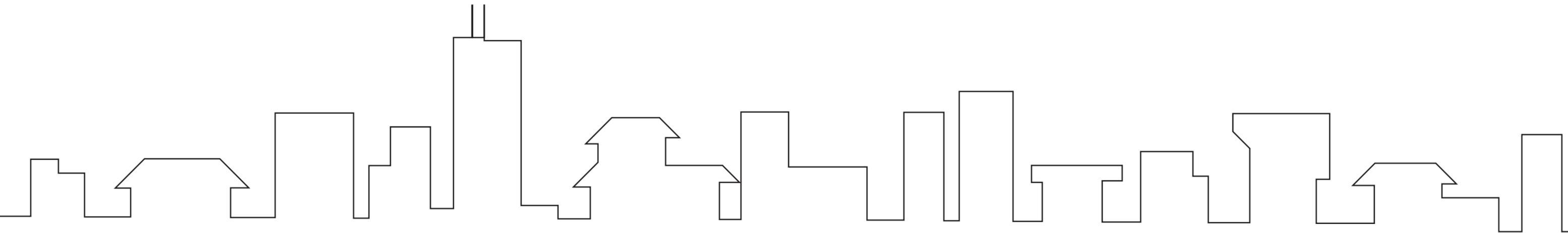
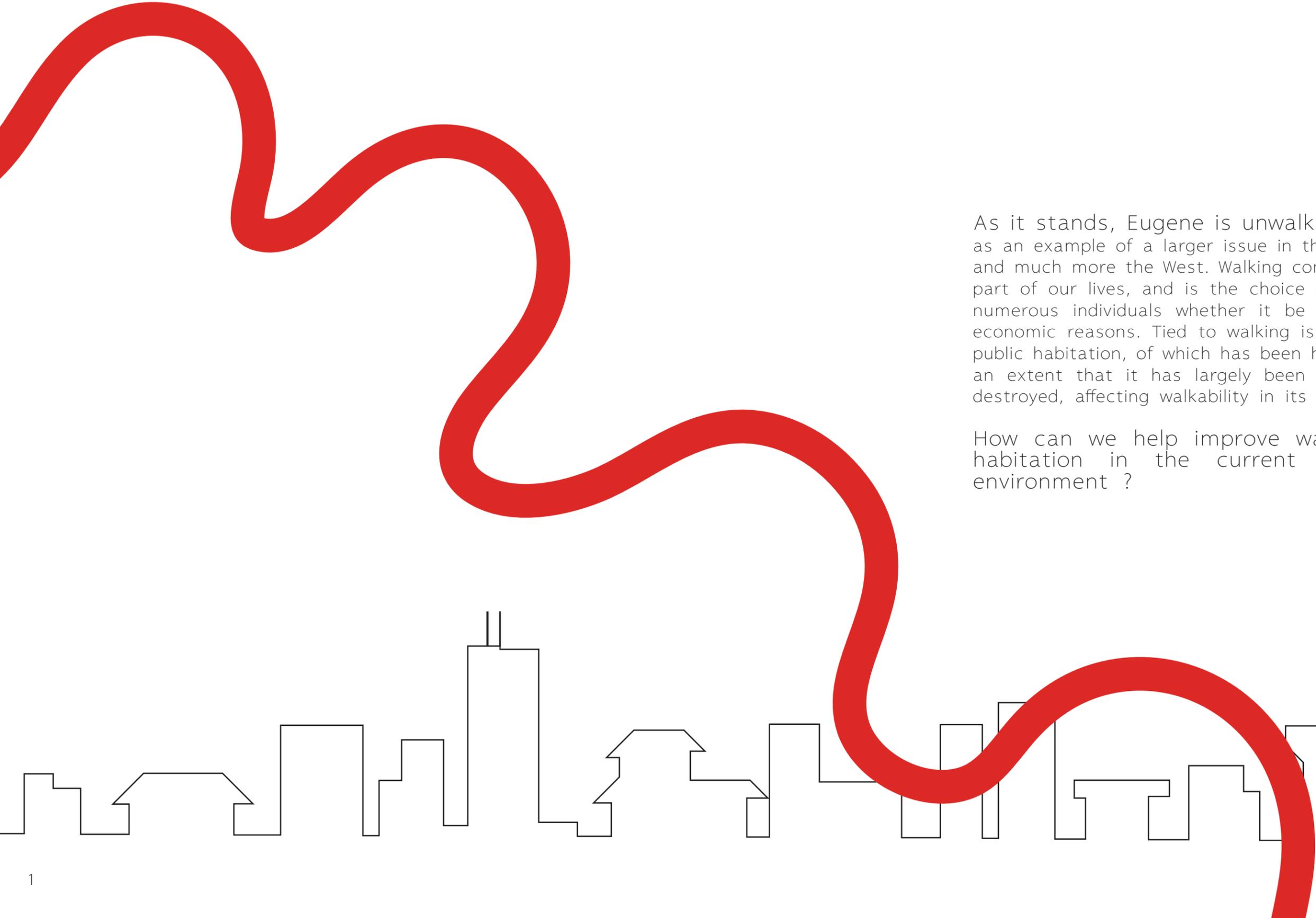


City Squiggle



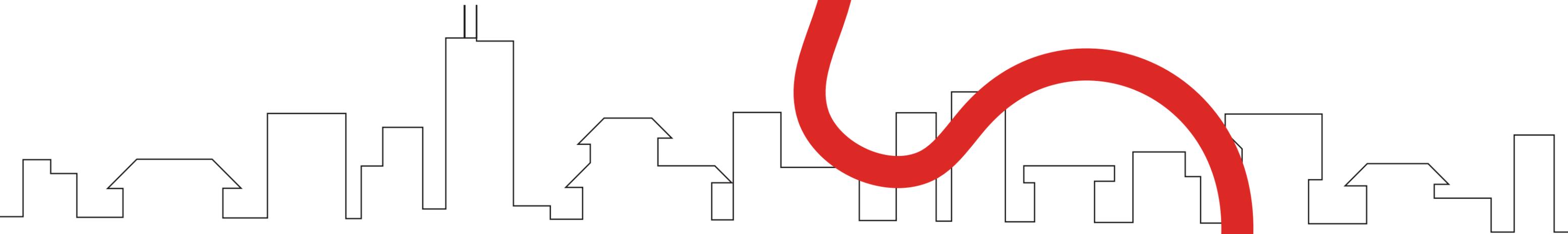
In collaboration with and in thanks to the  
PIVOT Architecture Fellowship Program

# Need



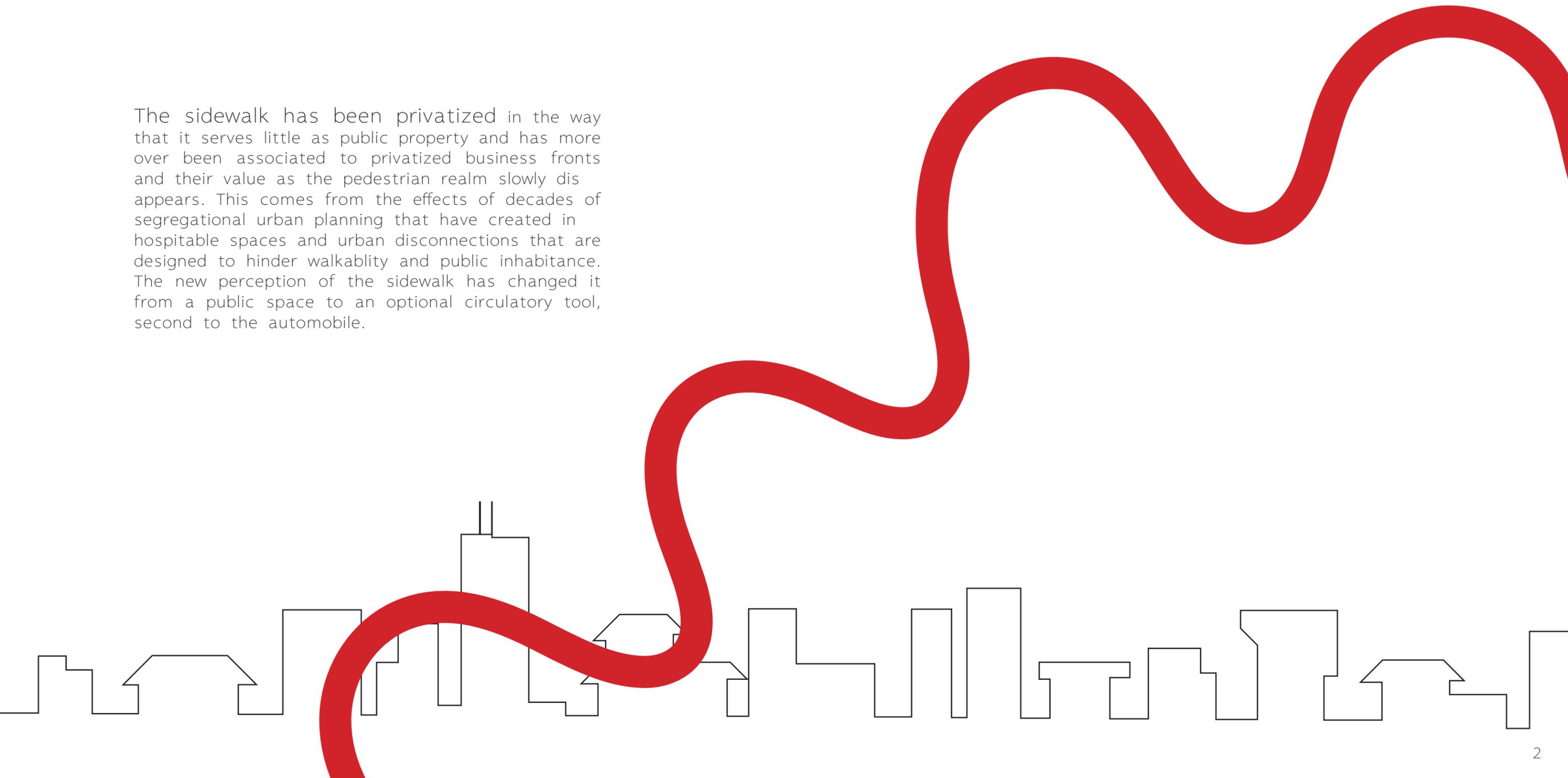
As it stands, Eugene is unwalkable and serves as an example of a larger issue in the United States and much more the West. Walking constitutes a large part of our lives, and is the choice of commute for numerous individuals whether it be for personal or economic reasons. Tied to walking is the concept of public habitation, of which has been hindered to such an extent that it has largely been redefined if not destroyed, affecting walkability in its wake.

How can we help improve walkability and habitation in the current pedestrian environment ?

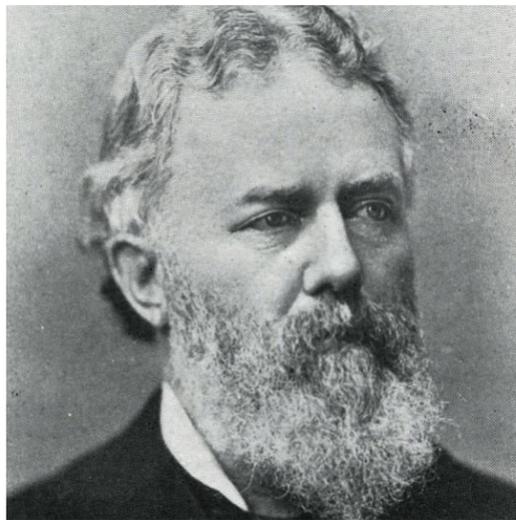


# Problem

The sidewalk has been privatized in the way that it serves little as public property and has more over been associated to privatized business fronts and their value as the pedestrian realm slowly disappears. This comes from the effects of decades of segregational urban planning that have created inhospitable spaces and urban disconnections that are designed to hinder walkability and public inhabitation. The new perception of the sidewalk has changed it from a public space to an optional circulatory tool, second to the automobile.



# Research



Oregon's history of racism is evident in the civic planning of Eugene. Black neighborhoods have been pushed and bullied into what is now some of the most economically disadvantaged neighborhoods, in addition to being the least connected and most physically segregated; West 11th, Glenwood, River Road, and the Whiteaker. Urban Renewal, Block Busting, Red-Lining, and many more tactics have been used across the country as strategies to fight integration and still affect land use to this day.

Many initiatives are taking action to undo these effects across the nation such as amenity installations, road reconstruction, public transportation, and most dominantly re-zoning.

# Main Issue

Walkability and public inhabitation are disregarded as those with legislative power find privatized spaces and automobiles more favourable, seeing as the public infrastructure has prioritized them for the better part of a century. In a paradoxical fashion, public inhabitation and walkability is also unpopular for the reason that the spaces they regard are unwalkable and uninhabitable.

How can public spaces be improved to promote walkability and public inhabitation?

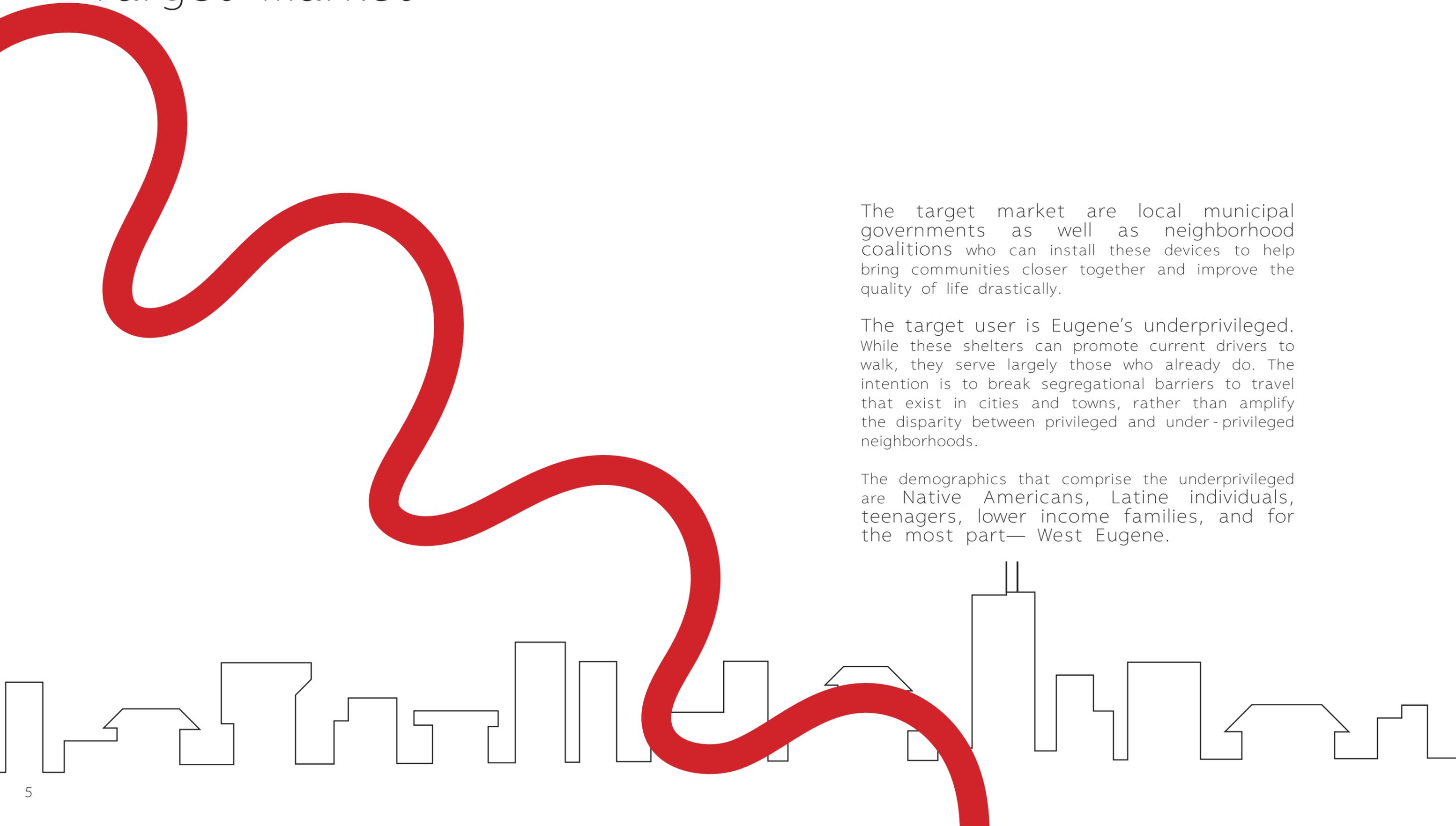


# Target Market

The target market are local municipal governments as well as neighborhood coalitions who can install these devices to help bring communities closer together and improve the quality of life drastically.

The target user is Eugene's underprivileged. While these shelters can promote current drivers to walk, they serve largely those who already do. The intention is to break segregational barriers to travel that exist in cities and towns, rather than amplify the disparity between privileged and under-privileged neighborhoods.

The demographics that comprise the underprivileged are Native Americans, Latine individuals, teenagers, lower income families, and for the most part— West Eugene.



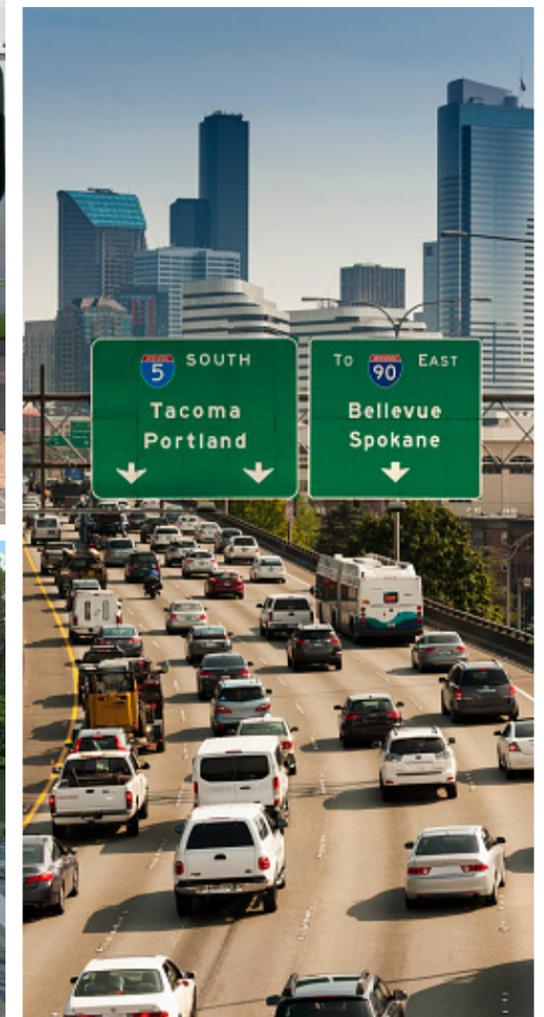
# Competitors

Both direct and indirect competition abound in Eugene. Lane Transit District is an indirect competitor, and one that should not be competed with and instead be developed in congruence with as these two systems can operate extremely effective with one another. Competition can be found in their stations however as they serve as shelter and resting areas, although privatized.

The Riverfront path is a major point of competition, as it is a path that connects a majority of Eugene, albeit with several caveats.

Private Businesses also serve as competition, as a public habitable space threatens the commodification of interiors and amenity space.

Automobility is an immense competitor, as existing infrastructure largely caters to the majority method of commute.



# Constraints, Objectives, Directives

## Constraints— Must/Mustn't

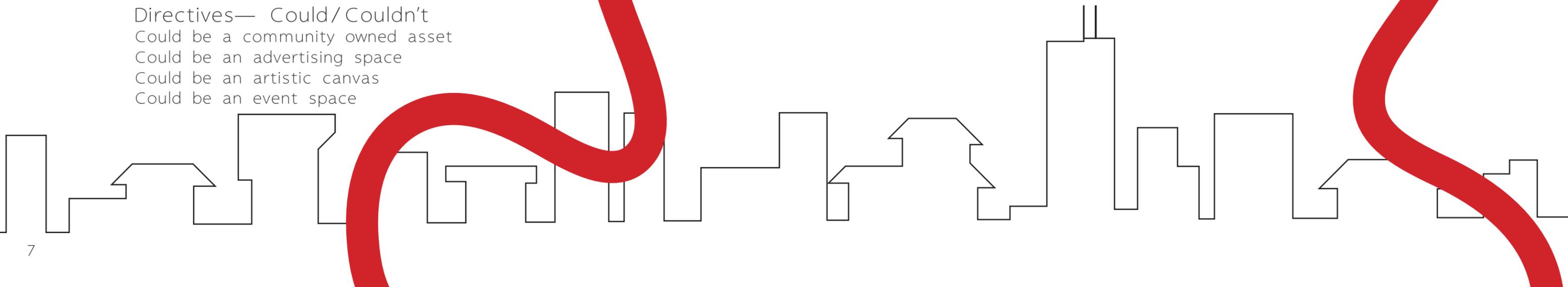
- Must NOT be hostile
- Must be safe
- Must have sight lines
- Must meet size requirements
- Must be easily installable
- Must be easily manufacturable
- Must be affordable in volume

## Objectives— Should/Shouldn't

- Should promote walkability
- Should create visually pathable routes
- Should create vibrant inhabited public spaces
- Should dismantle civic segregation
- Should NOT be a luxury amenity
- Should NOT be exclusive
- Should be in high quantity
- Should be part of a larger system

## Directives— Could/Couldn't

- Could be a community owned asset
- Could be an advertising space
- Could be an artistic canvas
- Could be an event space



# Inspiration

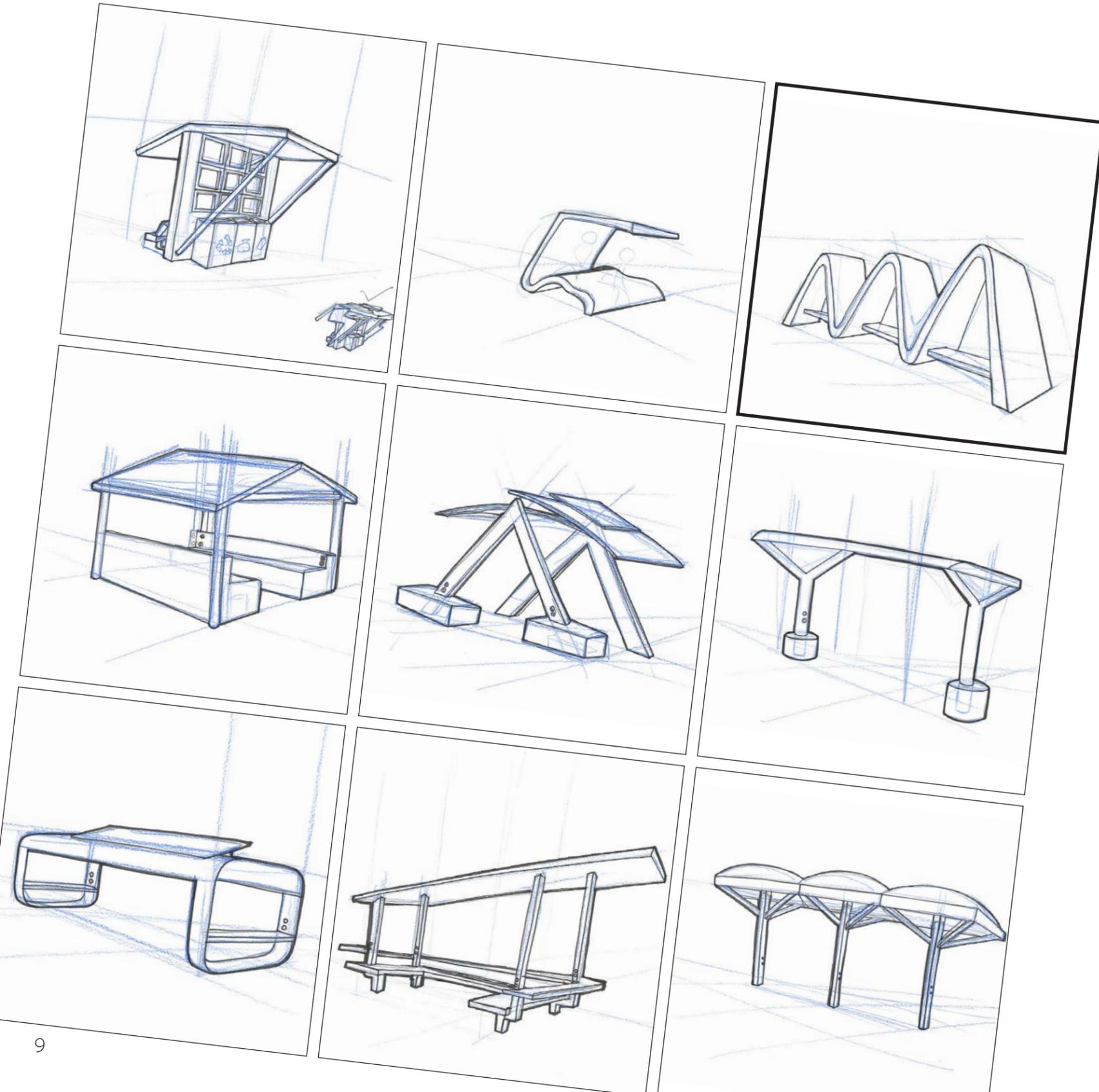
Much inspiration comes from the 20th century, a time in which public utility was more commonly found and supported in certain areas of the world with the emergence and implementation of new technologies that changed the function of society such as the telephone and modern public transit.

Due to the volume and public nature of amenities such as bus stops, phone booths, and benches, much of the materials and aesthetics center around utility, rawness, and brutalism. There is an evident idea that the efficiency of the object should not be something to be ashamed of and should be boasted in the way of unpainted concrete and metal. The designs are honest and come from fundamental early 20th century ideals of communalism, duty, and socialism, prior to the design and marketing renaissance of the post war era.

Main design considerations taken from the inspiration research are honesty, efficiency, duty, and pride.



# Design



The needs of different stakeholders constantly conflict with one another in which certain values are amplified and minimized. The prior constraints, objectives, and directives guided the design decisions of each concept. Non-hostile shelter and seating were priorities throughout the design process, heavily concerning safety and dignity from the elements.

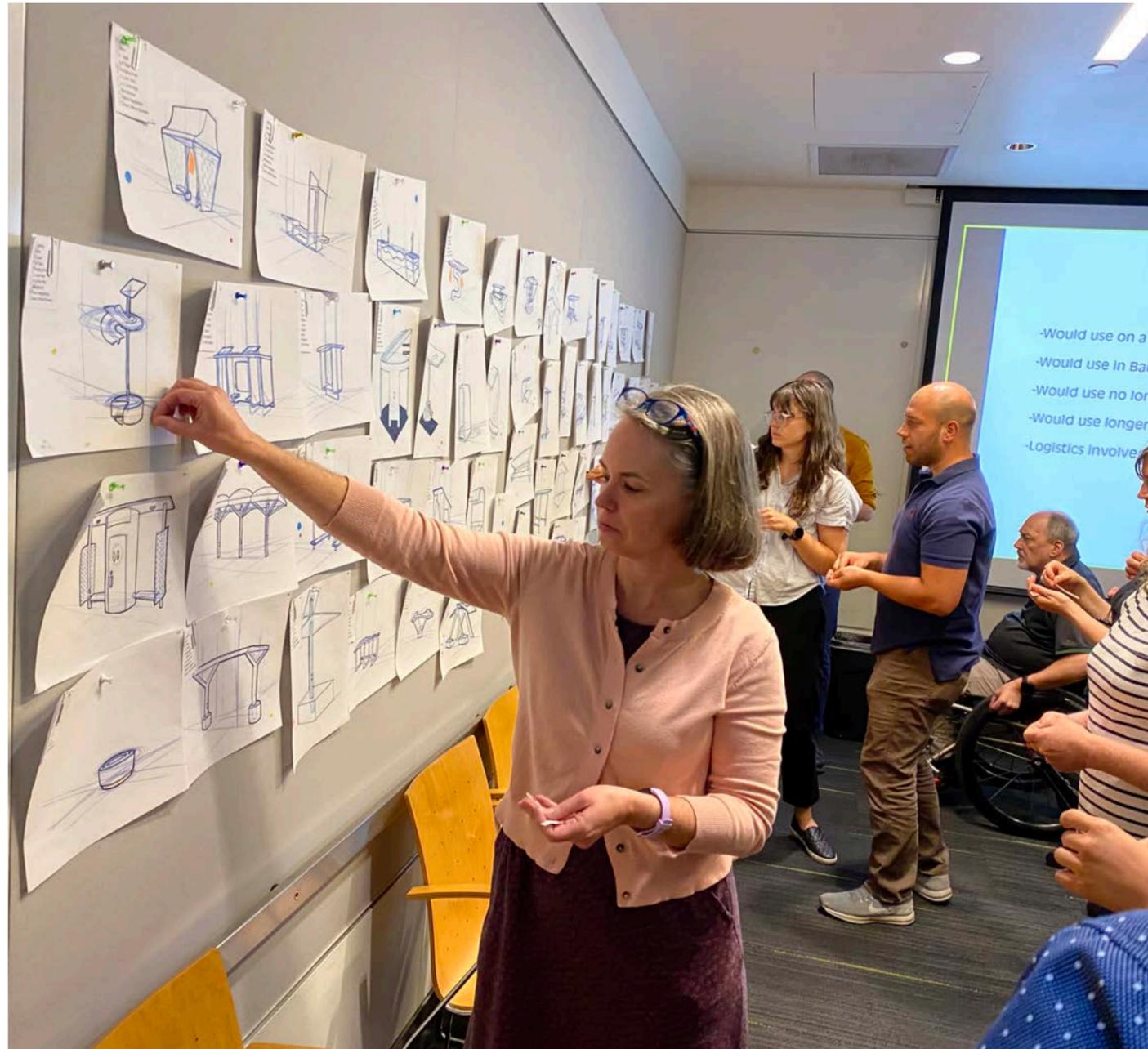
Both privacy and communion space were consideration in design, with designs either specializing in one or the other, or featuring the modality of both.

Dignity and inclusion of the diversity of the public and their habits was a key highlight in design consideration, with features aiming to seamlessly integrate every member of the community without conspicuously singling them out.



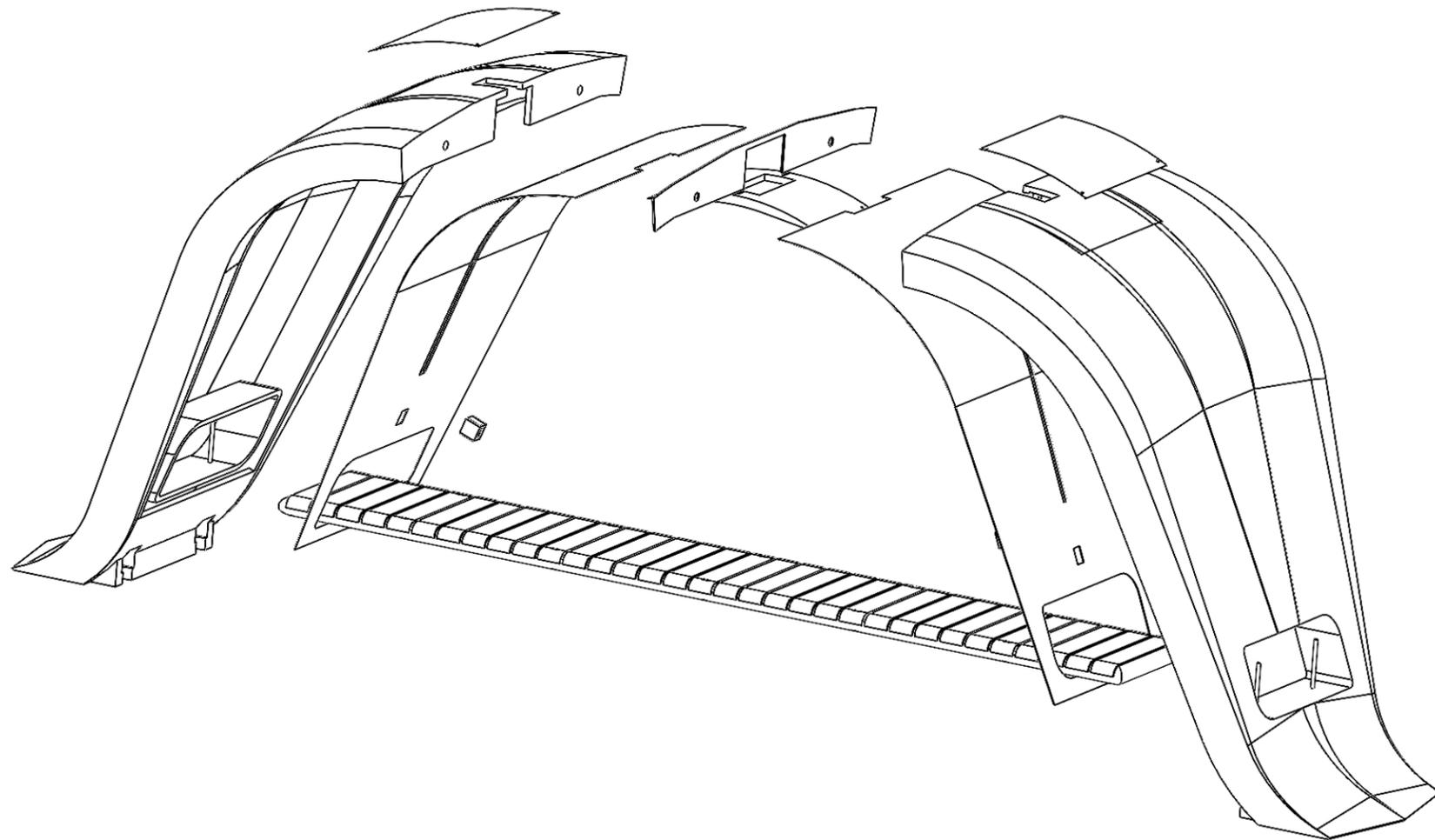


Design Discussion 07 - 22 Peer Feedback Activity on Initial Ideations



Design Discussion 07 - 22 Peer Feedback Activity on Initial Ideations

# Concept



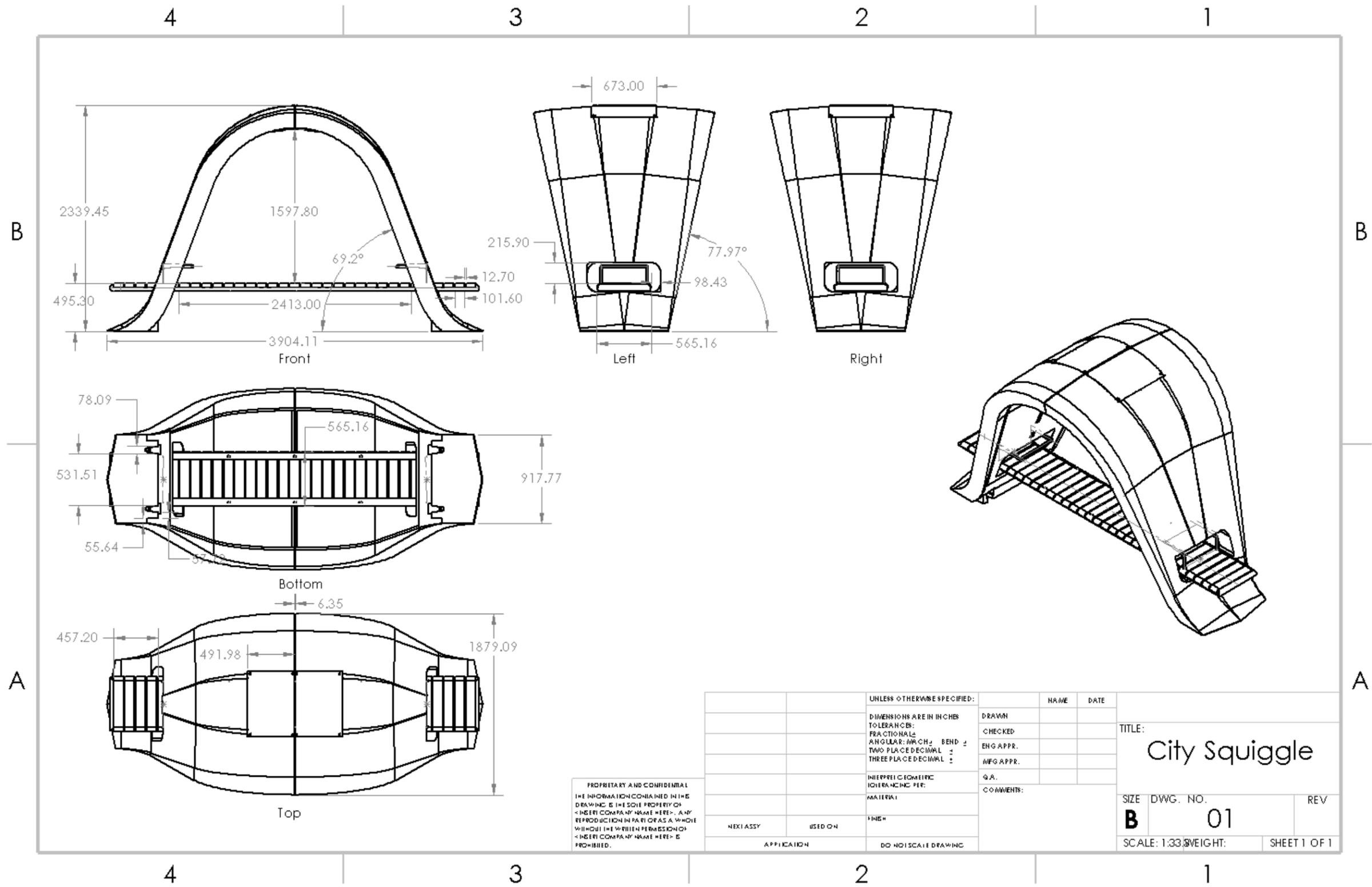
An easy to install solar-powered seating shelter is what the City Squiggle aspires to be. Utilizing two outer cast concrete arches anchored together at their peak on either side of a gasket that allows for subtle movement and angle change.

An interior burnished steel panel attaches to the underside of each arch, creating a housing for a curved LED light and two weather-proof outlets which operate on a closed loop separate from city amenities.

Curved arrays of solar cells sit at the top of the combined arches, feeding power to a concealed upper component cavity which houses the main power storage and junctioning components.

A powder-coated steel bench rests in the lower through-ways of the arch, adjustable via bolts which help angle the bench to specific measurements as it rests on two threaded rods. Several slots on the bench allow for it to be moved and adjusted for multiple modes of use by the assembler which allow it to integrate with an array of units.

Covers for the threaded rods maintain safety without sacrificing sight-lines, serving as either simple two-piece covers, or as leverage bars.



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# Routing

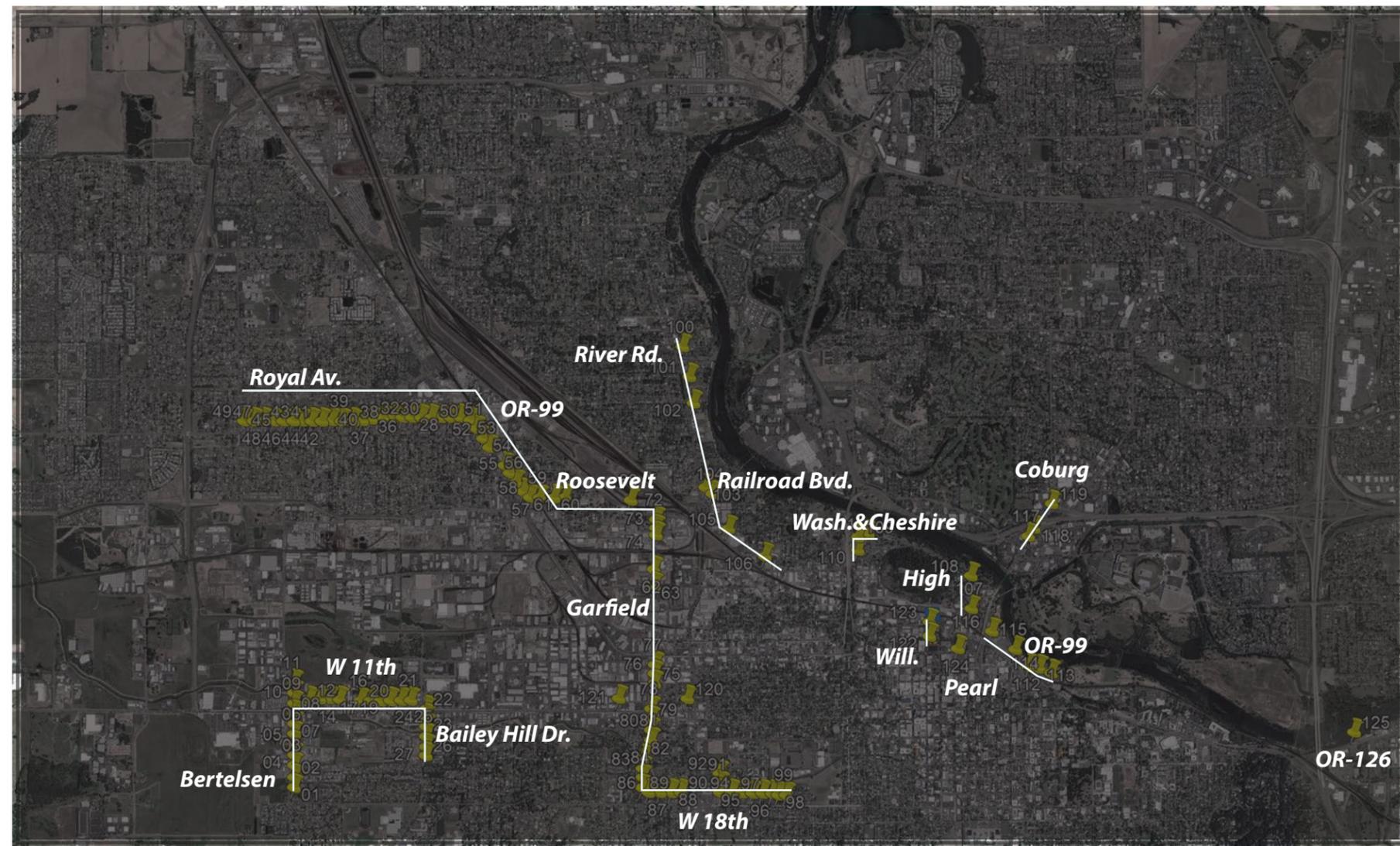
Equity is key to minimizing redundancy as some neighborhoods and paths already have a level of inhabitable space. While much of said space is privatized, installation of the product would create unnecessary redundancy and can be better utilized elsewhere.

Information gathered indicates that West Eugene is one of the neighborhoods that requires pathing, inhabitable space, and walkable neighborhoods the most.

Several installations in key areas elsewhere are also crucial in promoting and connecting already existing inhabitable spaces, and creating more visually identifiable paths of which currently exist invisibly.

Routing noted takes advantage of the already present EmX system, of which has installed pathable station shelters. Working in tandem with this system most of the routes are perpendicular or parallel to the EmX system which runs bilaterally through Eugene creating a web like network.

In the proposed route, 125 locations are used.



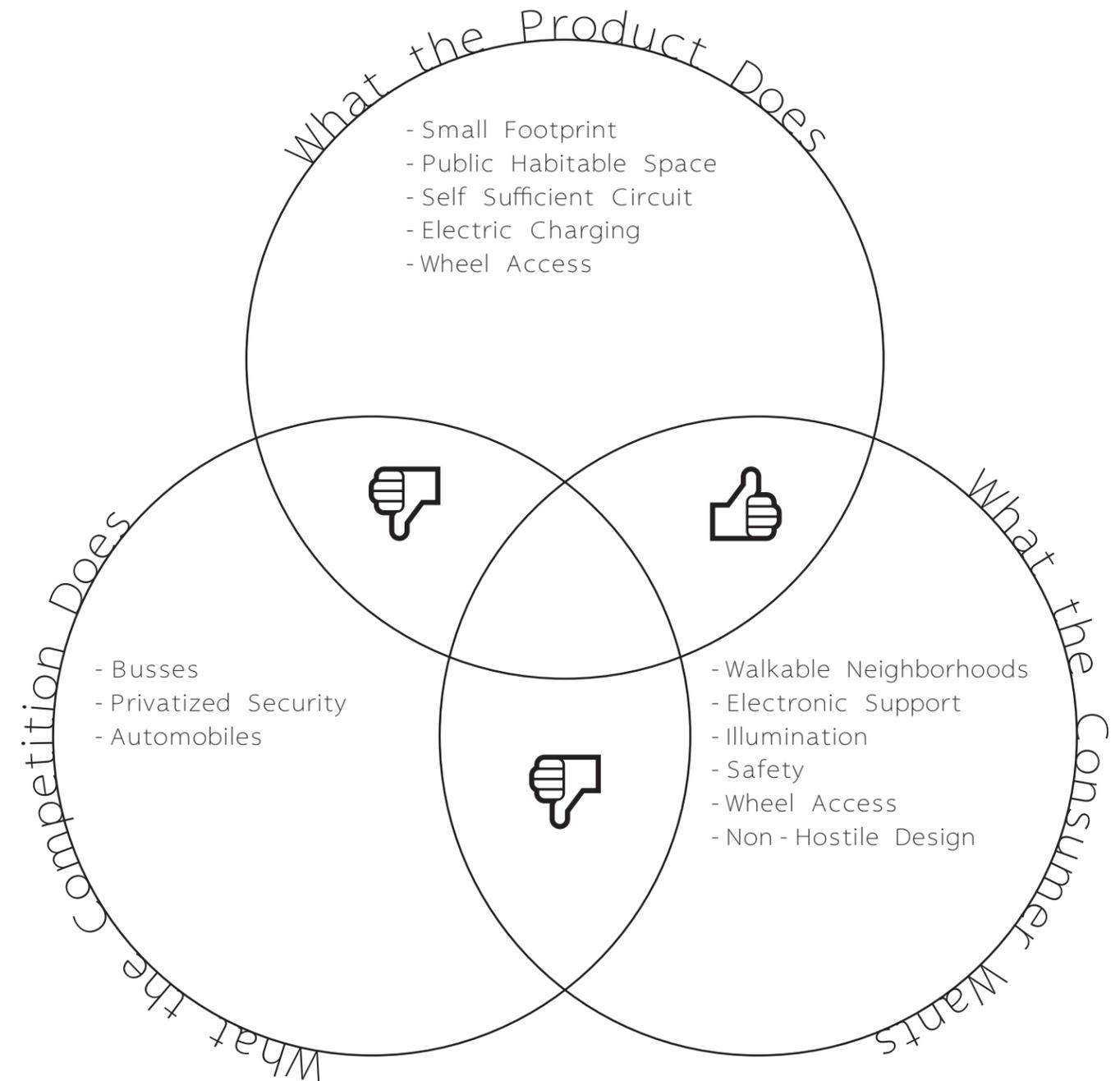
# Unique Selling Point

What the Product and the Competition do:  
 - Connect Eugene's Commuter Network

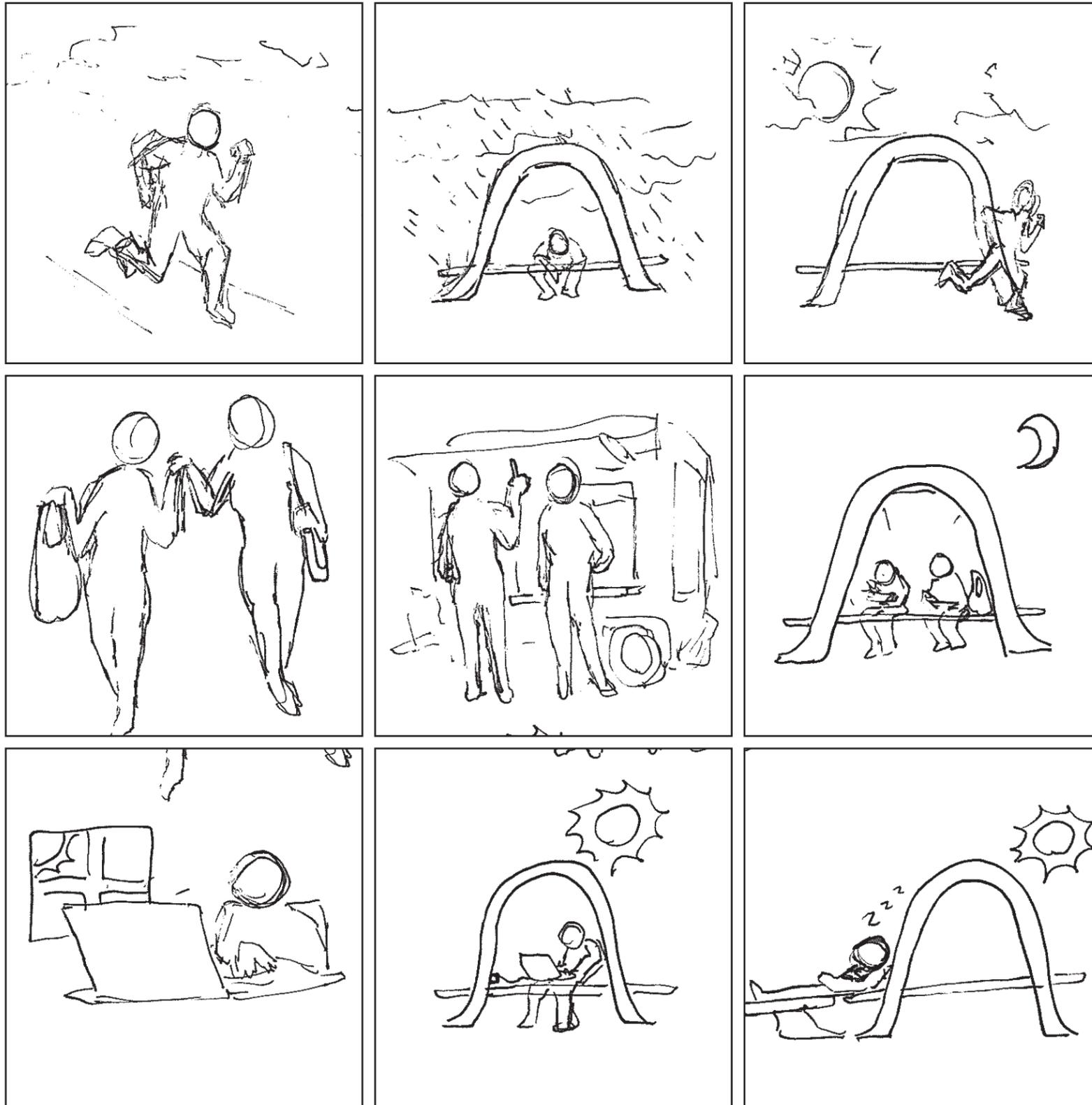
What the Product does and the Consumer wants:  
 - Create a Public space to exist  
 - Provide Public Electrical Charging  
 - Wheel Access & Consideration

What the Competition does and the Consumer Wants:  
 - Connect with Busses  
 - Faster Commute  
 - Privatized Security

What the Product and Competition do that the Consumer Wants:  
 - Provide Shelter  
 - Illuminate the Space  
 - Provide Seating



# Scenario of Use



## A Man goes for A Jog

- When he leaves his house, he doesn't realize it was going to rain
- It starts to rain, and he decides to take cover and rest
- The rain ends and he continues his run comfortably

## Two Women go Out on the Town

- Two women enjoy a day of shopping
- They decide to get dinner at a foodcart
- As it gets dark, they safely enjoy their meal while waiting for their ride.

## A Man Works from Home

- While working, the man sees how nice it is outside
- He decides to take his laptop outside and work in the shade of the shelter
- After getting his projects done early, he decides to take a well deserved nap