



41 Perimeter Center East, Suite 250
Dunwoody, Georgia 30346
P (678) 382-6700 F (678) 382-6701
dunwoodyga.gov

MEMORANDUM

To: Mayor and City Council

From: Brent Walker, Parks and Recreation Manager

Date: October 15, 2012

Subject: **Presentation of Project Renaissance Parks Concepts**

ITEM DESCRIPTION

Project Renaissance Parks design has been underway for the past month and has reached the conceptual design phase.

BACKGROUND

The City awarded RFP 12-07 Project Renaissance Redevelopment Design Services to Kimley-Horne and Associates to provide design services for development of roughly 12 acres of parkland and multi-use paths as part of the Project Renaissance redevelopment in the Georgetown area of Dunwoody.

The scope of work consists of assisting the City from preliminary concept design to final design, bid preparation and construction administration for the parkland and multi-use trail elements throughout the 35 acres targeted in Project Renaissance. The City has determined this will include a system of four new park areas connected by a multi-use trail.

- 1.4 Acre Park
- 1.9 Acre Park
- 5 Acre Park Area
- 2.5 Acre Wooded Wetlands / Nature Preserve
- Connective Multi-Use Trail/Linear Park

Several public meetings were held to obtain citizen input on the parks designs, layouts and amenities. The City also placed the images on the website to obtain additional input from citizens. Attached are the concepts developed from this input.

RECOMMENDATION

Staff requests City Council provide Kimley-Horne and Associates direction to develop final concepts and construction documents for Project Renaissance Park development.

WOODLAND AREA | CONCEPT A

- preserve large trees
- clear underbrush below trees
- soft surface trails
- potential pavillion
- boardwalk/overlook

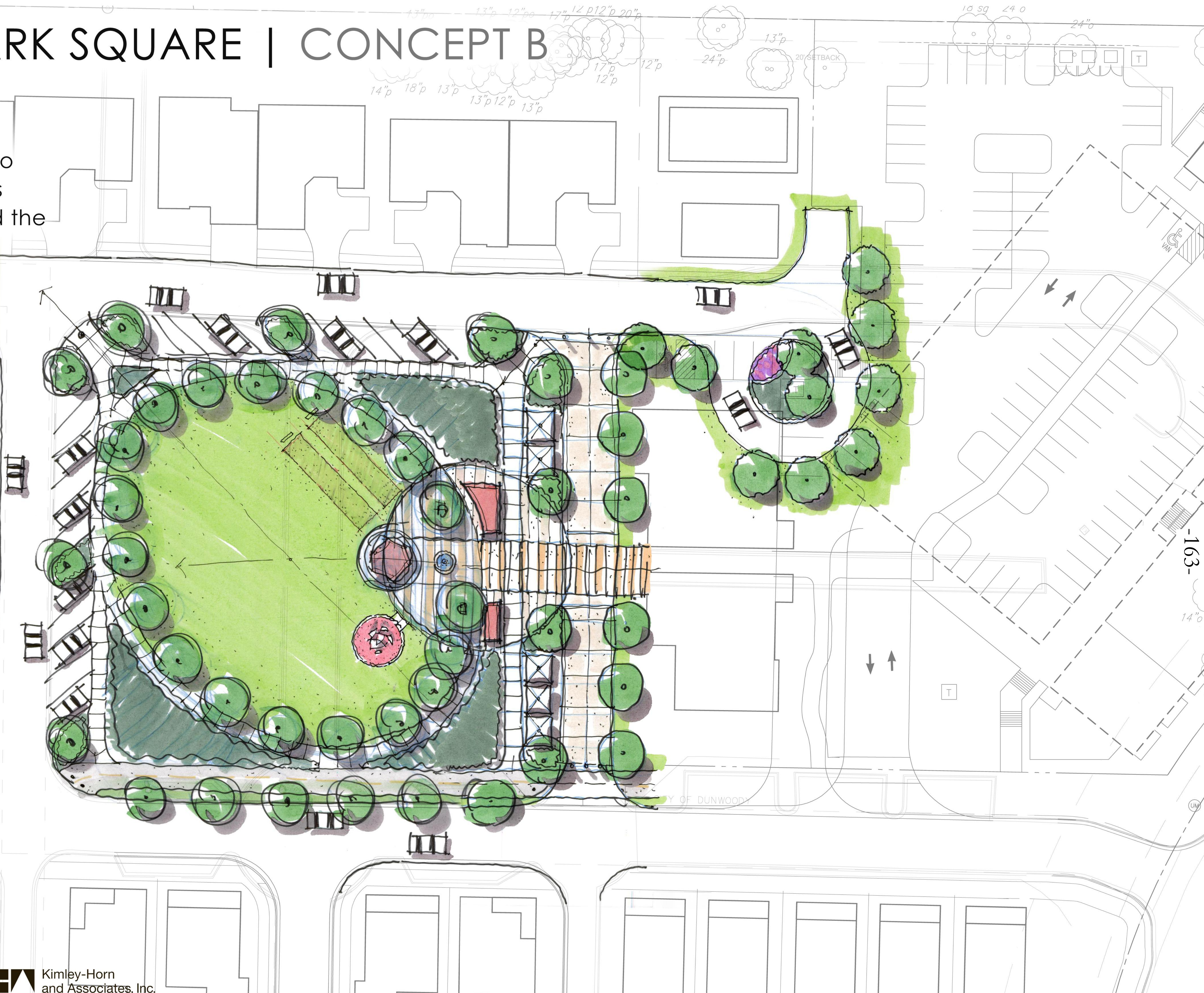


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- ARK SQUARE | CONCEPT A
- the
- 13"p 13"p 12"p 17"p 12"p 20"p 13"p 12"p 17"p 12"p 13"p 14"p 18"p 13"p 13"p 12"p 13"p 24"p 13"p 20' SETBACK 24"p 10 sq 24'0 24"0
- 20' x 80' temporary structure
- 20' x 30' temporary structure
- 161-
- 14"0
- WOODY
- Kimley-Horn
and Associates, Inc.

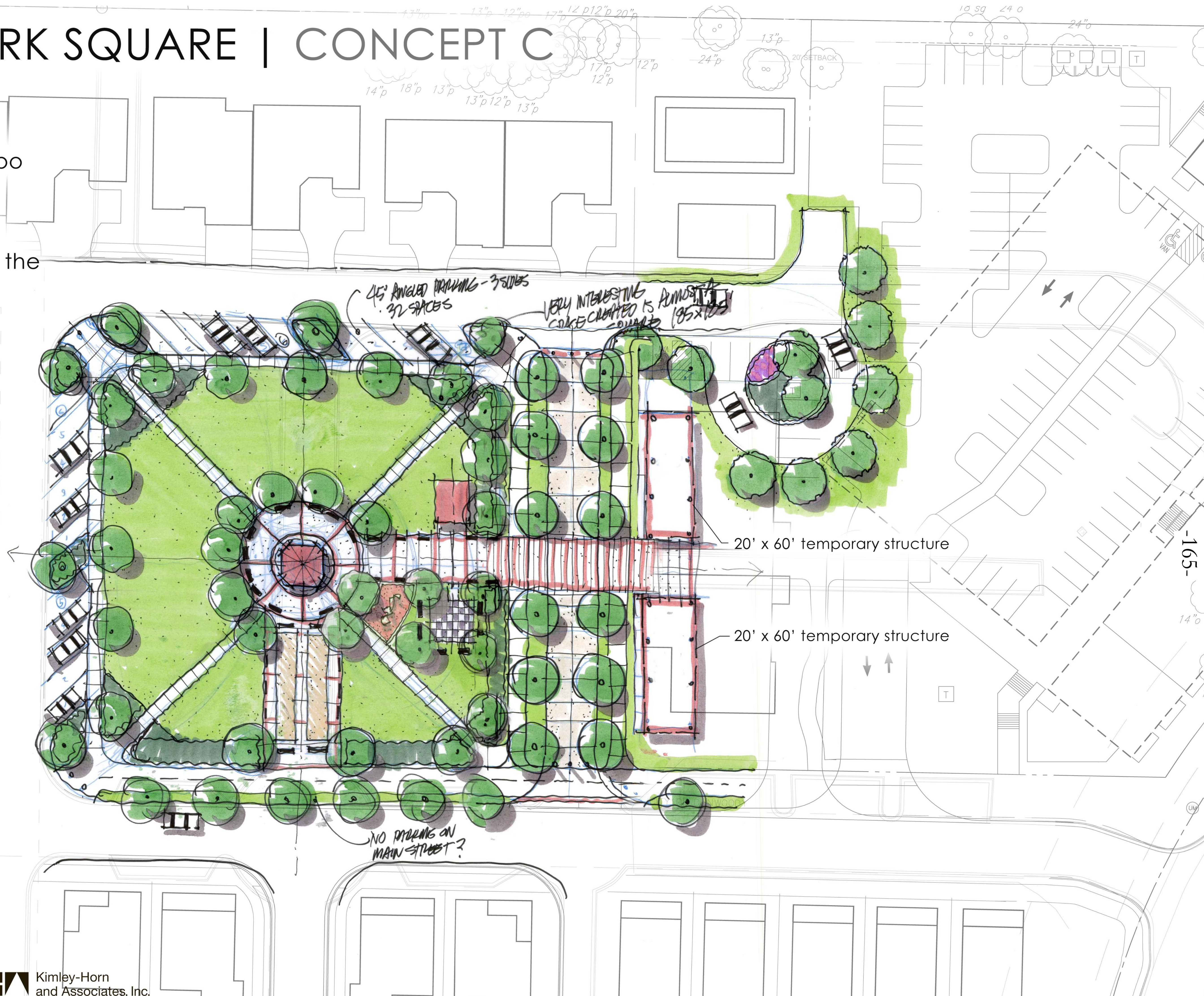
CENTRAL PARK SQUARE | CONCEPT B

- lawn area/grass
- small hardscape plaza
- shade structure/gazebo
- benches/seating areas
- angled parking around the square (22 spaces)
- restrooms
- 2 bocce courts
- potential for farmer's market on future commercial site
- raised pedestrian crossing
- small water fountain feature



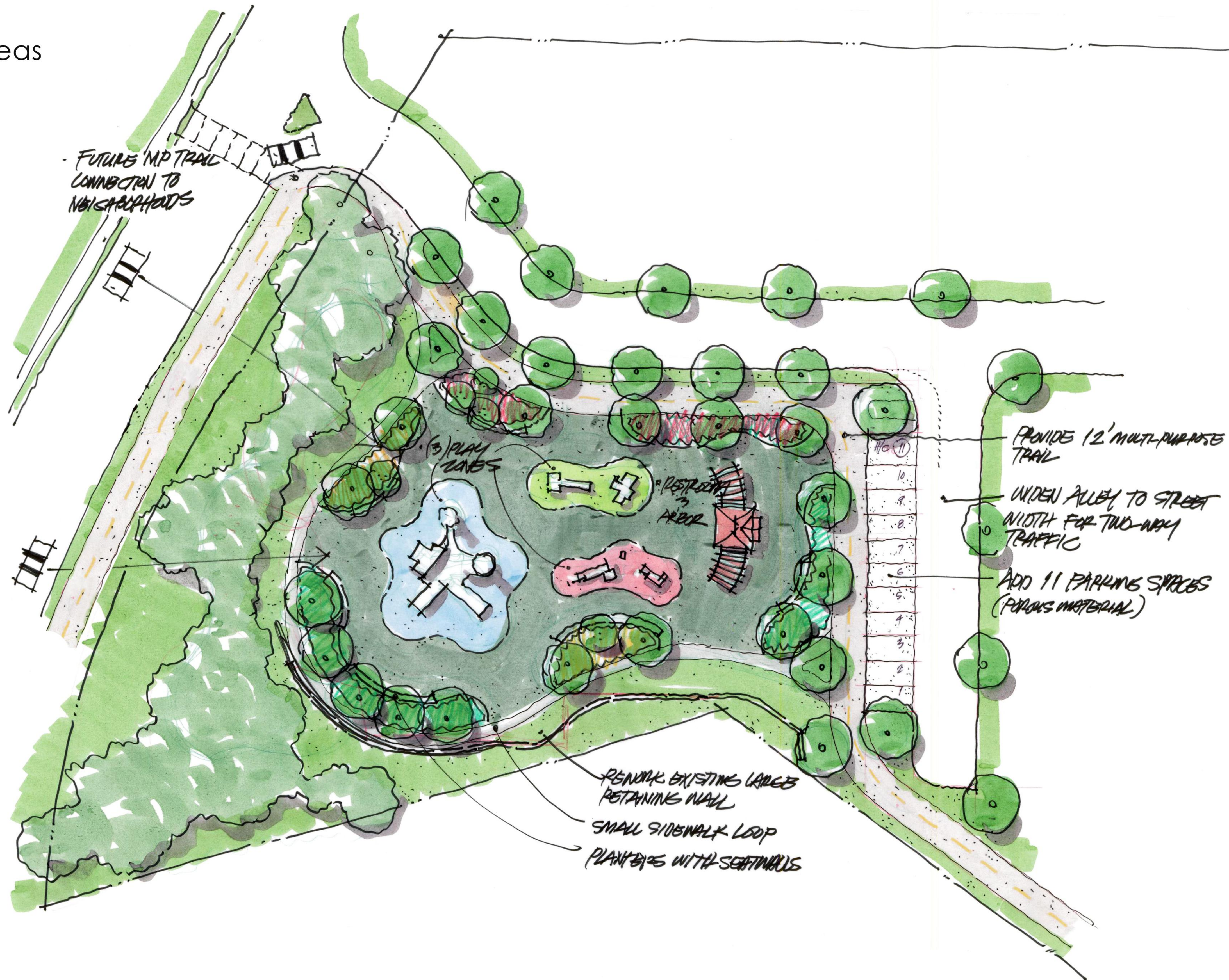
CENTRAL PARK SQUARE | CONCEPT C

- lawn area/grass
- small hardscape plaza
- centrally located gazebo with traditional layout & symmetry
- benches/seating areas
- angled parking around the square (22 spaces)
- restrooms
- 2 bocce courts
- potential for farmer's market on future commercial site
- raised pedestrian crossing
- life-size chess game courtyard



CHAMBLEE DUNWOODY "FAMILY PARK" | CONCEPT A

- playground
- pavillion/shelter
- restrooms
- benches/seating areas
- parking off existing alley (11 spaces)
- preserve existing mature trees



CHAMBLEE DUNWOODY "FAMILY PARK" | CONCEPT B

- playground
- pavillion/shelter
- restrooms
- benches/seating areas
- small lawn
- parking on site (14 spaces)
- preserve existing mature trees



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- concert stage/band shell
- pavillion
- restrooms
- large multi-purpose lawns
- picnic shelters
- hardscape plaza, stairs, terraced seating along North Shallowford
- hard surface play areas
- parking on site (50 spaces) & on street (12 spaces)
- bioswales

NORTH SHALLOWFORD "ACTIVE PARK" | CONCEPT A

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- concert stage/band shell
- pavillion
- restrooms
- large multi-purpose lawns
- picnic shelters
- hardscape plaza, stairs, terraced seating along North Shallowford
- hard surface play areas
- parking on site (33 spaces)
- bioswales

NORTH SHALLOWFORD "ACTIVE PARK" | CONCEPT B