2700 Queda Way, Laguna Beach

Integrated Lighting, Sound, TV, Fans, Blinds, Alarm, HVAC Systems

- o Alarm system with central station connection
- o Fire retarding ceiling sprinkler system
- o Mitsubishi HVAC separate for each bedroom and main room upstairs
- o Control4 system for lights, blinds, bathroom fans, kitchen exhaust fan, and integrated with alarm sensors, music, TV, HVAC systems, and outside movement detectors. All light switches Are programable and backlit, with complex scene management. Integration allows macros such as closing blinds at mid-day if doors are not open, as well as vacation mode setting.
- o TV projector and screen integrated with AppleTV, speakers and lighting for single button access to watch TV, and turn it off
- o Speakers in kitchen, main room and deck
- o Multi-zone drip irrigation system for whole yard
- o Kēvo door locks for remote access and notification on three main access doors
- o Smart 'Japanese' toilets with integrated bidet action

Construction

- o Constructed to exceed earthquake standard concrete walls and foundation
- Phase-shift ceiling and wall insulation to reduce heat in day and increase warmth at night
- o Foam insulation between rooms for sound and heat/cool insulation
- o Bedroom level secluded patio with access from each bedroom
- Pre-plumbed for outside shower and foot faucet (hot and cold) by garage overhang
- o Individual person vacuum elevator for access from bedroom level to lower level
- o Garage elevator one car garage can store 2 cars with room for a third car to be stored off elevator on the lower level
- o Instant hot and filtered drinking water in kitchen. Integrated waste disposal.
- o Unfinished lower level with car elevator and people elevator access, and exterior door tons of options re how to use this space
- o Pre-plumbed basement under slab for bathroom drains
- o Pre-wired for speakers in master bedroom
- o Pre-wired for roman shades in each of the bedrooms
- Pre-wired for outside lights
- o Pre-wired for cameras
- o Pre-wired for x-mas lights