

# SNOWBOARDING

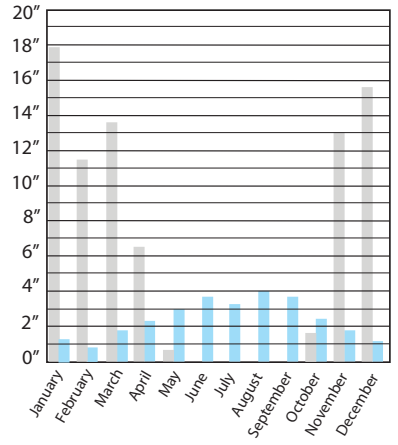
## GOOD USE or URBAN ABUSE? A PROJECT BY PHILIP GRUHOT

LA 572 DESIGN THESE  
ADVISOR - DOMINIC FISCHER  
PROGRAMS USED - FINAL CUT PRO, SKETCHUP PRO,  
GARAGEBAND, AUTOCAD, ADOBE AFTER EFFECTS,  
ILLUSTRATOR, and PHOTOSHOP CS6

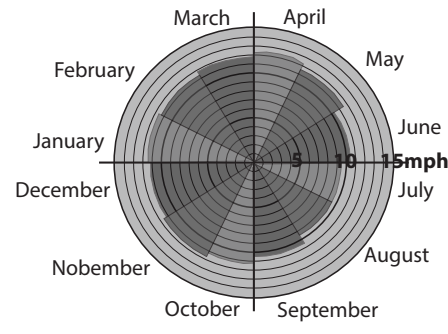
### SITE INFORMATION

Weather is very important to this project because without weather, winter specifically, this project wouldn't be possible. With one of the best snow years on record, this year is a perfect example of why this type of project needs to become a reality. The Lake Effect also causes more severe weather as cold winds move across Lake Superior, picking up water vapor and depositing it as snow.

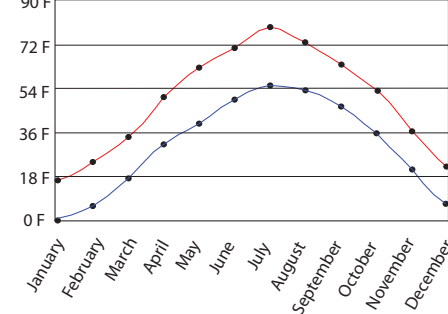
#### PRECIPITATION



#### WIND



#### TEMPERATURE

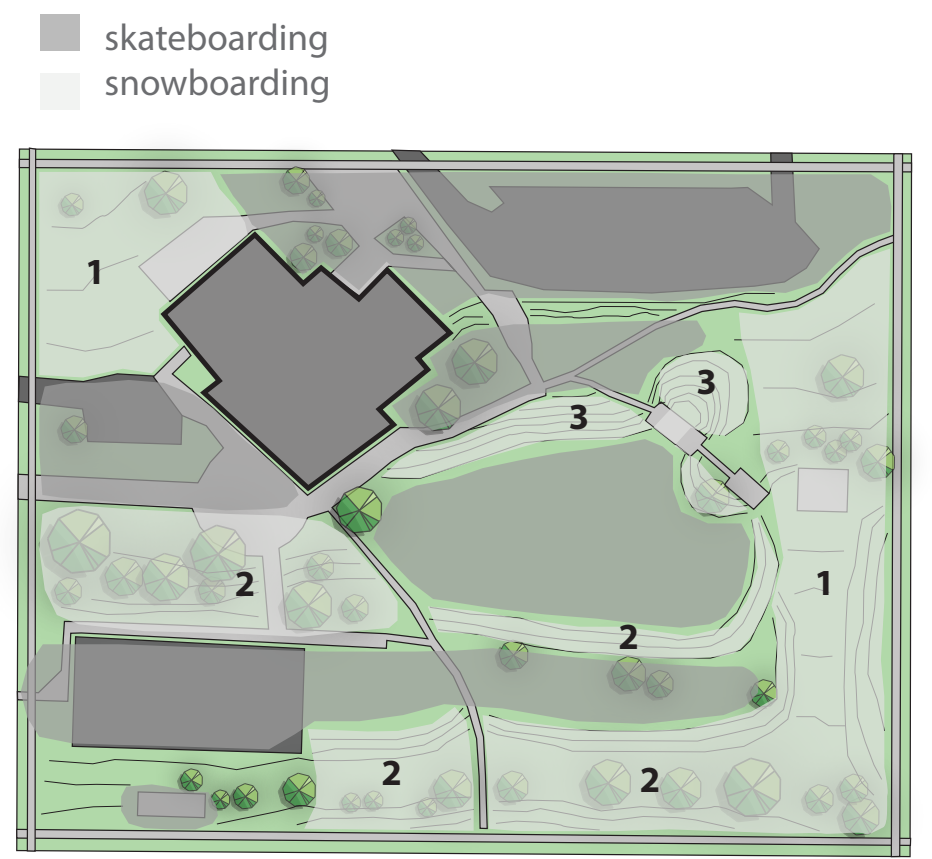


- residential
- single use/weekday hours only
- multi use/open weekends
- seating -permanent/moveable
- lighting
- drinking



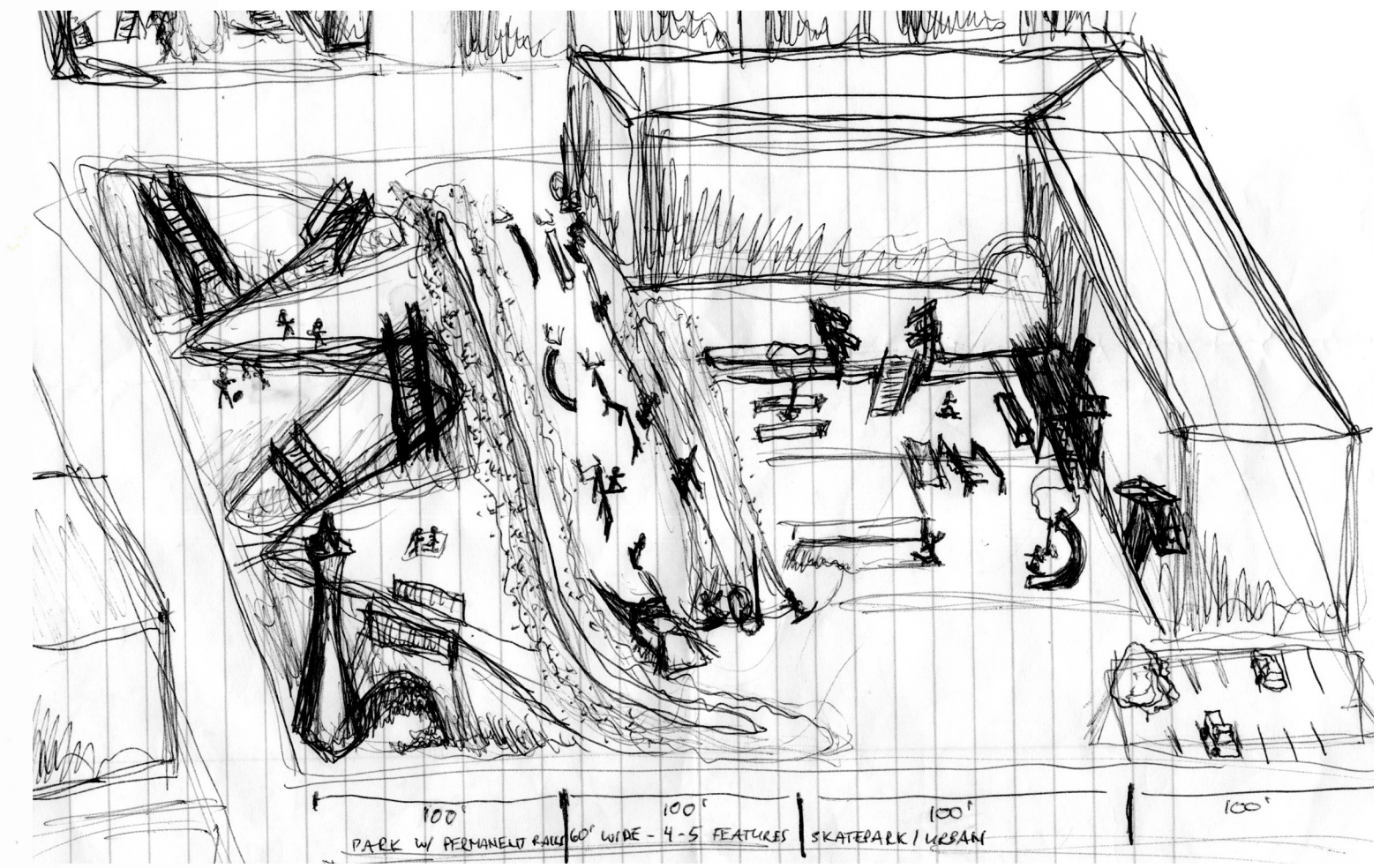
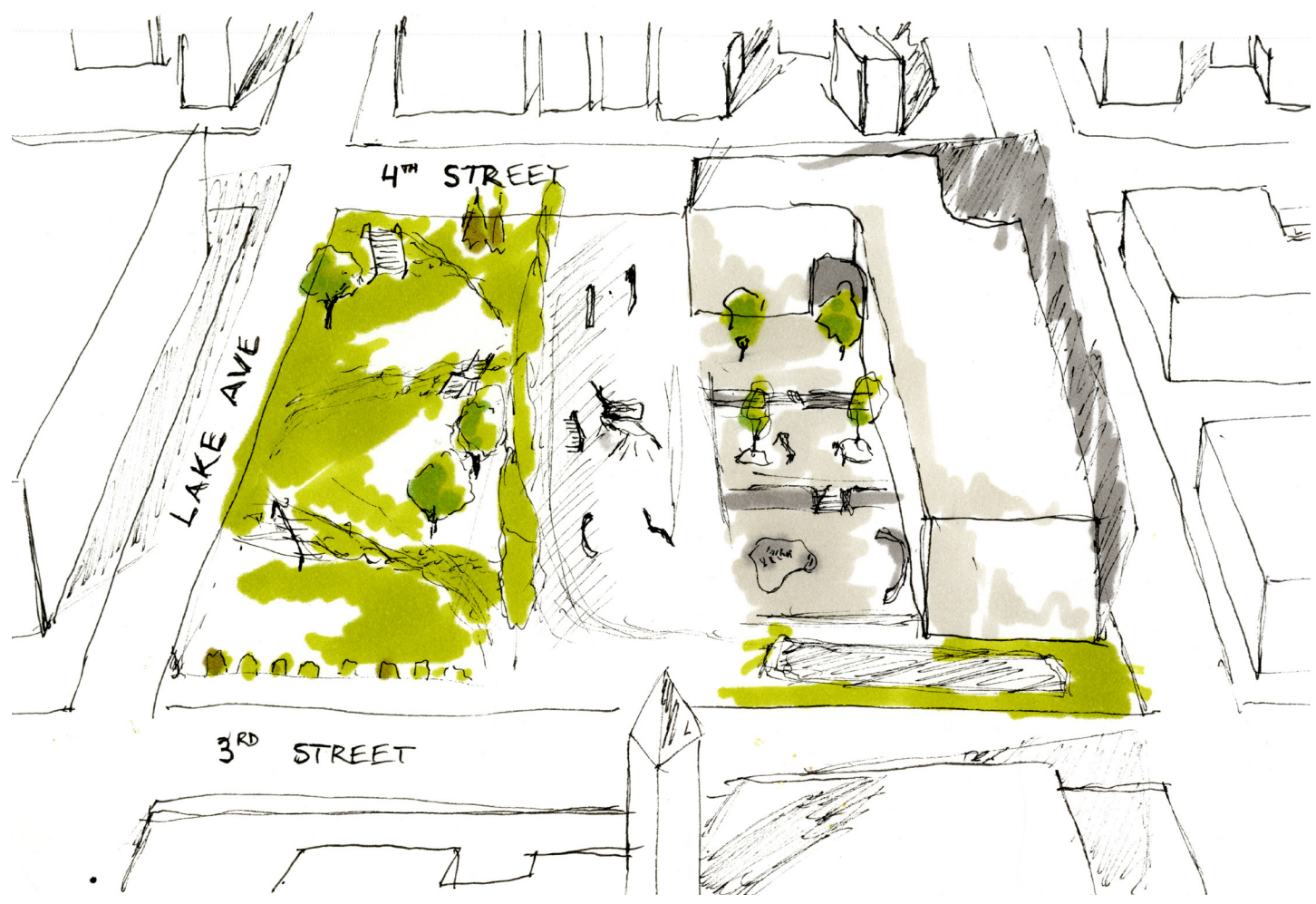
There is slightly over 40 feet of vertical change across the site. Although there are many flat expanses, which can be used more for summer activities, the hills provide speed and other opportunities for snowboarders.

1 LEAST SLOPE 3 MOST SLOPE



### CONCEPTUAL

Although the site is very limited in size, there is potential for something big. A snowboard park of this scale, within the city has never been done before. Many parks and open spaces become inactive during the long, cold winter months. Even without designing for such activities, they already take place on the site.



### MASTER PLAN

This design makes the most use of the site and different features that can be ridden. While there will only be 3-5 features in a line depending on their size, 5-8 features can be set up across the width in each of the three open areas. Several businesses that would be ideal for the proposed buildings are a skate/snow shop, restaurant, park operations, offices, and residential apartments. The plazas adjacent to the buildings are broken up by skill level, with the easiest park at the top and the most difficult park below. They are designed with circulation, on each level or between the three, as the main focus to make use of the small space. The Snowflex, "carpet snowboarding", area can be used year round. A towrope is the most economical and efficient way to move snowboarders, with entire runs lasting 30 seconds up to 1 minute. The park will have a variety of permanent handrails varying in skill level. The open space can be used for multiple purposes in summer, and set up with snowboarding park features during the winter.

### FEATURE DETAILS

The features are designed to look permanent, but through various methods can be interchangeable. Skateboarding and snowboarding depend on progression, so it is important for the park to progress with the riders over time. One method for this can be seen below. Having permanent footings for handrails that can be changed out with a bolt or pin system. The different features will be broken into categories based on skill. It's important to have a mix of features of varying sizes in a line.

#### Beginner features

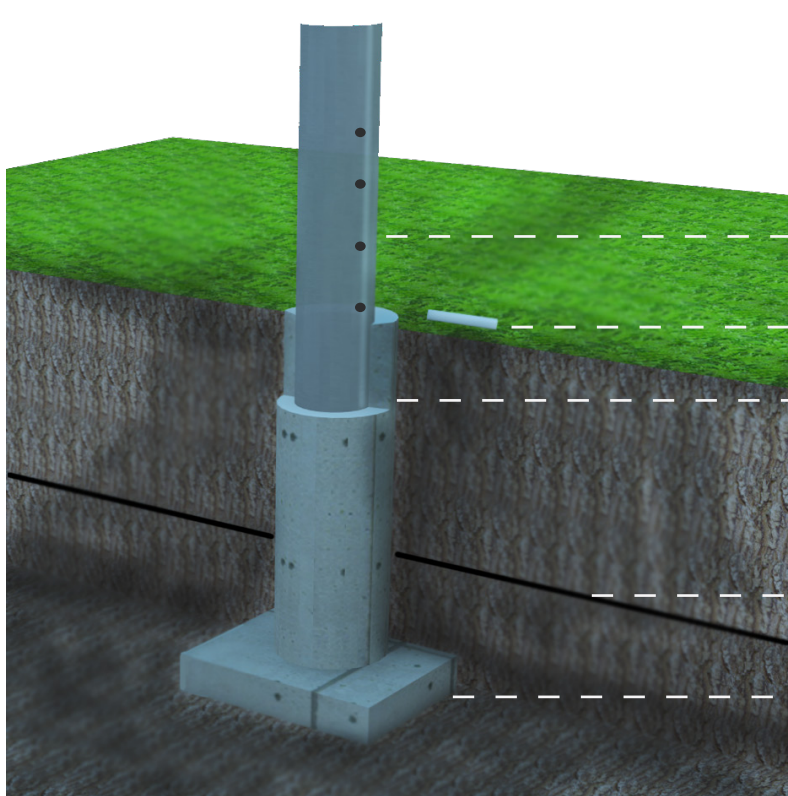
- Height: 6" - 12"
- Width: 6" - 2'
- Length: 6' - 15'
- Angle: 0 - 10 degrees

#### Intermediate features

- Height: 12" - 36"
- Width: 2" - 6"
- Length: 10' - 30'
- Angle: 10 - 18 degrees

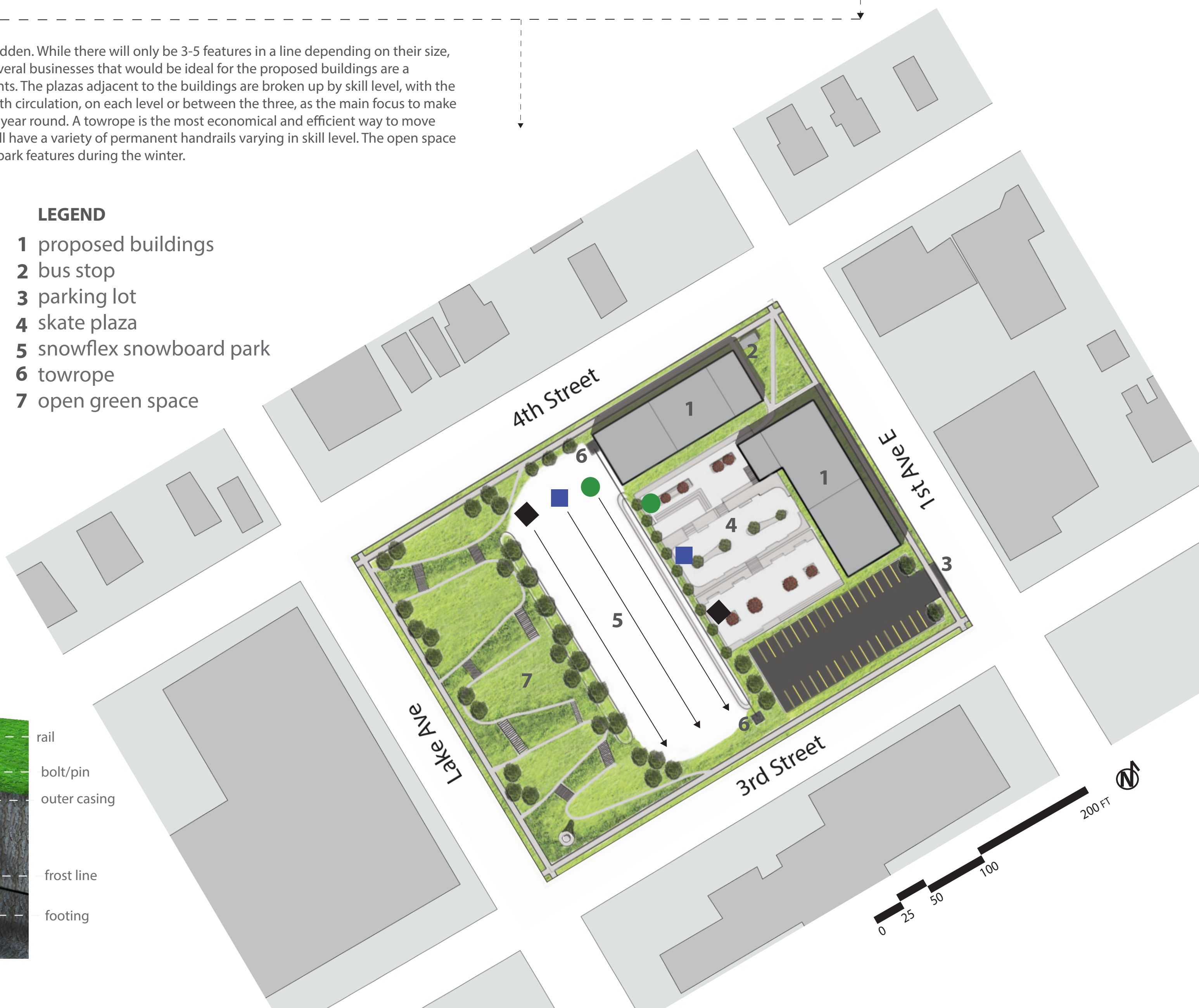
#### Advanced features

- ◆ Height: 36" +
- ◆ Width: 2" or smaller
- ◆ Length: 20' +
- ◆ Angle: 15 - 40 degrees



#### LEGEND

- 1 proposed buildings
- 2 bus stop
- 3 parking lot
- 4 skate plaza
- 5 snowflex snowboard park
- 6 towrope
- 7 open green space



# FOLLOWING THE VIDEO

This project was as much about the visual representation as it was the actual design. In today's world, we are constantly bombarded by technology and social media. Landscape architecture is not widely known outside of the profession for whatever reason. It is my hope that by bringing an entertainment aspect into the project that a wide variety of people can appreciate, whether they know of landscape architecture or not.



ALL PICTURES ARE SCREENSHOTS FROM THE VIDEO

## THE PROBLEM



This project is as much about snowboarding and skateboarding culture as it is a project in urban design.



While most people think that snowboarding needs to be done at a mountain or large resort, in the Midwest you just need a couple hundred feet for a run, some rails, and a towrope.



Skateboarders have similar problems to snowboarders, being another seasonal sport in the Midwest.

## CASE STUDIES



LOVE Park in Philadelphia was once considered one of the best urban skate spots, but the city council has displaced the very people that brought it worldwide recognition.



Every year professional snowboarders come to the Midwest, specifically Duluth for its unique sense of place. The negative stereotypes and illegal activities associated with both sports could be changed with revised rules and regulations.



With an estimated 80 million participants worldwide, snowboarding has become the largest winter sport, fueled by media exposure from events such as the Olympics and X games.

## DULUTH



Duluth, Minnesota is a very unique city. It has many opportunities for indoor and outdoor activities, has a thriving downtown, three college campuses within the area as well as three ski resorts.

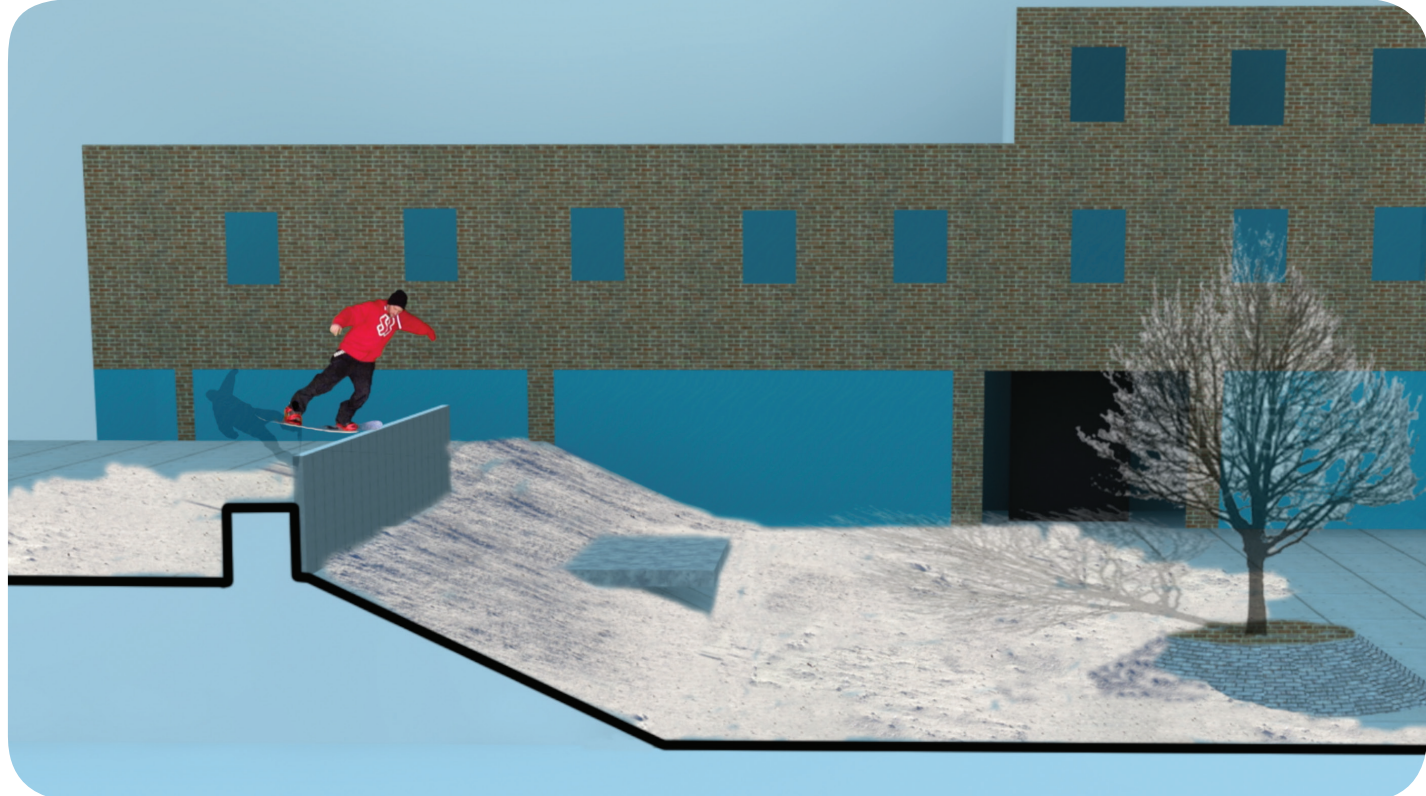


The site, which borders Lake Ave, is at the edge of the downtown and residential neighborhoods. Despite its close proximity to downtown and great views of Lake Superior, there are very few users of the park.



One of three resorts near Duluth, Mont Du Lac is small, but their towrope allows for hundreds of runs in a day.

## DESIGN



Winter section looking East towards one of the proposed buildings on site.

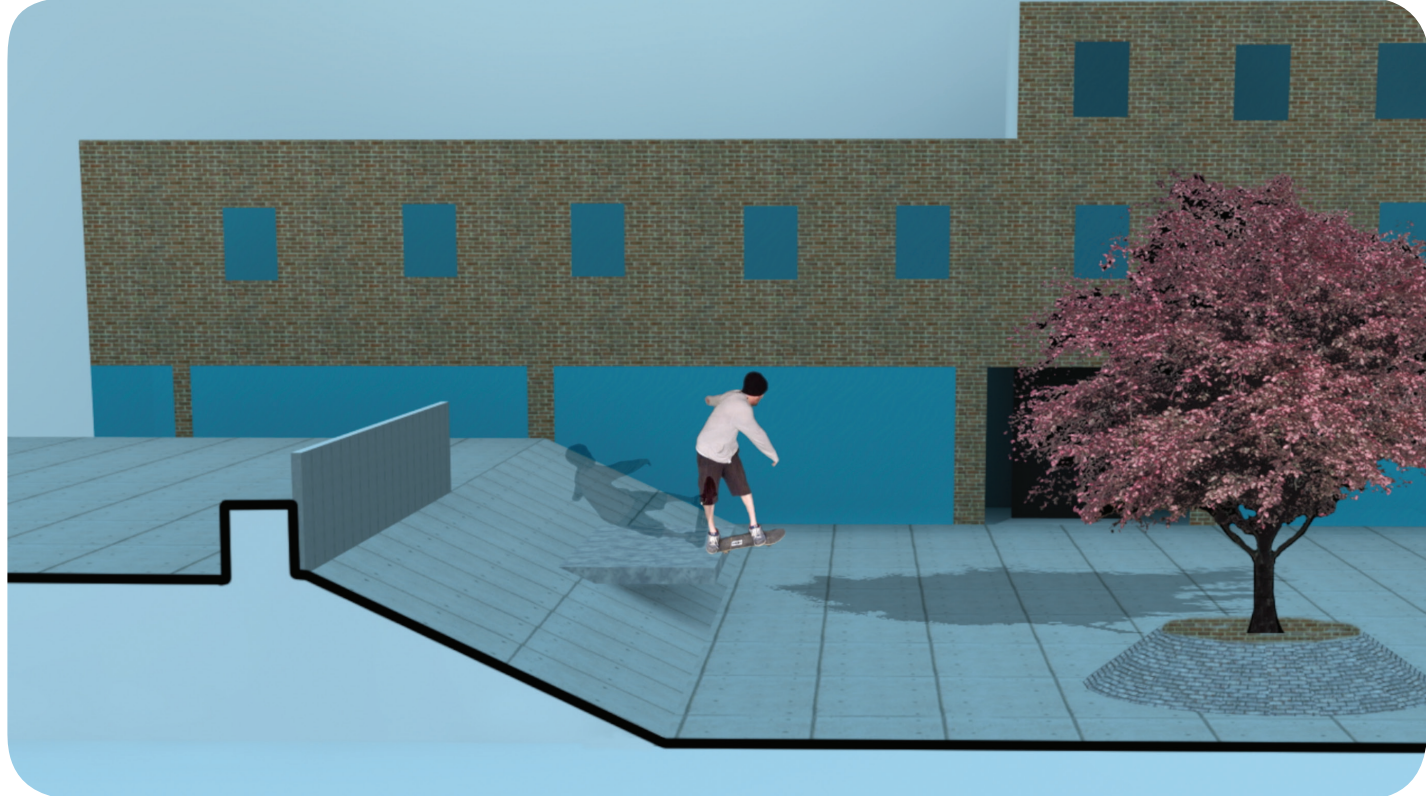


Winter section through the Southern corner, looking East

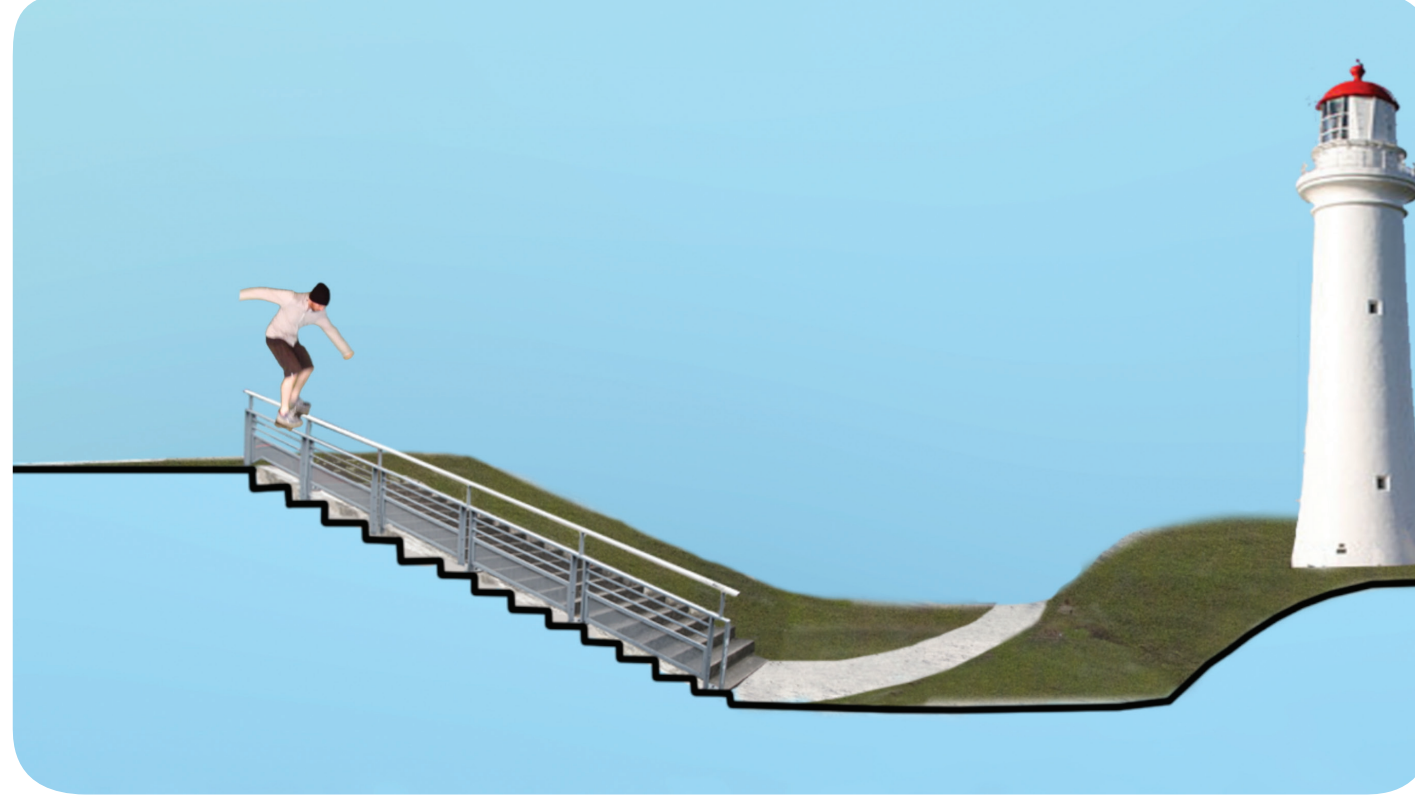


Video segment looking towards the southern tip of the site

## DESIGN



Summer section looking East



Summer section looking East



Video segment looking West at the Snowflex summer snowboard park

# NOW QUIT READING THIS AND WATCH THE VIDEO