

# 4.0 PARK DESIGN

## PHASE 2 ILLUSTRATIVE LAYOUT AND PHASE 2 ZONES



# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.1 ATLANTIC POND ILLUSTRATIVE PLAN

### LEGEND

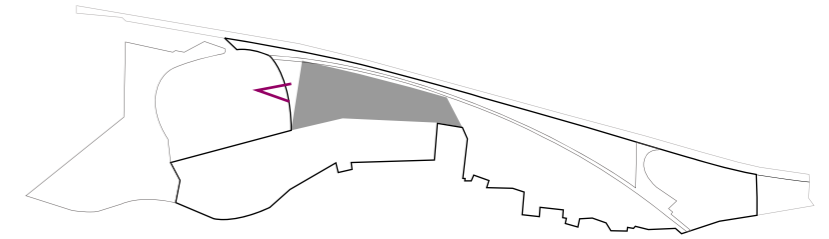
1. West entrance
2. Wooden pier
3. Southern stream and ecological islands
4. Convent garden wall
5. Pathway along the convent wall
6. Natural soft edge
7. Atlantic pond north pathway
8. Stairs
9. Meadow on a slope
10. Hard edge
11. Waterfront concrete stairs
12. Concrete benches on slope
13. Bridge
14. Greenway
15. Marina Promenade
16. Atlantic Pond outfall and Sunken Garden
17. Loop pathway
18. Private property

PREVIOUSLY APPROVED  
PLANNING APPLICATION  
AS PART OF MARINA PARK  
PHASE 1



## 4.1 PARK DESIGN - ATLANTIC POND

BIRD EYE VIEW OF THE ATLANTIC POND - COMPUTER GENERATED IMAGE



# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.2 DESIGN PRINCIPLES

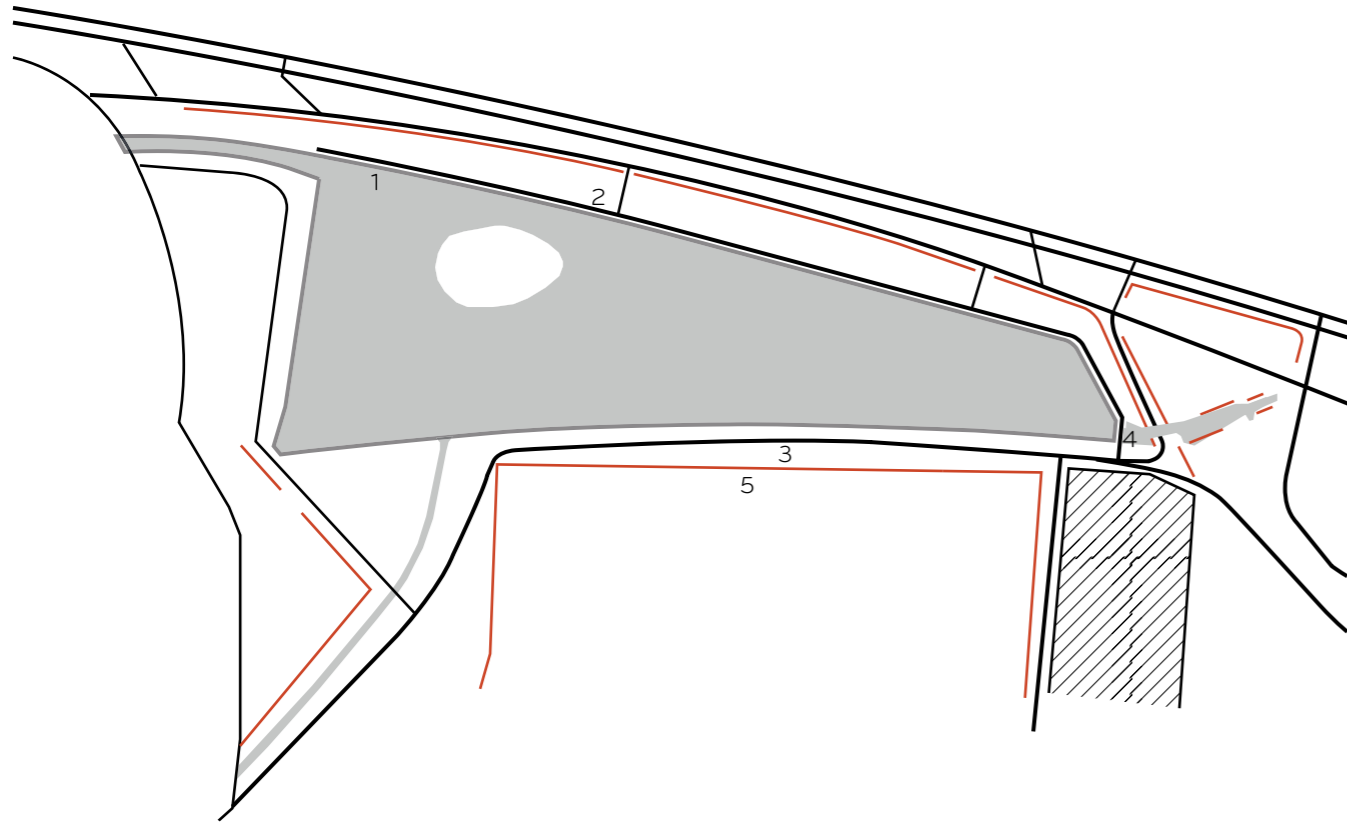


Diagram of the existing conditions

- 1. CONCRETE EDGE
- 2. POND PROMENADE
- 3. CONVENT PROMENADE
- 4. BRIDGE
- 5. WALLS

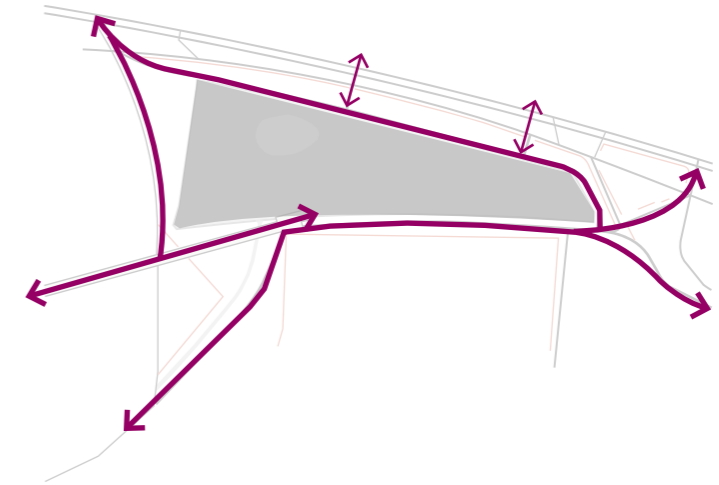
### DESIGN GUIDELINES

The proposal will work to improve the existing qualities of the Pond and it's surroundings and elements that needs repair;

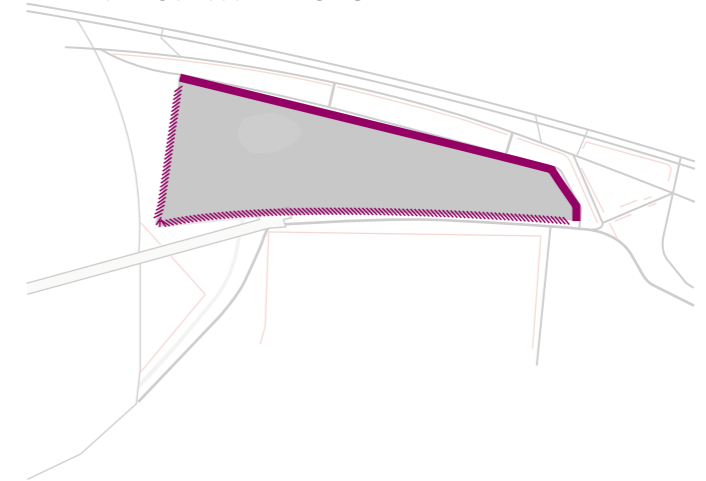
- 1. Replace the broken concrete edges with soft and hard edges.
- 2. Creating steps to the water on the northern and western embankments.
- 3. Wider pathways at the northern edge to min 3.5 m

- 4. New wider bridge
- 5. Better connections to the Marina Promenade
- 6. Extension of the central axis to the pond

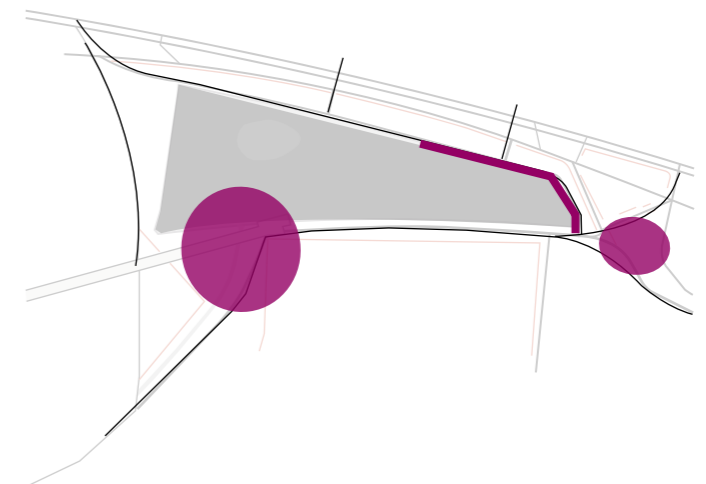
### IMPROVE THE CONNECTIONS



### DEVELOP THE EDGES



### PLACES TO STAY

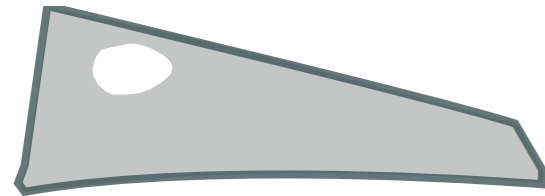


# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.2 DESIGN PRINCIPLES

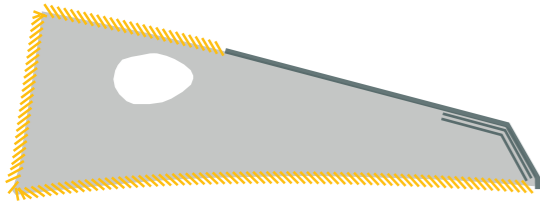
### NORTHERN EMBANKMENT EDGE AND SLOPE TREATMENT

EXISTING CONDITION  
760 m of concrete edge



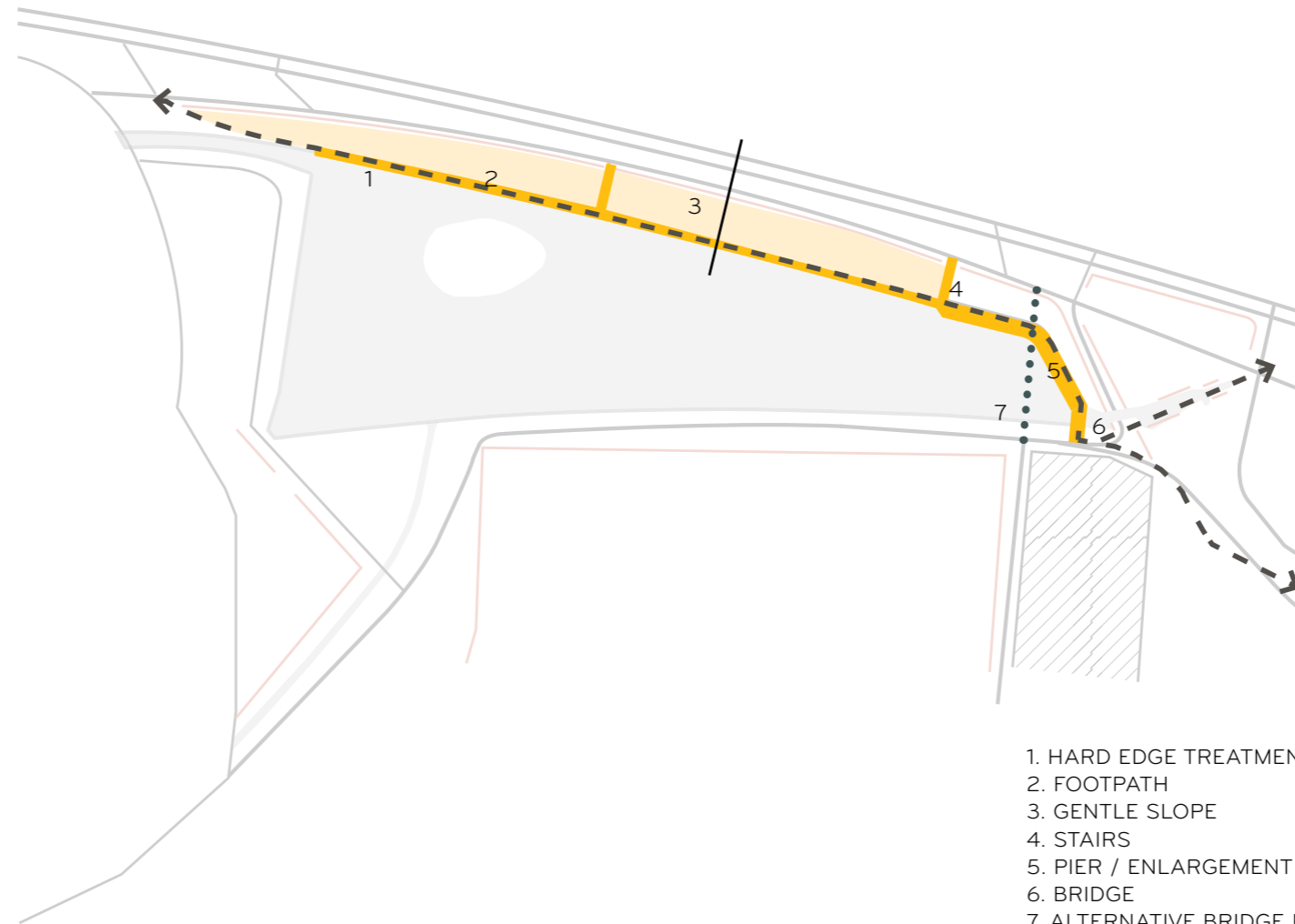
-  soft
-  hard
-  hard prominent

PROPOSED  
540 m - soft  
220 m - hard (40m as prominent)

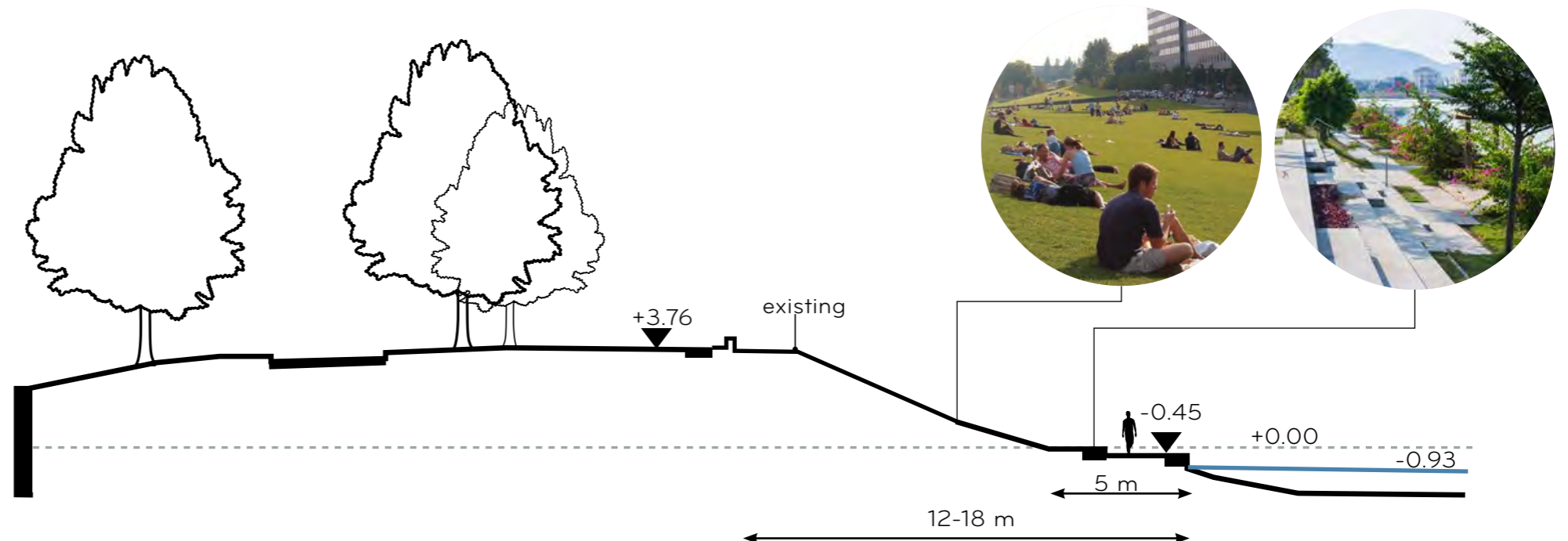


#### NORTHERN EDGE

The Northern edge of the Atlantic Pond is facing south and will be a good location for park visitors to sit in sunny days. We propose to widen the pathway to 4 meters and provide long seating benches and steps to the water and on the grass embankment.



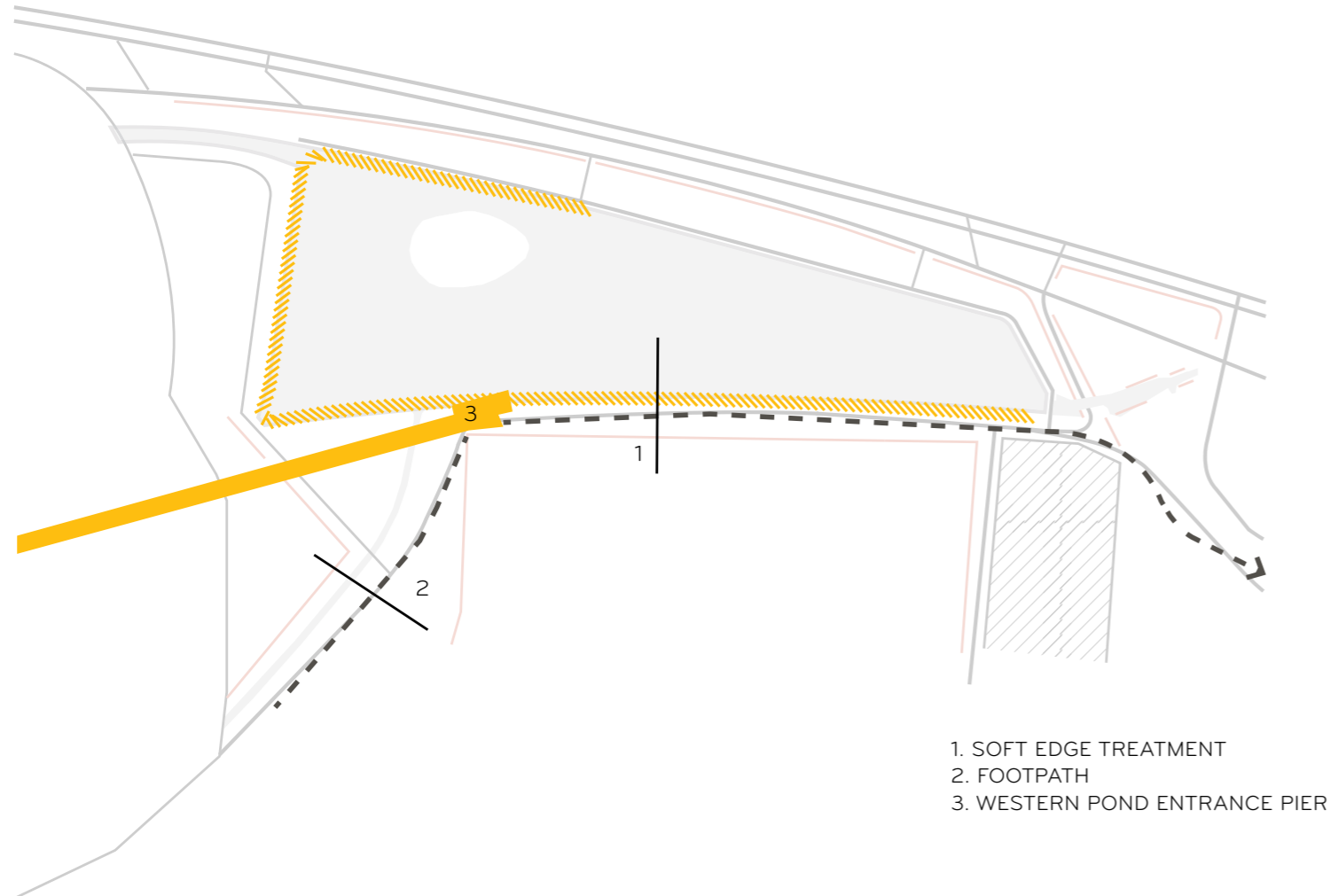
1. HARD EDGE TREATMENT
2. FOOTPATH
3. GENTLE SLOPE
4. STAIRS
5. PIER / ENLARGEMENT
6. BRIDGE
7. ALTERNATIVE BRIDGE POSITION



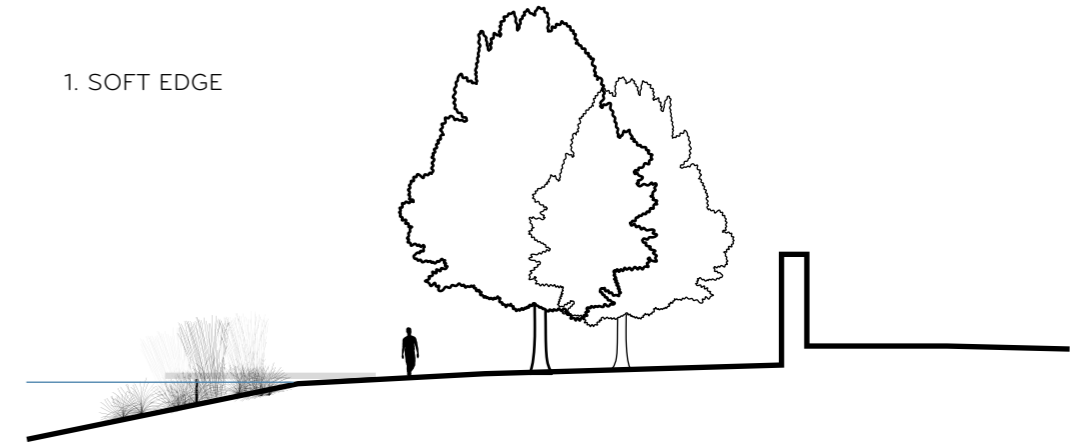
# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.2 DESIGN PRINCIPLES

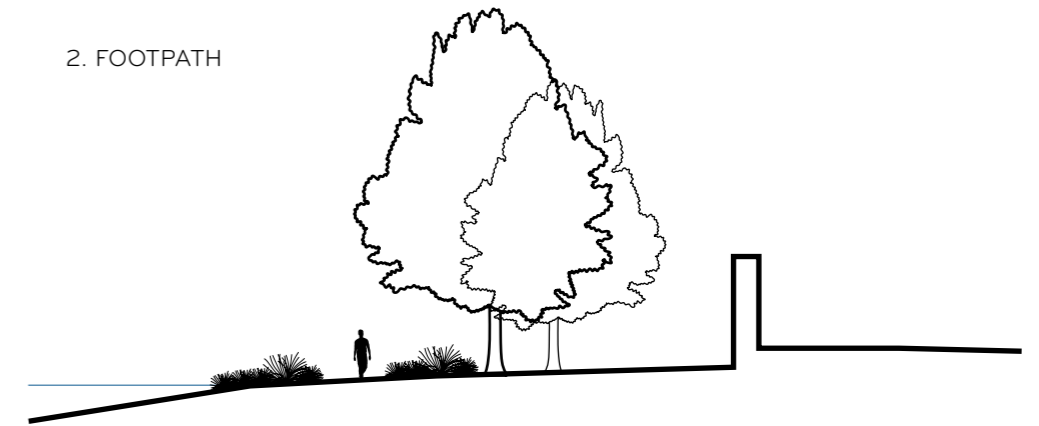
### SOUTH WEST EMBANKMENT ECOLOGICAL TREATMENT



1. SOFT EDGE



2. FOOTPATH



### SOUTHERN EDGE

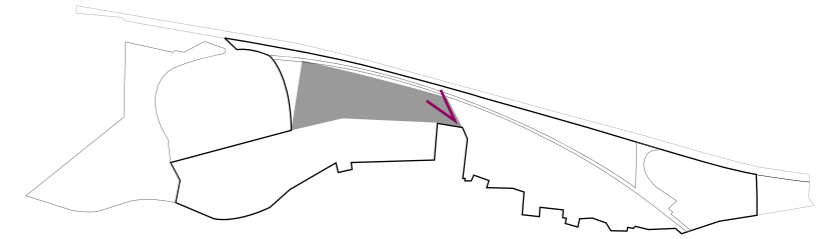
A soft, ecological edge will replace the broken concrete edge of the pond, as shown in the above diagram. The edge will be planted with reed and mix of river edge planting local to the River Lee. The embankment will be sloped as gentle as possible to provide good condition for biodiversity to develop.



Design references of wetlands

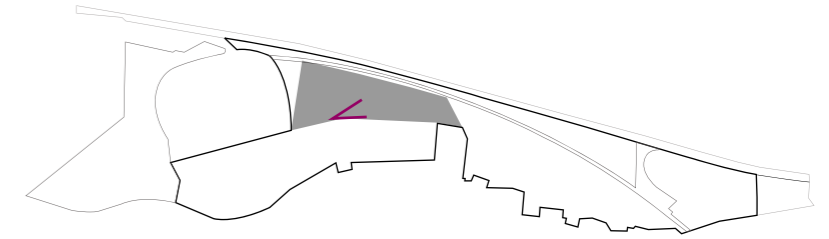
## 4.1 PARK DESIGN - ATLANTIC POND

WIDER PATH FACING SOUTH - COMPUTER GENERATED IMAGE



## 4.1 PARK DESIGN - ATLANTIC POND

ECOLOGICAL EDGE - COMPUTER GENERATED IMAGE



# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.3 THEMATIC PLAN - PROGRAM

### ATLANTIC POND PROGRAM

The Atlantic Pond is accessible thanks to a pathway ring connecting the main attractions within the area.

#### Northern edge:

- Wide pathway along the water, circa 4 meters wide
- Green embankment suitable for be used as space for relaxing and gathering
- Long seating edge both with or without backrest throughout for different age groups
- Stepped waterfront
- Benches included in the sloped meadow under the shade of large existing trees

#### Southern edge:

- Wooden Pier, offering a panoramic view and close approach to the water to dispatch boats
- Promenade running along the Convent Garden wall and the soft planted edge



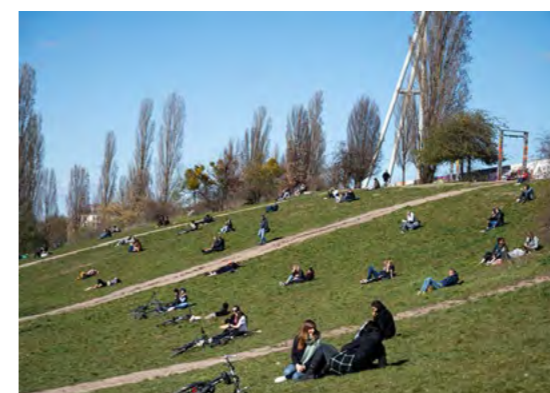
1. Promenade



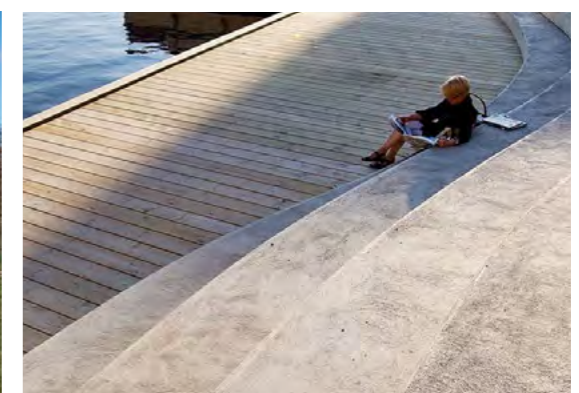
2. South-oriented waterfront steps



3. Benches integrated in the green slope



4. Green embankment



5. Sitting edge

# 4.1 PARK DESIGN - ATLANTIC POND

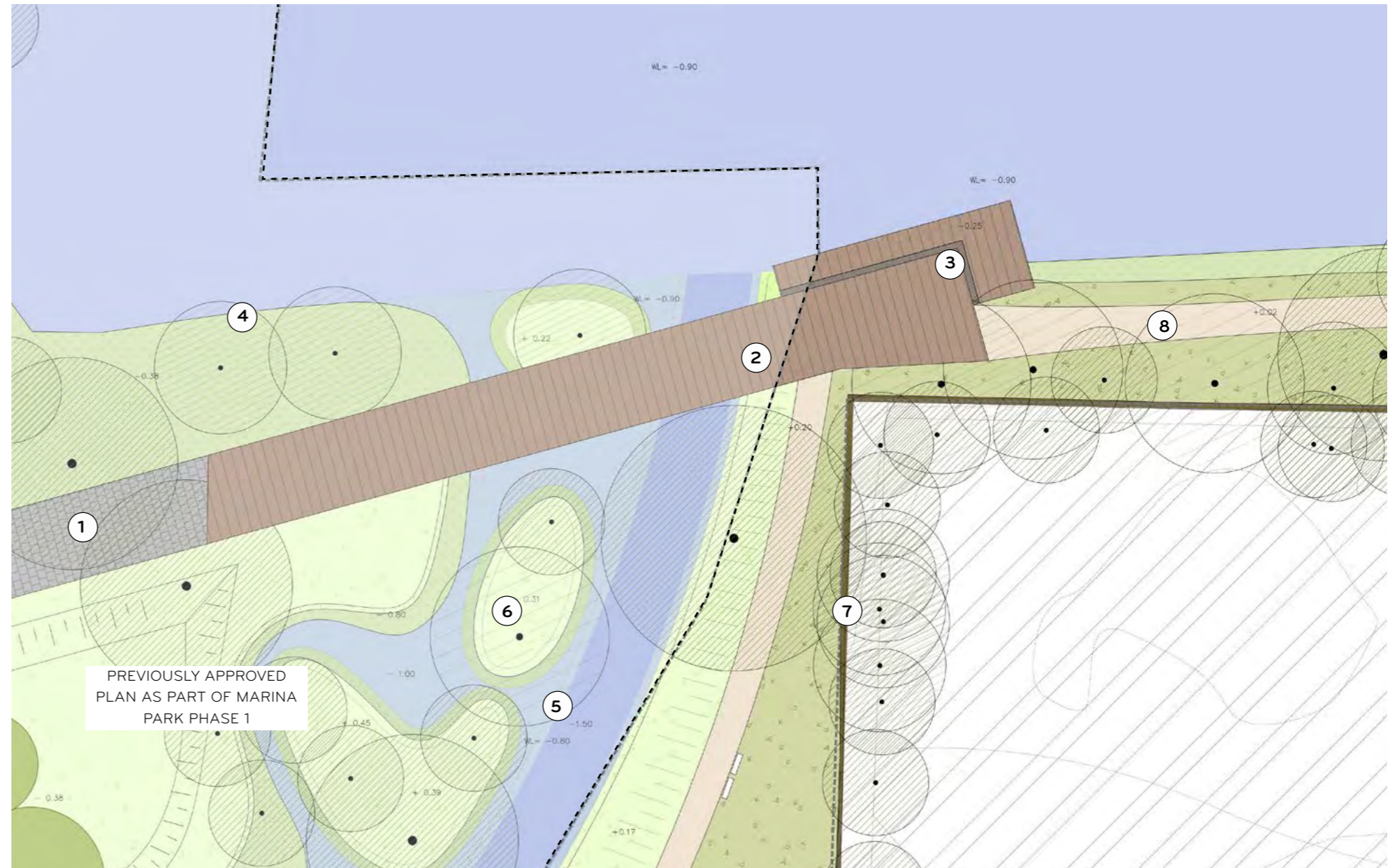
## 4.1.3 DETAIL PLAN - PIER

The Pier is the main connection from the West and Central Hall Plaza. It provides a 360 view of the Atlantic Pond as well as the Southern natural Stream.

It's a wooden circa 80m long and 8m wide structure, suspended on poles, floating above the water. The surface is made of a robust wooden deck with anti-slip finish.

Lower level of the platform will provide close access to the water and possibilities to launch boats to the water.

1. Western axis in natural stone
2. Wooden pier
3. Sitting step
4. Soft edge with water plants
5. Southern stream and floodable area
6. Ecological island
7. Convent garden wall
8. Pathway along the wall



Computer generated 3D studies of the platform



Design reference

# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.3 DETAIL PLAN - BRIDGE

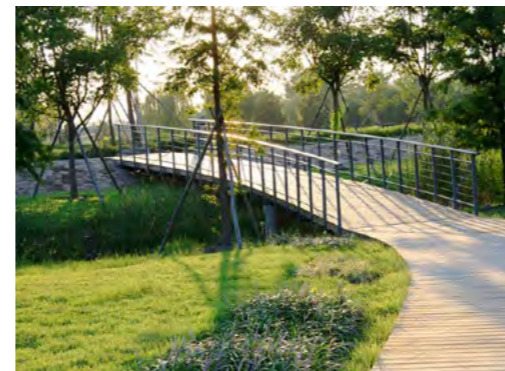
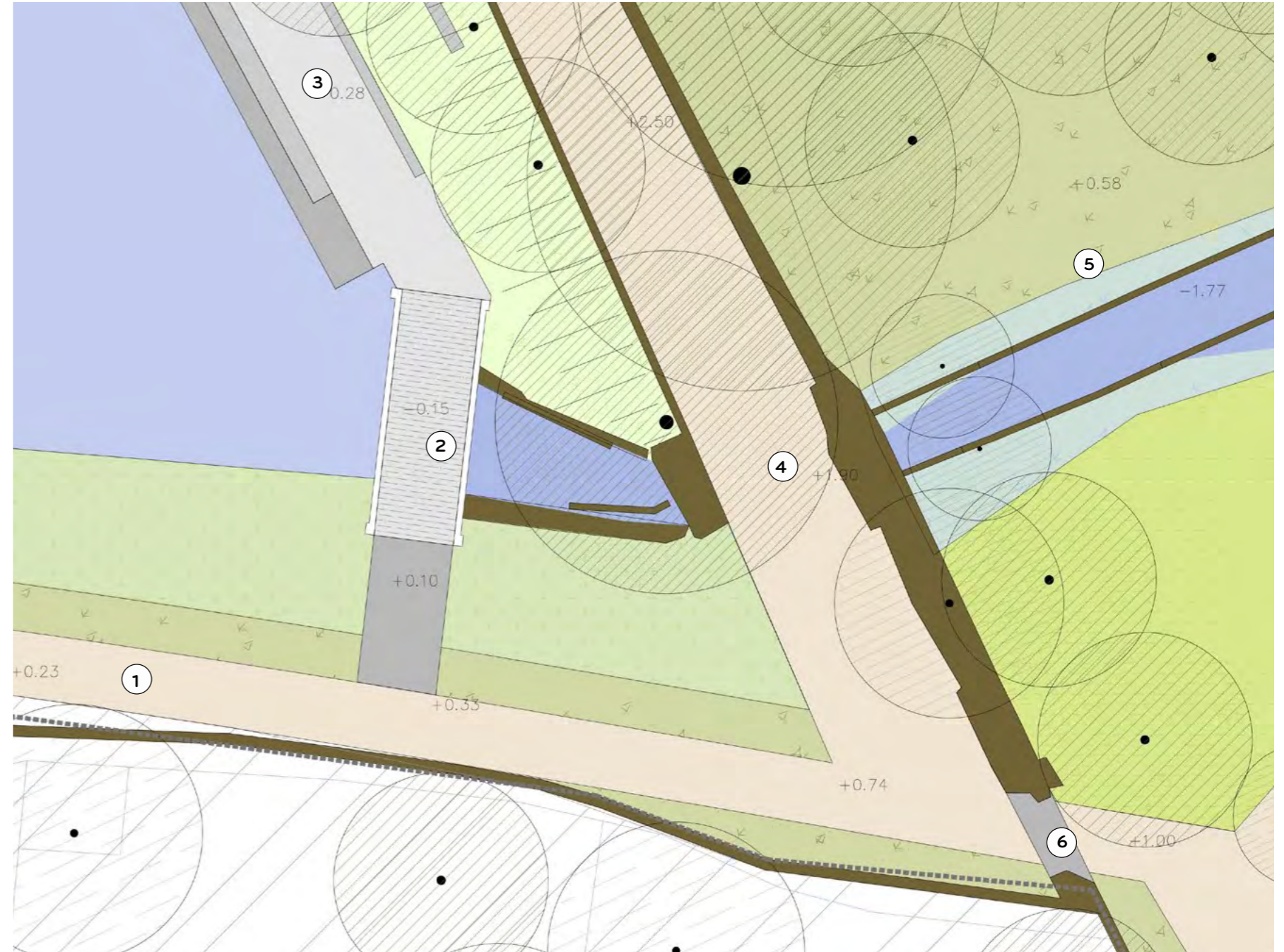
The existing bridge, in poor condition, will be removed.

The proposed new bridge will be circa 3 metre wide, made of a light steel structure and well integrated in the surrounding.

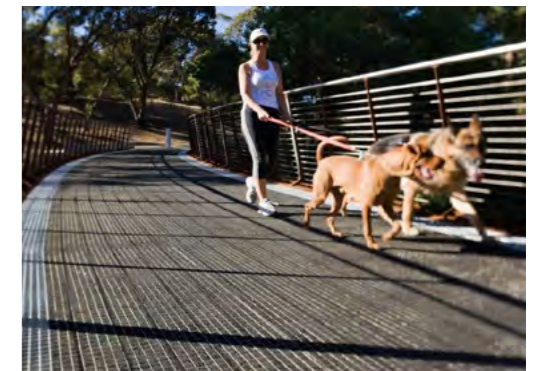
1. Pathway along the wall
2. Bridge
3. Atlantic Pond north-east pathway
4. Elevated connection with Greenway and Marina Promenade
5. Sunken garden - Atlantic Pond Outfall
6. Wall Gate



Computer generated image of the bridge seen from the Atlantic Pond prominent waterfront



Design references



# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.3 DETAIL PLAN - SUNKEN GARDEN

The area of the Atlantic Pond Outfall is now inaccessible and overgrown.

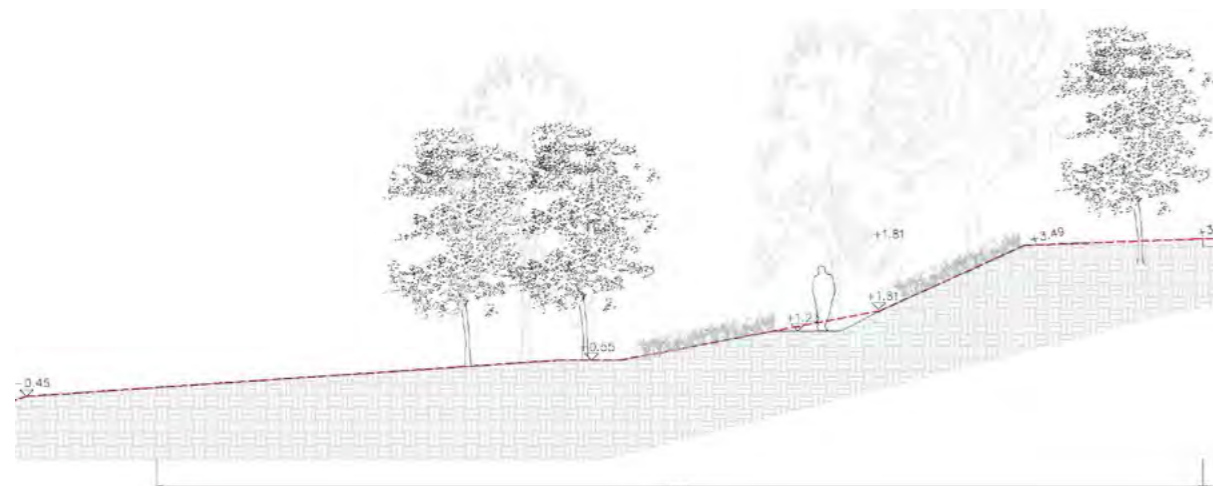
The aim is to preserve the large beautiful trees and create a sunken garden, taking advantage of the natural terraces, and replacing the thick brambles with native shrubs, scented blossoms and herbaceous plants.

The existing walls, now in poor condition and broken in most of the length, will be rebuilt to height.

A pathway in natural stabiliser paving will make it accessible and integrated with some new furniture elements such as picnic tables.

The northern part will be preserved as woodland reservoir and enhanced with simple operations of cleaning.

1. Wall gate
2. Pathway in stabiliser material
3. Terraced garden with picnic tables
4. Restored outfall walls
5. Shared path for pedestrian, bikes and authorized vehicles (access to Pumping Station, maintenance, emergency)
6. Pathway toward the Woodland area
7. Pumping Station/Compound



Typological section of the sunken garden topography



Design references of the garden



# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.3 DETAIL PLAN - WALL GATE

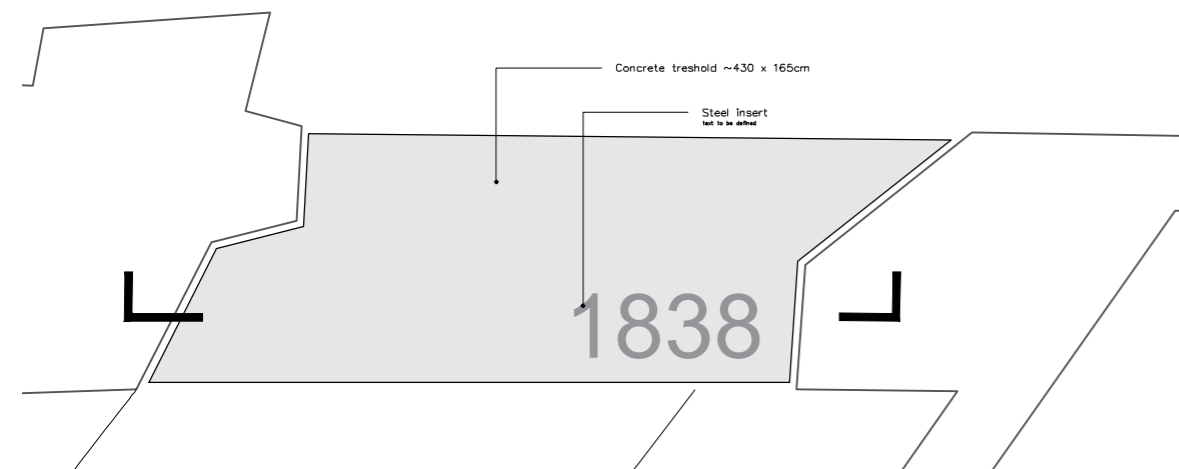
The entire park is disseminated of walls marking the old boundary limits and gates opening through them.

One of the most iconic is this wall gate connecting the Atlantic Pond and the area of the Sunken Garden and the Pumping Station.

The concept for this and other key gates will be to mark the threshold with a concrete plate and a steel text embed.

The threshold will serve as wayfinding element as well as information panel about the park heritage.

1. Pathway in seamless stabiliser material
2. Existing walls and opening
3. Concrete gate with steel writing
4. Sunken Garden



Detail study of the wall gate plate



Example of steel plate integrated within the paving



Computer generated study of the wall gate

# 4.1 PARK DESIGN - ATLANTIC POND

## 4.1.3 DETAIL PLAN - AMPHITHEATRE

This portion of the Pond is the ideal to rest and gather thanks to the orientation facing South.

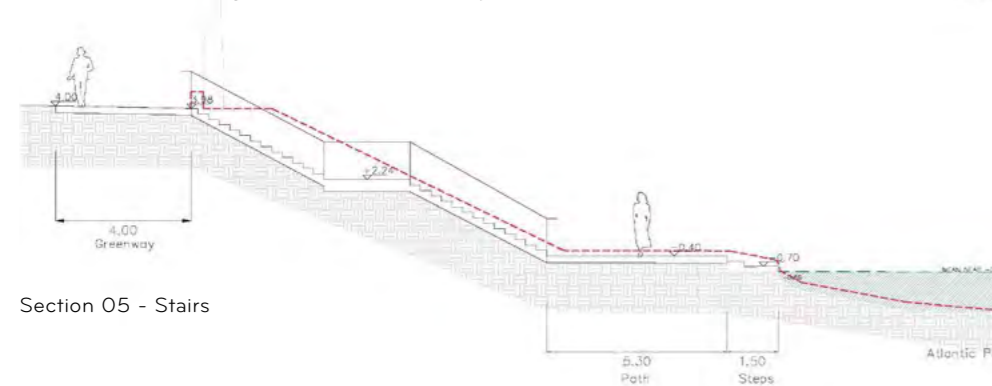
The height difference has been used to install concrete benches embedded in the sloped grass and within the existing vegetation.

A large block of stairs connects the Pond with the Greenway and the Marina Promenade.

A long, continuous bench runs along a significant part of the hard Atlantic Pond edge.

Steps connect the paths to allow good approach to the water and informal seating opportunities.

1. Pathway in concrete slabs
2. Steps along the water
3. Sitting edge
4. Bench integrated in the green slope
5. Stairs
6. Green embankment
7. Greenway
8. Elevated connection with Greenway and Marina Promenade
9. Hazard warning in close to the steps



Section 05 - Stairs



Typological section of gradons



Computer generated images of the waterfront



# 4.2 PARK DESIGN - WOODLAND

## 4.2.1 ILLUSTRATIVE PLAN



### LEGENDA

1. Clearance: picnic and rest area
2. Main pathway
3. Woodland trails
4. Barrington's folly:
  - resting spots
  - info panels
  - picnic tables
5. Quay walls pathway
6. Woodland meadow: picnic tables and rest area
7. Play Mound
8. Tree walk
9. Curved benches
10. Nature playground:
  - children plays
  - tree climbing
  - resting spots
  - picnic tables
11. Yoga platform
12. Sport and play trail:
  - fitness stations
13. Contemplation platform
14. Heritage gates
15. Park and Pumping station shared street
16. Atlantic Pond outfall clearance:
  - restored walls
  - picnic table
17. Greenway playground
18. Private property

## 4.2 PARK DESIGN - WOODLAND

### 4.2.2 DESIGN PRINCIPLES

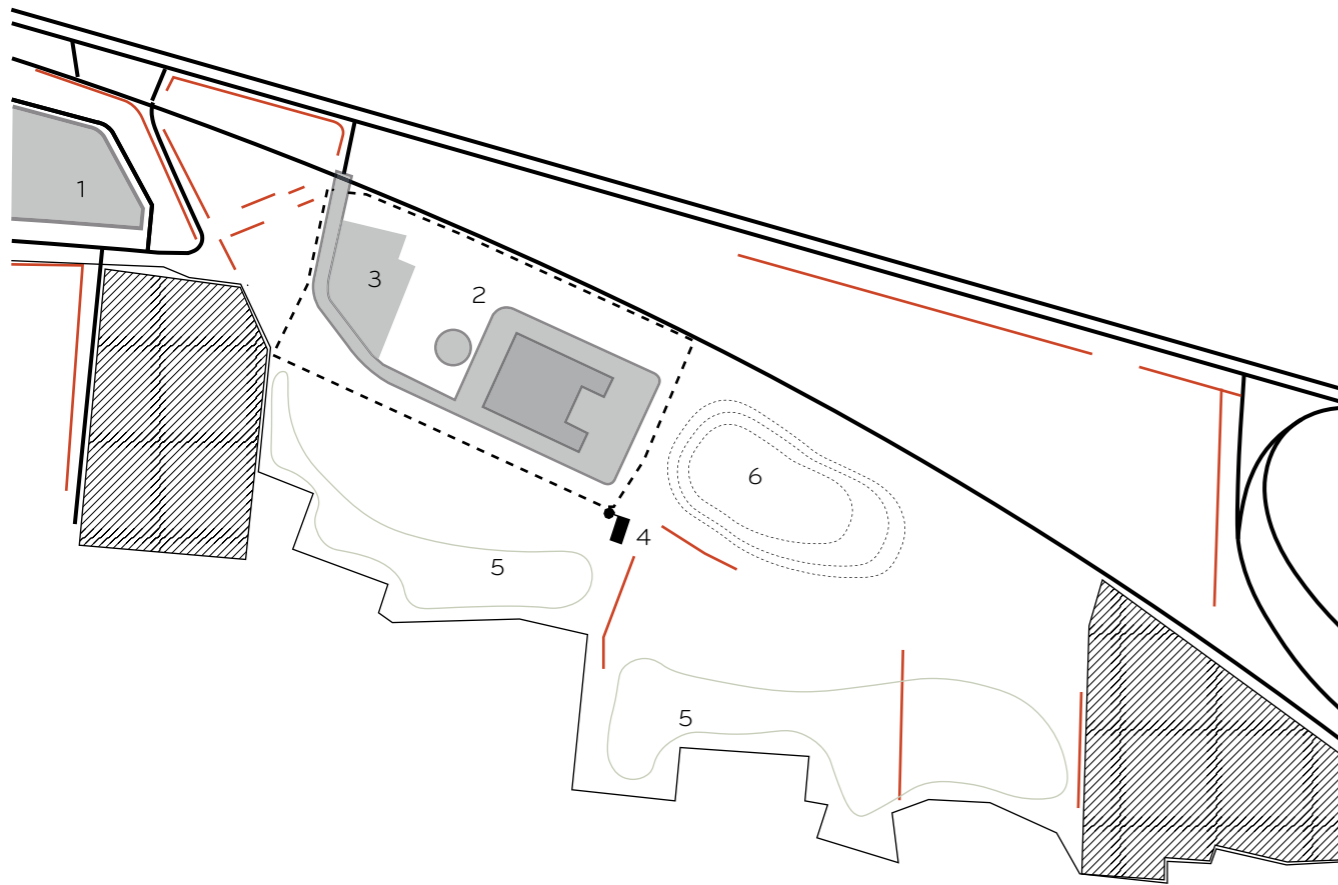


Diagram of the existing conditions

- 1. ATLANTIC POND
- 2. PUMPING STATION
- 3. PARK DEPOT
- 4. BARRINGTON'S FOLLY
- 5. HILLS
- 6. MARSHLAND

#### DESIGN GUIDELINES

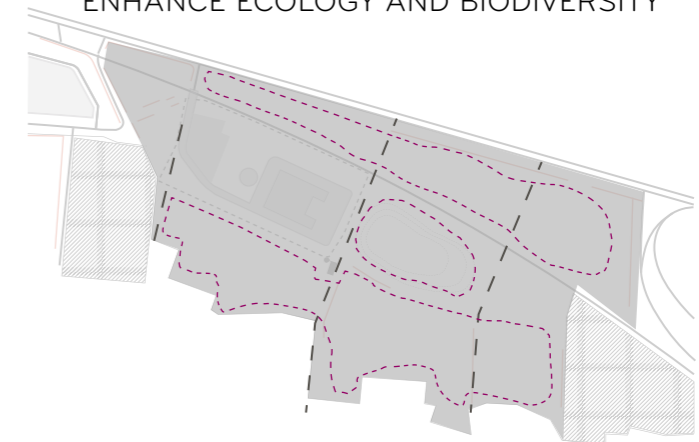
This area is defined by two main sections of woodland, the northern area, between the greenway and the marina, and the southern area, between the greenway and the housing embankment. The main design principles are to provide safe access for park visitors to explore the natural and historical aspects of the park in a safe manner, creating vistas through the landscape.

The northern area will include more activities for play and sport, and the southern area will be quieter, with trails and peaceful spots to appreciate the nature. Important for the area design is to respect the existing landscape habitats and flora and fauna.

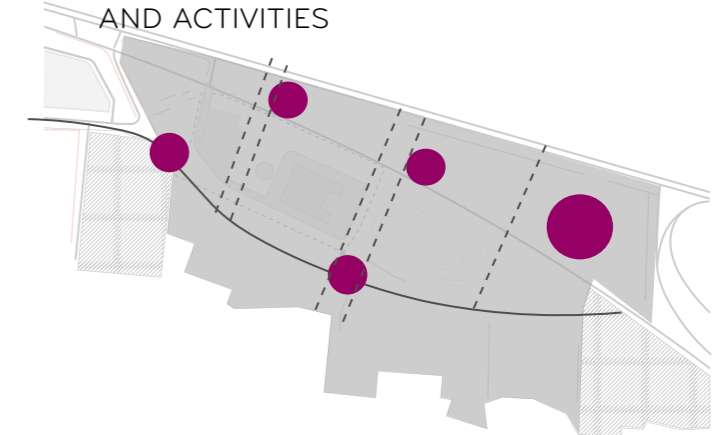
#### IMPROVE THE ACCESSIBILITY AND SAFETY



#### ENHANCE ECOLOGY AND BIODIVERSITY

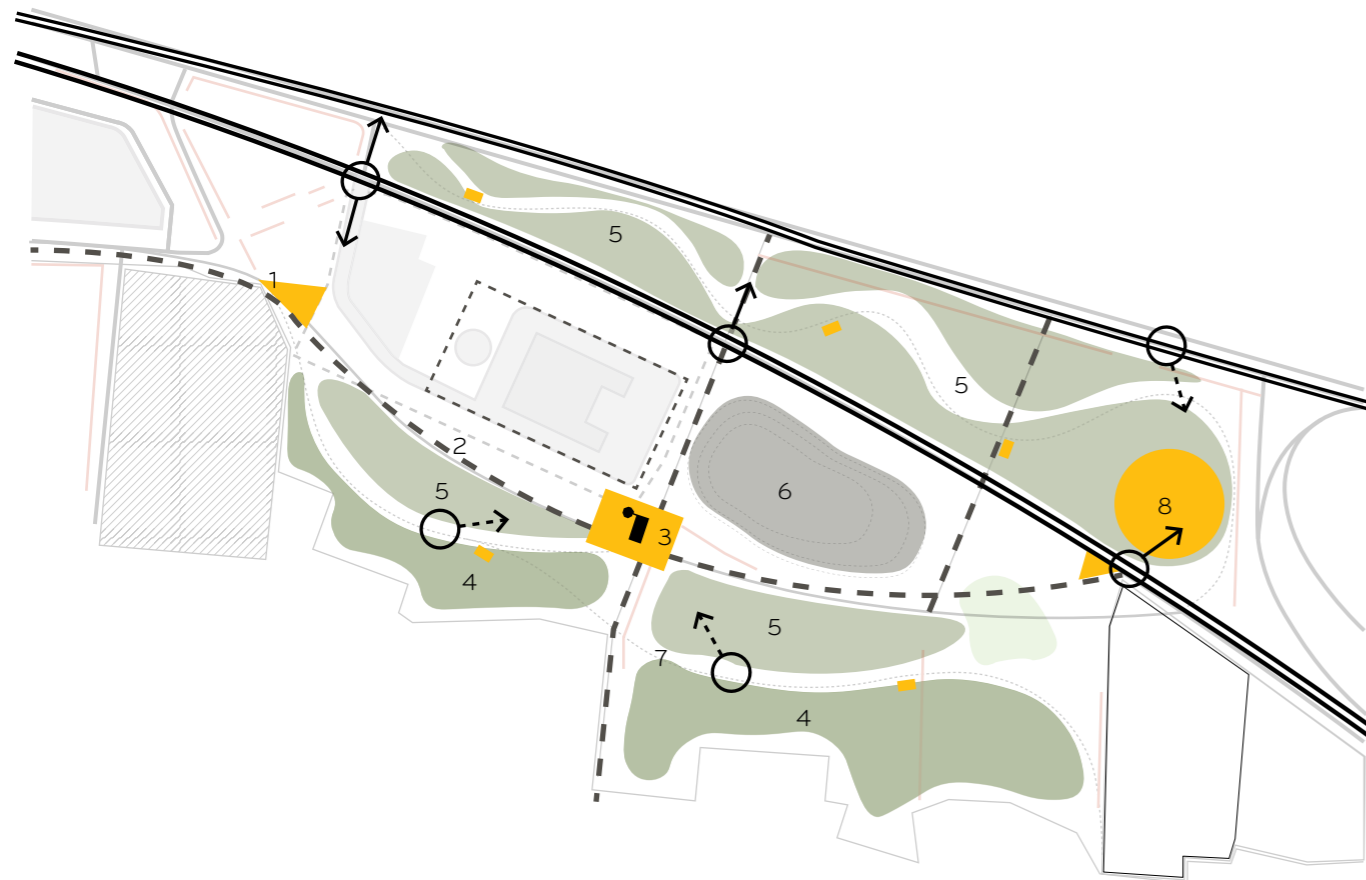


#### OPEN VIEWS AND IMPROVE HERITAGE AND ACTIVITIES



# 4.3 PARK DESIGN - WOODLAND

## 4.2.2 DESIGN PRINCIPLES



- |                       |                       |                        |              |
|-----------------------|-----------------------|------------------------|--------------|
| 1. ENTRANCE           | 5. PLAIN WOODLAND     | ○ → clear views        | ○ -> windows |
| 2. MAIN PATHWAY       | 6. MARSHLAND          | ----- cleared pathways |              |
| 3. BARRINGTON'S FOLLY | 7. TRAILS             |                        |              |
| 4. WOODLAND ON SLOPE  | 8. WOODLAND CLEARANCE |                        |              |

### DESIGN PRINCIPLES FOR PATHWAYS



Design principle for woodland pathway: retain the grown forest trees including them in the natural paving.



The main Park pathway are made of seamless stabiliser material. When necessary, existing mature trees will be integrated within the route, minimizing the interference of the design in the natural context.

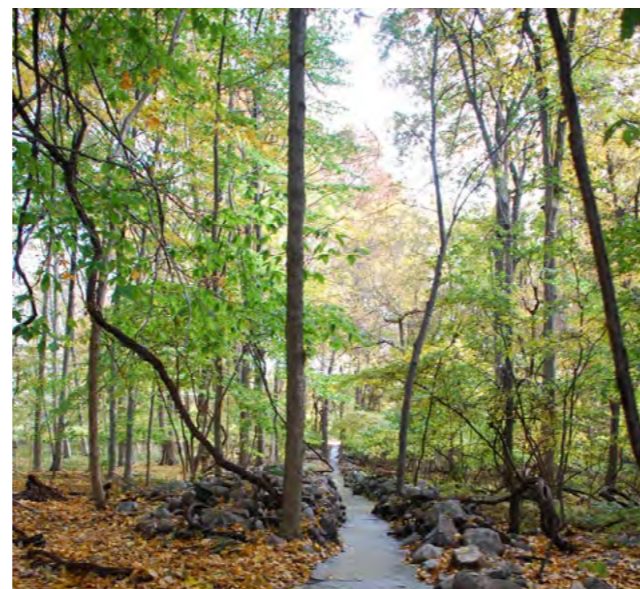


Trails are made of compacted soil, following the natural slope of the site.

### TRAILS AND VISTAS

The diagram above shows the main connections and focal points in the woodlands. The diagrams next to it shows the vistas, 'window' views and clearances along the pathways corresponding to the points of interest.

The ambition is to create better visibility and safety for people visiting the site and expose the hidden treasures in the park, like the marshland and Barrington's Folly.



Trails



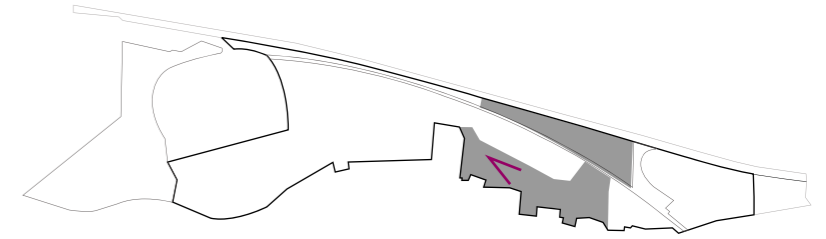
Clearances



Contemplation spots

## 4.2 PARK DESIGN - WOODLAND

### SOUTHERN WOODLAND PATHWAY - COLLAGE



## 4.2 PARK DESIGN - WOODLAND

### 4.2.3 DETAIL - NATURE PLAYGROUND

The nature playground, is an immersive play area, integrated into the natural landscape, under the shade of the existing large trees.

- The accessibility is guaranteed from three sides creating a north-south connection, toward the Greenway and the Promenade.
- The selection of the natural materials for the playground is key to its natural integration within the surrounding areas. This is achieved with wooden play elements and paving materials such as, naturally stabilised paving, mulch and wooden stepping stones.
- A large selection of play elements is included: climbing structures, slides, tunnels, swings.
- Toddler play area is protected by a bespoke bench with edge function.
- Design for all: accessible play elements are selected for children with disabilities.
- A fence, integrated with vegetation, with two gates, is located at the edge as the playground will be closed during the night.

#### 1. Southern access

#### 2. Playground gate and fence

#### 3. Adventure play area: wooden play elements and mulch paving

- climbing and net trails
- log climbing frame
- tunnel
- swing and slide
- log trails and stepping stones
- play elements for disabled children

#### 4. Toddler play: wooden play elements and mulch and sand paving

- bespoke frame bench
- swings and slide
- climbing play
- play elements for disabled children

#### 5. Woodland green island

#### 6. East gate

#### 7. Picnic tables

#### 8. Northern woodland pathway in material

#### 9. Fitness equipment

#### 10. Greenway



Example of selected play elements

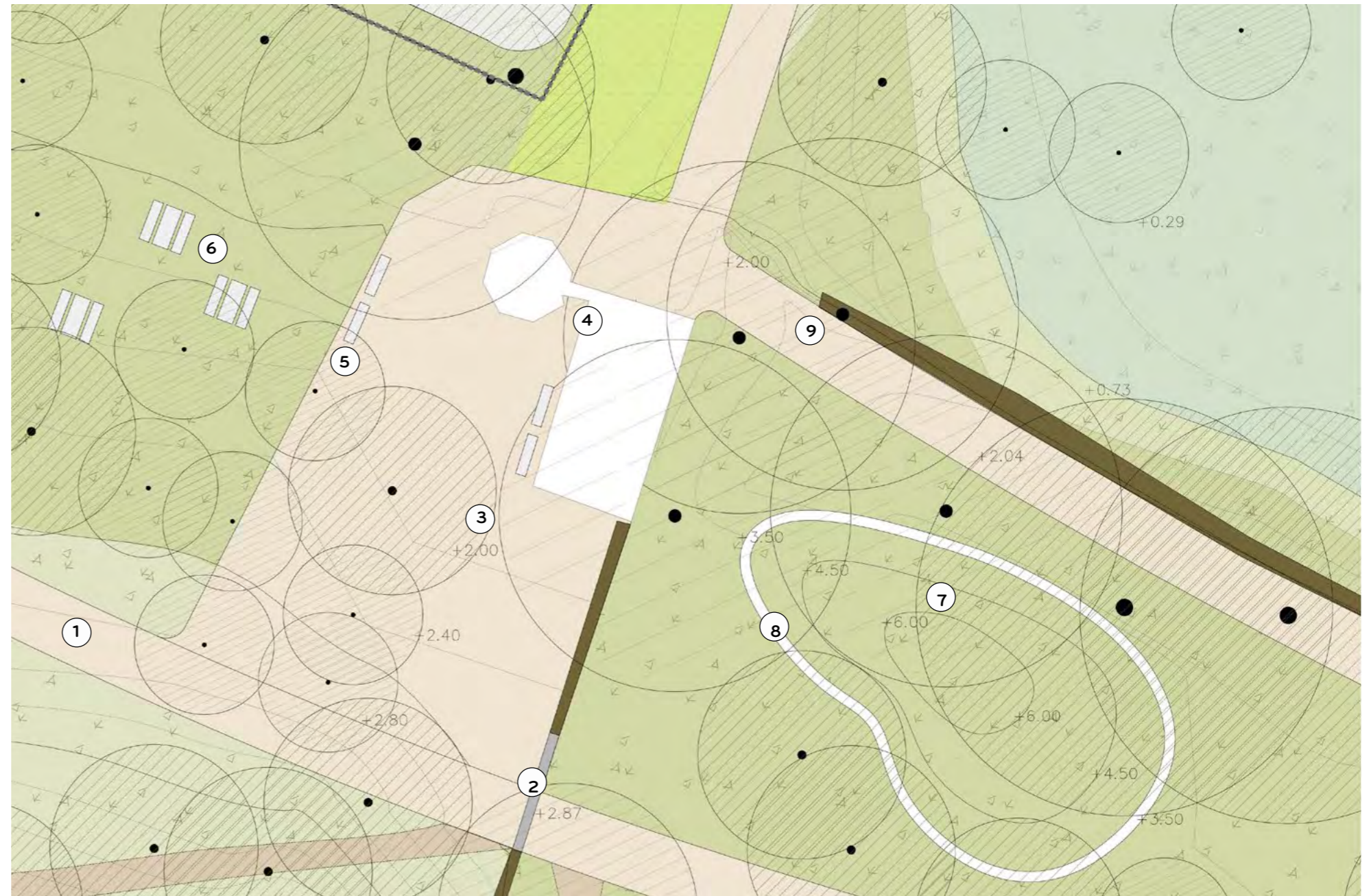
## 4.2 PARK DESIGN - WOODLAND

### 4.2.3 DETAIL - BARRINGTON'S FOLLY AND PLAY MOUND

The Barrington's Folly is one of the main attractions of the Park as part of the the historical heritage of the Marina. An intervention for securing the structure is ongoing.

- The pertinent area of the tower represent a focal point of the park, connecting west-east and as well as heading to Northwards towards the River. The path follows the natural slope, with very little disruption to the existing surface except for the use of natural paving materials, in keeping with the rest of the park.
- Amenity furniture includes: benches, litter bins and picnic tables in the green, facing the tower.
- Existing mound is enlarged and designed as a spontaneous play element in the natural habitat, surrounded by a bespoke sitting edge.

1. Southern woodland main pathway in stabiliser paving
2. Wall Gate
3. Folly's sloped plaza in stabiliser paving
4. Conserved and retained Barrington's Folly
5. Benches, litter bin
6. Picnic tables
7. Play Mound
8. Bespoke bench
9. Quay wall pathway along the Marshland



Barrington's Folly site pictures



Vision of the future intervention

## 4.2 PARK DESIGN - WOODLAND

### 4.2.3 DETAIL - TREE WALK

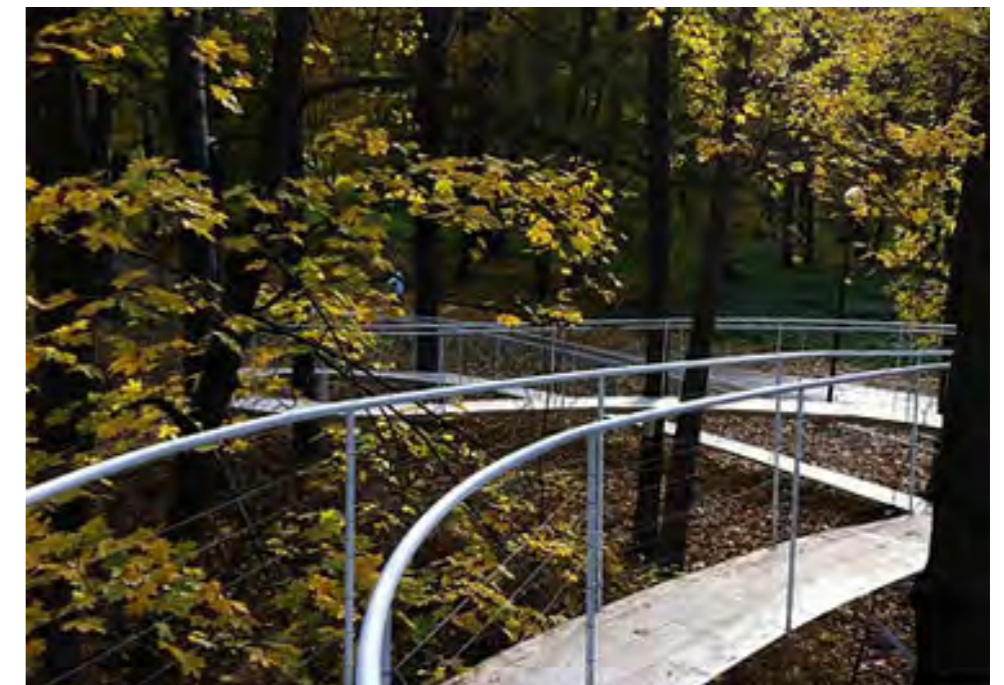
Treewalk is a park feature that is both functional and iconic:

- Permit a safe and accessible connection to north, reaching the raised level of the Greenway: it covers a 4m height difference with a gentle slope, which makes it accessible for all.
- It's a steel structure 3,00 m wide, suspended on poles.
- Integrated within the existing vegetation, It offers a unique point of view, from where one can admire the tree canopy, understory and woodland floor from a unique perspective.

1. Tree Walk: suspended path with steel structure
2. Woodland meadow
3. Picnic tables
4. Site fence with integrated vegetation
5. Greenway
6. Trails



Computer generated model of the Tree Walk  
38



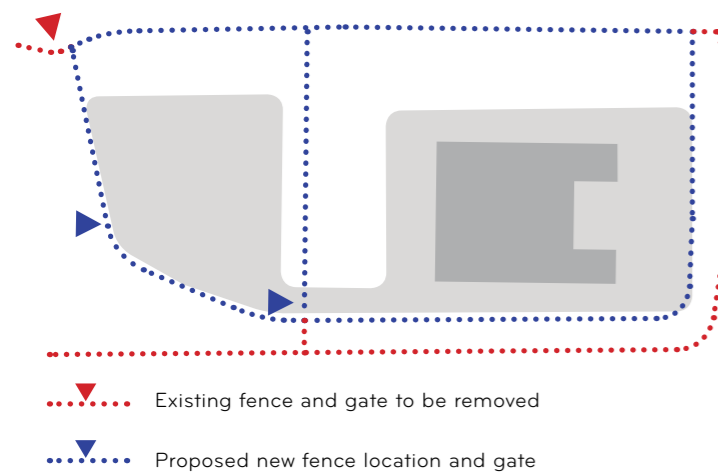
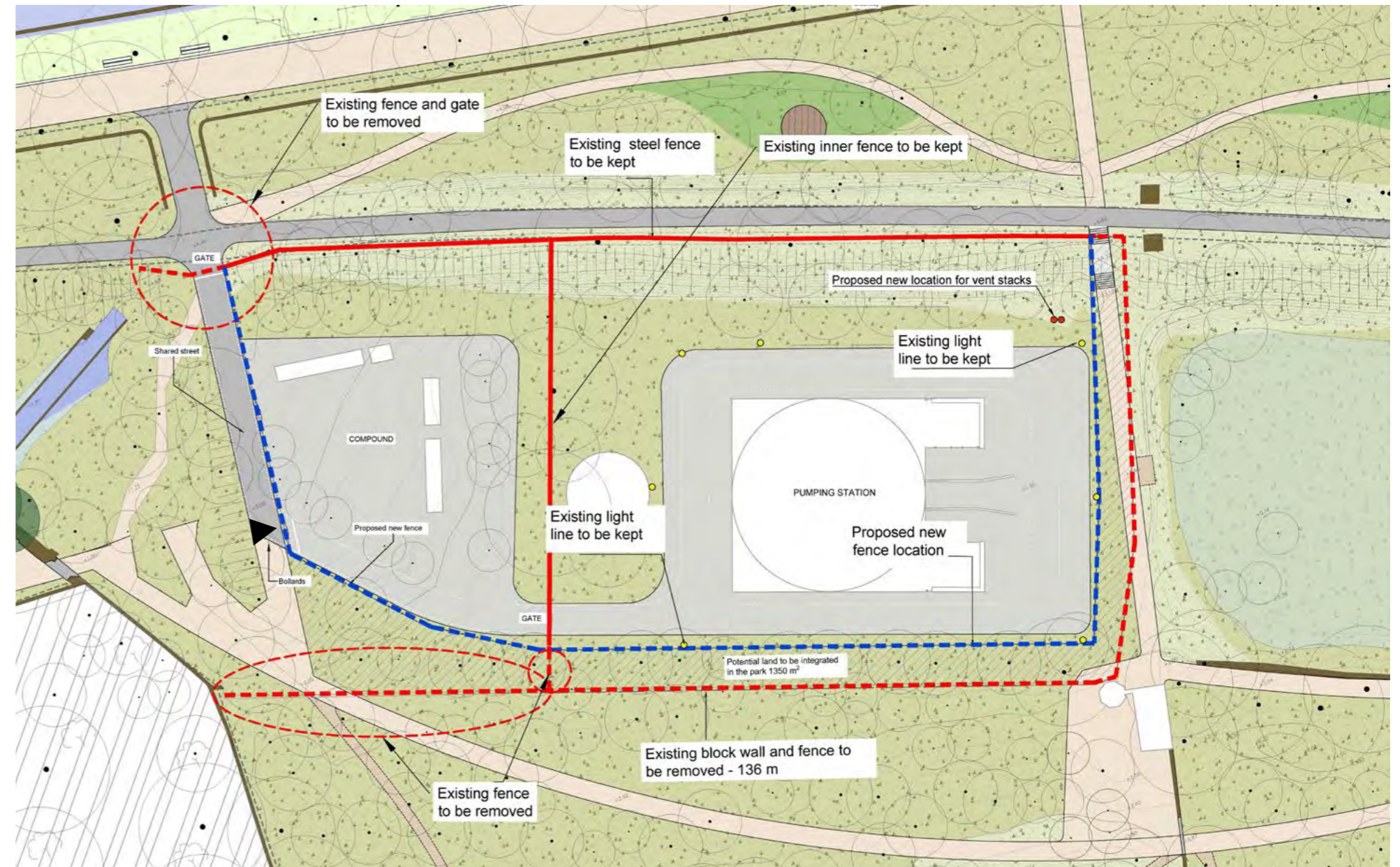
Design reference

## 4.2 PARK DESIGN - WOODLAND

### 4.2.3 DETAIL - PUMPING STATION

Some actions are required to create a less fragmented open space, since the Pumping Station is located in a central portion of the Woodland.

- Propose to move the existing fence minimizing the dimension of the Pumping Station footprint. Lighting elements will be kept.
- Open the western entrance both for public of the park and for authorized vehicles with the creation of a shared surface in a short trunk along the Sunken Garden.
- Integrate the fence with climbing species to mask as much as possible the impact of the structure.



Site pictures of the Pumping Station entrance



Pumping Station entrance seen from the Barrington's Folly



## 4.2 PARK DESIGN - WOODLAND

#### 4.2.3 DETAIL - NORTHERN WOODLAND PLATFORM

The Northern woodland will be treated with a minimalistic intervention. The goal is to allow the exploration of one of the densest part of landscape with a non-invasive intervention.

- One single pathway meanders though the vegetation in an east-west direction.
- A simple wooden platform is to be located here, in this central location in the forest. This can be used for a variety of open air activities, such as yoga and fitness classes, readings, group activities in general without compromising the peacefulness of this portion of the park.
- Simple fitness structures such as parallel bars and plateaus for stretching are located along the pathway.



1. Pathway in seamless stabiliser paving
2. Wooden yoga and open air activities platform
3. Maintained forest understory
4. Marina Promenade shared path
5. Wall Gate
6. Greenway



Design reference for wooden platform

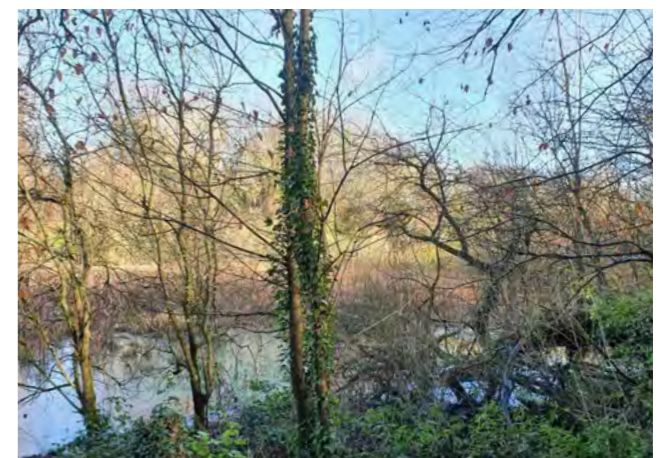
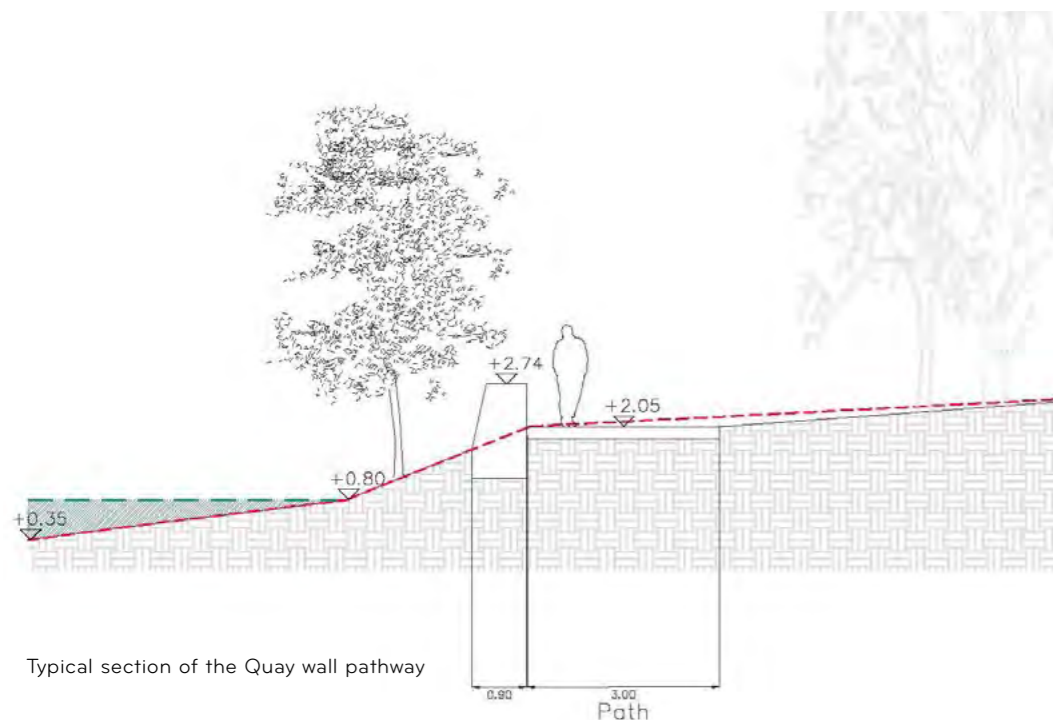
## 4.2 PARK DESIGN - WOODLAND

### 4.2.3 DETAIL - MARSHLAND

The marshland located in the center of the woodland, is one of the most important and vulnerable locations for biodiversity in the whole area. For this reason the approach here is oriented to complete preservation.

- Pathways will run around it, allowing for observation of the natural features, without interference.
- The southern path along the Quay wall is a panoramic point from where, one can admire the nature of the Marsh.
- Willow trees with diameter <200 mm may be removed to prevent overgrown and potential loss of wetland.
- Isolated benches are located close.

1. Existing marshland
2. Existing groups of trees
3. Quay wall pathway
4. Benches
5. Play Mound
6. Greenway



Site picture of the marshland in different seasons

# 4.3 PARK DESIGN - MEADOW

## 4.3.1 ILLUSTRATIVE PLAN

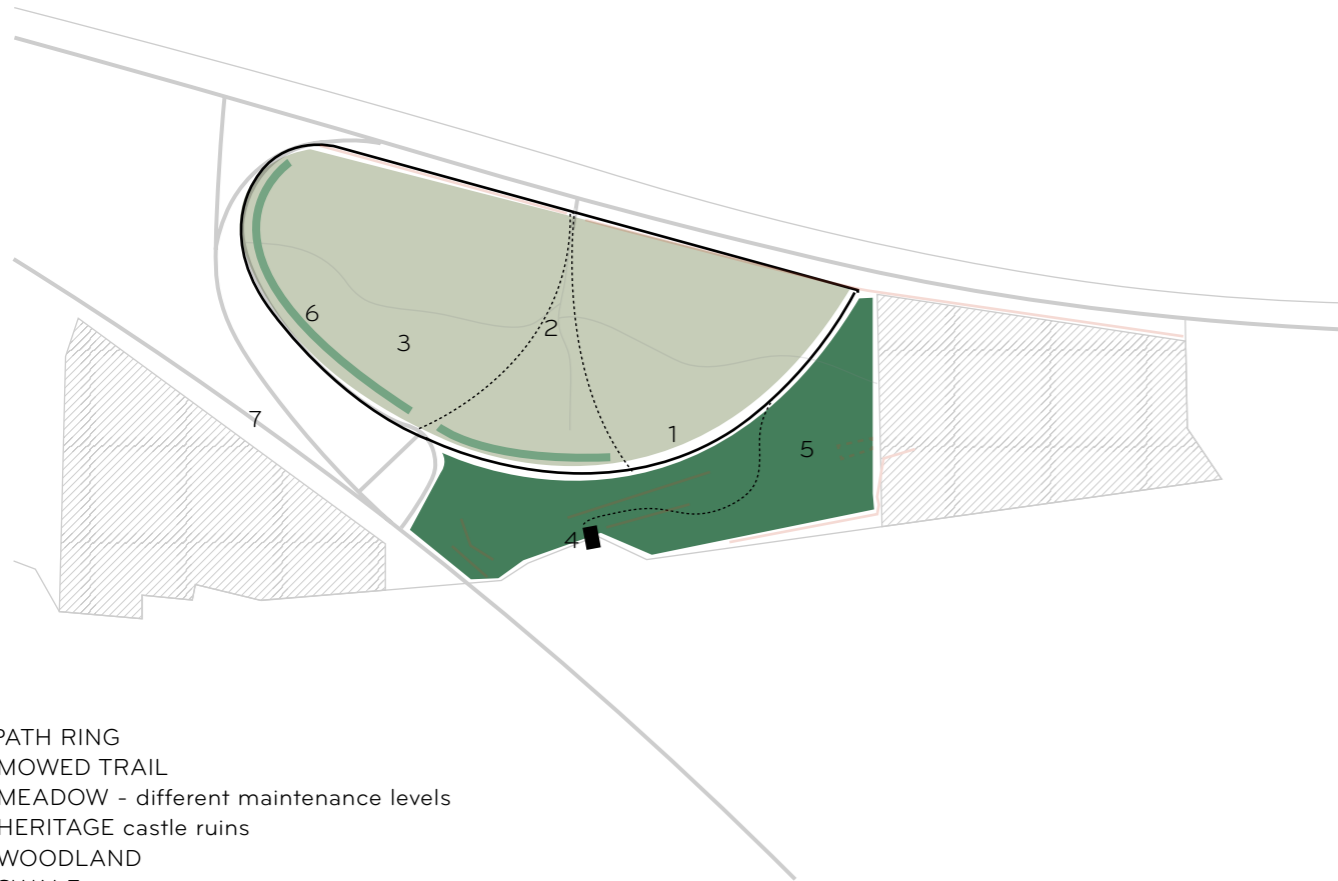
### LEGEND

1. Low maintenance meadow
2. High maintenance meadow
3. Mowed trail
4. Main pathway ring
5. Woodland trail
6. Picnic tables
7. Informal relaxation areas
8. Slipway path
9. Slipway ruins
10. Heritage gates
11. Boathouse



## 4.3 PARK DESIGN - MEADOW

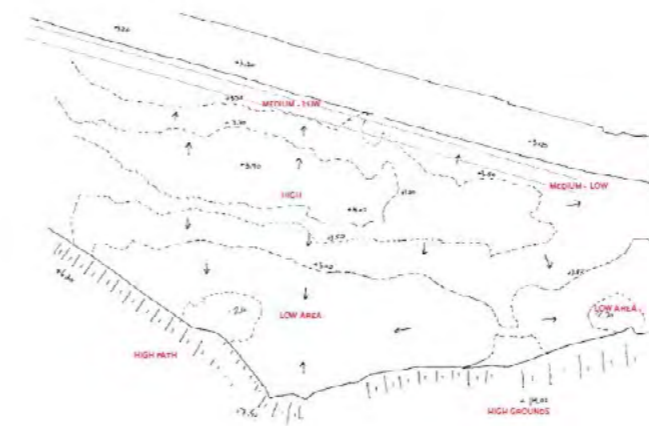
### 4.3.2 DESIGN PRINCIPLES



1. PATH RING
2. MOWED TRAIL
3. MEADOW - different maintenance levels
4. HERITAGE castle ruins
5. WOODLAND
6. SWALE
7. GREENWAY

#### DESIGN GUIDELINES

The topography of the site shows the southern area of the meadow is lower and collects water in rainy periods. Therefore the stay areas will be located in the high ground areas with good drainage provisions on the lower areas. By careful maintenance of the meadow, area places to stay will be defined and playfull vistas created in the landscape. As shown in the reference images.



HEIGHT ANALYSE



HIGH TS DRAINAGE AND PLANTING

- WET MEADOW/GRASSLAND
- DRY MEADOW/GRASSLAND
- SEMI DRY MEADOW/GRASSLAND



Variety in plant species - meadow and woodland



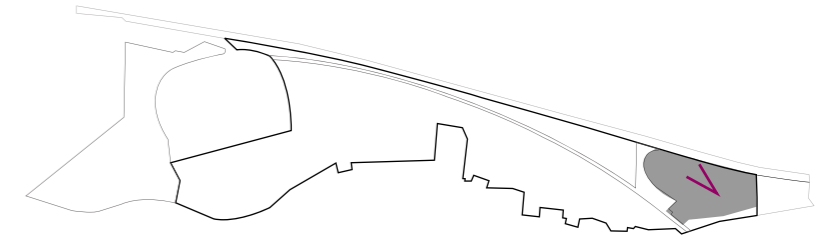
Resting spots



Maintenance as design process

## 4.3 PARK DESIGN - MEADOW

IMPRESSION OF THE MEADOW - COMPUTER GENERATED IMAGE

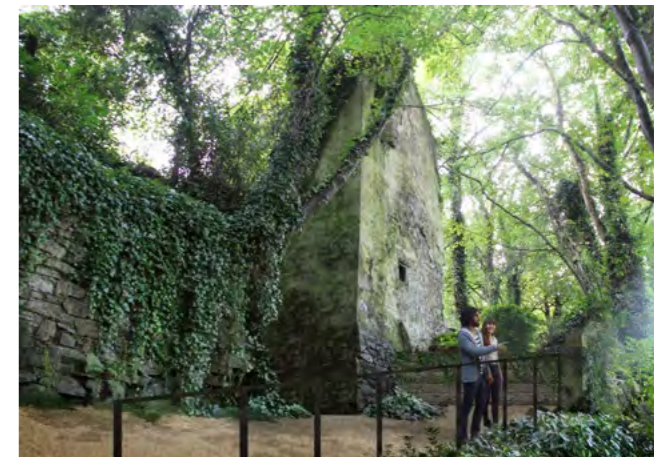
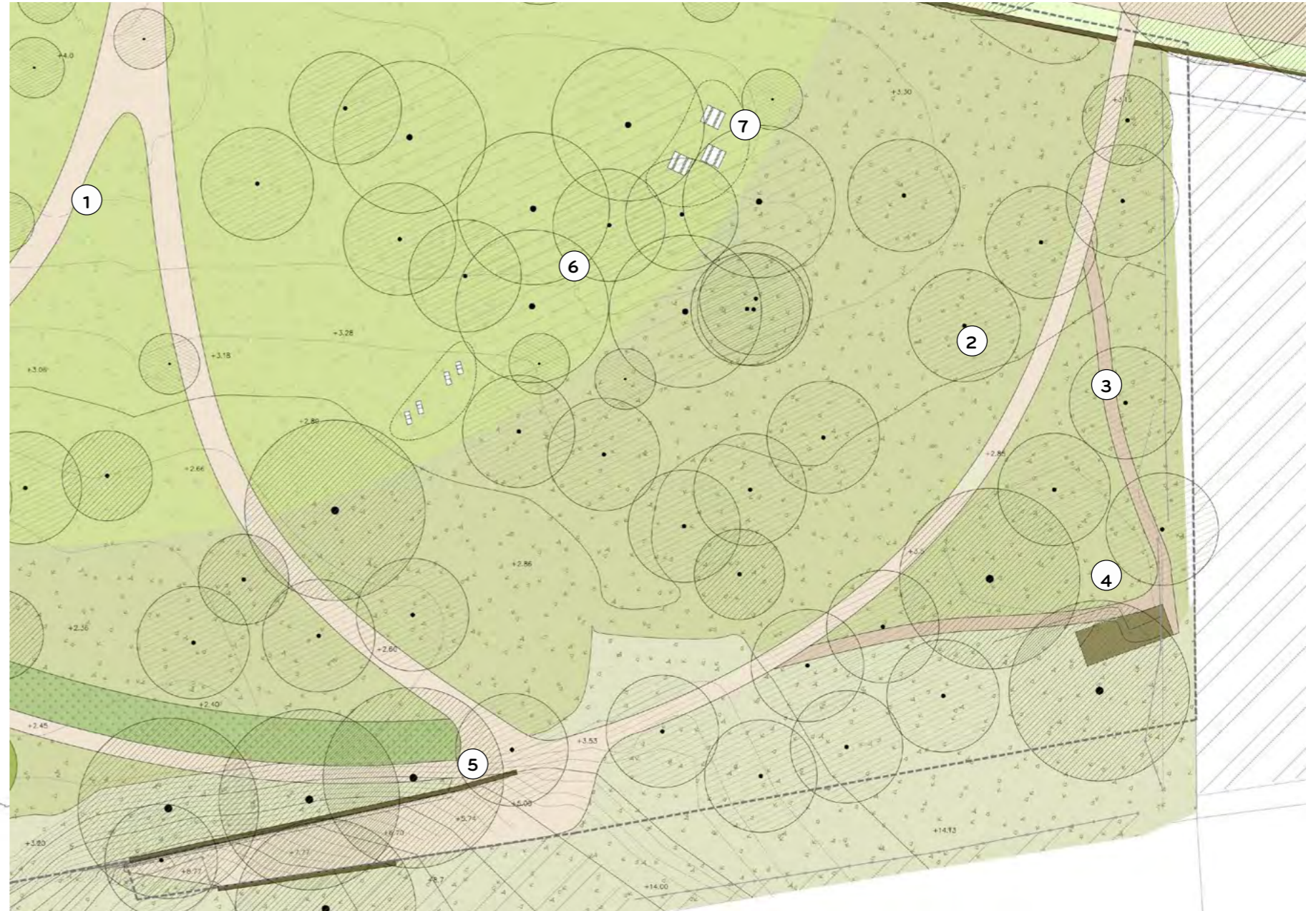
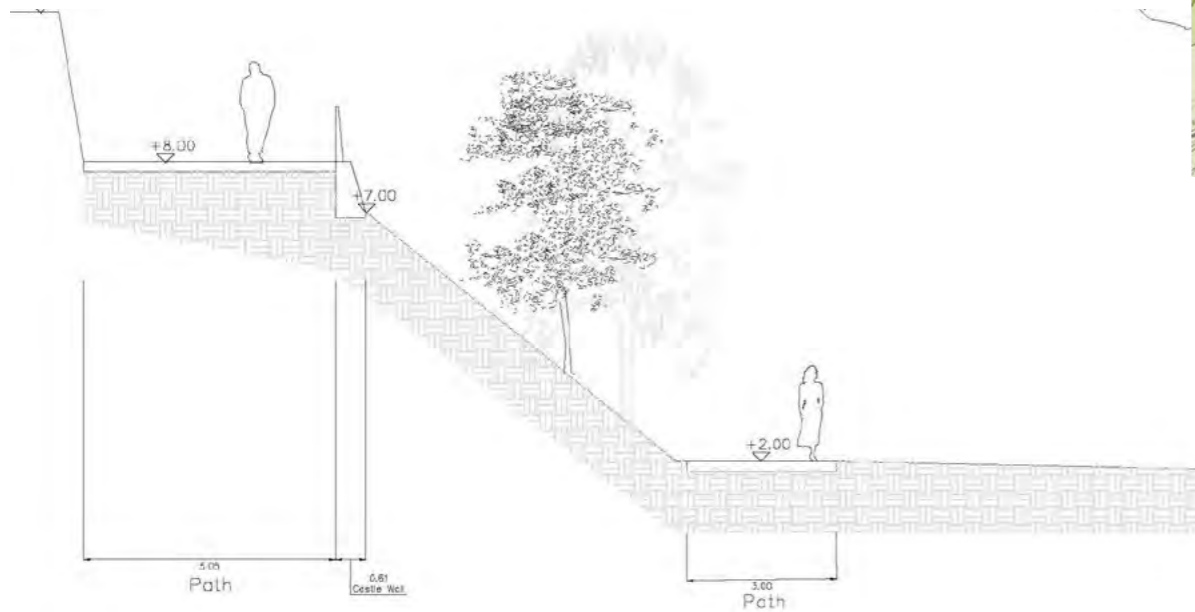


## 4.3 PARK DESIGN - WOODLAND

### 4.3.3 DETAIL - SLIPWAY

- This portion of the Park located at the east side is characterized by the presence of a main pathway and a trail running up to the slipway of the Castle.
- A handrail will be installed along this incline to serve as both an aid and edge protection.
- On reaching the top of the slipway, a unique vista opens up to the landscape below.

1. Meadow main pathway in seamless stabiliser paving
2. Secondary pathway ring
3. Woodland trail
4. Boathouse
5. Slipway pathway
6. Loungers
7. Picnic tables



# 5.0 PALETTE

## 5.1 MATERIAL PALETTE

### URBAN ENVIRONMENT

#### CONCRETE SURFACES



Paving Type 1: Concrete surfaces, mechanically grinded finish

#### TIMBER DECKING



Paving Type 2: Timber Decking with Antislip Finish

#### ASPHALT



Paving Type 3: Asphalt - Termac

#### NATURAL STONE



Paving Type 5: Natural Stone Paving (In Continuity With Phase 1)

#### GRASSCRETE



Paving Type 4: Grasscrete

### NATURAL ENVIRONMENT

#### SEAMLESS PAVING



Paving Type 6: Stabiliser  
Color: Shades Of Grey/Beige

#### COMPACTED SOIL



Paving Type 7: Compacted Soil

#### MULCH



Paving Type 8: Mulch

# 5.0 PALETTE

## 5.2 SITE FIXTURE PALETTE

### URBAN PARK ENVIRONMENT



**BESPOKE CONCRETE BENCH**

Length var / Width 450 mm / Height from ground level 450mm

Material concrete



**BESPOKE CONCRETE SITTING STEPS**

Length var / Width 450 mm / Height from ground level 450mm

Material concrete



**MMCITE mod. VERA SEAT WITH BECKREST AND ARMREST**

Length 1500 mm / Width 700 mm / Height from ground level 820 mm

Material seat surface FSC 100% wooden boards

Material frame stainless steel



**HARTECAST mod. HC2089-Cycle-Stand**



**FURNITUBES mod. Telescopic bollard**



**HARTECAST - mod. HC2055 Litter bin**

### NATURAL PARK ENVIRONMENT



**BESPOKE WOODEN PLATFORM**

Dimension var  
Material surface wood, Steel structure



**GRIJSEN mod. PURE ECO SINGLE SEAT WITH BECKREST**

Length 3000 mm / Width 538 mm / Height from ground level 848 mm

Material seat surface FSC 100% native Douglas wood

Material frame Corten steel, 25 mm



**GRIJSEN mod. PURE**

Length 1450 mm / Width 1450 mm / Height from ground level 800 mm

Material seat surface and table top FSC 100% native Douglas wood

Material frame Steel



**NOLA mod. KEBNE OUTDOOR GYM**

Width: 210cm; Height: Modul 1-5: 240/210/115/90/45cm

Sitting height: modul 3-5 45cm, Depth: 140cm

Material: Accoya®. Powder coated Steel RAL / Sablé.



**GRIJSEN mod. NOTARIS LOUNGER**

Length 650 mm / Width 1636 mm / Height from ground level 625 mm

Material seat surface FSC 100% native Douglas wood

Material frame Steel



**TREE WALK**

Length ~100 m / Width 300cm / Height from ground level var. max 460cm

Material steel; Color TBD

# 5.0 PALETTE

## 5.3 SITE FIXTURE PALETTE - NATURE PLAYGROUND



DUNKAN&GROVE  
PROD. ROBINIA NET TRAIL N.2



DUNKAN&GROVE  
PROD. ROBINIA CLIMBING TRAIL N.4



DUNKAN&GROVE  
PROD. LOG CLIMBING FRAME N.4



DUNKAN&GROVE  
PROD. STEPPED LOG TRAIL



BESPOKE BOUNDARY BENCH



DUNKAN&GROVE  
PROD. TUNNEL NET N.1



DUNKAN&GROVE  
PROD. SWING N.8



DUNKAN&GROVE  
PROD. TEEPEES



STEPPING LOGS



DUNKAN&GROVE  
PROD. ROBINIA CLIMBING FRAME N.1

# 5.0 PALETTE

## 5.3 INCLUSIVE SITE FIXTURE PALETTE - NATURE PLAYGROUND

WHEELCHAIR ACCESSIBLE SWING



Model tbd.

**The product should be accessible with wheelchair**

DUNKAN&amp;GROVE, PROD. SWING N.5 - ACCESSIBLE



Specification:

Age Range: 2 + years; Area Required: 8.2m x 3.0m

Description: natural hardwood uprights and cross beam with an accessible swing seat on stainless steel fixings.

**Approved for motor disability**

DUNKAN&amp;GROVE, PROD. HOUT N.4



Specification:

Age Range: 2 + years

Area Required: 1.7m x 1.6m

Description: robinia wood structure with no steps or stairs for full accessibility.

**Suitable for motor disability.**

DUNKAN&amp;GROVE PROD. WIDE SLIDE NO GUARDRAIL



Specification:

Age Range: 2 + years; Area Required: 4.9m x 4.0m

Description: stainless steel playground slide with no guardrail.

Wide enough to be used by an adult and the child

**Suitable for motor disability**

BESPOKE, RAISED SAND PIT



The sand pit is raised and modeled to host a wheelchair.

**Suitable for motor disability.**

DUNKAN&amp;GROVE, PROD. TELEPHONE



Playground telephone is designed so children can talk to each other across the playground. Made from stainless steel.

**Suitable for visual impairment disability**

# 5.0 PALETTE

## 5.4 SOFT LANDSCAPE - NATURAL ENVIRONMENT



Large trees along the Pond



Woodland forest understory



Meadow



Woodland



Mature trees along the greenway



Large mature trees in the meadow



Atlantic Pond Island

# 5.0 PALETTE

## 5.4 SOFT LANDSCAPE

NATIVE TREES



Alnus, Qercus, Salix, Betula, Fraxinus, Sorbus, Prunus, Malus spp.

ENHANCED MEADOW

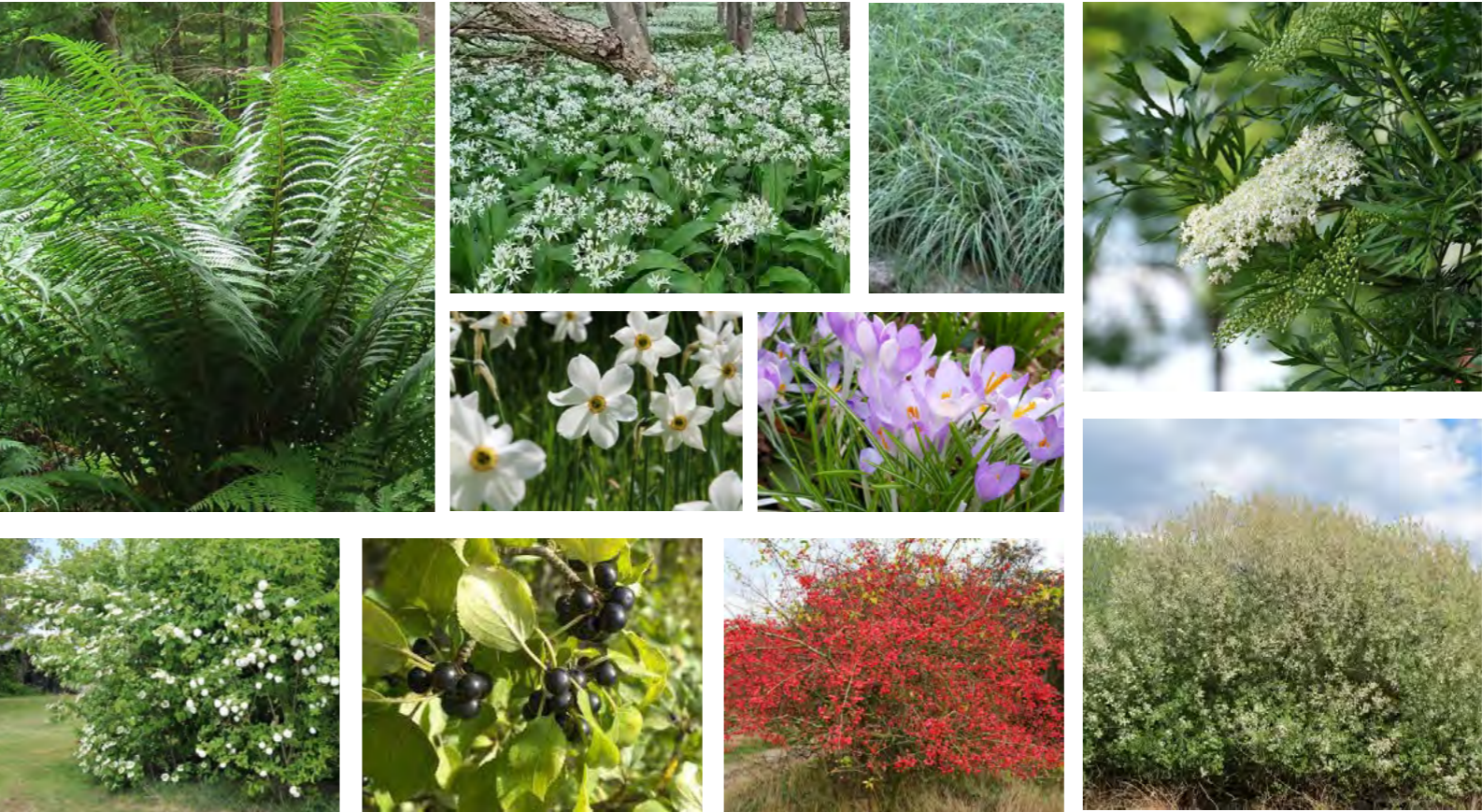


Species rich grassland

Natural grassland

OPEN WOODLAND

FERNS, SHRUBS, PERENNIAL AND BULBS  
Dryopteris, Helleborus, Acanthus, Allium, Crocus, Narcissus spp.



ENHANCED WOODLAND



WATER PLANTS

Reeds and sedges, Lilies, Mentha spp.



