



# Hidden Grounds

*Architecture  
design*

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# Hidden Grounds

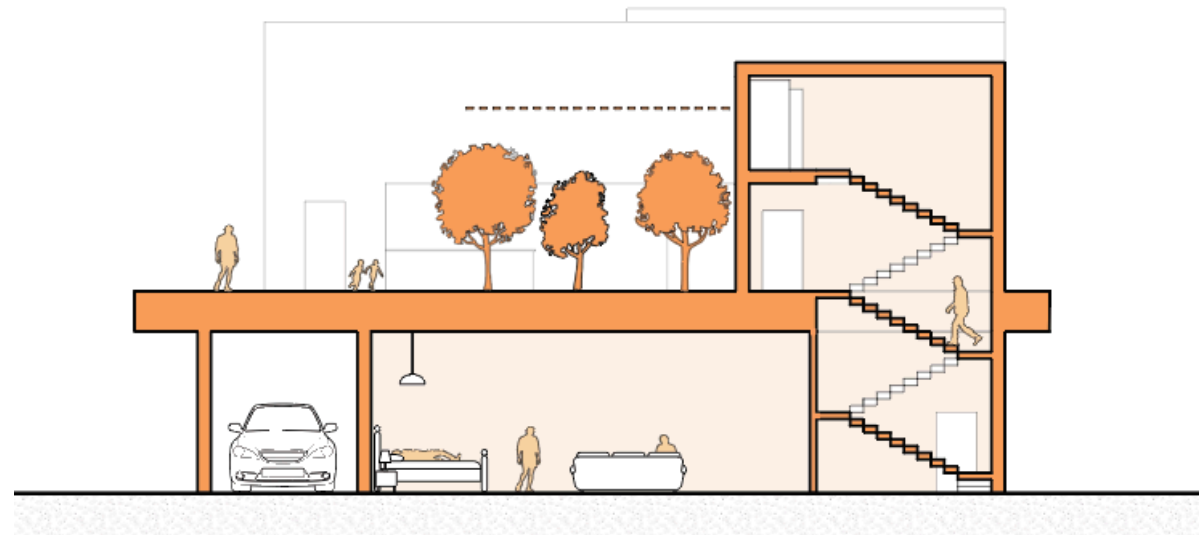
Arch 3410 | Design Studio 3

Instructor | Bart Overly

**Hidden Grounds** is a compact **Accessory Dwelling Unit (ADU)** that combines a **coffee shop** and a **speakeasy** within a small urban footprint. The project provides **bar seating, lounge areas, service spaces, storage, restrooms, and flexible zones** that **shift** in atmosphere from **day to night**, creating a layered **social environment** within a single structure.

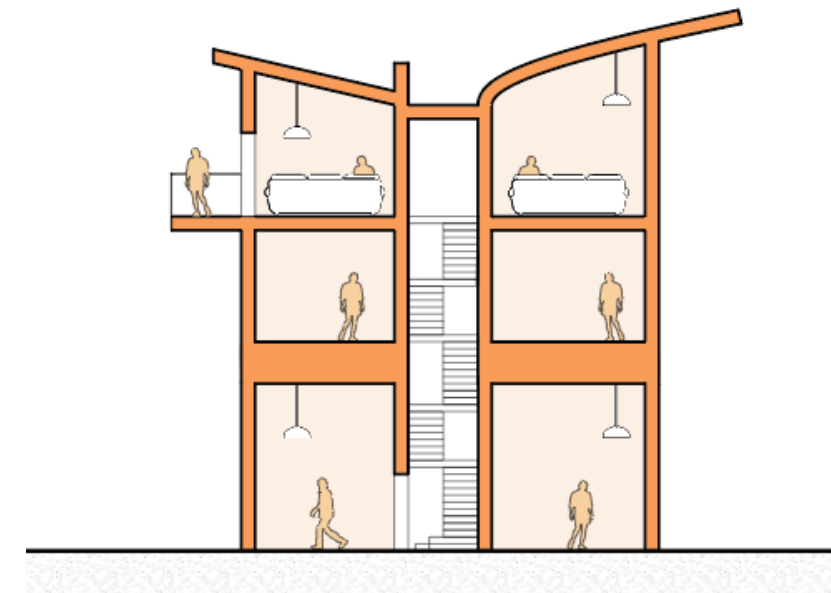
The design explores how **hospitality, privacy, and community** can coexist in tight **spatial conditions**. It supports **casual gathering, quiet retreat, and nightlife culture**, challenging the boundary between **public** and **hidden spaces** while encouraging **social interaction** through **spatial compression and reveal**.

What sets Hidden Grounds apart is its emphasis on **concealment and transition**. The project uses **controlled circulation, changes in light, and material contrast** to guide visitors from an **open, street-facing café** into a more **intimate, concealed speakeasy**, turning **movement** through the building into an **experiential journey** rather than just access.



### Front Section

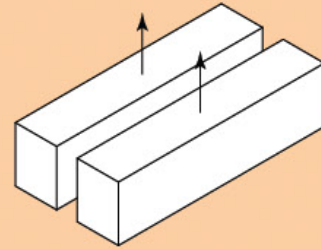
Front section shows the **movement system**, **living area**, **garage**, and **outdoor space** on the second floor.



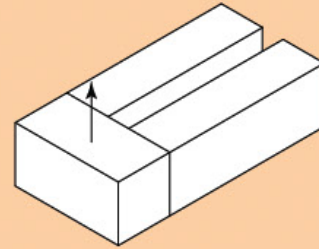
### Right Section

Right section shows the **movement system**, **private lounges** on third floor, **cafe**, **speakeasy**, and **private spaces**.

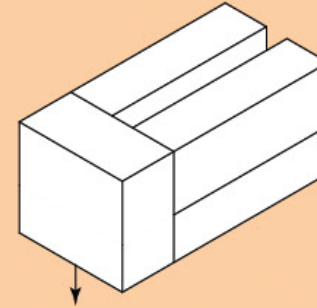
1



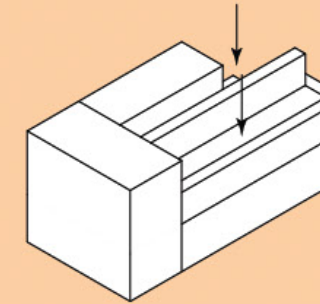
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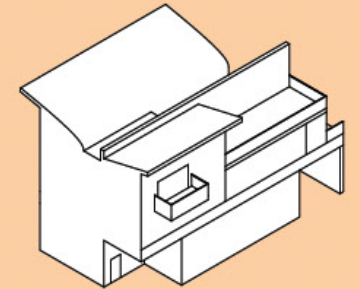
3



4



5



1

### Coffee/Speakeasy

The two rectangles are made in line with each other to make the speakeasy on the left and the coffee shop on the right. A space is left in the middle as poche.

2

### Shared Realm

A rectangle at the end is made that is shared between the two realms along with the soon to come residential realm. this area is what connects the three different worlds.

3

### Residential

The bottom area is brought down from new ground level to original ground level. This space is reserved for the resident's living space.

4

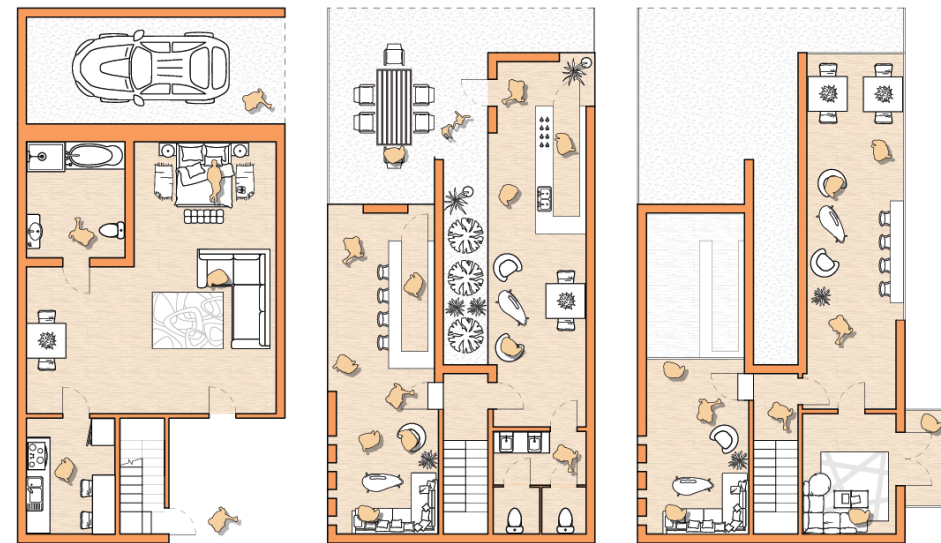
### Outdoor Spaces

A corner at the far end of the speakeasy side is cut out to make an outdoor space on the ground level. The second floor of the coffee shop is cutout to make an elevated outdoor space.

5

### Stylize

The more artistic elements of the building are added. Curved and angled roofs are added, windows and balconys are added, and railings and overhangs are added.



## Floor Plans

Front section shows the **movement system, living area, garage, and outdoor space** on the second floor.

## Renderings

Cafe, living space, and speak-easy

