

## STAKEHOLDER MEETING #1 7 MAY 2019

# CITY OF DETROIT CLARK PARK



## HamiltonAnderson

## SCHEDULE

ANALYSIS

## SCHEMES AND APPROACH

# PARK COMPONENTS

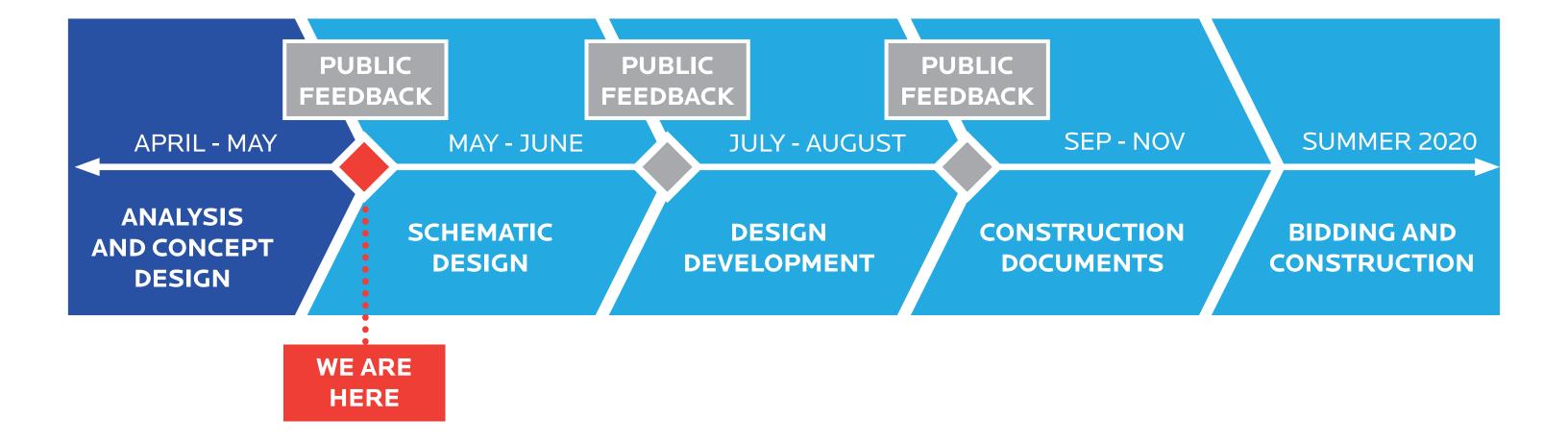
## SCHEME COMPARISONS

## NEXT STEPS



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HISTORIC PLANS HISTORIC STRUCTRUES PROGRAMMING OBSERVATIONS AND OPPORTUNITIES

SCHEDULE

ANALYSIS

SCHEMES AND APPROACH

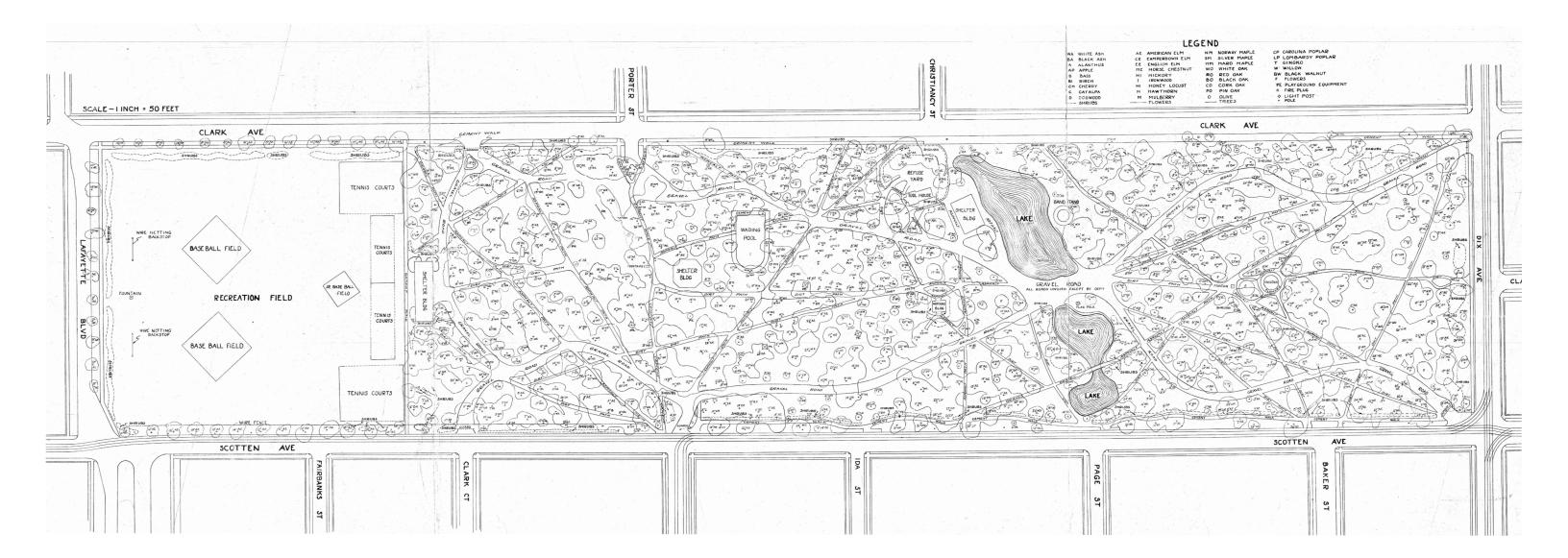
PARK COMPONENTS

SCHEME COMPARISONS

NEXT STEPS

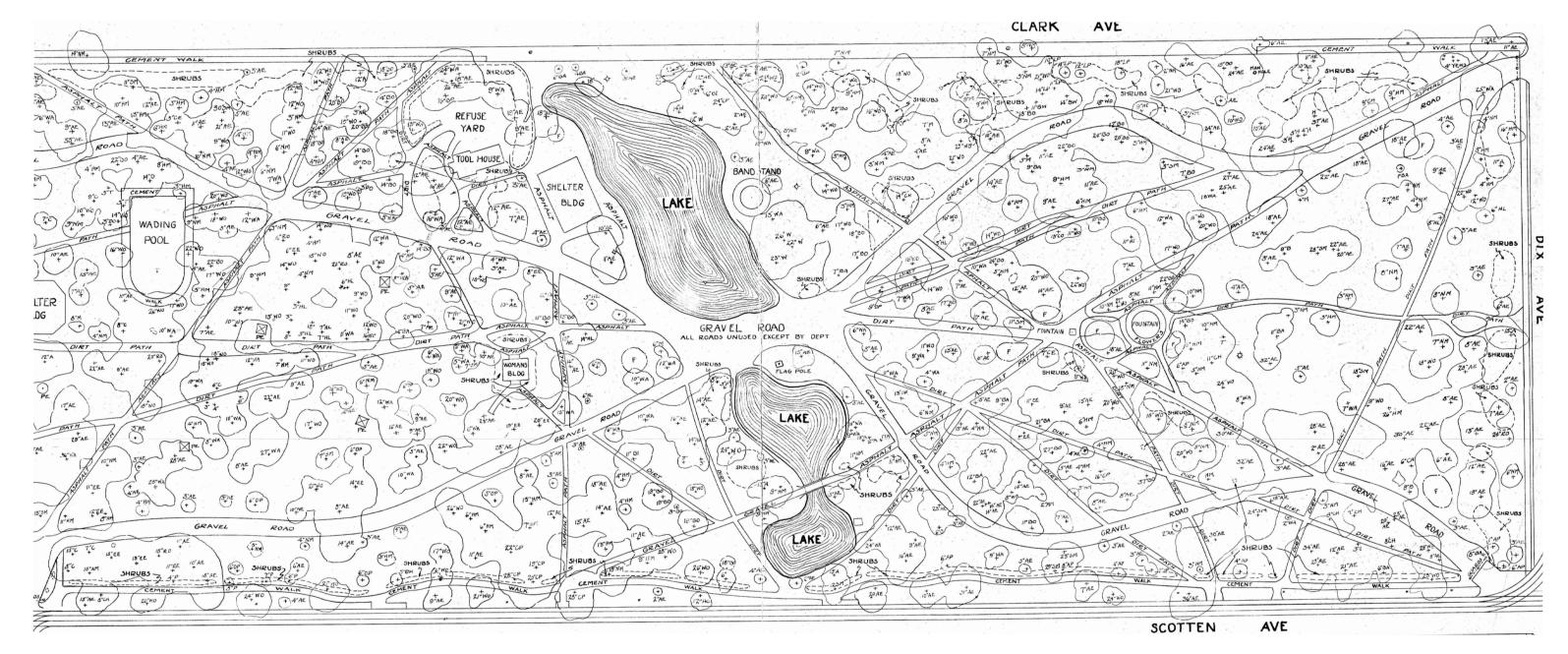


## ANALYSIS 1926 PLAN





## ANALYSIS 1926 PLAN

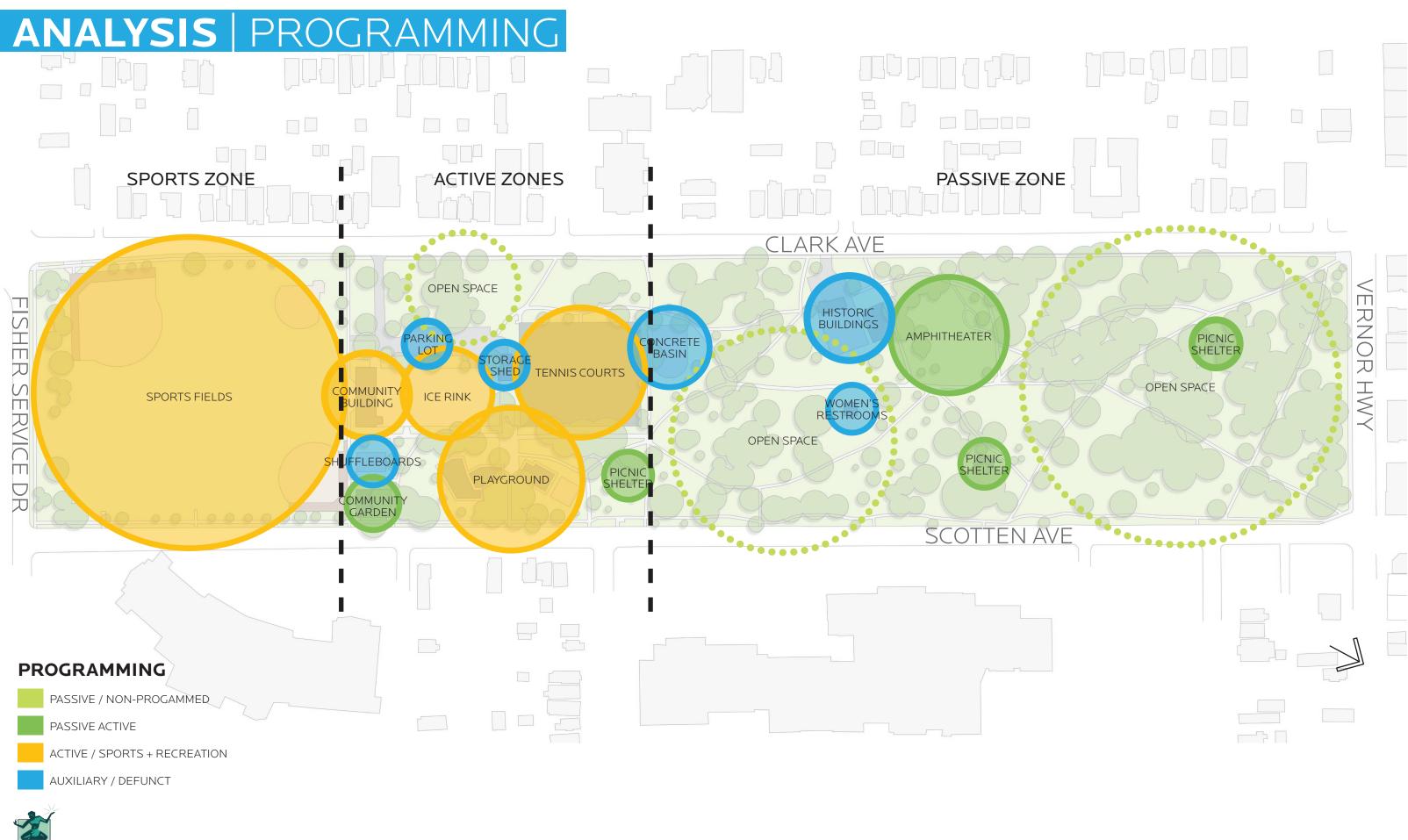






## ANALYSIS | PAVILION





## **ANALYSIS** OBSERVATIONS

## LEGACY

• Historic and well-loved implement of community infrastructure

## **EXPERIENCE**

- Lacking overall structure
- Mature tree canopy with limited understory plantings

## PROGRAMMING

- Ice hockey and tennis are unique to Clark Park
- Some program elements are in damaged or deteriorating condition
- Programming is primarily geared towards youth



## **SCHEMES** OPPORTUNITIES AND LIMITATIONS

## **OPPORTUNITIES**

- Restore historic components within park
- Improve connectivity to surrounding neighborhoods
- Clarify or incite park organization
- Implement green infrastructure components
- Update, remove or replace damaged programming elements
- SNF and PB Wants:
  - -Plaza
  - -Sit, Sip, Eat and Listen
  - -"Chill Zone"
  - -ADA Playground

## LIMITATIONS

- Budget and maintenance requirements
- Newly placed sidewalks and site lighting
- Mature trees throughout park



SCHEME 1 – CIRCUIT SCHEME 2 - SPINE

## **SCHEMES AND APPROACH**



# CIRCUIT

CIRCUIT THROUGHOUT PARK DEFINES PARK EXPERIENCE; REACHING THE CENTER OF THE PARK IS SELF-DRIVEN

PARK EXPERIENCE IS AN ESCAPE AND OASIS WITHIN THE CITY FOR EXPLORATION













## **CIRCUIT** | PROGRAMMING





## **CIRCUIT** | SITE DESIGN





## **CIRCUIT** SITE DESIGN ENLARGEMENTS

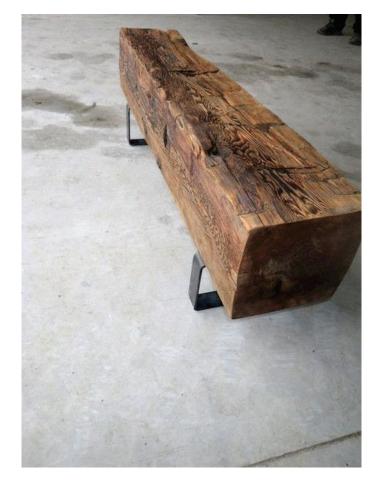




CIRCUIT PLAZA LOOK & FE



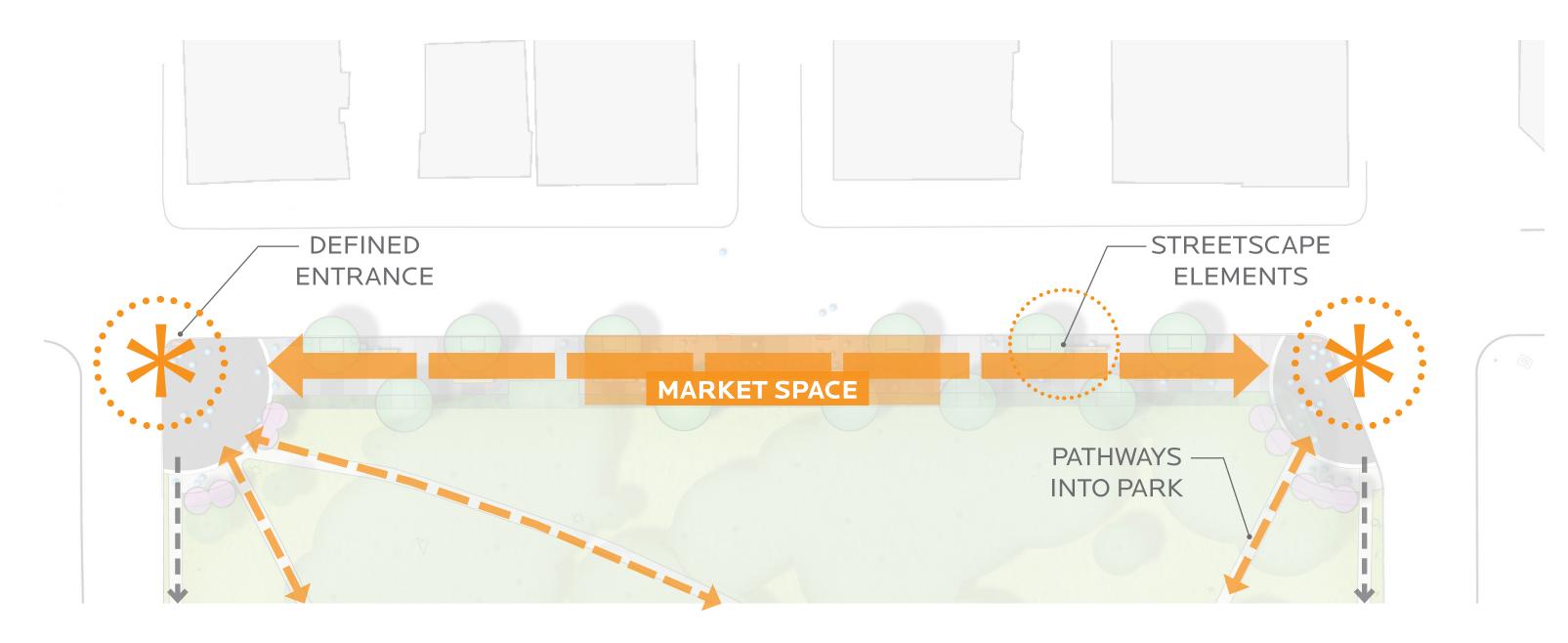






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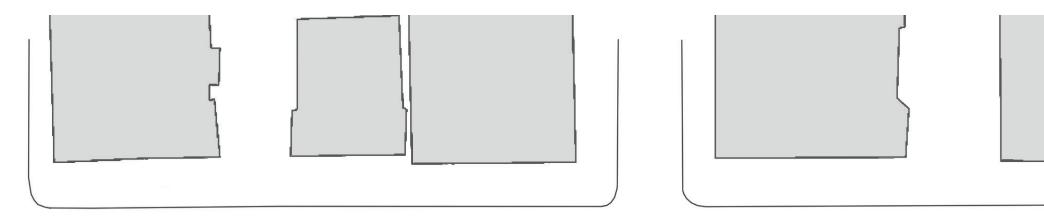




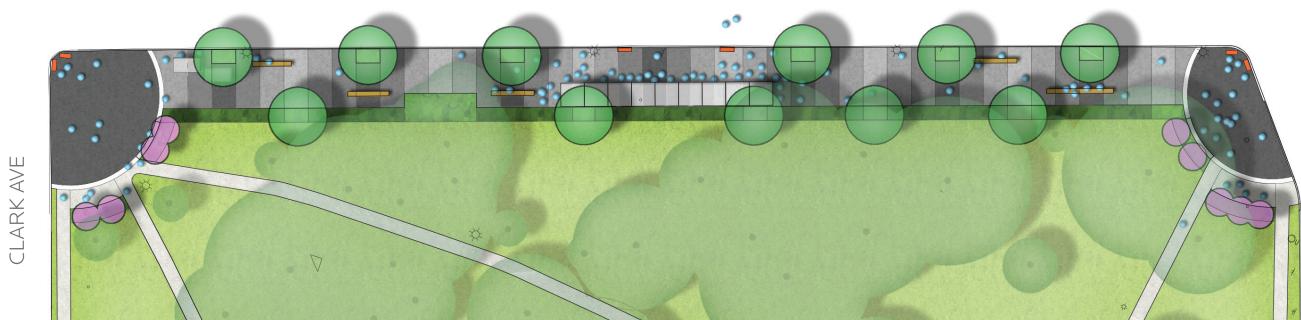
CROSSWALKS



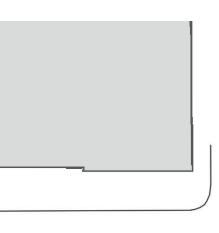
**CIRCUIT** | PLAZA



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## VERNOR HWY

SCOTTEN AVE







# **CIRCUIT** | STREETSCAPE AMENITIES



# **CIRCUIT** | TYPICAL USE



# **CIRCUIT** | MARKET USE

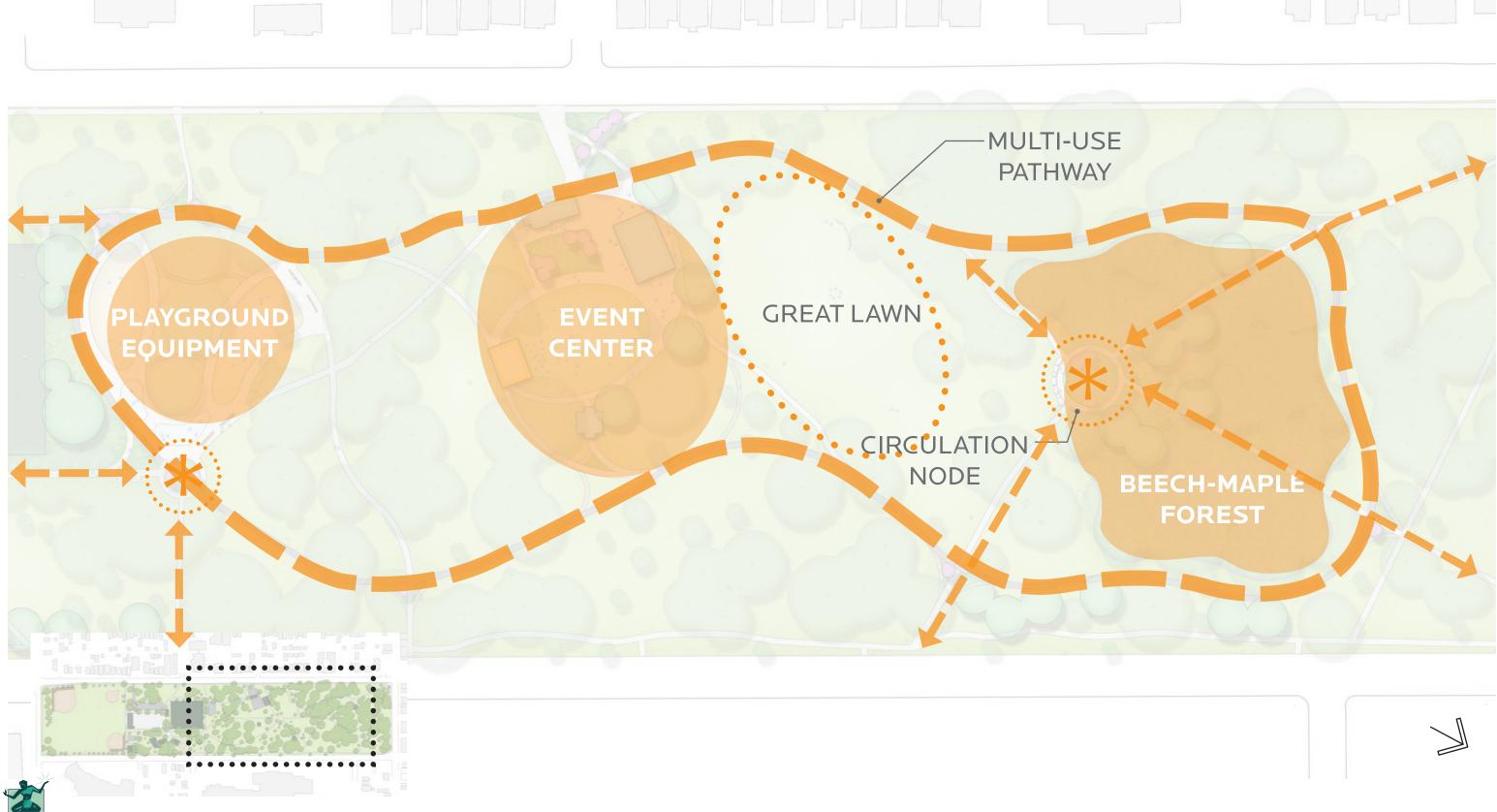


# **CIRCUIT** | FESTIVAL USE



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## **CIRCUIT** | PASSIVE ZONE



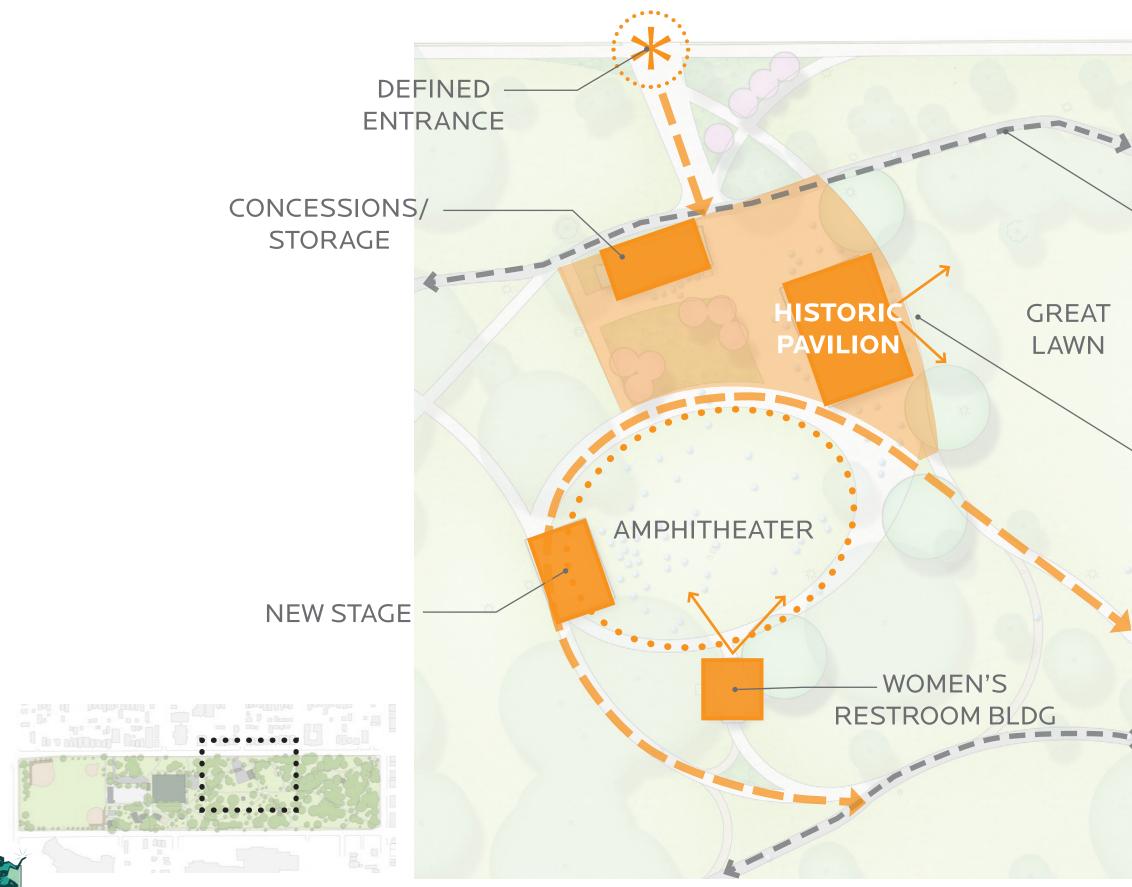




## **CIRCUIT** | PASSIVE ZONE



## **CIRCUIT** | EVENT CENTER

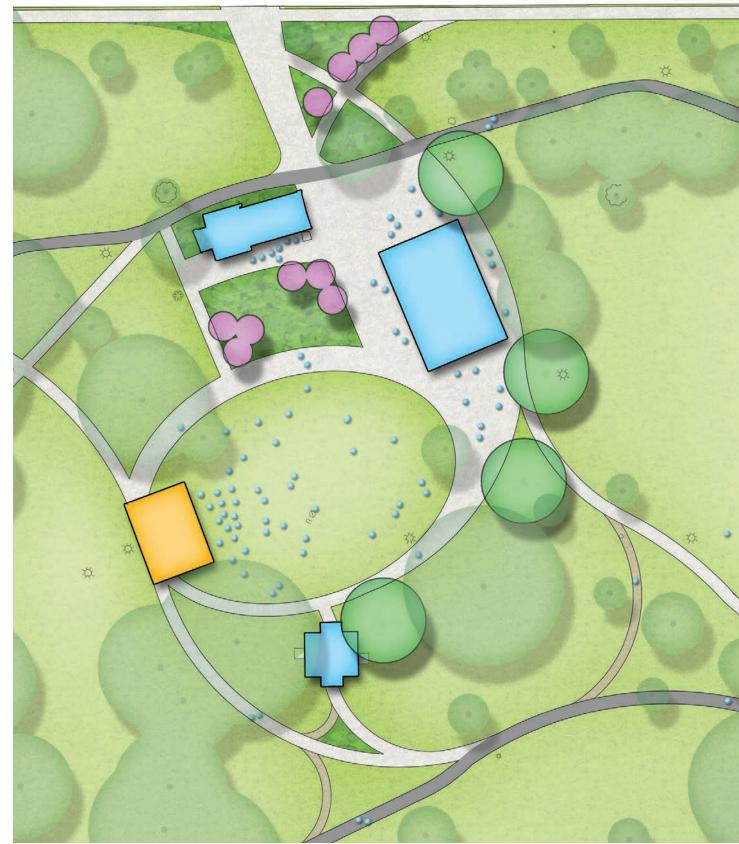


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## MULTI-USE PATHWAY

## VIEWSHED

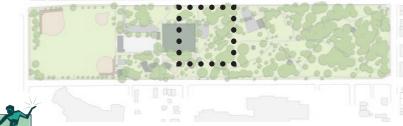
## **CIRCUIT** | EVENT CENTER



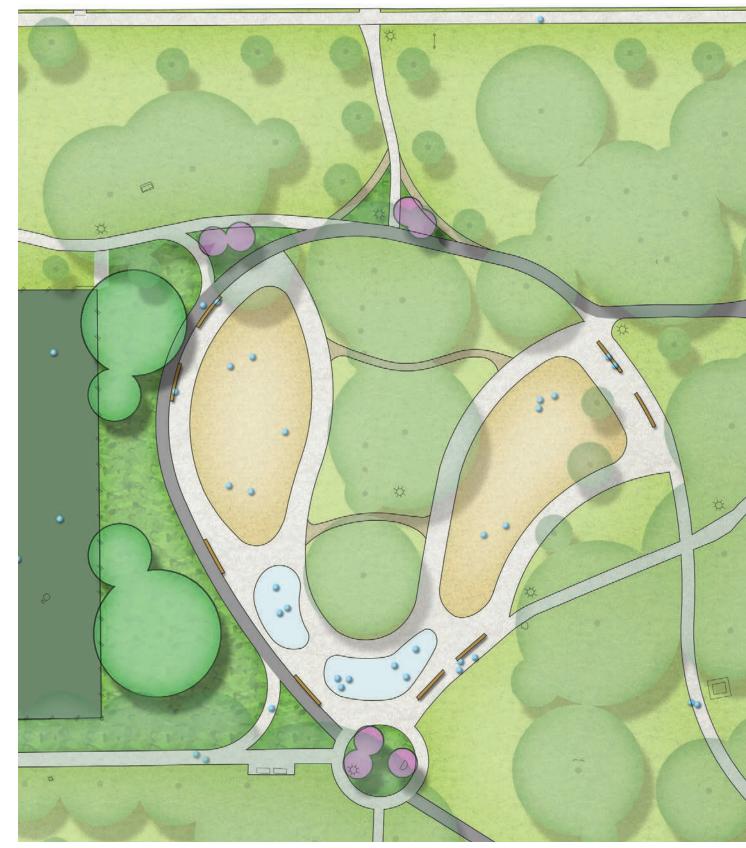


## **CIRCUIT** | PLAYGROUND

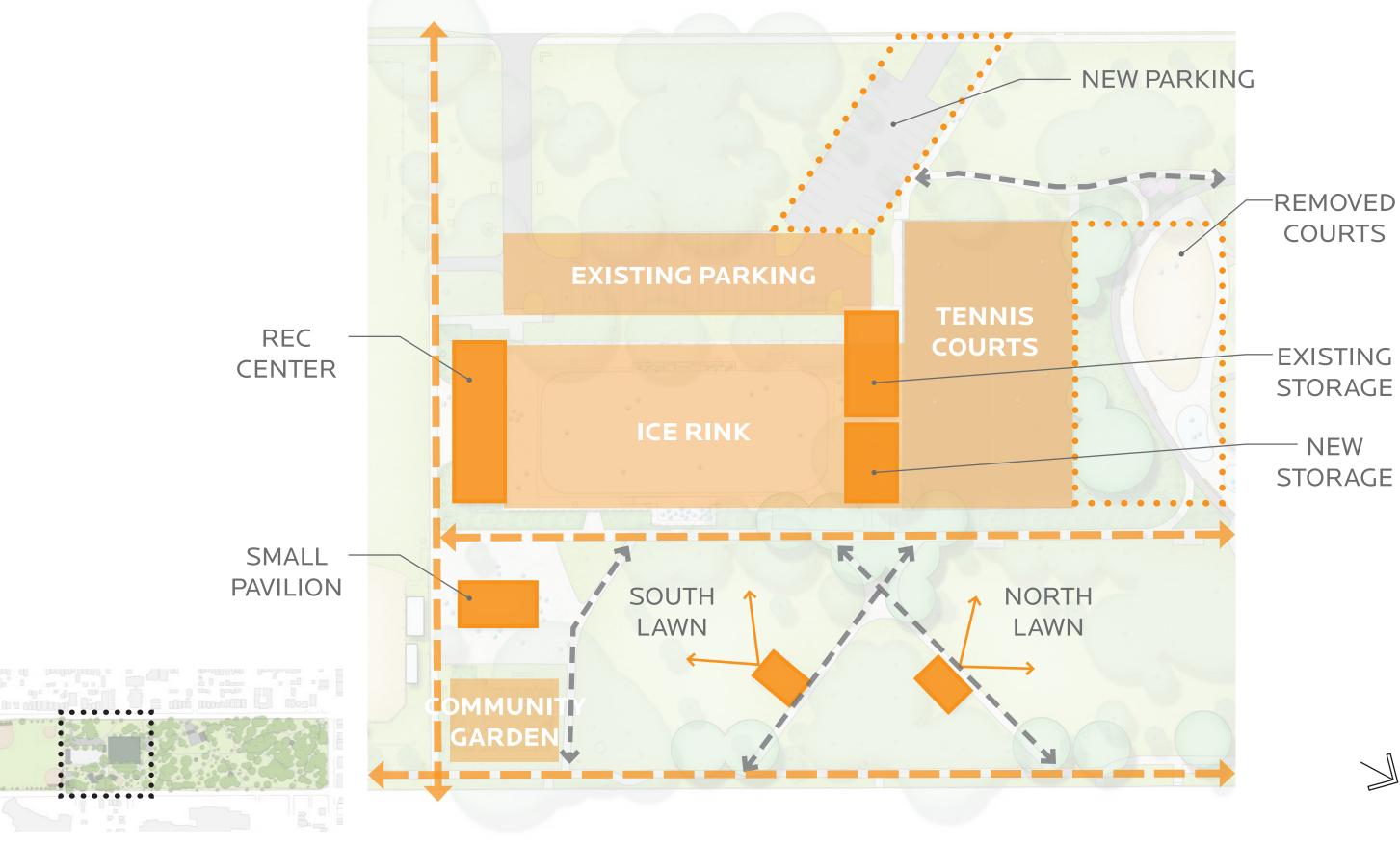




## **CIRCUIT** | PLAYGROUND

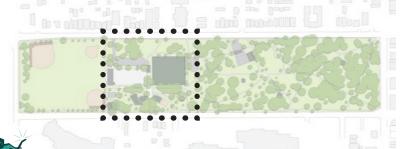


## **CIRCUIT** | ACTIVE ZONE



## **CIRCUIT** | ACTIVE ZONE





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# SPINE

# PARK EXPERIENCE IS MOST CONCENTRATED AT ITS CENTER

PARK EXPERIENCE IS THAT OF BEING GUIDED THROUGH THE LANDSCAPE TOWARDS PROCURED PARK ELEMENTS



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### SPINE PROGRAMMING





## **SPINE** | SITE DESIGN





### **SPINE** ENLARGEMENTS

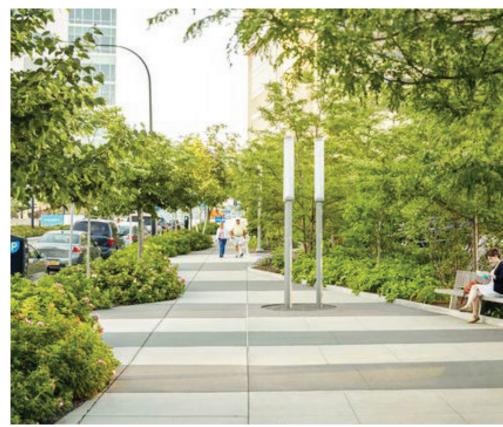




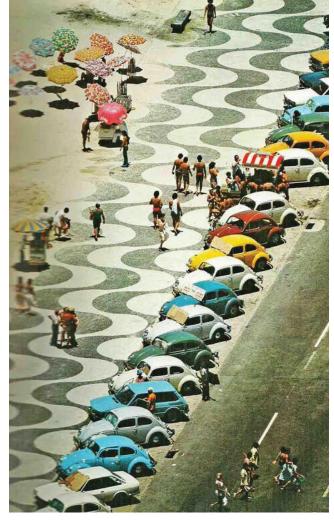














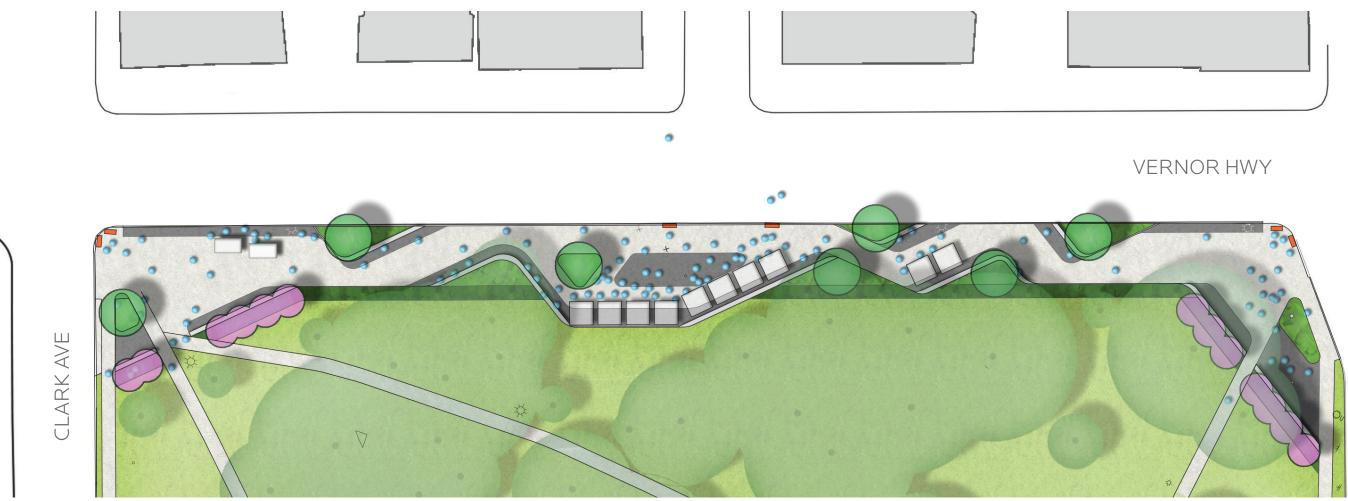


CROSSWALKS





















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# **SPINE** | TYPICAL USE



# **SPINE** | MARKET USE



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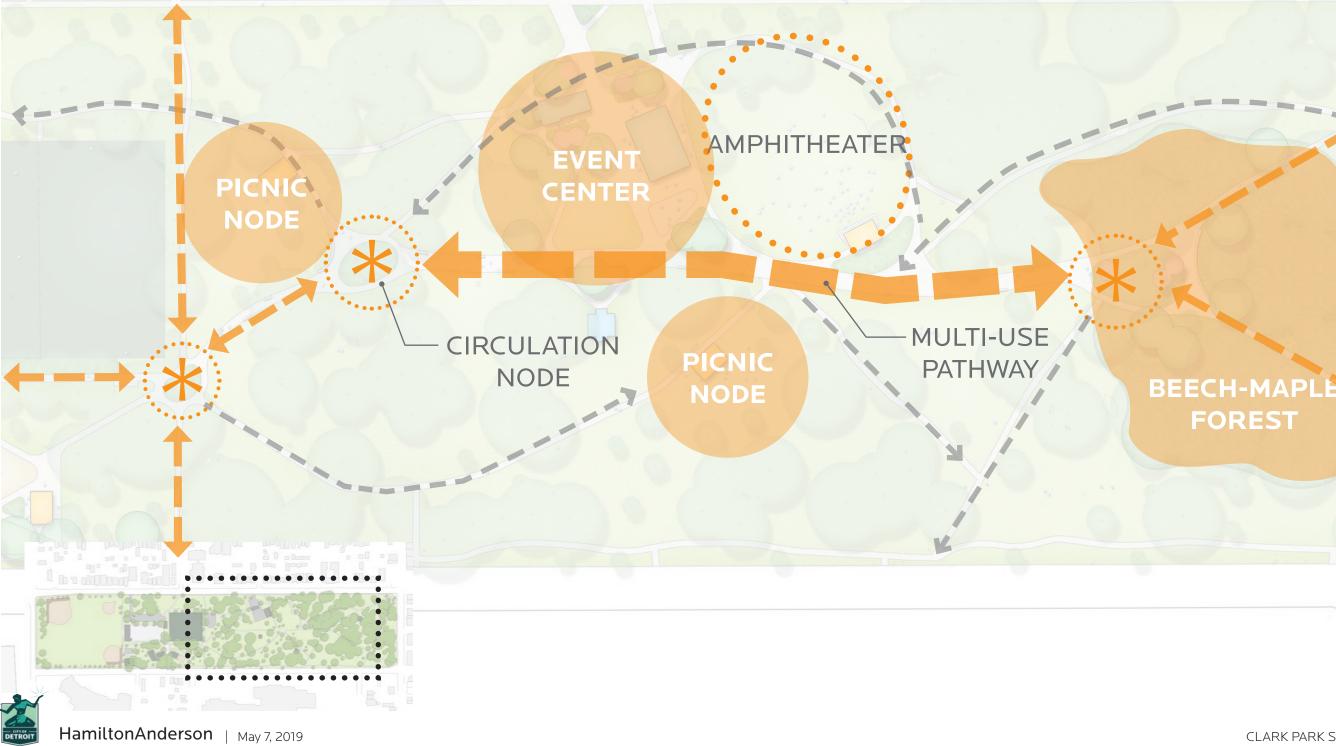
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# **SPINE** | FESTIVAL USE



# **SPINE** | PASSIVE ZONE







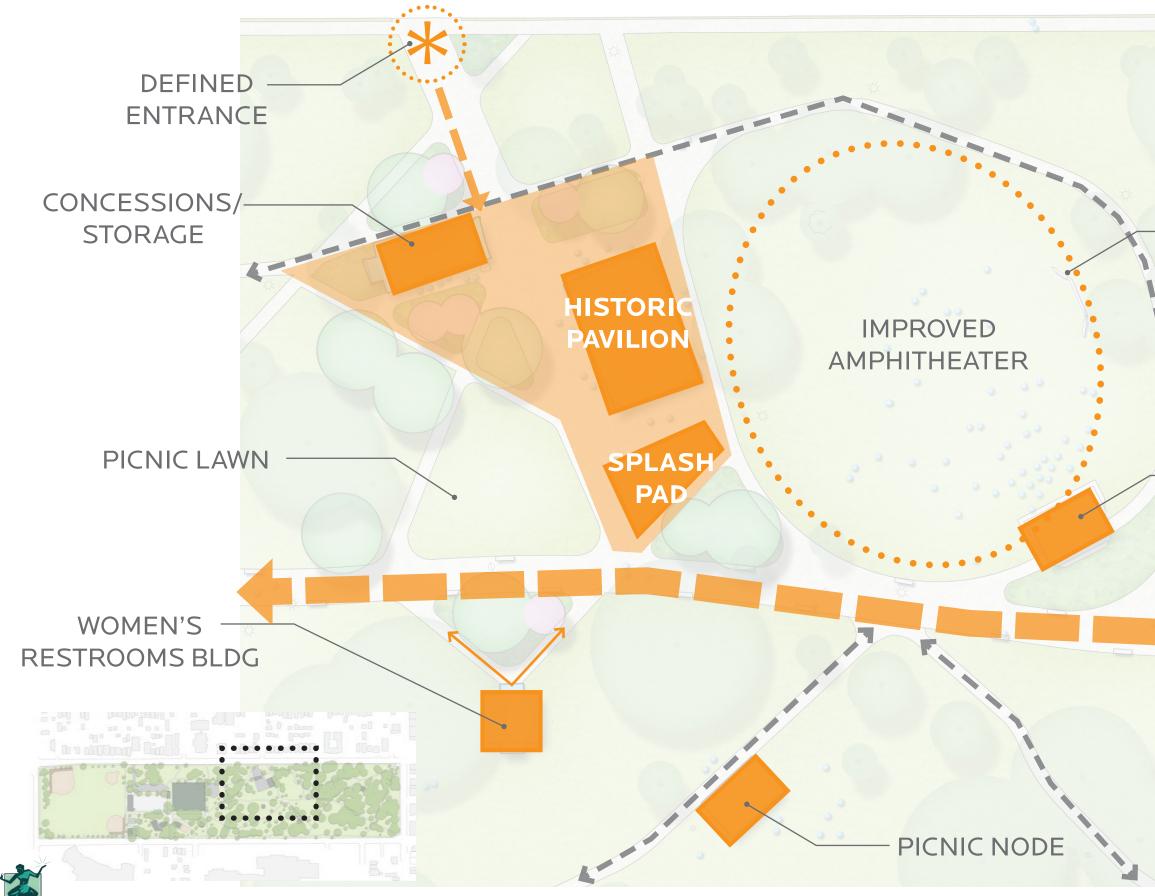


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# **SPINE** | PASSIVE ZONE



# **SPINE** EVENT CENTER



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### MOSAIC WALL

### NEW STAGE

### MULTI-USE PATHWAY

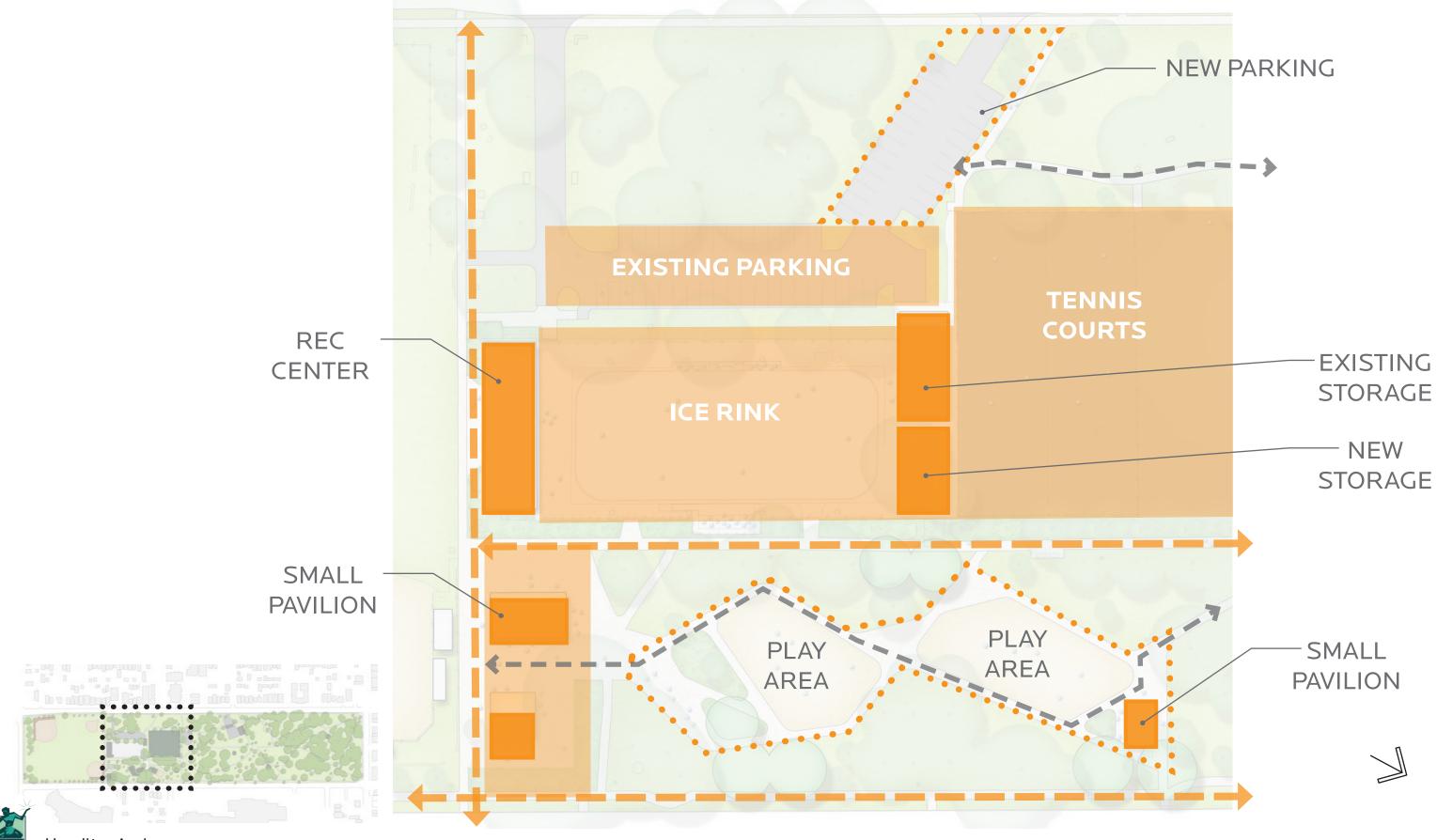


# **SPINE** | EVENT CENTER





# **SPINE** ACTIVE ZONE



# **SPINE** ACTIVE ZONE



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NATURAL LANDSCAPE PLAZA NARRATIVE PLAYGROUND ELEMENTS **UNIVERSAL DESIGN** WATER FEATURE STORMWATER MANAGEMENT

# PARK COMPONENTS



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# NATURAL LANDSCAPE





# NATURAL LANDSCAPE







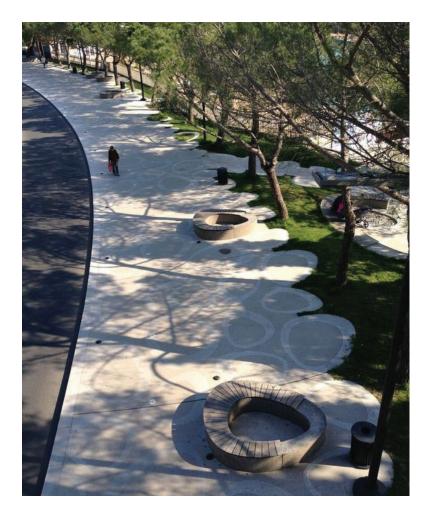


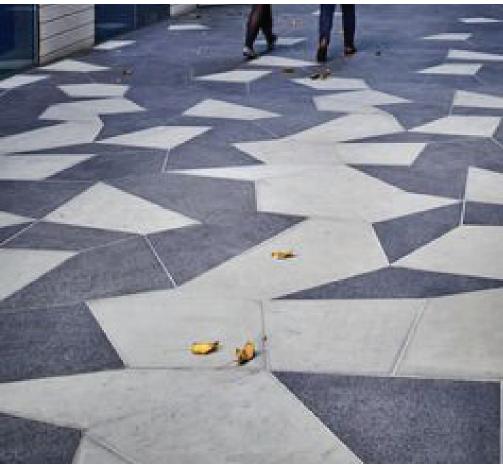




# PLAZA NARRATIVE







# PLAYGROUND ELEMENTS













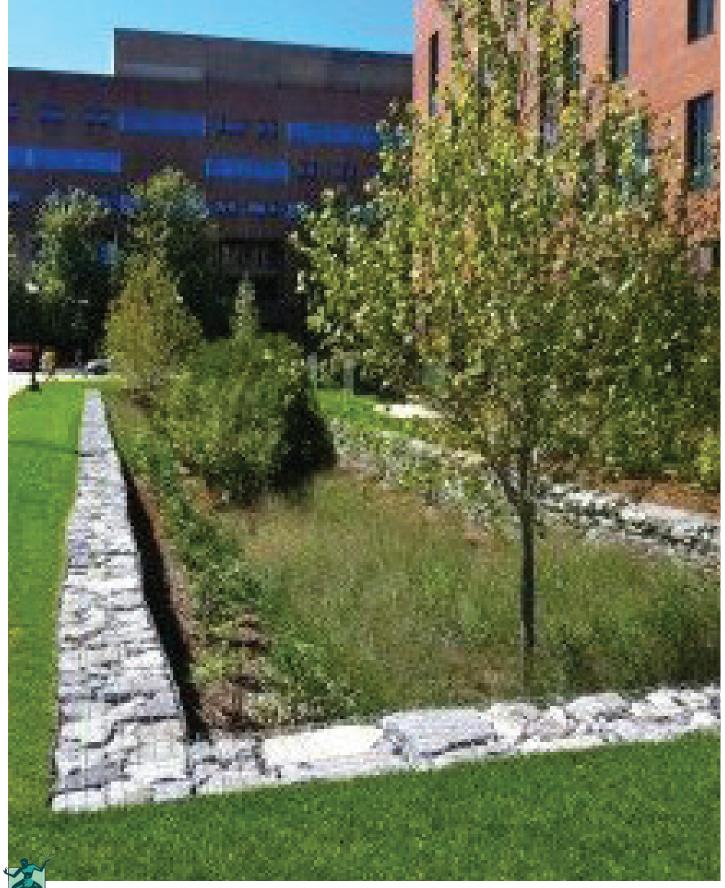








# STORMWATER MANAGEMENT









# NEXT STEPS

# SCHEME COMPARISONS

SCHEMES AND APPROACH

SCHEDULE





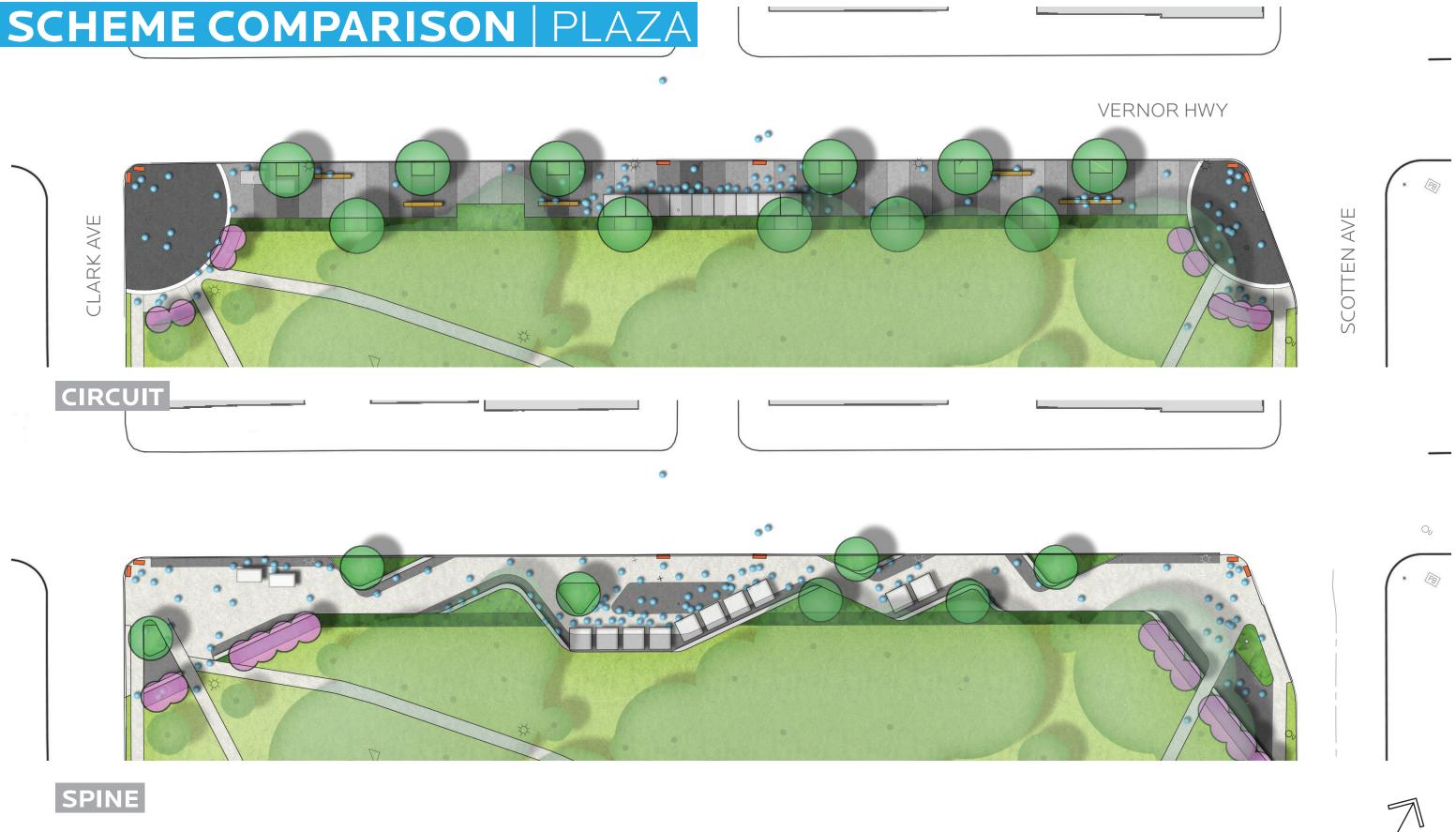






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# SCHEME COMPARISON | PLAZA







# SCHEME COMPARISON | PASSIVE ZONE





## SCHEME COMPARISON | EVENT CENTER



CIRCUIT





# SCHEME COMPARISON | ACTIVE ZONE

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COMMUNITY OPEN HOUSE SCHEMATIC DESIGN

**NEXT STEPS** 

