Hough Comm-UNITY PARK

Capturing Community Aspiration

Team 02- Design Ideations

Adhish Parkar, Ishan Keskar, Jiaxuan Tang, Muwen He
Community Interaction
What the Community Drew.
Compilation of all the Community Aspirations

compilation of connections

compilation of programs
Design principles

RETAIN.

CONNECT.

STRENGTHEN.

THRIVE.
Initial Programming and Design Ideas

existing and proposed circulation

circulation and program zoning
Translating Ideas to Design.
Connection between the Hough Avenue and the Residential Neighborhood is the primary design Intervention.

This adds forced footfall through the Hough Community Green space offering people a scenic yet shortest distance into the neighborhood.

Most of the existing roads are retained, with few modifications wherever necessary.

The junction between the curved paths and the linear paths will be the point of attraction, i.e. they will act as the nodes.
Topography and Soft Scape.

- There will be an hierarchy of soft scape through-out the park based on the needs and the use of the space.
- This will allow us to determine the maintenance cost and effectively use our budget.
- Example, there can be cured lawn where daily activity expected, while there can be small scrubs where human activity is least expected.
- Native flower beds will be used for the element of color and to be bring natural vibrancy to the park.
- Mounds are strategically added to give an additional dimension of varying topography.
Facilities are proposed and sited based on the community input and the grant limitations.

The Amphitheatre is programmatically included into the Hough Community Green Space while the Thurgood Recreation Centre acts like a pivot for overall master plan.

The Hough Community Green Space aspires to be the more intimate community space with programs and facilities catering to the immediate neighborhood while the Thurgood Rec community space is designed to act like a face of the neighborhood to attract people from surrounding areas into using the this community space.

Village Family Farm, becomes a part of the overall programmatic design of this community park through design interventions, adding commercial yet social value to community space.
Aspiration Masterplan – Thurgood Rec Open Space.
Trail Hierarchy

STREET LIGHTS AND SIGNAGES

CYCLE SHARE WITH PEDESTRIAN

BENCHES AND TRASH CANS

6 FEET MAIN ARTERY ROAD

BENCHES AND TRASH CANS

STREET LIGHTS AND SIGNAGES

4 FEET SECONDARY ROAD

3 FEET TERTIARY ROAD
Wayfinding

Colors & Materials
These represent the Trail System’s primary sign color and materials palette. The colors make up the bulk of the colors utilized in all sign applications and are created through subsurface digital graphics, vinyl or surface paint.
All materials specified as part of the Trail Sign Program were selected for their durability, quality, changeability and compliance.
The letter designations shown are used to indicate the color or finish of any component of a sign (see Section 3 Sign Drawings).

<table>
<thead>
<tr>
<th>Color</th>
<th>Name</th>
<th>Pantone</th>
<th>PMS, Coated</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>Dark Gray</td>
<td>7720-41</td>
<td>7720-41</td>
</tr>
<tr>
<td>b</td>
<td>Black</td>
<td>7725-22</td>
<td>7725-22</td>
</tr>
<tr>
<td>c</td>
<td>White</td>
<td>7720-20</td>
<td>7720-20</td>
</tr>
</tbody>
</table>

Identity Colors
The following colors are used to identify specific trails. They are to be used only in headers as shown in the sign drawings.
All materials specified as part of the Trail Sign Program were selected for their durability, quality, changeability and compliance.
Colors usage has been determined for maximum readability and contrast.
The letter designations shown are used to indicate the color or finish of any component of a sign (see Section 3 Sign Drawings).

<table>
<thead>
<tr>
<th>Color</th>
<th>Name</th>
<th>Pantone</th>
<th>PMS, Coated</th>
</tr>
</thead>
<tbody>
<tr>
<td>d</td>
<td>Primary header color</td>
<td>9970-0</td>
<td>9970-0</td>
</tr>
<tr>
<td>e</td>
<td>Secondary header color</td>
<td>9970-0</td>
<td>9970-0</td>
</tr>
</tbody>
</table>

CLEVELAND METROPARKS COLOR PALETTE

<table>
<thead>
<tr>
<th>Color</th>
<th>Name</th>
<th>Pantone</th>
<th>PMS, Coated</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>Primary header color</td>
<td>9970-0</td>
<td>9970-0</td>
</tr>
<tr>
<td>g</td>
<td>Secondary header color</td>
<td>9970-0</td>
<td>9970-0</td>
</tr>
</tbody>
</table>
Initial Ideas
Lighting

- **Street Lights**
  - 60 ft Apart

- **Path Lights**
  - 20 ft Apart

- **Minor Path Lights**
  - 9 ft Apart

- **In-ground Lights**
  - 24 ft Apart
Planting and Vegetation.

<table>
<thead>
<tr>
<th>#</th>
<th>Common Name</th>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
<th>Jun</th>
<th>Jul</th>
<th>Aug</th>
<th>Sep</th>
<th>Oct</th>
<th>Nov</th>
<th>Dec</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Eastern White Pine</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Eastern Redcedar</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Tuliptree</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Sassafras</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Sweetgum</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Red Mulberry</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Blue Vervain</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Butterfly Weed</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Cardinal Flower</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Blazing Star</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Culver’s Root</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Swamp Milkweed</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Blue Wood Sedge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Fox Sedge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Tall Fescue</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1 Colorful Trees; High density; Mixed-height
2 High density; Mid-low Height
3 Themed Garden
4 Grass
5 Shrubs; Low density; Mid height
6 Shrubs; Trees; Low density; Mid Height
Chances for Vacant Parcels
How would this **UNITY PARK** look like!
Thank-You