

Design Advisory Committee Meeting #2



design advisory committee

Role of the committee:

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



design advisory committee

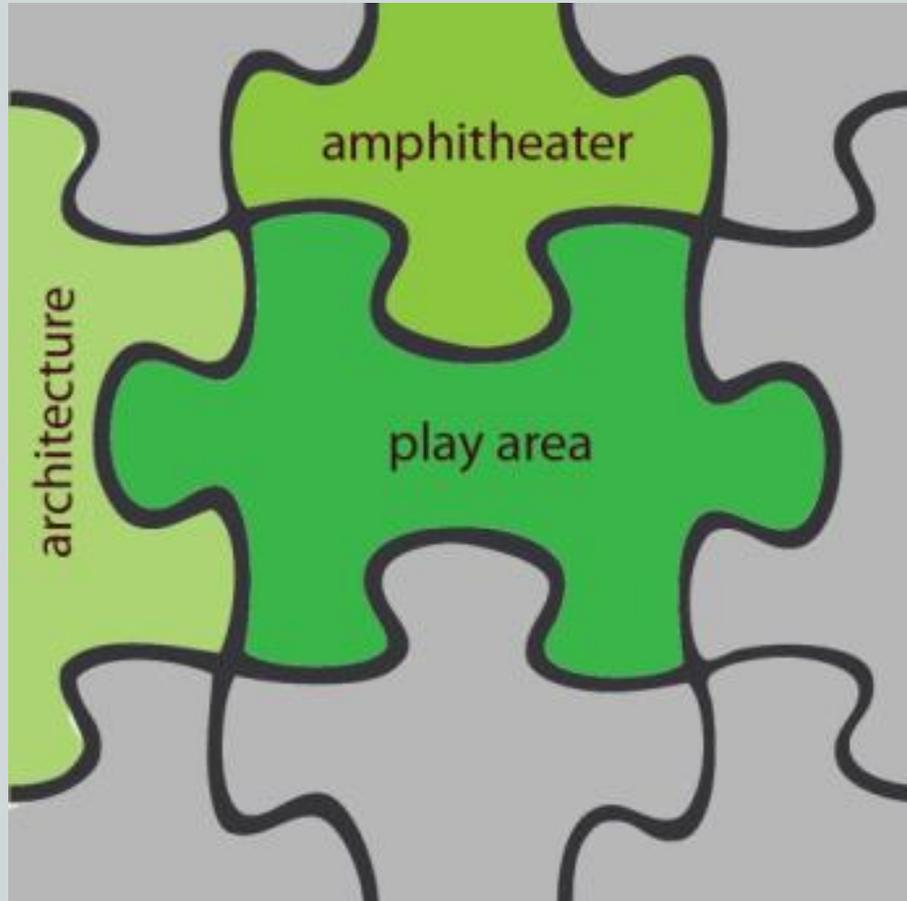
Task for tonight's meeting:

Provide sufficient information to the design team so that we can create a sustainable solution that matches the needs of the community while balancing programmatic, maintenance, environmental and financial considerations.

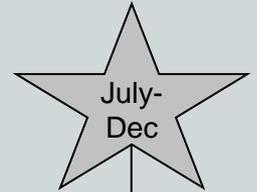
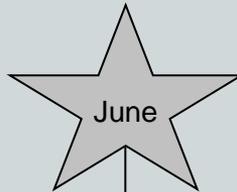
1. Architectural form, character and materials
2. Site layout
3. Play area story
 - Style
 - Materials
 - Details



project scope



schedule



PROJECT KICKOFF

- PROJECT UNDERSTANDING
- INPUT ON STYLE
- INPUT ON LAYOUT

CONCEPTS & INPUT

- ARCHITECTURAL DIRECTION
- AMPHITHEATER
- PLAY AREA
- FEEDBACK

FINAL INPUT

- REVIEW REFINED CONCEPTS
- FINAL DAC INPUT

OPEN HOUSE

- PRESENT PROCESS
- PRESENT CONCEPT

CONSTRUCT PROJECT

- CONSTRUCTION DOCS
- PERMITTING
- BIDDING
- HIRE CONTRACTOR
- CONSTRUCTION MGMT



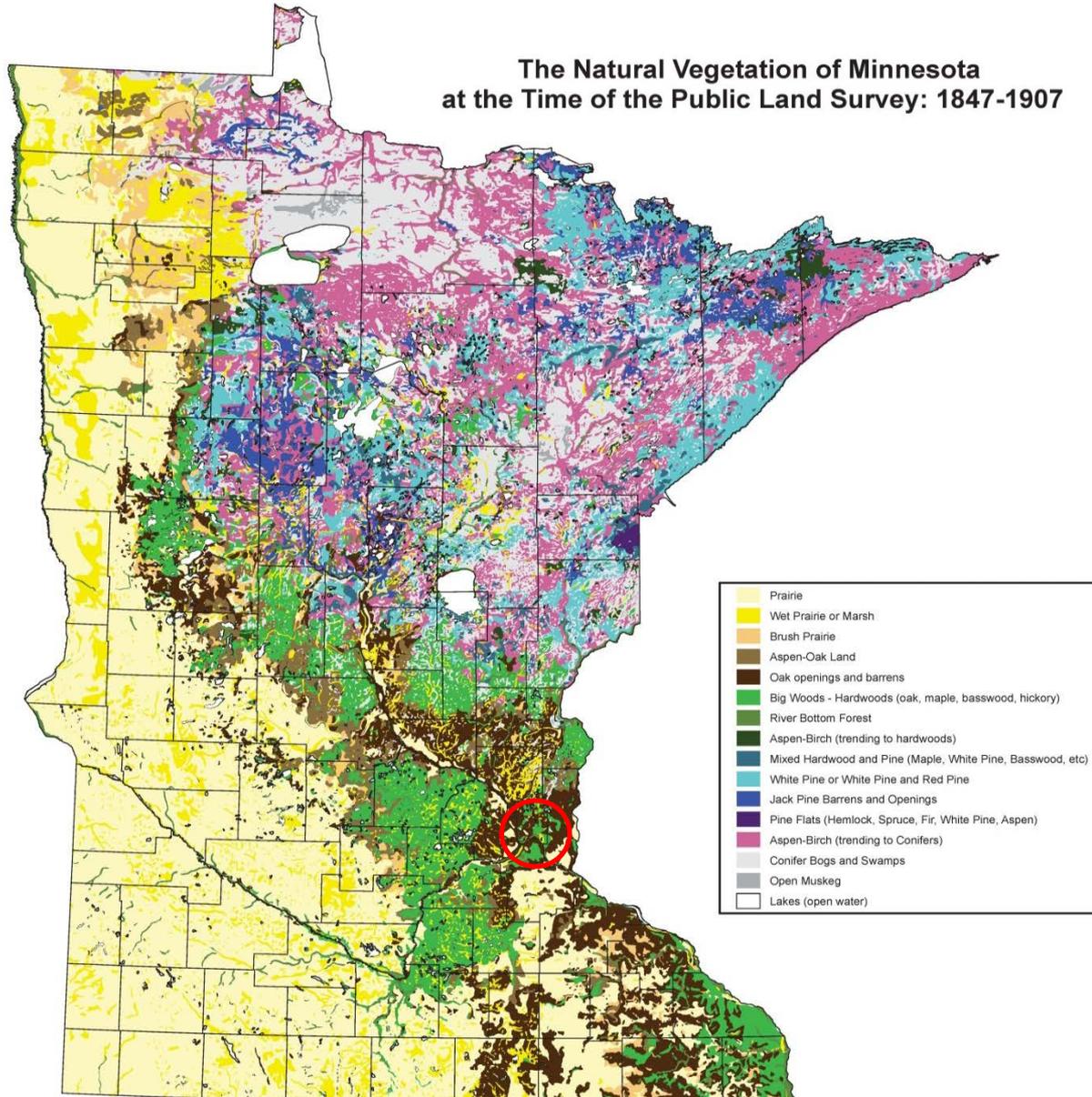
program goals

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



context

The Natural Vegetation of Minnesota
at the Time of the Public Land Survey: 1847-1907



context



context



context



context



context



existing site



site considerations



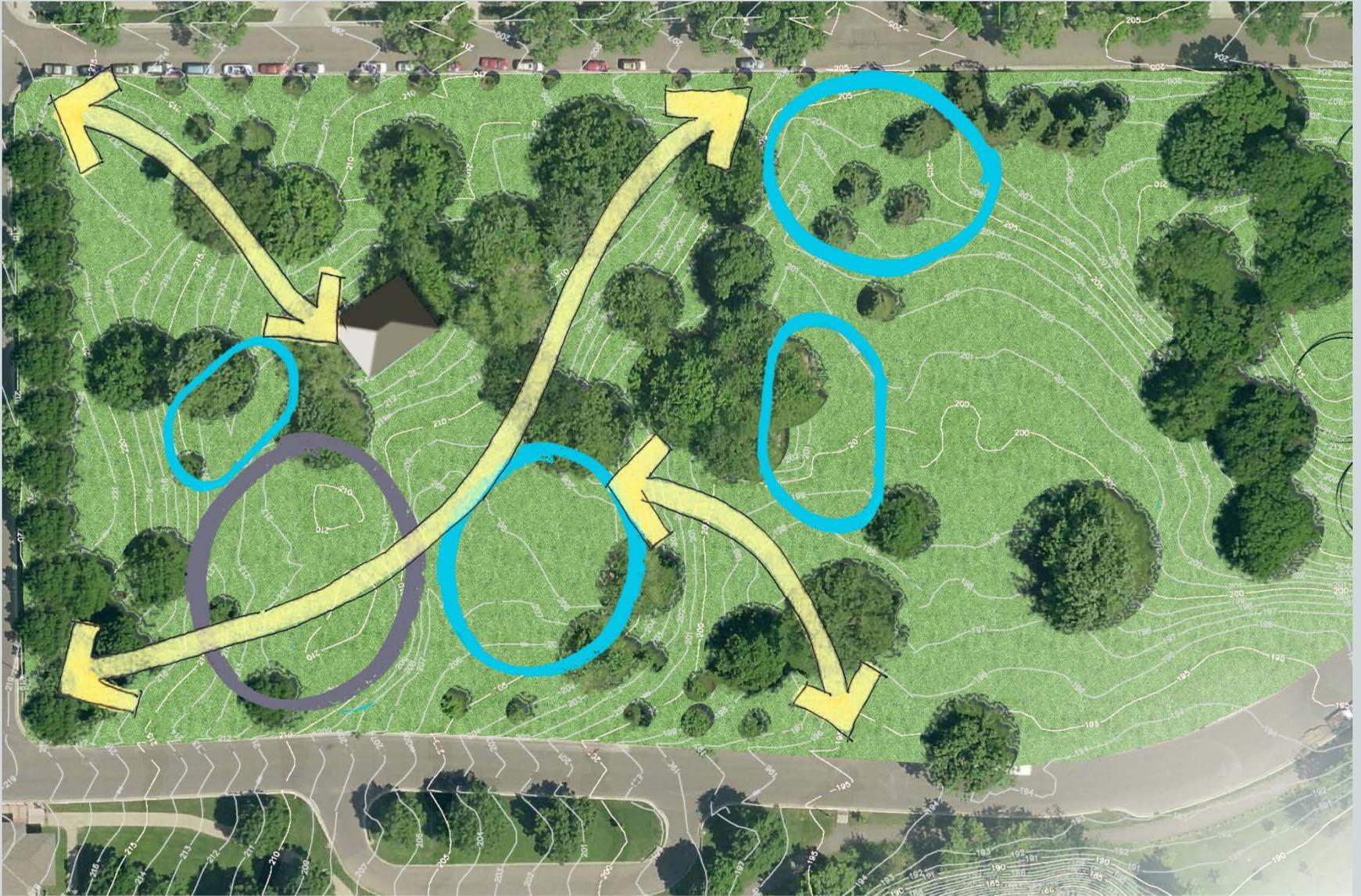
site considerations



site considerations



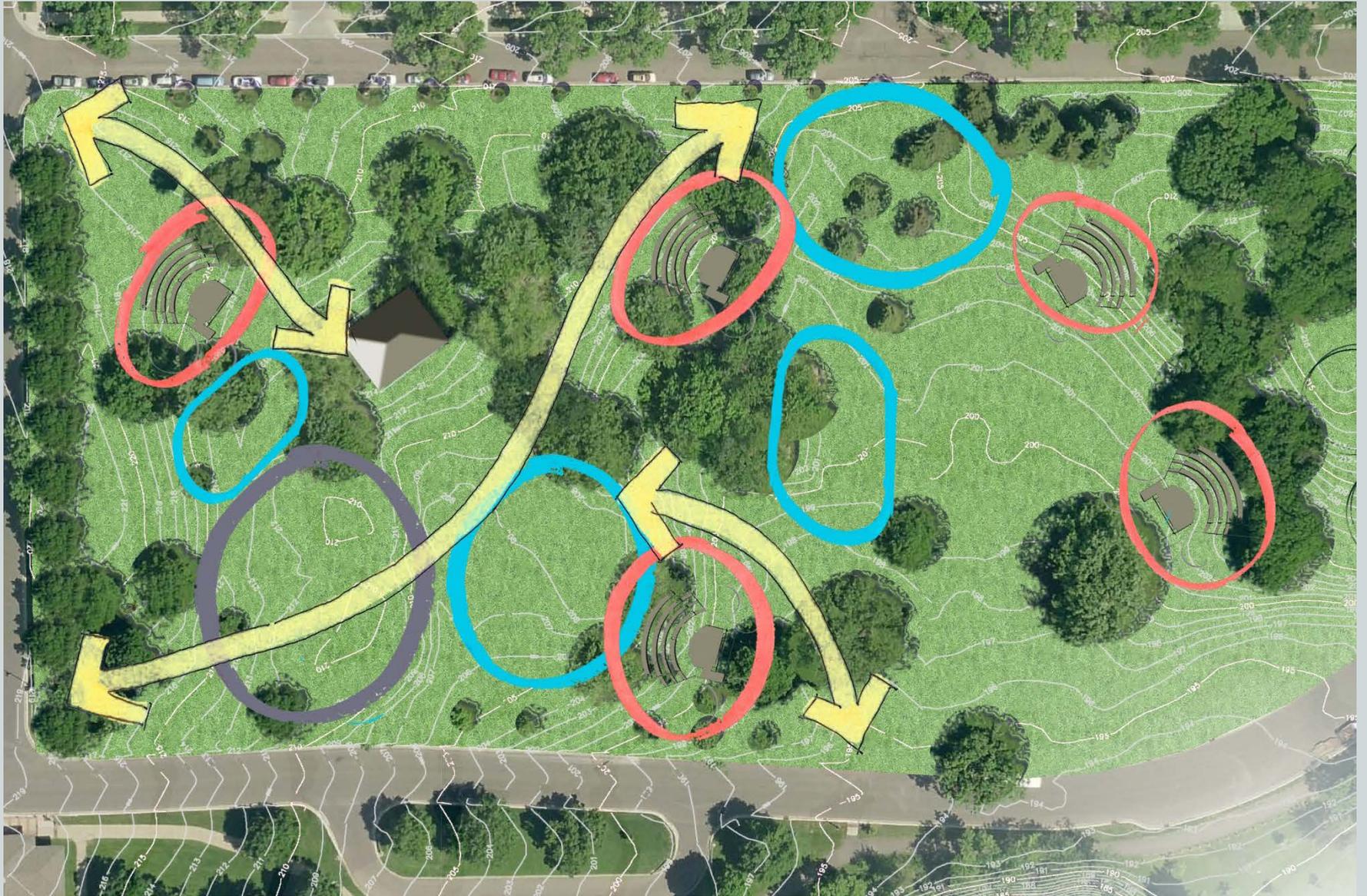
site considerations



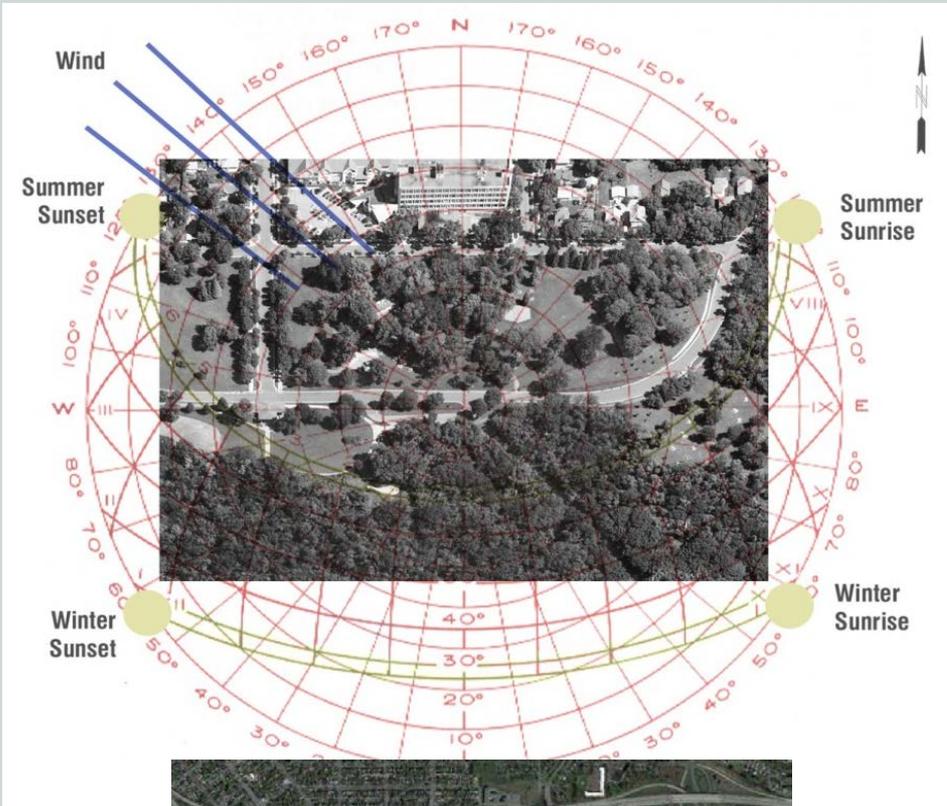
site considerations



site considerations



architecture



Site Givens

Need to understand the site – identity?
(Big Picture)

- Edges
 - Neighborhood, Bluff, Road
- Views
 - Internal/External
- Solar angle/seasons of use
- Topography
- Vegetation
- Historical Significance
- Existing structures and their value/purpose
- Experiential qualities

Use givens to enhance design decisions to maximize goals



architecture



Existing Restroom Building

- It is where it is
- Convenience to? Serves?
- Destination Building –temporary
- Backdrop building
- Odors
- Safety
- Cost effective to reuse



Aesthetics:

- Assess the condition
- Borrows on form & materials of historic pavilion (kind of)
- Possibly replace columns is keeping with historic pavilion

Thoughts on this building?



architecture



New Small Shelter Building

- Where does it go?
- Convenience to? Serves?
- Destination or Backdrop building?

Function:

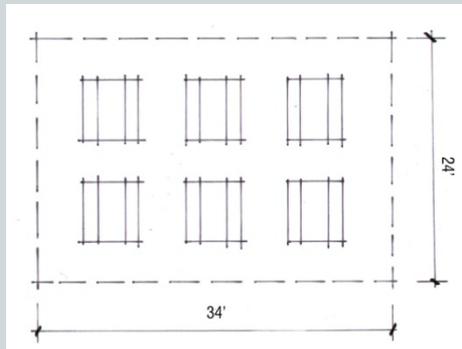
- Weather protection
- Resting & picnic area
- Views/Orientation
- Safety
- Durability/maintenance

Aesthetics:

- Borrow on form & materials of historic pavilion?

Thoughts on this building?

- Experiential quality



architecture

New Large Shelter Building

- Where does it go?
- Convenience to? Serves?
- Destination or Backdrop building?

Function:

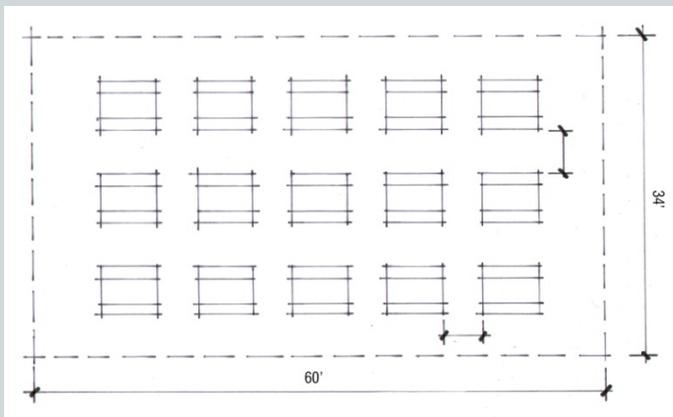
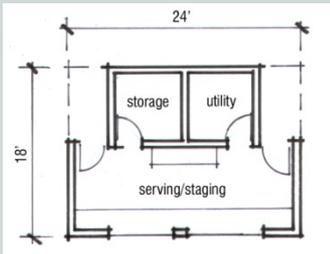
- Weather protection
- Resting & picnic area
- Warming kitchen –large group facility
- Restroom? Odors
- Views/Orientation
- Safety
- Durability/maintenance

Aesthetics:

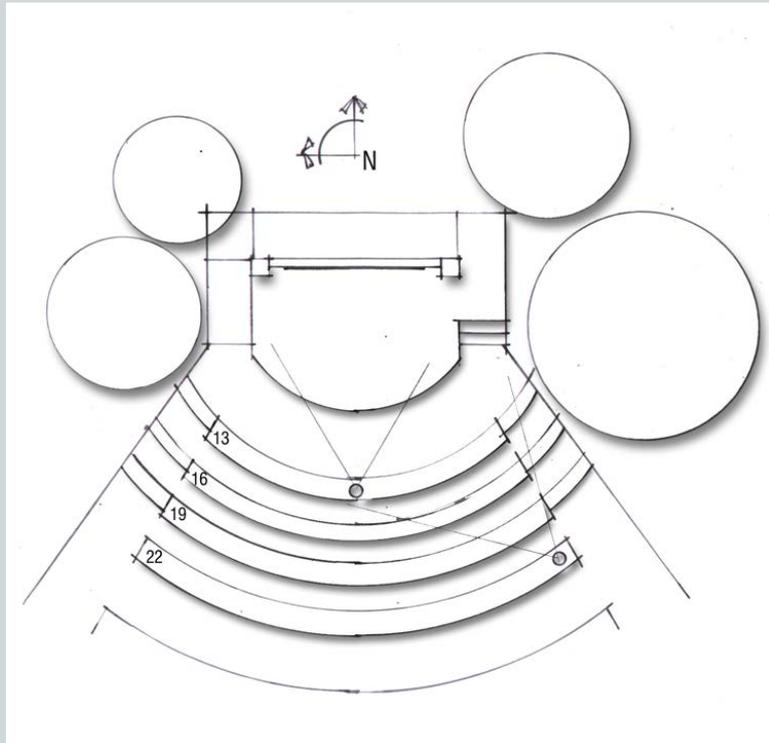
- Borrow on form & materials of historic pavilion?

Thoughts on this building?

- Experiential quality



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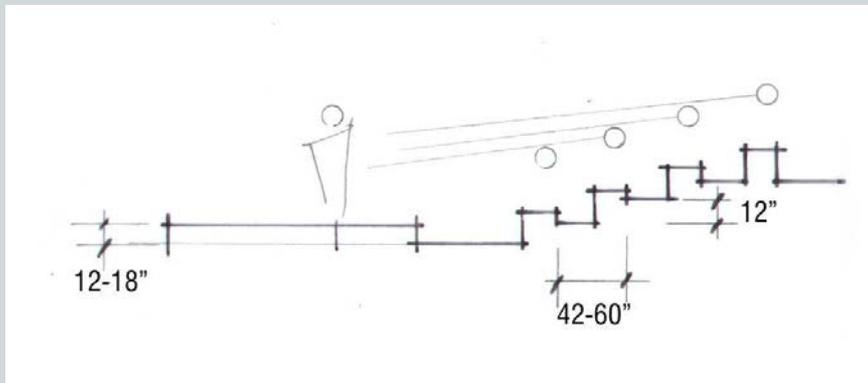


Amphitheater (landscape feature)

- Where does it go?
- Convenience to? Serves?
- Destination 'building'

Function:

- Inward focus
- Presentation/music
- accessibility
- Sound issues?
- Views/Orientation
- Durability/maintenance



Aesthetics:

- Borrow on materials of historic pavilion or landscape elements?

Thoughts on this 'building'?

- Experiential quality



architecture

Estimating Sound Levels With the Inverse Square Law

In the real world, the inverse square law is always an idealization because it assumes exactly equal sound propagation in all directions. If there are reflective surfaces in the sound field, then reflected sounds will add to the direct sound and you will get more sound at a field location than the inverse square law predicts. If there are barriers between the source and the point of measurement, you may get less than the inverse square law predicts. Nevertheless, the inverse square law is the logical first estimate of the sound you would get at a distant point in a reasonably open area.

If you measure a sound level $I_1 = 80$ dB
at distance $d_1 = 3.048$ m = 10 ft

then at distance $d_2 = 30.48$ m = 100 ft

$$\frac{I_2}{I_1} = \left[\frac{d_1}{d_2} \right]^2$$

the inverse square law predicts a sound level
 $I_2 = 60$ dB

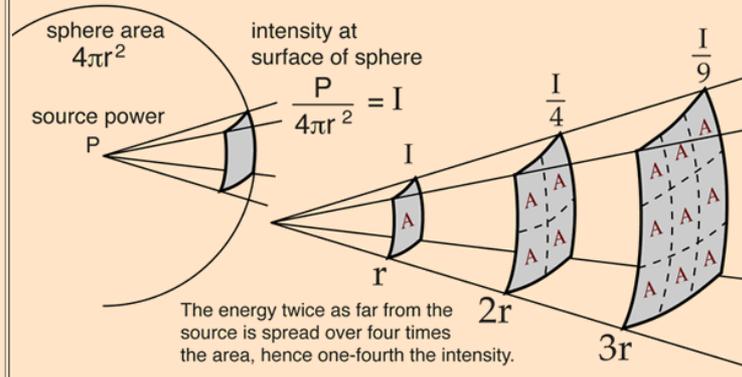
Amphitheater (landscape feature)

Sound

- Many things affect sound and carry
- humidity, wind, surfaces, topography,
- source volume, distance, etc.

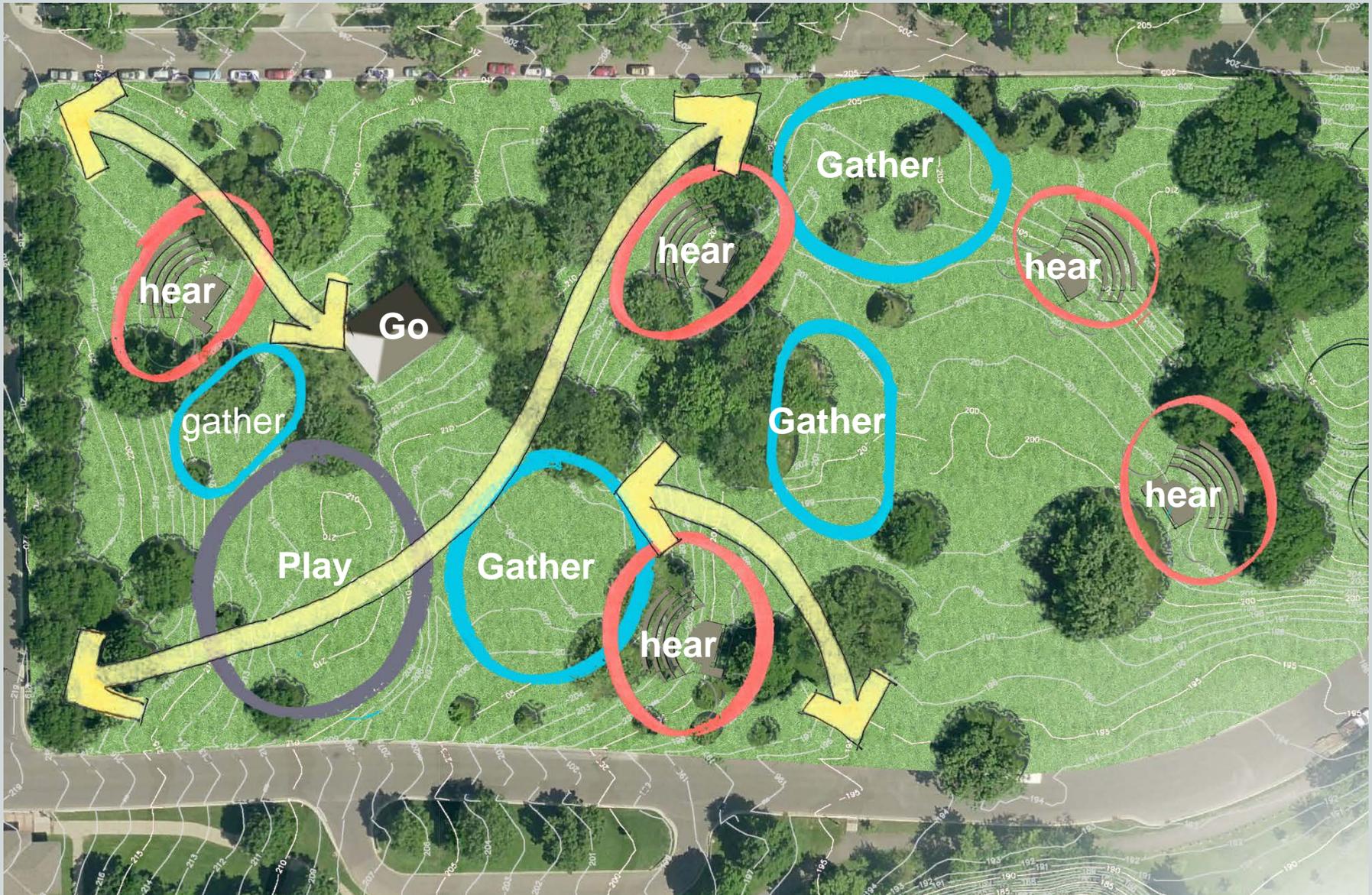
Inverse Square Law, Sound

The sound intensity from a point source of sound will obey the inverse square law if there are no reflections or reverberation. A plot of this intensity drop shows that it drops off rapidly.

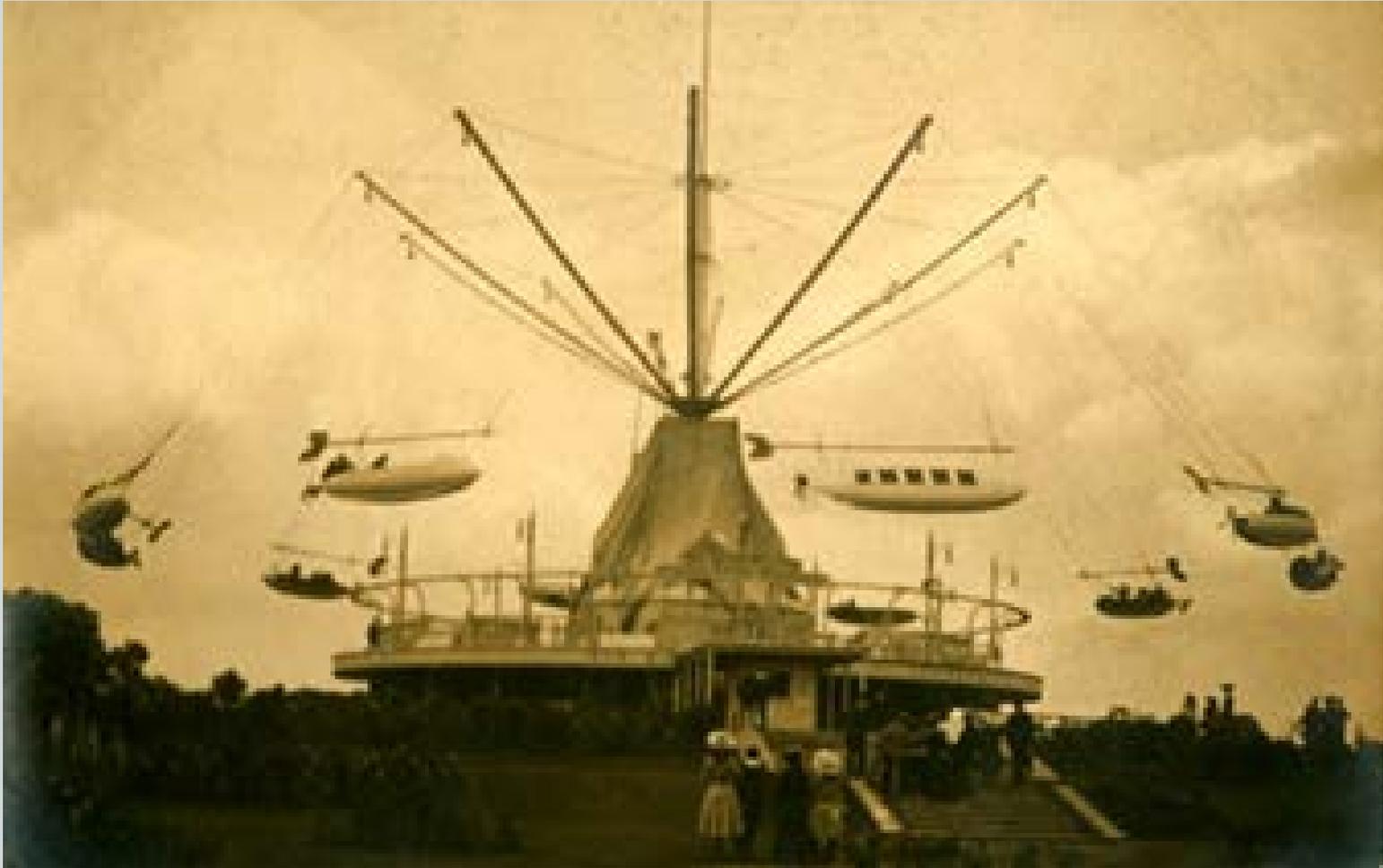


	dB	CAE
Garbage disposal, dishwasher, average factory, freight train (at 15 meters). Car wash at 20 ft (89 dB); propeller plane flyover at 1000 ft (88 dB); diesel truck 40 mph at 50 ft (84 dB); diesel train at 45 mph at 100 ft (83 dB). Food blender (88 dB); milling machine (85 dB); garbage disposal (80 dB).	80	2 times as loud as 70 dB. Possible damage in 8 hr exposure.
Passenger car at 65 mph at 25 ft (77 dB); freeway at 50 ft from pavement edge 10 a.m. (76 dB). Living room music (76 dB); radio or TV-audio, vacuum cleaner (70 dB).	70	Arbitrary base of comparison. Upper 70s are annoyingly loud to some people.
Conversation in restaurant, office, background music, Air conditioning unit at 100 ft	60	Half as loud as 70 dB. Fairly quiet
Quiet suburb, conversation at home. Large electrical transformers at 100 ft	50	One-fourth as loud as 70 dB.
Library, bird calls (44 dB); lowest limit of urban ambient sound	40	One-eighth as loud as 70 dB.
Quiet rural area	30	One-sixteenth as loud as 70 dB. Very Quiet
Whisper, rustling leaves	20	
Breathing	10	Barely audible

site considerations



playground



playground story

- what we heard you say
 - This park is **unique** : the land, the trees, nature and the cultural landscape
 - You envision a place serves to **connect** people and the environment
 - There is an opportunity to foster **stewardship** through play
 - It is important to share the **story** of this place.



playground

How can we create this?

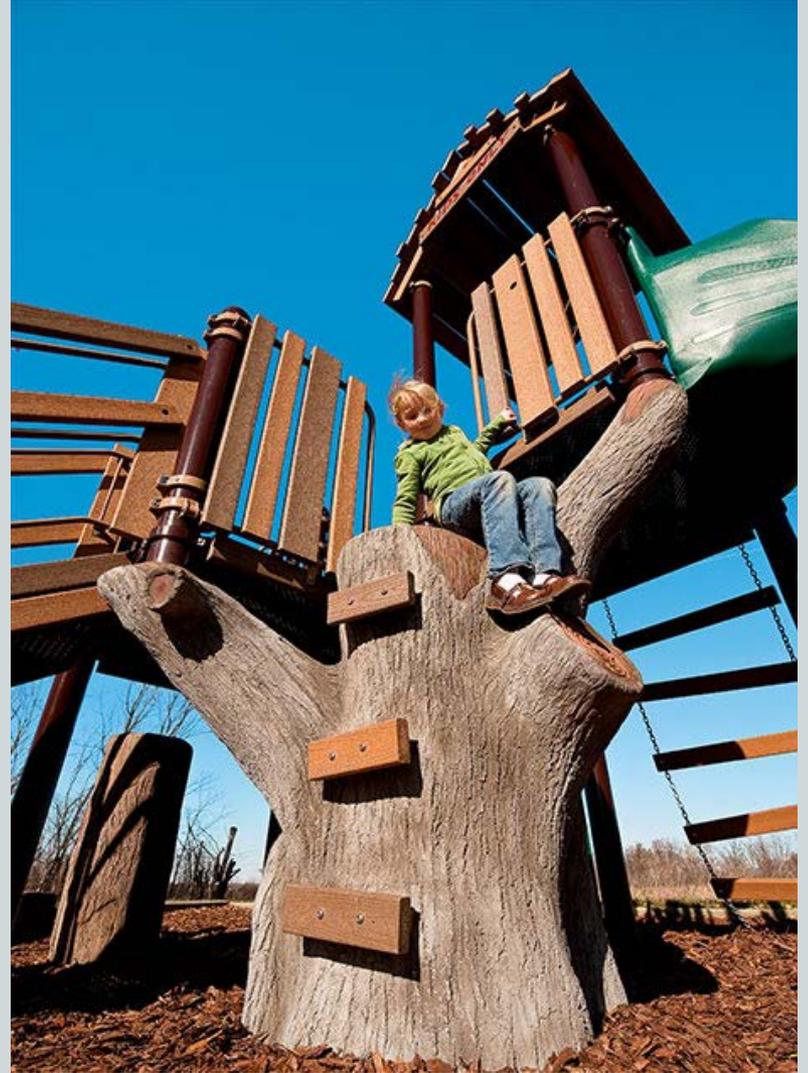
What style and materials do you feel best support the park's **unique story** while **connecting** the community and fostering **stewardship**?



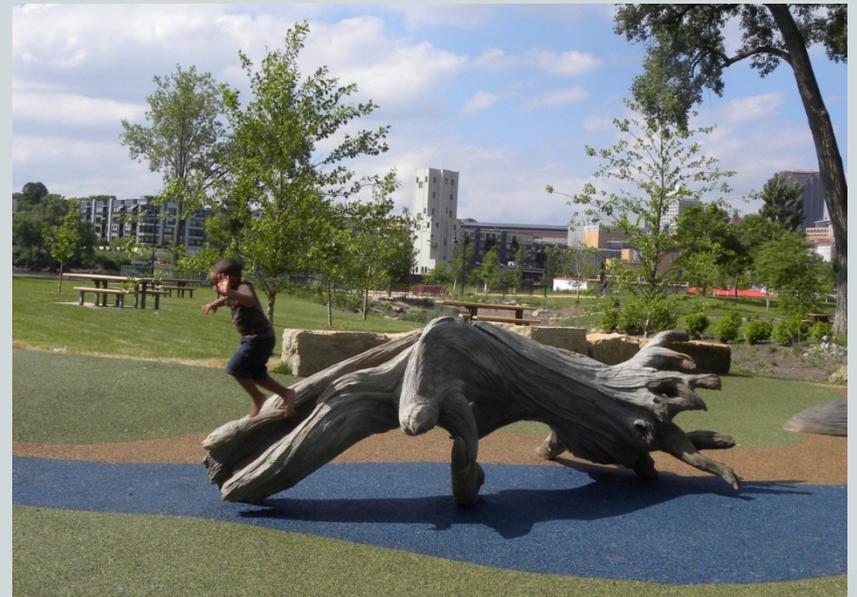
natural play areas



style



materials



story

Uniqueness of trees

Story of trees

Our connection to trees



story



story



homes/outposts



nests



webs & hives



creative ownership

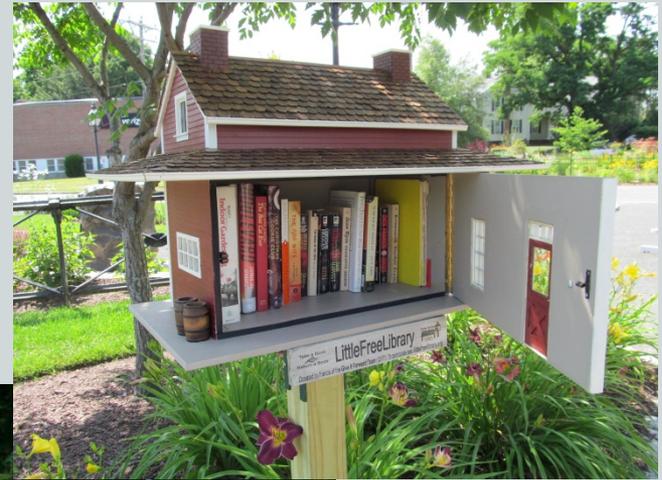
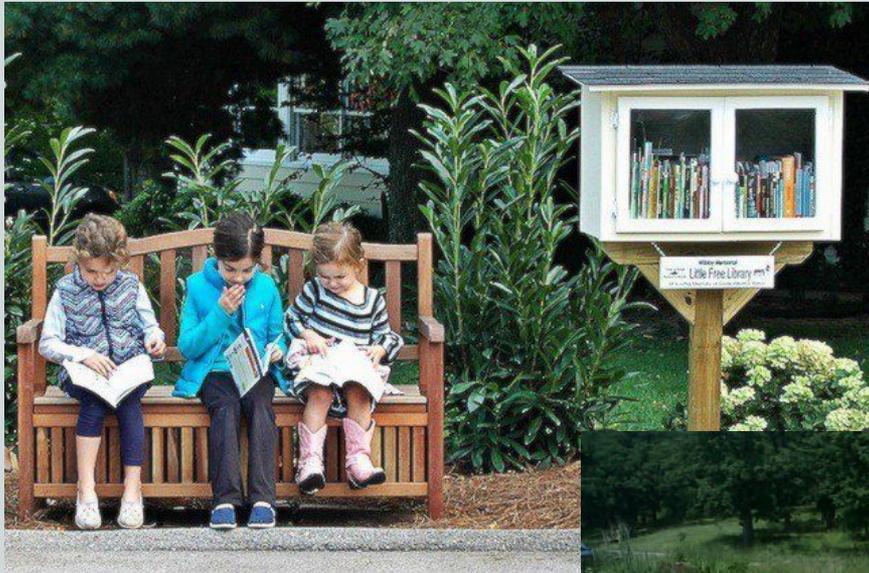
- History of the land as a place to gather.
- We want the space to be used.
- We hope this feels like an extension of your home and yard.
- What do you need to feel at home and to feel ownership?



front porch swings



little free library



What do you need to feel at home and to feel ownership?

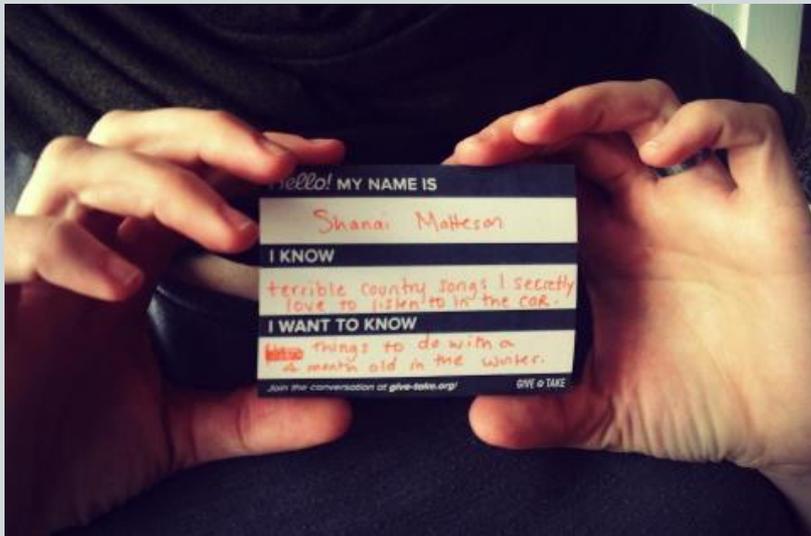


little details

- How can the little details create a sense of place, wonder and learning...
- Knowledge carved into seating surfaces, tree name tags, hidden doors, scavenger hunt, places where the community can add to the story of the place.



tree name tags



What little details would you like to see at your playground?

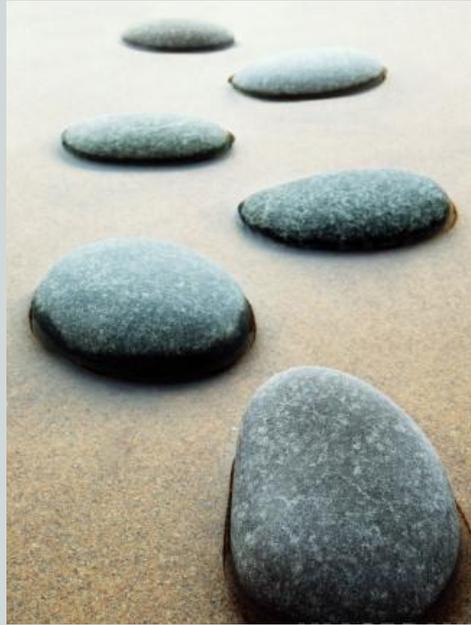


What do you want to see at your
playground?

What themes, dreams, ideas are you
interested in?



Next Steps



- Provide meeting notes to DAC
- Develop concepts based on what was said tonight
- Schedule next meeting

