Urbanization around the world is happening at unprecedented levels. Urban Parks are a precious natural environment within our urban setting. Designing them well – to accommodate both the life and development demands of the present while also looking forward to the needs of our future generations and landscapes requires a comprehensive look at creating healthy ecosystems and prosperous mega cities and how the two can co-exist in the 21st century. This book includes many world fabulous urban park landscapes. Through comprehensive presentation of pictures, explicit explanation of technical drawings and detailed descriptions, the book can be a useful tool for the designers to gain some inspiration and enlightenment.

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Foreward

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Thoughts on the importance of urban parks

Urbanization around the world is happening at unprecedented levels. The definition of "urban" continues to expand. In China, the process of urbanization and the development of new cities, towns, and even innovative forms of agricultural settlements are happening at a pace unmatched in the rest of the developing world. As a leader in the world wide urbanization process, China's fast growing population and vast landscape territory only begins to tell the story of the changing landscape of the 21st century. According to UN's projection, half of China's population will live in cities by 2015. This number is especially significant growth when compared to data that suggest that almost half of all people now live in cities - "46% urban population" according to data reported in 2009. What will the future of urban landscapes be? How will designers and planners affect the built environment? How will parks and landscape infrastructures play an increasingly important role in the success and sustainability of one of the greatest human creations – the city?

As designers, we ask deeper questions about what people want from their urban environs. What is the life style that people are seeking within a hustling, at times seemingly chaoticurban environment? Through research, careful analysis, and structured thinking, we approach design through a framework of thinking that touches on many of the following aspects:

Quality of Life: With cities and dense urban environments, the emergence of the urban park at many scales has provided a place and opportunity for people to return to nature.

1) Recreation and Entertainment: Recreation opportunities include passive and active program possibilities.

2) Health and Wellness: Landscape architecture and open space in urban environments helps to create a balance to the increasingly sedentary lifestyle and workstyle of today's working world. Open space, fresh air, places to move and exercise, and places for passive and active recreation enhance physical wellness. In addition, they provide relief for the increasing obesity epidemic and associated health problems.

3) Urban Agriculture: Human settlement used to have an inseparable relationship with land and agricultural properties. However, such connection has been severed by modern urbanization and industrial specialization development. Promoting urban agriculture in park space reestablishes this deeply rooted relationship.

4) Beauty and Aesthetics: In human history, parks and open space have been sacred, important, and meaningful. Parks – the outdoors - have been places for gathering, social activities, sight-seeing, and spiritual or ritual activity. Parks are the places where people enjoy the landscape as well as other cultural features and enlightenments.

Quality of Environment: Nature is the foundation for human being's survival. The processes of urbanization and industrialization, however, threaten to sever the connection between humans and outdoor spaces. The balance of landscape and built environment together create productive human environments. Integrating open spaces, networks, corridors, and public spaces help improve the vision of the city, the quality of urban life, and the health of its residents. Furthermore, integrated landscape ecosystems cohesively in the design framework helps to restore a natural setting and protect the environment.

1) Water Quality: Parks can improve and enhance existing water systems by increasing the capability of water management and water quality rehabilitation. Water can also be improved through a series of functional processes including infiltration, renewal, collection and detention, etc.

2) Air Quality: Plants and green spaces are important factors in air quality. Open space and green landscapes contribute towards the removal of particles in the air, reduce the urban heat island effect, and increasing carbon absorption.

3) Urban Wildlife Habitat: Park environments provide space for ecosystems and habitats. Birds, as one example, thrive on large open spaces and migratory birds and songbirds need dense, rich ecosystems to survive. Water systems and water habitats are critical for aquatic wildlife as well as fisheries.

Urban parks and urban landscapes are critical for the human and environmental well beingin big cities. In designing great parks, the following principals are of utmost importance:

1) Urban park development shall accommodate multiple scales and systems, ranging from small scale green space, to regional green space system, to national park, and to natural reserve land systems.

2) Park designs shall emphasize the importance of "connectivity" and create networks that link park and green space at various scales in order to establish a significant system.

3) Park designs should demonstrate the multi-functional nature of open space and their abilities to serve people and the environment. All designs, at all scales, should be developed with an emphasis on efficiency and environmental quality Urban Parks are a precious natural environment within our urban setting. Designing them well – to accommodate both the life and development demands of the present while also looking forward to the needs of our future generations and landscapes requires a comprehensive look at creating healthy ecosystems and prosperous mega cities and how the two can co-exist in the 21st century.

The creation of a new urban park by engineering adjustments – James Corner Field Operations, Design Team Lead

The transformation of the High Line structure in to a new urban park required a series of significant engineering adjustments to the existing structure and the creation of a whole new infrastructure, including structural, mechanical, electrical, and plumbing systems to support the new landscape.
Robert Silman Associates (RSA) was responsible for the preservation and restoration of the existing High Line structure. RSA was able to detail minimal structural repairs, often merely removing deteriorated surfaces and repainting the steel. Where damage was significant, reinforcing plates were designed for the steel structure, rivets were replaced, and connections repaired. Concrete repairs were limited to removal of damaged material and patching with an epoxy repair mortar. In all cases, preservation standards were followed: repairs are evident, and the removal of historic material was minimized.
Buro Happold was responsible for the design of all new engineering systems and structural interventions. The new pedestrian walkway is an innovative unitized system, using 1foot x 12 feet precast, reinforced-concrete planks. To coordinate the movements of the old and new structures due to thermal expansion, expansion joints are incorporated in the precast concrete framing system. At the Gansevoort and 14th Street access points, the High Line's existing steel girders were cut to create openings for staircases, which are suspended from the structure by stainless steel tension rods. At the 10th Avenue Square, the existing beams were removed, and a new steel and concrete supporting structure was inserted to support a wood, stepped seating area. Large windows were then carved out of the main girder spanning 10th Avenue, allowing views down to the street through the structure.
The conversion of the High Line also required the installation of all new mechanical, electrical and plumbing infrastructures. A sophisticated electrical system controls the extensive lighting scheme for the park, and fiber optic cables support a new security system. A comprehensive irrigation system, designed by Northern Designs, was complemented by entirely new waterproofing and drainage systems, to support the landscape and to ensure the long-term needs of the structure.

Constructed ecology: Docklands Park by Michael Wright – rush\uright associates

Melbourne has begun to rebuild itself. Waves of concentric development have finally grown so large in the mirror of public and political perception that few can now pretend that the social and environmental cost of transferring land value to speculative developers can possibly be sustained. Real cost and "externalities" have begun to penetrate market-hardened skulls and a new form of rationalism has begun to shape our city. Docklands Park is one such experiment in policy and result.
At infrastructure scale, budget is a big issue. The ground is sometimes hard just to cover, and expectation has not always matched available resources on Harbour Esplanade at 100,000 square metres. Some of the early design ideas will not now be achieved within the commercial realities of available developer contribution and normative thinking about the cost of landscape as infrastructure; this is not unusual but is likely to be a recurring problem in the rebuilding of Melbourne as we seek to do more - with less.
Docklands Park is a little experiment in landscape as infrastructure and is a simple system that seeks to reveal and demonstrate sustainable environmental process in design. This is constructed ecology and the future of landscape architecture in Melbourne.
The park is primarily conceived as a sensuous terrain, a series of four shapes: two warped trapezoidal grass platforms, a tilted cylinder and a tall eccentric cone. These forms are repositories for low-level contaminated waste, dug from the treatment wetlands on site and also sourced from other excavations around Docklands. These are the high points of the system and comprise irrigated grassland. The low places in the park are three treatment wetlands. These accept all the stormwater runoff from the Park, from surrounding roads, and from seven hectares of paved catchment along Harbour Esplanade. The wetlands deliver treated water to underground storages, which is disinfected and used for grass irrigation.

Urban Park – the main frame of future city – the comfortable city living depends on the vigor of the park – Thomas Balsley Associates

Like many U.S. cities, the success and vitality of Dallas was historically measured more in numbers than in the quality of life promised to its citizens. As compared to its peers, downtown's dearth of vibrant parks and pedestrian activity became a growing concern for civic and downtown business boosters as well as urbanists. And like many U.S. cities, downtown was littered with failed public spaces to which citizens point with skepticism and fear.

The Main Street Garden site was blessed with extraordinary assets: a diverse constituency of university students, new residential downtown pioneers, shoppers on an active retail corridor, nearby office workers, a city with civic will and financial commitment, and a strategically-located site surrounded by landmark architecture. These attributes suggested that our conceptual studies explore the vision of a park that is both open and flexible and filled with a variety of intimate experiences to which visitors could return on a regular basis. The busiest corner of Main Street became the park's front door from which all other "rooms" could be viewed. Visitors would be welcomed by an anchor of activity in the form of park pavilion, porch, and fountain plaza. As its central feature, a large flexible lawn space serves as the park's main living room around which smaller spaces of targeted activity revolve. A dog run, for the young urban pioneers, tot play for the grandchildren of empty nesters and study shelters in which students or shoppers gather for quiet moments. The arrangements encourage intermingling. Tots move from the play lawn mound to the shallow stream and mist fountain. The distinctive green glass "parkitecture" and iconic canopy are intended to strike a fresh dramatic pose for downtown.
As more and more cities and their citizens realize that they are at the forefront of sustainable living, the importance of parks will re-emerge as being as important to their futures as their infrastructure. The time has passed for parks being seen as luxuries that we can live without during tough economic times. I have dedicated my professional life to the revitalization of cities. Old cities will regenerate and new cities will replicate and I believe that urban landscape architects and landscape urbanists will be leading the way to more responsible and sustainable open spaces and systems that will become the framework for these "next" cities.

The three functions that an urban park should possess – PROAP Landscape

We tried to add new meanings and new uses of space, in a search for contemporary significance and, above all, to achieve this accomplishment without the disfigurement of the place, without distortion, loss or miss interpretation of the signs that always existed there and that shall, in the end, prevail.
Urban parks nowadays meet several social functions, ranging from the recreational needs of contemplations, like feeling the wind, the smells, the sounds and the light, to the needs of recreating the informal urban dynamics, such as jumping, rambling, playing with kids or sunbathing. Both necessities need uncompromised large surfaces to take place, such as green clearings, protected woods or even comfortable pathways.
Even though Lisbon exists along the river, it is still very far from it inside inhabitants' minds. Therefore, it is necessary to create spaces within the city that will provide for the growing desire for "urban beach".
Secondly, parks are areas of high permeability, of groundwater recharge, of contribution to the hydrographic functioning, of water retention and of soil breathing. They are the excellent places to create new ecological sanctuaries, which break built continuities in urban areas. They are, consequently, areas of conscientious contrast with the urban spaces.
Thirdly, they are areas of active protection of the soil's productivity. These green areas should thus have characteristics of protective shields, maintaining the levels of productivity, diversity and functioning of natural systems, which can be activated for the production of food, if necessary.
These three gigantic functions together, are what the city parks should be and their reason to exist. Of course, alongside these, there are other important functions, such as the fact that they are useful instruments for the recovering of degraded urban areas, for the revitalization and upgrading of urban locations, also working as important touristic icons, and representative scenarios inside the collective imaginary.
European political decisions tend to enhance the loss of highly productive soils within city perimeters, either by salinity, erosion, urban occupation, desertification, construction of infrastructures, etc. But, in a global scenario where the cost of food may not stop increasing, we may find ourselves, in a relatively near future, needing urban settings where agriculture acquires special significance in the life and survival of communities. In this context, urban parks certainly take a proper course regarding new agricultural production demands. Evidently the rural farmland will remain in use, but the potential increase of prices, coupled with the shortage of cheap food, will mean free urban land available will become especially valuable.
On the other hand, we are assisting to a rare moment of urban investments, when the most important urban actions are based upon the creation of urban parks, that is, they are the key elements for urban renewal.
The development of these concepts and trends above mentioned depend on the expression and relative importance of each one of them within the urban different contexts and ways of life of the cities themselves. Nevertheless, we strongly believe that large investments will be, at least in the European context, at the level of the outdoor spaces, the spaces strong enough to accommodate public equipment, the spaces of landscape expression.

The irrigation system that the park chose – PROAP Landscape

The difficulties in this project were mainly procedural. This park was part of a complex process, which descended from a masterplan that juxtaposed consolidated agricultural areas with highly degraded parcels which needed to be added to the public urban leisure realm.
It was extremely hard to fit the program into a very large area and, at the same time, managing, the different phases and the successive occupation logics. The area of the park which is currently built is substantially small when compared to that planned for the Mondego Green Park.
We also faced serious construction problems, especially regarding the irrigation system. The high level of contamination of the river water restricted its use in sprinkler systems as it could represent a public health hazard. Thus we proposed irrigation through underground drip systems.
We had three options: 1. to use drinking water from the municipal water system (a solution we rejected as unsustainable); 2. to find alternative low bearing capacity solutions (a solution we rejected as it meant giving up the large grass clearings which were the true character of the park, and transforming the park into another very different concept); 3. or ultimately to use contaminated water from the river, ensuring contact park users was absolutely restricted.
The third option won: using water directly from the river. However, we had another problem to solve: using the water near the banks represented a safety problem for park users. Thus it was decided to build a vertical shaft in the river which allowed the rise of capillary water and its storage in underground tanks. Unfortunately, the site chosen for the shaft crossed a layer rich in iron components, which was diluted by the rising water and clogged the system.
We learnt a lot during this process. Of course, there is always the possibility that pioneer systems, might not go well. But this is a minor problem that we may be willing to take, especially when motivated by the constant search for new solutions.
This project aimed to recover an urban peripheral area, a no man's land, occupied mainly by occasional river floods.
The regularization of the river flow allowed this area to be used by people on a regular basis and. For this reason, our proposal was a strong attempt to reconcile the city with the water, that is, to allow the urban tissues to develop a new relation with the river.

The North West Park – star park with light – SLA

The North West Park had a lot of citizens involvement – from inhabitants, to politicians to school children. Bringing all these interests together was a challenge. We designed the park so it could house a lot of different needs for a lot of different people – from a lot of different cultures. The North West Park is an open park, inviting everybody in to do whatever they like – together with all the rest of North West's citizens.
The design is based on four principles: trees, stars, light, and mountains. The trees are both from Denmark and from all over the world, describing the North West area's great multiculturalism. The stars are something we all share – thus reminding us that we all are one. Lighting is used throughout the park in a very innovative way, surprising you when you walk through the park. And finally, three small mountains provide you with "looking posts", giving the visitor a view of the North West area that he or she has never had before.
The urban parks will create more nature, more sustainability and more wonders in the city.

Retaining the original features, creating new park style – Gianfranco Franchi

The difficulties in the design included the intervention in a garden built in the 20th century which met very different cultural patterns to the current needs. The garden was characterised by a strong and repetitive geometry of the design with rows of trees and important "parterre" enclosed by hedges which precluded access to it.
We were not allowed to change the design because we would have lost the witness of a historical period. We thought we could draw something very interesting, and that was what we did. We reinterpreted the forms and we built a new garden starting from the existing one. This process was incredibly complex and characterised by many discussions within the group of designers. It was hard to realise what would be the right balance between the old and the new design.
During the process of renewal we identified new areas and activities that would be adherent to the needs of modern life. We introduced shaded areas as well as meeting and resting places. We chose to remove the internal hedges to be able to allow more space to enjoy the view so that everything could appear wider.
We decided to bring back water to the garden. Before the garden was built, water used to surround the entire city and we felt it was important to give to it a new significant role.
However, the water used to flow at a very low level and we were faced with the question of how to reproduce something similar.
Finally, water was introduced as the characterising element of the whole garden and it now runs through the various rooms that we designed. Its course starts from a fountain and becomes sinuous stone pavement. It then shifts back to the fountain creating water games. The water appears and disappears throughout the entire garden, generating curiosity and historical remembrance.
The choice of this approach was a happy one, because today the park is highly frequented by the people who are able to recognise themselves in the features of the garden. Unfortunately, this big turnout of people is creating some problems in the management and maintenance of the garden which are not easy to solve.
Today, the public promenade in Lodi recalls linear park models recently created, such as the famous "Promenade Plantée" in Paris. This garden offers the possibility to be interpreted according to these existing urban models and, with due care, the reading of the historical evolution of the site has allowed us to identify the guidelines of the new garden.
An urban park, a garden, a landscape, should be developed according to the reading of existing structures, signs and history that each place has. I do not believe in an "international style" homologating the design of all the parks. It would mean loosing the characteristics of different places and the possibility of the "genius loci" to stimulate new forms and new uses. Only in this way we can try to experiment with and create new parks for the future.

The economical and ecological concept of overlaying structures – PROAP Landscape

The first great difficulty we faced was the fact that this project was developed under a conception/construction process. This actually meant that the project would not be a mere exercise of creativity, but rather a successive process of negotiation with the constructors, throughout all its phases. Therefore, the project appeared as an irrevocable compromise in terms of costs, construction processes, etc.
But this can also be understood as an enrichment process for the project, as it is defended against possible breaches that occur between the project and its construction. On the one hand, the contractor can steer the project according to his best convenience (materials, costs, etc.) and, on the other hand, the designer avoids further, and more complicated, discussions, which may potentially make him loose the project.
This was a very demanding project, both in terms of its design, as in terms of its constructive research, but the reward was large when referring to the incomes, project clarity and construction quality.
The second great difficulty came with the conscience that this project set the transition of the place's character: from private to public, precisely when realizing it was opened to the public without being fully equipped for that. These transitions are always sensitive, because these spaces are not prepared for such great bearing capacities. What we had to do was to give the space new bearing capacities to receive massive uses, by equipping it, protecting its vegetation, and even changing some of the soft and hard surfaces.
Project development was based on the application of soil protection measures. The basic, economical and ecological, concept of overlaying structures is the main design approach. In essence the project overlays a high bearing capacity structure over the existing features (paths, water and soft landscapes). The project identifies essential elements, edges and routes that defines spatial use, and works over them, literally reinforcing and redesigning them to maximize recreational and functional value, whilst protecting significant existing features, vegetation and large clearings.

Humanity – a significant aspect that future park should consider – Rios Clementi Hale Studios

With curved, textured walkways, raised flower beds, and accessible planters for gardening, Euclid Park is fully accessible to the disabled. At the same time, rolling topography introduced to a formerly flat site helps control and contains storm water drainage while providing opportunities for passive and active recreation. Cyclists are welcomed to cut through the park via a concrete bike path, or to park for access to community gardens.
As a resource for this densely populated area of apartments, Euclid Park serves as community "backyard". It provides outdoor

space that apartment dwellers simply do not have. A generous stretch of lawn, public gardens for planting vegetables, play equipment for young children, a shade structure with seating, even wifi access, are all incorporated for public use. The space of the park is conceived to serve both individuals and groups, as seen in the design of the shade structure, which doubles as a performance stage or a focal point for the adjacent, sloped lawn area.
As more people move to cities, increasing urban density, parks serve a critical purpose to provide personal relief and communal resources for an ever-expanding population. A desire to provide for our aging population, as well as for disabled persons, sets mobility as another key issue for the design of future parks. Other factors are community gardens—allowing urban dwellers to "farm" and grow food, which benefits the public through improved diet—conserved resources, personal responsibility, and recycling in the form of composting. A critical element to keeping our population fit and healthy is creating challenging landscapes in the form of topography, walking and cycling pathways, and recreation equipment. The health of our population can be fostered by park design for the direct benefit of our local and global economy.

Umaid heritage – a harmonious, dignified landscape – Kishore D. Pradhan

Ans-Jodhpur, like many places in Rajasthan, is known for excellence in workmanship. The abundant availability of native Jodhpur stone, in both pink and red colours is the most suitable medium for building construction as well as high quality decorative embellishment. For a Landscape Architect, thus, it was great boon to use the local stone for hard surfaces as well as built-elements in the Landscape Design.
The major task was to identify the components of soft landscaping such as trees and perennial shrubs. Even after selecting appropriate species suitable for the extreme climatic conditions of Rajasthan (very hot during summer, very cold during winter), the challenge was to collect enough plant material of optimum size to be used in large landscape spaces. With the help of renowned horticulture expert Dr. M.M.Bhandari, plant identification was scientifically undertaken. By setting up a plant nursery on site under his supervision we were able to create enough plant stock needed, while the infrastructure was being built on site.
Another major problem was availability of water. The entire Landscape was to be sustained by recycled sewage of the residential complex. However, as the inflow of residents was slow, the sewage treatment plant could not be operated for a small volume. We thus had to depend on tube-well water which became more and more alkaline with approaching summer. Many plant species originally proposed in the scheme had to be replaced by salinity tolerant ones in due course. However, once this was done, the Landscape flourished well, becoming the talk of the town.
This included construction of the entire road network, supply of water and electricity at each plot entry and sewerage system. It also required complete development of all common open spaces. This meant that even before the buildings, the Landscape was to be already in place. The major emphasis of Landscape Development was on the central spine, 2-5 kilometres long. Within easy reach of each resident, this was to provide a place for all the recreational facilities-active as well as passive. Children's play, morning and evening walks, casual social interaction among residents as well as festive get-togethers were all expected to happen in this linear green space. For a large township- like residential development, the central Landscape was a vital binding factor for residents. It was important that not only it had to satisfy the residents' needs to carry out their outdoor activities; it also had to be sustainable throughout the year. The emphasis on local material for hard and soft surface helped in achieving the objective. It also helped in blending the site with the surrounding, avoiding any ostentatious display and ensuring a harmonious, dignified character for the place.

To endow history with the modern style – park landscape is displayed by its theme and creativity – Geskes. Hack Landschaftsarchitekten

The park is a multiple metaphor for the change Reichenbach has undergone. Like several towns in Saxony Reichenbach was characterized by the textile industry and machine construction; after the end of this period the town had to redefine its future. The garden show is one of the tools on this path.
Whilst earlier Saxon regional garden shows still make the break a subject of discussion, the park of the Regional Garden Show in Reichenbach describes the present day of a town in Vogtland, the landscape quality of which is its key asset today.
This quality is being rediscovered, placed in the picture through the landscape architecture and made visible in many places in the new park. In order to catch the attention of the citizens and visitors, the landscape architects at the same time evoke understanding for the place and its history. However, they do this more through references and appeals than through powerful historical and striking scenographics. The present day of the place takes centre stage in the park experience. And in this way the visitor to the park does not experience a walk through a museum of relics and reminiscences but a new Reichenbach that helps itself to history, particularly the landscape qualities in order to show its future potential. Landscape architecture therefore can be regarded as narrative psychology. At least there is a very intensive debate regarding the expectations of the visitors to a park, as well as to a garden show. The landscape architects are everyday observers and at the same time they also know how to place emphasis on that which is special.
Yet in the handwriting of Landscape Architects no garden art works emerge that are conspicuously in the foreground. The all too clear creative call for attention is carefully avoided.

Urban park landscape should be more concerned with its users and uses – Dozzan + Hirschberger & Associates

Correctly analysing the structural capacity of the reformed foundries was the first hurdle we were confronted with. The restoration strategy we came up with is very cost effective and fully respects the memory of the place. In these workshops, numerous workers operated in extremely difficult conditions; it appeared obvious to us that our task was to aim towards a faithful restoration so that the memory of the worksite remained albeit its conversion.
A second difficulty lay in the soil itself, polluted with heavy metals left over from the foundry operations. The design solution consisted in confining the wastes by building up the garden ground one meter above the original natural soil. This earthwork makes it possible to isolate the garden from the streets and thus accentuate its otherworldliness, private and inward-looking.
Lastly the third problem was to imagine a garden "under a roof" without the natural and direct collection of rain water. So we installed rainwater tanks. Except for the driest peak in the summer, these reservoirs provide enough water storage for the combined drip and spray irrigation system to water all the plants.
In a manner similar to future urban design, I believe urban parks should evolve towards more uncertainty. While retaining the history and the geography of the sites, tomorrow's landscapes should be less defined, less designed and as result be more concerned with users and uses, for everybody's delight. Sustainable development would be integrated not as a distinct specific theme but just as plain evidence.

Different seasonal aspects created by different kinds of trees – UKLII Ulrich kriiger Landschaftsarchitekten

In review, the most challenging aspect for our work when planning and realizing the "Landesgartenschau Rietberg-Neuenkirchen" federal state garden show was the very short time scale. After UKL won the design competition in late summer 2006 there were only one and a half year given for planning, building and planting before the garden show was opened in spring 2008.
To improve difficulties, the usually small stream "Sennebach" flooded parts of the park area in early spring 2007. The waters retreated only slowly. In result, works were interrupted and many of the recently built banks slided down and had to be rebuilt.
The park takes shape by a dense grove. It consists of different kinds of trees and creates a vibrant picture with different seasonal aspects. Visual axes and visual planes make the inner park correspond to its surroundings. At the southern border clearings along the walks are framed by specific wood combinations and thus have a special character. This was strengthened during the Gartenschau (garden display) by temporal installations, e.g. a "pleasure garden", a "hall of mirrors", a "trophy room" and a "music salon". From the entrance area the theme of a light grove is continued to the stand and further along both loops. In this clasp the temporary exhibition spaces, the gastronomy area and the planned sports grounds are well integrated.
Public parks and open spaces face a high pressure of usage. People of many different kinds of socialisation, age and cultural background want to claim the public space for their demands. Thus planners face the challenge to find multifunctional but robust concepts for organizing the limited green spaces. In addition, the consequences of the demographic change need to be taken in account as well. At the same time staff and monetary resources most public clients can put in for maintenance are being reduced continuously. Thus it is necessary to develop design concepts for the public space that limit the need for maintenance and open perspectives for modular development. Only when they have a built-in potential for change and development public spaces are long lasting and continuously popular.

To create the sports park taking advantage of the original landform – Carve

Meerpark is a polder situated below sea level. The soil is merely moor and groundwater is very high and sometimes just below the existing groundlevels. The quality of the whole area had to be increased by putting drainage underneath the grass to keep them dry in spring and autumn.
The relocated cycle-path is situated between existing oaks, barely fitting between the trees roots. To prevent the roots from damage the cunette was partly dug out by hand.
We had to deal with an immense lot of lines and cables in the open area of the strip. All service lines were layed out through the whole area without any planning, thus restricting a lot of possibilities to plant trees etc.
The playing hill combined with boulderwall is a very special construction, because it is build on moor. Moor tends to compress when a load is put on it this is an ongoing process. Therefore this hill is a so called balance construction; build from styrofoam slabs covered with a layer of 60 centimeter of soil. The weight of the new styrofoam/soil construction is the same as the weight of the excavated cunette underneath the hill. Hence no load is added and the hill won't compress the moor.
Another much cheaper alternative was tried here. Also here the weight of the new hill had to be in balance with the former weight to prevent the gasoline from bending. To spread the bearing load we used a light weight cellular concrete. A culvert is normally accessible to enable the inspection of the service line. Instead we put a perforated inspection pipe underneath the concrete that can be used to inspect the gasoline with an electronic device.
The adjacent boulderwall is such a heavy construction that we had to use a common method in Amsterdam buildings. Concrete columns go fifteen meters deep into the ground into the first sand-layer that is strong enough to bear the loads. It is fair to say that though on first sight very simple hill, it is indeed a complex engineered civil construction.

To integrate sports and entertainment into park landscape – Dupper Landschaftsarchitekten

The contents of the leisure parks and play areas were viewed controversially by the policy makers at the planning phase of the project. There were long discussions as to the necessity of a skater park. It was also deemed necessary to include other forms of leisure activity to cater for different age-categories so that the park would also be attractive to older visitors. However, due to a limited budget, it was impossible to realize every wish.
The most important goal in a plan is to ensure the use of the park landscape by the local population. This was achieved by a varied offer of sport and leisure activities which almost as a matter of course merged into the park landscape.
Using the scenically natural landscape formations and by including the natural forest, park landscape was developed from what was formerly just a flat, treeless field. This landscaped frame forms a connection between the individual play areas and the whole and spatially links the visitor to a high quality recreational landscape.
Local connections and appropriateness have helped in achieving the success of the leisure park. The planning took account of all age groups and their appropriate grades of activity. By the arrangement of each individual play area, it was already possible to avoid any mutual disturbance at the planning stage. So, for example, the infants play area is situated near to the new housing area and the skater park is at the other end where there are no direct housing neighborhoods. The main central point of the park is the Ball Games Area which is sheltered on all sides and has a quiet area for balancing and skills training.
Changes in our society–individualization and globalization–will also influence the development of open public spaces. Approaches to design, use of forms and materials are already, nationally and transnational, similar. The building of public spaces will also be influenced by specific financial presets such as the degree of maintenance the park requires and prevention of violence. More and more lay people and stakeholders are becoming involved in the civic participation of public planning. The various wishes, interests and styles of life often complicate the necessary consensus and the planner is confronted with new tasks which are connected with increasingly complex requirements. The goal has to be the creation of attractive public leisure parks with the wide range of means, possibilities and the creativity of landscape architects.

The three interventions forms its three features – Carve

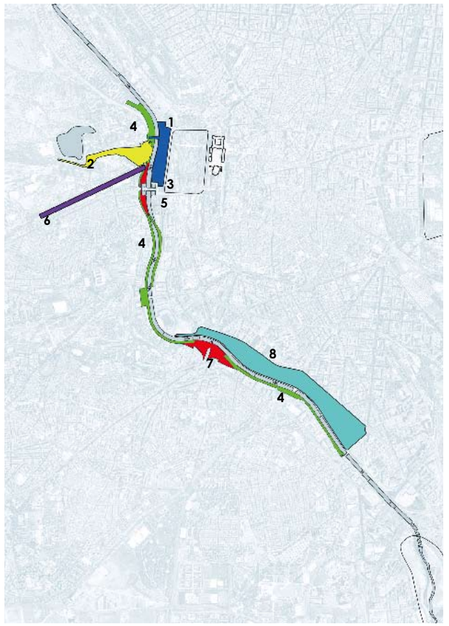
Our proposal consisted of three interventions. The ideas of the interventions were based on workshops done with schoolchildren living in the neighborhood.
The Stage
Originally planned in the preliminary plan has been turned into a multifunctional area that will appeal to youngsters all year around.
By adding steel benches to an intimate area surrounded with old typical dune vegetation we introduced the skate-stage. Meant as a meeting-place for the neighborhood's youth, the oval and raised stage (with edges and banks) can also function as a small skate park. It also gives place to open air performances as asked for by the primary schools close to the site.
The Dune Towers
Two towers have a double skin, one really closed made out of inland oak and one very transparent made out of welded mesh. The double skin allows for different routes through the interior of the tower, and plays a game with darkness and light.
The bridges are based on the same principle one very open letting everyone experiencing the “fear” of height, and one very closed with a kaleidoscopic dazzling effect of the oak planks.
The Water Play
The Dutch dunes near Velsen serve as a natural water filter system and are the water resource for the whole area including Amsterdam.
On this place there has been a water play area since the sixties of the former century. We were asked to design a new water play area.
Almost twenty aluminum masts are placed on an inclined concrete pedestal, twelve meters in diameter. Engraved with a circular equivalent of sand ripples as found on the beach and formed by the wind, the pedestals guide the water back to the recollection basin. Altogether the masts and pedestal provide for water play with surprising effects with a minimum amount of water and with a sustainable recollection of the water to prevent big quantities of suppletion water to keep the system going.

Stylistic elements create romantic park ambience – Pslandschaft.de

The basic philosophy of our planning are stylistic elements that support a sense of well-being and the wish to stay; a comfort zone of positive impressions within every days hectic; Robust and easy to implement materials play a key role as an economic construction is important for us in terms of today's budget constraints.
More and more people from congested urban areas look for free space near their home with a high demanding character and recreational value. In doing so, the landscape architecture needs to as well reflect the demographic changes. I believe the requirements to design, also to a designed comfort zone, will continue to increase, until perhaps the romantic style will return again.

Madrid RIO

Location: Madrid, Spain **Designer:** West 8 urban & MRIO **Photographer:** West 8 urban design & landscape architecture **Completion date:** 2011 **Site area:** 800,000 sqm



1. Gardens of the Virgen of Puerto
2. Huerta, line
3. The moor field
4. Park of good retirement
5. Gardens of Segovia Bridge
6. Portugal Avenue
7. Gardens of Puente de Toledo
8. Park of Arganzuela

The ambitious plan by Madrid's mayor Alberto Ruiz-Gallardón to submerge a section of the M30 ring motorway immediately adjacent to the old city centre within a tunnel was realized within a single term of office. The city undertook infrastructure measures over a total length of 43 kilometers, six of them along the banks of the River Manzanares, at a total cost of six billion Euro. West 8 together with a group of renowned architects from Madrid, united under the name MRIO arquitectos led by Ginés Garrido Colomero designed the master plan for Madrid RIO.
In 2005, an invited international competition was announced. The proposal submitted by West8 and MRIO for the design of the reclaimed area above the tunnel was the only submission to resolve the urban situation exclusively by means of landscape architecture. The design is founded on the idea »3 + 30« – a concept which proposes dividing the 80 hectare urban development into a trilogy of initial strategic projects that establish a basic structure which then serves as a solid foundation for a number of further projects, initiated in part by the municipality as well as by private investors and residents. A total of 47 subprojects with a combined total budget of 280 million Euros have since been developed, the most important of which include: the Salón de Pinos, Avenida de Portugal, Huerta de la Partida, Jardines de Puente de Segovia, Jardines de Puente de Toledo, Jardines de la Virgen del Puerto and the Parque de la Arganzuela. In addition to the various squares, boulevards and parks, a family of bridges were realized that improve connections between the urban districts along the river. The first subprojects were realised in spring 2007. The realization of the whole project is planned for spring 2011.

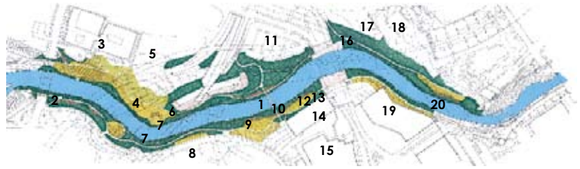
Award description:
"Golden Swing" Award, 2010

Right: Avenida de Portugal

Upper left: Cherry blossom pattern in Portuguese pavement
Lower left: Madrileneans on cherry islands
Upper right: Salon de Pinos
Lower right: Section of Salon de Pinos

Buffalo Bayou Promenade

Location: Houston, USA **Designer:** SWA Group **Photographer:** Tom Fox
Completion date: 2006 **Site area:** 80,937 sqm



1. Buffalo Bayou
2. Street to trail connections
3. Sabine street lofts
4. Benches & trash receptacles along trail
5. City Parking Lot H
6. Existing trail with new trail segments
7. Bulkheads along both banks
8. Sam Houston Park
9. Lay back bayou banks at key locations for Gentler slopes
10. Pedestrian footbridge (remove abandoned bridge footings)
11. City Parking Lot C
12. Sun Garden along bayou
13. Shade Garden under freeways
14. Hobby Center Parking Garage
15. Hobby Center for the Performing Arts
16. Recreational trail system with decorative Lighting & directional / interpretive signage
17. Municipal courts parking
18. Waterworks/Shark Tank
19. Bayou place II
20. Public art treatment of bridge columns

The Buffalo Bayou Promenade connected Houston's downtown core to the river park to the west under and through a neglected and near impossible mess of freeways and bridges, adding 23 acres of parkland to Houston's inner city. The landscape architect's early visioning and then implementation converted a trash-soaked eyesore — intimidating to pedestrians and detrimental to flood control efforts — into 3,000 linear feet of urban park that provides a prominent gateway to downtown Houston.

The landscape architect was more recently commissioned to complete the design of the west connection, which addresses the unique physical constraints and challenges of the site, while celebrating its urban and natural context at the heart of the city. The waters of the bayou bring with them debris, trash and silt that are constantly being deposited along the bank. Pedestrians who venture into this segment are out of view and with few access points. Excessively steep banks are subjected to severe erosion. Invasive plantings were overgrown and created unsafe walking conditions for pedestrians. Recognizing these challenges, the design team employed a number of site specific design solutions to make a successful pedestrian environment.

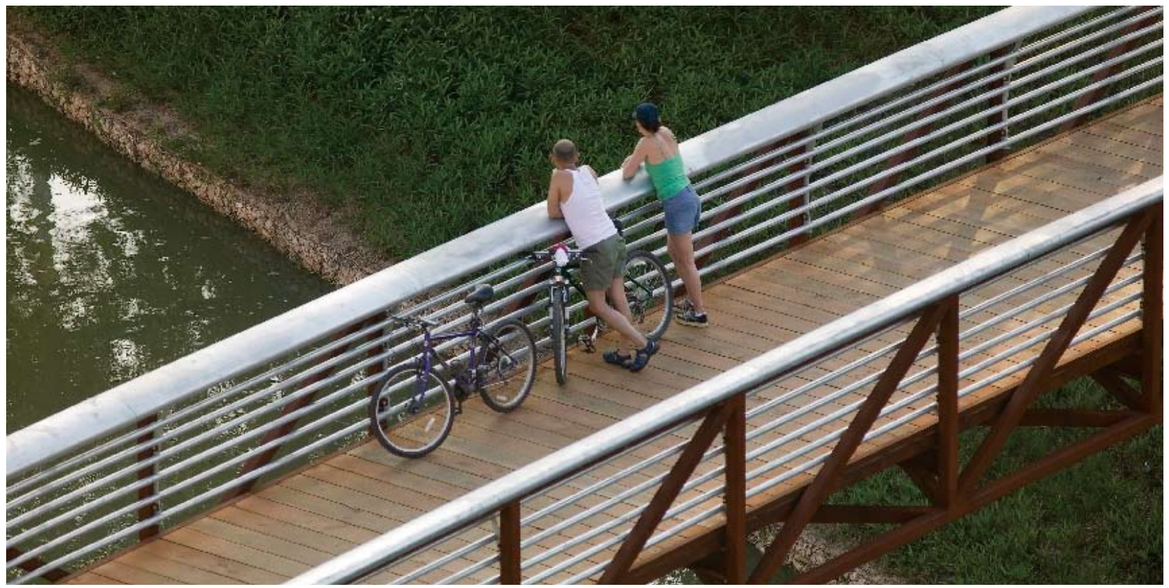
A system of stair and ramp connecting points at each roadway crossing provide safe, convenient and frequent access opportunities. LED lights incorporated into stairway railings wash the ground plane, offering an urban atmosphere that contrasts with the abundant green plantings along the bayou. The project also physically and visually augments several other downtown revitalization efforts focused on improving Houston's quality of life.

Award description:
2009 ASLA National Award of Excellence

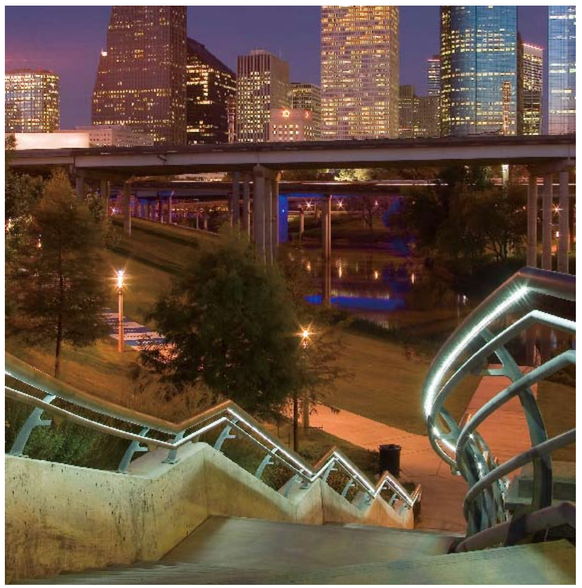
Right: There is designed lighting in the stanchions and specialized fiber optic lighting installed all along the bridge

Upper left: The project transforms a previously neglected part of the city, reconnecting Houstonians to their native bayou
Lower left: The bayou is now cleaner, engendering the growth of water recreation and small business opportunities such as kayaking, canoeing, boat rentals and boat tours
Upper right: A newly designed pedestrian bridge connects the north and south sides of the bayou for the first time in the city center
Lower right: Public art infrastructure

Upper left: The project transforms a previously neglected part of the city, reconnecting Houstonians to their native bayou
Lower left: The woven traffics
Upper right: Children walking on the bridge
Lower right: Wayfinding and interpretive signs are strategically placed throughout the 23-acre urban waterfront park

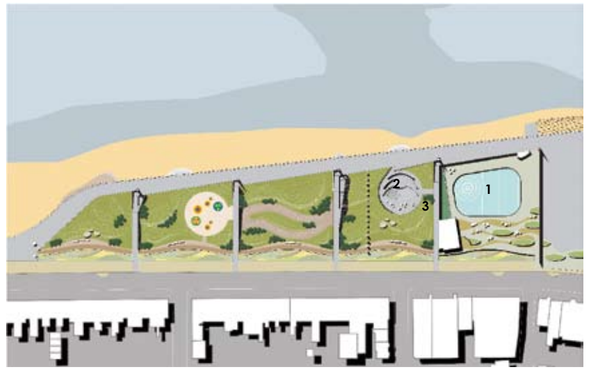


Upper left: The trails are multi-use and accessible to all
Lower left: People enjoying the view on the pedestrian bridge
Upper right: The Public Art Initiative is part of the effort to encourage participation and collaboration by artists and designers from across the country
Lower right: Stairs down to the bridge



Drift Park

Location: North Wales, UK **Designer:** BCA Landscape **Photographer:** BCA Landscape & James Newton / WE-EF Lighting **Completion date:** 2008 **Site area:** 24,400 sqm



1. Pool garden
2. Open air theater
3. Plants

Rhyl's development and decline as a UK seaside resort is a familiar story - rapid expansion in the second half of the nineteenth century, due primarily to the opening of the Chester & Holyhead Railway providing adjacent industrial cities with ready access to the coast, followed by a period of innovative and distinctive tourism in the town-before decline in the 1970's - faced with competition from cheaper package holidays abroad, leaving a residue of run-down facilities and a care-worn appearance.
BCA Landscape were appointed by Denbighshire County Council in May 2002 to carry out a feasibility study into the improvement of Rhyl's West Promenade, which then was dominated by a patchwork of tarmac and defunct attractions in various states of disrepair.
The concept takes its theme and structure from the natural coastal processes and man-made features such as groynes that are utilized to control these shifting systems. The tarmac surface was broken up and used as the basis for a new landform, which takes inspiration from the shapes and forms within the sand on the beach. The general surface of this undulating landform is grass, providing opportunities for sitting and sunbathing and a series of planting textures. These are based on native plant communities to provide a palette of species which fulfil the aesthetic functions of contemporary design and which are totally suited to the environment. It is thus not the intention to provide accurate representation of the fixed dune community; rather to base the design on a limited number of key character species to provide the visual appeal.

Award description:
Roses Silver Design Award, UK 2008 - Best Place Making
Landscape Institute UK Design Award Winner 2008 - Highly Commended

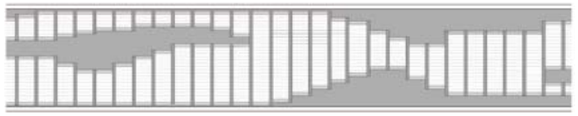
Right: Aerial view of the Park

Upper left: Lavenders
Lower left: Timber pebble seats
Upper right: Open air theater
Lower right: The wall with the fountain

Upper left: The walls with the pictures exhibited
Lower left: The walls with the lighting
Upper right: Night view of the open air theater
Lower right: Entrance

High Line Section 1

Location: New York, USA **Designer:** James Corner Field Operations (project lead) & Diller Scofidio + Renfro **Photographer:** Justine Heilner & James Corner Field Operations **Completion date:** 2009 **Site area:** 28,653 sqm **Plants:** Amelanchier laevis Rhus glabra Cercis Canadensis

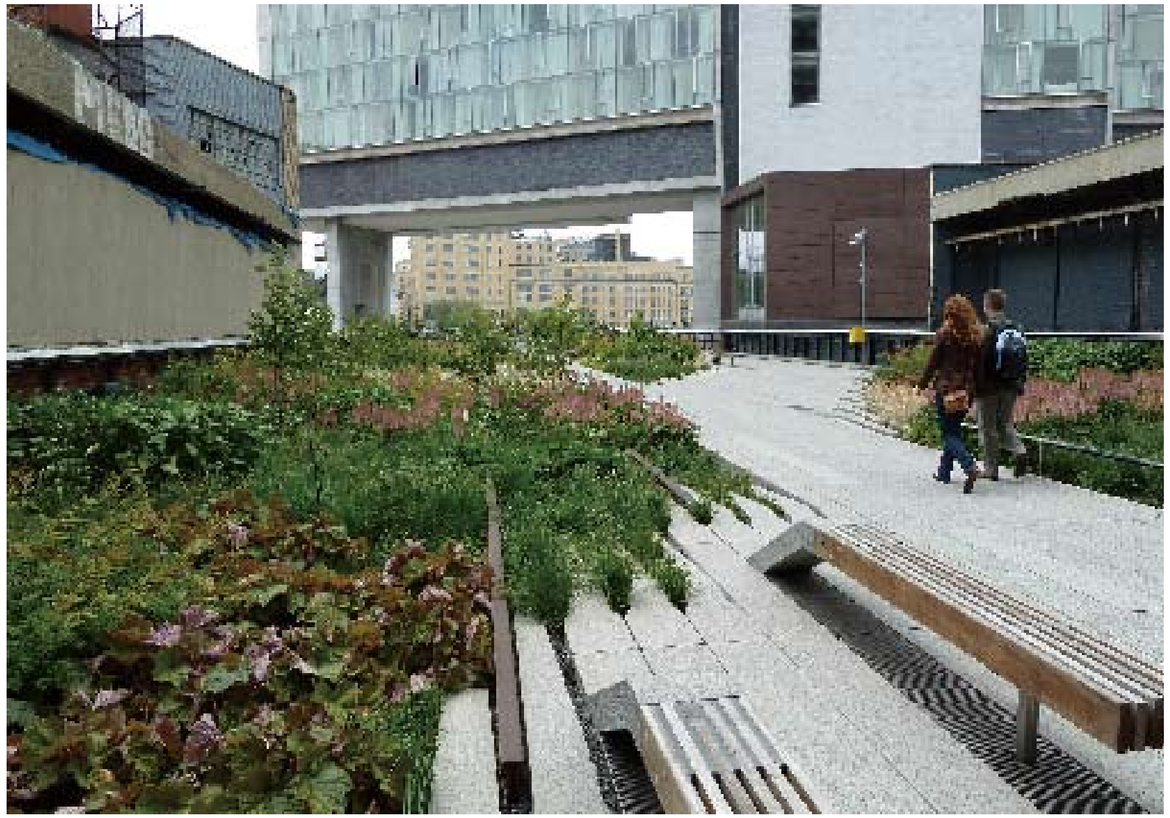


1&3. Overlook
2. Seating alcove
4. Gathering space

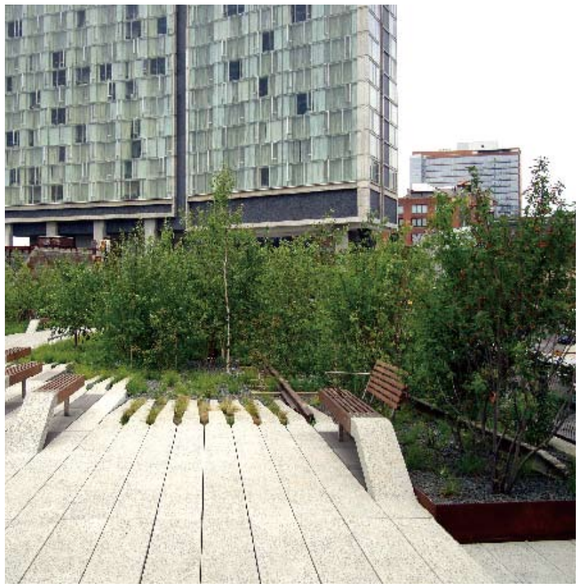
Inspired by the melancholic, "found" beauty of the High Line, where nature has reclaimed a once-vital piece of urban infrastructure, the design aims to re-fit this industrial conveyance into a post-industrial instrument of leisure. By changing the rules of engagement between plant life and pedestrians, our strategy of "agri-tecture" combines organic and building materials into a blend of changing proportions that accommodates the wild, the cultivated, the intimate, and the social. In stark contrast to the speed of Hudson River Park, the singular linear experience of the new High Line landscape is marked by slowness, distraction and an other-worldliness that preserves the strange, wild character of the High Line, yet doesn't underestimate its intended use and popularity as a new public space. This notion underpins the overall strategy – the invention of a new paving and planting system that allows for varying ratios of hard to soft surface that transition from high use areas (100% hard) to richly vegetated biotopes (100% soft), with a variety of experiential gradients in between.
The designer's position has always been to try and respect the character of the High Line itself: its singularity and linearity, its straightforward pragmatism, its emergent properties with wild plant-life – meadows, thickets, vines, mosses, flowers – intermixed with ballast, steel and concrete. The result is an episodic and varied sequence of public spaces and landscapes set along a simple and consistent line - a line that cuts across some of the most remarkable elevated vistas of Manhattan and the Hudson River.

Award description:
ASLA Professional Honor Award, 2010
AIA Urban Design Honor Award for the High Line, 2010
D&AD Black Pencil Award for the High Line, 2010
Wallpaper Life-enhancer of the Year Award for The High Line, 2010

Right: Gansevoort Woodland

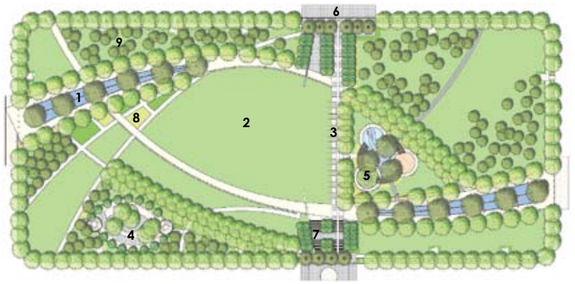


Upper left: Gansevoort Woodland looking South
Lower left: Gansevoort Plaza, viewed from the street. This major access point occupies the corner of Gansevoort and Washington Streets, complemented by a street-level public plaza and the High Line level Gansevoort Overlook
Upper right: Gansevoort woodland with Peel-up benches
Lower right: Gansevoort Woodland looking North towards the Standard Hotel



The Park at Lakeshore East

Location: Chicago, USA **Designer:** The Office of James Burnett **Photographer:** David Seide / The Office of James Burnett **Completion date:** 2005 **Site area:** 24,281 sqm



1. Water garden
2. Great lawns
3. The promenade
4. Dog park
5. Children's garden
6. The plaza
7. Grand overlook
8. Ornamental gardens
9. Groves

The Park at Lakeshore East is the central amenity of a 4 billion US Dollars, 28-acre community near downtown Chicago at the confluence of Lake Michigan and the Chicago River. Since its completion in 2005, the Park has played an integral part in the continued success of the community and demonstrates the ability of landscape architecture to spur growth and development.

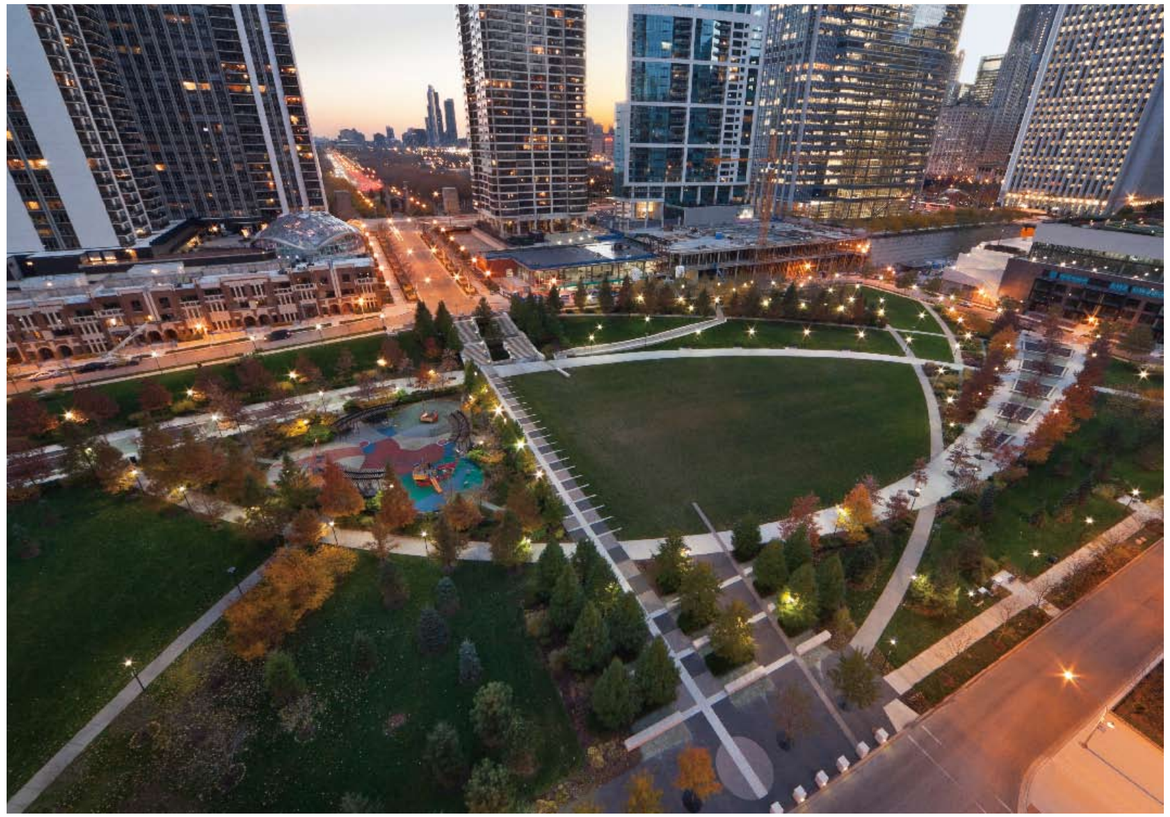
The Park at Lakeshore East is a 5.3-acre urban park that is the central amenity of the 28-acre Lakeshore East development in Chicago's Inner Loop. Overlooking the confluence of the Chicago River and Lake Michigan, Lakeshore East is a 4 billion US Dollars redevelopment that will include 4,950 residential units, 1,500 hotel rooms, 2.2 million square feet of gross commercial space, 770,000 square feet of retail space and an elementary school at completion. Originally an Illinois Central Railroad yard, the site was used briefly in the 1990s as a 9-hole golf course before being acquired by the developer in 2001.

The landscape architect was engaged early in the project by the master plan architects and produced the open space guidelines that would later guide the design and development of the park. The most significant challenge to the creation of successful pedestrian environments the three-tiered street system that surrounds the development, which separates through traffic on lower levels and local traffic on upper levels. As the remaining developments gain momentum and the area continues to grow, Lakeshore East will become an integral part of Chicago's open space network.

Award description:
AIA Excellence in Regional & Urban Design 2006

Right: Looking east across North Park Drive

Upper left: Gentle topography, a variety of paving materials and a weir fountain feature with drinking bowl add variety and interest to the dog park
Lower left: Orderly bands of paving mark the former course of Field Street through the project site, terminating at a small plaza on the north side of the site
Upper right: The water gardens move across the site and create an interesting pedestrian promenade that is shaded and cooled with the sound of water
Lower right: Stainless steel scuppers punctuate the red granite fountain walls



Left: Water gardens at the end of each promenade activate the streetscape and draw site users through the park
Upper right: The park at dusk in the fall provides a welcoming ambiance for the Lakeshore community
Lower right: Rich plantings create an intimate garden setting for the children's garden

Landhauspark and Promenade

Location: Linz, Austria **Designer:** El:ch Landschaftsarchitekten **Photographer:** Christian Henke, Alexander Henke **Completion date:** 2009 **Site area:** 20,000 sqm

1. Granite pavement
2. Compacted surfaces
3. Syenite bench vegetation surfaces
4. Lawn
5. Perennials
6. Trees
7. Entry underground parking
8. Wooden deck
9. Historical bridge

The site's bipolar identity, oscillating between the urban side of the actual Promenade and its green counterpart – the Landhauspark, was the atmospheric concept the designers strove to make comprehensible for the users:

Landhauspark

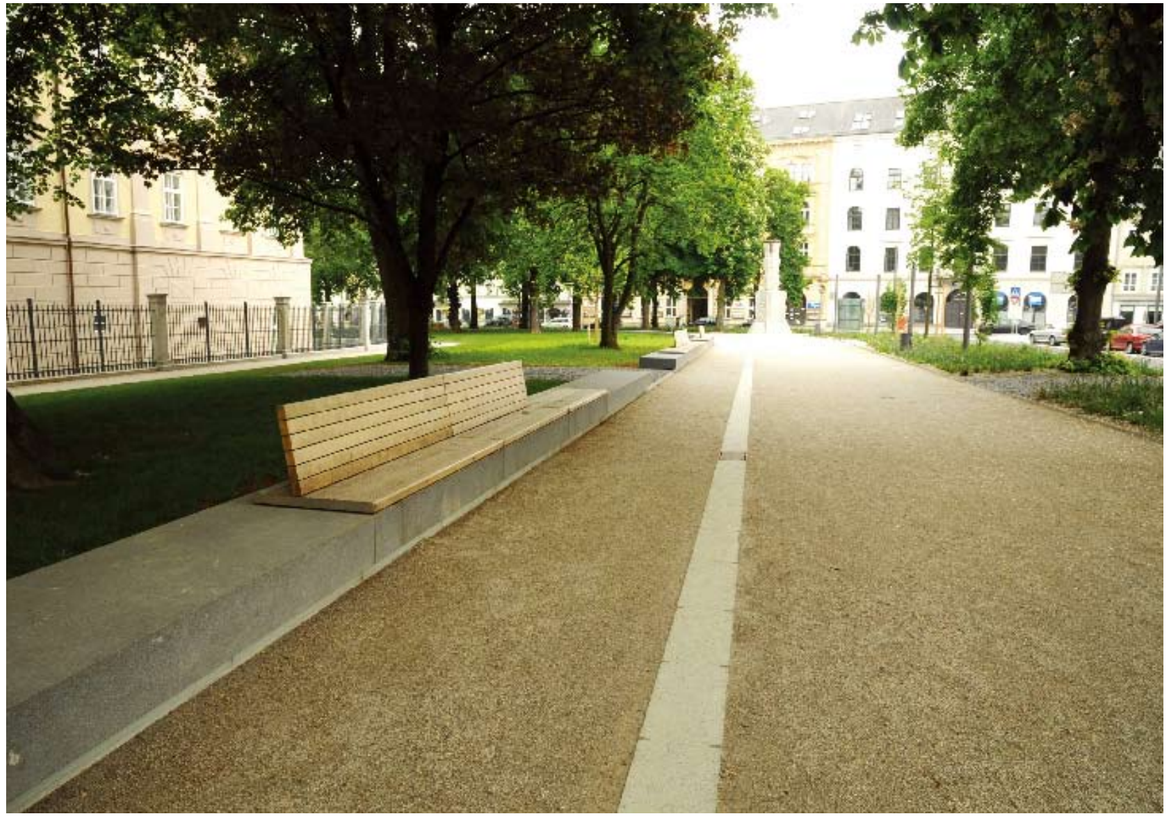
A rigid zoning concept was implied in the park and continued in a simplified way through the Promenade. A sequence of stripes denoted by usage and materials continues throughout the park. Their interference with existing trees makes for a variety of resulting situations, substantiating the special charm of the park. A large number of the park's trees are united by a lawn surface, framed by the park's main feature, a syenite bench that combines to a total length of 200m. At night, the bench combines aglow with an LED-Strip underneath it. A transparently planted strip of grass and easy to maintain perennials filter the nearby presence of motorized traffic. The plants create shifting veils of color in the otherwise subtly colored park.

Promenade

The main goal concerning the Promenade was to purge. Lost spatial coherence was to be regained and developed. A discreet backdrop of carefully chosen materials now allows the architecture to stand out. An open expanse of pavement is interrupted only by the necessary lighting fixtures and the occasional lift accessing the underground parking. The Promenade's granite pavement is from a local quarry. Its elongated proportions are inspired by wooden parquet floors, creates traditional flooring used in a new way, distinguishing the Promenade from other urban spaces in the city.

Award description:
Austrian Client's Price 2009

Right: Incorporated trees



Upper left: Lawn, bench, strolling zone
Lower left: Playground
Upper right: The park's curve
Lower right: Slide for children

Left: Playground - existing trees
Upper right: Perennial planting
Lower right: Historical bridge

Docklands Park

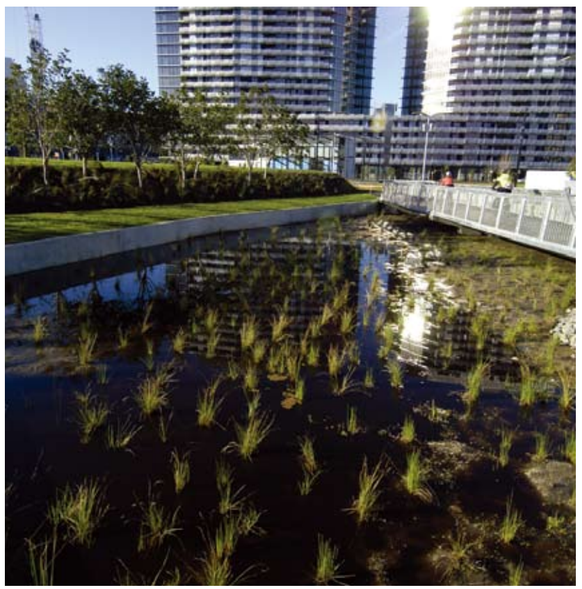
Location: Melbourne, Australia **Designer:** Rush\Wright Associates Pty Ltd
Photographer: Rush\Wright Associates **Completion date:** 2003 **Site area:** 25,000 sqm

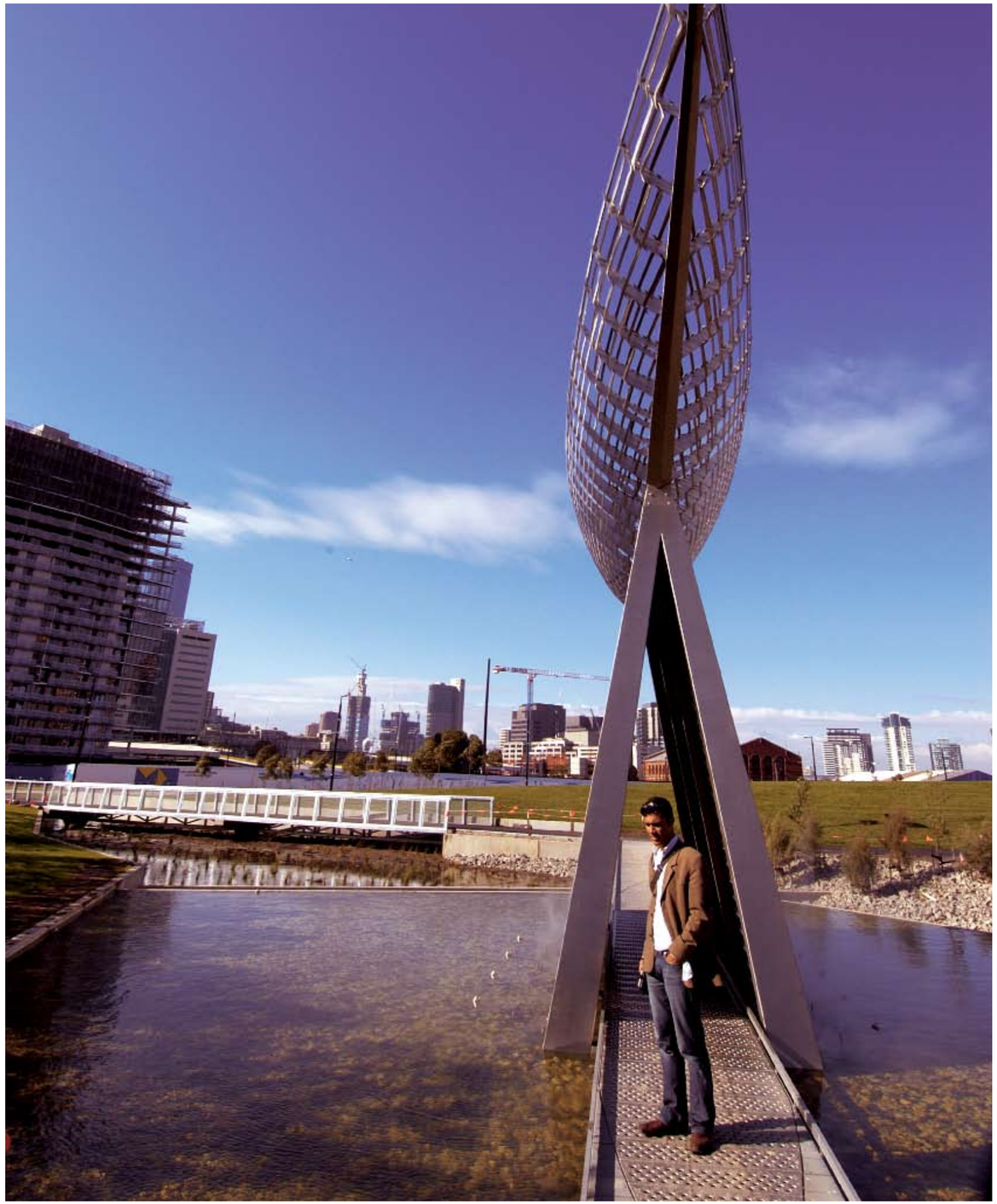
1. Yarra wetland
2. Hilltop lookout
3. Green bank
4. Central terrace
5. North terrace

Docklands Park is an experiment in landscape as infrastructure that seeks to reveal and demonstrate sustainable environmental process in design. This is constructed ecology and the future of landscape architecture in Melbourne.
The park is primarily conceived as a sensuous terrain, a series of four shapes: two warped trapezoidal grass platforms, a tilted cylinder and a tall eccentric cone. These forms are repositories for low-level contaminated waste, dug from the treatment wetlands on site and also sourced from other excavations around the Docklands. These are the high points of the system and comprise irrigated grassland. The low places in the park are three treatment wetlands. These accept all the stormwater runoff from the Park, from surrounding roads, and from seven hectares of paved catchment along Harbor Esplanade. The wetlands deliver treated water to underground storages, which is then disinfected and used for grass irrigation.
Planting design is related to specific niches in the system and future microclimates: littoral rainforest trees in irrigated grass areas, swamp lovers near the wetlands, dryland species for the plazas and local indigenous plants edge the new city grid.
Planting highlights include a small forest of Casuarina glauca, a windbreak of Eucalyptus, groves of Tristanopsis laurina, Melaleuca styphelioides, a bank of Cupaniopsis anacardioides and a willowy wetland wood of Agonis flexuosa. Trophies will be Agathis robusta, Araucaria bidwillii and Wollemia nobilis.
All trees are placed in east-west groves, very closely spaced. This arrangement and diversity of trees also contributes to the sense of the Park being much larger than its true dimensions. The Park is experienced as a series of windows, like progressions established in the first instance by topography, the overlay of impassable waterbodies, the necessity for bridges and the sinuous linking path remaining insistently at grade.

Right: The wetland panels spanning across the site are a visual highlight which will also attract native birdlife to the area

Upper left: Light posts draw the eye along pathway to the modern architecture on the skyline
Lower left: People walking on the bridge to enjoy the wet atmosphere
Upper right: The wetland tunnel
Lower right: Details of the wetland





Left: The Reed Vessel sculpture is positioned over a narrow bridge across the wetland
Upper right: Path through Docklands Park showing the bridge over the wetland feature and view to the Reed Vessel sculpture
Lower right: Araucaria bidwillii planted at the crest of the grass mound increase the sense of the landscape contrasting with the built environment

Saxon Regional Garden Show Reichenbach

Location: Reichenbach,Germany **Designer:** Geskes.Hack Landschaftsarchitekten **Photographer:** Hanns Joosten **Completion date:** 2009
Site area: 130,000 sqm

1. Lower station
2. Raumbach- Valley
3. Factory garden Schreiterer
4. Meadow quarter

"Reichenbach, a small town in Vogtland and the site of the Saxon Regional Garden Show 2009, has been given a green meadow: differentiated and proportioned in detail, soothingly accentuating and carefully putting in the limelight the slopes as well as the Raumbach valley. This valley now characterizes the town in a new way. At Raumbach stream the settlement in history, then the industrial history of Reichenbach and Vogtland had its origins; today it has become the showpiece of the town, having been a built up and partly dilapidated industrial area only a few years ago. A radical transformation, opening up confidently and seamlessly a new, colorful chapter for Reichenbach.

It is only very rare that such a fitting town park emerges in the framework of a Regional Garden Show. With the park for this Regional Garden Show in Reichenbach the landscape architects Geskes Hack have successfully created an immediately convincing piece of garden art. The jury of landscape architectural ideas and implementation competition, who decided in favor of the design of the garden show park in November 2005, praised the "balance", found in the design by Geskes Hack Landscape Architects for Reichenbach: "Overall the work is convincing. A balance arises between surprising, new insights and sensitively dealing with that which already exists."

Some of the selected materials have a strong reference to the place and in this way contribute toward the newly designed park emitting a great sense of naturalness. Those who get to know Reichenbach around this time will find it hard to imagine that the park hasn't always been there.

Right: Lime trees and flowers on the esplanade

Upper left: Dipper garden
Lower left: Playground
Upper right: Historical swimming pool
Lower right: Pink pool

Upper left: Raumbach valley
Lower left: Irrigation infrastructure
Upper right: Stage
Lower right: Skate park

Town Hall Park at Kjenn in Lørenskog

Location: Oslo, Norway **Designer:** Bjørbekk & Lindheim **Photographer:** Bjørbekk & Lindheim AS **Completion date:** 2008

The park at the Town Hall in Lørenskog has become the new cultural venue.
The park was completed in time to celebrate the municipality's 100th anniversary in August 2008 with 10,000 visitors on the first day. Phase 2 will be completed during 2009.
The park is in constant use with nursery schools and school children using it during winter days for skating and in summer for concerts, picnics, fly fishing courses, fishing, kiting, remote controlled boats and airplanes, feeding of ducks and so on.
The park is located close to the town center in beautiful natural surroundings close to the Town Hall, to Lake Langevann, to the new Mailand High Schhol and also to Kjenn Junior School. Lørenskog municipality lies to the north of Oslo and is about a15min commute. It is poised to carry out a comprehensive downtown expansion in which the large, new arts center, "Lørenskog House", will be an important element. The new park is linked to the new Lørenskog center via a new, soon to be opened pedestrian bridge over Route 159.
The landscape architects have carried out a significant expansion of the park and extensive work has been carried out on the terrain including dams and embankments of up to 7 meters. The topography includes a basin and a ridge which create a rolling landscape. A double row of 170 cherry trees have been planted along the main walkway and these frame the park in a curve, from which pathways link it to schools and the downtown area.

1. City hall
2. Amphitheater and stage
3. Main pedestrian and bicycle path walk
4. Secondary path walk
5. Secondary school
6. High school
7. Wooden piers
8. Wetland (sump)

Right: The wooden path

Upper left: Walking along the wooden path
Lower left: View of the park from the wooden path
Upper right: The band is having a break on the pier during the opening party
Lower right: The piers across the wooden path are emphasized by a bench in the end

Upper left: The amphitheater and the stage
Lower left: Benches under the great old willows
Upper right: Single chairs provide nice places to sit down, alone or together, in the shadow of the great trees
Lower right: Sculpture made by the Norwegian female artist Kjersti Wexelsen Goksøyr

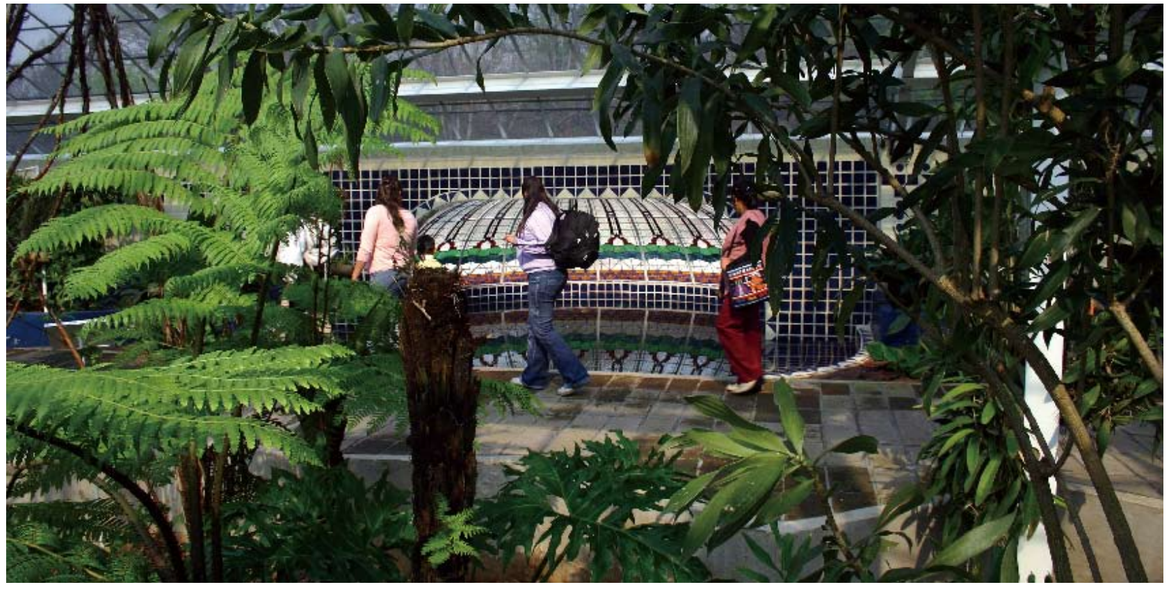
Chapultepec Park

Location: Mexico City, Mexico **Designer:** Mario Schjetnan (GDU) **Photographer:** Ana Paula Ortega, Carlos Hahn, Francisco Gómez Sosa **Completion date:** 2007
Site area: 6, 860,000 sqm

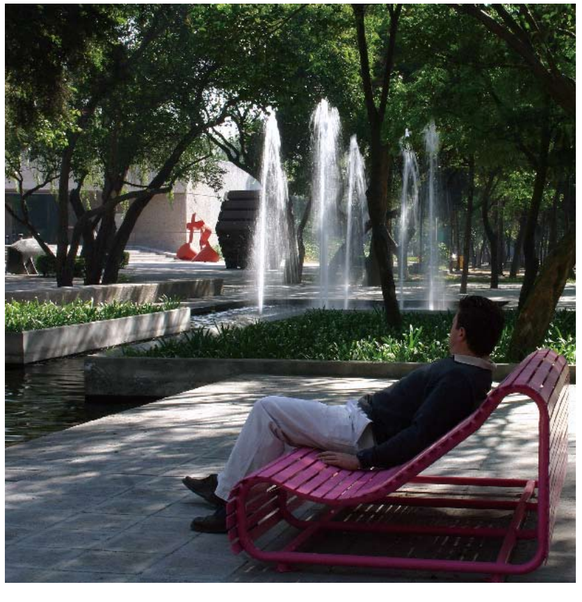
1. Park Lebanon
2. Garden of the Third Age
3. Zoo
4. National Anthropology Museum
5. House of Lago
6. Tamayo Museum Contemporary Art
7. Park Tamayo
8. Park sculpture
9. Museum of Modern Art
10. Botanical Garden 1
11. Garden La Milla
12. Garden Los Leones
13. Juventino Rosas Amphitheaters
14. Park 1ª section
15. National History Museum
16. Main Access Plaza
17. Direction of Chapultepec
18. Historical and monument zone
19. Forest constituents
20. DBUEA office building
21. Park La Hormiga

There is evidence of Chapultepec Park since the 1460's. It receives around 16 million people a year in its forests, gardens, lakes, entertainment facilities, museums, zoo and an extensive theme park. Several interventions have been made within the years, but it was still suffering persistent decay in its gardens, forests, infrastructure, services, water quality of its lakes and uncontrolled 1,400 street vendors.
GDU was selected to conduct the master planning, develop specific projects and site coordination and collaborate in presentations to the community and media. The Master Plan was divided in two phases:
First phase (finished 2005):
1) Infrastructure and Water, including water quality improvement for lakes and canals, irrigation, and main piping connection to existing water treatment plant. New boat docks and facilities
2) Forest Restoration, including tree clearing, pruning and cleaning; soil aeration and fertilization through mulching; removal and capture of rats and other pests
3) Lighting, including new park lighting and artistic lighting of main entry
4) Services, including design food courts and carts and relocation of street vendors; improvement of public restrooms. Redesign the two main entrances
Second phase (finished 2007):
1) New botanical garden
2) Fountain-promenade to reconnect the Museum of Anthropology with the Tamayo Museum of Contemporary Art
3) Adaptive reuse of new office spaces for park officials and new maintenance areas for the equipment
4) Restoration and redesign of additional park areas and irrigation
5) A new site museum and visitor's center in a historic building
6) Archaeological restoration of Moctezuma's baths

Upper right: Cactus
Lower right: Outside of the botanical garden



Upper left: The pool and the promenade
Lower left: View of the park from the wooden path
Upper right: Interior of the botanical garden
Lower right: Pink seating



Cornmill Gardens

Location: Lewisham, UK **Designer:** BDP **Photographer:** David Barbour/BDP **Completion date:** 2007 **Site area:** 13,000 sqm **Plants:** sessile oak wild cherry Lavender

1. The lawn
2. Lawn terraces
3. Steps down to rivers edge
4. Disabled friendly access path
5. The gardens
6. Timber pontoon
7. The town square
8. New mature trees and seating
9. Feature lighting to archways
10. Existing planter retained and supplemented with new planting

Cornmill Gardens was the first scheme to be implemented as part of the 'Urban Renaissance in Lewisham' program opened in summer 2007, and quickly began to play an important role within the town center.
BDP's design evolved from a series of individual meetings and public consultations between BDP, the client, stakeholders and the local population. The aim was to achieve solutions for the themes that emerged from these meetings while taking into account the environmental and technical considerations required for such a town center site.
For a coherent approach, 'character zones' linked by avenues responding to the main circulation routes were developed. A town square area has been created as a major circulation space from the transport hub and future developments. The previously blocked off rail arches have been opened up to contribute to a friendly and busy piazza style environment that provides Lewisham with the flexibility to hold events and develop outdoor retail opportunities such as market stalls and kiosks.
The Gardens area is a less active space with low level planting designed for simply sitting and relaxing amongst the planting and taking in the views of the improved river, which was previously confined in a concrete channel, and has now been opened up and widened to incorporate it into the site, and improve natural habitats and promote native flora and fauna.

Award description:
London Planning Award 2009
Civic Trust Award 2008
Landscape and Amenity Award (Best Streetscape Project) 2007
BURA Waterways Renaissance Award (Commendation - Area Based Regeneration category) 2008

Right: The sculptures in the garden

Upper left: The playground
Lower left: The promenade near the bridge
Upper right: Night view of the bridge
Lower right: Exercise infrastructure

Architecture of Discovery Green

Location: Houston, USA **Designer:** PageSoutherlandPage, Hargreaves Associates & Lauren Griffith Associates **Photographer:** Eric Laignel, Chris Cooper, John Gollings **Completion date:** 2008 **Site area:** 48,562 sqm

The Gold LEED certified, 12-acre park includes two restaurants, a park administration building, underground parking for more than 600 vehicles and numerous site features. The three primary buildings on the site—the Lake House café, the park building and The Grove restaurant—parallel the grove of existing live oaks and reinforce their linear character. Each building is composed of long, thin volumes that draw activity from the major north/south promenade deep into the park on either side.

It was extremely important that Discovery Green be specifically of Houston, and constructed with identity-defining and sustainable local materials. In addition to using native and regionally appropriate plant materials throughout the park, a distinctive red-orange Gulf Coast brick is employed in a strongly horizontal coursing pattern to reflect the emphatic flatness of the clay geology of the region. The design focused on making landscape-oriented buildings that would blend seamlessly with the outdoor environment and would be respectful of natural forces and phenomena. There is as much outdoor space in the buildings as indoor space. Park buildings are characterized by expansive glass faces on the north exposure, capturing natural lighting and creating contiguous indoor/outdoor relationships, while large shaded outdoor verandas on southern exposures reduce solar heat gain and encourage outdoor seating and gathering by providing shelter from Houston's characteristic hot sun and periodic downpours.

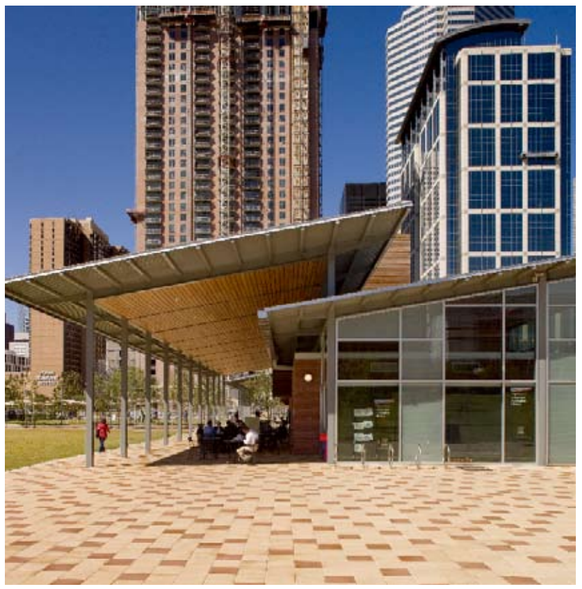
Award description:
AGC Houston APEX Award, 2008
AIA Austin Design Award, 2009

1. Entry plaza
2. Picnic lawn
3. Veranda
4. Playground
5. Garden
6. Administration building
7. The lake house restaurant
8. Terrace
9. Gateway fountain
10. Model boat basin
11. Stage
12. Performance space
13. Great lawn
14. Garage stairs
15. Kinder lake
16. Waterside landing & garden
17. Jogging trail
18. Garage elevator
19. Garage entry
20. The brown foundation promenade
21. The grove restaurant
22. Event lawn
23. Fountain
24. Pine grove
25. Plaza
26. Andrea and Bill White promenade

Upper right: Aerial view of the park from the Hilton Americas
Lower right: View across the Great Lawn toward the park building and Lake House

Left: Margo Sawyer's color blocks provide a burst of color to the otherwise transparent north facade of The Grove
Upper right: The south-facing roofs of the café and park building porches support an array of photovoltaic collectors that provide 8% of the power needed for the park
Lower right: The upper decks of the "Treehouse" overlook the park and downtown Houston

Upper left: A series of long, thin bars. This view shows the green roof and gardens
Lower left: North facades of the Lake House (left) and the administration building overlooking model boat basin and the interactive fountain
Upper right: The vehicular entry for the below-grade garage is nestled into a land berm that reflects the shape of the garage ramp, creating an amphitheater and play area above
Lower right: Carefully designed to create a shield from hot south and west sun, the porch roofs pitch up to the north to achieve balanced daylight for the outdoor spaces below as well as to induce air movement



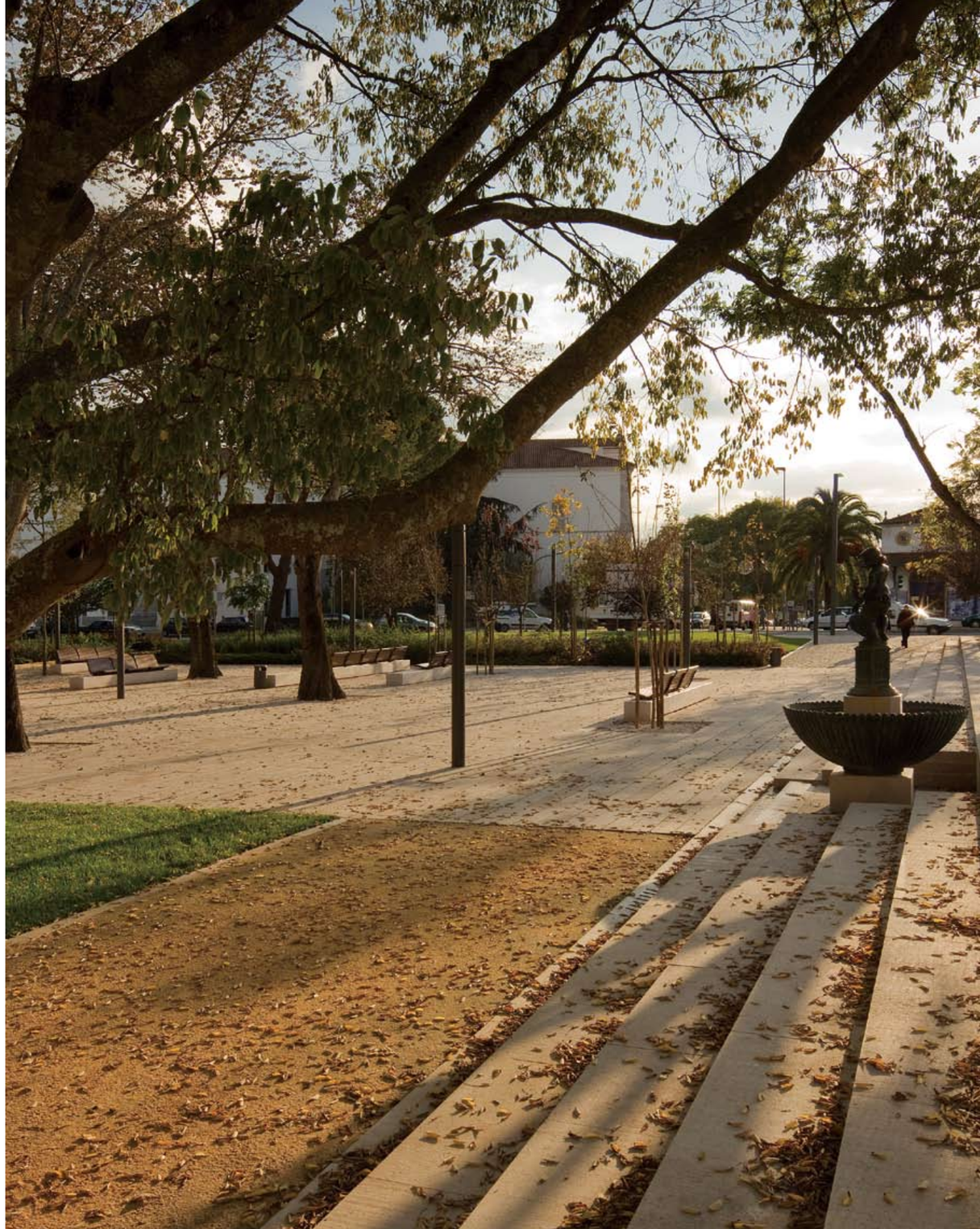
Garden of The Republic

Location: Santarém, Portugal **Designer:** PROAP **Photographer:** Fernando Guerra & Diogo Bento **Completion date:** 2009 **Site area:** 11,420 sqm

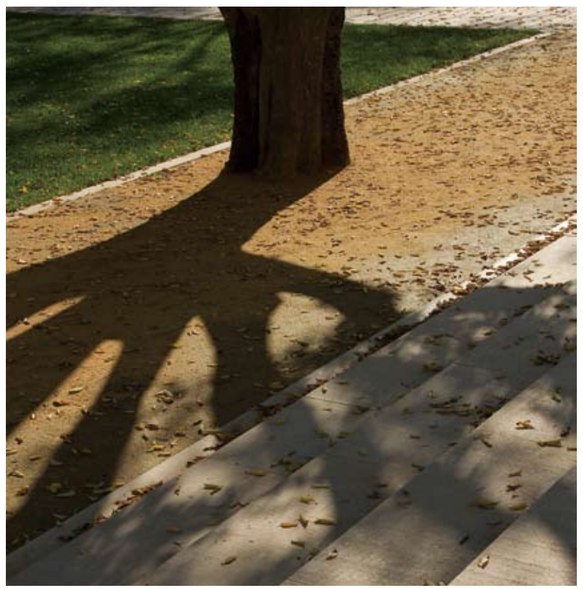
The space where the Garden of The Republic is situated in Santarém, Portugal, which makes an urban space related in a difficulg way to the city center. It is a space of representation and framework for partimonnial architectural elements of great importance. The proposal forms a flexible space consigned to estabish a platform good enough for the urban situation it enjoys and the monuments it contains as well as a daily use of the equipped urban garden and a structure that provides space for cultural expressions, little fairs, etc.
The general concept of intervention becomes real in the definition of a material recognizably organized as a matrix, capable to conduct to the establishment of a coherent functionality and to absorb, within unique and imaginative evocating logic, the scattered and discordant elements that constitute the pre-existence that is to be excavated. This unifying material incorporates, as the fundamental elements, the pre-existing architectural elements of interest with the existing arboreal covering and the circumstances of urban confrontation that define especially the area of intervention.
The objectives of the project are included in a group of works for the city, specially the pedestrianization of the Avenue José Saramago and the consistent road changes in the environment.

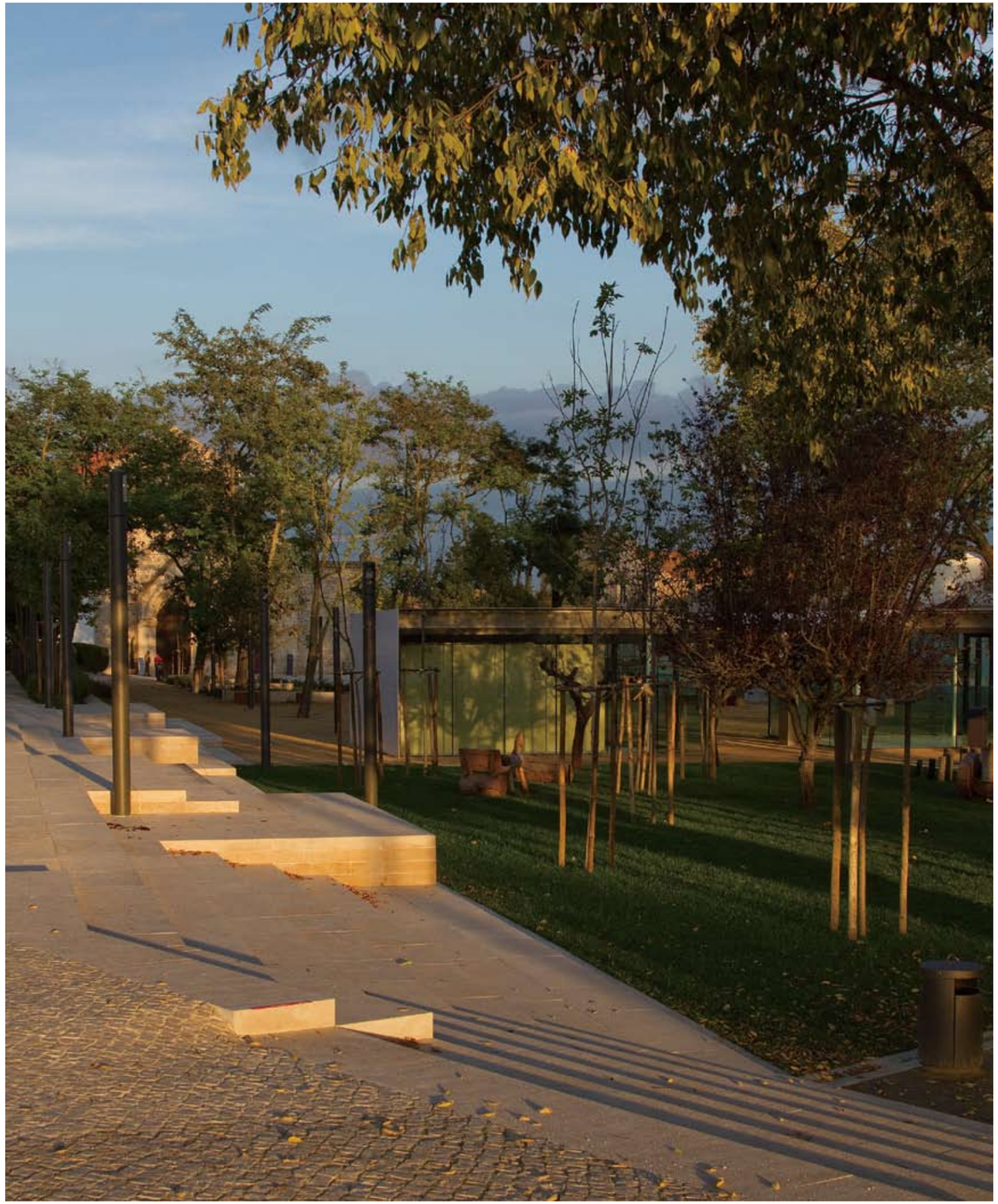
1. Bandstand platform
2. Cafeteria
3. Grassed fields
4. Access to the park
5. Leisure area

Right: The sculpture and the stairs with leaves in the garden



Upper left: Access to the cafeteria
Lower left: General view of the entrance from Largo Infante Santo
Upper right: Place for sitting
Lower right: Shadow of the tree





Left: Detail of the step
Upper right: Meeting point
Lower right: Detail of the bench

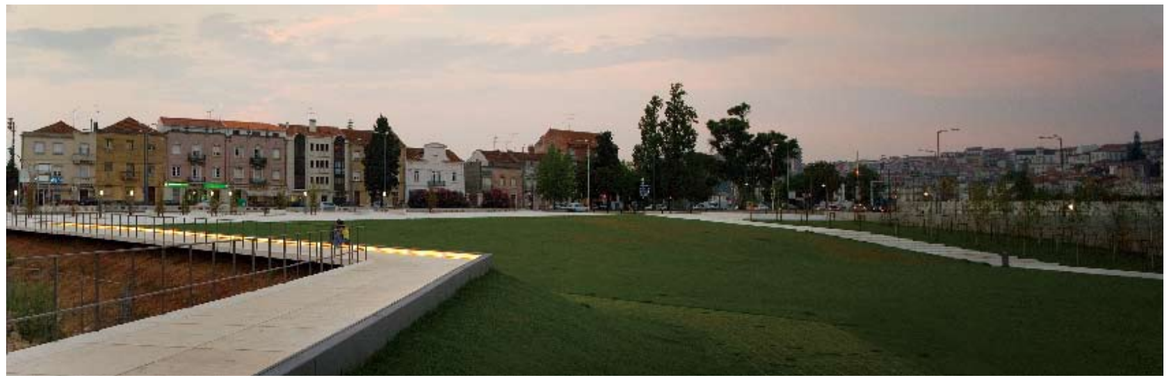
Parque Verde Do Mondego, West Entrance

Location: Coimbra, Portugal **Designer:** PROAP **Photographer:** Fernando Guerra
Completion date: 2006 **Site area:** 15,918 sqm

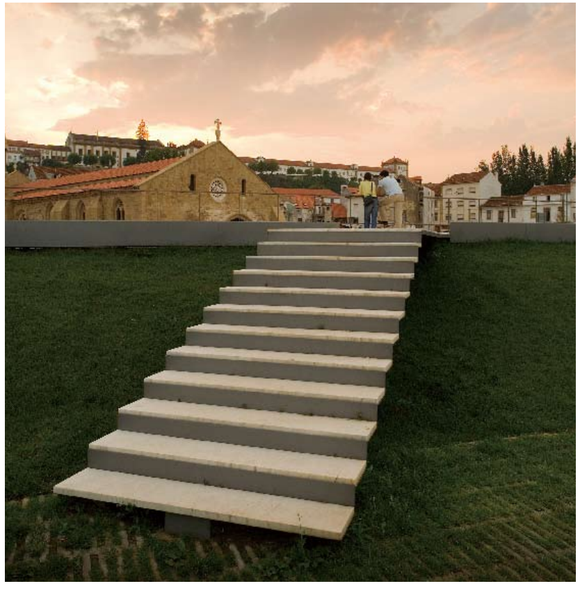
The project comes from two main objectives expected for this operation; protect the area surrounding the convent of Santa Claraa-Velha from floods by building a batter and create an urban park which takes people from the left bank of the city towards the Green Park of Mondego.
An apparently simple design is proposed, which comes from the definition of stone platform as an entrance to the park and leads to vent space creating a system of pathways at different levels. These pathways benefit different views and frames of the city at the same time as marking green grass areas regularly dotted with bush hedges in the spaces in which it is hoped to limit the access of users.
The intervention lies within a territory that has been subject to urban renewal, according to several detail plans of the Parque Verde do Mondego. These plans implement urban parks and a system of pedestrian paths along both banks of the River Mondego.
A large surface paved with stones slabs allows access to the pedestrian pathways above and along the batter also assuming, by its dimensions, its purpose. This pavement is repeated in the other two 'kneecap' spaces and in the trajectory between both.

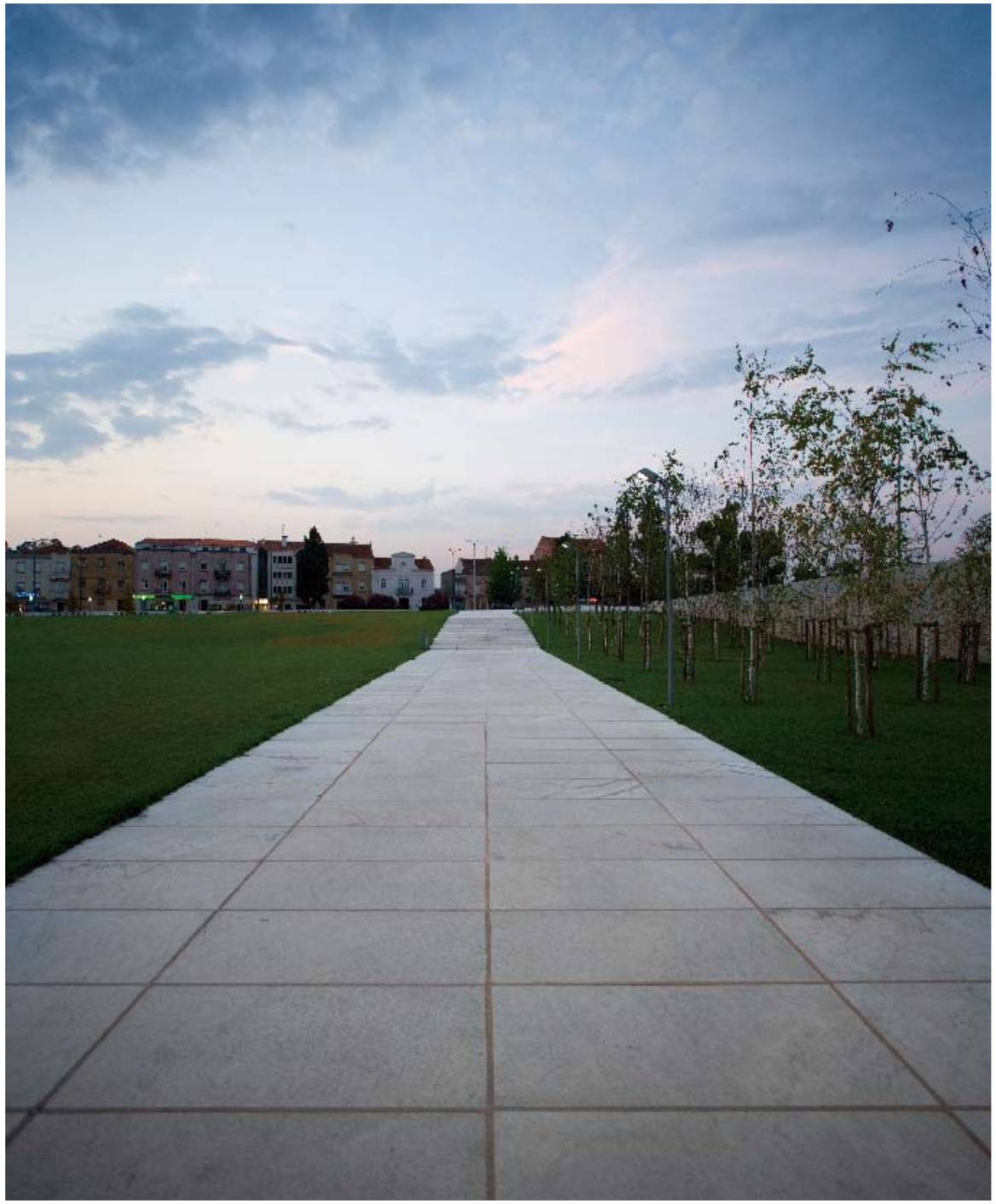
1. Leisure area
2. Pedestrian pathway
3. Irrigated meadow
4. Stone promenade on top of the protection embankment
5. Parking lot

Right: Night view of the park



Upper left: Protection embankment of Santa Clara's Convent
Lower left: People walking on the staircases
Upper right: Overview of the park
Lower right: Details of the stone staircases





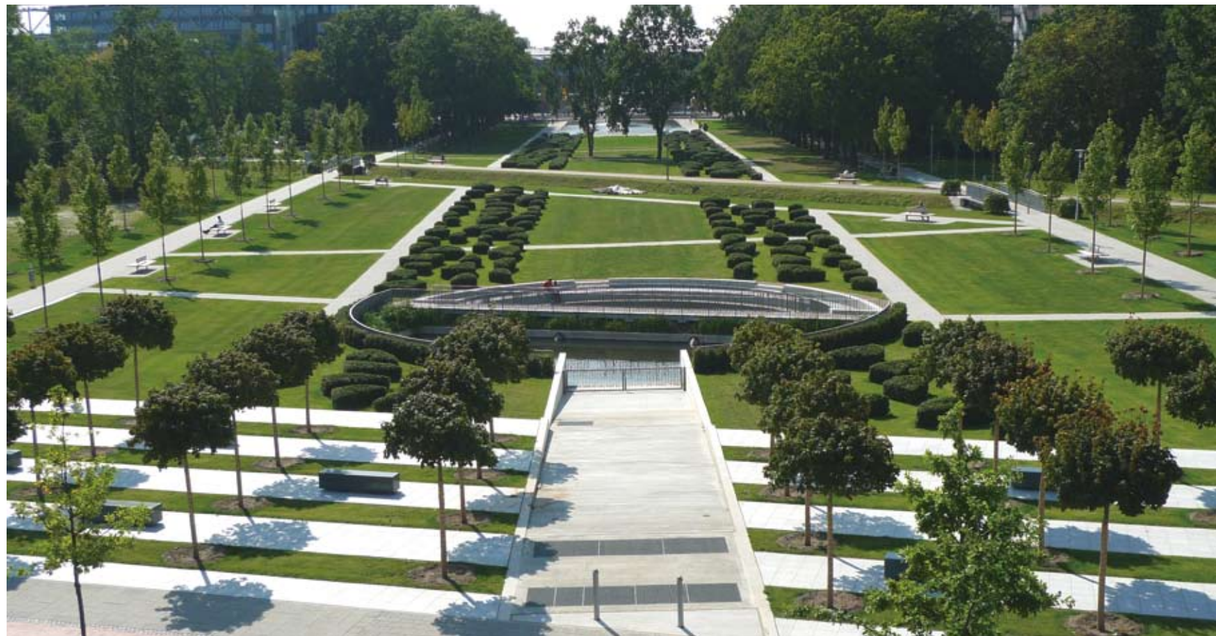
Left: Main stone pathway
Upper right: Illumination on the stone promenade
Lower right: Side view of the stonecases

The Bocages – Park in Bremen

Location: Bremen, Germany **Designer:** Kamel Louafi Landscape Architects **Photographer:** Kamel Louafi Landscape Architects **Completion date:** 2009 **Site area:** 45,000 sqm

The Bocage Park is a representative park facility located at the urban airport hub and serves as both an entrance to the airport and as a leisure area for the adjacent urban area. Avenues, paths and hedge elements (a reinterpretation of the hedgerows found in the Bocage country of Normandy) are used to form clearly defined spaces. View axes, trees, and low plantings are used as structural elements in the park; they emphasise the connection between the northern and southern sections of the park and make it an attractive location year-round. The spatial quality has been improved as a result of the relocation and redesign of the Neuenlander Wasserlöse (a drainage canal), which now has a promenade running alongside it.
To the northeast, near Airbus-Allee, a belvedere with a grove of trees greets visitors. From here steps lead to a circular basin which serves as a retention basin and is a counterpart to the existing rectangular fountain basin at the southern end of the park. Together with boxwood hedge elements it creates an unusual and interesting space which has a variety of garden art-related elements. The bronze sculpture of an albatross marks the outlet structure of an underground rainwater canal, where water runs into the Neuenlander Wasserlöse drainage canal, thus creating a link to the theme of 'flight': the bird is resting and having a drink of water. As part of the redesign the drainage canal, which crosses the park, was realigned and straightened.

1. Meadow
2. Water basin
3. Hedges elements
4. Bronze sculpture
5. Circular basin
6. Belvedere
7. New state water release
8. Airport building



Upper right: View of the circular basin – stormwater treatment
Lower right: View of the Belvedere with a grove of trees, north east

Upper left: The hedge elements and trees
Lower left: The bronze sculpture at the Neuenlander Wasserlöse
Upper right: The Neuenlander Wasserlöse with a crossing bridge
Lower right: Neat grove of trees

Upper left: The water basin and the hedge elements
Lower left: The water basin in front of the airport building, south west
Upper right: The pathways in front of the airport building, south west
Lower right: View of the ramp to the circular basin

Chavasse Park

Location: Liverpool, UK **Designer:** BDP **Photographer:** David Barbour
Completion date: 2008 **Site area:** 20,000 sqm

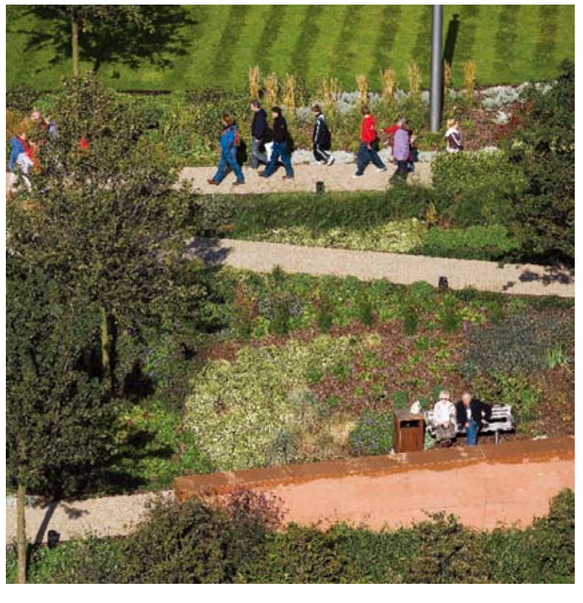
1. Grand lawn
2. Water feature
3. Terraced and walled gardens
4. Pavilion building
5. Benches
6. Granite stairways

The design philosophy determined that the new park created a green oasis in contrast to the surrounding hardscape of the City Center, with the ability to accommodate a range of changing outdoor seasonal events. In addition, the Park had to be accessible on a 24 hour basis for the enjoyment and recreation of all.
In response to these requirements the main amenities of the Park comprise a 'Grand Lawn', richly planted terraced and walled gardens, sites for beautiful pavilion buildings, sheltered seating, semi-mature coniferous and deciduous ornamental trees planting and multifunctional paving areas. To celebrate the historical maritime importance of this part of Liverpool a large water feature commemorating the 'Old Dock' has been incorporated into the Park consisting of a series of interlinked pools and fountains. Innovative lighting across the entire Park highlights footways and special features. A complex sculptural series of granite stairways and 'bleachers' link the upper levels of the Park to adjacent pedestrian squares and streets.
One of the main technical challenges faced by the design and construction team was the fact that the new Park has been raised some 10 meters from the original park level to in effect form a very large roof garden. As an integrated part of the wider L1 development, the Park conceals four levels of car parking, two levels of retail space, service roads and technical areas, whilst housing two south facing bars and restaurants. The green roof demanded several key design considerations most important of which was the strict loading tolerances that had to be respected in relation to the underlying engineering structures.

Award description:
2008 BALI National Landscape Award (Grand Award Winner)

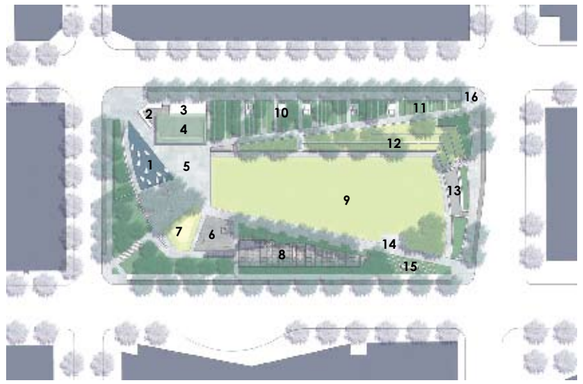
Upper right: View of the Park as the heart of the new city center
Lower right: Exterior view of the park

Upper left: The promenade through the park
Lower left: The staircases to the park
Upper right: Water feature concept is forged in the city's maritime history
Lower right: People enjoying themselves in the park



Main Street Garden Park

Location: Dallas, USA **Designer:** Thomas Balsley Associates **Photographer:** Craig Blackmon **Completion date:** 2010 **Site area:** 7,082 sqm



1. Stream fountain
2. Entrance overlook deck
3. Park café/pavilion
4. Green roof civil canopy
5. Event plaza
6. Toddler play area/shelter
7. Play Mound
8. Dog Run/Shelter
9. Event Lawn
10. Study Shelters
11. Barcode Garden
12. Lawn Terraces
13. Overlook Terrace
14. Stage
15. Park Sign
16. Harwood Historic District Entrance

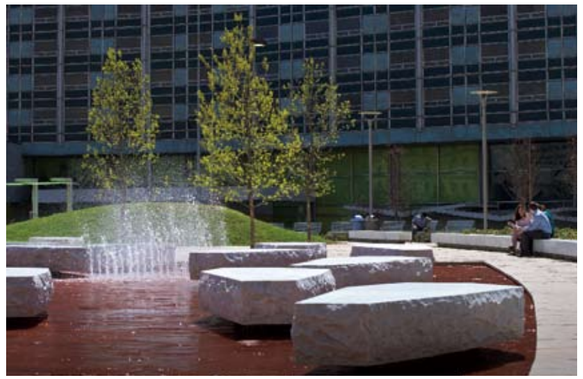
Thomas Balsley Associates was selected from an outreach to national and international design firms to design a new park for the Dallas Central District –the first of three called for in its open space master plan. A key component in the downtown revitalization strategy, Main Street Garden Park required the razing of an entire city block of buildings and garages making way for its transformation into a vibrant public space teeming with civic life.

This two-acre park is intended to foster downtown residential and commercial growth and is being designed to accommodate the needs of residents in adjacent high-rise residential buildings, university students and faculty, office workers and Main Street shoppers. Extensive public outreach and a carefully designed program for this constituency will ensure the park's success and sustained public embrace. The design of the park acknowledges adjacent architecturally significant buildings such as the Beaux Arts City Hall and Mercantile Bank Building yet strikes a dramatic 21st century design profile at this key location in Dallas's emerging new urban core.

The park includes an open lawn and performance space, a public art installation of light, a green roof civic canopy, seating areas, tot lot, central plaza, a unique 'urban stream' sculptural water feature, a 'striated' garden, an urban dog run, illuminated glass study-room shelters, shade structures and lush plantings throughout. An artful light installation will animate the garden room shelters and enhance the Main Street corridor edge throughout the evening.

This variety of spaces, ranging from large open lawn and café terraces to fountain plazas and garden rooms will host neighborhood and civic events that, together with daily use, bring life and vitality to downtown Dallas.

Right: The new park strikes a dramatic pose on the downtown environment and has enhanced the city's image



Left: A tall green roof civic canopy hovers over the café park structure whose urban deck overlooks the entry plaza and fountain
Upper right: Direct sight lines and movement through the park was essential to a sense of safety and connections through the neighborhood
Lower right: Green glass 'study shelters' rest in the garden along the Main Street sidewalk

Foley Park

Location: Sydney, Australia **Designer:** ASPECT Studios **Photographer:** Florian Groehn **Completion date:** 2009 **Site area:** 6,000 sqm

1. St. Johns Road
2. Decorative planting
3. War memorial
4. Rows of new crepe trees
5. Concrete seating steps
6. Turf area
7. Playground

ASPECT Studios was commissioned by the City of Sydney to undertake design development and subsequent documentation for the upgrade of Foley Park. The result is a carefully designed contemporary intervention within this existing heritage park in the heart of Glebe which provides a revitalized community space for local residents.

Foley Park is a 6000-square-meter urban park located at the intersection of Glebe Point Road and Pyrmont Bridge Road in Sydney. It is the largest local park in Glebe. Foley Park offers a complex and constrained design challenge. In light of this, the design response provides maximum community space and park amenity whilst being highly sensitive to the existing park elements.

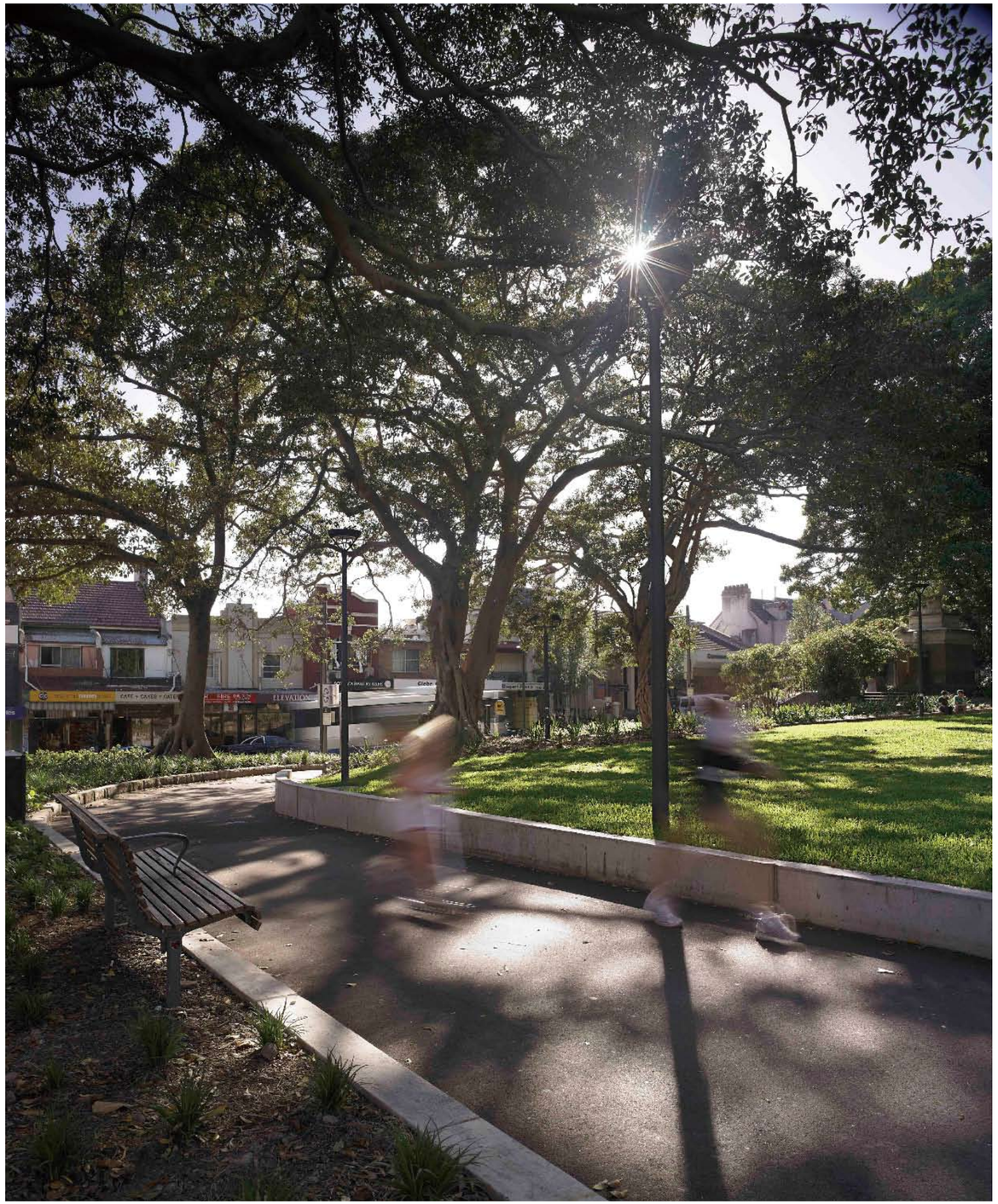
The design builds on the Plan of Management prepared by the City of Sydney and utilizes extensive site analysis, historical analysis and community consultation.

Design upgrades include improvements to all street frontages. Existing pathways are reconfigured, materials and planting improved. The new park layout creates a series of linked zones – the 'Village Green' the 'Hereford House area' and the 'Play Precinct'.

The Village Green is a large turf area which is regraded and simplified to provide a dramatically improved park structure and increased amenity. This area works with the existing 'sheltered oasis' quality of the main lawn area enclosed by large fig trees. The existing turf is made flatter, enlarged, cleared of small trees and shrubs and defined by wide pre-cast concrete edges that function as sitting steps on the south western side.

The extensive new playground and interpretive elements create a meaningful local focus. The character of the play area is defined by the colored poles of the play equipment inter-dispersed with low planting and clean-trunked trees. The rubber softfall ground plane has been designed as a dappled green and gray carpet with the equipment located in fine mulch.

Right: Pedestrian landscape



Left: People jogging along the promenade through the park
Upper right: The playground in the park
Lower right: Concrete seating

Left: Detail of the concrete seating
Upper right: Groves of trees
Lower right: Plants in the park

North West Park

Location: Copenhagen, Denmark **Designer:** SLA **Photographer:** Torben Petersen, SLA **Completion date:** 2010 **Site area:** 35,000 sqm

1. Painted star-shaped concrete element
2. Activation spot
3. Star-shaped elevated concrete element in grass
4. New tree
5. Existing tree
6. Grass

The design of a community park is a socially challenged part of the Danish capital. The goal was to improve the quality of social and public life, while at the same time reflect and respect the multi-cultural diversity of the area.
Under the title '1001 trees' SLA introduced four simple, but effective elements to the gray, gloomy, and industrial quarter of North West: trees, lights, paths and mountains. The four elements create a sequel of changing spaces with altering atmospheres and feelings, which differentiate the park from the area's run-down and fragmented environment.
The trees of the park were selected to have a variety of different origins. This not only creates beautiful and exciting encounters between traditional species of the Danish latitudes and exotic species from around the World. It also reflects and celebrates the multicultural nature of the North West area.
The shapes and colors of the different trees were completed by a 'magic forest' of artificial lights. At daytime, one wanders through an architectonic composition of elegant lamp posts striped in different colors. At night, one is surprised by projected light, designing different patterns and colors on the ground and trees. The extensive lighting also makes the park a safe and secure place to be – both day and night.
Poems from local children were printed in the children's original handwriting on the path that runs through the park. From the cone-shaped 'mountains' a new perspective can be gained not only of the area, but the whole city of Copenhagen. With SLA's design, The Community Park North West is providing a challenged neighborhood with an open space that celebrates the diversity and the adventurous spirit of the area. A park that embraces the need for everyone to feel welcome, while in quality competes with the finest urban spaces of Europe.

Award description:
Winner of the Danish Light Award 2010

Right: View of park and biotopes from artificial mountain

Upper left: Blue lights in winter
Lower left: Trees in red lighting and star shaped lights from projectors
Upper right: Park furniture in green lighting
Lower right: Park and stars in winter

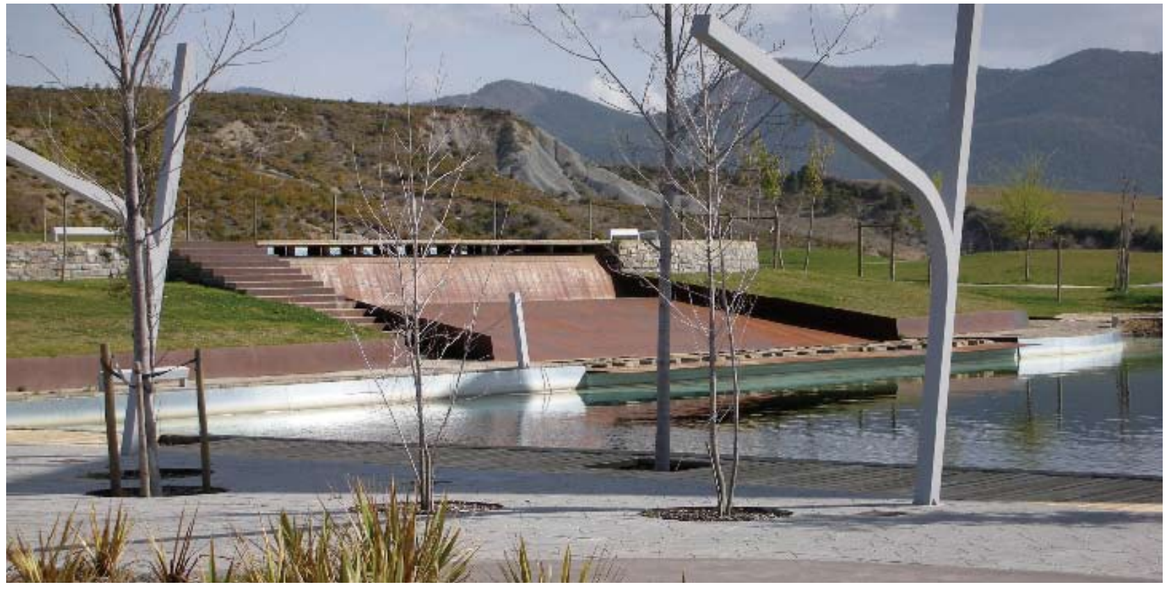
Latas Parks and Gardens

Location: Sabiñánigo, Spain **Designer:** Verzone Woods Architectes
Photographer: Craig Verzone **Completion date:** 2008 **Site area:** 2,600,000 sqm

1. Golf course
2. Sports zone
3. Promenade
4. Plaza
5. Residential
6. Conservation area
7. Green finger
8. Playground
9. Socio-cultural parcel
10. Commercial/office
11. Lake
12. Maintenance zone
13. Practice range

The development of Las Margas was precipitated by a booming housing economy and the overwhelming desire of middle-class Spaniards to attain a second house in the mountains. The site, located in the northern most region of Aragon, sits at the cross axis within a horizontal fold in the Pyrenees topography. Situated on a 'green-field', once an agricultural plateau, Las Margas lies below the small village of Latas. Just thirty minutes north of the site, are some of the most geologically rich National Parks of Spain. The visual connection to the surrounding mountains and the lateral access to adjacent mountain valleys was a determining factor for the location of the new village. Resting within the metropolitan borders of the industrial village of Sabinanigo, it is anticipated that with the development of this new village, the current population of 9,000 residents will increase by 150% in the next twenty years.
Bound by paths, stairs and ramps, the water reservoirs, are the principle organs of the new village. As the hydraulic infrastructure, they also provide the spatial framework for the public realm. The design of this central landscape solves various logistical concerns, including the need to retain 1/3 of the volume of water required to irrigate the site, comprising both the park and golf course. Most importantly, the parks surrounding the irrigation lakes provide an identity to the place, a site filled with contrasting components; the landscape of housing, leisure and golf implanted in an extraordinary territory with rich visual and physical connections to its surrounding geographic context.

Right: The pedestrian road and the lightings



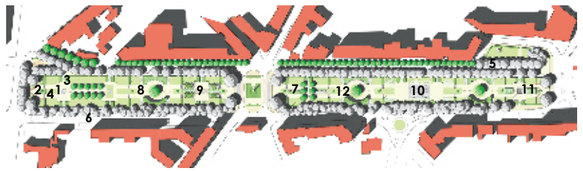
Upper left: Water platform
Lower left: Overview of the square besides the water
Upper right: Planting, paving and the stairs
Lower right: Detail of the lighting

Upper: Overview of the waterfront square
Middle: Rows of white lightings
Lower left: The promenade along the water
Lower right: The ramp towards the promenade

Upper left: The steel embankment
Lower left: The white lightings are in harmony of the white houses
Upper right: The stone stairs
Lower right: Distance view of the park

Garden of the Promemade

Location: Lodi, Italy **Designer:** FRANCHI ASSOCIATI in collaboration with Gianluca Bacci , Annalisa Calcagno Maniglio, Giuseppe Lunardini, Mariachiara Pozzana **Photographer:** Gianfranco Franchi **Completion date:** 2009 **Site area:** 33,000 sqm **Plants:** Morus alba, Malus baccata, Carpinus betulus, Rose



1. The main theme of the project is water
2. The borders of roses that characterize the entrances
3. The striking shape of the fountain
4. The fountain overlooking the water canal that runs through the park.
5. The closure of the road has allowed the people to regain a part of the park
6. The sidewalks divide the park from the driveway.
7. The coil shaped sittings commemorate many other elements in the park
8. The raised flower beds
9. The coil cobbled paths remind of the water flowing underground
10. The fountain is experienced by children as a place where to play
11. A small amphitheater is a gathering place to sit and talk in the shade
12. Stone walls allow you to sit down and they define the edges of the lawns.

The 'Giardini del passeggio' (Garden of the Promemade) in Lodi is historically a green urban public space at the entrance of the city visible to those coming from the main access routes. Its strategic location makes it the front door of Lodi and gives the 'Giardini del passeggio' a crucial role in representing the city visually, together with its function as a great public area available to the wider community.
The aim of the project was to restore and give a new image to the gardens of the promenade. The new public park project has been based on historical traditions, intending to give the city a public recreational space. The project seeks to create a meeting point for citizens, to provide a place to enjoy a relaxed evening, and to improve the quality of life of those who have access to it. The renovated gardens are a new center of urban activity that hosts sponsored meeting, festivals and 'Loisir'. Moreover, the project aims to regenerate the existing vegetation and to improve the environment and the profile of public parks.
The promenade of Lodi appears today as an urban garden that gives a modern interpretation of a park way – a path that may be covered longitudinally - and it also offers the possibility for easy access to the city center.

Right: The main theme of the project water

Upper left: A small amphitheater is a gathering place to sit and talk in the shade of Morus alba
Lower left: The coil cobbled paths remind of the water flowing underground
Upper right: The coil shaped sittings commemorate many other elements in the park
Lower right: The striking shape of the fountain reminds that of Taxus baccata

Pilestredet Park

Location: Oslo, Norway **Designer:** Bjørbekk & Lindheim **Photographer:** Bjørbekk & Lindheim AS / Damian Heinish **Completion date:** 2004 **Site area:** 70,000 sqm

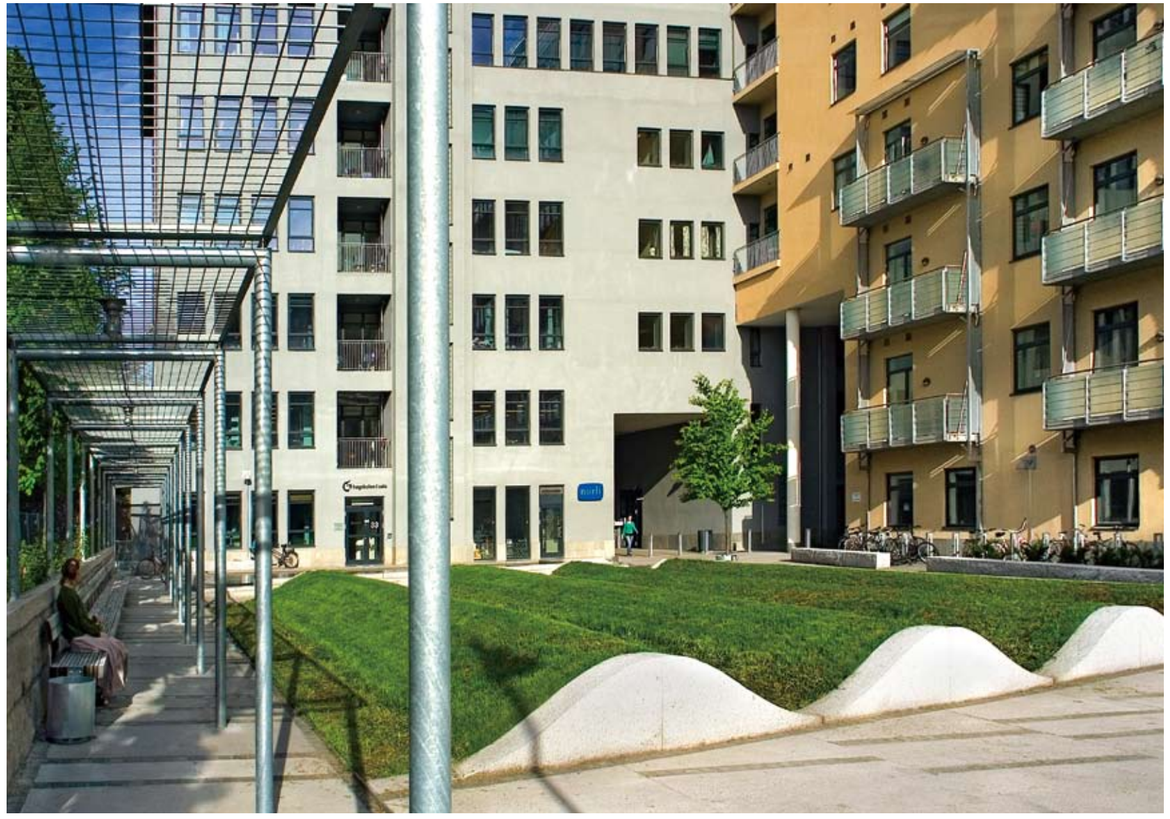
Pilestredet Park is an urban-ecology pilot project. When the old national hospital in Oslo moved to a new site more than 17.3 acres were converted to a residential and recreation area in the middle of town. Pilestredet Park is a car-free oasis in the city center with vehicles largely directed outside an area that is designed to accommodate the needs of cyclists and pedestrians. Surface water drainage and storm water management characterize the facility and exploit the natural 16 meter fall of the site. There are rippling streams, water canals and pools in all outdoor areas. Every drop of water is taken care of and used several times to trickle, flow and drip, or lie perfectly still and reflect the sky and the treetops.
The project is based on the environmentally friendly principle of recycling building materials and elements from the old hospital. Stairs, foundation walls, window frames and granite gates have been preserved and reused in flooring, stairs and edging. The venerable portals have been used in the climbing wall or reset as part of the frame for the sandpit and pools. Concrete and other building rubble has been crushed and used for refill and as an aggregate in cast concrete used in the roads and public spaces. The terms "rag rugs" and "patchwork" from the world of textiles are thus directly transferred in the making of outdoor flooring in Pilestredet Park.
The old pool has been restored and a new element added, a steel frame with a water curtain feeding water in to the basin. This has become a popular playing area for children, as has the large arrow-head snake that children use in all sorts of ways.

Award description:
The City of Oslo Architecture Prize in 2005
The National Building Design Prize in 2007

1. The central park with remains of the old park
2. Central meeting and activity area
3. Small meeting place with a great view
4. Garden for the surrounding apartments
5. Common entrance area
6. The yellow areas: areas where it is allowed to enter with vehicle. The rest of the area is pedestrian

Right: The stairs to the park

Upper left: The ground is full of leaves
Lower left: The blue sculpture in the park
Upper right: The paving of the pedestrian road
Lower right: The sign in the stone, which can be used for seating



Upper left: The ground is full of leaves
Lower left: The large arrow-head snake
Upper right: The wavy green grass
Lower right: Details of the wavy green grass

Stanisław Lem Memorial Garden of Experience in Krakow

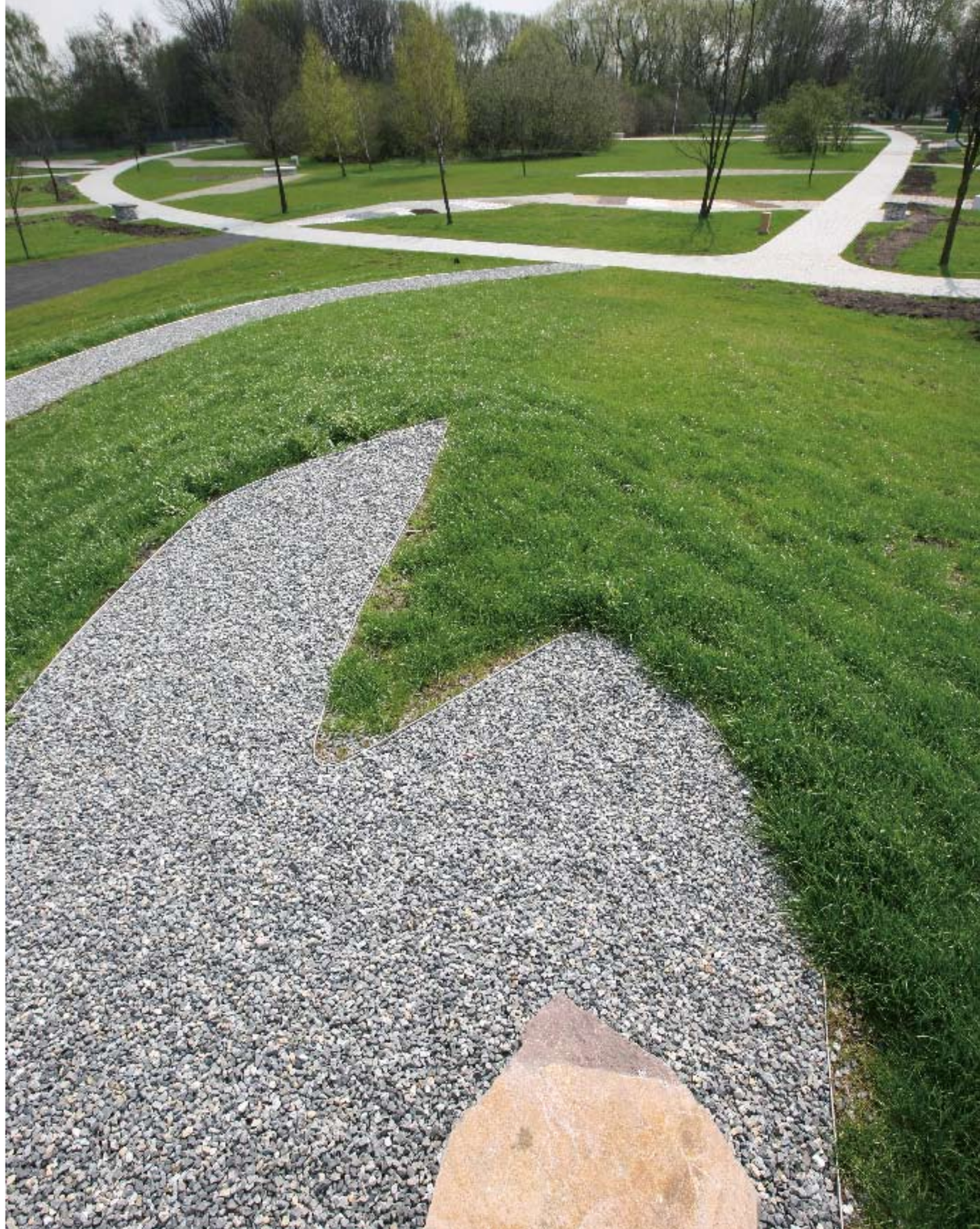
Location: Krakow, Poland **Designer:** Ingarden & Ewy Architekci **Photographer:** Krzysztof Ingarden **Completion date:** 2008 **Site area:** 60,000 sqm

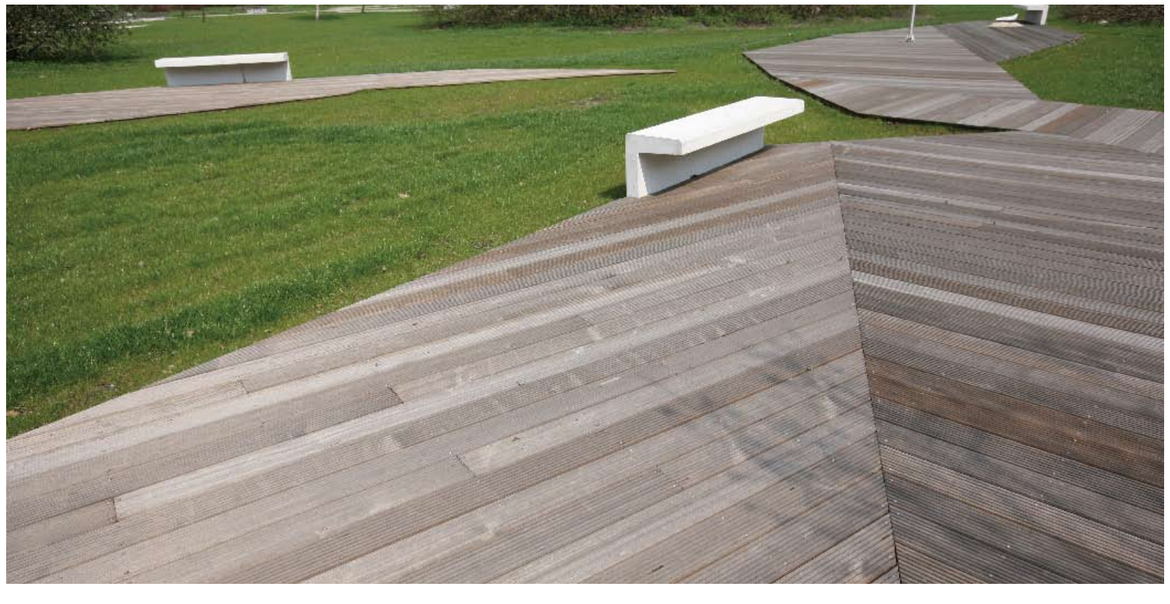
The idea of creating an educational park of a multi-sensual impact, with an interactive exposition making the science more acquainted to the visitors, arose among the culture promoters and ecologists in 1990s. The project was a local community initiative, joining different environments and varied scientific and executive abilities.
The area of over 6 hactare has been developed using the existing network of footpaths and tree stand. The layout of the alleys, reminiscent of a tree crown, has been complemented with display platforms of organic, leaf-like shapes. The 'leaves', different in finish and shape, make display platforms for the educational units, yet at the same they also make the subject of some educational, sensory experiences – each of them is made from a different material, and each has a unique shape, color and texture.
The Garden of Experience includes over 50 interactive installations in a designated area, surrounded by trees and greenery, in the Park of Polish Aviators. Each of the installations represents particular natural phenomena, i.e. you can generate a whirlpool and watch it for as long as you wish, you can shear the sunlight in the prism, feel the air waves generated by the gong, send and receive a message using an acoustic telegraph, try to walk a tightrope, whisper and still be well heard 20 meters away, get inside the kaleidoscope and create extraordinary images with your own body... and make lots and lots of other experiments. Most importantly though, thanks to the personal experience of the scientific processes, you can understand the world of the surrounding natural phenomena.

1. Tram station
2. Main roadway passage
3. Main road access
4. Road access
5. Main entrance
6. Main path
7. Pavilion 1
8. Side path
9. Platform with educational installation
10. Gantry – island
11. Pond
12. Pavilion 2
13. Green labyrinth

Award description:
2008 Architectural prize 'Krakow my home'. Special jury award for the implemented project of the Stanisław Lem Memorial Garden of Experience.
2008 I[st] Prize ('Tourist Object' category) in the 'Poland growing beautiful – 7 Miracles of the EU Funds' competition carried out at the Department of Regional Development request
2008 'Gates of the Country' The Garden of Experience won a special award of the Polish Tourist Organization.

Right: The irregular shape of the ground





Upper left: The stone benches
Lower left: The whirlpool
Upper right: Didactic installation
Lower right: Details of the ground, which can be luminous at night

Quinta Da Alagoa Garden

Location: Carcavelos, Portugal **Designer:** PROAP **Photographer:** Fernando Guerra **Completion date:** 2006 **Site area:** 23,000 sqm

The old garden of Quinta da Alagoa presented itself as the combined result of successive interventions, improvements, adaptations and additions. The garden space was defined by a large central lake surrounded by important tree species and with a mound with a small building at the top.
The intervention pursues the creation of a system that establishes a relationship with the pre-existences, and offers a new leisure and strolling space for the city. The definition of this system is based on a multilevel garden typology, which follows the slope of the land, and allows the definition of a variety of spaces and uses. The walls are constructed of white painted concrete, which often transforms into banks, functioning as containing elements and as land defining elements or following the direction of the new routes. These elements create a uniform composition and at the same time allow the reintegration of significant existing features, concisely implemented in the lake system, in the woodland, in the eastern clearing and in the tree areas.
The perspective of the intervention cannot be delimited as so, for the strict limits of a conservation and restoration operation achieving the creation of a new system which incorporates the dominant elements of the complex, leads to the intelligent union between the new work and the pre-existing and establishes the correct strategy criteria for the sustainable transformation.
In this context the proposal leads to a group of fundamenatal objectives trying to establish the necessary the normal and functional unification of the whole space of the garden assuming the possibility of a globly thought intervention through the primary structural elements and recover and delimit the existing valuable elements.

1. Structuring pathway and leisure area
2. Dry meadows
3. Grass fields
4. Lake
5. Tennis courts

Right: The bench in the pathway

Upper left: The stone benches
Lower left: Leisure elements by the lake
Upper right: The Main pathway
Lower right: Details of tree

Left: The water basin
Upper right: Pedestrian and cycling pathway
Lower right: Children playing beside the water basin

Alai Txoko Park

Location: Irun, Spain **Designer:** LUR Paisajistak, ABR Arquitectos **Photographer:** Lur Paisajistak S.L **Completion date:** 2009 **Site area:** 30,000 sqm

The Alai Txoko Park is designed by Iñigo Segurola of the Spanish architectural studio Lur Paisajistak S.L. It is situated in the city of Irun, Spain.
Alai Txoko Park covers an area of 3 hectares and is located adjacent to a major school complex in the municipality of Irun.
The old green space had been colonized by natural vegetation, creating a closed landscape printed insecurity in residents.
The park project part the need to create an open space to provide the desired sense of urban safety.
It creates a large open space colonized by grass and planting grass and cherry trees that occupies the central park.
In the central lawn is sorted hospitality towards areas that help to soften the slope through the walls that also serve as banks.
Along with the main access road to establishing a walk Irun respecting the existing trees and planting palm trees many Himalayan plant that will provide identity to the park.
In the more limited park space is constructed by building a playground. The park incorporates into its planning the route of a bike lane.

1. Central grassland
2. Rest zone
3. Children's playing area
4. Entrance

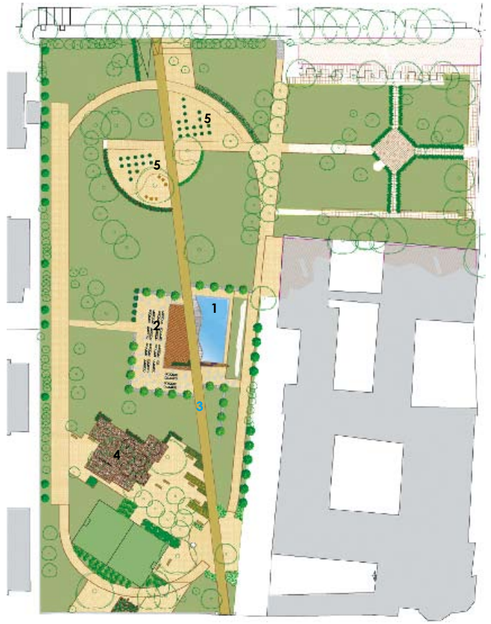
Right: Benches for resting

Upper: General view of the park
Middle: The promenade and the plantations
Lower left: Distance view from the park
Lower right: Details of the bench

Left: Rows of wooden poles to create the natural atmosphere
Upper right: The gracious curve of the promenade
Lower right: Details of the promenade

Public Garden

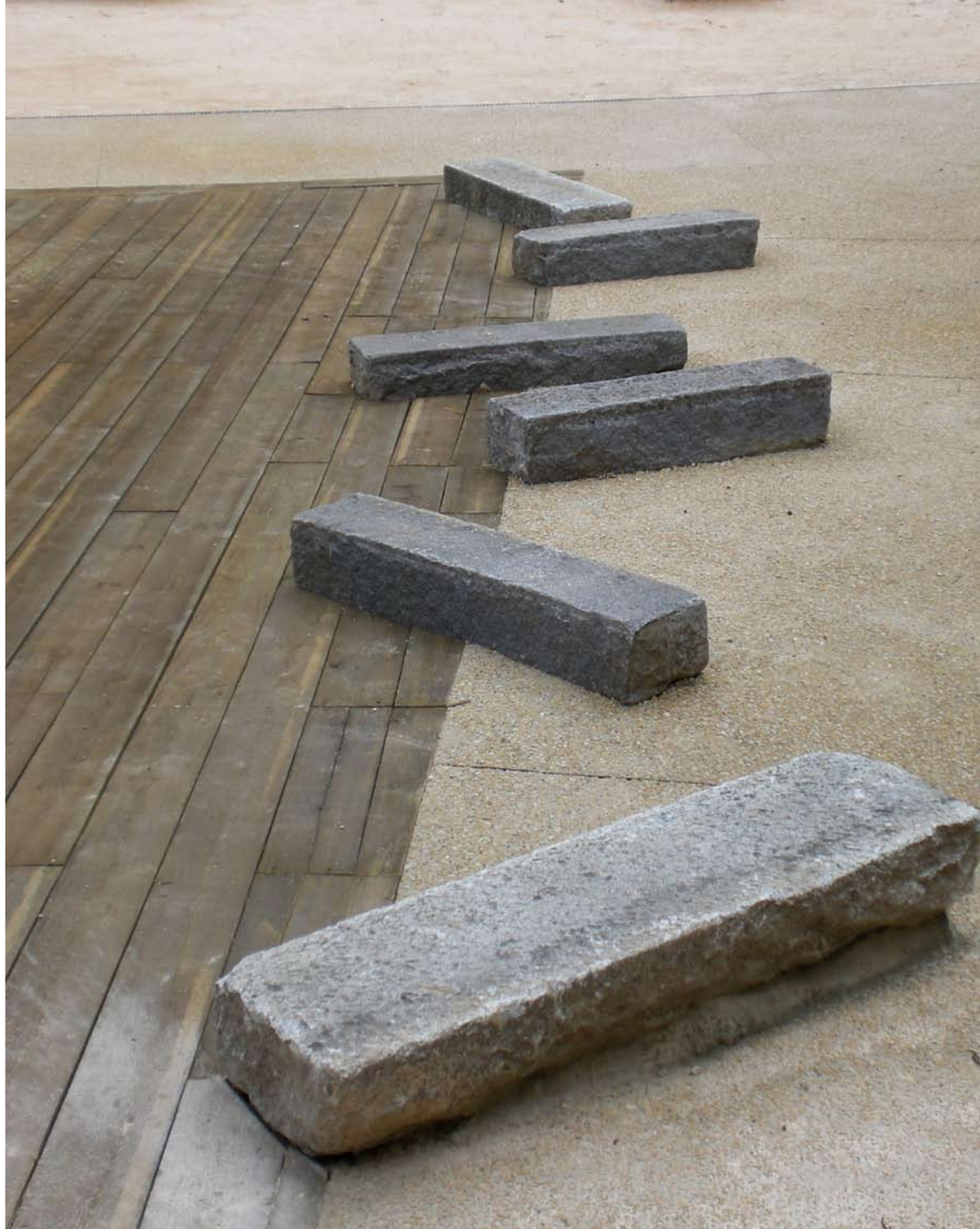
Location: Reggio Emilia, Italy **Designer:** Giuseppe Baldi Landscape Architect
Photographer: Giuseppe Baldi Landscape Architect **Completion date:** 2008
Site area: 15,000 sqm



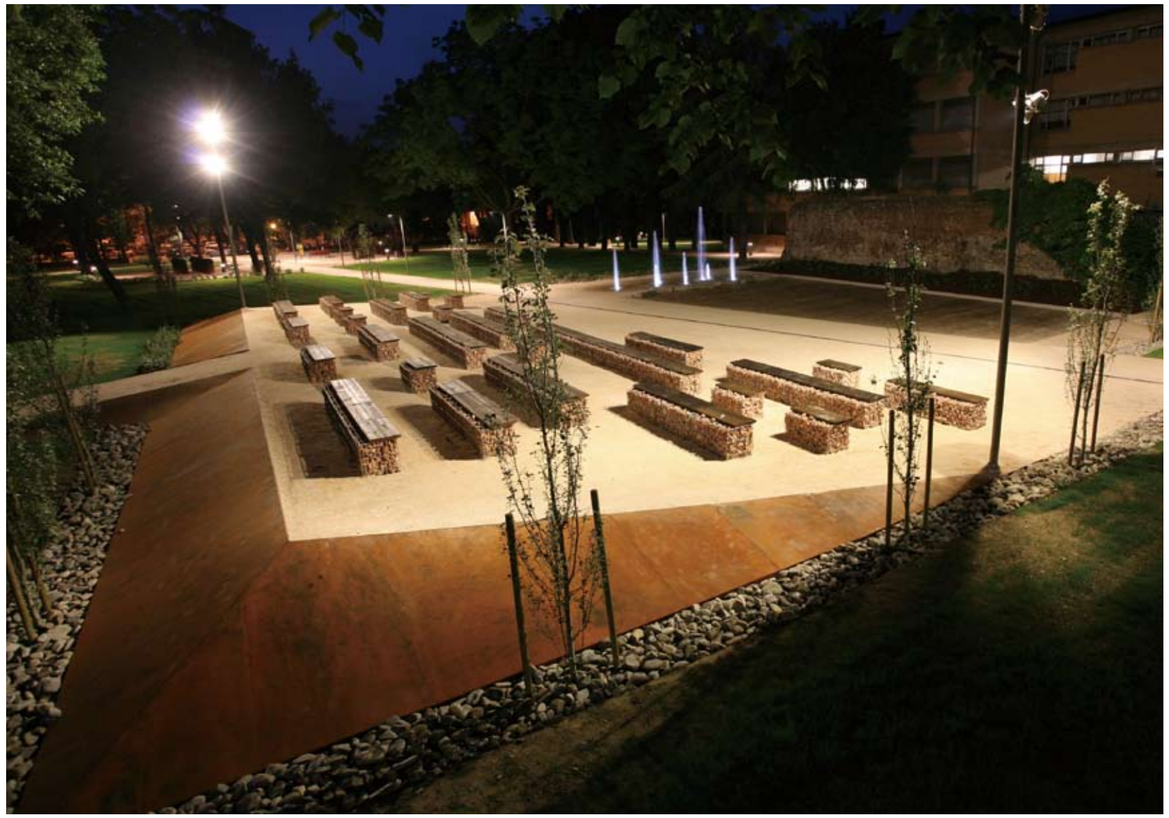
1. Fountain
2. Theater
3. Main path
4. Children's playing area
5. Square and park

The project sought to characterize the space with a more functional approach to allow the visitor a spontaneous approach, a practical use to encourage attendance and life and in the park. The design goal was to create 'a green square' can allow easy reading of the areas of aggregation, inputs and routes, facilitate the transition of the visitor who must move between points of interest welcoming, open, never hidden.
The designer have sought to expand the offering so that the park could perform a variety of functions:
Aggregate function is relax: green square
Creating a site report has permeated the whole spirit of the project which is also reflected in today's furniture and seating system that facilitate the reading spaces as places of rest, relaxation and aggregation, promoting the vitality and function of "Green Square".
Cultural function: shows and events
The theater space, already present in previous systems, is now reduced to using more functional and appropriate and in accordance with the directions of law, were, in fact, removed architectural barriers, was also equipped with all necessary plant equipment to perform spectacles (lights, electrical panels, outlets).
Recreational function: Children's play area
The east side of the park was redesigned and expanded the area devoted to children's play.
Landscape function: a garden city
The natural heritage is definitely renewed in qualitative and quantitative with the introduction of plants. The types introduced plants, has increased this botanical landscape, previously represented only by tree species, following the principles of rationalization of space, aesthetic and harmony of volumes. Overall the project is a contribution to a renewed culture of the park.

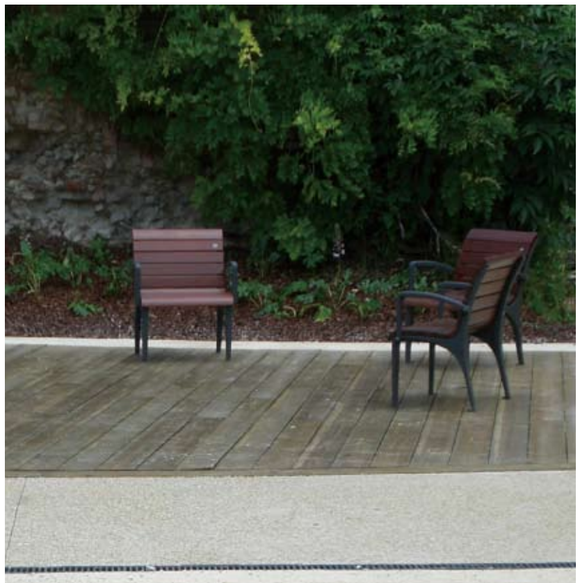
Right: The fountain seats



Upper left: The benches full of stones
Lower left: The square and the main path
Upper right: The main path
Lower right: Steel pipes for flowers



Upper left: The theater at night
Lower left: The park place at night
Upper right: The fountain at night
Lower right: Details of the chairs



Federal State Garden Show

Location: Rietberg,Germany **Designer:** UKL // Ulrich Krüger Landschaftsarchitekten **Photographer:** Ulrich Krüger **Completion date:** 2008
Site area: 130,000 sqm

1. Garden pond
2. Green galley
3. Parterre
4. Water garden
5. Main entrance
6. Red galley
7. Big hall
8. Playroom

The new park with its stylistic elements stands out from the surroundings confidently. At the same time it remains in contact with the encircling landscape. Thus it is perceived more as a withdrawn park. It is perceived as a 'hidden world' with defined wood borders containing exciting and varied spaces.
Existing structures in the surrounding landscape are included in the laying-out of the park. Single trees, groves, tree lanes, meadows, walks and channels – they are all together composed to a modern style. The formerly vague border of the area is set into frame by a large grove. 'Landscape windows' open directed views to the surrounding farmsteads as a characteristically sign of settlement and include formative features of the landscape into the parkland. From this heterogeneous surrounding the park receives its clear and unmistakable design.
To tie together the two districts Rietberg and Neuenkirchen in terms of urban development there is a north-south axis through the park. In north the park can be quit via a footbridge.
Connected to the main promenade are a main and a side loop. These follow the park border and lead to crossing walks. They are the backbone of inner development. The walks are complemented by a structure of channels that accentuate directions and lead to important points.

Right: Benches of yellow and gray

Upper left: Entrance square with sitting and plant modules
Lower left: Framed cross-way
Upper right: Water playground
Lower right: Play room

Bavarian Garden Exhibition

Location: Waldkirchen, Germany **Designer:** Rehwaldt LA, Dresden
Photographer: Rehwaldt LA, Dresden **Completion date:** 2007 **Site area:** 750,000 sqm

The small garden exhibition 'Nature in Waldkirchen 2007' is based on a decentralized exhibition concept. The main axis of the garden exhibition is designed as a loop path from the core of the garden exhibition, the new Waldkirchen urban park, via old town to the characteristic areas in and near Waldkirchen. It makes it possible to experience the city in various ways, integrates four different zones and accentuates them. The municipal open spaces market-place, cemetery, urban park, sports fields and Bellevue are representing the city's character. Within the woods stretching along the promenade sensory experiences are encouraged and is a main theme.
As the main feature of the garden exhibition a new urban park has been developed on the south-eastern edge of the old town, along brook Waeschlbach. Through reorganization of existing streets, parking sites and a bus stop a spacious entrance square to the urban park and the garden exhibition could be established. Here, all main events and activities take place. 'Landschaftsbalkone' (scenic balconies) are offering special views into the surrounding landscape and are explaining them.
Within the structural facilities and design focuses the Waldkirchen's characteristic location as part of the Bavarian Forest was respected. Therefore, the material wood plays an important role as functional and artistic element. Manifold views beyond the park borders enlarge the spatial impression of the park.

1. Cherry orchard
2. Play terraces
3. Promising step
4. Promenade
5. Marsh meadow

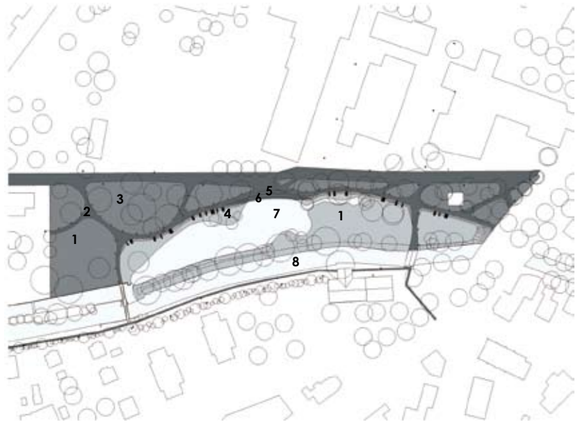
Right: Entrance square

Upper left: The bridge and the small valley
Lower left: Viewing deck
Upper right: The valley and the wooden promenade
Lower right: Details of the flowers

Upper left: The colorful playground
Lower left: Water games
Upper right: The paving and the plantations
Lower right: Water channel

Stadtpark Uster

Location: Uster, Switzerland **Designer:** Schweingruber Zulauf Landschaftsarchitekten **Photographer:** René Rötheli, Baden (CH) / Schweingruber Zulauf Landschaftsarchitekten (CH) **Completion date:** 2008 **Site area:** 14,400 sqm

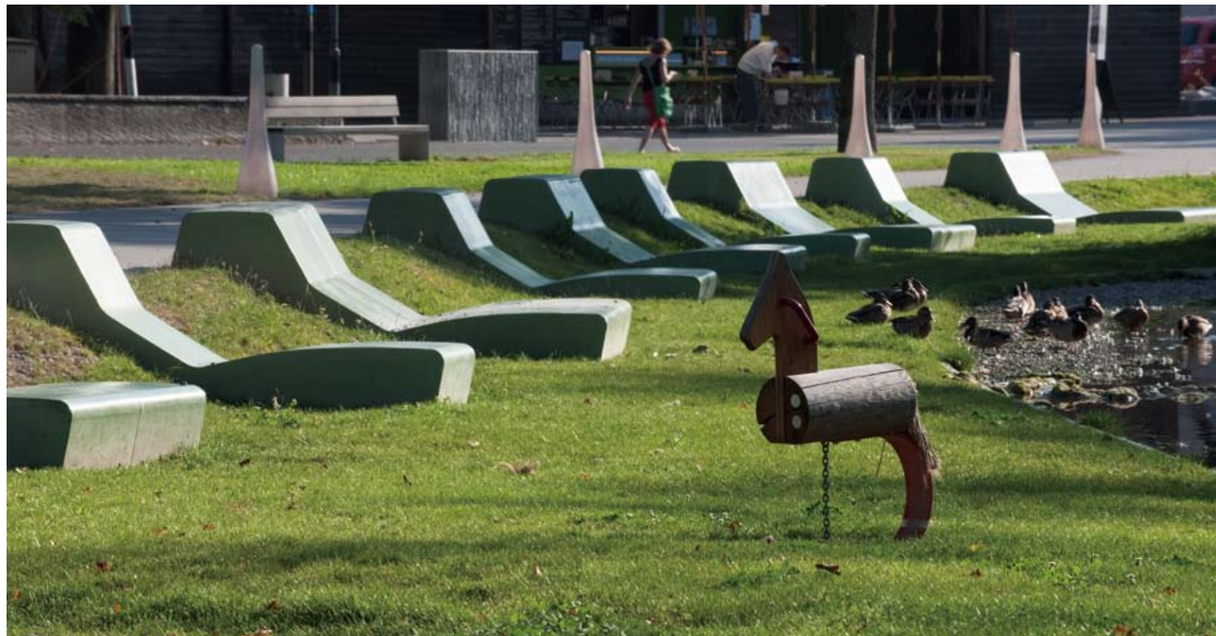


1. Lawn
2. Asphal
3. Playground
4. Seating elements
5. Stairs
6. Promenade
7. Pond
8. Aabach

The park in Uster is located in adjacency to the town center in between the embankment of the Aabach and the central community center. Its character and core elements (the stream 'Aabach', the pond and promenade) can be accessed in its extends up the adjacent residential quarter 'Im Lot'.
The project aims to identify and strengthen the existing key elements of the spatial structure, which were lost in a busy former layout.
Quellenstrasse, located parallel to the stream 'Aabach' acts as the spine of the park. As a promenade, it connects its various elements and sets up a spatial relationship. From the promenade a path aligned with sculptural seating elements leads into the park.
With the meadows and backdrop created by groves of trees, the pond creates an additional horizon within the park. Accessible from the promenade, the opposite embankment of the pond is framed by trees and reeds in varying densities.
Referring to the historical industrial use of the site the longitudinal dimension of the key elements is essential to understand the context of the park. Having been split into three elements in the previous arrangement, the pond now allows continuity within a coherent overall layout.
The seating elements located along the promenade were designed specifically for this site. They nestle up against the embankment, by their use of green color in the concrete they almost seem to merge.
The selection of materials was based on the requirement to place the seat into the ground, as well as the desire to create a natural shape. Concrete responds to both requirements and is resistant to humidity as well. The elements were colored in green in order to fit the embankment perfectly.

Award description:
AFZO-Building Award 2010

Upper right: The curve promenade
Lower right: The seating elements



Upper left: The stream
Lower left: Waterfront square
Upper right: Trees growing in the stream
Lower right: Details of the seats

The Pardre Querbes Park

Location: Huesca, Spain **Designer:** Verzone Woods Architectes **Photographer:** Craig Verzone **Completion date:** 2007 **Site area:** 40,000 sqm

1. Garden of hedges
2. Central plaza
3. Irrigation cistern
4. Bocci court
5. Alley
6. Water box
7. Playground
8. Swimming center
9. Orchard
10. Courtyard
11. Hills

The park takes its inspiration from the rich agricultural landscape which wraps the city of Huesca. Regional topography, landscape typologies as well as the local colors and textures infiltrate the project and define three types of spaces: the public park, inner courtyards and two swimming areas. The public park has been built by the developer and given to the Municipality. Semi-private courtyards are embedded within eight story housing blocks and are linked to three bands of row-houses via passageways piercing their southern mass. Private swimming pool complexes punctuate the urban structure and are used by the neighborhood's residents.
The park is organized along two sinuous paths, one to the north of the project between the houses, and one to the south which runs along a perimeter wall separating the public space from a small school. The southern edge of the park is composed of play zones, a water basin and a paved square and is anchored by an interstitial terrain of sculpted terraces. The different zones created by this terracing reinforce a zigzag path and frame the children's play spaces while also shifting the concentration of activity away from the attached houses. This terraced earthwork also makes reference to the local agrarian tradition of lightly leveling fields to facilitate pasture, planting and irrigation. A preexisting grove of ailanthus trees was preserved to the east and now stands slightly rose above a hedge garden. From the city, the hedge garden is the park's main entrance.

Award description:
2008 Fernando García Mercadal Prizes of Architecture from the College of Architects of Aragon

Right: Wooden platforms populate the park's central green

Upper left: The center of the park is marked by a bosque of Ailanthus trees, the garden of hedges, the central plaza and its irrigation cistern
Lower left: Lirodendron trees shade the central plaza
Upper right: The interior park path intersection is marked by a series of water boxes that feed the park's canal system
Lower right: The stepped hills planted with cherry trees provide a visual connection to the region's cultural landscape morphology

Upper left: The garden of hedges is littered with large wooden platforms
Lower left: A line of Pine trees link the boccci ground with the park's central plaza
Upper right: A bosque of Linden trees creates a shady edge for sitting picnic tables and benches
Lower right: The central plaza is bound by the irrigation cistern, a platform and a bosque of Liriodendron trees

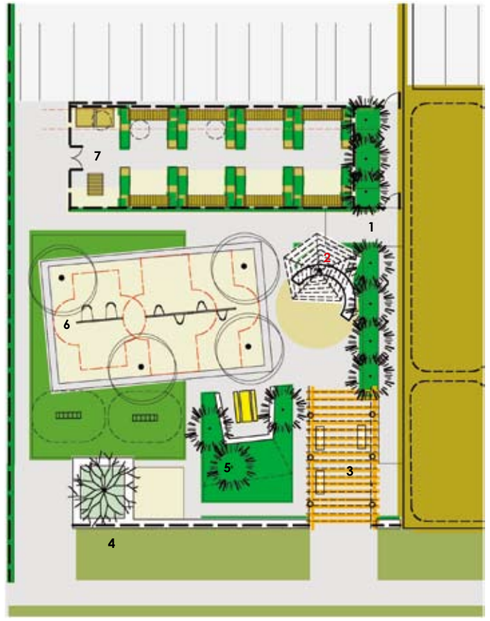
Euclid Park

Location: California, USA **Designer:** Rios Clementi Hale Studios **Photographer:** Tom Bonner **Completion date:** 2008 **Site area:** 137,560 sqm

Conceived as a public 'back yard', Euclid Park provides open space for a densely populated neighborhood of apartment dwellers in Santa Monica, CA. The park also serves the special needs of the Hacienda del Mar, an independent living residence operated by the United Cerebral Palsy Association, directly adjacent to the site. Formerly a hospital, the Hacienda del Mar is among the oldest, remaining, historic buildings in Santa Monica.

At less then half an acre, the park incorporates activities and experiences typical of a residential back yard. A large lawn area provides space for passive, informal recreation, a trellis provides shade, and swings and a climbing structure serve young children. Native and drought-tolerant plants are selected to provide colorful flowers in large 'containers' at the base of trees. Typical garden elements, such as edging, a trellis, container gardens and brick paving, are exaggerated in size to transition from a domestic garden to a public park.

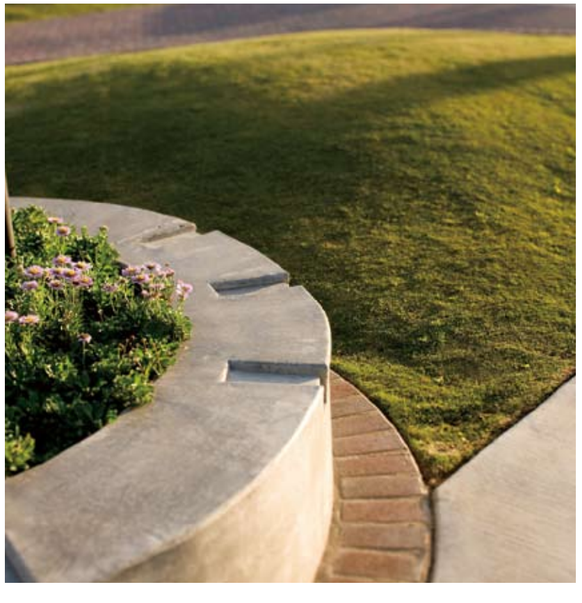
Graded mounds and a sloped basin create opportunities for topographical exploration on an otherwise flat site. Shaped as an informal amphitheater for the shade structure, the depressed lawn collects and dissipates the storm water run-off for the park site and adjacent Hacienda del Mar roof. Brick banding and herringbone paving add playful texture and at the same time refer to the whitewashed brick façade and interior courtyard of the Hacienda del Mar.



1. Main entry/exit
2. Gazebo umbrella
3. Porch trellis
4. Formal garden
5. Lawn
6. Children's area
7. Garden workshop

Right: Herringbone-patterned brick pathways create order and direct patrons through the informal 'back yard'

Upper left: A supersized trellis, made of interlocking wood and polymer, shades the 'porch' and becomes a focal point
Lower left: An overscaled curved concrete 'container' wall forms a seating area and marks the end of the brick pathway
Upper right: Drought-tolerant natives planted adjacent to the Hacienda del Mar attract birds and butterflies
Lower right: Whitewashed bricks band geometrically cut-out concrete containers to create playful texture, while referencing historical Hacienda del Mar finishes

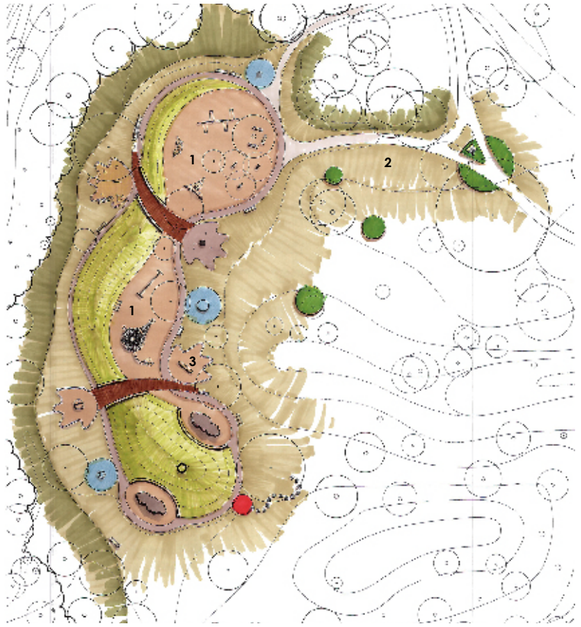


Upper left: Raised community beds are easily accessible for special needs gardeners
Lower left: Green safety surface used under the play equipment continues the 'back yard' lawn feeling
Upper right: A series of raised beds—used for garden demonstrations or leased by community members
Lower right: Vibrant green hues are carried into the signage

Mount-Royal Park's Playground

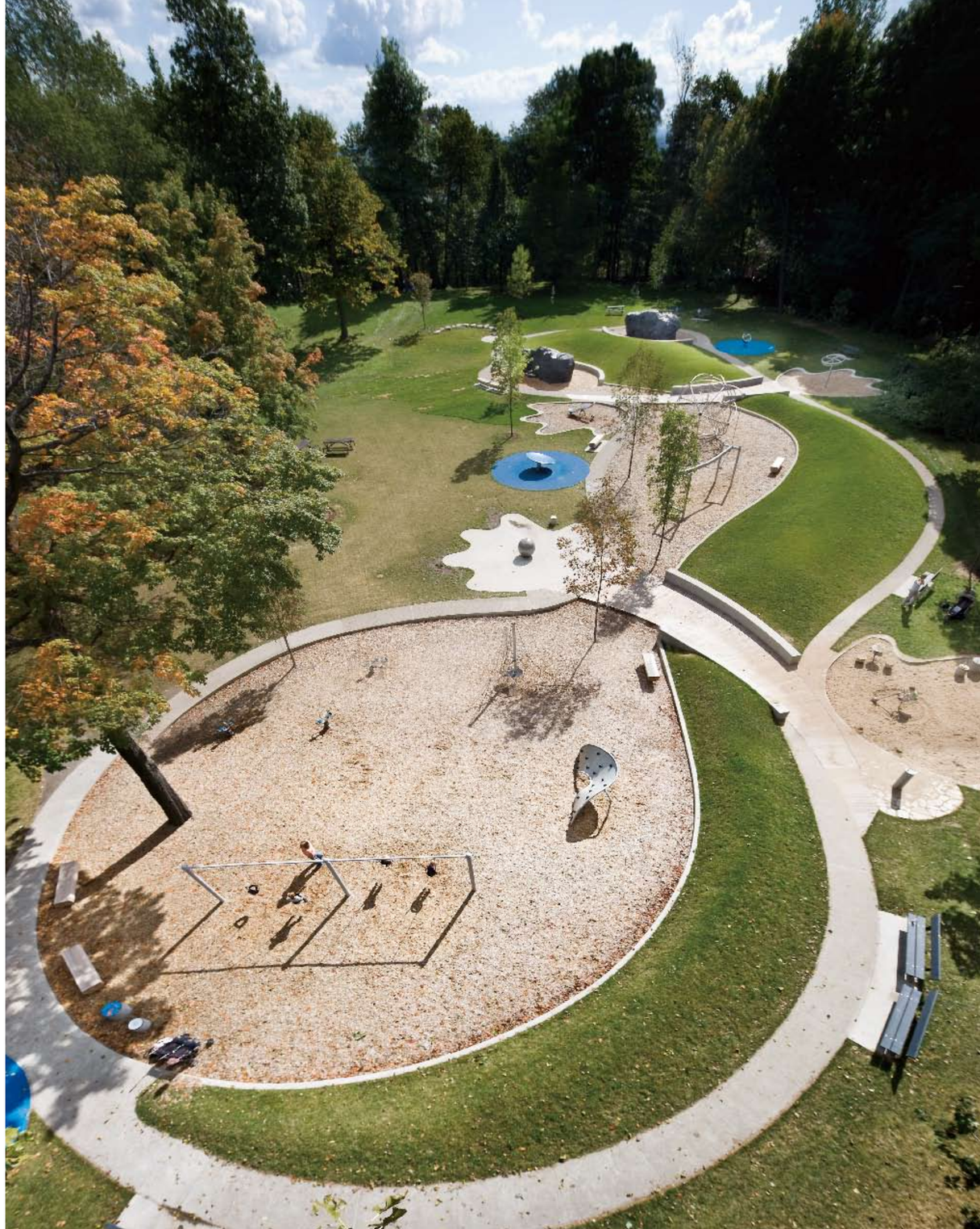
Location: Quebec, Canada **Designer:** Cardinal Hardy **Photographer:** Marc Cramer **Completion date:** 2010

With over three million visitors a year, Mont-Royal Park in Montréal was designed by Frederic Law Olmstead starting in 1874. Despite the evolution of the park, the essentials of the original plan remain. In order to recognize its unique character, the Government of Quebec recently granted it the status of a natural and historical borough. Given this heritage designation, a dozen municipal and provincial organizations had to ratify this project, which included: A play ground conceived with a theme derived from Mount Royal itself, a picnic area in a grassy plain with approximately thirty tables, the redevelopment of roadways and paths which reiterate Olmsteadian framed viewpoints as well as a renewed management of the landscape based on its woodland characteristics. Cardinal Hardy was given the mandate to conceive the playground.
The theme is the Blue Spotted Salamander, an amphibian native to Mount Royal and the starring feature which organizes the play structures and other park elements. Water features and other innovative play structures are integrated into the silhouette of the salamander as it rises from the earth; this instigates a different kind of play, which encourages the children's motor, cognitive and social development. Beyond simply contending with a heritage site, the project highlights the therapeutic influence of this large scale green space in the city.



1. Games equipment
2. Pathway
3. Bench

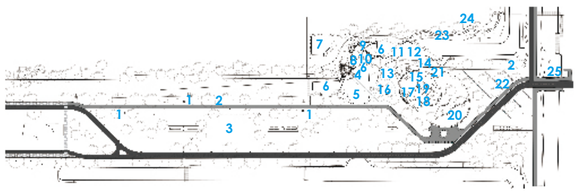
Right: Drainage system in the park



Upper left: Various playground elements
Lower left: Detail of the sculpture
Upper right 1: The trees and the green grass in the playground
Upper right 2: Children having fun in the playground
Lower right: Details of the seating

Public Park Meerpark

Location: Amsterdam, the Netherlands **Designer:** Carve **Photographer:** Carve
Completion date: 2010 **Site area:** 24,000 sqm **Plants:** birches, oaks, sicamore maple



1. Sound Trees
2. Birdhouses
3. Free space for sports and games
4. Possible climbing tower
5. Potential bridge to the tower
6. Space adventure sports
7. Playing material storage / Distribution point
8. water-play elements
9. Walking decks
10. Water bridge
11. Rubber mats bridge
12. Play-pont
13. Turntable
14. Trampolines
15. Seesaw
16. Hexagon swing
17. Verticiale play with sand piles and game play elements plateaus
18. Low parcour
19. Slides and crawling tunnels
20. Boulder wall
21. Educational meeting
22. Rough reed vegetation
23. Wooded banks of trees
24. Natural game
25. Pier (wheelchair accessible from the bridge)

Inner-ring green areas

Cities are still growing: physically expanding on the outer borders and increasing its density from within. This urban development changes the use of large existing green areas, like sportfields, within the periphery of these cities.

Transformation

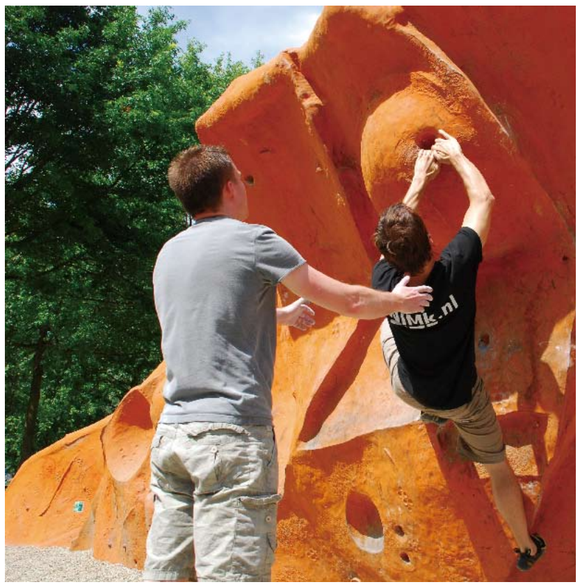
The sport-park consists of 10 fields, an athletic track, a basketball court and a skatepark, all spread around a central green elongated strip of land. This strip is part of and connects to the adjacent building blocks and is an important axis in this 1930's layout of Amsterdam. It's primarily used as a main biking route connection from Amsterdam to Diemen. The strip of land was divided into several smaller parts by cycle and pedestrian lanes. In the proposal for the new park, the pathways were restructured, pedestrian and bike lanes were merged, and transferred to one side. An open green area emerged, big enough to accommodate the proposed mixed features, fitting new leisure trends and the desired additions for an urban community park.

Elements

Modern urban parks have an ambiguous aspect about there landscaping, a strong green character and spacious layout is demanded in combination with many "urban functions". The large central mogul symbolizes this duality by integrating both aspects: one side – a grass slope with natural play-elements scattered around– integrated with the surrounding nature. The other side is an artificial 3.5 m high intersecting wall in bright orange designed for professional bouldering appealing to climbers of all levels. Other integrated elements are large oversized picnic tables accompanied with public barbecues, giving place to many visitors, small family gatherings, or just to relax.

Right: Slide game facility

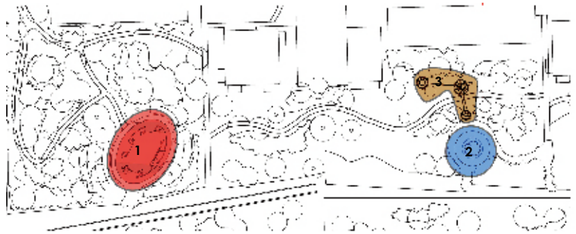
Upper left: Climbing tower
Lower left: Overview of the climbing tower
Upper right: Water feature
Lower right: Details of the climbing tower



Upper left: Sports area
Lower left: Glimpse of the climbing area
Upper right: Large stones in the water
Lower right: Information board

Public Park Dunepark

Location: Velsen, the Netherlands **Designer:** Carve **Photographer:** Carve
Completion date: 2007 **Site area:** 2,500 sqm



1. Amphitheater
2. Water playground
3. Climbing room

Dunepark is part of a foothill of the Northsea dunes, running deep into a 1960's social-housing area. Recently parts of the park had been redeveloped as building sites for urban-villas. Due to damage done to the natural landscape by this development, and a long lasting lack of maintenance, the park needed complete renovation. The landscaping was done by the city of Velsen. Carve was asked to create three appealing play objects, attracting a wide age range and offering a sculptural contribution to the park. Their proposal consisted of three interventions.
Meant as a meeting-place for the neighborhood's youth, the oval and raised stage (with edges and banks) can also function as a small skate park. It also gives place to open air performances as asked for by the primary schools close to the site. Three big twisted towers, Dune-towers, are mutually connected with bridges, and cladded with diagonal beams of inland oak. As they are lowered into the surface, their immense size is easily overlooked. The banked sides provide an intimate place to sit and watch. Almost twenty aluminum masts are placed on an inclined concrete pedestal, twelve meters in diameter. Engraved with a circular equivalent of sand ripples as found on the beach and formed by the wind, the pedestals guide the water back to the recollection basin. Altogether the masts and pedestal provide for water play with surprising effects.

Right: Amphitheater

Upper left: The central stage for activities
Lower left: Detail of the tunnel
Upper right: Exterior of the tunnel
Lower right: People inside the tunnel

Upper left: The ground full of green grass
Lower left: The amphitheater's ground
Upper right: The structure of the tunnel
Lower right: Detail of the ground

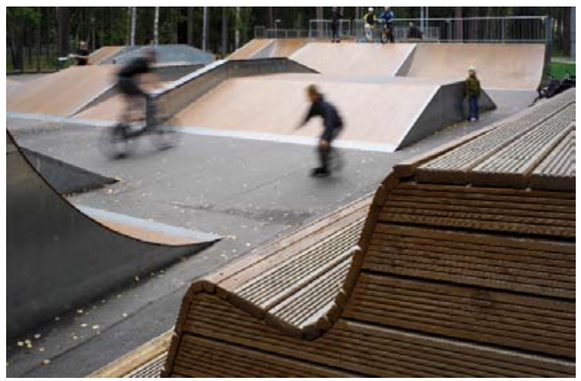
Dzintari Forest Park

Location: Jurmala, Latvia **Designer:** Substance SIA **Photographer:** Ansis Starks
Completion date: 2010 **Site area:** 131,108 sqm

1. Playground for 7-12 years
2. Skate park
3. Skating track
4. Streetball
5. Café
6. Toilet
7. Parking
8. Pedestrian bridge

Dzintari forest park is unique due to its location. Its 13-haktare territory of nature base is located in the very center of Jurmala city. A 200-year-old pine-tree growth and the protected biotops of bilberry bush are the greatest treasures of Dzintari forest park that, despite their location, have remained untouched over decades. The territory had the status of a forest park also in past, however, all it contained was three walking paths for the city inhabitants and guests to cross the forest on the way to beach. Dzintari forest park did not offer anything that would encourage a passer-by to spend time in this place and enjoy the beauty of seaside forest nature.
The infrastructure objects are located evenly throughout the park and are connected with wooden board foot-path raised above the ground. The existing walking paths were reconstructed with cobble-stones. The most important active recreation element is the inline skating track in the middle of the park. Pedestrian bridge separates skater and pedestrian paths. The park also accommodates skate-board and street-ball grounds, children playground, cafes, sports inventory rental, lavatories and other buildings.
Modules system was selected as the most suitable principle for form-creation of the park's building objects. Modules ramify like tree branches or roots, go around protected nature base elements and develop into foot-path structure that was created based on similar principles. Facades of building objects comprise separate planes inclined in different angles that significantly reduce the overall bulkiness of objects. Composite panels with polished aluminum surface are used for facade finishing. Vertical division of glass facades reflect the natural appearance of surrounding environment and dispel the park's newly created building objects.

Upper right: Cafe terrace
Lower right: View from the skate rink

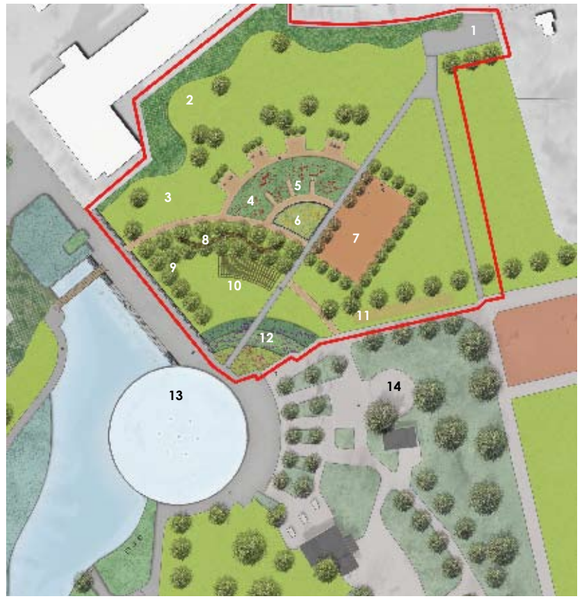


Upper left: Wooden walkways
Lower left: Pedestrian bridge
Upper right: View from the skate rink
Lower right: Detail of the wooden walkways

Garden for Generations in Langenfeld, Germany

Location: Langenfeld, Germany **Designer:** pslandschaft.de - freiraumplanung **Photographer:** Karin and Joachim Schulze **Completion date:** 2009 **Site area:** 1,000 sqm

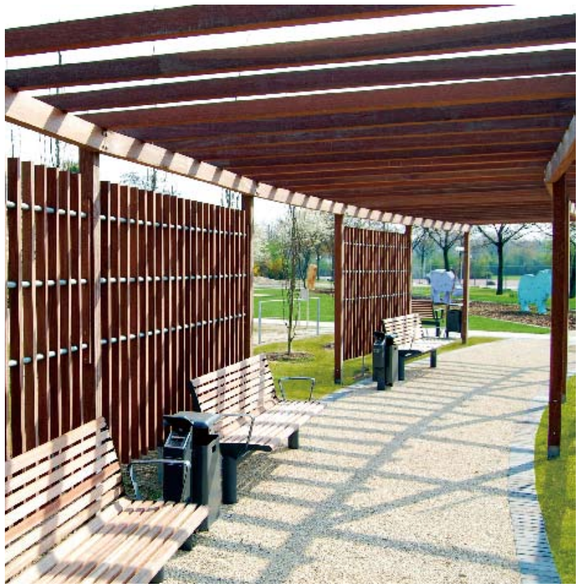
In April 2010, the Garden for Generations in Langfort (Langenfeld) Leasure Park was handed over to the public. Having conducted a survey, the town council took up the wish for an area dedicated to activity and recreation for senior citizens. Pslandschaft was commissioned to plan the garden in early summer 2008. A planning site was soon found: a meadow of 1 hectare, formerly used for circus purposes within Langfort Leasure Park. The Park offers easy access in terms of transportation and moreover comprises a variety of well-established sports and recreational facilities. It is located in the heart of the city, just 800 meters away from the town hall. The aim was to create a barrier-free garden for generations, attractive to all ages, encouraging meeting and communication. Attractions focus on senior citizens, but are by no means restricted to this age group in that they invite all those seeking to create a balance to their stressful day-to-day work or simply enjoying being and moving outdoors.
The designer put up a variety of all-weather fitness equipment suitable for gentle training of the young and the old. Each set of tools is tucked away in a pocket along the path, hedges screening them off so that the user feels safe from unwelcome observation. Each station is supplied with a panel, which gives detailed explanations on usage and constituent movements of the exercise.



1. New entry
2. Different kinds of fruit-trees
3. Outdoor-fitness equipment
4. Sensory garden
5. Sniff
6. Touch
7. Petanque
8. Barefoot path
9. Espen groof
10. Pergola
11. Clamber-animals
12. Attractive planting
13. Fountain
14. Café

Right: The straight road and the distance fountain

Upper left: The seating and the information board
Lower left: The central square
Upper right: Barefoot-path
Lower right: Pergola



Redevelopment of Public Open air Pool “Wostra”

Location: Dresden, Germany **Designer:** UKL / Ulrich Krüger Landschaftsarchitekten **Photographer:** Ulrich Krüger **Completion date:** 2006
Site area: 30,000 sqm

The Elbe River flood in the summer of 2002 significantly damaged the public swimming pool Wostra. The original buildings with the changing rooms and the sanitary facilities had to be demolished, the pool itself showed enormous damages and also the outdoor facilities with the playgrounds were in a disastrous repair. Thus, fundamental restoration measures became absolutely necessary.
The conceptual design of the public swimming pool Wostra is defined by four 2.4-meter-wide parallel 'walkways' with an east-west orientation. These paths link the essential spaces such as the 'tree plateau / entrance area', the 'pool area' and the 'sunbathing lawn'. Within a clasp of two walkways reside the swimming and bathing facilities.
Also the new building at the old location to the east of the pool is aligned in this east-west direction, integrating smoothly in the overall conceptual design.
The pool complex is on three sides embedded in a valuable population of old trees. These shady zones provide a natural backdrop and frame the recreation area.
The end points of the 'walkways' are moreover accentuated with wooden seating elements. The walkways are made from light gray and easy-care concrete paving stones that are highlighted by contrasting stripes in the area bordering the pool.

Award description:
1st prize 'Gardens in the City' in 2009

1. Parking bicycle
2. Parking for the handicapped
3. Entrance
4. Gravel area
5. Swing
6. Playground
7. Slide, climbing wall
8. Couch
9. Paddling pool
10. Slide
11. Seating steps
12. Planting around the pool/ spread shrubs
13. After planting
14. Diving area
15. Swimming pool
16. Through pool
17. Clean pedestal
18. Wooden seating elements
19. Fence

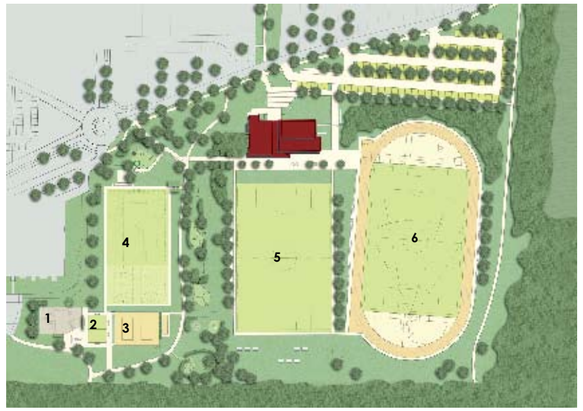
Upper right: Arerial view of the nonswimmer's pool
Lower right: Diving platforms

Upper left: Forb planting with a view to the vineyards along the Elbe River
Lower left: Paddling pool with water slide
Upper right: Lush forb planting in summer
Lower right: Swimmer's area with adjacent planting

Gaudium Leisure + Sports Park

Location: Bad Friedrichshall, Germany **Designer:** Dupper Landschaftsarchitekten BDLA **Photographer:** Kristof Lange **Completion date:** 2009 **Site area:** 75,000 sqm

Gaudium Leisure and Sports Park is part of a public inner city green axis. It is bordered by the public Gymnasium (high school) and swimming pool. In general landscape terms, it is surrounded by local woodland which is an important local leisure zone that frames the site on the southern perimeter. Towards the North a new building area borders the site creating a transition into open, agriculturally dominated landscape.
The Gaudium Leisure Park is a part of the Sports park which is open to the public. Various playground and sports facilities offer an attractive meeting point for young and old. The name 'Gaudium' was chosen in a title competition as it symbolizes joy and pleasure.
To a greater extent, the Park is designed as part of a public green axis and integrates various play areas. These are again integrated into the sculpted landscape. The infants' playground, with sand areas and apparatus for playing, is located closer to the building area. The further one goes from the built-up area the more varied are the play and leisure areas which change according to different age groups.
The Gaudium Leisure Park, with all its diversity of design and equipment, has become a popular meeting and sports point for all generations. It is an important aspect of the town and a significant factor in the integration of both political life and local sports clubs.



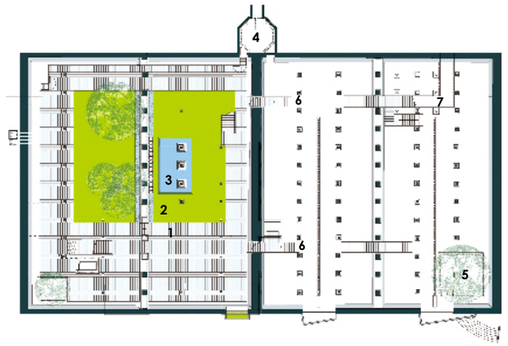
1. Skate park
2. Mini pitch
3. Beach volleyball
4. All-weather-pitch
5. Soccer field artificial lawn
6. Sports stadium-soccer field lawn, running track

Right: Hopping and balancing

Upper left: The pool facility
Lower left: Rotating disc
Upper right: Set of swings and climbing rock
Lower right: Boules games

Paddington Reservoir Gardens

Location: Paddington, Australia **Designer:** Tonkin ZulaikhaJMD Design
Photographer: Brett Boardman and Eric Sierens **Completion date:** 2009 **Site area:** 4,200 sqm

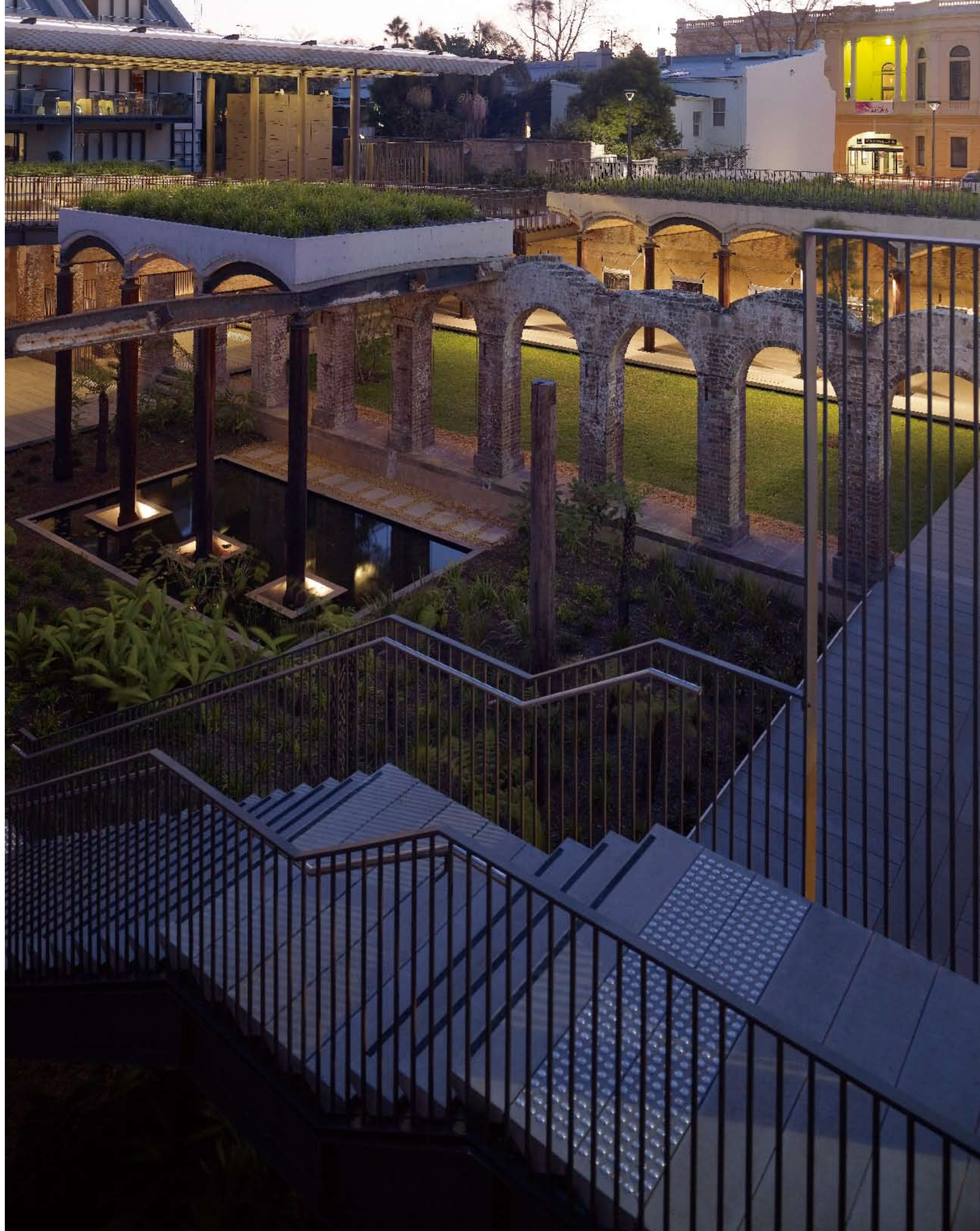


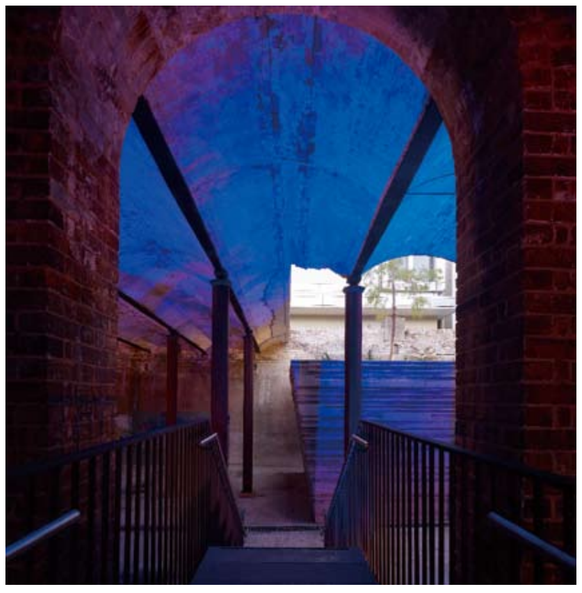
1. Boardwalk
2. Lanter
3. Pond
4. Valve chamber
5. Petrol browser interpretation
6. Entry to sunken garden
7. Entry to eastern chamber

This reservoir was built in 1878, which is the national key heritage. Below the street is the reservoir chamber, and above the street is a green park opened in 1930.
Walter Read and John Thompson Reserve provided a unique opportunity to interpret part of Sydney's heritage and to create an intriguing and engaging public open space.
The landscape design reinforces the legacy of the reservoir in its partially ruined state by maintaining a simple grassed area on the eastern roof portion and creating an accessible 'Sunken Garden' in the ruined western chamber. Hardscape materials in the landscape will be a simple reflection of the existing and remnant structure's masonry, timber and iron construction. The 'Sunken Garden' announces itself to the street level with an emerging canopy from below. The garden takes advantage of the reservoir's unique microclimate and solar access through the use of sub-tropical plant species, lush rainforest planting and ponds punctuating the space. The garden is accessible around the perimeter by a raised boardwalk and internally through networks of stepping stones. The garden zones will be irrigated by collected runoff from both the upper level park and lower garden. Water will be stored in tanks below the boardwalk allowing the rich mixture of plant species to maintain vigorous growth all year.

Award description:
2010 Energy Australia/National Trust Heritage Award – Adaptive Reuse (Corporate/Government)
2009 Planning Institute of Australia, Australia Award for Urban Design
2009 Australian Property Institute, Officer of the Valuer General Heritage Award
2009 Landscape Architecture Medal, Australian Institute of Landscape Architects
2009 Design Excellence Award, Australian Institute of Landscape Architects

Right: Overview of the gardens at dusk



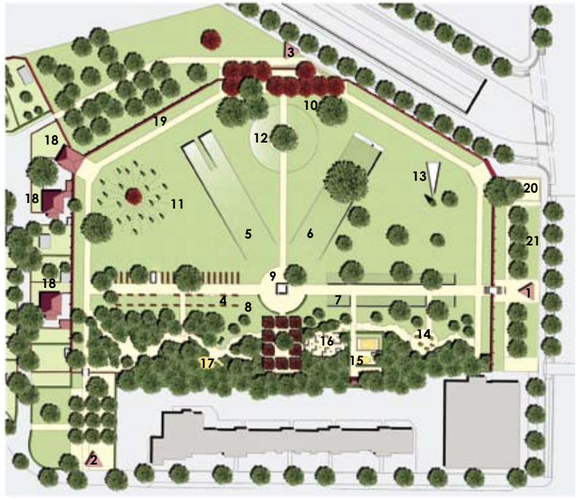


Upper left: Entrance to the Sunken Garden
Lower left 1: Entrance to the Eastern Chamber
Lower left 2: Eastern Chamber
Upper right: Rather than cover over the existing chambers the architects opted to open them out to the public as an urban ruin
Lower right: The pond provides an explicit reference to the parks former life

Left: The sunken garden in the western at night
Upper right 1: Detail of the building
Upper right 2: The green grass in the park
Lower right: Crumbling vault and new concrete planter

History Park Moabit Prison Berlin

Location: Berlin, Germany **Designer:** Glaßer und Dagenbach Garten- und Landschaftsarchitekten **Photographer:** Udo Dagenbach **Completion date:** 2006 **Site area:** 30,000 sqm **Plants:** Fagus sylvatica Atropurpurea, Acer platanoides 'Royal Red', Sorbus intermedia



1. Invalidenstraße entrance, opposite Berlin Main Station
2. Lehrter Straße entrance
3. Entrance from federal route B-96
4. Copper beech hedges.
5-7. Former Wings B-D, depicted by sunken or slightly elevated lawns
8. Plantation of hewn copper beech trees
9. Central surveillance room
10. Site of the 'insanity ward'
11. The exercise yard complex
12. Circular indentation in the lawn
13. Recreation of a former exercise yard
14. Materials found on the site
15. Former weighing house
16. Star labyrinth
17. Climbing wall
18. Former administrator's housing
19. Passage
20. Remains of the former 1910 laundry
21. White mulberry bushes

The park's theme and urban planning and its architectural and political history are unique to Berlin's urban landscape. The task of creating both a memorial and an area for people to relax and learn has been accomplished in an exemplary manner. Historical landmarks have been preserved, restored and enhanced using contemporary styling. Local people and visitors to Berlin can rediscover the site's historical significance after more than 50 years of inaccessibility and enjoy its recreational resources.
Local borough residents were deeply involved throughout the almost 16 years of planning and developing of the park. The Borough of Mitte, represented by the Streets and Parks Office, would like to submit this bid to illustrate how complex urban spaces can be upgraded and maintained through energetic, yet prudent landscaping.
The design for the history park is the result of an intensive study of the site's history, beginning with Moabit Prison construction 150 years ago. The park is enclosed on three sides by the five-meter-high prison wall which remains intact. The wall and the three former guard dwellings give visitors a good idea of the size and shape of the prison.
When entering the park, visitors immediately become aware of two different sectors: the spacious empty lawn depicting the former prison buildings and the gradually overgrown western part, which shields the park from the adjacent housing. The sparse wooded area can be toured on a trail-like network.

Award description:
German Landscape Architecture Award 2007
Daylight Spaces Award 2007

Right: Tree circular exercise yards indicate the outdoor walks for the prisoners

Upper left: Bird view of the park
Lower left: Details of the tree basin
Upper right: Play area created for children and artists
Lower right: Sculpture in park, the former central surveillance area of the prison

Upper left: The park is set off by the Berlin main station as background
Lower left: The infrastructure of the playground
Upper right: The pavement of the ground
Lower right: Reconstructed cell in its original dimensions

Umaid Heritage, Jodhpur

Location: Jodhpur, India **Designer:** Kishore D.Pradhan **Photographer:** Kishore D.Pradhan **Completion date:** Phase I – 2008, Phase II – ongoing **Site area:** 400,000 sqm

1. Pavilion water body
2. Mound
3. Playground
4. Amphitheater

This is a 100-acre bungalow scheme at the foot-hill of the world famous Umaid Bhavan. The Master plan was prepared by the well known Architect Mr. U.C.Jain. Working on the two and a half km long plot with an average width of 250 meters and having a laterally sloping terrain resulted in four long rows of bungalows serviced by two double loaded roads running along the length and a central open space of varying width (5 meters at its narrowest, 80 m at its widest) to serve as the multipurpose green spine. The longitudinal road profile is broken approx. every 250 meters by cross roads creating sectors which are named after the famous town sectors of Jodhpur city such as Ghoda Chowk, Sojati Chowk, Moti Chowk, etc.
Echoing Umaid Bhavan, all the bungalows are being built in local Jodhpur stone. The landscape design too relies heavily on this stone for the hard surfaces as well as garden furniture such as pavilions, pergolas, seats, etc.
In order to ensure the sustainability of the greenery, due attention was given to the selection of plants which are able to withstand the extreme Jodhpur climate. At the same time, the entire horticultural development is covered by drip irrigation and sprinkler system which, in turn, is ultimately fed by recycled water. However, until the entire premises are populated at least to its 60% capacity, the soft-scape has to depend on rain and ground water.
Umaid Heritage project stands out proudly owing to the fulfilled promises by its promoters and the sustainable Landscape development.

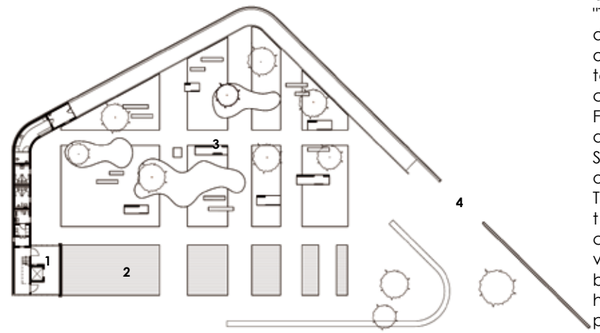
Upper right: Bougainvillea islands
Lower right: General landscape character

Upper left: Another view of general landscape character
Lower left: Road side parking lots
Upper right: Pergolas in jodhpur pink stone
Lower right: Detail of Pergolas in Jodhpur pink stone

Upper left: Stepped well
Lower left: Shopping center
Upper right: Visual relationship between bungalows and the green spine
Lower right: Detail of the stepped well

Solberg Tower & Park

Location: Sarpsborg, Norway **Designer:** Saunders Architecture **Photographer:** Saunders Architecture **Completion date:** 2010 **Site area:** 2, 000 sqm



1. The tower
2. The wooden ground
3. The historical board
4. Entrance

Sarpsborg is a green, flat and calm piece of South Norway and a traditional stopover for travelers on the route to and from Sweden. In 2004, the Norwegian Highway Department together with the Regional Government approached Saunders for a new project in the area; uniquely however, without having predetermined the commission's particular needs.

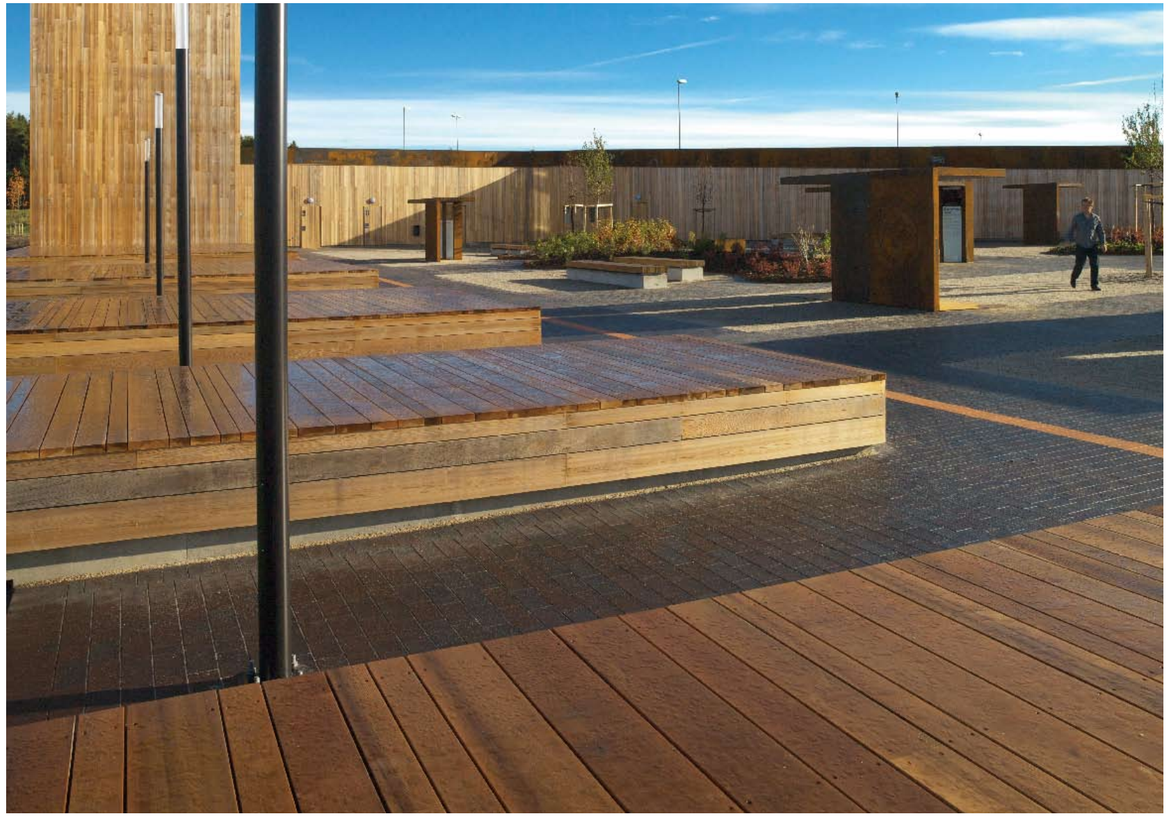
"The project leaders had been following my work and asked me to do something in the area, although they didn't have a specific idea of what they wanted me to do," Saunders recalls, "In a way I had to almost come up with the program myself, it was very free and creative."

Focusing on the site and aiming to identify its challenges and advantages in order to define its problems and opportunities, Saunders worked closely with the client, not only to develop the optimum design solution, but also the project's own brief.

The design's style and aesthetic was developed in relation to the environs' existing architecture; minimal and geometrical contemporary shapes were chosen, contrasting the local farming villages' more traditional forms. The main materials used were beautifully-ageing CorTen steel for the exterior walls and warm oiled hard wood for the courtyard's design elements and information points. Local slate and fine gravel pave the ground level.

Underlining the area's natural and historical attractions, supported by strong architectural forms, Saunders produced a complex, in direct response to both the clients' and site's requirements. A cooperation between several municipalities, the regional government and the national highways department, the Sarpsborg project completed summer 2010.

Right: Stopover for travelers on the route to and from Sweden



Upper left: The wooden ground
Lower left: Distance view of the tower
Upper right: The large green grass in the park
Lower right: Detail of the steel wall

Upper left: Hard wood for the courtyard
Lower left: Back view of the information board
Upper right: The tower echoes the the information board
Lower right: Detail of the information board

State Horticultural Show Schwerin 2009 – Marstall – Garden

Location: City of Schwerin, Germany **Designer:** Hutterreimann + Cejka Landschaftsarchitektur **Photographer:** Franziska Poreski & Christo Libuda Jörg Lehmann **Completion date:** 2009 **Site area:** 40,000 sqm

The design scheme searches for the historical tracks of the site, which will be discovered and interpreted in a modern way to the visitors of the show.
The historical and future path system serves as the spine of the design. The Marstall Garden in its historical Quality will be visible already fort he showtime combining as a continuum past and future.
A new rose garden is embedded in the lawn in front of the Marstall building. Rectangular pathways structurize the colorful Rosebeds.
So called 'Fragrance – bars' invite the visitors to a relaxed stay and enyoy the smell of the different sorts of roses.
The motive of the 'horse-meadow' with the 'horse-wash' was taken up in an abstract and artificial way: Blue concrete horses to climb up, installed in a basin of artificial water made of blue-colored woodpieces, serve as a playground for kids.
In Memory of the fishermans tradition on the penninsula a temporary 'net of flowers' is thrown out in which the visitors will be caught. Along the historical circle-route a pathsystem is developped like a fisherman's net that was laid out for drying.
The so called 'garden-treasures' (theme gardens) are caught in the flower-net as the visitors do. Visible from far away due to their enclosing yellow nets they are tempting the visitors to step into their mysterious inside.
Liberated from the 'flower net' the visitor can relax on chairs or sunbeds along the shore-meadow or under the trees on the central lawn enjoying the wonderful panorama of the lake. Small spots offer magnificent views putting the impressive Waterscape on stage.

1. Entrance
2. Parking
3. Mar stall
4. Flower net
5. Garden treasures
6. Rose garden
7. Horse-wash with blue horses
8. Fragrance-bar
9. Restaurant/coffee- bar
10. Yachting club

Right: The exterior view of the fragrance-bar

Upper left: Garden treasures
Lower left: Relaxing in hanging lamp garden
Upper right: Hanging lamp garden
Lower right: The lavenders

Upper left: The rose garden
Lower left: The Schwerin castle from Marstall
Upper right: Blue concrete horses
Lower right: Side view of the blue concrete horses

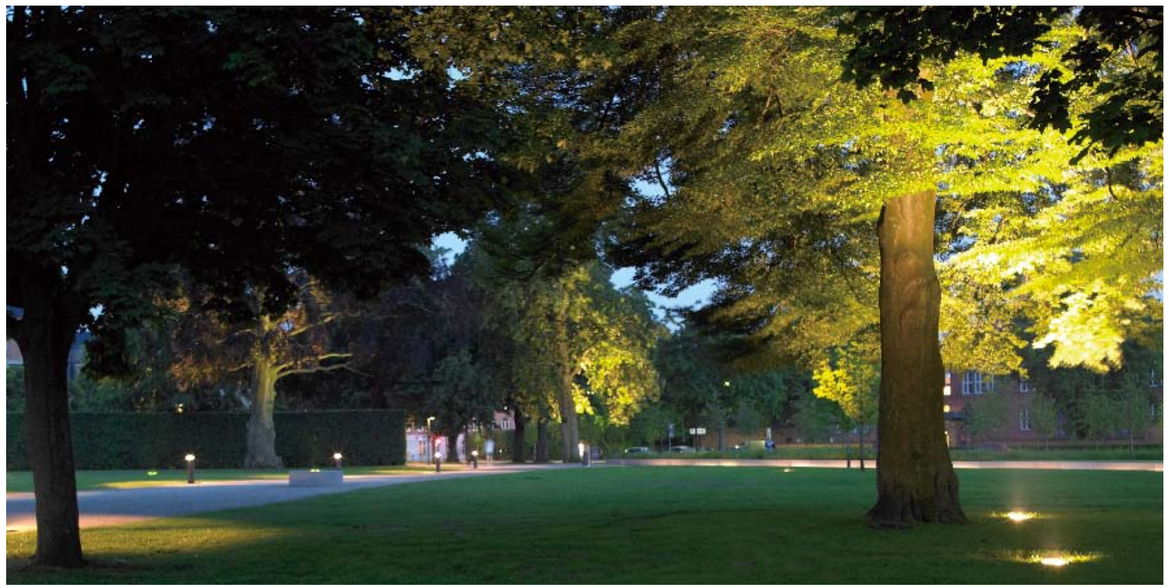
Kongens Have, Odense

Location: Odense, Denmark **Designer:** EBD **Photographer:** Helene Høyer Mikkelsen **Completion date:** 2010 **Site area:** 25,000 sqm

1. Pond
2. Entrance
3. Meadow
4. Path

Originally, the park was planned as a baroque garden in connection with Odense Palace in the 1720's by J.C. Krieger.
Kongens Have Park connects the center of Odense with the city's main railway station and is a daily route for thousands of pedestrians. The park also serves as recreational area and the recent renewal invites an increased use in a more open and reassuring setting.
At the beginning of the 21st century, the park possessed baroque, romantic and modernistic features in a complex and living whole, where the long development history of the place was really evident.
The most recent addition is garden architect Michael Belham's beautiful and characteristic herbaceous garden from the 1980's by the reflecting pool, west of the palace.
The current transformation attempts to clarify and unite the landscape garden's flowing plan with the baroque garden's formal axes.
Kongens have Park has changed into a more coherent whole, open and accessible from all sides while the experience of security when staying in the park has increased and the large lawns invites for multiply use of the park.
The hedge around the park is substituted by a line of 40 centimeter high granite element which the lawns are raised to meet. The edge defines a precise border between inside and outside – an open invitation for participation.
In the western part of the park the line of elevated granite elements create a new axis, defining the vegetable garden of the palace, in which 70 Siberian crab apple trees are planted.

Right: Trees and meadow



Upper left: People enjoying the sun and the green grass in the park
Lower left: Night view of the park
Upper right: Path across the park
Lower right: Details of the grass basin

Kurpark Baden

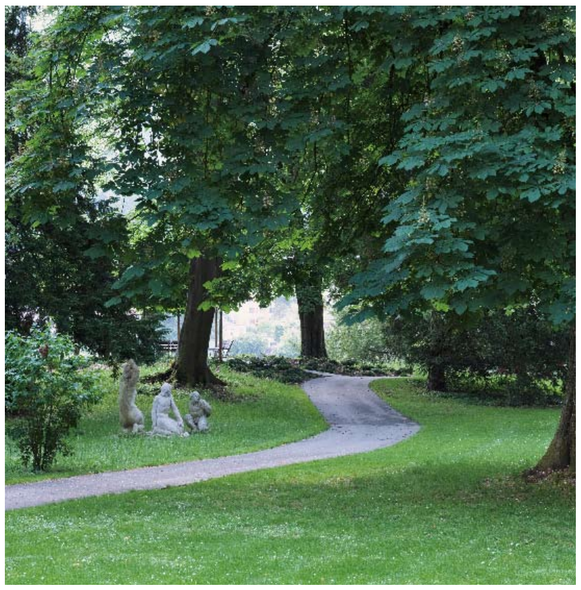
Location: Baden, Switzerland **Designer:** Schweingruber Zulauf Landschaftsarchitekten **Photographer:** René Rötheli **Completion date:** 2010
Site area: 37,200 sqm

The Kurhotel by Robert Mosers is the central piece in the setting of the park. With the opening of the hotel in 1875 the Kurpark turned into a public park. While today the hotel is used as a Casino, the park has become one of the most important Kurparks of the 19th century and a key element linking the city with the surrounding spa quarters. A series of renovations and additions since the turn of the last century, as well as a thorough reconstruction of the auditorium and parking garage, successively diminished the original substance of the garden architecture. Only the botanically important existing trees and fragments of the structure remain today. As basis for the new improvements an ideal master plan was created, based upon a garden preservation report. The existing tree structure is formed by a specific variety of species, mainly found in good condition. With the trees being the only elements dating back to the opening in 1875, the selection of existing species allowed to trace the origin of the park. The planting scheme for the park forms a careful addition to the existing plant structure. Historic Plant lists as well as Historic Press Reports formed the basis to select plants specific for the park and its history. These solitary trees create the base structure of the park, while various flowering shrubs add seasonal variety to the experience of the park.

1. Spa theater
2. Amphitheater
3. Pond
4. Fountain
5. Casino square
6. Casino
7. Känzeli

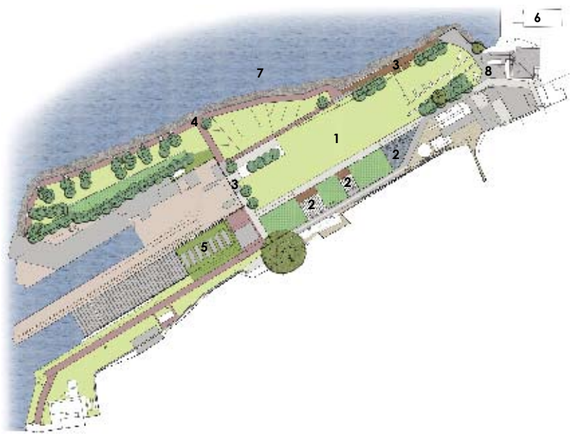
Right: Detail of the ground and the fountain

Upper left: Promenade paved with large-sized concrete
Lower left: Seating area with a view onto the city
Upper right: The tree full of flowers
Lower right: View onto sculptures by artist Hans Trudel



Cockatoo Island Northern Apron

Location: Sydney, Australia **Designer:** Taylor Brammer Landscape Architects Pty Ltd **Photographer:** Chris Gardner Photography **Completion date:** 2009 **Site area:** 38,200 sqm



1. Camping ground - open space
2. Industrial heritage artifacts
3. Boardwalk
4. Promenade
5. Slipway
6. Ferry access
7. Sydney harbor
8. Cafe/entry

Cockatoo Island is the largest island in Sydney Harbor, and has had many uses in its lifetime - as a former imperial prison, industrial school, reformatory, gaol and finally as one of Australia's biggest shipyards. As one of the largest historical icons in Sydney, Cockatoo Island offers magnificent views of Sydney Harbor. Several of the buildings on the site have been nominated for World Heritage listing, ensuring the future fabric of the site is interwoven with pieces of its past.

Taylor Brammer Landscape Architects provided the design development and detailed design and documentation for the adaptive reuse of the former industrial lands located on Cockatoo Island into a new urban park. The design included the incorporation of camping facilities on the island to attract new user groups onto the island whilst increasing the cultural layers of this historical site.

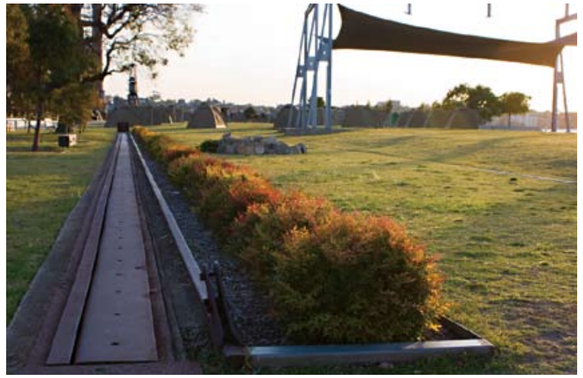
The precinct is an extensive artificial platform set against the backdrop of man-made cliff faces. Due to the high level of significance of the site, the interpretation and retention of the industrial character was paramount to a successful outcome. The juxtaposition of the natural elements and built forms created a unique design opportunity.

Landscape works included public seating, outdoor lighting, waterfront promenade, distinctive planting and landscape treatment to remediated earth mounding on site. A range of solutions were developed to ensure retention of historic elements. This included reuse of materials in tree surrounds, lighting structures and sculptural elements.

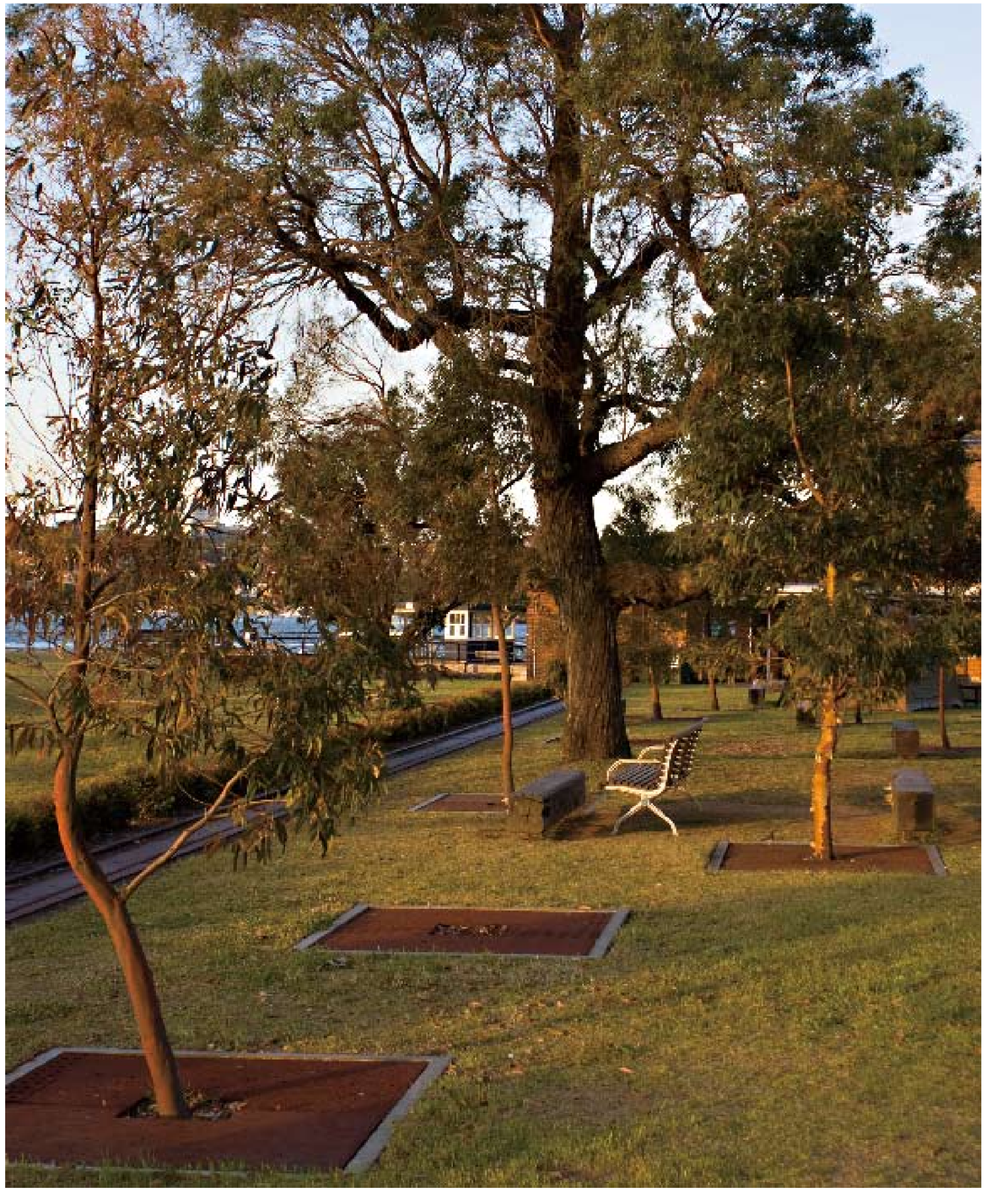
Currently Cockatoo Island has become one of Sydney's exciting places to visit for its interesting and entertaining art and historical culture.

Award description:
Winner of 2008 Design Award Australian Institute of Landscape Architects

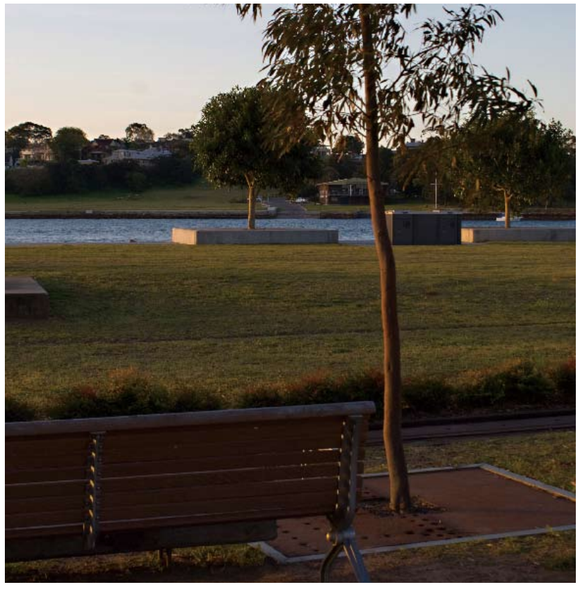
Right: Heritage shipyard elements reused as public art



Upper left: Contemporary landscape design in heritage setting
Lower left: The surround trees
Upper right: Public access facilitated along water
Lower right: Details of the heritage shipyard elements



Left: Trees and seating
Upper right: Water front
Lower right: Details of the seating



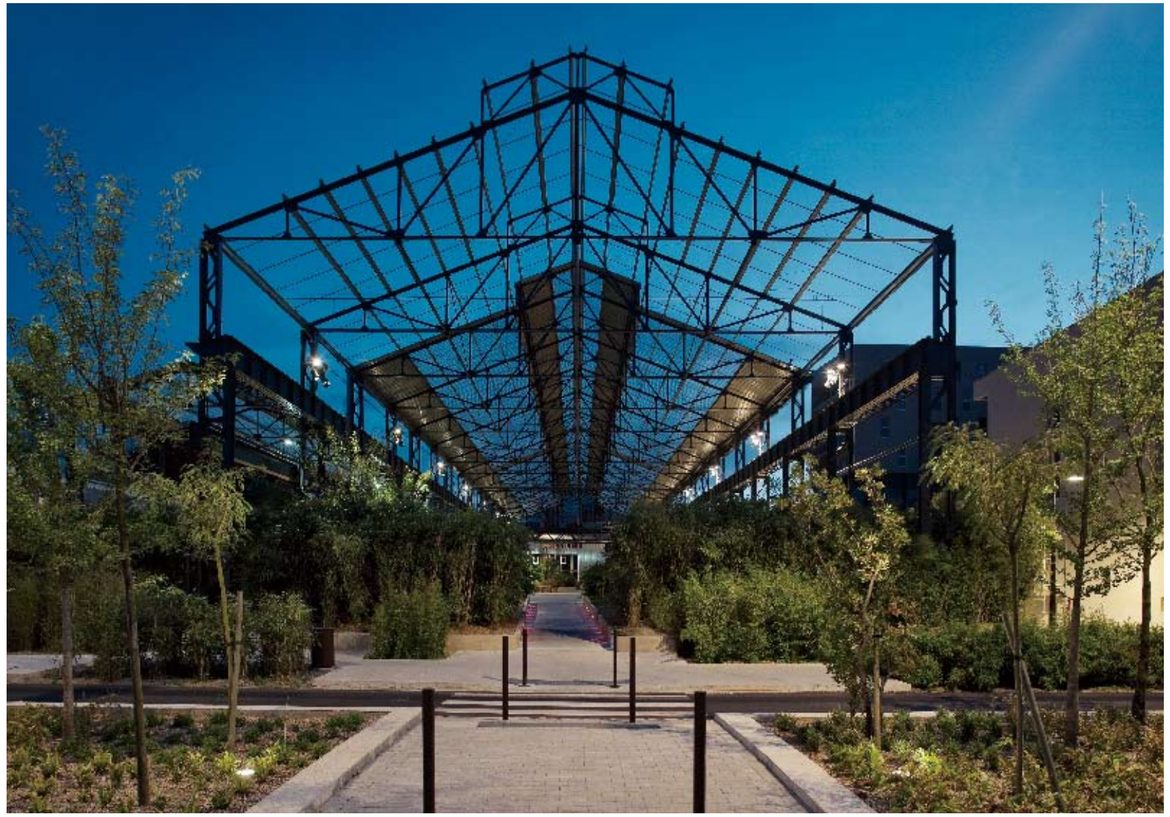
Jardin des Fonderies

Location: Nantes, France **Designer:** Doazan + Hirschberger & Associates
Photographer: Hervé Abbadie **Completion date:** 2009 **Site area:** 3,500 sqm
Plants: Graminaceae, Bamboos, Butia Capitata

The Foundries' Garden project is located in the middle of the island, far from the river Loire, in a suburban zone with social housing and factories. The project consists in the rehabilitation of the building and public spaces around the Fonderies Atlantique complex. Fonderies Atlantique was a company specialized in manufacturing propellers for sea liners. Many famous liners were equipped with these propellers (Le France, Le Clémenceau) before the company changed its name and location. Industrial ovens, rails and three pits are visible traces of the old activity that remain on the site.
The main goals were:
Create a 'garden under a roof': a covered public space for everyday use, children's games and neighborhood social events (dinners, exhibitions...). Having the garden sheltered is a big advantage for all these public uses; Showcase the former industrial activity, not just as a museum but also as a legacy of a place where many local citizens were employed, worked hard and with passion and for which the conservation of the site is a emotional tribute to the city's industrial past and to their working lives.
The former iron structure was repaired and painted. The roof was replaced with a mix of full and transparent polycarbonate tiles. A covered garden needs a complete watering system: rain water is collected by 2 tanks (2x50 cube meters) and redistributed through different watering networks. Humidity and freshness is maintained by mist spraying the plants.

1. Travels Garden
2. Jardin des Fours
3. Place des Fonderies
4. Rue Louis Joxe
5. Mail des Fonderies
6. Bamboos
7. Cactus
8. Palm trees
9. Ferns
10. Tropical plants

Right: The various plants in the park



Upper left: The former iron structure
Lower left: The water tanks for collecting rain water
Upper right: The former iron structure at night
Lower right: People enjoying the sunshine in the park

Upper left: The tree basin
Lower left: The roof was replaced with a mix of full and transparent polycarbonate tiles
Upper right: The promenade along the “machine gallery”
Lower right: The exotic plantations

Museum of Steel

Location: Monterrey, Mexico **Designer:** Surfacedesign Inc **Photographer:** Paul Riveria / Archphoto, Abigail Guzman Tamex, James A. Lord **Completion date:** 2007 **Site area:** 15,000 sqm **Plants:** Cedar elm, Blue paloverde, Sedums

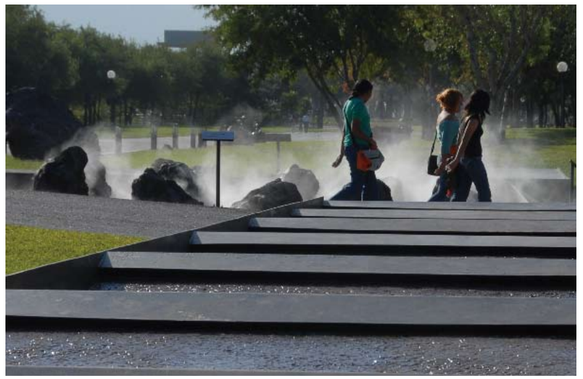
1. Public Promenade
2. Steam Fountain
3. Entry Plaza
4. Fountain
5. Plaza
6. Outdoor Exhibits
7. Rain Garden
8. Extensive Green Roof
9. Intensive Green Roof: Native Grasses Over Structure

A team of international designers collaborated to transform a decommissioned blast furnace and a brownfield site into a modern history museum dedicated to the region's rich history of steel production. Borrowing from materials endemic to the site, innovative landscape design weaves together with modern architecture to usher an old relic into the 21st century. Environmentally sensitive technologies – such as green roofs and a storm water collection system – offer a new approach to the landscape while respecting the original context.

In 1986, the city of Monterrey, Mexico reclaimed an expansive 1.5 hectare brownfield site of a former steel production facility. Eleven years later, the site's decommissioned blast furnace has emerged as the Museo Del Acero Horno3, the Museum of Steel, which serves as a new focal point for the region. Located at the center of the modern Parque Fundidora, which receives more than two million visitors per year, the Museo Del Acero Horno3 narrates the story of steel production both to the generations who remember the history of the site and to younger visitors who may be unaware of the region's legacy.

The overall landscape design emphasizes the physical profile of the 70-meter furnace structure while complementing the modern design of the new structures. The history of steel is an important narrative element throughout the site, and thus steel, much of it reclaimed from the site (such as the ore-embedded steel rails used to define the outdoor exhibit spaces) is used extensively to help define public plazas and delineate fountains and landscaped terraces. Large, free-formed steel objects and machinery unearthed during excavation were incorporated as stepping stones and other features. The design approach melds industrial site reclamation – and the adaptive re-use of on-site materials – with ecological restoration through the use of green technologies.

Award description:
2009 ALSA Professional Awards Honor Award



Right: Recycled materials recovered from the site highlight its history within a modern context

Upper left: Aerial view of the largest green roof in Latin America
Lower left: View from the treatment runnels
Upper right: Entrance to the park, whose landscape evokes its industrial past
Lower right: The viewing terrace overlooks the roof and out toward the regional landscape beyond

Left: The exterior green belt before the museum
Upper right: Evening view of the museum
Lower right: This view of the green blanket shows the integration of the new museum with the surrounding park

Peel Entrance, Mount Royal Park

Location: Québec, Canada **Designer:** Cardinal Hardy **Photographer:** Marc Cramer **Completion date:** 2010

1. Limit redpath crescent
2. Peel Street
3. Serpentine
4. Central staircase
5. Redpath staircase
6. Central staircase landing
7. Olmsted Road
8. Stair of the escarpment
9. Peel reservoir
10. McTavish monument
11. Art installation
12. Wall of the Allan Memorial Institute

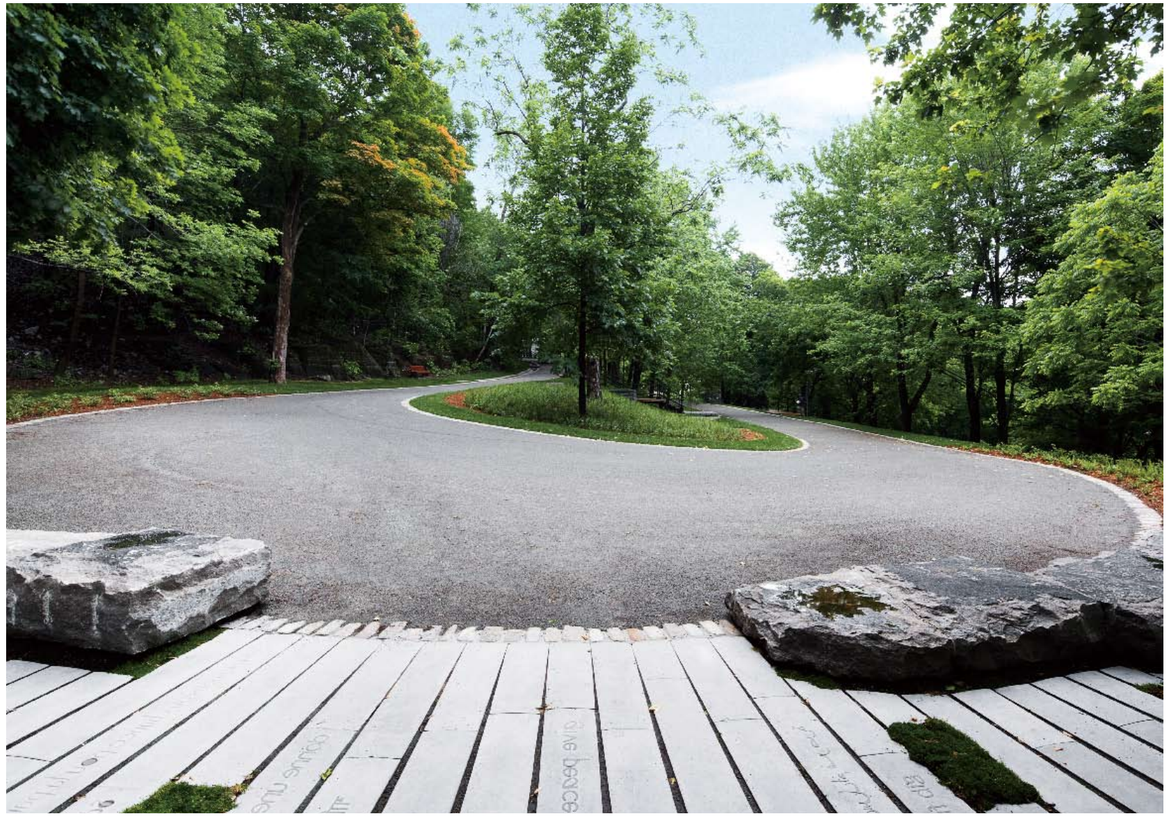
Designed by Frederick Law Olmsted in 1874, Mount-Royal Park has over five million visitors per year. Prior to its restoration, the Peel sector was desolate; a crumbling wall, a stairway in ruins, and muddy pathways; the link into the park was tenuous. Nonetheless, its natural and picturesque character were still informed by the poetics of Olmsted's work.

In keeping with Olmsted's tradition, the mountain's own characteristics were tapped to regenerate and redesign the sector. Tying the project into the geological, hydrological and vegetative richness of the mountain firmly re-attached the Peel sector to the city through the careful management of the existing natural and cultural elements.

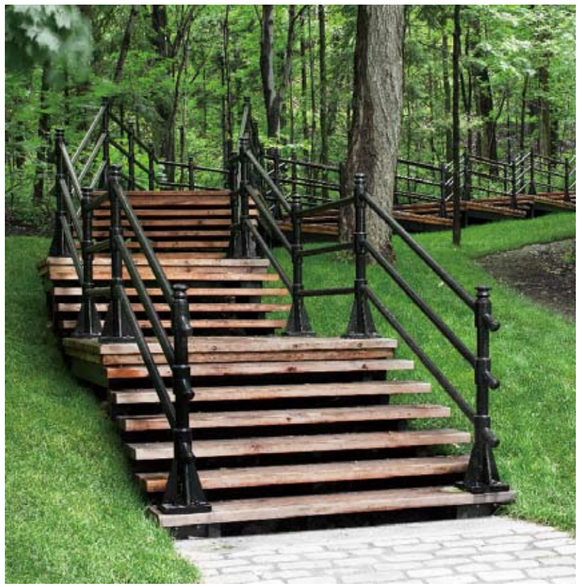
The structuring elements for circulation respect both Olmsted's original layout and the desire lines imposed from years of use. These included redefining the two majestic gateways at the Peel and Redpath entrances, the remediation of a section of Olmsted Road, the reconstruction of the Serpentine path, three new staired pathways and numerous landings in wood, granite pavers or granite slabs.

The complex eco-hydrological water management strategy controls the significant runoff through the site while developing ecosystems which encourage biodiversity. An upstream regulator limits flows for the entire site to 50 liters per second, four wetlands encourage vegetative and wildlife diversity, swales and gutters intercept runoff, and catchment structures carry the water to the outfalls. The whole is linked together to form a coherent and autonomous hydrological system.

Right: Drainage system in the park



Upper left: The structuring elements for circulation
Lower left: Entrance stairs to the park
Upper right: Catchment structures carry the water to the outfalls
Lower right: Details of the stairs



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