



## ESPRIT PARK

SCHEMATIC DESIGN

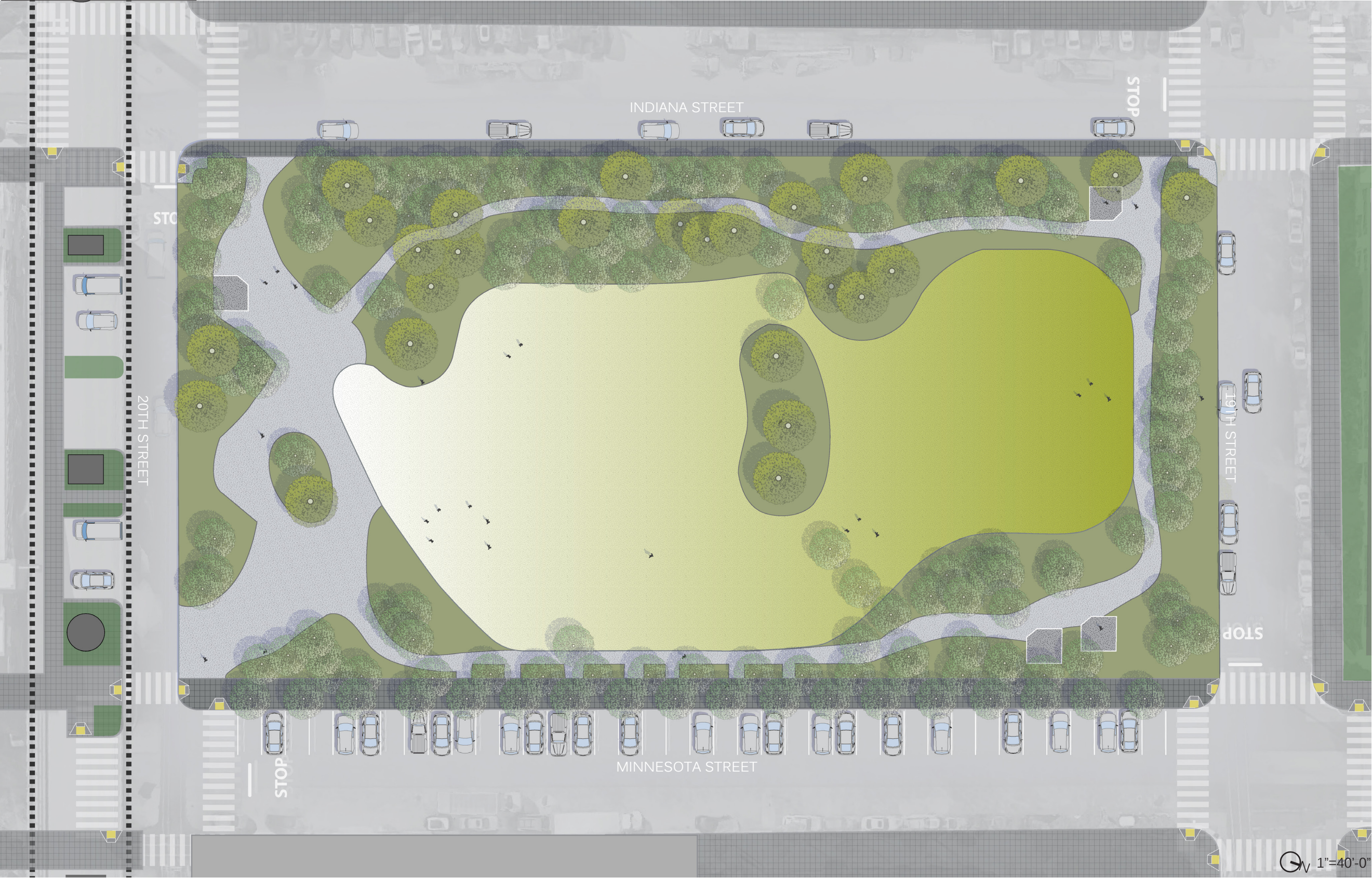
DOGPATCH NEIGHBORHOOD ASSOCIATION DESIGN  
AND DEVELOPMENT REVIEW COMMITTEE  
TUESDAY, MARCH 14, 2017 R





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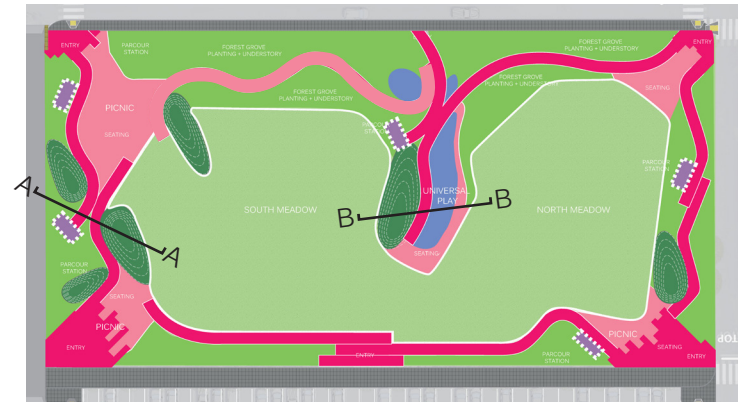
- 1 PARK ENTRY
- 2 NORTH MEADOW
- 3 SOUTH MEADOW
- 4 PICNIC TABLES - WOOD/METAL
- 5 CHILDREN'S / UNIVERSAL PLAY AREA - NATURAL PLAY ELEMENTS
- 6 POTENTIAL LOCATION OF PAR COURSE/ACTIVE EXERCISE EQUIPMENT
- 7 DRUMLIN LANDSCAPE MOUNDS
- 8 EXTENTS OF EXISTING MEADOW
- 9 ADA HARDSCAPE PATHWAY
- 10 CITY STANDARD SIDEWALK
- 11 BOULDERS
- 12 POTENTIAL LOCATION OF SITE FURNISHINGS/SEATING ELEMENTS
- 13 PERMEABLE PATHWAY
- 14 EXISTING FORESTED GROVE
- 15 EXISTING TREE
- 16 REPLACEMENT TREE
- 17 20TH STREET OVERPASS SHOWN AS DASHED
- 18 UNDERSTORY PLANTING AREA
- 19 PLANTING AREA
- 20 POTENTIAL LOCATION OF 3 TIER DRINKING FOUNTAIN

This schematic concept and previous versions of the rendered schematic plan (3/10/2017) have not yet been fully reviewed all the divisions of the Recreation and Park Department. The Recreation and Park Department will start a park detail design process later this year, building on the work that we've achieved through the Public Realm Plan. The typical Recreation and Park Department design process will make decisions regarding final material choices, alignment of paths, width of paths, plant selection, and other aspects. This schematic plan shown here may change through the typical Recreation and Park Department process. However, this schematic represents what we've heard as the community feedback for preferred programs and amenities, size and rough allocation of functional program areas; and will inform the next phase of park design.

1"=40'-0"







ESPRIT PARK DIAGRAM

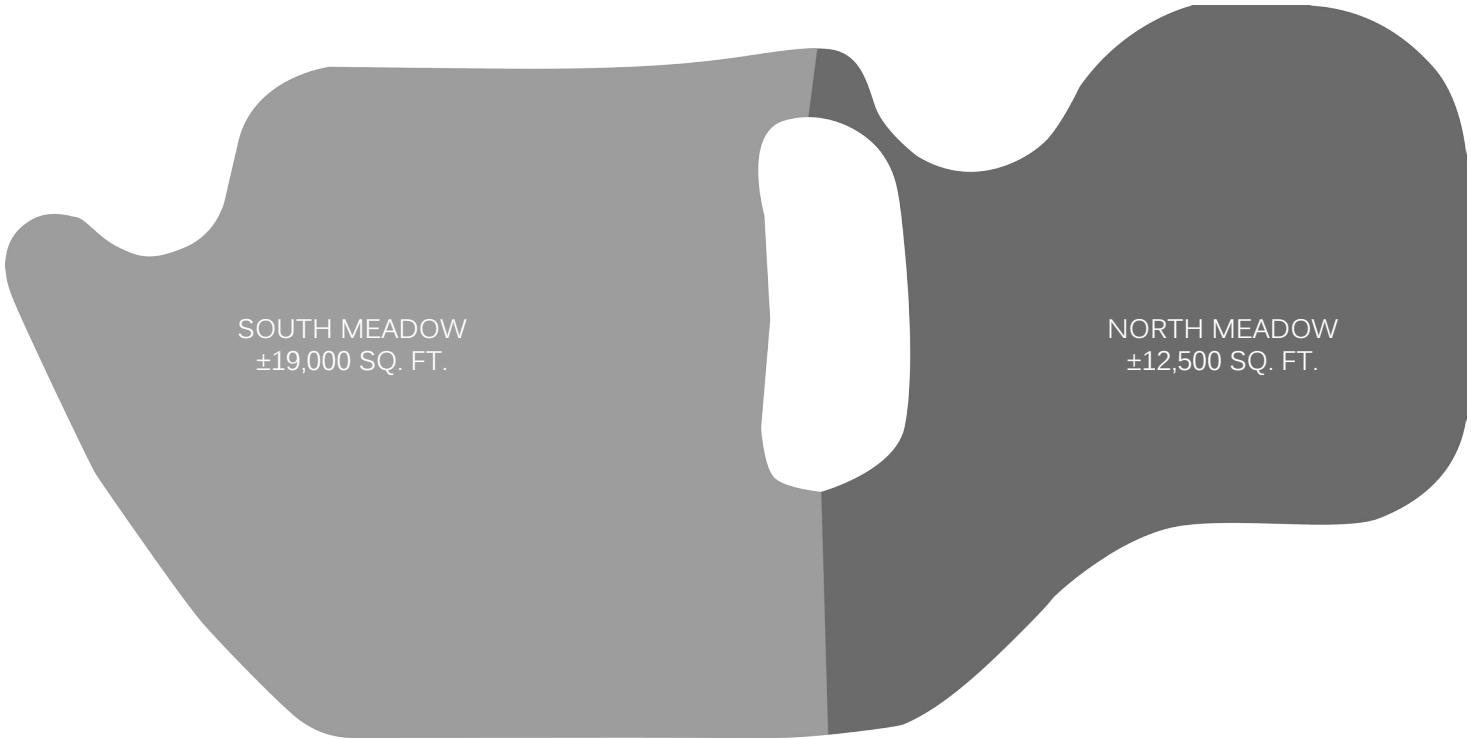


SECTION A-A

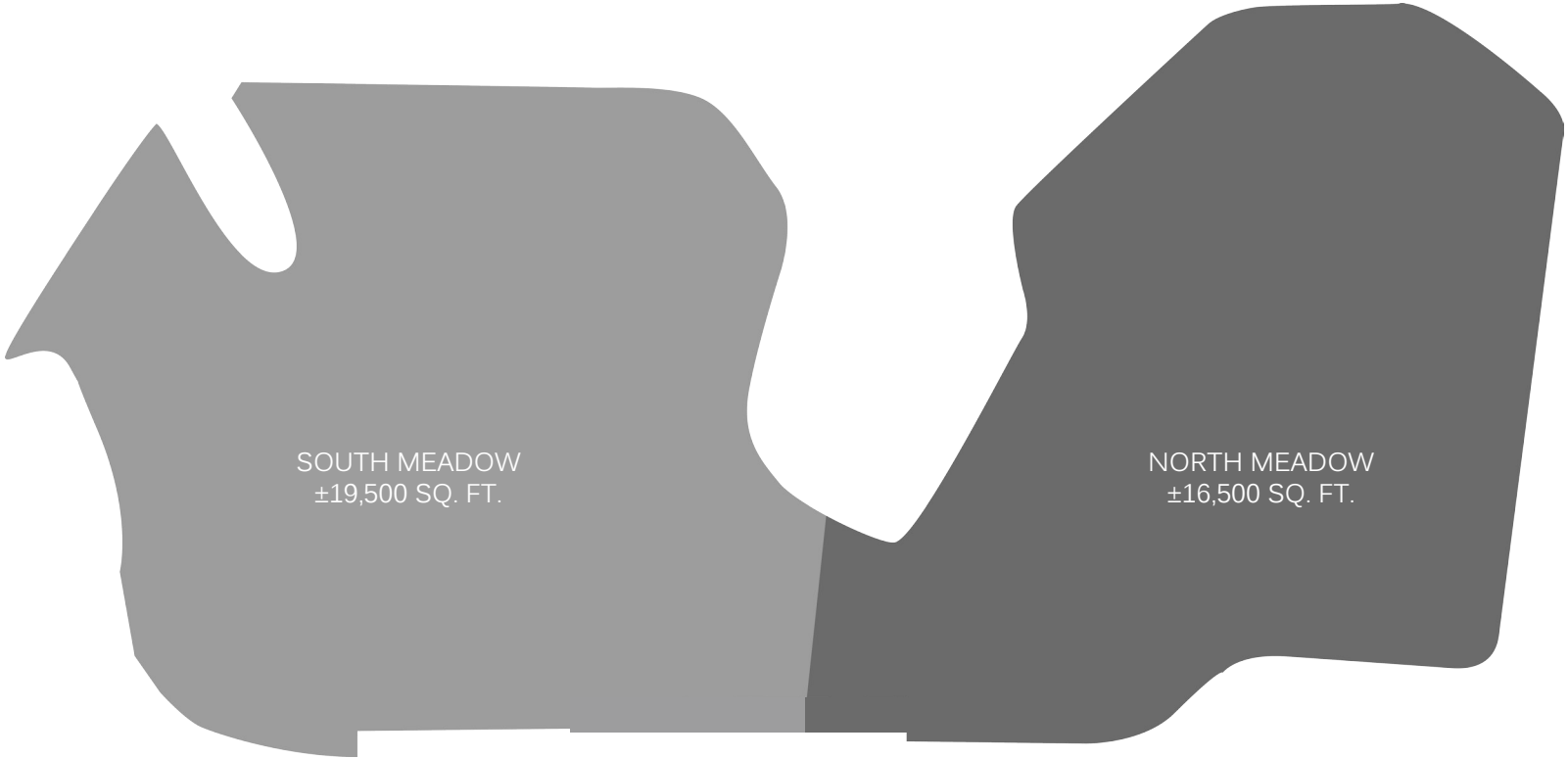


SECTION B-B



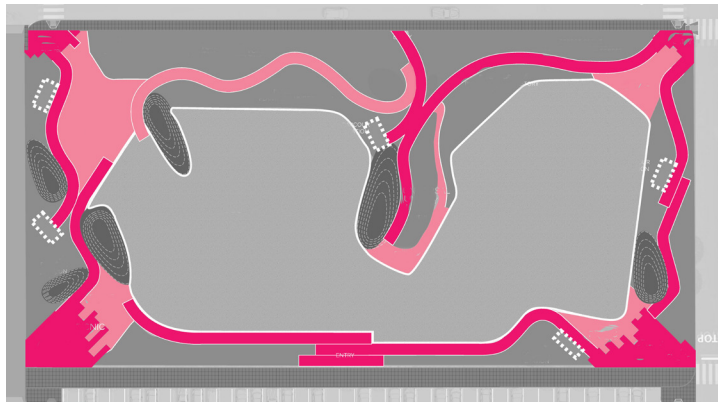


EXISTING MEADOW - TOTAL ±31,500 SQ. FT.



PROPOSED MEADOW - TOTAL ±36,000 SQ. FT.





ESPRIT PARK DIAGRAM



ENTRY - URBAN EDGE HARDSCAPE + SEATING ELEMENTS SET AMONGST EXISTING AND PROPOSED TREES TO FEEL LIKE WALKING THROUGH A GROVE

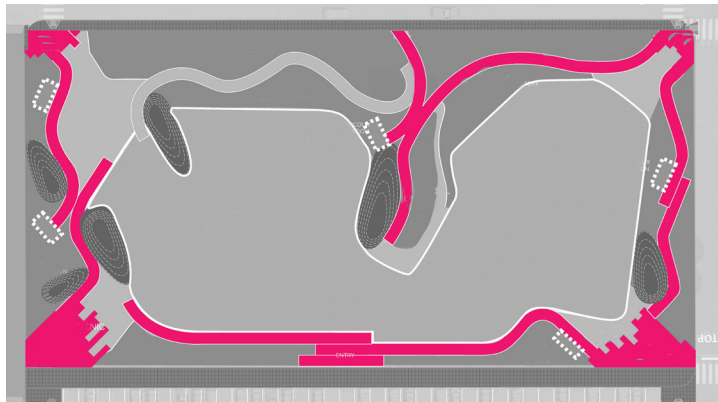


PRIMARY CIRCULATION + HARDSCAPE PATHWAYS RESPONDING TO EXISTING TREES AND NATURAL ELEMENTS TO FEEL AS THOUGH YOU ARE WALKING THROUGH A FOREST



SECONDARY CIRCULATION - PERMEABLE SURFACING AND LOOSER NATURAL MATERIALS TO REINFORCE THE FEELING OF A FOREST PATHWAY





ESPRIT PARK DIAGRAM



NATURAL STONE PAVING FOR A RICH AND RESILIENT WALKING SURFACE

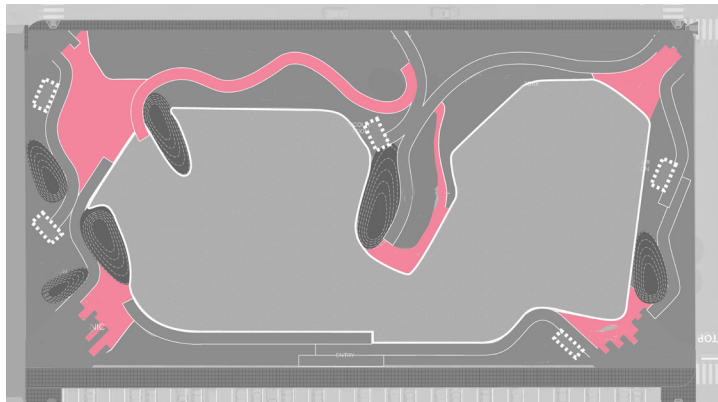


INTEGRAL COLOR CONCRETE WITH TEXTURAL DIFFERENCES TO GIVE THE FEELING OF A NATURAL MATERIAL



UNIT PAVERS ADD DIVERSITY IN TEXTURE AND EXPERIENCE AND CAN BE USED TO SIGNIFY DIFFERENT USE AREAS.





ESPRIT PARK DIAGRAM



DECOMPOSED GRANITE - FINE-GRAINED DURABLE NATURAL WALKING SURFACE

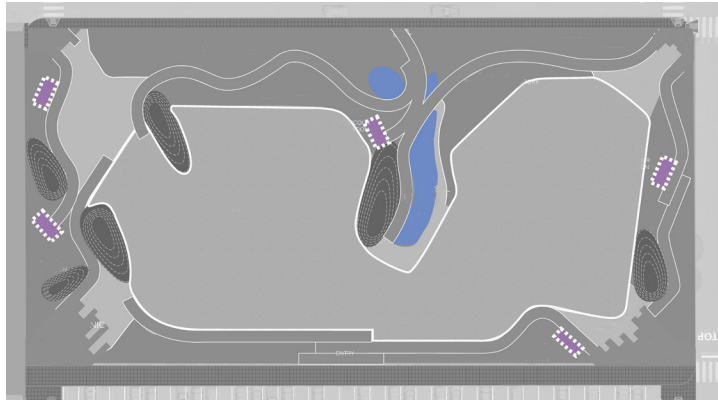


GRAVEL - LARGER TEXTURAL “CRUNCHY” WALKING SURFACE FOR A MORE VISCERAL EXPERIENCE



STEPPING STONES IN GRAVEL - MIXTURE OF HARDSCAPE AND PERMEABLE SURFACES TO ADD DIVERSITY AND INTEREST





ESPRIT PARK DIAGRAM



UNIVERSAL PLAY - MATERIALS FITTING OF THE SURROUNDING TREES

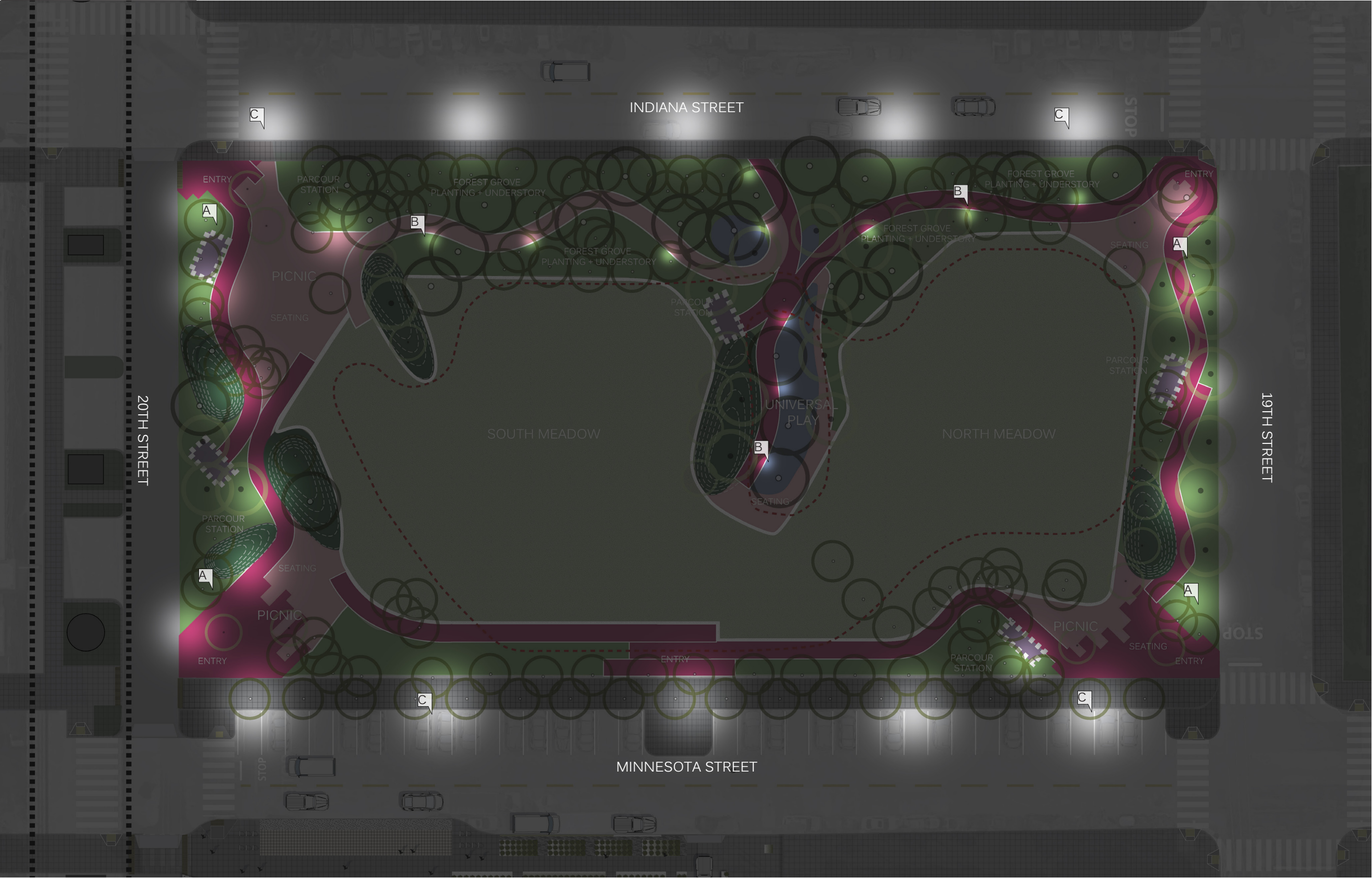


NATURAL PLAY ELEMENTS - MATERIALS AND ARRANGEMENTS FOR EXPLORATORY INTERACTIONS



PARCOURS EQUIPMENT - MATERIALS AND ARRANGEMENTS FITTING OF THE NATURAL SURROUNDINGS THEY ARE SET AMONGST





A LIGHT TYPE A



B LIGHT TYPE B



C LIGHT TYPE C

