### **HISTORY OF LONGMONT**





Local Farmers Working Ground

Map of Longmont 1870



The richness of Longmont 's soil attracted many people to farming



Early Mining Home Boulder



Longmont Sugar Factory Workers



Project 75 Complex On 3rd Ave



Near Mountain View and Airport Road



Regional Trail Longmont



**Roosevelt Park** 

1858

When Boulder County was settled in 1858-59, the original attraction was gold mining.

#### 1870

The mining industry also . brought the farming industry with it.

### 1870

Plan of Longmont

### 1871

The residents named it Longmont in honor of Longs Peak, the mountain formation seen throughout the town.

### 1903

- Sugar Factory Opens
- The presence of the factory doubled the • population of Longmont

### 1910

- Sugar Beet Harvesters
- Longmont in 1905, there was an influx of workers in the area

### 1950s

Longmont relied heavily on agriculture, although the local economy began to shift towards technology.

### 1962

U.S. government built an air traffic • control center in Longmont

### 1975

- Project 75" complex at 3rd Ave ٠ and Kimbark Street opens, including a new library, Civic Center and police station.
- The Pratt family began to broker real estate.
- Pratts operated coal and fuel ٠ businesses in the Longmont area.
- Developed the Plaza Event Center

### 2002

Construction of a new Recreation • Center, a Museum & Cultural Center, and improvements to Roosevelt Park completed.

#### 2007

- **Regional Trails Program**
- ٠ Funded just over \$10 million in regional trail improvements through 2024.

### 2013

- Catastrophic flooding, especially along the St. Vrain Creek,
- Displaced hundreds of residents, and destroyed personal property, businesses and public spaces.





Kenn Pratt



Longmont Sugar Factory



### SANBORN MAPS LONGMONT

developing

housing.

٠





#### **Farming** (Shown in the map)

- Longmont has a long history of farming. This area of Longmont shows us little vignettes of what it could have potentially looked like.
- Suggested Idea
- Allow the farmers to stay in this • area, and we can learn from what they do and why.

### **Dry Creek**

- The flood in 2013 caused the citizens of Longmont to rethink how they build around high risk erosion zones.
- It is important to embrace what happened, and we can learn from what happened in the past.



### 1 Quail Road/Extreme Sports Area

- Why: Skateboarders care less about noise
- Sights: Traffic, Innovation Center
- Smells: Traffic
- Sounds: Traffic, Skateboards

### 2 Children / Family Area

- Why: Enclosed and near the communities
- Sights: Natural play area, seating, paths
- Smells: Flowers, picnic area
- Sounds: Kids playing, parents chatting

### 3 Neighborhood Park Area

- Why: Enclosed on 3 sides by homes
- Sights: Neighborhood garden, paths
- Smells: Neighborhood garden, flowers
- Sounds: Kids playing, light traffic

### 4 Open Space Area

- Why: Area is central and already exposed
- Sights: Sports game, lawn mowers, pond
- Smells: Cut Grass
- Sounds: Sports game, lawn mowers

### 5 Natural Area West

- Why: Good views due to high exposure
- Sights: Natural vegetation, Rocky Mtns.
- Smells: Natural vegetation
- Sounds: Wildlife, nearby sports noise

### 6 Natural Area East

- Why: Adjacent to Dry Creek in S.E. corner
- Sights: Dry Creek, wildlife, vegetation
- Smells: Natural vegetation
- Sounds: Moving water, wildlife, wind

# **REGIONAL ANALYSIS | PHENOMENOLOGY**

**Community Park Tools and Techniques** 



# **SITE ANALYSIS**



### Site Plan View Legend (NTS)

A: Topographic interest, playgrounds, paths, picnic shelters, & gardens B: Pond

C: Sports Field



### (1)

2

4

5

#### • Distant view of Boulder Flatirons.

- Build up topography for easier line of sight and view over the entire park.
- Frame the views and offer a new lookout vantage point.



# • View of neighborhoods and the foothills/front range in the distance.

- Create vantage point of park an surrounding area.
- Selectively screen views of neighborhoods but foothills and front range views remain.







 View of private property with private residence and open space flood plain.
 Create border/distinct South

end of the park.Build border to screen view from park to the home, and from the home to park.



 View of currently unused farm land, and the neighborhoods and front range beyond.
 Outskirts of park- flat, open,

outsking of park hat, open, and perfect space for sports fields and paths.
Views and this area of the





 View of open space fields to the East and old silos to the South/SW.
 Silos could be incorporated to park amenities to add history of the site.
 Open views of open space to remain

unscreened.



**Current vs Future Topography** 

# **REGIONAL SCALE VIEWS**



### **CONVERGENCE PARK | ANALYSIS**



### **Problem & Opportunity Statement**

Longmont's urbanization, driven by increased demand for affordable housing in Boulder County, places pressure on remaining farmland and open space. Preserving open space for outdoor recreation And ecological function becomes increasingly vital.

### **CONVERGENCE PARK | KEYWORD: CONTRAST**

The idea of contrast will permeate every part of our design, from the level of spatial enclosure to materiality and form. By creating high-tech, programmed spaces to contrast the low-tech, more natural spaces, we aim to replicate the wild to developed gradient across Colorado's Front Range.



### **Regional Scale**



### **CONVERGENCE PARK | CONCEPT DEVELOPMENT**

### **Design Goals**

- Design for users of all ages
- Bring children away from the screen and closer to nature
- Timeless design
- Embrace technology
- Teach history and culture of the area
- Increase connections to surrounding amenities
- Easily accessible for surrounding neighborhoods
- Functional spaces
- Support and encourage multipli-modal transportation
- Offer amenities for different age groups
- · Increase types of outdoor recreation amenities offered locally
- Balance programmed space and open space

### **Concept Statement**

We hope to emphasize the contrast betwee technology and nature by creating a microcosm of Colorado's urban-wild interface, ultimately giving children and families space where they can experience both high-tech and low-tech environments within their community.

# CONVERGENCE PARK | PROGRAMMING

|                                    | Athletics:<br>• sports facilities<br>• bike skills<br>• skatepark   | Play:<br>• nature play<br>• traditional<br>playgrounds  | Paths:<br>• connections<br>• exercise<br>• wandering   | Water:<br>• pond<br>• creek<br>interaction<br>• splash pad   |
|------------------------------------|---|---|--|--|
| User<br>Group                      | <ul> <li>sports leagues</li> <li>residents</li> </ul>   | <ul> <li>different ages</li> <li>range of skills</li> </ul>   | <ul> <li>maintenance</li> <li>sports players</li> <li>exercisers</li> </ul>                                  | • children<br>• ecologists<br>• local communiy   |
| Cultural/<br>Ecological<br>Benefit | • form friendships<br>among sports<br>league participants   | <ul> <li>shared rec space</li> <li>connect local kids<br/>and parents</li> </ul>  | <ul> <li>connect residents</li> <li>connect park</li> <li>users</li> <li>active lifestyle</li> </ul>         | <ul> <li>(storm)water</li> <li>management and</li> <li>education</li> <li>irrigate plants</li> <li>animal habitat</li> </ul>               |
| Amenities<br>Needed                | <ul> <li>picnic shelters</li> <li>seating</li> <li>path connections</li> </ul>  | <ul> <li>accessible</li> <li>seating, shade,</li> <li>open space</li> <li>mature trees</li> </ul>   | <ul> <li>access amenities</li> <li>access edges</li> <li>offer views,</li> <li>seating, trashcans</li> </ul> | <ul> <li>pond provides</li> <li>irrigation</li> <li>splash pad</li> <li>near playground</li> <li>creek interaction</li> </ul>              |
| Specific<br>Design<br>Goals        | <ul> <li>create safe,</li> <li>inviting spaces</li> <li>attractive turf</li> <li>fields</li> <li>many skill levels</li> </ul> | <ul> <li>simple, safe,</li> <li>nature play</li> <li>educational</li> <li>typical playground</li> </ul>   | <ul> <li>connect park<br/>amenities</li> <li>programmed<br/>exercise paths</li> </ul>                        | <ul> <li>riparian plants</li> <li>irrigation pumps</li> <li>create habitats</li> <li>fun splash area</li> <li>safe water access</li> </ul> |
| Concept                            | • complex network<br>of typical sports<br>amenities contrasts<br>low-tech, simple,<br>natural areas                           | • multiple types<br>of play structures<br>at varying skill<br>levels offer low-<br>tech and high-tech<br>play areas to get<br>children outdoors | • range of path<br>sizes and types<br>for connections,<br>exercising, and<br>wandering                       | • different elements<br>for exploration<br>spaces and<br>traditional play<br>spaces  |

### **CONVERGENCE PARK | PRECEDENTS**

#### **Nature Play**

This play area uses really simple, lowtech materials to create a complex, high-tech play structure. There are many ways to explore/play with the structures. The contrast between high-tech and lowtech is created by taking out contrast between materials and environment: they are all basic and natural.



Royal Park Nature Play Playground | Clay Lucas | Parkville, Australia

#### Paths

There is a hierarchy in the paths: meandering paths that are fun and interesting, straighter paths for connections, and a longer exercise loop. The paths around the play equipment are very complex and highly structured whereas the more basic exercise loop circles native grasses.



Royal Park Nature Play Playground | Clay Lucas | Parkville, Australia

#### Water

Transitioned from a stormwater management project to a communityused amenity. It is accessible for patients at the adjacent hospital but also has won over the general community, providing education about naturally treating the water. Biofilters control water quality, quantity and temperature as it feeds into a stream leading to a large fishery.



Thunder Bay Regional Hospital Integrated Stormwater Management and Landscape | Schollen & Company Inc. | Thunder Bay, Ontario

Royal Park Nature Play Playground: ~2.8 acres

Exercise Loop: ~.75-1 mile

Total Park: ~147 acres



Thunder Bay Regional Hospital: Pond: ~.5 acre (20,200 sq ft)

Total Site: ~80 acres



### **CONVERGENCE PARK | CHARRETTE PROCESS DRAWINGS**



# **CONVERGENCE PARK | CONCEPT PLAN**



6. Bike Skills Area

# **CONVERGENCE PARK | CONCEPT SECTION**



NTS

### **CONVERGENCE PARK | CONTRASTING TECHNOLOGY AND NATURE**

Convergence Park will bring a new outdoor recreation space to South Longmont with amenities for all ages, but specifically focused at encouraging children to get away from their technology, and play outside, closer to nature. This idea of contrast will permeate our design, from the level of spatial enclosure to materiality and form. By creating structured, programmed spaces to contrast the , more natural spaces, we aim to replicate the wild to developed gradient across Colorado's Front Range.



Parti Diagram



Why Diagram

### **CONVERGENCE PARK | PROGRAMMING**



### **CONVERGENCE PARK | MASTER PLAN**



# **CONVERGENCE PARK | SECTIONS**

These representative sections are intended to show the change in topographic interest from the North to South end of the park and how visitors will interact with these features. We were inspired by the flat, gridded Colorado communities that first blend into the rolling foothills and then the Rockies.



### A. LOW TOPOGRAPHIC VARIATION



### **B. MEDIUM TOPOGRAPHIC VARIATION**



### C. HIGH TOPOGRAPHIC VARIATION



# CONVERGENCE PARK | AXONOMETRIC VIGNETTES





### **CONVERGENCE PARK | LOGISTICAL PLANNING**

Green Infrastructure | Phasing | Circulation

