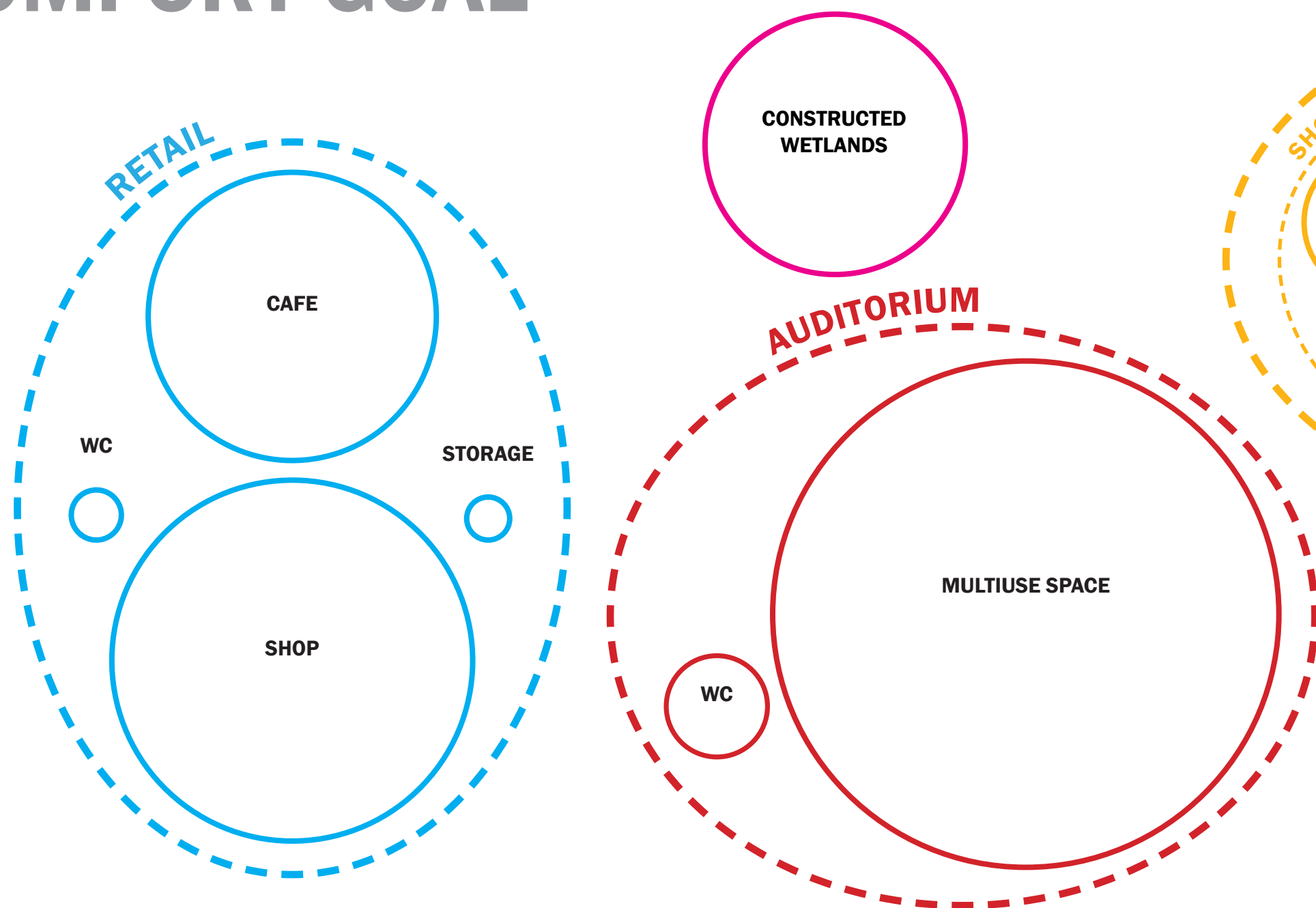
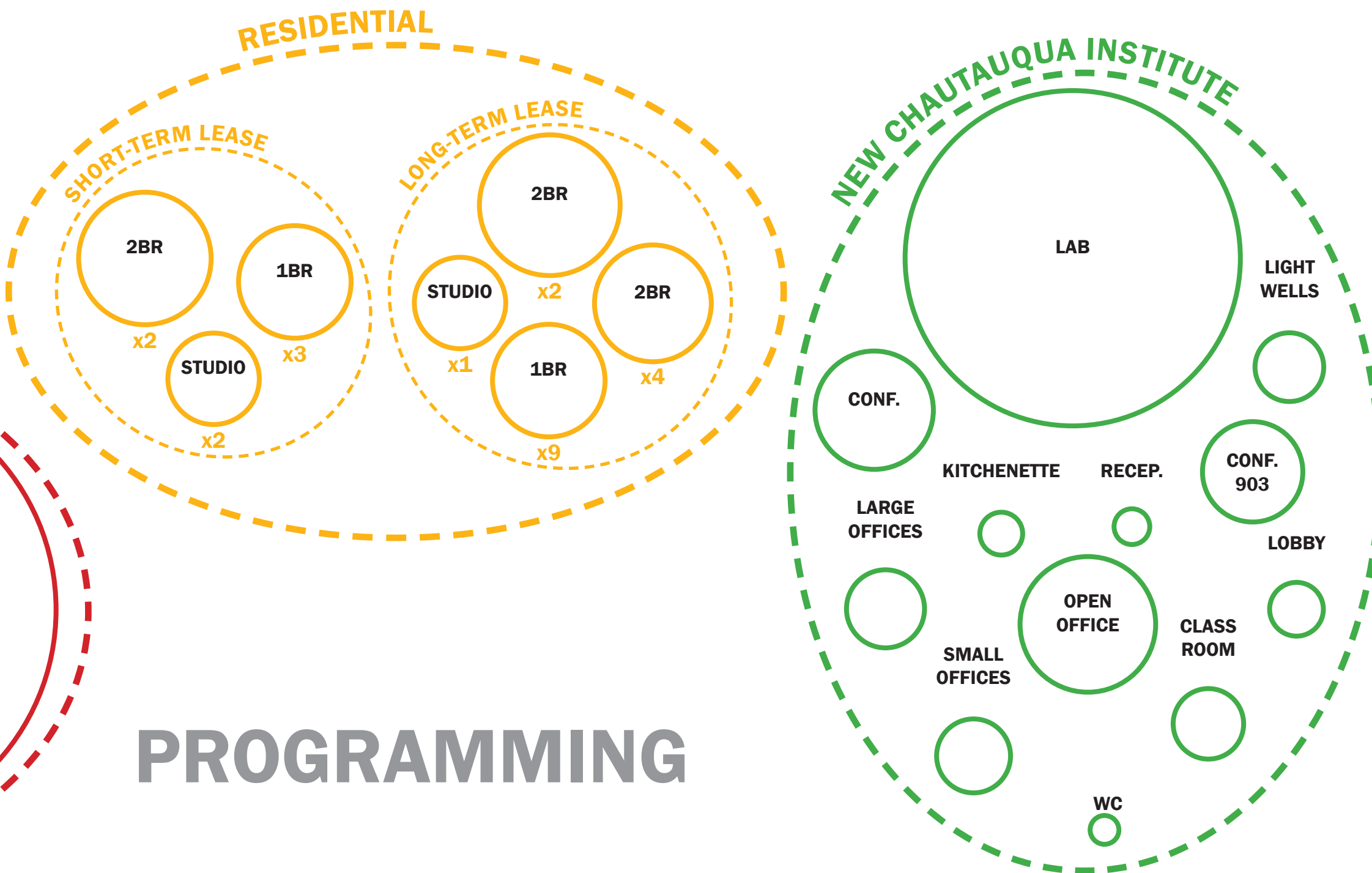


COMFORT GOAL



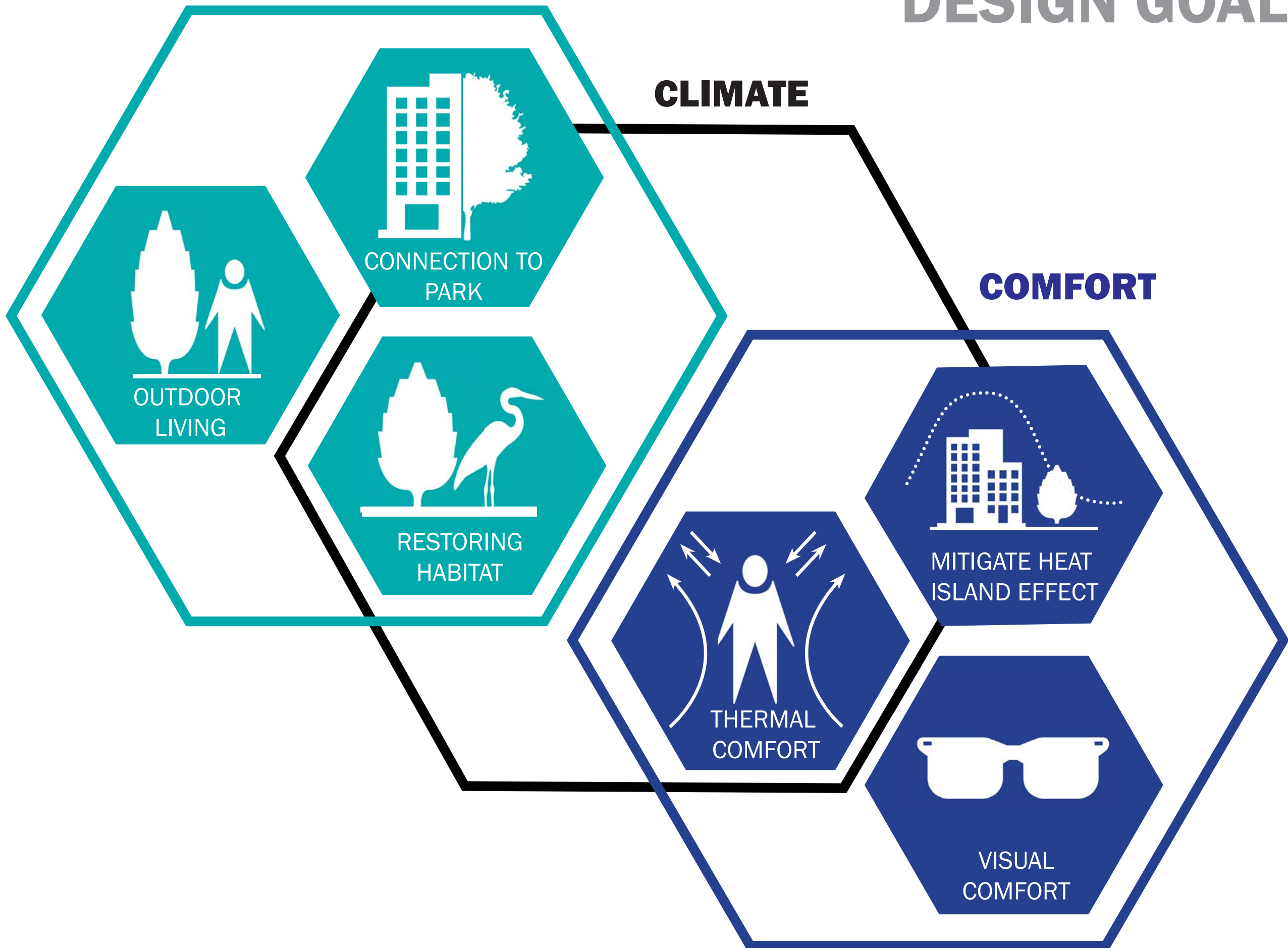
PROGRAMMING



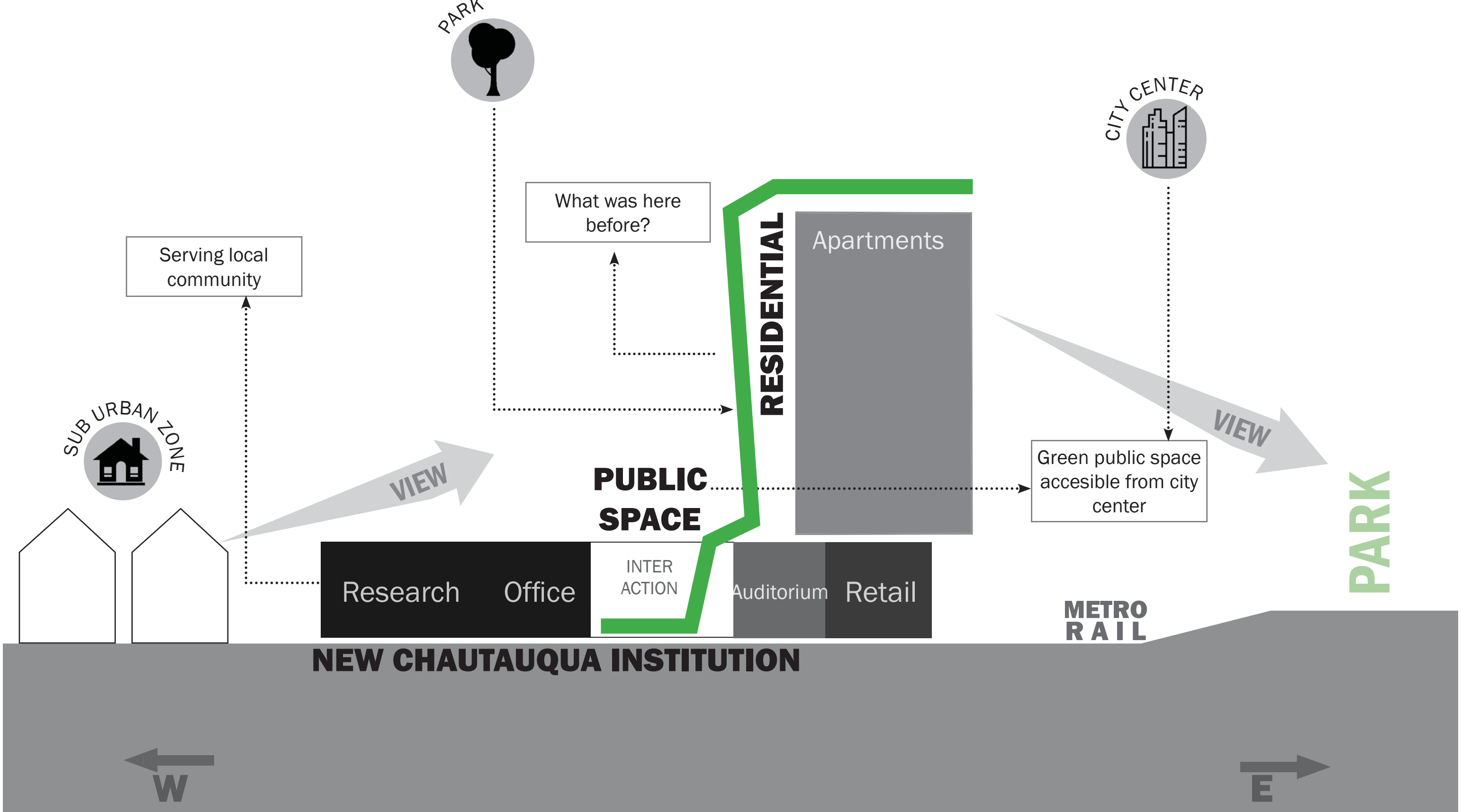
EXPERIENCE

CLIMATE

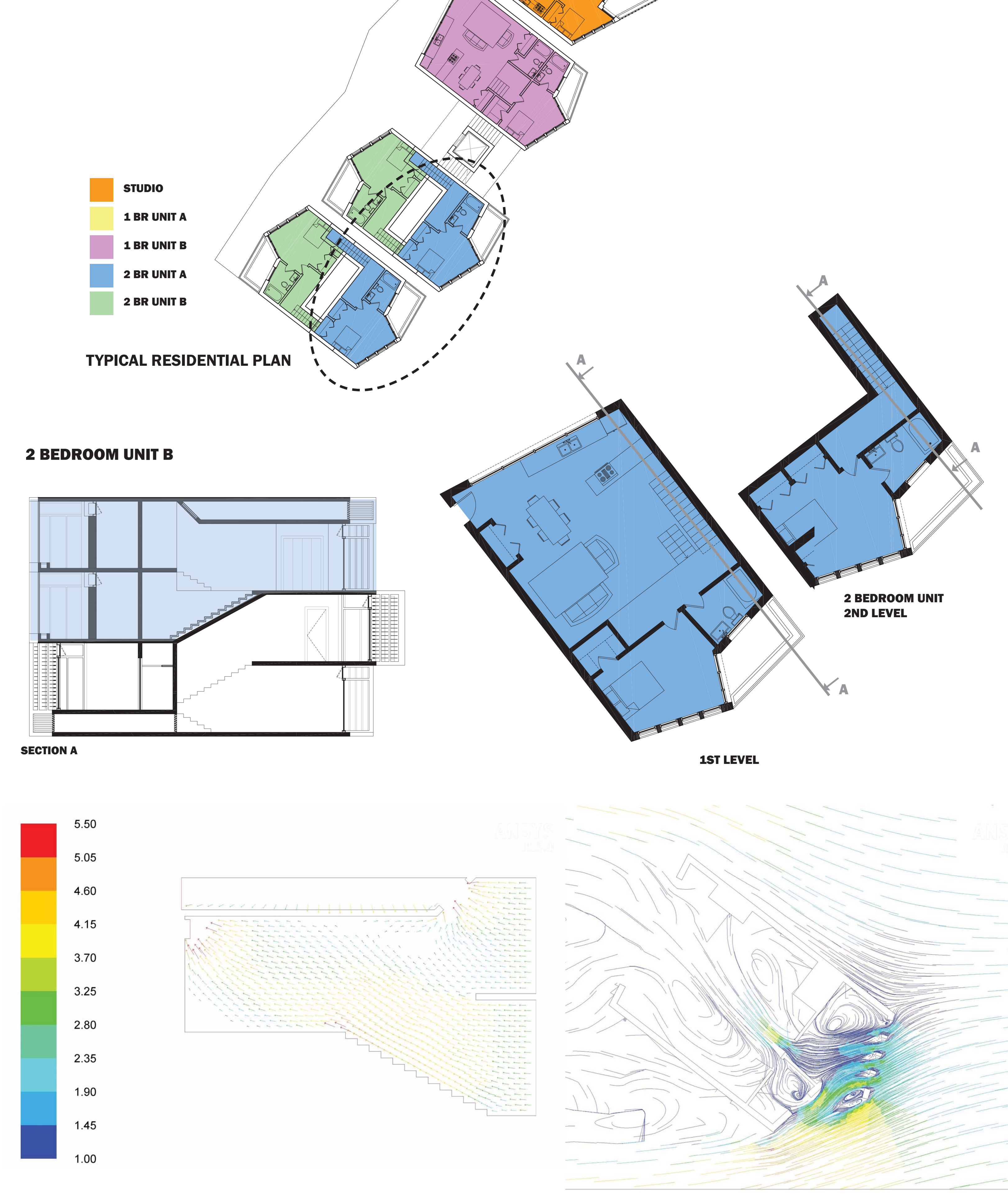
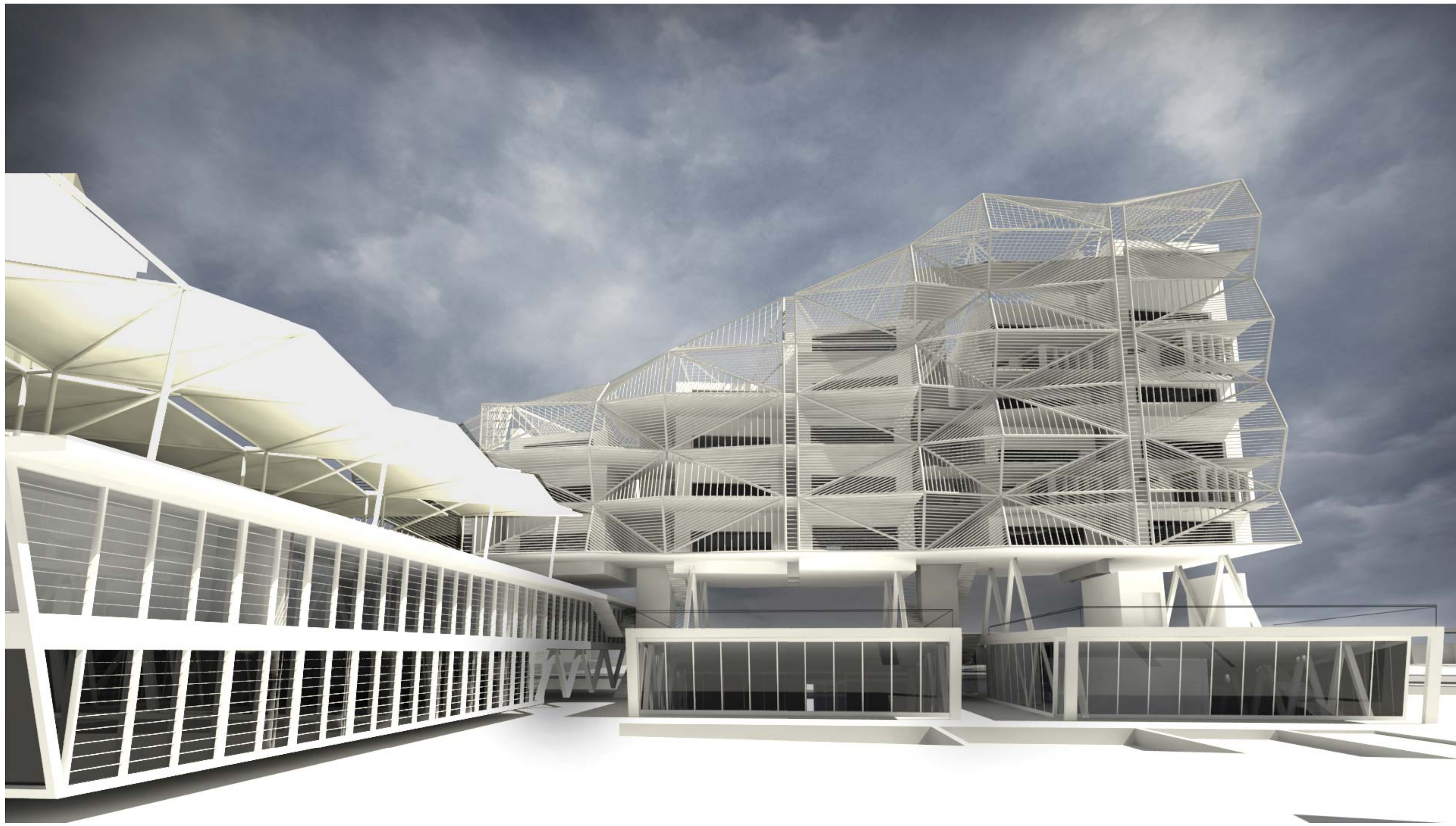
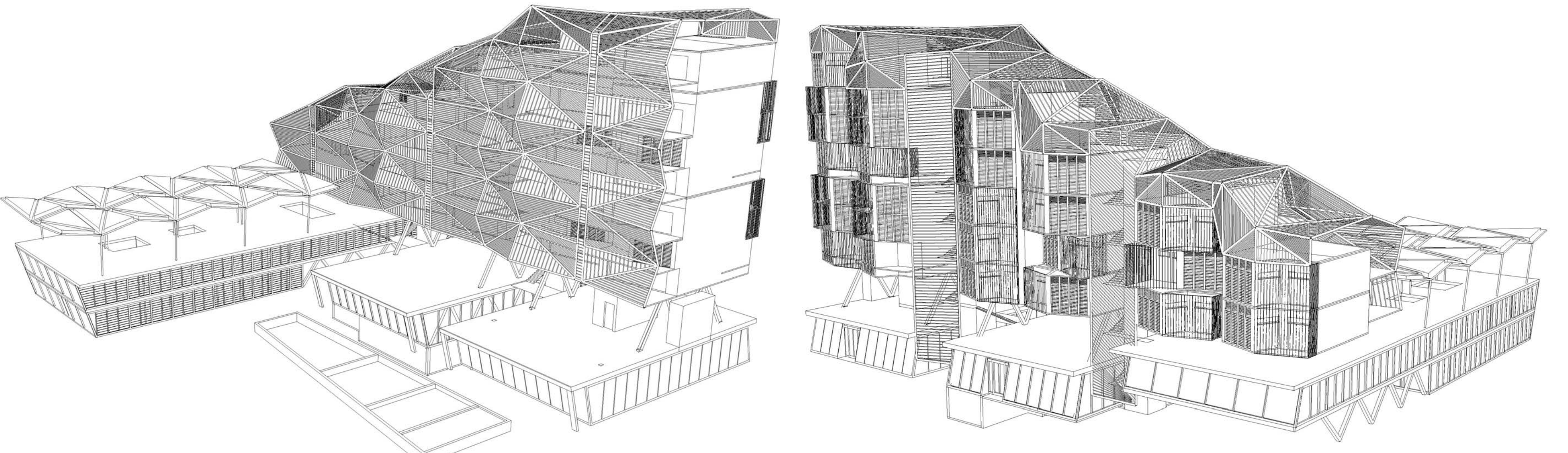
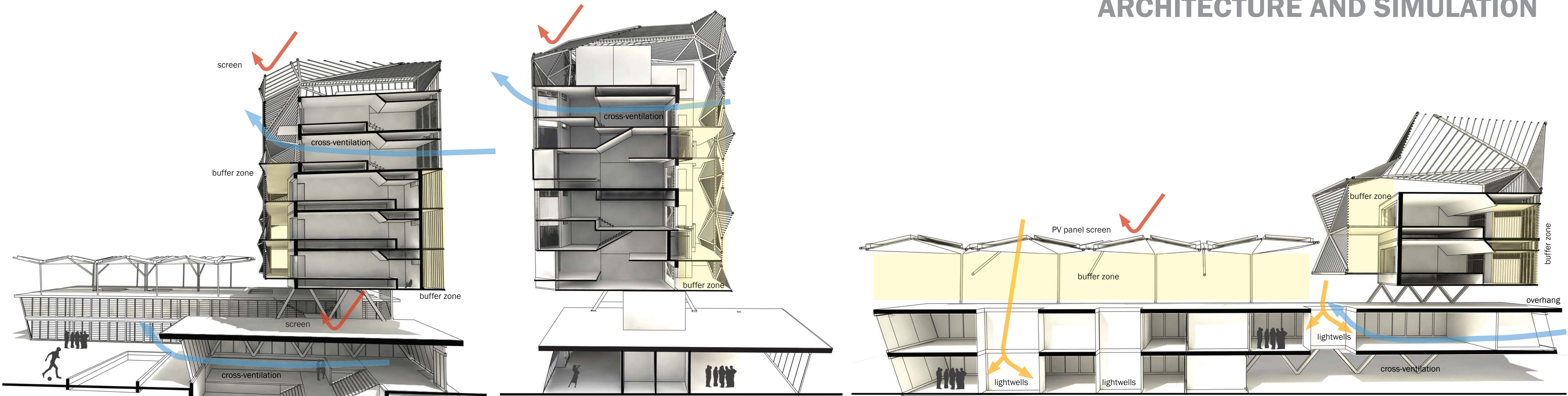
COMFORT



DESIGN GOALS AND STRATEGIES



ARCHITECTURE AND SIMULATION



2 BEDROOM UNIT B

