

Conceptual Cost Estimate

division	Area [SF]	Price per SF [\$]	Subtotal [\$]
General requirements			500,000
Site work (including parking)			1,200,000
*minimal changing of terrain in our plan			
Dwelling units	21,649	90	1,948,000
Community street			300,000
Common living	1,304	90	117,000
Cafe	1,225	100	122,000
Wine shop	1,069	90	96,000
Winery	4,653	70	325,000
Composts (including storage for farm)	1,317	60	79,000
Memory factory	1,861	90	167,000
Meeting room	1,934	100	193,000
Farm			300,000
Grey water, heating and cooling system			600,000
Windmill and electric system			550,000
Electrical			60,000
Mechanical system			600,000
Exterior			500,000
Total amount			7,657,000

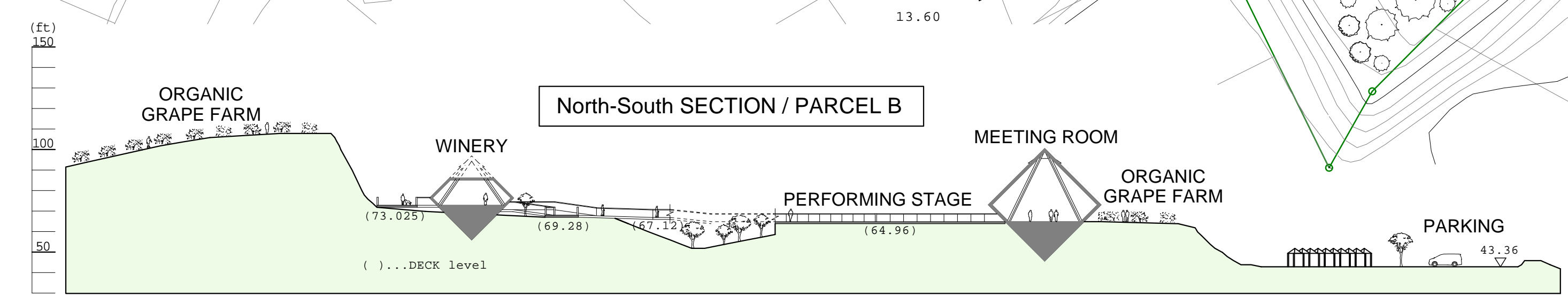


Unit Summary

Type	Area per each [SF]	number	Subtotal [SF]
Studio unit	652.12	10	6,521.20
1 bed room unit	930.63	6	5,583.78
2 bed room unit	1,225.01	3	3,675.03
Second unit	652.12	9	5,869.08
Total		19	21,649.09

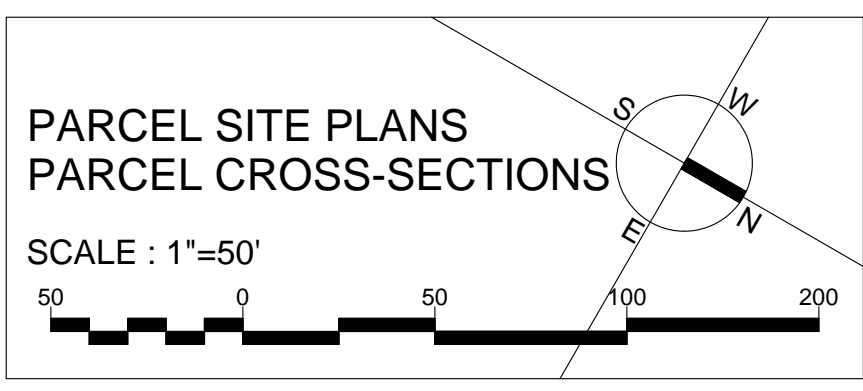
Function	Area per each [SF]	number	Subtotal [SF]
Common living unit	652.12	2	1,304.24
Cafe	1,225.01	1	1,225.01
Wine shop	1,069.75	1	1,069.75
Winery	4,653.15	1	4,653.15
Meeting room	1,934.95	1	1,934.95
Memory factory	1,861.26	1	1,861.26
Compost A	387.36	1	387.36
Compost B (including storage for farm)	930.63	1	930.63
Total			13,966.35

Total amount (Dwelling units + Support units) 35,615.44



grape system for community and environment

registration No.152 TOP sheet 01



"Grape"

Why "Grape"?
Community and Environment. Those are required in this project. Community means connection between person and person. Environment means cycle between man and nature. So we needed to find how to connect and cycle. When we ate grapes as dessert, we found it. *This stalk connects grape and grape, and makes it possible to cycle nutrients and waste products!*

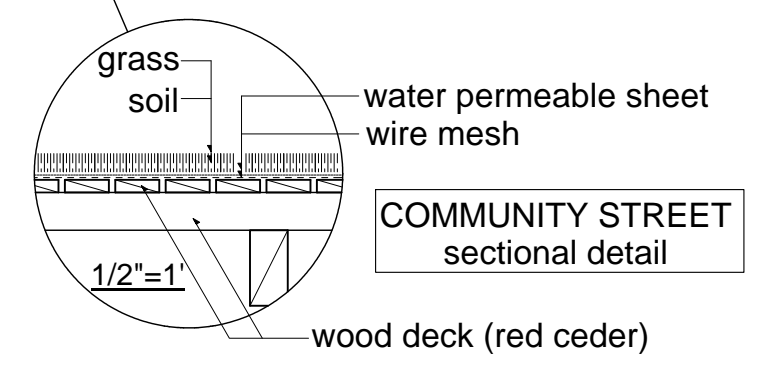
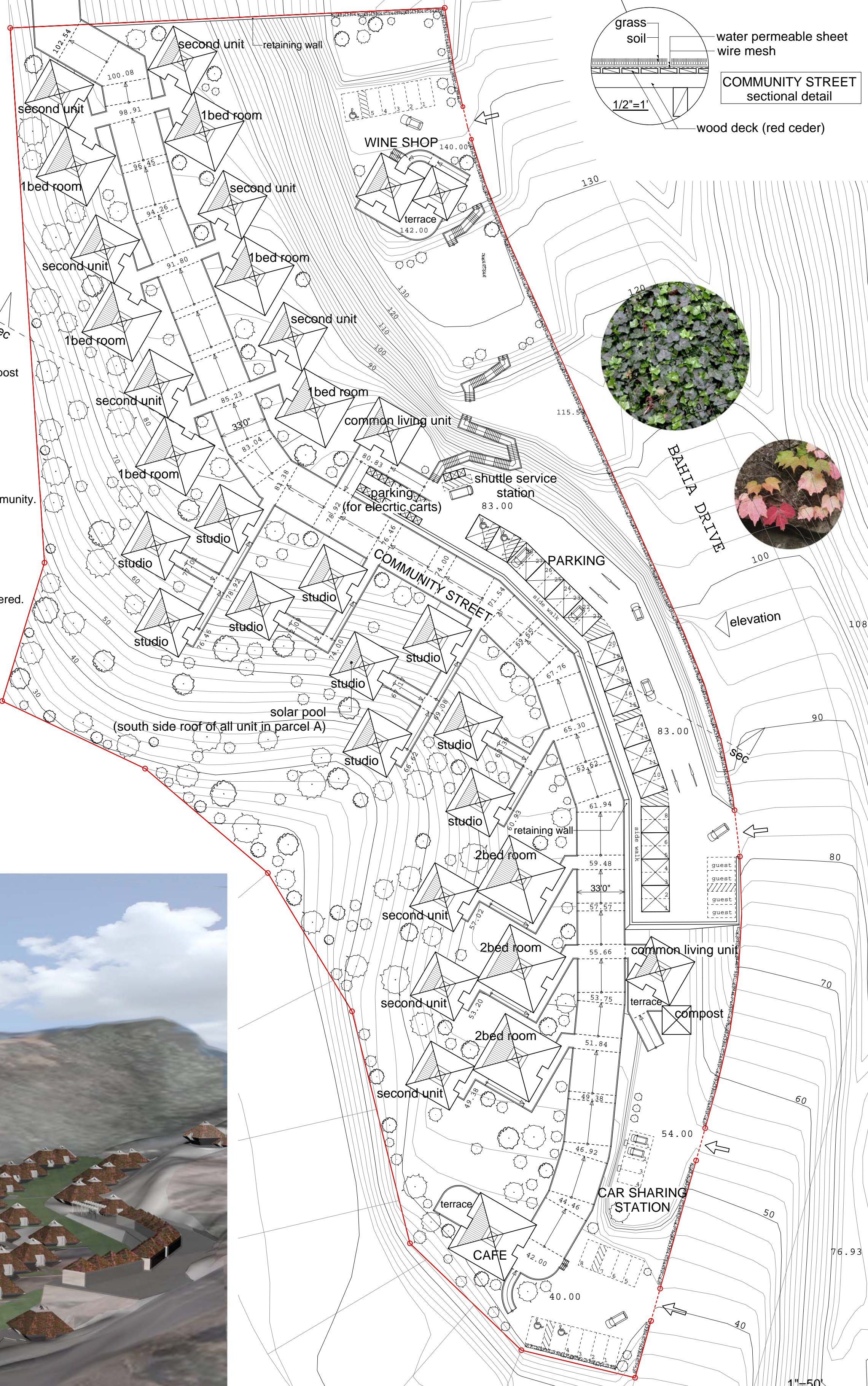
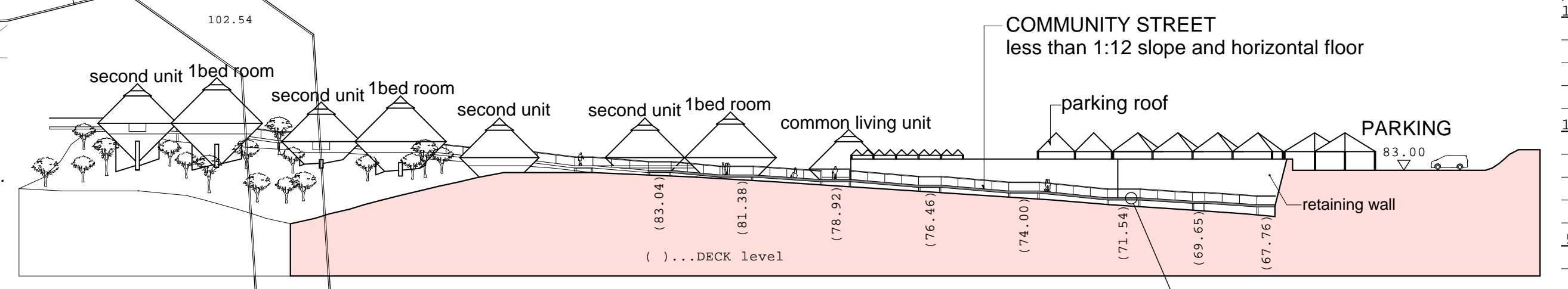
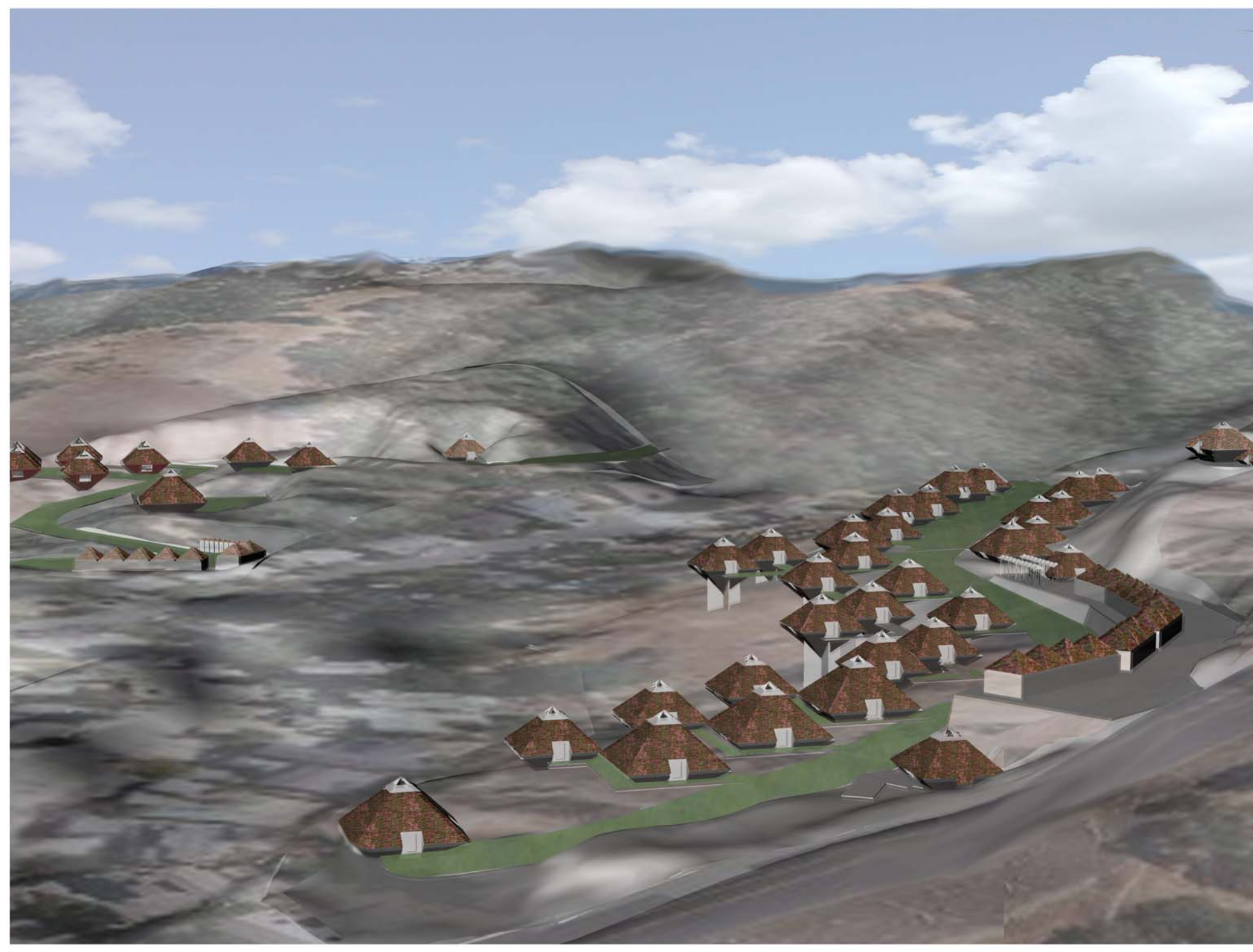
Stalk. It must be "street" in architectural term. Dwelling can be regarded as the fruit. If we can give specific character as community space for the street, it can strongly connect dwelling units even when those are physically separated as grapes to keep privacy. It's not so difficult to suppose street as community space.

Community Street
There might be some persons who don't like play cards or golf with friends, or who don't want to go to restaurant to have a dinner with seeing many people and being seen. But no one doesn't walk on street. We walk on street everyday, short or long, only if we can physically walk. We design just one street where all habitants necessarily walk, or ride the wheel chair or electric cart. There, they will chat, have coffee, and sometimes might take a nap.

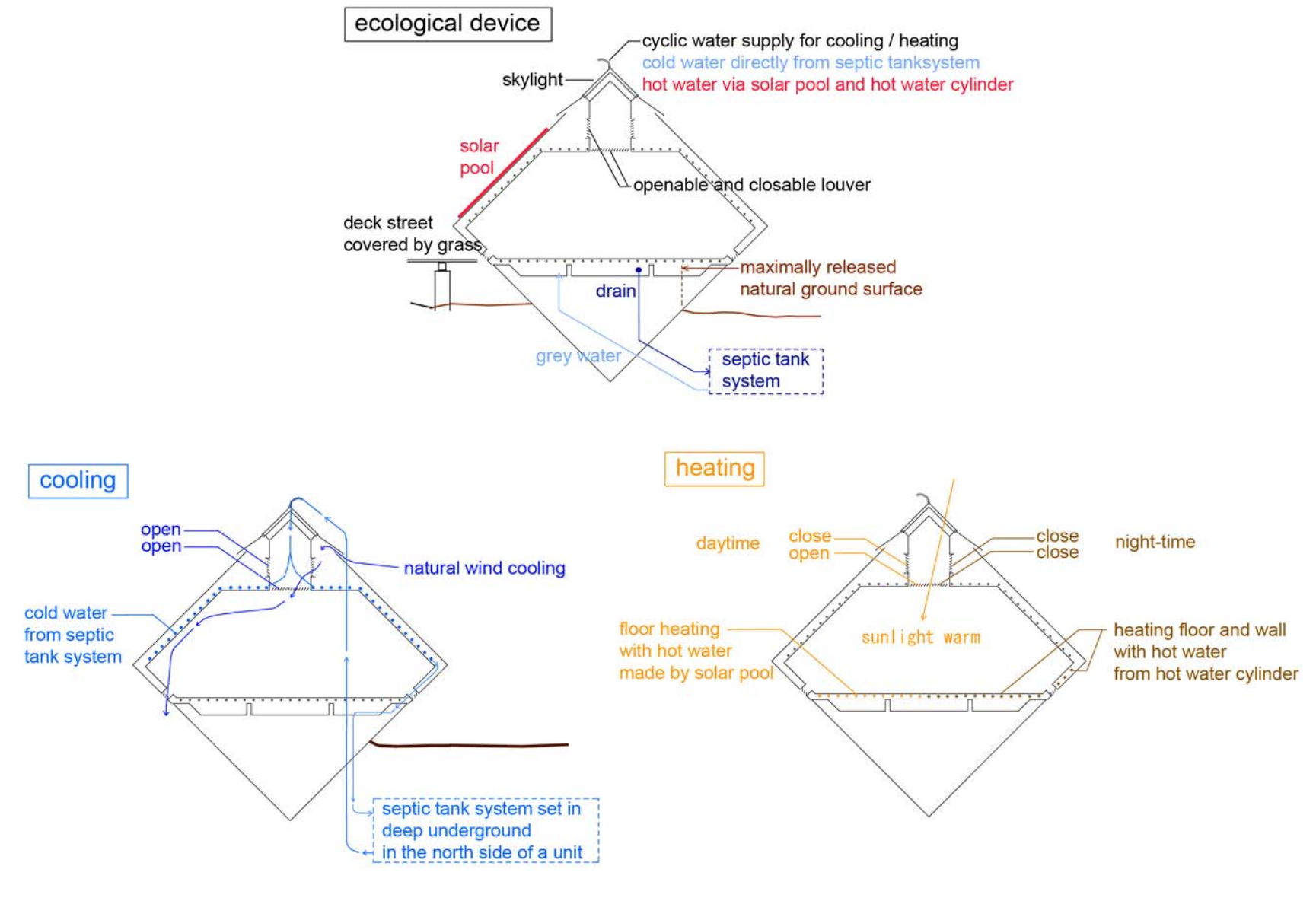
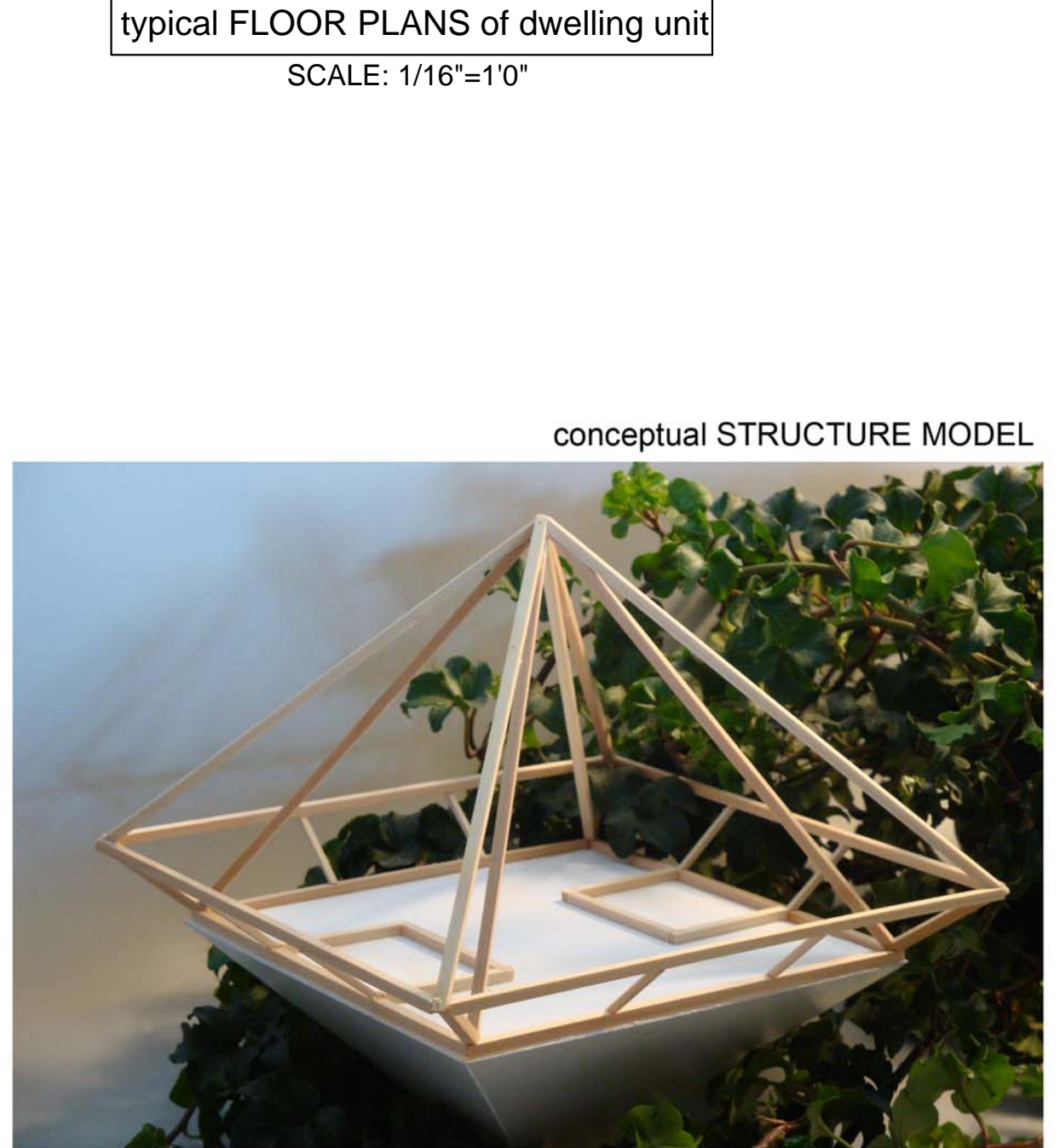
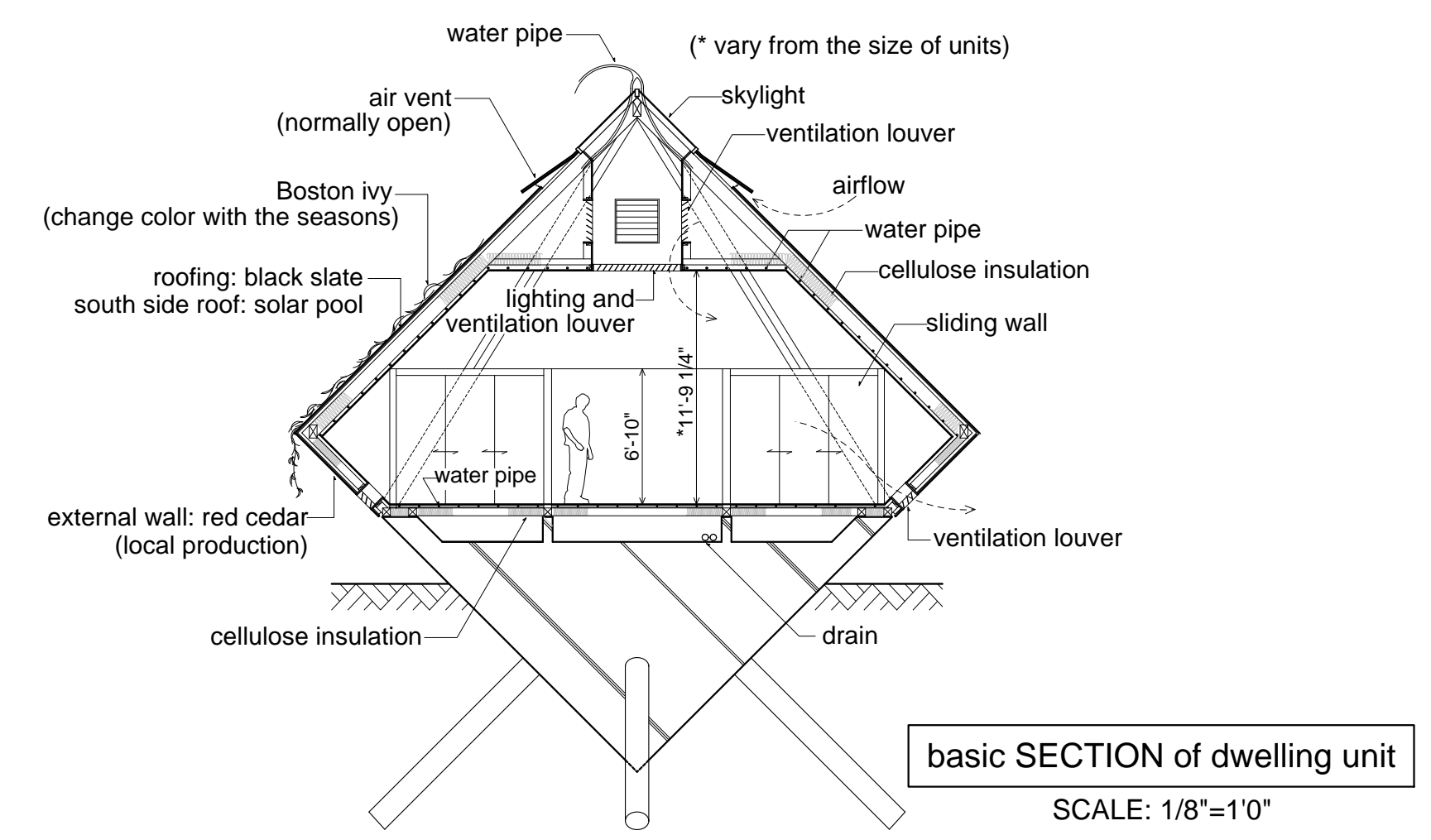
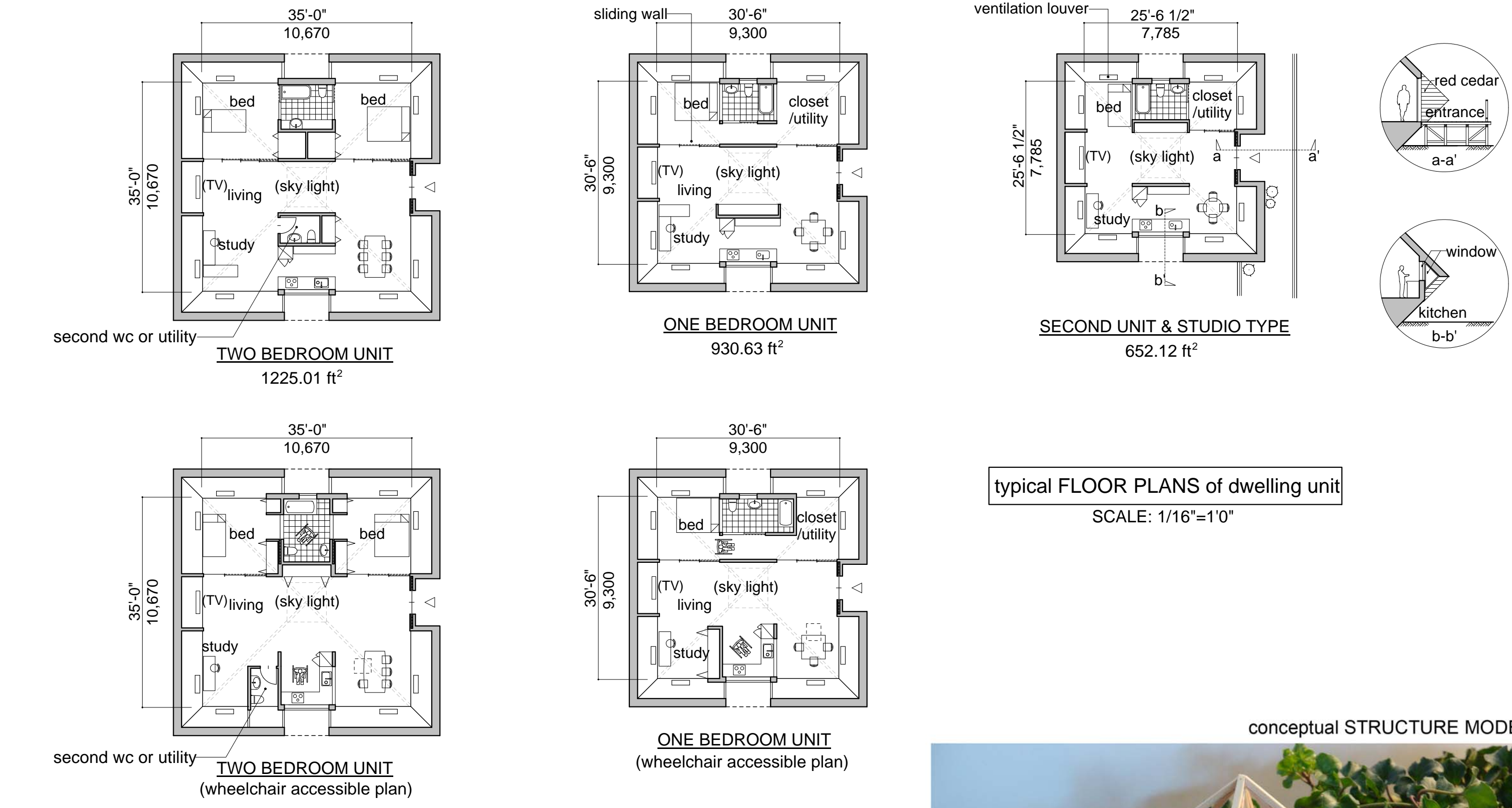
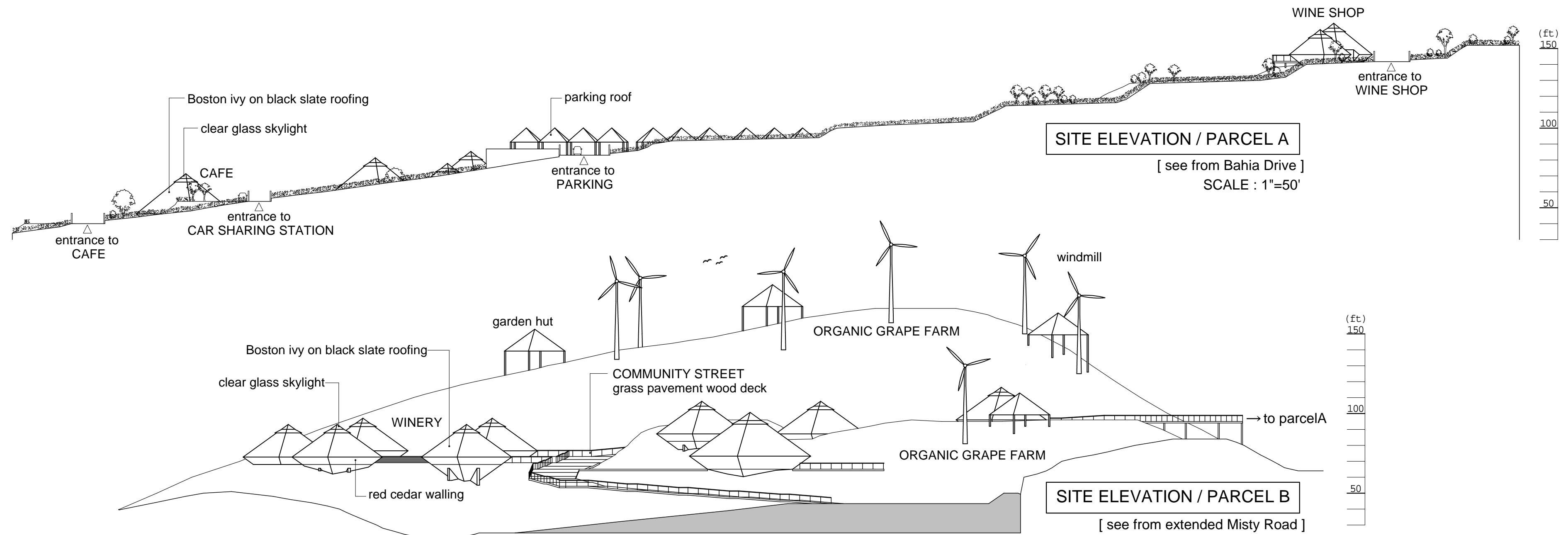
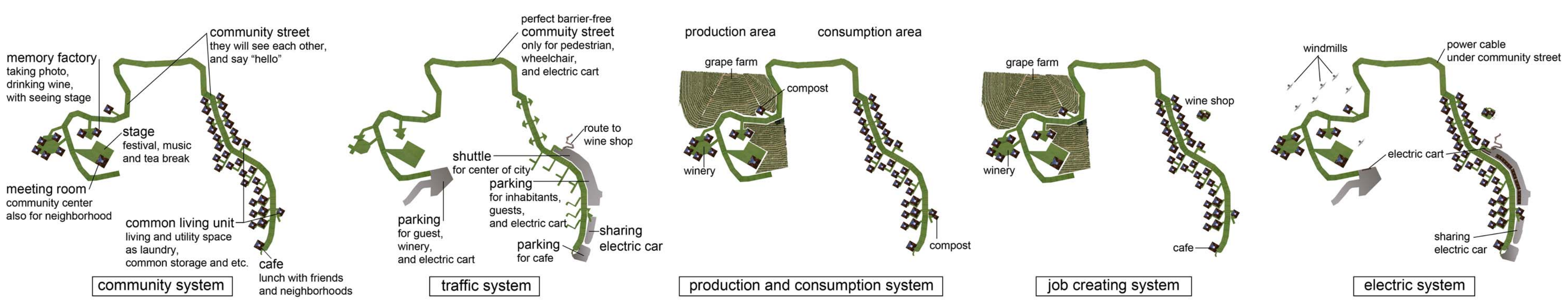
Biological Dwelling
Dwelling unit can reuse what it defecates. Grey water will be used for heating and cooling, not only for flushing toilet. Garbage that it defecates change into fertilizer by compost then comes back as fruit. Electric power that windmills generate will be supplied through "stalk". As for electric power system, of course, it is supposed to be "smart grid". They can sell electric power when they have excess.

"Get out and join us!"
Supporting functions will make seniors go out of their house and join the community. In "Common Living", together they will watch basketball game on TV. They will enjoy even doing the laundry chatting with other inhabitants. "Meeting Room" can be community center also for the neighborhoods, not only for this community. In "Cafe", they will have lunch with neighborhoods. "Farm, Winery, Shop" will create jobs and joy. Of course, this "job" can be altered. They may produce orange, not grape. What is needed is "job creating". We think it might be good to establish company that manages "Farm". If some seniors themselves cannot work, they can invest.

Memory Factory
Memory is one of the most important things for people to live. In particular, for senior people. Not only old things or past, memory is created now and continues being renewed forever. In "Memory Factory", they can take pictures, make albums, and talk with friends to exchange their memory, with watching what is happening on "Performance Stage". But of course, memory is created not only in "Memory Factory". This "Grape Village" itself must be a great memory factory.



1"=50'



grape system for community and environment

registration No.152 sheet 02