

Smith Playground

Public Meeting #3 11/30/2016





Meeting Agenda

- Project Overview
- Project Progress Update
- Review Input from 1st & 2nd Community Meetings
- Consensus Design
- Questions and Comments

Project Overview

Community Meeting Process

- Meeting #1
 Project Introduction & Overview
- Meeting #2
 Design Alternatives
- Meeting #3
 Review Final Proposed Design

Construction Schedule (Estimated)

- Design Completion: Fall/Winter 2017
- Construction Start: Fiscal Year 2018 (7/1/17-6/30/18)
- Construction Timeline: Approximately 1 Year

EXISTING PARK

Basketball—Court 2-5 & 5-12—Yr Old Playground

Little League



Hockey Court

Softball

Multi-Purpose Fields













Previous Community Meetings

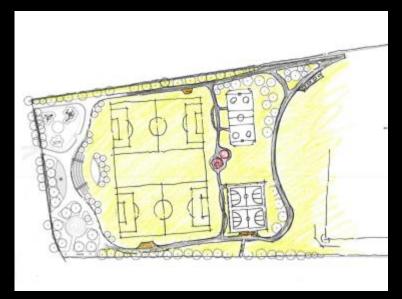
Public Comments:

- Contemplative space(s)
- Plantings incorporated into hardscape
- 4 season hardscape
- provide many community spaces
- create multi-use spaces that accommodate but are not limited to food trucks, markets, craft fairs, concerts, movies, etc.
- the increase in dog population must be addressed
- the stone wall along Western Ave stands as a distinctive feature of both Smith Playground and Allston as a whole
- portable toilet locations need to be defined
- the playground must be beautiful and fun for children and their parents
- the amphitheater must be carefully designed to provide adequate performance space for the community it serves
- there needs to be a permeable edge between the street and community spaces

Design Alternatives



Concept Alternatives



Community play



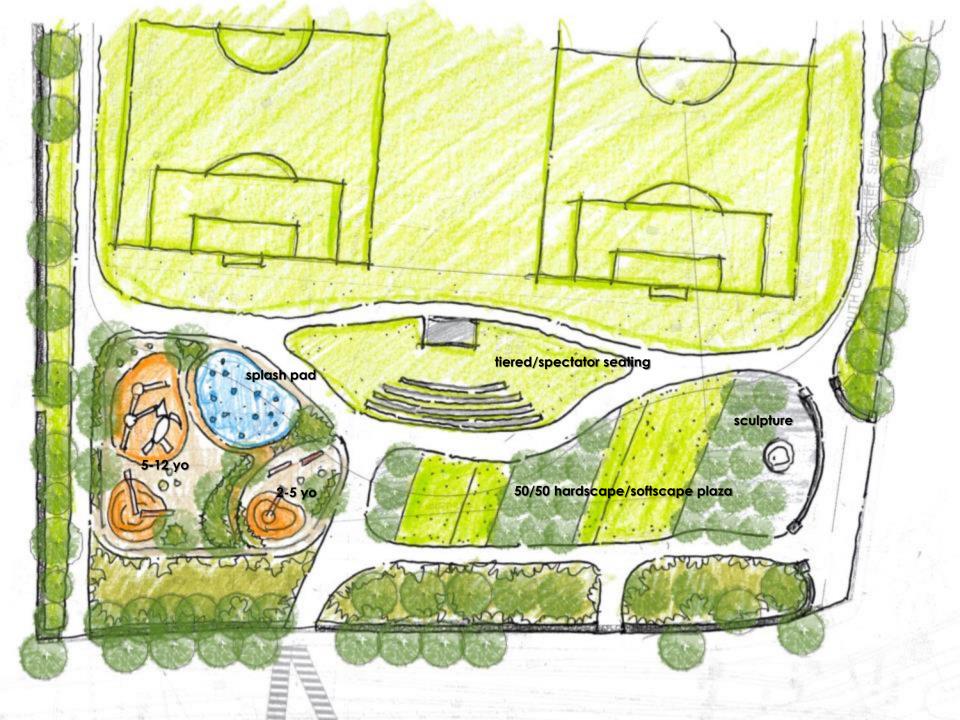




Concept A Concept B Concept C















Plaza









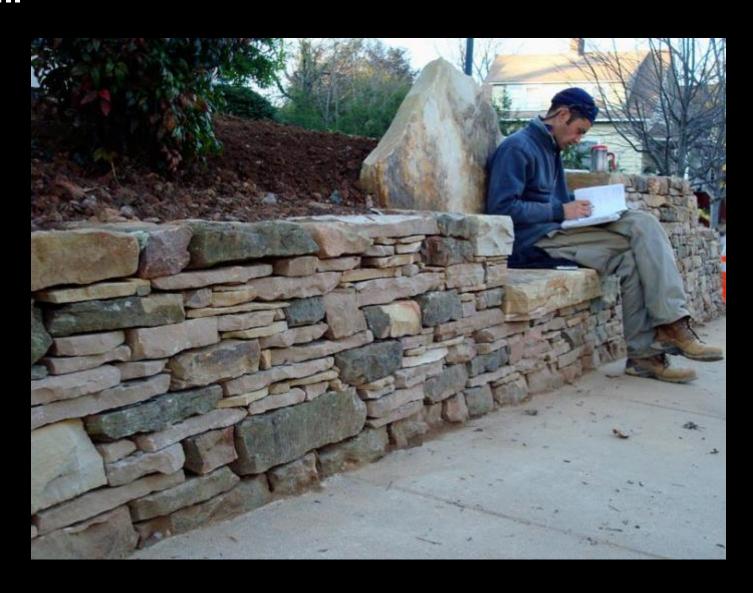








Wall

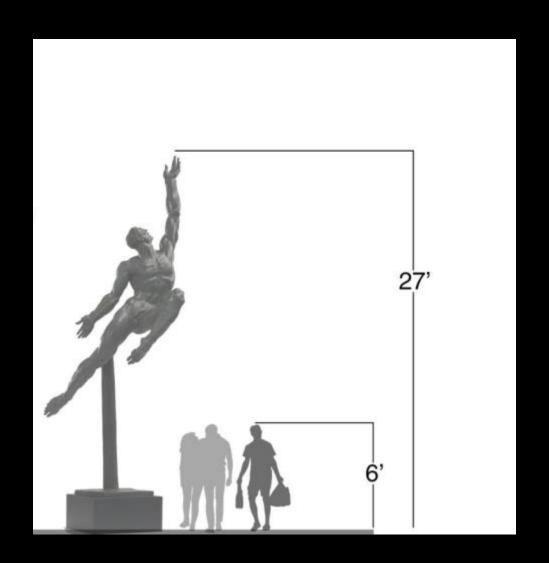


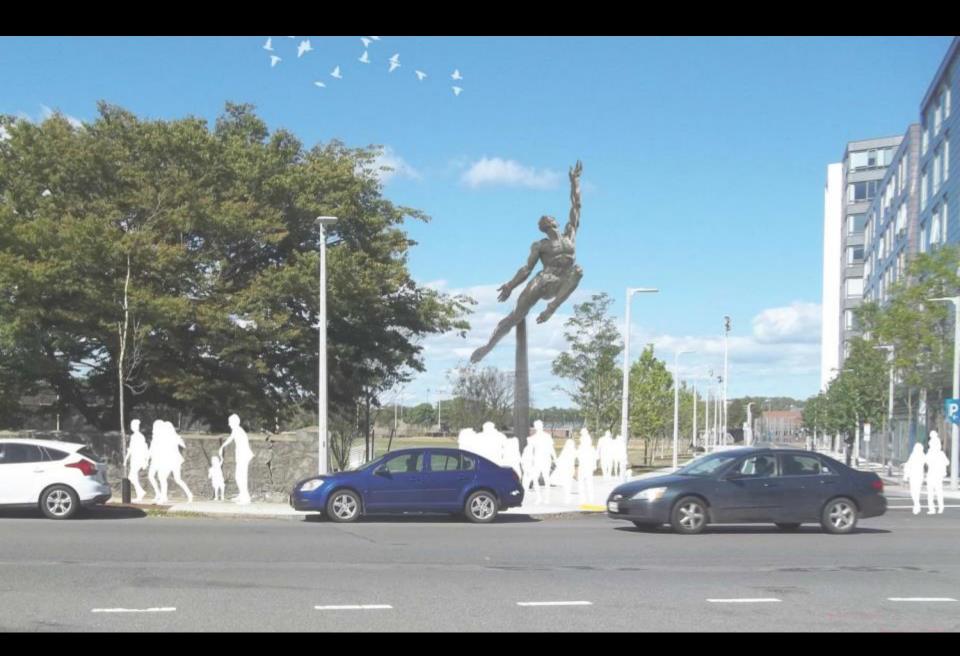


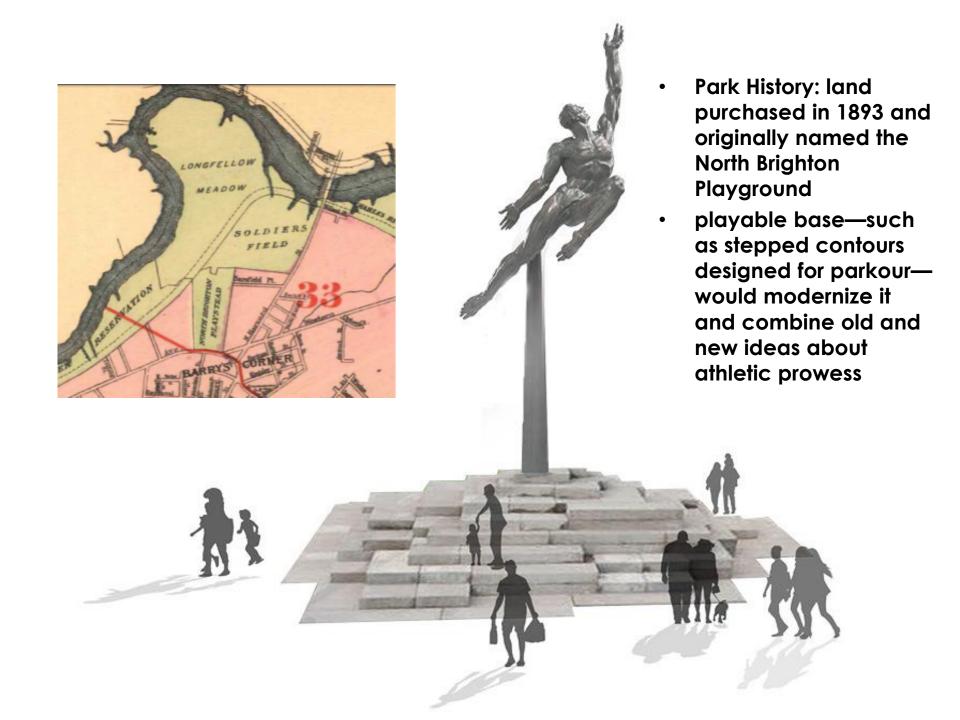
Public Art

'Quest Eternal' by Donald DeLue, 1967

Public Art Design Proposal Process is another alternative









Playground





Play Structures: Inclusive











Nature theme









Nature theme







Water features: Splash pads









Amphitheater







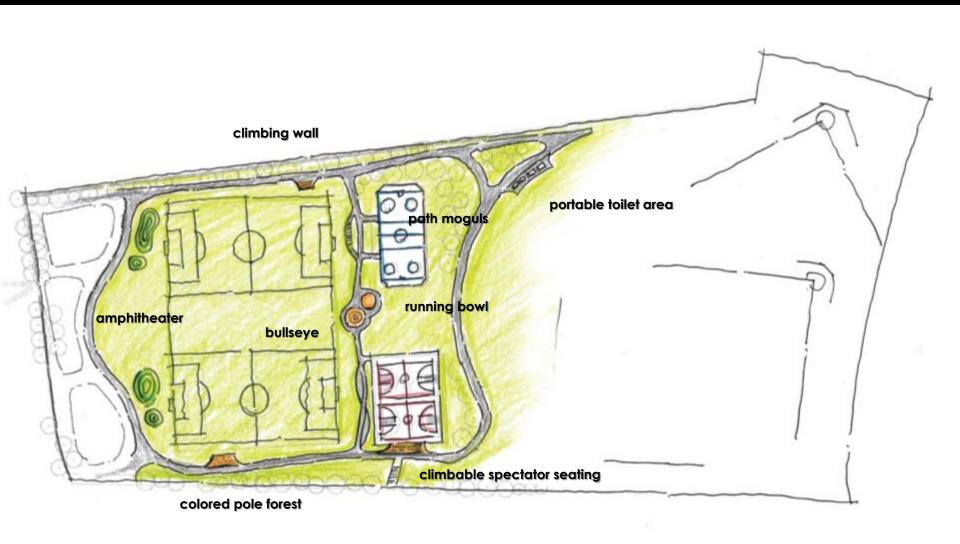








Community Play























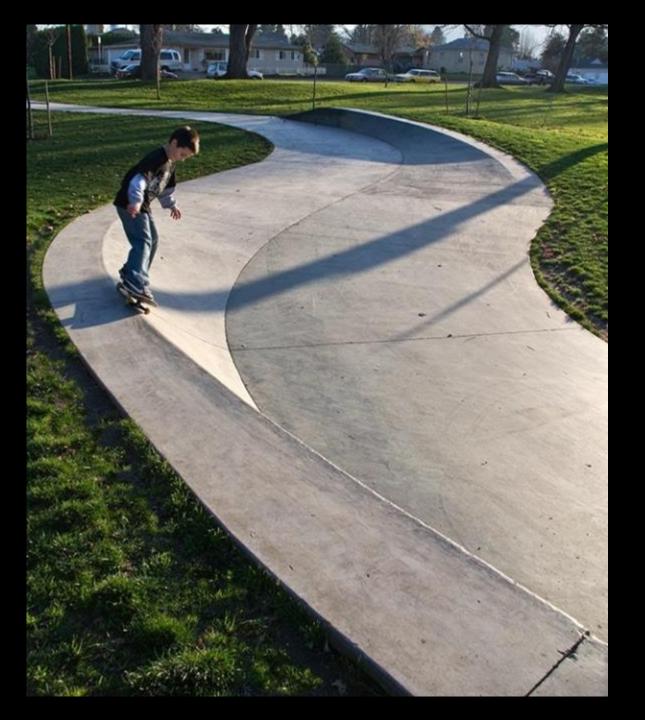














Courts







