## Plaza & Play

Public Meeting #3

July 13, 2021

### Welcome!

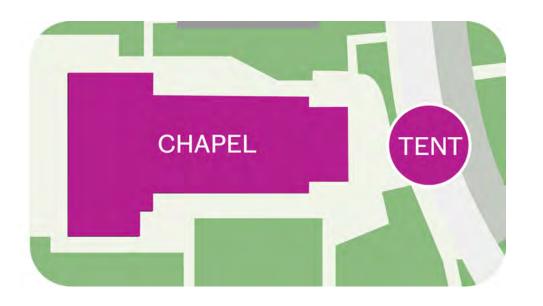
#### Tonight's Meeting



Presentation & Design Reveal



**Engagement Stations** 



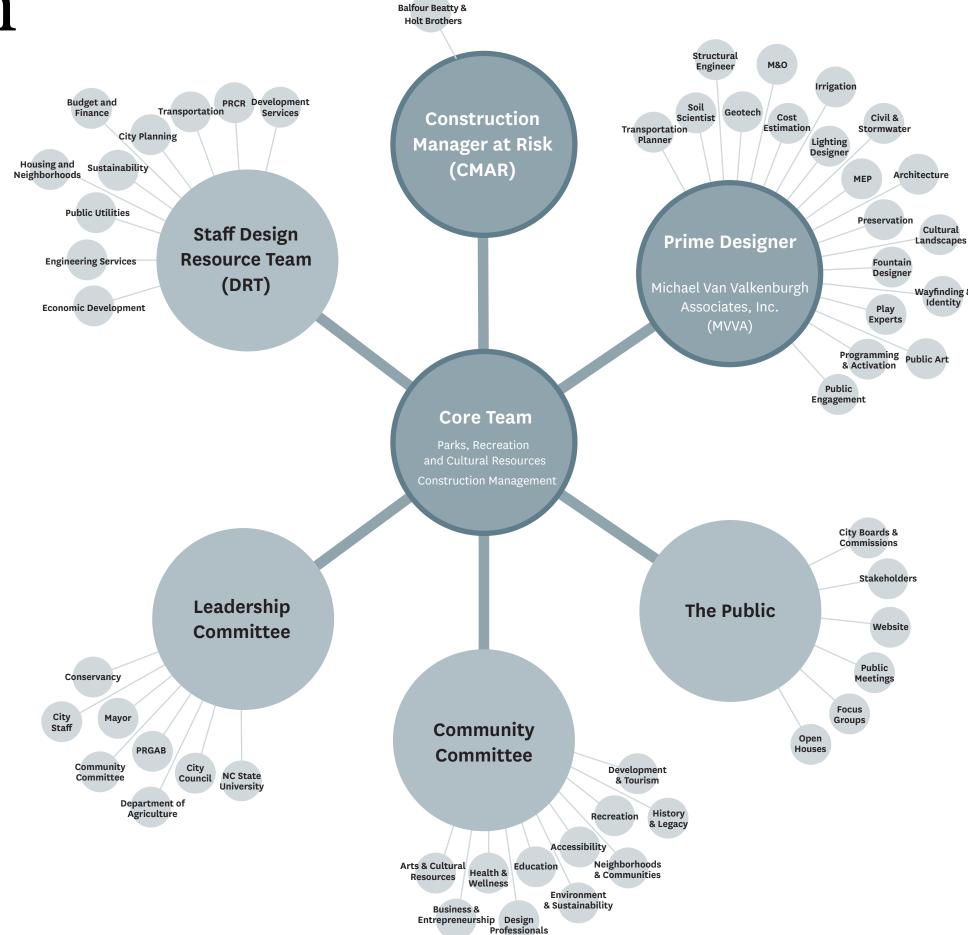
Sha	<u>re</u>	wit	th u	scan to sha	re with us online
<ul><li>What a</li></ul>	re you	most ex	xcited a	bout?	
How do	you in	nagine y	ourself	in this	space?
● What p	rogran	ns do yo	ou want	to see l	nere?

#### Project Partners

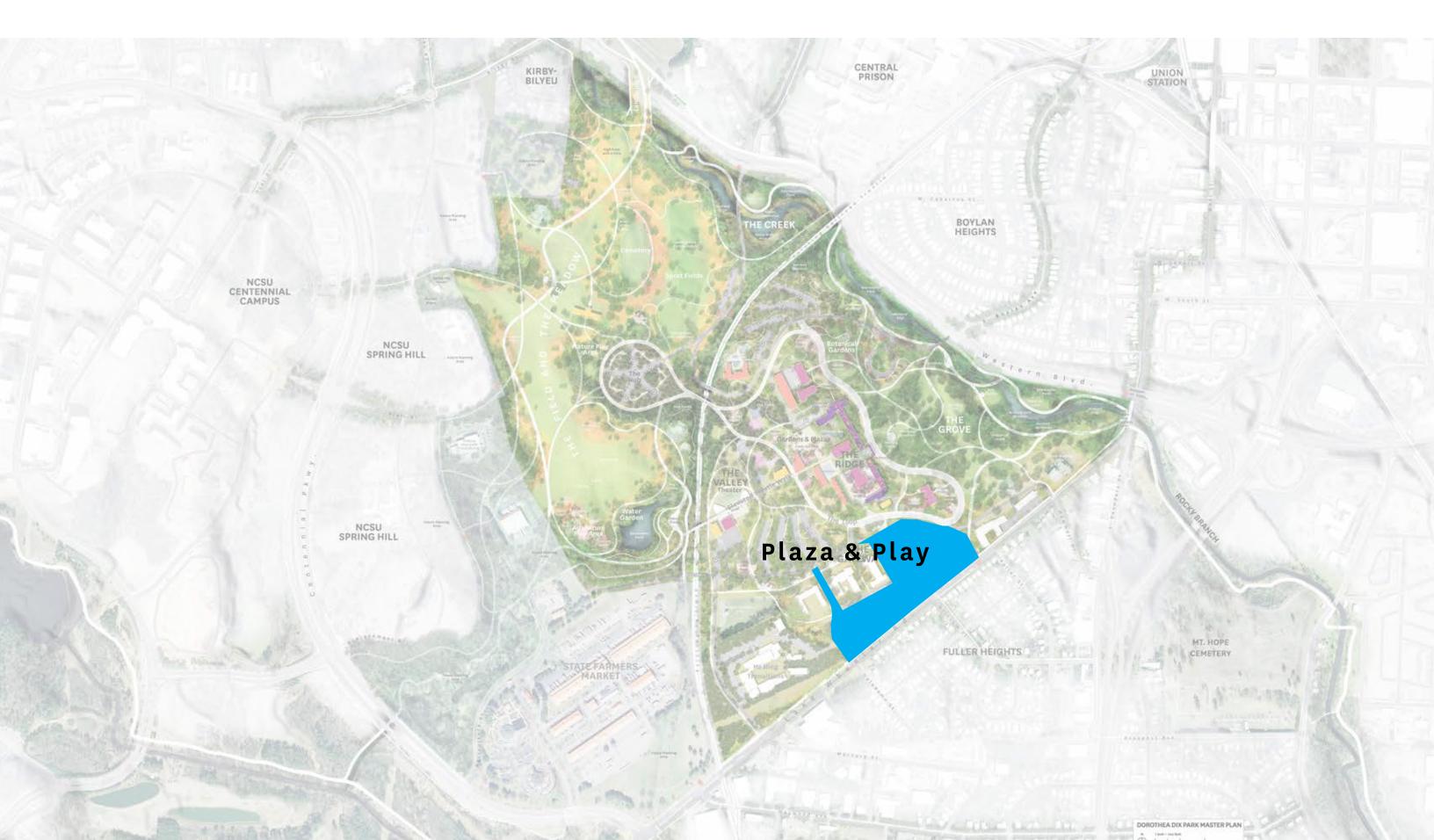




#### The Team



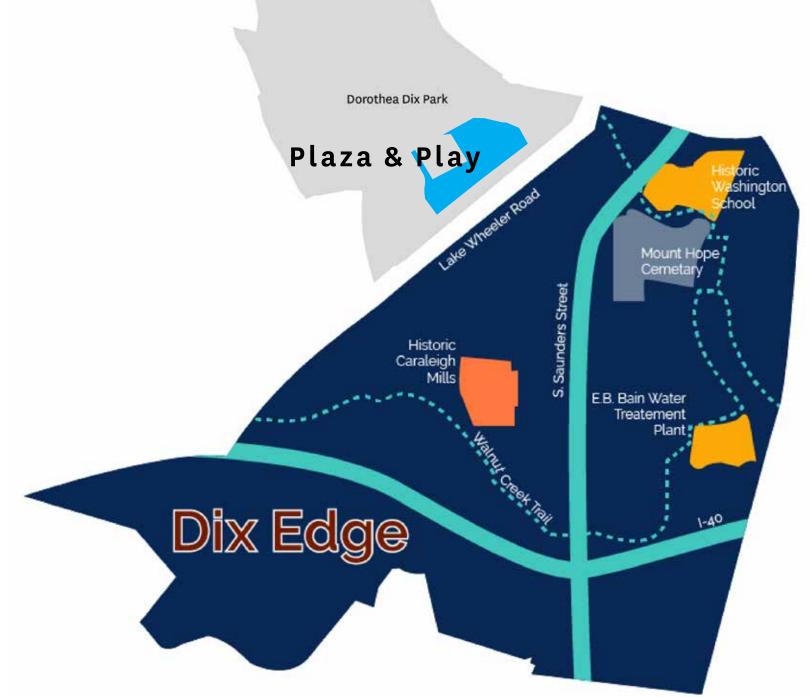
#### Dorothea Dix Park



#### Neighboring Projects



#### Dix Edge Study Area



https://raleighnc.gov/dix-edge

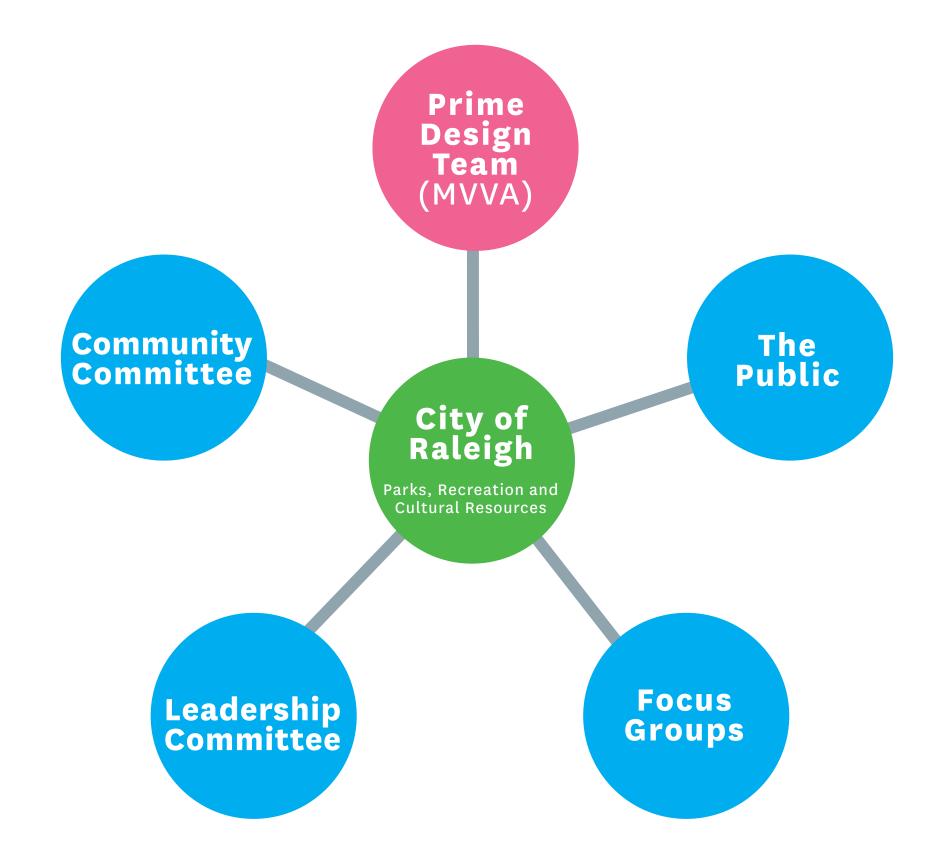
We heard your concerns, now let's find some solutions.

#### The Dog Park

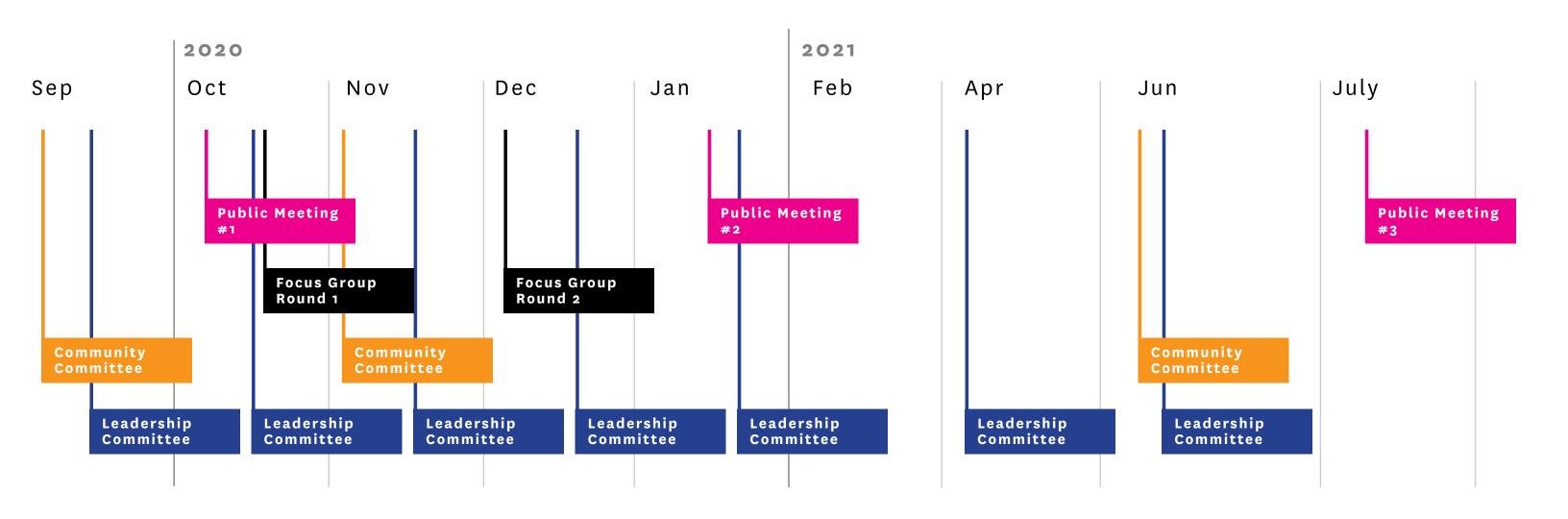


## Why This Matters

#### Role of Public Engagement



#### Meetings To-Date



#### Public Ambitions & Concerns

A **large, impressive, fountain** that kids can play in.

Interest in native plants and **natural** landscapes

Eager for a **new place** to come together with **diverse offerings** 

Potential for **change in adjacent neighborhoods** 

Most concerned about accessibility for all.

Multi-modal transportation

An **oasis** in the middle of the city.

I'm concerned about the park losing some of its natural, untouched areas.

Accessible park for multigenerational gatherings.

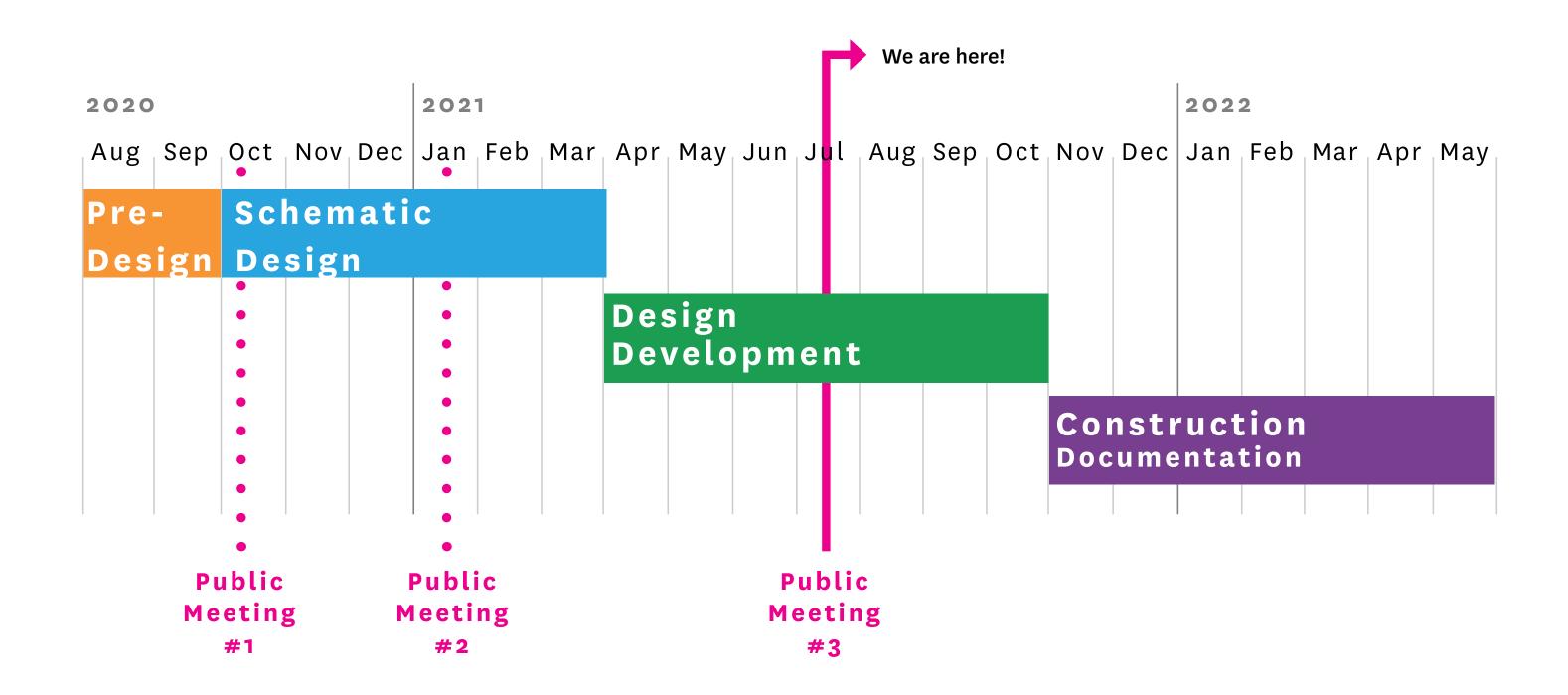
While I feel that something for everyone is a noble idea and a logical goal, I hope that doesn't mean **that we won't take risks** in this next stage.

A space where all kinds of people **feel welcome** and want to / are able to visit.

I am most concerned that history of the land will be forgotten and hope the park will continue to **incorporate the legacy** of the land to provide healing and rest.

More interesting **defined spaces** being established inside the park.

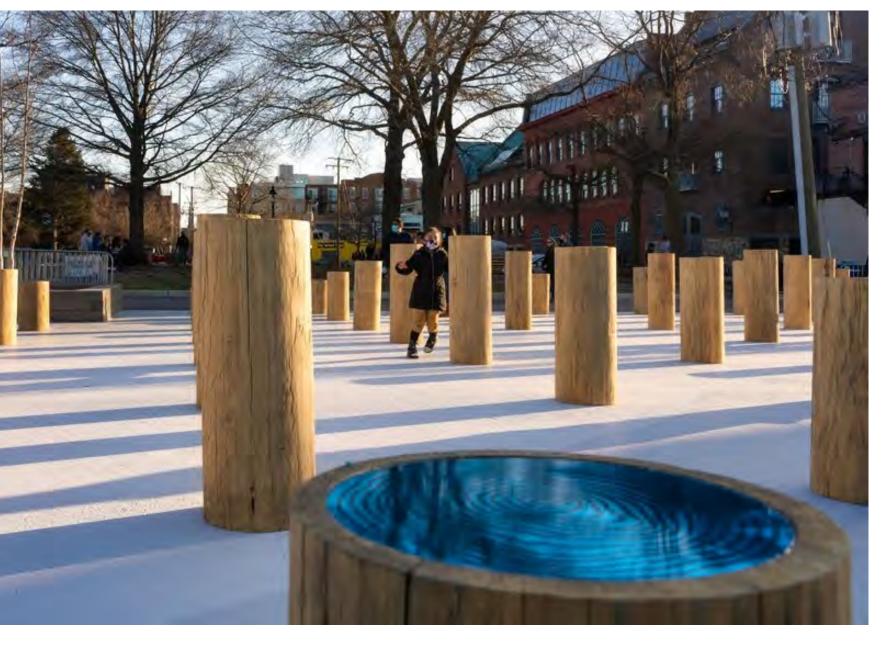
#### Design Schedule



# Public Art in Plaza & Play

#### MARK REIGELMAN

Plaza & Play Public Artist

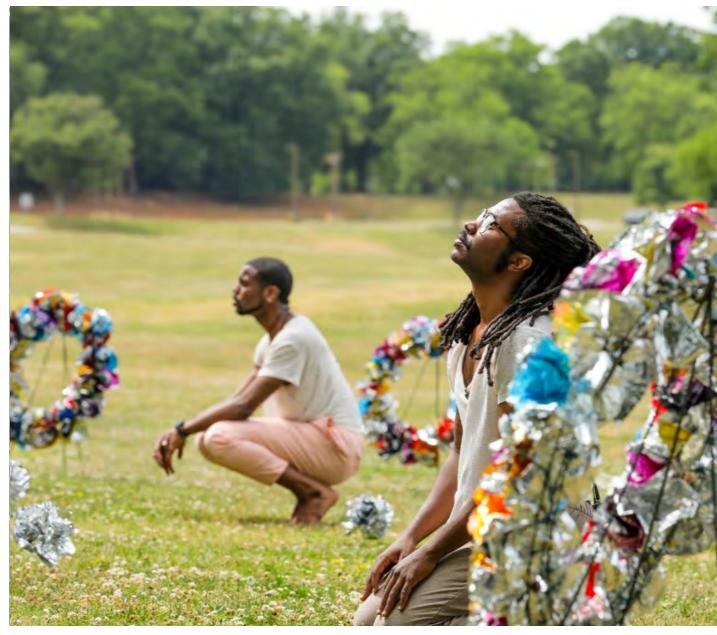




#### JOHNNY LEE CHAPMAN

Plaza & Play Public Artist

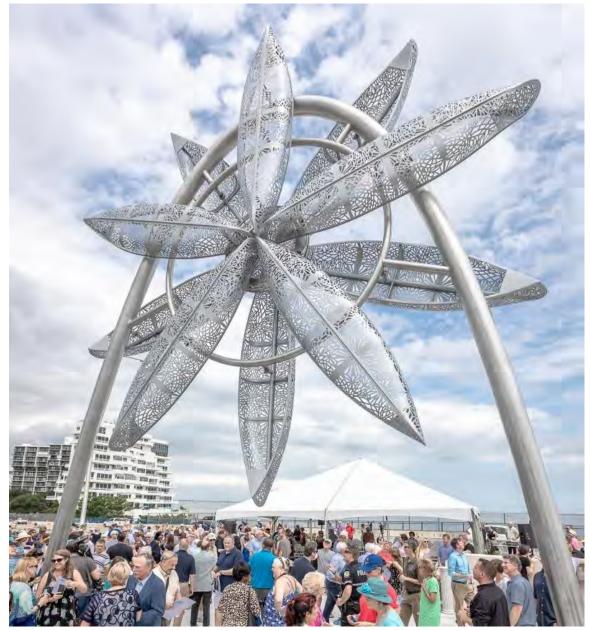




#### DONALD LIPSKI

Plaza & Play Public Artist





## Design Reveal