

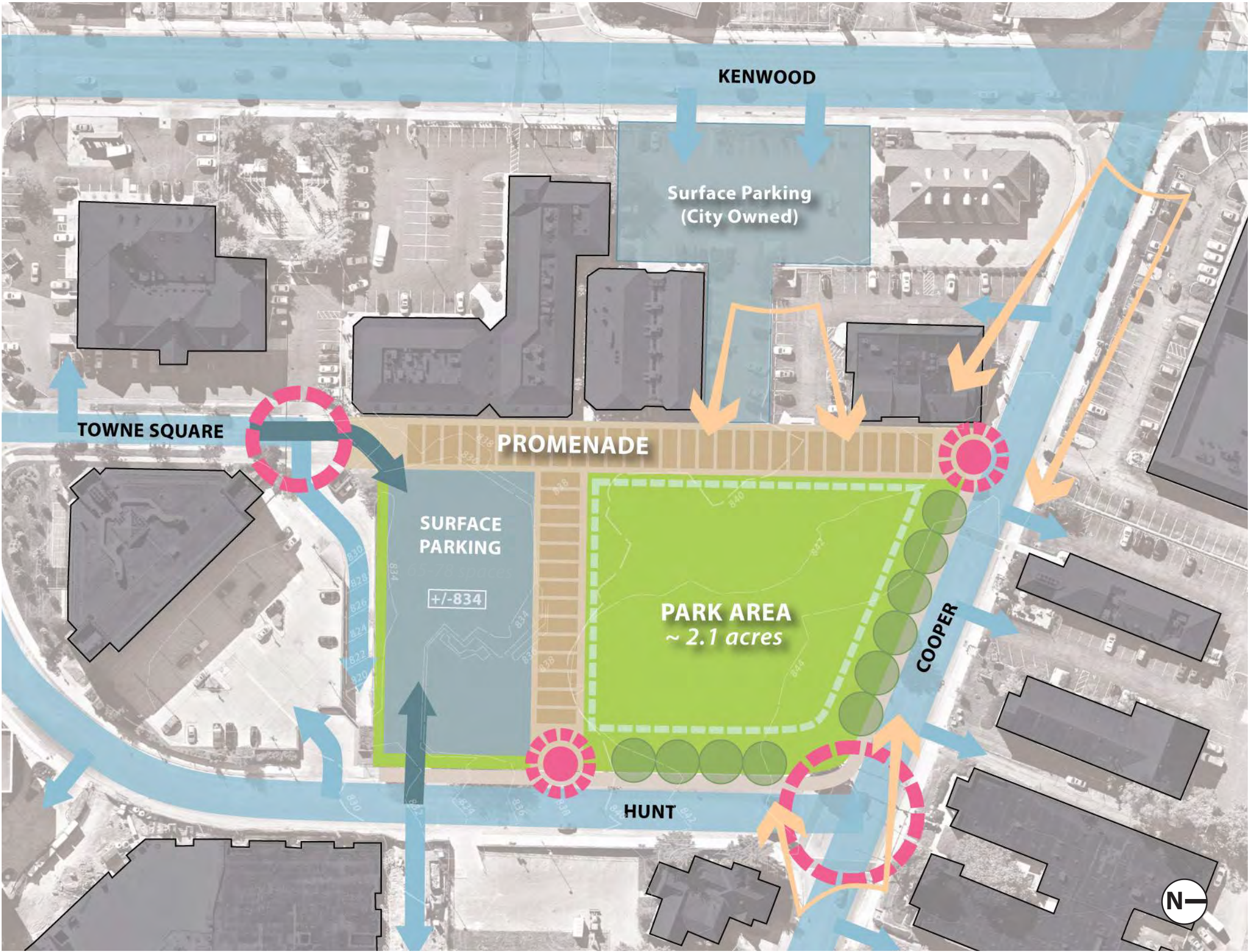


City of Blue Ash Towne Square Renovation - Towne Square Concept

2021.10.14

WHERE WE LEFT OFF

+ Shift surface parking to the south





Key Considerations

- + Match or increase number of parking spaces from existing
- + Increase park visibility and “presence” along Cooper and Hunt roads
- + Accessible from multiple entry points and park gateways
- + Designed to draw patrons 365 days a year
- + Promote universal accessibility by managing topography (14’ elevation change from north to south)
- + Improve views into park from key locations

VIEWS FROM COOPER ROAD



Vision Statement

Create a timeless **HUB** for the residents and business owners to attract patrons of all ages and demographics of the area all year long.

Develop a **SUSTAINABLE** approach that will stand the test of time and remain **VIBRANT** for years past completion.

The **INTIMATE** nature of this design will provide a unique **EXPERIENCE** to drive forward on a new discovery of the park and the ultimate strength of the community fabric.

*Design Drivers



PROGRAM



CIVIC GREEN

Multi-purpose open green for day-to-day as well as community gatherings and events.



MEMORIAL/GARDENS

Memorial monuments and gathering area(s) set within a cohesive landscape composition



PLAY ENVIRONMENT

Interactive environment with intrinsic play value



DOG-FRIENDLY AREA

Modest dog-friendly amenity space with places to sit, a defined edge and foyer, and shade



THE GROVE

Multi-purpose communal hang-out among a shady grove



PAVILION & RESTROOMS

Multi-purpose, multi-directional pavilion, stage, and gathering area



PROMENADE

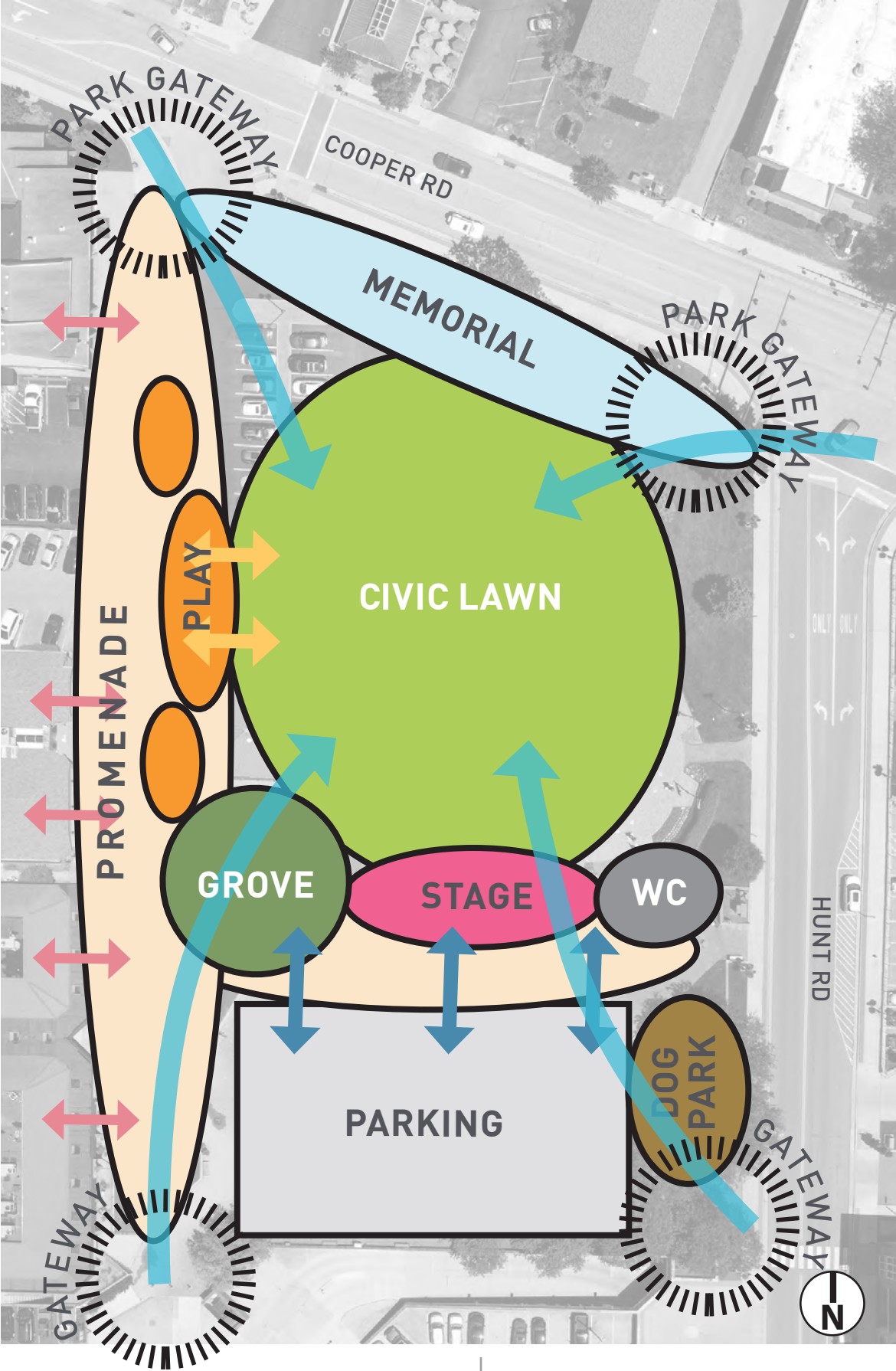
Pedestrian “Main Street” blending adjacent retail with the park



PARKING/PLAZA

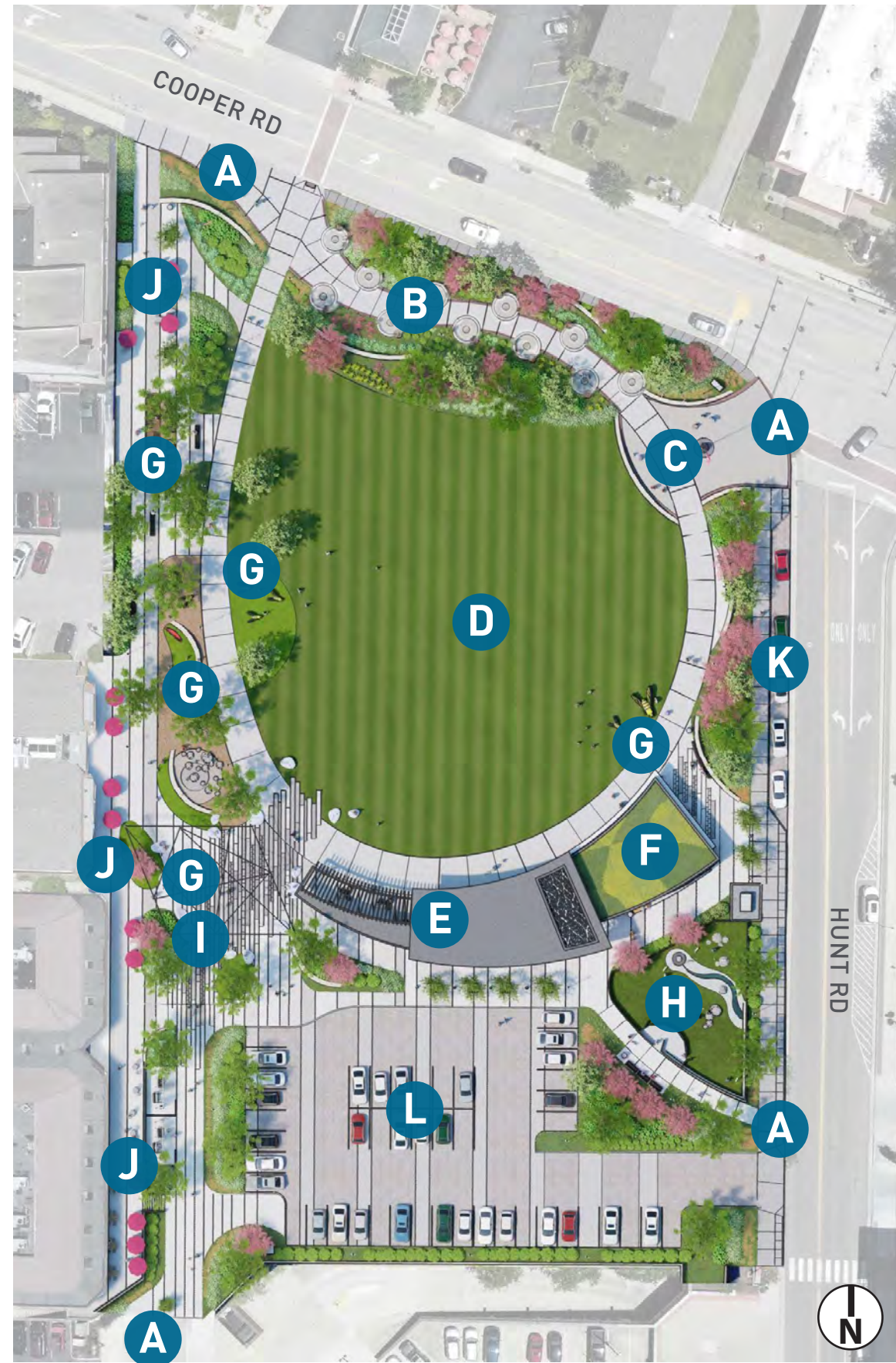
Surface parking lot that could also be a programmable plaza

FRAMEWORK



SITE PLAN (NORTH)

- A** Park Gateway
- B** Walk of Honor: Memorial statues along meandering garden paths
- C** Memorial Plaza, Flag & Honor Guard
- D** Civic Green
- E** Open Multipurpose Pavilion/Stage
- F** Restrooms + Storage/Green Room
- G** Interactive play elements sprinkled throughout shaded promenade + grove
- H** Dog Friendly Area + Foyer
- I** The “Grove”
- J** Expanded Patios fronting Promenade
- K** On-street Parking
- L** Parking Plaza w/ access from Hunt + On-Street Parking



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SITE PLAN (SOUTH)

- A** Park Gateway
- B** Walk of Honor: Memorial statues along meandering garden paths
- C** Memorial Plaza, Flag & Honor Guard
- D** Civic Green
- E** Open Multipurpose Pavilion/Stage
- F** Restrooms + Storage/Green Room
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