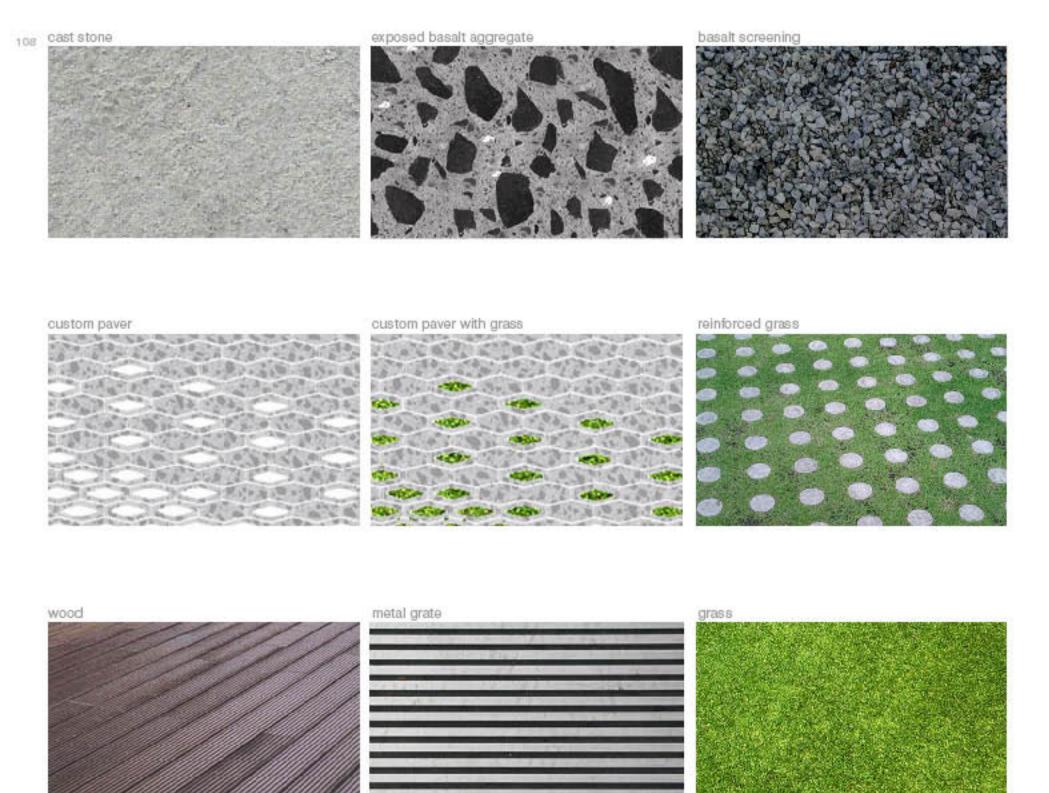
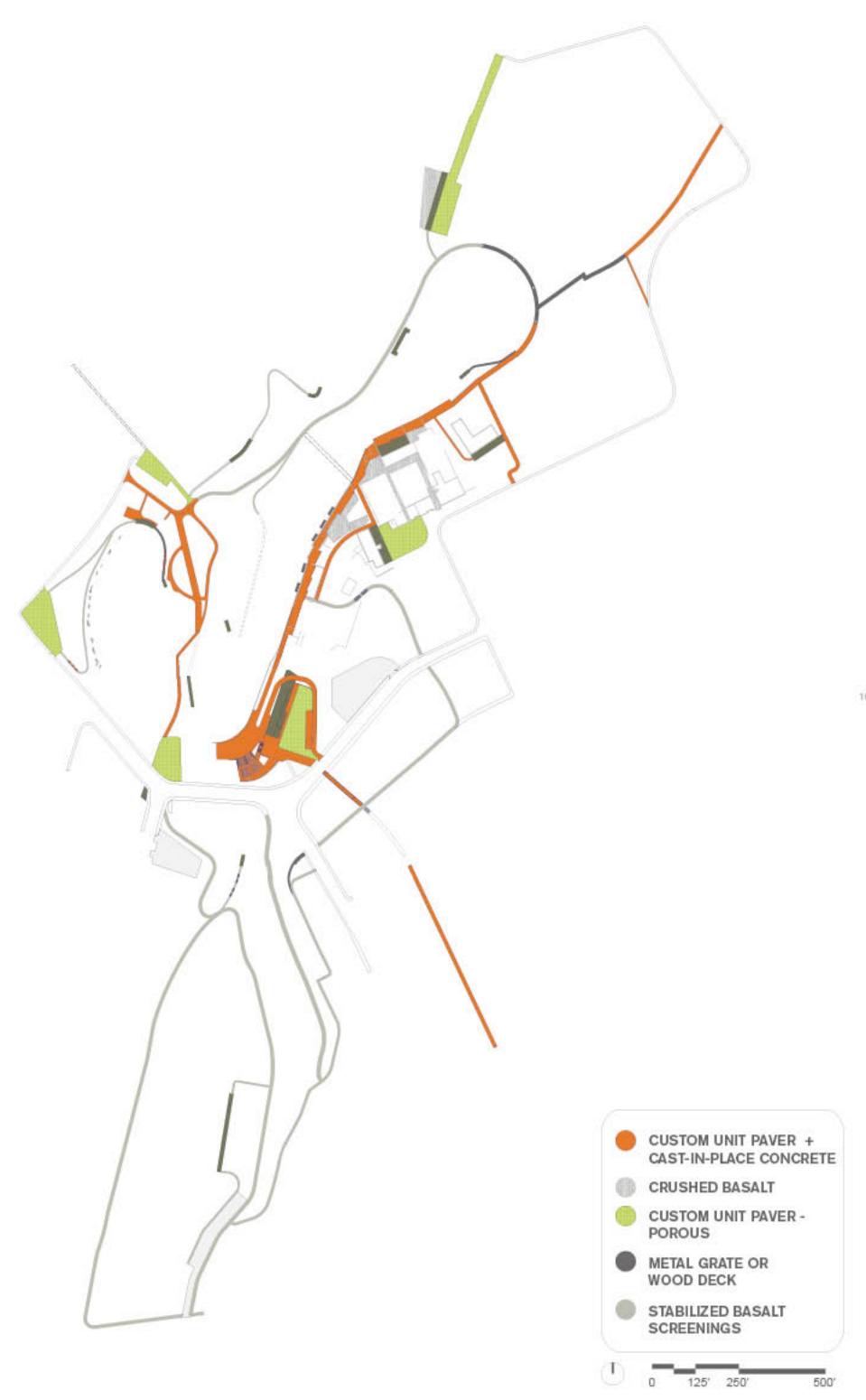
5.00 DETAILS 5.01 PARK PAVING

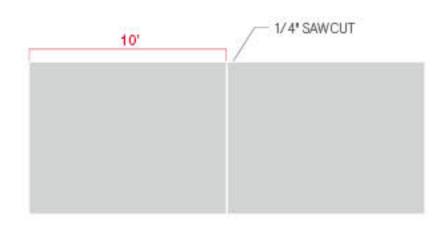
The Master Plan specifies a few paving surfaces for the Great Falls State Park ranging from cast stone, concrete with exposed basalt aggregate, basalt screening, gravel, two types of custom concrete pavers (one permeable, one solid) inspired by the geological columnar structures of the basalt, wood decking, and steel grates. This variety affords a wide range of applications that are responsive to specific conditions of the site, function and conveyance requirements, and design intent.

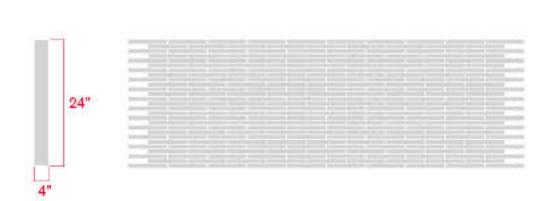




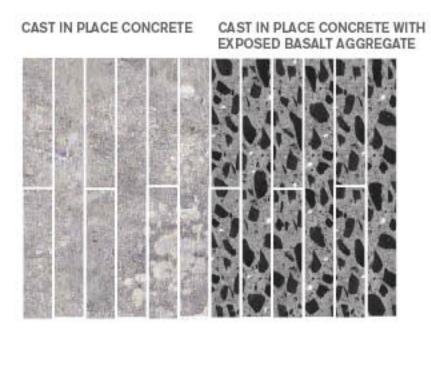
CAST-IN-PLACE CONCRETE

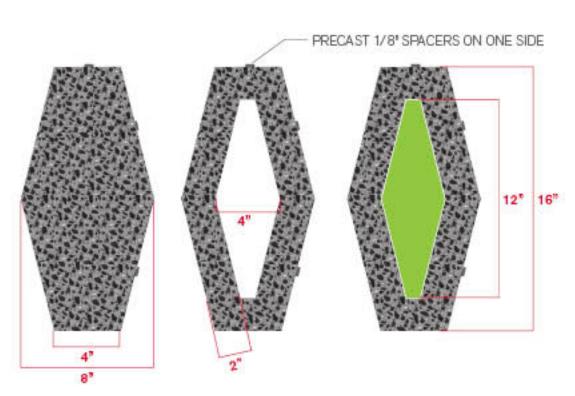
STEPSTONE RECTANGULAR PAVERS

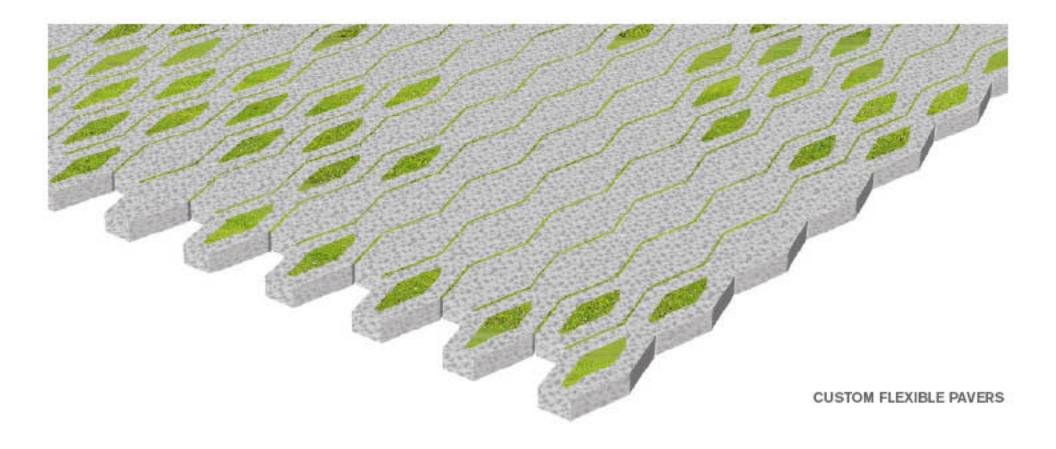




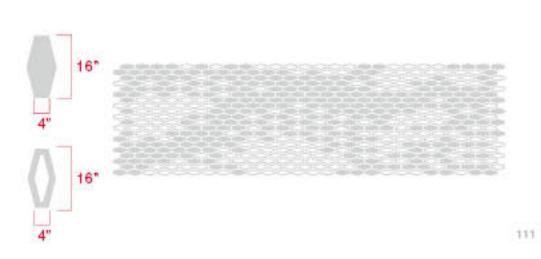
110

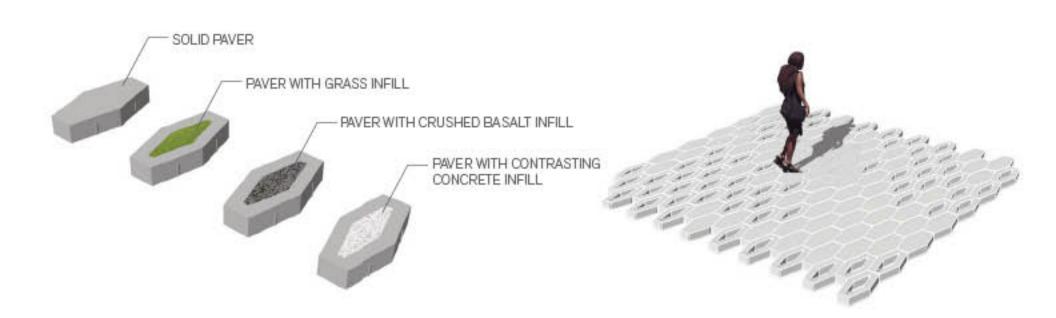












5.02 PARK CIRCULATION, ACCESS AND PARKING

The backbone of the proposed Park circulation is the Great Falls loop path, which supports a network of secondary paths that peel off through the various rooms. The Great Falls loop is the primary means of conveyance through the Park, facilitating pedestrians, bikers and service vehicles. It ranges in width from 8'-20' depending on site specific constraints. The secondary paths range from 6'-10' and primarily cater to pedestrians.

The site, given its spectacular topography, is an asset and a challenge; it creates dramatic vistas and unique environments, which pose difficulties for ADA access. The intent is that the Great Falls loop be ADA accessible while the secondary paths explore and build upon the existing topography.

The existing parking lots are nearly full during the work week, but currently have plenty of space on the weekends. In the short-term this flux will work well, as the Park will begin to utilize the otherwise empty parking lots on the weekends. For the long-term, the existing parking lots will be insufficient in capacity for the final build out of the Park. A new multi-story parking garage has been proposed by the city along Market Street, across from the Paterson Museum parking lot and New Jersey Transit bus terminal.



5.03 PARK FURNISHINGS

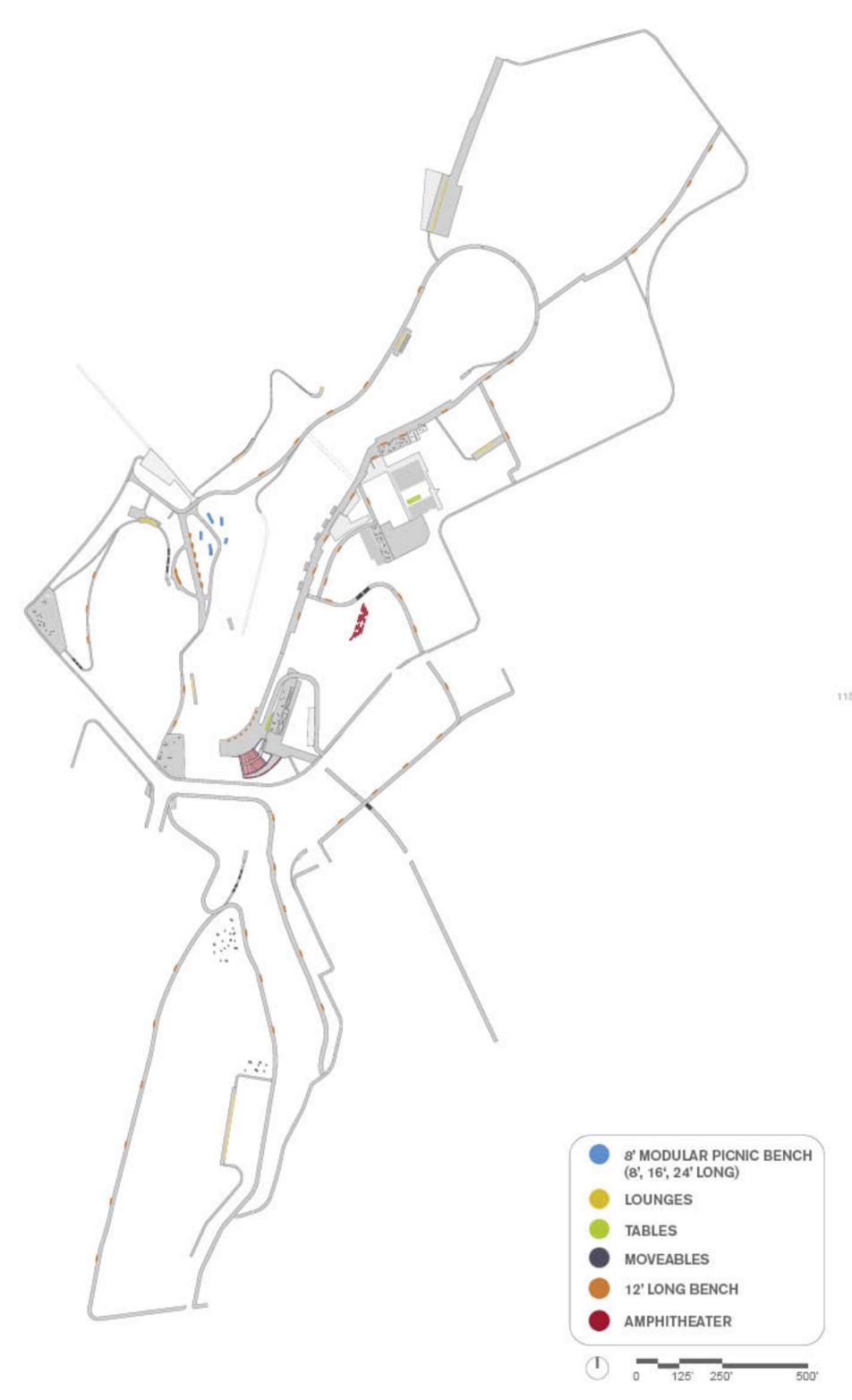
The Great Falls State Park furnishings are designed to encourage congregation, activities and interaction among the Park users. The furnishing palette, especially the seating, is designed as a series of generously dimensioned elements that are wider or longer than standard fixtures. For example, the Park benches are 12' long; the Mary Ellen Kramer Park picnic tables can be aligned end-on-end, offering table lengths ranging from 8'- 24' long to accommodate large groups and events.

The furnishings are intended to evoke the industrial past with simple forms, materials and connections. The material selection reinforces the design intent and allows for flexibility of choices as the Park develops over time. The materials are durable and to the extent possible recycled, sustainable and vandal-proof. These materials include Weathered (Corten) steel, powder-coated steel, galvanized steel, concrete, wood, recycled plastic and basalt in special areas.









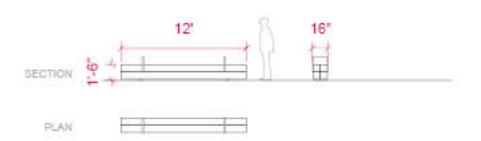
CUSTOM BENCHES

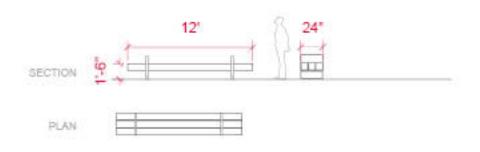
1_NARROW BENCH WITH ARMRESTS

2_WIDE BENCH WITH ARMRESTS





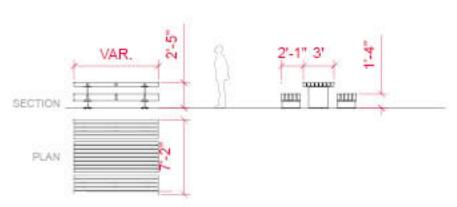




STANDARD FURNISHINGS

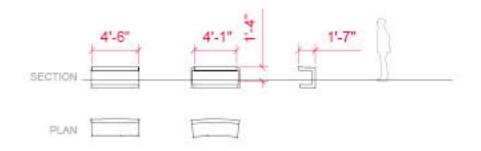
1_ESCOFET TRAMET PICNIC TABLE





2_RECYCLED PLASTIC ILLUMINATED BENCH



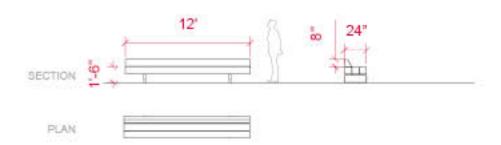


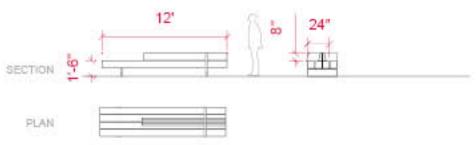
3_WIDE BENCH WITH FULL BACK

4_SUPER WIDE BENCH WITH HALF BACK + ARMREST







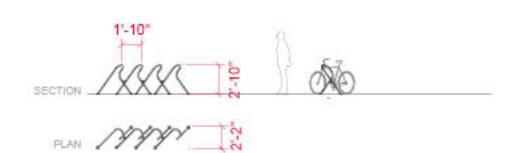


3_ESCOFET MOREELA TRASH BIN











5.04 PARK RAILINGS AND GUARDRAILS

The Great Falls Loop features a simple rail detail that accommodates historical, cultural and ecological information. The rail is designed to work as a module with varying heights: low height for plant protection, medium height as a handrail, and a high option for a guardrail. The railing signage will be inscribed with images and text describing riparian ecosystems, historical information, Native American stories, and quotes by local poets, writers, and activists.

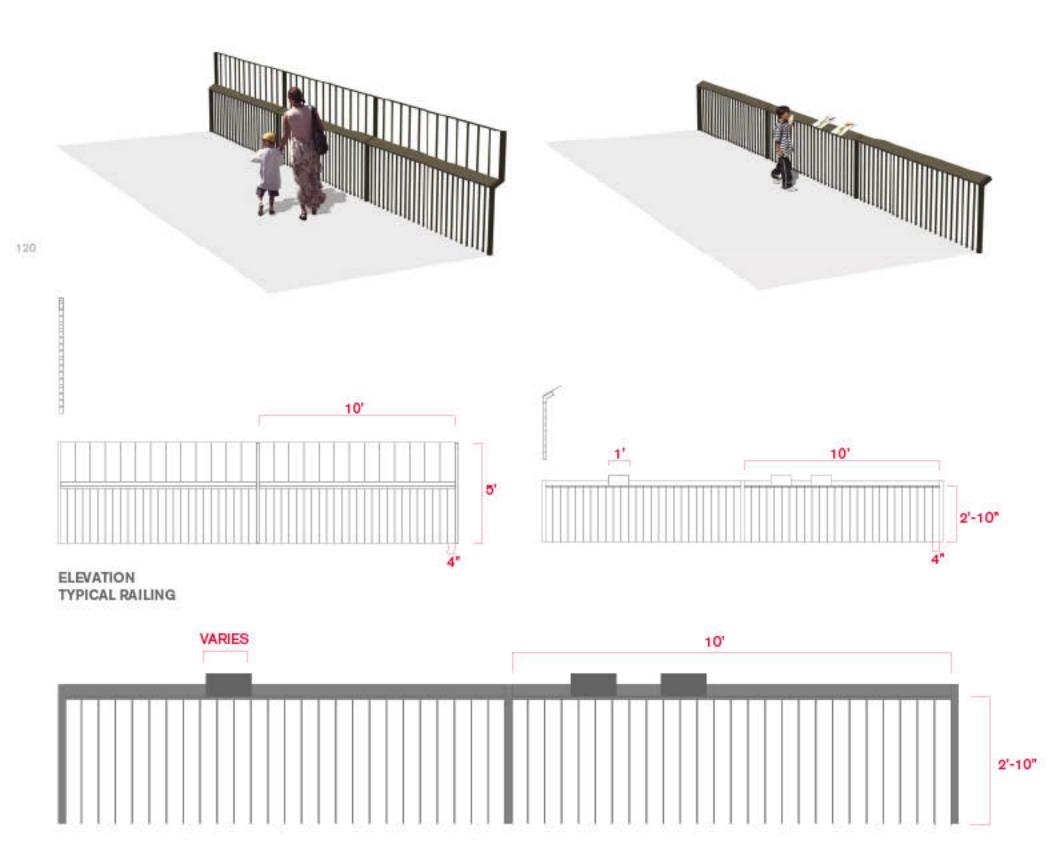






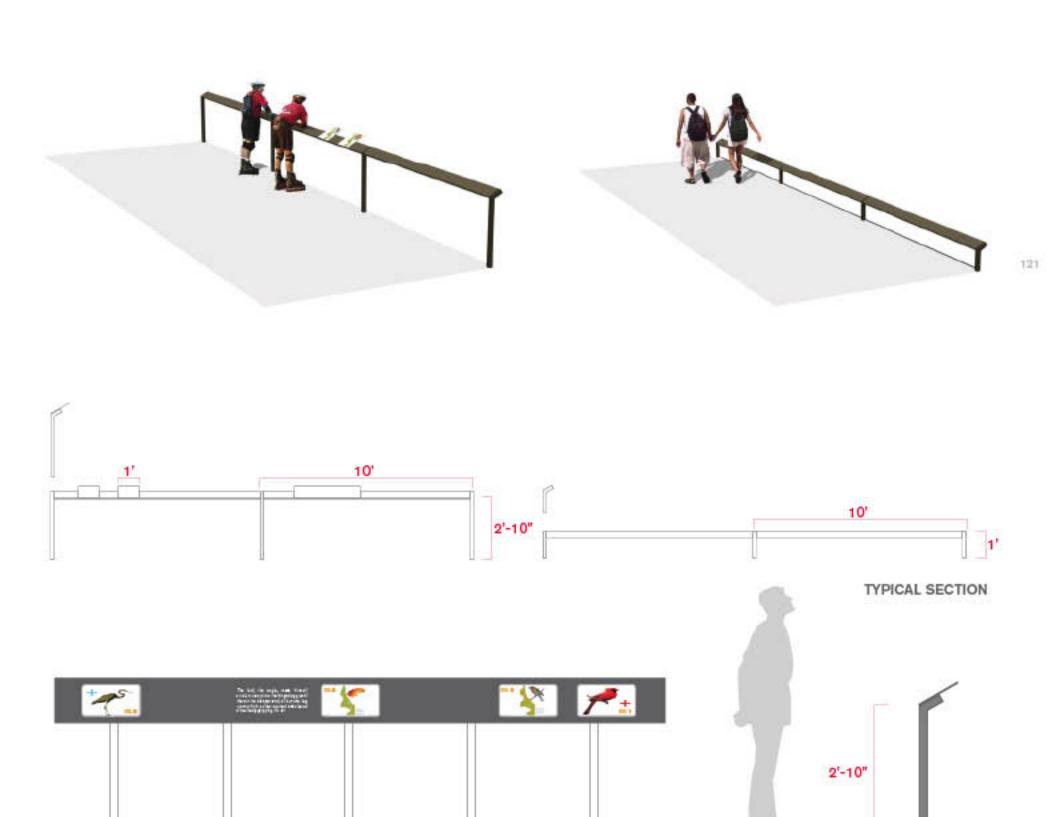


GUARDRAIL RAILING - TYPE 1





RAILING - TYPE 3



5.05 PARK LIGHTING

Lighting is a significant element in the Park. The intent of the Park lighting design is threefold: 1. to create safe and usable nighttime environments; 2. to assist visitor orientation through an organized hierarchical lighting system; and 3. to accentuate and call attention to the amazing features in the Park.

The lighting organization system is the nighttime 'backbone' of the Park. Most importantly it demarcates entries to the Park, primary paths, and secondary paths. It also reinforces the rooms as spaces and highlights special features such as the ruins, the amphitheater and the Great Falls. Where the Park meets city streets (along the bridges and Spruce St., McBride St., Mill St., Van Houten St., Memorial Dr., Ryle Ave., and Maple St.), the Great Falls Historic District standard lighting fixture will be used to heighten the interface between the new state Park and the Historic District.

The design team recommends a simple lighting pallette, as shown in the next pages. The fixtures play a secondary role to the landscape during daytime and their illumination patterns play a primary role at nighttime. The main fixture type is a 'family' of the same light fixture allowing for a flexible yet site specific, unified approach. The integration of solar powered lighting fixtures and the use of water turbines for power generation are also being considered.

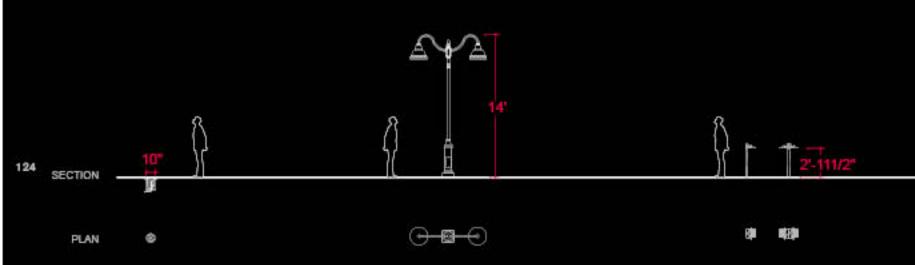




RECOMMENDED OPTIONS

INGRADE LIGHTING ACCENT

HISTORICAL DISTRICT LIGHT STREETS + SIDEWALKS NOVARA L BOLLARD PATHS + AMPHITHEATER









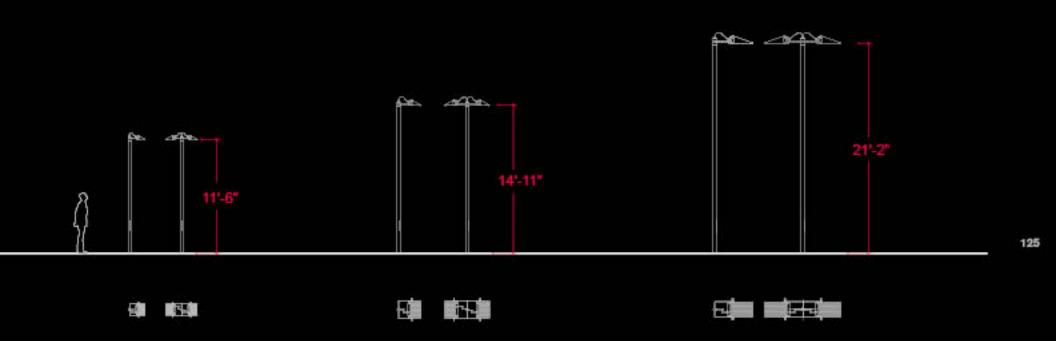
ALTERNATIVE OPTIONS





NOVARA ML LIGHT POLE LOOP PATH

NOVARA SL + SXL LIGHT POLES ROOMS + PLAZAS







5.06 PARK PLANTING

The proposed planting reinforces the Park's organization and its concept. Park entries are demarcated by groves of flowering trees and each room is enhanced with plant material that exhibits the unique character of the room and its latent, native condition. Consideration is given to plant structure, texture, color, and seasonal interest throughout the Park such that each visit offers a new and constantly changing experience.

Plants are also selected based on their capacity to increase biodiversity, encourage habitat, and support the immediate environment, whether it's stabilizing a steep bank or adding nutrient to shallow poor soil.

