



WINDSOR CIVIC ESPLANADE

WCE STEERING COMMITTEE

CONCEPT WORKSHOP | 2021.09.12



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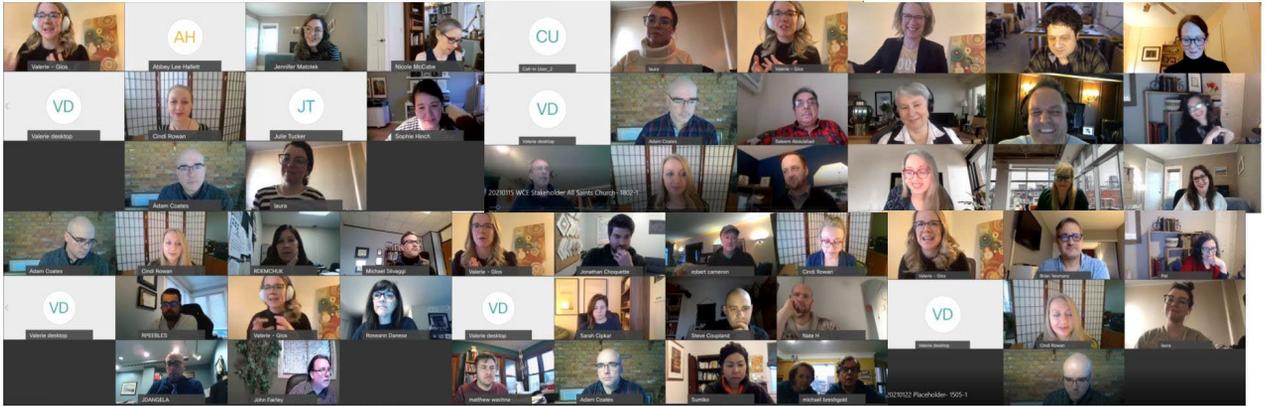
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WHAT WE HEARD



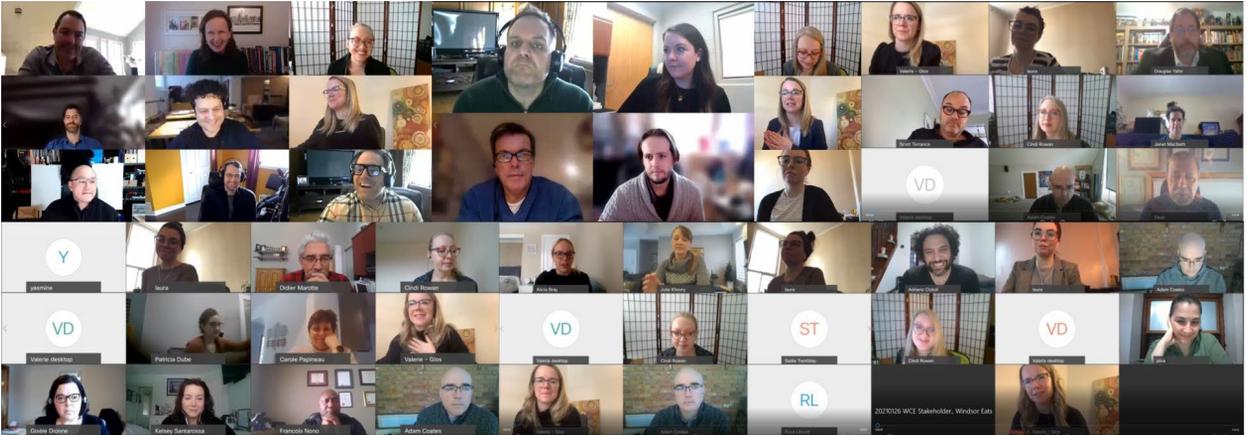
PEOPLE-CENTRIC DESIGN — Desire to create a flow of people to and throughout downtown (beyond our site)

GREENSPACE & URBAN CANOPY – Desire for ample greenspace, landscaping, trees and shade

PEDESTRIAN & CYCLIST CONNECTION – Desire for safe pedestrian-first, cyclist-first connection across North-South route

CONNECTION TO THE RIVER – Desire to use this site to connect downtown to the Riverside Park & Trail

WHAT WE HEARD



FLEXIBLE USE – Desire for a wide range of space-types and space-sizes to foster spontaneous gathering and passive programming

INCLUSIVITY – “a space for all”

CULTURAL RESONANCE & HISTORICAL STORYTELLING – Desire to use the space to tell the stories of the place’s people, history & legacy

ENVIRONMENTAL – Desire for design to include flood mitigation strategies, thermal comfort strategies & prioritization of active transportation

CITY OBJECTIVES

1. Provide a functional, flexible, and programmable outdoor space for public use.
2. Create outdoor space for civic ceremonies and announcements.
3. Connect City Hall to the Civic Esplanade.
4. Incorporate the heritage, culture and context of the existing plaza.
5. Increase the connectivity and cultural footprint that the Civic Esplanade and Civic Square segment has on the core of the City.
6. Meet environmental and sustainability objectives.
7. Incorporate operating and maintenance objectives.
8. Reinforce the Civic Campus concept adopted during the design of the new 350 City Hall Building.

An aerial, grayscale photograph of a city grid, tilted at an angle. The image shows a dense network of streets, buildings, and green spaces. A prominent circular structure, possibly a stadium or arena, is visible in the upper-middle section. The image is framed by bright yellow geometric shapes: a large rectangle in the top right corner, a vertical bar on the left side, and a horizontal bar at the bottom left corner.

CONCEPTS

1 LIGHT THE PATH

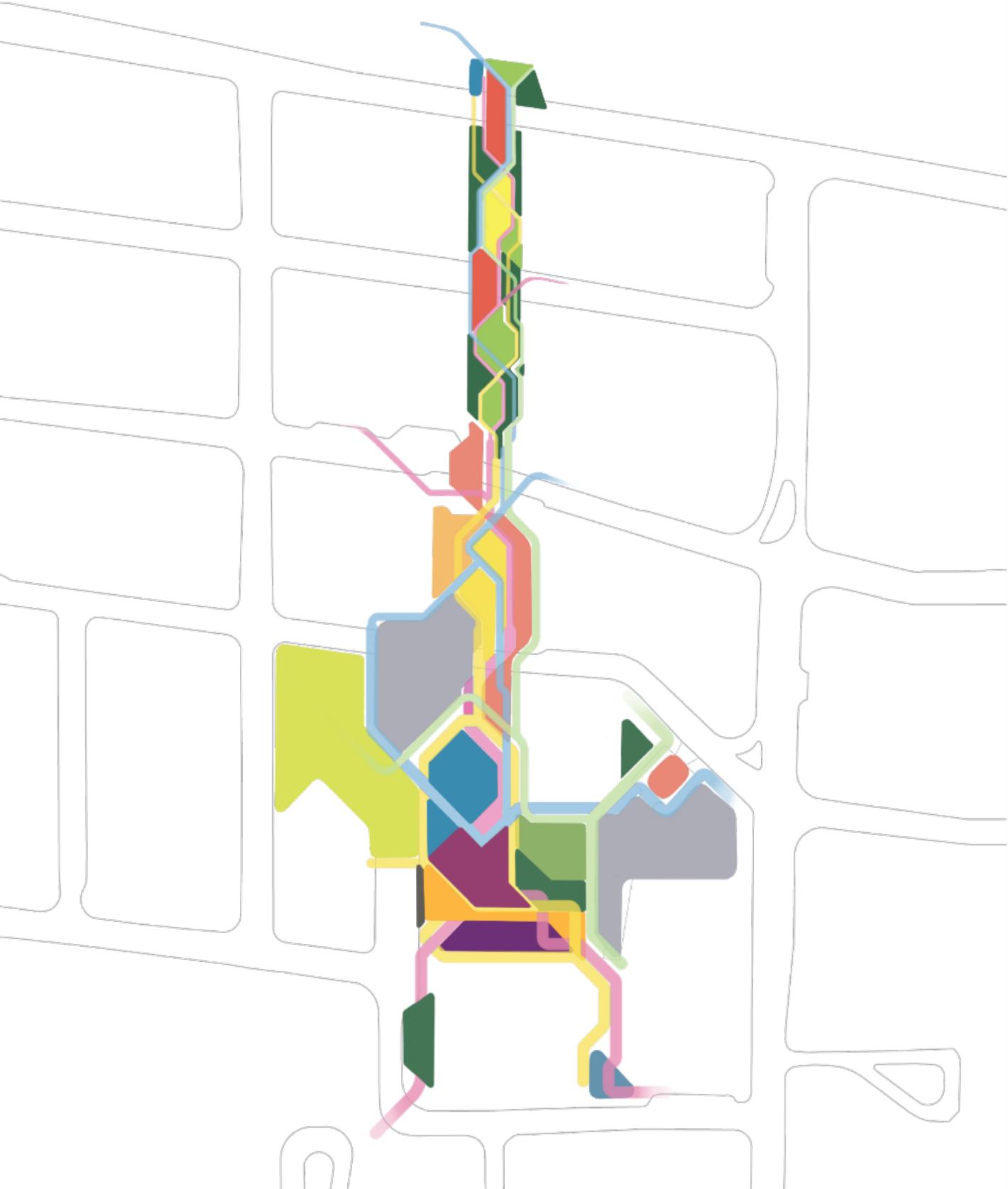
Severing land into hard edged plots kills the life that flows through it.

The components of an eco-system overlap and fluctuate, expanding and contracting, a complex balance that is never static.

So too do the programmatic components of shared public space; the scales and seasons of inhabitation migrate and shift, vibrating; dissolving barriers, unreconciled histories rising.

Through time in this sentient space, pulsating pathways overlap to gather in shared spaces, defining the communal identity of this truly living place.

OPTION 1 - LIGHT THE PATH



2 RIVER FLOW

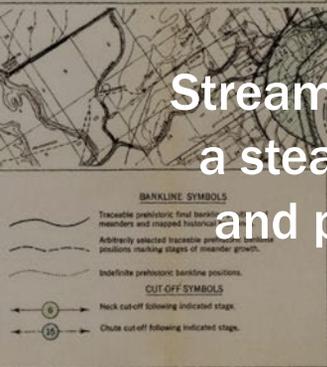
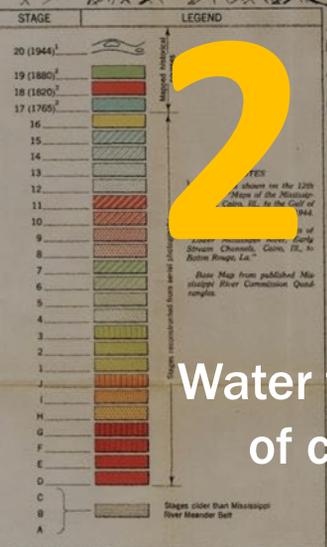
Water flow is elemental to the historical origins of communities; especially for the City of Windsor.

Streaming from various sources and tributaries, a steady flow carves paths that shift in speed and pooling capacity, from times of day and season to season.

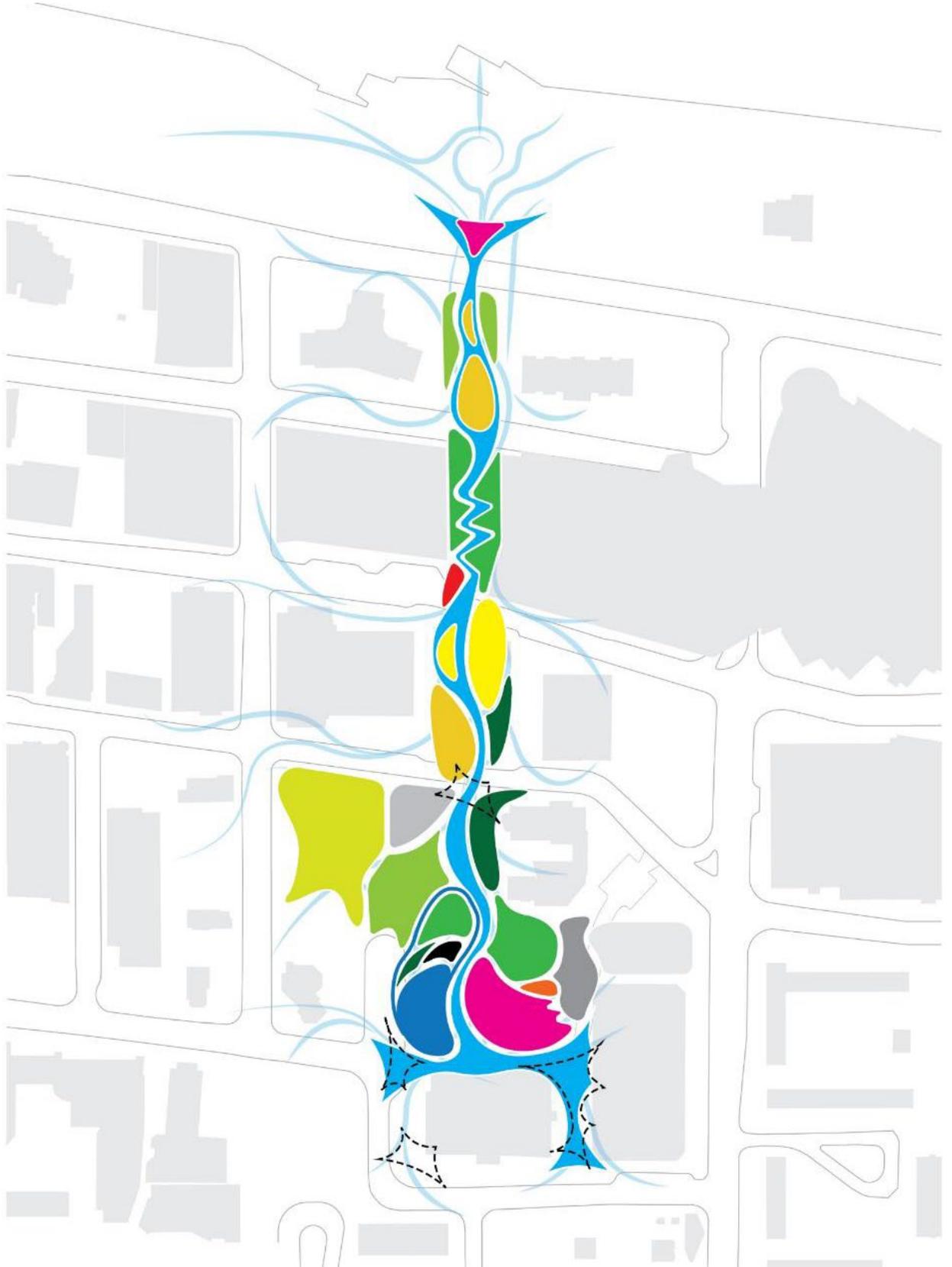
Perpetually, it breathes life to the landscape it touches and attracts those who seek it.

Proud Locals and visitors to the City of Windsor represent the water sources within this pedestrian motion and crowd behaviour based design option.

Modeling the flow of crowd movement, the peoplecentric design offers flexible programmatic experiences in a variety of urban scales that encourage enthusiastic exploration!



OPTION 2 - RIVER FLOW



3 MATRIX GARDEN

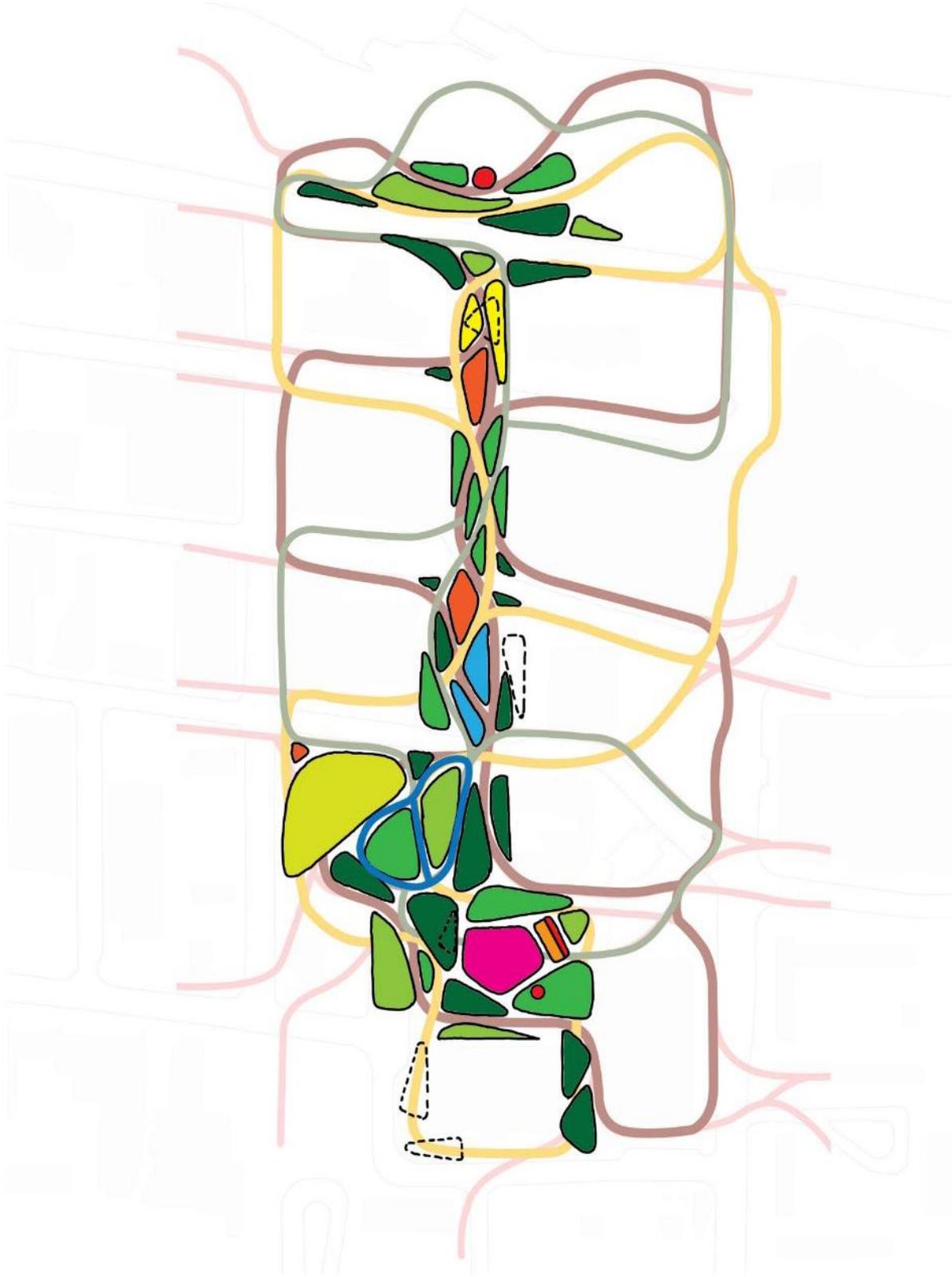
Conceptually, the Matrix looks to the larger context to consider the civic precinct as a civic park, rather than strictly confined by the axial orientation of the Esplanade.

A matrix of circulation reaches out and connects to the adjacent commercial, residential and entertainment districts.

Program, activities, stories and art are woven throughout a hierarchy of paths which tell the story of the land through the people, flora, fauna, ecology and innovation.

A focus on tree planting and vegetated roofs, enlarges the urban forest, providing shade, wind protection, promoting biodiversity and reducing stormwater run-off to reduce flooding.

OPTION 3 - MATRIX GARDEN

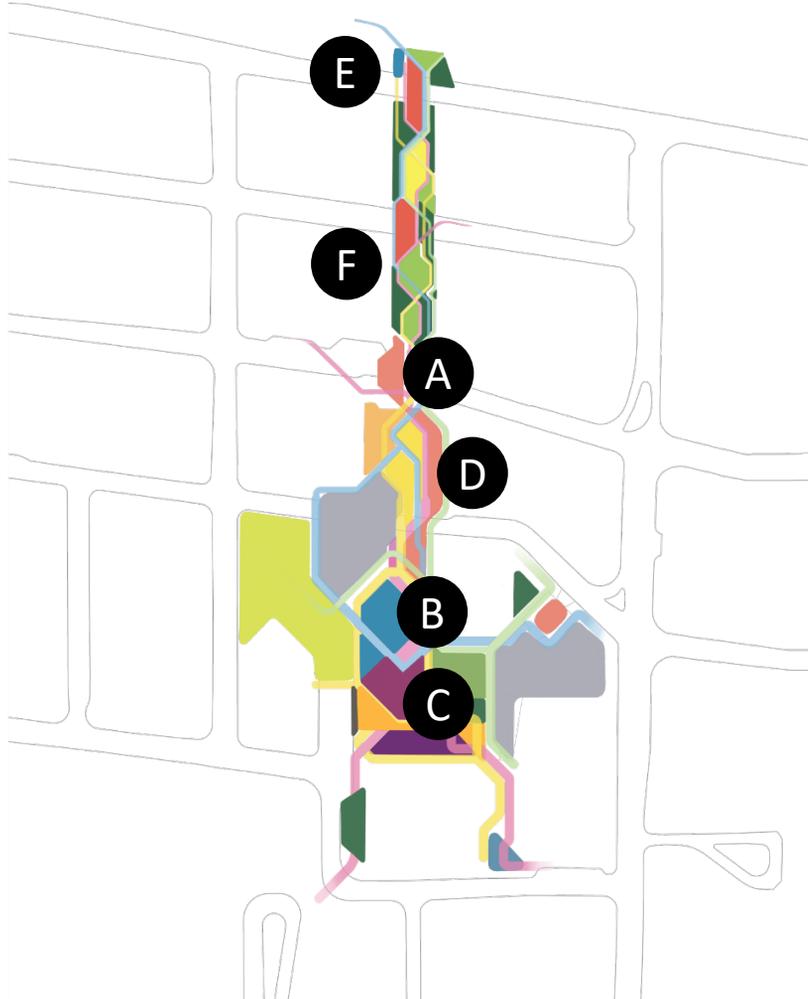


1

LIGHT THE PATH

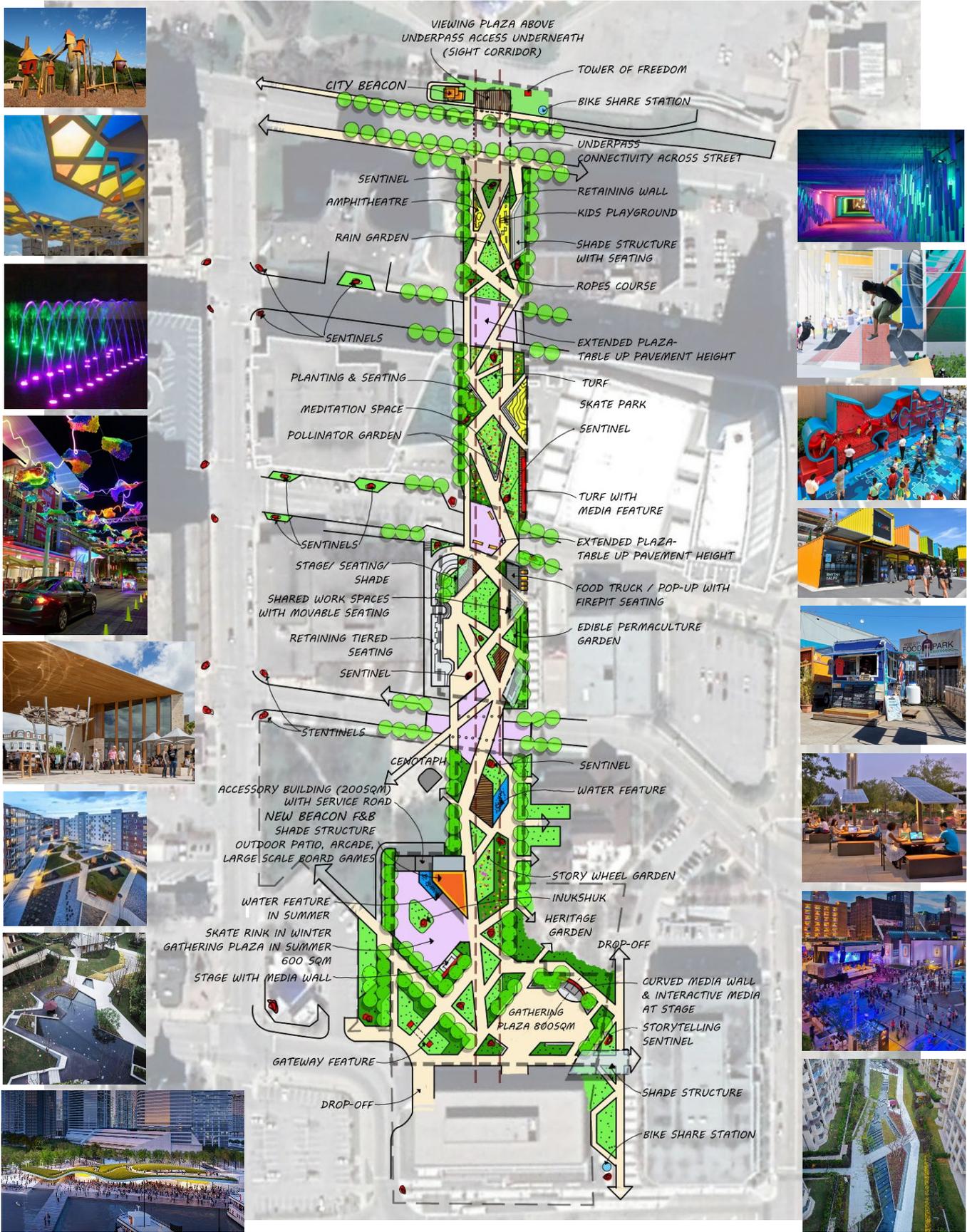
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OPTION 1 - LIGHT THE PATH

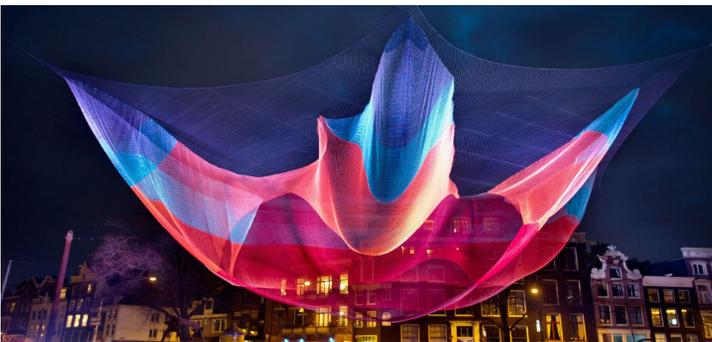


- A. **Interwoven pedestrian circulation with flexible spaces.**
- B. **A series of storytelling moments, powered by Beacons and Sentinels**
- C. **Two large gathering areas, skating rink and splash pad in the City Hall Square Plaza (one for political use, one for public events)**
- D. **Food trucks / pop-up vendors, outdoor offices/classrooms and programmable space at Charles Clark Square**
- E. **Pedestrian underpass and overlook with City Beacon at the Riverfront**
- F. **Sequenced spaces and activities along the Esplanade**

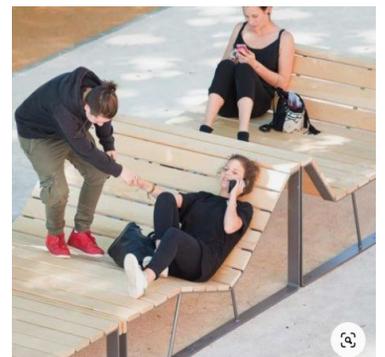
OPTION 1 - LIGHT THE PATH



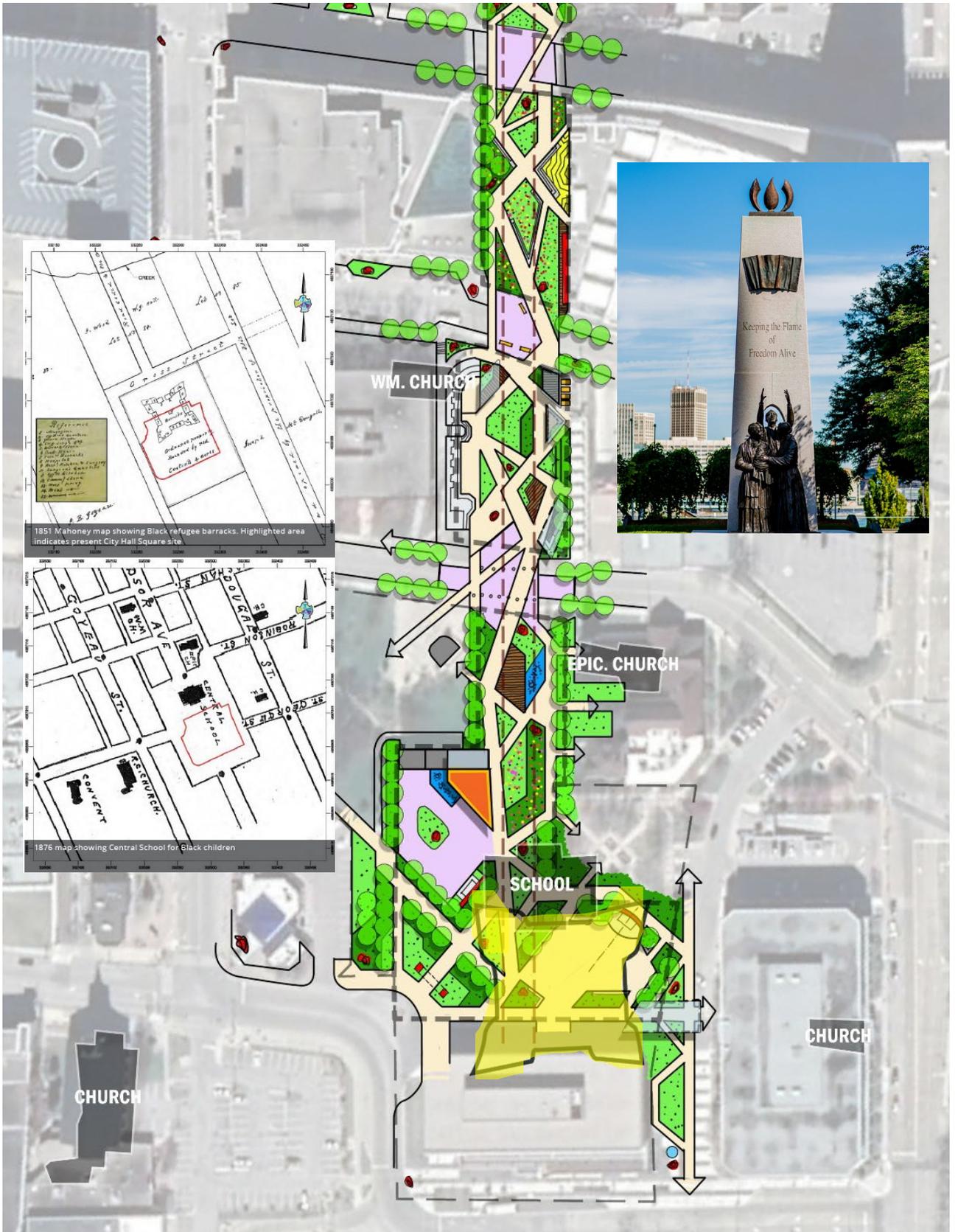
BEACONS AND SENTINELS



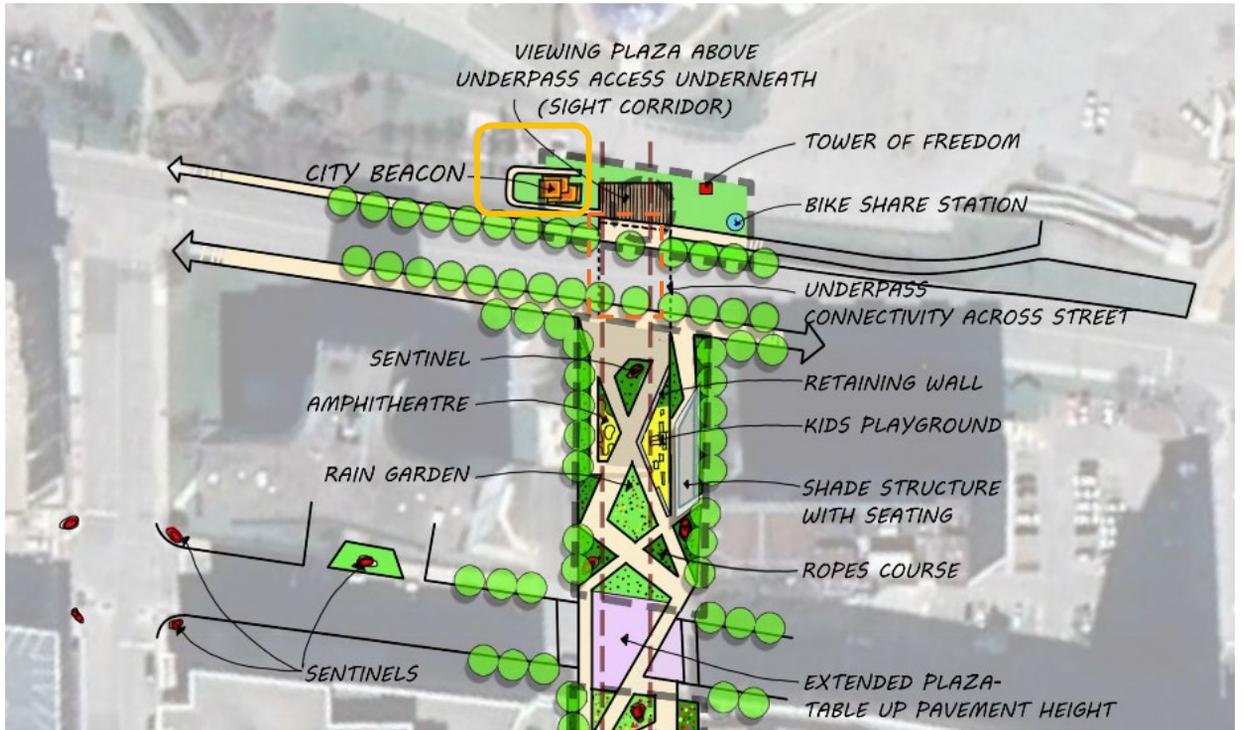
BEACONS AND SENTINELS



LIGHT THE PATH- UNDERGROUND RAILROAD HISTORY



CITY BEACON AND UNDERPASS



CITY BEACON- Sketch from City



PEDESTRIAN UNDERPASS:

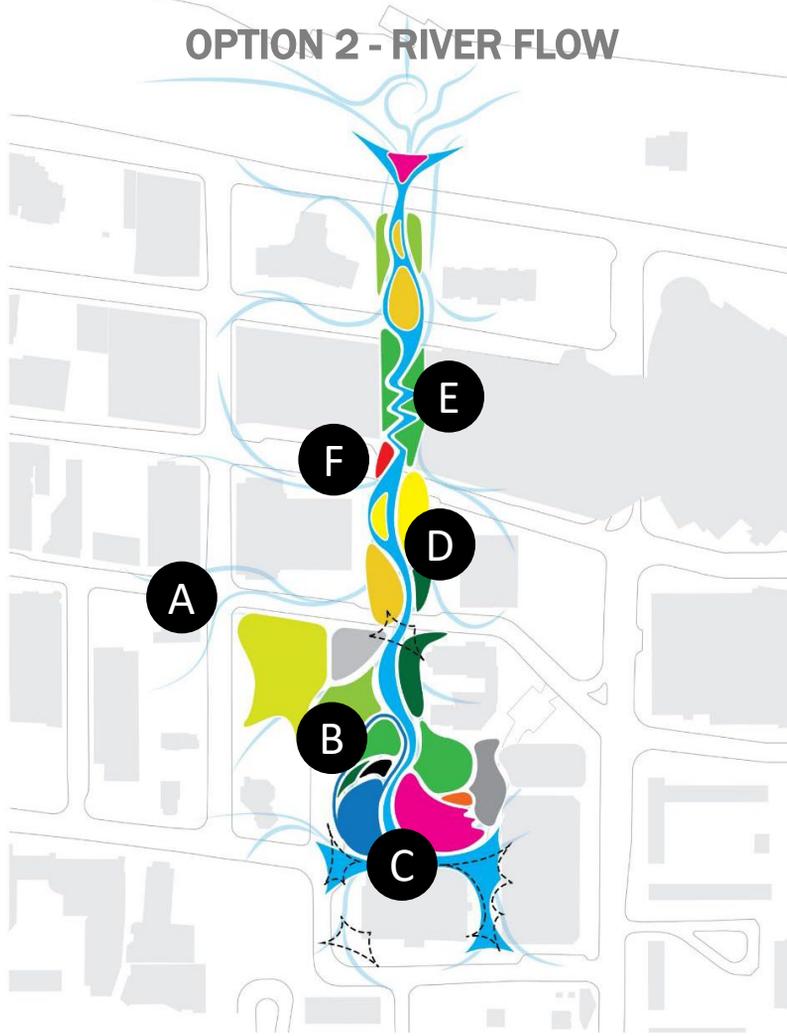




2 RIVER FLOW

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OPTION 2 - RIVER FLOW



- A. Trace flow of crowd movement. **People-centric** design.
- B. Combine **skating rink and skating trail** for winter use.
- C. Both the skating/splash and large gathering space in the City Hall Square Plaza (Segment 1).
- D. **Multi-purpose court** in combination with **skateboard park and adult playground** at the Charles Square (Segment 2).
- E. **Rain Garden with Art Exhibition** at Segment 3.
- F. **Street closure** allowing flexible use of the esplanade due to events/gathering.

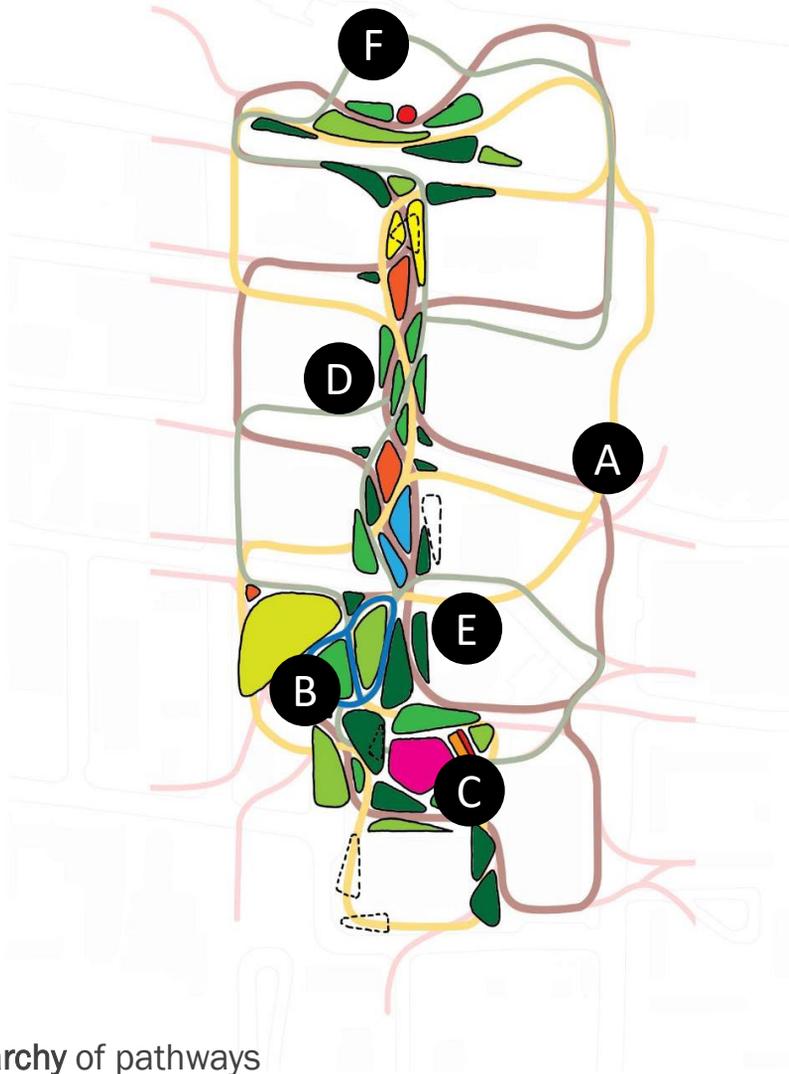
OPTION 2 - RIVER FLOW



3 MATRIX GARDEN

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OPTION 3 - MATRIX GARDEN



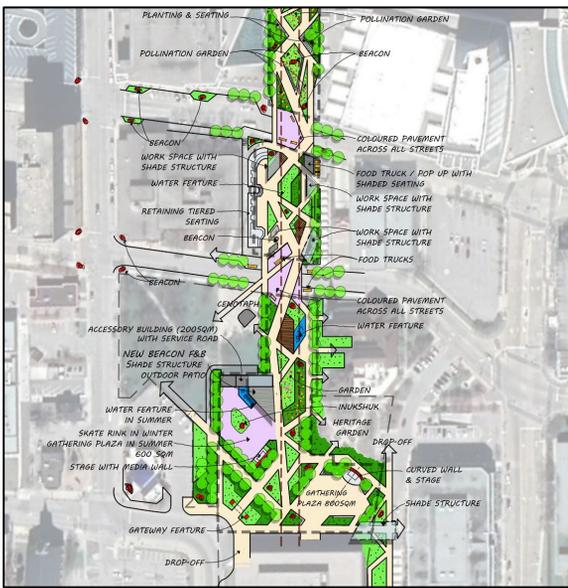
- A. Hierarchy of pathways
- B. Skating trail at the City Hall Plaza (Segment 1).
- C. Large gathering space at City Hall Plaza
- D. Dog run and Pollinator Garden at Segment 3.
- E. More green (tree canopy, planting bed, garden, green roof) overall.
- F. Riverside Pavilion at Segment 5

OPTION 3 - MATRIX GARDEN



4 SUMMARY

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OPTION 1 - LIGHT THE PATH

1. Gathering Space: Two gathering plazas. One for political use, one for public events. Curved wall separated from the stage.
2. Water Feature: Ice Rink in winter. Large splash pad for summer use.
3. Accessory Building: Washroom building with storage/utility area, vendor space and shared canopy.
5. Expanded park space into parts of the adjacent parking lot, retaining some parking
6. Segment 2: Outdoor seating, classroom and office. Pop-up vendors. Remove shade structure, ex. washroom, and ex. skate rental buildings. Retain current terraced seating.
7. Bike sharing station / Bike rack south end of Segment 1.
8. Lawn for outdoor casual use at Segment 1.



OPTION 2 - RIVER FLOW

1. Gathering Space: Standard gathering space (1000 sq.m.)
2. Water Feature: Ice Rink and skating trail for winter use. Large splash pad for summer use.
3. Accessory Building: Single building with washroom and storage.
4. One seating mound.
5. Curved wall as the backdrop for the stage.
6. Keep ex. drop-off
7. Keep Councilors' parking.
8. Segment 2: Multi-use Court and Skateboard park expanding on streets. Keep ex. terraced seating. Remove ex. shade structure, washroom, skate rental buildings.



OPTION 3 - MATRIX GARDEN

1. Gathering Space: Double sized gathering space (2000 sq.m.)
2. Water Feature: Skating trail for winter use. Adjacent to the Church. Splash pad for summer use.
3. Accessory Building: Washroom building separated with the storage building, shared canopy.
4. Two seating mounds.
5. Curved wall as the backdrop for the stage. N-NE Orientation
6. Segment 2: Gardens with water fountain. Remove ex. washroom building and shade structure. Reuse the skate rental building for F+B only. Remove terraced seating.
7. Temporary Food Trucks on streets.
8. Extend drop-off at segment 1. Remove councilors' parking.