

AGENDA

Plan Updates Material & Outbuildings Concepts Site Tour

- Young & Mulock Entry
- House & Great Lawn
- Skate Trail, Splash Pad & Pavilion
- Conservatory & Diversity Gardens
- Artist Residency & Historic Garden
- Jim Bond Park & Playground

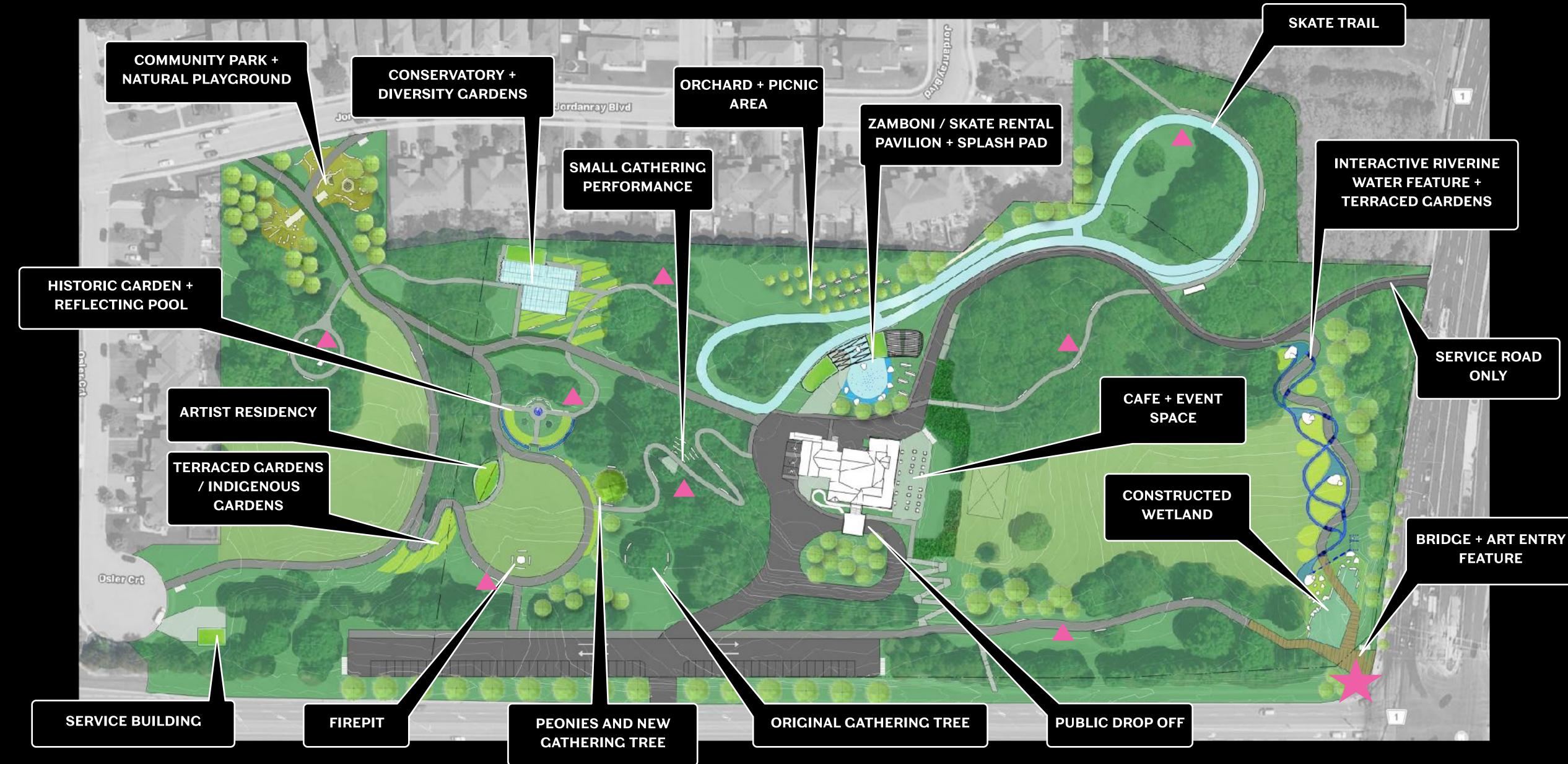
Sustainability Lighting -

Paul Boken, MBL present for Q&A

MULOCK ARBORETUM



MULOCK ARBORETUM



MULOCK ARBORETUM



WHAT'S CHANGED?

LANDSCAPE:

- Entryway feature
- Riverine water feature terraced gardens/Yonge frontage
- Orchard planting and picnic area adjacent to skate trail, new buffers
- Tent relocation to south of house
- Parkette and natural play area at Jim Bond / Jordanray Blvd entrance

ARCHITECTURE:

- Conservatory
- Artist's Residency studio
- Skate Building/Infrastructure
 - Service Buidling

PARK PATH HIERARCHY



Legend:

- Road
- Existing Path
- Bridge
- Primary Path
- Secondary Path
- Access Ramp
- Skate Path (Winter)
 Multi-Use Path (Summer)

PARK PATHS - WINTER



Legend:

- Accessible Path maintained in winter (0-5% slope or ramp)
- Not maintained in winter
- Skate Trail

REVEAL LAYERS OF MATERIAL HISTORY NATURAL AND CULTURAL

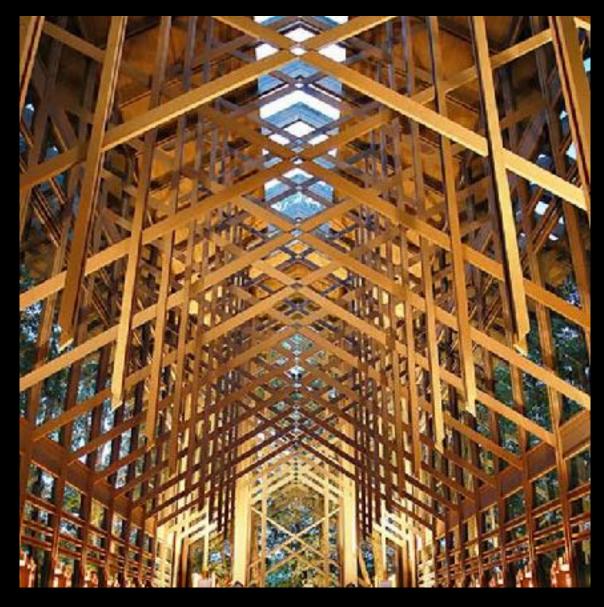
WOOD AND STONE

WOOD











arboretum and forest – wood showing its nature and the hand that shapes it – consciousness of wood

- felled trees (for wildlife habitat)
- repurposed trees for play, furniture and building structure and cladding, cured on site
- revel in tree forms

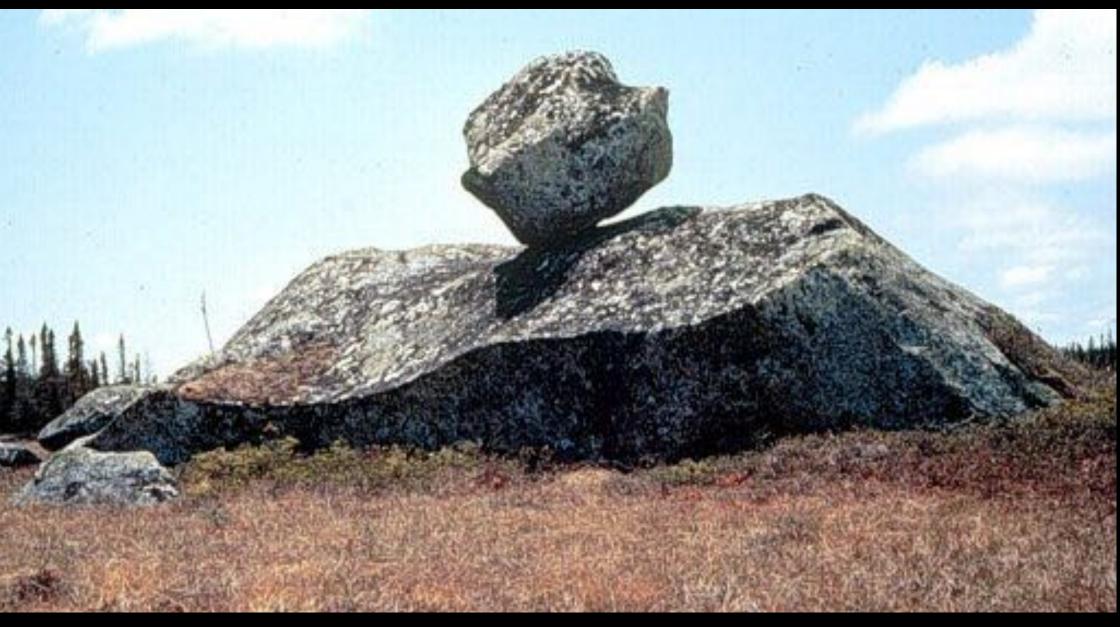
STONE











Recalling the geology of the moraine: glaciation, kettle lakes – scraped surfaces, erratics (randomly placed stone in the landscape)

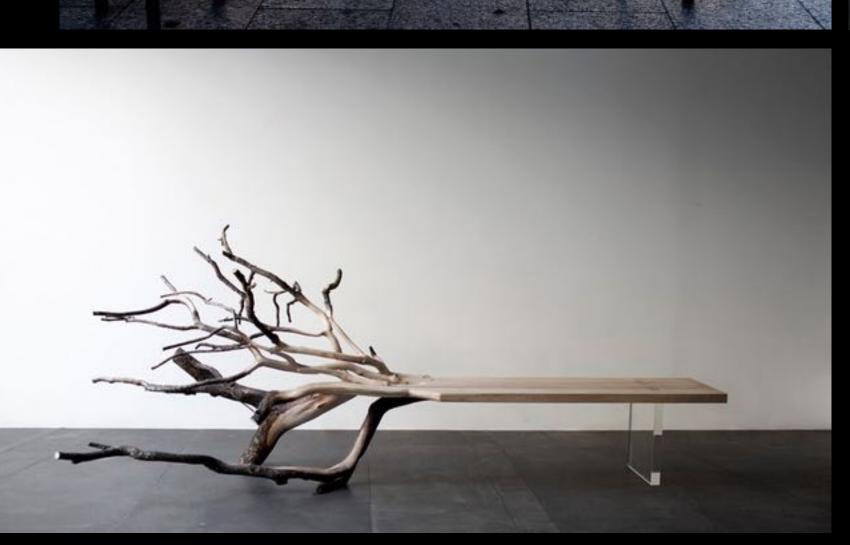
- stone singular, sculptural, irregular
- partially shaped by hand



FURNITURE









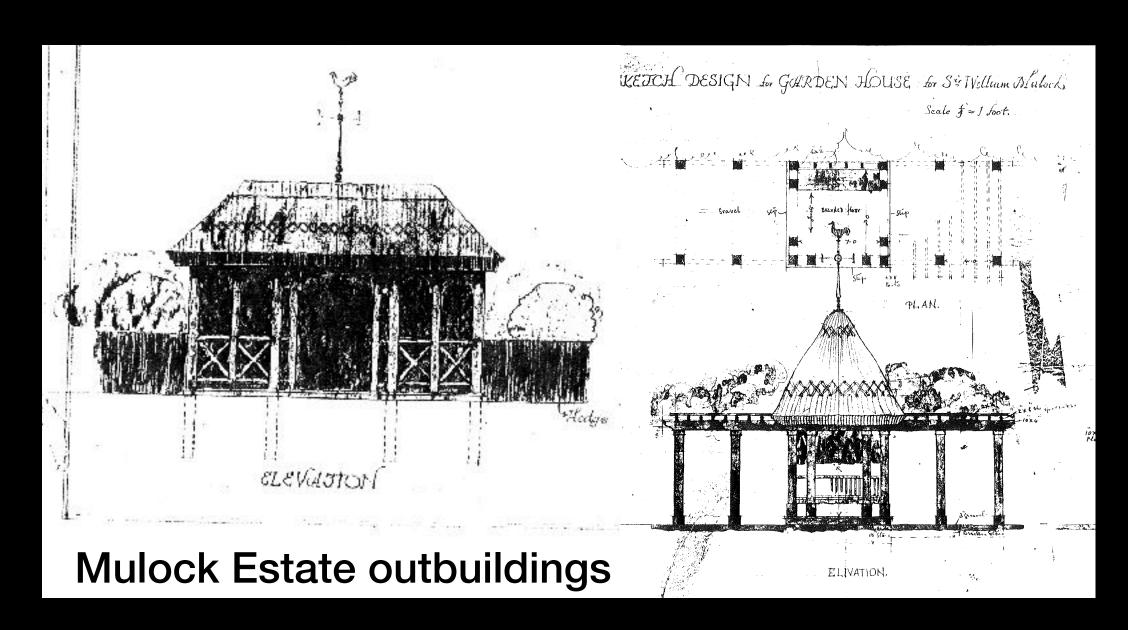






wood with metal, made from trees, analogous to trees, showing off trees

IN DIALOGUE WITH THE HOUSE RUSTICNESS – VICTORIAN









In contrast to the complex assemtry of the house – simpler forms, highly textured, in the woods –the country leisure as opposed to the city

IN DIALOGUE WITH THE HOUSE RUSTICNESS MODERN – TEXTURE











highly textured, woodsy, shows off texture of wood

IN DIALOGUE WITH THE HOUSE RUSTICNESS MODERN – FORM









simple forms with high texture and shadow

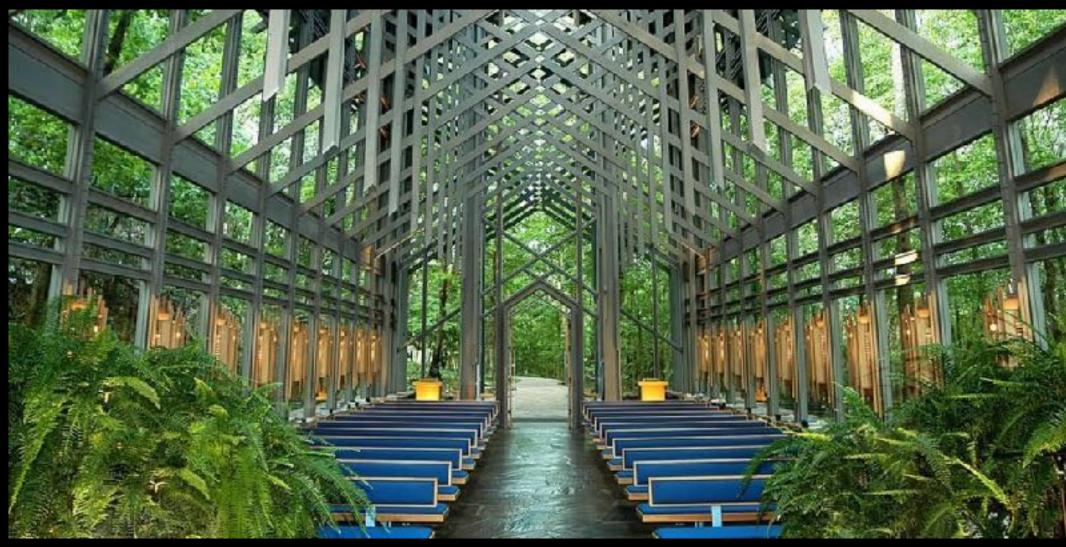
IN DIALOGUE WITH THE HOUSE INSIDE/OUTSIDE SPACES





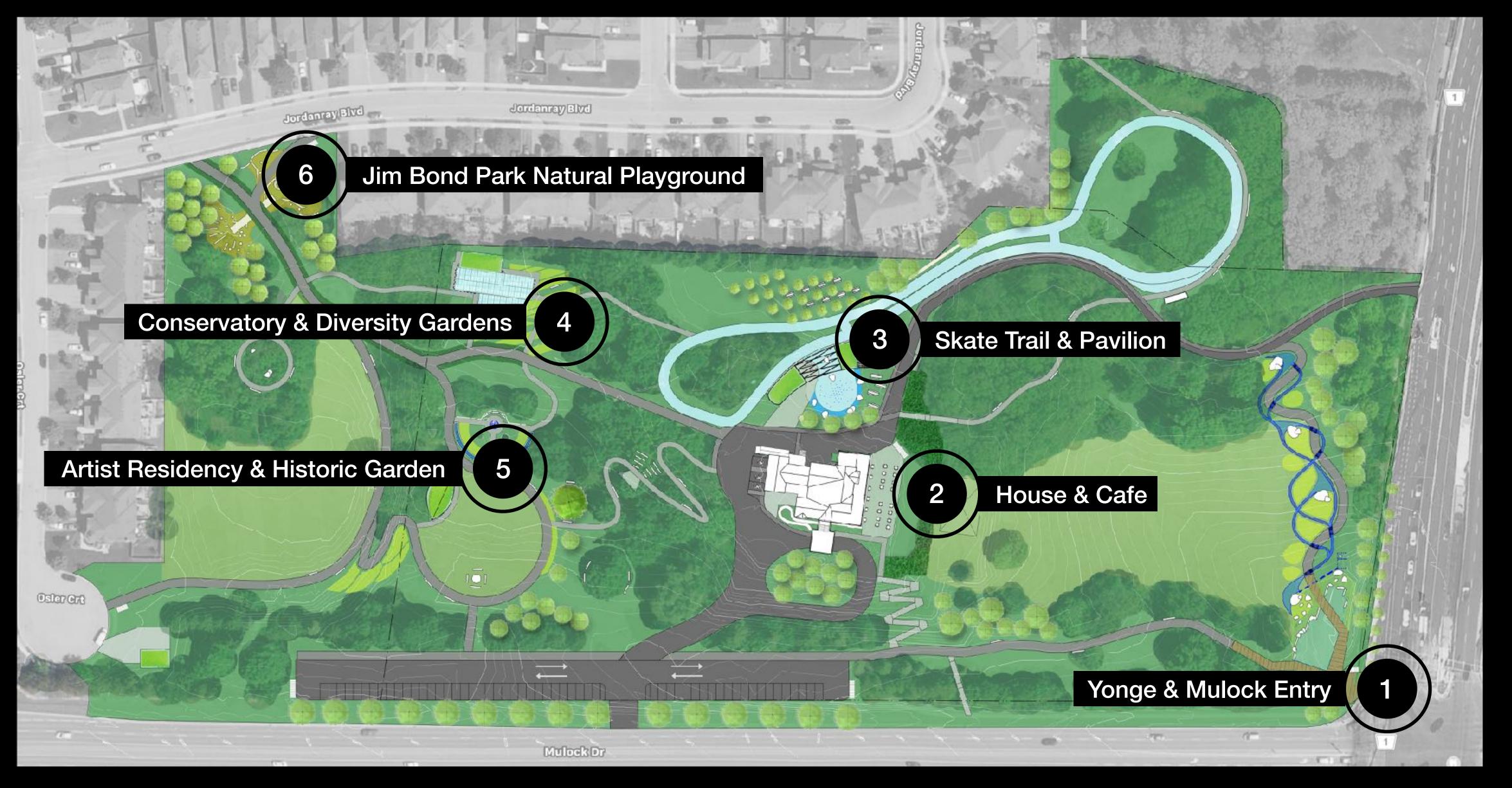


Porches, overhangs, inside outside spaces and many front doors mark them as garden buildings always engaged with the landscape





MULOCK ARBORETUM: SITE TOUR



YONGE & MULOCK ENTRY



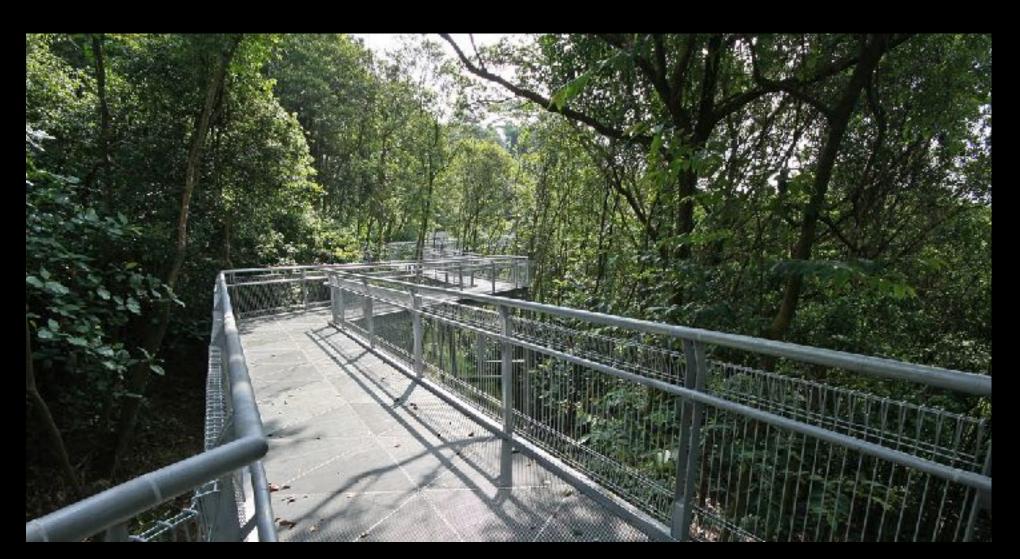
ENTRY AT YONGE & MULOCK





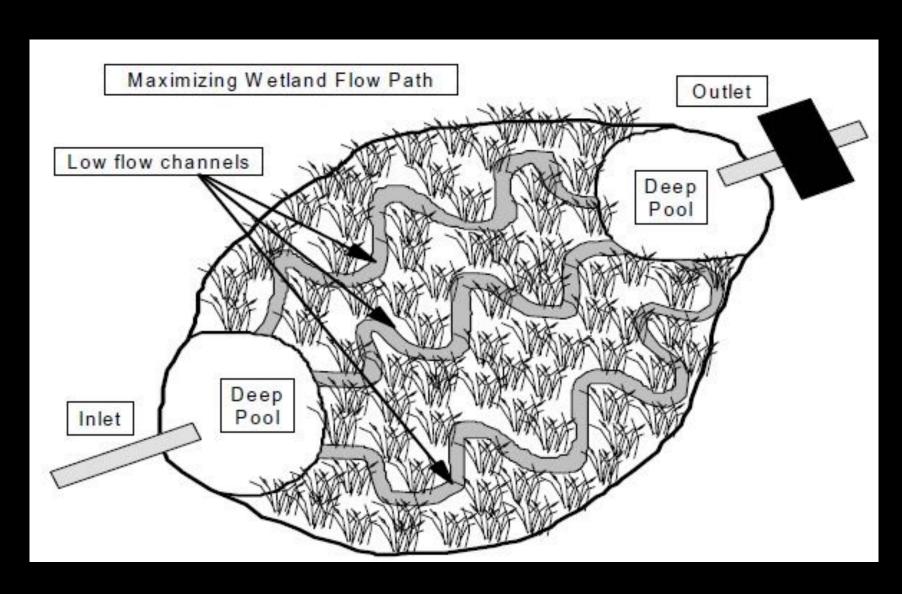


ENTRY PRECEDENTS









ENTRY





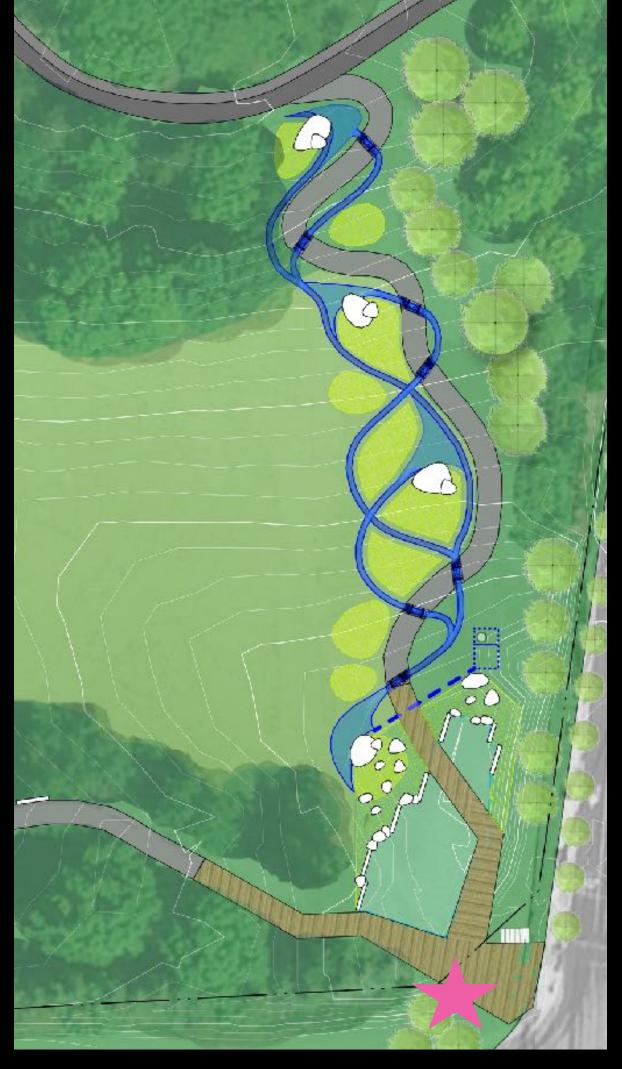


RIVERINE WATER SITE



RIVERINE WATER CONCEPT





Braided stream, glacial river, call back to geological moraine

RIVERINE WATER PRECEDENTS

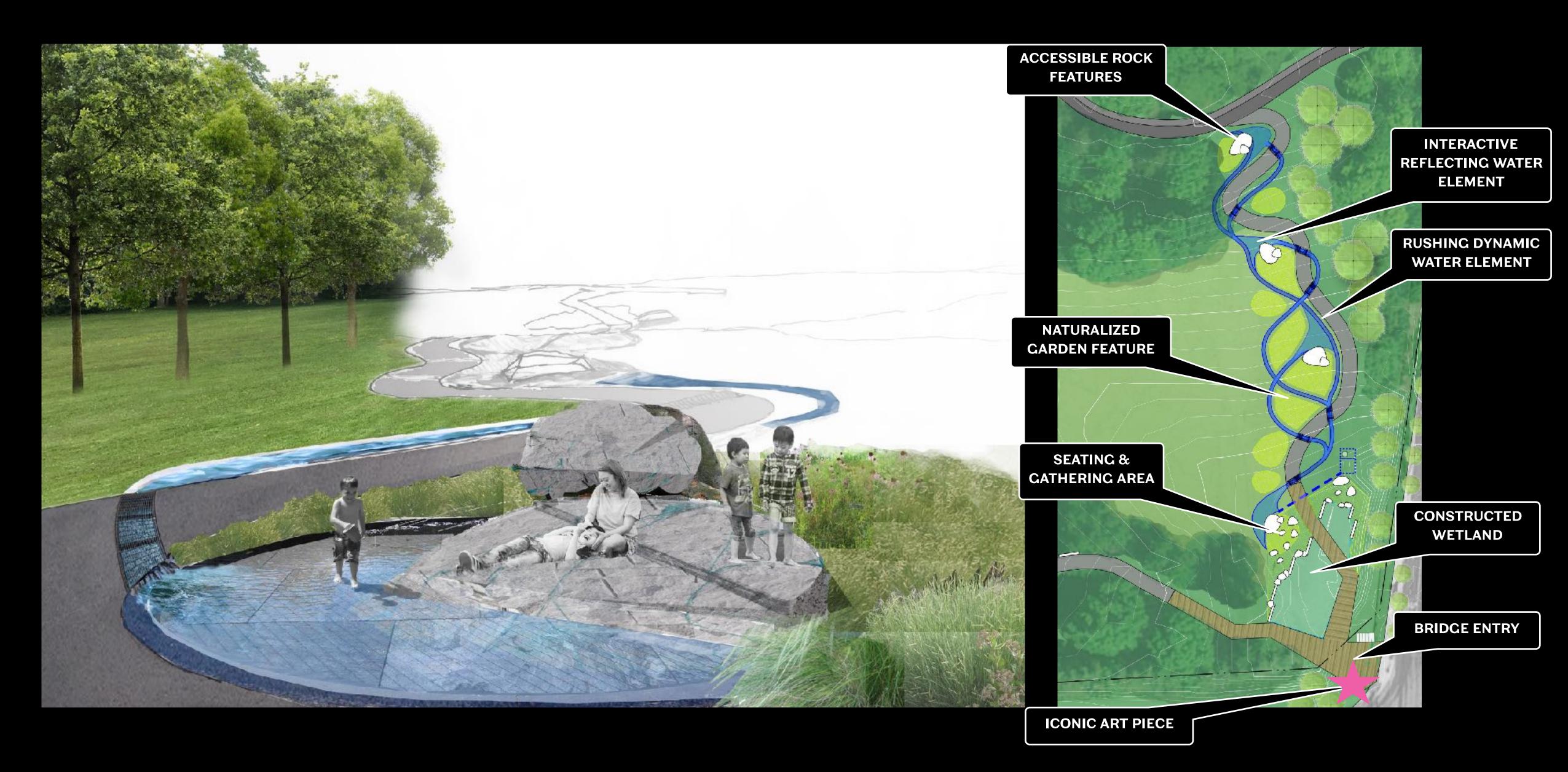






Sound, cascades, rugged/elegance, interactive.

RIVER BOULDER GARDEN CONCEPT





2 HOUSE & GREAT LAWN

CONNECTING HOUSE AND LAWN

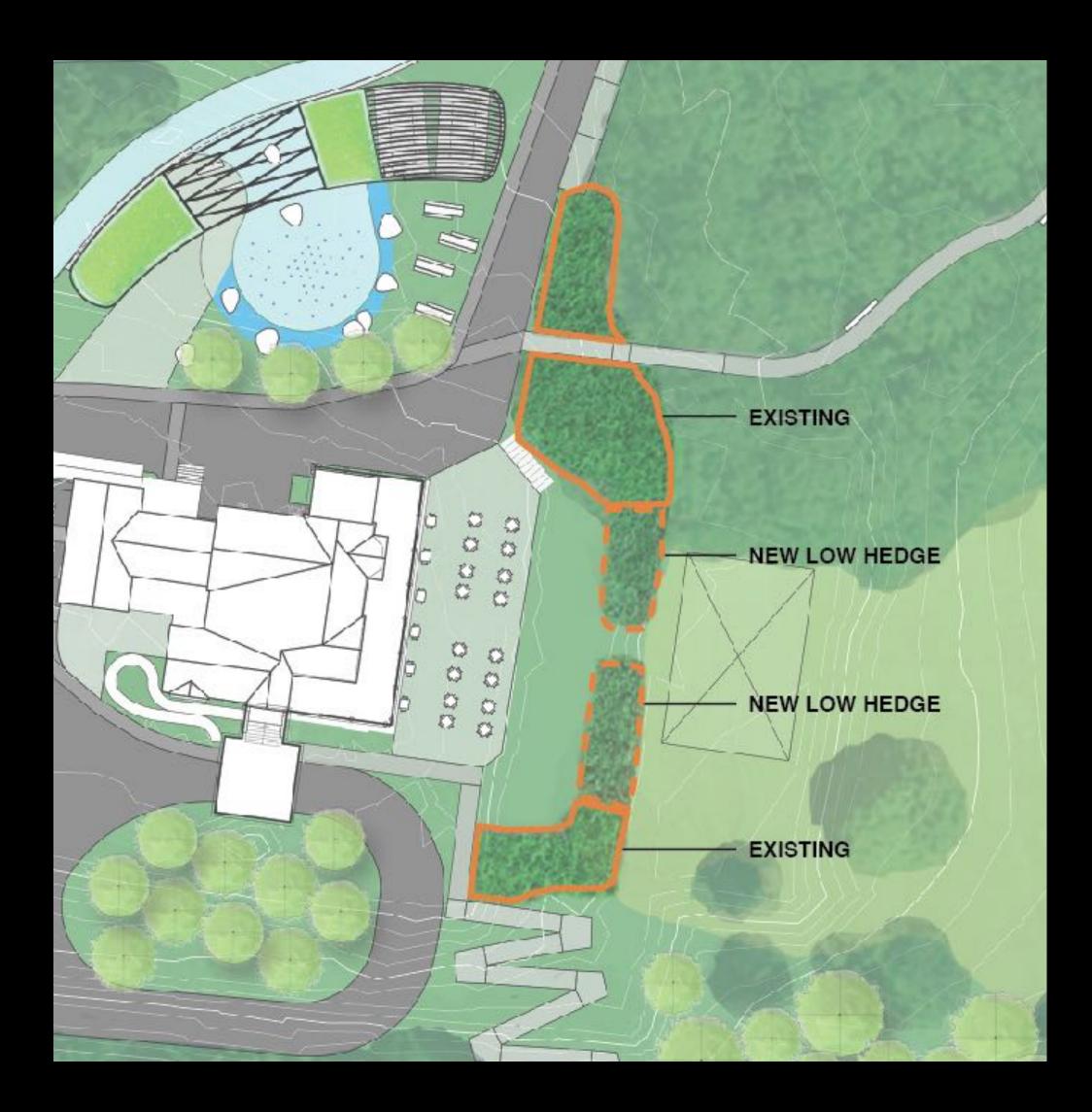








CONNECTING HOUSE AND LAWN









3

SKATE TRAIL, SPLASH PAD & PAVILION

ICE INFRASTRUCTURE





ICE/SPLASH PAD SITE

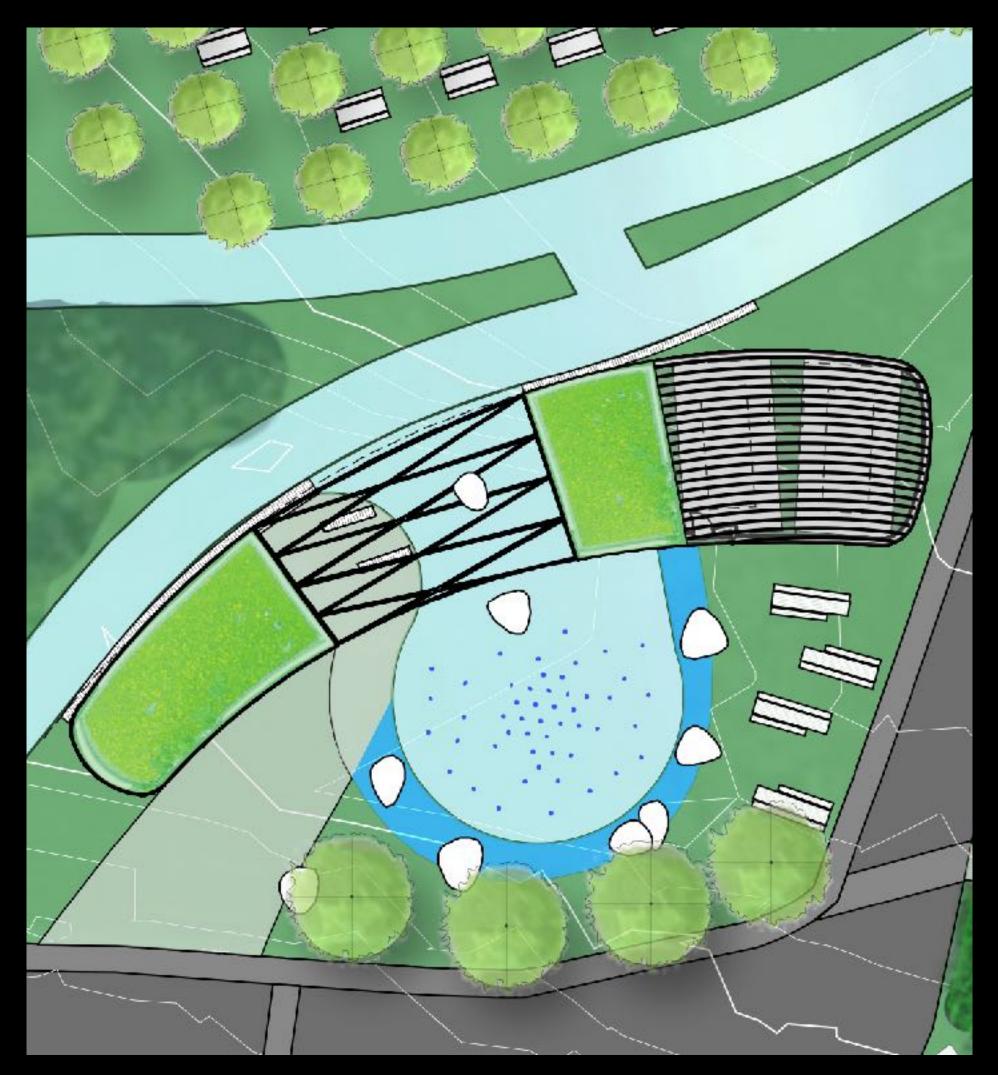




SPLASH PAD CONCEPT







Wet plaza with seating and overlooks

SPLASH PAD PRECEDENTS

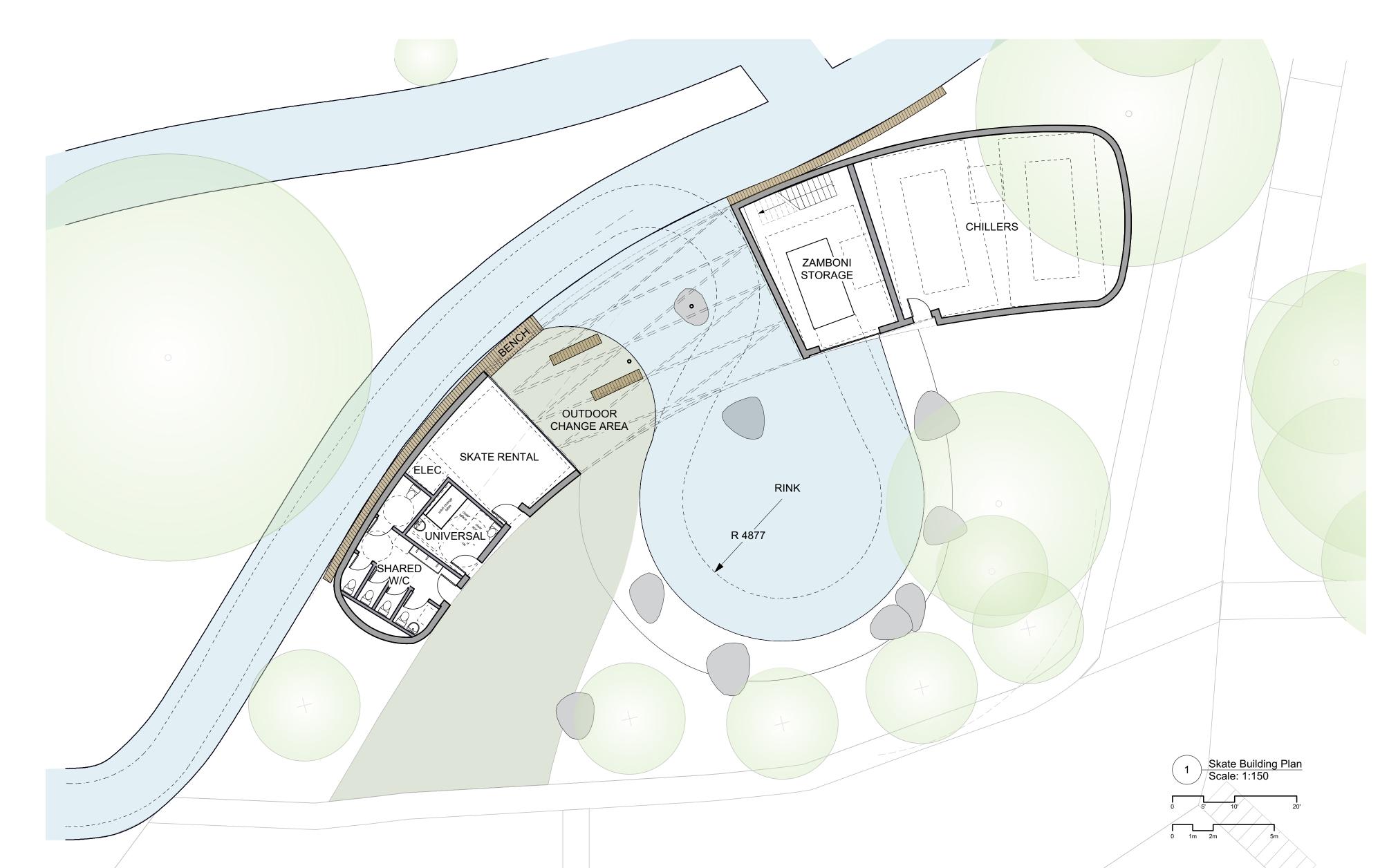




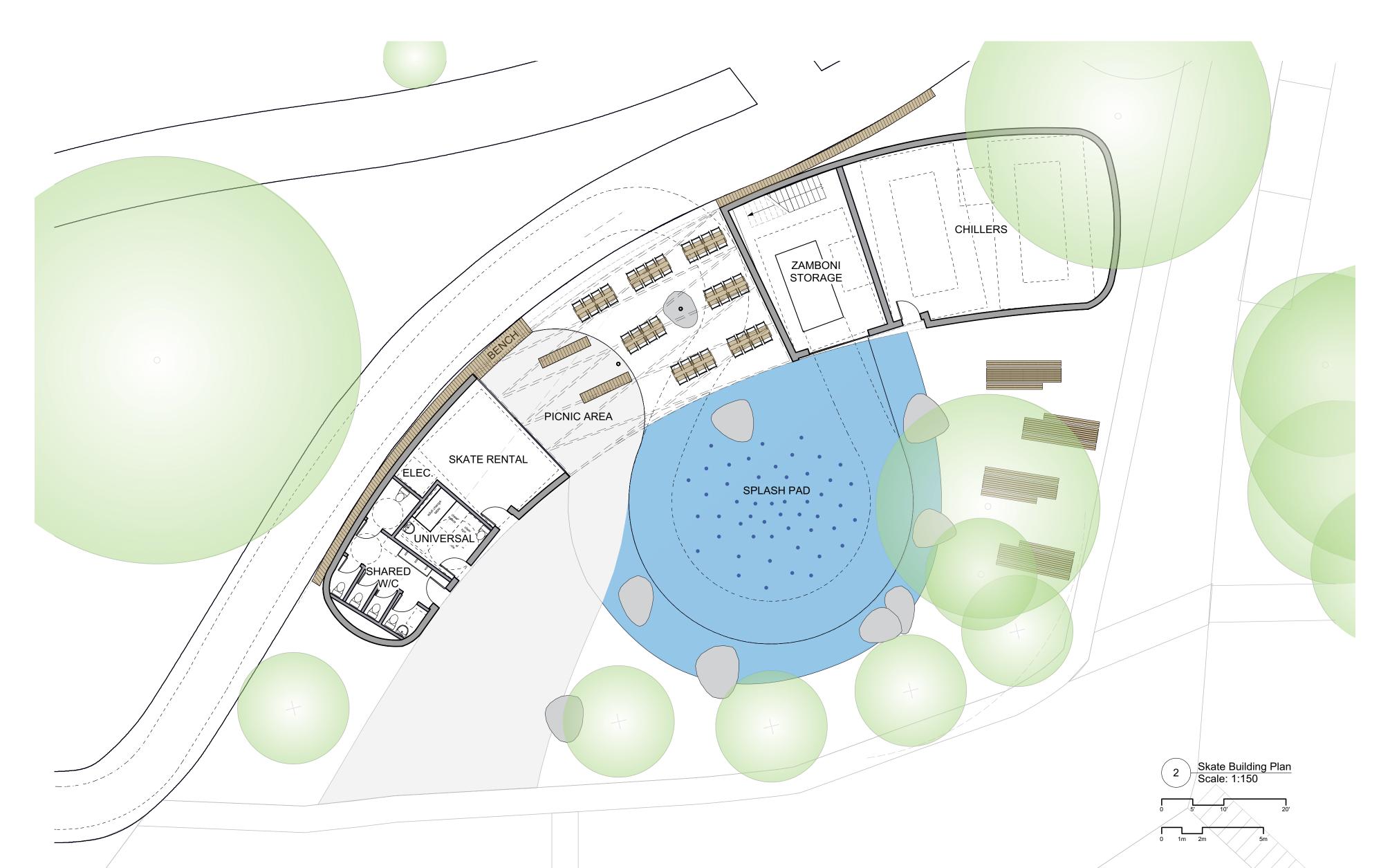


Plaza surface as an art piece, stones with some shape and can be play things when no water

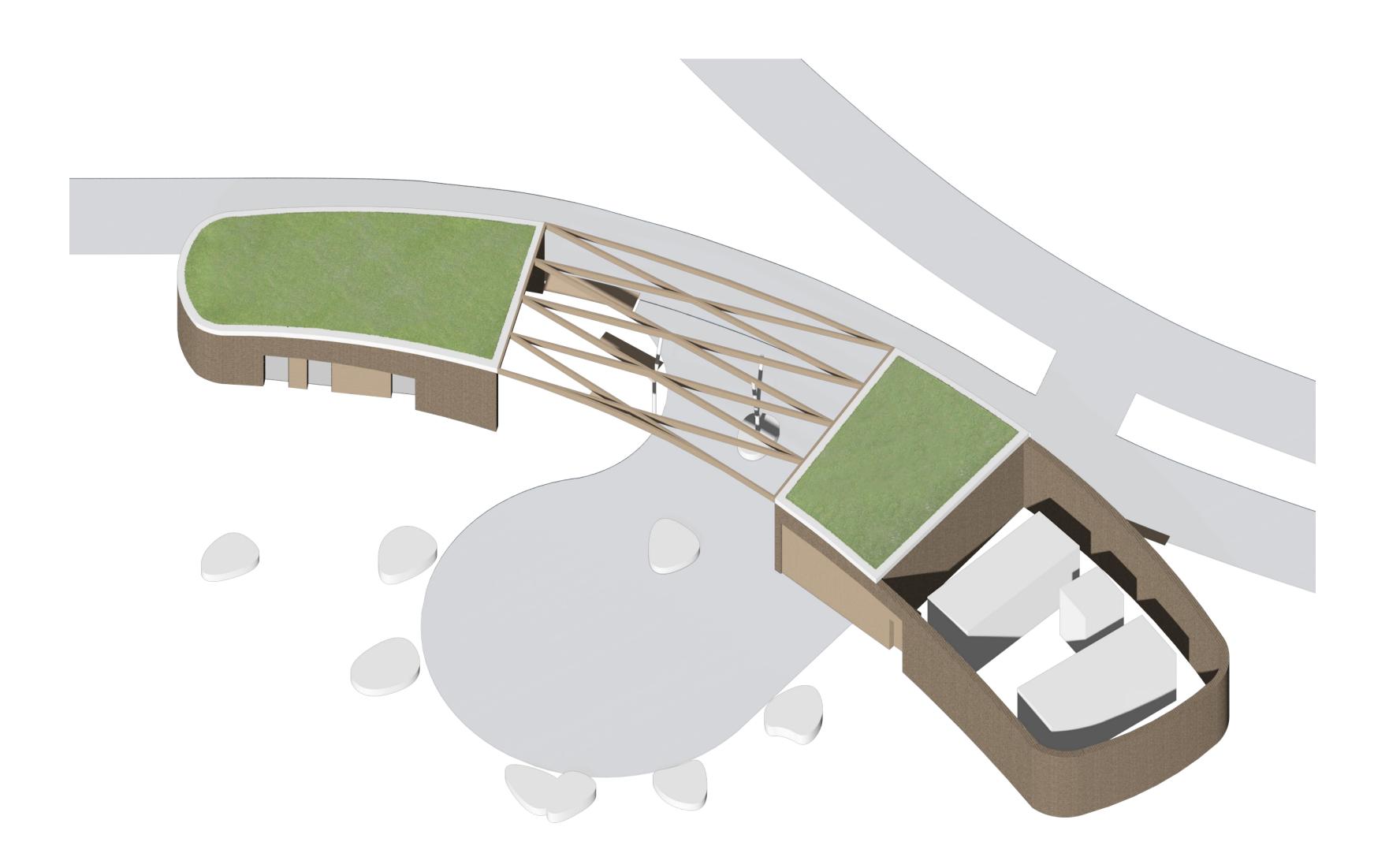
SKATE PAVILION WINTER



SKATE PAVILION SUMMER



SKATE PAVILION



SKATE PAVILION







CONSERVATORY & DIVERSITY GARDENS

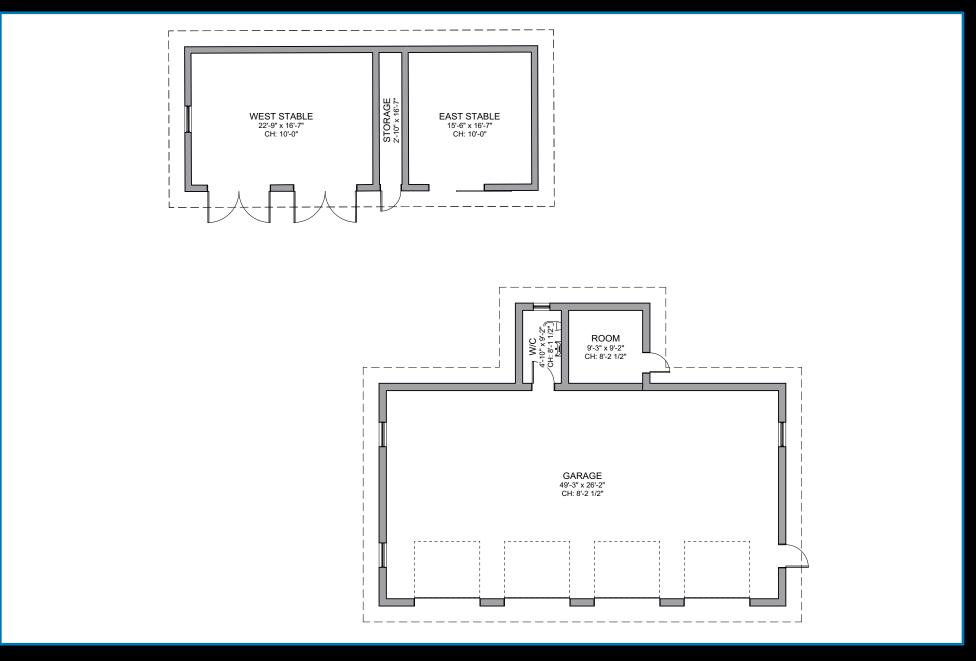


CONSERVATORY SITE

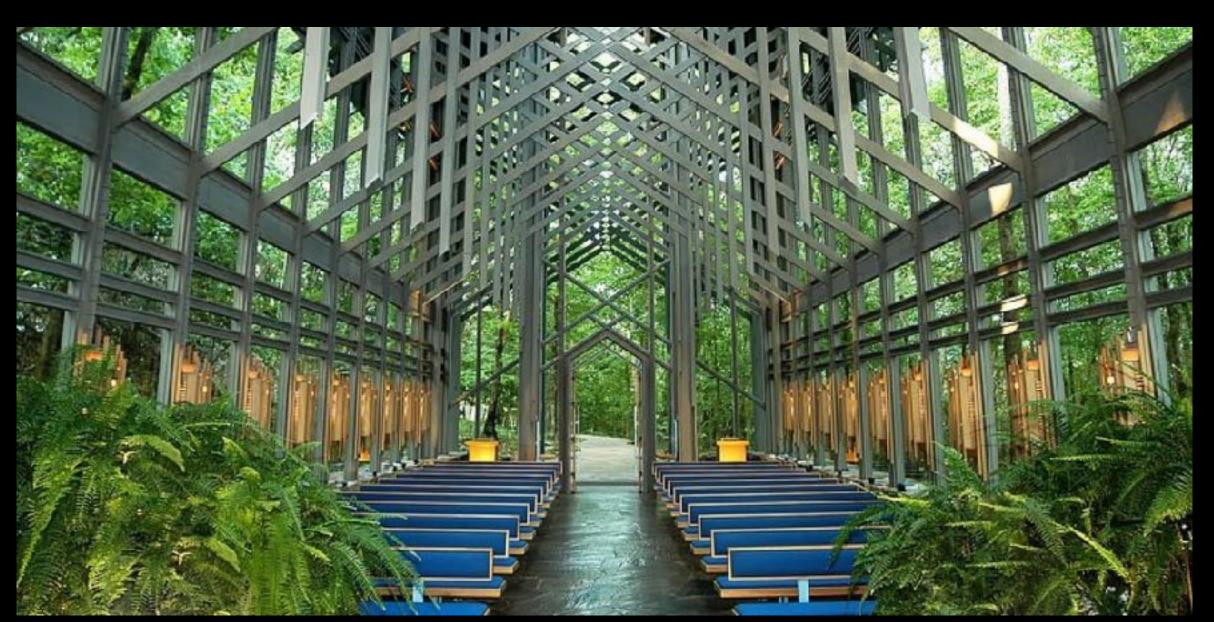








CONSERVATORY CONCEPTS





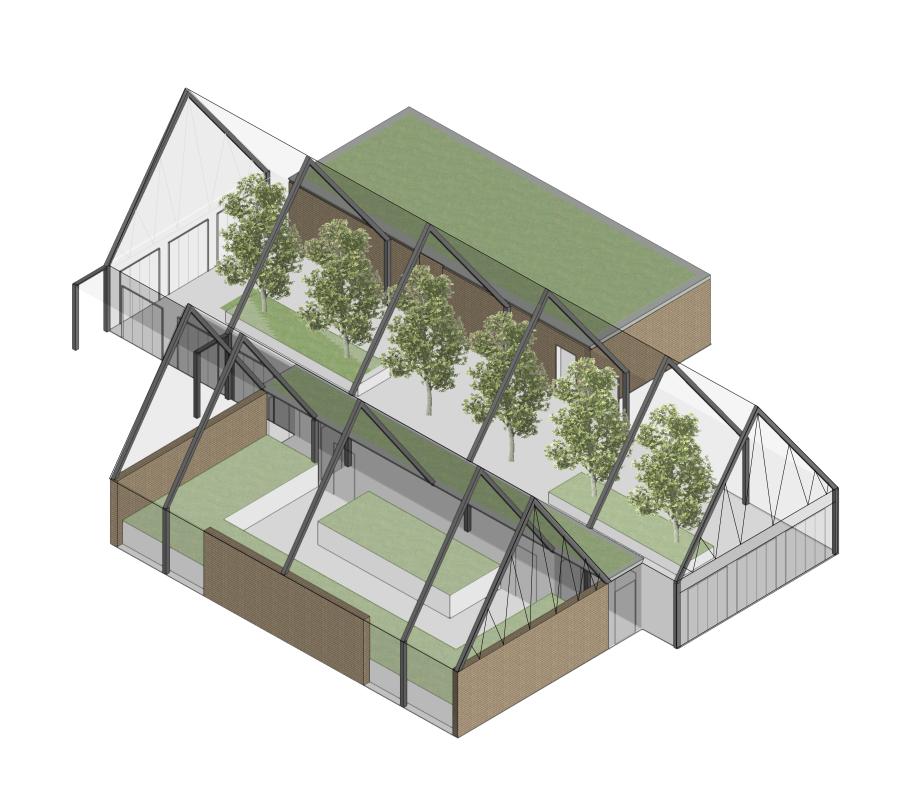


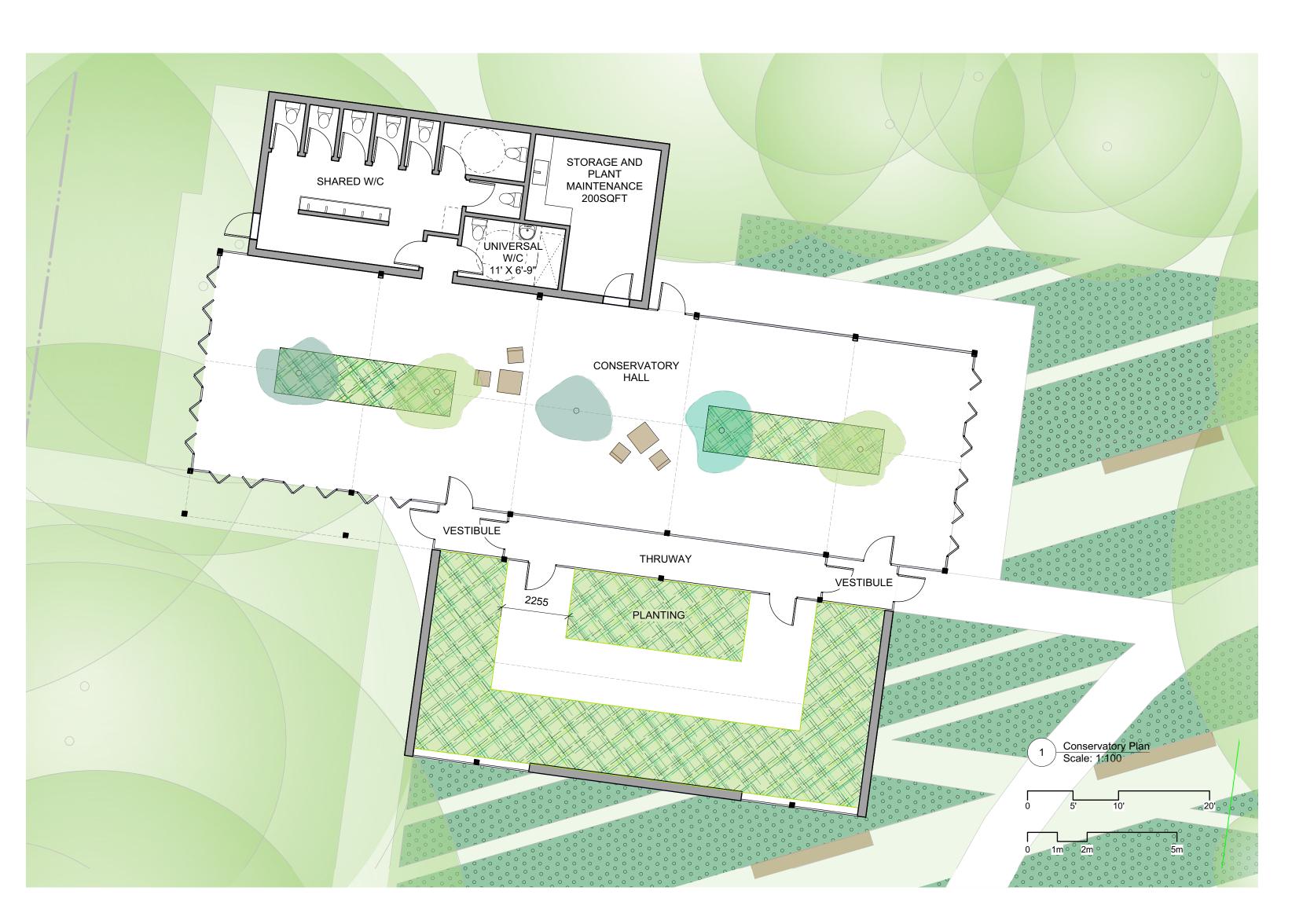




Indoor/outdoor experience, views of the sky and tree canopy, wood and metal structure tree like

CONSERVATORY





CONSERVATORY







ARTIST RESIDENCY & HISTORIC GARDEN

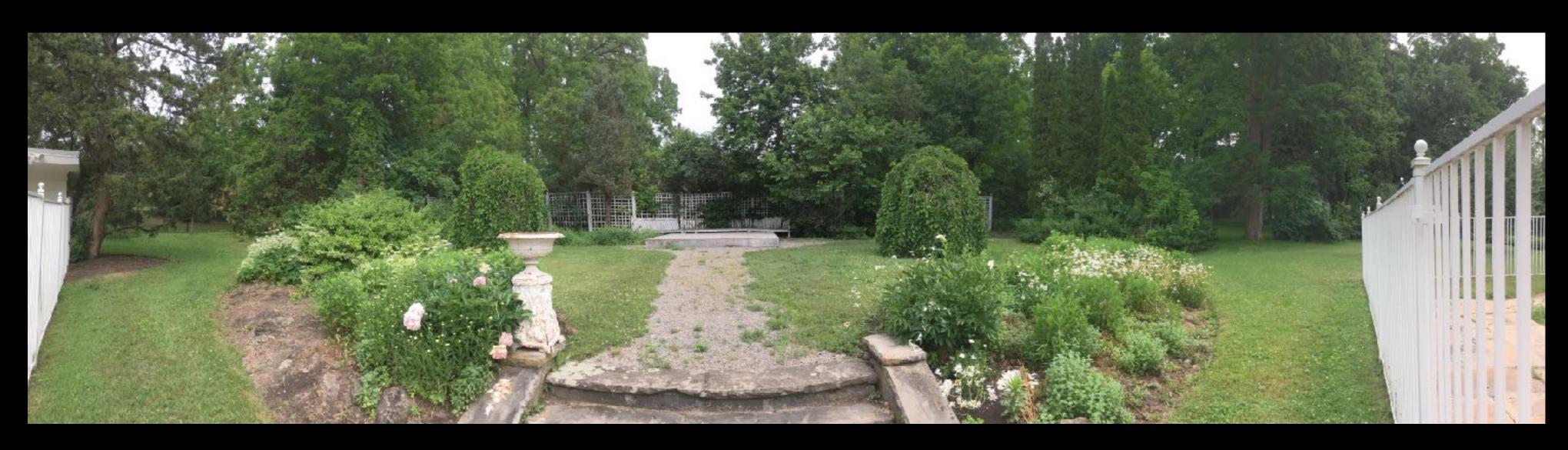


HISTORIC FOUNTAIN SITE





REFLECTING POOL SITE







ARTIST RESIDENCY SITE













HISTORIC GARDEN WATERWORKS

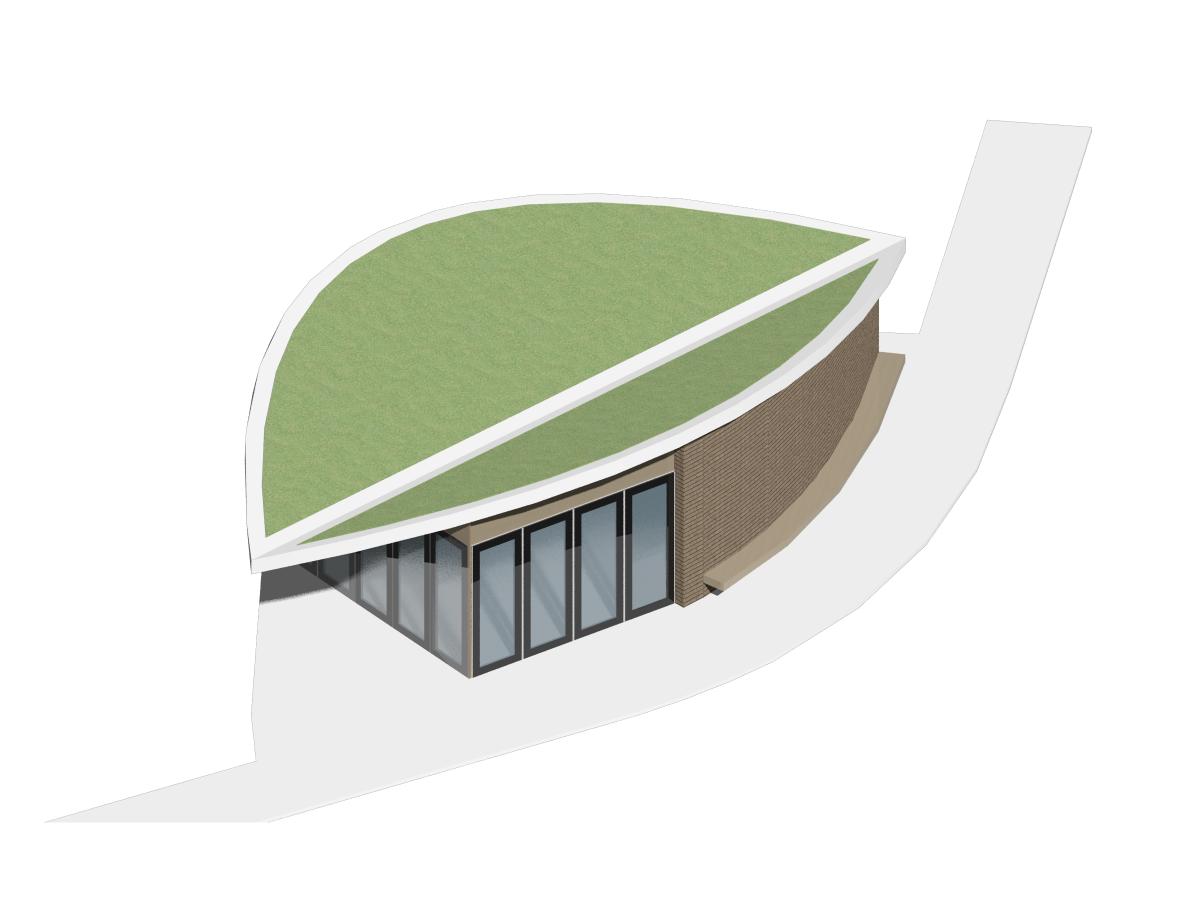


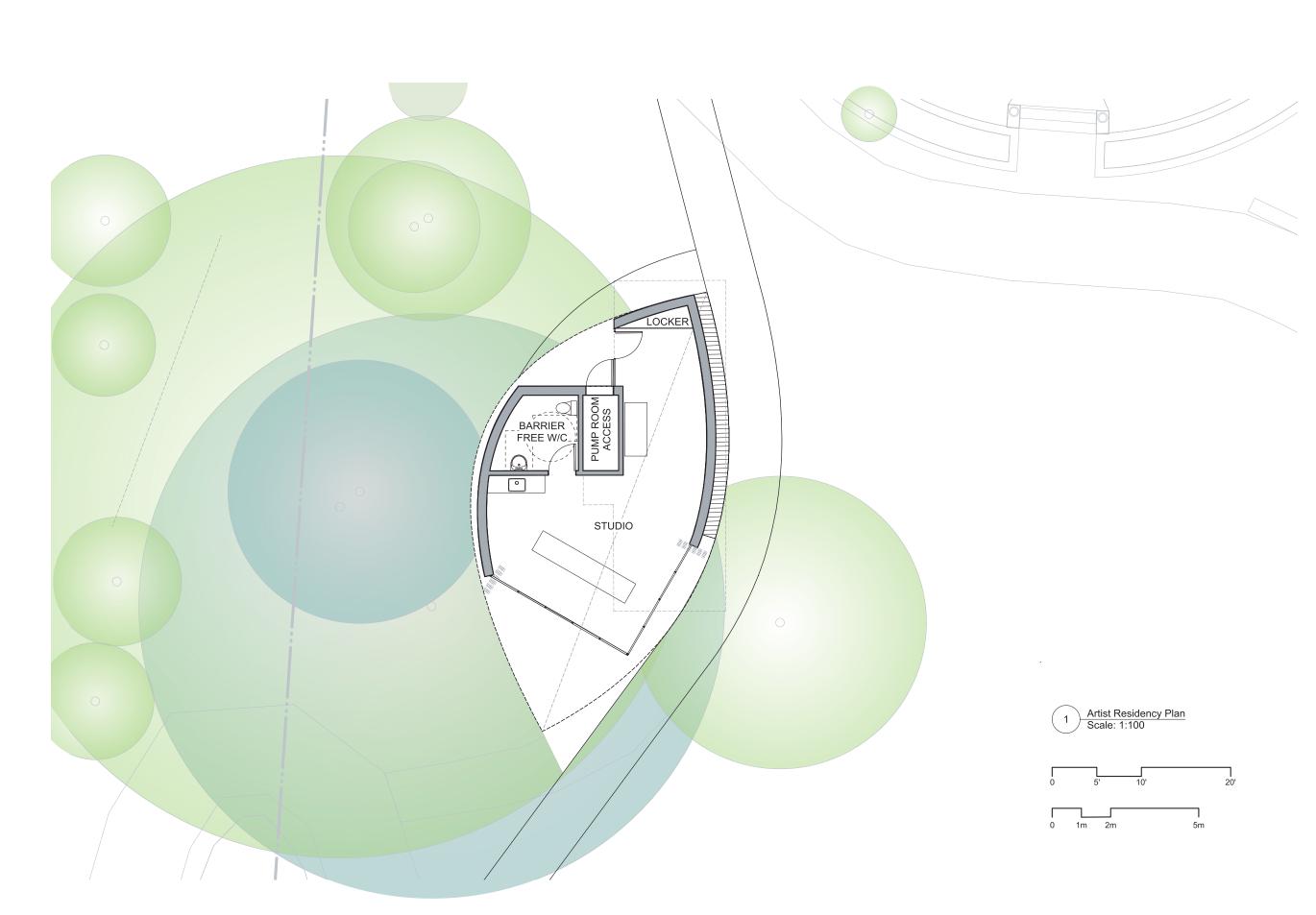
ARTIST RESIDENCY PRECEDENTS





















JIM BOND & NATURAL PLAYGROUND



NATURAL PLAY CONCEPTS



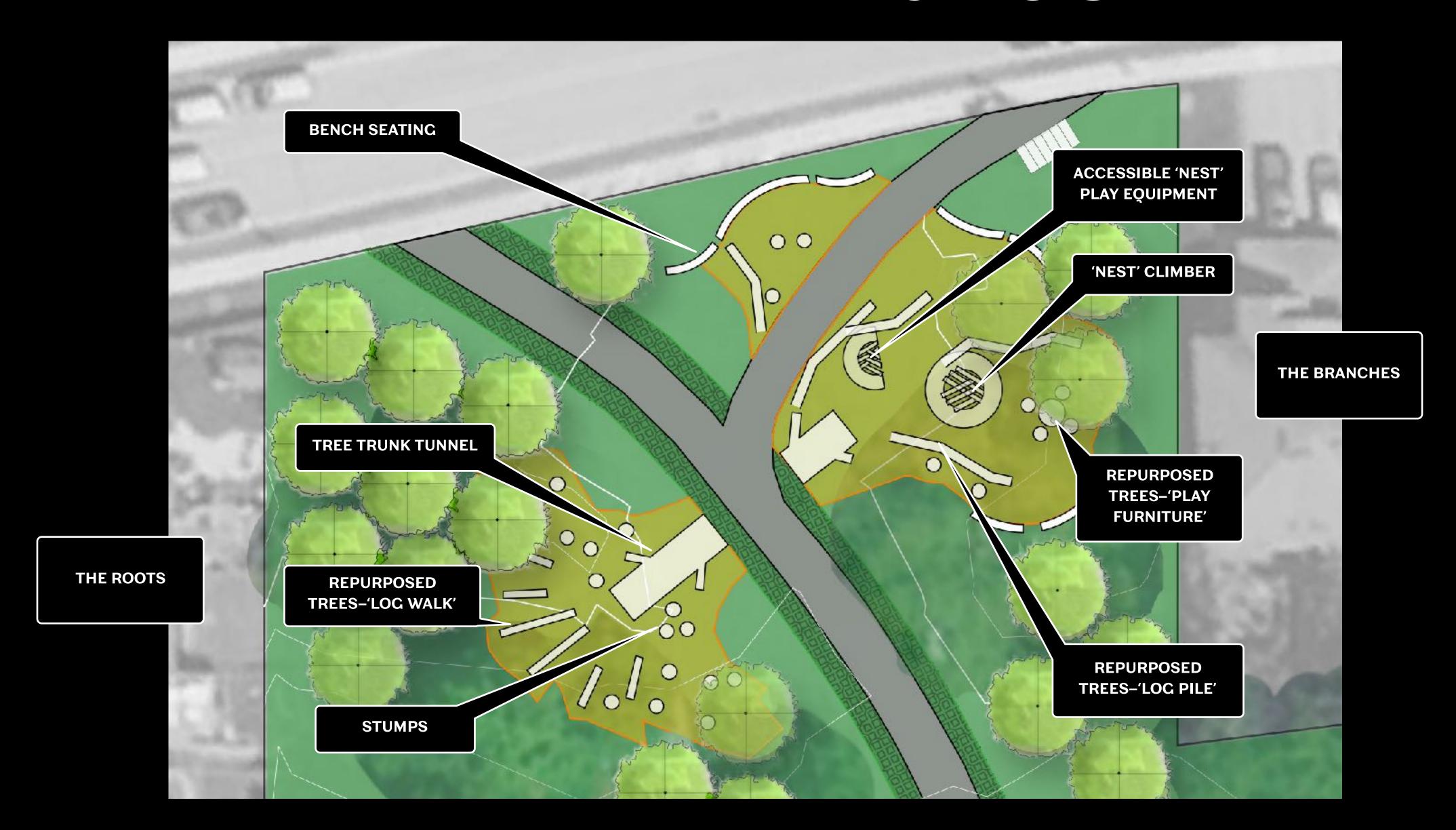








THE TREE PLAYGROUND





SUSTAINABILITY

SUSTAINABILITY

Energy

- Targeting worth town's emerging energy targets
- Commit to partnership with green energy, evaluate possible on site generation ground source heat pump, parking lot solar panels
- Mimimzie energy uses for light/fountain with programming and controls

Material Strategy

- Local, reuse from the site wood appropriate uses (walnut interior, cedar exterior.etc)
- Minimize non permeable paving

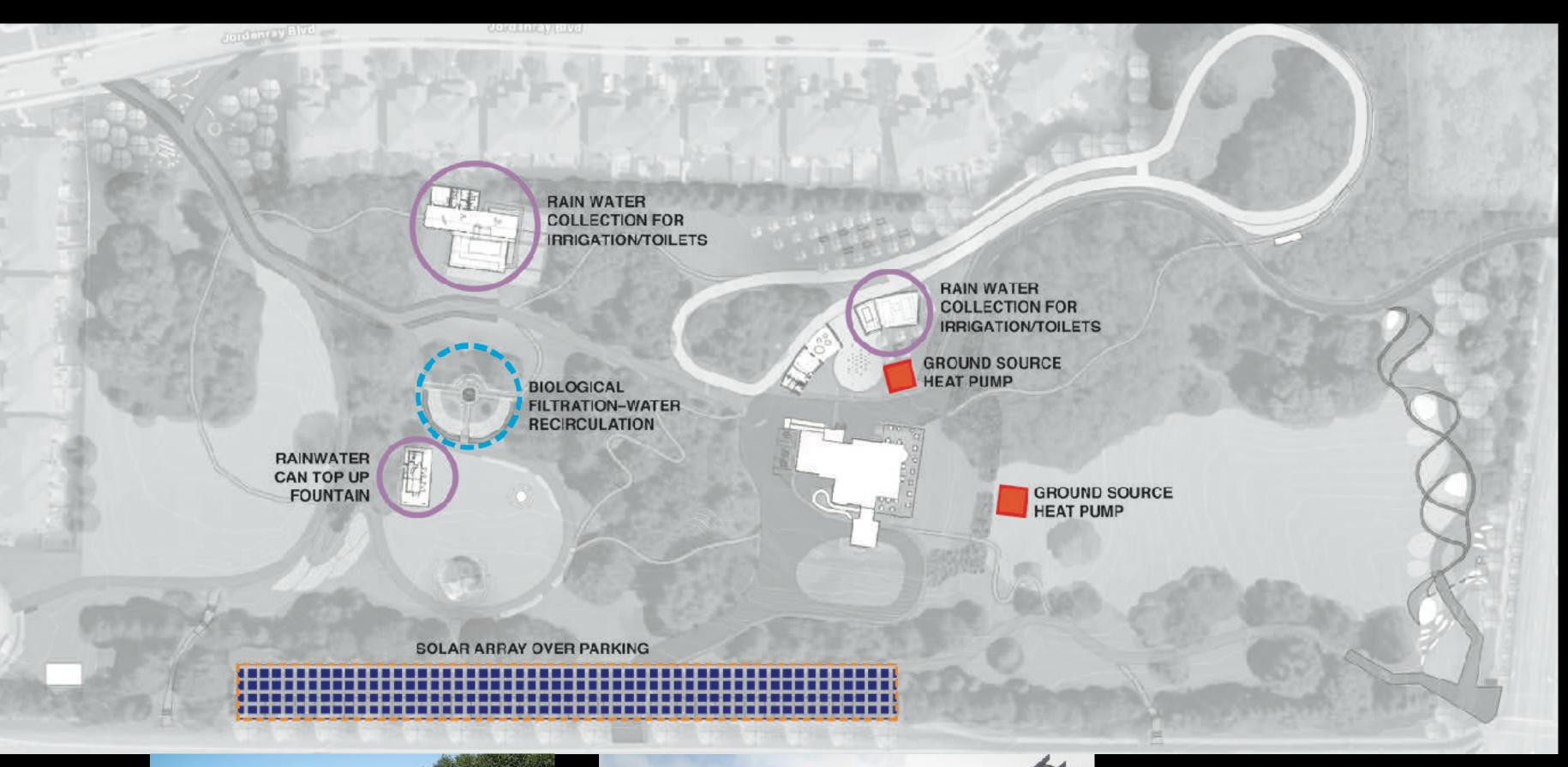
Saving water

- Rainwater collection and reuse irrigation or top up for biologically treated fountains
- Reuse of grey water has costs explore in implementation
- All fountains recirculating
- Slow storm water impacts green roofs, rainwater collection

Integrated Design Process/Construction Process

In implementation

SUSTAINABILITY







Rain gardens or infiltration basins

- Depending on local soil conditions
- At stormwater runoff source points throughout the site esp – roof drainage at artists' residence + main house – reduces overall peak flows and time to peak over the entire site.

Overall site:

- Stormwater quality and quantity control in engineered wetland
- Public education opportunity

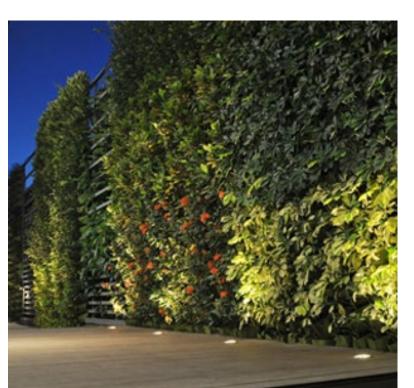


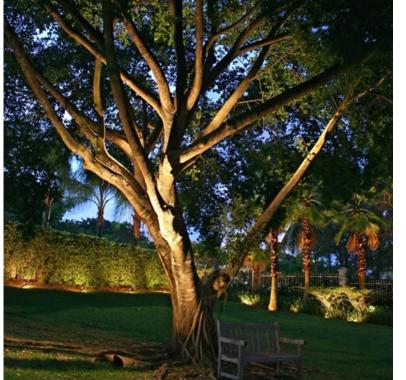
MULOCK ESTATE LANDSCAPE LIGHTING STRATEGY

S C H E M A T I C D E S I G N

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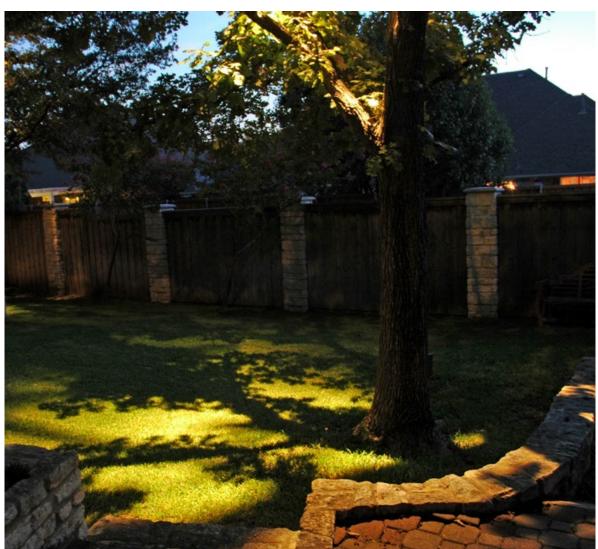
















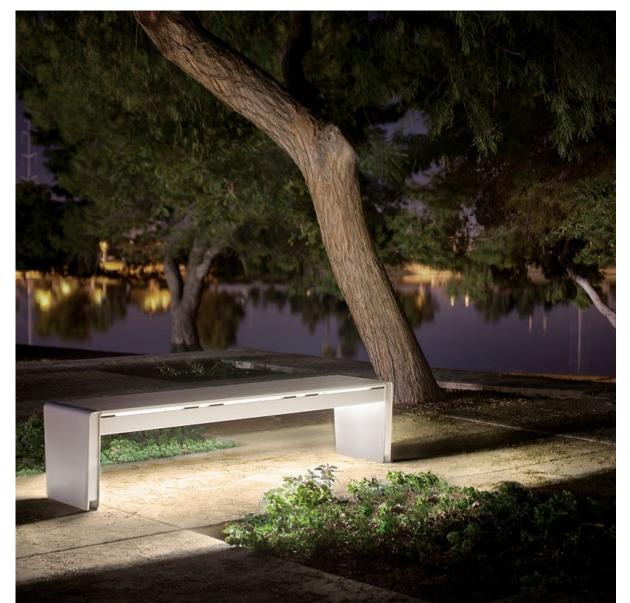




REFERENCE IMAGES

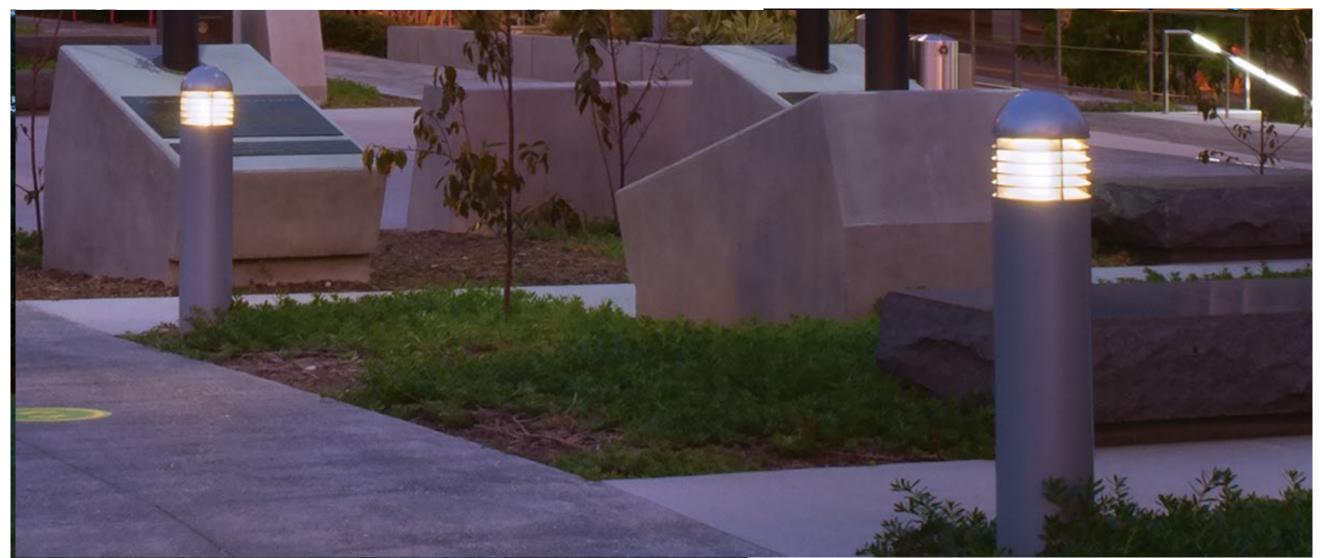
MBL









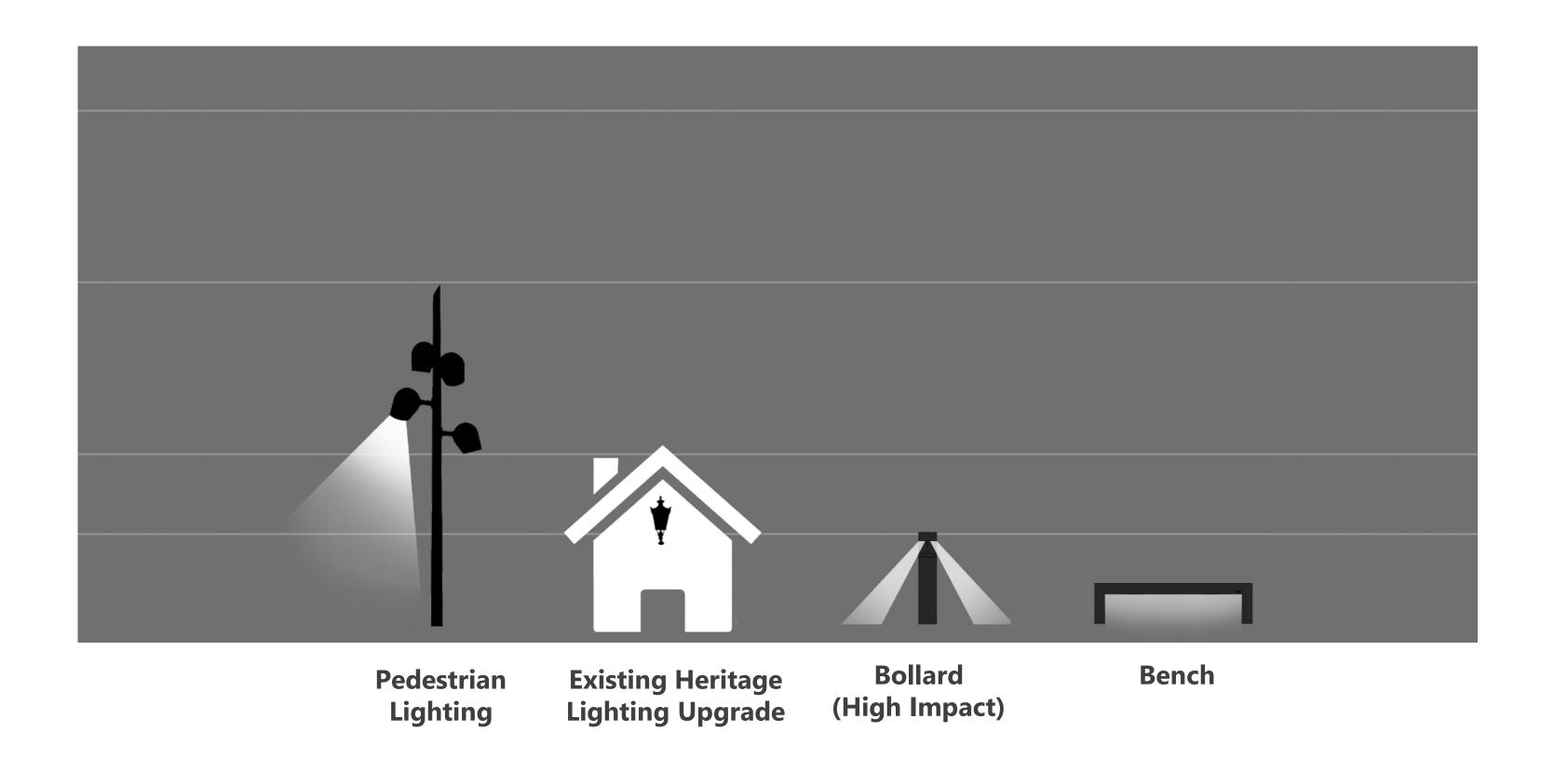




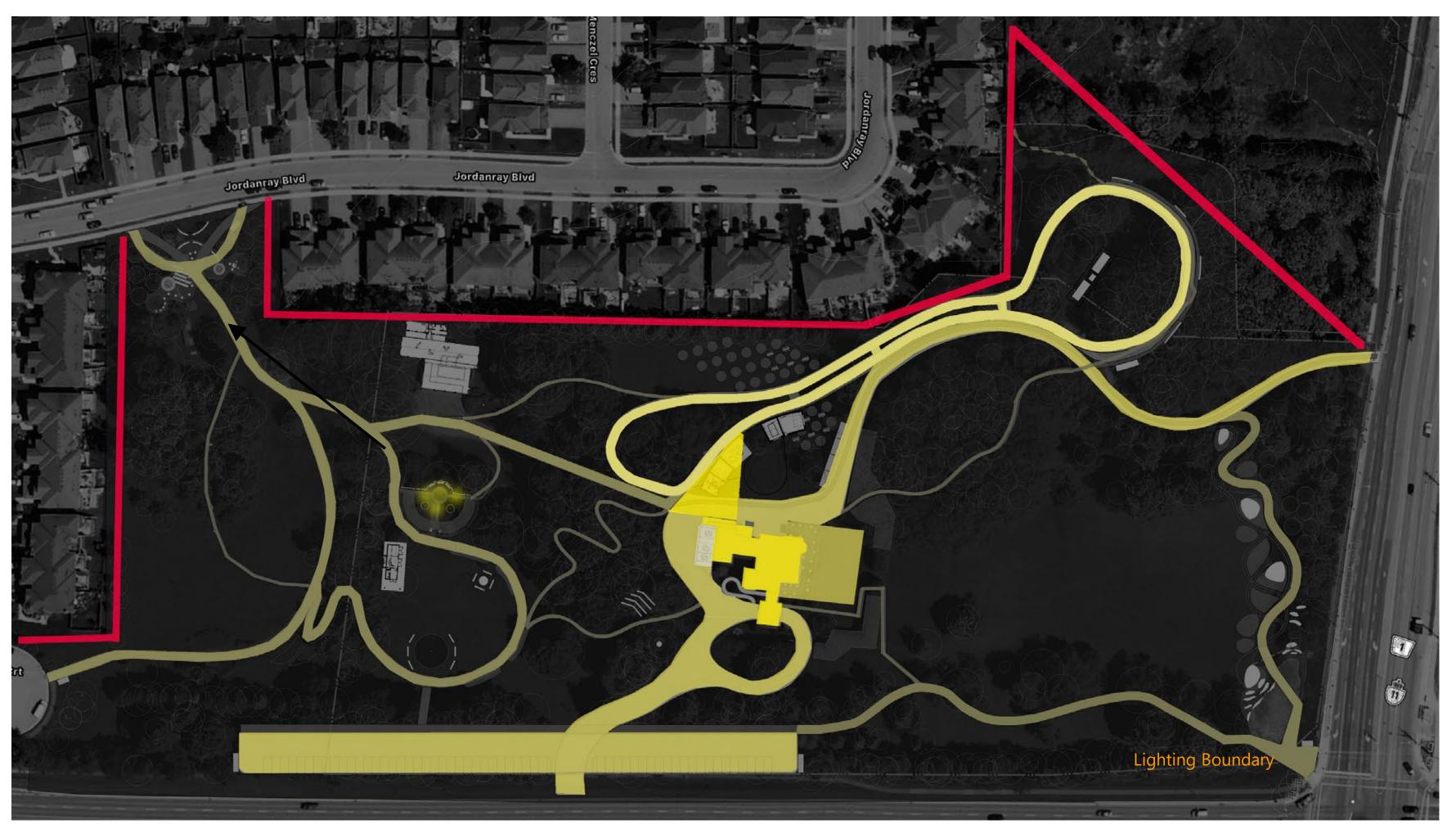


REFERENCE IMAGES

MBL



LUMINAIRE - HIERARCHY AND SCALE



AVERAGE TARGETED LIGHT LEVELS

Nature Interpretation / Estate	15-20 Lux
Skate Trail	10-15 Lux
Vehicles Roads	10-15 Lux
Trail – Main	10 Lux
Trail – Secondary	5 Lux
No Light Zone	

LIGHT LEVELS

THE 5 PILLARS

ROOTED IN HISTORY

- Lighting design will reflect the natural setting of Mulock Estate and exhibit various layers of lighting moods
- Lighting fixtures will be specified with subtle natural looking elements and the materials will blend in with the landscape
- Highlighting the house façade will centralize the focus and connect all the unique elements of the park together.

• A DESTINATION

- This specific lighting will showcase and highlight all 4 seasons throughout the year
- Mulock Drive and Yonge Street will become an attractive and welcoming place to meet family and friends
- Enhanced opportunities for Art Works, and Light Walks, plus available electrical infrastructure for temporary events

• INCLUSIVE AND ACCESSIBLE

- Lighting will promote a safe, enjoyable and accessible atmosphere
- Lighting design will create a comfortable atmosphere for public and private events

• NATURAL FEATURES

- Paths, and trellises will be highlighted to enhance the natural feel of the park
- Lighting fixtures will be specified with focused optical distributions to eliminate sky glow
- Lighting levels kept at a minimum in respect for the circadian rhythms of wildlife

• CONNECTIONS

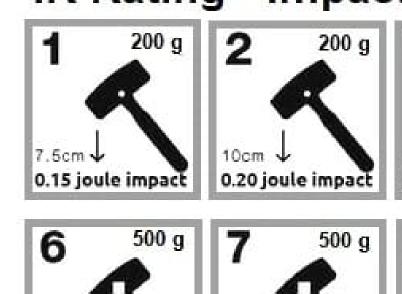
- A sense of hierarchy will be designed though various layers of light in combination with outbuildings as beacons
- Smooth lighting transitions will be added to the each area and path of the park
- Lights will connect the neighboring park -Jim Bond Park, and bring together local communities, and people
- Lighting will highlight the park entries as beacons

THE FIVE PILLARS



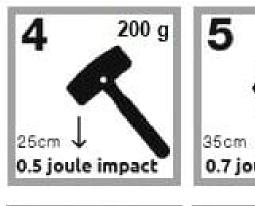
IK Rating - Impact Resistance

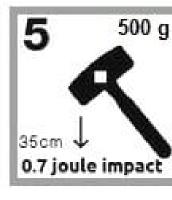
2 joule impact



1 joule impact







20 joule impact









5 joule impact

- Low level luminaires can be subject to vandalism in unsecured areas. The Vandal resistant bollards are engineered to provide superior strength through extra thick components and bast-tograde connections that withstand considerable force.
- IK10 Highest rating possible for resistance to damage.

10 joule impact

















TEMPORARY POWER CONSIDERATIONS

- Electricity is one of the most important components of any special event or show.
- Above-ground power boxes with outlets (pedestals)
- Pedestals for generators and electrical distribution boxes
- Integrated GFCI receptacles in poles and bollards

• SPECIAL EVENT EXAMPLES

- Concerts
- Outdoor Weddings
- Movie Nights
- Festivals
- Movie Productions

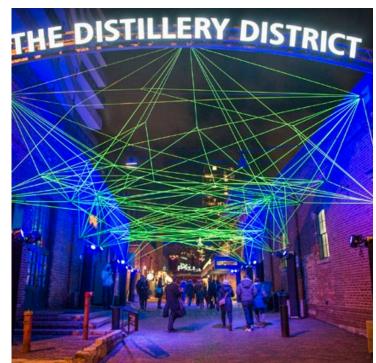












INFRASTRUCTURE FOR POWER







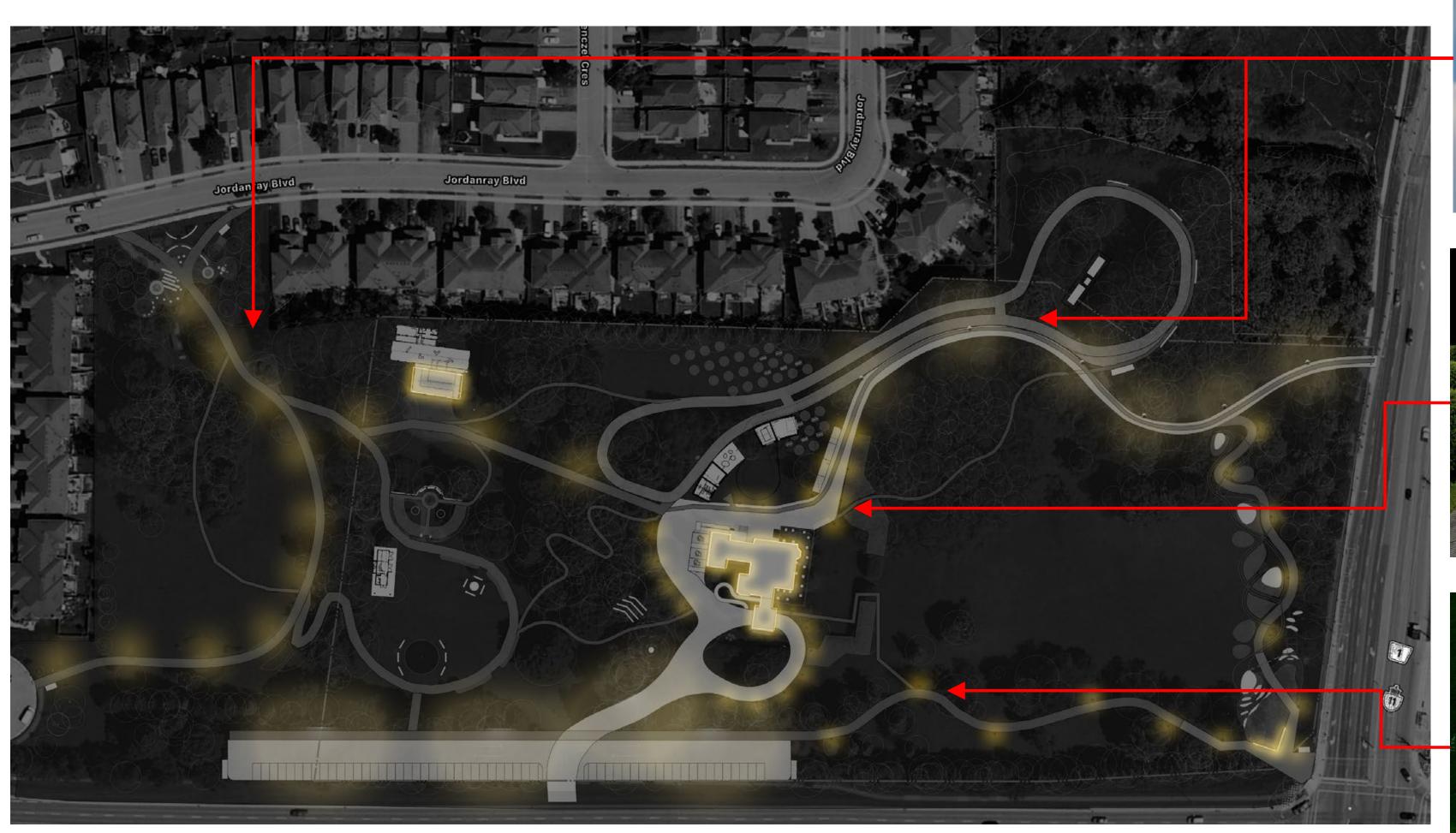








FAÇADE LIGHTING













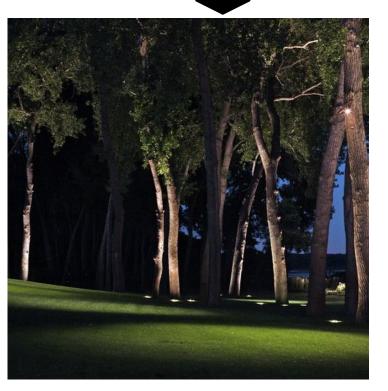


ENTRANCES AND MAIN TRAILS

















SECONDARY TRAILS











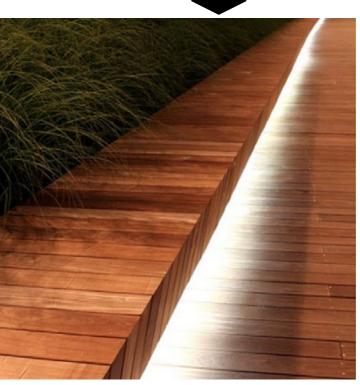












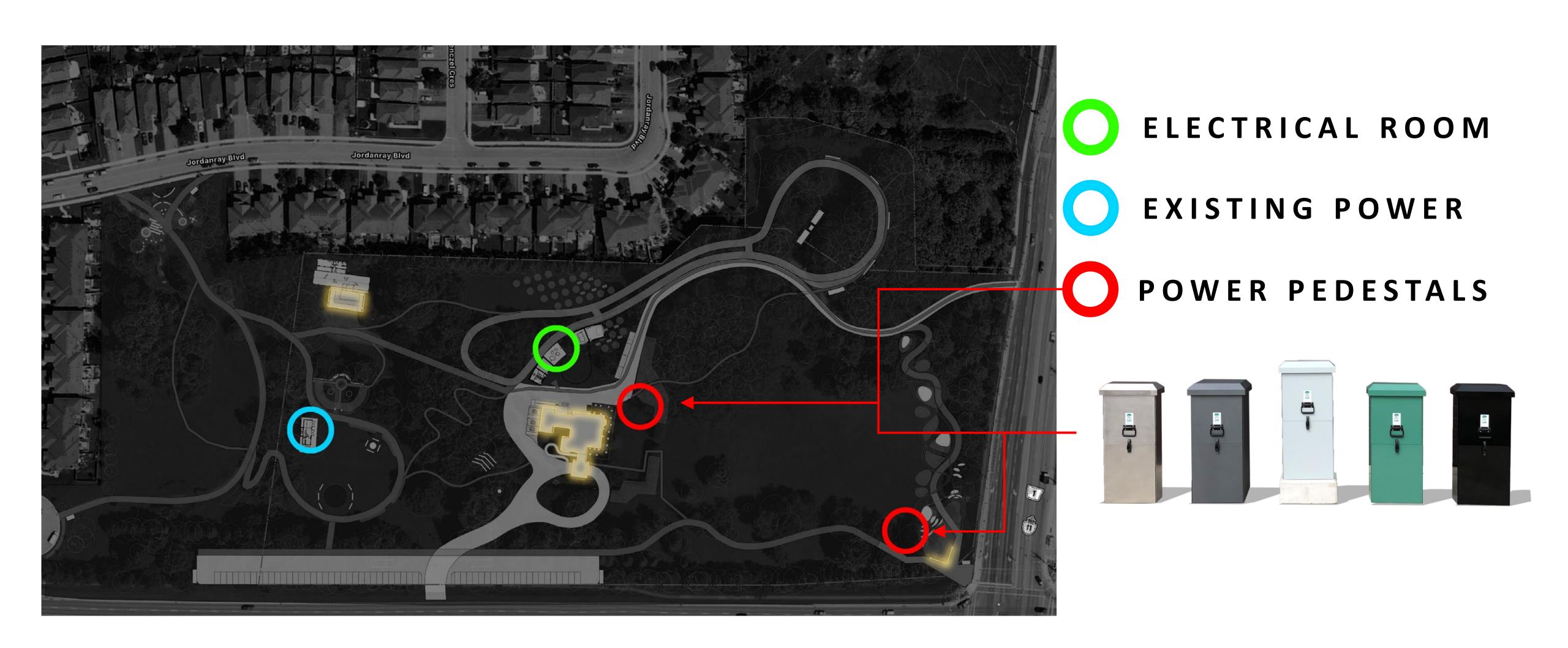






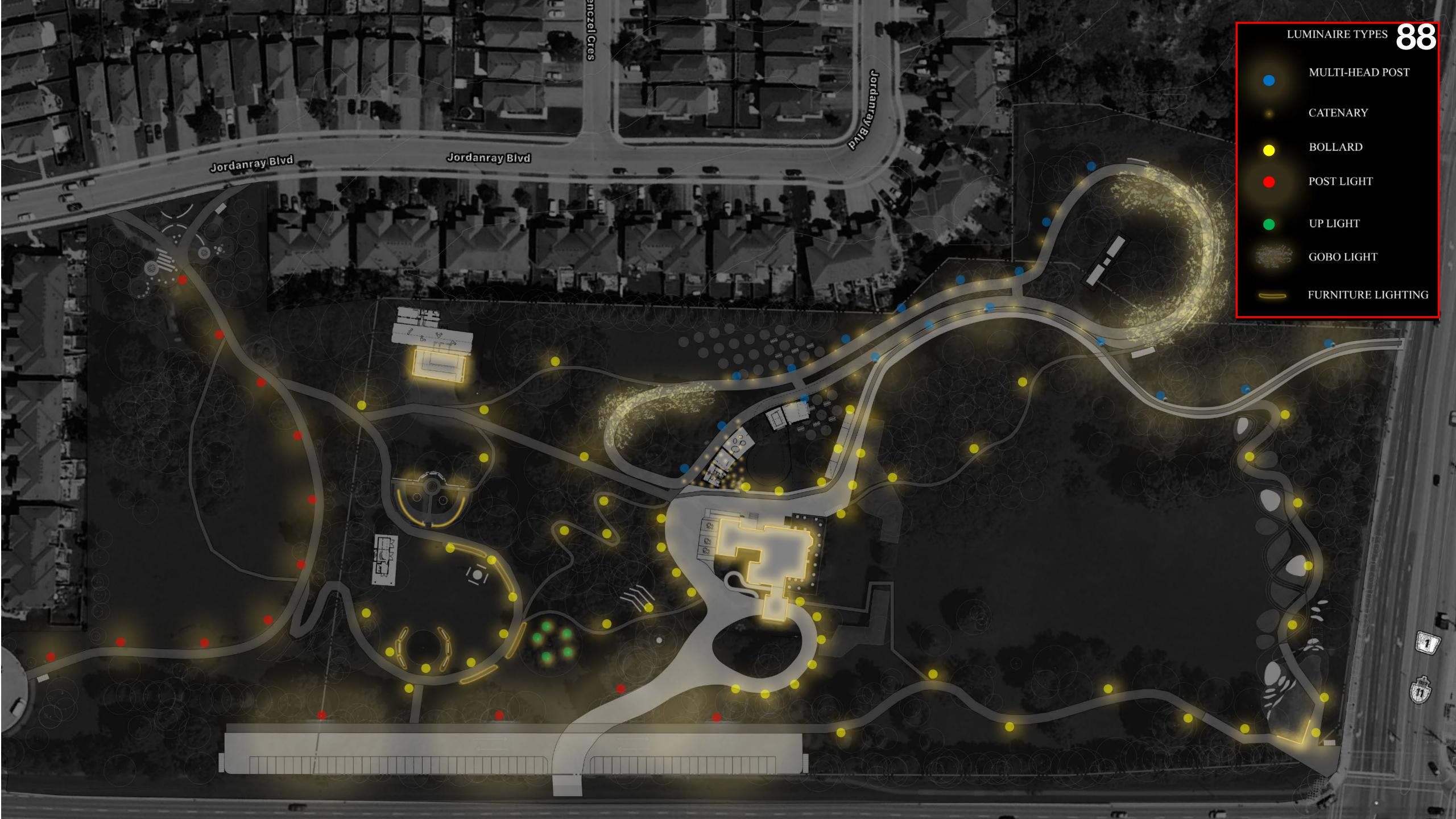


FEATURE LIGHTING

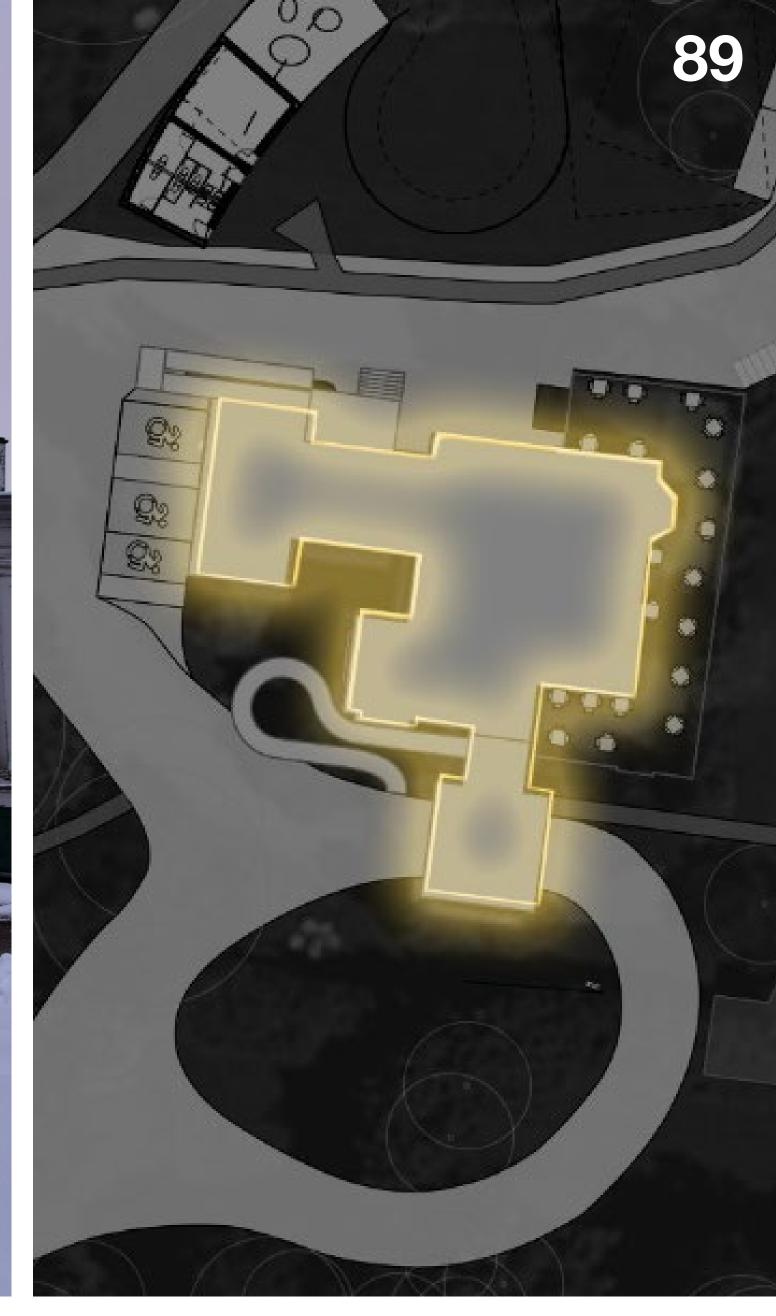


ELECTRICAL INFRASTRUCTURE









CENTRAL BEACON

MULOCK ESTATES LANDSCAPE LIGHTING STRATEGY









LIGHTING TESTS

MULOCK ESTATES LANDSCAPE LIGHTING STRATEGY



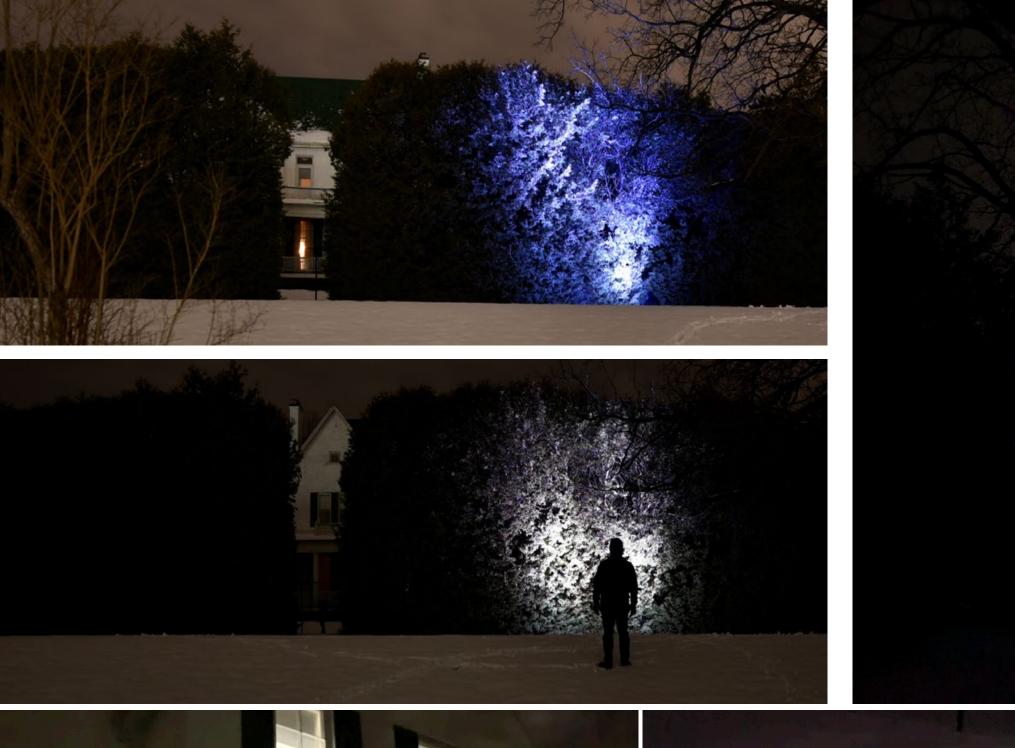






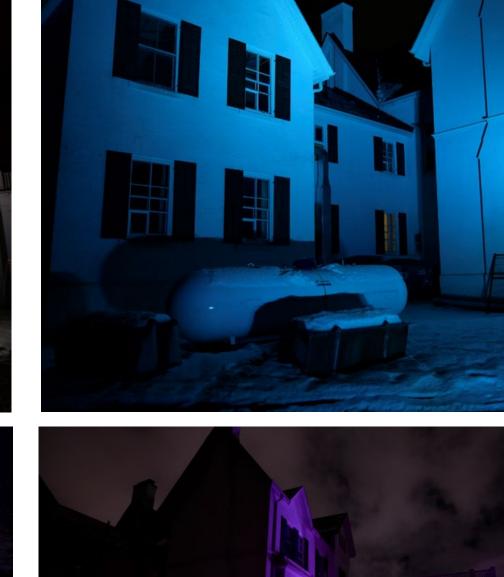
LIGHTING TESTS (BEACON SIGHTLINES)

MULOCK ESTATES LANDSCAPE LIGHTING STRATEGY







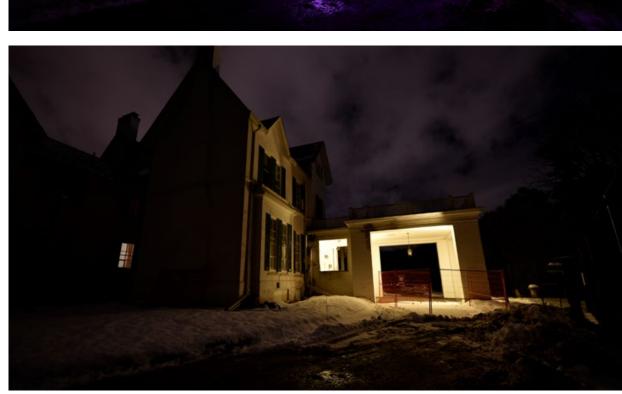












LIGHTING TESTS (HEDGES, TEXTURES, AND BEACON)

NEXT STEPS

- Budget Costing
- Next Task Force Feb 25/2021
- PIC Mar 11/2021
- Master Plan Document Circulation Mar/April
- Council Approval of Master Plan April 19/2021

QUESTIONS

P L A N T