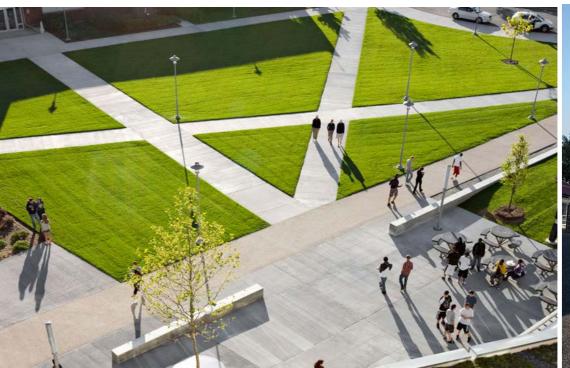
#### 3.2 Civic - Expression + Materiality







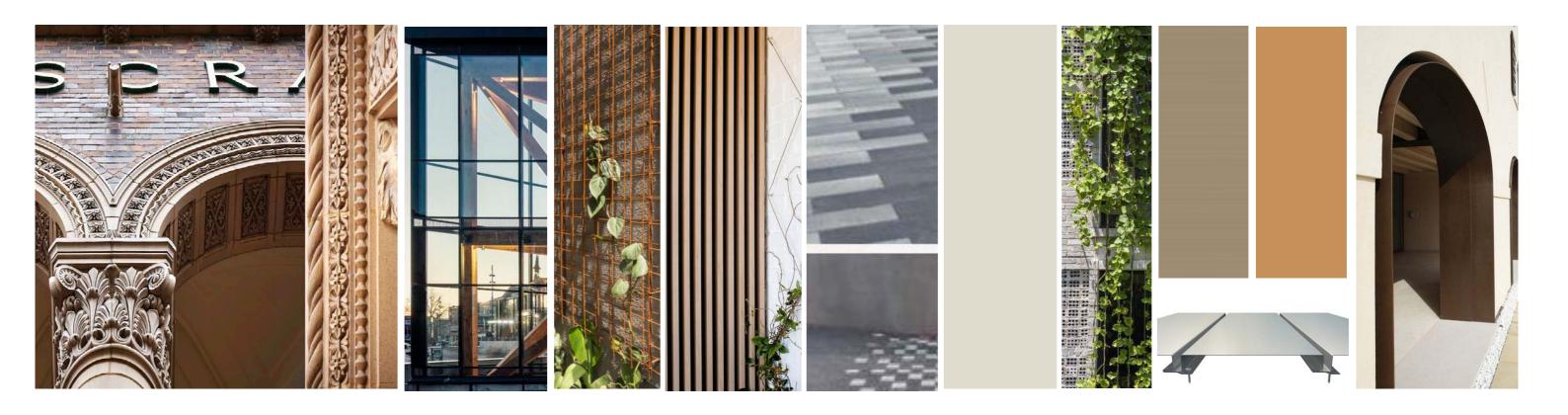




### 3.2 Civic - Expression + Materiality







### 3.3 Town Hall Interior - Expression + Materiality















#### 3.3 Town Hall Interior - Expression + Materiality

Unlock and celebrate the full potential of the Town Hall and site context.



