

Module: Project workshop 3

Exercise N° 04: Design of a Restaurant

Objectives of the exercise:

- Introduction to architectural design.
- Designing on sloping terrain.
- Integration and respect the urban and morphological characteristics of the site.

Support :

1. The design of the restaurant project will have to be based on the knowledge acquired in the previous exercises (urban analysis and analysis of a restaurant) and which will serve as a referential database for the student.
2. The site: the urban map and the site located in the west zone of the city of Biskra on a scale of 1:200.
3. The program: is given in the table below

Space	Surface area in m2	Number of units
Kitchen <ul style="list-style-type: none"> • Area Food preparation • Cooking • Washing • Storage 	60	01
Restaurant Room <ul style="list-style-type: none"> • Service Area • VIP space • Counter • Terrace 	220	Distributed according to design
Depot <ul style="list-style-type: none"> • Food storage • Beverage storage • Equipment storage 	12	03
Sanitary space <ul style="list-style-type: none"> • Customers (M and F) • Staff (M and F) 	10	02
Offices <ul style="list-style-type: none"> • Management and Administration • Accountant 	09	02
Technical room <ul style="list-style-type: none"> • Maintenance • Cleaning 	09	02
Circulations <ul style="list-style-type: none"> • Customers • Staff 	10%	-
Parking (per place) <ul style="list-style-type: none"> • Customers (12) • Staff (03) • Service (01) 	12 03 01	-
Outdoor Landscaping	-	-

Work required:

Students work individually and develop a proposal conform to their intentions. The scales covered will be those of the preliminary project: 1/100 for the plans, sections, facades,...and 1/200 for the ground plan. Study and final models complete this set.

Rendering: Three weeks from the beginning of the exercise