12 Public Squares, 174 Units, 3 Streets, 2 Parks, 4 Art/Incubator Spaces, 6 Artist Studios, 264 Parking Spaces, 148 Trees,...

This proposal works with five familiar pedestrian-scale urban typologies: street,

1. Context

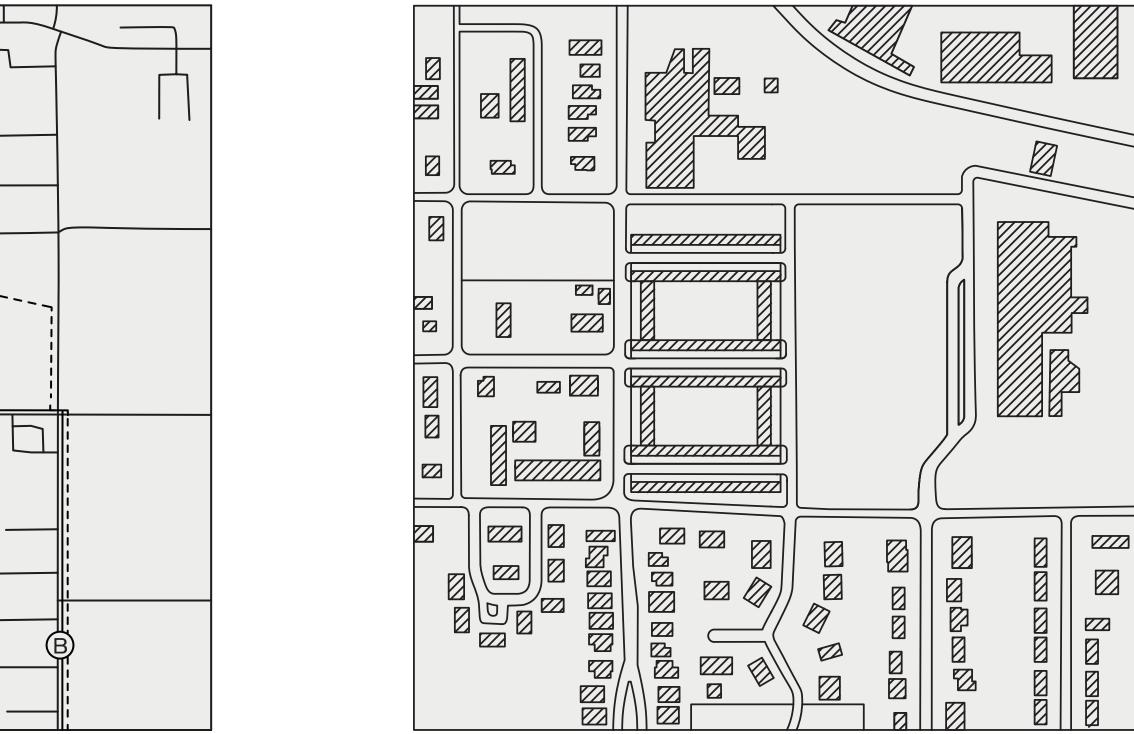
1. Walmart4. Thaden2. 8th St. Mkt.School3. Gas Station5. Parking

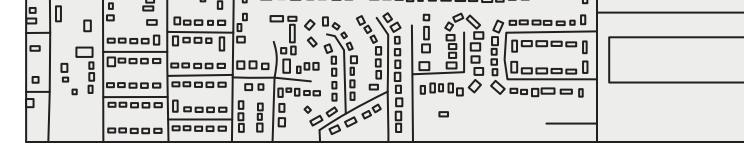
townhouse, perimeter block, park, and public square. The townhouse units are organized vertically around the street, but rotated, producing thin well-lit buildings with air/cross-ventilation and solar panels, reducing their energy needs. The ground

level is organized horizontally, as an informal open framework. This new communal ground brings together shared kitchens, dining spaces, art retail, incubator/ innovation spaces, studios, other urban programs, parks, and public squares.

Route 11 Bus
Razorback Regional Greenway

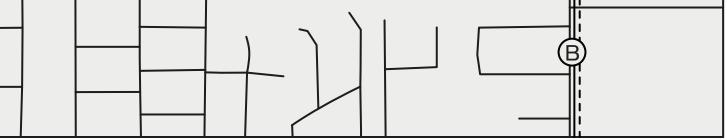
3. Site Plan





The site is located between two extremes: the big boxes of commercial development and the small boxes of single-family houses. Both of

these conditions are oriented towards their interiors. We propose an alternative development focused around exterior shared space.



Public bike paths and busTransit's Route 11 bus, to pro-routes are nearby. We proposevide public transportationa connection to the Razorbackfor this increased densityRegional Greenway (RRG) anddevelopment. [Scale: 1:7500]a new stop for Ozark Regional

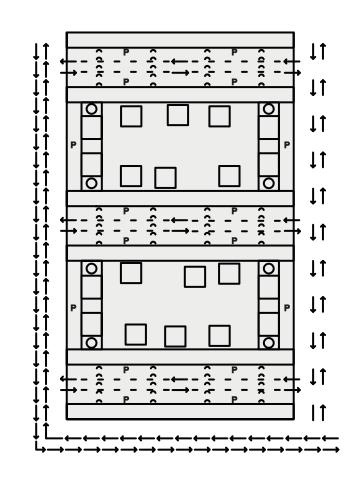
6. Scale

Typical Manhattan Block: 900 ft

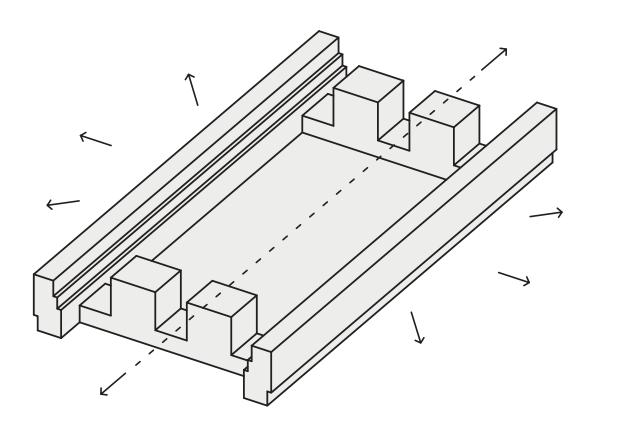
Proposed Block: 350 ft

We propose dense pedestrian-scale buildings that frame public, accessible, open space. The required density of 36 Units per Acre produces an instant city for Downtown Bentonville's Market District.

4. Site Plan



5. Perimeter Block



2. Transit

(B)

6. Public Library

7. Church

8. Park

Prioritizing the pedestrian experience through
porous streets with speed bumps ensures low-
speed traffic. Conventional parking areas at
sites edges allow for convenient bus pick-up
and drop-off, short-term visitor parking, material

Avoiding the singular, massive building within a sea of parking, individual residential and public elements are united by a shared ground. A porous perimeter block frames this landscape and its commu-

nal pavilions while remaining open to the

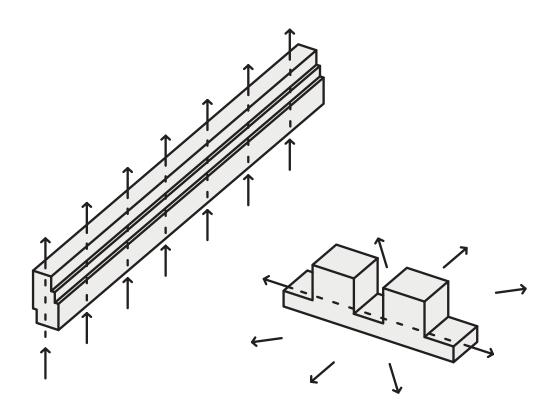
Momentary, 8th Street Market, RRG, the

and the Bentonville community at large.

Walmart Corporate Headquarters Campus,

Blocks are sized at a pedestrian scale to allow for a walkable environment.

7. Housing vs. Art Spaces



Organized horizontally, art spaces and community-focused programs open to a shared green space. Stacked vertically above the public fabric, residential units are ensured additional privacy, terraces, and expansive views.

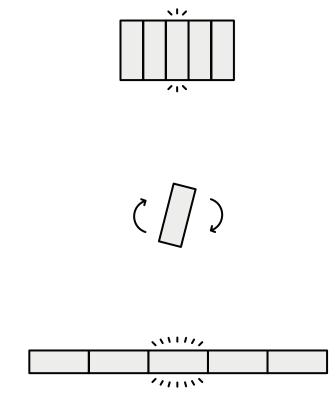
deliveries for Makerspaces and studios, access to galleries, community programming, markets, craft fairs, events, and more. Communal parks are framed by the surrounding buildings.

8. Townhouses

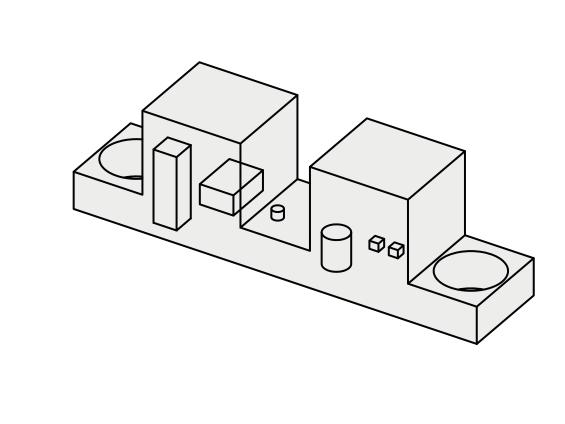


Housing

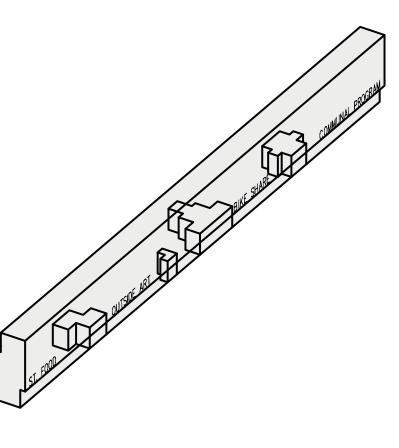
9.



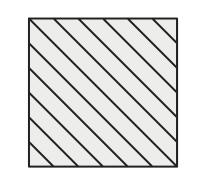




11. Additional Urban Program



12. Public Squares



In contrast to the existing low density, this will be an instant city, similar to the large-scale townhouse developments in Manhattan during the late 1800s. Economical in their repetition, townhouses provide a well-scaled and walkable street environment of three to four stories that allows for change and adaptation over time. [Photo: 170 Central Park West, Avoiding the deep plans of conventional townhouses, residential units are rotated 90 degrees to maximize light and air (and reduce the need for electrical lighting in the daytime). Using this typology we eliminate the need for corridors, achieving over 92% efficiency of rentable space per floor of housing. This allows for the redistribution of typical circulation spaces to the communal

While the housing is based upon the scale of townhouses, the art spaces are based upon an industrial typol-ogy of longer-span open spaces that allow for flexibility of use.

Beyond a simple mix of residential and arts-related spaces, shared spaces and additional urban programs are included to enrich the urban experience, such as: shared kitchens, communal dining, bakery, bookstore, design boutique, hairdresser, nail salon, bicycle repair shop, ice cream shop, art framer, covenience store, shipping company, etc.... All communal/shared

Housing, art spaces, incubators, and additional urban programs are all adjacent to "public squares." These squares operate like micro-plazas offering places for events, exhibitions, outdoor cafes, playgrounds, or to simply sit. Entirely public and highly inclusionary parks with public squares, gardens, exhibition spaces, cafés, workshops, and more make this a place for



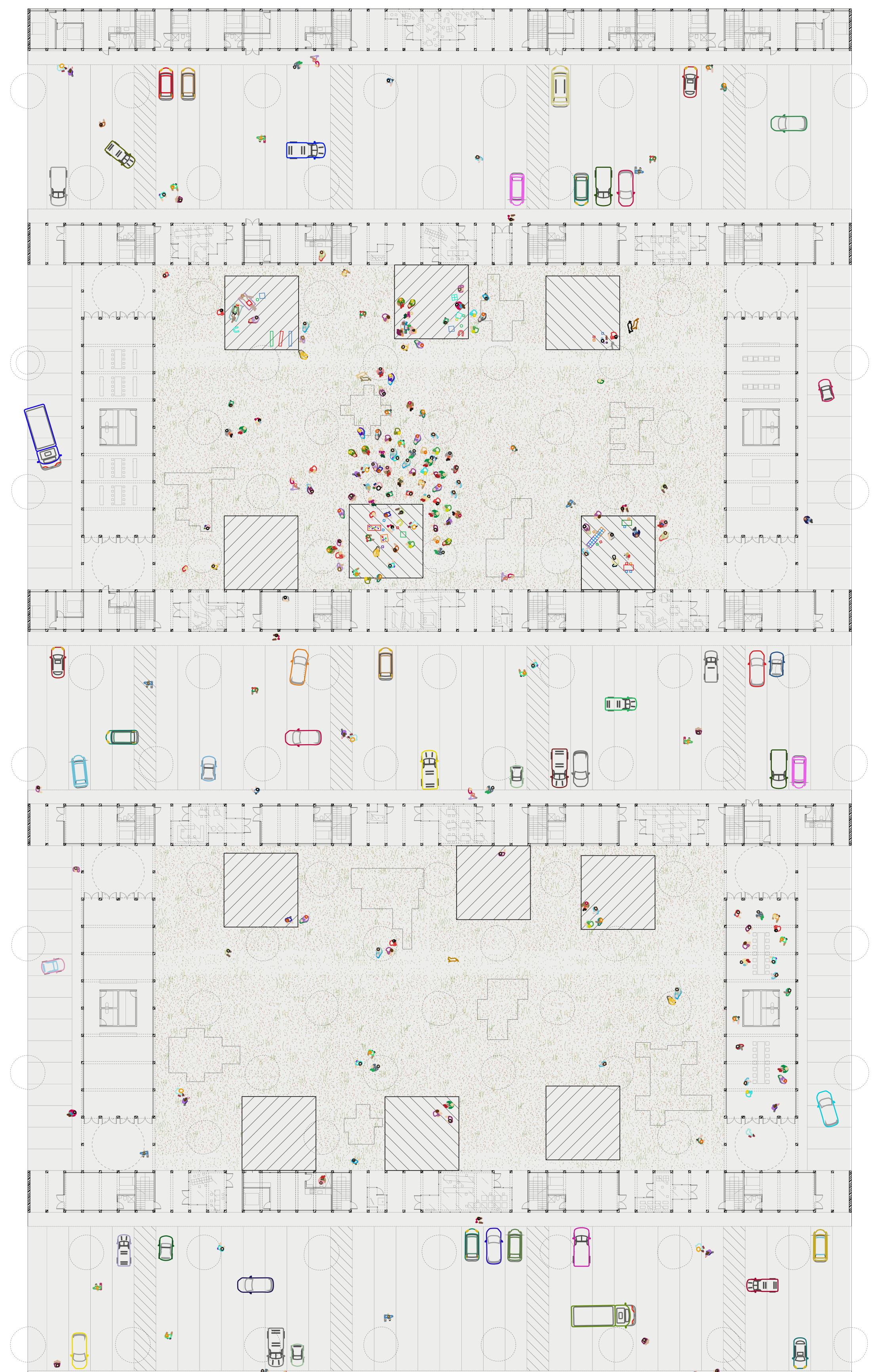


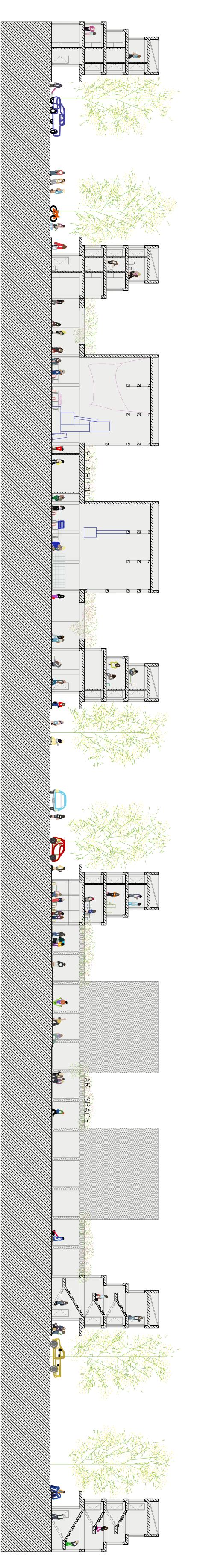
able space efficiency of 88%.

spaces, incubators, art spaces, and additional urban program are placed at ground level to produce a density

of activity and sense of community.

13. Site Plan [1/16"=1'0"]

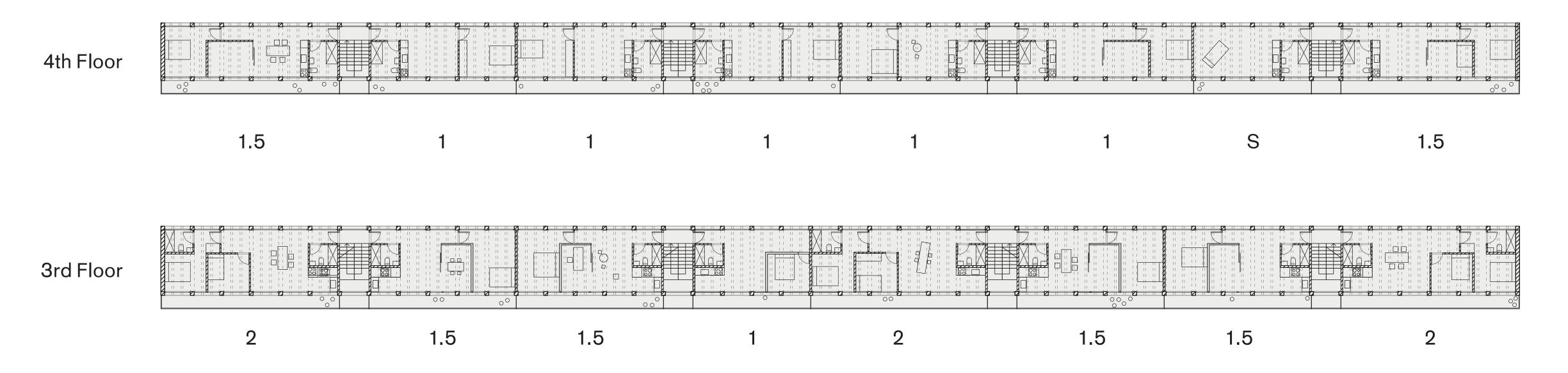


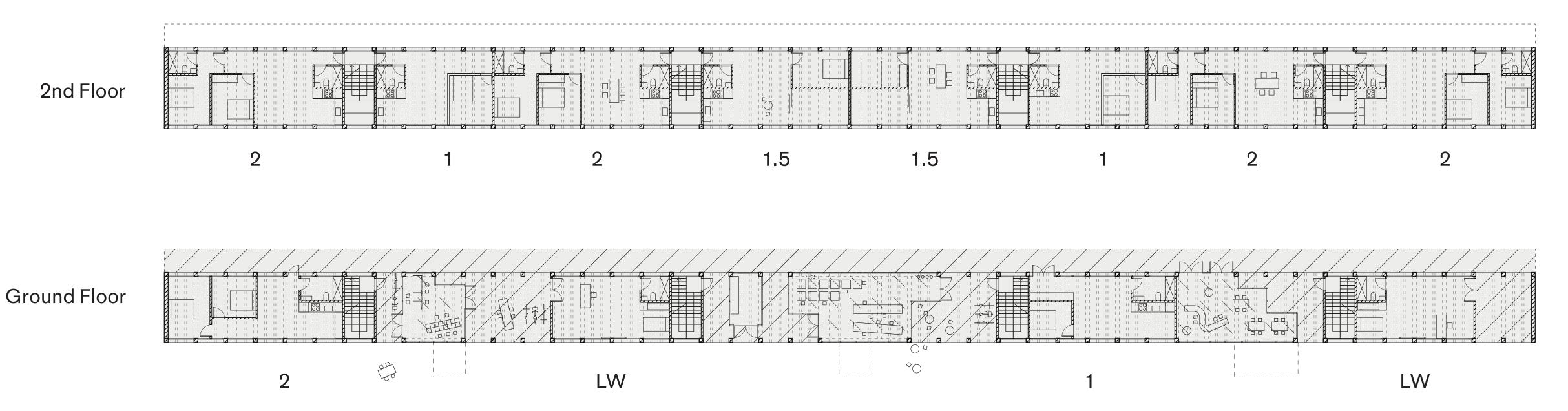




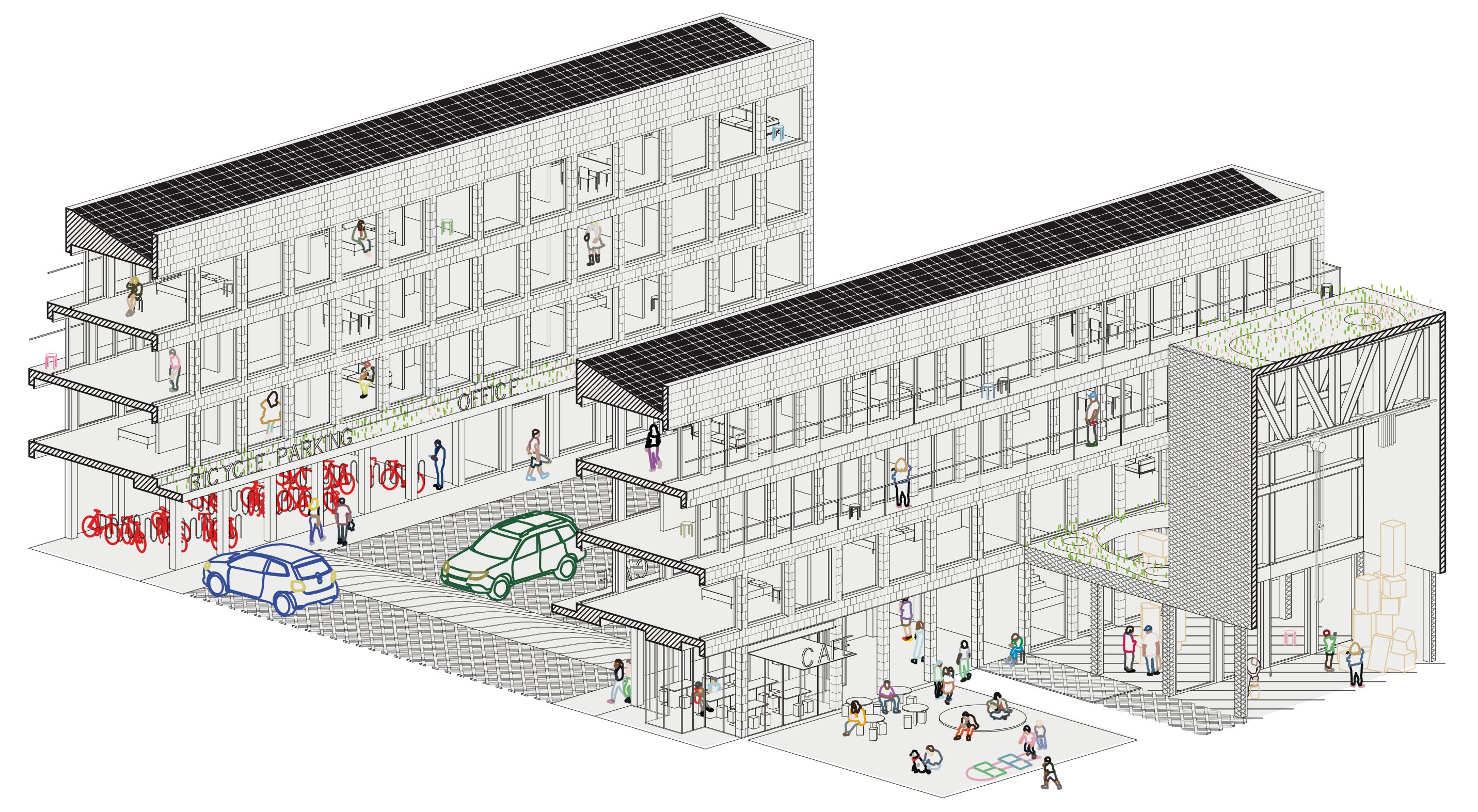
A car slowly drives by over the series of speed bumps and the porous pavers. A couple walks towards the park for an open artist studio visit. Three teenagers return their bike share bicycles. A toddler begs for ice cream. A man laughs in the communal kitchen. There is a distant sound of someone practicing cello. Children play tag amongst the columns. A woman carries groceries to her apartment. A family sits on their terrace overlooking the park. A pallet of wood arrives at Incubator-B. A busload of visitors arrive. Two birds fly overhead. A dog escapes from its leash. A mother has a coffee with her daughter. Four young architects prepare their presentation. A sculptor builds a precarious structure. A group of philosophers debate Phenomenology. Twenty-three packages are left at the mailroom. People gather to watch a performance on the public square.

15. Floor Plans [1/16"=1'0"]





16. Section-Axonometric [1/8"=1'0"]



17. Renderings

