

Draft Land Use Scenarios: Mira Mesa Community Plan Update

Planning Department

February 18, 2020

5:30 p.m. to 6:50 p.m. – Mira Mesa Community Plan Update Advisory Committee – **Live Webinar**

Agenda

1. Call to Order / Roll Call by Chair: Jeff Stevens
2. Non-Agenda Public Comment (via email): Jeff Stevens
3. Mira Mesa Community Plan Update - Alex Frost
 - a. Introduction & Background
 - b. OCET & Land Use Scenarios
 - c. Land Use Categories
 - d. Land Use Framework & Scenarios
 - e. Land Use Scenario Impacts & Analytics
4. Discussion & Next Steps

An aerial photograph of a suburban commercial area. In the upper left, there is a shopping center with several stores, including a Smart & Final, and a large parking lot filled with cars. A multi-lane highway runs vertically through the center of the image, with several cars visible in the lanes. To the right of the highway, there are more commercial buildings and parking lots. In the lower left, there is a large, single-story yellow building with a flat roof, surrounded by a parking lot and some landscaping. The title "Introduction & Background" is overlaid in white text on a dark blue rectangular background across the middle of the image.

Introduction & Background

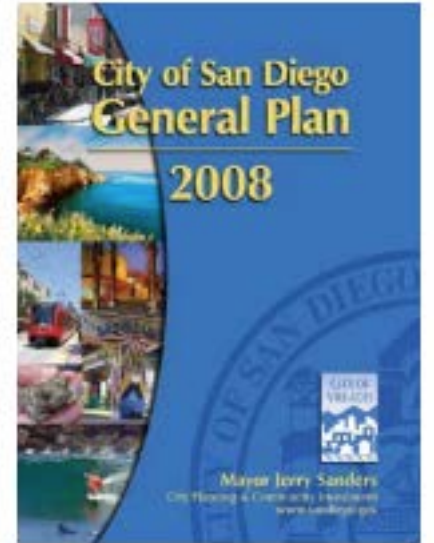
A community plan is a public document which contains specific proposals for future land uses and public improvements in a given community. A community plan is part of the City's General Plan. It provides tailored policies and a long-range physical development guide for elected officials and citizens engaged in community development.



History of Mira Mesa Community Plans



- It provides community-specific, tailored policies and a long-range physical development guide for City staff, decisionmakers, property owners, and citizens engaged in community development.
- It establishes goals and policies to address land use, mobility, urban design, parks, open space, and public facilities.
- As a component of the City of San Diego's General Plan, it is a long-term blueprint for the future and provides location-based policies and recommendations.



- **It does not mandate growth.** The community plan provides options and opportunities for new housing and employment. It does not require property owners to redevelop or mandate that development will happen.
- It is not a maintenance document. The community plan is a long-range policy and regulatory document that identifies future infrastructure needs. It is not a plan to address the deferred maintenance of existing infrastructure.
- **It does not approve specific projects.** The community plan establishes policy and regulatory direction—all future projects will still go through an approval process



Mira Mesa CPU Advisory Committee Meetings



21
Meetings

Open House, Pop-Up Booth, and Workshops



Open House



Street Fair



Miramar College



PC Commission

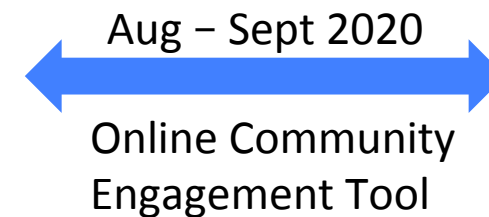
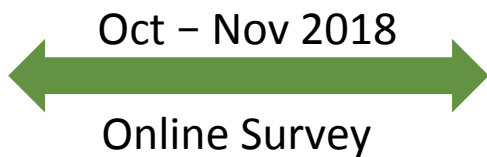


Land Use & Economic Forum

5

Events

Online Engagement & Stakeholder Interviews



3

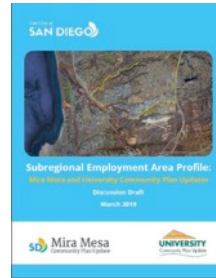
Opportunities



Mira Mesa
Community
Atlas



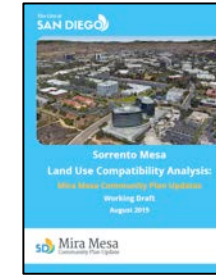
Community
Engagement
Report



Subregional
Employment
Area Profile



Market
Demand &
Collocation
Study



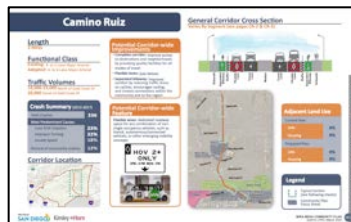
Land Use
Compatibility
Analysis
(Sorrento & Miramar)



Peer-Cities &
Citywide
Analysis



Mobility Existing
Conditions



Mobility Corridor
Concepts



Geotech
& Hazmat



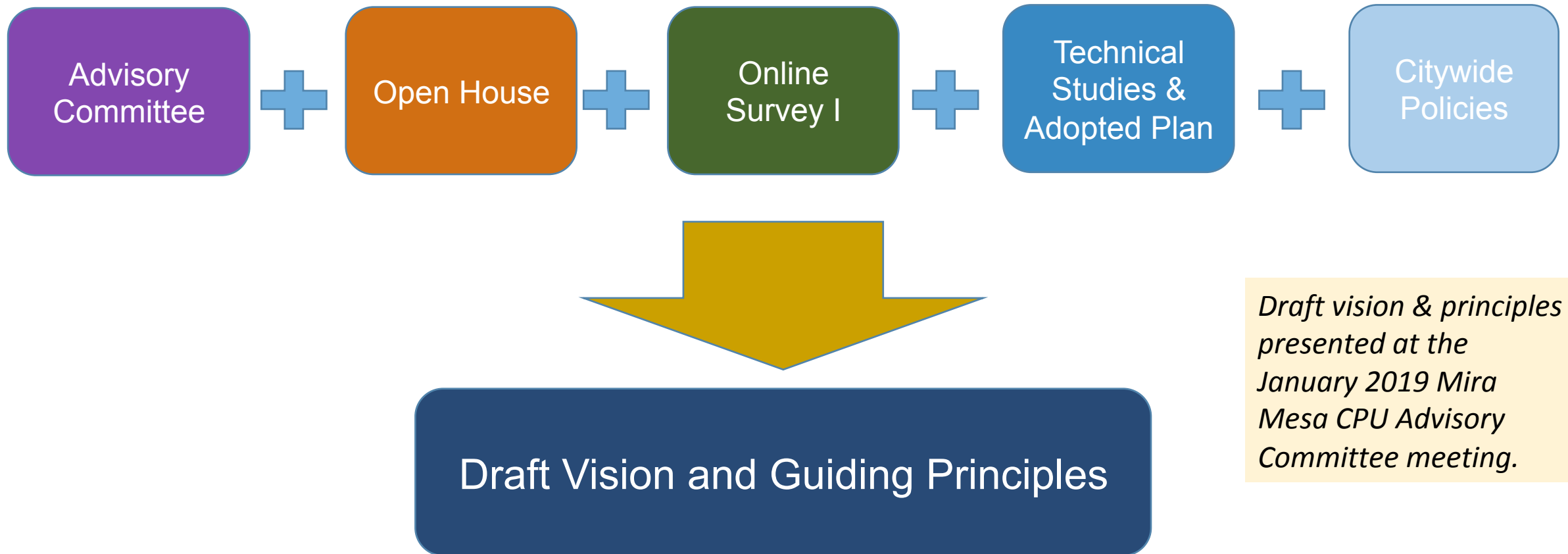
Biological
Resources



Cultural
Resources



Water &
Wastewater



Vision describes a shared image of what people want their community to become over the next 20 years in the future (short, broad and inclusive).

Guiding Principles are broadly stated objectives or precepts to guide the development of land use scenarios, mobility and urban design concepts.



DRAFT VISION

Vibrant employment centers, eclectic community villages, & active neighborhoods.

DRAFT GUIDING PRINCIPLES

LAND USE AND URBAN DESIGN

- Walkable, compact, mixed-use villages of different scales.
- Public plazas, squares, and walkable streetscape that enhance community identity.

HOUSING

- Diverse housing types for variety of incomes and ages located near transit, jobs, activity centers, and other amenities.

MOBILITY

- A transportation network ensures safe, accessible, and efficient travel.
- Convenient, frequent, and user-friendly public transit network.
- Comfortable neighborhoods for people walking and biking, with continuous sidewalks and bicycle paths, a variety of routes, and good access to schools, parks, shopping, jobs, transit, and villages.

PUBLIC FACILITIES

- Investment in new public facilities to meet community needs.



DRAFT VISION

Vibrant employment centers, eclectic community villages, & active neighborhoods.

DRAFT GUIDING PRINCIPLES (continued)

PARKS, RECREATION, AND OPEN SPACE

- Parks, trails and open spaces are easily accessible to residents through the community.
- Restoration of community's creeks and protection of sensitive habitats, canyons, and open space network.

CLIMATE ACTION AND SUSTAINABILITY

- A resilient carbon-neutral community powered by 100% renewable energy and a pollution-free transportation system.

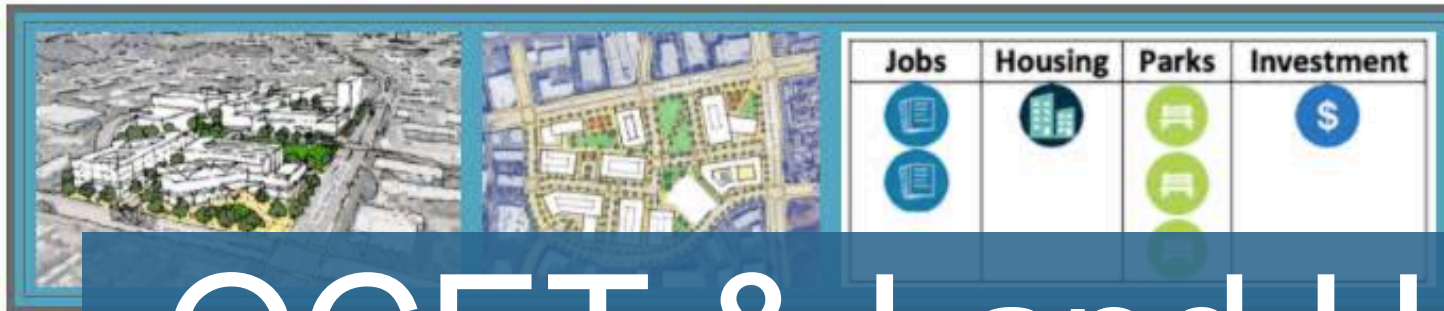
ECONOMIC PROSPERITY

- Employment centers that include, when appropriate, shopping and after-hour activities as well as housing, so they become richer more vibrant places throughout the day and night.
- Land use and infrastructure investments that promote more start-ups, craft businesses, and knowledge-based jobs.
- Preservation of industrial land for manufacturing and warehousing.

Introduction FAQ Give Input

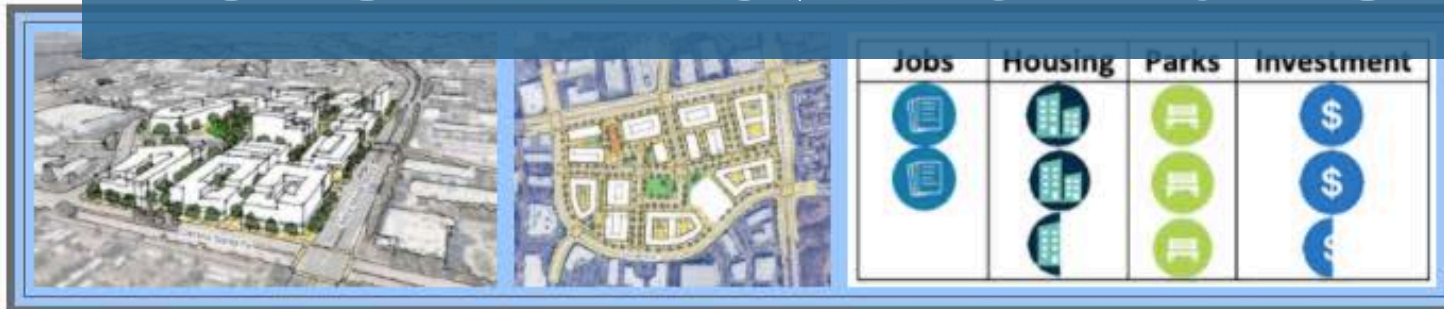
Option 1 - Science & Tech Park

[View Images and Data](#)



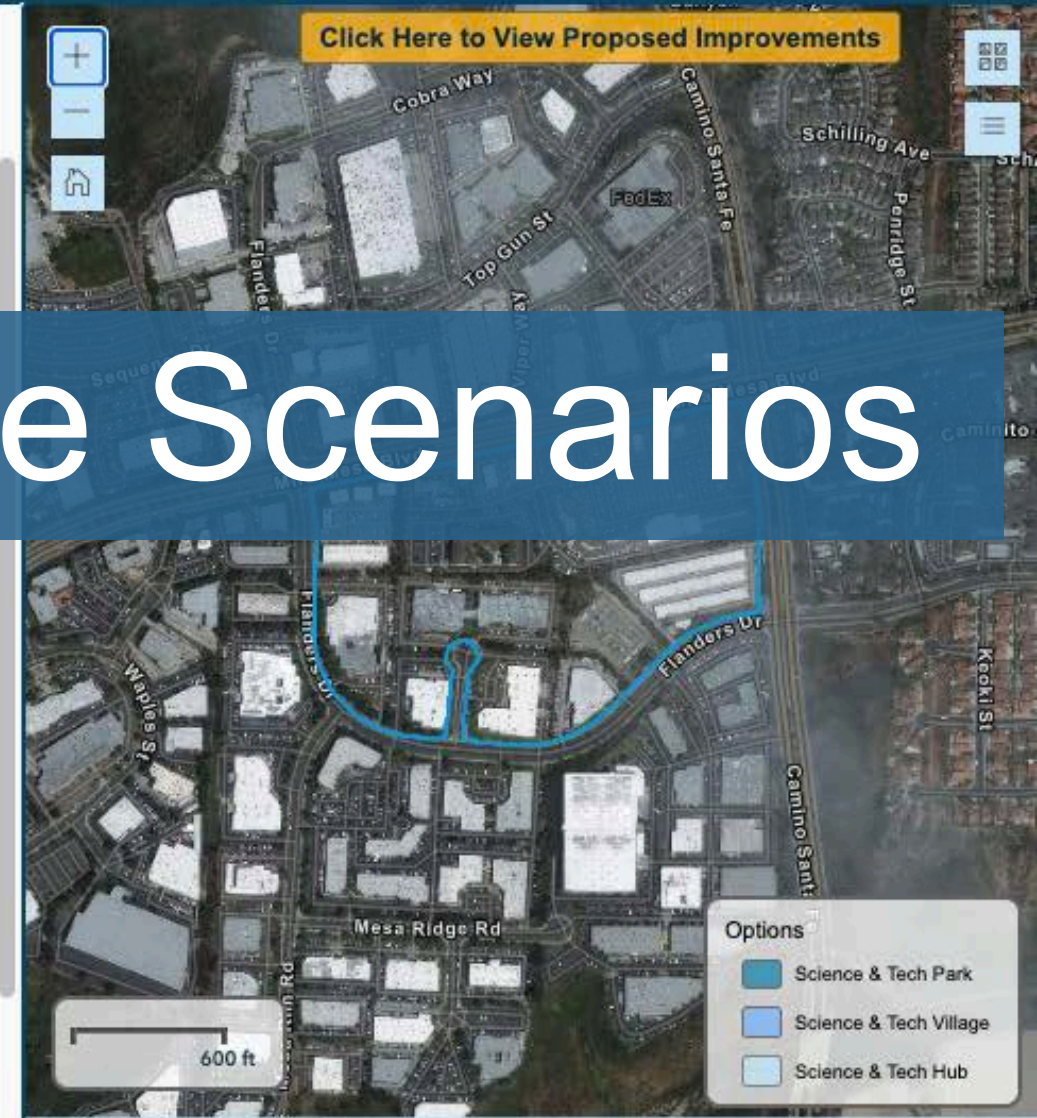
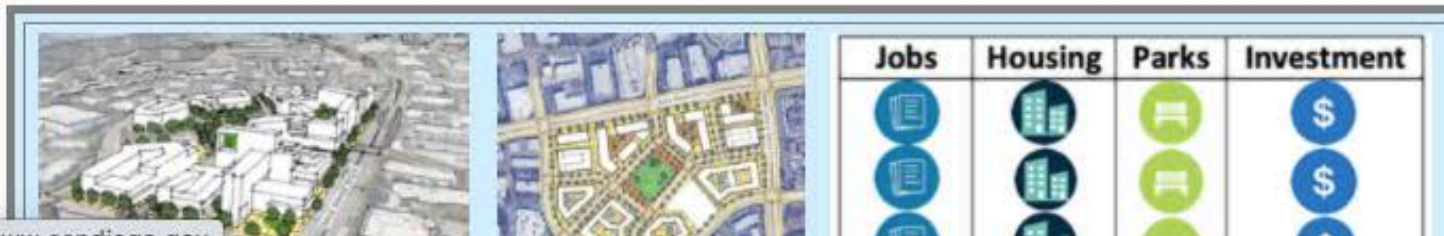
Option 2 - Science & Tech Village

[View Images and Data](#)

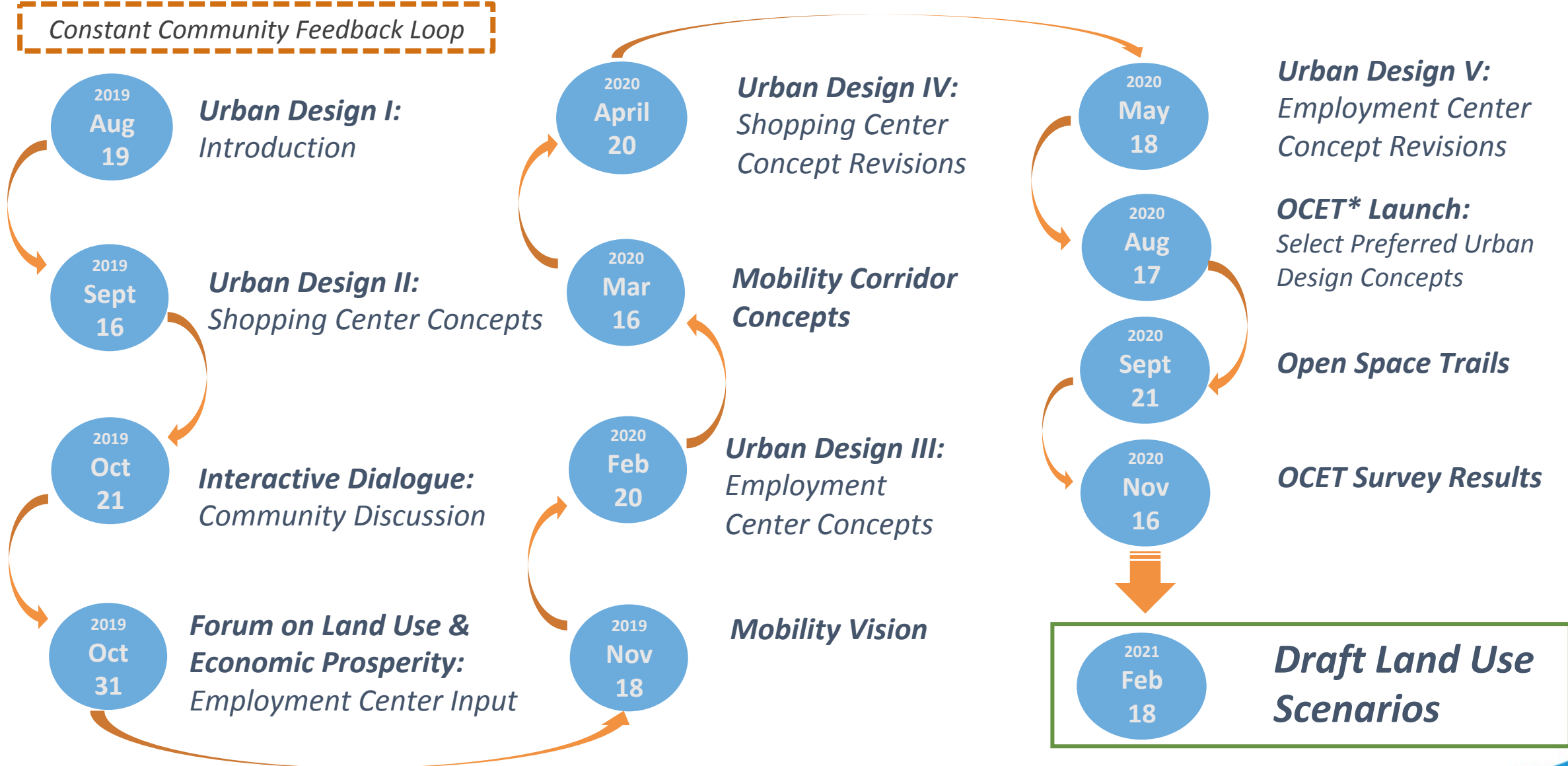


Option 3 - Science & Tech Hub

[View Images and Data](#)



OCET & Land Use Scenarios



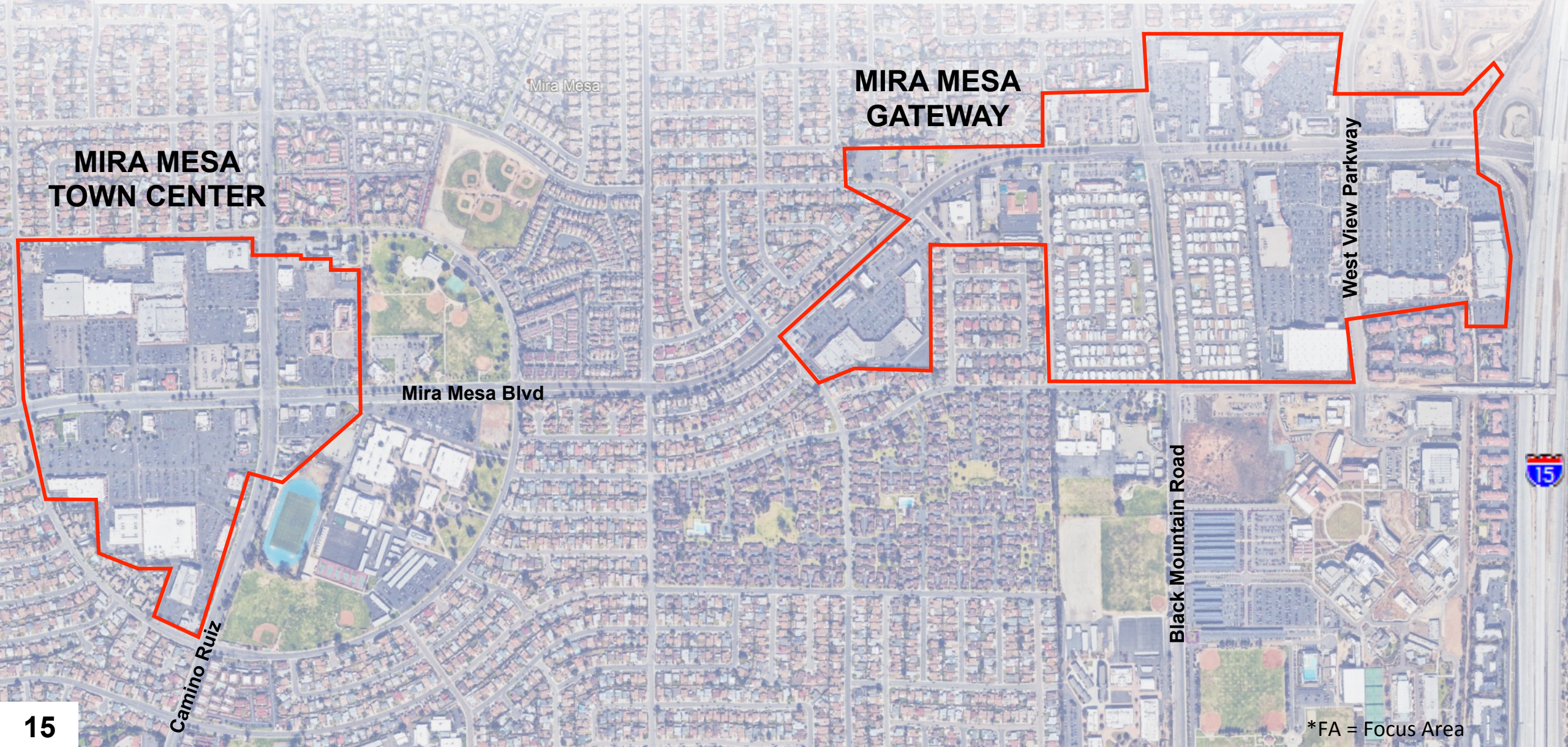
Online Community Engagement Tool (OCET)

- Broad community participation and representation:
 - 87% of respondents live or live & work in Mira Mesa;
 - 58% of respondents 40 or younger; and
 - 48% of respondents non-white
- Total survey participants – 696
- Result informs the draft land use scenarios



FA* 1 MIRA MESA GATEWAY & FA 2 TOWN CENTER

How the OCET result informs the Draft Land Use Scenarios



MIRA MESA GATEWAY

Community Commercial



Community Village

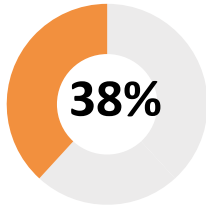


62%

Urban Village

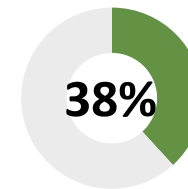
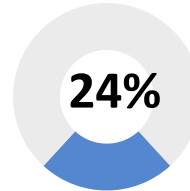


OCET
Result



Scenario
Reflection

Proposed
Land Use



Land Use Scenario 1*

Land Use Scenario 2*

Land Use Scenario 3*

Community Village (44 du/ac)

Community Village (54 du/ac)

Urban Village (73 du/ac)

*Higher density and intensity proposed to reflect the proximity to the Miramar College Transit Station

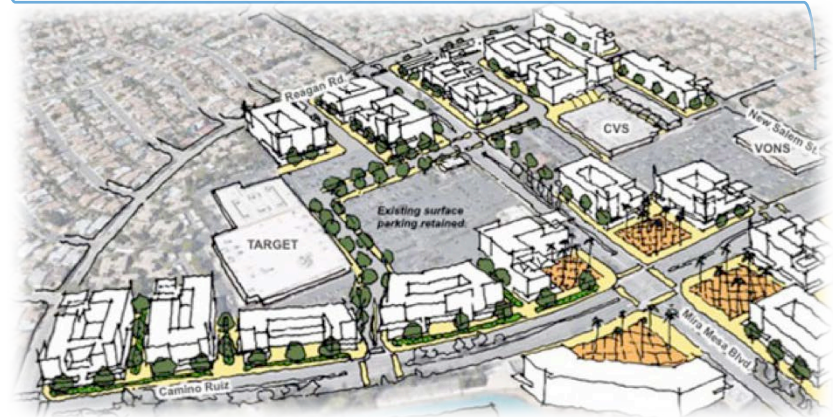
MIRA MESA TOWN CENTER

Community Commercial

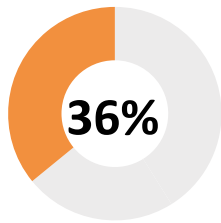
Community Village

64%

Urban Village



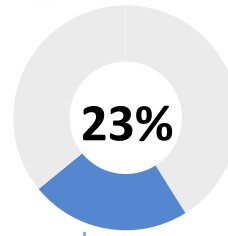
OCET
Result



Scenario
Reflection

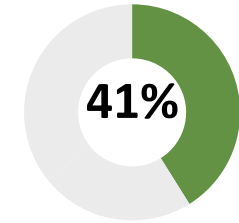
Land Use Scenario 1

Community Village (29 du/ac)



Land Use Scenario 2

Community Village (44 du/ac)



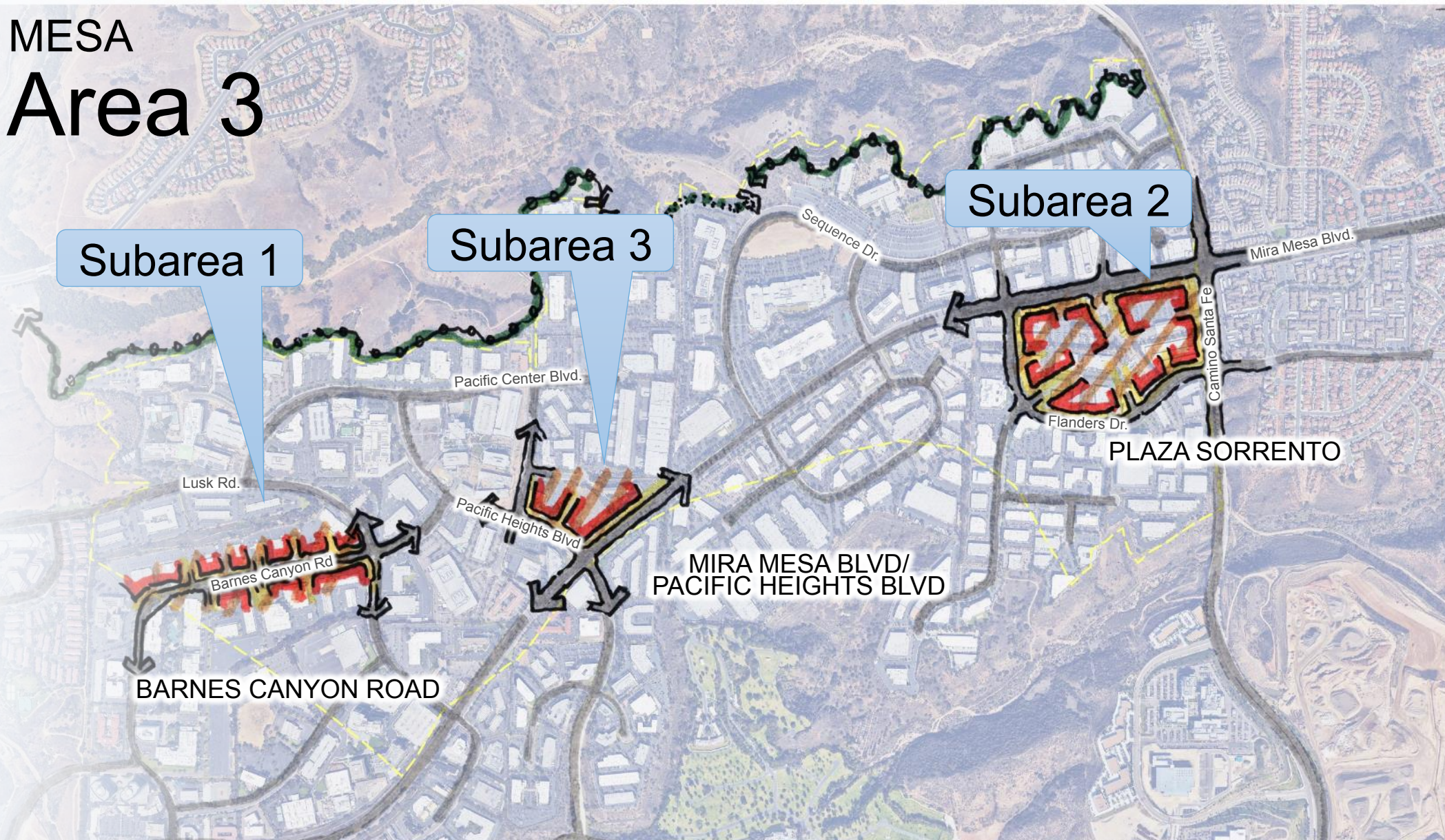
Land Use Scenario 3

Urban Village (54 du/ac)

Proposed
Land Use

SORRENTO MESA

Focus Area 3



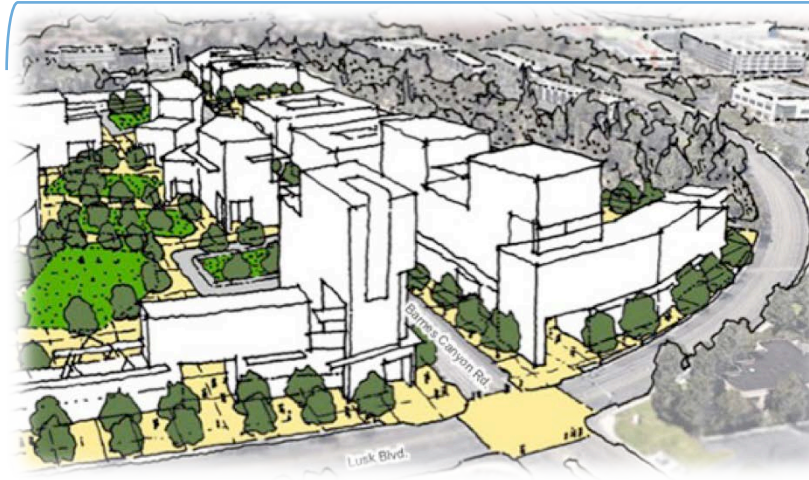
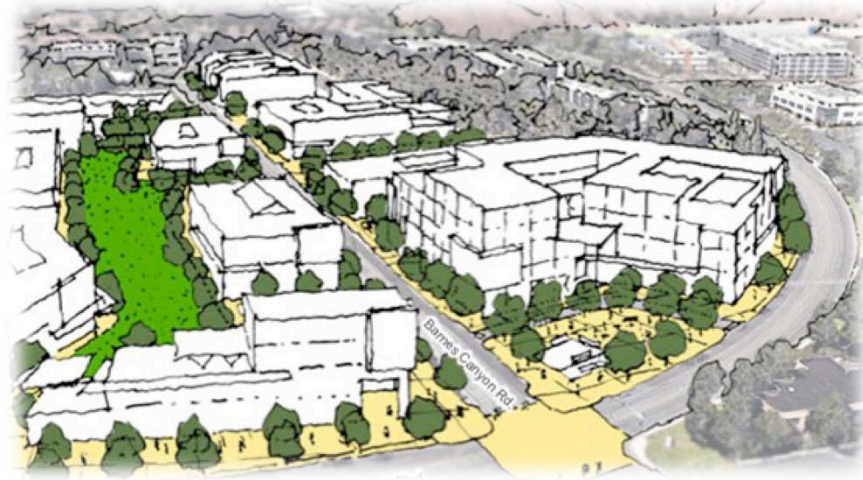
How the OCET result informs the Draft Land Use Scenarios

Science & Tech Park

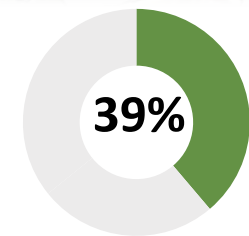
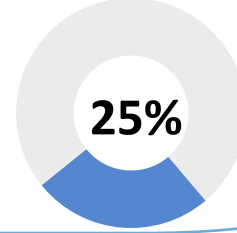
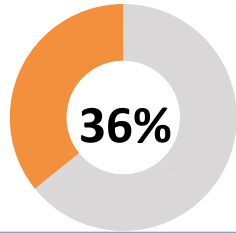
Science & Tech Village

64%

Science & Tech Hub



OCET
Result



Scenario
Reflection

Land Use Scenario 1

Land Use Scenario 2 and Land Use Scenario 3

Proposed
Land Use

Tech Park & Urban Employment
Village (44 du/ac)

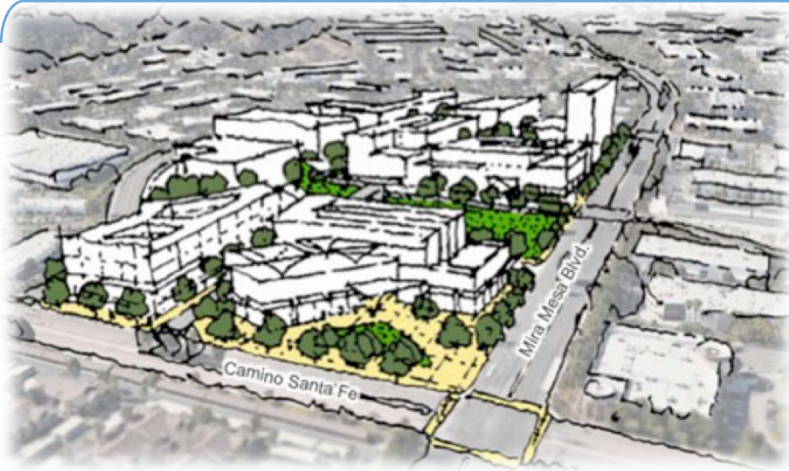
Tech Park & Urban Employment Village (54 du/ac)

Science & Tech Park

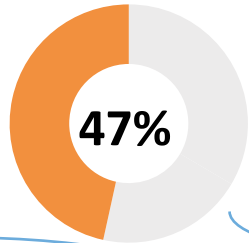
67%

Science & Tech Village

Science & Tech Hub



OCET
Result



Scenario
Reflection

Land Use Scenario 1

Land Use Scenario 2

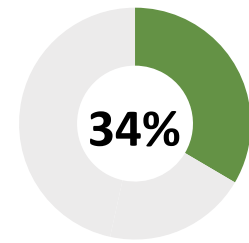
Land Use Scenario 3

Proposed
Land Use

Tech Park & Urban
Employment Village
(29 du/ac)

Tech Park & Urban
Employment Village
(44 du/ac)

Tech Park & Urban
Employment Village
(54 du/ac)

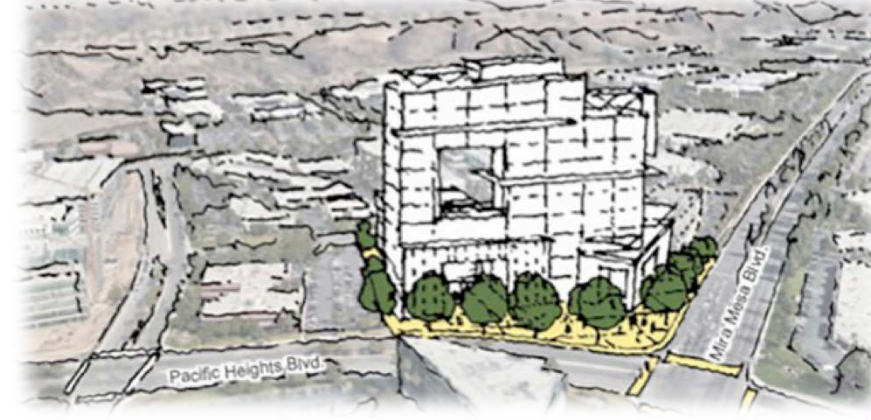
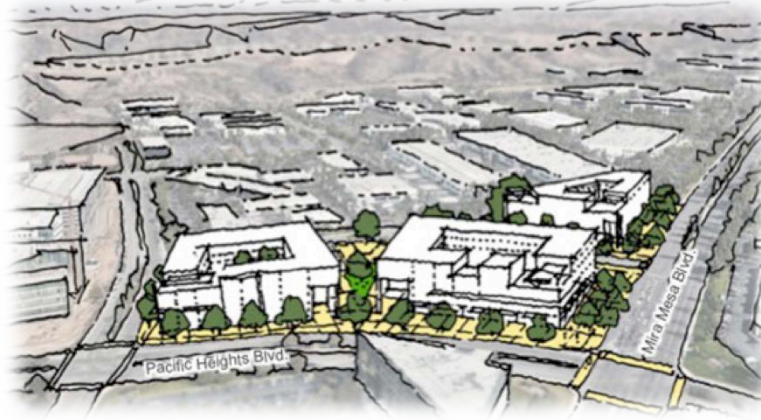


Science & Tech Park

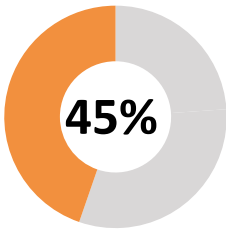
76%

Science & Tech Village

Science & Tech Hub



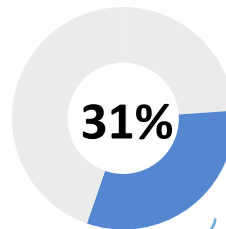
OCET
Result



Scenario
Reflection

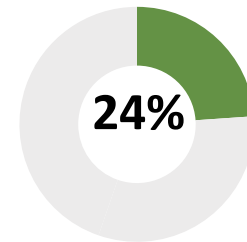
Land Use Scenario 1

Tech Park & Urban
Employment Village
(54 du/ac)



Land Use Scenario 2*

Tech Park & Urban
Employment Village
(73 du/ac)



Land Use Scenario 3*

Tech Park & Urban
Employment Village
(109 du/ac)

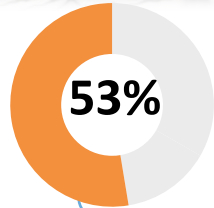
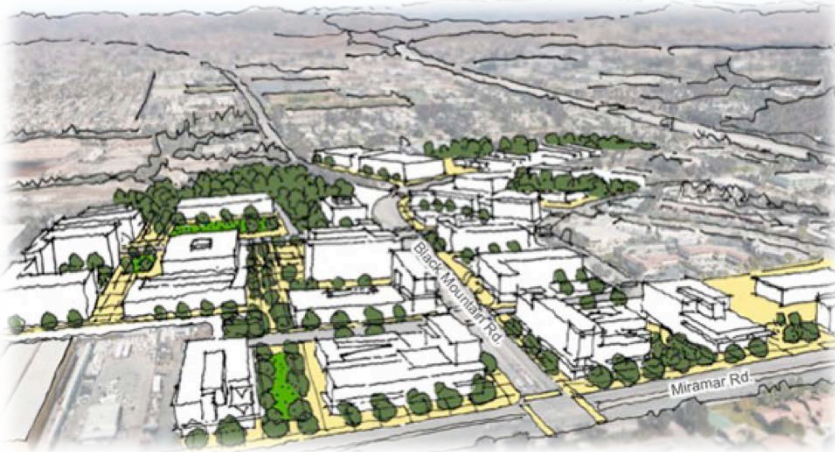
Proposed
Land Use

FOCUS AREA 4: MIRAMAR GATEWAY



How the OCET result informs the Draft Land Use Scenarios

Business Park



OCET
Result

Scenario
Reflection

Proposed
Land Use

Land Use
Scenario 1

Biz Park & Community
Commercial (29 du/ac)

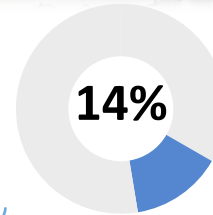
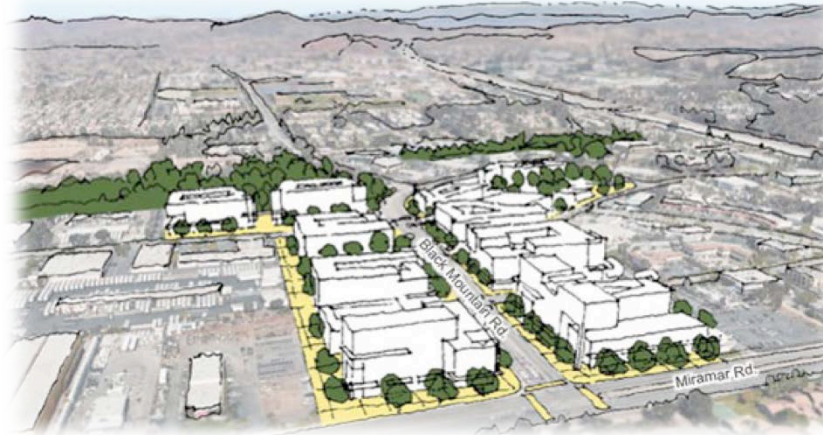
Land Use
Scenario 2

Biz Park & Community
Commercial (44 du/ac)

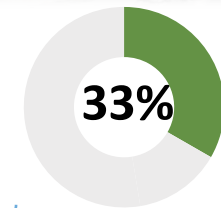
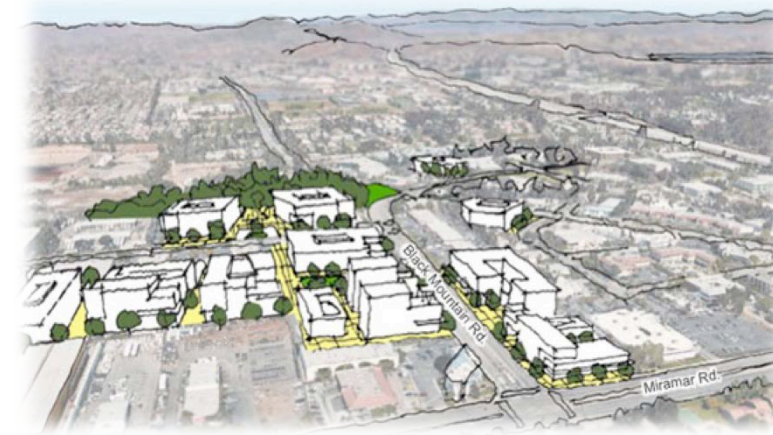
Land Use
Scenario 3

Biz Park & Community
Commercial (54 du/ac)

Employment Village



Flex District



An aerial photograph of a city landscape, featuring a mix of commercial buildings, parking lots, and green spaces. In the background, there are rolling hills and mountains under a clear sky. A semi-transparent blue rectangular overlay is positioned across the middle of the image, containing the title text in white.

Land Use Categories

Neighborhood Commercial

Provides local convenience shopping, civic uses, & services serving an approximate three mile radius (0-44 du/ac).



Community Commercial

Provides for shopping areas with retail, office, & services for the community at large. Includes community-serving uses while also including office, hotel, automobile sales, as well as limited industrial uses of moderate intensity, that serve residents and workers in the community & adjacent communities. Areas designated as CC may range from pedestrian-friendly commercial streets to shopping centers and corridors.



Community Commercial – Residential Permitted

Provides for a variety of commercial uses, such as retail, personal services, office, & hotel, that serve residents & workers in the community and adjacent communities. Residential uses are allowed as part of mixed-use development that features ground floor commercial uses. A pedestrian-oriented development is encouraged, with active storefronts in addition to outdoor seating and social gathering spaces (0-73 du/ac).



Technology Park

Allows high technology related to applied sciences, including: R&D, corporate headquarters, light manufacturing, & storage & distribution uses. Also allows office uses which provide functions directly related to these high technology uses. Sites with shared amenities, business incubators, & flexible innovation spaces are encouraged.



Business Parks

Allows office, R&D, & light manufacturing uses. This designation would not permit storage and distribution uses except as accessory to the primary use. It is appropriate to apply in portions of communities primarily characterized by single- and multi-tenant office development with some light industrial uses.



Business Parks – Residential Permitted

Allows uses such as business/professional office & R&D, with limited commercial service, flex-space, & retail uses, as well as residential uses. Mixed business park/residential developments can create unique housing opportunities to support office, business, and other employment uses (0 – 54 du/ac).



Neighborhood Village

Provides housing in a mixed-use setting & convenience shopping, civic uses as an important component, & services serving an approximate three mile radius (0 to 44 du/ac)



Community Village

Provides housing in a mixed-use setting and serves the commercial needs of the community-at-large. Integration of commercial & residential use is emphasized; civic uses are an important component. Retail, professional/administrative offices, commercial recreation facilities, service businesses, & similar types of uses are allowed (0 to 54 du/ac).



Urban Village

Serves the region with many types of uses, including housing, in a high-intensity, mixed-use setting. Integration of commercial & residential use is emphasized; larger civic uses & facilities are a significant component. Uses include housing, business/professional office, commercial service, & retail (54 to 73 du/ac).



Urban Employment Village

Allows mixed-use development where employment uses are balanced with potential residential uses. Employment uses would be the primary use, and residential uses are allowed. Active street frontages and pedestrian-oriented design are encouraged. Developments can create unique housing opportunities that support creative office, business incubators, and high-tech research and development uses (0 to 109 du/ac).



Residential – Medium High

This designation allows for multiple-story buildings that may have condominium/apartment units at a medium high density range. Development typically includes individual or shared common open areas (30 to 44 du/ac).



Residential – High

This designation allows for condominium or apartment buildings that typically consist of a large block of residential units with a shared common space and amenities. For large blocks, pedestrian connections throughout the site and to the community are strongly encouraged (45-74 du/ac).



An aerial photograph of a city, likely Los Angeles, showing a dense urban landscape with numerous buildings, parking lots, and roads. A semi-transparent blue rectangular overlay is positioned in the center of the image, containing the title text in white. The text is large and bold, with a slight shadow effect.

LU Framework & Scenarios

Open Space, Parks, and Trails

(existing & proposed*)

17+ miles of proposed trails

58+ acres of proposed parks

Restoration of Carroll Canyon & Creek



3D

Carroll Creek

Proposed Parks

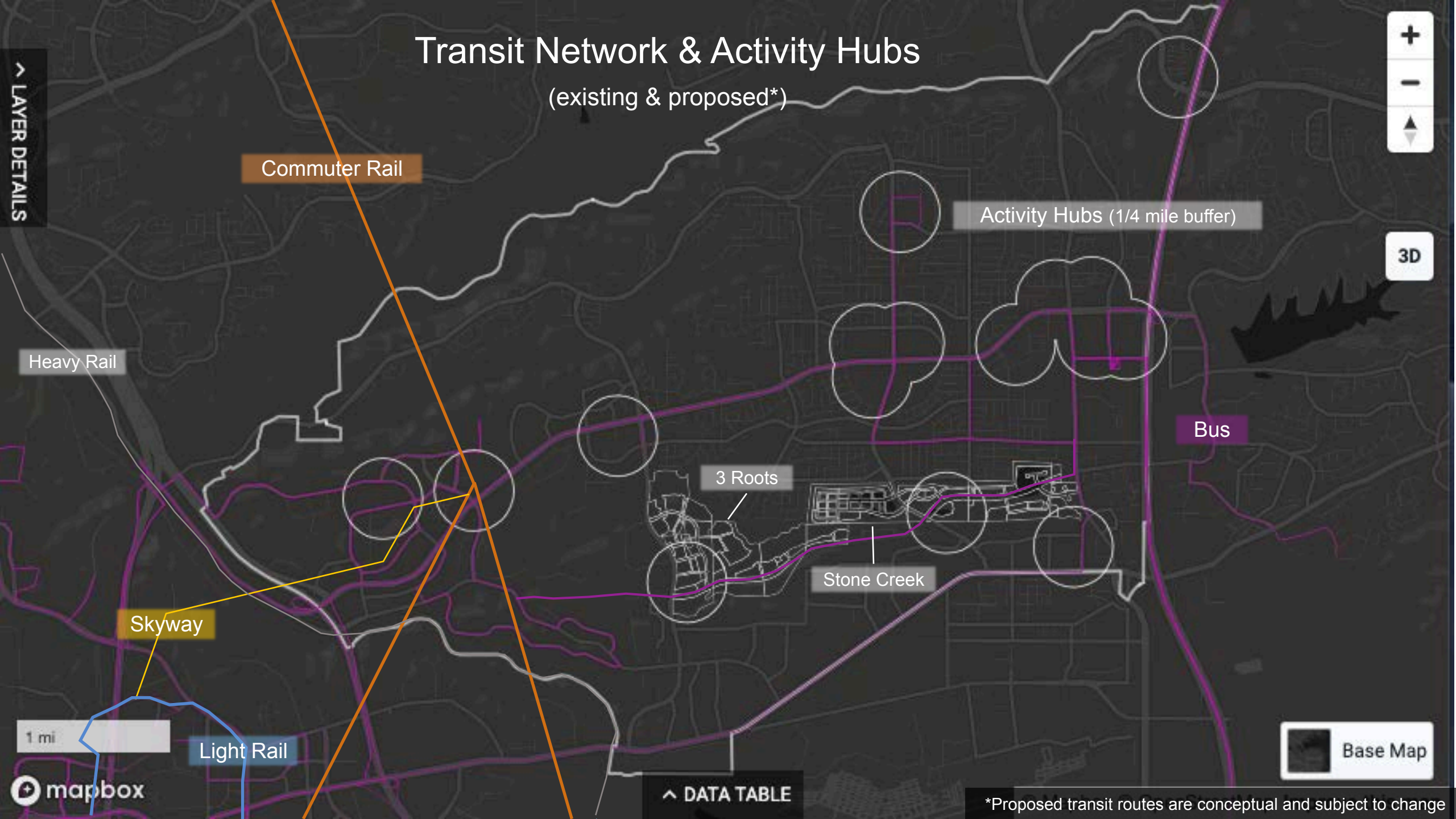
Proposed Rec. Center

1 mi

*Proposed trails are conceptual and subject to change. Additional parks & recreation opportunities may be proposed in the future. Joint use parks are not reflected in this map

Transit Network & Activity Hubs

(existing & proposed*)



Commuter Rail

Heavy Rail

Skyway

Light Rail

Activity Hubs (1/4 mile buffer)

Bus

3 Roots

Stone Creek

1 mi

3D

Base Map

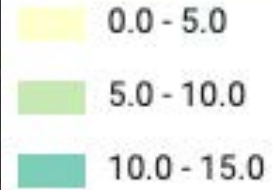
DATA TABLE

*Proposed transit routes are conceptual and subject to change

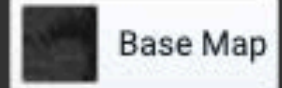
15 Minute Neighborhoods (existing & proposed)

Walk Access to
Destinations

Minutes



1 mi



DATA TABLE

1

Community Centers and Neighborhood Nodes

2

**Community Centers, Transit Corridors,
and Neighborhood Nodes - Medium**

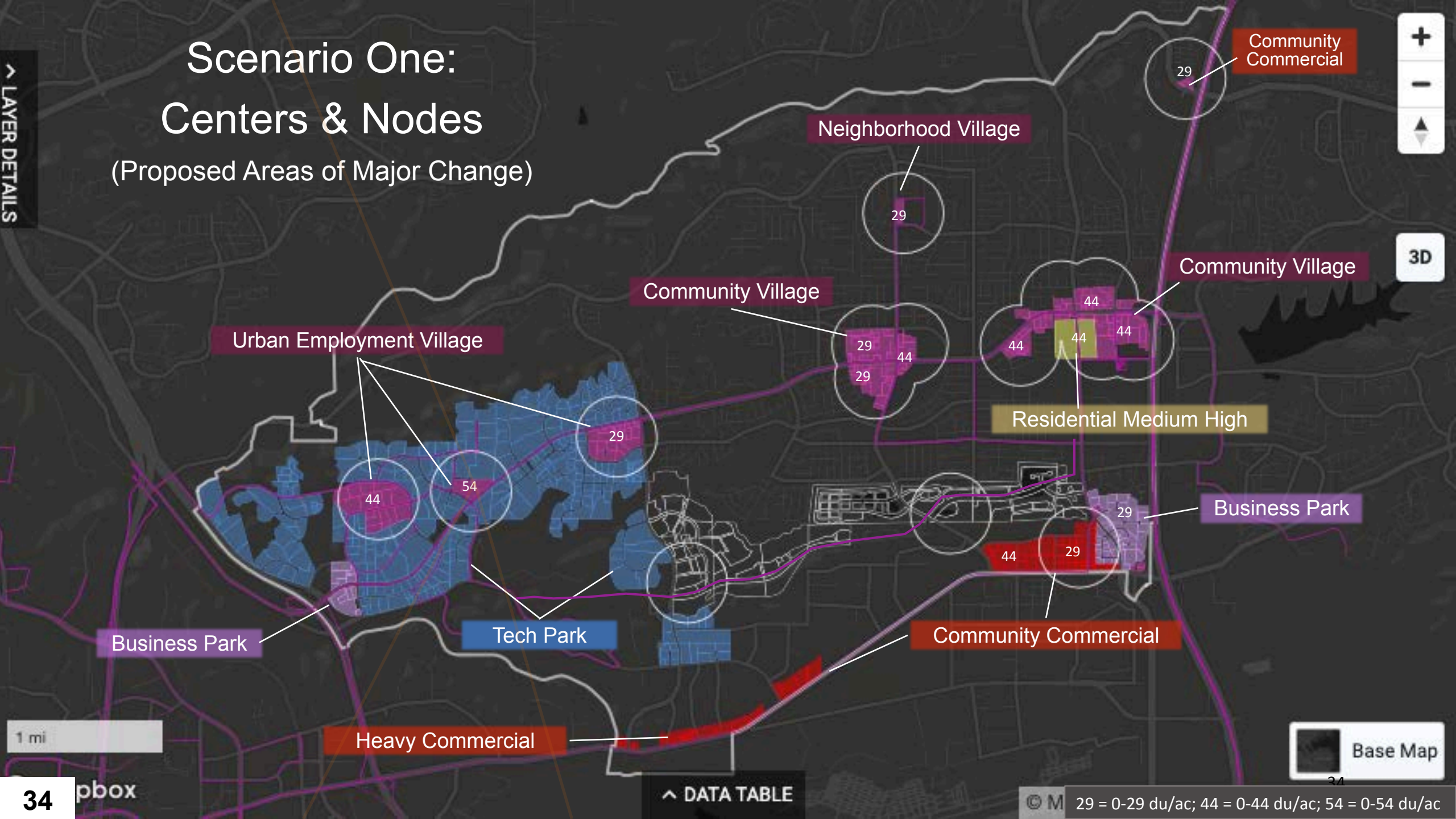
3

**Community Centers, Transit Corridors,
and Neighborhood Nodes - High**

Scenario One: Centers & Nodes

(Proposed Areas of Major Change)

^ LAYER DETAILS



Urban Employment Village

Neighborhood Village

Community Commercial

Community Village

Community Village

Residential Medium High

Business Park

Business Park

Tech Park

Community Commercial

Heavy Commercial

Base Map

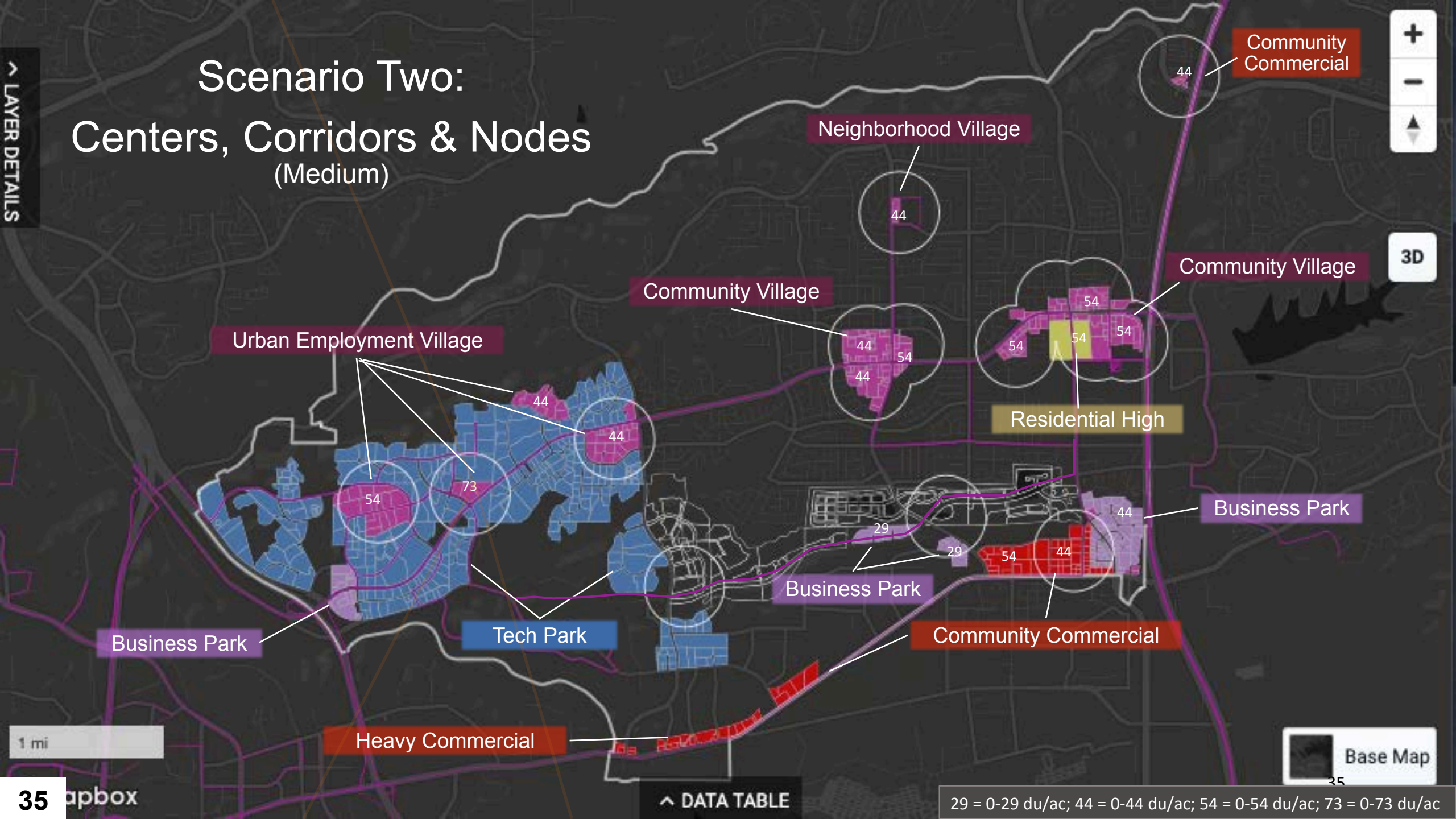
^ DATA TABLE

29 = 0-29 du/ac; 44 = 0-44 du/ac; 54 = 0-54 du/ac

Scenario Two: Centers, Corridors & Nodes (Medium)

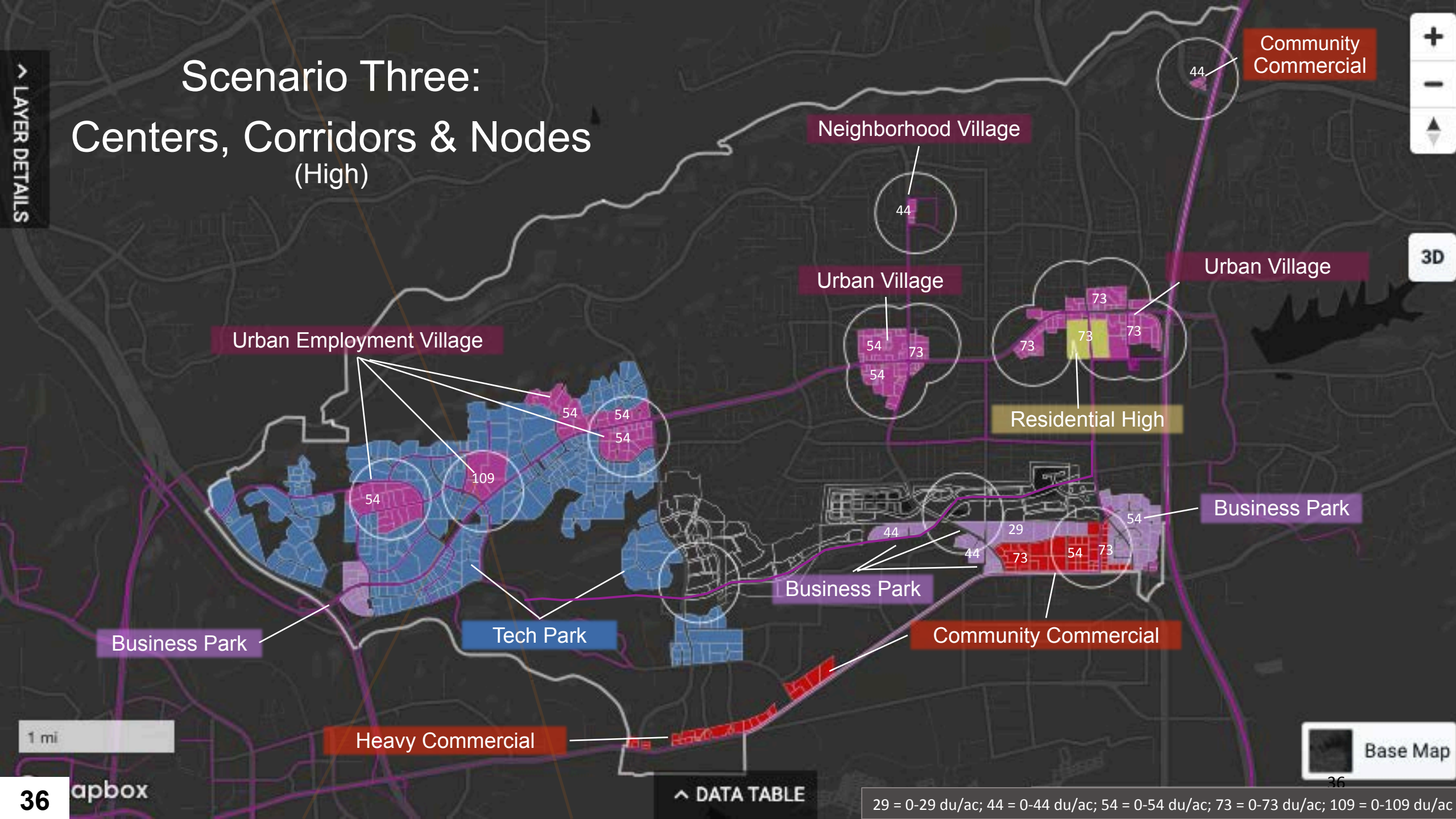
+
-
▲

3D



29 = 0-29 du/ac; 44 = 0-44 du/ac; 54 = 0-54 du/ac; 73 = 0-73 du/ac

Scenario Three: Centers, Corridors & Nodes (High)

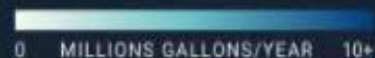


Scenario Impacts & Analytics

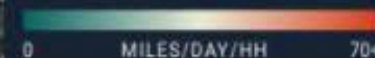
Residential Energy Use



Total Water Use



Daily VMT per Household



What are the potential impacts of these scenarios?



Employment



Transit Accessibility



Energy Use



Vehicle Miles Traveled



Emissions



Housing



Population



Walk Accessibility



Water Use



Household Cost

These outputs provide high-level trends using models developed by UrbanFootprint.



New Employment Capacity

Jobs

Number of employees



The community plan provides options & opportunities for new housing & employment. It does not require property owners to redevelop or mandate that development will happen.



New Housing Capacity

Housing

Number of dwelling units

Adopted Buildout

34,000

Scenario #1

46,000

+12k

Scenario #2

50,000

+16k

Scenario #3

58,000

+23k

The community plan provides options & opportunities for new housing & employment. It does not require property owners to redevelop or mandate that development will happen.

Table 1: Comparison Between Recently Adopted Community Plans - Housing

	Adoption Year	Size of plan area in acres	Additional housing capacity added/proposed	Additional units added per acre
Midway Community Plan	2018	1,320	6,545	5.0
Mission Valley Community Plan	2019	3,200	28,000	8.8
Kearny Mesa Community Plan	2020	4,400	27,000	6.1
Mira Mesa CPU - Scenario 1	In Process	10,500	~12,000	1.1
Mira Mesa CPU - Scenario 2	In Process	10,500	~16,000	1.5
Mira Mesa CPU - Scenario 3	In Process	10,500	~23,000	2.2



Population and Households

Population

Number of residents



Households

Number of households

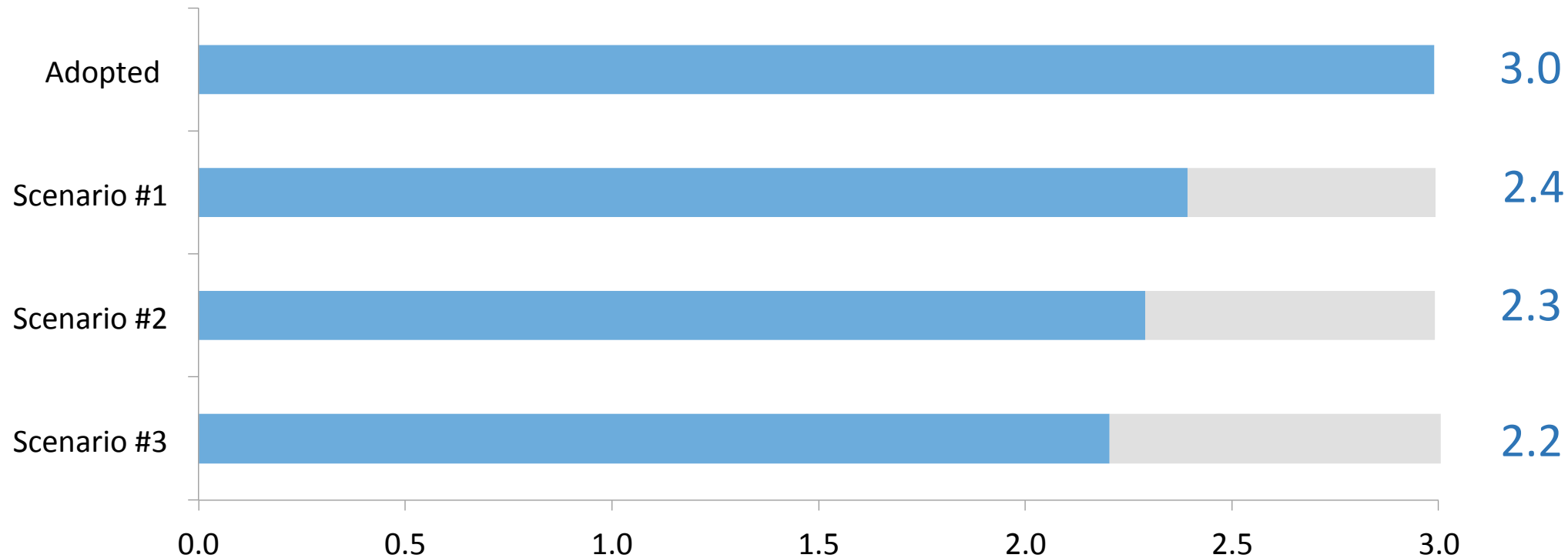




Jobs and Housing Balance

Jobs & Housing Balance*

(Total Employment Divided by Total Housing Units in MM CPA)

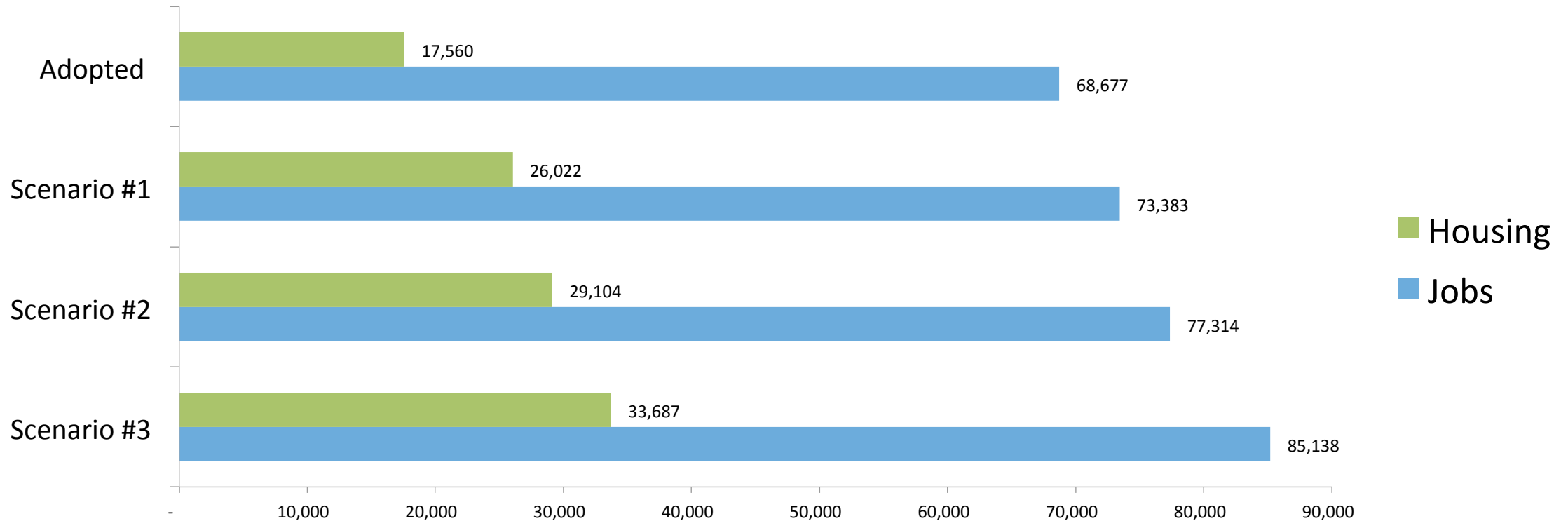


*Recommended Target Range 1.3 to 1.7 (Weitz, 2003)



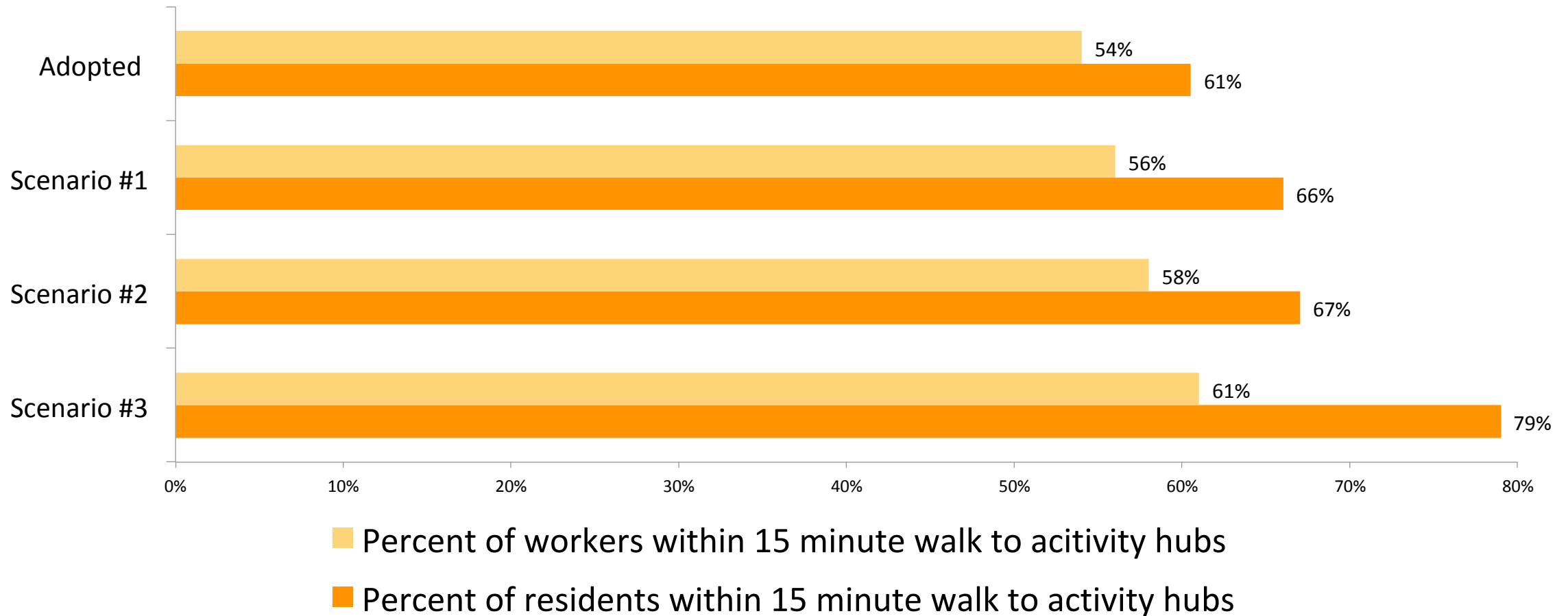
Transit Accessibility

Jobs & Housing within Transit Priority Area (Existing & Proposed)





Walk Accessibility – 15 Minute Walk to Activity Hubs





Energy Use

Per Household Annual Energy Use

Average electricity and gas consumption in BTUs (millions)



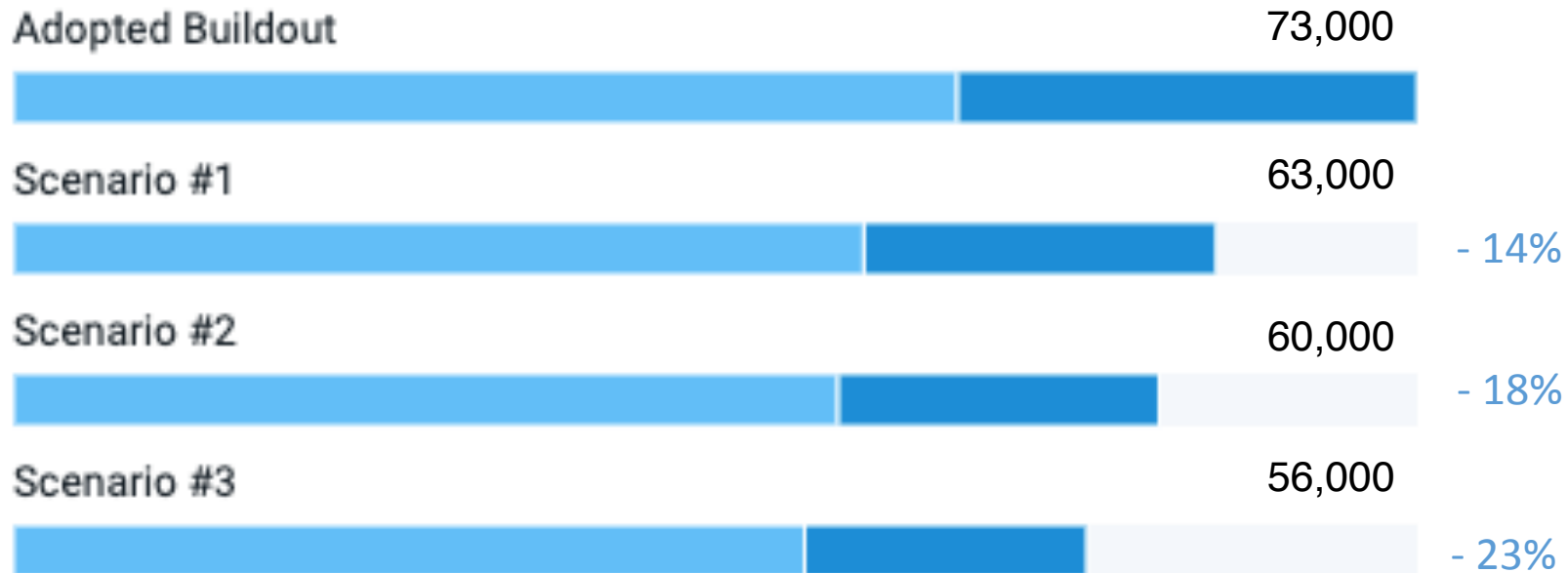


Water Use

Per Household Annual Residential Water Use

Average indoor and outdoor water consumption in gallons

Indoor Outdoor





Transportation – Vehicle Miles Traveled

Per Household Annual Residential VMT

Passenger vehicles, in miles traveled

Adopted Buildout

8,700

Scenario #1

- 13%

Scenario #2

- 18%

Scenario #3

- 24%

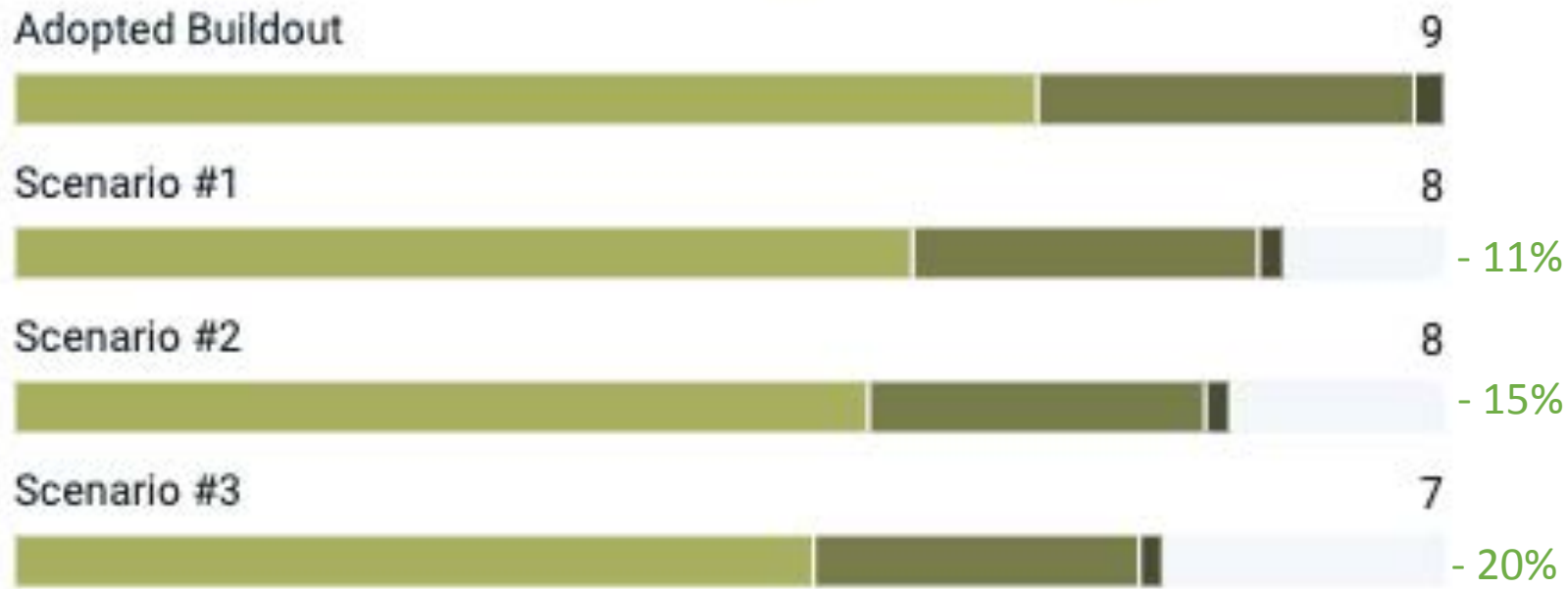


GHG Emission

Per Household Annual GHG Emissions by Source

Metric tons of CO₂ equivalent

■ Passenger vehicles ■ Building energy ■ Water energy



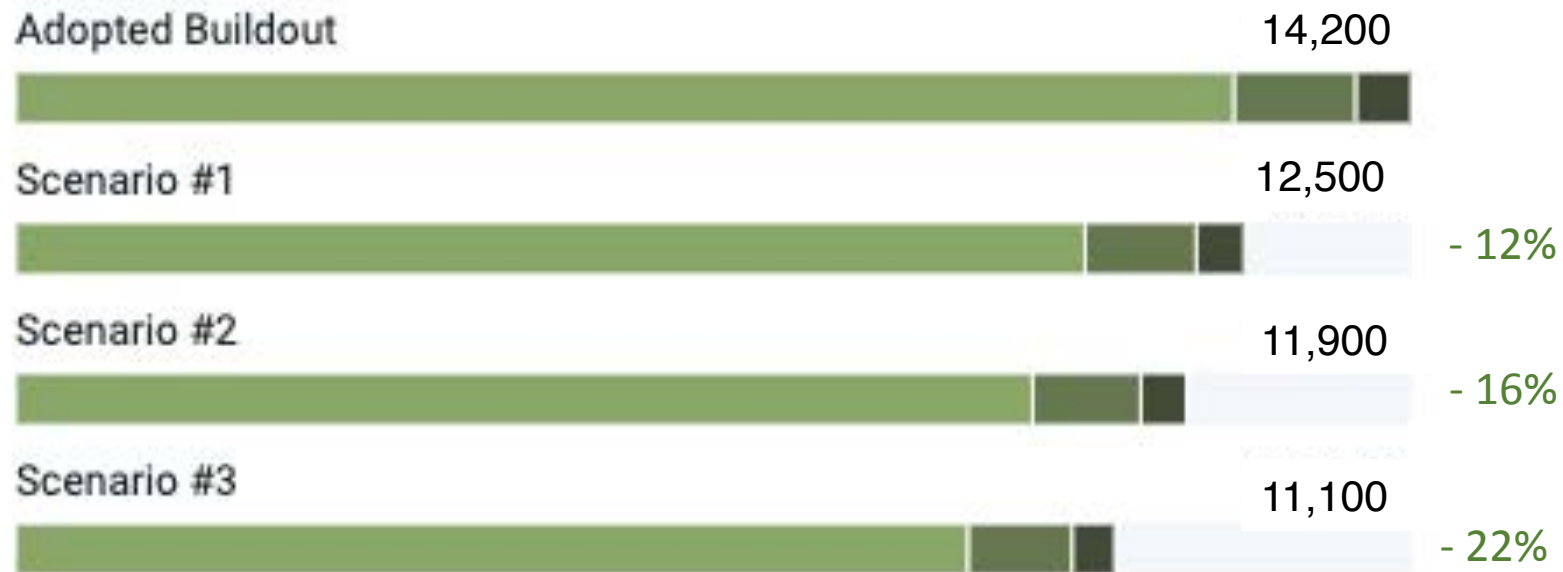


Household Cost

Per Household Annual Auto and Utility Costs

Average in dollars

■ Passenger vehicles ■ Energy ■ Water



Annual HH Saving = \$3,000+

Table 2: Difference Between Adopted Plan – Potential New Jobs, Housing & Population Capacities




	Scenario #1	Scenario #2	Scenario #3
 Jobs	+7k	+13k	+24k
 Housing	+12k	+16k	+23k
 Population	+19k	+27k	+39k

Table 3: Difference Between Adopted Plan – Transit and Walk Accessibility








Transit Accessibility		Scenario #1	Scenario #2	Scenario #3
	Potential New Housing within Transit Priority Area	+48%	+66%	+92%
	Potential New Jobs within Transit Priority Area	+7%	+13%	+24%
Walk Accessibility		Scenario #1	Scenario #2	Scenario #3
	Residents within 15 Minute Walk to Activity Hubs	+33%	+44%	+64%
	Workers within 15 Minute Walk to Activity Hubs	+10%	+19%	+38%

Table 4: Difference Between Adopted Plan – Potential Household (HH)
Resource Use, Trip Efficiency, Emissions, & Cost

	Scenario #1	Scenario #2	Scenario #3
 HH Energy Use	-8%	-11%	-14%
 HH Water Use	-14%	-18%	-23%
 HH VMT	-13%	-18%	-24%
 HH Emissions	-11%	-15%	-20%
 HH Cost	-12%	-16%	-21%

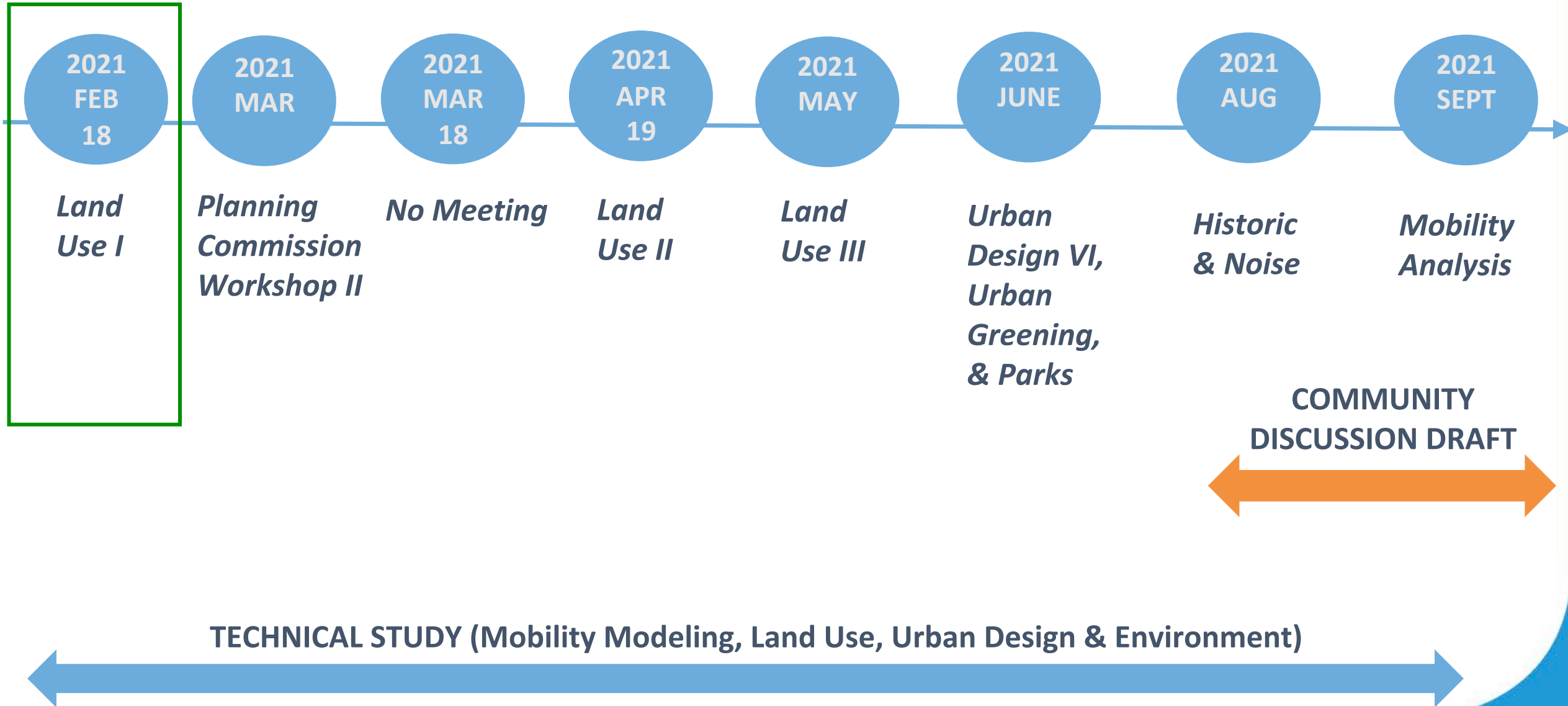


Discussion & Next Steps

Next Steps

1. Present at the second Planning Commission Workshop
2. Modify the draft land use scenarios based on stakeholder feedback
3. Present the modified land use scenarios to the MM CPU Advisory Committee
4. Recommendation of the preferred land use by the MM CPU Advisory Committee

MIRA MESA CPU – NEXT STEPS



Draft Land Use Scenarios: Mira Mesa Community Plan Update

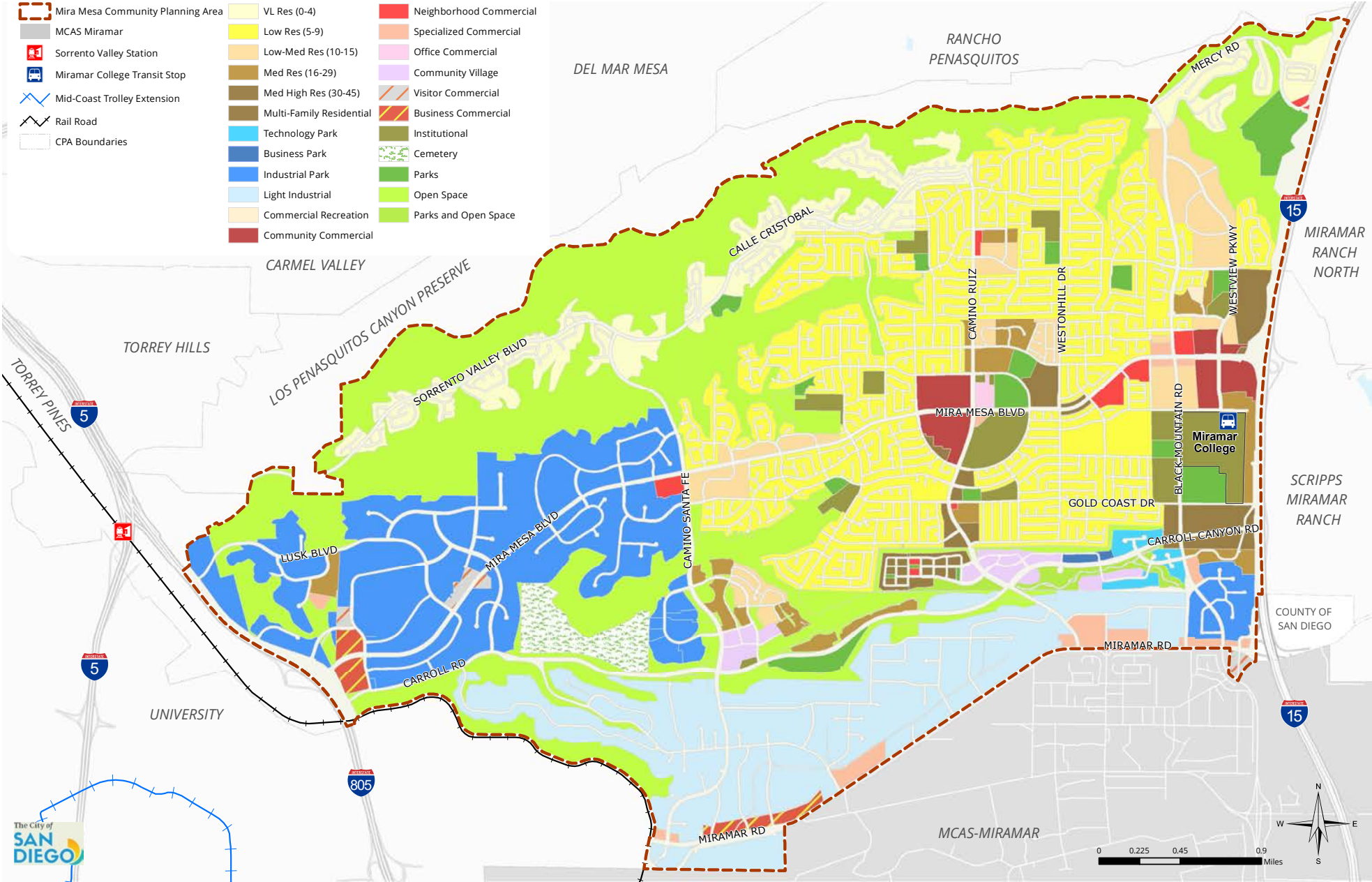
Planning Department

February 18, 2020

5:30 p.m. to 6:50 p.m. – Mira Mesa Community Plan Update Advisory Committee – **Live Webinar**

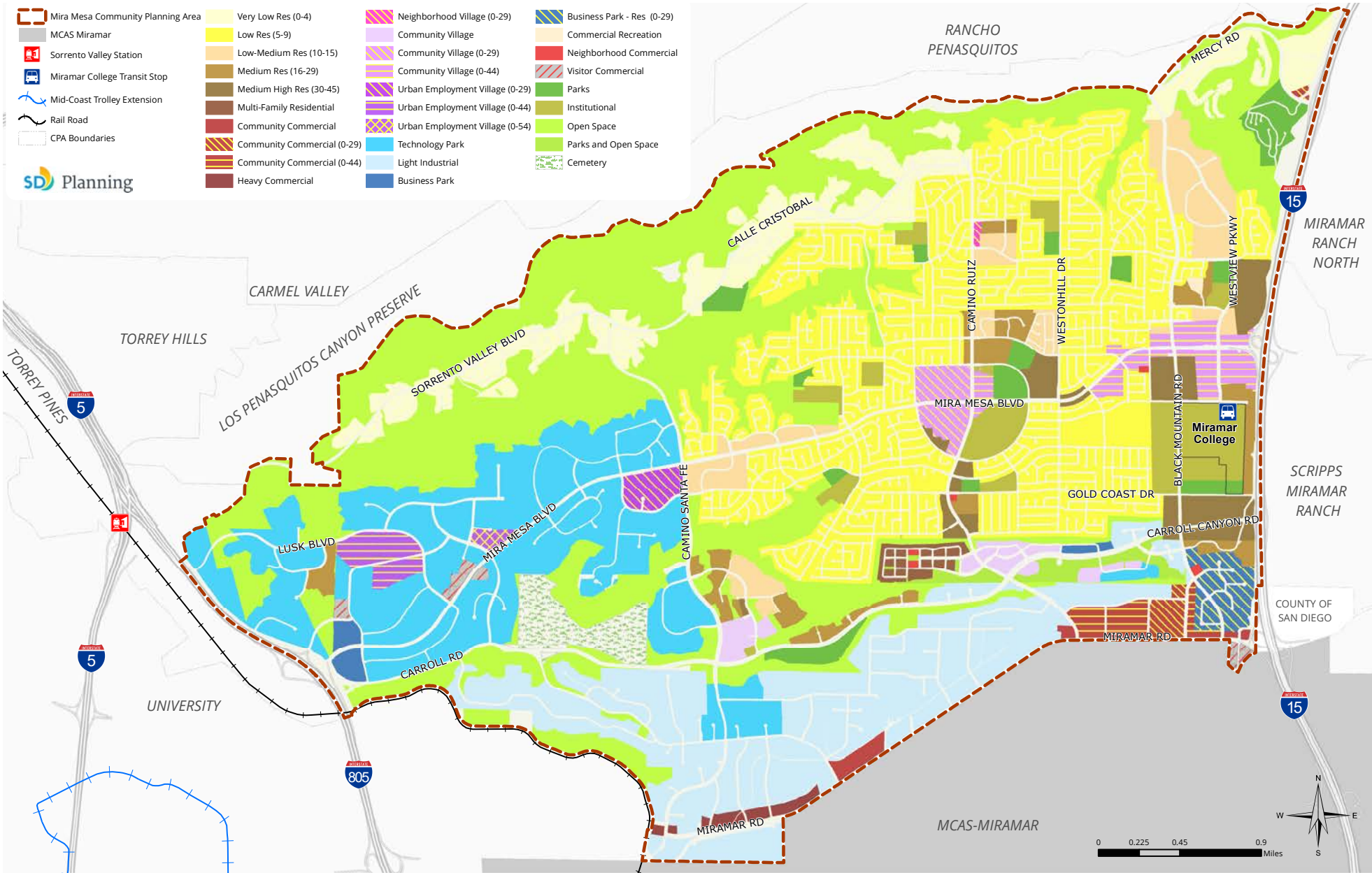
Supplemental Information

Adopted
Plan*



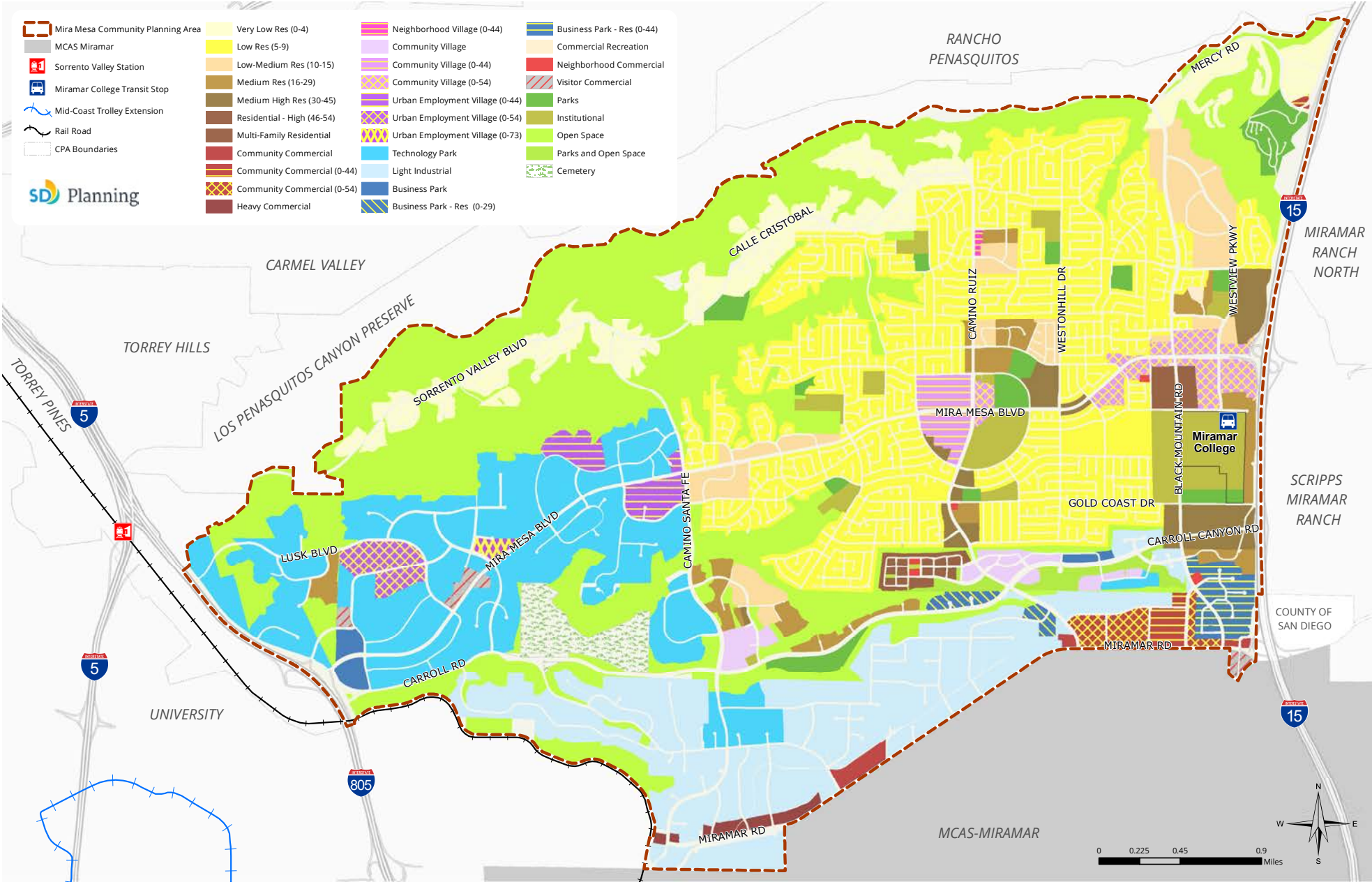
*Initial draft – the next map iteration will provide more detailed land uses for 3 Roots & Stone Creek.

Draft Land Use: Scenario #1*



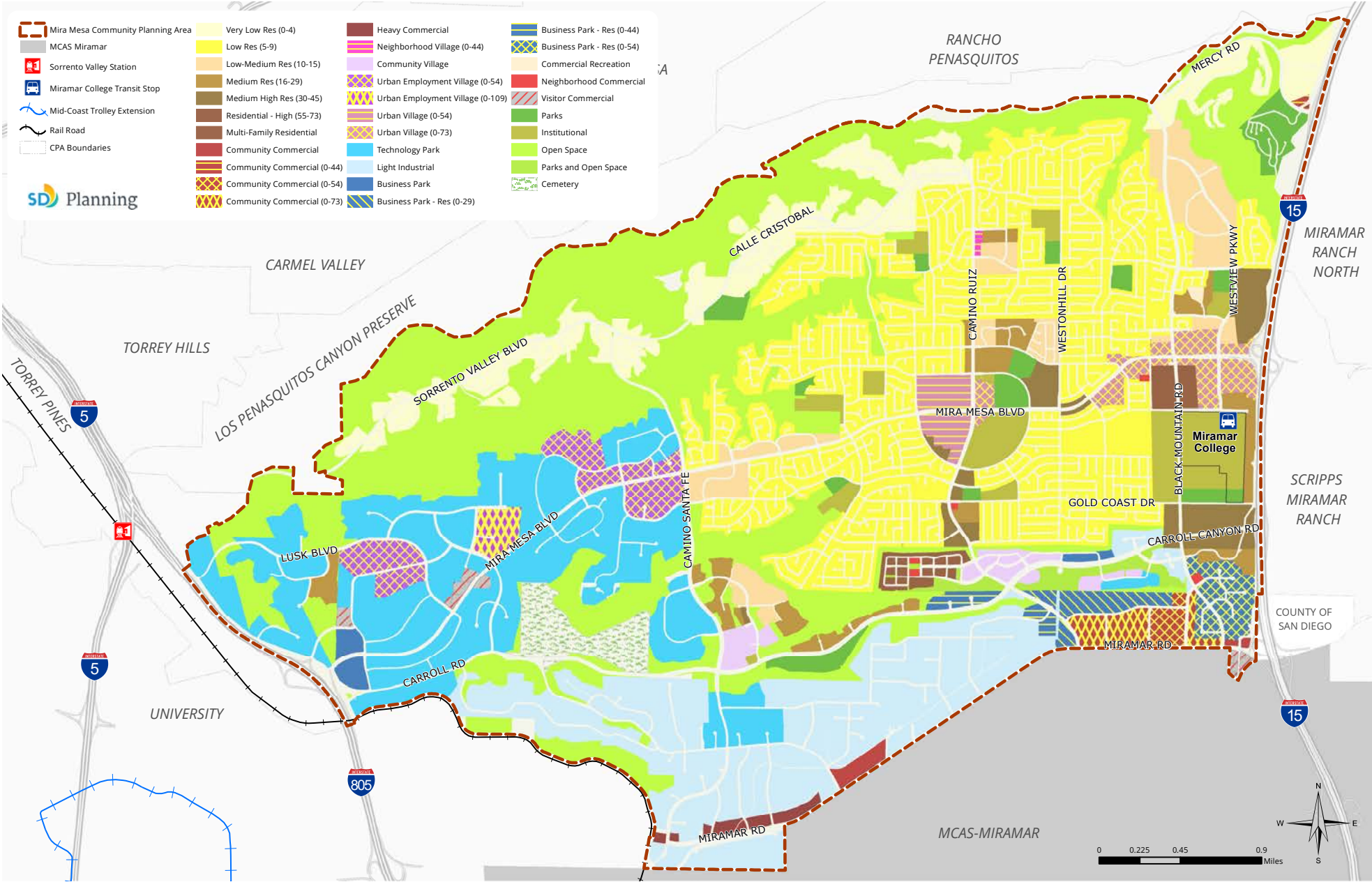
*Initial draft – the next map iteration will provide more detailed land uses for 3 Roots & Stone Creek.

Draft Land Use: Scenario #2*



*Initial draft – the next map iteration will provide more detailed land uses for 3 Roots & Stone Creek.

Draft
Land Use:
Scenario #3*



*Initial draft – the next map iteration will provide more detailed land uses for 3 Roots & Stone Creek.

1. Draft Buildout* (30 year-horizon)
 - Classification of Tier 1, 2, 3, and 4 based on assessed value ratio and existing FAR
2. Urban Footprint Impacts & Analytics
 - Housing, Population, Household & Employment*
 - [Walk and Transit Accessibility](#)
 - [Energy Use](#)
 - [Water Use](#)
 - [Transport](#)
 - [Emissions](#)
 - [Household Cost](#)