WELCOME to Open House 2

A New Park at Smithe and Richards

We are transforming a PARKING LOT into a PARK...

The Vancouver Park Board is undertaking an exciting design process that will create a distinctive new park at the intersection of Smithe and Richards Streets by 2017.

This process is especially unique because an artist is an integral part of the design team.



We want to hear your input on these initial concepts!

The early stage of the public and stakeholder engagement process has informed the overall park design process. We've created four Park Design Concepts, and we would like to hear your feedback as we continue to develop them.

How will the park fit into the bigger picture?

The new park will help meet the Vancouver Park Board's vision to connect people in Vancouver to green space, active living, and community.

The park design process integrates all the main elements of the Vancouver Park Board's Strategic Plan

Have your say!



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THE PROCESS

Your Input in the Process

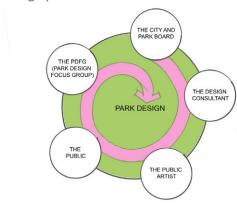
Thank you for attending today's open house! We value your time and contributions to this process.

The community input we receive will help to create a final concept that brings together the preferred elements from the Design Concepts presented today. We are also gathering input through an online questionnaire and ongoing stakeholder discussions, including with the Park Design Focus Group (PDFG).

In early 2016, a preferred concept will be presented to the community for final input before the park is constructed.

Who Informs the Design?

Several stakeholders and decision-makers are informing the design process:



PDFG* (Park Design Focus Group)

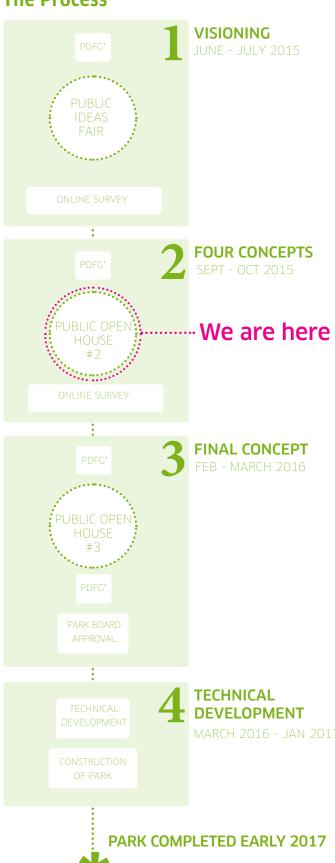
The PDFG is a group of individuals and representatives who reside, work or have involvement within an organization in proximity to the new park.

Throughout the park design process, ongoing meetings are being held so that the PDFG can provide valuable insights and experiences based on their local knowledge of the site.

The organizations that form the PDFG are:

- Downtown Vancouver BIA;
- Downtown Vancouver Association;
- Downtown Vancouver Police Department:
- Vancouver Public Space Network;
- ArtStarts Youth Art Organization;
- Contemporary Art Gallery;
- Family Services of Greater Vancouver;
- Vancouver Second Mile Society:
- · Roundhouse Society;
- Gathering Place;
- Strata President at 989 Richards Street: and
- Strata Representative for 855 Homer Street.

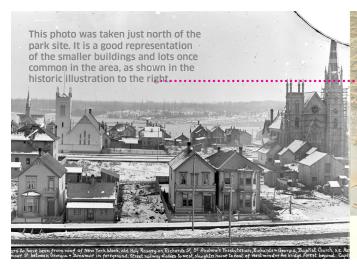
The Process



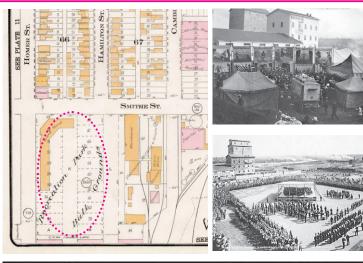
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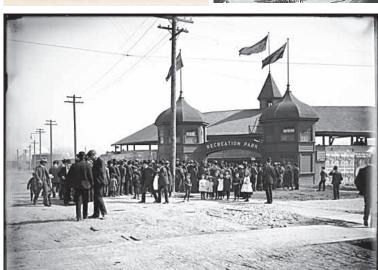
THE SITE

Looking back...









These photos and map are from around 1900. They depict the location and types of events that took place at Recreation Park. Located at the corner of Smithe and Homer Streets, this park was just a stone's throw from the future park location.



Intersection of Smithe and Richards (1970s)



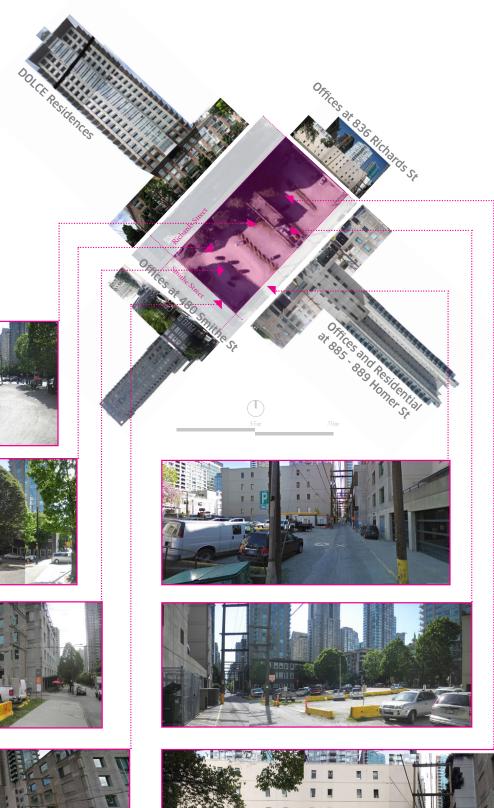
Demolition of the building at the south part of the site at Smithe Street (early 2000s) $\,$



THE SITE

Today...

The site is a parking lot surrounded by condo towers and retail units at street level. A service lane, which is a prominent characteristic of the site, runs along the eastern edge.







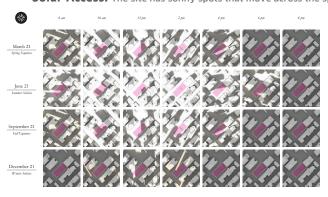




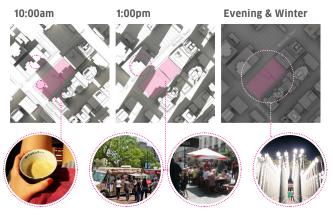
THE SITE

Characteristics – The following site qualities are helping shape the design process:

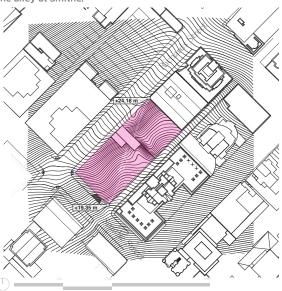
Solar Access: The site has sunny spots that move across the space throughout the day, with the exception of winter months.



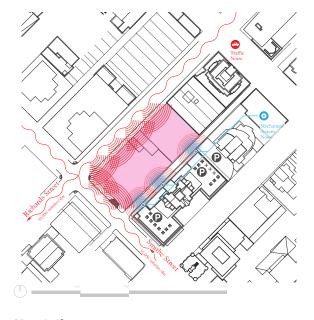
Slope: The site slopes significantly from Richards down toward the alley at Smithe.



Noise: There is considerable traffic noise on the site.



Vehicular Circulation and Traffic: Thousands of vehicles pass by the site via Smithe and Richards Streets.



Vegetation: There are 12 mature trees on the site, primarily along Richards Street.





WHAT WE HEARD

5 TOP THEMES FROM PUBLIC INPUT

Hundreds of residents attended the first public event and participated in the online survey to share their priorities and ideas for the future park. The top themes relating to park qualities are:



GREEN

Participants would value green spaces and lush landscaping including tree canopy, biodiversity, and use of indigenous plant species in the future park.



PLAY

Participants would value opportunities for play, including for young children. Examples provided include interactive art, physical play, performance spaces, and other ideas.



SCALE AND COMFORT

Participants like the idea of a comfortable park scale and opportunities for lingering (e.g. seating).



FOOD AND ENGAGING EDGES

Participants like the idea of being able to purchase a coffee or food in the park, and they favour other activities and design elements that serve to draw passersby into the park.



PROGRAM

Participants support the idea of having a range of organized activities take place to activate the park space.

FUNDING OPPORTUNITIES

Potential revenue-generating opportunities can help establish and sustain different activities in the new park. Participants most strongly supported the following funding opportunities:

- hidden parking (i.e. beneath the park);
- food (e.g. coffee shop, food kiosk, restaurant); and
- event spaces for rent.



WHAT WE HEARD

During the Community Ideas Fair in June 2015, we asked people of all ages to draw on a chalkboard and share what they would like to see at the future park. Here is what they drew...





Free Ice Cream



Zip Line



Water Feature Safe for Children



Spider Web



Stage for Fun Community Events



People Using/Making Things with their Hands



Native Plants



Swings



Performance Space



Café



Café Seats & Shade



Beer Water Fall

PRINCIPLES for the future park

"But the City is not just a place in space, it is a drama in time."

- Patrick Geddes, 1895

PRINCIPLES GUIDING THE PARK DESIGN

Four key principles were developed that have shaped the development of early concepts for the future park. These principles are based on:

- early community input;
- other park precedents and ideas from the design team, which includes local artist Gareth Moore;
- the Vancouver Park Board's vision to connect people in Vancouver to green space, active living, and community; and
- unique site characteristics and other contextual, technical, and financial considerations.



honouring the site and defining a place

The design will aim to **reference the past or present unique characteristics of the site's cultural and environmental composition.** This includes the indigenous forest that once blanketed this neighbourhood or the smaller scale residential properties that existed here until recently. The design aims to seek out stories and attributes that will help build identity and a sense of place for the new park.



non-static, flexible and evolving

The design will aim to **maintain a bold and well defined identity to the park.** Incorporating flexible and adaptive spaces into the design that will allow for new and diverse uses, needs, and priorities to be included over time. The design will provide the optimal environment for trees and plants to thrive and mature.



both introspective and socially dynamic

The design will aim to provide opportunities for moments of quiet and solitude, as well as for moments of social interaction and vibrancy.



multiple layers and experiences

The design will aim to **create spaces that offer more than a singular prescribed use** or function. Maximizing the usability of the available space will offer multiple opportunities to be activation.

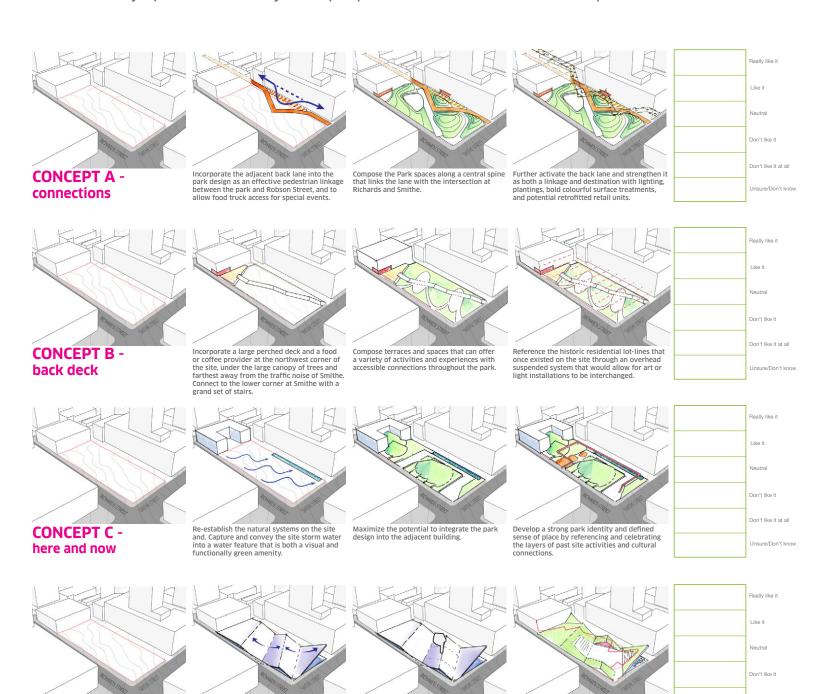


FOUR CONCEPTS

Four distinct concepts for the future park have been developed.

The composition and frameworks for each of the four CONCEPTS below have been inspired and influenced by site-specific characteristics and the four design PRINCIPLES.

The community input we receive today will help us prioritize elements of each of the concepts.



Compose the park structure to accommodate

a variety of spaces and activities within the

Park, from quiet passive park uses to more intensive group activities such as basketball

or roller hockey.

Design the park structure to be able to

as bike and/or car parking below.

integrate and accommodate a lush and green

landscape above, while maintaining the potential to accommodate functional uses such

constructed Stay involved!

CONCEPT D-

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park, such as bike and/or car pa

Develop park construction that allows for

notential infrastructure to exist beneath the

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Don't like it at all

Unsure/Don't know

CONCEPT A - connections

Developing the Park Framework



FOOD KIOSK

ACOUSTIC BARRIER

BOLD, PLAYFUL LANDSCAPE TREATMENT

CREATIVE STUDIO / FLEX

CENTRAL SPINE BOARDWALK

ACTIVITY TERRACE -SPLASH PAD

FOOD TRUCKS

INCORPORATED LANE

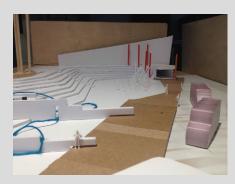
LARGE OVERHEAD PROJECTION SCREEN

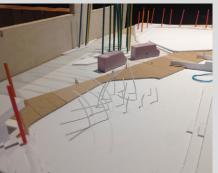
SECRET GARDENS

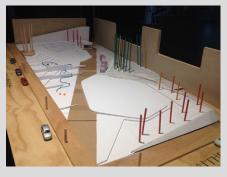
PLANTED BUFFERS

OPEN GREEN SPACE

PLANTED BUFFERS









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CONCEPT A - connections

Key ideas and elements to consider

The following are illustrative examples that demonstrate what may be possible:



Bold Playful Landscape Installations

Through colour and material choice, create a bold and sculptural landscape that would provide opportunities for multiple uses such as a playscape, amphitheater during special events, or just hang-out spaces for watching the daily activities.

like it	Like it	Neutral	like it	it at all	Don't know

Creative Studio / Flex Space

Incorporate a modest on-site studio structure that would provide opportunities for programmed activities and performances such as poetry readings, art fabrications/installations, and movie nights.

Real like	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Working with the Lane

Embrace the lane as an important pedestrian connection and integrated feature within the park. This would allow food trucks and special events to be easily accommodated.

like it	Like it	Neutral	like it	it at all	Don't know

Secret Gardens

Situate smaller sunken spaces or 'outdoor rooms' along the edge of the park, allowing for quieter, more intimate park experiences. Their location and size would reference the earlier historic residential homes once situated on the site.

	Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know
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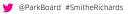
Open Green Area

Provide an open lawn area that would accommodate typical passive park activities such as sun bathing, picnics, and the occasional Frisbee game.

like it	Like it	Neutral	like it	it at all	Don't know

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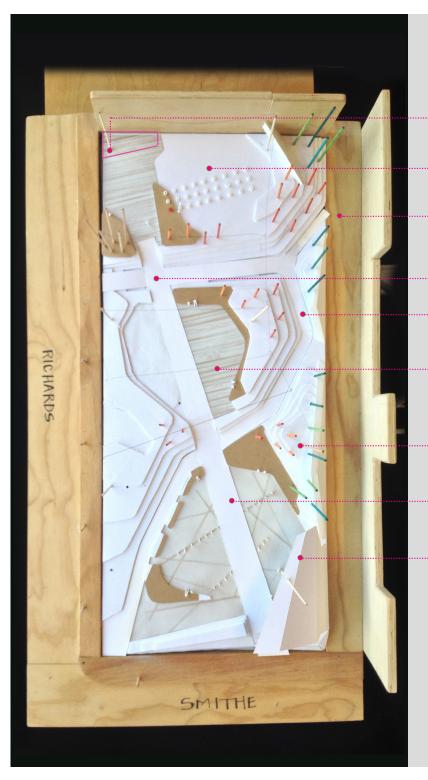


CONCEPT A - connections



CONCEPT B - back deck

Developing the Park Framework



FOOD KIOSK

UPPER TERRACE / DECK

SCREENED AND BUFFERED LANE

GRAND STAIRS

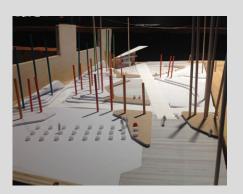
GENTLY SLOPED

MID TERRACE / DECK

PLANTED BUFFER

LOWER TERRACE / DECK

COMMUNITY PAVILION









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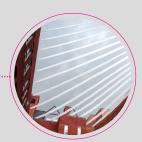
CONCEPT B - back deck

Key ideas and elements to consider

The following are illustrative examples that demonstrate what may be possible:













Coffee Kiosk

Include a small coffee Kiosk at the upper west corner of the park or, if possible, incorporate a larger retail unit into the existing building that flanks the park to the north.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Overhead Light and Art Canopy

Provide an overhead canopy system that could be used to accommodate art or lighting installations.

	Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know
ı						

Large Sculptural Decks and Landforms

Use engaging edges and seating to invite people to hang out and enjoy everyday park activities - the 'Theatre of Life'.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Activity Terraces and Water Feature

Provide 'outdoor rooms' or terraces that culminate in a large oven paved area at the southern portion of the park, where there is the most sun access. Associated with the Community Pavilion, this space could be programmed to hold a variety of formal and informal outdoor events.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Community Pavilion

Incorporate a pavilion structure at the southern corner of the site as a gateway or marker. It could host a number of programmed public events throughout the year and offer storage for items used in the adjacent terrace space. Its location would also help block traffic noise.

	Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know
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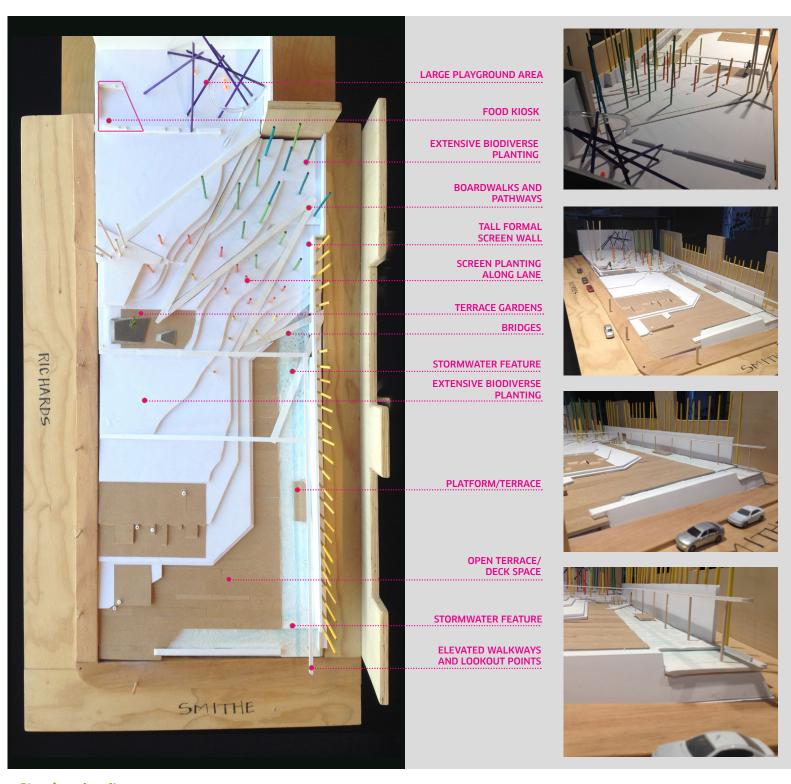
CONCEPT B - back deck

What it might look like



CONCEPT C - here and now

Developing the Park Framework



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CONCEPT C - here and now

Key ideas and elements to consider

The following are illustrative examples that demonstrate what may be possible:



Big and Bold Playscapes

Create the most exciting and fun playground in the city. Incorporate current playscape practices and integrate natural materials and custom play equipments to produce a unique experience that becomes a city-wide destination.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Lush and Biodiverse Naturescapes

Create an area for sustainable, biodiverse planting of native plants and trees, and provide a walkway or boardwalk system to allow safe and controlled access.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Elevated Journey and Views Incorporate a series of sculptural walkways that allow park

visitors a unique experience and dramatic vantage points of the adjacent city streets.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Captured and Celebrated Rain Water

Employ sustainable practices by capturing, cleaning and storing on-site storm water for future uses such as plant irrigation.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

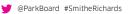
Park Rooms and Terraces

Along the Richards Street edge of the park, incorporate a series of smaller terraces or rooms that offer a variety of spatial experiences and programmatic opportunities.

Really like it	Like it	Neutral	Don't like it	Don't like it at all	Unsure/ Don't know

Stay involved!

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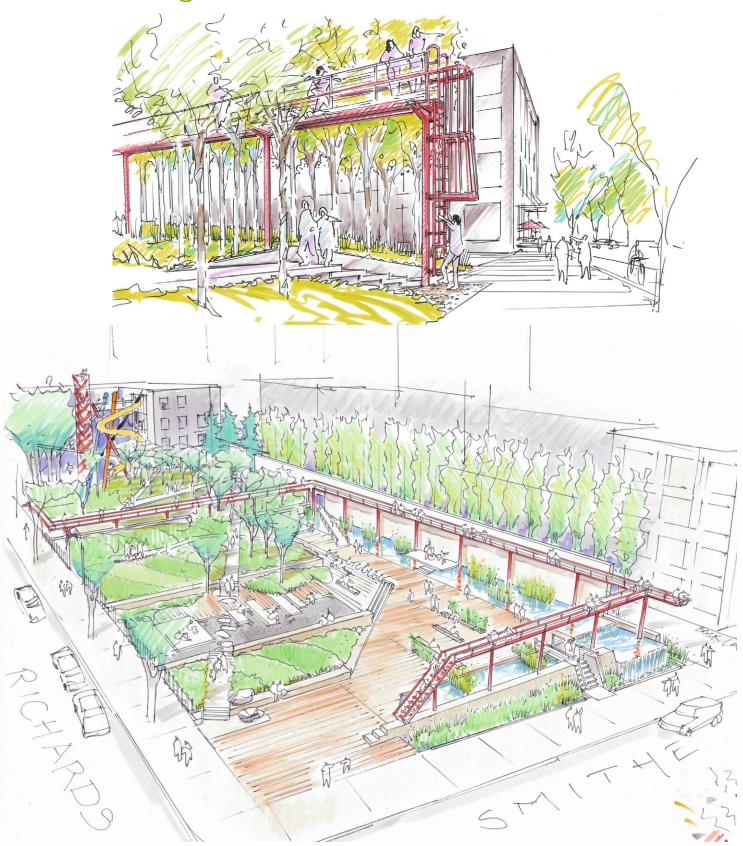


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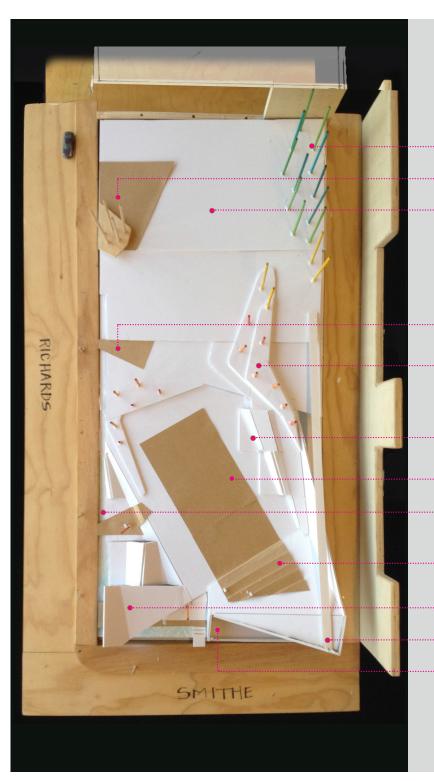
CONCEPT C - here and now

What it might look like



CONCEPT D - constructed

Developing the Park Framework



PLANTED BUFFERS
DECK UNDER EXISTING

IKLLS

OPEN GREEN AREA

BRIDGE/ THRESHOLD INTO PARK

PLANTED BUFFERS

SEATING ELEMENTS

ACTIVITY TERRACE

PLANTED STORMWATER CHANNEL

PERCHED SEATING DECK

PARKADE ACCESS/KIOSK

VIEWING DECK

BIKE / CAR PARKING LEVEL BELOW







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CONCEPT D - constructed

Key ideas and elements to consider

The following are illustrative examples that demonstrate what may be possible:



Integrated Amenity Spaces

Articulate the constructed landscape to form usable covered interior space that could accommodate either retail uses or storage and amenity areas.

Strongly Dislike	Dislike	Neutral	Like	Strongly Like

Open Active Terrace Space

Provide an open paved areas that can accommodate a variety of activities, from a pickup game of basketball, to a community pingpong festival or a ballroom dancing flashmob.

Strongly Dislike	Dislike	Neutral	Like	Strongly Like

Covered Seating Elements

Provide a variety of covered places for sitting by creating light weight canopy structures and/or by utilizing the canopy of a well positioned tree.

Strongly Dislike	Dislike	Neutral	Like	Strongly Like

Sculptural Landforms as Buffer

Further manipulate the landscape to create bold and dramatic structures that provide seating for watching park activities and that also provide a buffer to the adjacent city traffic and back lane operations.

Strongly Dislike	Dislike	Neutral	Like	Strongly Like

Hidden Bike and/or Car Parking Incorporate the potential for bike and/or car (share) parking

under a portion of the park. This could come in the form of a compact parkade structure, or a bicycle vending storage technology.

	Dislike	Dislike	Neutral	Like	Like
Г					

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CONCEPT D - constructed

What it might look like:







WHAT'S NEXT?

Using Your Input

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In early 2016, a preferred concept will be presented to the community for final input before the park is constructed.

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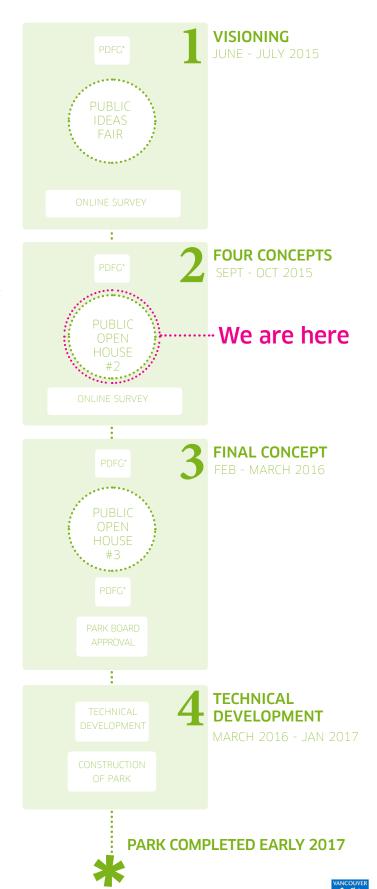


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The Process



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