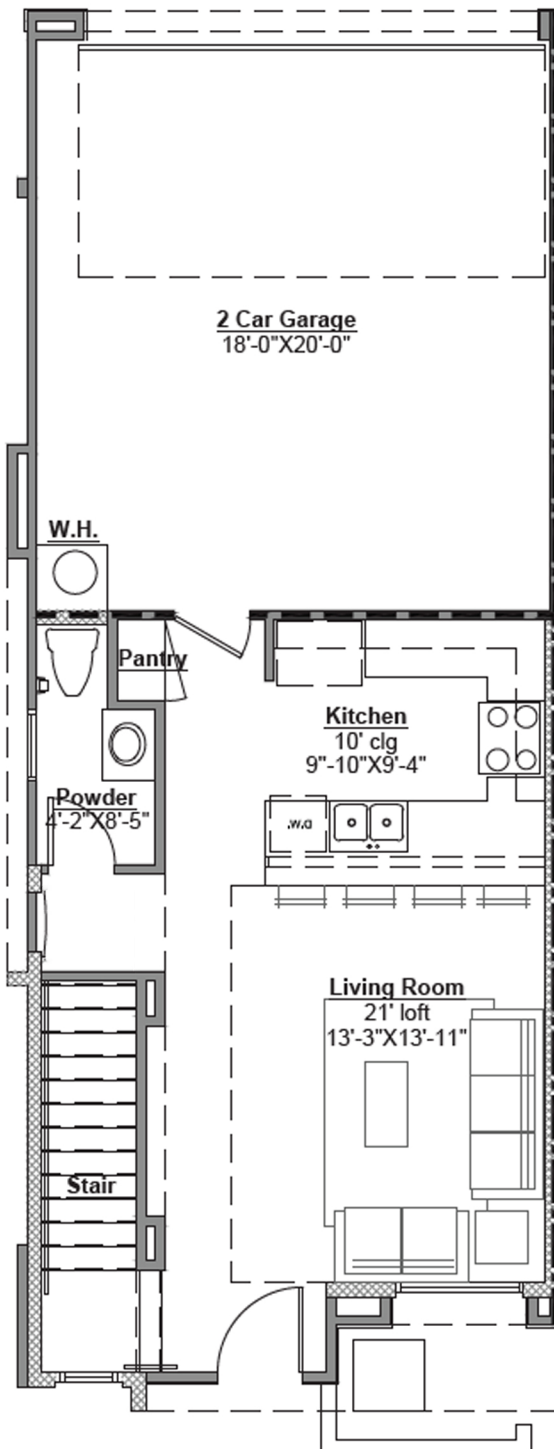


# Thrive

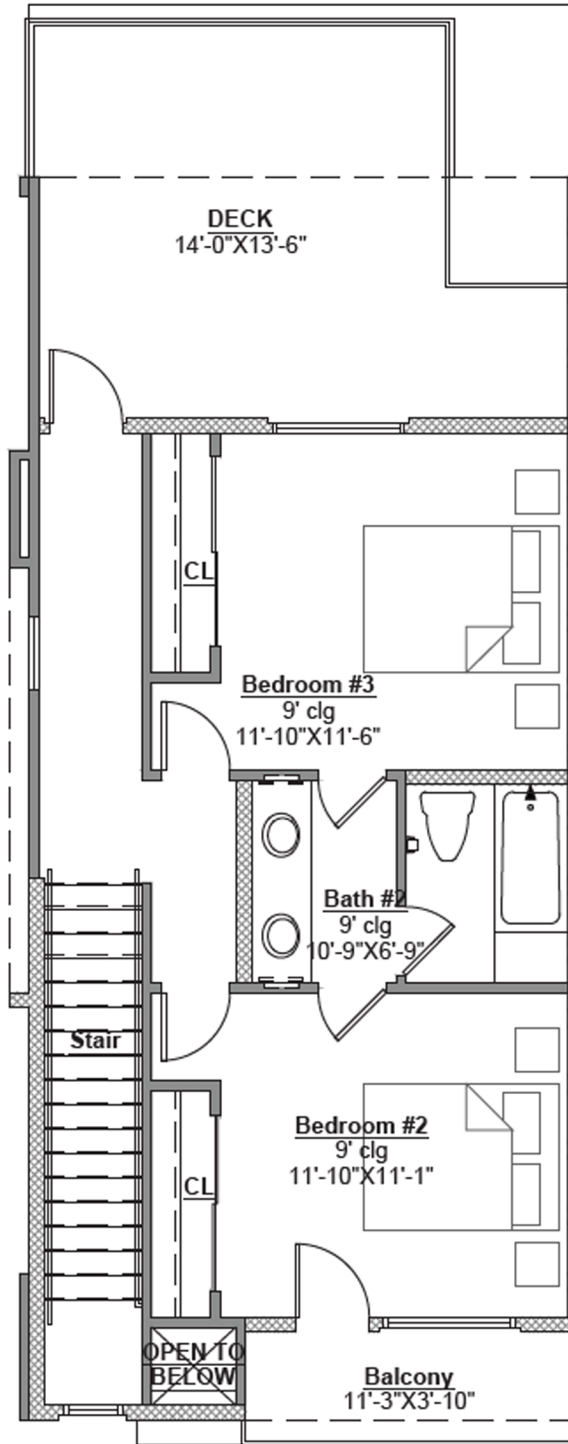
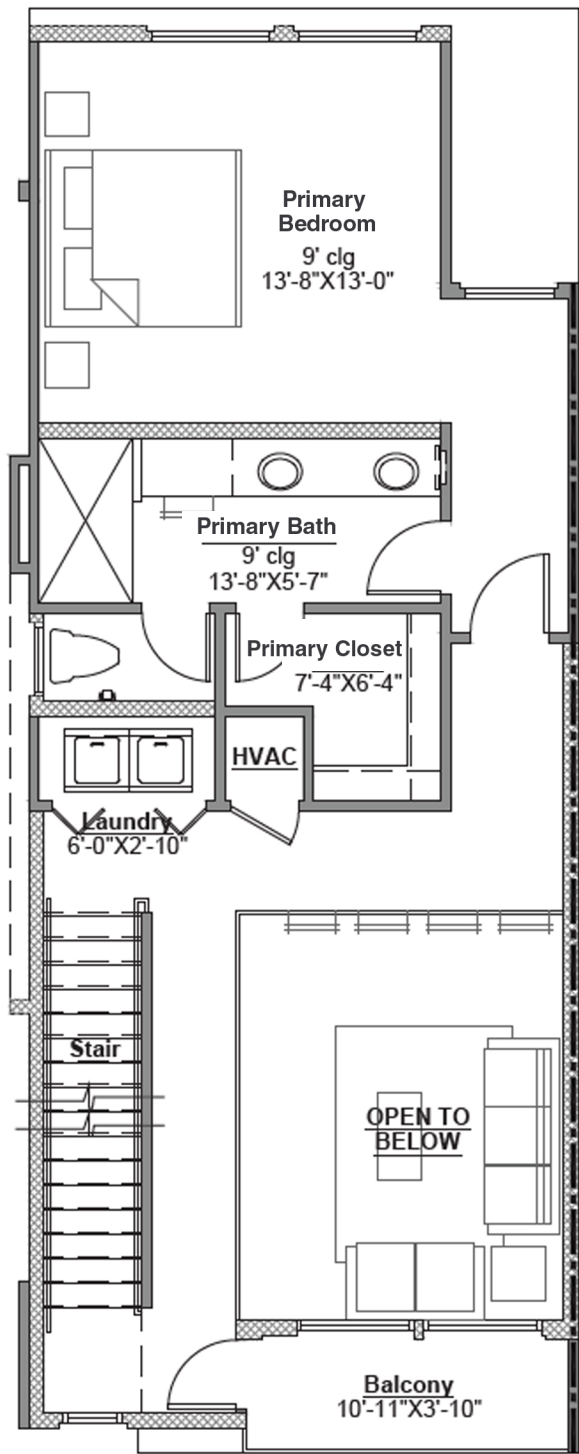
## Level One



# Thrive

Level Two

Level Three



# Thrive

## Elevations Exterior Renderings

