



Holland
MICHIGAN

Joint Council and Board Meeting
January 22, 2014



HDR

Introduction

Mission, Goals, Objectives

The Process

The Design

Discussion



AGENDA

Design Workshop

October 29-31

Design Review Meeting

November 12

Design Review Update

December 5

Final update

December 19



SCHEDULE

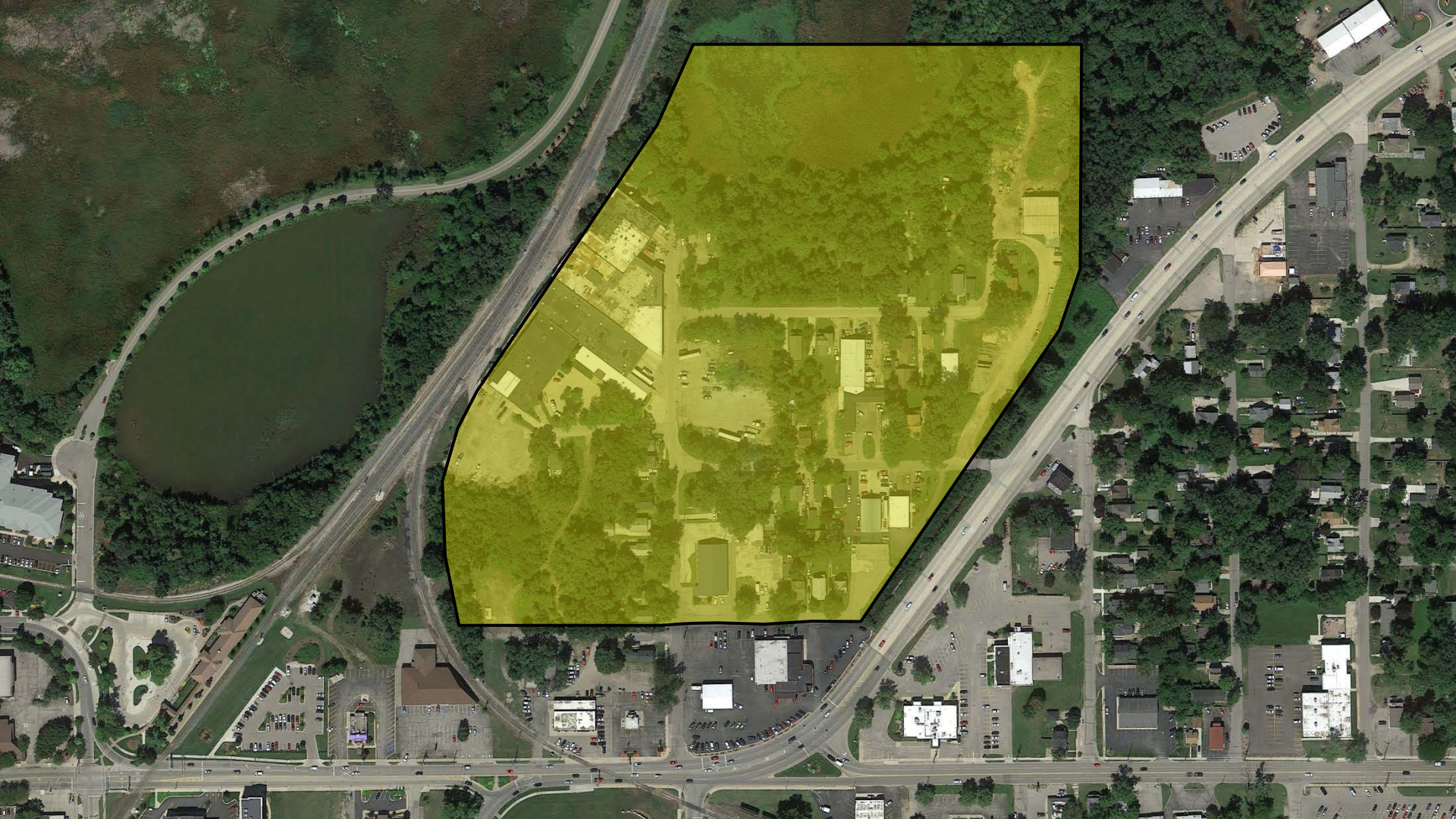
Kurt Dykstra, City of Holland (COH)
Tim Hemingway, HBPW
Ryan Cotton, COH
Paul Elzinga, HBPW
Bob Vande Vusse, COH
Todd Whiteman, COH
Phil Meyer, COH
Mark Vanderploeg, COH
Terry Nienhuis, Holland Township Supervisor
Don Komejan, Holland Township
Travis Williams, Outdoor Discovery Center
Bill Johnson, Community Planning
Greg Maybury, Hope College
Dana Kollewehr, COH-Downtown
Greg Holcombe, Riverview Group



COMMITTEE

HDR

DESIGN WORKSHOP



USER DIFFERENCES

Put on Tulip Time Tours

SHOWCASE the GREEN ASPECTS

Outdoor Activity Oriented

WALK/BIKE FRIENDLY

Chicago Drive - mid side

HOPE COLLEGE EDUCATIONAL OPPORTUNITY

CLEAR Friendly Communication For All Users

Access to Facility through WIG (Greenway)

PARKING WALKING ACCESS FROM NEIGHBORHOOD TO CHAT

ACCESS & VISIBILITY

GIVE PURPOSE TO IMMEDIATE ENVIRONS.. making biking, emu, playgrounds... etc. RELEVANT

friendly

Int
Conn
Gre

Bury + mound it

Trails Sledding

SMOOTH Connect MacArthur R Greenway

VISIBILITY

STRIKING

GREENWAY INTER-CONNECT

ACCESS INTEGRATED CONTROLLED VISIBILITY REMOVE HIGH LOWER LEVELS

BE PART OF SURROUNDINGS NOT DEFINE THEM

Height is in the BACKGROUND Community feels invited

ACCESS -> GREENWAY USE of Grounds VISIBLE in a BENEFICIAL WAY

DO NOT TRY TO HIDE IT Show case it.

Emerging from Marsh (Habitat)

COMMUNITY IMAGE

Environmentally Friendly

Dig + Hide As Much As Possible

NOT TRIP IN DESIGN ATTRACT

FORWARD Thinking

Advanced Design

SOFT

HOPE COLLEGE ARCHITECTURE

CLASSIC SPANS TIME

SHOWCASE

CALMING AWARENESS PRIDE

"Contemporary" Contrast with Freedom Village and DeVos

UNIQUE Allows THE Purpose to be

Progressive

Quality

Lasting

Tradition

Quality

Beauty

Neat & Tidy

Productive

Honest/Direct

Community

Good Neighbor: Neighbors, Issues, Noise, Odor

Contextual Design: Industrial, Modest, Good Stewards

Productive

Conservative

Unique

Proud

Vibrant

Good Place to Live

Greenscape

Green

Prideful

The Holland Energy Park
will be a Resource that is a Destination and
Gateway to the community.

MISSION

Develop a Resource

Create a Destination

Enhance a Gateway

Build a reliable, world class piece of infrastructure

Provide a sustainable, long term power source

Become an Educational hub

Increase capacity of the snowmelt system



RESOURCE

Make people feel comfortable

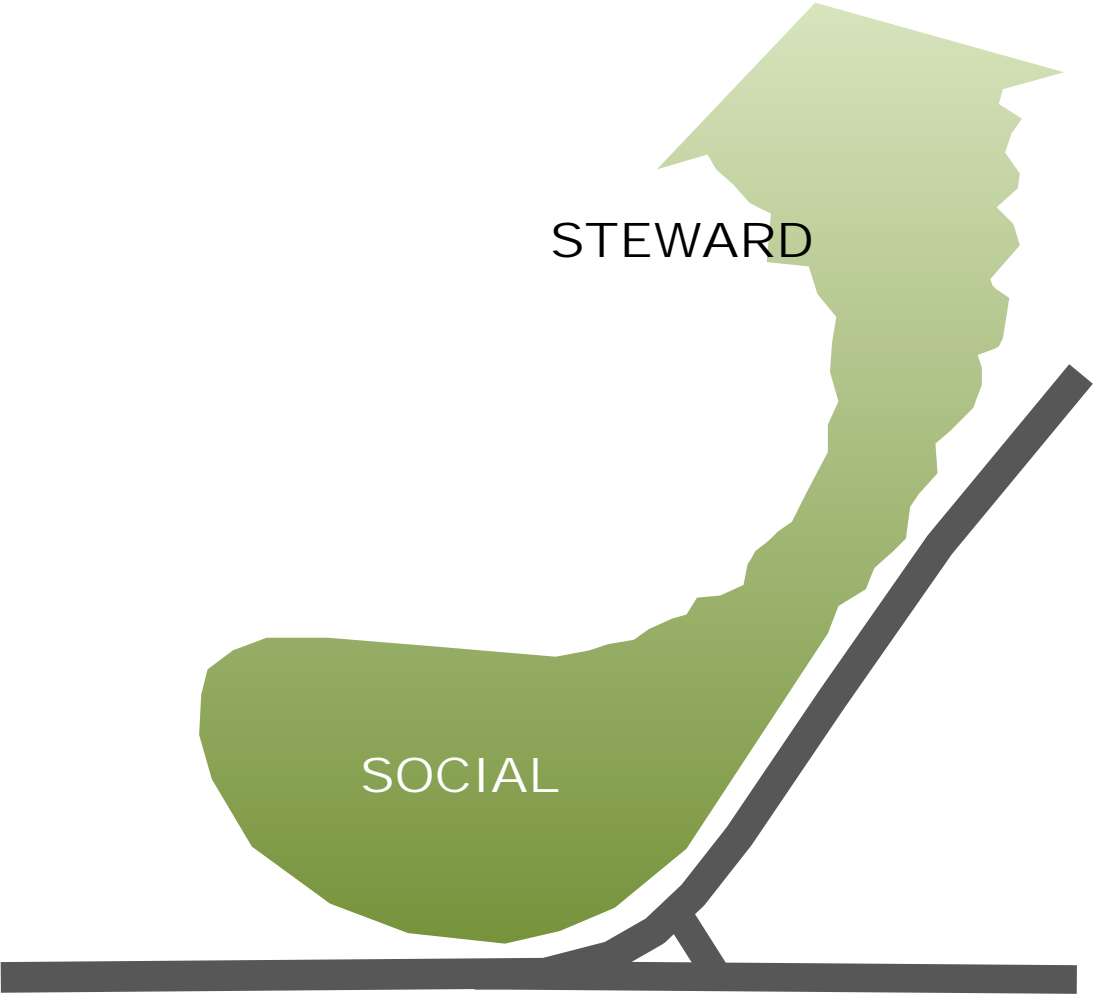
Provide activities that draw the public

Be a node to connect people to the community

Celebrate the community and facility

Express the context

Enhance access to, and the experience
of, the area



STEWARD

SOCIAL

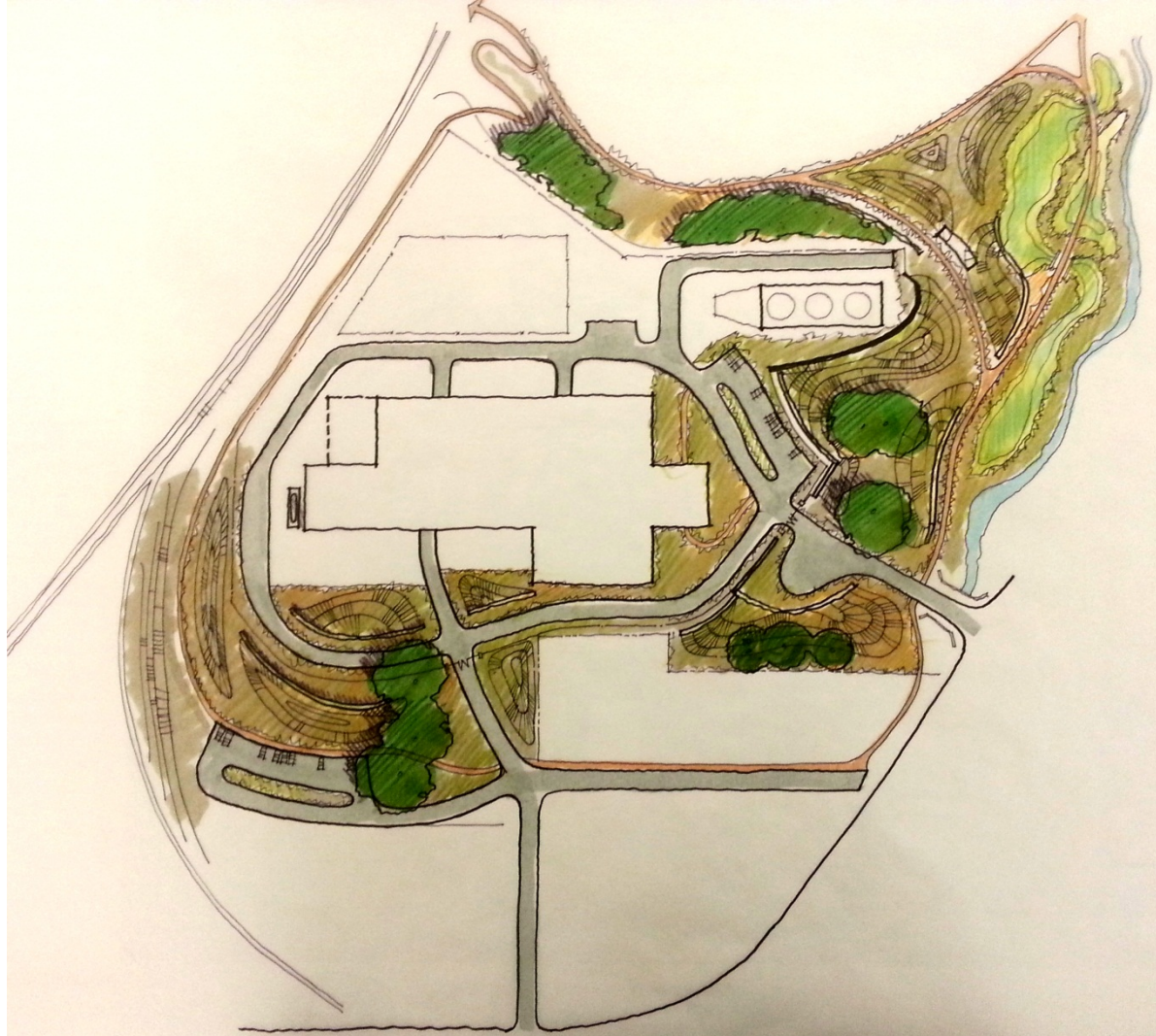
HDR

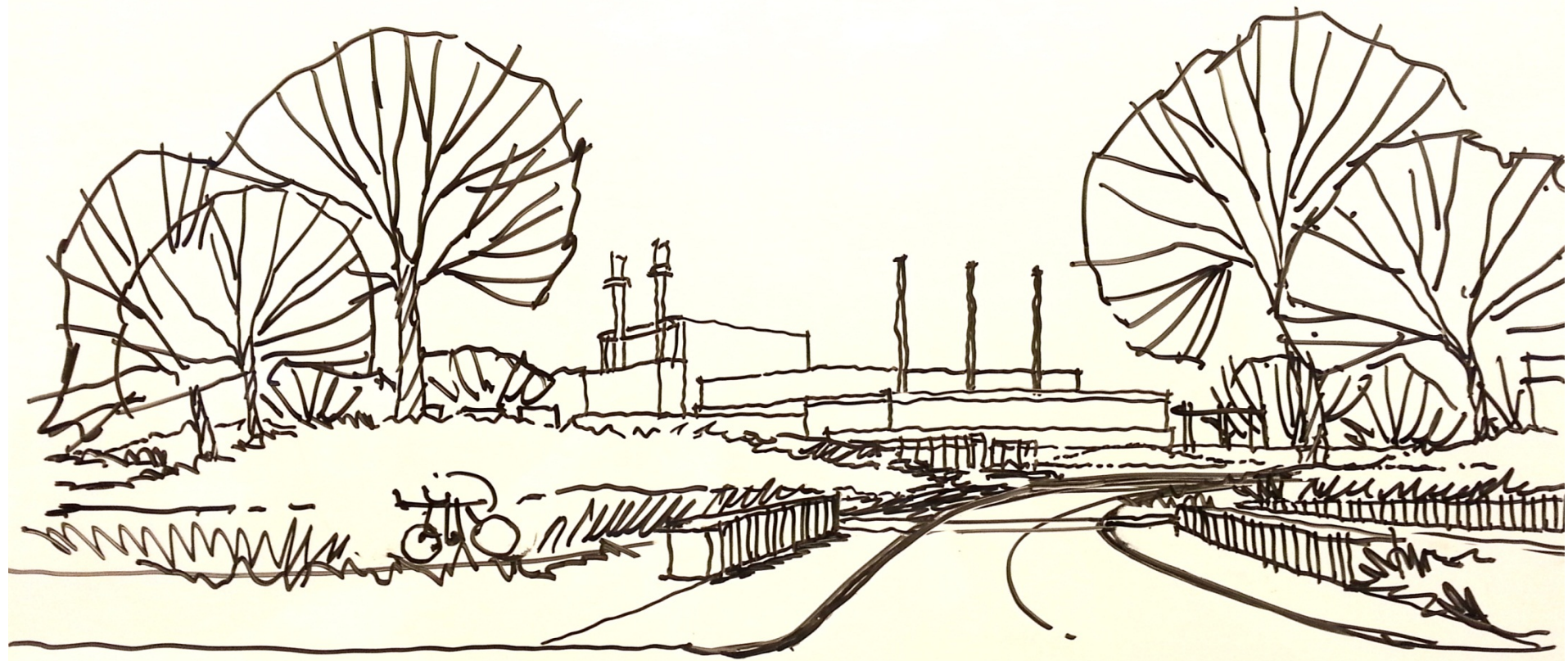
DESIGN
PROGRESSION

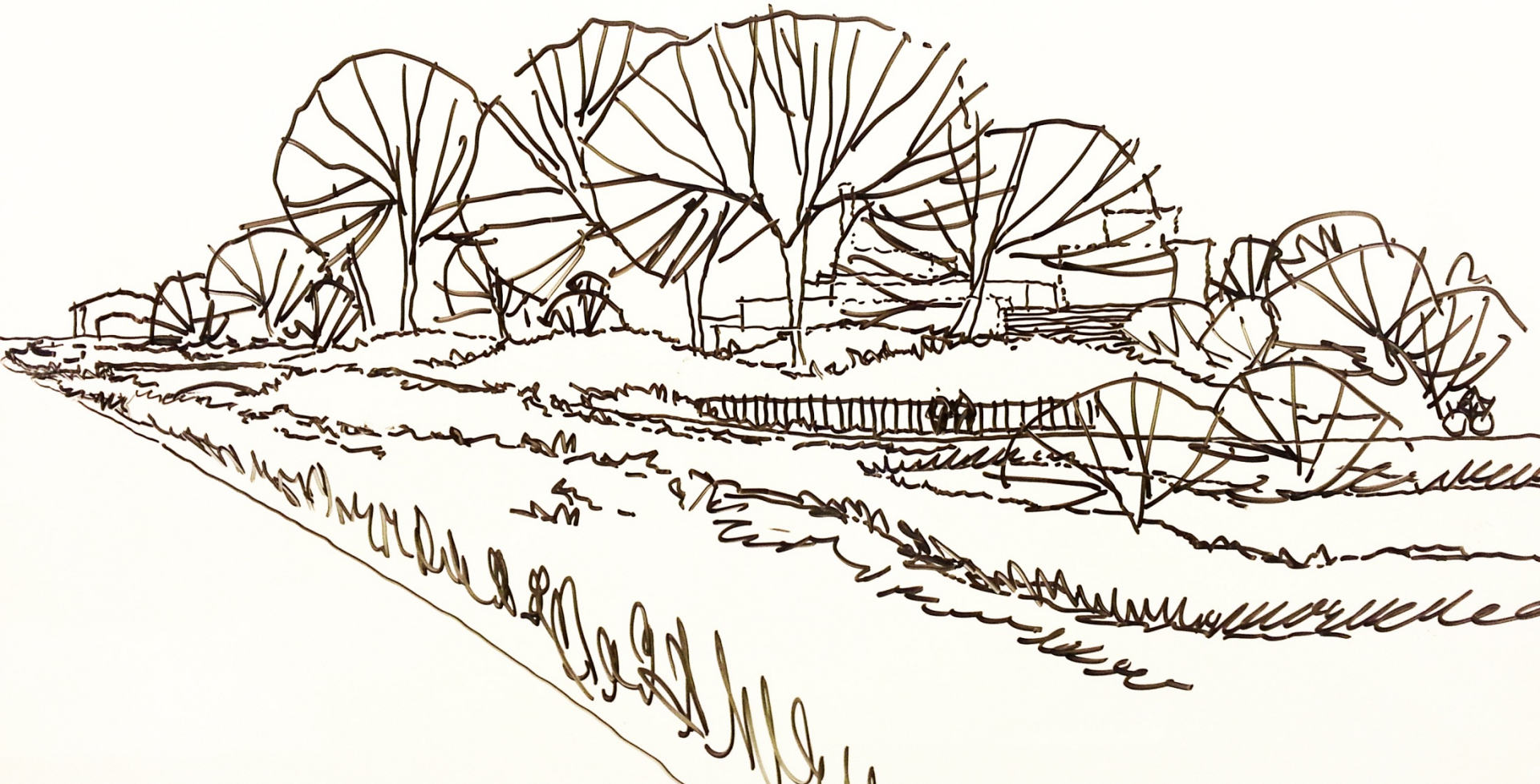
4 Workshops... 4 Decisions

4 Workshops... 4 Decisions

1. Traditional or Progressive
2. Subdued or Dynamic
3. Materials + Colors
4. Final Approval







Progressive appearance

Break up the boxes

Intrigued by glass

Style is important

Power in the Park a powerful concept

Hide and Reveal

HDR

IMPRESSIONS



8th Street

Chicago Drive



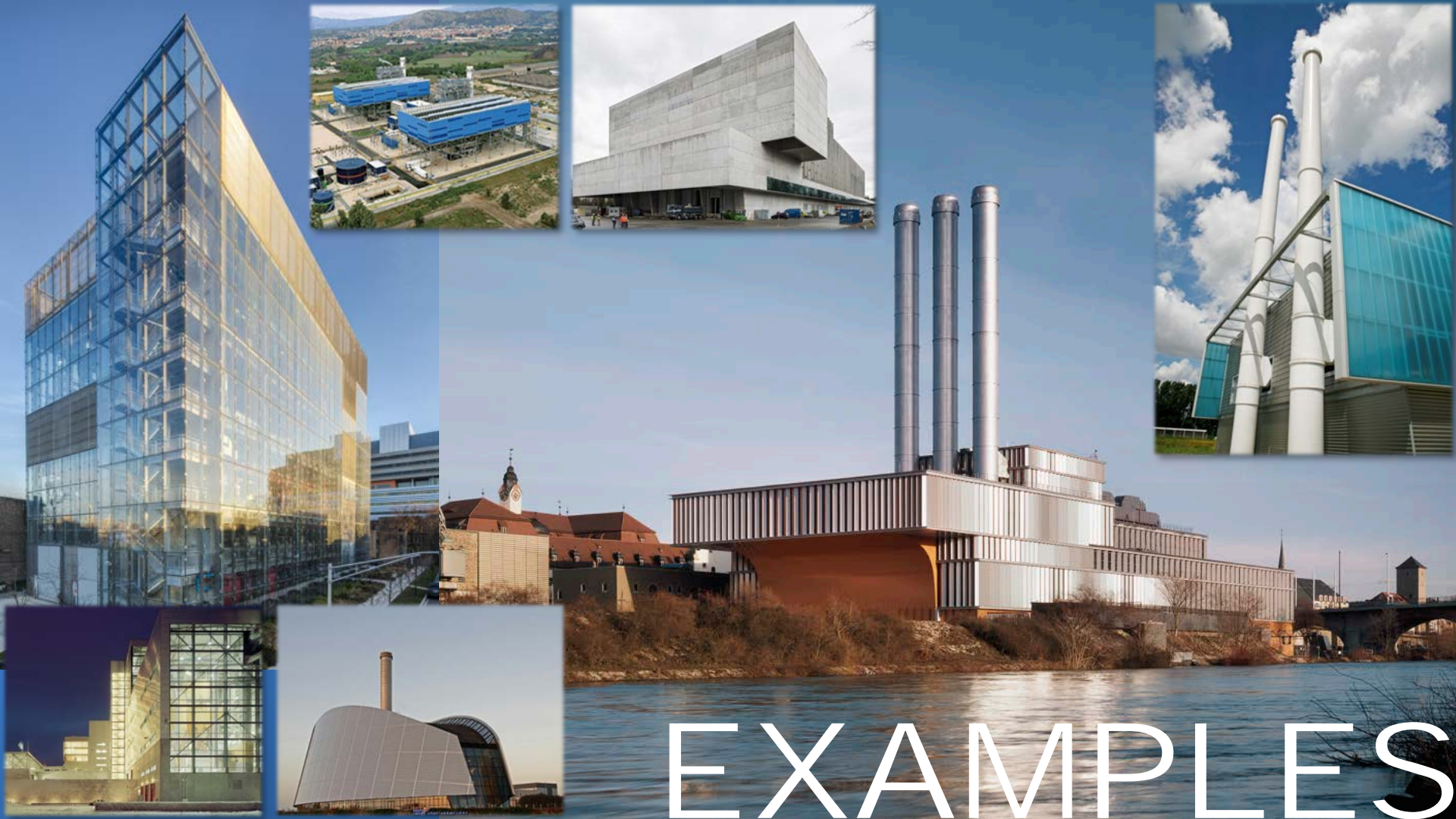
8th Street

Chicago Drive



HDR

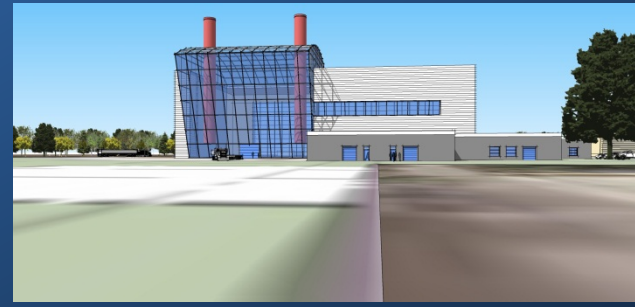
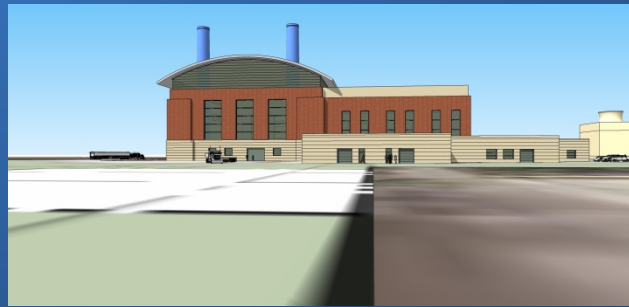
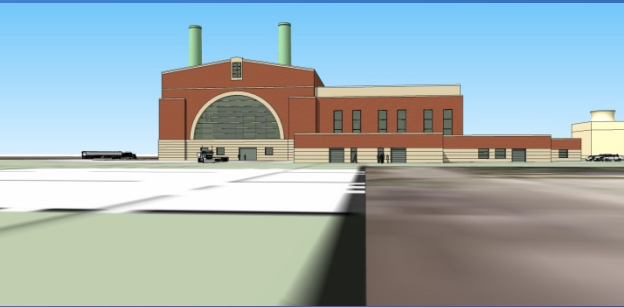
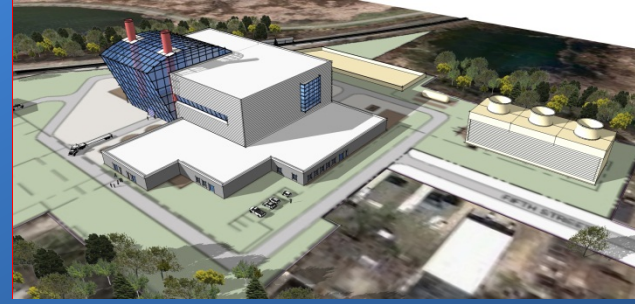
POWER



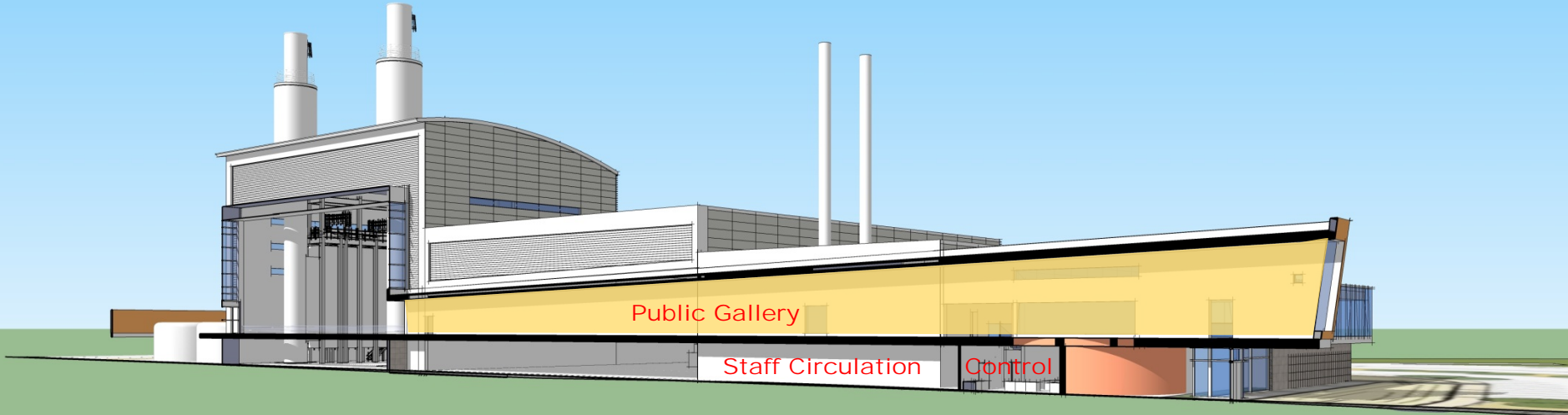
EXAMPLES

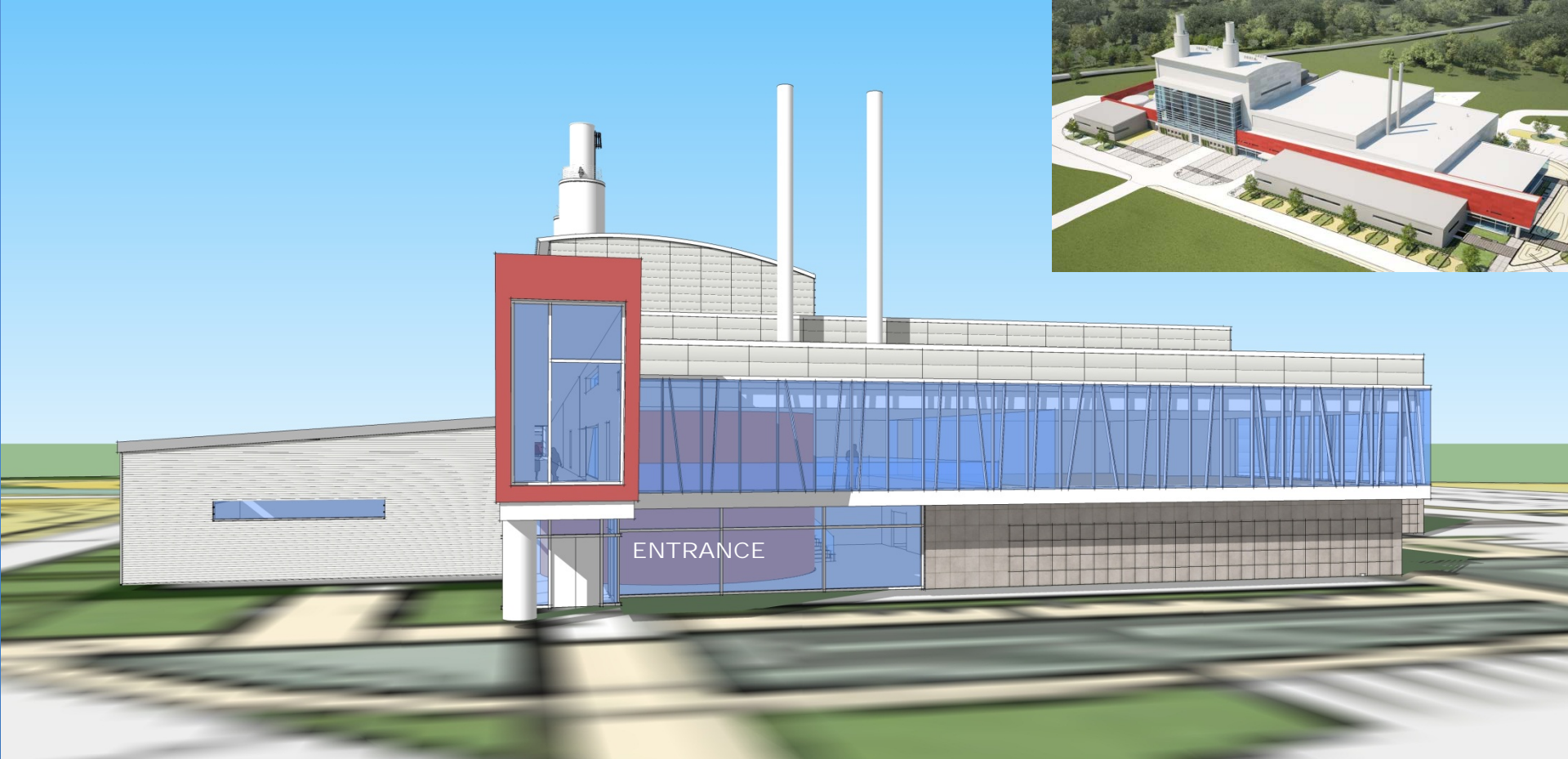


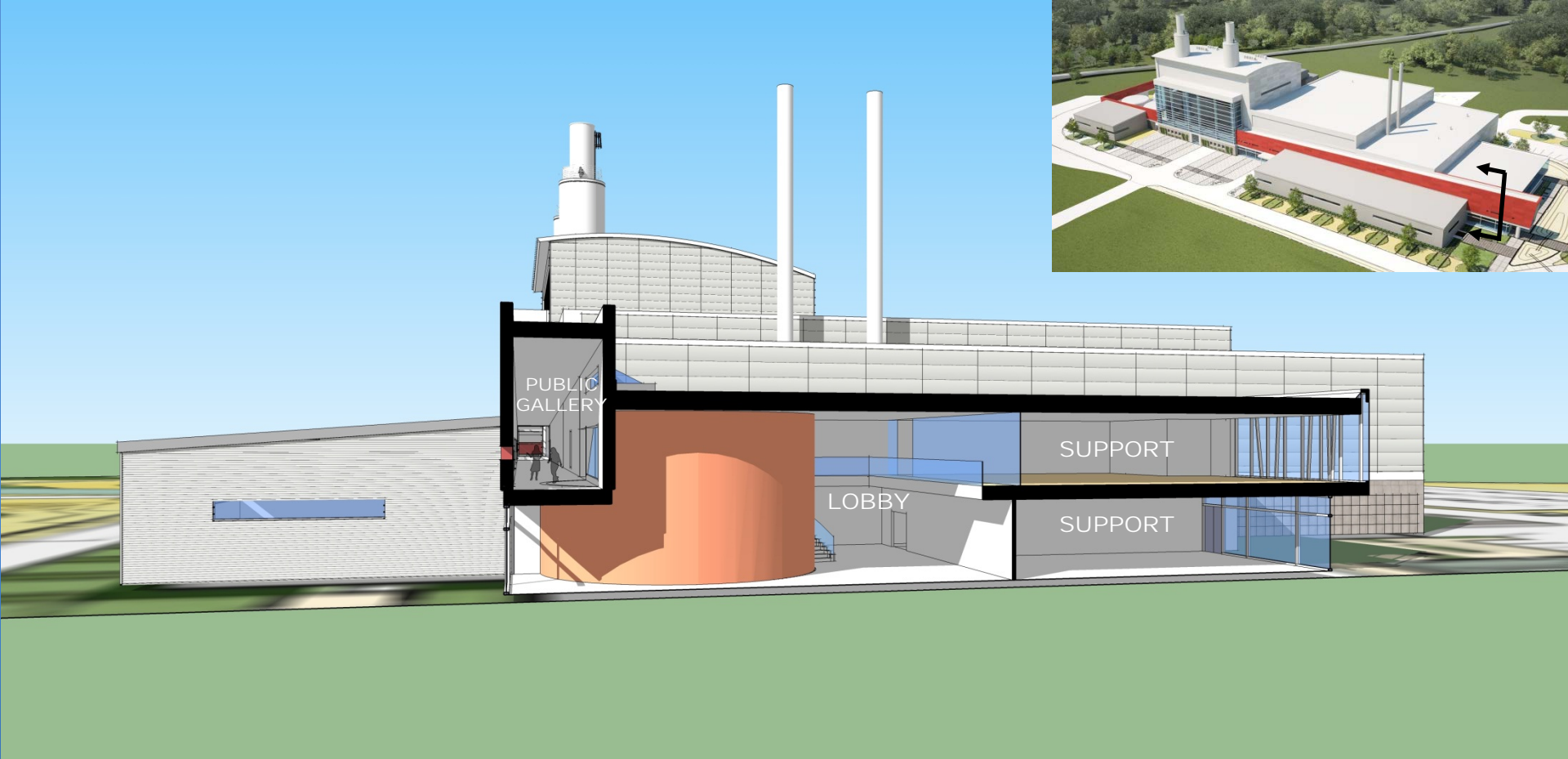
MATERIAL

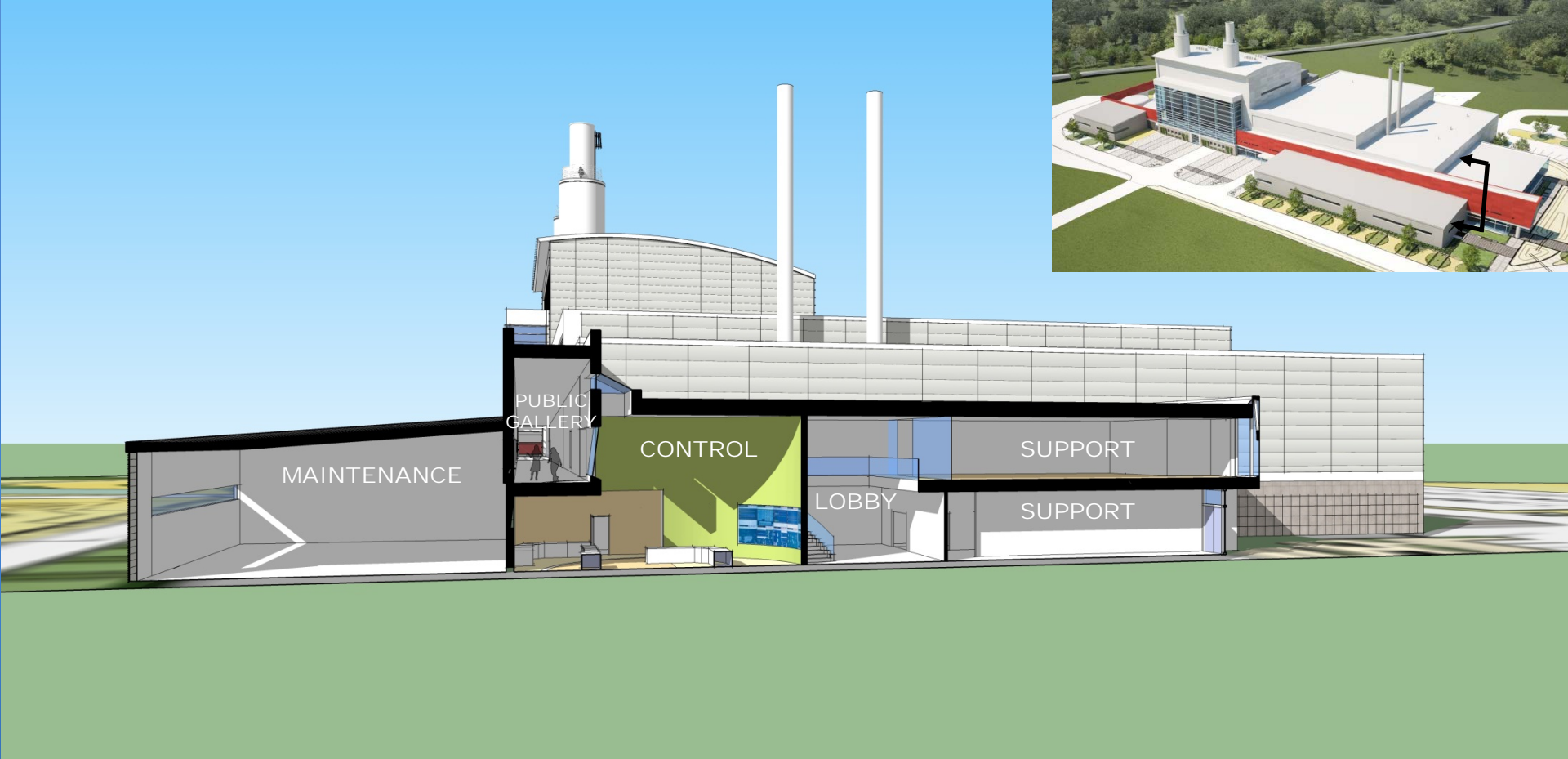


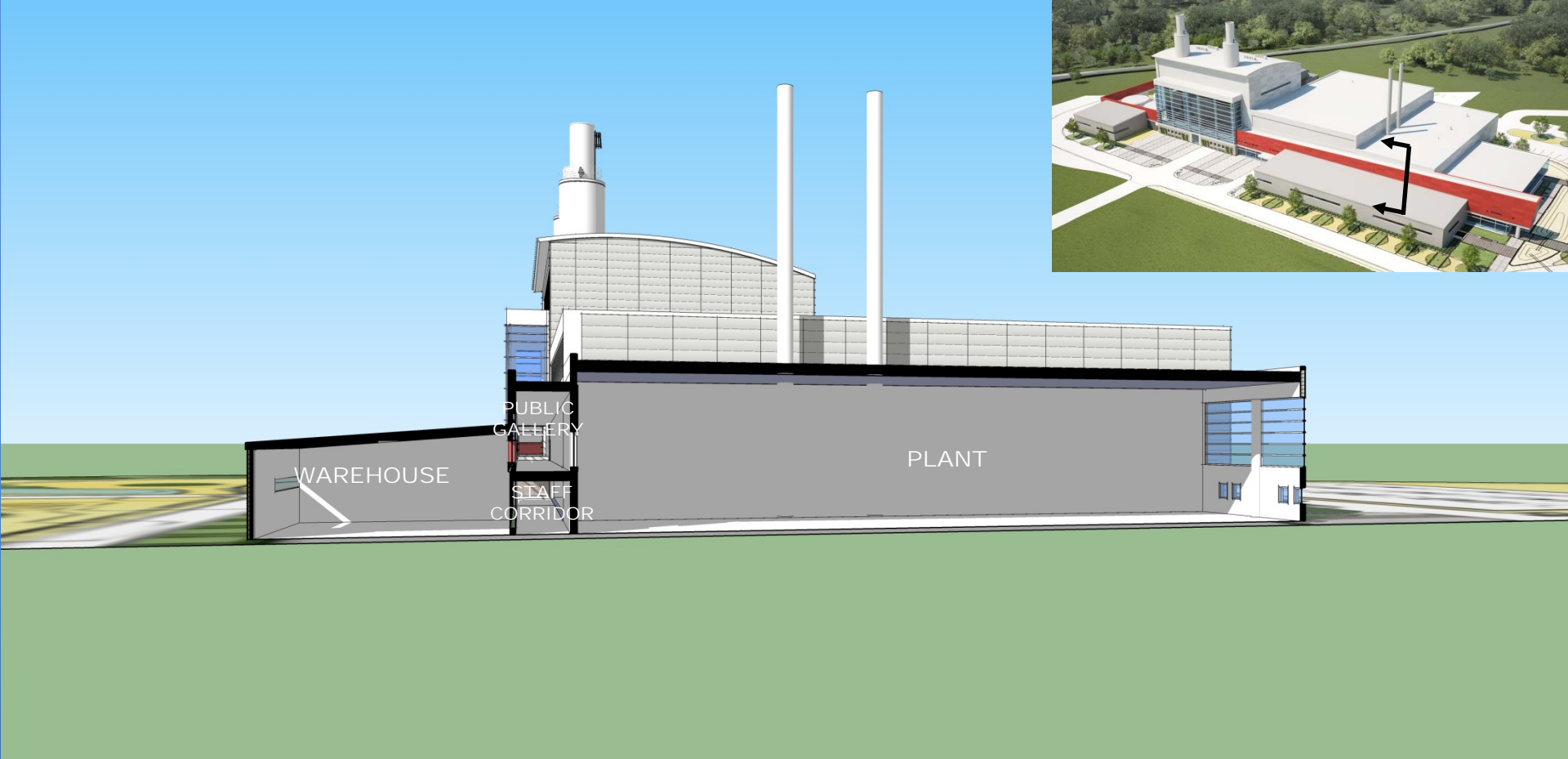


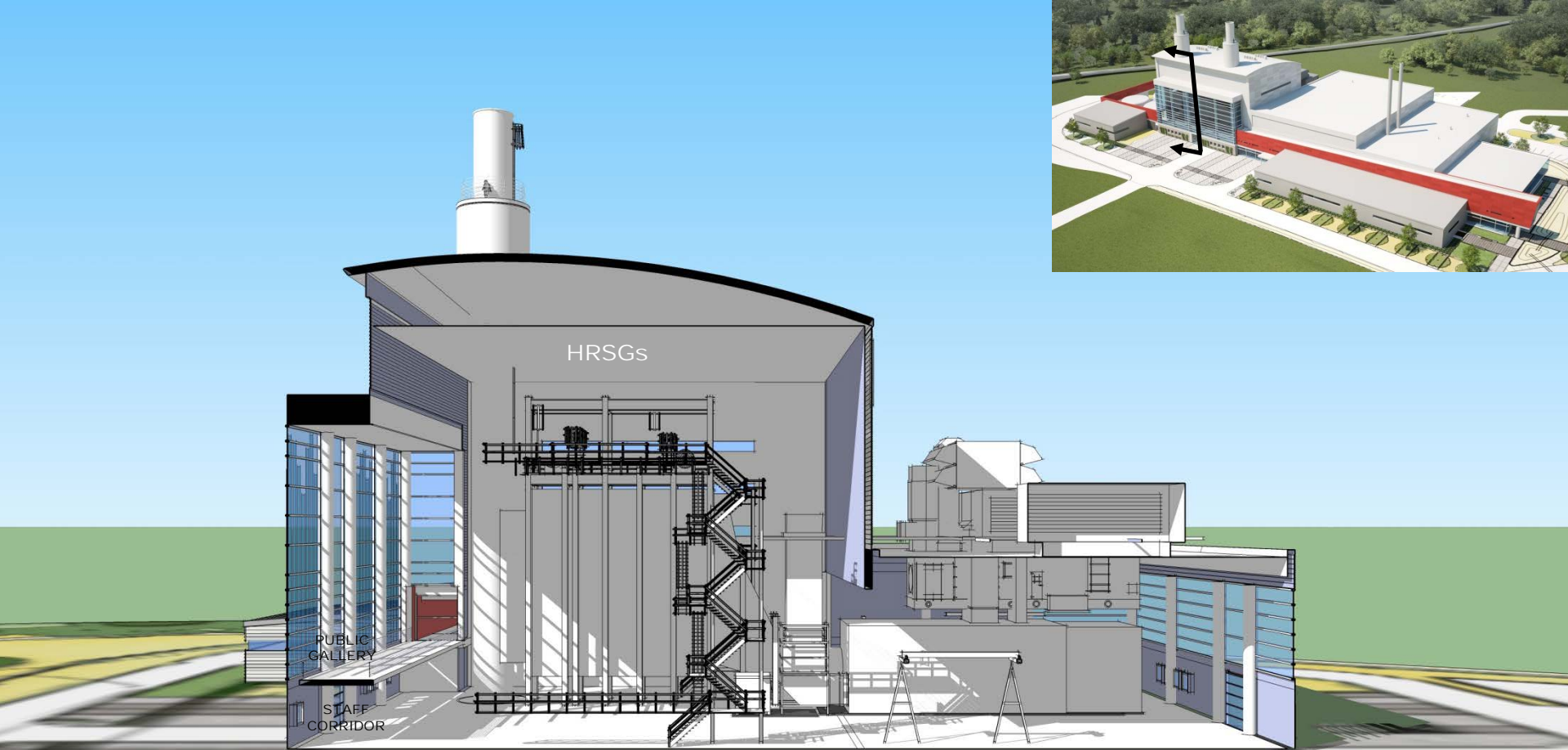














DeYOUNG
PLANT

WINDMILL
ISLAND

FREEDOM
VILLAGE

DeVOS
FIELDHOUSE

E. 8th STREET

CHICAGO DRIVE



HOLLAND VICINITY



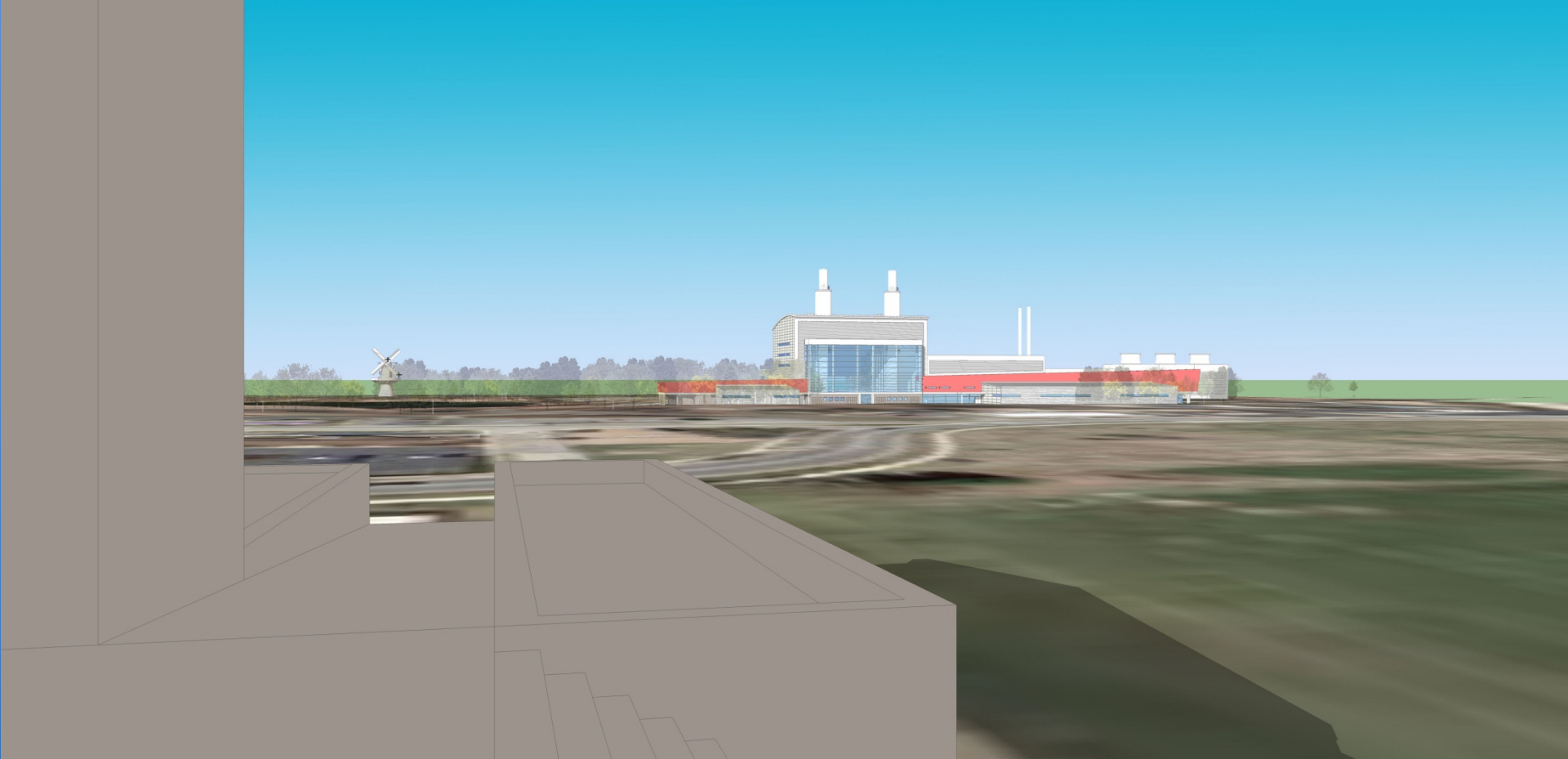
DeYOUNG PLANT

FREEDOM VILLAGE

PROPOSED PLANT









HDR

FINAL DESIGN

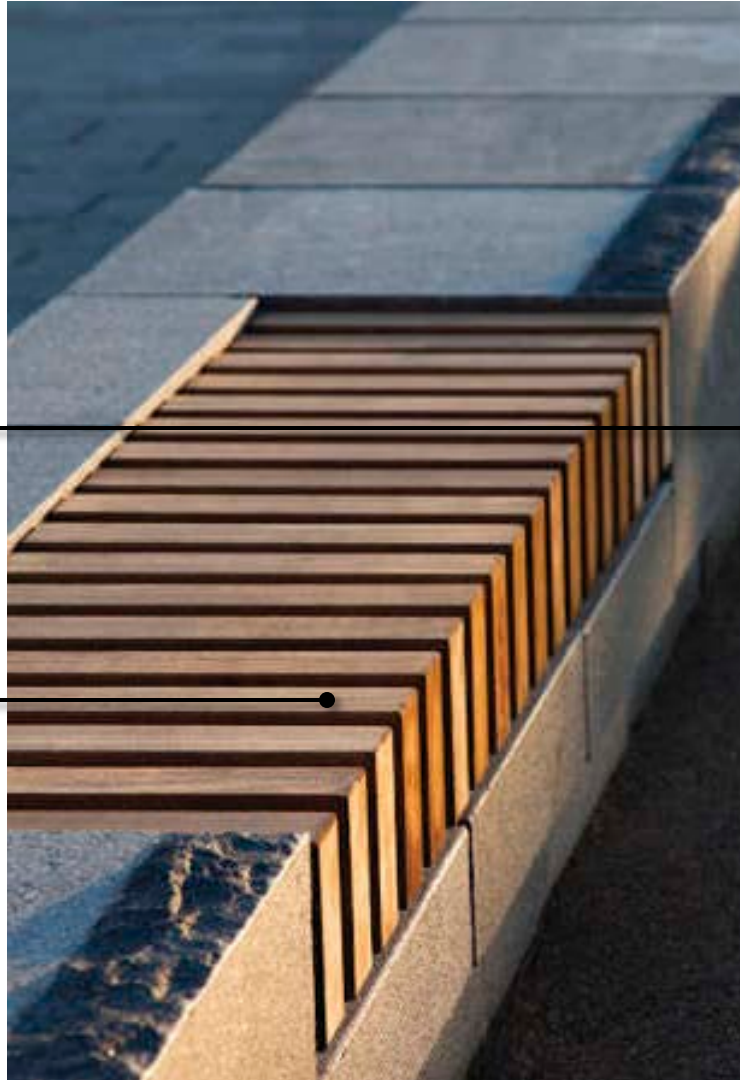
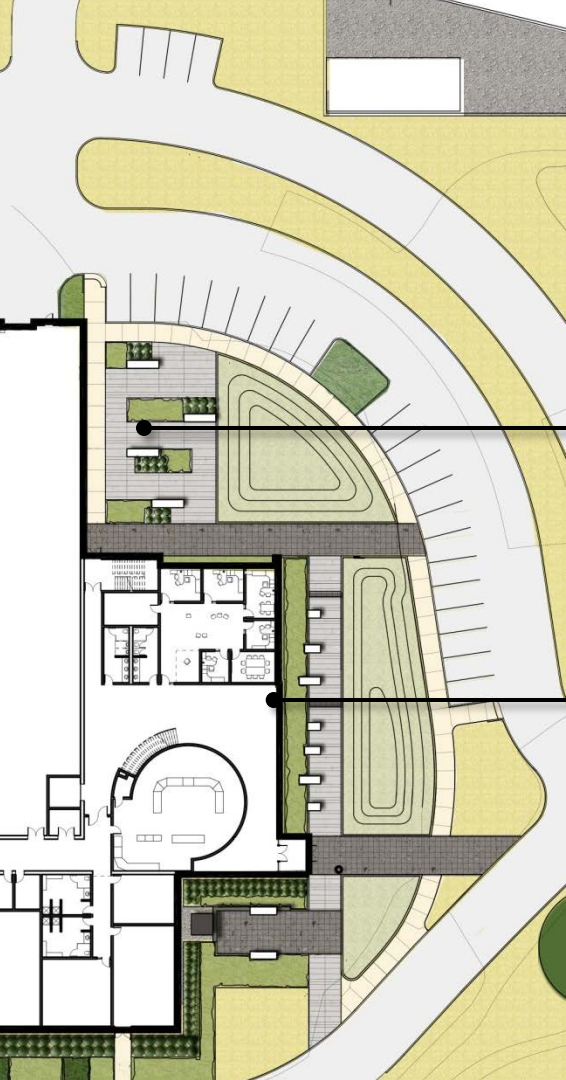


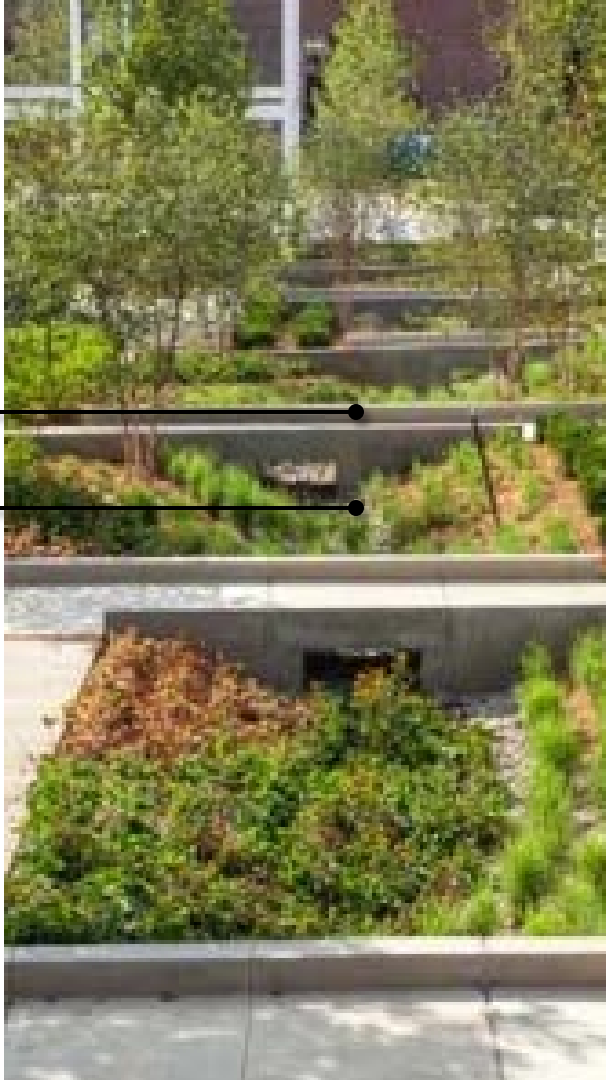
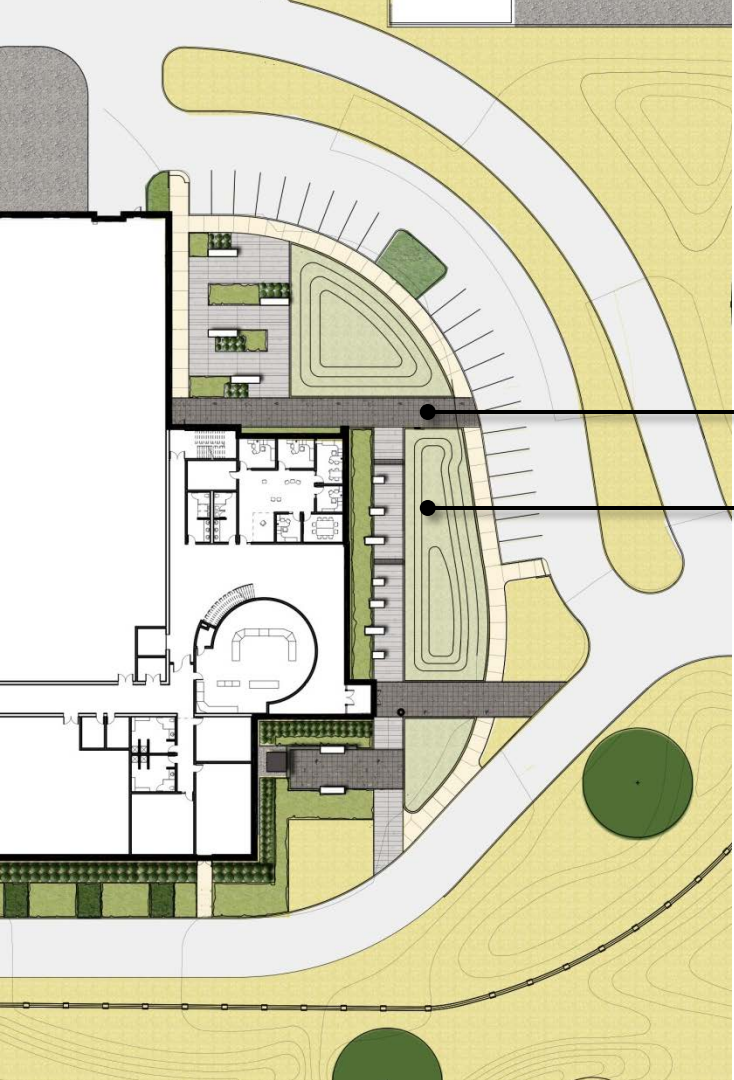
LOOKING TOWARD WINDMILL ISLAND

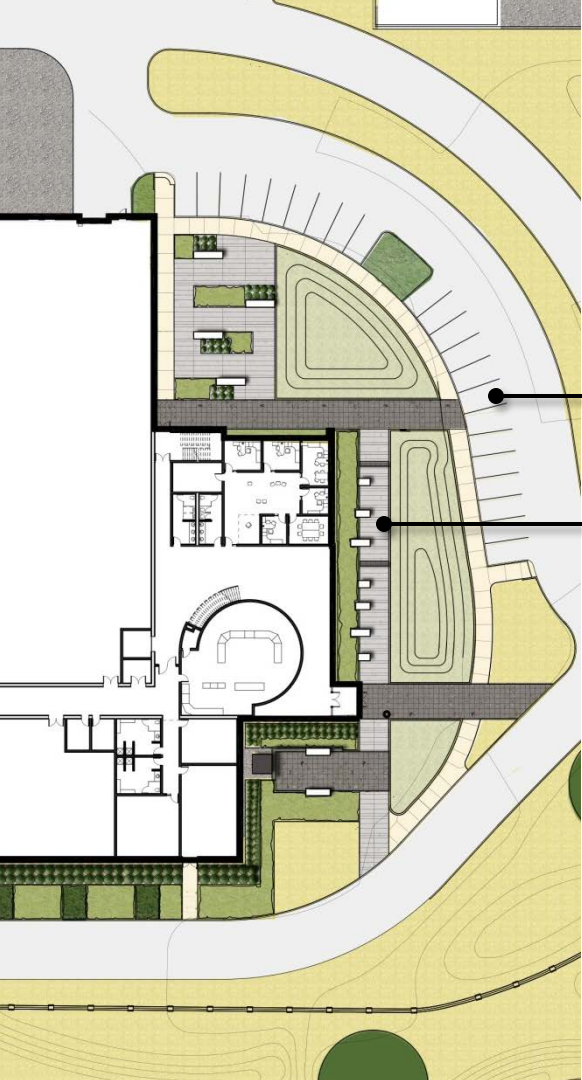


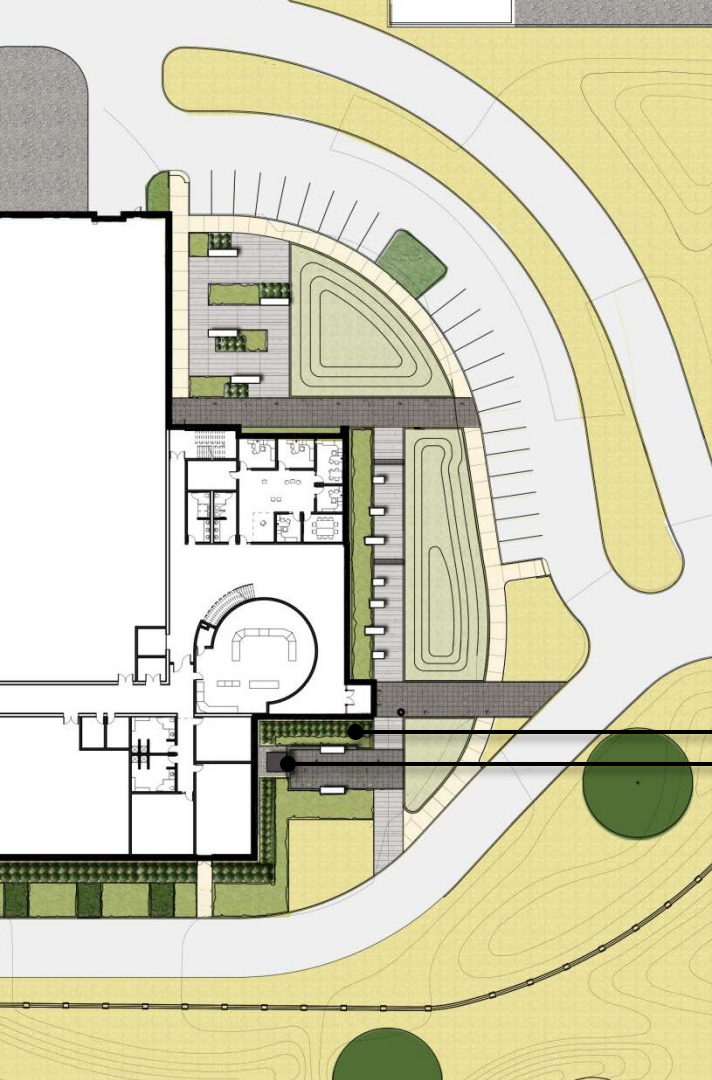


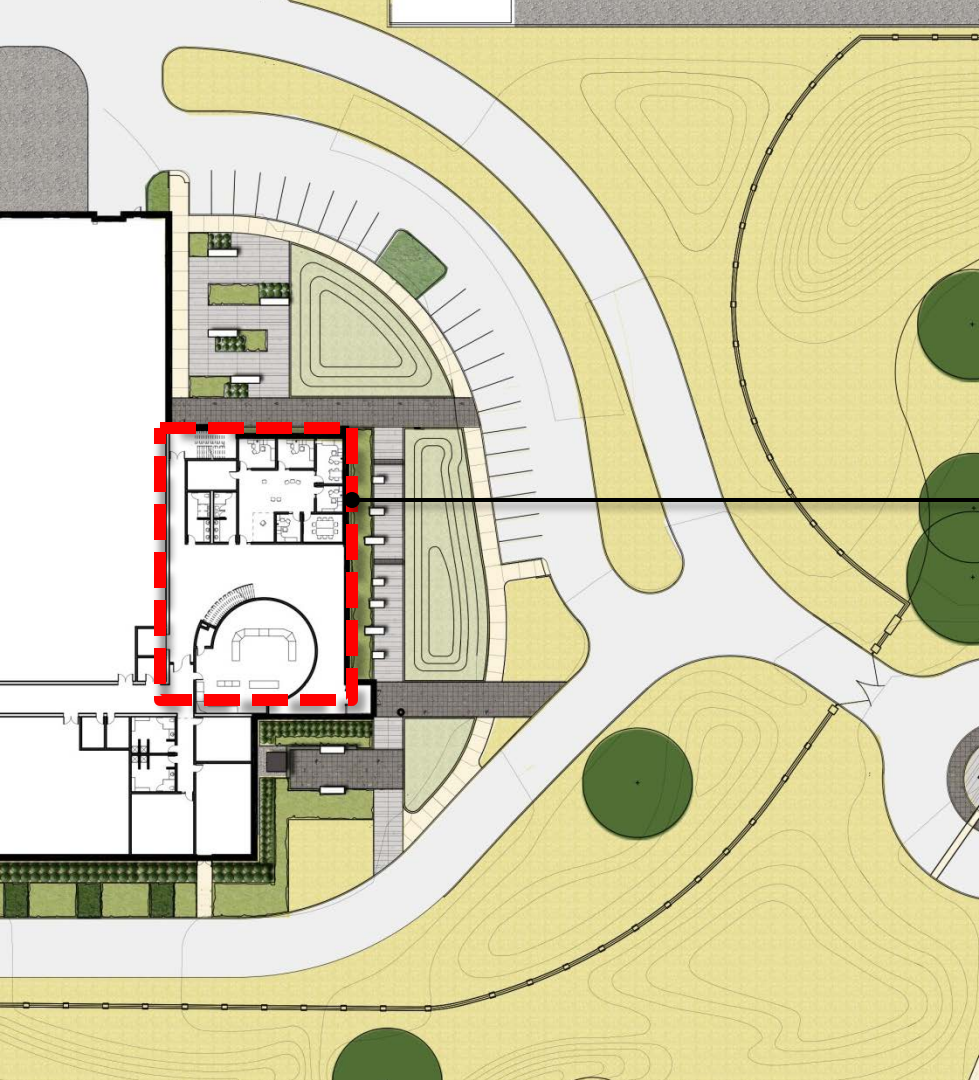


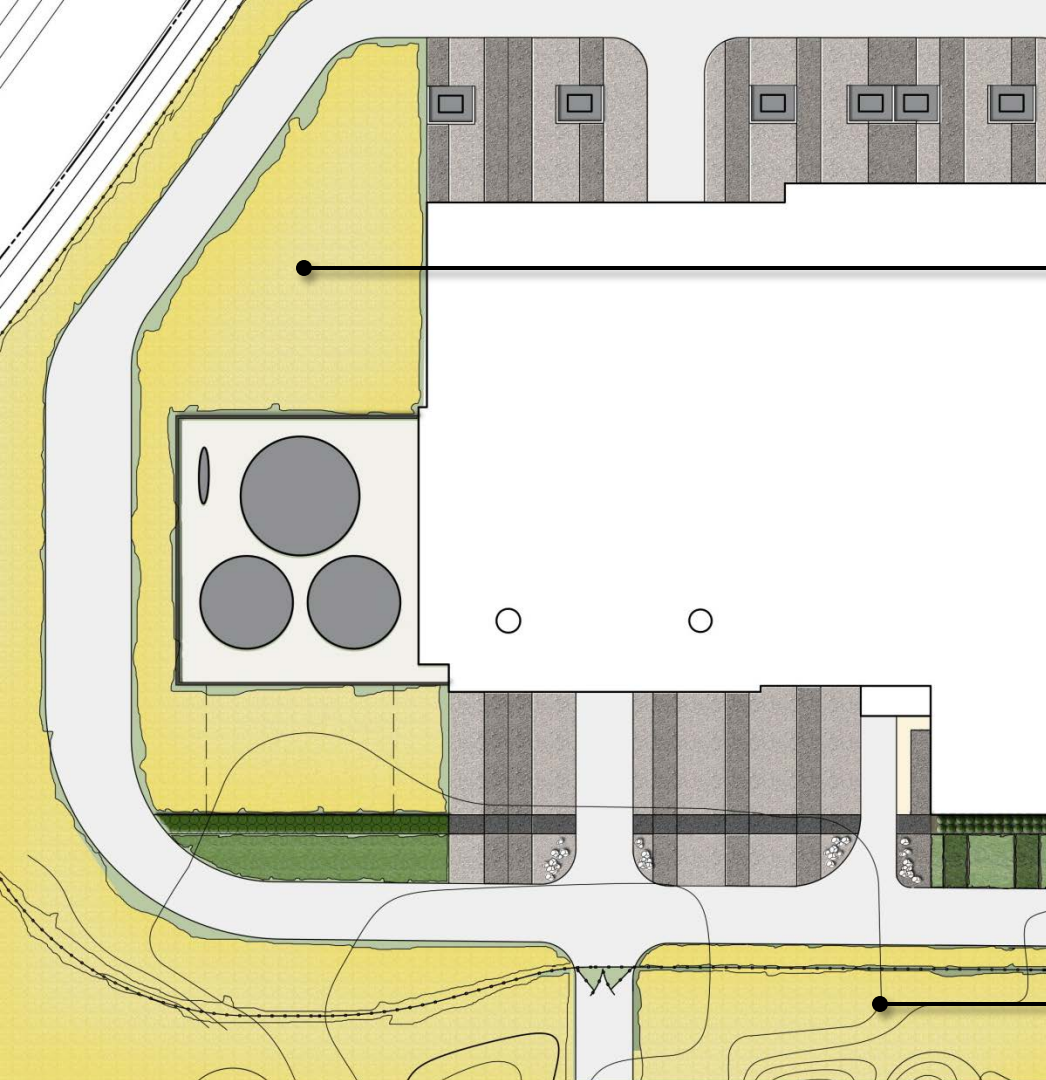


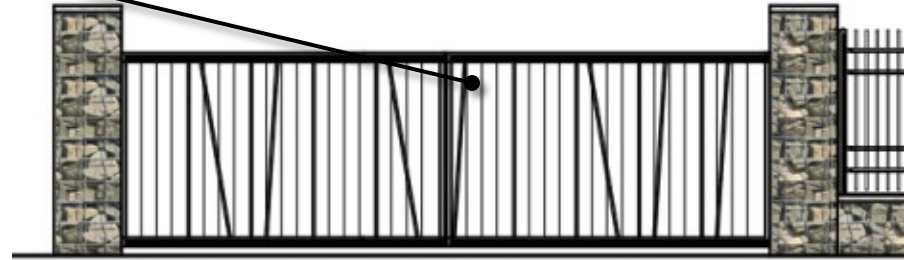
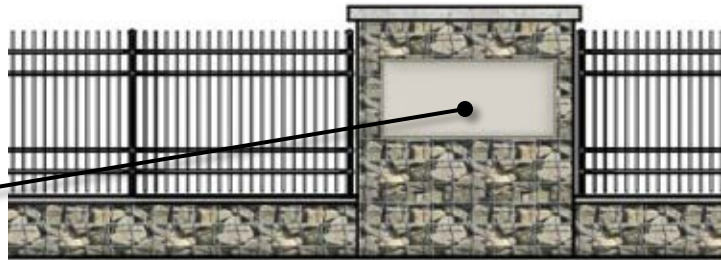
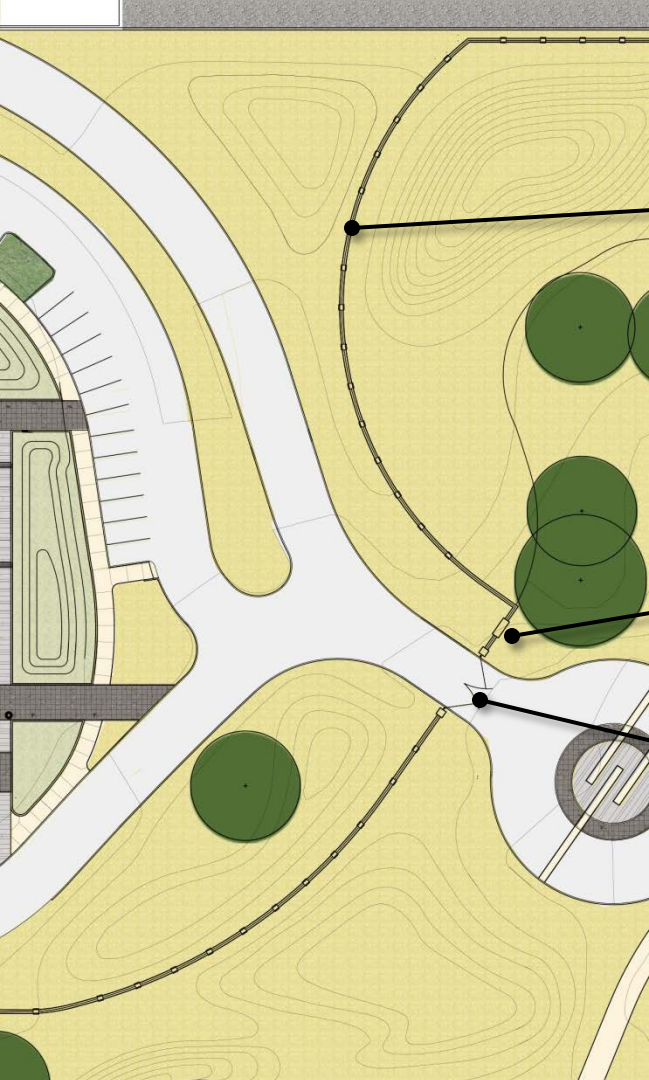




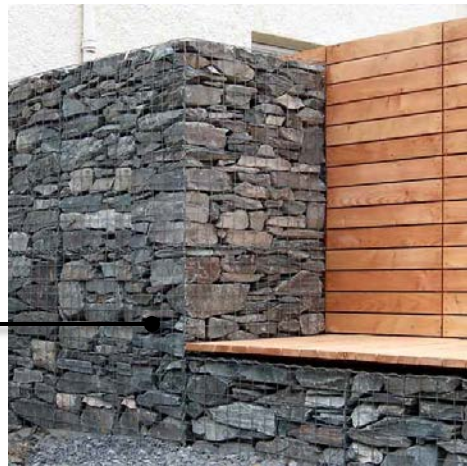




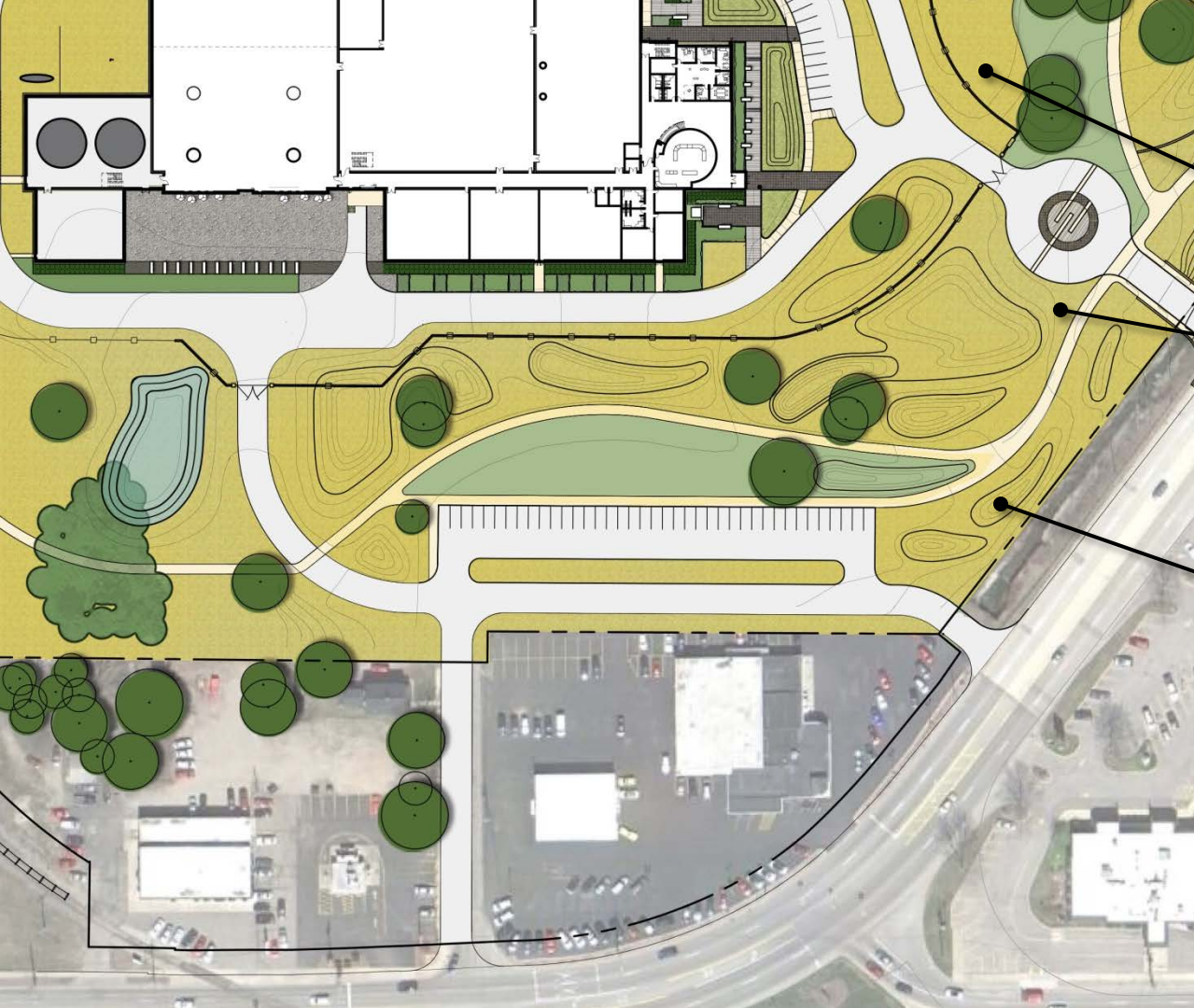
















THANK YOU



LOOKING FROM WINDMILL ISLAND



LOOKING FROM FREEDOM VILLAGE