

Design Guideline Topics and Preliminary Urban Design

CPG Subcommittee Meeting August 12, 2016





3:00 – 3:20

Presentation: Urban Design Concepts and Guidelines

• 3:20 – 3:45

Presentation: Application of Urban Design Guidelines and Concepts

• 3:45 – 4:30

Discussion



<image>



Streetscape

Narrow sidewalk

No buffer from traffic No shading for pedestrians





Streetscape

Narrow sidewalk

No buffer from traffic No shading for pedestrians





Landscaped buffer at the edge of sidewalk

Wide sidewalk

Pedestrian-scaled street trees to provide shading





Large parking lot abutting pedestrian path

No pedestrian access from the sidewalk



Large parking lot abutting pedestrian path

No pedestrian access from the sidewalk





Parking hidden from major streets

Building and primary entrances located along pedestrian path



No pedestrian pathway between the sidewalk and the main building

No pedestrian paths through parking lot





No pedestrian pathway between the sidewalk and the main building

No pedestrian paths through parking lot





Direct and paved pedestrian path to the main building

Landscaped separation between parking and pedestrian path



Common open space that is not wellintegrated into the building design





Common open space that is not wellintegrated into the building design





Common open space that is an accessible part of the building design



Loading and service area visible from the street





Loading and service area visible from the street





Utility area screened with vegetation

Loading area located to the rear of the building



Minimal building articulation

Building articulation that is not pedestrian-scaled





Minimal building articulation

Building articulation that is not pedestrian-scaled





Pedestrian-scaled building articulation



Overhang area is too shallow for any functional use





Overhang area is too shallow for any functional use





Arcade functions as a pedestrian pathway

Design of building frontage contributes to an active public realm



<image>



Urban Design Goals

- Vibrant, distinct, and walkable mixed-use districts
- Connected and safe neighborhoods
- Improved connections and access across physical barriers
- Create a strong public realm framework
- Parks and open spaces that enhance access to both transit and the San Diego River
- Sustainable design



<image>



Context-Based Guidelines





River District





Specific Areas **River Corridor Area** River Influence Area Transit Area (1/4-mile radius) South of I-8 Hillside (Slope 15%-25% / Slope >25%) Gateway Park and Open Space **Existing Park Existing Open Space** Existing San Diego River Trail 0000 Proposed San Diego River Trail -T- Existing Light Rail • + Proposed Light Rail

River District

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MILES

- Goals: • Establish transi
- Establish transition zones
- Enhance trail entrances and river access
 - Establish and protect overlooks
- Protect views of the river
- Guide storm water capture



Transit Areas







Goals:

- Ensure station visibility
- Create enhanced station arrival area/plaza
- Establish walkable blocks
- Orient adjacent uses to establish an identifiable transit area
- Establish an identifiable architectural design or style for each transit area

Transit Areas



South of I-8





Specific Areas River Corridor Area River Influence Area Transit Area (1/4-mile radius) South of I-8 Hillside (Slope 15%-25% / Slope >25%) Gateway Park and Open Space **Existing Park Existing Open Space** Existing San Diego River Trail 0000 Proposed San Diego River Trail **Existing Light Rail** -(T) • + Proposed Light Rail

Goals:

South of I-8

- Buffer uses where adjacent to freeway
- Establish a consistent relationship between development and Camino del **Rio South**
- Establish gateways and enhance visibility of development, where appropriate





Hillsides





Specific Areas

River Corridor Area

River Influence Area Transit Area (1/4-mile radius)

Hillside (Slope 15%-25% / Slope >25%)

South of I-8

Gateway

Hillsides



- Limit grading
- Ensure that site design controls erosion
- Protect views of and from hillside areas
- Enhance access to trails





Nodes and Gateways (not mapped)







Goals:

Nodes and Gateways

- Orient development to create a sense of place
- Ensure an active and comfortable building-to-street relationship
- Enhance pedestrian connectivity
- Incorporate signature architecture
- Incorporate branding/identity features into streetscape design



Four Example Applications of Design Guidance



Four Example Sites





Example 1: Park Valley Center



- Transit Area
- River Corridor Area
- Potential Community Node





Example 1: Park Valley Center

Structure





Example 1: Park Valley Center

Blocks and Circulation




Site Planning

Plaza/Community Node ----

Gateway Feature/ Signature Architecture Convergence of Paths

Building Oriented to the River, Open Space, and Camino de la Reina

Concentration of Focused Intensity

Active Uses along Primary Pedestrian Paths

74 Mile Radius



Site Planning

Plaza/Community Node ----

Gateway Feature/ — Signature Architecture Building Oriented to the River, Open Space, and Camino de la Reina

- Active Uses along Primary Pedestrian Paths

74 Mile Radius



Parks and Open Space





Building Articulation







- Hillside Area
- South of I-8
- Faces Camino del Rio South





Structure





Blocks and Circulation

Avoid Grading on Natural Slope

New Enhanced Crosswalk and Connection to Trail

Pedestrian Bridge Connection between Buildings

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Pedestrian Connection • to North of I-8

Vehicular Circulation/ Parking Access

Ground Floor Parking

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Landscaped Buffer alongil-8



Site Planning

Pedestrian Bridge – Connection

Gateway Feature/ — Signature Architecture

View across the Valley



Parks and Open Space





Building Articulation







- Infill Site
- Transit Area







Site





Structure





Blocks and Circulation





Site Planning





Site Planning

Defined Edges

Block Organized into a Campus-like District

Potential for additional development on Veterans' Building surface lot

Gateway Feature/ Signature Architecture

— Active Ground Floor along Pedestrian Pathway



Open Space





Example 4: Friars Mission Center and Hazard Center East area Over Street Study



- Transit Area
- River Corridor Area
- Potential Community Node
- Hillside Areas





Potential Opportunity Sites





Study Area



Existing Conditions





Existing Conditions

- Urban Form: Superblocks with Defined Edges
- Large scale infrastructure with limited interaction among uses
- "Patchwork" with no proper Urban Framework

Secondary Block Access

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Full Junction – Block Connection



Existing Conditions

Topography: A Terraced Site that increases the disconnect between Blocks and Public Spaces



Key Opportunities

- Transform the area from a "Super Block" to a connected Mixed Use District
- Strengthen Frazee Rd. as a community connector street
- Highlight the key nodes
 (trolley stations, street intersections, river...)
- Create a "Gateway" experience on Friars Road







Proposed Site Plan





Open Space Network

1- The Canyon

2- Landscaped Terraces

3- Interior Commercial Street

- **4-** Recreation Commons
- 5- Residential Commons Greenway
- 6- Bridge Anchor / River Highlight
- 7- Bridge Trolley Stations with Public realm



Super Block 1 – "Interior Commercial Street"



Lot Size: 628,000 sf Lot Coverage: 29% FAR: 0.29



Proposed Lot Coverage: 44% Proposed FAR: 1.22 Proposed Building Max Height: 10 floors



Super Block 1 – "Interior Commercial Street"





At-grade Parking Structure – 190 Spaces

Super Block 1 – "Interior Commercial Street" "Overstreet Park"



Multi-level Parking Structure – 750 Spaces





Lot Size: 608,500 sf Lot Coverage: 25.5% FAR: 0.45

Super Block 2 – Office & Recreation



Proposed Lot Coverage: 43% Proposed FAR: 2.25 Proposed Building Heights: 1 to 12 floors



Super Block 3 – Residential by the River



Lot Size: 426,000 sf Lot Coverage: 24% FAR: 0.47



Proposed Lot Coverage: 40% Proposed FAR: 2 Proposed Max Building Heights: 8 floors



River View



•	SION ALLEY nunity Pla te	street a Gateway	Elevated Park	Plaza – Farmers	Market Interior Commercial	Street	Greenway	River Front Park	Active Ground	ver	Existing River Walk	/iew



River View







View from East





Discussion







- Plan to emphasize urban design/placemaking, rather than land use
- Goals and policies that promote a strong public realm
- Strategic public realm improvement concepts (streetscapes, new connections, etc.)
- Design guidelines to guide development





- What places are most important to build around?
- Potential locations for
 - Gateways?
 - Community Nodes/Main Streets?
- Building orientation along major and minor roadways?
- Areas where development should be oriented toward river?





- What guidelines/topics are most critical to specific areas?
- What are some appropriate ways to establish character/identity for transit areas? All transit areas? Measures unique to specific transit areas?
- What characteristics/concepts of urban form discussed here are important to you?
- Take-home mapping activity



Urban Design Mapping Activity

URBAN DESIGN FORM & ORIENTATION





Urban Design Mapping Activity

Draw these symbols on the map where you see appropriate

URBAN DESIGN FORM & ORIENTATION







- September 9 CPG Subcommittee Meeting: *– Historic Resources*
 Current Online Survey Topic: Parks and Decreation
 - Recreation
 - Launching next week





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