

STATE STREET OVERVIEW



STATE STREET FIGURE-GROUND

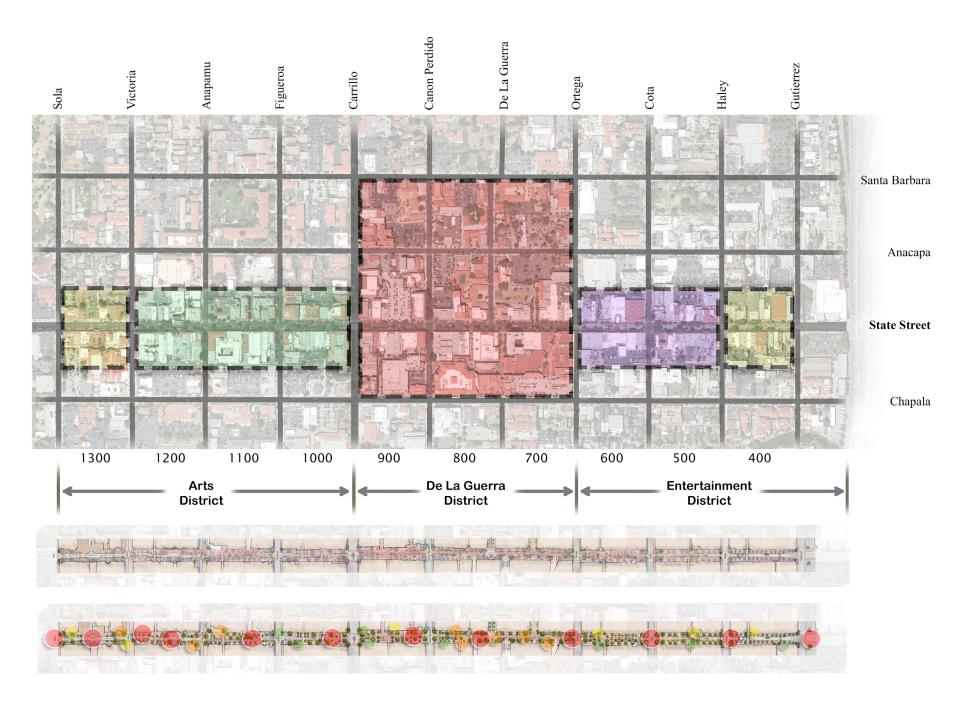


BLOCKS OF INTEREST

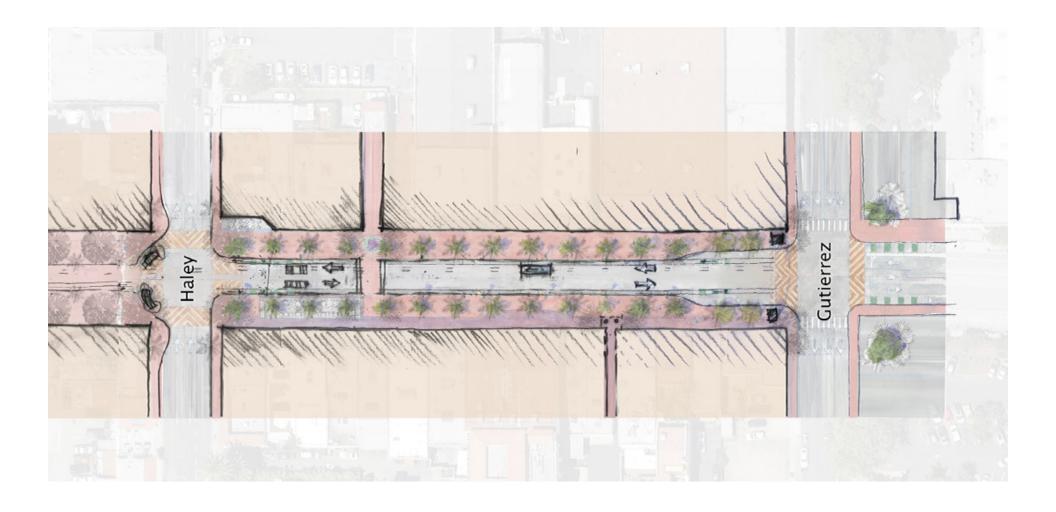




EXPERIENTIAL TRANSIT PATH



DESIGN OVERVIEW





- Primary "Gateway" from/to Funk Zone & waterfront
- Important public safety access
- Continued bike & car lanes from 300 Block
- Expanded sidewalks for dining/performers

400 BLOCK





400 BLOCK - LANDSCAPE

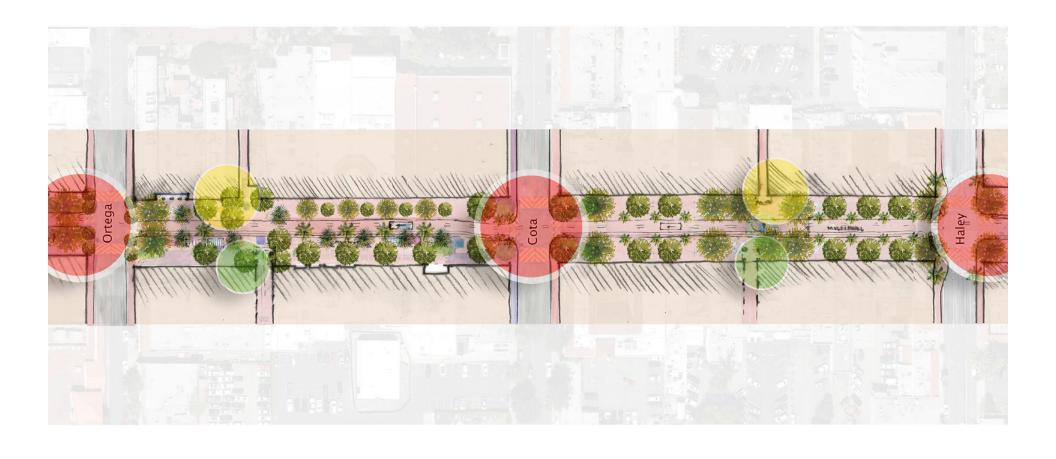






- Flat, flexible, and curbless
- 20 ft car-free, experiential-transit, pedestrian & bikes
- 60 ft dedicated to pedestrian, dining, and performers

500-600 BLOCK

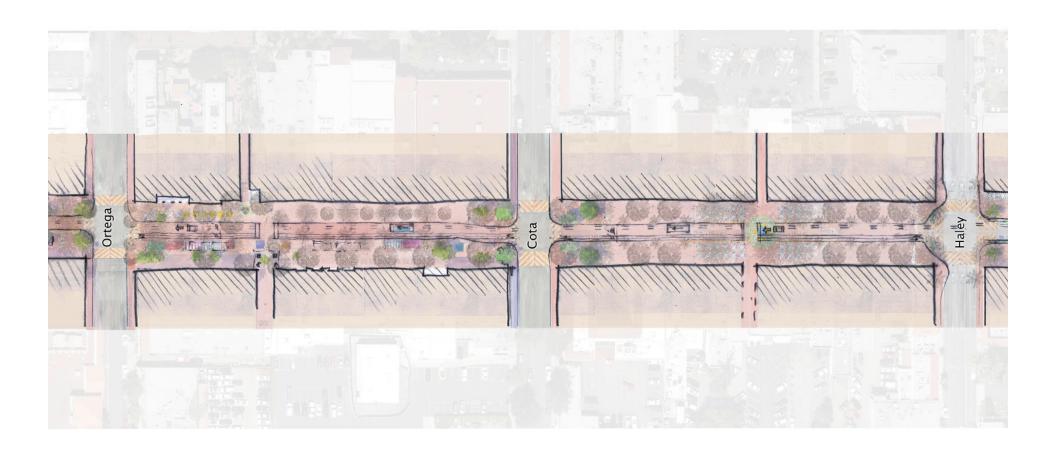




500-600 BLOCK - LANDSCAPE









500-600 BLOCK - ALTERNATE

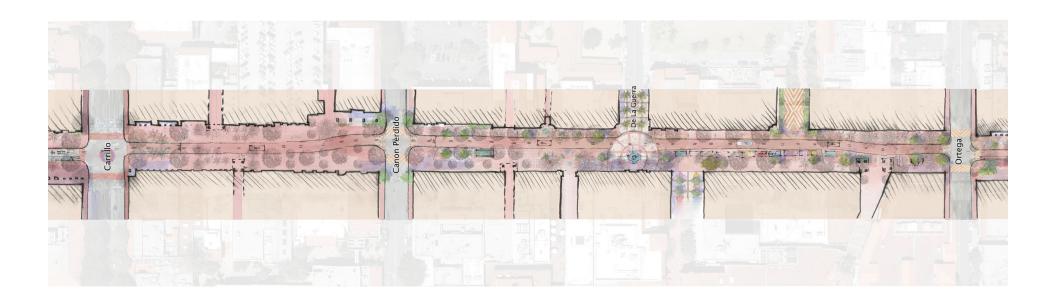


700-900 BLOCK - PASEO PLAN

Existing paseo

Potential paseo

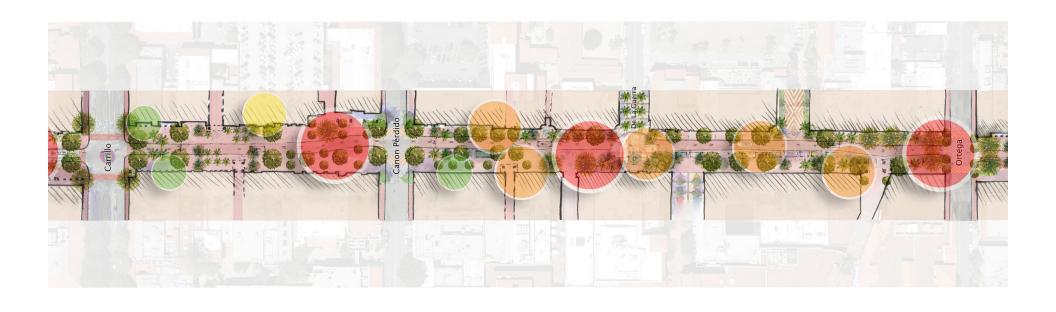
Weak paseo

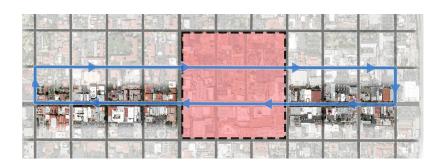




- Pedestrian-prioritized flat, flexible, and curbless for all 80 ft
- Loading and delivery at early hours
- 'Walk-your-wheels' options for certain times of week/year

700-900 BLOCK





Primary Nodes
Secondary Nodes
Tertiary Nodes
Future Nodes

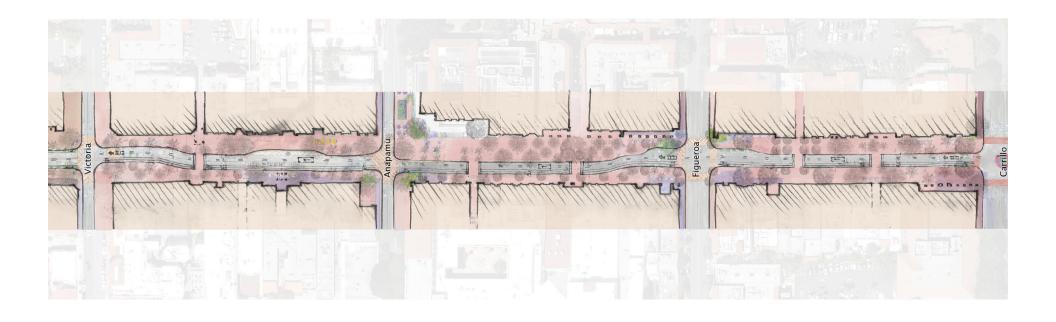
700-900 BLOCK - LANDSCAPE





800 BLOCK - PERSPECTIVE

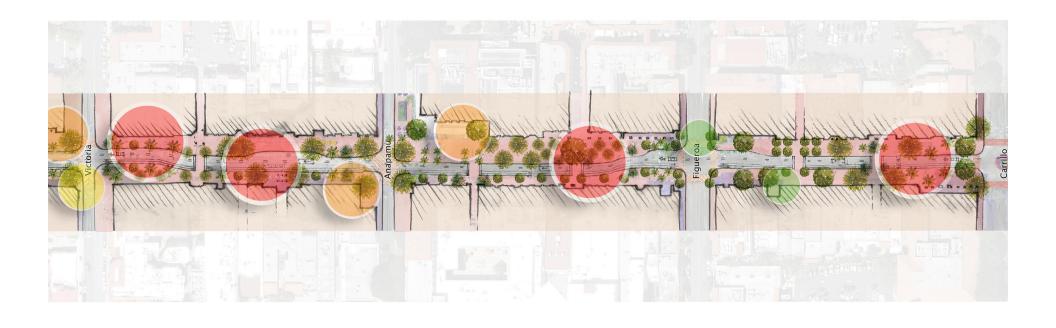






- Increased pedestrian sidewalk for exhibit space and dining
- One way car lane allows theater dropoffs and two-way bike lanes

1000-1200 BLOCK





Primary Nodes
Secondary Nodes
Tertiary Nodes
Future Nodes

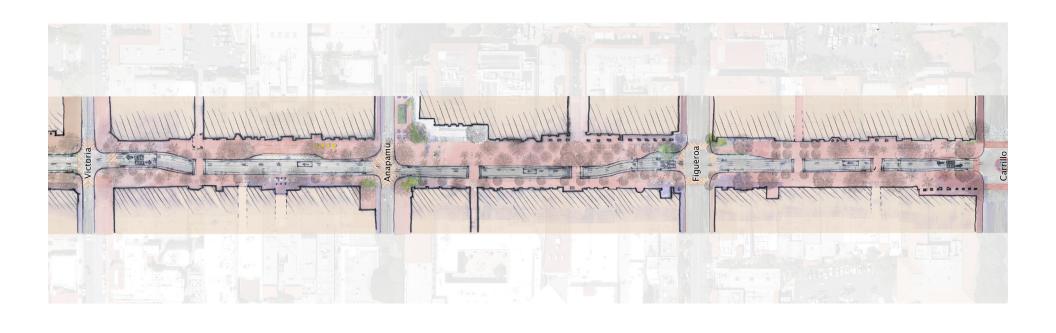
1000-1200 BLOCK - LANDSCAPE



1000 BLOCK - PERSPECTIVE

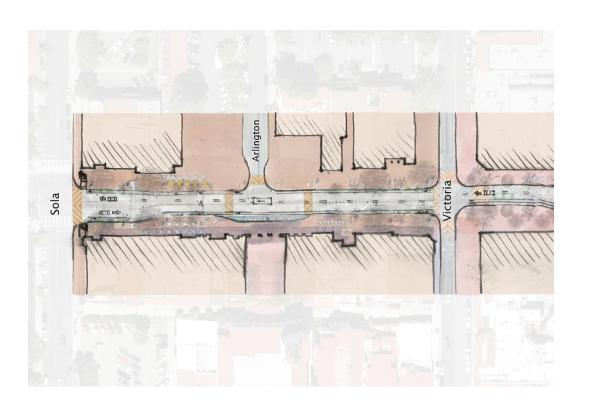








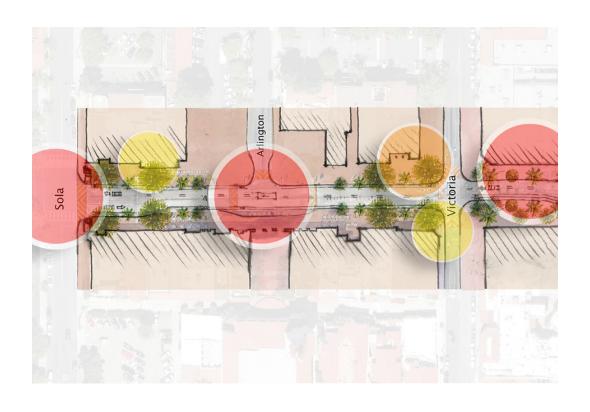
1000-1200 BLOCK - ALTERNATE





- Two way car lanes and two-way bike lanes allows access and helps with public safety
- Gateway between Upper State and downtown core

1300 BLOCK



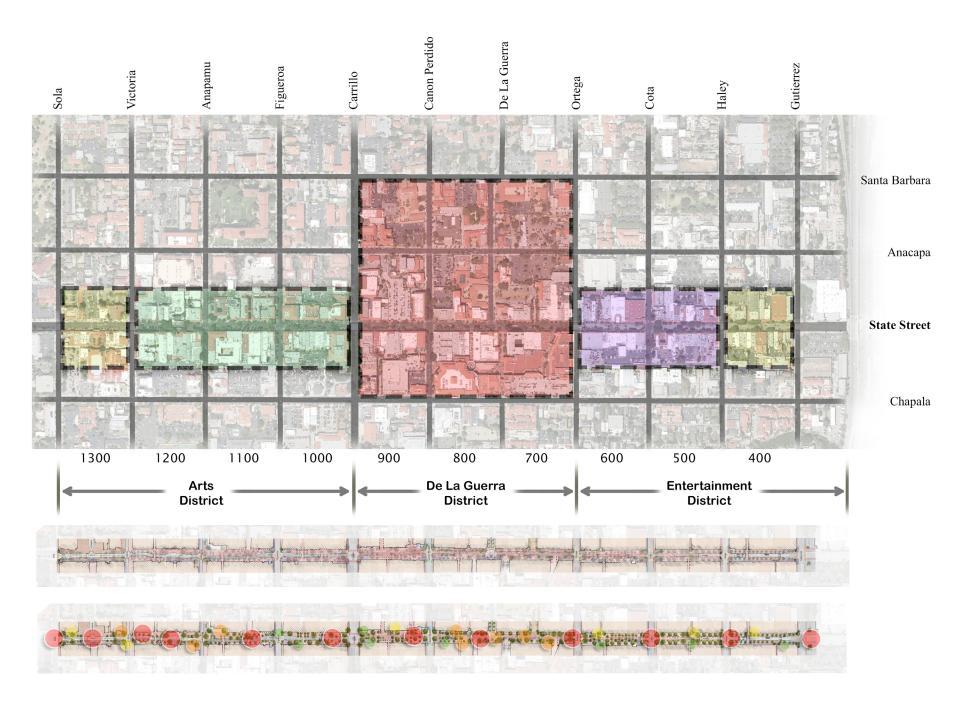


Primary Nodes
Secondary Nodes
Tertiary Nodes
Future Nodes

1300 BLOCK - LANDSCAPE



1300 BLOCK - PERSPECTIVE



DESIGN OVERVIEW