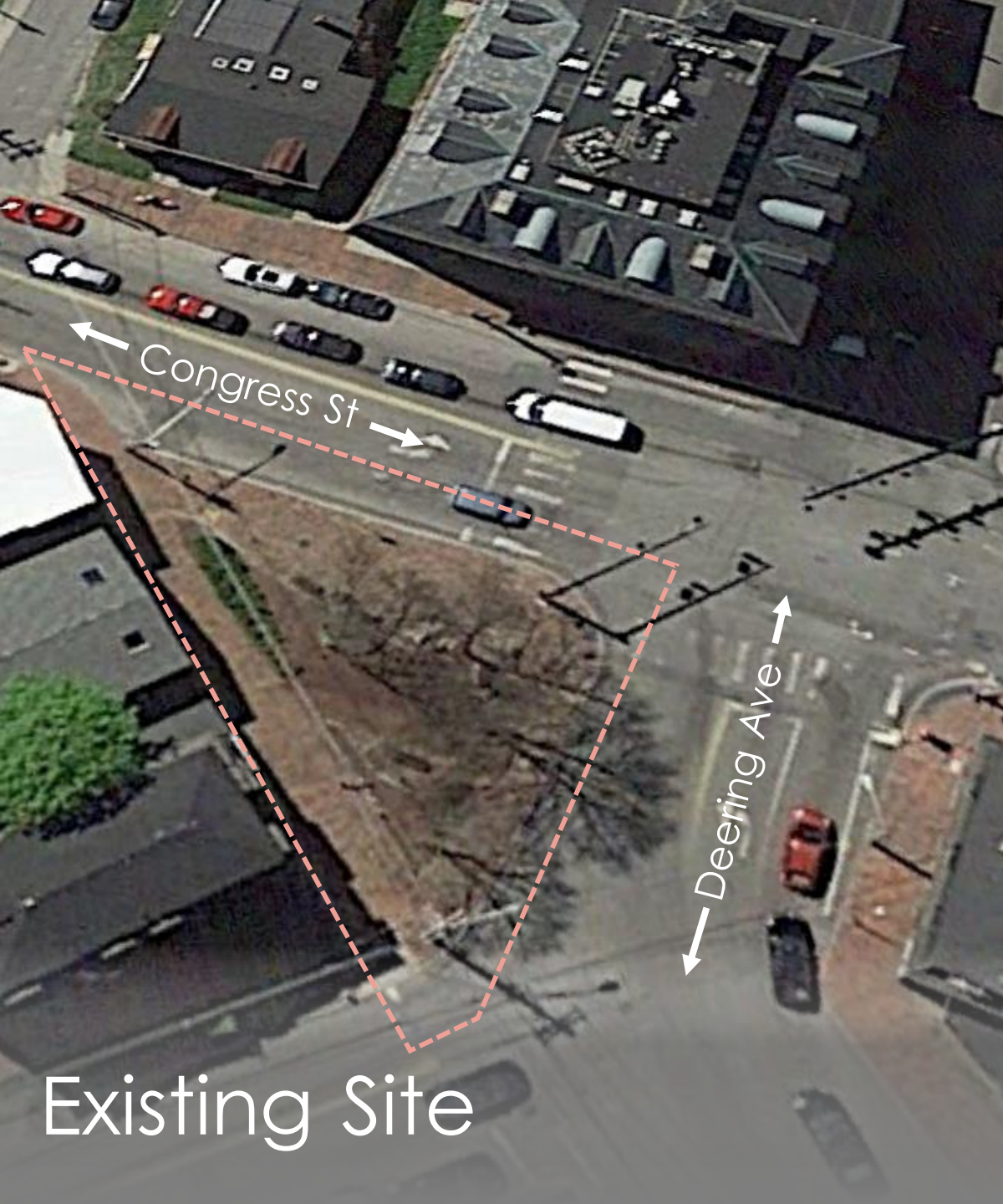




Bramhall Square

Portland, ME

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Site Improvements:

- Covered Bus Shelter
- Re-grading for an Accessible Site
- New Pavers
- Seating Tier and Play Tier
- Bike Racks
- Updated Lighting
- Low Maintenance Plantings

Congress St

Deering Ave

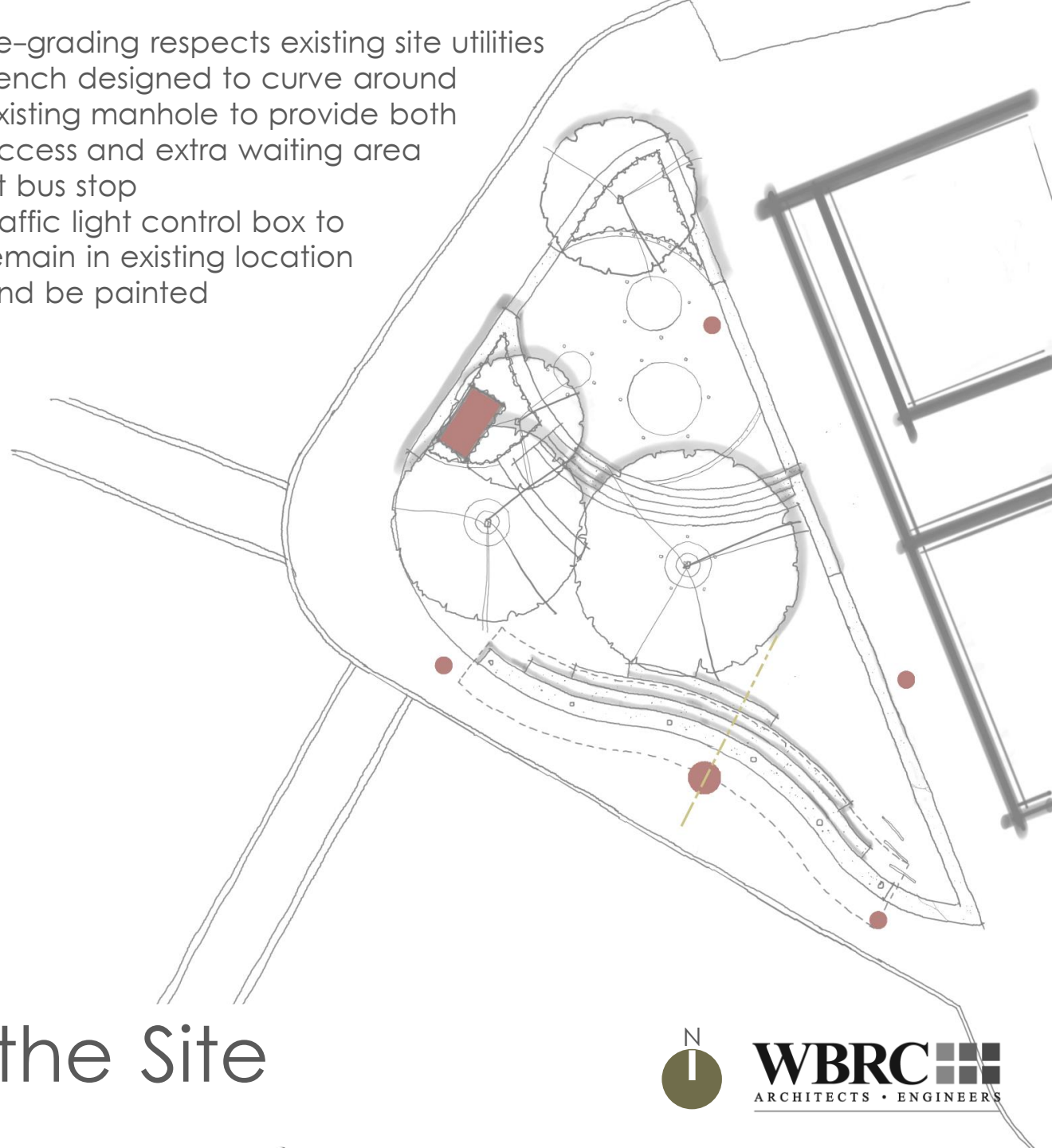
Proposed Site





<http://www.pressherald.com/2016/08/23/portland-utilizes-local-art/>

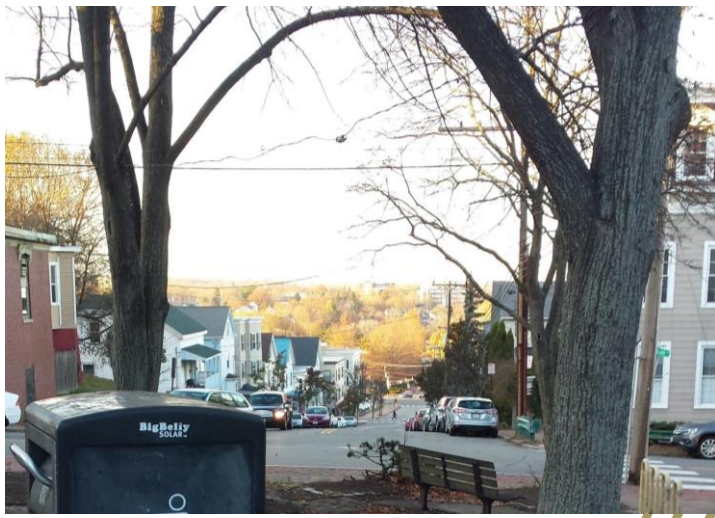
- Re-grading respects existing site utilities
- Bench designed to curve around existing manhole to provide both access and extra waiting area at bus stop
- Traffic light control box to remain in existing location and be painted



Addressing the Site



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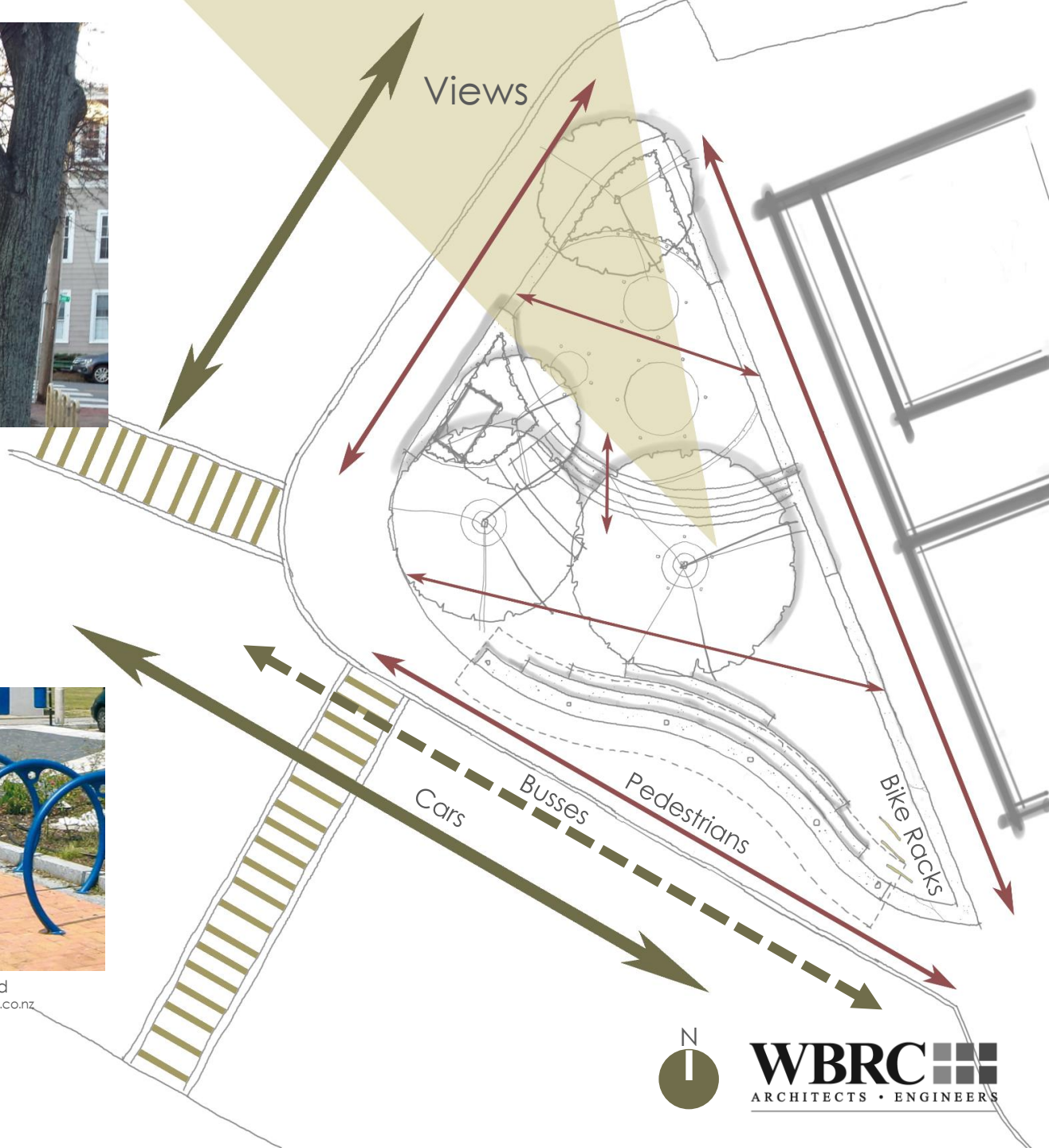
Steps Shaped to Focus View (Ben Stoodley – Personal Photo)



Bus Route on 'Priority Corridor'
<http://gpmetrobus.net/index.php/main-map>



Bike Racks Provided
<https://www.urbaneffects.co.nz>



Site Access



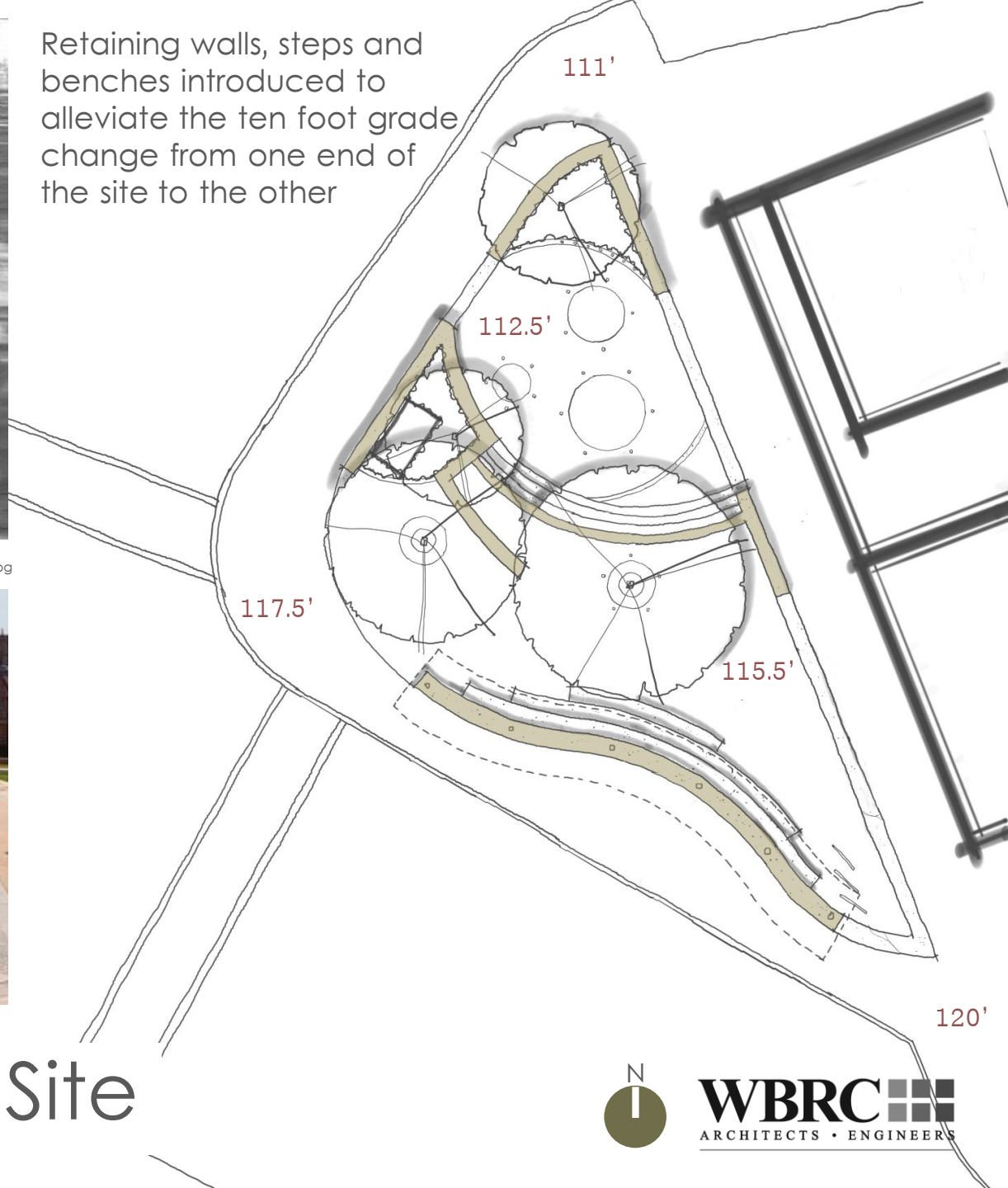


Curved Concrete Seating Benches and Retaining Walls
<http://masonrydesign.co.uk/wp-content/uploads/2013/02/LeicesterSquare01-Large.jpg>



Multi-function Steps and Seating Tiers
<http://www.landezine.com/index.php/2016/05/ida-designs-jubilee-square/>

Retaining walls, steps and benches introduced to alleviate the ten foot grade change from one end of the site to the other



Retaining the Site



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A translucent canopy material was selected after a shadow study to optimize daylight to the site.

Shadow Study





<https://www.takethreelighting.com/landscape-lighting.html>



<http://www.portlanddailyphoto.com/2017/02>

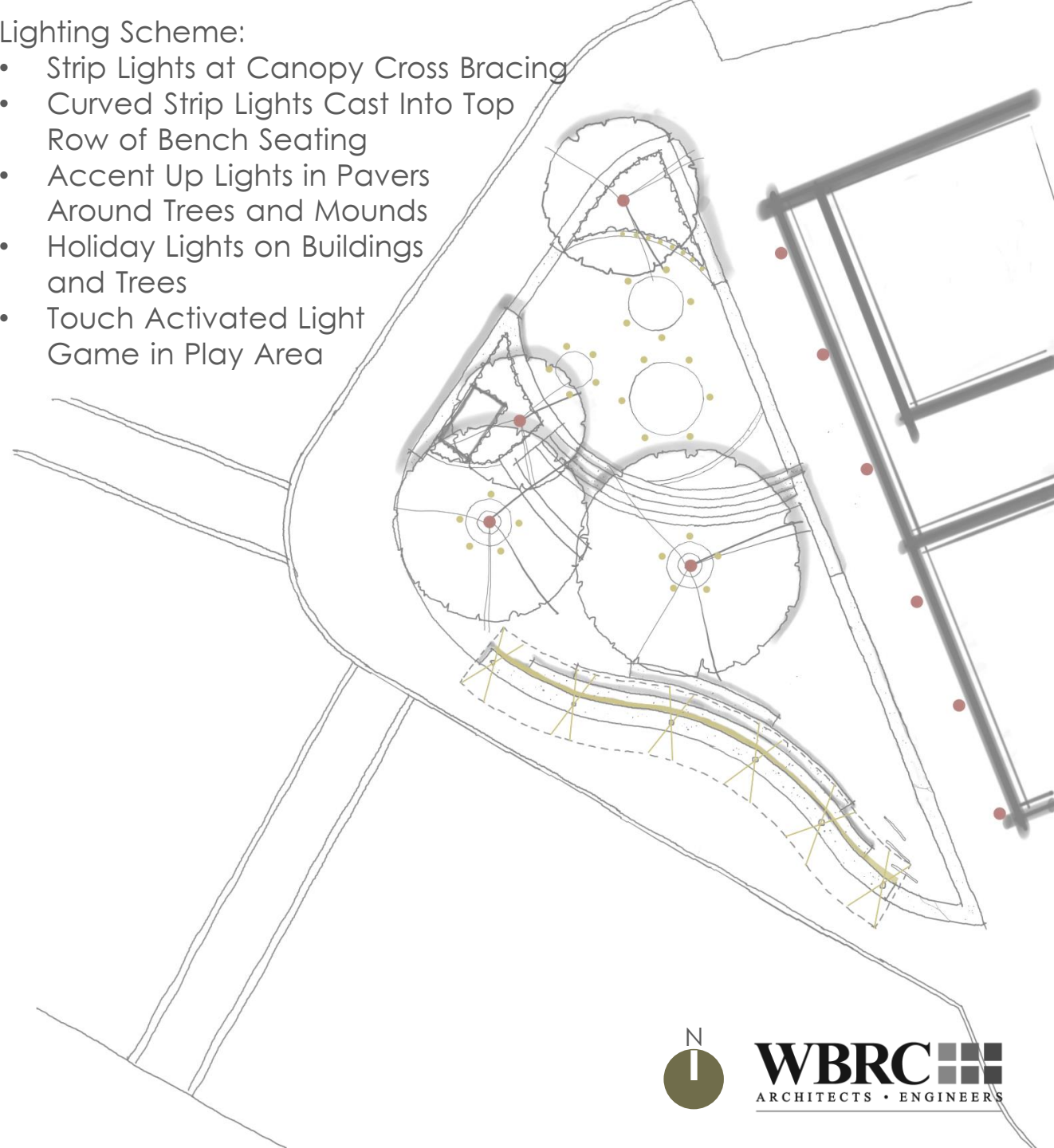


Jocelyn Boothe – Personal Photo

Light it Up

Lighting Scheme:

- Strip Lights at Canopy Cross Bracing
- Curved Strip Lights Cast Into Top Row of Bench Seating
- Accent Up Lights in Pavers Around Trees and Mounds
- Holiday Lights on Buildings and Trees
- Touch Activated Light Game in Play Area



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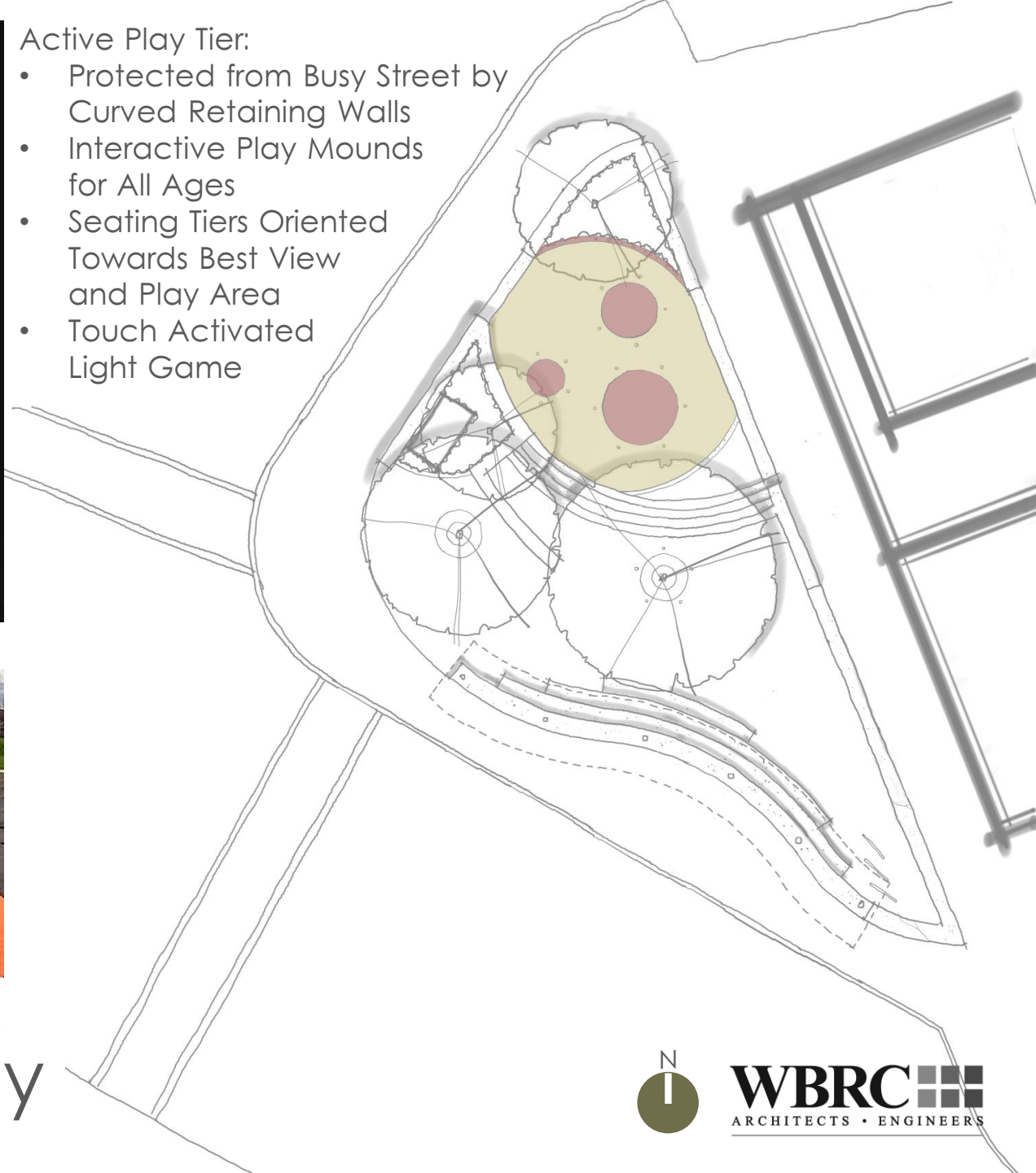
Touch Activated Play Lights
<http://www.archiexpo.com/prod/blux/product-4061-1092029.html>



Play Mounds
<http://www.timpaulwilson.com/schools/>

Active Play Tier:

- Protected from Busy Street by Curved Retaining Walls
- Interactive Play Mounds for All Ages
- Seating Tiers Oriented Towards Best View and Play Area
- Touch Activated Light Game



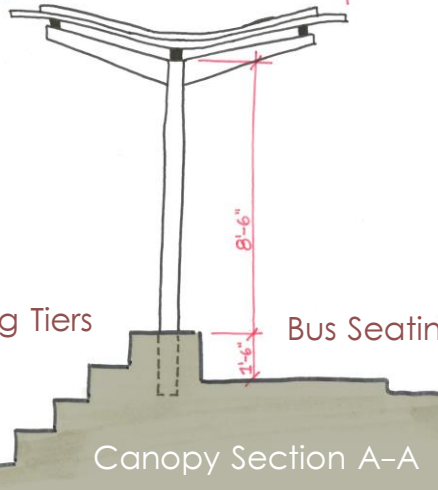
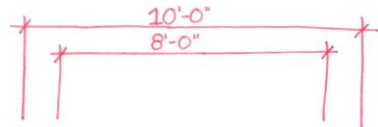
Space to Play



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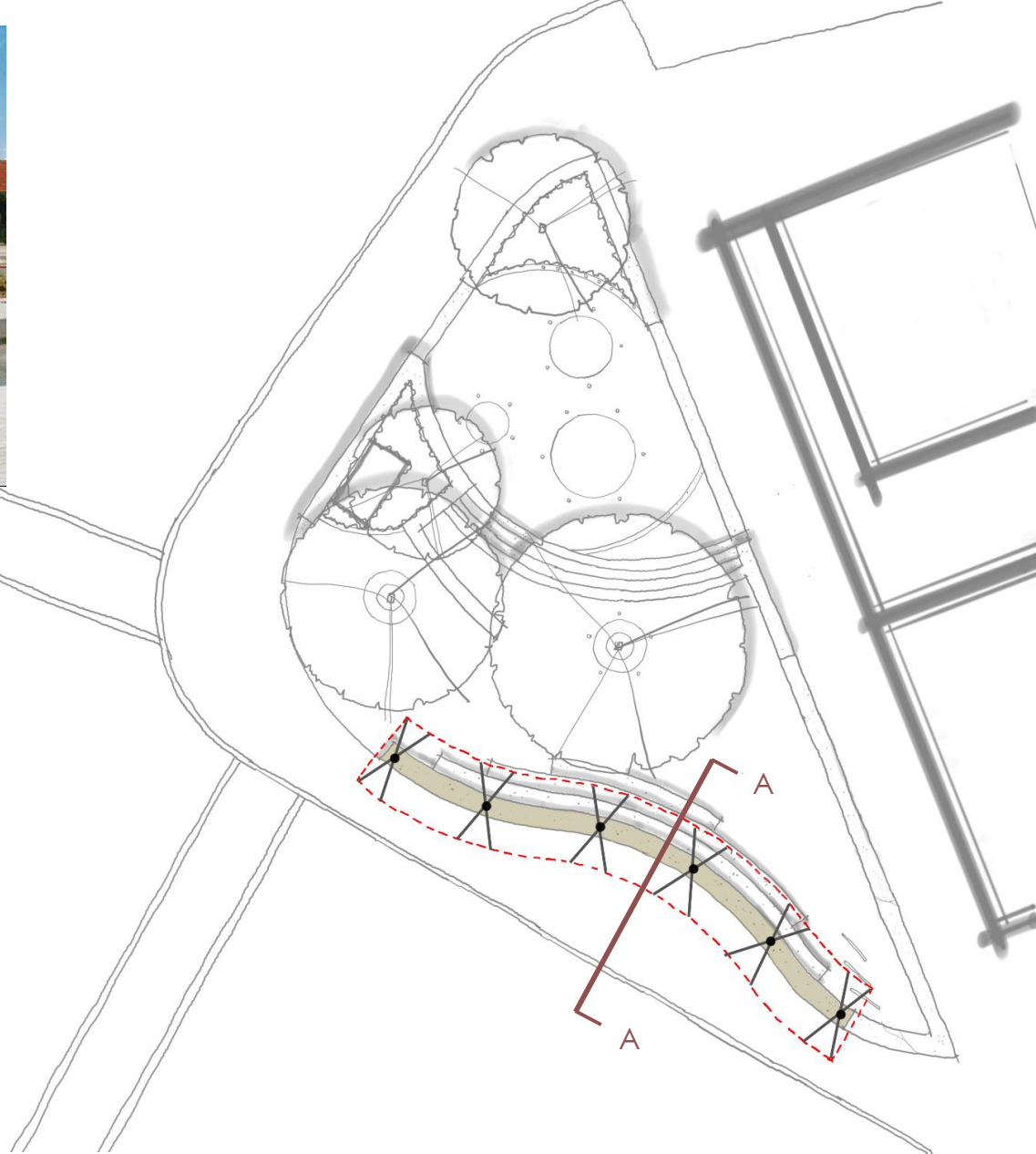
Basis of Design - <https://worldofesf.com/app/uploads/2017/09/regio-06.jpg>



Park Seating Tiers

Bus Seating

Canopy Section A-A



Commuter Coverage



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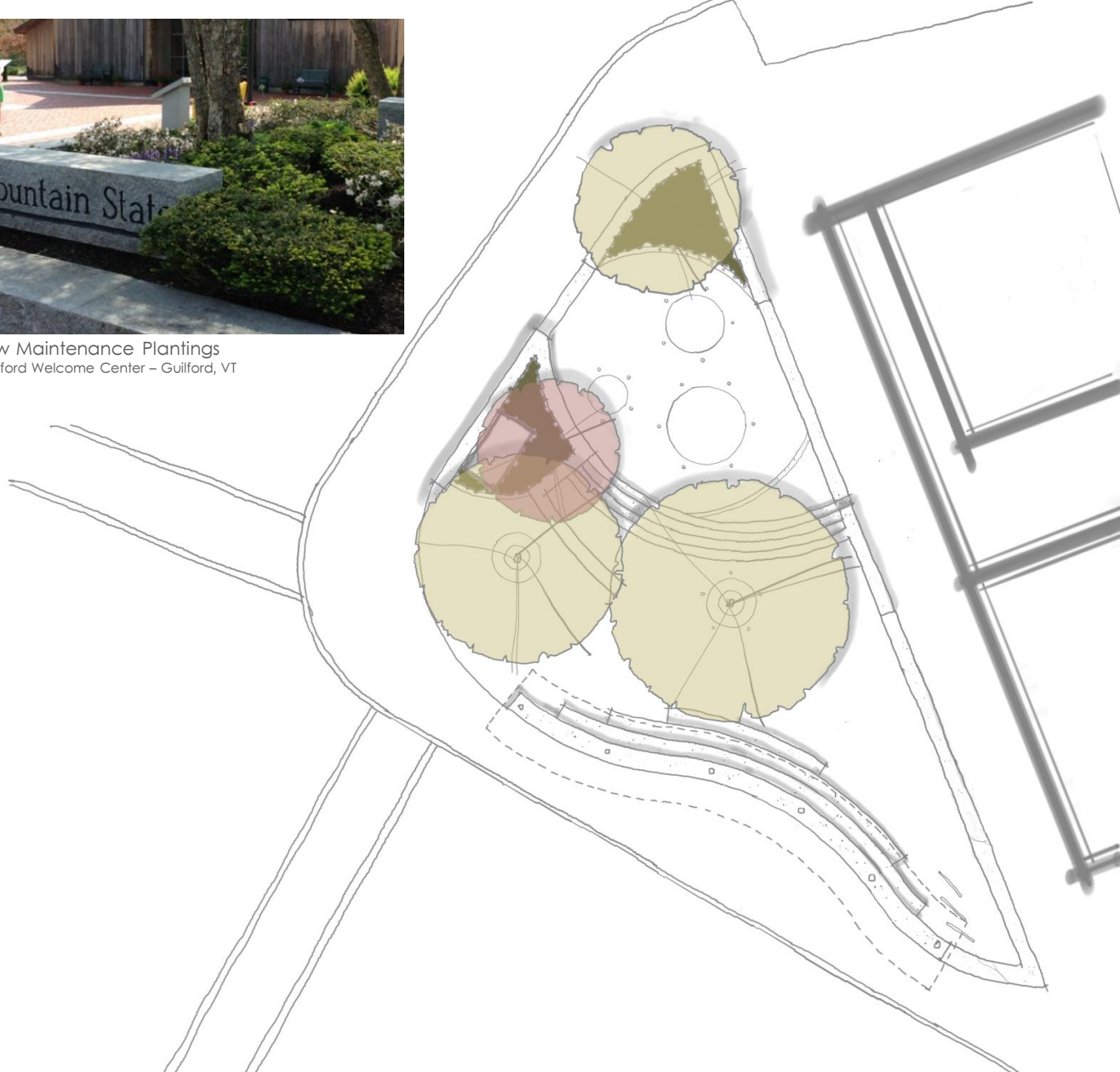
Replace One Tree with a Flowering Cherry
<https://www.bowerandbranch.com/1/178/accolade-flowering-cherry/#.WigHGFwNfHfE>



Three Existing Trees to Remain
 Google Street View Image



Low Maintenance Plantings
 Guilford Welcome Center – Guilford, VT



Going Green

Site Plan

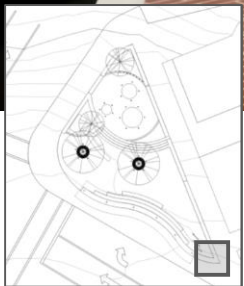


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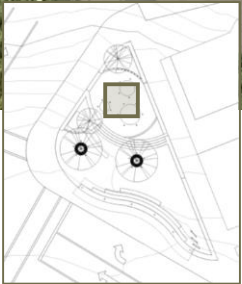
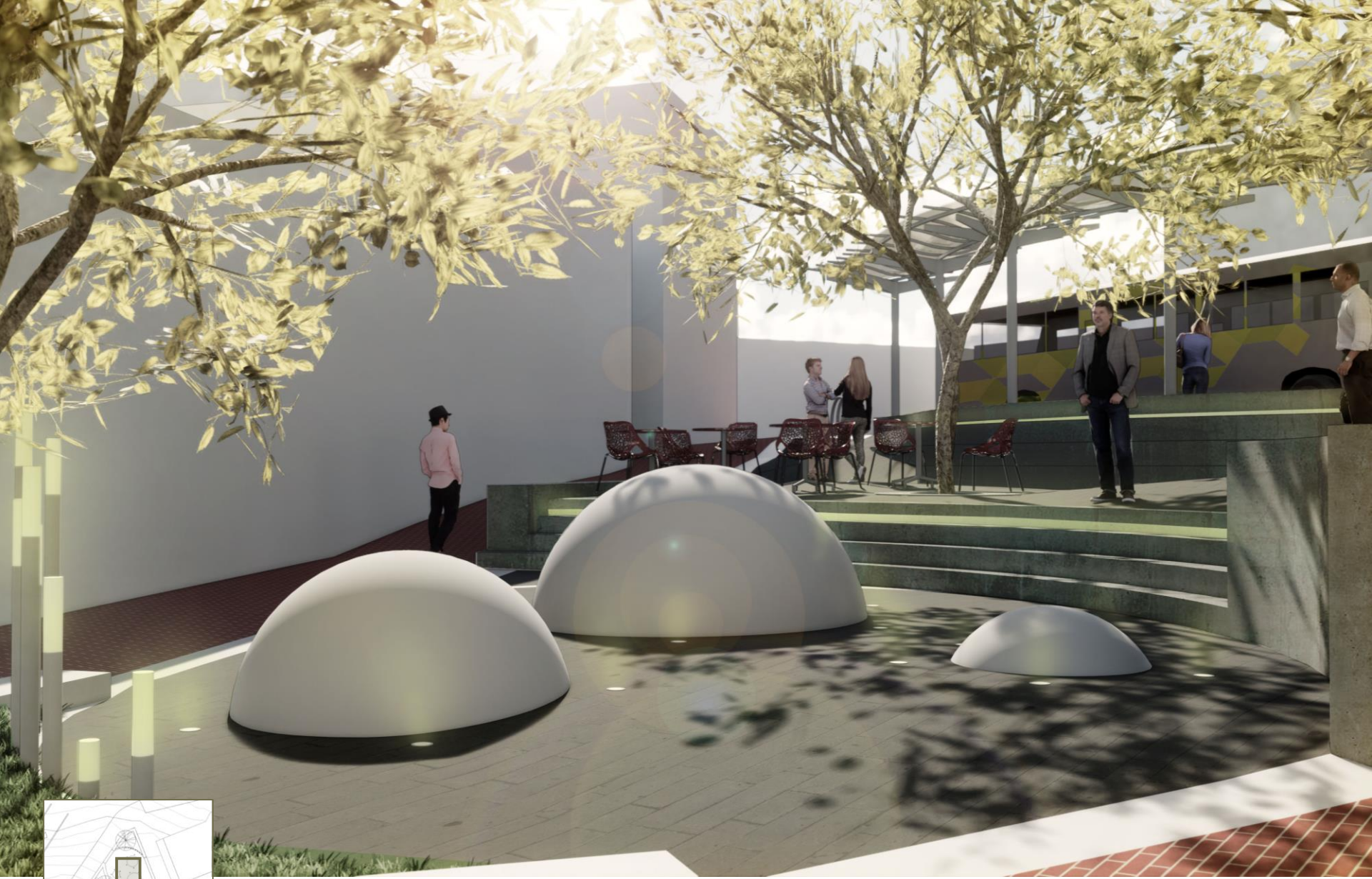
Bird's Eye



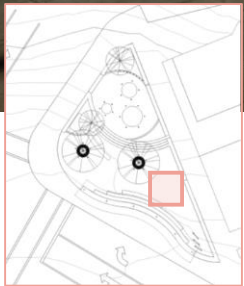
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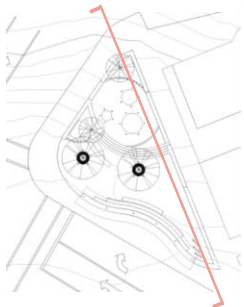
Bus Stop



Play Area



Seating Area



Section Perspective

Project Team

Brad Baker
Siobhan Baker
Jocelyn Boothe
Paul Brody
Josh Burke
Adam Comstock
Ben Stoodley

