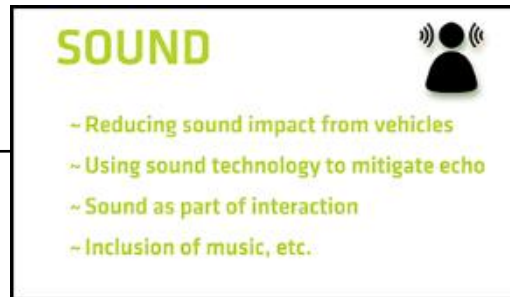


Community Ideas at Opening Event

Reimagine the State Street Underpass

November 15, 2017

(● indicates blue dot placed on Post-it)



- Living wall panels w/ planting to mitigate noise. ●
- Grids on road under the path to play music when car passes over that spot. It exists in several places in Japan. Very fun. ●●●●
- Work with sound designer to use car noise as a kind of instrument. Also create sound landscape you can feel with body no just ears. Vibrations!
- Work with sound designer/sound engineer to create a changing linear soundscape, changing from entry to exit. ●●●
- Enhance the sounds by turning them into other sounds...such as ocean sounds morphed from vehicle sounds, etc. ●
- Reducing noise: Baffle material.
- Sound tech: inclusion of music; SILENT DISCO option for those going under. They can hear special grooves.
- Voice/Sound interaction a la NYC tunnel.
- Under water sounds: whales; dolphins; submarine. ●
- Under water sounds: whales; dolphins; but definitely NO submarines. ●●
- Install a BIG piano to be played with your feet. ●●●
- Local sounds brighten lights.
- Sound dampening to minimize negative acoustic impacts. ●●
- Ambient sound/music. Possible interactive. Sensitive to triggering by sensors.
- Music and sound art installation events in adjacent public spaces to overpass. ●
- Sound/light installations.
- Nice sounds. Daytime only. Change digitally.
- (Make "echo" a benefit) Make acoustic music "stages" and choral + events.
- Have lights that change pattern or re-act to sound. ●

- Love the idea of cancelling harmful sounds and enhancing with interactive sounds. Sensors that detect movement & other volume or activated by the public—so not noisy always.
- Post billboards showing decibels. ●
- Let Sonos donate solution. ●●
- Hanging acoustic donuts with incorporated smart LED lighting to break up the hard noise reflecting properties of the concrete similar to acoustic donuts in Sydney Opera House.
- Have a decibel counter and see who can yell the loudest.
- Watch out!
- Full time organist or mariachi band.
- MUSIC! ●
- How to get rid of the loud motorcycles + autos???
- Soft sounds—like united terminal underpass @ OHare. Perhaps materials to absorb noise—especially near lower levels where noise is greatest.
- Speakers blast ocean waves.
- Decorative lights in pattern on wall that shine brighter as sound increases.
- Music, art, and lighting installation.
- Symphony outside!
- Record people from the community saying why they love Santa Barbara. Have it play on a recorded loop. Intercut with sounds of nature.
- Tiles of mural made of some sort of sound deafening material. ●●●
- WHITE NOISE ●
- Rubber sound suppression paving. Maybe wall surfaces also. ●
- Sound absorbing “Clouds” on ceilings. “Slats” above pedestrians. ●
- Intercoms between diagonal corners.
- Sound & light on ceiling that is interactive. ●
- Reducing vehicular traffic to 1-way each direction will greatly reduce loud revving + motoring. ●
- Use echo to enhance a sound interactive.
- CRASHING WAVES ●●●
- Calming + reducing traffic will help cut some sound.
- Have megaphones pedestrians can use to speak to passing cars.
- Auto-tune microphones.
- Sound baffling. Worry that sound install would distract from safety. ●●
- Sonos!!! ●
- Music yes. Echo enhancement maybe not. Quiet w/ ceiling enhancement cork.
- Use light to distract from sound.

- Some sort of keyboard that when walked on, activate. A few songs can be mapped on the wall (walk by #s if you will). ●
- Limit lanes of automobiles to two.
- Add water, ocean sounds.
- No leaf blowers! Too loud + pollution! ●●●●●●
- Put a sound barrier between the car lanes & the bike/skateboard/pedestrian zones.
- Water fountain by stairs to provide soothing sound of running water. Or fountain-styler walls w/ water running down them.
- Create an open space for musicians to perform safely w/out block the path. ●●
- Use techno covering to change sound.
- Incorporate sound into interactive experience.
- I do like some play between human voice + the echo – Fireworks every night? NO. Seriously, just a tolerable mic that one person could speak into and it would be heard somewhere else.
- SPONGES EVERYWHERE
- INTER-ACTIVE SOUND
- Rumble strips like the musical road in Lancaster, CA! ●●●
- Super funky grooves. Live Jazz? Why not. ●
- HANGING PANELS ●
- Play/pickup on pedestrians. Music/jams as they walk by. ●
- Can the echo be used constructively or to enhance the experience.
- Hanging sculptures made of fabric—reduce the noise.
- Only allow electric cars thru!
- Sound engineering sounds of the ocean or whales. ●
- Remove source of noise—cars, motorcycles. Let sounds emerge from play & people. ●
- Rumble strips that play a tune. ●
- Not sure about sound—I'm into quiet.
- Sound dampening overlay on auto lanes. ●
- Noise absorbent materials placed at lower levels.
- No need for music.
- People should not linger in the underpass to listen to music.
- If sound is used, it should keep people moving (to avoid congestion on the walkways).
- BAFFLES
- Live music on weekends. ●●●●●
- Softening sounds! Noisy!
- Soft. Pleasant “General” sounds—like sounds of oceans, seals, flowing water, etc. NO LOUD MUSIC!!!

- Eggcrate sound capturing surfaces.
- Sound-cancelling electronics? Device takes sound and modifies it into harmonics (electronic).
- Modify the sounds into melodic sounds. ●
- WHITE NOISE MACHINES
- Sound absorbing [star] sculptures. Sound absorbing stars. ●●●●●●
- Soft things/textures dampen sound. ●
- Mesh covering over partition dividing North/South freeway lanes, grow vines.
- Reduce traffic.
- Make State single lane.
- Use space above overpass. You can install boards over the chain link in a way that obstructs sound from 101. ●
- Son et Lumiere. Sound & light presentation on the ceiling.
- Create a waterfall on either side. Will create white noise and can be a car wash for passing cars.
- Work with designer.
- Strolling Violinists! ●
- How about multicultural vocal + musical embodiment? ●
- Sounds of City from other locations—speakers connected to live: talk@SBMA; lecture UCSB; microphone on State; SBBowl; ?
- Allow musicians to use space freely w/o reprimand from local P.D. or pay artist to entertain pedestrians (I know you can afford it).
- Re “inclusion of music” not adding new sound w/o muffling current sound levels. Not loud.
- Display (digital board) artwork from locals. Change out. Add music.
- Telephone installation with sounds, music, stories, nature sounds.
- Narrow auto lanes to slow traffic. ●●
- Softening engine sounds.
- Creating a sound difference—when you enter tunnel. ●
- Limited & specific areas reverberate in special (maybe changing) ways.
- Bring in natural sounds to balance out concrete jungle.
- Separate pedestrian passage physically from drive area. ●●●●
- Spacey industrial nature sounds.
- WHITE NOISE
- Sound that changes with the seasons. Also multicultural.
- Love the idea of sound activated light show. But not by screams, just by talking or walking.
- LIVE MUSIC! LIVE MUSIC! LIVE MUSIC! LIVE MUSIC! LIVE MUSIC!
- Cars make all the noise. DUH!
- Sound attenuation boards/materials around pedestrian passage.

- Diminish traffic sound as completely as possible!!
- Activation of particular features by use of voice activating microphone.
- Texturing sound proofing material incorporate into art work in entirety.
- Is it okay to say NO Harleys? I walk under often & their noise is terrible...or can this be mitigated with acoustics? Music could be a fun touch...
- Everyone gets headphones to walk through.
- Lawrence Welk music piped in.
- Use of echo.
- Use the sounds of the vehicles to morph into the sounds of ocean waves. If loud enough, the same could be done with human voices. ●
- Use of hwy white noise & ocean. ●●

FLOW



- ~ New ways to move through space
- ~ Improving safety and access
- ~ Potential changes in traffic flow

- Convert some section of State St. to be car-free.
- Widen pedestrian space.
- Creative lighting.
- SLOW DOWN TRAFFIC! Bike lane diff. color. ●
- A la Carpinteria: have 101 go under the bridge and State Street above the 101.
- Create down-only elevators (where stairs are) that generate electricity for the artwork as it goes down.
- Open up scary hidden spaces!
- Change stairs, open up stairs.
- Get rid of cross over + add stair to allow.
- Signage at st. corner.
- Signage on bridge.
- WIDER pedestrian ways.
- What about the center divider?
- Lights inside must not distract drivers.
- Bikes need protection from distracted drivers looking at art.
- Electric rolling carpet like in airports. ●●●
- Close traffic to cars, double all pedestrian walkways. Leave center land for a shuttle to pass. Handicap access elevators instead of stairs?
- Skate only lane w/ sweet jumps. ●●
- Close to traffic–bike path–similar to Santa Monica. It works–it’s inviting–good for retail + doesn’t smell! ●
- Do we really 4 lanes of traffic?
- Allow room for skateboarders. It is effective transportation for younger people! ●●●●●
- ROAD DIET! 2 travel lanes. Protected bike lanes. Wider sidewalks. Median signage.
- Cars: 1 lane up. 1 lane down. Slow down speed. ●
- SLOW DOWN!!!
- Try variations in width.
- Avoid lengthy straits.
- New way to move??
- Improve safety + access lighting DAY + NIGHT.

- Potential chg. make sidewalks one way on each side.
- REDUCE NO. OF LANES.
- More space to walk for pedestrians.
- Planter or separation for cars–bikes–people.
- CLOSE State St. to cars. All of State. Allow electric shuttles/bikes/pedestrians.
- Wider Sidewalks & space for double strollers, etc. ●
- Epods
- More frequent electric shuttle. ●
- ROAD DIET! We don't need 4 lanes + median. ●
- CLOSE OFF. People mover. Strassen bahn.
- Wider pedestrian walkway both sides.
- 2 lanes cars + 1 side walk & bike + opp. side kid /young at heart adventure track–slides–zipline–hopscotch–balance.
- A people movie [mover?] would be a game changer especially w/ aging population.
- Consider elevating walkway so bike path fits underneath. Steal space from median so there is more room. ●
- Raise + level out a separated bike lane. Trucks/cars need height bikes don't. ●●
- Buffered bike lane or Class I bike path.
- Moving sidewalks to keep it going – like a ride (like airports).
- Widen sidewalk.
- Close down lanes.
- Close traffic completely during certain times of the day.
- Create some stopping spaces.
- 3-4 tunnels:
 1. People/bikes: Art theme 2 LED sound.
 2. Cars only.
 3. People/bikes: Art theme 2 LED sound.
- Separate 3 different tunnels, each enclosed. 1 for cars. 2 for pedestrians and bikes which have different art themes.
- Bikes need less head clearance than cars/trucks so slope bike lane less. ●●
- SOME visual distraction should be ok especially if bikes are separated from cars.
- PEOPLE MOVER ●●
- Traffic will move more slowly due to visualizing art. ●
- Electric public transportation. Public art. ●
- Bike way safely moving/ pavement lights.
- More signs for walk.
- LED lights on over head areas.
- Knock that railing down, widen sidewalk.

- Create a catwalk at the break line betw overpasses allowing flow across State Street at mid-point.
- Increase the size + safety of the bike lane.
- Pedestrian SCRAMBLE @ Yanonali/State. ●
- Pedestrian scramble at State/Yanonali.
- 2 lanes, one in each direction.
- Keep cars moving. Keep 2 lanes ea. side. Narrow median. Widen bike lanes. ●
- More biking–skate.
- Walking + biking only.
- Trade off times where only pedestrians can pass through/no cars/+ other times when both cars + people pass thru.
- Protected bike lane both directions. ●●●●●●●●
- More elevated bike path. Make it safe for bikes!
- Single car lane.
- More light. Less Noise. Slower traffic. Some activity. ? ●
- Widen sidewalks, add bike lanes, slow traffic with only 2 lanes for cars. Propel everyone forward. ●
- Single lanes both ways for cars and bikes. Need more pedestrian space. ●
- Like a river into the trees–inviting boars, fisherman, joggers, swimmers.
- Create a planted barrier between bikers + cars–eliminate 2 car lanes. ●●●●●●●●
- Wayfinding! ●
- Exclusive bike lanes (cars cannot enter).
- Dog friendly.
- Well lit with LED lighting that changes as you move through it.
- Nothing to slow the traffic flow.
- Enjoyable movement through the underpass–for all modes of transport.
- Sidewalks could be wider but not required.
- Keep it clean!
- Single-lane for cars. ●
- Airport-style moving sidewalk.
- Maybe single lane each direction for cars + add a path for bikes & increase size of sidewalk. I think larger sidewalk both sides would be best + distinct path for bikes/skate + cool signage @ stairs letting people know what’s up there (the HUB!) if tourist + local shoppers use = less urine. ●●
- Welcome, welcome, welcome.
- Wayfinding signage at/on stairwell (what’s up there?!) ●
- Reduce car lanes. Add larger bike path. Reduce car speed. Increase walk path. ●
- Close street once a week. ●●

- WIDER WALKWAYS. Remember cars will be self driving! ●●
- Make all of State Street walking only/biking like Santa Monica.
- CO-URBANIZE (Glendale) 2% for art.
- PEOPLE MOVERS ARE FUN! ●●●●●●●●
- Segregate peds visually & acoustically. Sound cancellation. Hierarchy between uses/sides. Art located such that it does not reduce circulation space. ●
- Goal should be to keep foot and vehicle traffic slowing non stop w/ destination points on either side (N/S/E/W) adjacent to overpass. Activate underutilized, unutilized spaces adjacent to over pass. ●●●
- Reduce center median + increase bike lane width. ●
- Change each pedestrian lane to one way to increase bodily comfort?
- Fewer car spaces. Widen bike. Walking areas ok. ●
- Signage: Flow—know where you are going as a pedestrian.
- Widen lanes.
- Close thru traffic.
- Make bike lanes with barriers. Reduce car traffic to one lane each direction would improve safety for bike riders + slow down cars!!
- Decrease to 2 lanes.
- Increase pedestrian use.
- Create areas for use specifically: skateboards, bicycles.
- Art would encompass entire space—pedestrian “traffic” ideally equal access both sides – decrease auto traffic in entire “corridor.”
- Protected bike lanes could be raised, next to walkways. Reduce driving lanes to one each direction.
- Are four lanes necessary?
- Close down to 2 lanes of auto & expand bike & walking areas.
- At intersections allow peds to go all directions “scramble.”
- Decrease 2 lanes for cars to 1 lane. 1 lane for bikes. Serpentine pedestrian walkway (increasing in some area—the width of lane). ●
- Where?? I love the swish of the underpass.
- If space allows, create a bike path both ways w/ creative fencing separating from auto way. ●●●
- More pedestrian walk ways. More lights. ●
- LARGE directional signs at each end—e.g. → Funk Zone, ← Shopping, ↑ Beach, ↓←Zoo (etc.). ●
- Take out the cars. Pedestrian/bike & park.
- Time machine ●
- More elevated bike & foot space.
- Green barrier to cars. ●
- Bicyclist safety should be primary focus. Plenty of room for bike lane.

- 2 lanes of traffic! Pedestrian & bicycle friendly. ●
- Minimal words, “show, don’t tell.”
- Fix some bad roads. Close some others.
- More light + space for pedestrians + bikes.
- Reduce lanes & add more bike space & walking space. ●
- Protected bike lanes. Separate lane for skateboards. Widen the pedestrian area. Put a sound barrier between cars & all others. ●
- Sola down make all of State ped walk. ●●●●●●●●●●●●●●●●
- A closed street just for pedestrians (like Burlington, VT has). ●●
- 2 lanes, enlarge bike lanes, color.
- Don’t impede pedestrians on either side!
- Reduce auto path.
- Enlarge bike lane & pedestrian walkways.
- A really easy, efficient, affordable (free) bike share program! ●
- Trampolines
- Remove 1 lane of traffic in each direction. Install bike lanes + skateboard lanes in each direction. Explore possibility of expanding sidewalk. Must install lights + security cameras so flow of peds feel safe. ●●
- Illuminating steps or stones.
- CLOSE OFF TO CARS or single lane only.
- MORE light, SAFER feeling, SLOW traffic or NO cars at all. ●
- Accentuate center median (reduce size also) so it’s more visible. Use it to reflect light w/ words.
- Swoosh!
- Shrubs/hedge on both sides of 2 car lanes. Peds & bikes | cars | peds & bikes.
- MORE AIR ●●
- Too many vehicle traffic lanes w/ current design.
- Close off to cars.
- Plants to guide pedestrians.
- BIKES + other human powered transit MAKE COOLEST INTERACTIVE ELEMENTS.
- Design may impede normal traffic flow, hampering locals doing business.
- Cars heading up State must turn left at Gutierrez–State closed to cars above Gutierrez.
- 4 lanes turns into 2 lanes.
- Changing art and lighting regularly.
- Wouldn’t it be cool if there were no cars on State St.? ●●
- Make State one way towards the beach from Gutierrez. That way, cars go away from DT but pedestrians/bikes are mobile both directions.

- **MORE** BIKING + WALKING. LESS CARS. ●●
- Double the pedestrian walkway—double the arches on both sides + light posts of some sort. ●●●●●●●●
- CANTILEVER Bike | Walk (projected light under bike cantilever—see post-it for illustration). ●●
- 2 lanes cars. Mostly ped. (see post-it for illustration).
- Reduce to two lanes. ●●●●
- Less car presence.
- More walking & bike presence.
- Defined safety lanes.
- Reduce cars: A) 2-lanes, B) no more cars.
- No more than 2 lanes for cars. Better delineation of bike lanes. Reduce speed signs at each entrance! ●

ART & DESIGN



- ~ Art that draws people to the space
- ~ Design that inspires the use of the space
- ~ Artful solutions to better the experience
- ~ Design that drives interactivity

- P.O.V. to opposite slope & the architecture in between.
- Public urinal for guys (like Paris). ●
- Murals in the Latin-American tradition – perhaps showing hues or immigrants thru 2 centuries or Indian (Aztec, Mayan, etc.) designs. Local artists, if possible. Involve Latino/a community in design.
- Use the ceiling – mosaic or LED lites. Not big on murals. Been done. ●●
- Bold + graphic based mural w/ lots of color. ●
- Tile mural + lights + 3-Dimensional (see post-it for illustration). ●●●●
- Timeless, shouldn't be relevant or hip for only 5 years into the future. Should resonate for a long time. ●●●
- Utilize existing multi-archway architecture.
- Pattern in brick on pedestrian areas. Change patterns for rhythm progression.
- Replace harsh fluorescent lights with softer LEDs. Add color.
- Flexible solar skylight tubes to funnel in natural light.
- Interactive, changing art/light/sound so each experience is interesting instead of becoming “same old.”
- LED ceiling lighting that flows (like waves).
- No distractions for moving vehicles on walls.
- Murals on walls with interesting abstract design (nothing that would slow traffic flow).
- Lots of lighting on stairways at the top and bottom.
- Dog + kid friendly.
- Movie amphitheater use.
- The 100 yard walls to the S + N of the actual underpass should be lit w/ meditative-warm white-LEDs-thus setting people up for the “Wow” factor inside.
- Use of different shapes + colors that show movement interactivity.
- Maybe the artwork accumulated, grows + changes over time. Either because it is literally alive or because artists add to it annually.
- The art should be simple, easy to recall + iconic for Santa Barbara in order to achieve the “destination” goal – in the way the Big blue bear is for Denver–the Fremont troll is for Seattle. ●
- Art design unifies La Entrada with Funk Zone, beckons to people. Art design continues beyond physical underpass to Gutierrez and beyond. What is special about State + Gutierrez intersection? Nothing! This would have to change. ●

- Change art annually. Murals designed & applied through collaboration of local artists & public school art programs. ●●
- More light & color. All art. No words or symbols (or minimal).
- LOCAL ARTIST ONLY. No stinking BIG NAMES from out of town. ●●●
- Projections. Not distracting. Get meditative or environmental in nature. ●●●
- Colorful lights at night. Natural light during the day. Pierce walls for nat. patterned light on sidewalks.
- NOW CHANGE LIGHT BULBS.
- Widen the sidewalk and have a cool design for the railing. ●●●●
- Can we use plants to separate areas?
- Cool way to buffer bike lane. ●●●
- The Scotland & France inspiration slides are lovely (refer to event slideshow).
- LOTS OF COLOR
- Purchasable Art Plots.
- LOCAL ARTISTS ●●●●
- Flags? Banners? ●
- Local Artist! ●
- Area is in quadrants – use all 4 at all times. ●
- Area must reflect diversity of SB – including underrepresented groups.
- Install shadow boxes to highlight + educate residents + visitors. i.e.–Black History month, Women’s history, Fiesta, etc. can change monthly. ●
- Arts Alliance kids to design & create murals.
- Video screens “advertising” State St. downtown + waterfront.
- Below sea level? Opportunity to connect sea level rise.
- Very large ant farm. ●●●●●●●●
- Lower the freeway.
- Use solar to light, illuminate.
- Mural to depict SB history including Chumash culture, Spanish missionaries, to present. ●●
- Painted/treated road surface to slow drivers.
- Use color & designs for travel surface (ped, bike). ●
- Reflect what makes SB beautiful: ocean, mountain, sky, people-diversity. ●
- Similar to DA’s lobby...history of art in SB w/ different influences.
- Something like “monument to change as it changes” artist Peter Wegner. ●
- Color + sound
- Film strip projected images on walls.

- Many forms of art! Theme of Santa Barbara. ●
- Surfaces resistant to spray paint/scratching/markers. ●●●
- Interactive Video—talk to another city in the world LIVE. ●●●
- Native American designs/mosaic & ocean fishing/fish.
- Artistic Theme: Santa Barbara is the birthplace of Earth Day. Share this with the world!
- Paint is the easiest to maintain and fix. ●
- Tile (mosaic) is easy to maintain (inexpensively) and keep clean. ●
- Accentuate steps.
- A destination that keeps people moving.
- Something to take the smell out.
- Widen walk ways.
- Lighting (natural)
- Children murals on sidewalks.
- Make the underpass cool and inviting.
- Easy to maintain.
- Reflect Santa Barbara's history. ●
- Ask what the Chumash want for this project. ●●●
- Back lit LED panels with photos + local artwork. Look at L.A. Union Train Station for an example.
- More pedestrian space, close lane of vehicle traffic for foot & bike traffic change bike lanes to 2-way pedestrians 1 side bikes on the other limited hours of auto traffic ability to close for special events.
- Wayfinding ●●
- The art should be a draw itself, not merely an enhancement of an otherwise bland space.
- Neon like Santa Monica Pier (Gateway to Santa Barbara). ●
- Rather than selecting one artist one time, create a dynamic “canvas” that can be changed periodically by different artists over time. Could be physical or digital. ●
- Tiny little lights. Hundreds! ●●●●
- LED warm white on plants in center of current roadway. The lights would not change colors, just slowly increase + decrease in intensity. ●●
- Interactive
- Reactive
- Walking, talking, causes an effect.
- Reduce cars/lanes.
- Programmable LED canvases.
- Permanent art light design (color) underneath overpass. ●●●

- Permanent light video screens underneath overpass extending from the two stairways: art curated by SBarts.org; SB Historic Society/Chumash; indie SB artists 1 per mo.; advertising.
- Permanent murals along the entries to the overpass (East Gutierrez-W; East Yanonali-W): Kids Arts Alliance 1 space; indigenous/Chumash 1 space; 2 other groups.
- Complement with tile, mosaic, designs consistent w/ SB.
- Less Cement. More Natural Sources. Greenery.
- Interactivity of all ages ideally.
- A design that reflects what is important to SB inclusivity: nature, ocean, mountains.
- Balance of daylight art versus lights + glow at night. ●
- Local artist. Natural colors. Lighting. ●●●●●●●●
- Water = flow. Water is about Santa Barbara. The flow down State St. is like the flow of water.
- A mosaic. Michael Gonzales' Solstice Streamers link to a major City event – abstract will not distract drivers + will urge flow – maybe a sun or two. ●●●●
- Before A+D, basic aesthetics: clean up trash and stench first and continue over time.
- Interactive! Extend art theme to street a block before & a block after – will look beautiful in photos.
- Signage!! To let people know where they are going & what is ahead (or above!!) ●
- Something to follow like the safe Yellow Brick Road! ●●●●●●●●
- LEDs. Lots of 'em!! Dancing... ●
- Plants/planters ●
- Matrix of touch – sensitive interactive LEDs.
- Bright colors!
- Mirrors to reflect sunlight to underpass.
- Acoustic dampening between cars and pedestrians.
- Close to motor traffic. Shuttle instead.
- Reconfigure → cars on one side, pedestrians on the other.
- Use a lot of color.
- Pay brown bodies for any work/art that involves them.
- Emphasize diversity no colonial history.
- Revolving installations.
- Properly fasten mobiles from areas above pedestrians at a safe height.
- Design w/ locals in mind not tourists.
- Loved guys idea re lights to look like moving water + turn sound into sea noises...as this would be underwater for real...then my idea is add starfish + other things painted to pillars which look like pilings under the pier. ●
- Art
- Light progression: sea – mountains, mountains – sea.
- Moving light!

- Signage on entrance – something poetic!
- Put flags from different countries hangin down from the overpass. ●●●●●
- Think about maintenance – cost & labor.
- Spanish/Moorish/Native themed or ocean.
- Not too busy – if cars are still allowed.
- Local Artists Only! We know the terrain! ●●
- Local artist know this city. ●●
- Central Community Mural! Wall!
- Movement – Something that moves, converts, or alters through human interaction.
- LED panels that can rotate.
- Murals that are interactive, by local artists. ●
- Underpass as natural depression along State St. for stormwater management. Infrastructure – make it visible! Help solve collective problems! (see post-it for illustration)
- Could do cool graffiti type art to list names of shops + eateries located up the stairs to keep people moving & end urination.
- Lots of bright colors. Graphic + bold.
- Colors of rainbow
- Intricate patterns + design accents.
- No Spanish tile.
- Light display that changes as different transportation user pass through underpass: Green = bikes, yellow = peds, orange = cars. ●●●●●
- Water feature
- Avoid hard, flat surfaces (tile/mosaics, etc. due to sound issues) use textures, multiple layered surfaces.
- Lighting is KEY!!! Due to the darkness.
- Seek local and international artists/designers.
- Underpass as gateway from the sea to the City – and back. Underwater Portal – magical feeling. Santa Barbara is special – the experience of the space should feel extraordinary. ●●●
- Mural + painting + LED lights possible to alter themes, sound system. Sea + dolphin theme multiple dolphin species. Water. Blue lights. Sea shapes at night. Dolphin noises and calls audio. ●●●
- Stormwater management for collective infrastructure benefit – grate over so water below is visible?
- Circulation improvements to celebrate alternate modes of transportation and movement. ●
- The lighting ●●
- Something super attractive and changing.
- Small vendor places – artists selling their art.
- Like the art walk on Sundays only all the time.
- Motatics. Motatics. Motatics. Motatics.

- Playful Happy game(s) Interactive...possibly evolving or changing over time (seasons, summer + winter) like a light bright gallery. ●
- How will any of this pass through HLC?
- When will Spanish colonial style be considered? Murals/mosaics?
- Space designed to reflect the intended mood, ability to change artwork.
- Strategically located street musicians (nodes) & artists.
- Involve local artists. Not out of town artists. Involve local kids, after school program like Youth interactive.
- Mimic-the-use. Capture the celebrations/parades in Santa Barbara history through a mural that tells their stories (ex. Old Spanish Days parade, Flower Festival) (ex. Channing Peake mural at airport) at night – utilize historical images, light, etc.
- A forest of tiny lights. ●●
- Make sure it feels rooted in SB history & natural elements. ●
- Bold graphic patterns possibly black + white ??? to the Californian Hotel. ●
- Could be bold colors also.
- Something easy to maintain.
- I like use of paint.
- Design/color application emphasizes (E) interesting shapes.
- Tiles good but expensive.
- WOW! Images, photos, murals, etc.
- A huge dolphin on top, w/ Chumash art inside of it. Covers the cement. ●
- Projected imagery of art work supplied by aspiring artists and local schools.
- Step-like stadium seating on both sides. One car + bike on each side. (see post-it for illustration)
- Materials absorb carbon emission. ●
- Color & change. Day/night probably LED but love the street reflectors.
- Landscaping
- Narrow to 2 lanes.
- Safe bike lanes.
- Good lighting ●
- Murals – history of SB.
- LOCAL ARTISTS ONLY! We understand SB best. ●●●
- Kelp forest @ night. ●●●●●●●●●●
- Changing rather than permanent art.
- Sections for school or organization involvement.
- Flowers plants vibrate the stair cases. Styles: Moroccan, Spanish, Mexican, Chumash tiles.
- Green planting on ceiling or walls ?? art. ●

- Per techblog.com – glowing UV paint murals w/ black light.
- SB history on one side w/ future on other.
- Create a walking path that makes the pedestrian feel as if they've gone through a "gauntlet" of happiness that's a long constrained walk. Create visual tactile rewards along the way. ●●●●●●●●
- Text on sidewalk area to make it a destination. ●
- Landscape any green space (near RR station & MOXI). ●
- Housing adjacent to the underpass to activate round-the-clock? (see post-it for illustration)
- Decorative rail. Bright mosaic tiles. Light. Mural tile. (see post-it for illustration)
- 2 lanes + bikelanes. Lights. Wide pedestrian walkways. (see post-it for illustration)
- Two lane road. Planted Barrier. Bike + pedestrian area. Living wall panels w/ vegetation. (see post-it for illustration)
- Solar cells done artistically power internal LEDs, artistic solar collector wall along pedestrian overpass between walk + freeway.
- ART Design: a mosaic. A long abstract STREAMER—will not distract drivers + will urge flow. ●●
- Not sure that the history of SB would be so effective because it takes time to look at that stuff. Foreboding environment. S.M. pier gateway to S.B.
- It's an interesting space now and I think that enhancing what is there would work well: columns, arches, vaults. ●
- NEON: very tiny lights.
- Close down street at regular times.
- Movement enhancing the experience of moving through underpass may be the best use of the space.
- Ceiling lighting that changes as you move through it.
- Wall art should be static.

INTERACTIVITY



- ~ What ways to encourage play
- ~ Potentials for connection
- ~ Potentials for learning
- ~ Potentials for inclusion

- Public restroom at stairway or overpass.
- No flashing lights or other distraction to motorists/cyclists.
- Have a chalkboard on both sides.
- Changing artwork (to be installed in shadow boxes/display cases) monthly to highlight local underrepresented artist + students. ●●●
- Have “events” which bring people from Stearns to lower State. Big meet & greet.
- Textural tile mural. 3 dimensional tiles—well lit so you can see each other. ●
- LED Back lit panesl w/ artwork + photos. Planting character brought from State Street. (see post-it for illustration). ●●
- Interactivity...use stairs to access businesses above...some really cool + local shops & eateries on motor way/parker—if maybe shop names + neighborhood name on sign will get people on the stairs.
- Learn something NEW...changing elements to keep people returning. <Exciting> and <Interesting> for all ages...and the blind (touch braille), disabled. ●
- Reduce traffic lanes to 2. Widen pedestrian corridors. More lighting – Motion active.
- Color + light activation. Sound activation. Movement. Message to track in experience. ●
- RESPONSE TO FLOW! Dontcha know? ●
- Better lighting to simulate. Sky–Weather, Sunrise, Sunset.
- People mover Haley–Yanonali.
- Movie theater
- MOXI display interactive fun displays? ●
- Like the movie “Big” or “Billy Jean” where the sidewalk lights up when stepping on it. ●
- Involve locals in constructing the work.
- Have James Turell create a light piece. ●●
- Sound & light projections– tell a story: to the beach discovery of SB by Cabrillo in Channel; or to downtown history of Pueblo Viejo. ●
- Lights changing via voice as in your example. Learning could be the lighting shooting thru native flora & fauna.
- Lower walkway features. Classic romantic architecture. Great place for romantic after-dinner couples stroll. Add chalkboard along the path to invite romantic expression. ●
- Most interactive learning seems to be for peds. Learn about the high watermark. ●

- DIGITAL BICYCLE COUNTER. ●●●●
- ADA considerations – open captioning-audio description physical access to ensure equal access & inclusion. ●
- Slow Down Traffic.
- Collective yelling on 4th of July! It's exciting. How can we use mass events to create emotional memories.
- How can we use...Eye contact. You can't avoid it on the pedestrian path. Greetings? People sometimes say Hi.
- Farmers market closure/usage is fabulous idea. ●
- Make it like a ride. People mover.
- Close off to Cars.
- Music exhibit
- How plants grow and are affected by sound.
- Color & light changing by people walking.
- Light that is affected by sound. ●●●
- 1x a week or 1x a month a community sharing: fitness, dance, art, etc.... ●
- Establish/create small "museum" exhibits with photos/stories throughout downtown from Funk to Underpass to Downtown (Gaslamp in San Diego does this). ●
- Scavenger hunt elements for visitors.
- Create something like in I believe Tokyo where you can shop in the subway & when you get home order is @ door.
- "Piano Key" steps – in the unused stairways, make each step a piano key so people/kids & adults can make music as they go up/down. ●
- Old telephones installed along the walls of the underpass. As you pick up a telephone, you trigger audio stories, music, nature sounds. ●●●
- Play-Do voice tunnel like in NYC. ●
- Play-Interactive circles of light a la San Diego.
- Play-Utilize phone + other smart phone devices for history of our waterfront – the places that have occupied the 200-300 block, e.g. last stoplight gas stations that were once there, stores + restaurants long gone up to current 200-300 State St. B12.
- Mosaic timeline
- Sea animals, associated interactive light or sound of animals, touch mechanisms.
- Interactive? YES!
- A mosaic to be fabricated by community volunteers – they can be trained by professional mosaic artists in workshops. This has been done in S.B. ●●
- Close this portion of State 1x/month extend farmers market.
- Bazaar/Mercado with local vendors + businesses.
- Encourage alternative transportation (bikes, skates, boards, pedicab).
- Borrow light installation design from I.V. Pardall tunnel.
- Include visual recognition of CHUMASH TERRITORY.

- Footpath lights up (glows, not flashing) with the footsteps of pedestrians prismatic color effect. Light plays across wall design and changes it. ●●●●
- LIGHT! ●
- Interactive noise activated lighting effects, noise cancelling/mitigating music possible station for interactive scavenger hunt that promotes interaction w/ local businesses.
- Make it a type of market place w/ vendors. Would have to widen sidewalks. Cabinets could be built for vendors – like at LAX. Activities should not block flow of traffic.
- Changing music and exhibits.
- Close @ times for concerts.
- Have a projection screen counter that counts cars, bikes + peds – “I COUNT!” – Could also include carbon emissions savings (ped + bike) costs – cards.
- Light generating canvas of programmable possibilities, the geometry of which allows for an open ended approach of surface strategies for many unique interactive installation projects. ●●●●
- Create anticipation: 1. Heading to beach. 2. Heading to downtown. Accentuate arrival at each end. ●●●●●●●●
- Music to movement to & from activity. ●
- Changes as you move through it.
- Dog friendly ●
- Children friendly
- Historical murals
- Learning: mention the source of the murals, about authors.
- Possible areas for people to gaze + look at + reflect on the murals such as stations.
- HUMANS ARE NOT INDECENT. ●
- SOUTH→islands/ocean→fish under the sea (aquarium “tunnel”) perspective→Chumash–fishing→Chumash village→Spanish explorers→Spanish missionaries→Mission–at fiesta→tours at Mission→NORTH. ●●●
- THINK ABOUT SELF DRIVING CARS!
- Throw a stone to hit a target, release some raccoons? ●●
- Include local schools. Current lack of space doesn’t really allow for local interaction inside tunnel.
- LEARN ABOUT NATIVE. ●
- Simple bell chimes or xylophones as the sidewalk; as you walk through you create music. ●●●●●●●●
- Mini festival music in underpass WxE fest. ●●
- Light + color interactivity. Smell ∅∅∅.
- Photo hotspots booth–background.
- Incorporate LIVE photography #tag.
- Geocache location
- Social media interactivity SHARE BUTTON.
- Project real-time planes or stars in the sky on the top of the underpass. ●

- The digital artwork should be powered by the people and vehicles moving through the space. Power generating sidewalks, wind turbines powered by passing cars. ●
- Display history from this location 100 years ago. ●●
- Project moving pictures. ●
- Interactive sound features can change w/ local events—encourage interactivity but careful not encourage loitering. No benches.
- Artist allow small vendor places that sell their art like the art walk on Sundays, only everyday.
- ALL TRAFFIC...Foot, Bike, Sk8, Car, Wheelchair, Dog, Etc....creates unique, cooperative signature on surfaces.
- Wider pedestrian walkways. Visual and auditory stimuli. Interactive. Sensual. Provides reinforcing feedback. Technology needs to be protected and not easily vandalized. Reliable Technology. ●●
- OVER HANGNING WALKWAYS.
- Murals. Music. Art installations. Events and art graffiti space.
- Make sure everyone, every age, every health can travel.
- Lights ??? flow
- Things that become light at night!
- HIGH WATER MARK!! Peds can learn.
- Water slides ●
- Different experience daytime vs. nighttime w/ interactive elements. ●●●●
- Interactive w/ all generations. Some write up questions which leads to stations moving towards the direction of traffic. Questions. Incorporate murals, artwork. Display on the wall all along the way.
- To use the space as a revolving art space – to be changed 4-12 times per year to allow local, underrepresented artists. This will bring out residents knowing that their family/friends/history/cultural are being represented. ●●
- Interactive input for passersby – to be able to write on the wall. Change & clean slate twice/yr.
- Bring on designer from MOXI for interactive art pieces: activated lights?, sounds, shadows of pedestrians. ●●
- FREE WI-FI ●●
- Interactivity should be centered around the adjacent/outlying areas to overpass. ●
- Artwalk unutilized, under-utilized spaces adjacent to overpass: arts, music, activities for children, festivals, pop-ups, local businesses, farmer's market. ●
- Natural light & shadow | Electric light & shadow. ●●●
- Activities at different levels (physically) for children vers. adults.
- Night. Daylight. Light. Design. (Interactive)
- Make scheduled music perform. (choirs), acoustic music “stages” to make the reverb a benefit.
- Access to restrooms. More bike lanes safe. Involve Fishbone Arts Collective. Bright lighting interactive. Reduce cars. More plants + flowers, trees, moss. ●
- Make changing art installation places as events along paths. ●
- LIGHTS touch sensitive

- Multicolored touch activated light path.
- Rotating mural installation Qty.
- Double archway, bike barrier, 2 lanes. Lighting, Mural here. (see post-it for illustration)
- [Illustration with no text] (see post-it for illustration) ●●
- Chalkboard(s) @ both “end points.”
- Recruit local youth of color to help paint murals. [Expletive] the Funk Zone BTW.
- Consistent centrally located events. ●
- A café that is open at night (too) with featured events that include all AGES & people of all living types.
- Let a qualified designer create an art space or “canvas” then allow different museums to rotate & curate internationally significant artists.

CONCERNS



- ~ How do we engage the community?
- ~ What are the pain points?
- ~ Effects to the community
- ~ Process and \$\$

- Keep distractions to a minimum.
- Bicycle lanes protected from cars.
- Wall murals should be protected from graffiti.
- Well lit
- Cleaned regularly!
- Well lit stairways
- The community needs to own it. List the benefits and sell it to the people through a fundraising campaign.
- Sell sponsorships with a wall + donation plaques.
- Pain = Vandals. Poor Technology. Not good design (De la Guerra Plaza) (Paseo Nuevo art column). ●
- Project could link lower stat and lead to revitalizing lower state.
- What decision-makers will decide?
- Keep design simple & bold & inexpensive & easy to maintain.
- I love the idea of mosaic tiles but should be used minimally – (stair risers) because of cost. replacement/maintenance.
- Lack of cleanliness is uninviting.
- Noise
- Lack of activities in that area.
- Young people develop designs (a contest or collaboration). ●
- Energy Consumption.
- Vagrants living + “camping” out at hidden zones of the bridge.
- Displacement of homeless population. Where do they go?
- New Business, old business in the area will benefits from increased traffic. ↔ Should contribute to this project.
- Engage the community in the process if possible during construction/creation of art, etc. ●●●
- GETS DATES QUICKLY.
- Spending too much money on art – not enough on bike + ped infrastructure. ●
- Vandalism ●
- Separate pedestrian car & bike traffic with own lanes.
- Too much lighting + noise in art project. Distracting. Annoying.
- Budget

- Static murals boring.
- How are you going to engage community schools should be involved. ●
- Limited space
- Design fitting in w/ S.B. style.
- HLC should keep out! (they only care about red tile roofs...).
- How to prevent graffiti or defacing?
- Wider bike lanes.
- Narrower median
- Smooth flow of cars.
- Darkness sense of lack of security.
- High car ???? density.
- Maintenance
- Budget where is it coming from?
- Safety of pedestrians, cars & bicyclists in the dynamics of design. ●●
- I'm worried HLC + ABR will neuter a more free-spirited + modern design.
- Safety @ night. ●
- Provide plenty of room for pedestrians + bicycles. LESS for traffic. 2 lanes of cars. Slower mph!
- How to share the space.
- Circulation Impacts maaan...
- Make concerns assets. Concerns in space are results of homeless, drug use, bicycle safety... How to turn the signs of these community concerns into teachable moments. ●
- TWO LANES ●●
- Recycled creative water or steam cleaning. ●●
- Maintaining the open-ended imaginative thinking inspired by this workshop through the rest of the process.
- Noise Pollution. What is needed are plants to reduce this – or some sort of “egg crate” type of thing.
- Remove cars – make it a park.
- Community effort in the building and improving our Downtown over pass cleansing. ♥ ●
- Sea level rise on low underpass.
- Homeless & Panhandlers – create a beautiful space and then it's ruined like Ralphs super mkt.
- Concerned about work being done outside our local community – this used to be a mom & pop town with unique offerings supporting our locals. We need that spirit in this project.
- ADA considerations for equal access.
- PLEASE USE A LOCAL ARTIST. Do not bring in someone who doesn't live here. ●●●
- Letting tourist & locals know about shopping areas & restaurants & yoga studios etc that are up the stairs will get tourist/locals to use the stairs & then won't be urinals...
- OVER POPULATION ●

- Workshops with Latino community – materials + promo geared towards them.
- Including all the community. ●●●●
- Must represent SB! Reflectors, lighted pathways are for other cities. SB is unique and its culture/history Must be reflected! ●●●●●
- Events traffic
- Change patterns.
- Connect upper + lower State Street.
- In the long run = will connect one side to the other + increase activity + then revenue.
- Close the gap in freeway. Youngest died.
- Feel safe & clean.
- Connect lower + lowest State St.
- Safety ●●
- Underutilized, unutilized space.
- Increasing foot traffic between the beach and downtown – events activities.
- Environmentally-friendly solutions.
- Respect for indigenous cultures/peoples.
- Focus on local artists.
- Maintenance cost/labor. Who? When? \$???
- PLANNERS NOT INVOLVED???? How come we never refer to planners, just archs, designers, business people? Maybe part of the problem? P.S. I am a planner. *[no name on post-it]*
- Look won't do much!
- Pathway/walkways too narrow. Road too wide.
- If it is well lit @ night there will be a lot less sleeping. Keeping it clean – PLAZA Crew?
- WHO MAINTAINS?
- What is the jurisdiction of CALTRANS? How will they play nice with City?
- More centralized events (event, etc. things are too spread out) (UCSB, Goleta, etc.) a central place! ●
- Pedestrians need more space. ●
- The space is too dominated by vehicles, introduce planting + barriers to make it pedestrian + bike friendly.
- Homeless
- Mentally ill
- Safety
- Scary stairwells
- Urine smells
- Loud Sounds
- Enough \$\$ to do it well. (design/construction). ●●
- SLOW CARS SO DRIVERS SEE ART & PEOPLE. Allow for art that is optically interesting yet not distracting to drivers.

- Lotsa color. Less noise, somehow (2 lanes would = less speeding, less noise).
- Target for the eye @ the end each way. Thusly, distracting from the agony of the walk.
- This never happens b/c of...
- Having the area clean and well lighted at night (LED's).
- Enhanced police presence to put a stop to bad construct.
- Don't forget overpass area. Well designed project as a whole. ADA!
- Historic Landmarks Commission. ●
- Don't freak out drivers w/ the designs. Engage but don't cause major slowing down of traffic.
- Walking Traffic!
- MAKE IT FUN!
- Don't forget the stairwells.
- Homeless population hanging out.
- Noise level from traffic.
- Speed of traffic
- Better landscaping (incl. maintenance). ●●●
- Drawing too many people to a narrow place.
- Don't change the lower walkway architecture – maybe just lighting & music.
- Vandalism
- What's going to be on the other side of the underpass, empty stores?
- Who is going to maintain the underpass – i.e. lights, painting, etc.?
- Stench of Urine!
- Unrepresentative of diversity.
- Too narrow in the aesthetic.
- Not timeless, needs to be renovated or becomes out dated too quickly (in 10 years).
- NO PEE.
- Vandalism
- Vandalism
- Clear signage: to restrooms; to stairs; to crosswalks.
- Urine odor is indicative of need for heightened security. Also, maybe signage directing passersby to nearest public restrooms. ●
- COST
- Ask no dark corners.
- Keep R.F.P. local or at least give advantage to local groups.
- My main concern is – we are NOT AN URBAN JUNGLE – so concerned about on trend street art/tattoo art craze. It's NOT S.B. Santa Barbara is Historical & Beautiful & this should be top priority.
- Car exhaust from 101. Not a healthy place.

- Wider walkway
- Engage a local artist to do this.
- Pain – Smell of urine + tunneled sound amplified.
- Effects – make it pleasing to the eyes + ears.
- Process + \$ – unrealistic \$100k.
- Keep project in-house, locals. No need to out source project. ●●
- More \$\$ to do it right.
- Slow traffic down.
- Dampen noise.
- Limited by the vision of the permitting agencies or funding parameters.
- Make any light/sound etc. powered sustainably.
- Do something that will stay fresh & fun.
- Bike, pedestrian, & others' safety.
- Air & sound pollution from cars.
- Mimicing [sic] what's been done – or a hodgepodge of everything.
- Focusing on western art too much – having art stay the same and not remaining relevant.
- Close off to cars.
- Needs to be well lit.
- ADA compliancy
- Public bathrooms at one end or other.
- Static artwork gets dirty and dull over time.
- Make sure to get local business & \$ non profits to donate. Reagan Ranch!!
- Be a reflection of current conservation views, and not keeping up with trends or creating one.
- Make it as maintenance free as possible.
- More moving parts = more things to go wrong! Yipes!
- Engage community by getting them involved @ ideas, construction. Remember “Kids World” + people involvement.
- Lifespan. How long do we want the transformation to last? How will the materials be maintained?
- Let's be resourceful.
- Budget! How do we get the most design bang for the buck? Need to know the parameters up front.