Design Principles

Project **Success** Measures

Design Principles are statements that transform insights about the organization into actionable design directions. They are a first test to validate decisions made by the design team during the project development.

Rooted in strategic vision, and inspired by the future.







The Phase 1 Redesign of Calder Plaza could:

include spaces which support activities through all seasons, day & night; inviting participation in shared, communal engagements **for all**.

EQUITY

infuse a diversity of beauty on the urban condition, stimulating our senses & telling the story of this place **for all**.

We could do this through:

- universal, equitable access; ramping as a primary solution
- non-gendered toileting
- inclusive planning for event support systems
- experimental daytime & nighttime programming
- embracing lifecycles of plantings, materials, systems
- adaptable spaces, systems, and installations
- integrated dualities of function
- biophilia/biophilic elements which affirm life
- seasonal colors, textures, aromas
- natural edges & forms
- literal & subtle storytelling
- a composition as a backdrop for beauty
- beauty of the object
- design in an artful way

This could be measured by:

- increased number of visitors to Calder Plaza; day & night.
- increased duration of visitor stay
- multigenerational, multicultural interactions.
- new events taking place here.
- optimized operational time to support events.
- increase in the desire to create and share art and beauty at Calder Plaza.
- increased duration of visitor stay

BEAUTY

provide opportunities to pique curiosity, fostering scripted & unscripted learning, exploration, and personal growth **for all**.

CURIOSITY

- piquing and rewarding curiosity...touch, see, smell, taste, hear
- encouraging "play" for all ages & abilities
- "led" and "unled" learning
- diversity of spaces for contemplation or social gatherings of various sizes
- education opportunities for all ages & abilities
- using timeful materials & resources which wear in, patina, and embrace evolution

- becoming known as a destination to improve yourself and community.
- learning through community connections.
- development of programs for entrepreneurial cafe space

Program

Preliminary Square Footage - SITE = 16,600

Preliminary Square Footage - PROGRAM = 8,600

iminary Square Footage - PROGRAM = 8,600	Space (75%)	Non- Useable Space (25%)	$C_{abacit_{V}}$ $\otimes 10_{S.f.}$ $/ Per_{SO.}$	$C_{abacity}$ $\otimes 15_{S.f.}$ / Person	Cabacity @ 25 s.f. / Person
THE GREEN (8,000 GSF) Ramp Seating Feature Lighting Play Elements Irrigation Signage	6,000 gsf	2,000 gsf	600 ppl	400 ppl	240 ppl
PAVILION (6,450 GSF) Cover Seating Audio, Visual, Lighting Feature Lighting Security Photo Voltaic? Utilities - power, water, ???? Fire Suppression? Stage/platform?	4,838 gsf	1,632 gsf	484 ppl	323 ppl	192 ppl
THE SITE (16,600 GSF) Utilities Circulation Ramp Elevator Event Utilities Security & Access Control Information Kiosk Utilities for food trucks					

	Space (75%)	Non- Useable Space (25%)	Cabacity ® 10 s.f. Person	Cabacity ® 15 s.f. / berson	Cabacity © 25 s.f. Derson
THE CAFE (TENANT SPACE) (1,600 GSF) Seating Point-of-Sale Display Kitchen Preparation Storage - Food & Equipment Storage - General Toilets Service Entry Office Janitorial	1,200 gsf	400 gsf	120 ppl	80 ppl	48 ppl
THE CAFE BUILDING (550 GSF) Utilities & Services (Trash, recycling, deliveries Elec. XFMR; Gas & Water & Elec. Metering Roof Access Mechanical Electrical Communications Wayfinding	413 gsf	137 gsf			