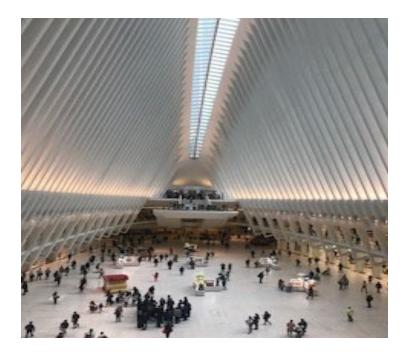# SITE REPORT #1A
Zuccotti Park & The Oculus

Movement

To me this image captures, New Yorkers on the go. As this place resemble a terminal, showing New Yorkers, heading towards their destination.

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INTRODUCTION

What were your expectations of the place, before arriving? Did your experience of the place match your expectations? How did it, or did it not, live up to your expectations? What did you notice about the place that you didn't already know from reading or previous visits?

Zuccotti Park: It was my first time visiting zuccotti park or even hearing the name as the matter of fact. I missed the first day of class, i was a little surprised when the professor said we are going to Zuccotti park in the city today. Upon hearing the word park, i thought about somewhere green with a lot of trees , benches , few tables and chairs, not necessarily big due to the location. My experience did not match the location, i actually almost missed it. Although my navigation was saying arrived, it took me a while to notice it. What caught my attention was the tall red sculpture in front of the park. But the park itself was easy to miss due to the fact that it was a little lower than the street level , small , with a lot of concrete. Though it had a lot of trees that provided shades throughout the park, it felt less like a park and more like a plaza , somewhere to relax while enjoying your lunch break. The numerous food trucks parked around the park definitely added to that feel.

Oculus: i have seen pictures of the oculus numerous times, i even intended to go to their summer movies, but for some reason I never went. Therefore i had expectations of the place from what I have seen in pictures. I have always been taken away by its architecture. All white with , what looks like a ribs all over the surface. From the outside it was designed to resemble a winged dove. Upon entering it's very bright and vast. There are two entrances on each sides of the Oculus that also serves as observatories as they overlooks the whole place. From the observatory there are two floors underneath that contains various shopping stores including the PATH. based on my experience it did match my expectation , in the way that it was vast, bright and did not resemble a mall at first glance. You really have to go to each floor to see the stores, it felt more like a vast subway station or terminal. Since it was my first time visiting , what i noticed was the fact that there wasn't any comfortable chair, couches, or any chairs at all from that matter inside of the Oculus. I think that's what gave it that terminal feel.

SITE OBSERVATIONS

Insert 3 photographs and provide a title for each image. The title should be a a word or short phrase that sums up the subject matter of the photo or a visual theme present in the photo.

Lunch break in NYC   Old vs New   Concrete jungle

Why did you choose these images? Do they summarize a feeling you have for the place? Do they focus on prominent objects or features of the place? Explain.

1. <u>Lunch break of NYC</u>. I chose this picture because, it sets the tone of the park. Zuccotti park is in the middle of everything, businesses, malls, close to the WTC. There's a lot that goes in in that area. It's a small park in the middle of everything, and all the food vendors that are aligned all around the park makes it that go to spot to either grab something to eat real quick or eat it real quick.

2. <u>Concrete Jungle.</u> Because the park is pretty unusual, different than any other parks that I have been to. Not because it doesn't have any grass , which has a lot to do with the location and limited space. But because it doesn't have any wooden benches or chairs, everything is made out of concrete, either very low, no back support, or both. It's just plain uncomfortable, which is a guarantee that people that come here wouldn't stay for long. Just maybe a quick bite, a breather and that's it.

3. <u>Old vs New</u>. This picture shows the aesthetics of the area, you as you can see the old church , the european style building, and in the back you see the tall mirrored skyscraper which is the One World Observatory and just below it the wing of the Oculus.

Describe the sizes and shapes of buildings in this area. Is there general uniformity or heterogeneity among structures?

Its a mixture if both heterogeneity and uniformity. You can still see a lot of the older apartments/ buildings with the uniformity of the french architecture. And the modern ones were glass, steel skyscrapers.

Describe the patterns, textures, colors, and ornamental features of the surfaces of the buildings and structures in and around the place.

The modern skyscrapers were glass , metal/steel. The more vintage buildings, not so tall, built with blocks, painted beige (european style), and the oculus which isa modern architectural design. There were also a few modern sculptures around the area.

How is the natural world integrated into the built environment? Were trees, plants, lawns, and bodies of water established *around* existing architectures, or were the buildings and walkways built to observe preexisting "wild" areas? Describe patterns and methods of integration.

The Zuccotti park had a lot of trees that provided shades throughout. There were also few little areas with small plants/flowers. Signage that reads, don't feed the birds.

Other than buildings, what are the functions of the designed / built structures (walkways, seating, etc)?

Zuccotti:I have noticed that the Zuccotti park, had no benches or chairs. The seating areas and tables were made out of blocks/concrete. It can only mean one thing, the idea of the park was for people to just seat there for a few minutes and go. Not seat all day play music or any other activities as such.

Oculus: as i mentioned , aside form this one restaurant inside of the mall, the Oculus does not have any chairs, which to me is a downside , because i always get tired whenever i go to a mall, and i feel like not having a lounge area, will make people want to leave the mall quicker than staying there to rest or shop some more.

What public amenities are offered to users of the space (water fountains, wheelchair access and other supports for the disabled, public telephones, phone charging stations, WiFi, subway and bus stations, etc.)?

How have the planners and architectects communicated the purpose of the place, via signage or design elements?

Zuccotti: the only signage was the don't feed the bird

Oculus: being a train station/mall, had a lot of signage ,directing people towards the different levels and

concourse of the mall, also to the observatory, the one world trade center, the PATH/ subway etc.

Are there any restrictions or rules (either explicit or implied) about how to use the space or interact with other people? Do you see anyone using the space in a manner that exceeds or violates the intentional design? Describe.

Only restriction was the don't feed the birds signage

How do people generally interact with the environment? Is this place crowded? Walkable? Easy to navigate? Comfortable?

Zuccotti park: at Zuccotti park there were quite a few people. Some were reading, or on their phones , others in group enjoying lunch with their friends. The area around the park is busy with all food vendors selling food. Within the park it's very quiet, it didn't feel crowded but there's quite a few people walking by. While looking around, I also noticed a small group that was with a tour guide talking about the area (walls street walks)

Oculus: the Oculus is beautiful , upon entering the observatory areas are perfect for pictures or just observing as it overlooks the center of Oculus. Due to the architecture of the Oculus, it would take a lot of people for it to feel crowded. Aside from the PATH ,the mall doesn't seem like an area that gets a lot of traffic. Its vast, the atmosphere is quiet, but its not very comfortable for shoppers as it does not have any lounge areas. Nonetheless it's easy to navigate, a lot of signage.

What is your personal experience of the place? Think about sound/smell/touch, your body's movement, contact with the ground and physical comfort. How does the place make you feel?

Zuccotti: i didn't like it, it's not somewhere that I would stay for more than 10 minutes really, unless i eating , for the simple fact that it's not comfortable to seat, some of the concrete seatings are way too low to the ground. As for sound it can be a little noisy because it is in the city, but not bothersome. One can still seat down and read without interruption. The place gives me a plaza feel.

Oculus: I love how bright it is, and its modern architecture. The observatory put its beauty ondisplay upon entering the mall. It's pretty quiet and has that NYC feels, you can see people walking fast heading towards their places of destination. To me the Oculus feels more like a terminal than a mall.

ANALYSIS/DISCOVERIES

Use this section to reflect on your observations. Remember to refer to your observations when drawing general conclusions.

Thinking about the neighborhood in which the place is embedded, who is this space designed for and for what general purpose?

From the Zuccotti and Oculus, there were either no chairs or uncomfortables chairs. Therefore to my conclusion, it was designed for people who are on the go. And it works because the surrounding environment consist of business people, tourist, shoppers.

More specifically, what kinds of social interactions does the place encourage or support? How do noise and light affect social interaction? What about the proximity of design elements (walkways, benches, etc.)? Mention specific design elements in your answer.

The Oculus doesn't provide any type if social interaction, because of the way that it is designed. Zuccotti park on the other hand people can have some type of interaction because of the long concrete seating areas.

How might you use the space in a creative way that exceeds the intended use of the designers? Think about behavior, physical movement and organization, numbers of people, etc.

Zuccotti Park: I'll remove the concrete seats and put benches, so that people are comfortable seating.

Oculus: a few lounge chairs in the middle for shoppers to be comfortable.

QUESTIONS for FURTHER RESEARCH. Write down questions that require further research to answer. These should follow directly from your analysis section and be complex and specific enough to serve as the basis of a research project; do not include questions you can answer with a quick google search.

1. Question? The Oculus. What is the purpose of its layout ? under what intention was it built? Why a shopping mall a the oculus when there are stores not too far from it?

2. Question? What was the idea being Zuccotti park? Why doesn't it feel like a park?

3. Question? Is letting investors have their way when it comes to creating very tall skyscrapers a good exchange for parks such as Zuccotti? Is it really a fair trade? Shouldn't there be more requirements? If so, what are they?

SITE REPORT #1B

FURTHER RESEARCH

Choose and revise one of your questions for further research from part 1A of this report.

Revised Research Question:

Find a book, government document, or newspaper article that could help you answer your question.

MLA Citation for Book, Government Document, or new article:

Why did you select this source? How does it address all or part of your research question?

Describe the process you used to find this source including any keywords and the search engine or tool you used to search.

What other sources or further information would you need to answer your question? Where would you look for them?