Concourse E opened Summer 2020
PDX NEXT – PACR/QTA
PDX NEXT - PACR
All rental cars on-site
PDX Next Concourse B
Concourse A
Hello. It’s B.
PDX Next TCORE
TCORE – Project Goals

• Improves seismic resiliency
• Increases capacity and flexibility at security checkpoints and ticket lobby
• Increases environmental efficiency
• Provides for world class customer experience
EXISTING TERMINAL LIMITATIONS - 2014

LIMITATIONS

- Post-security concessions undersized
- Pre-security concessions oversized
- Existing structure limits flexibility
- Outdated passenger processing models
- Overdue interior renovation
- Current technology infrastructure outdated
- Limited security checkpoint growth potential
10,000 years of Cascadia earthquakes

The chart shows all 40 major earthquakes in the Cascadia Subduction Zone that geologists estimate have occurred since 9845 B.C. Scientists estimated the magnitude and timing of each quake by examining soil samples at more than 50 undersea sites between Washington, Oregon and California.

Average quake is every 246 years
RESILIENCY
STRUCTURAL SITE = PANGAEA OF SEPARATE SYSTEMS
**PROJECT TIMELINE**

2015
- **APRIL**: Interview
- **JUNE**: Project Awarded

2016
- **APRIL**: Concept Selection Complete
- **JUNE**: Concept Development Complete
- **APRIL**: Schematic Design Complete

2017
- **MAY**: Concourse B Permit Set Issued

2019
- **NOVEMBER**: Design Development Bid Package Issued
- **NOVEMBER**: Enabling Package Permit Drawings Issued
- **JUNE**: Structure and Roof Permit Package Issued

2020
- **NOVEMBER**: Demo, Underslab MEP and Refeed Existing MEP Permit Package Issued
- **NOVEMBER**: Concourse B Substantially Complete
- **SEPTEMBER**: Building Enclosure and Interior Construction Permit Package
- **DECEMBER**: Substantial Completion of Western Expansion and Existing Central Terminal
- **APRIL**: Project Completion including North and South Nodes

2021
- **OCTOBER**: Project COMPLETE

**ZGF**
PROJECT SCALE
TCORE FOOTPRINT COMPARISON _ SCALE FIGURES

TERMINAL FOOTPRINT WITH FOOTBALL FIELDS UNDERLAY

TERMINAL FOOTPRINT WITH PIONEER COURTHOUSE SQUARE UNDERLAY
Demo of Existing Structural Roof
PASSENGER EXPERIENCE

WOOD ROOF
PASSENGER EXPERIENCE
PORTLAND SCALE / SERIES OF ROOMS
The intimate scale, indoor-outdoor connection, and relaxed atmosphere of Portland’s streetscapes inspired the organization for our airport’s concession nodes as well as the sidewalk zone. This zone creates a tree-lined street while providing space for cafe seating and urban furniture.
The Concession Nodes bring travelers through an environment scaled to match Portland’s pedestrian-friendly streets. They mirror our streets’ width and organization of space with a broad center thruway for free movement and intimate ‘sidewalks’ where open walls connect visitors to businesses. Seats and planters in a furnishing zone buffer slow travelers from fast and 12’ canopies create a familiar pedestrian scale within the larger airport.
VIEW OF DIGITAL ART WALL FROM MARKET HALL MEZZANINE
PASSENGER EXPERIENCE
ART

VIEW OF EXIT LANES FROM CONCOURSE - C
AREA 1
ENTRY + TICKET LOBBY + SEAM

AREA 2
MARKET HALL + SEAM

AREA 3
SECURITY + RECOMPOSTURE + CONCESSION NODES

AREA 4
EXIT LANES + WASHROOMS + MEETER GREETER
VIEW THROUGH SEAM LANDSCAPE AND CONCESSIONS
AXONOMETRIC VIEW
ENPLANING

AREA 1
ENTRY + TICKET LOBBY
+ SEAM

AREA 2
MARKET HALL + SEAM

AREA 3
SECURITY + RECOMPOSURE
+ CONCESSION NODES

AREA 4
EXIT LANES + WASHROOMS
+ MEETER GREETER
VIEW OF RECOMPOSURE FROM SECURITY
VIEW OF RECOMPOSURE
VIEW OF CONCESSIONS NODE LOUNGE SEATING AREA
AXONOMETRIC VIEW
ENPLANING

AREA 3
EXIT LANES + WASHROOMS + MEETER GREETER

AREA 2
MARKET HALL + SEAM

AREA 3
SECURITY + RECOMPOSITION + CONCESSION NODES

AREA 1
TICKET LOBBY + SEAM
MOCK-UP PHOTOS
LIGHTING
MOCK-UP PHOTOS
TECH POLES + URBAN FURNITURE
MOCK-UP PHOTOS
DIGITAL ART WALL
MOCK-UP PHOTOS
WOOD SEAM WALL