

# Anthony Lowery

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*r é s u m é   a n d   p o r t f o l i o*

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## Graphics

- Mike Linn Graphic Workshop
- Mid City Redevelopment Alliance

## Planting Design

## References

## EXPERIENCE

**Landscape Designer** - Parsons Harland Bartholomew & Associates, Saint Louis, MO, 1999-Date

**North County Bikeway**, St. Louis County Parks and Recreation, MO - *Assumed project lead* for a 13 mile County bikeway.

*Completion and major revisions* of Phase 1 layout drawings, details, access point layouts and grading plan (AutoCAD 14), specifications and cost estimates. *Produced* new Phase 2 construction documents, specifications and cost estimates.

*Resolution* of differing bikeway requirements (AASHTO, MoDOT, St. Louis County)

**Piasa Park**, City of Alton, IL - *Create* base plan, site analysis, design alternatives and master plan (AutoCAD 14). *Coordinate* bids and estimates.

**Olive Blvd./I-270 Interchange**, City of Creve Coeur, MO - *Design* pavement patterns and layouts for overpass bridge deck planters (Microstation SE). *Research* products and construction techniques.

**Additional Duties** - *Create* CAD drawings and details in both AutoCAD 14 and Microstation SE. *Create* pen tables for AutoCAD drawings. *Produce* graphics, presentations and page layouts for proposals and marketing. *Prepare* preliminary and final cost estimates. *Write and edit* front end and technical specifications. *Collection* of site information and measurements.

**Landscape Designer** - C. F. Shuler, Inc., Scottsdale, AZ, 1997-1999

**City of Phoenix Police Academy**, Phoenix, AZ - *Landscape project lead* for 26 acre expansion. *Performed* plant inventory and *produced* plant salvage plans and database. *Develop* hardscape and planting plan. *Write and edit* technical specifications.

*Prepare* preliminary and final cost estimates. *Review and reply* to submittals. *Assist* architect with permitting.

**Colonial Life Insurance Building**, Scottsdale, AZ - *Landscape project lead* for a new six acre development. *Performed* plant inventory and *produced* plant salvage plans and database. *Develop* hardscape and planting plans. *Write and edit* technical specifications. *Prepare* preliminary and final cost estimates. *Assist* architect with permitting.

**Riparian Preserve at Water Ranch**, Gilbert AZ - *Design and development* of custom concrete play structures. *Create* detailed AutoCAD 14 construction documents. *Produce* numerous graphics for public meetings and presentations.

**Foothills West Lift Station**, Phoenix, AZ - *Perform* native plant inventory. *Produce* plant salvage plans and database. *Develop* hardscape and planting plan, construction documents specifications and cost estimates. *Assisted* architect with permitting.

**Additional Duties** - *Assist* in project management in supervisor's absence. *Complete rewrite* of all specifications to CSI format leading to a significant reduction in time spent generating project specifications (i.e. from 24.5 hours to 3.5 hours for two similar size projects). *Produce* graphics and page layouts for proposals. *Coordinate and perform* plant inventory in the field using GPS unit and *produce* plant salvage/preservation maps and lists using AutoCAD 14 and MS Excel. *Evaluations* comment on my "...commitment to the organization's goals", "dedicated to getting the job done" and "always willing to work to meet deadlines".

**Planner/Computer Operations** - Mid City Redevelopment Alliance, Baton Rouge, LA, 1997

**Park Hills Housing Infill**, Baton Rouge, LA - *Design* development entry plans and typical housing landscape. *Produce* graphics and maps for presentations and city permitting processes. *Design, illustrate and render* entry and model home landscape plans for use with potential homebuyers.

**Mid City Property Database**, Baton Rouge, LA - *Update and maintain* GIS/database system (Fox Pro/MapGrafix) for 67 block redevelopment area with little instruction or documentation.

**Additional Duties** *Produce* maps and illustrations for in-house use and outside uses such as grant proposals and city zoning and permits. *Create and revise* house plans to CAD specifications. *Organize* meetings and *set agendas* for special projects. *Solve* computer hardware, software and network computer problems.

**Intern** - Columbia Parks and Recreation, Columbia, MO, Summer 1987

**Recreation Facility Survey and Database**, City of Columbia, Columbia, MO - *Survey* all recreational facilities and equipment for the City of Columbia, MO to determine amount and location of resources. *Develop* database system to assist labor assignments, public information and tracking resources. *Comparison* of city facilities to state and national recreational standards.

**Additional Duties** - *Draft* large and small scale base maps of parks for department and public use. *Work* with department maintenance and construction crews. *Supervisor's final report* commented on my "...willingness to pitch-in and work as long as it took to complete a job."

**COMPUTER APPLICATIONS** - Experience with PC and Macintosh Systems

CAD - AutoCAD 14, Microstation SE

Graphics - PhotoShop, Freehand, Canvas 6

Word Processing - MS Word

Spreadsheet - MS Excel

Presentation - Power Point

GIS - MAP II, MapGraphix

WWW Design/Scanning - Various

Database - Fox Pro, dBase II

## EDUCATION

**Master of Landscape Architecture - Louisiana State University**

*Thesis Topic* - The Use of Stormwater Wetlands in Suburban Shopping Center Parking Lots

*Relevant Graduate Courses* - Urban Design, Regional Planning, Site Construction, Coastal Zone Management, Special Topics-MAP II GIS

*Awards*

Outstanding Academic Achievement

Outstanding Thesis

**B.S. in Recreation & Park Administration - University of Missouri-Columbia**

*Emphasis Area* - Park Planning

*Relevant Undergraduate Courses* - Park Planning I, Park Planning II, Park Management, Outdoor Recreation Administration

## Additional Education

Wetlands Design Workshop - ASLA

Urban Stormwater Best Management Practices - ASCE

Mike Linn Graphics Workshop

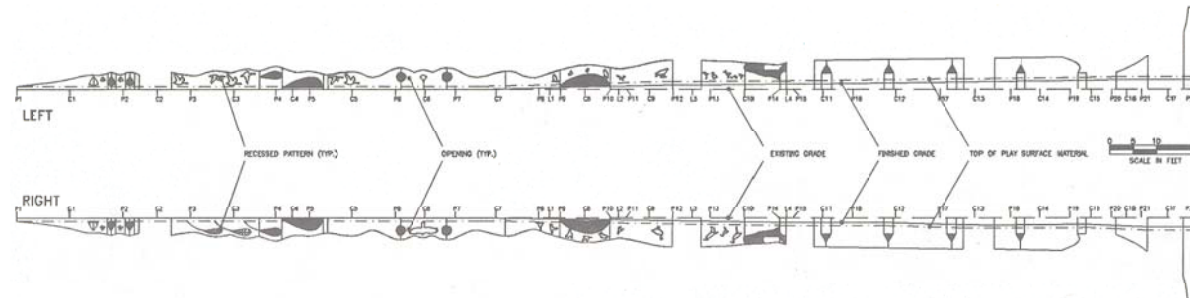
Microstation "J" Training - AIA



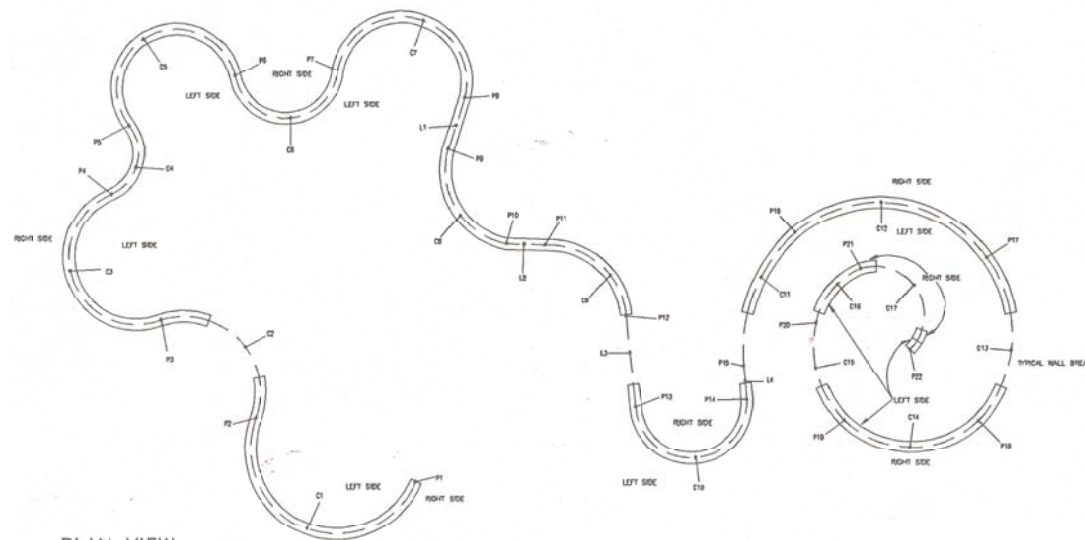


# Riparian Preserve at Water Ranch

## Plan & Profile



PROFILE VIEW (FOR INFORMATION ONLY. SHOWS RELATIONSHIP OF HORIZONTAL CONTROL POINTS TO ELEVATION)



PLAN VIEW

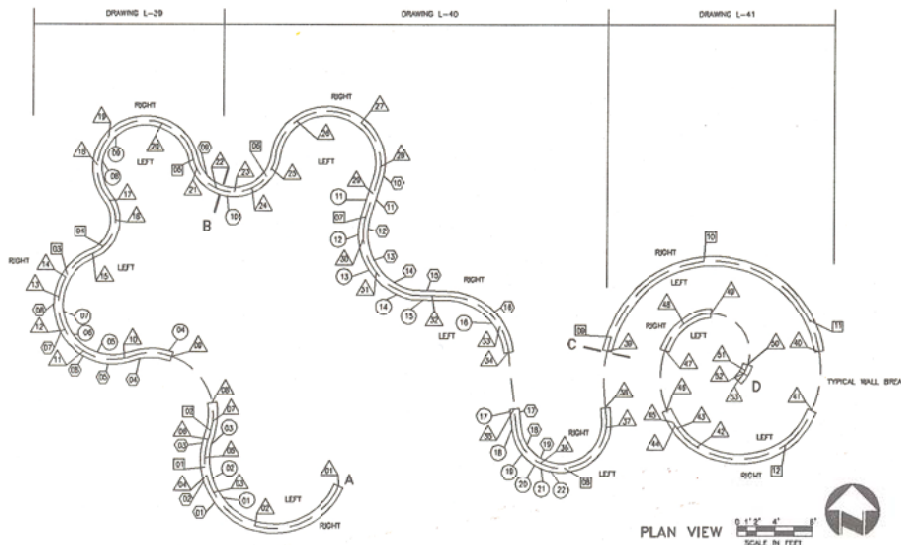
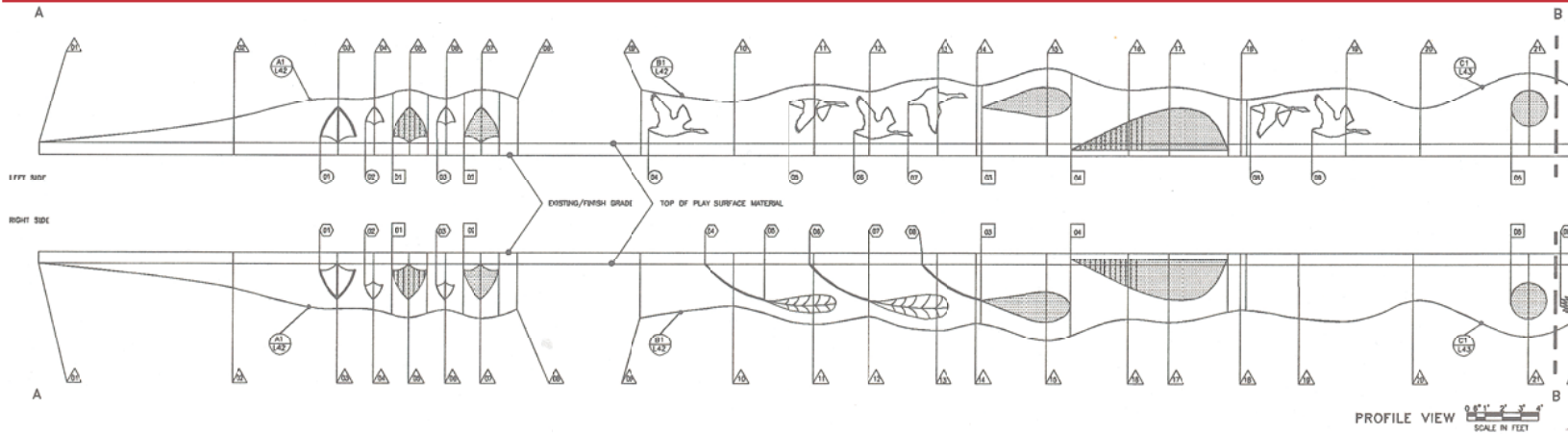
In addition to the overall landscape and much of the hardscape design, C. F. Shuler Inc. was responsible for the custom play structures for the project. One structure is a Playwall. The foot wide Playwall runs over 250 feet, varies in height from ground level to a 15 foot spire and has a grade change of 4 feet along its length. Birds expected to be found at the Preserve and abstractions of the marsh form the basis for the cut throughs and patterns. The changes in height and grade, patterns and cut throughs physically challenge kids of all ages while extending the wetland theme into the play area.

The plan view was developed by the principal, while the height changes, patterns and cut throughs were designed separately.



# Riparian Preserve at Water Ranch

## Profile



ELEVATION FROM EXISTING GRADE TO 1.0'			
Point No.	North	East	Elevation
1	112364.66	112364.66	1'-0"
2	112364.35	112361.81	1'-0 1/2"
3	112363.80	112362.12	1'-2"
4	112365.76	112366.38	1'-2 1/2"
5	112367.74	112366.17	1'-0"
6	112368.71	112366.49	1'-2"
7	112371.84	112366.98	1'-0"
8	112373.62	112366.90	1'-2"
9	112376.63	112365.57	1'-0"
10	112378.44	112367.47	1'-2"
11	112379.19	112363.19	1'-0"
12	112381.47	112361.06	1'-6 1/2"
13	112385.06	112363.42	1'-4"
14	112387.15	112361.14	1'-11"
15	112389.88	112361.06	1'-10 1/2"
16	112393.36	112364.42	1'-0"
17	112395.48	112364.76	1'-10"
18	112396.15	112364.48	1'-2"
19	112402.19	112365.94	1'-6 1/2"
20	112403.79	112367.39	1'-7 1/2"
21	112398.85	112365.10	1'-0"

PATTERN (LEFT SIDE) DATA			
Point No.	North	East	Elevation
1	112363.37	112366.07	
2	112365.43	112367.21	
3	112368.12	112366.88	
4	112379.24	112367.31	
5	112379.07	112364.81	
6	112380.96	112361.81	
7	112383.51	112364.81	
8	112388.62	112365.82	
9	112402.32	112368.41	

PATTERN (RIGHT SIDE) DATA			
Point No.	North	East	Elevation
1	112362.77	112367.27	
2	112365.13	112366.80	
3	112368.34	112365.81	
4	112376.19	112364.43	
5	112377.87	112364.80	
6	112378.63	112363.13	
7	112381.19	112363.82	
8	112384.25	112366.81	

CUT-OUT DATA			
Point No.	North	East	Elevation
1	112368.74	112366.21	
2	112370.85	112366.80	
3	112387.38	112361.28	
4	112380.44	112365.19	
5	112388.79	112364.79	



This page shows the wall height dimensions and pattern/cut through placement for first section of the Playwall. The dimensions and placements use Northing and Easting points determined after the design was input into AutoCAD 14. This image is from the construction plans.

**ANTHONY LOWERY**

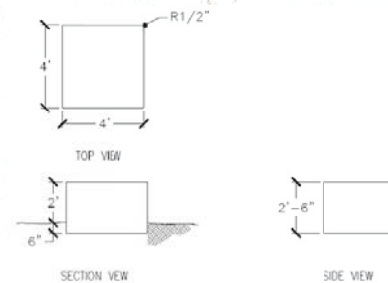
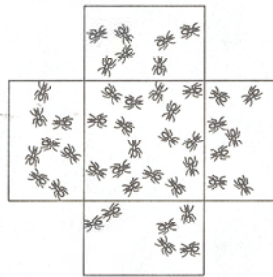
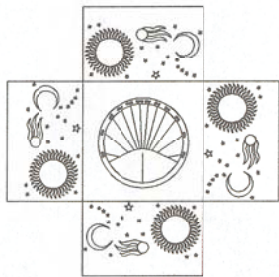
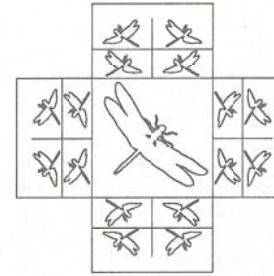
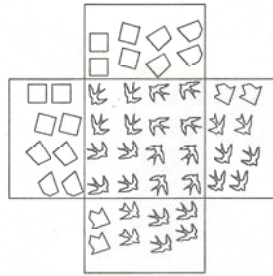
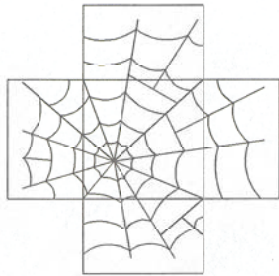
<http://members.aol.com/loweryla>

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# Riparian Preserve at Water Ranch

## Play Cubes



The ten Play Cubes comprise another custom play structure at the Riparian Preserve. With a play surface of four feet square by two feet high, these poured in place concrete cubes provide an additional signature item for the town of Gilbert. The sandblasted patterns on the Play Cubes cover a range of concepts. From the educational such as the sundial, to whimsical like Escher's Birds, these patterns continue the environmental themes created at the Riparian Preserve. The images above are from AutoCAD drawings used in the construction plans.



# Gran Quivira

## Background

The Gran Quivira National Monument is part of the Salinas Pueblo Missions National Park. It is located in New Mexico 26 miles southeast of Mountainaire on Highway 14.

The site is just over 600 acres. Approximately 8 acres of the site has been excavated, though many ruins in the park remain buried.

The exposed Pueblo and Mission ruins are in poor condition. Past restoration efforts, archeological raiding, souvenir hunters and weather have taken their toll. At present, modern restoration efforts are underway but funding is limited.

The challenge of the project is to increase the visitor appreciation of the ruins while protecting the fragile archeology.

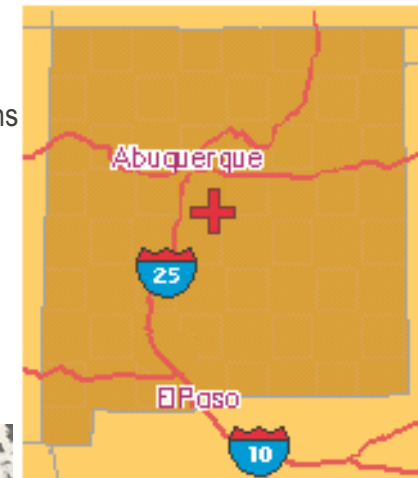
View from Mound 7 Pueblo to San Buenaventura Mission Aerial of the Ruins Area



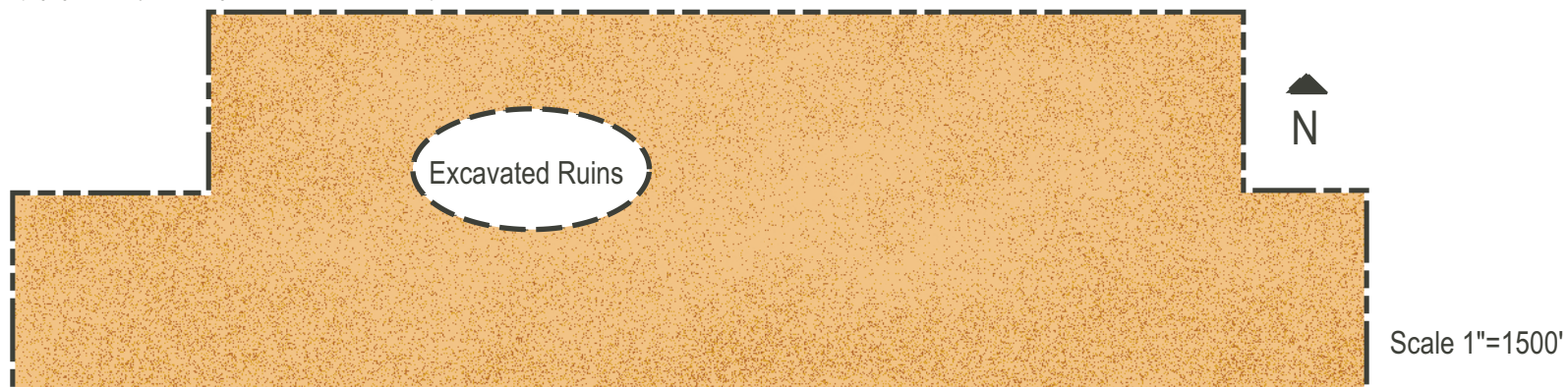
(Source: G. Donald Bain  
<http://geogweb.berkeley.edu/Geolimages/BainWest/bain5/HUMANAS.html>)



(Source: National Park Service)



(Source: Yahoo Map Service, <http://www.yahoo.com>)



# Gran Quivira

## Site Inventory

**Ruins** A mix of pit houses, pueblos and Spanish missions exist on the site. All have suffered greatly due to weather, archeological raiding and neglect. Archeological stabilization and protection is haphazard and unsightly. Changes to trail system needed to protect site.

**Visitor Center** Center is a converted residence. Internal layout is poor.

**Topography** Site is dominated by a steep hill rising off the floor of a semi-arid valley. Major archeological features are located on top of the hill.

**Flora/Fauna** Rattlesnakes present in high numbers. Imperative to keep visitors from wandering park grounds. Main vegetative cover is juniper and cholla cactus. No endangered species noted.

**Climate** Semi-arid region. Great deal of daily and seasonal variation. Little rainfall but lightning and wind storms. Can be dangerous due to exposure.

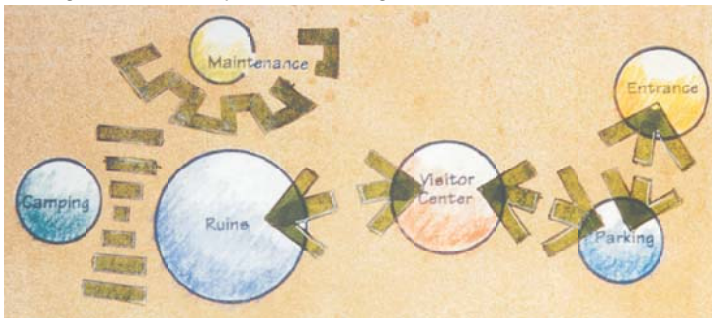
**Trails** Crushed limestone trail system. At times very steep. No method to keep visitors from accessing more sensitive areas of the ruins.

**Parking** Cars, R/V's and Buses share the same lot.

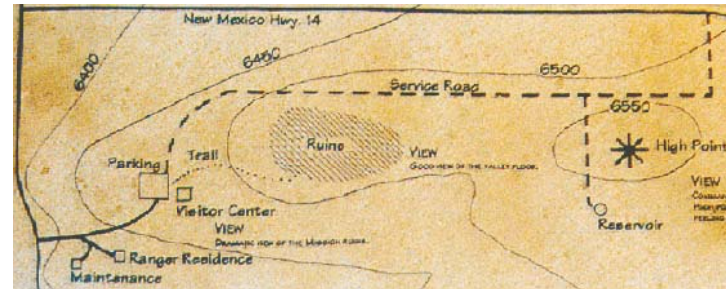
## Program Inventory

### National Park Service Development Guidelines

- Facilities function within surrounding ecosystem minimizing stresses on resources and processes.
- Carrying capacity based on capability and resiliency of natural resources not on physical capacity to contain development.
- Indicator species identified and monitored.
- Limits of acceptable environmental change established prior to development.
- Effect of development on resources routinely monitored, evaluated and problems corrected.
- Fragmentation of habitats and loss of biological diversity avoided.
- Transition zones considered and implemented as needed.
- Long term resource protection on regional scale.



## Inventory/Coordination



### Views

**Parking/Visitor Center:** Dramatic view of the Mission ruins.

**Site High Point:** Commanding view of Pueblo/Mission ruins and valley. There can be an uncomfortable exposed feeling especially during hot, cold or storm conditions.

**From the Ruins area:** Good view of the valley floor. There is an uncomfortable, exposed feeling especially during hot, cold or storm conditions.

### Program Elements Specific To Gran Quivira

- Increase interpretive opportunities
  - Increase sense of connection between past and present.
  - Articulate impact of older cultures on the land.
  - Educate public on importance of not disturbing ruins.
- Emphasize impact of views.
- Institute sustainable growth practices into current site activities. Include these practices in any new construction.
- Construction to follow contours and preserve existing land patterns.
- Trail system should control access to ruins.
- Parking to provide better distinction of car and R/V spaces.
- Renovate, expand or replace existing visitor center.
- Provide for overnight camping.

## Coordination

- Heighten visitor appreciation of the Ruins. Use space within Ruins to emphasize need of all peoples for control of environment Incorporate topography and sequential movement to increase visual significance of the Ruins.
- Establish visual/access links between day use facilities.
- Allow visual links between Ruins and Camping Area. Do not permit direct access to reduce potential vandalism/misuse of Ruins at night.
- Limit visual impact of maintenance areas.

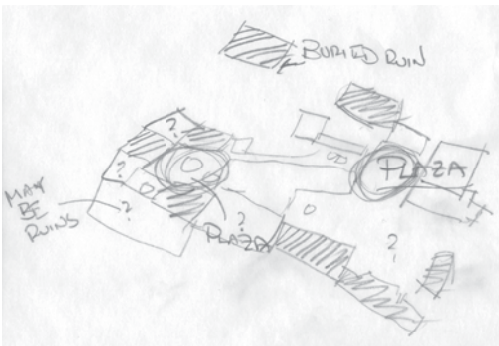


# Gran Quivira

## Process



Aerial view of the Pueblo/Mission Ruins



Identifying building layout

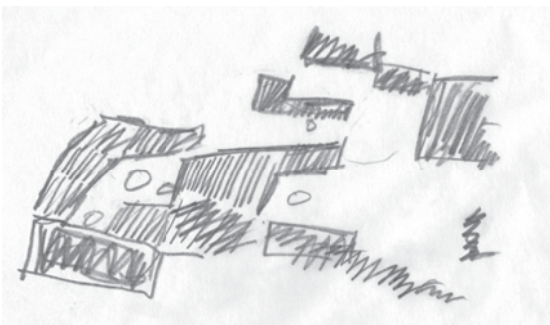
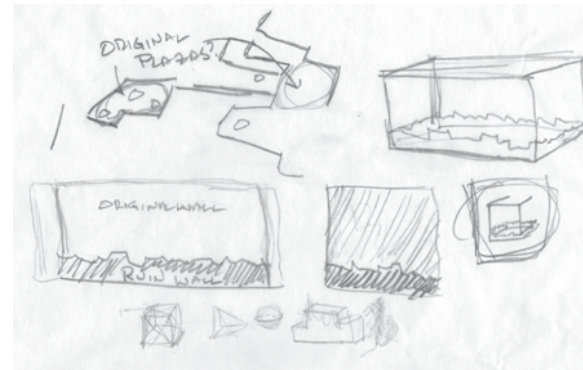
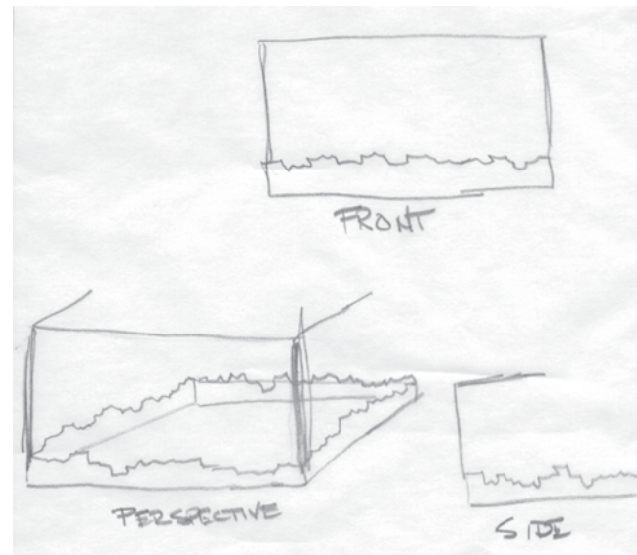


Figure ground of original building patterns



Plaza forms and building 'reconstruction'



Initial concept layout



## SUMMONING SPIRITS



(Source: Unknown)

As archeology, the ruins at Gran Quivira are significant elements in the history of Native and Spanish cultures. But as important as the ruins are, they are lifeless and silent. Lying half buried in a exposed landscape, the ruins do not speak to us.



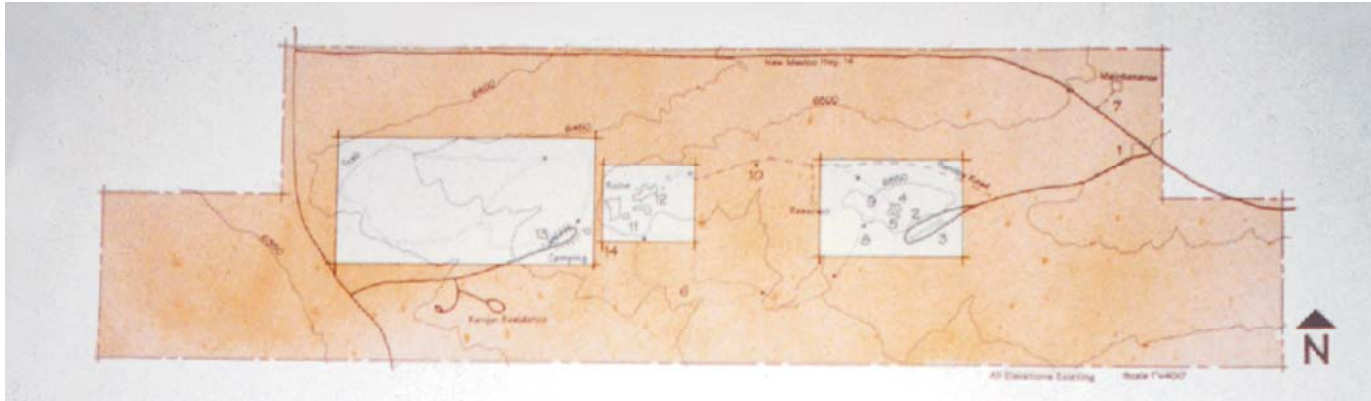
The Ghost Structures recapture the mass of buildings and sense of enclosure of Pueblos and Missions at Gran Quivira. The universal human bond of 'place' returns.



This design gives a voice to the ruins. By the use of Ghost Structures, the pattern of the original structures can be imagined.



Thus, the humanity begins to return to the ruins. Only then can the spirits of those who came before begin to tell their story.



Overall view of  
Master Plan

**1) Entrance** Cars and RV's/Buses enter at the same place but soon split up. Both vehicle types experience space changes through visual buffers.

**2) Parking-Car** An expanded car parking area is provided. The entrance to area begins to develop the visitor's experience of spatial dimensions.

**3) Parking-RV/Bus** A separate parking area will be developed for Buses or RV's. It's larger parking spaces and larger curve to the exit lane allows easier maneuverability. The RV/Bus lot also creates an area for groups separate from those arriving in cars.

**4) Visitor Center** Larger visitor center to provide for a better layout of exhibits, theater, and gift shop. It also contains administrative offices and storage. The architecture will be "National Park Servicesque" to give a sense of arrival. Pergolas extend from both the front and back of the building to tighten space as the visitor begins to explore the park.

**5) Administrative Areas** These areas are associated with the needs of the National Park Service. Existing and new facilities should allow for an appropriate level of administration and maintenance.

**6) Topography** The changes in elevation provide both opportunities and limitations. The topography should maximize visitor experience and minimize administrative concerns.

**7) Maintenance** A primary maintenance area will be located across New Mexico 14 near the solid waste disposal site. Auxiliary maintenance areas will be located at the visitor center and the campground comfort station. A maintenance trailer will be used on the ruins site as needed. The trailer will allow easy access for restoration of the ruins and could become an interpretation station.

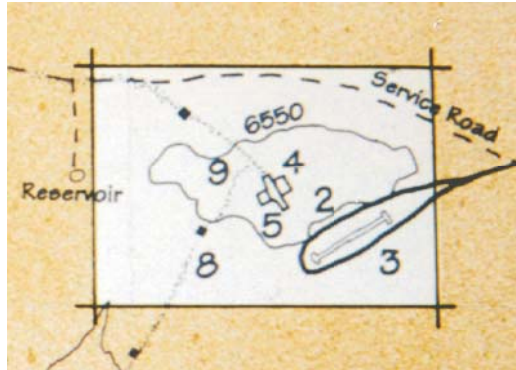
**8) Trails** Trails will be designed to direct visitors movement and sightlines. This continues the space manipulation into the park. The section of trail between the visitor center and ruins will also serve as an access road for maintenance crews. Trails will extend from the parking areas and the camping area allowing the visitor to safely experience the landscape surrounding the ruins.

**9) Visual Buffers** Composed of local trees and tall shrubs, buffers will block undesirable views and control visitor sightlines. Control of the sightlines continues the manipulation of space by creating "visually manageable" areas.

**10) Interpretive Stations** The interpretative stations develop the visitor's knowledge about Gran Quivira.  
(cont.)

# Gran Quivira

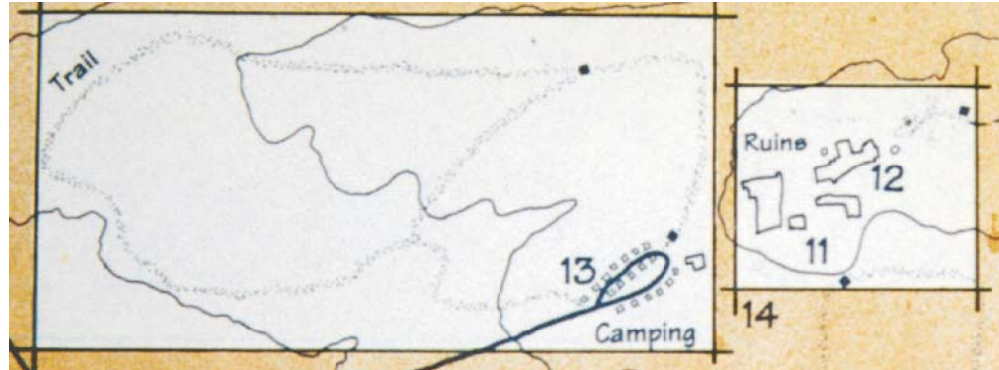
## Master Plan (cont.)



Close up of Entry Area

**11) Architectural Ruins** These areas include significant Native and Spanish architectural ruins. Care must be taken to not disturb the ruins during construction of any nearby new facilities. Placement of any new facilities must not lead to an increase of degradation.

**12) Ghost Structures** Once at the ruins, visitors discover the Ghost Structures. The Ghost Structures give a sense of the size and mass of the original buildings. The suggestion of massing also defines the plazas that were so important to the social life of the inhabitants. This allows understanding of the human dimensions of the plazas, pueblo and mission rooms. Constructed of tubular steel, the Ghost Structures have the advantage of minimal impact. The Structures can be built without destroying the archeological remains. The Structures are also easily 'visually ignored to restore the ruins'. The massing effect can be made even more dramatic by using screens attached to the Ghost Structures. These screens could be decorated with important symbols, representations of architectural details or left plain. The screens could also be used for special visual effects or presentations at night.



Close up of Ruins Area

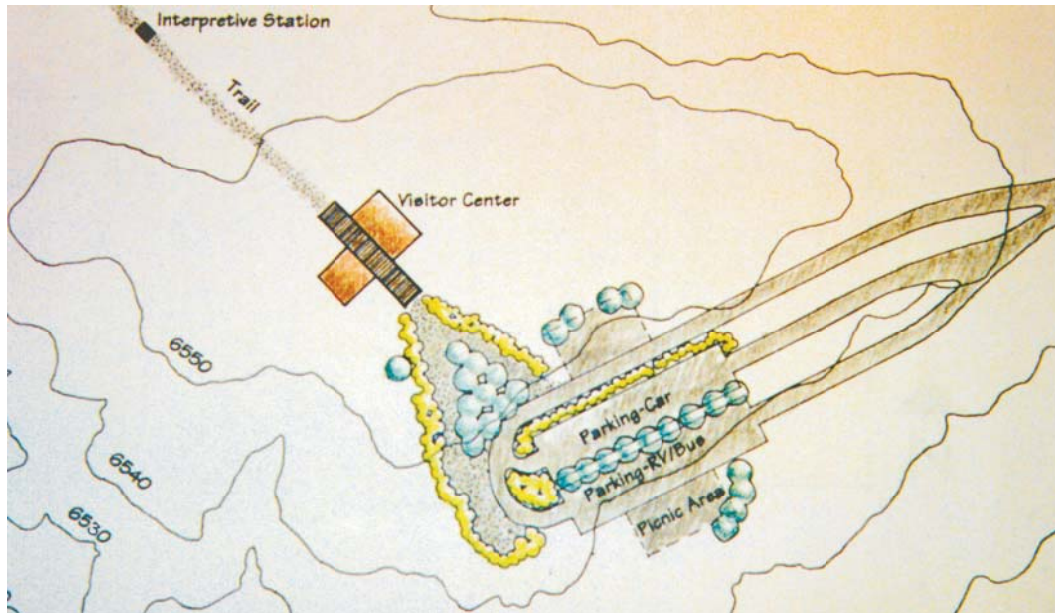
**13) Camping** A small camping area will developed on the site of the current parking lot. It will be very low impact with only overnight primitive tent camping allowed. The visual impact of the camping area will be further reduced by limiting the time of tent set-up to late afternoon to mid-morning. The current visitor center would be converted to a comfort station. It could also serve as a ranger station and maintenance storage area for the camping area.

**14) Barriers** These barriers will allow viewing from a distance of the ruins but not allow physical contact. The barriers will be created by simply encouraging a denser growth of cholla and other cacti. This type of barrier will not interfere with the visual quality of the site but should prove fairly impenetrable.

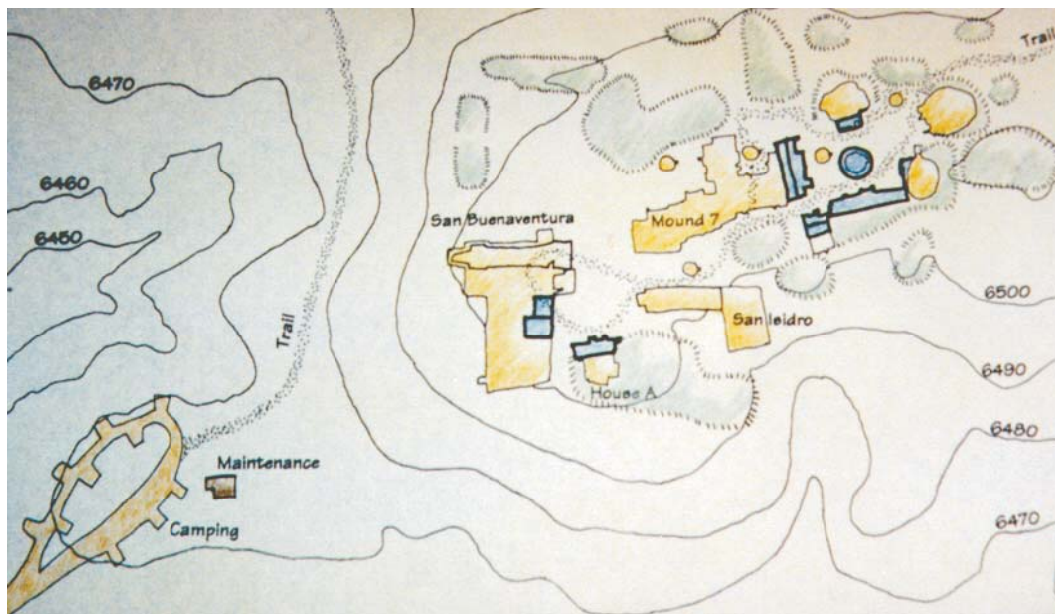


# Gran Quivira

## Details






**Visitor Center**



**Pueblo/Mission Ruins**

### Legend

-  Ghost Structure
-  Excavated Ruin
-  Unexcavated Ruin



**View of  
Mission Plaza**

showing Ghost Structures with Screens attached



**View of  
Pueblo Plaza**

showing Ghost Structures

The Louisiana Research Park, in the heart of Baton Rouge, is being developed as a concentration of high tech facilities.

Scientists from around the United States and the World will live several months to a year at the Park doing high level research.

It is hoped that this close concentration of facilities and personnel will lead to breakthrough advances.

They will, unfortunately, have little time to experience the landscape of South Louisiana. Currently the site does little to reflect the region's unique landscape. Consisting of a former horse pasture, there are no outstanding natural or historic features.

The challenge is to transform this site from a blank slate into one that recreates the character of the area. This allows the researchers to experience part of South Louisiana while working, living and relaxing at the research park.



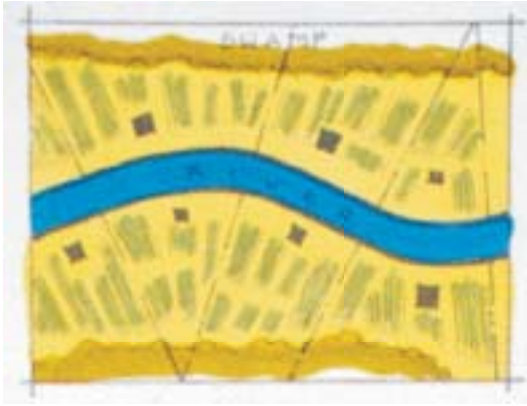
Project Site



# Louisiana Research Park

## Concept

This design recalls the Arpenne system of land division used by French settlers along the Mississippi and smaller rivers.



Original Settlement Pattern

The French measured set length along the rivers. Lines were then drawn at 90 degrees. This parcel of land was known as an arpenne.

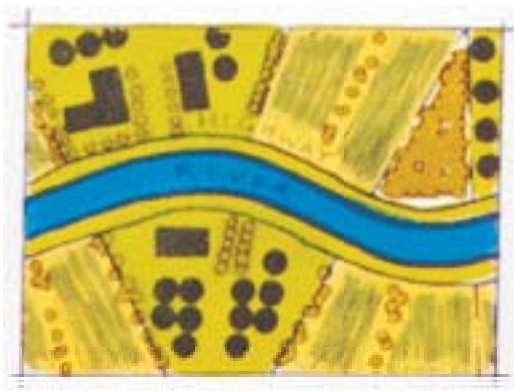
An arpenne included all the settler needed to begin a life in the New World.

River frontage to move goods to and from market.

High ground along the natural levee for siting a home.

Land that could be cleared for crops.

Back swamp with vast numbers of cypress for construction.



Current Land Pattern

Today most of the homesteads have been replaced by chemical plants, corporate agriculture holdings and residential developments.

However, the patterns of the original settlements can still be seen along the rivers and bayous of South Louisiana.

# Louisiana Research Park

## Master Plan



Master Plan

In this design, the researchers and visitors arrive to the site via the 'rivers' of Jefferson Highway and Corporate Blvd. Each facility is given access to the rivers. The tree lines and proposed developments radiate back from the 'rivers' at 90 degrees.

As one moves further back to the interior of the site, the tree canopy changes from Oak/Elm to Cypress/Swamp Maple. This vegetation change mimics the change that naturally occurs when moving from the higher ground near the river to the back swamp and bayou.

Once in the Research Park, the roads and trails act as bayous and creeks guiding the visitors and researchers through the varied scenery.



Main Research Facilities Area

# Louisiana Research Park

## Community Area Detail



Community Center

Although the researchers will spend a great deal of time working, they will have many free hours. Included in the design is a Community Center complete with a pool and play courts. Ball fields, running track and biking/running trail are located near by.



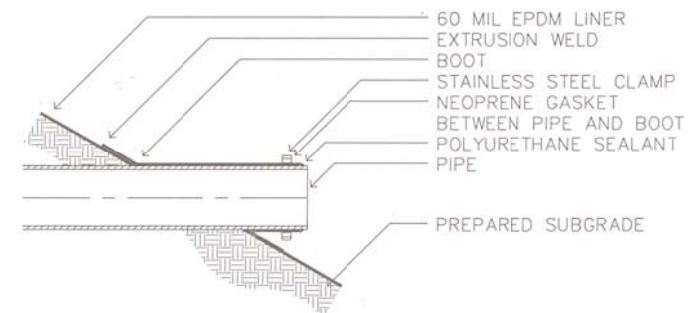
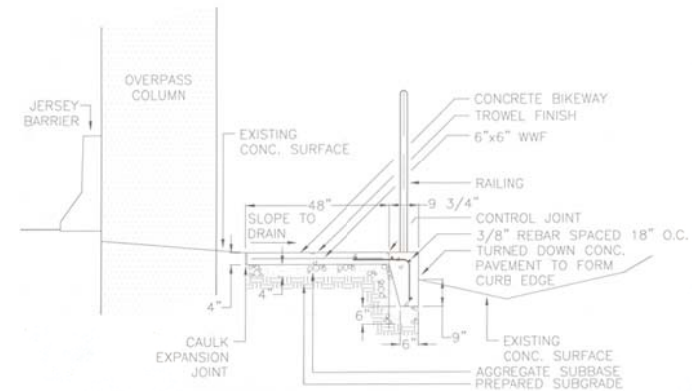
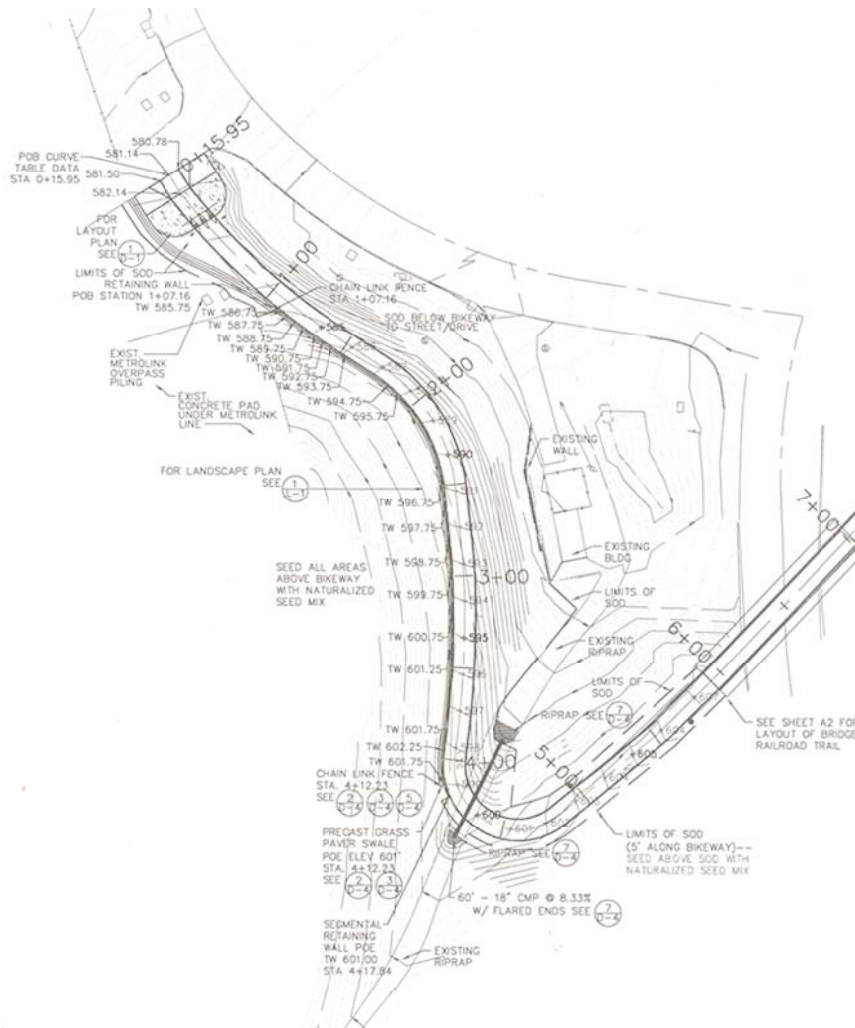
Residential Area

The 40 Apartments and 10 Family units are arranged around a central yard. This placement encourages a sense of community among the researchers and their families.



# Construction

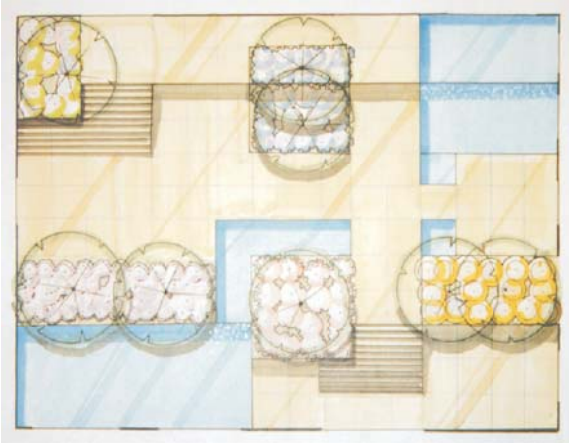
# Grading and Details



The image to the left shows the grading and layout for a portion of the North County Bikeway. The above left image is a construction detail for an additional alternative of the same project. Both of these drawing are original to the project. The image at the lower left (from another project) is a subcontractor's detail modified for clarity.

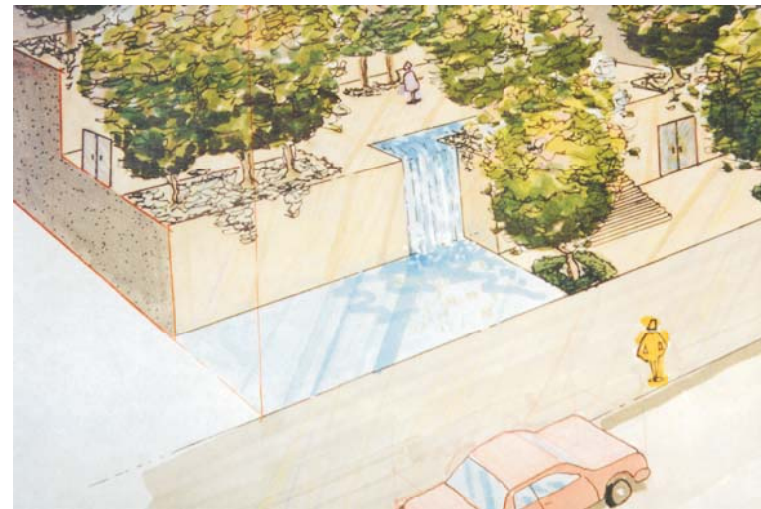
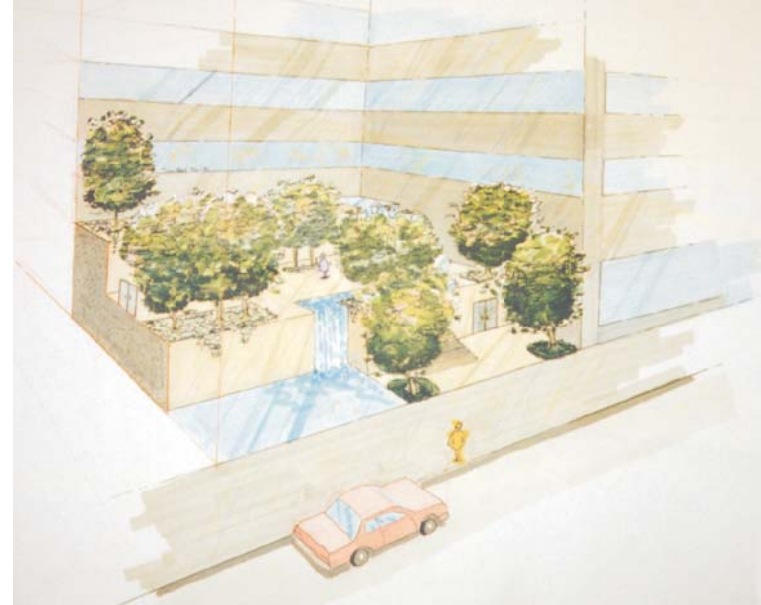
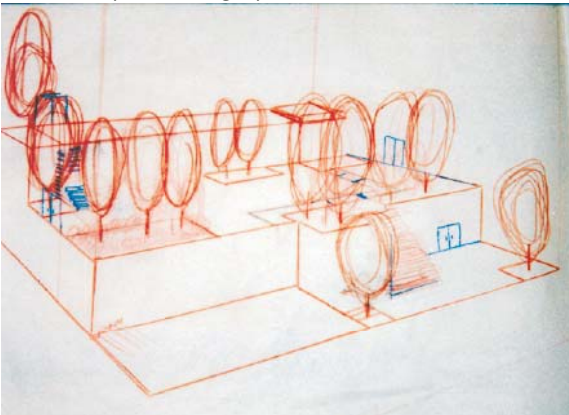
# Graphics

## Mike Linn Workshop



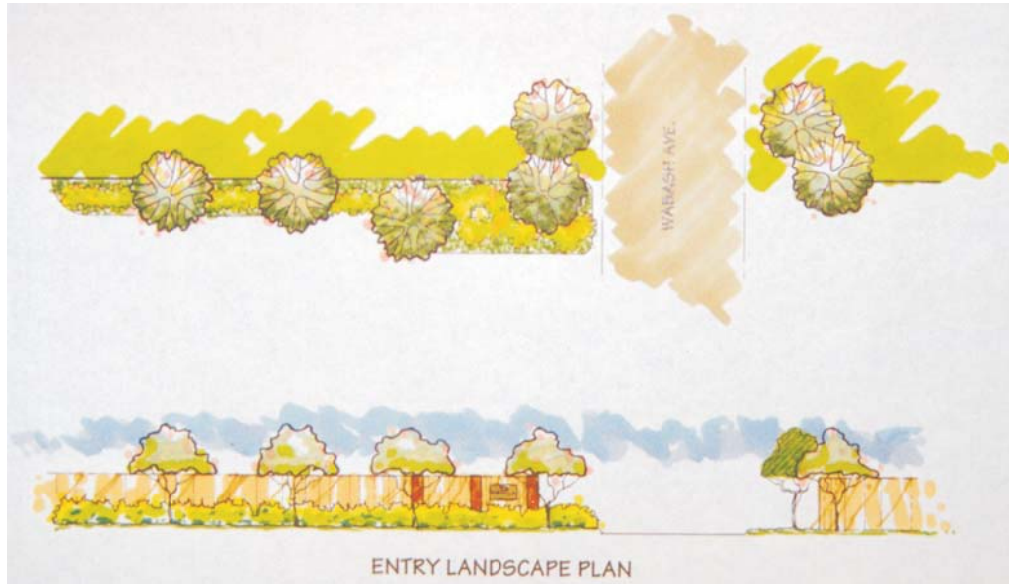
These images are part of an exercise given during the Mike Linn Graphic Workshop. The participants were given 20 minutes to design a space measuring 60' x 80'. The design was then finalized and rendered in 90 minutes. (Shown above)

Later in the Workshop a perspective of the design was done. The basic perspective was done in 30 minutes. (Shown below) The finalizing and rendering of the perspective was done in 90 minutes. (Shown right)

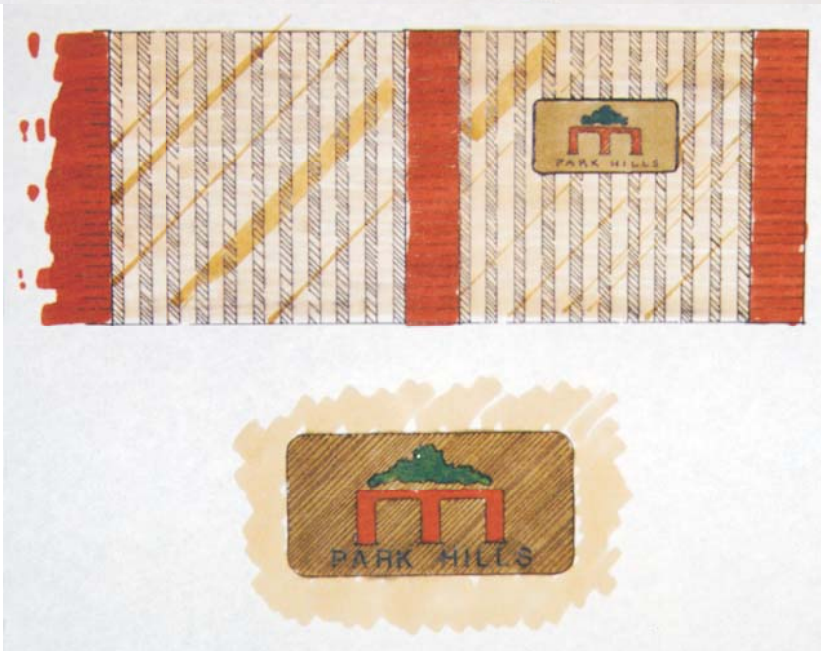


# Graphics

## Mid City Redevelopment Alliance

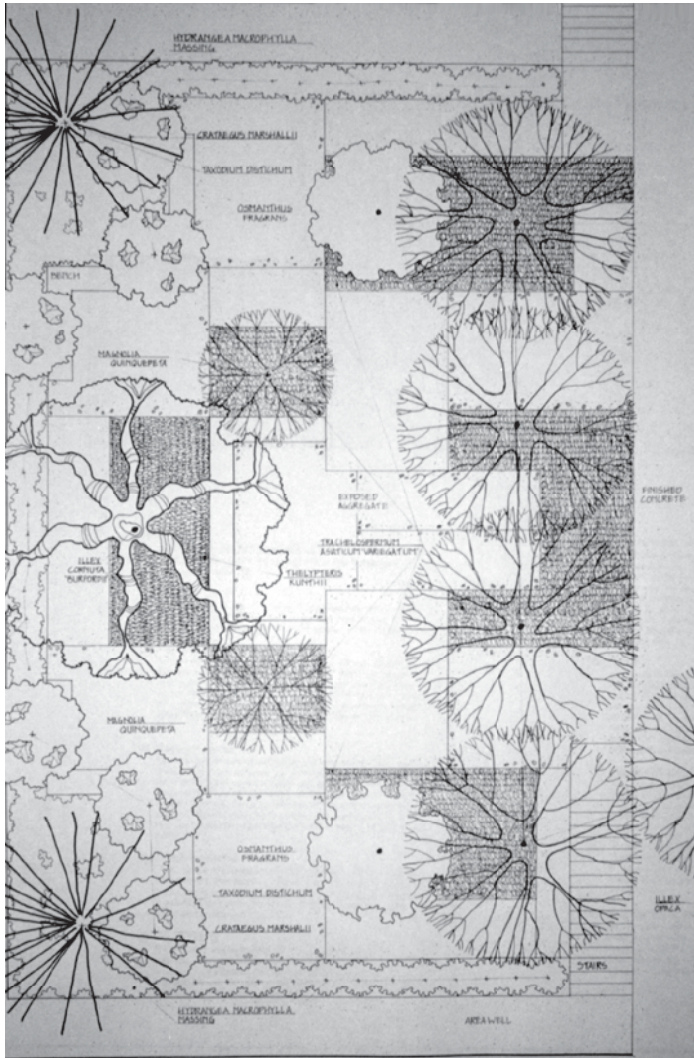


As part of its revitalization efforts, Mid City Redevelopment Alliance developed a low/moderate income housing in-fill project. Part of project required designing an entry for the new housing. These illustrative drawings were done as a sales tool for potential home buyers.



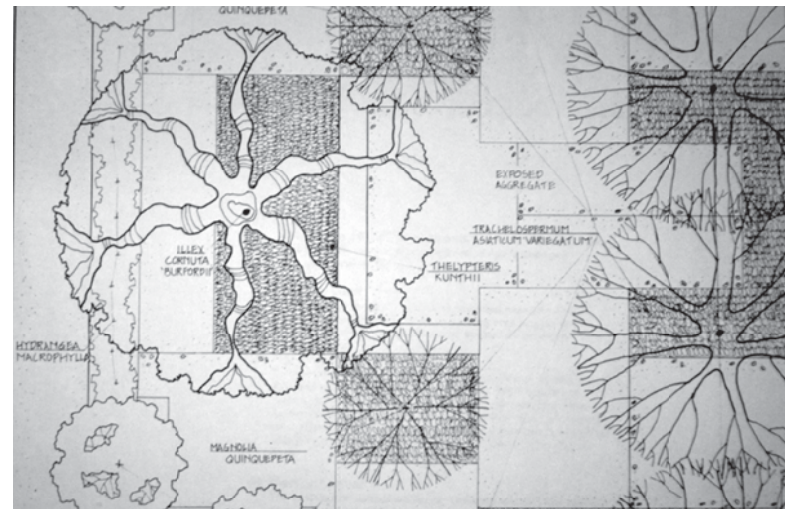
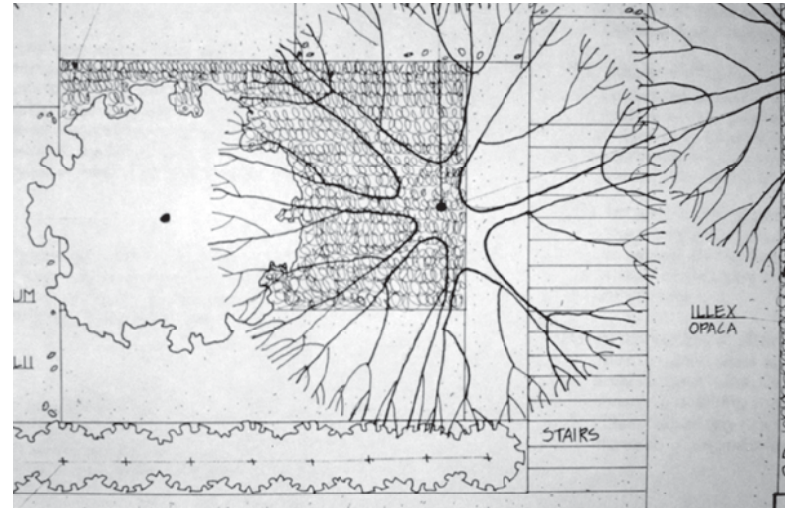


# Planting Design



This project was a revitalization of courtyard on the L.S.U. campus. Despite being adjacent to a major pedestrian route the courtyard is rarely used. The original design provided little separation from the thousands of students who pass daily.

## Himes Hall Courtyard



This design defines a variety of spaces without reducing sightlines to the sidewalk on right. Incorporating the existing Burford holly and crape myrtles, a large open space near the sidewalk along the right is created for groups. Back from the sidewalk are secluded spaces for conversation or studying.

# References

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