

#### TRANSFORMING EDMONTON

BRINGING OUR CITY VISION TO LIF

### Infrastructure, Overall Design, Art

- Play on the natural beauty of the river valley
- Integrated artwork rather than individual pieces
- Keep existing character of the neighborhood
- Maintain existing community connections
- Accessibility is important bikes, walking driving, etc.
- Maintain many critical crosswalk

#### locations

- Provide access across the portal near Quarters stop link community as much as possible
- Use vegetation as dividers between the LRT and the public
- Use vegetation as screening
- Maintain a natural feel of community in river valley
- Minimize removal of large trees
- River valley is important coordinate with ski hill and Folk Fest venue
- Integrate other transit with LRT
- Noise is a concern

#### Stops

- Use the French theme for Strathearn
- Historic Chinatown for Quarters stop
- Reflect Churchill Square at Churchill stop

#### Other

- Parasitic parking is a concern
- Consider snow removal requirements
- Traffic impacts

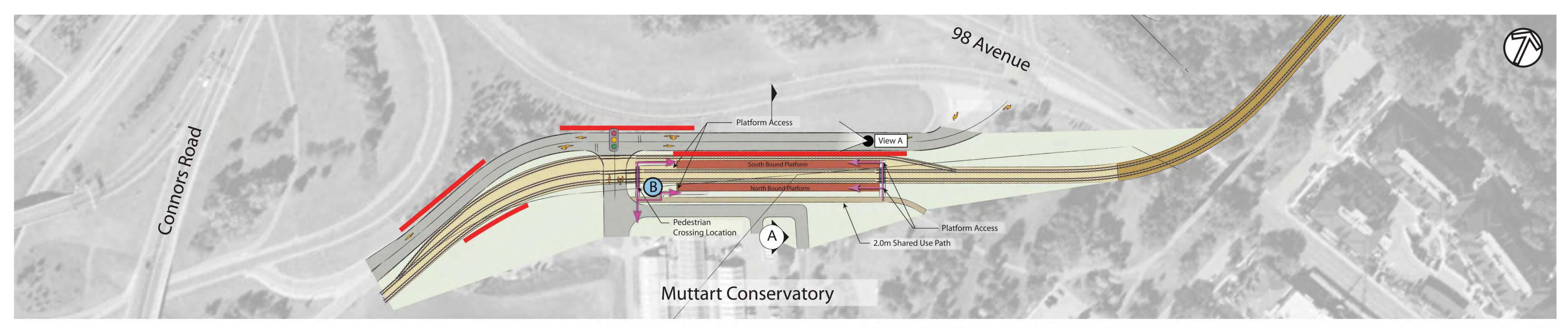


## Muttart Stop Plan

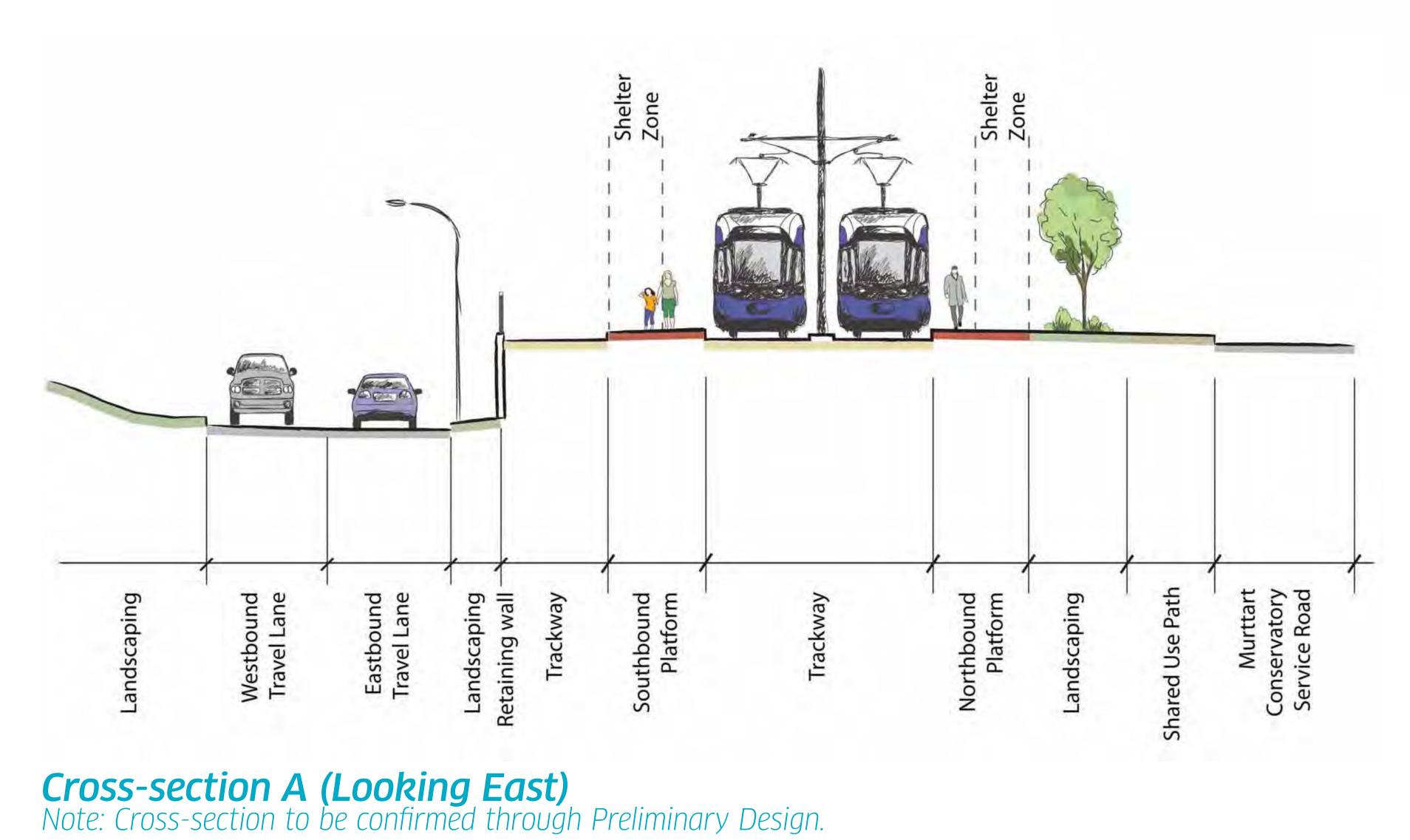


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Trackway - Tie and Ballast
Trackway - Embedded
Trackway - Elevated



Legend



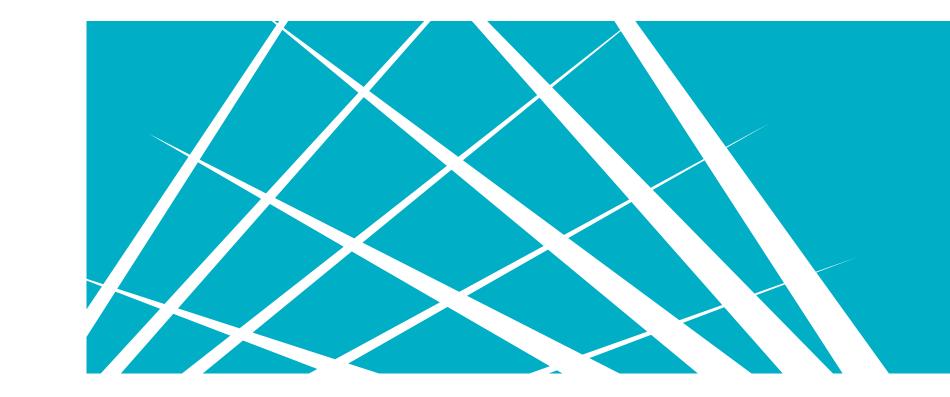


View A - Concept Rendering

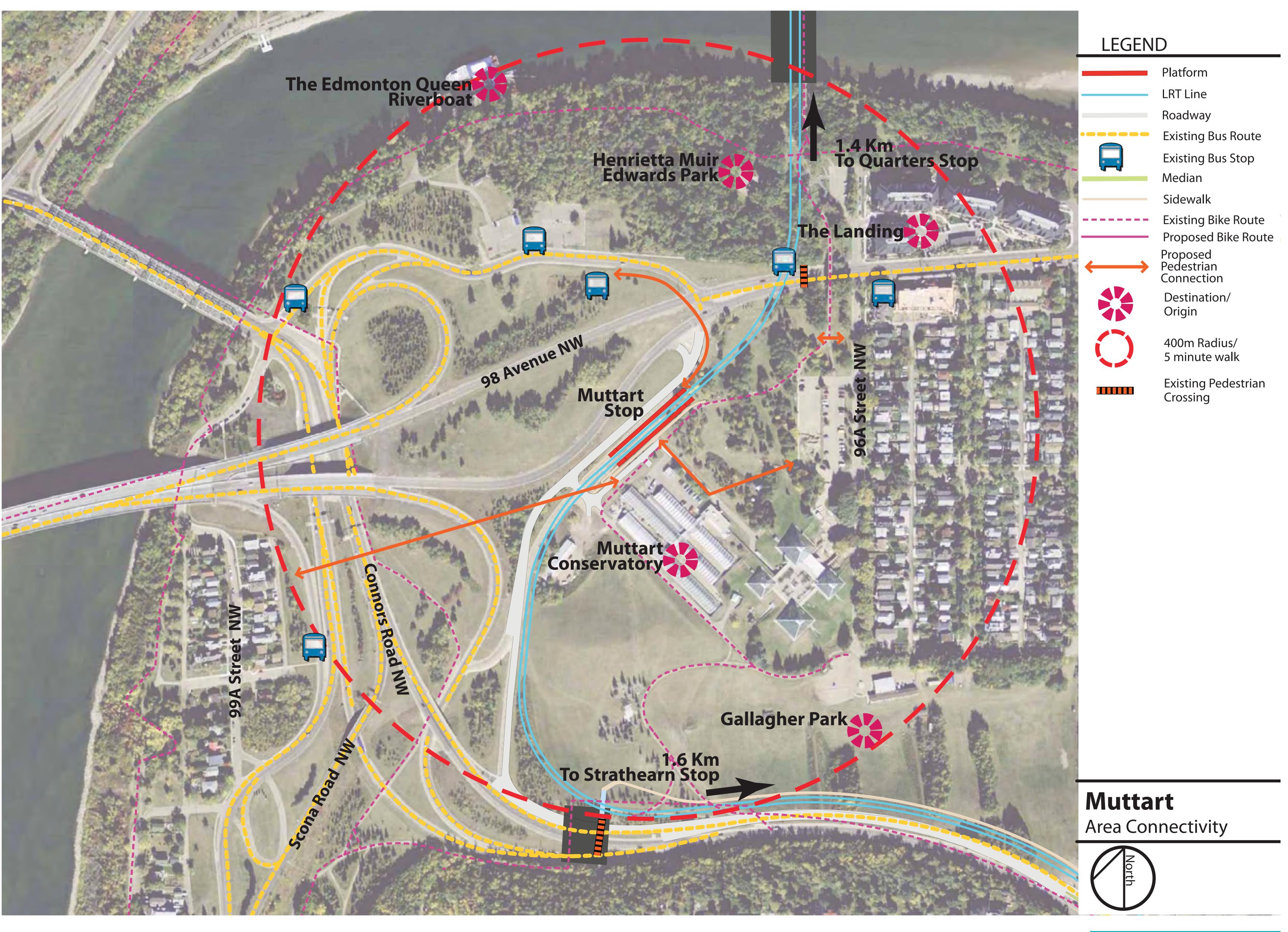


SCALE 0 7.5 22.5 37.5m 1:750m

## Muttart Stop Analysis

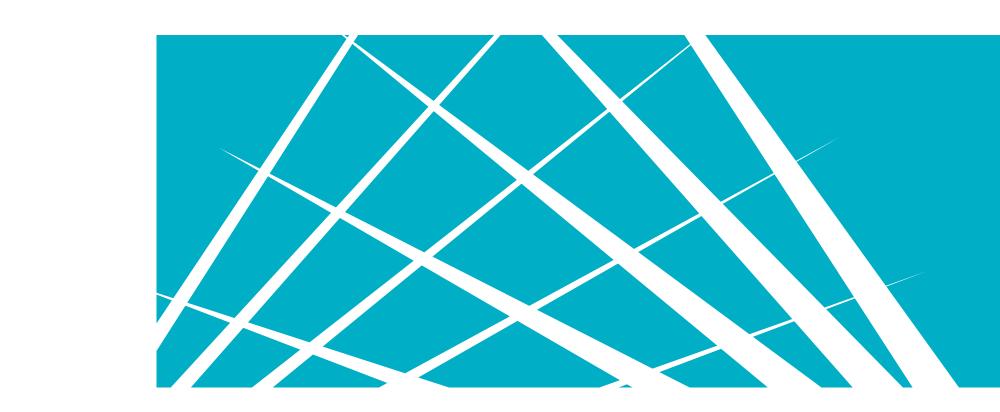


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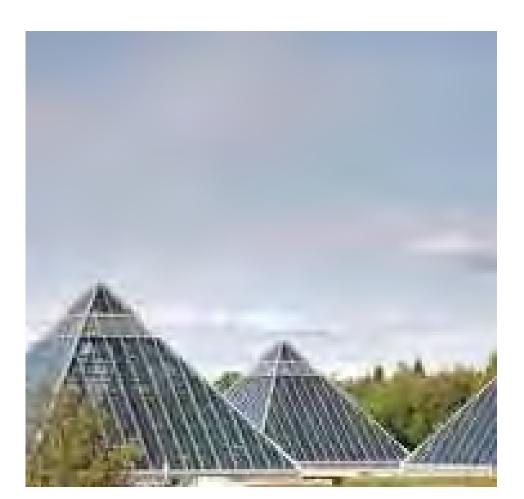
### Muttart Stop: Theme



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"Francophone Theme/Folk Fest Theme/Muttart Theme - blend" "...minimalistic and not take away from the look and feel of the River Valley itself"

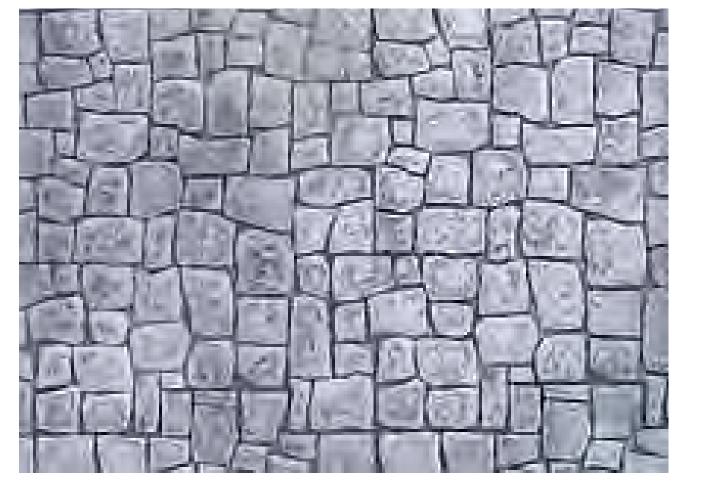
Design Theme: What We Heard from Stage 2



BENCHES













**COLUMN WRAPS** 

RAILING





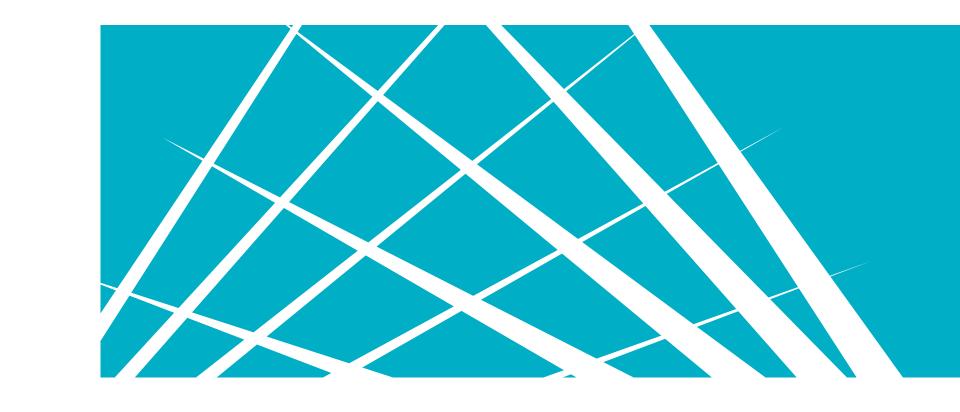






### Muttart Stop Options

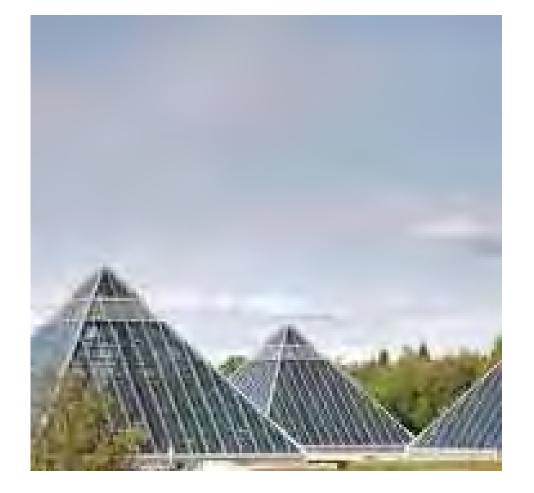


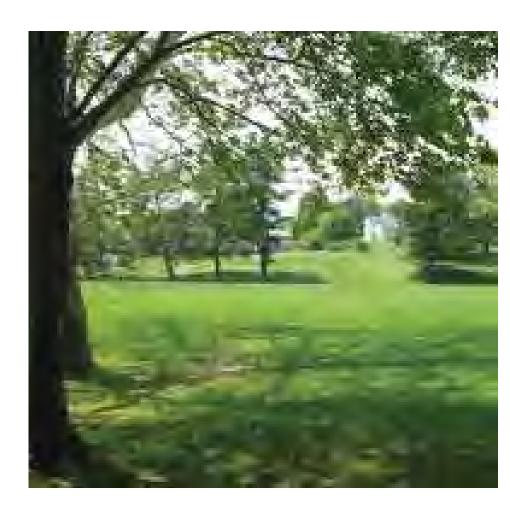


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### Have Your Say:

This design theme is based on your input from Stage 2. Which elements best reflect your neighbourhood?

**BENCHES** 









**GARBAGE BINS** 

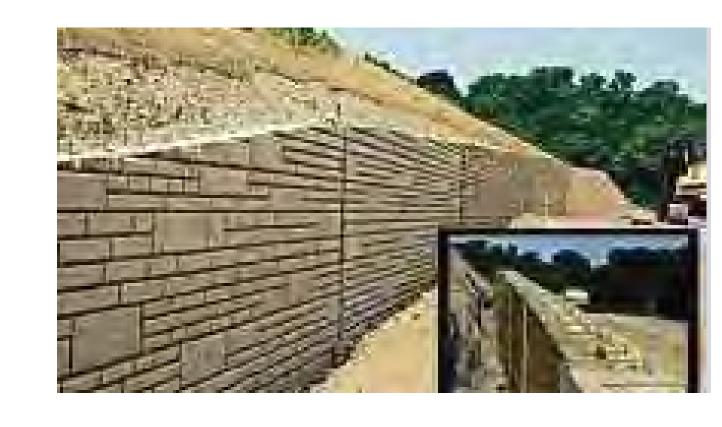








**RETAINING WALLS** 

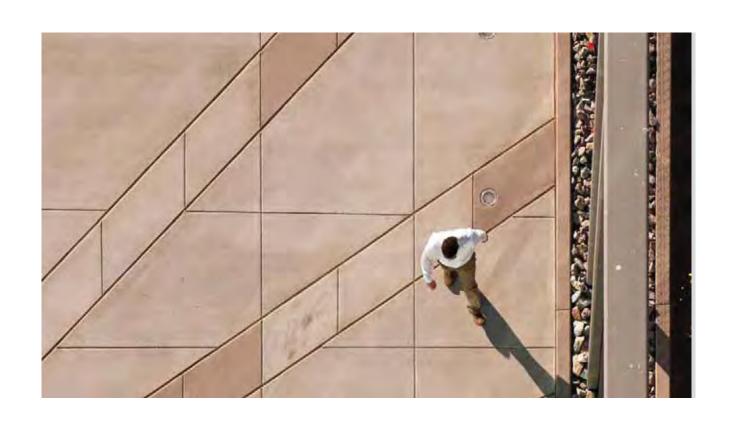








PAVING





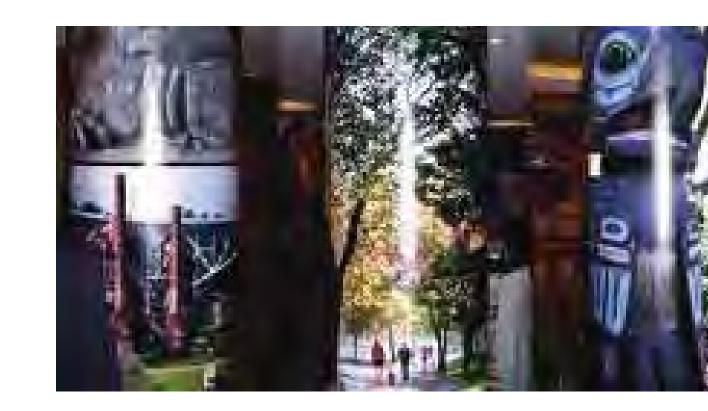




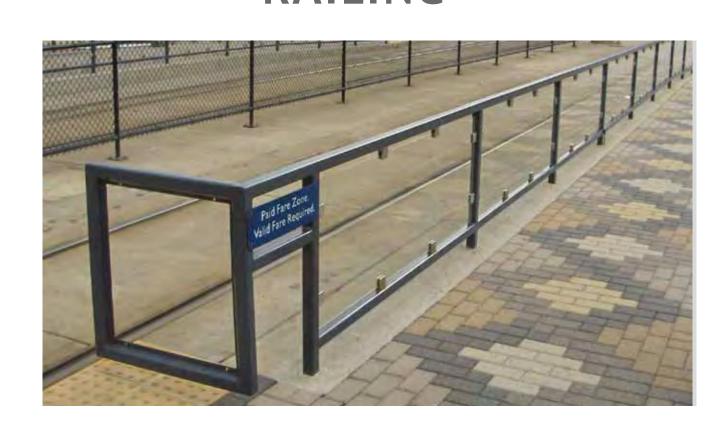
**COLUMN WRAPS** 







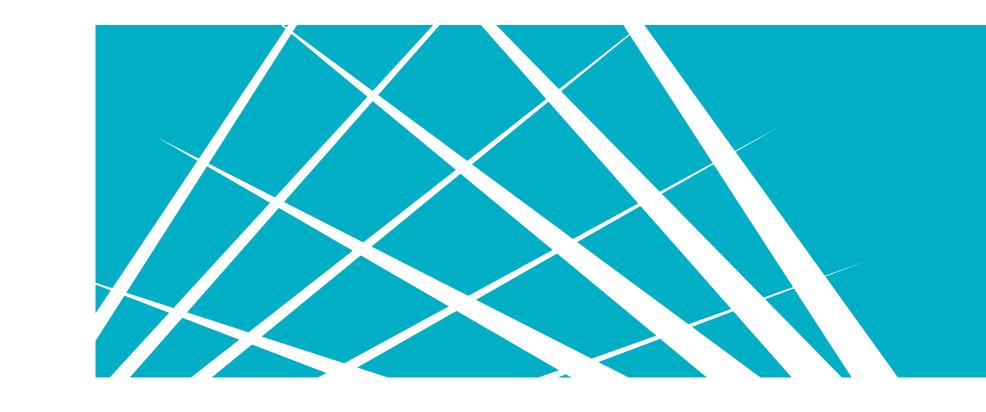
RAILING







### Connors Road Pedestrian Bridge



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#### • The existing pedestrian bridge is too short to span the corridor when the LRT is constructed. A new pedestrian bridge is required.

- During construction, pedestrians and cyclists will be detoured to the Low Level Bridge.
- All bridge options are feasible, each with their own pros and cons. The final recommendation will be based on a combination of technical evaluation, public input and cost.



**Existing Bridge** 



Site Overview

### Alignment options

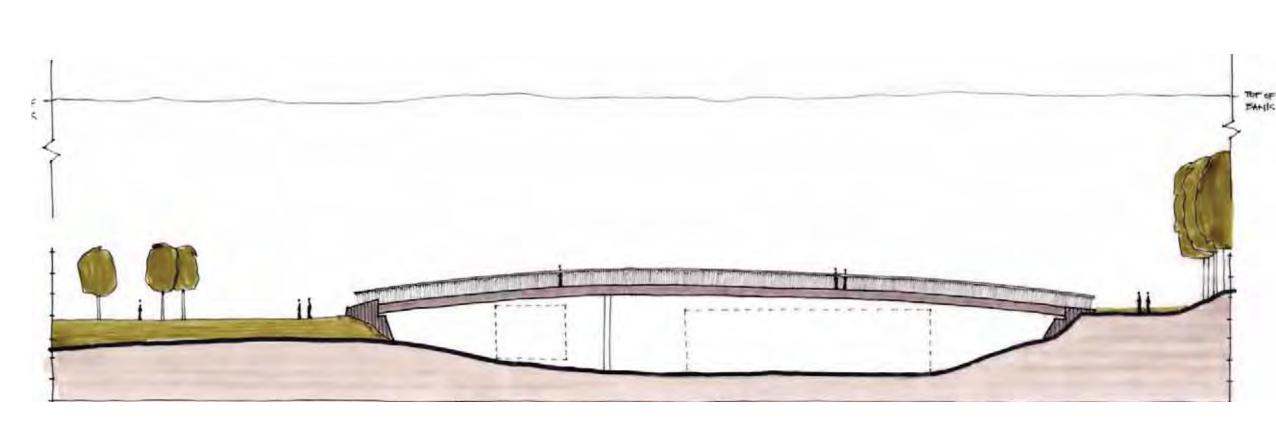


Control Road NW Last Section S

- Maintains existing alignment
- Shown in concept plan

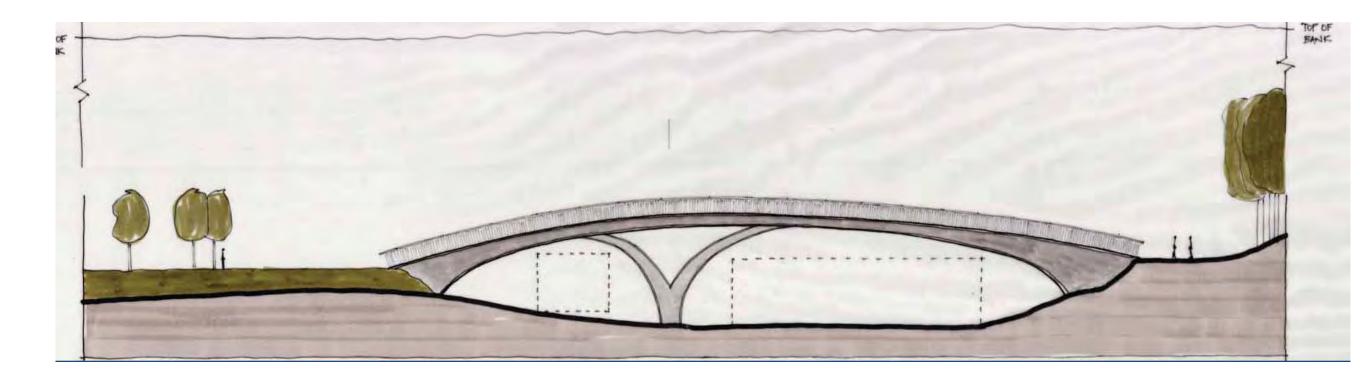
- More natural flow
- No additional removal of mature trees

### Design options



Steel Box Girder

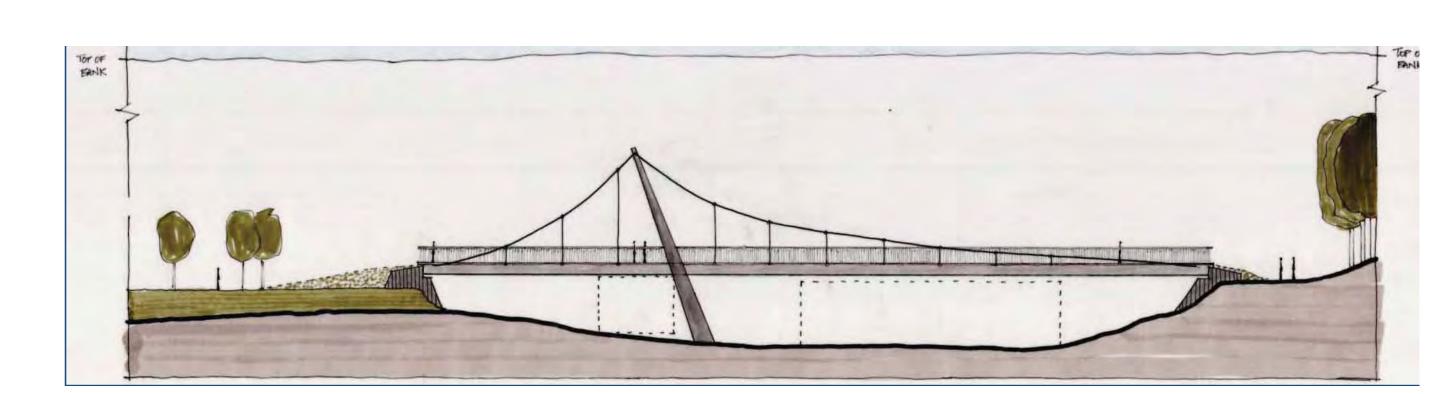
Slender, subtle, and elegant



Steel Plate Girder

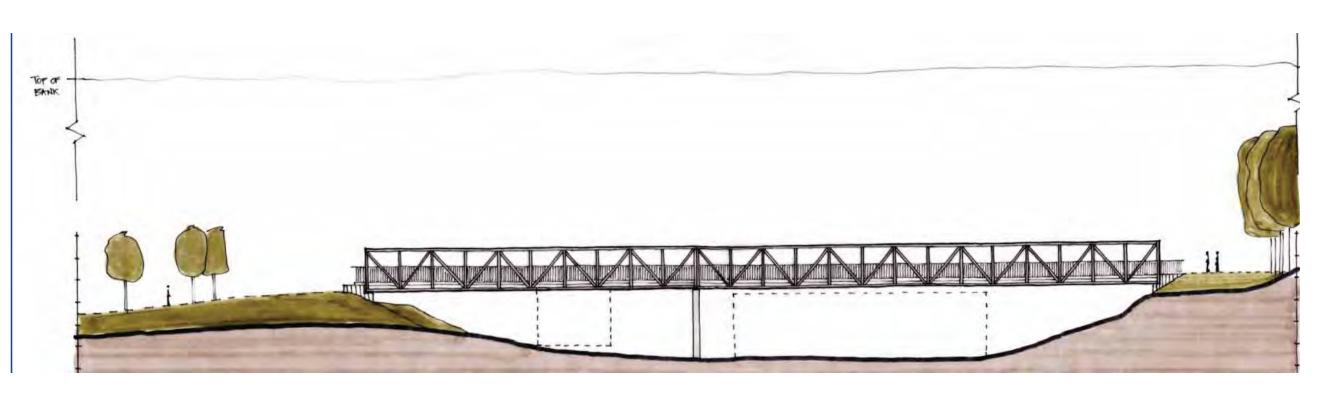
Simple, natural appearance

• Final bridge selection will be based on a number of parameters, including technical requirements.



#### Suspension

Makes a statement, iconic.

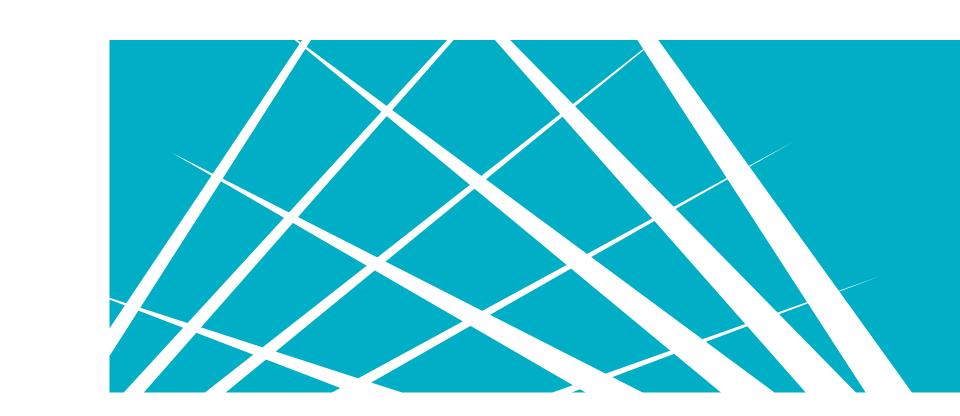


Steel Truss

Maintains existing style

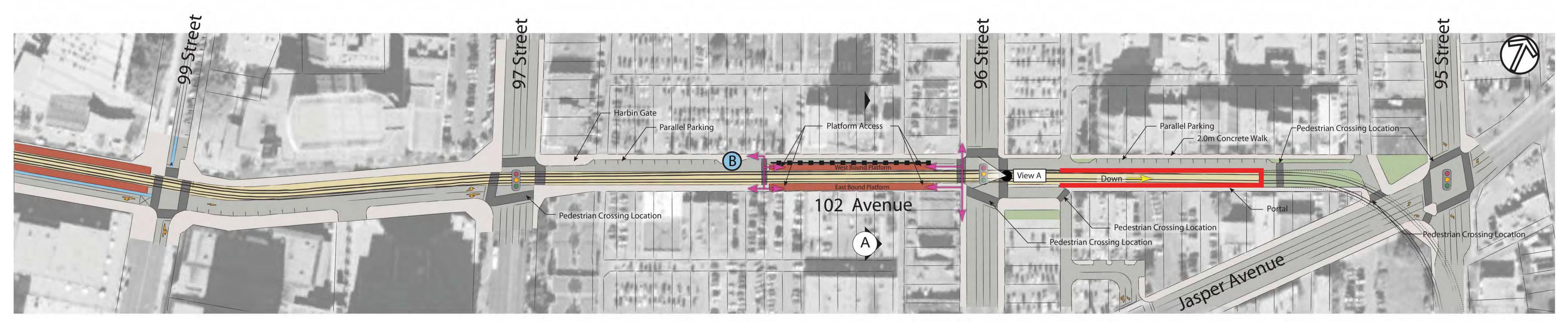


## Quarters Stop Plan

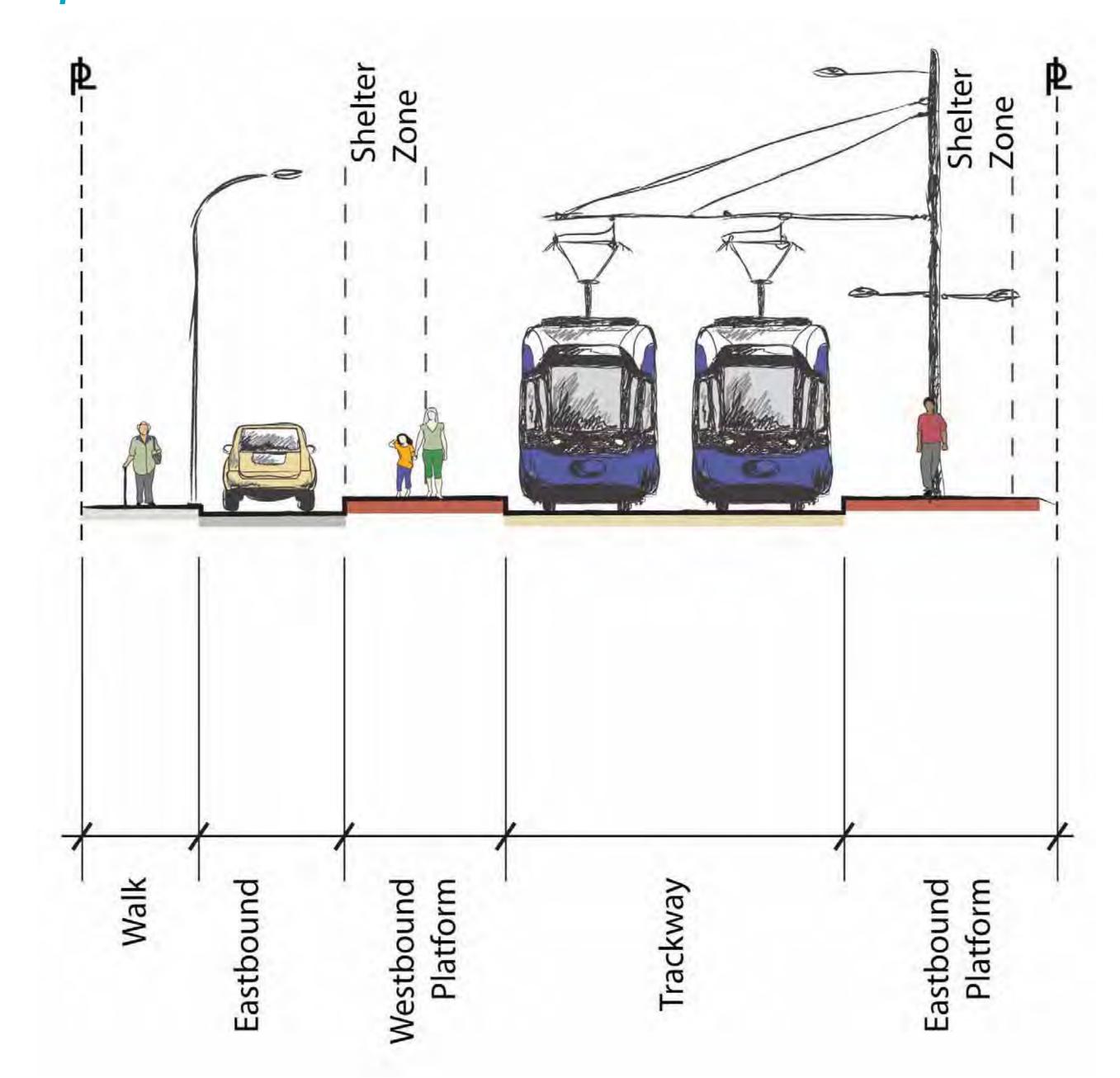


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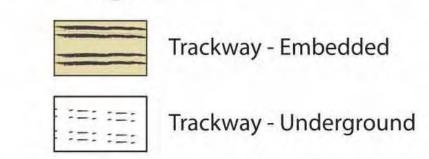


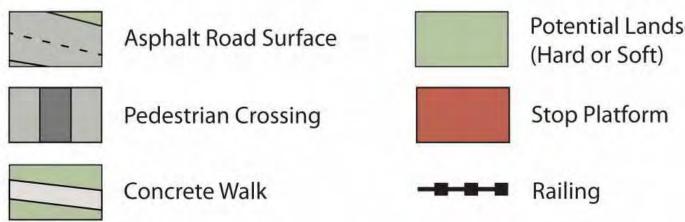
#### Stop Site Plan



**Cross-section A (Looking East)**Note: Cross-section to be confirmed through Preliminary Design.

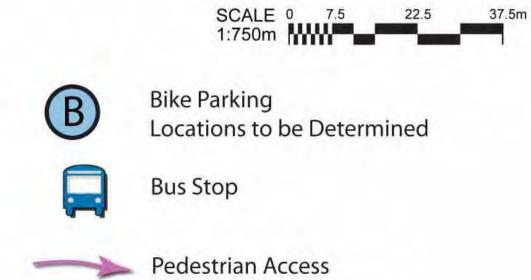
#### Legend



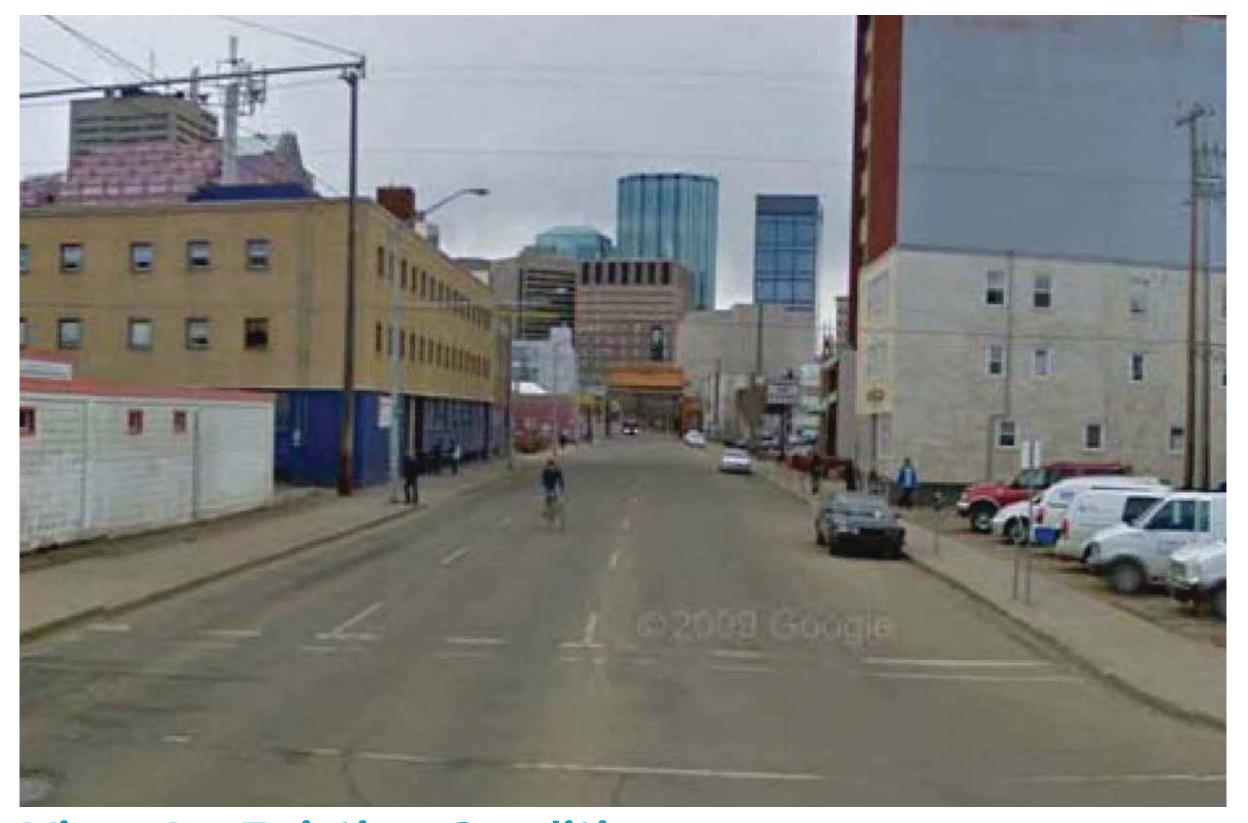




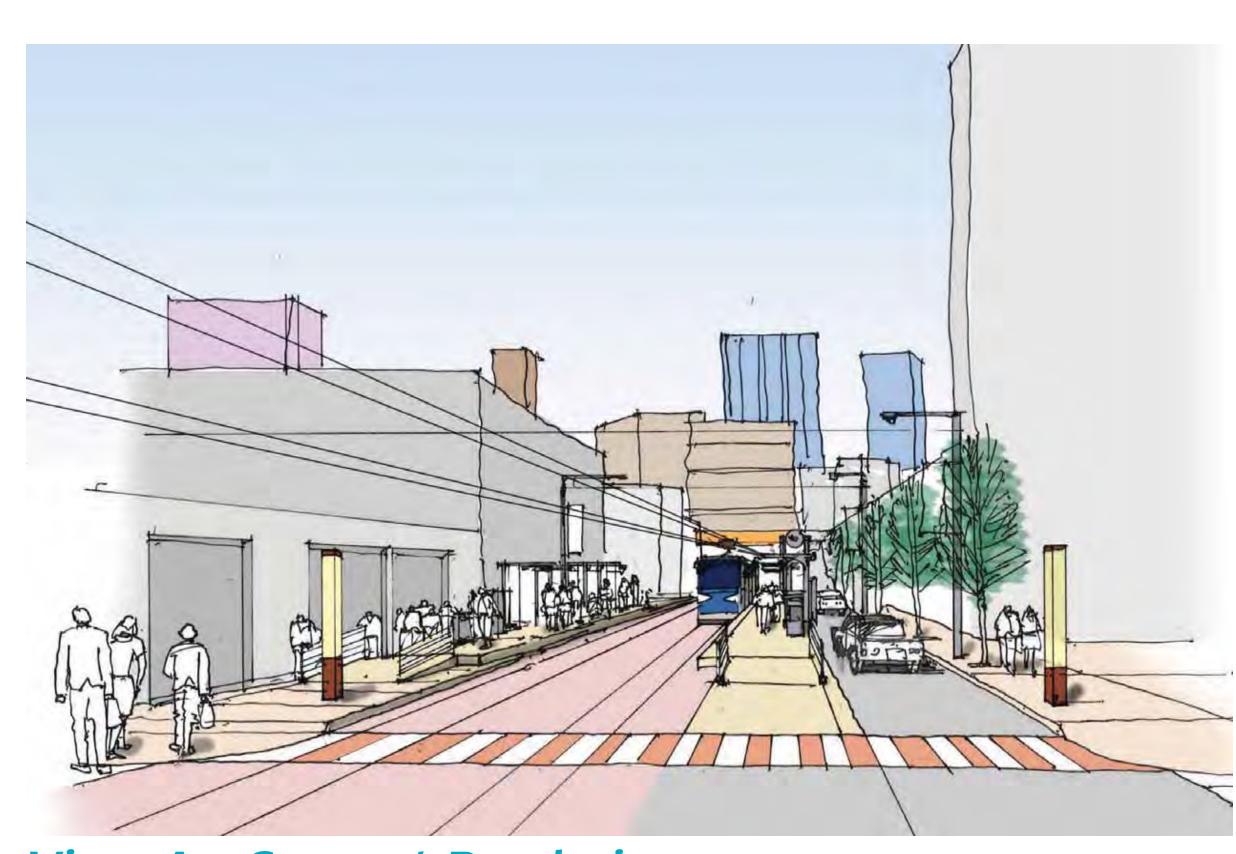
Portal Wall



Signalized Intersection



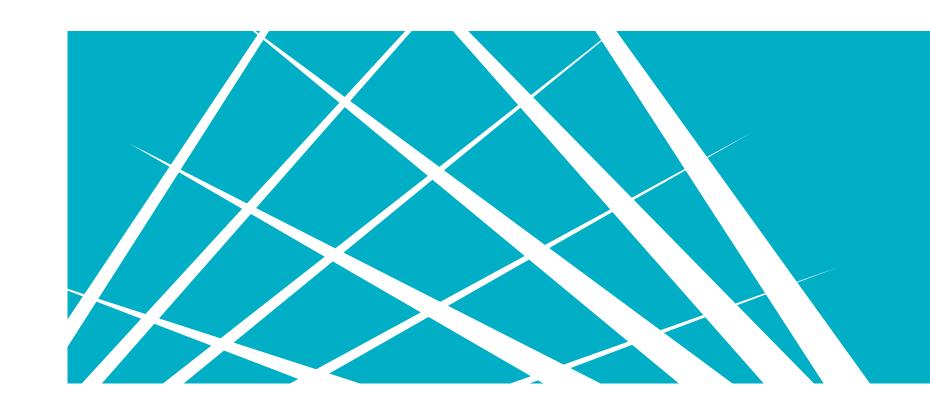
View A - Existing Condition



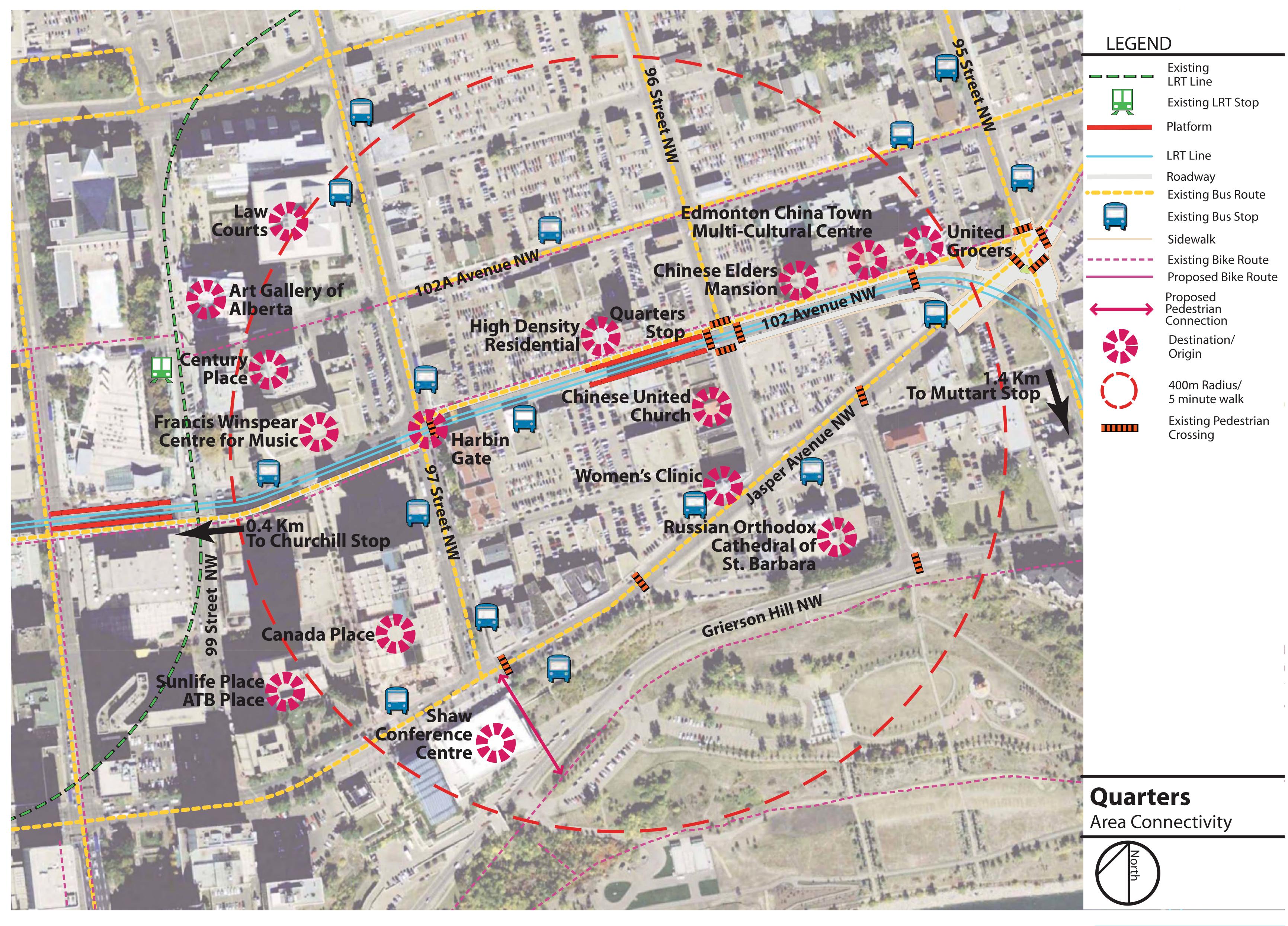
View A - Concept Rendering



### Quarters Stop Analysis

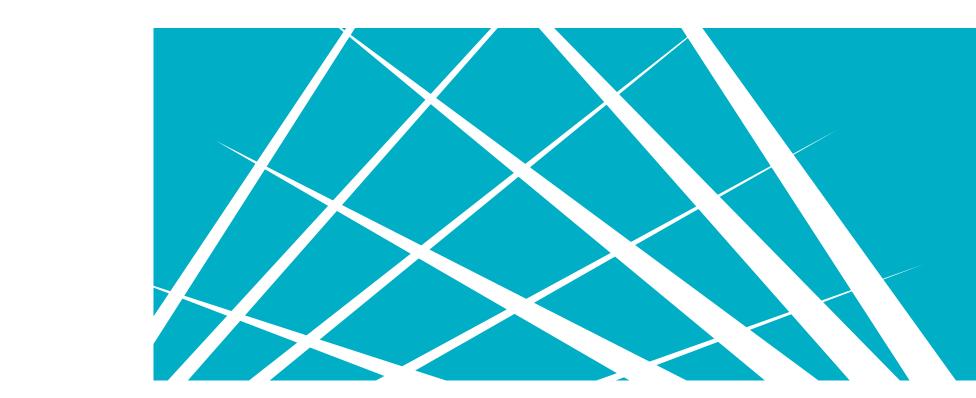


#### TRANSFORMING EDMONTON





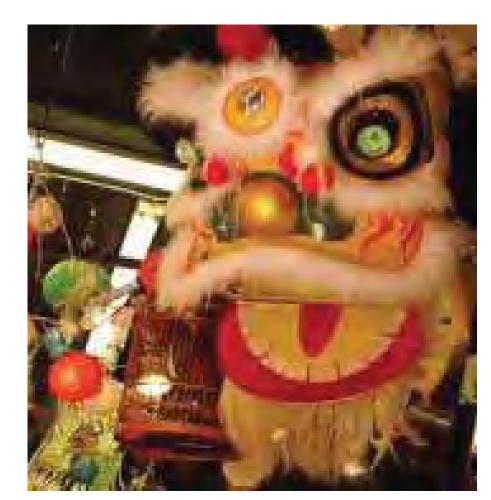
### Quarters Stop: Theme



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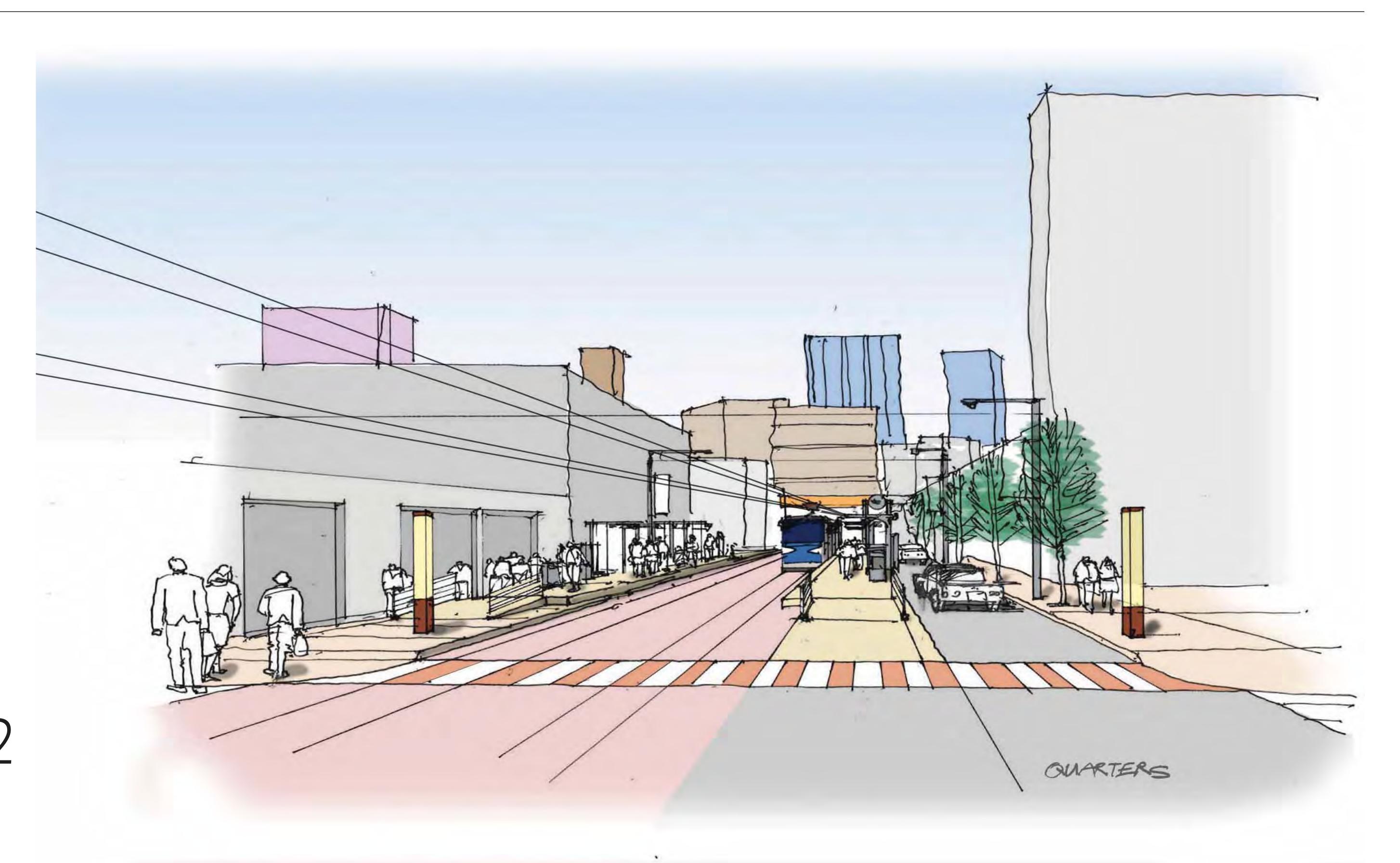




"An Oriental theme"

"Historic Chinatown"

Design Theme: What We Heard from Stage 2

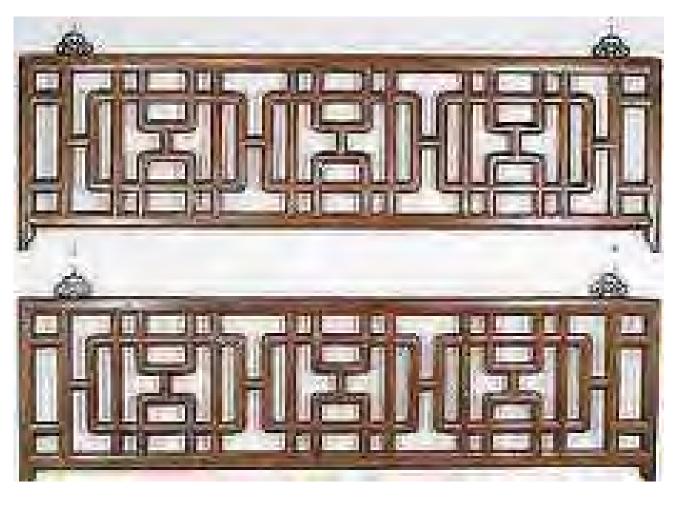












**BENCHES** 

**PAVING** 

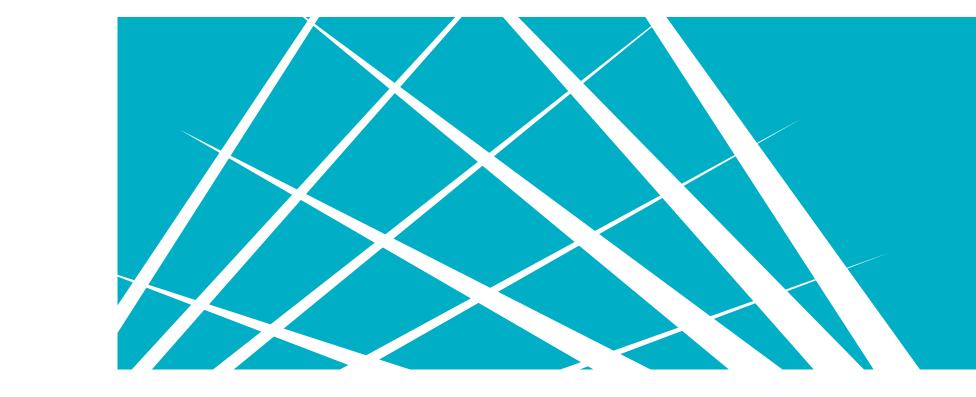
**COLUMN WRAPS** 

RAILING



### Quarters Stop Options





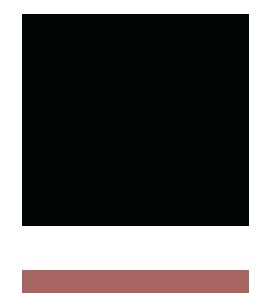
**GARBAGE BINS** 

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This design theme is based on your input from Stage 2. Which elements best reflect your neighbourhood?





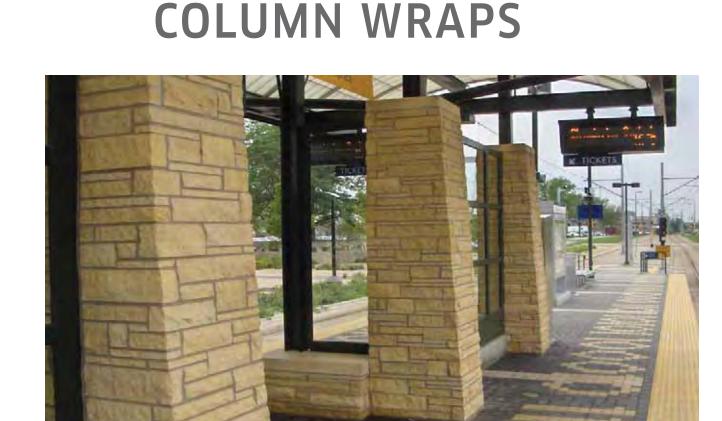










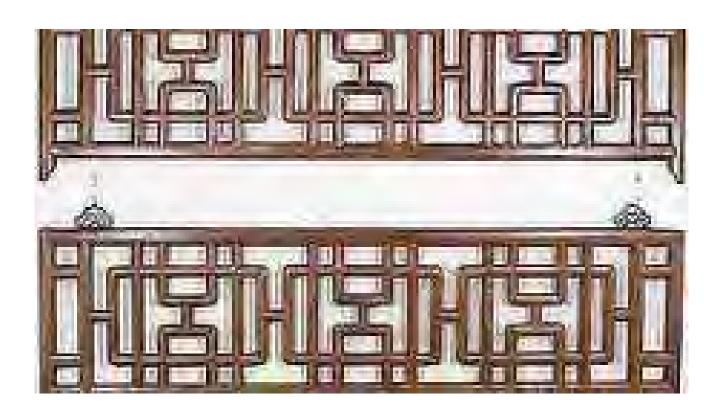




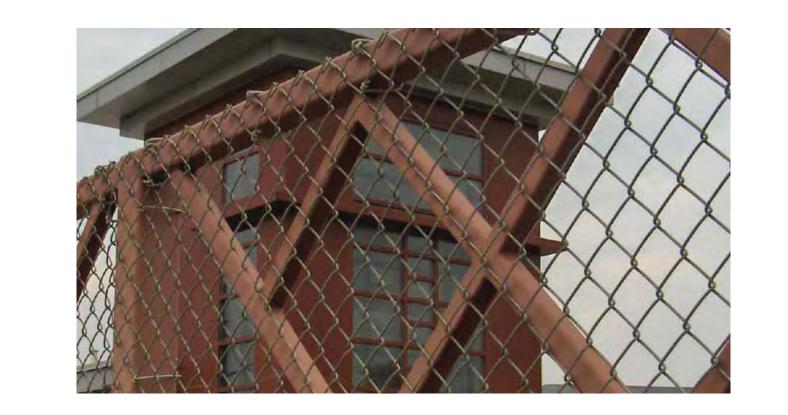
















# Quarters Design Options



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### Barrier Wall Options



96-95 Streets (East of Stop)
Option 1



96-95 Streets (East of Stop)
Option 2



96-95 Streets (East of Stop)
Option 3



96-95 Streets (East of Stop)
Option 4



96-95 Streets (East of Stop)
Option 5





# Ouarters Design Options



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#### 102 Avenue Views 96-99 Street



Stop Block Bird's Eye View, Looking West



97-99 Streets (West of Stop) Street Level View, Looking West



97-99 Streets (West of Stop) Bird's Eye View, Looking West

### Portal Option A East of 96 Street





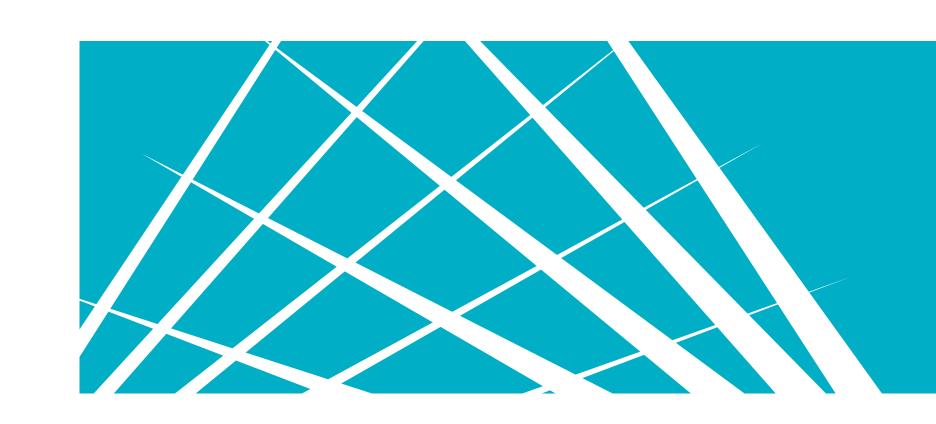
96-95 Streets (East of Stop) Street Level View, Looking East



### Have Your Say: Which Portal Option (A, B, or C) best reflects your neighbourhood?



# Quarters Design Options



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### Portal Option B





96-95 Streets
(East of Stop, at Portal)
Bird's Eye View, Looking North
(Toward Chinese Elders Mansion)



96-95 Streets (East of Stop)

Street Level View, Looking East



96-95 Streets (East of Stop)

Street Level View, Looking East



96-95 Streets with At-Grade Crosswalk (East of Stop, at Portal) Street Level View, Looking Northwest (Towards United Grocers)



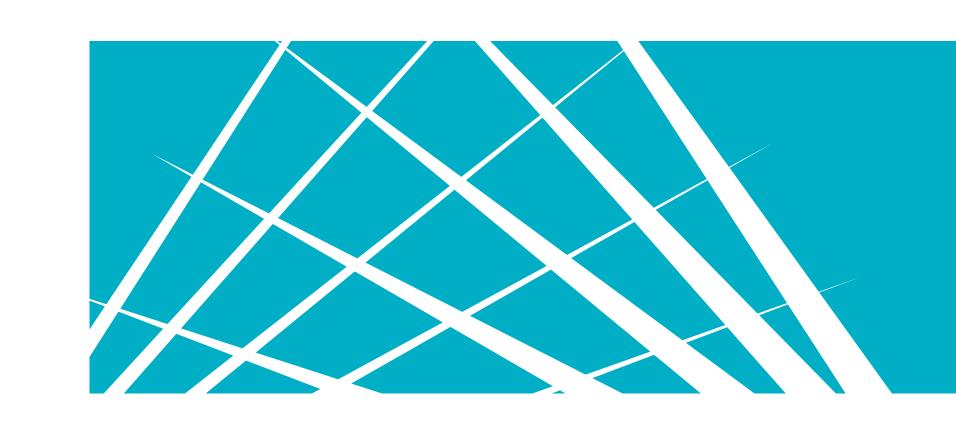
96-95 Streets with At-Grade Crosswalk (East of Stop, at Portal) Street Level View, Looking Southeast (Towards River)



96-95 Streets (East of Stop, at Portal) Guideway View, Looking into Tunnel



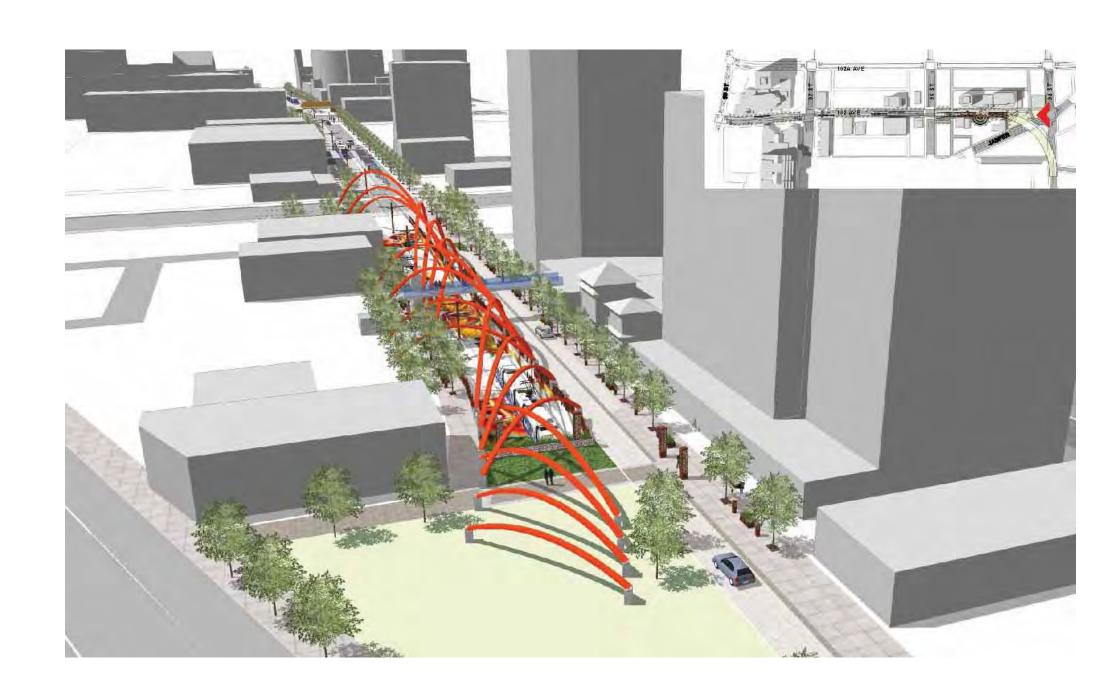
# Quarters Design Options



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#### Portal Option C





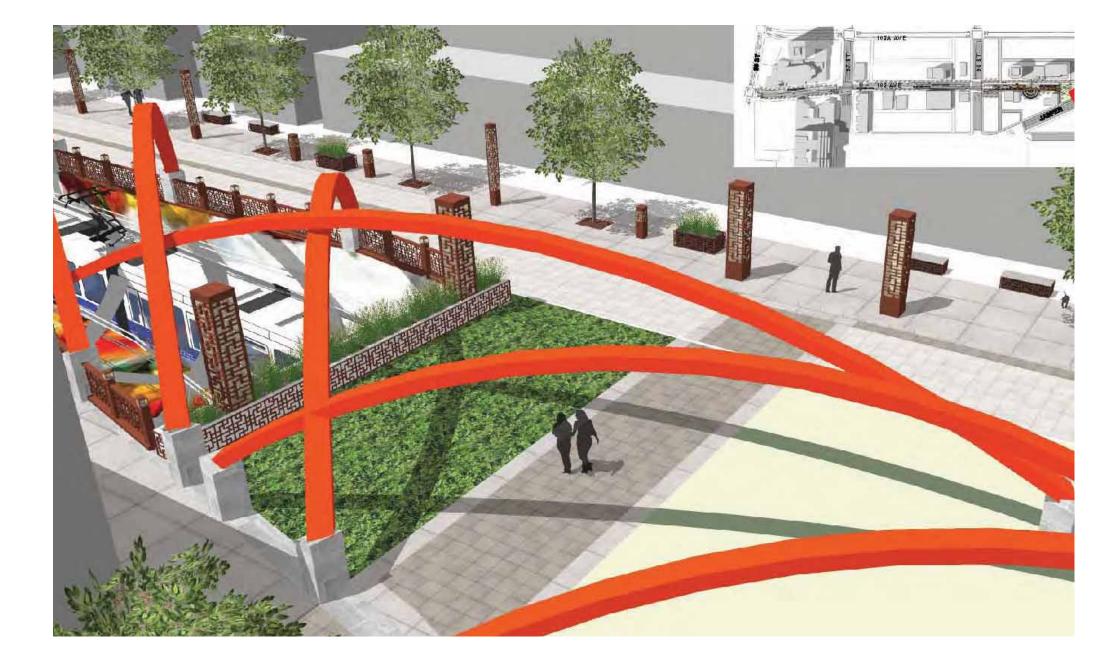
Community Entrance
Street Level View, Looking East



96-95 Streets (East of Stop, at Portal) Bird's Eye View, Looking North (Toward Chinese Elders Mansion)



96-95 Streets (East of Stop, at Portal) Guideway View, Looking into Tunnel



96-95 Streets with At-Grade Crosswalk (East of Stop, at Portal) Street Level View, Looking Northwest (Towards United Grocers)



96-95 Streets with At-Grade Crosswalk (East of Stop, at Portal) Street Level View, Looking Southeast (Towards River)



96-95 Streets (East of Stop) Street Level View, Looking East



96-95 Streets (East of Stop) Street Level View, Looking East

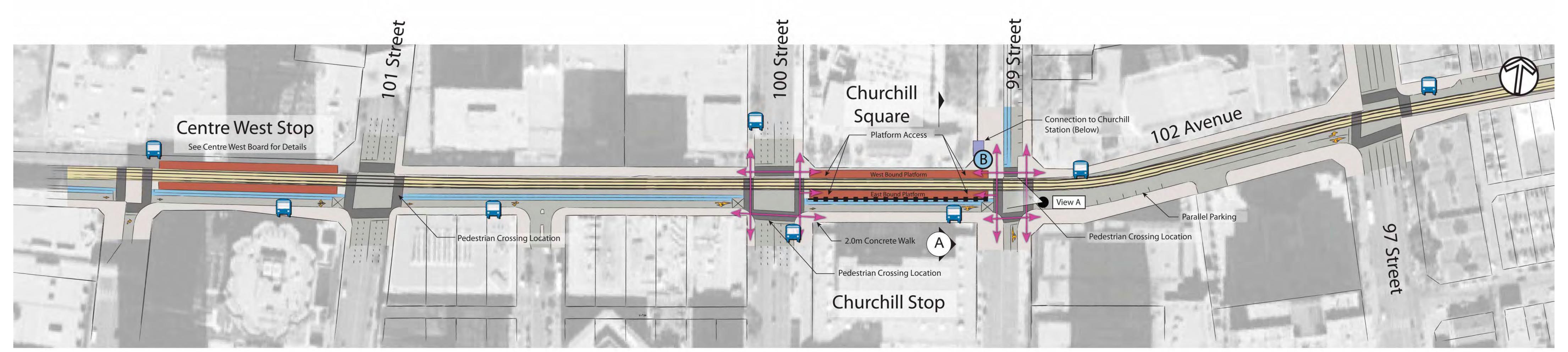


# Churchill Stop Plan

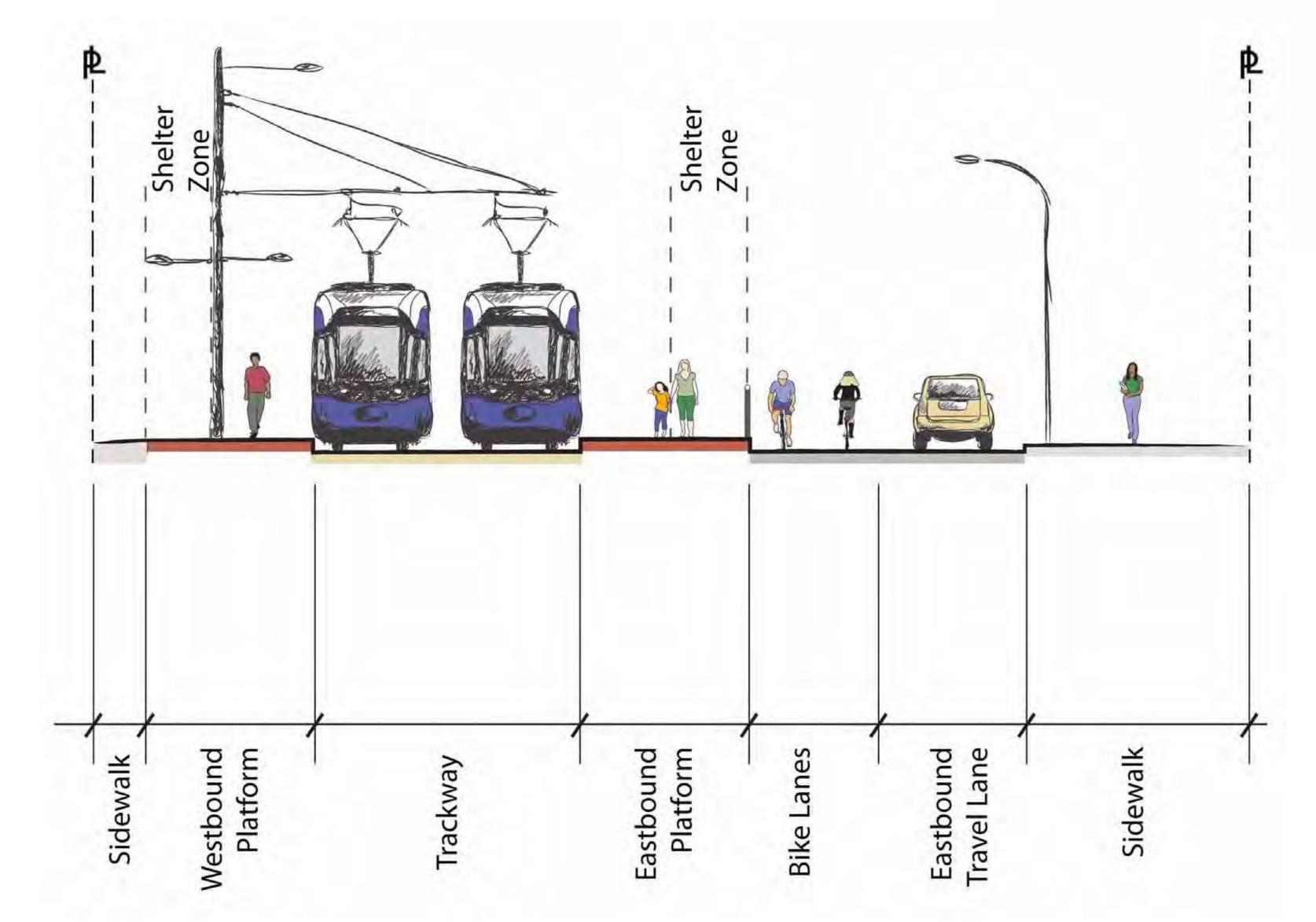


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Stop Site Plan



**Cross-section A (Looking East)**Note: Cross-section to be confirmed through Preliminary Design.

Legend

Trackway - Embedded

Asphalt Road Surface

Potential Landscape Area (Hard or Soft)

Bike Parking Locations to be Determined

Pedestrian Crossing

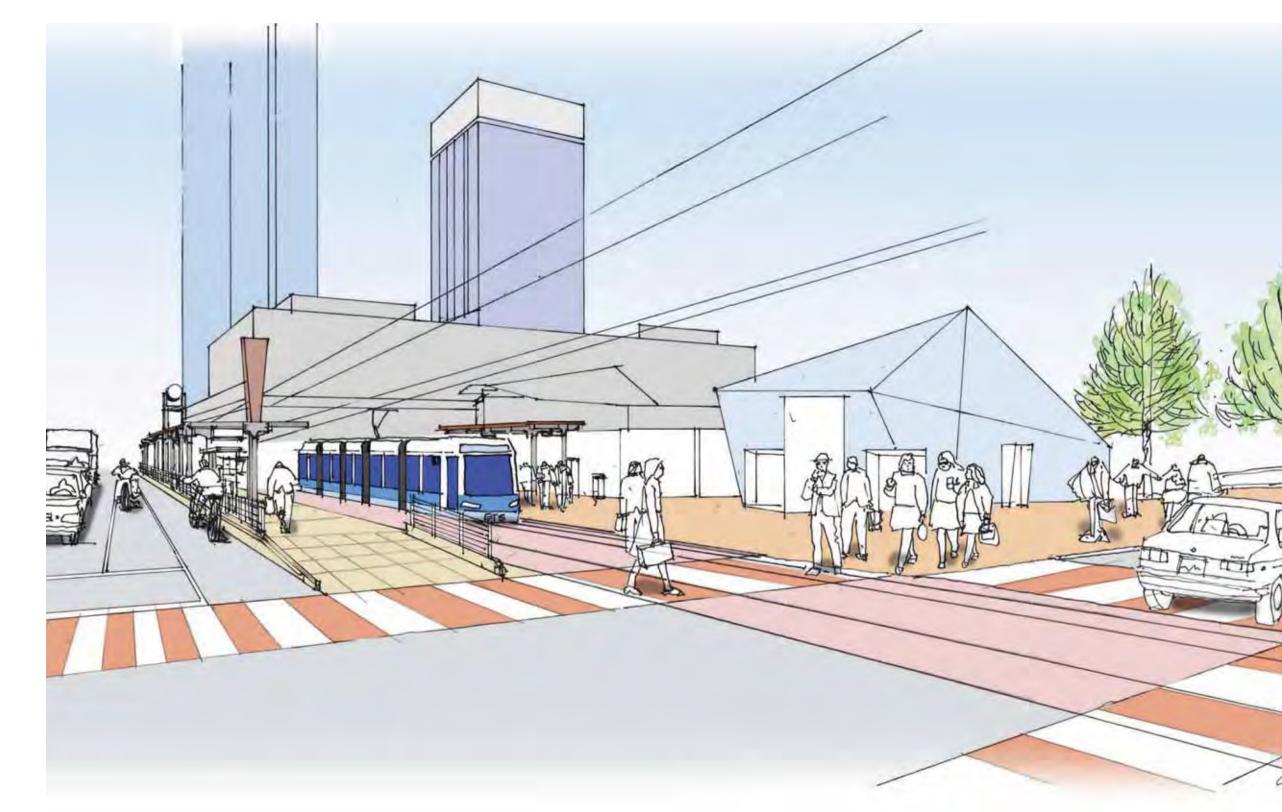
Stop Platform

Railing

Pedestrian Access



View A - Existing Condition

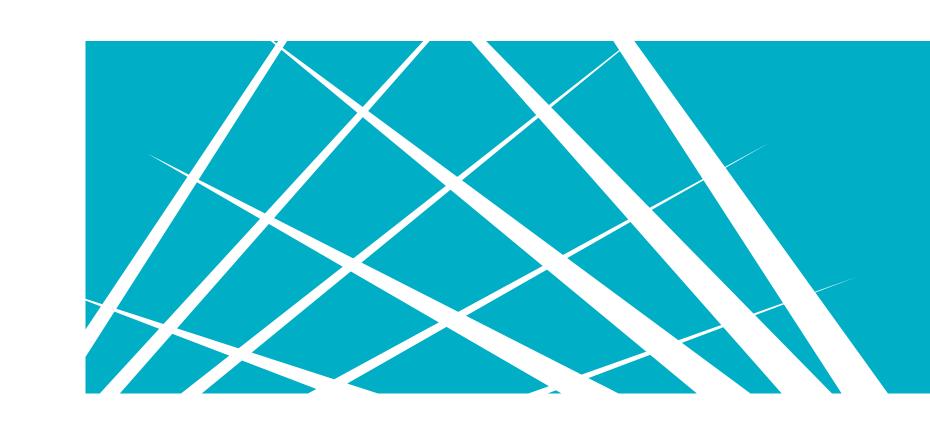


View A - Concept Rendering

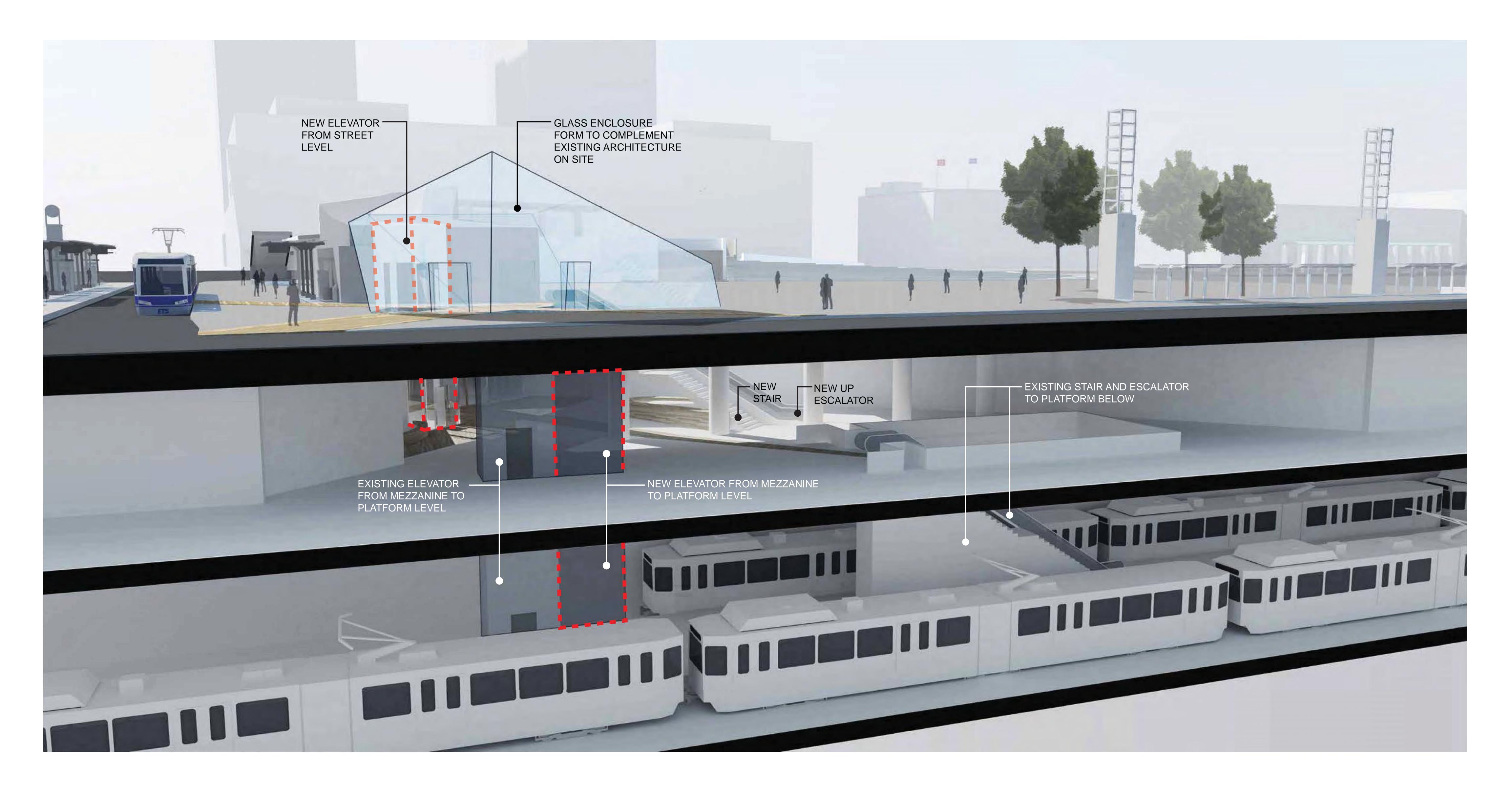


Signalized Intersection

### Churchill Stop: Connection to Churchill Station

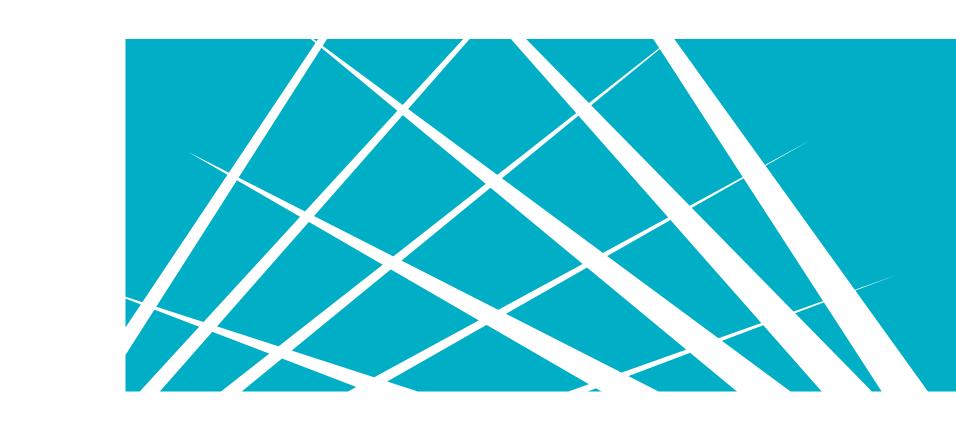


#### TRANSFORMING EDMONTON

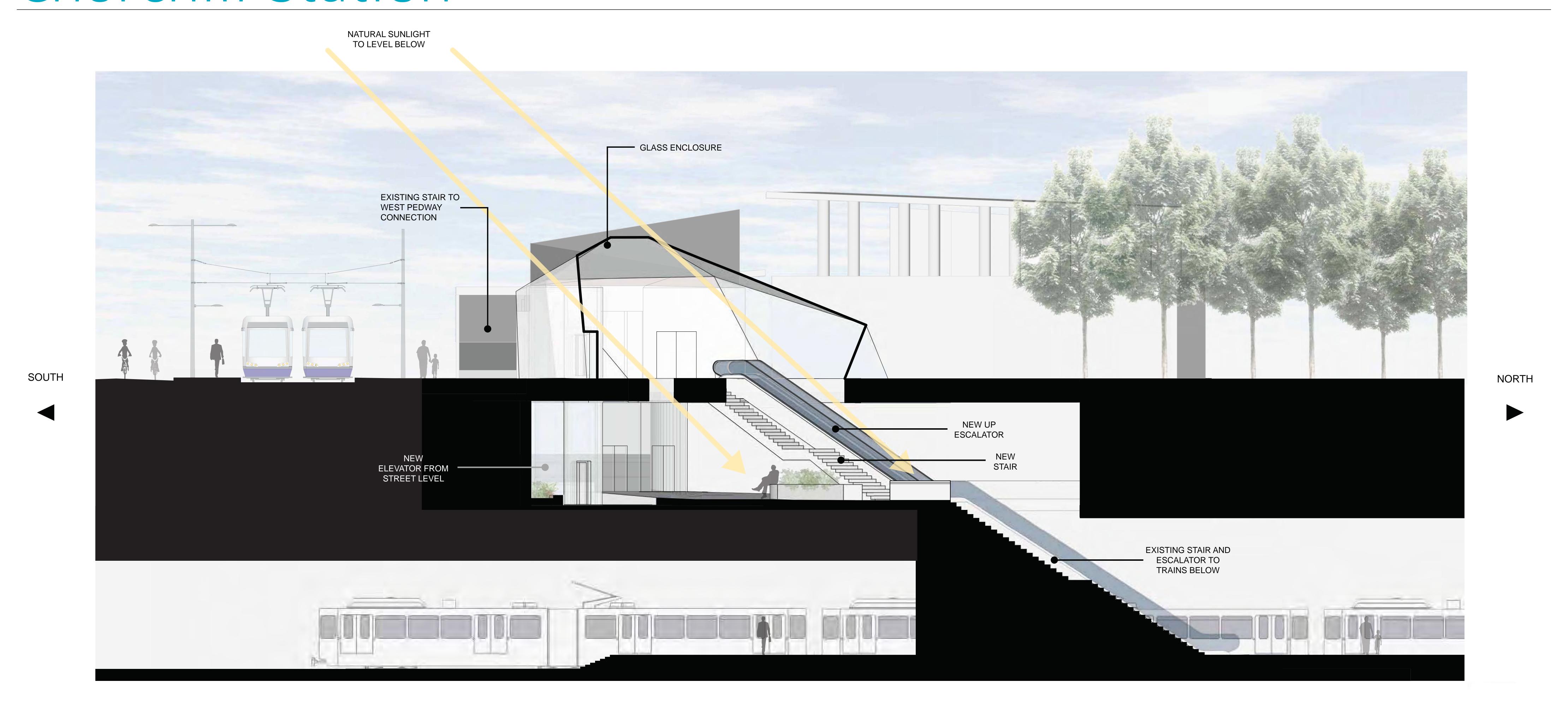




### Churchill Stop: Connection to Churchill Station

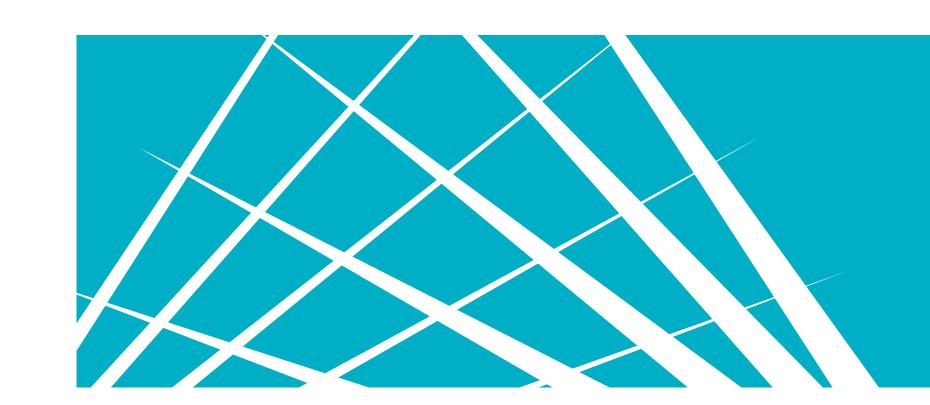


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## Churchill Stop Analysis

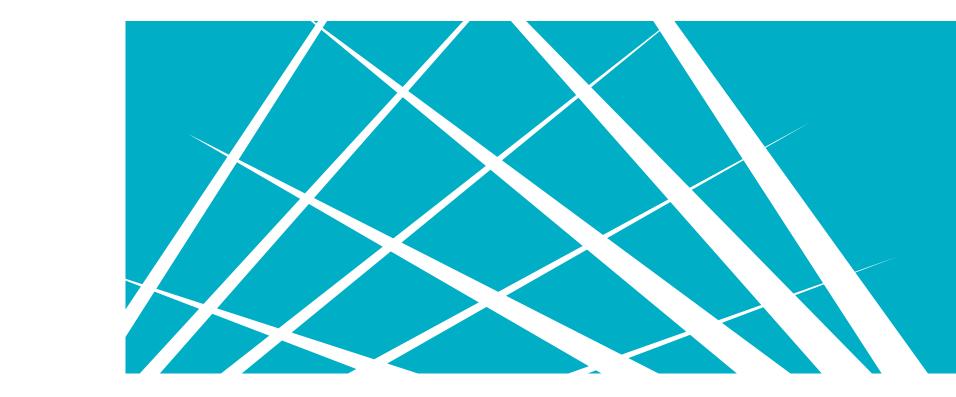


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# Churchill Stop: Theme



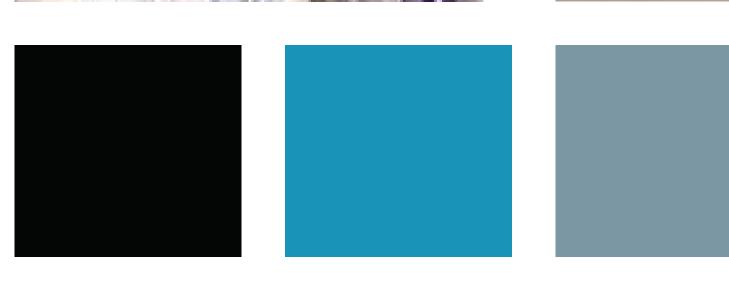
#### TRANSFORMING EDMONTON

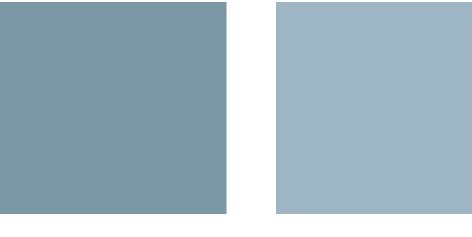
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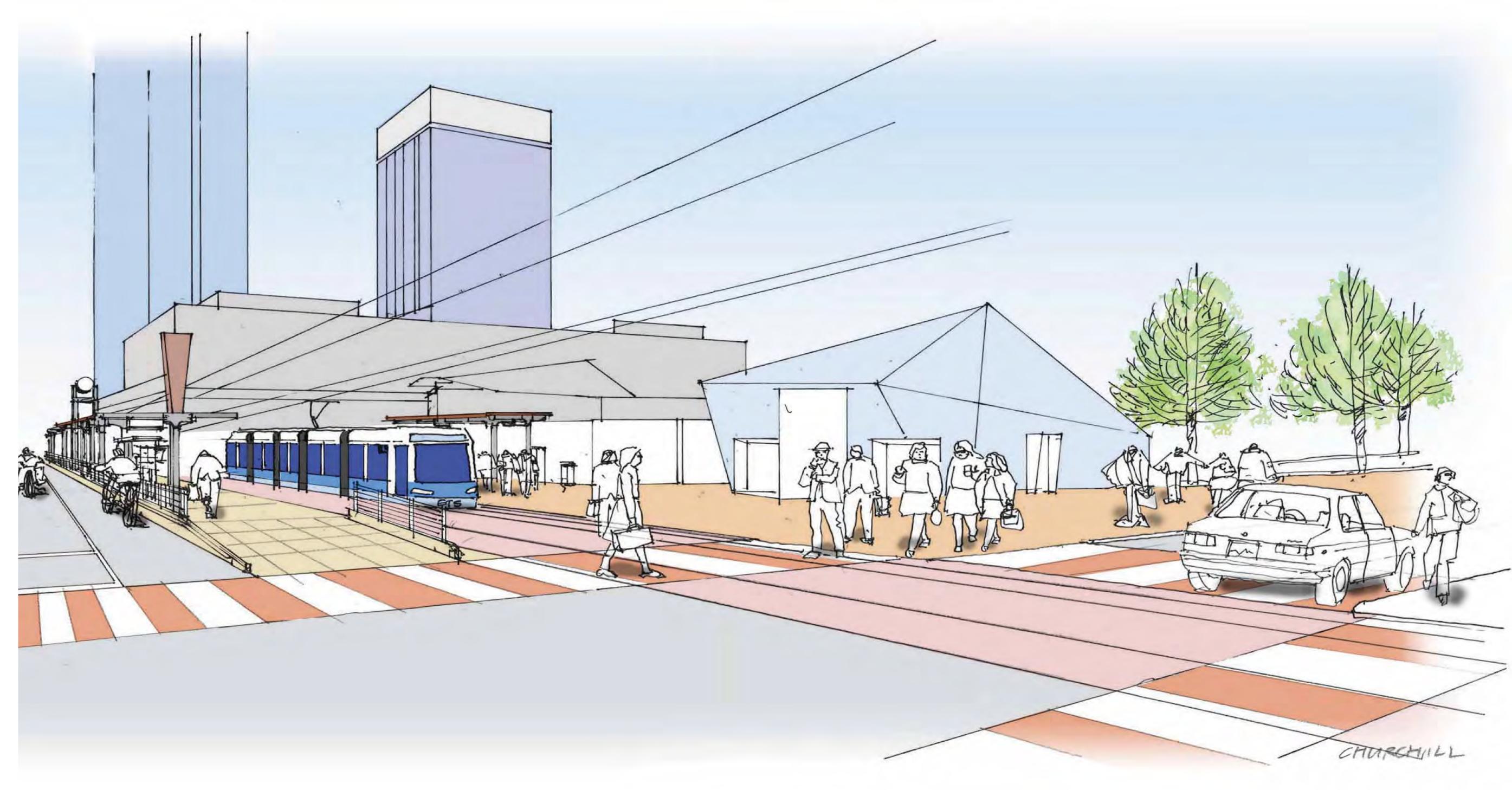






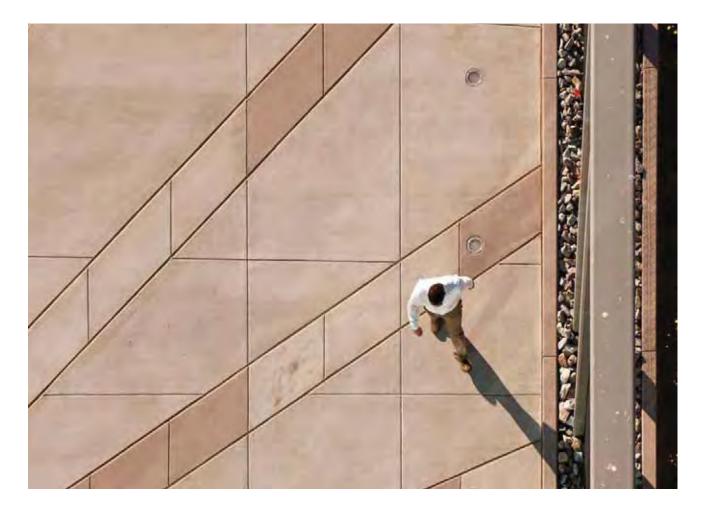


Design Theme: What We Heard from Stage 2













HES GARBAGE BINS

**PAVING** 

**COLUMN WRAPS** 

RAILING



### Churchill Stop Options





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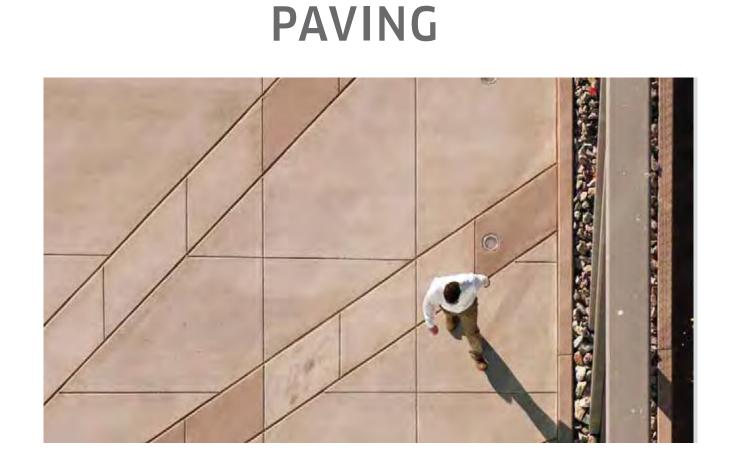
### Have Your Say:

This design theme is based on your input from Stage 2. Which elements best reflect your neighbourhood?





**GARBAGE BINS** 











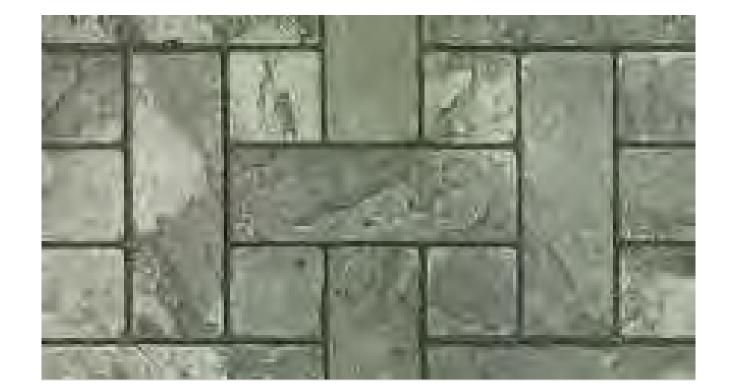










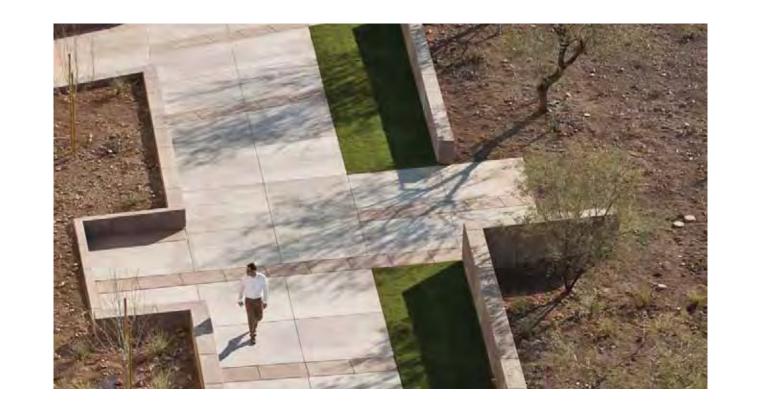














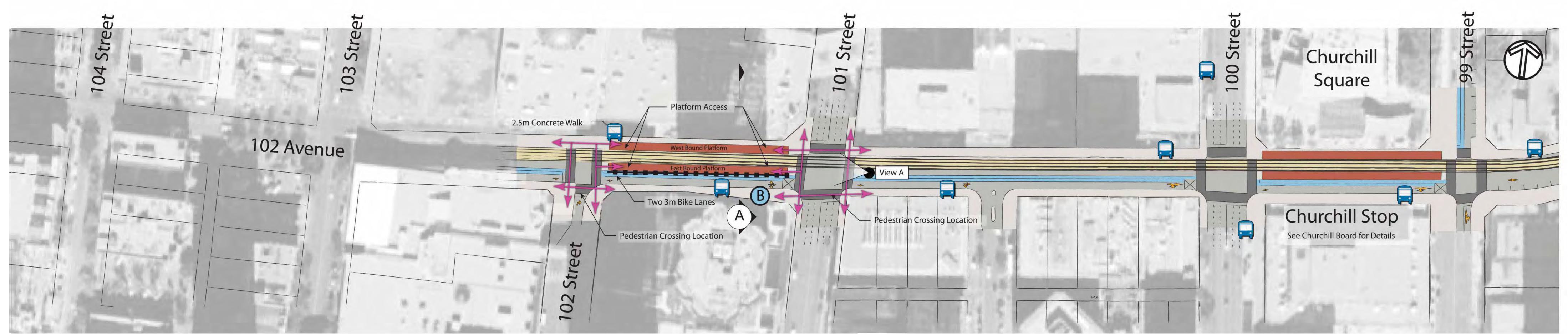


# Centre West Stop Plan

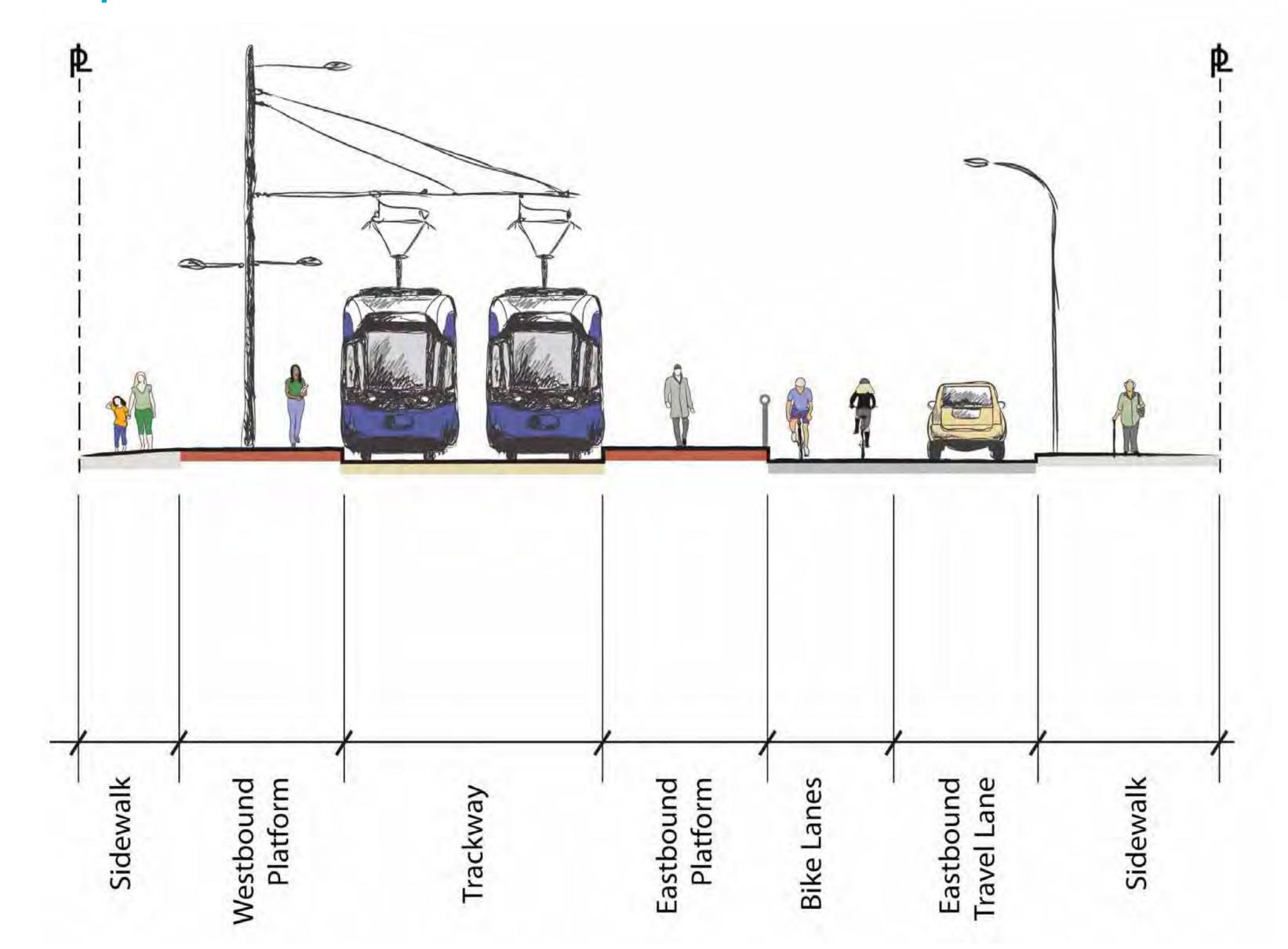


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#### Stop Site Plan



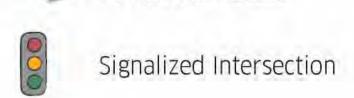
**Cross-section A (Looking East)**Note: Cross-section to be confirmed through Preliminary Design.













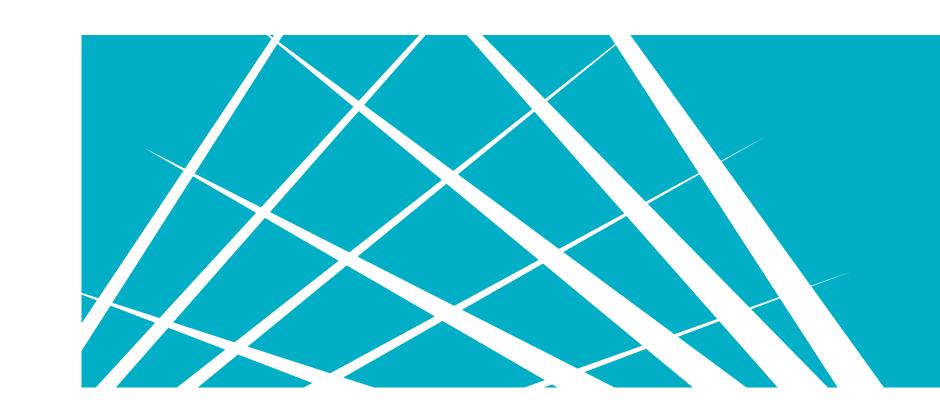
View A - Existing Condition



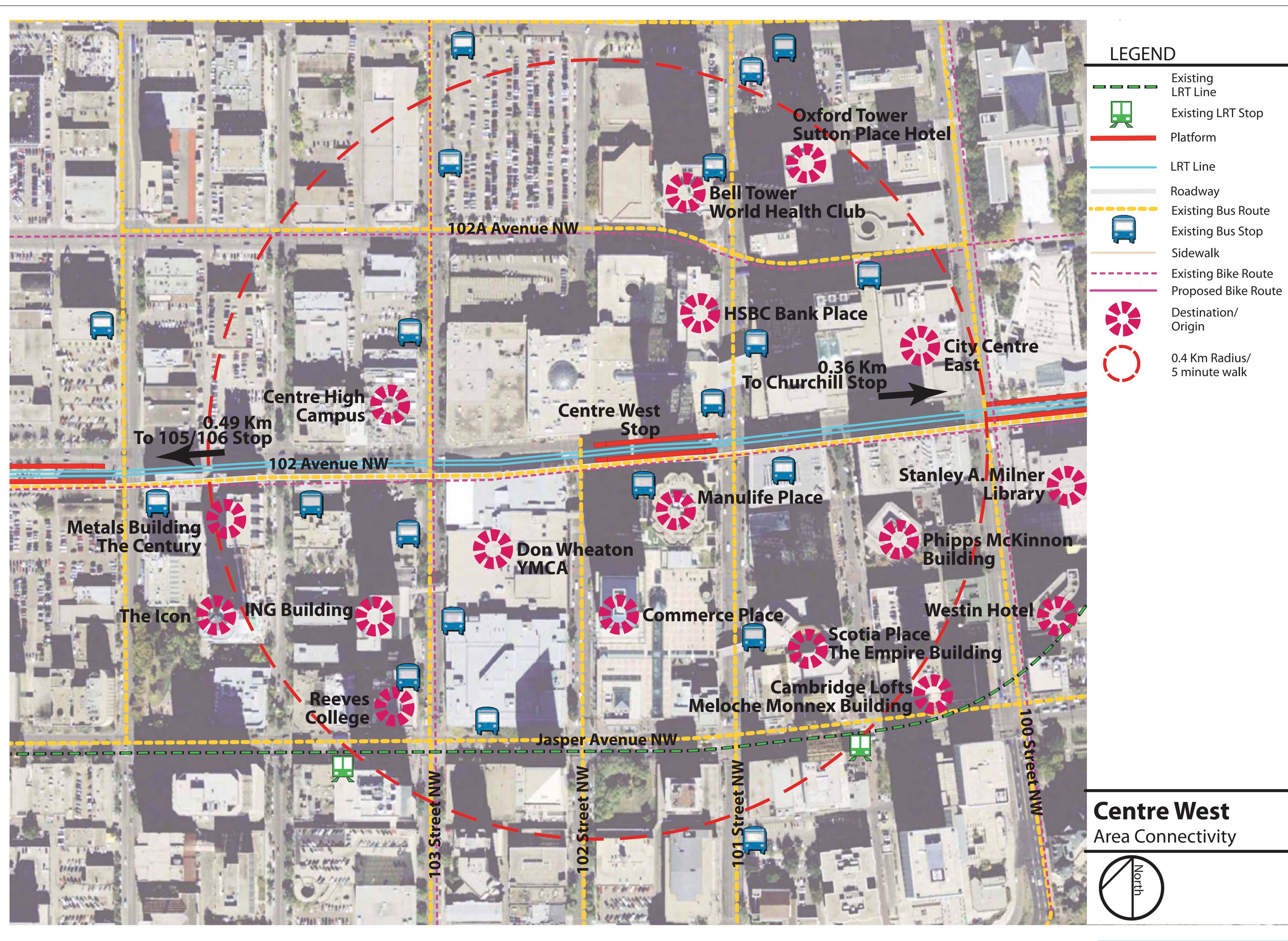
View A - Concept Rendering



### Centre West Stop Analysis

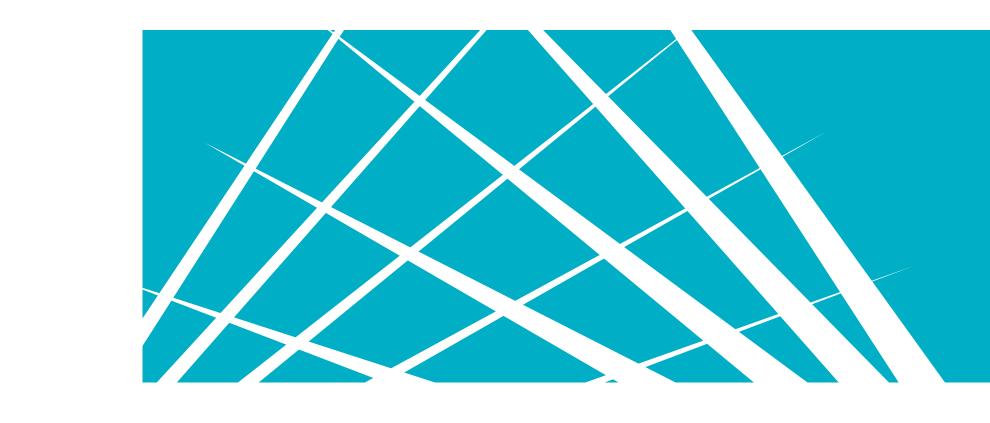


#### TRANSFORMING EDMONTON



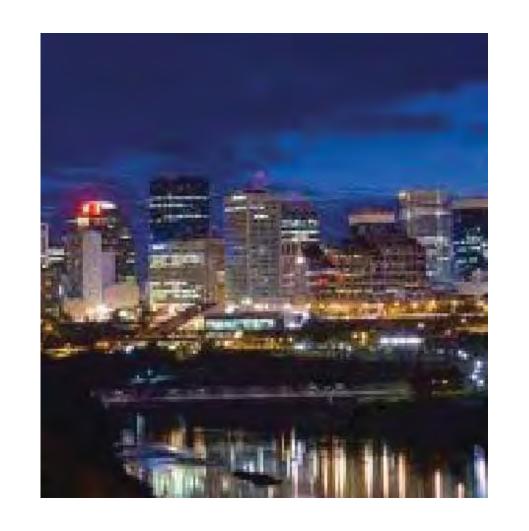


### Centre West Stop: Theme

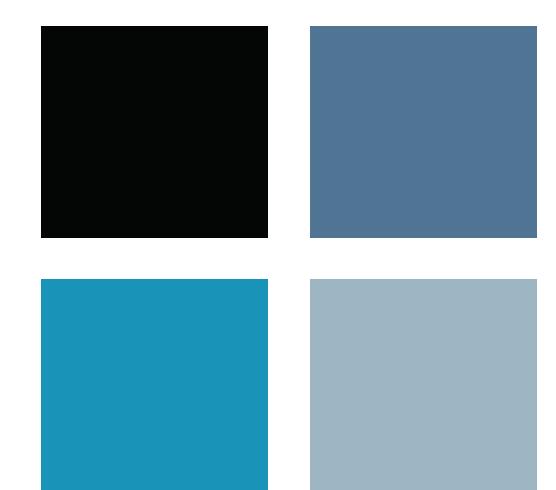


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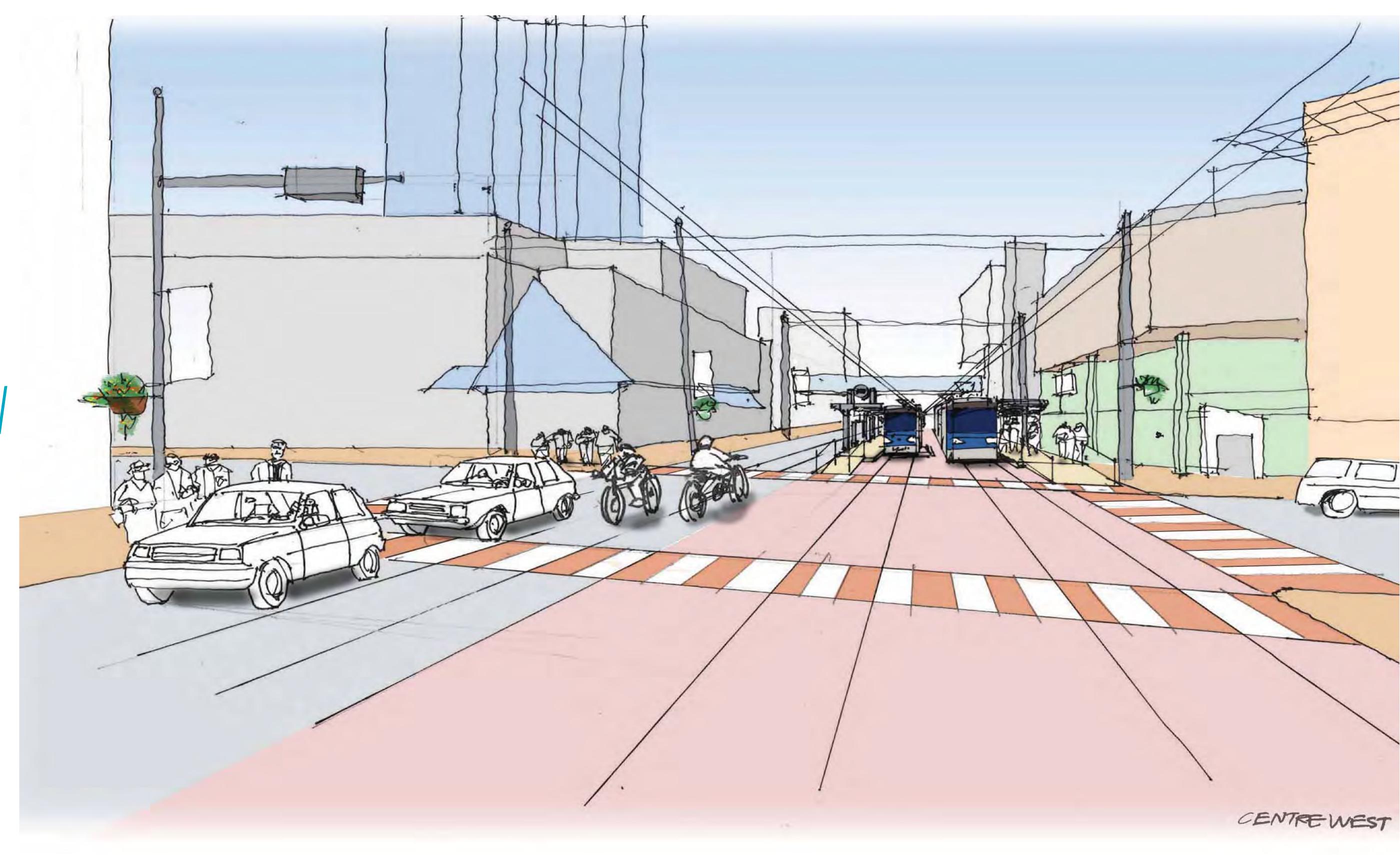






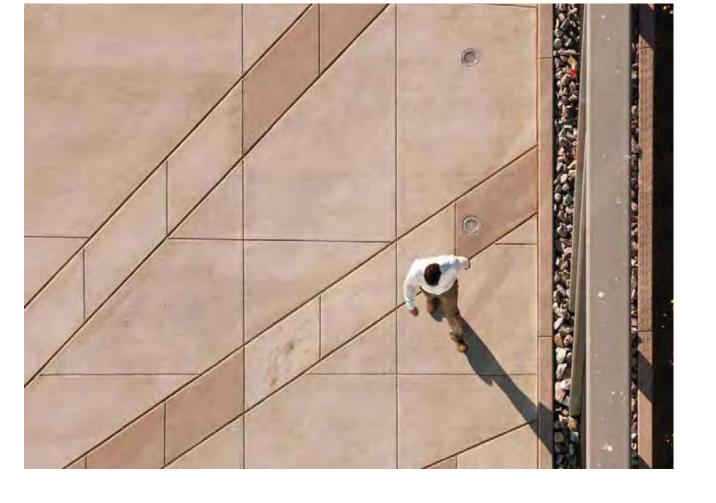
"Consistent urban look and feel of downtown"

Design Theme: What We Heard from Stage 2













GARBAGE BINS

**PAVING** 

**COLUMN WRAPS** 

RAILING

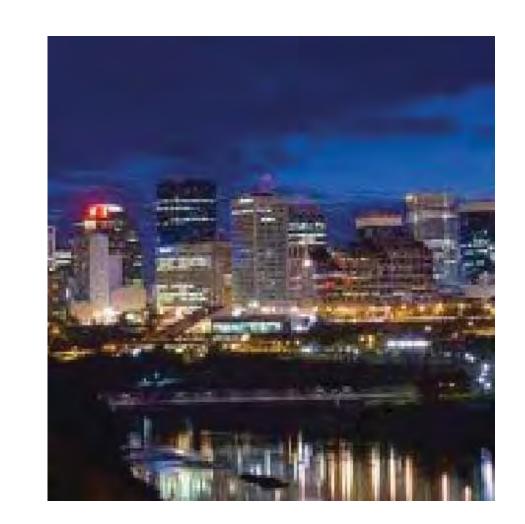


### Centre West Stop Options



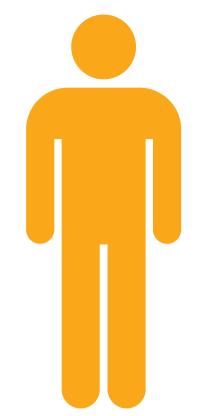


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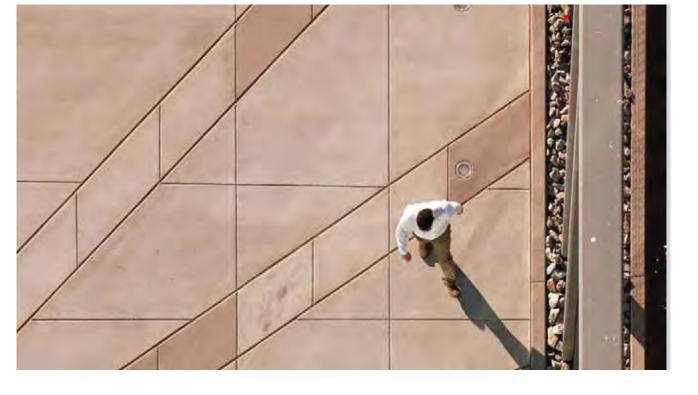








**PAVING** 









**COLUMN WRAPS** 















