Illus. 9.2. Sammy Marks Development context plan showing design intervention

Illus. 9.3. Sammy Marks Development roof plan with design intervention
Illus. 9.4. Ground floor demolition plan

1. Structure with heritage significance
2. Sammy Marks Development structure
3. Demolition work

1. Existing private retail
2. Existing escalator to be removed and reused
3. Existing staircase and lift
4. Existing staircase & lift to be demolished. Lift to be reused
5. Existing fire escape staircase
6. Arcade structure to be re-used in the new design. Steel sheeting and polycarbonate sheeting to be removed.
7. Reinforced concrete slab to be demolished and used as a fill.
8. Existing offices

**BRICKWORK**
All brickwork indicated to be demolished is to be re-used as a reclaimed building material.

**SHOPFRONT**
Where possible, shopfronts to be re-used or sent to be recycled.

**REINFORCED CONCRETE**
Re-use concrete as a fill.

**ARCADE STRUCTURE**
Re-use I-beams. Curved I-beams and steel roof to be recycled.
1. Existing citizen entrance
2. Kynock building above
3. Lewis & Marks building above
4. Store
5. New stormwater collection area
6. Existing staff parking
7. Mobile Citizen Connect
8. Deliveries & collection & staff entrance platform
9. Existing mobile library
10. Entrance from Vermeulen street
11. Refuse & recycle collection bins
12. Exit to Vermeulen street
13. Existing parking

Illus. 9.7: Basement plan
1. Existing citizen entrance
2. Proposed hotel
3. New stormwater collection area
4. Kynock building above
5. Lewis & Marks building above
6. Existing HVAC plant room
7. Existing clock tower above
8. Existing citizen parking
9. Existing staff entrance
Illus. 9.9. Ground floor routes

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Sammy Marks Square

City library

Private retail

Proposed hotel

State theatre
1. New secondary arcade  
2. New viewing platform  
3. Bus & taxi stop  
4. New information kiosk  
5. New Citizen Square  
6. New entrance  
7. Existing primary arcade  
8. New take-away  
9. Existing take-away  
10. New ablutions  
11. Private retail  
12. New open exhibition  
13. New café  
14. New refreshment lounge  
15. Pneumatic tube system
1. Entrance
2. Outdoor terrace
3. Private retail
4. Child-care
5. Atrium
6. Information counter
7. Waiting area
8. Fire escape stair
9. Tellers
10. Kitchenette
11. Submissions
12. Store
13. Server
14. Forms + reading + writing
15. Self-service counters
16. Collection
17. Refreshment lounge
18. Refreshment lounge bar
19. Self-service counters
20. E-government café
21. New bridge entrance
22. Pneumatic tube system
1. Staircase + lift
2. Outdoor terrace
3. Waiting area
4. Id photo
5. Finger print
6. Eye test
7. Fire escape staircase
8. Ablutions
9. Consulting area
10. Office + management
11. Boardroom
12. Kitchenette
13. Outdoor staff rest
14. Server
15. Store
16. Reception
17. Waiting area
18. Staff circulation
19. Document storage
20. Pneumatic tube system

*Illus. 9.13. Second floor plan*
Illus. 9.14 Roof plan

1. Aluminium clad roof
2. Brownbuilt roof
3. Translucent tensile fabric roof
4. Reinforced concrete roof
5. Skylight
Illus. 9.15. Ground floor plan showing implementation of framework guidelines (Refer to chapter 4, pg 57)
1. Primary arcade
2. Private retail
3. Open exhibition
4. Citizen Connect
5. Skylight
6. Staff circulation
7. Document storage
8. Atrium
9. Retractable translucent fabric roof
10. Existing offices
11. Citizen circulation
12. Parking

**Illus. 9.16. Section a-a**

**Illus. 9.17. Section b-b**
section through new arcade 1:100
section through info. kiosk 1:100
CONCLUSION

The dissertation explored the possibility of improving public service delivery by introducing a programme not currently present in the South African context. The innovative programme consists of providing national, provincial and local government services that are traditionally in separate locations, in a single location, therefore economising people’s time. In addition to integrating departments which provide similar services, the programme moulds with the physical context, facilitating both commercial and daily activities. Additional components that informed the design are the historical layer, existing embodied energy of the site, and the human interface.

The Lewis & Marks building was the tallest building in the region at the time of construction, facing Market Square, an area bustling with activity. The surrounding buildings were between one to two storeys high. The historical layer influenced the intervention by designing the structures on the western portion of the site to one and two storeys, relating to the historical landscape. The design of the arcade frames the Lewis & Marks building as an important building in the existing urban landscape.

The existing site is bustling with activity but there is also embodied energy, such as portions of the Lewis & Marks building being vacant, and the western portion of the site in need of repair. Existing routes through the site show two entrances into the Lewis & Marks building, and with the design intervention of moulding the programme with the site, seven entrances were established.

The historical Lewis & Marks building is treated with respect where all the additional elements to the building comprise of steel of frames, and provide a sensitive contrast between the new and old.

The design spreads into the public domain, providing for seating throughout; essentially implementing urban quality criteria. The citizen square is arranged in a manner where the user can sit individually and eat a packed lunch, gather in groups, or assemble to watch a sports match via media-mesh screens.

A humanist architecture is established that provides a platform for improved service delivery and a connection to the historical landscape, connection to site energy, and ultimately bringing the material world in harmony with human life.