

COVENTRY PUBLIC REALM:

CREATIVE PLACEMAKING

NOVEMBER 2021 Marc Daley – Strategic Programme Director





THE CHALLENGE

THERE IS LOTS TO DO TO TRANSFORM OUR CITY, PARTICULARLY FOR 2021!

CREATING PLANS THAT PEOPLE CAN SUPPORT, WORKING WITH PARTNERS AND STAKEHOLDERS

CHANGING PERCEPTIONS – WE WANT COVENTRY TO BE A PLACE PEOPLE WANT TO LIVE, WORK AND INVEST IN AND VISIT

ENSURING THE CITY STAYS OPEN FOR BUSINESS WHILE THE WORK IS UNDERWAY

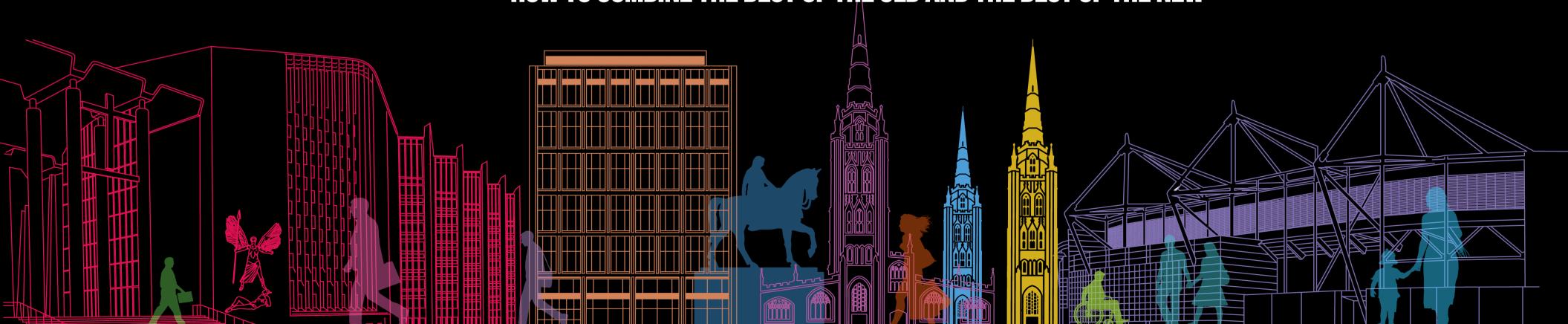
USING CULTURE AS THE STEPPING STONE FOR REGENERATION

CITY CENTRES AND HIGH STREETS ARE EXPERIENCING UNPRECEDENTED CHANGE

CREATING A PLACE WE CAN ALL BE PROUD OF

CONNECTIVITY AND WAYFINDING

HOW TO COMBINE THE BEST OF THE OLD AND THE BEST OF THE NEW



THE OPPORTUNITY





GETTING COVENTRY READY FOR CITY OF CULTURE 2021 AND BIRMINGHAM 2022 COMMONWEALTH GAMES THEREBY CREATING A LEGACY FOR LOCAL PEOPLE



PUBLIC REALM IMPROVEMENTS AND CULTURE – TOOLS FOR REGENERATION – TO MAXIMISE IMPACT, ACCELERATE CHANGE AND BOOST INVESTMENT



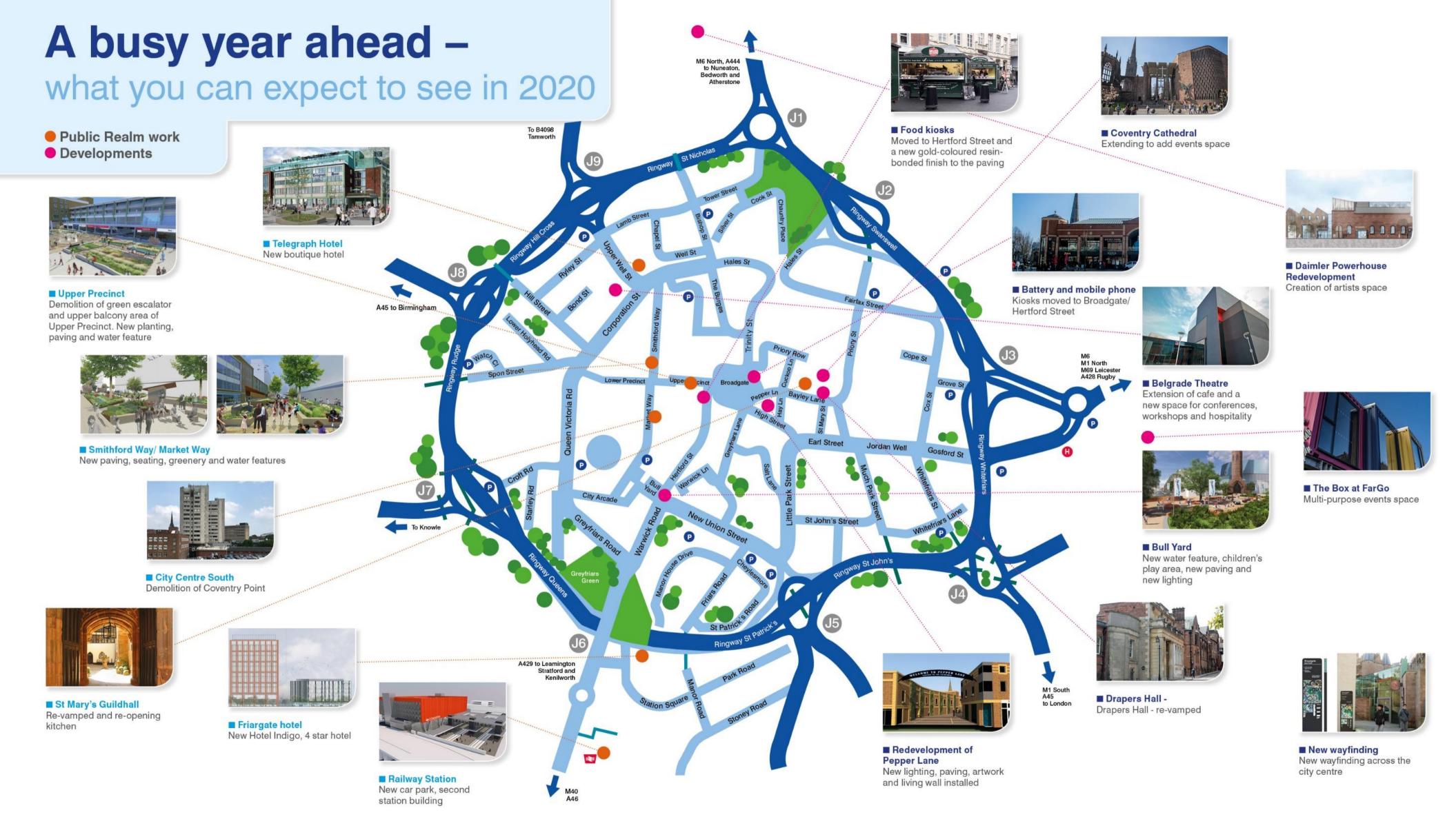
COMBINING THE BEST OF THE OLD AND THE BEST OF THE NEW. RESPONDING TO THE WAY CITY CENTRES ARE CHANGING



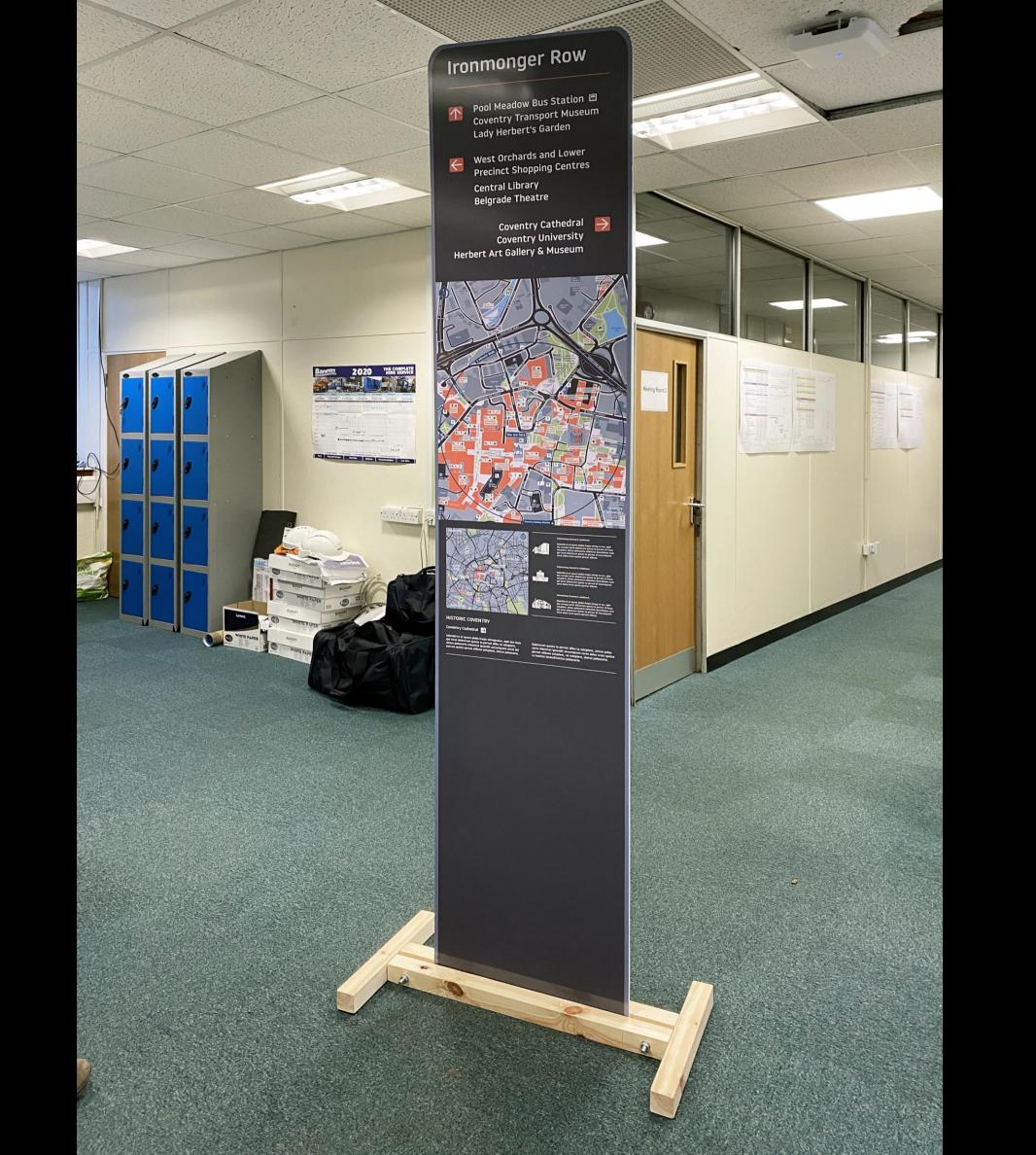
USING GRANT MONEY TO IMPROVE THE PUBLIC REALM, TRANSPORT INFRASTRUCTURE, ACCESSIBILITY AND INNOVATION



USING GRANT OPPORTUNITIES TO SHOWCASE COVENTRY AND THE WEST MIDLANDS









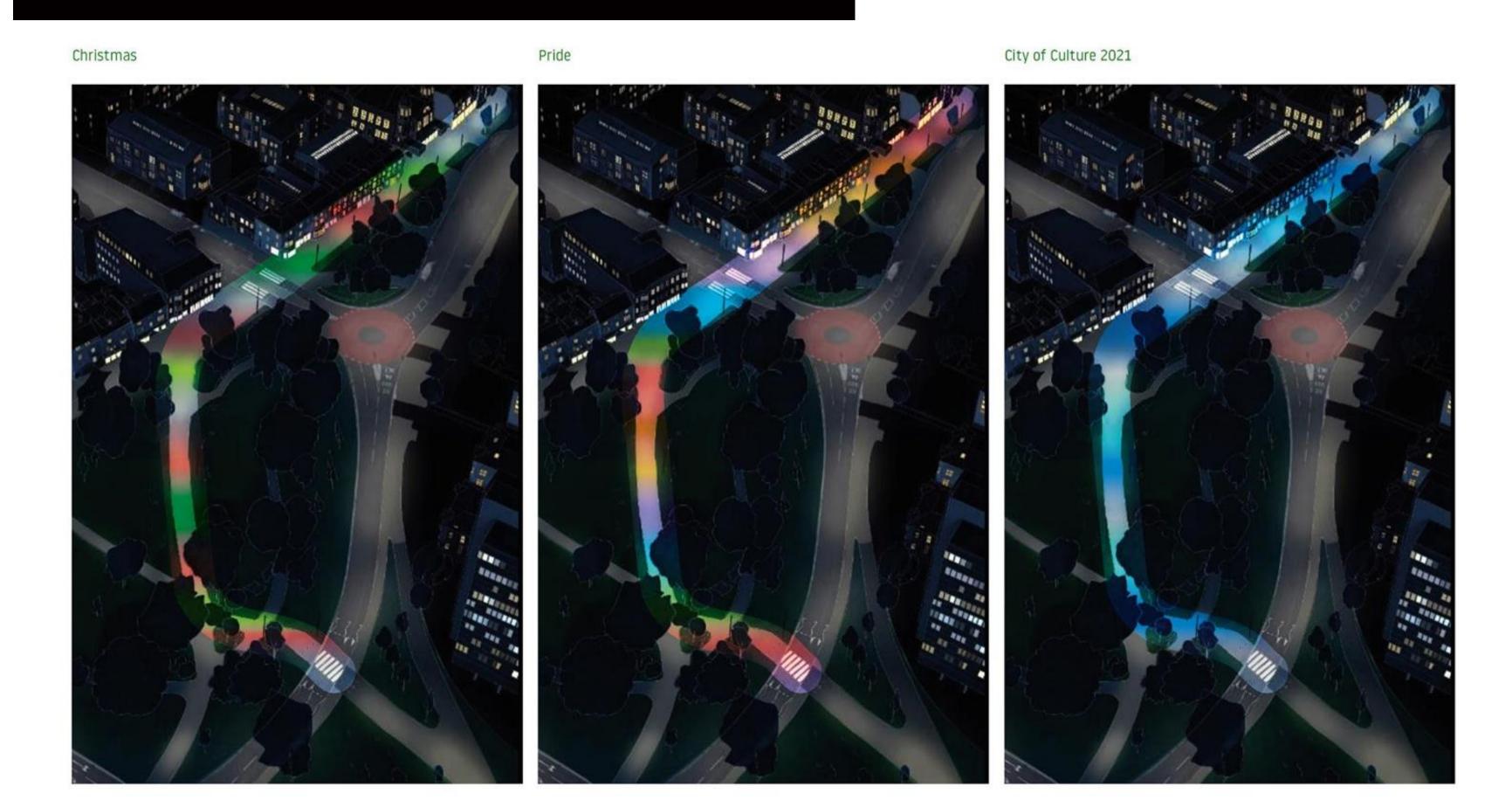


"To produce a dramatic, colourful and memorable experience that welcomes residents, workers and visitors to Coventry and which leads them to the city centre. It is the first thing you see and your last memory of the city when arriving and departing by train."

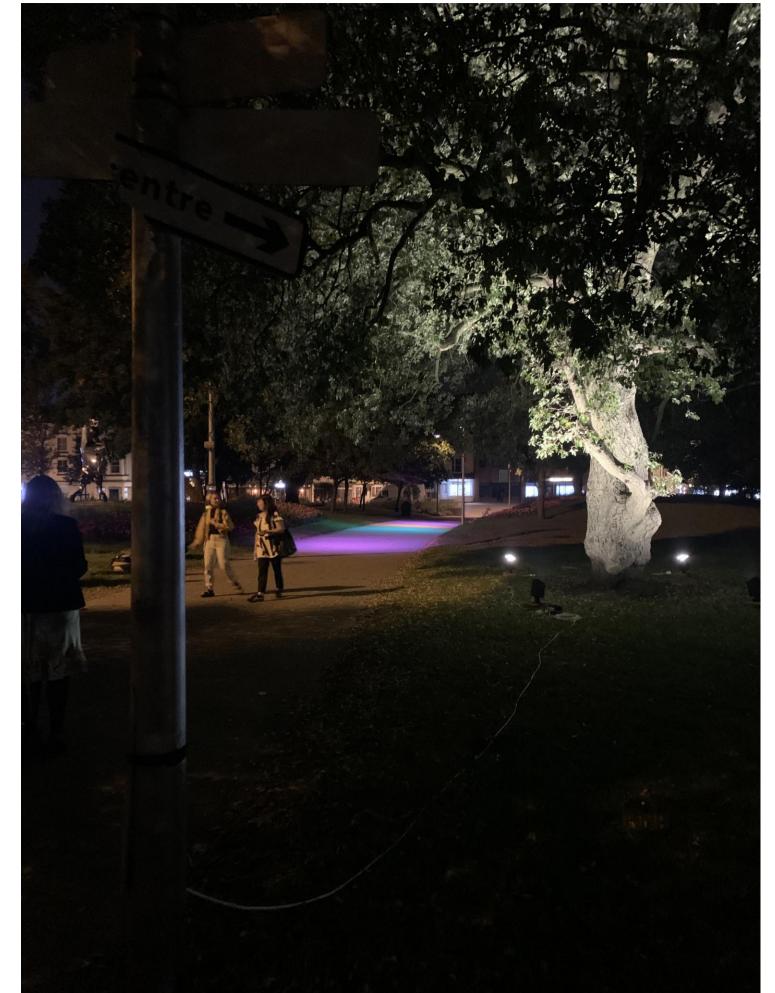














GATEWAY - a clear visual draw to attract people along the park route and a marker of what is to come



SCULPTURES - features that can be enjoyed as you journey through the park as well as moments to dwell and possibly interact



INTERVENTION / BREAD CRUMBS - smaller moments and pieces that can build on the visual language of both the gateway and the sculpture.



EXISTING PIECE (WILL REMAIN) - Bucephalus - Simon Evans (scrap materials).

- Design a gateway into the park that identify the start of the S+M scheme
- 2. Design a sculpture(s) that responds and interacts with the lighting scheme through reflection, refraction and colour.





#3 INTERVENTION / BREAD CRUMBS









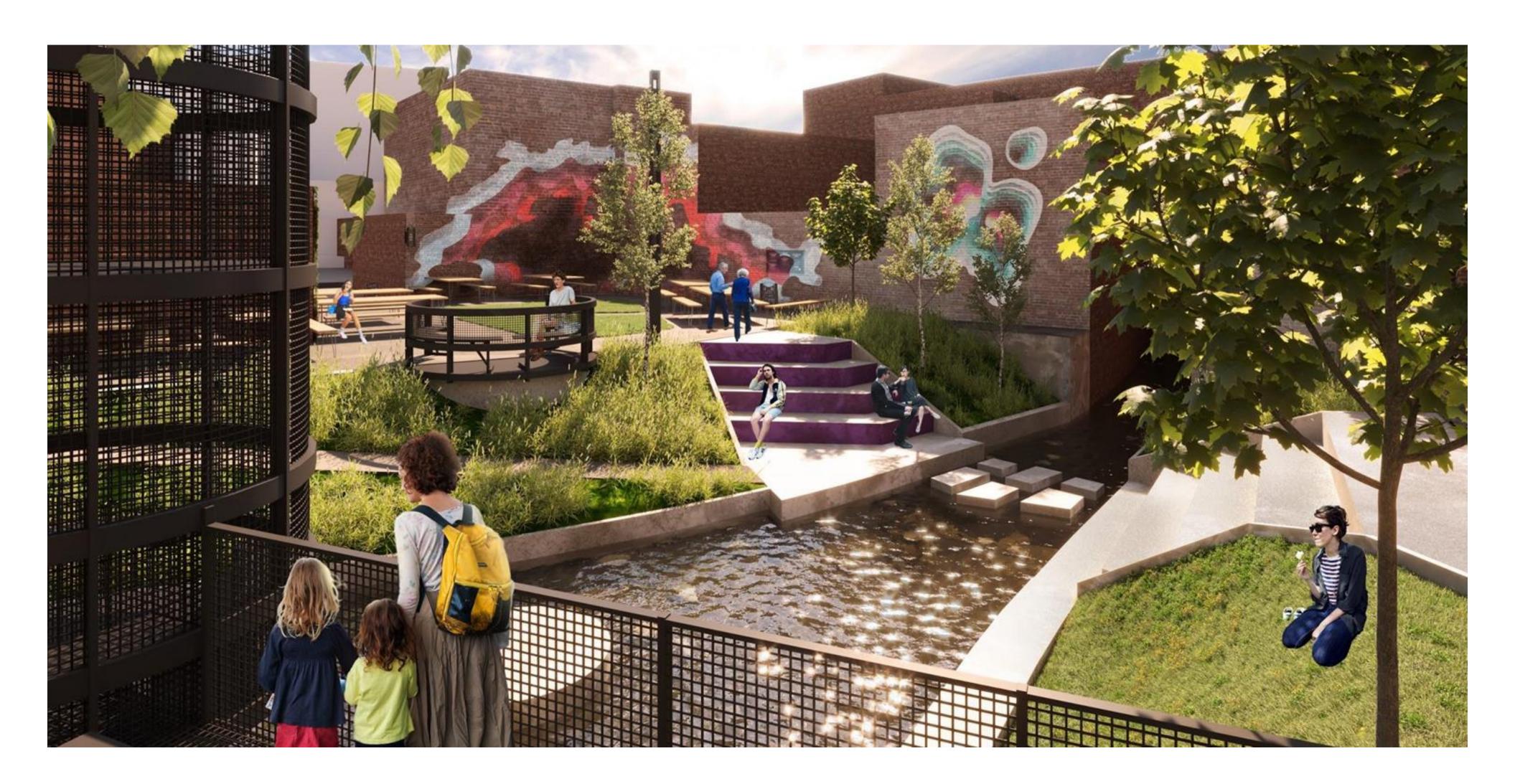


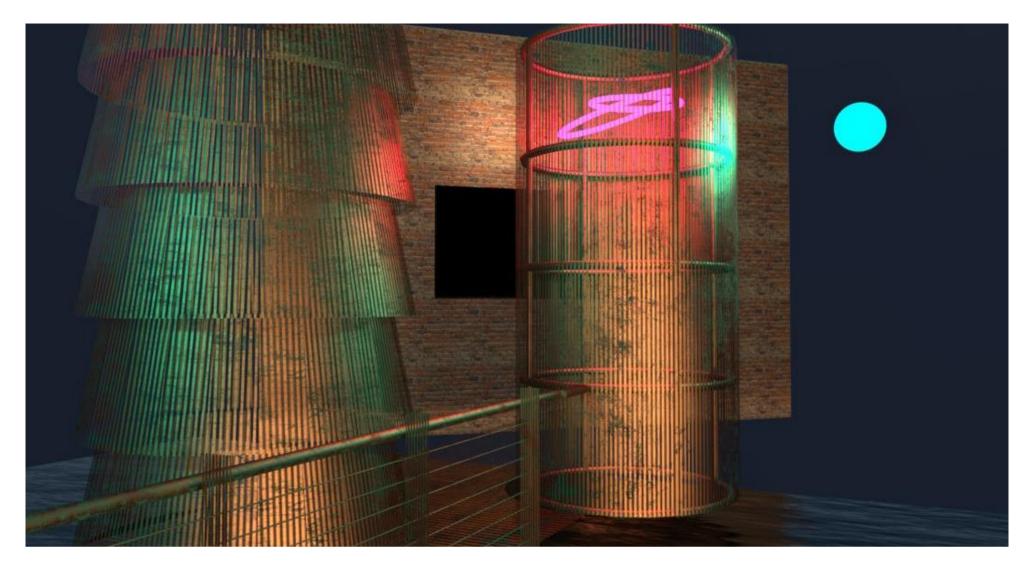




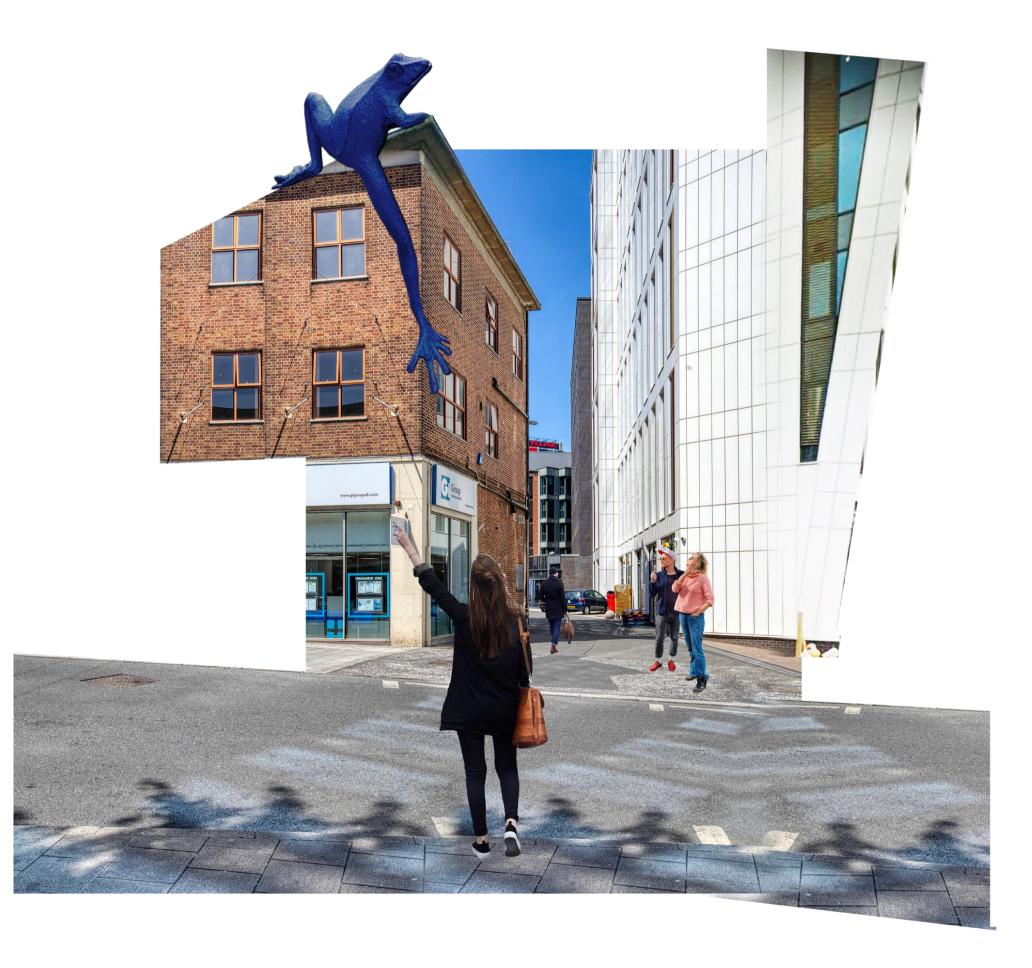




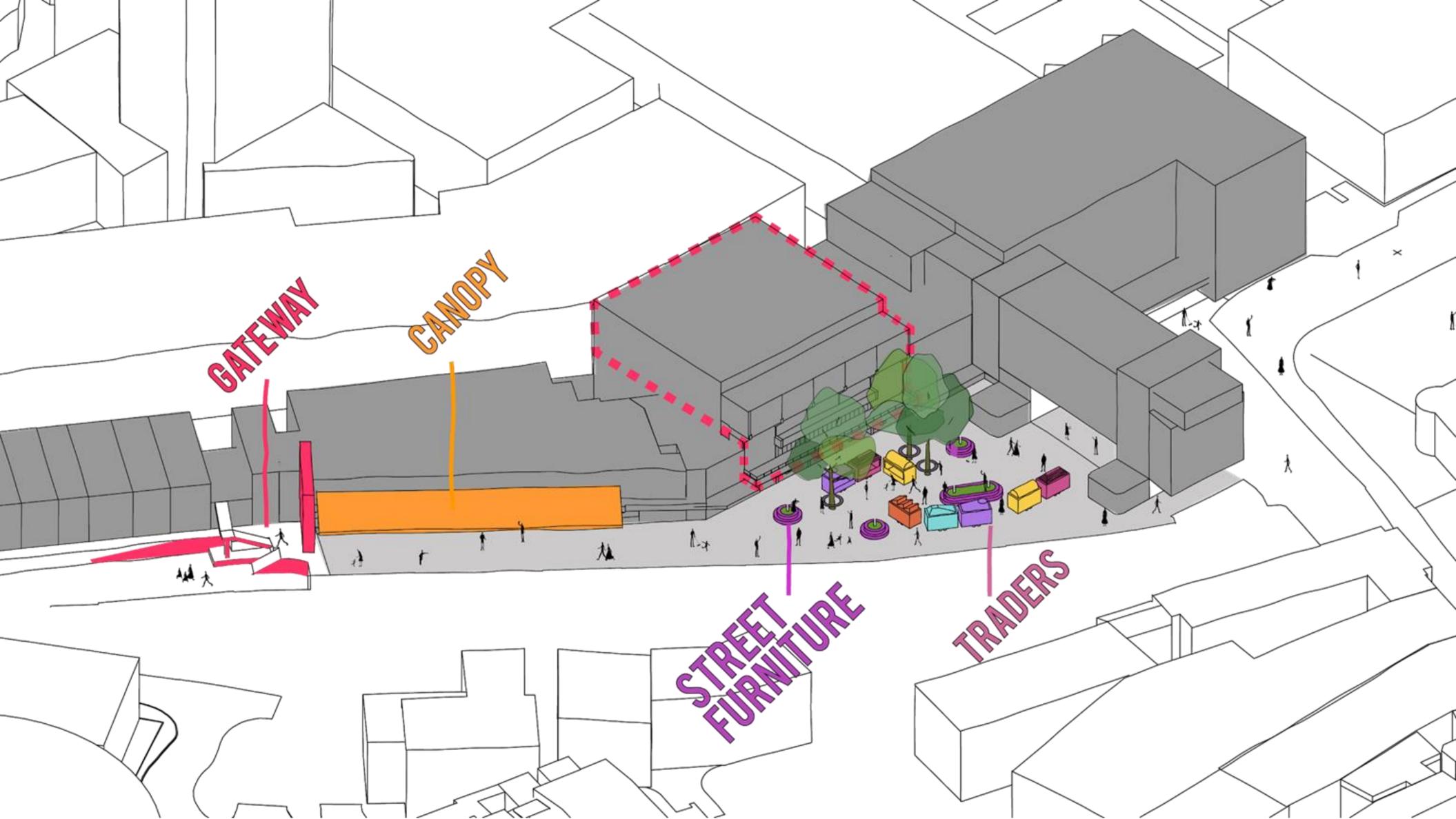




















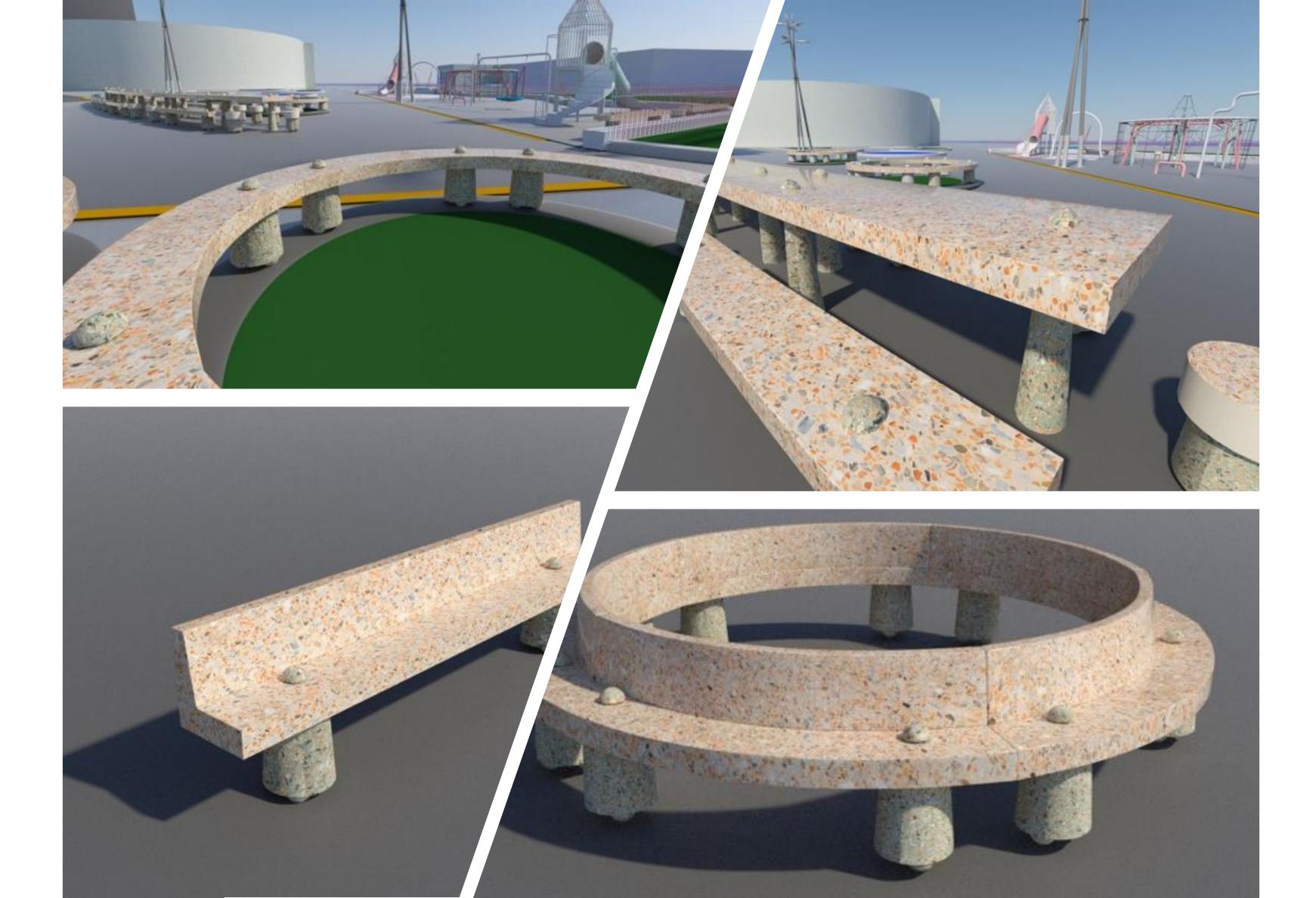








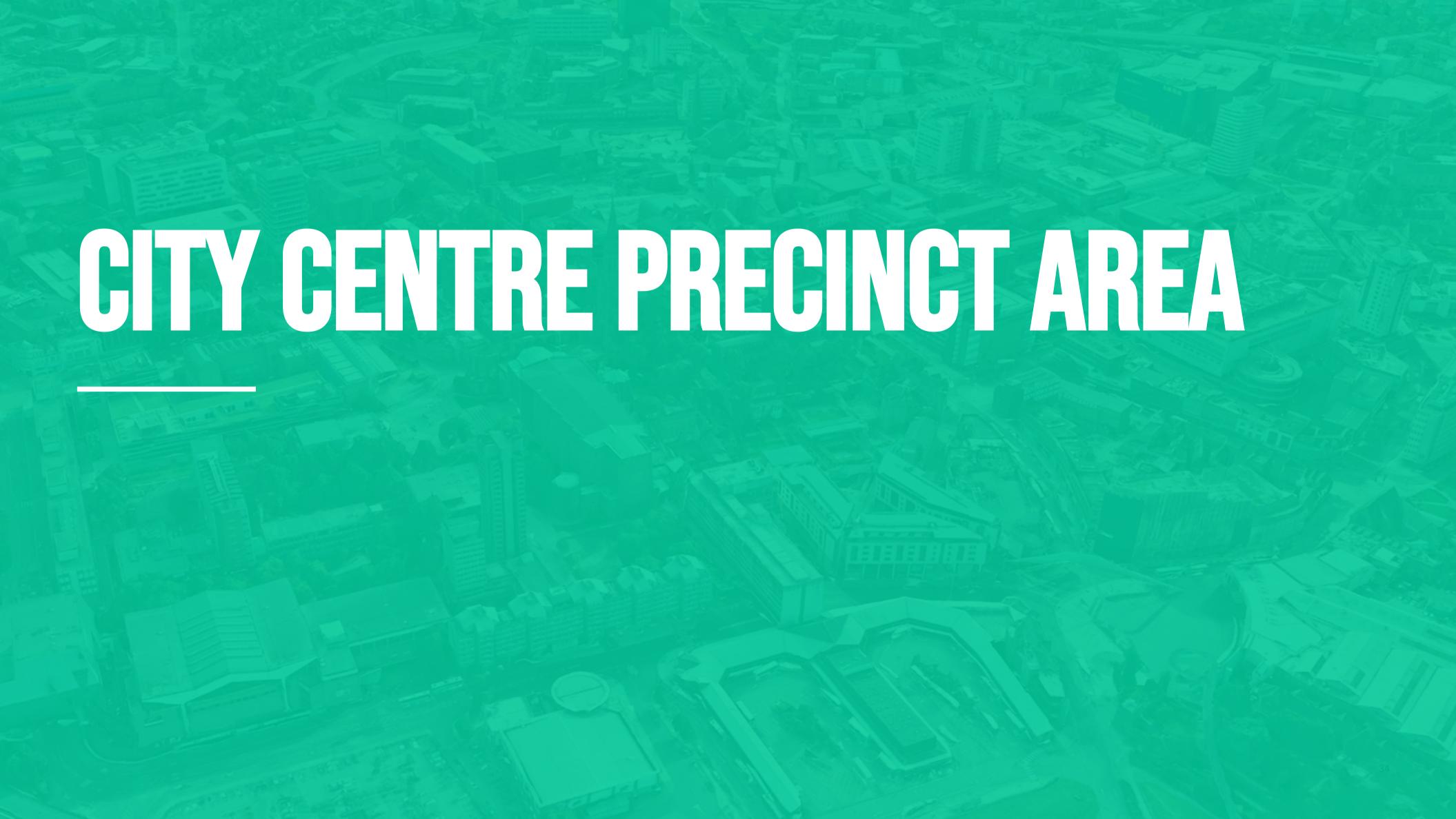














UPPER PRECINCT - CONSTRUCTION PHASE



Upper Precinct

EXTRACT:
INITIAL CONCEPT RENDER BY CREATIVE
GIANTS
JUNE 2020

LOCAL BUSINESS PARTNER AND UNIVERSITY COLLABORATION TO DEVELOP FURTHER















