

CITY OF MINNEAPOLIS

# Upper Harbor Terminal – Public Realm & Infrastructure

Open House #1

# Virtual Open House Instructions

- During the presentation attendees will be on mute and have their camera disabled
- This meeting is recorded and will be shared on the project website
- During the presentation, please use the “Q&A” function to type questions or comments.

# Agenda

- Welcome and Introductions
- Project Overview and Public Realm Elements
- What is Public Art within the Public Realm?
- Roadways and Public Realm  
Upper and Lower Dowling, I-94 bridge, Parkway, 33<sup>rd</sup> Avenue
- Question and Answer Session

# Introductions – Engagement Team



Craig Vaughn



Dan McNeil



Alexander Kado



Kristen Murray



Niko Kubota



Ciara Schlichting

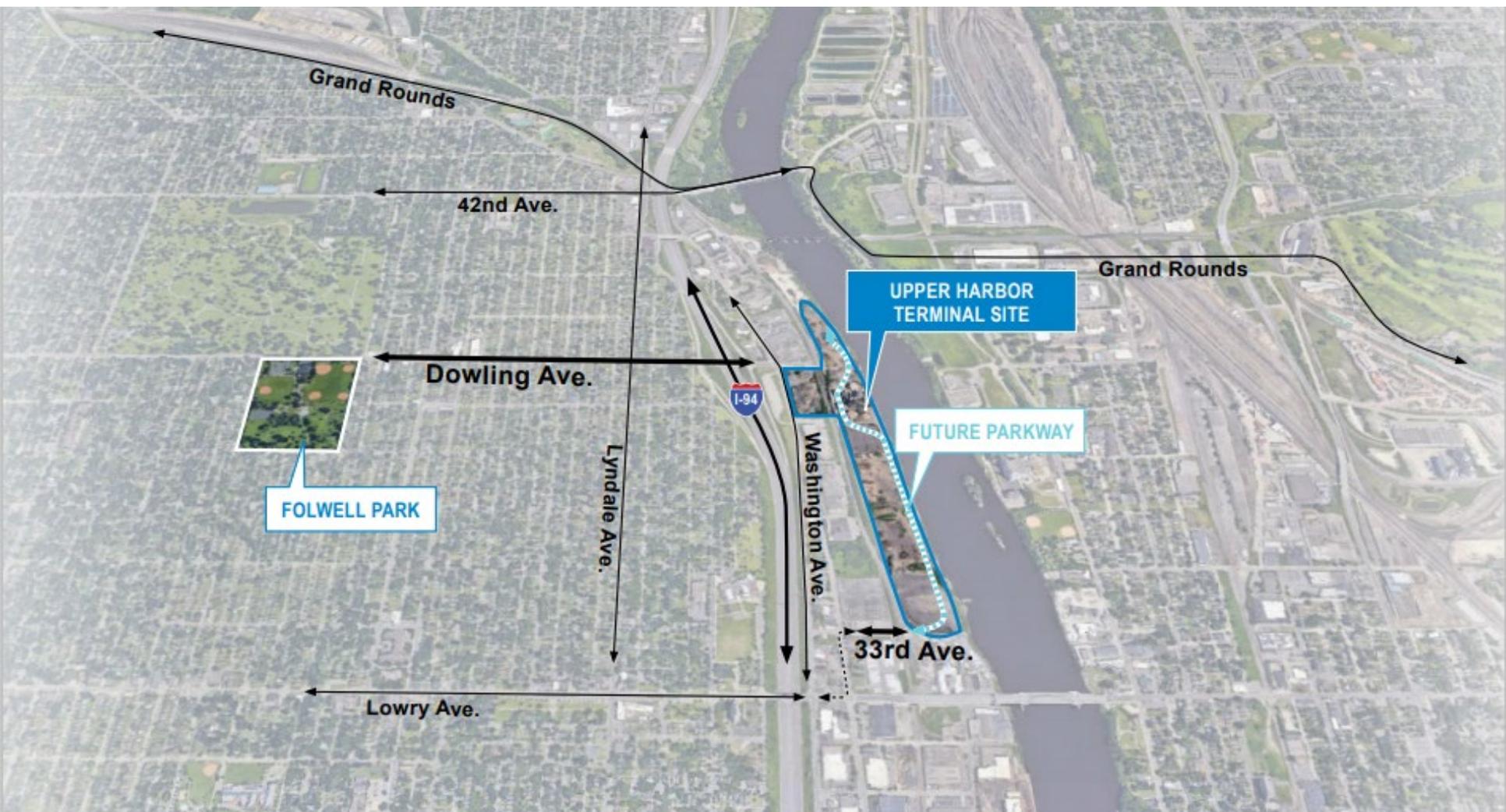


Lyssa Washington

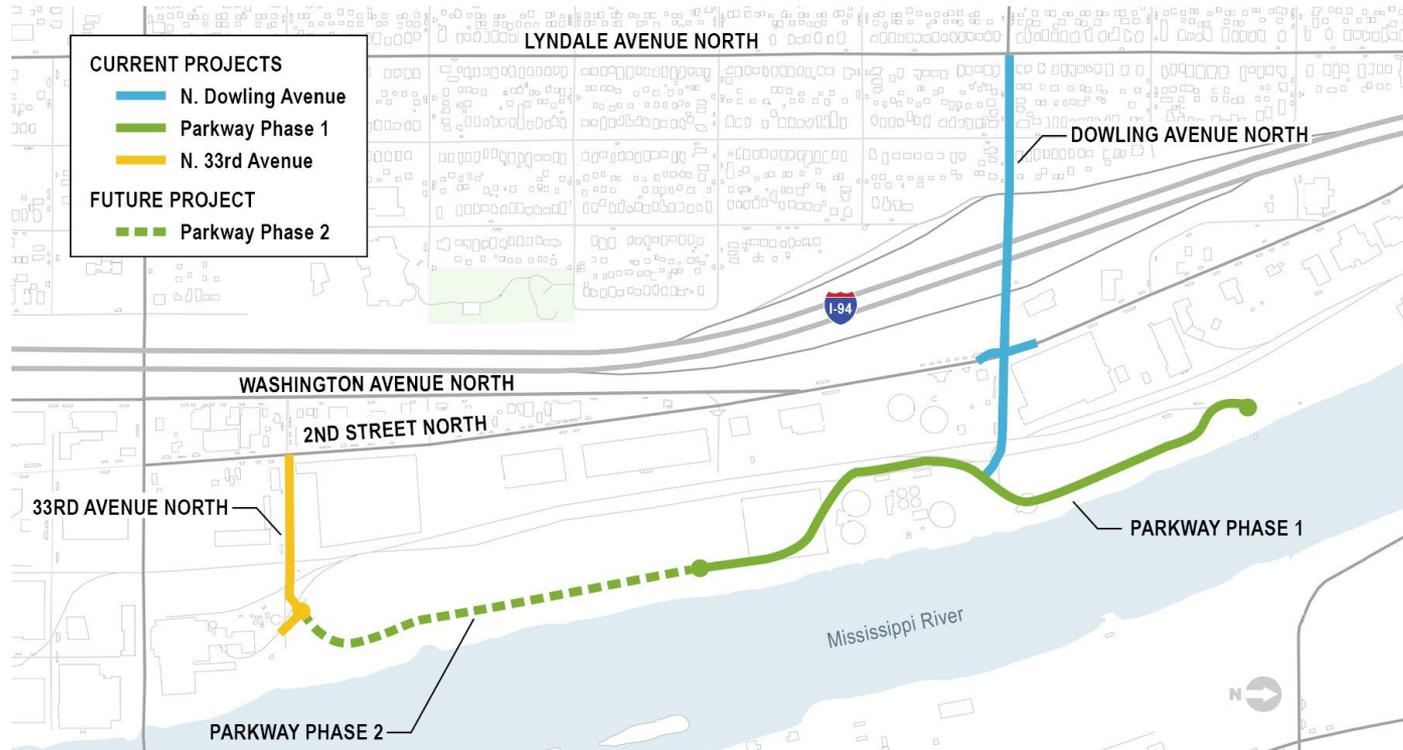


Nathan Koster

# Site and Connections



# Public Realm Infrastructure Project Area



- Provide a connected transportation system and the complementary public utilities
- Prioritize safe and convenient pedestrian and bicycle connections
- Offer a riverfront-oriented experience with a focus on innovative stormwater solutions

# Engagement (Intent and Goals)

## What We've Heard:

- Design, build, and support public spaces that prioritize inclusivity and community ownership for Northside residents
- Connect Upper Harbor into greater community and overcome I-94 barrier by providing safe transportation options
- Offer a river-front oriented experience with a focus on green infrastructure
- Support existing and future transit service
- Multimodal transportation that is safe and attractive
- Art that is meaningful to place and the community including its history and its future
- Promotion of transportation-based and community-owned business opportunities

## Intent & Goals:

- Ensure project info is readily available
- Strengthen the relationship between the diverse demographics of the North Minneapolis community, the project team, and project stakeholders
- Create desirable infrastructure and public realm elements that reflect community needs and create community excitement through a sense of ownership
- Ensure public questions and concerns are heard regarding the overall project while centering back on the public realm and infrastructure

# We Want To Hear From You!

- Please visit the project website to complete a survey and interactive wikimap.
- Sign up for UHT GovDelivery to stay informed about upcoming engagement in March

## ENGAGEMENT STRATEGIES



virtual open  
house



survey



focus  
groups



social  
media



traditional  
media



email



website

# What is Public Realm?

## Commercial Context

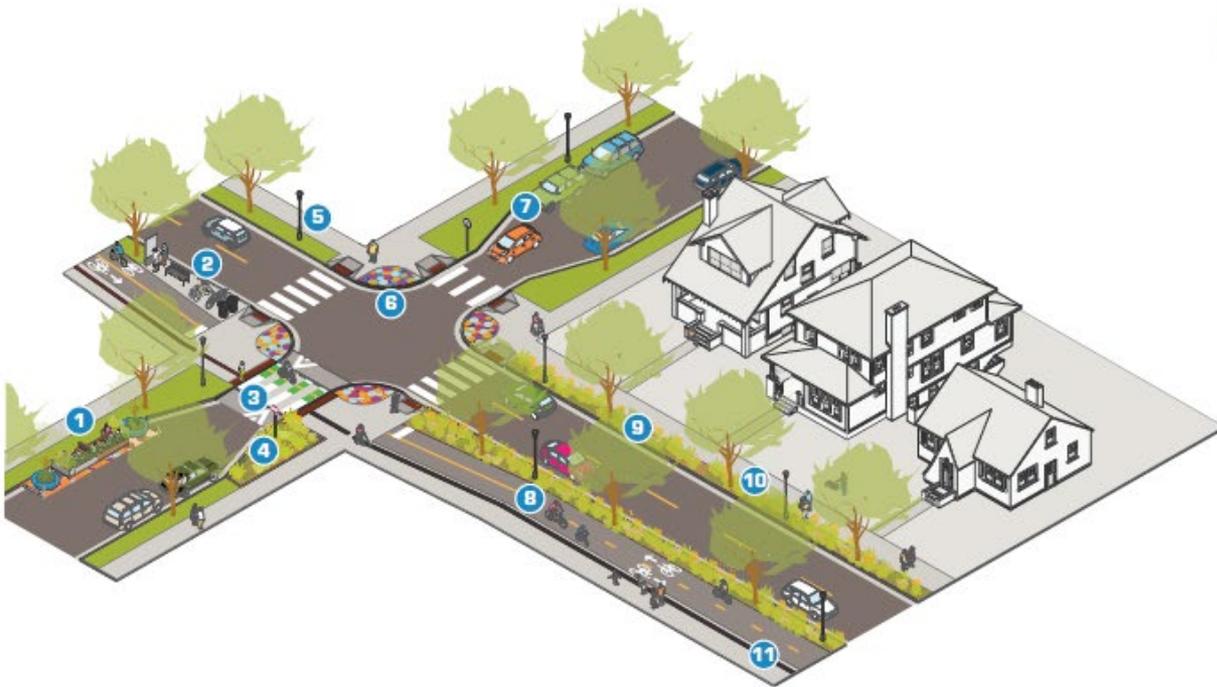
- 1 Sidewalk
- 2 On-street parking
- 3 Pedestrian scale lighting
- 4 Directional indicator between sidewalk and bikeway
- 5 Mobility Hub
- 6 Pedestrian and bicycle wayfinding
- 7 Trees and landscaping
- 8 Bus stop with shelter and bench
- 9 Bikeway
- 10 Public art opportunities such as murals, benches, fences and landscaping
- 11 Banners
- 12 Protected intersections for pedestrians and bicyclists
- 13 Bicycle parking
- 14 Seating
- 15 Landscaped boulevard



# What is Public Realm?

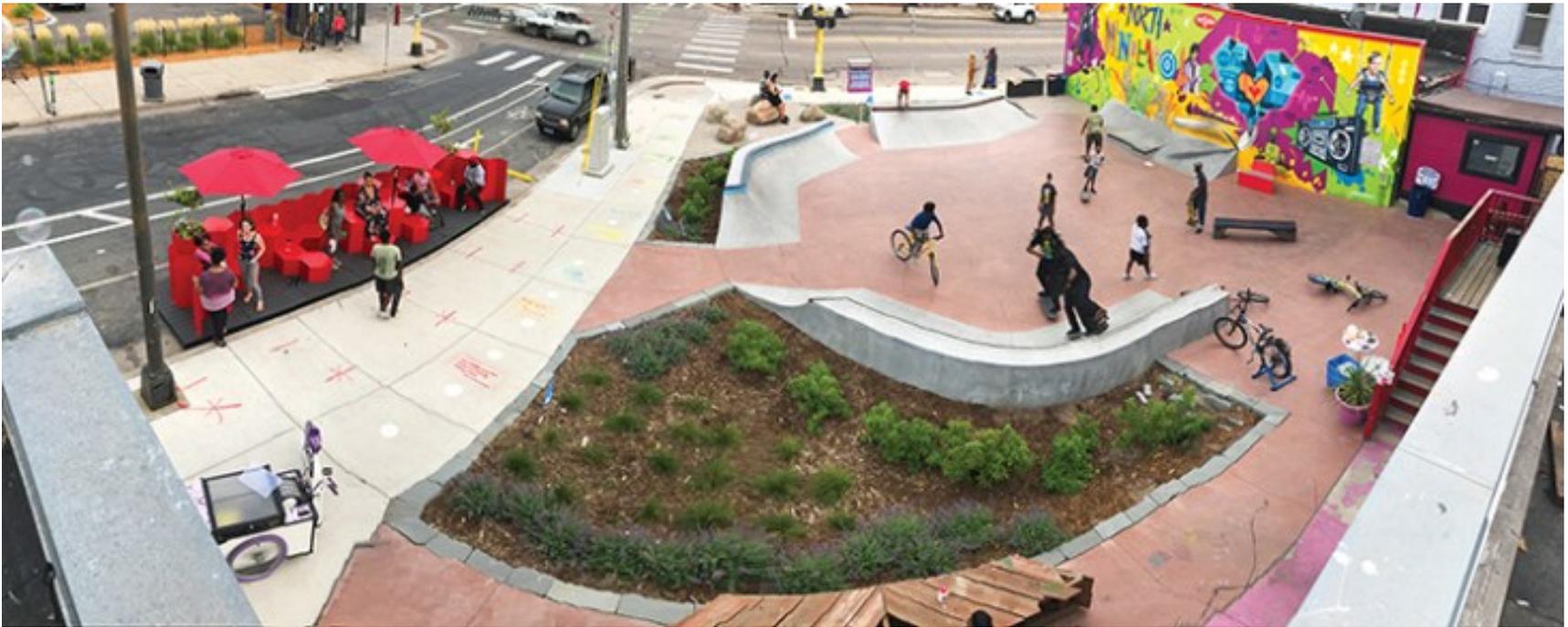
## Residential Context

- 1 Parklet
- 2 Benches, bicycle parking, wayfinding, trash and recycling bins
- 3 Raised crossing for pedestrians and bicyclists
- 4 Green stormwater infrastructure
- 5 Pedestrian scale lighting
- 6 Public art integrated with the sidewalk
- 7 On-street parking
- 8 Bikeway
- 9 Boulevard with trees and landscaping
- 10 Sidewalk
- 11 Directional indicator between sidewalk and bikeway



# Elements of Public realm

## Case Study: Juxtaposition Arts Skate-able Plaza West Broadway/ Emerson Avenue North



- Sidewalk
- On-Street parking
- Trees and landscaping
- Bus stop with shelter
- Bikeway
- Public Art opportunities
- Banners (not visible in photo)
- Seating

# Public Art... in the Public Realm

## Examples



Acid-etched concrete



Colored pavers



Engraved boulder  
(Seitu Jones, Heritage Park)



Natural stone mosaic  
(Craig David, Heritage Park)



Custom storm drain outlet  
(Seitu Jones, Heritage Park)



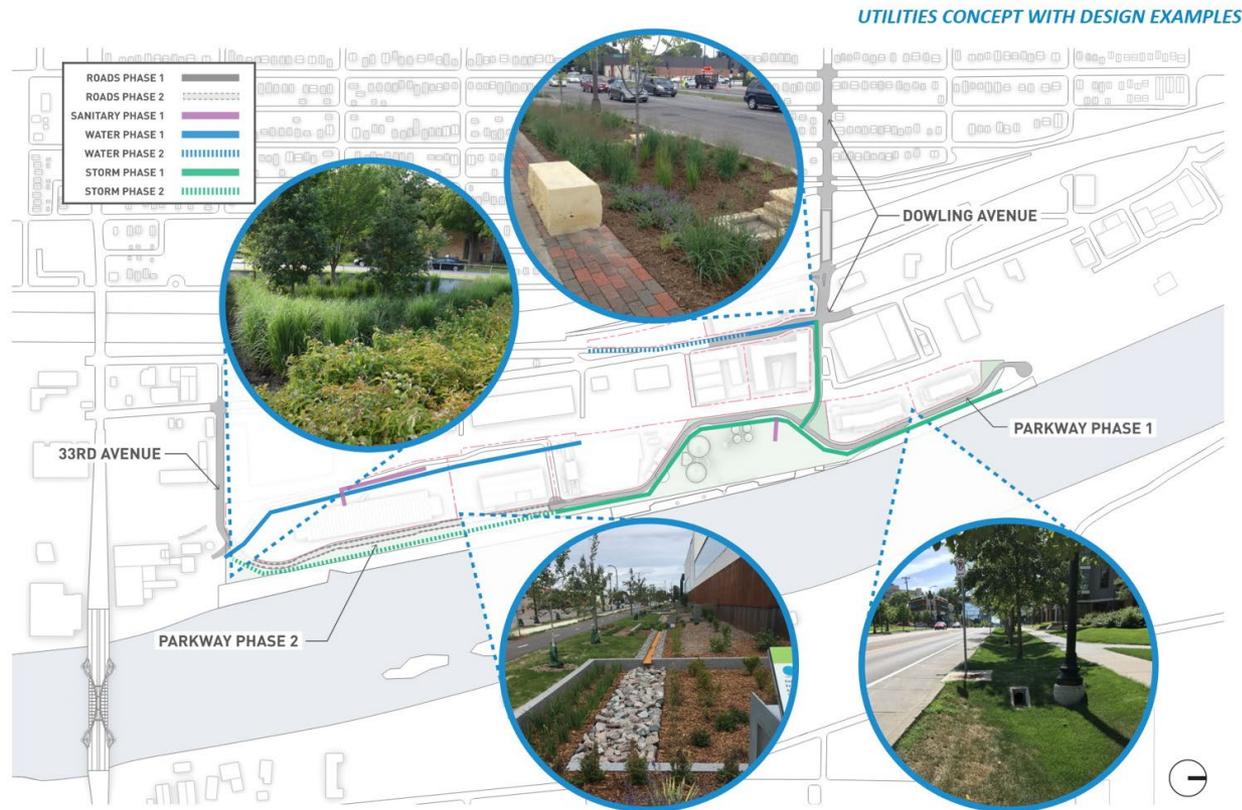
Custom guardrail and concrete stamp  
(Seitu Jones, Heritage Park)

# Themes for Public Art in the Public Realm

- ***Histories of ecological harm and disconnection from this place***  
ways that Native communities, Black communities and communities of color have connected to and been disconnected from the river; reconnecting to the river
- ***Environmental justice work and vision***  
ways that environmental justice organizing is shaping the Northside riverfront
- ***Artists' appropriation of the Upper Harbor Terminal***  
aerosol artists' mark on the UHT and its role in imagining a park
- ***Settlement history of the Northside***  
histories and presence of the Northside's diverse communities
- ***Food sovereignty in Black, Native and POC communities***  
food justice leadership on the Northside

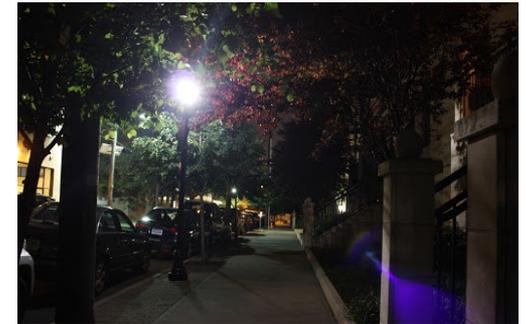


# Public Utilities in the Public Realm

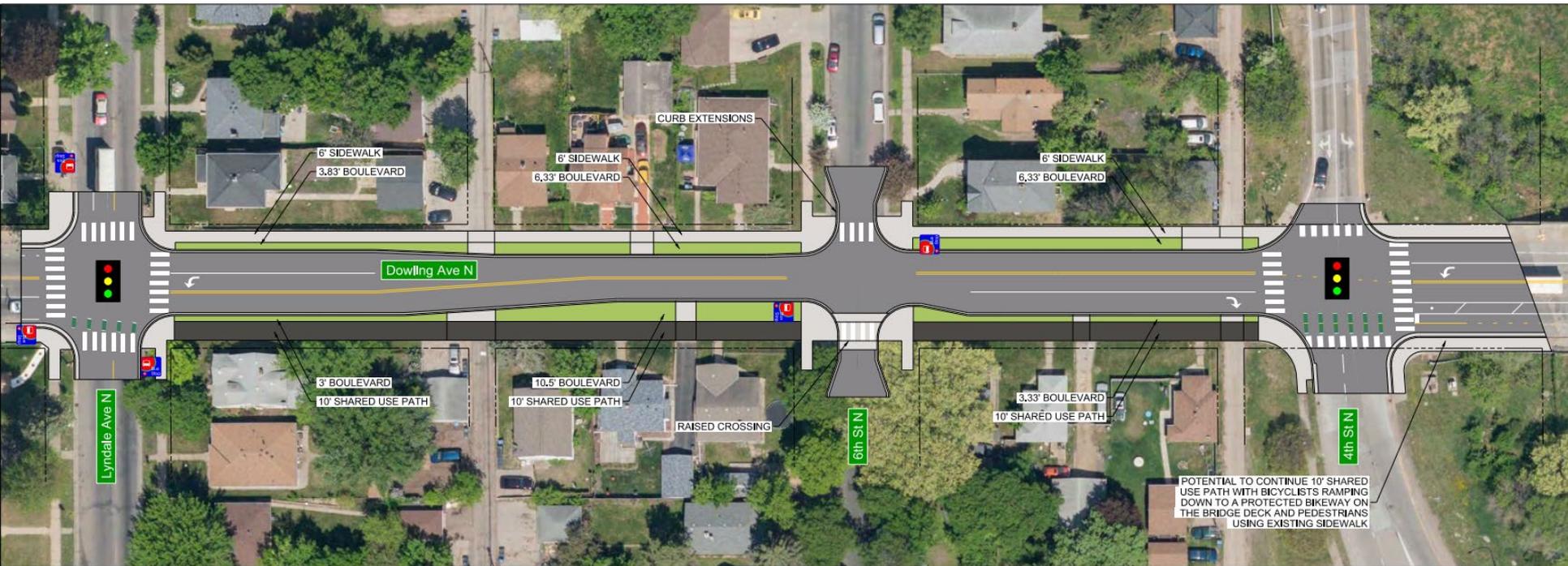


- Water and sanitary services will be developed in conjunction with development
- The City is exploring several options with MWMO to implement innovative solutions to treat and reduce stormwater runoff prior to discharge to the Mississippi River

# Phase I – Upper Dowling



# Upper Dowling – Potential Design



# Crossing I-94 Today



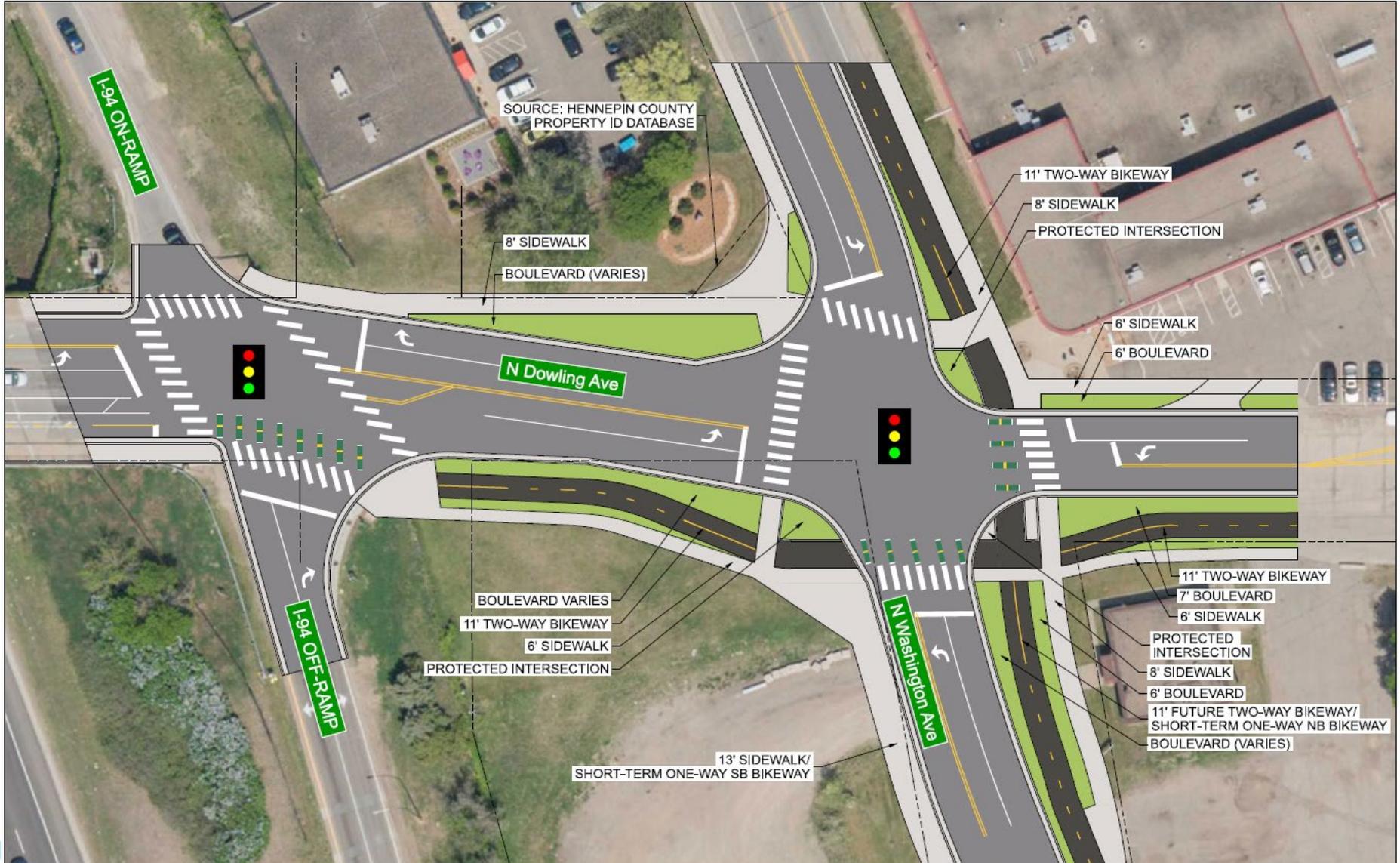
# Crossing I-94 – Visionary



# Lower Dowling Today



# Lower Dowling at Washington



# Phase I – Lower Dowling



Artistic interpretation of concept design and subject to change

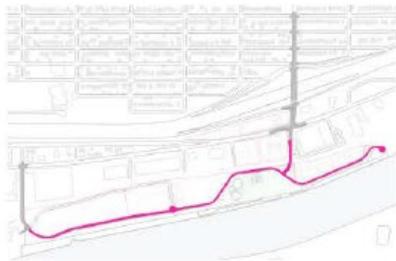
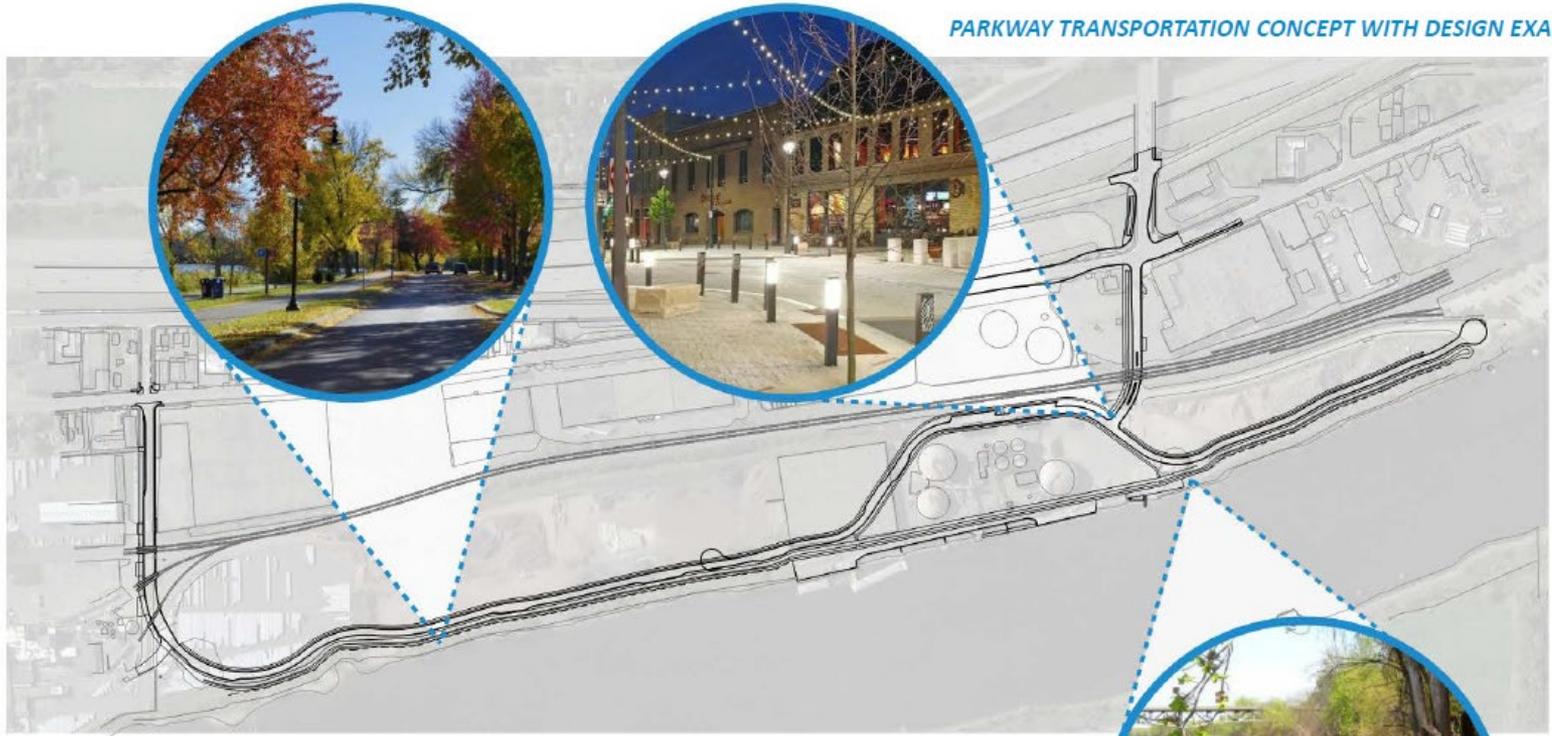


# Phase I – Lower Dowling / Parkway



# Parkway

PARKWAY TRANSPORTATION CONCEPT WITH DESIGN EXAMPLES



UPPER HARBOR | COORDINATED DEVELOPMENT PLAN (DRAFT)



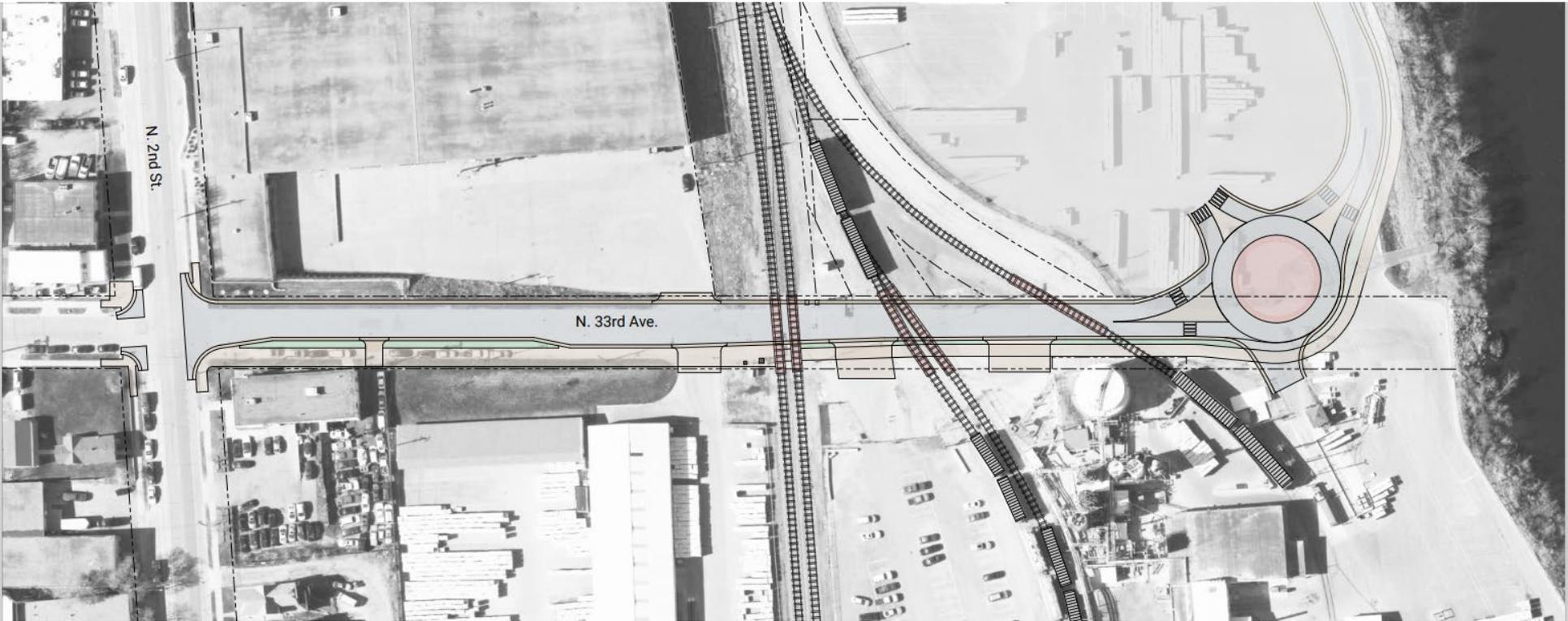
# Phase I - Parkway



Artistic interpretation of concept design and subject to change



# Phase I – 33<sup>rd</sup> Avenue



# Railroad Crossings



RR crossings exist both on Dowling Avenue and 33<sup>rd</sup> Avenue

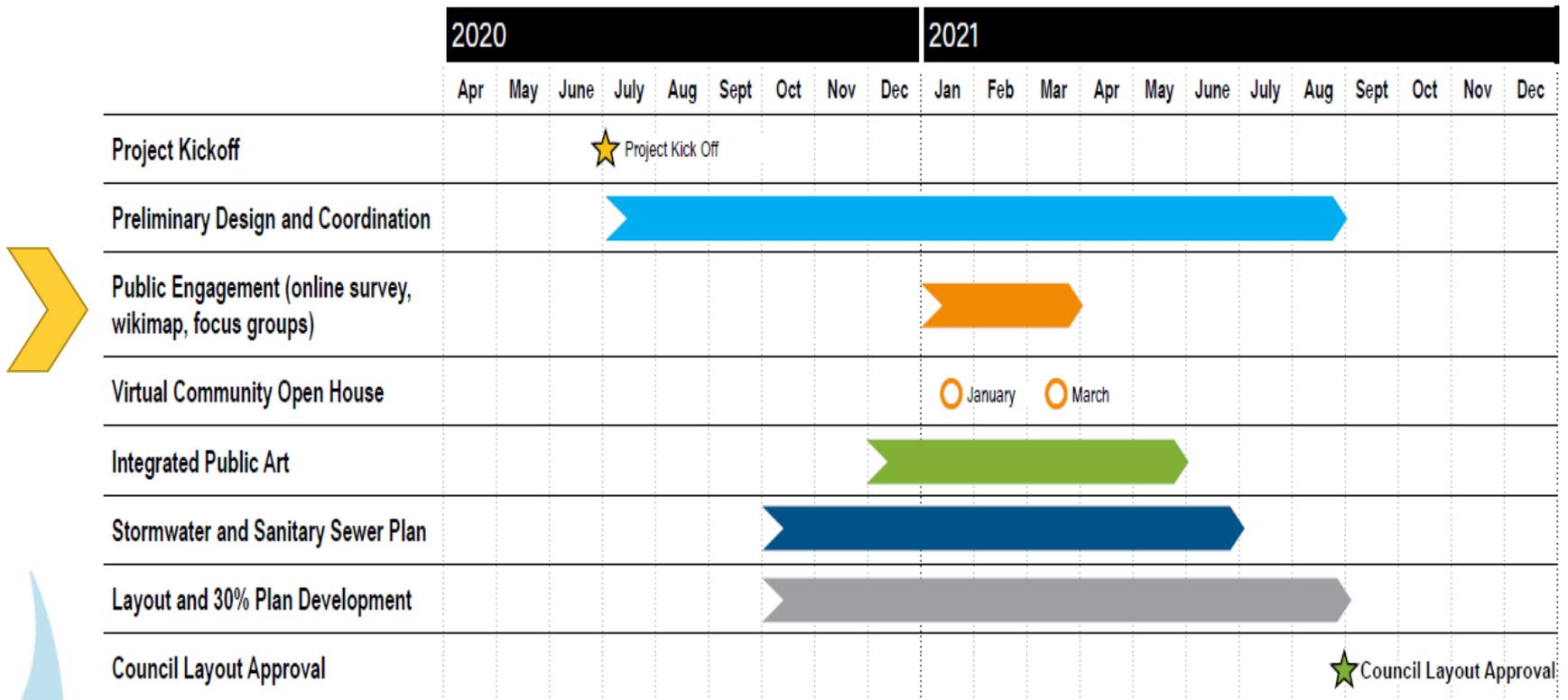
- Dowling Avenue = 1 Crossing
- 33<sup>rd</sup> Avenue = 3 Crossings
- Four (4) trains cross the tracks per week
- Speed of train = 1-10 MPH

A summary of improvements:

- ADA crossing treatments over the tracks
- Signalization and active gate arms planned for the mainline crossings
- Crossing enhancements will continue to be refined



# Engagement (Timeline)

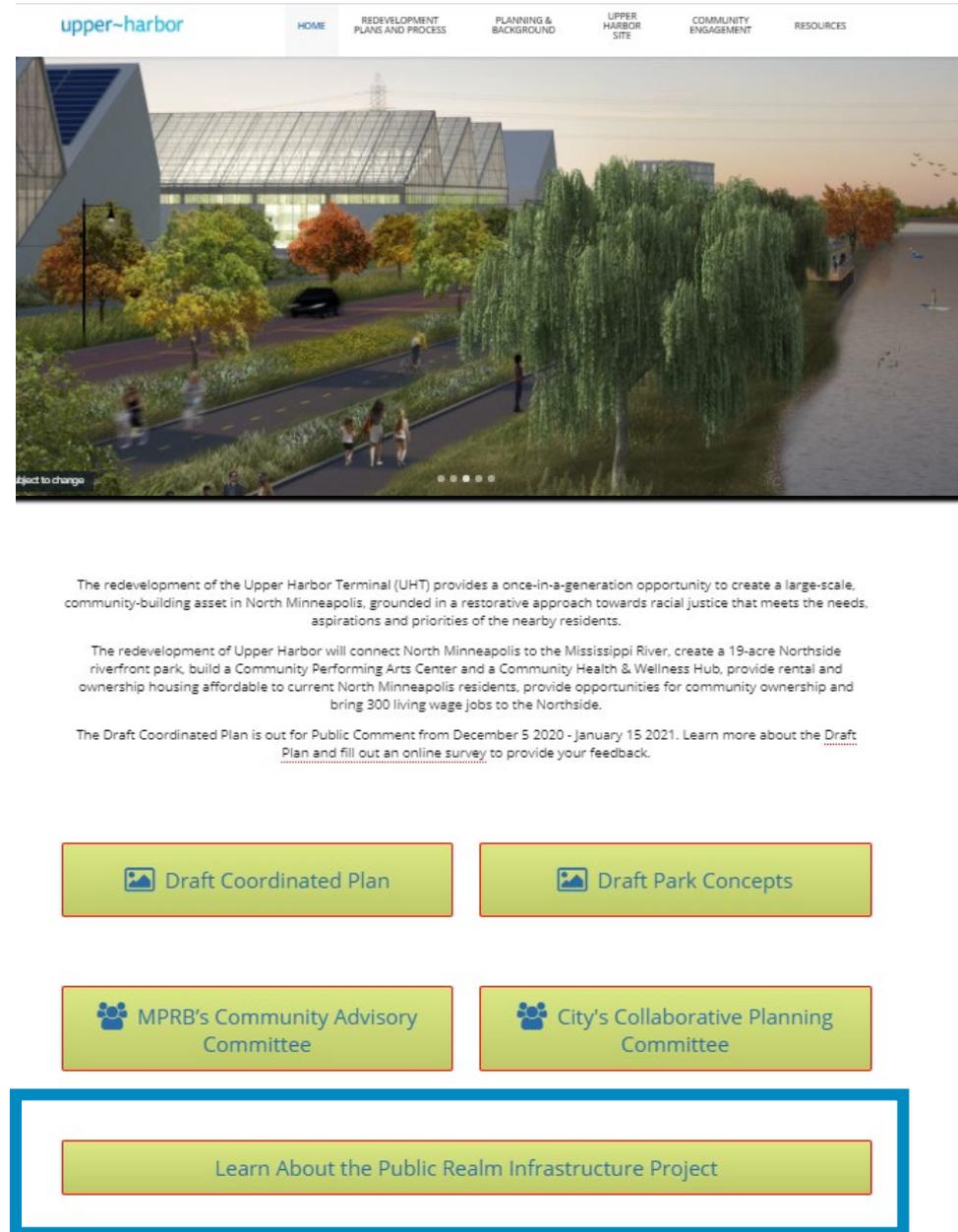


# Stay Involved

- Visit the project website: [www.upperharbormpls.com](http://www.upperharbormpls.com)
- Complete the wikimap and survey available online
- Email or mail comments to project contacts

*THANK YOU*

*FOR YOUR TIME AND INPUT!*



The screenshot shows the website for the Upper Harbor Terminal (UHT) redevelopment project. The navigation menu includes: HOME, REDEVELOPMENT PLANS AND PROCESS, PLANNING & BACKGROUND, UPPER HARBOR SITE, COMMUNITY ENGAGEMENT, and RESOURCES. The main content area features a large architectural rendering of a waterfront park with a modern building, trees, and people walking. Below the rendering, there is a paragraph of text: "The redevelopment of the Upper Harbor Terminal (UHT) provides a once-in-a-generation opportunity to create a large-scale, community-building asset in North Minneapolis, grounded in a restorative approach towards racial justice that meets the needs, aspirations and priorities of the nearby residents." This is followed by another paragraph: "The redevelopment of Upper Harbor will connect North Minneapolis to the Mississippi River, create a 19-acre Northside riverfront park, build a Community Performing Arts Center and a Community Health & Wellness Hub, provide rental and ownership housing affordable to current North Minneapolis residents, provide opportunities for community ownership and bring 300 living wage jobs to the Northside." Below this is a line of text: "The Draft Coordinated Plan is out for Public Comment from December 5 2020 - January 15 2021. Learn more about the Draft Plan and fill out an online survey to provide your feedback." At the bottom, there are five call-to-action buttons: "Draft Coordinated Plan", "Draft Park Concepts", "MPRB's Community Advisory Committee", "City's Collaborative Planning Committee", and "Learn About the Public Realm Infrastructure Project". The "Learn About the Public Realm Infrastructure Project" button is highlighted with a blue border.

# Contacts

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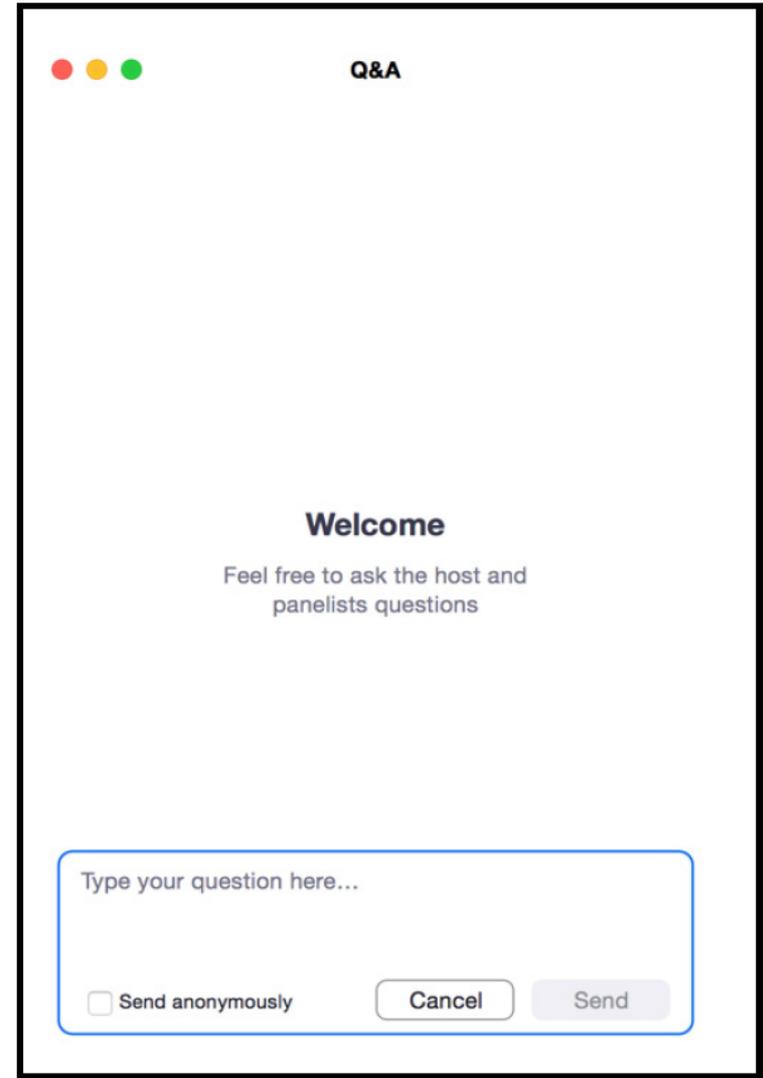
Work Office: 612-673-3638  
(voicemail only)

[Nathan.koster@minneapolismn.gov](mailto:Nathan.koster@minneapolismn.gov)



# Q & A Session

- Please use the “Q&A” function to type questions or comments and project staff will respond to comments in the order received.
- If you are calling into the meeting and would like to make a comment, please enter \*9 on your phone to raise your hand.



The screenshot shows a mobile application interface for a Q&A session. At the top, there are three colored dots (red, yellow, green) and the text "Q&A". Below this, the word "Welcome" is displayed in bold, followed by the text "Feel free to ask the host and panelists questions". At the bottom, there is a text input field with the placeholder "Type your question here...". Below the input field, there is a checkbox labeled "Send anonymously", a "Cancel" button, and a "Send" button.