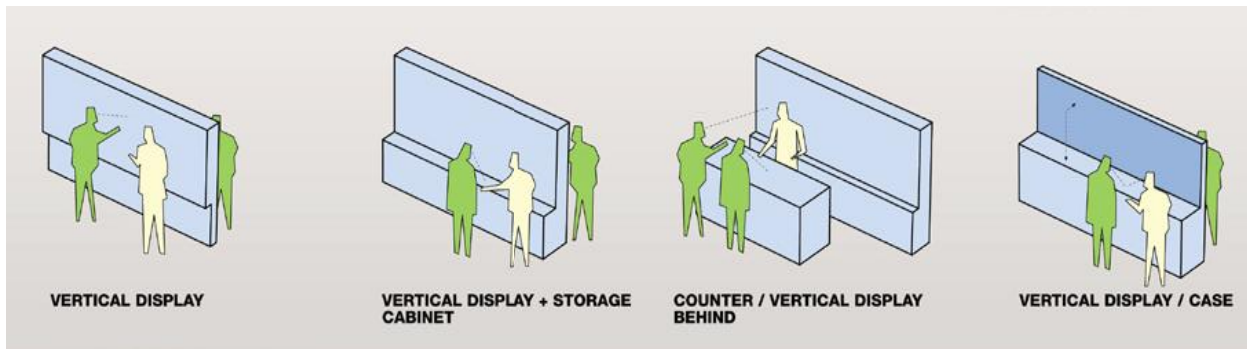
In addition to the two Disney stores, prototype stores have been completed in Hawai'i, Las Vegas, Miami and elsewhere in the southeast, and southern California. We then transitioned from brand designers to roll-out architects handling 30 plus stores per year across the U.S.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.



OAKLEY ICON

MULTIPLE LOCATIONS ACROSS U.S.





LAKE OF DREAMS 2.0

WYNN CASINO - LAS VEGAS, NV

SD DD CD CA



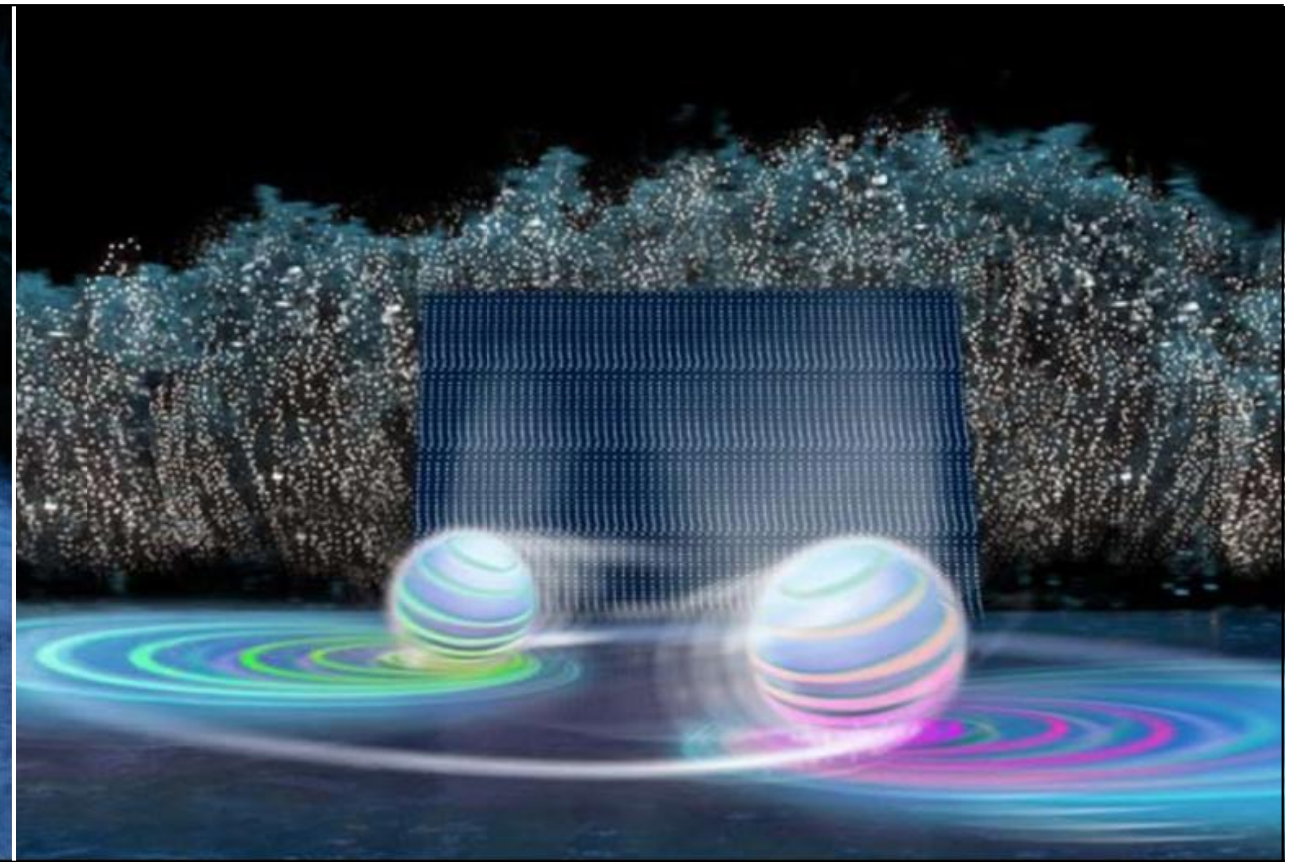
ANIMATRONIC DANCING ORBS

Construction completed 2008

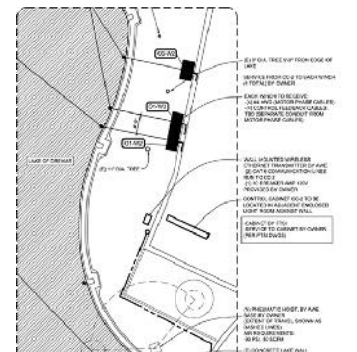
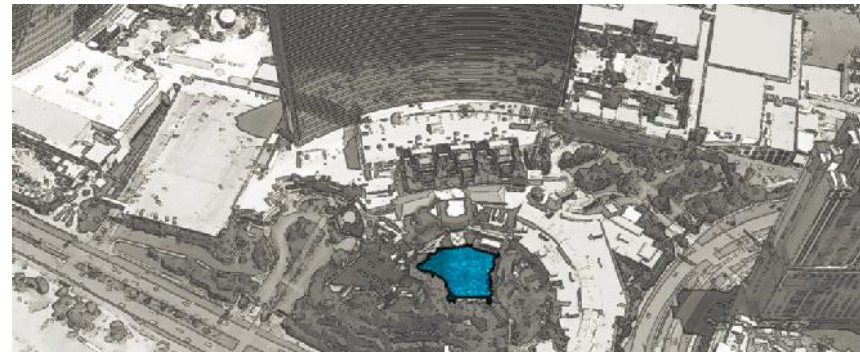
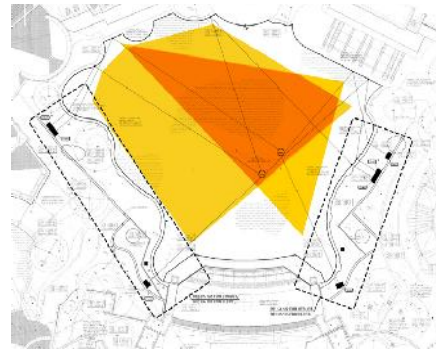
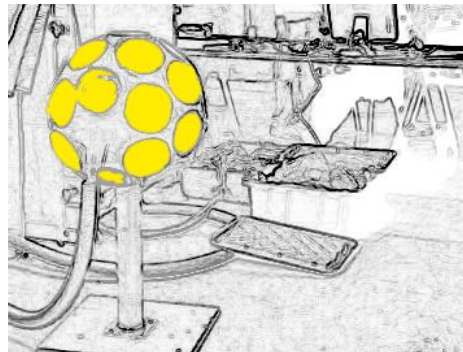
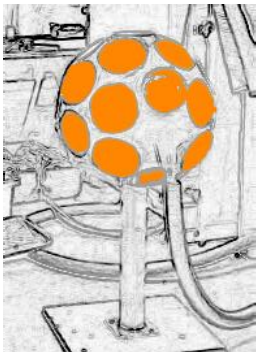
Similar to the Bellagio fountains in that it combines water, light, motion and music to spectacular effect, the Lake of Dreams is, on one hand, more intimate and secluded, while, on the other far more, technically sophisticated and theatrically multi-layered in its palette of artistic elements. From quietly poignant, to wildly zany, to beautiful balletic, to grandly operatic, the Lake of Dreams conjures richly-textured moods like no other programmable theatrical platform. Lit by 12,000 underwater LEDs, the Lake's 2-acre surface is capable of displaying digital animation in over 16 million colors.

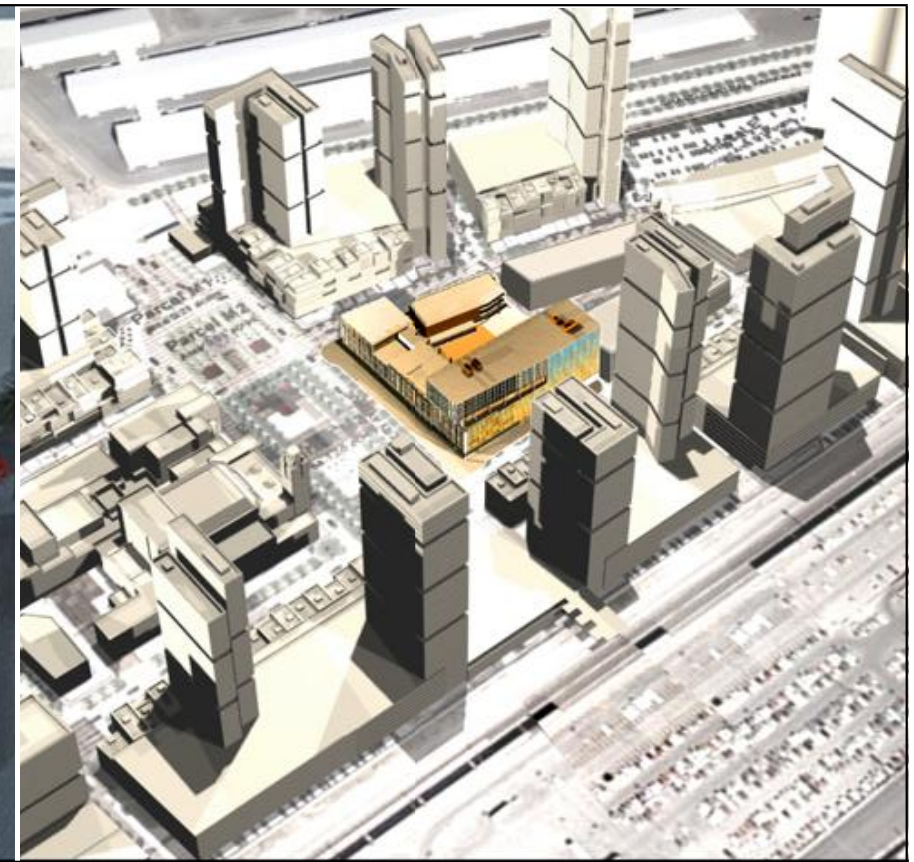
Although these ambitious environmental backdrop effects have been in place and operating since the resort's opening, the real stars of the lake are a one-of-a-kind pair of magically dancing Orbs that have been in design, testing and fabrication for nearly 3 years. Cloaked in secrecy until the unveiling, Steve Wynn's latest artistic showcase, the Dancing Orbs, debuted on the Lake of Dreams in Spring 2008.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.



LAKE OF DREAMS 2.0
WYNN CASINO - LAS VEGAS, NV





THE CHARLIE PALMER HOTEL

LAS VEGAS, NV

SD DD CD CA

400-ROOM, 5 STAR BOUTIQUE HOTEL
Schematic design completed 2008

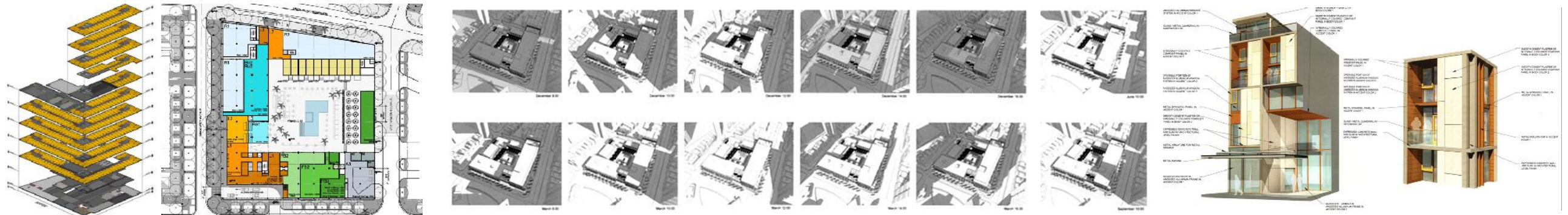
When a chef invents a recipe, textures are considered, along with colors, aromas, shapes, forms and flavors of the ingredients. The organization of the plate is carefully thought through, as is the sustenance of the dish, what should accompany it, how it will all work and feel in context with what came before and what will follow. Only then, will the chef arrive at what we simply call 'taste.' Now multiply this ethos to the tune of a 400-room urban resort. Welcome to The Charlie Palmer.

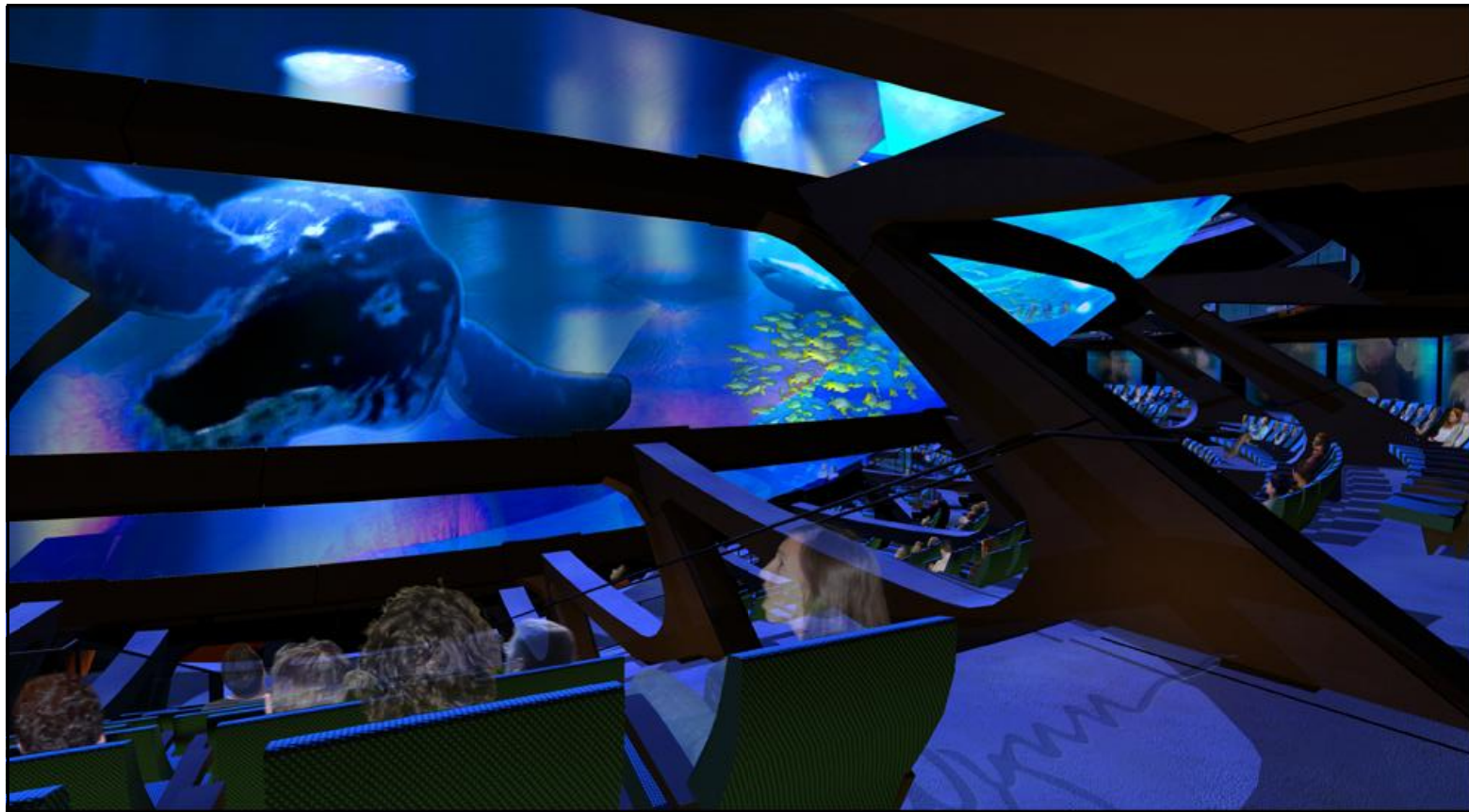
To be constructed in a city built entirely by hospitality, this is the world's first urban hotel to be completely chef-inspired. And, Charlie Palmer is an inspired chef. Only a kitchen commander of his rank and ability with a point-of-view that fuses Sonoma County with Grand Central Station would be right to head up such an undertaking.

Completed while Co-Designer & Project Manager and Designer @ Holt Hinshaw Architects.



Jason Sayner *selected works*

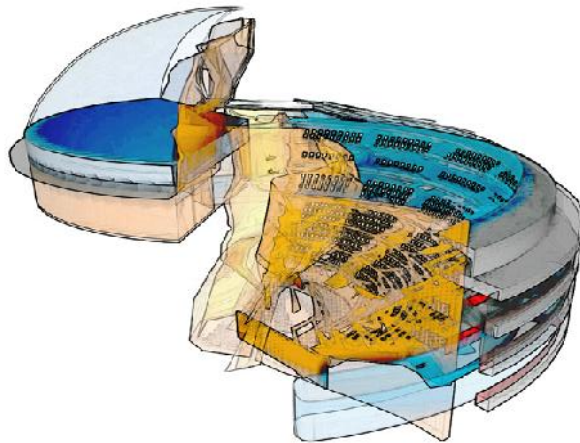




AQUATIC MEGA-ATTRACTION

WYNN CASINO - LAS VEGAS, NV

SD DD CD CA

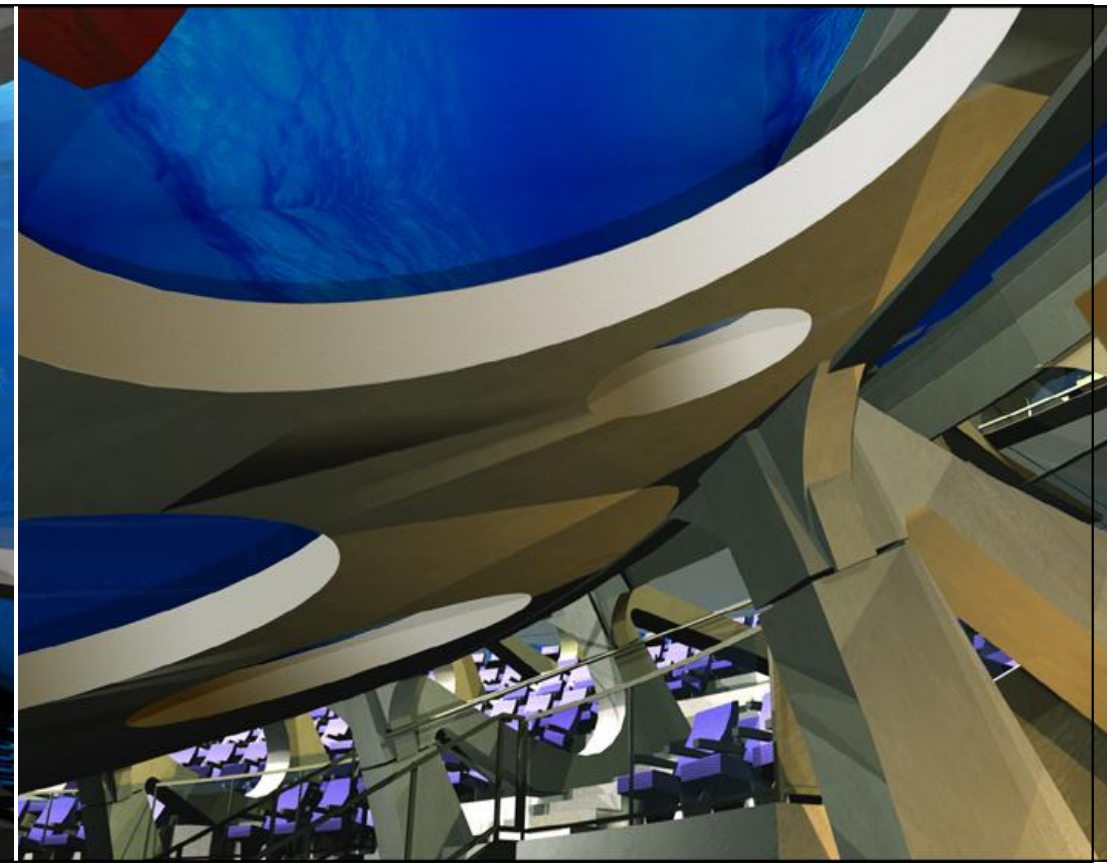


3,000-SEAT SHOWCASE THEATER
Schematic Design completed 2006

What if we took the IMAX/OMNIMAX wrap-around cinema immersion experience and instead of filling the void between the stadium-seated audience and screen with HD-filmic-light, we filled it with water.

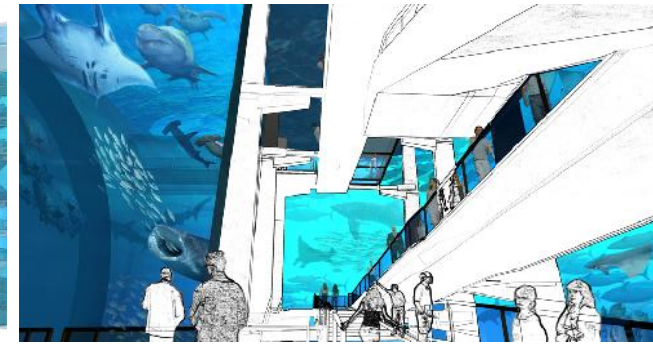
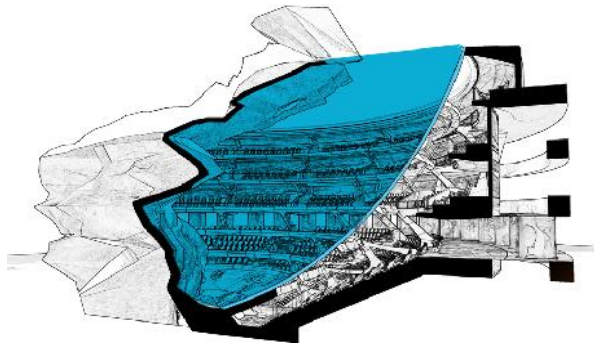
What Steve Wynn envisioned was the world's first immersion entertainment experience where the audience inhabits that thin rind of airspace in a melon's bulging water volume, and where 4 audiences are gathered nightly into that desperate battle for survival that was The Jurassic Seas. Highly cinematographic - the audience experience is captured from a variety of perspectives in a multitude of modes. In each case the viewer witnesses the stage 'pre-loading' with the lights up, 'loading-in' where the audience is moved from the lobby into their places above as the lights are dimmed, then 'lights-down show-mode', and finally 'load-out', as the audience is transitioned up towards the multi-level, dramatically-ramped, open-ocean round-about exhibit to experience this one-of-a-kind Las Vegas show.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.



AQUATIC MEGA-ATTRACTION

WYNN CASINO - LAS VEGAS, NV





MADISON ONE

OAKLAND, CA

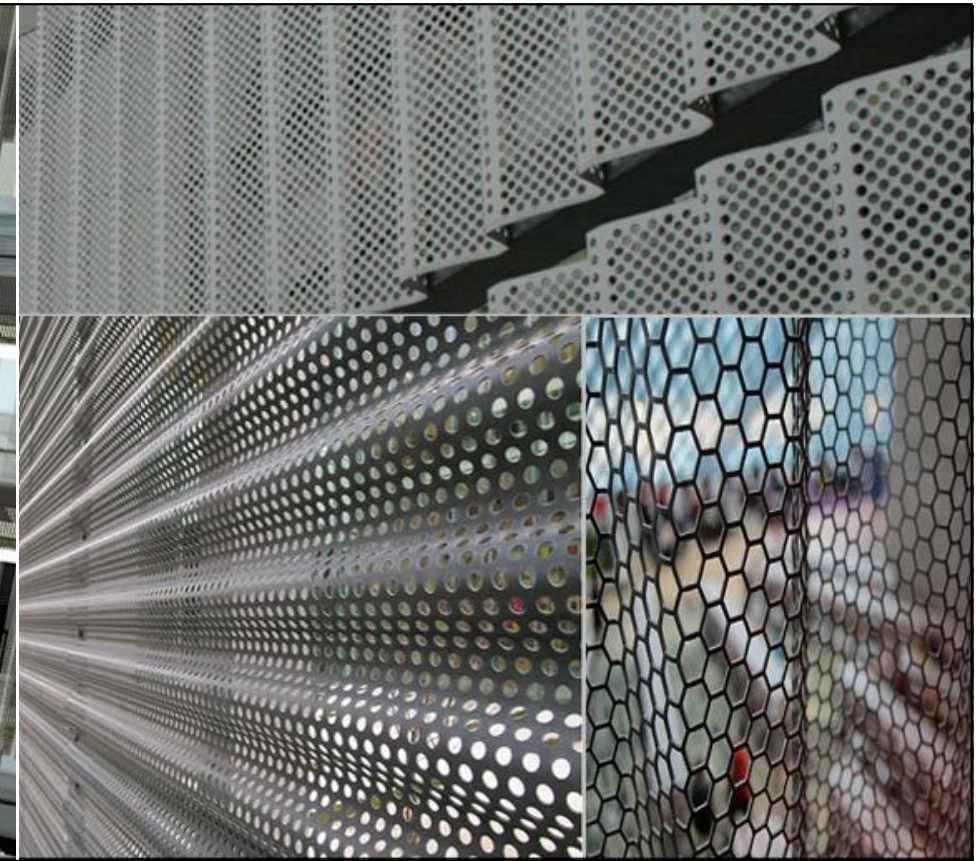
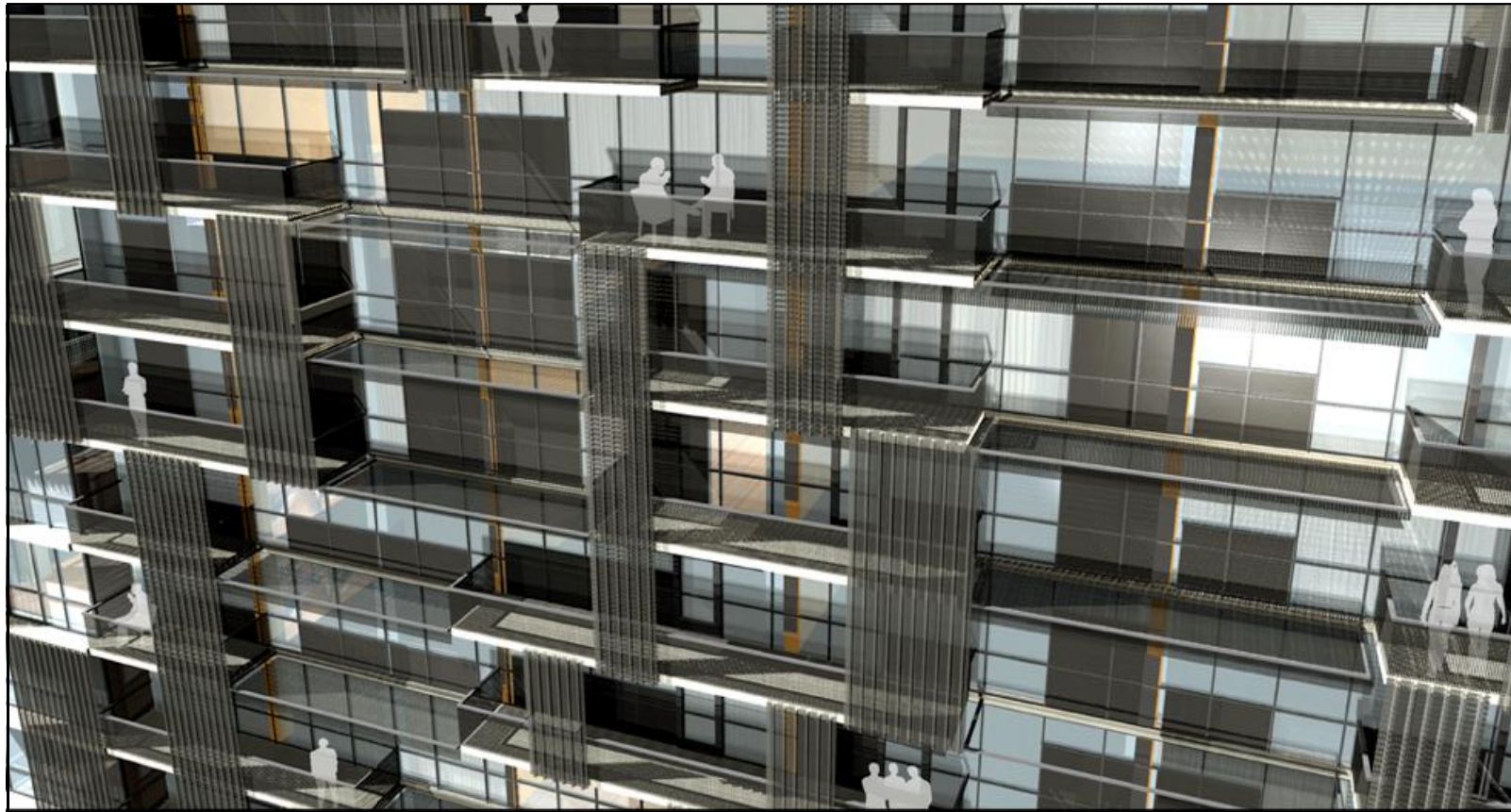
SD DD CD CA

24-STORY RESIDENTIAL TOWER
Schematic design completed 2006

In-filling a small, but prominent corner site, less than a block away from Lake Merritt, the 24-story Madison One encompasses panoramic Bay Area views from each of its glassy facades.

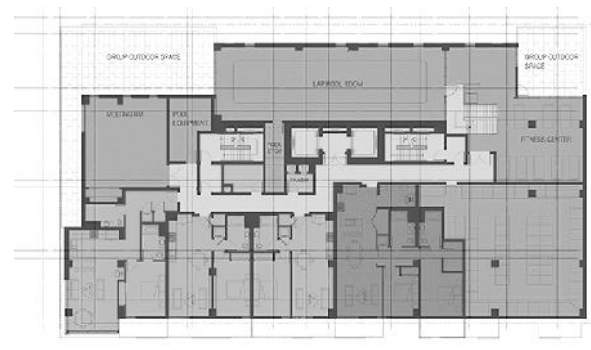
The 150-unit Madison One has a rich, dynamic appearance that is strictly program-driven with skin treatments organized in direct response to each elevation's unique solar, wind and view orientation, along with the vertical gradient (relative street noise, view obstruction and outdoor comfort factors). Since gratuitous decorative elements are unnecessary, this approach results in a more engaging and memorable urban form that is already pre-value engineered.

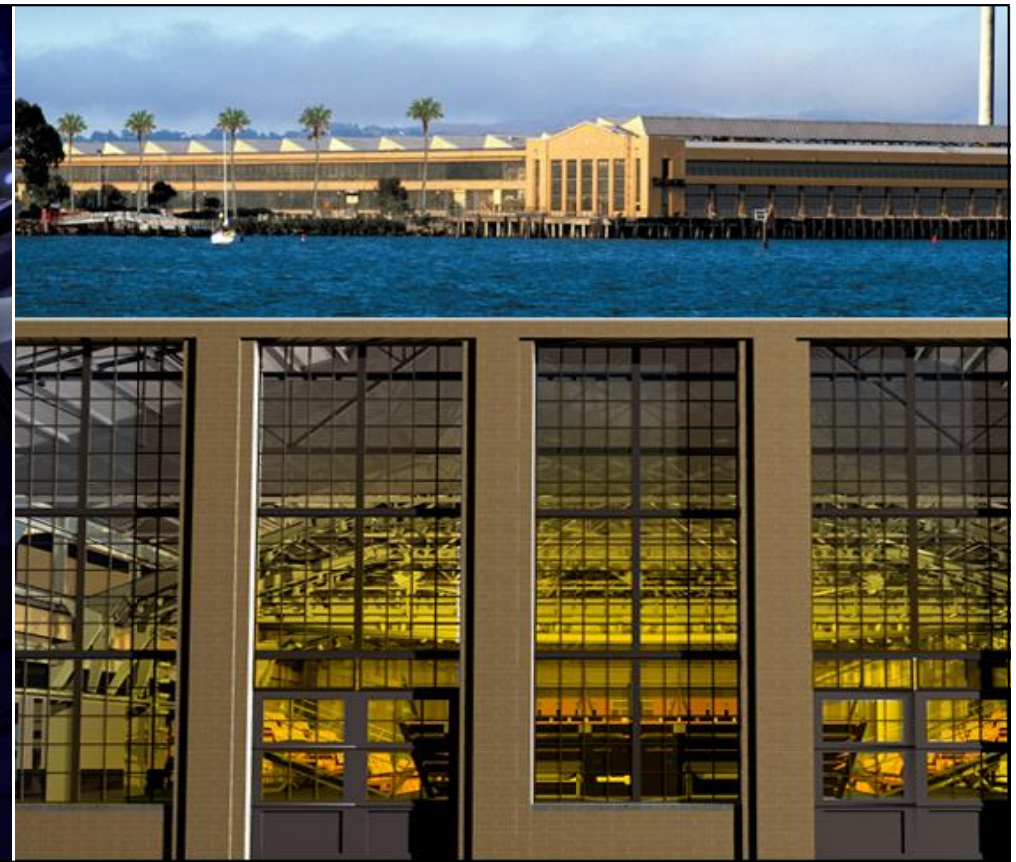
Completed while Project Manager @ Holt Hinshaw Architects.



MADISON ONE

OAKLAND, CA





THE CALIFIUM

HISTORIC FORD ASSEMBLY PLANT - RICHMOND, CA

SD DD CD CA

MULTI-USE PERFORMING ARTS AND COMMUNITY CENTER

Schematic Design Completed 2006

The Califium performing arts center is located in the crane-way of Albert Kahn's Ford assembly plant in Richmond, CA. It is a multi-form theater that can transform between proscenium, thrust, arena, and flat floor configurations within a single performance venue.

Mobile sections enable limitless seating configurations, allowing the audience to experience a wide range of performance formats. Large floor turntables allow performer, set and audience mobility before, or even during, events. The existing overhead travelling crane is adapted into a flexible lighting, scenic and puppeteering/performance platform. Movable lighting booms attached to the perimeter crane rails allow for stage lighting and scenic positions in many different locations. Technical control can be maintained through the use of mobile tech booths, which can be positioned before any given performance throughout the auditorium.

Completed while Designer and Project Manager @ Holt Hinshaw Architects.



THE CALIFUM HISTORIC FORD ASSEMBLY PLANT - RICHMOND, CA

