

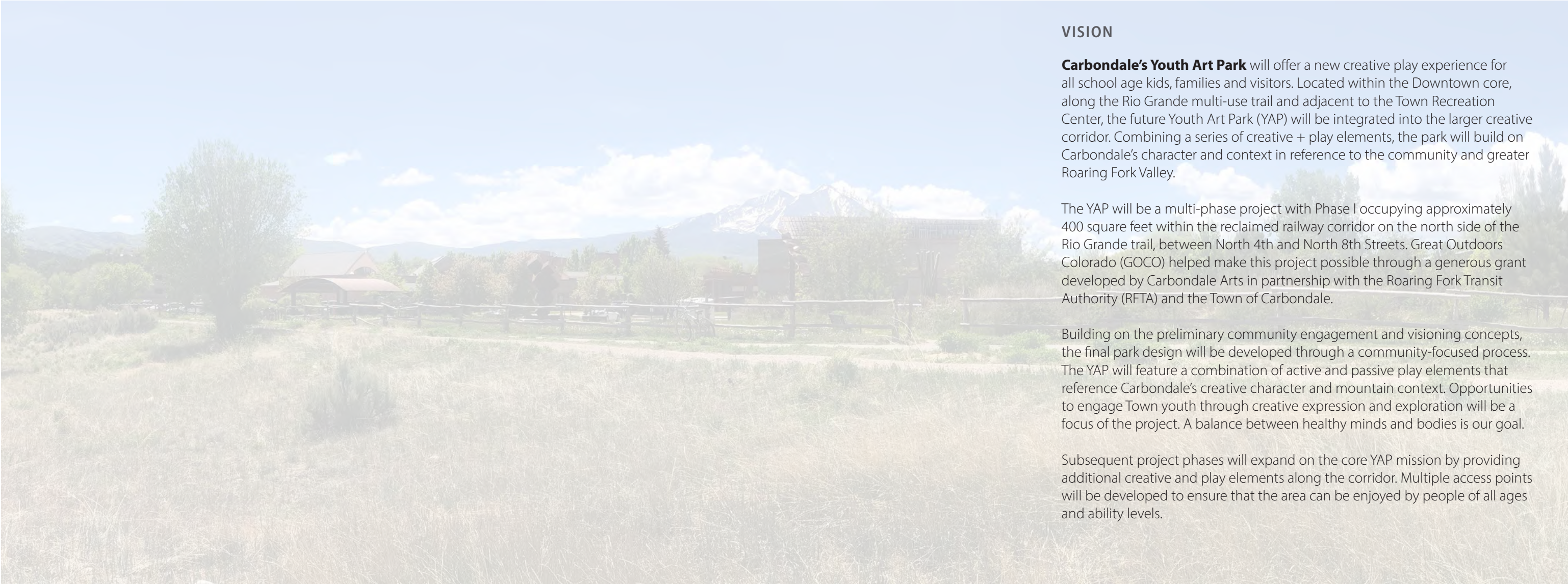
# TOWN OF CARBONDALE

## YOUTH ART PARK

PROJECT PROGRAMMING

PREPARED FOR THE CARBONDALE COMMUNITY  
SEPTEMBER 09, 2020





VISION

**Carbondale’s Youth Art Park** will offer a new creative play experience for all school age kids, families and visitors. Located within the Downtown core, along the Rio Grande multi-use trail and adjacent to the Town Recreation Center, the future Youth Art Park (YAP) will be integrated into the larger creative corridor. Combining a series of creative + play elements, the park will build on Carbondale’s character and context in reference to the community and greater Roaring Fork Valley.

The YAP will be a multi-phase project with Phase I occupying approximately 400 square feet within the reclaimed railway corridor on the north side of the Rio Grande trail, between North 4th and North 8th Streets. Great Outdoors Colorado (GOCO) helped make this project possible through a generous grant developed by Carbondale Arts in partnership with the Roaring Fork Transit Authority (RFTA) and the Town of Carbondale.

Building on the preliminary community engagement and visioning concepts, the final park design will be developed through a community-focused process. The YAP will feature a combination of active and passive play elements that reference Carbondale’s creative character and mountain context. Opportunities to engage Town youth through creative expression and exploration will be a focus of the project. A balance between healthy minds and bodies is our goal.

Subsequent project phases will expand on the core YAP mission by providing additional creative and play elements along the corridor. Multiple access points will be developed to ensure that the area can be enjoyed by people of all ages and ability levels.

GOALS

- 1. Provide a safe and creative play experience for the Town of Carbondale that highlights the value of our entire youth population.
- 2. Develop a park that offers a creative canvas for our children’s health, play and imagination, while providing an adventure-play framework that offers a progressive series of physically challenging spaces for all school-aged kids to advance through and enjoy as they grow up.
- 3. Build upon the exciting tradition of Carbondale’s Rio Grande ARTway by providing a new venue that gives a voice to our youth’s artistic energies and ideas.
- 4. Create value for our community by referencing our Town’s top goals of optimizing Town resources with infill projects and the encouragement of quality design that enhances small town character.

COMMUNITY

- Makes use of a generously funded GOCO initiative to build on Carbondale’s creative small town character.
- Offers a safe outdoor venue for children and families to explore via the Rio Grande multi-modal corridor while creating a direct link to Town shops and restaurants.
- Provides an aesthetic, thoughtfully designed solution that will offer an immediate upgrade to unmanaged space in the Downtown core.
- Continues the ARTway partnership between RFTA, the Town and Carbondale Arts as a way to encourage visitation and multi-modal transit through our Town’s core.



# PROJECT INTENT

## CRITICAL SUCCESS FACTORS:

### Playful:

- Develop a park venue that focuses on children of all ages, where elements exist to reinforce active/passive enjoyment and imagination.
- Consider the value of independent elements while also ensuring the YAP and ARTway function as an interconnected whole.
- Provide safe play + creative elements that can be enjoyed by a wide range of age groups.

### Creative:

- Develop a space that offers a multi-functional creative respite in the Downtown core.
- Consider the potential of play features to offer added value as a sculptural framework of elements within the landscape.
- Provide “blank canvas” elements for the youth community to design, paint, update and expand on as part of an annual youth arts program.

### Logistical:

- Ensure the project can be broken down into affordable phases and maintains a schedule that responds to the grant timeline.
- Integrate play features into the site and landform while considering future adjacent land uses and partnership opportunities.
- Include features that build on the preliminary community engagement process while looking forward to budgeting and logistical considerations.
- Consider long term functionality, longevity and seasonal value.

## PROGRAMMATIC ELEMENTS TO CONSIDER:

### Active:

1. Climbing + Jumping - blocks/beams/walls
2. Natural/Elemental - stone/wood/sand/concrete
3. Progressive/Connected
4. Human Powered Energy Production

### Passive:

1. Seating - individual/group/interactive
2. Views
3. Charging Stations
4. Informational/Way-finding

### Creative:

1. “Blank Canvases” - walls, pedestals, pavers
2. Unformatted/Creative Play
3. Temporary vs. Permanent
4. Inclusive and Community Oriented

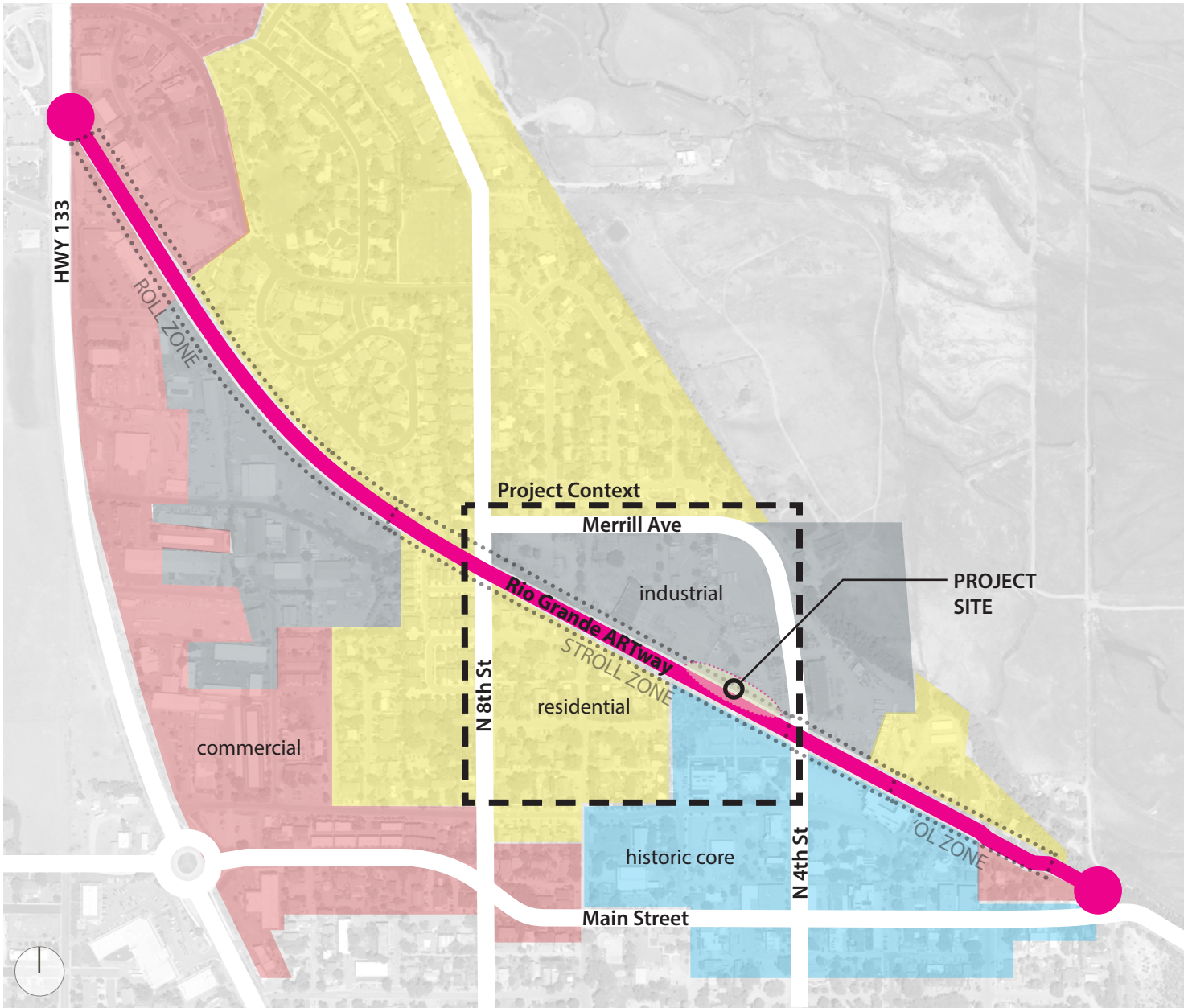
## PROGRAMMATIC ELEMENTS TO AVOID:

1. Vegetation or any elements requiring water
2. Formal/traditional play features
3. Dangerous or breakable elements
4. High maintenance elements requiring replacement or upkeep

## PROJECT TIMELINE (MAJOR MILESTONES):

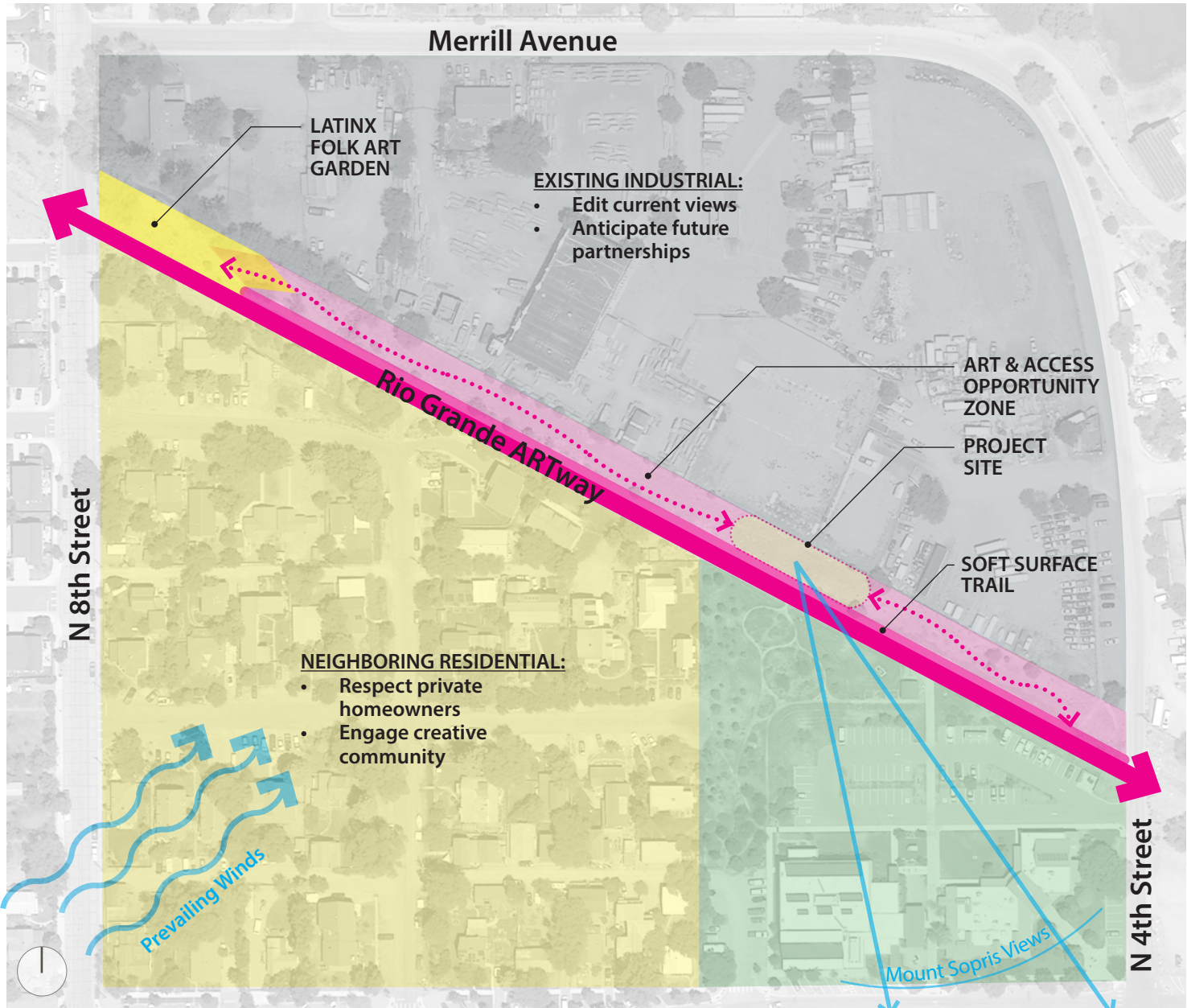
- **Project Introduction**
  - site analysis
  - concept review
  - project partner coordination
  - project vision + goals
- **Explore Site Program Alternatives**
  - opportunities + constraints
  - circulation + relationships
  - placemaking + character imagery
  - potential site elements
- **Develop Preferred Park Plan**
  - graphic + illustration development
  - preferred elements
  - park character
  - function
- **Final Schematic Package**
  - site design
  - site details
  - materiality
  - dimensional layout

SITE CONTEXT + ANALYSIS



TOWN CONTEXT:

The Rio Grande ARTway is the multi-modal spine of Carbondale. At nearly a mile in length (5,240 feet) the ARTway provides a safe, alternative route between the western and eastern extents of Downtown.



PROJECT CONTEXT, INVENTORY + ANALYSIS:

The future site of Carbondale’s Youth Art Park is centrally located in the ARTway. Adjacent to Town Hall and the Recreation Center, the park will build on the existing 2016 Rio Grande ARTway Master Plan document by focusing on creative play for our youth population.



EXISTING CONDITIONS



**LANDFORM ANALYSIS:** The proposed site is approximately 40' x 100', bordered by a soft surface trail to the south and a wood privacy fence to the north. The site includes sloping terrain that descends approximately 3 feet below the Rio Grande Trail and slopes to the east (Merrill Avenue/4th Street) at approximately 3%.



Northwest View



North View



Southeast View



PARK PROGRAMMING

**Programming Alternatives** for the YAP are presented through two design alternatives that synthesize art opportunities and active play elements for the Town of Carbondale’s youth. These elements are imagined in varying combinations to explore the possible relationships within the available Rio Grande ARTway park area while providing a safe and exciting platform for school age children of all ages to explore creative expression and movement.

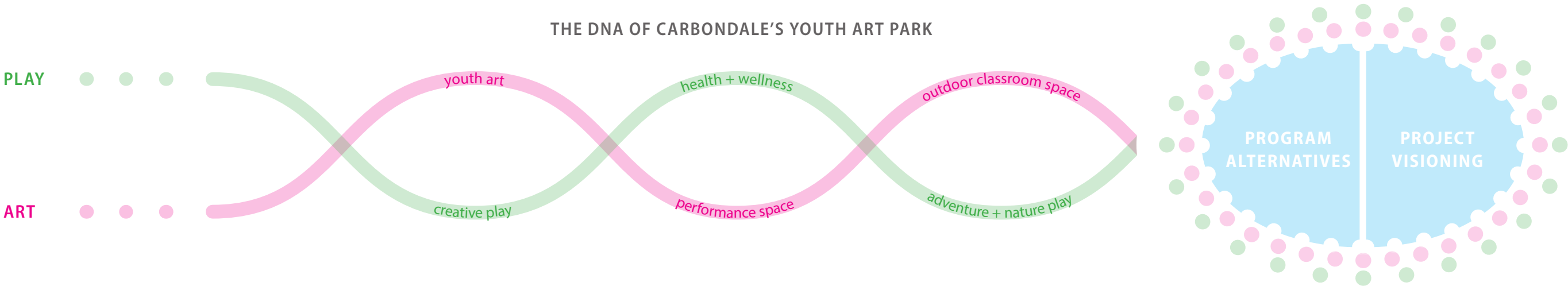
Primary Elements for the Youth Art Park:

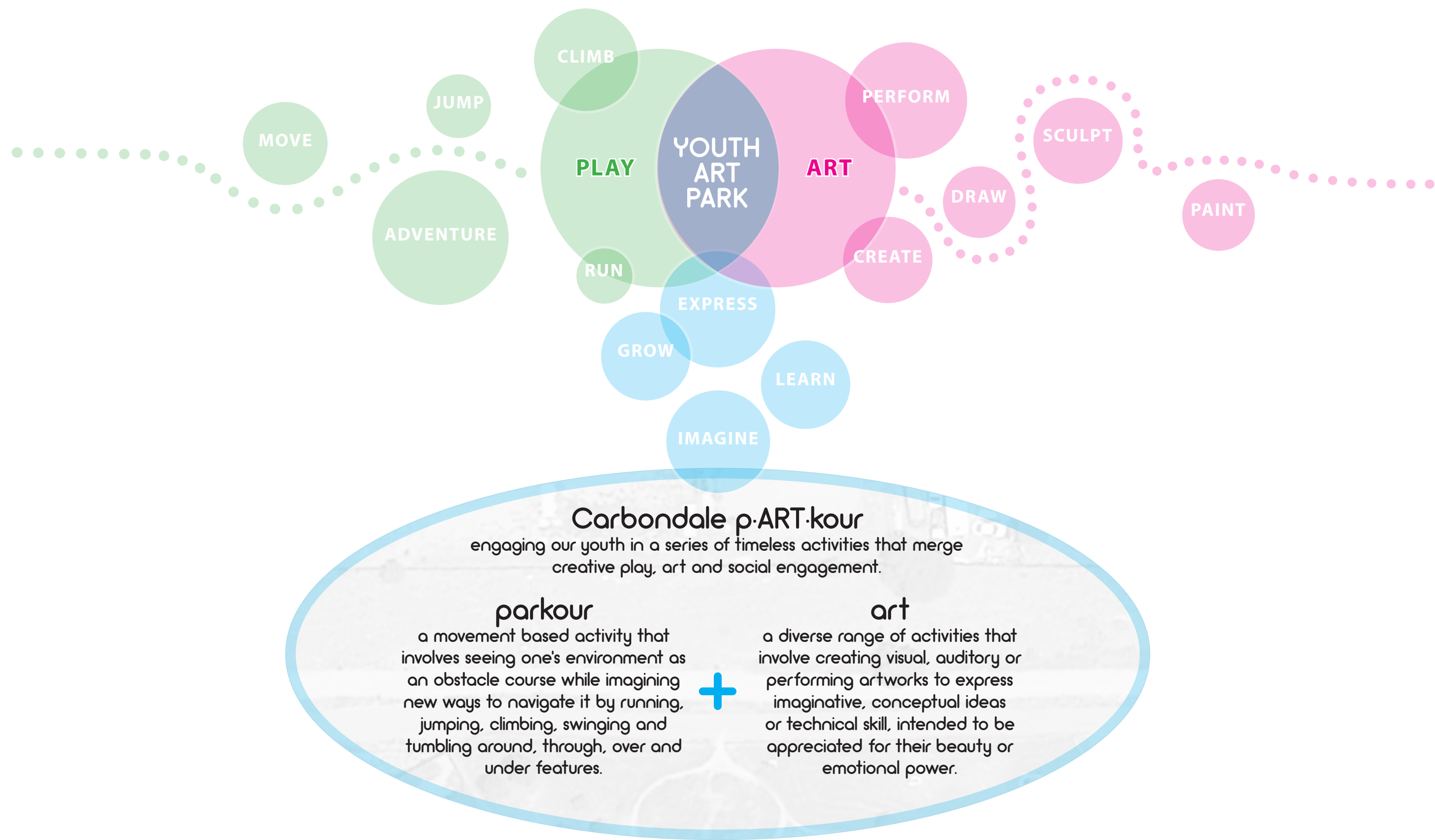
**Art** showcases Carbondale’s creative spirit and cultural/regional context and will be included as an immersive experience that builds on the larger program throughout the ARTway corridor. How can the traditional experiential qualities of art be explored to heighten the youth relationship, engagement and appreciation of sculptural forms, visual imagery and landscape installations? Art will be incorporated into the YAP for school children of all ages to imagine, participate-in, experience and explore.

**Play** opportunities will be woven throughout the YAP as a way for youth of all abilities to engage with and experience art through physical movement. Climbing, jumping and other forms of active play will be incorporated for all children to enjoy the space and art-forms in a more dynamic way. Passive use areas will be integrated into the site to create spaces for rest, reflection and appreciation of art and our environment.



THE DNA OF CARBONDALE’S YOUTH ART PARK

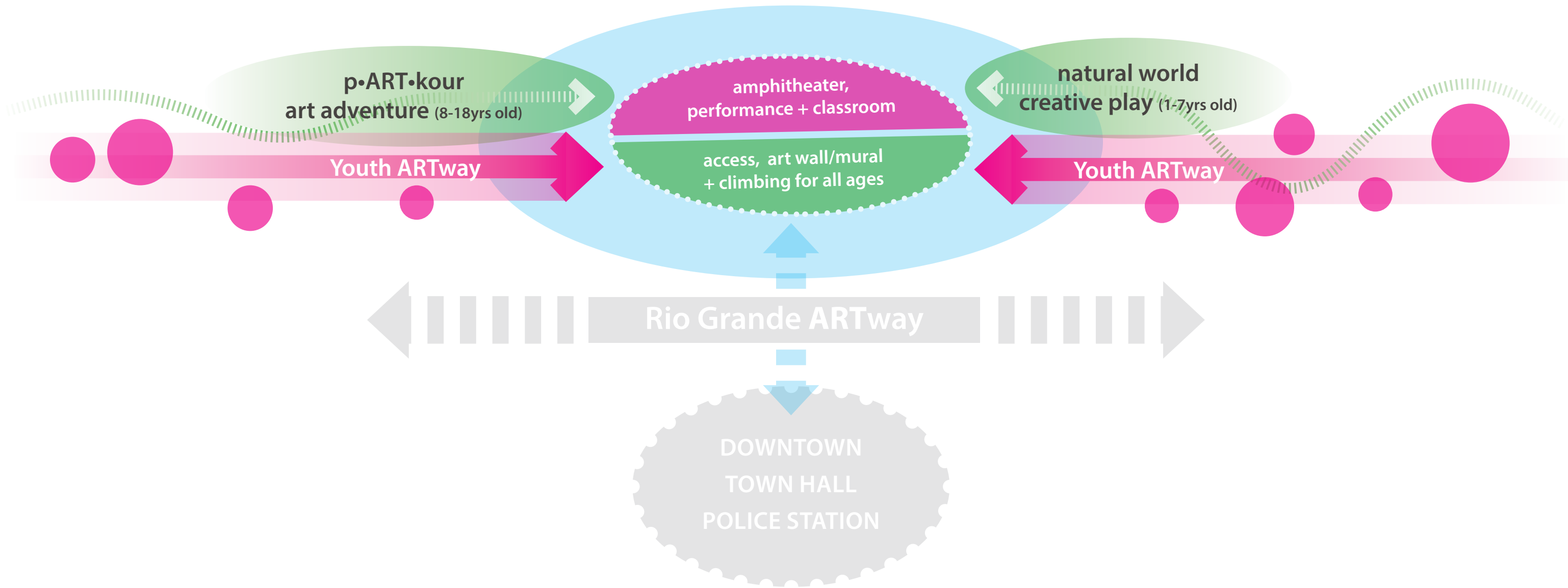




PROGRAMMING: APPROACH

**Programming Intent** considers a site framework that respects the different needs between young children and older, more physically able youth. By responding to these two groups in separate but similar manners, safe and engaging play elements are explored.

The central/core project area can provide a space for social mixing of all ages and creative interests by including an outdoor amphitheater space for performance, group learning or open-air classes. This area also contains the greatest amount of grade change which creates climbing and access considerations. The industrial area to the northeast can be “edited out” of the core park area through an art wall or mural installation.





PROGRAMMING: ELEMENTS

**Programming elements** are examples of the features that are proposed within the YAP. These elements are presented through visual examples below and will later be shown in program alternative layouts and grouped according to use, age and access.

PLAYFUL



Creative spaces encourage new forms of play and movement by children of all ages.



Sculpture can be used to blur the lines between art and play.



Up-cycling and reuse of old materials can provide new opportunities for creativity and play.

ADVENTUROUS



Natural elements can be used to create simple obstacles for adventure or seating.



Art and play can be explored simultaneously through climbing adventures.



Adventure courses can provide opportunities for children of all ages to exercise and play.

CREATIVE



Community wall/mural art can be updated annually through local school programs.



Immersive art can reinforce creative play while referencing our natural world.



Natural elements and art can be woven together to creative play spaces.

EDUCATIONAL



Outdoor classroom and gathering spaces can be included to reflect our natural world.



Outdoor performance spaces can be used for a variety of community events or creative play.



Educational features can be included to provide opportunities to combine learning with play.



PROGRAM EXPLORATION A

**Programming Intent** places the focus on art and creativity within the site. A symmetrical layout is based on a central gathering/ performance space and a climbing wall. The outer ring includes creative and adventure play opportunities coupled with art installations.



TIMBER OBSTACLE COURSE



ART WALL / MURAL



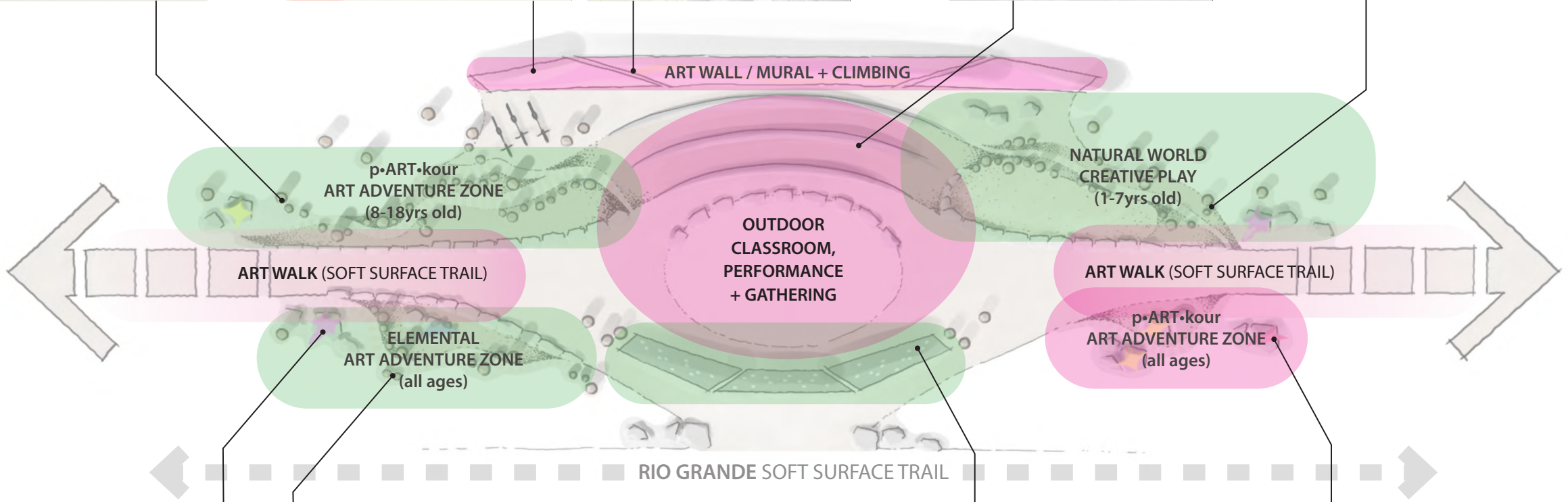
OBSTACLE COURSE WALL



TERRACED SEATING



SANDBOX + CREATIVE PLAY



SCULPTURE PLAY



WOOD + STONE PLAY



CLIMBING WALL



ART IN THE LANDSCAPE



PROGRAM EXPLORATION B

**Programming Intent** places the focus on adventure play within the site. The rotated site core is aligned with views of Sopris Mountain while providing space for outdoor classes + performance. Play features are built primarily with timbers to reference our local natural context.



MONKEY BARS + LADDERS



TIMBER CLIMBING



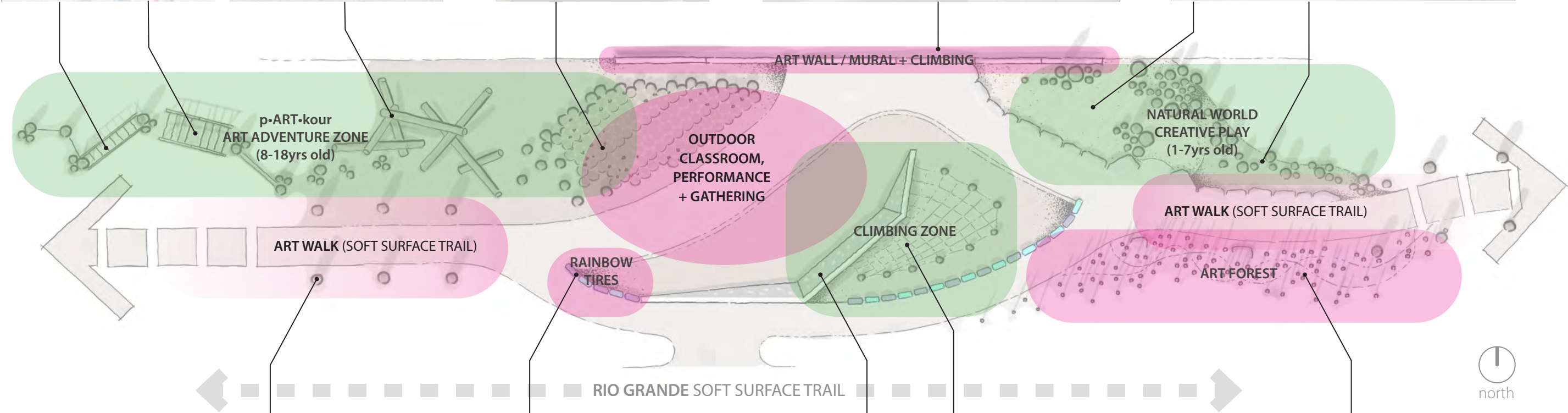
STUMP AMPHITHEATER



ART/MURAL + CLIMBING WALL



SANDBOX + OBSTACLE COURSE



TIMBERS GATEWAY



UP-CYCLED MATERIALS



CLIMBING WALL



CLIMBING WEB



ART FOREST

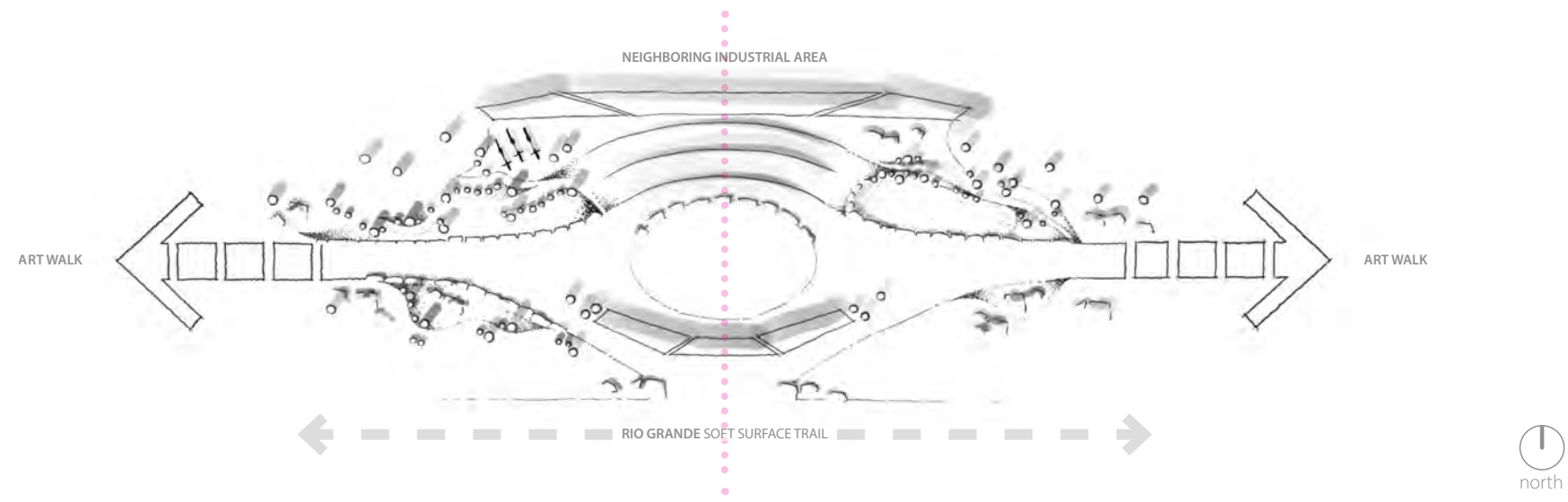


# PROGRAM COMPARISON

## EXPLORATION A: Art Immersion

This alternative focuses on encouraging art appreciation and creativity within the site. A symmetrical layout is aligned on a central gathering/performance space with a climbing/retaining wall. The outer ring includes creative and adventure play opportunities coupled with art installations.

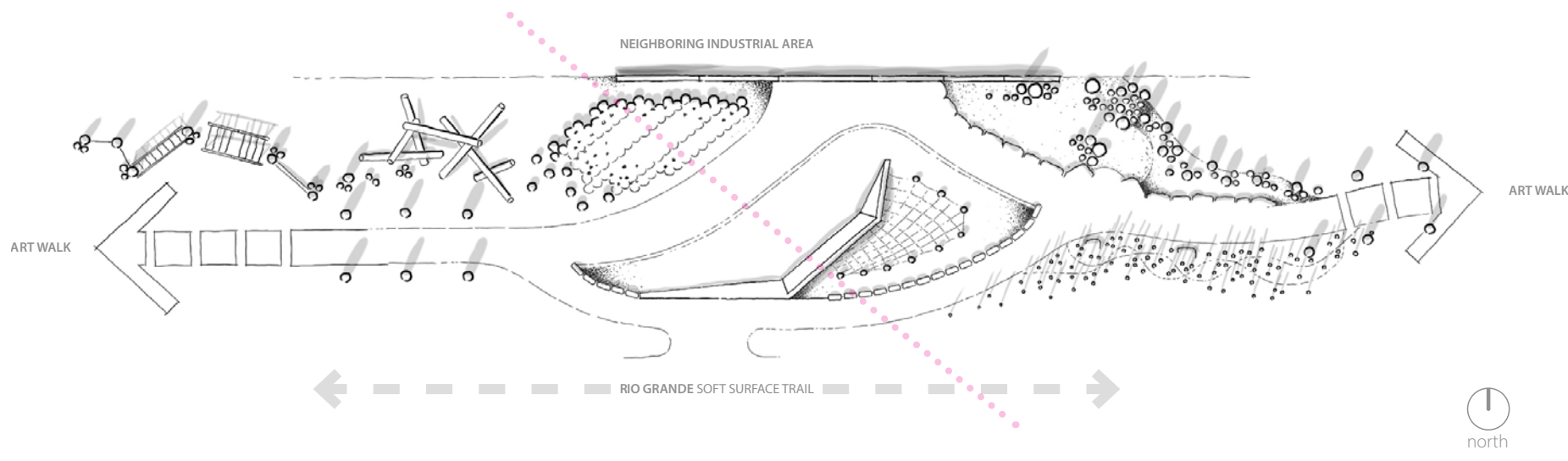
A choose your own art-venture experience occurs around the periphery, through a series of ribbon-like soft surface trails that lead youth, children and visitors around art installations and creations. Sculptural and graphic pieces are installed sporadically before culminating at a central creative core space that houses an annually changing mural + climbing wall, performance space and seating.



## EXPLORATION B: Exploring Art

This alternate focuses on adventure and creative play courses that stretches along the site. The core of the site includes a combination of seating and a core performance/gathering space that double as climbing features. This space is rotated to align with Sopris Mountain.

Obstacle course features on the west side of the site are more advanced to engage and challenge older children, while features on the east side of the site are more suitable for younger children. Vertical timbers are used to frame the main pathway and reference the Valley's wooded context. Climbing features are combined with retaining walls as a backdrop to the stage in the center of the site.





# NEXT STEPS

After approval by the leadership team, a series of engagement activities will be developed with the community in order to share, discuss and refine the program alternatives into a single preferred park program. A schematic design will be developed for the preferred design.

## Program Review

- 1. Review programmatic park concepts with leadership team
- 2. Present program development process during webinar and review opportunities for refinement

## Program Confirmation

- 1. Collect comments from webinar
- 2. Develop a preferred program
- 3. Confirm preferred park program with leadership team

## Schematic Design

- 1. Develop draft schematic layout
- 2. Confirm materials + quantities + pricing estimates
- 3. Review draft schematic design with leadership team
- 4. Develop final package and graphics



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