



# PARK TRIANGEL WADDINXVEEN

**CONCEPT**  
25-06-2012

**BURO LUBBERS**

landschapsarchitectuur & stedelijk ontwerp

PRESENTATIE VOORLOPIG ONTWERP

## **INLEIDING**

- AANLEIDING
- RANDVOORWAARDEN
- SCHETSONTWERP

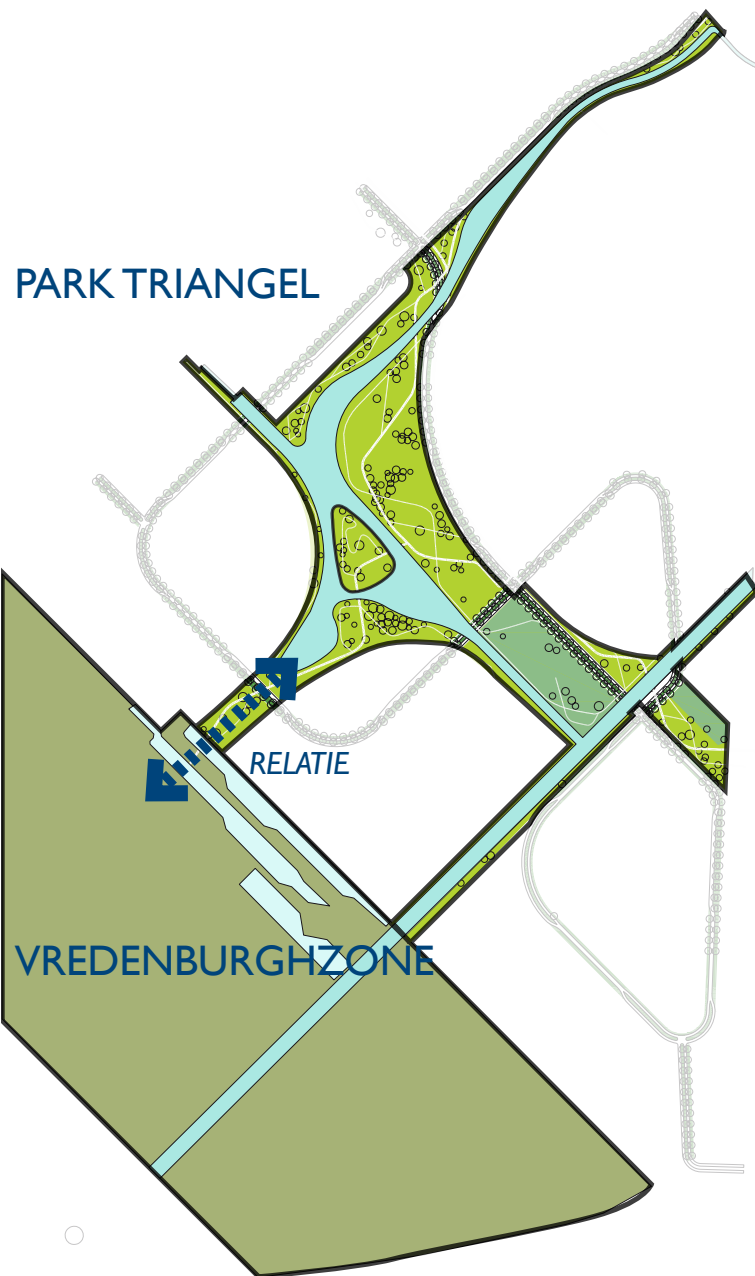
## **PLANOPBOUW**

- PLANKAART
- FACETKAARTEN
  - CONTOUR VAN HET PARK
  - WATER
  - HOOFDPADENSTRUCTUUR
  - RUIMTELIJKE OPBOUW
- PRINCIPE CLUSTERS
- PRINCIPE CLUMPS
- PRINCIPES BIJZONDERE ELEMENTEN
  - MEUBILAIR
  - VLONDERS
  - PAVILJOEN

## **PROFIELEN**



INLEIDING



- park met voorzieningen
- beplanting: exoten
- intensief gebruik

- natuurgebied
- beplanting: inheems
- extensief gebruik







0 50 100 150 200 250

N

PLANOPBOUW

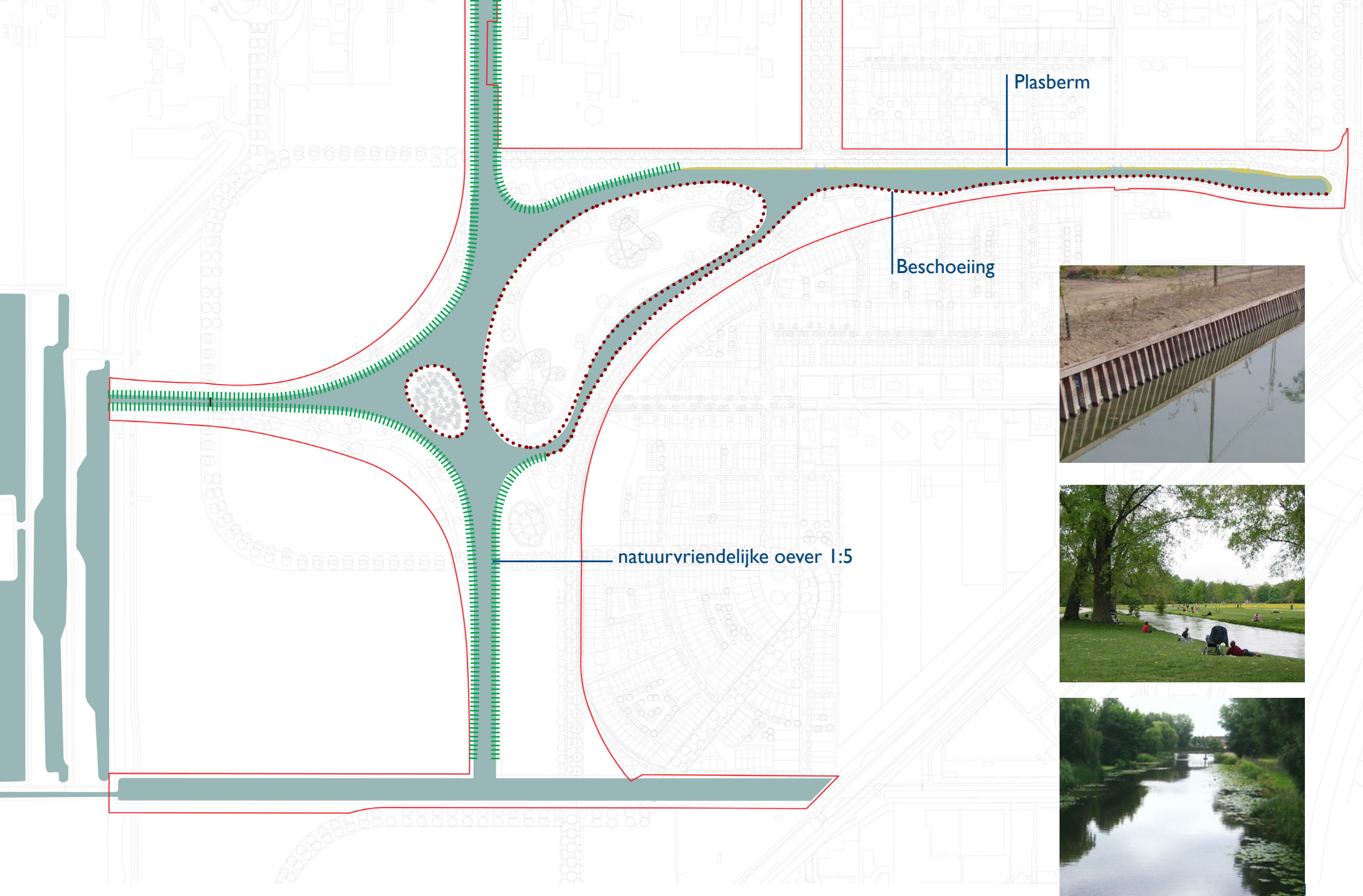


FACETKAARTEN

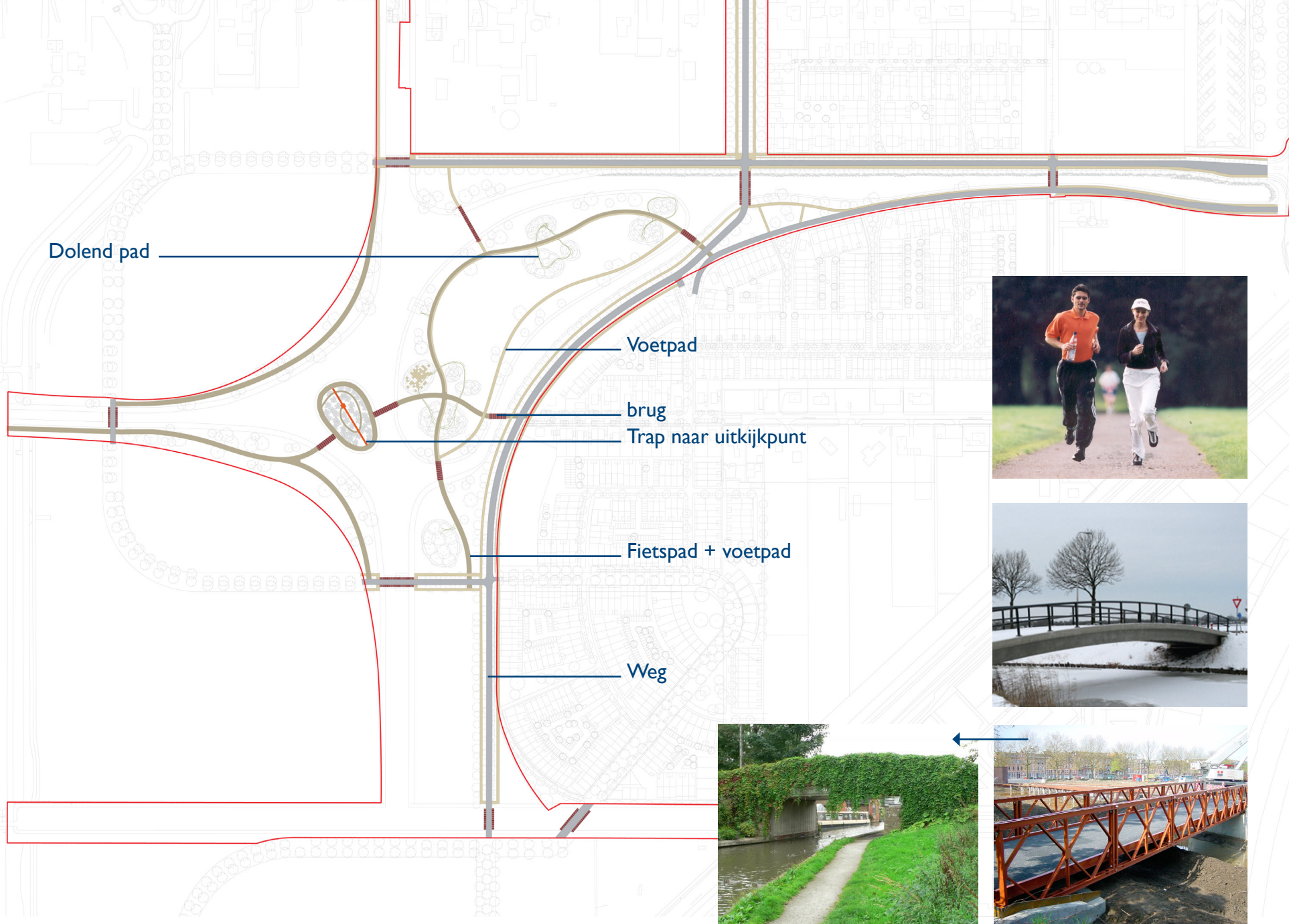




Gras vormt basis







Dolend pad

Voetpad

brug

Trap naar uitkijkpunt

Fietspad + voetpad

Weg



Bruggen als standardelementen / begroeid met klimplanten

**BURO LUBBERS**

landschapsarchitectuur & stedelijk ontwerp

**HOOFPADENSTRUCTUUR**



Seringenheuvel



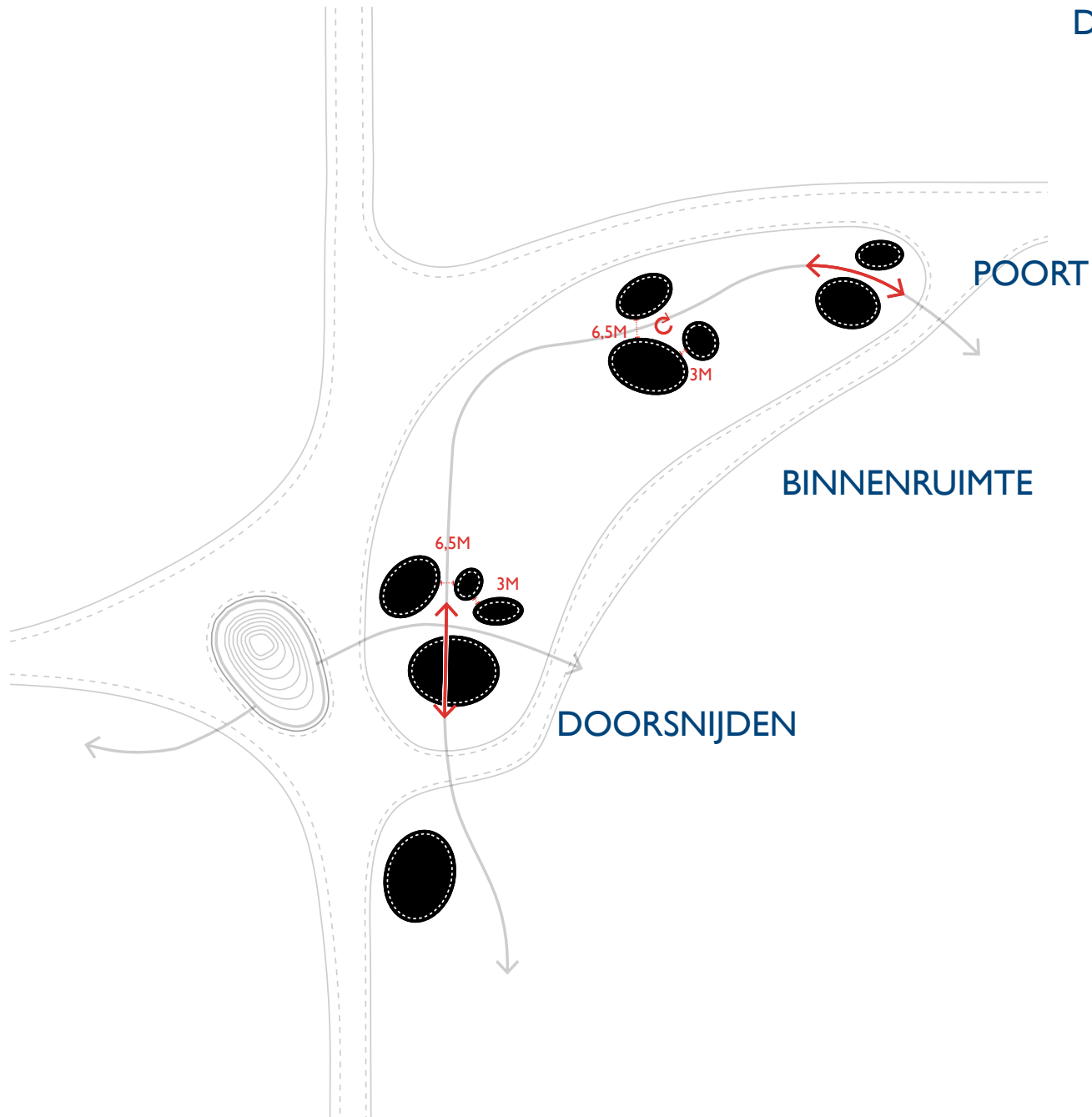
Wintergroene hagen



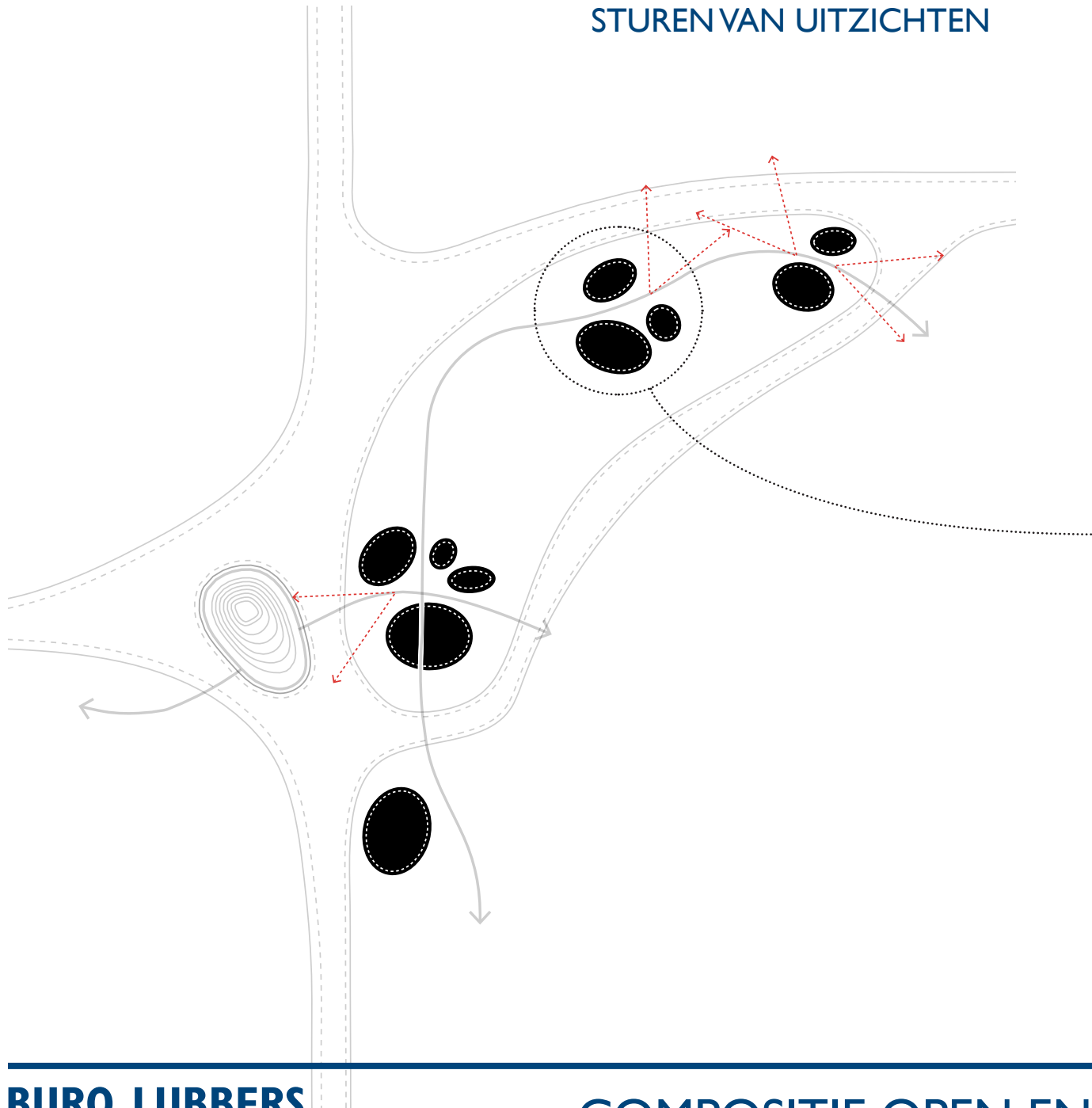
Beplanting zet accenten

## PRINCIPE CLUSTERS





## STUREN VAN UITZICHTEN



## CLUSTER OPBOUW

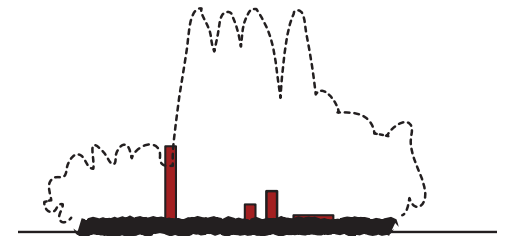
GRAS



OMKADEREN MET HAAG



BOMEN MAKEN ICOON



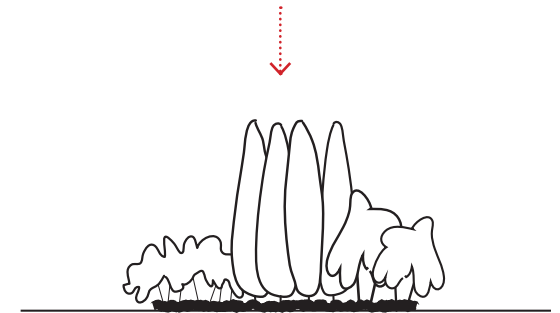
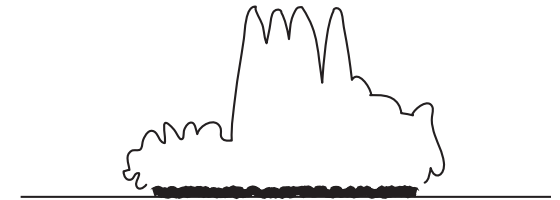
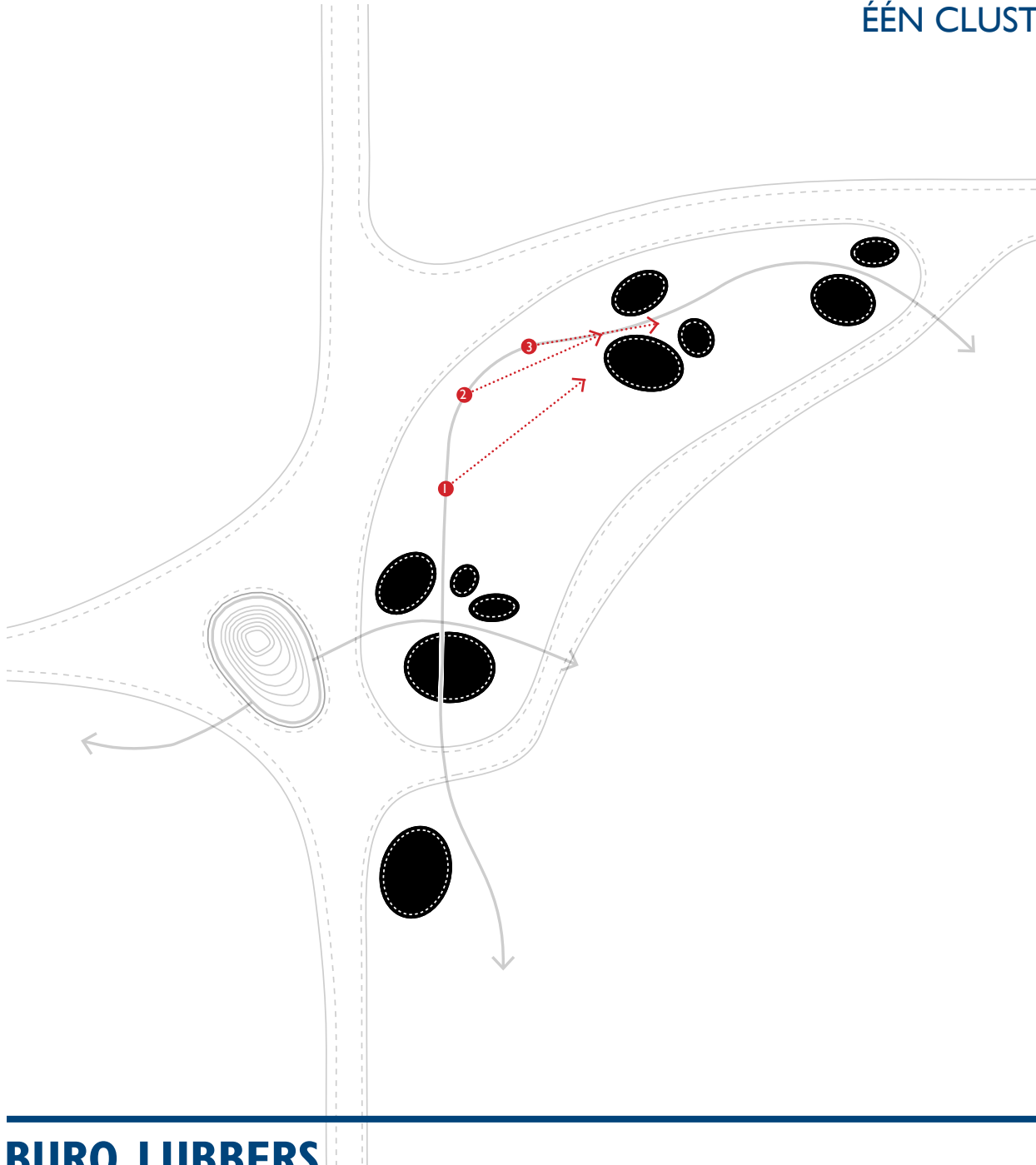
MEUBILAIR IS VERBLIJVEN / SPELEN

**BURO LUBBERS**

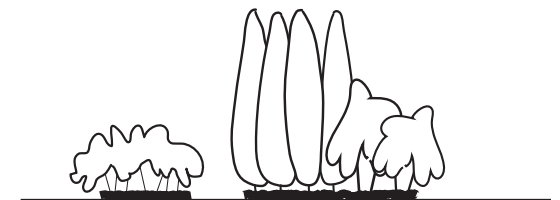
landschapsarchitectuur & stedelijk ontwerp

# COMPOSITIE OPEN EN DICHT / CLUSTERS

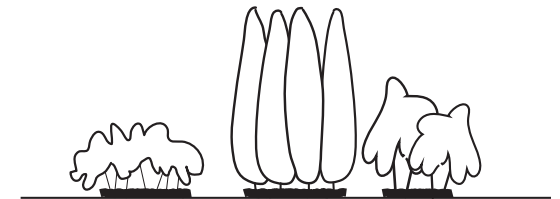
## ÉÉN CLUSTER BESTAAT UIT MEERDERE CLUMPS



1



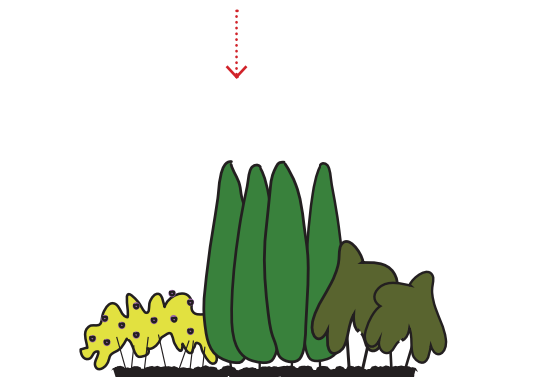
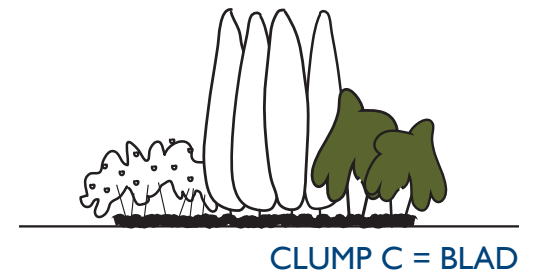
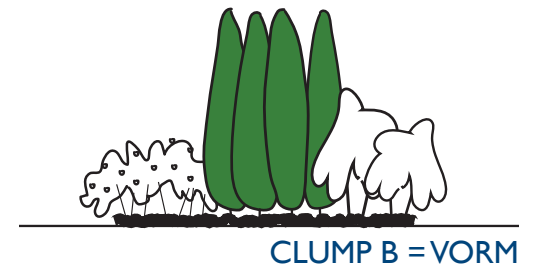
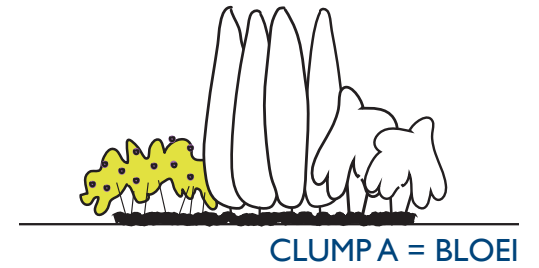
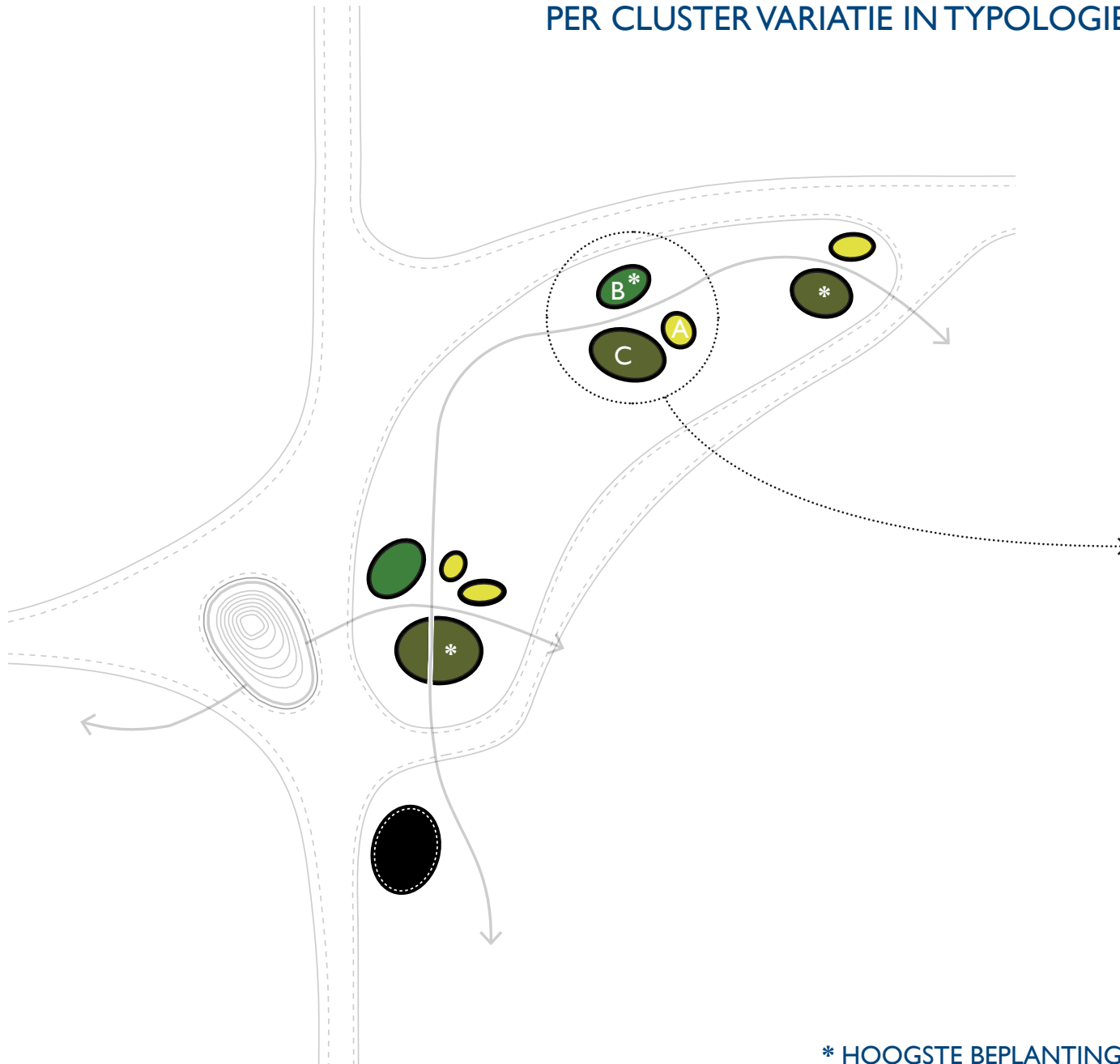
2



3



## PER CLUSTER VARIATIE IN TYPOLOGIE







NOTEN



VRUCHTEN



HERFSTKLEUR



SCHORS



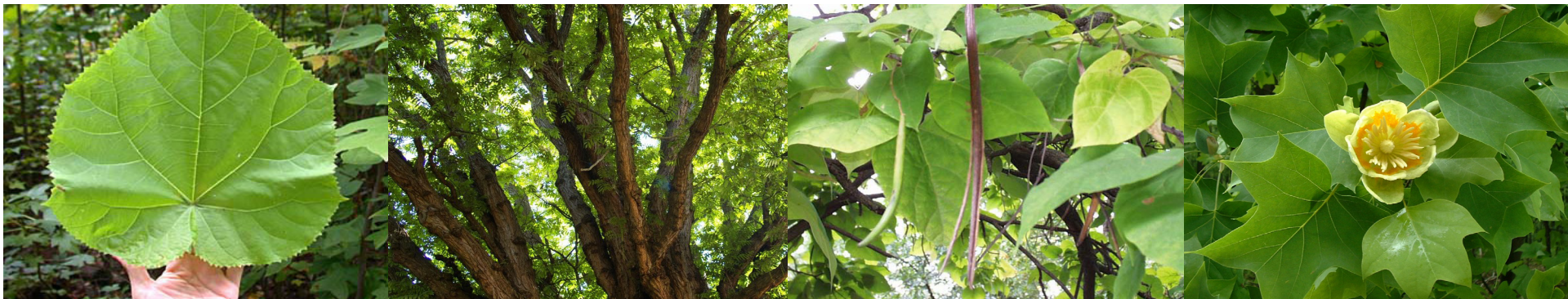
BLADSTRUCTUUR: SAMENGESTELD BLAD



KARAKTERISTIEK BLAD







**BIJZONDERE BOMEN EN VARIËTEITEN**



**BIJZONDERE GECULTIVEERDE BOOMVORMEN**



**KRONKELBOMEN**





**SIERFRUITBOMEN**



**GELE VOORJAARSBLOEIERS**



**SERINGENHEUVEL**

**MAGNOLIAHEUVEL**

**BURO LUBBERS**

landschapsarchitectuur & stedelijk ontwerp

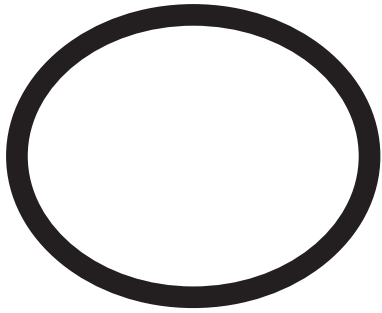
**BEPLANTING THEMA'S: BLOEI**



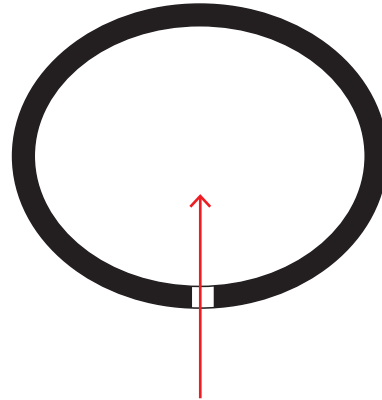
PRINCIPE CLUMPS

## 1. OMKADEREN HAAG CREEËRT PLEK

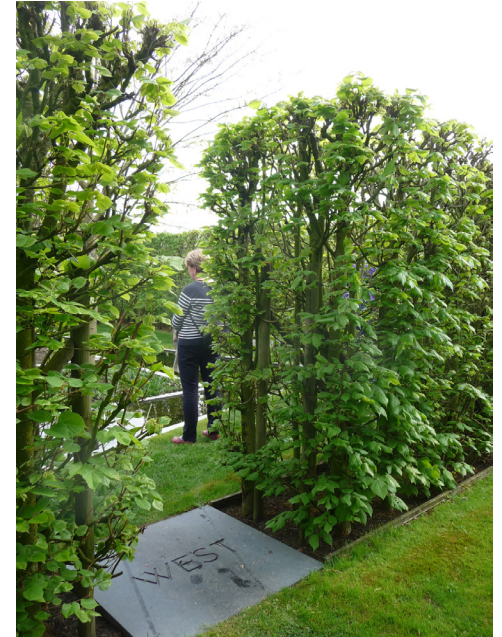
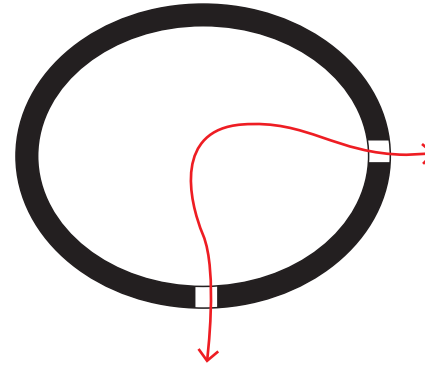
GESLOTEN



1 ENTREE

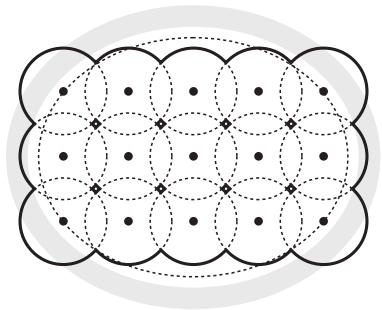


2 ENTREES

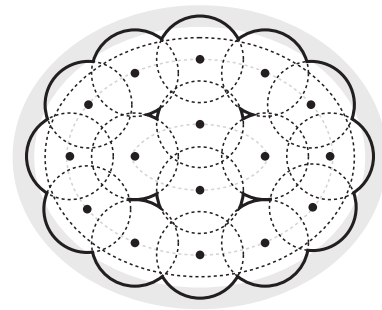


## 2. BOMEN MAKEN ICOON

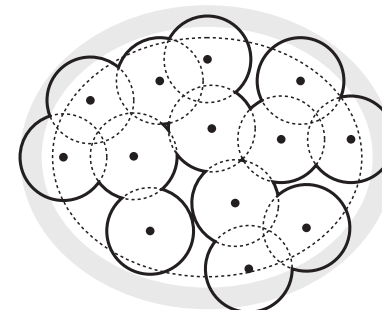
RECHT GRID



CIRCEL GRID



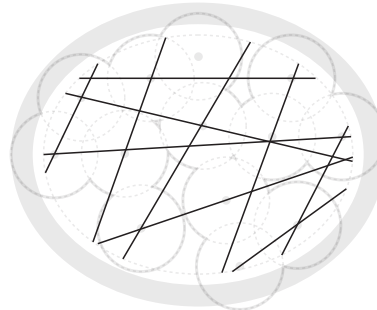
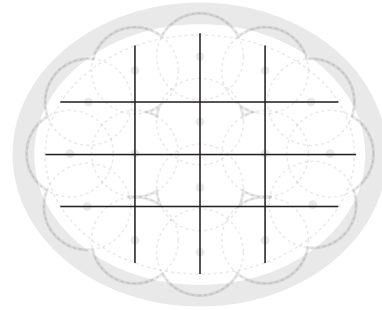
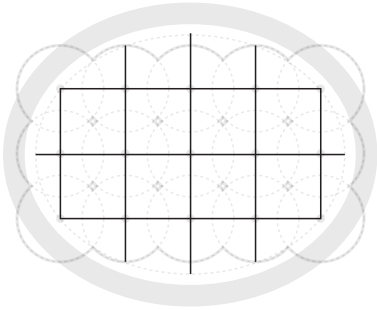
BOSJE



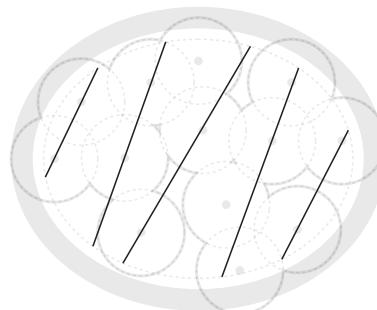
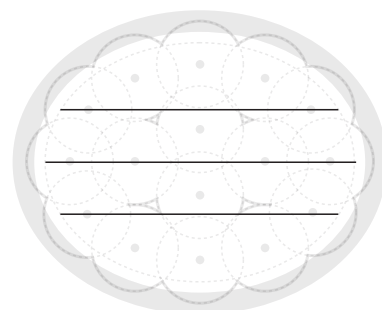
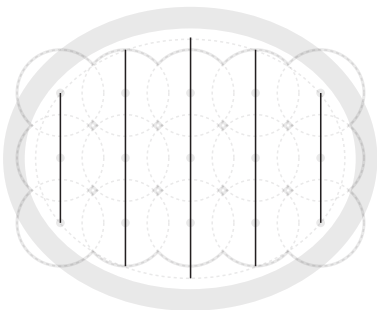


### 3. GRID. MARKEREN

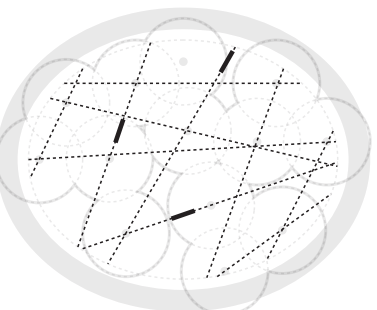
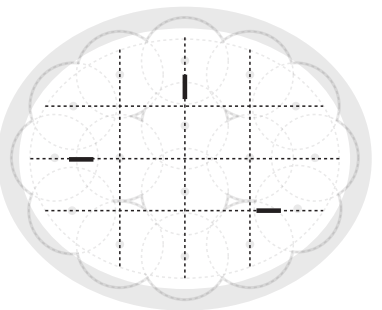
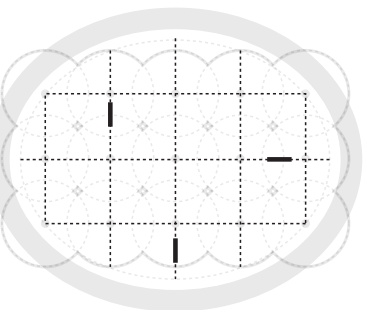
#### ALLE BOMEN VERBINDEN



#### RICHTING GEVEND GRID

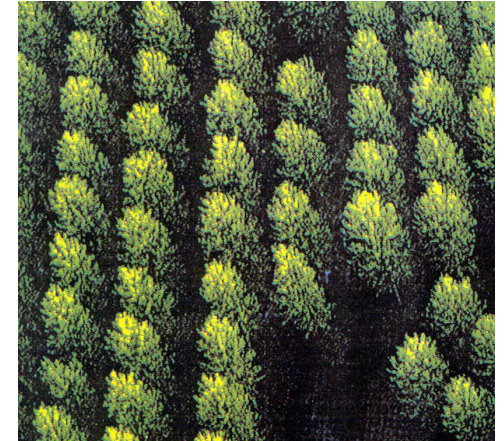
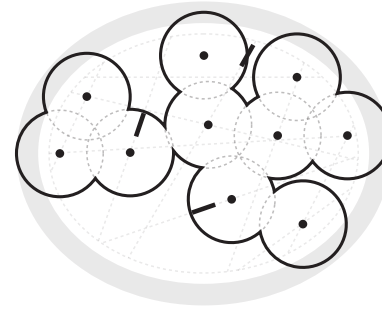
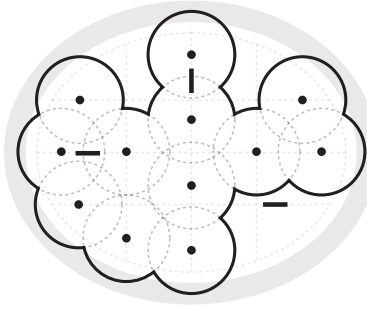
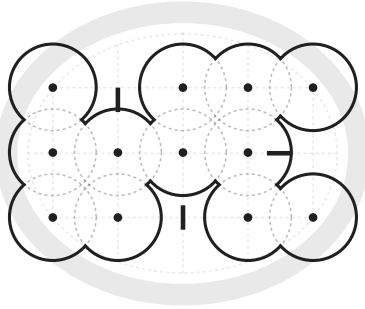


### 4. MEUBILAIR. KOPPELEN AAN GRID

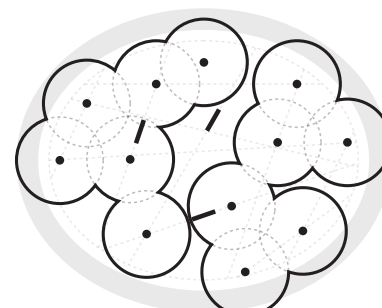
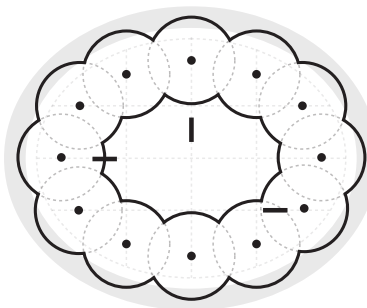
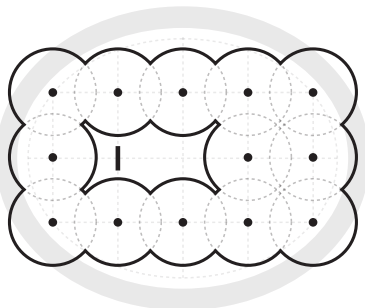


## 5. BOMEN IN RELATIE TOT PROGRAMMA

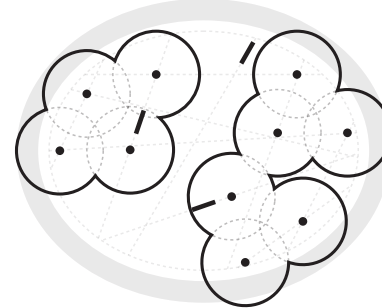
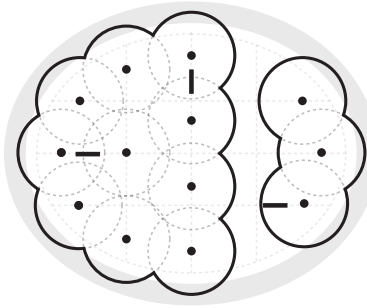
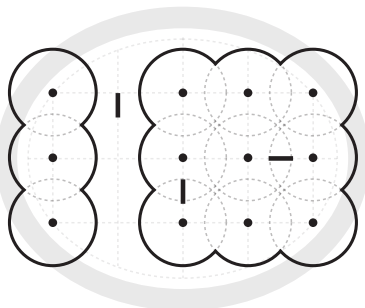
### AANTASTEN



### OPENING



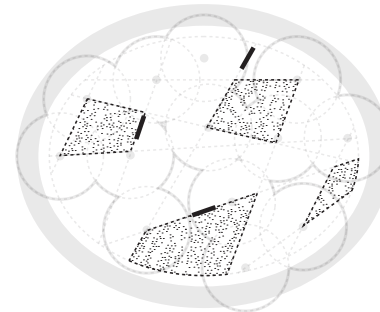
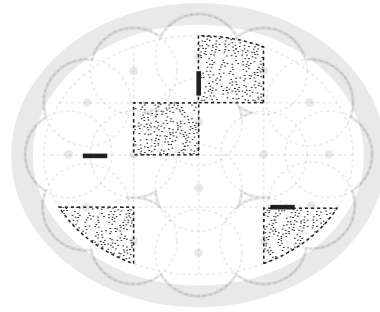
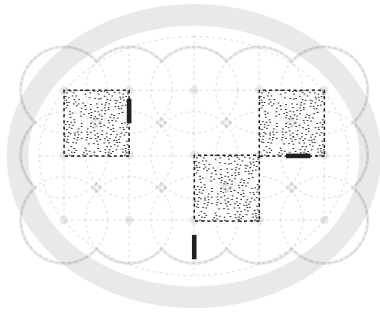
### OPDELEN





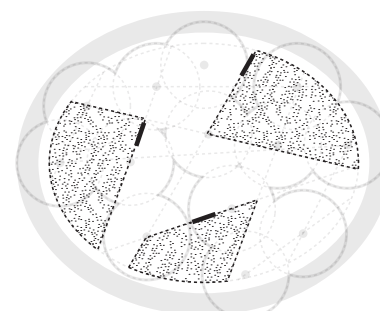
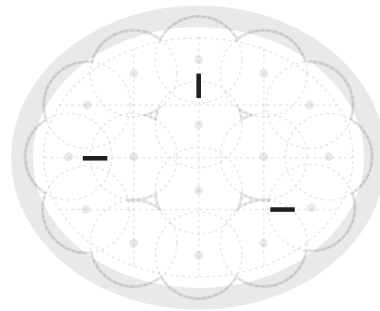
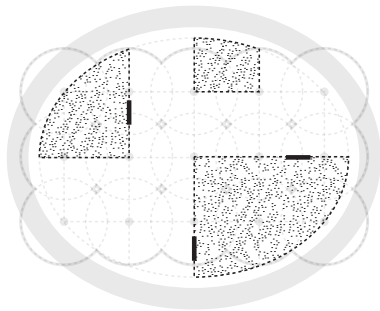
## 6 INVULLEN GRID

### VLEKKEN



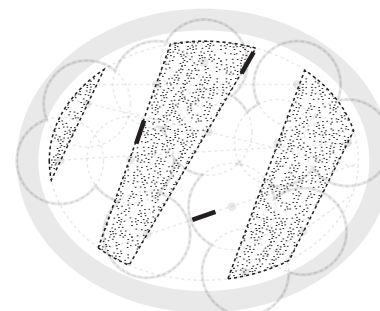
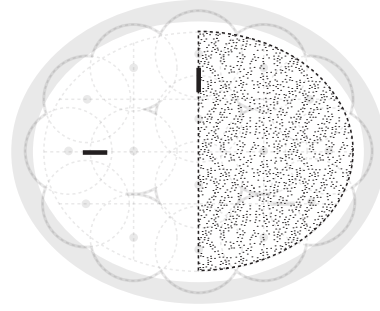
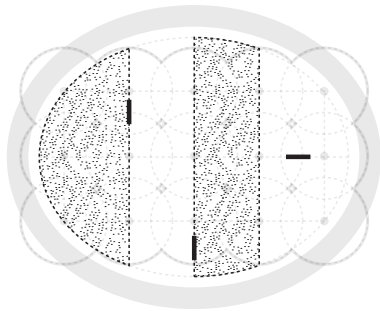
PLANTEN

### PLEKKEN



GRASSEN EN KRUIDEN

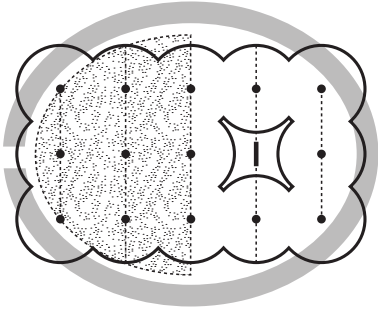
### RICHTING GEVEND



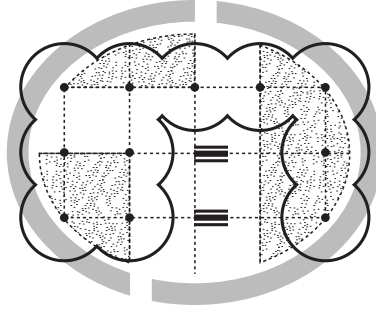
NUTSTUINEN



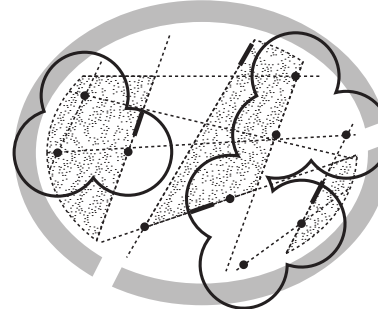
BEZINNINGSPLEK



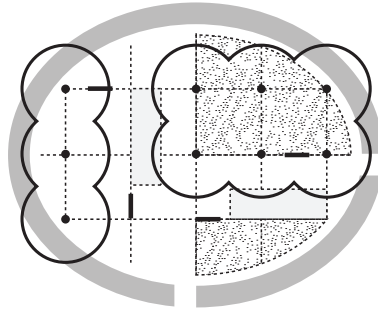
ONTMOETINGSPLEK



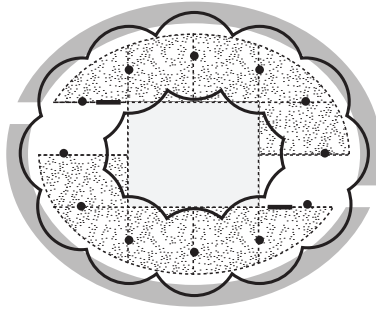
ZINTUIGENPLEK:  
GEUR, KLEUR, VLINDERLOKKEND,  
VOGELLOKKEND



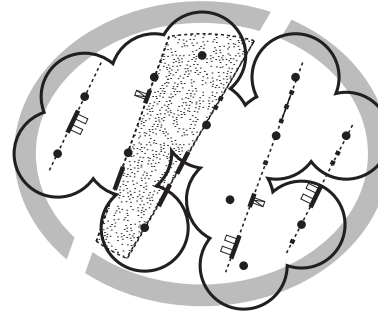
JEU DE BOULES PLEK



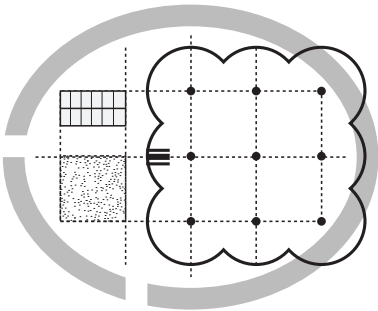
SPORTPLEK



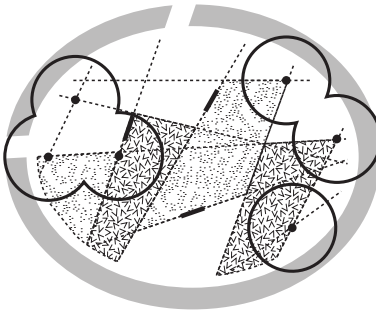
SPEELPLEK



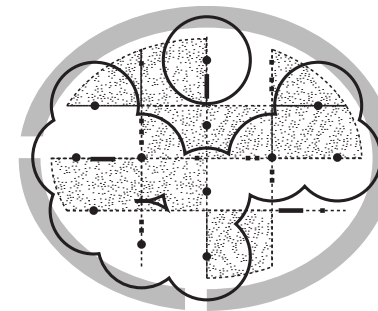
FRUITPLEK



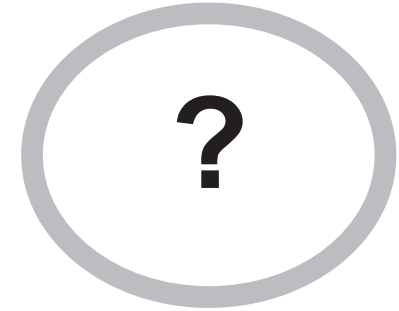
BLOEMENPLUKPLEK

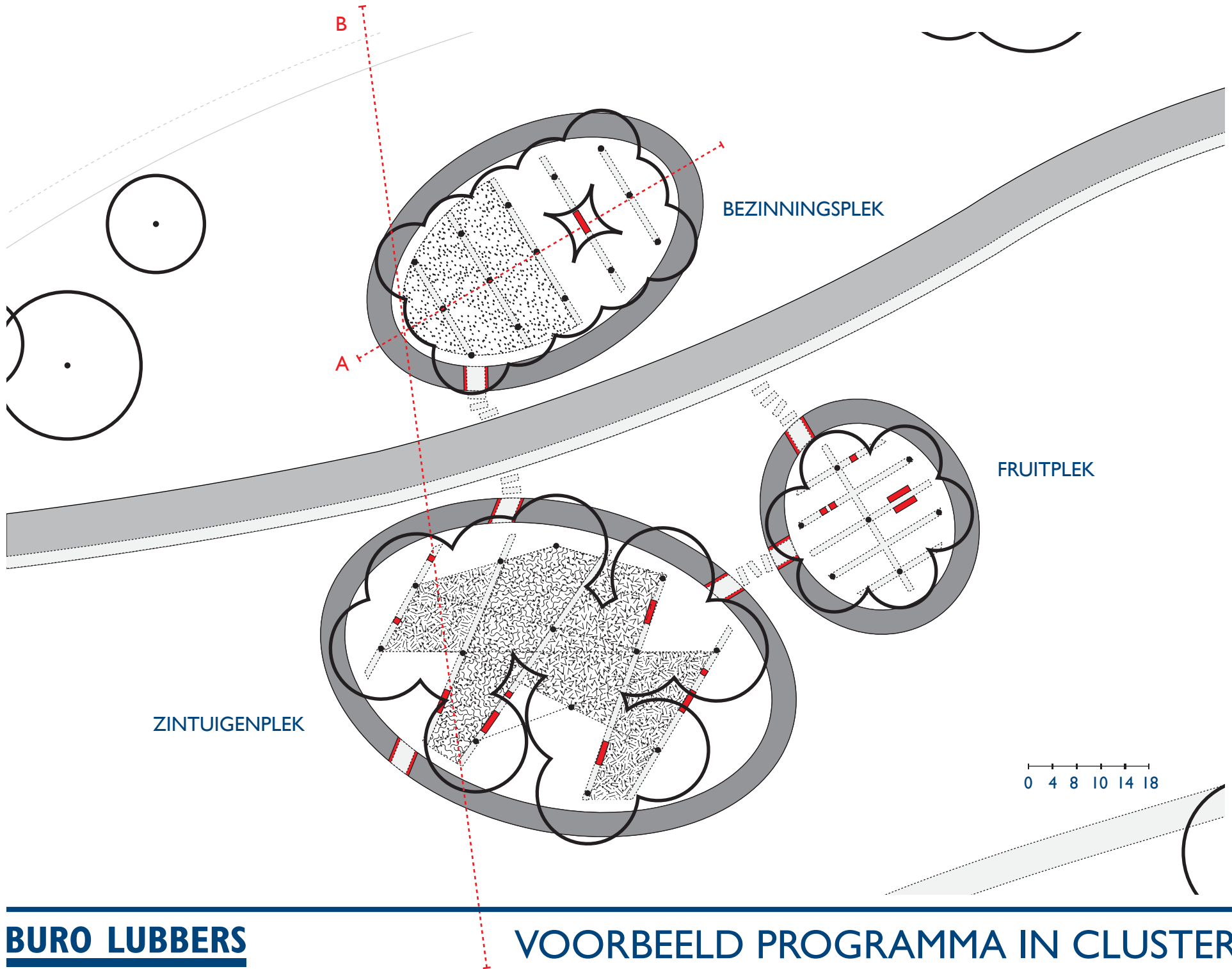


EXPOSITIEPLEK

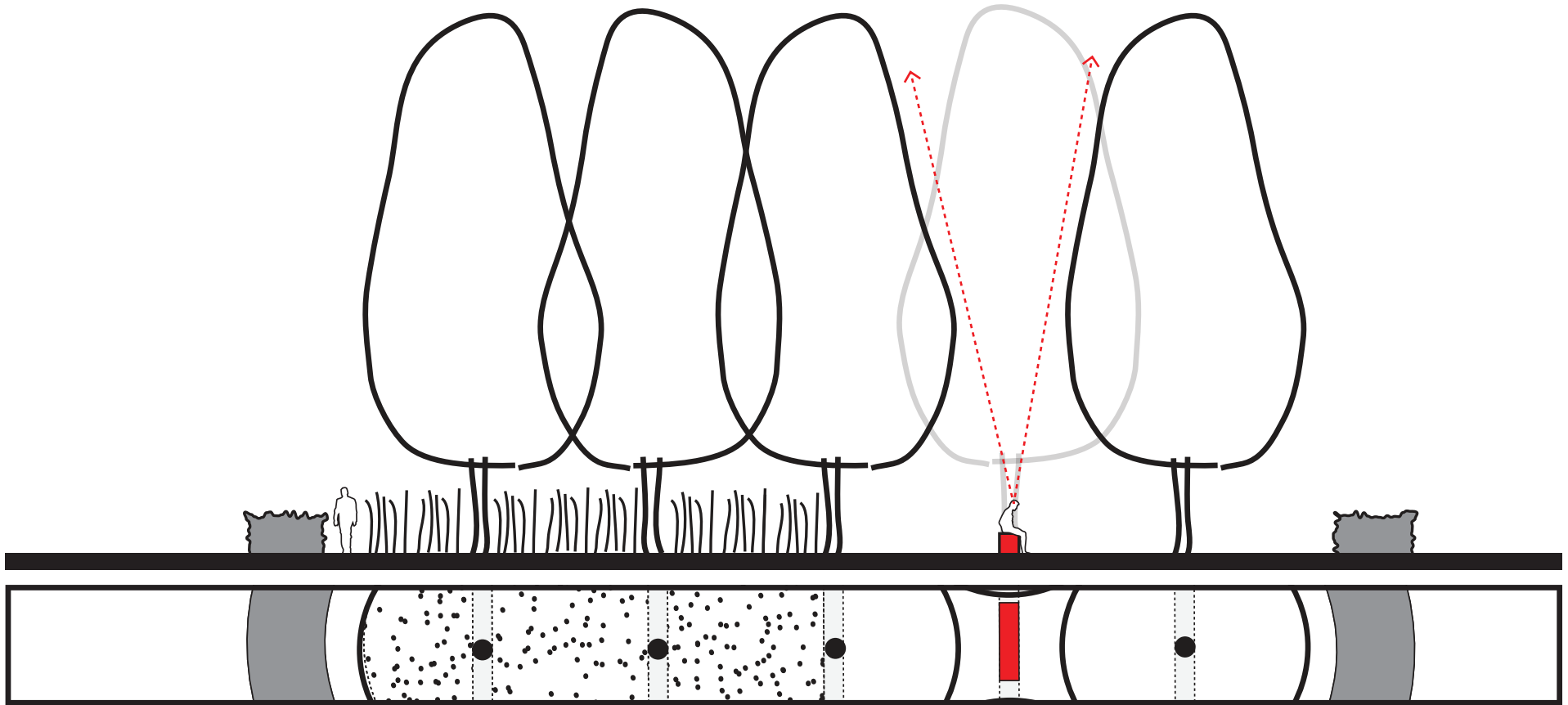


PARTICIPATIE

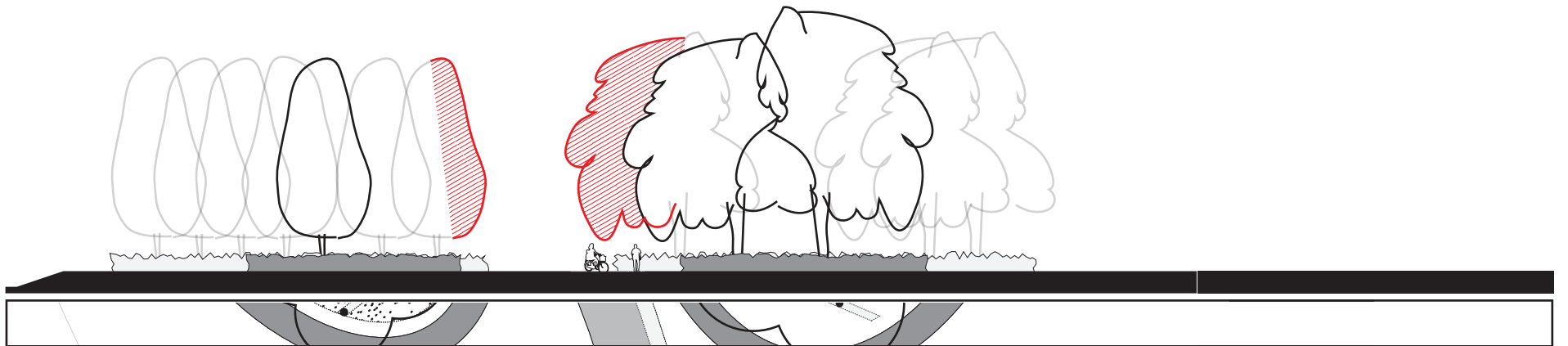








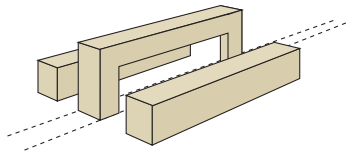
A 1:200



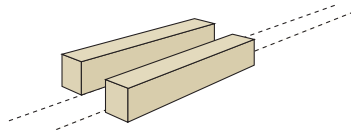
B 1:400

PRINCIPE BIJZONDERE ELEMENTEN

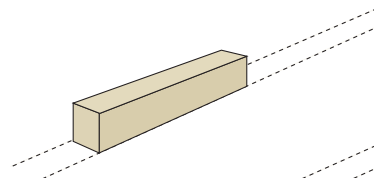
## VERBLIJVEN / ONTMOETEN



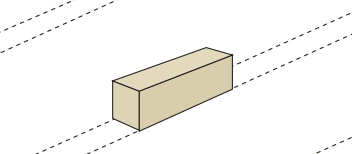
AAN TAFEL



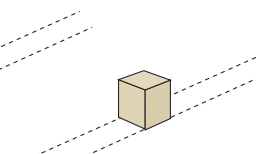
IN EEN GROEP



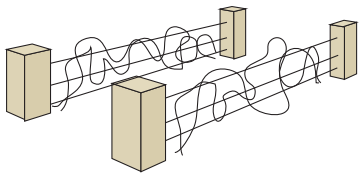
MEERDERE



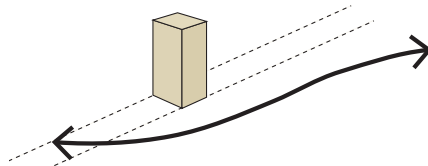
TWEE



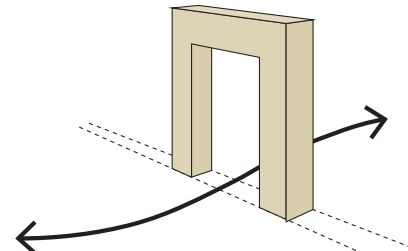
ALLEEN



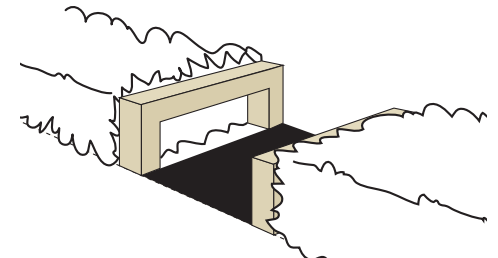
BRUGHOOFDEN



ROUTE

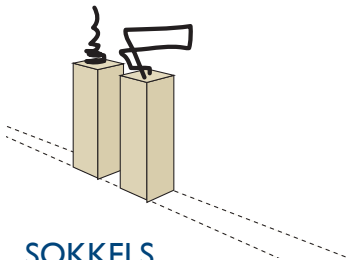


POORT / ENTREE

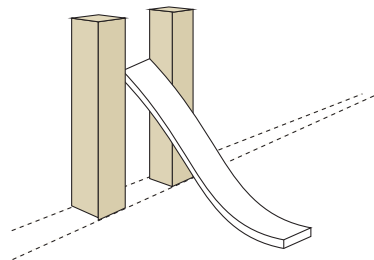


ENTREE TUSSEN HAAG

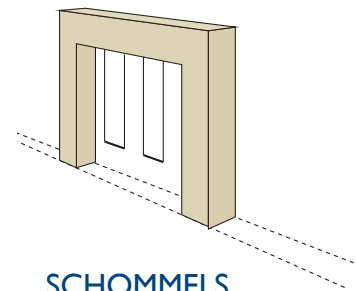
## SPEL / ONTSPANNING



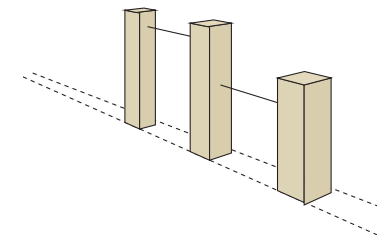
SOKKELS



GLIJBAAN



SCHOMMELS



REKSTOKKEN





**BURO LUBBERS**

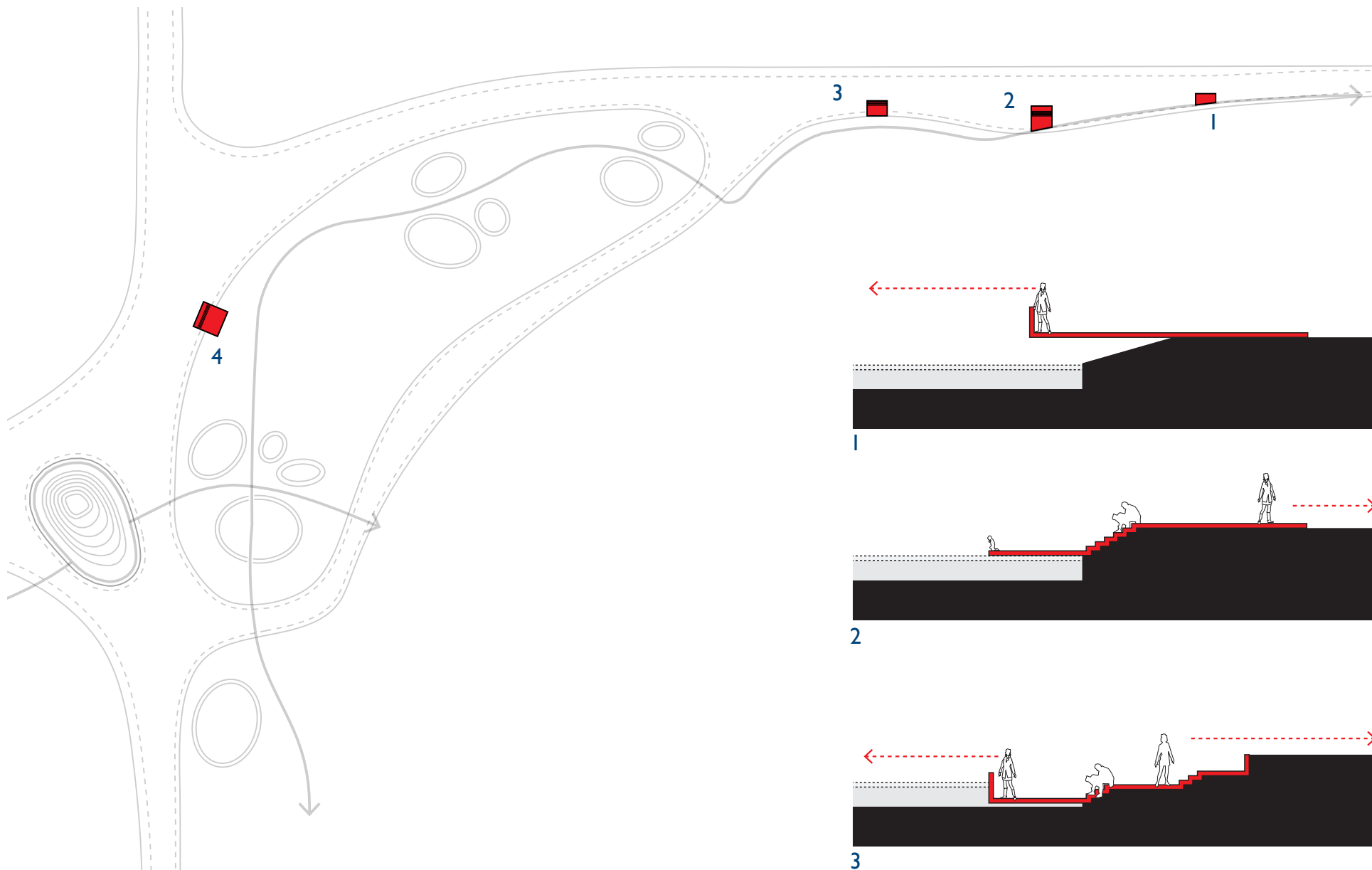
landschapsarchitectuur & stedelijk ontwerp

**REFERENTIE MEUBILAIR**



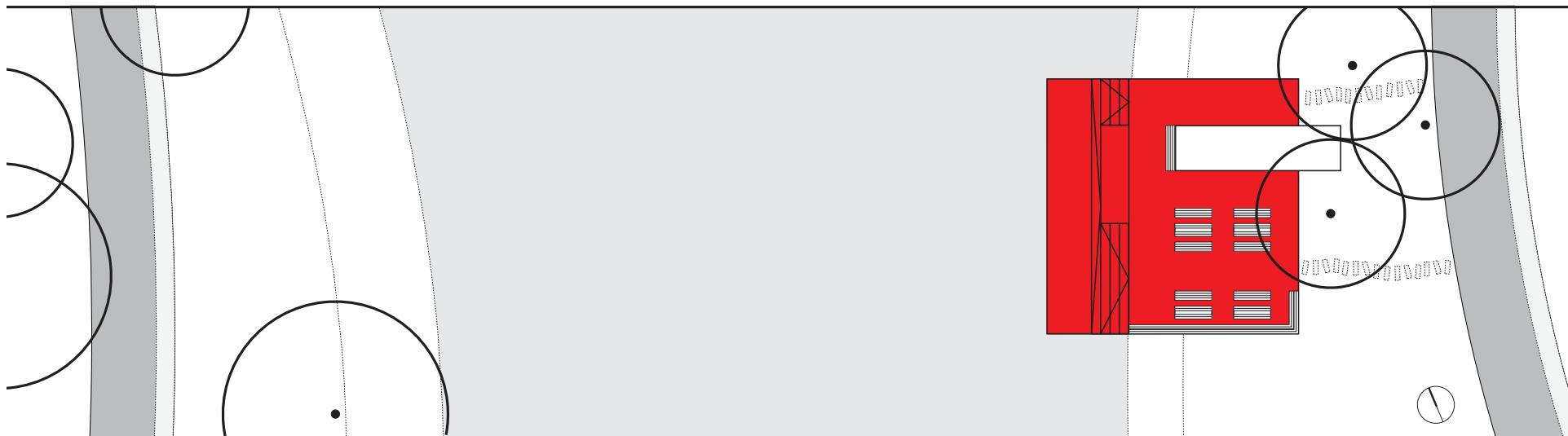






OP VERSCHILLENDE WIJZE WORDT DE  
VERBINDING GELEGD MET HET WATER





4 1:300

VLONDER = FAMILIE VAN OVERIG MEUBILAIR IN HET PARK



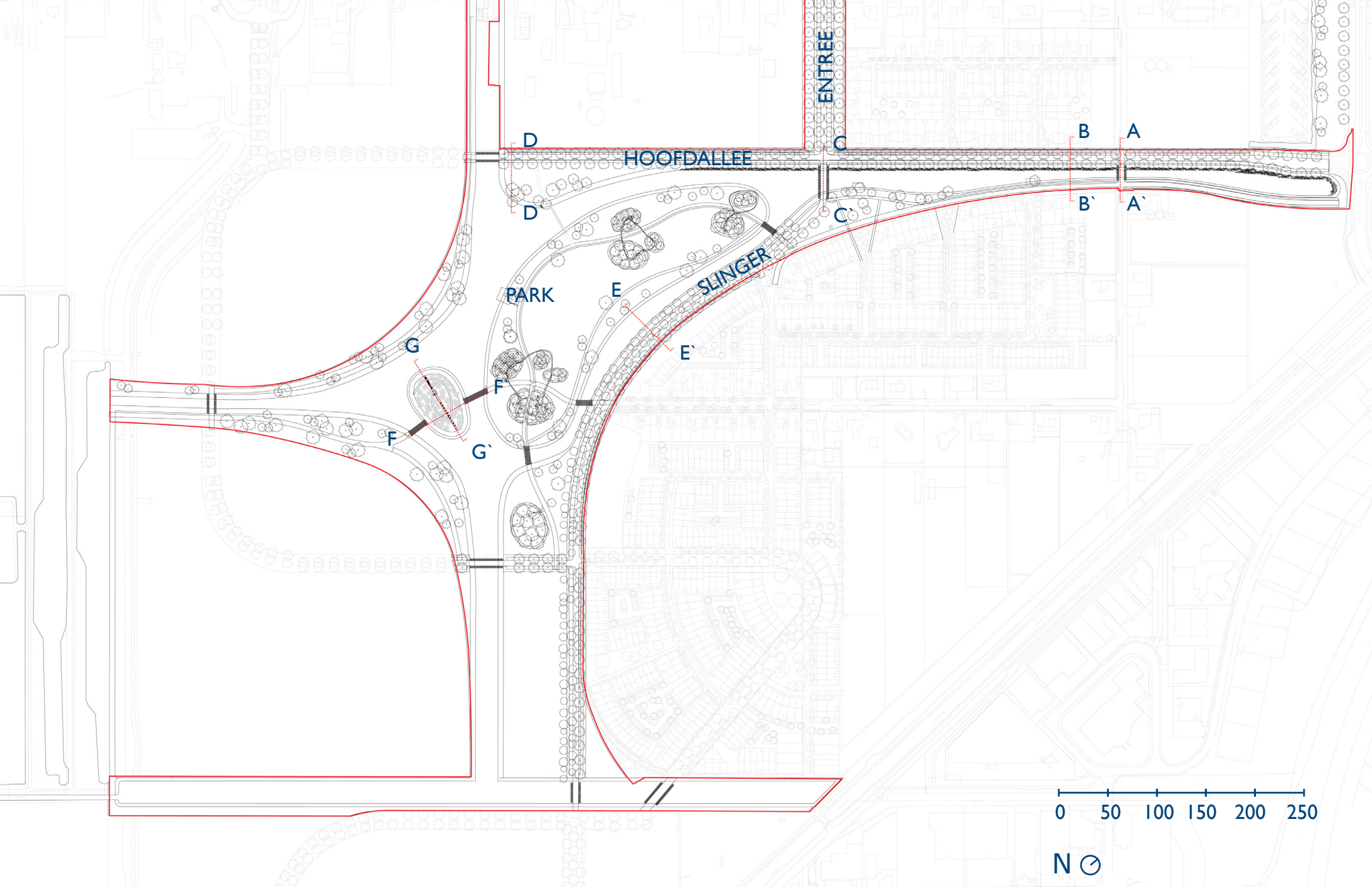
**BURO LUBBERS**

landschapsarchitectuur & stedelijk ontwerp

REFERENTIES PAVILJOEN

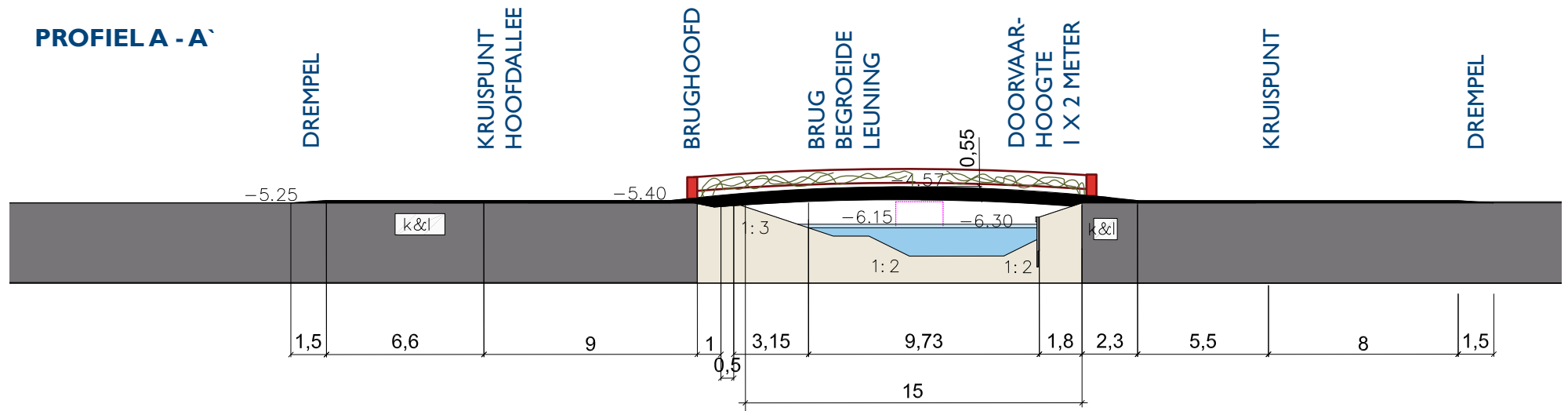


PROFIELEN

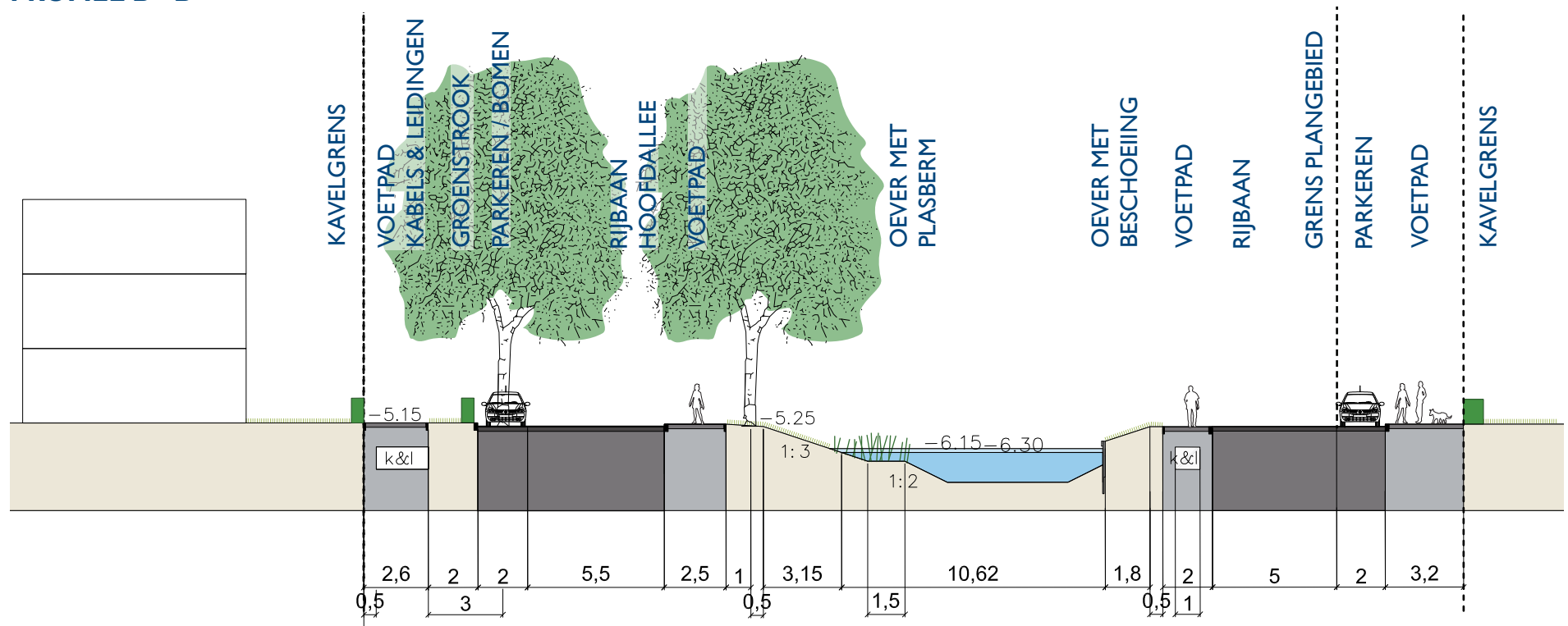




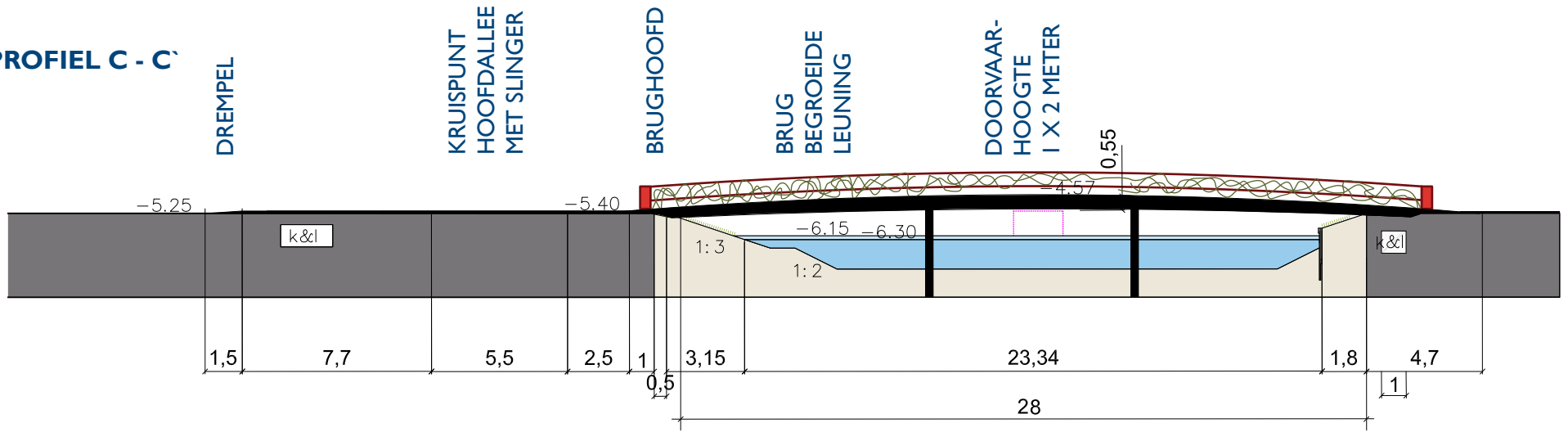
## PROFIEL A - A'



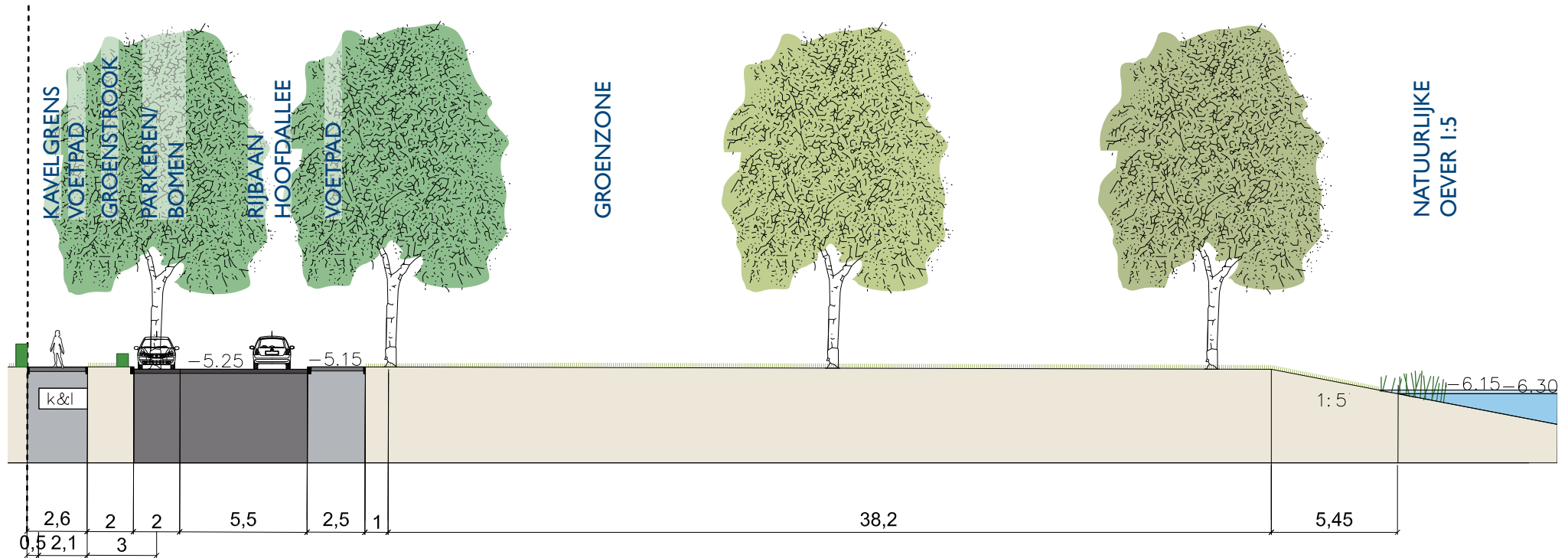
## PROFIEL B - B'



## PROFIEL C - C'

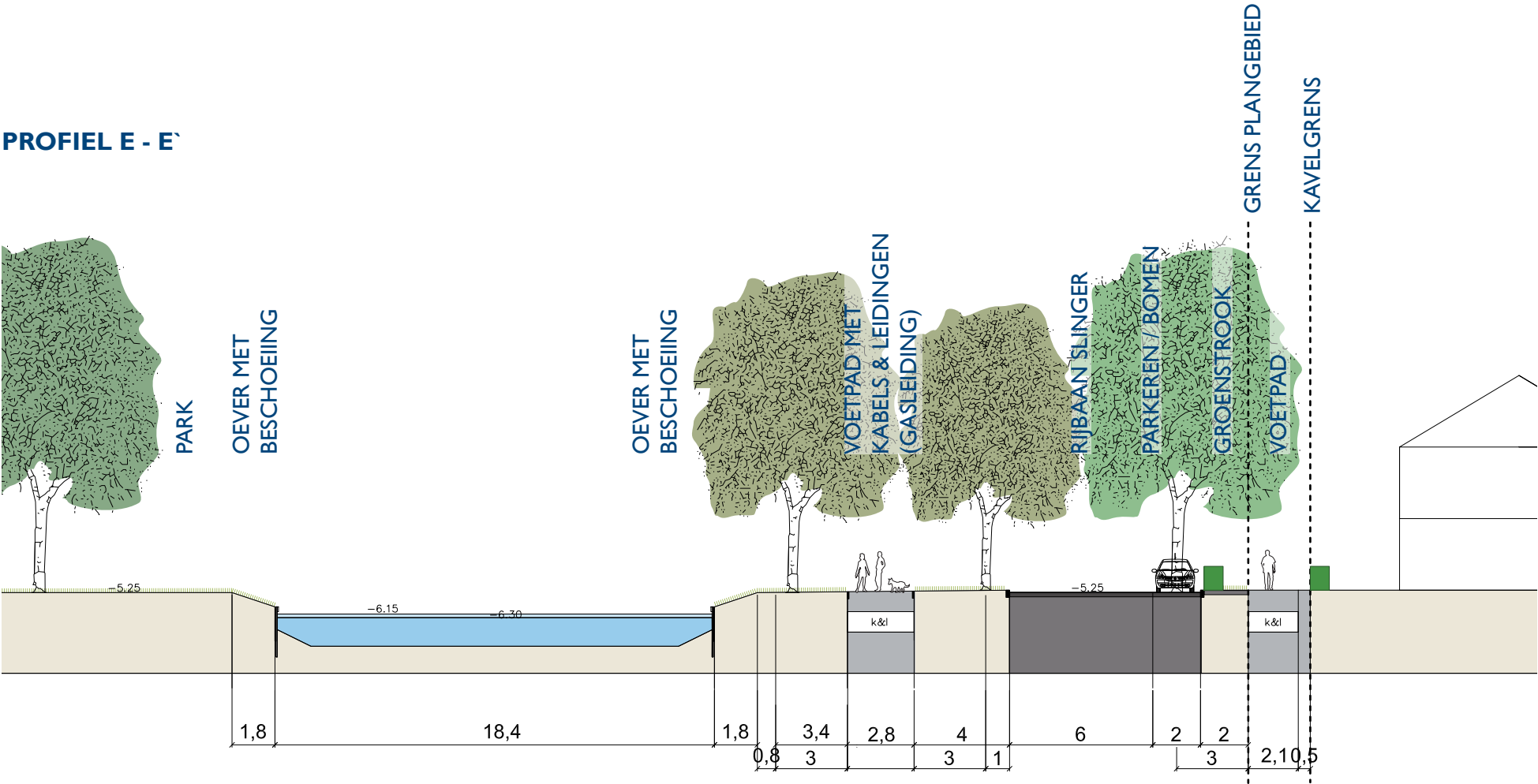


## PROFIEL D - D'

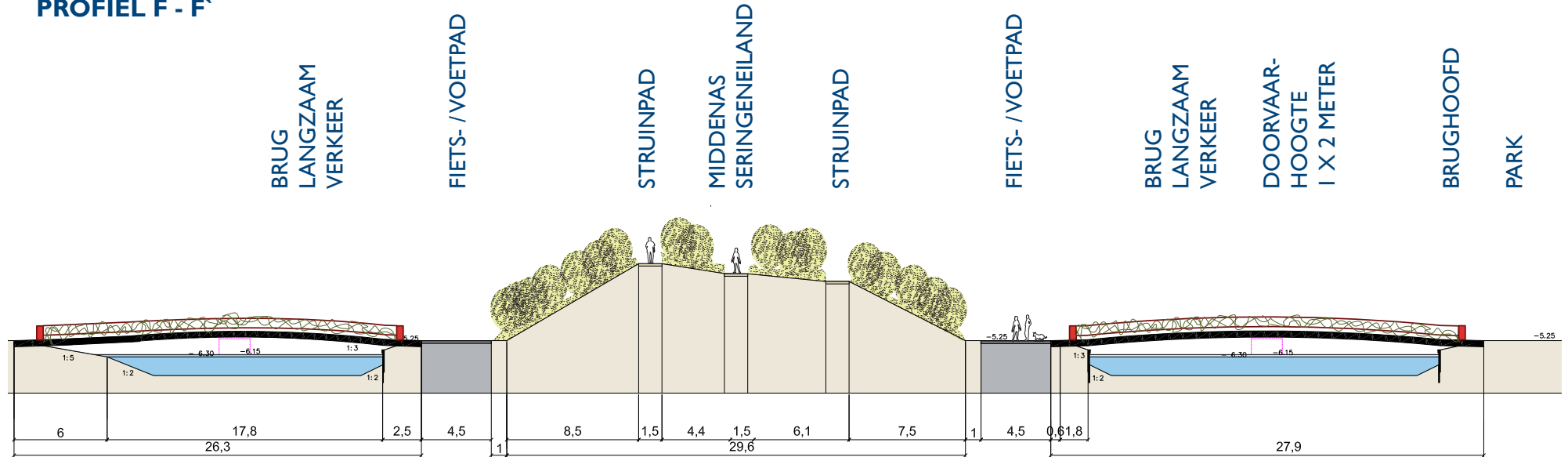




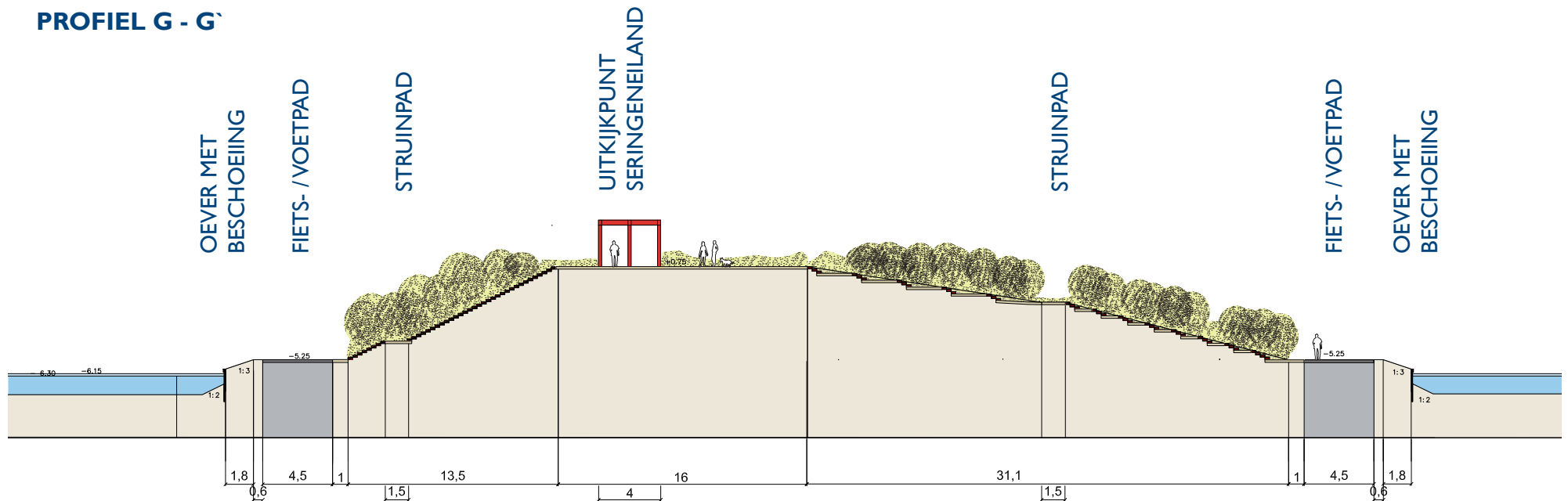
PROFIEL E - E'



## PROFIEL F - F'



## PROFIEL G - G'





0 50 100 150 200 250

N

**BURO LUBBERS**

landschapsarchitectuur & stedelijk ontwerp

**PLANKAART**