

**PART FOUR
APPLICATION OF DESIGN
GUIDELINES TO PROTOTYPE
AREAS**

**CHAPTER 13
PROTOTYPE 4 - DIVISION AREA
TROOP COMPLEX - ZONES I, II, III
& IV**

This Prototype 4 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 Division Area Troop Complex Administration Area is located just to the east of Gray Army Airfield. The original structures were built in the 1950's in the Dispersed Industrial Style of concrete block walls and concrete frames. Jackson Avenue, the major east-west arterial, bisects this prototype area, placing the proposed division headquarters complex to the north of the road while the existing troop housing is located on the south side.

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

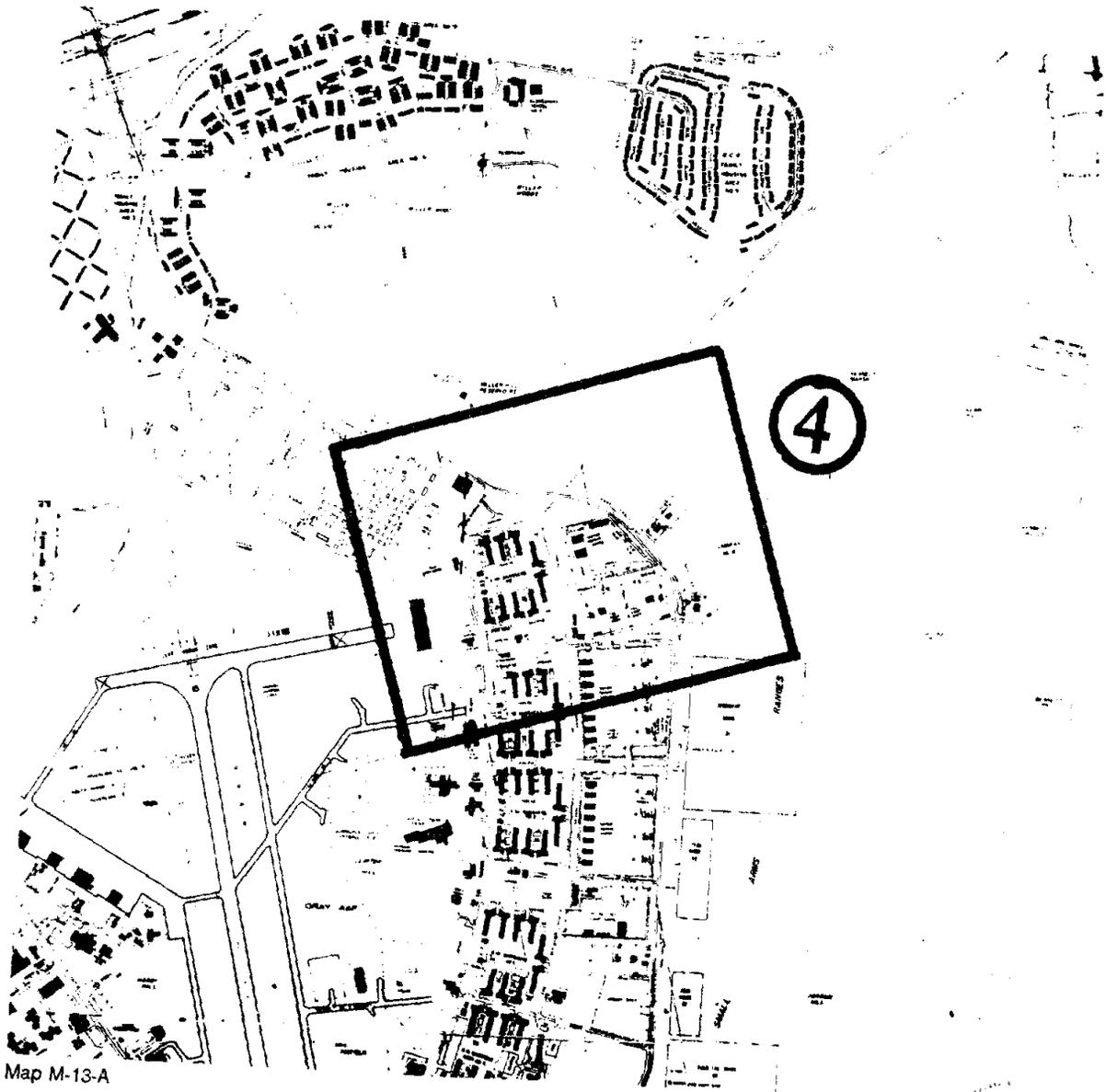
Step 3

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-13-A

SECTION C

ANALYSIS

General

The Division Area Troop Complex - Prototype IV - 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

Division Area Problems

Master Planning

A. Proposed site of vehicle maintenance area is in heavily forested and hilly terrain. (High Priority) P

B. Overhead utilities are cluttered and unsightly. (Medium Priority) D

Site Design

C. Unscreened, poorly defined parking (High Priority) D.

D. Vehicle maintenance areas are unscreened

from adjacent roads and buildings. (High Priority) D

E. Proposed layout of division headquarters complex does not take advantage of its site and reinforce the importance of the building's use. (High Priority) P

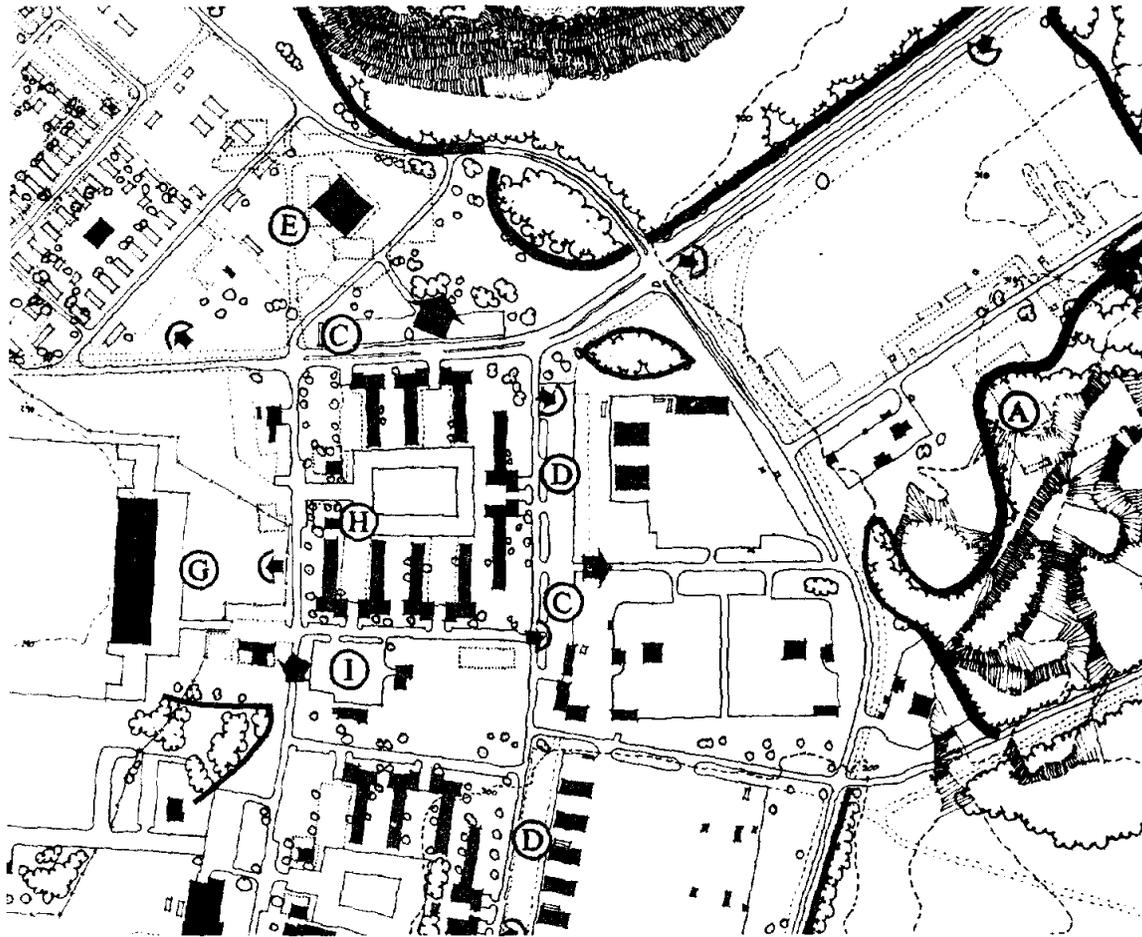
F. Signage is poorly designed and inconsistent. (Medium Priority) D

G. Rear of hanger area unscreened from housing and major street. (Low Priority) D

Building Design

H. Buildings, in general, have bleak, industrial looking facades, poorly defined entries and very little architectural character expressive of military life. (High Priority) D

I. Support activities area has no identity of its own. (Medium Priority) D



Legend

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

Site Analysis

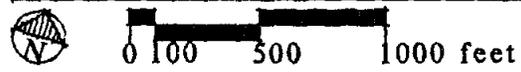


Fig F-13-A

PART FOUR - PROTOTYPE AREAS
CHAPTER 13- DIVISION AREA TROOP COMPLEX

SECTION D

PROGRAMMING INFORMATION

General Administration

Division Headquarters
Group Headquarters
Brigade Headquarters

Troop Housing, Administration and Maintenance

3 Battalions (Includes additions to three Bn.
HQ's and one new 5 - Company S & A Building)

Other

Fast Food Outlet

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

SECTION E

PROPOSED DESIGN

General

The Division Area Troop Complex - Prototype IV - 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

Division Area Solutions

Master Planning

A. Siting of vehicle maintenance area should be carefully worked out to minimize environmental impact. (High Priority) P

B. Relocation of overhead utilities underground or along 3rd and 4th Division Drives (not on 2nd Division Drive) makes a more attractive streetscape. (Medium Priority) D

Site Design

C. Redesigned parking lots are more efficient

and are provided with planted islands and earth berm screens. (High Priority) D

D. Earth berming and evergreen trees are used to screen vehicle maintenance areas from streets and troop housing. (High Priority) D

E. Redesigned division headquarters site uses Military Park Theme to provide appropriate facilities for an important area. (High Priority) P

F. Consistent well designed signage used. (Medium Priority) D

G. Rear of hanger screened from views from cross-post arterial and division area housing. (Low Priority) D

Building Design

H. Attractive, consistent repainting of buildings (including company logos on windowless ends), addition of entry elements and other architectural treatments improves the overall visual environment. (High Priority) D

I. Landscaping and furnished pedestrian areas reinforce supportive nature of these facilities and make them more attractive to users. (Medium Priority) D

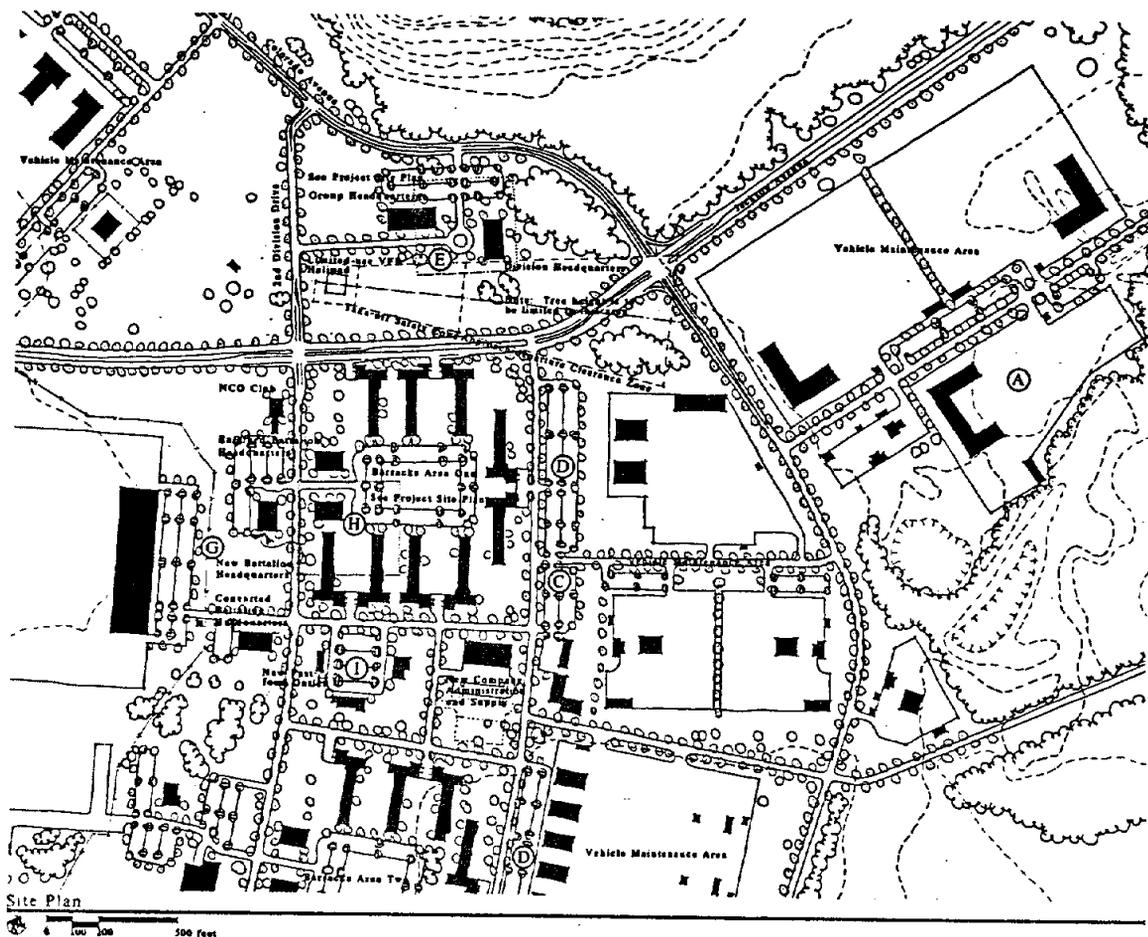


Fig F-13-B

PART FOUR - PROTOTYPE AREAS
CHAPTER 13- DIVISION AREA TROOP COMPLEX



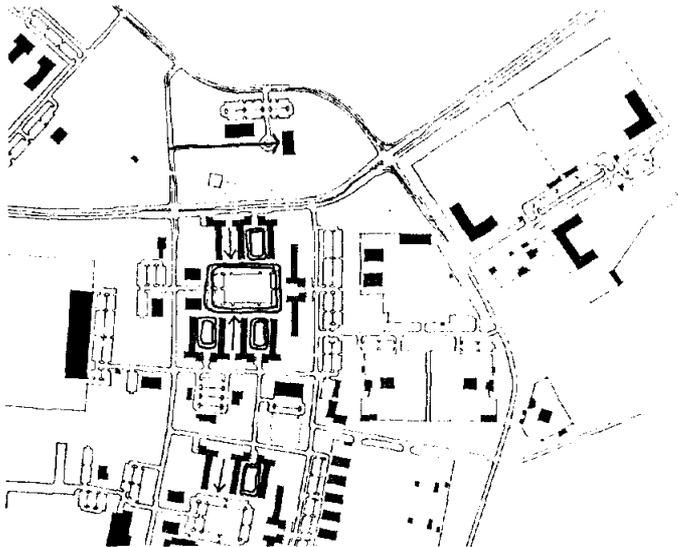
Legend

- Major Pedestrian
- Major Vehicular
- - - - Minor Vehicular

Circulation Patterns



Fig F-13-C



Legend

- ==== Contained Area
- ←→ Focused View

Spatial Relationships



Fig F-13-D

PART FOUR - PROTOTYPE AREAS
CHAPTER 13- DIVISION AREA TROOP COMPLEX

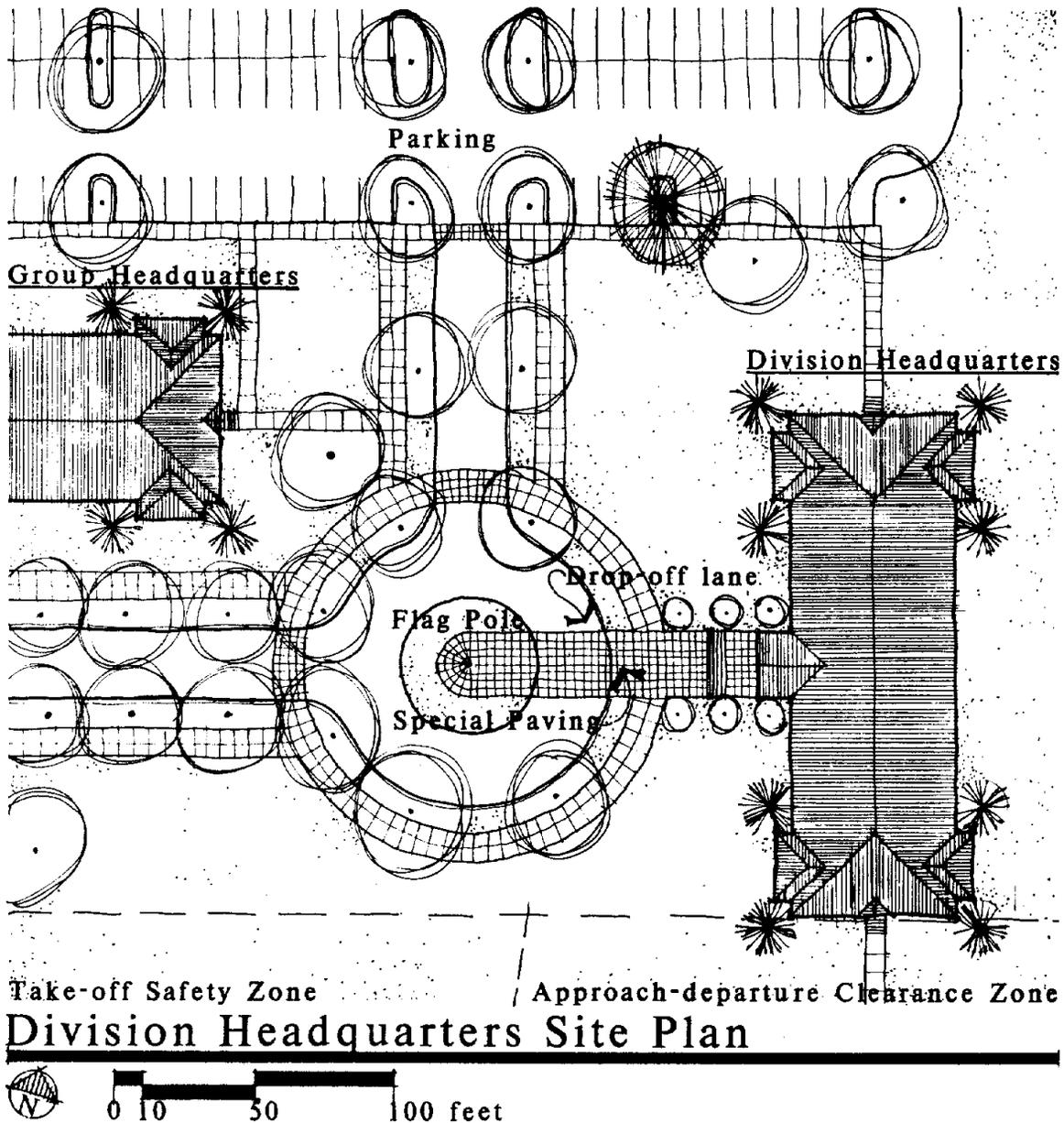


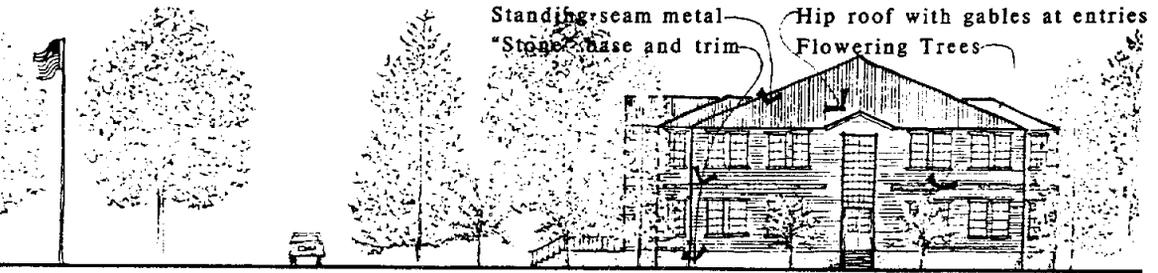
Fig F-13-E



Division Headquarters Front Elevation



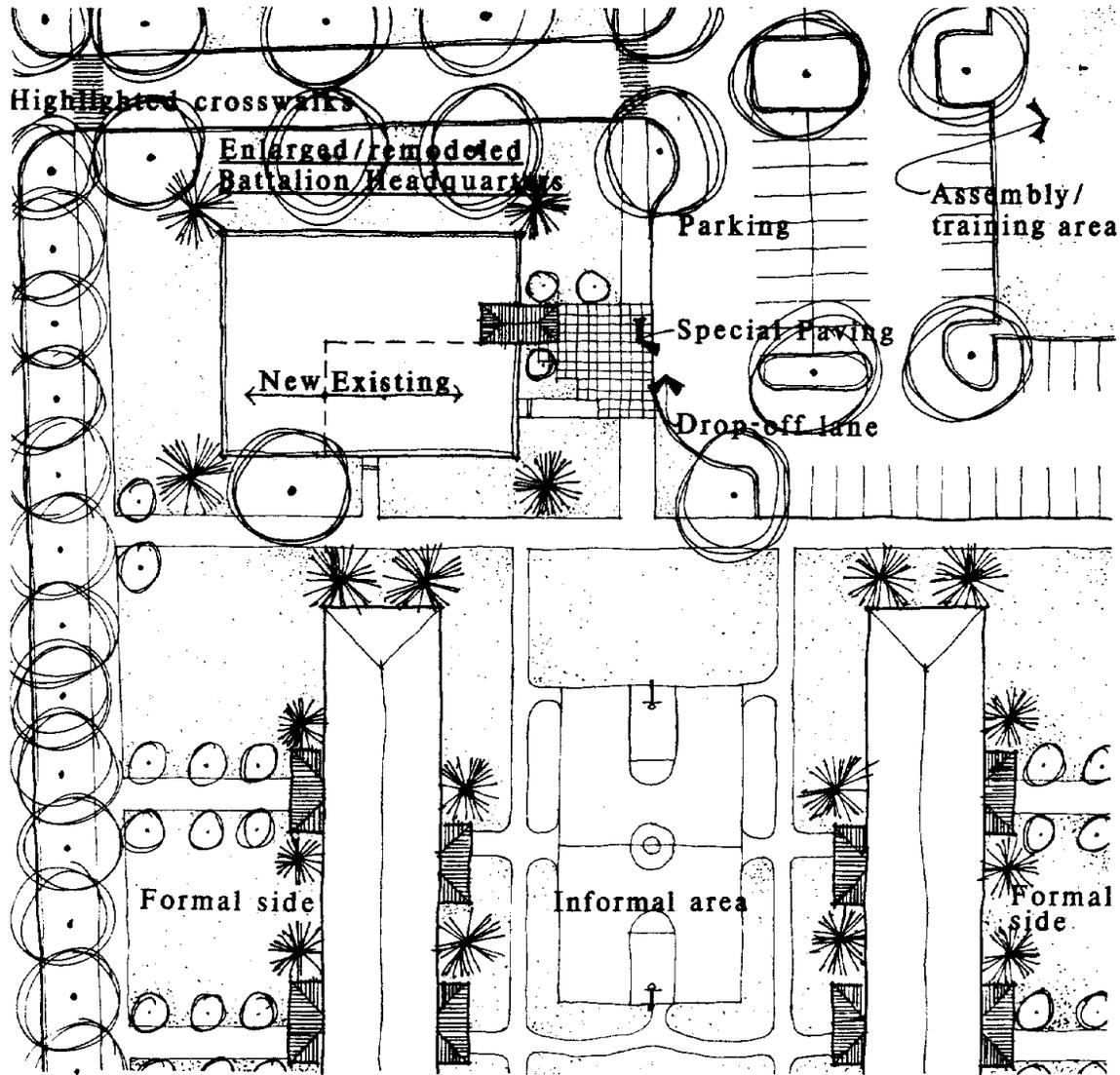
Fig F-13-F



Division Headquarters Side Elevation



Fig F-13-G



Barracks Area Site Plan

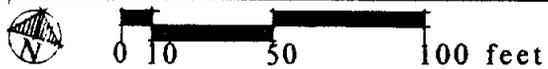
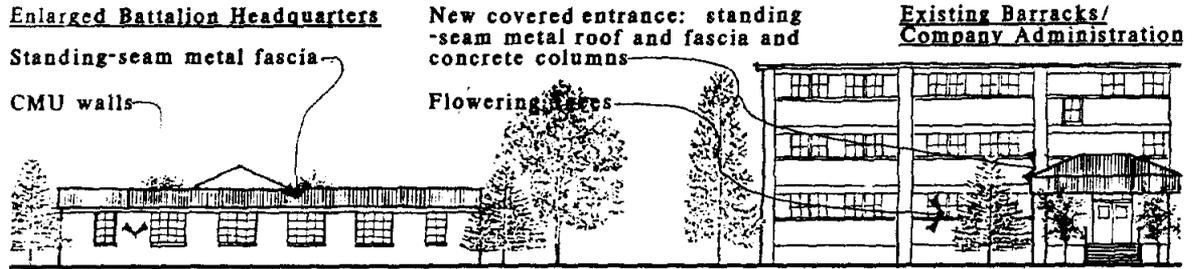


Fig F-13-H



Barracks Area West Elevation

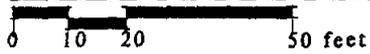
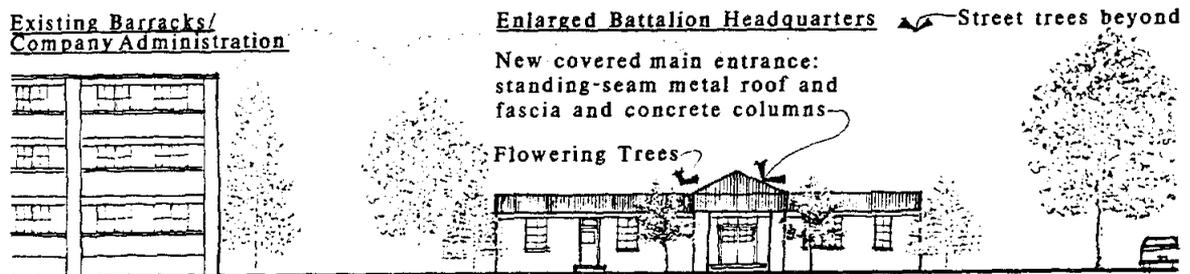


Fig F-13-I



Barracks Area East Elevation

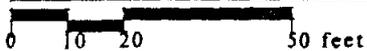


Fig F-13-J

PART FOUR - PROTOTYPE AREAS
CHAPTER 13- DIVISION AREA TROOP COMPLEX