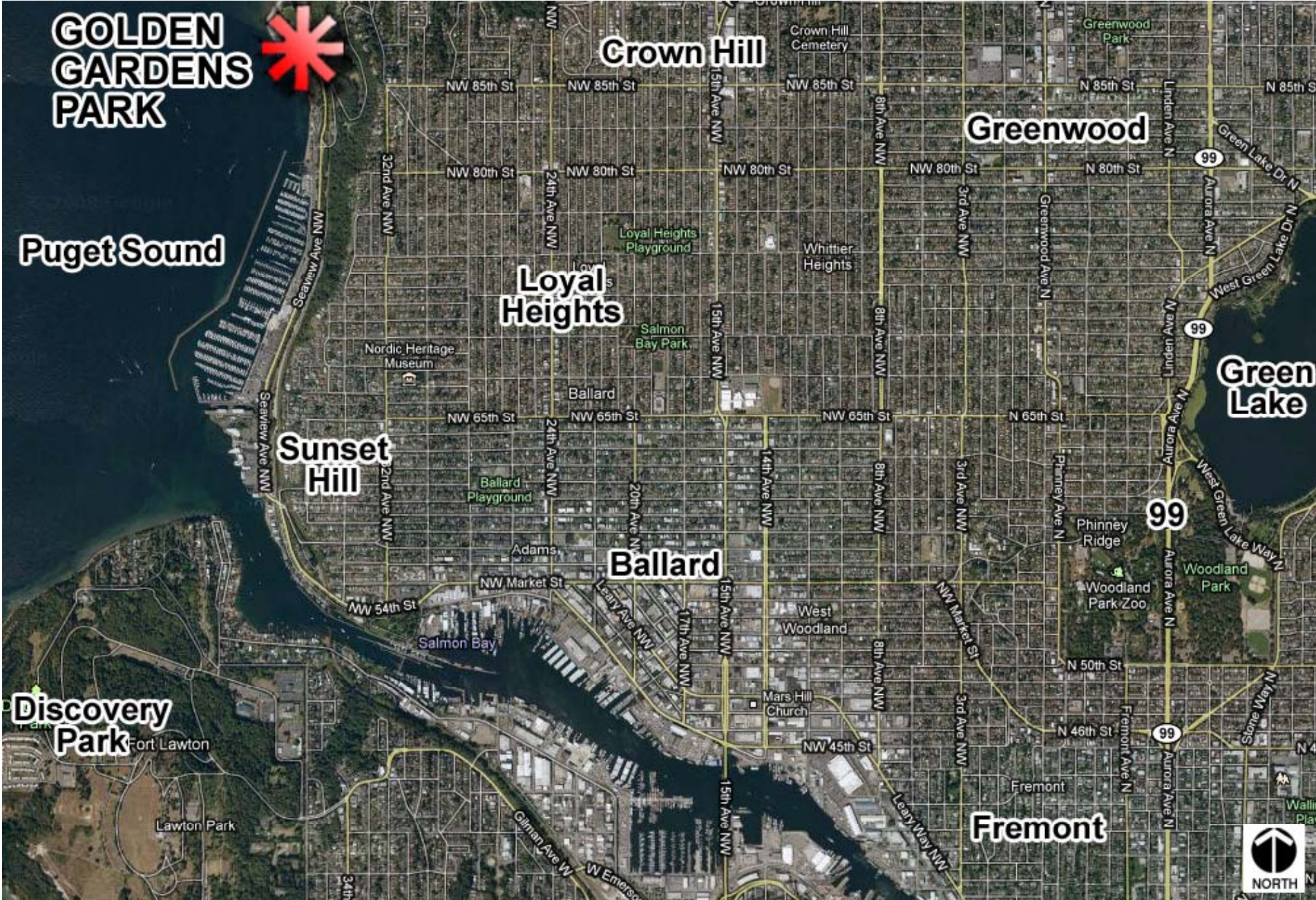


GOLDEN GARDENS PLAY AREA RENOVATION

October 7, 2010



Context Map



Aerial of Park



Project Site

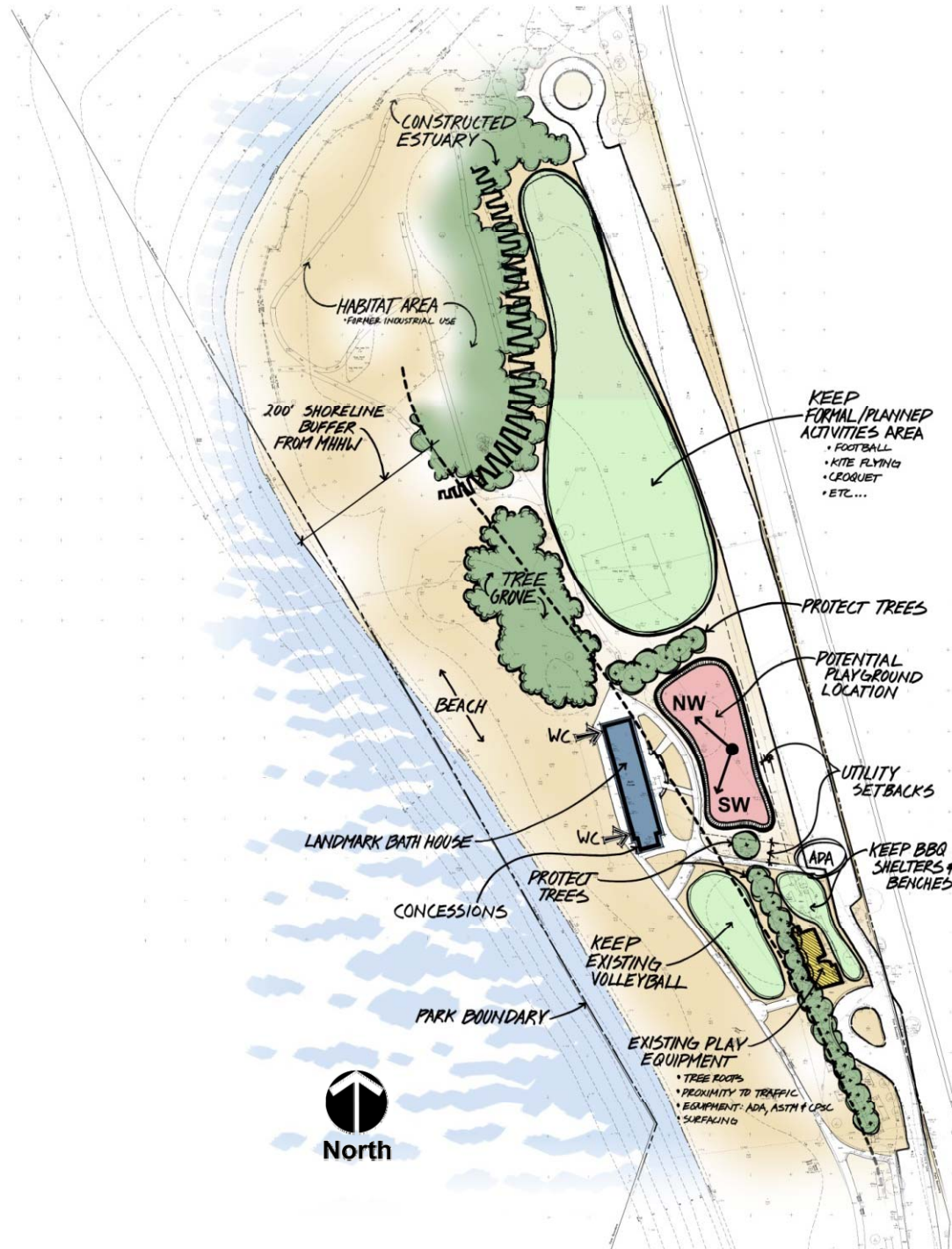


Bathhouse

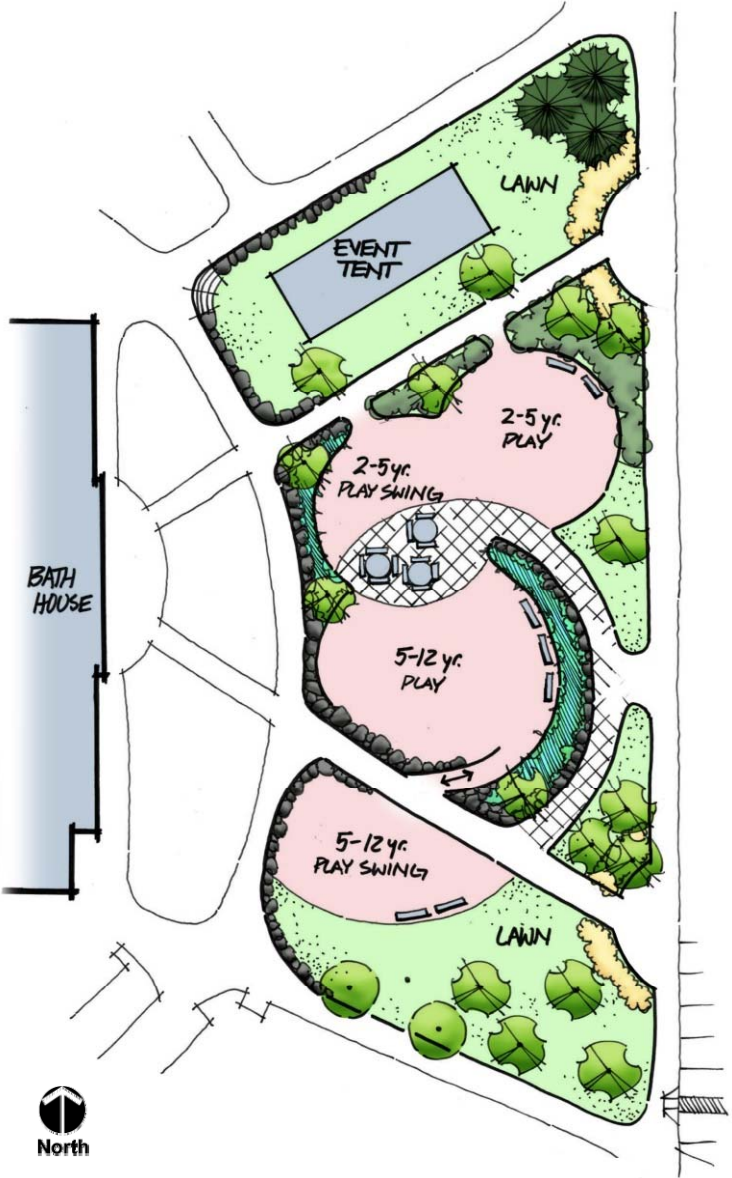
Existing Play Area



Site Analysis



Concept Alternatives



"Bubbles"



"Squid"

Concept

August 2010



Concept

1. The Commission encourages the existence of breathing room between the building and play area to allow for normal functions to occur.



Concept

Revised



Concept

2. The design should present a stronger flow with more thought put into the path and their connections.



Concept

Revised



Concept

3. There is an unresolved relationship between the paths, curb, and parking lot in relation to ADA accessibility.



Concept

Revised



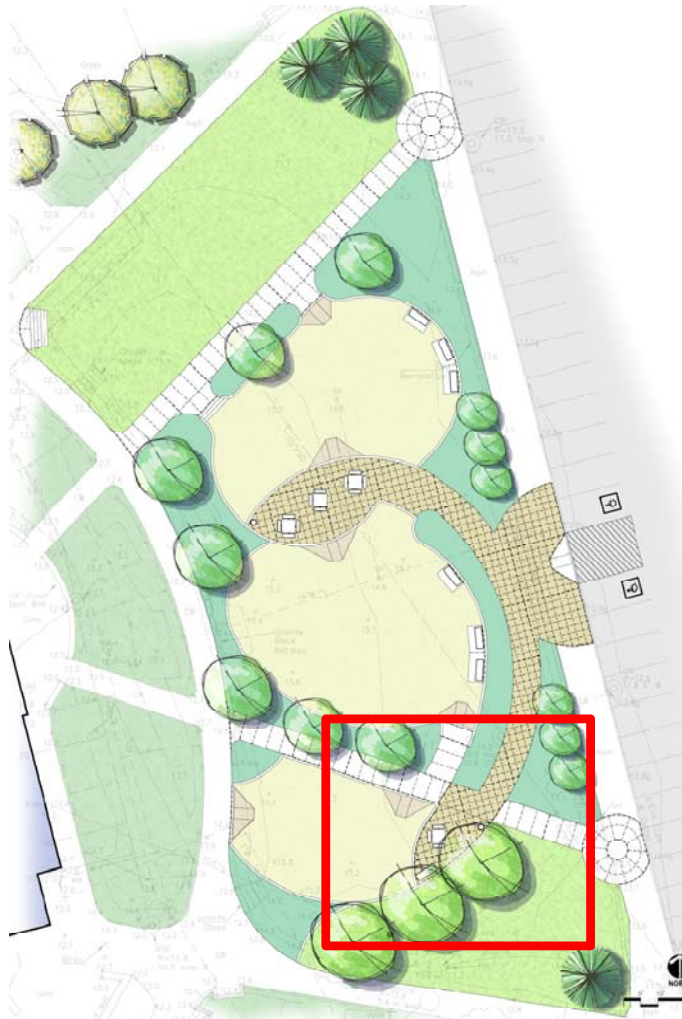
Concept

4. Consider adding a plaza-like space on the south east area that will allow placement of chairs and tables that will complement the kids play area.



Concept

Revised



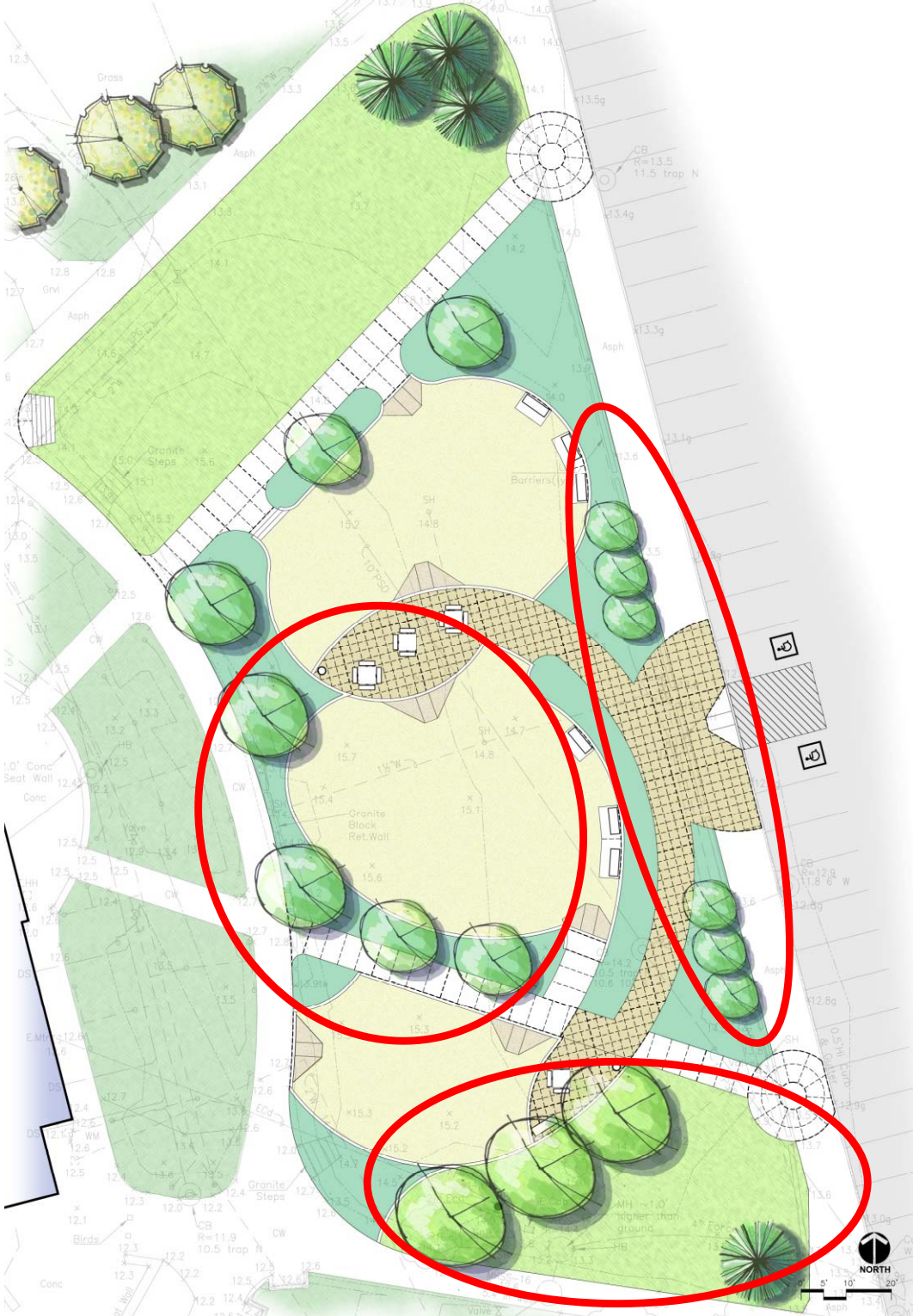
Concept

5. Consider the use of trees as well as other potential vertical elements as a way to the define spaces and create a progression of rooms.



Concept

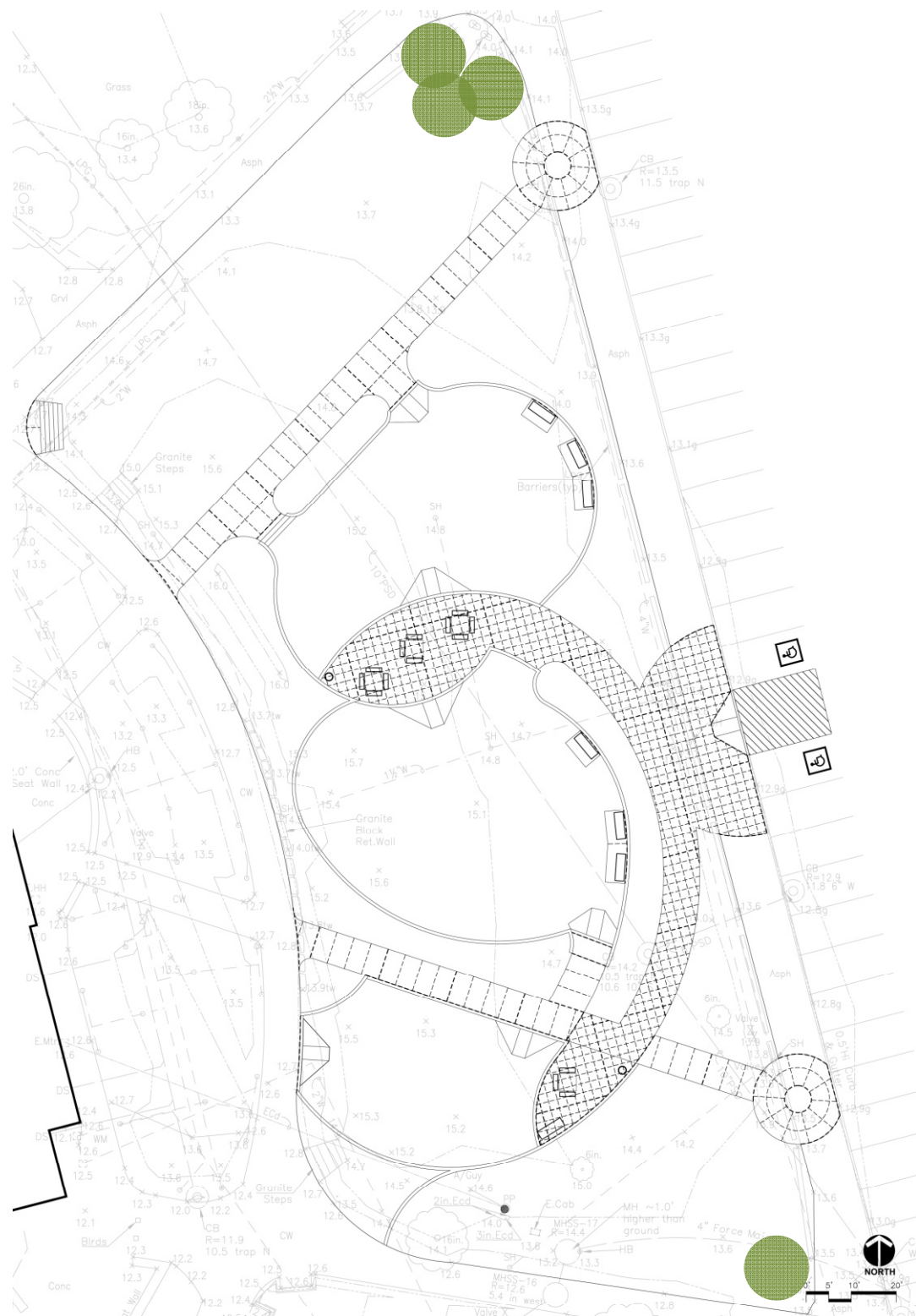
Revised



Concept

Revised - Trees

Austrian Black Pine



Concept

Revised - Trees

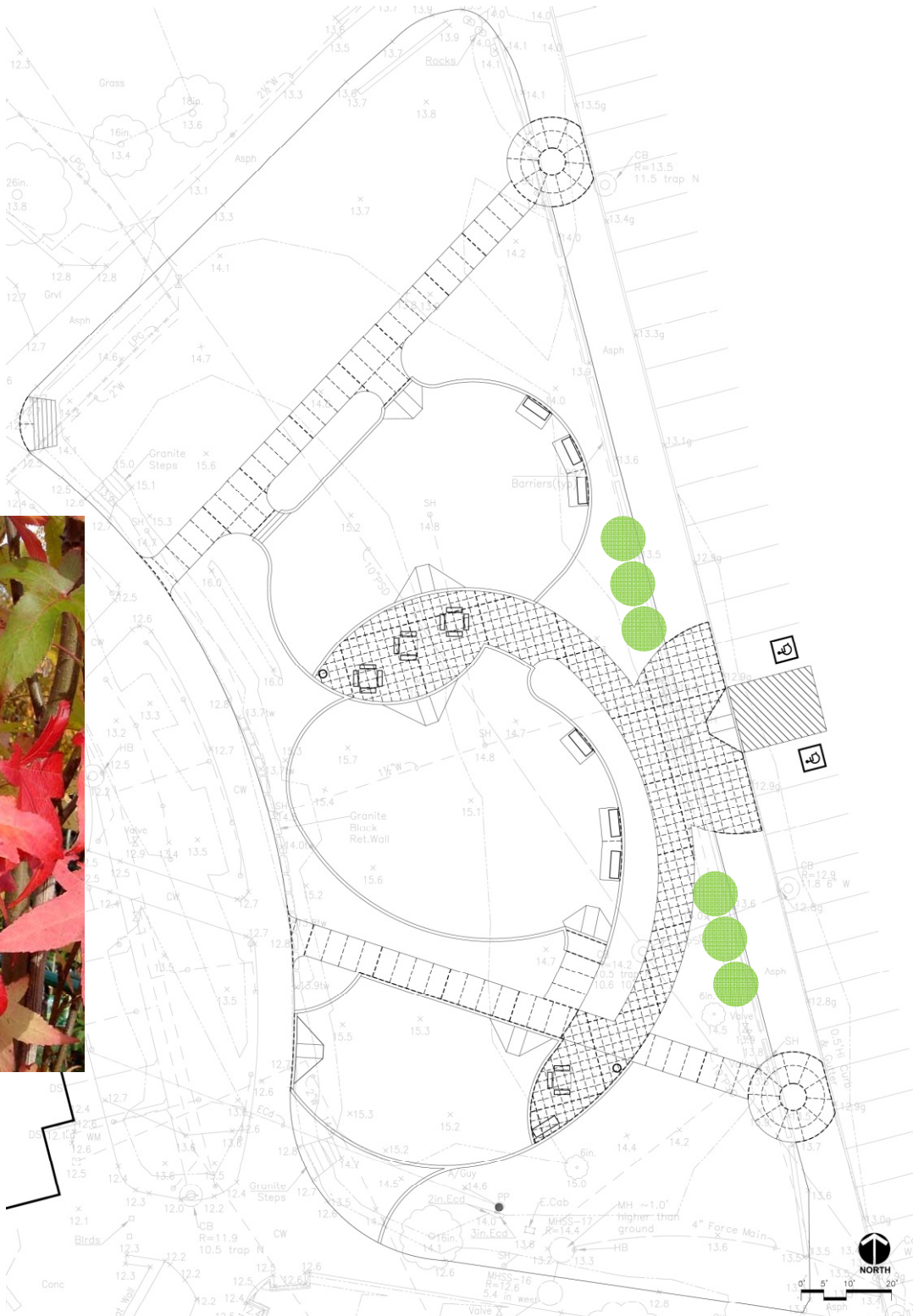
Purple Robe Locust



Concept

Revised - Trees

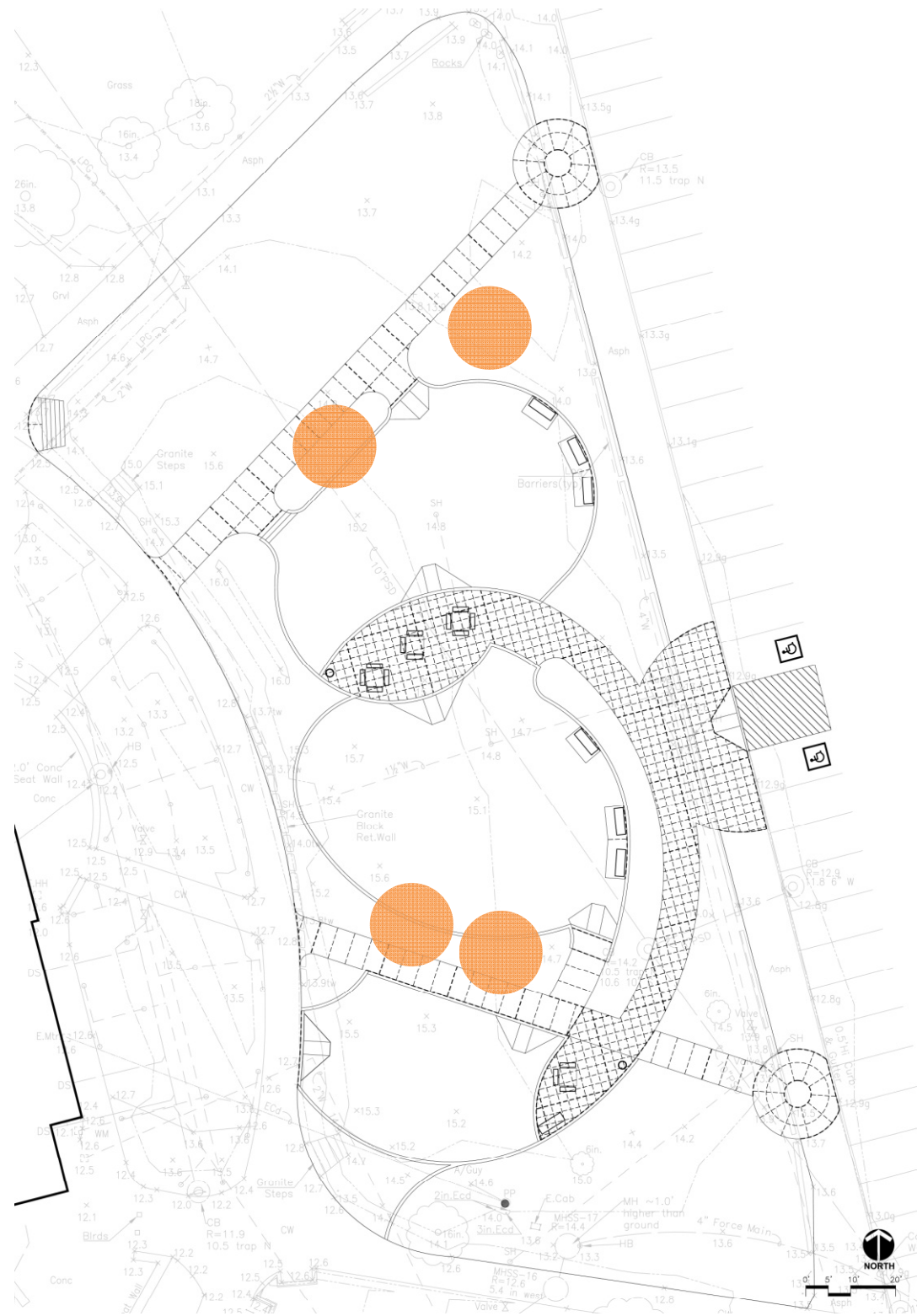
Slender Silhouette Sweetgum



Concept

Revised - Trees

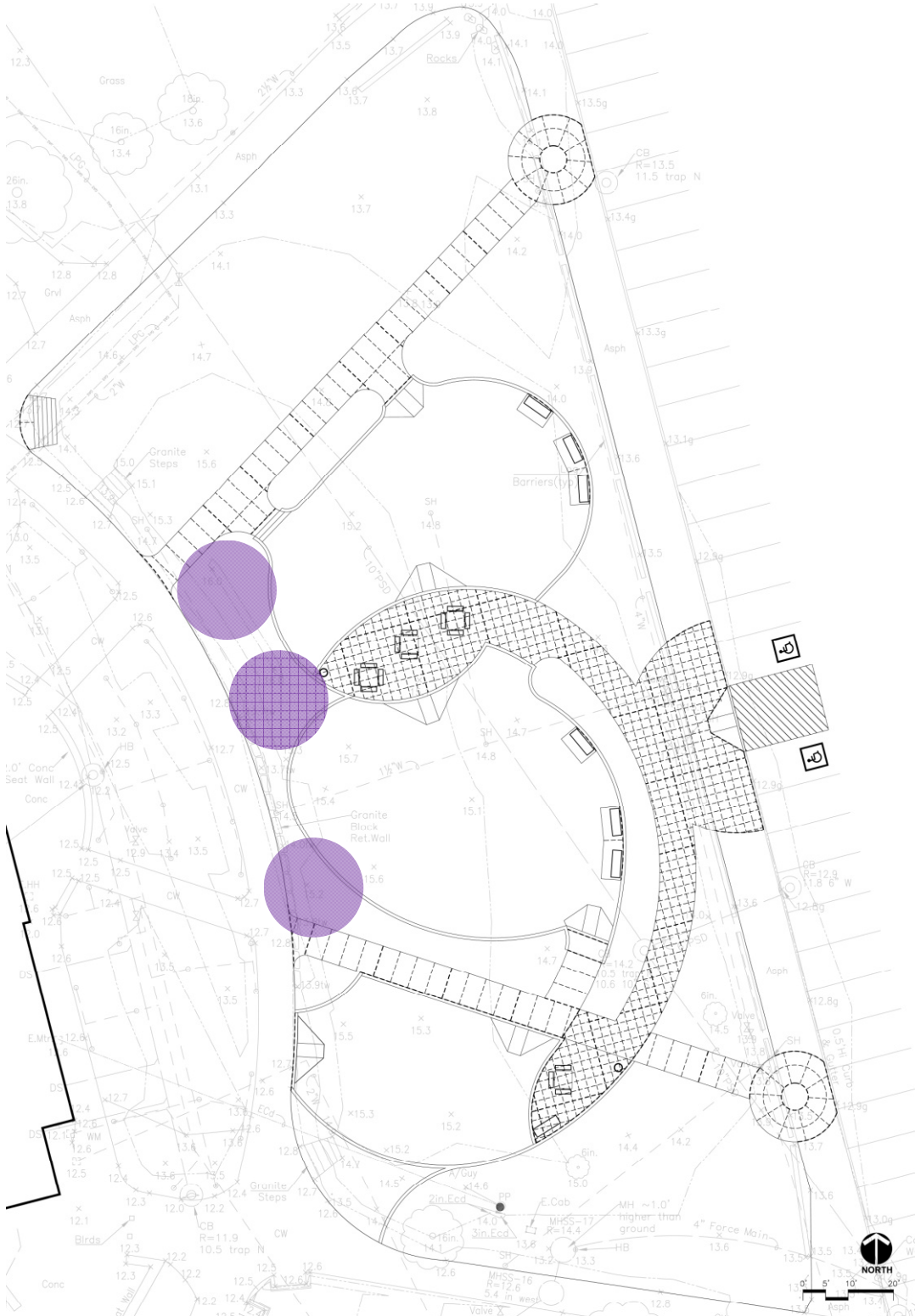
Amur Maple



Concept

Revised - Trees

Crimson Sunset Maple



Concept

Revised

