



GE HEADQUARTERS PROJECT

BCDC REVIEW

September 27th, 2016



GE LANDSCAPE: WHAT WE HEARD

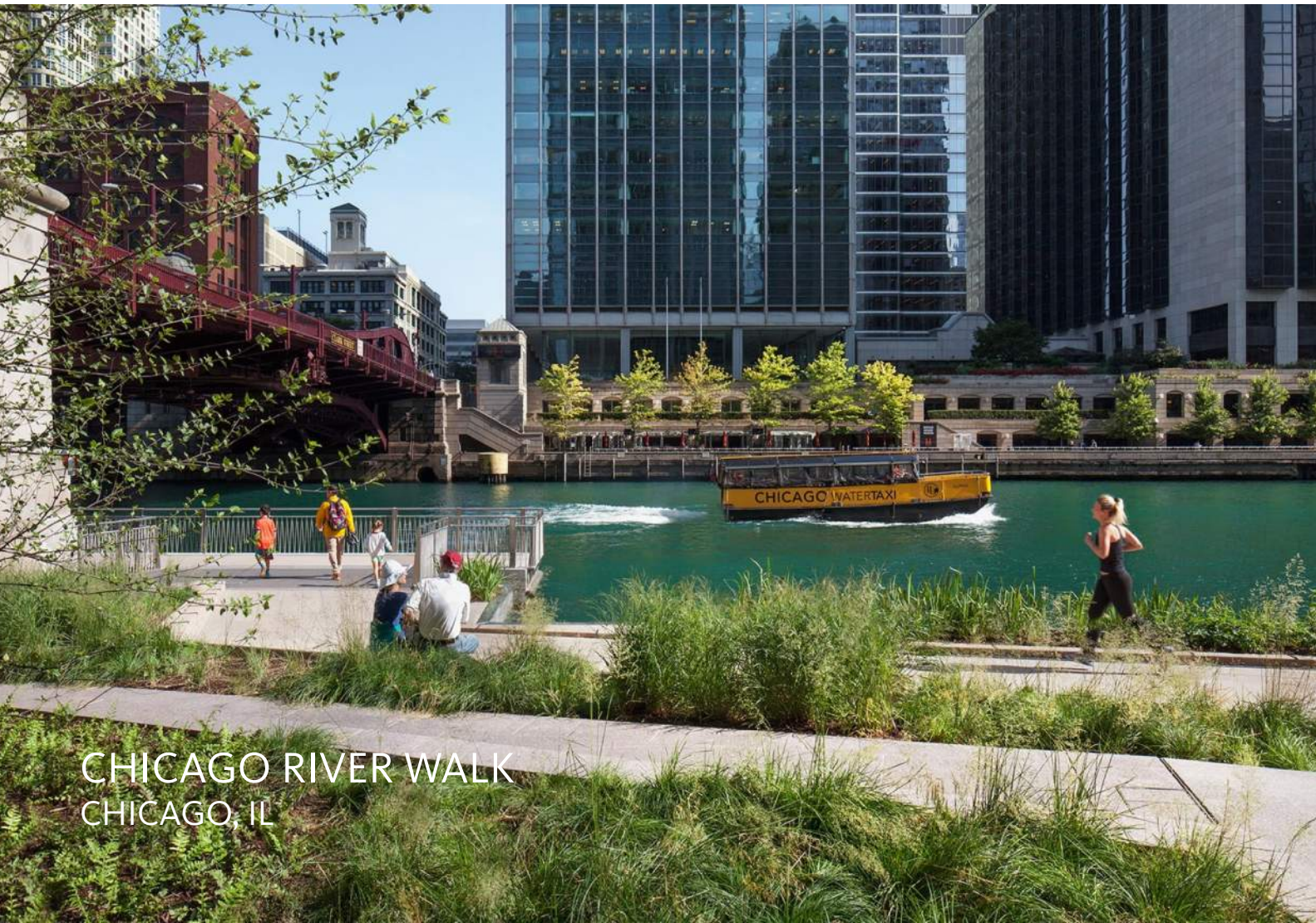
Enhance connection to Fort Point Channel along the Harborwalk.

How might the Southern edge connect to future development?



PRECEDENTS

CHARLES RIVER ESPLANADE
BOSTON, MA



CHICAGO RIVER WALK
CHICAGO, IL



SEPTEMBER 2016



OJB Gensler

GE LANDSCAPE: REVISED LAYOUT / KEY CRITERIA + DESIGN DELIVERY

Preservation

Refrain from disturbing the historic seawall.

Resiliency

Grade along the harborwalk, and throughout the site, for resiliency.

Connection

Design the harborwalk to thoughtfully connect to existing parcels to the North and South.

Repeatability

Set a precedent for future harborwalk development.



SETTING A PRECEDENT

TYPICAL HARBORWALK SECTION

WATER + SEAWALL

GREEN
EDGE
+/- 10'

HARBORWALK
18' CLEAR

- + SIMPLE
- + REPEATABLE
- + CLEAR
- + ELEVATED

RESILIENCY ZONE: GREEN INFRASTRUCTURE

- + COLLECTS STORMWATER
- + FILTERS RUNOFF
- + PROVIDES SPACE TO ELEVATE NEW BUILDING FOR RESILIENCY PURPOSES
- + CREATES A SOFT, NATURAL WATER'S EDGE
- + CREATES HABITAT
- + CARBON SEQUESTRATION
- + REDUCES HEAT ISLAND EFFECT
- + MITIGATES WIND

OUTDOOR
PROGRAM

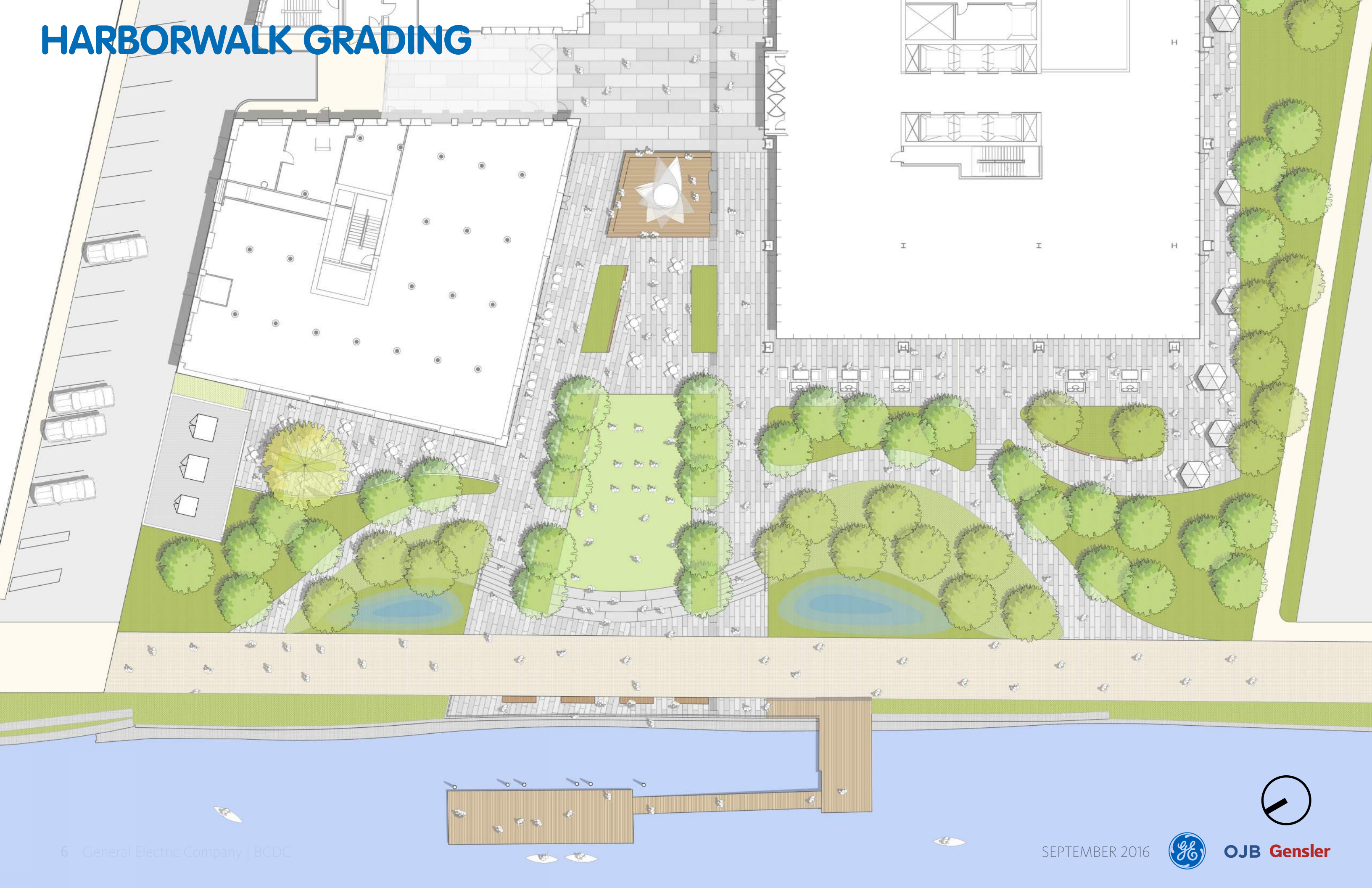
- + PUBLIC
- + GATHERING
- + INTERIOR/
EXTERIOR

+ 0'

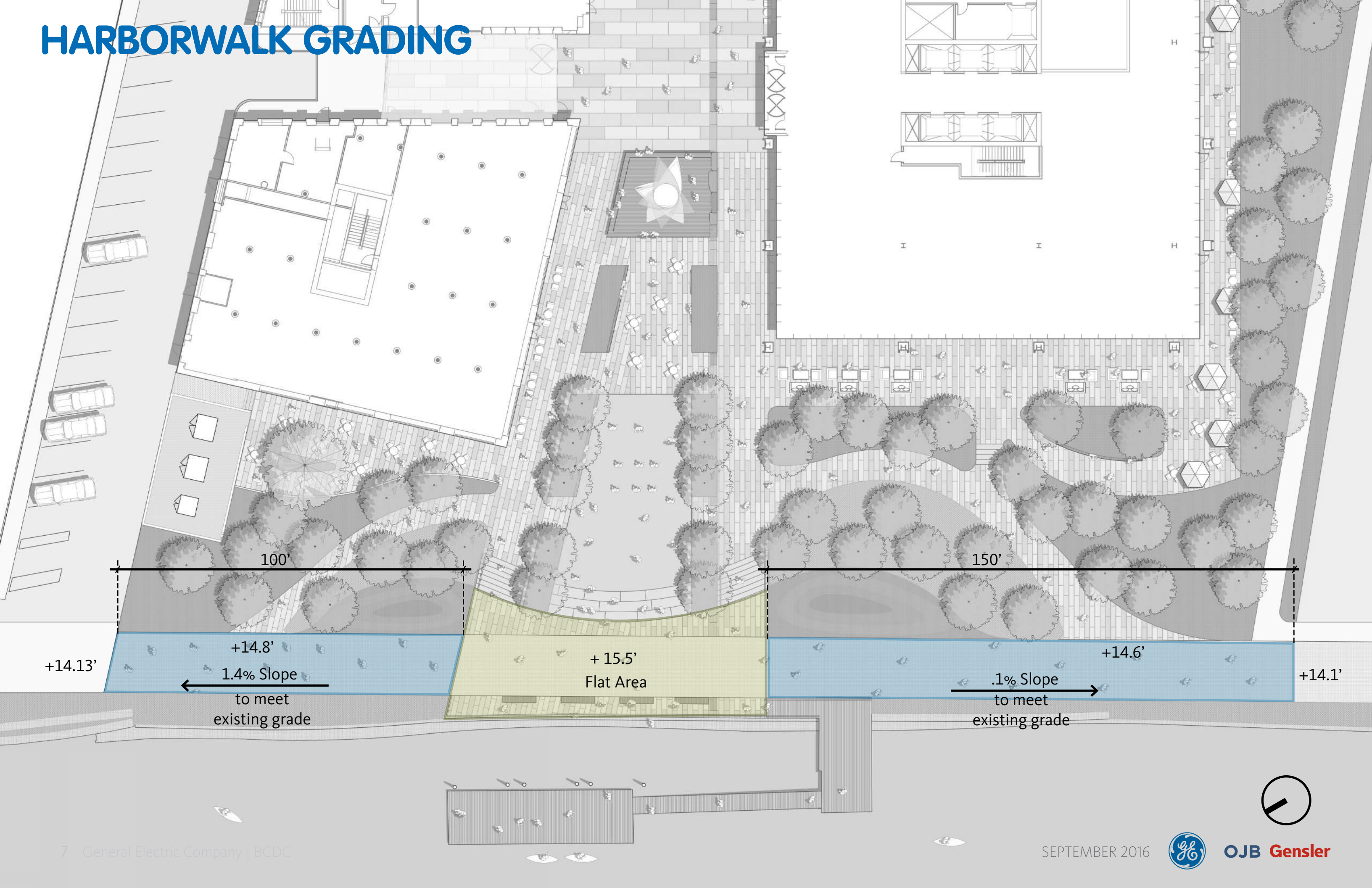
+/- 1'

+ 4.5'

HARBORWALK GRADING



HARBORWALK GRADING



+14.13'

100'

+14.8'

1.4% Slope
to meet
existing grade

+ 15.5'

Flat Area

150'

+14.6'

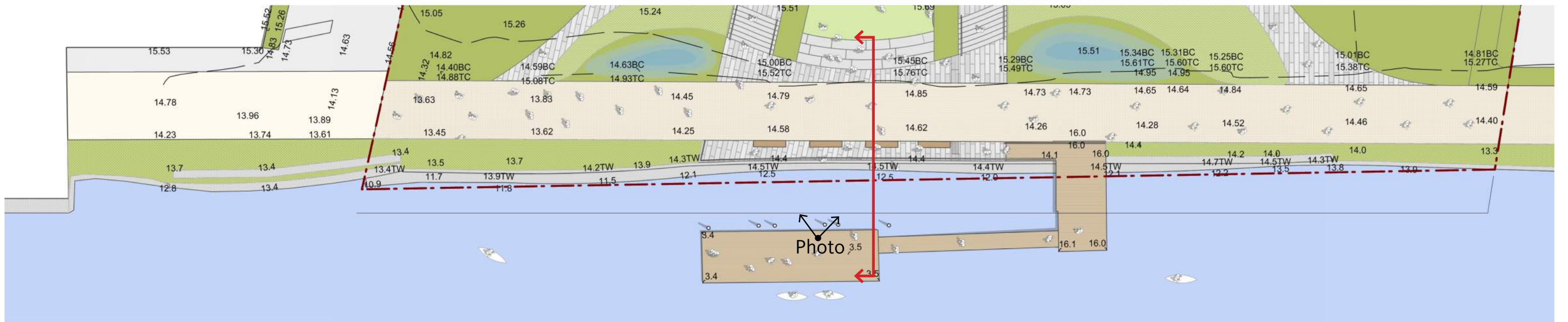
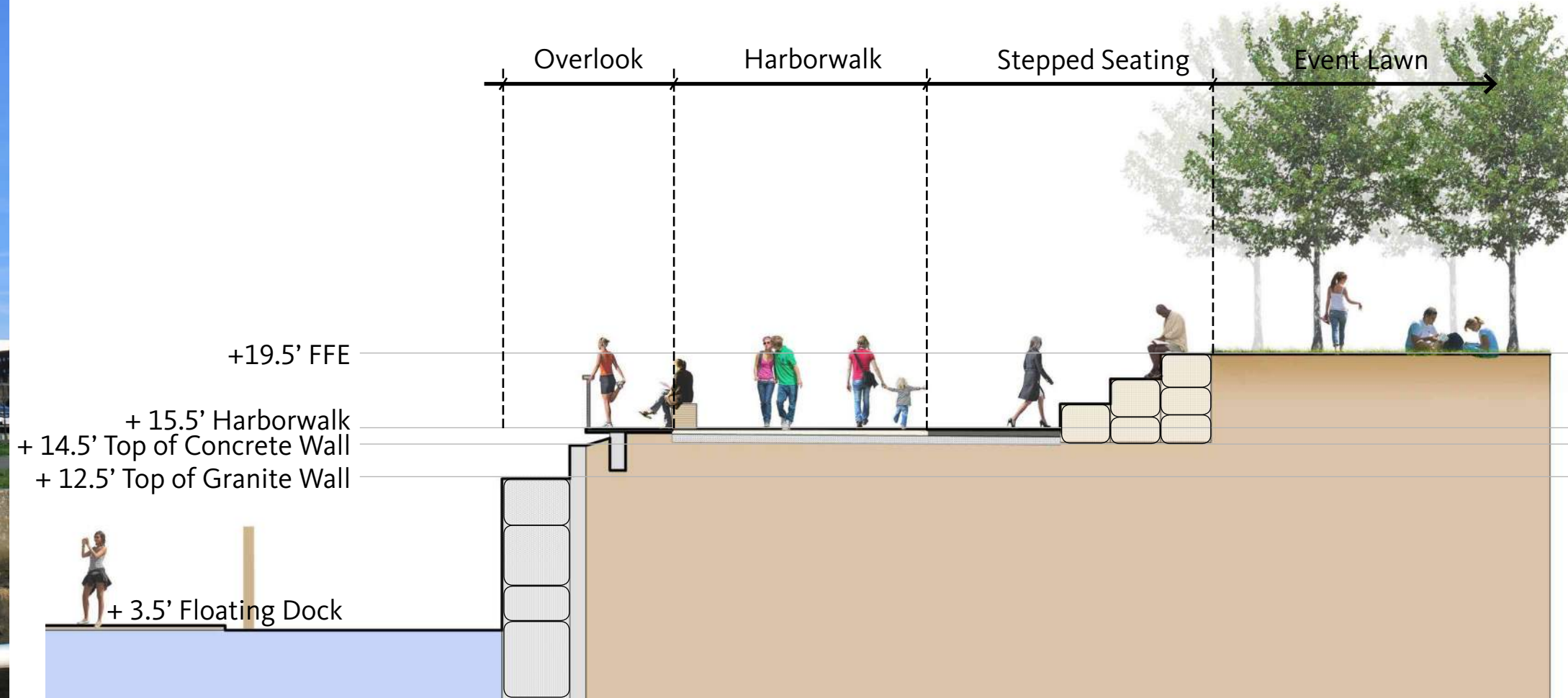
.1% Slope
to meet
existing grade

+14.1'



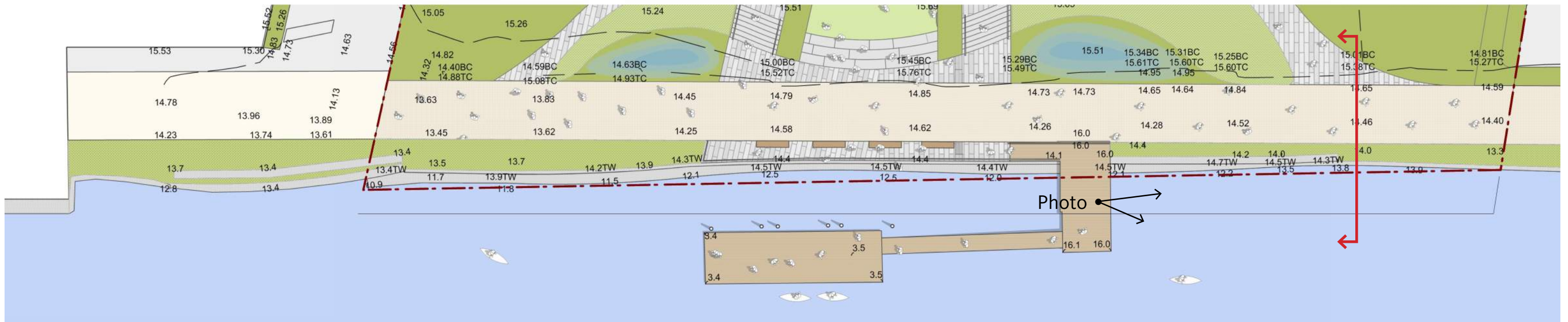
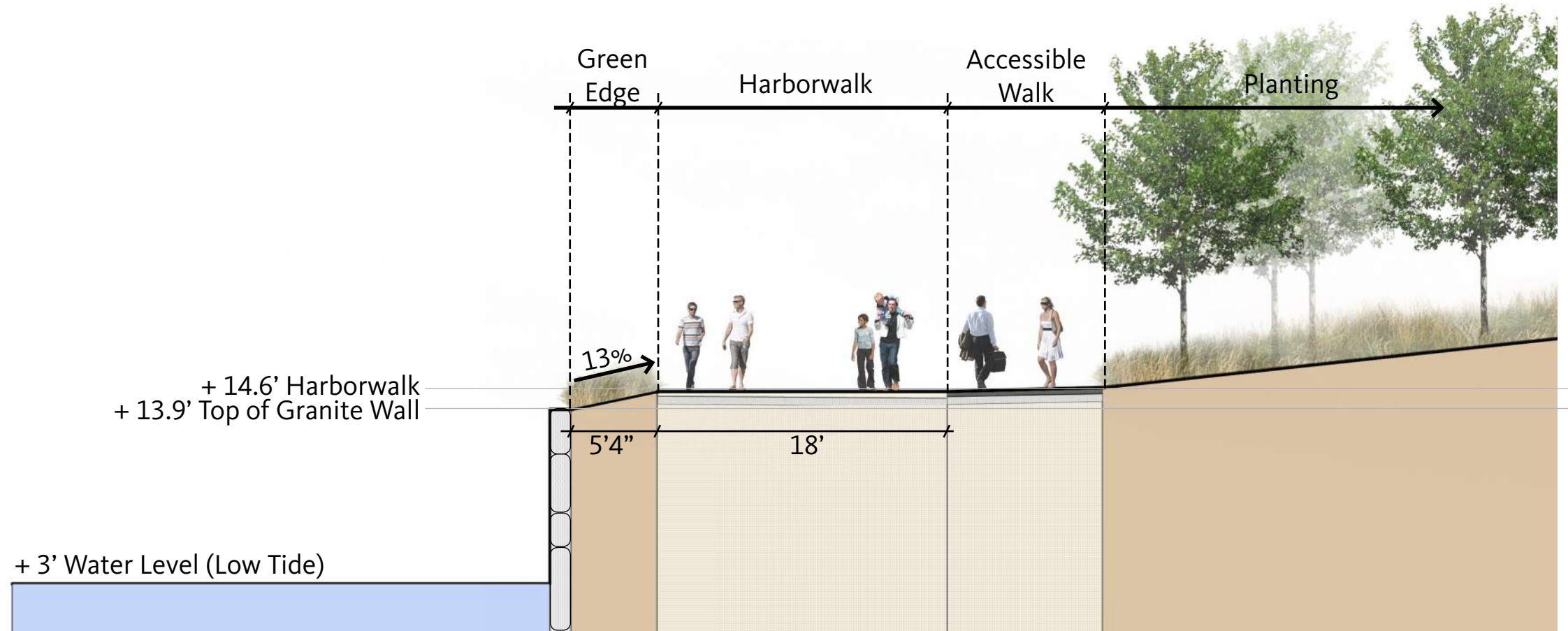
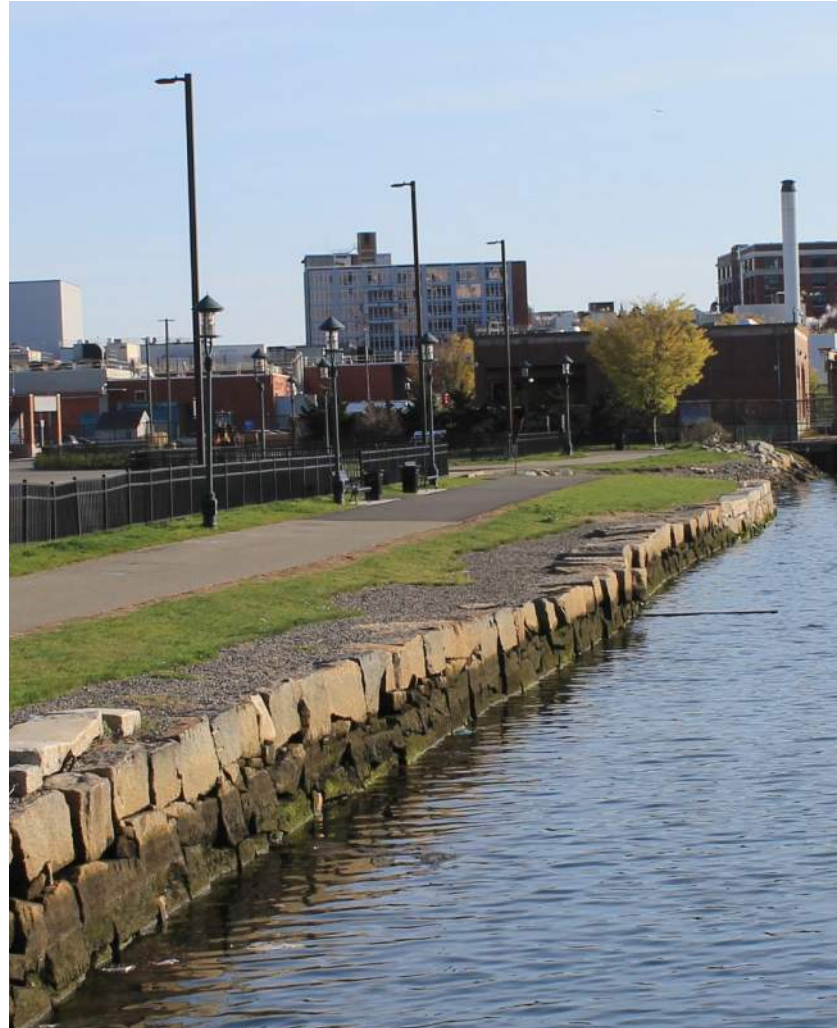
HARBORWALK GRADING

SECTION CENTRAL



HARBORWALK GRADING

SECTION SOUTH



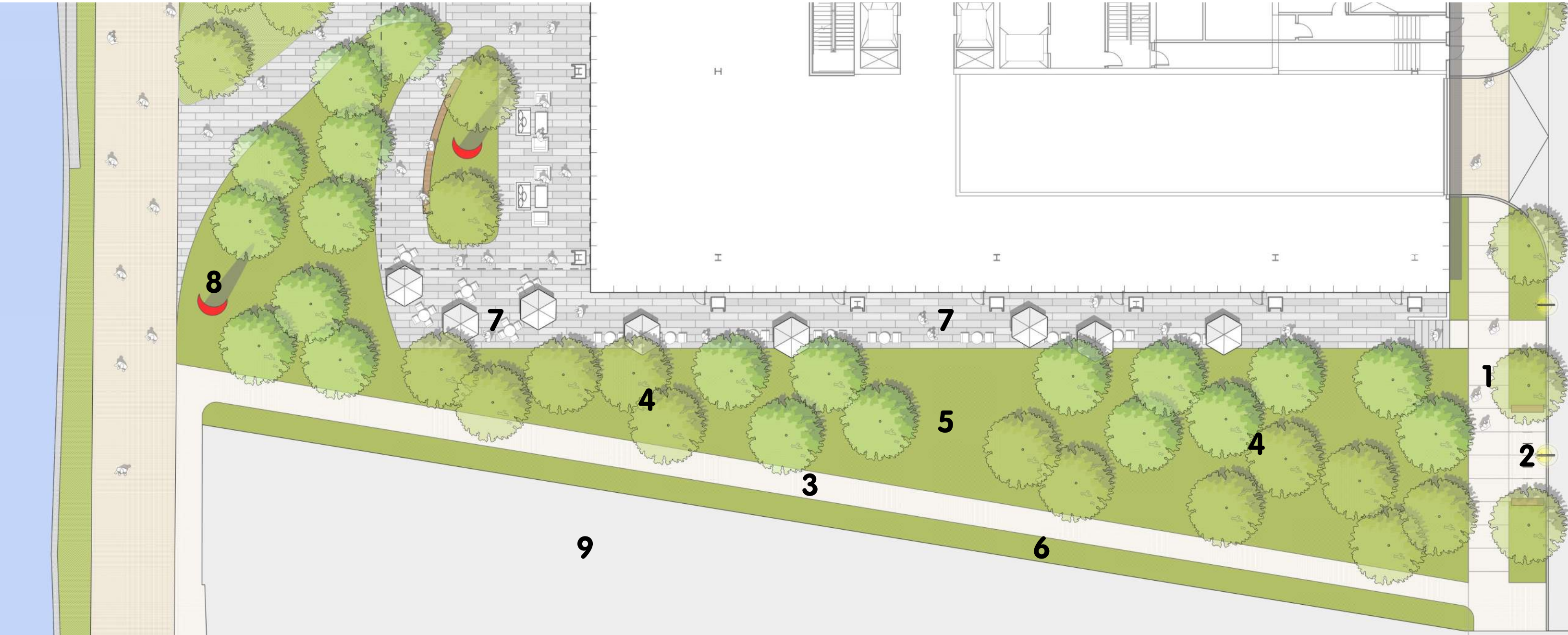
HARBORWALK

CURRENT DESIGN



DESIGN EVOLUTION

CURRENT DESIGN



LEGEND:

1 NECCO STREETSCAPE

2 BIKE RACKS + SEATING

3 HARBORWALK CONNECTOR

4 WIND MITIGATING PLANTINGS

5 TRANSITIONAL LANDSCAPE

6 PARKING LOT BUFFER

7 MUSEUM PROGRAM EXTENSION

8 PUBLIC ART INFRASTRUCTURE

9 EXISTING PARKING / FUTURE PARK

FUTURE PARK CONNECTION

CURRENT DESIGN



DESIGN EVOLUTION

POTENTIAL FUTURE CONNECTION



LEGEND:

1 NECCO STREETSCAPE

2 BIKE RACKS + SEATING

3 STREETSCAPE PLANTING

4 ADA STREET ACCESS

5 PARK CONNECTORS

6 MUSEUM COURTYARD EXTENSIONS

7 STORMWATER RETENTION FEATURE

8 STORMWATER FEATURE DECKS

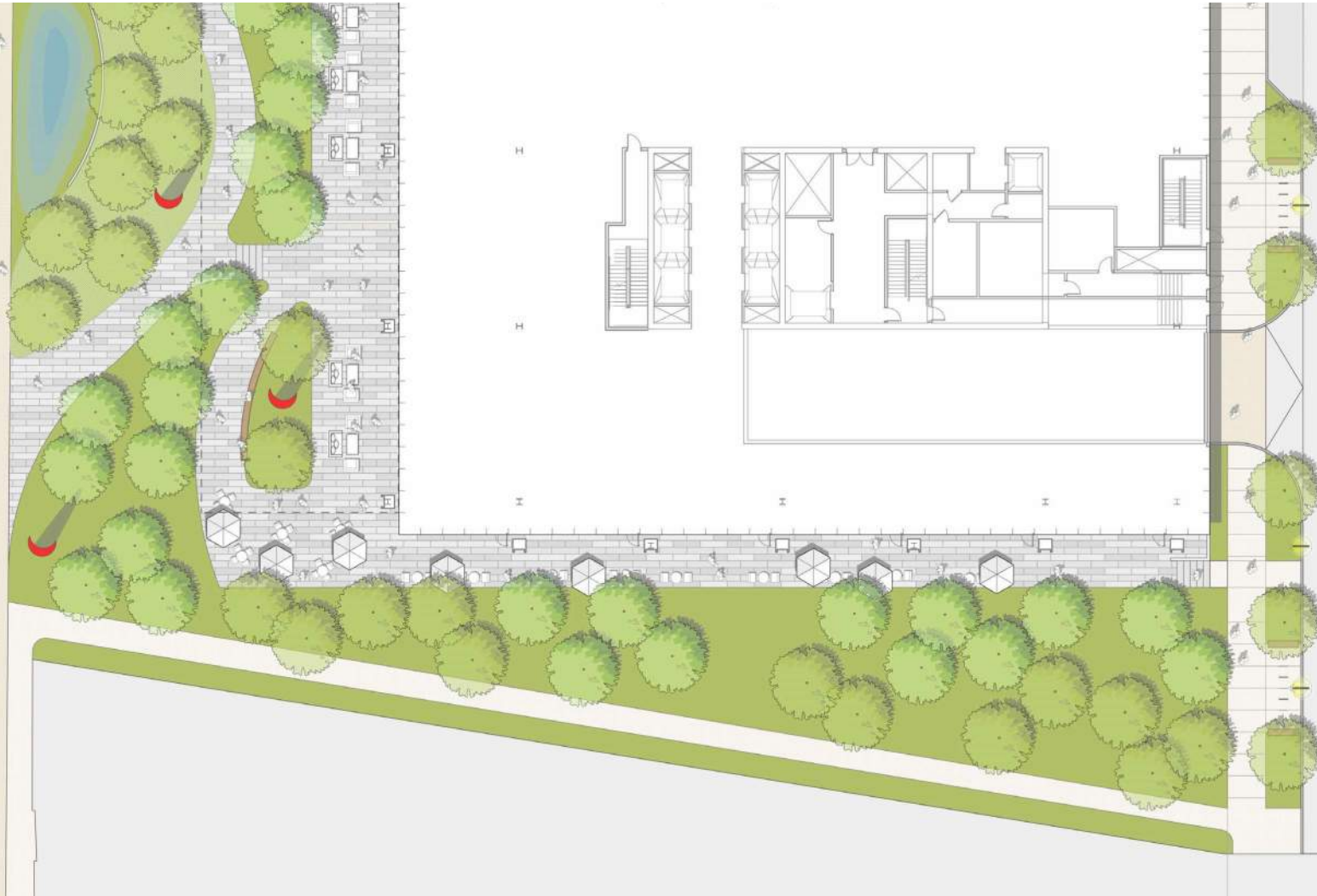
9 PARK PROMENADE

10 FUTURE FORT POINT PARK

11 WIND MITIGATING LANDSCAPE

DESIGN EVOLUTION

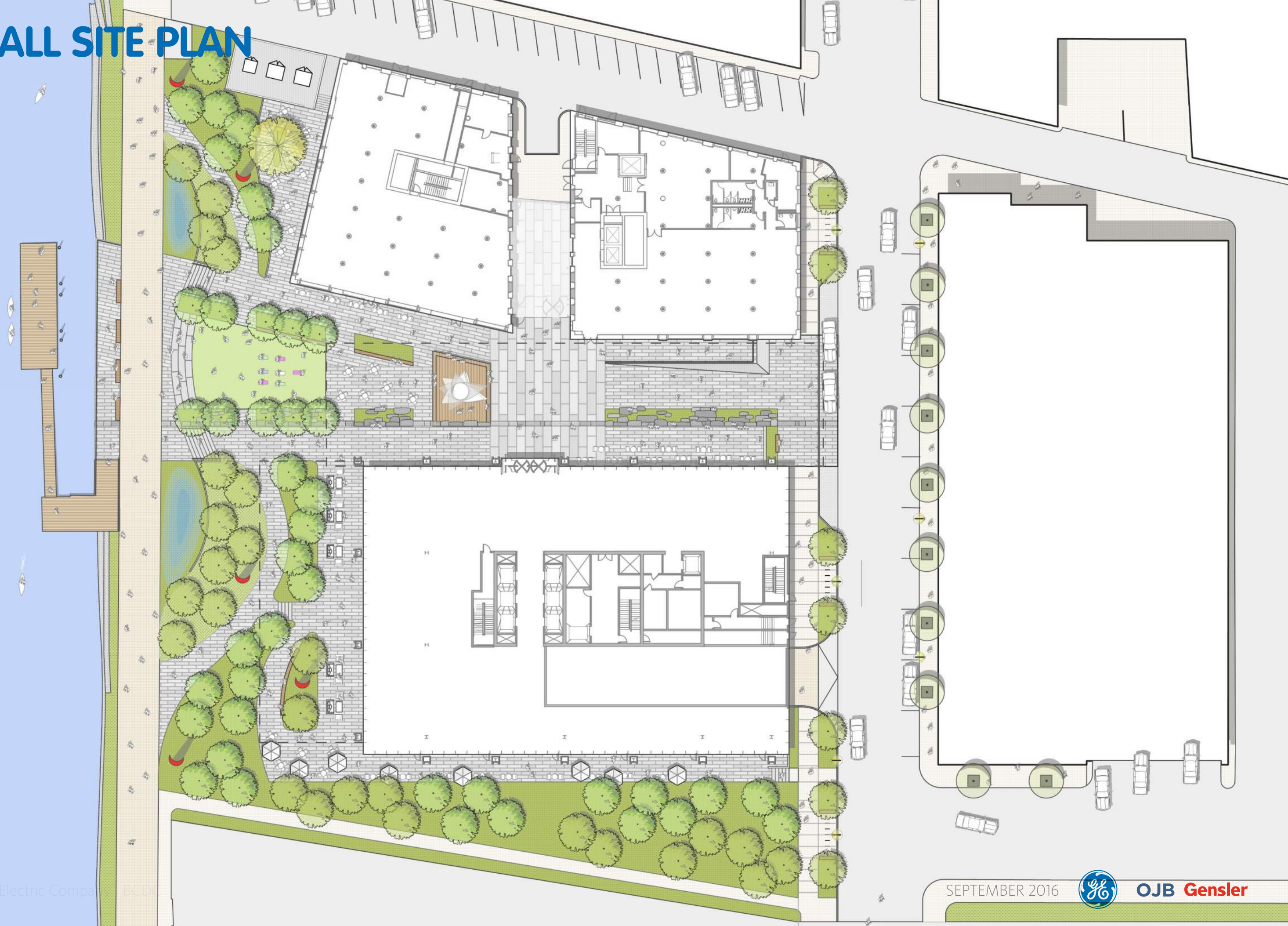
CURRENT DESIGN



POTENTIAL FUTURE CONNECTION



OVERALL SITE PLAN



GE PLAZA/CANOPY: WHAT WE HEARD

Consider extent of canopy.

Develop 10'-0" transition at building's edge.



CANOPY: REVISED LAYOUT / KEY CRITERIA + DESIGN DELIVERY

Placemaking

Create spatial hierarchy within GE plaza

Performance/Position

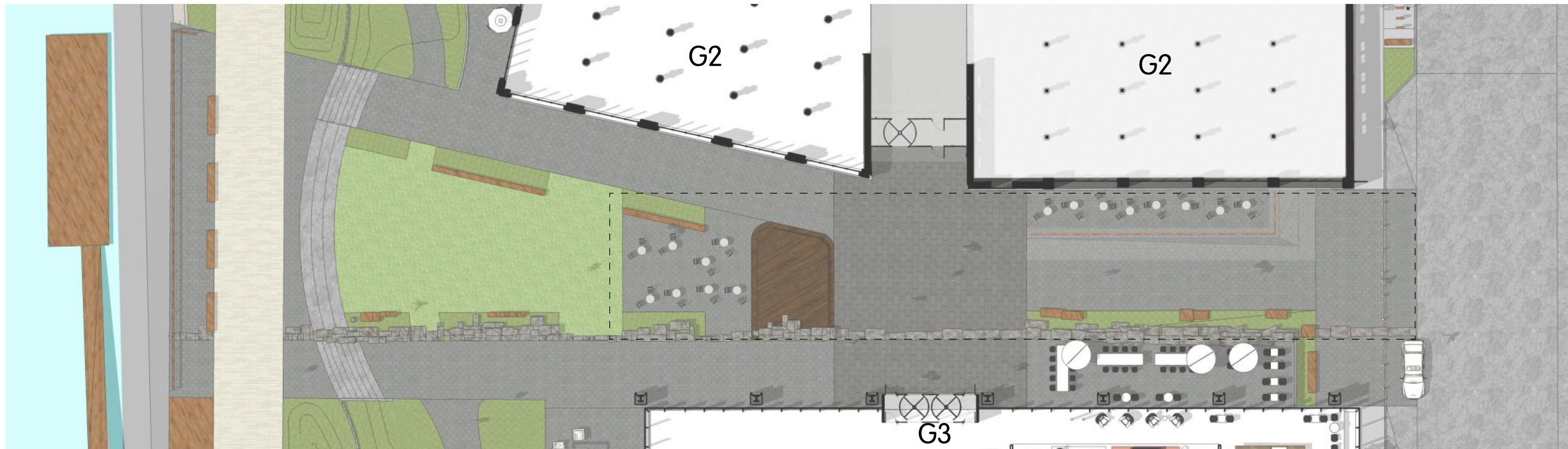
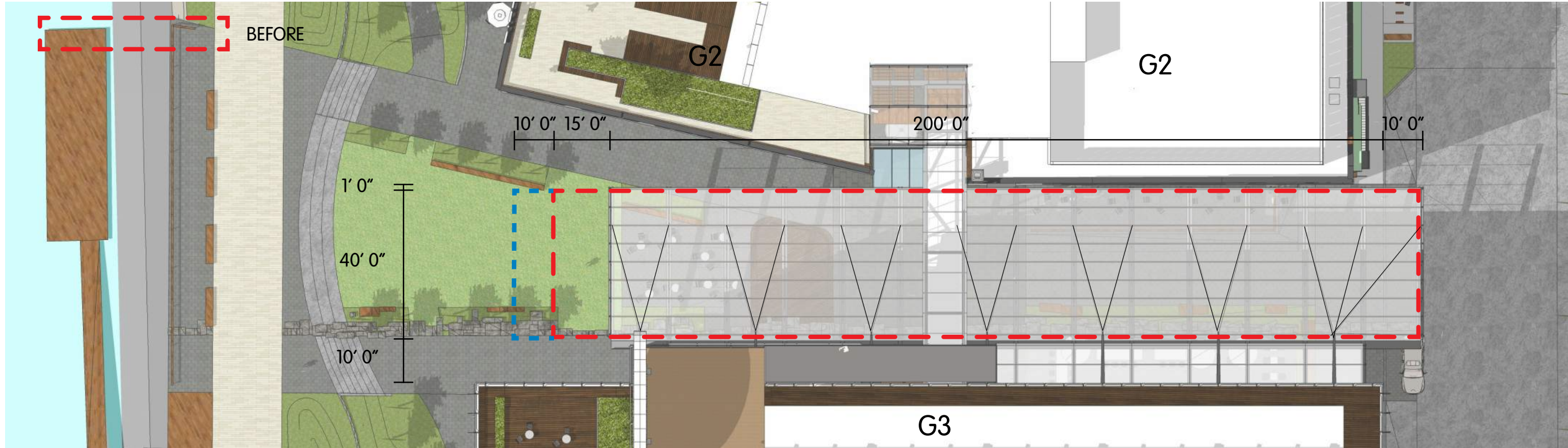
Integrate structure drainage and lighting.

Materiality

Modern tectonic steel, glass, and wood.



CANOPY: REVISED LAYOUT



CANOPY: REVISED LAYOUT



ORIGINAL



REDUCE 1 MODULE (15' 0")

CANOPY: REVISED LAYOUT



ORIGINAL



REDUCE 1 MODULE (15' 0")

CANOPY: REVISED LAYOUT



ORIGINAL



REDUCE 1 MODULE (15' 0")

CANOPY: REVISED LAYOUT



ORIGINAL



REDUCE 1 MODULE (15' 0")

CANOPY: TRANSITION / KEY CRITERIA + DESIGN DELIVERY

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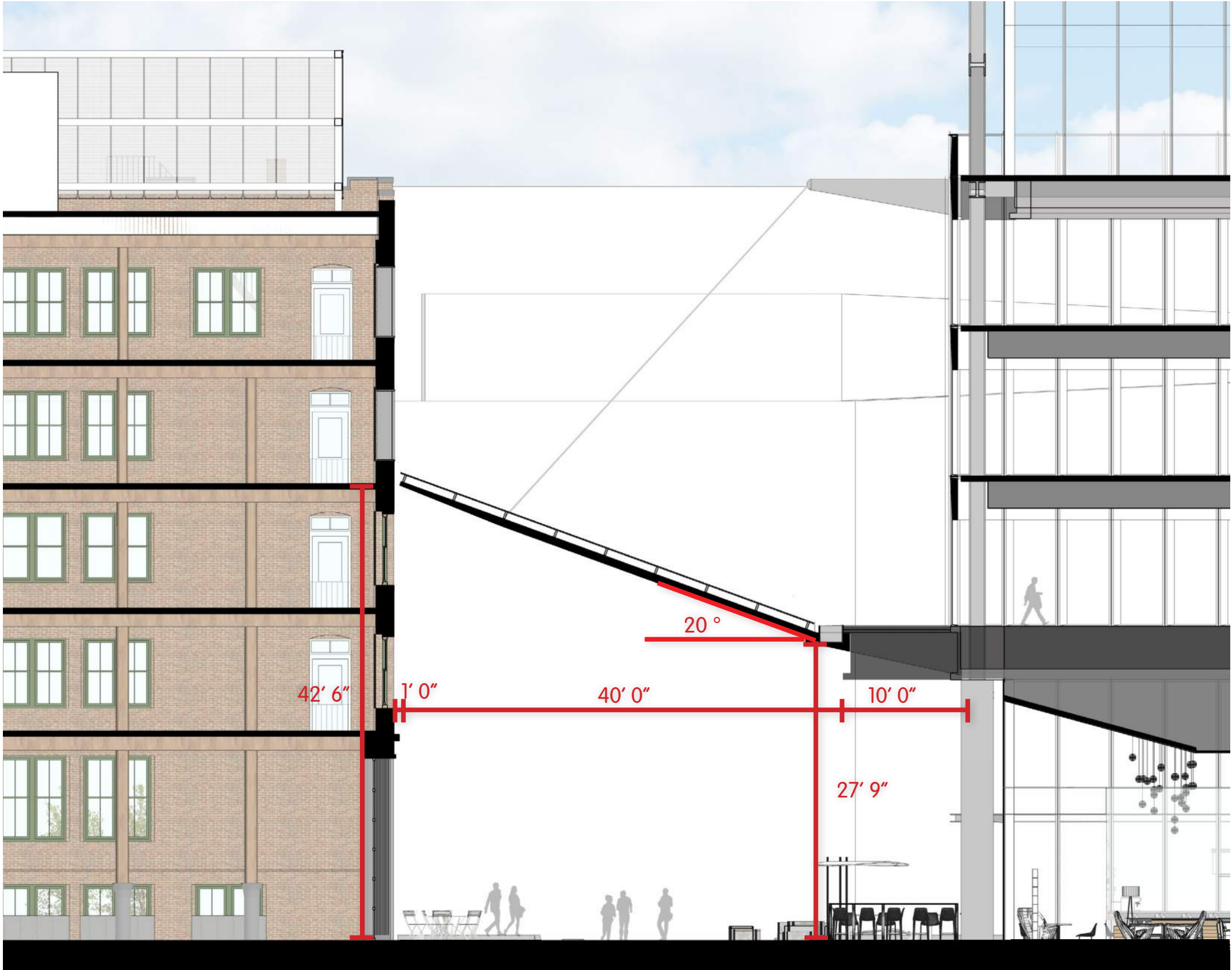
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Materiality

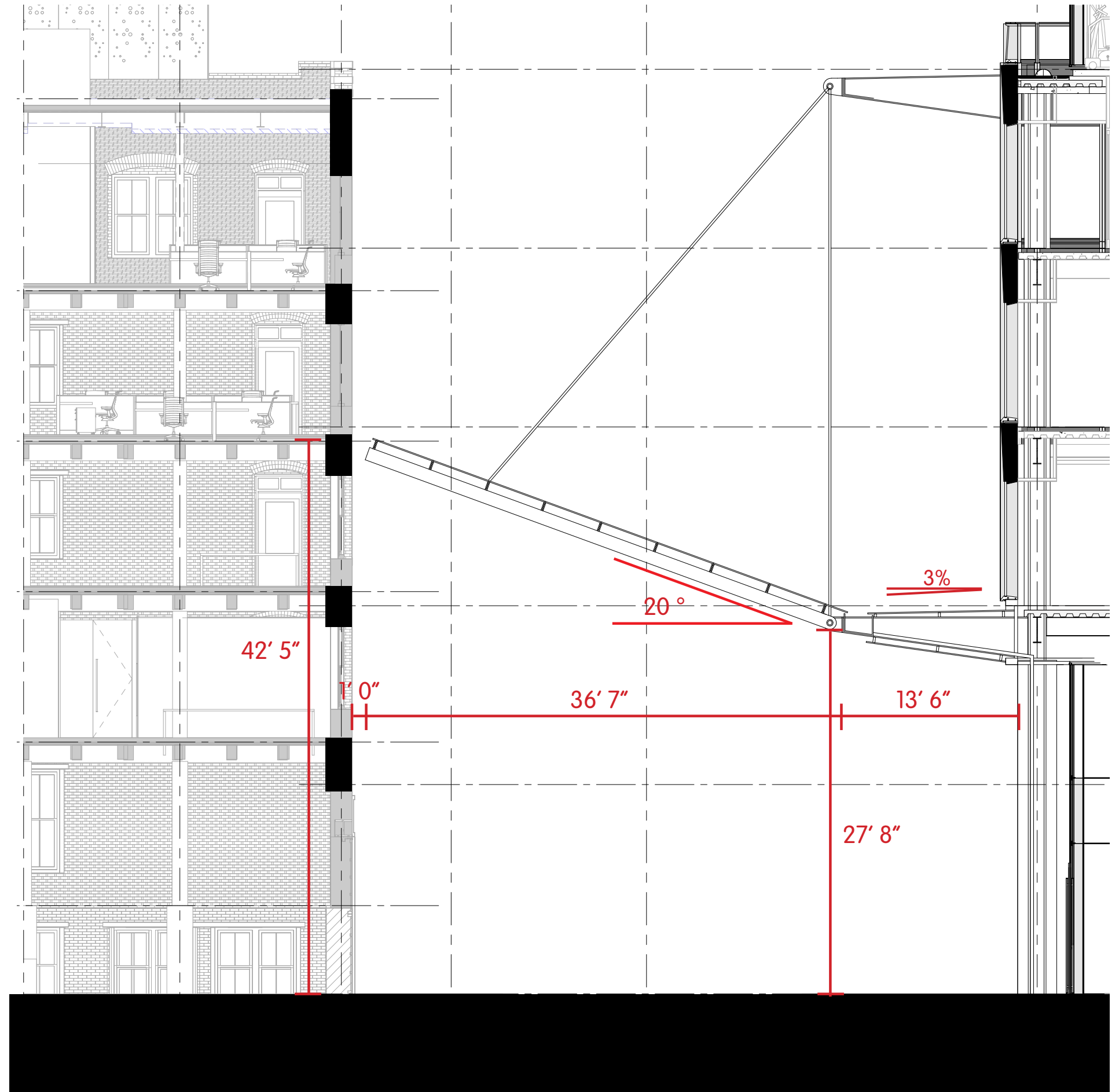
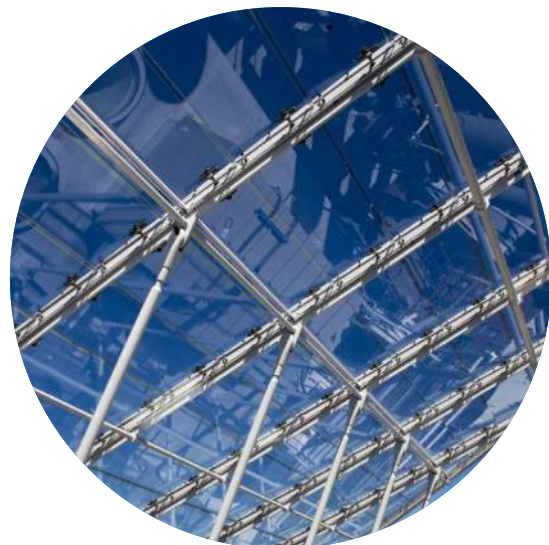
Modern tectonic steel, glass, and wood.



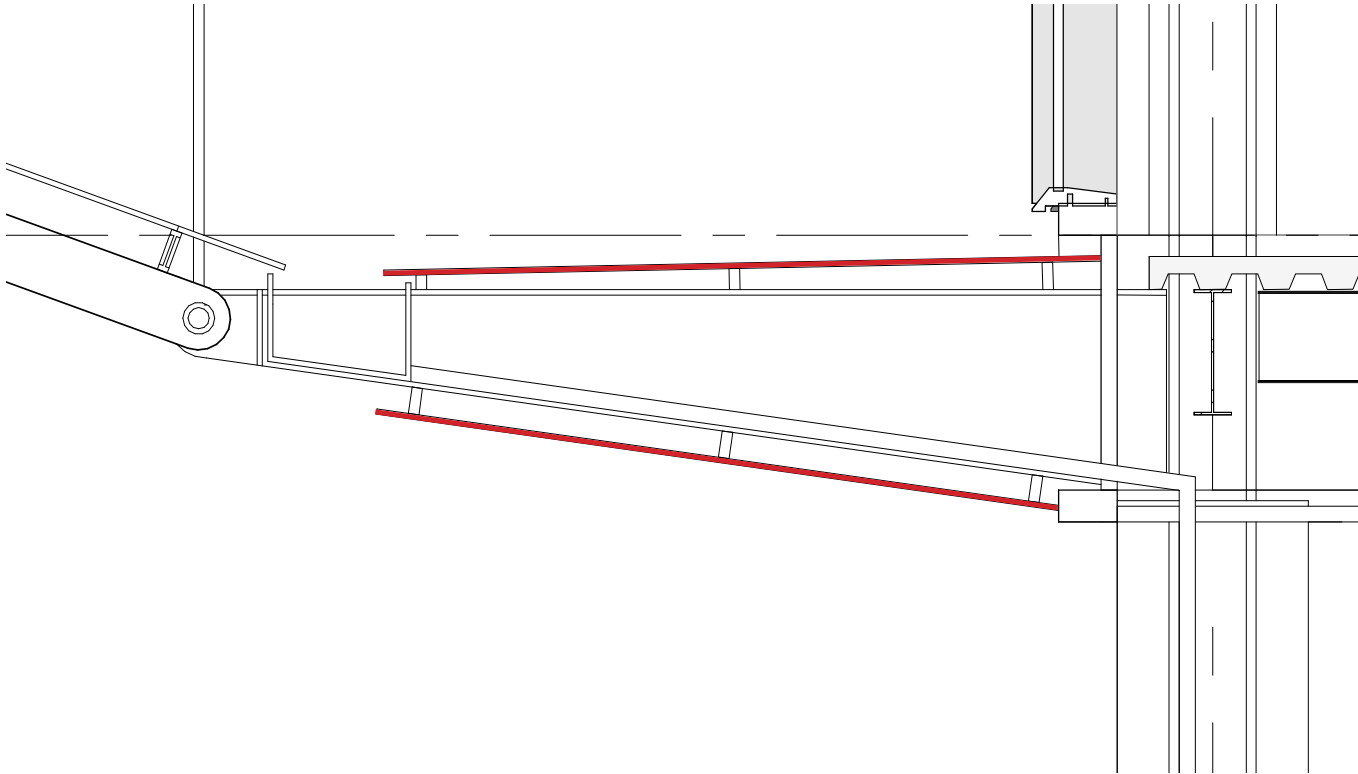
CANOPY: TRANSITION / WHERE WE WERE



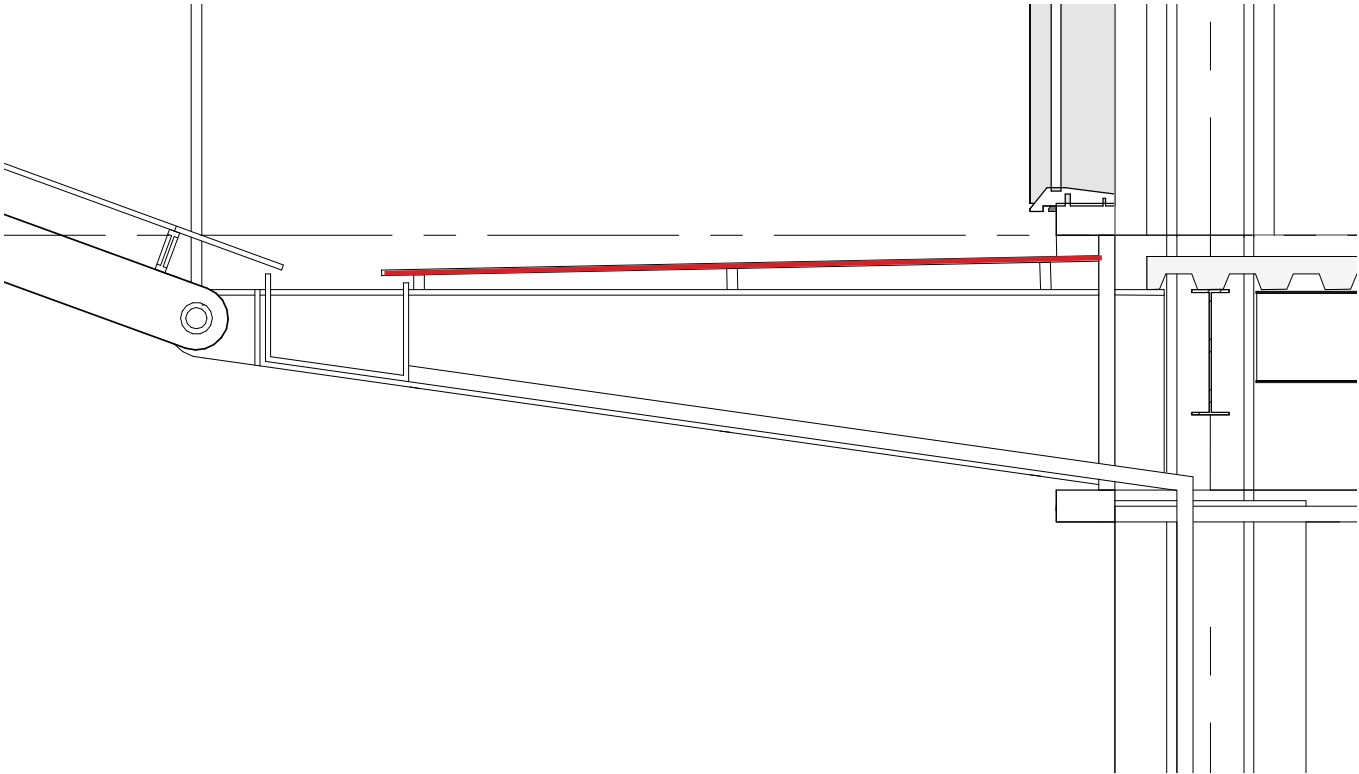
CANOPY: TRANSITION



CANOPY: TRANSITION



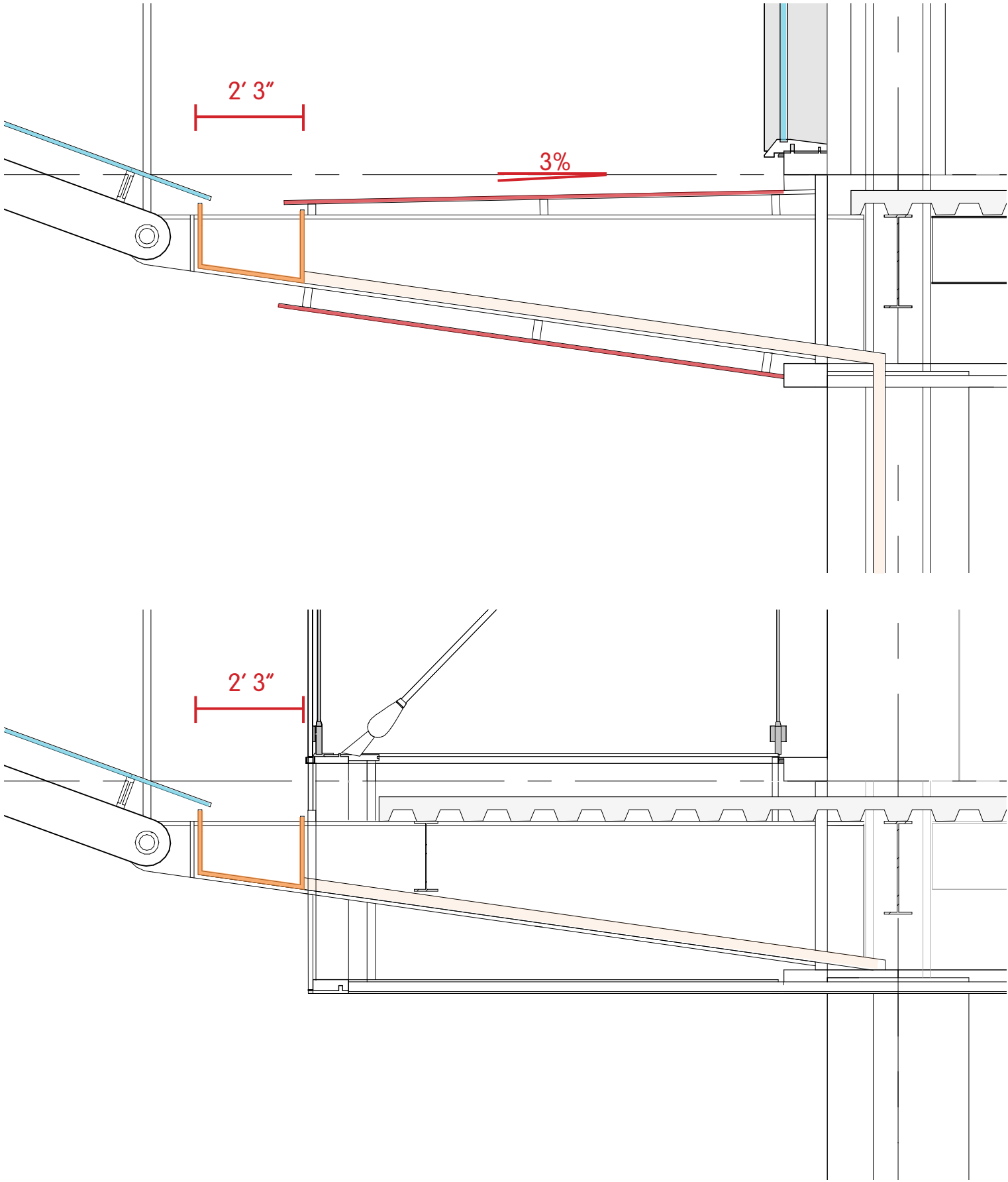
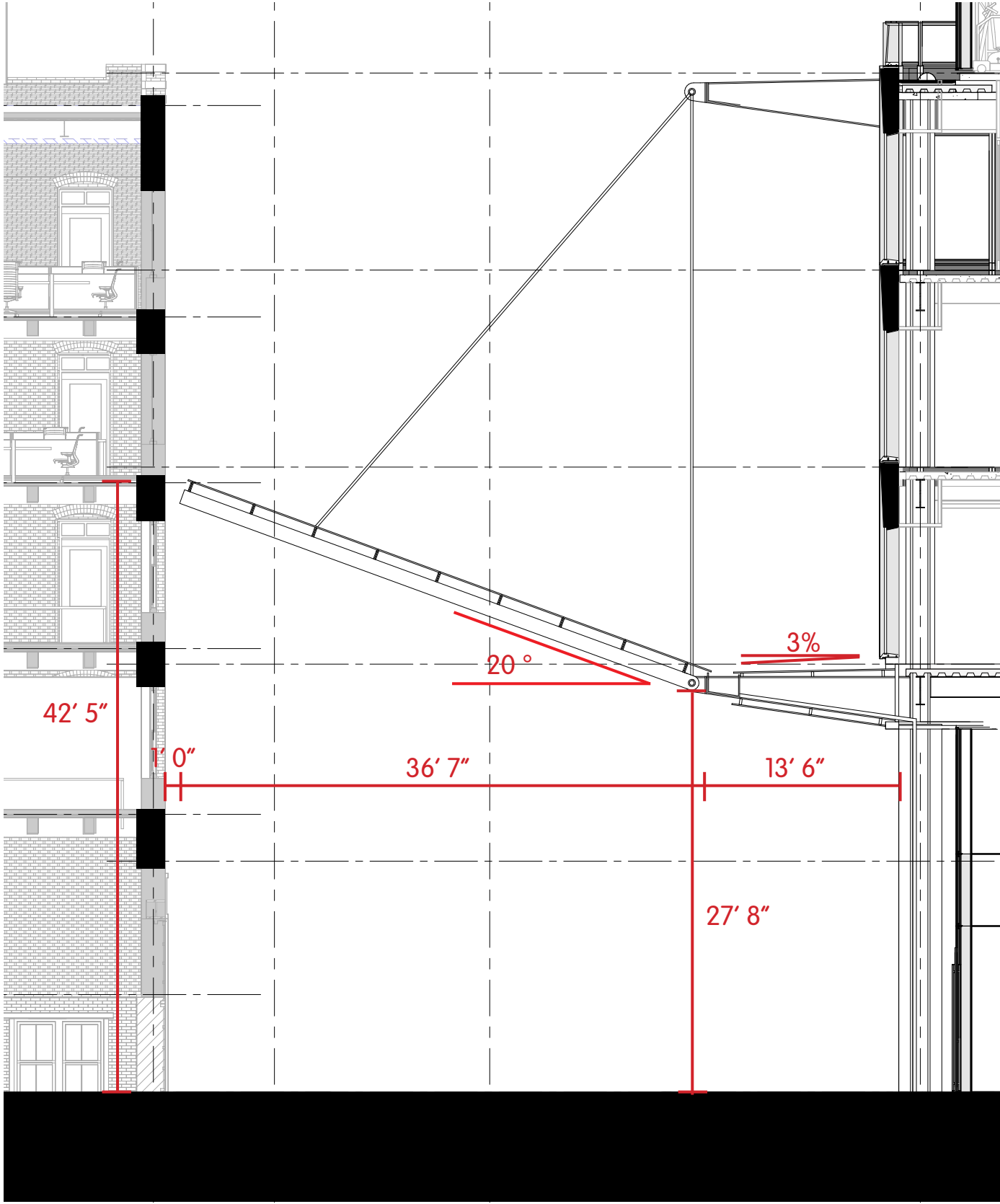
OPTION 1



OPTION 2

CANOPY: TRANSITION

OPTION 1



CANOPY: TRANSITION

OPTION 1 - MATERIALITY



GLASS



WOOD



METAL

CANOPY: TRANSITION

OPTION 1 - MATERIALITY



GLASS



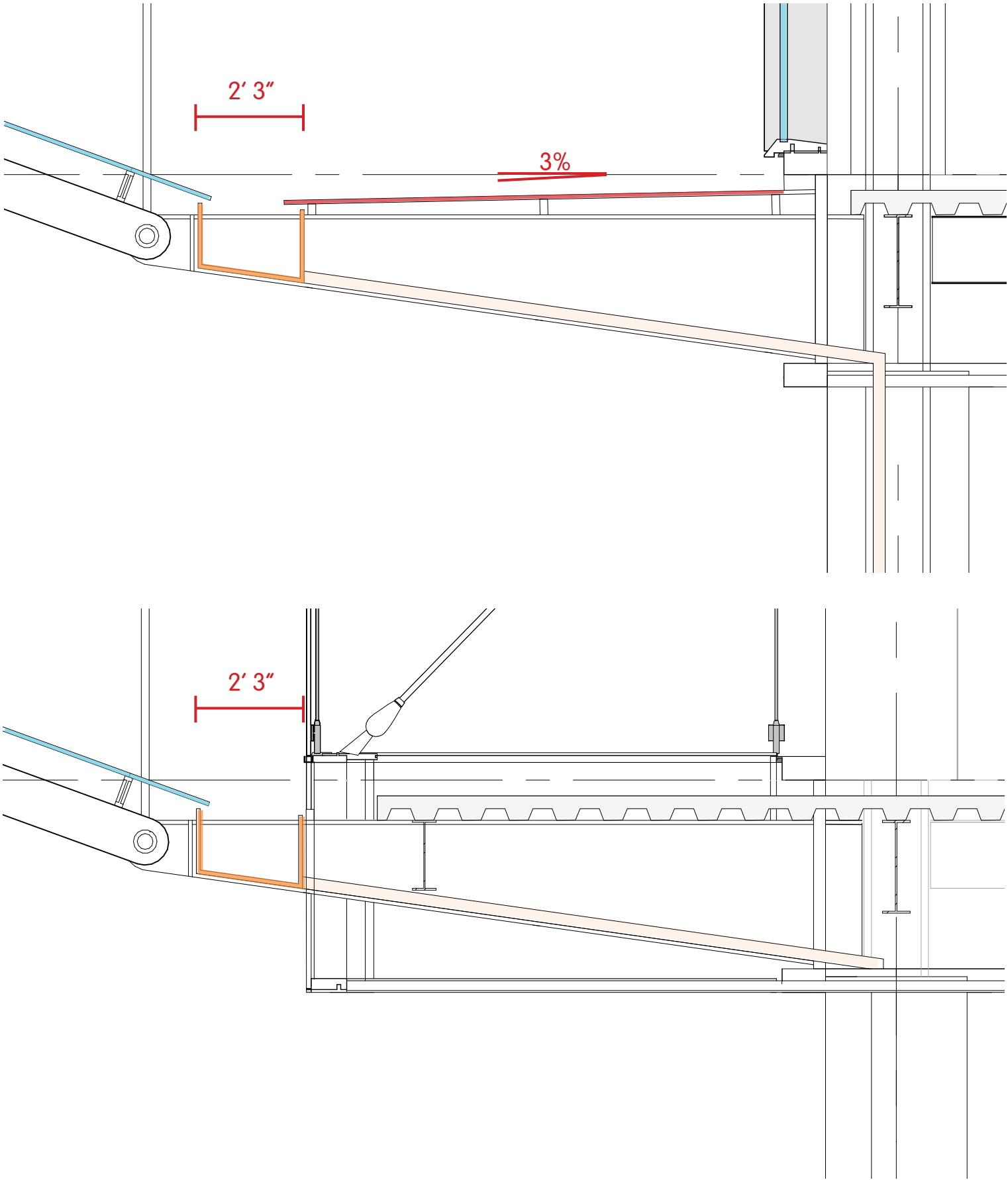
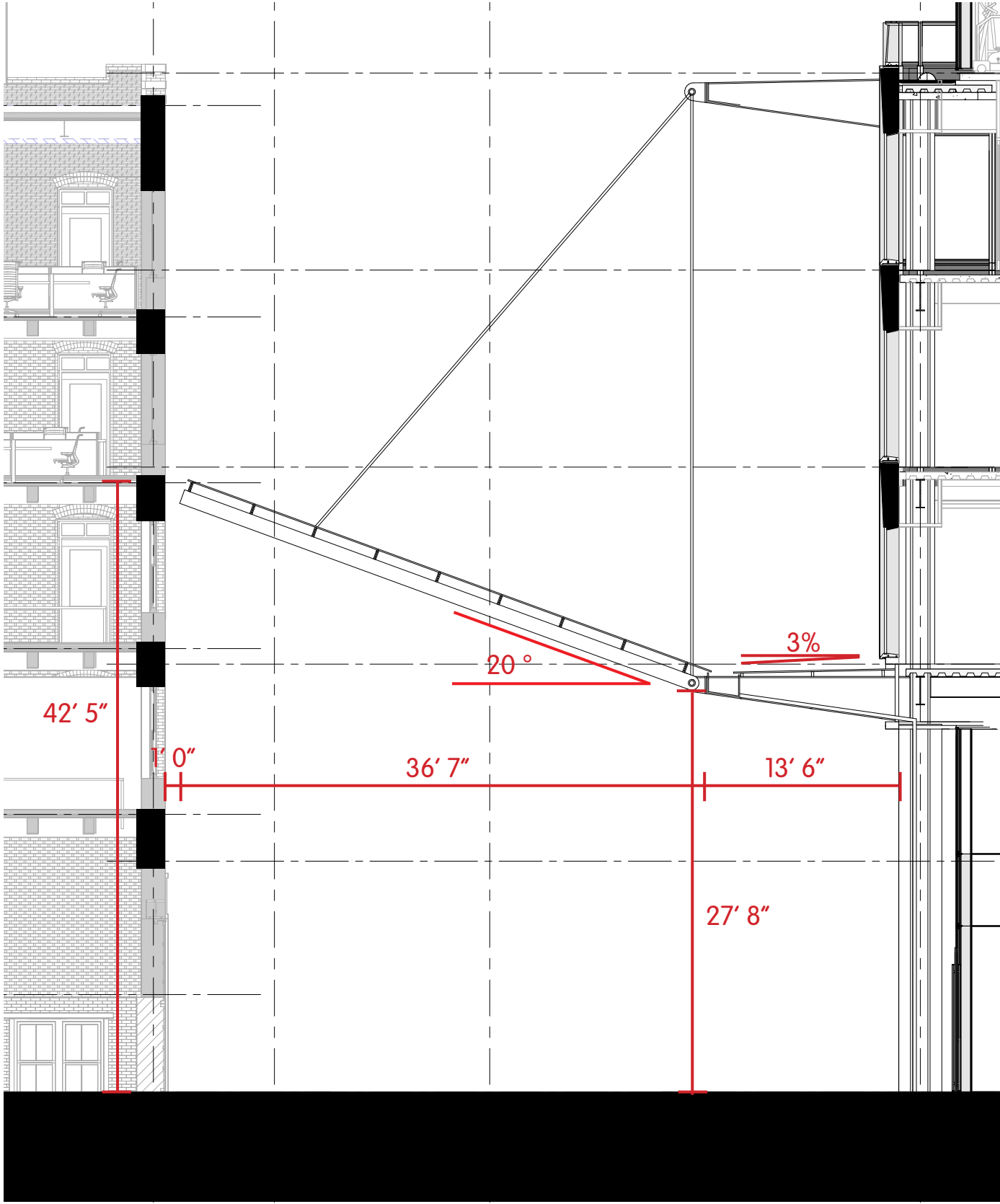
WOOD



METAL

CANOPY: TRANSITION

OPTION 2



CANOPY: TRANSITION

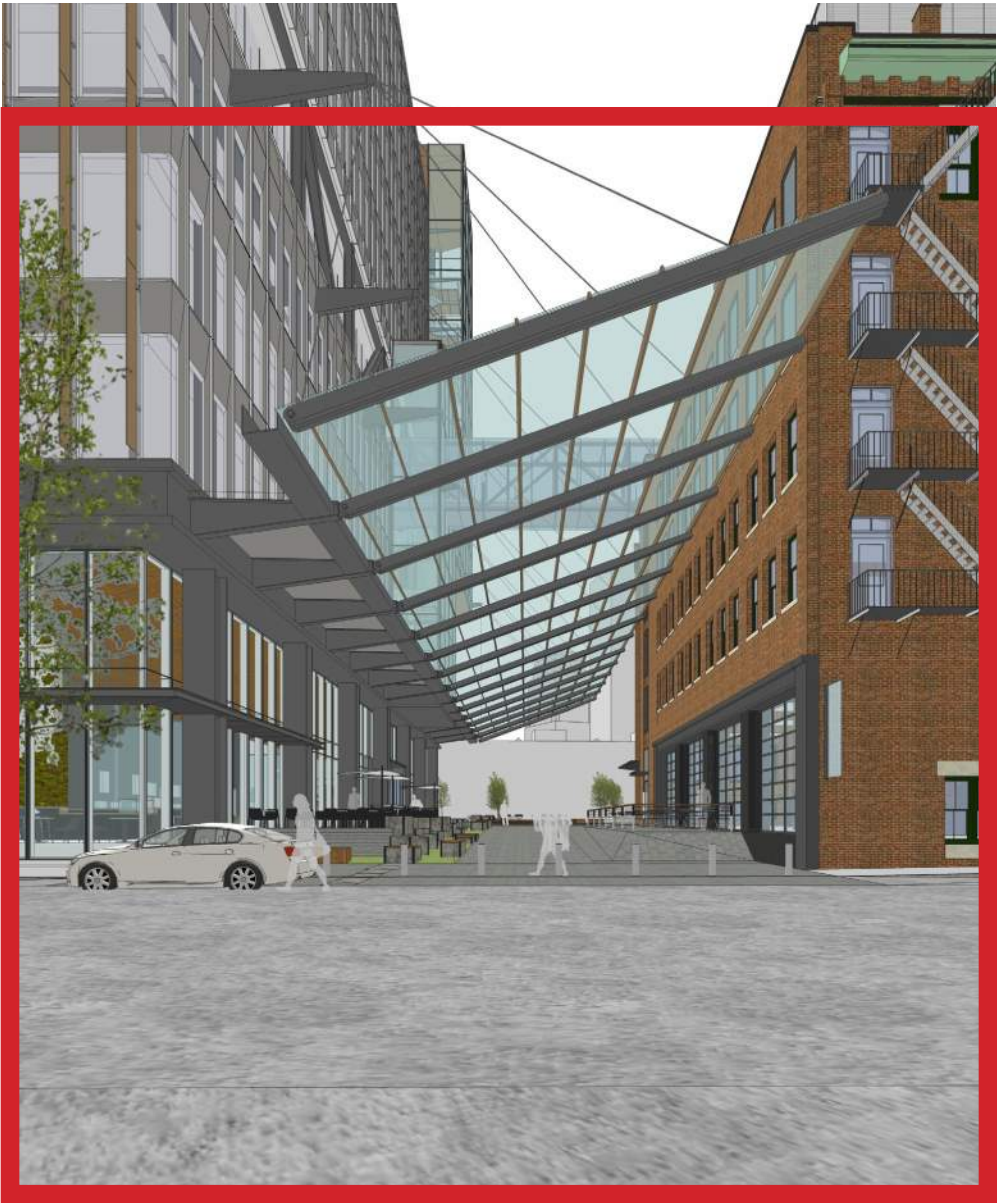
OPTION 2 - MATERIALITY



GLASS



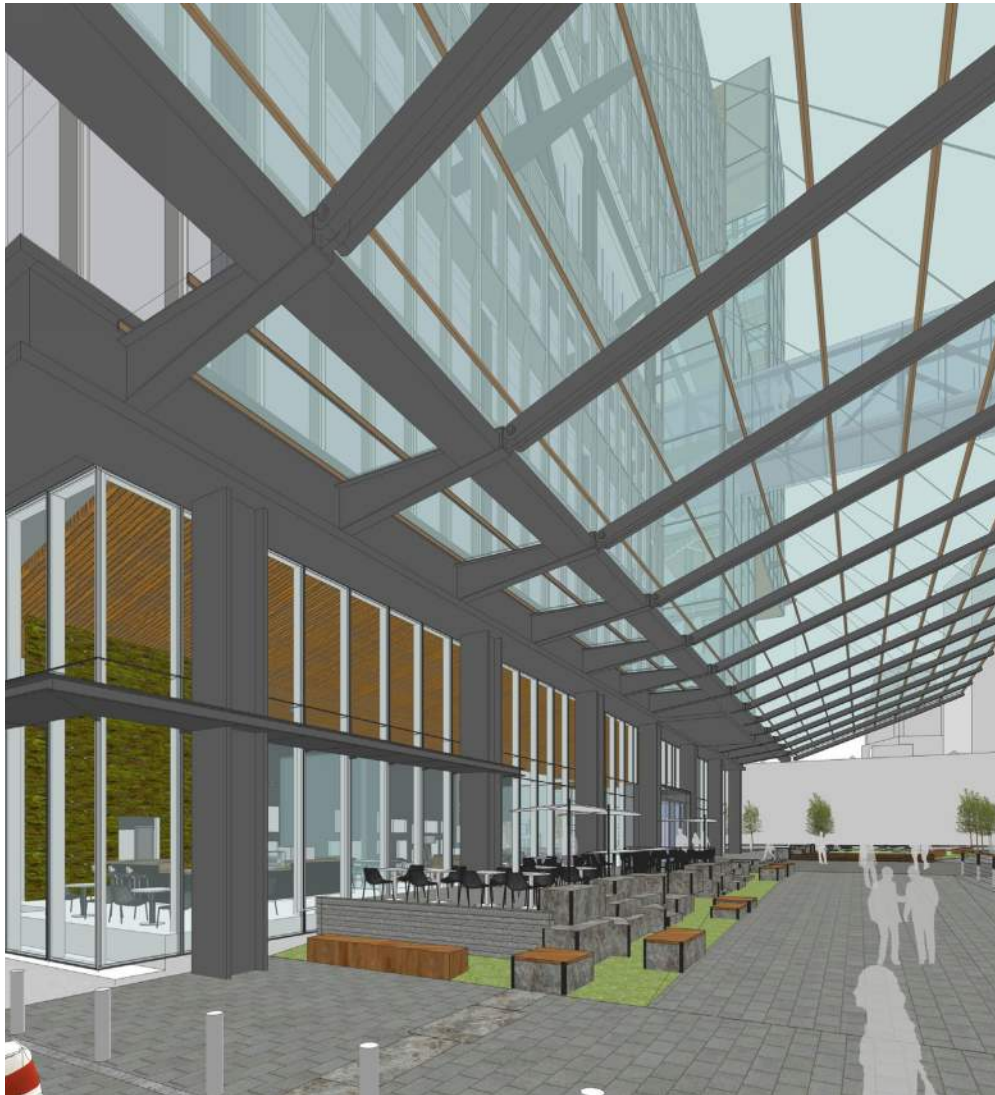
WOOD



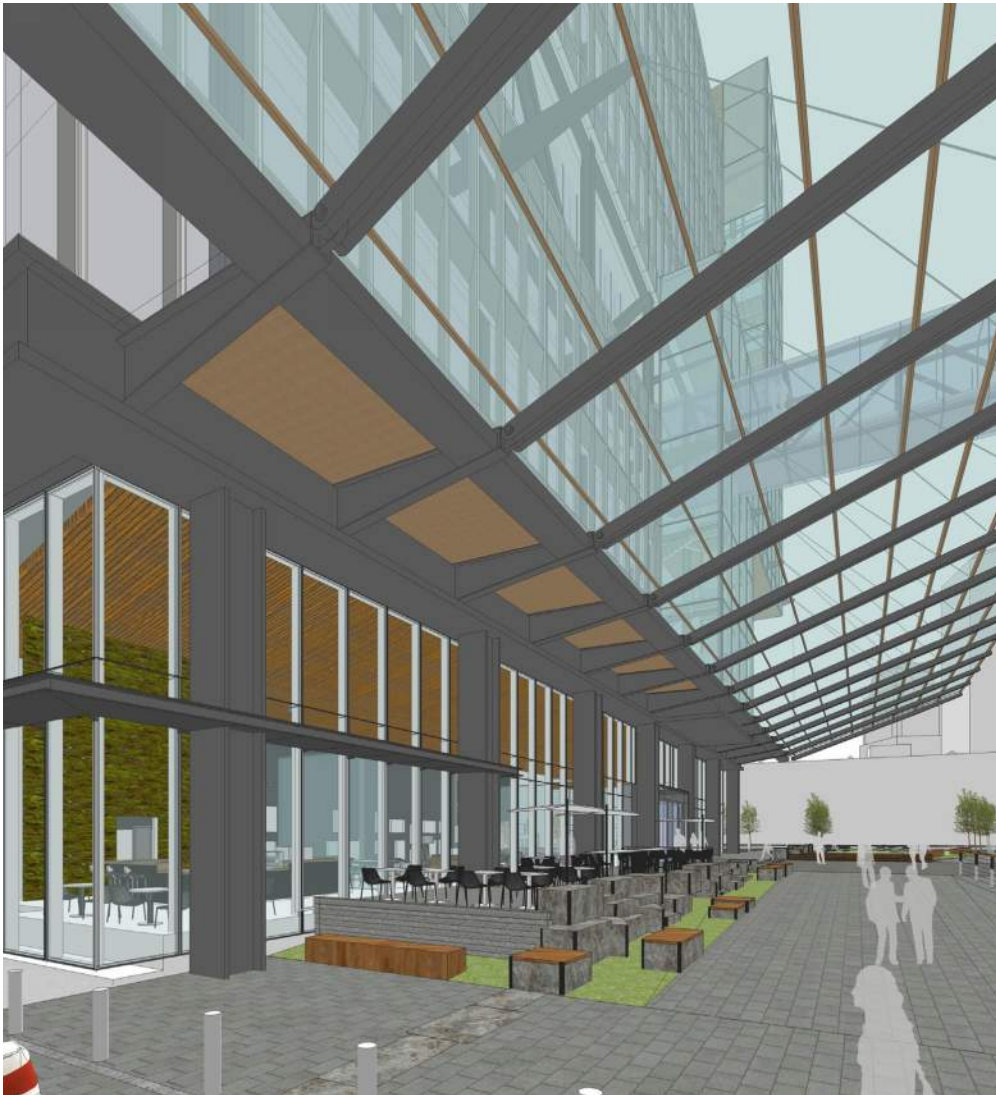
METAL

CANOPY: TRANSITION

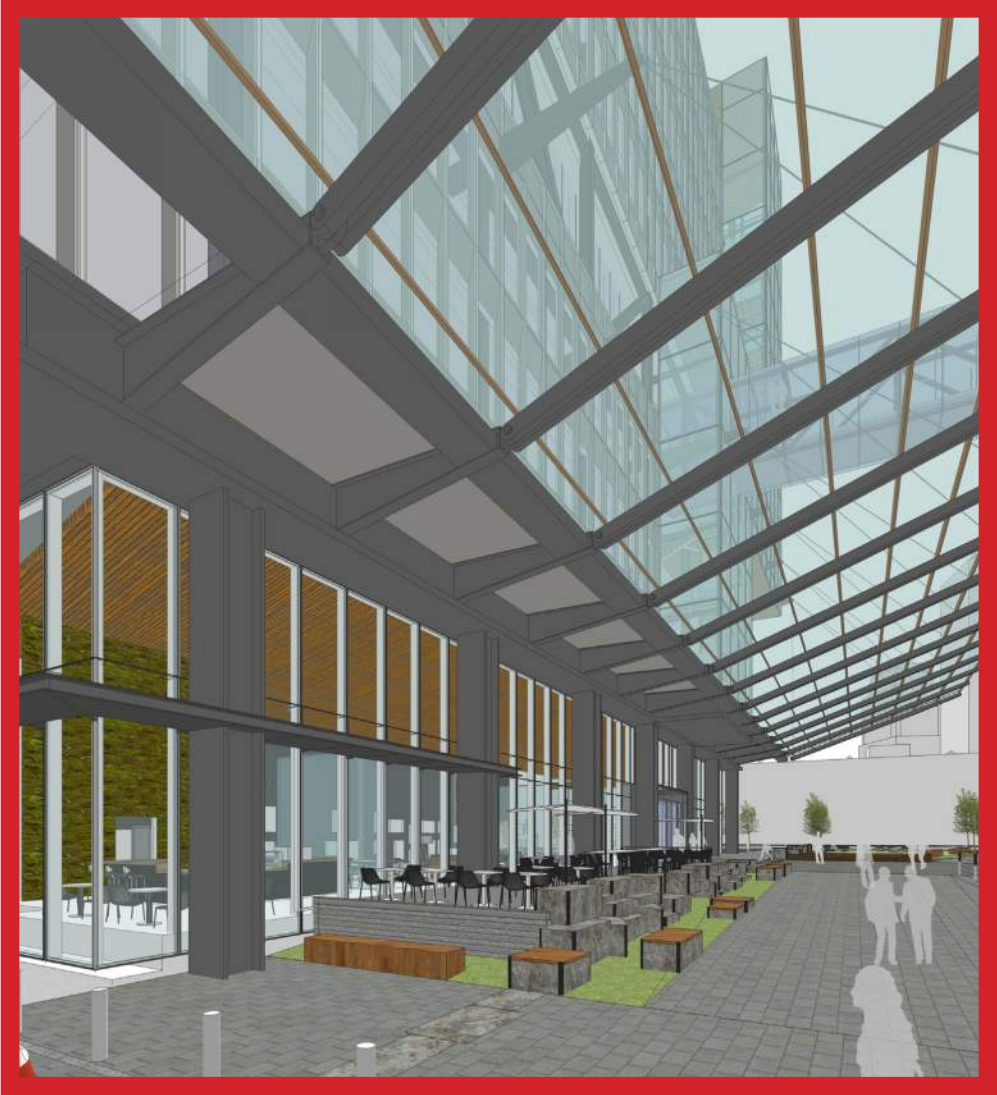
OPTION 2 - MATERIALITY



GLASS



WOOD



METAL

VERTICAL VILLAGE



ORIGINAL



REMOVE MIDDLE PART



VERTICAL VILLAGE



ORIGINAL



REMOVE MIDDLE PART

VERTICAL VILLAGE



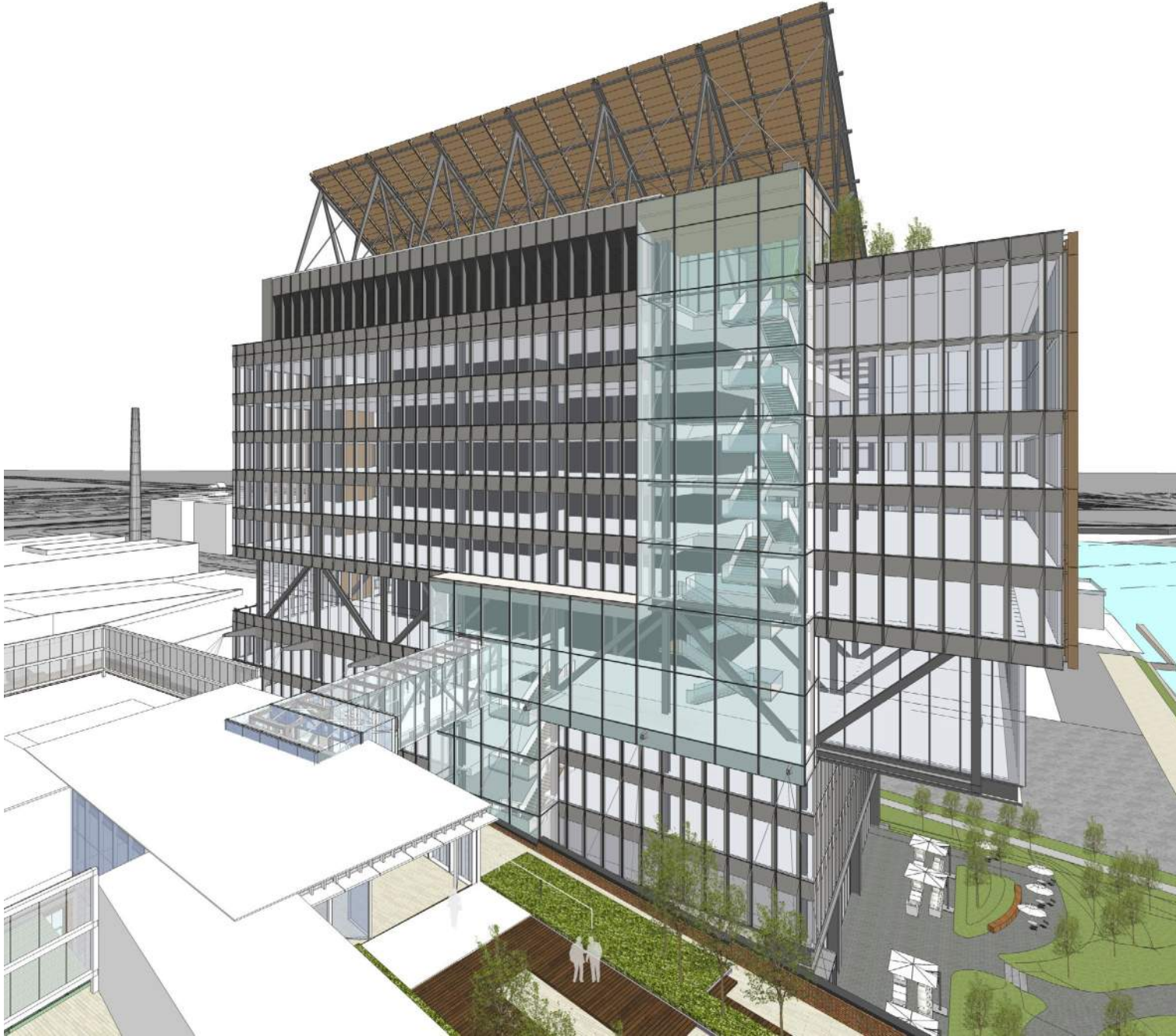
ORIGINAL



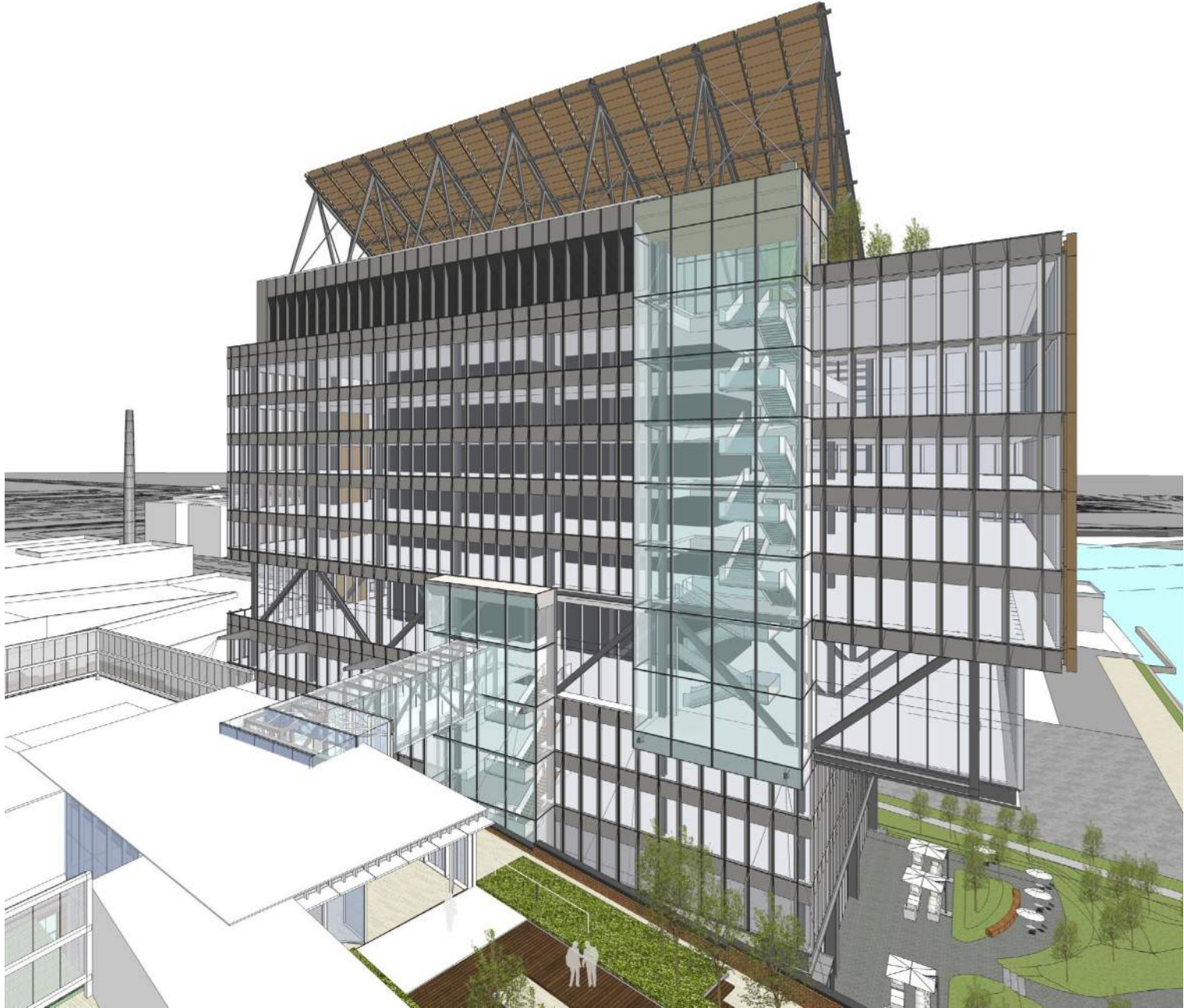
REMOVE MIDDLE PART



VERTICAL VILLAGE



ORIGINAL



REMOVE MIDDLE PART



VERTICAL VILLAGE



ORIGINAL

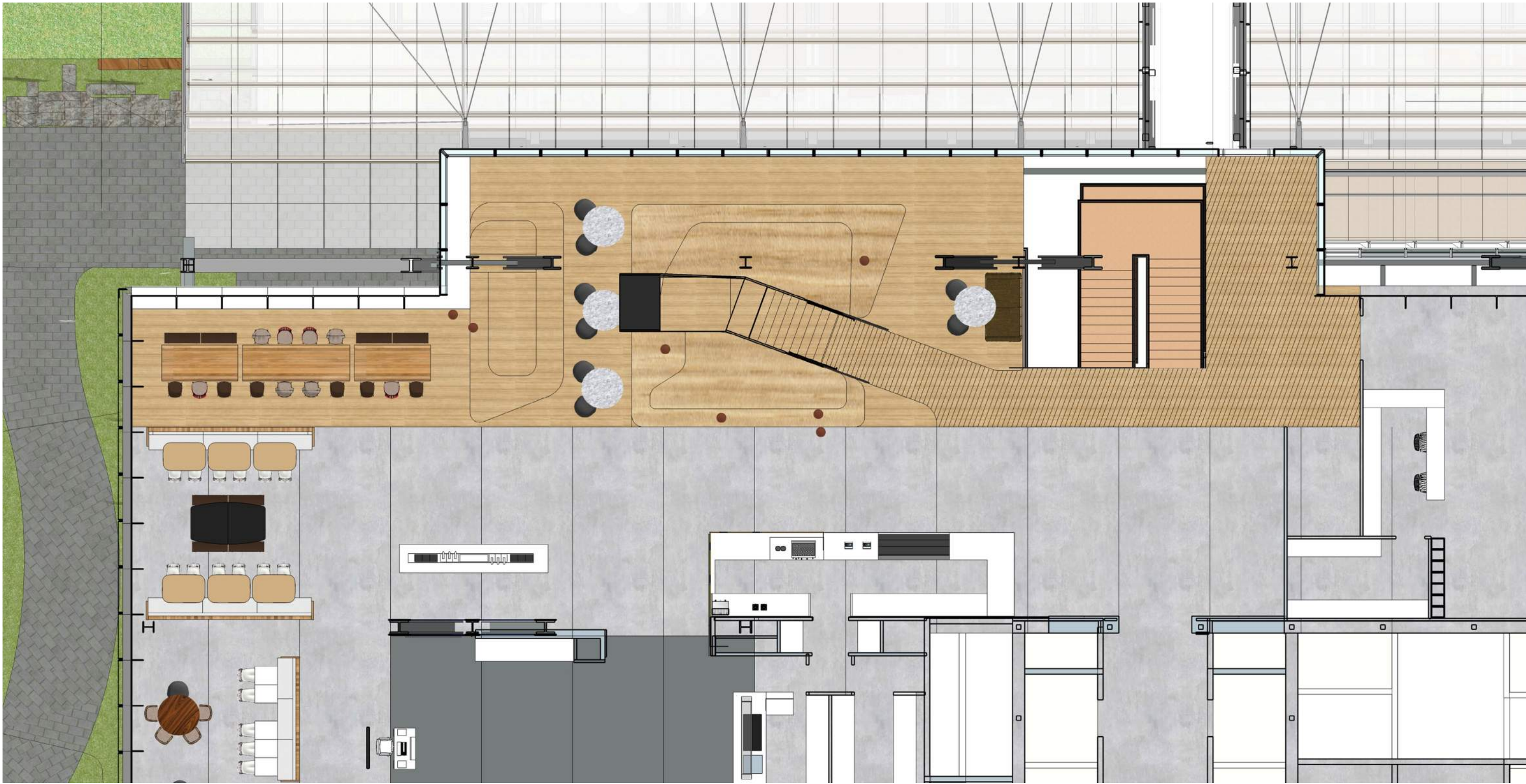


REMOVE MIDDLE PART



VERTICAL VILLAGE

LAYOUT

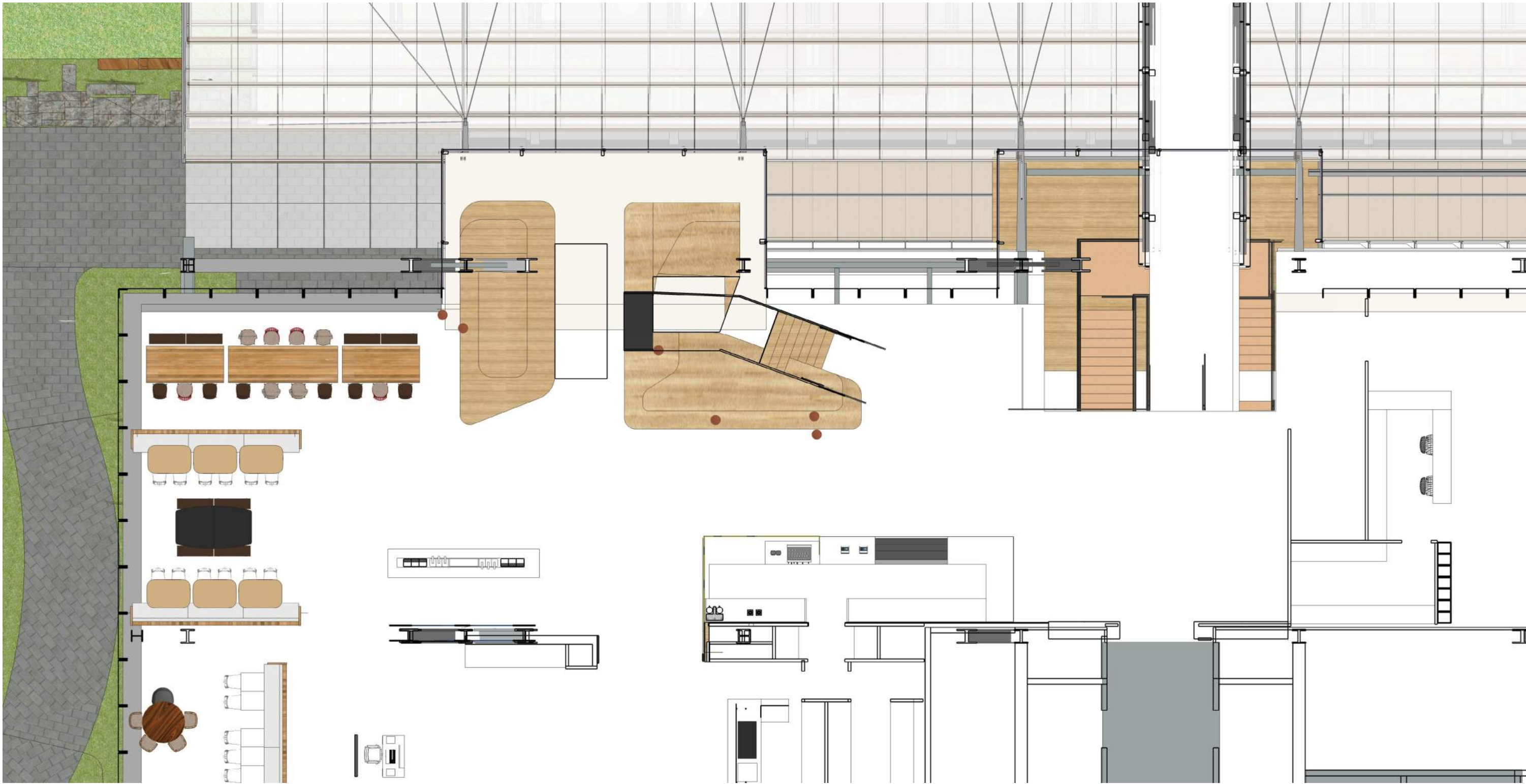


ORIGINAL



VERTICAL VILLAGE

LAYOUT



REMOVE MIDDLE PART



EAST ELEVATION / WHERE WE WERE



EAST ELEVATION



ORIGINAL

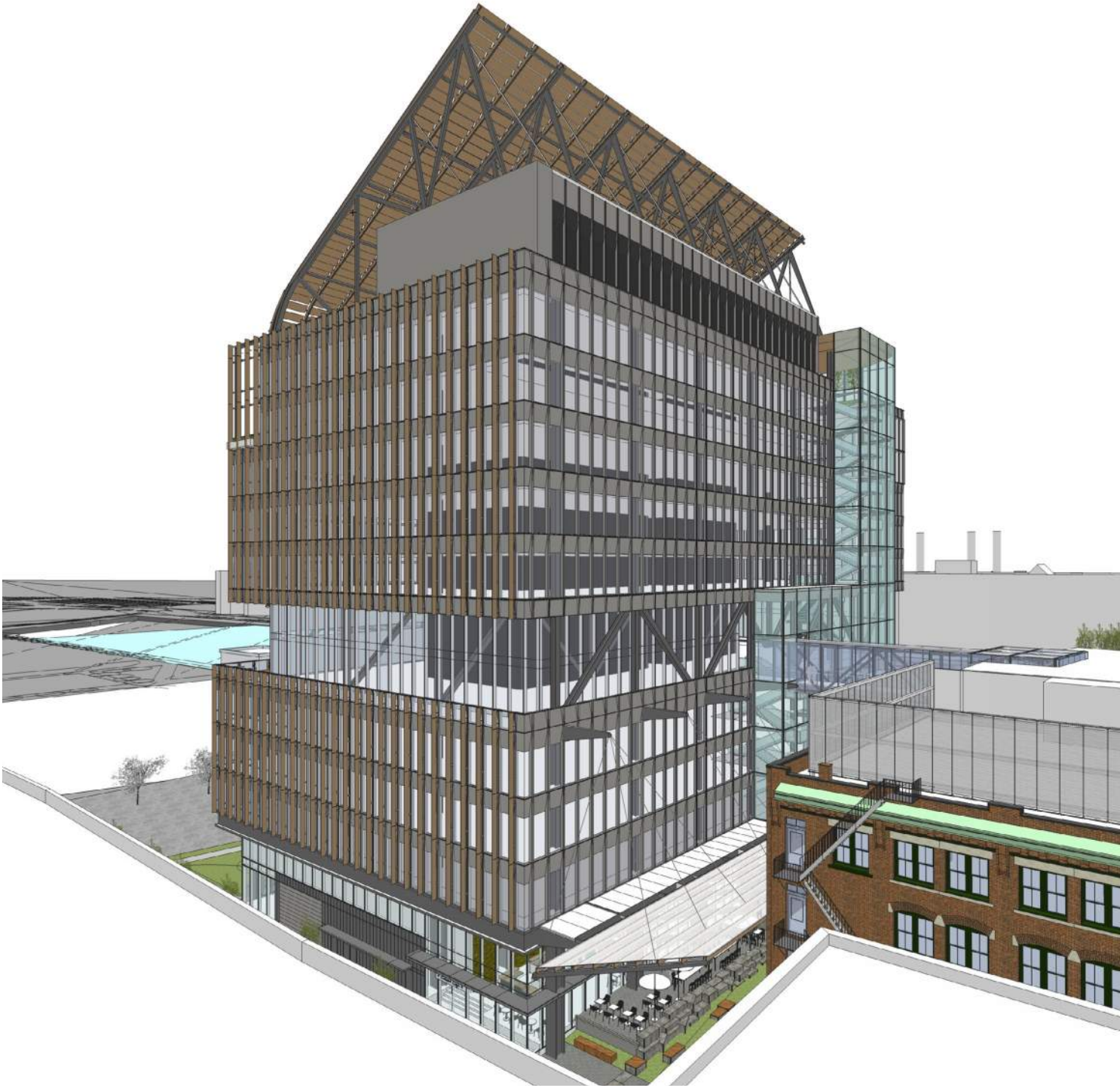


REMOVE EAST STAIRCASE

EAST ELEVATION



ORIGINAL



REMOVE EAST STAIRCASE

EAST ELEVATION



ORIGINAL



REMOVE EAST STAIRCASE

EAST ELEVATION



ORIGINAL



REMOVE EAST STAIRCASE

EAST ELEVATION



ORIGINAL



REMOVE EAST STAIRCASE

EAST ELEVATION



ORIGINAL



REMOVE EAST STAIRCASE

