

# Bingham Canyon National Park: Reclaiming the Bingham Canyon Mine by Transforming it into a New Generation of National Park<sup>1</sup>

FREDERIK GOTEMANS

In the wake of the industrial revolution, landscapes gradually deteriorated, creating the formidable challenge of reclaiming devastations humans have caused. Large-scale mine sites provide a clear example. However, the potential contribution that reclaiming devastated landscapes can make to restoring the environment is often ignored or unacknowledged.

To address this pressing issue, it is necessary to examine different pathways to reclamation. Current reclamation scenarios – to simply fence mine areas off and shield them – are insufficient because they fail to provide a carefully considered and planned post-mining land use.

Figure 1 depicts the design of a poster in response to the cultural basis of the well-known national park system of the USA. It captures the powerful image of open-pit mines like the Bingham Canyon Mine into a new generation of national park. Envisioning the transformation of former mining sites into national parks requires new design processes and techniques. Figure 2a and 2b depicts the opportunity to include not only placemaking in landscapes but also the design of the experience by means of transportation towards national parks. Figure 3 shows the means to use physical models combined with digital projection, enabling the aesthetic dimension, narrative underpinning and experiential quality of the design. One more example is the use of written stories by following certain personas (archetypical users) as they experience the many instances and scale dimensions within the future national park (figure 4).

*Frederik Gotemans is a thesis student of Landscape Architecture, Wageningen University, Droeendaalsesteeg 3, 6708 PB Wageningen, The Netherlands.*

REPORT



Figure 1: Poster of national park service technological wilderness.  
(Image: Author's own.)

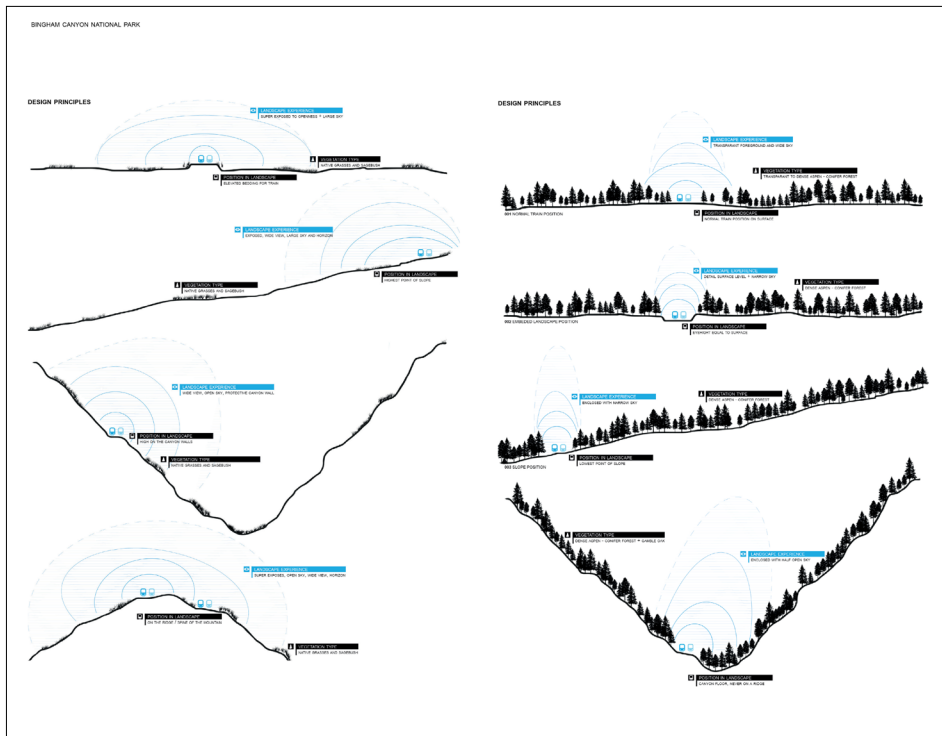


Figure 2a: Cross sections of the design of the railway routing as part of the post-mining experience. (Image: Author's own.)



Figure 2b: Interior design of the train with panoramic and interactive windows. (Image: Author's own.)

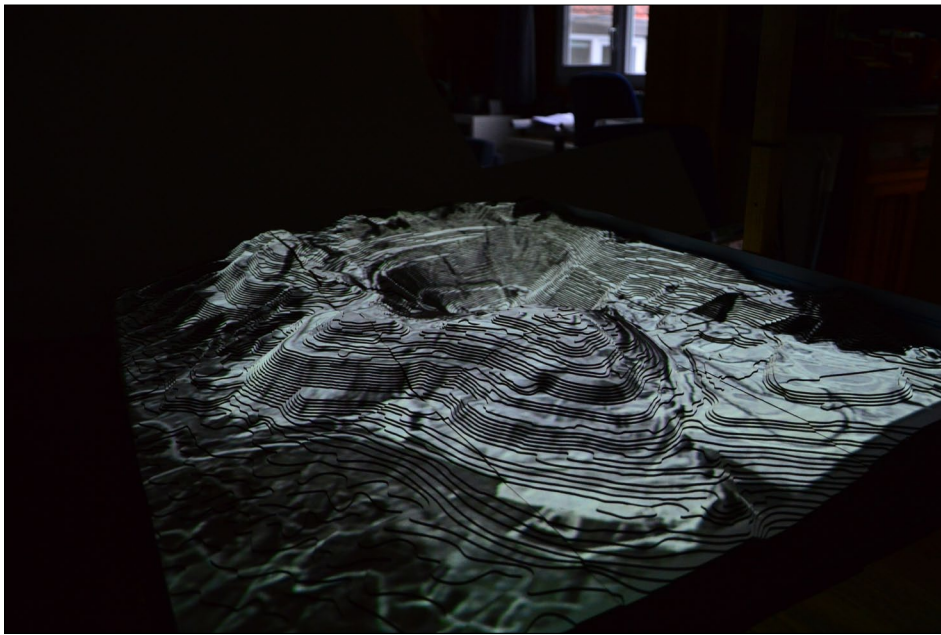


Figure 3: 3D terrain model with beamer projected design and zoning suggestions. (Image: Author's own.)

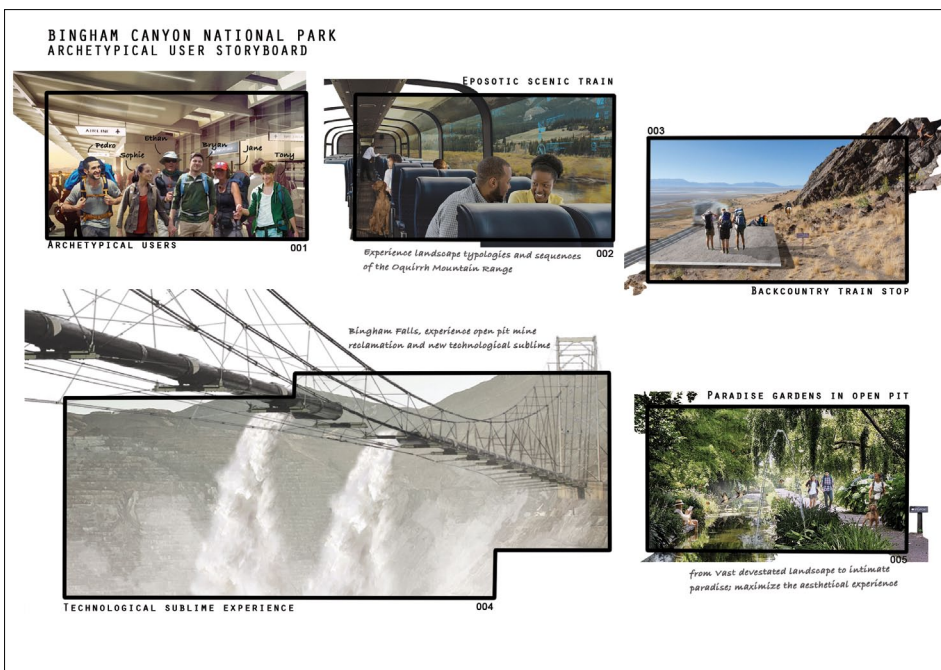


Figure 4: User story board explaining the subsequent landscape experiences. (Image: Author's own.)

**NOTE**

- 1 For the MLA thesis on which this report is based, go to <http://edepot.wur.nl/425043>.