# HEAL THE HOOD FOUNDATION OF MEMPHIS HERO EMPOWERMENT CENTER TRAINING THIS GENERATION OF HEROES







# THE HERO EMPOWERMENT CENTER



#### **MISSION STATEMENT**

The mission of the Hero Empowerment Center is to create an artistic therapy platform that cultivates and equips youth and families to use their gifts and talents to positively shape the community around them.

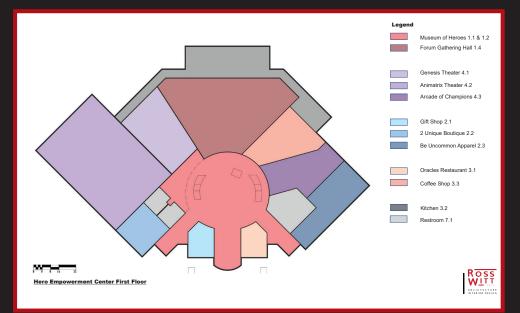
The Hero Empowerment Center uses creative and strategic partnerships to shape 3 core areas of youth that become a part. Those 3 core areas are body, mind, and spirit.

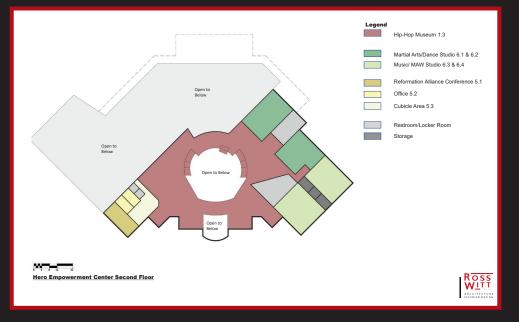
We are all shaped by what we see, hear, and feel. Our views are formed by what we are taught which comes in the form of programming. The atmosphere that we create reverse crime, poverty and violence is the nucleus of this "Micro City."

The Hero Empowerment Center is a Micro City that is powered by the arts and a heart for the community. Inside of this massive facility is the ability to harness potential and release position growth in the community. The Hero Empowerment Center, codenamed, "The Living Building" is a physical embodiment for change for the community in areas that is an Opportunity Zone begging for resources. This building lives it to its name. It saves lives.

We invite you to the brand new Hero Empowerment Center, where the conception of the imagination is just a helping hand away from reality.

# **INSIDE THE HERO EMPOWERMENT CENTER**





# TOWNSEND AND WAYANS SOUND STAGE





The premiere sound stage that gives Memphis a huge upper hand in the market of worldwide film making. Named after two urban legends, Robert Townsend and Keenan Ivory Wayans, the Sound Stage will allow major film companies to come into Memphis and film big budget film projects while lowering production cost. Because it is attached to a huge parking lot and has connections to restaurants, living facilities and sound design, the sky is the limit. This will open major doors for the Memphis economy while creating jobs and paid internships for youth and adults.

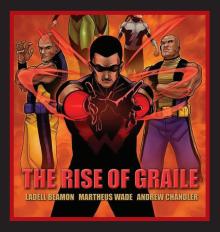


SHOW US HOPE AND WE WILL SHOW YOU A WILL TO SHAPE THE FUTURI

# THE TRI-MATRIX RECORDING STUDIO

The Ultimate Hero Recording Studio will feature HD Recording Studios that will train students to record and produce original music that is positive and reflects the standards of HTH Worldwide Music Group. The studio will also be open for public recording that demonstrates positive material that does not degrade the quality of life for listeners. Super Producers, national and international stars will have an upscale studio to record that is attached to the lavish facilities inside of the Hero Empowerment Center.





# MAW PRODUCTIONS COMIC BOOK STUDIO

The foundations of The Hero Empowerment Center has a very large connection to comic books. This amazing comic studio will be a place of production for Graphic Design, 3 D Printing, Digital and Traditional Art, Animation, Toymaking as well as offering Graphic Arts Classes, Workstations for artists, and Pre and Post Production instruction.

## THE ARCADE OF CHAMPIONS

Taking you back to the retro days of arcade gaming while mixing in WIFI Technology to host anything from international gaming competitions to free wifi for the members, this will provide a huge opportunity for millennials. We look to gain support from Nintendo of America and various other gaming companies to house the latest games while also hosting gaming conventions for the first time ever in this region.



"ENERGY CANNOT BE CREATED OR DESTROYED, IT CAN ONLY BE CHANGED FROM ONE FORM TO ANOTHER." - ALBERT EINSTEIN

# THE ANIMATRIX THEATER

This experience brings together innovative films with a theme park like attraction. This in itself creates excitement for the entire family without having to travel to Disney to experience the thrills of such family entertainment. The Animatrix Theater will be the first 4D Movie Theater in Memphis that also features a performance stage in front of the screen for stage plays, comic book convention presentations, and concerts while at the same time having the capacity to run traditional 3D Films and standard films in HD.





# **THE GARDEN OF MIRACLES**

This urban garden will be located on the roof top of the Hero Empowerment Center. It will consist of a seating area in the midst of amazing fruits and vegetables. We will grow, produce and provide vegetables and fruits that will be sold on the Fresh Market Plaza onsite as well in our healthy lifestyle restaurant located inside our facility. We will use hydroponics to farm.

#### **THE MUSEUM OF HEROES**

This museum will be a comic book fans biggest dream as we will enlist the costumes of characters that are both independent and mainstream. Imagine being able to see the first costume from Black Lightening, Meteor Man, The Flash and more up close and personal. The artwork, costumes and changing themes will be on display. We will also host national exhibitions of various super hero franchises being on display to inspire and amaze.



"YESTERDAY IS HISTORY, TOMORROW IS A MYSTERY, TODAY IS A GIFT OF GOD, WHICH IS WHY WE CALL IT THE PRESENT." - BILL KEANE

## **ORACLES RESTAURANT**

This amazing upscale eatery will feature various chefs that will control a robust menu featuring a variety of foods. Oracles will house a performance stage, non-alcoholic bar, video screens and surround sound. This will be the premiere late night fine dining experience in a family environment.

The food menu will change every 2 months to offer variety and surprise dishes.





## **2 UNIQUE CLOSET BOUTIQUE**

The 2Unique "Closet" Boutique is a product of 2Unique Community Salvation Foundation, a 501(c)3 nonprofit organization established to provide workforce attire, clothing, toiletries, personal care products and other miscellaneous items at no cost to referred clients and or participants. This service includes families who are experiencing hardships such as a house fire, homelessness, individuals who are unemployed and have an inability to meet their basic needs.

Due to the overwhelming number of unemployment, homelessness and agencies who provide workforce development training programs with little to no resources for professional clothing to their participant's, 2Unique CSF has decided to utilize the boutique as a resource to the community.

#### MUSEUM OF HIP HOP

The Museum of Hip Hop will pay tribute to pioneers and outstanding contributors to the Hip Hop Culture. The exhibits consist of hip hop movie/video costumes, paintings, memorabilia, statues and detailed exhibition information from all around the country. This will become a fan favorite.



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# **MARTIAL ARTS FACILITY**

This martial arts facility will be used to house various martial art's systems that are used for self-defense as well as the traditional study of Martial Arts. Also housed inside of this facility will be EKM (Endurance Krav Maga) which is a system of self-defense that provides training for human trafficking recovery missions as well as support to victims of domestic violence.





# **DANCE WORLD**

This Urban and Contemporary Dance Studio will be the ultimate training facility for dancers in all forms of urban dance. The studio will prepare participants for careers in instructional dance as well as touring and professional gigs. Imagine artistic talent needing dancers for tours or music videos. This one stop gives you tons of options.

# **BU BE UNCOMMON APPAREL**

This beauty and apparel store gives you affordable fashion that encourages you to be extraordinary. The BU Be Uncommon Apparel Store will carry clothing apparel and accessories for babies, youth and adults. You'll also find beauty and skin care products to compliments the total person.



# THE FORUM GATHERING HALL

This large conference hall will be used for banquets, conferences, presentation briefings for tours inside the museums and even "Taste Around the World" Benefit Dinner (Gathering of Famous Chefs Benefit Dinner).

In the Forum Gathering Hall, we will be able to do Comic Book Conventions and gatherings for Corporate functions as well. It will come outfitted with:

- 1). Rear Projection Screen for Presentations
- 2). Surround Sound System
- 3). Ambient lighting for effects



# **R.I.A CONFERENCE ROOM**

The R.I.A. (Reformation Intelligence Alliance) Conference room is a state of the art training and meeting room where we train and equip leaders. This conference room space is open for those that need meeting space for projects and assignments. Business meetings and client sessions are welcomed in this state of the art training room.

#### PHASES MENTORING

This is the place where youth gather and become a part of the solution. The Phases facility will be a traditional gathering space where youth are mentored by caring adults, while engaging in social and emotional wellbeing clinics and interactive workshops that deal with topics ranging from bullying to teen dating violence.



### THE GENESIS THEATER

The Genesis Theater will be outfitted for independent Film Screenings and Dinner Theater.

We will also be able to screen our films as well as host other nationwide screenings. Because of the limited screening time for Indie Film Makers, we will offer weekend screenings of Indie Films as well as partner with the Film Commission to host films of national and local appeal. There will be a stage on the lower level in front of the screen so live acting and films can happen separate or at the same time (live and filmed integrated performances).



# **THE SUPER GYM**

- 1. Holding Capacity 2,500
- 2. 6 Basketball Goals
- 3. Full Court Size
- 4. Two Half Court Size
- 5. Upper Level including track
- 6. 8 Iane Bowling alley with digital video screens
- 7. Giant disco ball for roller skating
- 8. Built in sound system
- 9. Projector with hideaway movie screen
- 10. Character traits and heroes on the walls
- 11. Treadmill room
- 12. Zumba room
- 13. Weight room
- 14. Concession stand lower level

## THE COFFEE SHOP

This will be the premiere coffee shop that finds its way into the urban market for the first time in Memphis, TN. This is another opportunity to give back to a community that is reaching out for equal opportunities.



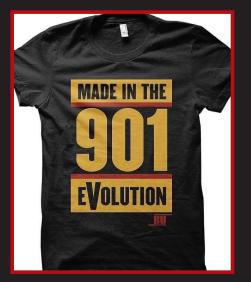
"YESTERDAY IS HISTORY, TOMORROW IS A MYSTERY, TODAY IS A GIFT OF GOE WHICH IS WHY WE CALL IT THE PRESENT." - BILL KEANE





## **THE HERO SHOP**

This all powerful gift shop will be the Premiere Resource Center that gives you the ultimate in Super Hero souvenirs, books, merchandise and gifts from most aspects of the Center. The Hero Shop even provides you with an extensive library where youth can spend hours reading stories crafted from Heal the Hood Foundation, MAW Productions and other notable authors.









#### Hero Empowerment Center

#### Phase Programming

1	Exhibition/Gathering				
	Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
1.1	Lobby		2400	1	2400
	(MoH) Museum of Heros (First Floor)	300	2400	1	2400
	(HHM) Hip Hop Museum (Second Floor)	100	2000	1	2000
1.4	(FGH) The Forum Gathering Hall	400	7200	1	7200
	Subtotal	800			11600
2	Deteil				
2	Retail Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
2.1	(GS) Gift Shop ( Near MoH)	No. of Occupants	1000	Quantity 1	1000
	(2UB) 2 Unique Boutique	20	3000	1	3000
	(BUA) Be Uncommon Apparel	15	1500	1	1500
2.5	(20), 20 0100111017 (parot	15	1500		1500
	Subtotal	43			5500
	Gubtotal	40		I	0000
3	Dining/Beverage				
	Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
3.1	(OR) Oracles Restaurant	100	2500	1	2500
3.2	(ORK) Oracles Restaurant Kitchen (25% I		3000	1	3000
3.3	(CS) Coffee Shop	20	2000	1	2000
		Ē			
	Subtotal	20	•		5000
4	Entertainment				
	Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
4.1	Space/Room Type (GT) Genesis Theater	200	2400	1	2400
4.1 4.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater	200 450	2400 8100	1	2400 8100
4.1 4.2	Space/Room Type (GT) Genesis Theater	200	2400	1	2400
4.1 4.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar	200 450 75	2400 8100	1	2400 8100 2500
4.1 4.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater	200 450	2400 8100	1	2400 8100
4.1 4.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar	200 450 75	2400 8100	1	2400 8100 2500
4.1 4.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal	200 450 75	2400 8100	1	2400 8100 2500
4.1 4.2 4.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business	200 450 75 75	2400 8100 2500		2400 8100 2500 13000
4.1 4.2 4.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal	200 450 75	2400 8100	1	2400 8100 2500
4.1 4.2 4.3 5 5.1	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type	200 450 75 75 No. of Occupants 20	2400 8100 2500 Area in SF 450	Quantity	2400 8100 2500 13000 Total Area 450
4.1 4.2 4.3 5 5.1 5.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance (	200 450 75 75 No. of Occupants	2400 8100 2500 Area in SF	Quantity	2400 8100 2500 13000 Total Area
4.1 4.2 4.3 5 5.1 5.2 5.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ru	200 450 75 75 No. of Occupants 20 20	2400 8100 2500 Area in SF 450 500	Quantity	2400 8100 2500 13000 Total Area 450 500
4.1 4.2 4.3 5 5.1 5.2 5.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Re (O) Offices	200 450 75 75 No. of Occupants 20 20 20 2	2400 8100 2500 Area in SF 450 500 150	Quantity 1 2 1 2 1 1 1 2	2400 8100 2500 13000 Total Area 450 500 300
4.1 4.2 4.3 5 5.1 5.2 5.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Re (O) Offices	200 450 75 75 No. of Occupants 20 20 20 2	2400 8100 2500 Area in SF 450 500 150	Quantity 1 2 1 2 1 1 1 2	2400 8100 2500 13000 Total Area 450 500 300
4.1 4.2 4.3 5 5.1 5.2 5.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles	200 450 75 75 No. of Occupants 20 20 2 8	2400 8100 2500 Area in SF 450 500 150	Quantity 1 2 1 2 1 1 1 2	2400 8100 2500 13000 Total Area 450 500 300 400
4.1 4.2 4.3 5 5.1 5.2 5.3	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Subtotal Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles	200 450 75 75 No. of Occupants 20 20 2 8	2400 8100 2500 Area in SF 450 500 150	Quantity 1 2 1 2 1 1 1 2	2400 8100 2500 13000 Total Area 450 500 300 400
4.1 4.2 4.3 5 5.1 5.2 5.3 5.4 6	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Re (O) Offices C) Cubicles Subtotal Studio Space/Room Type	200 450 75 75 No. of Occupants 20 20 2 8	2400 8100 2500 Area in SF 450 500 150	Quantity 1 2 1 2 1 1 1 2	2400 8100 2500 13000 Total Area 450 500 300 400
4.1 4.2 4.3 5 5.1 5.2 5.3 5.4 6 6.1	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles Subtotal Studio Space/Room Type (DS) Dance Studio & Dressing Room	200 450 75 75 No. of Occupants 20 20 20 20 20 3 50	2400 8100 2500 Area in SF 450 500 150 400	Quantity	2400 8100 2500 13000 Total Area 450 500 300 400 1650
4.1 4.2 4.3 5 5.1 5.2 5.3 5.4 6 6.1	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles Subtotal Studio Space/Room Type (DS) Dance Studio & Dressing Room (MAS) Martial Arts Studio & Dressing Room	200 450 75 75 No. of Occupants 20 20 20 20 20 20 20 50 No. of Occupants	2400 8100 2500 Area in SF 450 500 150 400 Area in SF	Quantity Quantity 1 1 1 1 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 2 1	2400 8100 2500 13000 Total Area 450 500 300 400 1650 Total Area
4.1 4.2 4.3 5 5.1 5.2 5.3 5.4 6 6.1	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles Subtotal Studio Space/Room Type (DS) Dance Studio & Dressing Room (MAS) Martial Arts Studio & Dressing Roc (MAW) MAW Productions Comic Book St	200 450 75 75 No. of Occupants 20 20 20 20 20 20 20 20 50 No. of Occupants 50	2400 8100 2500 Area in SF 450 500 150 400 400 500 150 400 150 400	Quantity Quantity 1 1 1 1 1 1 1 1 2 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	2400 8100 2500 13000 Total Area 450 500 300 400 1650 Total Area 1800
4.1 4.2 4.3 5.1 5.2 5.3 5.4 6 6.1 6.2	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles Subtotal Studio Space/Room Type (DS) Dance Studio & Dressing Room (MAS) Martial Arts Studio & Dressing Room	200 450 75 75 No. of Occupants 20 20 20 20 20 20 20 20 20 20 20 20 20	2400 8100 2500 Area in SF 450 500 150 400 400 800 1800 1800	Quantity Quantity 1 1 1 1 1 2 2 1 1 1 1 1 1 1 1	2400 8100 2500 13000 Total Area 450 500 300 400 1650 Total Area 1800 1800
4.1 4.2 4.3 5.1 5.2 5.3 5.4 6.1 6.2 6.3 6.4	Space/Room Type (GT) Genesis Theater (AT) Animatrix Theater (AOC) Arcade of Champions & Wifi Bar Business Space/Room Type (RIAC) Reformation Intelligence Alliance ( (PMY) Phase Mentoring Youth Meeting Ri (O) Offices C) Cubicles Subtotal Studio Space/Room Type (DS) Dance Studio & Dressing Room (MAS) Martial Arts Studio & Dressing Roc (MAW) MAW Productions Comic Book St	200 450 75 75 No. of Occupants 20 20 20 20 20 20 20 20 20 20 20 20 20	2400 8100 2500 <b>Area in SF</b> 450 500 150 400 0 400 1800 1800 800	Quantity Quantity 1 1 1 1 1 1 2 2 1 1 1 1 1 1 1 1 1	2400 8100 2500 13000 Total Area 450 500 300 400 1650 Total Area 1800 1800 800



#### The Super Gym

Phase 2 Programming

	Space/Room Type	9	No. of Occupants	Area in SF	Quantity	Total Area
	Lobby				1	(
	Full Basketball Court	t	Ē	7980	1	7980
	Half Basketball Cour	ts	Ē	3990	2	7980
	Seating Area		Ē	12500	1	12500
	Lockers/Showers		Ē	1000	2	2000
	Bowling Alley			265	8	2120
	Lobby/Restrooms			3200	1	3200
	Concessions Stand			500	1	500
		Subtotal	0			36280
	2 Upper Level Space/Room Type	9	No. of Occupants	Area in SF	Quantity	Total Area
	Treadmill Room			1000	1	1000
	Zumba Studio		F	1000	1	1000
	Weight Room			1000	1	1000
	Indoor Athletic Track			4800	1	4800
		Subtotal	0			7800
7		Subtotal	0			7800
2	2 Utility Space/Room Type		0 No. of Occupants	Area in SF	Quantity	
2				Area in SF 1000	Quantity 1	Total Area
2	Space/Room Type					Total Area 1000
2	Space/Room Type Bathroom			1000	1	7800 Total Area 1000 1000 1000
2	Space/Room Type Bathroom Maintenance	9	No. of Occupants	1000 1000	1	Total Area 1000 1000 1000
2	Space/Room Type Bathroom Maintenance			1000 1000	1	Total Area 1000 1000 1000
2	Space/Room Type Bathroom Maintenance	9	No. of Occupants	1000 1000	1	Total Area 1000 1000 1000
	Space/Room Type Bathroom Maintenance Storage	9	No. of Occupants	1000 1000	1	Total Area 1000 1000 1000 3000
	Space/Room Type Bathroom Maintenance Storage	Subtotal	No. of Occupants	1000 1000	1	<b>Total Area</b> 1000

30-Sep-19



#### Sound Stage

Phase 3 Programming

1 Sound Stage

Space/Room Type No. of Occupants	Area in SF	Quantity	Total Area
Lobby		1	0
Sound Stage	8560	1	8560
Control room	400	1	400
Equipment Rooms	150	3	450
Internal Circulation 10%			950
Subtotal 0			10360

2 Production

Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
Screening Room	40	1200	1	1200
Film Editing Suite	2	180	3	540
Video Editing Suite	2	180	2	360
Crew Room		250	3	750
Wood Shop		2000	1	2000
Internal Circulation 10%				380
Subtotal	44			4030

#### 3 Back of House

Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
Dressing Rooms		500	2	1000
Green Room		250	2	500
Conference Room		450	1	450
Internal Circulation 10%				200
Subtotal	0			2150

4 Utility

Space/Room Type	No. of Occupants	Area in SF	Quantity	Total Area
Bathrooms		1000	1	1000
Maintenance		400	1	400
Storage		150	3	450
Internal Circulation 10%				190
Subtotal	0			2040

Su	Summary		
	Subtotal of 1 thru 7		18580
	Circulation	10.00%	1858
	Contingency	5%	929
	Total Program Area		21367





# HELP US LIGHT UP THE NIGHT SKY!!!

#### SPONSORSHIP OPPORTUNITIES AVAILABLE

It has been proven that energy is never lost, but stored. If negative energy is stored, negative energy is released. A lot of our youth are facing challenges that yields negative energy. That negative energy that is stored once released can create villainous results if not changed into another form which is positive. We like to change a negative to a positive that creates an opposite set of results.

