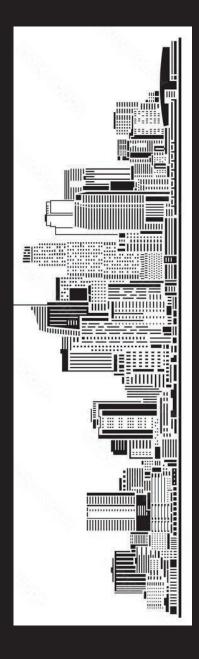
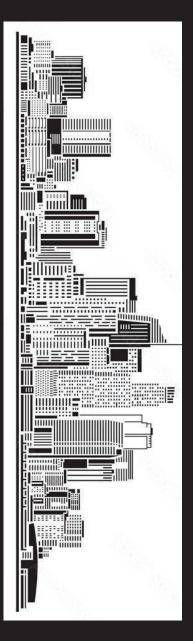
CAPTURE

THE WATER CRISIS IN LOS ANGELES





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PROBLEM

The Climate Crisisis attacking California's water supply, leaving cities vulnerable towater in security. Climate change is altering the amount and timing of precipitation, snowpack, and runoff. There is more rain, less snow, and less spring runoff. This is badnews for California. The state's water infrastructure is fed by mountain snowpack and we do not currently have the infrastructure to capture or holdrain water. The sechanges are predicted to dramatically decrease water availability.

Zooming into Los Angeles County, a water starved urban metropolitan region, they import 55% of its water supply, all of which are fed by snowpack. Only 45% is sourced locally -- 35% from local ground and surface water and 10% from recycled water. The looming threat climate change presents forces California to rethink its water future. Localizing the water supply instead of depending on unreliable imports through water harvesting and ground water recharge is integral to water security.

LOCATION

Capture looks to Ballona Creek, a major waterway in Los Angeles County, to test water harvesting and groundwater rechargetechniques. Iwanttoacknowledgethat Ballona Creek standson the traditional homelands of the Gabrielino-Tongva tribe -- the original inhabitants of the Los Angeles Basin.

WATER RECHARGE

BallonaCreek, originally a distributary of the Los Angeles River, helps recharge the Los Angeles Basin-the largest ground water source of Los Angeles County. Ground water basins can be successfully recharged through existing and restored natural channel bottoms or percolation of rainwater. Unfortunately, Ballona Creek can no longer recharge the ground water because it has been channelized.

DESIGN APPROACH

Capture will de-channelize Ballona Creek to enable groundwaterrecharge. The design employs a mix of channel modification typologies, to safely retrofit the existing concrete channel. Ballona Creek will be transformed from a neglected, lifeless, storm drain, to abount if ul, bio diverse, community hotspot. Instead of being fenced off from the community, Ballona Creek's edge will be open and seamlessly integrated into the urban fabric. Users can easily way find from the city's streets, to the water's edge. The 8.5 mile creek will be an urban oasis full of life, dazzled with community amenities and stunning views.

Capture design circles around landuse. Ballona Creek's edge is divided into urban, residential, and natural edges. Each edge condition will have a select program and list of channel modifications.

DESIGN A SYSTEM T CRISIS IN LOS ANGE

DROUGHT. WATER SCARCITY. FLOOD.

FOSTER STEWARDSHIP OF BALLONA CREEK.

Provide public access to the site.

Maximize access to the site, so that users can easily visit and build a relationship with Ballona Creek.

Integrate socio-cultural site elementstodrawuserstoBallona Creek.

Implement educational signage across the site to reconnect users with the lands flora, fauna, and natural systems.

ENHANCE ENVIRONMENTAL EQUITY.

Providemulti-modal transportation on-site and to the site's gateways to foster equal access.

Increase the number of gateways to maximize access.

Build pedestrian bridges that connect the urban matrix with the water front.

Removal of fencing that seperates low income housing areas from the creek.

O RELIEVE THE WATER

LES.

MITIGATE FLOODING.

Employchannelmodificationsthat can safely handle 100-year and 500-year flood events.

Supportecological regeneration to create a self-supporting ecosystem that will defend the city against flood events.

Stop building in high flood risk areas.

Implement flood-resistant architecture.

IMPROVE WATER QUALITY.

Restoreriparian buffers to filter out water pollutants.

Seed plants that uptake and removepollutantsfromthewater.

Implement retention basins that allow water to be deep cleaned through slowed infiltration.

RECHARGE GROUNDWATER.

Increase green space for water percolation to recharge the underground water table.

Implement retention basins.

De-channelization.

Restoreandreintegratewaterways into the city matrix to recharge the underground water table.

THEORY.

LO-TEK DESIGN BY RADICAL INIDIGENISM

BY: JULIA WATSON

Summary

Lo-TEK is "a design movement to rebuild an understanding of indigenous philosophy and vernacular architecture that generates sustainable, climate-resilient infrastructures". The theory deconstructs the confines that a majority of Westerners abide by in order to open people's minds to indigenous technologies. Watson identifies technology as a mythology brought about by the Enlightenment-a European intellectual movement of the late 17 th and 18 th centuries emohasizing reason and individualismrather than tradition. She recognizes the term technology as a construct, influenced by humanism, colonialism, and racism, used to invalidate indigenous innovation. Alongside the Enlight enment, in digenous practices were outcasted by the Ageof Industrialization. The movement effectively distanced humanityfrom natural systems and it is commonplace to associate the $Industrial \,Revolution\,with\,environmental\,degradation.\,Human$ $caused \, environmental \, degredation \, has \, landed \, us \, into \, the \, era \, of \, landed \, us \, into \, era \, of \, landed$ the Antrhopocene-our current geological period characterized by the undeniable negative impact of humanity on Earth's climateand environment. Watson looks to indigenous technologies, as native culture works with nature instead of dominating it, to procure solutions to the current climate crisis. Lo-TEK investigates lesserknown local technologies, traditional ecological knowledge (TEK),indigenous cultural practices, and mythologies passed down as songs or stories" and "explores the intersection of design and $radical in digenism \it ''. The term \it radical in digenism is important to$ $define a sit {\it `rebuilds} a nunder standing of inigenous philosophies$ in relation to design to generate sustainable and climate resilient infrastructures".

Application

The theory of Lo-TEK is found at ional to Indigenous Solutions as it is driven by the theorys rationale and looks to apply native philosophies and technologies to mitigate waters carcity in the city of Los Angeles.

Summary

Resilient design seeks to create resilient communities that can survive the challenges of climate change. The goal of the approachisto"retrofitourcommunitiestorecovermorequicklyfromextreme events, now and in the future". Resilient design advocates for the implementation of adaptive, multi-layered systems that work withnature to build our defenses instead. Multi-layered systems are superiors a fety wise and economically as they are able to sustaintheir vital functions, are cost effective, and provide practical solutions. As said by ASLA, "the best defenses are adaptive like nature". The founding pillars of resilient design are risk reduction, scalability and diversity, multiple co-benefits, and regeneration.Risk reduction seeks to adapt and redevelop communities to increases a fety and improve ecological and human health. It askscommunities to stop building in high risk environments and reduceurban sprawl. Scalable diversity offers a multi-layered protective system that can safely fail from a catastrophic event. Multiple co-benefits touch on the profits that humans, wild life, fauna, and $natural \, systems \, receive from \, resilient \, design \, by \, implementing \, a$ holistic system. Lastly, regeneration is the power to come back stronger after natural disaster events.

Application

The theory of Resilient Design is a cornerstone of Indigenous Solutions and will use its principles to create solutions to water scarcity in Los Angeles.

RESILIENT DESIGN

BY: ASLA

<u>DESIGN WITH</u> <u>NATURE</u>

BY: IAN L. MCHARG

Summary

Design with Nature embodies putting Earth and all her flora and fauna first. The theory is motivated by envrionmental degredation and seeks to design a world where humans and the natural environment can live harmoniously. He acknowledges mans destructive role towards Earth and argues that there is a lack of urgency amongst humanity around the climate crisis, writing "despite nature's many earlier warnings, the pollution and destruction of the natural environment has gone on, intensively and extensively, for the last three hundred years, without awakening a sufficient reaction...". Design with Nature recognizes that moderntechnology,"through its hasty and unthinking application of scientific knowledge or of technical facility, has been defacing the $environment and lowering its habitability {\it ".} The theory sconstructive$ environmental design is centered around ecology-the branch of knowledge within biology, dealing with the relations of organisms to one another and their physical surroundings. Ecology drives Design with Nature's effort to constitute a balanced and selfrenewing environment. The approach does so while simultaneously preserving "man's biological prosperity, social cooperation, nad spiritual stimulation". Design with Nature is translating into design via the "layer-cake method" which in simple terms is suitability analysis.

Application

The theory of Design with Nature is critical to Indigenous Solutions as aiding in water scaricity in relief for Los Angeles necessitates healthy natural systems. I will utilize the "layer method" created by Ian McHarg to redesign Los Angeles to work with nature.

CASE STUDIES

NEW
YORK
CITY

SEA
RANCH

NEW
YORK
CITY

SEA
RANCH

CAN THOU	SPONGE CITY	WATER URBANISM: BEIRA
CAN THOU	SPONGE CITY	WATER URBANISM: BEIRA



[HURRICANE SANDY]

Hurricane Sandy generated the higheststormtideeverrecordedin New York, reaching nearly 14 feet inheightwithapproximately9feet ofstormsurge. The stormwipped out entire coastal communities with its flood waters.



[AFTER EFFECTS]

Hurricane Sandy washed away entirebuildings, but those on piers remained.

SEA RANCH

LOCATION: NORTHERN CALIFORNIA

DESIGNER: LAWRENCE HALPRIN

Summary

Sea Ranchisan exemplary piece of architecture demonstrating climate responsive design. This fant astic community development's architecture was designed by Joseph Esherick, Donlyn Lyndon, Charles Moore, and Richard Whitaker, and the master plan was designed by the infamous lands cape architect Lawrence Halprin. Sea Ranch was birthed in the 1960s and is located along 10 miles of Northern California coast line. Each building was sited to work with the topography in order to alter the natural environmentas little as possible, protect the buildings from weather, and take advantage of viewsheds. It is a beautiful hybrid of modernist and regionalist architectural style that seamlessly works with the lands cape.

Design Implications

Sea Ranch is a perfect example for how to design with nature. Capture will emulate Lawrence Halprin's strategies used to design the master plan of Sea Ranch to locatesite elements that highlight the areas natural features and work with the land. Capture will also incoporate Sea Ranch's regional style, pulling design inspiration

NEW YORK CITY

DESIGNER: THADDEUS PAWLOWSKI

Summary

New York City was decimated by Hurricane Sandy in 2012. New York has 520 miles of coastline, all extremely vulnerable to more frequent and powerful storms that arised with climate change. New YorkCityhadinsufficientinfrastructure to handle these storms, leaving communities devastated. Pawlowski worked to create climate resilient solutions for the city, and focused his pursuits on investing inhousing. He specifically worked on private housing owned by the middle class that were in identified flood zones. Pawlowski put the housing vulnerable to flooding on piers to elevate the residences above the water line, effectively protecting them from flood.

Design Implications

The project in New York City is a prime example of implementing flood resistant architecture to aid major metropolitancities suffering from floods. Capture will look to place landscape features in flood prone areas on piers, and will create practical solutions with minimal disturbance to residents routines. Proposing solutions to the water crisis that match modern living is essential for successful implementation.



[ARCHITECTURE]

Sea Ranch building by architects Joseph Esherick, Donlyn Lyndon, Charles Moore, and Richard Whitaker demonstrating climate responsive architecture.



[MASTER PLAN]

SeaRanchmasterplanbyLawrence Halprin,showcasingenvironmentally mindful planning.



[FLOATING MARKETS]

The city has adapted to its low lying water climate and is home to floating river markets.



[FLOOD ADAPTATION]

The project reconnects the movement and flow of the urban hydrological cycle to the city of Can Tho. Canals are greened and recharge parks are introduced, providing opportunities for a quifer recharge and flood mitigation. The project activates the canal sedges, seamlessly integrating them into Can Tho's urban fabric.

SPONGE CITY

LOCATION : CHINESE CITIES DESIGNER : KONGJJAN YU

Summary

Sponge City is a conceptual project working to solve China's impending water crisis. China is facing water shortages and flooding due to urbanization, overexploitation, and pollution which is being exacerbated by climate change. The project uses integrated urban watermanagement (IUWM) to mitigate flooding, water pollution, and waters carcity. It transforms cities from being impermeable systems to "sponges" through: open green spaces, green roofs, porous design, water savings and recycling. These sponge systems absorb, store, infiltrate, and purify rainwater, allowing cities to be self sufficient with water. It also uses urban wells to access infiltrated water.

Design Implications

Capture will translate the integrated urban water management utilized in Sponge City, to help relieve the City of Los Angeles' water crisis. Capture shall explorethefollowing designelements used in Sponge City: open green space, green roofs, porous design, water savings, and recycling.

WATER URBANISM: CAN THO

DESIGNER: KATE ORFF AND THE COLUMBIA GSAPP URBAN DESIGN PROGRAM WATER URBANISM STUDIO

Summary

Can Tho, Vietnam is historically a riverian society: people existed for centuries in a watery landscape. The native people designed a thriving riverian society that worked with nature's patterns, instead of trying to control them. Transportation and architecture was flood oriented, using a system of boating canals and floating river. Unfortunately, outside real estate speculators built highways over the native's canals and paved urbandevelopment, causing constanturban flooding. Pawlowski is actively working to reintegrate canals into the city's development pattern to promote climate resiliency.

Design Implications

The project in Can Tho demonstrates how to live with nature and embrace natural systems in our cities. Similar to Can Tho, Los Angeles was also a naturally flooding landscape that was canaled and controlled by Westerners. Capture will look to this project to reintegrate Los Angeles with its natural water systems through river restoration.



[WATER CAPTURE]

Envisioning how spaces dedicated to water capturing can double as public park space with multi-level systems.



[BIORETENTION]

Displaying how water can be sloweddownandretainedforwater rechargewithredirectionsystemson the rivers edge.



[PROBLEM]

In March of 2019 Cyclone Ida destroyedBeira, Mozambique and left the community in shambles.



[SOLUTION]

Focus site illustrating a multi-level water management system that welcomes flooding in the urban fabric while keeping citizens safe.

LOS ANGELES RIVER REVITALIZATION

LOCATION: LOS ANGELES, CA

DESIGNER: STUDIO-MLA

Summary

The Los Angeles River Revitalization by Studio-MLA was born out of a design competition that sought to revitalize 32 miles of a concrete-lined channelized river into a public green space. The team focused on watershed health and sustain a bility through diligent site analysis. The project goals were to revitalize the river, restore habitat, connect parks to poor neighborhoods, create connectivity via green ways, improve flood capacity and water quality. The design successfully reconnected the tributaries or iginating in the surrounding mountaing that feed the Los Angeles River.

Design Implications

The project is very similar to Caputre, being a waterfront revitalization and de-channelization project. Capture will looktotheLos Angeles River Revitalization for its master plan typology. The master plan is broken down into three layers: river network, open space network, urban network. These features highlighte cological and community connectivity, serving to create a unified urban-natural lands cape.

WATER URBANISM: BEIRA

DESIGNER: KATE ORFF AND THE COLUMBIA GSAPP URBAN DESIGN PROGRAM WATER URBANISM STUDIO

Summary

The project Water Urbanism: Beira transforms the vulnerable and damaged waterfront city to resilient and thriving in the face of climate change threats. In March of 2019 Beira was left in shambles by Cyclonelda. The storm destroyed large swaths of property and crops, wiping out 90% of buildings, killing hundreds, and causing a humanitary crisis as thousands were displaced and left without basic needs. Or ff and the team curated a design solution supported by natural and social capital, maximizing the value of nature, economy, and ecology to provide Beira with a resilient recovery from Cyclonelda and long term securtiy.

Design Implications

Capture will look to the projects design approach, basing solutions off of natural and social capital to provide a long term and beneficial solution to the water crisis in Los Angeles.



[RIVERFRONT]

ReimaginedLosAngelesriverfront, with ample room for recreation, walking, and seating. The new waterfront is embedded into a designed urban forest. The design also provides wetland plants that serve to clean the water.



[MASTER PLAN]

The master plan analyzes the river network, open space network, and urbannetworktorevitalize the river and connect citizens to the waterfront.



[FORM EXPLORATION]

The project utilized a unique pin impression plate to explore alternative forms for the pier and tests it in model form.



[BUILT FORM]

The vegetation on the pier mocks the vegetation on the streets cape in order to draw users from the street on-site

MIDDELFART HARBOR FRONT

LOCATION: MIDDELFART, DENMARK

DESIGNER: EFFEKT

Summary

Middelfart Harbor Front is the vision for a new neighborhood in the center of Middelfart. The project is located on a former industrial site between the city center and ocean and seeks to reconnect the city to nature and the ocean. Effekt's goals include afforestation, increased biodiversity, circular resource thinking, affordability, and so cial diversity. The design has a large green axis that connects pedestrian infrastructure to the water front. The character and plantings transition with the land use from a dominant ely paved urban lands cape to a park typology to a coastal park.

Design Implications

Capture will look to Middelfart Harbor Front's seamless transition from urban to waterfront. The project does an amazing job of utilizing planting to make the transition comforatable. Also, Capture will focus on creating strong axis so that users can easily navigate from the city to the waterfront, even if their views are obstructed by buildings.

LITTLE ISLAND PARK

LOCATION: PIER 54, HUDSON RIVER, NY

DESIGNER: HEATHERWICK STUDIO

Summary

Little Island Park is an amazing example of alternative design. Heatherwick Studio was asked to design a new pier that serves as a public park and outdoor performance space. The design inspiration camefrom the structural remnants of the surrounding piers after the area was struck by Hurricane Sandy—hundreds of old wooden piles poked out of the Hudson River. The idea translated the broken wood piers into the concrete supports for the new structure. The result produced a unque wavy like pier with 132 pre-cast concrete supports also reffered to as "pots" that support plant life.

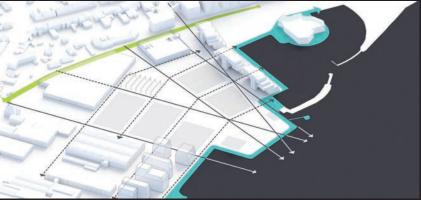
Design Implications

Capture will look to Little Island Park for its unique form exploration. Utilizing a pin impression plate is a simple, quick, and effective way to explore a variety of channel modifications. Also, the pier is an inspiring example of alternative form exploration. There are no bounds to form expression.



[WATERFRONT]

The design playfully embraces the ocean, redirecting water inland to create safe swimming pools for beach goers.



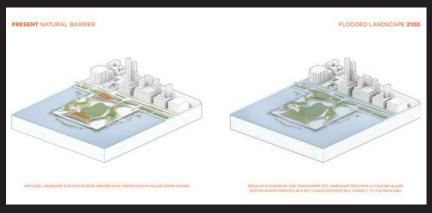
[CONNECTIVITY]

Tall buildings in the city obstruct eyeline connections to the ocean, so the design utilizes strong axis to guideusers from the city center to the water front.



[FLOOD]

The designembraces flood, creating multi-uses paces for dry and flooded conditions. In dry conditions this space serves as a deck and in flooded conditions users can kayak.



[MULTI-LEVEL]

Flood waters are welcomed across the site. The multi-level design, allows the landscape deck to become a floating island when storm surges occur. The island is permanently connected to the main land via lifted pathways.

CASINO MIDDELKERKE

LOCATION : BELGIUM

DESIGNER: ZJA

Summary

Casino Middelkerke design objectives were to reinforce the sea embankment, enhance the quality of the public space by removing cartraffic, and unify the boulevard with the city square. The team took advantage of the opportunity to memorialize history--remembering Middelkerke as a thriving town on the medieval island of Testerep by renewing the spaces relationship with the natural beach, dune, and gully landscape. They did this through the creation of an artificial dune which they call a 'landscraper' that merges building function with open space.

Design Implications

Capture will look to Casino Middelkerke's multi-purposestructureandits nature based form. The design mocks the landscapes dune complex, preserving the areas natural beauty, whilst having the necessary infrastructure to hold back water.

PIER 40

LOCATION: PIER 40, HUDSON RIVER, NY

DESIGNER: DFA

Summary

Pier 40 envisions New York City's Hudson waterfront under the guise of sea level rise. Sea levels are expected to rise 11-30 inches by 2050 and between 50-75 inches by 2100. The vast majority of buildings in the area are not designed to accomodate these rises in sea level. Pier 40 serves as a model for. Through pile analysis, DFA indetified areas fit for supporting program development, focusing on recreational use and affordable housing.

Design Implications

Capture looks to Pier 40's multi-use design. The project welcomes flood waters into the urban matrix, instead of trying to keep water out. Capture will use this strategy to celebrate flooding, utilizing the weather event as an opportunity for new recreational activities instead of being a time of limitation



[FORM]

Thelandscapeformmimics theareas natural dune complex, preserving the areas natural beauty.



[LEVELS]

The building has multiple levels that create new views of the ocean and safety from storm surges.

NEW YORK CITY



Imagining a coastal community incorporating flood-resistantarchitectureto liveinharmonywithMarina DelRey'sflood-pronecoast.

SEA RANCH



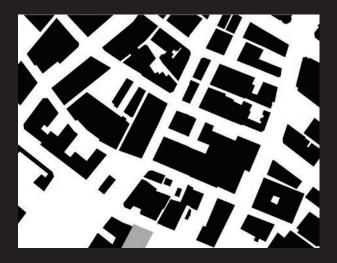
Visualizing the City of Marina Del Rey from an aerial view if urban developmentwasmovedout of the 500 year flood zone. White is the 500 year flood zone, blackisland, and grey is the ocean.

CAN THOU



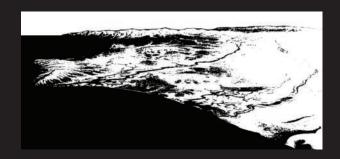
Looking to the historic Los Angeles River edge to envision the city line cohabitatingwiththeflood plain.

SPONGE CITY



Visualizing the increase in greenspacewithindowtown Los Angeles if all buildings had green roofs. White is non-porous surfaces, black is proposed porous surfaces, and grey is existing porous surfaces.

WATER URBANISM: BEIRA



Ecologicalnetworkfollowing the Los Angeles Basin's naturalflowandfloodlines. Black is the ecological networkand white is urban areas.

SEAFOOD

KELP SHARK SHELLFISH CLAMS SEALS SEALS

LAND ANIMALS

SQUIRREL RABBIT

DEER MEAT

PLANTS

ACORN CAKES
BOWL
SEEDS
NUTS
FRUITS AND BERRIES
HONEY

CANOES

TIAT

<u>USE</u>: TRADE AND FISHING <u>FORM</u>: MADE OF PINE TREES AND DRIFTWOOD

HOW: WOOD CUT WITH WHALEBONE
+ DEER ANTLERS + STONE. SANDED WITH
ROUGH STONES. BURIED IN WET SAND TO
SHAPE THE PLANKS. FIRES WERE BUILT ON
TOP OF THE SAND TO DRY. TIED TOGETHER
WITH ROPE AND PLANT FIBERS. FILL HOLES
AND CRACKS WITH BEACH TAR TO BE
WATERTIGHT.

HOUSES

"KIYS"

FORM: DOME-SHAPED BRUSHED HOUSES.
HOW: MADE FROM WILLOW TREE
BRANCHES PLANTED INTO THE GROUND
IN A CIRCLE. TOPS OF THESE POLES WERE
THEN BENT TOWARD THE CENTER. TULE
RUSHES AND OTHER STIFF GRASSES WERE
LAYERED AND TIED TO THE FRAME FOR

INSULATION.

TONGVA C U L T U R E

CLOTHES

CHILDREN

NAKED.

MEN

ANIMAL SKIN AROUND THE HIPS. CAPES MADE OF ANIMAL HIDES OR FUR WHEN COLD.

WOMEN

SKIRTS MADE OF THIN STRIPS OF BARK, TULE GRASSES, OR LEATHER. CAPES MADE OF ANIMAL HIDES OR FUR WHEN COLD.

SHOES

BAREFOOT. FOR LONG TRIPS OR PICKING CERTAIN FRUITS THEY WORE SANDALS MADE FROM YUCCA PLANT FIBERS.

TATTOOS

BLUE-BLACK LINES ON FOREHEADS AND CHINS. DONE WITH NEEDLE-TIPPED YUCCAS AND ASH.

HAIR

BRAIDS.

JEWELRY

EARRINGS. NECKLACES. BRACELETS. MADE FROM WHALES TEETH + STONE + BEADS + FEATHERS + SHELLS.

BASKET WEAVING

<u>WHAT</u>: WEAVED TOGETHER A VARIETY OF TULE RUSHES AND OTHER GRASSES.

CANOE BUILDING

WHAT: TIED WOODEN PLANKS TOGETHER AND LAYERED THEM WITH TAR TO PREVENT LEAKS.

FISHING

WHAT: CAUGHT FISH IN NETS OR ON LINES WITH HOOKS OF BONE OR SHELL. SEALS AND SEA LIONS WERE HUNTED USING SPEARS OR HARPOONS.

HUNTING

<u>WHAT</u>: USED BOOMERANGS (MAKANAS) AND BOWS AND ARROWS

SASKETS

TRINKET

<u>USE</u>: HOLD TREASURES AND MONEY. <u>FORM</u>: SMALL AND ROUND. SMALL OPENING ON TOP.

CRADLEBOARD

USE: CARRYING BABIES.

<u>FORM</u>: MADE OF CLOSELY WOVEN SOFT SPONGY TULE WEEDS.

CANTEEN

USE: HOLDING WATER.

<u>FORM</u>: SMALL MOUTH OPENING. WOVEN VERY TIGHT AND SEALED WITH TAR.

WINNOWING

<u>USE</u>: SEPARATE LEAVES AND STEMS FROM GRAIN.

FORM: MADE OF TWIGS

COOKING

USE: COOKING.

<u>HOW</u>: SET OVER MORTAR ROCKS. ACORN MEAL COULD BE GROUND AND COLLECTED ON THE SIDE OF THE BASKET.

FORM: BOTTOMLESS.

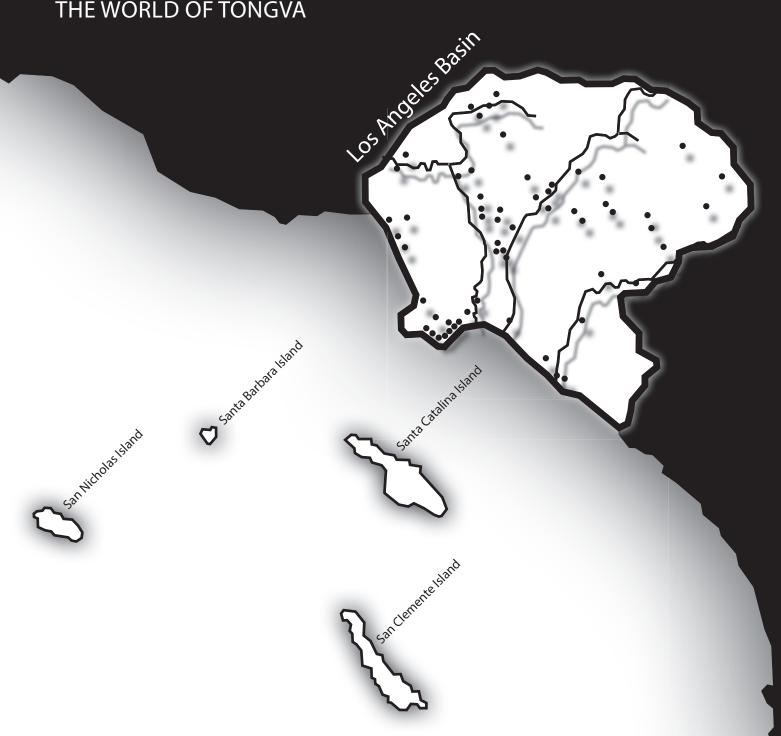
PARCHING

USE: ROASTING SEEDS.

<u>HOW</u>: PLACE HOT COALS AND SEEDS IN PARCHING BASKET. TOSS IN A CONTINUOUS MOTION SO THE BASKET WILL NOT BURN.

TONGVAANGAR

THE WORLD OF TONGVA





Achois. Ahaugna. Ahwaagna. Akuuragna. Ajaarvongna. c. Apachiagna. Ashawagna. Atavsangna. Atavayagna. Awigna. Alyeupkigna. Azucsagna. OVER Cahugna. Chokishgna. Chowigna. Cucamogna. Cucamogna. Engvangna. Guaspita. Hahamongna. Homhoangna. Houtgna. Huachongna. Hutukgna. Huutngna. Isantkagna. Isanthcogna. Joatngna. Juyubit. Kenyaangna. Kinkipar. Komiikrangna.

Kowagna.Kuruvugna.Lukupangna.Masaugna.
Maugna.Momwahomomutngna.Moniikangna.
Motuucheyngna. Moyogna. Muuhungna.
Nacaugna.

Okowvinjha.

Okowvinjna.

Ongoovangna.
Ongobehangna.
Pahav. Pasbengna. Pasinogna.
Paxauxa. Peruksngna. Pimocagna.
Pimugna.Pubugna.Puntitavjatngna.
Pwingkuipar. Quapa. Saangna.
Sawayagna. Sehatgna.

Sheshiikuanungna. Shiishongna.

Shwaagna.Sibagna.Sisitcanogna.Siutcangna.Sonagna.

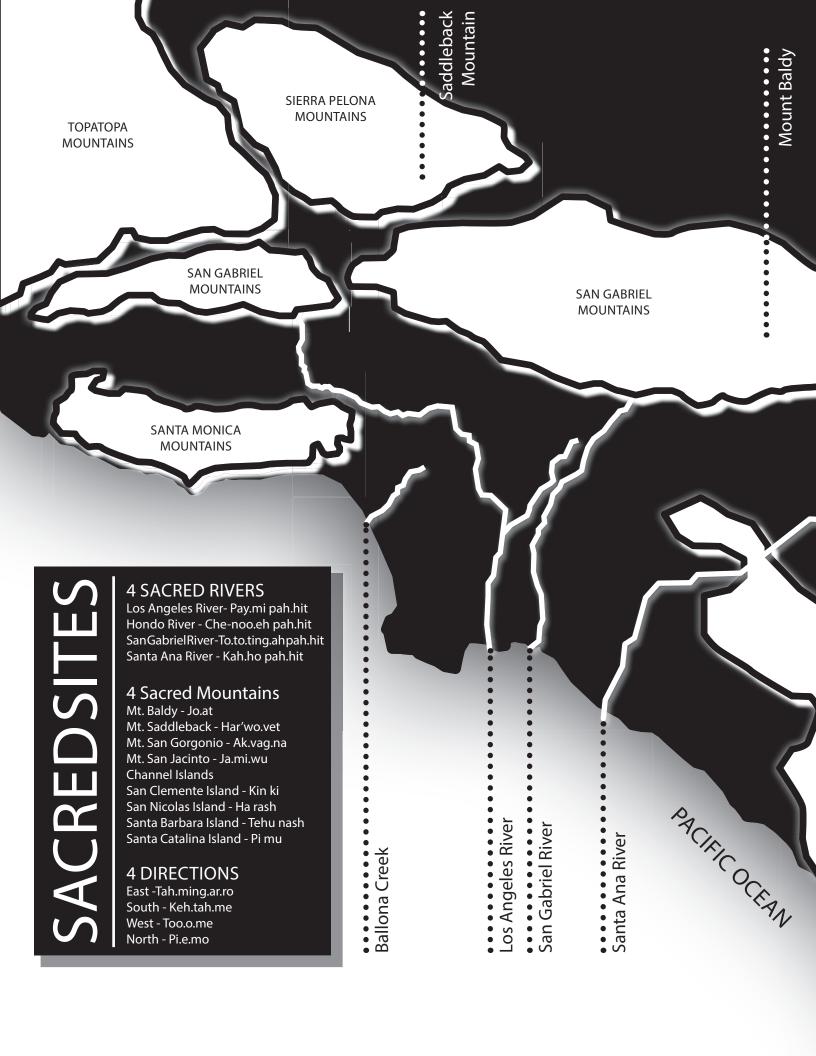
Suangna.Tajauta.

VILLAGES

Topagna.

Torojoatngna. Totongna. Tovimongna. Toviseagna. Tuyugna. Wajijangna. Watsngna. Weningna. Wenot. Wikangna. Yangna.

SAY OUR NAMES



Mount San Jacinto San Gorgonio Mountain SAN BERNADINO MOUNTAINS SAN JACINTO MOUNTAINS SANTA ANA MOUNTAINS VALLECITO MOUNTAINS SANTA ANA MOUNTAINS

CALIFORNIA MEGABROUGHT



CALIFORNIA § N 8 W P A E K



LOSANGELES

W A T E R S O U R C E S W A T E R S O U R C E S

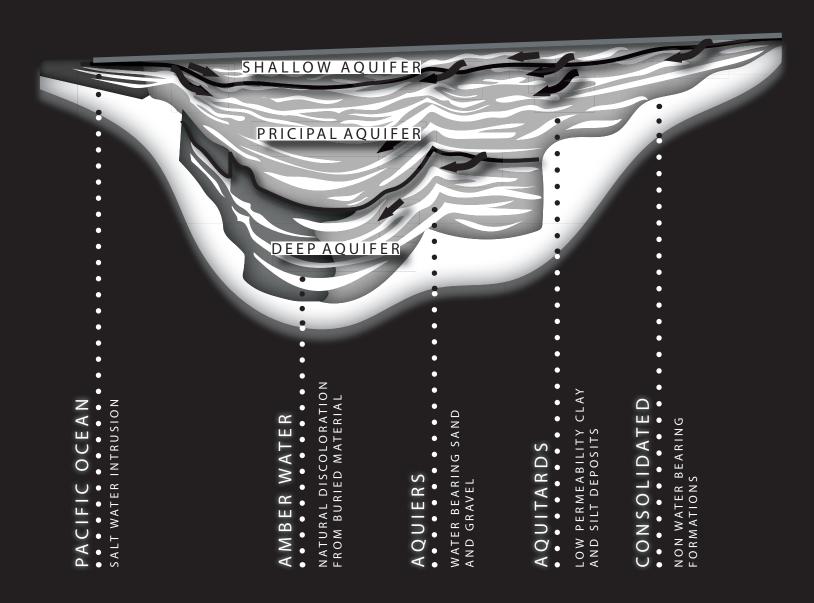


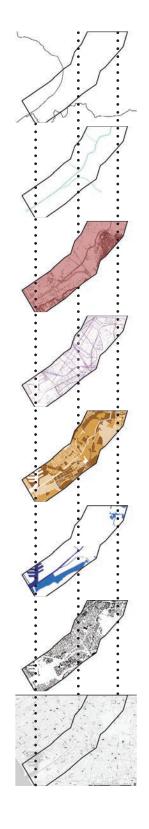
55%
IMPORTED

35% LOCAL

10%
RECYCLED

L A B A S I N A Q U I F E R - R E C H A R G E





WATERSHED.

WATERWAYS.

SLOPE.

CIRCULATION.



BALLONA CREEK

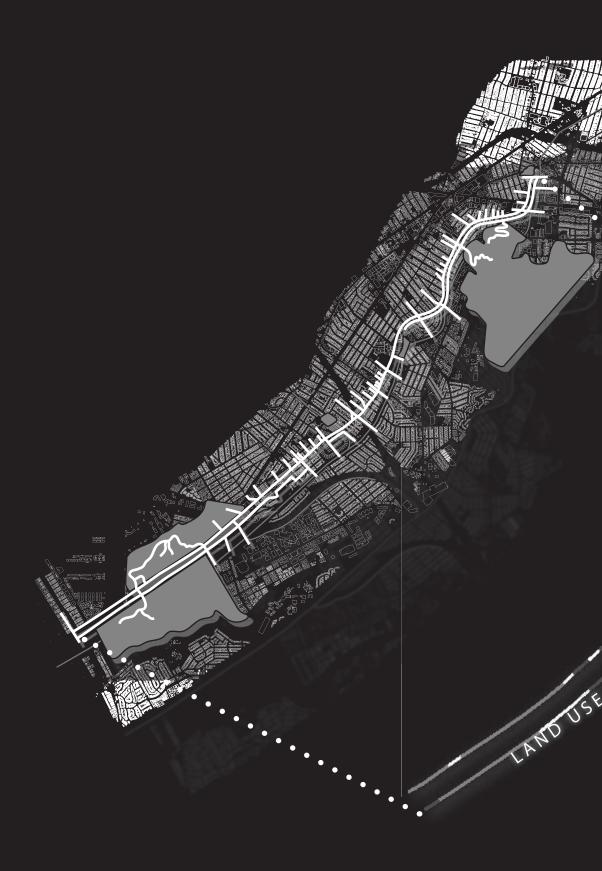
LAND USE.

FLOOD.

BUILDINGS.



PROGRAM.



NATURAL

RESIDENTIAL

NATURAL

WATER ACCESS
OVERLOOKS
PICNIC AREAS
RETENTION BASINS
FISHING

RESIDENTIAL

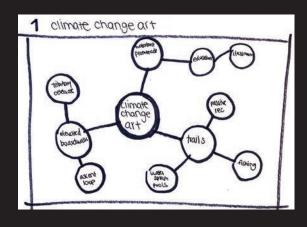
WATER ACCESS
OVERLOOKS
PLAYGROUNDS
FITNESS TRAILS
COMMUNITY GARDEN
GREEN BELTS

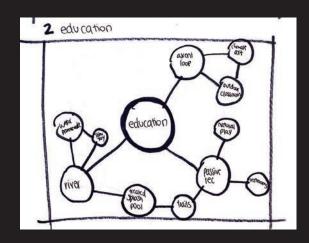
URBAN

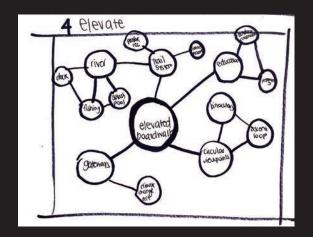
FOOD TRUCKS
LUNCH AREAS
CLASSROOMS
FARMERS MARKETS
MAKERS MARKETS
MOVIE SCREENINGS
BEER GARDENS
ART EXHIBITS
EVENT SPACES
PROMENADES

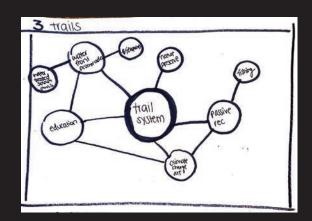
PROGRAM

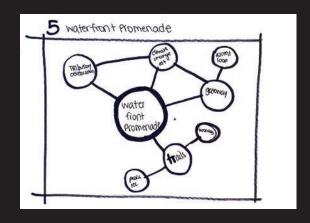
Park programming 5 Education boards
1 WATER FRONT PROMENADE
ELEVATED BOARDWALK RESTROOMS
6 OUTDOOY 4 DINACULAR SIGHT CLASSROOMS 3 MOUNTAIN DIKING SEEING
9 Nature
Asce 8 TRIBUTARY HUB PRESERVES
11 Gateways Codes W
PLAY Areas 14 PASSIVE CHANGE CHANGE OFT
15 TreatED 16 CIRCULAR 17 FISHING
SPLASH POOL VIEWPOINTS 18 hi king ViewPoints TRAILS



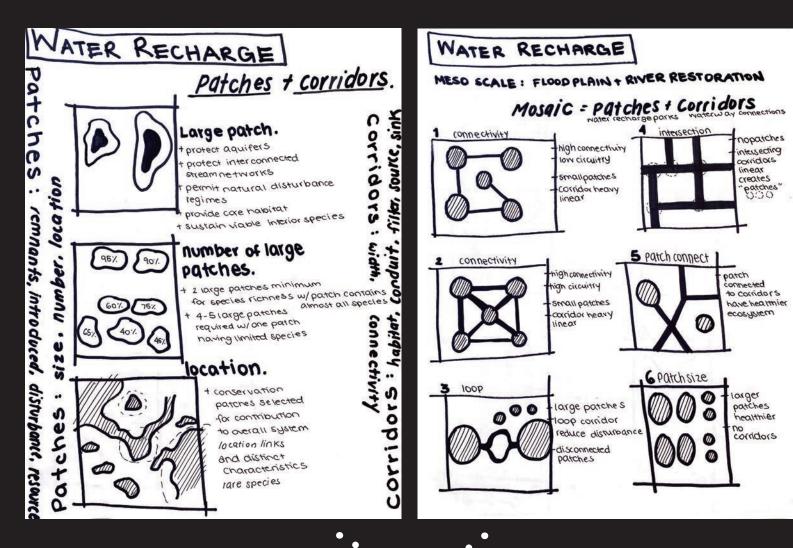


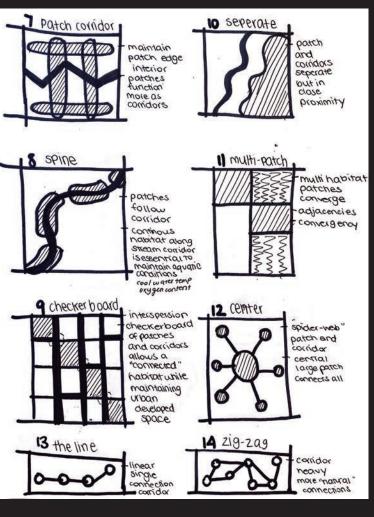


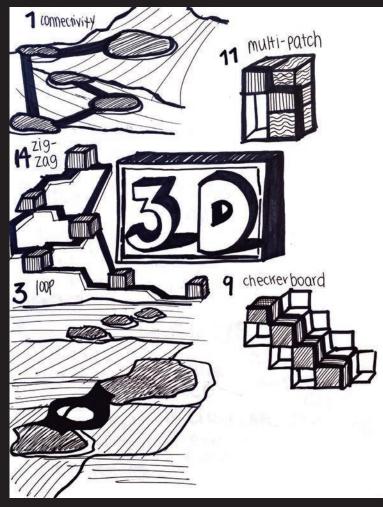


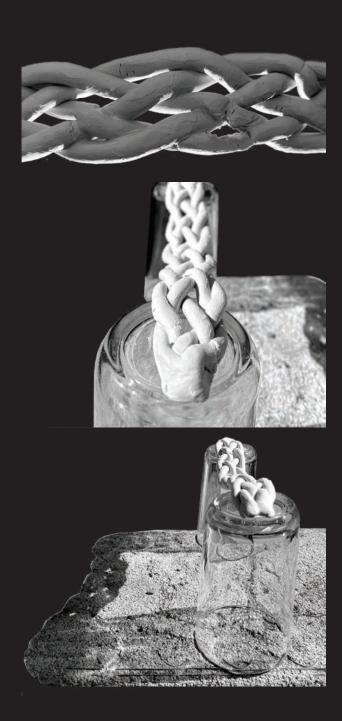


CORRIDORS + PATCHES





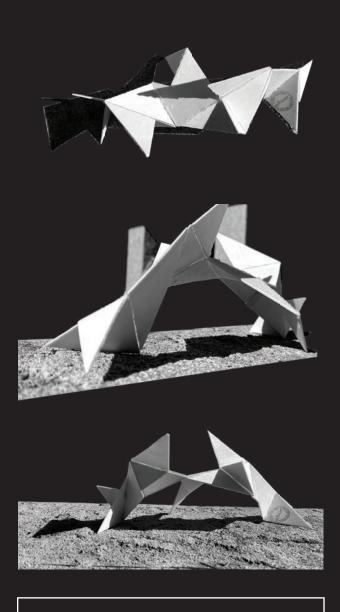




BRAIDED.

•playful shadows dance on ground plane

mimics the form of a Tongva basketbraided form invites you forward



GEOMETRIC.

- •sharp shadows cover the ground and bridge
- •geometric form stand as an art piece •erratic form invites play and exploration



WINGS.

- •shadows emphasize swooping curves
- •wing form pays hommge to native fauna
- •swooping curves induce relaxation

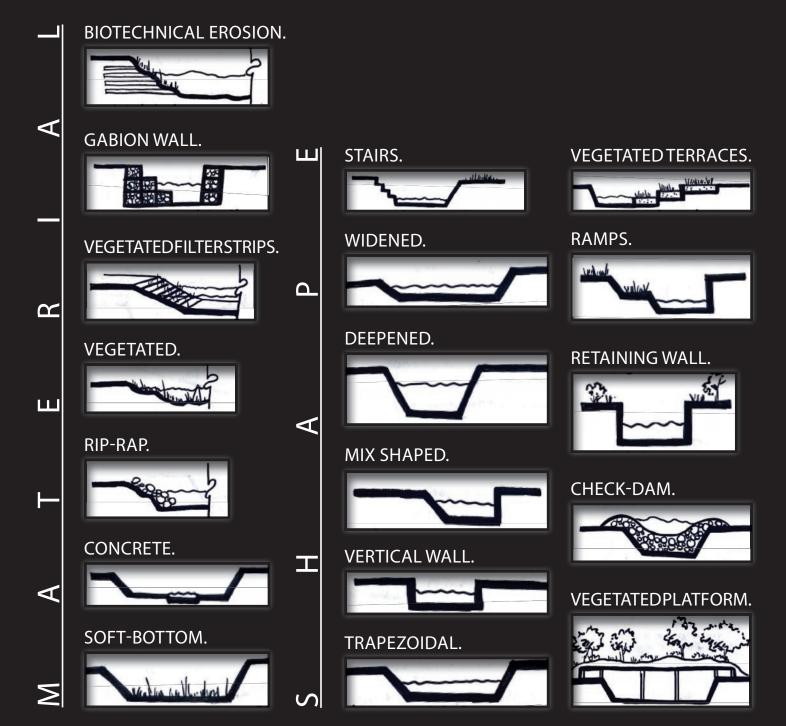
SCHEMATICS

BALLONA-CREEK

8 . 5 M I L E S 8 . 5 M I L E S



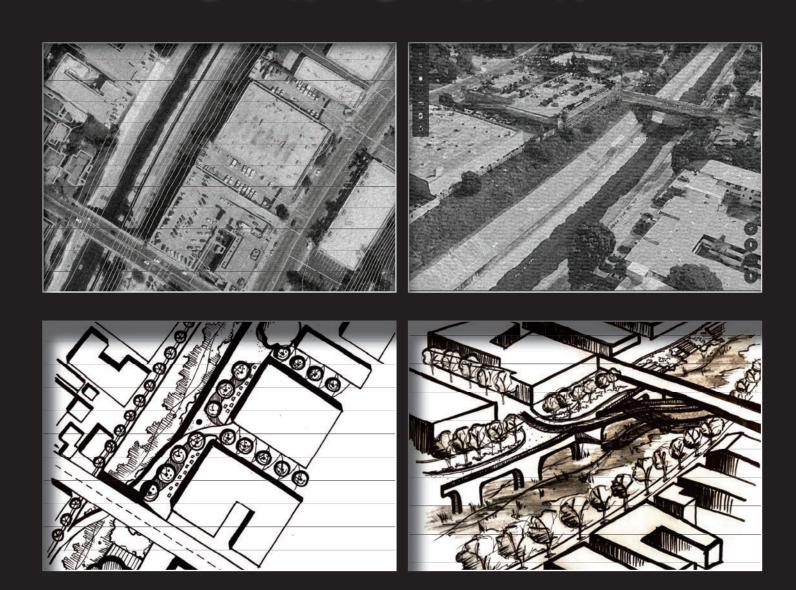
C H A N N E L MODIFICATION T P O L O G I E S



MASTER-PLAN



U R B A N



OVERLOOKS. WATER ACCESS. FOOD TRUCKS. LUNCH AREAS. CLASSROOMS. FARMERS MARKETS. MAKERS MARKETS. MOVIE SCREENINGS. BEER GARDENS. ART EXHIBITS. EVENT SPACES. PROMENADES.

RESIDENTIAL

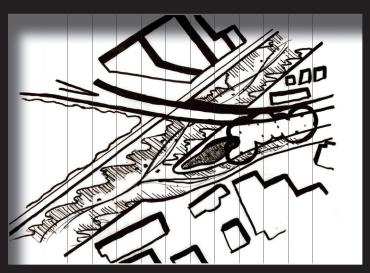


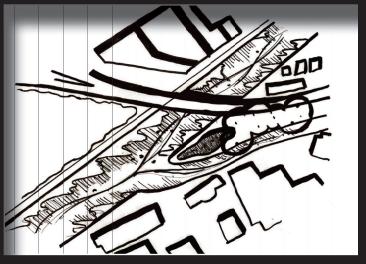
OVERLOOKS. WATER ACCESS. PLAYGROUNDS. FITNESS TRAILS. COMMUNITY GARDEN. GREEN BELTS.

NATURAL









OVERLOOKS. WATER ACCESS. PICNIC AREAS. RETENTION BASINS.

C A P T U R E



ACCOMPLISHMENTS

THIS QUARTER I FOCUSED MY PROBLEM, SELECTED A SITE, CREATED A DESIGN APPROACH, INVESTIGATED SOLUTIONS, AND EXPLORED DIGITAL RENDERING.

STRENGTHS

THROUGH THIS PROCESS I FOUND THAT I AM GOOD AT DIAGRAMING, PROBLEM SOLVING, AND THAT MY DESIGNS ARE LOGIC BASED AND WELL THOUGHT OUT.

CHALLENGES

CAPTURE PUSHED ME IN MANY WAYS. THE MOST DIFFICULT ONE BEING BRIDGING LANDSCAPE ARCHITECTURE AND HYDROLOGY. I AM NOT A HYDROLOGIST OR AN EXPERT ON NATURAL RESOURCES MANAGEMENT, SO IT WAS A STEEP LEARNING CURVE. I THREW MYSELF INTO RESEARCH AND MET WITH MANY PROFESSORS AT CAL POLY TO FULLY COMPREHEND THE FACTORS NECESSARY TO ACHEIVE WATER SECURTLY. BEING A SCIENTIFIC BASED PROJECT, A LOT OF MY TIME WAS SPENT IN RESEARCH, AND I DID NOT HAVE AS MUCH TIME TO DESIGN. SECOND, COMPUTER GRAPHICS. THIS QUARTER IS MY FIRST TIME EXPLORING DIGITAL GRAPHICS. UP UNTIL NOW, I HAVE NOT HAD A MACHINE THAT COULD RUN THE PROGRAMS NECESSARY FOR DIGITAL RENDERING. IT TOOK A LONG TIME TO LEARN ALL OF THE PROGRAMS, BUT THE WAIT WAS WORTH IT. THIRD, I HAVE NEVER WORKED WITH A SITE THIS LARGE BEFORE. IT WAS EXTREMELY DIFFICULT FOR ME TO APPROACH THIS MUCH LAND AND DETERMINE HOW TO BEST SHOWCASE MY VISION.

GOALS

MY GOALS FOR NEXT QUARTER INCLUDE: BETTER TIME MANAGEMENT TO MEET DEADLINES, IMPROVED TIMELINESS, STORMWATER AND FLOOD TESTING, DESIGN EXPLORATION, AND DIGITAL RENDERING.