







SCOPE OF WORK

Our scope of work was the supply and installation of woodwork throughout Saje's new 20,000 sqft headquarter office in Vancouver. We provided woodwork for the reception area, office space and kitchen area as well as vanities, interior doors, windows and frames and banquet seating. We also supplied and incorporated materials such as metal, acoustical wall paneling, upholstery, quartz and Hi-Mac's solid surface counters into this project.

START TO FINISH

The timeline from award of the contract to completion was six months. From shop drawings to final installation was a very fast-paced four months.

WHY THIS PROJECT

We felt this was a great project to showcase because of the overall look & design which incorporated a variety of different materials. It was a large project and Platinum pulled everything together with spectacular results.

CHALLENGES

The most challenging part of the project was the fir sheet goods which caused significant delays in production. The original specifications called for Fir with exposed plywood core, manufactured to premium grade. Knowing the plywood would not meet premium grade standards, we sourced and presented an alternate solution which gave the look they wanted with a product that could be guaranteed by AWMAC.

INTERESTING MATERIALS

The most interesting material used on this project was the acoustical soundwave panel imported from Europe with a five-month lead time. The distributor gave us a 4x4 inch sample for our client to review, making it difficult to see how this product could be cut, fitted and installed in the specified application.

CONCLUSION

The Platinum team enjoyed working on this project. Though there were some tough challenges related mostly to delayed supply of materials, everyone involved brought it together to produce a great project that met AWMAC's STANDARDS premium grade.

VICTOR DE FAZIO

SAJE WELLNESS HQ TI

PLATINUM MILLWORK INC.
TURNER CONSTRUCTION CO.
MAPOS INC.

"....a great project that met AWMAC's STANDARDS premium grade"