



Figure 1. View of Running loop and Building 12 to the left. Right is Building XX

A. Oakridge Urban Design Vision:

The architecture of Oakridge is a response to a myriad of functional, poetic and visionary aspirations set in motion by this unique opportunity to build Vancouver's only municipal town centre outside of the downtown core.

The architectural expression is both urban and topographical, combining multiple positive attributes found in the history of cities. Fundamental principals were distilled from disparate planning movements from Ebenezer Howard's Garden City movement of the late 19th century to Le Corbusier's Radiant City. Poetic inspirations range from Italian hilltop towns to the urban street walls of Europe. Each of these precedents addressed the relationship between nature and the urban fabric.

The resulting concept is a modern street-oriented urban experience that reconnects the site to the surrounding urban context while integrating nature and topography to create an organic expression of architecture emerging from the landscape. The genesis of the design narrative begins by reintroducing the lost forest displaced by the original mall and then sculpts new retail street walls to define the perimeter of the site and the High Street within, knitting together the surrounding urban fabric. Into this new landscape are sculpted retail gallerias and public rooms that emerge and define the edges of the park above. From this foundation of parks and plazas, office and residential buildings terrace upward out of the landscape and capped by iconic towers marking gateways capturing views in all directions.

Oakridge visitors will be citizens in a new organic micro-city connected to both downtown to the north and the airport to the south by rapid transit; inhabiting one of the most meaningful sustainable models of suburban mall redevelopments in the world.

B. DP-6 Design Rationale:

The scope of DP-6 occupies the central portion of the site and completes the interior facing portion of the mall as well as the 9-acre park above it. Building 12 on the northwest corner consists of market residential sitting over four levels of office podium and a retail level at grade. Together with the Family Room, the northwest mall access, it marks the entry to the future High Street. The Commons park space on Level 2 is the central public active courtyard, it is lined by the Food Hall and Restaurant (DP-5) along its eastern edge, the Woodlands (DP-2) to the south, a formal stage pavilion to the north and future retail along the western edge. The Upper Green Park area extends up and out to the northeast to the edge of the office podium that forms the base of Buildings 3 and 4 (DP-1) and overlooks the Civic Park (DP-4) at grade below. An 800 m Running-Walking Loop connects all the various rooftop park spaces.

C. Commons & Upper Green:

i. The Complete Park:

DP-6 completes the Oakridge 9-acre Park with The Commons event space and Upper Green set above the expanded mall. The vision defined with Park Board staff during the PDP process culminates in this DP with the largest contiguous park space. The Commons space at its core is the major active focal point of the project with dining spilling out from The Food Hall, the stage and Upper Green that define the northern edge and the future Aquatic Club to the west. The mix of residential, office, dining, retail, and park spaces will nurture and enhance the vibrancy of the Park.

ii. Park Inspiration:

The Park is the heart of Oakridge. The project re-establishes the landscape lost when a mature forest was cut down to build the mall in the late 1950s. At 9 acres in size, the public Park is large enough to have several distinct but related zones with varying levels of activity and density of planting ranging from large open greens to woodlands. The buildings are shaped to both support and generate the topography of the site, connecting the Park down to the surrounding city streets. The landscape is draped over the buildings, enveloping the program spaces below and spilling down to grade at the corners of the site, providing access to the Park above. The fabric of the landscape is cut and lifted to allow light to enter into the Mall below and to create space for programs such as the Food Hall and Performance Stage to emerge from the landscape above.

iii. Running-Walking Loop

The Running-Walking Loop is the major circulation route that weaves together all the upper areas of the Park. It has a total length of 800 metres or 1/2 mile and is fully accessible for all. It links various park landscapes, providing a wide range of experiences through the Woodlands, Meadow Gardens, and The Commons activity zone; overlooks the High Street and the Civic Centre Park; and engages the open space of the Upper Green.

iv. The Commons:

The Commons is intended as a hub of activity adjacent to a wide variety of restaurants and eating places around it. The area features exciting, active uses during all seasons, day and night. Elements of The Commons include:

- a. An outdoor stage pavilion with infrastructure to support 'plug & play' performances, and viewable from 360 degrees;
- b. The plaza in front of the stage can hold large events of 750 people seated or 1,800 people standing;
- c. An open lawn for a variety of informal uses including yoga, sunning, picnicking, frisbee; or a few temporary volleyball or badminton courts and to accommodate crowds for events;
- d. A major plaza with interactive sculptural elements and water play as its centerpiece;
- e. Fun, interactive fitness stations and parkour;
- f. Outdoor games from foosball to table tennis;
- g. A mix of fixed and moveable furnishings including some that can be moved aside to make space; for events.

The Great Steps:

Generous landscaped steps will connect The Commons with The Upper Green. These stairs will have pockets of landscape and integrated seating areas, similar in design language and character to the other

great steps throughout the Park. The steps are informal at the edges, where the landscape carves out places to occupy and repose or watch the activity taking place all around.

The Upper Green:

The Upper Green is envisioned as a large open lawn space located on the upper level of the park. This is what people envision when they imagine a traditional city park, a tranquil green space encircled by trees. It will function as a flexible space for informal sports, games, picnics, sunbathing, group activities and performance events. The Running-Walking Loop skirts around the Upper Green, connecting to the other areas of the Park. A pavilion also provides a covered space for concerts, performances and group activities oriented to an audience on the green such as tai chi, yoga and fitness bootcamps.

D. Building 12:

Building in the Park

In contrast to the organic towers that emerge from the landscape around the rest of site, the three towers along High Street, including Building 12, sit atop a linear commercial podium that defines the edges of both The Commons plaza and the outdoor retail thoroughfare.

The retail podium activates and provides scale for the adjacent urban spaces. The Building 12 tower is lifted above the public spaces and landscape at grade and at the rooftop Park, providing privacy while at the same time opening up views to the Park and activity below. A series of terraced, articulated balconies are stacked up on the east and west facades with metal planters carrying the park landscape up the tower.

The podium is clad with bands of metal panel. The residential levels continue the warm palette, with the slab edges articulated with same metal panel and wood texture planks on the top and bottom surfaces of the balconies.

Inside-Outside Living

The interior spaces in the residential suites open up to the exterior balconies, extending the living spaces outside. Wood texture floor finishes continue across zero threshold sliding doors, blurring the boundary between inside and outside when the doors are opened. Planters at the perimeter of the balconies create privacy and extend the park landscaping up the building.

E. The Family Room & High Street:

The Running-Walking Loop projects out over The Family Room mall entry supported on tree-like columns, drawing people upwards with its rising curves and revealing vistas down the length of High Street for the walkers and runners above. Cafes and restaurants will occupy the spaces around the plaza with diners spilling out and animating the entry area. Inside the mall entry there is access to the park elevator and indoor seating.

F. Materiality:

The material palette is inspired by the landscaped setting of the rooftop park. Glazing on the lower levels maximizes the visual connection to the surrounding Park. Wood textured soffits and balcony decks as well as warm metal panels and planters reference and complement the natural landscape and lush planting that surrounds and extends up the building.

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