

PART FOUR
APPLICATION OF DESIGN
GUIDELINES TO PROTOTYPE
AREAS

CHAPTER 10
PROTOTYPE 1 - GARRISON AREA
ZONES I, III, IV & V

This Prototype 1 illustrates the application of the design principles as outlined in Part Two - General Design Guidelines and Part Three - Specific Design Guidelines of the Installation Design Guide.

SECTION A

BASIC INFORMATION

The Garrison Area, located approximately two miles southwest of the Main Entrance Gate, was built during the Permanent Construction Phase (which lasted from 1927 to 1937) and is now included in the proposed Historic District (Map M-10-B). These early structures were one, two, and three story red brick construction with hip and gable tile roofs and painted wood trim. The most recent Master Plan recommended consolidating the Post Administrative complex in the Garrison Area and converting several of the old Garrison Motor Pool buildings into administrative uses.

As is demonstrated in this Prototype, it is very possible to attain a visually pleasing installation design with a minimum of additional cost. What is required is a post-wide support system for the IDG, adherence to its principles, thorough attention to detail in the entire process and sufficient, quality landscaping.

Programming is the first step in creating a design solution. The following information about each facility is needed in order to complete the Programming Information Sheet:

- Facility Name
- Area of Existing Facility (Existing SF)
- Area of New Facility (New SF)
- Number of Parking Spaces Req'd
- Area of Req'd Parking (SY)
- Other

A sample of the Programming Information Sheet is located in Appendix C.

SECTION B

INSTRUCTIONS

Step 1

To make the best use of this Prototype Chapter, alternate between reading the List of Problems and looking at the Graphic Site Analysis until the existing situation becomes clear.

Step 2

Consult the list of Facilities on the Programming Information sheet to see what is required.

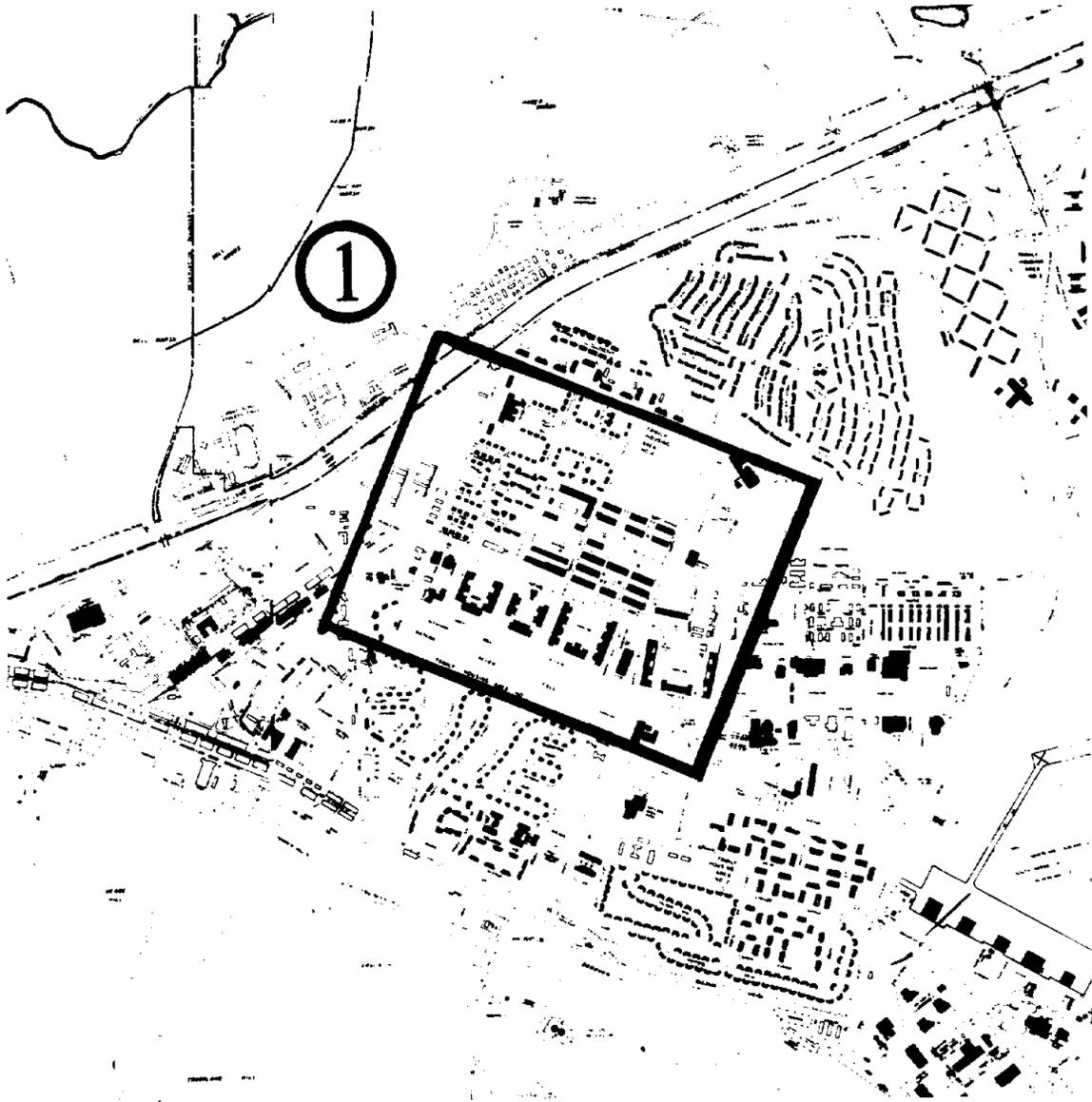
Step 3

Read the list of proposed solutions and study the Installation Site Plan which provides information regarding Streets, Buildings and Trees, checking to see how each "solution idea" has been incorporated.

Step 4

Check to see how the continuity of design ideas has consistently been applied as shown by the following graphics:

- Historical District
- Circulation Patterns
- Spatial Relations
- Major New Building Project
- Minor Project



Map M-10-A

SECTION C

ANALYSIS

General

The Garrison Area - Prototype I - problems listed below have been analyzed in accordance with Part Three - Specific Design Criteria. Following the format of the IDG they were then divided into the following three main types:

- Master Planning Problems
- Site Design Problems
- Building Design Problems

Consideration was given to the feasibility of each recommended solution in determining the priorities. Landscaping solutions have been emphasized.

Fort Lewis DEH has provided their main focus of problem identification; their input has been included in the following manner:

- D = Design
- P = Planning
- P & D = Planning & Design

Garrison Area Problems

Master Planning

- A. Inefficient, chaotic, unscreened parking areas (both on and off street) almost devoid of plantings. (High Priority) D
- B. Proposed route of east-west cross post arterial will split planned administrative complex. (High Priority) P
- C. High number of curbcuts on major streets disrupts traffic flow and increases risk of accidents. (Medium Priority) P & D
- D. Lack of road hierarchy, especially in family housing area, results in confusing, unsafe circulation patterns. (Medium Priority) P

- E. Lack of outdoor pedestrian amenities such as lunchtime seating areas, etc. (Low Priority) D

Site Design

- F. Unattractive, informal view from front of Post/I Corps Headquarters Building. (High Priority) D

- G. Asymmetrical, off-center school building and unscreened parking lot provide unsatisfactory closure to parade ground and detract from otherwise exceptional view of Mount Rainier. (High Priority - Landscape Solution) D

- H. Severe visual and functional conflict between adjacent motor pools, shops and family housing. (High Priority - Landscape Solution) P

- I. Major street is not screened from family housing units creating visual, noise and safety problems. (High Priority - Landscape Solution) D

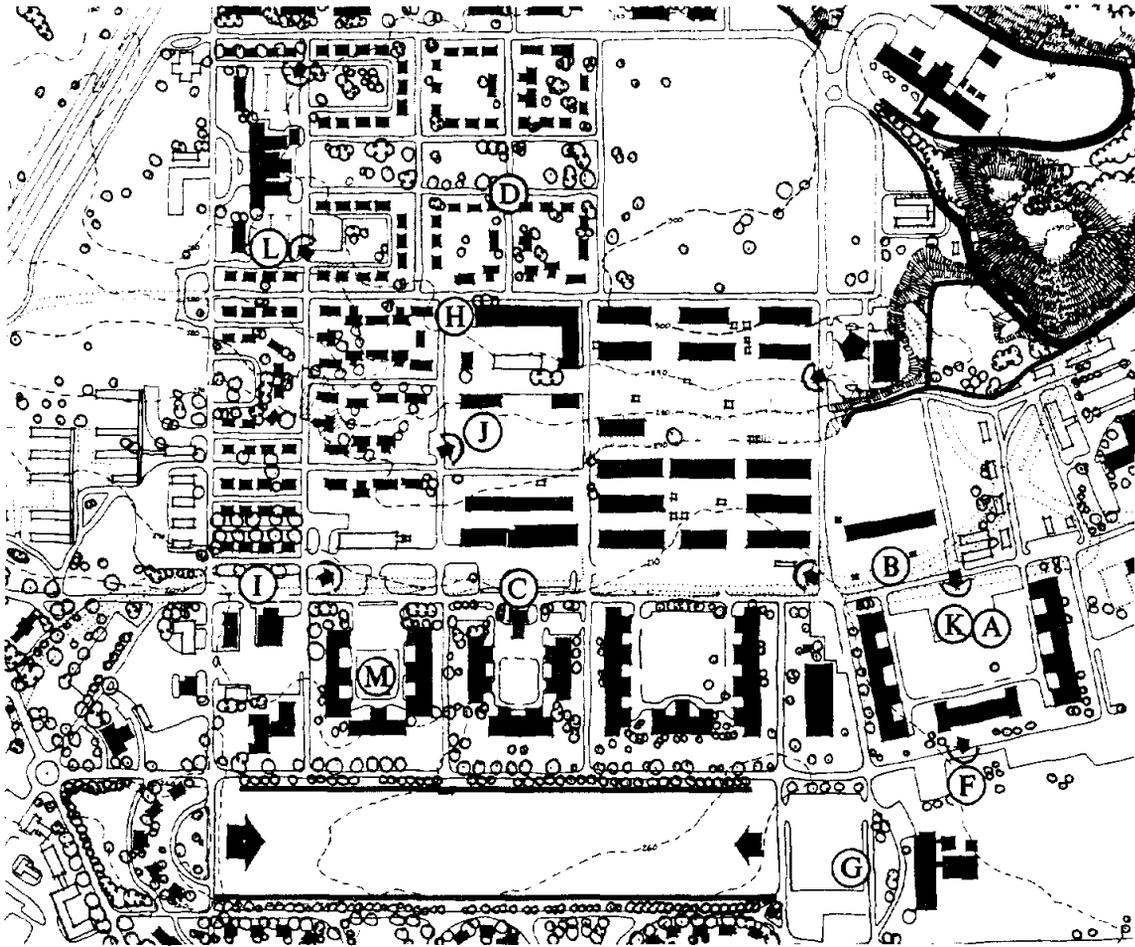
- J. Unscreened views of unsightly shops and motor pool areas. (Medium Priority - Landscape Solution) P

- K. Unsightly, unscreened service areas. (Medium Priority - Landscape Solution) D

- L. Parking areas not screened from adjacent family housing. Access to parking also is along residential streets. (Low Priority - Landscape Solution) P & D

Building Design

- M. Unattractive and functionally obsolete temporary buildings detract from appearance of the facilities. (High Priority) P



Legend

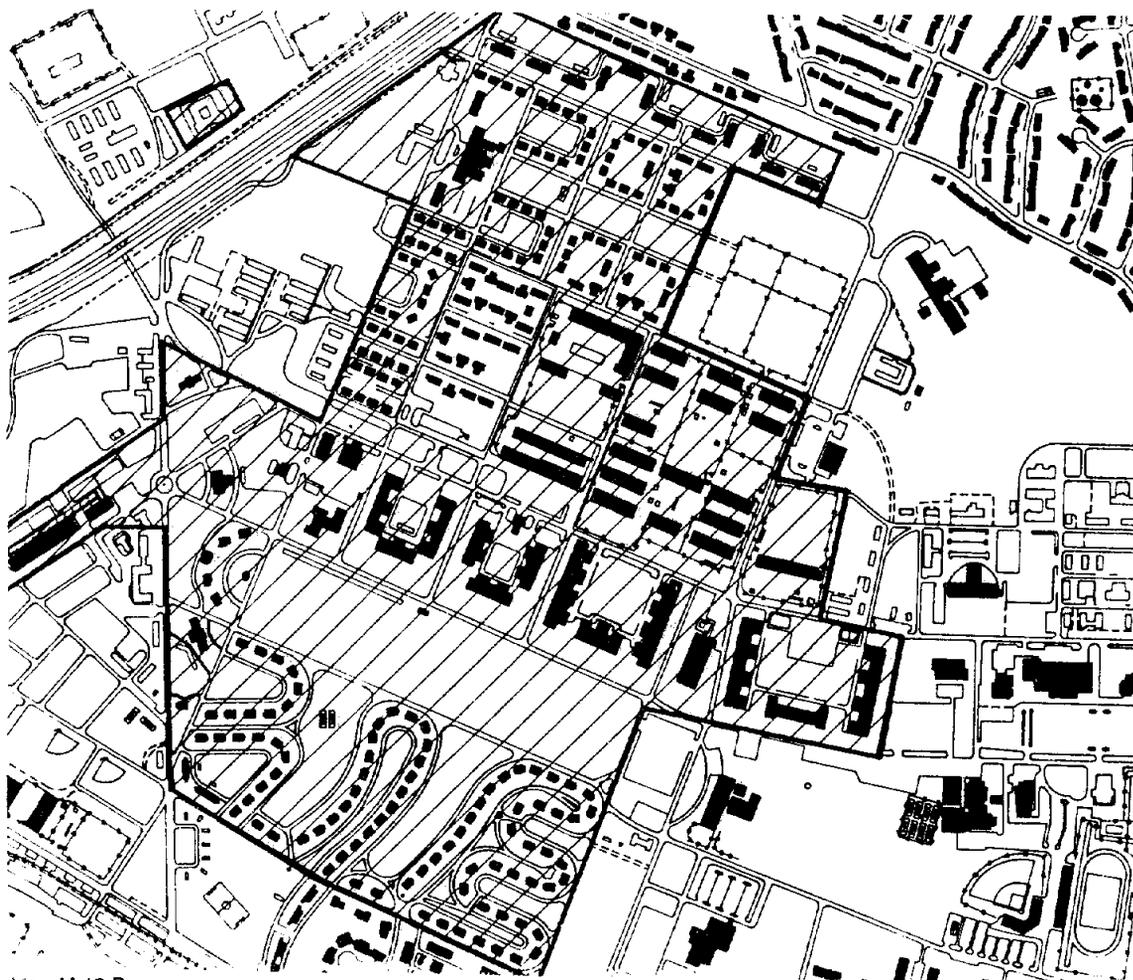
- ➡ Major view
- Minor view
-) View to be screened
- Visual edge
- ⋯ Proposed construction

Site Analysis



Fig F-10-A

PART FOUR-PROTOTYPE AREAS
CHAPTER 10-GARRISON AREA



Map M-10-B

SECTION D

PROGRAMMING INFORMATION

Post-Wide Administration

Post Headquarters
I Corps Headquarters
Adjutant General
Comptroller/Finance
MISA
Staff Judge Advocate
Transportation Administration
Personnel Services
In-processing Center
Civilian Personnel Office
Procurement
DPCA/DIO Staff
ADP

Troop Housing and Administration

HHC - I Corps
Corps Signal Brigade
HHC USAG
Replacement
TDY

Other

Chapel Center
Miscellaneous MWR
Dental Clinic

Family Housing

NCO Family Housing

These facility names along with new and existing building and parking areas will be shown on the Programming Information Sheet (see Appendix C).

SECTION E

PROPOSED DESIGN

General

The Garrison Area - Prototype I - solutions listed below have been analyzed in accordance with Part Three - Specific Design Criteria. Following the format of the IDG they were then divided into the following three main types:

- Master Planning Solutions
- Site Design Solutions
- Building Design Solutions

Consideration was given to the feasibility of each recommended solution in determining the priorities. Landscaping solutions have been emphasized.

Fort Lewis DEH has provided their main focus of problem identification; their input has been included in the following manner:

- D = Design
- P = Planning
- P & D = Planning & Design

Garrison Area Solutions

Master Planning

A. Redesigned parking areas provide proper number of spaces, a clear and convenient circulation pattern and planted islands with trees for scale, shade and visual relief. (High Priority) D

B. Rerouted arterial separates administrative complex from family housing and MSA areas. (High Priority) P

C. Intersections on arterial limited to those necessary to access adjacent activities and cross streets. (500 foot minimum between intersections) (Medium Priority) P & D

D. Creation of cul-de-sacs and loop roads instills sense of hierarchy leading to safer, more pleasing neighborhood streets. (Medium Priority) P

E. Landscaped and furnished pedestrian areas, separated from parking, provided around buildings (Low Priority) D

Site Design

F. Relocation of parking and formal landscaping provide a dignified approach to, and view from, the headquarters building. (High Priority) D

G. Relocation of parking lot and screening of school building with closely spaced evergreen trees provide a proper closure to parade ground and emphasize view of Mount Rainier. (High Priority - Landscape Solution) D

H. Severe visual and functional conflict between adjacent motor pools, shops and family housing. (High Priority - Landscape Solution) P

I. Earth berm and heavy evergreen landscaping provide visual, sonic and safety barrier. (High Priority - Landscape Solution) D

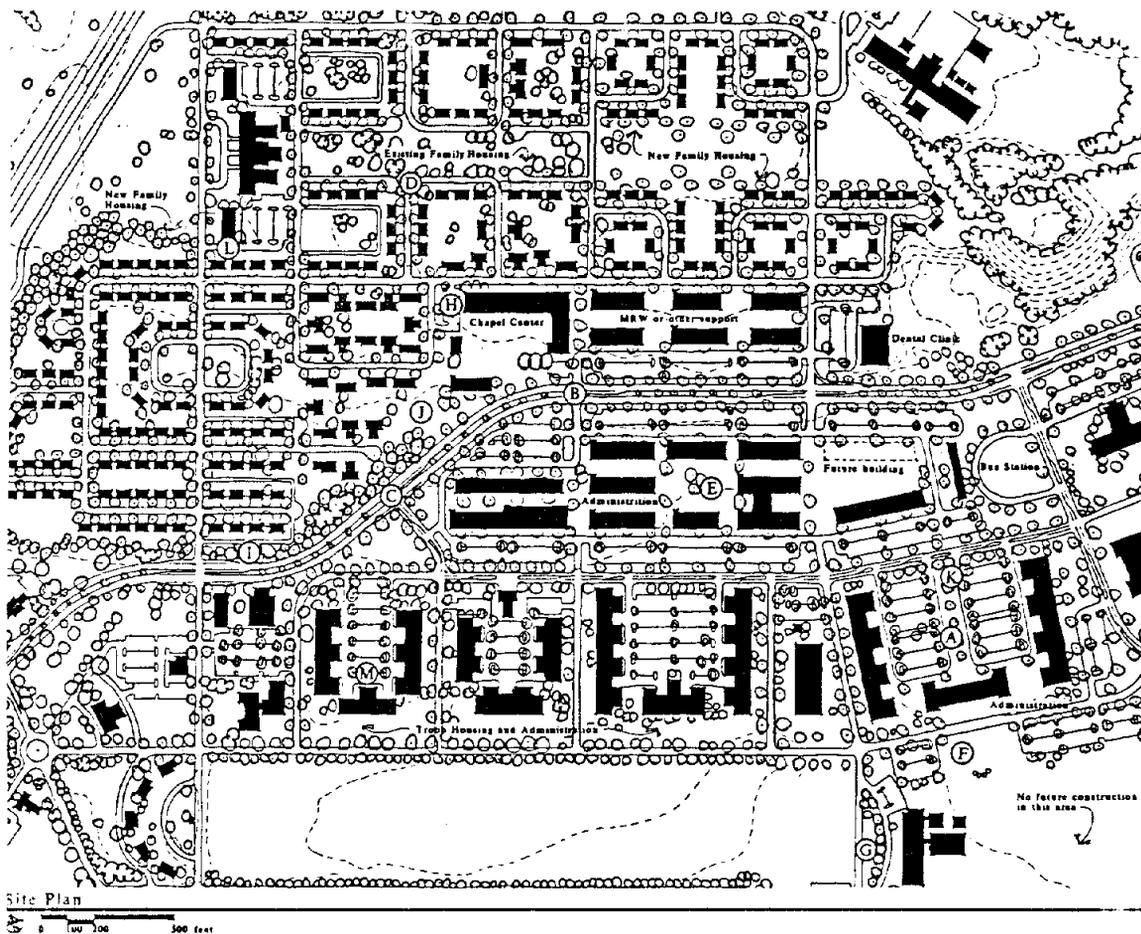
J. Relocation of shops and motor pools eliminates problem. (Medium Priority - Landscape Solution) P

K. Properly screened service areas incorporated into each parking area do not detract from the facilities. (Medium Priority - Landscape Solution) D

L. Earth berm and heavy evergreen landscaping provide needed separation and rerouted primary access pulls traffic away from residential streets. (Low Priority - Landscape Solution) P & D

Building Design

M. Temporary buildings are removed to allow



Site Plan
0 100 200 300 feet

Fig R-10-B

PART FOUR-PROTOTYPE AREAS
CHAPTER 10-GARRISON AREA

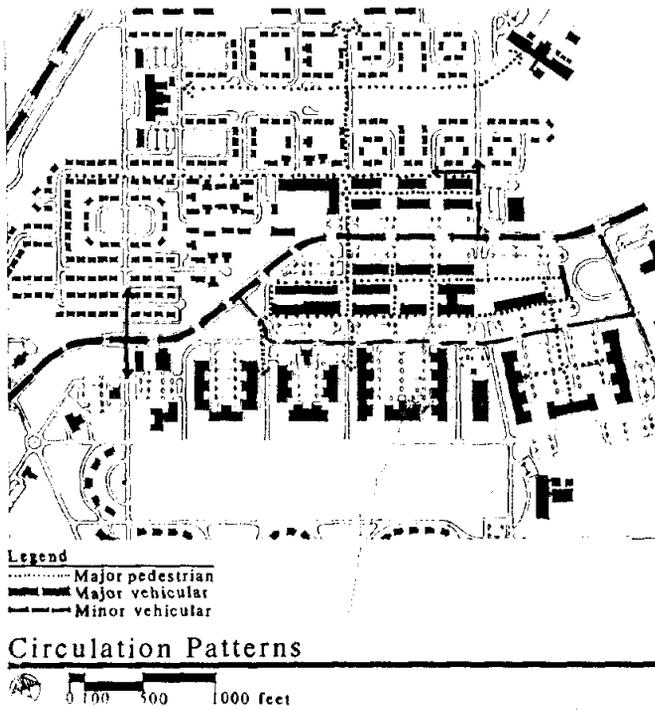


Fig F-10-C

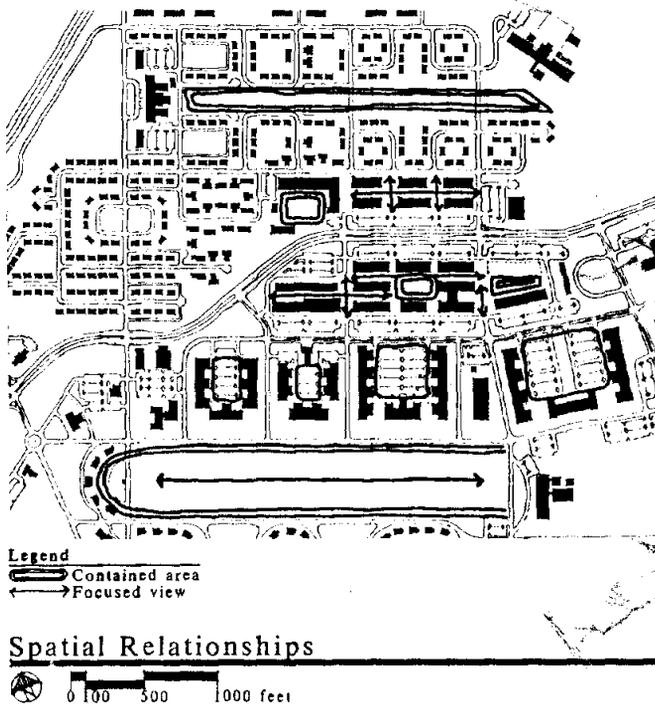
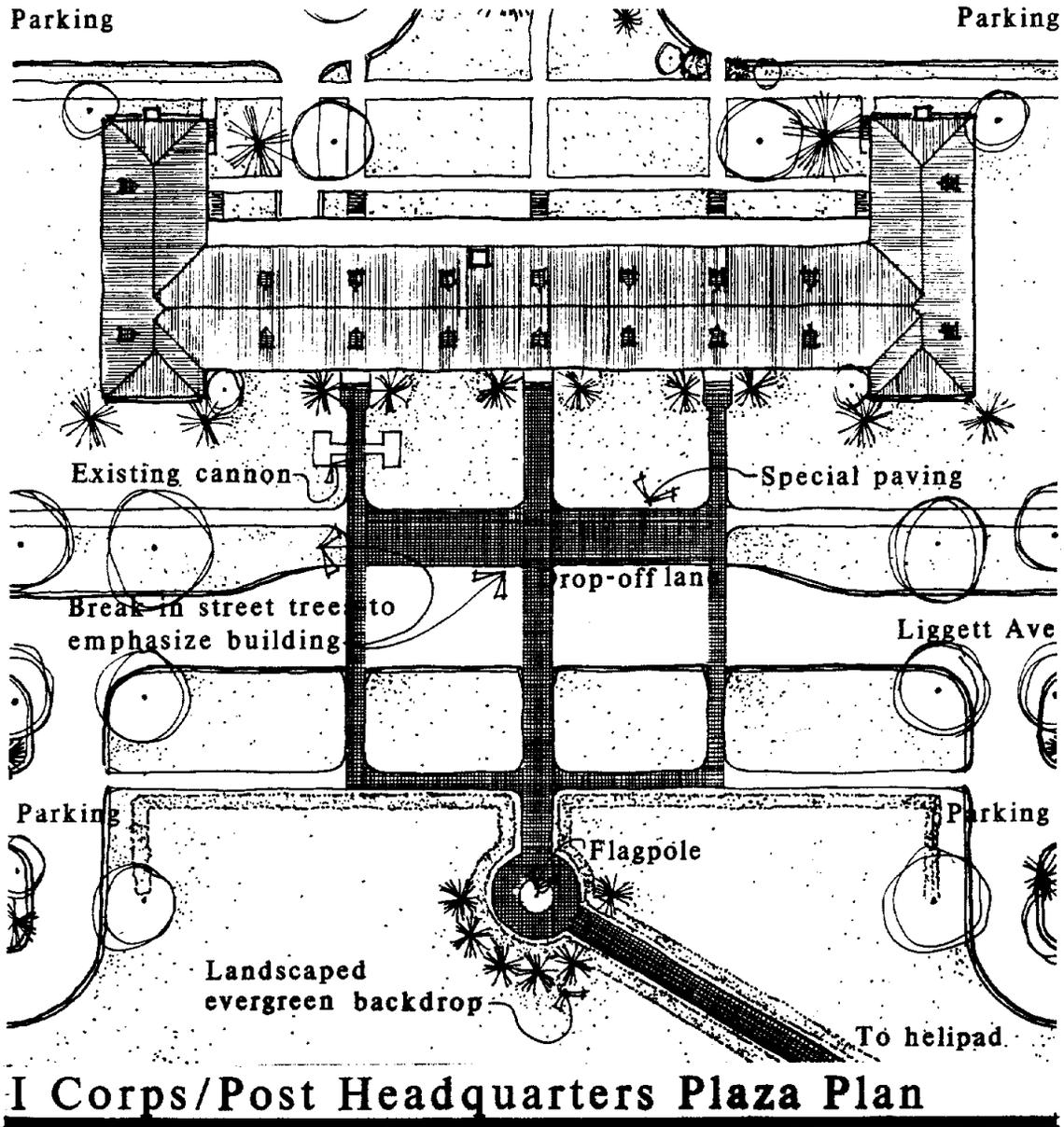


Fig F-10-D

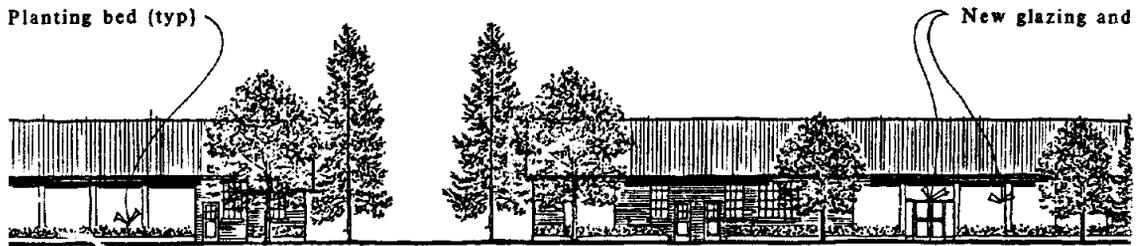


I Corps/Post Headquarters Plaza Plan



Fig F-10-E

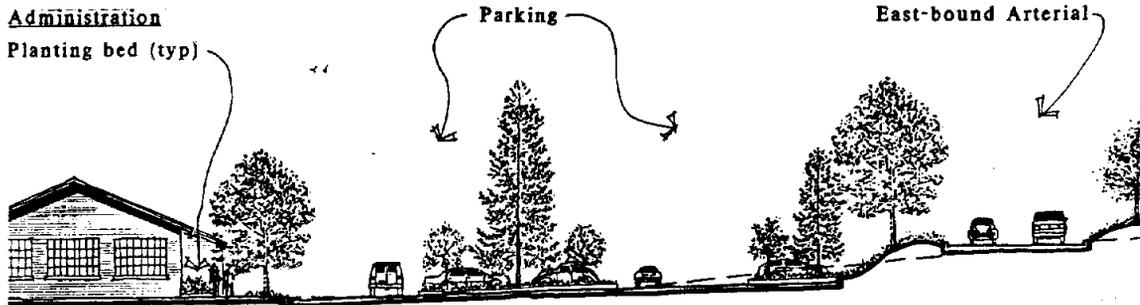
PART FOUR-PROTOTYPE AREAS
CHAPTER 10-GARRISON AREA



Motor Pool Conversion Elevation



Fig F-10-F



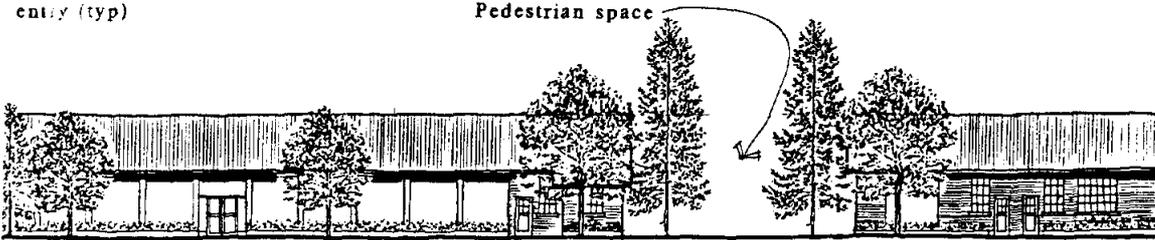
Motor Pool Conversion/Cross-post Arterial Site Section



Fig F-10-G

entry (typ)

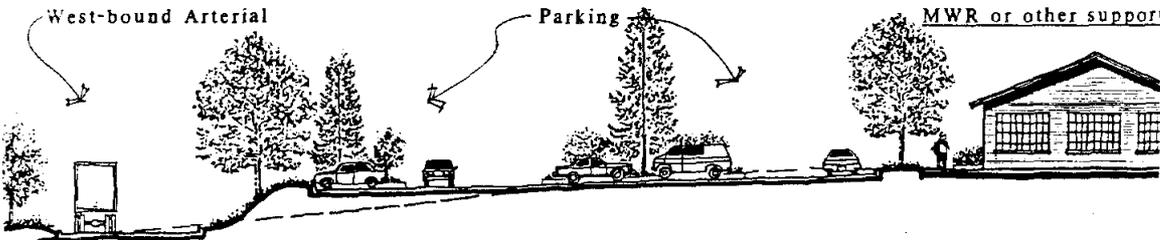
Pedestrian space

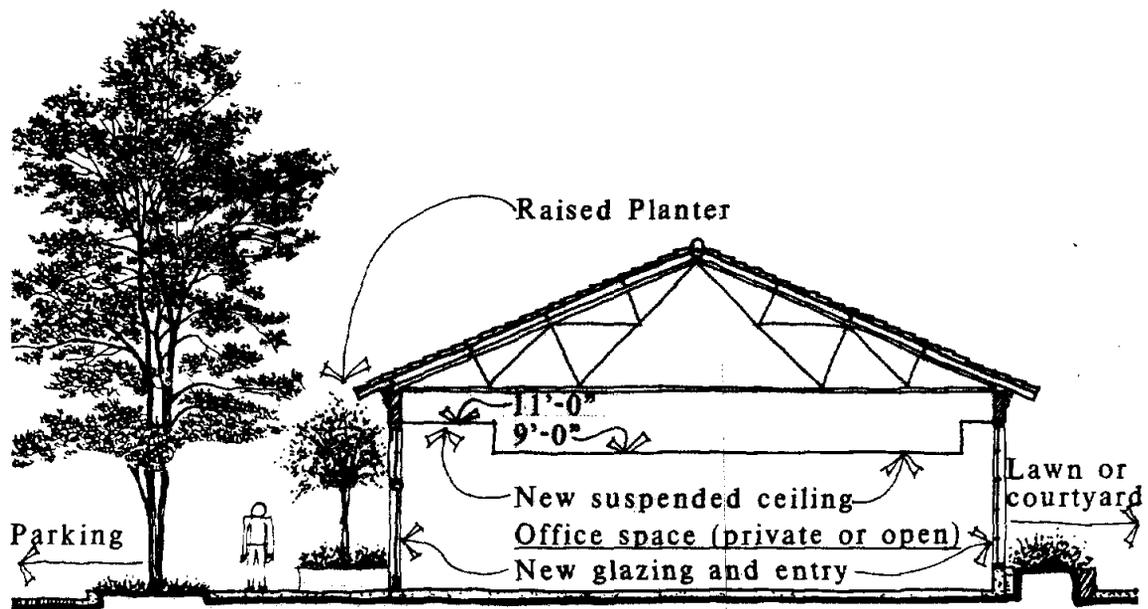


West-bound Arterial

Parking

MWR or other support





Motor Pool Conversion Building Section

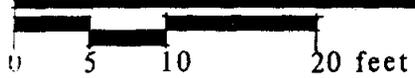


Fig F-10-H

10-14

Higginbotham & Assoc
April 1987

PART FOUR APPLICATION OF DESIGN GUIDELINES TO PROTOTYPE AREAS

CHAPTER 11 PROTOTYPE 2 - COMMUNITY CENTER - ZONES II, VI & VIII

This Prototype 2 illustrates the application of the design principles as outlined in Part Two - General Design Guidelines and Part Three - Specific Design Guidelines of the Installation Design Guide.

SECTION A

BASIC INFORMATION

The current Community Center, located to the east of the central Headquarters/Administration area, was developed in increments starting in 1937. It contains a Retail Core, Library, Guest House and Commissary. It has no one predominant architectural style. The current Master Plan recommended significant expansions and improvement in this relatively high density area.

As is demonstrated in this Prototype, it is very possible to attain a visually pleasing installation design with a minimum of additional cost. What is required is a post-wide support system for the IDG, adherence to its principles, thorough attention to detail in the entire process and sufficient, quality landscaping.

Programming is the first step in creating a design solution; the following information about each facility is needed in order to complete the Programming Information Sheet:

- Facility Name
- Area of Existing Facility (Existing SF)
- Area of New Facility (New SF)
- Number of Parking Spaces Req'd
- Area of Req'd Parking (SY)
- Other

A sample of the Programming Information Sheet is located in the Appendix.

SECTION B

INSTRUCTIONS

Step 1

To make the best use of this Prototype Chapter, alternate between reading the List of Problems and looking at the Graphic Site Analysis until the existing situation becomes clear.

Step 2

Consult the list of Facilities on the Programming Information sheet to see what is required.

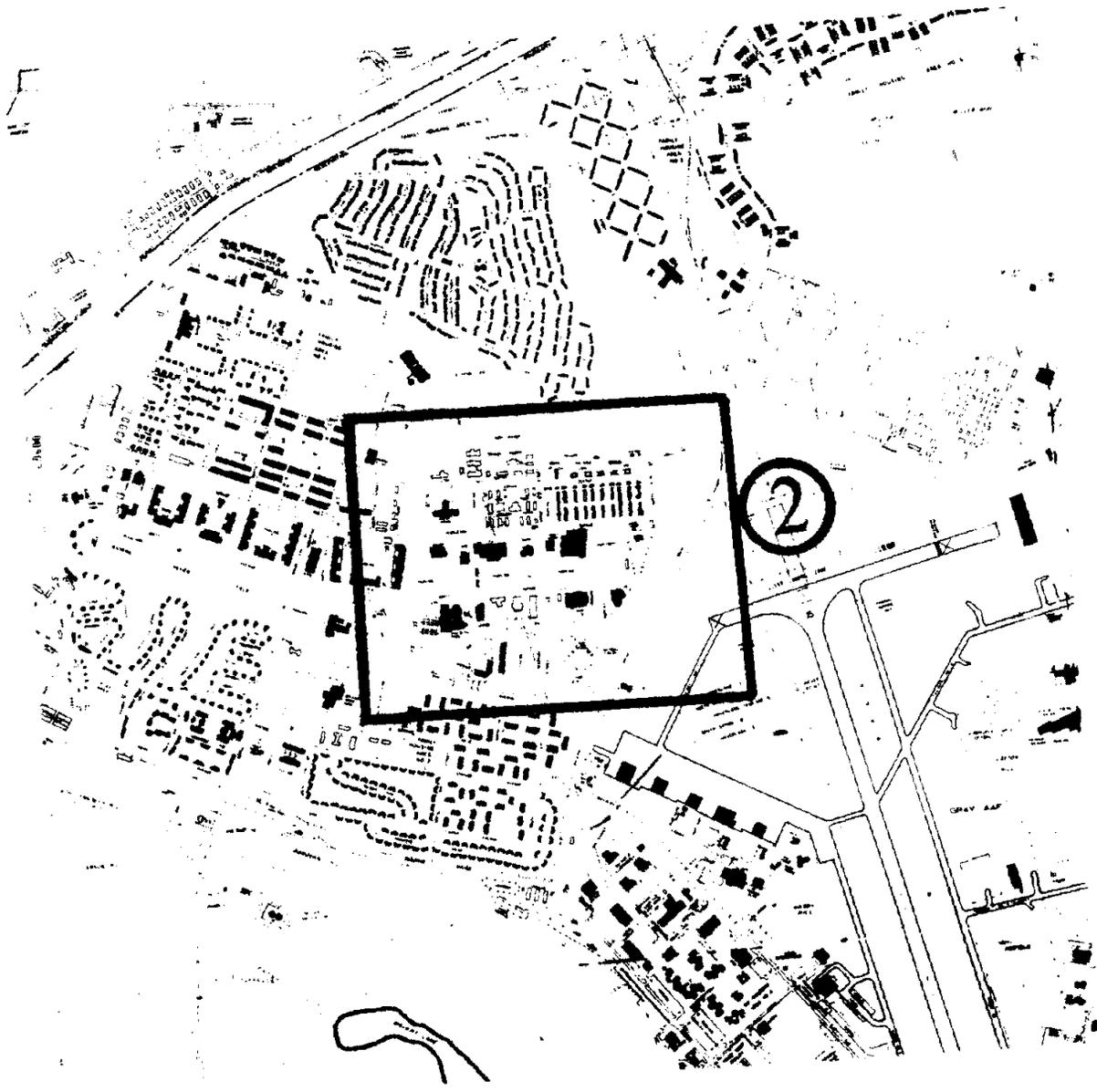
Step 3

Then read the list of proposed solutions and study the Installation Site Plan which provides information regarding Streets, Buildings and Trees, checking to see how each "solution idea" has been incorporated.

Step 4

Check to see how the continuity of design ideas has consistently been applied as shown by the following graphics.:

- Circulation Patterns
- Spatial Relations
- Major New Building Project
- Minor Project



Map M-11-A

Higginbotham & Assoc
April 1987

SECTION C

ANALYSIS

General

The Community Center - Prototype II - problems listed below have been analyzed in accordance with Part Three - Specific Design Criteria. Following the format of the IDG they were then divided into the following three main types:

- Master Planning Problems
- Site Design Problems
- Building Design Problems

Consideration was given to the feasibility of each recommended solution in determining the priorities. Landscaping solutions have been emphasized.

Fort Lewis DEH has provided their main focus of problem identification; their input has been included in the following manner:

- D = Design
- P = Planning
- P & D = Planning & Design

Community Center Problems

Master Planning

- A. Proposed expansion of parking lot at cafeteria would destroy several mature trees and shrubs in the most pleasant location in the Community Center. (High Priority) P
- B. Proposed location of CIDC/Provost Marshal complex will involve unnecessary clearing of very nice reforested area. (High Priority) P
- C. Overhead utilities along major circulation routes present cluttered and unkempt appearance. (High Priority) D
- D. Over-abundance of uncoordinated driveway

intersections is visually distracting and unsafe. (Medium Priority) P & D

E. Pedestrian/bicycle circulation routes poorly defined or non-existent. (Low Priority) P & D

Site Design

F. Expansive, barren parking lots dominate the visual environment presenting unattractive views from well-travelled roads. (High Priority - Landscaping Solution) D & P

G. Signage is inconsistent and poorly designed and, therefore, ineffective and confusing. (Medium Priority) D

H. Loading dock areas can be seen from adjacent land uses and roads. (Medium Priority - Landscaping Solution) D

I. Inconsistent parking lot, pedestrian-way and building lighting does not provide adequate, uniform lighting for a safe and visually pleasing evening environment. (Low Priority) D

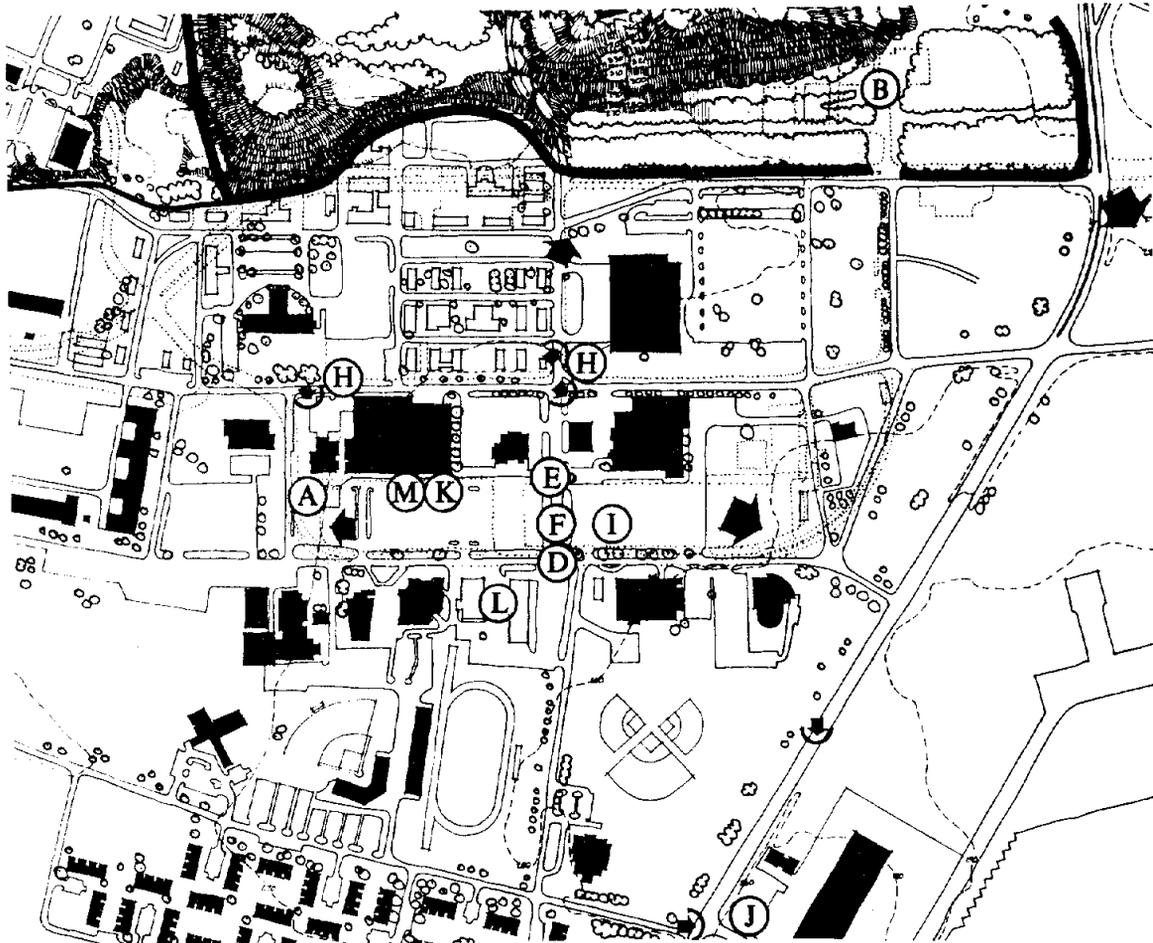
J. Adverse impact made by hangar size and location. (Low Priority - Landscaping Solution) D

Building Design

K. Building frontages and other areas lack definition as pedestrians space and have uncoordinated street furniture or none at all. (High Priority) D

L. Poorly maintained and obsolete temporary buildings detract from overall community center image. (High Priority) P

M. Post Exchange Mall lacks well defined entries. (Medium Priority) D



Legend

- | | |
|---------------------|-----------------------|
| Major view | Visual edge |
| Minor view | Proposed construction |
| View to be screened | |

Site Analysis



Fig F-11-A

PART FOUR - PROTOTYPE AREAS
CHAPTER 11 - COMMUNITY CENTER

SECTION D PROGRAMMING INFORMATION

Commercial

Commissary
Post Exchange
AAFES Outlets
Military Clothing Sales Store
Bank
Credit Union
Thrift Shop
Post Office
Class VI Store
Telephone Center
Fast Food Outlets (3)

Services & Recreation

Guest House
Child Care Center
CYAC
MSA Offices
Entertainment Workshop
Library
Recreation Center
Theatre
Physical Fitness Center
Bowling Center
Skating Rink
Athletic Courts and Fields

Non-Community Center

CIDC
Provost Marshall

These facility names along with the corresponding new and existing building and parking areas will be shown on the Programming Information Sheet (see Appendix C).

SECTION E

PROPOSED DESIGN

General

The Community Center - Prototype II - solutions listed below have been analyzed in accordance with Part Three - Specific Design Criteria. Following the format of the IDG they were then divided into the following three main types:

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- Building Design Problems

Consideration was given to the feasibility of each recommended solution in determining the priorities. Landscaping solutions have been emphasized.

Fort Lewis DEH has provided their main focus of problem identification; their input has been included in the following manner:

- D = Design
- P = Planning
- P & D = Planning & Design

Community Center Solutions

Master Planning

- A. Mature, well developed green space should be preserved. (High Priority) P
- B. Relocated CIDC/Provost Marshal complex site requires no clearing of trees and takes advantage of existing utilities. (High Priority) P
- C. Overhead utilities relocated underground or along service road only. (High Priority) D
- D. Number of curb cuts is reduced and locations are coordinated. (Medium Priority) P & D

E. Cross-Community Center pedestrian and bicycle routes are provided and appropriately marked. (Low Priority) P & D

Site Design

- F. Redesigned parking lots include earth berm screens at roads and drives and planting islands to break the large expanses of paving and to provide scale and shade. Also included are street trees along major roads. (High Priority - Landscaping Solution) D & P
- G. Consistent well designed signage eliminates confusion and enhances the visual environment. (Medium Priority) D
- H. Loading dock areas are screened and/or fenced. (medium Priority - Landscaping Solution) D
- I. Coordinated lighting providing appropriate levels of illumination for various functions helps make the Community Center safe and pleasant at night. (Low Priority) D
- J. Rear of hanger area screened from view from arterial. (Low Priority - Landscape Solution) D

Building Design

- K. Plantings and coordinated pedestrian furnishings and other amenities define the pedestrian areas and make them attractive "people areas." (High Priority) D
- L. Temporary buildings cleared to make room for needed, well designed permanent facilities. (High Priority) P
- M. Walk in front of PX Mall is enlarged into a small plaza with special paving and landscaping to demarcate entries. (Medium Priority) D

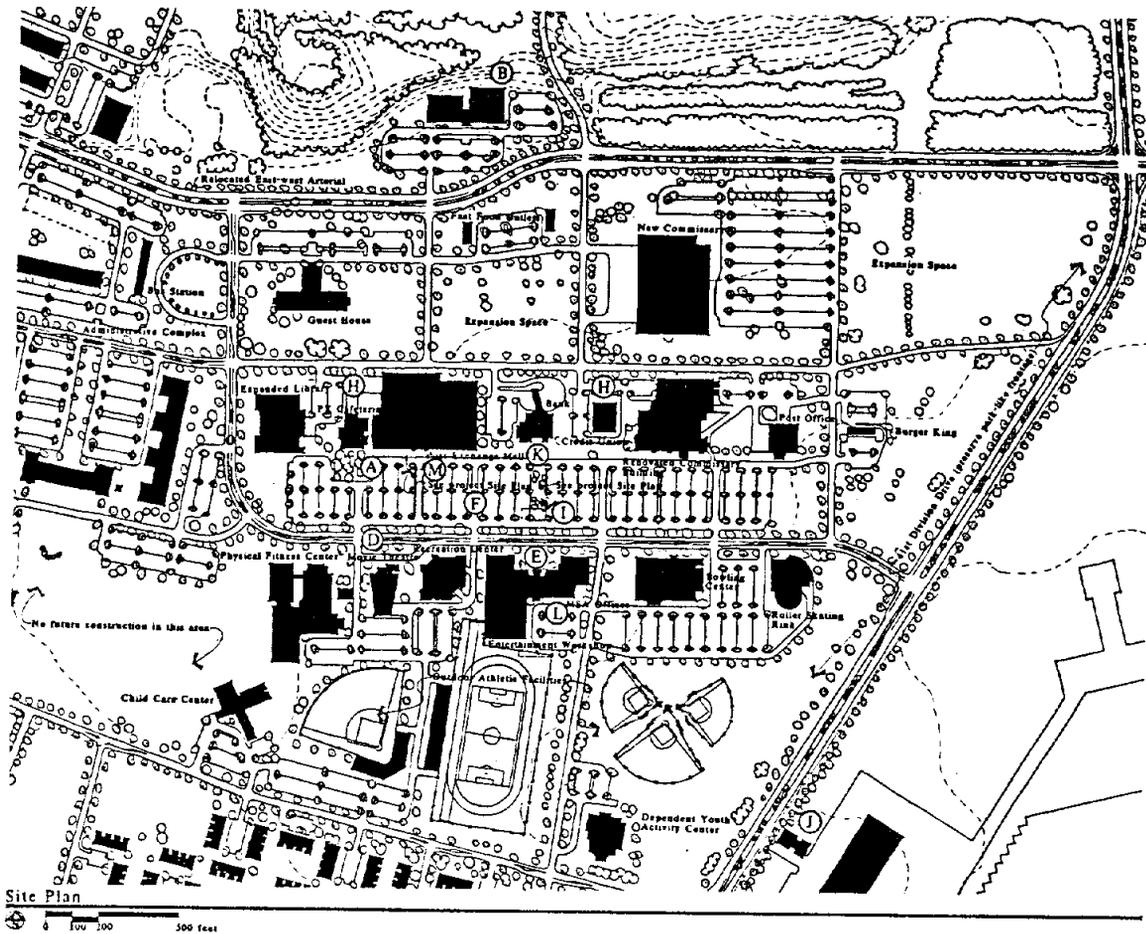


Fig F-11-B