



City of Somerville Joseph A. Curtatone, Mayor Alderman J.T. Scott

## **Project Team**

Robert King - Director of Capital Projects
Brad Rawson - Director of Transportation & Infrastructure
Rich Raiche - Director of Engineering
Gregory Jenkins - Executive Director, Somerville Arts
Council

## **Project Managers:**

Luisa Oliveira—Parks & Open Space Rob Cassano—Capital Projects Jess Fosbrook— Engineering Architecture



Bruner/Cott
architects and planners

Landscape Architecture

GROUNDVIEW

Mechanical Engineering



Structural Engineering

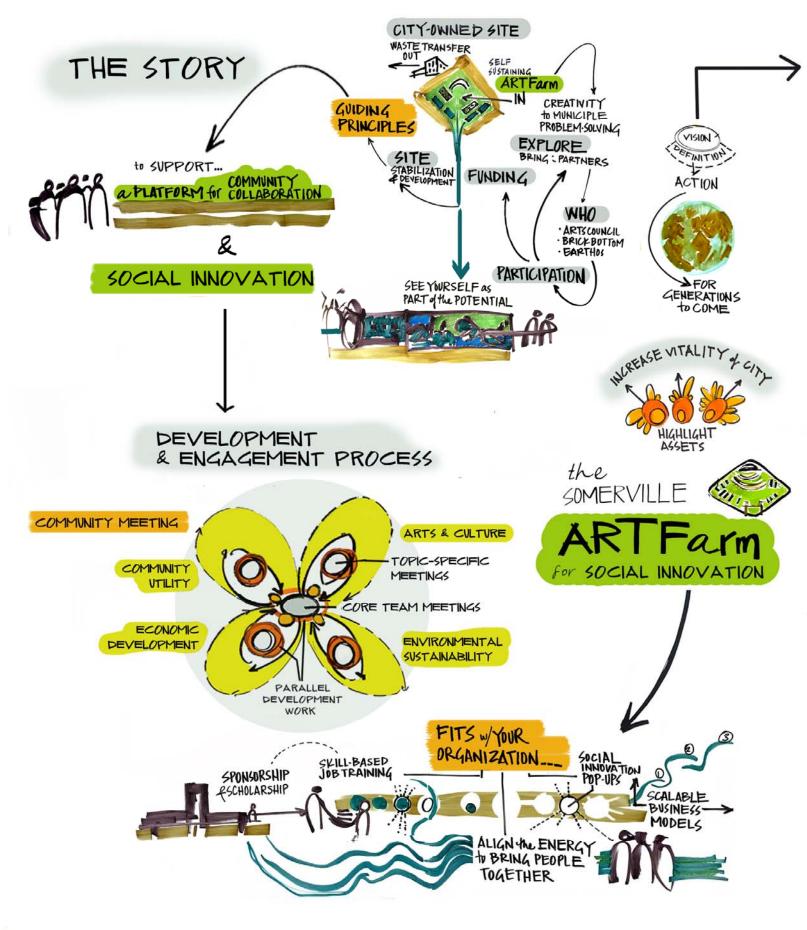
Simpson Gumpertz & Heger

**Economic Consulting** 

Consult **Econ** 

# What is ArtFarm?





## PROPOSED 4VIDING PRINCIPLES

#### I. ACCESSIBLE:

a year-round, informal, eclectic, welcoming, and engaging atmosphere

#### 2. TRANSPARENT:

open decision-making processes, organizational structure, and methods of sharing

#### 3. INCLUSIVE:

for all types of people & walks of life

#### 4. WE > ME:

lack of ego in service of the whole

#### 5. PEOPLE > PROFIT:

non-traditional ways of measuring success, with the motto upay it Forward"

#### 6. SUSTAINABLE, HOLISTIC APPROACH:

self-sufficient, bio-diverse, regenerative, zero-carbon, waste free, with green technology and productive landscapes

### 7. RISK TAKING:

re-inventive, taking chances and pushing boundaries within agreed parameters (some areas enforced & some area free range) — as part of the organizational dna

#### 8. EDUCATIONAL:

leadership development through year-round programming that encourages curiosity

### 9. PART OF URBAN FABRIC:

integrated with the city

#### 10. SOCIALLY INNOVATIVE:

partnerships expand within and beyond the borders of Somerville, between the city, individuals and organizations, to cultivate social capital

# II. AN INCUBATOR FOR INCUBATORS, with mechanisms for supporting ideas and initiatives, including new models of: cooperatives, financing, membership, maturity, and flexible policy

### 12. AN ICONIC SYMBOL:

awesome/wow factor...the big revel (iconic symbol for somerville)





# We Heard: Put More Park in the Farm

- 5<sup>th</sup> Largest Open
   Space 2 acres
- walking path
- discovery elements
- seating (permanent/ movable)
- community table
- lighting















# Project History

## **Project History**

Clean Up Day

**TODAY: Community Meeting** 

Jan 26, 2014 Art Farm Focus Group Session # 1: Environmental Sustainability Art Farm Focus Group Session # 2: Arts & Culture February 2014 March 2014 Art Farm Focus Group Session # 3: Community Utility May 2015 Art Farm Focus Group Session # 4: Economic Development Fall 2015 Design Team Hired Spring 2016 SMARTFarm Report Summer 2016 Greenhouse & Refrigerator Installation, Remediation of Contaminated Soil Begun December 2016 Community Meeting at Armory Summer 2017 Remediation of Contaminated Soils Completed Fall 2017 **Electricity Brought on Site CPA Application** Dec 2017 Mayor Commits to ArtFarm as Permanent Space with Infrastructure Below Spring 2018 **Bulb Blitz** Construction Staging Moved and Fence Erected

# What's There Now?



Refrigerator Shape Up Somerville

Greenhouse
Operations
Green City Growers

World Farmers
Program
Groundwork Somerville



## **SAC Events**

**New England Music Festival (Boston Hassle)** 

Sat, June 16 (RD June 23) – all day

**Stephod Music Festival** 

Sat, Aug 18 – all day

**Lia Music Festival** 

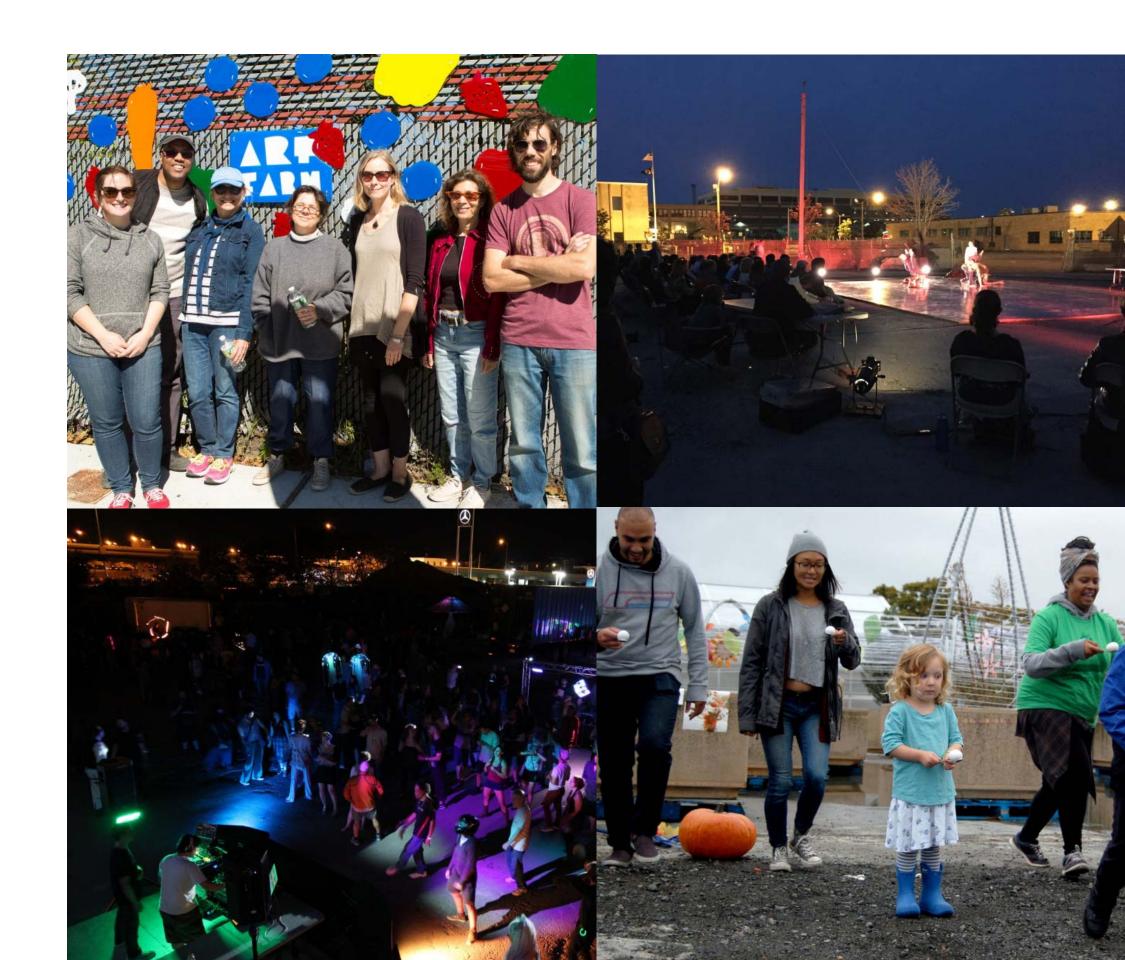
Sat, Sept 8 & 9

### MUM

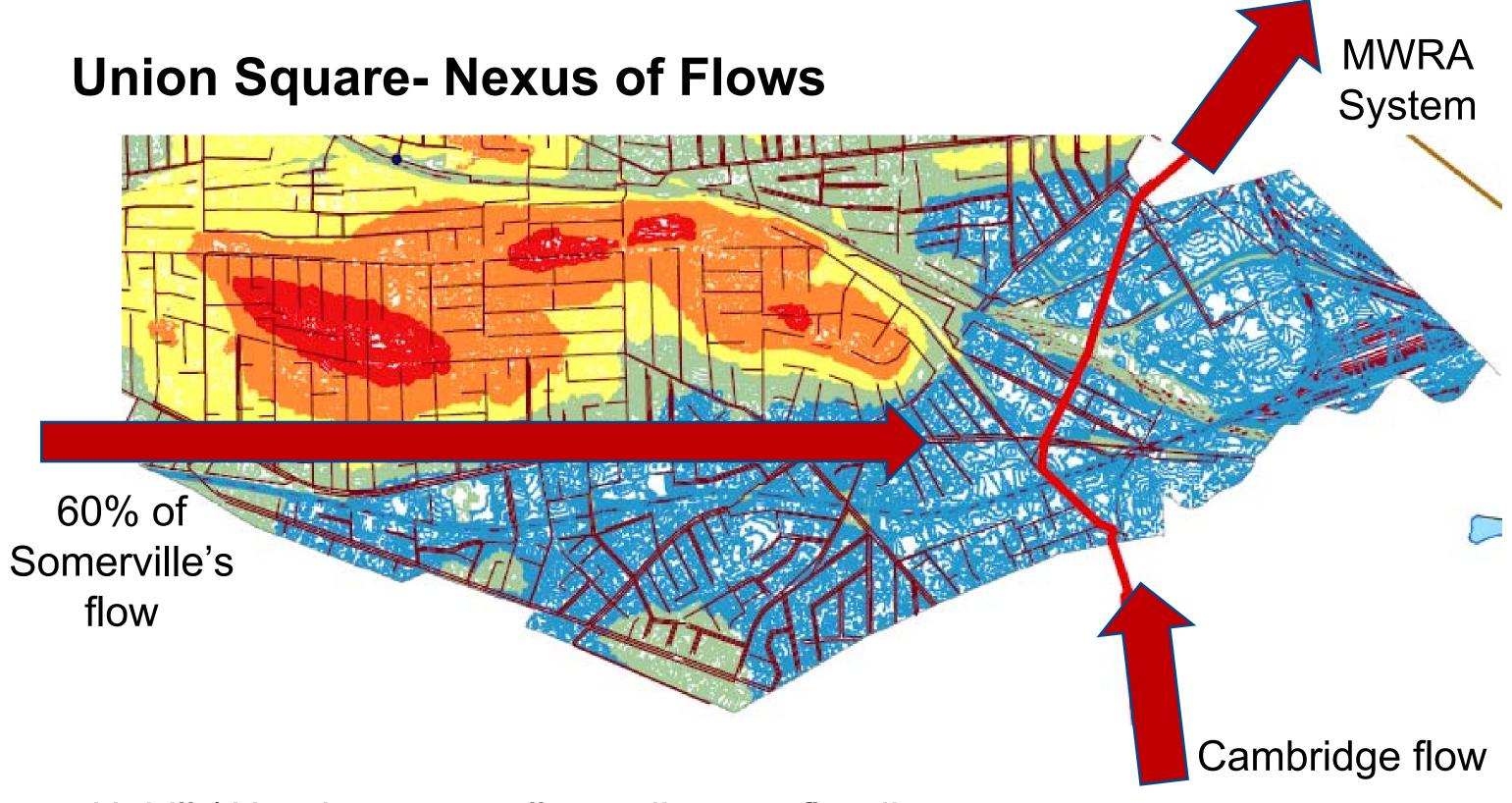
Sat, Sept 22, 8pm – 12am

**HONK** volunteer event

Sat & Sun, Oct 6 & 7 – evening

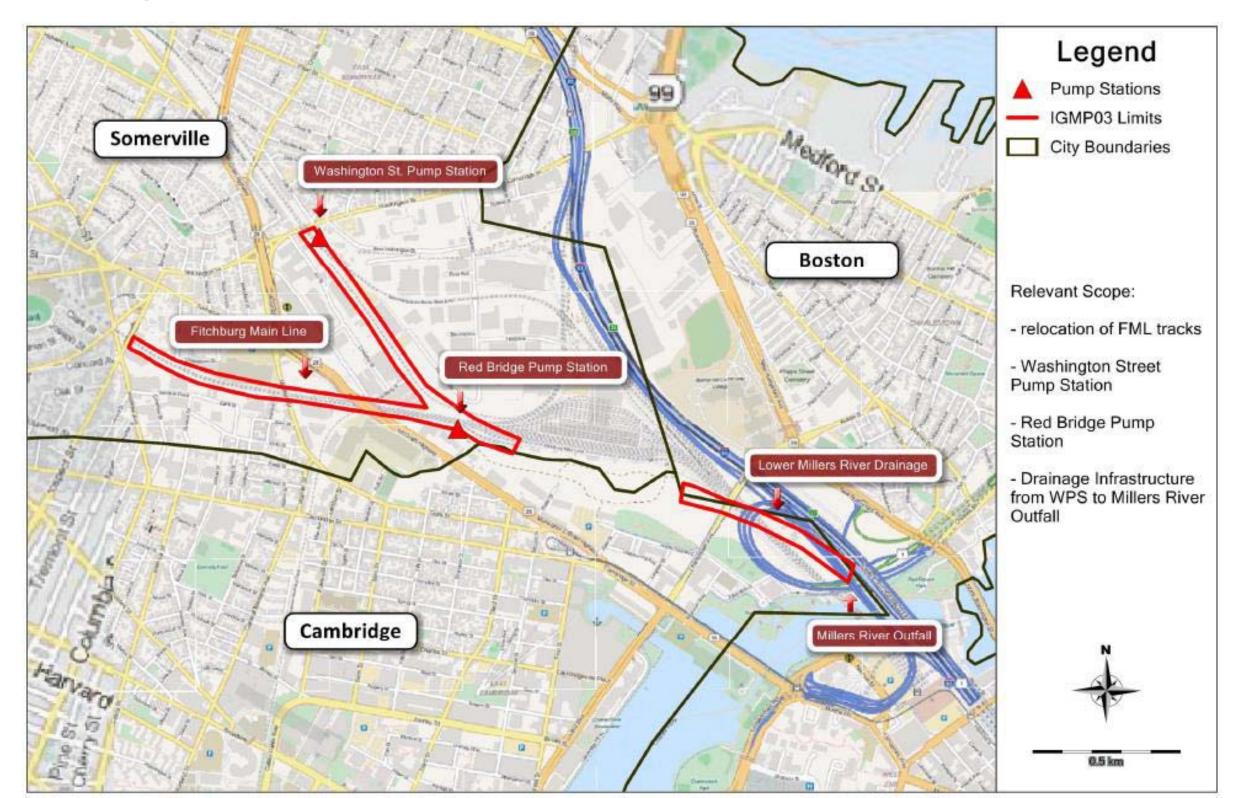


# Stormwater Infrastructure



→ Uphill / Up-pipe areas all contribute to flooding

# GLX drainage improvements and Poplar Street Pump Station



# It's a System: 4 Projects



## **Proposed Connection**



### **Environmental Benefits**

- Separation of sewage and stormwater
- Cleaner water in waterways
- Less treatment of stormwater (\$ and energy)
- Climate change adaptation
- Opportunity for green infrastructure and education

# Phasing

## Two Halves, Two Projects

### Phase 1

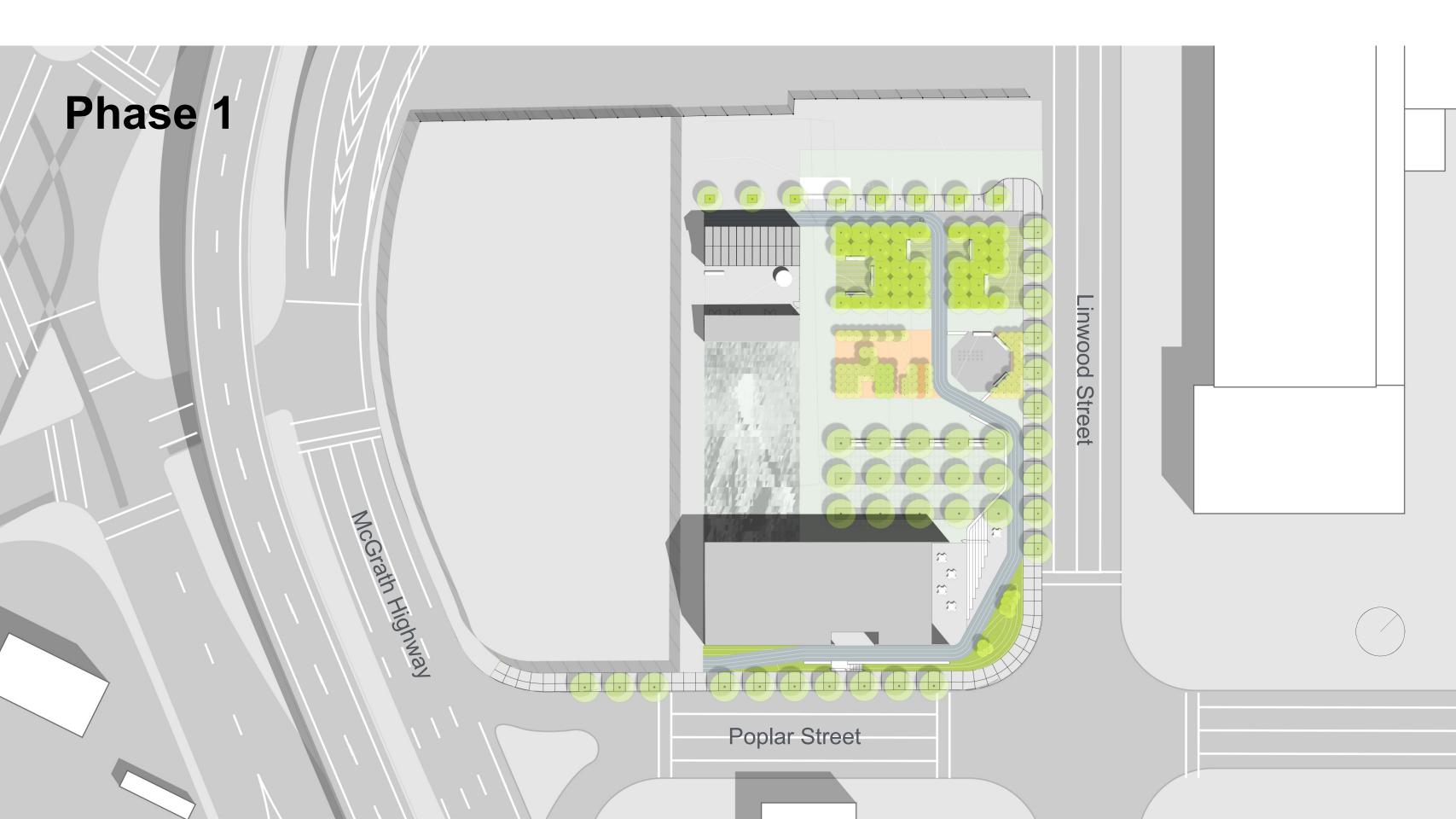
- South: Stormwater Infrastructure Design
- North: Construction of ArtBarn & Site Work

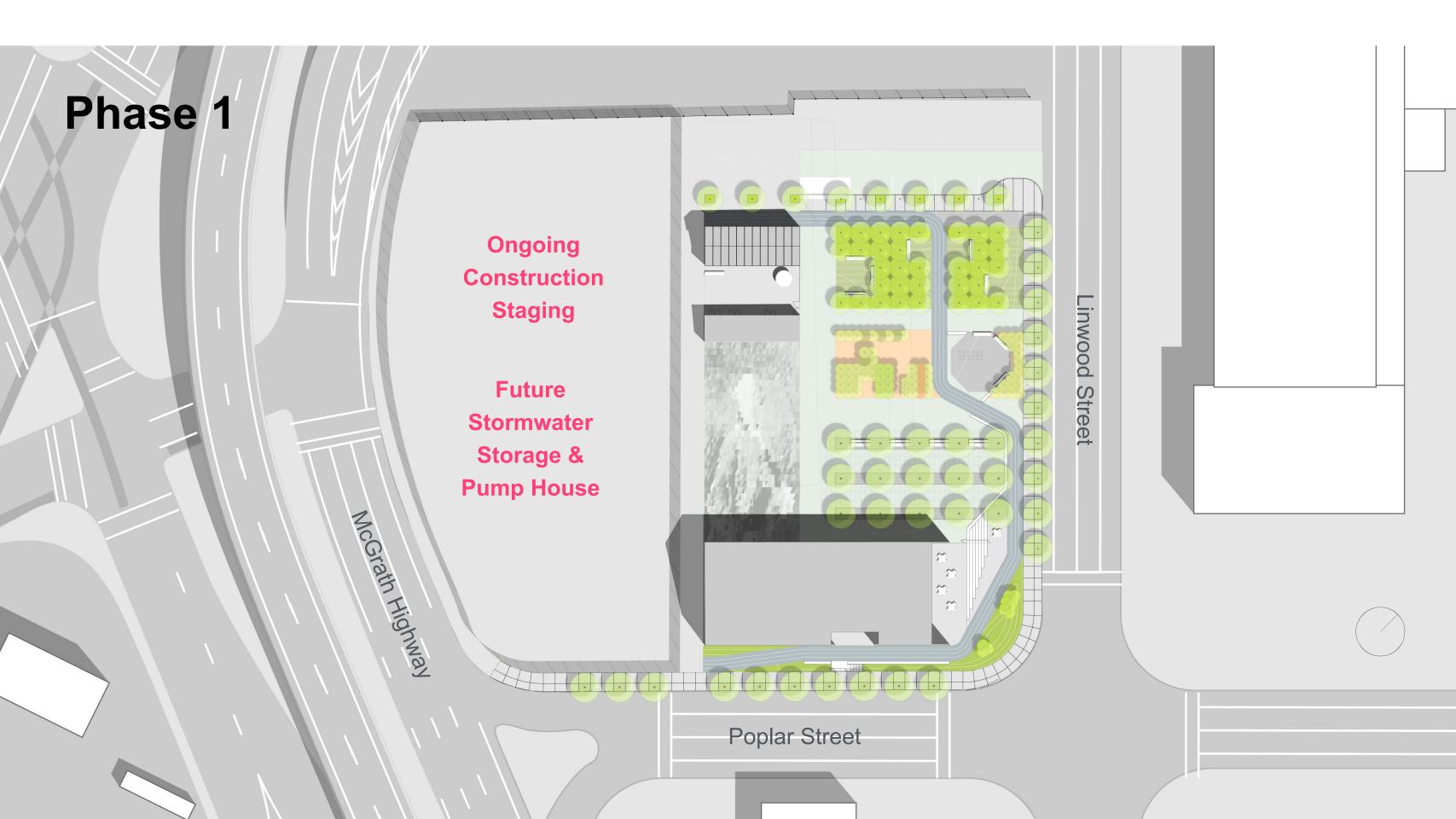
### Phase 2

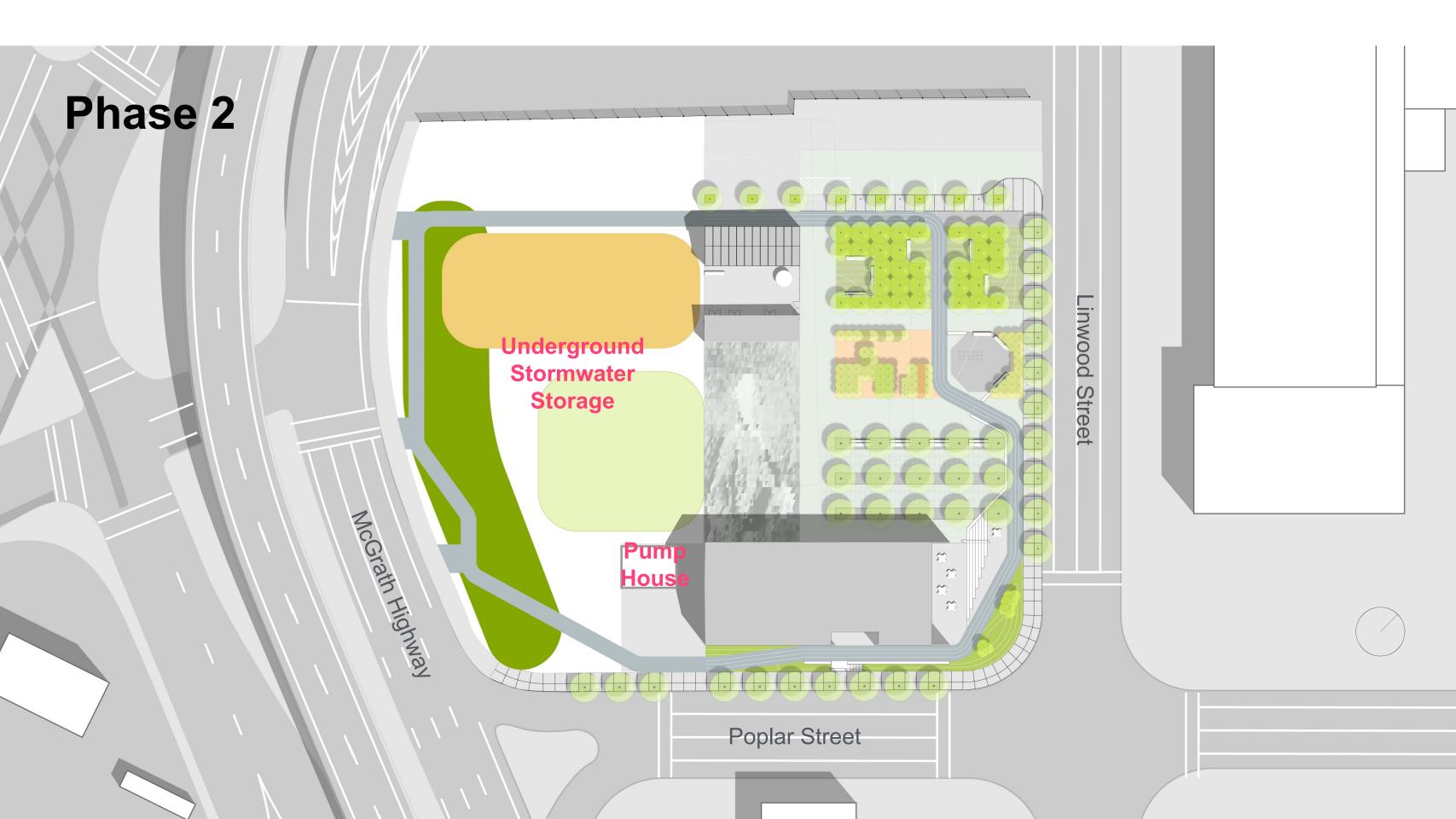
- North: Construction of Stormwater Infrastructure
- South: Completion of ArtFarmSite Work

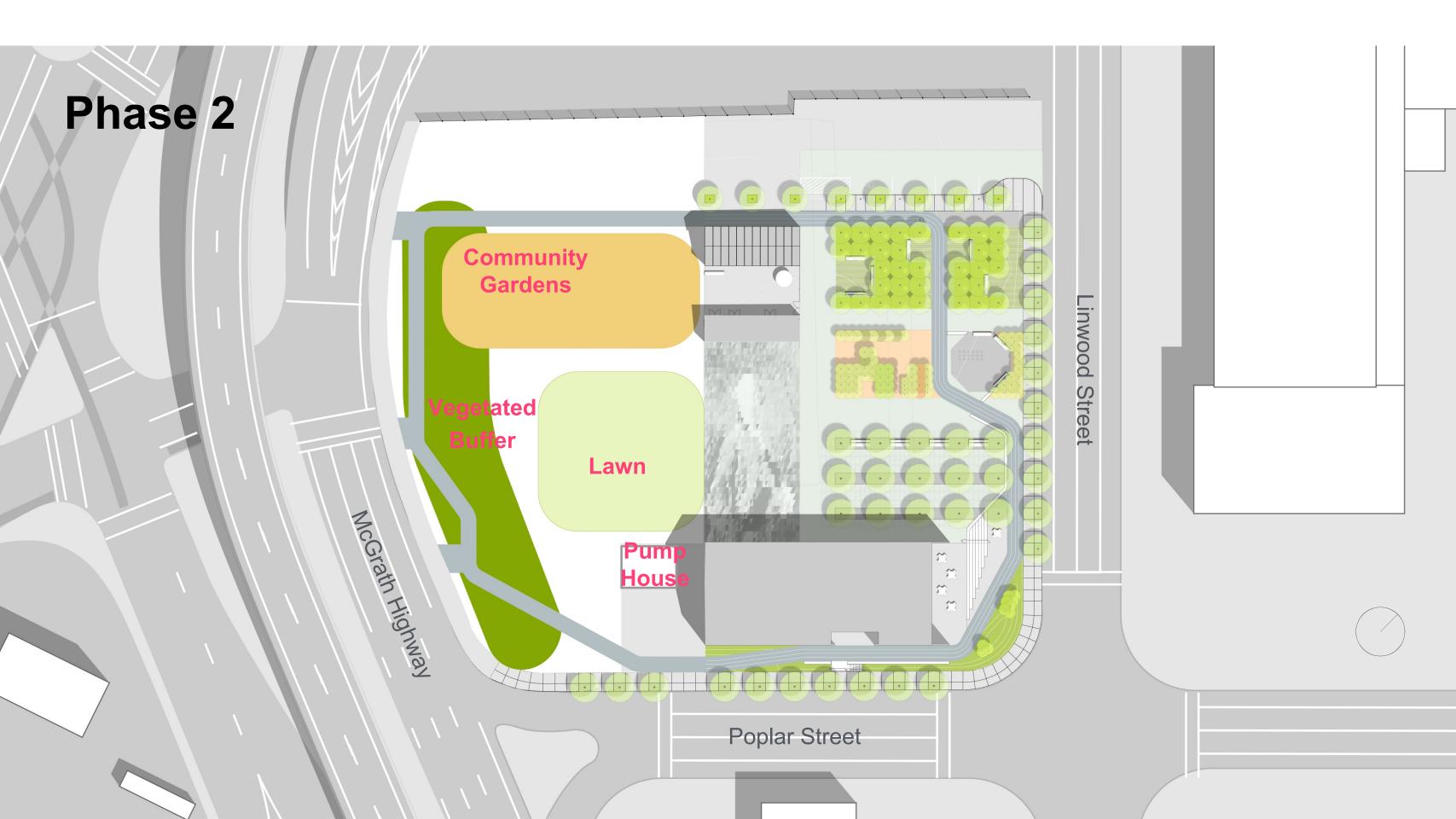
# ArtFarm Site Design

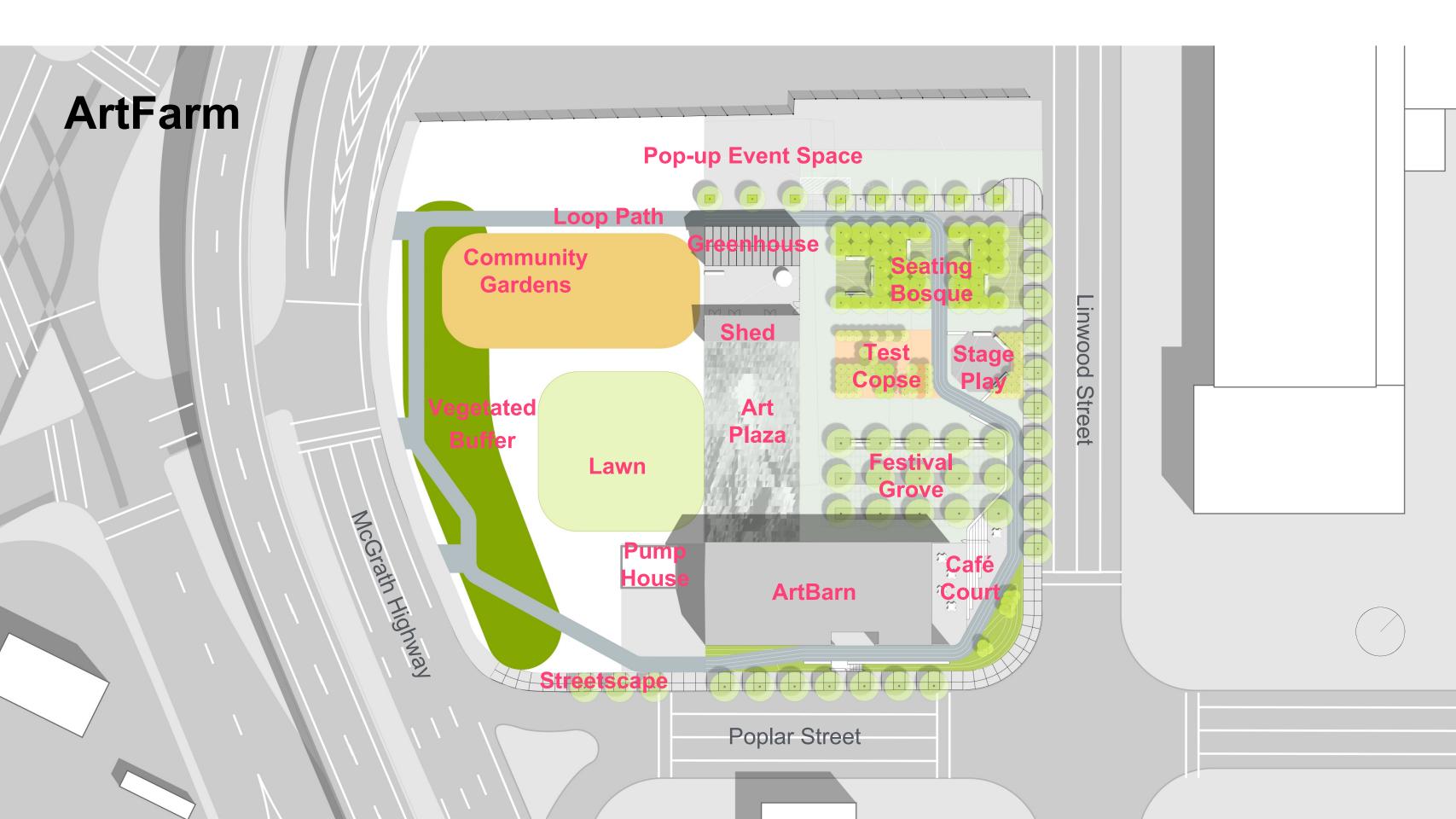




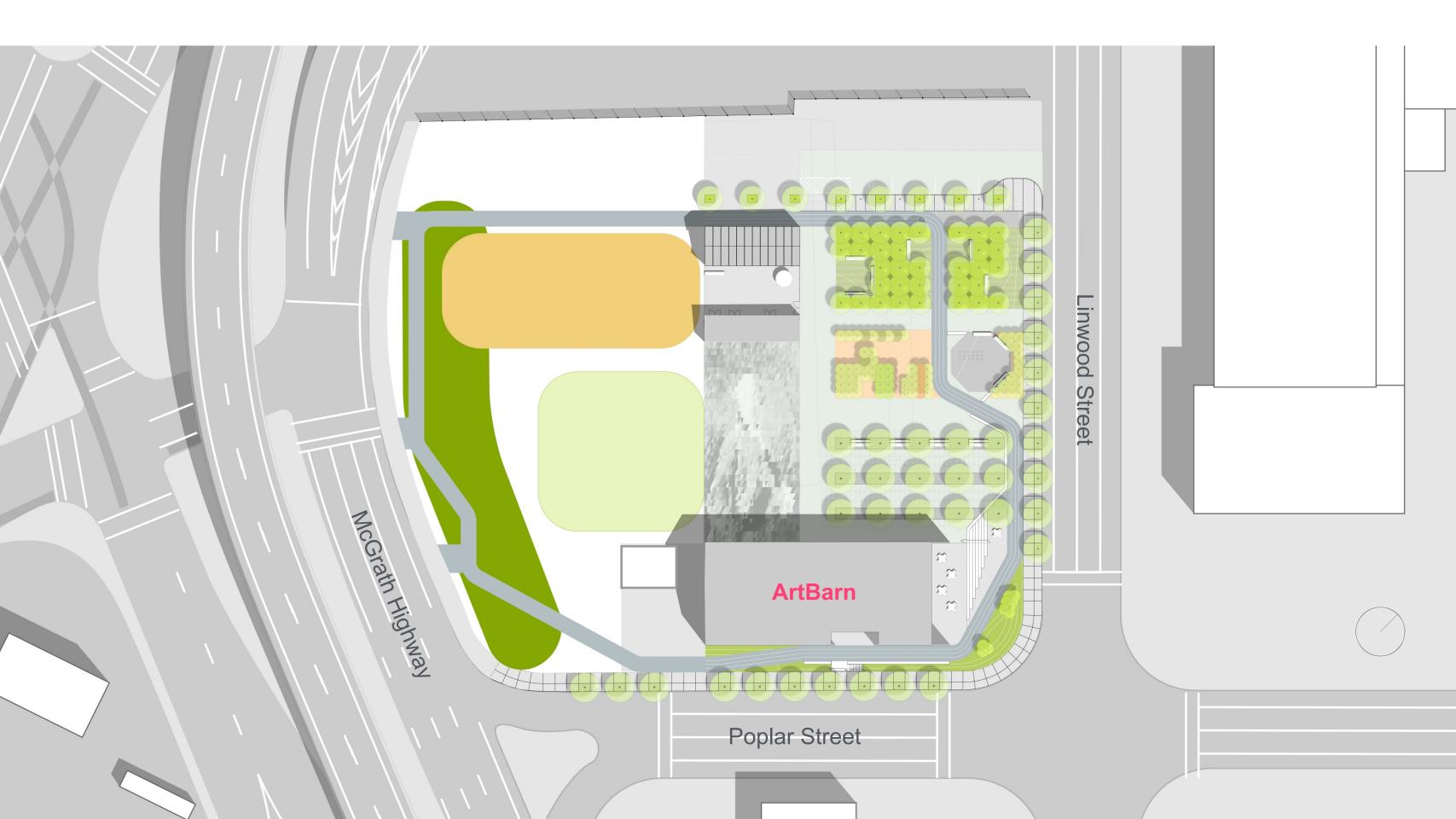


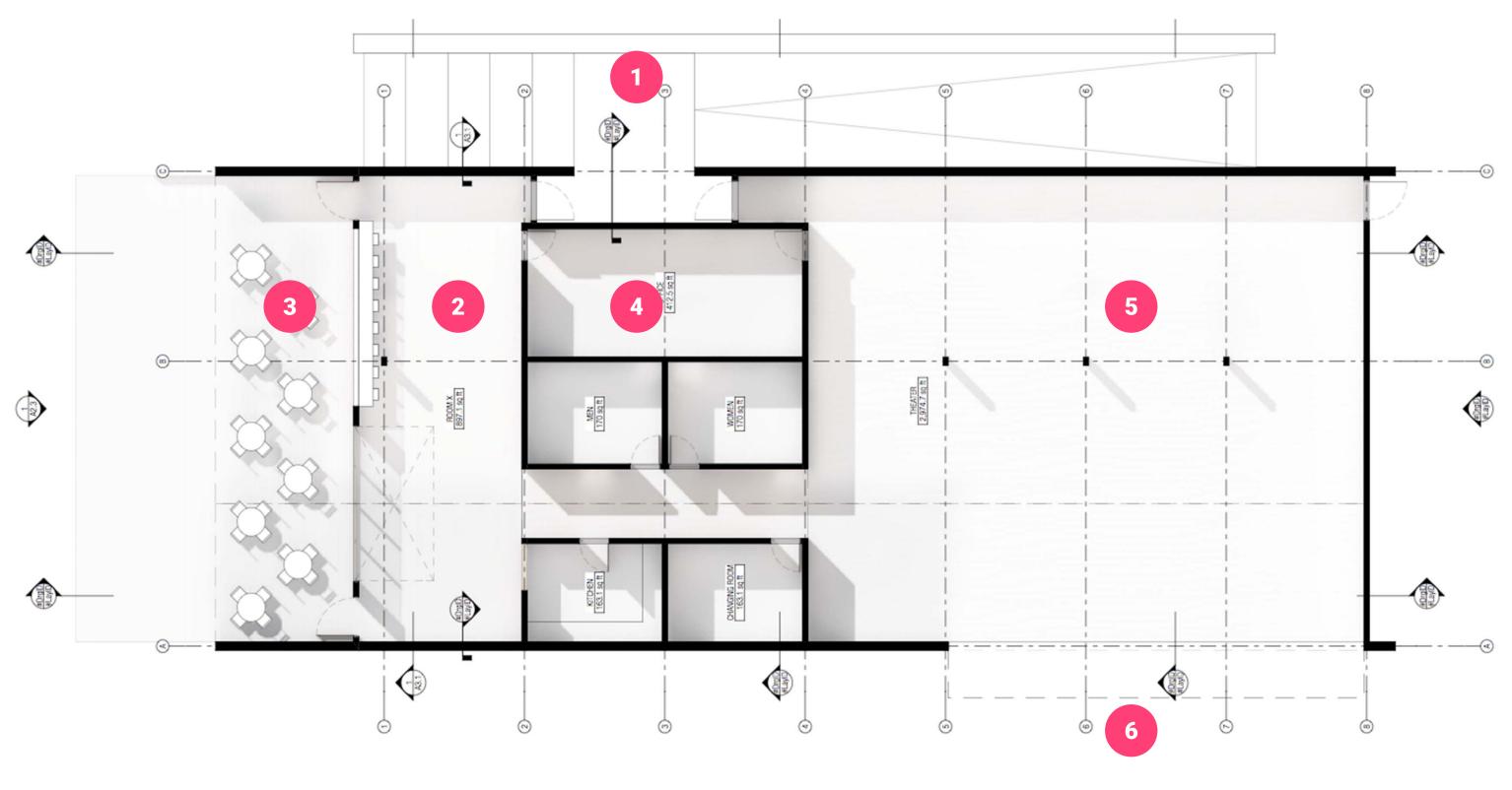






# ArtBarn





- 1 BUILDING ENTRY
- 3 OUTDOOR "ROOM" 5
- PERFORMANCE SPACE

- 2 PUBLIC PROGRAM
- 4 BACK-OF-HOUSE
- 6 OUTDOOR AUDIENCE



# Morning

**Community Breakfast** 

Gardening (in or out)

Instructional Class

Visit from Schools

Cafe/Coffee

Make Art



### → Gardening (in or out)

→ Rehearse Performance

Afternoon

- → Food Trucks for Lunch
- → Make Art
- → Learn about Sustainability
- Classes for Kids (Visual, Performance, Farming)
- → Buy Art, Craft, Food
- → Visit Gallery
- → Testing Ground (Soils/Air)
- → Be Active
- → Hanging Out



## **Evening**

- → Cafe/Drinks
- → Community Dinner
- → Instructional Class
- → Movie
- → Make Art
- Music or TheatrePerformance
- Music Festival (e.g. PorchFest, HONK!)
- → Hanging Out

Arts/Cultural Engagement Community Utility

**Environmental Sustainability** 

**Economic Development** 









## Morning

## Afternoon

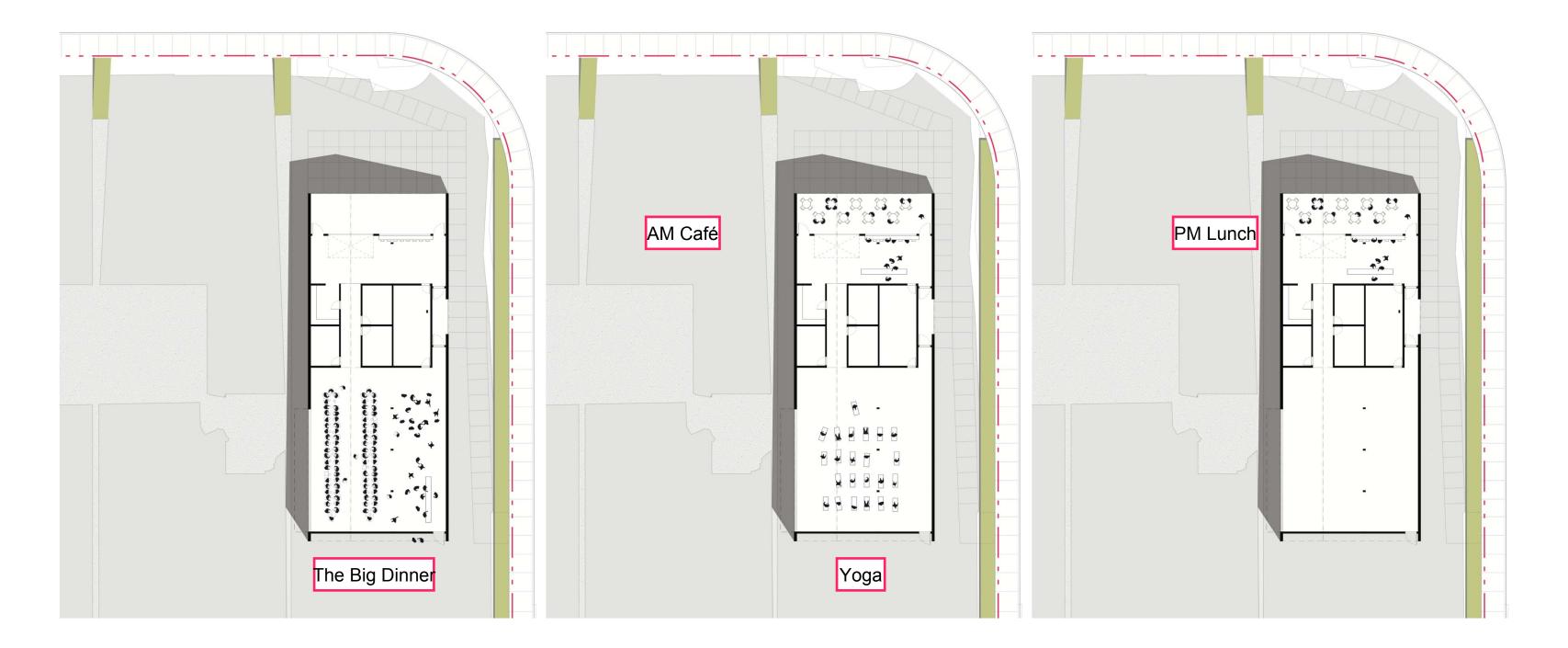
## **Evening**

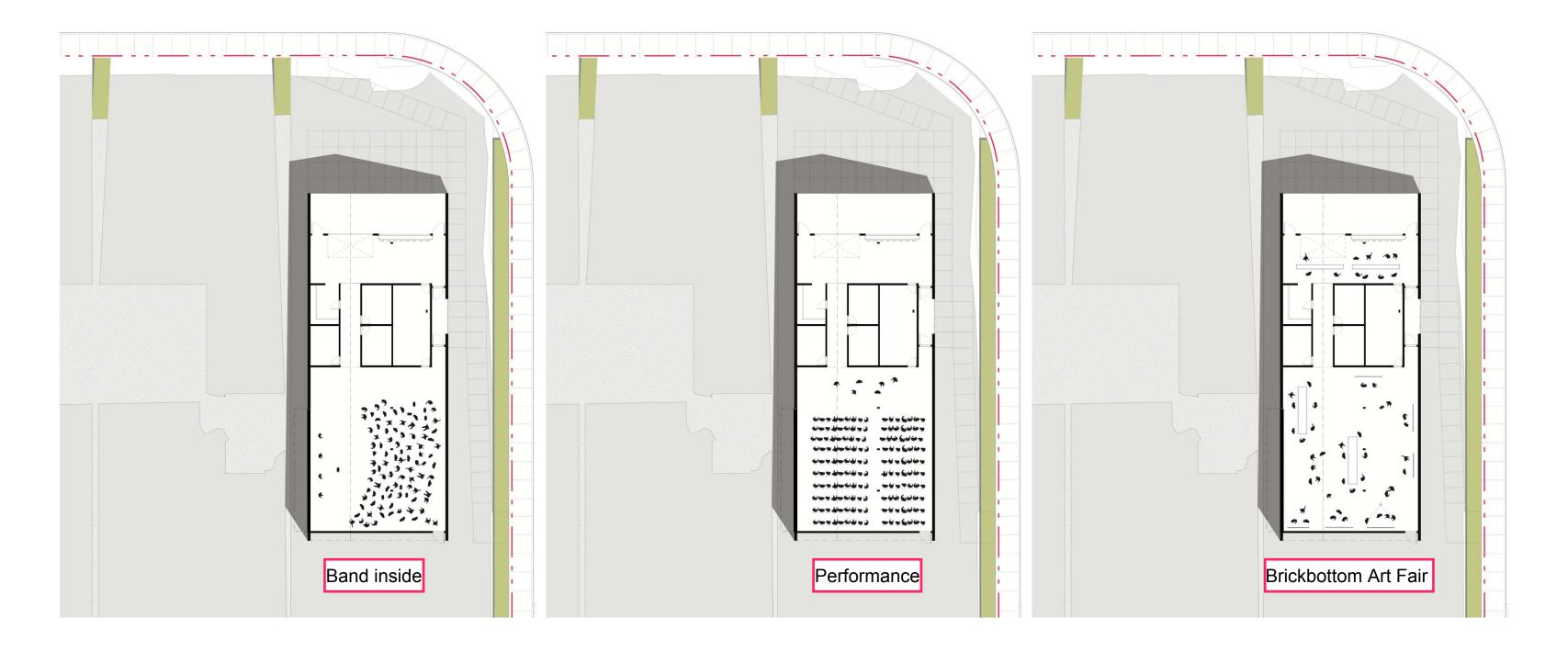
- Arts/Cultural Engagement
- **Community Utility**
- **Environmental Sustainability**
- **Economic Development**
- Uses— Weekend

- → Cafe/Coffee
- → Community Breakfast
- → Gardening (in or out)
- → Instructional Class
- Make Art
- → Be Active

- → Cafe/Coffee
- → Gardening (in or out)
- → Instructional Class
- → Food Trucks for Lunch
- → Make Art
- → Learn about Sustainability
- Tiny House Festival
- → Visit Gallery
- → Buy Art, Craft, Food
- See Art Demonstration
- → Be Active
- Community Meeting
- → Music or Theatre Performance

- → Cafe/Drinks
- → Bash (e.g. Meet under McGrath)
- → Food Trucks
- → Make Art
- Music or TheatrePerformance
- ➡ Tiny House Festival
- → Movie
- → Visit Gallery
- → Hanging Out





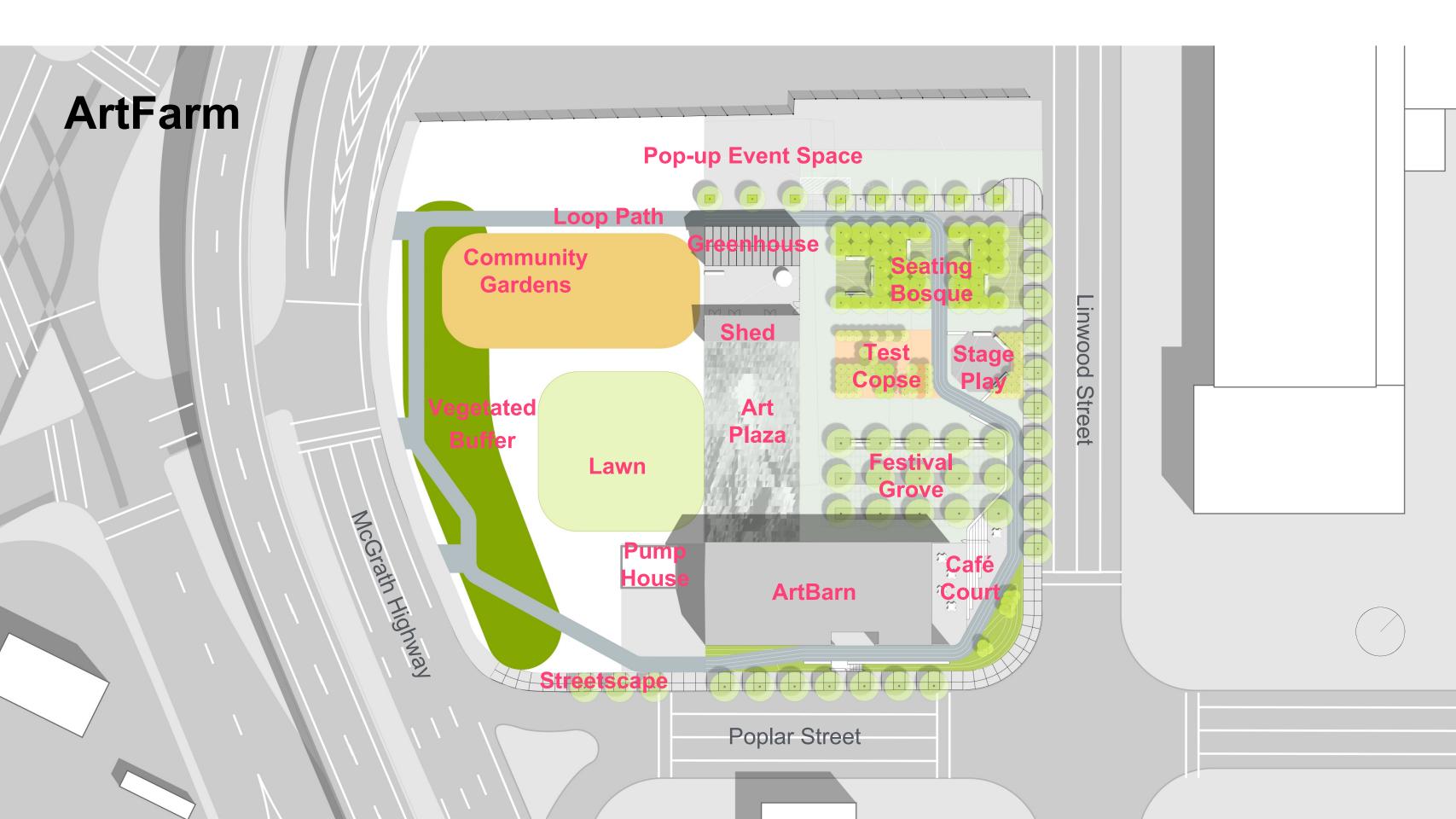








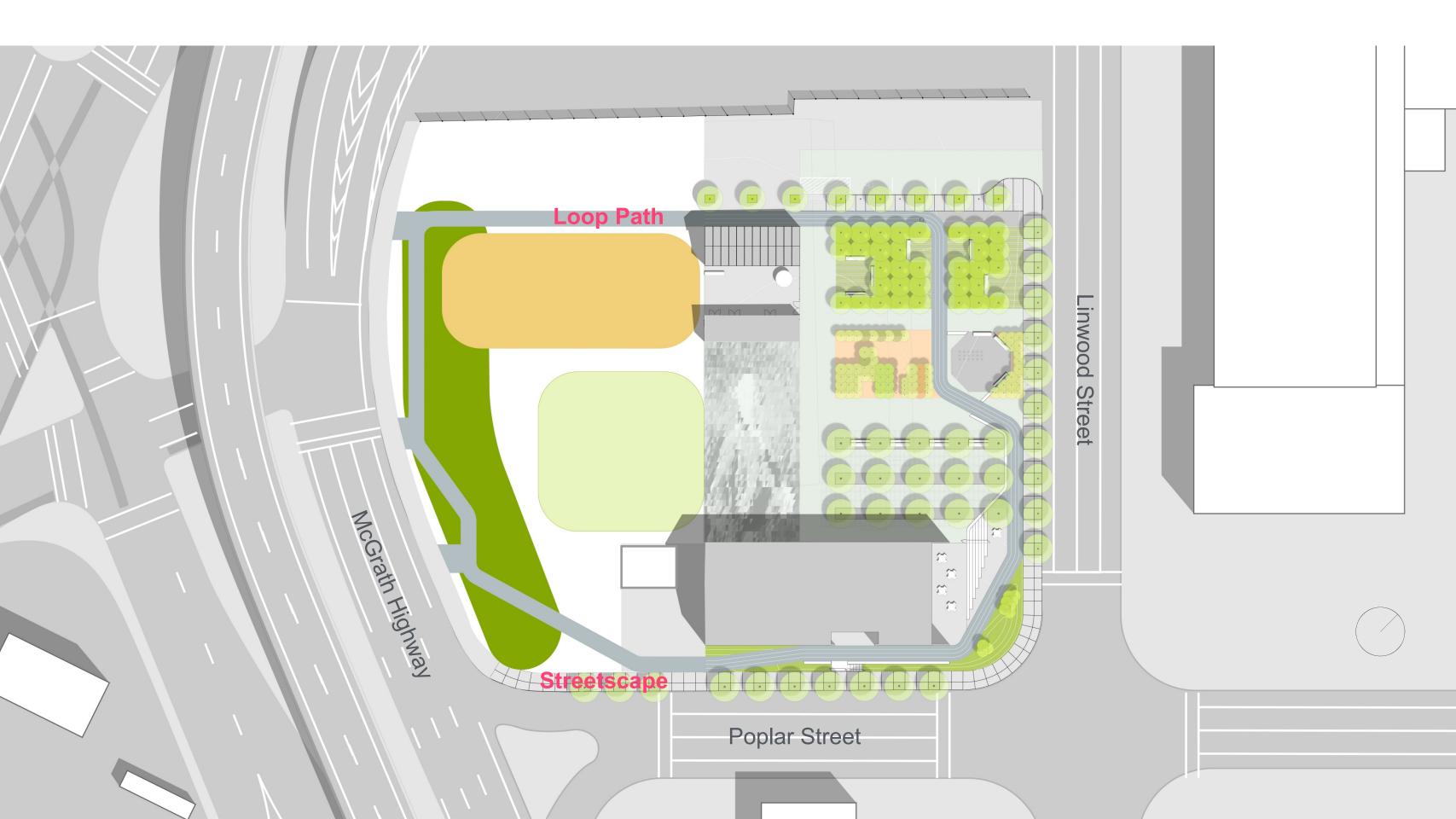
# Special Events & Everyday Use









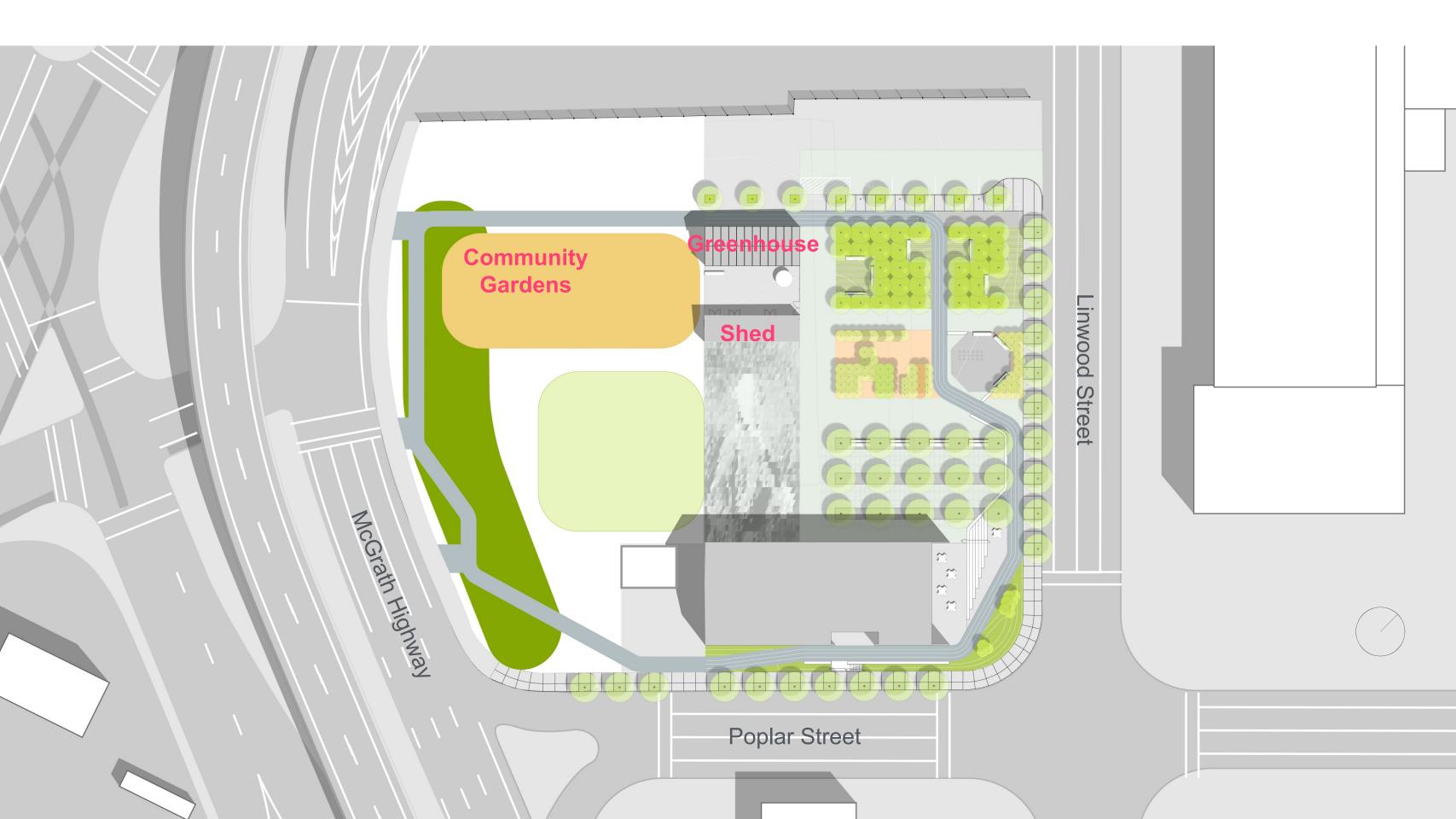


## **Urban Ag Programs**

- Community Gardens
- Professional Farm with Educational Outreach

## **Urban Ag Resources**

- Greenhouse
- Stormwater catchment system
- Shed
- Walk-In Cooler
- Raised Beds

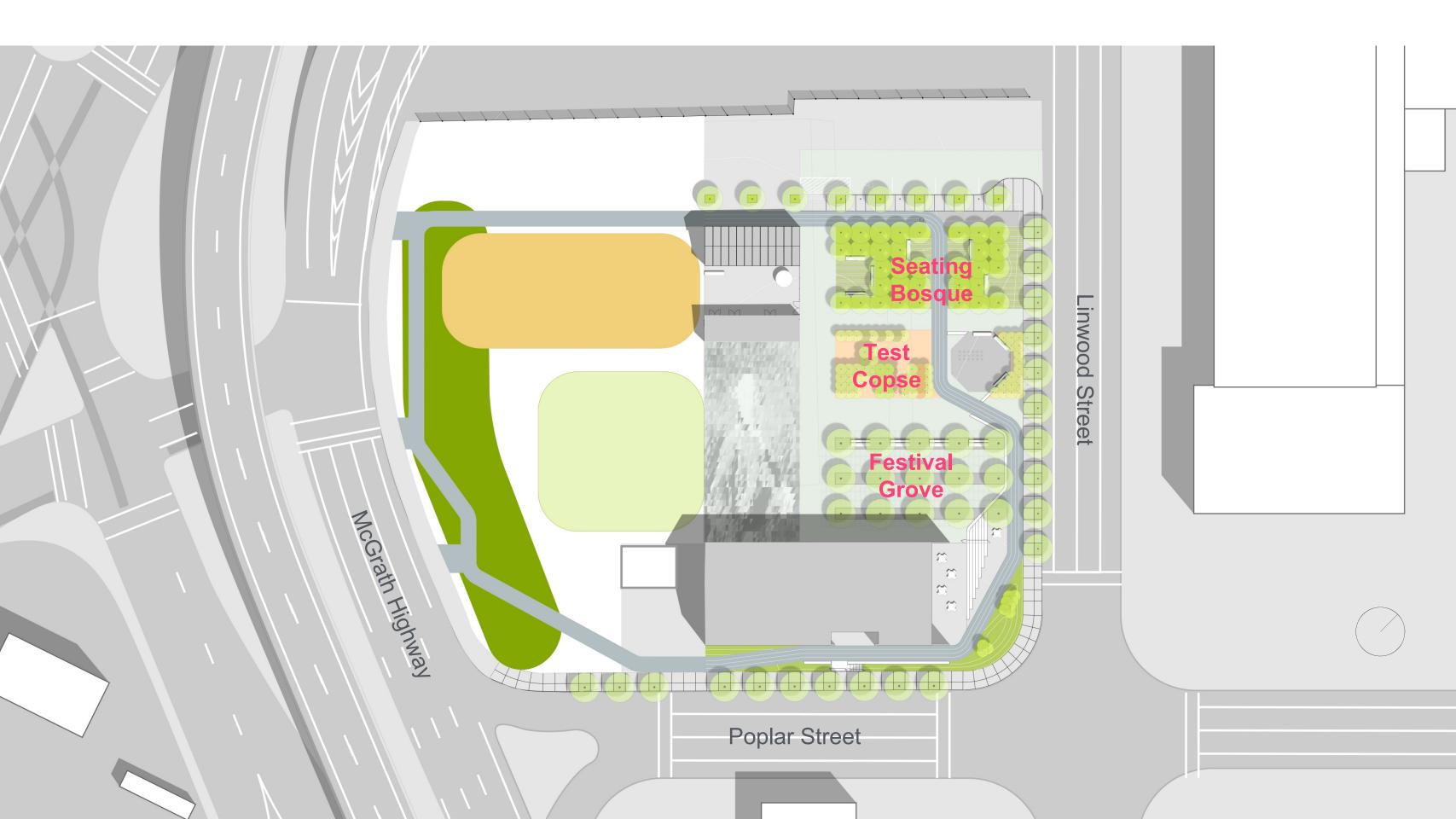




### **Tree Lab**

A Living Laboratory to study:

- Urban Soils & Tree Well Design
- Species Adapted to Climate Change







# What's Next?

## **Next Steps**

2018 ArtFarm Comes Alive Through SAC Events

CPA for Site Work BOA for ArtBarn

Fundraising for ArtBarn & Grant Applications

Fall 2018 Construction Documents for ArtBarn & Phase 1 Site Work

Engineering Design Stormwater Tank & Pump House

Spring 2019 Groundbreaking for ArtBarn & Site Work

TBD Phase 1 of ArtFARM Opening!

TBD Phase 2 and Completion of ArtFarm & Infrastructure

#### **Contact:**

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## **Project Page:**

www.somervillema.gov/artfarm

