

Guide to the Jerde Partnership Records

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Persistent URL for this finding aid: http://n2t.net/ark:/62930/f13x0b

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Table of Contents

Summary Information	3
Historical Background	3
Scope and Contents Note	4
Arrangement	4
Administrative Information	4
Names and Subjects	5
Collection Inventory	5

Summary Information

Repository:	University of Nevada, Las Vegas. University Libraries. Special Collections and Archives.
Creator:	Jerde Partnership International
Contributor:	Senzaki, Paul
Title:	Jerde Partnership Records
ID:	MS-00974
Date:	1992
Physical Description:	0.05 Cubic Feet (1 folder (shared box))
Physical Description:	0.04 Linear Feet
Language of the Material:	English
Abstract:	The Jerde Partnership Records (1992) is comprised of architectural planning documents used for designing the Fremont Street Experience and Treasure Island Hotel and Casino in Las Vegas, Nevada. Design records for the Fremont Street Experience include concept proposals, sketches, notes, brochures, and a presentation book. Also included are copies of handwritten design notes and sketches and a drawing schedule for the Treasure Island Hotel and Casino.

Preferred Citation

Jerde Partnership Records, 1992. MS-00974. Special Collections and Archives, University Libraries, University of Nevada, Las Vegas. Las Vegas, Nevada.

^ Return to Table of Contents

Historical Background

The Jerde Partnership was founded in 1977 in Los Angeles, California by architect Jon Jerde. The firm specializes in designing master plans for retail, residential, entertainment, and hospitality use. The Jerde Partnership works on projects within the United States as well as internationally. The Jerde Partnership is responsible for designing the Bellagio Hotel and Casino, Treasure Island Hotel and Casino, the Fremont Street Experience, and World Market Center in Las Vegas, Nevada. Source:

"JERDE," Jerde Partnership, 2019, https://www.jerde.com/.

^ Return to Table of Contents

Scope and Contents Note

The Jerde Partnership Records (1992) is comprised of architectural planning documents used for designing the Fremont Street Experience and Treasure Island Hotel and Casino in Las Vegas, Nevada. Design records for the Fremont Street Experience include concept proposals, sketches, notes, brochures, and a presentation book. Design records for Treasure Island Hotel and Casino includes construction site planning documents, a show effects outline for Buccaneer Bay, drawing schedules, and a transcript of a meeting with Steve Wynn, Charlie White, and Joel Bergman who were involved with planning and designing Treasure Island.

^ Return to Table of Contents

Arrangement

Materials remain in original order.

^ Return to Table of Contents

Administrative Information

Access Note

Collection is open for research.

Publication Rights

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Acquisition Note

Materials were donated by Paul Senzaki in 2019; accession number 2019-101.

Processing Note

In 2019, Tammi Kim minimally processed the collection during accessioning. Materials were foldered and a finding aid created in ArchivesSpace.

^ Return to Table of Contents

Names and Subjects

- Architecture
- Building designers
- Las Vegas (Nev.)
- Fremont Street Experience
- Treasure Island Hotel and Casino (Las Vegas, Nev.)

Collection Inventory

Title/Description	Containers
Jerde Partnership proposal for an urban design concept for the Fremont Street core in Downtown Las Vegas, NV with copies of sketches and handwritten notes, 1992 April 27	box SH-049
YESCO Fremont Street Experience brochure, 1992	box SH-049
Jerde Partnership: Fremont Street Experience presentation book, 1992	box SH-049
Jerde Partnership: Treasure Island handwritten design notes and sketches, 1992	box SH-049
Marnell Corrao Associates: Mirage Resort "Treasure Island" project directory, site plan, construction phasing plan, 1992 February 19	box SH-049
Jerde Partnership: Buccaneer Bay show effects outline, 1992 March 02	box SH-049
Transcript of meeting with Charlie White (OLIO), Steve Wynn, and Joel Bergman (Atlandia Design), 1992 February 13	box SH-049
Marnell Corrao Associates: Treasure Island drawing schedule, 1992 January 14	box SH-049
Marnell Corrao Associates: Addendum 1 drawing schedule , 1992 January 28	box SH-049