

# G. WATER

Introduction of water into the urban realm brings vitality and life to a space. Water is a dynamic and versatile medium which can create a whole range of effects through variation in form, sound and movement, surface treatment and the integration of lighting. Water in the urban realm is captivating and is always a magnet/focus for activity. If designed well, water can provide a lasting impression.

Water plays an important part in the character, history and role of the urban centres and should be celebrated at every opportunity by *drawing* the water into town centres through the use of water features and also linking the urban areas more closely with the docks and waterfront.

## Specification

When specifying a water feature the following criteria should be considered:

### What type of water feature, what is its main aim?

- To be a landmark or focal point to a space (for example the Sheffield Peace Gardens fountain)
- To stimulate the senses and provide interest (for example as part of an artist installation or as part of the overall design ethos/concept).
- To enhance the quality of the space and user experience (for example using the sound of water to mask other urban noise such as traffic).
- To create an impact during the day, or night, or both (for example, lighting of water or spray to create further interest)

### Ensure that the water feature is appropriate to the setting, for example:

- A fountain should be located in a sheltered area to avoid spray or wet surfaces adjacent to it.
- Water features that are interactive with the public should be located in sunnier locations where they are more inviting but also where there is less likely to be an issue with slipping.
- Water features that are interactive with the public should be located away from changes in level or on a slope.
- Water features should be located away from main pedestrian desire lines or where they are a hindrance to pedestrian circulation.

### How the water feature will be made safe:

A balance needs to be struck between a water feature that can be interacted with by the public and integrated into the space while remaining safe. Countless examples exist in Europe and the UK (such as Exchange Square in Manchester and the Bristol Waterfront). It has been proven that a water feature can be designed and integrated into a scheme so that public can enjoy and interact with it freely.

However, there is of course a duty to ensure that a water feature is designed with safety in mind. As a general rule the following should be avoided:

- trip hazards or large changes in level.
- surfaces that can be slippery when wet.
- deep water.
- the use of water when the temperature is below freezing.

## Maintenance & Management

Water may be a delight but it is notoriously difficult to use successfully and to maintain properly. Careful consideration must be given to its siting, form and to the micro-climate within which it is to be located.

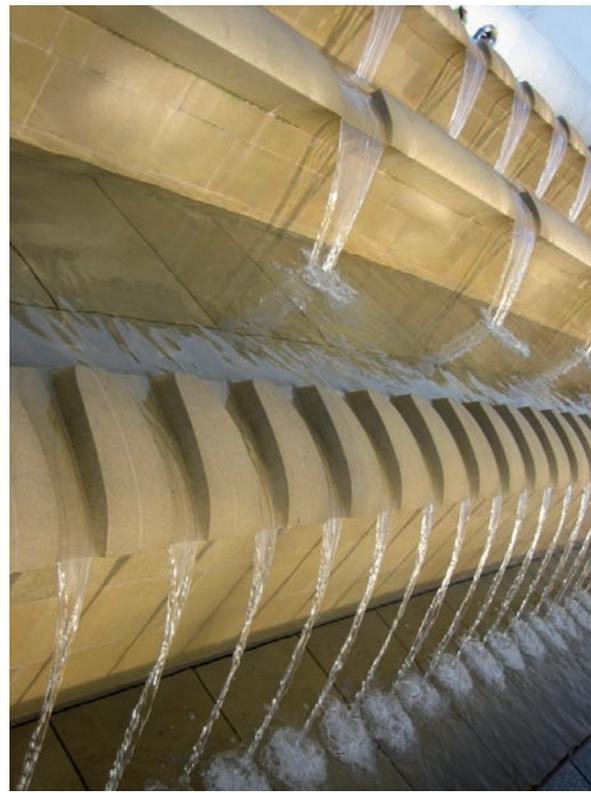
The maintenance and management of water features and water quality in an urban space requires a sustained regime. The process of water management and the maintenance levels required must be fully understood in the initial stages of design to inform its successful inclusion in the town centre. Key to this is the adoption of full responsibility, during design and on completion, of any water feature by a single department within the council, along with the provision of an identified budget specifically for their upkeep.

To assist in the maintenance and management the design of a water feature must ensure:

- that day-to-day maintenance requirements are minimised; avoid features that create a litter trap.
- a level of robustness that does not allow easy vandalism or tampering.
- Construction using suitable materials, and filtration systems that will give longevity.

While water features can undoubtedly add to the quality of a town centre environment it is important that the associated management and maintenance burdens are recognised. As a result it is recommended that water features are considered, and concentrated in the Premier Quality spaces where their design, construction and aftercare can be of the very highest quality. The introduction of water features is recommended primarily within Riverhead Square and Dolphin Square, but could be considered in other focal spaces such as Pier Gardens, or Alexandra Dock Park.

Along waterfront areas thought needs to be given as to how access is gained down to the water edge. Steps/floating boardwalks should be incorporated into the waterfront design to give regular access at every opportunity to provide greater connection with the water.



# H. PUBLIC ART

Art is an extremely important and varied element that has many benefits for a town, and its urban realm and its inhabitants as a whole. On one level art can be a catalyst for urban regeneration, attract inward investment and encourage a sense of pride for an area. Alternatively, it can be an expression of a place in terms of character, history or aspiration and can be a way of stimulating our senses and imagination. Art can be something that provides an interesting focus/distraction to a space or something that can be challenging and controversial to provoke discussion.

Art can be expressed in many different guises and mediums within the public realm. It can be as large icons promoting the identity and status of a town or area. It can be integral to the fabric of a place and be read/interpreted on a more subtle level, or it can be a temporary installation or event.

However it is expressed, art should be seen as an essential part and process of the public realm.

## Art Strategy

It is recommended that the establishment of art should be explored through the following avenues:

- Commission a wide variety of permanent works involving different mediums/artists in hard and soft landscape, street furniture, sculpture and lighting.
- Encourage artwork which comments on the town/region and help to interpret it - especially for visitors. Grimsby and Cleethorpes has a distinctive setting in terms of the physical landscape and also through its strong cultural heritage. This should be drawn from for inspiration.
- Encourage artwork which enlivens the public realm and complements the surrounding architecture. Art should not necessarily seek to blend in with its surroundings but should be mindful of scale and character so as not to become *at odds* with its setting.
- Promote art that encourages engagement with the inhabitants of Grimsby/Cleethorpes and their wider communities. Art should also look to encourage learning and skills where possible.
- Establish a changing programme of temporary artwork to engage, amuse and attract everyday users. This will encourage use of the town centre in the evenings and at weekends and reflect seasons/events/festivals. Temporary art also can be a practical tool to promote and celebrate future events and changes in the town centre such as pedestrianisation.
- Encourage art that is performance-based that will animate the town. Encourage fuller public participation through community groups and amateur performers

Art which is iconic in theme should be located at the gateways to the town centres and along key road corridors where the scale and form of the urban

fabric can accommodate bolder pieces and where a bigger statement is required as to the intention of Grimsby/Cleethorpes. The Cleethorpes Road in particular warrants quite bold interventions at the major junctions to make a strong statement.

*Stand-alone* art has its place within the urban realm and there will be situations where this form of art is applicable such as in major squares or spaces such as Riverhead Square, or Dolphin Square. Overuse of *stand-alone* pieces, unless unified by theme or material, can turn a town into a gallery of abstract pieces which lack cohesion and unity. This can lead to an *overkill* of art.

*Stand-alone* art installations can be read as part of a much larger composition, if they are stylistically similar, or share a theme or type of material. This particular strategy could be adopted for example to the gateways into Grimsby retail core where the suggested artwork could have a similar brief or tell a collective story.

Art which is integral to a space and the fabric of a town has the potential to be very rewarding and has the ability to enrich a space without having to necessarily have an overpowering influence. It is this form of art that should be explored within all public realm schemes where affordable and maintainable. Involving an artist at an early stage could be an effective way of creating artwork that is woven into the fabric of an urban realm scheme.

## Art Projects

The following art installations/projects have been suggested throughout the urban realm strategy as a starting point for a more in depth arts strategy:

### Grimsby

#### Riverhead Square

- Large stand alone piece of art/feature that provides as a focal point to the square.
- Develop temporary events programme which could include the 'grand opening' of Riverhead Square as the new civic plaza.

#### St James Square

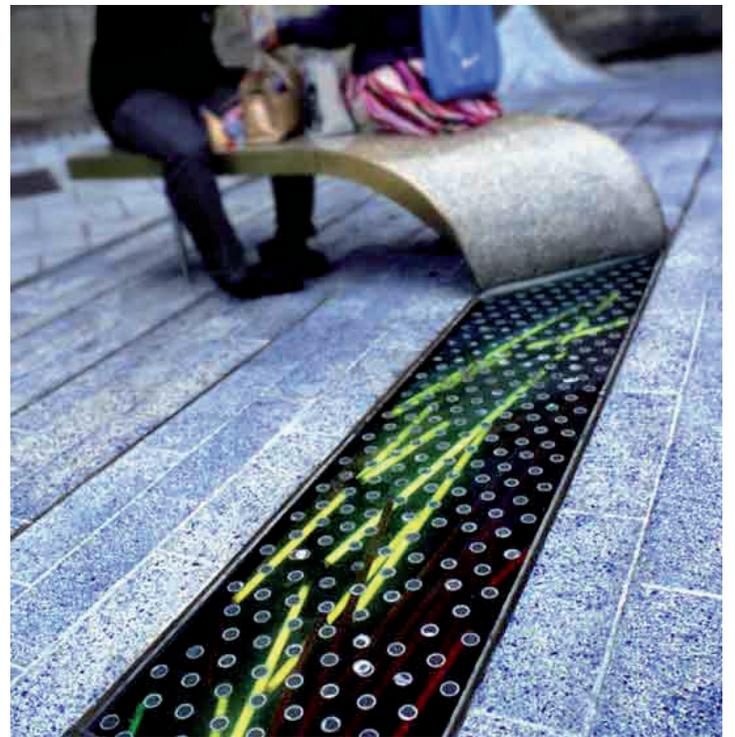
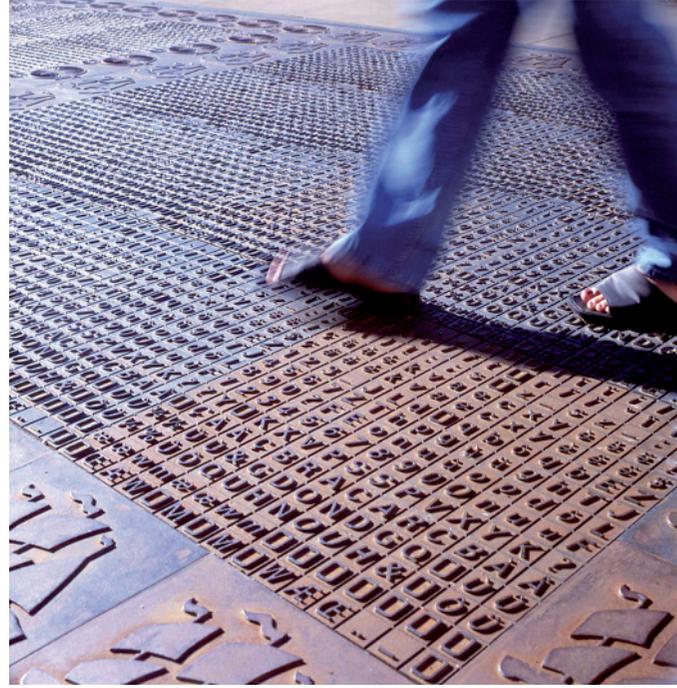
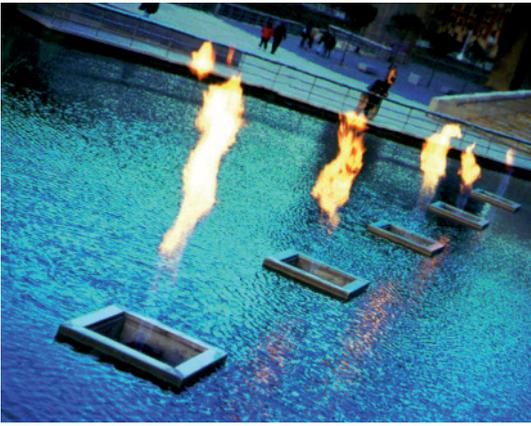
- *Stand-alone* piece(s) of art that provides interest to the square and compliment existing artwork.

#### Grimsby Retail Centre

- Integral artwork within all urban realm schemes, with the main focus for installations being Riverhead Square, St. James Square, railway station forecourt, Town Hall Square and the pedestrianised areas.

#### Grimsby Retail Fringe Gateways

- Art installations as either stand alone elements or integral urban realm artwork with a similar theme/concept running through the various pieces.



**Alexandra Dock**

- light installation for Corporation Bridge and Victoria Flour Mill
- art installation/remodelling of water pumping station/slucice gate to make a landmark feature
- refurbishment of existing pedestrian bridge that links Riverhead Square with the Dock to create a new landmark

**Cleethorpes Road (A180 road corridor)**

- bold landmark sculpture/art installation that ties in with the two bridge structures to create a gateway to Grimsby & Cleethorpes
- bold stand alone pieces of art at the major road junctions/traffic islands to create gateway into town centres

**Riby Square**

- large stand alone piece of art/feature that provides as a focal point and punctuation mark to the vista

**Fish Docks**

- stand-alone piece of art in the focal central space; integral artwork throughout the urban realm
- art/lighting installation of the retained historic buildings to celebrate the industrial architecture

**Freeman Street**

- integral artwork to the urban realm along the length of the street; stand-alone piece adjacent to new retail precinct

**Festival Lighting**

- seasonal lighting displays for various religious events

**Cleethorpes****Dolphin Square**

- Large stand alone piece of art/water feature that acts as a focal point to the square and reinforces the vista to the Pier.
- Promotion of a regular programme of events and activities within the square to create a dynamic and constantly changing plaza.
- Integral artwork within the fabric of the urban realm.

**Pier Gardens**

- a gallery area that provides a platform for a

collection of art pieces both permanent and temporary art work

- integral artwork within the fabric of the urban realm

**Central Promenades**

- integral artwork within all urban realm schemes, along Central Promenade & Kings Parade

**Market Square**

- stand-alone piece of art that provides a focus to the space and integral artwork within the fabric of the urban realm

**The Pier**

- lighting /art installation to celebrate this prominent structure

**The Fort**

- lighting /art installation to celebrate the historic structure

**North Promenade**

- a large stand-alone piece of art at the head of the promenade. New pedestrian bridge over the railway lines should be seen as iconic structures

**Lakeside**

- a themed sculpture park with integral art work and stand alone pieces that are part of the park setting

**Arena**

- bold stand alone piece of art to signify the gateway into the arena development

**Grimsby and Kings Road**

- bold stand alone pieces of art at the major road junctions/traffic islands to create a gateway into town centre

**Grimsby Road/Cleethorpes Road**

- art/signage installation to mark the boundary of Grimsby and Cleethorpes

**Festival Lighting**

- seasonal lighting displays for various religious events

**Immingham****The Retail Heart**

- large stand alone piece of art/water feature that acts as a focal point to the town centre
- integral artwork within the fabric of the urban realm

**Commercial Gateway**

- bold stand alone pieces of art at the major road junctions/traffic islands to create a gateway into town centre
- light installations on large industrial units within the port area

**Application of Public Art**

Artists should be part of a design team for a project from the outset so ideas and culture can be captured and incorporated into a scheme very early on.

As a general rule the budget for public art commissions within a project should be between 1-2% of the total construction costs. This rule of thumb ensures that there is a minimum expenditure on public art within a scheme, and that its value and scale is directly related to size of the project. Art can therefore be budgeted for, and monies allocated at an early stage.

Production of an arts strategy is essential. This should consider a programme for initial, high profile and priority schemes, funding sources from grants and partnerships with the private sector and the community.

The commissioning of artwork can be considered through either competition or invitation. Competitions are good for creating awareness and interest but require substantial budget for administration and promotion. Invitation are more appropriate for prestigious commissions that usually demand a substantial investment.

The funding of art could be pursued through sources such as The Art's Council, creation of a Section 106 *pot* of money specifically for art, or NESTA.

