

Redmond Central Connector Master Plan



Arts Commission

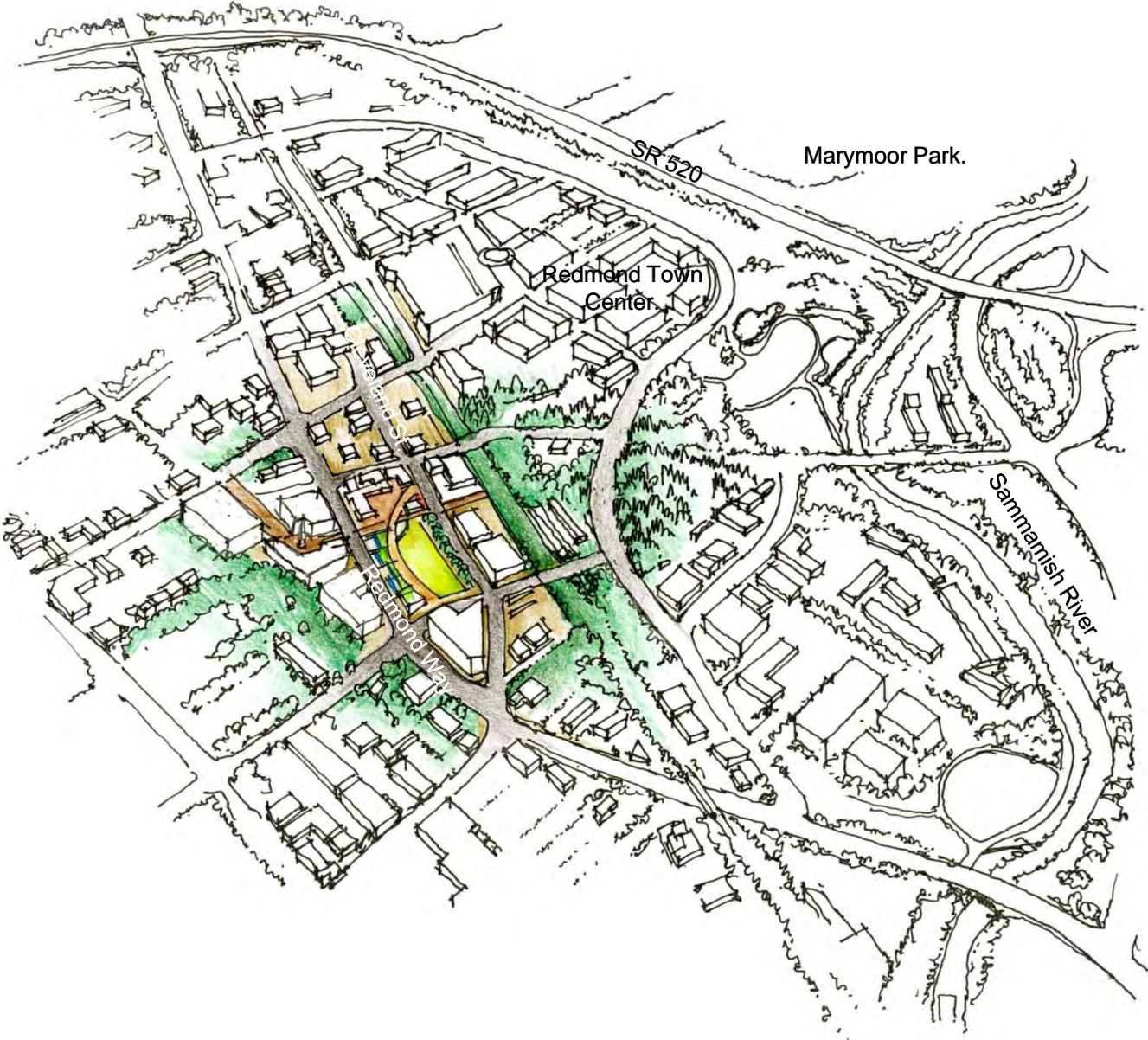
**Master Plan Development
March 10, 2011**

By Carolyn Hope, Senior Planner

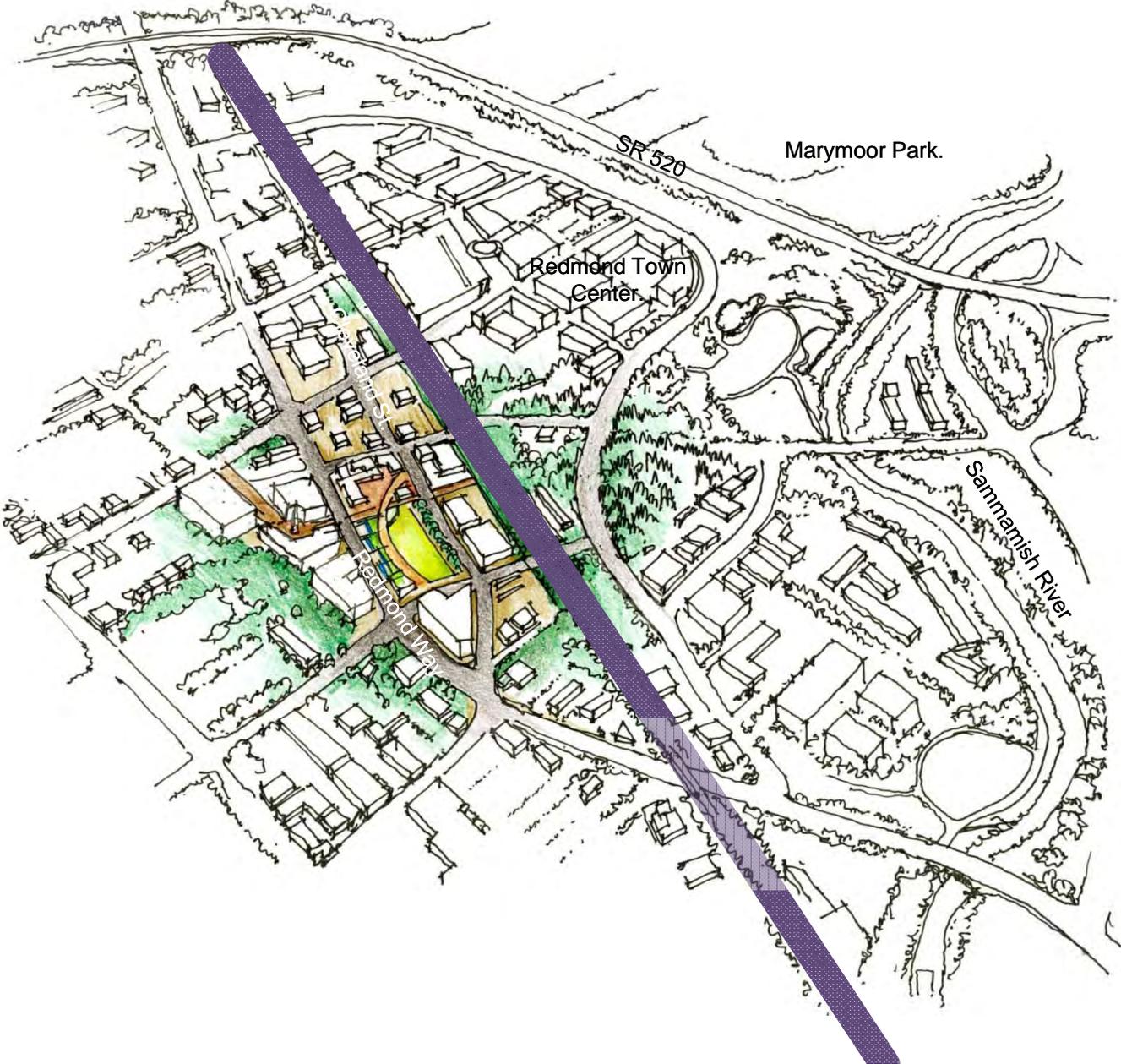
**Guy Michaelson
Dave Knight
The Berger Partnership**

**Perri Lynch
Velocity Made Good**

Redmond Central Connector Master Plan



Redmond Central Connector



The whole of the corridor... with two distinct study areas



Downtown Study Area

- Near-term development
- More master plan detail

Sammamish Valley Study Area

- Long-term development
- Less master plan detail

Downtown Study Area

- A trail to downtown, through downtown, and a destination for downtown...an urban trail
- A trail that is as much about culture, experience, and art as it is about physical connections



The Full Corridor:

The whole of the corridor... with two distinct study areas



The Full Corridor:

Redmond Central Connector Master Plan

Sammamish Valley

Warehouse District

River Crossing

Downtown

Bear Creek

East Redmond



... a series of varying conditions

... Fluctuations

Physical

between natural and urban

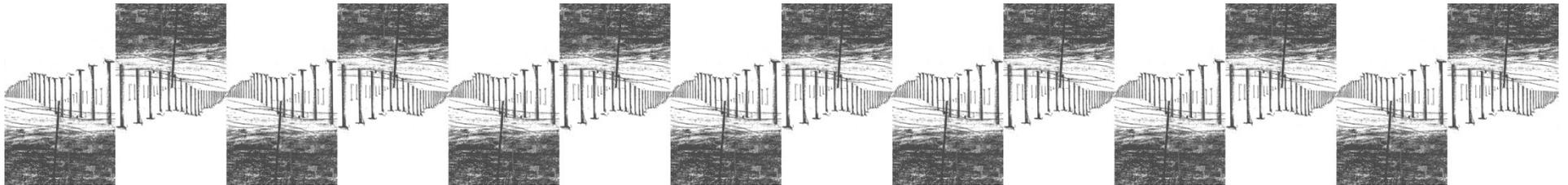
Cultural

small town and big tech

Downtown:

Redmond Central Connector Master Plan

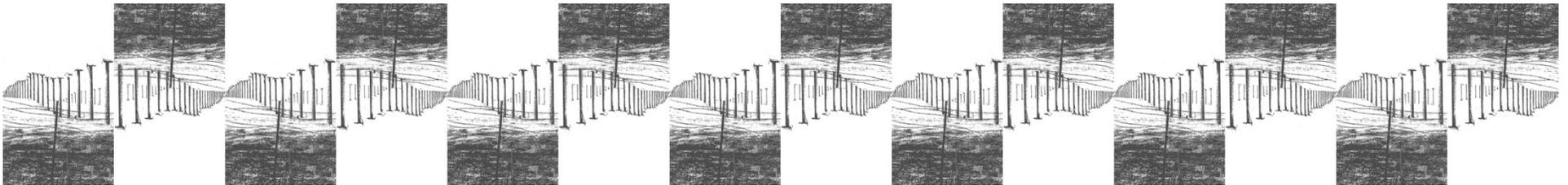
Fluctuations



Fluctuations

Strengthening Redmond as...

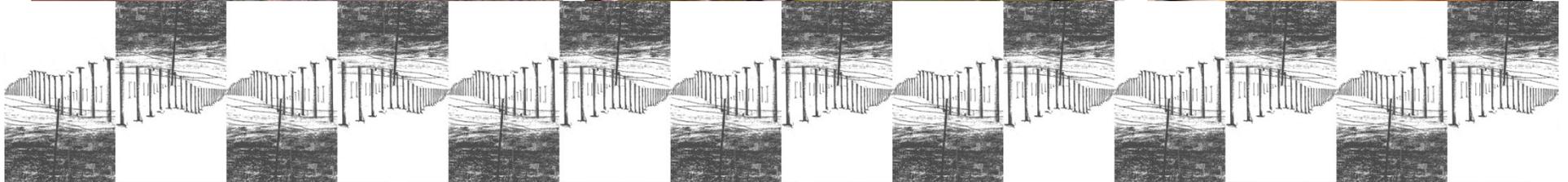
- An increasingly *urban* community / A city strongly connected to *nature*
- A small town rooted in *history* / A forward-looking city shaping the world



Corridor Elements:

Redmond Central Connector Master Plan

Fluctuations.... How does it take form?



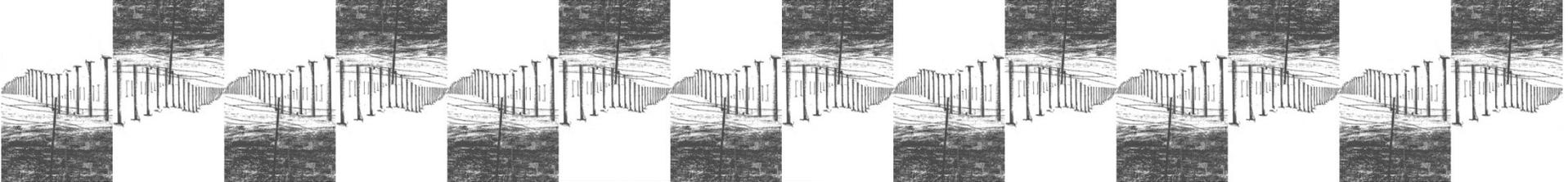
Corridor Elements:

Redmond Central Connector Master Plan

Fluctuations... a series of repeating, yet evolving spaces and elements



Ties



Landings

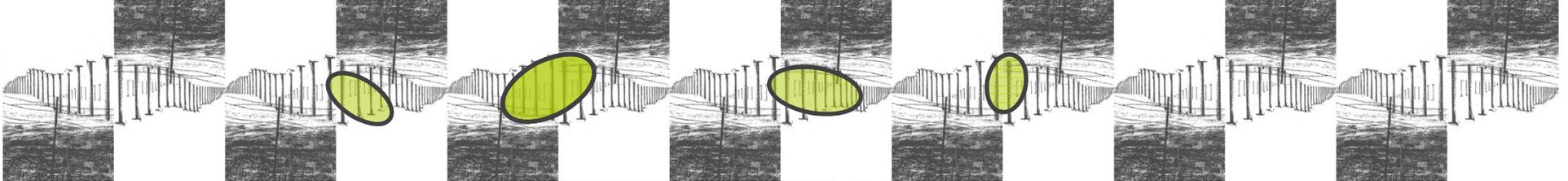


Islands & Eddies

Corridor Elements:

Redmond Central Connector Master Plan

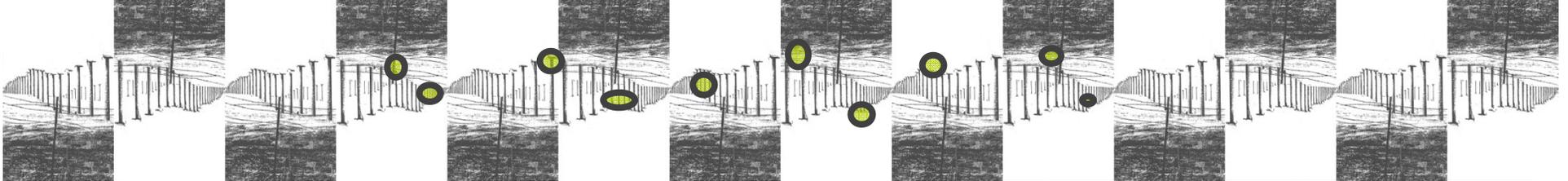
Fluctuations... Landings



Corridor Elements:

Redmond Central Connector Master Plan

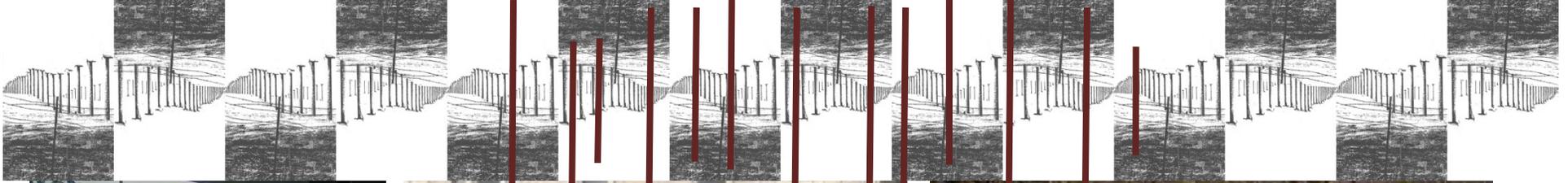
Fluctuations... Islands & Eddies



Corridor Elements:

Redmond Central Connector Master Plan

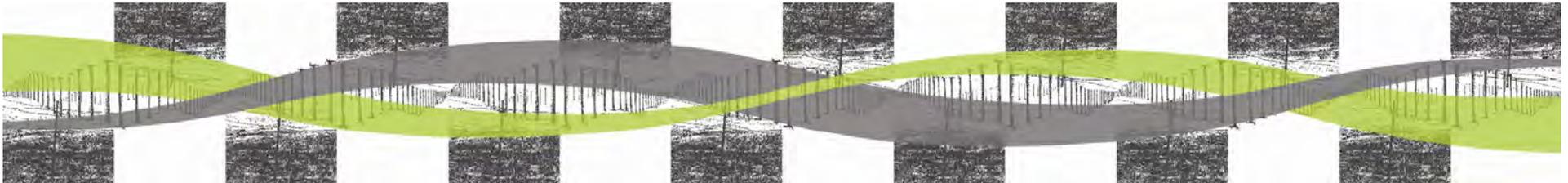
Fluctuations... Ties



Fluctuations... finding the balance

Crafted

Machined



History/ Forward Looking

Passive / Active

Required / Inspired

Stable / Dynamic

Light / Dark

Urban / Nature

Planted / Wild

Enclosed / Open

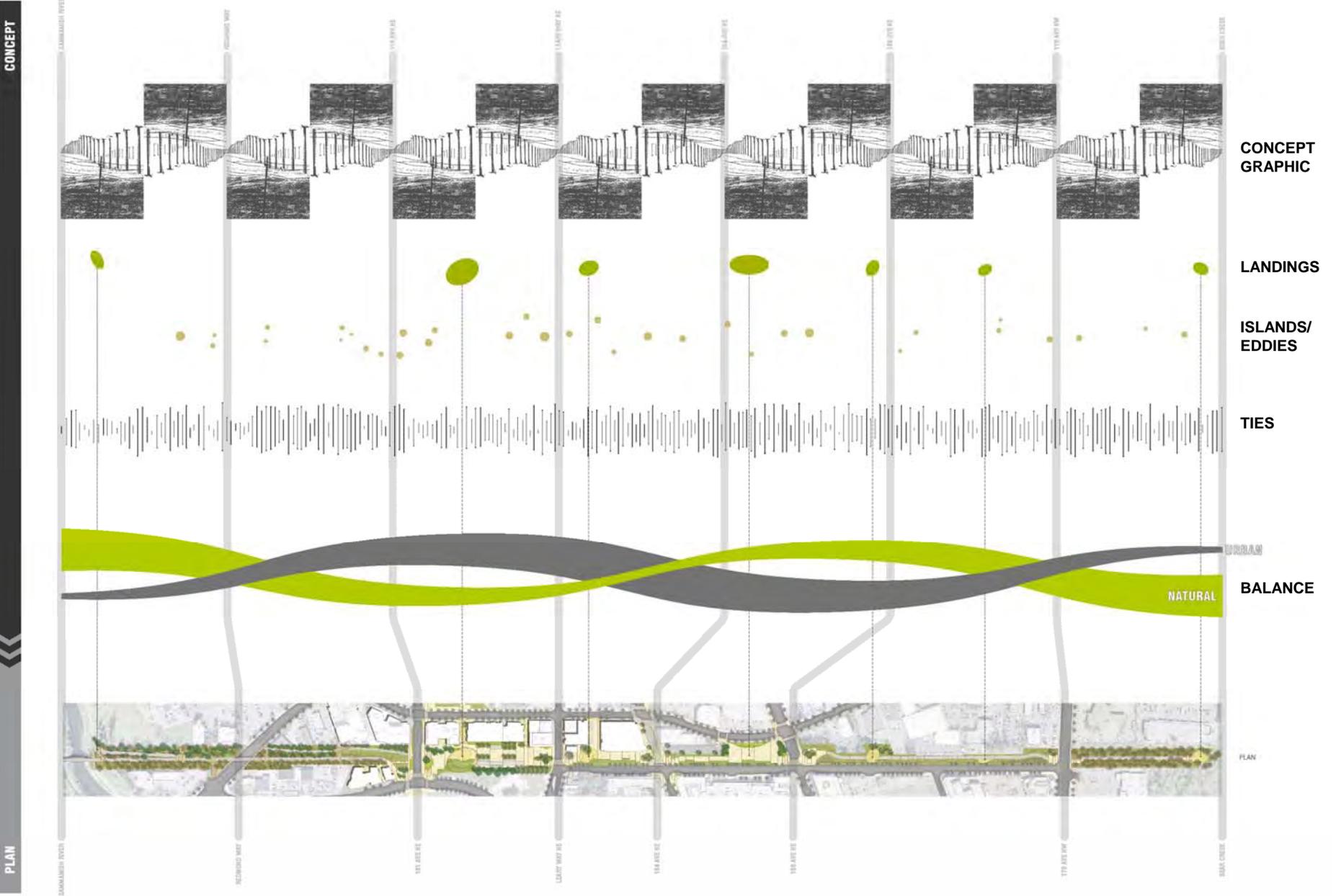
Hardscape / Softscape

Fixed / Evolving

Downtown:

Redmond Central Connector Master Plan

Fluctuations



Downtown Study Area



**Near-term development
161st, 164th (DEWCS)**

**Stormwater trunkline
site restoration**

**Adjacent developments
Old Town
Center Point**

One vision, two milestones...

- **Long Term (2025)**
 - Light rail has arrived
 - North properties have evolved (new development)
 - Corridor leases and encroachments have ended
- **Near Term (2016)**
 - The trail corridor includes space to NE 76th (no light rail)
 - North properties are evolving (real and imagined projects shown)
 - Many corridor leases and encroachments remain

Walking Downtown... Sammamish River to Bear Creek (West to East)



Walking Downtown:

Redmond Central Connector Master Plan

Sammamish River



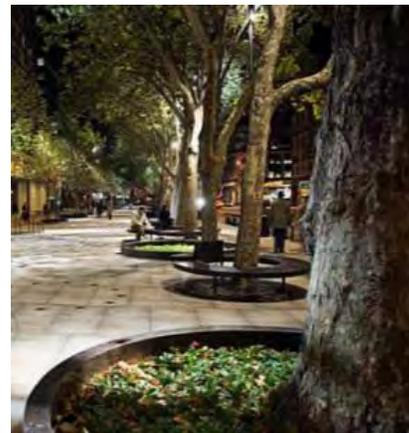
Key Map



Walking Downtown:

Redmond Central Connector Master Plan

Station & Promenade



Walking Downtown:

Redmond Central Connector Master Plan

Station: Design Elements



Eddies

Landing

Ties

Islands

Mid-Block



Walking Downtown:

Redmond Central Connector Master Plan

Station: Trail Zone



Walking Downtown:

Redmond Central Connector Master Plan

Station & Promenade – Long Term



Walking Downtown:

Redmond Central Connector Master Plan

Station & Promenade: Near Term Section



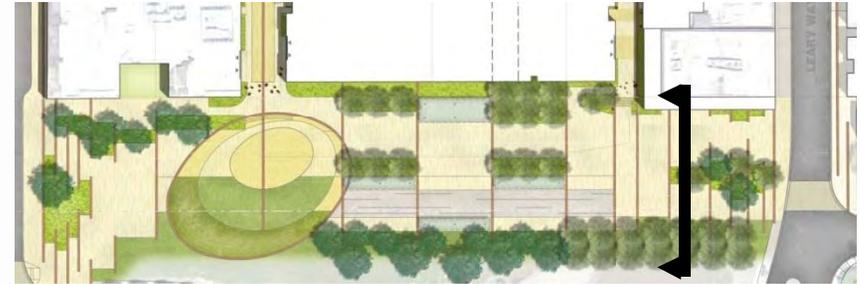
2016

TRAIL SHIFT



SOUND TRANSIT ADDITION

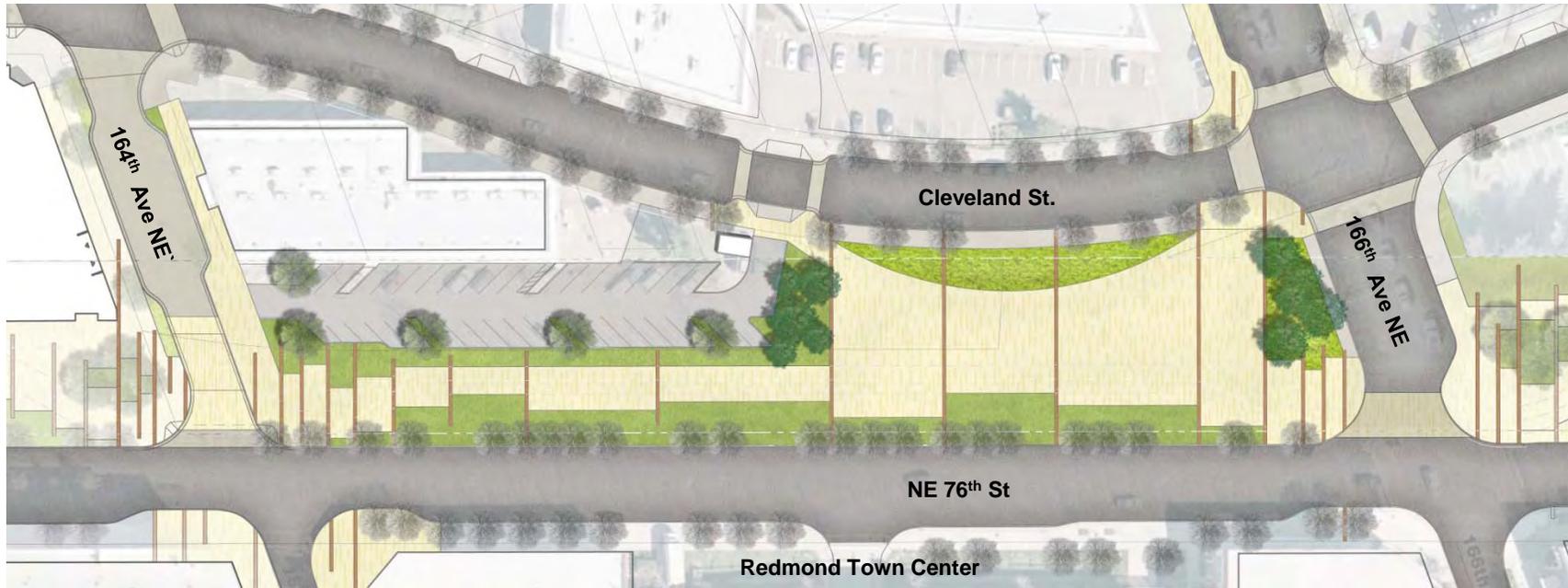
2025



Walking Downtown:

Redmond Central Connector Master Plan

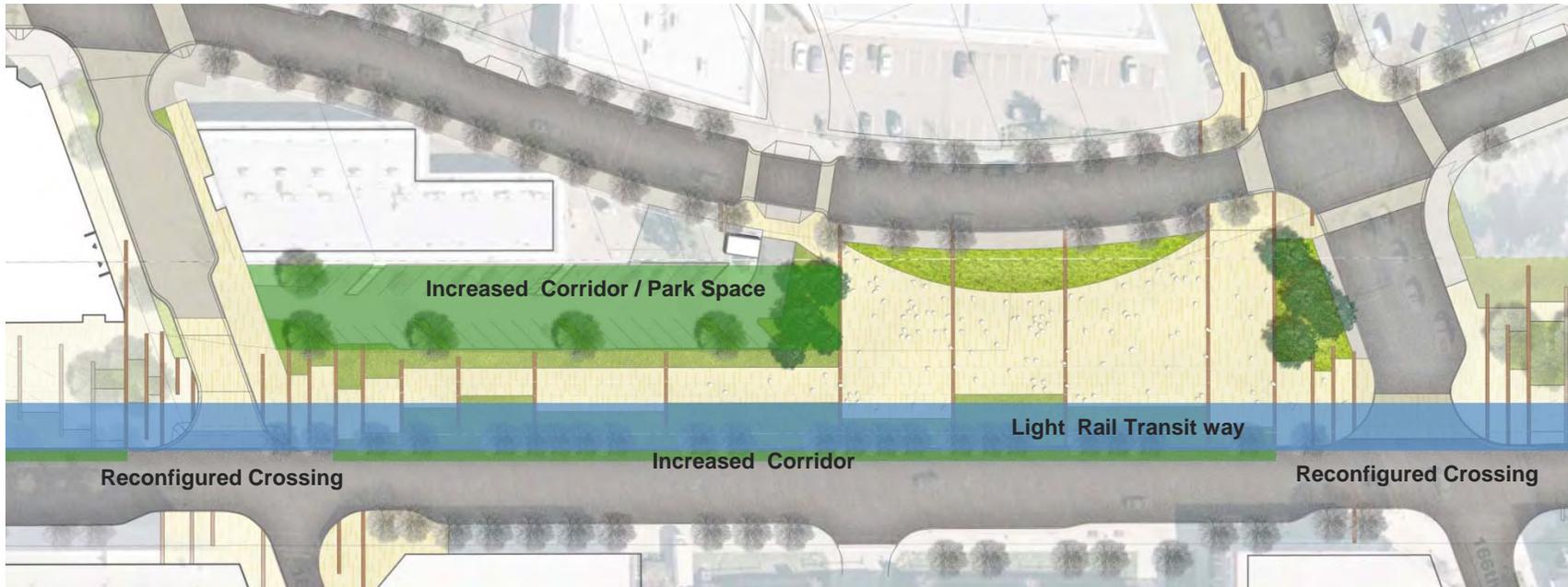
Open Space – Near Term



Walking Downtown:

Redmond Central Connector Master Plan

Open Space – Long Term



Walking Downtown:

Redmond Central Connector Master Plan

Neighborhood – Near Term



Walking Downtown:

Redmond Central Connector Master Plan

Neighborhood – Long Term



Walking Downtown:

Redmond Central Connector Master Plan

Bear Creek – Near Term



Walking Downtown:

Redmond Central Connector Master Plan

Bear Creek – Long Term



Downtown:

Redmond Central Connector Master Plan

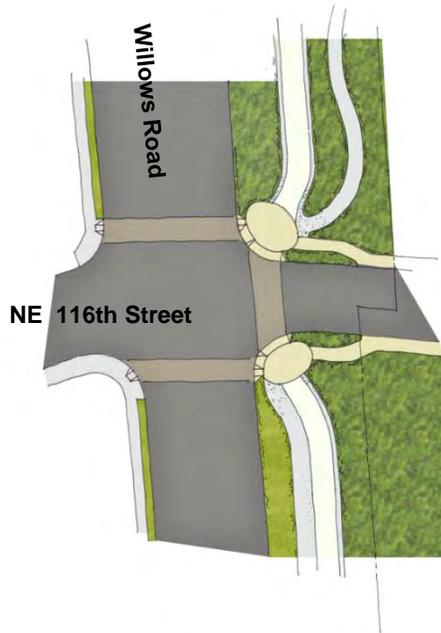


Sammamish Valley Study Area



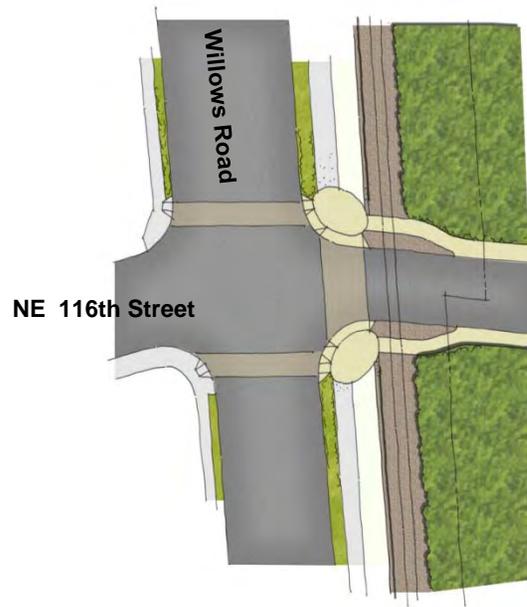
- More typical trail (compared to Downtown Study Area)
- Longer term development
- Currently developing studies with and without retaining tracks

Sammamish Valley Study Area (at NE 116th Pinch Point)



Trail w/o Railroad Tracks

- 12' Paved Trail with adjacent Soft Trail
- 12' Paved Trail with separated Soft Trail



Trail with Railroad Tracks

- Westside Alignment
- 12' Paved Trail with adjacent Soft Trail
- Vegetation buffer
- Reconfigured (Reduced) Willows Road



Trail with Railroad Tracks

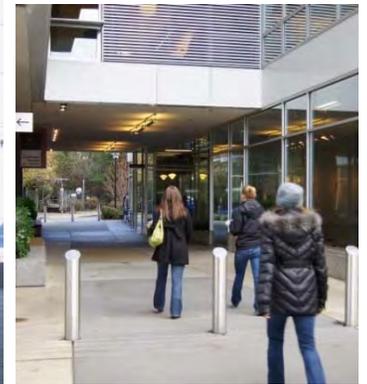
- Eastside Alignment
- 12' Paved Trail with adjacent Soft Trail
- Vegetation buffer
- Reconfigured (Reduced) Willows Road

Planning and Policy:

Redmond Central Connector Master Plan

Connecting to the Connector:

- **Connecting to and crossing The Connector**
 - A hierarchy of access points
- A lively and active edge to The Connector
- LID opportunities
 - Functional
 - Aesthetic
- Utilities and other services



Goals:



Make it Distinctly Redmond



Make it Great On All Days, In All Weather



Engage a Community Through Artistic Activity

Goals:

Make The Connector Distinctly Redmond

- Make it Different!

What are others doing?

Woodinville

- Mainstage performances
- Picnics & wine tasting
- Garden art

Kirkland

- Kirkland art center - classes for all ages
- Exhibitions in gallery setting downtown
- Representational sculptures studio tour

Bellevue

- Bellevue art museum- focus on craft, textiles, glass, pottery
- Arts festival of sellable works

Issaquah

- Free film series
- Art walk - gallery based
- artEAST craft workshops

Seattle

- Olympic sculpture park
- First Thursdays and various "firsts" art walks in neighborhoods
- Commercial gallery scene "high" art - SAM, opera, symphony, ballet.
- Live theatre

Mercer Island

- I-90 outdoor sculpture gallery (rotating exhibition) sellable works
- music in the park



Goals:

Make The Connector Distinctly Redmond

- Make it Different!

Opportunity: Digital Arts Festival

- Takes place along The Connector
- Indoor/Outdoor - Think Sundance Film Festival or a Jazz Fest, multiple venues with party along the trail
- Trail serves as year-round reminder of the Festival



Goals:

Make The Connector Distinctly Redmond

- Make it Different!

Opportunity: Celebrate Redmond's Unique History

- Rail corridor
- Natural history: river valley
- Natural resources: lumber, agrarian



Goals:

Make The Connector Distinctly Redmond

- Make it Different!

Opportunity: Redmond Lights

- Bring it into the Corridor
- Integrate specialty lighting into the design framework
- More than once per year



Goals:

Make it Great On All Days, In All Weather

- Engaging year-round
- Morning, afternoon, night
- Rain or shine, there's something to experience

Opportunities:

- Celebrate the weather through sun, rain, and wind expressive art
- De-emphasize the Summer for events like the Digital Arts Festival- Think Sundance Film Festival
- Digital art and sculptural lighting



Whimsical Canopies



Why Not Winter?



Expressive Lighting



Goals:

Engage a Community Through Artistic Activity (Engage, Don't Just Display)

- Support artists, not just the arts
- Keep local artists local
- Decentralize the arts- not just sculpture parks and art centers
- Go beyond placing art in the corridor
- Focus on direct connections between the public and artists
- Opportunities for public engagement and expression- art can come from anyone

Opportunities:

- The Connector is a studio space & gallery
- Make it interactive- trail and park users participate in the creation and manipulation of art
- Define new “Rules of Engagement” where ordinary elements and infrastructure is something special
- Provide space and time for artists- live/work, outdoor studio zone, performance areas
- Art extends indoor/ outdoor



Art is everywhere...



By anyone...



The Art Framework:

An Inspired Framework for Integrated Art to Build Upon

Landings, Islands, Eddies, & Ties

- The “Bones” of the Connector (future design will flesh it out further)
- Meaningful composition of spaces and elements that:
 - Provides a framework for overlaying additional visual and performing art opportunities
 - Creates an experience that is uniquely “Redmond”

Landings



Art is Meaningful Place Making

Ties



Art Makes Connections

Islands



Art is Evolving

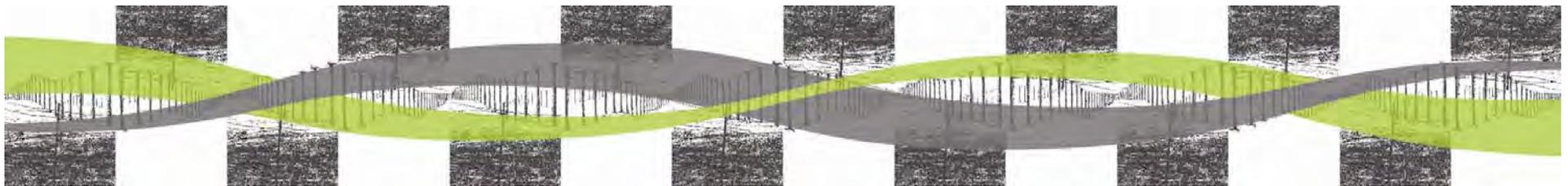
Eddies



The Framework:

An Inspired Framework of Integrated Art to Build Upon Fluctuations

- Defines character of zones along corridor
- Establishes variety for a more dynamic trail and park experience
- Creates continuity amongst the variety



History/ Forward Looking

Urban / Nature

Planted / Wild

Passive / Active

Enclosed / Open

Required / Inspired

Stable / Dynamic

Fixed / Evolving

Hardscape / Softscape

Light / Dark

A series of spaces tied together by fluctuations

Landings

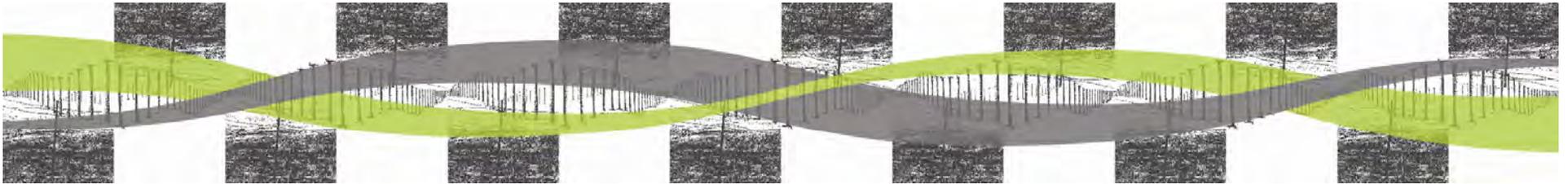
- ***Wildlife/ Urban Life***
- ***Honor History/ Look to the Future***
- ***Local/ International***
- ***Low Tech/ High Tech***
- ***Removed/ Connected***
- ***Railway/ Trailway***



Fluctuations... finding the balance

Crafted

Machined



Building on the Framework:

Building on the Framework

- **Visual art**
 - **Community based art workshops and projects**
- **Performing art**
 - **Opportunities for impromptu making of art**
- **Permanent Installations**
- **Temporary Installation**
- **Near Term Opportunities**
- **Long Term Considerations**

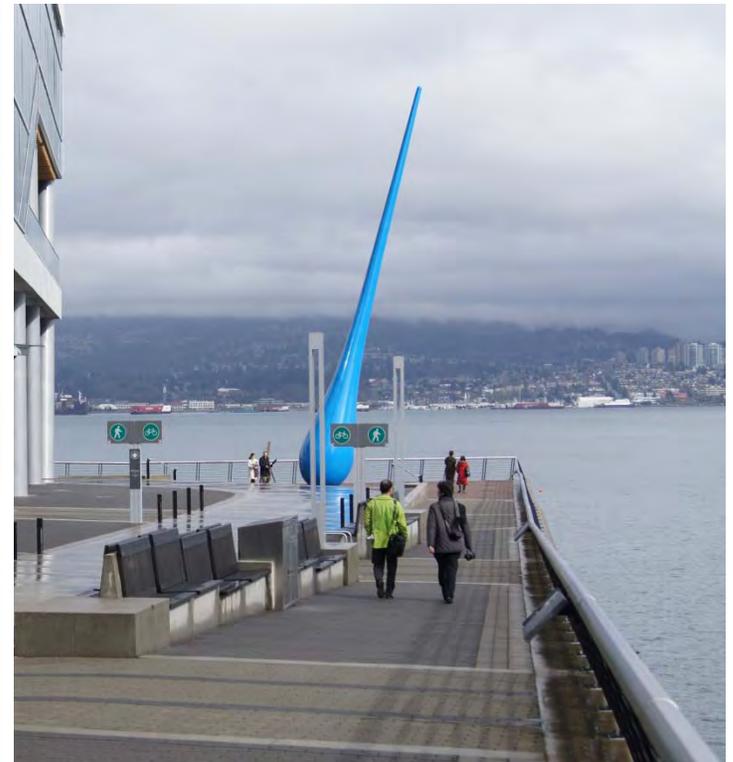
Art in The Corridor:

Redmond Central Connector Master Plan

Building on the Framework:

Building on the Framework

Permanent Site Specific



Art in The Corridor:

Redmond Central Connector Master Plan

Building on the Framework:

Building on the Framework

Integrated



Building on the Framework:

Building on the Framework

Curated



Building on the Framework:

Building on the Framework

Ephemeral



Implementing the Framework:

Ensuring that the Master Plan Vision is realized as the plan is implemented over time...

