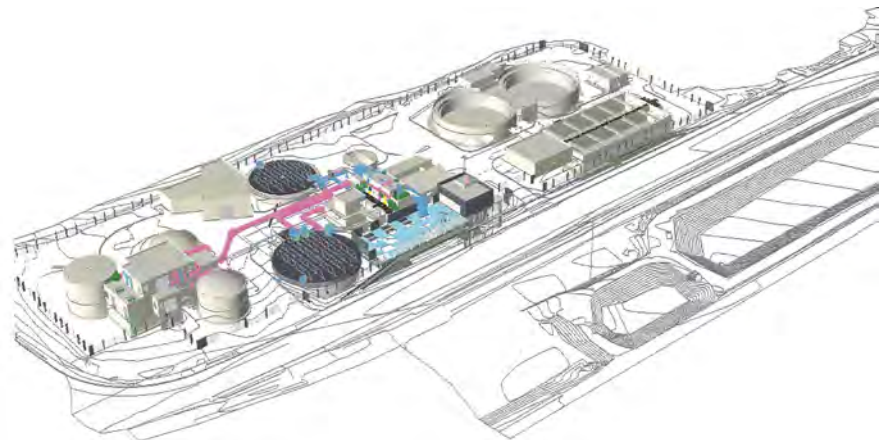


WENATCHEE WASTE WATER TREATMENT PLANT

THE PLANT AS A THEATER ABOUT WATER



CAROLYN LAW 2010

THE BASICS

The merging of art and design will reveal through integrated art that the plant is a *mysterious, wondrous facility* where technologically interesting processes take place that are essential to the health and welfare of the community.

There is such exciting potential to use art to accentuate further the design and realize the the potential to create a new *dynamic, interactive relationship between the plant and the city*. Wenatchee would be in the forefront of “beautifying” a necessary piece of infrastructure while at the same time shifting the community’s relationship to it.

This effort takes into account the fact that *the site is visible from many vantage points* – the pedestrian bridge, downtown buildings, adjacent streets and the riverside park. So the idea of the plant as a “theater for downtown” makes its centrally located stage available to a very large, changing audience. If art married to design creates this interactive relationship between the plant and community members - both literally and then mentally - the plant will seep into community life.

The integrated art and design will translate the idea that *nothing is static in the facility nor in the community* that feeds it. There is always something happening. The plant does not sleep, just as the community nor the weather take a break in supplying the plant with the water and waste that need to be cleansed.

Ideally, *the plant will become a “must see” place* and the Wenatchee community would be proud of it.

LIST OF IDEAS

The *experience of the viewing areas* is very important. What people experience should be so compelling that people want to go off the sidewalk any time they can to “check in” with the plant through the viewing portals. A range of visual activity, which is patially interactive will create this situation. The viewing areas will generate a very interesting experience beginning as people the walk up them. What’s under foot? What are you surrounded by? What can you see when you are there?

A key is creating a “script” for the “theater stage” / viewing area that creates this *special experience* while also pointing to the entire plant. What is this place? We will make people want to know more.

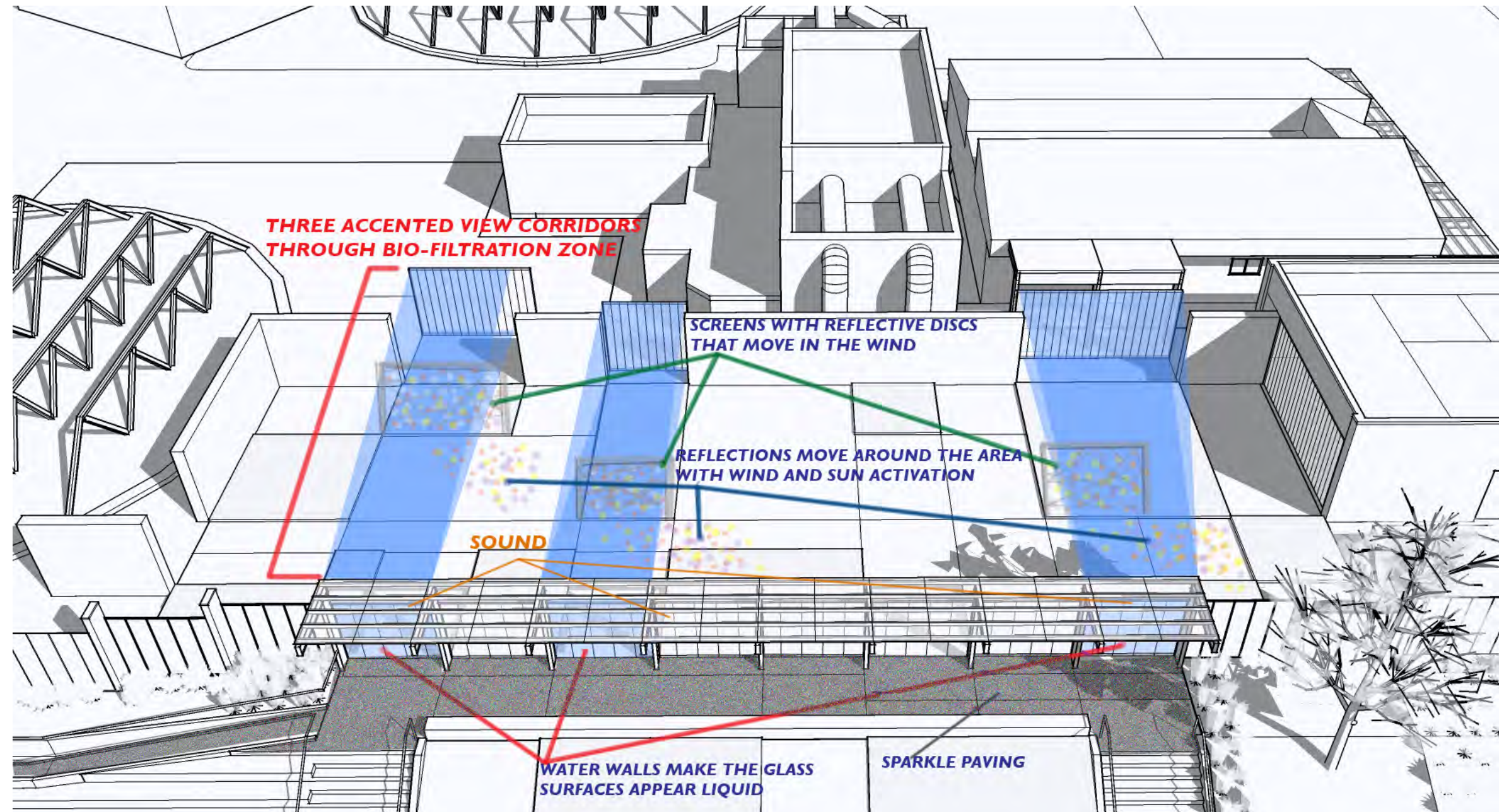
The actual *use of water* has a special ability to draw people to it and will be used in the viewing area.

Sound will also be an exciting component in the main viewing area and will be motion activated as people move across the viewing platform. So the unexpected nature of the sound increases the engagement.

Equally *strong effects are being created for both day and night*. Lighting will be used to great effect at night bringing the whole plant quietly into view. During the day the wind, and sun will create a dynamic situation in the biofiltration viewing area.

As parts of the plant are highlighted and engage people, they will be drawn to looking at the whole. As people look at the whole, they come to understand we are all stewards of the precious resource of water.

ART AND DESIGN MERGE AT THE WENATCHEE WATERWATER TREATMENT PLANT



THE BIG IDEA:

TREAT THE PLANT AS A THEATER WHERE SOMETHING IS HAPPENING AT ALL TIMES / DAY AND NIGHT

POETICALLY TELL THE STORY

Art is merged with design to emphasize that the plant is a mysterious, wondrous facility. The plant is a place where technologically interesting processes happen that are essential to living in a healthy community. The goal is to draw people in to look and then, because it is so interesting and always changing, to continue to check in when in the vicinity.

This is accomplished by setting up a variety of active art elements in the viewing area proper, as well as in the biofiltration area behind the glass. The main viewing area becomes an intriguing environment both day and night. During the day the interest is created by water walls and artistic treatment of the glass, sparkle paving that seems like water, and sculptural “screens” that have moving parts activated by the wind and reflected sunlight suggesting the constant flow of water and air. The second viewing area allows people to actually see water being processed.

At night these effects in the viewing areas, as well as chosen locations within the plant, would be activated by a programmed sequence of accent lighting that is both subtle and beautiful. This allows the story of water to be told again through different means.

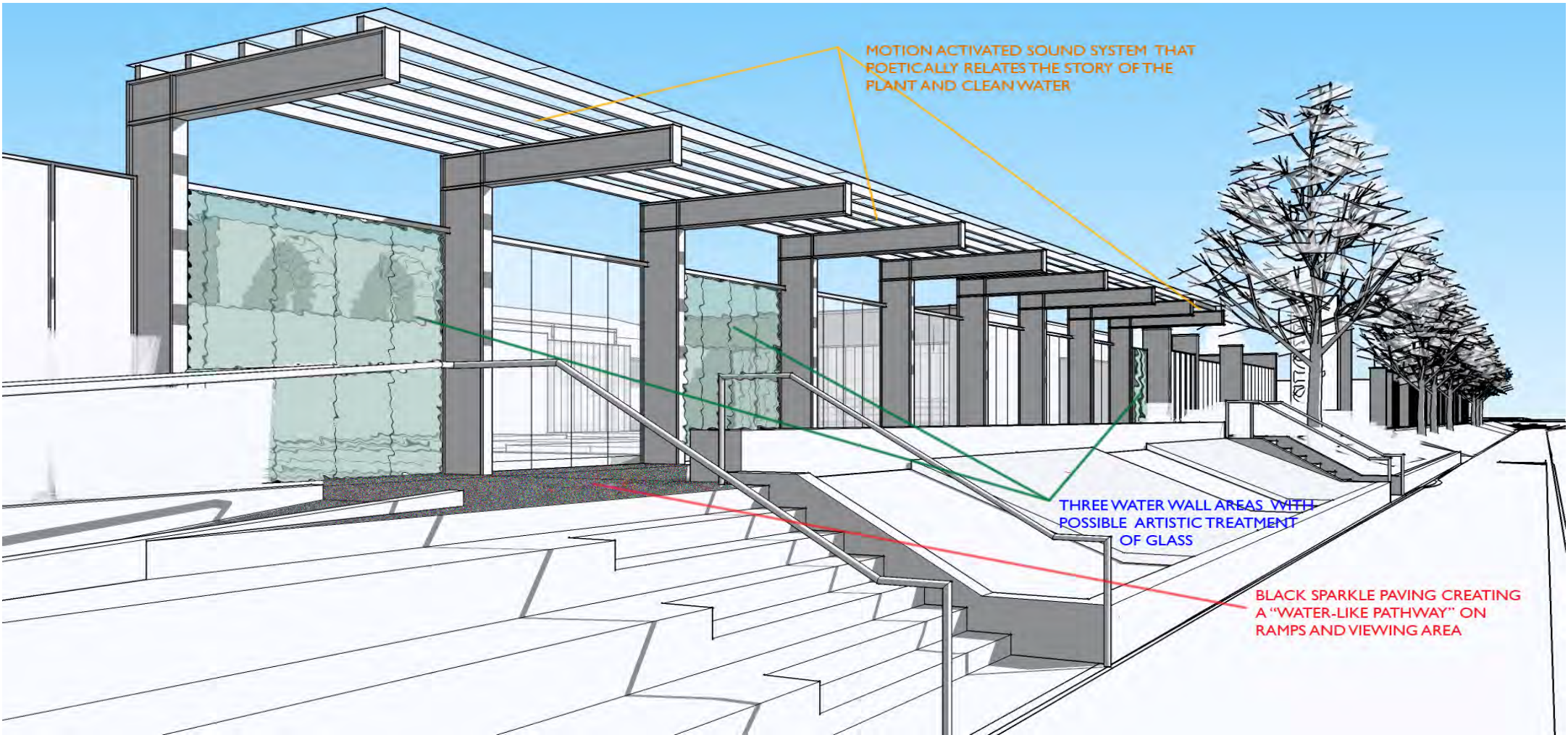
BIOFILTRATION THEATER: DAYTIME

The entire zone is activated by water, sound, wind, sun and time of day - referencing all the simultaneous activity that is happening in the plant.

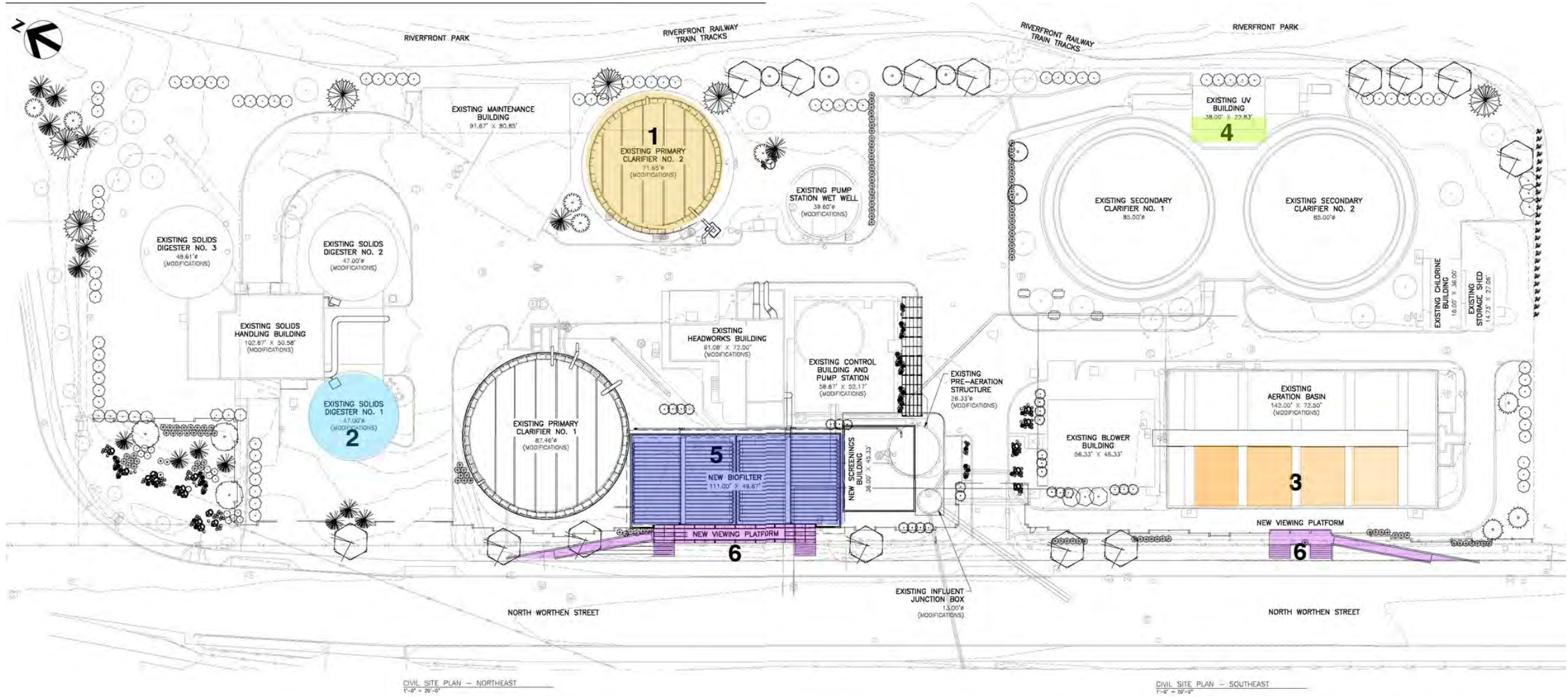
From the viewing platform, all these engaging visual activities are constantly changing.

Water flows down three areas of glass. shifting your views. Adjacent areas of glass give a crisp view into the zone.

Sculptural screens with reflective discs create an ephemeral light show that makes the idea of the rising air more concrete, while also referencing light on water's surface.



NIGHT LIGHTING PLAN



The lighting plan is designed to be both subtle and wondrous.

Careful lighting of aspects of the plant and the viewing areas is a lovely way to tell a story to the community about the mysterious, but absolutely necessary work of your plant. People like to be surprised and engaged.

This design uses high efficiency LED lights programmed to elegantly light specific parts of the plant in a planned sequence - cycling through an approximately half hour program every 1.5 hours from dusk to midnight. The viewing area lighting would remain on all night.

The plan

- Uses energy efficient, low maintenance lighting components.
- Uses primarily white lights and some subtle colored lights programmed in a sequence to tell two stories. One of how water moves through the plant and another more poetic story about clean air and water in the stage-like main viewing area.

Sequenced Lighting Key in Plant

- 1 Clarifier 2 - white light on lid and trusses
Dim to full to dim
- 2 Digester 1 - blue & white light on west half
Watery pattern
- 3 Aeration Pools from S to N - white lights on water
Sequenced in four separate pools
- 4 UV Building - yellow light on west facade
Long pulses over short period of time

Lights on during the dark hours

- 5 Biofiltration Field - constant white lights on glass, linear white lights embedded in ground random slow pattern from dim to bright to off simulating rising air
- 6 Viewing platforms - white light in canopy structure, stairs, and ramp with small blue lights on ramp

