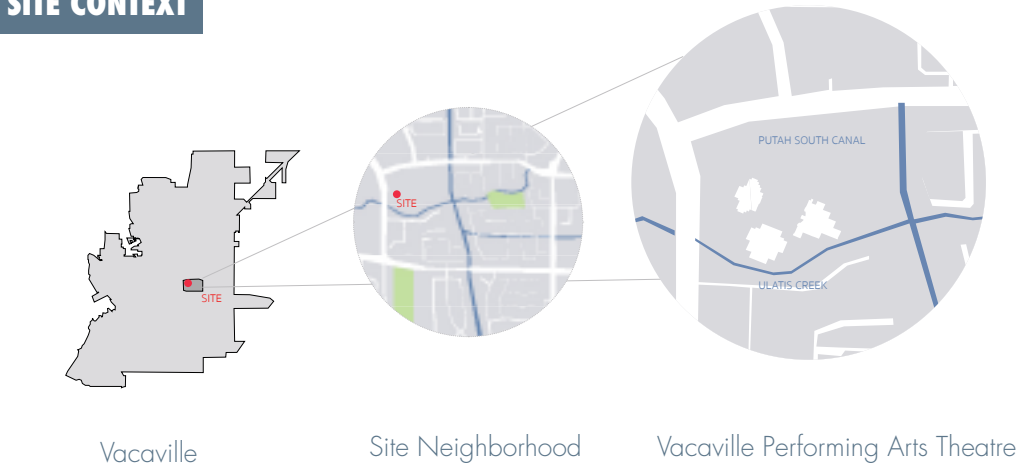


PROJECT INTRODUCTION

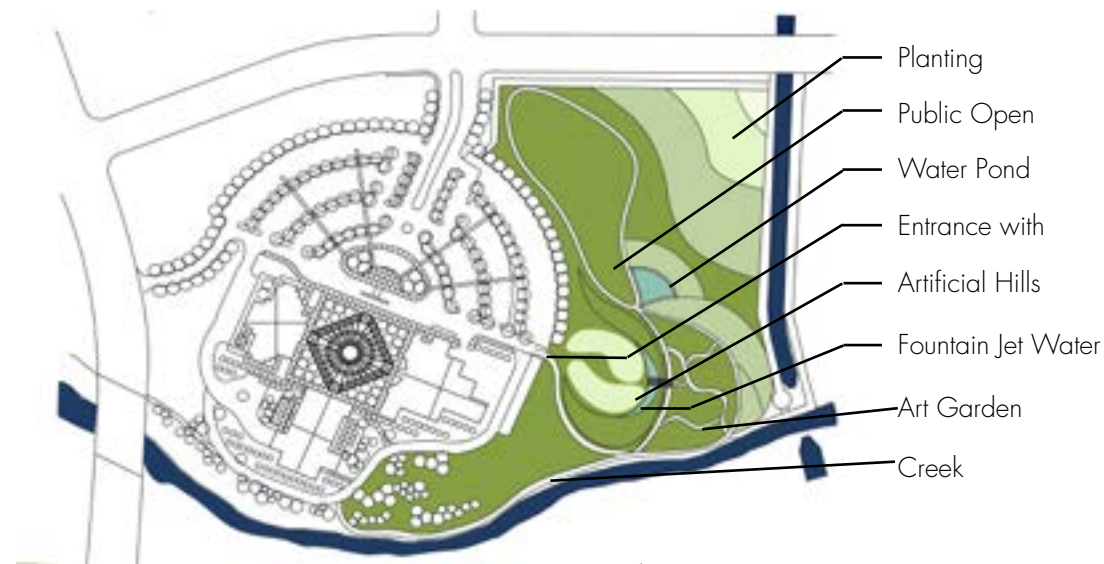
Recent studies have found that public art is instrumental in creating an attractive community. People love to spend time interacting with public art in their spare time, and a city with higher art engagement attracts more people to live there. Therefore, designing a waterfront park combining public art to stimulate people’s public participation becomes the impetus for my senior project. I want to design a waterfront park that is an open gallery for art pieces and surrounding landscapes.

SITE CONTEXT



The site I chose is an open space near Vacaville Performing Arts Theatre, and is surrounded by Ulatis Dr., Putah South and Ulatis Creek. This site provides an ideal opportunity to incorporate public art into a landscape that also has existing water features. The existing uses also support an art focus in the landscape. Ulatis creek is an unlined earth channel where some vegetation is allowed to grow for slope protection. Trees and woody vegetation are cleared annually to ensure adequate flood control capacity. Vegetation growth along the channels is also controlled by chemical herbicides. This water’s edge provides an opportunity to not only locate public art, but also a design that will stimulate public participation.

DESIGN MASTER PLAN



Water Story project is a public art garden. The entrance of the park area has a distinct direction signs and a map showing the view where to explore and how they can engage with this park. Artificial Hills creates topographic change, and on a sunny day it provides a perfect spot for people to lie on the hill, which is covered by grass. After walking through the artificial hills, community gardens and fountain jet water feature captures the attention of the visitors. People can activate it by pushing a button or stepping on a stone, enjoying and feeling water. Sitting on the benches, people can experience fog effect. All those different states of water brings people into outdoors and engage with the surrounding. Public art garden and creek pedestrian walk are mainly used for public art display: through wandering paths, people listen to this water story told by this landscape design.

DETAILED PLAN

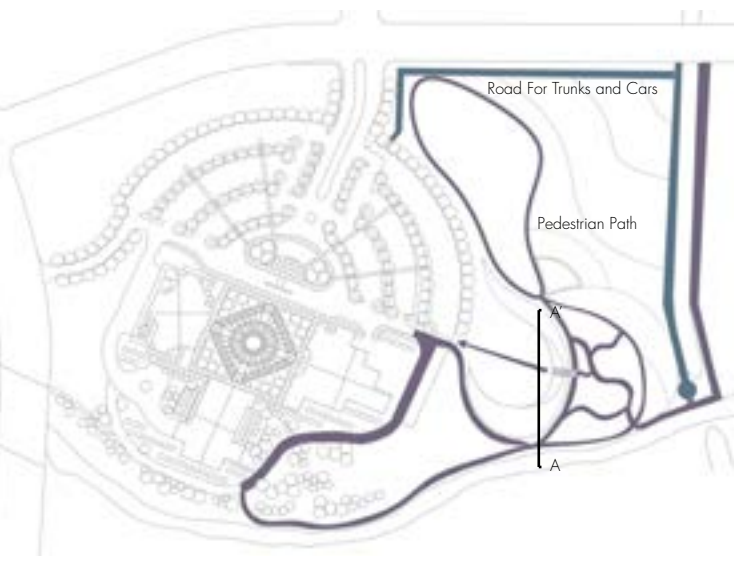


WATER STORY project aims to develop an innovative and sustainable planning model for the Vacaville Performing Art Theatre district that embraces public art and disrupts the current binary relationship between land and water.

WATER STORY project embraces the different states of water features as the underlying planning framework for public art park. Through wandering paths, the viewer can have an opportunity to experience topographic change and to appreciate distinctive art pieces. The public art garden and Putah Creek pedestrian path serve as a recreational amenity for the district.

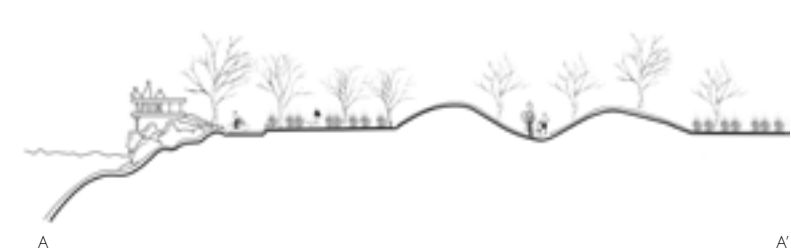
WATER STORY project creates a new public art park prototype-transforming an open grassland into a multi-functional planning network. display: through wandering paths, people listen to this water story told by this landscape design.

CIRCULATION PLAN



Formal wandering pedestrian paths lead to the public art garden and Putah Creek pedestrian walk. Wandering paths force visitors stay in the park for longer time, and spend more time outside and with their friends. Informal circulation is the one through artificial hills. There is not a specific path, which gives people more freedom to relax and explore the site. Roads for vehicles are separated from the pedestrian paths for safety issues.

SECTION DRAWING



FUTURE VISION

Water Story Project aims to create a public art garden to support Vacaville Arts Theater and surrounding communities. It invites people into the site and engages with art pieces, which stimulates public participation and engagement. A future vision for this project is a vibrant and alive environment with a relaxed atmosphere. A place where people love to spend time on weekends and where they love to hang out with friends.

WATER STORY LDA SINIOR PROJECT 2017 Vacaville  
Xiaowen Zhang

A booklet about this project can be found by clicking [here](#).