

CONCEPTUAL DESIGN PRINCIPLES FOR OLD TOWN

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INTRODUCTION

This series of models illustrates basic conceptual design principles for buildings and public spaces in Old Town San Diego. They demonstrate how variations in building forms, massing, and outdoor areas may occur that reflect the design traditions of the community.

These studies serve as a part of a discussion in testing concepts that could be included as part of the urban design element of the updated community plan. They are intended to build on the principles articulated in the existing design guidelines, while adding more detail in some areas.

Two different scenarios are presented, which demonstrate how the same principles may apply at various scales of development. In the first scenario, one "block face" is shown, with a collection of buildings and public spaces. In the second scenario, a larger area, approaching a full block is illustrated with development.

While few situations actually exist where this occurs, there are several places where portions of this type of development could occur. The purpose is to demonstrate the effect of applying the same design principles to new buildings located next to each other.

For purposes of discussion, the key design principles may be considered in three categories:

Neighborhood Level Design Principles:

These address design concepts that help to create a relationship between adjacent

buildings and public space, into a sense of community identity. Providing interconnecting plazas and pedestrian ways, and street furniture are examples.

Site Level Design Principles:

This category addresses design concepts for an individual parcel, focusing on where a building is placed and outdoor uses are organized, as well as landscaping.

Building Level Design Principles:

These address design concepts for structures. They include principles for mass and scale, materials, articulation and architectural details.

Other Design Categories

Note that other design principles also will be considered, which are not identified here. Others, including those for signs, may not necessarily fit into these three categories, but will be addressed. This organization is for discussion purposes only at this stage.

THE BASIC DESIGN PRINCIPLES

The basic design principles illustrated in this paper are listed here. This is not intended to be a definitive list. It simply represents the principles that can be shown at this scale of modeling.

Neighborhood Level Design

Pedestrian systems

- Provide pedestrian connections among properties, when feasible.
- Provide walkways between properties.

Streetscape

- Provide street furnishings that contribute to a sense of visual continuity.

Site Level Design

Building setbacks

- Maintain the (limited) range of building setback from the street and adjacent properties seen historically.

Public spaces

- Provide public or semi-public spaces, including plazas and courtyards, with active uses.

Landscape design

- Use sustainable landscape materials that complement and build upon the past and existing character of the community.
- Provide a "pedestrian-friendly" street edge.

Parking

- Screen parking from the sidewalk edge with landscaping or buildings with active uses.

Building Level Design

Basic building forms

- Should appear similar in character and scale.

Massing

- Varying building mass to reduce scale and provide interest.

Towers

- Provide as accents and to vary massing.

Roof forms

- Vary roof forms to reduce scale, and provide interest along the street.

Cornices

- Use a cornice to define the "cap" of a building.

Arcades

- Use an arcade, located inside the property line, and consistent with the architectural design, to provide shelter, and reduce perceived scale of building.

Awnings & Canopies

- Provide at street level to shelter pedestrians and reduce street scale.

Materials

Use materials that complement and build upon the past and existing character of the community.

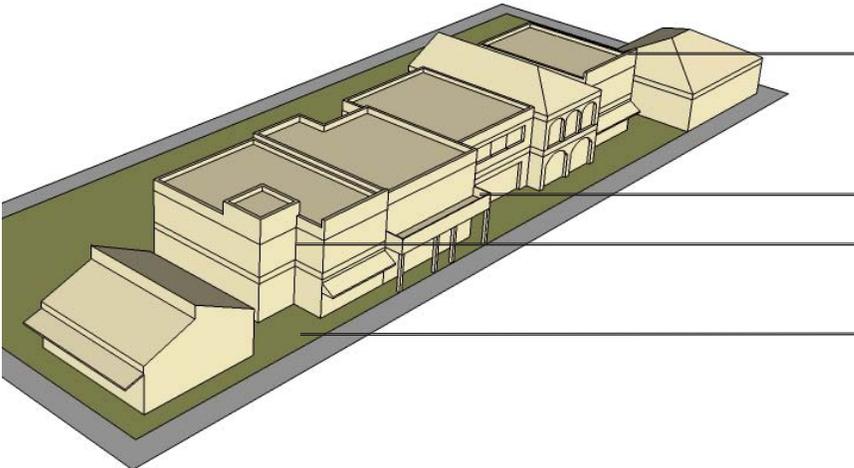
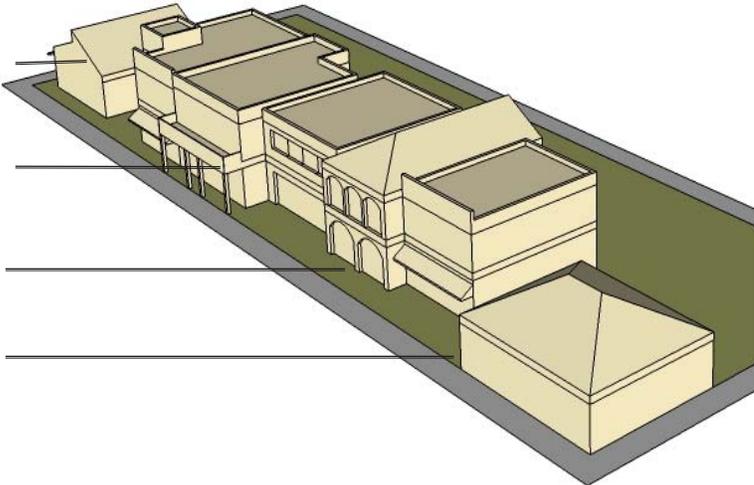
Architectural details

- Use architectural details to convey a sense of scale and provide visual interest.
- Provide interest at the street level.

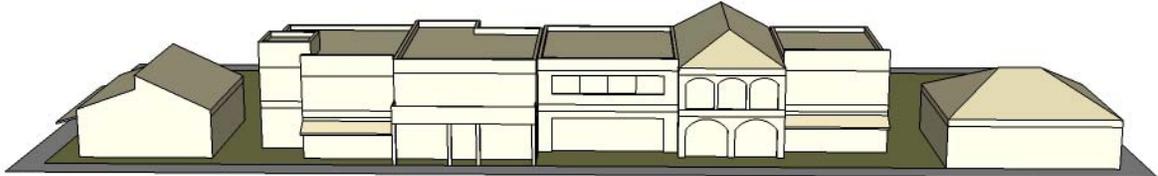
A BLOCK FACE DEVELOPMENT SCENARIO

This first scenario illustrates a row of buildings as they might occur along a block face. This may be a mix of new and existing structures. Each could be an individual property, or, in some situations, this scenario could reflect how the mass of some larger properties could be articulated to reflect traditional building scale.

- Varied roof forms:
Reduce perceived scale and provide interest.
- Awnings & Canopies:
Help establish one-story scale at the street edge
- Arcades:
Provide shelter for pedestrians, add visual interest
- Varied front setbacks:
Provide for active outdoor uses



- Cornice:
Clearly defined;
Varies in height from neighbors
- Canopy
Sets 1 story scale
- Tower form:
Provides variety in scale
- Courtyard:
Opens to the street;
Provides variety along street edge

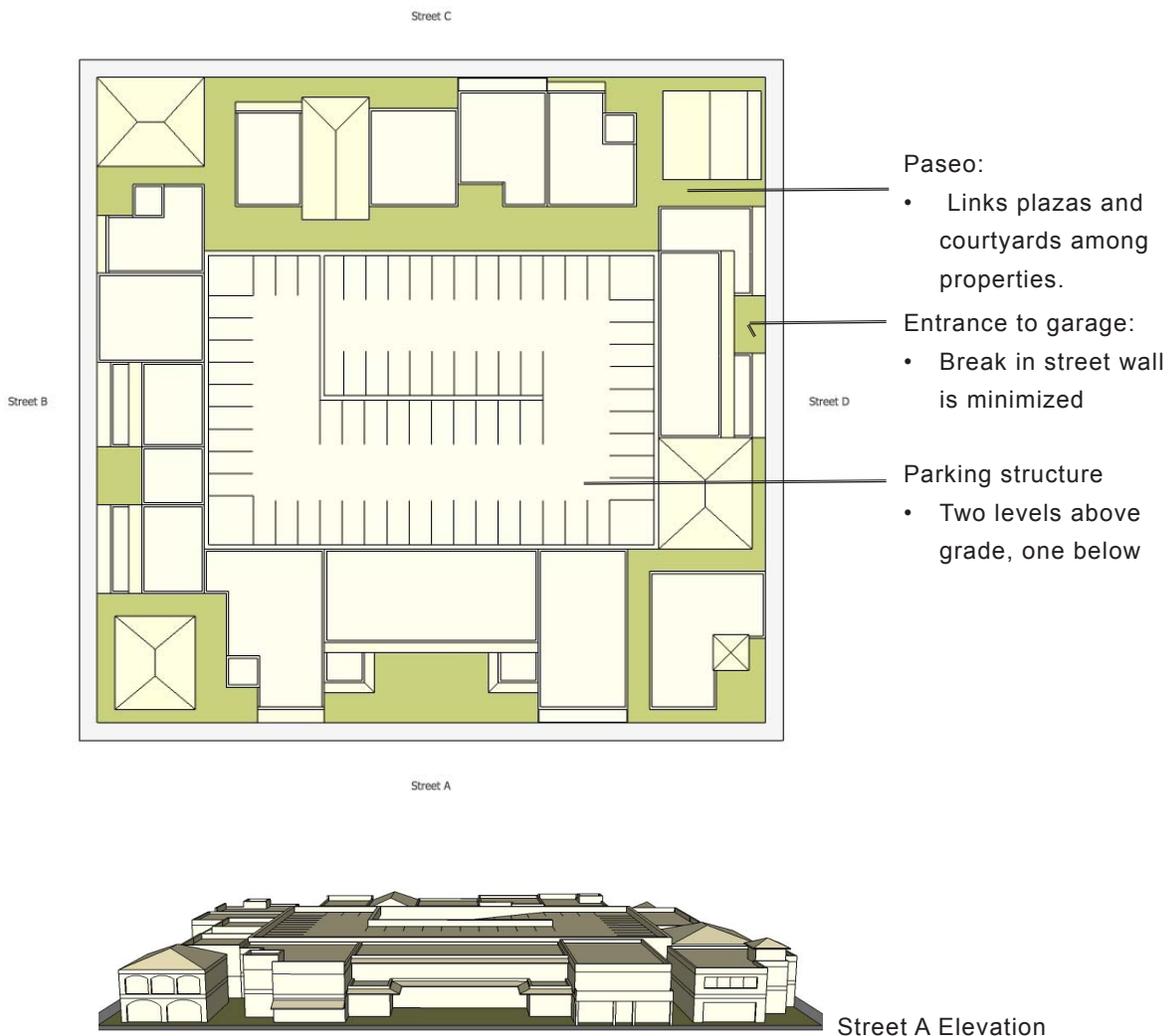


Awnings, canopies and first floor heights generally align along the block, but with slight variations that express individual buildings.

Large Scale Development Scenario

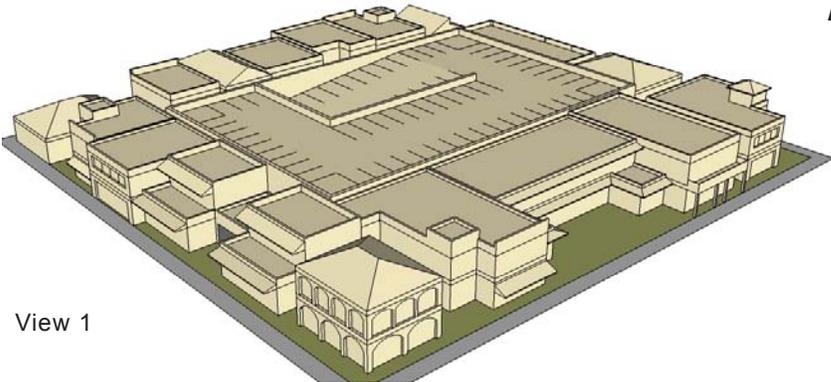
This series of models illustrates basic design principles for buildings and public spaces in Old Town San Diego. In this scenario, a parking structure is located in the center of a block, and is "wrapped" with other buildings, some of which could be existing and others that are new, and designed to be compatible with the context.

While few opportunities exist for development of this scale, there are some places where a smaller portion of this type of improvement could occur. The intent is to illustrate many of the design principles for compatible building in Old Town, in one collection of buildings. There are more locations where individual buildings, or smaller clusters, could be constructed, using the same principles that are illustrated here.

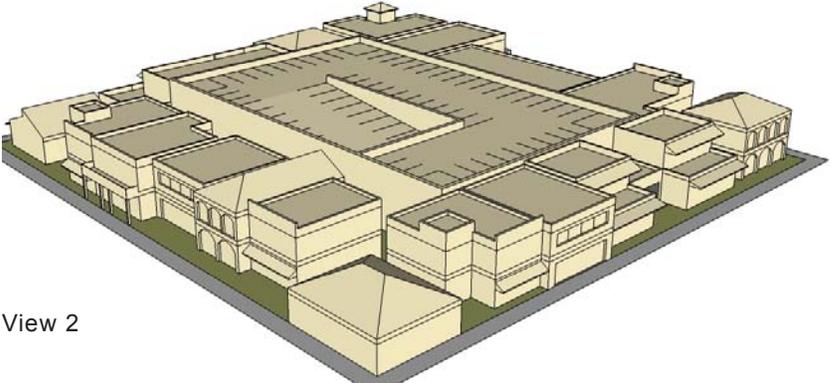


AERIAL VIEWS

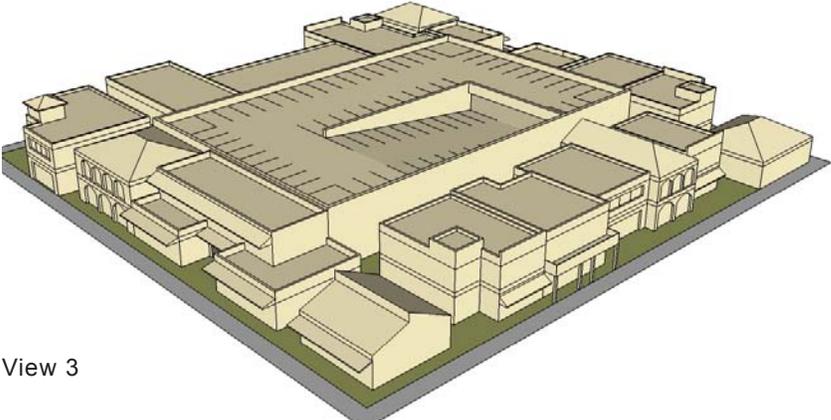
These aerial views depict this development scenario in three-dimensions. The same images appear on subsequent pages, with notes of the design principles that they illustrate.



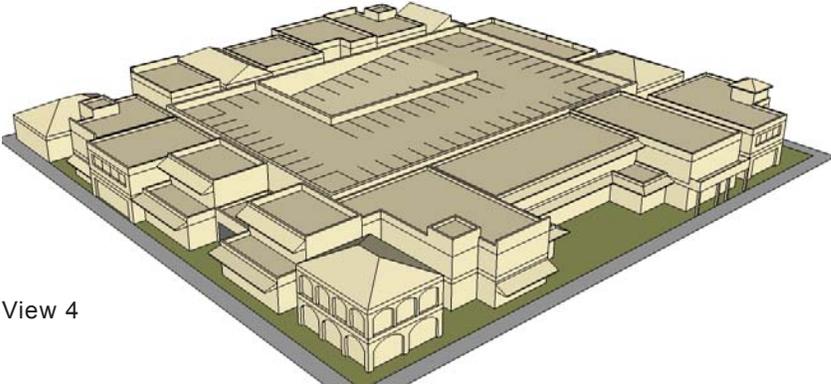
View 1



View 2

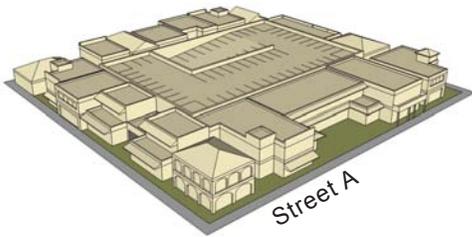


View 3

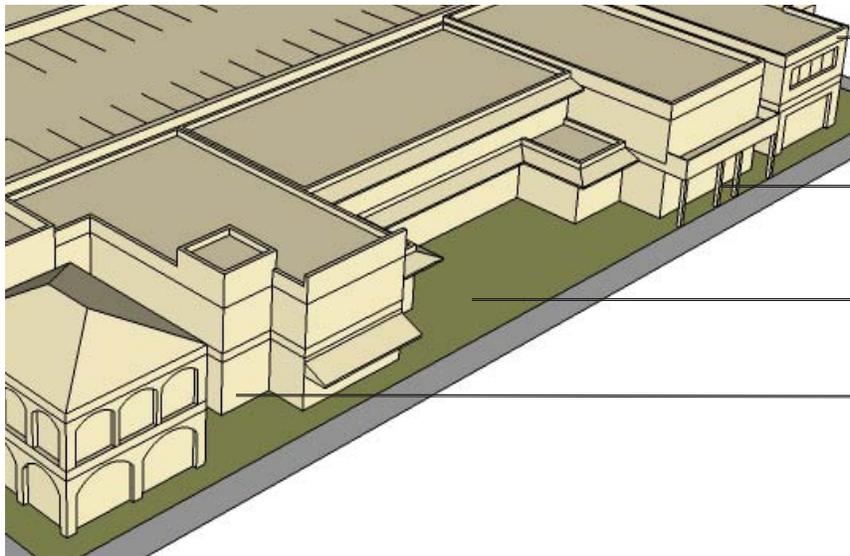


View 4

VIEW 1 (STREET A)



This view includes a "wrap" of buildings that line the edge of a parking structure. They would, in more typical locations, extend farther back on the site, and include more open space.

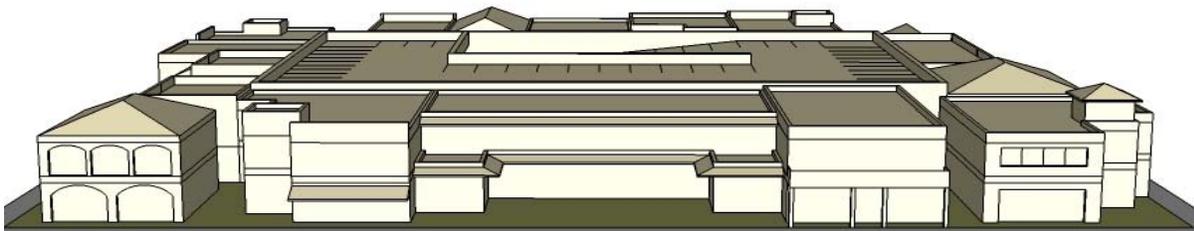


Cornice:
Clearly defined;
Varies in height from
neighbors

Canopy
Sets 1 story scale

Courtyard:
Opens to the street;
Provides variety
along street edge

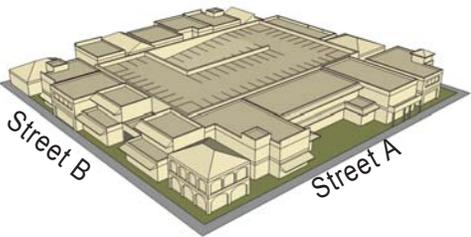
Tower form:
Provides variety in
scale



Street A Elevation

Awnings, canopies and first floor set-backs generally align along the block, but with slight variations that express individual buildings.

VIEW 1 (STREET B)



This view includes a "wrap" of buildings that line the edge of a parking structure. They would, in more typical locations, extend farther back on the site, and include more open space.

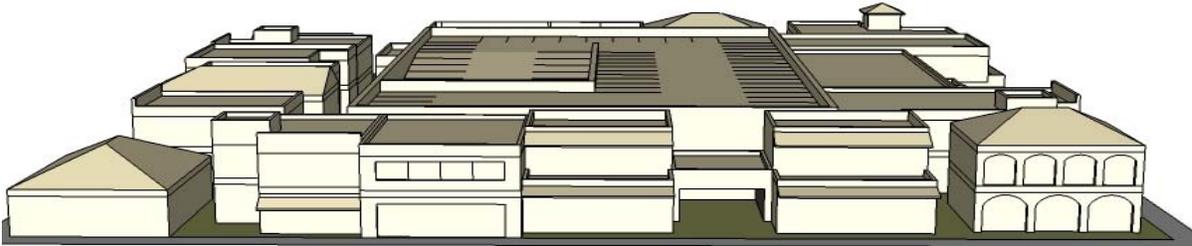
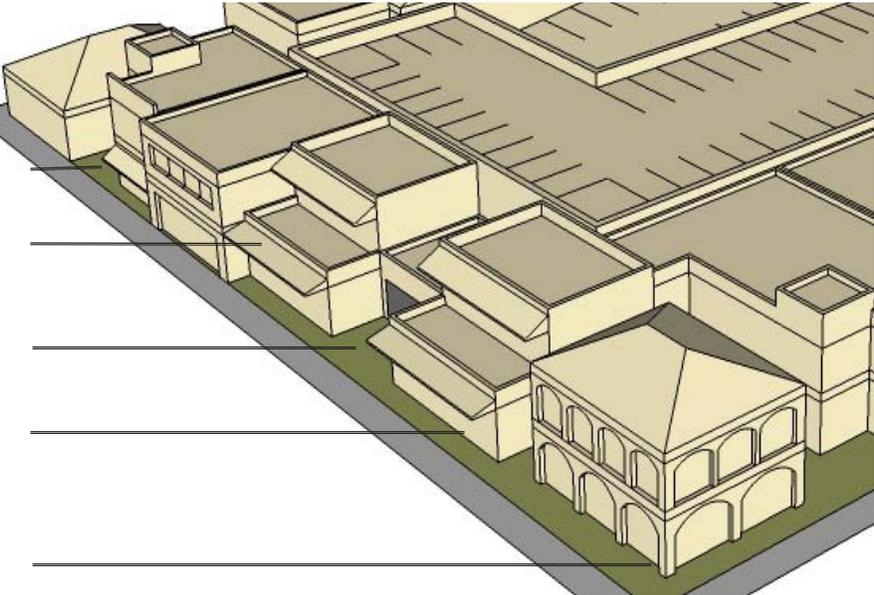
Limited range of building front setbacks

Awning & Canopies:
Help establish one-story scale at the street edge

Parking access:
Limited break in street wall

Upper floor set back:
Reduces scale at street edge;
Provides variety in building form

Arcade:
Provides shelter for pedestrians, adds visual interest



Street B Elevation Larger buildings are articulated into "modules" that reflect traditional building widths.