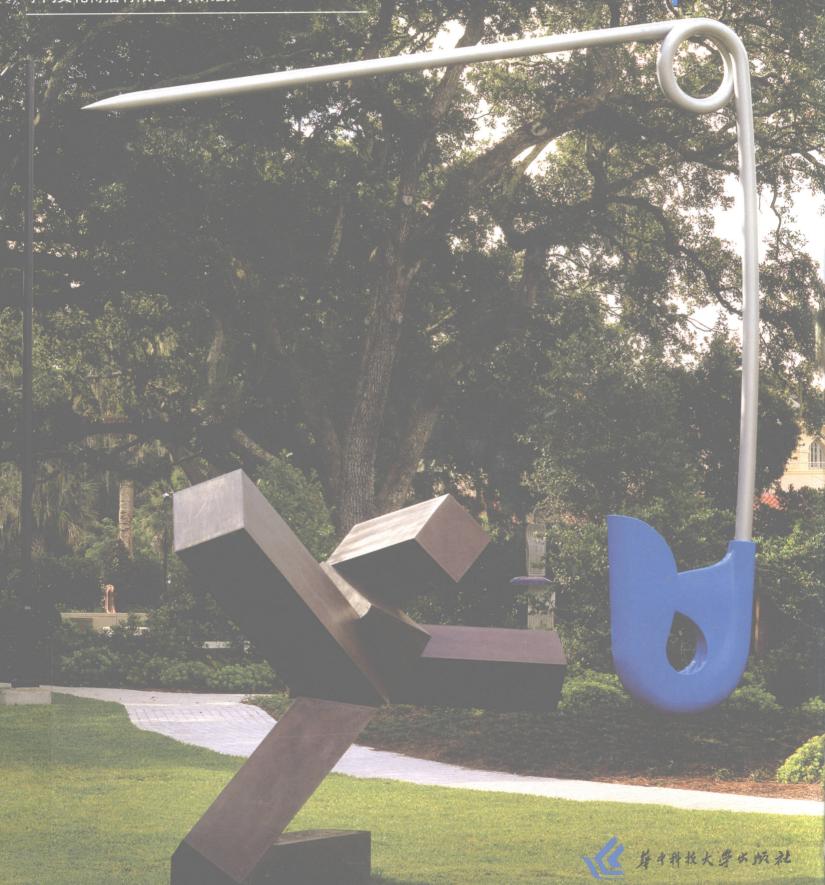
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# 景觀公共藝術 Public Landscape Art



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# Public Art Landscape

## 景觀公共藝術

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# 2006 ASLA Honor Awards in General Design Fun, fabulous, and quirky. Exactly what an urban pocket park should be: playful. — 2006 Professional Awards Jury Comments



At the Brand Boulevard Passageway

象棋公園—林蔭道旁的璀璨棋子

- Rios Clementi Hale Studios







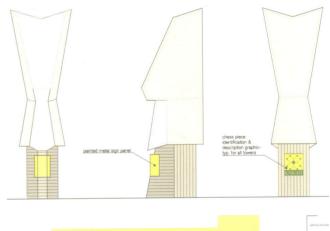
### 項目概述

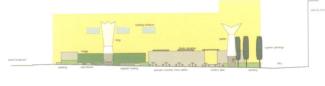
此項工程將格林德爾市內一條平凡的通道改造成一座奇妙的社區象棋公園,爲游玩者、社區居民以及路人提供了游樂的場所。根據預期目標,這項工程的設計耗資低、維護費用低,并且容易實施。這裏不僅是城市中一處健康、有益、生動的聚會空間,更成爲了當地象棋俱樂部和棋藝愛好者的樂園。

### 設計描述

項目的位置位于兩座零售店之間,過去是用作連接停車場、劇場和周圍商店的道路。爲了將這處矩形空地成功地改造成一座象棋公園,設計者深入地研究了象棋的歷史淵源,并將象棋的規則、策略等內容作爲設計的基礎。鑒于這項游戲中所有細節和差别都起源于其悠久的傳統和詞匯,公園的設計布局還模仿了象棋項目中的一些戰略性移動。爲了充分體現公園的設計目標,設計者建造了五座以象棋棋子爲原型的趣味燈塔。這些燈塔底座高8.53米,由回收利用的塑料和木材制作完成,頂端由白色的合成帆布制成,形狀類似于棋子。設計師受到野口勇燈的設計和康斯坦丁·布朗庫西抽象雕塑的啓發,用這些燈塔巧妙地詮釋了古代雕塑的演變。坐落在公園四處的燈塔散發着温暖的光芒,激發了人們的創造力和挑戰力。

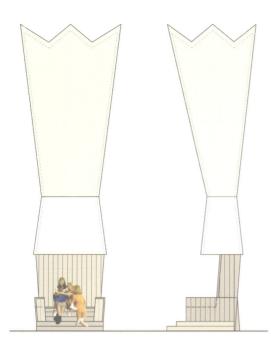
這些造型奇特的燈塔雕塑,爲公園提供了美妙的燈光和空間,巧妙地作了功能性彌補。整個公園可以分爲三個部分: 緑蔭區、游戲區以及對不同設計元素進行劃分的過渡區。





林蔭區的入口處矗立着主教之塔,這座燈塔不僅是公園入口處的標志,更如同一個迎賓者將游客引入這座有趣的象棋公園。坐落在附近的國王之塔則如同一個飽含着無數故事的巨型寶座,爲人們提供了閱讀、表演等活動的場所。越過王座有一片舞臺,這裏是音樂家、演員和藝術家們聚會和展示才華的地方。舞臺后方的灰色墙壁爲表演提供了合適的背景。舞臺旁邊還坐落着一座如同抽象城堡形狀的燈塔,爲這裏舉辦的各種活動提供相關技術支持。低矮的混凝土長椅方便閑坐、休息,附近的上班族可以在此享受午餐或品酌咖啡。公園中心的游戲區中設置有16張鑲嵌着黑白相間瓷磚的象棋桌,爲下棋者提供了聚會、切磋棋藝的去處。皇后之塔也優雅地矗立于此,成爲了格林德爾象棋俱樂部的標志。小巷附近過渡區中的騎士之塔如同一個警覺的哨兵,威嚴地守衛着公園。

公園的兩邊布置了一系列尺寸各异的幕墙,這些墙壁使用了同其他設計元素相同的建築材料。設計優美的幕墙在提供了燈光的同時,不僅爲人們休憩、表演提供了方便,更平衡了道路兩側高聳的建築物的空間比例。公園兩側還種植了培育費用低的灌木和開花草木,葱郁的柏樹巧妙地將人們引到清秀芬芳的花間小徑上。



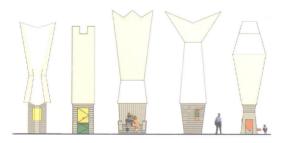
### Program

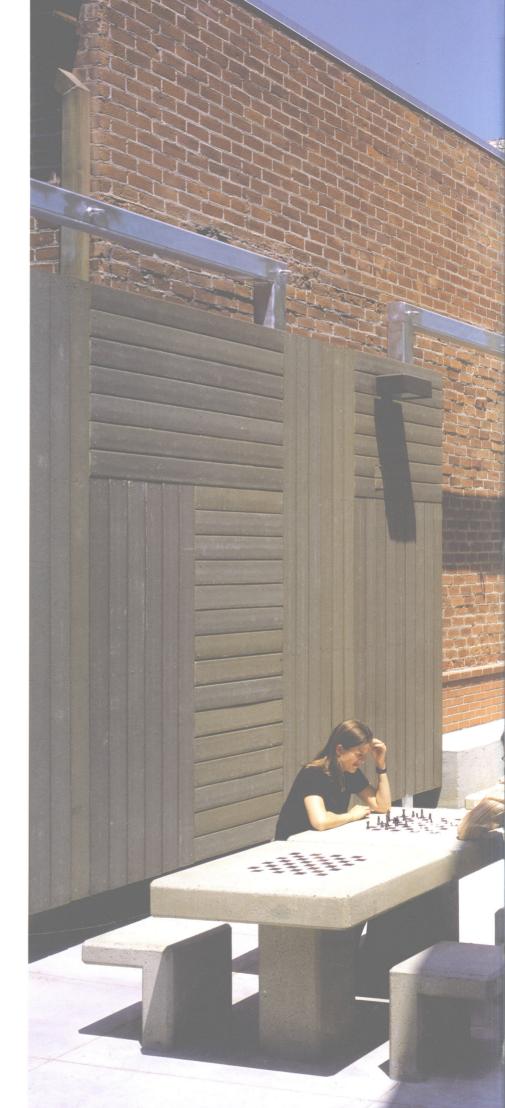
Transform a city passageway into a thriving, community-oriented chess park where players, the local community, and passersby can collectively participate in gamesmanship and festivities. The City desired an affordable, low-maintenance plan that was easily executable while bringing a wholesome, lively meeting place to the city's main drag. It wanted to provide a clean, safe environment for the local chess club and other participants to call home.

### Design

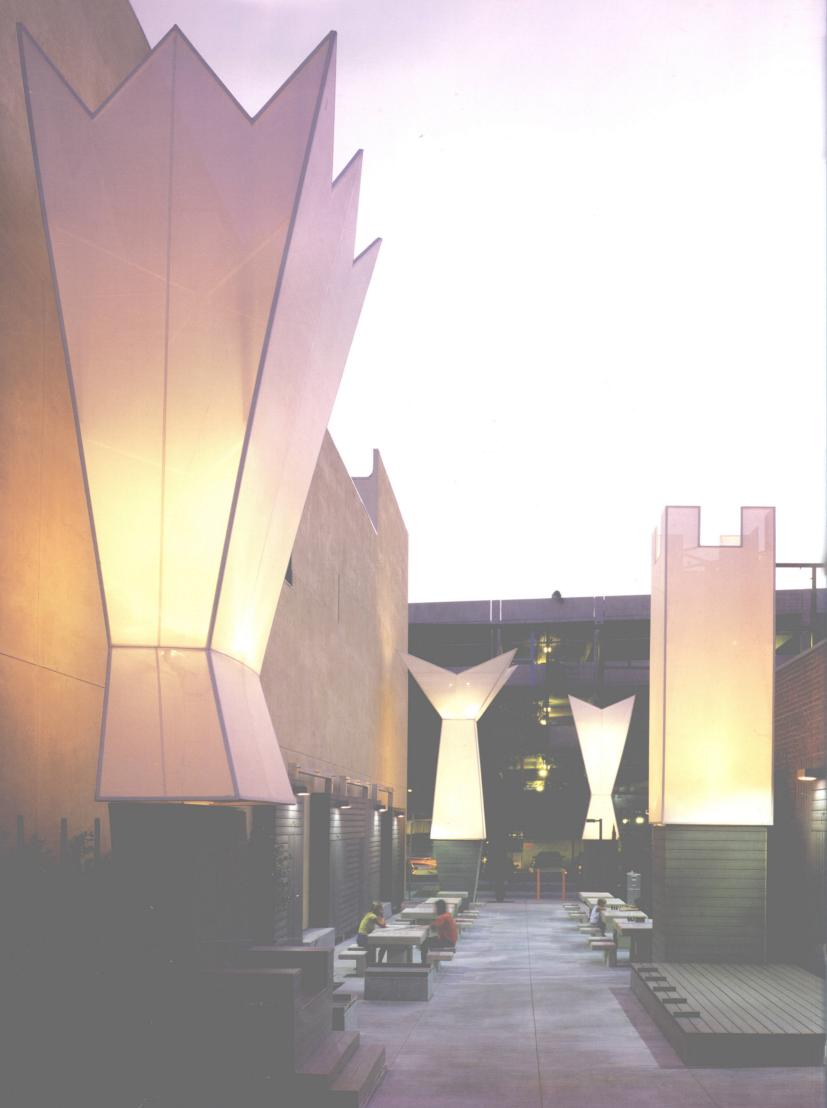
The site, sandwiched between two retail stores on Brand Boulevard's center village, formerly served as a pathway from a city parking garage to a theater and surrounding shops. To transform the rectangular space into a chess park, the designers researched the game's rich history and based the design program on its playing rituals, strategies, and lore. While every detail and nuance is derived from the tradition and lexicon of the game, the park's entire design is patterned after strategic movements made in chess.

In proclamation of the parks intent, the designers created five playful light towers fashioned after the shape of chess pieces. The base of each 28-foot-high lantern is constructed from Trex, a recycled plastic and wood lumber product, and topped with white synthetic canvas formed in the shape of an abstracted chess piece. The architects reinterpreted the shapes to represent the evolution of the ancient figurines, finding inspiration in Isamu Noguchi's famous lamps and the abstract sculptures of Constantin Brancusi. The light towers emit a warm glow and are strategically placed around the park, inspiring creativity and intellectual challenge.





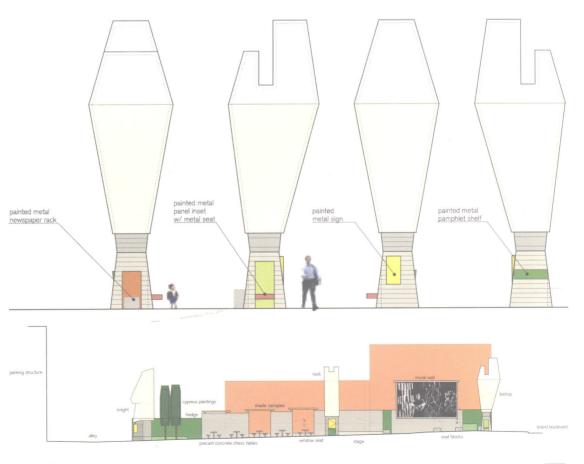




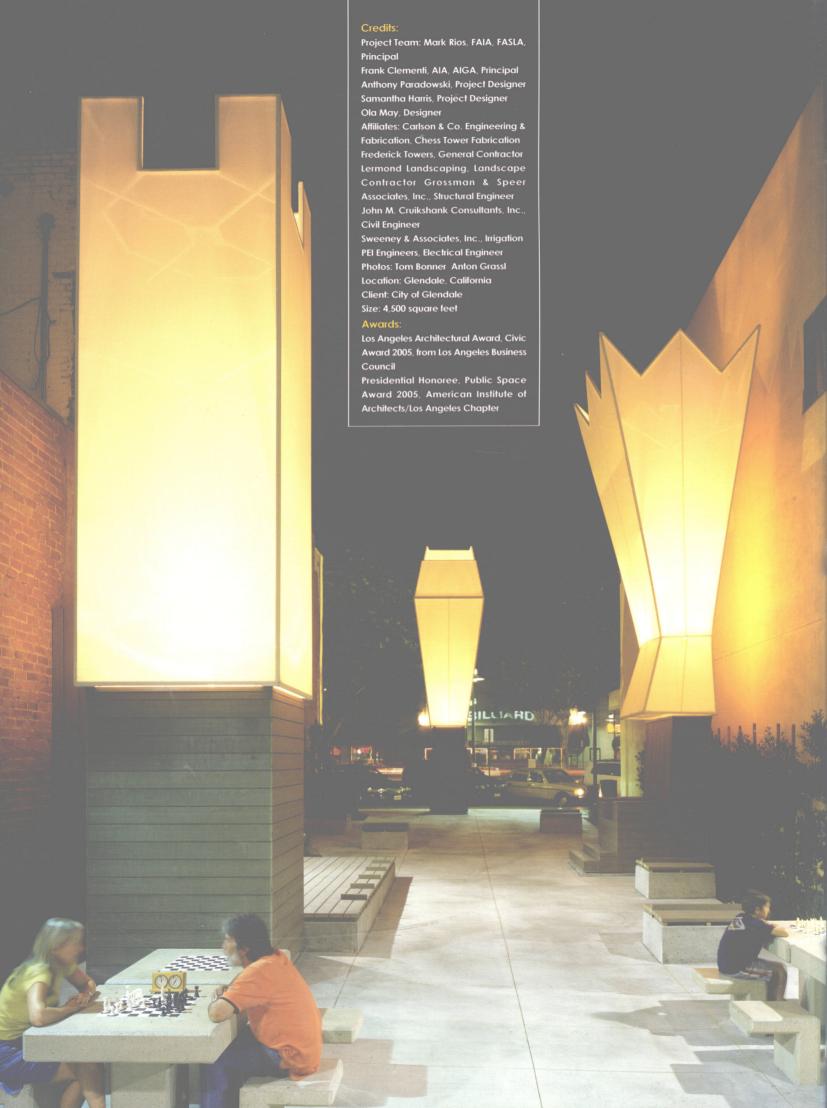


While the towers bring an iconic presence to the park, they also provide significant lighting and space to help solve the park's functional needs. The space is organized into three zones (the boulevard zone, gaming zone, and buffer zone) which give clarity to the different design elements.

The Bishop Tower stands at the entrance of the Brand Boulevard zone. Its role as a messenger is marked by the base, which carries the park entrance signage. Nearby, the King Tower sits as a giant, story-telling throne where community members can engage in outreach activities such as performances and book readings. Across the throne is a platform where musicians, actors, and artists can gather together and showcase their talents. A gray Trex wall folds up behind the platform to create a backdrop for performances. The Rook Tower, in the shape of an abstracted castle, is next to the stage, providing storage and technical support for events. Low concrete benches with Trex tops provide seating for local workers to enjoy their lunches or coffee breaks.







### 概述

坐落于新奧爾良城市公園的悉尼&沃爾達·貝斯托夫雕塑園占地面積約爲2公頃,是新奧爾良市美術博物館的重要組成部分。區别于普通的雕塑公園,悉尼&沃爾達·貝斯托夫雕塑園坐落在一個由繁茂的松樹、玉蘭樹和橡樹林組成的景觀區内,在這裏生機盎然的植物與各式雕塑相映成趣。設計師通過與新奧爾良市的雷德貝特·弗勒頓建築設計公司合作,將雕塑巧妙地融入到了如詩如畫的綠色景觀當中,形成了將藝術性和娛樂性相結合的公共空間。經過重新整修的瀉湖將場地分割成了兩大區域,一邊是由成熟松樹和玉蘭樹組成的林地,靠近博物館;另一邊是由兩百棵成熟橡樹圍繞瀉湖形成的更爲開闊的空間,與新奧爾良市植物園臨街相望。雕塑園裏陳列了55件由各國藝術家設計的雕塑,其中的44件作品已由貝斯托夫基金會捐贈給了新奧爾良市美術博物館。



# THE SYDNEY AND WALDA BESTHOFF

悉尼&沃爾達・貝斯托夫雕塑園

Sawyer/Berson Architecture & Landscape Architecture, Ll

BESTHOFF SCULPTURE
The landscape architect created

beautiful rooms to couch each piece.
The monochromatic planting palette resonates. This is really special."

— 2006 Professional Awards Jury

GARDEN

