

Fig 119: Conceptual form of intervention against mountainside

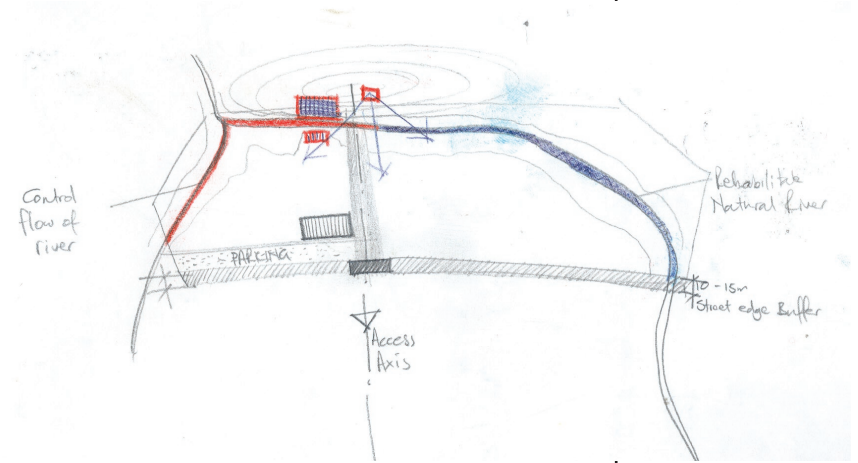


Fig 120: Conceptual spatial arrangement of functions within park

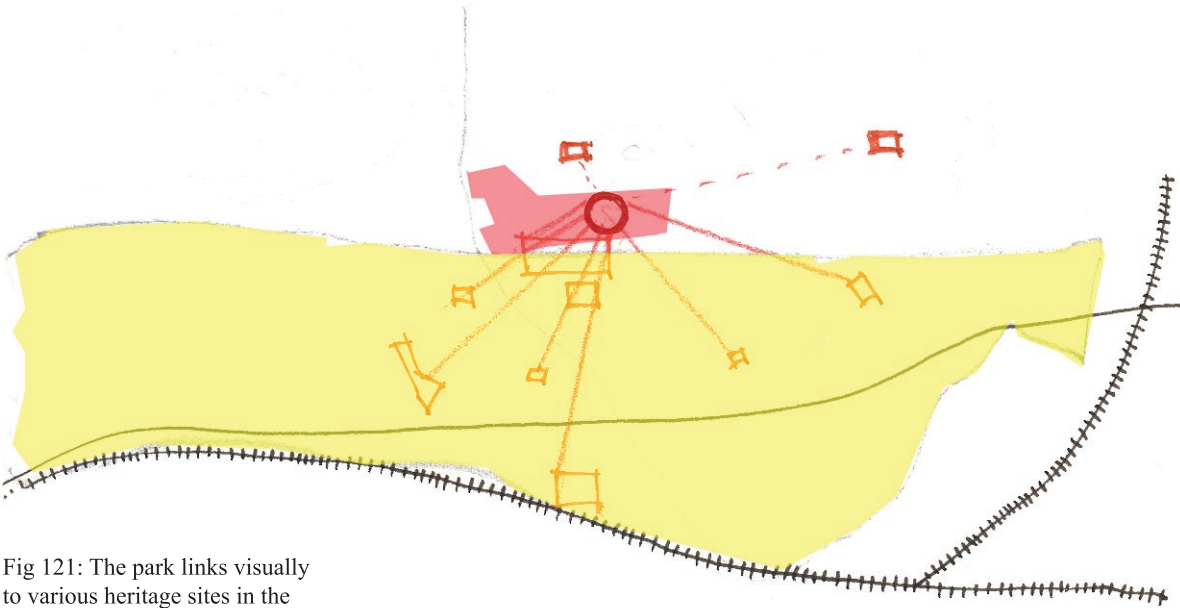


Fig 121: The park links visually to various heritage sites in the township

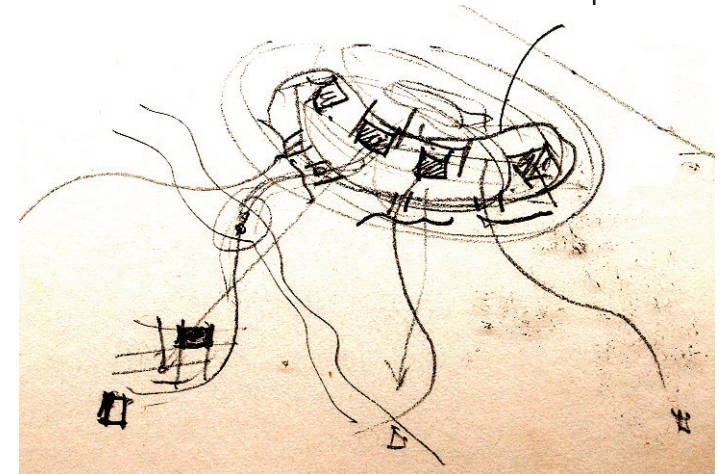


Fig 122: Functions in the park relate to the slope of the mountain

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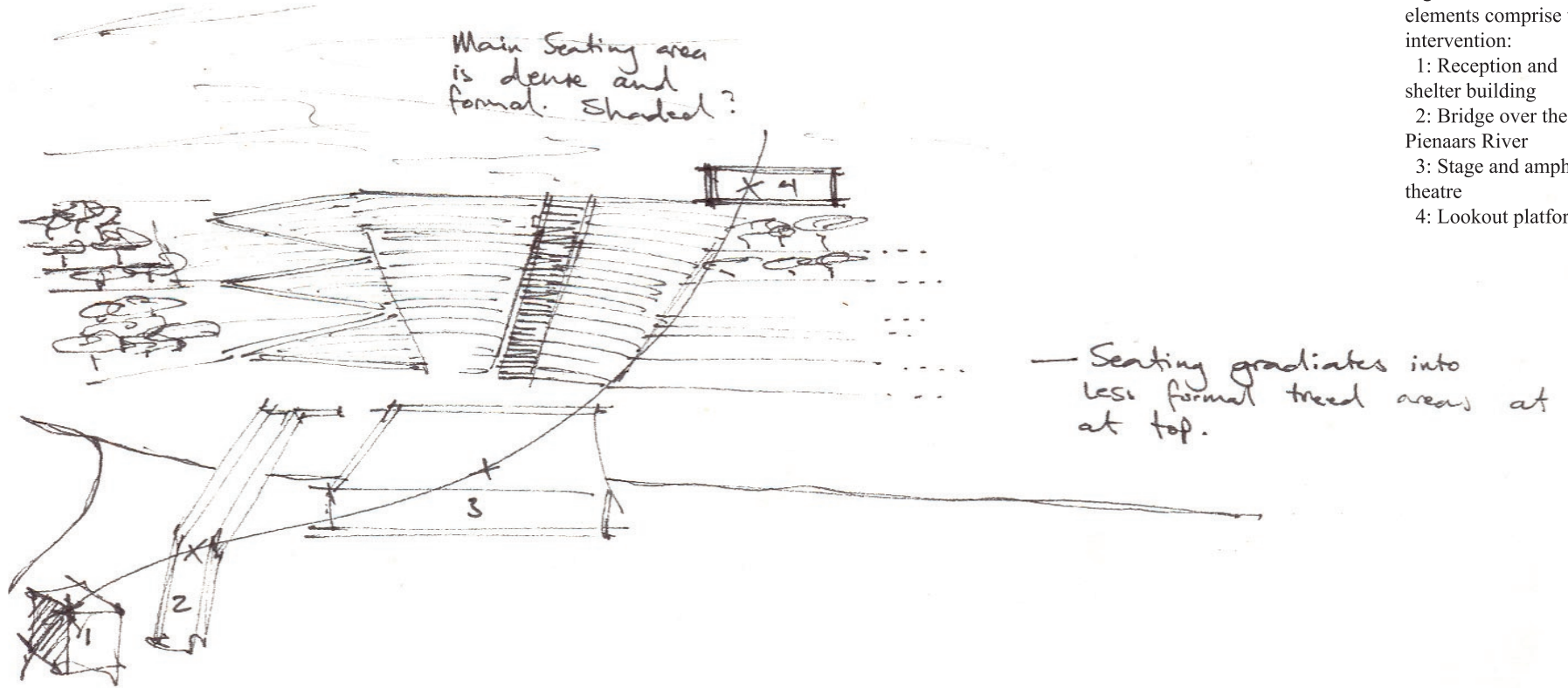


Fig 123: Four basic elements comprise the intervention:
1: Reception and shelter building
2: Bridge over the Pienaars River
3: Stage and amphitheatre
4: Lookout platform

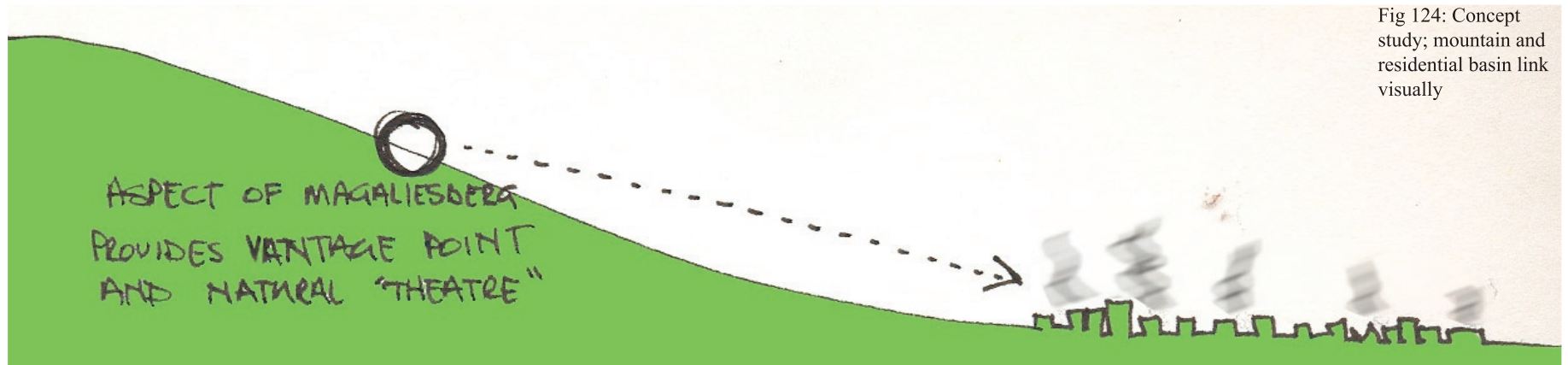


Fig 124: Concept study; mountain and residential basin link visually



Fig 125: Activities are concentrated between the entrance and the amphitheatre

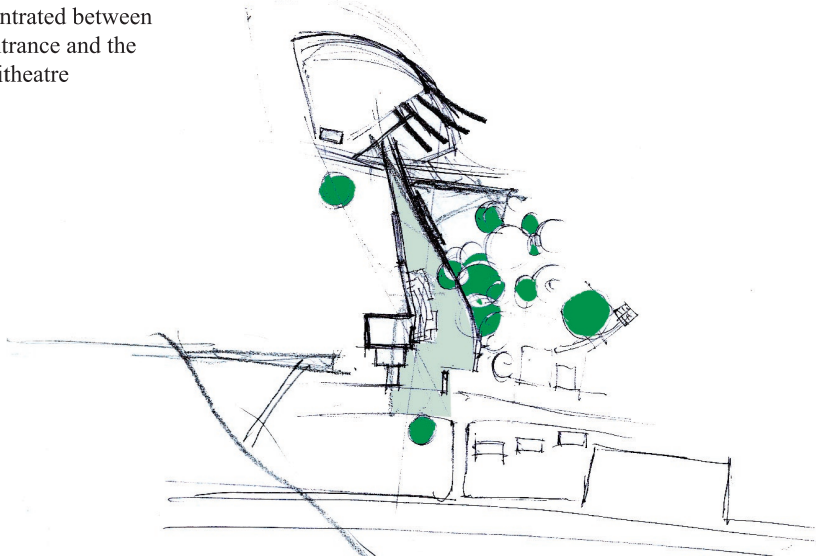


Fig 126: The shelter area open up into the lawned areas to the west and the sunset behind the mountain

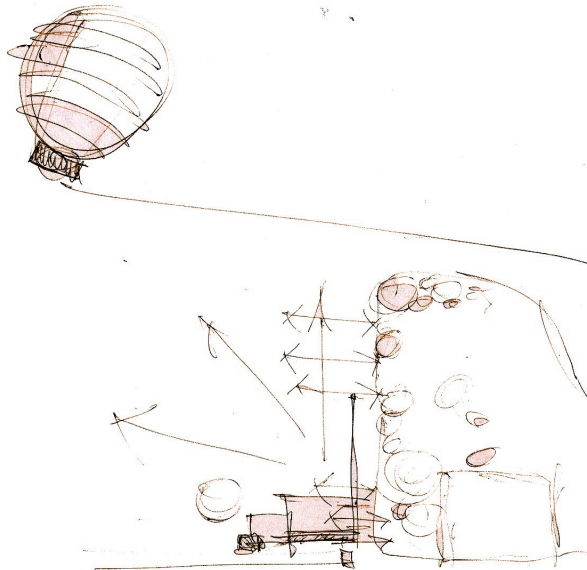
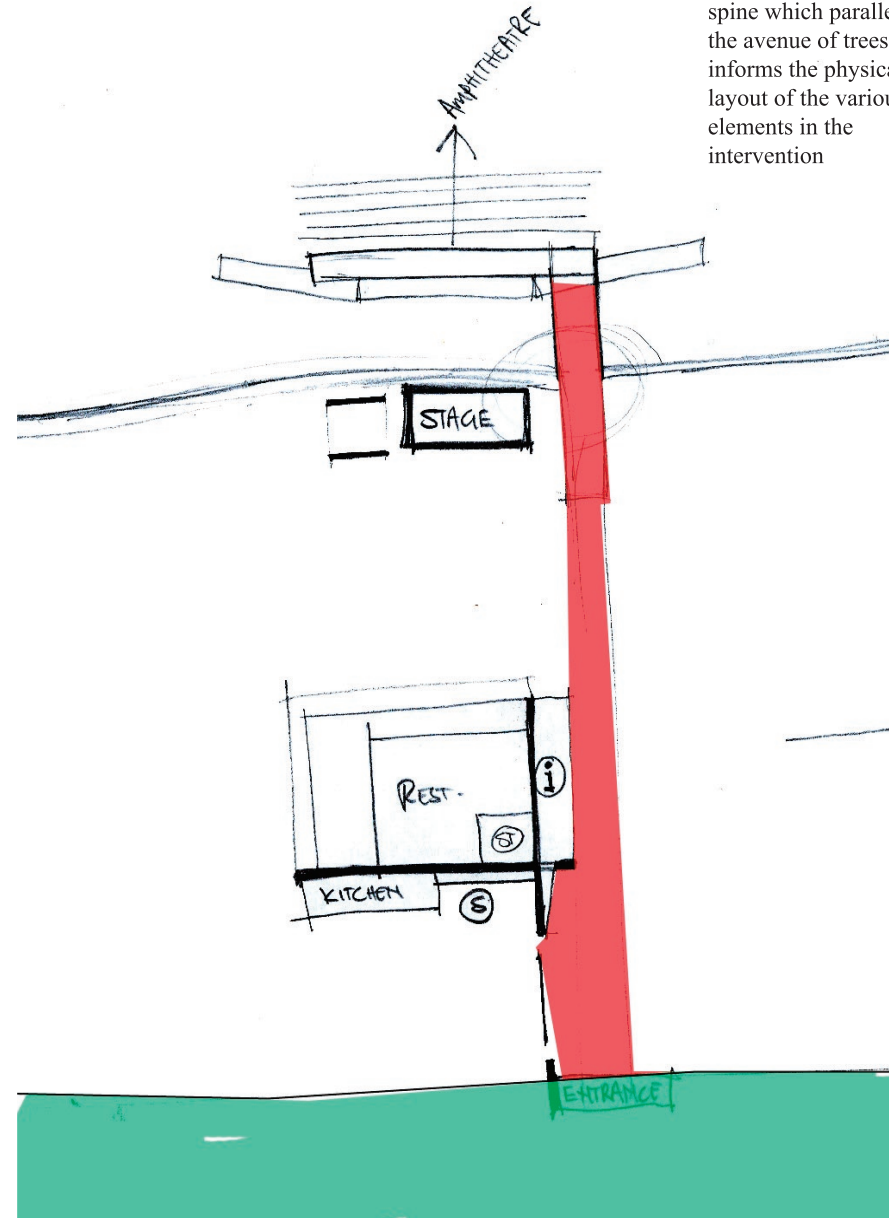


Fig 126: An activity spine which parallels the avenue of trees informs the physical layout of the various elements in the intervention



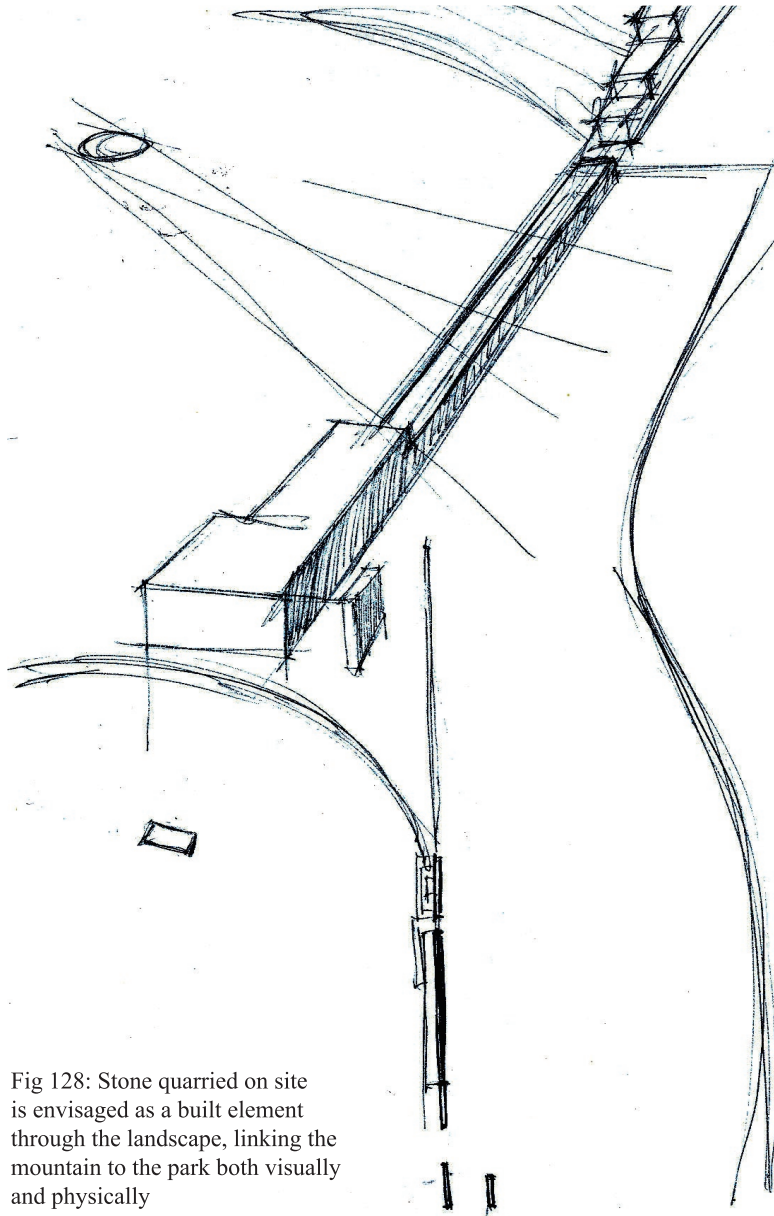


Fig 128: Stone quarried on site is envisaged as a built element through the landscape, linking the mountain to the park both visually and physically

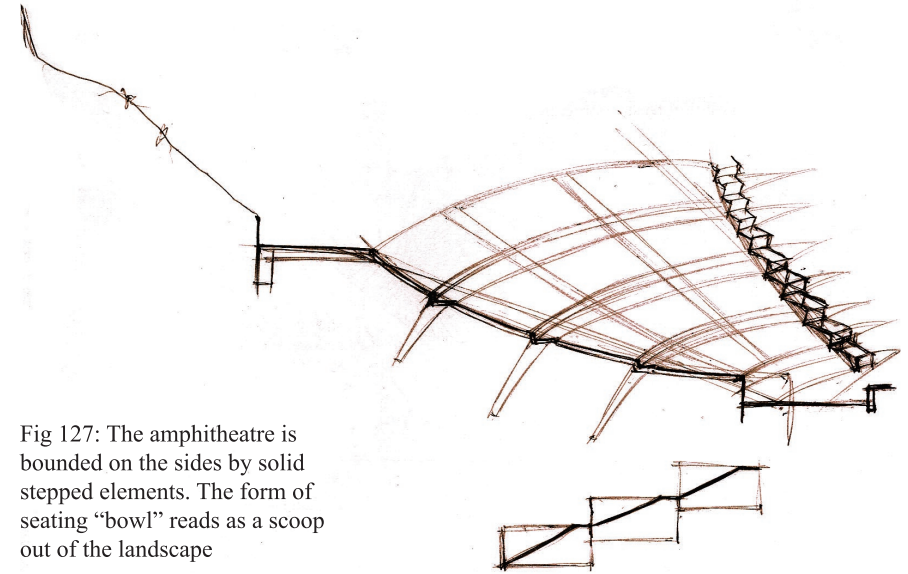


Fig 127: The amphitheatre is bounded on the sides by solid stepped elements. The form of seating "bowl" reads as a scoop out of the landscape

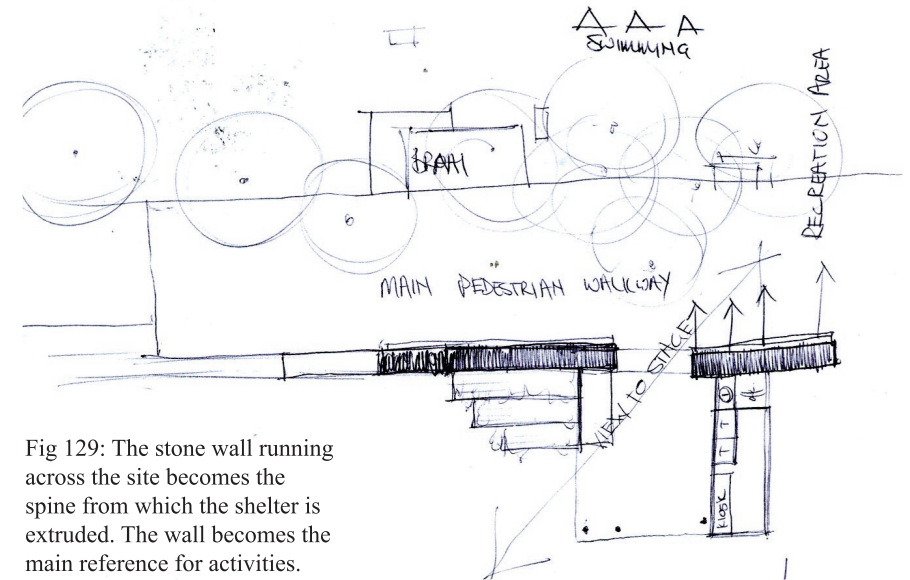


Fig 129: The stone wall running across the site becomes the spine from which the shelter is extruded. The wall becomes the main reference for activities.



Fig 130: The wall through the site facilitates a variety of functions, signage, framed views, seating and circulation

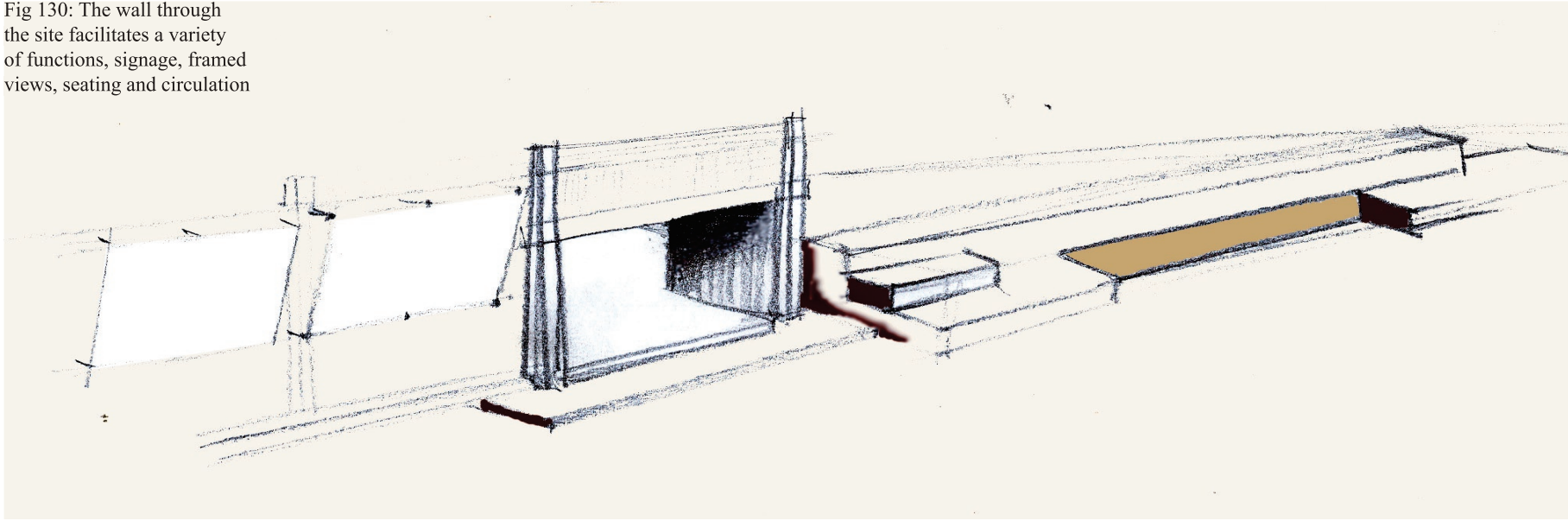
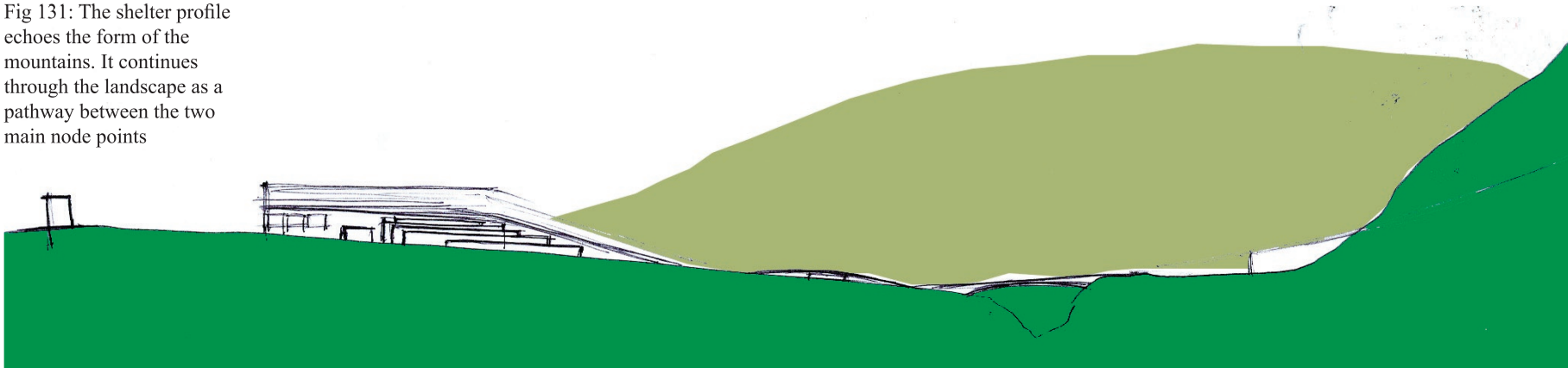


Fig 131: The shelter profile echoes the form of the mountains. It continues through the landscape as a pathway between the two main node points



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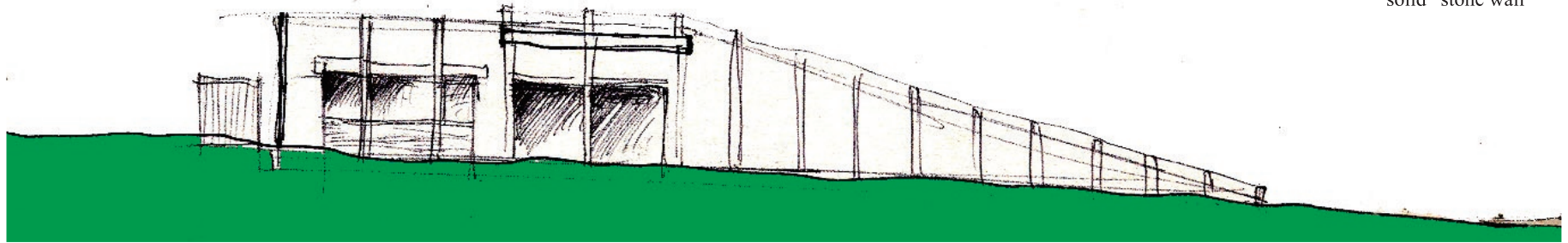


Fig 132: Functions in the shelter are framed as punched holes in “solid” stone wall

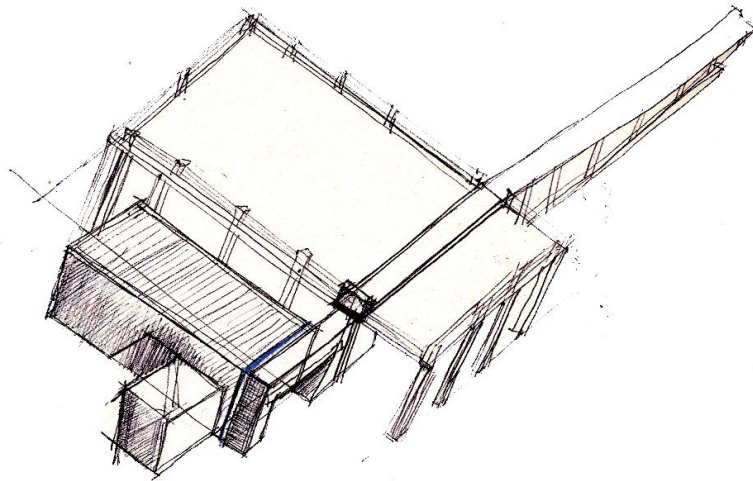


Fig 133: The shelter begins to take form, roofs cantilever into the pathway drawing the users’ eye toward the dramatic scenery where the gorge cuts through the mountain

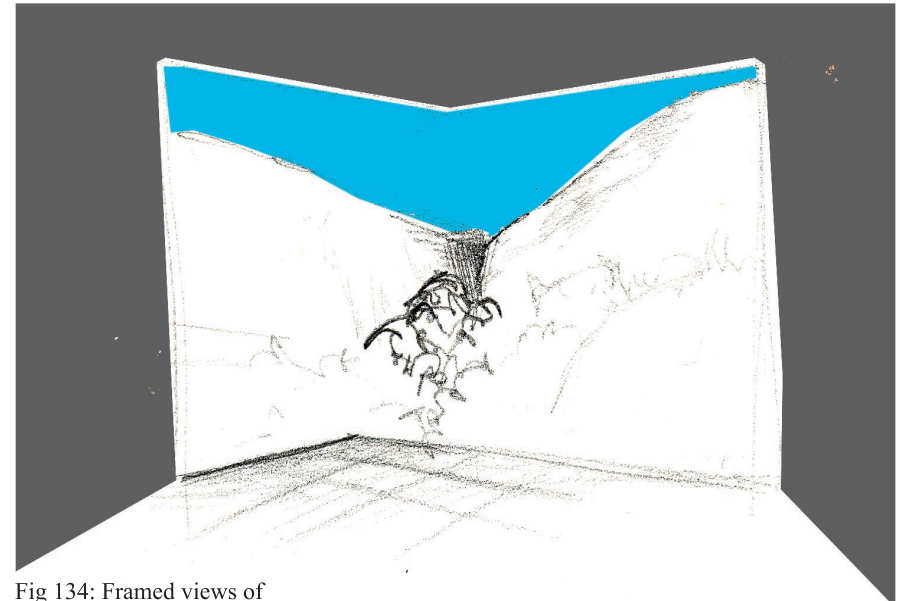


Fig 134: Framed views of the landscape are glimpsed as the user moves along the path



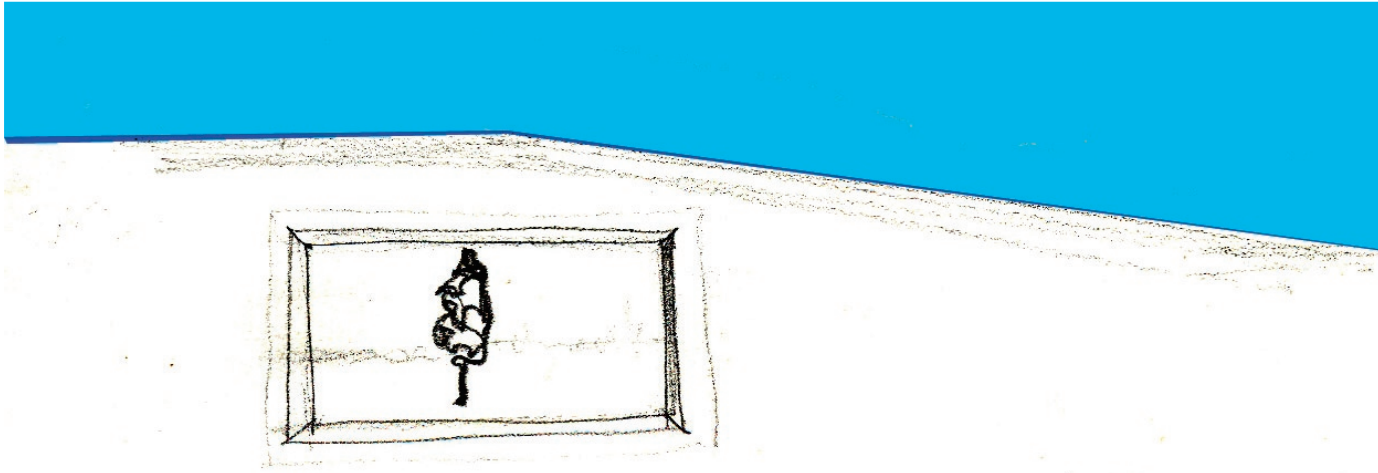


Fig 135: The access ramp to the roof can be moved over or through

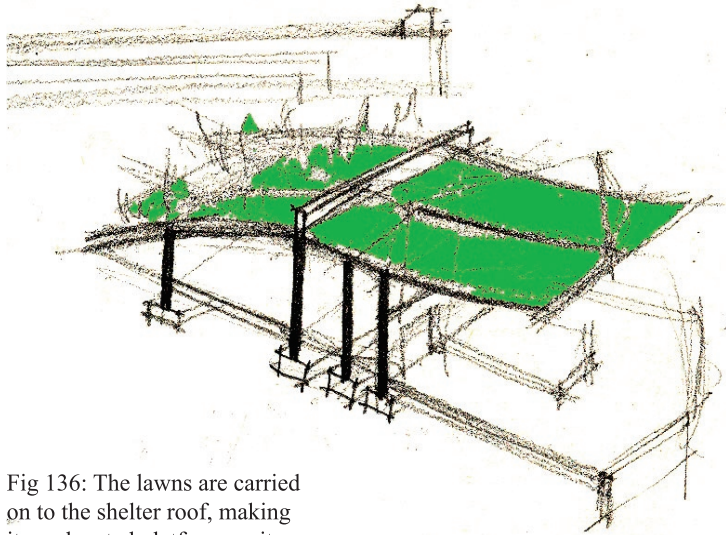


Fig 136: The lawns are carried on to the shelter roof, making it an elevated platform on its own

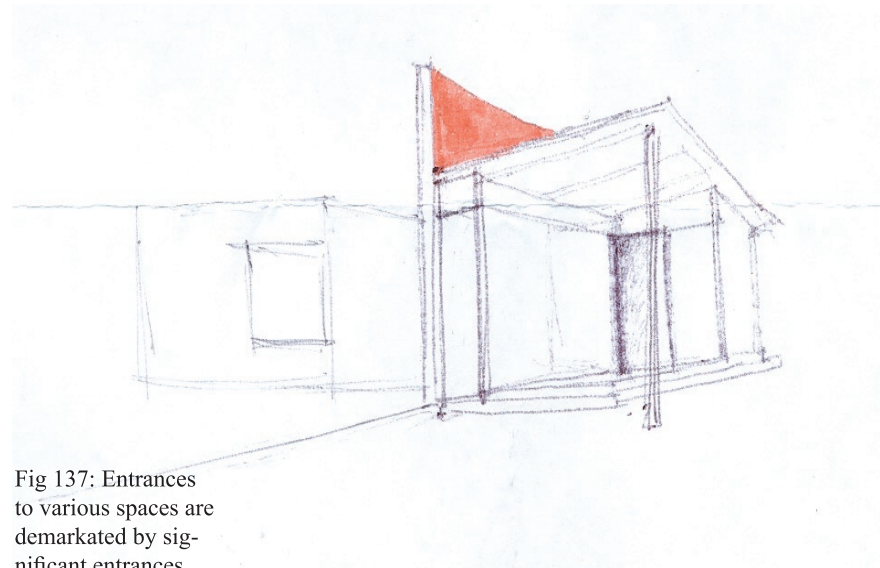


Fig 137: Entrances to various spaces are demarcated by significant entrances



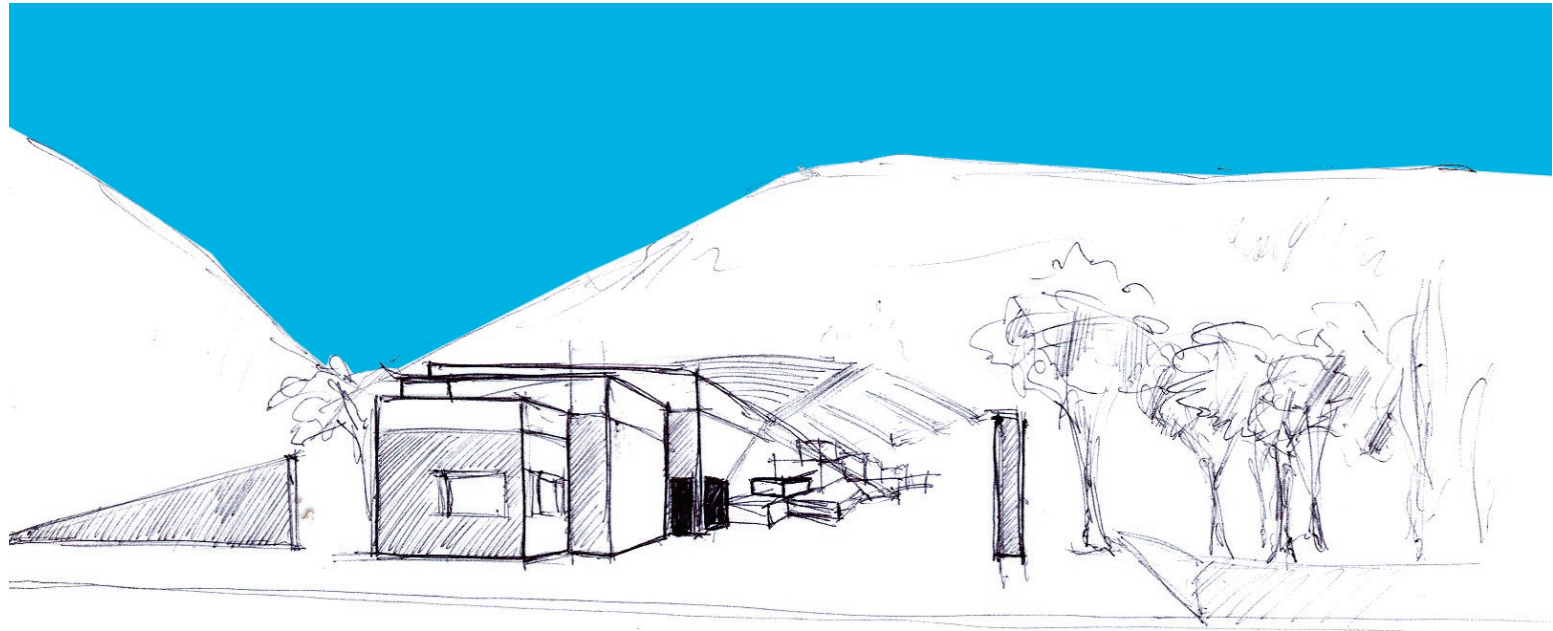


Fig 138: Perspective study of the mass and form of the shelter. A view from the entrance



Fig 139: Functions to serve the shelter area are all to the south

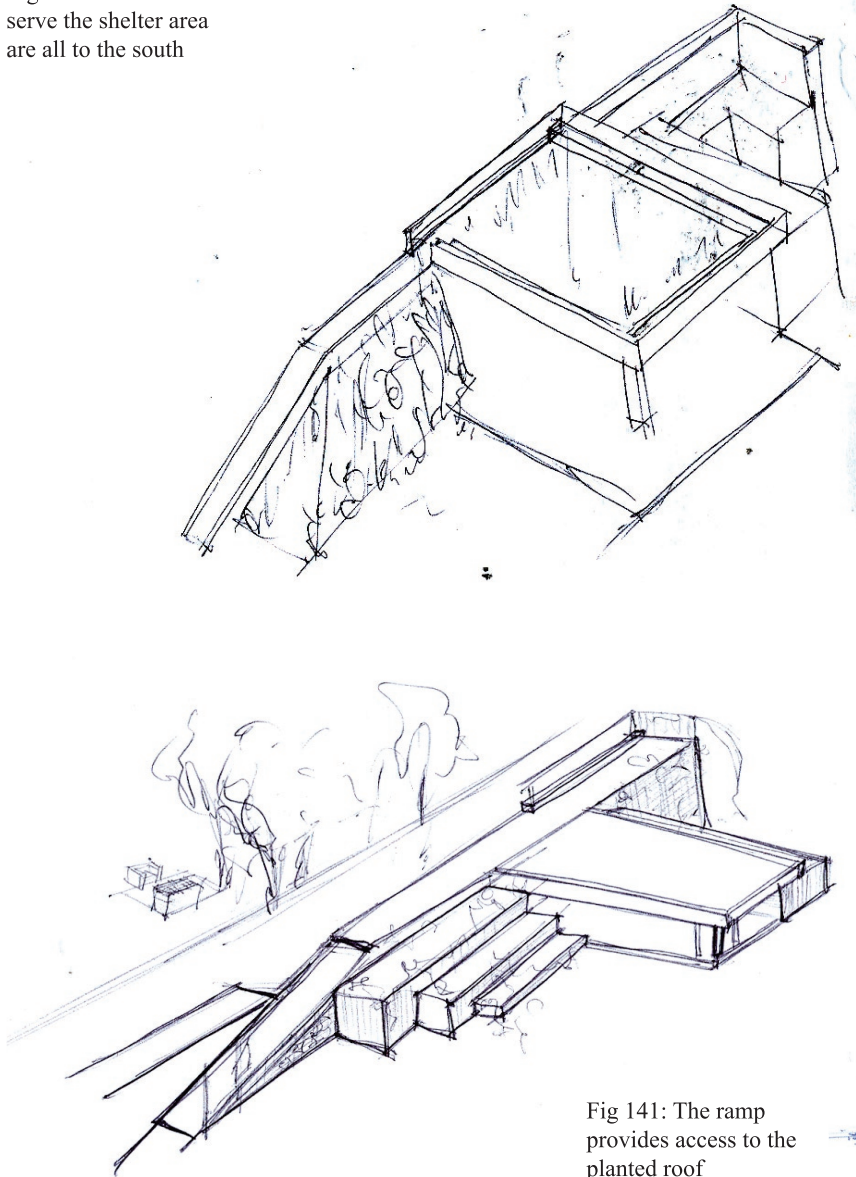


Fig 141: The ramp provides access to the planted roof

Fig 140: Exploring various options for a lightweight shade structure on the roof

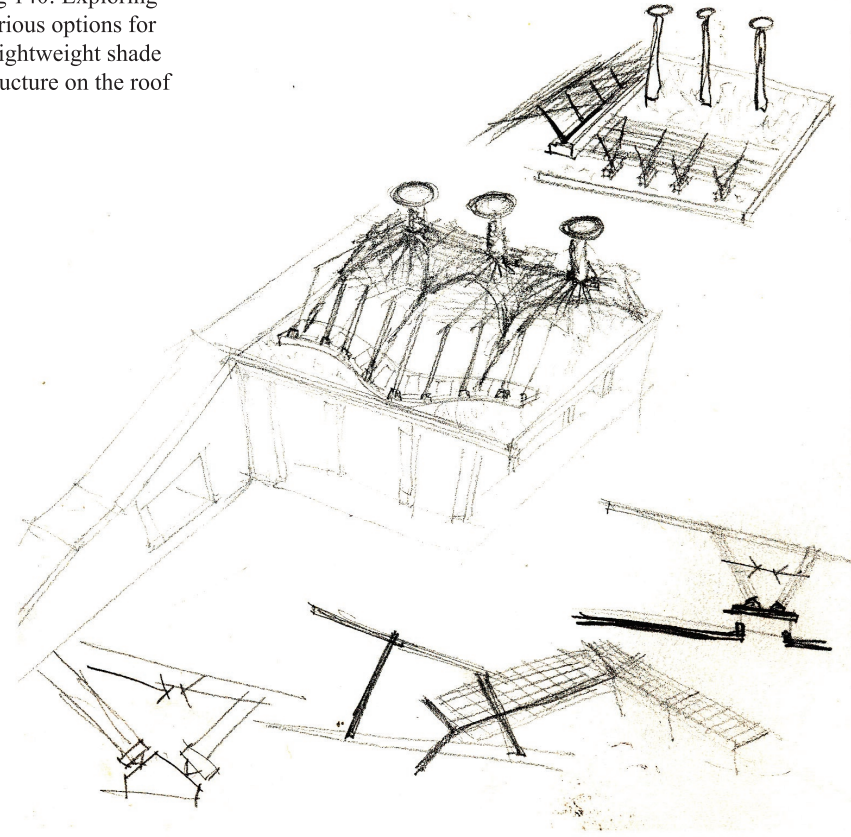


Fig 142: Exploring the western facade

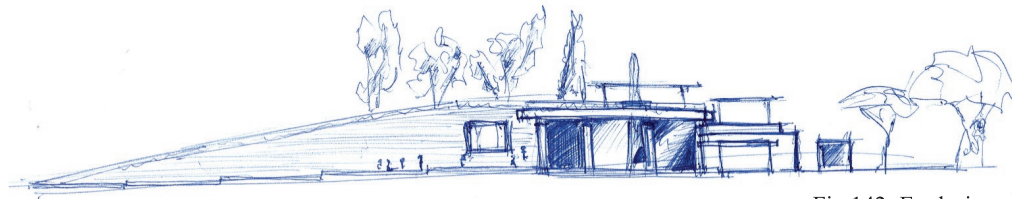


Fig 142: Sketches exploring the shelter structure and various qualities of space

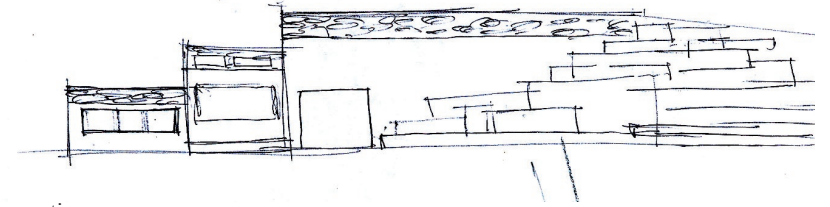
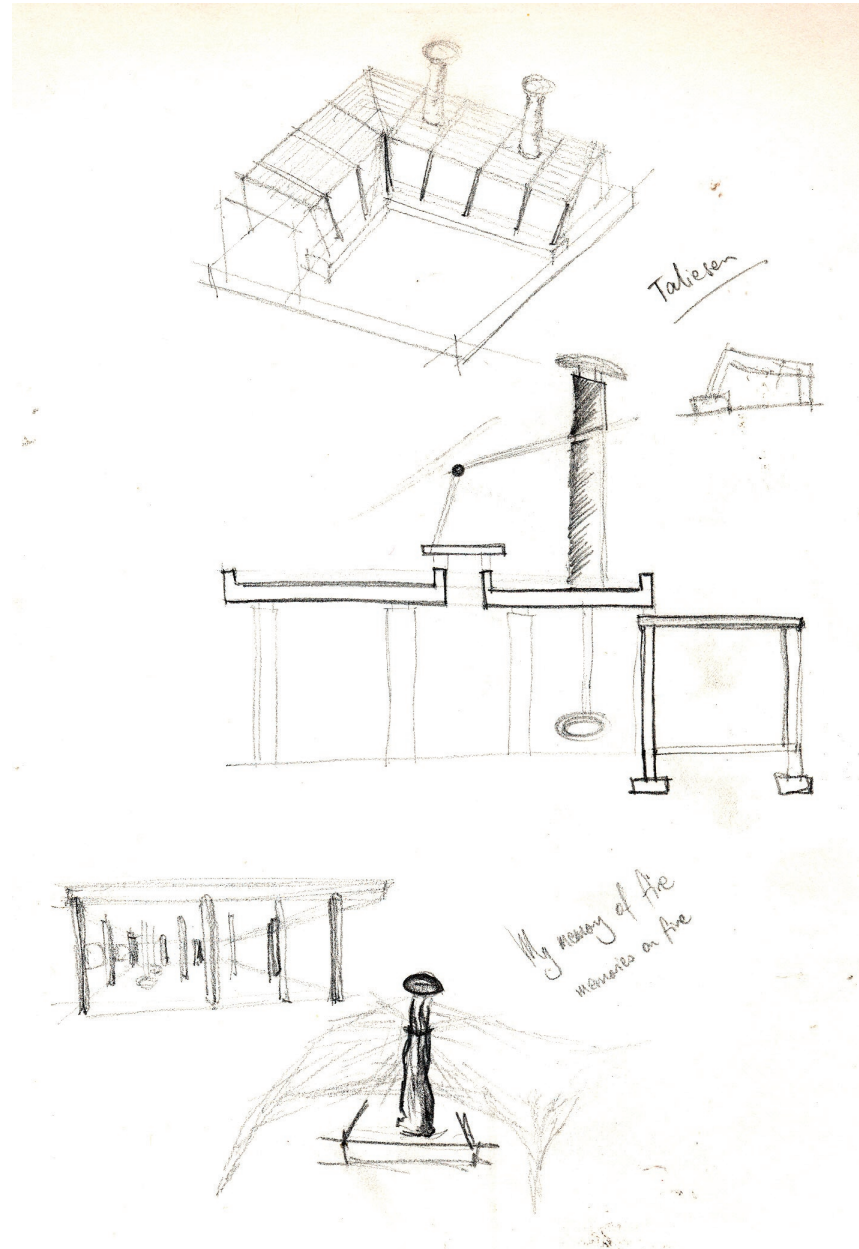


Fig 143: Fragmenting the shelter structure into the surroundings

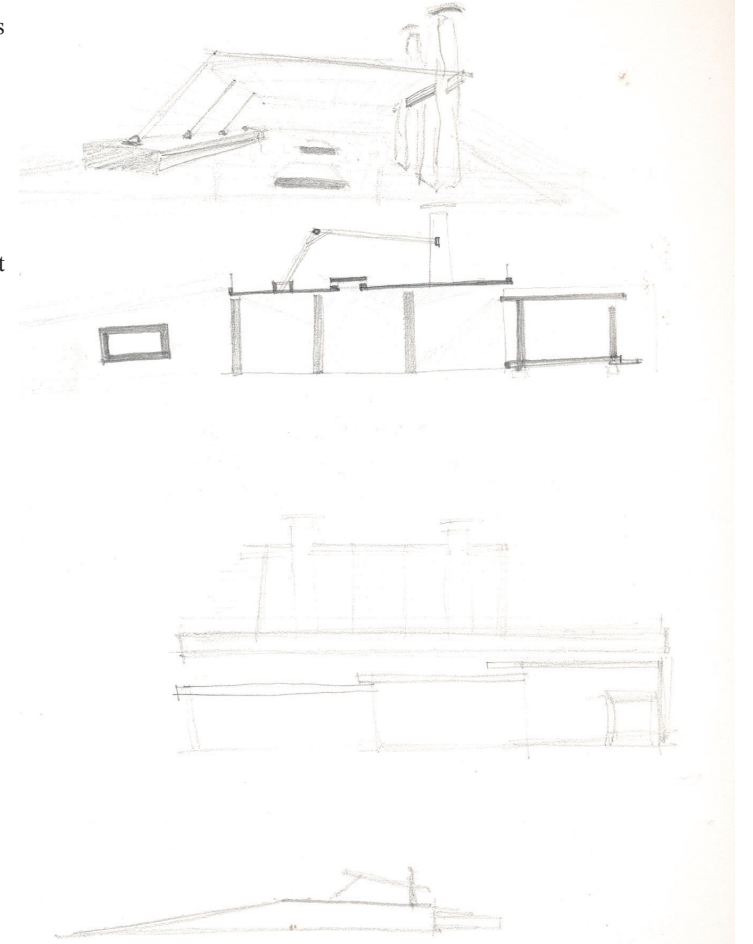


Fig 144: Lightweight shading on the accessible roof



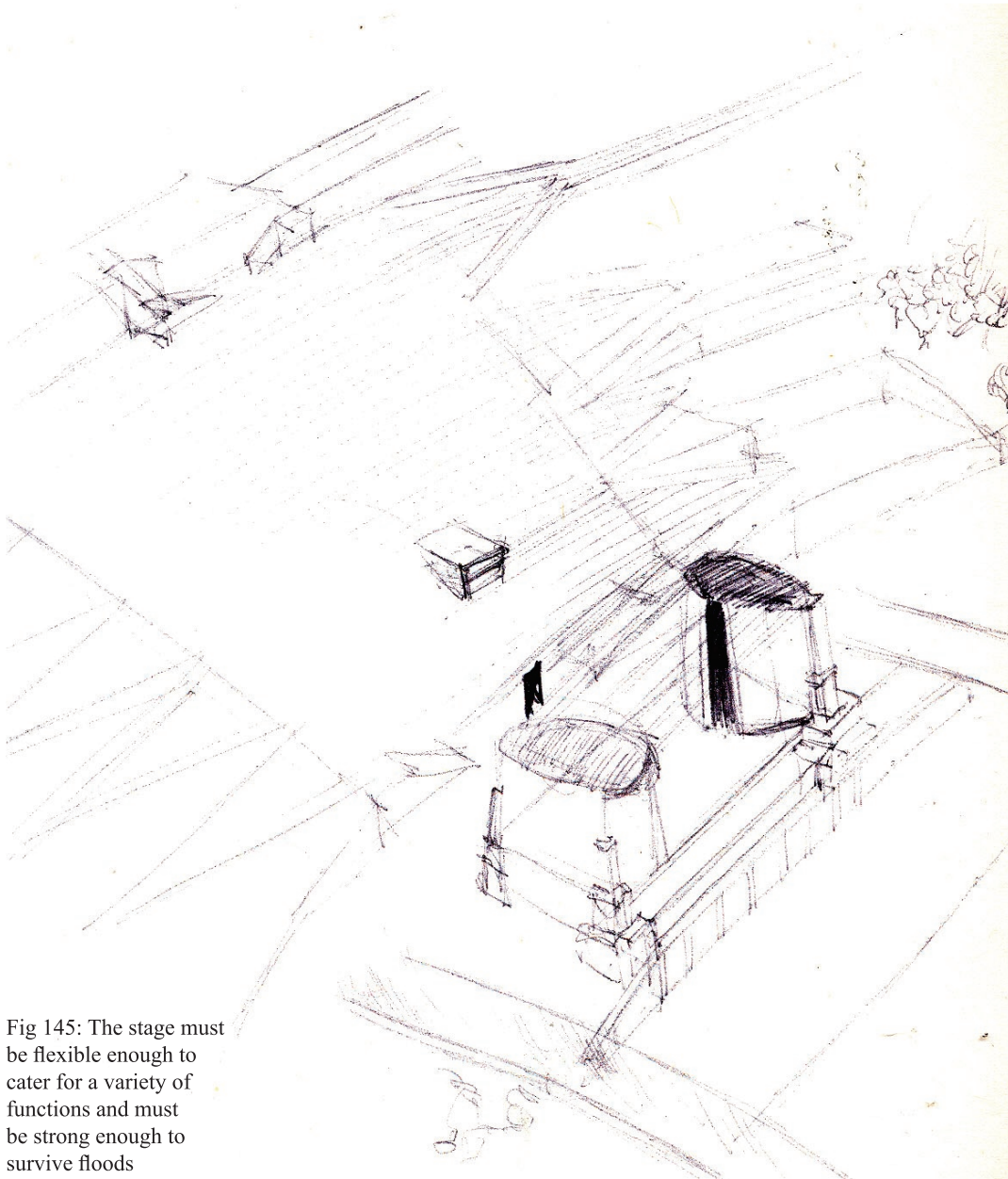


Fig 145: The stage must be flexible enough to cater for a variety of functions and must be strong enough to survive floods

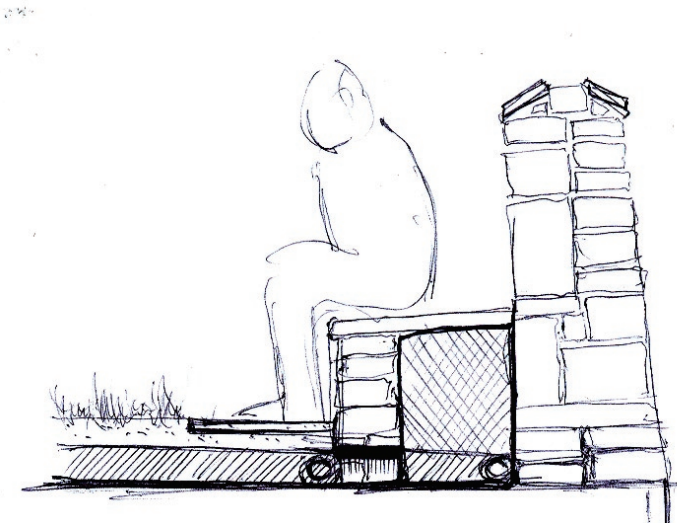


Fig 146: Seating is to be provided along wall edges wherever possible

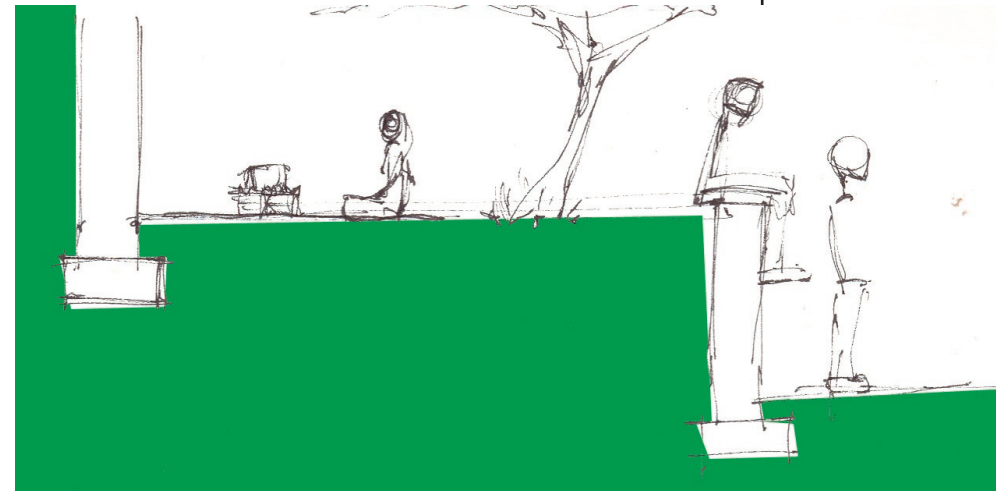


Fig 146: The ramp system up the slope is to double as a shaded terraced area



Fig 147: The ramp system provides the edge for the seating bowl and allows a soft transition into the landscape

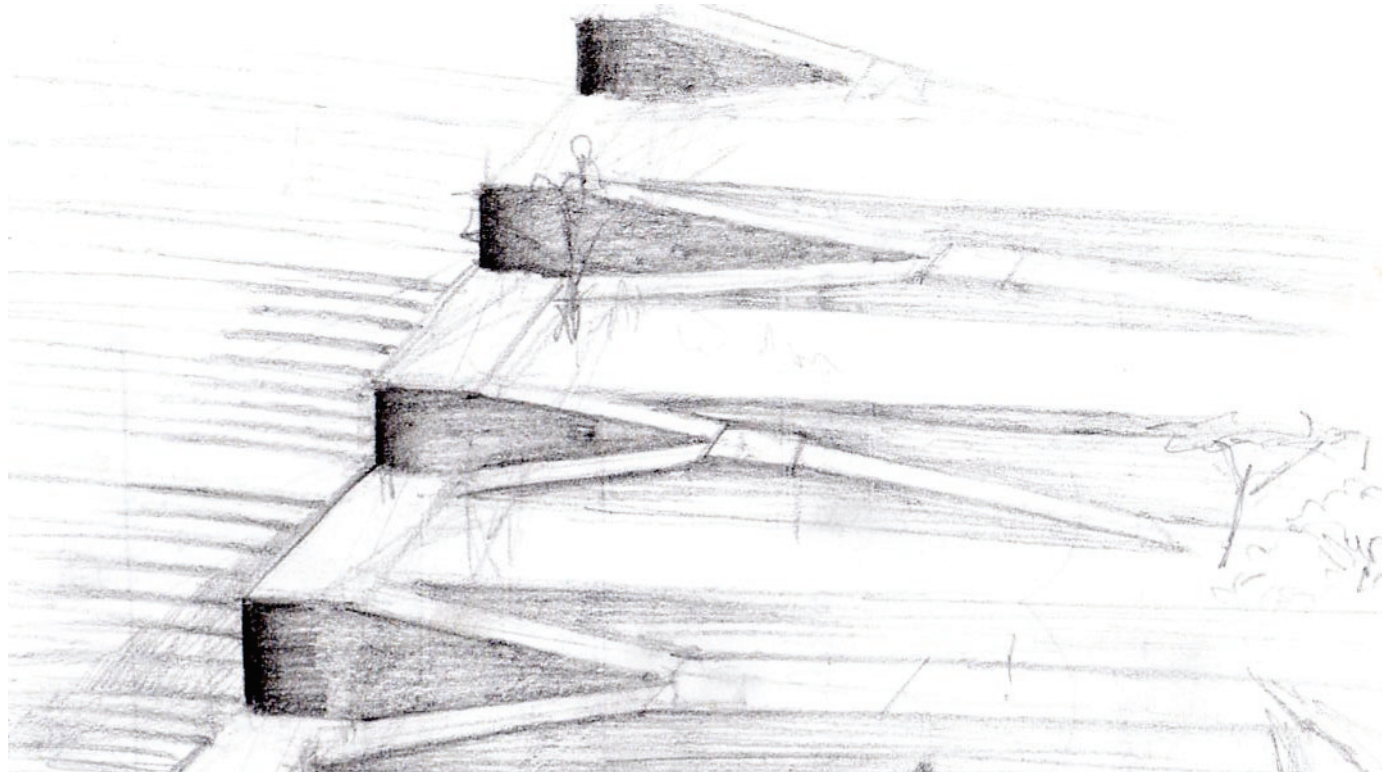


Fig 148: The ramp system must be varied and provided with secondary functions at key points

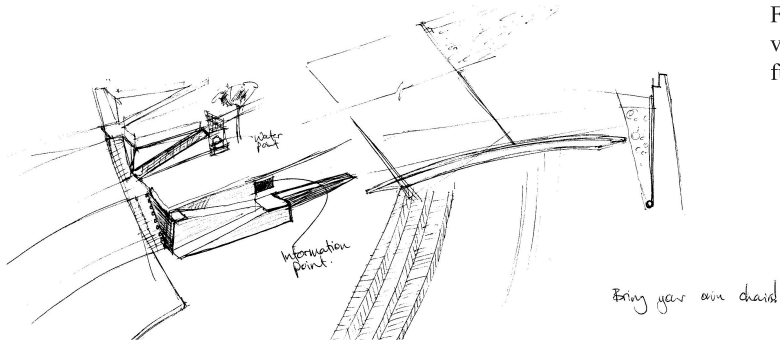


Fig 149: The seating area lies across the river from the main area of the park, the edge of the seating is extended across the river as the bridge, becoming the main footpath

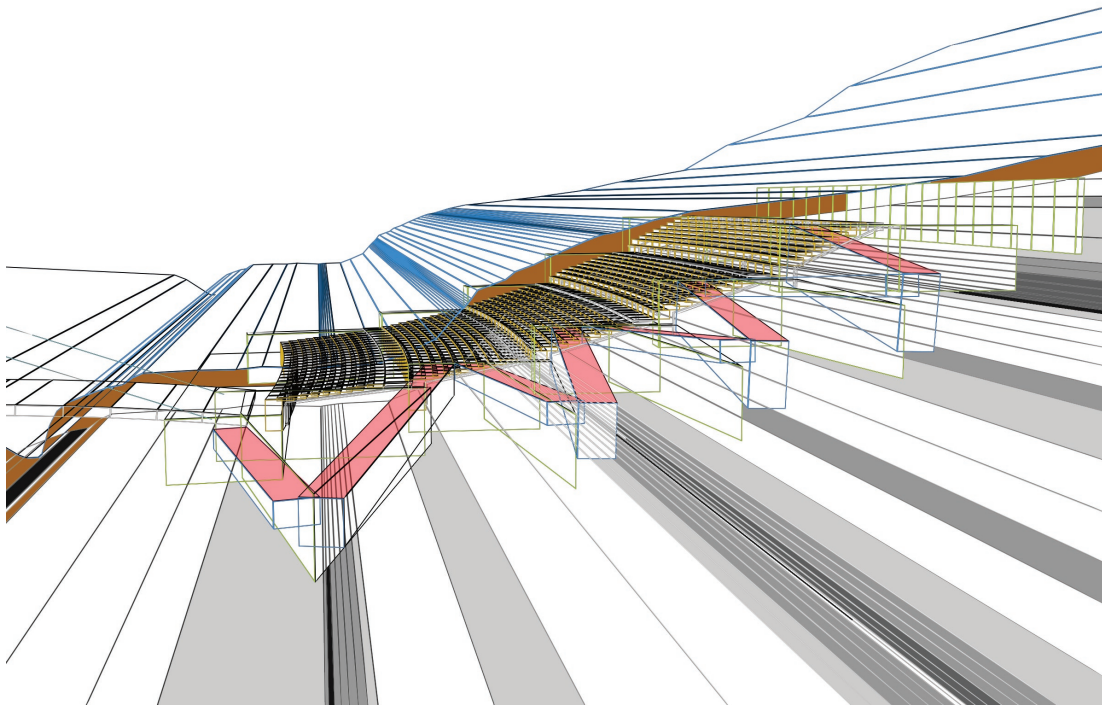
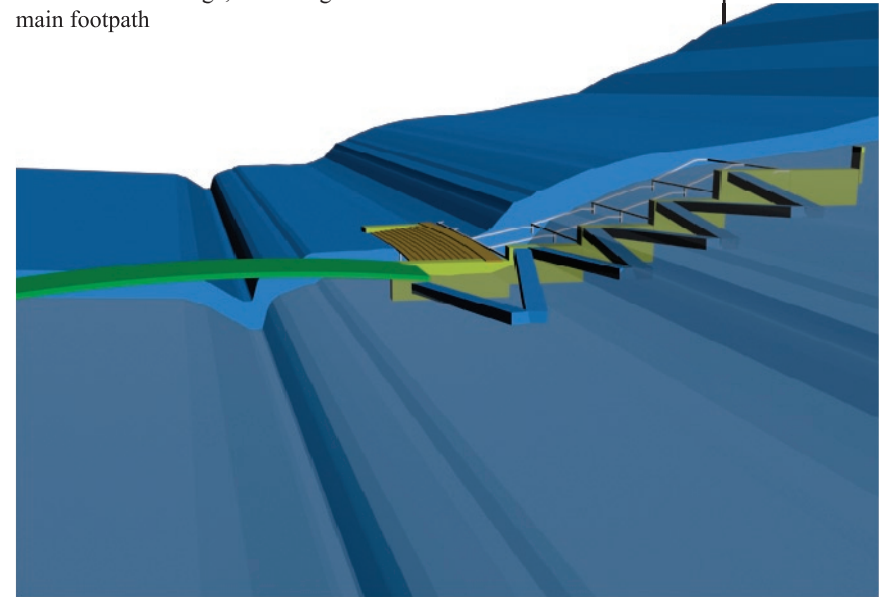


Fig 150: The slope of the mountain provides the perfect shape for the seating with little cut and fill



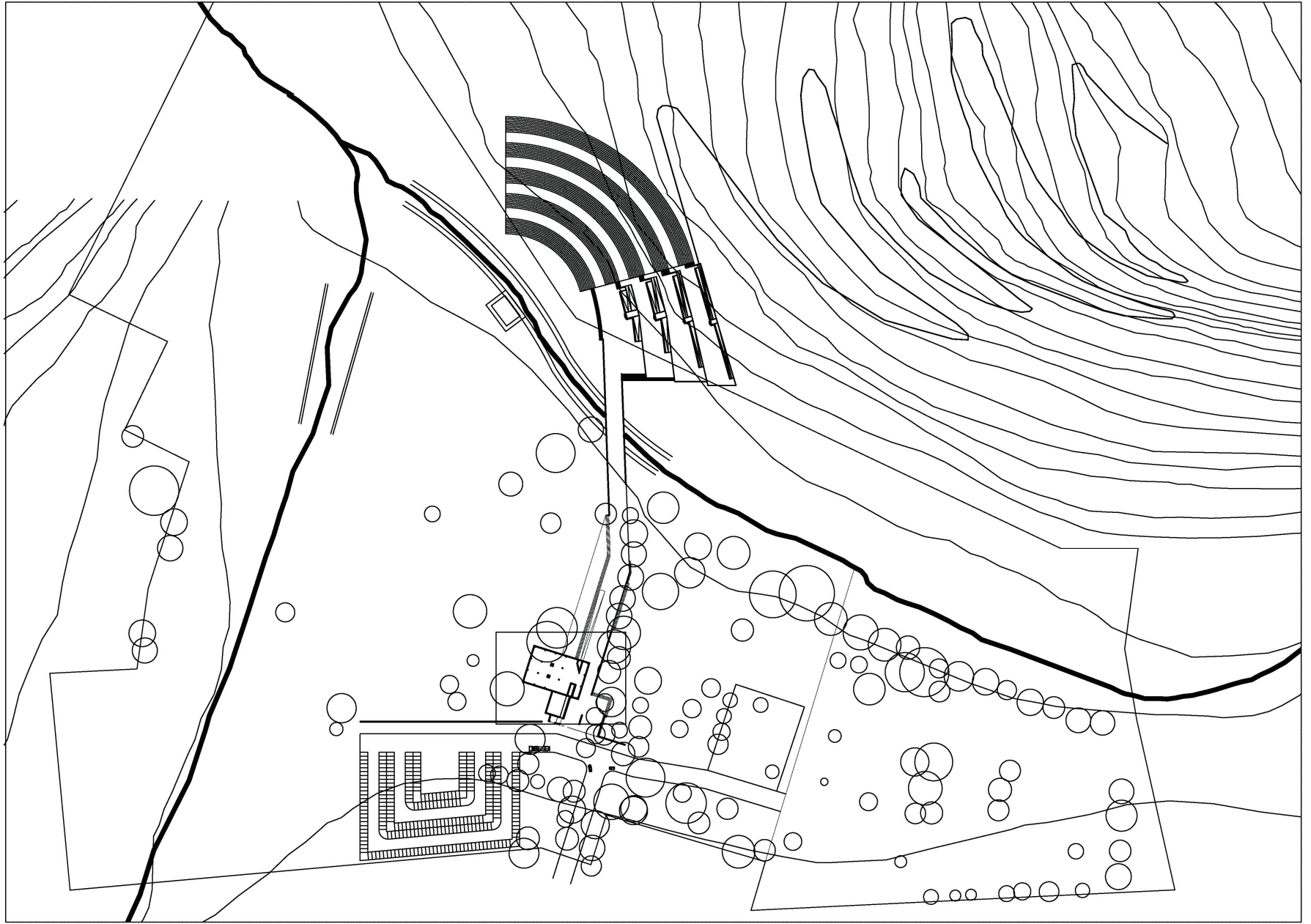


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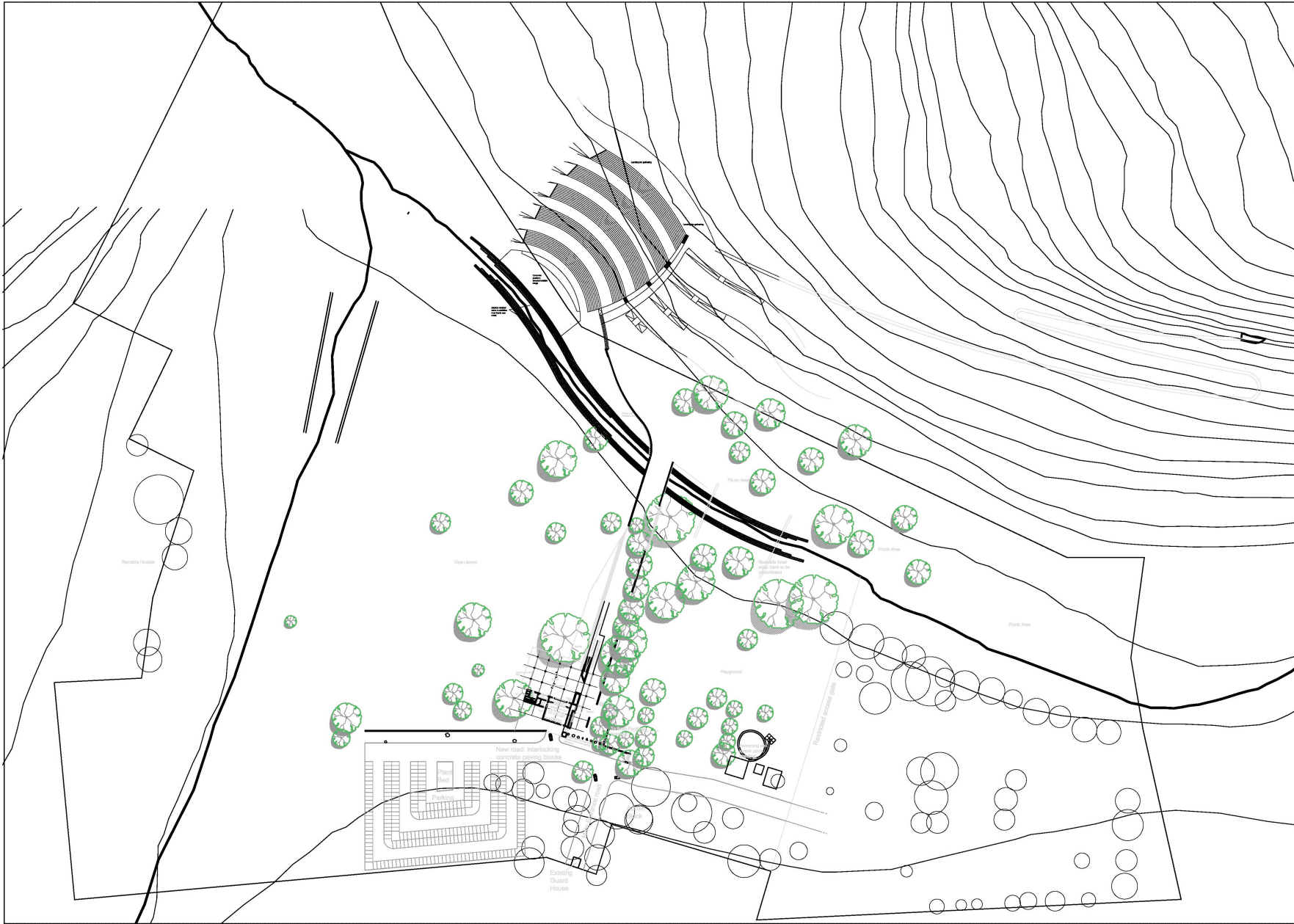


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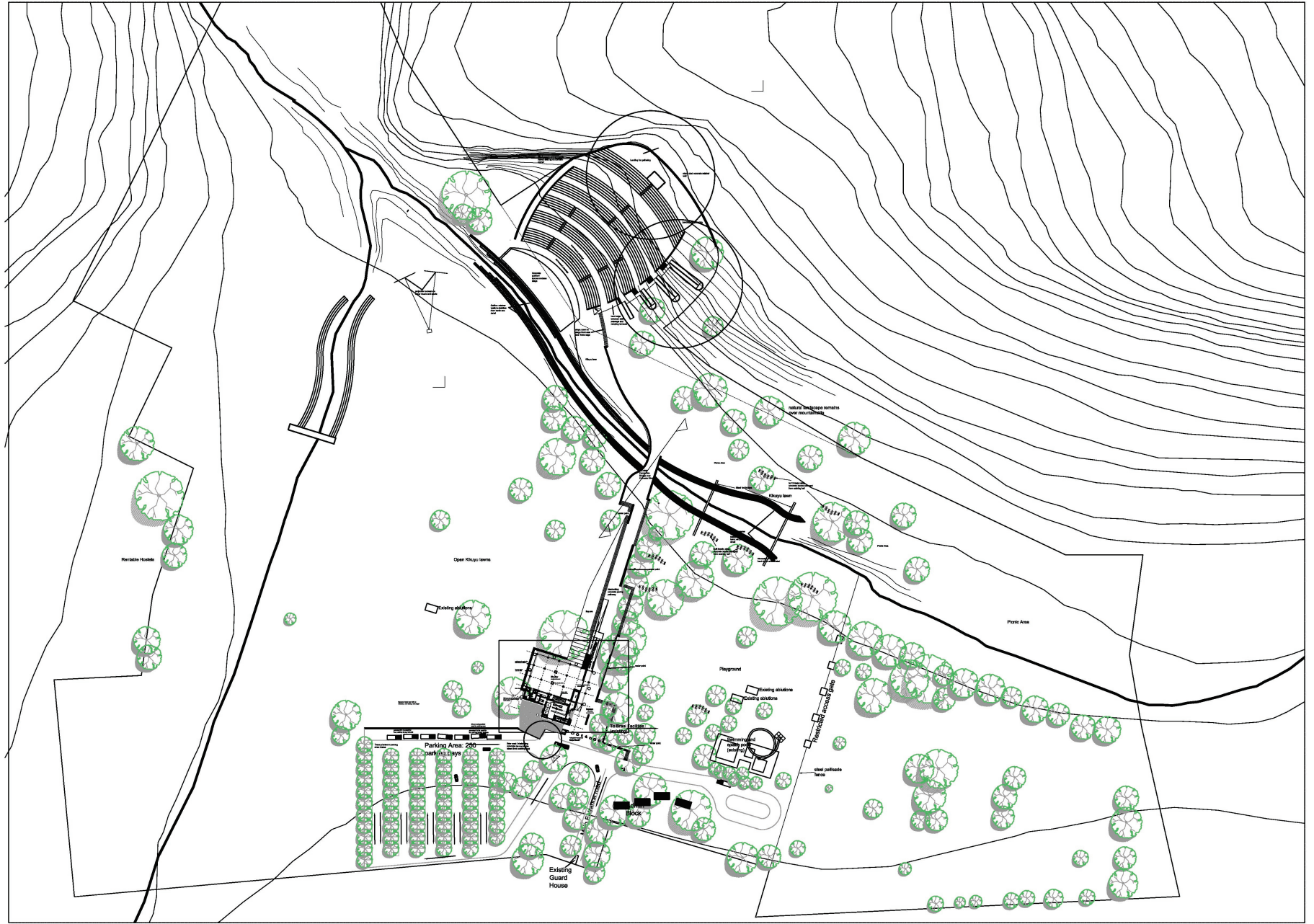


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