

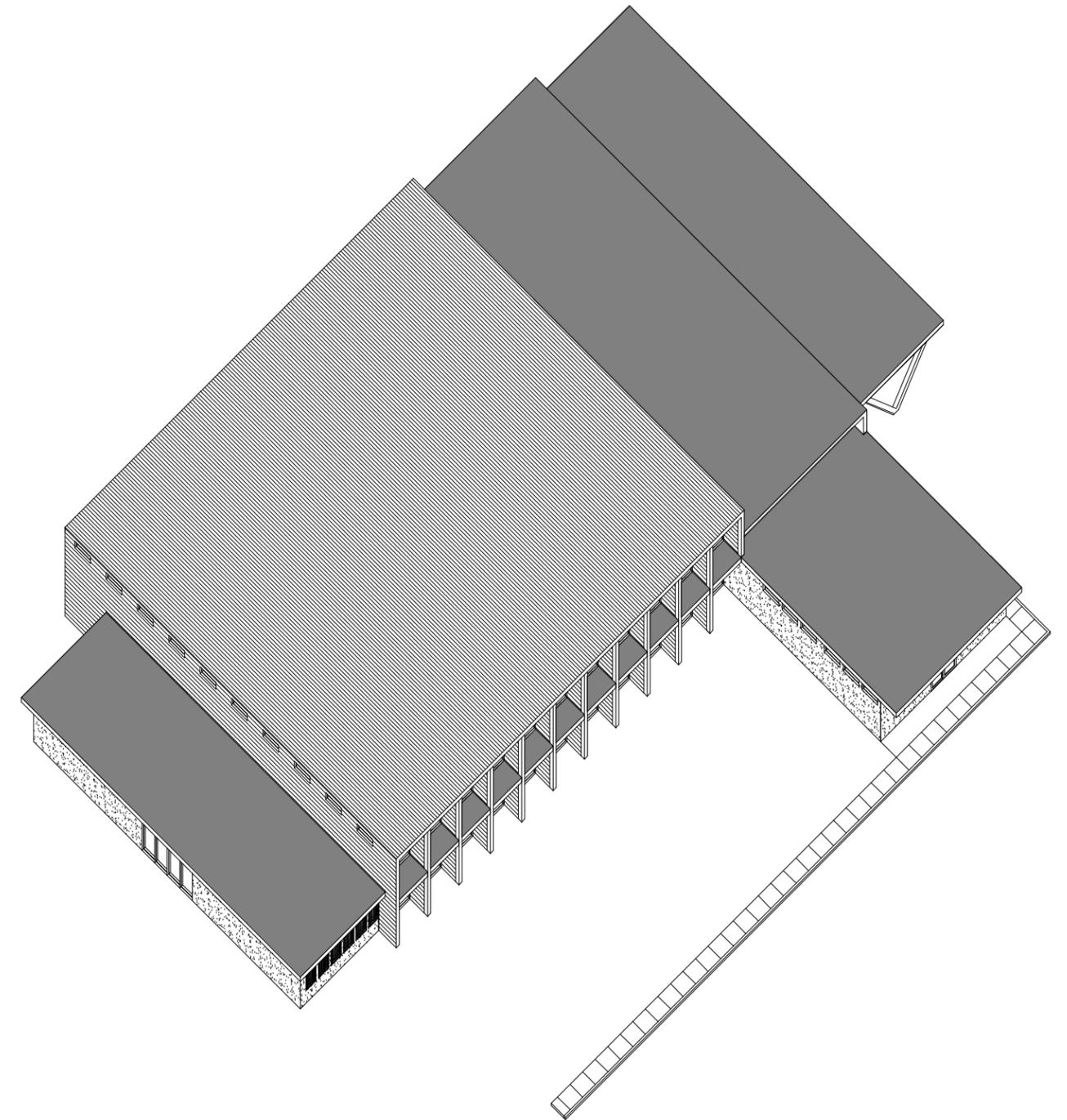
# NEW GROCERY STORE

ALEX ROSNO

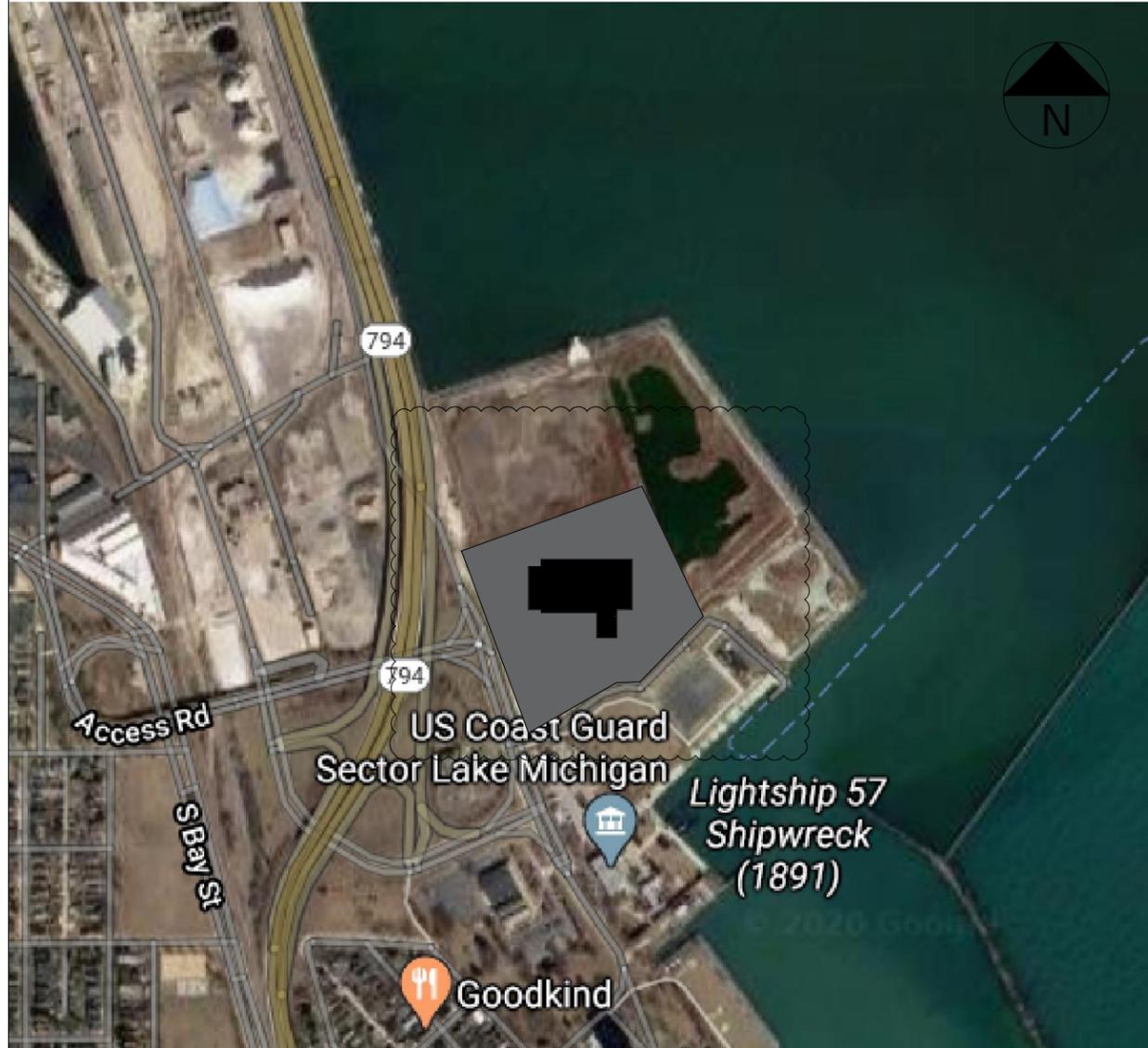
The global coronavirus pandemic has reshaped the social fabric throughout the world. The United States hasn't adjusted well with it in either the medical fields or socially amongst its peoples, however I believe I have a design that can combat the degradation of personal by limiting person to person contact. My design of a new grocery store looks to combat the pandemic by creating an efficient workplace free from outsider contamination and circumventing previous limitations from a standard design.

My solution to the problem is changing the operation of grocery stores. With new advents in how technology is utilized we're seeing a shift into mobile ordering and the end user of the product never touches or sees the physical product until it's at their door. If we design grocery stores to accommodate efficiency of storage without the customers ever setting foot in the store, then the footprint will shrink, and we'll see efficiency and speed go up the employees with a new set of duties.

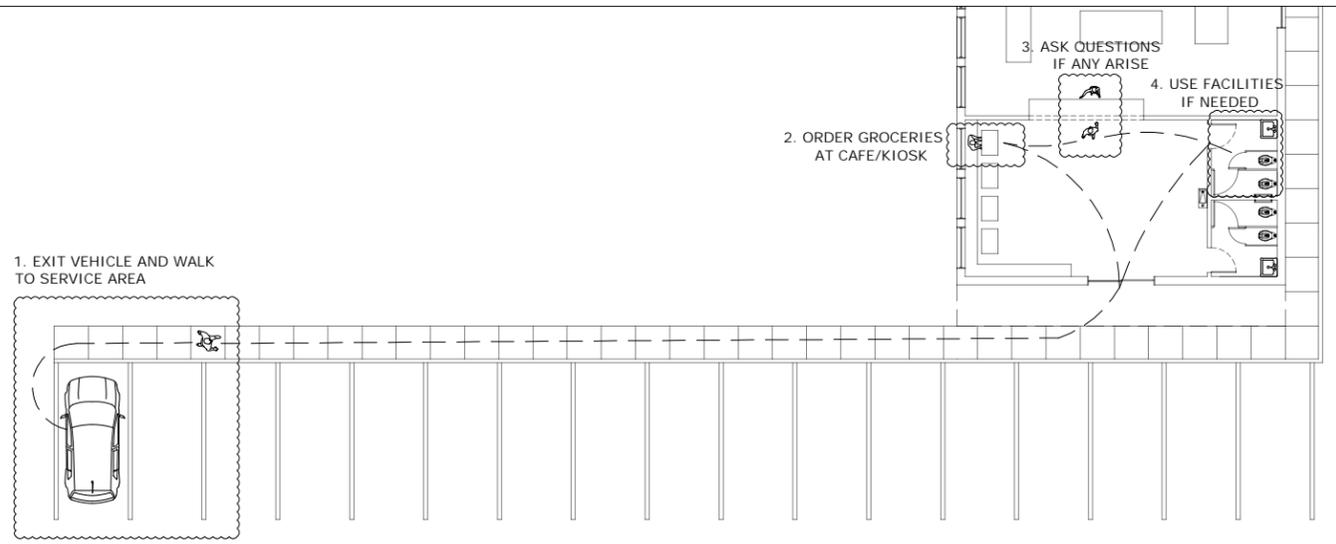
The current pandemic has shut down the majority of businesses, however grocery stores remain open with massive congregations of people. While essential in food acquisition, they also remain the highest risk areas with hundreds of people passing through on a daily basis. I propose changing the operation and with that an entirely new way to look at grocery shopping. The main problem during this pandemic is personal contact and there is a plethora of ways people can come into contact with each other, from touching food, to passing by one another, or coughing, the risks are there and they're unavoidable. My design takes a grocery store and combines it with the concepts of fast food restaurants and drive ins. The parking is essentially a check in location. The user would make an order for their groceries via an app and wait in the lot with the spot in the parking lot having a number that would identify them and their order. Once their order for their groceries is complete they would be contacted to pull through a drive through area where the employees would place their groceries in the back of the vehicle. By using this app and drive through combination, the store would avoid any congestion that drive throughs receive by a centralized ordering area. Because the customer would never have to step foot indoors the store could be condensed. With the employees taking orders and assembling the food together for the customer there wouldn't be wide aisles and advertising everywhere for people to locate things. Employees would be the only ones grabbing the products. This not only would increase the efficiency of the building by being able to serve the same amount of people on a smaller footprint, but it would also minimize viral contamination from others. Furthermore there's an area in the front that could be opened with or closed with ease if users wished to interact with people socially.



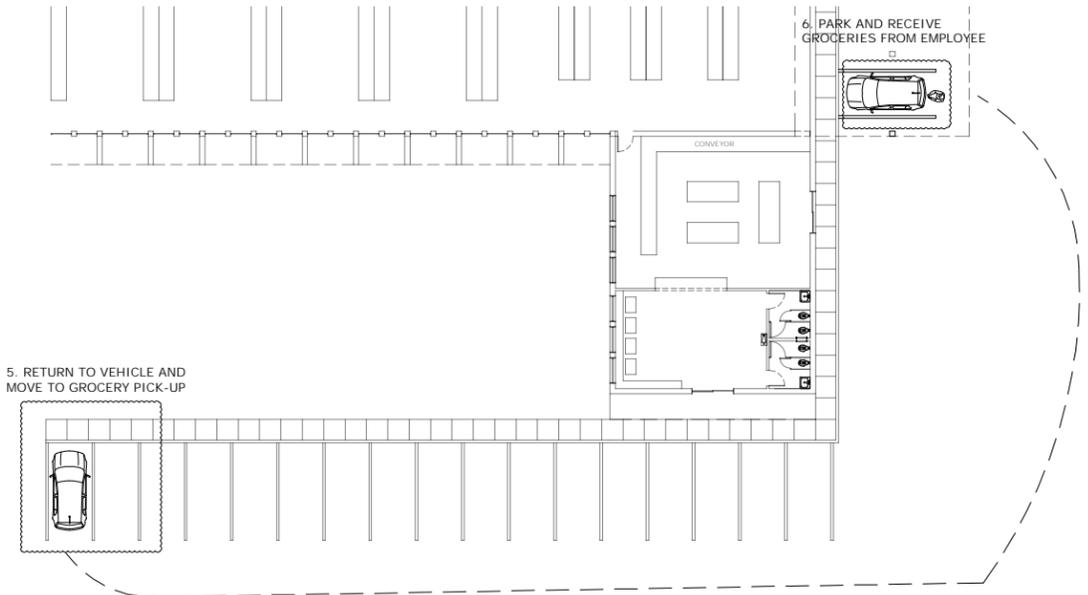
# HOW DO WE LIMIT HUMAN CONTACT?



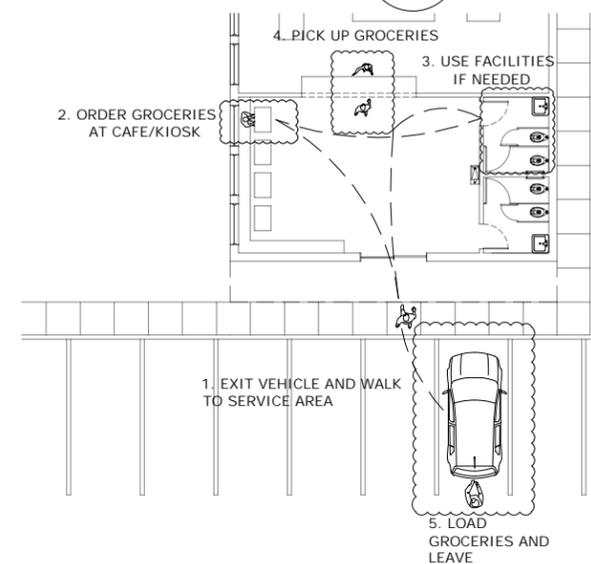
4 PROPOSED SITE  
SCALE: NTS



1 CUSTOMER LARGE GROCERY PATH  
SCALE: NTS

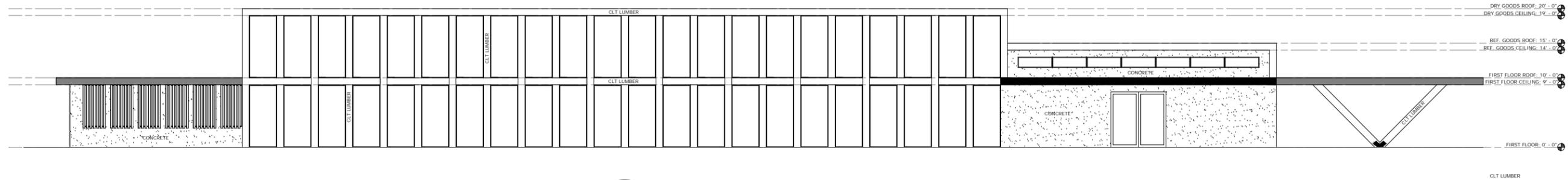


2 CUSTOMER LARGE GROCERY PATH  
SCALE: NTS

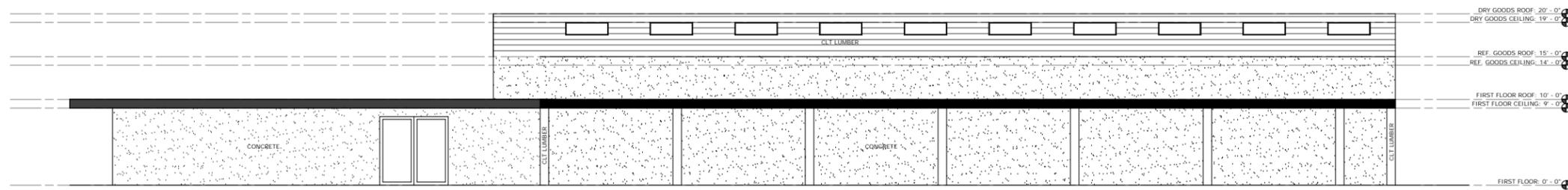


3 CUSTOMER SMALL GROCERY PATH  
SCALE: NTS





1 SOUTH  
SCALE: 1/16" = 1' - 0"



2 EAST  
SCALE: 1/16" = 1' - 0"

ALEX ROSNO  
ARCH.  
DESIGNER

SOUTH & EAST ELEV.

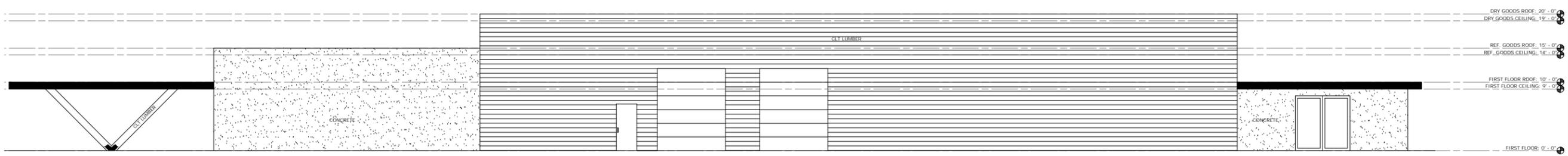
SCALE: 1/16" = 1'-0"

FINAL PROJECT

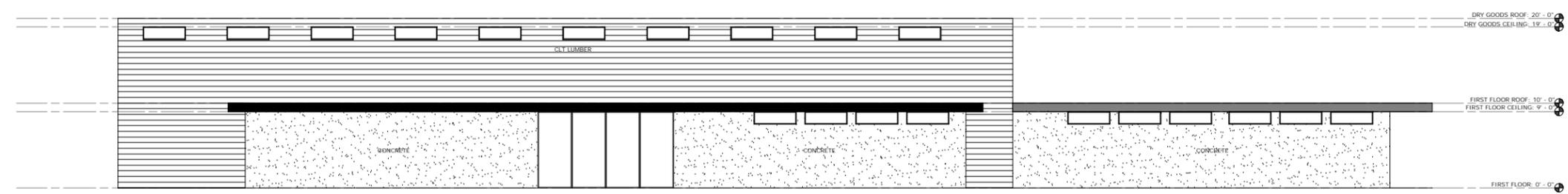
A1-2

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PRODUCED BY AN AUTODESK STUDENT VERSION



1 NORTH  
SCALE: 1/16" = 1' - 0"



2 WEST  
SCALE: 1/16" = 1' - 0"

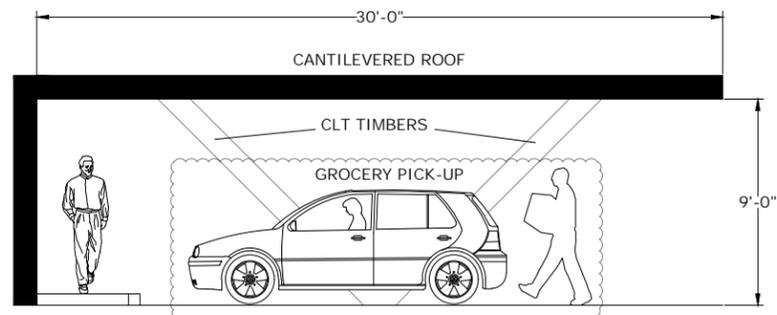
ALEX ROSNO  
ARCH.  
DESIGNER

NORTH & WEST ELEV.

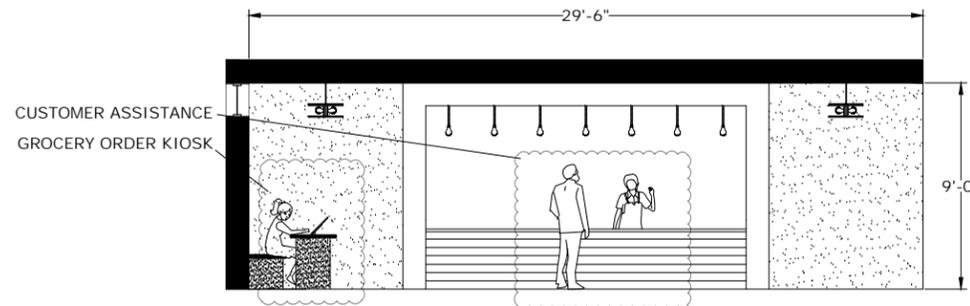
SCALE: 1/16" = 1'-0"

FINAL PROJECT

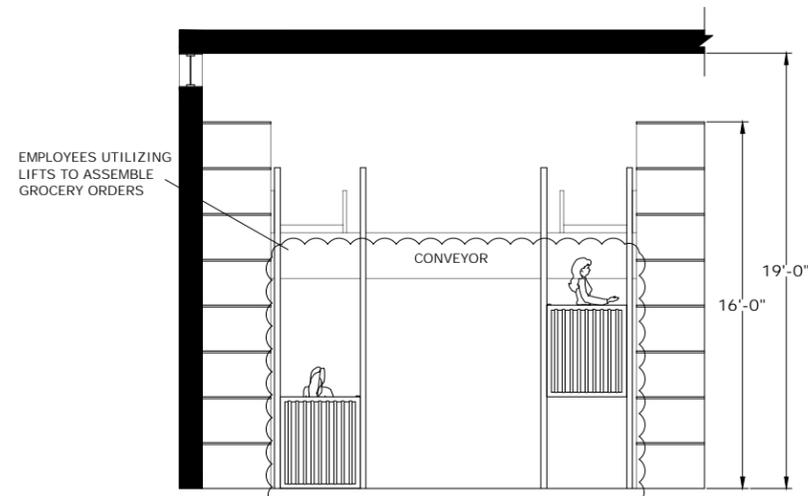
A1-3



1 GROCERY PICK-UP  
SCALE: 1/8" = 1' - 0"



2 COMMERCIAL SPACE  
SCALE: 1/8" = 1' - 0"



3 DRY GOODS  
SCALE: 1/8" = 1' - 0"

ALEX ROSNO  
ARCH.  
DESIGNER

BEHAVIOR

SCALE: 1/8" = 1'-0"

FINAL PROJECT

A2-1



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PRODUCED BY AN AUTODESK STUDENT VERSION

ALEX ROSNO  
ARCH.  
DESIGNER

INTERIOR LAYOUT

SCALE: NTS

FINAL PROJECT

1 INTERIOR DRY GOODS  
SCALE: NTS