





CASINO · BATTLE CREEK

DESIGN FIREKEEPERS CASINO KABARET

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100% **SCHEMATIC** DESIGN

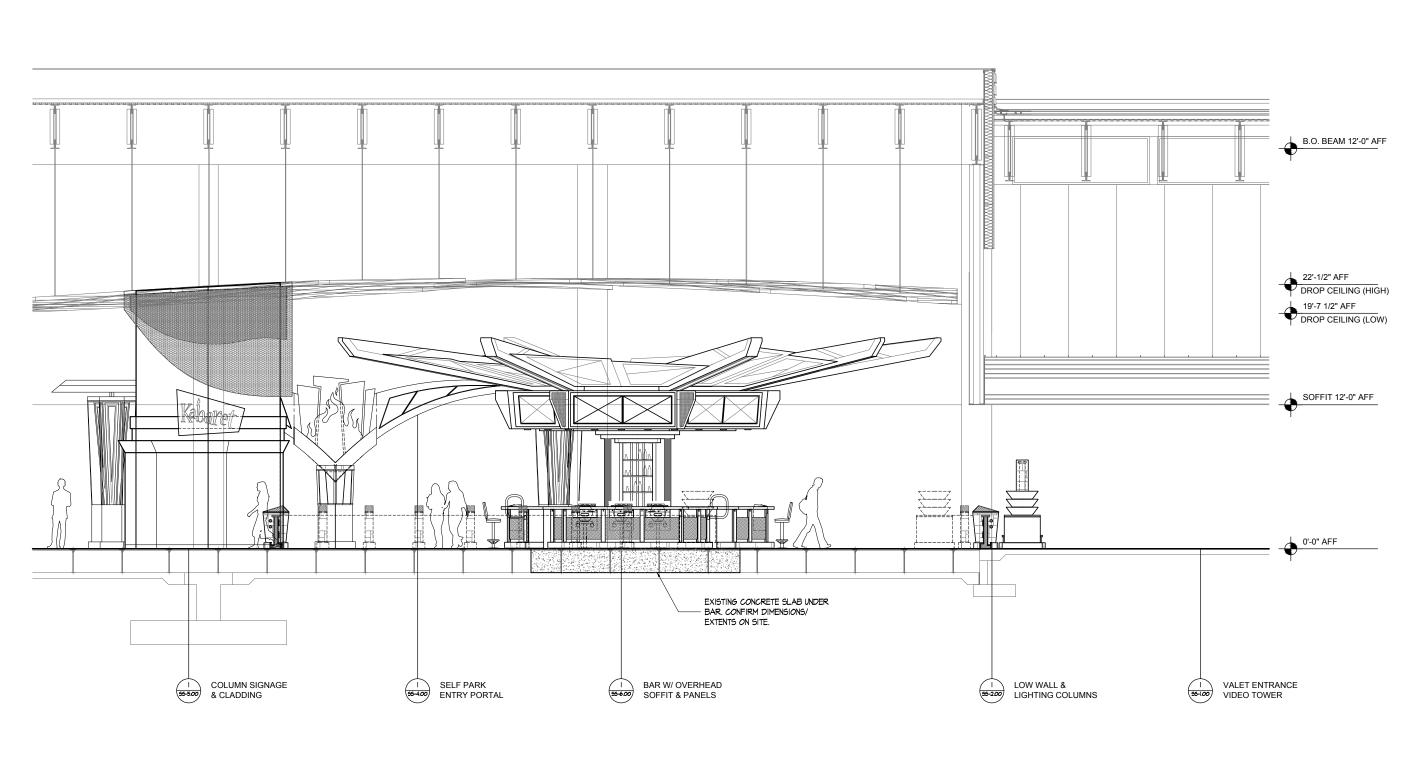
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DESCRIPTION OF REVISIONS SCALE

4908 As Noted DRAWN BY DATE C. BAURLEY 9/16/2013 DRAWING TITLE

CENTER BAR PLAN & ELEVATION

DESIGN

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KABARET DESIGN FIREKEEPERS CASINO

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COMPLETION / PHASE
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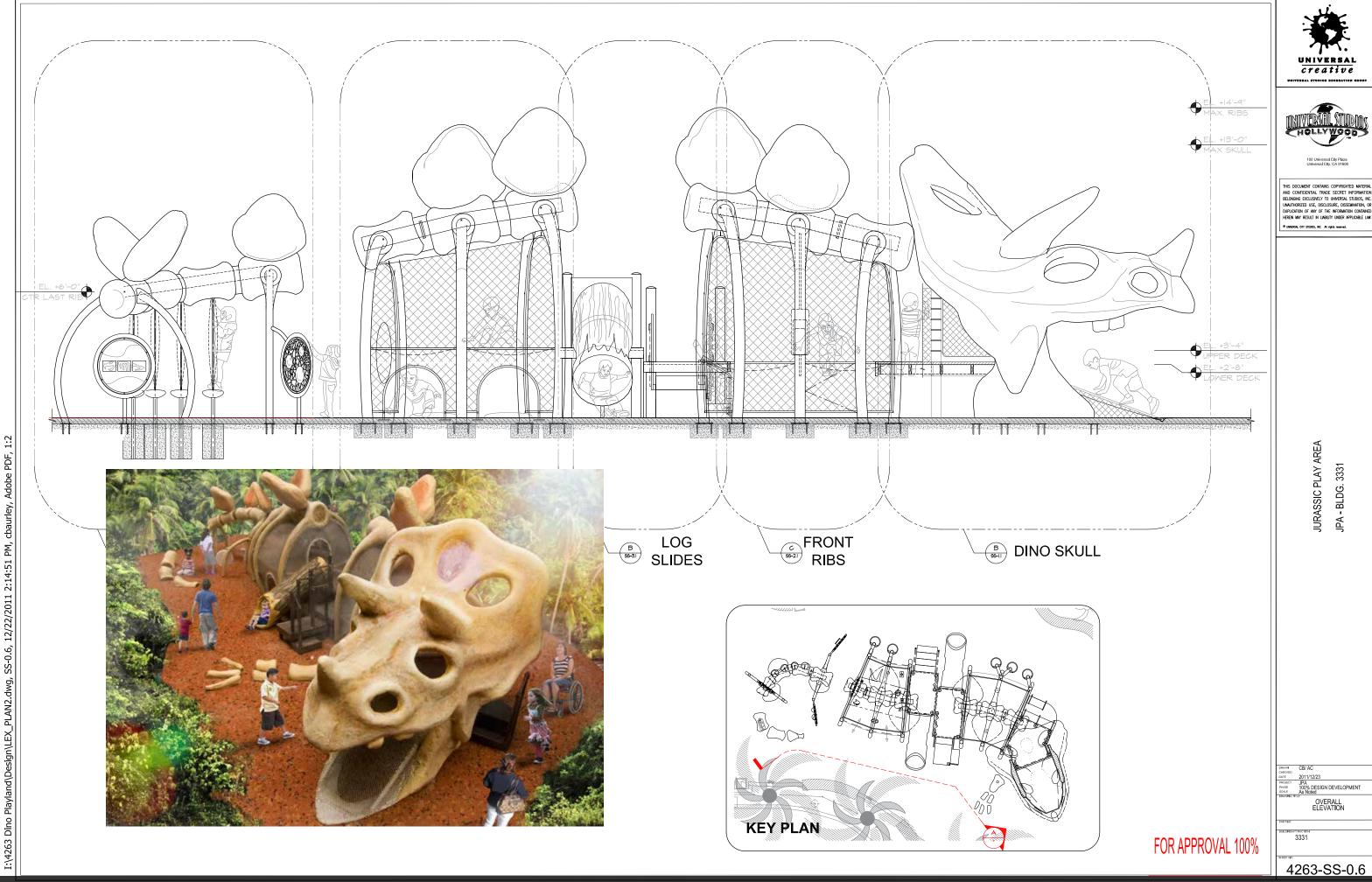
CENTER BAR OVERALL SECTION/ ELEVATION

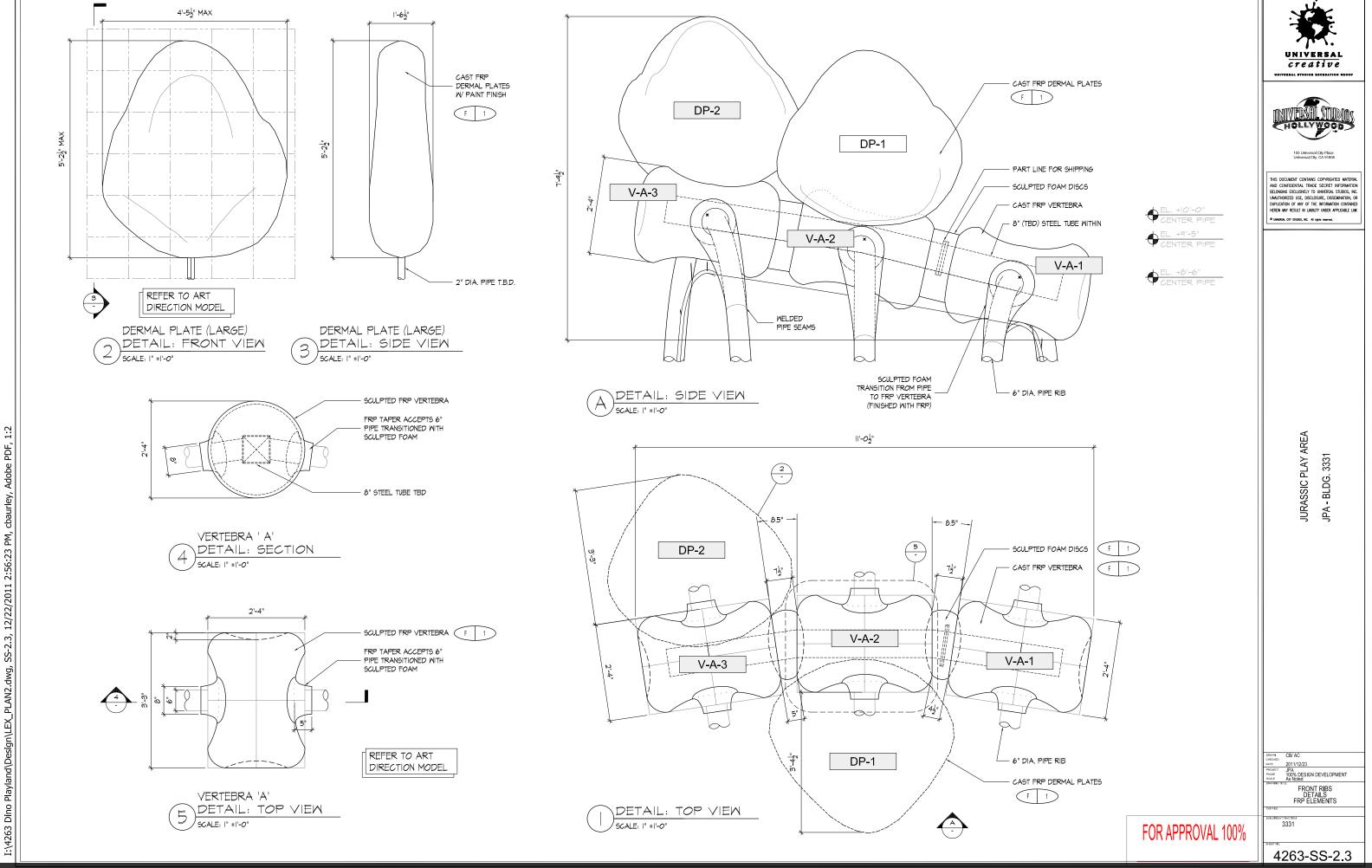
DESIGN

4908-AA-3.0

100% FINAL

SECTION/ ELEVATION





creative



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JURASSIC PLAY AREA JPA - BLDG. 3331

2011/12/23 JPA 100% DESIGN DEVELOPMENT As Noted FRONT RIBS

4263-SS-2.1

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MEMORABILIA EXHIBITION

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APPROVED BY PM

As Noted DRAWN BY DATE 7/17/2015

DRAWING TITLE THE CAVERN I.IO 3D VIEWS ASSEMBLED

SHEET NO. / FILE NAME

5585-1.10--CV-1.3

CRAIG BAURLEY - DESIGNER - resinart@gmail.com - (818) 741 6890



LEXINGTON

12660 BRANFORD ST. LOS ANGELES, CA 91331 818-768-5768 WWW.LEX-USA.COM

ORIGINAL

DATE DESCRIPTION OF REVISIONS

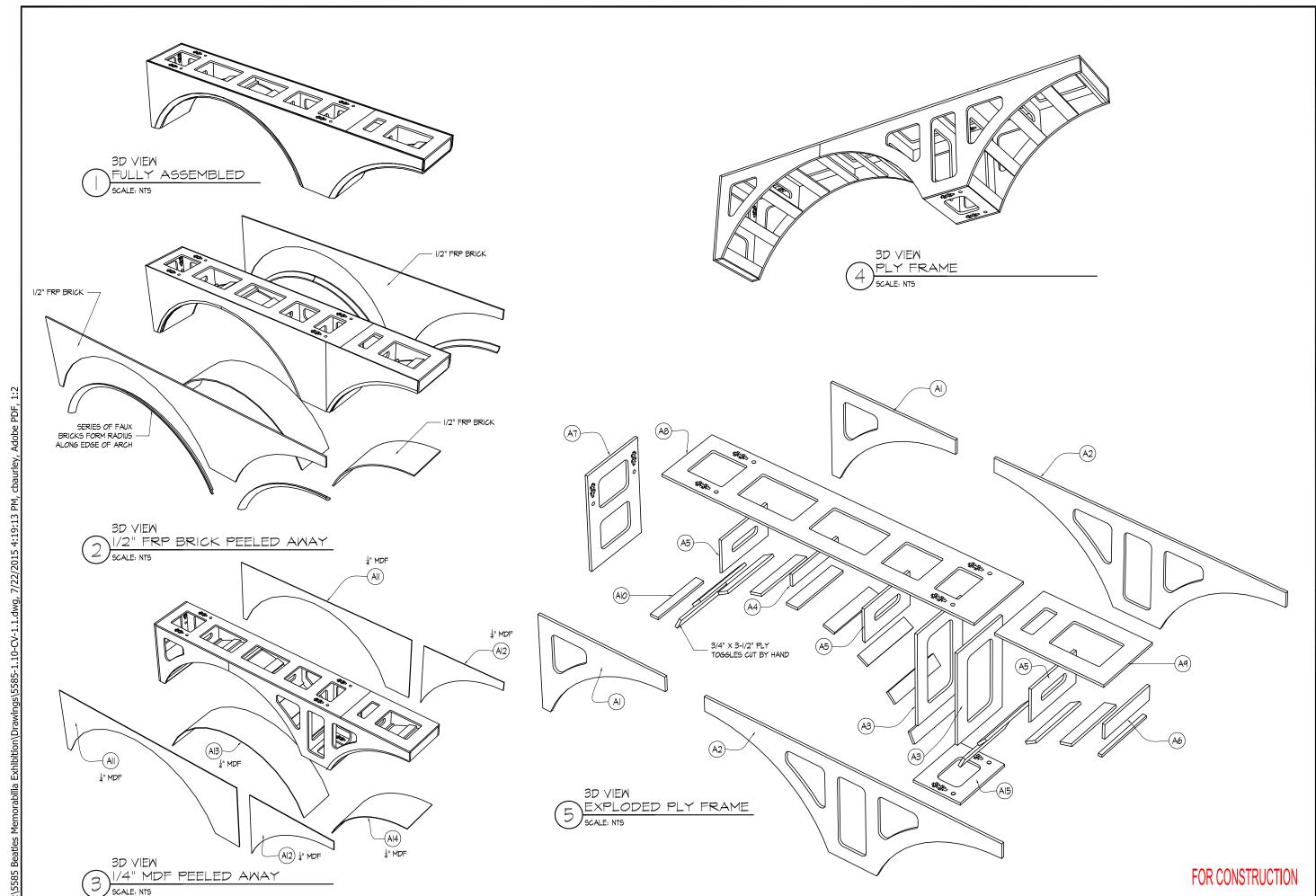
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THE CAVERN I.IO
3D VIEW
EXPLODED

SHEET NO. / FILE NAME

5585-1.10--CV-1.4





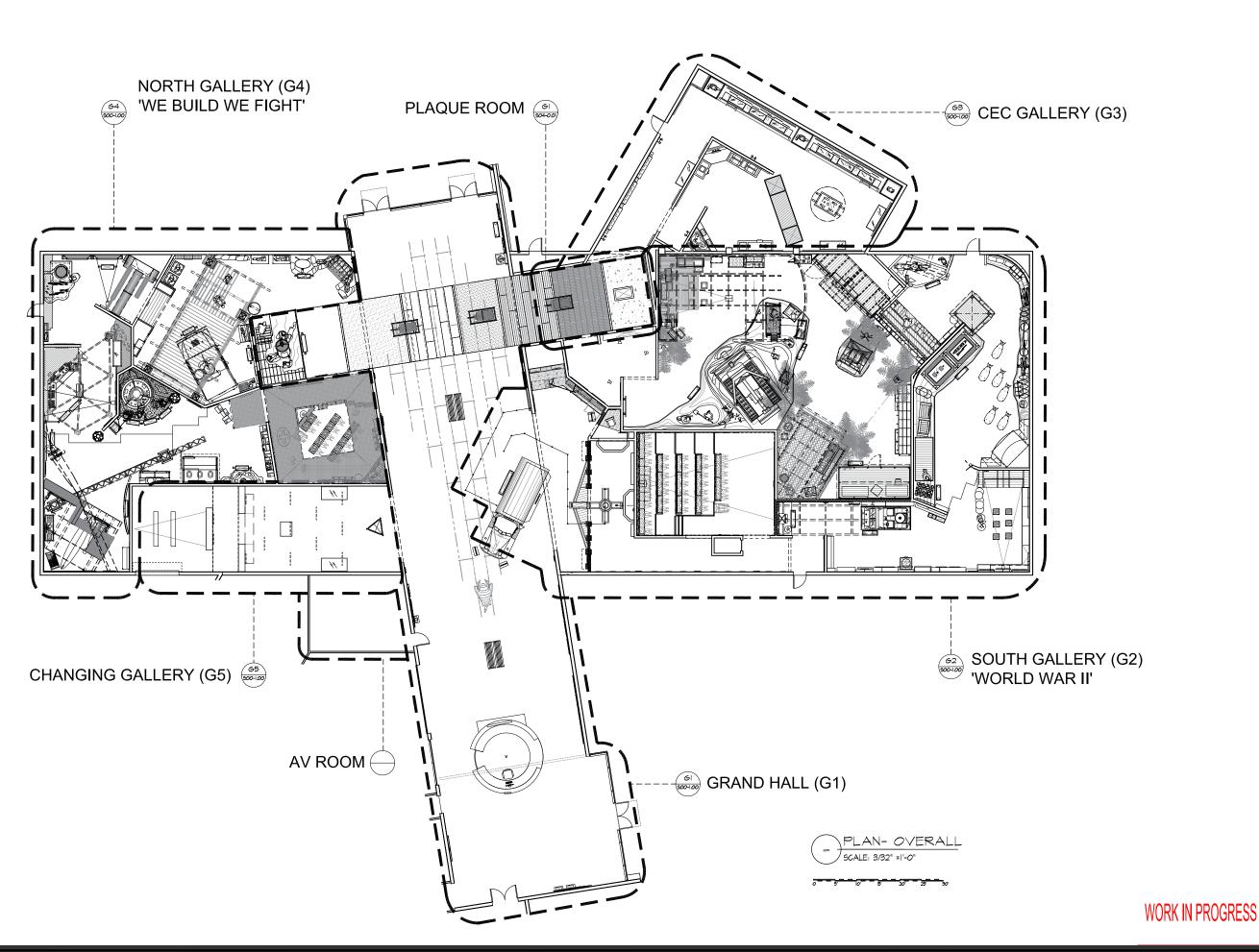
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SHEET NO. / FILE NAME

5585-1.10--CV-2.13





SEABEE MUSEUM

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COMPLETION / PHASE

DESIGN PHASE

DATE DESCRIPTION OF REVISION

6/30/2009 1 FOOTINGS FOR BRIDGE

SCALE JOB #
As Noted 2854

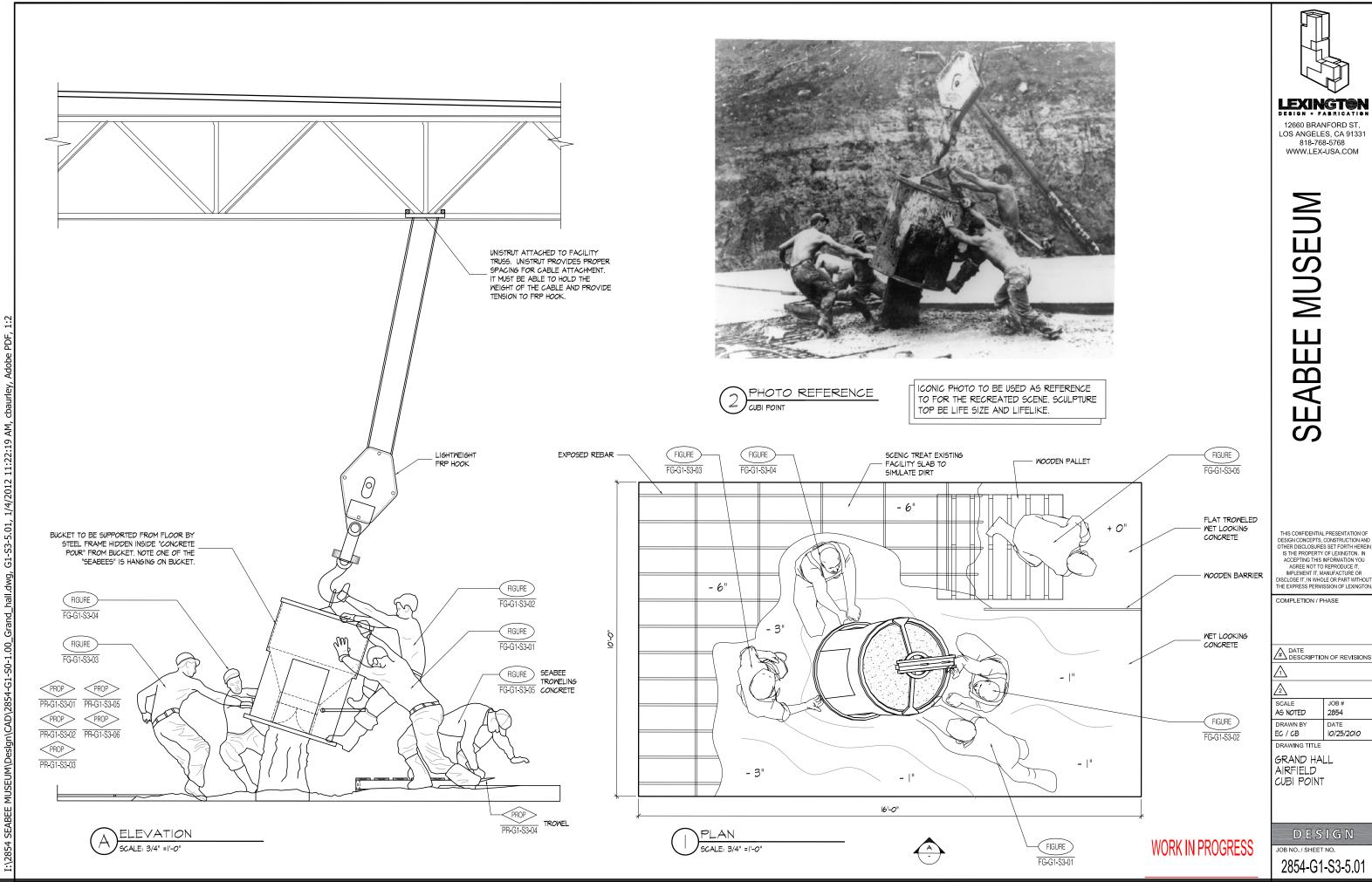
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C. BAURLEY 12/22/2009

DRAWING TITLE

GALLERY KEYPLAN

DESIGN

2854-AA-1.00





SEABEE MUSEUM

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COMPLETION / PHASE

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DATE DESCRIPTION OF REVISIONS

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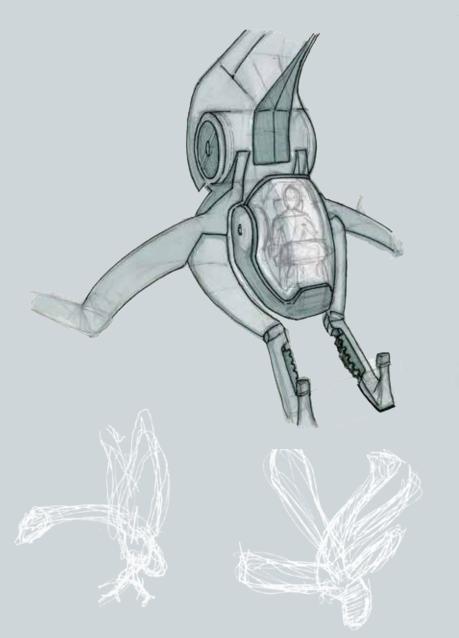
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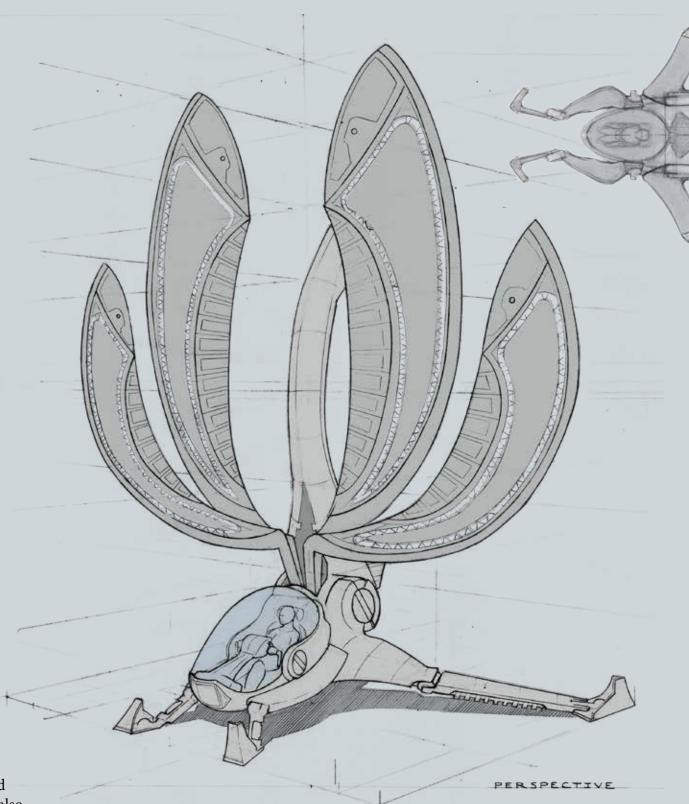
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62 WWII S6 PACIFIC ROADS SCENE PLAN

DESIGN

2854-G2-S6-0.01



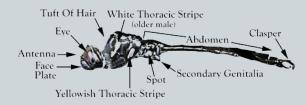


ORNITHOPTER

Nature has shown us that flying insects have a remark-

able ability to lift off, maneuver, and land on any surface; these abilities far out-weigh anything man-kind has devised in terms of transportation. I propose to design an ornithopter capable of transporting one to two persons. This aircraft will attempt to mimic these attributes by modeling a mechanical aircraft from a biological marvel, the dragonfly. The vehicle's primary purpose is research and proof of concept. However, the craft will be designed with rescue missions in mind; the idea being, go where helicopters can't: vertical surfaces and access from below a target.

Research



Before starting, I researched insects and how they fly. I also researched current man made attempts at an ornithopter.

I went through many variations and configurations trying to hone my design down to something I really liked. Often times I didn't want to spend too much time on any one rendering. I'd take short cut methods such as mirroring my front views and using photoshop to color in quick sketches. I'd also use markers as a means of getting a better idea of where designs were headed.

