

Proposed Art and Game Lab at  
Izzuddeen School

*ARCHITECTURAL DRAWINGS*

Client: Ministry of Education

**Description of Works:**

**Partition Works:**

Installation of partition walls or panels to separate different functional areas within the Art and Game Lab spaces.  
 Partition placement to optimize space utilization and maintain an open, collaborative environment.

**Wall Mount Shelf Installation:**

Wall-mounted shelves will be installed in the designated store area.  
 Shelves will be securely mounted to the wall using appropriate hardware to ensure stability and load-bearing capacity.  
 Installation will be conducted with precision to optimize storage space and accessibility.  
 The location and placement of shelves will be in accordance with approved plans and client requirements.

**Tile Installation:**

Installation of 600mm x 600mm homogenous non-slip tiles over 50mm screeding in designated areas.  
 Even and secure tile laying with meticulous grouting and finishing for a polished look.  
 Surface preparation for proper tile adhesion and long-term durability.

**Electrical Modifications:**

Installation of 15A sockets strategically placed to support electrical equipment.  
 Modification of the DB circuit breaker to accommodate increased electrical load.  
 Relocation of fan and light fixtures for improved functionality and aesthetics.  
 Concealment of electrical socket boxes on the Game Lab wall for safety and neat appearance.

**Air Conditioning Unit Installation:**

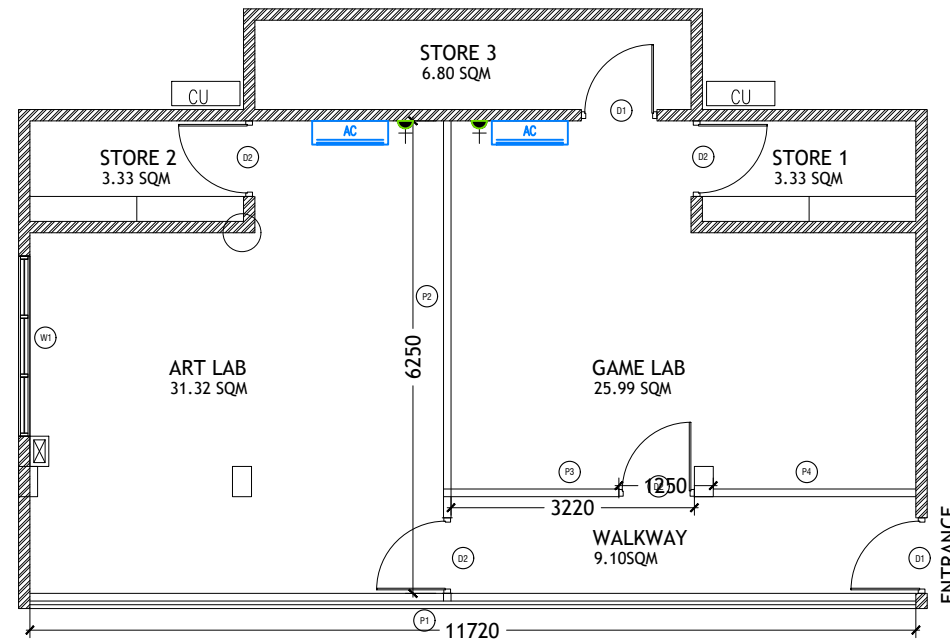
Installation of 12000 BTU air conditioning units in both Art and Game Lab areas.  
 Provision of 15A sockets to meet power requirements.

**Lighting Fixture Installation:**

Removal and installation of hanging lights as needed between existing and new labs.  
 Addition of four lighting fixtures in the Art Lab for enhanced illumination.

**Finishing Works:**

Smoothing and painting of exposed slab soffit to improve aesthetics.  
 Closure or protection of existing wall openings in Store 3.  
 Installation of wall-mounted shelves in the store area for efficient storage.



**NOTE:**

- EXISTING 150mm THICK SOLID BLOCK - INTERIOR MASONRY WALL WITH 16mm PLASTERING, GROUND SMOOTH IN SELECTED PAINT FINISH
- PROPOSED ALUMINIUM CLADDING PARTITION
- INSTALLATION WALL MOUNT SHELF FOR STORE AREA UPTO CEILING LEVEL

D1 SIZE TO BE ADJUST AFTER TILES INSTALLATION

W1 INSTALLATION OF POLYCARBONATE SHEET

INSTALLATION OF 12000BTU AC ON GAME LAB AND ART LAB WITH 15A SOCKETS

DB CIRCUIT BREAKER MODIFICATION FOR THE AC INSTALLATION

RELOCATION FAN AND LIGHT AT SLAB SOFFIT

COVER THE ELECTRICAL SOCKET BOXS AT GAME LAB WALL

REMOVED AND INSTALLATION OF 9 HANGING LIGHT FROM EXISTING GAME LAB TO NEW LAB

INSTALLATION OF 4 LIGHT AT ART LAB

COVER THE EXISTING WALL OPENING STORE3 WALL

THE SCREEDING AND TILES ARE INCORPORATED IN THE FLOOR FINISH LEVELS

REFER TO ARCHITECT FOR FURTHER ASSISTANCE.

Wall Mount Air Conditioner

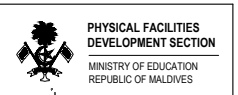
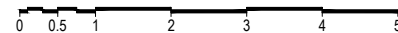
Outdoor Condensing Unit

**FINISHES**

Zone Name	Calculated Area	Floor Finishes	Ceiling Finishes	Wall Finishes
GAME LAB	25.99	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint
ART LAB	31.32	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint
WALKWAY	9.10	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint
STORE 1	3.33	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint
STORE 2	3.33	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint
STORE 3	6.80	600mm X 600mm Homogenous non-slip tiles over 50mm screeding	Exposed slab soffit to be finished with ground smooth finish in selected paint	Finished with selected paint

**FLOOR PLAN**

SCALE 1:100



PROJECT :  
**ART AND GAMES LAB AT  
 IZZUDEEN SCHOOL**

PROJ. REF:

SCALE : AS GIVEN

ARCHITECT :

ENGINEER :

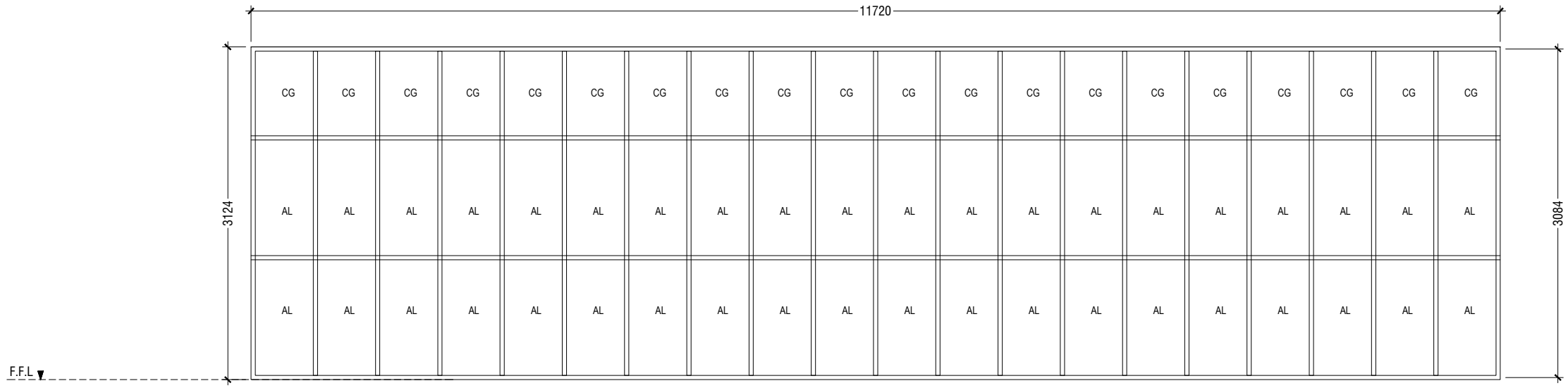
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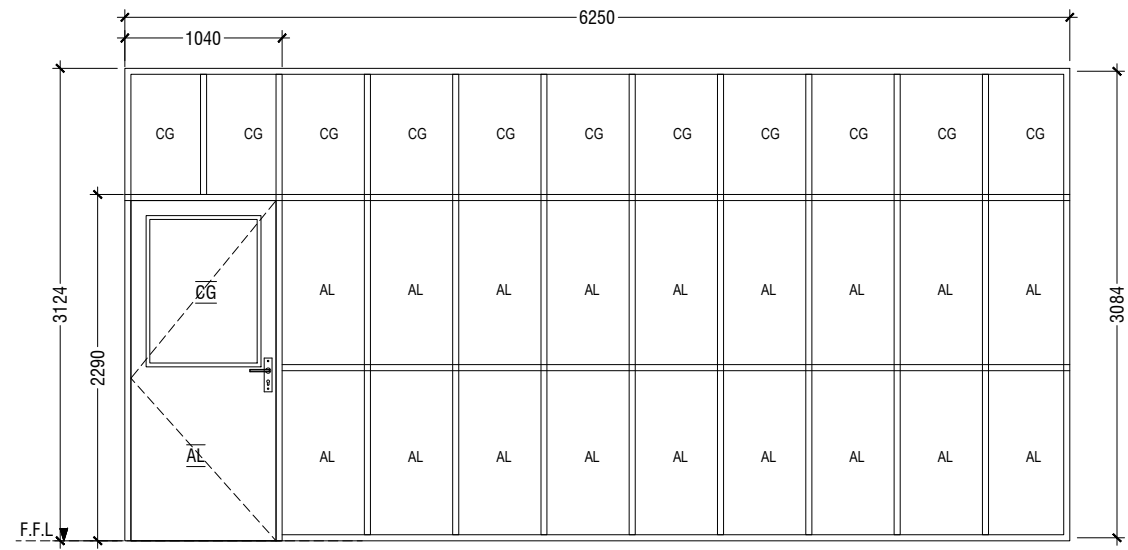
DATE : 09.05.2024

**AMMENDMENTS**

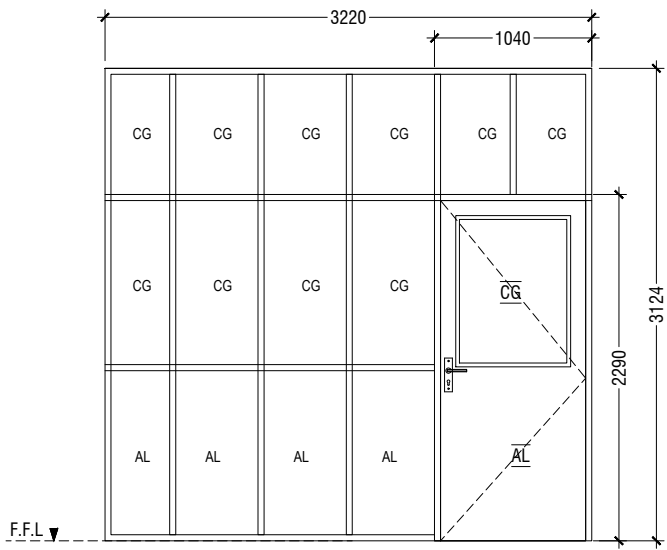
Issue	Date	Description



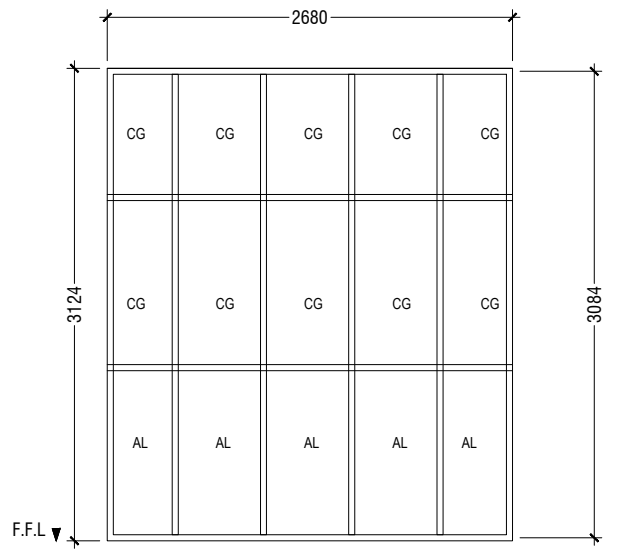
<b>P1</b>	<b>PARTITION</b>
<b>REMARKS</b>	50mm THICK WHITE POWDER COATED (60 MICRONS) ALUMINIUM FRAMED WITH ALUMINIUM AND FIXED GLASS PANEL
<b>LOCATION</b>	FIRST FLOOR
<b>QUANTITY</b>	01 NOS
<b>AREA</b>	36.61 sqm



<b>P2</b>	<b>PARTITION</b>
<b>REMARKS</b>	50mm THICK WHITE POWDER COATED (60 MICRONS) ALUMINIUM FRAMED WITH ALUMINIUM AND FIXED GLASS PANEL
<b>LOCATION</b>	FIRST FLOOR
<b>QUANTITY</b>	01 NOS
<b>AREA</b>	19.52 sqm



<b>P3</b>	<b>PARTITION</b>
<b>REMARKS</b>	50mm THICK WHITE POWDER COATED (60 MICRONS) ALUMINIUM FRAMED WITH ALUMINIUM AND FIXED GLASS PANEL
<b>LOCATION</b>	FIRST FLOOR
<b>QUANTITY</b>	01 NOS
<b>AREA</b>	10.05 sqm

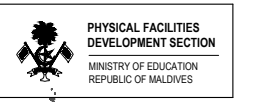
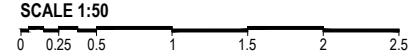


<b>P4</b>	<b>PARTITION</b>
<b>REMARKS</b>	50mm THICK WHITE POWDER COATED (60 MICRONS) ALUMINIUM FRAMED WITH ALUMINIUM AND FIXED GLASS PANEL
<b>LOCATION</b>	FIRST FLOOR
<b>QUANTITY</b>	01 NOS
<b>AREA</b>	8.37 sqm

- NOTE:-**
1. FLOOR TO FLOOR HEIGHT VARIES AND WILL BE SUBJECTED TO CHANGES
  2. MAINTAIN FLOOR TO WINDOW SILL STANDARD HEIGHT REGULATION OF 1M.
  3. REFER TO ARCHITECT FOR FURTHER ASSISTANCE.
  4. ALL DOORS & WINDOWS TO BE CHECKED ON SITE BEFORE FABRICATION.
  5. ALL DOOR & WINDOWS VIEWED FROM EXTERIOR, FOR DOOR SWING, REFER TO FLOOR PLANS.
  6. THE DOORS / WINDOWS WHICH DO NOT TOUCH THE BEAM SHALL HAVE A LINTEL BEAM (LB) ABOVE THE DOOR / WINDOW.
  7. FOR ALL THE WINDOWS PUT A SILL BEAM BELOW THE WINDOW (SB)
  8. FOR SAFETY PURPOSES REFER TO TECHNICAL SPECIFICATIONS FOR GLASS THICKNESS.

- LEGEND:**
- CG - CLEAR GLASS
  - RG - REFLECTED GLASS
  - AL - ALUMINIUM
  - PVC - POLYVINYL CHLORIDE

## DOOR & WINDOW SCHEDULE - 1



**PROJECT :**  
**ART AND GAMES LAB AT**  
**IZZUDEEN SCHOOL**

**PROJ. REF.:**  
**SCALE :** AS GIVEN  
**ARCHITECT :**  
**ENGINEER :**  
**DRAWN :**  
**CHECKED :**  
**DATE :** 09.05.2024

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