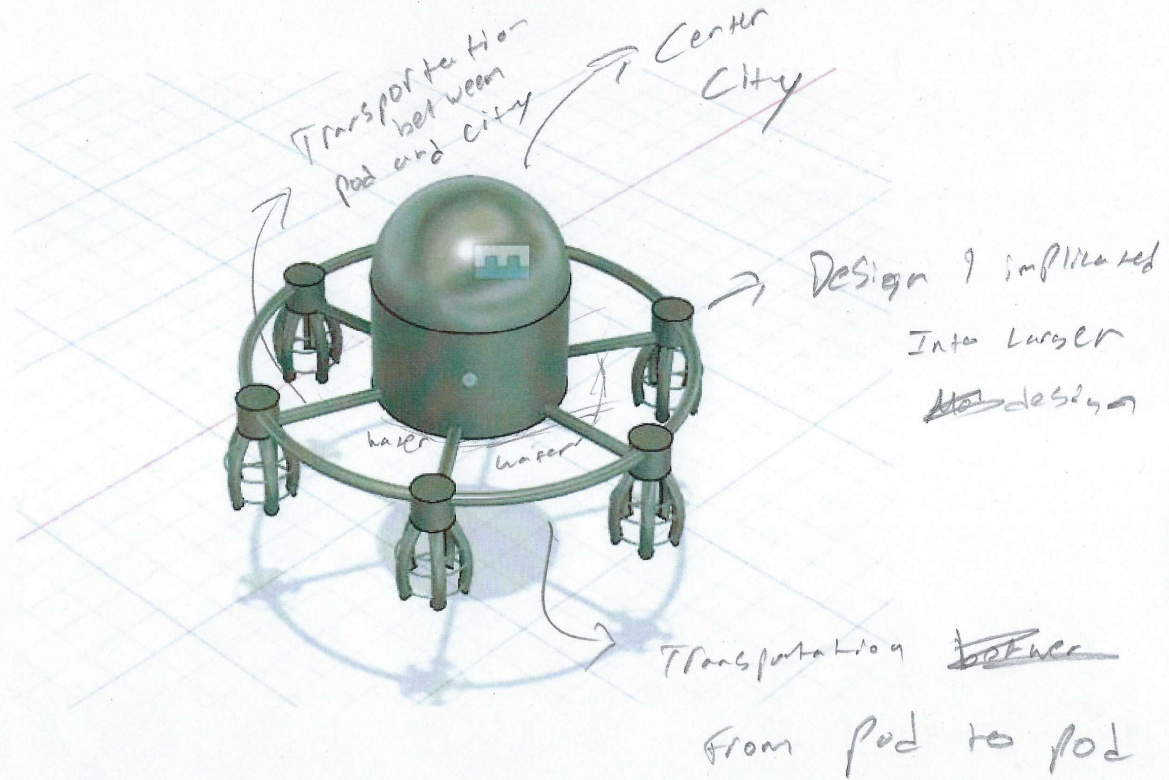
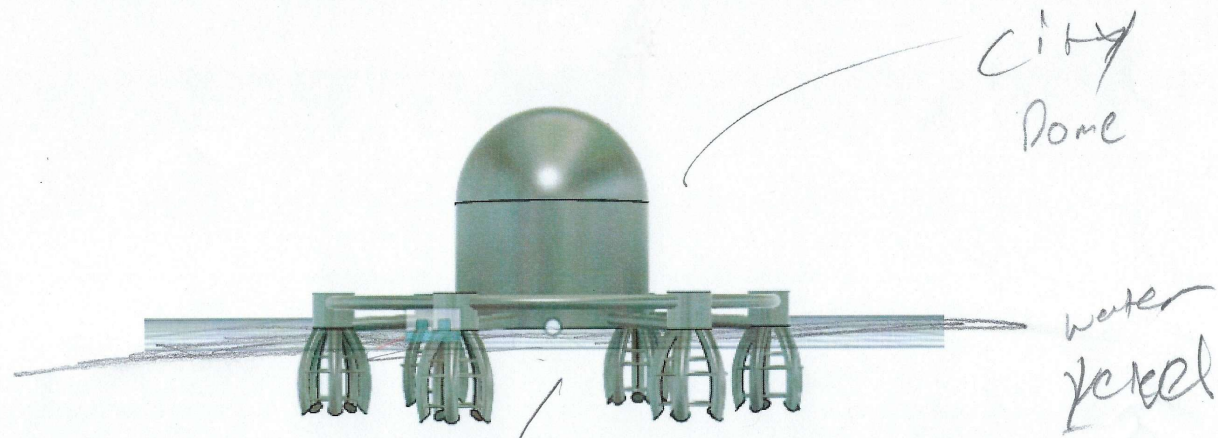


City View 1



Noah  
Creep

City view 2



City  
Dome

water  
level

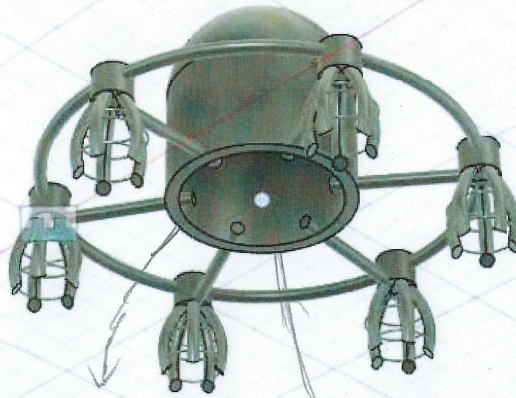
Add Anchor  
or Stability  
Mechanism

Add ports and

outside interaction  
for future  
additions

Noah  
Creef

City view 3



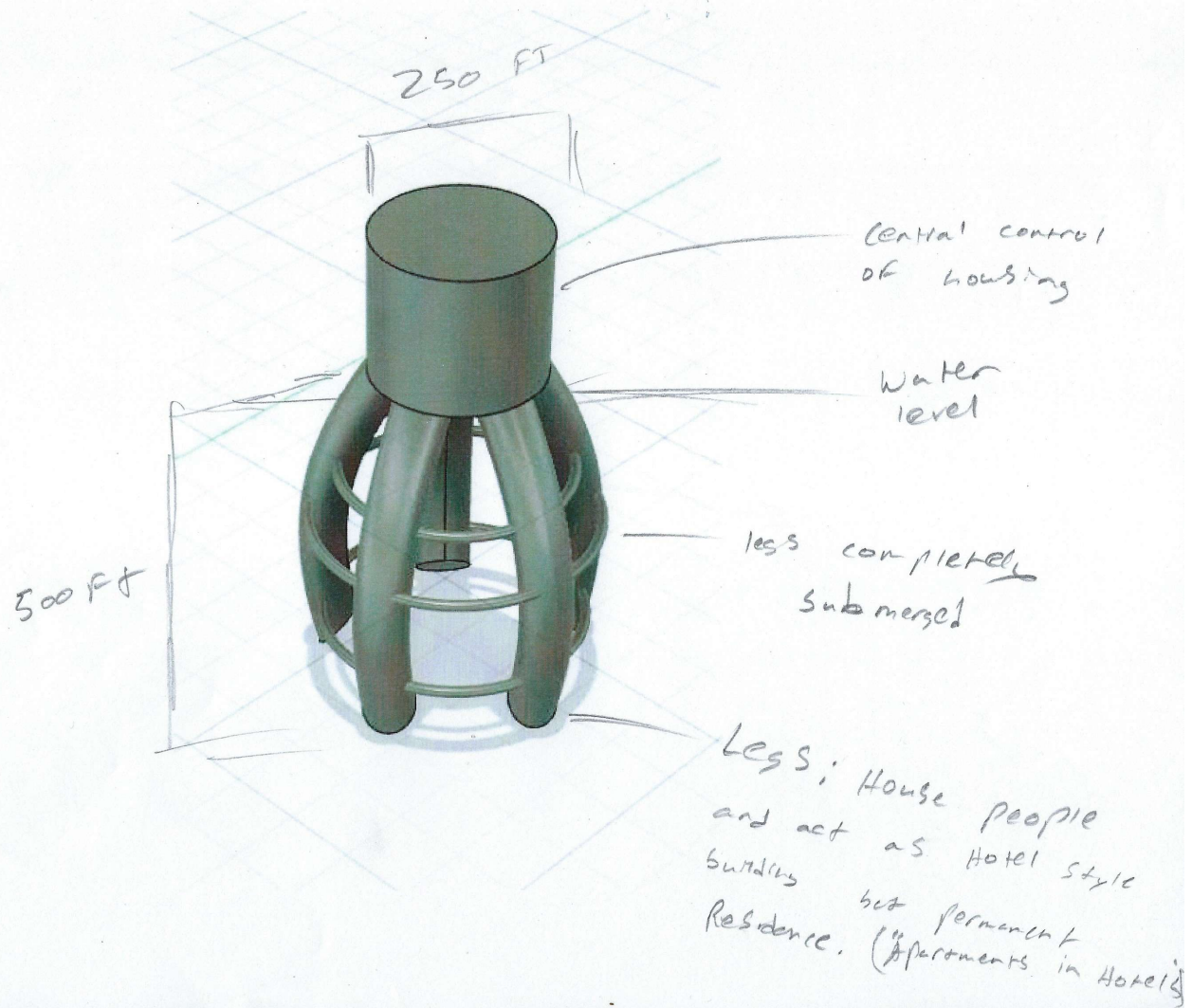
City  
Entrance  
Tunnel

base for city

Noah  
Greif

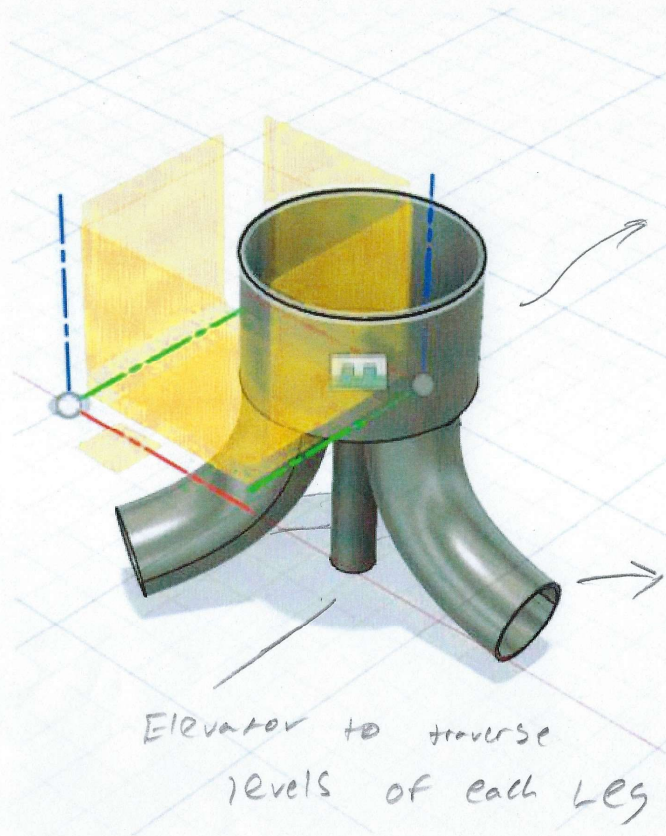
1 pod

Design 1



Noah  
Green

Design 2 view 1



Still kept  
central  
control  
center

outward facing  
legs

Elevator to traverse  
levels of each leg

Mark  
Greef

# Factors to be addressed

- Waste/ Sewage disposal
- Natural weather disaster prevention (Hurricane, Storms, ETC...)
- Artificial Lighting
- Plants and self sustaining systems for occupants
- Repairs on main pods if damage were to occur
- Activities while in the central city
- Advertisements enticing people to move to this untraditional style housing