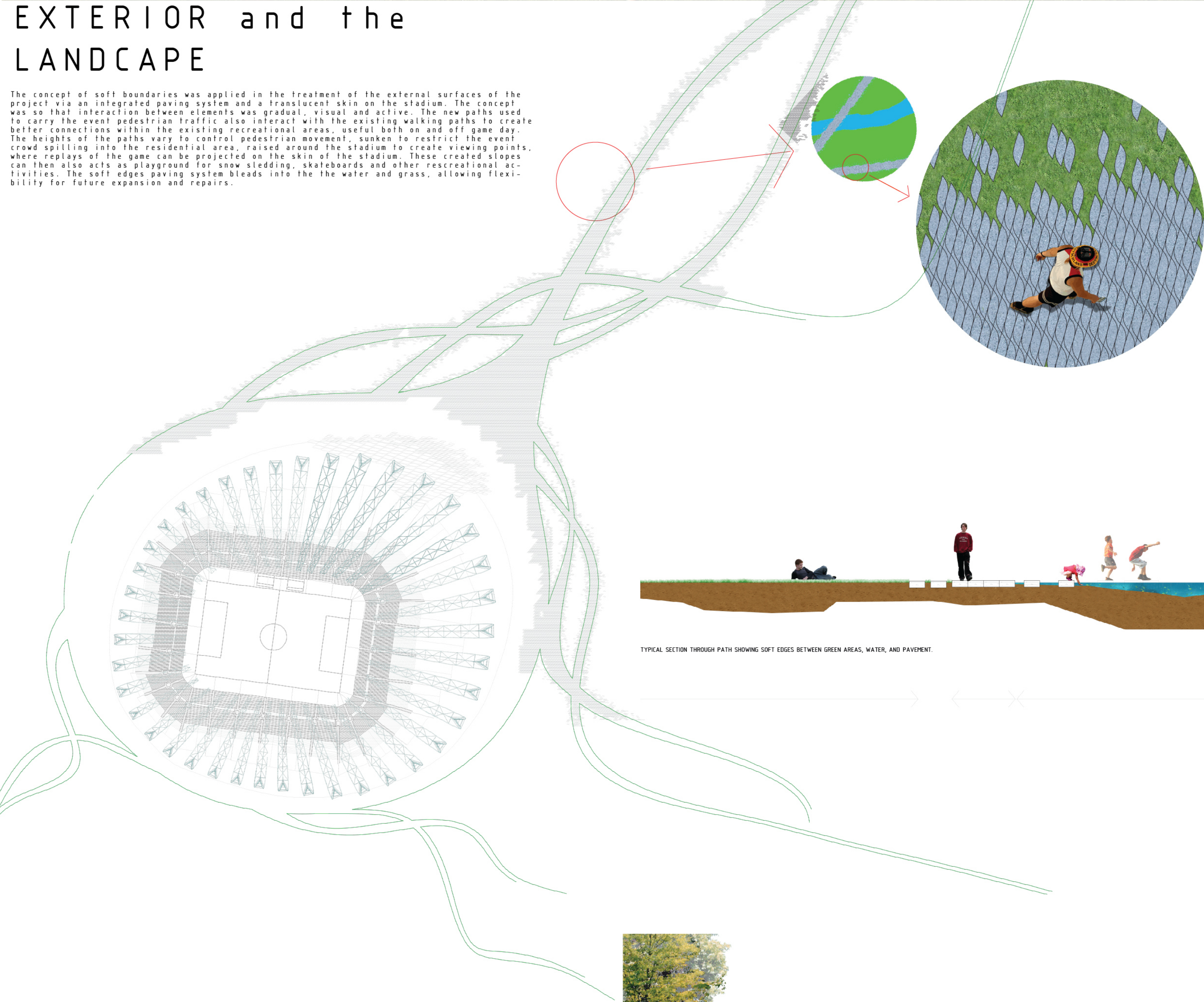


EXTERIOR and the LANDSCAPE

The concept of soft boundaries was applied in the treatment of the external surfaces of the project via an integrated paving system and a translucent skin on the stadium. The concept was so that interaction between elements was gradual, visual and active. The new paths used to carry the event pedestrian traffic also interact with the existing walking paths to create better connections within the existing recreational areas, useful both on and off game day. The heights of the paths vary to control pedestrian movement, sunken to restrict the event crowd spilling into the residential area, raised around the stadium to create viewing points, where replays of the game can be projected on the skin of the stadium. These created slopes can then also acts as playground for snow sledding, skateboards and other recreational activities. The soft edges paving system bleeds into the the water and grass, allowing flexibility for future expansion and repairs.



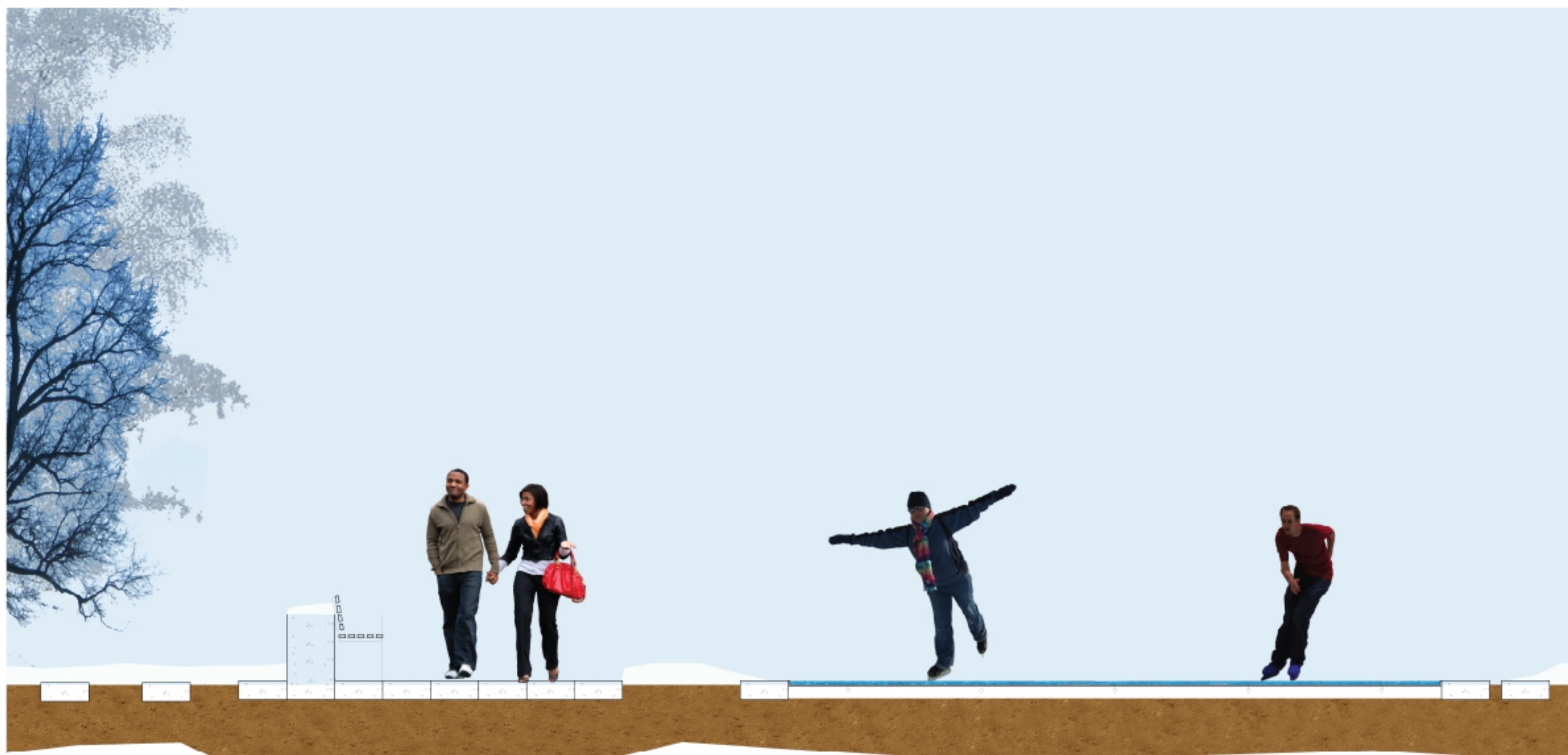
SECTION A-A - PRE AND POST GAME TIME
Pavement is sunken along key event paths to manage game time pedestrian traffic



SECTION A-A - NON GAME TIME
Pavement is converted to park use during non-gami time



SECTION C-C - SUMMER
paving system rises to form street furniture, interacts with water DU



SECTION C-C - WINTER
Water feature doubles as ice rink during winter