

7 Concepts

1. Central Core
2. Great Gate
3. Green Fingers / BIG Trees
4. Wet Median
5. Pervious Parking...Plus
6. Night Light
7. Animated Edges

CONCEPT 1: Central Core

- + Concentration of many urban activities.
- + Confluence of multiple modes of transportation.
- + Connections to SLU Park, downtown, nearby neighborhoods
- + New "heart" for the district.
- + Highest use of sidewalks and transit (people on foot)

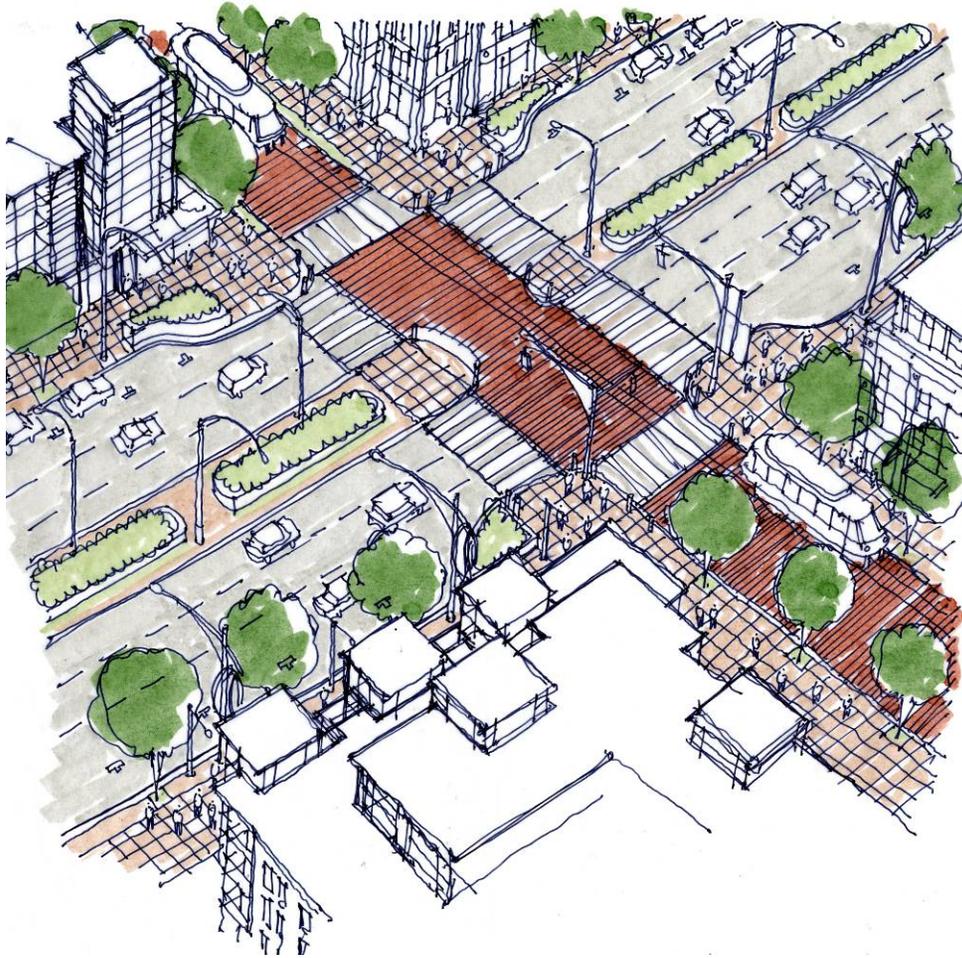


CONCEPT 1: Central Core



Current Proposed Curb Alignment

CONCEPT 1: Central Core

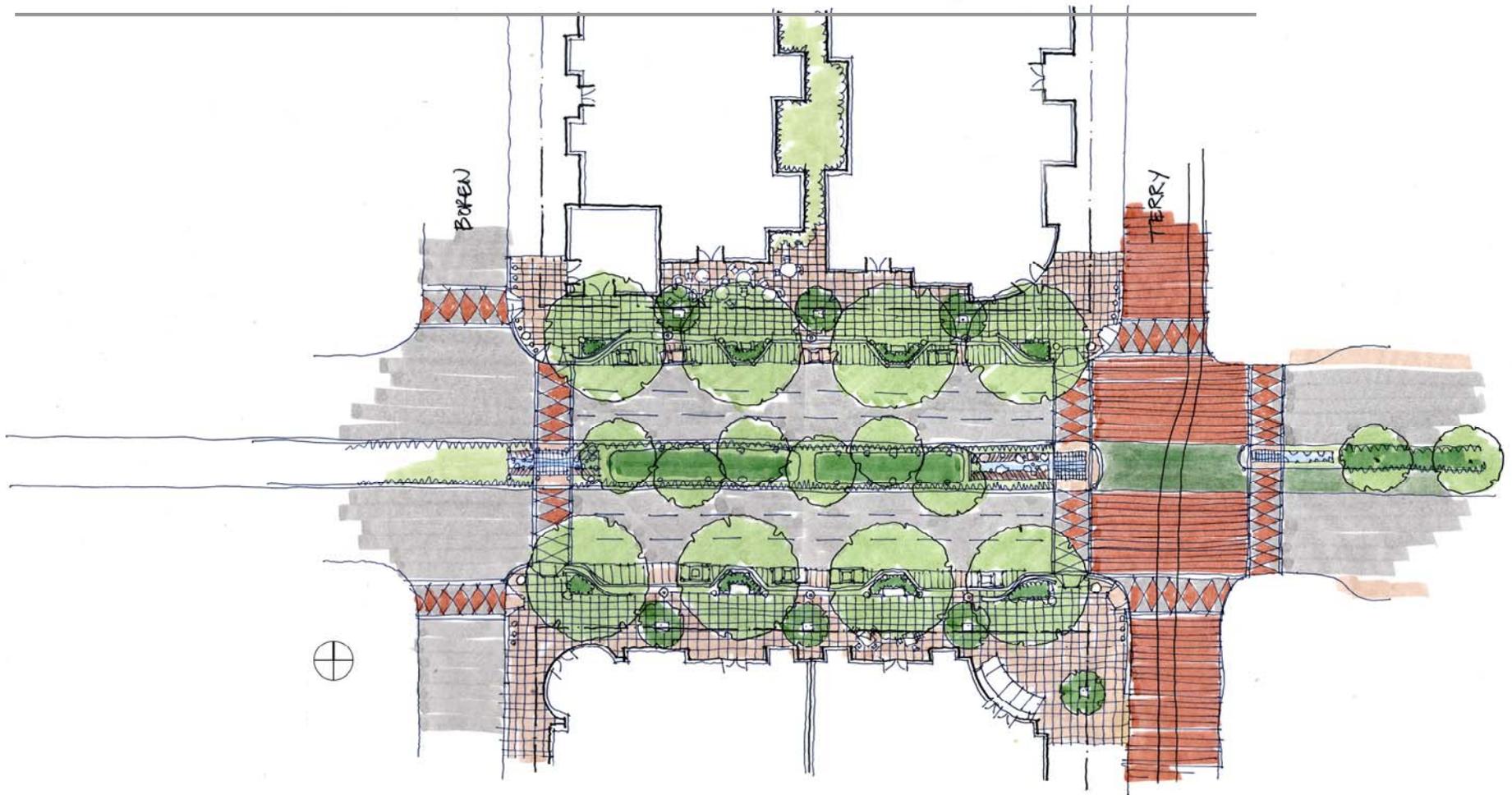


Basic Boulevard Treatment



Anytown, U.S.A.

CONCEPT 1: Central Core



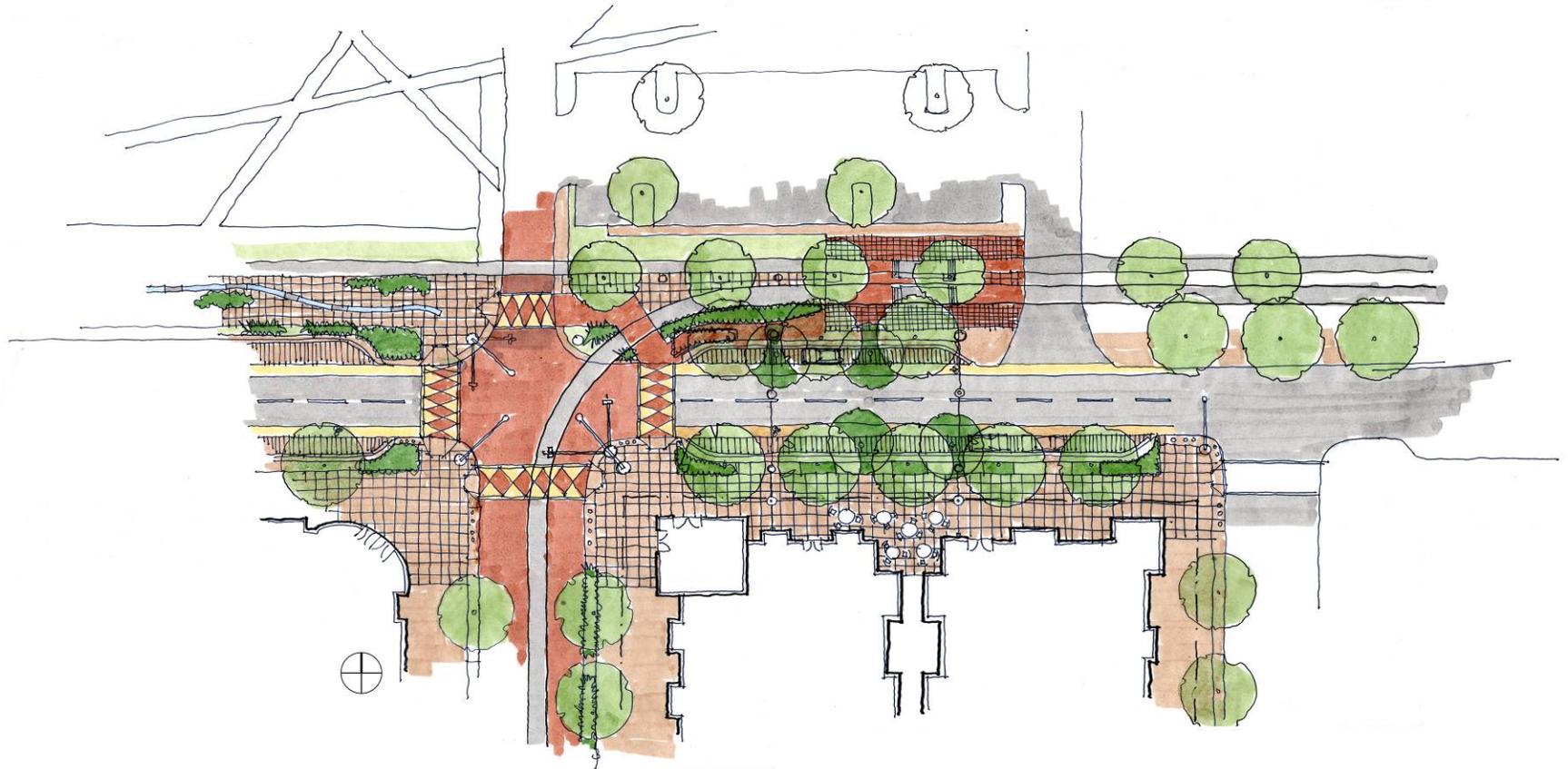
Mercer: Enhanced Streetscape Concept

CONCEPT 1: Central Core



Mercer: Central Core

CONCEPT 1: Central Core

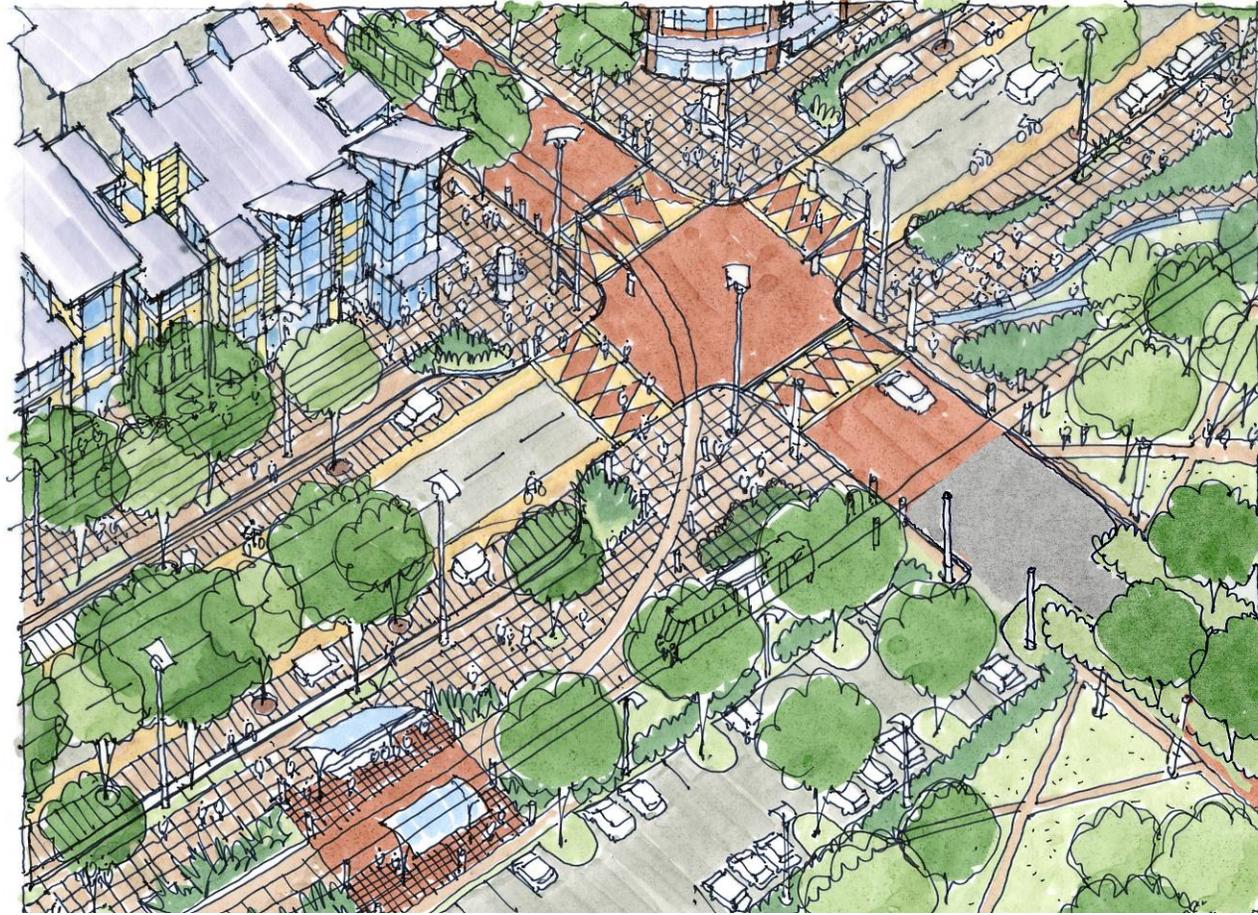


Valley: Enhanced Streetscape Concept

mercercorridorproject

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CONCEPT 1: Central Core

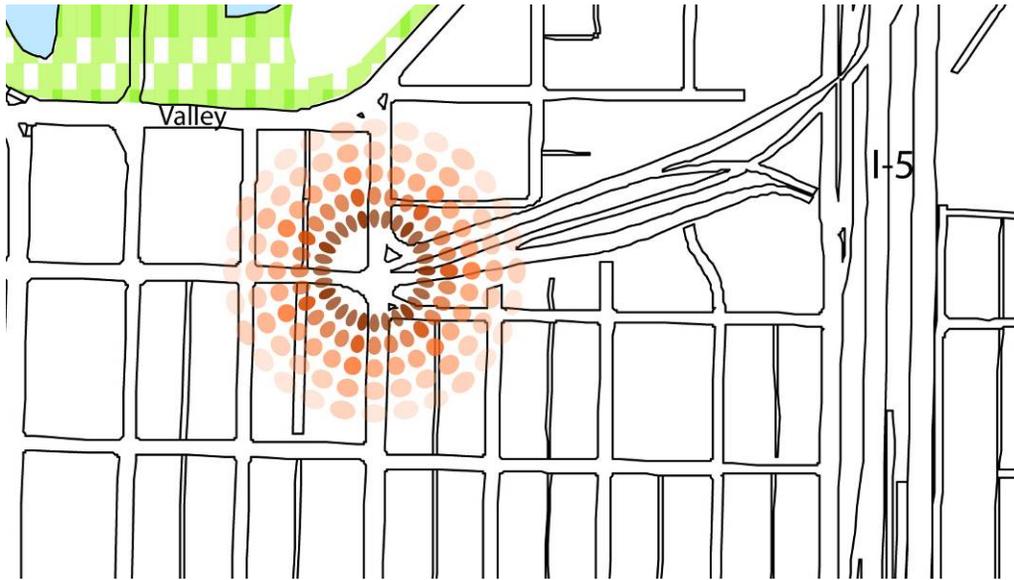


Valley: a livable street



CONCEPT 2: Great Gate

- + New “front door”
- + Regional importance
- + Transition between freeway and the city
- + Curved alignment calls for a bold, strong composition
- + Need for “big” moves (e.g. large scale art)
- + Lead-in to the urban boulevard



CONCEPT 2: Great Gate



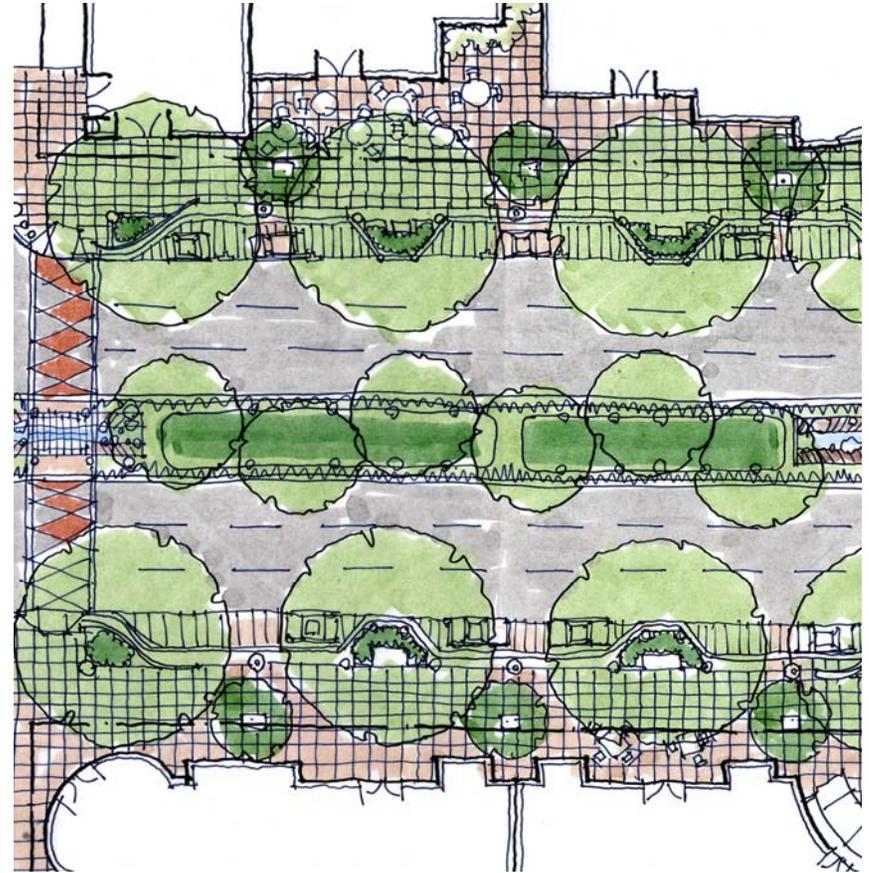
CONCEPT 3: Green Fingers / BIG Trees

- + Calm the traffic / visually “narrow” the street
 - + Frame the street with vertical elements
 - + Present a dramatic edge (both day and night)
 - + Help create sociable / healthy street
- ...where someone could feel good sitting outside at a cafe.
...where someone could enjoy a late night meal.

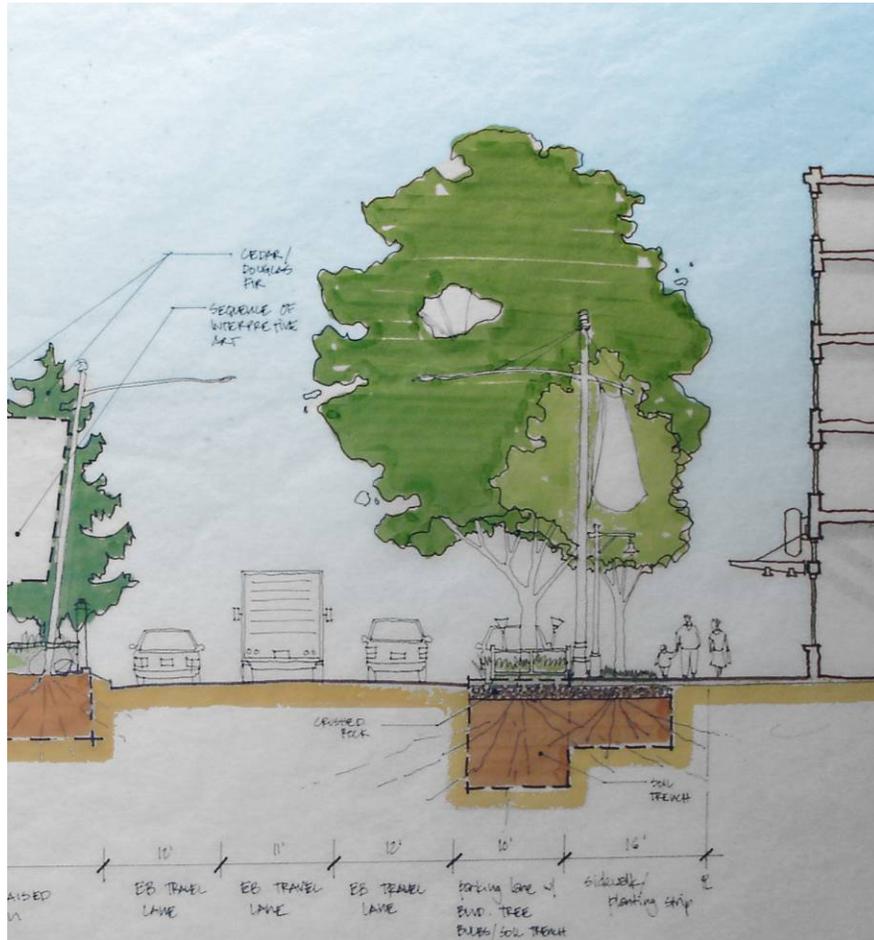


CONCEPT 3: Green Fingers / BIG Trees

- + Allow for larger trees and tree canopies (typ. trees won't work with scale)
- + Key attributes:
 - provide a generous growing medium
 - provide both roadway and pedestrian lighting
 - include public seating
 - maximize width of sidewalk to provide greater pedestrian safety and comfort



CONCEPT 3: Green Fingers / BIG Trees



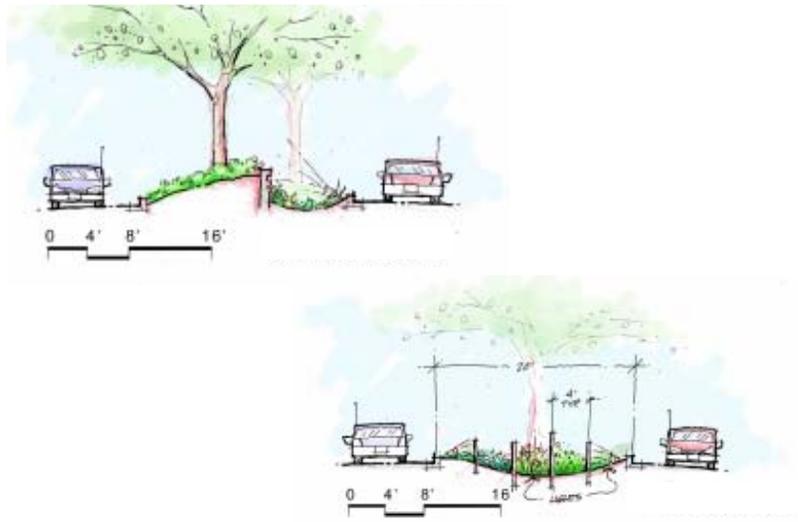
Mercer with green fingers



Mercer without green fingers

CONCEPT 4: Wet Median

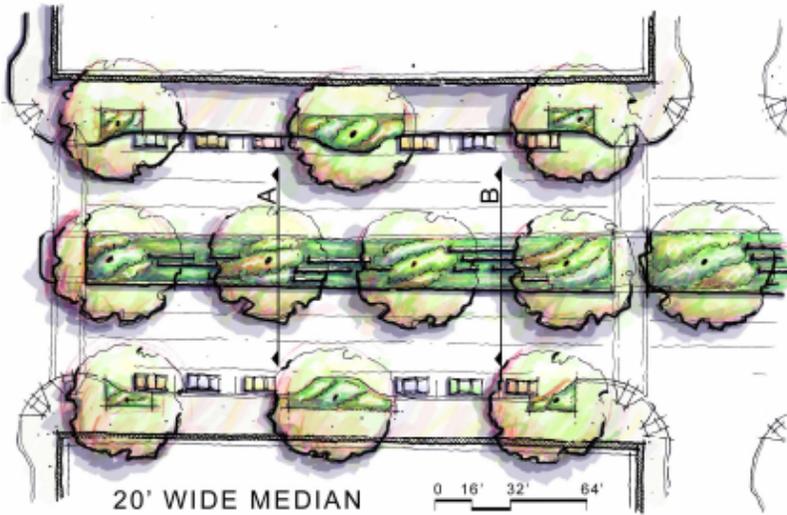
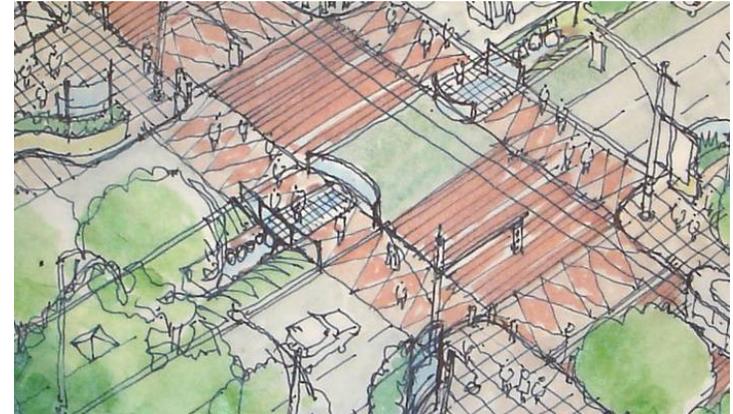
- + Breaks down scale of widened Mercer
- + Visually prominent median edge (non-climbable, larger curb)
- + Median must be a bigger gesture than a 6" high typical one would produce



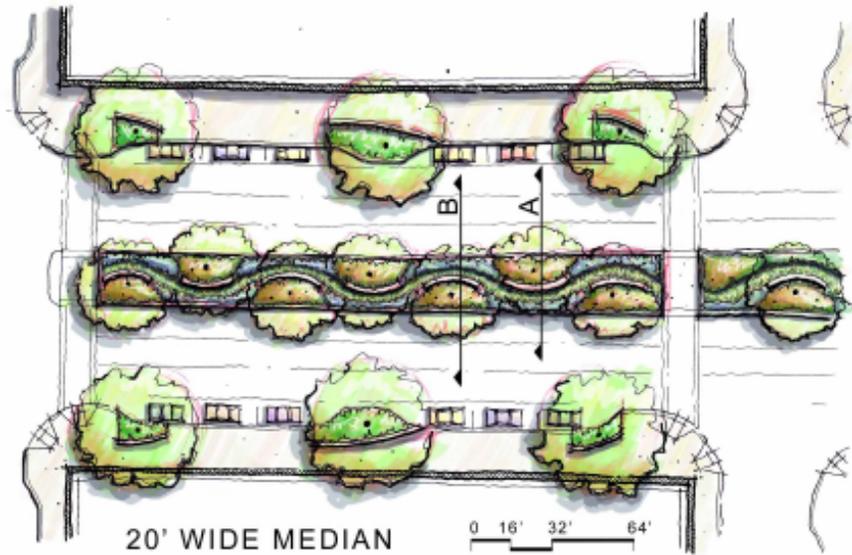
"Flow" and "Movement" Median Concepts

CONCEPT 4: Wet Median

- + Undulating profile
- trees on raised mounds
- water runoff in lowered swales or basins (permeable curbs)



"Movement" Median Concept



"Flow" Median Concept

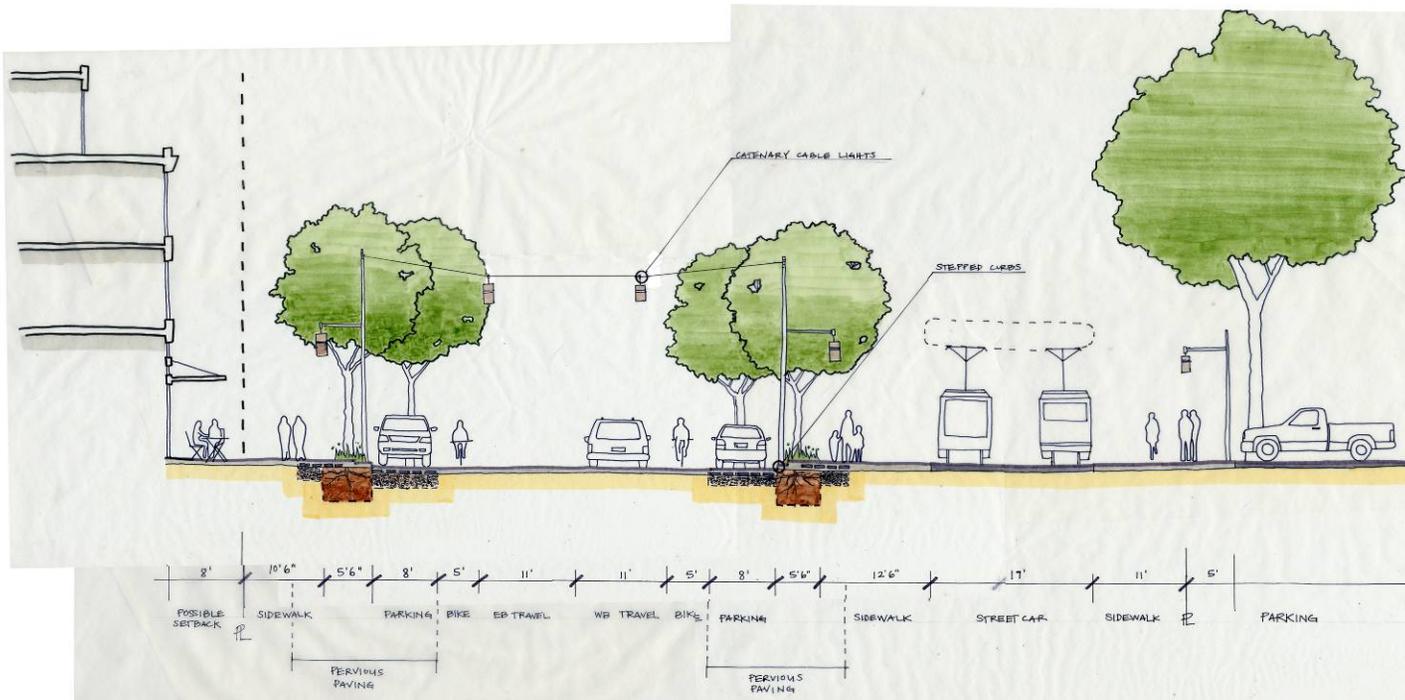
CONCEPT 4: Wet Median

- + “Pause points” associated with natural systems
 - revealing
 - interpreting
 - “delightful surprise”
 - accent lighting
- + Potential for roadway lighting
- + Incorporate architectural structures (linear elements) to define planting areas



CONCEPT 5: Pervious Parking...Plus

- + Paving materials/systems that allow penetration of water in parking lay-bys and outer sections of sidewalk and green fingers.
- + Reveal this system at certain points.
- + Below-grade system of drainage and infiltration.

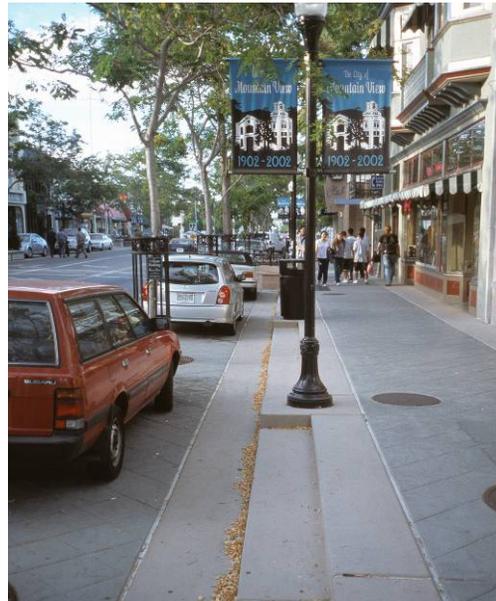


Valley Section



CONCEPT 5: Pervious Parking...Plus

- + Distinctly different paving to visually compress the street and enhance the pedestrian experience.
- + Visually link the parking area more to the sidewalk than to the street.
- + Visually widens the sidewalks.



CONCEPT 6: Night Light

+ Mercer:

- Highlight entry / experience of transition (speed and grade)
- Reinforce formality, rhythm
- Fixtures must frame the street until trees mature
- Unique and dramatic design (accent lights in median/planting areas)
- Unifying element



CONCEPT 6: Night Light



Wireframe Streetlight Concept
Front



Side

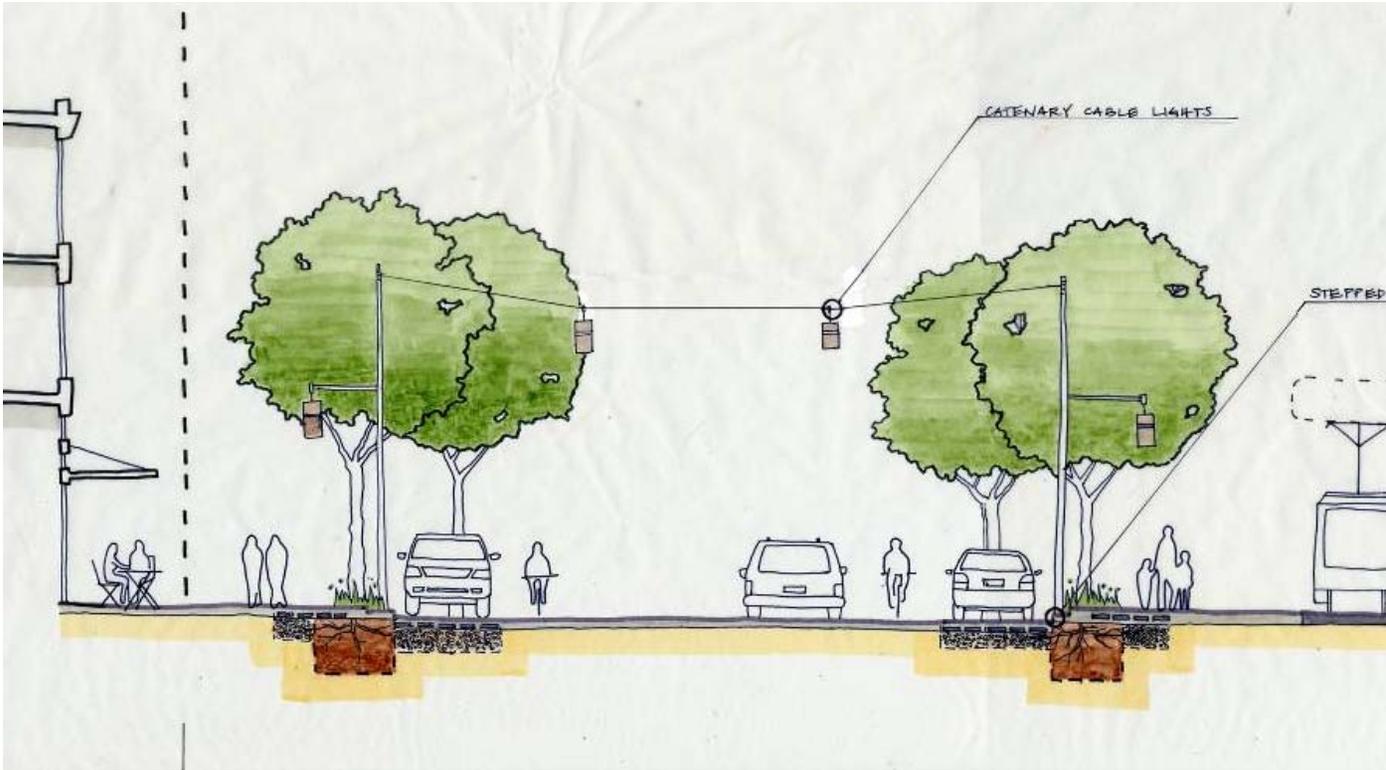
CONCEPT 6: Night Light

+ Valley:

- Scaled to pedestrians
- Unique design eg. “poles and pendants”
- “Ceiling effect” / “street chandeliers”
- Contributes to round the clock vibrancy



CONCEPT 6: Night Light



Valley Lighting Treatment

CONCEPT 7: Animated Edges

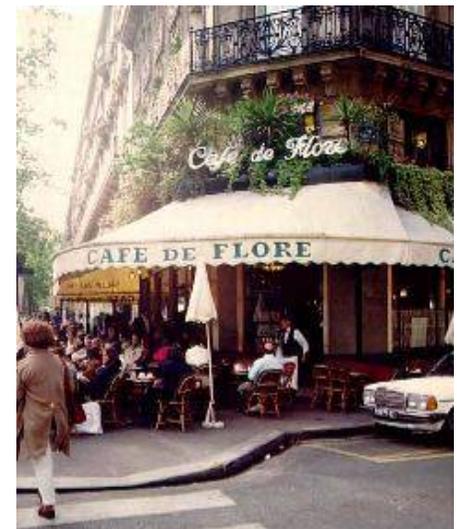
- + Blur the boundary between public and private realms
- + Adjacent Building Design:
 - Ground level setbacks / forecourts for seating areas
 - Ground level details
 - Overhead weather protection
 - Articulated walls
 - Upper level setbacks



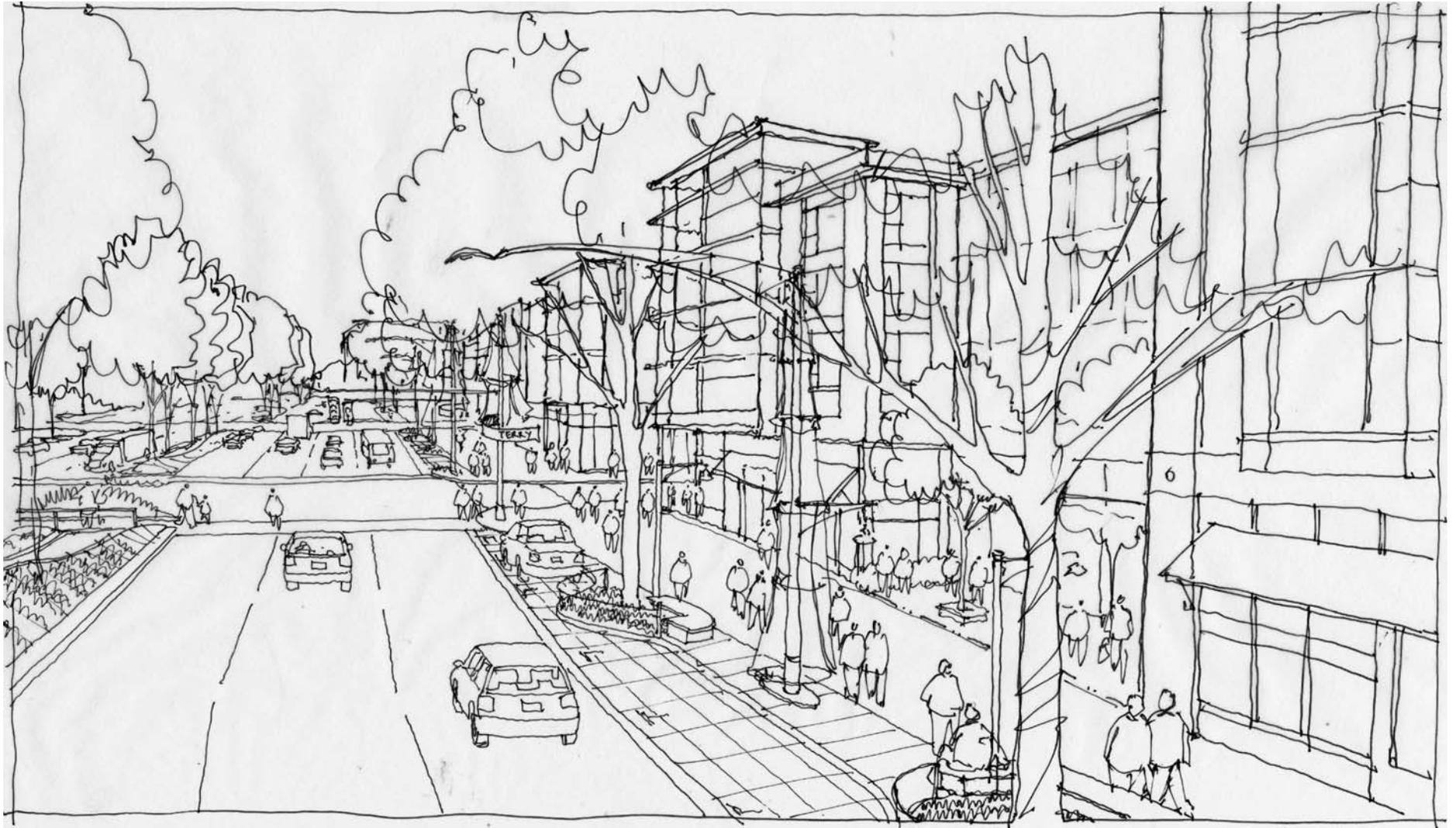
CONCEPT 7: Animated Edges

+ Adjacent Uses:

- Home-grown restaurants, cafes, and sidewalk coffee bars,
- Shops and services
- Nightlife (live music venues)



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Valley



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