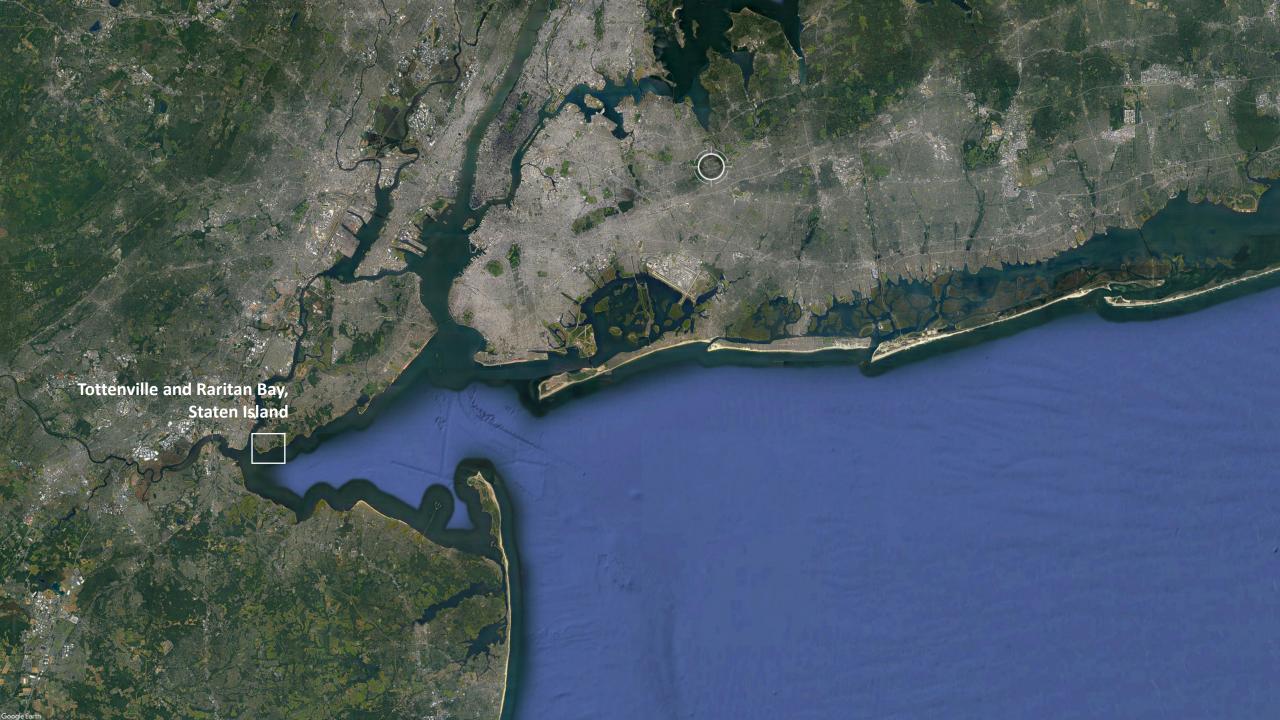
LIVING BREAKWATERS

https://stormrecovery.ny.gov/living-breakwaters-tottenville



LANDSCAPE ARCHITECTS ARCHITECTS URBAN DESIGNERS PLANNERS



Process HUD Secretary Shaun Donovan selects, on average, one design opportunity for each team to develop. Teams then gather diverse local stakeholdersinto community coalitions, with whom they begin a four-month process of co-designing the final interventions. Using meetings, colloquia, charrettes, and

non-traditional events to gain the broadest perspectives, they create solutions that not only address disaster scenarios, but also enrich the daily life of community members.

Result Ten fully developed, implementable resilience proposals champion communities' visions for future development and have support from the local governments.

Designing the Process

The Task Force, with a core group of advisors and staff, created a unique structure for the competition. A successive and connected set of stages was established to orient the design process around in-depth research, cross-sector, cross-professional collaboration, and iterative designdevelopment. The design process incorporated a variety of inputs to ensure that each stage's deliverables were based on the best knowledge and talent, and that the final proposals would be replicable, regional, and implementable.

Making room for a collaborative and innovative approach was a side step away from the institutional world. A detour around negotiations, the process aimed to build underRESEARCH

Objective Establish the broadest possible understanding of the region's vulnerabilities to future risks and uncertainties, to enhance resilience.

Process Rebuild by Design's local partner organizations create an intensive, three-month program of field research to introduce teams to a variety of local stakeholders, providing a comprehensive view of the storm's effects - the damage it created as well as the longstanding problems it uncovered or exacerbated.

HOLD

ROUNDTABLES

REFINE

DESIGNS

A Research Advisory Board leads the teams through the region tolearn from a variety of perspectives, and teams conduct additional research to supplement this on-the-ground work. Research is collaborative across teams and focuses on typologies as well as locations.

Result Apublic presentation from each team that includes three to five "design opportunities" describing conceptual approaches for interventions and an overall compilation of research submitted by all teams.

COMPILE

RESEARCH

FROM TEAMS

CONDUCT OUTREACH

TO COMMUNITIES

CRITIQUE DESIGNS

> PARTICIPATE IN LECTURES, SITE VISITS,

WORKSHOPS

CONDUCT

& INVESTIGATIONS

FORM WORKING

GROUPS & SHARE

KNOWLEDGE

DIVIDUAL RESEARCH

standing and trust.

TALENT

Objective Gather the talent of the world to work with the talent of the Sandy-affected region.

Process TaskForce issues a Request for Qualifications and Approaches calling for teams to assemble themselves in interdisciplinary partnerships to tackle the region's physical and social vulnerabilities.

To incentivize participation, the to implement the winning designs while private philanthropy pledges prize money for competitors.

are selected comprising a diverse set of complementary skills

Federal Government pledges funding

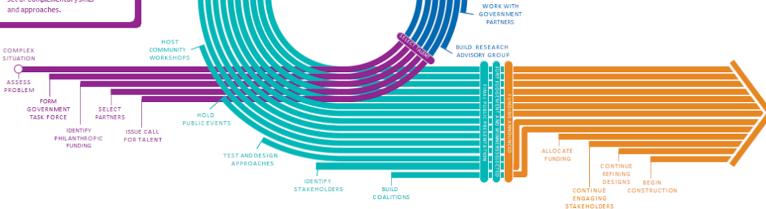
Result Ten finalist design teams

MPLEMENTATION

Objective Governments and community stakeholders work together to build the projects.

Process Ajury evaluates the projects, HUD Secretary Shaun Donovan designates which are eligible to receive federal funds. HUD allocates disaster recovery funds to city and state governments for the implementation of the projects' first stages. HUD sets strong guidelines for community involvement to ensure that the coalitions formed during the competition continue to be involved through implementation. Teams are poised to work with government and communities to refine the interventions.

Result A more resilient region achieved through collaboration and design.







Governor's Office of Storm Recovery





LIVING BREAKWATERS + WATER HUB DESIGN

OYSTER RESTORATION

ENVIRONMENTAL REVIEW

SCAPE

COWI, COASTAL ENGINEERS

ARCADIS, COASTAL MODELING

SEARC, MARINE ECOLOGISTS

WSP / PARSONS BRINKERHOFF, GEOTECHNICAL ENGINEERING

MRS ENGINEERS, SURVEYS AND COST ESTIMATING

PRUDENT ENGINEERING, IN-WATER SURVEYING

LO-TEK, ARCHITECTS

NY / NJ BAYKEEPER, DATA COLLECTION

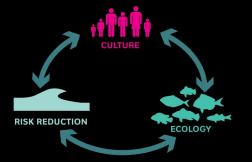
SILMAN, STRUCTURAL ENGINEERING



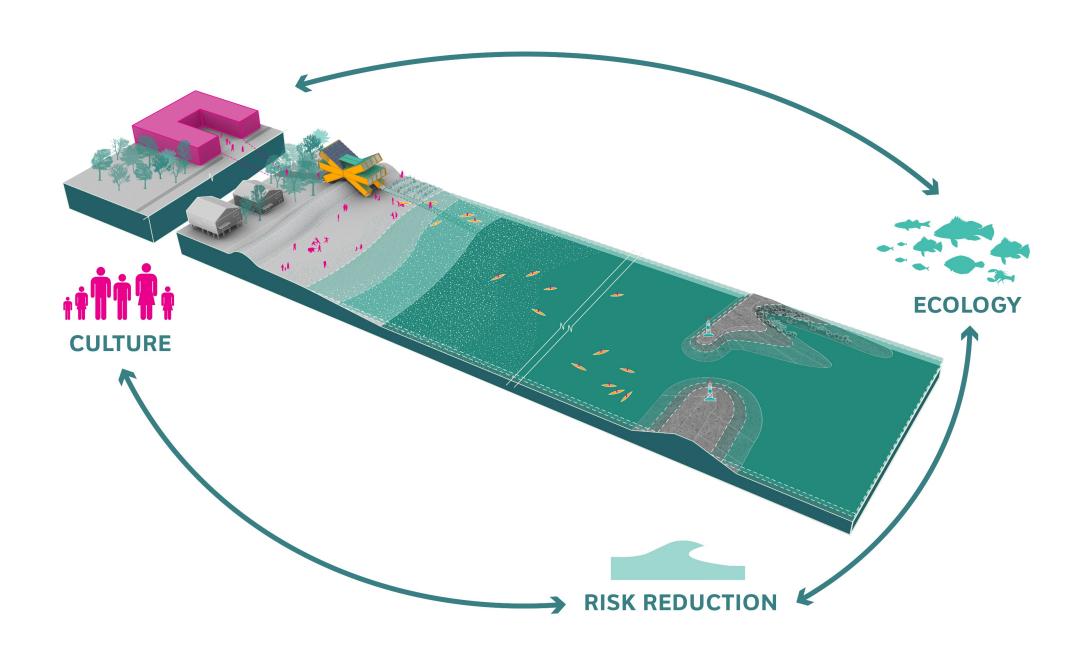




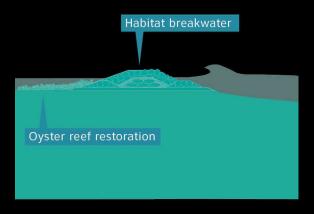




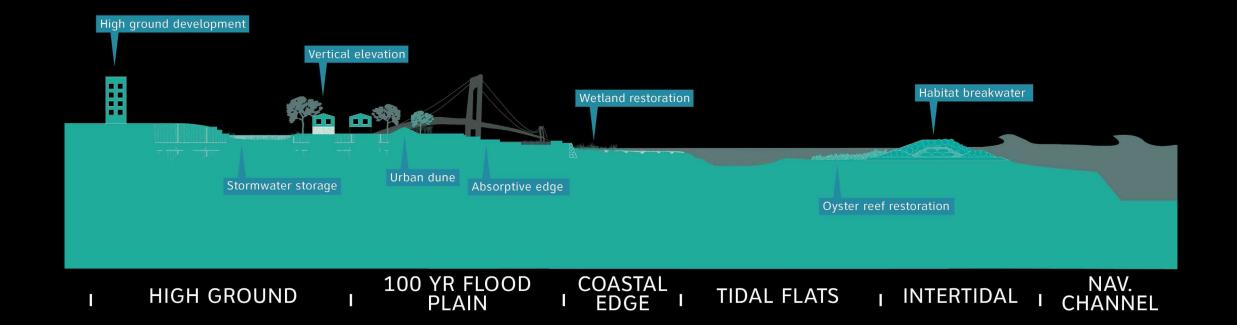
Great Kills Harbor South Richmond High School PS 6 CPL. Allan F. Kivlehan School IS 34 Tottenville Our Lady Help of Christian School Shoreline **Conference House Protection Project Oyster Nursery** Park Visitor Center Floating Water Hub Living Breakwaters **Shoreline Restoration**



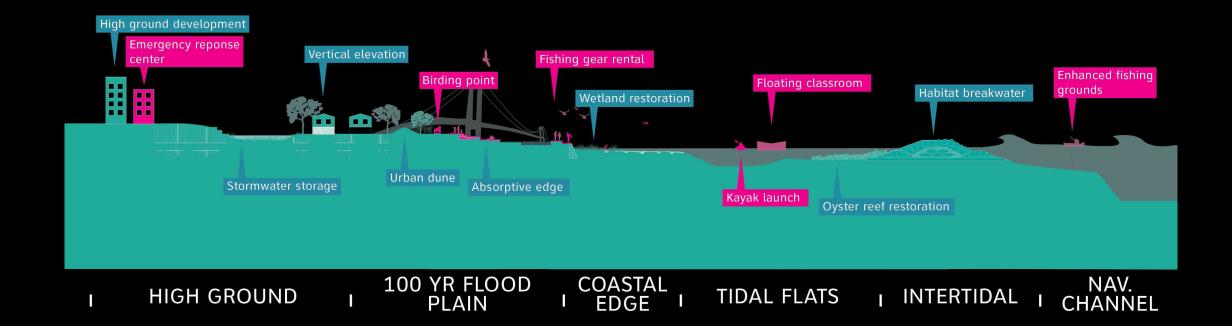
IT'S NOT ONLY A LIVING BREAKWATER



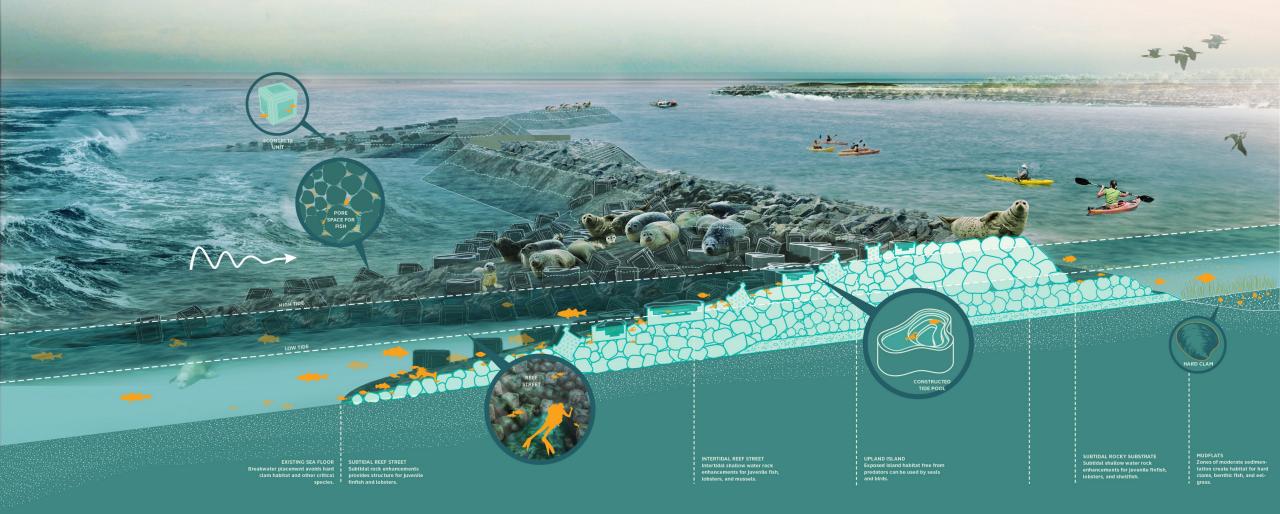
IT'S NOT ONLY A LIVING BREAKWATER IT IS A LAYERED APPROACH



IT'S NOT ONLY A LIVING BREAKWATER IT IS A LAYERED APPROACH THAT CREATES A CULTURE OF RESILIENCE



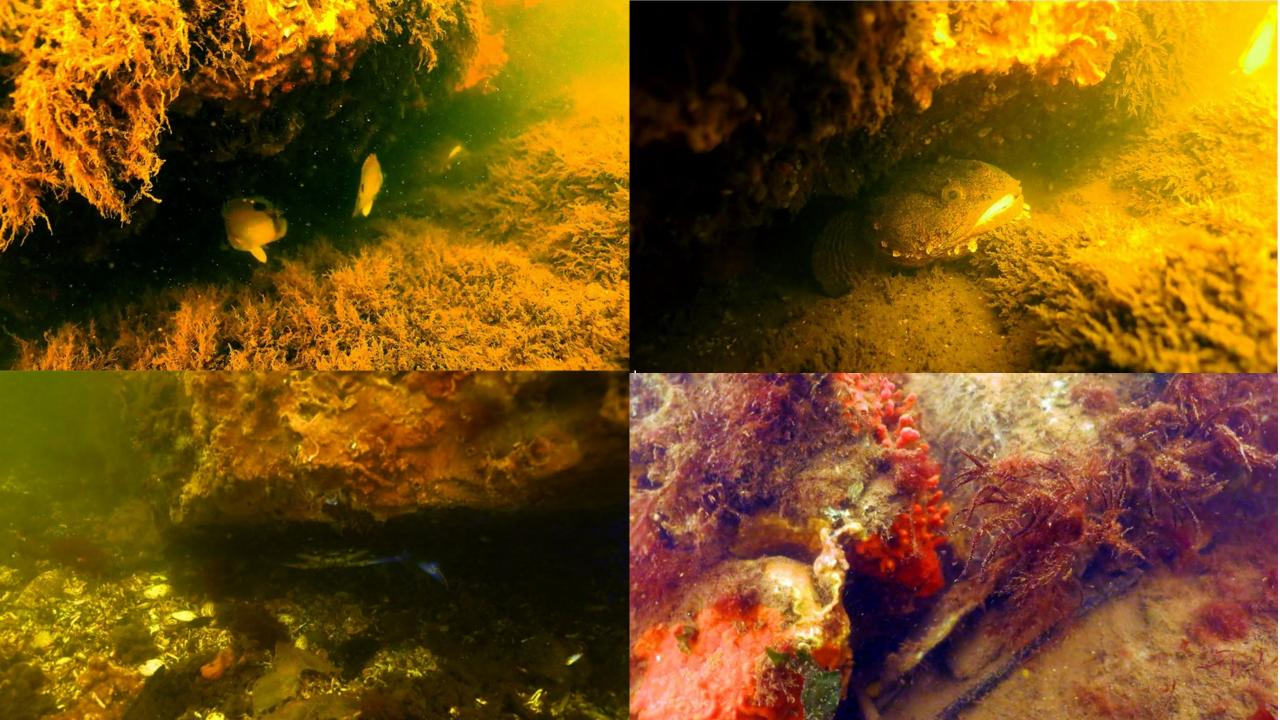
BEHIND THE RENDERING...





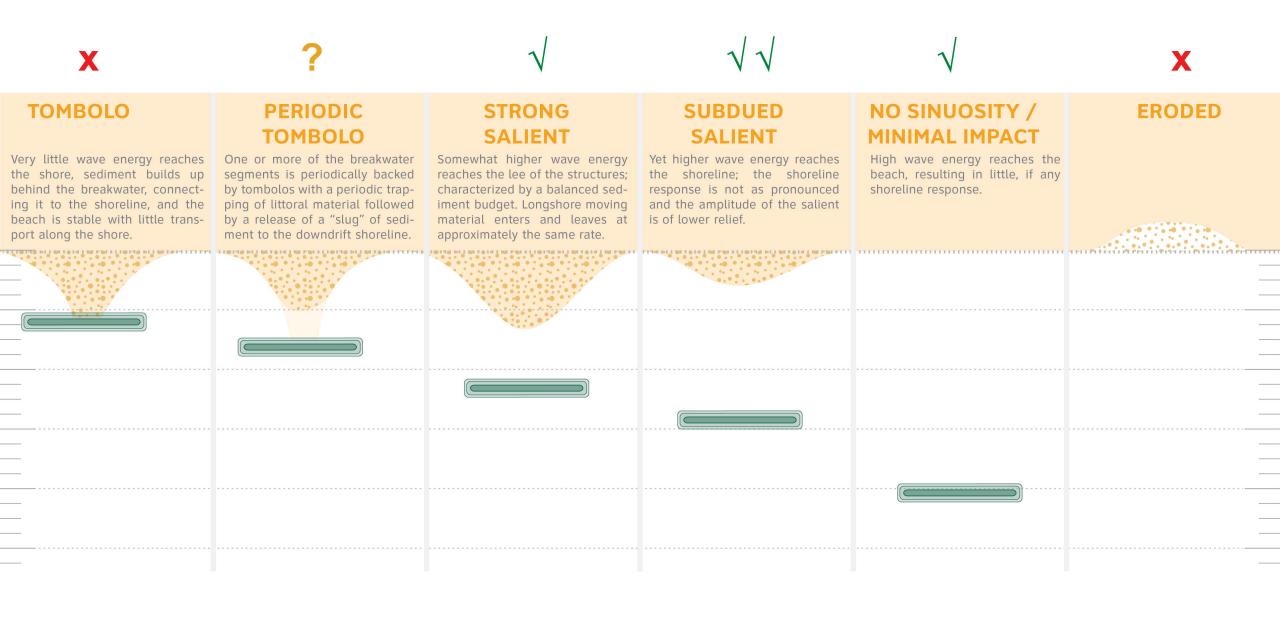


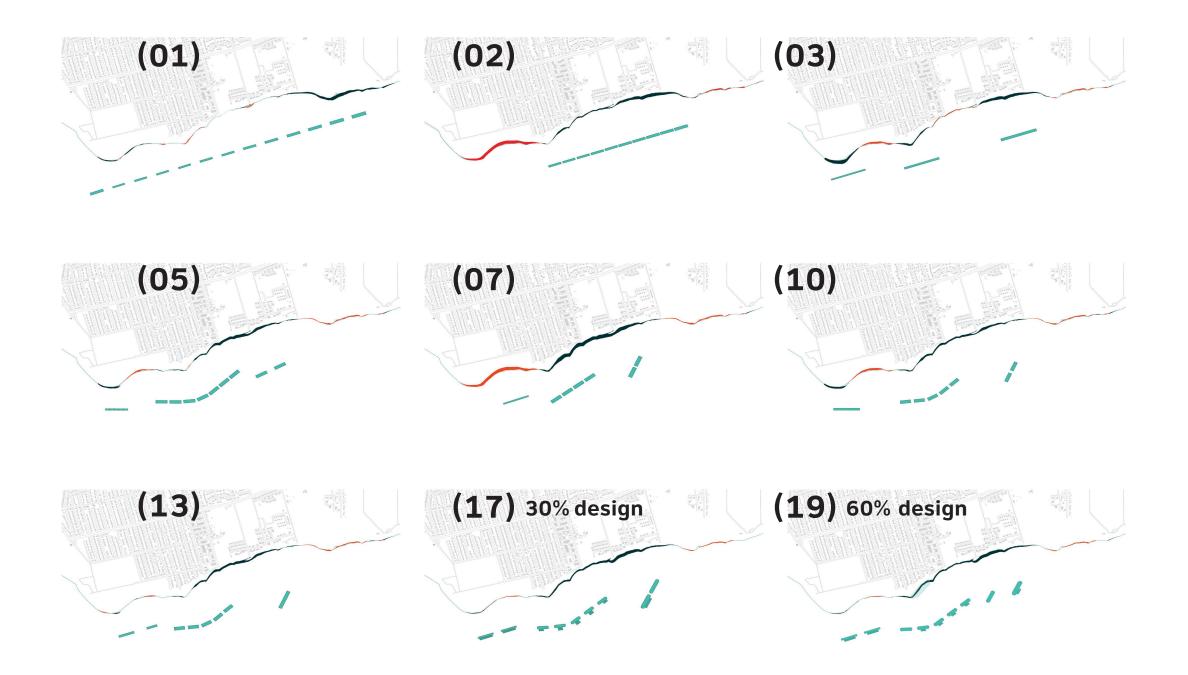


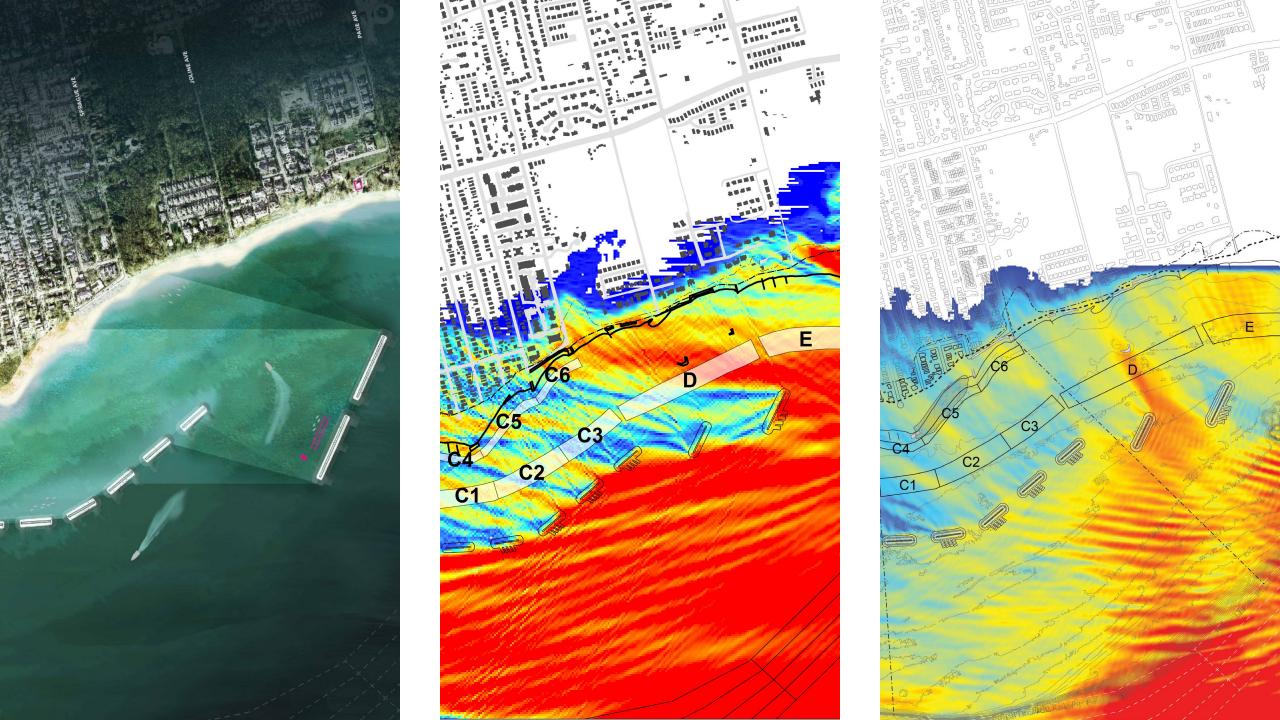


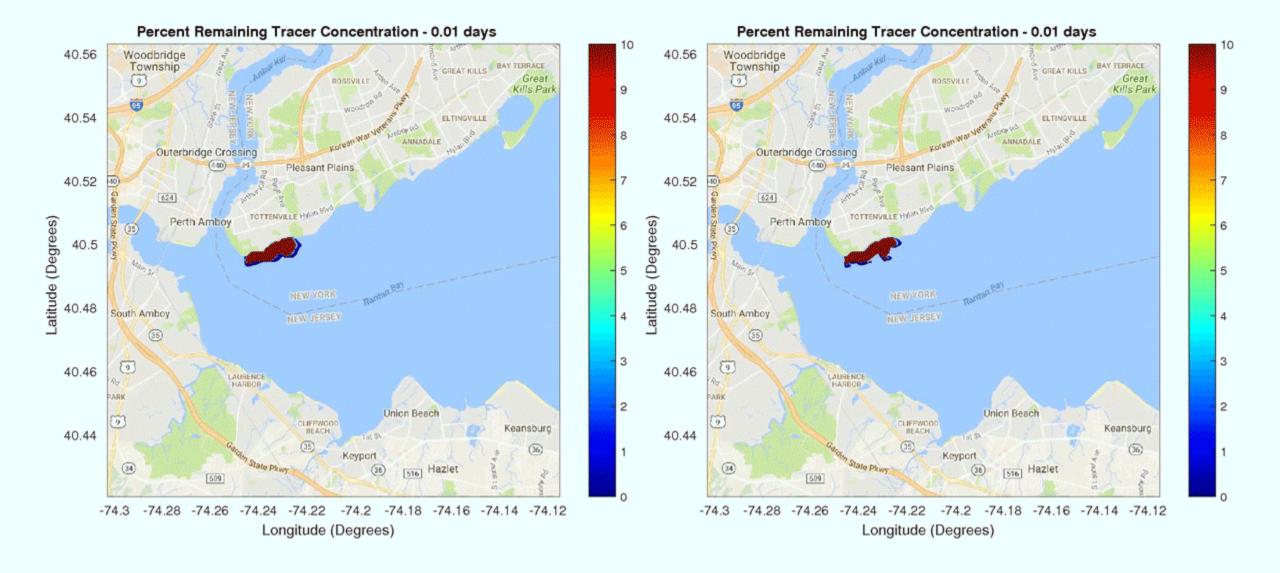


ITERATE AND MODEL



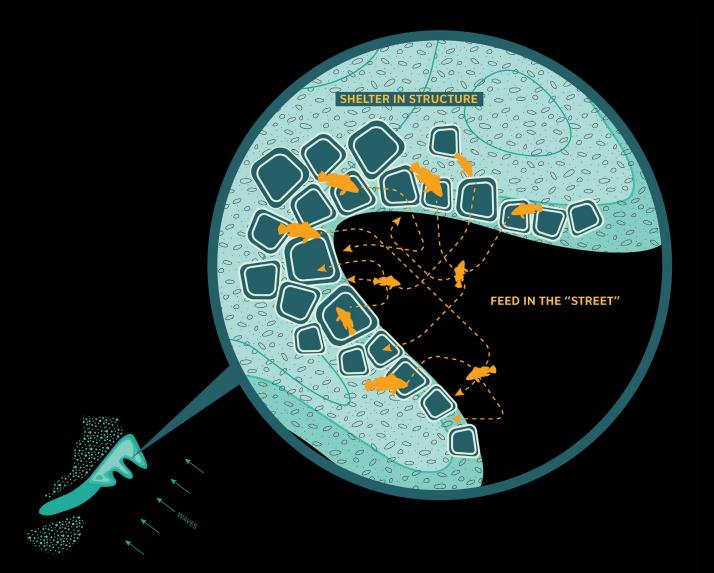






DESIGN HABITAT

"REEF STREETS"

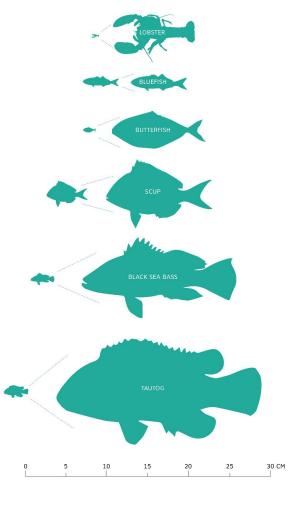






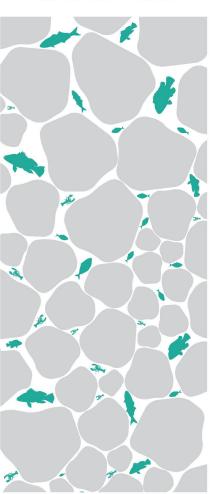
JUVENILE SIZE

FISH AND SHELLFISH SPECIES OF RARITAN BAY WITH PREFERENCE FOR STRUCTURED HABITAT



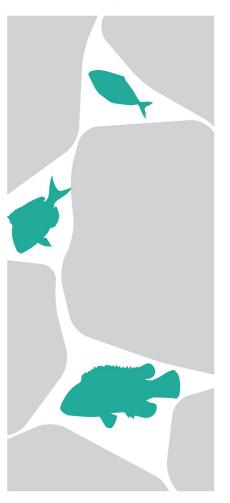
3 CM - 10 CM ROCK

SMALLER ROCK PROVIDES HABITAT FOR YOUNGER AND SMALLER JUVENILE SPECIES MOST PRONE TO PREDATION.



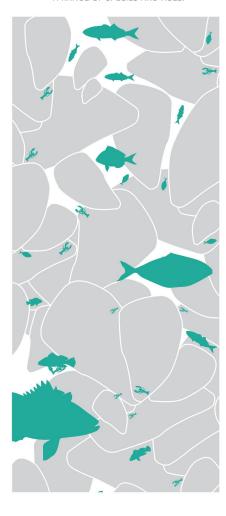
20 CM - 40 CM ROCK

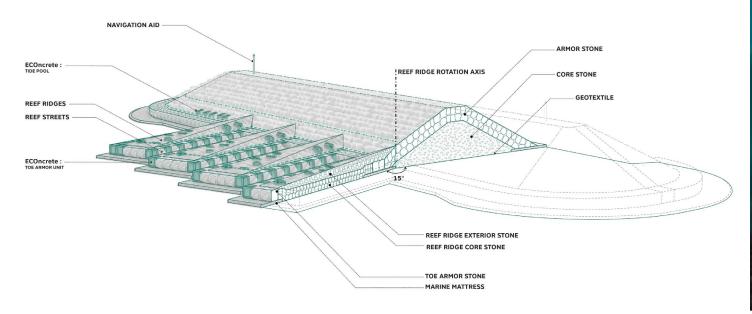
LARGER HOLE SPACES PROVIDE HABITAT FOR JUVENILES AS THEY GROW AND EXAPND THEIR FORAGING RANGE.



OYSTER REEF

BIOLOGICAL STRUCTURES PROVIDE COMPLEX GEOMETRIES ACCOMMODATING A RANGE OF SPECIES AND AGES.







STONE

D50= 16"







CORE STONE Dmin= 24" D50= 30"



REEF RIDGE **EXTERIOR STONE** D₁₅= 15" D₅₀= 24" D100=36"



STONE **ARMOR UNIT** D₅₀= 40"



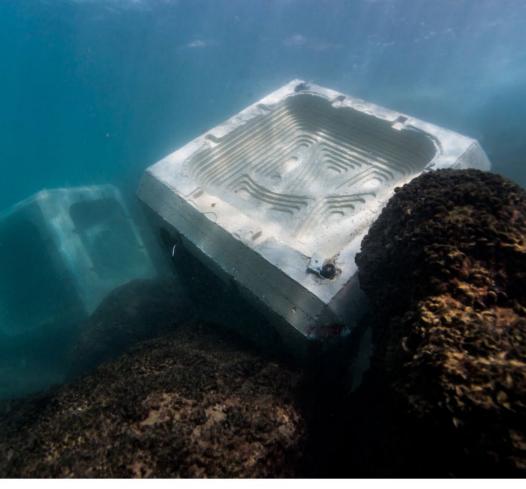
STONE



ECOncrete TOE ARMOR UNIT



ECOncrete TIDE POOLS Dimension: 48"x 48"x 48" Dimension: 44"x 48"x27







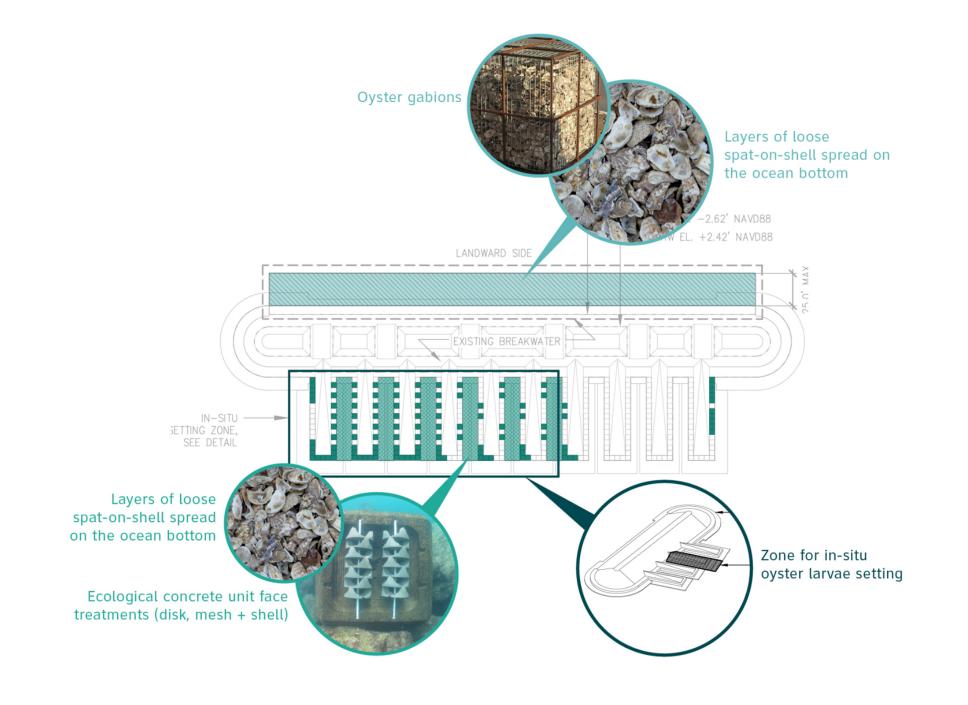




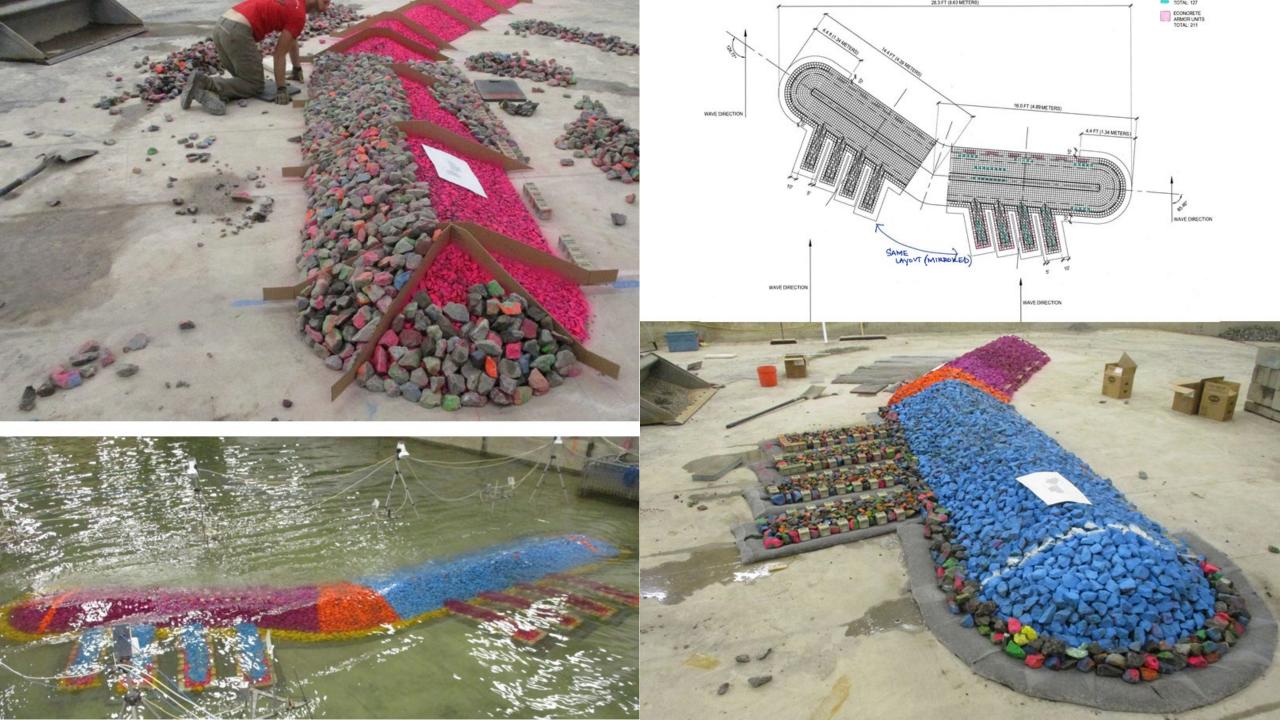


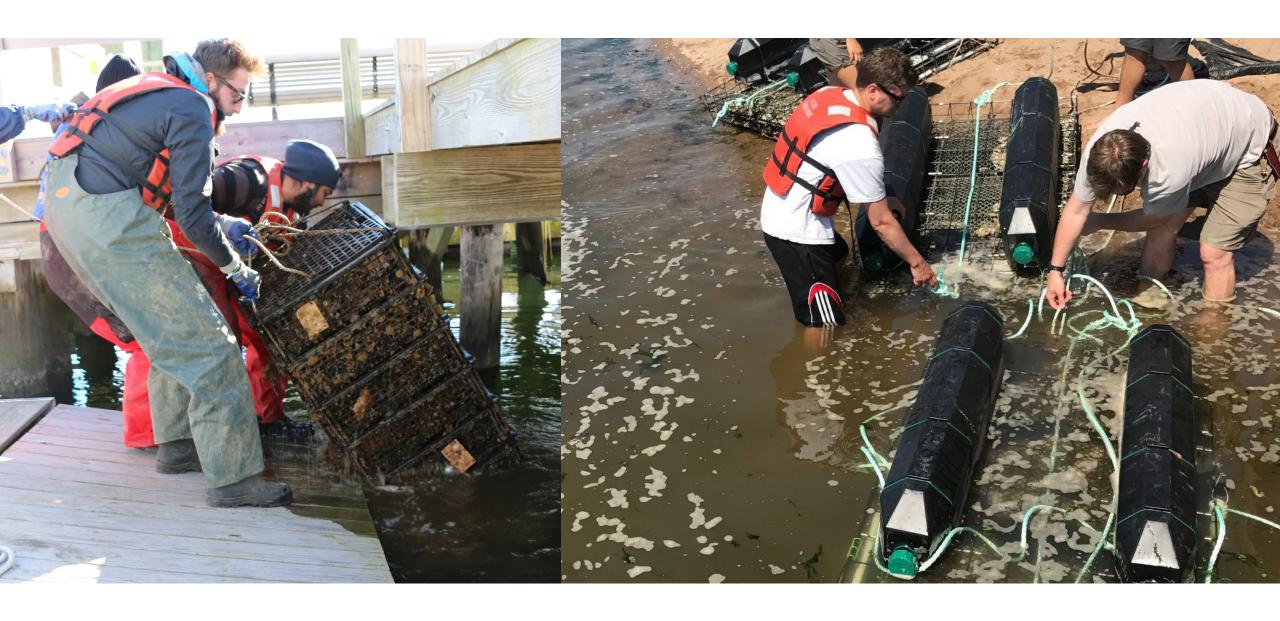
TOE ARMOR UNIT D50: 48"





PILOT, TEST, EXPERIMENT, MONITOR



















THANK YOU!

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