

PLANNING AND DESIGN WORKSHOP #2

December 12th, 2015 - Bruce Monroe Elementary School at Park View

Amenities and Retail



RETAIL & COMMUNITY SERVICES/ AMENITIES

<p>1. EDUCATION & TRAINING</p> <ul style="list-style-type: none"> - After Care center - Job training center - Computer lab - Art Studio - Library - Recording studio (sound room) - Conference rooms 	<p>2. SMALL RETAIL & BUSINESSES</p> <ul style="list-style-type: none"> - Lawyer's office - Clinic - Food Coop - Pharmacy - sandwich shop - restaurant - books & music 	<p>3. INDOOR RECREATION & AMENITY</p> <ul style="list-style-type: none"> - Community Center - Game room - Youth activity - TV room - Senior Lounge - Exercise room/ group fitness - Kitchenette
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Housing Types




Open Space and Parks






Community Services, Amenities and Retail

What We Have Heard:

1. We like the transit options, but are concerned about traffic and parking
2. Empty retail on Georgia Avenue is a problem
3. We want education, childcare and job training needs addressed

How We Are Responding:

1. Leverage existing transit options
2. Provide opportunity for a variety of amenity and service spaces

Housing Types

What We Have Heard:

1. We like the Neighborhood architecture
2. We'd like to see housing for seniors and for families
3. We like the size and scale

How We Are Responding:

1. Contextual architecture
2. A variety of types and sizes

Open Space and Parks

What We Have Heard:

1. We like both active and passive park space
2. We feel strongly about the amount and location of parks
3. We want to balance the needs

How We Are Responding:

1. Together we will look at What, Where and How Much

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Design and Program

What we've heard from previous meetings:

1. Can we see some design options?
2. What is the program?
3. Can you show us how the sites are linked and work together?
4. What happens in different building scenarios?
5. What happens with different parks scenarios?

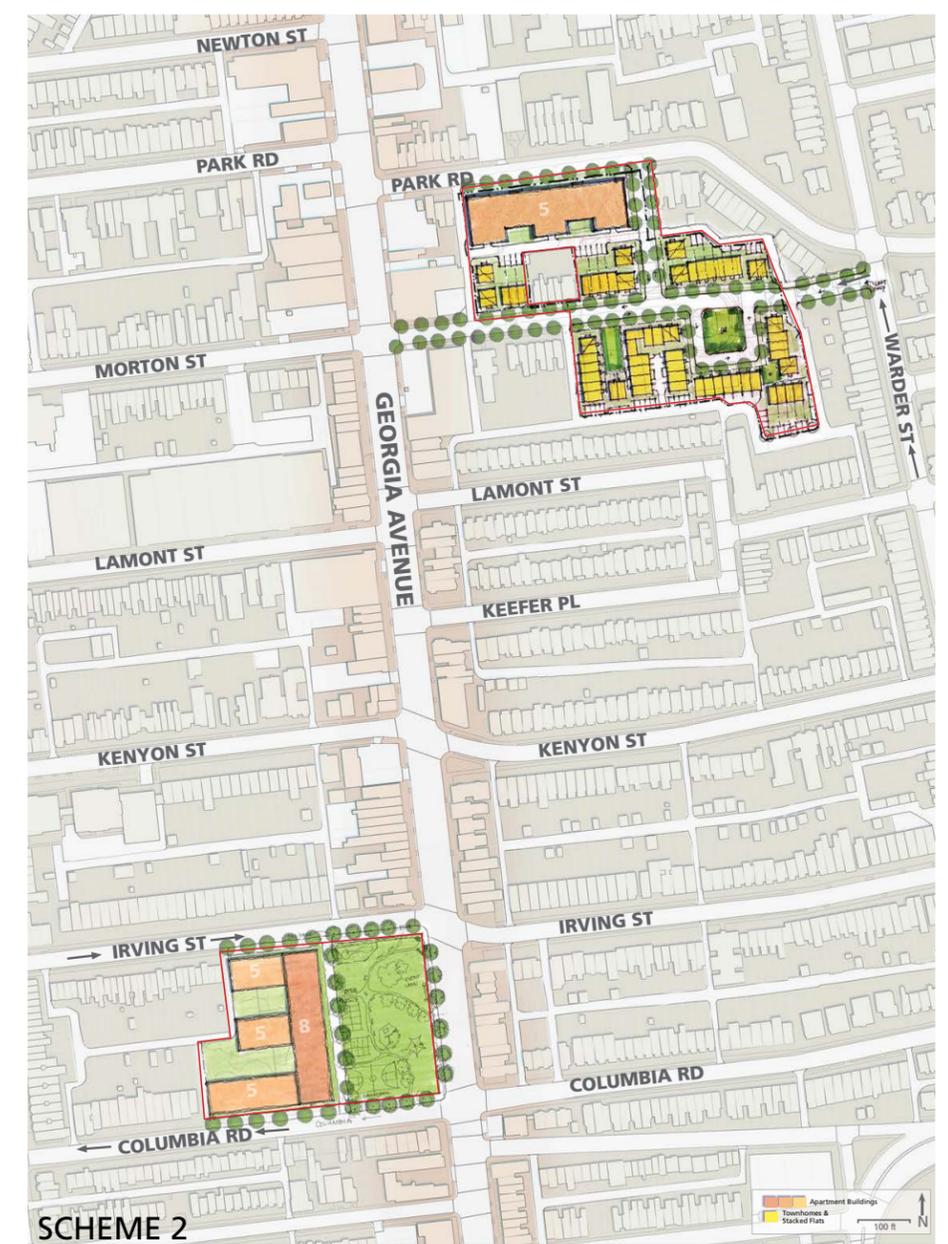


How we are Responding:

1. We will look at a lot of options today.
2. You will have an opportunity to work with the same program – around 450 units combined.
3. The design challenge will always consider how the sites are linked.
4. Different scenarios will be shown, discussed and modified.

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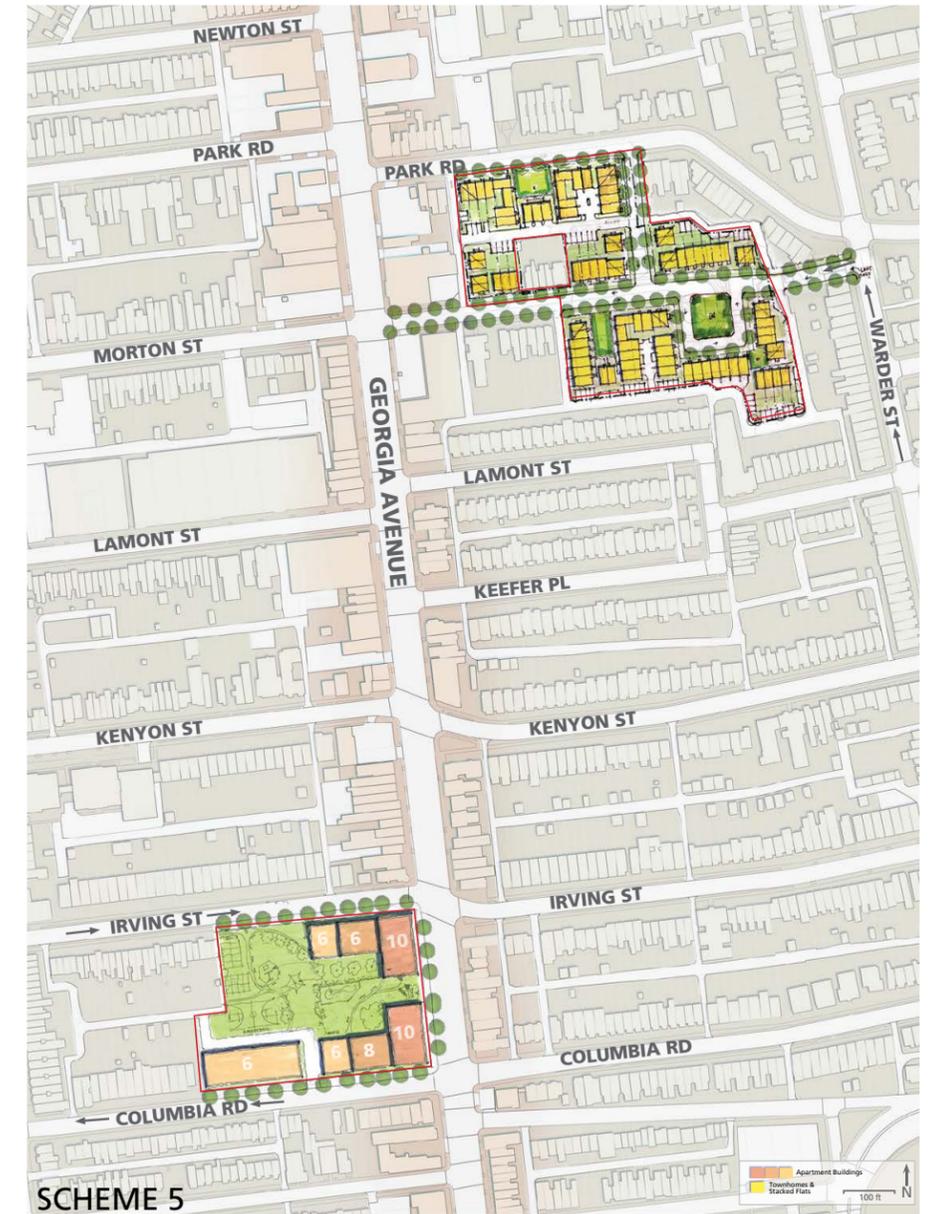
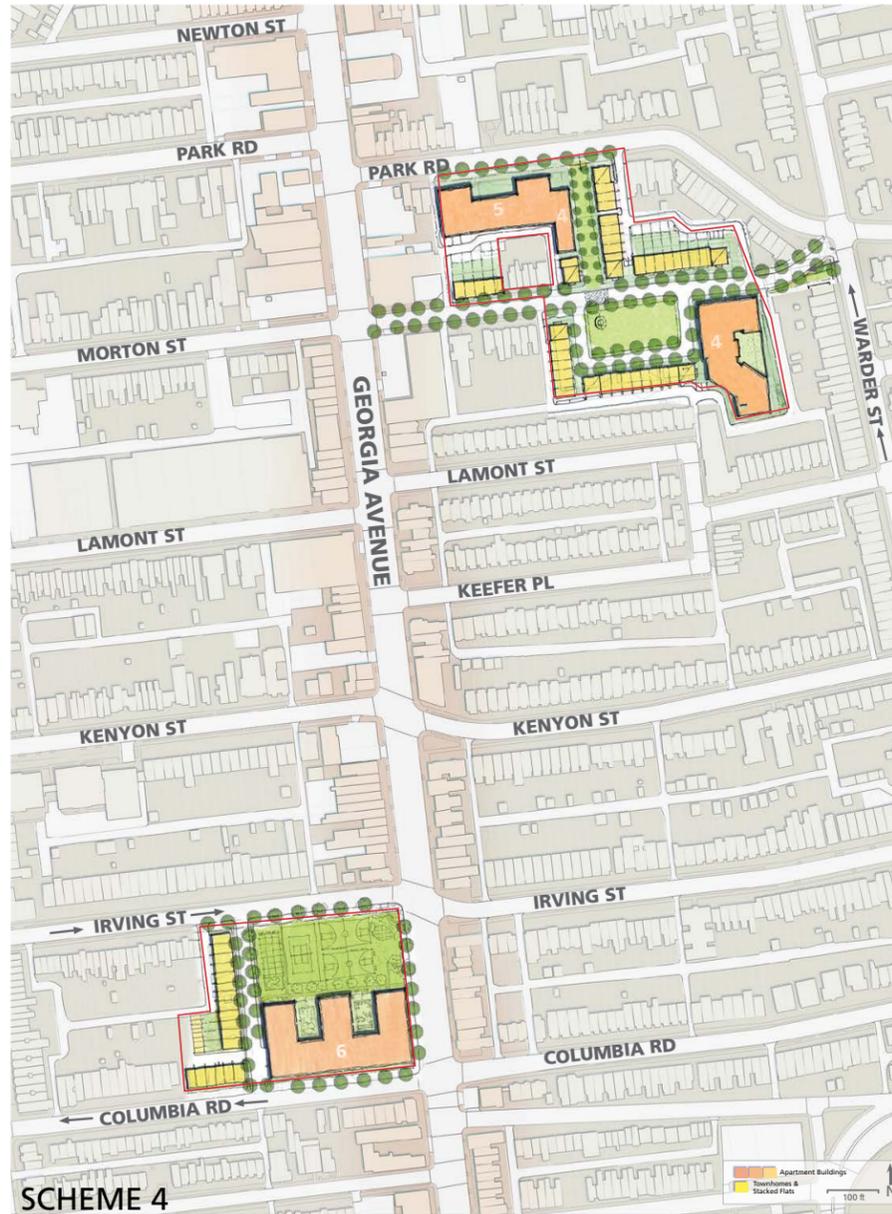
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Design Schemes shown at workshop help to facilitate comments and feedback from stakeholders

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Perspective sketches that illustrated the multiple design options shown at workshop helped stakeholders visualize the urban design plans and discuss



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Attendees had the opportunity to explore their own ideas with 3D printed massing blocks on a scaled map of the neighborhood. Each block represented a certain amount of program.



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Feedback

Residents were asked to provide feedback to the precedent images provided, by posting notes and dots. These represented what citizens liked and did not like about the imagery, and what they envisioned for the future of Park Morton and Bruce Monroe. The development team were present at each station to answer questions and facilitate discourse.

Housing Types



