The driving forces of this design were people, performance, and light. People are brought to the site with 825 new residential units varying from micro-apartments to spacious condos. Amenities like a grocery store, doctor’s offices, and retail spaces were included to allow residents to live and stay within the community. Performance is introduced with a series of spaces of varying sizes and permanence. The venues start at Pere Marquette Park and move diagonally through the space toward the new arena. Light is present throughout all of the design, including strips in all new benches, a large LED screen that re-faces the existing 4th Street parking garage, and interactive light poles that line the sunken park adjacent to Turner Hall and those that face 4th Street in front of the new arena.

The light, performance spaces, and all ground materials are designed in a linear fashion that permeates into the building facades, both breaking down and linking the different scales of such an expansive space. The module, though, subtle, helps to link the smaller scale of Old World 3rd Street with the new, larger development.
opposite: sunken park south of Turner Hall on 4th Street
right: proposed site plan
below: site section through parking garage, hotel, 4th Street and sailfish park
opposite: night activity in the plaza in front of the new arena