

Village and Fields

A design strategy for the revitalization of Greenlee Plaza. Goals:

- \cdot Maximize $\mbox{\bf participation}$ and involvement of the entire university community.
- · Offer a **flexible and open-ended** process for evolution over time.
- · Provide **much-needed amenities**: shade, seating, lighting and performance space.
- \cdot Optimize $\mbox{\it opportunities}$ for sponsorship and fundraising.
- · Emphasize ease of implementation and
- \cdot Create a $\mbox{\bf unique}$ $\mbox{\bf destination}$ and "photoop" for visitors and the community.

The Village

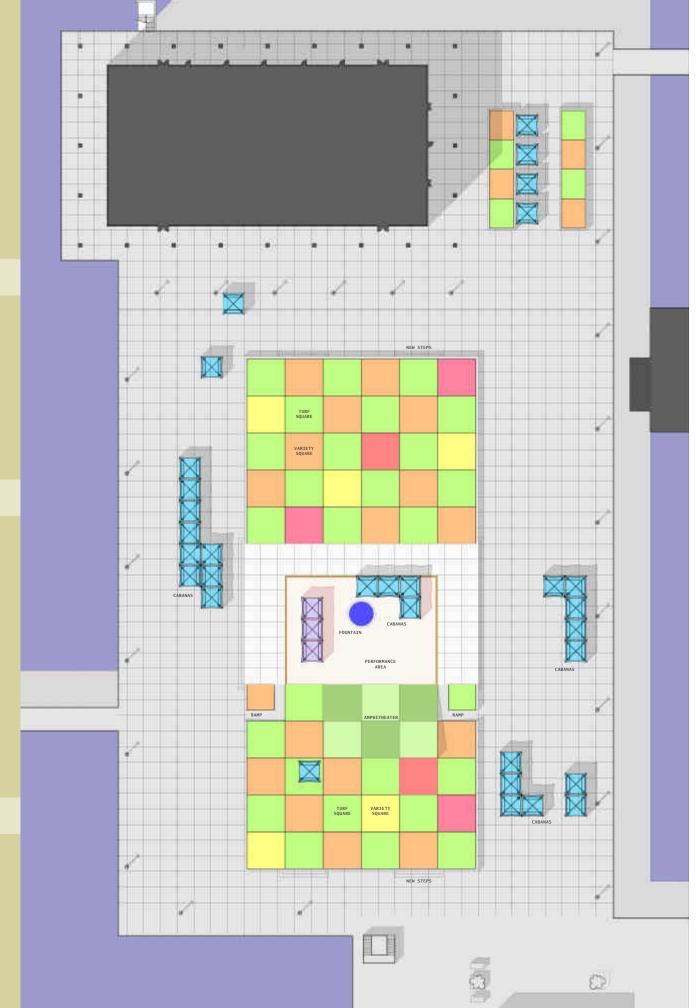
Modular units - "Cabanas" - individually and collectively serve a variety of purposes:

- · Cabanas bring **human scale** and visual excitement to the vastness the plaza.
- Each Cabana is a self-contained unit with seating, shade, lighting (solar powered).
- · Designed to be **prefabricated** off-site, largely from off-the-shelf components.
- Cabanas are essentially outdoor furniture
- no foundations, no building permits.
 Three basic types, infinite arrangement possibilities: arcades, outdoor classrooms,
- **possibilities**: arcades, outdoor classrooms, vending courts, and other usable spatial configurations.
- · Arrangement of Cabanas **determined by campus community** using "board game" model to devise preferred layout.
- \cdot Can be re-arranged over time, and more can be added an evolving and ever-more-interesting Village.
- · An ideal setting for **special events**: Club Days, sales, meetings.

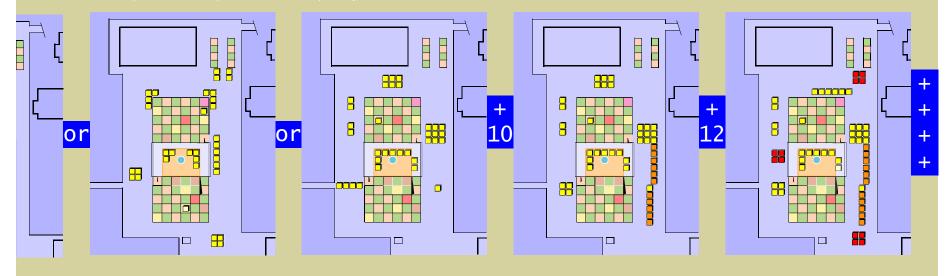
The Fields

A modular system of landscape offering unique variety and flexibility:

- · Alternating squares of turf -- 50% of the water usage.
- · Non-turf squares are a variety of drought-tolerant landscapes -- native plants, colorful crushed stones, cactus, wildflowers, etc.
- · An **educational resource**, a "library" of landscape types, a colorful visual treat.
- · Each square is a personal-size space,
- · An **explorable** environment -- every square offers a **unique** experience.
- · One group of squares is tilted to form an **amphitheater** facing new performance space and renovated fountain.
- Accessible -- new steps and ramps access the Fields from plaza level.



THE CONFIGURATION OF THE CABANAS IS A GRAND GAME TO BE PLAYED IN MODEL FORM BY THE CAMPUS COMMUNITY AND IMPLEMENTED FULL-SIZE. THEY CAN BE REARRANGED AND MORE CAN BE ADDED OVER TIME. AN EVER-EVOLVING. ADAPTIVE ENVIRONMENT. A UNIQUE SETTING FOR CAMPUS LIFE.





Village of Cabanas

- · Three basic types, used individually or in
- · A row makes a shady **arcade**. A cluster makes a **courtyard**, an outdoor **classroom**, all kinds of useful spaces.
- \cdot Add vending machines or service carts to make permanent or temporary food courts.
- · Arrange -- rearrange -- add more -- the Village evolves!

Field of Squares

- · A simple grid with **infinite possibilities**.

- Squares of turf alternate with . . .
 -- A geological museum of rocks?
 -- Purple drought-tolerant grasses?
 -- Pebbles and flowering cactus?
 -- A community vegetable garden?
 -- A colorful artificial turf maze?
- · Walkable, explorable, useable, fun and educational, visually exciting.
- \cdot An ${\bf outdoor}$ ${\bf gallery}$ of landscape variety, ever open to new ideas and innovations.

Personalization/Funding

- \cdot All components of Village and Fields are designed to be "adoptable".
- · Each Cabana is a donor opportunity -- an entire unit can be funded and given a special donor identity.
- · Campus **organizations and clubs** can "adopt" a Cabana, decorating the canopy, flying flags off the solar mast, hosting "Club Day" activities, providing maintenance.
- \cdot On the Fields, individual squares can be sponsored \cdot donors can choose the unique type of landscape for their square.
- Potential for clubs and university departments to maintain individual squares for social and educational purposes.

