



JESSICA GU

PARK DESIGN

ARCHITECTURE URBAN DESIGN PLANNING
GRADE 12 CULMINATING



OF

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INTRODUCTION



How is this park making a positive impact on the community?

Socialization

Seniors often find themselves alone and isolated during the day at times. They often find the need to go out and take a walk and socialize with other people.

Encouraging Exercise

There are currently four schools near Moss-grove Park. This park will encourage both teen and childrens alike to go to the park. to socialize and exercise. Tennis courts and playscapes are included in the park.

Conclusion

Providing for the target audience of today and future generations. Accessibility, activities for all types of youths, activities for animals and spaces for children throughout range of age groups.

INSPIRATION



Ayla Clubhouse

- Inspired by the use of curves to create a smooth yet functional design
- how to create an arch and use the space below as a gathering place
- connection with nature; resemblance to the landscape



Toronto's New Waterfront Park Design

- Inspired by the use of a central lake as a way to bring attention to the main park
- the use of natural curves of sidewalks and pavilions to create a flow to the park

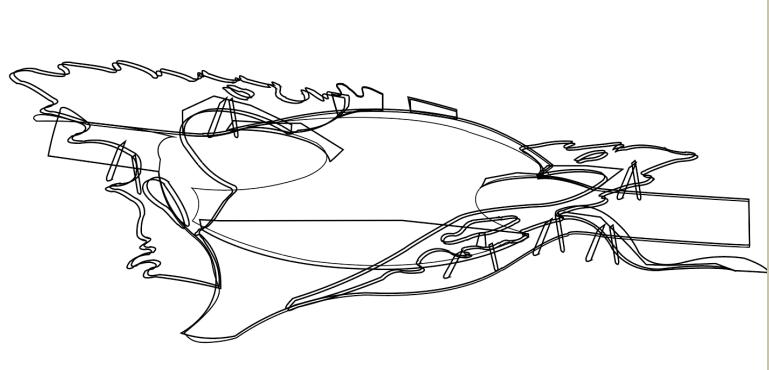
PROCESS

(Main Canopy)



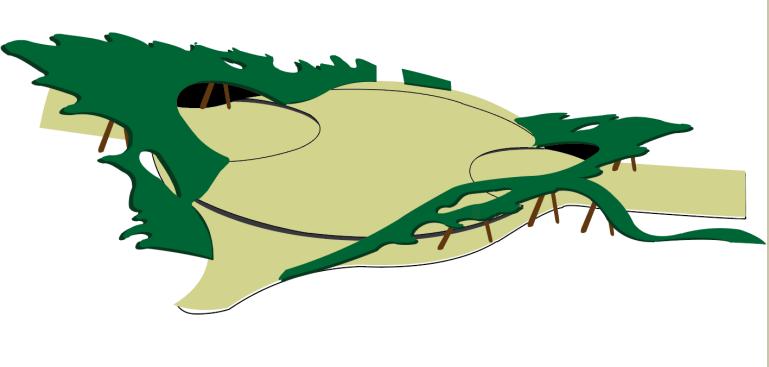
Linework

-scanning my sketches and using the pen tool to carefully trace out the outline of the design



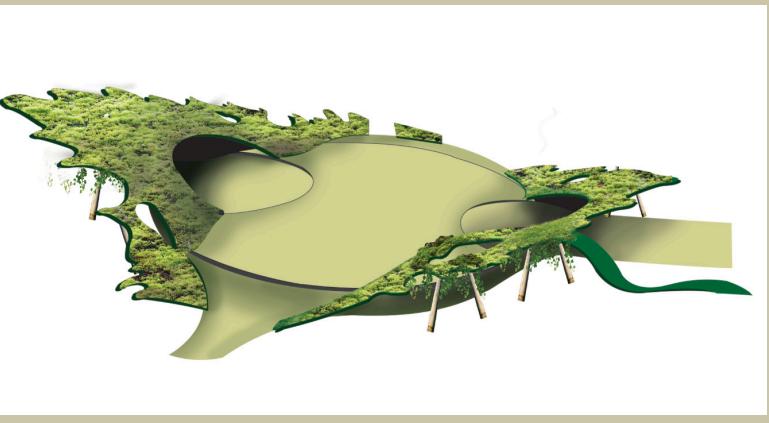
Colours

-adding different shades of green and using darker colours for shadows beneath the structure



Gradient

-adding darker and lighter shades to create shadows and highlights to give the structure more of a realistic appeal.



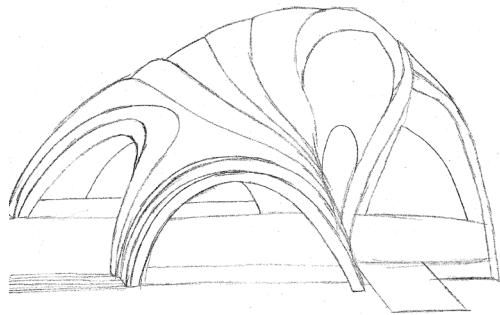
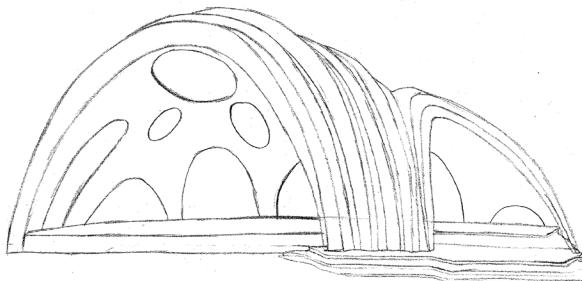
Photoshop

-bringing the structure to photoshop to add the moss garden, pavillion texture, pond and benches.



PROCESS

(Shelter)



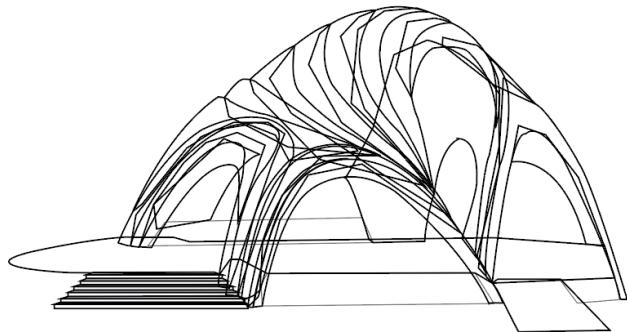
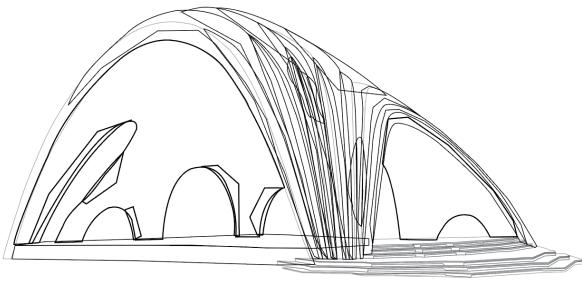
Linework

-scanning my sketches and using the pen tool to carefully trace out the outline of the design



Colours

-using various shades of a earthly green tone to create the elevations in the shelter



PROCESS

(Shelter)



Texture

-adding the texture of the wooden floor and stairs



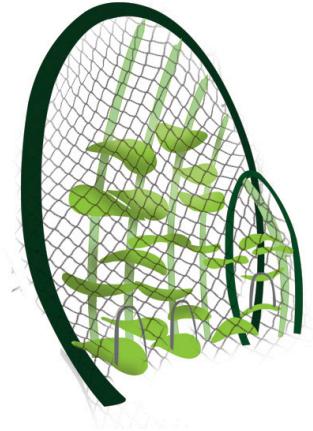
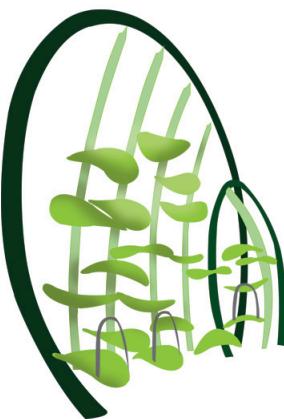
Photoshop

-adding the moss garden on top of the shelter by using the masking and erase tool



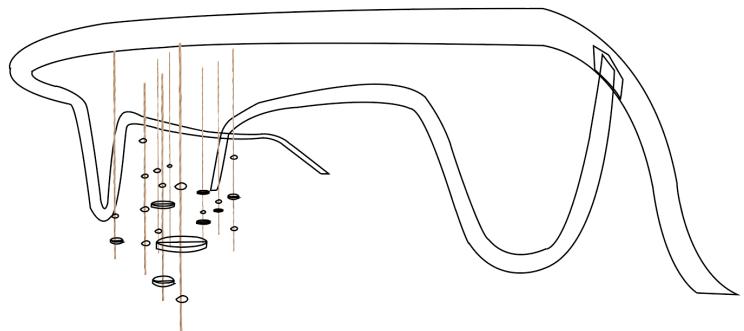
PROCESS

(Playground)



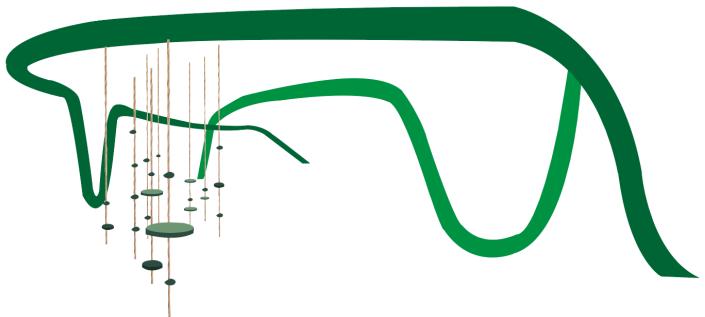
Linework

-scanning my sketches and using the pen tool to carefully trace out the outline of the design



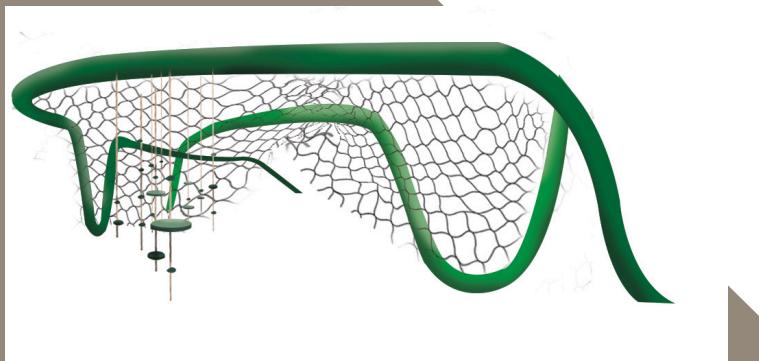
Colours

-using various shades of a earthy green tone to create the elevations in the shelter



Photoshop

-adding the net texture to the playscape to add realism



FINAL DESIGNS

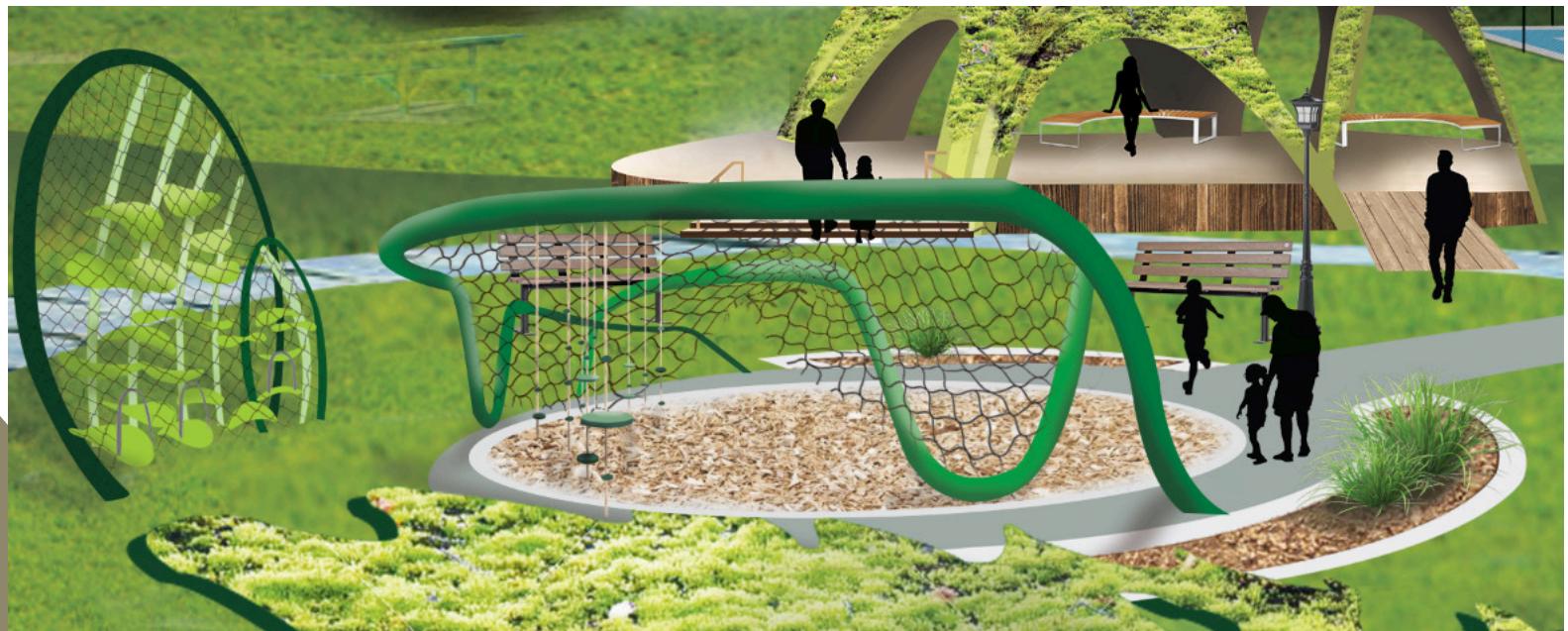


FINAL DESIGNS



Tennis Court

Located at the other side of the central island



Playground

Features a fun and unique climbing net

CONCLUSION

Sucesses

- Rendering in Illustrator and making it more realistic in Photoshop
- creating a unified look within the park

Difficulties

- realism within the various shelters and the overall look
- adding the moss garden to make it blend into the overall structure

Learning Experience

- improvement from the last architectural project in terms of realism
- enjoyed sketching and making up my own structures

