

Gateway to Greenpoint

NCA
NEWTOWN CREEK ALLIANCE

With support from



EVERGREEN

Your North Brooklyn Business Exchange



GREENPOINT
COMMUNITY
ENVIRONMENTAL
FUND

Interval
—
Projects

Gateway to Greenpoint

Introduction

Presentation of Conceptual Designs

Workshop

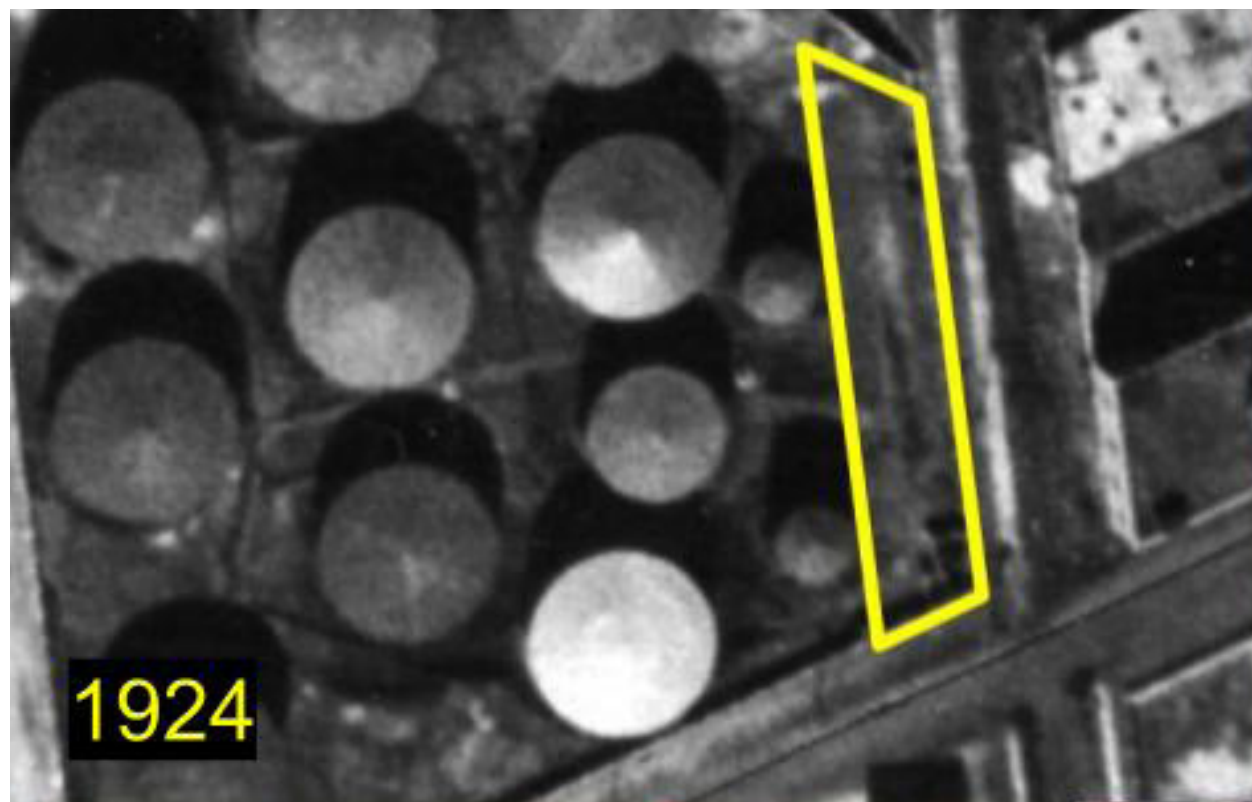
1. Sharing & Discussing the Conceptual Design Schemes
2. Refining the Design Schemes

Report Backs

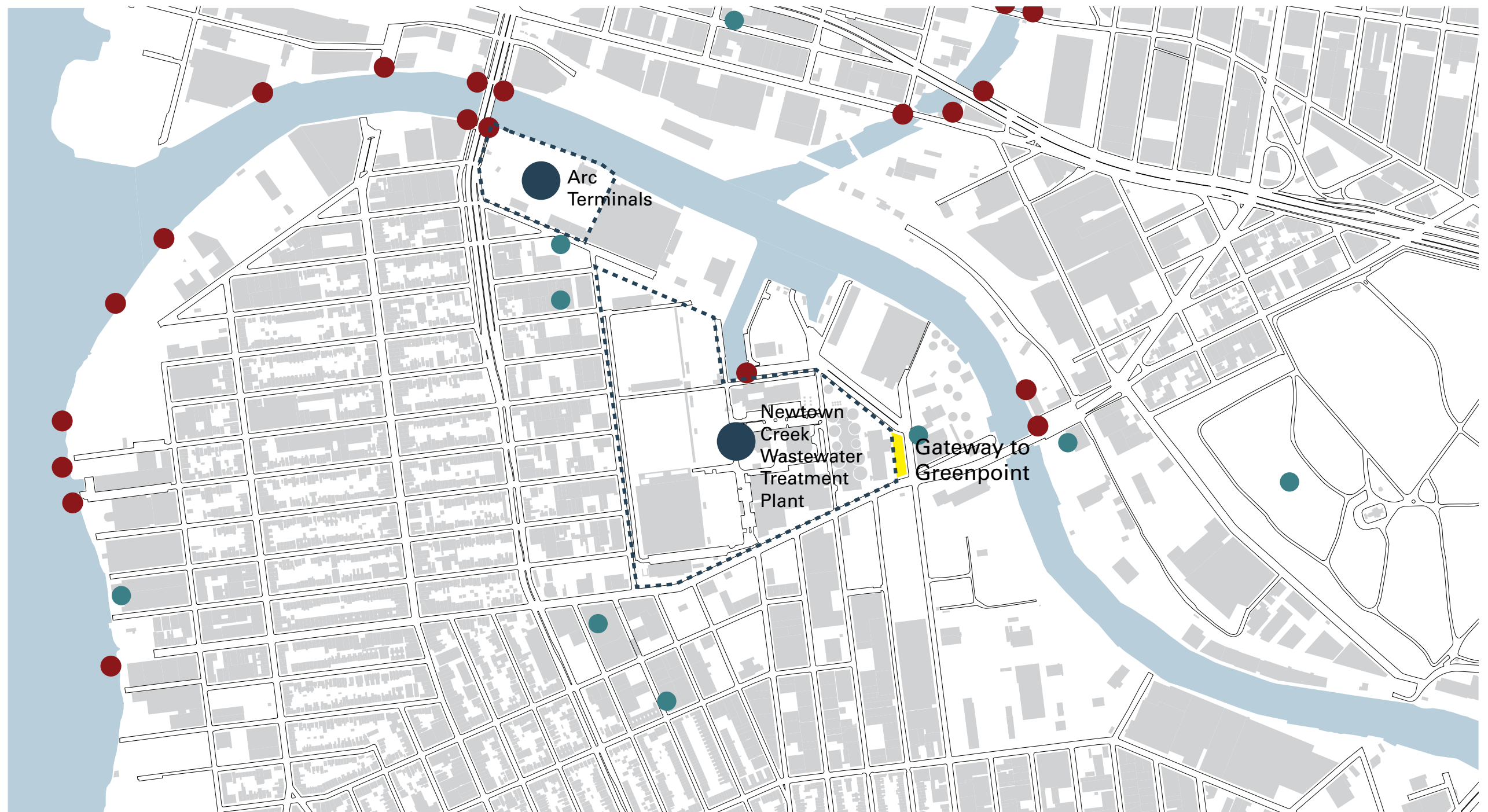
Conclusion



Site and Context

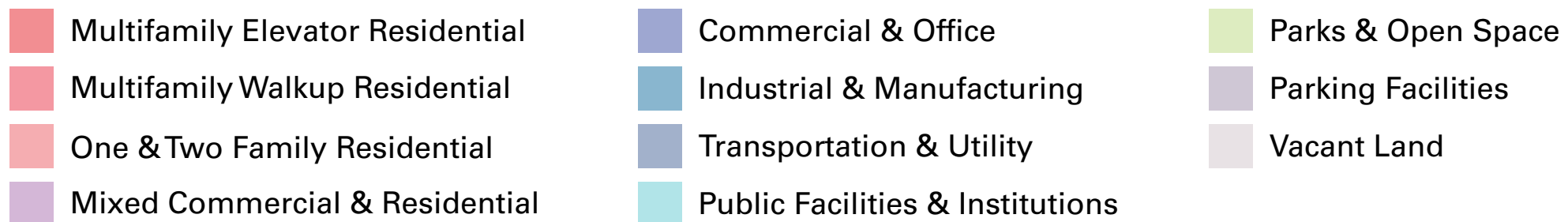
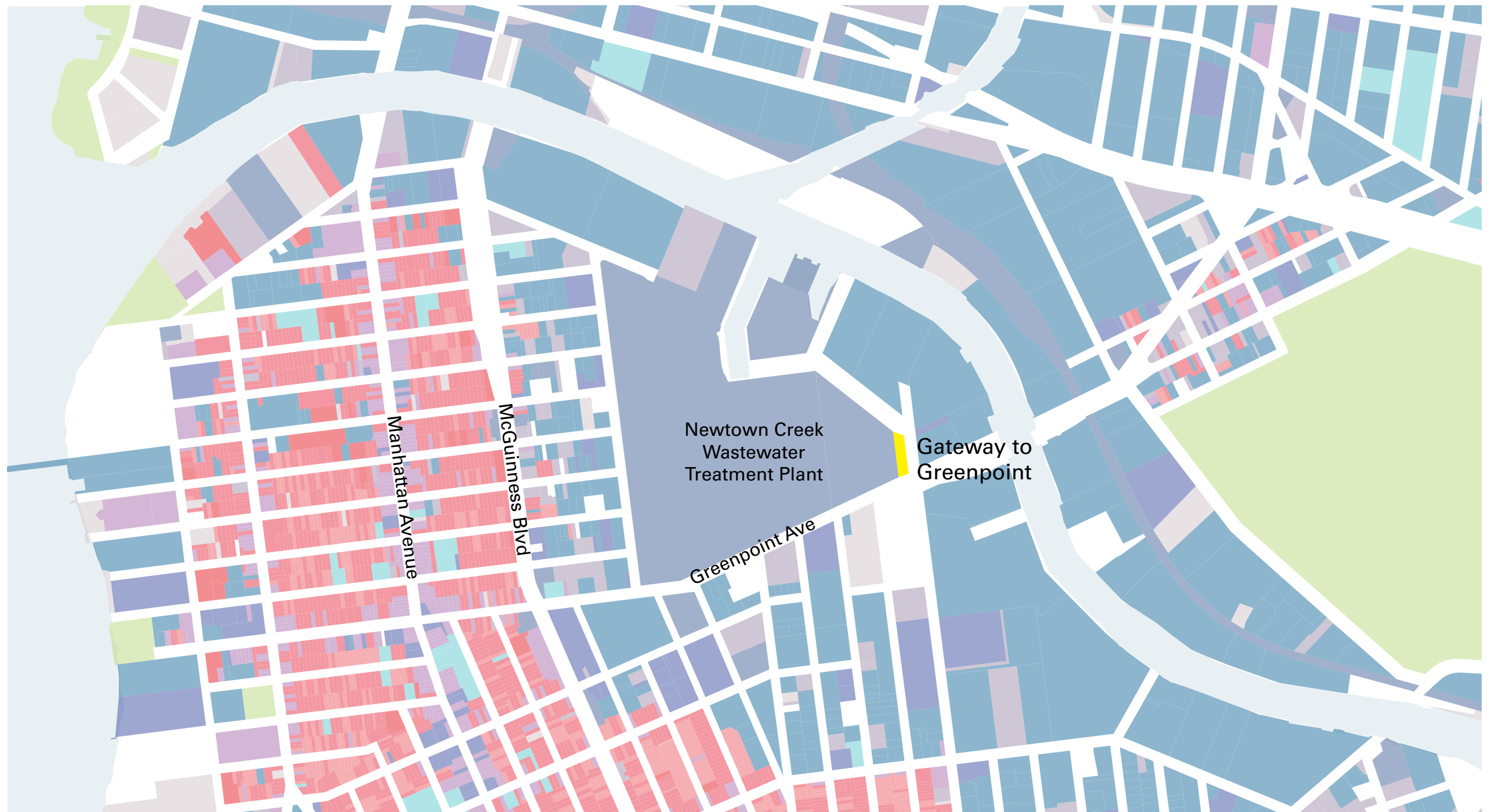


Site History

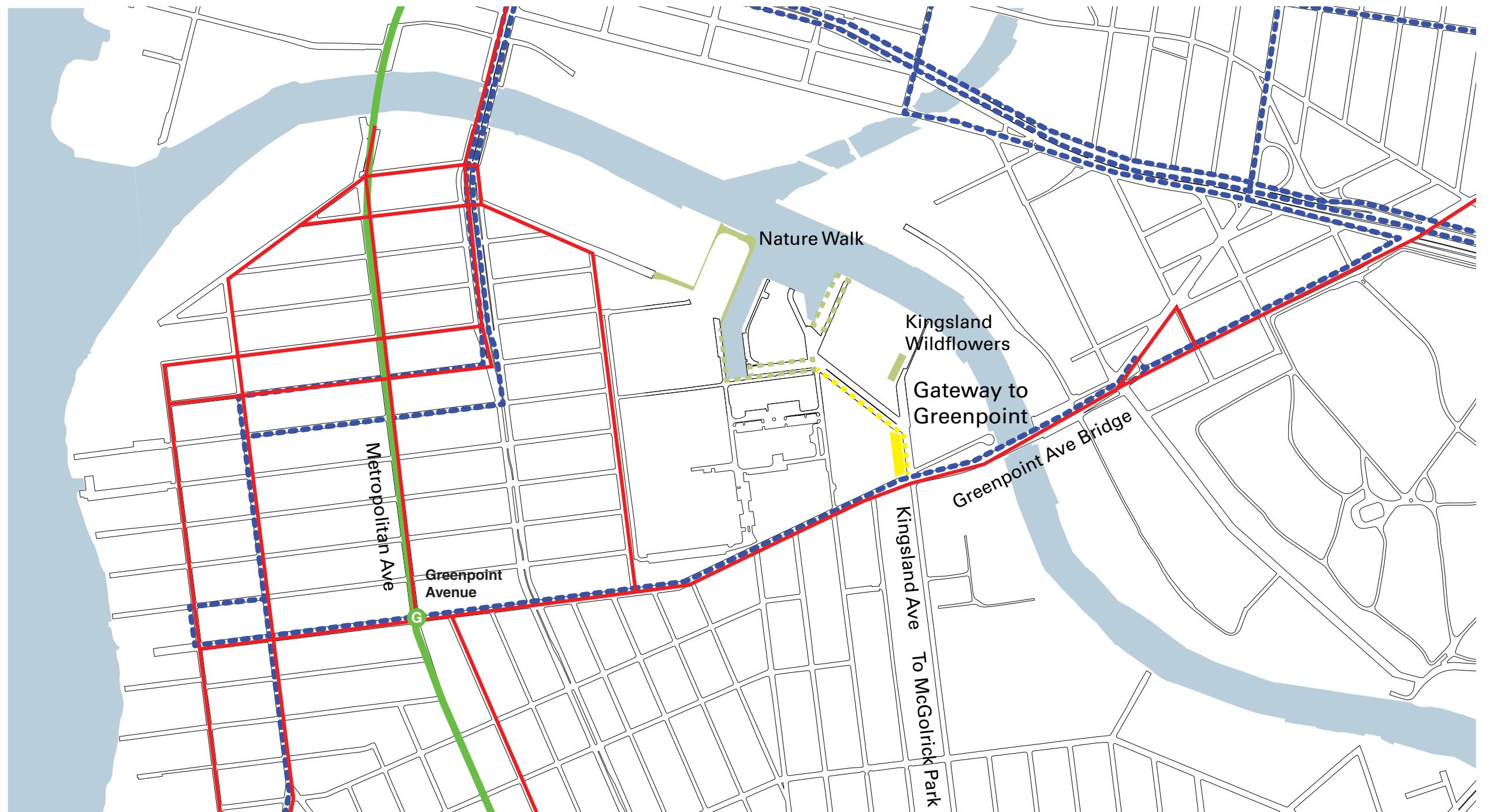


- Major Air Pollution Source
- Combined Sewer Outfall (CSO)
- EPA Toxic Release Inventory Facility

Environmental Factors



Land Use



- Subway Line (G)
- - - MTA Bus Route
- Bike Lane

Transportation Connections



**Newtown Creek Nature Walk
Phase 1, completed 2007**



Kingsland Wildflowers, completed 2017

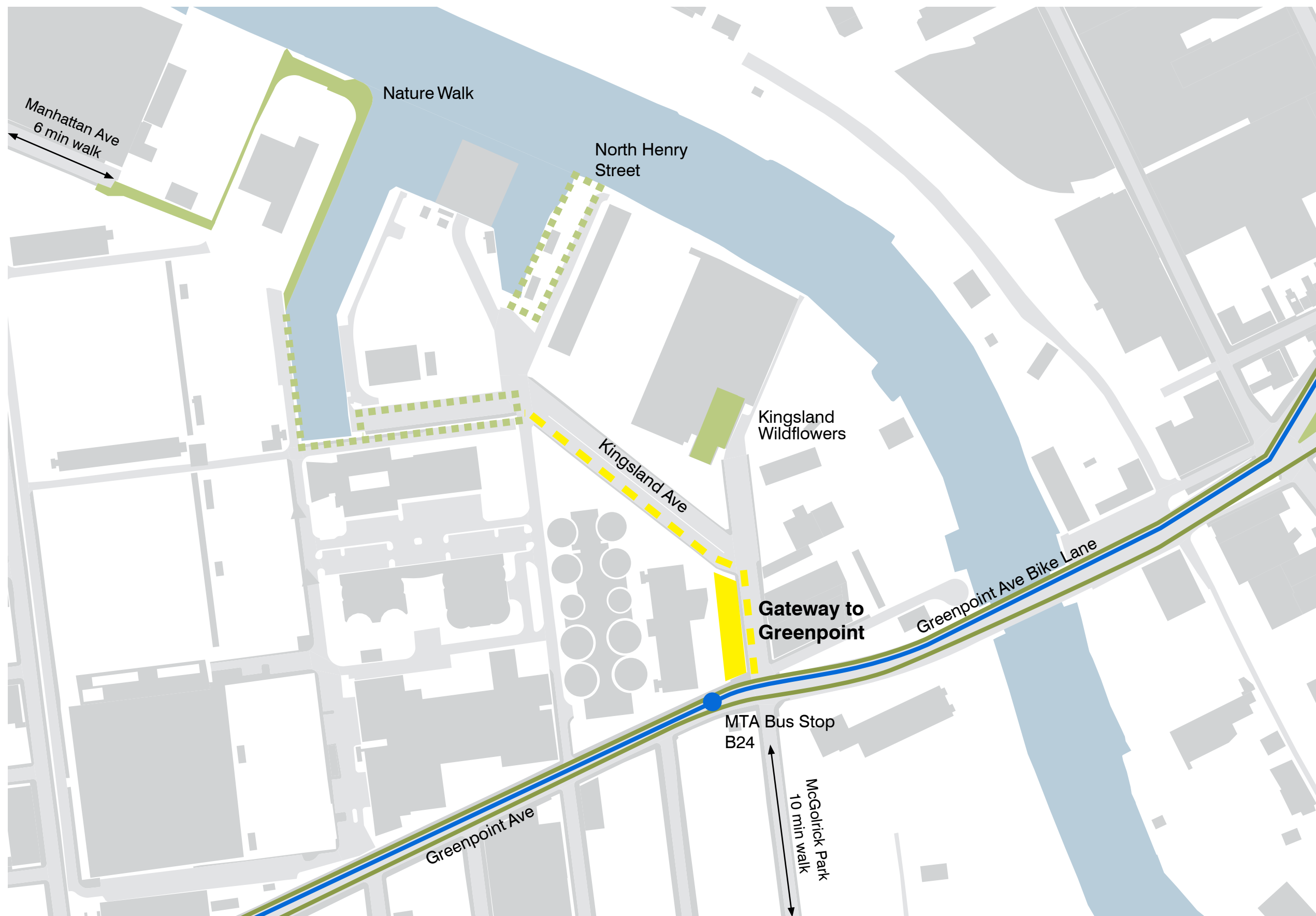


**Newtown Creek Nature Walk
Phases 2-3, ongoing**



North Henry Street, ongoing

Open Space Projects



A Network of Open Spaces



Project Timeline



Gateway to Greenpoint Community Workshop

November 2018

**What did we hear and learn
at the first workshop?**

- 1 **Creating Open Space**
- 2 **Environmental Benefits**
- 3 **Urban Mobility**
- 4 **Culture, Education, Recreation**
- 5 **Safety and Security**
- 6 **Connecting Communities**

1 Creating Open Space

Natural, Quiet, and Restful

Contemplative, quiet setting

Lush, natural quality, with winding paths

Shade along paths from trees, umbrellas, and/or canopies

Trees, bushes, berms at edges/corners to separate from street

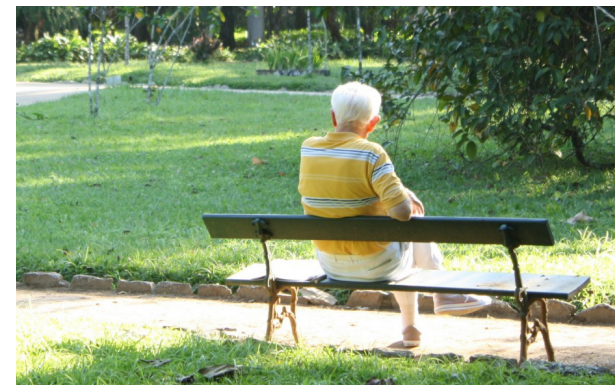
Providing Amenities

Places to gather, relax, play

Seating throughout site

Drinking water, bathrooms

Water feature for soothing sound, cooling effect



2 Environmental Benefits

Natural Environment

Controlling storm water runoff with green infrastructure

Permeable ground surface

Native, hearty, flood-resistant plants and grasses

Supporting migratory corridor for birds

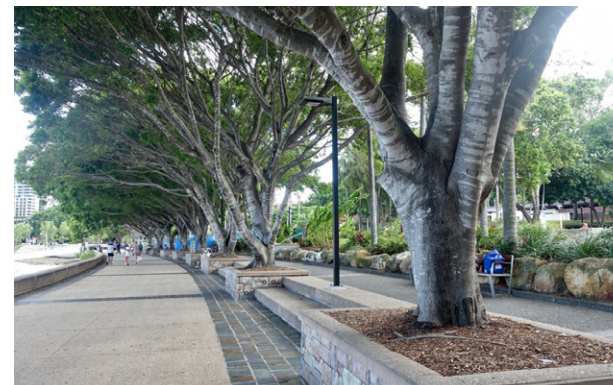
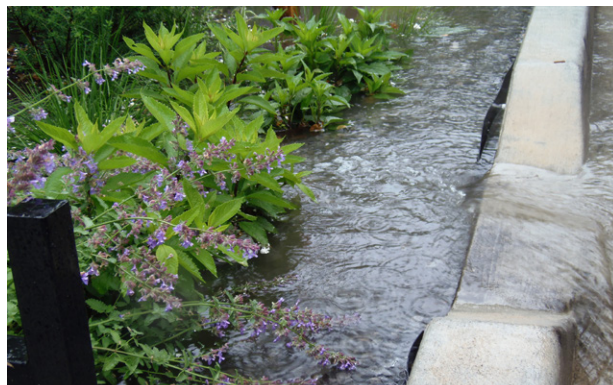
Human Environment

Creating shade

Providing environmental education

Working with seasonal cycles

Compost collection



3 Urban Mobility

Pedestrians and Bicyclists

Creating a place to stop and relax, with bathrooms and water

Connections to existing bike lanes, pedestrian routes

Air for bicycle tires, places to lock bicycles

Cars and Trucks

Maintaining truck access along Kingsland Ave

Separating modes of traffic with clear wayfinding

Public Transit

A comfortable, sheltered place to wait for the bus



4 Culture, Education, Recreation

Art and Design

Inspiring, authentic, visually appealing design of open space

Public art work and murals

Neighborhood History

Signage telling history of the site along walking paths

Honoring history of the neighborhood

Recreation

Food trucks, concession stand, and outdoor lunch seating

Low-activity recreation: bocce, chess



5 Safety and Security

Site Security

Closed at night

Fencing with climbing plants / green fencing

Pedestrian Safety

Separating pedestrians/bicyclists from trucks/cars

Elevated footbridge across busy auto routes

Bollards around edge of space to protect from trucks

Accessibility

Making open space inviting and accessible for all



6 Connecting Communities

Serving Local Populations

Workers in local businesses

Neighborhood residents and families

Commuters, people passing through on bike or foot

Newtown Creek Nature Walk and Kingsland Wildflowers visitors

Engaging Local Communities

Area businesses and workers

Public schools and libraries

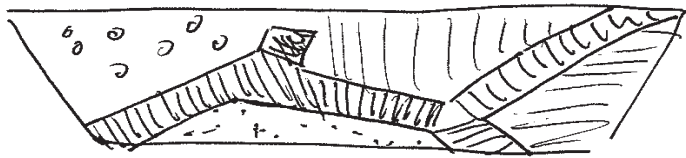
Universities and researchers

Art and design communities in Brooklyn and Queens



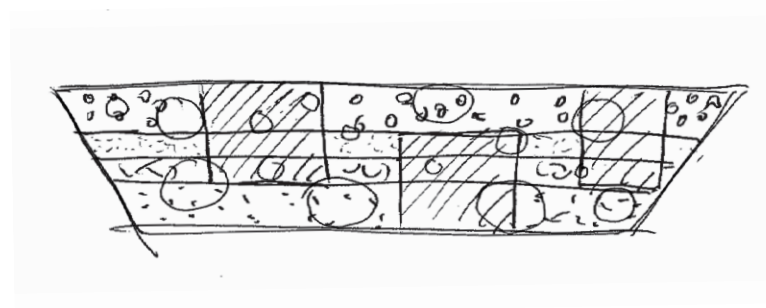
**How do these ideas & values
become a design?**

Concepts



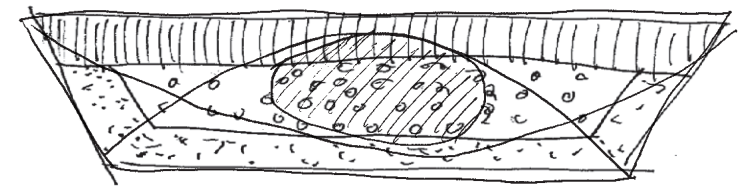
Stream and Eddies

The route of a main path (“stream”) connects adjacent areas of activity (“eddies”)



Field and Groves

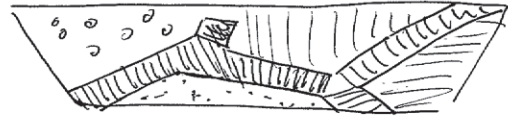
A series of dispersed elements (“groves”) suspended in a “field”



Clearing in a Forest

A central space (“clearing”) attracts and gathers people together, enclosed by dense “forest”

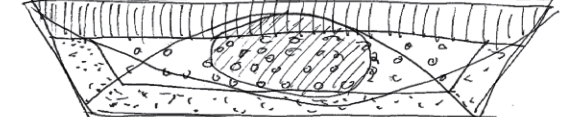
Design



Stream and Eddies



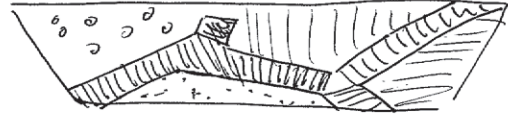
Field and Groves



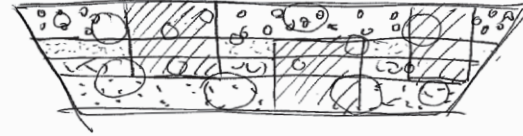
Clearing in a Forest

<i>Organization type</i>	Path organizes adjacent areas of activities	Open field with dispersed elements	Central focal point, strong boundary
<i>Circulation type</i>	Directional, following paths	Fluid, self-directed meander	Points of entry leading to open area with central element
<i>Entrances</i>	Multiple entrances	Enter from all sides	One main entrance per side
<i>Anchor feature</i>	Path is main feature, linking other elements	No one main feature, multiple centers	Central main feature, gathering hub
<i>Edge condition</i>	Lightly bounded: low, transparent and/or planted fence	Least bounded: bollards, spaced trees	Strongly bounded: planted/higher fence, berms
<i>Topography</i>	Slight undulations responsive to path	Gentle, minimum slope for drainage	Berms at edges, lower central area
<i>Planting</i>	Varying heights of planting, from grasses to small trees	Trees dispersed throughout, clusters of seasonal planting	Close-planted trees/bushes at edges, lower planting at center
<i>Stormwater</i>	Interplay of path figure and water channeling	Porous ground surface, bioswales	Using topography to channel water to central retention
<i>Materials</i>	Porous pavers on paths, wood benches	Natural stone pavers, crushed gravel around planted areas, concrete/wooden benches	Wood paver walkway, metal/wooden benches

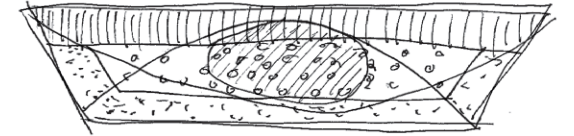
Values



Stream and Eddies



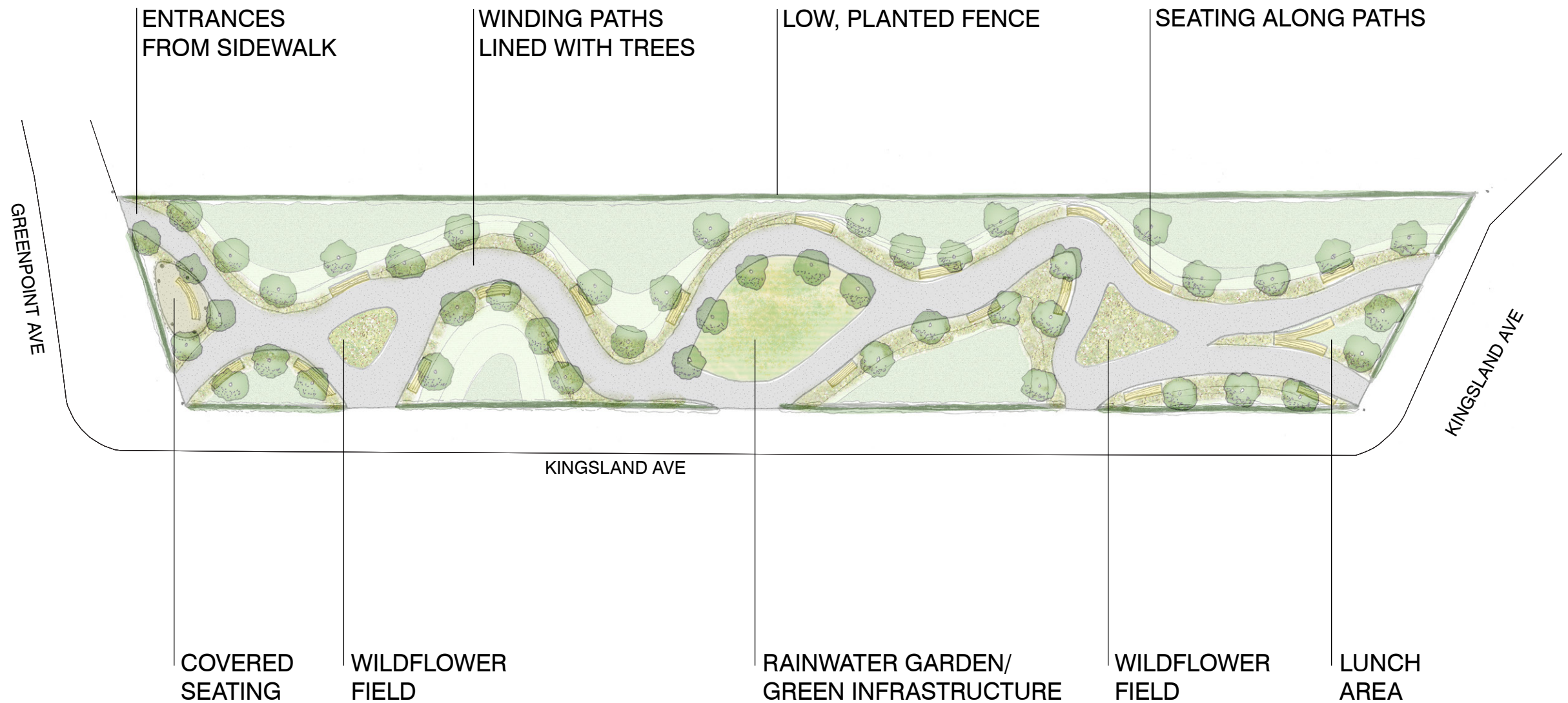
Field and Groves



Clearing in a Forest

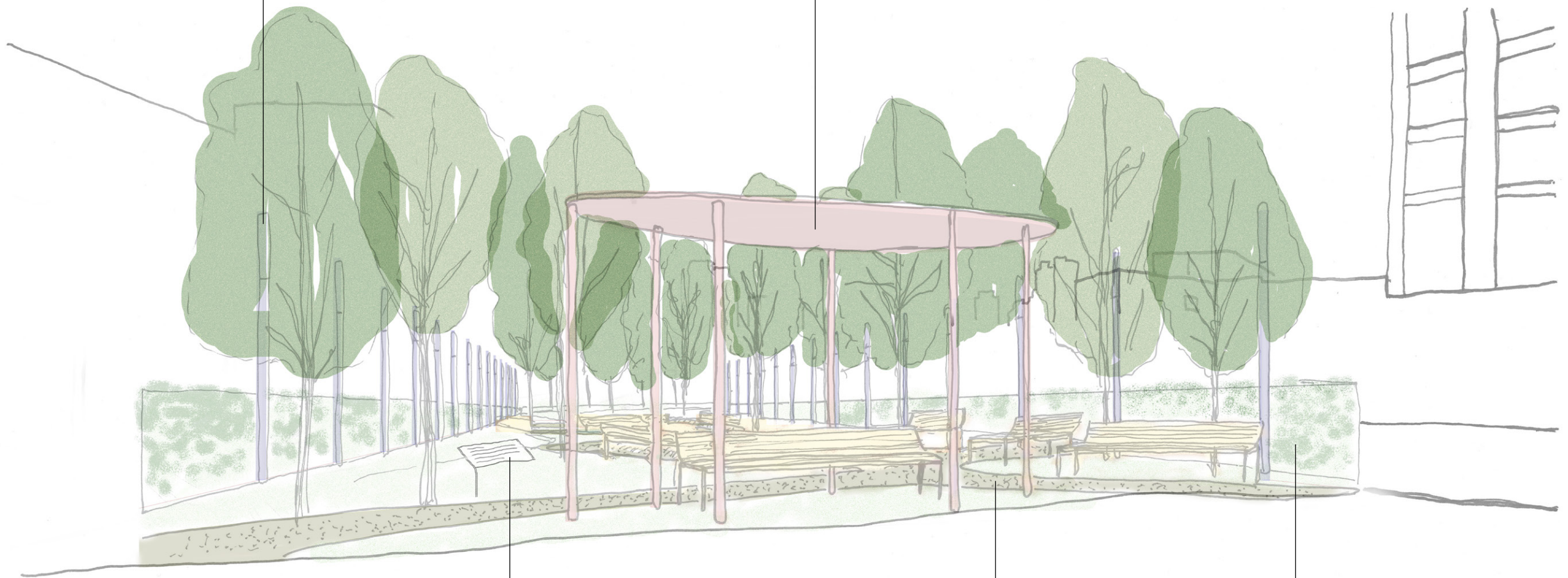
<i>Open Space</i>	Seating and shaded areas along winding paths	Seating and shade trees clustered throughout site	Separation from street creates inward focused, contemplative space
<i>Environmental Benefits</i>	Variety of native/seasonal habitats along path, creating shade and controlling water	Green infrastructure landscape elements dispersed throughout, shade from trees	Stormwater retention in central tank, migratory bird/pollinator habitat
<i>Urban Mobility</i>	Shelter for bus riders; paths through site improve pedestrian experience	Bus shelter, places to stop/relax	Bike stations, and other amenities integrated into street boundary
<i>Culture, Education, Recreation</i>	Historical/education signage and art along paths	Multi-centric organization for art, recreation, lunch tables, green demonstration technologies	Creates central space for larger educational and cultural events, mural wall at perimeter.
<i>Safety & Security</i>	Closed gates at night, lights at perimeter, path is accessible	Security through visibility, openness, lighting throughout, bollards separating from traffic	Full separation from street, easily securable, with limited entrances with locking gates.
<i>Connecting Communities</i>	Historical/environmental walking tours	Demonstration technologies connecting DEP with community, compost collection	Mural wall for local artists, local music/performing art events in central space

Stream and Eddies



LIGHTING - AT PERIMETER AND ALONG
PATHS ON GROUND LEVEL

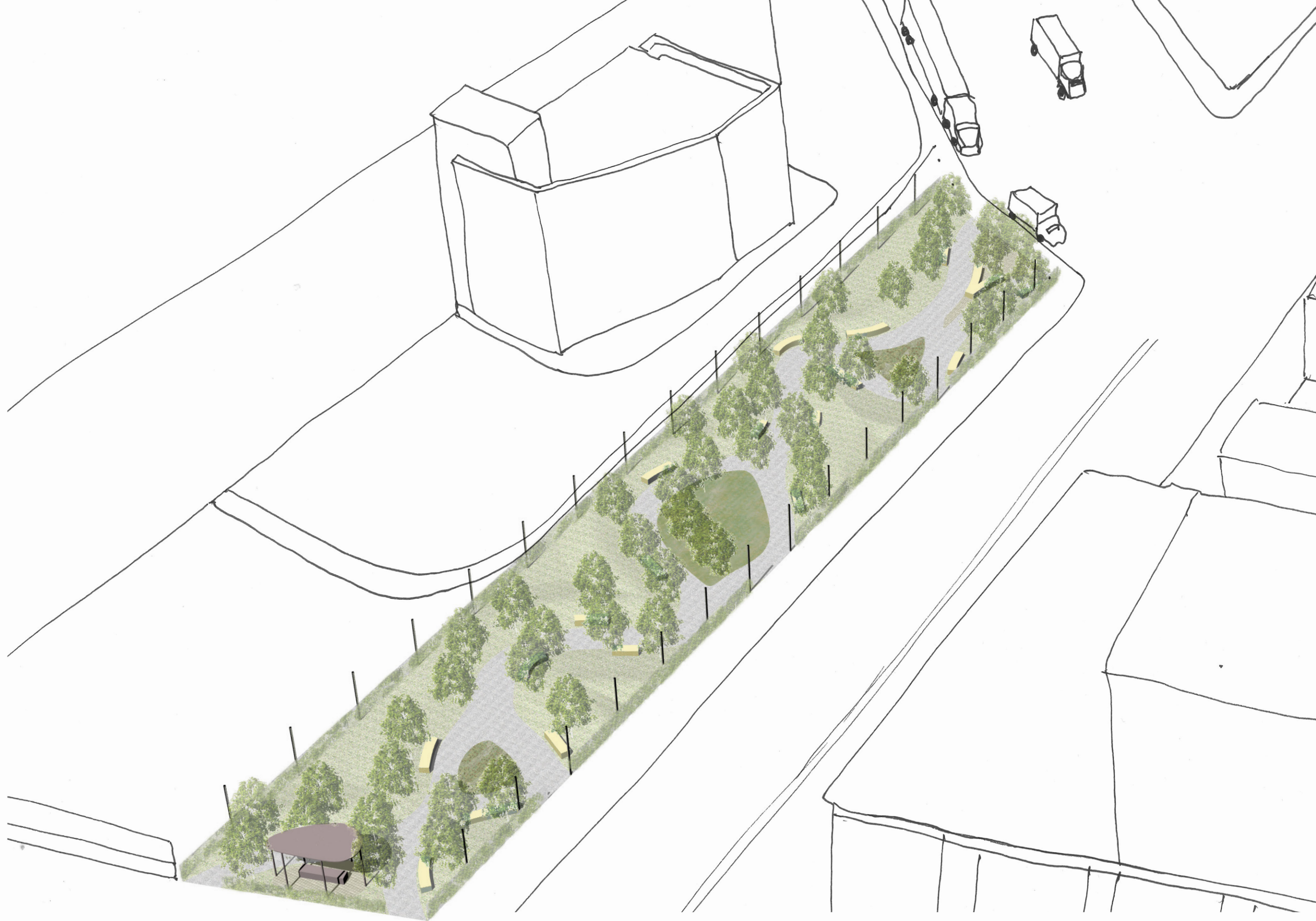
COVERED
SEATING



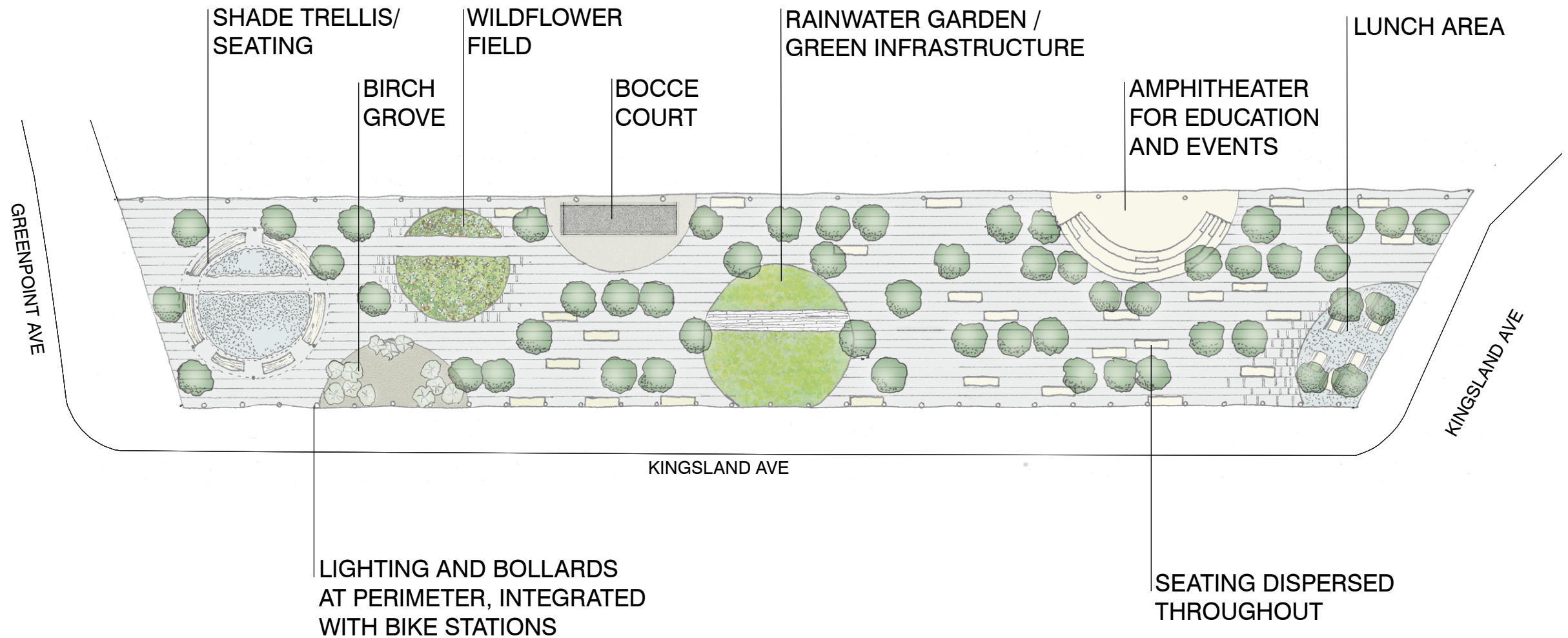
EDUCATIONAL SIGNAGE - ADDRESSING
HISTORY AND ENVIRONMENT

POROUS
PATHS

LOW, PLANTED FENCE



Field and Groves



LIGHTING

AMPHITHEATER

SHADE TRELLIS/
SEATING

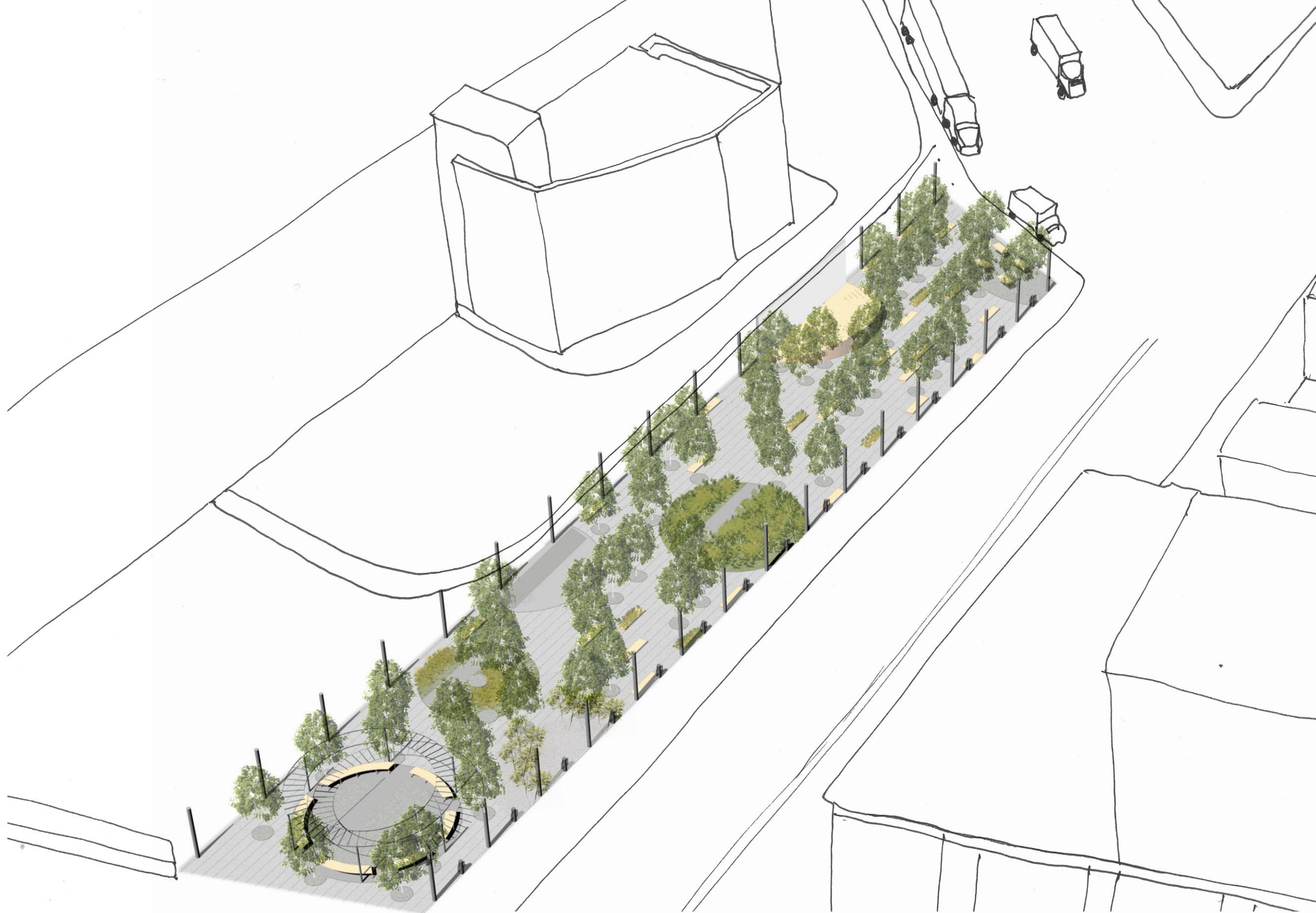
BOLLARDS/
BIKE STATIONS



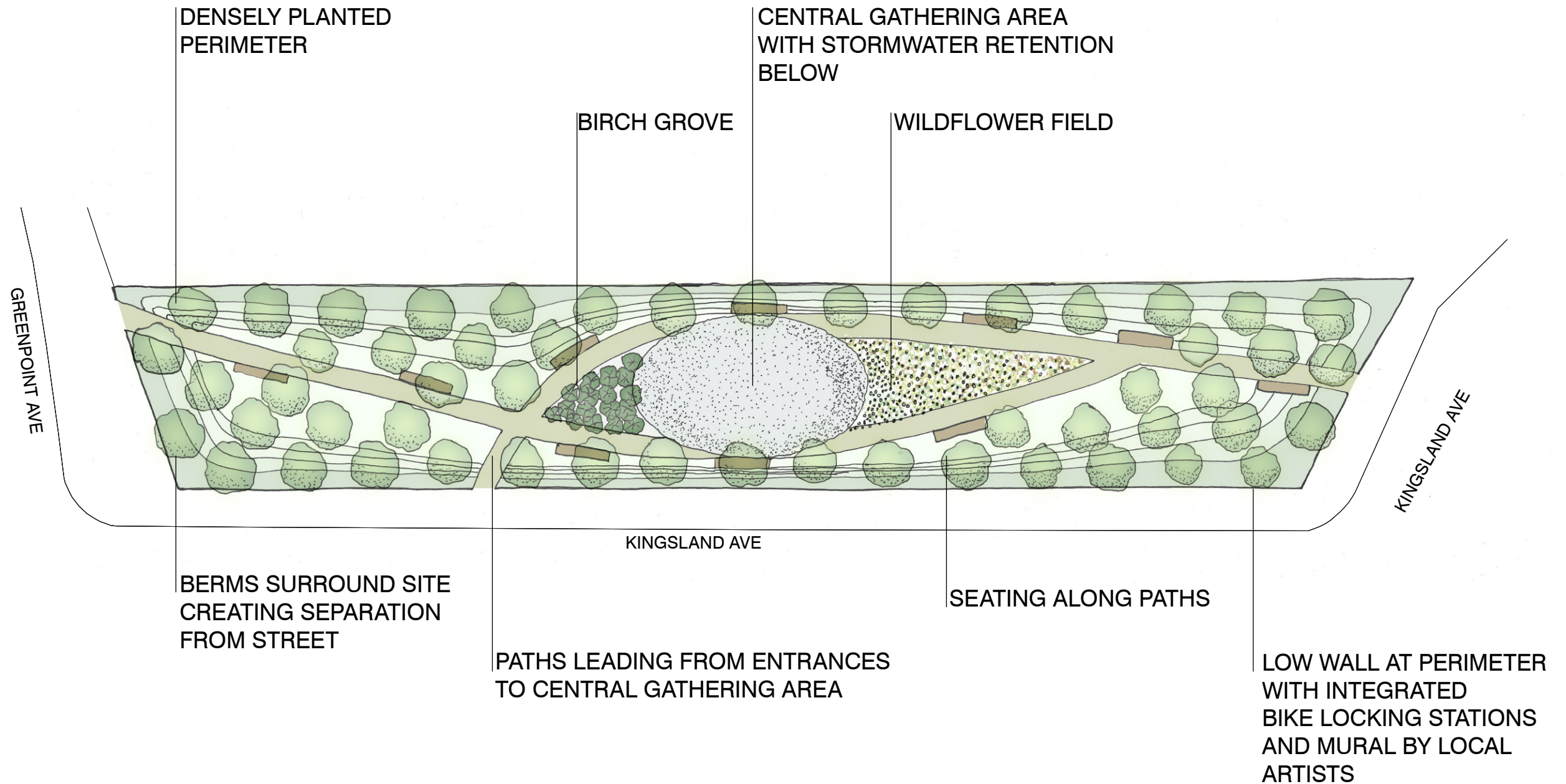
EDUCATIONAL SIGNAGE
ADDRESSING HISTORY
AND ENVIRONMENT

WILDFLOWER
FIELD

POROUS STONE
PAVERS



Clearing in a Forest



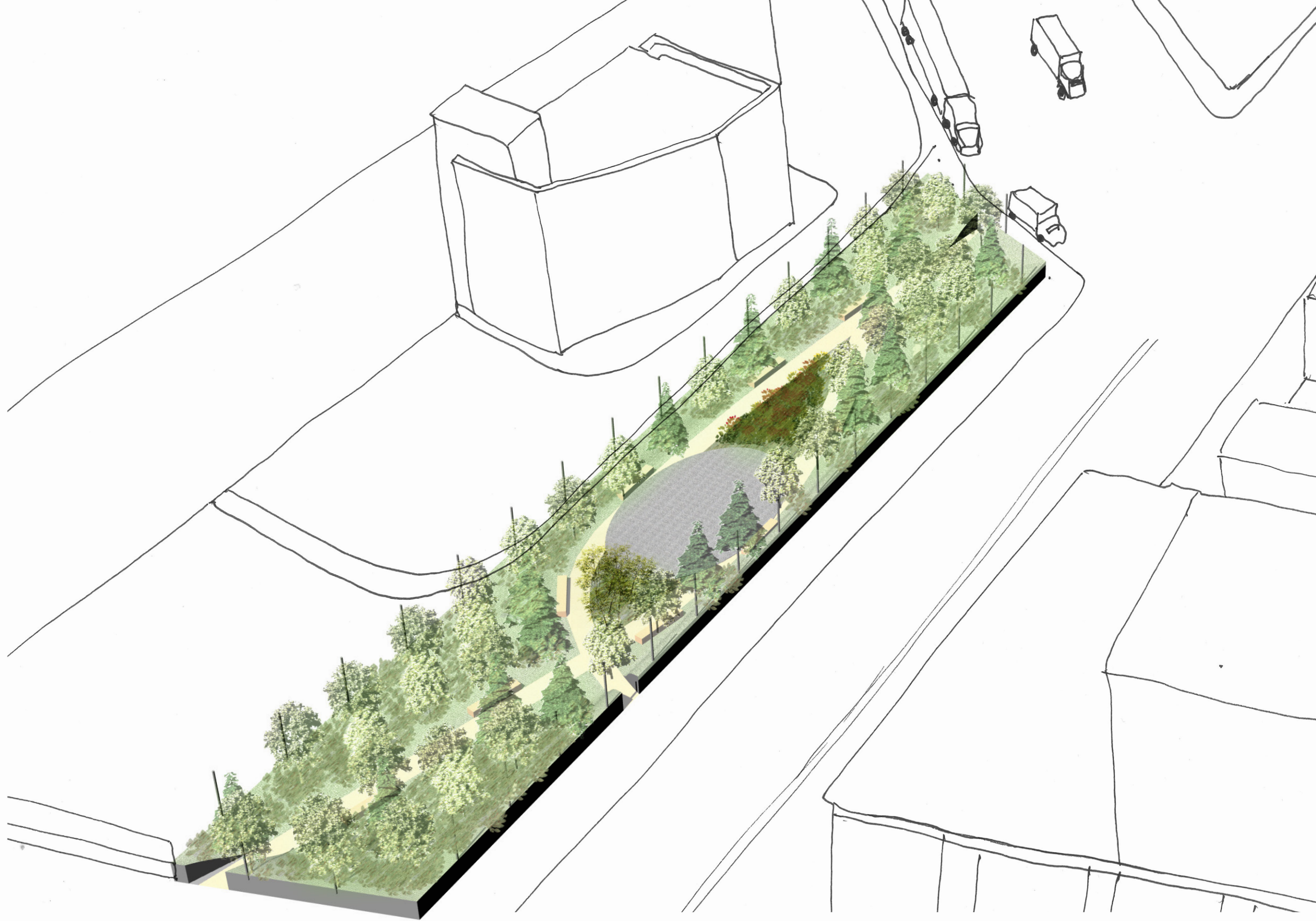


SEATING ALONG PATHS

LIGHTING AT PERIMETER
AND ALONG PATHS

EDUCATIONAL SIGNAGE - ADDRESSING
HISTORY AND ENVIRONMENT

BERMS AND TREES
AT PERIMETER CREATE
SEPARATION FROM STREET



Clarifying Questions

Workshop

Stream and Eddies

CONCEPT
Stream and Eddies
A main path ("stream") organizes adjacent areas of activity ("eddies")

DESIGN
Organization type: Path organizes adjacent areas of activities

NOTES ON DESIGN

NOTES ON VALUES

Field and Groves

CONCEPT
Field and Groves
A series of dispersed elements ("groves") is suspended in a "field"

DESIGN
Organization type: Open field with dispersed elements

NOTES ON DESIGN

NOTES ON VALUES

Clearing in a Forest

CONCEPT
Clearing in a Forest
A central space attracts and gathers people together, enclosed from the outside by a dense "forest"

DESIGN
Organization type: Central focal point, strong boundary

NOTES ON DESIGN

NOTES ON VALUES

1. Discussing the Conceptual Design Schemes (20 min)

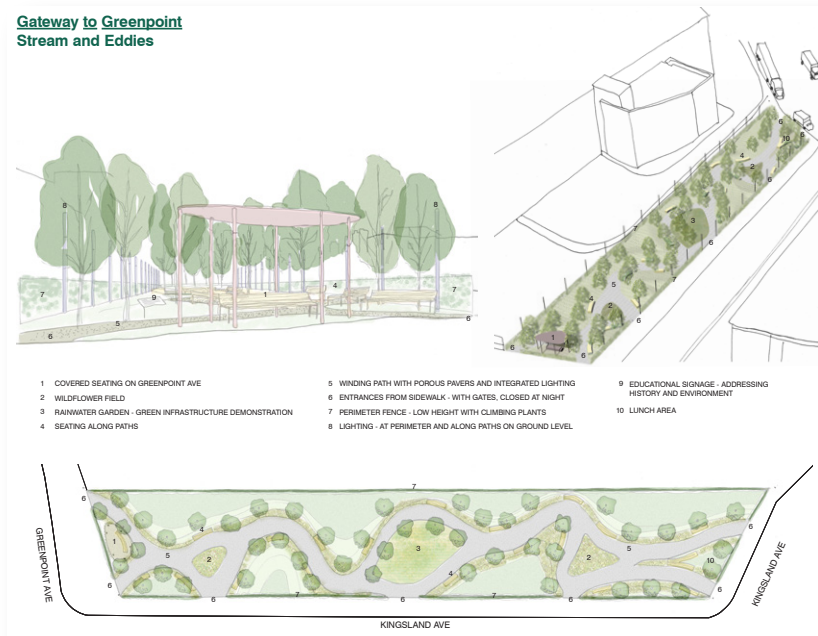
At tables, 4-6 people, with small handouts of the design schemes and one large format design matrix for each table.

Participants gather in groups of 4-6 people at a table with a facilitator to discuss what appeals to them about the design schemes and how they relate to the shared values discussed at the previous workshop.

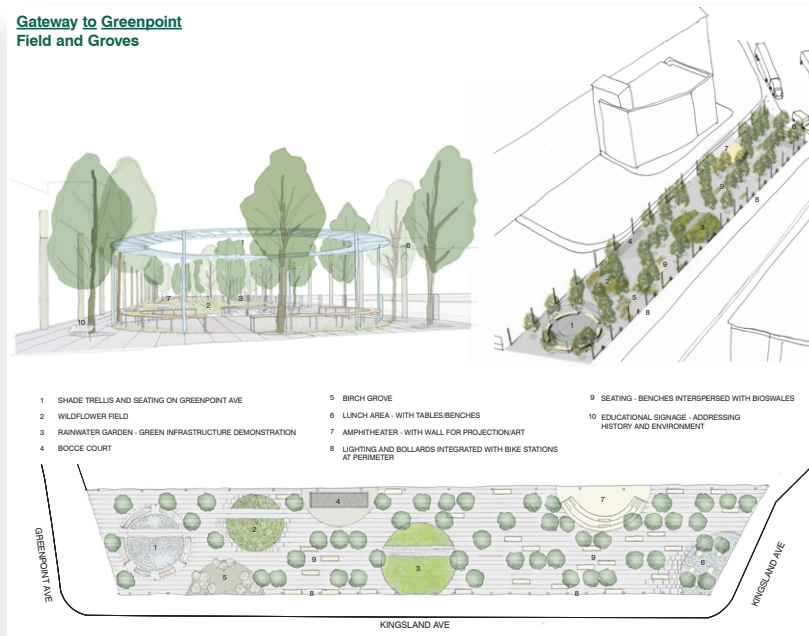
Participants go around one-by-one, and each explains to the rest of their breakout group why they chose that design and what it means to them or implies for the site.

Workshop

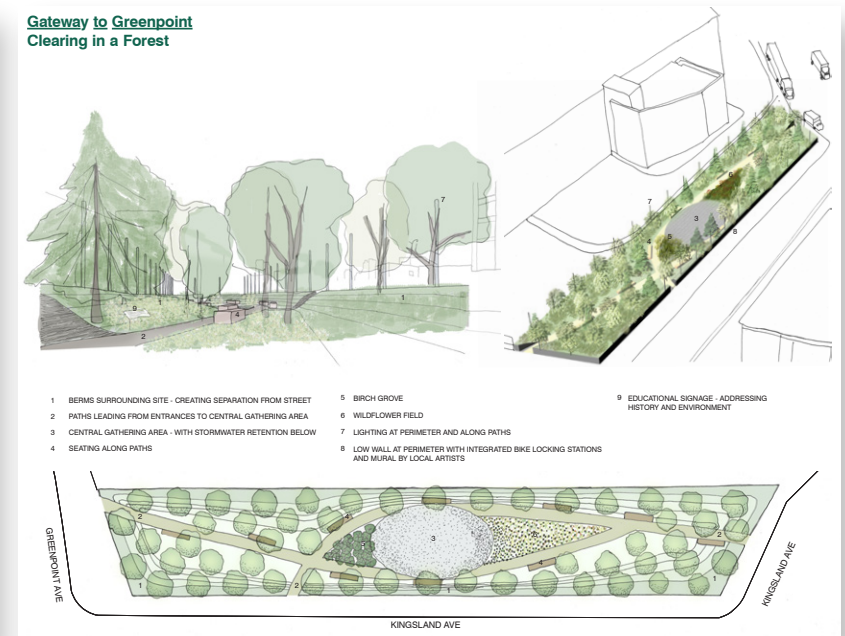
Gateway to Greenpoint
Stream and Eddies



Gateway to Greenpoint
Field and Groves



Gateway to Greenpoint
Clearing in a Forest



2. Refining the Design Schemes (30 min)

Gathered around drawings mounted to the wall, in three to six groups, each group corresponding to one of the three design schemes

Participants choose one of the schemes to work on further, and reshuffle into larger groups each around a single scheme, with a large format site plan. Each group discusses the chosen design and suggests potentials for its improvement. The group records its ideas and suggestions as edits to the large format drawings, with the facilitator helping draw and annotate.

Report Backs

What's next?

Stakeholder meetings March - April 2019

Design and planning April - June 2019

Project design launch June 2019

Gateway to Greenpoint

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