

102 Whistler's Mountain Square

Whistler Village, a mountain resort, is undertaking a renewal and enhancement program as it ramps up to host the Olympic and Paralympic Winter Games in 2010. After other areas of the village have been upgraded, attention has turned to Mountain Square as showing the greatest need for renewal.

The Mountain Square design approach draws upon many factors: site history, analysis data, site uses, snow management, structural limitations on slab, private stakeholder concerns, client factors, past design proposal process outcomes, site context, local geography, artistic collaboration and unique feature opportunities.

The design team includes Tom Barratt Ltd. Landscape Architects, with collaborating artists Robert Studer and Jill Anholt.

An early proposal for Mountain Square was a plaza sized 'Worldclock'. This concept grew out of the Worldclock idea, designed to simulate the earth's rotation of one revolution every 24 hours, and tell the time in 200 major cities worldwide.

The final proposal for Mountain Square looked the edges and gateways into the plaza and reducing its wide expanse to create a usable and attractive space. The Landscape Architect and Artists worked together to exploring and imbedding meaning as well as expression of art in the landscape.

Design concepts for the Black Tusk warming station envisioned an outdoor fireplace and recycled SLAB glass reflection wall.

Glowing Track elements formed from textured (recycled) laminated glass inset into the paving and lit from below with linear LED lighting would create glowing dynamic

elements within the ground surface. The colourfully lit tracks could be created in varying forms & patterns evocative of the many winter activities such as cross country skiing. These lit tracks would draw/lead one into Mountain Square, defining various areas of activity within the plaza, & also potentially as a wayfinding device.

Along edges, or where there is a potential for gathering areas, the tracks would lift from out of the paving surface to provide dynamic glowing seating elements for visitors to the plaza.

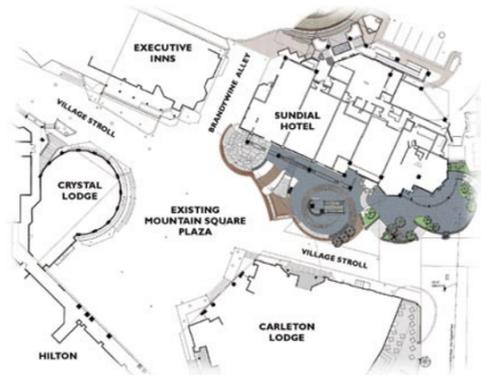
Within the centre area of Mountain Square, glowing elements in the plaza surface would reach dynamically upwards into the air, projecting light into the sky. The sky tracks would be not only a reference to air-borne winter events such as ski jumping, but would also give form metaphorically to ideals of the strive for human excellence and achievement in sport. The projecting lights would create a highly visible marker for Mountain Square that could be seen from far away locations elsewhere in Whistler.

Tracks of varying shapes and patterns would carve into existing or newly formed walls found in building and planter edges. The carved track impressions would be lined with tactile wood material and then lit from above with LED cove lighting and be physically warmed by solar powered radiant heating elements placed within. Passersby could place their hands into the glowing Warming Tracks when they are cold.

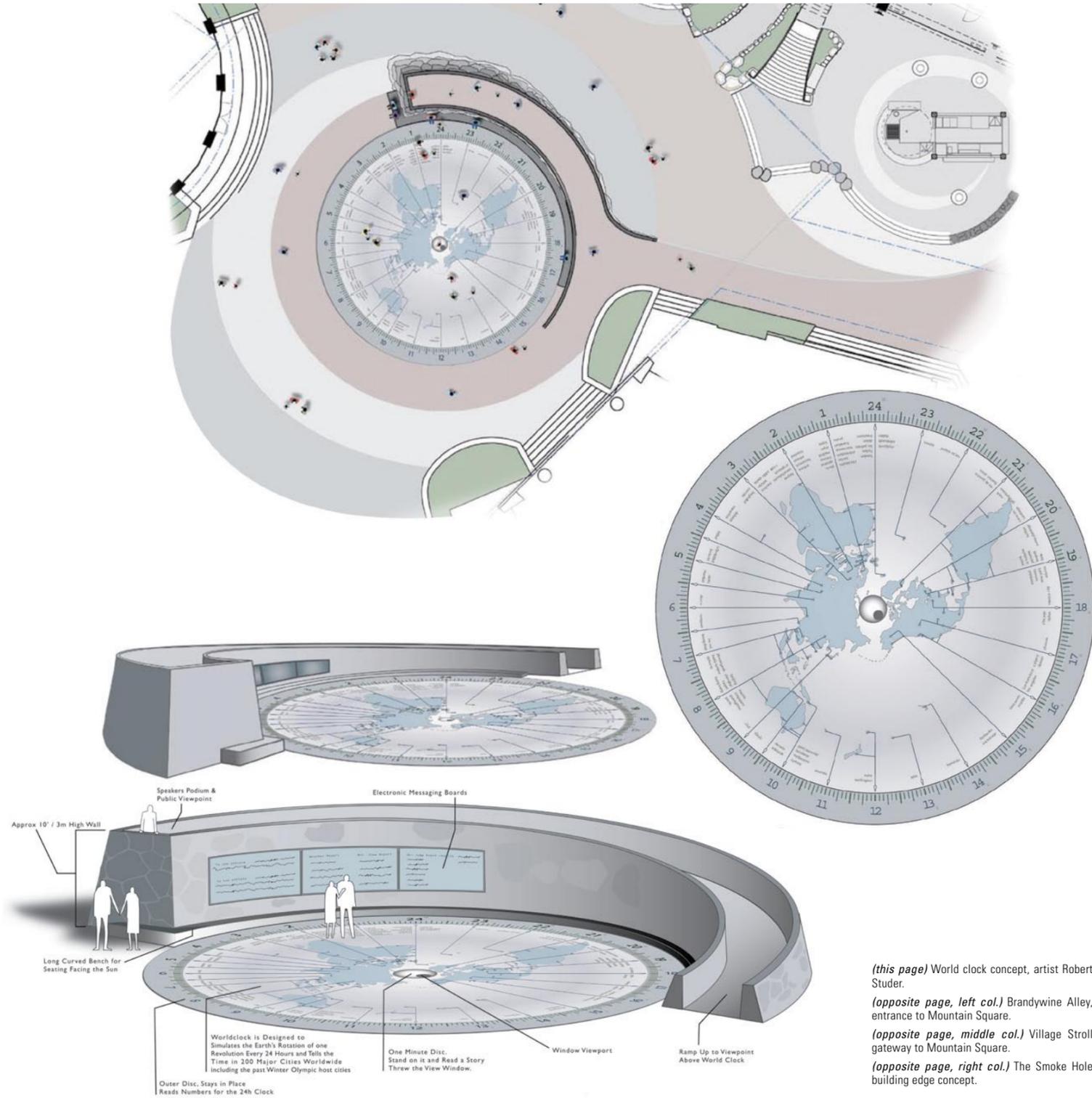
The final edge to Mountain Square opens into an alleyway between the Hilton and Carleton Lodge. This is an area that see crowds of kids gather prior to their ski lessons each morning. In keeping with contemporary culture and the interests of modern kids, the

character of dynamic snowboard graphics would be inlaid in lower, double tiered style seating/planter walls created along the edges of the walkway. These graphics could be created in recycled glass and be lit from behind, thus tying it into the language of the lit glass tracks throughout the plaza.

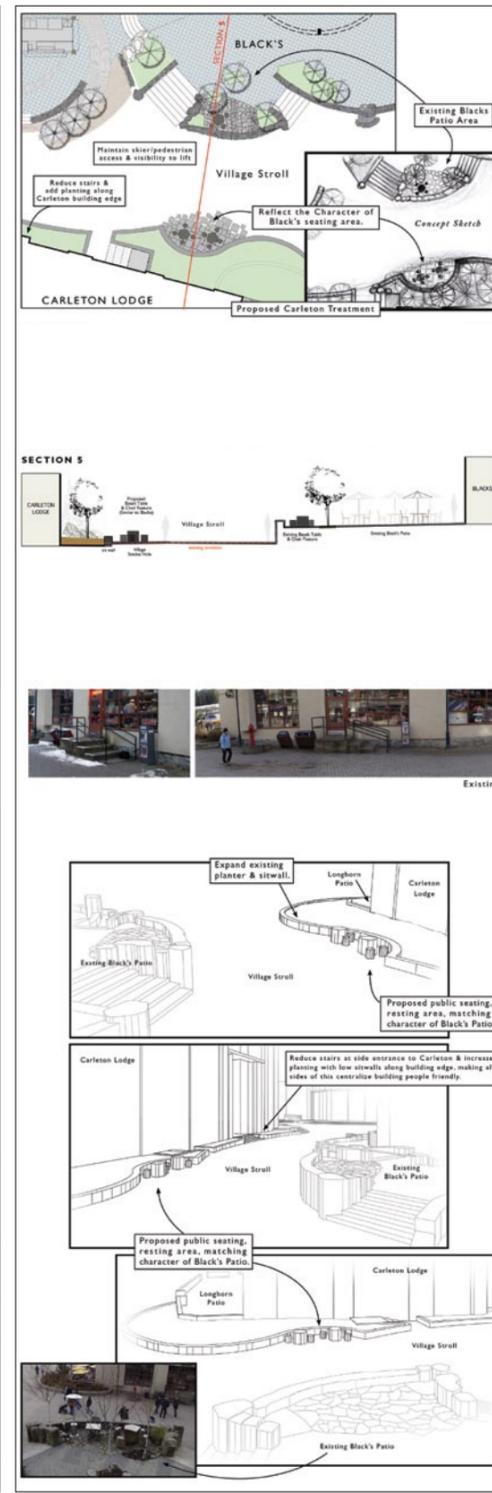
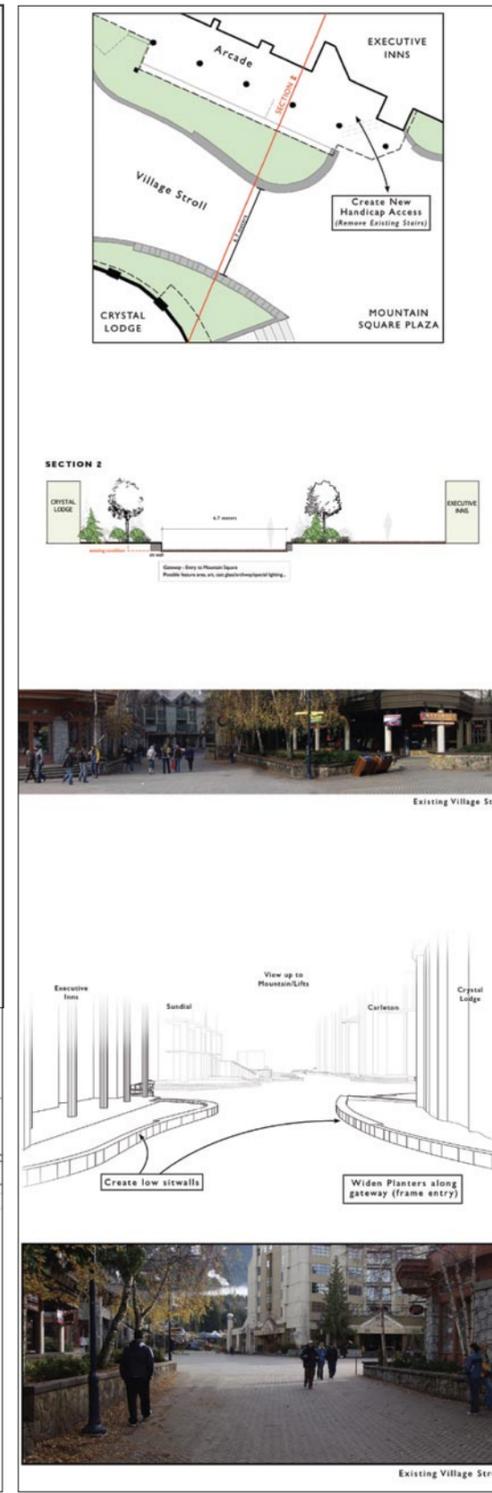
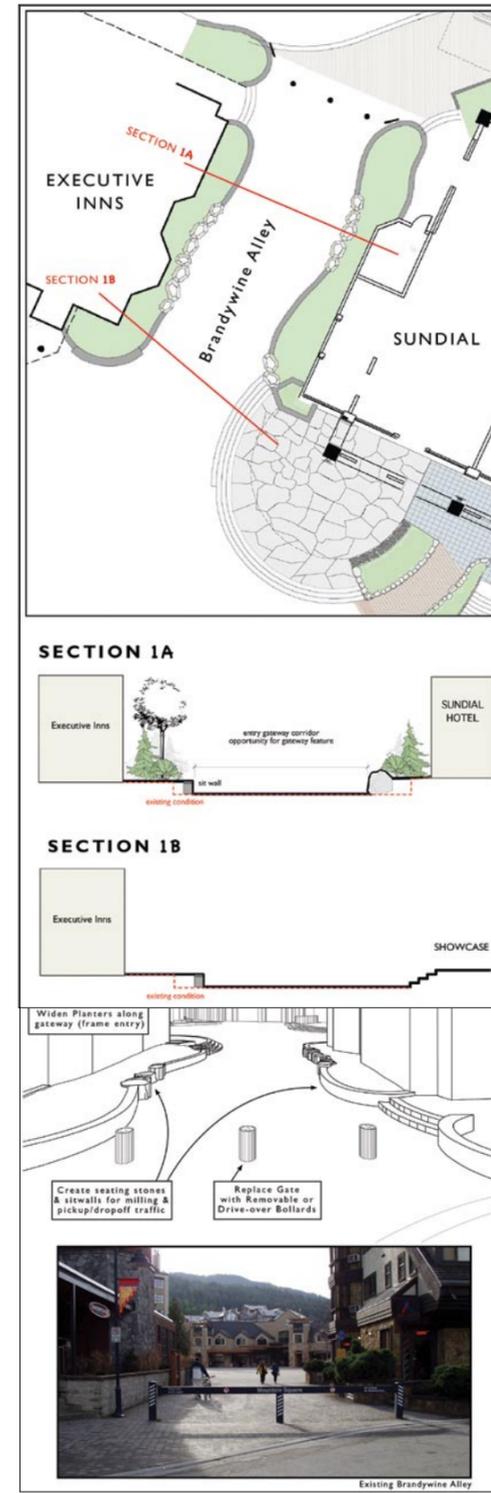
The design solution may be intuitive and abstracted in some cases, but is factually founded in local history, geography and social factors, that work together to create a fresh dynamic plaza experience.

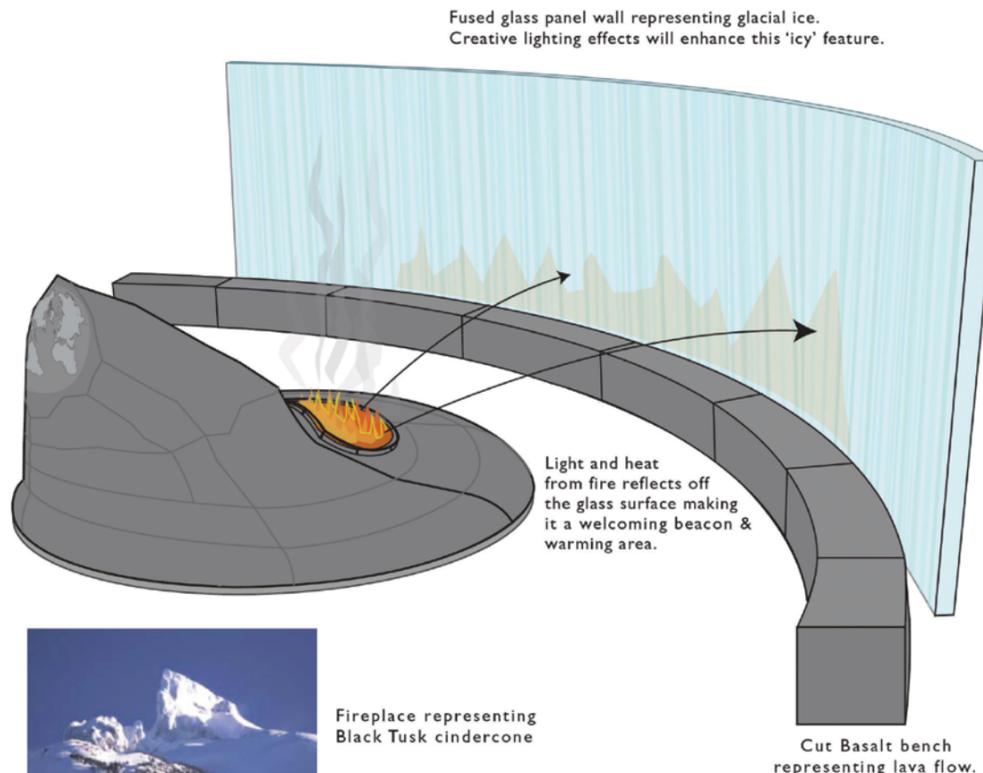


(left top) Design development sketch.
(left) Existing Mountain Square plaza condition.
(right) Proposed Mountain Square site plan.



(this page) World clock concept, artist Robert Studer.
 (opposite page, left col.) Brandywine Alley, entrance to Mountain Square.
 (opposite page, middle col.) Village Stroll gateway to Mountain Square.
 (opposite page, right col.) The Smoke Hole building edge concept.

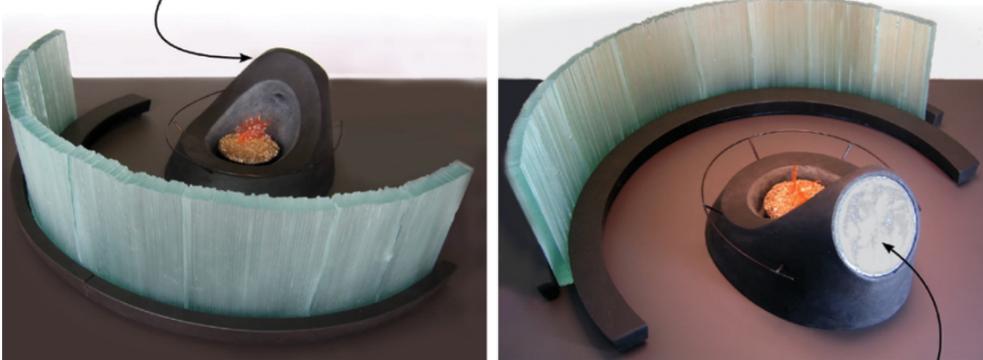




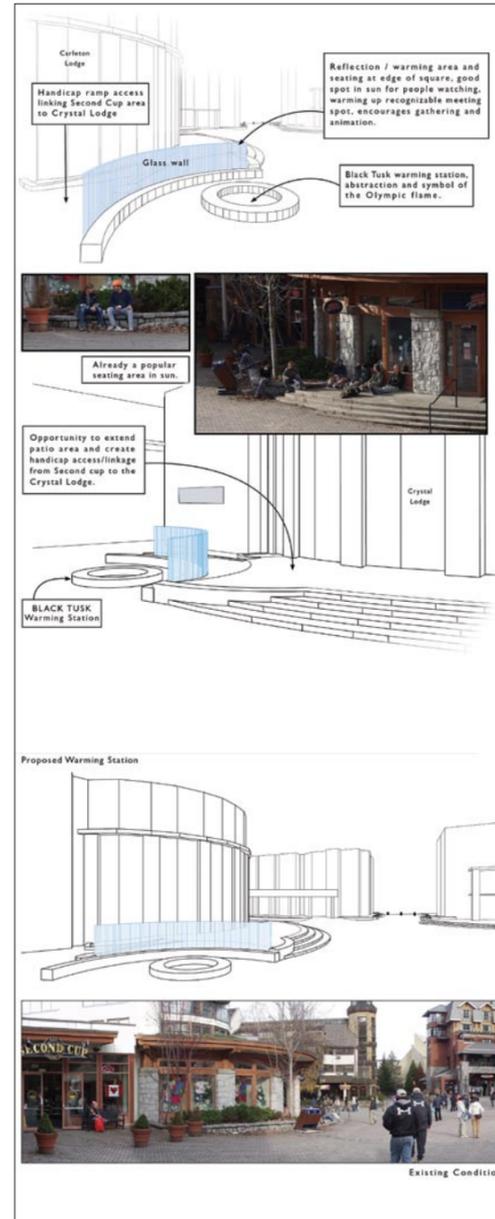
Fireplace representing Black Tusk cindercone

Cut Basalt bench representing lava flow.

Basalt rock form to represent Black Tusk geologic formation creates base of fire pit.



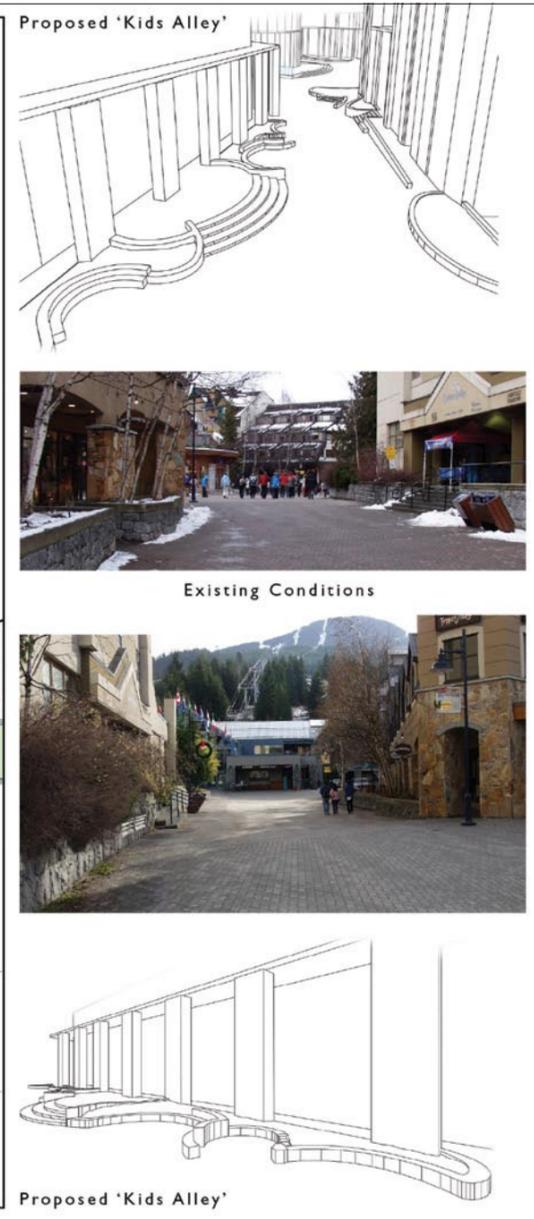
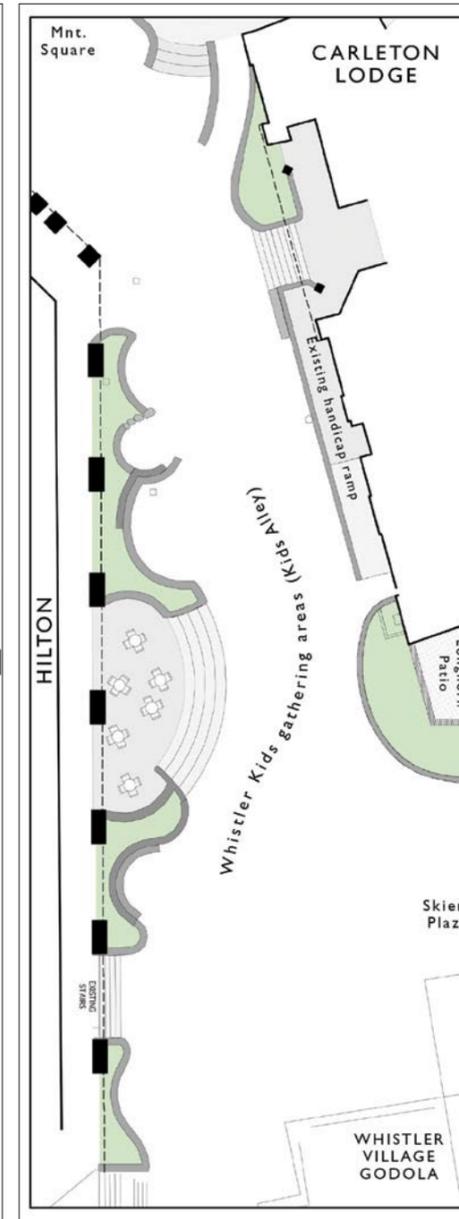
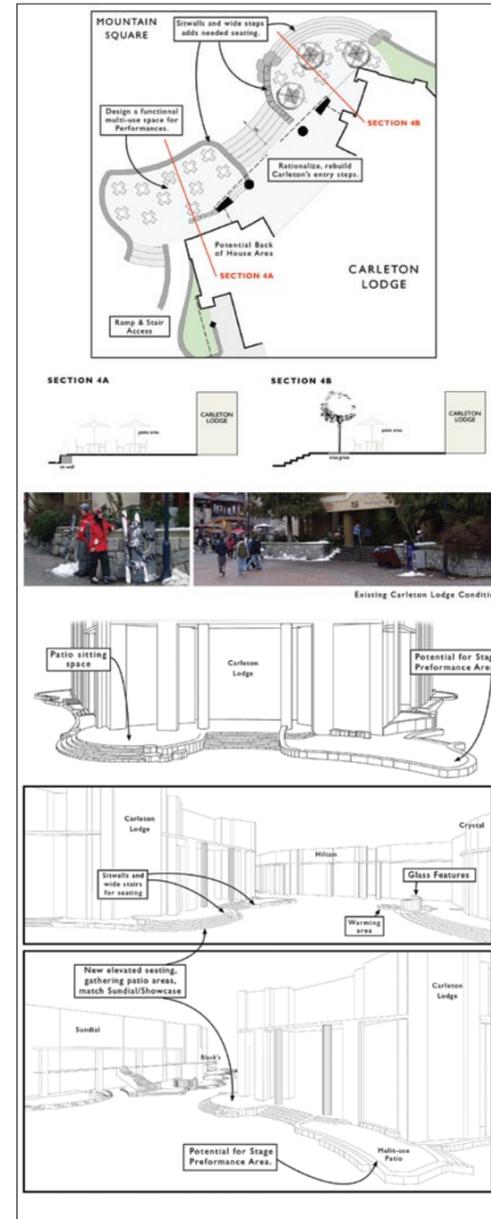
World map etched into glass inset

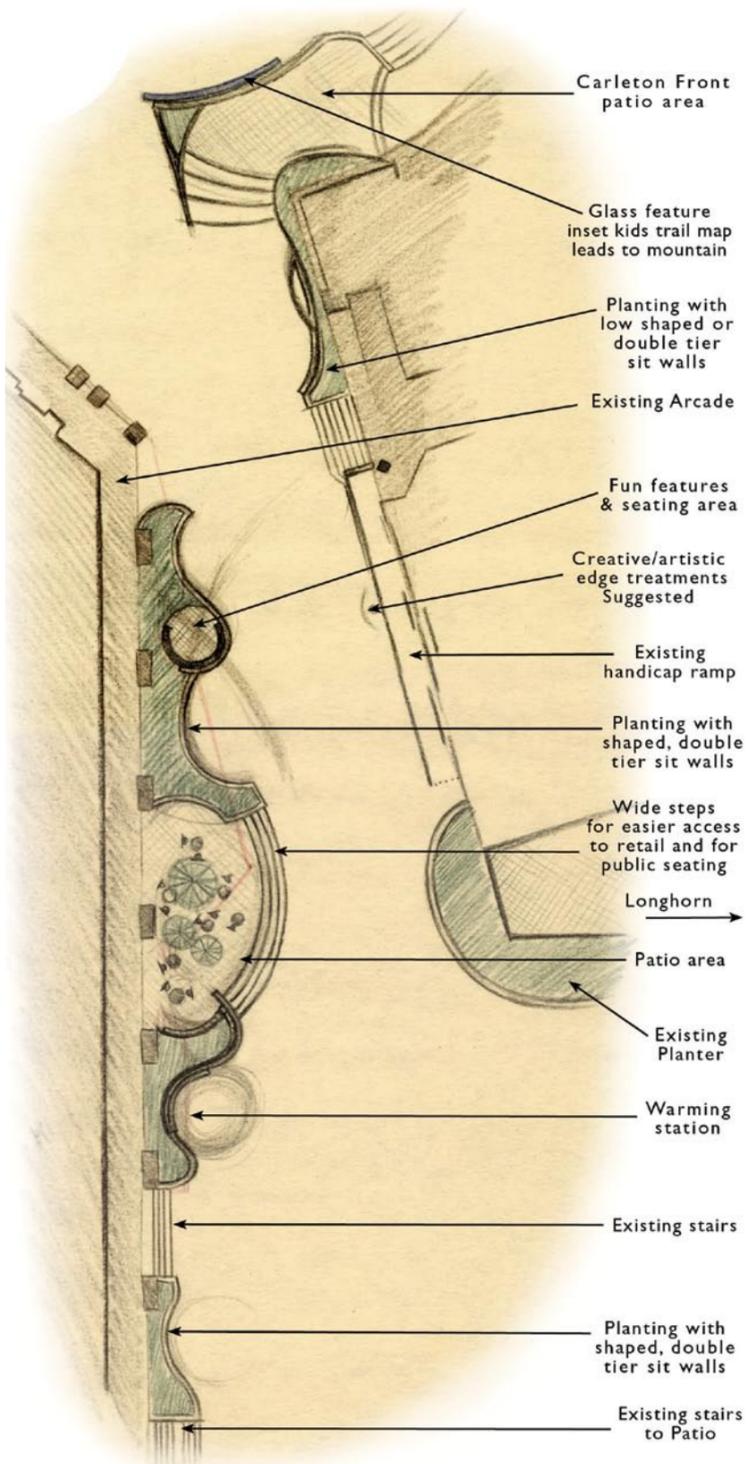


(this page) Black tusk warming station concept, artist Robert Studer.

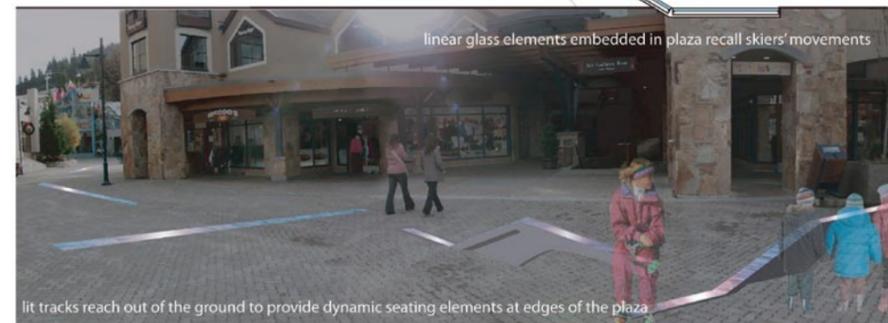
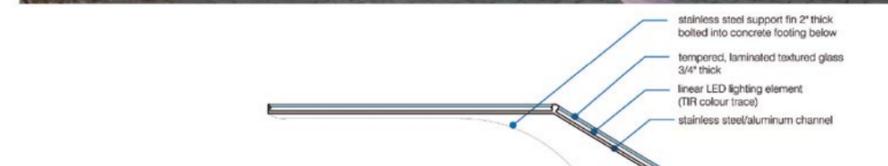
(opposite page, left) Carleton Lodge entry and patio designs.

(opposite page, right) Kids Alley proposed upgrade.





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(far left) Kids alley conceptual sketches and development, artist Jill Anholt.
 (left top) Kids alley benches.
 (left bottom) Kids alley chaos.
 (top) Artist concept warming tracks.
 (middle) Artist concept sky tracks.
 (bottom) Artist concept glowing tracks, artist Jill Anholt.