

Design Advisory Committee Meeting #3



Agenda

Gather sufficient feedback and support from the Design Advisory Committee to move forward with construction documents for the play area and design guidelines for the architectural features that match the needs of the community while balancing the programmatic, maintenance, environmental and financial considerations.

Intro

Site layout

Architectural guidelines

Play area

Moving forward – next steps

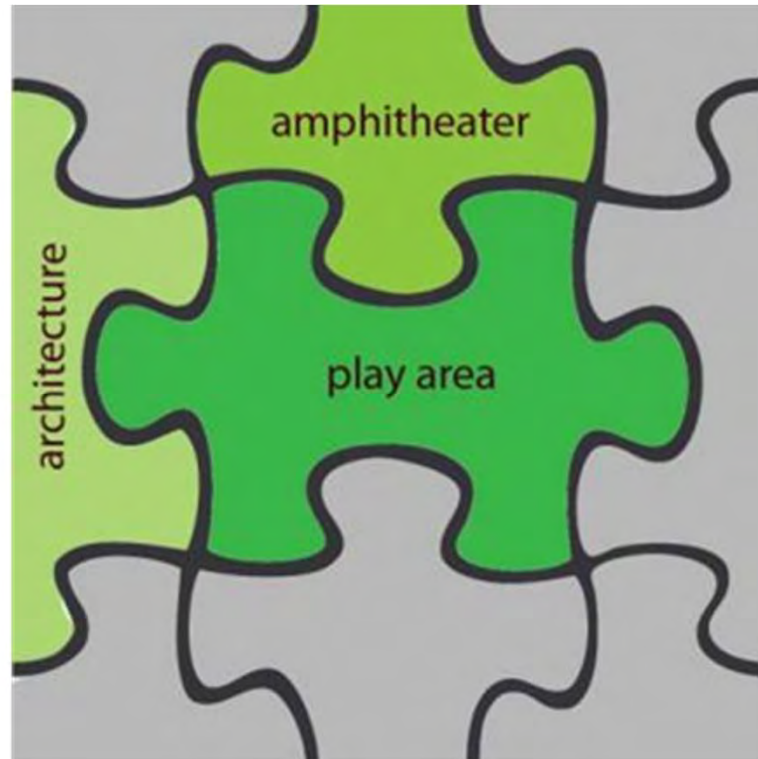
Design Advisory Committee

Represent park users during the design process.

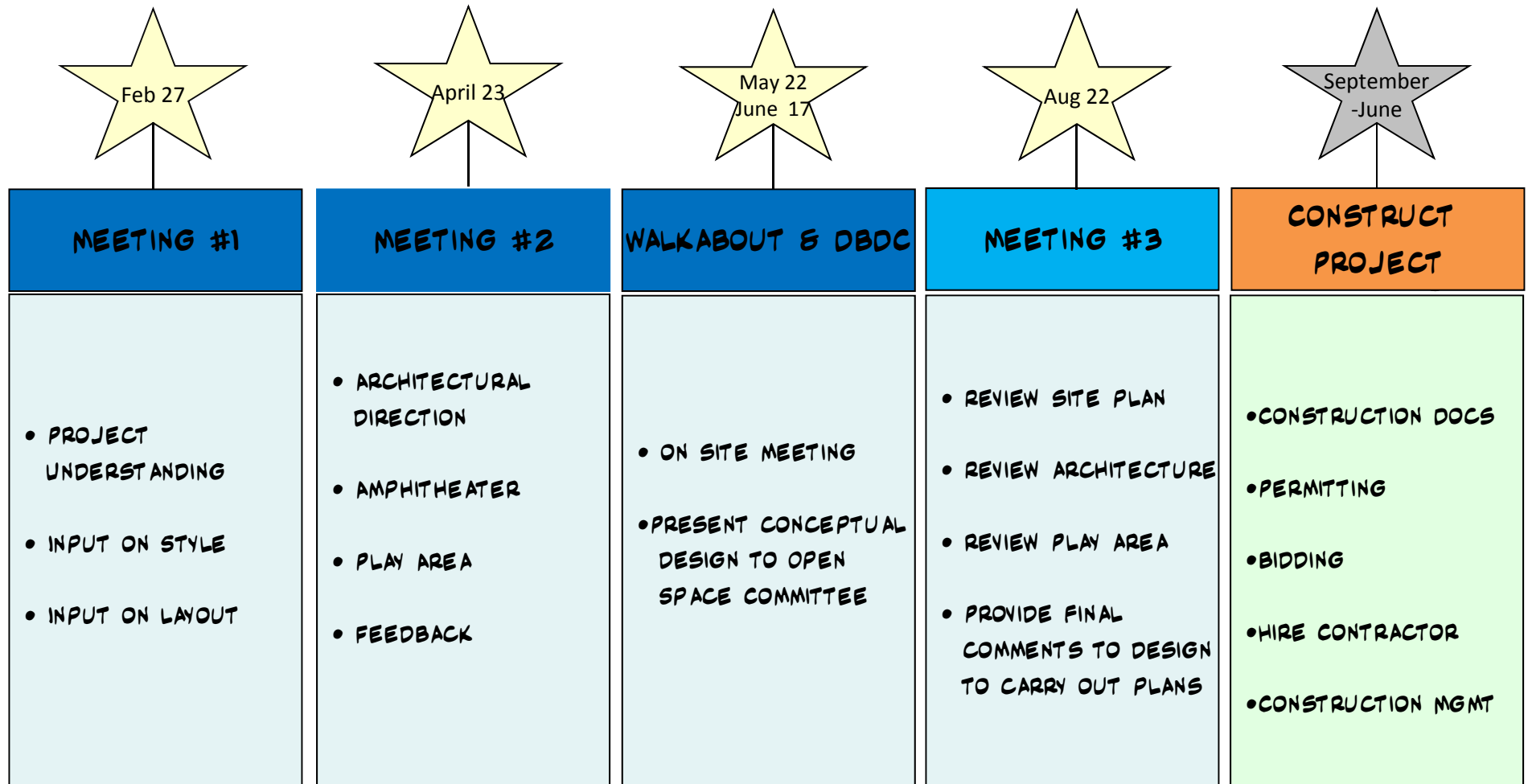
Provide input and feedback to Project Manager in order to ensure that the plans for the new amenities at Indian Mounds Regional Park meets user need.

1. Community outreach – loop in larger community and bring feedback to group
2. Provide input on major design elements and themes
3. Ensure that the full range of issues are discussed during the design process

Scope



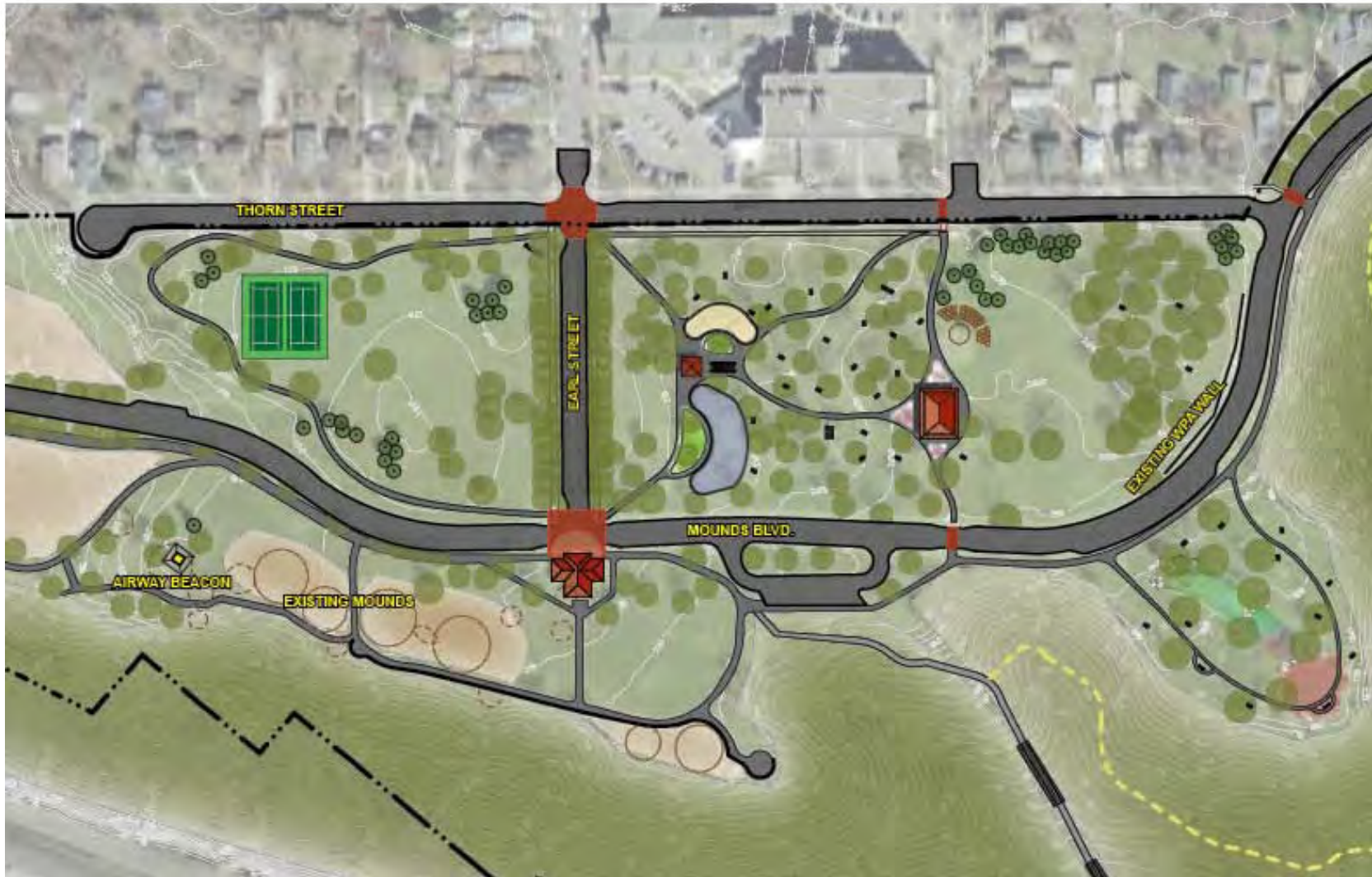
Design Advisory Committee Schedule



goals

safe maintainable flexible accessible
destination imaginative inclusive varied
fun active artful unique relevant **authentic**
integrated **resonant**

context



context



context





open outwardly focused	iconic character	state of the art materials	sleek forms	equal access to play area	clustered uses	consistent forms
protected internally focused	invisible blends in	traditional materials	rough forms	each shelter has own 'turf'	separate shelters for privacy	function





architecture

Goal: Create a Park Vision with recommendations and design guidelines

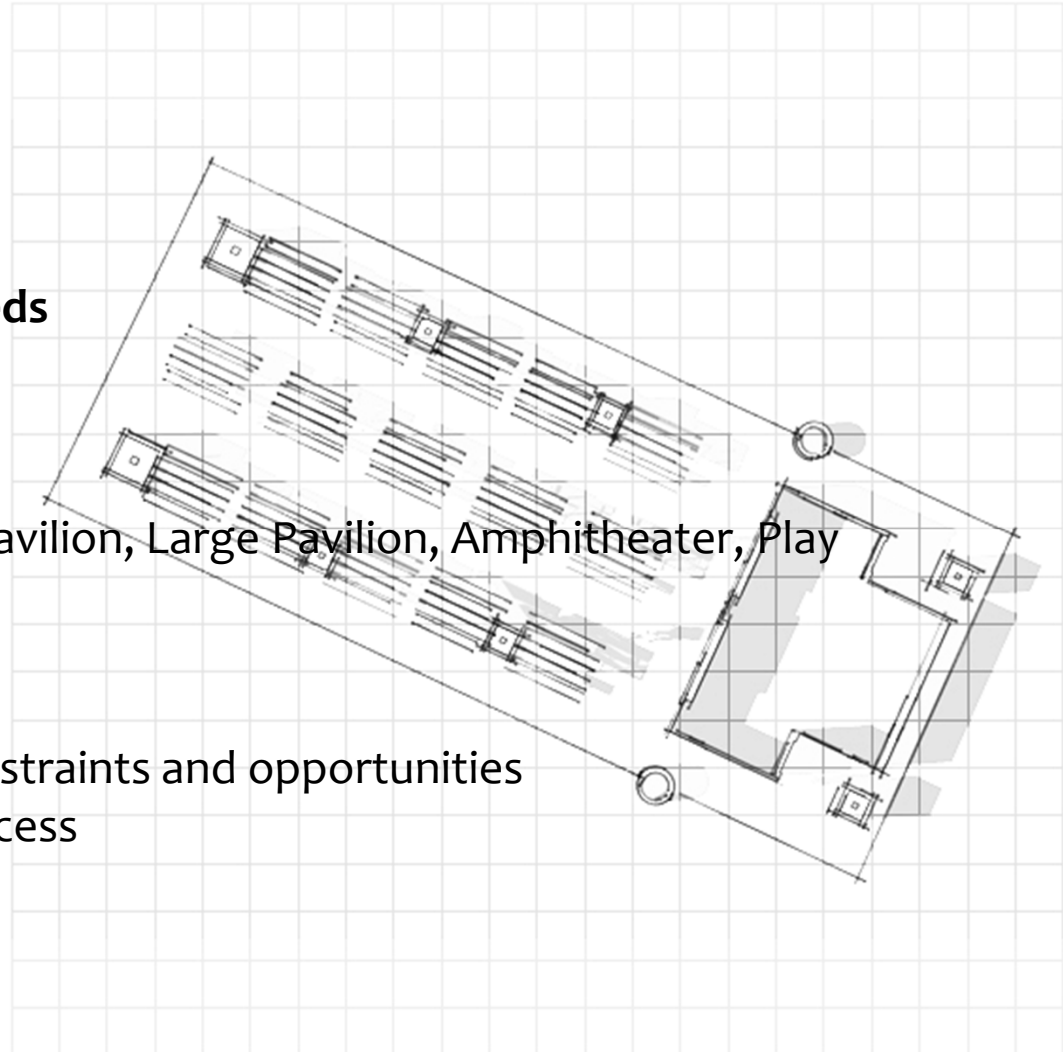
We have:

1) Defined the facility needs

- Program
- Function
- Use/Users
- Toilet Facility, Small Pavilion, Large Pavilion, Amphitheater, Play Area

2) Defined the locations

- Assessed the site constraints and opportunities
- Site Relationships/Access
- Solar Orientation
- Views



architecture

Goal: Create a Park Vision with recommendations and design guidelines

We will need to:

3) Define a Style/Theme/Character

- Historic building as precedent?
- cohesiveness

Or

- Use other 'things' to guide the design aesthetic
 - Specific location on the site
 - Visual/physical connections
- Use buildings to educate... about what?
- Incorporate sculptural elements or forms
 - that relate to overall vision



architecture

Goal: Create a Park Vision with recommendations and design guidelines

We will need to:

4) Define the Experiential Qualities

- What is the 'feeling' these structures should give us in seeing them in the landscape or occupying them?
- Light & open or protecting & sheltering?
- Are these spaces of activity/play or relaxation/contemplation?



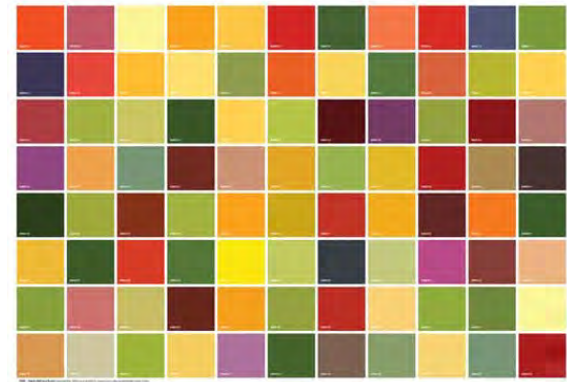
architecture

Goal: Create a Park Vision with recommendations and design guidelines

We will need to:

5) Define the material palette

- Natural/traditional
 - Stone, clay-fired brick, wood
- Modern
 - Concrete, steel, glass
- Colors
 - Neutral (fade into background)
 - Vibrant (stand out from background)



architecture

Existing Structures



- Pavilion will stay and be re-purposed
- Has a strong design vocabulary
- Sited in a prominent location
- Some historic significance

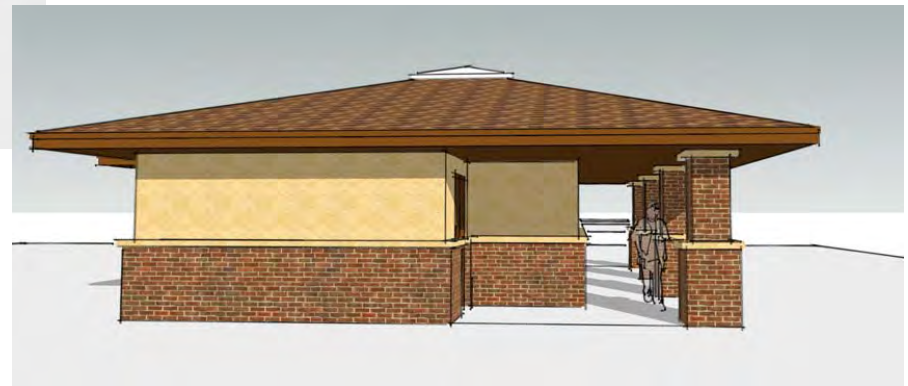


- Toilet building borrows on this aesthetic (kind of)
- Functions fine
- Expensive to tear down and rebuild

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**Historic Pavilion as Design Direction
Toilet Building**



architecture

Historic Pavilion as Design Direction Small Shelter



architecture

Historic Pavilion as Design Direction Large Shelter

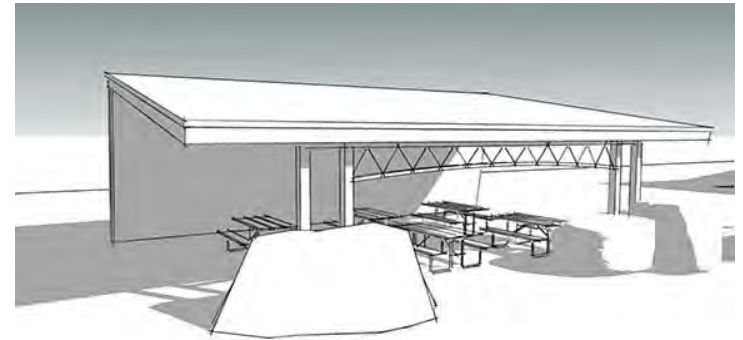
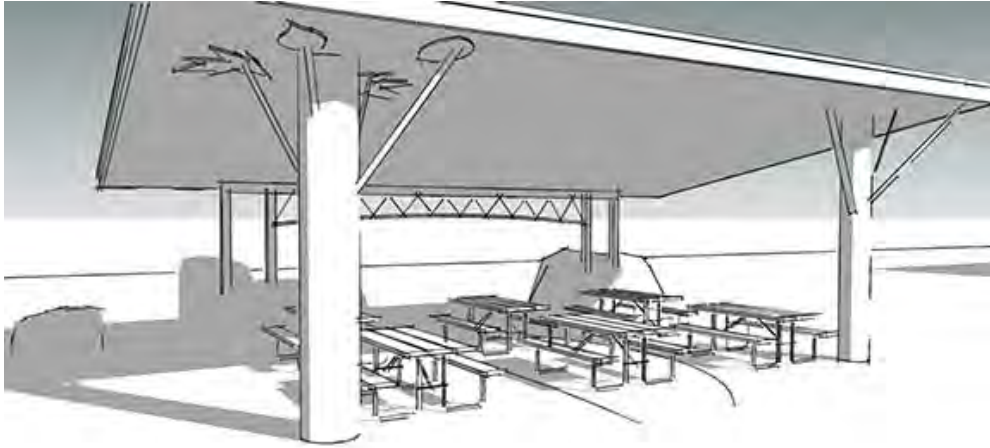


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Site/Function/Feeling as Design Direction

-Experiential quality

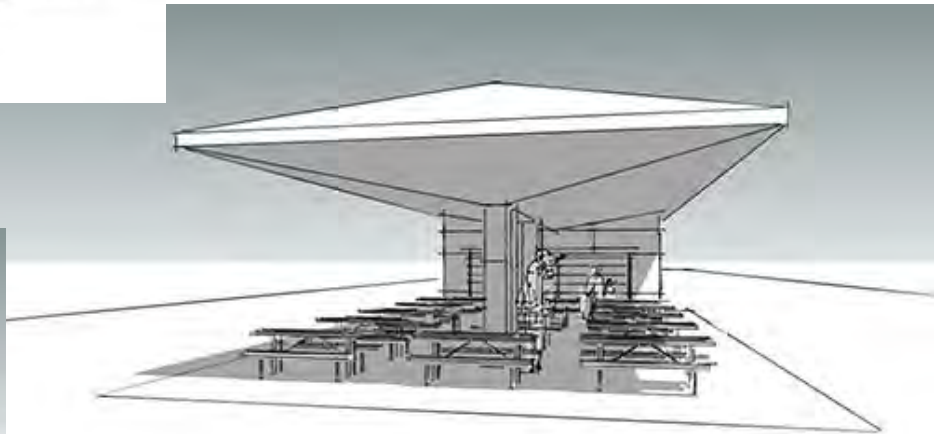
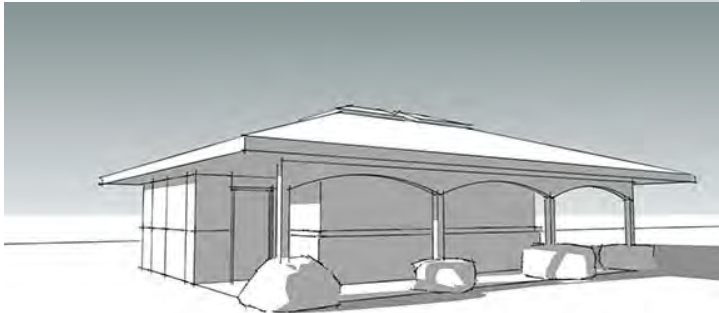
-Identity



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Site/Function/Feeling as Design Direction

- Experiential quality
- Identity

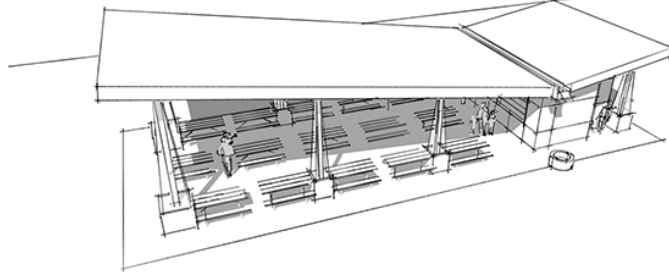
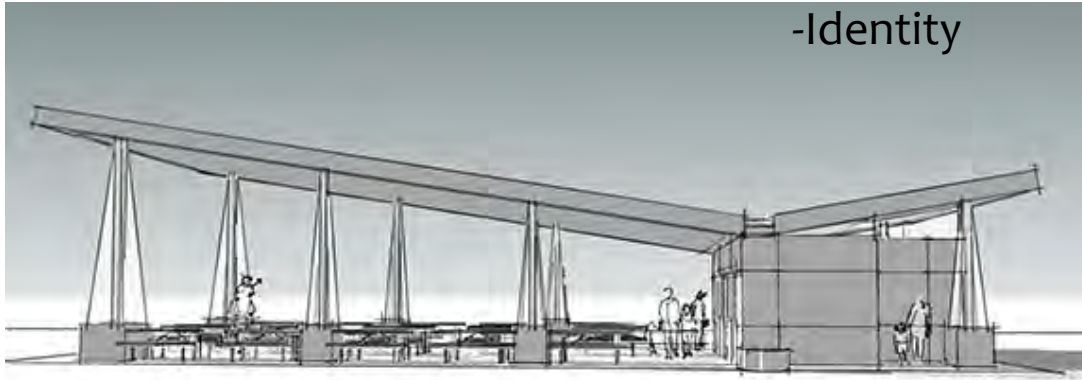


architecture

Site/Function/Feeling as Design Direction

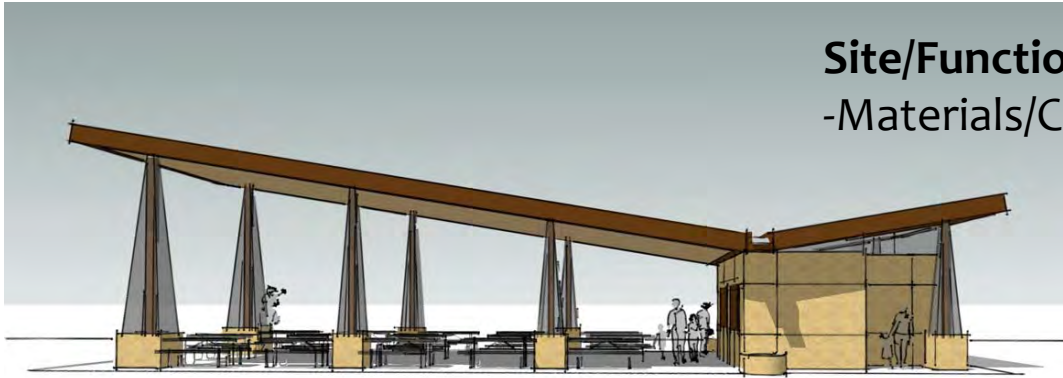
-Experiential quality

-Identity



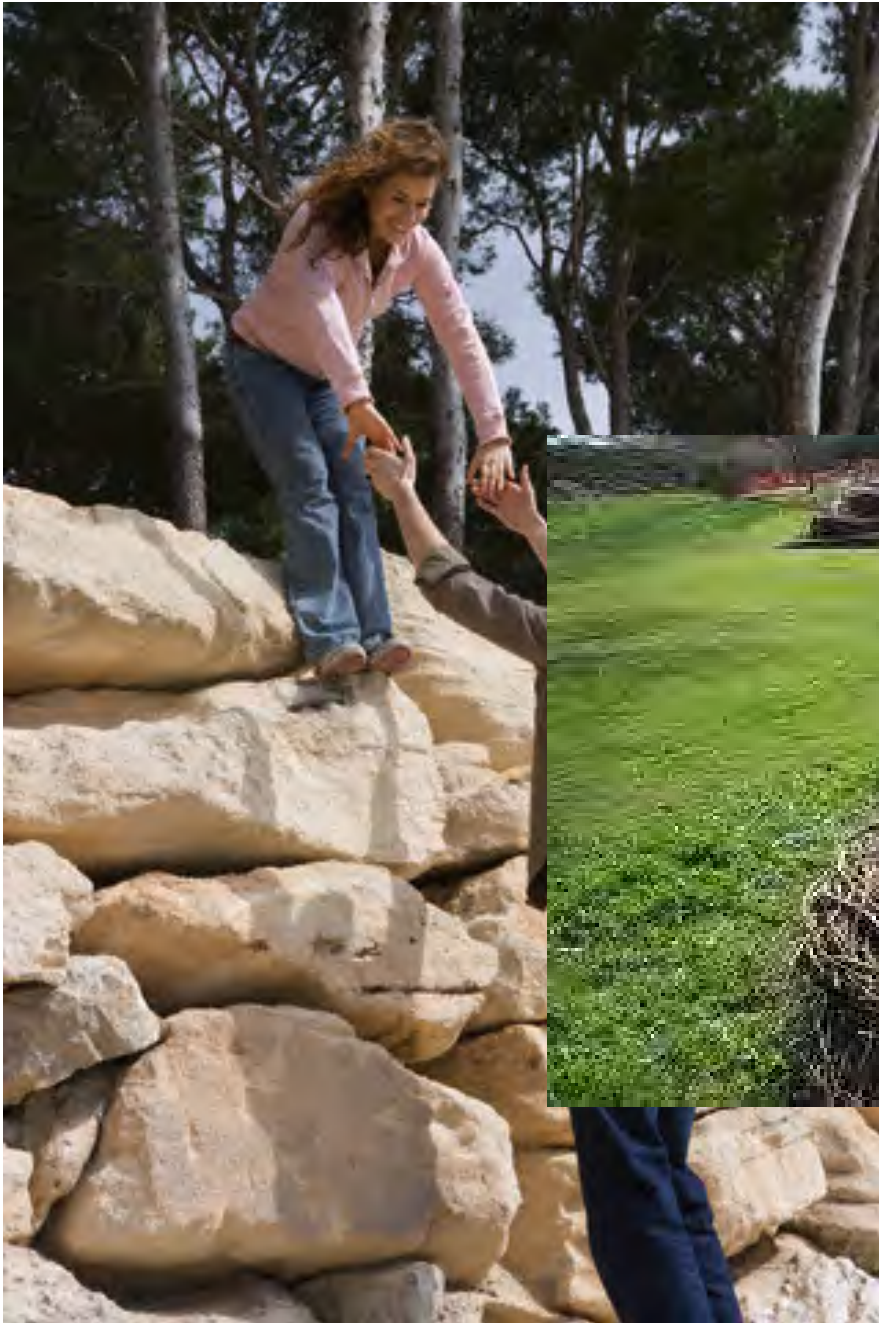
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Site/Function/Feeling as Design Direction
-Materials/Colors/Durability

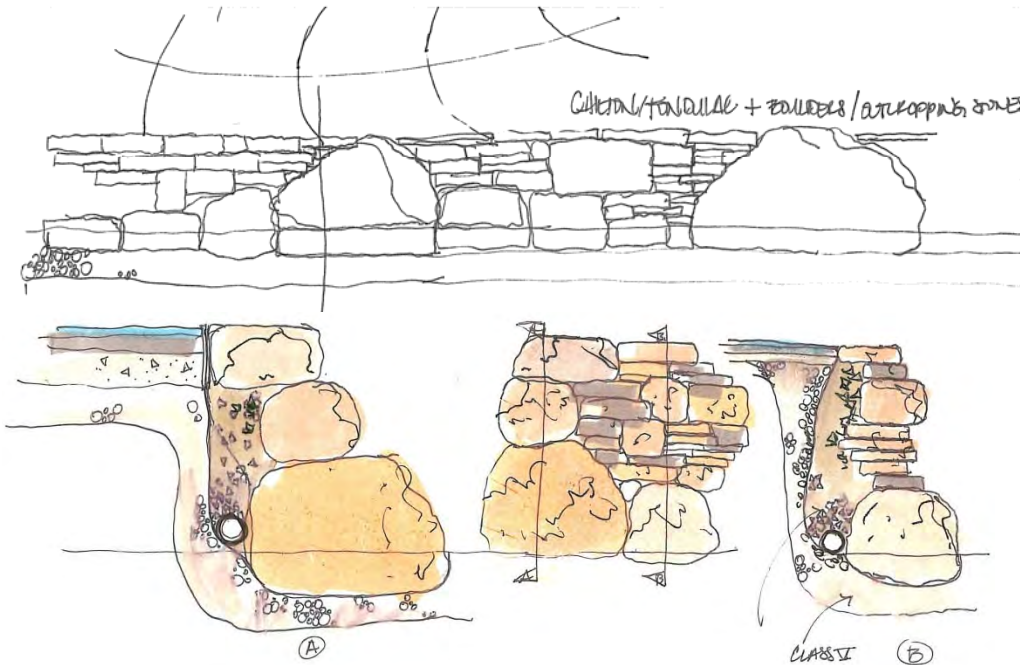


concept





components



components



components





Custom products are shown as conceptual only. Custom product manufacturing time for this project will be 16 weeks from the time of LSI order acceptance.

This park is about views out. take advantage of the platforms at different levels.
Create variety of experiences.

Better world.™

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Chris DesRoches







Indian Mounds Regional Park

St Paul, MN August 20, 2013 68005-1-3-3_reverse



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Play Area Input

materials

style

layout

Favorite feature

Least favorite feature