

# LIVING STREETS



Public Realm Improvements  
Coastal Mobility Route & Pocket Parks

# Placemaking + Design Principles



## A Necklace of High Quality Spaces

A sequence of high quality space to connect and draw visitors, residents and workers from the seafront to the center crafting a memorable and enjoyable experience. Materials informed by works at the Metals for consistency.



## Authenticity

The idea of authenticity is important because it helps to preserve the cultural heritage and history of a place, and provides a sense of connection to the past for current and future generations.

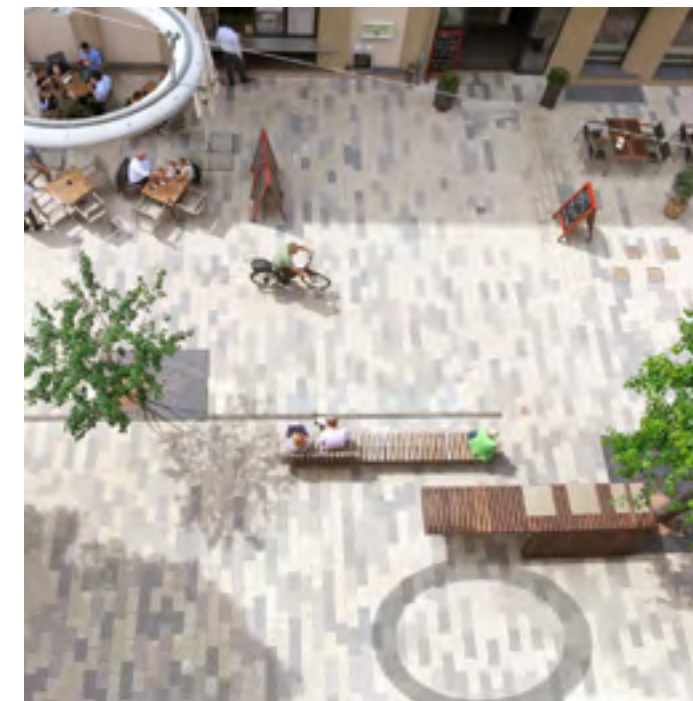


## Stop, Sit, Stay

The 12 quality criteria to protect against traffic, crime and unpleasant sensory experiences, to feel safe and secure.

To create comfortable opportunities to walk, sit, stay, stand, see, chat, listen, play and exercise.

To facilitate enjoyment through scale, micro-climate and detailing



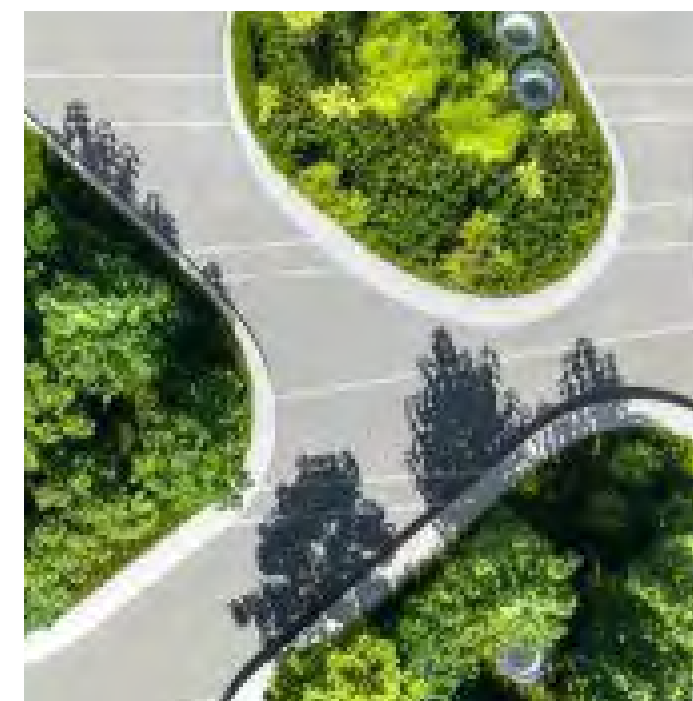
## Beauty

Beauty in landscape architecture can have a significant impact on people, as beautiful spaces can evoke emotions and create memorable experiences. This can be achieved through a variety of means, including the use of proportion, form, color, texture, and light. Additionally, beauty in architecture can also contribute to a sense of place and identity, as it helps to define and reflect the character and values of a community.



## Active + Happy Streetscapes

The creation of attractive, accessible, navigable, livable, socially / economically active streetscapes.



## Generosity

A space is considered generous if it provides for the needs and well-being of its users, and if it creates opportunities for interaction, community, and connection. This involves designing spaces that are accessible, comfortable, and welcoming, and that provide for the needs of diverse users.

Generosity in landscape architecture can be seen in a variety of ways, such as the provision of abundant natural light, the creation of welcoming public spaces, or the integration of green spaces and nature into the design. A generous space can also be one that is flexible and adaptable, and that can accommodate a range of activities and uses over time.

# LANDSCAPE VISION



**#1. CONNECTION**

**#2. TRANSITION**

**#3. IDENTITY CHARACTER**

LAND



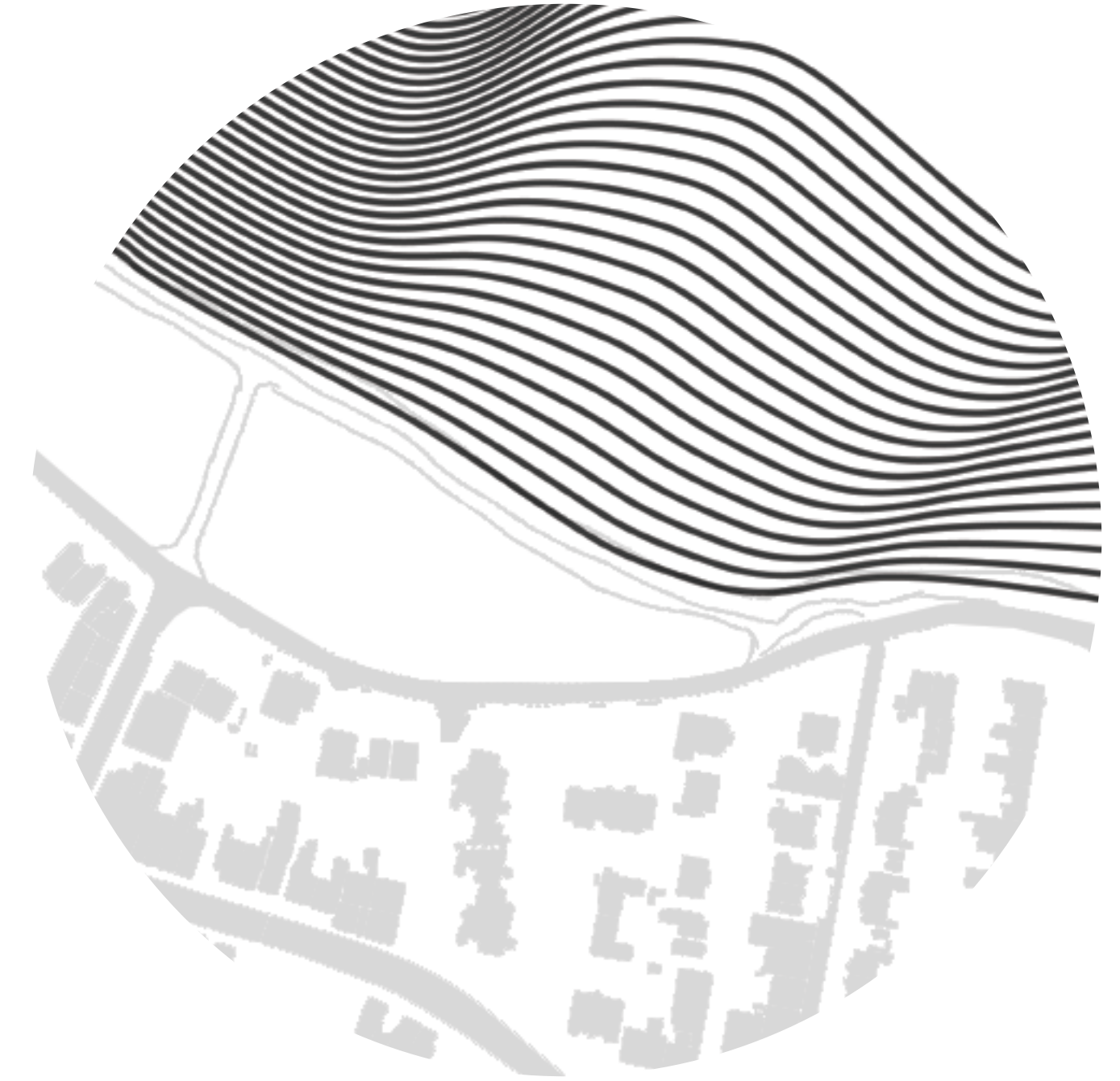
SEA



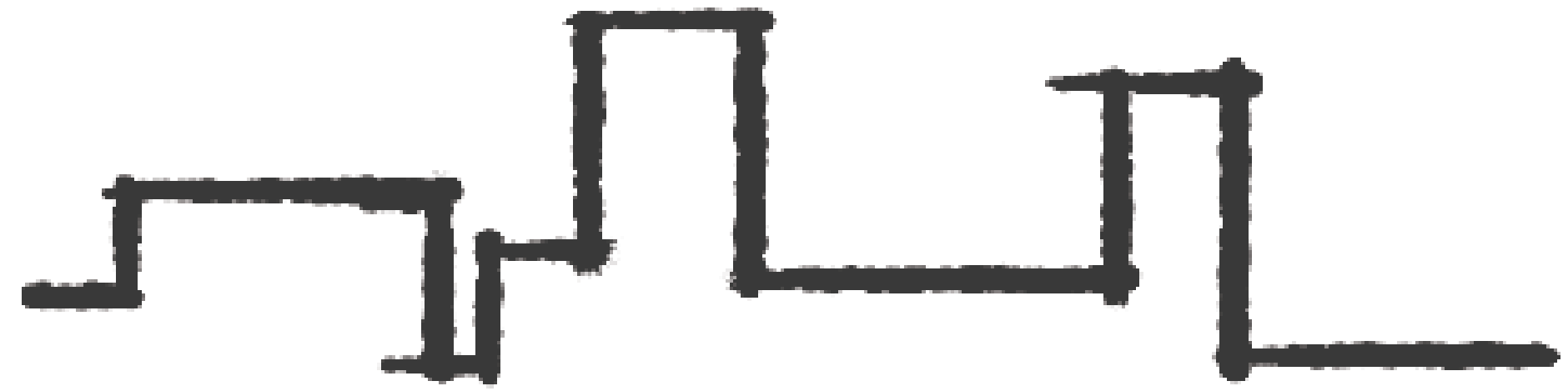
URBAN/  
RIGID



NATURE/  
LOOSE



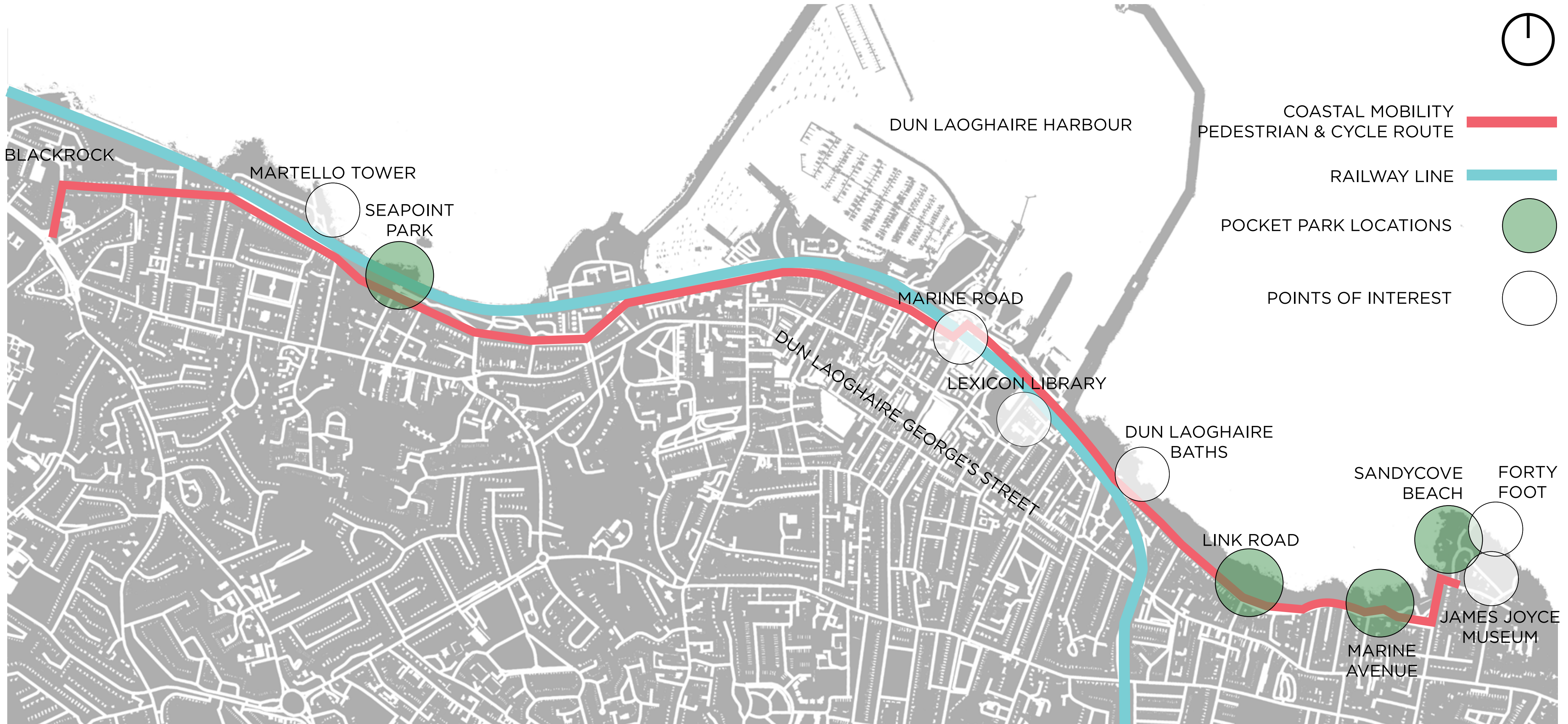
CONTEMPORARY/  
PRESENT



HISTORICAL/  
PAST

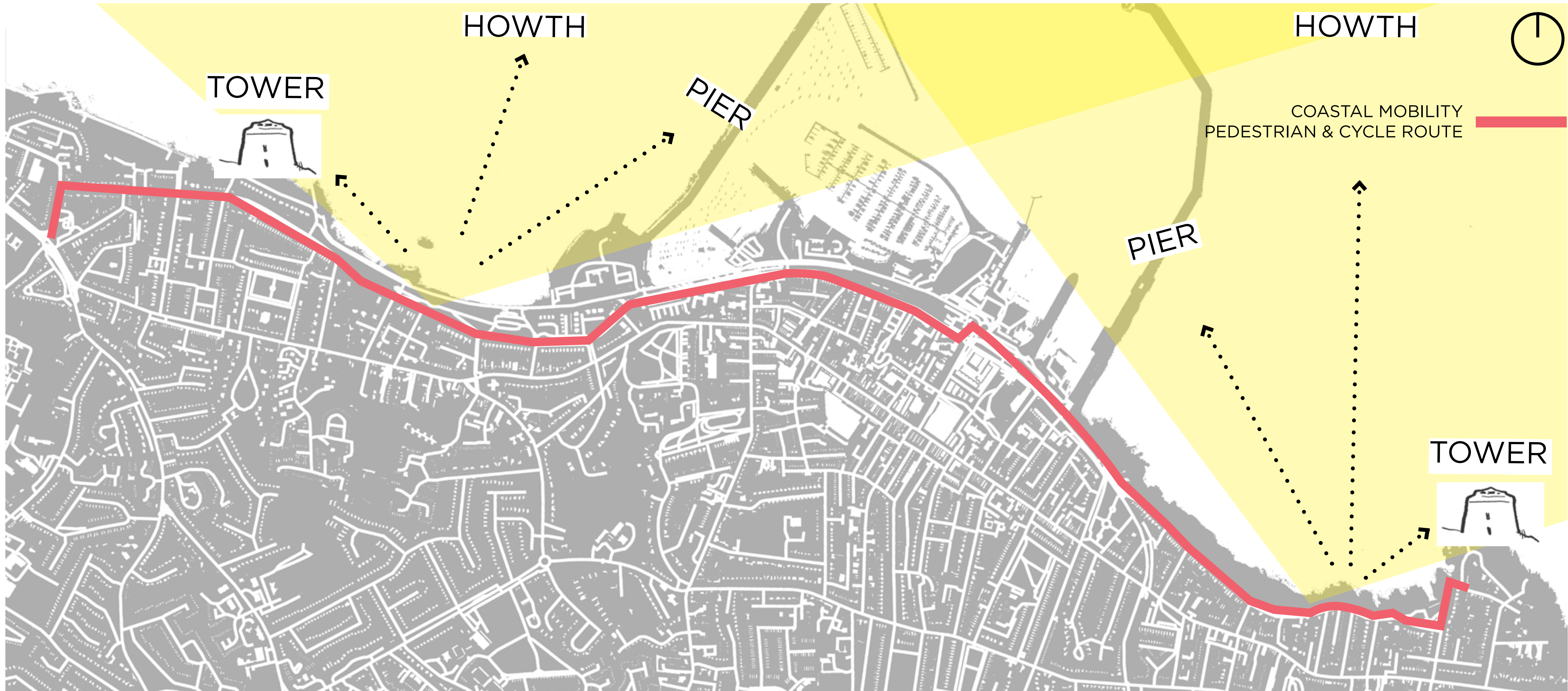


# FOCAL POINTS



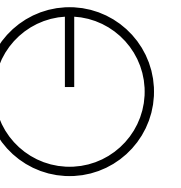


# VIEWS

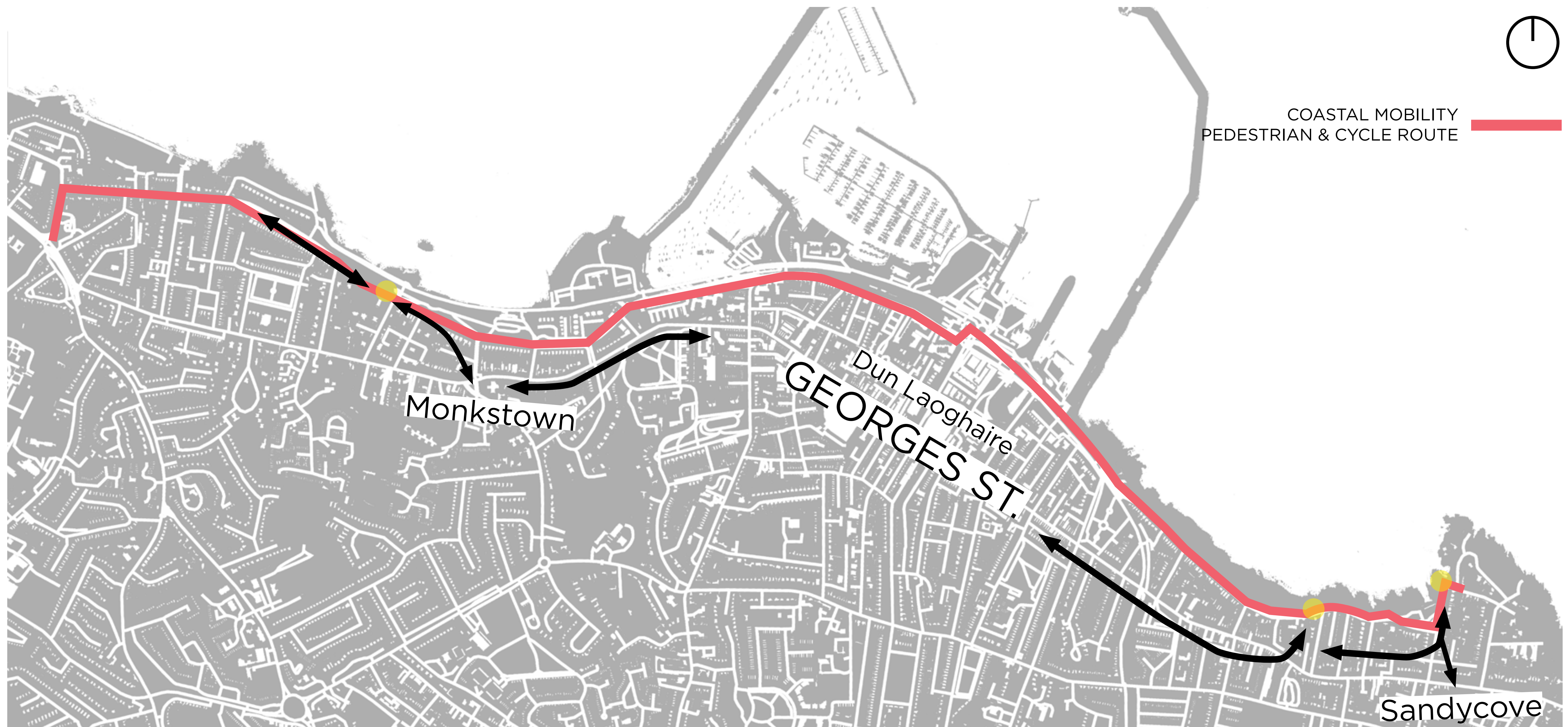


LOOKING OUT TO SEA, HOWTH, THE PIERS, MARTELLO TOWERS:  
EXTEROCEPTIVE LINKING POINTS

# TRANSITIONAL LINK



COASTAL MOBILITY  
PEDESTRIAN & CYCLE ROUTE



Linking to Georges St. - The spine of Dun Laoghaire

**GEOLOGY**  
**REVEAL / CONCEAL**  
**CELEBRATE SPACE + TIME**



# CONNECTION / TRANSITION / IDENTITY CHARACTER

CELEBRATE SPACE + TIME

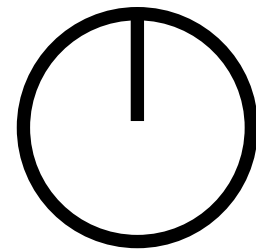




DUN LAOGHAIRE BATHS



# CONTEXT MAP



SEAPOINT  
PARK

LONGFORD  
TERRACE

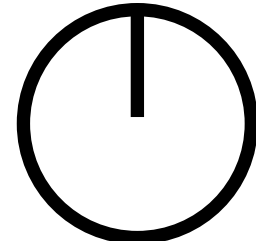
CROFTON ROAD

QUEENS ROAD

MARINE  
AVENUE

SANDYCOVE  
BEACH

SEAPOINT PARK



# SEAPOINT PARK PROPOSED PLAN





SEAPOINT PARK PROPOSED VIEW



SEAPOINT PARK PROPOSED VIEW



# LONGFORD TERRACE JUNCTION PROPOSED PLAN

- 1. RAISED CROSSING POINT
- 2. SCULPTURE /SIGNAGE /LANDSCAPE FEATURE



# CROFTON ROAD PROPOSED PLAN



CROFTON ROAD PROPOSED VIEW



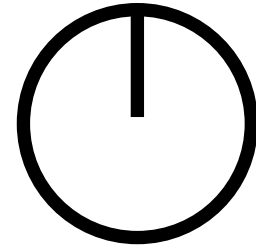
# QUEENS ROAD PROPOSED PLAN



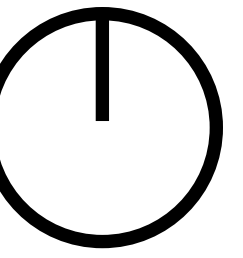
- 1. RAISED CROSSING POINT
- 2. BIKE STANDS
- 3. PICNIC TABLE
- 4. SEATING/CHAIRS & TABLE
- 5. LOADING / TAXI
- 6. DISABLED PARKING



# MARINE AVENUE JUNCTION



# EXISTING SITE CONDITIONS - MARINE AVE. JUNCTION



ASPECT



MOVEMENT

- ←.....→ Pedestrian
- ←- - - -> Cycle Lane
- ←- - -> Vehicle



PREVAILING WINDS



# MARINE AVENUE JUNCTION



CONCEPT DESIGN



# MARINE AVENUE JUNCTION PROPOSED PLAN



- 1. RAISED CROSSING POINT
- 2. BIKE STANDS
- 3. DRINKING FOUNTAIN
- 4. SIGHTSEEING BINOCULARS
- 5. PICNIC TABLE
- 6. FEATURE STONE (+POTENTIAL WATER FEATURE)
- 7. SECTION OF THE BENCH WITH BACKREST AND ARMREST



DESIGN OPPORTUNITIES



TEXTURE



FEATURE



THE BATHS (DUN LAOGHAIRE)

DESIGN OPPORTUNITIES - FURNITURE



BIKE REPAIR STATION



DRINKING FOUNTAIN



SIGHTSEEING BINOCULARS

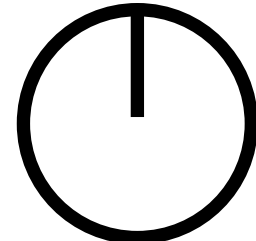
MARINE AVENUE JUNCTION PROPOSED VIEW



# MARINE AVENUE JUNCTION PROPOSED VIEW



# SANDYCOVE HARBOUR





# SANDYCOVE HARBOUR PROPOSED PLAN



- 1. BIKE STANDS
- 2. CASUAL TRADING
- 3. DISABLED PARKING



# SANDYCOVE HARBOUR PROPOSED VIEW



Thank you!