

#### RE-ENVISION LONG REACH VILLAGE TEAM

CLIENT

**COLUMBIA CONCEPTS** 

MASTER ARCHITECT

KGD ARCHITECTURE

SITE LANDSCAPE

**BOHLER LANDSCAPE** 

CIVIL ENGINEER

**BOHLER ENGINEERING** 

TRAFFIC CONSULTANT

**GROVE SLADE** 

LEED CONSULTANT

KGD ARCHITECTURE

LAND USE ATTORNEY

**CARNEY KELEHEN** 

PARCEL E-1

PARCEL B & D

PARCEL F-18 G-1

MASTER ARCHITECT

KGD ARCHITECTURE

KGD ARCHITECTURE

MASTER ARCHITECT

MASTER ARCHITECT KGD ARCHITECTURE

STRUCTURE & MEP: TBD

STRUCTURE & MEP: TBD

STRUCTURE & MEP: TBD

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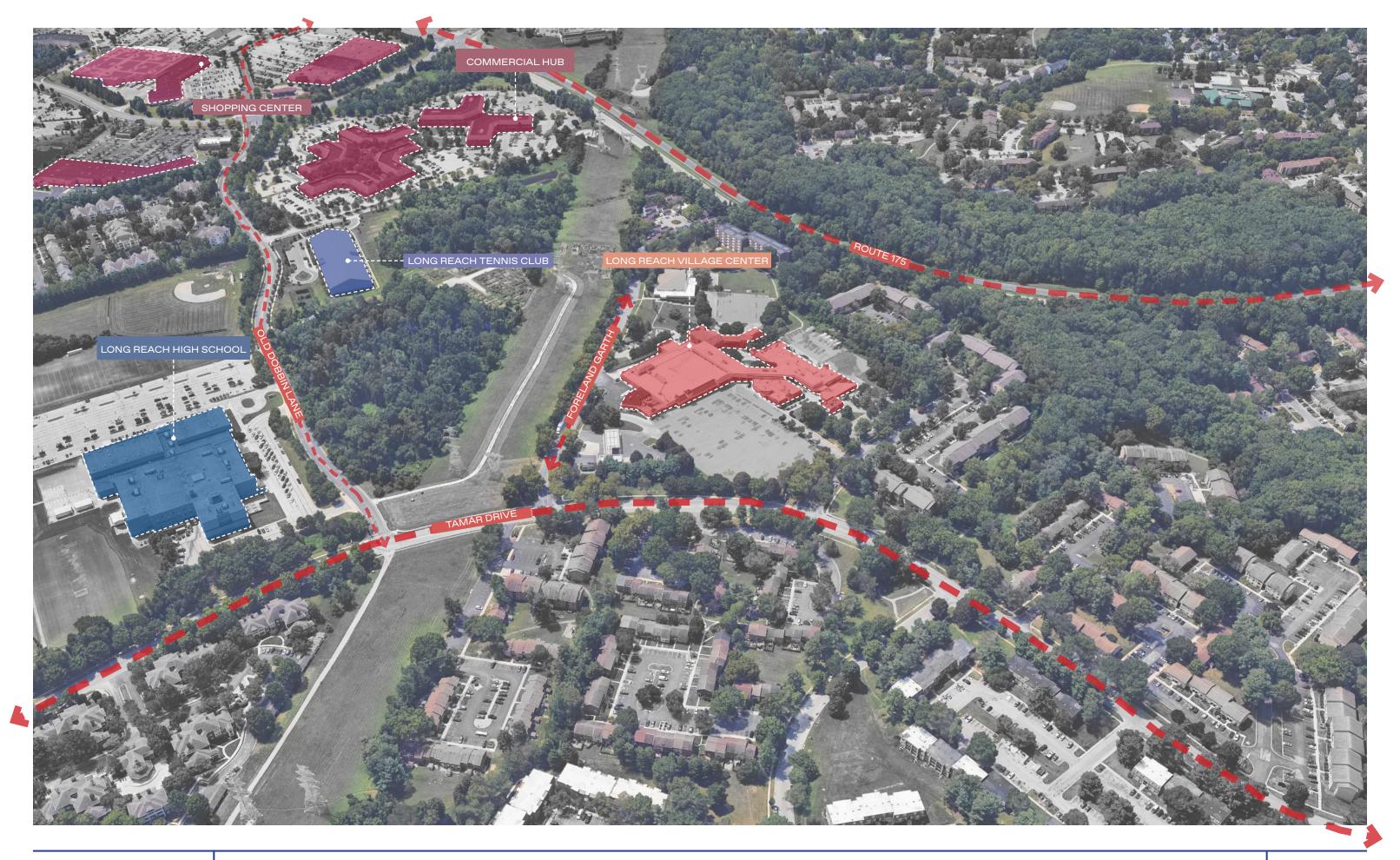
















#### "Cities Must Be Fun"

James Rouse



Columbia Vision
Visionary behind Columbia, Maryland



Long Reach Village Center
Rouse's Proposed Redevelopment



Long Reach Village Center Update
Columbia Concept's Proposed Redevelopment

James Rouse's goals for Columbia were ambitious yet grounded in a deep understanding of human needs. He envisioned a place where diverse populations could coexist harmoniously, where access to nature and recreational spaces would be prioritized, and where residents could engage in meaningful interactions. His commitment to creating a balanced environment led him to incorporate various elements into the Columbia community's design, including parks, schools, and commercial areas that would foster a sense of belonging and connection among residents. Rouse's vision was not just about physical infrastructure; it was about cultivating a community spirit that would endure for generations.

Rouse believed that communities could be more than just a collection of buildings and businesses. They could be places where people could **live, work, and play in harmony with one another and their environment.** As such, it became his mission to create communities that embodied these ideals.

#### How are we keeping Rouse's urban planning ethos intact:

#### **Building a Complete City**

Mixed-use development with retail, residential, and community spaces

Diverse housing options including multi-family, senior living, and townhomes

Multi Sports Complex and Community Art Center for recreation and culture

#### Respecting the Land

Comprehensive tree strategy with native species for stormwater management

Green building techniques and sustainable infrastructure

Pedestrian-oriented streets and shared bike paths reducing car dependency

#### **Growth of People**

Public spaces designed for community gathering and interaction

Integration of art into daily spaces fostering cultural enrichment

Inclusive design connecting diverse housing types and amenities

#### **Forward Thinking**

The new mixed-use development will embrace technology from the user's arrival, to the retail offerings provided throughout.

New initiatives such as after school programs and partnerships with local businesses create pathways for students to explore their interests and develop skills for the future.

#### **Engage the Community**

The proposed Long Reach Village team has worked closely with local groups, residents and organizations to develop the site plan including:

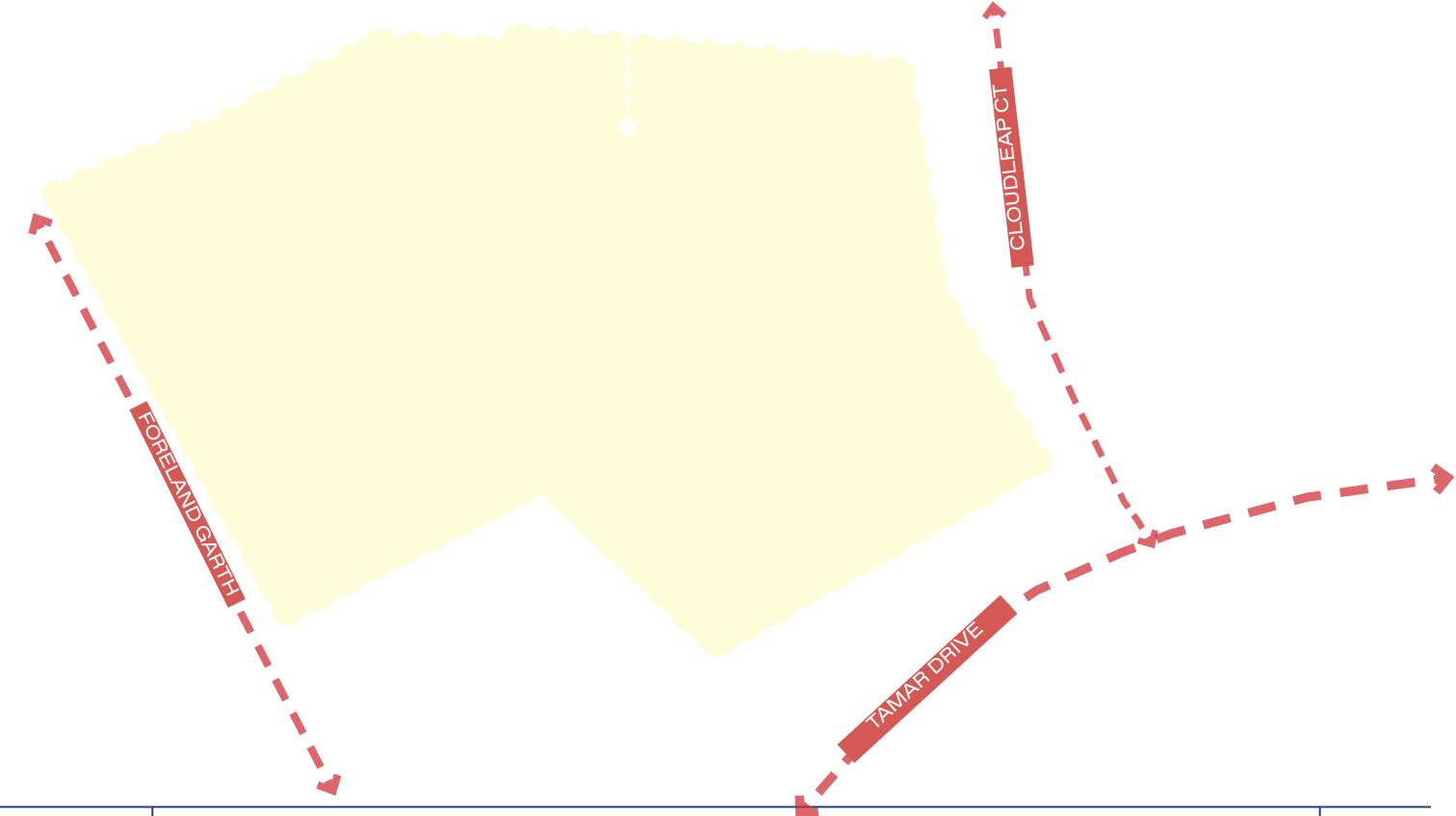
3 Resident Workshops

Charrette Sessions with Columbia Arts and Stone House

Questionnaires for existing Long Reach Ownership and Surrounding Residents

#### Interconnection

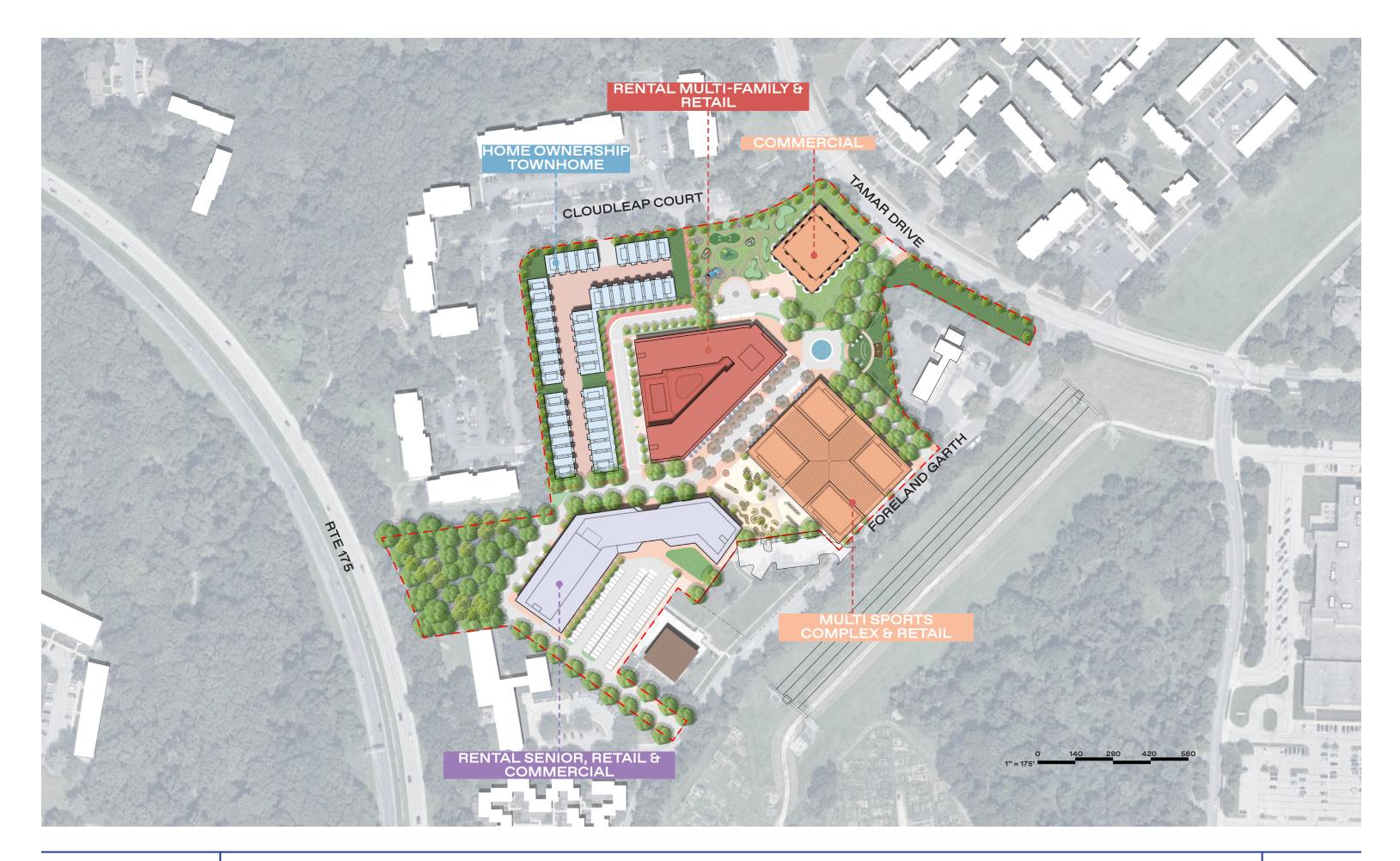
The Long Reach Village proposal creates a unique node in the Long Reach community, that will graft into the existing pathways and public transportation network.

















PHASE-I (Street Network)



PHASE-IV (Sports Complex)



PHASE-II (Retail, Commercial, Multifamily Building)



PHASE-V (Retail and Townhomes)



PHASE-III (Retail, Senior-living)



FINAL BUILT OUT\*\*

Note: Landscaping for each individual site would be addressed in each individual site's respective DAP submission.

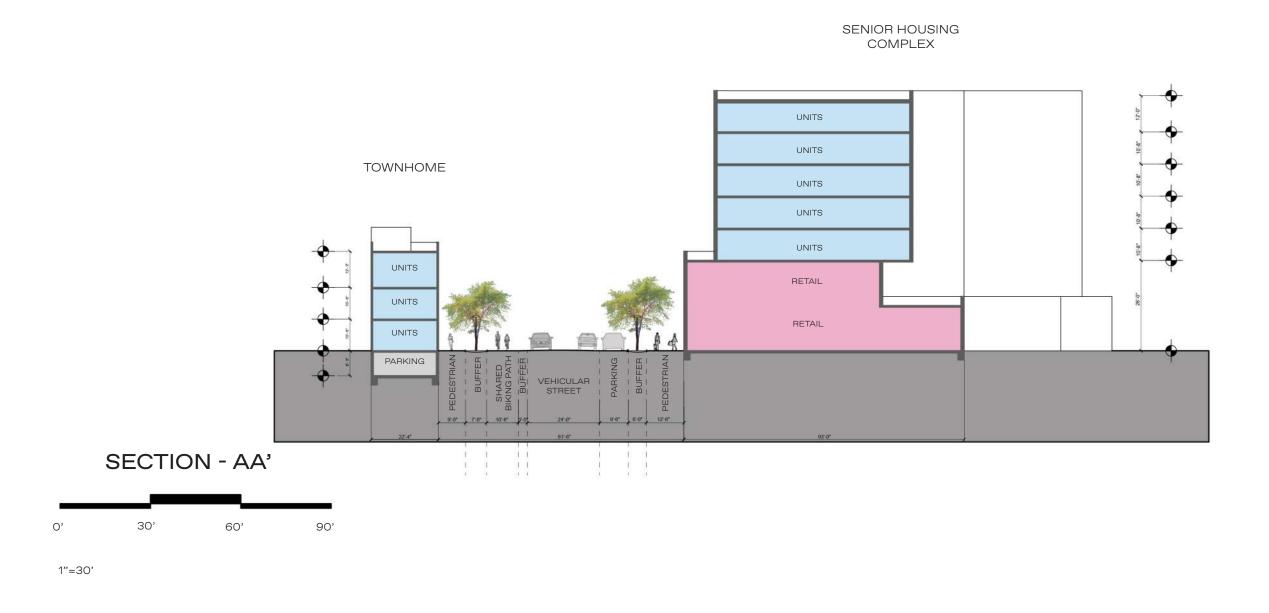










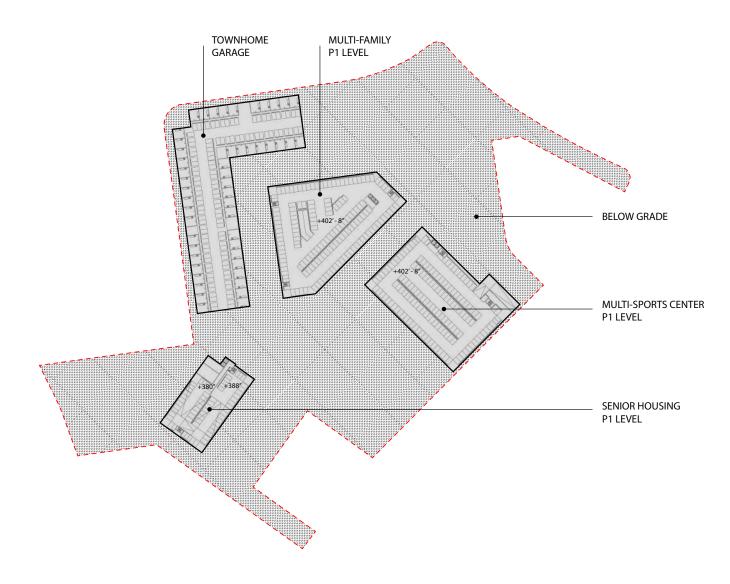


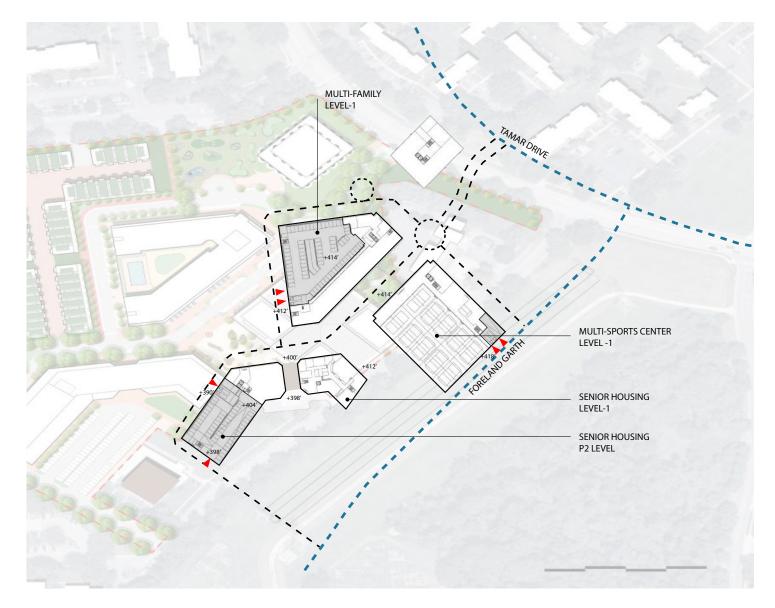


Key Plan









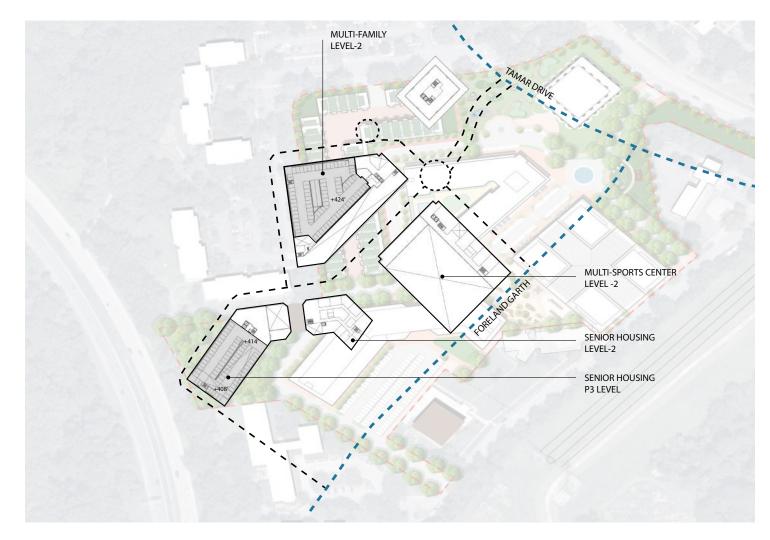
Level 1

Level P1

Scale 1: 1"=250'







Level 2



Street Parking

Scale 1: 1"=250'



# LANDSCAPE AND DESIGN APPROACH

#### LONG REACH COMMUNITY ASSOCIATION VILLAGE CENTER MASTER PLAN

- "A hub for the community to gather and include a variety of dining and retail options."
- "The Village Center should include multiple options for both planned events and general recreation for the community."
- "The Village Center should connect into surrounding residential, public and commercial areas."
- "To provide the Long Reach community and all visitors with a convenient, comfortable, and aesthetically pleasing village center that is a vibrant, bridges cultures, fosters innovation, and connects people from all walks of life."
- "We strive for a village center that will enhance the Long Reach area with opportunities for entrepreneurship, increase in home equity and quality living, and various retail & service options."

#### COMMUNITY MEETING TAKEAWAY

#### CONNECTIVITY

#### • Easy Ingress/Egress

- Encourage
   Micromobility
- Pedestrian oriented streets
- Connected to Tamar Drive.
- Connecting the existing trails.

#### **AESTHETICS**

- Updated Modern Look
- Public Art Display
- Integration of Art into Daily Space
- Mix of Permanent and Seasonal Features

#### SUSTAINABILITY

- Green Building Techniques
- Shading and Cooling Strategies
- Tree Canopies
- Native Landscaping
- Rain water collection
- EV Charging Stations

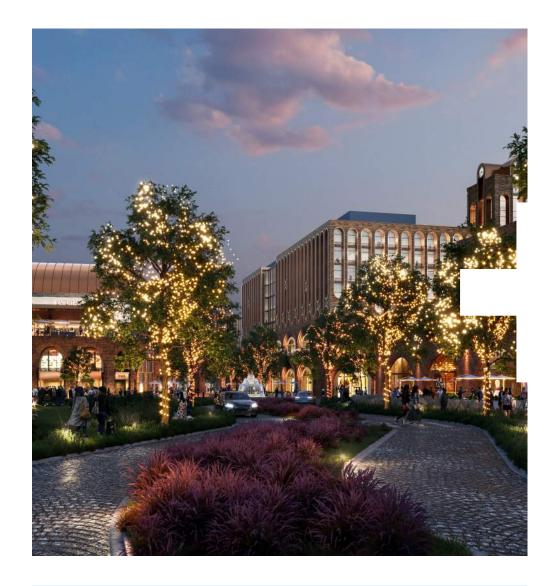
#### **PUBLIC USES**

- Open Space
- Community Space
- Playground for kids
- Parks and Plazas
- Seasonal Market

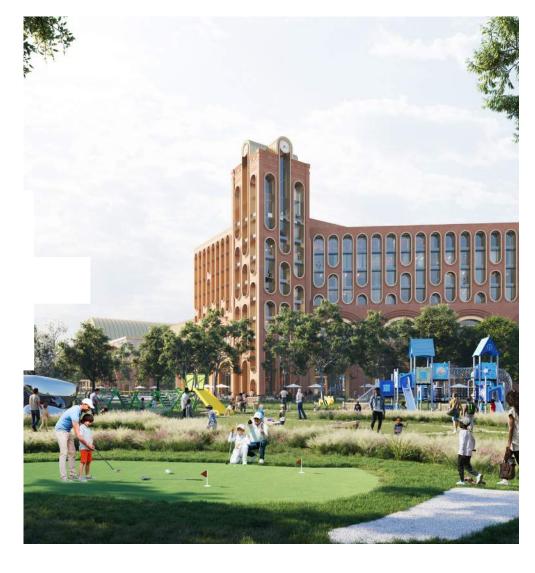
#### BUILDING TYPOLOGY

- Multi-Family
- Senior Living
- Home Ownership
- Multi Sports
   Complex
- Retail









ENTRANCE (CONNECTIVITY)

PEDESTRIAN FRIENDLY (SUSTAINABILITY)

PARK (PUBLIC SPACE)



















Swap White Oak

River Birch

**American Beech** 

Willow Oak

- Moisture Tolerance
- Attractive Fall Color
- Long Lifespan

- Storm Water Management
- Erosion Control
- Aesthetic Appeal & Shade
- Wildlife Support
- Long lifespan & Fall Color
- Dense Canopy

- Wildlife Habitat
- Storm-water Management
- Urban Resilience (Tolerant of compact soil)







Shadbush Serviceberry

- Pollinator Support
- Multi-season Appeal
- Edible Berries

Attractive Fall Color

Sweetgum

- Shade & Cooling
- Wildlife Value

Sumac

- Pollinator Friendly
- Erosion Control
- Striking Appearance

Witch Hazel

- Late-Season Bloom
- Shade Tolerant
- Shrubs







Flowering Dogwood

- Pollinator & Wildlife Support
- Year Round Beauty
- Grows in Partial Shade

Redbud

- Early Spring Blooms
- Compact Size
- Supports local ecosystem

Fringetree

- Supports Native Wildlife
- Adds ornamental value
- Adapts to the soil condition

ServiceBerry

- Offers habbitat
- Multi-season
- Adapts to the soil condition

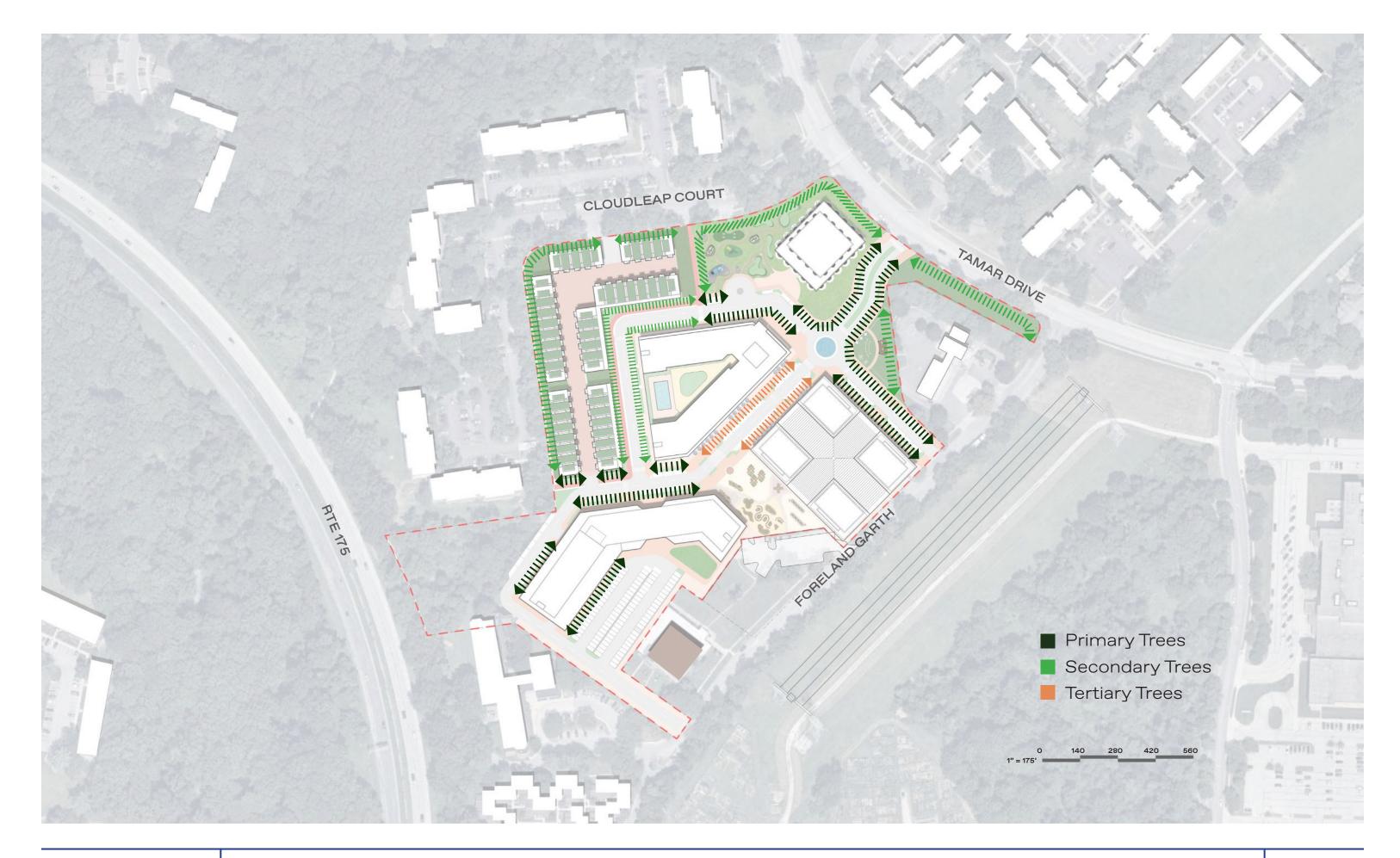






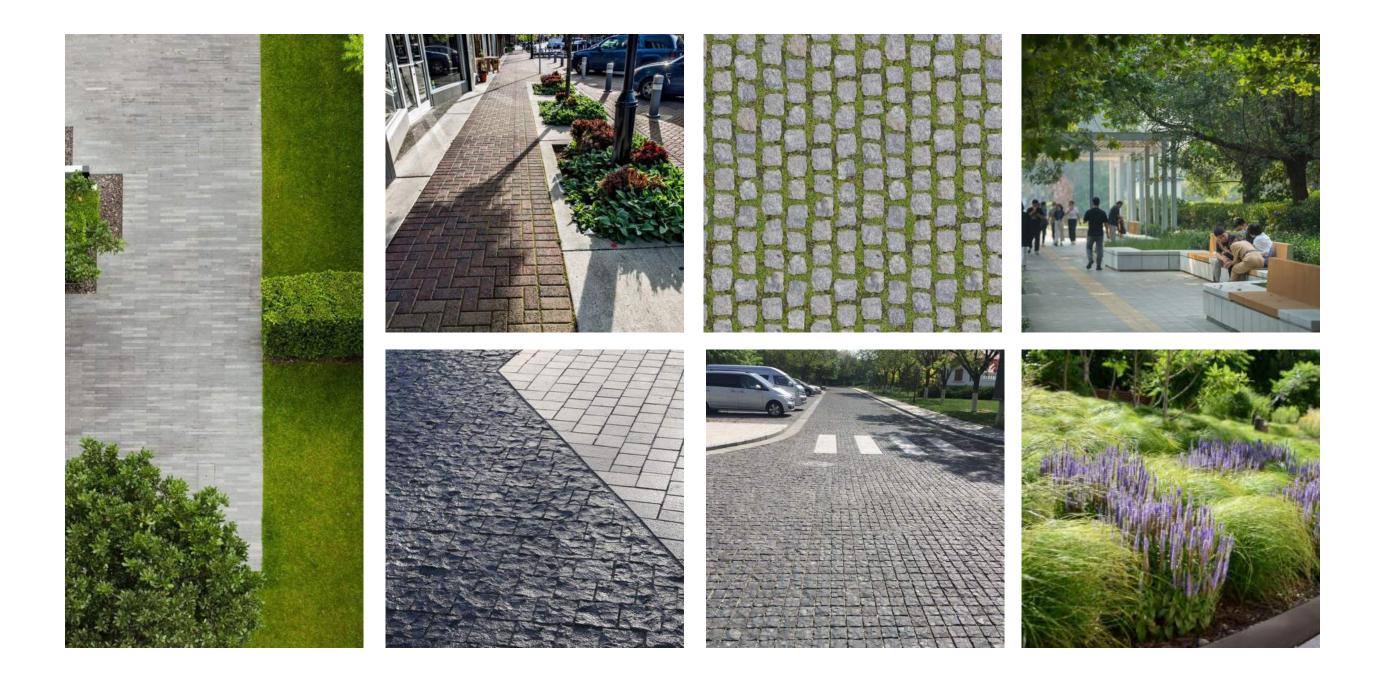


















#### **BIKE RACKS**

Post - corten steel; Stainless steel; Powder coated steel

#### LITTER & RECYCLE BINS

Body/Top - powder coated steel; stainless steel; corten steel.

### PET SANITATION STATION

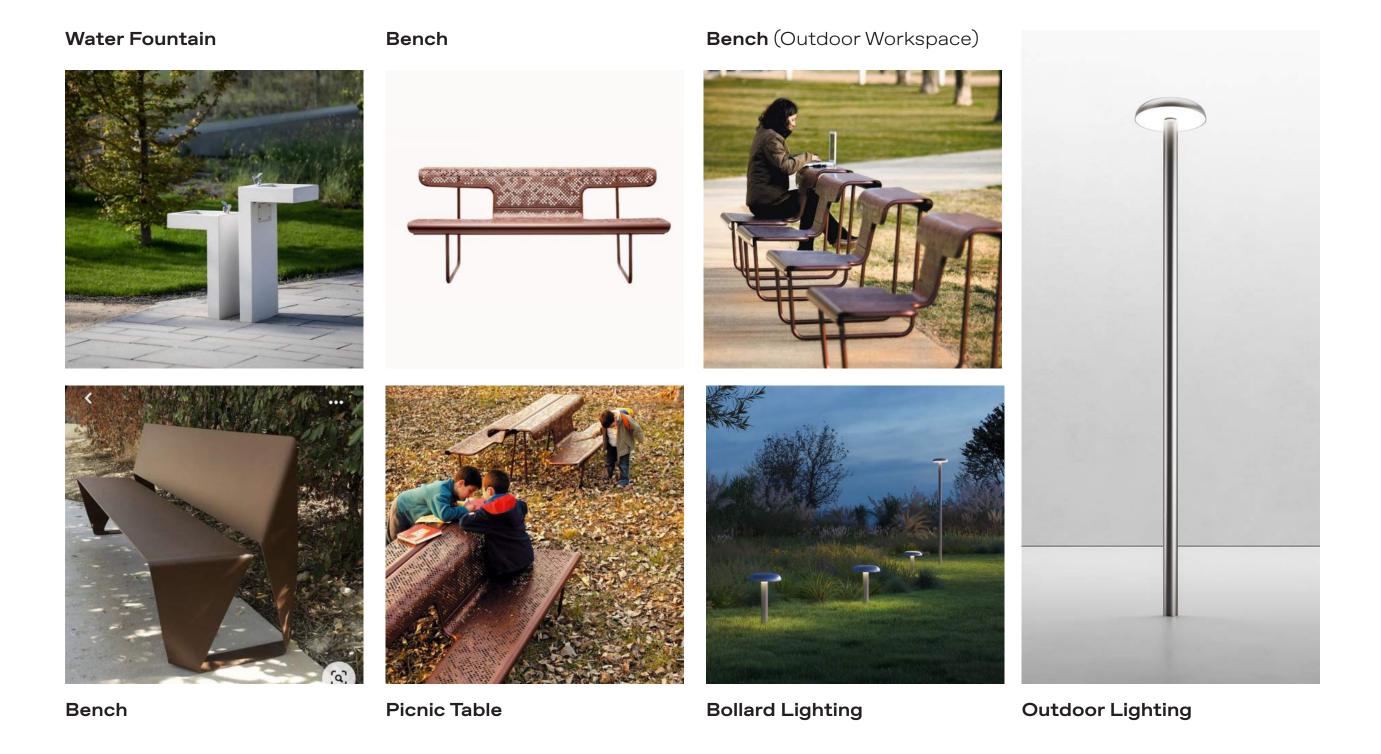
Dispenser, Storage, Trash

#### **WAYFINDING & SIGNAGE**

Post - aluminium Fixings - stainless steel











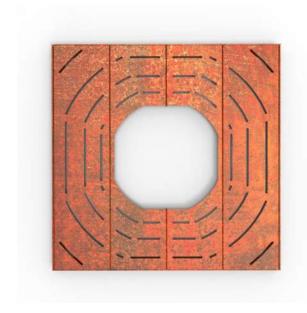
#### Outdoor Seating - Fixed







Outdoor Seating - Flexible









**Tree Protection** 

Vision Bollard

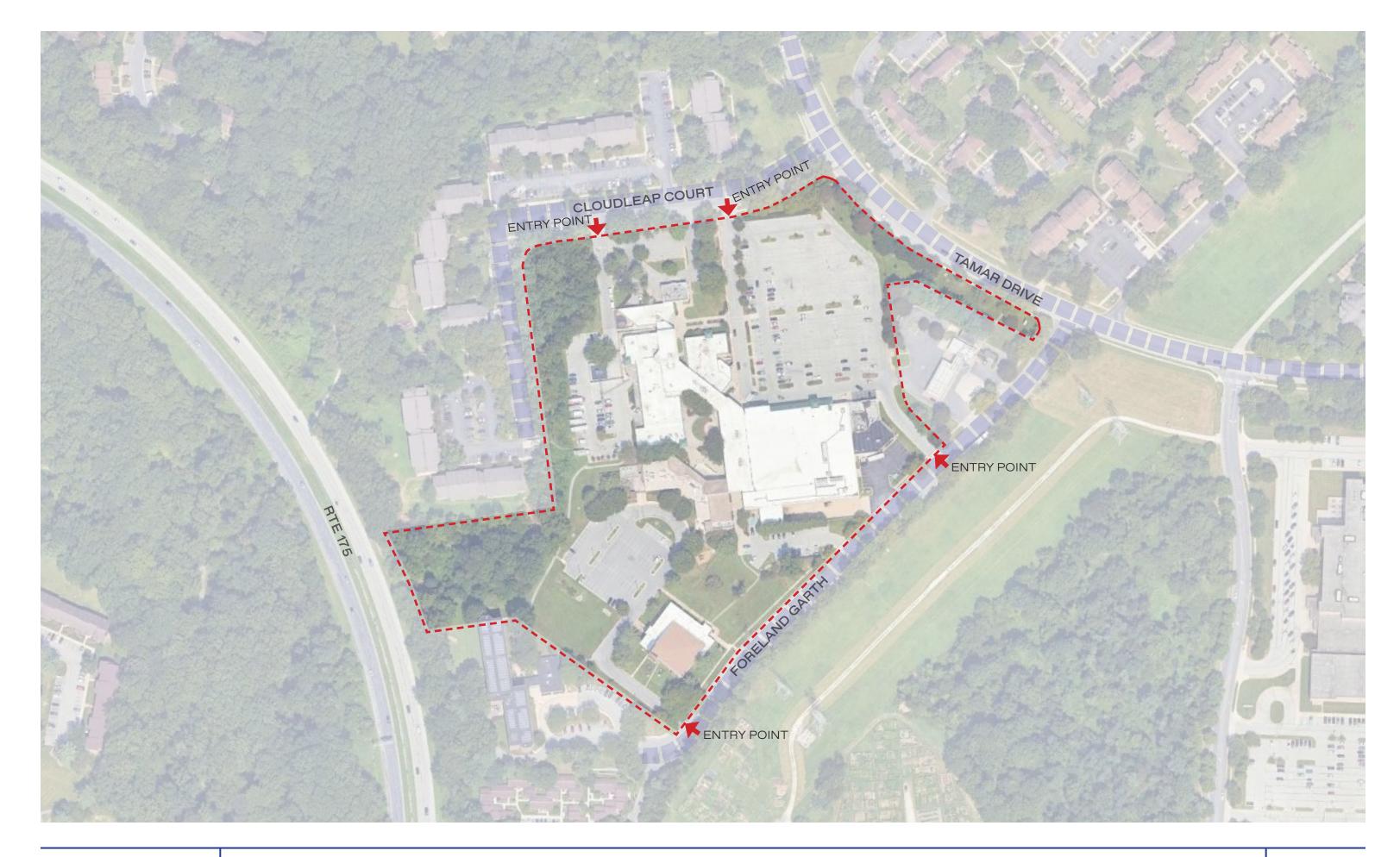
**Planters** 

**Planters** 



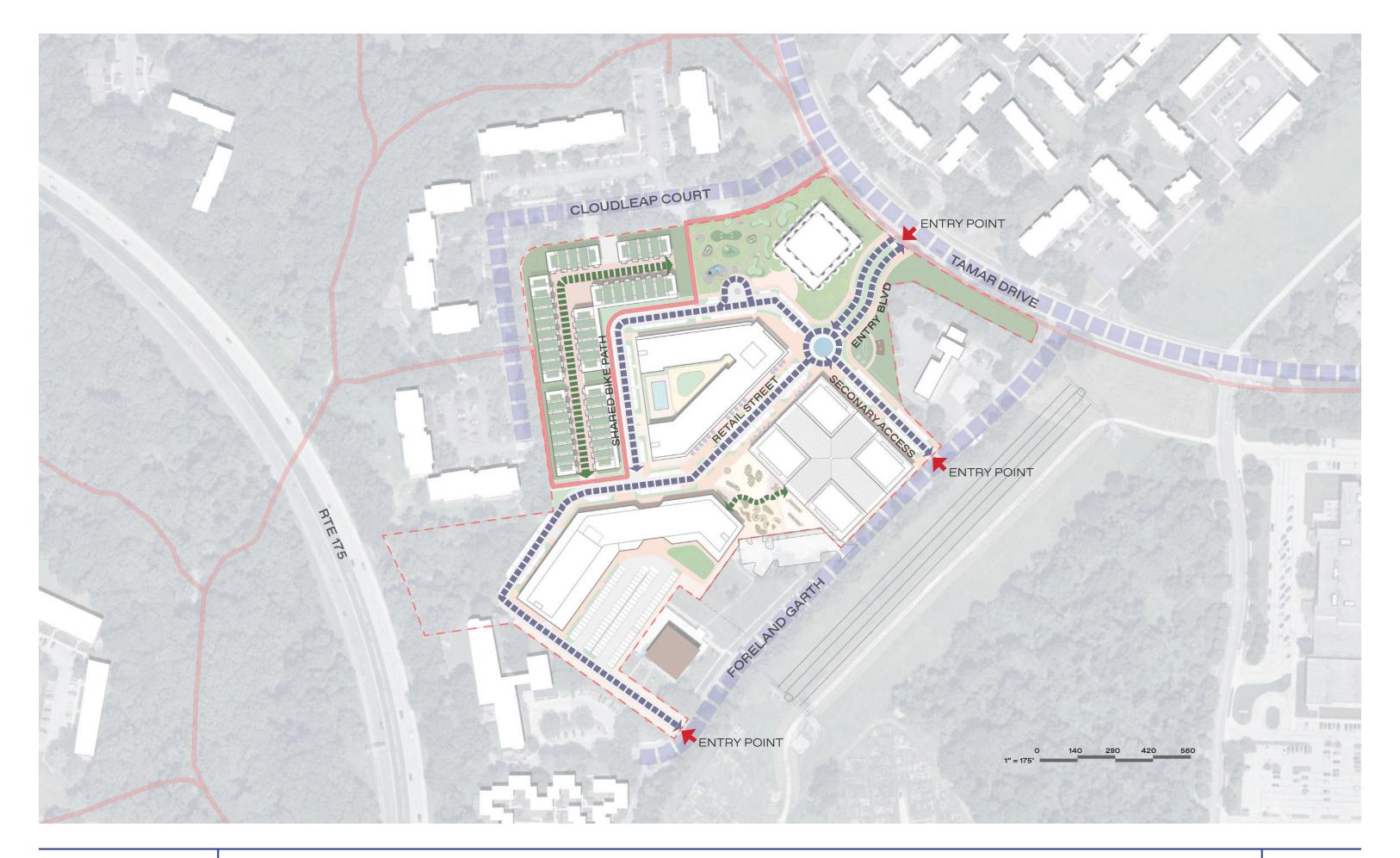


## STREET DESIGN



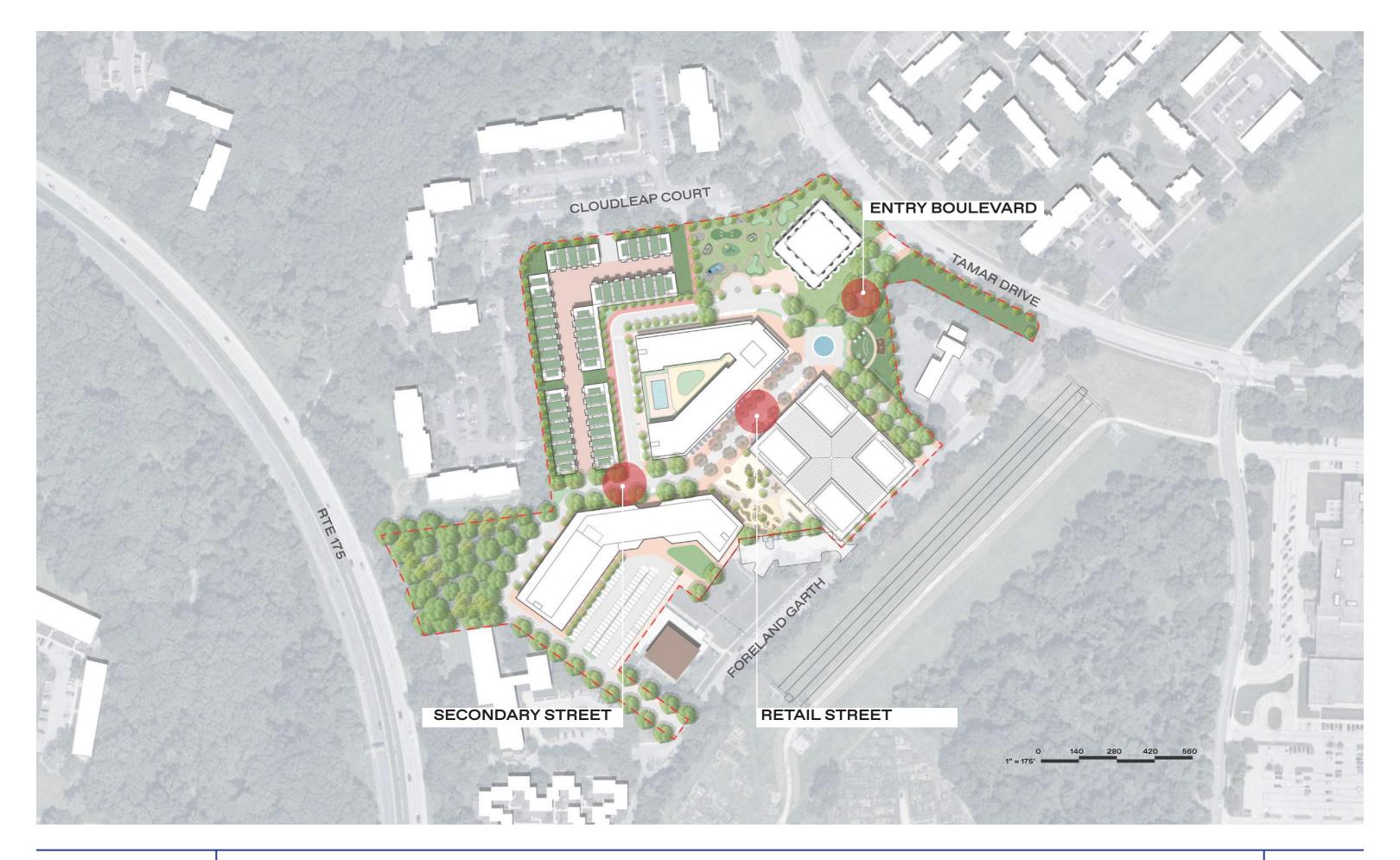






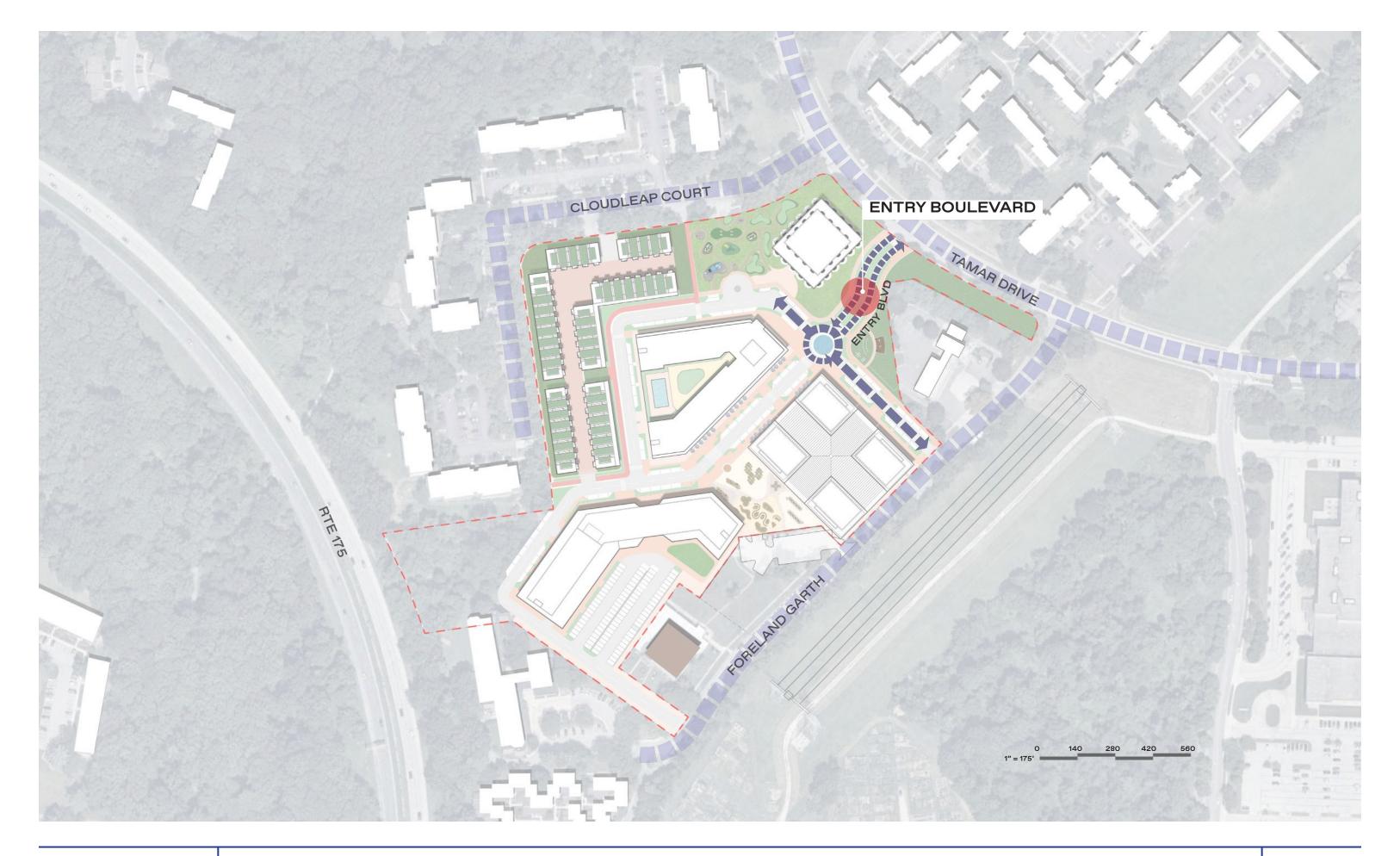








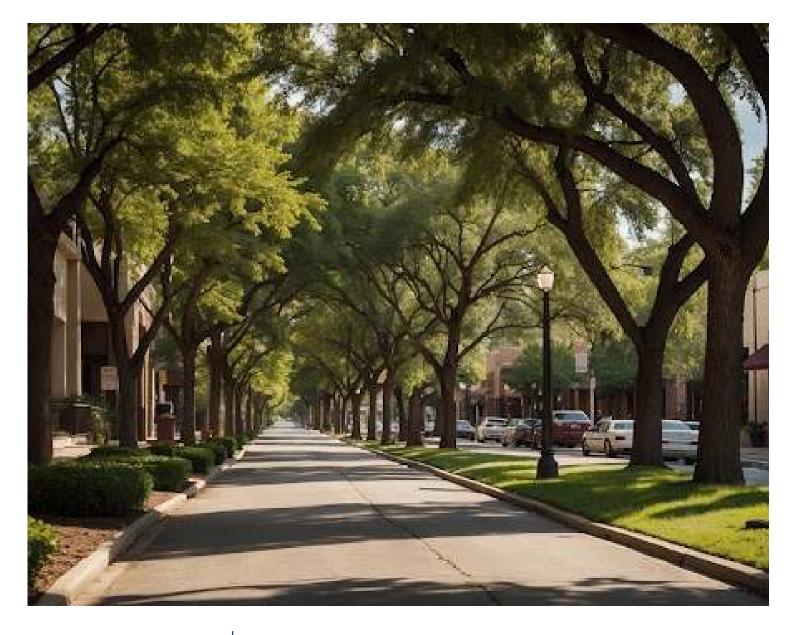








#### **ENTRY BOULEVARD**

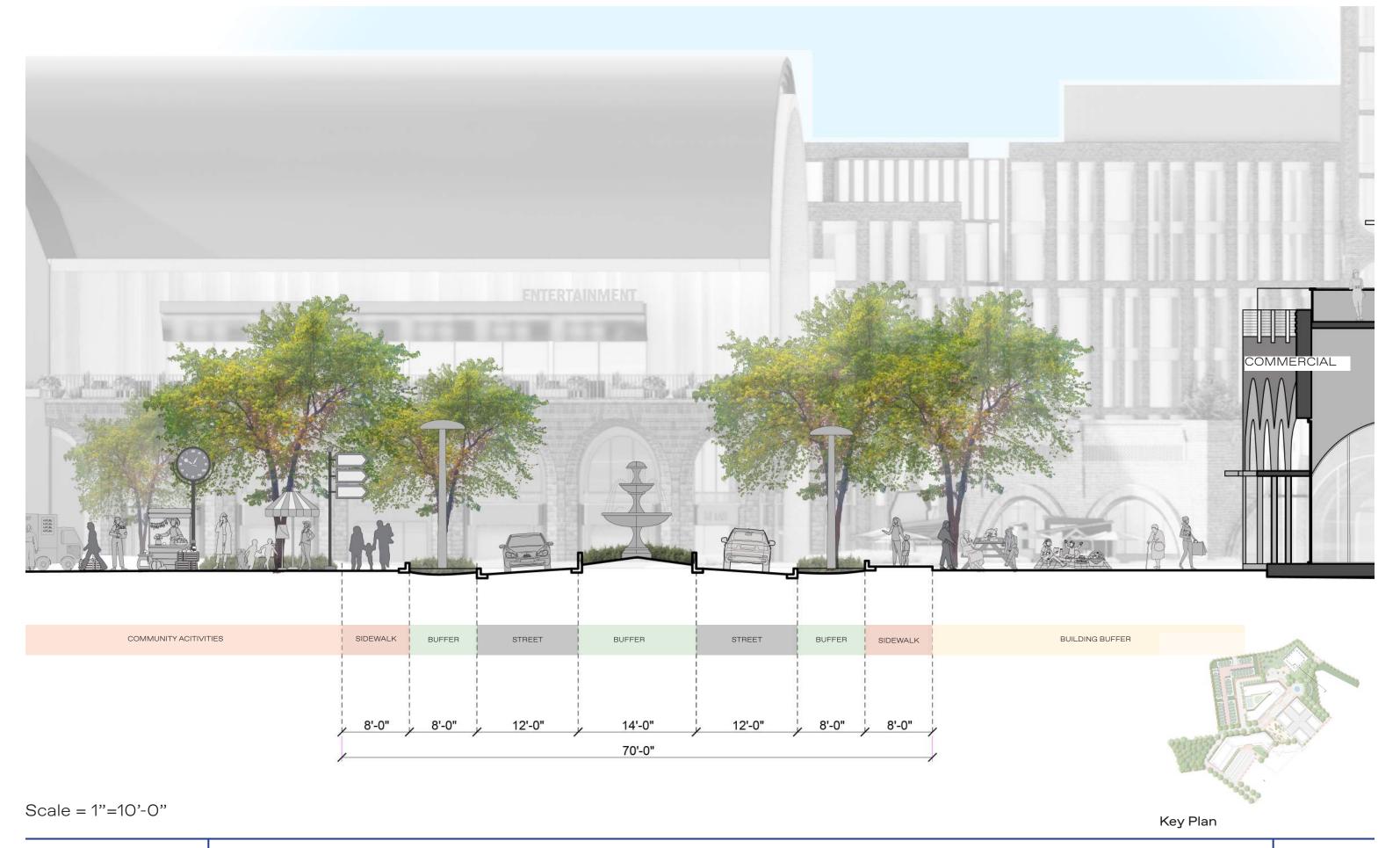


Arlington Boulevard | Arlington, Texas



Birkdale Village Retreat | Charlotte, North Carolina

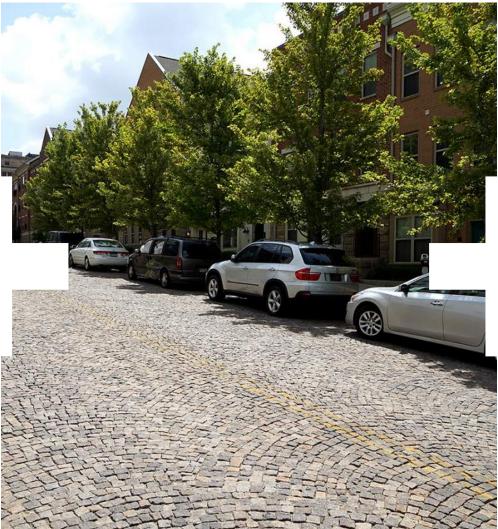


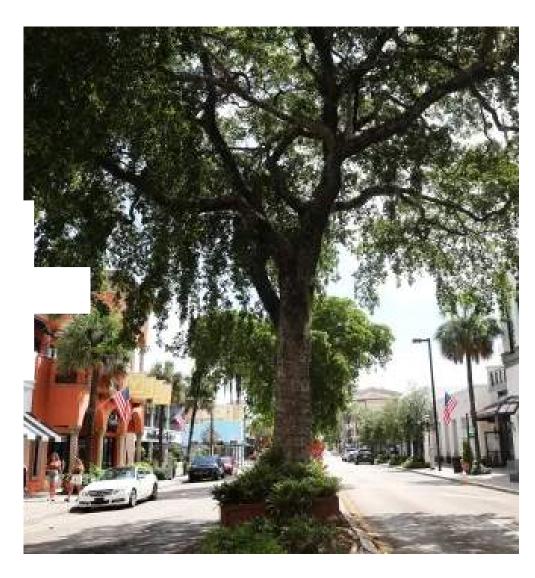












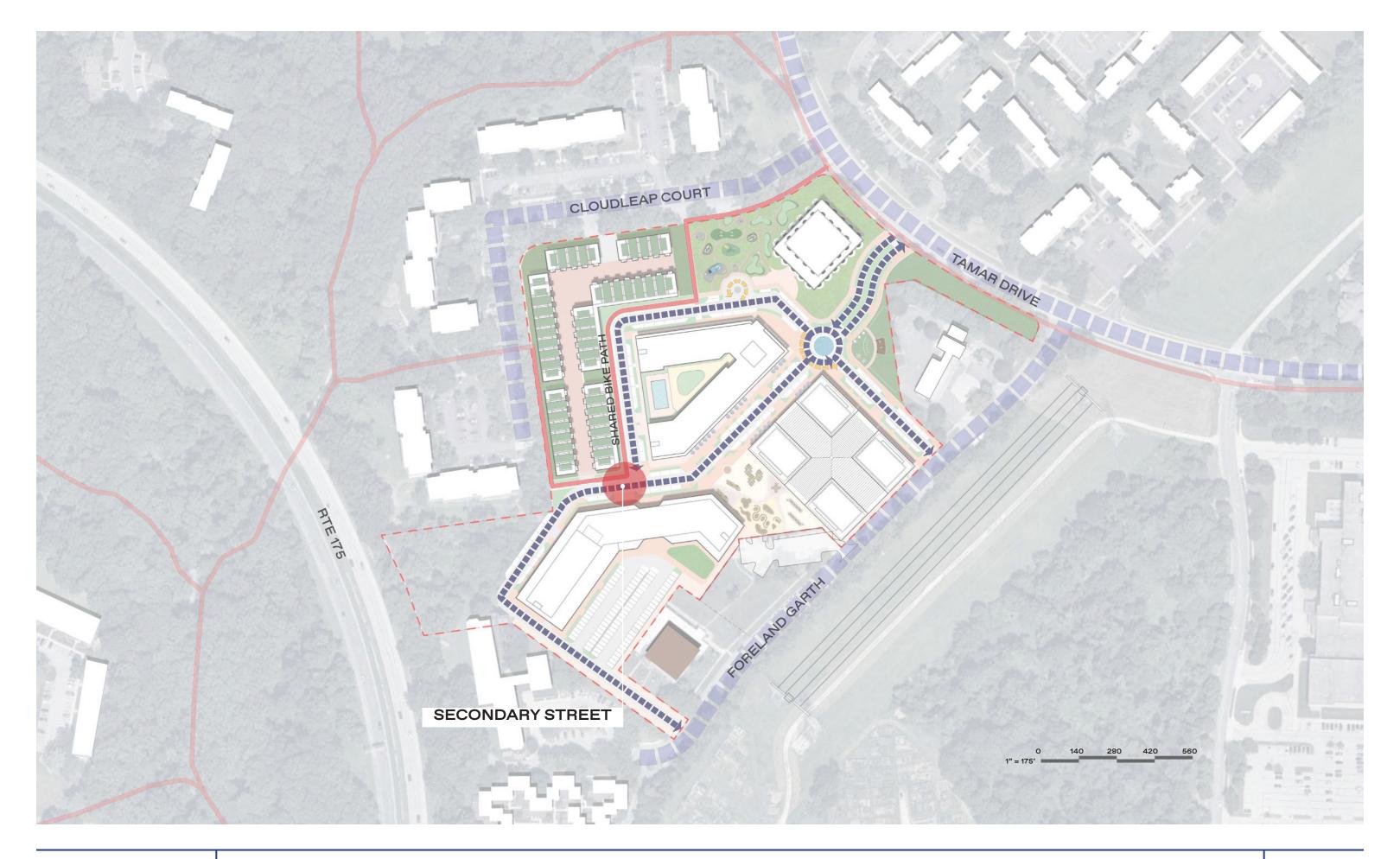
LANDSCAPING MATERIALITY STREETSCAPE















### **DAILY VISITOR STREET**

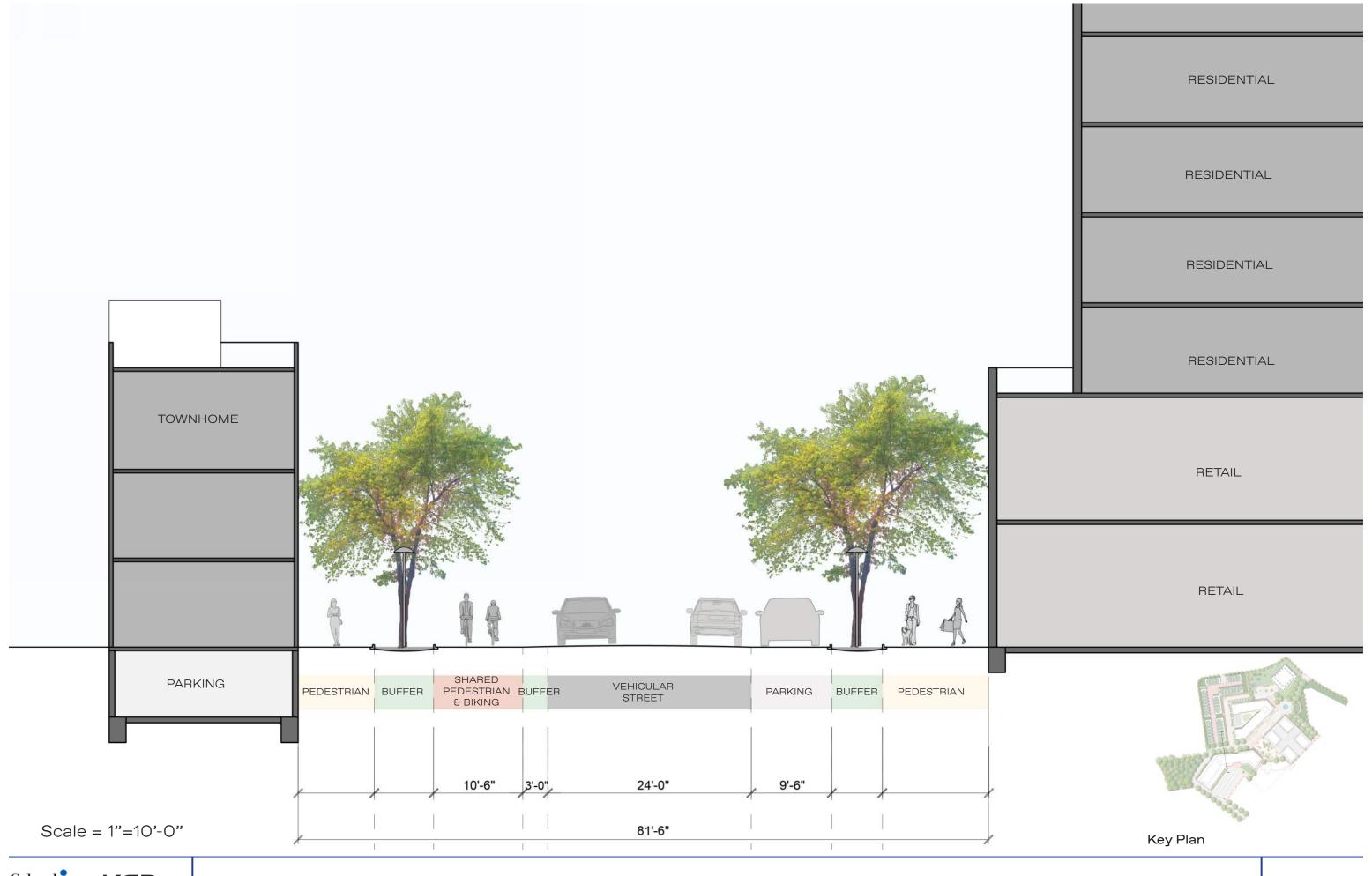


Vassar Street Raised Cycle Track Cambridge, MA



Portland Carefree Street Portland, Oregon











LANDSCAPING MATERIALITY STREETSCAPE







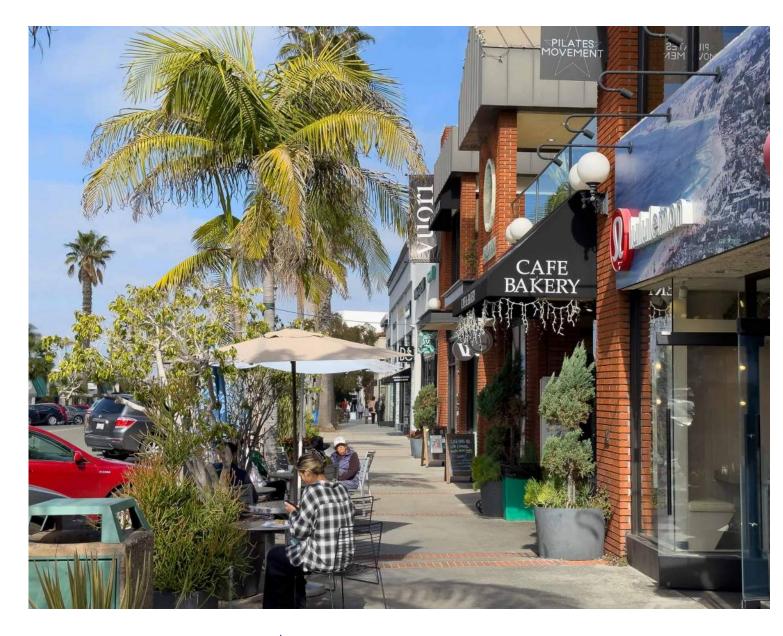








### **RETAIL STREET**

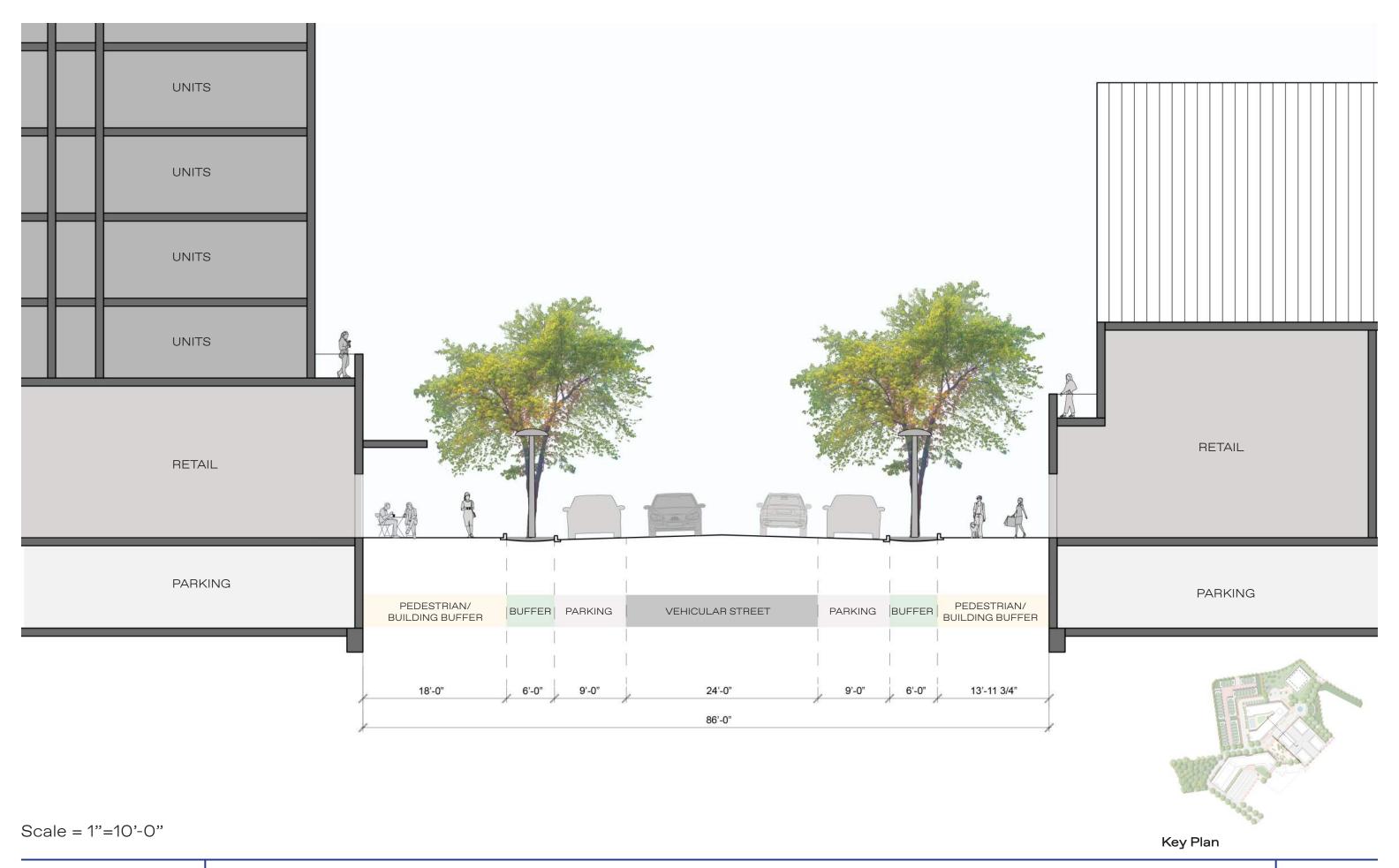






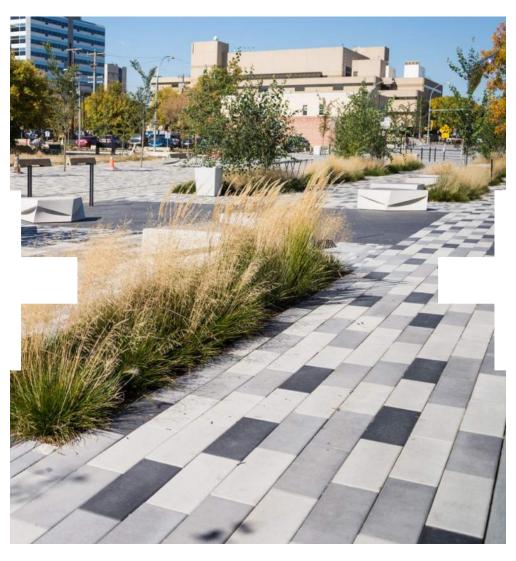
Mariahilfer Strasse Vienna, Austria













LANDSCAPING MATERIALITY STREETSCAPE









# PUBLIC SPACE DESIGN

# **PUBLIC SPACE**

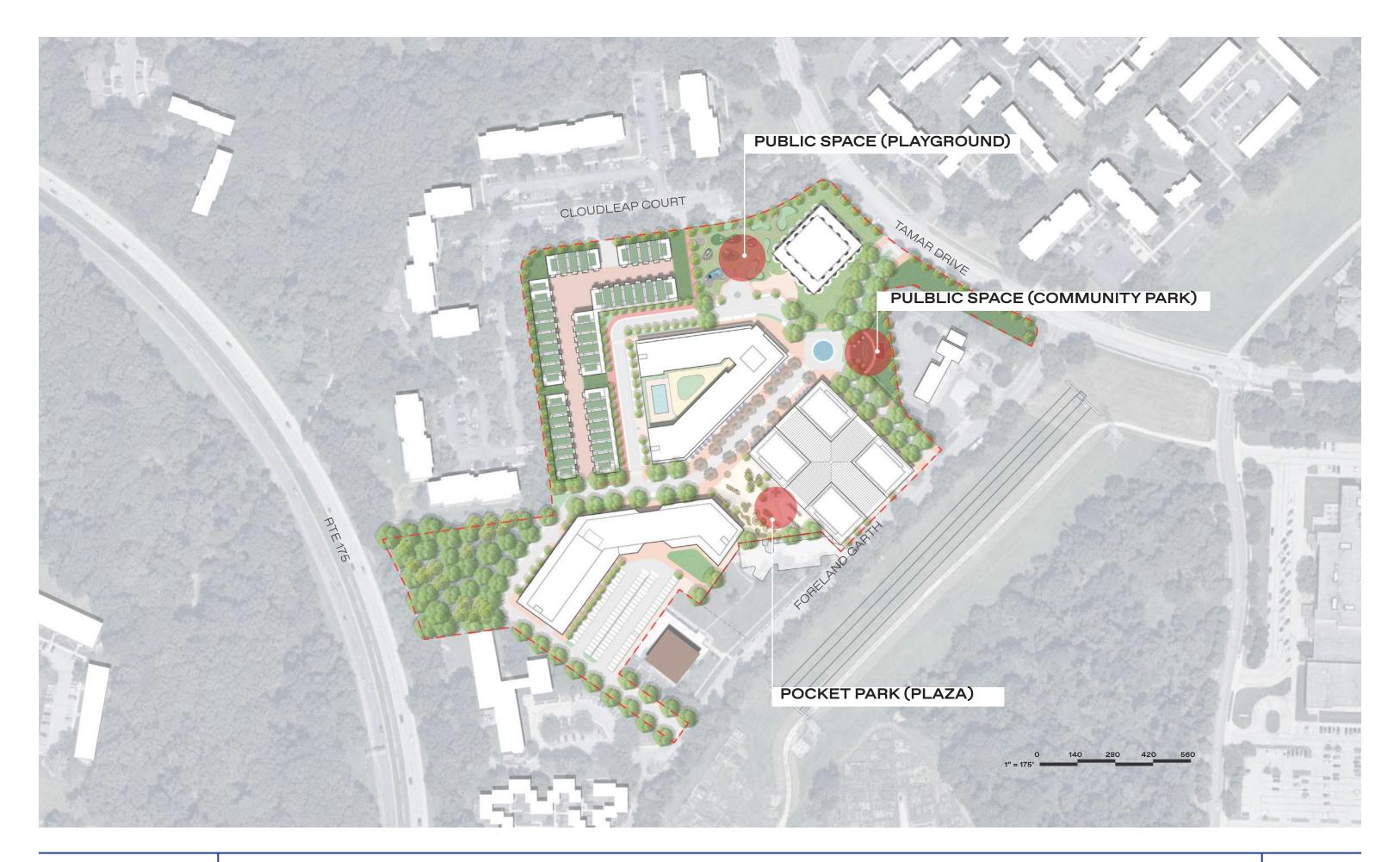


PLAZA PLAYGROUND COMMUNITY PARK



















# **POCKET PARK**







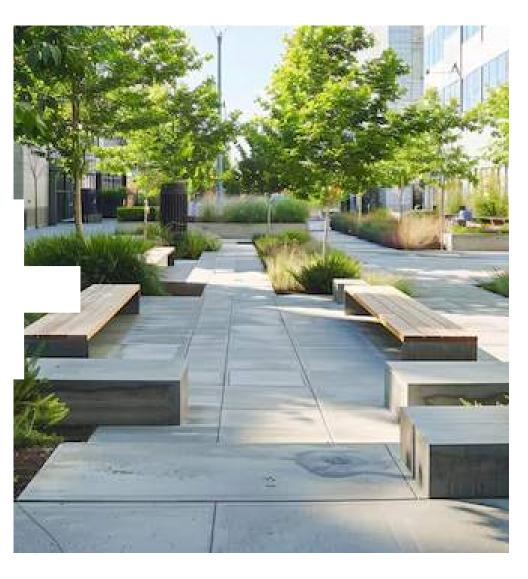
Silver Spring Metro Plaza Silver Spring, Maryland











LANDSCAPING MATERIALITY STREETSCAPE













### **PUBLIC SPACE - PLAYGROUND**



Mountain Lake Park Playground San Francisco, California



Bonnet Springs Park Lakeland, Florida



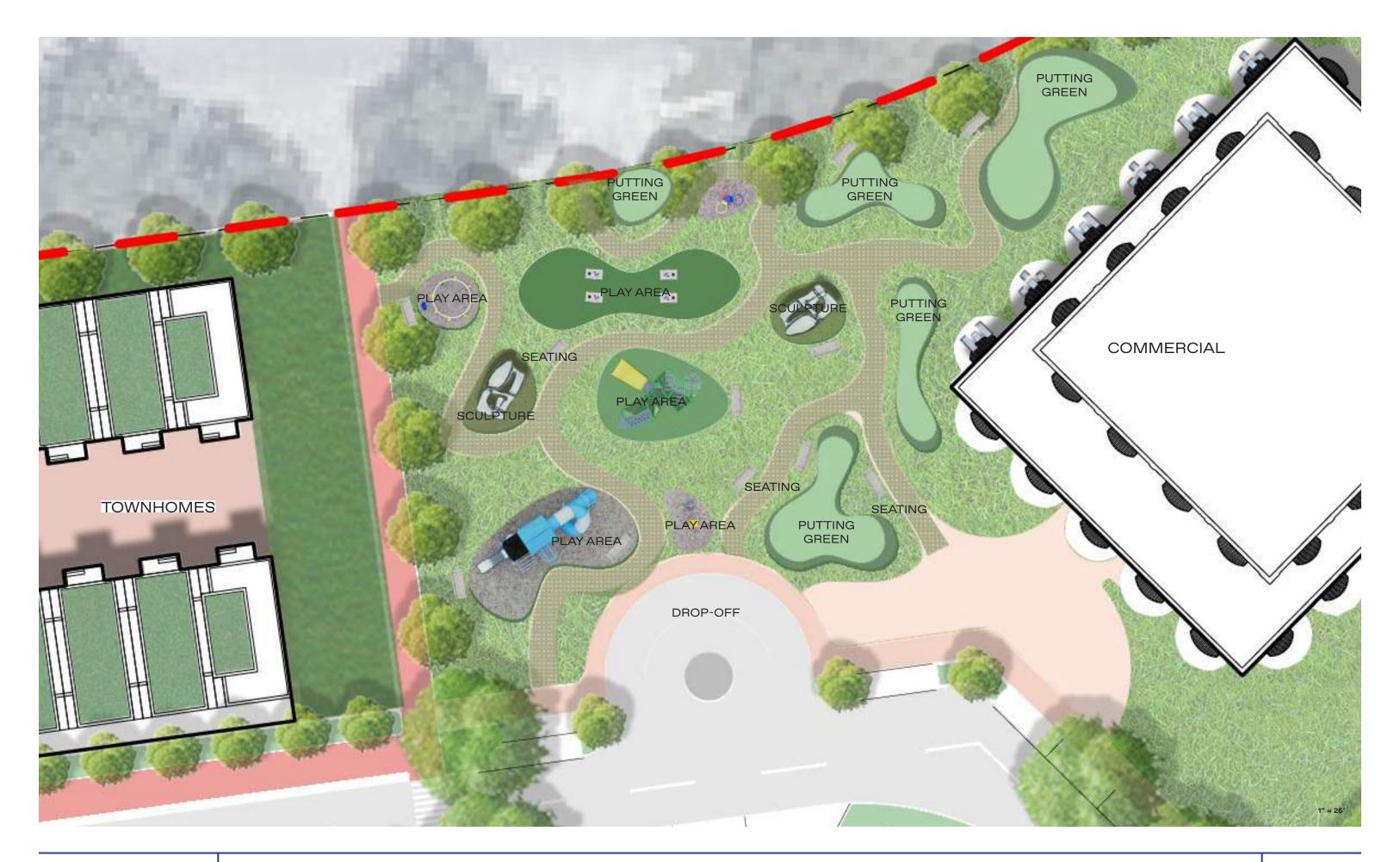






LANDSCAPING MATERIALITY ACTIVITY















## PUBLIC SPACE COMMUNITY PARK







Ashburn, Virginia









LANDSCAPING MATERIALITY ACTIVITY















# ARCHITECTURAL DESIGNELEMENTS

### **Boutique Laundromat**

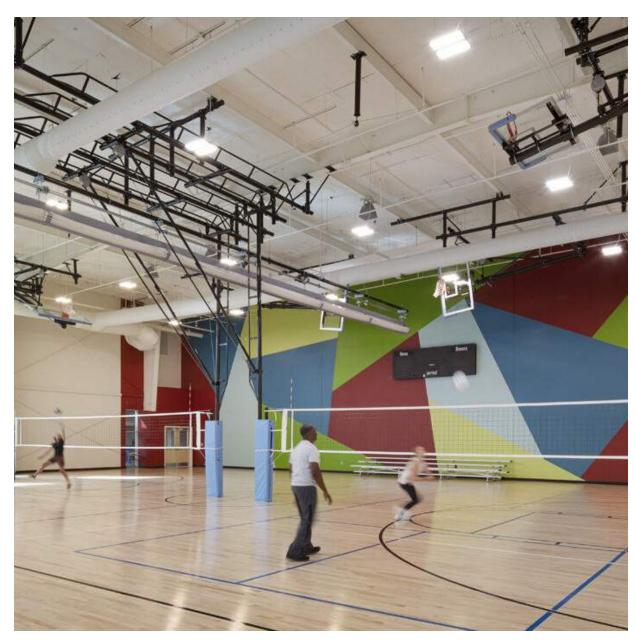


**Virtual Sports** 



**Local Coffee Shop** 







Virtual Sports





**Outdoor Restaurants** 





Outdoor Cafe

**Local Grocery Store** 



Restaurants







### Barber Shop





**Local Stores** 





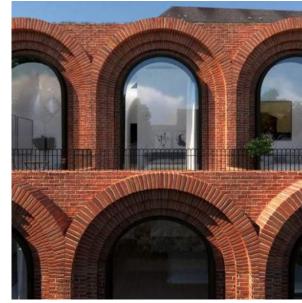
### **Brick Articulation**

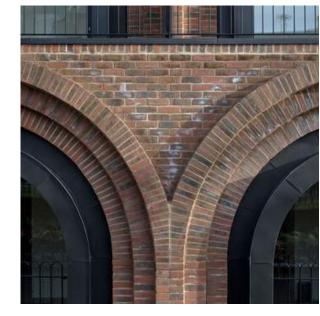




Impressions

## Intimacy/Warmth





**Tectonics** 

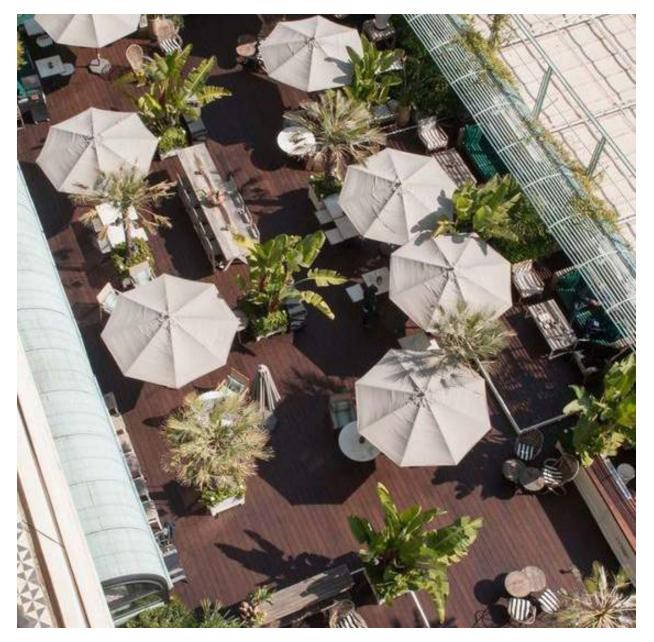
#### Timelessness







Liveliness



Transparency





Grandeur



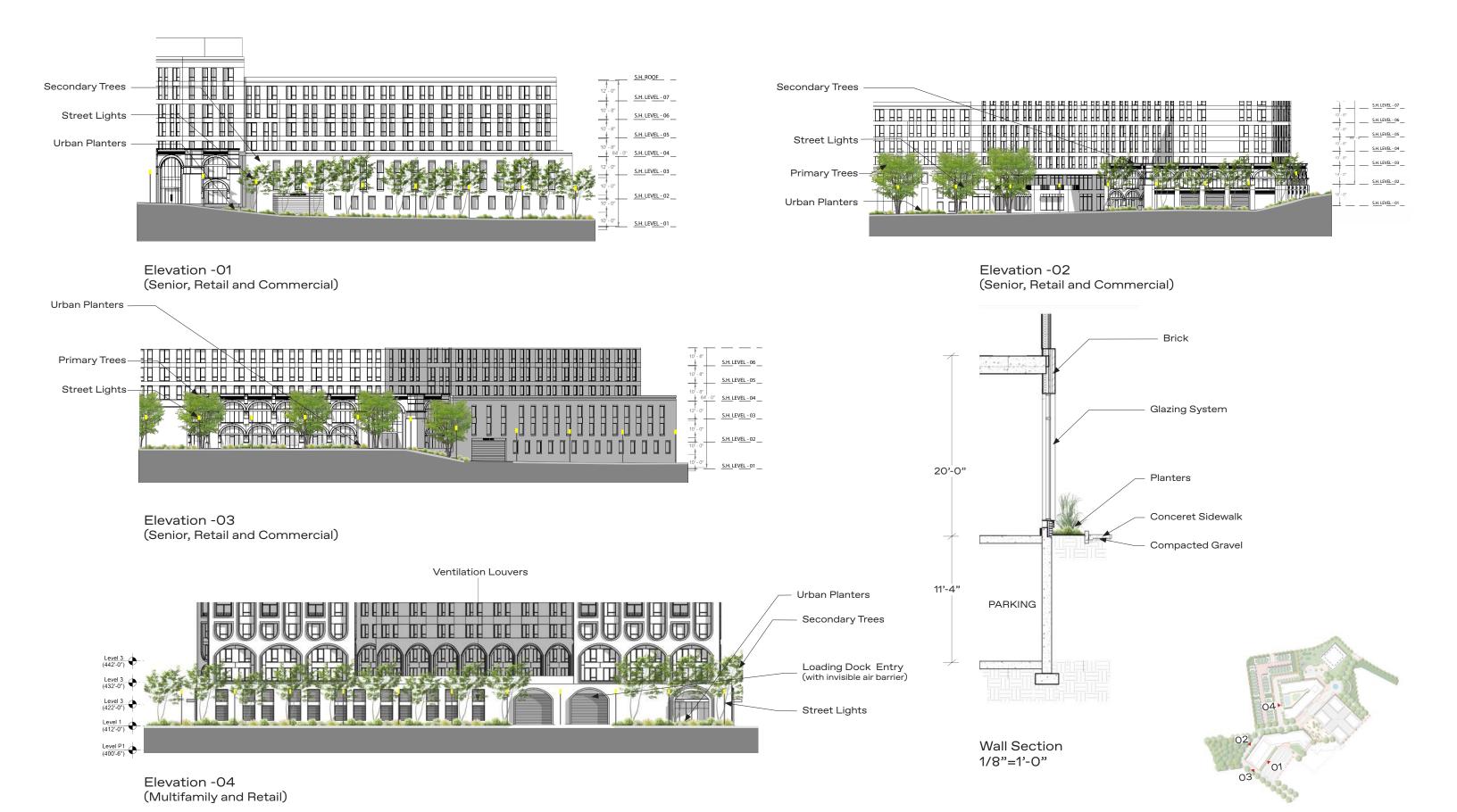












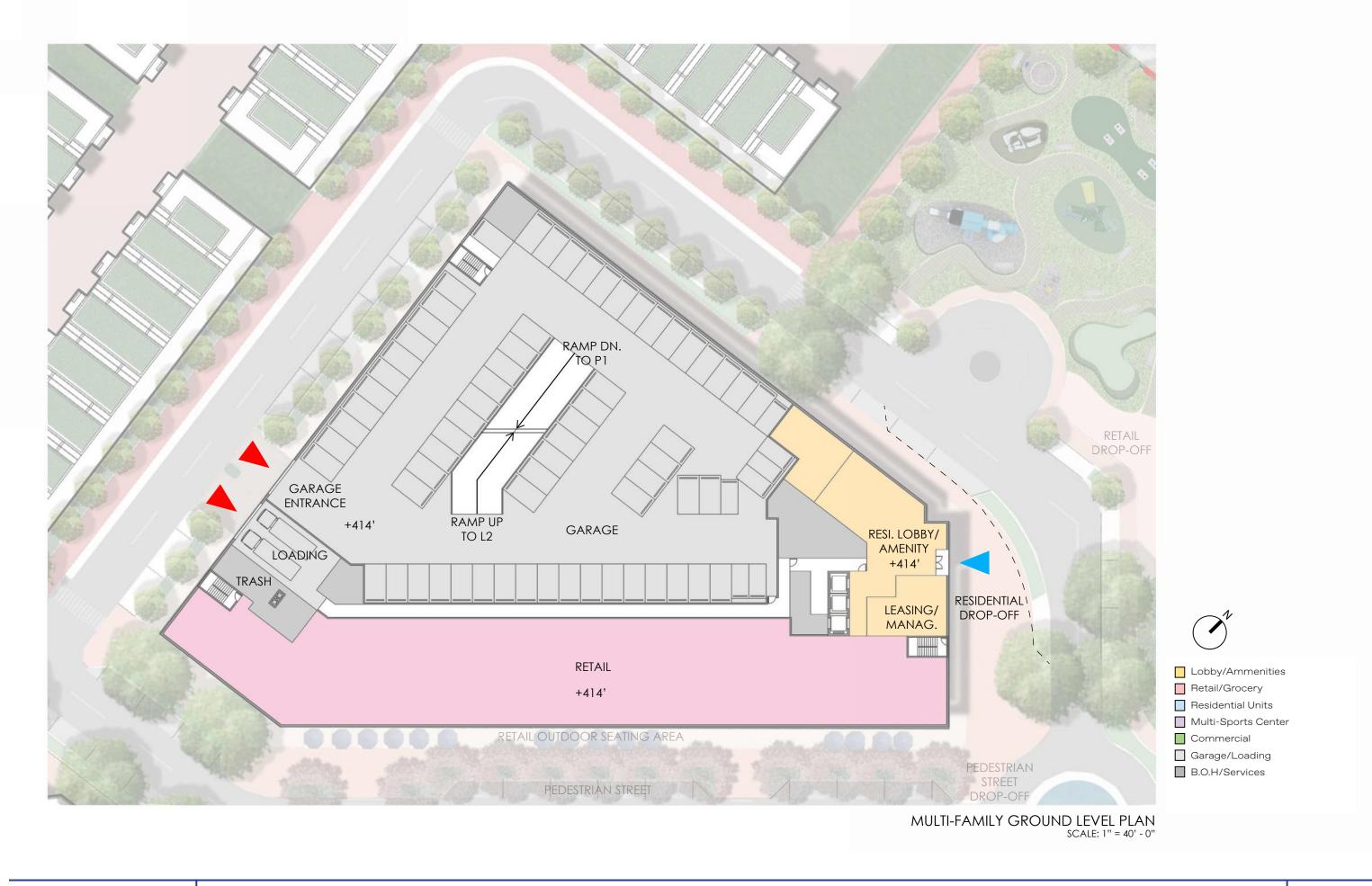




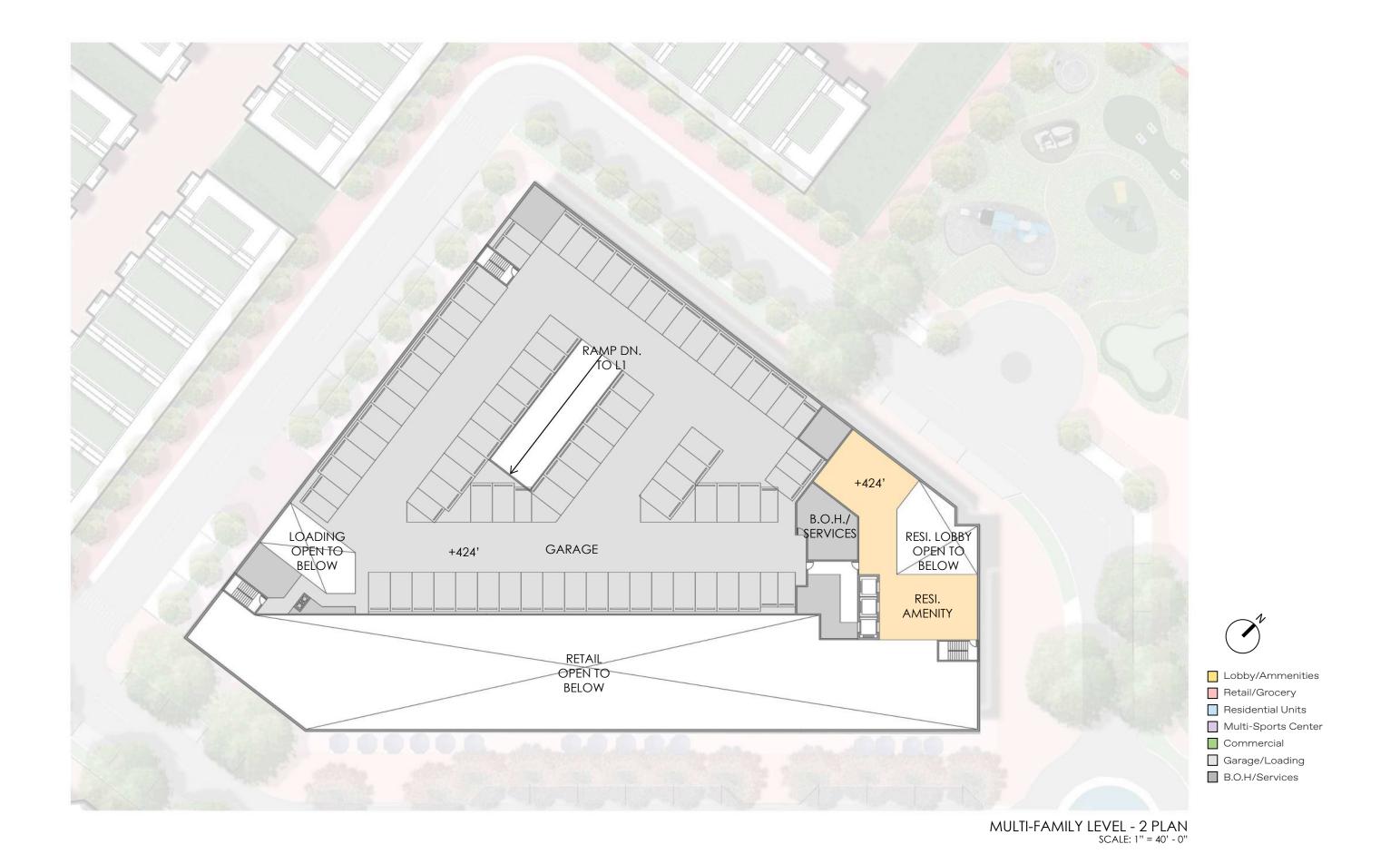






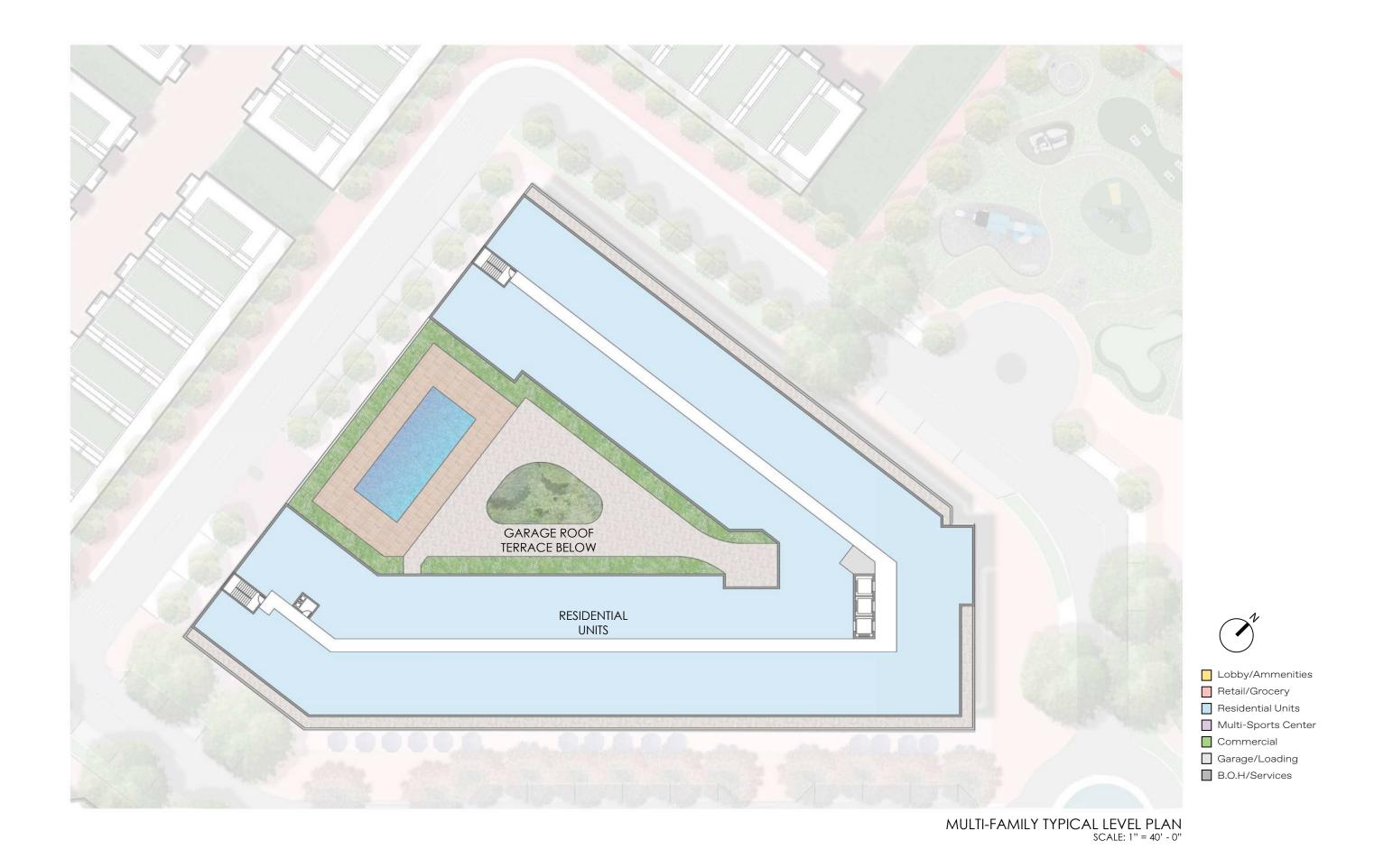


















BK-01 MASONRY WALL SYSTEM



BK-02 MASONRY WALL SYSTEM



BK-03 MASONRY WALL SYSTEM



MP-01 METAL PANEL SYSTEM



MP-02 METAL PANEL SYSTEM



FC-01 FIBER CEMENT PANEL



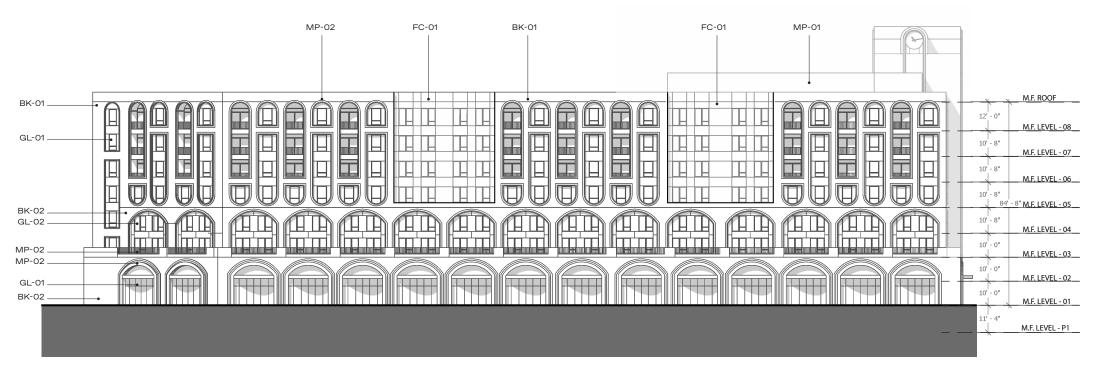
GLAZING-01 VISION GLASS



GLAZING-02 FRITTED GLASS



CS-01 COBBLE STONE



MULTI-FAMILY ELEVATION - 1 SCALE: 1" = 40' - 0"



MULTI-FAMILY ELEVATION - 2 SCALE: 1" = 40' - 0"





MULTI-

FAMILY



BK-01 MASONRY WALL SYSTEM



BK-02 MASONRY WALL SYSTEM



BK-03 MASONRY WALL SYSTEM



MP-01 METAL PANEL SYSTEM



MP-02 METAL PANEL SYSTEM



FC-01 FIBER CEMENT PANEL



GLAZING-01 VISION GLASS



GLAZING-02 FRITTED GLASS



CS-01 COBBLE STONE



MULTI-FAMILY ELEVATION - 3 SCALE: 1" = 40' - 0"



MULTI-FAMILY ELEVATION - 4 SCALE: 1" = 40' - 0"



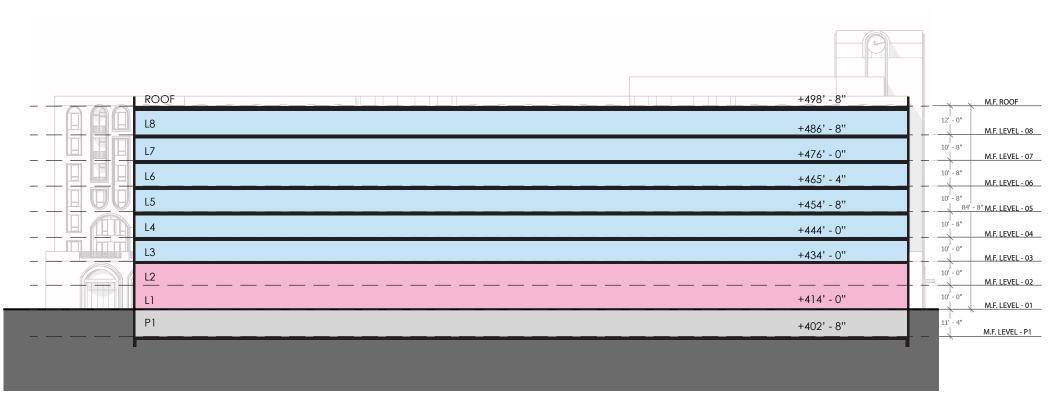


MULTI-

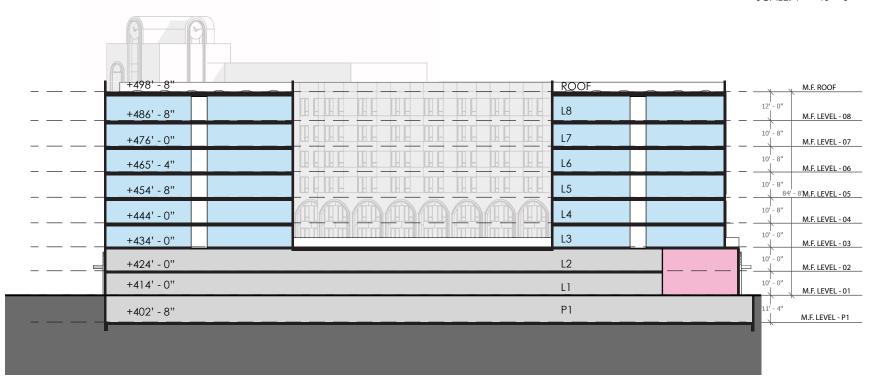
FAMILY

Lobby/Ammenities
Retail/Grocery
Residential Units
Multi-Sports Center
Commercial
Garage/Loading

■ B.O.H/Services



MULTI-FAMILY SECTION A - A' SCALE: 1" = 40' - 0"



MULTI-FAMILY SECTION B - B' SCALE: 1" = 40' - 0"





MULTI-

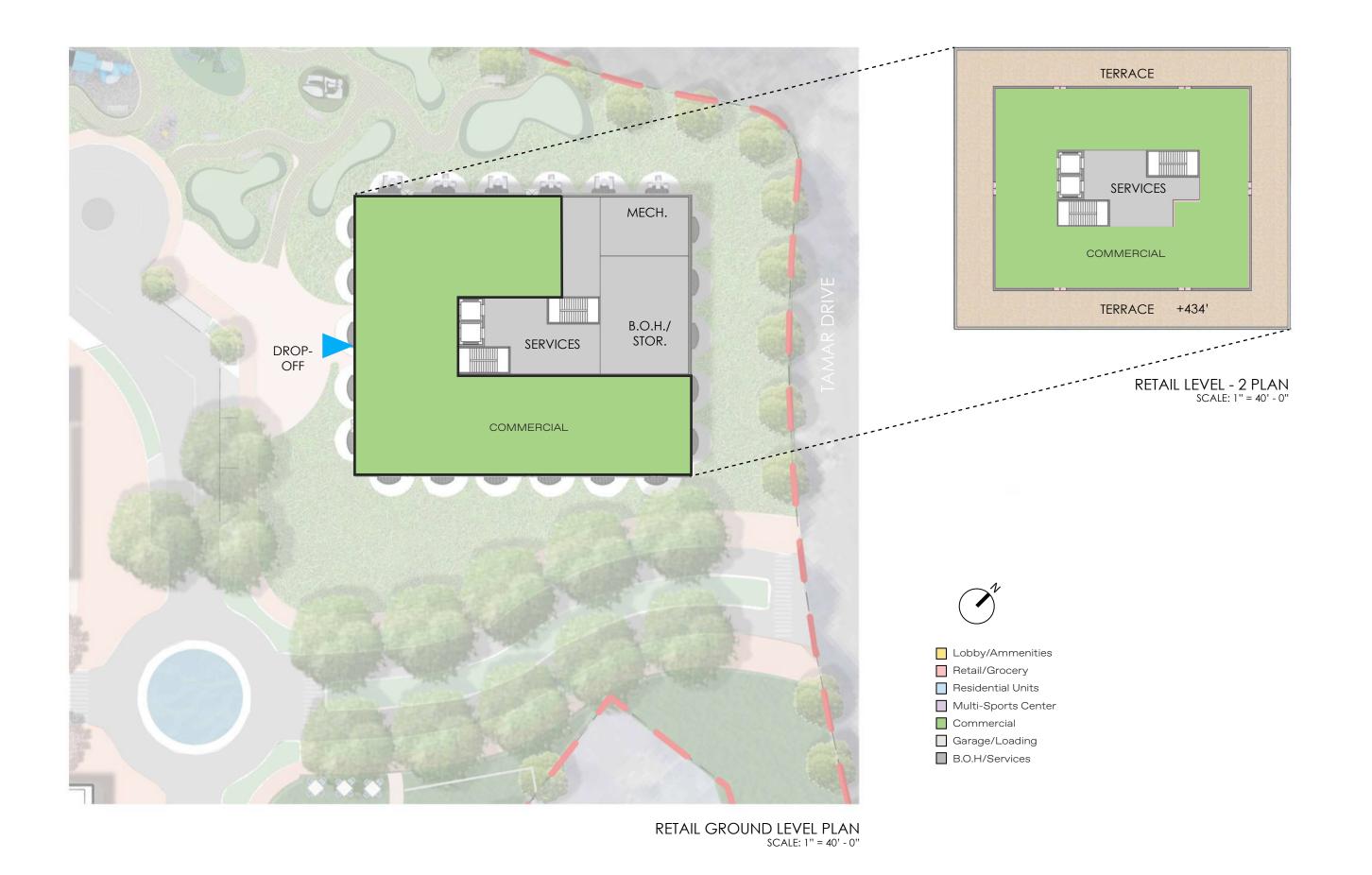
FAMILY

















BK-01 MASONRY WALL SYSTEM



BK-02 MASONRY WALL SYSTEM



BK-03 MASONRY WALL SYSTEM



MP-01 METAL PANEL SYSTEM



MP-02 METAL PANEL SYSTEM



FC-01 FIBER CEMENT PANEL



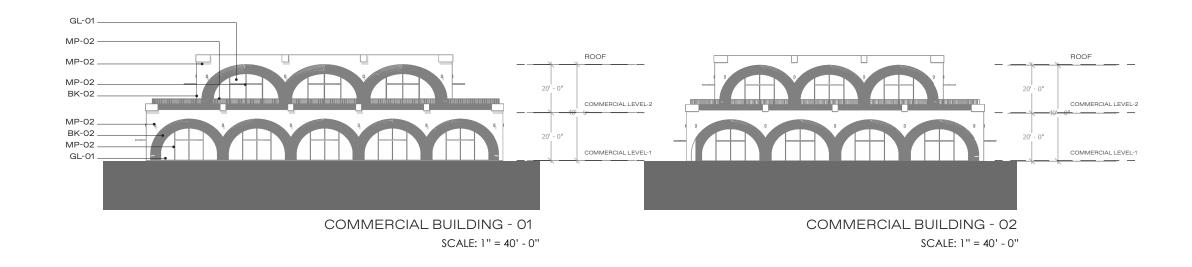
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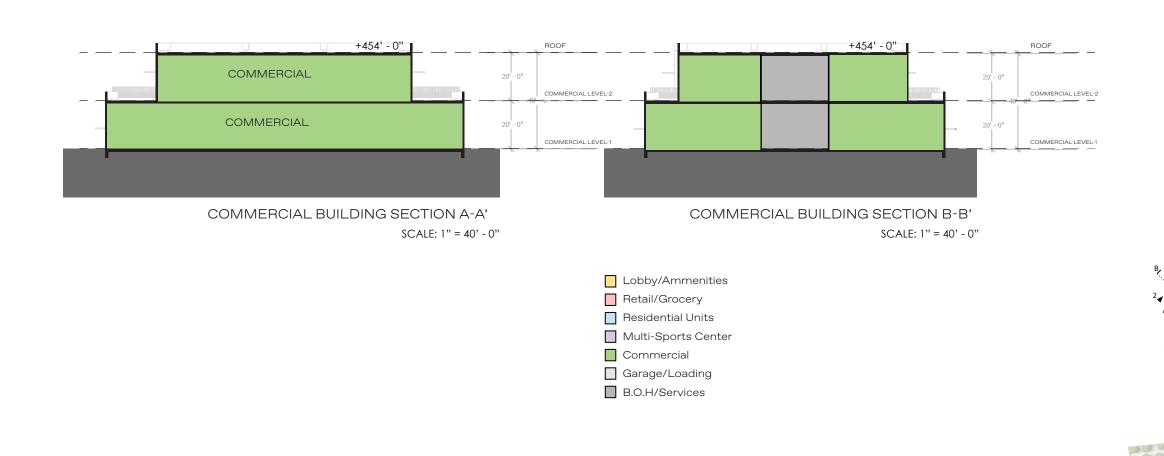


GLAZING-02 FRITTED GLASS



CS-01 COBBLE STONE







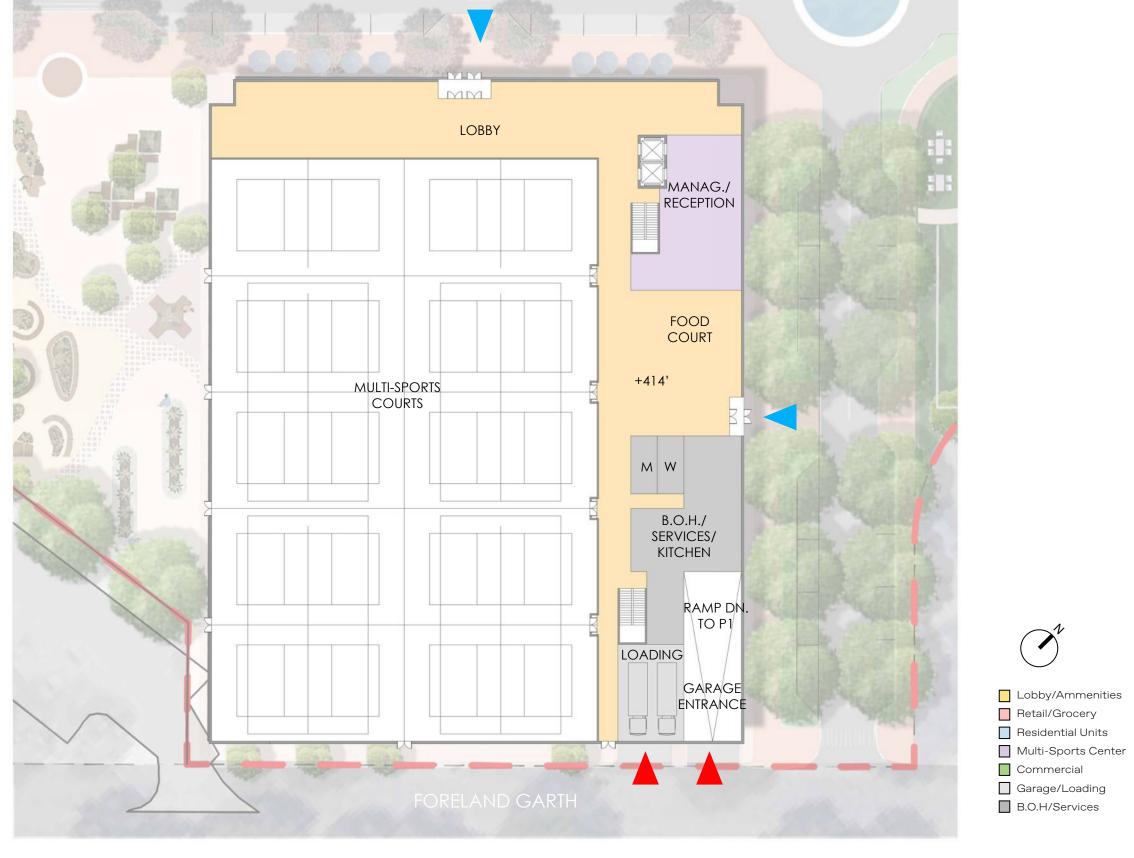








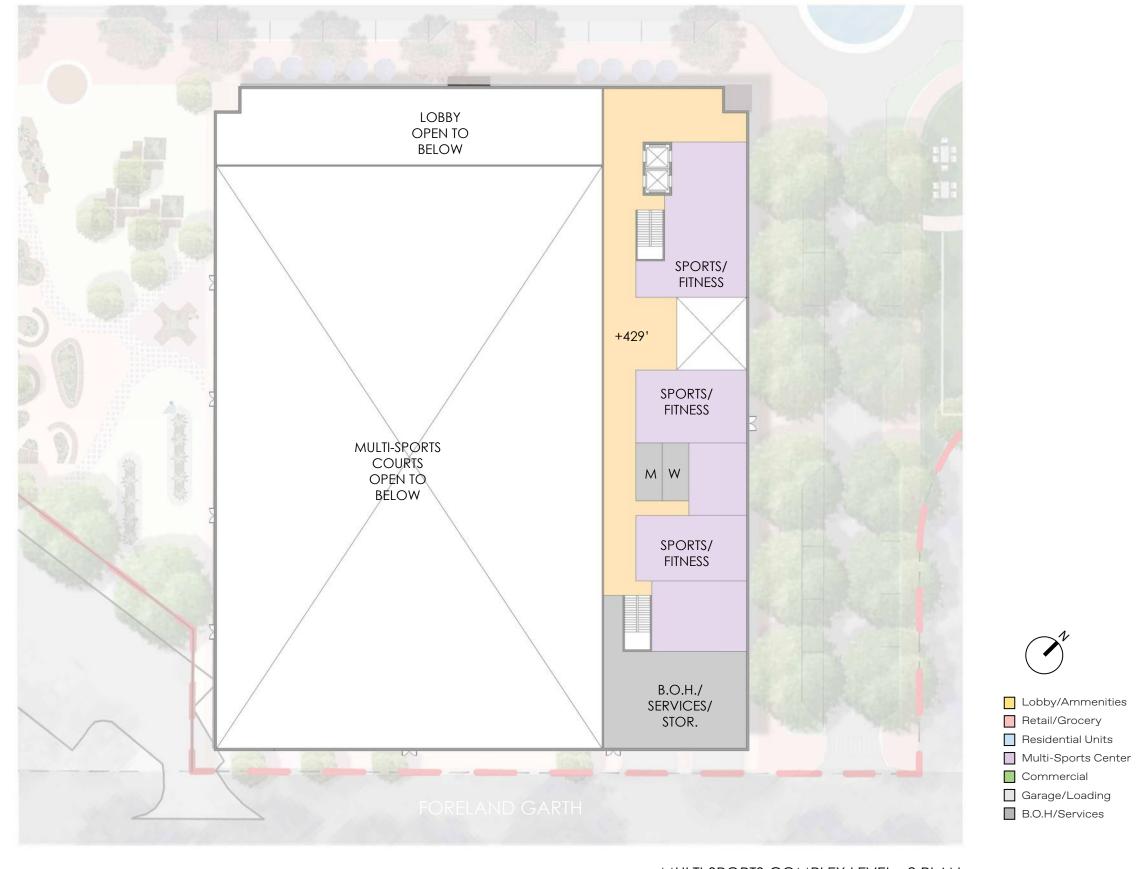












MULTI-SPORTS COMPLEX LEVEL - 2 PLAN SCALE: 1" = 40' - 0"







BK-01 MASONRY WALL SYSTEM



BK-02 MASONRY WALL SYSTEM



BK-03 MASONRY WALL SYSTEM



MP-01 METAL PANEL SYSTEM



MP-02 METAL PANEL SYSTEM



FC-01 FIBER CEMENT PANEL



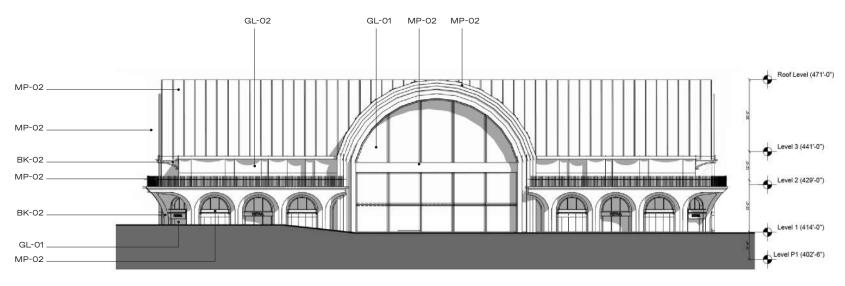
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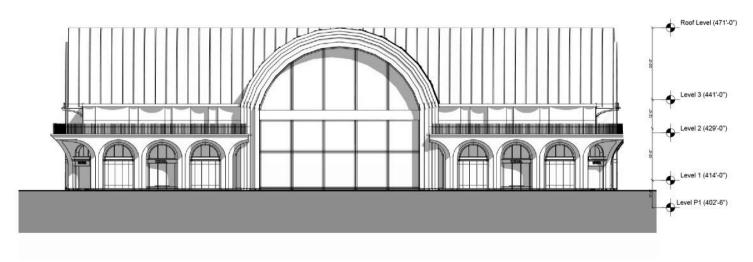
GLAZING-02 FRITTED GLASS



CS-01 COBBLE STONE



Elevation -01



Elevation -03



0 20' 40' 60' 80

Scale: 1"=40'







BK-01 MASONRY WALL SYSTEM



BK-02 MASONRY WALL SYSTEM



BK-03 MASONRY WALL SYSTEM



MP-01 METAL PANEL SYSTEM



MP-02 METAL PANEL SYSTEM



FC-01 FIBER CEMENT PANEL



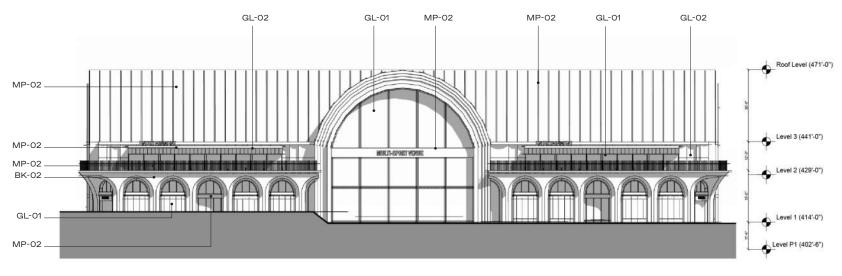
GLAZING-01 VISION GLASS



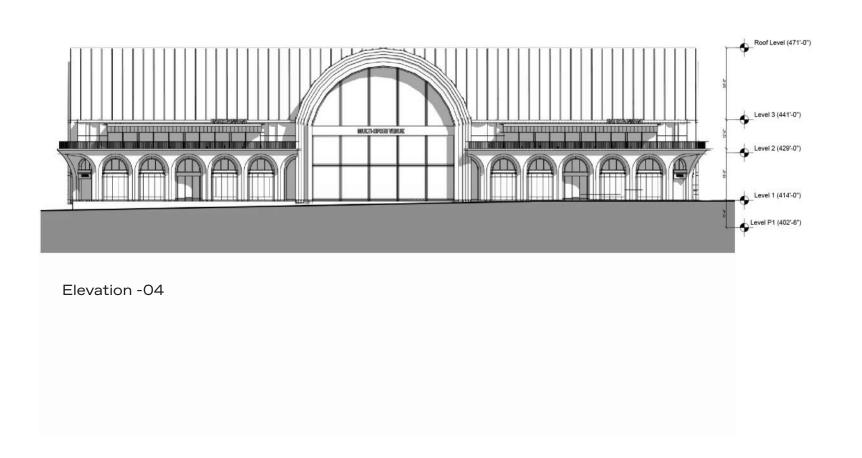
GLAZING-02 FRITTED GLASS



CS-01 COBBLE STONE



Elevation -02



















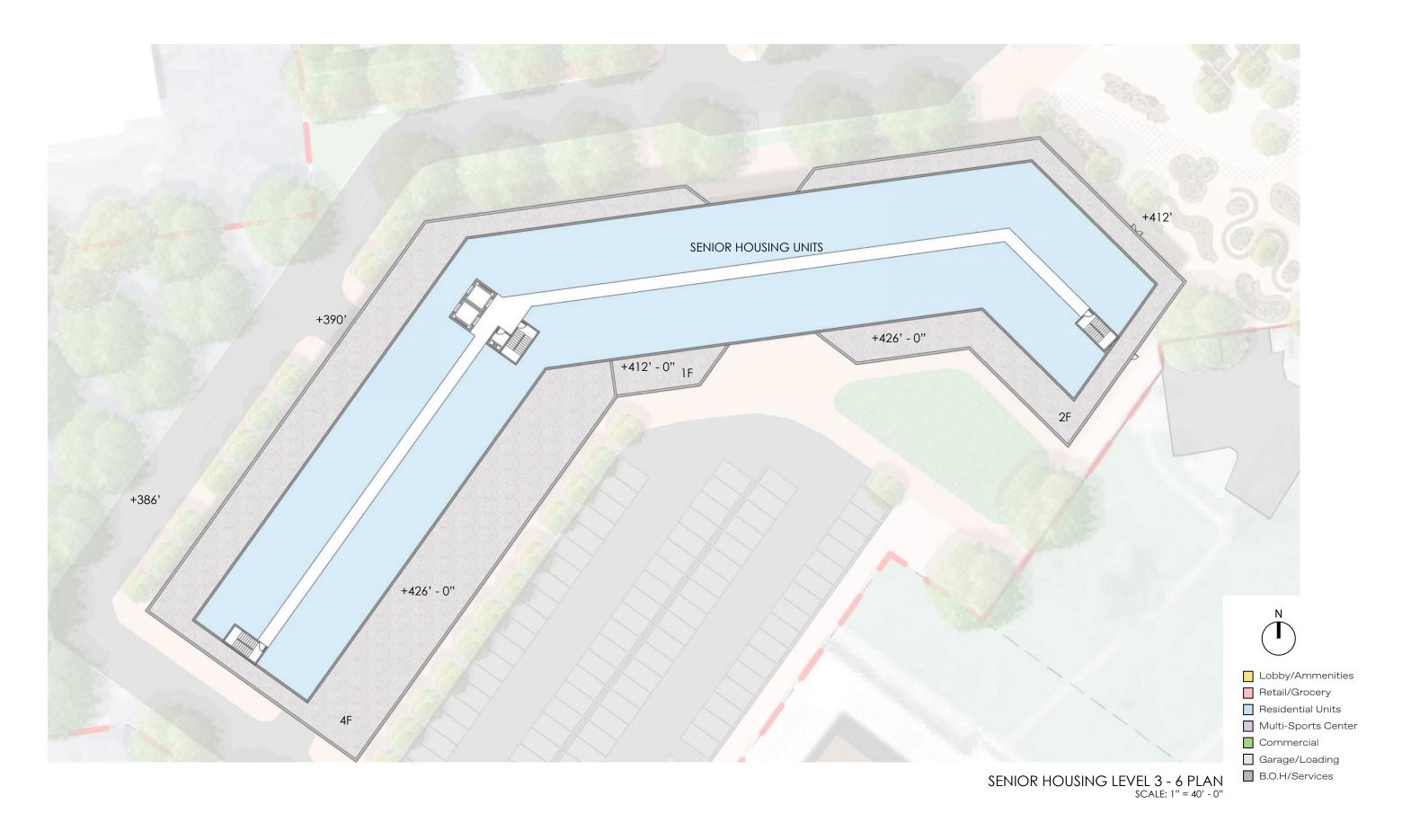




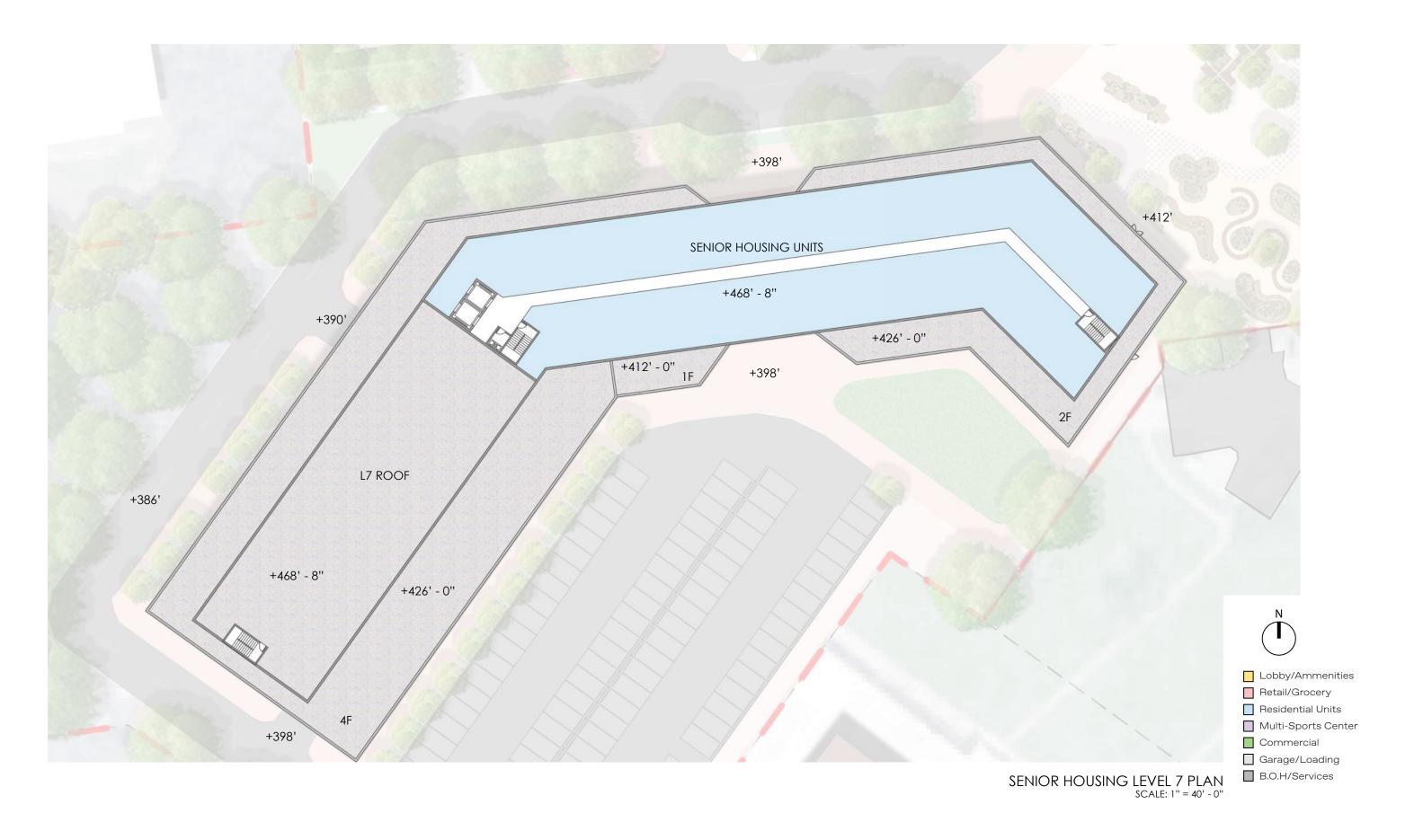












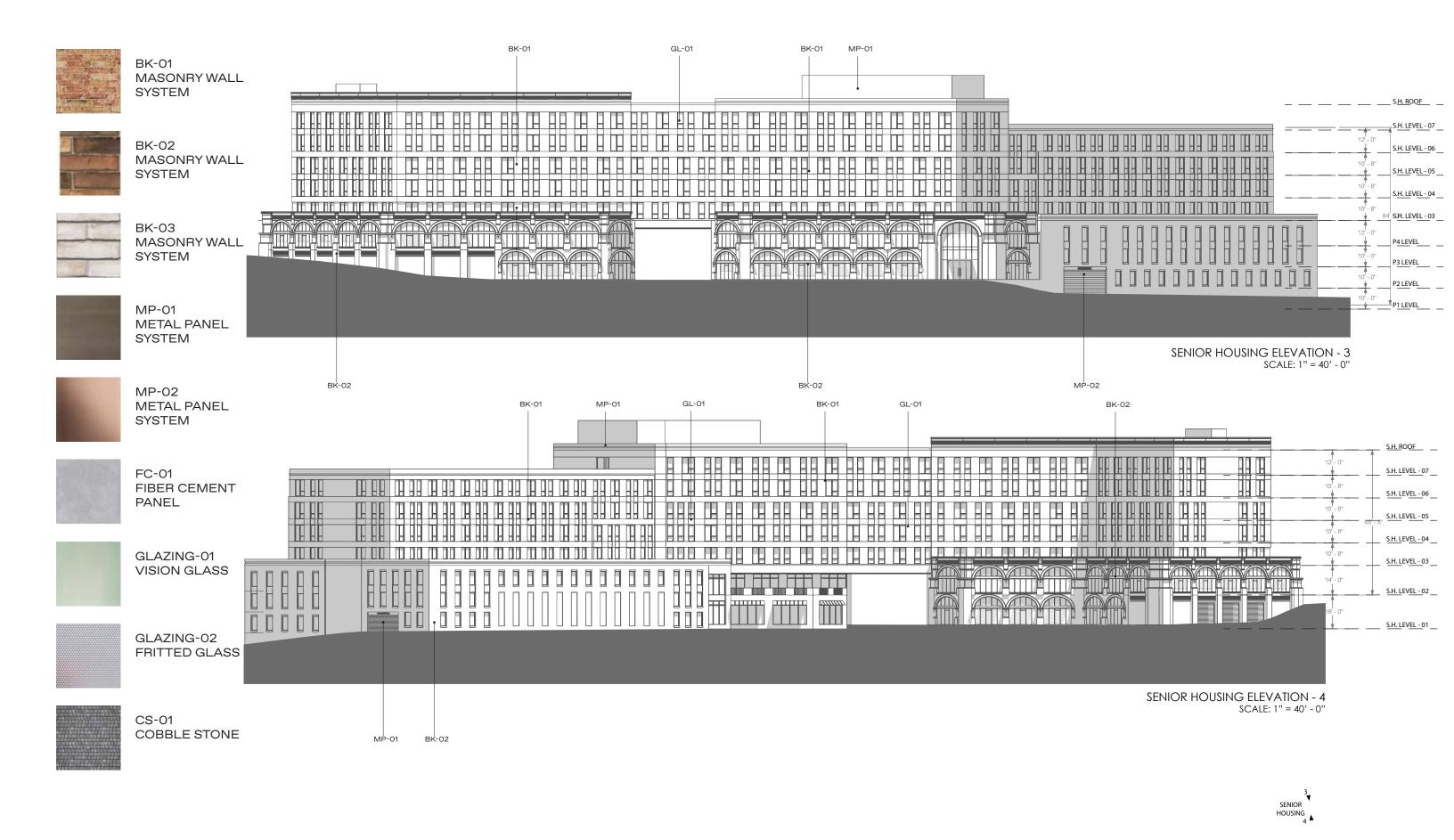






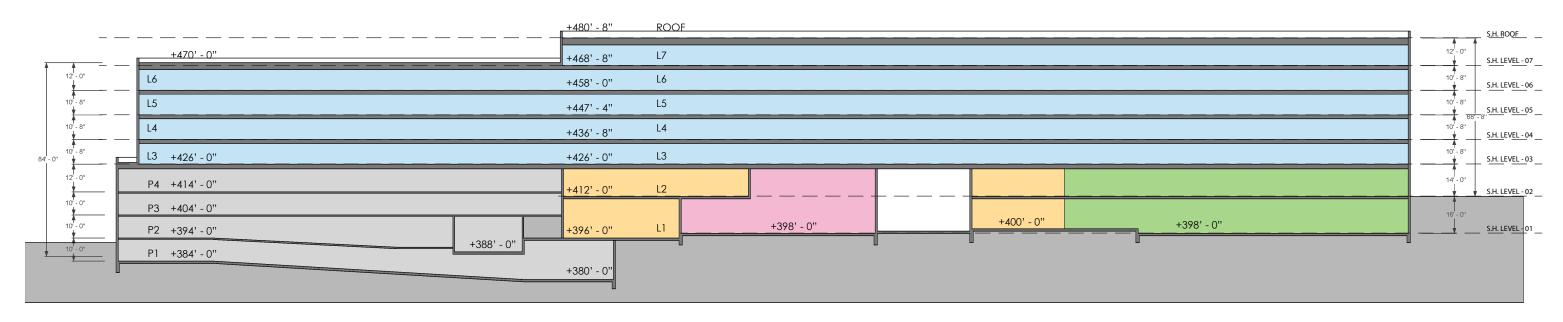




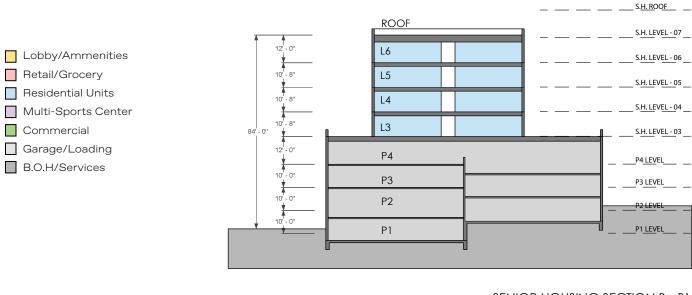


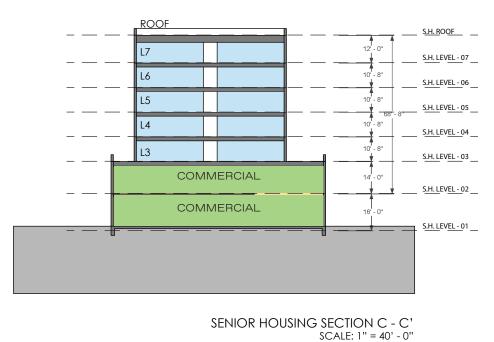






SENIOR HOUSING SECTION A - A' SCALE: 1" = 40' - 0"





B' SENIOR HOUSING C'











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heather.snyder@columbiaconceptsllc.com