



REDscape is a design office for landscape and urbanism that delivers solutions for spatial questions. We model our approach around a process of discovery by analysis, design and delivery. We help clients to translate complex questions into clear, creative proposals that are graphically communicated. REDscape matches capabilities to projects. We integrate skills from design to strategy, research and communication in handpicked teams to deliver innovative solutions to each task. Our client portfolio is diverse and reflects the nature of our work, which is specialised, yet wide ranging.

Should we be of interest to you or your organisation, we invite you to visit our website at www.redscape.nl or www.redscape.ie or contact us for more information. We would be glad to assist.

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INTRODUCTION

Increasing urban expansion, higher living densities and changing global dynamics are all contributors to the requirement for the careful understanding, utilisation, and interpretation of existing landscapes for the adaptation of new functions such as living, working, recreation, nature development, and water management.

Our philosophy of place making is described in the name of the office by integrating RED, the symbol of the built environment with – scape, the unbuilt environment to form an approach called REDscape. Our designs are developed in tune with sustainable principles to guarantee the future of these places.

We live in changing times, where we need to achieve more quality with less. This requires an interactive approach to designing projects. REDscape has a proven record in leading and organising these projects. Our office can identify the issues; generate concepts and develop design principles into physical proposals. We build on existing qualities and strengthen local identities with new interventions. We set the environmental conditions for each project and develop the frameworks for engaging with communities to generate consensus.

- Public realm design
civic design, parks, squares, furniture, gardens, roof landscapes, play installations and recreation.

- Cultural and heritage
national monuments, historic sites, unesco, demesnes.

- Urban planning
masterplans, regional plans, infrastructure, urban design guidelines and supervision, trail and networks.

- Water and Infrastructure
Flooding defences, infrastructure, regional water design, waterfronts, sustainable urban drainage systems, dike design, nature development.

Micro - Local - Area - Regional

Regional landscape plans - Regional water design - Nature development - Infrastructure design
- Master plans - Industrial and work landscapes - Public realm - Play areas and recreation
Parks - Furniture - Coastal, river and flooding defences - Policy development - Contaminated landscapes
- Research and innovation - Cultural historical landscapes



Leading interactive design

Co creation and participation

REDscape believes that public participation processes deliver excellent results. Our experience in delivering high quality design and consensus stems from a belief that designs are better when we listen to the people we

are making them for. We like to engage public from simple table top talks, to larger interactive groups, workshops and interactive design sessions.



Church Square Hoogeveen

A refurbished public realm

REDScape's design for Church Square and mirror fountain in Hoogeveen was given the royal treatment at its opening by the King and Queen of the Netherlands. The fountain pools mark the footprint of former buildings and the characteristic laneway or 'steegje' which once connected the church to the main street. The

square forms the high point of REDScape's public realm masterplan for the town centre and includes a detailed design of the main street. Hoogeveen aims to be the most child friendly city of the Netherlands and we are delighted the square will continue to contribute to the daily vitality of this thriving town.



Product: Concept and detailed design for Church square and Main Street.
 Year: 2017/18
 Area: 0,3ha
 Client: Hoogeveen local authority



City Park Aziweg

A new city park for Schalkwijk, Haarlem

South of the Asia Road lies a wide green zone. It forms one of the green fingers that connect Haarlem's greenbelt to the town centre of Schalkwijk. REDscape was invited to develop a new identity for the park to deliver a new impulse for Schalkwijk and the surrounding neighbourhoods. The park extends the existing

tree layer around the park. Bulbs and woodland planting transform the meadow edges into a blaze of colour in Spring. The new park offers space for locals to meet and recreate. Circular gardens surrounded by sculpted yew hedges offer new settings for local initiatives to take hold and flourish in the park.



Product: Park design
 Year: 2019, phase 1
 Area: 6 ha
 Client: Municipality of Haarlem, NL



Images of Asia Park, schalkwijk, phase 1





Temple Bar Square

A new square for a cultural district

The Square is one Dublin's most visited locations with over 22 million visits per year. The square plays a key role as an event and meeting space but has become cluttered and less accessible for public use. The square is to be extended as a single surface across the adjoining streets of Temple Bar,

Crowne Alley and Fownes Street to double its size. The square has been given a simple composition of some trees and a seating area, with bespoke details. Consequently, the new space will become a podium for the city and offer the opportunity for a greater variety of activities to occur.



Product: Design for square and streets
 Year: 2017
 Area: 0,2ha
 Client: Dublin City Council



The Liffey and the Campshires (left). Master plan area (above).

North Lotts & Grand Canal Docks

Public realm masterplan for Dublin Docklands

The overarching ambition of the North Lotts and Grand Canal Dock Public Realm Masterplan is to create a world-class maritime quarter with a distinctive Dublin character. The Masterplan seeks to develop a sustainable new vision for the SDZ that connects the city with the waterfront. It

proposes to improve the environmental quality of the SDZ area through new water management proposals, improving biodiversity through the design of new parks and green streets, and seeks in particular to improve the connectivity of the city streets with a new green waterfront.

Product: Public realm masterplan
Year: 2016
Area: 93ha
Status: completed



*Perspective of the Grand Canal and North Lotts (far left).
Redesigned New Wapping Street (right). Image of the
future Campshires (below).*





UCD Campus

Gateway masterplan and innovation centre - landscape as living lab

Within the newly diversified setting of urban landscapes, the students are empowered to initiate, shape and innovate their surroundings as a living lab. The landscape concept is shaped around three main notions: Edge Park as protected woodland, The Arboretum, as a

mechanism to strengthen existing vegetation, and Landscape as an activity - introducing urban farming, botanical gardens, and ecological lab where relations between people and their environment is facilitated.



Product: Entrance Masterplan for UCD (final selection)
Year: 2018
Area: 30 Ha, 300,000m² buildings
Client: University College Dublin for team UN studios, Arup, Mola Architects.



Greenway and Park for Dublin Port

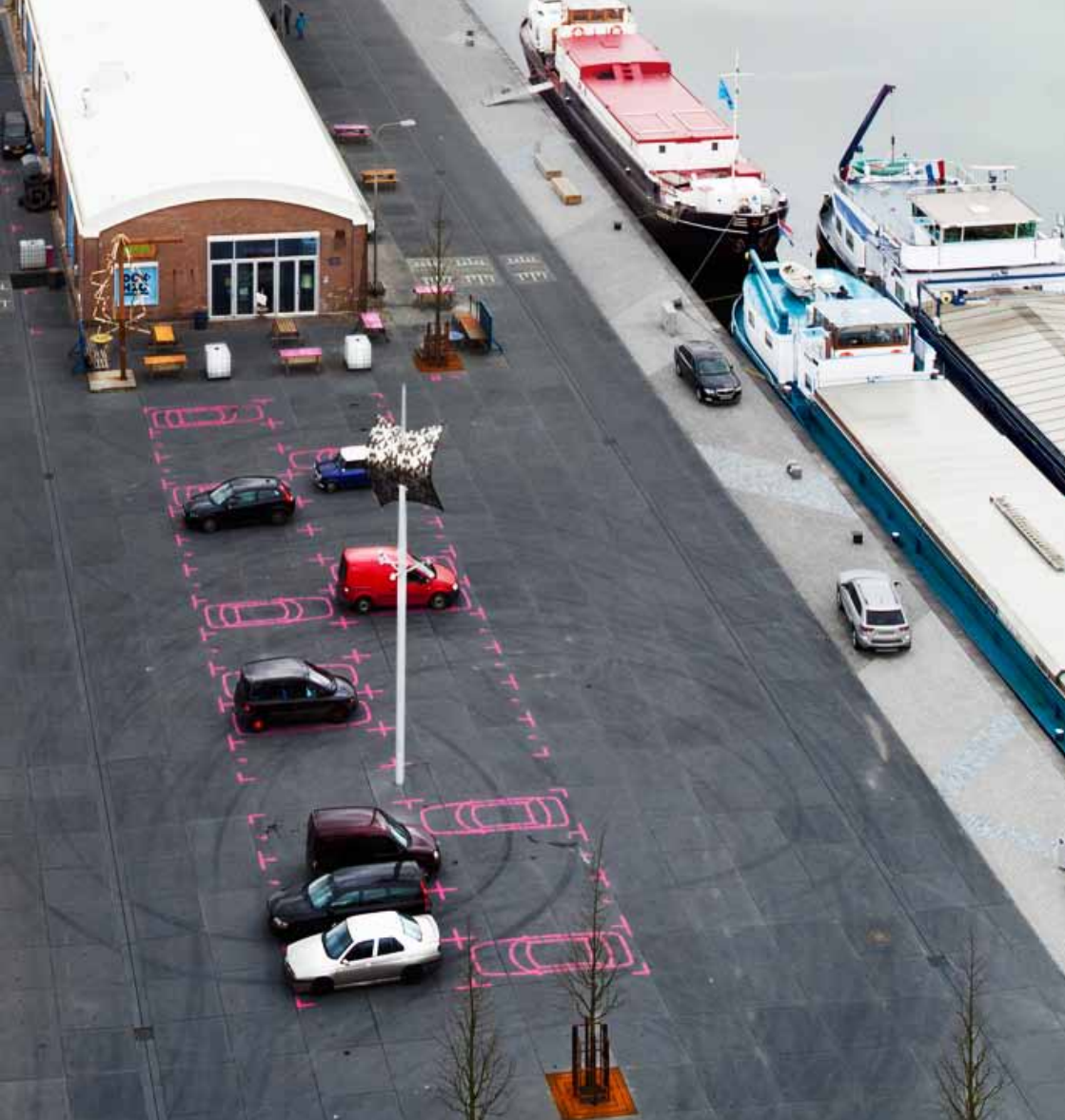
Landscape masterplan and detailed design

A new Greenway of 3,5km was designed to link the port and its northern periphery to the city. The greenway ends in a linear park with spectacular views over Dublin Bay. It forms the new entrance point to arriving ferries and cruisers. A possible ferry service for cyclists

and pedestrians can be facilitated in the future to connect both sides of the port or even a connection to Bull Island visitor centre in the summer. The Greenway is to be linked to Clontarf (north Dublin) via Eastpoint Business park and the city centre via the East Wall Road.



Product: Landscape masterplan and greenway design
 Year: 2016- 2018
 Area: 10 ha (4km)
 Client: Dublin Port Authority

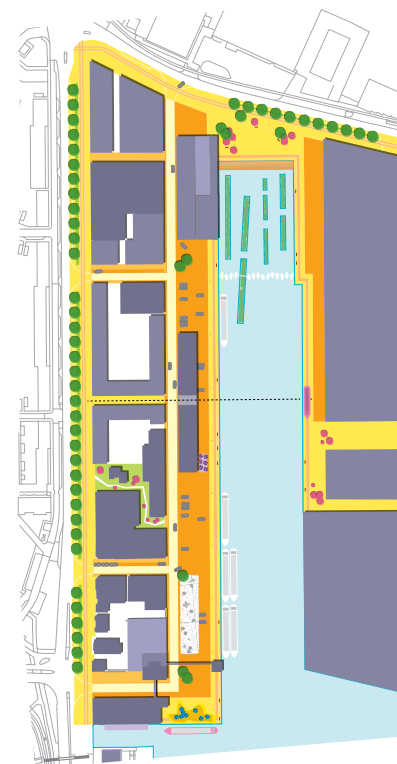


Harbour square

INSIDE out, Public realm design for the Deventer Harbour development

“Inside out” is a vision for the harbour area of Deventer in which the freedom of the individuals and users above else were to be nurtured and stimulated. As a functioning harbour surrounded by industry the area required a multilateral approach. Concepts of shared space, tolerance,

and freely defined public space were central to the development of the design. The spatial concept envisaged inverting the edges to readdress the relationship with its surroundings and present the working and living culture of the harbour quarter in a positive way to the city.



Product: Public Realm Masterplan
and detailed design.
Year: 2012-2015
Area: 20 ha
Client: Deventer Municipality



Black prefab concrete slabs, bright pink pictograms, reused bricks, a carpet of natural stone and tough corten steel tree protectors on the new harbour square in Deventer (photographer Michiel de Cleene).

For the new design for the Industry Road the natural stone from the harbour streets is reused and integrated with the new cycle track (photographer REDscape).





Green Road defence works

Reinventing a military landscape

The work on the Green Road is a defensive trench and bunker system dating from 1918. Over 10 ha in size, the area was redesigned for nature and recreation as part of a larger military landscape belonging to the Lek access, a complex of forts, works and bunker systems. "The newly

rennovated military park is still covered in original fruit trees which were planted as camouflage." Unique for this site is the range and variety of bunkers, peppered throughout the site and the rich ecological diversity.



Product: Design for restoration of
bunker complex (NL Year book 2016)
Year: 2010-2014
Area: 10ha
Client: Dutch Forestry Commission
Award: NL Selection Year book 2015



Previous page: aerial picture (photographer Philip van Rosmalen)
Far left: reconstructed groups nest.
Left: reconstructed trench system with WWII bunker.
Below: new steel pedestrian bridge (photographer: Andreas Mulder, REDscape)



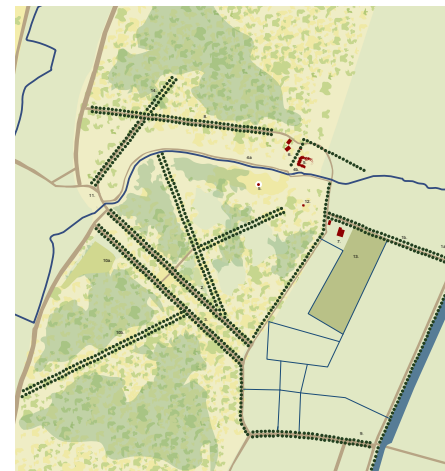


Revitalising Leyduin demesne

Landscape masterplan for Leyduin demesne

The design of Leyduin is more than a single design but is an eclectic mix of different influences and designers. Through the years, Leyduin has reflected the changing influences in society, philosophy and economic times. As a result the structure of this estate has visible historical

layers. However the spatial clarity of the estate has become muddled though the years resulting in parts of the estate diminishing in quality. Without clear direction parts of the estate risk further degrading and there is a need to renovate and revitalise old buildings.



Product: Landscape Masterplan
Year: 2008
Area: 50ha km
Client: Landschap Noord Holland



The White House

Urban design for housing in an existing villa and garden in Hilversum

The White House and its gardens are a protected monument in the district of Hilversum, an area famous for its collection of beautiful villas and gardens. The villa was formally used as an army training camp and sold to a developer in the 1990's. As the villa (White House) was in disrepair, a source of investment was required

which could rehabilitate the building to its former condition as well as maintain the qualities of the villa and its scenic surroundings. To achieve this, a design proposal was conceived to insert a number houses into the site without damaging its essential qualities.



Product: Urban masterplan
Year: 2002, Completed
Team: in Service Of Bureau Alle
Hosper



Grebbe Line

Handbook for the furniture of the national monument 'the Grebbe Line'

The Grebbe Line is a military defence line approximately 68km long, that can be inundated and dates back to the 17th century. Together with landscape architect Michael van Gessel, Patrick Mc Cabe was invited to design and detail a line of

furniture for the Grebbe Line that would reinforce the vision they had set down in the masterplan for this newly declared national monument.



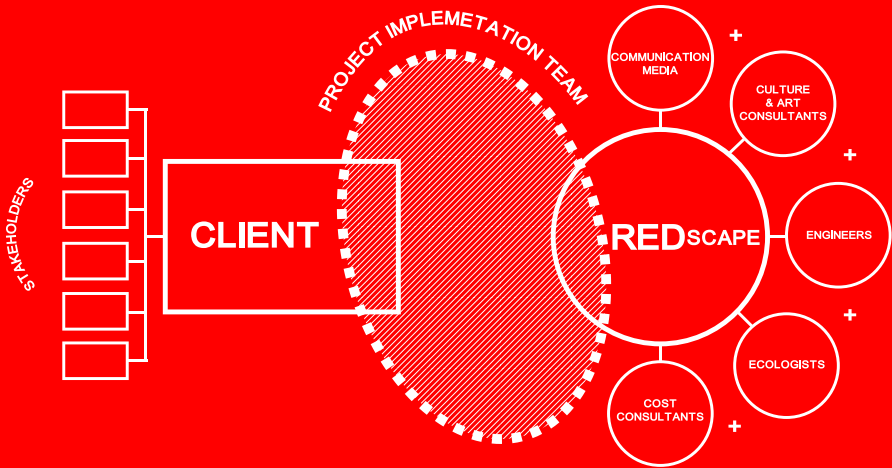
FURNITURE

Product: Masterplan, handbook
furniture design, supervision.
Year: 2011 , i.c.w M. van Gessel
Area: 68km
Client: Stichting voor de Gelderse
Vallei (SGV)

Micro	Local - Area	Regional
<ul style="list-style-type: none"> Church Square, detailed design Hooegeveen (2018). Blind Quay. Open air museum space for Dublin’s city walls. Temple Bar Square; refurbishment of a city square in Dublin (2017). Art intervention marking the Grebbe Line in a business park “The Horst” (2016) Fern Garden, Dalkey (IRL); private garden (2014) Furniture design for Deventer Harbour quarter (2012) Tank defence in Ankeveen (2012). design and restoration Furniture hand book Grebbe Line Detailed designs for a suite of furniture for the Grebbeline. (2011, together with M. van Gessel/ main contractor) Industry Road; Public realm design for Industry Road (2010, 3ha) Project The Grain garden; A garden design for a former poor house complex in Veenhuizen. (2009) Vondelflow; a new suite of furniture for the Vondel park (2008) Invisible landscape best exhibition, Dutch national design awards 2008 Work of Michael van Gessel and Patrick Mc Cabe, made by Rene van Engelenburg (2008) Marginal gardens (2006) Project Sidewalk gardens; Street gardens for neighbourhoods in Amsterdam. (2005) 	<ul style="list-style-type: none"> Masterplan Hooegeveen; new design for the city centre (2017) Asia Park; design of a city park in Haarlem (2016) Public Realm Masterplan for Dublin Docklands (IRL); Grand Canal Docks and North Lotts (96ha) (2016) Chocolate Park, Dublin; new park in Dublin’s Silicon Dock (2014) Meester de Boerlaan, Deventer; draft plan for new city boulevard unveiled (2014) Herzog Park, Dublin; reconstruction village park for Rathgar (2015) Marina Park; design for Ireland’s first water park, Cork (1st prize, together with Okra) (2012, 35 ha) Harbour Square; design for a cultural square in Deventer (2012) Visitor centre, design and renovation for Fort Buursteeg (2011) Inside out; Public realm design for Deventer harbour area. (2011, 20ha) Project Sandlands; Future vision for Sloterdijk III, industrial and working area in Amsterdam’s harbour (2011, 220ha) Redevelopment of the Green Road, Utrecht (10ha); the green road military works reach completion (2010) Design and renovation of several works and forts in the Grebbe Line (2010-) Project Vision Bovenkerkerpolder; Urban farming for the Bovenkerkerpolder (2010) Youtopia; A new park for Tempelhof, Berlin (competition) (2010) 	<ul style="list-style-type: none"> Greenway, Port Dublin North; longitudinal (3,5km) edge park along the coast of the port. Amstel III; regeneration of Amsterdam’s business park of residential and mixed use (2017) Flumina Hiberniae 2040; new generation flood protection for Irish Rivers (2015-2016) Poolbeg Park, Dublin; 84ha park vision, linking the port with the city (2015) Park Leusden North; three kilometers of the Grebbe Line (2015) Upgrading Gaasperplas Park, Amsterdam; upgrading Gaasperplaspark “A design vision and time are your best tools” (2014) Green Port Dublin; a new vision for the Industrial Port of Dublin’s (2012, 165ha) Ambition map; Supervision for a tunnel, bridge, two new junctions on A1 motorway. (2011) Landscape Master plan for the grebbe line. (2011, 68km) Project Landscape framework Reeve (super dike) Landscape framework and public realm design for master plan 1300 houses for a new marina village in the Ijssel delta (2010) Project: Spatial guidelines for the future development of the Beemster farm allotments (2009) Project “The Regge released”; Landscape design for the rejuvenation of the river Regge, between Rijssen and Nijverdal (former industrial area). (2008) Project Searching for tranquillity Landscape design for the provincial roadway N201 +, to Schiphol (2007)

Clients ↓

Dublin City Council, Municipality of Hooegeveen, Galway City Council, Dublin Port, Fingal County Council, Dutch ministry of Buildings and architecture -Cork City Council - Municipality of Amsterdam (DRO Amsterdam) -Development Commission for the Gelderland Valley (SVGV) - Flemish Building Department - Municipality of Deventer - Municipality of Kampen - Dutch Forestry Commission - Commissie Linieland - Bureau Nieuwe Hollandse Waterlinie - Province of Noord Holland - Municipality of Haarlemmermeer - Dutch Ministry of Water- Atelier Overijssel - Municipality of Haarlem - Municipality of Amstelveen - Municipality of Beemster - Royal Irish institute of Architects - Préferent project developers b.v. -West Northamptonshire Development Corporation - CONO Cheese makers - RIAI - City Council Zeeburg - Municipality of Haarlem - Province of Utrecht - Dutch Forestry Commission- Alliantie Housing Corporation - Funds for Creative Industry



REDscape operates as a network office with a core of permanent design staff. We can call on an extensive network of experts in numerous fields ranging from ecologists to cost consultants and other specialists. This enables REDscape to form compact multidisciplinary teams specially suited to the implementation of each project. For the client REDscape strives for a personalised, approach, with a high level of flexibility and expertise.

Client questions?

How can we design a new super dike and its landscape to accommodate 1300 new dwellings?

See how: <http://redscape.nl/project/masterplan-reeve/>

How can we move, ripen and store 15 Million cubes of lightly polluted dredge and reuse it to form water defenses? See how: <http://redscape.nl/project/baggerdijk/>

How can we allow our farmers to build on their allotments without destroying our UNESCO landscape status and how do we translate that into planning policy? See how: <http://redscape.nl/project/des-beemsters-phase-ii-developme/>

How can we develop a public space with a really challenging budget to attract visitors to our new visitor's centre? By the way we have a seriously limited budget? See how: <http://redscape.nl/project/redscape-makes-design-for-maalus/>

How can we develop a public realm with traffic free amenities and a sustainable urban drainage system zone for 200 new houses? This is how: <http://redscape.nl/project/public-space-design-for-meerland/>

How can we develop a public realm design for a harbour quarter that reflects the values of 'cheap but sexy' in our development strategy. By the way we need phase one ready for tender in four to five weeks? This is how: <http://redscape.nl/project/public-realm-design-for-the-deve/>

How can we defend our towns and villages from flooding water without blocking our river fronts? This is how: <http://redscape.nl/project/walk-the-line/>

How can we redesign our forts, bridges and infrastructure along 67km to create an homogenous, functional, affordable, and recognizable landscape park? This is how: <http://redscape.nl/project/furniture-design-for-national-mo/>