



Old Town San Diego

COMMUNITY PLAN UPDATE



Advisory Committee Meeting



Committee Meeting November 29, 2011



Urban Design – Land Use

1. Charrette Summary
2. Preliminary Land Use Alternatives
3. Infill Design principles
4. Character photos



Charrette: General Themes

Old Town is a community, which includes a mix of uses, featuring a range of commercial activity, including retail, offices, and hotels, as well as residential and institutional uses.



Charrette: General Themes

Old Town is a heritage site, which holds “layers” of pre-history and history that are important to the city, state and nation.



Charrette: General Themes

Old Town is a commercial center, with a focus on dining, entertainment, accommodations and tourism.



Charrette: General Themes

Old Town is a transportation hub, where transit, automobiles, pedestrians and bicyclists move into, through, and out of the area.



Charrette: General Themes

Old Town is a series of parks, trails and open spaces, some of which serve as community parks, and others that are resource based and regional in their nature. Still others are informal open spaces, both public and private, that add interest to the street scene



Charrette Observations – Land Use

Generally, established policies remain valid, with some refinements:

- Western edge – more commercial
- Extend activity along Congress St.
- Southern area – extend commercial
- Transit center area underutilized
- Protect residential areas



Committee Meeting November 29, 2011



Charrette Observations – Parking

- Provide for structured parking, framed with other uses





Charrette Observations – Pedestrian Systems

- Improve network of sidewalks & crosswalks
- Strengthen links to the River, State Park, Presidio and Heritage Parks





Charrette Observations – Parks, Plazas & Open Space

- Consistent design palette
- New pocket park
- Festival Street





Gateways & Key Intersections Principles

1. Large scale element
2. Intermediate scale element
3. Fine grain features



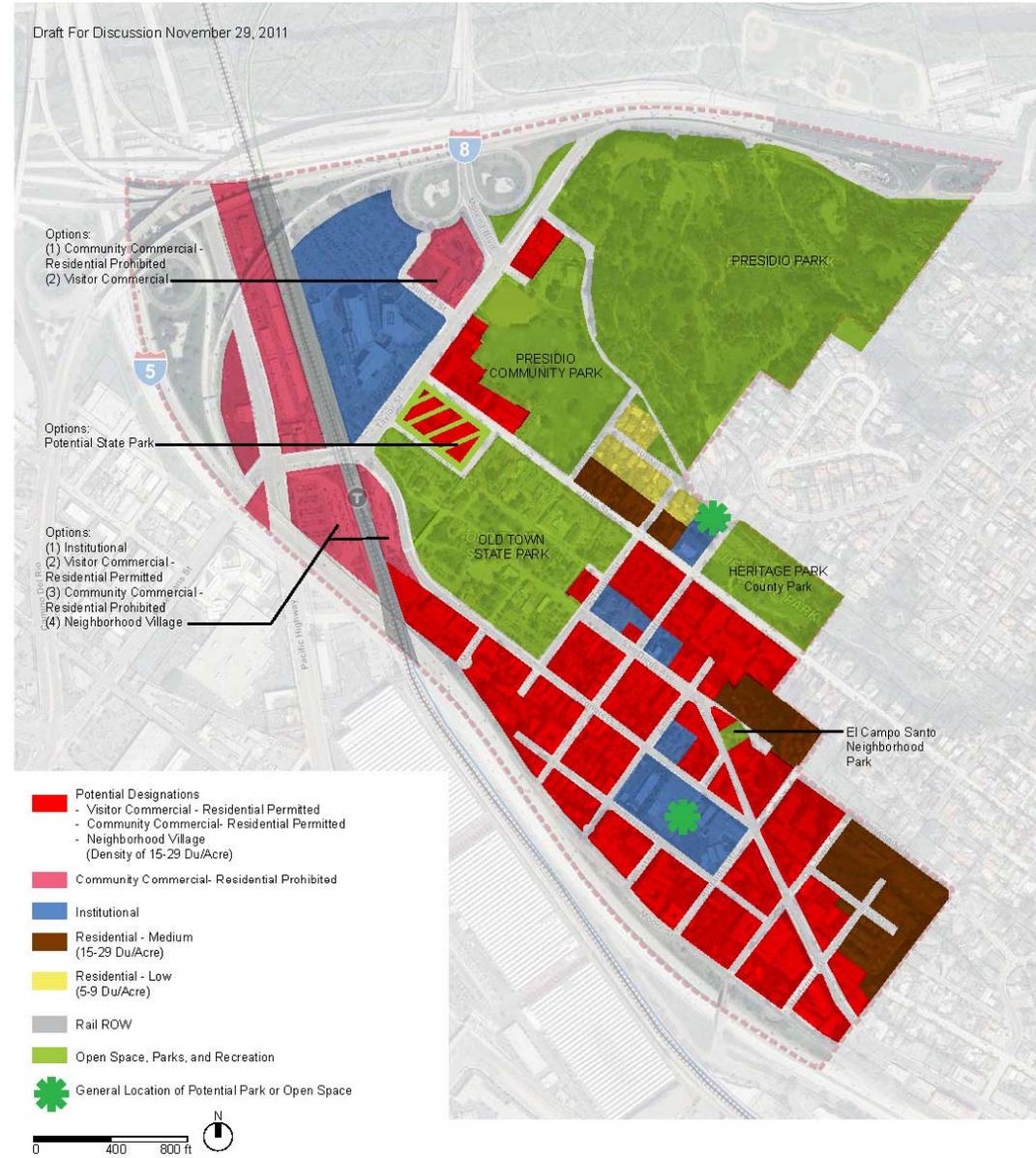
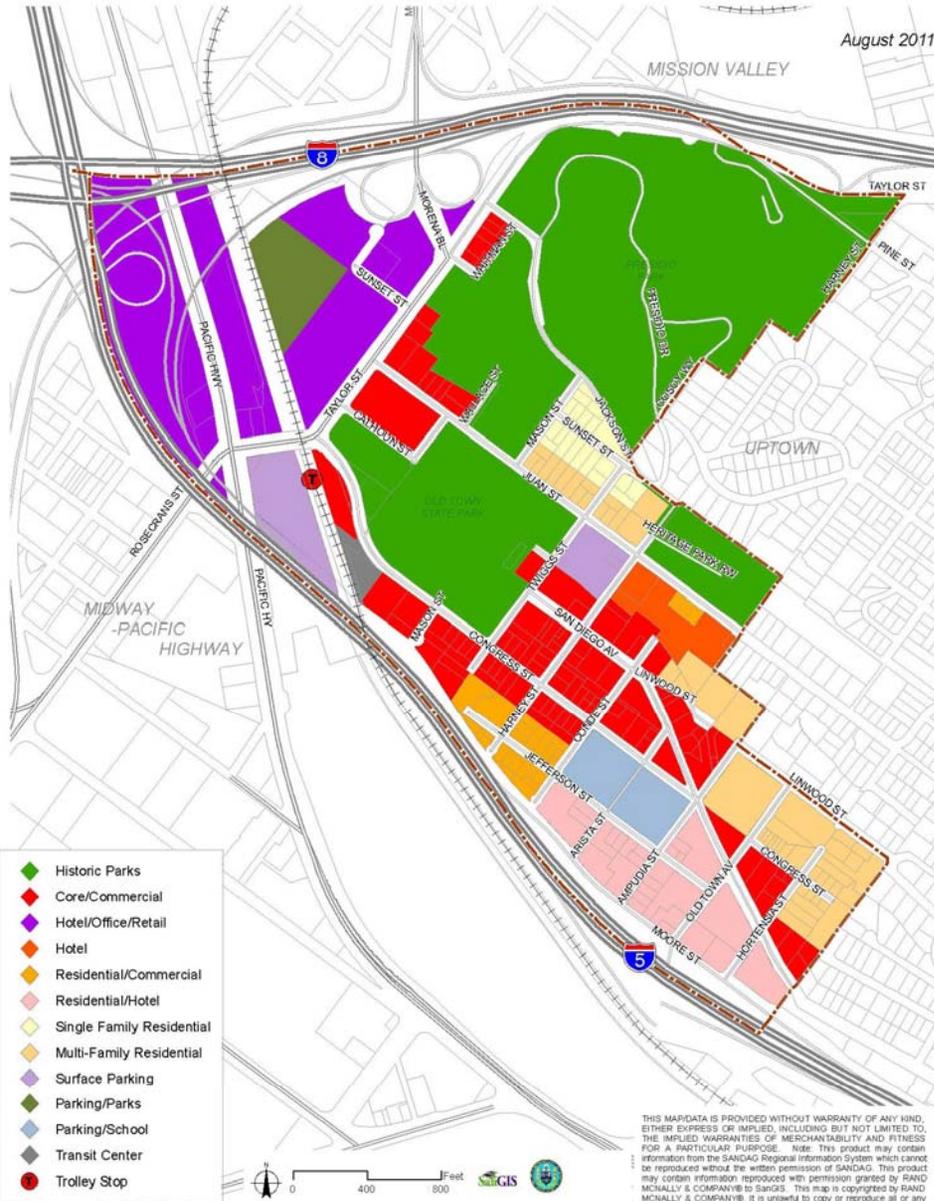


Land Use Alternatives Discussion 1st Draft

- First Draft Only
- Simplify land use designations (from existing Community Plan)
- Distinguish land use from design character areas
- Identify appropriate General Plan Land Use categories to achieve the desired mix of uses
- Respond to Committee and Charrette Feedback

Committee Meeting November 29, 2011

Land Use Discussion Draft





Potential Core Designations

- Visitor Commercial - Residential Permitted
- Community Commercial- Residential Permitted
- Neighborhood Village

Density of 15-29 Du/Acre

Committee Me





Old Town San Diego

COMMUNITY PLAN UPDATE



Taylor Street

- Options:
- (1) Community Commercial - Residential Prohibited
 - (2) Visitor Commercial

- Options:
- Potential State Park

- Options:
- (1) Institutional
 - (2) Visitor Commercial - Residential Permitted
 - (3) Community Commercial - Residential Prohibited
 - (4) Neighborhood Village



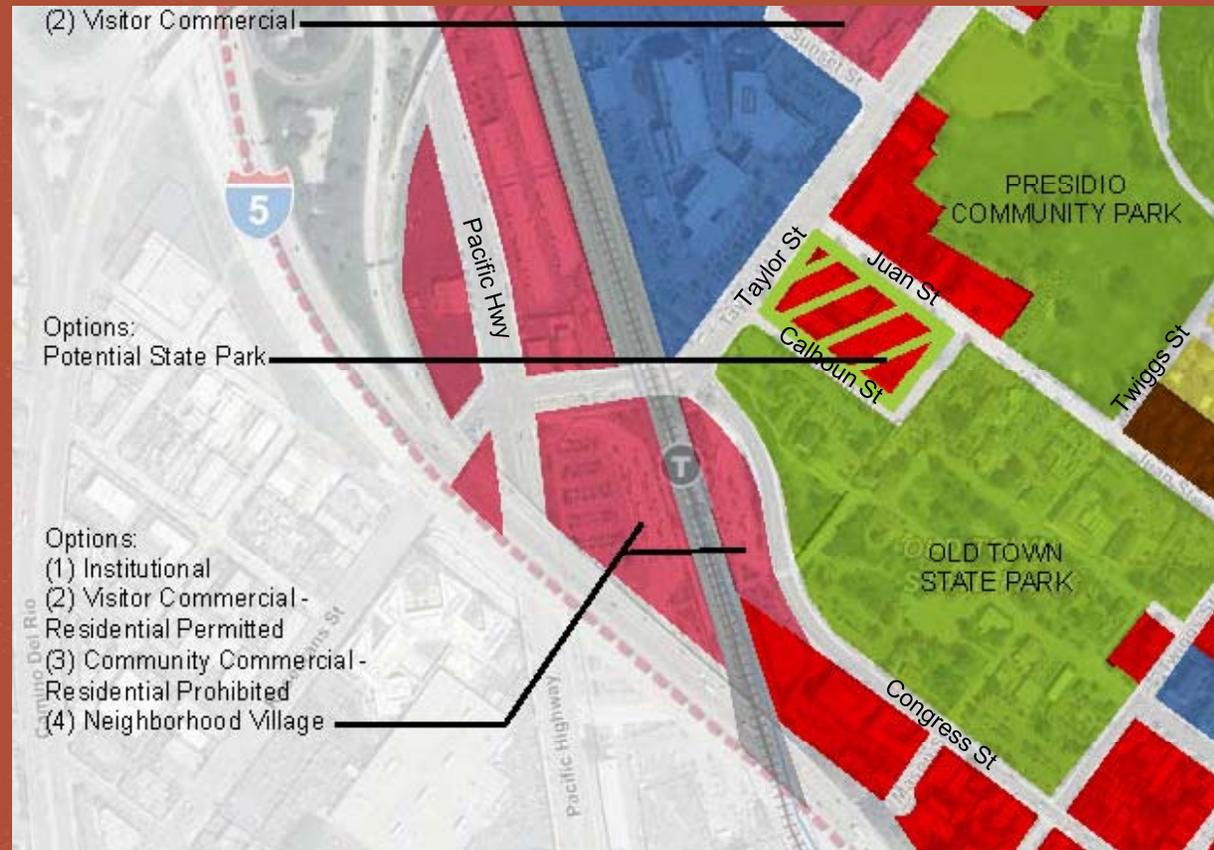
Committ



Taylor Street

Old Caltrans Building Site,
Options shown Hatched:

- Same as “Core” Area
- State Park





Residential Only Areas

How to preserve existing scale and building fabric in existing multi-family?

- Guidelines
- Density Limits
- Or Combination



Committee Meeting

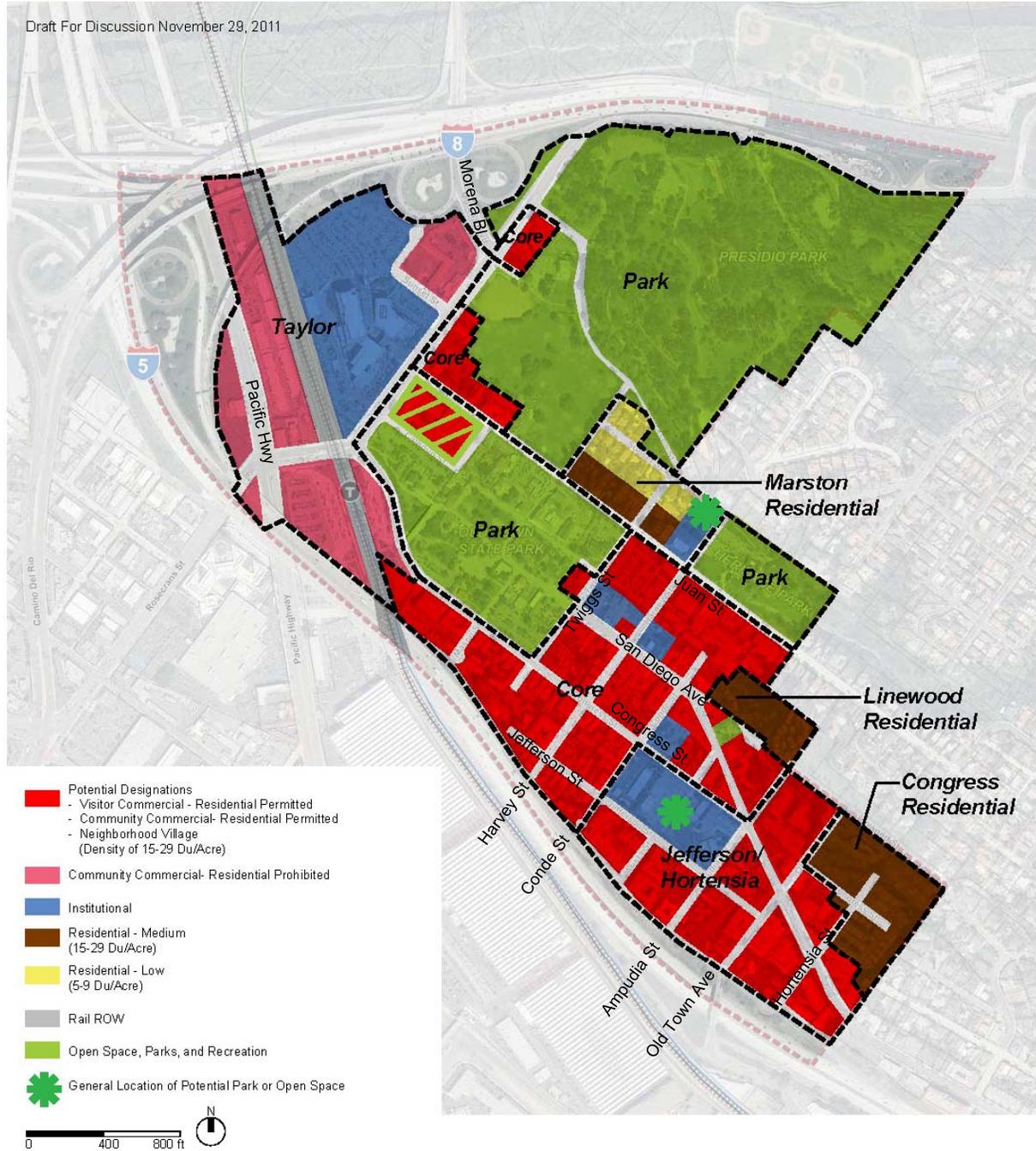


Urban Design Focus Areas Discussion 1st Draft

- First Draft Only
- Identify distinct boundaries for design policies and guidelines
- Clarify basic design principles that underpin design periods of Old Town
- Respond to Committee and Charrette Feedback

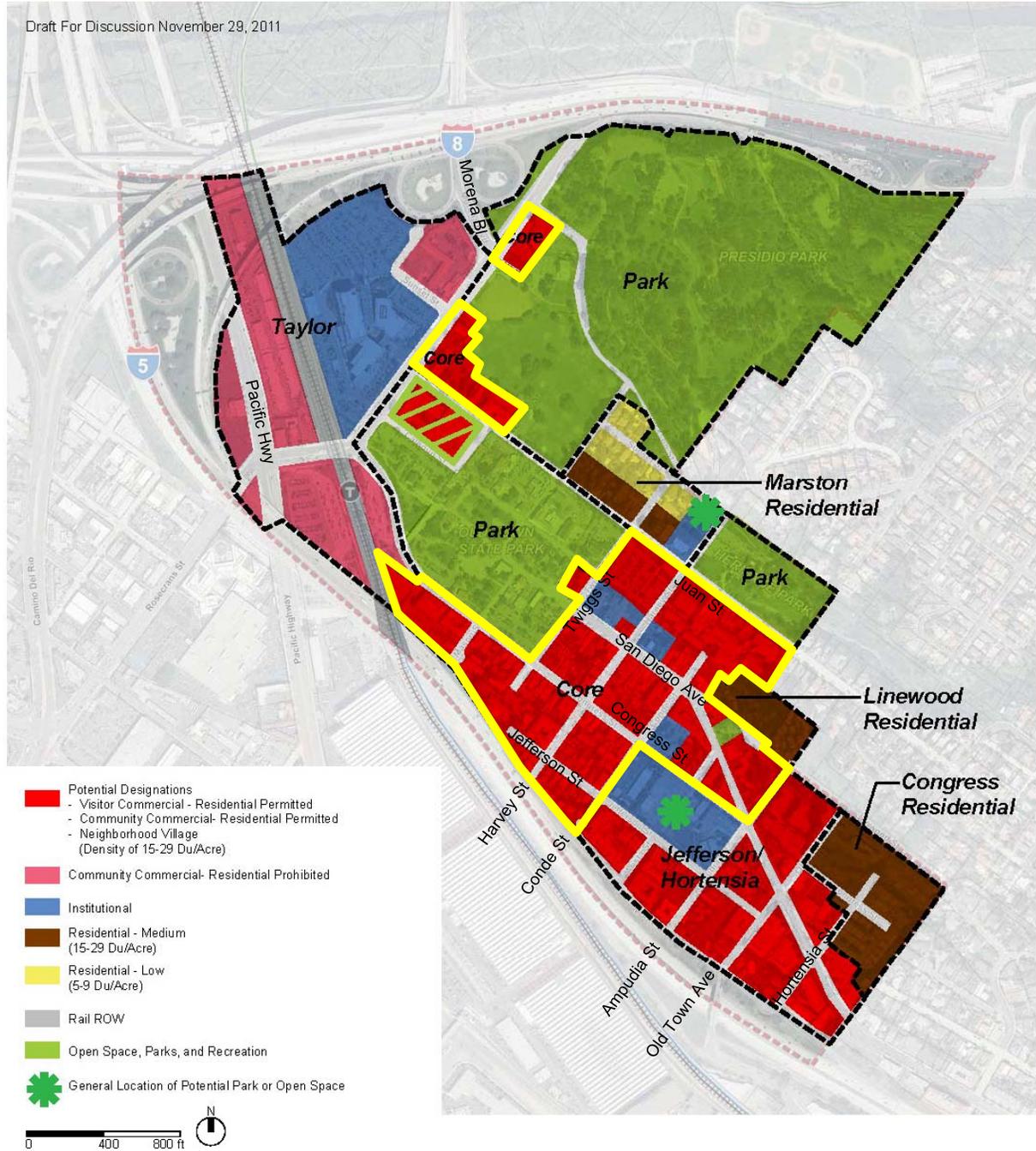
Potential Urban Design Focus Areas

1. Consider goals of Core Area
 - Retain fine grain central Old Town Character
 - Permit some larger footprint buildings such as hotel and offices in Jefferson/Hortensia area



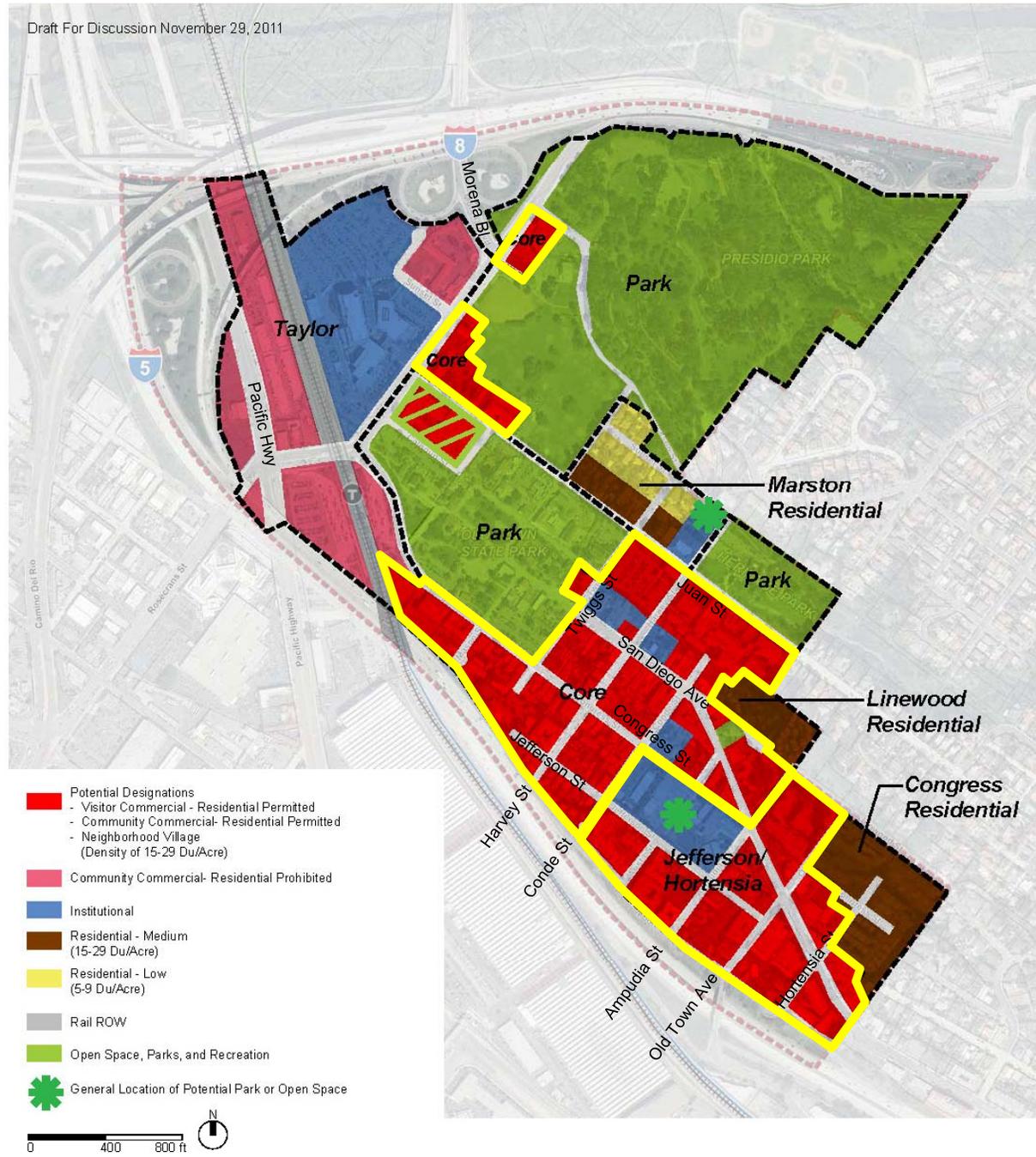
Potential Urban Design Focus Areas

1. Consider goals of Core Area
 - Retain fine grain central Old Town Character
 - Permit some larger footprint buildings such as hotel and offices in Jefferson/Hortensia area



Potential Urban Design Focus Areas

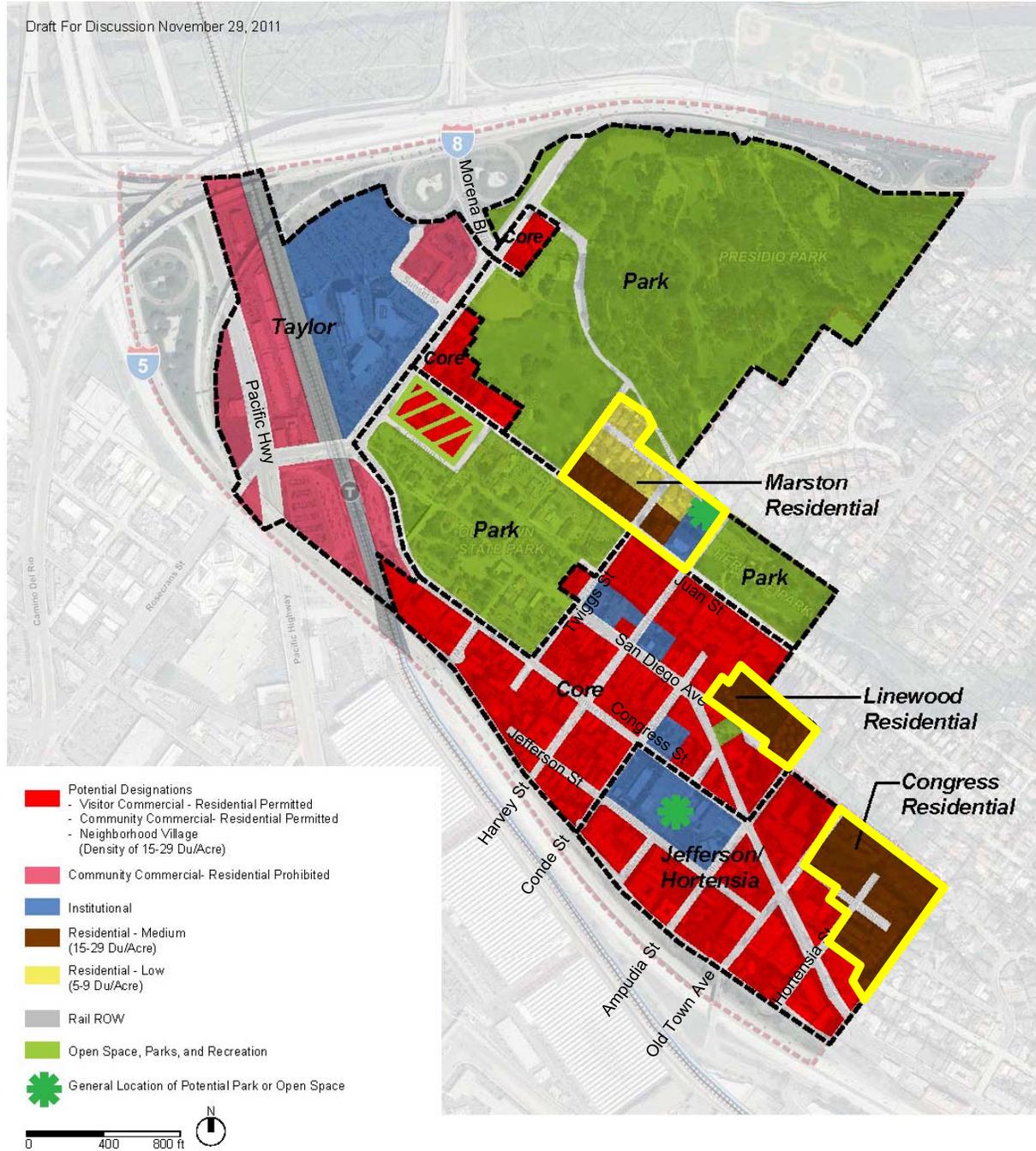
1. Consider goals of Core Area
 - Retain fine grain central Old Town Character
 - Permit some larger footprint buildings such as hotel and offices in Jefferson/Hortensia area



Potential Urban Design Focus Areas
 Proposed Community Plan Land Use, Discussion Draft
 Old Town San Diego Community Plan Update

Potential Urban Design Focus Areas

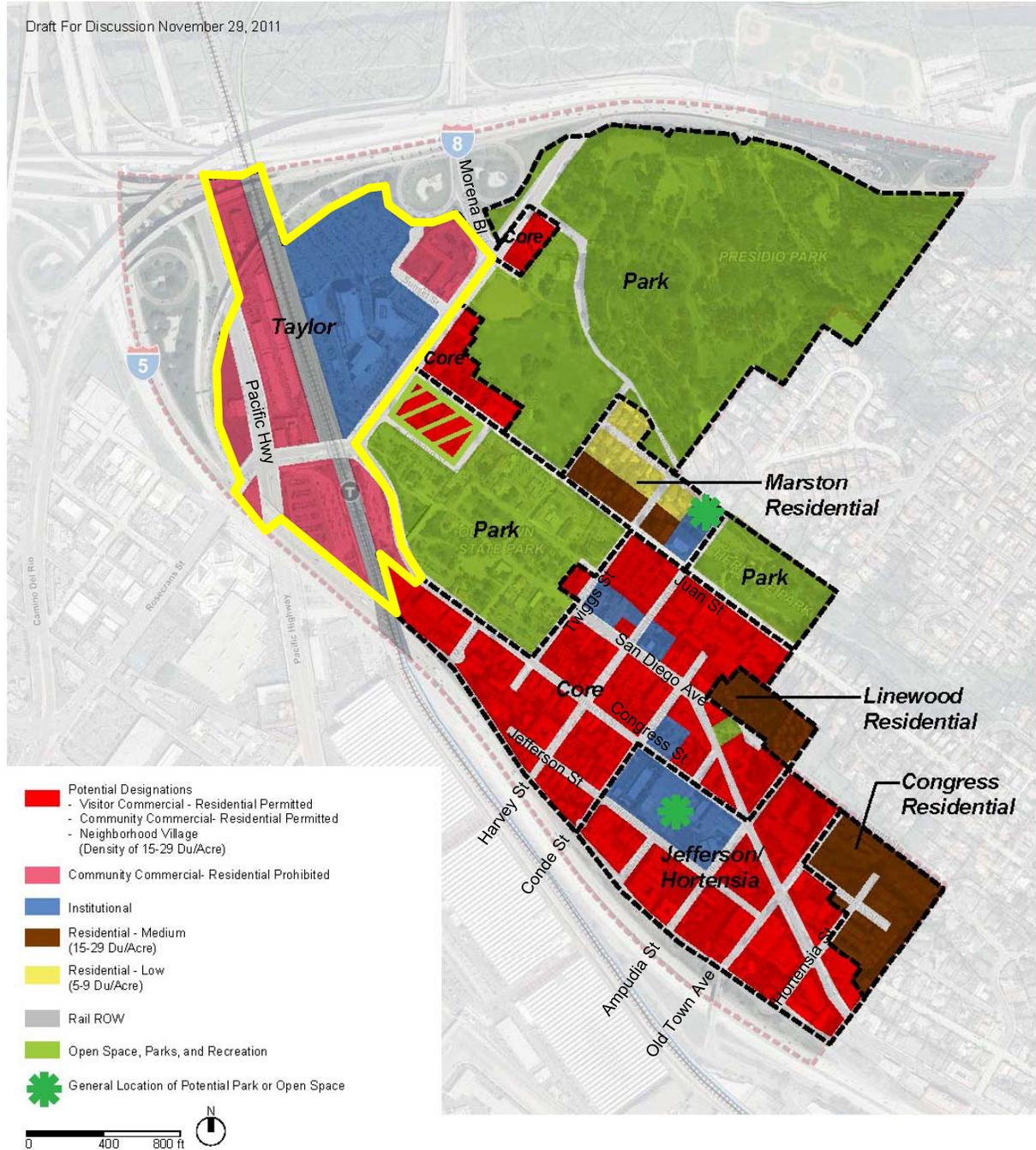
2. Preserve single family and multi-family residential areas
 - Consider uses and scale of areas that are currently developed
 - Preserve character and scale



Potential Urban Design Focus Areas
 Proposed Community Plan Land Use, Discussion Draft
 Old Town San Diego Community Plan Update

Potential Urban Design Focus Areas

3. Allow for gradual redevelopment of Taylor Street Area
 - Consider opportunities for parking structures and mix of uses
 - Consider “gateway” potential as first impression of Old Town



Potential Urban Design Focus Areas
 Proposed Community Plan Land Use, Discussion Draft
 Old Town San Diego Community Plan Update



Old Town San Diego

COMMUNITY PLAN UPDATE



Discussion

Committee Meeting November 29, 2011



Design Traditions

- Lessons learned from Old Town

Design Traditions of Old Town San Diego

ARTICULATION OF BUILDING MASS



Articulation Methods:

Wall planes

- Changes in profiles
- Offsets in wall planes
- Offsets in ridge lines

Inset features:

- Arcades
- Balconies

Projecting features:

- Exterior stairs
- Balconies
- Deep eaves overhang

Page 3



Old Town San Diego

COMMUNITY PLAN UPDATE



Design Traditions of Old Town San Diego

Roof Forms



Key features:

- Tile or shingle
- Extended eaves
- Exposed rafters/purlins
- Varied heights

Page 5

Design Traditions of Old Town San Diego

WINDOWS



Key Features:

- Substantial depth
- Strong profile of frame members
- Rectangular and arched



Page 8



Old Town San Diego

COMMUNITY PLAN UPDATE



Design Traditions of Old Town San Diego

DOORS & ENTRIES



- Key features:**
- Deep inset
 - Substantial material
 - Accented details
 - Primarily wood

Page 10

Design Traditions of Old Town San Diego

BALCONIES & ARCADES

Balconies and arcades contribute to the visual interest of buildings by providing variation in wall surfaces. Some project from the primary wall plane, while other are more integral to it, sometimes appearing to be "cut in" to the facade.



- Key features:**
- Materials consistent with primary wall or other trim elements
 - Firmly anchored/attached
 - Substantial depth

Page 12



Old Town San Diego

COMMUNITY PLAN UPDATE



Design Traditions of Old Town San Diego

PORTICOS & ARCADES

Porticos and arcades provide shelter and shade, and define a pedestrian zone along the street of one story height.



Key features:

- Project from primary wall
- Substantial depth
- Supported on posts/columns

Design Traditions of Old Town San Diego

Exteriors Stairs to Upper Floors

Exterior stairs provide visual interest, with a play of shadows, forms and textures.



Exterior Stairs to Second Floors

- Stepped form in hand rail/wall
- Covered landing
- Reduces perceived building scale
- Creates interesting shadows
- Conveys sense of scale
- Provides visual interest





Using this Information about Design Traditions:

- Informs topics to address in design guidelines
- To illustrate guidelines



Old Town San Diego

COMMUNITY PLAN UPDATE



Discussion

Committee Meeting November 29, 2011



Design Principles

- Combining concepts from the Design Traditions...

CONCEPTUAL DESIGN PRINCIPLES FOR OLD TOWN

Draft: November 22, 2011

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.

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.

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.

Building Level Design Principles:
These address design concepts for structures. They include principles for mass and scale, materials, articulation and architectural details.

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

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.



Old Town San Diego

COMMUNITY PLAN UPDATE



A BLOCK FA

This first scenario
face. This may be
property, or, in so
larger properties d

Varied roof forms:
Reduce perceived sca
interest.

Awnings & Canopies:
Help establish one-st
street edge

Arcades:
Provide shelter for pe
visual interest

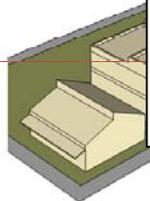
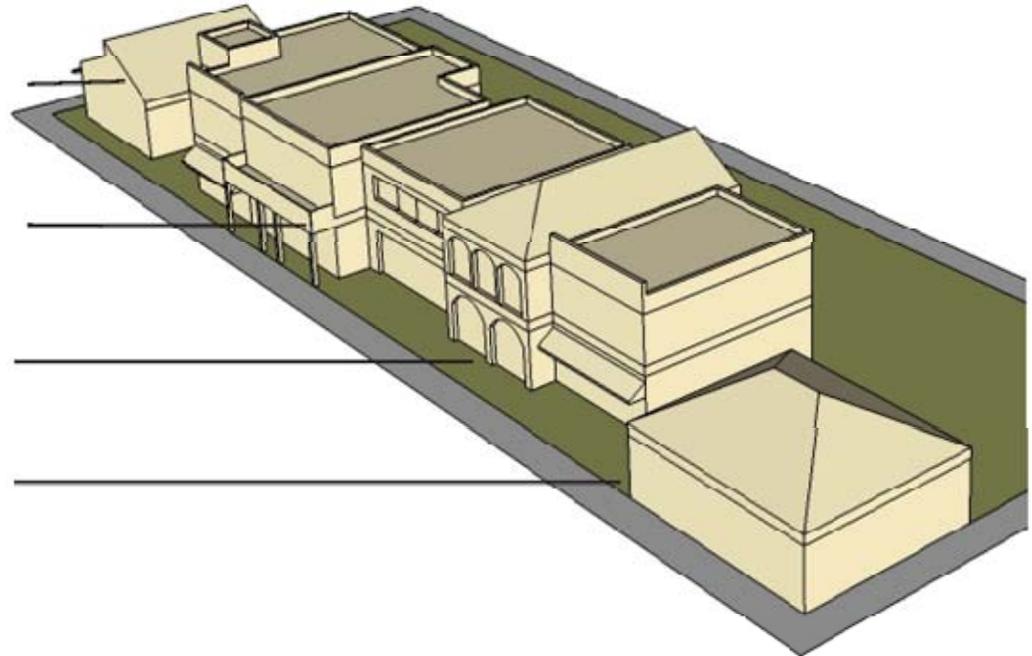
Varied front setbacks:
Provide for active out

Varied roof forms:
Reduce perceived scale and provide
interest.

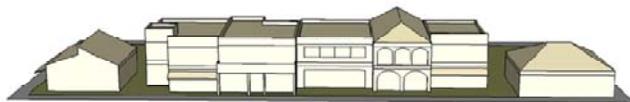
Awnings & Canopies:
Help establish one-story scale at the
street edge

Arcades:
Provide shelter for pedestrians, add
visual interest

Varied front setbacks:
Provide for active outdoor uses



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.

November 23, 2011 • Page 3



Old Town San Diego

COMMUNITY PLAN UPDATE

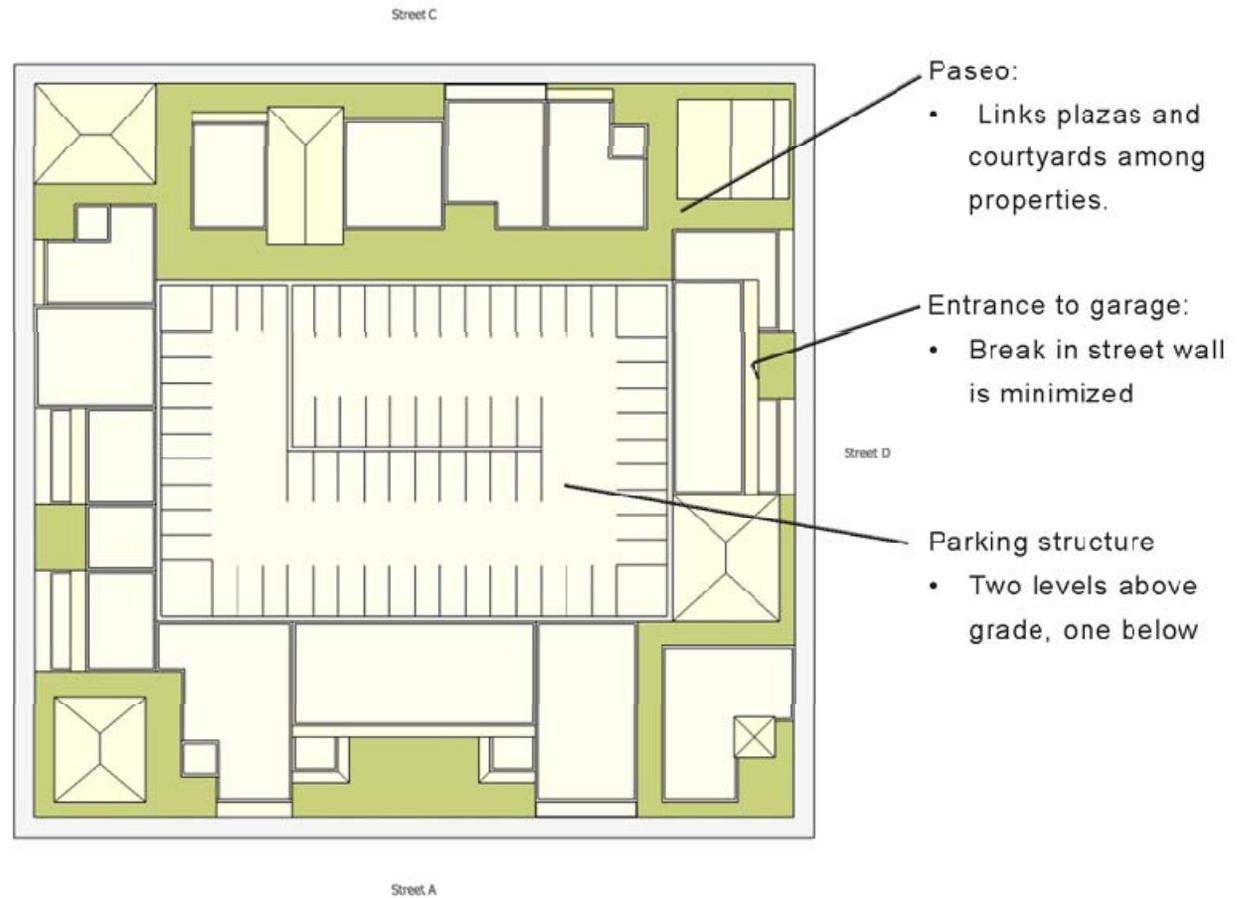
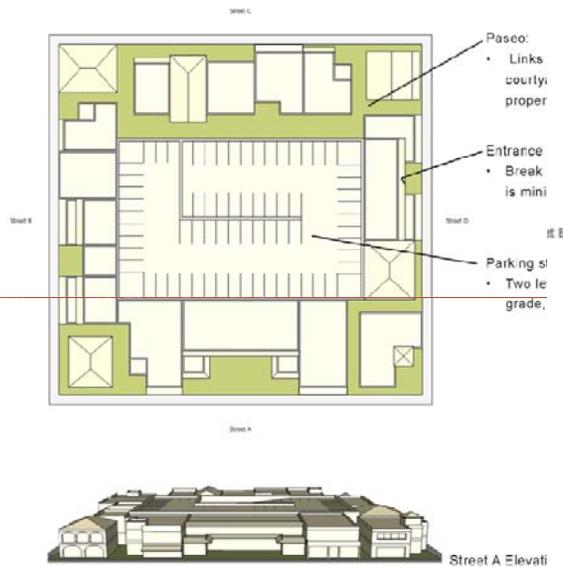


Community Plan Update • Old Town San Diego

Large Scale Development Scenario

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

While few opportunities exist for development of this scale, there are some where a smaller portion of this type of improvement could occur. The illustrations show many of the design principles for compatible building in Old Town San Diego. There are more locations where individual building clusters, could be constructed, using the same principles that are illustrated.





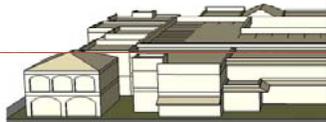
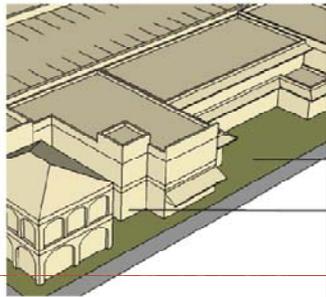
Old Town San Diego

COMMUNITY PLAN UPDATE

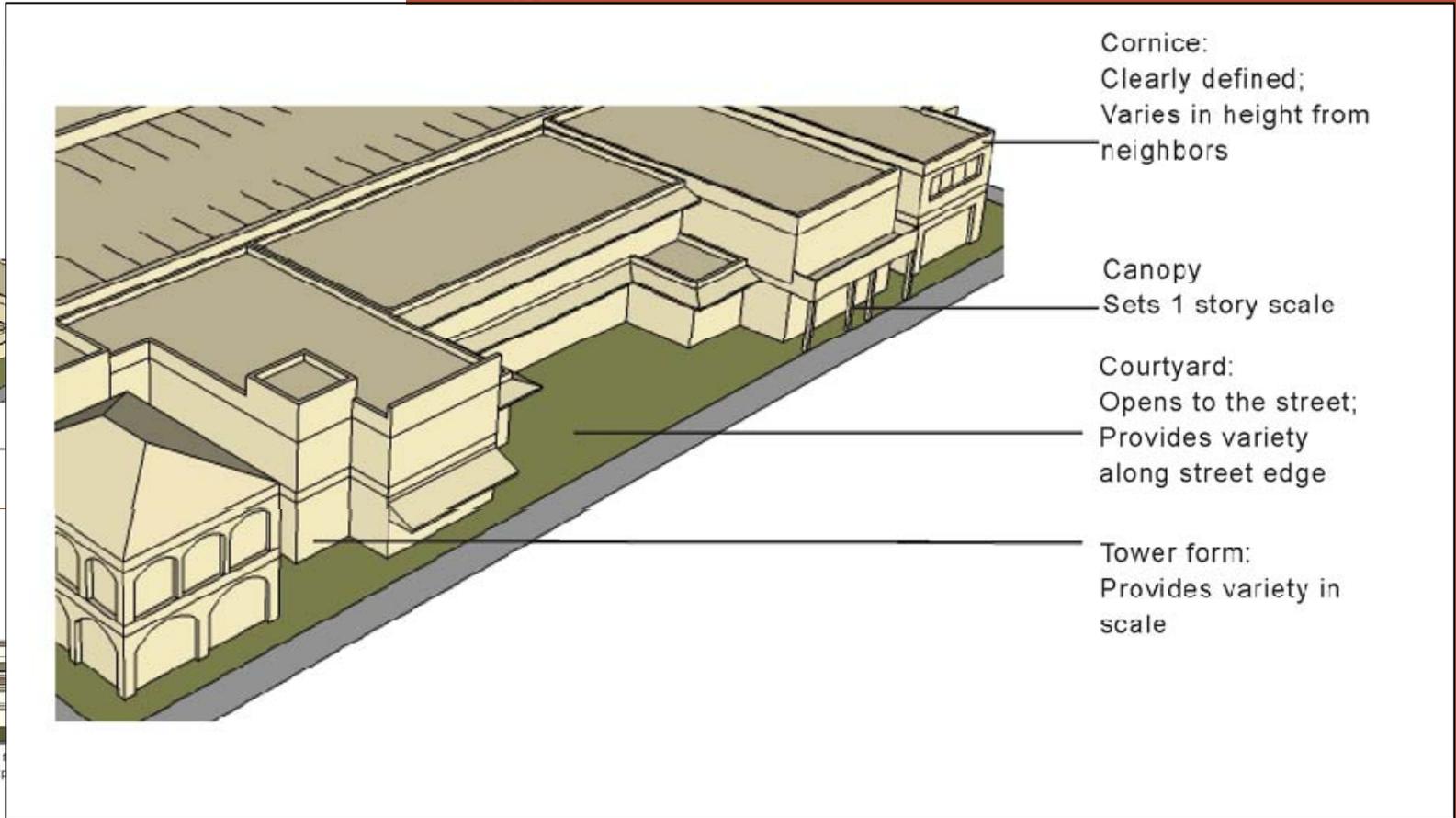


Community Plan Update • Old Town San Diego

VIEW 1 (STREET A)



Street A Elevation Awnings, canopies and first floor with slight variations that exp



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

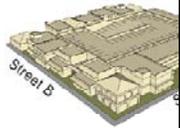


Old Town San Diego

COMMUNITY PLAN UPDATE



VIEW 1 (STREET B)

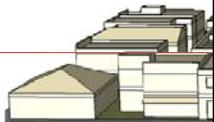


Limited range of building front setbacks

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 building widths.

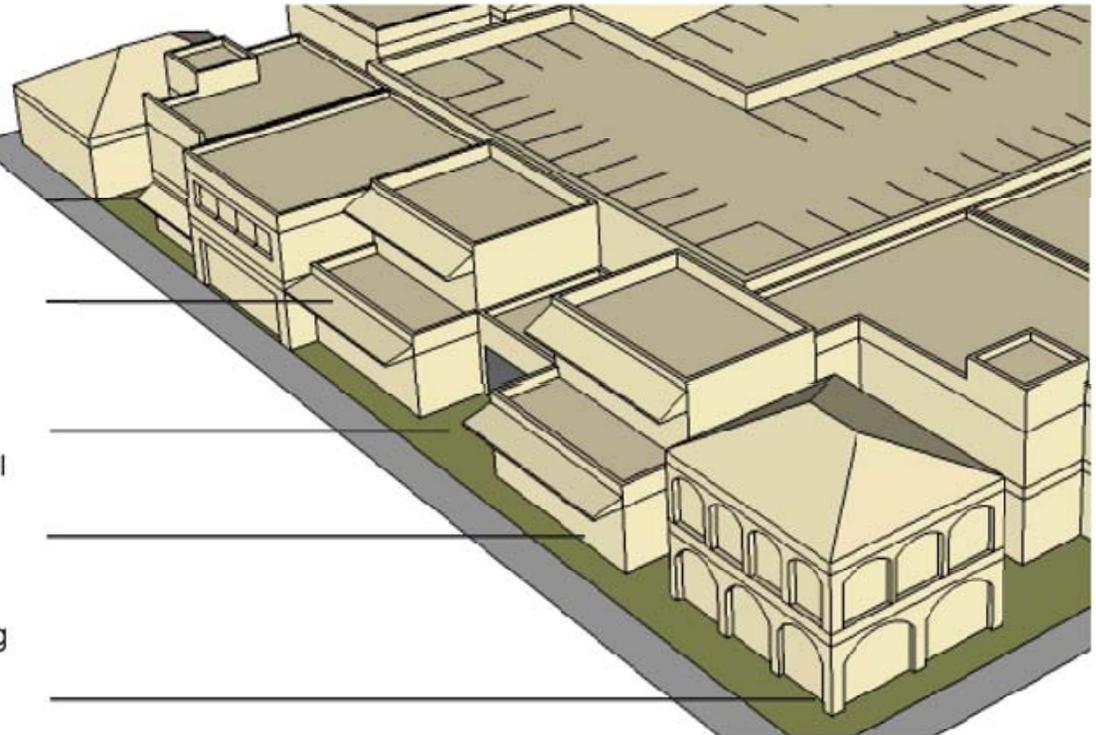
Limited range of building front setbacks

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





Old Town San Diego

COMMUNITY PLAN UPDATE



Discussion

Committee Meeting November 29, 2011



Design Guidelines Imagery

- Potential imagery to support Community Plan goals and Design Guidelines
- Build upon current Design Guidelines components
- Update photographs
- Incorporate photos from Old Town, from other locations, and from manufacturers, where appropriate



Where will this apply?

1. In private realm
2. In public realm
 - Where space permits
 - With appropriate maintenance mechanisms



Old Town San Diego

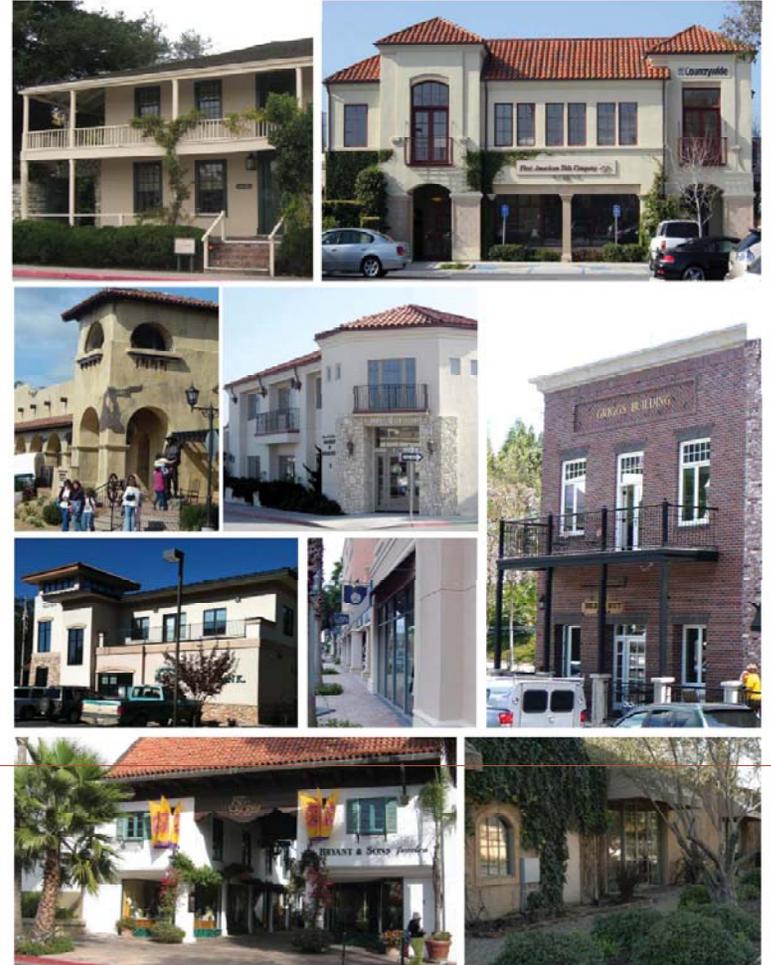
COMMUNITY PLAN UPDATE



- Architecture
- Public Realm and Sidewalk Character
- Courtyards and Paseos
- Pots & Planters
- Pedestrian Lighting
- Sidewalk Materials and Paving
- Benches
- Trash Cans

ARCHITECTURE

Design Guidelines Imagery



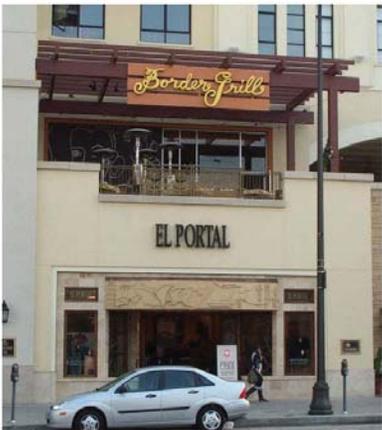
Page 1

Committee Meeting November 29, 2011

Building Character



Building Character

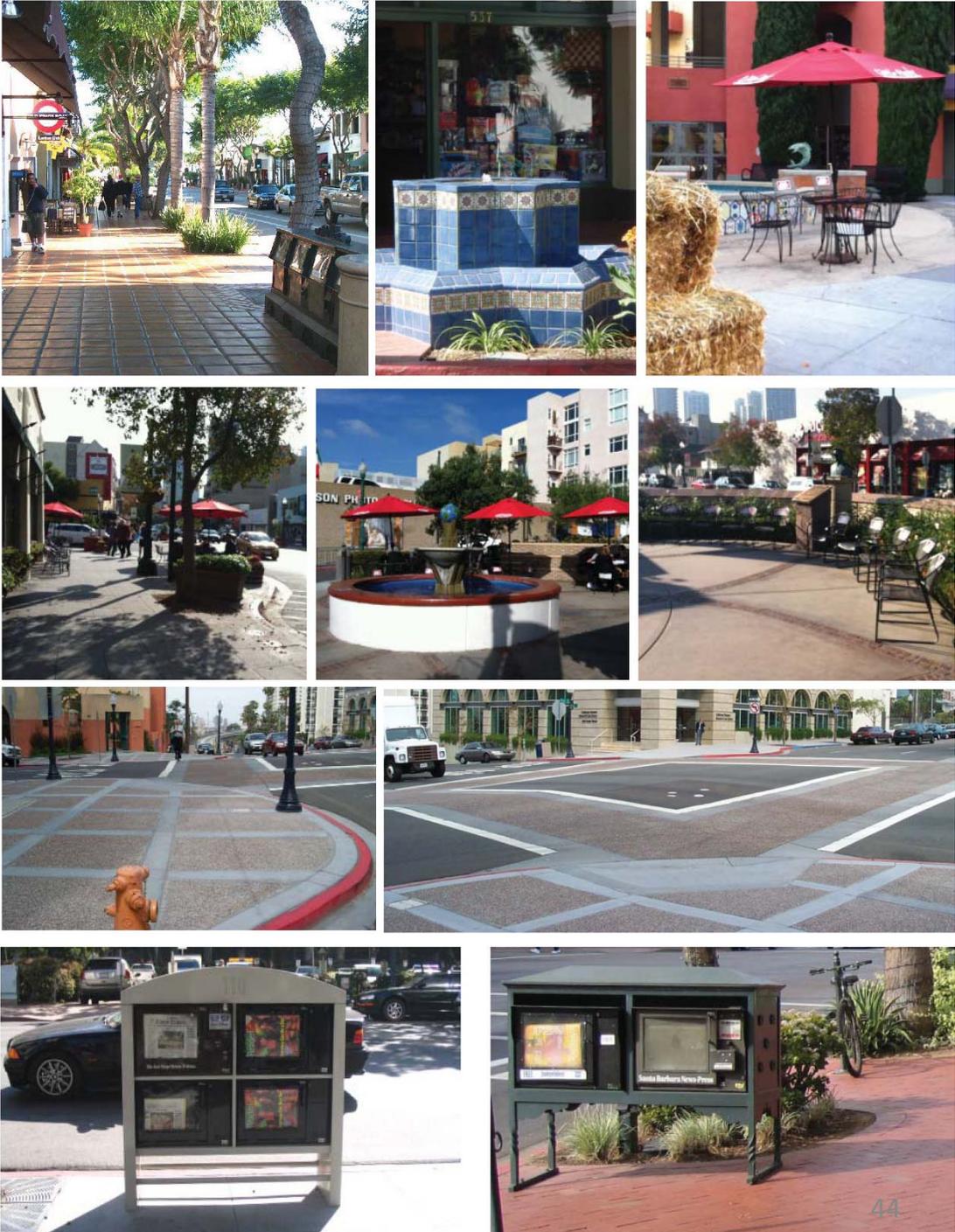


Public Realm



Public Realm

Public realm includes public right of way as well as private places open to the public



Courtyards and Paseos



Pots and Planters



Pedestrian Lighting



Old Town lighting fixtures

Pedestrian Lighting

Traditional

Contemporary



Post and beam hanging lamp

Sidewalks and Paving



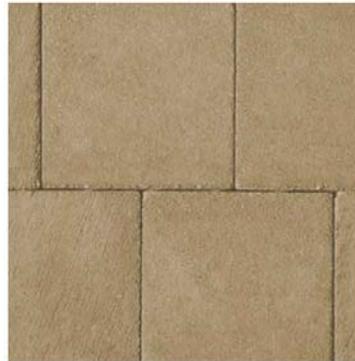
Concrete Scoring



Concrete Diagonal Scoring



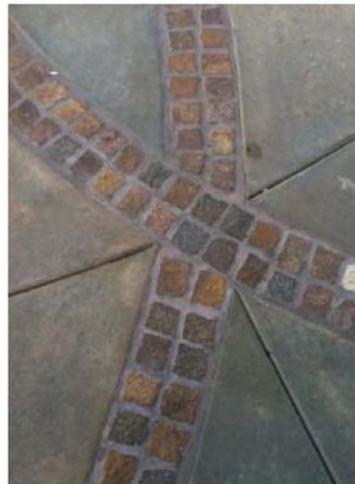
Concrete Banding



Colored Concrete



Colored Concrete



Scored Concrete with Paver Accents



Scored Concrete with Inlaid Sign

Sidewalks and Paving- Upgraded



Wood Decking



Cobblestone



Rough hewn natural stone



Saltillo tile



Glazed Tile



Spanish / Mexican tiles



Clay Brick



Brick- Herringbone pattern



Brick with inlaid Sign



Colored Concrete



Decomposed Granite

Bench Seating



Old Town Natural Wood Bench



Old Town Natural Wood Bench with Detailing



Old Town Painted Wood Bench



Landscape Forms Austin



Natural Wood Bench



Landscape Forms Bancal

Wood Benches



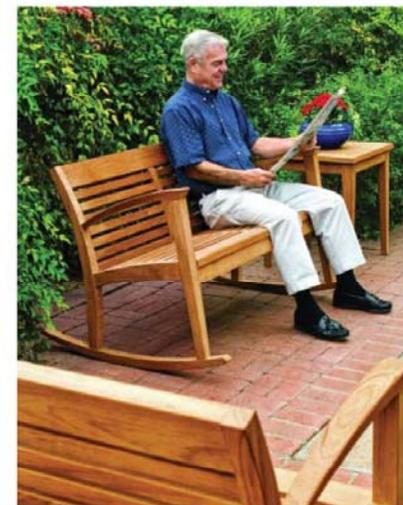
Old Town Natural Wood Bench



Tahoe City Bench



Walnut Creek Bench



Wood Rocker



Getty Museum Bench



Maglin

Wood and Metal Benches



Tahoe City Bench



Victor Stanley Framers Modern



Maglin

Metal Benches and Public Art



Victor Stanley Framers Modern



Metal Strap Bench



Public Art Bench



Public Art Bench

Trash Can



Old Town Wood Barrel Receptacle



Old Town Smooth Sawn Receptacle



Finished Wood Receptacle



Victor Stanley H Series



Maglin



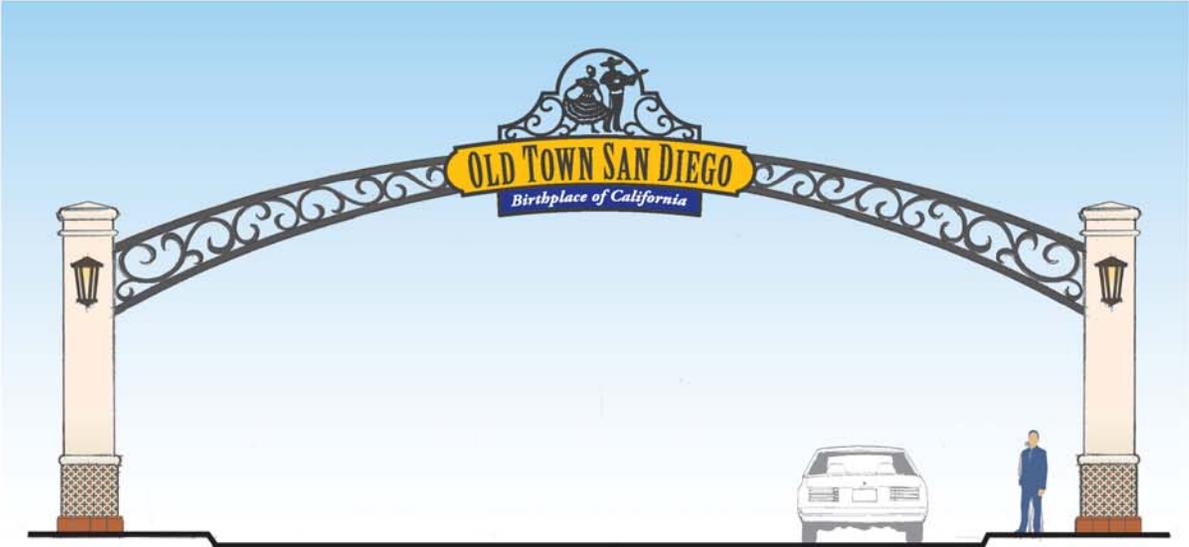
Victor Stanley Streetsites



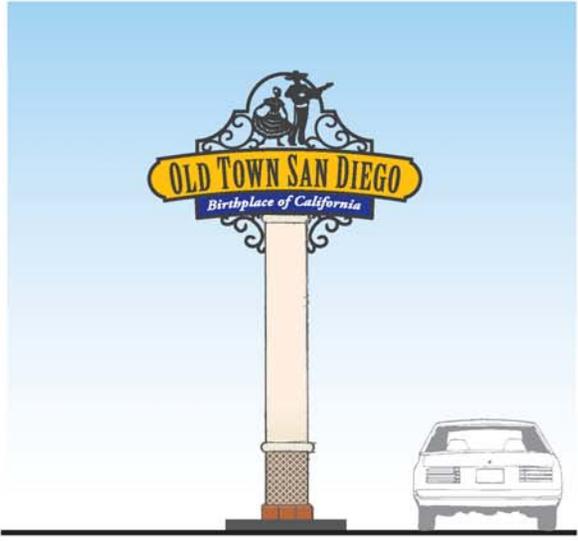
Victor Stanley Streetsites



Wayfinding and Signage



A GATEWAY ARCH



B GATEWAY PYLON



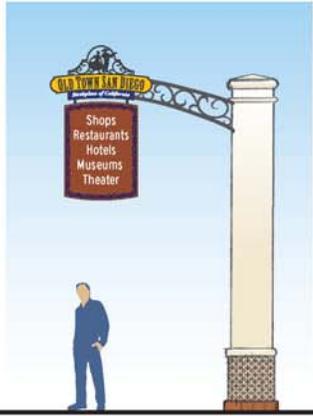
WITHOUT ARROWS
NOT MUTCD COMPLIANT



WITH ARROWS
MUTCD COMPLIANT



C.5 OPTION 1
WITHOUT ARROWS
NOT MUTCD COMPLIANT



C.5 OPTION 2
WITHOUT ARROWS
NOT MUTCD COMPLIANT

C VEHICULAR DIRECTIONALS



BLADE SIGN



FREESTANDING



PAINTED ON WALL

D PEDESTRIAN DIRECTIONALS



SINGLE FACED DIRECTORY

E PEDESTRIAN DIRECTORY

Wayfinding and Signage



A GATEWAY ARCH



B GATEWAY PYLON



WITHOUT ARROWS
NOT MUTCD COMPLIANT



WITH ARROWS
MUTCD COMPLIANT



C.5 OPTION 1
WITHOUT ARROWS
NOT MUTCD COMPLIANT

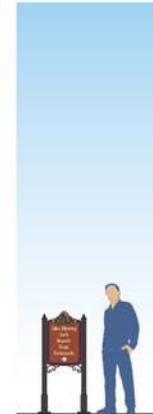


C.5 OPTION 2
WITHOUT ARROWS
NOT MUTCD COMPLIANT

C VEHICULAR DIRECTIONALS



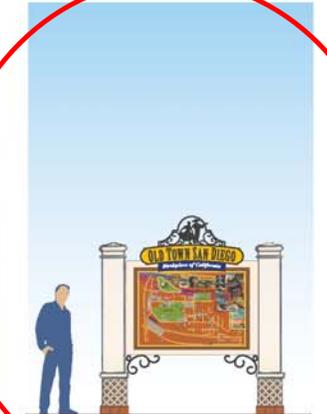
BLADE SIGN



FREESTANDING



PAINTED ON WALL



SINGLE FACED DIRECTORY

D PEDESTRIAN DIRECTIONALS

E PEDESTRIAN DIRECTORY



Old Town San Diego

COMMUNITY PLAN UPDATE



Discussion

Committee Meeting November 29, 2011