



master plan

Redmond Downtown Park Master Plan and Assessment of the Downtown Parks Network



Prepared for:

THE CITY OF REDMOND

John Marchione, *Mayor*

CITY OF REDMOND DEPARTMENT OF PARKS AND RECREATION

Craig Larsen, *Director*

Betty Sanders, *Senior Park Planner*

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The Workshop

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The logo for Jill Anholt Studio, featuring the text "Jill Anholt Studio" in a serif font.

The logo for ARUP, featuring the text "ARUP" in a bold, sans-serif font.

The logo for LMN Architects, featuring the letters "LMN" in a bold, sans-serif font.

Date Adopted:

APRIL 21, 2015





Bird's Eye Rendering of the Downtown Park Concept

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Stone House Restaurant:
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Taste of Tacoma
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VALA Arts Center:
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Jacqui Calladine, Outreach Director

Vedic Cultural Center:
Harry Terhanian, President

The Workshop:
David Doxtater, Director

“I am ecstatic to have another reason to love being in downtown Redmond. It’s great not to have to leave Redmond to work, shop, live, and play...it is so exciting!”

On-line Comment from a Redmond Resident

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executive summary

Overview

Redmond’s new Downtown Park will establish a venue for dynamic 18 hour a day public activity. It will help to bring a sense of identity to a city rich in cultural and ecological history by creating a robust, flexible platform for diverse programs and everyday activities.

The importance of Downtown Park has been demonstrated by the City’s decision to make selection of the consultant team into a two-stage competition process, to involve the community in the review of short-listed teams, and to develop the plan through extensive consultation with the community, stakeholders, staff, and City Council-appointed committees.

The Master Plan is presented in three parts:

Part 1 summarizes the research, design exploration process, and public engagement that produced the final Master Plans.

Part 2 presents the Downtown Park Master Plan and the Arts and Culture Master Plan that resulted from the planning process and that provide the direction for future work on Downtown Park.

Part 3 sets out the implementation steps for detailed design, phasing, funding, and management of the park.

Explorations for Downtown Park

Background Research

The project team for the Downtown Park investigated the demographics, history, ecology, geology, and historical development of Redmond as well as current conditions downtown in order to develop an understanding of place that would inform the design of the park. The information collected during the site analysis was presented to the community during the public engagement events to encourage people to take local resources and history into consideration in looking at designs for the park.

Community Engagement

An extensive and creative approach was developed to engage the community in a conversation about the program and design of Downtown Park. The consultant team also met regularly with City staff and with the Downtown Park Steering Committee, the Parks and Trails Commission, and the Arts and Culture Commission. The consultants also contacted and met with a range of stakeholders with interests in arts, cultural, food, ethnic, and market programming to gain insights into how Downtown Park could most effectively serve existing and possible future programming opportunities.

Three rounds of public engagement were held, each involving both face-to-face meetings and a parallel opportunity to review information and express preferences on the City’s website. The first round engaged the community in selecting the consultant team for the project, based on their initial ideas and presentations of past work. The second round sought ideas for the park’s character and design expression and for the activities that would be programmed to take place there over the course of each year. A public workshop and an installation of painted stakes in the temporary lawn on the park site itself asked residents to “have a stake in Downtown Park” and to put forward ideas for what they want to do in the park.



Public Art Installation during Public Engagement

The third round of consultation involved an Open House at Derby Days with a display of three options for the conceptual design of the park and supporting rationale. These display materials were also put on the City's website for responses from the public.

Review of the Existing Park Network

Downtown Redmond has a wide variety of public open spaces and civic facilities with linear green corridors pedestrian trails, and streets connecting them into the public realm network. Among the open spaces in the park system, a few are used regularly to host events and festivals. Other spaces are limited in their suitability for active programming by size and by character; a number of parks are heavily treed and environmentally sensitive with primarily passive uses.

As part of the Master Plan, each park has been assessed for its current facilities and the extent that active programming occurs. A review and assessment of the other parks in the downtown was requested by the City in order to understand the role that the new Downtown Park would play in the park network and to ensure that it offered new and complementary program elements.

This assessment also provided an opportunity to make recommendations for changes to existing parks to adapt services and programming to support but not duplicate the features of Downtown Park. Other parks were also considered for large events as supporting venues.

The review of existing parks and their facilities and programming ensured that the design for Downtown Park would complement rather than duplicate current park opportunities and that ideas for park improvements that arose during public consultation were considered with respect to potential future projects in other downtown parks.

Review of Arts and Culture in Downtown Redmond

Downtown has a concentration of arts and culture, education, recreation, and entertainment destinations. Each of these has the potential to be combined with trips to the park on ordinary days and with events operating on a 'hub and spoke' basis, where the park is the center of the action (hub) and other outdoor and indoor venues offer related venues with clear routes to them (spokes).

In particular, the Redmond Saturday Market is a significant resource for events on Saturdays as both an attractor for people and as a place to buy food during an event in Downtown Park. Food stalls or trucks along the Central Connector, 161 Street NE, and/or Cleveland Street could be part of the wayfinding between the park and the market and could expand the offerings at events in Downtown Park.

Historical Resources

Downtown has a number of historic landmark buildings in the immediate vicinity of Downtown Park. Wayfinding and interpretation from Downtown Park to these sites would support use of both the park and the downtown's historic core. The design of pedestrian movement routes from Downtown Park to Leary Way and to NE 80th Street will be key to achieving integration with heritage resources.

The Master Plan has explored ideas for making it possible to move between the park and Leary Way at a mid-block pedestrian connection. Implementation will be dependent on the support and participation of business owners and operators on Leary Way.

The Stone House is a significant historical resource immediately adjacent to Downtown Park. The park design concept responds to the fine-textured scale of the building, now a restaurant, with a bosque of trees with tables and chairs for outdoor eating as means to integrate the restaurant and park programs and to reinforce the historical interest that the Stone House brings to the site.

Urban Context

The concept for Downtown Park has been developed with regard to its evolving urban context including current and planned land uses, adjacent streetscapes and vehicular circulation, pedestrian connectivity, views, sun and shadow, and acoustic impacts on surrounding blocks. The park design responds to goals of sustainability, using sustainable materials, native and adapted plantings, and passive stormwater management.



Downtown Park Concept Plan

Park Master Plan

Based on the third round of public consultation, an option was selected to proceed into design development with some minor improvements that responded to comments from City staff and the public.

Design Inspiration

Soil excavation on site has revealed the presence of peat pockets indicative of the pre-settlement peat bogs typical to the area. The legacy of a peat bog became the design inspiration for the option that was selected for the park. Peat bogs are comprised of thick, buoyant mats of decomposed vegetation in a hummocky, saturated landscape. Logging, the opening of the Chittendon Locks, and the dredging of the Sammamish River all contributed to the draining of the bogs between Bear Creek and the Sammamish River, and enabled the imposition of the urban grid on Downtown Redmond.

The Bog concept reasserts hummocky and organic forms into the rectilinear 'urban grid'. Soft, lush mounds of naturalized plantings and a flowing wood deck hover between formal rows of trees and the bold, linear paving pattern on the plaza. Two circular zones bridge the rational and the organic – an elevated Great Lawn, ringed by an illuminated wood boardwalk, and a multi-use plaza delineated by a sculptural circular pavilion. The plaza shifts between dry and saturated conditions, enabling multiple use - from performances under the circular canopy, to a shallow reflective pond, to an active water play zone.

Park Design Elements

The park design is comprised of design elements including hard and soft surfaced areas, seating, water features, trees and gardens, and public art features that are described below and in more detail in Part 2. The park design accommodates daily uses and is highly flexible in providing venues suited to a wide range of programming for events hosted in the park or involving the park as part of an event shared with other public spaces in the Downtown.



Concept Rendering of the Central Lawn and Raised Deck



Concept Rendering of the Gardens

Great Lawn

A large area of lawn is a central feature in the park. The Great Lawn is elevated about two feet above the surrounding paved area to create seating around its edges and a ring of wood deck that can be used for setting out tables and chairs and also as a small stage for performances. Ramped access to the lawn is located on the east and west sides.

Paved Plaza

The area around the Great Lawn is primarily plaza space with a striped paving pattern. The plaza provides circulation space and the flexibility to set up stages, market stalls, projection screens, and other temporary facilities for events. An area is floodable by water jets to encourage play.

The Pavilion

A suspended disc creates weather protection over a central part of the plaza. It is envisioned as controlled by cables that allow it to be adjusted as a roof over a stage or a mirrored surface reflecting activity in the park. A semi-transparent scrim of water creates a backdrop to the space under the Pavilion that can be enjoyed on an ordinary day or become a stage set for an event.

Bermed Gardens

A series of organically shaped bermed gardens are located within the plaza to provide a lawn area for sitting and to soften the hard paved surfaces with soft landscape inspired by the native bog landscapes of the past.

Bosques of Trees

Rows of regularly spaced maple and oak trees provide a buffer along Redmond Way, at the intersection of 161st Avenue NE and Cleveland Street, and around an outdoor eating area immediately west of the Stone House Restaurant. Linear stone seating walls offer places to sit within the bosques.

Storage and Restrooms

A small building is located along the east edge of the park to house restrooms and storage. It is conveniently sited near the children's water play and the main outdoor eating areas of the park.



Concept Rendering of the Splash Pad and Pavilion Features

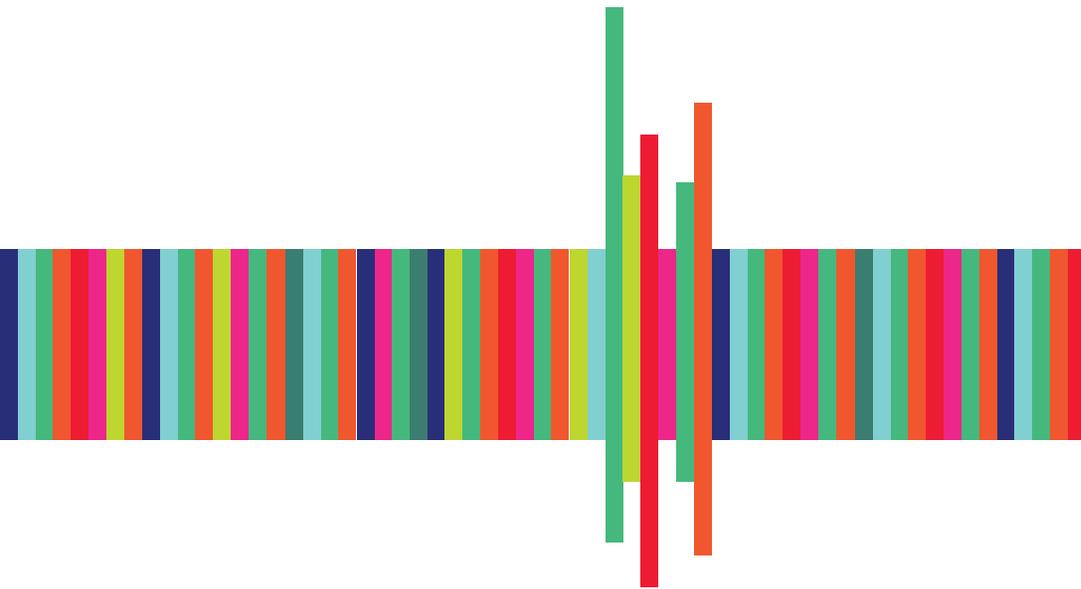
Arts and Culture Master Plan

Concurrently with the development of the Park Master Plan, the integrated design team also prepared an Arts and Culture Master Plan for Downtown Park and for the entire downtown park network. The City of Redmond has a strong commitment to public art and recognizes its importance in city building and bringing a sense of meaning and place in the everyday experience of its residents.

The plan recommends a framework for commissioning a rich collection of public art over time and providing platforms for performing and temporary visual art. It also describes the public art that will be integrated into Downtown Park itself. The full plan is presented in Part 2.

Implementation Plan

Part 3 of the Master Plan report addresses steps that will be needed to implement the park. The next steps involve detailed design development and costing, identification of funding sources matched with phases of park construction, and consideration of how the park will be constructed, maintained, and managed.



introduction

Vision Statement:

Redmond Downtown Park is a memorable and extraordinary gathering place where art and park are indistinguishable. It is a destination for creative energy and exploration where the entire community can: play and relax in all seasons and weather, be inspired and entertained, delight in nature, linger and be uplifted.

Project Introduction

Traditionally, cities and towns around the world had a central public open space commonly used for community gatherings, markets, and everyday events. Commonly a plaza or a park, these civic centers were the heart of the community, and helped to define the town's identity. These public spaces were supported by dense adjacent mixed use retail, office space and residential that ensured a constant flow of people through the downtown core.

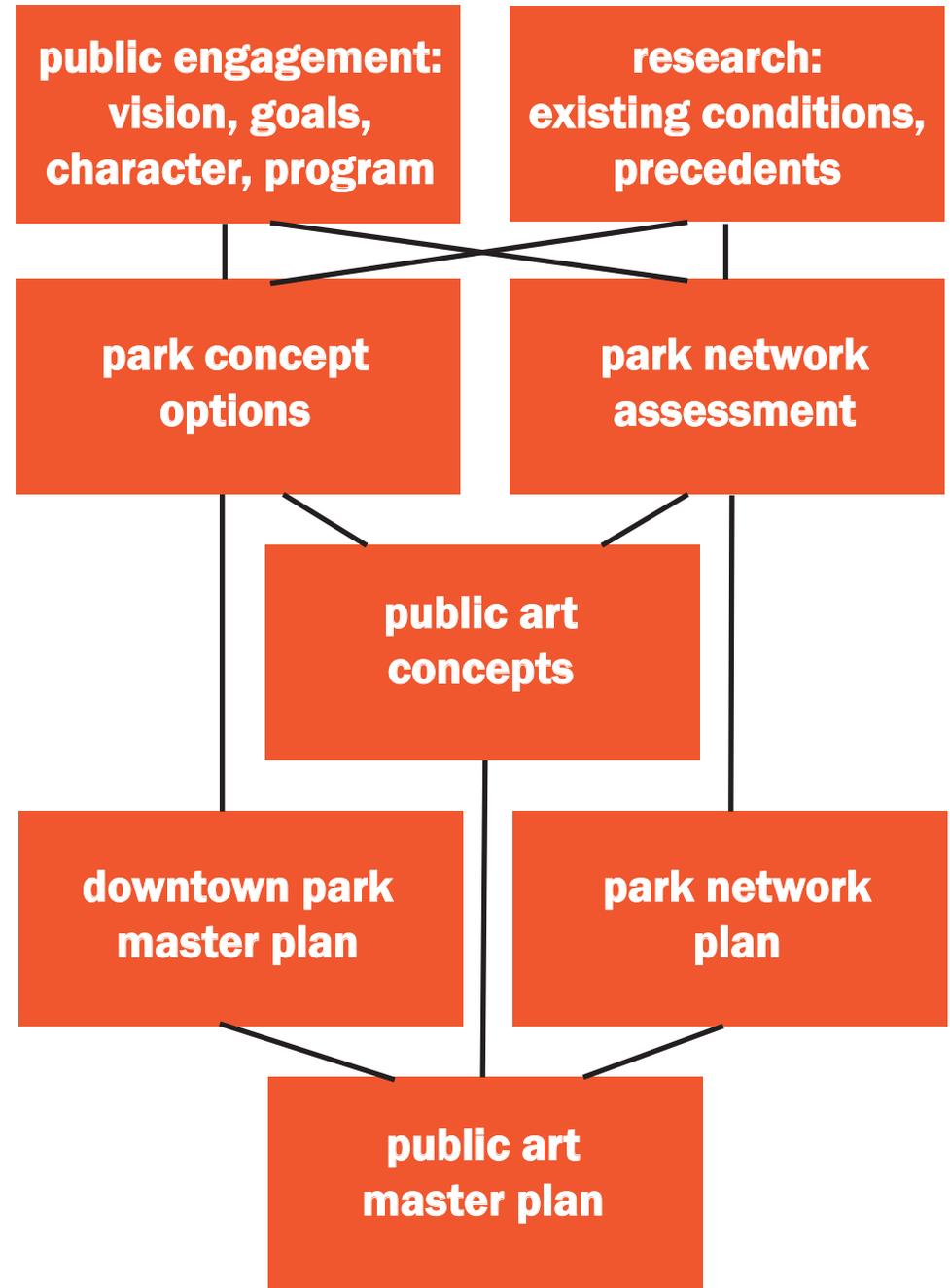
The 1950's to 1970's saw an abandonment of the city's center as families headed to the suburbs for larger, more affordable housing. Many downtowns became suburbanized and dominated by vehicular traffic and parking lots - full during the day, and empty at night.

Today's younger demographic is choosing quicker commute times with closer proximity to workplace, transit and amenities. Redmond, with its high concentration of tech industry, has a particularly young, ethnically diverse, highly educated, highly skilled demographic that is interested in dense downtown living close to shopping, restaurants and public amenities. Downtown Redmond is rapidly transforming from a sleepy suburban bedroom community into a vibrant and engaging urban center.

By 2030, the City of Redmond aims to triple the number of people living downtown, and increase the number of people working downtown by 50%. In order to increase density, Remond needs to attract people with arts, culture, and destination-quality places. With this increased density, the City of Redmond has made a commitment to enhancing its public realm, "...to set the stage for its development as a significant destination for public gatherings and cultural events, a showcase for integration of art and landscape, and a catalyst for economic development".

Redmond's new downtown park will establish a venue for dynamic 18 hour a day public engagement. It will help to bring a sense of identity to a city rich in cultural and ecological history by creating a robust, flexible platform for diverse programs and everyday activities.

master plan process



Goals and Objectives

Downtown Park is an important initiative for the City of Redmond. Its importance is demonstrated by the City's decision to make selection of the consultant team into a two-stage competition process. In July 2013, the City called for Expressions of Interest from teams consisting of landscape architects, architects, artists, planners, engineers, public involvement specialists, or other related professionals.

The Project Background from the request for Expressions of Interest stated:

“Redmond was once a quiet farm town, eight miles east of Seattle. This began to change in earnest when Microsoft located its headquarters here, and other high tech firms followed. Today, Redmond is home to more than half of the world's gaming companies and many world leading companies in the aerospace and biomedical industries. The City is making a conscious effort to create an 18 hour a day community that serves all its population, including the many young adults and foreign born residents and employees who live or work here.

The vision for Downtown Redmond is a thriving center of activity that includes a new Downtown Park that will be a destination for the community and a highly recognizable signature place in the region. Downtown is rapidly achieving its goals as an urban center with new housing, an improved street network, and great pedestrian connections.”

From the Statements of Qualifications, five teams were invited to provide a proposal and participate in a design competition.

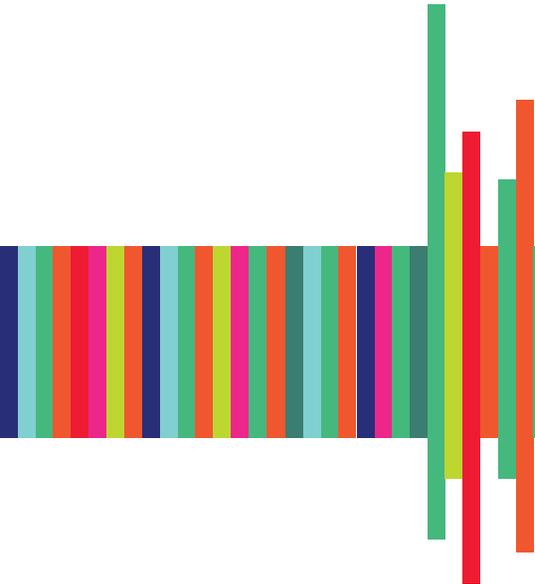
The vision for the new park set out by the City of Redmond during the competition was: “one of a unique place with many different types of spaces, characteristics and qualities.” The City used precedent imagery from around the world to express a desire for “an adventure in creativity, art, and experience in parks...intellectual challenge, mystery and suspense, aesthetic interest, comfort and discomfort, creativity, change...unpredictability”.

In addition to challenging the winning design team to meet high expectations for design excellence and creativity, the City also included a review of all the parks in the downtown in the project. The objective was to determine the role of Downtown Park and provide planning directions to the City for future improvements and updates to the park network and the urban fabric of the downtown to support and complement its functions. Programming opportunities for the park and for downtown, improvements to circulation and wayfinding, and ways to integrate public art into the urban fabric emerged as key objectives for the master plan process during the competition and also throughout the public engagement process.

The selected consultant team reviewed Redmond's recent policies for the downtown and for City parks from the Comprehensive Plan – Redmond 2030 (2011), the Master Plan for the Downtown Cultural Corridor (2013), the Redmond Downtown Parks and Recreation Facilities Master Plan (2008), and other plans for goals and objectives related to the City's aspirations for Downtown Park.

Master Plan Process

A number of workshops, meetings, and events were held to engage the community in a conversation about the program and design of Downtown Park. The consultant team also met regularly with City staff and with the Downtown Park Steering Committee, the Parks and Recreation Commission, and the Arts and Culture Commission. The consultants also contacted and met with a range of stakeholders with interests in arts, cultural, food, ethnic, and market programming to gain insights into how Downtown Park could effectively serve existing and possible future programming opportunities.



downtown parks network

Existing Park Network

Overview

Downtown Redmond has a wide variety of public open spaces and civic facilities with linear green corridors, pedestrian trails, and streets connecting them into the public realm network. Among the open spaces in the park system, a few are used regularly to host events and festivals. Other spaces are limited in their suitability for active programming by size and by character; a number of parks are heavily treed with primarily passive uses.

Review and Assessment

A review and assessment of all parks in the downtown was requested by the City in order to understand the role that the new Downtown Park will play in the park network and to ensure that it offers new and complementary program elements. This assessment also provided an opportunity to make recommendations for changes to existing parks to adapt services and programming to support but not duplicate the features of Downtown Park.

Thirteen parks in downtown have been evaluated as part of this process, and are identified on the map on page 5. Each park has been assessed for its current facilities and the extent that active programming occurs. Each park was also reviewed with respect to its public art and potential for future public art (refer to the Public Art Master Plan in Part II). Some of the current uses for the park and open spaces in downtown are summarized below:

Parks that host special events:

- Municipal Campus/City Hall—Large scale community events and festivals such as Derby Days and Redmond Lights. Multiple sites are used for the largest events
- Anderson Park—Small scale arts events
- Marymoor Park—A King County park with large performances and events.

Undeveloped or lightly developed parks:

- Heron Rookery
- Dudley Carter Park
- Luke McRedmond Landing.

Developed Parks and Plazas:

- Anderson Park
- Edge Skate Park
- O’Leary Park
- Flagpole Plaza.

Indoor Recreation Facilities:

- Old Redmond Schoolhouse Community Center
- Old Firehouse Teen Center.

Trail System:

- Sammamish River Trail—a King County trail on the east side of the Sammamish River, and used as part of the Redmond Lights processional
- Redmond Central Connector—a new urban trail through downtown Redmond that is also now part of the Redmond Lights processional.

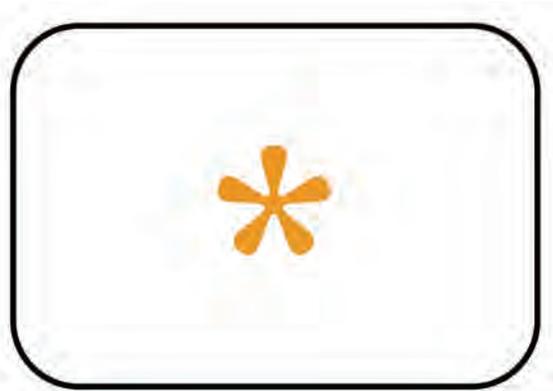
Natural Open Spaces:

- Redmond Town Center Open Space.

In the next pages, properties in the parks system are assessed for current facilities and programming activities, and are evaluated for the potential to make future improvements to enhance their role in animating the downtown.

Approaches to Programming

As part of the site assessment of the downtown parks in Redmond, current and potential programming functions have been reviewed. Redmond currently programs its signature events: Derby Days and Redmond Lights using a range of spaces that together provide the range of facilities needed for the events. Marymoor Park remains the park that is large enough to host major events on its own. Three approaches to programming Downtown Park are addressed in the concept design as well as planning directions for future improvements to other parks and to the streets and connectors that link them together.

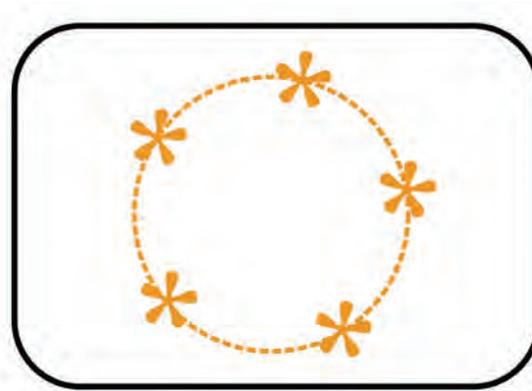


Single Event:

Downtown Park has the capacity to host single events up to its capacity. Closing Cleveland Street can add to this capacity as well as facilitating the inclusion of program elements that require a paved location such as food trucks, market stalls, and fire engines.

Examples:

- Food Tasting Festival
- Artist-in-Residence Performance
- Outdoor Art and Craft Market



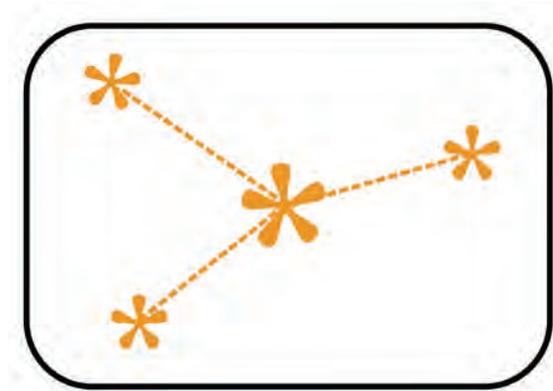
Path / Circuit Event:

Many events invite participants to move along a route. These circuits often need a public space as a starting point and finish line as well as nodes along the way for food and water or other functions.

Examples:

- Charity Walks and Runs
- Derby Days
- Redmond Lights

Note that Path and Circuit events can also incorporate a central Hub park as the focus of the event and place where supporting services are located.

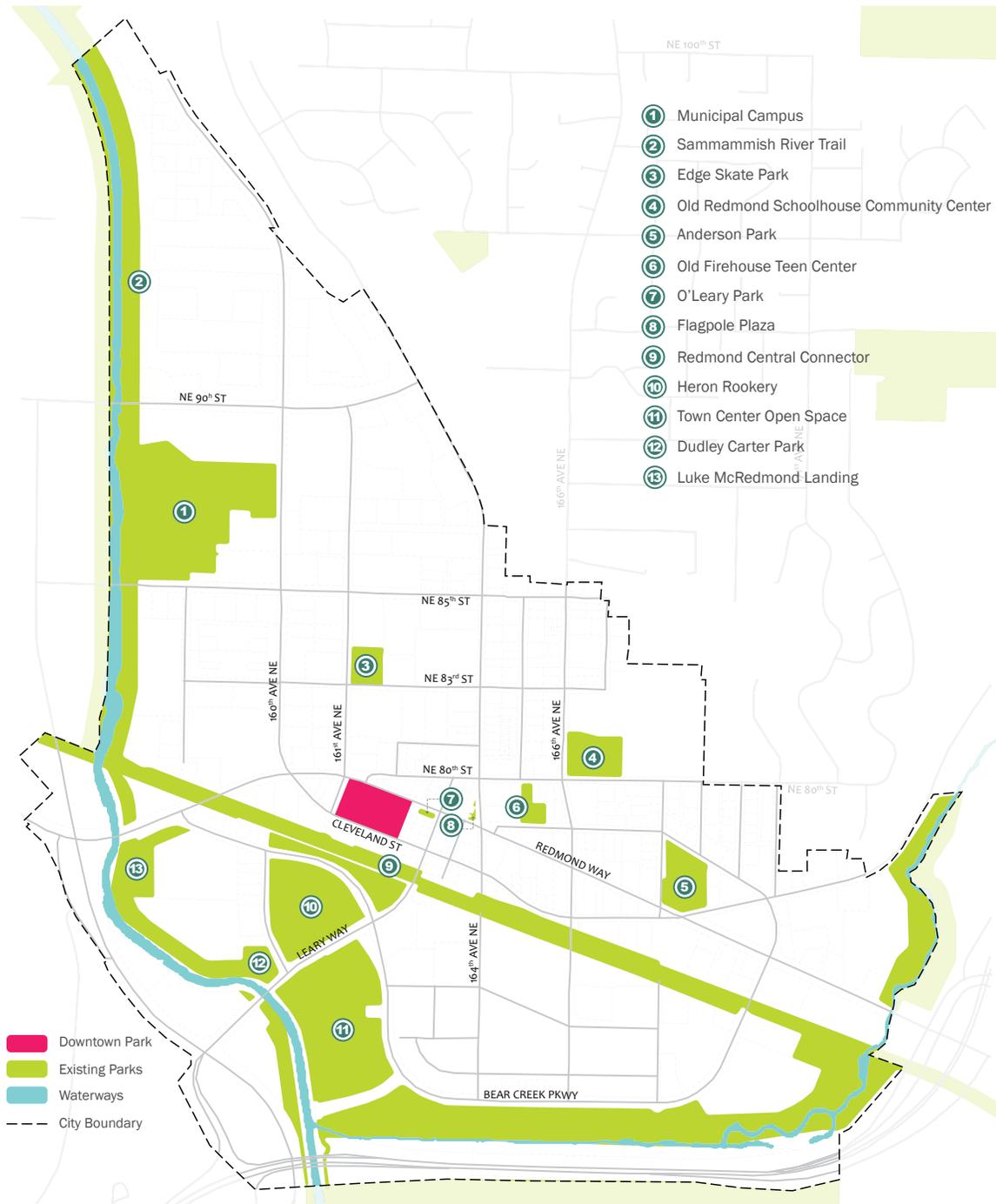


Hub-and-Spoke Event:

Downtown Park can be the centerpiece of an event that has multiple venues. The Municipal Campus, Anderson Park, and spaces both indoor and outdoor at the Old Redmond Schoolhouse are good 'spoke' sites. Good connections and clear wayfinding to other sites is key and can be facilitated by signage, streetscape design features, and temporary banners, signs, balloons, cones, and other markers.

Examples:

- Music festival with multiple stages needing acoustic separation
- Outdoor art show linked to indoor galleries
- Children's festival linked to indoor theatre spaces and outdoor stages like Anderson Park



- ① Municipal Campus
- ② Sammamish River Trail
- ③ Edge Skate Park
- ④ Old Redmond Schoolhouse Community Center
- ⑤ Anderson Park
- ⑥ Old Firehouse Teen Center
- ⑦ O'Leary Park
- ⑧ Flagpole Plaza
- ⑨ Redmond Central Connector
- ⑩ Heron Rookery
- ⑪ Town Center Open Space
- ⑫ Dudley Carter Park
- ⑬ Luke McRedmond Landing

- Downtown Park
- Existing Parks
- Waterways
- City Boundary

Downtown Park Network

Municipal Campus

Park Size: 8 acres

The civic campus around City Hall is one of the largest open spaces in Downtown. The 2008 Parks and Recreation Master Plan envisioned it as a new park, tentatively called RiverGreen. The open spaces around municipal buildings are used daily by civic workers and neighborhood residents. It already hosts events and festivals on its large central lawn; and it will continue to be a key open space for large programmed events.

Existing Infrastructure

The Municipal Campus is the City's largest park for community-wide outdoor events. The central lawn area is highly flexible and can be set up in a variety of configurations. Basic infrastructure is supplied from nearby buildings and temporary rented facilities are used to supplement what is available on site. This includes structured parking, electrical and water.

Potential Infrastructure

In 2008, the Redmond Downtown Parks and Recreation Facilities Master Plan presented a conceptual plan for improvements to the municipal campus. The ability for the campus to host special events and celebrations was key to the conceptual planning and its programming. This site is being considered for development of a large indoor recreation center.

Planning Directions

Improved drainage under event lawns should be a key part of any improvements to the Municipal Campus site. Other changes that could assist in hosting events include more areas of hardscape and increased availability of electrical and water services.

Programming at Municipal Campus will continue for civic events, concerts, and large events that are hosted in several places in Downtown with connecting walking routes. The 2008 concept plan for Municipal Campus anticipates its ongoing use as a programmed open space and upgrades its spaces for these purposes.

Existing site features at a glance:



Proposed Master Plan Concept for Municipal Campus - 2008



Open Lawn Space



Derby Days Event

Anderson Park

Park Size: 2.8 acres

Anderson Park is a neighborhood park that is well used on a daily basis and also programmed for local events during the year. This well-treed park has a mature coniferous canopy, which contributes substantially to the historic character of the park. Historic structures currently accommodate programs and classes. A children's play area orients this park to family usage. The park's size and residential edges limit the scale of events, but contribute to its cozy feel.

Existing Infrastructure

Anderson Park functions primarily as a neighborhood park. It has a small plaza with a permanent stage and built-in seating. Electricity and water service is available from the Fuller and Adair cabins which also provide support space such as change and green room functions for events.

Potential Infrastructure

Anderson Park has a limited capacity for crowds at its plaza stage and adjacent open lawn area due to constraints of size, many trees, traffic noise, and several park structures. The Couplet Conversion Project will make minor changes to the park's edges around the intersection of Redmond Way and Cleveland Street but will not affect its capacity much. Public art and wayfinding around this rebuilt intersection could enhance its potential as a venue within a larger multi-site festival with a 'hub and spoke' configuration. Electricity hookups should be expanded and upgraded in the future.

Planning Directions

Events in Anderson Park should be kept small and low impact to avoid impacts on the mature coniferous tree stand. On-street parking and nearby off-street lots are limited. Programming for small arts and cultural events is currently accommodated in Anderson Park, especially arts events for children and families and will continue to occur there in the future.

Anderson Park should be used as both a primary venue for small single events and as a supporting venue in Hub and Spoke or Hub and Circuit events.

Existing site features at a glance:



Picnic Shelter



Children's Play Space



Open Green with Historic Cabins



Permanent Stage

The “Green Ring”

One of the “Big Ideas” of the Downtown Parks and Recreation Facilities Master Plan is “The Green Ring”. The “Green Ring” re-imagines the Sammamish River, Redmond Central Connector, and Bear Creek with its linear trail system as a destination for city residents. The open spaces linked by the Ring as a “string of pearls” provide residents an enjoyment of nature and a range of activities at each destination. The Green Ring and other linkages in Downtown are key resources for events like charity runs, walks, and rides.

Existing Infrastructure

Redmond and King County have implemented a network of green movement corridors to facilitate connections among parks and other destinations for pedestrians and cyclists. The naturalized corridor along Bear Creek and the Sammamish River has been recently supplemented by the more urban Redmond Central Connector. Wayfinding signage is in place along much of the “Green Ring”.

Potential Infrastructure

Public art could be expanded along parts of the “Green Ring” where it is not already in place or limited by King County policy. Permanent infrastructure like drinking water sources and bike racks and places designed to be temporary set-up areas would enhance events such as walks, runs, and rides. There is also Weed for lighting in the Downtown segment of the Sammamish River Trail with many requests made by the public.

Planning Directions

Wayfinding around the “Green Ring” should be integrated with an improved movement network in the downtown that links key open spaces with a role in event programming. New access places to the water, in locations where environmental constraints can be addressed, would help to expand recreational opportunities and to strengthen the relationship between the “Green Ring” and the rivers.

The Green Ring will play a role in Circuit and Hub and Circuit events that use sections of the trails for runs, walks, cycling events, and night festivals.

Existing site features at a glance:



Sammamish River Trail



Luke McRedmond: Access to Water



Luke McRedmond: Open Green



Sammamish River Trail at Dudley Carter

Dudley Carter Park

Park Size: 1 acre

Dudley Carter Park is a neighborhood park adjacent to the Sammamish River. The park, which was previously known as “Slough Park,” is bounded by the Sammamish River Trail along the west side, and by streets on the south and east sides. This former residential site was used by renowned artist and wood carver Dudley Carter, who designed and built the unique Haida House on the property in the 1990s as a studio space. Slough Park was originally owned by King County, and Carter became King County Parks’ first artist in residence here, at age 96.

Existing Infrastructure

The Haida House was designed to reflect a traditional Native American long house. It includes wood carvings that reflect the totems of the Haida and Kwakiutl tribes of British Columbia. Some remnant landscaping and native plant areas are present on the remainder of the site.

Potential Infrastructure

A master plan was prepared for Dudley Carter Park in 2010. It identified an art focus for this park, with an intention that a building be provided for an artist-in-residence. The concept for the park envisions hosting arts-related events of up to 200 people.

Planning Directions

Site: Proposed structures include a new artist-in-residence building with public restroom, plaza, a short art walk with visual art, a small natural play area and a play area. The park will have enhanced landscaping and a small native plant garden in front of the Haida House.



Dudley Carter: Haida House carving shed



Dudley Carter: open green and art

Existing site features at a glance:



Programming: The Master Plan anticipates that this park will be used for regular programming and occasional larger events. Dudley Carter Park can also be used as a satellite venue for a large event within the Green Ring, or in combination with Downtown Park, Redmond Central Connector, and the Heron Rookery.



Dudley Carter Park Master Plan, City of Redmond

Heron Rookery

Park Size: 4.6 acres

Existing Infrastructure

The Heron Rookery is one of several parks in downtown that features natural and forested settings, providing nearby access to nature for residents. The Heron Rookery has a wild, peaceful ambiance and should be protected from intensive usage. Restoration work by Green Redmond Partnership is continuing, and the public is welcome to explore.

Potential Infrastructure

Several minor improvements that make the site more accessible and suitable for occasional events may be considered. Potential improvements include an extension of electrical service and improving walking paths.

Planning Directions

Site: No major capital investments will be made to the park. Smaller projects that respect the site are envisioned. These would enhance the accessibility of the park by adding crushed rock to the pathway and would extend electricity closer to the pedestrian pathway throughout the park.

Programming: The Heron Rookery has been suggested as an occasional performance venue for unique and infrequent site specific events. This is a special, magical place that should be celebrated, honored, preserved and enhanced as a natural park. Any future activation of the space must be vetted by City staff to show how it meets these goals, and must be open to the public as a free event. Activations of this space should be limited to reduce impacts to the natural setting.

Existing site features at a glance:



Nocturne for the Rookery - Performance in the Heron Rookery, Lucia Neare: Clockface



Nocturne for the Rookery: Night Sky



Nocturne for the Rookery: Trial Walk



Heron Rookery: Existing Trails

O'Leary Park

Park Size: 0.12 acres

O'Leary Park is a brick-paved pedestrian plaza constructed in 1997 on the former site of the historic Corner Tavern. The plaza is situated at a high visibility location in downtown, at the intersection of Leary Way NE and Redmond Way. The park is occasionally used as a gathering spot for historic tours, but in general receives limited direct use.

Existing Infrastructure

This small site contains a kiosk with clock tower surrounded by a sculptured seating area, both designed by an artist. The kiosk contains a display of historic photos and information. Landscape beds with trees are located on three sides of the plaza. Landscaping and the kiosk are partially obscuring visibility into the park, making it less likely to be actively used, and creating concerns about public safety. Two public parking spaces are on the back side of the space.

Planning Directions

With the future development of the Downtown Park on the same block, it is desirable to coordinate the function and design of the two parks. This Master Plan has developed a conceptual layout for future redevelopment of O'Leary Park that would improve connections and wayfinding between Downtown Park and O'Leary Park.

Site: Continued exploration of ways to coordinate the physical design of the two parks is suggested. Continuing the tree species and planting pattern that is proposed for Downtown Park along Redmond Way could be a first step toward creating the desired connection. Improved sight lines into the park are a priority in the near future. When O'Leary Park was first developed it was decorated with lights during the winter holidays and was reported to be very popular. Due to its high visibility location, this old tradition might be reconsidered.

Programming: As programming for events and uses at Downtown Park progresses, O'Leary Park should also be considered as a satellite venue for circuit, hub and spoke, or hub and circuit events. A variety of uses have been suggested for this

Existing site features at a glance:



site during multi-site events, including a site for historic tours, food trucks, vendor tents, and performers. Materials in the kiosk should be evaluated and updated on a regular basis, and should include updated maps and wayfinding aids.



O'Leary Plaza

Other Small Park Spaces

Park Size:

Flagpole Plaza: 0.1 acre

Edge Skate Park: 1.5 acres

Two small park sites in downtown offer a variety of specialized spaces. Flagpole Plaza is Redmond's smallest park, and is mostly hidden behind a wall and vegetation at the corner of Redmond Way and 164th Ave NE. The plaza has few visitors due to its obscure setting. The Edge Skate Park caters to the recreational needs of Redmond's skating and biking youth. These sites offer little flexible space for events and large gatherings.

Existing Infrastructure

Flagpole Plaza is essentially a streetscape area with a porcelain enamel mural, a flagpole and artist-designed benches.

Edge Skate Park contains a skate facility for beginners to intermediate users, and a graffiti wall with art that changes frequently. This park is adjacent to the Metro transit station.

Potential Infrastructure

Flagpole Plaza: The Couplet Conversion project that will convert Redmond Way and Cleveland Streets into two-way streets will impact the Flagpole Plaza corner. The design process is exploring a pedestrian system that includes an expansion of Flagpole Plaza, and may encourage more foot traffic to this location.

Edge Skate Park: No changes are planned for Edge Skate Park.

Planning Directions

Flagpole Plaza: An expansion and visual opening up of Flagpole Plaza may make it more accessible and appealing to visitors, especially to those shopping at the adjacent stores. Efforts to update and enlarge the park should also accommodate the heavy traffic and provide a compelling reason to visit the site.



Edge Skate Park: This park could be considered as a small venue in a Hub and Spoke or Hub and Circuit event, especially one that is oriented towards youth. The hard surface edges of the bowl and even the surface at the bottom of the bowl could be programmed as a small performance space, water and snack station, food kiosk, or other role.



Edge Skate Park



Flagpole Plaza

Indoor Recreation Facilities

Site Size:

Old Firehouse Teen Center: 0.2 acre

Old Redmond Schoolhouse Community Center: 3 acres

Two facilities in downtown cater to the social and recreational needs of Redmond's youth: the Old Firehouse Teen Center and the Old Redmond Schoolhouse Community Center. These places provide a range of specific recreational programs, indoor and outdoor, but offer little flexible space for events and large gatherings.

Existing Infrastructure

Both the Old Firehouse Teen Center and the Old Redmond Schoolhouse Community Center offer a range of public indoor and outdoor spaces that could be used to support programming in a 'hub and spoke' event.

Potential Infrastructure

New infrastructure related to the downtown park network's capacity for programming is not a priority for these facilities. Infrequent inclusion of these spaces in events would likely adapt to existing facilities.

Planning Directions

Improved wayfinding between Downtown Park and both the Old Firehouse Teen Center and the Old Redmond Schoolhouse Community Center along NE 80th Street would assist in coordinated programming with events based in Downtown Park.



Old Firehouse Teen Center



Old Redmond Schoolhouse Community Center

Marymoor Park

Park Size: 640 acres

Marymoor Park is south of the City and owned and operated by King County. It is the destination park for the region for large scale events, performances, festivals, and open air movies. It has a capacity significantly beyond what Redmond Downtown Park can provide and has historically hosted late night events. It will continue to be the venue of choice for many events and festivals into the future.

Existing Infrastructure

Marymoor Park has major infrastructure for programming of large events including a permanent stage, electrical supply, parking, open lawn areas, etc. The ready availability of supporting infrastructure make event programming cost-effective.

Potential Infrastructure

Park and open space planning studies have identified the need for a new pedestrian overpass over SR 520 to provide a link from Redmond, through the Town Center Open Space, to Marymoor Park. Improved pedestrian and cyclist access will make it possible for more Redmond residents to access events at Marymoor Park without needing to drive there.

Planning Directions

Marymoor Park is a venue for regional activities including large concerts, festivals, sporting events, velodrome races and more.

Existing site features at a glance:



Main Event Stage



Velodrome



Dog Park



Children's Play Area



Aerial View

Urban Context of the Park Network

Introduction

Downtown Redmond also offers other significant urban elements that support and integrate with the park network and its potential for programming. These elements include cultural and historical resources that residents and visitors can include in trips to the Downtown for recreation and leisure, the hierarchy of downtown streets that provide routes to Downtown Park and other existing parks, the network for vehicular and pedestrian circulation within the downtown, and gateways that help people to wayfind to and around the downtown.

Art and Cultural Assets

Downtown has a concentration of arts and culture, education, recreation, and entertainment destinations. Each of these has the potential to be combined with trips to the park on ordinary days and with events operating on a 'hub and spoke' basis, where the park is the center of action (hub) and other outdoor and indoor venues offer related venues with clear routes to then (spokes).

In particular, the Redmond Saturday Market is a significant resource for events on Saturdays as both an attractor for people and as a place to buy food during an event in Downtown Park. Food stalls or trucks along the Central Connector, 161 Street NE, and/or Cleveland Street could be part of the wayfinding between the park and the market and expand the offerings at events in Downtown Park.



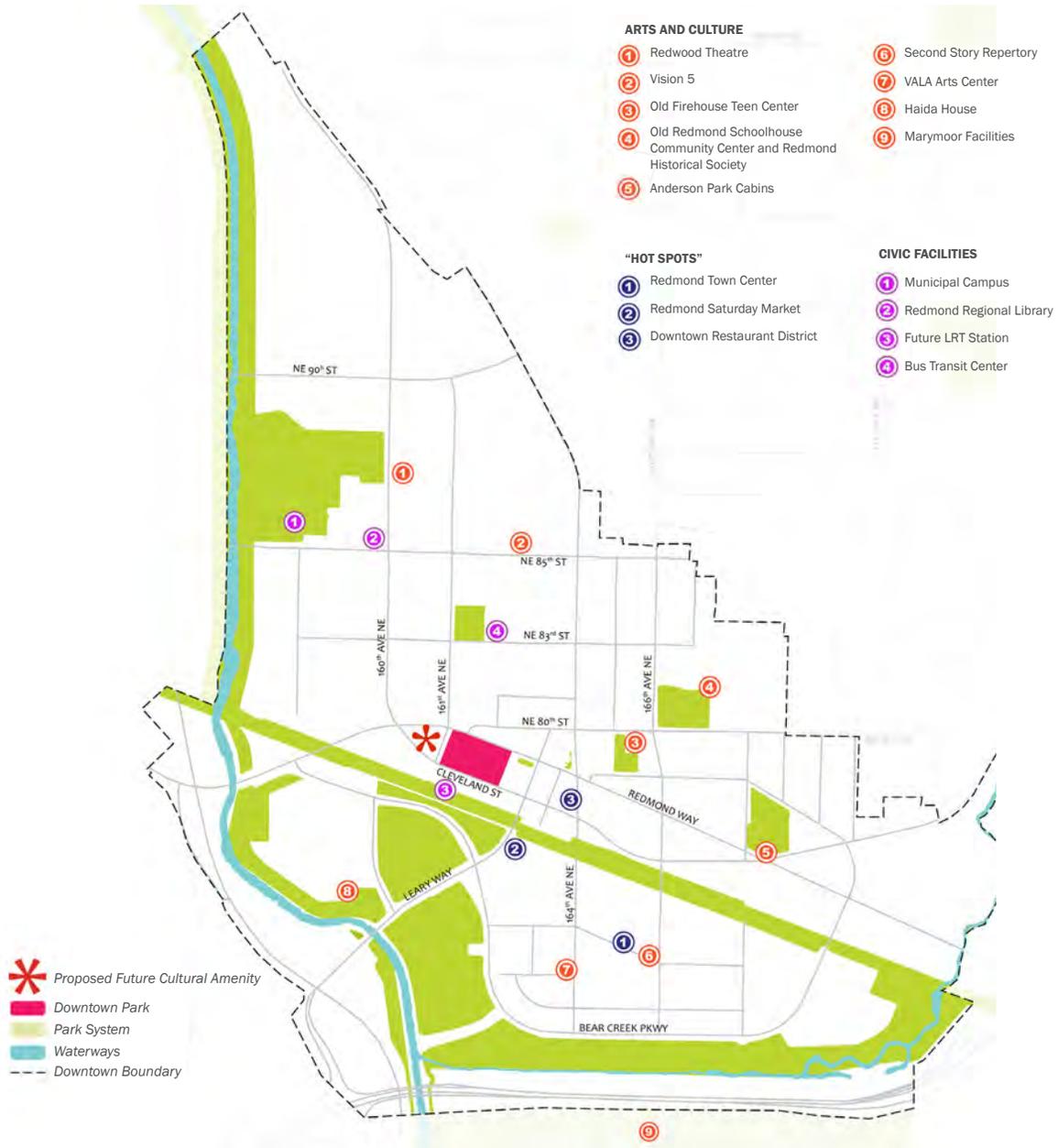
Soulfood Coffee House



Redmond Town Center



VALA Eastside Art Center



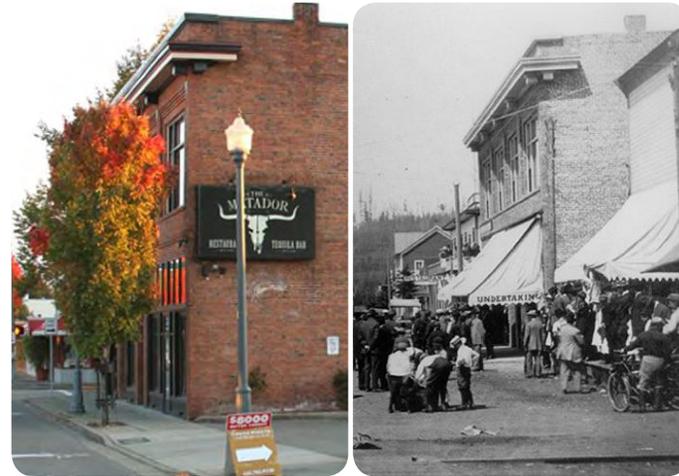
Arts and Cultural Assets in Downtown Redmond

Historical Resources

The Downtown has a number of historic landmark buildings in the immediate vicinity of Downtown Park; most still have existing structures. Wayfinding and interpretation from Downtown Park to these sites would support use of both the park and the historic district in downtown. The design of pedestrian movement routes from Downtown Park to Leary Way and to NE 80th Street will be key to achieving integration with heritage resources.

The Master Plan has explored ideas for making it possible to move between the park and Leary Way at a mid-block pedestrian connection; implementation will be dependent on the support and participation of business owners and operators on Leary Way (refer to the Park Master Plan chapter of this report).

The Orson Wiley Stone House is a significant historical resource on the block of Downtown Park. The park design concept responds to the fine-textured scale of the building, now a restaurant, with a bosque of trees with tables and chairs for outdoor eating as means to integrate the restaurant and park programs and to reinforce the historical interest that the Stone House brings to the site. Low stone seating walls knit across the site to carry the materiality and texture of the historic district across the more contemporary surfaces of the park.



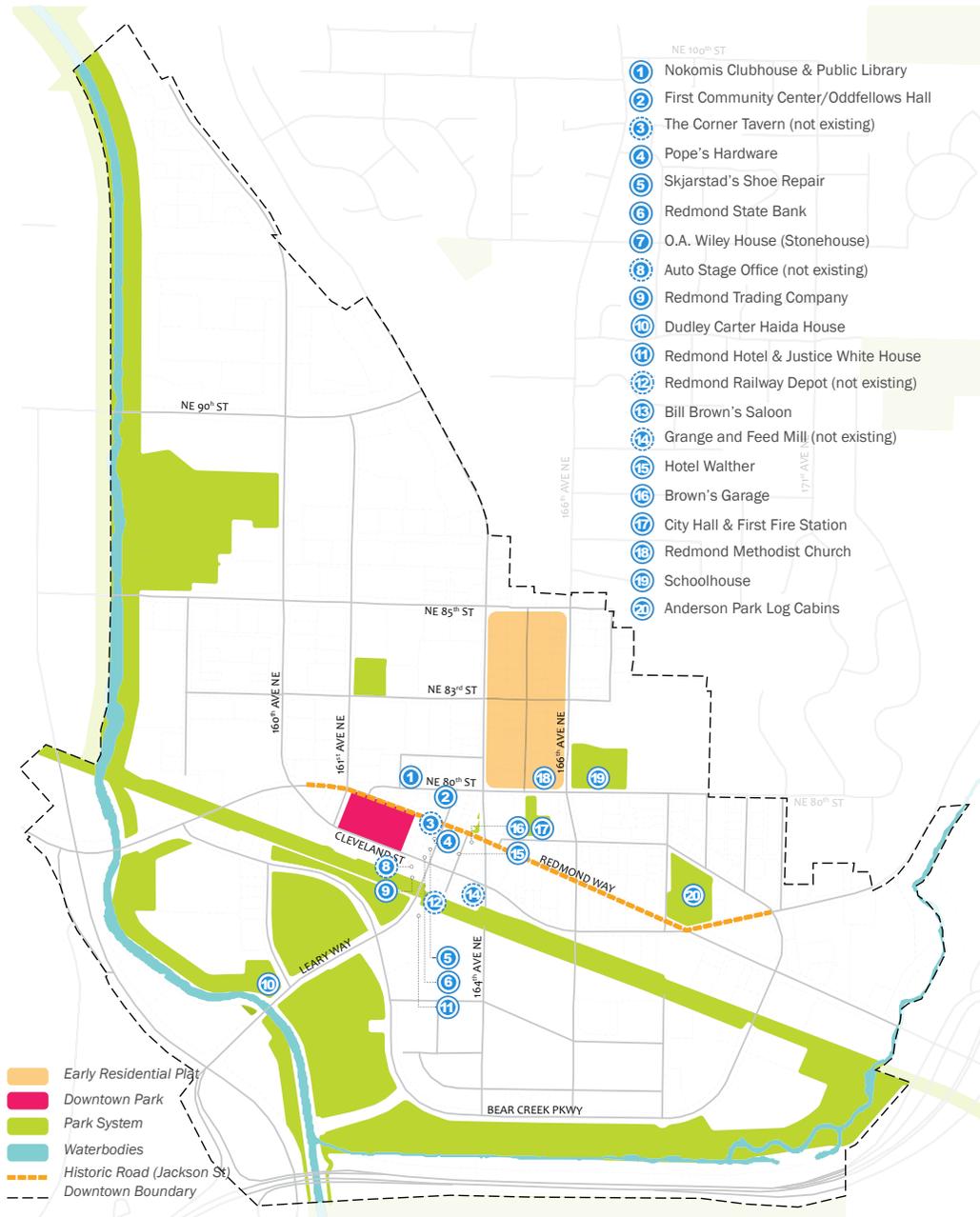
Bill Brown's Saloon



Lampert's Butcher Shop

Oddfellows Hall

O.A. Wiley House



- NE 100th ST
- ① Nokomis Clubhouse & Public Library
- ② First Community Center/Oddfellows Hall
- ③ The Corner Tavern (not existing)
- ④ Pope's Hardware
- ⑤ Skjarstad's Shoe Repair
- ⑥ Redmond State Bank
- ⑦ O.A. Wiley House (Stonehouse)
- ⑧ Auto Stage Office (not existing)
- ⑨ Redmond Trading Company
- ⑩ Dudley Carter Haida House
- ⑪ Redmond Hotel & Justice White House
- ⑫ Redmond Railway Depot (not existing)
- ⑬ Bill Brown's Saloon
- ⑭ Grange and Feed Mill (not existing)
- ⑮ Hotel Walther
- ⑯ Brown's Garage
- ⑰ City Hall & First Fire Station
- ⑱ Redmond Methodist Church
- ⑲ Schoolhouse
- ⑳ Anderson Park Log Cabins

- Early Residential Plat
- Downtown Park
- Park System
- Waterbodies
- Historic Road (Jackson St)
- Downtown Boundary

Historical Resources in Downtown Redmond

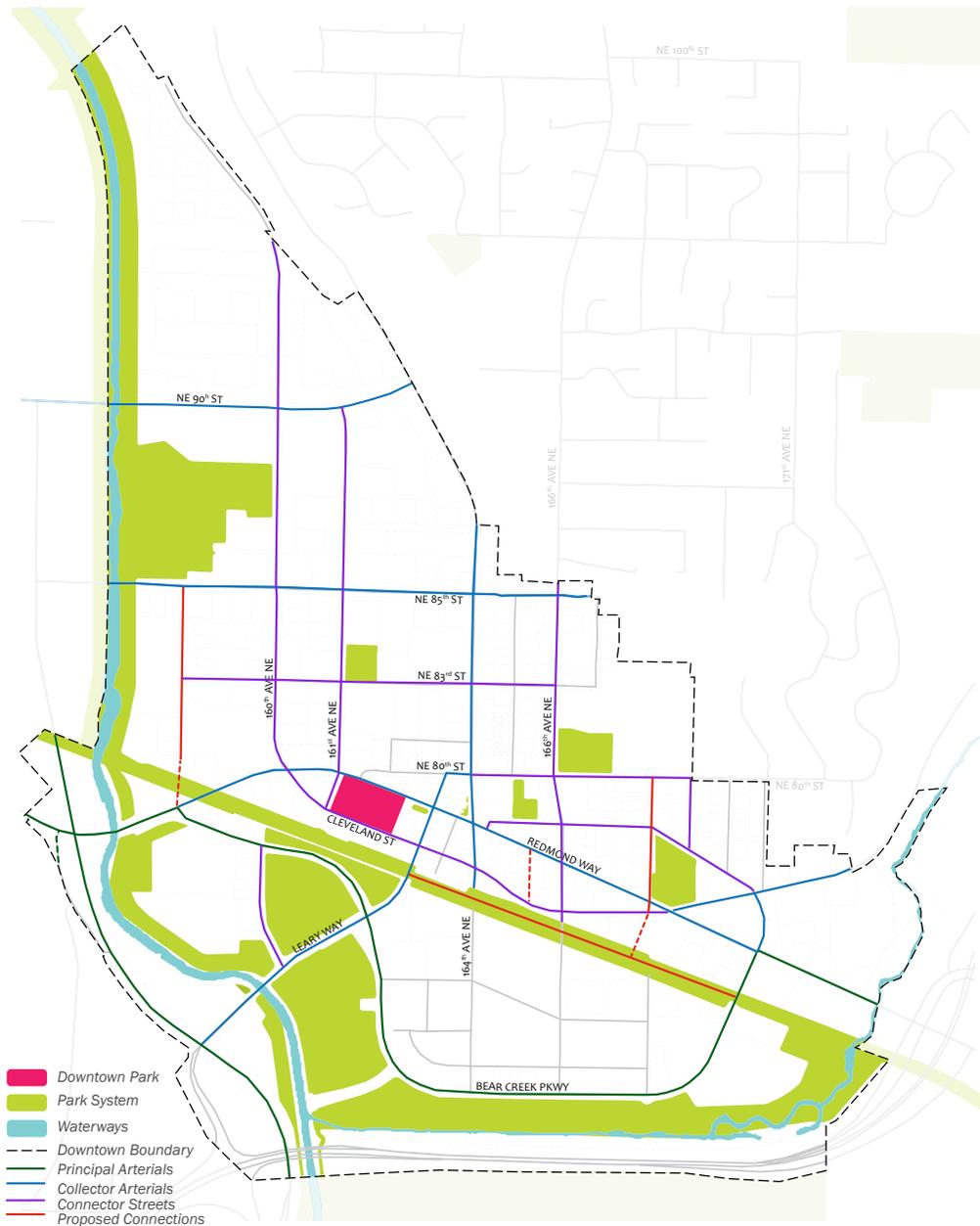
Downtown Street Hierarchy

The diagram on this page illustrates the hierarchy of streets in Downtown Redmond. The annual Derby Days event currently uses portions of NE 85th Street, NE 83rd Street, 160th Avenue NE, and 158th Avenue NE to host the bike race, road race, and parades. A series of improvements to Cleveland Street is also under construction, which will transform this streetscape.

A number of key links in the park and open space network are also already in place:

- Redmond Central Connector
- the 'Green Ring'
- pedestrian trails through Downtown blocks
- sidewalks along Downtown streets.

Together, and with targeted improvements, this network can be used in a variety of configurations to program events like walks, runs, and cycling races. Events may benefit from full or partial road closures. While Redmond Way is not suited to closures, partial closures of Cleveland could be achieved in balance with maintaining vehicular access to the residential buildings on the south side of the park. Closures of 161 Avenue NE, on the west side of the park, are also desirable for hosting larger events for set-up of stages and market stalls before the event and during some events to achieve a larger crowd capacity than is permitted on the park site alone.

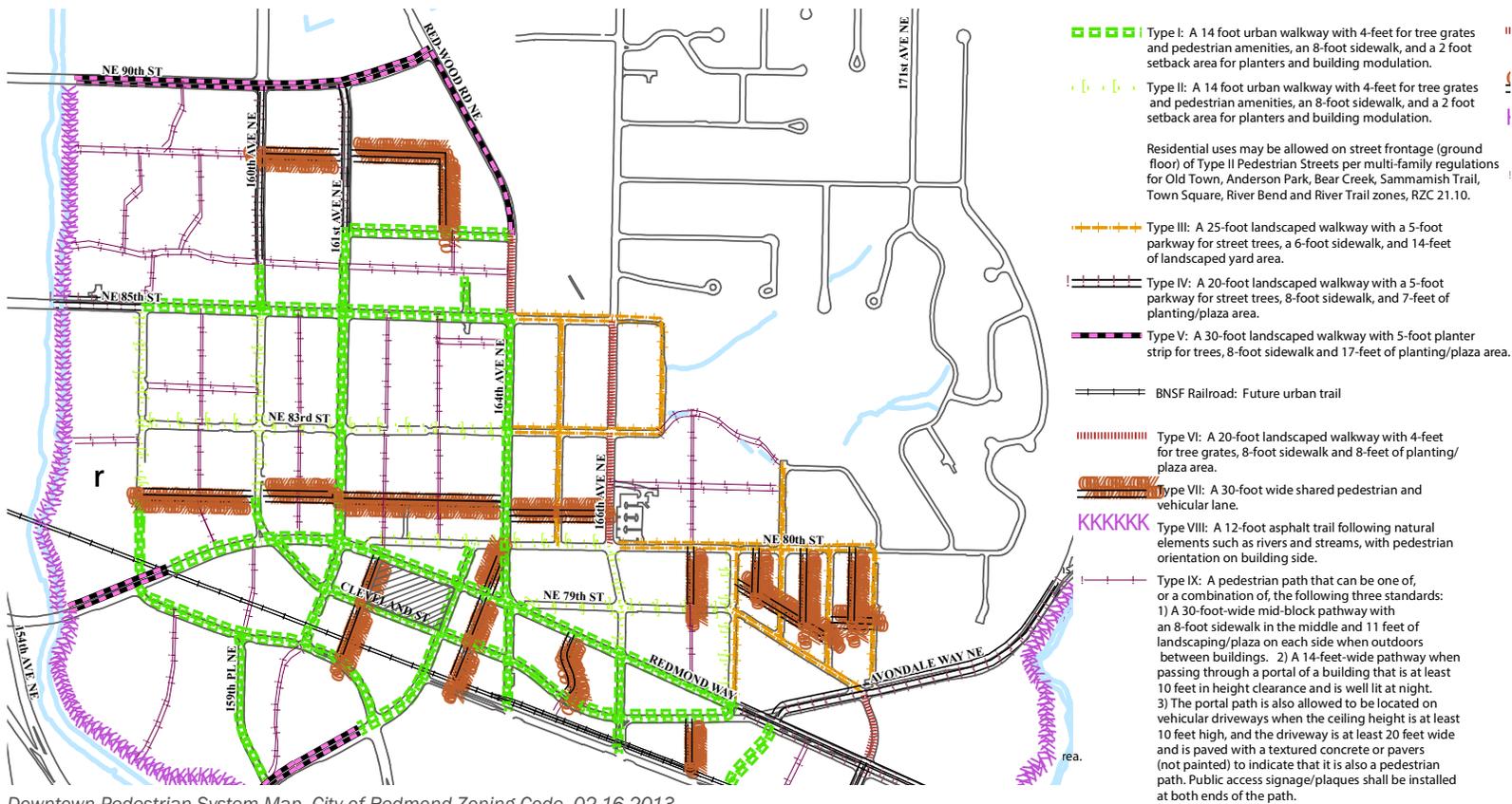


Downtown Street Hierarchy

Downtown Pedestrian System

The downtown is served by a network of sidewalks along City streets, a number of mid-block pedestrian connections that have been developed with recent urban projects, and the Central Connector, a major pedestrian spine running east-west along an old rail corridor. As a result of this network of routes, pedestrians have many choices of ways to connect among destinations in the downtown. With multiple routes, wayfinding becomes an issue.

Temporary wayfinding is discussed in the section on Gateways. Temporary pedestrian wayfinding is part of the design and programming of special events and can take many forms: temporary signage and banners, balloons, plastic cones and tapes, chalk marking on pavement, and people acting as guides.



Downtown Pedestrian System Map, City of Redmond Zoning Code, 02.16.2013

Vehicular Circulation and Streets as Event Venues

Downtown Redmond is served by a grid of streets. The two major roads that edge Downtown Park, Redmond Way and Cleveland Street are currently under design for two-way traffic. Redmond Way is the primary street that enters and exits the downtown core, and it is significant that it edges the park. Cleveland Street has received substantial design upgrades to function as a pedestrian-friendly streetscape with table-topped special paving, feature lighting, and landscaping.

Event Venues

Several Downtown streets, especially those edging on Downtown Park, have the potential to be used as event venues through temporary closures. Streets make ideal support spaces for programming events since they are designed to take loads of trucks and other heavy vehicles and with infrastructure such as drains and overhead lighting. Not all streets are suited to closures; those with potential as event support spaces include:

- Cleveland Street
- 161st Avenue NE
- Brown Street
- Leary Way

Transportation Analysis

As part of the Master Plan process for Downtown Park, Fehr & Peers prepared a Phase 1 Transportation Analysis to assess the projected implications of the park development on transportation and parking in Downtown Redmond. The full text of this report is included in the Appendices.

For this initial analysis, Fehr & Peers has prepared preliminary evaluations of: multi-modal trip generation, vehicle trip distribution, parking generation and distribution, and potential impacts and mitigating measures for three types of events: typical weekday use, a weekday night market event, and a weekend midday concert. The study utilized information from the Redmond Parking Strategies Study, prepared by Fehr & Peers for the City of Redmond, that evaluated on-street parking utilization during the course of the day, which allowed parking demand to be evaluated relative to the available (unused) on-street supply at different times of the day.

The initial review indicates that:

- There is adequate on-street parking supply for the typical weekday scenario within 5 minutes of the park
- There is adequate on-street parking supply within 10 minutes for the night market scenario. However, given that parking demand exceeds on-street supplies within 5 minutes by as many as 137 parking stalls, there may be the potential for spillover into adjacent private off-street lots.
- The weekend concert scenario parking demands substantially exceed available on-street supplies. The high parking demand of the weekend concert will require the Parks Department to enter into agreements with nearby private parking lot owners, much as they do for other major events like Derby Days. Nearby lots with substantial weekend capacity include the parking lots/garages at Redmond Town Center, the Opportunity Building, and the King County Metro Park-and-Ride lot. If and when a weekend concert at Downtown Park is held, the Parks Department should pre-arrange agreements to direct concert attendees to underutilized off-street facilities. Given the size of the off-street facilities and a demonstrated track-record with events like Derby Days, these arrangements would reduce the parking impact to a less-than-significant level.

Cleveland has the potential to be partially closed to support programming in Downtown Park. Closures could involve closing the north half of the street or the entire street between 161st Avenue NE and Brown Street, as long as access for residents to underground parking in buildings south of Cleveland is maintained. Leary Way on the eastern edge of the park is Redmond's historical high street, and the center of downtown life. The design for Downtown Park should engage with the unique qualities of all four streets.

Another candidate for short-term closures is 161st Avenue NE between Redmond Way and Cleveland Street. A street closure would accommodate set-up before an event and/or facilities such as a stage, truck-based support space such as changing and green rooms, food trucks and market stalls during events.

Other streets could be considered as programmable venues during special events. This could involve the closing of the street to traffic for runs, bicycle events, or street festivals, the closing of a single lane of traffic to widen sidewalks for pedestrian circulation during hub-and-spoke events, or temporary art installations or performance pieces that could occupy the street.

Gateways

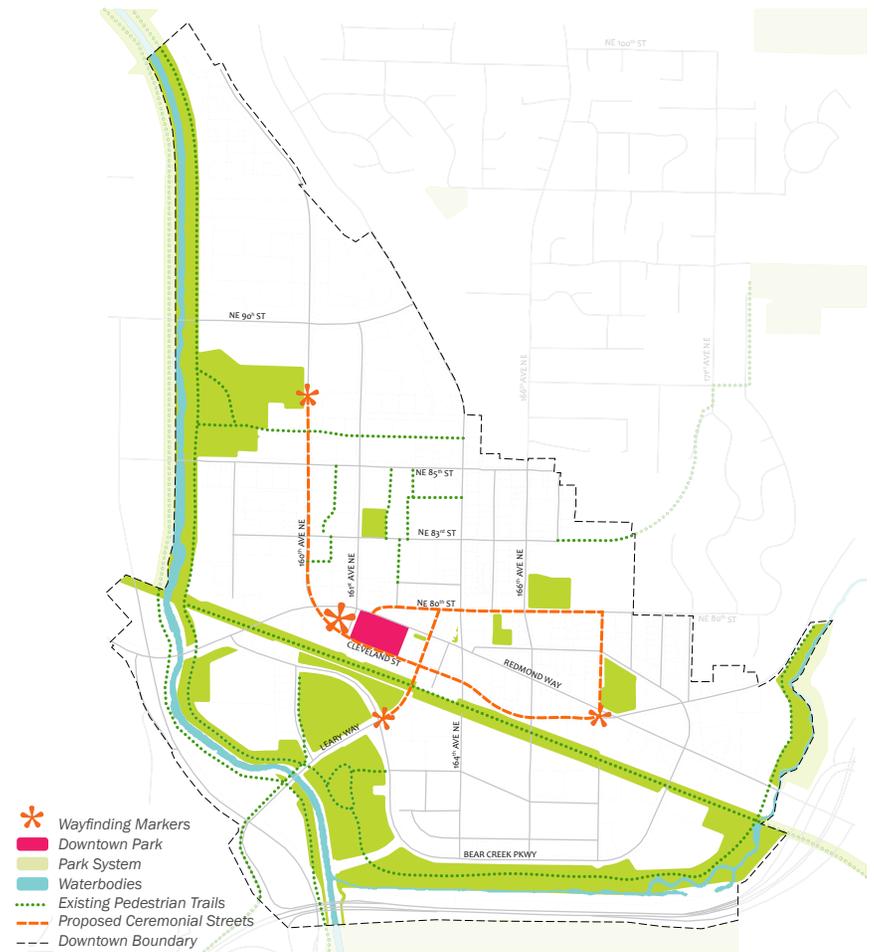
The City of Redmond prepared a report in 2008 to identify gateways into the City at its borders and internal gateways with a suite of signage and landscape guidelines. Development of the design concept for the Cleveland streetscape in 2013 resulted in the identification of gateways along the Cleveland corridor and led to City staff expanding the gateways concept to other locations along Redmond Way, Bear Creek Parkway, and Leary Way.

Downtown gateways are intended to assist both drivers and pedestrians to find their way to key public destinations and are generally located at decision points along major routes. Gateways express the urban design hierarchy of the downtown in their scale and prominence. They can be expressed as signage, graphics on the pavement, public art, lighting and/or architecture. They are intended to improve the circulation network, to enhance open space connectivity, and to facilitate multi-venue events.

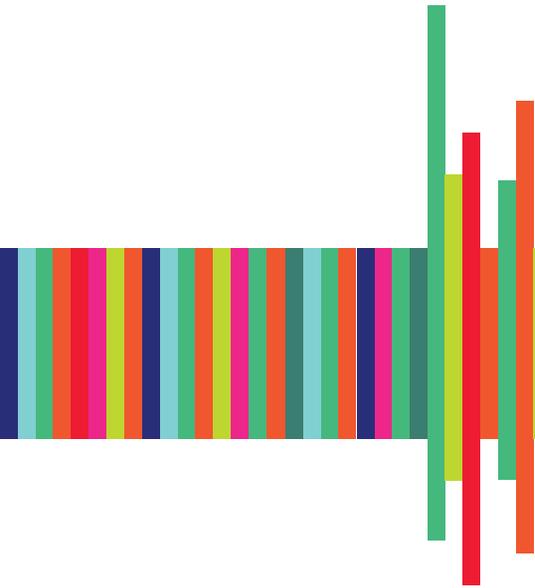
Key gateways at important downtown decision points include:

Location:	Role:
At the southeast corner of the intersection of Redmond Way and Cleveland Street	Top of hierarchy; key decision point for Downtown Park and Municipal Campus; prominent building design; public art; signage
At Municipal Campus on 160 th Ave NE	Top of hierarchy; identifier for Municipal Campus visible along 160 th avenue corridor; public art; signage
At intersection of Leary Way and Bear Creek Parkway	Identification of decision point for heritage area and Downtown Park
O'Leary Park	Identification of decision point for heritage area and Downtown Park
Flagpole Plaza	Minor gateway to heritage area
At intersection of Leary Way and NE 80 th Street	Minor gateway to heritage area and Downtown Park; wayfinding along NE 80 th Street from Downtown Park to ORSCC
On Leary Way at Central Connector	Wayfinding to the parking lot south of the Central Corridor
On Redmond Way at Anderson Park	Top of hierarchy; key decision point for Downtown Park, Central Collector; several potential sites including site created by the realignment of Cleveland; feature in park or streetscape

Temporary wayfinding along circulation routes used for hub-and-spoke programming events and for charity runs, walks, and rides will be needed to supplement permanent gateways and will need to be moveable and adaptable to different set-ups and routes determined by the needs of events.



Gateways and Ceremonial Streets



site analysis and design considerations

Introduction

Over the last twenty years, the City of Redmond has evolved from a small town at the periphery of the Seattle metropolitan area to a thriving community with a diverse resident population and a variety of workplaces.

The project team for the Downtown Park investigated the demographics, culture, ecology, geology, and historical development of Redmond as well as current downtown conditions in order to develop an understanding of place that would inform the design of the park. The information collected during the site analysis was presented to the community during the public engagement events to encourage people to take local context and history into consideration when evaluating the park designs.



Site Analysis and Context Information on Display at First Public Workshop



Existing Downtown Park Site

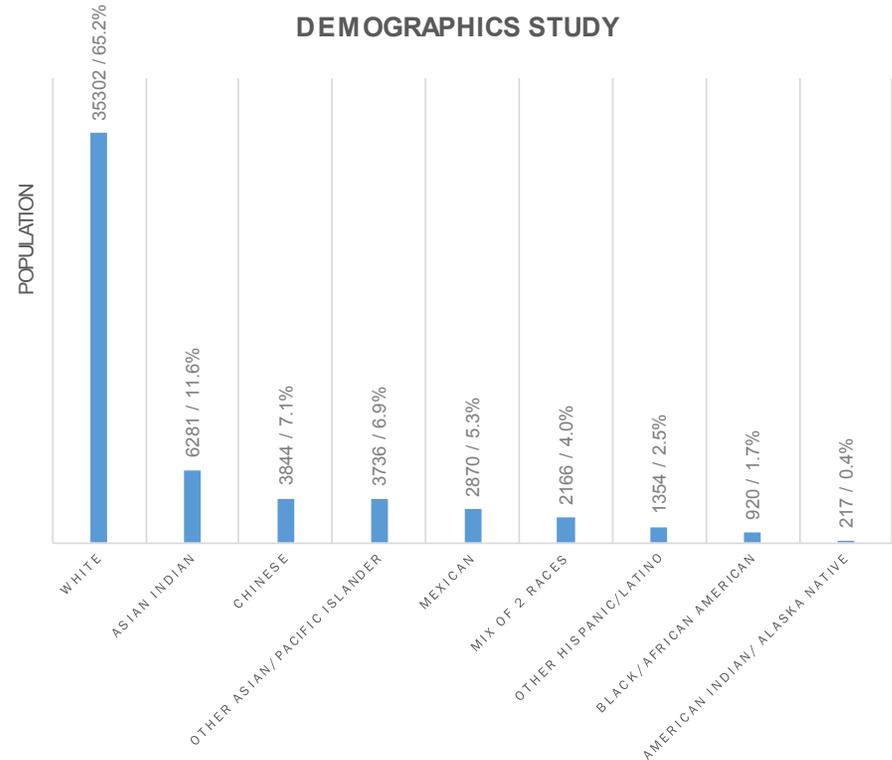
Demographics

Redmond has more than 55,000 residents and 79,000 employees. The City has experienced significant growth in the last 20 years. Some of the growth is a result of the City having annexed land. However, more of the growth is due to significant investment in jobs by the tech sector in Richmond since the 1980s. Since 1990, Redmond’s employment population increased two and a half times, contributing to growth and increased diversity in the City’s residential population.

Redmond’s demographic profile has grown rapidly since 1970, when employment growth began to boom, and increased even more dramatically in the 1990s. Redmond is home to many foreign-born residents including numbers of Hispanic, Russian, Chinese and South Asian families and a broad spectrum of other nationalities. A larger percentage of Redmond’s population is ethnically diverse than the rest of King County and nationwide. Diversity influences the type of play, recreation, hobbies, and art that people value and request in civic parks and recreation facilities.

Another influence is the number of languages other than English spoken at home. Most common are:

1. Chinese
2. Spanish
3. Hindi
4. Russian
5. French.



Total Redmond, WA Population: 54,144 People

** Data from US Census Bureau, 2010 Demographic Profile Data: Redmond City, Washington

History Context and Concept

Ecological Redmond

Prior to European settlement, Redmond was an ecologically rich marshland at the top of Lake Sammamish. Remnants of this natural history are still found at Downtown Park, where the accumulation of partially decayed vegetation over thousands of years formed pockets of peat. Throughout the area were cranberry farms and peat factories. The Sammamish River was full of salmon and dense mature coniferous forests provided a lucrative logging industry.



Peat Pockets



Salmonberg



Cranberry Bogs



Sammamish River &
Bear Creek



Pacific Crabapple



Sedges



Deciduous Forest



Logging



"The Willow People"

Cultural Redmond

Redmond has a rich and varied cultural history. 3,000 years ago, abundant salmon reserves made the banks of the Sammamish River a popular seasonal fishing destination for local Duwamish Tribes. European Settlers developed a new town in the fertile valley basin, and began to build an industry focused on forestry, fishing, and agriculture. Over time, a changing industrial base has created a rich cultural mosaic in Redmond, with multiple ethnicities now calling Redmond home.



Duwamish Tribe



Hot Air Ballooning



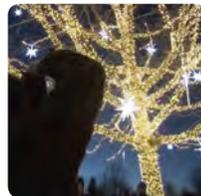
Derby Days



Arts and Family-
Oriented Events



Built Heritage



Redmond Lights



Winter Skating



Public Art



Multi-cultural
Celebrations



Geological Redmond

Redmond sits within the Lake Sammamish trough, a valley that was carved by glaciers when the Vashon Glacier overrode the area about 17,000 years ago. After the glacier retreated, a marsh formed at the head of the lake that overtime became a peat bog until the downtown area was filled for development. The Downtown Park site sits over a portion of the Lower Issaquah Valley Aquifer which provides Redmond’s drinking water and subsurface soils still contain remnants of the bog.



Gravel Outwash



High Water Table



Peaty Soils



Digital Redmond

Redmond has become a major technological hub and the home for many of the people who work in these companies, including Microsoft, Digipen, and Google. It has a digitally aware population with expectations that public space will offer ways to engage with new technologies.



Digital Gaming



High Tech Sectors



Tech-savvy Population

Urban Context

The downtown park is at a juncture positioned between two patterns of urban development. To the south and east, the street and block pattern is one that emerged from Redmond’s agricultural heritage. For decades it was a small, compact town serving surrounding farms and logging operations. The streets evolved from meandering routes of travel and from the later imposition of the rail line. Blocks are relatively small and many are oddly shaped. This makes for a pedestrian environment that is walkable, varied and interesting. Even though there are few older buildings remaining, the grain of development derived from smaller, unusually-shaped parcels continues to present the quality of a townscape that is intimate and friendly and very accessible on foot.

Now that the City has invested in Redmond Central Connector, a rails to trails project, and connecting routes along Brown Street and Gilman Street, a number of sidewalks and walkways have an organizing “spine” that links together new and old parts of the downtown. The interconnected routes are intuitive and attract people to use them.

By contrast, the area to the north of the park was platted and divided with streets much more recently. The pattern involves superblocks, a planning device popular in the 1950’s, that influenced the development of scores of suburbs. The large blocks discourage walking; indeed, the intent of the superblocks was to make vehicular traffic flow easier. The City has managed to plan and begin to implement a network of interior paths that to some extent break up the blocks and allow freer passage on foot.

In the recent past, considerable residential development has occurred south of the downtown park site. In the future, the areas north will be built up, likely with apartments and condominiums, as has already been occurring since the recession of 2008/2009. The need for more clearly marked routes of travel by foot will increase, as people living downtown seek to access the park. Lighting and wayfinding aimed at pedestrians will need to be enhanced in the future.

Architecture and Urban Fabric

Over the past twenty years, the City has been developing an array of public spaces and buildings throughout downtown. A civic campus anchors the northwest corner, which includes City Hall, the Senior Center, a parking garage, campus green, and Redmond Library. The regional transit center and skateboard park anchor the north side. The Redmond Central Connector is a new urban trail that creates connections throughout downtown, and is one block south of Downtown Park.

Private investments include Redmond Town Center, with a place for the Redmond Saturday Market, and a peripheral greenbelt anchor the southeast quadrant. The Heron Rookery anchors the southwest corner and the Redmond Central Connector is evolving as a verdant and art-filled spine weaving through the middle.

Eventually, the Eastlink rail station will solidify downtown Redmond as an urban center connected to the rest of the metropolitan area by rapid transit. Indeed, all these public structures serve as distinctive landmarks in the townscape and help orient people to where they are.

Downtown Park will serve as a galvanizing element to give a sense of “center” to the collection of existing and future public places.

Views

Redmond Downtown Park is situated on a flat site in the center of the downtown core. The south side of the park, Cleveland Street, is lined with new six story mixed use development. Over time, redevelopment at a similar scale is anticipated to the north, west, and potentially east, except where the Stone House restaurant will be retained. Consequently, views out from the park are limited, however, views into the park, including from upper floors are important to the surrounding residents.

A key northward view into the park occurs between the condominiums along Cleveland Street. This passage will be a major connector between the future light rail station and the park.

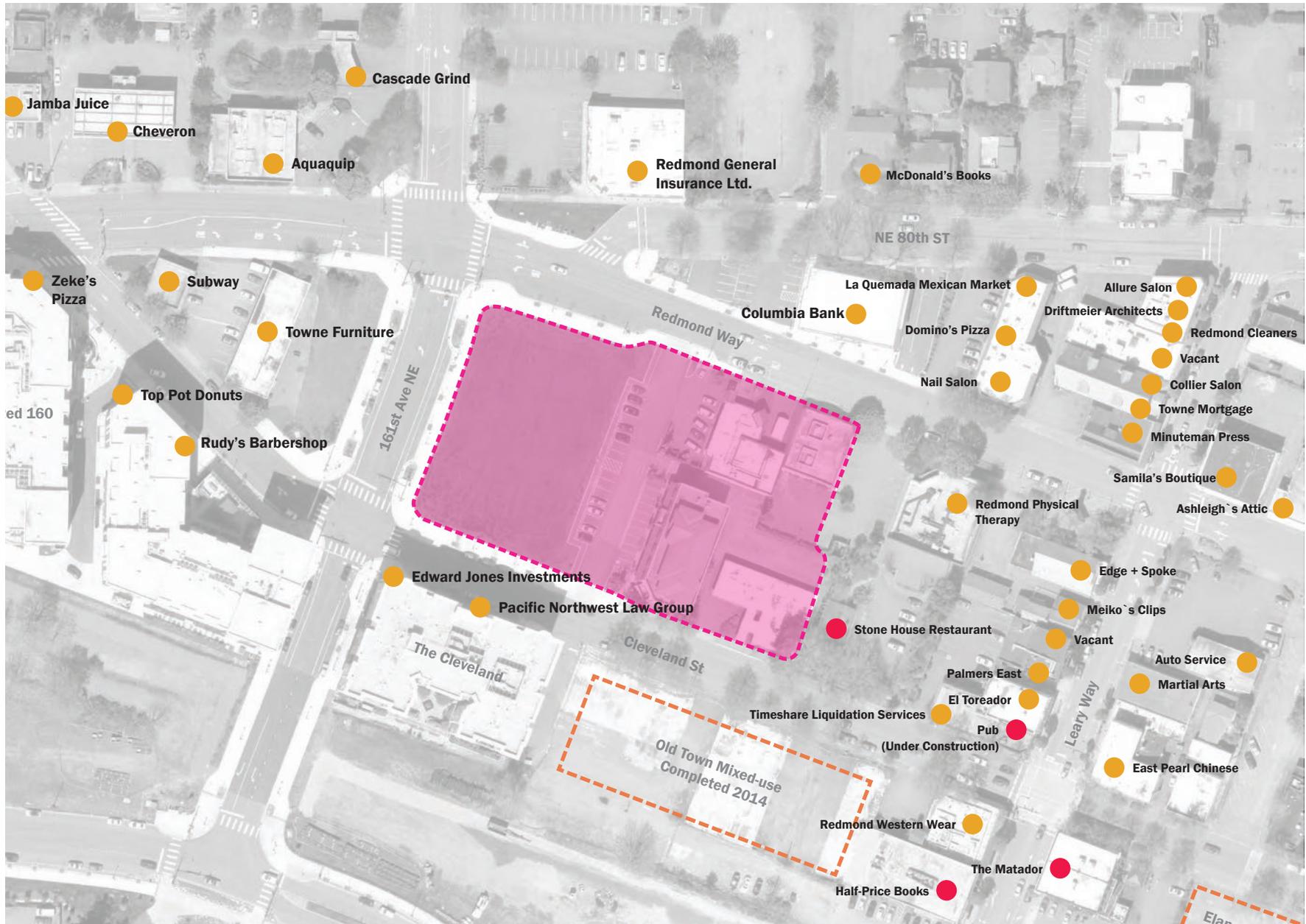
Adjacent Land Use

The land uses around Downtown Park are evolving from one and two story commercial uses to mid-rise mixed use developments. The buildings on the south side of Cleveland Street are anticipated to be typical of those that will likely be constructed to the north and west of the park in the next few years. The parcel immediately to the northeast of the park is a candidate for redevelopment to mixed use. The design process for the former Windermere property will carefully consider the urban design of its interface with the northeast corner of the park and the potential for an active park edge. The Orson Wiley Stone House (the Stone House Restaurant) is a designated historical landmark building that will do much to enliven the southeast edge of the park.

The fine-textured retail along Leary Way occupies low-rise buildings, some of which are historic resources; this streetscape will evolve but remain generally at its current scale. The uses along Leary, especially the restaurants, offer a ready source of food services to complement the park. Better linkages between Leary and the park are proposed in this plan to be explored further by the City.



Historic Photograph of the Stone House immediately East of Downtown Park



Existing Land Uses around Downtown Park

Stormwater and Water Quality

The Downtown Park site sits over a shallow, unconfined groundwater aquifer that is the source of Redmond's drinking water. Infiltration from the site is important to recharge the aquifer, and special care is needed to ensure that stormwater infiltrating the park is free of pollutants. Pollution generating impervious surfaces, like paving for vehicular use, should drain to a stormwater collection system that flows to the Redmond Way Regional Stormwater facility where the water is treated prior to discharge into the Sammamish River.

Over 33% of Downtown Park is planted with turf and garden beds. The soft surface of the park will naturally slow and infiltrate rainwater, while the remaining plaza hardscape runoff will be drained into trench drains and catch basins across the site.

The two water features in the park - the splash pad and the vertical water screen - will use potable-level water quality. The splash pad will use high-efficiency nozzles and spray heads, as well as user-activation to minimize water consumption. The water used by the splash pad will drain to trench drains and catch basins, while the water used for the vertical water screen will be recirculated and treated to potable levels with chlorine and/or ozone.

During the design phase, the City will further evaluate options to conserve and protect water resources and infiltrate stormwater.



Historic Photograph of Samammish Watershed Prior to Infilling for Development

Soils and Structures

The proposed park incorporates a number of small site structures, permanent and temporary artworks, and a new pavilion structure. Local information about the subsurface soils is based on a review of an existing geotechnical investigation report, entitled “Report of Geotechnical Consulting Services, City of Redmond – Cleveland Couplet – Cleveland Streetscape, Redmond, Washington” dated September 13, 2013 prepared by GeoEngineers Inc., and City of Redmond, Washington, 161st Avenue NE Extension Environmental Clean-up Drawings, dated July 2010.

GeoEngineers’ investigation was located southeast of the site and encountered medium dense to dense sand and gravel material. Work done by the City to prepare the park site for redevelopment show a shallow and continuous peat layer located along the alignment of 161st Avenue bordering the site. An area of contaminated soil is also shown in the alignment of 161st Avenue on both City of Redmond and GeoEngineers records with a low to moderate risk of encountering contaminants in the soil and groundwater in the surrounding areas noted.

Further geotechnical investigation should be carried out at the start of the design phase of this project to provide for the retrieval and testing of soil and groundwater samples to address the extent of peat soil present on the site, possible contamination concerns, and design of the more focused foundation elements that will support the proposed pavilion structure.

Peat Soils

Based on the information reviewed, the presence of a shallow peat layer at the site is likely and requires further subsurface investigation to verify if this is the case, and if so, establish the lateral and vertical extents. Peat is an accumulation of partially decomposed and disintegrated plant remains that exhibit very low shear strength, high compressibility, and possible further decomposition over time. These characteristics are undesirable for supporting the proposed loaded areas and hardscape features as they will lead to unsightly settlement and possible structural distress.

The additional subsurface investigation will serve to establish a soil profile at the site to guide design work. Detection and delineation of the suspected shallow peat layer will be a primary objective of the subsurface investigation given the potential impact that this could have on the project as a whole. Removal and replacement of peat material with competent material is generally recommended and should be

considered to apply to the Great Lawn feature and hardscape areas if the peat layer is continuous beneath the site and sufficiently shallow to render removal feasible. Settlement of the Great Lawn itself may be a concern if the peat layer is extensive.

Should geotechnical investigation show that peat soils are widely distributed across the site, alternative solutions to removal and replacement should be considered. These could include the use of pin piles to support foundations and reinforcement fabrics to redistribute loads.

Removal and replacement of native material is not anticipated if the peat layer is absent. For the pavilion structure, subsurface investigations targeting material below the peat layer will be required as deep foundation elements extending into competent material at depth are more appropriate at support locations.

Contaminated Soils

The Cleveland Streetscape Geotechnical report noted that some soil impacted with petroleum solvents at levels below the MTC Method “A” criteria were encountered in a boring completed on Redmond Way, north of the Cleveland Street project area. Demolition work to prepare the Downtown Park site cleaned up the contaminated soils that were discovered. Geotechnical investigation for the park design should address the possibility of contaminated soils and the need for a contaminated soils management plan and appropriate disposal.

Groundwater

Previous geotechnical investigation indicated that groundwater is typically present in the area as high as 10 feet below ground surface during the wet season and approximately 15 feet below ground surface during the dry season. Anecdotal reports suggest that groundwater levels may be higher within the park footprint itself during the wet season.

Existing Structures

Previous work at the site revealed that the Orson Wiley Stone House, located in the southeast corner of the site, is a listed landmark structure and is sensitive to vibration and settlement due to its construction. Although the Stone House is not part of this scope of work, the sensitive nature of its construction should be considered when planning construction activities and designing foundation systems.

Through conversation with the City of Redmond, we understand that there were previously a number of structures on the site that were demolished. In the south-east corner of the site, some existing basement structures may have been left in place below grade to limit settlement potential at the Stone House. These structures may be encountered during site excavation.

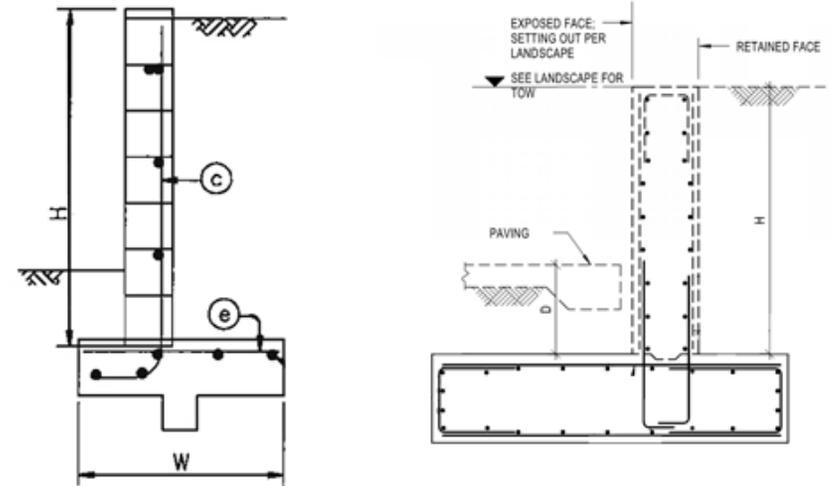
Seismic Design

The Cleveland Streetscape Geotechnical report stated that the soils at the site were not subject to amplified seismic ground motions or liquefaction, nor were active faults present at the site. These statements should be investigated and confirmed in the geotechnical investigation for the Downtown Park project. Seismic design parameters, in accordance with IBC, should be provided for the structural design of buildings and site structures.

Shallow Foundations

It is anticipated that the Great Lawn feature can be contained by low retaining walls supported on continuous spread footings, providing the presence of a peat layer is addressed through removal and replacement with competent material. Standard reinforced concrete, concrete block or masonry block wall types are suitable as illustrated to the right. They will require footing widths in the order of the wall height. For support of spread footings and hardscape areas, the natural sandy or gravelly soils and/or compacted fills at the site are expected to be suitable as a subgrade material. If stockpiled or left in place, these materials will provide adequate support using the typical compaction and proof rolling procedures undertaken during construction.

Depending on the extent and competency of the peat material on the site, other approaches are available for addressing shallow foundation support in addition to removal and replacement of the low strength material. Small diameter “pin-piles” could potentially be used to support the foundations on competent material below the peat layer. Alternatively, biaxial reinforcement fabric or geogrid may be used to spread the foundation loads over a larger area to control settlements.



Shallow Footing Options – Masonry or Cast-in-Place Concrete



Geotextile Reinforcement over Peat Soils

Acoustics and Technology

Background to the Acoustics Review

The intent is to design and build Redmond Downtown Park with the flexibility and on-site infrastructure for a range of special events. Since the site is bordered by existing and planned future residential development, an assessment of potential noise impacts from several possible stage locations was undertaken to inform the conceptual design options. The fact that the park is also affected by noise from busy surrounding roadways was also considered in the acoustics review to try to avoid stage locations being adjacent to areas of highest vehicular traffic noise.

City of Redmond Noise Ordinance

The City of Redmond is subject to Ordinance No. 2590 pertaining to the regulation of noise, as adopted in RMC Chapter 6.36, Noise Standards. The park site falls under zoning district DT-OT (Old Town), which is determined to be Class B land use for acoustic considerations. The table below provides the maximum permissible noise levels, as outlined in Ordinance No. 2590, between the site zone and adjacent zone types. The acoustic zoning is broken into three classes: A, B, and C. Class A corresponds to residential areas, including all R and RA-5 zones. Class B corresponds to UR (urban recreation), NC (neighborhood commercial), GC (general commercial), OV (Overlake Village), DT (downtown), and GDD (Gateway Design District). Class C corresponds to MP (manufacturing park), I (industrial), BP (business park), and OBAT (Overlake business and technology).

Table of Maximum Permissible Noise Levels by Class

Noise Source Property Zone	Noise Level at Receiving Property Zone (LAeq)			
	Class A (7:00am – 10:00pm)	Class A (7:00am – 10:00pm)	Class B	Class C
Class B	57 dBA	47 dBA	60 dBA	65 dBA

As stated further in Ordinance No. 2590, exemptions to the set noise level maximums include sounds originating from City-approved public events. The use of outdoor loudspeakers would not be considered as a specific prohibition due to the nature of the site and its use for entertainment or public event. Additional exemptions can be seen in section 6.36.050 of the ordinance.

It should be noted that large amplified events in the park would likely exceed 60dBA at nearby residences and the ‘City-approved public event’ exception would need to be applied.

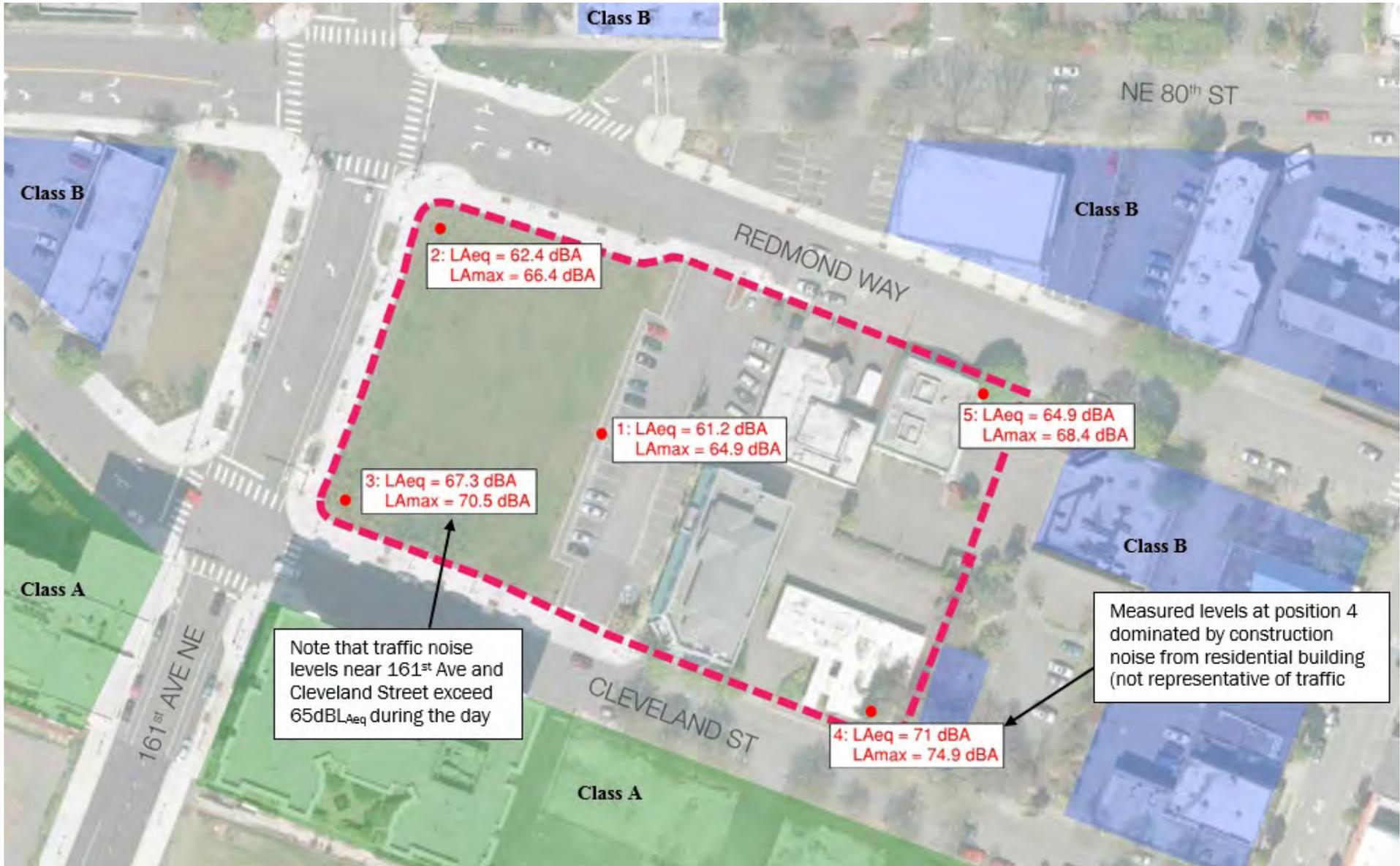
Environmental Noise Survey

An environmental noise survey was performed in order to measure ambient sound levels at various locations of the site. The tests were taken during the middle of the day (3:00-5:00 pm) using a calibrated B&K 2260 sound level meter. The figure below indicates the test positions along with the corresponding measurements at each location. The areas shown in green indicate the adjacent residential complexes, and the areas shown in blue indicate the adjacent commercial buildings.

Traffic Noise Mitigation

The traffic noise levels are lowest towards the middle of the park site. The master plan considers traffic noise sources in the layout of the program areas, including the pavilion, great lawn, plaza, and temporary stage area.

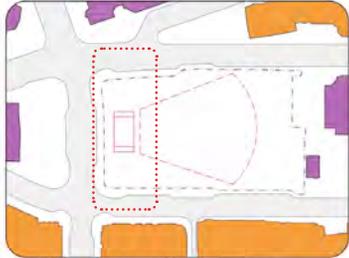
As a result of these findings, the park design features a series of 2 to 3 foot tall garden berms and low stone seating walls in the master plan as well as tree plantings along a majority of the park perimeter to visually screen traffic and provide some acoustic buffering. While trees are not effective at reducing traffic noise levels, the partial visual screening and vegetation can have a psychological / perceived effect of reducing traffic noise levels and annoyance.



Environmental Noise Survey Site Plan

Acoustic Considerations: Potential Stage Locations

The acoustic engineer on the project team provided initial considerations regarding the location of a temporary stage for events in relation to both noise affecting residents in nearby units and noise generated by traffic on adjacent streets.



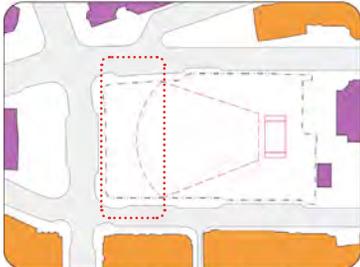
Stage Directed East **most desirable location for acoustics*

- Pro: Sound is directed away from residential.
- Pro: Stage is reasonably far away from the nearest residences to the south.
- Pro: 161st could be temporarily closed and stage placed there to maximize audience capacity.
- Pro: Orientation uses the aspect ratio of the park to maximize seating area.
- Pro: Stage is able to rotate slightly in this area to avoid the late afternoon sun.
- Con: Back of House stage area is visible to street/residential community.
- Con: Potential noise vibration impacts to adjacent landmarked building.



Stage Directed Southwest

- Pro: Stage is as far away from current residential units as possible.
- Con: Stage is pointed towards nearest residential units and close to potential future residential.



Stage Directed West

- Pro: Stage is reasonably far from residential units (within site constraints).
- Pro: The nearest residential units are off-axis of stage direction.
- Pro: The Back of House area is near the commercial zone and hidden from the residential community.
- Pro: Orientation uses the aspect ratio of the park to maximize seating area.
- Con: The audience is located towards the noisiest end of the site.
- Con: The performers are oriented to the setting evening sun.



Stage Directed North **least desirable location for acoustics*

- Pro: Stage is directed away from residences to the South.
- Con: Stage is located very close to residential units and aims at potential future residential development.
- Con: Orientation does not maximize aspect ratio of the park.

DIAGRAM LEGEND

-  Current and Potential Future Uses
-  Commercial Uses
-  Noisiest part of the site, given traffic flow and bus routes

Technology Infrastructure

Background to the Technology Review

The park infrastructure is intended to support audio and visual equipment brought in on a temporary basis for events, performances, media-art installations, etc. Power and low-voltage connectivity is anticipated within the pavilion structure and throughout the park. It is recommended that no fixed equipment be provided as part of the park design. Rather a 'blank canvas' approach is recommended, with robust, flexible and 'equipment-agnostic' infrastructure provided to support equipment by others. Providing only the infrastructure (e.g. power, rigging, etc.) will minimize capital and operational costs associated with the City of Redmond procuring and owning equipment.

Pavilion Technology

The pavilion structure is anticipated to incorporate:

- Capabilities for hanging equipment integrated within the roof structure to support temporary projectors, theatrical lighting, digital media equipment, digital displays, interactive sensors, etc. The rigging is envisioned as being integral to the roof structure to minimize additional costs and components and to be hidden from view of the public within the roof / public art of the Pavilion.
- A complement of strategically located power and low voltage receptacles to support media-art, event and performance equipment.
- A Media Storage Room (adjacent to the Restrooms), provided for safe/secure/temperature controlled storage of future ad hoc back-end digital equipment. Minimum dimensions approximately 6ft by 8ft.
- Low voltage tie lines (e.g. CAT6, fiber, audio, video, etc) for connectivity between the temporary pavilion equipment and the back-of-house equipment located in the Media Storage Room.
- A wide aspect ratio curved translucent surface will be used as a water feature during the day, and during the evening when ambient light conditions are low enough, as a projection surface or for media-art installations or to complement performances and events. Note that the projection surface cannot typically be used during the day given the amount of ambient light and is not intended to support outdoor movies given the surface texture/modularity required for the water feature. It is anticipated that a temporary projection screen and supporting equipment would be needed for these types of events.

Park Technology

Infrastructure throughout the park is proposed to include the following to support audio and visual equipment connectivity:

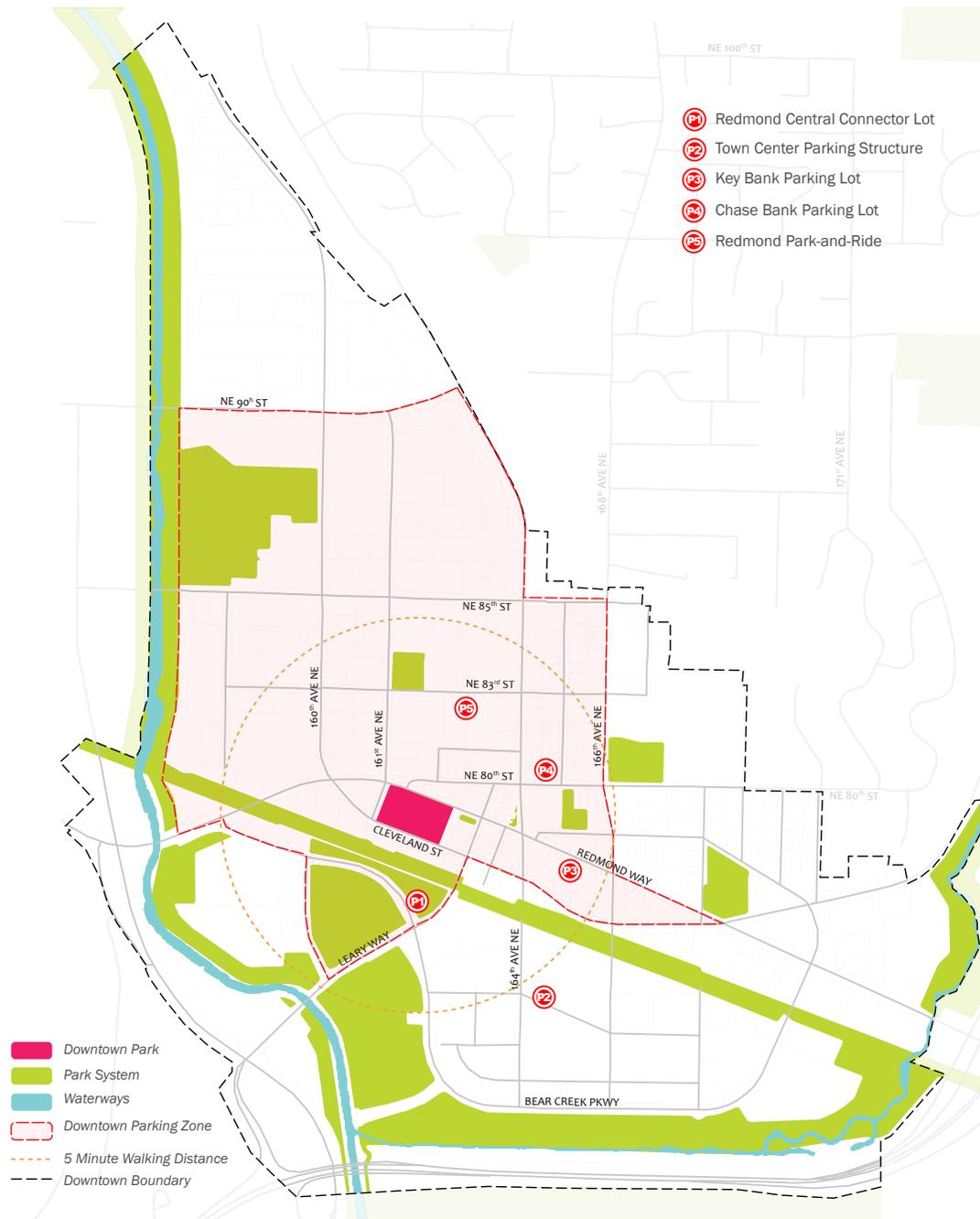
- Wi-Fi coverage for wireless connectivity of devices. Coverage may be a secure non-public network for specific user and uses, or an open wi-fi network for public internet access, or both. Wi-fi may cover the entire park or just portions of the park area. WiFi coverage will be provided via wireless access points installed on supports or within hardscape elements. Wireless access points will be connected via copper network cabling to a network cabinet installed within the restroom building. Number and location of wireless access points will be as required to support the scope of wireless network coverage.
- Low voltage tie lines may be provided to allow for connection back to equipment located in the Media Storage Room (similar to the tie lines provided in the pavilion).
- The infrastructure noted above is intended to be integrated into other needed park infrastructure elements (lighting, power, etc) in order to leverage the utilities and pathways for technology purposes.



BMW Guggenheim Lab, Precedent for a Rigging Structure with Mounted Display and Lighting System to Illustrate Equipment to be Hidden within the Roof of the Pavilion



Park Layout and Design Relative to Traffic Noise Sources



Potential Parking within 5 Minute Walk of Downtown Park

Sun and Shadow

Sun and shadow studies show that shadow encroachment within the Downtown Park are relatively nonexistent in summer, predominately after 4:00 or 5:00pm in spring and fall and all encompassing after 1:00 pm in the winter.

The sun and shadow investigation has influenced the park design by siting the most active areas in the middle area of the park for maximum sunlight.

SPRING EQUINOX March 21



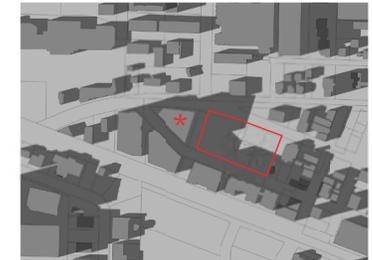
9am



Noon

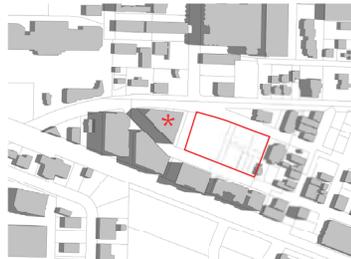


3pm



6pm

SUMMER SOLSTICE June 21



9am



Noon



3pm



6pm

FALL EQUINOX September 21



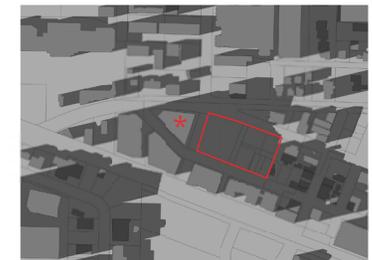
9am



Noon



3pm



6pm

WINTER SOLSTICE December 21



9am



Noon



3pm



6pm

✱ Hypothetical Building

Recreation and Cultural Programming

A range of programming precedents were established that could be hosted in Redmond Downtown Park. Programming ideas considered existing events in Redmond, events in the Seattle region, and programming in other downtown urban

parks of similar size and serving diverse communities. These ideas were presented and discussed with the community at the first public workshop and the results of the public survey, in person and on-line, informed the park concepts.

ARTS AND CULTURE



CULTURAL FESTIVALS

Redmond has seen dramatic demographic change in the last few decades including people from a number of countries coming here to work in digital and other high tech workplaces in the area. Cultural festivals are a way for the community to share cultures and learn about each other.



CONCERT / PERFORMANCE

Concerts and other performances can be hosted in the park. A built-in stage could be helpful for smaller events; big events often bring their own equipment and need a paved area to set up.



TEMPORARY ART INSTALLATION

Art on display in public parks brings people in to experience and engage with it. Redmond has an on-going tradition of art in public places.



VIDEO / DIGITAL DISPLAY

Public art can be digital or video based in ways that make the public into active participants in the experience.



LIGHT FESTIVAL

Redmond is well known for its Redmond Lights festival. Downtown Park will become part of this existing event and offer the potential for new light-related events.

MARKET



FARMERS MARKET

Redmond has an existing Farmers Market in the Downtown. The design process for Downtown Park will look at its future and how it will relate to and support the park in coming years.



CRAFT FAIR

Craft fairs are an opportunity for artists and makers to display and sell their creations in their community. These fairs can be tied to holidays or occur on a monthly or even weekly basis.



NIGHT MARKET

Night markets are gaining in popularity all over the Northwest. The Park could be a place to host one; the Connector and Cleveland Street are also possible venues for the night market.



ART MARKET

Artists can be invited to set up their work for sale in the park or along its edges. These displays attract people to the park and animate the paths along which they are positioned.



WINTER HOLIDAY MARKET

Winter holidays are a good time to have a market since they are times of gift-giving. These markets can bring a park alive in the dreary winter months, especially with effective lighting.

FAMILY-FRIENDLY



SPLASH PAD / WATER PLAY

Kids love water play. A splash pad offers jets of water and shallow puddles to play in. When not turned on, the location can be used for dry plaza programming.



MOVIES IN THE PARK

Movies now take place in Marymoor Park and in Redmond Parks, sponsored by the Teen Center. This popular night programming could also suit Downtown Park. Seats can be set up on paved areas and blankets spread on the lawn to watch.



THEATER / ART PERFORMANCES

Downtown Park has already been the setting for theatre and dance events. Past public consultation suggests that the community wants more of these events.



HOLIDAY EVENTS

Public holidays offer opportunities for events: an Easter egg hunt, pumpkin carving at Halloween, Diwali light displays, and lanterns for the solstice are examples.



CHILDREN'S PLAY

Places for children's play are classic park program features. They can take the form of playgrounds or play can be built into other park features from benches to meandering pathways to structures.

CULINARY



FOOD FESTIVAL

Food has a powerful ability to bring people out into a public park. Food events are popular throughout the Seattle area and could be attracted to Redmond with the right venue.



FOOD TRUCKS

Food trucks could set up in the park or along its edges on special days or on a regular basis. They are an effective way to activate park edges on an occasional basis.



COMMUNITY DINNER

Events that bring people together to eat in a public place can build community and raise funds for charity. Paved space with simple infrastructure like water, light, and electricity is what organizers need for these events.



CAFE IN THE PARK

A place to buy and eat food in the park could be permanent and might contribute financially to the park as well.



SPECIAL EVENT BEER GARDEN

Beer gardens are great attractions on their own or as part of a larger festival. A space that meets government regulations is needed to set one up.

RECREATION / HEALTH



WALKS AND RUNS

Walks, Runs, and Rides for charities are growing in the Redmond area as programs that have the potential to use Redmond Downtown Park as starting or end points, as a rest stop, and for activities to engage participants and their families.



FITNESS CLASSES/DEMONSTRATIONS

Fitness in the park is a good use of an open green with potential for classes in good weather to charity events like marathons.



BICYCLE RACES AND EVENTS

Redmond's longest standing event is Derby Days, a major cycling event. Cycling events can use Redmond Park as a node on their routes, tying into a network of trails and road routes that is expanding in the region.



HEALTH FAIR

Health and fitness can be the focus for fairs and demonstrations that will attract people to the park. Infrastructure for booths and displays and a stage for shows could be useful for these events.



ICE SKATING

Ice skating is a popular winter activity with a historic presence in Redmond. Potential for an ice surface could be either permanent or a place for a temporary installation. Ideally, some weather protection for the ice would be useful in our wet climate.

EVERYDAY USE



PASSIVE GREEN

An open lawn area for sunning, lounging, picnicking, and informal games is a common element in many downtown parks.



PICNIC TABLES / PLACES TO EAT

Outdoor eating brings people into public parks. Provision of tables and seating can add comfort to eating outside and helps to extend use into the colder seasons.



WATER PLAY

The chance to play in water is a major attraction for children. When children are entertained then the adults with them enjoy their time in the park too.



WEATHER PROTECTION

An area that is protected from the rain can make it possible to use the park on wet days. It can also make planning for events more predictable if parts of the program depend on staying dry.



WI-FI CONNECTION

Many parks are attracting users with free Wi-Fi. Given Redmond's digital community, this seems like a good idea.

Preliminary Park Spatial Capacity Study

A number of the potential park programming ideas from the previous pages were tested in the Public Workshop and Workbook process prior to developing the concept options for the park. The diagrams below were used to illustrate the

spatial scale of these preliminary programming concepts in the context of the site for Downtown Redmond Park to assist in assessing potential park capacity.

BASIC PARK CAPACITY:



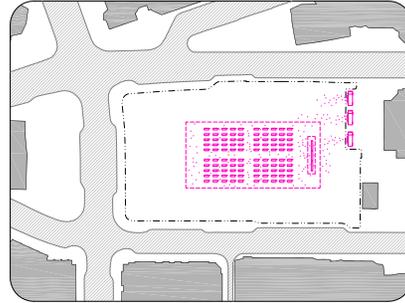
Standing Crowd
 Park Area: approx 90,000 sq.ft
 Circulation Space: approx. 20,000 sq.ft
 Programmable Area: 70,000 sq.ft
 Crowd Density: 4.3 sq.ft. per person
 Maximum Crowd Capacity: 16,000 people



Sitting Crowd
 Park Area: approx 90,000 sq.ft
 Circulation Space: approx. 20,000 sq.ft
 Programmable Area: 70,000 sq.ft
 Crowd Density: 13 sq.ft. per person
 Maximum Crowd Capacity: 5,400 people



Casual Crowd
 Park Area: approx 90,000 sq.ft
 Circulation Space: approx. 20,000 sq.ft
 Programmable Area: 70,000 sq.ft
 Crowd Density: 54 sq.ft. per person
 Maximum Crowd Capacity: 1,300 people



BEER GARDEN
 100 tables / 400 seated patrons
 Each 8' x 2.5' table seats 4 patrons. The Beer Garden program also includes a 65' x 12' area for serving. A fenced in area of 25,000 sq.ft contains the beer garden program. Outside of the licensed area, 3 standard food trucks provide snacks for beer garden patrons.



MARKET
 240 market stalls
 A market configuration accommodates 240 double-loaded standard 10'x10' portable market tents. 20' market aisles allow for circulation. The market configuration occupies the south side of the park, as well as Cleveland Street. As a temporary program, the market program might accommodate artisan groups, a night market, a farmer's market, or a winter holiday market to temporarily activate the space.



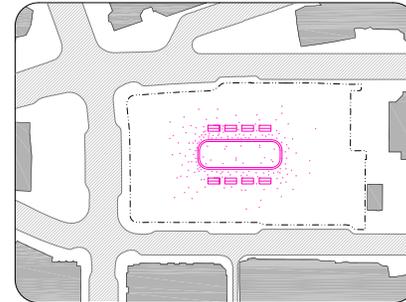
CONCERT
 12,000 maximum standing crowd
 A small- to medium- size concert event is configured on the Downtown Park site around a 40' x 80' stage (complete with 10' sound wings on each side). A densely packed standing crowd (4.3 sq.ft. per person) of 12,000 people is accommodated within the view lines of the stage. A buffer area at the east side of the park is left to accommodate event staging.



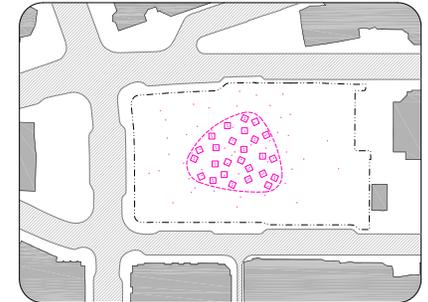
OUTDOOR MOVIE
 1,500 seated audience
 An outdoor movie event is created in Downtown Park by renting a large inflatable screen (40' wide x 20' tall) and projection equipment. An audience of 1,500 is accommodated on lawn chairs or blankets (at a density of 13 sq.ft. per person)



SPLASH PAD
 28 water jets @ 20' o.c.
 A 10,000 sq.ft. splash pad accommodates 28 water jets placed 20' o.c., creating an activated play space in the park that doubles as a programmable hardscape.



TEMPORARY ICE RINK
 6,000 sq.ft. ice rink
 A temporary ice rink for winter skating measures 137' x 44'. 8' 10' x 20' enclosed tents flank the skating area to provide space for skate rentals and storage, as well as warming stations and food/drink services. Ice rink programs likely require temporary or permanent cover over the skating surface.



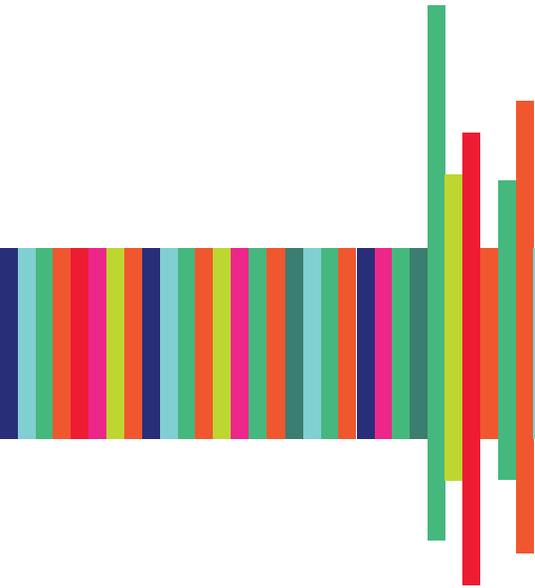
PICNIC LAWN
 100 picnickers
 A 16,000 sq.ft. passive green on the Downtown Park site accommodates 100 picnickers on 10' x 10' picnic blankets. This program assumes a spatial requirement of 150 sq.ft. per person.

Summary and Conclusions

Site analysis and technical studies on a wide range of topics related to the site of Downtown Park were undertaken to understand its opportunities and constraints and to ensure that the concept embedded in the Master Plan has taken these findings into consideration.

Through these studies the park concept reflects:

- Redmond's demographics
- Redmond's history and context from its geological evolution to present development trends
- The urban context around the park including architecture, land uses, movement networks, parking, and views
- Technical and engineering considerations including stormwater management and water quality, soils and structural issues, sun and shadow impacts by season and time of day
- Current and potential ideas for programming and animating the park with implications for its design and features.



public engagement

Park Vision

As part of the public engagement process, drafts of a park vision were proposed and comments were received back on the content and wording. A revised park vision was presented at the Public Open House on Derby Days in July 2014:

Redmond Downtown Park is a memorable and extraordinary gathering place where art and park are indistinguishable. It is a destination for creative energy and exploration where the entire community can: play and relax in all seasons and weather, be inspired and entertained, delight in nature, and linger and leave uplifted.

Public Engagement

“Cities have the capability of providing something for everybody, only because, and only when, they are created by everybody.”

— Jane Jacobs, *The Death and Life of Great American Cities*

A number of workshops, meetings, and events were held to engage the community in a conversation about the program and design of Downtown Park. The consultant team also met regularly with City staff and with the Downtown Park Steering Committee, the Parks and Trails Commission, and the Arts and Culture Commission. The consultants also contacted and met with a range of stakeholders with interests in arts, cultural, food, and market programming to gain insights into how Downtown Park could effectively serve existing and possible future programming opportunities.

Initial Community Consultation

Before the competition process to select the design team for Downtown Park, the City held several events to get Redmond residents thinking about and imagining the future of the park. Events included performances created by Artist-in-Residence Lucia Neare and use of the park during Redmond Lights and other festivals. In order to generate awareness and interest in Downtown Park, the City conducted



The Iconic Red Chairs at the Park (image credit: PFS Studio)

public outreach with a variety of tools including mailers, email, social media, press releases, etc. Signage and a webpage introduced the red chair as the icon for the park and red tables and chairs were set up in the park for the community to use.

Round 1 – Consultant Selection

The competition brought five short-listed design teams to Redmond and included a public presentation by each team at City Hall that was open to the public and videotaped for the City website to reach more people than were able to attend the event itself and televised live on RCTV. These presentations served to acquaint Redmond residents with innovative and creative urban park designs from around the world and with the initial design thinking of the selected design teams.

Round 2 – Downtown Park Visioning

Downtown Park Workshops and Workbook

The first round of community consultation involved several workshops and a parallel process on the City’s website. A two-part presentation was used at the workshops and posted on the website. The first part was an overview of the planning and design opportunities of the park in the context of Redmond’s history, urban context, and existing parks network and precedent ideas from great urban parks. This topic generated discussion about the look and character that people hoped for in Downtown Park. The second part focused on programming ideas for the park with a presentation on potential program elements and an opportunity to discuss and



Public Workshop 1 (Image credits: City of Redmond)





Public Workshop 1 (Image credits: City of Redmond)

provide input on preferences. The presentation materials were also presented on display panels for people to read before the workshop and to provide background information for the website-based consultation.

A workbook was used to collect responses at the workshops and was reproduced as an interactive pdf document on the website. The workbook was used in small discussion groups to provide visual references for people to talk about. The completed workbooks were collected and tabulated and reported to staff, Steering Committee, Commissions, on the website, and in the second round of public consultation. The character and activity ideas with the highest percentages of responses were used to set the program for the conceptual park options.

The workshops were also used to collect ideas for the Vision Statement for Downtown Park and responses to a request for Big Ideas. Big Ideas were expressed as “I want _____ in Downtown Park!”

The workshop materials and public responses were taken to meetings of the Steering Committee, Parks and Trails Commission, and Arts and Culture Commission for review and further input. The top 10 preferences from Round 1 included: night markets, concerts and music performances, winter holiday market, light festival, ethnic festivals, theatre performances, weather protection with an open canopy, in ground feature lighting, movies in the park, and interactive public art.

These results are presented in the Appendix materials and confirm a strong interest in programming of events for the community and animation of the park in all seasons and into the evening as key objectives for Redmond residents.

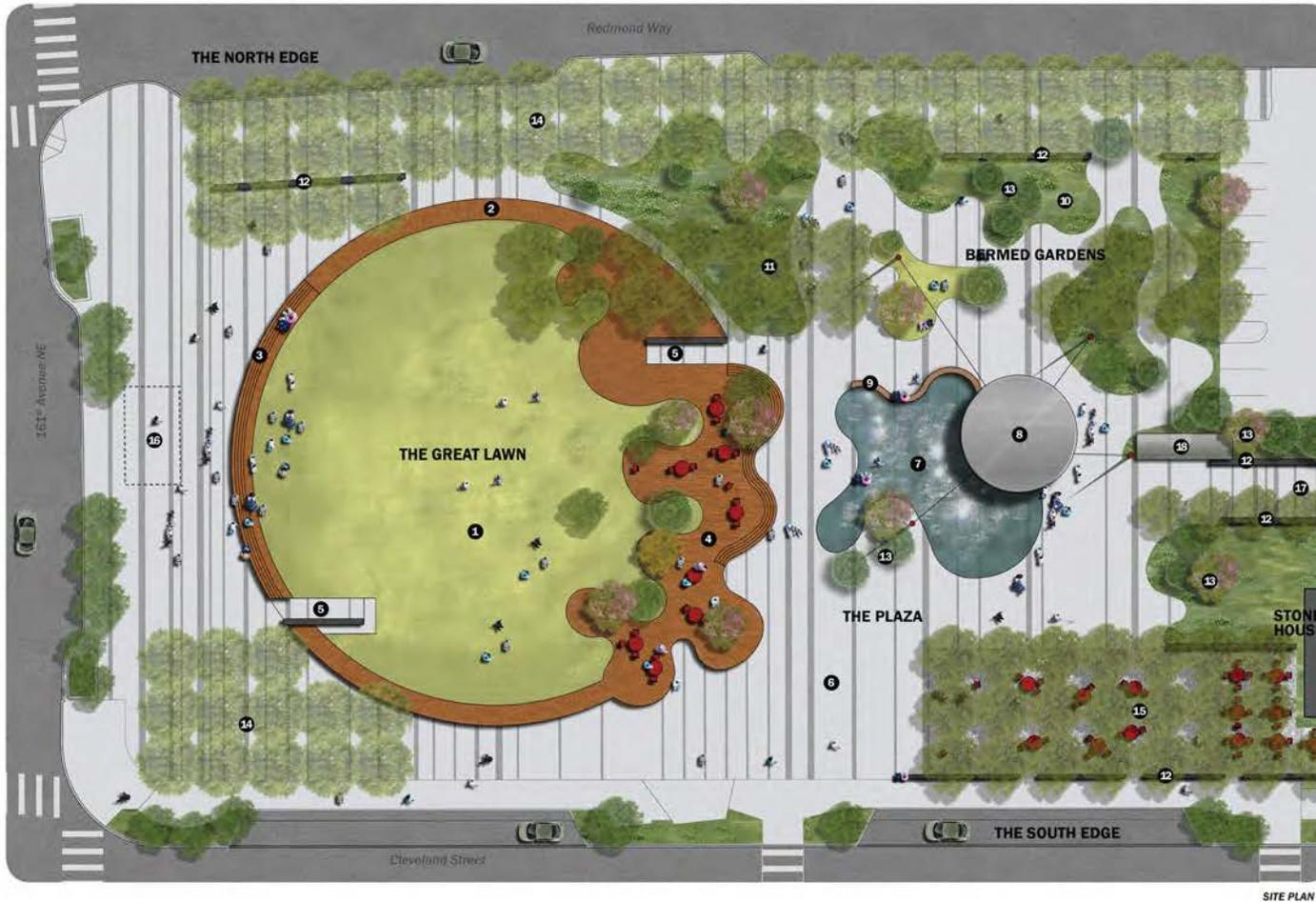
Stakes and Tags

The design team devised a tangible display of the realization that “Everyone has a stake in Downtown Park.” Hundreds of brightly colored wooden stakes were painted using a workforce of over 400 students from Redmond Elementary and Teen Center. The stakes were arranged in a pattern of radiating lines in the temporary lawn in Downtown Park. This project became both a piece of temporary art as well as a way to inform Redmond about the project and engage the community. Tags were attached to each stake, and the ideas from the Workshop were mounted to start the process. More tags and pens were made available on site for people to add their ideas to a stake with the public encouraged to fill in the blank in the statement, “I want _____ in the Downtown Park.” Almost all the tags were filled in, giving people a chance to look at everyone’s ideas for the park.



Stakes Painting Project (upper left image credit: Elena Savage; Stakes Installation in the Park (Image credits for this page and facing page: City of Redmond)



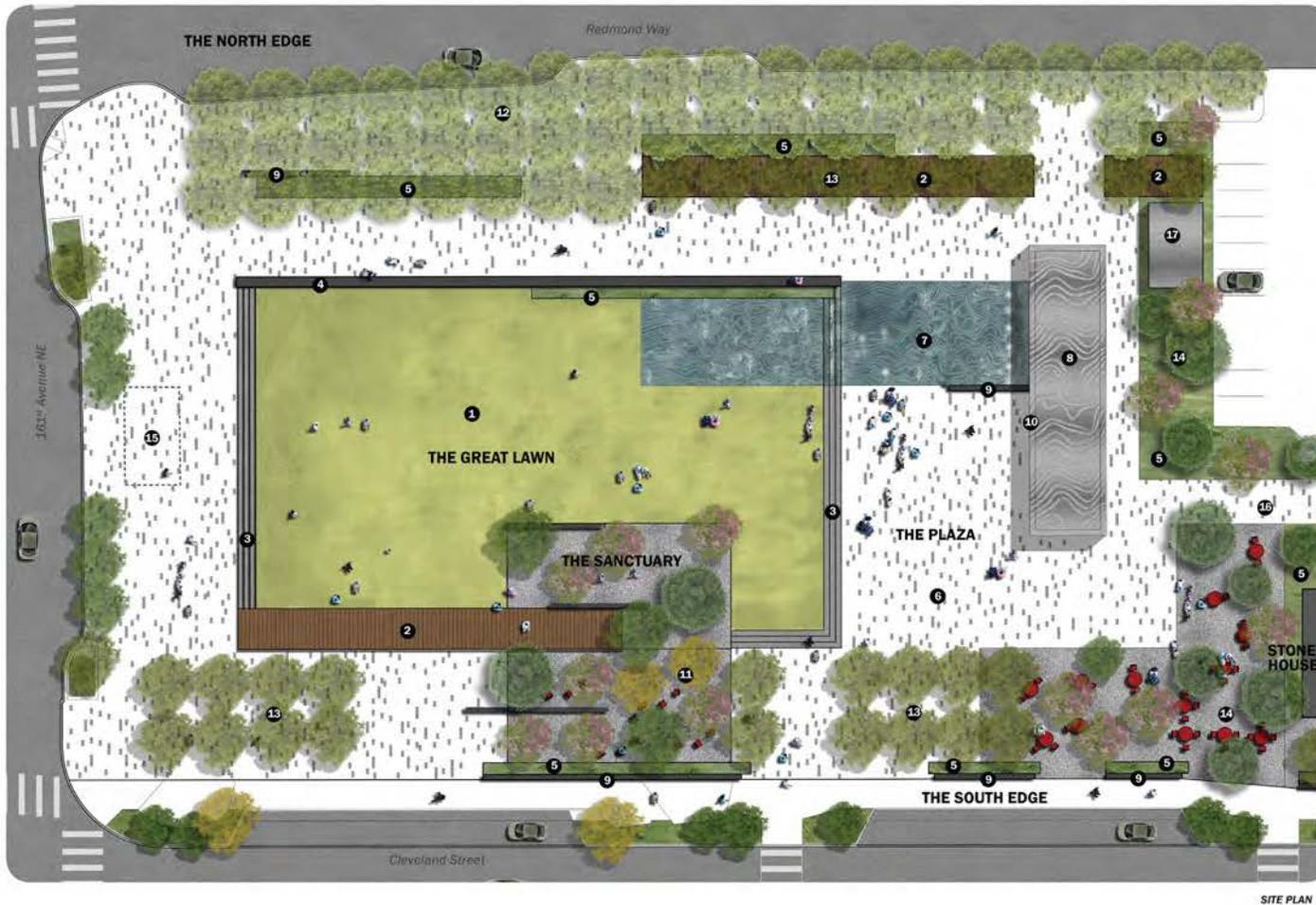


CONCEPT IMAGERY

PLAN LEGEND

- 1 Lawn (Raised two feet)
- 2 Wood Lounging Ring (Raised two feet)
- 3 Steps
- 4 Wood Deck
- 5 Ramp with Stone Wall
- 6 Striped Paving Pattern
- 7 Floodable Plaza with Water Jets
- 8 Suspended Pavilion
- 9 Wood Bench
- 10 Bermed Gardens
- 11 Maple Bosque
- 12 Stone Seating Walls
- 13 Birch and Willow Trees
- 14 Great Oak Street Tree Allee with Stone Walls
- 15 Maple Bosque with Movable Tables and Chairs
- 16 Temporary Stage Location
- 17 Potential Access to Businesses and Leary Way
- 18 Storage and Park Restrooms

Concept Option A from the Public Open House in Round 3 – The Preferred Option



CONCEPT IMAGERY

PLAN LEGEND

- 1 Lawn (Raised two feet)
- 2 Wood Lounging Deck (Raised two feet)
- 3 Steps
- 4 Stone Seating Edge
- 5 Garden Massing
- 6 Pixelated Paving Pattern
- 7 Cascading Water Feature with Water Jets
- 8 Pavilion with Water Scrim
- 9 Stone Seating Wall
- 10 Retractable Screen
- 11 Willow and Crabapple Grove with Movable Seating
- 12 Great Oak Street Tree Allee
- 13 Maple Allee
- 14 Birch and Willow Grove with Movable Seating
- 15 Temporary Stage Location
- 16 Potential Access to Businesses and Leary Way
- 17 Storage and Park Restrooms

Concept Option B from the Public Open House in Round 3 -



PLAN LEGEND

- 1 Lawn
- 2 White Granite Patio
- 3 Gateway Pavilion with Digital Projection
- 4 Stacked Wood Seating Wall
- 5 Willow, Birch and Cherry Grove
- 6 Pixelated Paving Pattern
- 7 Floodable Plaza with Water Jets
- 8 Raised White Granite Patio
- 9 Birch Trees
- 10 Cherry Trees
- 11 Garden Massing
- 12 Crusher Fines
- 13 Sculptural Seating
- 14 Wood Patio Boardwalk
- 15 Maple Allee Streetscape
- 16 Temporary Stage Location
- 17 Potential Access to Businesses and Leary Way
- 18 Storage and Park Restrooms

Concept Option C from the Public Open House in Round 3

Round 3 – Selecting the Preferred Option

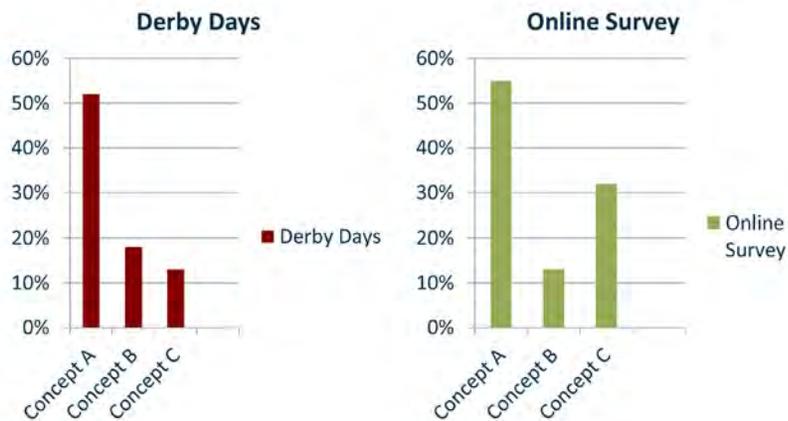
Derby Days Booth

Based on the feedback from the first round of consultation, the consultant team worked with City staff to evolve three park concept options. These options were presented to the public at an open house on the Municipal Campus on the Saturday of Derby Days. Some of the stakes from the installation in Downtown Park were set up as a maze for children and to bring attention to the open house display.

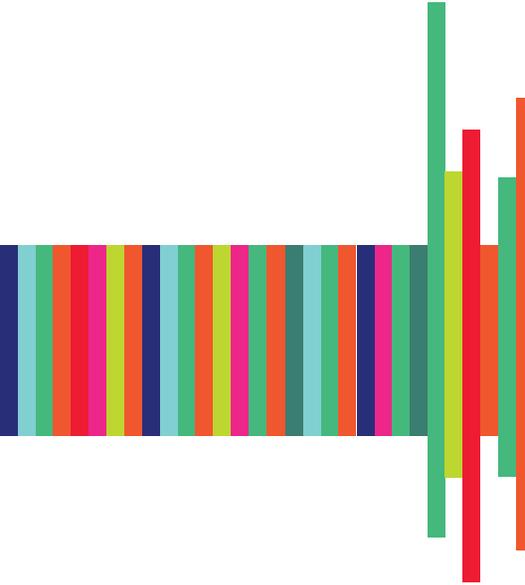
Online Survey

The options and their supporting display materials were also made available on the City’s website so that the public could comment and indicate their preferences.

Eight hundred and seventy seven people participated in selecting the preferred alternative for the conceptual park design. Responses showed a clear preference for Option A. That option and the comments written about it and the other options were all considered in the revisions to Option A and the final concept for the park.



Public Open House, Derby Days (Image credit: City of Redmond)



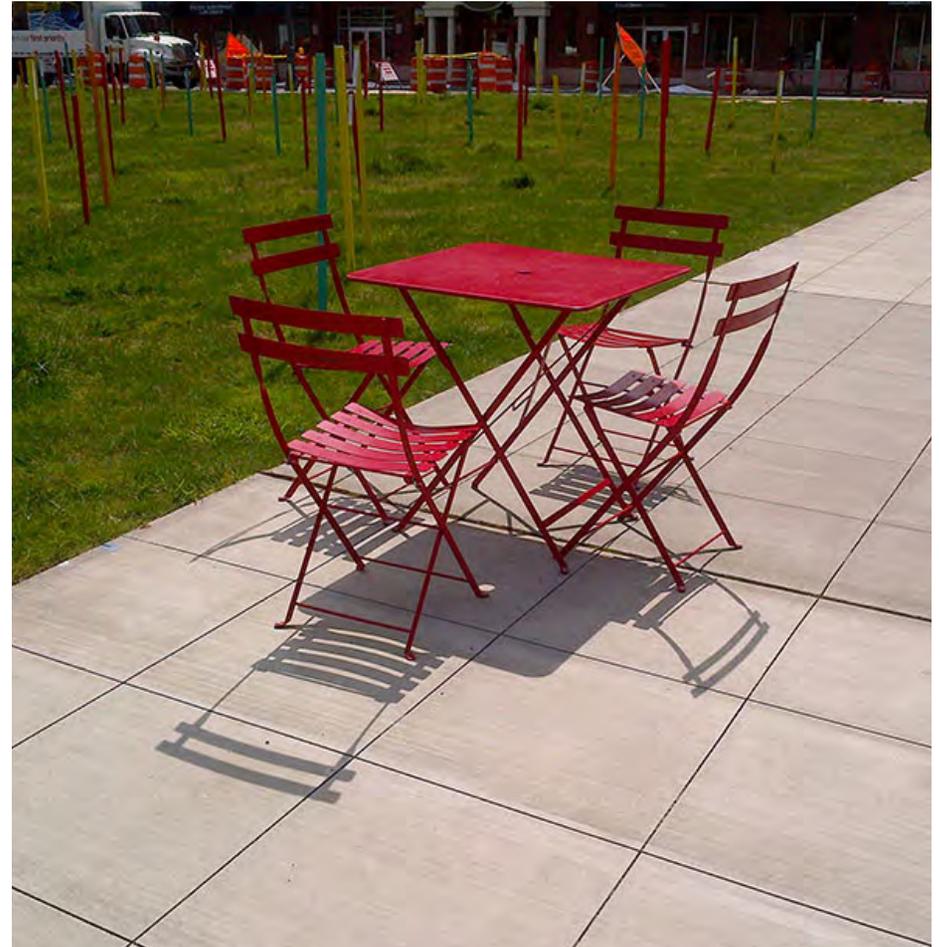
downtown park master plan

Introduction

Overview of the Master Plan

This section of the report presents the Master Plan for Downtown Park as approved by Redmond City Council. It also discusses the process of concept development that led to its selection, including site assessment, preliminary conceptual layouts, and the three concept options that were shown to the public and the City at Derby Days in July 2014 and its parallel website and presentation meetings.

The approved concept for the park is an evolution of Option A with some changes made to respond to comments from the City and the public from Round 3 of public consultation. This section goes on to discuss each major component of the park concept with regard to size, function, materials, and conceptual roles. The Park Master Plan



Red Chairs in Downtown Park, an Early Icon for Placemaking by the City

Final Design



PLAN LEGEND:

- 1 Lawn (Elevated two feet)
- 2 Wood Lounging Ring (Elevated two feet)
- 3 Steps
- 4 Wood Deck
- 5 Ramp with Stone Wall
- 6 Striped Paving Pattern
- 7 Floodable Plaza with Water Jets
- 8 Suspended Pavilion
- 9 Wood Benches
- 10 Bermmed Gardens
- 11 Maple Bosque
- 12 Stone Seating Walls
- 13 Birch and Willow Trees
- 14 Great Oak Street Tree Allee/Bosque with Stone Walls
- 15 Maple Bosque with Movable Tables and Chairs
- 16 Storage and Park Restrooms

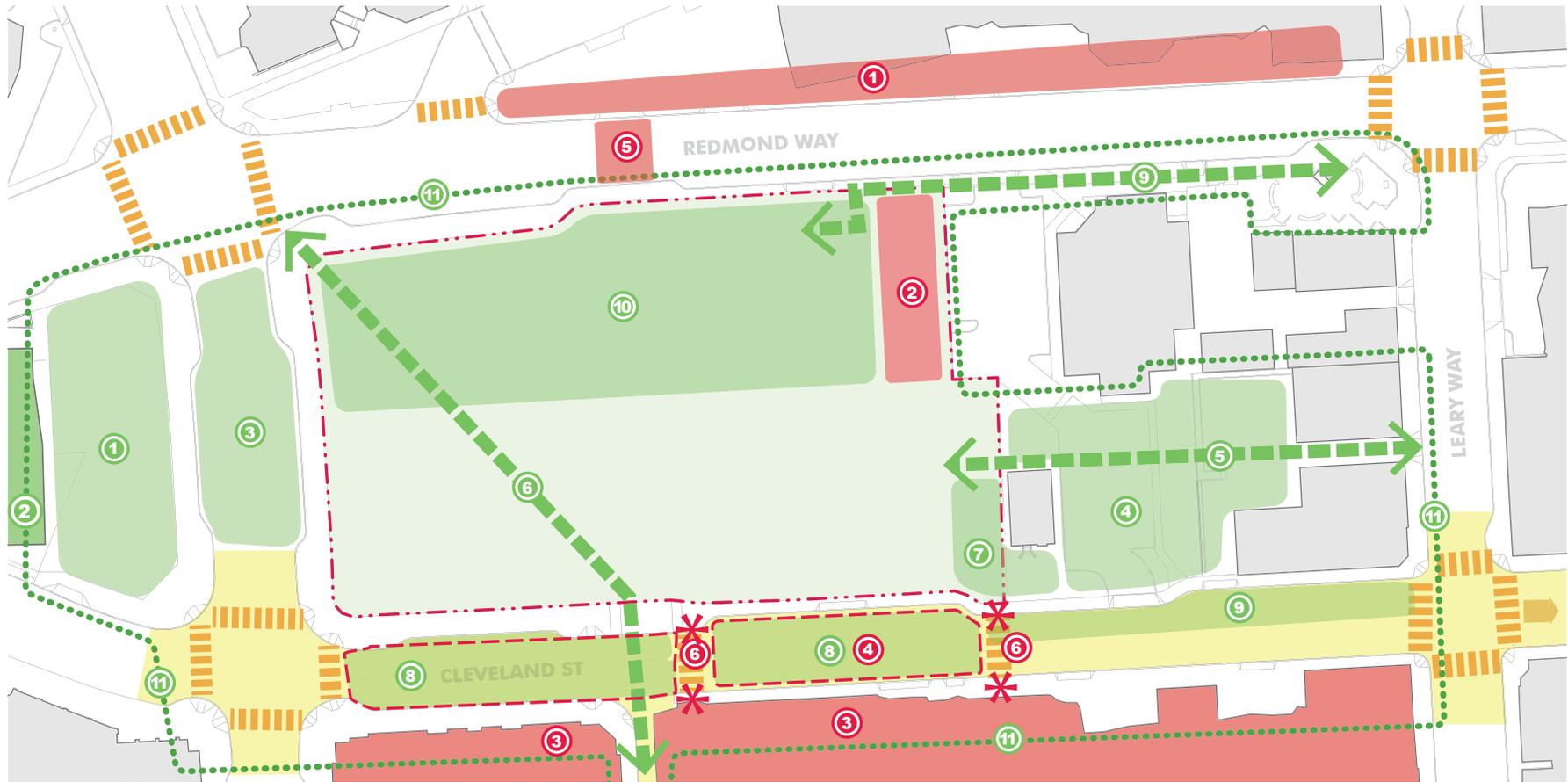
Redmond Downtown Park Master Plan Concept



Bird's Eye Rendering of the Redmond Downtown Park Master Plan Concept

Site Analysis

Several site visits were conducted during the research and outreach phase to understand the on-site opportunities and constraints.



CONSTRAINTS

- 1. Weak urban edge with uncertain future development; zoned for 6-storey residential mixed-use
- 2. Weak edge at parking lot/uncertain future development
- 3. Acoustic constraints from neighboring residential units
- 4. Limited area for full traffic closures along Cleveland Street
- 5. No mid-block connection across Redmond Way
- 6. Existing Cleveland Streetscape
- 7. Landmarked building
- 8. City-owned property. Uncertain future development.

LEGEND URBAN DESIGN

- Tabletopped Extents of Cleveland Street
- Pedestrian Crosswalks
- Property Line

OPPORTUNITIES

- 1. Provide hardscape plaza for event BOH, temporary stage, or small building (for washrooms, greenroom, cafe, etc.)
- 2. City could acquire property for development of landmark civic building (eg. arts, community center, cafe/restaurant)
- 3. Allow temporary closure of 161 Avenue NE to accommodate stage for performance events, or market stalls
- 4. Parking lots could be reconfigured for connectivity to Leary Way and to engage food vendors and restaurants
- 5. Breezeway can connect park to Leary Way and historic district
- 6. Provide strong connection between LRT/Central Connector and NE 83rd Street Transit Station
- 7. Engage Stone House Cafe with patio space on park
- 8. Areas of Cleveland Street that are fully closeable for events while still allowing access to residential parking
- 9. Temporary partial closure of Cleveland Street during events could allow parking garage access, while engaging street activity
- 10. Area of site that receives winter sun
- 11. Potential expanded perceived extent of park

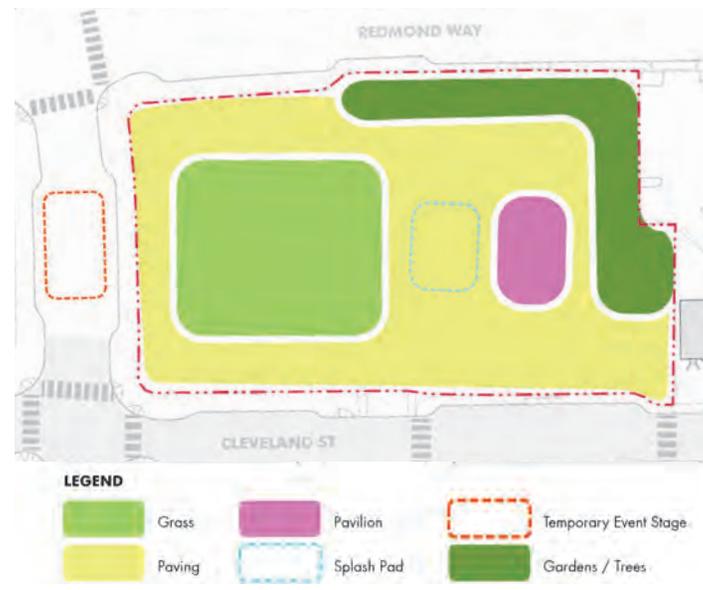
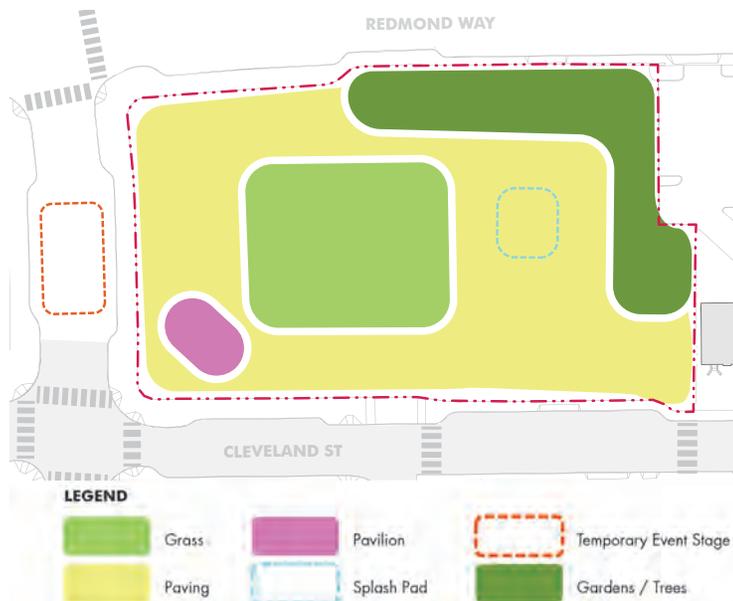
Concepts



Concept Design Development

From the site analysis, outreach, and programmatic development phases, a more complex understanding of the site's opportunities and constraints in terms of sun patterns, acoustics, transportation, pedestrian circulation, visibility, safety, and feasible large scale and everyday programs were established.

Particular programmatic elements were agreed upon: a covered park pavilion, a wet/dry plaza that could double as a splash pad for children's play, gardens, a temporary larger stage location on the western edge, a well-sized and proportioned lawn, a plaza that could also accommodate larger gatherings, and a green buffer along the busy Redmond Way to the north. Each of these elements had particular spatial, ergonomic and adjacency requirements which resulted in a number of 'bubble diagrams' that were presented and then winnowed down to three to influence the design of the park.



Optional Layouts for the Park Program Elements

Concept A

'Bog': Buoyant, Organic, Lush, Circuitous

Soil excavation on site has revealed the presence of peat pockets indicative of the pre-settlement peat bogs typical to the area. Peat bogs are comprised of thick, buoyant mats of ericaceous vegetation in a hummocky, saturated landscape. Logging, the opening of the Chittendon Locks, and the dredging of the Sammamish River all contributed to the draining of the bogs between Bear Creek and the Sammamish River, and enabled the imposition of the urban grid. Linear movement systems were imposed on a previously circuitous, organic landscape.

'BOG' reasserts the hummocky and organic on the rectilinear 'urban grid'. Soft, lush mounds of ericaceous plantings and a flowing wood deck hover between formal treed allees and bosques, and a bold, linear plaza paving pattern. Two circular zones bridge the rational and the organic – an elevated Great Lawn, ringed by an illuminated wood boardwalk, and a multiuse plaza delineated by a sculptural circular pavilion. The plaza zone shifts between dry and saturated conditions, enabling multiple use - from performances under the circular canopy, to a shallow reflective pond, to an active water play zone.



Conceptual Layout of Park Program Elements for Concept A





- A The Meadow**
 - 1 Lawn +2'
 - 2 Wood Lounging Deck +2'
 - 3 Steps
 - 4 Stone Seating Edge
 - 5 Garden Massing
- B The Plaza**
 - 6 Pixelated Paving Pattern
 - 7 Cascading Water Feature with Water Jets
 - 8 Pavilion with Water Skrim
 - 9 Stone Seating Wall
 - 10 Retractable Screen
- C The Sanctuary**
 - 11 Birch and Willow Grove over Crusher Fines with Movable Seating
- D The North Edge**
 - 12 Great Oak Street Tree Allee
- E The South Edge**
 - 13 Maple Allee
 - 14 Birch and Willow Grove with Movable Tables and Chairs
 - 15 Temporary Stage Location
 - 16 Access to Parking and Leary Way

Conceptual Plan for Concept B

Concept B

Peat: Linear, Planar, Layered

A four foot depth of peat takes thousands of years to form. Over millennia, history is compressed into a series of variegated planes- each plane relating to particular conditions at a particular time. This thin sectional layering of history has a material quality to it that expresses the unique conditions of a particular time – its vegetation, its weather, its larger ecological and cultural context.

'PEAT' is linear, planar, and layered, expressing Redmond's unique history through layered materials – from bog vegetation and water, to meadow, wood, concrete, stone, metal and digital projection (Bog, rafts of felled lumber, cow pasture, wooden sidewalks, stone and concrete sidewalks and buildings, digital industry). These planes demarcate zones of activity, and will overlap at various elevations- an overhead canopy, a plane of catenary lights, raised wooden platforms, a plaza, a sculpted, watery depression within the earth.

The eccentric, topographic surfaces of the pavilion and water feature contrast with the linear, planar qualities of the park, creating a programmatic and sculptural focal point overlaid with the Great Lawn and plaza.



Conceptual Layout of Park Program Elements for Concept B





A The Meadow

- 1 Lawn
- 2 White Granite Patio
- 3 Gateway Pavilion with Digital Projection
- 4 Stacked Wood Seating Wall
- 5 Willow and Birch

B The Plaza

- 6 Pixelated Paving Pattern
- 7 Floodable Plaza with Water Jets
- 8 Raised White Granite Patio
- 9 Birch
- 10 Cherry
- 11 Garden Massing

C The Sanctuary

- 12 Crusher Fines
- 13 Sculptural Seating
- 14 Wood Patio Boardwalk

D The North Edge

- 15 Maple Allee Streetscape

E The South Edge

- 16 Maple Allee with Stacked Wood Seating Walls Below

- 17 Temporary Stage Location

- 18 Access to Parking and Leary Way

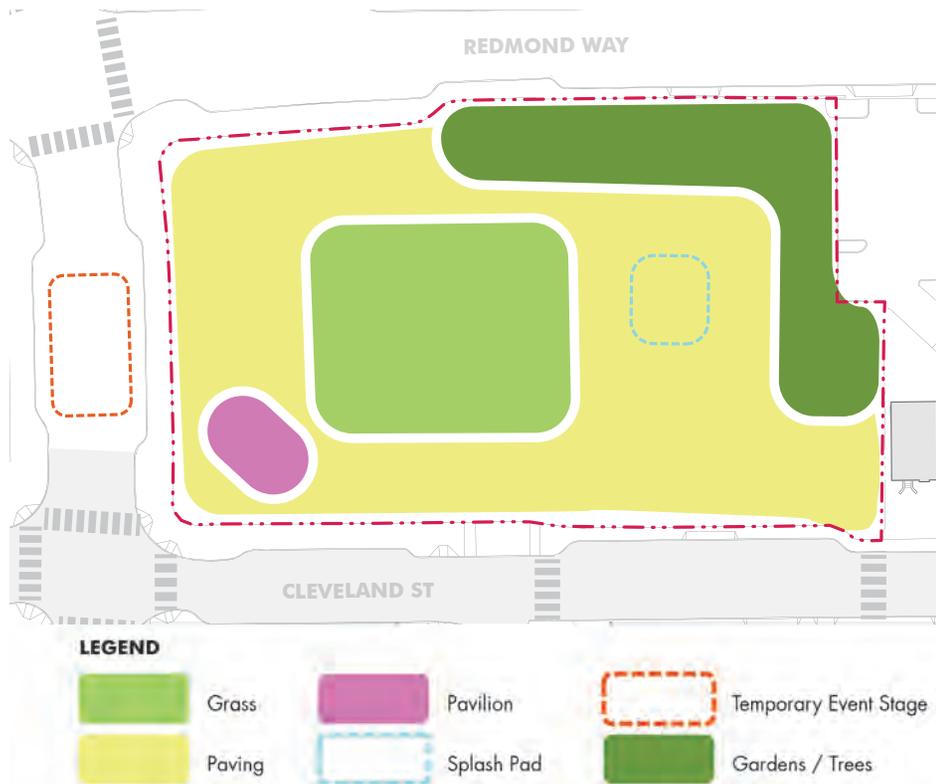
Conceptual Plan for Concept C

Concept C

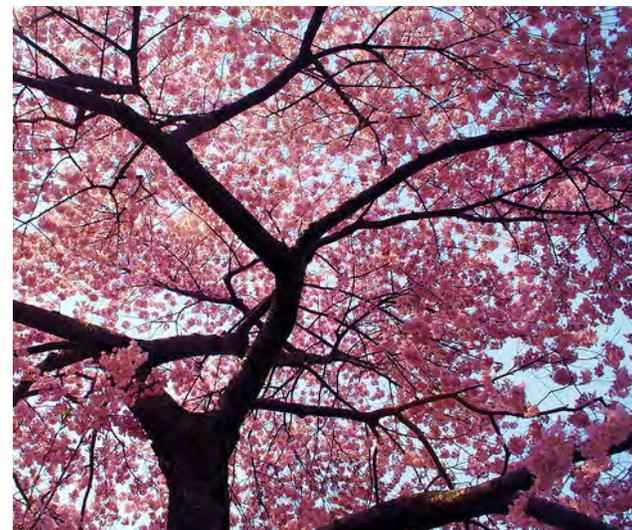
Successional: In-Between, Pioneer, Arced

The draining of the swampy lands between Bear Creek Parkway and the Sammamish River transformed a meandering, organic landscape into a gridded and lineal settlement. Between the state of the 'wild' and the 'settled' is the succession landscape, populated by pioneers. Pioneer landscapes embody this in-between state, somewhere between the domesticated grid and the organic.

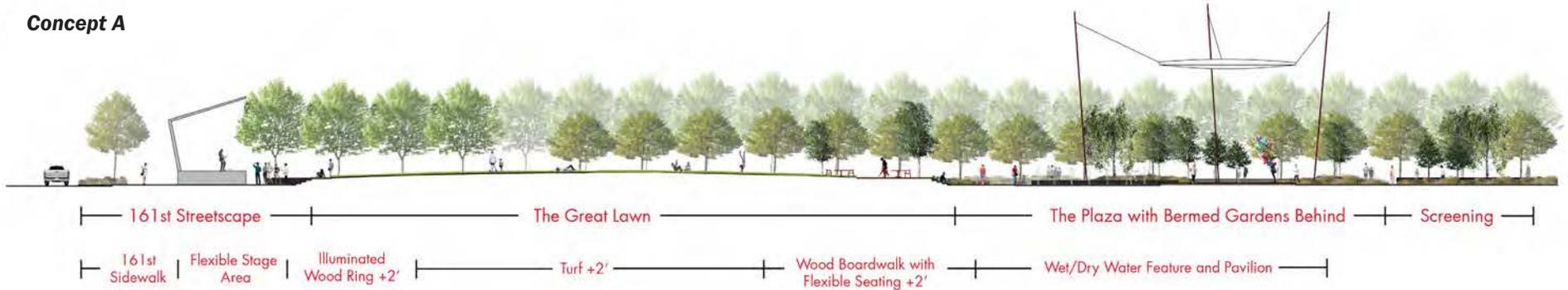
Arcs of movement within the plan curve gently from street to plaza to meadow and bosque, guiding people around and in through the park. Native, cultured, and pioneer species overlay one another in the form of lines, allees, bosques and groves, both defining outdoor rooms and weaving spaces together. In the southwest corner of the site, a sculptural gateway provides weather protection and a warm place to linger. A splash pad and arced patio in the northeast corner activate the eastern side of the park under a canopy of flowering trees.



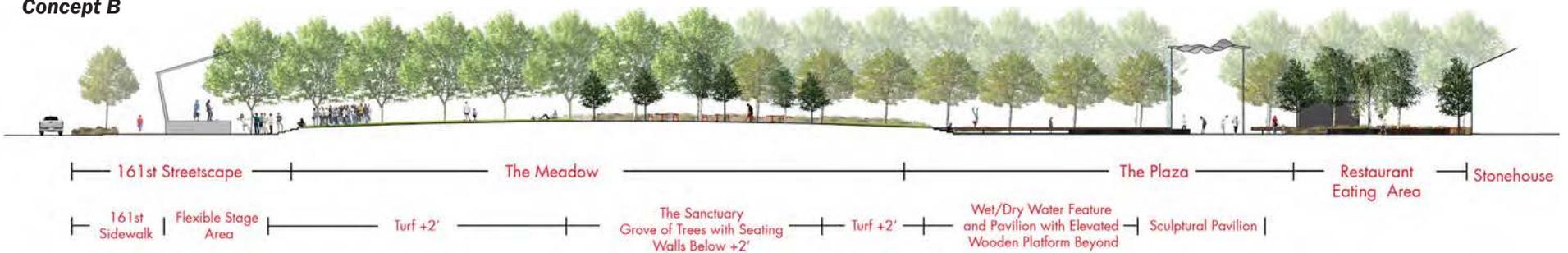
Conceptual Layout of Park Program Elements for Concept C



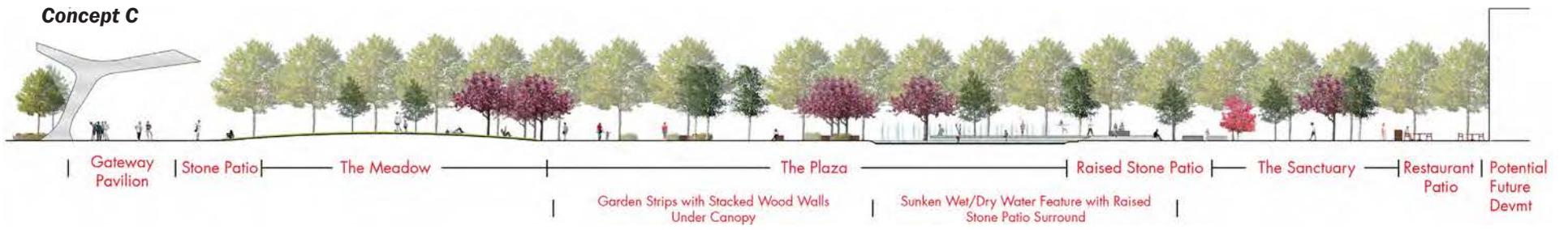
Concept A



Concept B



Concept C



* Sections across each park option are cut west to east, through the middle, looking north.

Conceptual Site Sections through Concepts A, B, and C

Concept Comparison

	A. BOG	B. PEAT	C. PIONEER
The Great Lawn / Meadow	Circular	Rectilinear	Arced
	Raised 2'	Raised 2'	At grade
	Steps as 'amphitheatre' seating to both plaza and stage	Steps as 'amphitheatre' seating to both plaza and stage	No steps
	Ringed by elevated wood platform	Lined by elevated linear boardwalk, and stone seating wall	Edged by white stone patio with movable furnishings
	Large wood elevated patio facing both park and plaza	Water feature connects from lawn to plaza	Flexible open space between plaza and lawn
The Plaza	Wet/Dry Plaza space for flexible uses	Wet topographic surface for play and projection	Wet/Dry Plaza space for flexible uses
	Sculptural pavilion for weather protection, performance and digital projection	Sculptural pavilion for weather protection, performance and digital projection	No pavilion in plaza (Gateway feature instead)
North Edge	Great oak allee and bosque underlaid with bog gardens and stone seating walls	Great oak allee and maple bosque underlaid with linear plant massings and great wood platform	Great maple allee with permeable edge
South Edge	Oak bosque at southwest corner, maple bosque at east side	Maple allee along Cleveland, interspersed with groves of willow, birch and flowering trees	Maple allee straddling 'Sanctuary' of informal groves of trees, crusher fines, low stone wall seating, lineal gardens and movable furnishings
	Crusher fines, low stone walls and movable tables and chairs adjacent to Stone House	Sanctuaries' of crusher fines, low stone wall seating, lineal gardens and movable furnishings	Open plaza on western side
		Trees mediate scale of 'Trestle' structures	Trees mediate scale of 'Trestle' structures
Gardens	Bog Gardens' are soft, lush, bermed amoeba-like massings of ericaceous plantings	Lush massed strips of plantings stitch across the entire site	Arced strips of lush plantings help to articulate the curved corridors of the site
Sanctuary	A bosque underlaid with crusher fines, movable furnishings, garden massings and low stone walls is adjacent to the Stone House Restaurant	A bosque underlaid with crusher fines, movable furnishings, garden massings and low stone walls cascades from the Meadow to Cleveland below	A bosque underlaid with crusher fines, movable furnishings, garden massings and low stone walls lines the eastern side of the site, adjacent to potential mixed use development to the north, and the Stone House to the south
		A bosque underlaid with crusher fines, movable furnishings, garden massings and low stone walls is adjacent to the Stone House Restaurant	
Art Opportunities	Circular pavilion suspended with poles, mirrored surfaces	Linear pavilion with topographic surfaces for projection	Gateway pavilion with projection onto stone patio
	Projection on dry and reflective wet plaza	Water scrim from pavilion	Sculpted, illuminated furnishings
	Text piece around the ring rim of Great Lawn	Sculpted plaza surface for water movement and projection	
		Retractable screen for film projection	



Rendering of the Seating Wall and Raised Deck of the Great Lawn

Zones and Materials

Great Lawn

The 17,000 square foot Great Lawn is elevated 18 inches above grade, and ringed by a continuous underlit 'hovering' wood seating platform/deck. The east side of the ring transforms into a circuitous deck with movable tables and chairs that look over the plaza below.

A variety of uplit trees scattered in a loose bosque provide shade and shelter to those sitting below. Both the west and the east side of the ring are accessed by stairs that double as a shallow amphitheater for sitting, sunning and people watching. The Great Lawn is universally accessible with two ADA ramps (5.3% slope) on the east and west side.

The Great Lawn is intended to achieve a number of design and programmatic roles:

- Creation of a raised lawn for informal uses that is central to the park yet not readily used as a pedestrian route across the park
- Offering a space that functions as a 'room' within the larger park context
- Provision of ample seating around the raised wood deck edge and on moveable chairs on the deck
- A unique identity for Redmond Downtown Park related to its ecological history
- A place for future public art on the vertical wall surrounding the Great Lawn.



Area (Lawn): 17,000
Diameter of Circle
(Lawn and Deck Edge):
180 feet





Rendering of the Splash Pad, Water Screen, and Pavilion

Plaza

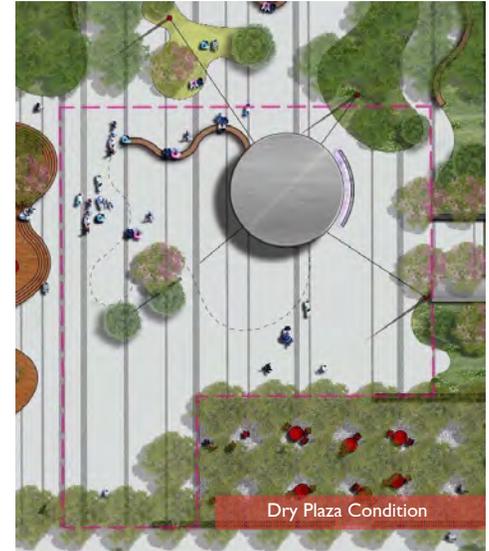
A 15,000 square foot wet/dry plaza is located east of the Great Lawn. The hardscape across the park is consistently paved with high quality concrete megapavers to appear as one large carpet from curb to curb.

The Plaza is articulated by the gardens to the north, the vertical water screen and vegetated edges to the west, the bosque to the south, and the wood deck and stair to the east. It is punctuated and protected by a mirrored disc that is suspended above a low elevated stage. This artistic pavilion is the focal point of the park, and will provide a weather protected venue for hot sunny days, and wet winter evenings for various events and community gatherings.

The vertical water screen acts as a backdrop to the pavilion, providing the cooling sound and texture of water in summer, and a projectable surface for media art and lighting. On hot summer days, the plaza will be dominated by a dynamic splash pad, which can be drained and turned off for various gatherings and events. Artist-designed furnishings are proposed for the area below the pavilion, while curvilinear wood-topped seat walls and the wood deck and stair provide seating in the plaza.



Area: 14,820 square feet including Splash Pad of 2,820 square feet





Rendering of the Bermed Gardens and Seating along a Route through the Park

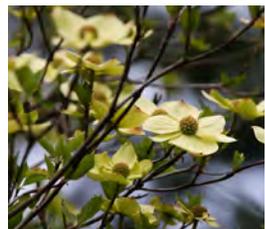
Bermed Gardens

The Bermed Gardens are soft circuitous mounds of native and adapted vegetation that help to screen and protect the plaza from the busy traffic of Redmond Way. They provide a textured, aromatic and engaging landscape for exploration and contemplation.

Reminiscent of the mounded bog landscape that the site historically harbored, the berms will vary between two to three feet tall, maintaining sight lines for safety while still providing a sense of immersion and buoyancy. The berm closest to the splash pad is turf to allow a soft space to lay one's towel in the sun and watch the children in the water park.



Area of vegetation: 9,580 square feet



The Sanctuary

The Sanctuary is a treed zone adjacent to the Stone House Restaurant and Cleveland Street. A bold bosque of maple trees, this outdoor room, with compacted crushed granite surfacing, provides an intimate and protected area for movable tables and chairs.

The Sanctuary is located in close proximity to the multiple restaurants and cafes on Leary Way, and encourages people to purchase their food, and enjoy it in the park.

Low stone seat walls extend the textural and material qualities of historic Leary Way into the park along Cleveland Street.



Area: 5,900 square feet

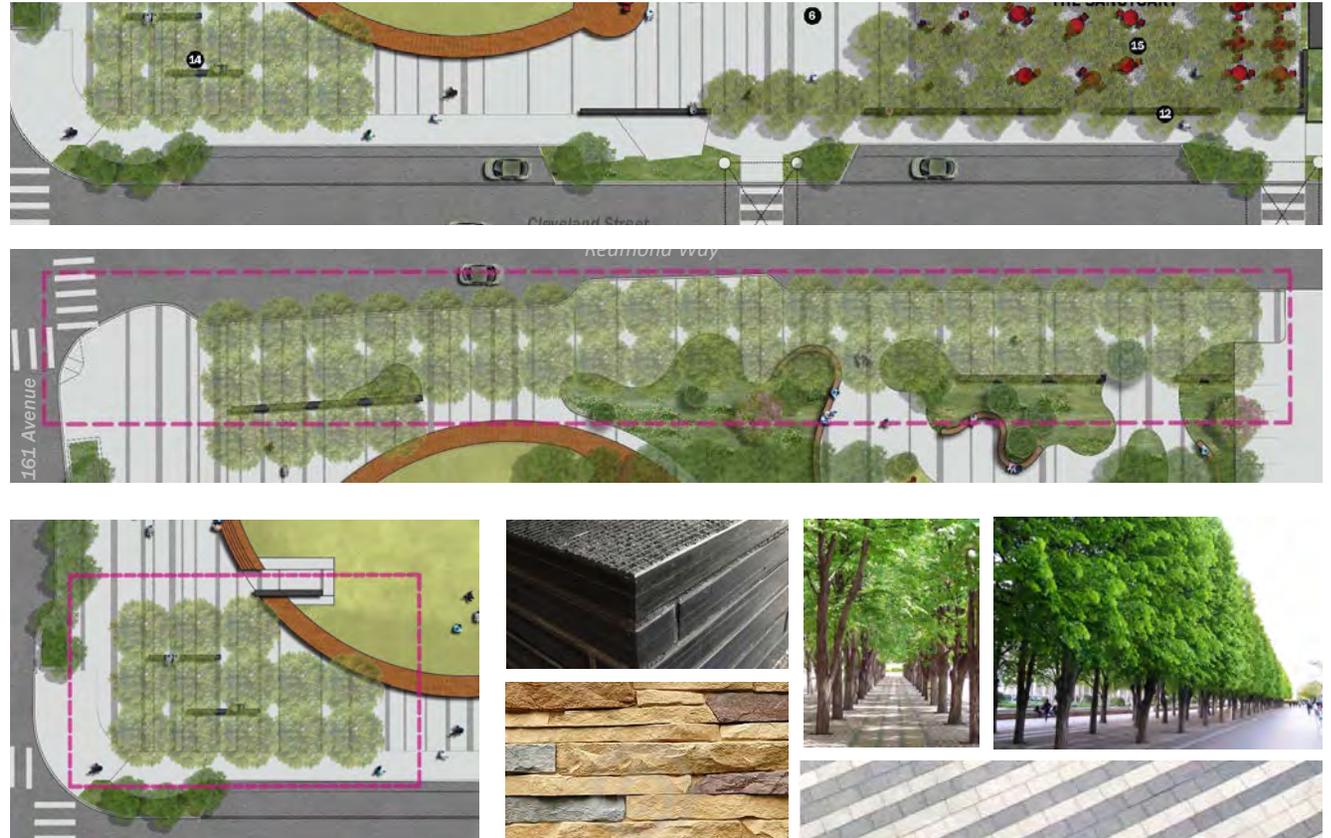


Park Edges

The edges of the park are strengthened by strong rows of street trees that help to establish a vertical permeable wall with openings where appropriate. Along Redmond Way, a double row of street trees provides a strong pedestrian movement corridor that helps to buffer the weak urban edge across the street, with its multiple curb cuts, parking lots and low suburban buildings. This alley widens to a bosque at the intersection with One Hundred and Sixty First Avenue NE, with seating walls below.

Another bosque punctuates the corner of One Hundred and Sixty First Avenue NE and Cleveland Street, articulating the corner as a major entry point to the park. Street trees along One Hundred and Sixty First Avenue NE are intermittent to ensure visibility to the stage in the event that Cleveland Street is temporarily closed and used as a staging location. The eastern edge of the park is buffered with planted berms and then opens up to embrace the Stone House facade.

The regular rows of trees define strong vertical edges to the park on its north and south sides while permitting pedestrians to move easily through them into the park.

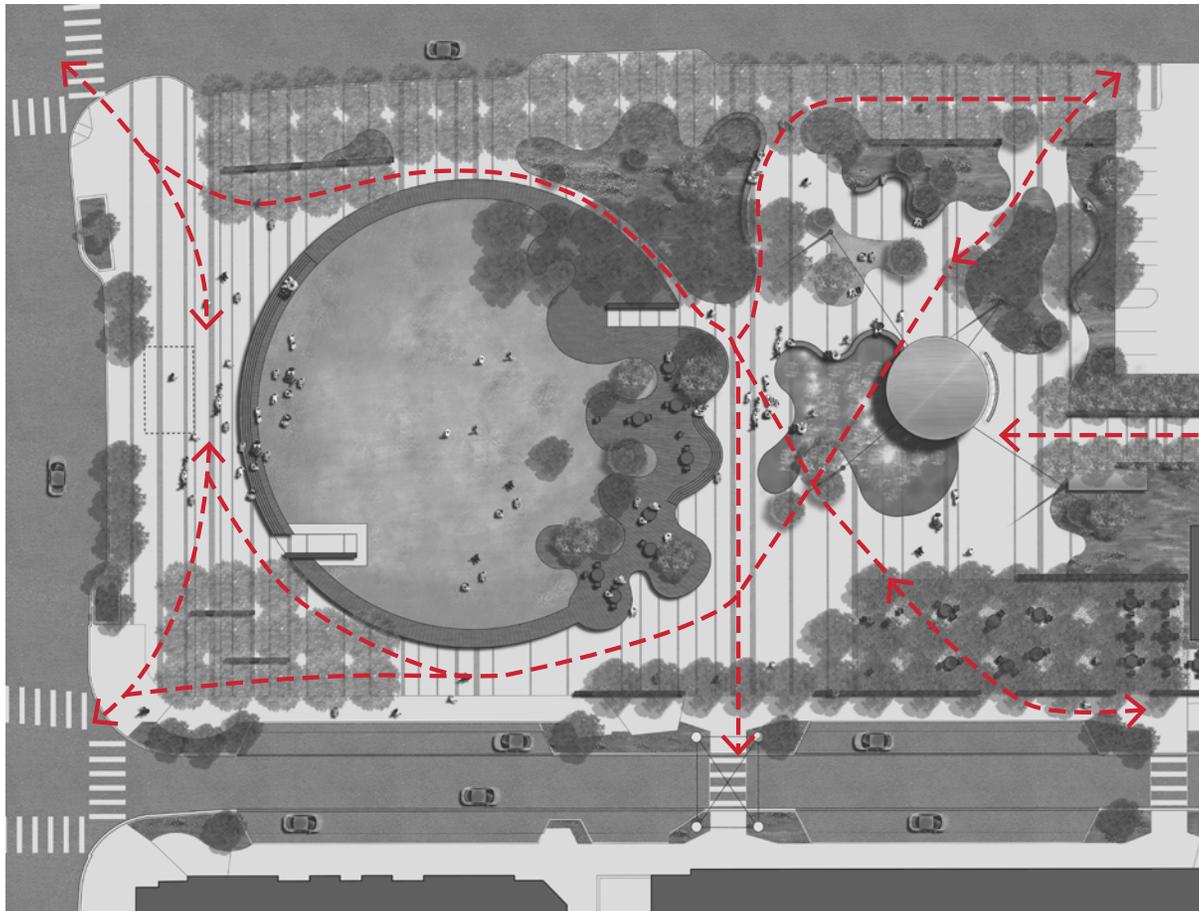


Pedestrian Circulation

The park design anticipates the movement of pedestrians across the site and along its streetscape edges. People arriving from Leary Way are invited to filter into the site from sidewalks on Redmond Way and Cleveland Street. In time, a mid-block route into the park from the east may be developed with the involvement of affected landowners.

A substantial amount of pedestrian traffic is expected to cross the park from the mid-block crosswalk on Cleveland that is near the pedestrian connection that

connects southward to the Central Connector and will, in time, also be the direct route from the future light rail station. This pedestrian flow will desire to move across the park to the northwest corner primarily and also to the north east corner. These movements are accommodated on the level hard surfaced areas of the park. Access points to the elevated lawn are located to permit but not encourage pedestrians to cross the lawn enroute between the mid-block crossing of Cleveland and the northwest corner.



--- Pedestrian Routes

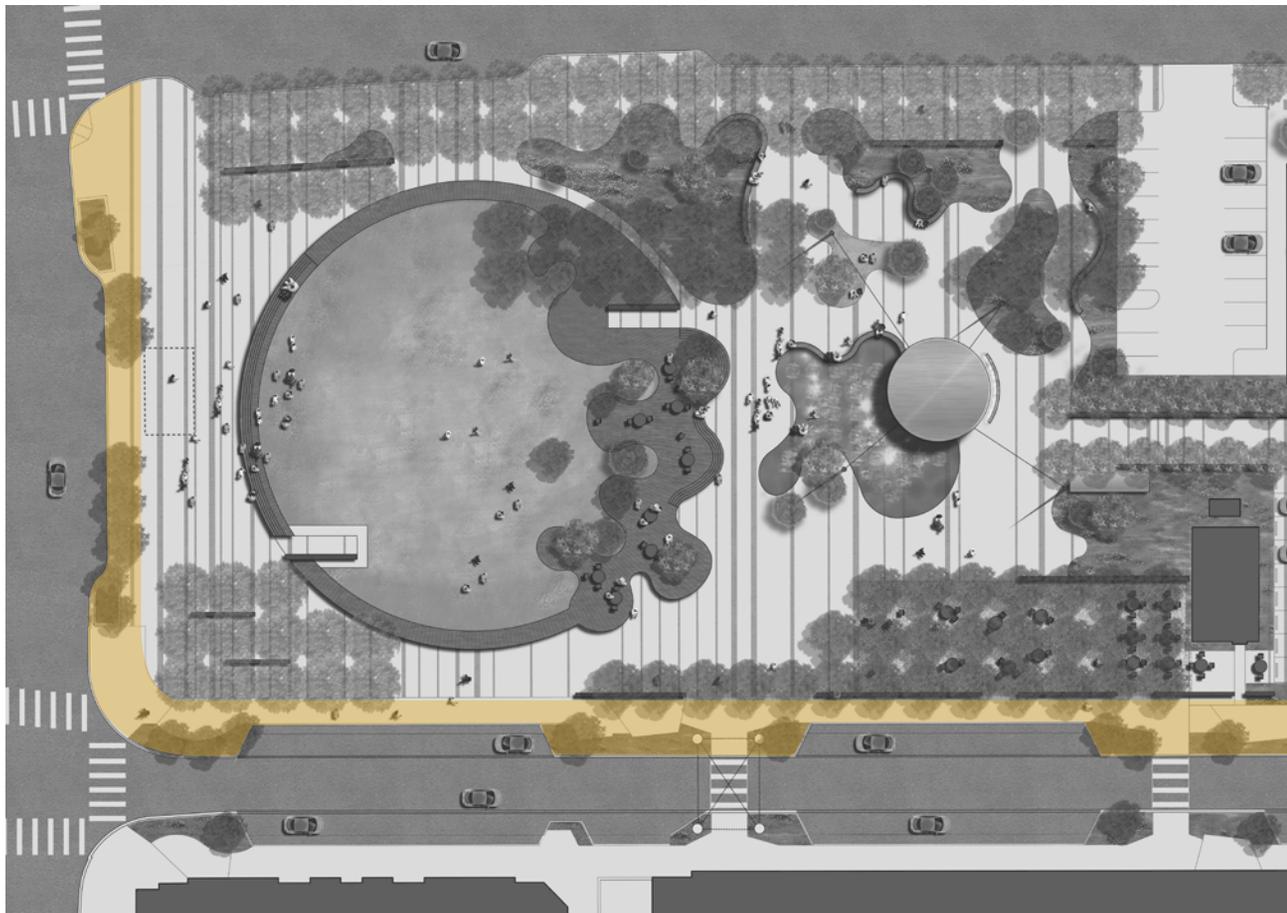
Vehicular Access Zones

Access into the park by large trucks is anticipated to be necessary to install temporary stages and related event equipment. The extra cost of reinforcing pavement for heavy loads, combined with the intent to ensure that water infiltrating into the aquifer below the park is not contaminated by oil, leads to defining specific vehicular loading areas in the park.

The streetscapes along 161st Avenue NE and Cleveland Street are not structured for heavy truck access. Trucks can be accommodated within the roadways of both

161st and Cleveland. The potential to close 161st for big events and set up a stage on the street temporarily is an alternative to bringing trucks into the park for large events. A loading area accessed from Redmond Way east of the 161st Avenue NE streetscape are the identified loading zones.

City staff responsible for event programming and management will need to work with event organizers to ensure that setup and takedown crews are aware of access zones and their limitations.



■ Non-Vehicular Zones
Streetscapes not designated to allow truck access/loading

Programming for Downtown Park

The City of Redmond is a strong supporter of hosting events in public spaces in the downtown. The intention to make Downtown Park into a space with a high level of flexibility and available infrastructure for recreation, and arts and cultural programming was part of the instructions for consultants. The consultant team was structured to include designers and planners familiar with highly programmable park design and a specialist in planning and operating events from the Seattle area. Early in the park planning process, a number of event organizers, both from local events and from regional events with potential future relevance to Redmond, were engaged in discussion to learn about event needs and opportunities.

A number of ideas for programming were discussed with the community in the first round of workshops and a list of ones that were most supported by the City and the public were included in the conceptual design.

A highly flexible park to host small to medium sized performances was a community priority. Consistent with the preferences of event organizers, the park has a range of possible performance configurations.

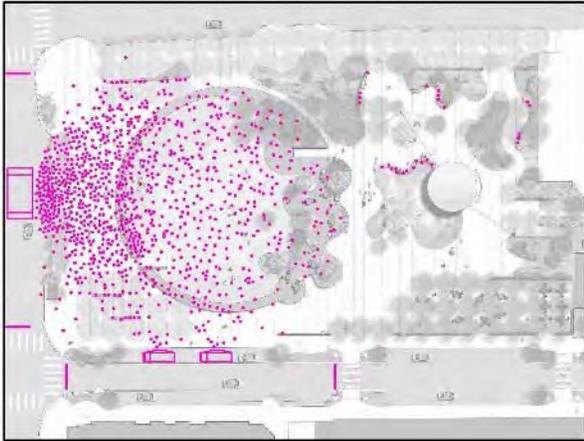
Three potential stage locations were identified:

1. Along 161st Avenue NE
2. Great Lawn Boardwalk
3. Pavilion.

Small performances have the choice of using proposed infrastructure such as the wooden raised deck for a small stage or the pavilion for shelter over a performing group at grade. Larger event planning recognize that producers like to bring in their own stages and support facilities and therefore has considered several places where temporary stages can be located with good sightlines to audience areas. These range from a stage in the 161st Avenue NE right-of-way to stage locations on the paved area immediately east of 161st to an installation under cover of the pavilion roof. Places for temporary screens for movies or digital screenings have also been integrated into the design.

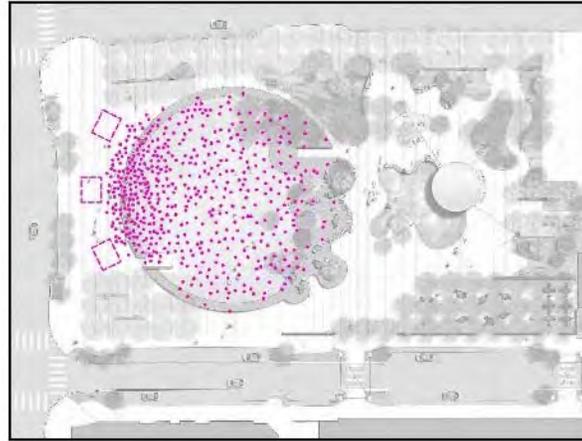
Open paved areas are suited to a range of programming involving temporary seats, table and chairs, market stalls, and other uses. The splash pad for children in the warm seasons can be turned off during events to extend the area of hard surface space available for programming purposes. When not being used to host an event, the park is readily used for casual activities and the splash pad area can be activated.

The diagrams on the next seven pages illustrate the potential use of Downtown Park for a range of programmatic purposes with example layouts and projected capacities.



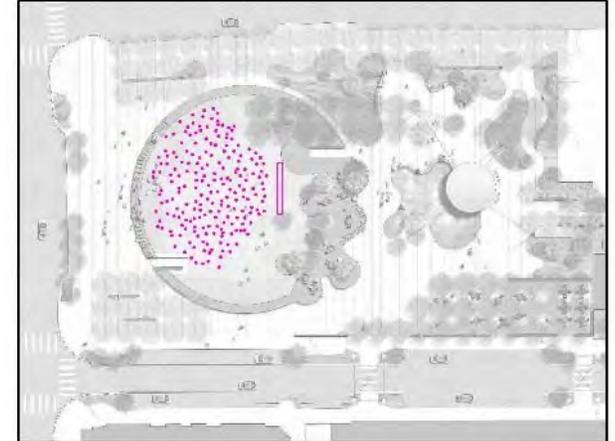
CONCERT PERFORMANCE WITH STAGE ON 161st AVENUE NE

- Stage 20 feet by 40 feet
- 31,000 square feet within viewing area
- Standing crowd of 6,500 assuming 4 to 7 square feet per person



CONCERT PERFORMANCE WITH STAGE ON WEST PLAZA

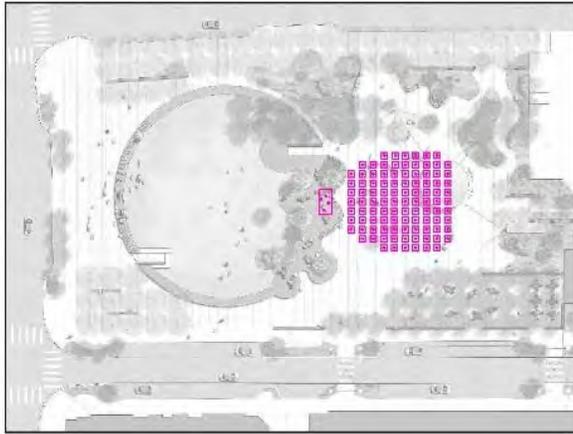
- Three stages 20 feet by 16 feet
- 25,700 square feet within viewing area
- Standing crowd of 4,500 assuming 4 to 7 square feet per person



OUTDOOR MOVIE NIGHT

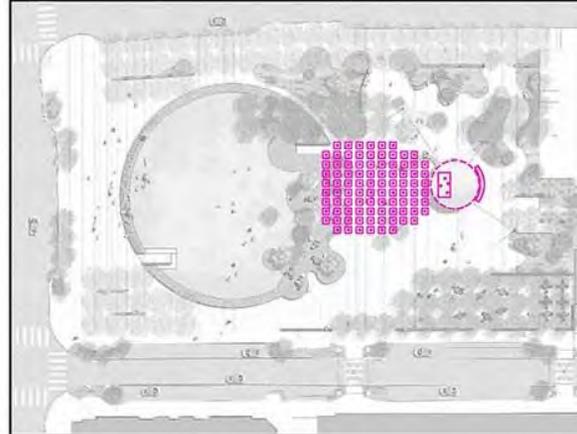
- Inflatable screen 40 feet wide by 20 feet tall
- 760 seated audience on lawn chairs or blankets assuming 13 square feet per person





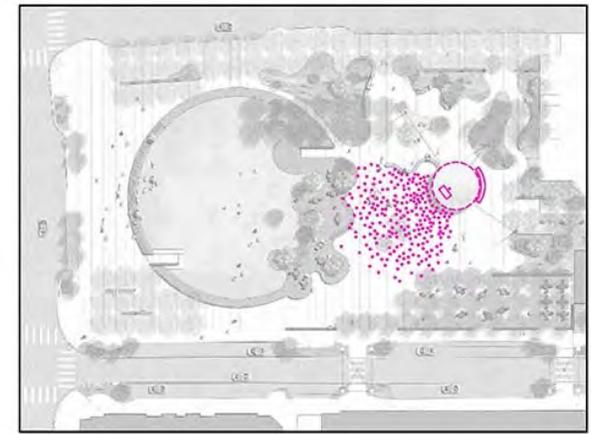
CONCERT PERFORMANCE WITH PERFORMERS ON DECK

- 8,000 square feet within viewing area
- 570 seated audience on moveable chairs
- Requires dry plaza conditions



CONCERT PERFORMANCE WITH PERFORMERS UNDER PAVILION

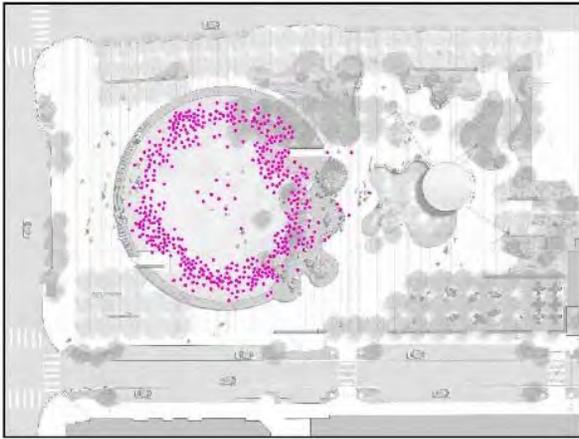
- 8,000 square feet within viewing area
- 570 seated audience on moveable chairs
- Requires dry plaza conditions



CONCERT PERFORMANCE / DIGITAL DANCE PARTY

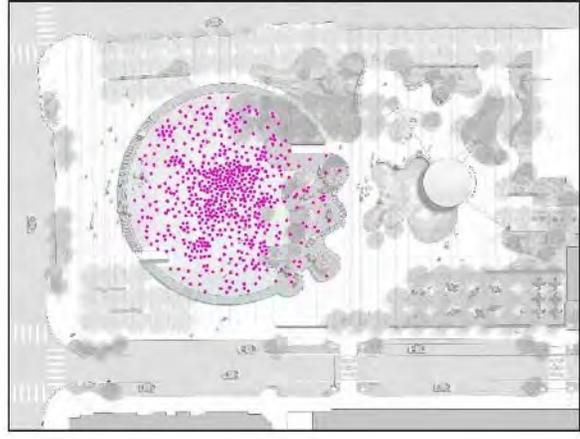
- DJ stage under pavilion
- 6,400 square feet within viewing area
- Standing crowd of 1,500 assuming 4.3 square feet per person
- Requires dry plaza conditions





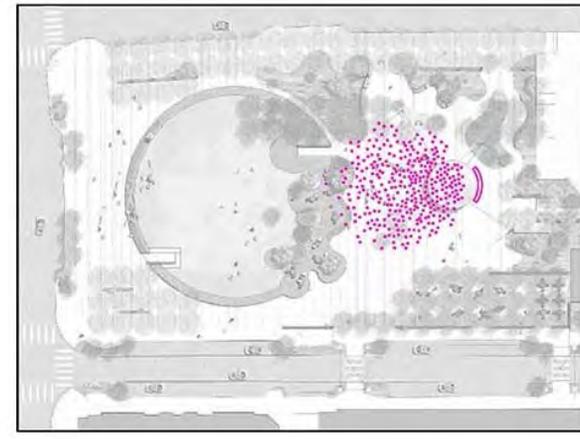
NON-TRADITIONAL PERFORMANCE

- Upper lawn of 17,000 square feet adaptable for an audience participation performance event with a few hundred people



COLORS FESTIVAL

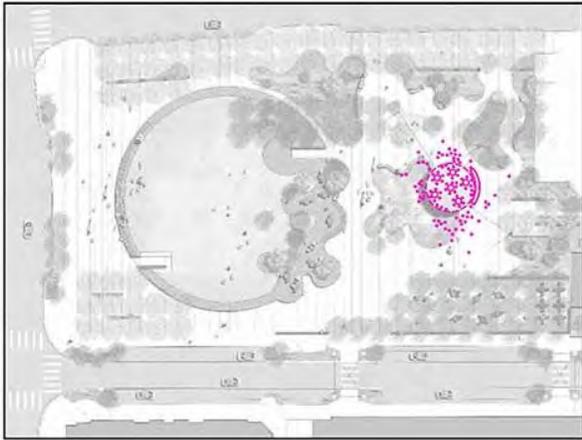
- Upper lawn of 17,000 square feet adaptable for an audience participation performance event with a few hundred people such as the Colors Festival



DIGITAL SCREENING EVENT

- Inflatable screen 40 feet wide by 20 feet tall
- 1,500 seated audience on lawn chairs or blankets assuming 13 square feet per person





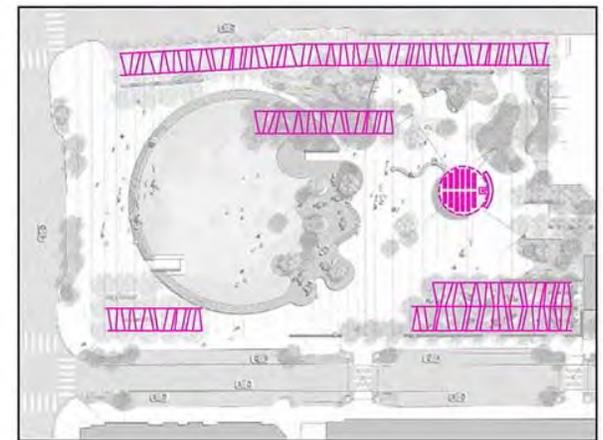
APPIES IN THE PARK

- 6 tables of 5 feet in diameter
- 40 to 80 people
- Requires dry plaza conditions



HOT CHOCOLATE BOOK CLUB

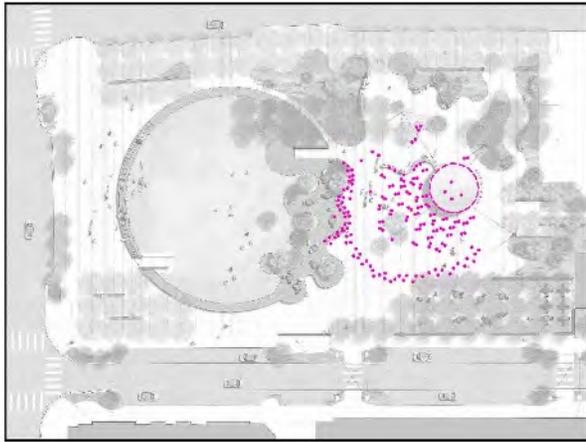
- Seated audience of 40 in moveable chairs
- Winter lights in trees
- Dry plaza condition



WINTER POETRY READING

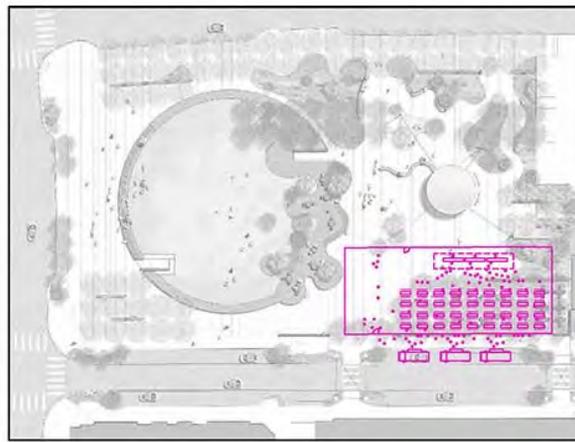
- Seated audience of 80 in moveable chairs under the pavilion area (1,200 square feet)
- Winter lights in trees
- Dry plaza condition





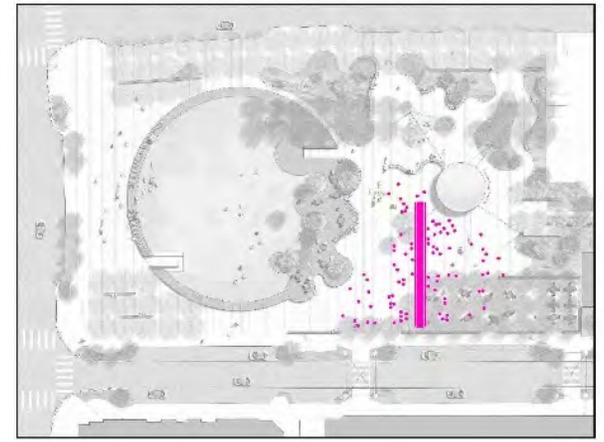
BALLROOM DANCING

- Band under the pavilion
- 40 dancing couples using 2, 850 square feet of plaza



BEER GARDEN

- 38 table at 2.5 feet by 8 feet with bench seating
- 152 diners at 4 per table
- 11,000 square feet of fenced area
- Serving area of 12 feet by 6.5 feet
- 3 food trucks on Cleveland Street



COMMUNITY DINNER

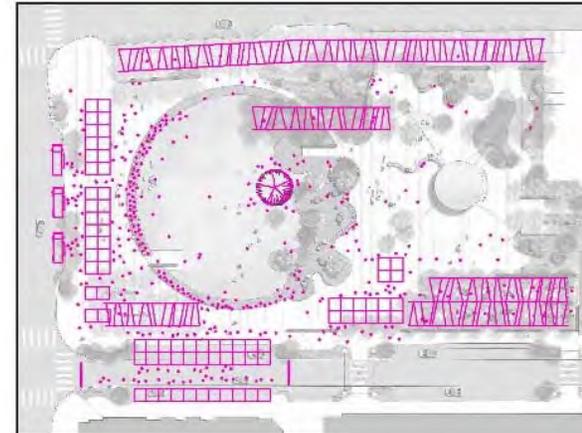
- 100 feet by 5 feet long community dinner table
- 80 seated diners
- Dry plaza condition





ART MARKET

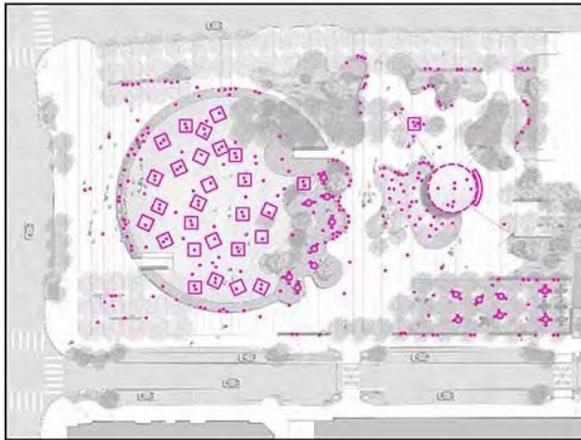
- 120 market stalls at 10 feet by 10 feet
- 3 food trucks on Cleveland Street



CHRISTMAS MARKET

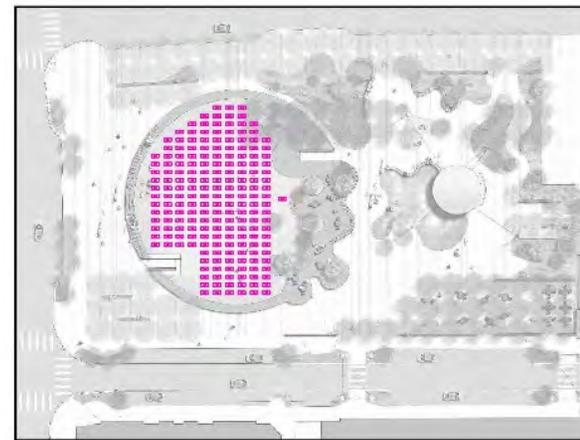
- Christmas tree
- 79 market stalls at 10 feet by 10 feet
- 3 food trucks on Cleveland Street
- Winter lights in the trees





SUMMER DAY IN THE PARK

- Lawn space of 17,000 square feet
- 112 people on blankets at 150 square feet per person
- Splash pad play over 2,880 square feet with 28 water jets



YOGA IN THE PARK

- Lawn space of 17,000 square feet
- 470 people on yoga mats at 36 square feet per person



Utilities and Infrastructure

The Downtown Park is located in an existing developed area that is well served by existing infrastructure and utilities. Most of the utilities exists in Redmond Way and Cleveland Street. It is anticipated that the existing offsite utility infrastructure will have sufficient capacity to serve the new Downtown Park project, however this should be verified with the Utility Providers during detail design.

Storm Drainage

The Downtown Park is located within Downtown Surcharge Area near the Sammamish River. The existing adjacent storm drainage network comprises a 24-inch diameter drain in Redmond Way and a 24-inch drain in Cleveland Street. Both drains ultimately discharge to Sammamish River approximately 0.5 mile away west of the Downtown Park. The City of Redmond is currently constructing regional stormwater treatment facilities, downstream from the project site, adjacent to the Sammamish River at Redmond Way.

Refer to Section 1 for a summary of the proposed stormwater management strategy for the project.

Water

The Downtown Park's water supply will be provided by the City of Redmond. There are existing water mains in Redmond Way, Cleveland Street and 161st Avenue NE. As part of the Cleveland Street Improvement project, two 2-inch water laterals including meter boxes were installed for the future park on the north side of Cleveland Street. It is anticipated that one of the water laterals will be used for domestic water supply, and the other for irrigation. The on-site domestic water network will connect the restroom, Farmer's Market area near 161st Avenue NE, the children's splashpad and/or vertical water screen to the lateral at Cleveland Street, via a series of pipes that are likely to vary between ½-inch and 2-inches in diameter. Domestic water fixtures are likely to include hose bibbs, drinking fountains and restroom facilities, as well as handwash stations and water for food service during events and markets. Backflow preventers must be installed to prevent potential contamination of the City's water mains. There will be a need for handwash stations and water for food service during events and markets.

Water source options are found at the following locations:

- Cleveland Street
- Redmond Way
- 161st Avenue NE

Sanitary Sewer

Wastewater collection and treatment is provided by the City of Redmond. Wastewater is treated at King County's Brightwater Treatment Plant. The existing sewers adjacent to the Downtown Park area consist of a 14-inch diameter sewer in Cleveland Street and a 12-inch diameter sewer in NE 80th Street. During the site preparation phase, an existing 6-inch side sewer from Cleveland Street was preserved and protected. The restroom, children's splashpad and vertical water screen are anticipated to connect to the existing 6-inch side sewer. New connections to the City's sewer mains in the adjacent streets are not anticipated, however during the detail design of the water features the anticipated peak flow from backwashing procedures should be checked to verify the pipes have adequate capacity.

Electrical Service

Electrical service to the site is needed to power lighting and performance demands. It is anticipated to consist of an 800A, 208Y/120V panel within the storage and restroom building. This service will have an electrical meter mounted on the exterior of the building and will be supplied by an underground feed from Puget Sound Energy. We currently anticipate a new utility vault or pad-mounted transformer within the park will be required to support the electrical service for this project.

Power will be distributed from the main service panel to (1) Branch circuit panels as described below, and (2) Water feature equipment. The water feature feeder is anticipated to connect to a dedicated branch panel within the water feature equipment room supporting both water elements.

The branch circuit panels supports several loads:

- Site lighting branch circuits will be extended to luminaires via a central relay panel providing astronomic time clock control for various zones within the park. Control will be achieved by automated means and potentially a limited number of key switches or other authorized access points. Zoning and relay quantities will be determined during the design phase.
- Stage/event power elements. We currently anticipate the incorporation of stage-power connection points on both the east and west ends of the Great Lawn. These points will support both performance stage activities and less-intensive projection power as well as other event elements requiring power. At this time, we estimate each of these points consisting of a 50A, 208Y/120V receptacle; a 30A, 208Y/120V receptacle; and a duplex 20A, 120V receptacle, all within a vandal-resistant, weatherproof enclosures and integrated into the edges of the Great Lawn. Another of these connection points is required for performances under the pavilion roof. This may be integrated with the underside of the pavilion roof or located in-grade, outside of the splash pad zone. Alternatively, power for performances of this type could also be provided from the nearest connection point at the edge of the Great Lawn. In addition, two company switches (208Y/120V) will be strategically located for power to temporary production audio systems (100A) and theatrical lighting (200A).
- Several other locations within the park will require power for miscellaneous purposes. Duplex GFI 120V receptacles in weatherproof enclosures are anticipated in each of the following locations:
 - within trees to support temporary installation of “winter lights”
 - either in-grade boxes or bollards for market stalls. These receptacles will be integrated with the intent of the market and site architecture
 - At the edges of the Great Lawn to support flexible event power needs including audio-visual equipment, maintenance equipment, Christmas tree lights, temporary art installations, or other event equipment
 - Integrated into the pavilion structure to support media-art installations, performance equipment, events, etc.

Waste and Recycling

Waste Management provides garbage, recycling and yard/food waste service for the City of Redmond.

Pavilion and Water Screen

Park Structures

Two unique structures are proposed to be integrated into the park as part of the Master Plan. They are a pavilion and water screen, designed by artist Jill Anholt.

- A free standing pavilion that will be an artistic component of the park. The pavilion will also provide shelter and serve to host events such as art exhibitions or performances
- A water screen feature that serves as the backdrop of the pavilion, doubling as a projection screen while at the same time envisioned as a sculptural component in its own right.

Pavilion Structure

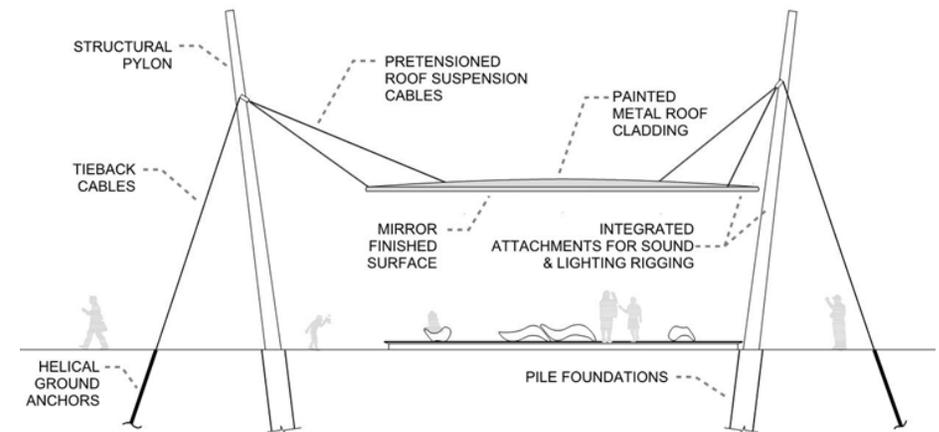
The pavilion structure is a key component of the park design. It is the only sheltered space in the park and is intended to be an iconic landmark within the park. In developing the ideas for the pavilion, the design team conceived the structure as a place of action; a flexible space for events, and a canvas that artists could interact with. Conceptually, the pavilion is a layer of the park pulled up from the ground plane, with a mirrored underbelly that multiplies the layering effect.

The proposed pavilion structure consists of thin, flat disc-shaped roof that is suspended from cables that are in turn connected to four steel pylons with tieback anchors as shown on the right. Deep foundations will likely be required to support the structure below the layers of low quality soil present on the site unless removal and replacement of substandard soils is a cost effective approach.

The roof structure is intended to be a thin plane with a flat bottom surface and slightly domed upper surface. The flat lower surface supports mirror finished cladding. Various options are available for the construction of the roof surface, the most economical likely being an internal steel frame structure.

Wind uplift forces on the roof are likely to be significant and can be counteracted either by the weight of the roof itself and through the use of additional cables that hold the roof down and prevent swaying.

As an alternative to a cable supported approach, steel tubes could be used in place of cables to suspend the roof. Tubes could be sized to withstand uplift forces in compression while also providing a route to supply power to the pavilion structure. Tieback cables will likely be required to resist the horizontal forces applied to the structural pylons. It is possible to construct pylons without tiebacks, but this greatly increases the size of the pylons required and places very large demands on the foundation system.



Pavilion Structure Section

Finishes

The design team conceived of the pavilion as a lightweight floating structure that hovers above the ground. The finishes should be durable, easily formed and create a visually clean and simple surface. Painted, formed metal, or aluminum composite panels (Alucobond) can form the upper, curved surface of the pavilion roof. The lower, flat, reflective surface of the roof could be created using a metal composite panel with a mirror polished stainless steel or aluminum surface.

The design team has proposed that rigging points or attachments for sound and lighting equipment be integrated into the structure and finish of the pavilion.



Painted, Raw Metal and Mirror Finish Metal Cladding Panels

Water Screen

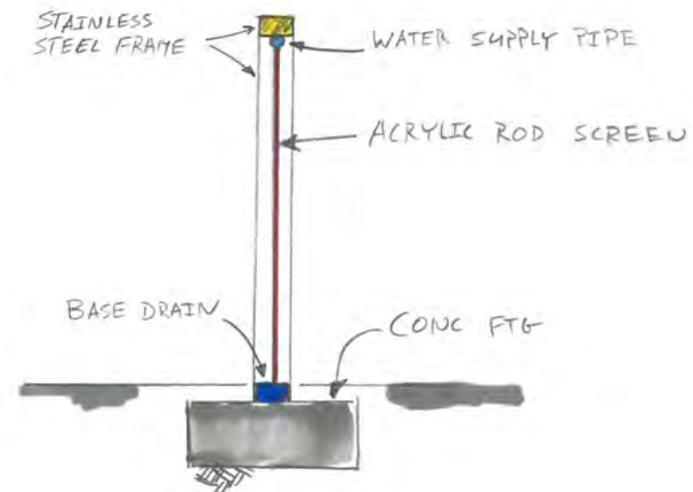
The concept design of the water screen focused on developing a feature that would provide a functional perimeter to the pavilion, using light and sound to enhance the sensory experience and create a curved projection surface.

A proposed solution for the water screen consists of a curved steel frame approximately 14 ft tall and having an arc length of 40 feet that is supported on a continuous concrete strip foundation. The screen itself should be able to serve double function as both a projection surface and a structure to direct a continuous sheet of falling water. One possible material for the screen that could achieve these goals is a series of vertically oriented Acrylic rods that are suspended from the steel frame to form a continuous surface. Another option is a plastic mesh comprised interlocking translucent rings.

Water would be supplied along the length of the curved frame via a perforated pipe so that it runs down the rods in a sheet to a slot drain at the base of the feature. At this point in time, our understanding is that city water will be supplied to the water screen and the base drain would connect to the city sewer. An alternative approach, if it is allowed, would be to use a recirculating pump system to supply water to the top of the screen.



Projection Screen of Silicon Rods at the Roundhouse Theater by Ron Arad



Water Screen Schematic

Foundations

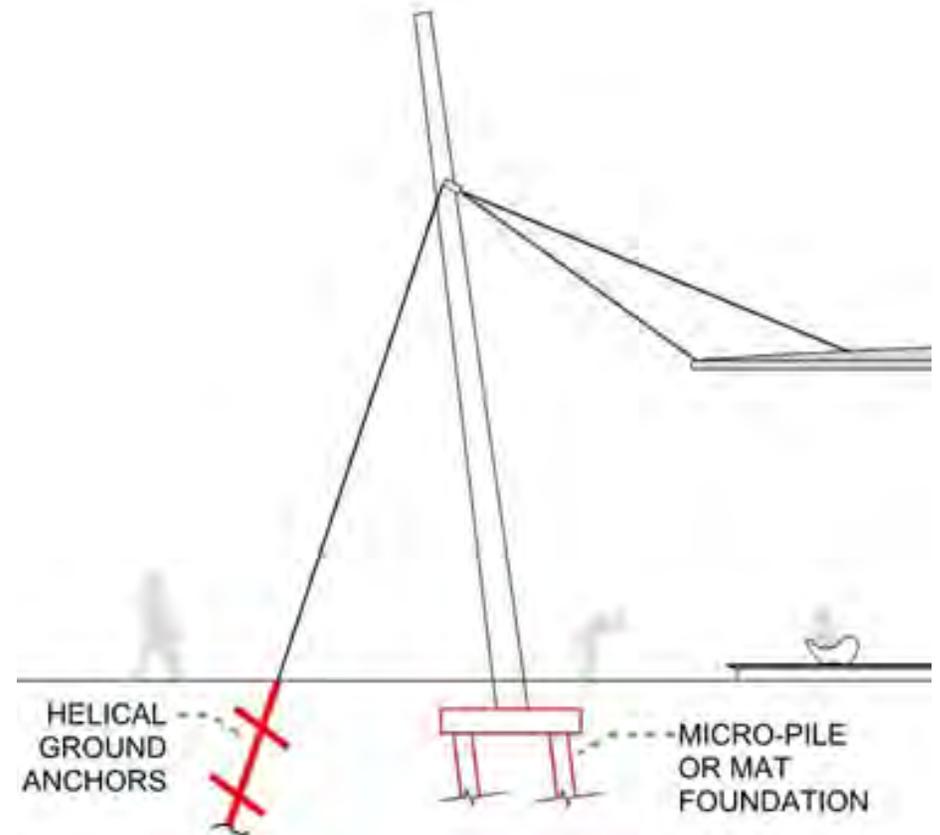
The proposed pavilion structure is a lightweight canopy supported by steel pylons (columns) and tieback cables that impart tension and compression forces to their foundations.

Pylons can be supported on pile foundations. Large diameter drilled shafts or driven piles are likely not acceptable due to the potential for vibration induced damage to the Stone House. Multiple, small diameter, cast-in-place micro-piles or driven pin piles may be an acceptable alternative. Axial resistance and length of the piles will be determined from the site-specific drilling and soil sampling. Spread footings could typically be an acceptable foundation system for the pylons, however the presence of low strength soils and peat material on the site would require removal and replacement of weak soils beneath a mat foundation system.

Tension elements (cable tiebacks) can be supported with helical pile anchors embedded in undisturbed natural sandy or gravelly soils and/or compacted fill. Helical anchors would need to extend through any layers of peat material before reaching competent material and therefore may be longer than normally required. Anchor embedment near structural footings for proposed restrooms, storage rooms and park features can adversely impact their bearing capacity and shall be avoided. Depending on the soil conditions and final load assessment, helical anchors could either take the form of small diameter helical anchors (4" pipe), or large diameter helical pipe piles (12" pipe), both of which have been used extensively in the Puget Sound area.



Helical Anchor Installation for Large and Small Diameter Piles



Pavilion Foundations

Seating and Furnishings

Seating is integrated throughout Downtown Park in multiple forms. First, the wood ring is elevated to 18 inches, seating height, and its width allows a variety of ways to occupy it from sitting cross-legged with a group of friends, to laying in the sun, to perching on the edge. Long rows of steps along the west and east sides of the ring act as mini-amphitheater seating.

Second, a series of linear stone seating walls stitch east-west across the site articulating the edges of the park, and create seating opportunities under bosques and allees. Third, curvilinear wood topped concrete walls articulate the sinuous garden berms and the children's splash pad, providing seating and a playful element for children. Fourth, movable tables and chairs are provided under the bosque in the Sanctuary, and on the wood deck to the east of the Great Lawn. Finally, artist designed movable and transformable furnishings will be located under the Pavilion where they can be removed for special events.



Lighting

Lighting within the park will be subtle, while ensuring adequate visibility and safety. The Pavilion will be the primary focal point, acting as a beacon to invite people in to the center of the park. Uplighting on the vertical water screen will act as a backdrop to activities under the Pavilion, and will also be reflected in the Pavilion's mirrored ceiling.

Uplights in the splash pad bubblers will allow the water feature to become a dramatic feature on summer evenings. An LED strip below the edge of the wood deck will articulate the circular form of the Great Lawn, making it appear to be hovering above the ground. The linear stone walls will also have LED strip lighting to articulate the horizontal 'stitching' across the site. Key specimen trees will be uplit throughout the park, and pedestrian street lighting will ensure adequate visibility along sidewalks. The park is wired to accommodate lights within the bosques and allees for seasonal celebrations.



Urban Opportunities

Leary Way Connection

Leary Way is the heart of downtown Redmond's heritage district and its concentration of restaurants, shops, and services. Although a key heritage blockface of Leary Way shares the same block with Downtown Park, the backs and service areas of the buildings are what edge the park site. Although not in the park study area, conceptual ideas for how to improve connections between Leary Way and the park have been sketched and discussed with City staff for their implications to the park's design.

In the future, the back areas of the buildings along Leary could be improved with paving, restructuring of garbage and recycling areas, and reorganization of parking spaces. The park could help activate businesses on Leary Way if the backs of buildings could be designed as patios and pedestrian connection spaces, consistent with Leary Way's heritage character, and food services could be extended to these areas for eating on-site or take-out to the park. A narrow mid-block route between two buildings could be upgraded into a pedestrian route linking the Leary Way sidewalk to the park.

These ideas for future connections have influenced the Master Plan design by locating an area for outdoor eating within a bosque of trees immediately west of the Stone House. Even in the short term, people will be able to take food to the outdoor tables and chairs in this corner of the park, potentially adding business for the restaurants nearby along Leary Way.



Precedent Images for the Character of the Leary Way Connector



Conceptual Site Plan for a Connection to Leary Way

City-owned Parcel on the West Side of 161st Avenue NE

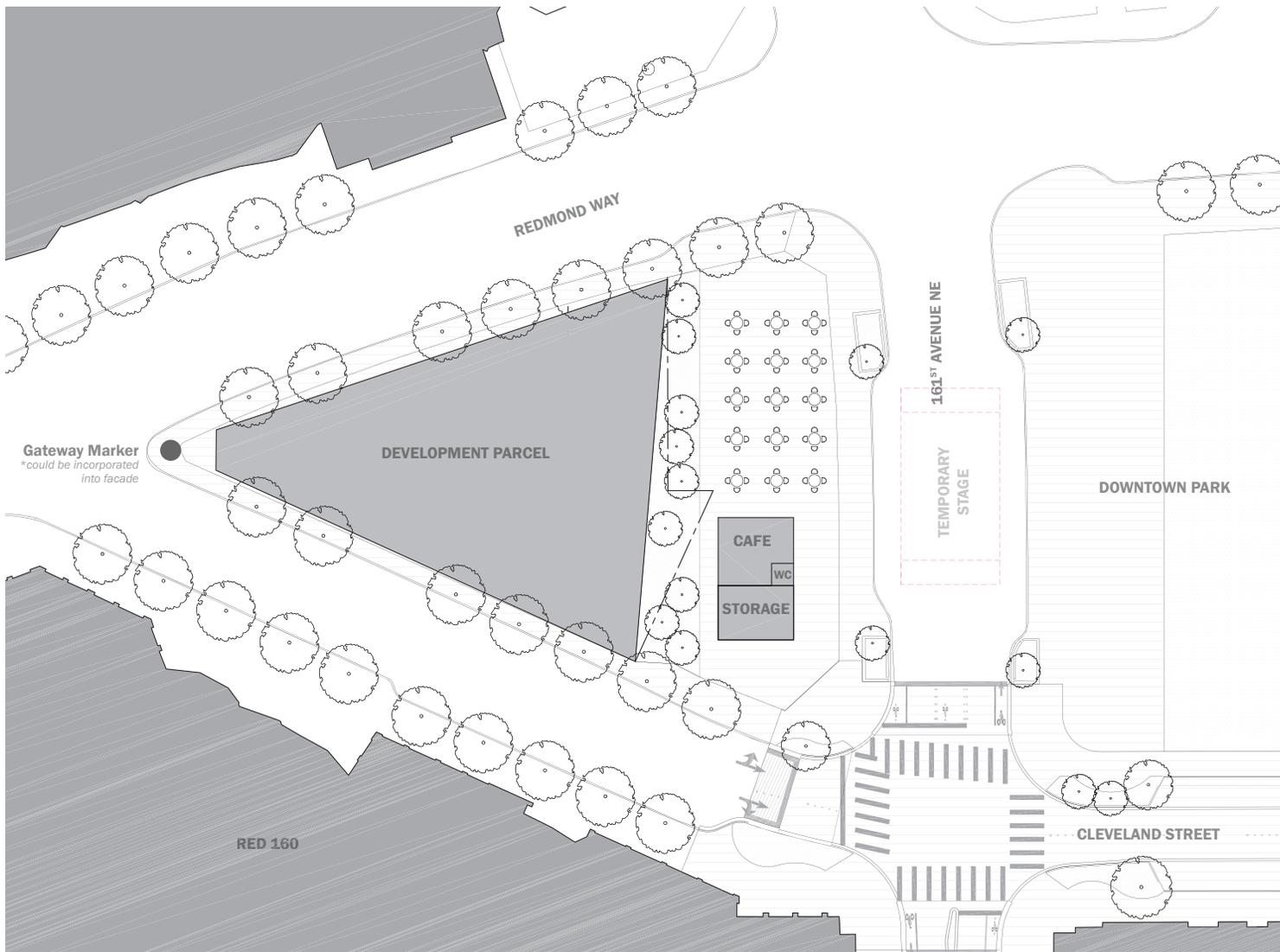
Another opportunity for the City to leverage the investment in and impact of Downtown Park is the City-owned parcel across 161 Avenue NE to the west of the park. The consultants explored options for ways in which this site could be developed to enhance Downtown Park (refer to next three pages).

The options consider that the City could retain ownership of the parcel and develop it with a public structure and open space to expand the public realm and the programming opportunities of the park. Alternatively, the parcel could be sold for development with the private lands to the west with specific design guideline requirements imposed as part of the sale. These requirements could include specifics for the treatment of the streetscape, restrictions on locations for parking access off of 161 Avenue NE, and guidelines for uses fronting the park to be active and engaging for the public.

The building that occupies this block in the future will be an important gateway to the downtown at the major intersection of Redmond Way and Cleveland Street; the building’s architecture will be key to this gateway role. A gateway marker could also highlight the intersection within the public realm, potentially as a public art piece.



Precedent Images for Open Space Character West of 161 Avenue NE across from Downtown Park



**OPTION 1
CITY RETAINS OWNERSHIP OF
LAND PARCEL**

This option retains City ownership of the entire land parcel currently under its ownership, and consolidates the two parcels owned by Bill Johnson into a single development property.

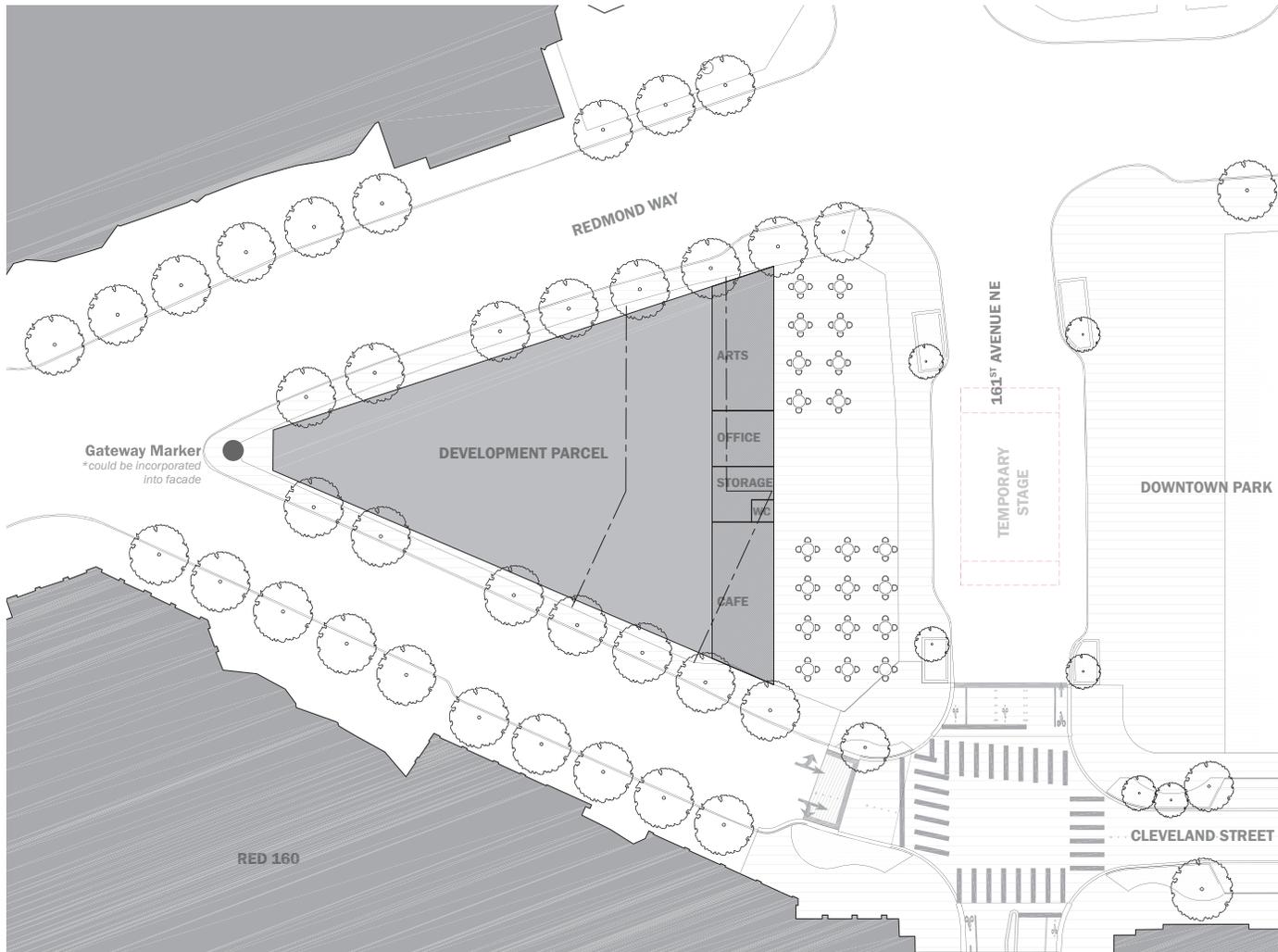
A screening element (a planted buffer, built landscape element such as theater seating, public art, or a digital projection screen) blocks views of the first level of the development's parking.

The City builds a 1,500 sq.ft. jewel-box like kiosk on their portion of the property, which houses public washroom facilities, a storage space for park maintenance, and a small take-out cafe or art space.

The large plaza space creates a robust, activated public edge to the park and provides an expanded sense of public realm when entering the neighborhood from surrounding streets. The plaza accommodates movable seating, and also functions as the back-of-house area for events in Downtown Park, allowing a temporary stage to be set up within 161st Avenue.

STATS:

- Development Parcel:** 15,269 sq.ft.
- City-owned Parcel:** 11,514 sq.ft.
- Perceived Public Realm:** 19,230 sq.ft.
- Park Kiosk Building:** 1,500 sq.ft.
 - Storage: 650 sq.ft.
 - Washrooms (WC) x 2: 81 sq.ft.
 - Cafe (or artist space): 769 sq.ft.



**OPTION 2
CITY SUBDIVIDES LAND
PARCEL**

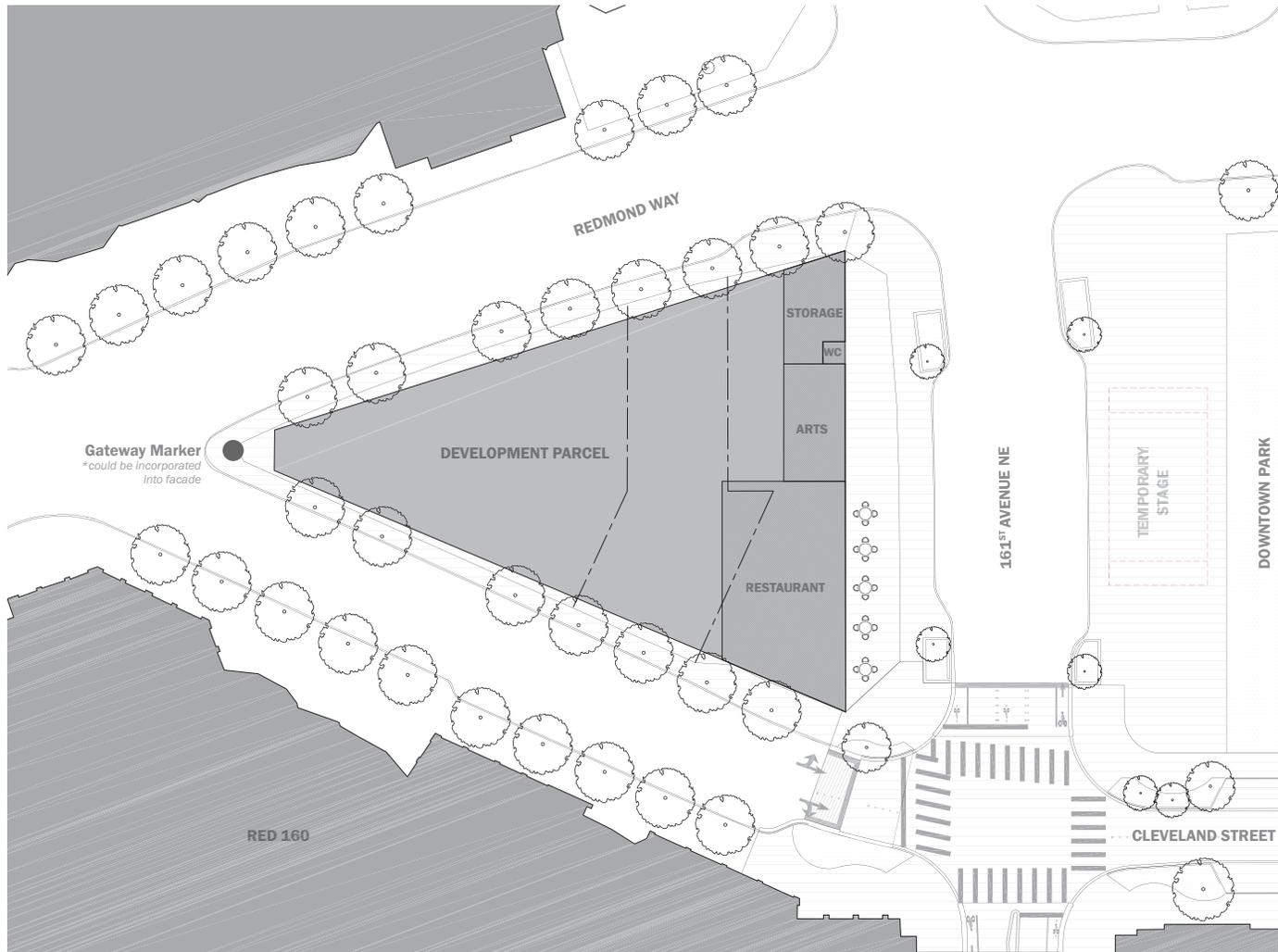
This option subdivides the existing City-owned parcel to normalize the existing property line and provide a larger private development parcel. The City retains ownership of a portion of the parcel that fronts onto 161st Avenue.

Design Guidelines are placed on the development site that require future development to include an applique of community-oriented space facing the park, including space for a green room, storage, operations, washrooms, and possibly an arts space or cafe/restaurant/bar. The applique fronting the park could two-stories, a single-storey, or a combination of the two. A terraced development behind the applique can accommodate third-storey terrace seating or residential/office patios overlooking the park. Office usage of this parcel would be most appropriate, considering the predominance of residential design on all 4 sides of the park.

The plaza space creates a robust, activated public edge to the park and provides an expanded sense of public realm when entering the neighborhood from surrounding streets. Depending on its size, the plaza provides spill-out seating for cafes and restaurants, and also functions as the back-of-house area for events in Downtown Park, allowing a temporary stage to be set up within 161st Avenue.

STATS (as illustrated):

- Development Parcel: 18,863 sq.ft.
- City-owned Parcel: 8,624 sq.ft.
- Perceived Public Realm: 14,400 sq.ft.
- 25' Deep Facade Applique: 4,000 sq.ft.
 - Restaurant/Cafe: 1,500 sq.ft.
 - Washrooms (WC) x 2: 81 sq.ft.
 - Park Storage: 481 sq.ft.
 - Green Roof/Office: 561 sq.ft.
 - Artist/Community Space: 1,359 sq.ft.



**OPTION 3
CITY SELLS LAND PARCEL**

This option consolidates the entire block for redevelopment.

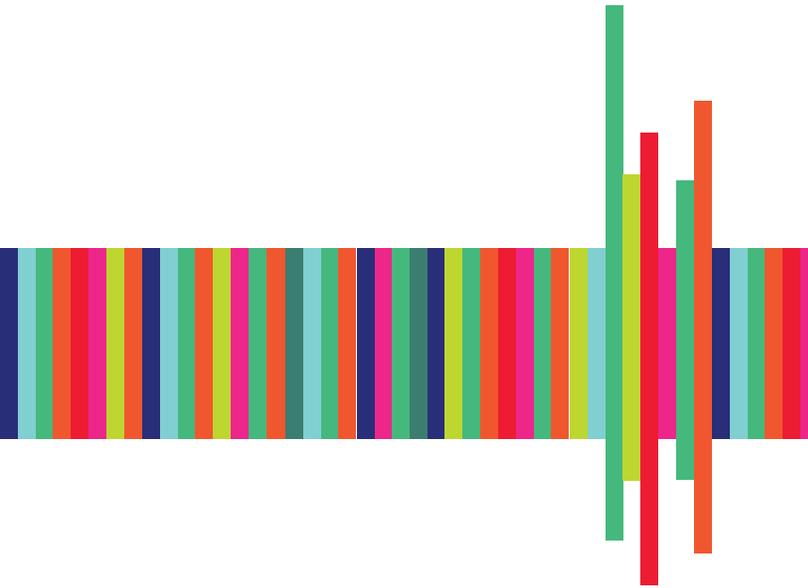
Design Guidelines are placed on the development site that require future development to accommodate a plaza setback facing the park, as well as an applique of civic and/or restaurant uses along this facade. An operating agreement will give the City access to storage and civic spaces. Design guidelines also stipulate that entrances to parking levels must be off Cleveland Street to ensure a civic, pedestrian friendly edge to the park.

A narrower plaza space along the street accommodates a single row of outdoor tables and chairs. A terraced building could allow for an outdoor restaurant patio on the second or third storey that overlooks the park.

In this option, back-of-house for events in Downtown Park is accommodated within a temporary closure of 161st Avenue, and a temporary stage is located along the western edge of Downtown Park. This would require vehicular grade paving to be located under the stage, and a smaller audience zone in the park.

STATS:

- Development Parcel: 23,504 sq.ft.
- City-owned Parcel: N/A
- Perceived Public Realm: 8,100 sq.ft.
- Restaurant (50' deep): 4,141 sq.ft.
- 25' Deep Facade Applique: 2,225 sq.ft.
 - Arts/cultural rental space 1,183 sq.ft.
 - Washrooms (WC) x 2: 81 sq.ft.
 - Park Storage: 961 sq.ft.



ART + CULTURE

master plan

1. Vision

Art inspired by the unique qualities and community of Redmond will be integrated throughout Redmond Downtown Park in many forms and media. Art will be seamlessly integrated into the built form of the park as permanent features and expressed as temporary works of varying duration and expression that alter over time. The rich collection of works both permanent and temporary, will contribute to a multilayered, sensorial experience for visitors and residents in Redmond Downtown Park, as well as create a catalyst for the spread of creativity beyond the park's borders.

2a. Introduction

Redmond Art and Culture

Art in everyday life brings a sense of meaning and place to local citizens, gives visitors a lasting memory and a reason to visit, and reflects a city's long-term investment in the future and the vitality of its citizens. Art plays a significant role in creating places where people feel connected, inspired and challenged and where they want to return again and again. The art and culture commissioned for Redmond Downtown Park and the network of downtown parks will play a vital role in changing perceptions, reflecting different viewpoints and creating a new sense of place and engagement in the city.

The Art and Culture Master Plan lays the framework for art and culture for Redmond's Downtown Park and also extends its recommendations to the entire downtown park network. The core of the art recommendations stress the importance of integrating art into the built form of the downtown parks and pedestrian spaces while enhancing the current direction of Redmond's art program to commission ongoing temporary and events based artwork within these spaces.

Redmond's Commitment to Art and Culture

The City of Redmond has involved an artist as part of the design team throughout the interview, planning and design phases of the Downtown Park Master Plan. This shows a strong commitment to art and culture as an integral part of Redmond's future. This collaborative approach to the design of the new Downtown Park ensures that art will be conceived of as part of the overall conceptual narrative for the park and will be integrated into its physical and experiential realization at multiple levels. Furthermore, this visionary collaborative approach to park design not only

ensures that artistic experiences are designed into the park when it opens, but also ensures that art and cultural experiences will be part of the park experience from the beginning of its design process, throughout its construction, to its opening, and for decades afterwards.

Summary of Recommendations

This plan recommends an approach to public art which takes into account not just space but also time with the overall ambition of commissioning a rich collection of works that will serve to create connections between people, and between and people and place. The works recommended in this plan will operate along a continuum of time that ranges from integrated, permanent works to temporary, short-duration works and from one time events or experiences to those which repeat over time. The opportunities resulting from this framework will lead to a rich and varied collection that will help to create an identity for Redmond at present, while also allowing for the evolution of the city in the future.

2b. Context for Art and Culture

i. Contemporary Public Art Thinking

In recent years, there has been new thinking about art in public places. Artists have become increasingly interested in how art can engage people in new relationships: relationships between spaces, between people and between people and their environment. These relationships have evolved from large scale aesthetically pleasing objects placed in public plazas or parks which have traditionally encouraged a one on one relationship between the viewer and the object. As Claire Doherty explains in her seminal book, *Situation, Documents of Contemporary Art, 2009*) there has been a shift in contemporary art making to considering art as a social entity that creates a place of exchange wherein the public shifts from audience to co-investigator; where situations and encounters exist between the art and the viewer.

This new thinking about public art calls for a “durational approach” which is a fundamental shift in thinking about the time rather than simply the space of public artwork. This approach calls for art that is not static, but rather like places themselves, art that is subject to time, growth and change. “Durational” refers to the length of time that something continues or exists, which can refer to art that is in place for long durations (i.e. permanent works) to art that is in place for short durations (i.e. temporary works). Regardless of their duration, this contemporary approach to art making in the public realm is predicated on the idea that works of art placed in the public realm should allow for an active and potentially evolving relationship with the viewer. A kind of exchange occurs that allows and inspires participation and interaction rather than passive viewing.

Durational Approach in Redmond

In the context of Redmond Downtown Park, the approach to art and culture proposed for the park is to create integrated permanent works that go beyond being simply objects placed in space, to instead being works that are multi-functional and layered in their experiential aspects. Each permanent, integrated work proposed for Downtown Park will be designed as part of the overall narrative of the park. The public will interact with the permanent works directly and will also experience them as platforms for changing artworks and/or events through time. Along with these permanent, integrated works, other opportunities are proposed in this plan for temporary and interim works at a variety of scales, media and expression. As a collection, all of these works will keep the park current, active and interesting over the long term.



The Weather Project, Olafur Eliasson 2003, Tate Modern Gallery, London UK

The Weather Project was a temporary work that created an immersive environment in the Turbine Hall of the Tate Gallery. Visitors entered a foggy space lit by a giant glowing hemisphere under a ceiling of mirrors. They lingered, relaxed and socialized in an artwork that relied totally on their individual interactions with it.



Cloud Gate, Anish Kapoor 2006 & *Luminous Field*, Luftwerk 2012, Chicago IL

Cloud Gate is a permanent work that sits on a large open plaza and has the benefit of a clear 360 degree view of Chicago's city scape. It absorbs the movement and fluctuations of daily urban life and projects them back to the public with a novel, intriguing lense. It is also a captivating platform for other art installations to build upon, such as *Luminous Field* shown above.

ii. Unique Character of Redmond

Through our teams research and investigations we have identified some unique observations about Redmond. These observations have fueled our conceptual thinking about the design of Redmond Downtown Park as well as this Master Plan for Art and Culture.

Nature

Nature, as an entity, offers a strong physical and experiential presence in Redmond. The city contains a number of large open spaces such as the Sammamish River, Downtown Central Park, the Redmond Central Connector, Anderson Park and Bear Creek, as well as abundant landscaping and a system of parks and other gathering places. This network of green space contributes to a sense of Downtown as an urban place within a rich natural environment.

Nature is always in flux, transforming within many different time frames- ranging from imperceptibly slow geological and evolutionary processes to cyclical alterations of natural elements occurring through the seasons, and changes day-time to night-time. The experience of nature is expansive and ever-changing, occurring on multiple levels. It is experienced by the entire body: smell, touch, sound, sight and touch.

Nature shapes the perception and physical experience of people to Redmond and presents a strong unifying force in the city that reveals rich inspiration for artwork.



Concept collage of nature and technology, Jill Anholt Studio 2014

Technology

While the natural world is clearly evident throughout Redmond, other unique aspects of the City remain much less visible. Redmond is known across the world as an innovative cutting edge digital technology center. In fact, the name *Redmond* in many parts of the world is actually synonymous with *Microsoft*. Beyond Microsoft, whose large campus is in the Overlake area of Redmond, the head offices of many other technology companies such as Bungie, Nintendo, Microsoft XBOX, SOE, Valve, Gas Powered Games, and over a hundred other game developers are found in Redmond. This unique situation has resulted in Redmond being designated Washington State's Innovation Partnership Zone (IPZ) for Interactive Media and the Digital Arts. The international nature of these companies has attracted a diverse and expanding population. However, this strong technological presence, expertise and creativity in Redmond is mostly unseen in the public realm.

Microsoft Studio 99 for example, currently runs an Artist in Residence program in their research department which gives a chosen artist three months of full-time access to Microsoft staff and technologies to explore and create work about the merging of art and emerging technologies. Unfortunately the work created through this program is only exhibited within the Microsoft campus and is not accessible to the public. Other innovative cutting edge technology explorations and creations made in other companies likewise seem to remain predominantly internal.

Redmond is also home to Digipen, which is a leader in digital game development education and also DAFNE (Redmond Digital Arts Festival) which is an annual series of events for professionals that that celebrate new media artists and their work.

There is currently no public platform in the City of Redmond for the exhibition of these exciting new works and cutting edge explorations created locally and internationally. Downtown Park presents a great opportunity to bring these exciting new contemporary creative digital works to a place where the public can engage with them directly.

iii. Public Input and Policy

An important consideration in the 2030 vision is that “the design also reflects the diversity of the community” and the community interests. As part of our design team’s public consultation strategy, we conducted a public workshop and distributed workbooks to ask the public what kinds of things local residents envisioned for Downtown Park. The overarching cultural themes of **environmental** and **digital** were highlighted as desired themes for artworks in the city. This outreach process further identified a number of art strategies/ typologies that residents saw a demand for. Interestingly the feedback generated in these workshops reflected a number of existing policy considerations.

The following findings highlight the outcomes and top priorities for Downtown Park:

- **Pavilion:** 60% of participants were interested in creating gathering spaces through a pavilion that acts as an artwork itself.
- **Theater and/or art performances:** 58% of participants were strongly in favor. This desire reinforces Policy DT-24 that calls for “growth and addition of visual and performing arts experiences and opportunities Downtown... integrated art designs and activation of public spaces with special events and performances.”

A number of sensory and experiential artwork features were also strongly supported by the public.

- **Sculptural light features:** 57%
- **Sculptural water feature:** 44%
- **Interactive art:** 50%
- **Movable seating elements:** 49%

These findings are supported by a previous public event in May of 2013: the Public Forum for Arts Downtown. Responses indicated a desire for “*sculptural pieces with an interactive element so people are invited to come closer and look and touch*”. Others expanded on this sentiment expressing a desire to “*bring people out. Encourage them to linger and interact*”. The Master Plan for the Downtown Cultural Corridor likewise noted that “*people are interested in visual art that is moving, interactive, touchable and builds on the natural environment*”.

Outcome

The outcome of the workshop and workbook feedback that we received through this public process culminated in the creation of a community art project created in Downtown Park during the Spring of 2014. 1000 wooden stakes painted by students, the public and city staff were placed in Downtown Park with handwritten tags on each exhibiting elements that people wanted to see in the new Park. The stakes placed in radiating rows from a circular void created a physical expression of the community’s participation in bringing the Downtown Park to fruition. The success and excitement generated by this project inspired other opportunities outlined in this document that will continue to engage the public directly through participation and interaction.



Redmond Downtown Park Stakes Project, conceived by Jill Anholt Studio 2014, Redmond WA

3. Goals

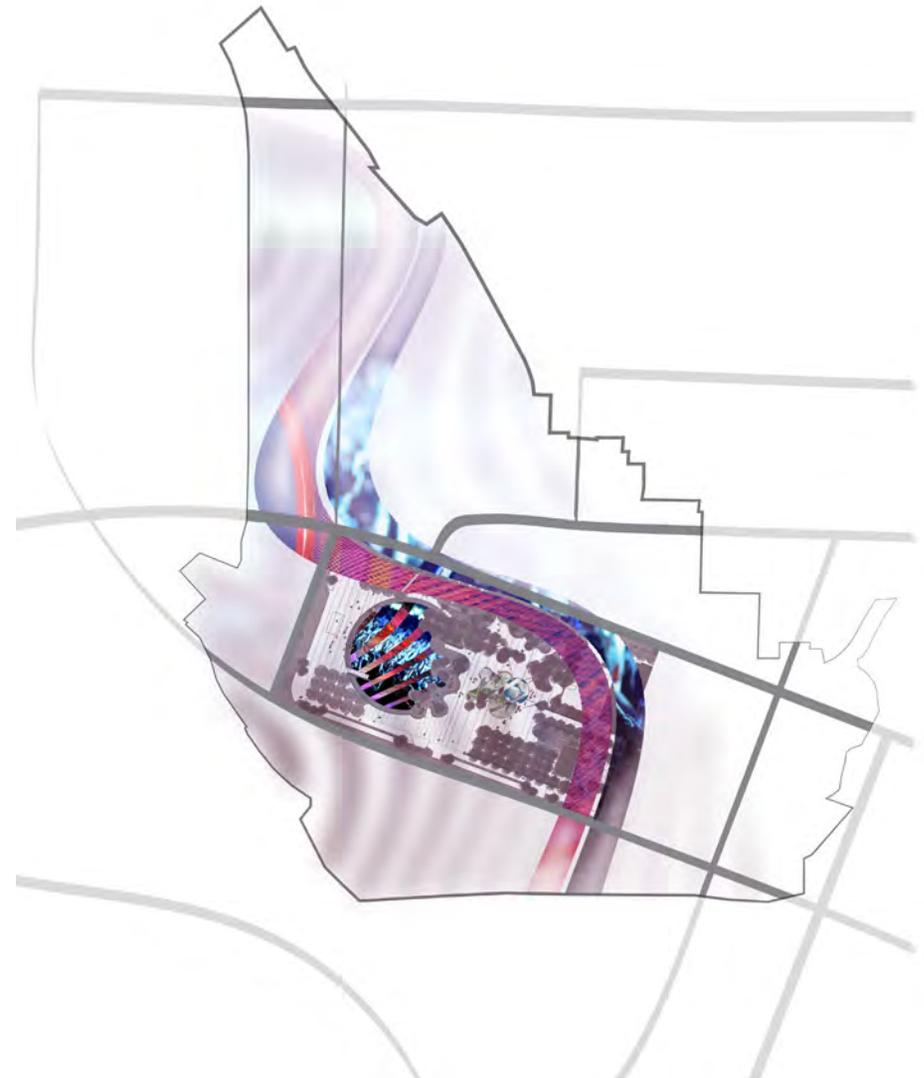
Art and Culture in Downtown Park

The Redmond Downtown Park will become a place where meaningful interactions will occur between cultural and natural worlds. The following goals were identified to meet the vision for art and culture:

- 1. Create works that respond to the unique context of Redmond**
 - a. Create art that responds to and acknowledges the unique context of Redmond as a place between nature and technology.
 - b. Capitalize on Redmond’s international reputation as place of digital innovation.

- 2. Introduce a combination of permanent and temporary works**
 - a. Encourage a layering of multi-disciplinary artistic expression in the park in a variety of media of varying duration that operate as situations for change and exchange.
 - b. Ensure that permanent works created for Downtown Park are physically and conceptually integrated into the overall design of the park as well as have the ability to act as platforms for changing content.

- 3. Use Downtown Park as Catalyst for Expansion**
 - a. Expand the ideas and vision generated for Downtown Park to other zones of the city. The collection of works in Redmond’s Downtown Park will become the catalyst for this expansion of creativity beyond park borders.



Concept Illustration, Jill Anholt Studio 2015

4. Strategies

Recommendations for Downtown Park

1. Make the pavilion the significant artistic statement in the park.

The pavilion will be a signature work in the park, capable of being an iconic identifier of the park and the City itself as well as being something that can be engaged with, inhabited and interacted with in changing ways.

2. Create other integrated artworks within the park that create situations for direct physical encounter and engagement of people with the park and each other.

Downtown Park will become a nexus of creative thinking in Redmond that manifests in a diversity of media and expression and existing for varying lengths of time. Additional permanent works in the park along with the Pavilion, will likewise allow for direct engagement with the public physically and experientially while presenting opportunities for transformation with changing activation through programs and content.

3. Leverage local, digital expertise and international reputation within the park by creating a platform for changing digital artwork.

Redmond has incredible resources related to digital technology through programs such as DAFNE, and through companies such as Digipen, Microsoft and Nintendo. A large contingent of the population of Redmond, specifically many of the newer residents, are employed by the technology industry. By creating integrated platforms for creative and innovative digital and technological based works, the art can enliven the downtown core while appealing to the expertise and interests of the community. Curated, platform installations will make the downtown a destination and give the city a vibrant transition between day and night.

4. Create a wide variety of ongoing, durational art opportunities for artists in multiple disciplines that will make the park active from the planning stage through construction to completion and afterwards.

Activating the park via permanent, temporary and episodic artwork throughout its lifetime in a variety of media including: two dimensional, three dimensional, literary, sound, performance etc. will reflect the creativity of the Redmond's community, attract diverse audiences and reflect current and changing culture within the city and beyond. The Downtown Park will become a place where certain elements are expected - beautiful and unique weather protected seating area, a sculptural water piece that creates a transformative atmosphere for the park, unique furniture that responds to the body. It will also generate the unexpected - performances, temporary installations, participatory artwork and an experiential transformation from day to night.

5. Create opportunities for artists to engage and collaborate with other design and technology professionals and the public to infuse places and spaces with creativity in unexpected ways.

Introducing artists to professionals in other disciplines and members of the community will act as a catalyst and facilitate the unexpected. The park should be a platform for conversations, presentations and evolving creations.

6. Use art as a way of making connections between downtown park and its edges and other parks in the downtown park network.

Continue the strategies developed for Downtown Park as a way of making further connections between people and between people and places. The energy and creativity of Downtown Park can be a catalyst for activating the creative energy of the entire city.

5. Zones for Art

a. Downtown Park Art Opportunities

A collection of works are proposed for Downtown Park that span multiple disciplines and durations and create a layered and multi-dimensional experience for viewers. Art opportunities have been classified into three categories:

i. Permanent Works

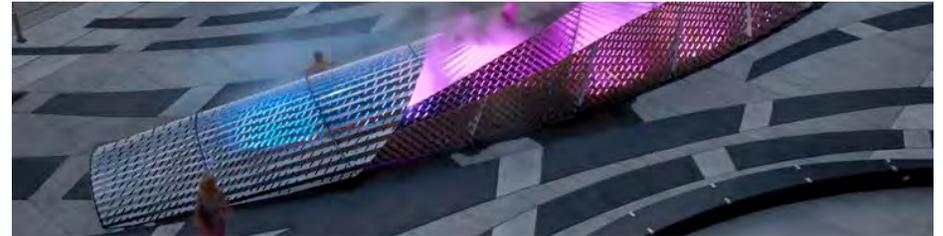
- Artworks that are integrated as permanent, physical elements within the overall park design. These will provide an experience for viewers and operate within the overall conceptual narrative of the park.

ii. Temporary Works

- Temporary or event-based artworks that are in place for shorter durations and continue to enliven the park over time.

iii. Interim Works

- Short, durational artworks that will enliven the park during its construction and/or transformation.



Exhale, Mikiyoung Kim 2013, Chapel Hill NC

Exhale is a **permanent** and fully integrated work. Its perforated, metal skin that breathes out fog and its fluctuating lighting scheme enliven this serpentine form and the space that surrounds it. Children crawl and explore its insides and passers-by cool themselves by it on a hot day.



Chikuraku Festival, Taketa City, Japan

20 000 bamboo lanterns are lit **temporarily** for an annual festival that celebrates the Oita Region's abundance. For this weekend in November, the streets of Taketa transform into another world.



Walking Men 99, Maya Barkai 2010, New York City

Walking Men 99 is an **interim** display surrounding a construction site. It is a photographic collage of pedestrian traffic icons collected from around the world and presented in human scale. This collaborative effort highlights New York as a creative and internationally-conscious city.

b. Plan of Downtown Park Art Zones

i. Permanent Works

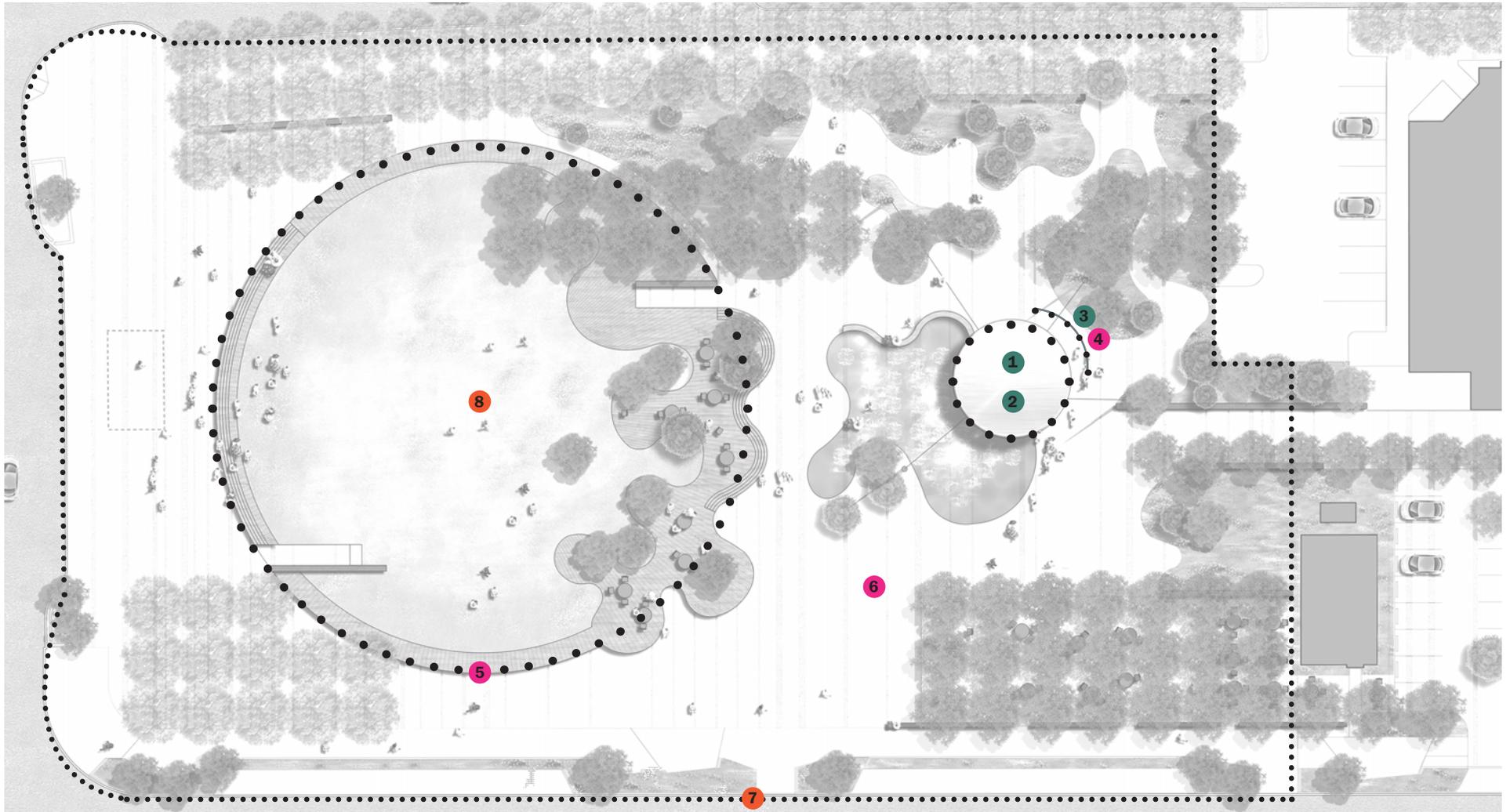
- 1 Pavilion
- 2 Pavilion Furnishings
- 3 Integrated Water Wall

ii. Temporary Works

- 4 Projections in the Park
- 5 Sonorous Landscapes*
- 6 Park Animateur*

iii. Interim Works

- 7 Construction Fencing
- 8 Redmond Stakes Project*



Plan of Downtown Park Art Zones, Jill Anholt Studio 2014

* Specific location(s) to be determined.

1 Pavilion

i. Permanent Work

General Description

The pavilion in Downtown Park will be the significant artistic feature of the park. Referencing the natural history of Redmond and integrated into the conceptual narrative and spatial design of the overall park, the pavilion concept and form is inspired by notions of buoyancy, the play between wet and dry surfaces and the organic pools of water found in previous site peat bogs that endlessly reflect the sky. The pavilion will appear as a floating, reflective disc that hovers weightlessly above the ground plane, expanding the space beneath and around it, while creating a covered location for public encounters and performances.

Commissioning Process

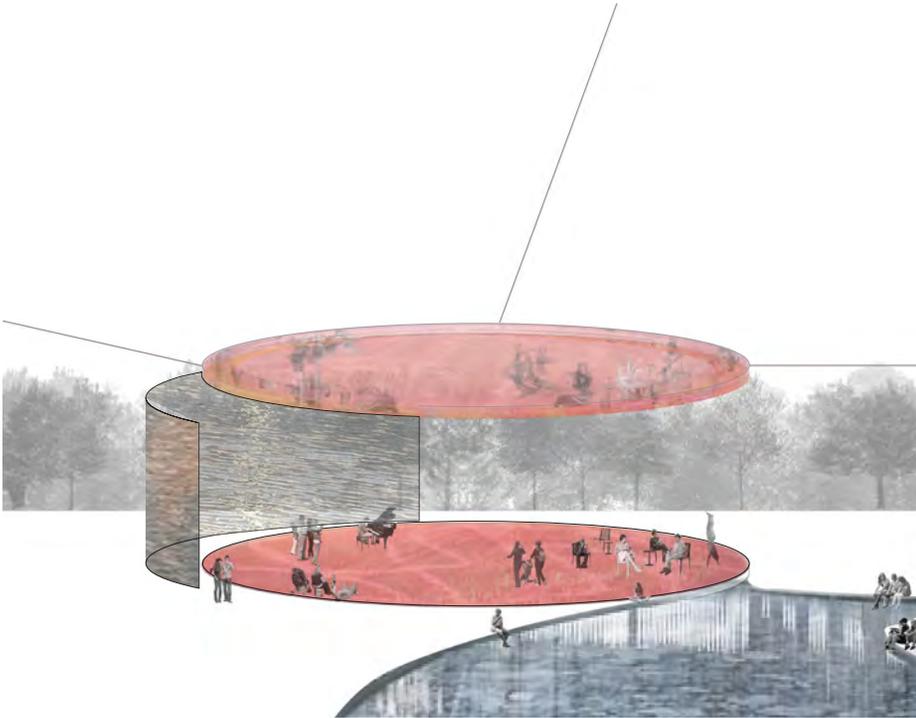
The artist on the design team for Downtown Park will collaborate with the design team (landscape architect, architect and structural engineer) to design the pavilion structure for Downtown Park and the viewer's experience within it. The artist will be the primary driver of the concept, form and material selection of the final work and will oversee its construction.

Expected Time Frame - Phase I

The pavilion and Downtown Park itself will be designed simultaneously, so that the pavilion is thoughtfully integrated into the park design as a whole. It is anticipated that pavilion construction will proceed along the same timeline as the park as well.

Role of Artwork

The pavilion is a fundamental component in the realization of the overall design of Downtown Park and will contribute strongly to its visual identity. The pavilion is also an important multi-functional and interactive element in the park that will provide weather protection, a gathering place, and a platform for changing artistic works and events. It is a high priority, because it responds to one of the most frequently expressed desires from the public, that is, to have a protected space that is usable in all seasons.



Pavilion Concept Render, Jill Anholt Studio 2014



Left: Serpentine Pavilion, SANAA 2009, London UK | Right: Take Your Time, Olafur Eliasson 2008, New York City NY

The above precedents illustrate the material quality of the proposed pavilion. They demonstrate the potential of material choice to appear weightless and to expand the space beneath it.

2 Pavilion Furnishings

i. Permanent Work

General Description

Seating for the pavilion will be designed by an artist. The furnishings will provide a fine grain of tactility as well as a space for gatherings to occur within the pavilion. It is expected that the furnishings will be capable of reconfiguration or transformation in some way by the public and/or by the City in order to allow for flexibility, interactivity and direct physical engagement with users.

Commissioning Process

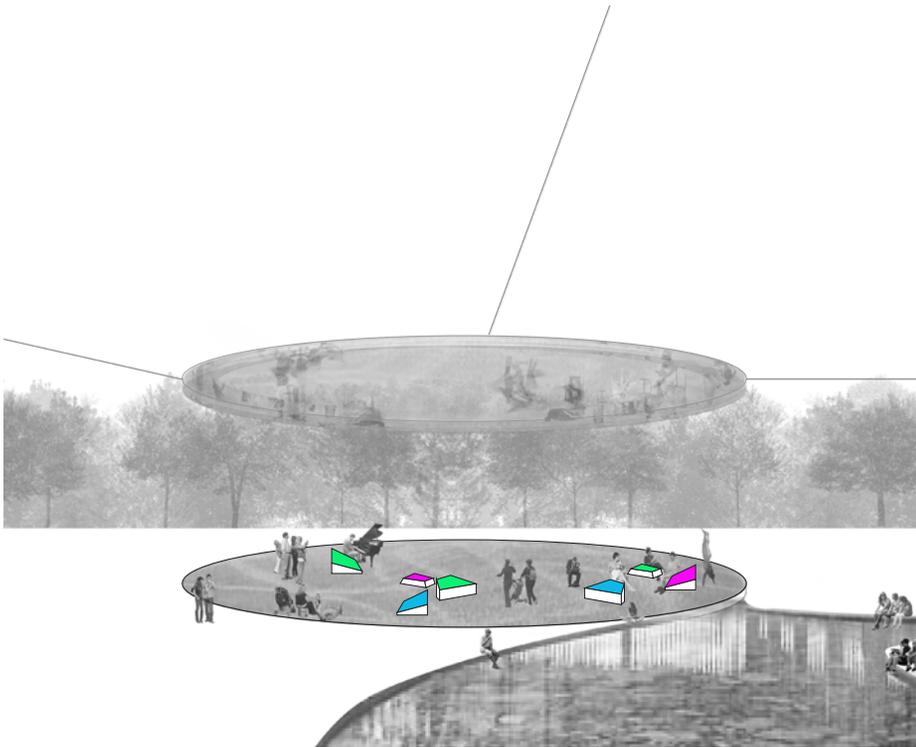
The artist on the design team for Downtown Park will design the furnishings for the pavilion in collaboration with the design team. The artist will be the primary driver of the concept, form and materiality of the final work.

Expected Time Frame - Phase I

Design of the furnishings for the pavilion will proceed along with overall design work on the Park as part of the detailed design process.

Role of Artwork

The artistically-designed furnishings will enhance the conceptual design for the pavilion and the park as a whole as well as improve the pavilion's functionality by encouraging people to visit, meet and linger in the space. These moveable, interactive works will also inspire creativity in the public and enhance feelings of ownership and pride in the park by encouraging the public to interact with the pieces to transform the space as they wish. The furnishings are a high priority in the realization of the pavilion, but can be phased to later stages of design if necessary.

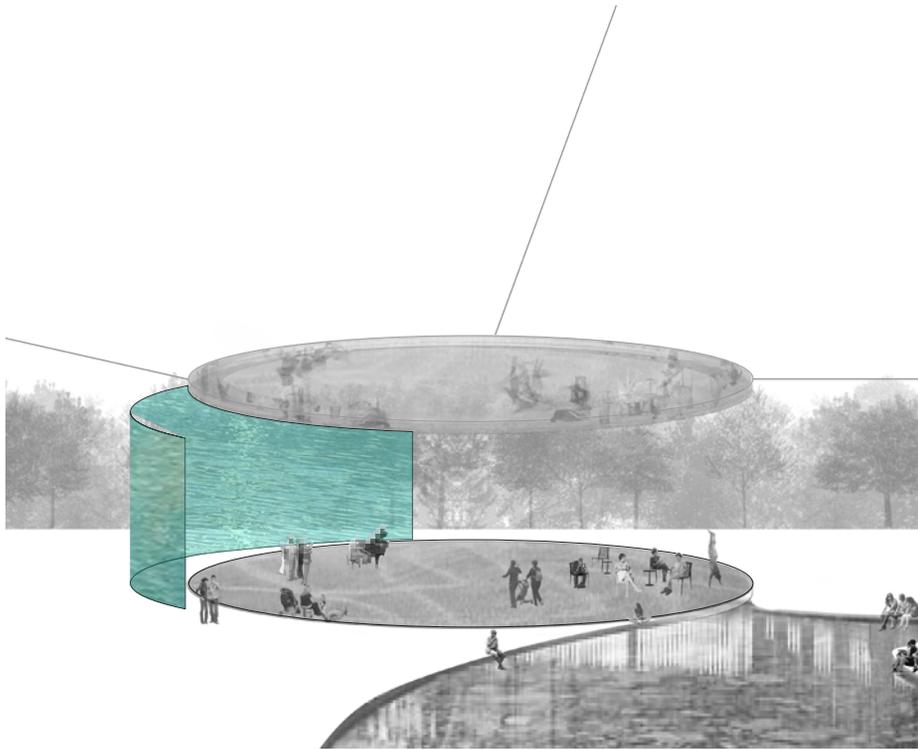


Pavilion Furnishings Concept Render, Jill Anholt Studio 2014



Left: *Marbles*, Studio Roosegaarde 2012, Almere Netherlands | Middle: *Yard Furniture*, PPAG 2001, Vienna Austria | Right: *Kaleidoscape*, Rebar 2013, Berkeley CA

The furniture precedents above are playful, movable and changing. These designed features succeeded to enliven their urban environments in different ways.



Water Wall Concept Render, Jill Anholt Studio 2014



Light Showers, Jill Anholt Studio 2007, Toronto Canada

Light Showers lifts collected, cleaned water from Sherbourne Park upwards into the air before releasing it to fall through interactive veils of textured light and patterns.

3 Pavilion Water Wall

i. Permanent Work

General Description

An integrated water wall will be designed to create a sense of intimacy and enclosure to the pavilion and to bring a dynamic cascade of water patterns and sounds to enhance the environment of the park. The feature will be designed to allow for changing water textures and colors altered through water flow, color changing LED lighting, and user interaction. It is anticipated that the water feature will be created from a translucent material that will also allow for it to double as an engaging backdrop for performances in the pavilion and function as a projection surface for digital art installations and new media works.

Commissioning Process

The artist on the design team for Downtown Park will collaborate with the design team (landscape architect, architect and project engineers) to design the water feature for Downtown Park. The artist will be the primary driver of the concept, form and materiality of the final work.

Expected Time Frame - Phase I

Design work and construction of the water feature will proceed along with the overall design work on the Park so that mechanical, electrical and structural issues can be solved along with the design of the Park itself.

Role of Artwork

The artist-designed water feature proposed for Downtown Park will be designed as an integrated component of the entire water-play aspect of the park, forming a sense of enclosure for the pavilion and bringing a sound and textural element to the park that creates a calming and meditative atmosphere during the day. At night the sculptural water feature will transform to become a glowing, colored veil of light that illuminates the pavilion and the park as a whole and encourages the public to feel safe to use the park at night. This sculptural water feature is of high priority as it was supported by the 44% of the public, who deemed it important in the workbooks they filled out as part of the public engagement strategy.

4 Projections in the Park

ii. Temporary Work

General Description

The integrated water wall will also be designed as a platform to display changing technologically-based artworks. The pavilion will house attachments and power to mount digital projectors which can be programmed remotely to project artistic new media works onto the feature surface (water likely will be turned off).

Commissioning Process

A curator should be selected for a designated period of time (6 to 12 months) to select or commission new media works for the feature. Interactive or participatory components within the work that respond to the local environment and/or direct human engagement should be encouraged.

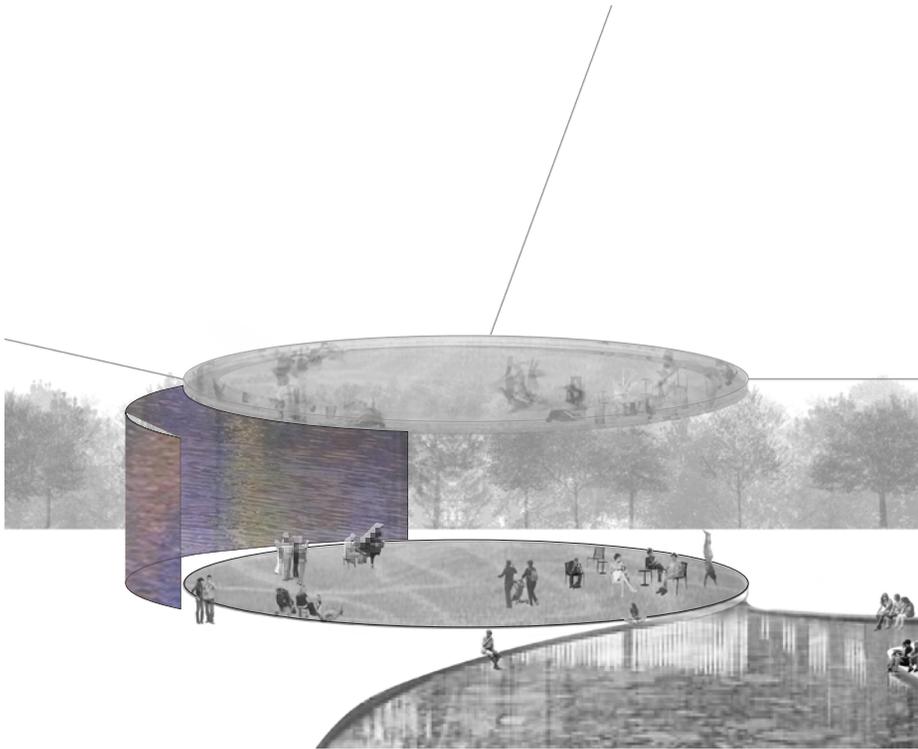
The feature could also show winning works from competitions with local, interactive media and digital arts firms annually or semi-annually.

Expected Time Frame

An curator should be chosen once the pavilion is constructed and the projection infrastructure is in place. Competitions and the initiation of the Art and Technology Festival could begin shortly afterwards.

Role of Artwork

This opportunity brings the digital expertise and creativity that Redmond is known for to a platform that will be experienced by the public. The realization of this opportunity is essential to the overall identity that is being proposed for Downtown Park and is thus a high priority.



Projections in the Park Concept Render, Jill Anholt Studio 2014



Left and Middle: *Curtain Call*, Ron Arad 2007, London UK | Right: *Water Light Graffiti*, Antonin Fourneau 2014, Abu Dhabi, United Arab Emirates

The precedents above utilize technology strategically to create immersive and transformative spatial experiences. They both act as backdrops that host changeable and interactive displays.

5 Sonorous Landscapes

ii. Temporary Work

General Description

Tapping into the strong culture of spoken word, literary and poetry within Redmond, a changing word-based artistic opportunity will be created for Downtown Park. The work could manifest as either a semi-permanent physical work of poetry or prose as a temporary sound-based installation.

Commissioning Process

Writers, poets, lyricists, sound artists, and other artists who work with words will be commissioned to create works for Downtown Park. Physical works could coincide with the cycle of Poet Laureate selections, being realized as part of their term and thus changing every two years. Sound-based works could be commissioned bi-annually or annually through an artist selection process.

Expected Time Frame

The first work could be installed in the Park at its opening, so the selection and consultation of artists for the project could occur during the design development stage of the park to ensure that infrastructure required to support their work is designed and integrated into the park.

Role of Artwork

Redmond Downtown Park will be a platform for diverse artistic expression in multiple media and durations. This opportunity will provide a much needed permanent venue for spoken word, poetry and other literary artists in Redmond and elsewhere to create works which the public can experience.



Sound Work Concept Render, Jill Anholt Studio 2014



Left: *The 40 Part Motet*, Janet Cardiff + George Bures Miller 2001, Ottawa Canada | Right: *A World Beyond the Loudspeaker*, Edwin Van der Heide 2005, Taipei Taiwan

These precedents express a few possibilities in the sonorous landscape. They use simple technology to create unusual and spatially-variable experiences by focusing on our (typically taken for granted) sense of hearing.

6 Park Animateur

ii. Temporary Work

General Description

An “animateur” is defined as a person who organizes or creates cultural events and gets people interested in them. Through the creative vision of animateurs chosen for a select period of time, Redmond Downtown Park will become a platform for ongoing and changing cultural events. This opportunity expands on the Artist in Residence Program that began in 2013. Artworks could be temporary, interactive, participatory, musical and/or theatrical events. An artist selected for this opportunity may initiate events themselves or act as a curator for events created by others within a particular time period.

Commissioning Process

The City would issue a call for artists to propose a series of events and works that are unique to Redmond and directly engage the public in some manner.

Expected Time Frame - Design Phase

This opportunity should be initiated once Downtown Park is created, ideally launched at the Park opening. The artist selection should occur approximately 6-12 months in advance of the opening in order to give the artist enough time to create their vision. Chosen animateurs should be responsible for the creation of artistic works and/or events in the park for a period of 3-6 months.

Role of Artwork

The opportunity for an Animateur expands on the successes of the current “Artist in Residence” program that the City of Redmond is operating for Downtown Park. Commissioning a rotating series of artistic visionaries will ensure that Downtown Park is constantly renewed and that people continue to visit the park over time to encounter new experiences. This opportunity is a high priority for the park once it is built. It could also be initiated during the park’s detailed design stage prior to construction in order to pique the public’s interest and engagement with the space during its transformation.



Professor Pomme's Pomp and Pastry Paradoxicals, Lucia Neare 2012, Redmond WA

Part of an interactive performance in Redmond, these characters invite the audience to participate in whimsical songs, games and food-sharing.



KIOSK, Rebecca Bayer 2013, Burnaby Canada

Artist-designed *KIOSK* plays host to a series of art projects by other four artists during the late summer months.

7 Construction Fencing

iii. Interim Works

General Description

Construction fences and temporary infrastructure around Downtown Park during its transformation can be used as canvases for temporary artistic installations for two-dimensional artists to explore notions of change, transformation and/or time. Works could take the form of two dimensional works (i.e. painting or photography) or more three-dimensional interventions integrated into barrier materials. Artists may also be commissioned to design an artwork for the fencing but allow participation from the public during installation.

Commissioning Process

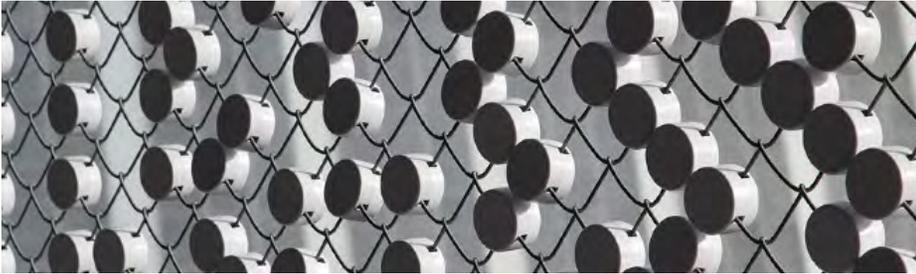
The City would issue a call for artists working in two dimensions and/or for artists who run community participation processes for the realization of their works (not the conceptualization).

Expected Time Frame

Ideally, a call for artists for this project should be generated so that the first works could be installed before construction begins. As different parts of the park undergo construction, new opportunities can arise for artistic interventions in barrier materials.

Role of Artwork

Redmond Downtown Park will be a platform for diverse artistic expression in multiple media and durations. This opportunity ensures that two-dimensional visual artists and photographers in Redmond and nearby communities will have a highly visible canvas to create work. This opportunity is relatively inexpensive to initiate and can begin as soon as the park is under construction.



Spectators, Christian Moeller 2012, Miami FL



Art Bridge, Multiple Artists (ongoing), Brooklyn NY



Think Beauty, Something Planned 2007, USA

These artworks beautify surfaces intended to keep people out. In this way, they acknowledge the publicity of the space within and greet those that are curious about its use and/or transformation.

8 Redmond Stakes Project

iii. Interim Works

General Description

Building on the energy and public engagement achieved through the realization of the design team's Stakes Project, the 1000 existing painted stakes can become a "kit of parts" that can be used to create temporary installations within Downtown Park during interim phases of the Park's transformation. The stakes could be arranged in a ground plane installation that people can move through or within, or could be reconfigured into temporary spatial installations that can be inhabited by the public or used for performances. After the Park is constructed, it is possible for the Stakes "kit of parts" to be reconfigured in other parks or public spaces in the city as future temporary installations.

Commissioning Process

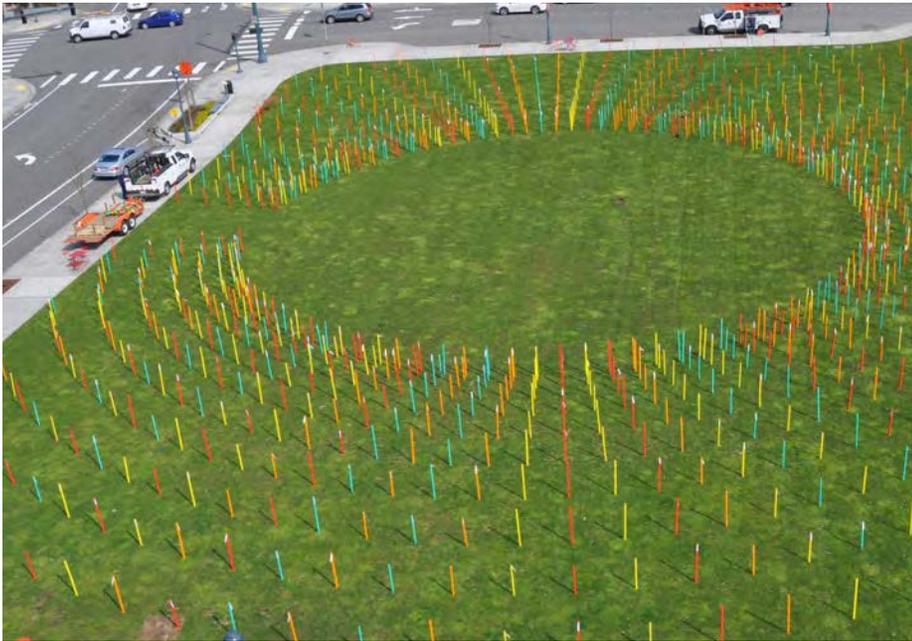
An open competition should be initiated to challenge entrants to imagine installations from the 1000 stakes. The winner will be invited to construct their design within Downtown Park for a fixed period of time.

Expected Time Frame

The competition should be initiated late fall 2014 so that first installation can be installed in Downtone Park during the Spring/Summer of 2015.

Role of Artwork

This opportunity continues the life of the public engagement strategy initiated by the design team for Downtown Park. The raw materials for this opportunity are already in existence and seeing their transformation into other structures will allow for the ongoing engagement of the public with the Park, as well as give an opportunity to young designers and artists to create their first built works.



Stakes Project, Conceived by Redmond Downtown Park Design Team 2014, Redmond WA



Concept Sketch of Future Installation Possibilities, Jill Anholt Studio 2014

5. Zones for Art

c. Downtown Park Network Art Opportunities

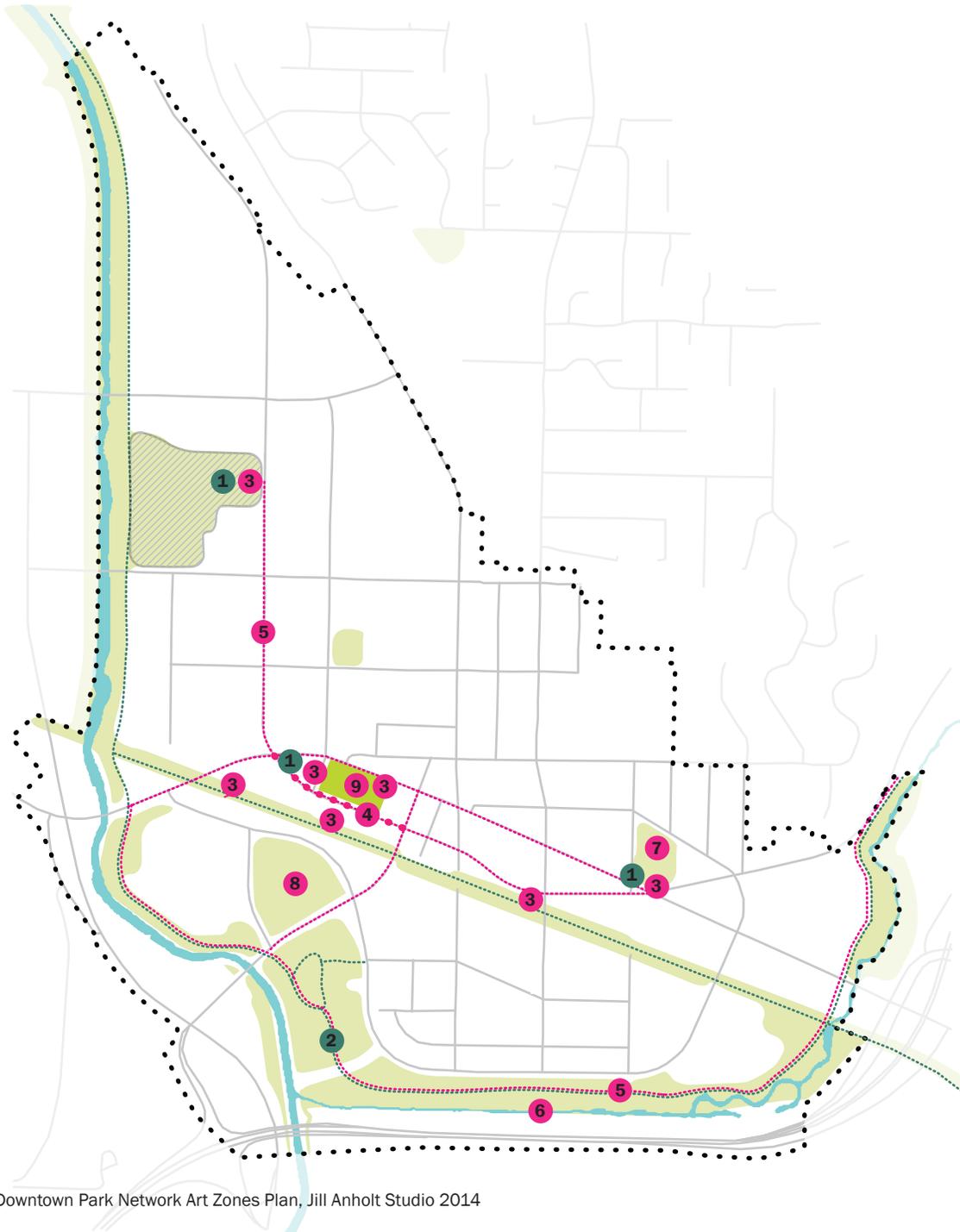
Multiple opportunities for zones for art and culture occur in and between the many parks that make up the park network of downtown Redmond. Art created within multiple locations and in many different forms can link the entire downtown core together as a creative and cultural district. Art opportunities within the park network will enhance the connection of people to particular places as well as facilitate the movement of people between places by linking individual experiences and events together within the whole of downtown. Similar to Downtown Park, the art opportunities have been classified into the following categories:

i. Permanent Works

- These are artworks integrated as permanent physical elements integrated within the park network that will be in place for a long period of time.

ii. Temporary Works

- Temporary or event-based artworks that are in place for shorter durations.



d. Plan of Downtown Park Network Art Zones

i. Permanent Works

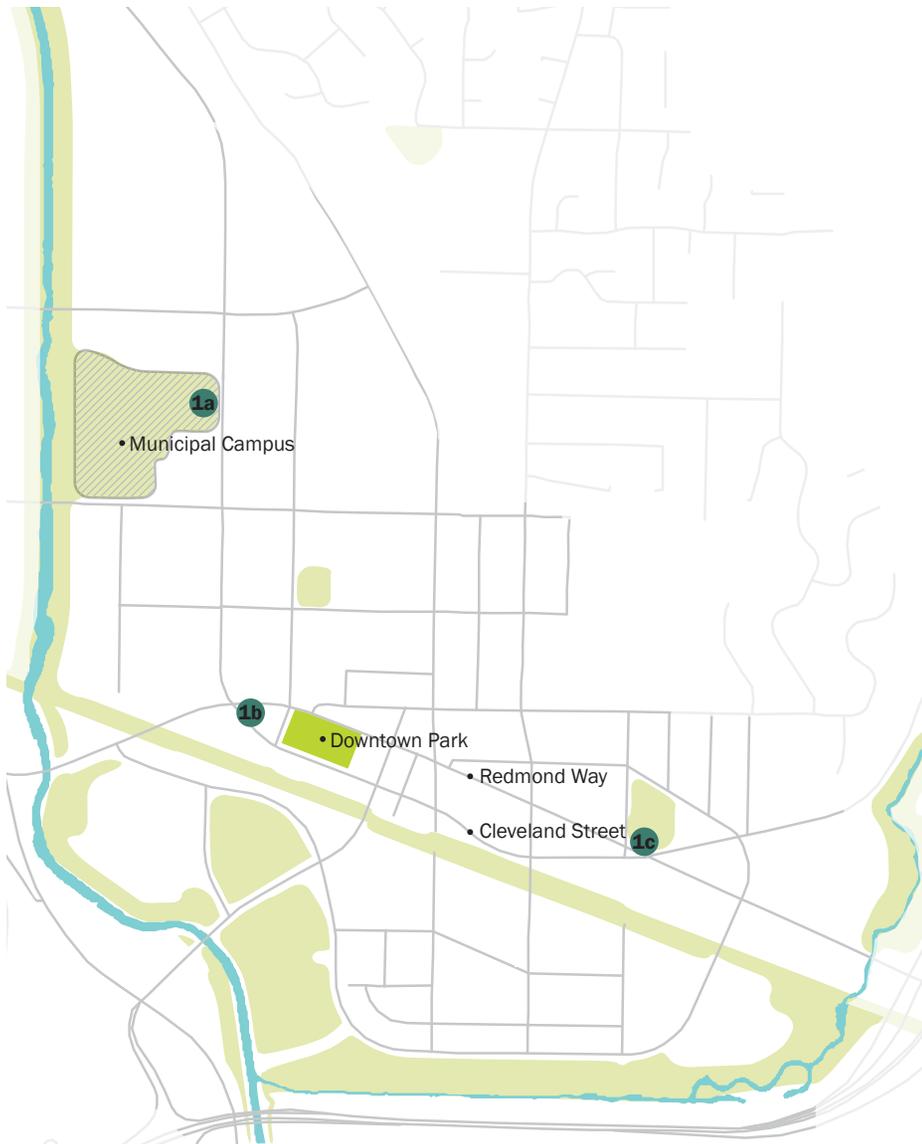
- 1 Gateways
- 2 The Green Ring & Sammamish River*

ii. Temporary Works

- 3 Illumination Works
- 4 Cleveland Street Art Encounters*
- 5 Routes*
- 6 Sammamish River and Edges*
- 7 Anderson Park Works
- 8 Heron Rookery Works
- 9 Art and Technology Events*

Key Features

- Downtown Boundary
- Existing Green Space
- Downtown Park
- Municipal Campus
- Sammamish River



Plan of Proposed Gateway Locations, Jill Anholt Studio 2014

1 Gateways

i. Permanent Works

General Description

Large scale gateway art installations should occur at three of the major gateways into the downtown core. Their location and relation to one another will help tie together the large venue spaces and major routes into the city:

- 1a. Municipal campus at 160th Avenue NE.
- 1b. Convergence of Redmond Way and Cleveland St. at 160th Avenue NE (depends on future ownership).
- 1c. Convergence of Redmond Way and Cleveland Street at Anderson Park (new park corner).

The gateway artworks should be highly visible and iconically scaled as well as relate to each other in terms of overall theme, form and/or materiality. By creating a visual linkage, the pieces can mark the edges of the Downtown Redmond Cultural Corridor and help to define this special creative zone within the City. These gateway works should be equipped with programmable lighting components that will allow for their activation at night and for special events (see Illumination Works on page 117).

2 Green Ring & Sammamish River

i. Permanent Works

General Description

Artists can work in collaboration with communications designers/exhibition designers to create an inter-connected series of distinctive markers/artworks that run the length of the Green Ring. The works could tell the story of the river and the river ecology in a poetic and meaningful way while bringing people into closer proximity with it. The works can also assist in making stronger connections between the trail, Downtown Park and other parks in the park network.



Plan of The Green Ring and Sammamish River, Jill Anholt Studio 2014



Left: *Reclamation*, Anna MacDonald 2014, Seattle WA | Right: *Moose Jaw Trail*, Jill Anholt Studio + Susan Mavor 2013, Saskatoon Canada



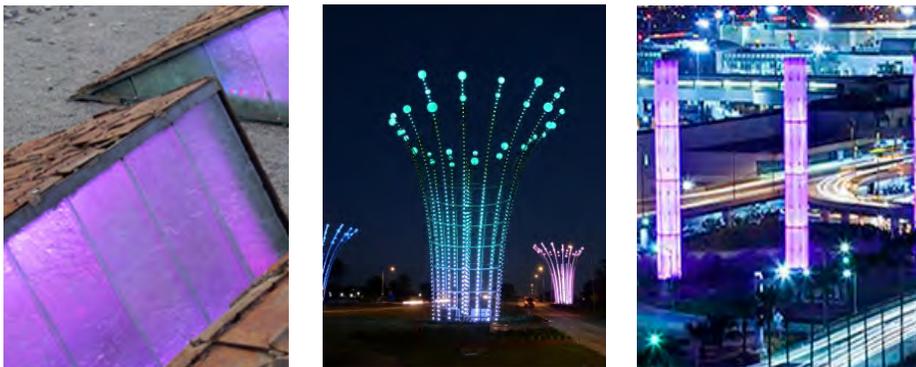
These precedents express creative opportunities to enhance trails and pathways. They do so in a considerate and contextually-conscious manner.

3 Illumination Works

ii. Temporary Works

General Description

An opportunity exists to commission light-based works within a number of artworks that contain programmable light fixtures. Artwork commissioned should create some kind of relationship, synergy or choreography between existing light-activated works within Redmond, such as the existing installations along the Redmond Central Connector: Signal, Redmond's Erratic and the Trestle Bridge as well as the proposed new gateway works and the Projection in the Park (see page 108) for Downtown Park itself. Works activating these pieces will help give a strong identity to Downtown Redmond as well as create connections between multiple places and help to define the edges of the creative zone of the city. Well established and new events in downtown Redmond, such as Derby Days and Redmond Lights, will be further enhanced and celebrated through artistic activation of these works.

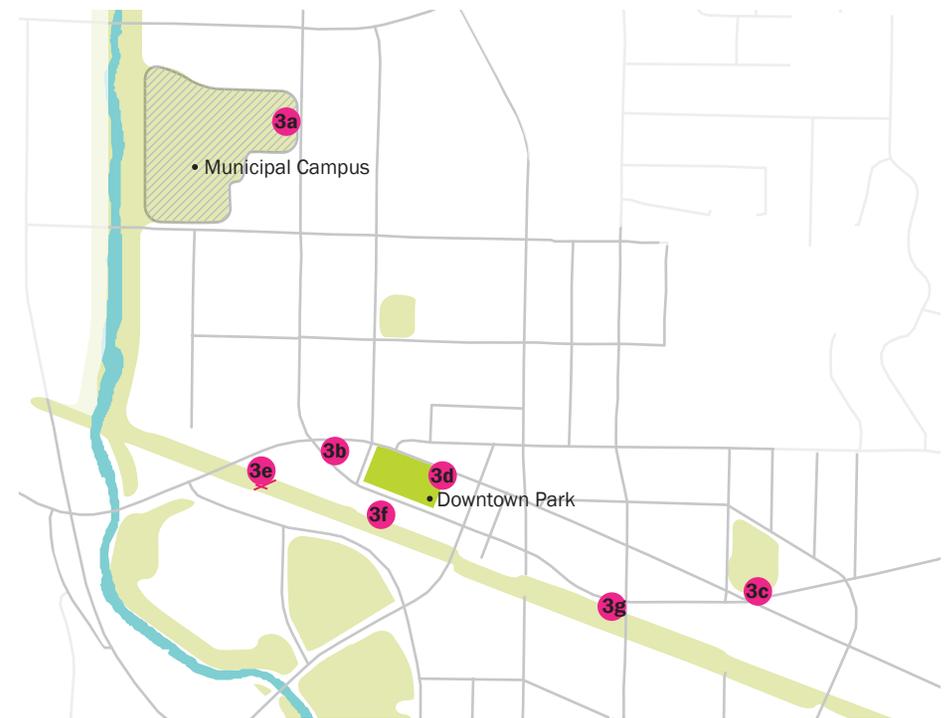


Left: *Redmond's Erratic*, John Fleming 2013, Redmond WA | Middle: *Radiant Fountains*, Dennis Oppenheim 2007, Houston TX | Right: *Gateway Pylon Project*, Paul Tzanetopoulos 2000, Los Angeles CA

These images illustrate artworks that can be activated through artistic light programming either individually or collectively.

Illumination Works Locations

- | | | | |
|-----|-------------------------|-----|-------------------|
| 3a. | at Gateway 1a | 3e. | Trestle Bridge |
| 3b. | at Gateway 1b | 3f. | Signal |
| 3c. | at Gateway 1c | 3g. | Redmond's Erratic |
| 3d. | Projections in the Park | | |



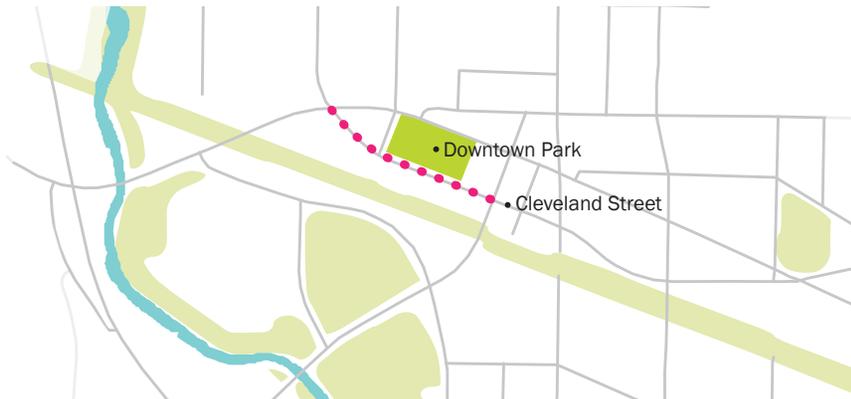
Plan for Illumination Works, Jill Anholt Studio 2014

4 Cleveland Street Art Encounters

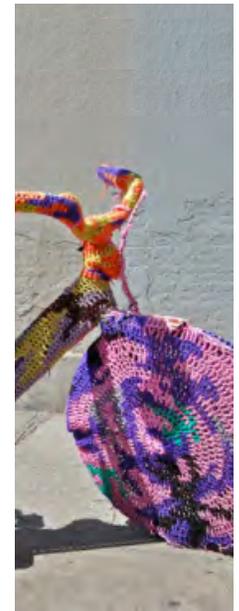
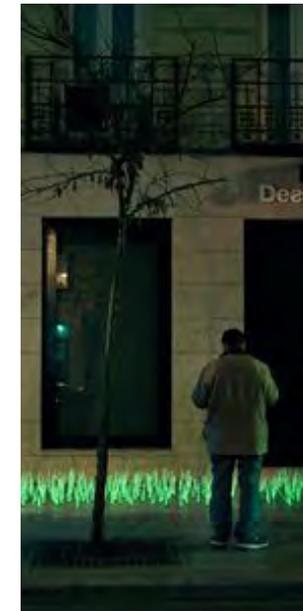
ii. Temporary Works

General Description

Although permanent furnishings and public realm elements of Cleveland Street have already been designed and are currently in construction at the writing of this Master Plan, an opportunity exists for artists to be commissioned for temporary artworks along Cleveland Street that directly engage the pedestrian. The works commissioned have an opportunity to cause surprise, laughter and questions about the nature of the public/private domain of this very important street in Downtown Redmond. Opportunities for new and emerging artists to create public artworks will be provided through these smaller scale “art encounters”. The installations should occur and change every few months for increased interest. Locations for art can vary along the street but should exist in the blocks most proximal to Downtown Park (i.e. from the western triangle to Gilmore Street).



Plan of Proposed Cleveland Street Art Encounters, Jill Anholt Studio 2014



Left: *Blue Trees*, Konstantine Dimopoulos 2012, Sacramento CA | Middle: *Mutant Weeds*, Luzinterruptus 2012, Madrid Spain | Right: *Yarn Bombing*, Agata Olek, New York City NY

5 Routes

ii. Temporary Works

General Description

Commissioning artists to create temporary installations along ordinary travel routes will make them extraordinary during special events occurring in multiple locations within the park network. Works could be placed in locations along, over, or within street edges as well as along or within the Sammamish River. Works could be sequential or repeating, using simple, inexpensive materials that are easy to move and install. If the event occurs at night, works could be enlivened with inexpensive lighting elements. Specific opportunities exist during festivals such as Redmond Lights. Luminaires would be placed along the Sammamish River Trail to guide participants from the municipal campus to Redmond town center on one of the winter evenings.



Left: *Celebration of the Bow*, Laurent Louyer 2010, Calgary Canada | Middle: *The Gates*, Christo and Jeanne-Claude 2005, New York City NY | Right: *Electric Run*, Annually, Miami FL

These precedents illustrate how captivating a temporary route can become if it is highlighted with a choreographed series of materials.



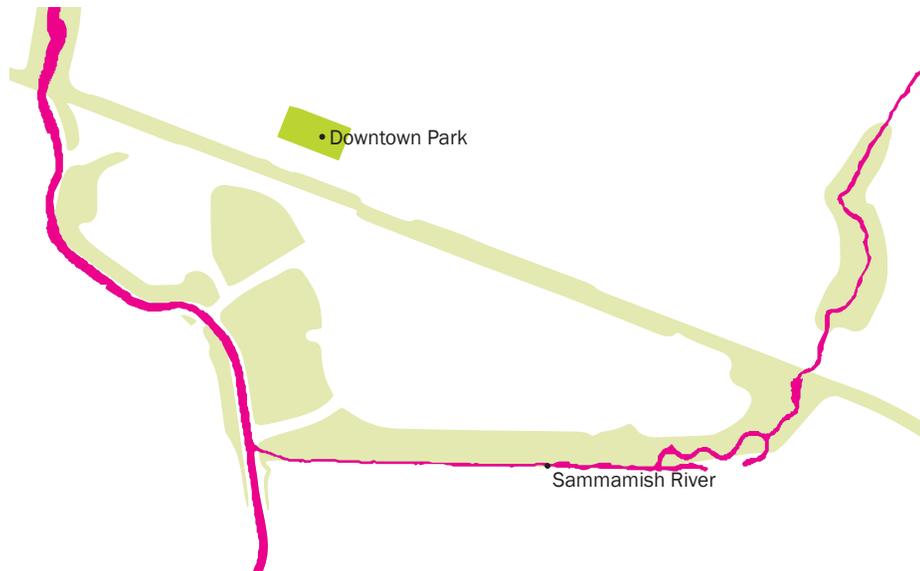
Plan of Frequently Traveled Routes, Jill Anholt Studio 2014

6 Sammamish River & Edges

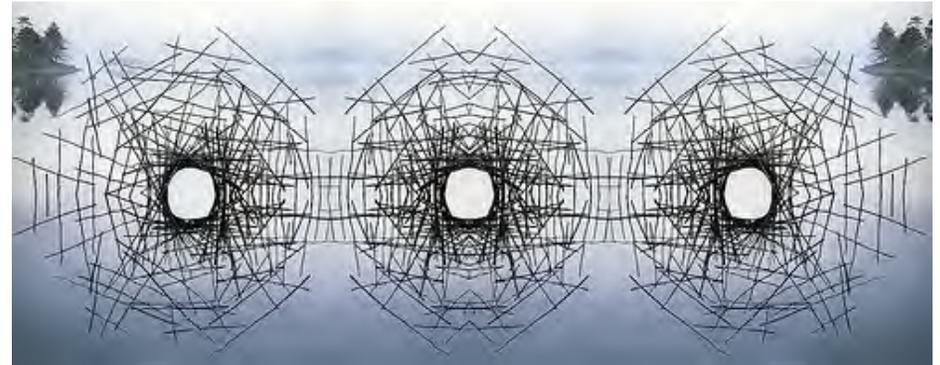
ii. Temporary Works

General Description

Artist works created on the edges or within the Sammamish River and/or Bear Creek will further the connection of Redmond to this important natural and historical resource. Temporary, ephemeral works will bring people into closer proximity to the river and facilitate a more direct experience with it. Themes relating to the historical, social, physical and ecological role that the river has had in Redmond, including its importance for Native Americans, could be explored in works which do not negatively effect the fragile resource.



Plan Of the Sammamish River, Jill Anholt Studio 2014



Human Artefacts, Andy Goldsworthy 2007, Christchurch NZ



Braided Grass Art, Sarah Kavage 2010, Redmond WA

These artworks re-imagine the materials available on-site to invite visitors to pause enroute and see their environment in a new way.

7 Anderson Park Works

ii. Temporary Works

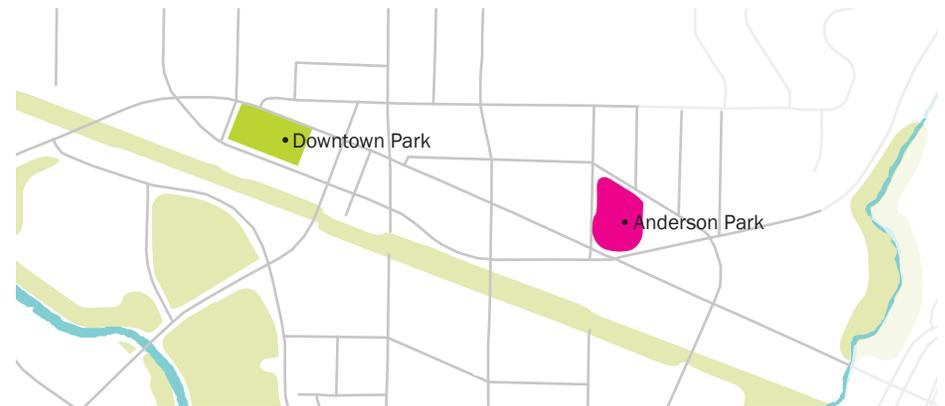
General Description

Anderson Park, as the city's oldest park, has a long history of community gathering, performance and hands-on making. Examples include existing theatrical performances like the Poets in the Park Festival, Picnic and Bookfair and the Acts Out Theater Festival. Opportunities exist to expand on this character with the creation of short-duration, physical installations that are interactive, playful and participatory as well as theatrical events open to all ages. Hands-on artwork making with the community that emphasizes the relationship between contemporary and traditional craft could be explored through works that are tactile and spatial. Installations could occur at certain times of the year or as connected to events in the park.



Left: *The Ego and the Id*, Franz West 2009, New York City NY | Right: *Takino Rainbow Nest*, Toshiko Horiuchi MacAdam 2000, Hokkaido Japan

These artworks function to their fullest potential when people engage with them. They are excellent examples of artworks that can enhance events and performances.



Plan of Anderson Park, Jill Anholt Studio 2014

8 Heron Rookery Works

ii. Temporary Works

General Description

The Heron Rookery is a wooded site with an open, central space. Non-invasive, transient, ephemeral and ecological artworks created for this park can explore and preserve the natural quality of the forest and tree canopy without long-term negative impact. Works can be spatial installations or narrative works/events for small groups that enhance or are enhanced by the magical natural setting of their surrounds.



Plan of Heron Rookery, Jill Anholt Studio 2014



Left: *Passage*, Cornelia Konrads 2007, Staten Island, NY | Right: *Influence of the Machine*, Tony Ourser, Manchester UK

These artworks illustrate how natural and/or found materials of a site can be utilized to create temporary works that change the way that the viewer engages with or understands the environment in which they are situated.

9 Art + Technology Events

ii. Temporary Works

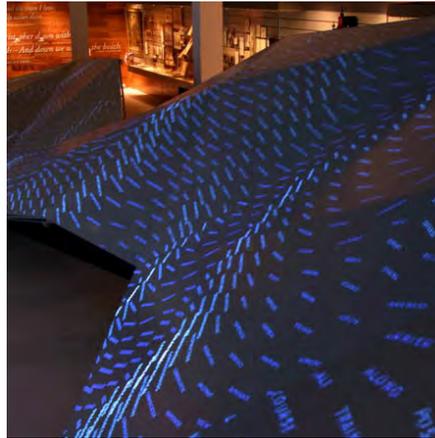
General Description

The Projection in the Park art opportunity for Downtown Park mentioned earlier in this document is a perfect launching ground for the creation of an art and technology event for Redmond in the future. Redmond as a center of technology and innovation as well as a future art and cultural destination offers a perfect location for an event that brings these two elements together.

The festival could explore the ways that arts practices (music, visual arts, film, theatre, dance, literature etc.) can intersect with technology in unexpected ways. Beginning in Downtown Park, the festival could spread to other parks in the park network as it grows. It would allow for each unique space to become a platform for a new kind of exploration or co-creation resulting from the cross-pollination of art and technology,



Left: *Flowers and People*, TeamLab 2014, Tokyo Japan | Right: *Voyagers*, FlightPhase & The Light Surgeons 2010, Greenwich UK



Left: *Cloud*, SSD Architecture 2012, Seoul South Korea | Right: *Unnumbered Sparks*, Janet Echelman + Google 2014, Vancouver Canada



The precedents illustrate how surfaces, either existing or created, can become platforms for contemporary, digital artworks.

7. Action Plan

Implementing the Art and Culture Master Plan

Integrate an Artist During the Design Phase

A number of the art opportunities proposed for Downtown Park involve an integrated design process with the artist working directly and collaboratively with the Downtown Park design team. To facilitate this process, terms of reference for the Design Artist should be established by the City at the onset of the park design process that outline clear expectations with regards to items such as: scope of work, artist copyright, moral rights, artist fees and schedule. The Design Artist who will be involved with this project from the beginning of design development through to the Park's completion can also act as a resource to the City's Public Art Department to ensure that the vision for the Downtown Master Plan for Art and Culture is carried out through the creation of the Park.

Create an Artist Roster for Other Downtown Park Opportunities

In order to facilitate the commissioning of a wide variety of artists in various disciplines throughout the process of design, construction and completion of the park, a multidisciplinary artist and curator roster should be created for the following opportunities:

- Construction fencing project - 2D Artists
- Sonorous Landscapes - sound artists
- Animateur - performance/installation/event artists
- Projections in the Park - digital/new media artists

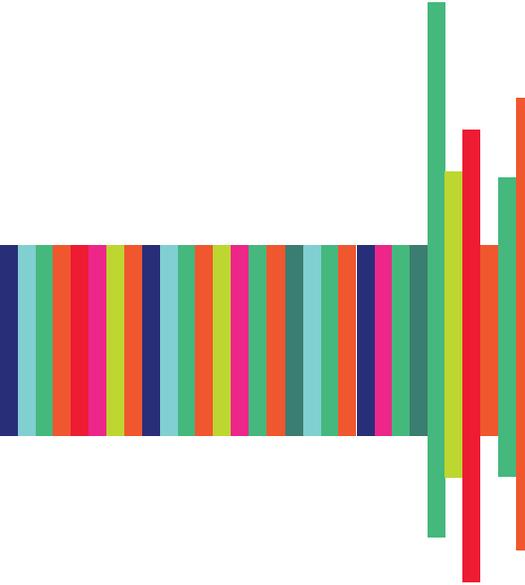
Once rosters of suitable candidates are established through a juried process, a second RFP process to select a commissioned artist for each work once schedules are determined will be expedited.

Prioritize Art Opportunities Into a Six Year Schedule of Implementation

Beginning in 2015, the Downtown Park will be in various stages of the development process and public use including: interim use, design, construction, dedication, and inaugural program year. A five year schedule that considers all of these stages will provide the framework to plan for budget, commission, and install works during all stages. This schedule will also allow the City to coordinate these projects with various funding cycles, including the biannual Budgeting by Priorities and external grant applications. This will deepen the identity of the park as a place for art and creativity. A detailed Work Plan can be initiated by the City Public Art Department once timelines have been established.

Build Partnerships with Local Arts Organizations and Businesses

Continue to foster and develop partnerships with local companies, institutions and arts groups such as with Microsoft, Digipen, DAFNE, VALA, RASP etc. begun during the development of this Master Plan, in order to grow synergistic partnership opportunities that will benefit Downtown Park and its art and culture opportunities.



implementation

Steps for Implementation

The Master Plan is the first of many steps required to bring a complex project like the Downtown Park to life. The completion and adoption of this Master Plan will trigger the next set of actions, which are summarized below:

- Step 1. Identify Funding
- Step 2. Complete Design Phase
- Step 3. Construct Park
- Step 4. Establish Art and Cultural Program for First Year
- Step 5. Prepare Maintenance and Management Plan
- Step 6. Identify Projects and Programs for the Downtown Parks Network

Each of these is described briefly in the following sections.

Step 1. Identify Funding

The preliminary estimates for design and construction of Downtown Park range from \$13 million to \$20 million, depending on phasing, materials selection, and pending additional special studies and detailed design of the project.

Preliminary cost estimates for Downtown Park design and construction are summarized in the following table:

Design & Construction Elements	Master Plan Cost Estimate	Contingencies and Notes
Design and construct as shown in Master Plan	\$20 Million	More information is needed on subsurface conditions, utilities, cost of pavilion, and a more thorough materials cost estimate
Design and construct as shown in Master Plan, with selected options from the list below: <ul style="list-style-type: none"> • Use less expensive materials • Eliminate some features, such as: <ul style="list-style-type: none"> - Sound system - Wi-Fi - Stone benches • Delay some items to a later phase, such as: <ul style="list-style-type: none"> - Decorative lighting - Smaller scale artwork 	\$13 Million	More information is needed on subsurface conditions, utilities, and a more thorough materials cost estimate. While phasing the pavilion might reduce the initial cost of the project, this would move away from the master plan and City goal of integrating art into the park design and eliminate the signature component of the park

Potential for Additional Funding

Sources beyond the City's capital budget considered for potential funding include:

- Grants - Park projects sometimes receive grants from the Washington Recreation and Conservation Office (RCO). However, the unique and urban nature of this project does not align well with the grant criteria for RCO's Local Parks program, and it is unlikely to be funded. For this reason the City has made a \$3 million appropriation request from the State's Capital Budget in the Local Communities program. A funding decision is expected in May 2015 or later.

- Fundraising and philanthropy are potential sources of funding for Downtown Park, or for specific elements of the park. Redmond is fortunate to be home to a wide range of businesses that have active corporate arts, culture, and philanthropic roles. During the Master Plan process the consultants spoke with a number of local groups with interests in arts and culture to identify park programming opportunities to be considered in the park’s conceptual design process. Conversations about these interests, and their relationship to fundraising and partnerships, will be continued by City staff, OneRedmond, and non-profit arts groups.
- Crowdfunding - A new strategy that is being used for both entrepreneurial and non-profit purposes is crowdfunding. This online approach allows donors to contribute according to their interest and to select an amount they are comfortable paying. Public art could be a potential candidate for this funding approach.

Summary of Funding Amounts and Sources

The tables below summarize the known funding that is available for the remaining phases of the project and cost estimates.

<i>Funding Source</i>	<i>Amount</i>
2013/14 Parks CIP	\$2,400,000
2015/16 Parks CIP	\$10,000,000
Confirmed Total Revenue:	\$12,400,000
Potential Funding: State Appropriation	\$3,000,000
Potential Total Revenue:	\$15,400,000

<i>Range of Costs for Master Plan</i>	<i>Cost Estimate</i>
Low	\$13,000,000
High	\$20,000,000

In comparison, the range of estimated costs is \$13 million to \$20 million, as described above. This means that if funding of only \$12.4 million is available, then the project cost will need to be reduced to slightly less than the low estimate of \$13 million. If funding of \$15.4 million is available, then the project will need to be adjusted to be between the two estimates. In either situation, the cost of the project will need to be reduced from the ultimate \$20 million concept, or be built in phases to meet this project budget.



Lucia Neare Performance in Downtown Park

Step 2. Complete Design Phase

The Downtown Park Master Plan provides a record and summary of the conceptual design process that led to selection of the preferred plan for the park. The design has been endorsed by the Downtown Park Steering Committee, Parks and Trails Commission and Redmond Arts and Culture Commission. Design development of the concept will proceed in early 2015.

As the design is advanced, it will become more detailed with more accurate cost estimating. Redmond City staff will work closely with the design and engineering consultants to ensure that the Vision, key principles and objectives of the park concept are maintained through to implementation.

Actions during the design phase are intended to produce detailed design plans and specifications for the Downtown Park in preparation for construction. It is typical that cost estimating and scheduling are a part of the design process. However, due to the complexity of this project it is imperative that sufficient thought and planning is provided during the initial part of the design phase to address both budget and schedule issues for the duration of the project.

In addition to the primary work of detailed design for the park, other major actions for the design phase are summarized below:

Scope of Work

City staff and consultant will work together to develop a scope of work for the project that details all work tasks to be addressed during the design phase. An optional task may be to review the project at about 10% design to make recommendations about design approach for some of the unique elements, and to identify potential areas of cost savings.

Schedule

Staff and consultant will draft schedules for both the design and construction phases, with the goal of accelerating the project to complete the work by the summer of 2018. The schedules will be periodically reviewed and updated during the design phase.

Early Exploration

Those elements that have the potential to impact the cost of the project substantially will be identified and explored during the earliest phase of the project to confirm project direction. This is likely to include:

- **Peat soils:** A geotechnical evaluation is needed to confirm the location and depth of peat soils on the site. The need for removal and replacement of peat on site could be a costly item, and early adjustments during design could help address this.
- **Pavilion:** The uniqueness of this structure means that it is not easy to estimate its cost. The design team has already started exploring potential structural techniques, and will continue exploring fabrication materials and methods for the pavilion early in design.
- **Utilities:** Utility equipment and services that will be needed at the park include water, irrigation, sanitary sewer, stormwater, electrical, and possibly Wi-Fi. Preliminary design is needed to determine the extent and approximate placement of each, so that quantities can be determined to create a more accurate cost estimate.
- **Material Selection:** Some of the preferred materials identified in the Master Plan may be too costly to meet the budget. High cost materials should be evaluated for possible alternatives. These materials to be evaluated may include the precast pavers for the extensive paved area; the street tree planting cells; the height and material for the raised boardwalk, as well as other items.

Phasing

It is the City's desire to design and build as complete a project as possible in a single phase. Downtown has experienced extensive construction in recent years, and concern about the impact on businesses and residents is contributing to this desire to minimize further disruption. Another factor is the long list of other capital projects in the urban centers, as well as in other neighborhoods, that is waiting for funding and action.

Building the majority of the park in a single construction effort is the most time-efficient and cost-effective approach. However, knowing that the park as conceptualized is likely to be more than the available budget, it will be necessary to identify cost savings and adjust plans accordingly during the design phase. This may include delaying construction of certain elements to a later phase, if necessary.

Step 3. Construct Downtown Park

Construction of Downtown Park will be the seventh City project to be built in the downtown core of Redmond over the past six years. Due to the extensive number of private and public construction projects that have occurred in the immediate vicinity there is a desire to minimize the impact of park construction on the neighborhood.

Methods to reduce the impact of construction on downtown streets and nearby residents and businesses should be explored. Techniques could include:

Cleveland Street Mitigation

Construction mitigation methods that were started with the Cleveland Street Streetscape Improvement project could be continued. Several different methods have been tried, and the most successful of these have been:

- A weekly email that informs neighbors of upcoming construction work and interesting info about the project
- Support of area businesses through programs that encourage shopping downtown.

Other Mitigation Options

Additional mitigation approaches include:

- Coordinating construction schedule and staging requirements with other City projects, including the Couplet Conversion Project
- Providing temporary features during construction to minimize visual clutter, such as an artist-designed fence around the construction site
- Reducing the length of time to construct the park
- Developing a traffic plan that minimizes truck traffic on the newly constructed Cleveland Street
- Providing VIP events for neighboring residents and businesses, such as a “behind the scenes” tour of the construction site.

Park construction in this region typically happens primarily in the drier months, though there are certain activities that can continue throughout the winter. Underground work such as removal of peat and installation of utilities will occur at the beginning of construction, and it is preferable to perform these activities in dry weather, if possible. Early work during the design phase will explore ways to accelerate construction of the park, and to identify those aspects of construction that go most smoothly under specific weather conditions

Step 4. Establish an Arts and Cultural Program for the First Year

Downtown Park will be designed as a premium location for events and performances. As a new park, however, it will take effort to be sure that plans are in place to activate the park from the beginning. The first year of its life will be key to setting the flavor for the park, and for giving back to the community that has participated in its planning and funding.

Planning for the First Year may include considerations such as:

A Park Animateur

The recommendation to hire a park animateur to develop and implement an arts and culture program for the park could be implemented. The park animateur should coordinate at least a year’s worth of activity and events and develop a sustainable funding strategy to program this park and possibly other parks in the urban center, per this plan. The park animateur would also assist the city in:

- Determining how many days per year the site should be programmed with events
- Proposing new City-sponsored events
- Evaluating Downtown Park as a new “hub” or “spoke” location for existing events, such as Derby Days, Redmond Lights and So Bazaar
- Deciding whether parts or all of the park can be rented or reserved by organizations sponsoring events, such as for festivals or charitable walks or runs.

Other First Year Programming

Additional approaches include:

- Identifying other organizations to partner with to program events
- Planning a Grand Opening Weekend event worthy of the park
- Budgeting should be started during the budget cycle prior to completing the park to ensure adequate funds for the first year of events.

Step 5. Prepare a Maintenance and Management Plan

Downtown Park will be maintained and managed by the City of Redmond's Park Operations Division. Park Operations staff maintains more than 1,000 acres of park land in Redmond, and are well-versed in the management of these parks. The Downtown Park will offer some new challenges and it will be worth considering ahead of time how to approach these issues.

A maintenance and management plan for Downtown Park should:

- Identify park elements requiring specialized care and develop maintenance and operations manuals, as needed.
- Develop a staffing plan, considering the number of staff needed to maintain the park on a weekly basis. The impact of public use during 18 hour days and four seasons should be considered when evaluating staffing numbers.
- Determine number of staff needed for events of varying magnitudes for: preparation for upcoming events, support during events, and clean-up and takedown after events.

A vehicle management plan should be developed to:

- Coordinate full or partial road closures with Public Works and Public Safety Departments, and surrounding neighbors, when needed.
- Develop parking strategies for each category of events
- Allocate on-street parking spaces for event-related purposes.
- Manage vehicular access onto the park site to limit it to areas designed to take the weight of vehicles and to avoid potential infiltration of pollutants into the aquifer below the park.

Step 6. Identify Projects and Programs for the Downtown Parks Network

This Master Plan also includes an assessment of the other parks and open spaces found in downtown Redmond. Each assessment provides some ideas for how sites might be used or developed for future purposes. Due to the scope of this project, this was necessarily an abbreviated look at each of these sites.

Future efforts such as the 2016 update to the Parks, Arts, Recreation, Culture and Conservation (PARCC) Plan provide an opportunity to include some of these ideas for future consideration and funding. A list of projects and programs from this assessment should be developed for inclusion in the PARCC Plan, and be evaluated and prioritized for future funding.

Conclusion

The Downtown Park Master Plan and Assessment of the Downtown Parks Network provides a record of the public engagement and conceptual design process for Downtown Park. The selected concept has been endorsed by the Downtown Park Steering Committee, Parks and Trails Commission, and Redmond Arts and Culture Commission. Design development of the park concept will proceed in early 2015. As the design is advanced, it will become more detailed with more accurate cost estimating.

City of Redmond staff will work closely with the design and engineering consultants to ensure that the project is designed within the available budget, and that the vision statement, objectives and key principles of the park master plan are maintained through to implementation.



Color Festival

A decorative graphic on the left side of the page. It consists of a series of vertical bars of various colors (blue, green, red, yellow, orange, pink, purple) of varying heights. To the right of these bars is a solid green horizontal bar that extends across the width of the page. The word "appendices" is written in white, bold, lowercase letters on this green bar.

appendices

Workbook Results

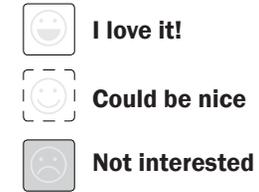
The second round of public engagement used a Workbook to collect input from participants. It was used at the public workshops held during this phase of consultation and on the City's website as an interactive form. The results were tabulated and presented in graphic form during the reporting out to City staff of results and in the third round of public engagement to inform people of how the input from the community helped to shape the options and then the final design. These compiled results from the Workbook are included in the next pages



Workbook Discussion Group from the Second Round Public Workshop

EXERCISE 1: Look and Feel of Downtown Park (tabulated results)

- Percentage of positive responses (“I love it!”) shown over images.
- Yellow text indicates most popular element.
- Complete response results noted within appropriate boxes.



SPACE + SURFACE



One big outdoor 'room'

60 66 32



Mix of smaller spaces

69 51 45



Grass

83 65 16



Paved

27 46 92



Wood decks

32 55 80

WATER



Reflecting pool

40 56 67



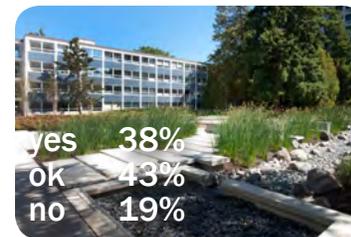
Splash pad

76 39 54



Sculptural water feature

72 58 35



Stormwater garden

62 71 31



Ice rink

46 34 86

PLANTINGS



Ornamental gardens

65 72 23



Islands of planting

50 74 29



Specimen/great tree

58 59 38



Grove of trees

38 54 62



Allee of trees

87 44 32

FURNISHINGS



Traditional furnishing 39 75 43



Movable casual tables and chairs 79 48 33



Large platforms 64 77 21



Transformative sculptural furnishings 48 48 61



Furnishing as artful play 55 37 68

STRUCTURE



Enclosed pavilion 28 51 72



Open canopy 89 50 22



Temporary kiosks 39 59 62



Temporary inhabitable art installations 49 64 45



Bandshell 65 50 46

LIGHT / DIGITAL



Art on the ground 72 54 37



In-ground lighting 86 50 23



Catenary (overhead) lights 80 65 17



Sculptural light fixtures 74 58 31



Interactive/digital display 33 34 97

INTEGRATED ART



Iconic art installation 47 64 49



Interactive art 82 55 27



Temporary art 72 71 27



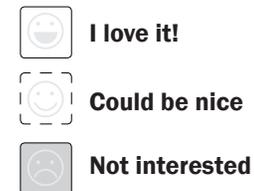
Pavilion/canopy as art 56 58 42



Digital art 32 39 93

EXERCISE 2: Programming Opportunities (tabulated results)

- Percentage of positive responses (“I love it!”) shown over images.
- Yellow text indicates most popular element.
- Complete response results noted within appropriate boxes.



ARTS AND CULTURE



Ethnic festivals

100 52 17



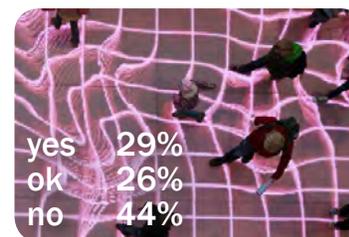
Concert / performance

124 37 12



Temporary art installation

71 72 28



Video/digital display

48 43 72



Light festival

107 46 20

MARKET



Farmers Market

103 40 25



Craft fair

84 56 28



Night market

130 30 8



Art market

89 51 26



Winter holiday market

111 46 10

FAMILY-FRIENDLY



Splash pad/water play

79 36 55



Movies in the park

85 51 30



Holiday events

86 64 19



Theater/art performances

99 54 18



Children's play

79 59 28

CULINARY



Food festival 110 34 19



Food trucks 93 39 31



Community dinner 46 58 57



Cafe in the park 92 46 25



Special event beer garden 73 41 45

RECREATION / HEALTH



Walks and runs 82 55 25



Fitness classes/demonstrations 62 71 30



Bicycle races and events 51 72 39



Health fair 29 85 43



Ice skating 55 34 75

EVERYDAY USE



Passive green 66 73 26



Picnic tables/places to eat 91 60 14



Water play 69 52 44



Weather protection 128 38 6



Wi-Fi connection 127 22 17

PARK VISION RESPONSES:

- I like the word cultural congregation area
- Performance art instead of stage
- Too specific as “outdoor stage”
- Emphasize all season use.
- Active gathering place - night and day. Nature and technology and art for entire community. Inclusive for everyone
- The stage should not be too large.
- Don't forget to incorporate the natural beauty of the area meaning don't make it all concrete.
- Inspires high quality design + active uses in private development + around the park.
- For use throughout ALL seasons!
- A quiet area - waterfall?? - there is plenty of city noise already.
- A destination that is fun to visit.
- Comfortable to sit and eat or read.
- Peaceful environment that may include sound of water and play.
- Performance stage is ok if it is useful day to day.
- A cohesive whole with a large focal feature like multi-level waterfall that maximizes sound.
- More diverse ways to incorporate youth/teens.
- More information on economical inflation
- More cultural /historic examples of native cultures
- Destination everyday + special events
- People watching in restful environment
- Shelter from rain + sun
- Adds food and culture with people watching.
- Flexibility for future; looks good in 10 years
- Should serve residents first - not a destination
- Accessible to people of all means and abilities
- Must be free to all
- Community / Local
- Rain or Shine
- Bright and Lively
- Rain and shine
- Brightens the dreary times (light and color)
- Represents the community
- Blending nature and tech/future art. Art is Nature + Tech. Sci Fi - art that lludes to sci-fi, not kitschy or obvious.
- Respect and encouragement for native plants and inclusion of habitat for birds and bats (maybe even butterflies and bees)
- Resident focus day and NIGHT
- Mixed use, don't focus on stage but make it possible
- All Seasons, weather protection.
- Community hub
- Source of joy
- Something for kids to use
- Interactive
- Open and free
- Transient/open
- Gathering space
- Space for activities
- A place to gather

- I don't like the "signature" part. Too many parks in Redmond are already "signature" parks. I prefer it to be a "Gathering" park. "Signature" seems very pretentious.
- I feel that the "signature" element of the park should be the community, not the park itself. The park should be interactive and changeable. Lots of events, lots of change.
- Temporary events that reflect changing culture
- Ice rink can be converted in summer to a concert venue
- Gathering spot with a great sense of community - that feels inclusive and welcoming to all to enjoy
- ADA with interactive elements for low vision
- A place for activity
- Gathering place for community activities
- It should be also a center for community activities mentioned
- The park needs to be an attraction day and evening, and also in different seasons like winter and summer
- "community activities"
- "gathering space"
- "daily activities/recreation"
- "Stage" needs to be multipurpose.
- All season park - usable in all seasons
- Attraction - serves as a core meeting place - includes significant interactive, multipurpose, changing art - destination.
- Park needs to be changeable, multipurpose, not fixed
- The Downtown Park is the outdoor living room for the City, a place to get together and a place to relax by oneself
- More and/or larger performance areas.
- Closer access to food & beverages
- Play areas for children with more seating arrangements
- Larger play spaces, touching more of the business developments
- Lots more trees!!!
- Building community around the downtown neighborhood.
- Safe structures for children to play in/around without worrying about traffic on Cleveland St. and Redmond Way
- More and/or larger performance areas.
- Play areas for children with more seating arrangements
- Closer access to food & beverages
- Larger play spaces, touching more of the business developments
- Lots more trees!!!
- Adequate facilities - sinks, restrooms, power for food vendors
- Some covered area/protection from weather
- Emphasis on community
- Include as a permanent fixture - Redmond Saturday Market
- Needs more permanent place for Redmond Saturday Market (cottage industry, art, food, produce, etc.)
- Attraction is a weak word. I think you need to think of the park as a place where the community (residents, employees, etc.) congregate and share experiences - it's not just an "attraction" that someone passes through.
- A fun space for families!
- Keeping it green, and not a cement horror
- Keeping it functional and useful before artsy
- Keeping it simple, easily maintained, and family friendly
- Some link to the past, the history of Redmond. Could there be room for the Historical Society?
- Less visual art. The space is not very big and we already have lots of art.
- Please not spiky art like in front of city hall. The spiky art is not friendly.
- I am not sure why the stage needs to be there, unless the space is usable the rest of the year.
- Dog play is agility and obedience equipment, not a dog park.
- ...serves as an intergenerational attraction...
- Interactive things (not just passive)
- Family Friendly
- Active Space
- Builds Community

Vision Statement as presented in Workbook:

The Downtown Park is a signature park for the City, that includes significant visual art, an outdoor performance stage, and serves as an attraction for residents, employees, and visitors during the day and evening.

Revised Park Vision Statement:

Downtown Park is a community hub for the City, that includes integrated art, infrastructure for performance and cultural activities, and serves as a gathering place for residents, employees, and visitors of all ages and abilities during the day and evening, rain or shine, and in all seasons.

“BIG IDEAS” RESPONSES

The responses from the “Big Ideas” exercise in the workbook have been tabulated and hand-written on tags for the “everyone’s got a stake in downtown park” installation. “Big Ideas” for the park will continue to be added to the on-site art installation. Below is a list of responses received to date:

- Water Feature
- Oak Trees
- Shelter
- cultural events
- an enclosure and lights for night use
- an urban feel that fits with the city
- To hear music for all ages
- A place to read and people watch
- To hang out all day... a place for evenings and nights
- Natural areas + pavilions
- Light day + night
- Water flowing + hard surfaces
- Flowers
- Lots of people
- Something fun to interact with
- Memorable events
- Creative winter uses to bring people outside during stormy weather!!
- Edible plants throughout the park - think about local + sustainable + teachable moments!
- Large focal waterfall. Multi-level water feature.
- Comfortable seating, shelter from rain and sun
- Something to draw me in and give me a reason to stay.
- More free rein on art/graffiti/expression
- More community interactive events
- More creative ways to involve all ages
- Band stand with flexible seating and installed modular seating
- People watching with wine, beer, coffee - not looking at parking or traffic
- Trees (large trees - oak?)
- Cover (weather protection for all year use)
- Music
- Traditional, Calm, relaxing, simple park
- Water Fountain
- No drastically contemporary design and art work
- The Park and City to be conservative in color coordination and design to last many years to come
- To eat lunch
- Listen to a local band
- Watch people
- This park for all
- Available day and evening
- To soak in the sun and escape from the rain
- Markets and festivals for a variety of ages and interests
- To showcase local art
- Nature + stylish allusion to Sci-Fi Art/Style
- Rain + shine
- Light + color
- Habitat for birds!

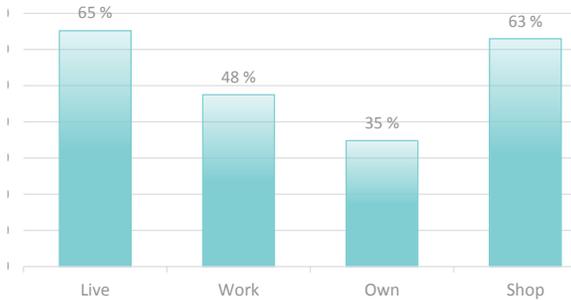
- Group sitting spaces
- Night markets and night events!
- A place to hang my hammock
- A place to walk at night
- A place to hang out with friends.
- A park for all seasons
- A place to read and a place to play
- Shade, sun, cover, water, movement
- A splash pad
- Community involvement
- A Pea Patch
- Kids play area or structure
- Nature
- A new energy
- Color and vibrancy
- Play
- People
- Community
- (it all) space for kids to play, wet and dry
- (it all) café/patio away from traffic and relaxation in green space, generally
- (it now) food festivals
- Single men my age!
- Community projects (like making quilts for “Wounded warriors” or homeless
- Culture
- Community
- More access, more local parking nearby
- Water + Grass
- Organic trees/ plants / gardens
- Ice skating - because it would be unique during winter
- Splash pad
- Meet up with friends - a space for gathering
- A place to retreat and be contemplative
- A water feature
- Interesting lighting!
- A place to play... splash, skate, climb, slide
- Some shelter from rain, shade
- Water flow - sound fountain
- Happy hour with friends
- A place to dream

- Food and cafes
- Happy kids playing
- Flowers and colors
- Splash pad
- skating
- Bike racing
- A place of true beauty
- A place where this multicultural community can meet.
- A fountain, flowers, beautiful atmosphere, lighting. I want Magic in DTP.
- Cool Lights for nighttime interest
- Food trucks that have a good spot to park and get to
- A place to refill water bottles + get water for my dog
- A place that is versatile when it comes to weather/seasons - ice rinks, splash pad,

- partially covered areas
- A place that ALL age groups can enjoy - I have a 13 year old daughter and it would be great to have a remote, local place that would interest them
- The potential to have activities and a space that would “come alive” at night
- Informal areas, seating, a water feature - doesn't have to be
- OK with some of the ideas on a short term basis
- Christmas Tree park in commemoration of the one on Redmond Way & 164th that was sent to the White House in the 1970s (maybe on the outer island of NE80th street and Redmond Way)
- A place to set up the carnival for Derby Days and an uncluttered place to relax
- It should allow for multi-purpose use without the feeling that everything is temporary.
- Easy access and parking
- Live outdoor music
- Large craft shows close to all the business areas
- Art
- Ice Skating
- Green spaces/lawns
- Busker festivals
- Roller skating
- Ice cream stand
- Playground
- Ice cream stands
- A party
- Holiday celebrations
- Ice cream sundaes
- Tether-ball
- A swing
- Digital games on walls and floor
- Lighting on building
- Lanterns
- Overhead lights
- Gym class
- Milkshake day
- Ice skating
- Holiday
- Lanterns
- Art installations on the ground
- Fun and interesting place to sit
- Indoor swimming pool
- Roller skating
- Ball
- Overhead lights
- Playful seating
- A football stadium or field
- Sports Events
- Holiday parties
- Water park
- Shade/shelter

Demographics of the Respondents in the Public Workshops

Association with Redmond

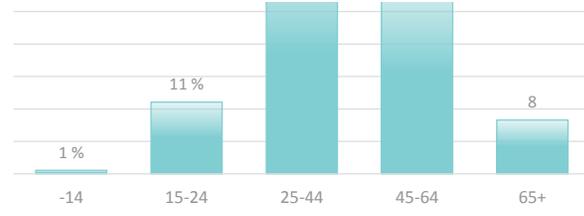


- 69% Live in Redmond
- 60% Work in Redmond
- 41% Own property in Redmond
- 73% Shop in Redmond

114 responses received to date

- 43 workbooks completed at the open house
- 71 workbooks received digitally

Age of Respondents

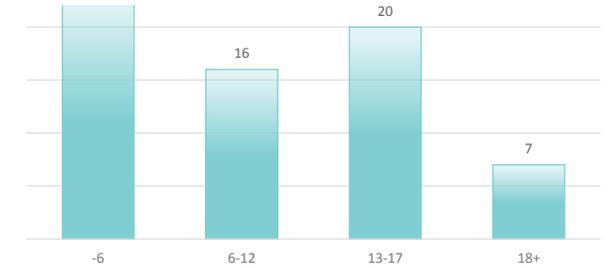


- 1% under the age of 14
- 2% 15 - 24
- 43% 25 - 44
- 39% 45 - 64
- 11% over 65

43% of Respondents have children at home

- 36% children are under 6
- 25% children are 6 - 12
- 27% children are 13-17
- 11% children are over 18

Ethnicity

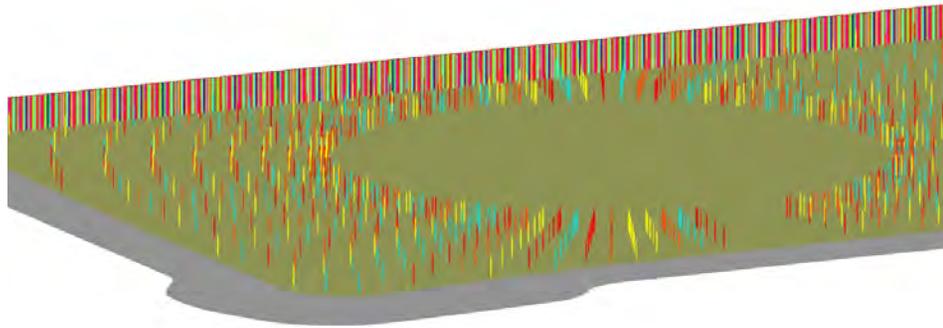


Age of Respondents

73 respondents indicated their ethnicity, of them:

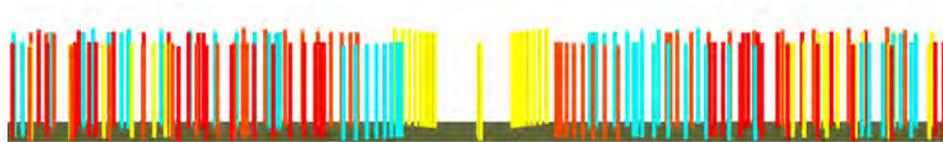
- 75% Caucasian
- 10% European
- 10% Asian
- 3% African American
- 3% Other

“Everyone’s Got a Stake in Downtown Park” Installation

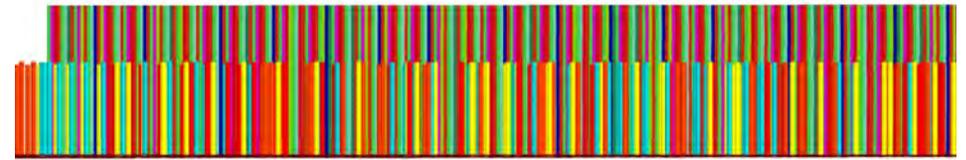


Perspective view from corner of 161st Ave NE and Redmond Way

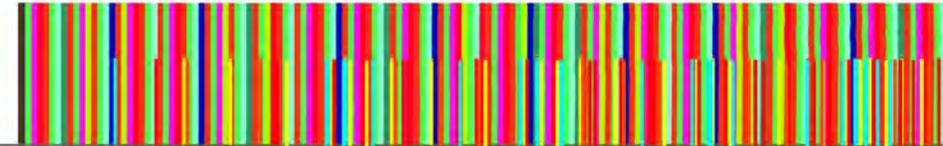
The “everyone’s got a stake in downtown park” temporary on-site installation project moved from concept into installation. Multiple stakeholders were involved in the painting of stakes, including City Staff, elementary school children, and the local teen center. The installation was installed on April 1st, and provided a platform for public engagement, while it remained on site.



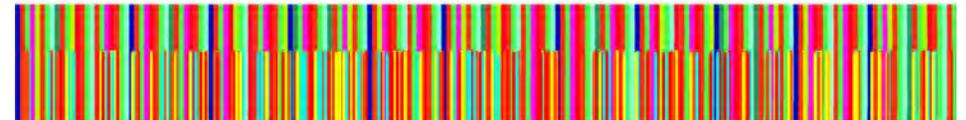
View looking south from Redmond Way



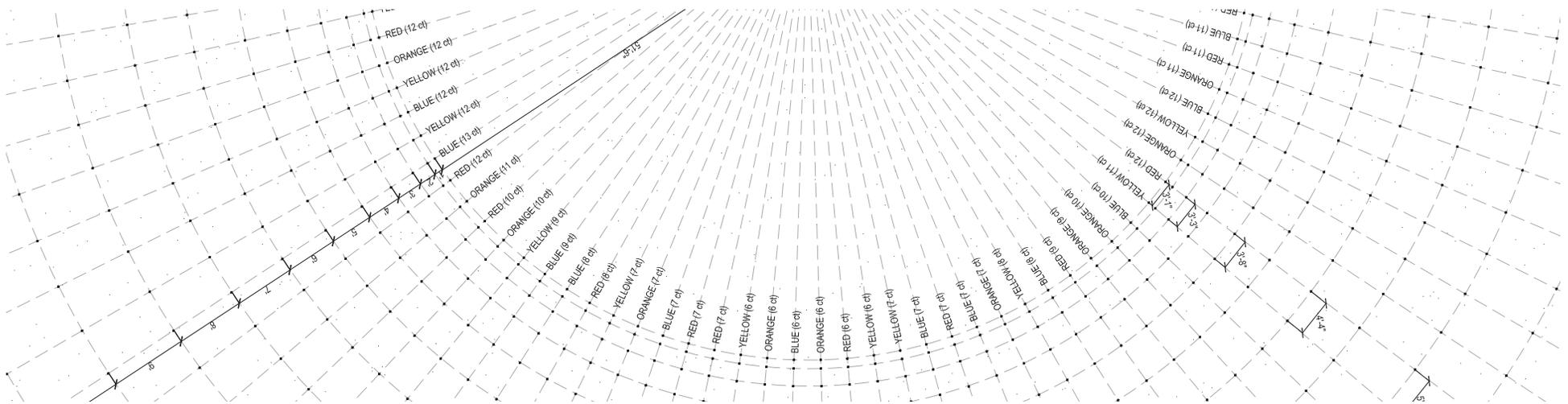
View looking northeast from 161st Ave and Cleveland Street



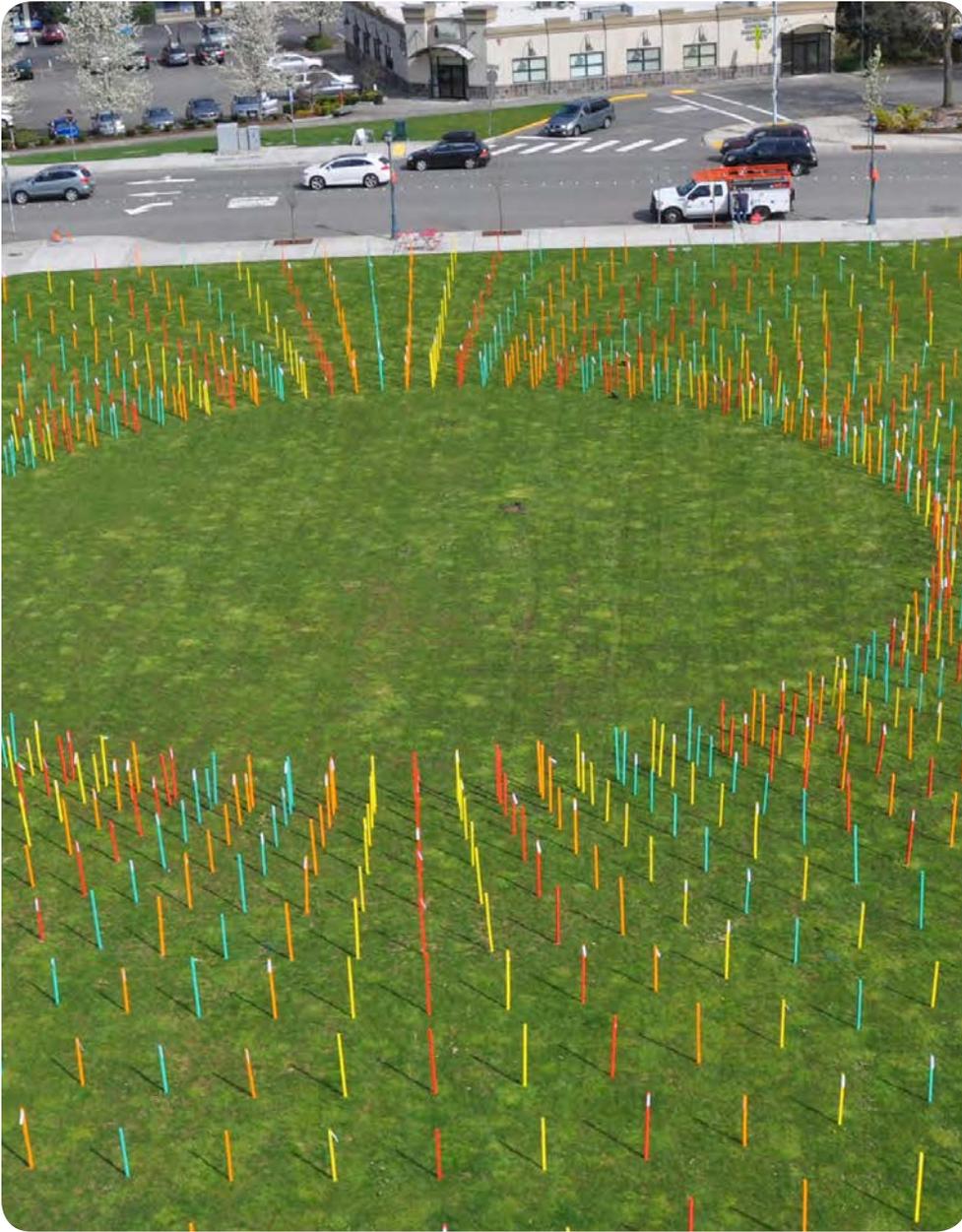
View looking east from 161st Ave and Redmond Way



View looking west from 161st Ave and Redmond Way



Installation layout plan



Installation Photos (image credit: City of Redmond)

Phase 1 Transportation Analysis for Downtown Park

As part of the Master Plan process for Downtown Park, Fehr + Peers prepared a Phase 1 Transportation Analysis to assess the projected implications of the park development on transportation and parking in Downtown Redmond.



Date: February 27, 2015
 To: B Sanders, City of Redmond
 From: Chris Breiland, Fehr & Peers
Subject: Phase I Transportation Analysis for the Redmond Downtown Park Expansion

SE14-0348

This memorandum summarizes the results of a preliminary transportation impact analysis of the proposed expansion of the Downtown Park in Redmond. Potential traffic, parking, and pedestrian/bicycle impacts are discussed for three types of events in the park: typical weekday use, a weekday night market event, and a weekend midday concert. Potential mitigating measures and direction for more detailed study are also described to reduce the extent of potential impacts.

Study Background

This transportation impact analysis is being prepared in conjunction with the development of a Master Plan for the Downtown Park. The Downtown Park is located between Redmond Way and Cleveland Street east of 161st Avenue NE in Downtown Redmond.

As part of this initial analysis, Fehr & Peers has prepared the following evaluations:

- Multi-modal trip generation
- Vehicle Trip distribution
- Parking generation
- Parking distribution
- Discussion of potential impacts, mitigating measures, and directions for additional study

These evaluations were performed for the following scenarios, which are described in detail in the next section:

- Typical weekday use (5-6 PM)
- Weekday night market
- Weekend mid-day concert

Analysis Scenarios

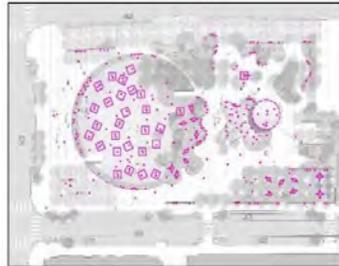
Working with City of Redmond Staff and PFS Studios (the consultant firm preparing the Master Plan), three event scenarios were selected for evaluation. These scenarios represent a range of activity in the park that would be expected throughout the year and illustrate the types of transportation impacts that can be expected for events of varying intensities. In general, the less intensive (i.e., lower attendance) activities will occur more frequently than the higher-intensity activities.

Typical Weekday

For much of the year, Downtown Park will function as an “unprogrammed” space with no planned special events. Under these conditions, the park will serve as a space for residents, visitors, and employees in the area to gather and recreate. To understand the types of uses that could occur on a typical day, a report that evaluated activity in Bellevue’s Downtown Park was reviewed.¹ While Bellevue’s Downtown Park is much larger (18.5 acres compared to 2 acres), both parks are located within relatively dense urban areas with a mix of employment, retail, and residential uses. Based on the Bellevue observations, the park attracts a mix of people participating in group activities (exercise classes, sports) and individual activities (resting, jogging, reading).

The figure on the following page shows some features of the park under typical conditions. This figure was prepared by PFS Studio, the design firm working with the Parks Department on the park expansion. Note that the layout in the figure identifies the total capacity of the park (112 people on blankets) under typical daily conditions, which is greater than the expected utilization.

¹ *Bellevue Downtown Park Parking Study*, Gibson Traffic Consultants, October 2013

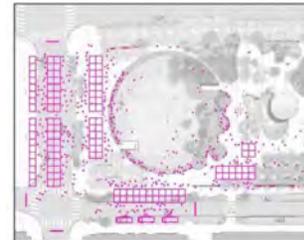


A DAY IN THE PARK

- Program Elements:
- Lawn Space 17,000 sf
 - Picnic blankets @ 10'x10'
 - 112 people on blankets @ 150 sf per person
 - Splash pad play 2,880 sf (28 water jets)

Weekday Night Market

In the summer of 2014, the Redmond Parks Department developed the "So Bazaar" event. This event, also known as the Thursday Night Market blended an arts and crafts market, beer/wine garden, food trucks, and on-stage performances. The night markets drew about 1,500-1,800 people on the three weeks they were staged. An expanded version (with attendance of up to 3,000) of the weekday night market was selected as the most intensive event that would occur on a weekday for evaluation in this study. In terms of overall attendance expectations for buildout of the Downtown Park, this is a large-to-mid-sized event. It anticipated that the night market could be held for several weeks during the summer.



MARKET

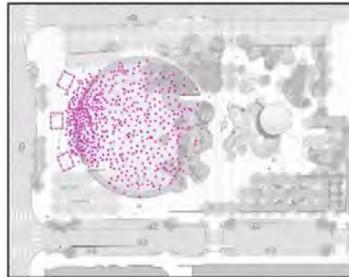
- Program Elements:
- 120 market stalls @ 10'x10' f
 - 3 food trucks @ 24.4'x7.3' f



Weekend Concert

The most intense use of the park evaluated is a concert event. Based on discussions with the Parks Department, large concerts will only be held on weekends, when more parking is available downtown. For the purposes of this study, a midday concert was selected for evaluation since traffic counts collected by the Transportation Department indicate that weekend traffic peaks between noon and 2 PM. The anticipated attendance of the concert is 4,500 people and could be held 2-3 times a year.²

² The Parks Department and PFS Studio have identified the potential for a larger concert with attendance of up to 6,500. However, an event of this scale is not currently expected to be held on a regular basis (once or less per year). The transportation impacts of this larger concert would be similar to those described in this study, but more substantial since the attendance would be 44 percent higher. If a concert of this scale is proposed, a supplemental transportation and parking impact analysis may need to be prepared.



**CONCERT PERFORMANCE
STAGE ON WESTERN PLAZA**

- Program Elements:
- Stage 20'-16'
 - 25,700 sf within viewing area
 - 4,500 standing crowd at 4-7 sf per person

Trip Generation

Given the distinct nature of the analysis scenarios, a separate trip generation calculation was performed for each. The trip generation analysis includes trips generated by vehicles (SOV/HOV), and other modes pedestrians, bicycles, and transit. The trip generation assumptions and methodologies are described below.

Typical Weekday

To determine the number of trips generated on a typical weekday³ by an urban park like the proposed Downtown Redmond Park, several sources were considered:

- Institute of Transportation Engineers (ITE), *Trip Generation Manual*, 8th Edition
- San Diego Association of Governments, *Trip Generators*
- City of Bellevue, *Bellevue Downtown Park Parking Study*

After a thorough review, it was determined that the trip generation rates in the ITE and San Diego studies were not appropriate for an urban park since the unit of analysis either did not make

³ Evening peak-hour (5-6 PM) trip generation was calculated since this time has the peak traffic generation.



sense (e.g., trips per picnic site, trips per employee), or the trip generation rate was too low compared to the comparable Downtown Bellevue Park (3,500 trips per summer day).

While Bellevue has an estimate of daily park trips, the Bellevue study does not have an estimate of the number of trips during the PM peak hour of 5-6. To estimate the PM peak hour trip generation, observations from the Downtown Bellevue Park Parking Study were used. As part of this study, PM peak hour park utilization was recorded (number of people observed in the park). Combining this usage information with an assumed length of stay at the park, we can estimate a trip generation rate.

Based on data in the Downtown Bellevue Park Parking study, on a typical summer (June-August) PM peak hour, there are approximately 216 people in the park, which is about 12 people per acre (the developed area—not including parking—of Downtown Bellevue Park is 18.5 acres). Scaling this usage rate to the Downtown Redmond Park translates into a PM peak hour usage of about 24 people.

There is no data in common transportation information sources (ITE documents, travel surveys, PSRC documents) about the average amount of time a person spends in a park, so an assumption of 50 minutes was used for this analysis. A 50 minute duration results in a PM peak hour trip arrival rate of about 29 trips (24 attendees * (60 mins/50 mins)). Assuming an equal number of arrivals and departures, this translates into 58 total person trips generated in the PM peak hour.

To convert person trips into vehicle trips, the following factors were used:

- *Percent of people arriving by vehicle: 66%*. Conventional data sources do not have any information about the proportion of park trips that arrive by different modes. Mode of arrival was not evaluated as part of the Downtown Bellevue Park Parking Study. The Redmond Household Travel survey indicated that 87% of home-based other trips (which is the trip-purpose category that covers most park trips) are made by vehicle. However, given the proximity of the park to many downtown Redmond residential buildings, we are using our best judgment and are assuming a higher proportion of non-drive trips (66% as opposed to 87%).
- *Average vehicle occupancy: 2.2 persons per vehicle*. This vehicle occupancy is based on the National Household Travel Survey (NHTS) results for recreational trips. This means that on average, each vehicle arriving to the park contains 2.2 persons.



Based on these assumptions, **Table 1** summarizes the PM peak hour trip generation for the typical weekday scenario.

Total Person Trips	Vehicle Trips	Other Modes (Ped, Bike, Transit)
58 – 29 arrivals and 29 departures	18 – 9 arrivals and 9 departures	20 – 10 arrivals and 10 departures

Night Market

The City of Redmond Parks Department provided Fehr & Peers with hourly attendance and crowd observations from the three night market events held during August of 2014. We used this information, scaled up to reflect a larger event, to estimate trip generation for the night market scenario. In this section, we summarize both the PM peak hour (5-6) and the peak event (7-8 PM) trip generation for the night market.

Table 2 summarizes how person trip generation was estimated using observed headcount and attendance data:

Time Period	Attendance (cumulative) ¹	Headcount at end of period ²	Arrivals ²	Departures ³	Total Estimated Person Trips
5-6 PM	200	185	200	15	215
6-7 PM	713	467	513	231	744
7-8 PM	1,249	502	536	501	1,037
8-9 PM	1,659	408	410	504	914
9-10 PM	1,692	0	33	441	474

Notes:
¹ Based on observations taken on August 14, 2014
² Based on cumulative attendance (net increase in attendance during each hour)
³ Difference between the arrivals + prior period's headcount and the headcount at the end of the hour



Scaling the trip generation to the expected maximum attendance (3,000) and focusing on the PM peak and event peak hours results in the following:

Time Period	Arrivals	Departures	Total Person Trips
5-6 PM – PM Peak Hour	355	27	381
7-8 PM – Peak Hour of Event	950	888	1,839

To determine trip generation by mode, the assumptions below were applied. Results are summarized in **Table 4**.

- *Percent of people arriving by vehicle: 87%.⁴* Based on the Redmond Household Travel Survey results for home-based other trips.
- *Average vehicle occupancy: 2.2 persons per vehicle.* Based on NHTS data.

Time Period	Total Person Trips	Vehicle Trips	Other Modes (Ped, Bike, Transit)
5-6 PM – PM Peak Hour	381	151 – 140 arrivals and 11 departures	50 – 46 arrivals and 4 departures
7-8 PM – Peak Hour of Event	1,839	727 – 376 arrivals and 351 departures	239 – 124 arrivals and 115 departures

⁴ Given the large number of apartments and businesses that are within walking or bicycling distance of the downtown park, this estimate of the number of people that may arrive by car is likely a high estimate. However, to present a conservative (higher) estimate of the potential traffic generation from this event, the citywide average was used.



Weekend Concert

A similar methodology was used to estimate the trip generation of the weekend concert scenario. Concert arrival and departure patterns were based on a review of the Seattle Arena EIS and *Managing Travel for Planned Special Events*, FHWA. The assumed arrival and departure rates are shown in **Table 5**.

Time Period	Arrival Rate	Departure Rate
3 hours before start	8%	0%
2 hours before start	15%	0%
1 hour before start	50%	1%
At start	25%	3%
1 hour into show	2%	1%
2 hours into show	0%	10%
End of show (3rd hour)	0%	70%
1 hour after show	0%	10%
2 hours after show	0%	5%

Using the assumptions below, the trip generation rates by mode can be calculated, as shown in **Table 6**.

- *Percent of people arriving by vehicle: 87%*. Based on the Redmond Household Travel Survey results for home-based other trips.
- *Average vehicle occupancy: 2.2 persons per vehicle*. Based on NHTS data.

Time Period	Total Person Trips	Vehicle Trips	Other Modes (Ped, Bike, Transit)
3 hours before start	360	142 – all arrivals	47 – all arrivals
2 hours before start	675	267 – all arrivals	88 – all arrivals
1 hour before start	2,295	908 – 890 arrivals, 18 departures	298 – 293 arrivals, 6 departures
At start	1,260	498 – 445 arrivals, 53 departures	164 – 146 arrivals, 18 departures
1 hour into show	135	53 – 36 arrivals, 18 departures	18 – 12 arrivals, 6 departures
2 hours into show	450	178 – all departures	59 – all departures
End of show (3rd hour)	3,150	1,246 – all departures	410 – all departures
1 hour after show	450	178 – all departures	59 – all departures
2 hours after show	225	89 – all departures	29 – all departures



Trip Generation Scenario Summary

Table 7 summarizes the peak hour trip generation results for all three analysis scenarios.

Scenario/Time Period	Total Person Trips	Vehicle Trips	Other Modes (Ped, Bike, Transit)
Typical Weekday/5-6 PM	58	18 – 9 arrivals and 9 departures	20 – 10 arrivals and 10 departures
Night Market/7-8 PM	1,839	727 – 376 arrivals and 351 departures	239 – 124 arrivals and 115 departures
Weekend Concert/End of Show	3,150	1,246 – all departures	410 – all departures

As shown, the night market and weekend concert scenarios generate a substantial number of vehicle trips and trips by other modes at their peak times. The next section describes how the vehicle trips are expected to be distributed. A later section describes the potential for traffic and pedestrian/bicycle circulation impacts from these events.

Vehicle Trip Distribution

This section summarizes where trips to and from the Downtown Park are expected to go. This pattern of trips is known as trip distribution and the distribution pattern is based on output from the City of Redmond Travel Demand Forecasting model.⁵ **Figure 1** summarizes the trip distribution pattern expected for the Downtown Park. As shown, trips are fairly evenly distributed to the major roads leading to/from the park with the highest proportions being on Redmond Way east and west of downtown, and Leary Way heading toward SR 520.

⁵ The Redmond Travel Model outputs vehicle trip distribution patterns. This pattern is reasonable for the Night Market and Concert scenarios. The Typical Weekday scenario, which has a higher assumed walk/bike mode share would have a higher proportion of trips from within downtown Redmond.



Figure 1 – Trip Distribution



Parking Demand and Distribution

This section summarizes the expected parking demand and distribution expected from the three Downtown Park scenarios. Parking generation is based in the vehicle trip generation data presented in the prior section. Parking supply and utilization data were obtained from the recently prepared *Parking Strategies Study*, prepared by Rick Williams Consulting.

Parking Supply

Parking demand is distributed into on-street stalls only for a conservative assessment of potential impacts to on-street parking availability and potential off-street parking spillover. Note that there are a number of paid parking lots available in downtown Redmond that can accommodate Downtown Park users, including the 92 stall Redmond Central Connector Parking lot at the corner of Leary Way and Bear Creek Parkway. Other than the Redmond Central Connector Parking lot,



most commercial paid parking lots are available to the public on nights and weekends only. **Figure 2** shows a map of on-street supply in downtown Redmond. Based on the Downtown Parking Study, there are 900 on-street stalls in downtown Redmond within a 10 minute walk of the park. On-street stalls have time restrictions that range from 1-3 hours (unless a vehicle has a permit); these time restrictions are enforced Monday-Friday from 9 AM - 5 PM. For this study, the time limits on parking were not considered because the assumed duration of typical weekday park use was less than 1 hour and the night market and concert events occur outside of the hours when time limits are enforced.

Figure 2 – On-Street Parking Map



Background Parking Utilization

The *Redmond Parking Strategies Study* evaluated on-street parking utilization during the course of the day, which allows us to evaluate parking demand relative to the available (unused) on-street supply at different times of the day. **Figure 3** shows the on-street utilization patterns for a typical



weekday. Downtown Redmond shows a common parking demand pattern for mixed-use areas with parking demand peaking in the midday, then dropping off with a small peak in the early evening associated with restaurants/bars. There are no studies of weekend parking utilization in downtown Redmond; however, based on our casual observations, there is less parking demand on the weekends than weekdays. For the purposes of this study, the weekday parking utilization is assumed for weekends.

Figure 3 – On-Street Parking Utilization Rates

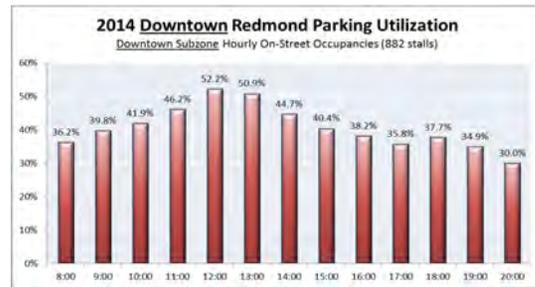


Table 8 summarizes the parking demand for the three different scenarios. Parking demand for the typical weekday and night market scenarios are presented for the 6-7 PM period, since that period represents the highest afternoon/evening utilization for background uses. The night market scenario demand is also summarized for the 7-8 PM period, which represents the peak parking demand for the event. The peak parking demand for the concert scenario is also presented.

For each of the scenarios, a “turnover factor” is included when estimating parking demand. This factor is included because we only have parking demand/utilization data on an hourly basis and a parking arrival could occur before a parking departure during the hour. To account for the imperfect match between supply and demand, parking demand was factored up by 15 percent to provide a conservative assessment of parking.

The parking demand in Table 7 is further divided by proximity to the park. Demand/supply within 5 minutes is identified along with parking demand/supply within 10 minutes (which generally



encompasses all parking in downtown and Redmond Town Center). The parking demand/supply within 10 minutes includes the demand/supply within 5 minutes. The boundaries for the time buffers are shown in **Figure 4**.

Scenario/Time Period	Parking Demand	Within 5 Minutes	Within 10 Minutes ¹
		On-Street Stalls Available ²	On-Street Stalls Available ²
Typical Weekday (6-7 PM)	8	252	492
Night Market (6-7 PM)	389	252	492
Night Market (7-8 PM)	417	295	576
Weekend Concert (beginning of show)	1,944	191 ³	374 ³

Notes:
¹ Parking supply within 10 minutes of the park includes the stalls available within 5 minutes
² Based on observed on-street occupancy at the time listed
³ Since no weekend occupancy data are available, the weekday occupancy from 12-1 PM is assumed

Figure 4 – Time Buffers for Parking Analysis





The results in Table 7 indicate the following:

- There is adequate on-street parking supply for the typical weekday scenario within 5 minutes of the park
- There is adequate on-street parking supply within 10 minutes for the night market scenario. However, given that parking demand exceeds on-street supplies within 5 minutes by as many as 137 parking stalls, there may be the potential for spillover into adjacent private off-street lots. Suggestions to mitigate the perceived lack of on-street supply immediately near the park will be presented in the next section.
- The weekend concert scenario parking demands substantially exceed available on-street supplies. Even if weekend utilization is substantially lower than the weekday utilization used for this analysis, additional off-street supplies will be needed. Suggestions are presented later in this document.

Potential Transportation Impacts

This section describes the potential transportation impacts of the three Downtown Redmond Park scenarios. The impacts are grouped by type: traffic, pedestrian/bicycle, and parking. Recommendations for additional evaluation and mitigating measures are also provided.

Traffic Impacts

As shown in the Trip Generation section of this document, the night market and weekend concert scenarios generate a substantial number of trips during their peak trip generation periods (7-8 PM, and after the end of the concert, respectively). The typical weekday scenario does not generate enough vehicle trips to noticeably impact downtown Redmond traffic conditions.

Night Market

The night market scenario is forecast to generate 151 vehicle trips during the busy 5-6 PM period with 140 inbound and 11 outbound trips. While additional study may be warranted, these trips likely will not have a major impact on traffic operations since the trip distribution pattern shown on Figure 3 is fairly dispersed. Additionally, visitors to the night market are likely to park in a variety of on-street (and potentially some off-street) parking areas, further reducing impacts on any particular intersection.

Additional analysis may be warranted for the 7-8 PM peak hour of the event given the relatively high vehicle trip generation (376 inbound and 352 outbound trips). Although background traffic



generation is much lower during the 7-8 PM period, the park trip generation combined with fairly heavy pedestrian flows around the intersections leading to the park could cause some traffic congestion issues.

Weekend Concert

As shown in Table 6, the weekend concert is expected to generate a substantial number of vehicle trips both in the one hour before and after the concert. While weekend traffic is less heavy than weekday traffic, the concert trips combined with the need to have visitors park in a set of off-street lots may lead to substantial traffic impacts at intersections accessing the major parking facilities. While potential parking facilities are discussed later in this document, given the preliminary nature of this document, no commitments between the Redmond Parks Department and parking lot owners have been made. It is recommended that an event traffic study and traffic management plan be developed if and when a weekend concert event is held.

Pedestrian and Bicycle Impacts

As with the prior section, the level of park use during the typical weekday scenario will not generate enough pedestrian or bicycle trips to result in any impacts to pedestrian/bicycle flow, safety, or bicycle parking needs. Potential impacts for the other scenarios are described below.

Night Market

As described in the Traffic Impacts section, night market trip generation is relatively low during the 5-6 PM peak hour and no pedestrian or bicycle impacts are expected. However, during the peak period of 7-8, and potentially for the following hour as well, there will be a substantial amount of pedestrian trips coming and going to the site.⁶ This includes both people who use non-auto modes to access the night market and the people walking to and from their cars.

As the night market grows from its current size to what is ultimately planned at the Downtown Park, the Parks Department and Transportation Department should monitor the intersections near the park to determine if additional pedestrian traffic control is needed to safely allow pedestrians

⁶ While both pedestrian and bicycle trips are expected, based on the Redmond Household Travel Survey, walking is much more common than bicycling (typical walking trip shares are 10 percent compared to 1-2 percent for bike). Therefore, the majority of non-auto trips going to/from the night market are expected to be pedestrians.



to access the park. These types of control are likely only necessary if the full planned attendance levels of 3,000 people are reached.

While bicycle use is not expected to be a major mode to access the site, there still may be a substantial need for bicycle parking at the event. If 5 percent of the guests that are at the event at the peak time arrive by bicycle, there will be the need for approximately 50 bicycle parking spaces. As the event grows over time, is recommended that a bicycle valet parking program be established to ensure that bicycles are not parked inappropriately (e.g., blocking access, on private property, etc.).

Weekend Concert

Given the proposed scale of the weekend concert event, it is recommended that an event traffic management plan be developed to address pedestrian flows to/from the site at the intersections nearest to the park and the intersections that access the major garages where people will park. While additional analysis will be necessary, police control or other forms of traffic management may be necessary to safely accommodate pedestrian flows across streets and through intersections. As with the night market scenario, bicycle valet parking is recommended for this event to help manage bicycle parking demand.

Parking Impacts

As noted earlier, the typical weekday event would not result in a substantial increase in parking demand within a five-minute walk of the park. The night market parking demand can be accommodated in available on-street spaces within a 10-minute walk of the park; however, given the desire of visitors to park as close as possible to the destination, there could be spillover into adjacent private off-street lots. The weekend concert scenario would completely overwhelm available on-street supplies and will require off-street parking management to avoid parking impacts.

Night Market

Given the potential for off-street parking spillover, it is recommended that as the night market event grows, the Parks Department provide guidance to night market visitors about the availability of on-street and paid off-street parking options (in addition to encouraging walking, biking and transit). Through the combination of on- and off-street parking stalls, there is



adequate parking available to meet the night market parking demands. Adjacent parking lot owners may need to manage parking at their properties to discourage night market parking if they perceive this to be a problem; however, the City cannot be responsible for managing parking on private properties.

Weekend Concert

The high parking demand of the weekend concert will require the Parks Department to enter into agreements with nearby private parking lot owners, much as they do for other major events like Derby Days. Nearby lots with substantial weekend capacity include the parking lots/garages at Redmond Town Center, the Opportunity Building, and the King County Metro Park-and-Ride lot. If and when a weekend concert at Downtown Park is held, the Parks Department should pre-arrange agreements to direct concert attendees to underutilized off-street facilities. Given the size of the off-street facilities and a demonstrated track-record with events like Derby Days, these arrangements would reduce the parking impact to a less-than-significant level.