

# Urban Design: Public Realm

## Mira Mesa Community Plan Update

Planning Department

August 16, 2021

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

# MODERATOR & PRESENTER



**Jeff Stevens**  
Chair,  
Mira Mesa Community Planning  
Group



**Alex Frost**  
Project Manager  
City of San Diego Planning  
Department



**Scott Sandel, RLA ASL**  
Parks + Public Spaces  
Planner  
City of San Diego

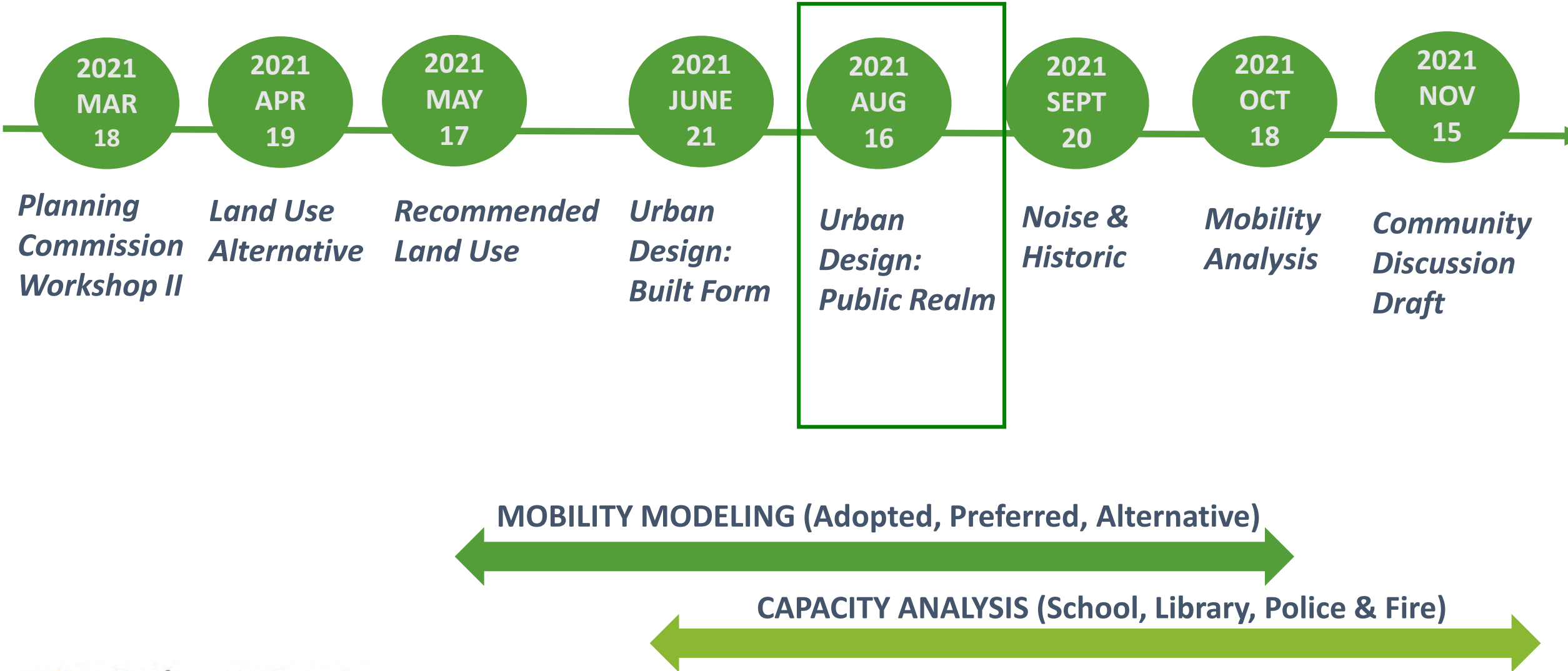


**Brad Lents**  
Principal  
Landscape Architect  
Spurlock

## Presentation Overview

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
4. Public Realm – Scott Sandel & Brad Lents (Spurlock)
5. Discussion

MIRA MESA CPU – SCHEDULE



# Guiding Principles and Considerations



## Land Use & Urban Design

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

## Mobility

- 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.

## Parks, Recreation, and Open Space

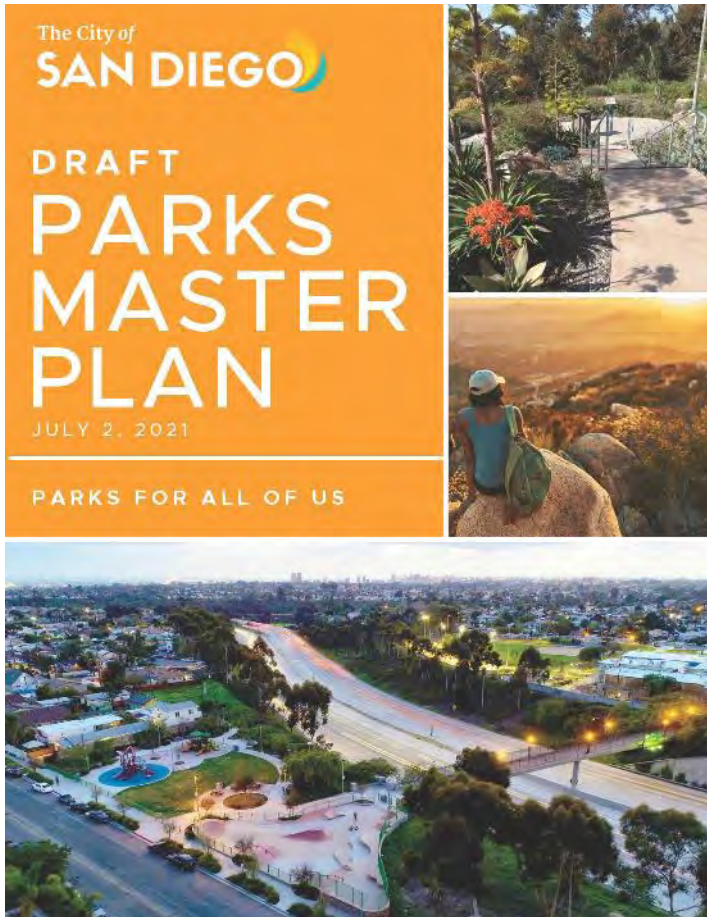
- **Parks, trails and open spaces** are easily accessible to residents through the community.
- **Supplemental regulations** in focused Village areas for future parks and other public realm features.

## Open Space and Conservation

- **Preservation and protection** of community-wide open space network, wildlife linkages, sensitive habitat, and natural drainage systems.
- **Restoration** of community's creeks and **protection** of sensitive habitats, canyons, and open space network.
- **Restoration and regeneration** of Carroll Canyon and Carroll Creek

# Parks Master Plan

## Key features and take-aways



- Commitment to prioritizing investments in park deficient communities and Communities of Concern, with Development Impact Fee funding – 80% to park deficient communities, with at least 50% in Communities of Concern.
- Any park project that increases recreational value is eligible for DIF funding. (no need to wait for CPU)
- Developer Incentive to Build Parks Onsite:
  - ✓ Streamlined delivery of parks
  - ✓ Park standard reduced 10% when provided onsite; 25% when maintained on site
  - ✓ All parks subject to public process
  - ✓ 10% payment required to Citywide fund

# Parks Master Plan

## Recreational Park Value Scoring

- New Recreational Value Park Standard: park size [acreage], park activities, access, and activation.



	Existing 2.8 acre std	New 100 pnt std
New Development Project: 1,000 new people	<ul style="list-style-type: none"> <li>• Pay DIF, or</li> <li>• Provide 2.8 acre park</li> <li>• Park designed per CP 600-33</li> </ul>	<ul style="list-style-type: none"> <li>• Pay DIF, or</li> <li>• Provide 100 point park</li> <li>• Park designed per CP 600-33</li> </ul>
Community Plan Update: 30,000 new residents	<ul style="list-style-type: none"> <li>• 85 acres of parks needed</li> <li>• Park opportunities identified through CPU process</li> </ul>	<ul style="list-style-type: none"> <li>• 3,000 parks points needed</li> <li>• Park opportunities identified through CPU process</li> </ul>

## Future Implementation Actions

## Parks Master Plan



- **Park funding prioritization policy and forecast** – to guide the prioritization of park funds based on the evaluation of park-related metrics, to ensure that park investments in the areas with the greatest needs are prioritized. 5-year park funding forecast to ensure taxpayer funds are being allocated in line with Citywide goals.
- **Park Needs Index** – systematic evaluation of park-related metrics to identify areas of the City which have the greatest need for parks, in terms of quantity, quality, safety, and enjoyability.
- **Citywide recreational value assessment** – evaluating all parks within the City using the new Recreational Value Scoring Methodology. > CPU's prioritized.
- **Park Condition Index** – Continue to evaluate the condition of all parks and determine the maintenance backlog.

Sculptures



Murals



# Commission for Arts and Culture

[Arts and Culture Home](#)[About Us](#)[Funding](#)[Public Art](#)[News & Resources](#)[Meetings](#)

## Public Art

### Public Art Transforms the Built Environment of San Diego and Enhances Public Spaces

Through the Public Art Program, the Commission for Arts and Culture promotes artistic development, transforms the city's built environment through the inclusion of public art, and provides access to high quality artistic and cultural experiences. The Commission develops and stewards the Civic Art Collection, integrates art into capital improvement projects and public places, and ensures the inclusion of art or space for cultural use in private development projects.

Learn More

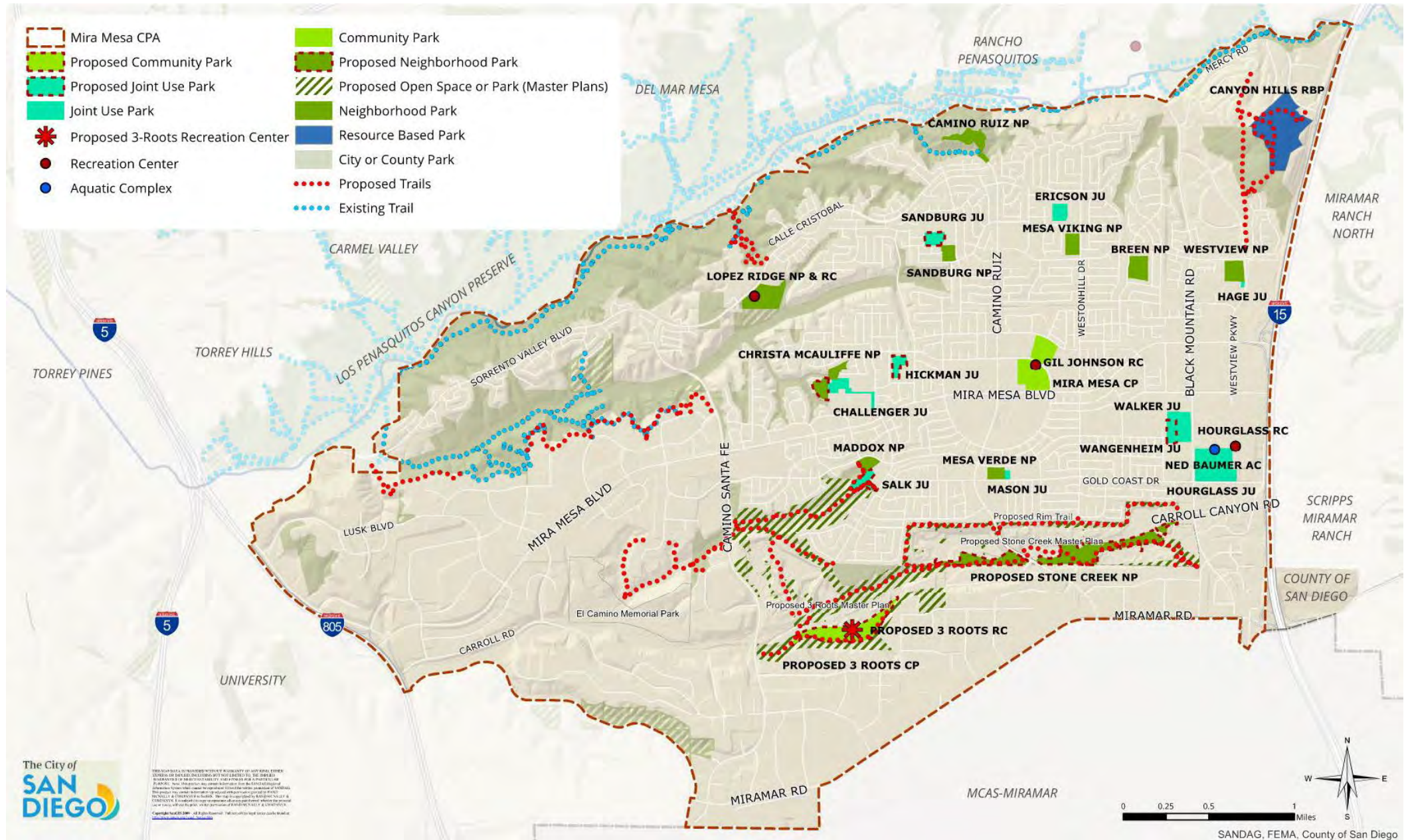


© Hiding My Candy by Donald Lipski  
Photo: ©2013 Philipp Scholz Ritterman

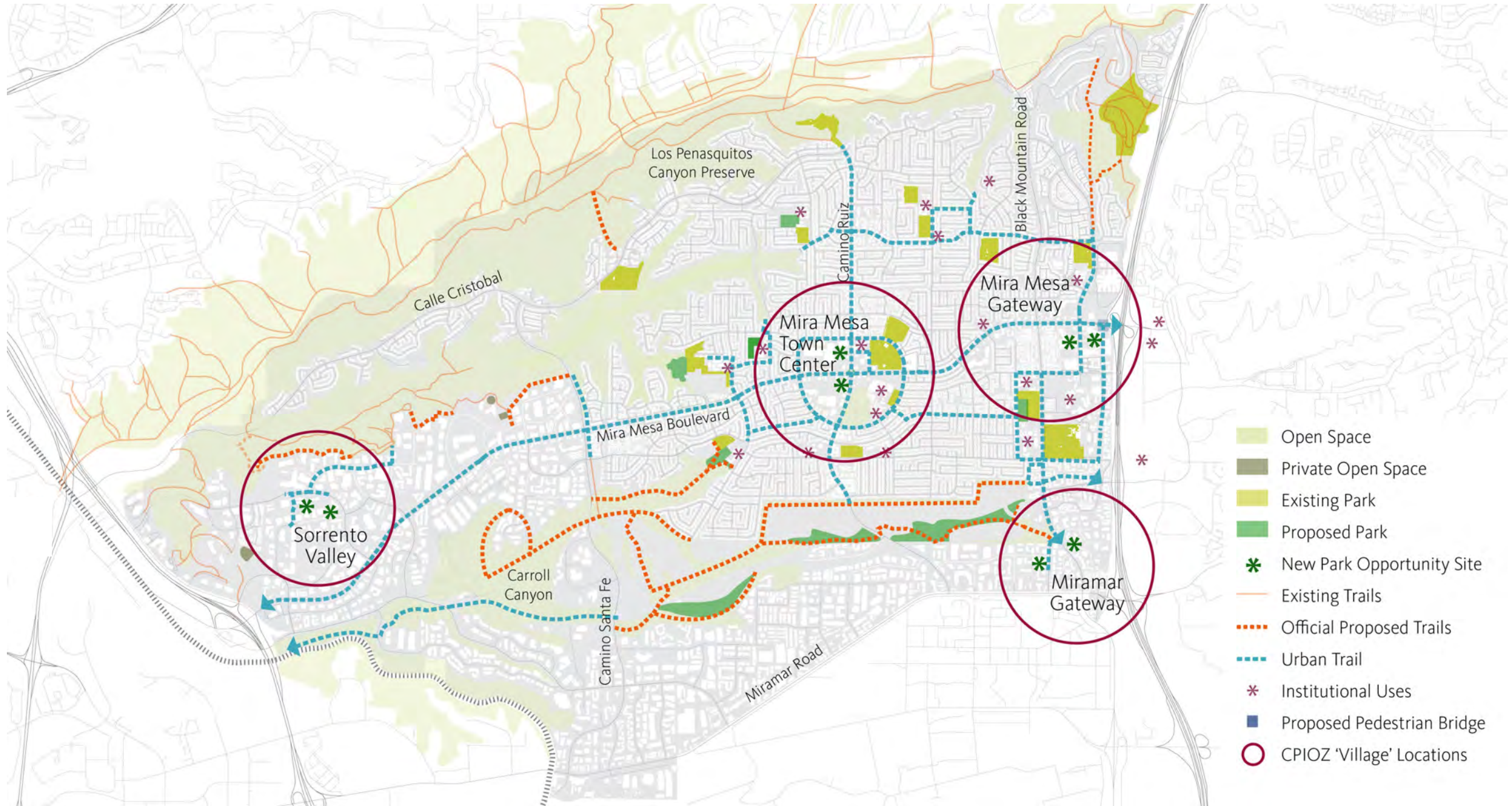
## Public Art

- [Public Art Home](#)
- [Civic Art Collection](#)
  - [Explore the Collection](#)
  - [Conservation and Management](#)
- [Projects in Progress](#)
- [Art in Private Development Projects](#)
- [Opportunities for Artists](#)
- [Proposing Artwork for City Property](#)

# Previous Parks and Open Space Plan



# Updated Parks and Open Space Plan



# Parks for all ages and accessibility levels

Playground



Mobility Features



Youth Sports



Community Garden



Tot Lot



Exercise Loop



Sports Court



Event Plaza



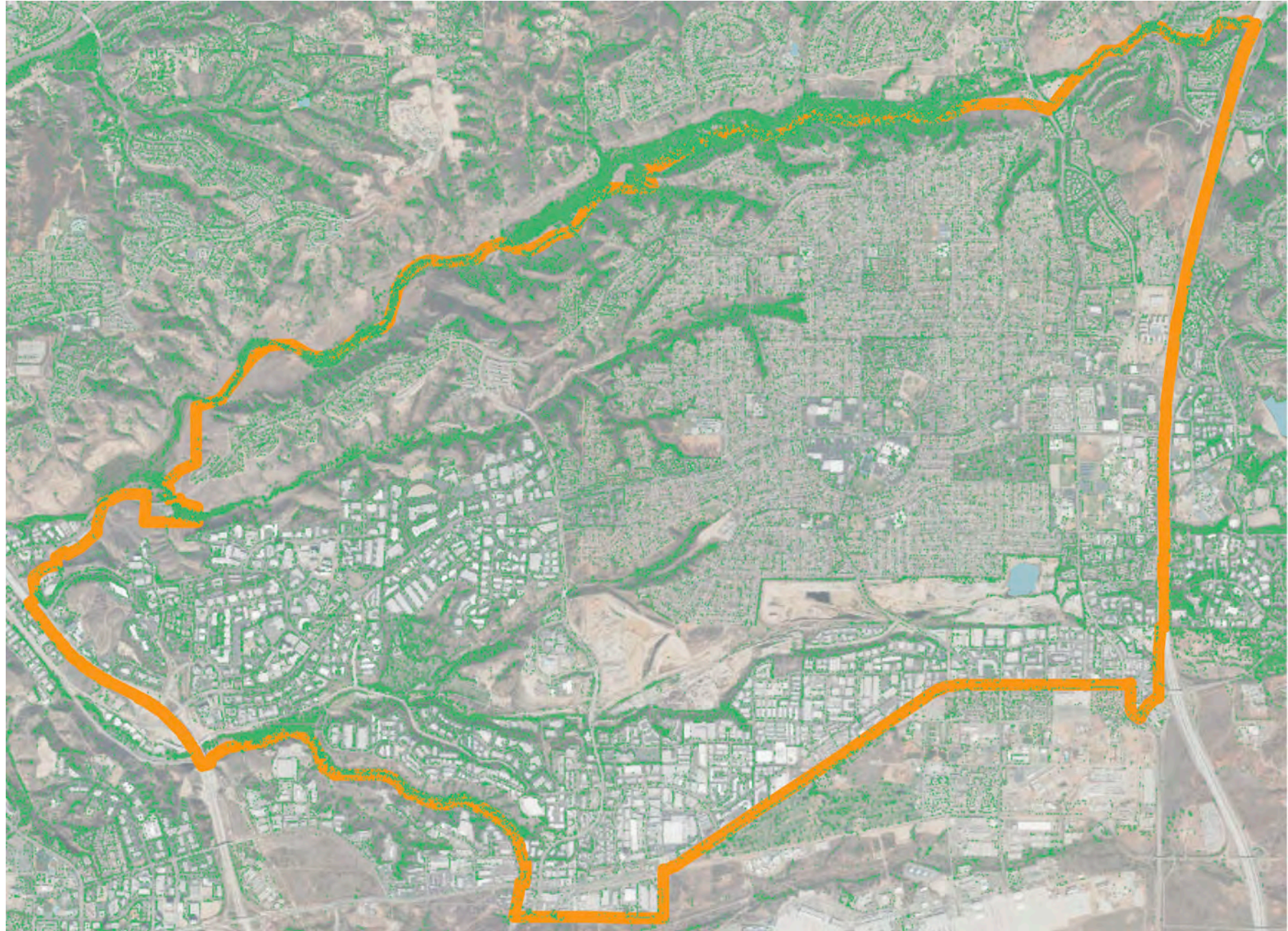
# Urban Greening Opportunities – Existing Canopy Coverage

## Existing Tree Canopy: 15%

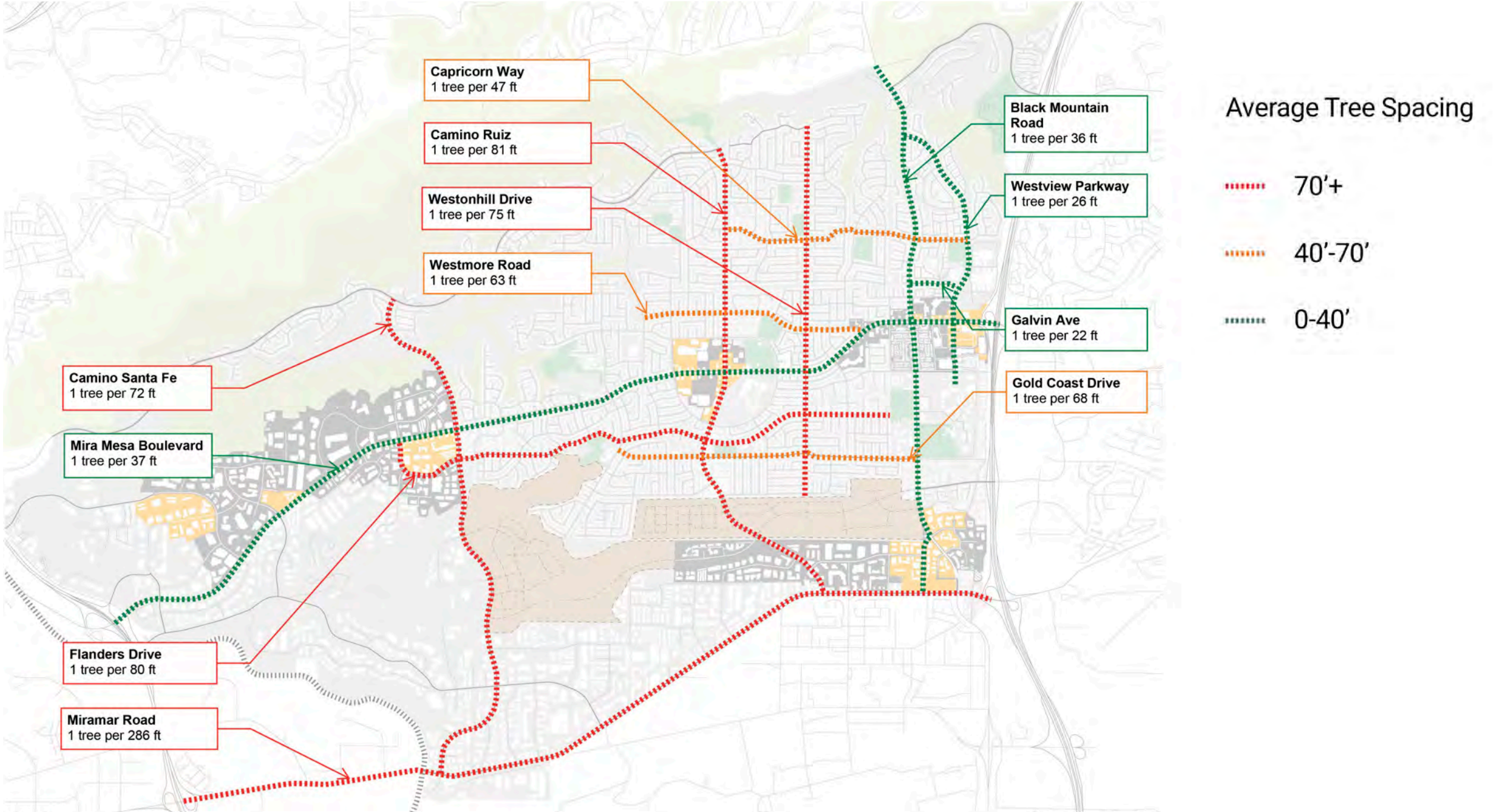
- 2035 C.A.P. Goal – 35%
- Tree planting is 3<sup>rd</sup> largest contributing factor to GHG reduction

## Opportunities to Achieve Goal

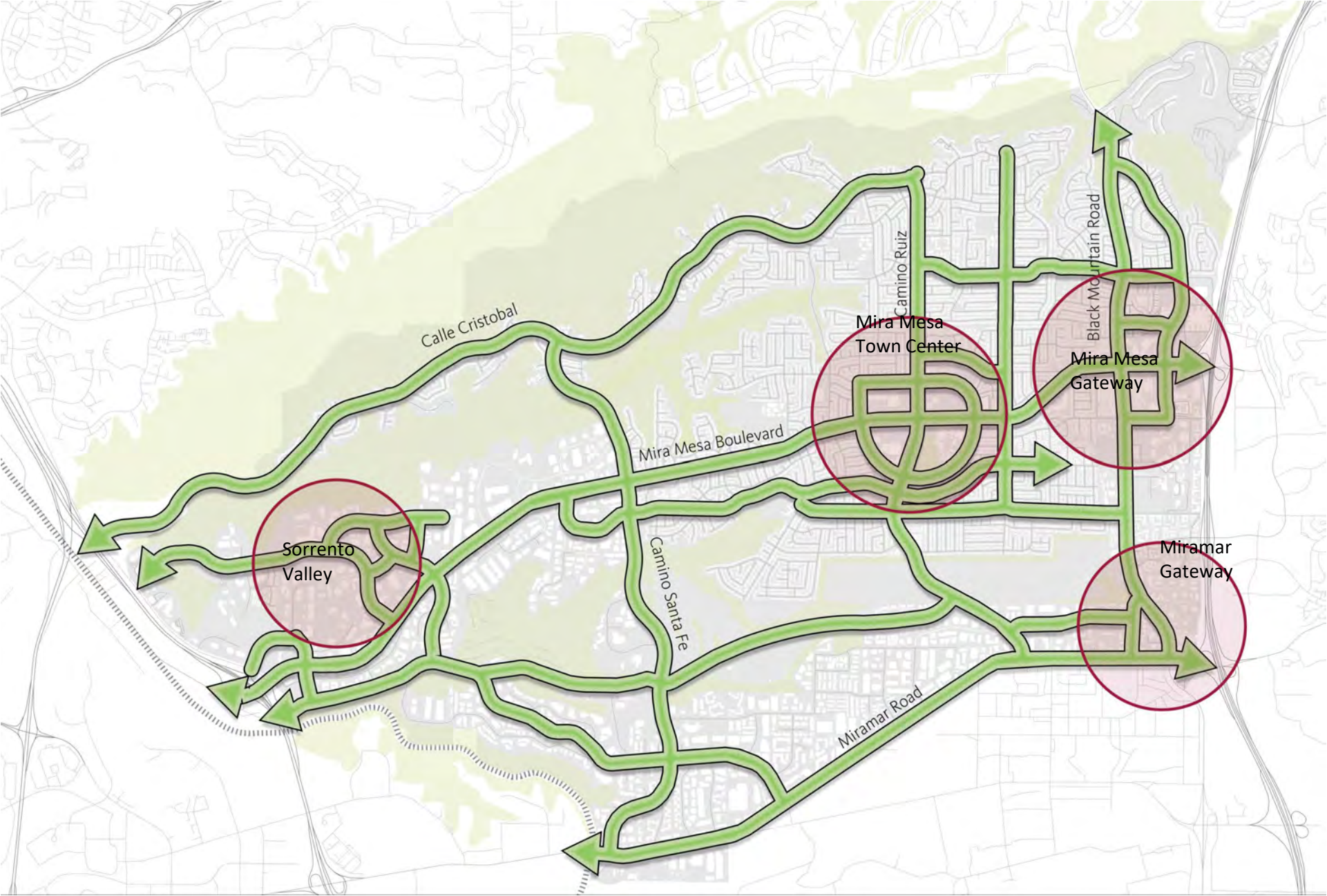
- Add street trees in medians and parkways
- Add trees in parks & open space / institutional facilities
- New developments at 3 Roots & Stone Creek
- Additional trees in redevelopment areas
- Residential Tree Planting – Free Tree SD program



# Urban Greening Opportunities – Existing Street Trees

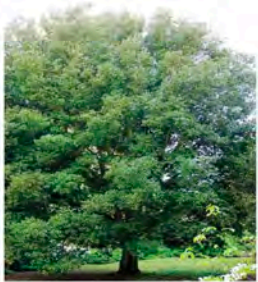


# Urban Greening Plan



# Proposed Street Trees

## Camino Ruiz



Holly Oak



Natchez Crape Myrtle

## New Salem Street



Brisbane Box



Pink Trumpet Tree

## Mira Mesa Blvd



Australian Willow



Chinese Evergreen Elm



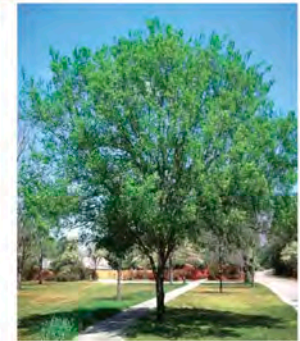
Canary Island Pine



## Black Mountain Rd

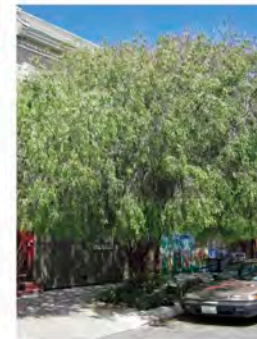


California Sycamore

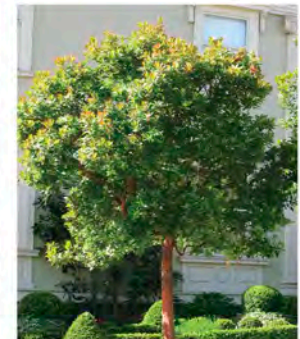


Chinese Evergreen Elm

## Westview Parkway



Australian Willow



Strawberry Tree

# Proposed Street Trees

## Camino Ruiz



Canary Island Pine



Natchez Crape Myrtle

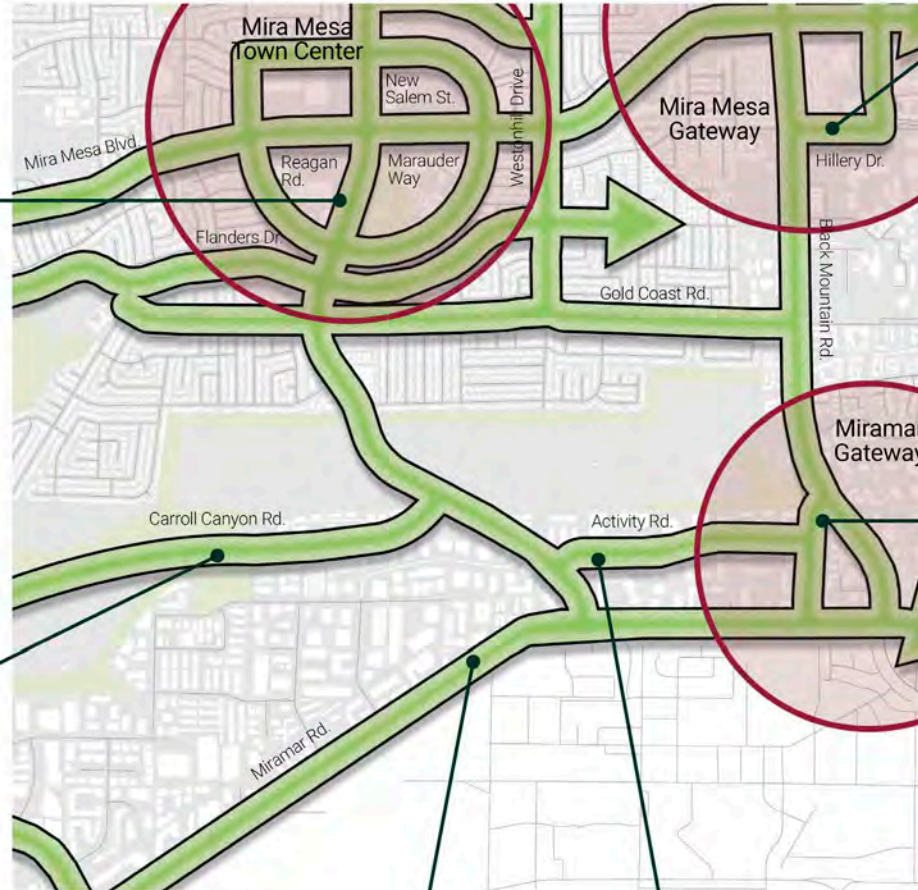
## Carroll Canyon Road



Australian Willow



Chinese Evergreen Elm

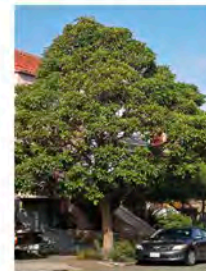


## Miramar Road

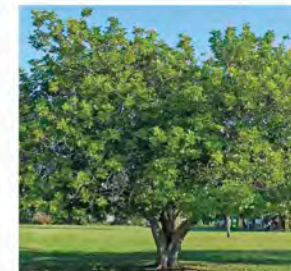


Brisbane Box

## Activity Road



Brisbane Box

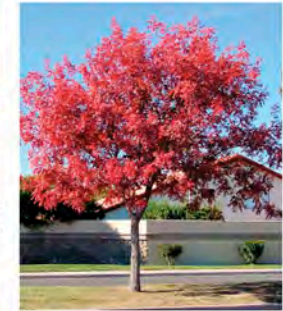


Carrotwood

## Hillery Drive

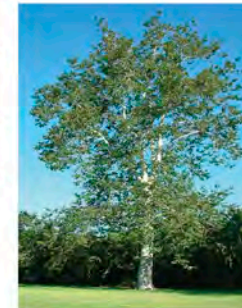


Fern Pine



Chinese Pistache

## Black Mountain Road



California Sycamore

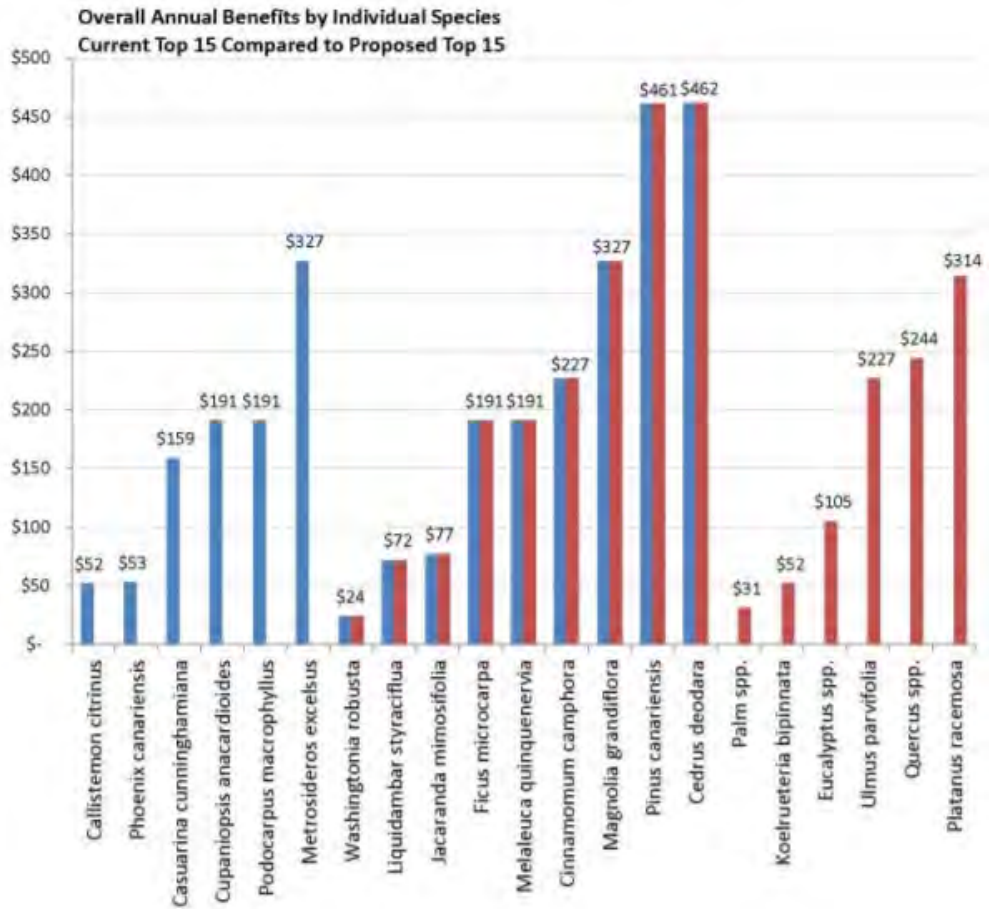


Red Crape Myrtle

# Urban Greening Opportunities - Stormwater



Flow-through stormwater planter



Source: Santa Monica Urban Forest Master Plan (2017)

Data From US Forest Service 'iTree' software

# Urban Greening Opportunities – City Owned Areas

Double rows of trees at wide setbacks



Enhance tree canopy in parks and open spaces





# Urban Greening Opportunities – Residential Areas


① [Get the latest on COVID-19](#) | [View status of City services](#) | [Trash/Recycling Collection Status](#) NEW


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WEATHER


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City Officials + Departments

## Trees

[Trees Home](#) [Overview](#) [Maintenance](#) [Preservation](#) [Links](#)

### Request a Free Tree SD

Trees make our neighborhoods more beautiful and livable. They also keep us cool, make the environment greener, and save us money on energy costs.

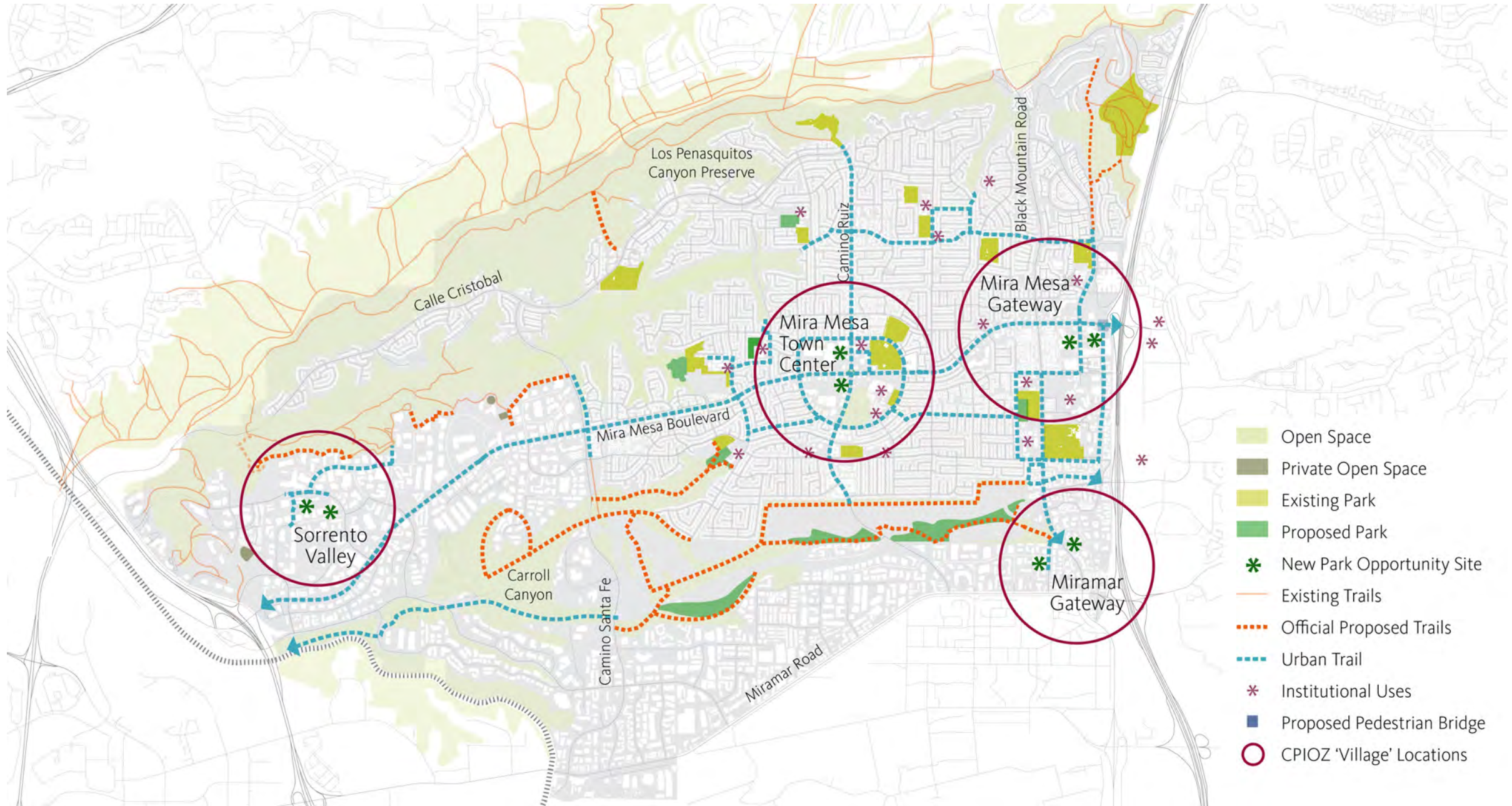
To receive a FREE TREE for your parkway (the area between your sidewalk and street curb), please review the conditions of agreement and fill out the below form.

CONDITIONS:

- Location of property must be within City of San Diego limits
- Resident/property owner agrees to water the tree for three years to get tree's life started per the recommended watering schedule noted below
- The City's horticulturist will review your parkway to determine an appropriate tree species
- Resident/property owner understands that driveways, street corners, fire hydrants and other objects may limit where tree(s) can be planted

For more information on maintaining your tree, visit [www.sandiego.gov/trees](http://www.sandiego.gov/trees).

# Parks and Open Space Plan



# CPIOZ -- Community Plan Implementation Zones in “Villages”

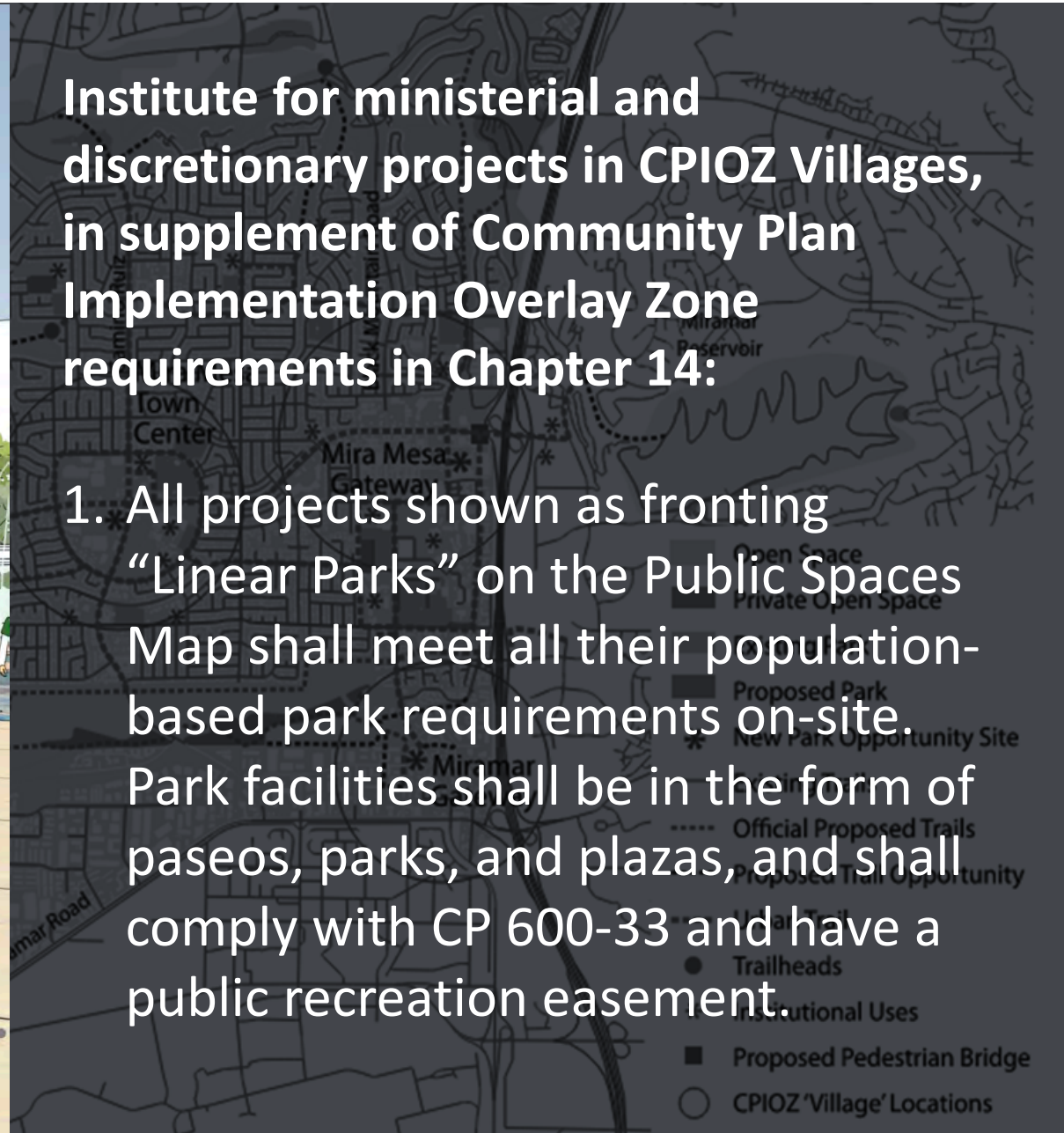
## Linear Parks



**discussion draft**

Institute for ministerial and discretionary projects in CPIOZ Villages, in supplement of Community Plan Implementation Overlay Zone requirements in Chapter 14:

1. All projects shown as fronting “Linear Parks” on the Public Spaces Map shall meet all their population-based park requirements on-site. Park facilities shall be in the form of paseos, parks, and plazas, and shall comply with CP 600-33 and have a public recreation easement.



# CPIOZ -- Community Plan Implementation Zones in “Villages”



**discussion draft**

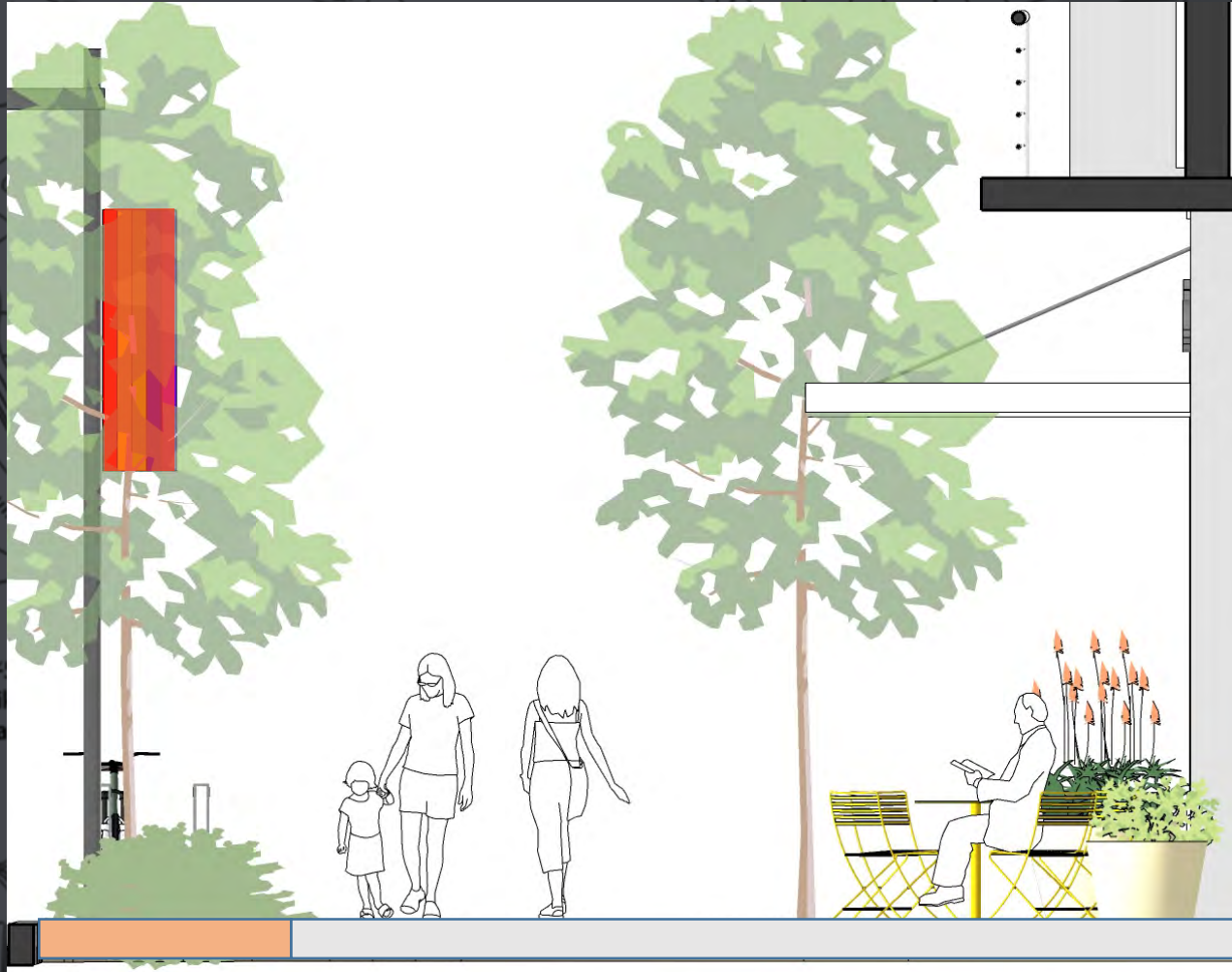
## Trailhead Pocket Parks

2. Where shown on the Public Spaces Map, properties that abut Trailhead Pocket Parks shall fulfill their park requirements by providing built Trailhead Pocket Parks (or their fare share portion thereof) and shall comply with CP 600-33 and have a public recreation easement.

- \* Institutional Uses
- Proposed Pedestrian Bridge
- CPIOZ 'Village' Locations

# CPIOZ -- Community Plan Implementation Zones in “Villages”

## Urban Forestry & Urban Greening



discussion draft

3. All parcels that redevelop or have permitted modifications that increase building square footages by 10% or more – or have site grading of 5,000 square feet or more shall comply with CPIOZ requirements for Urban Forestry and Urban Greening in their private property setbacks and public rights-of-way (ROW), as shown on Public Spaces Map.

- \* Institutional Uses
- Proposed Pedestrian Bridge
- CPIOZ 'Village' Locations

# CPIOZ -- Community Plan Implementation Zones in “Villages”

## Requirements for Urban Forestry and Urban Greening

3. As further described below:
  - a. In the ROW, irrigated double rows of trees are required along all streets. Projects shall be required to install and maintain one row of trees in the public parkway and install and maintain a staggered supplemental/ parallel row on the private property side of the sidewalk.
  - b. In the public ROW, parkways shall be in continuously open-bed planting areas or a minimum of 80 sf. each minimum zones of open planting area or a 40 sf. of open-bed + 40 sf. of structural soil or equal. Open-cell, permeable paving shall be used between trees.



**discussion draft**

# Parks and Open Space Plan – Northeast

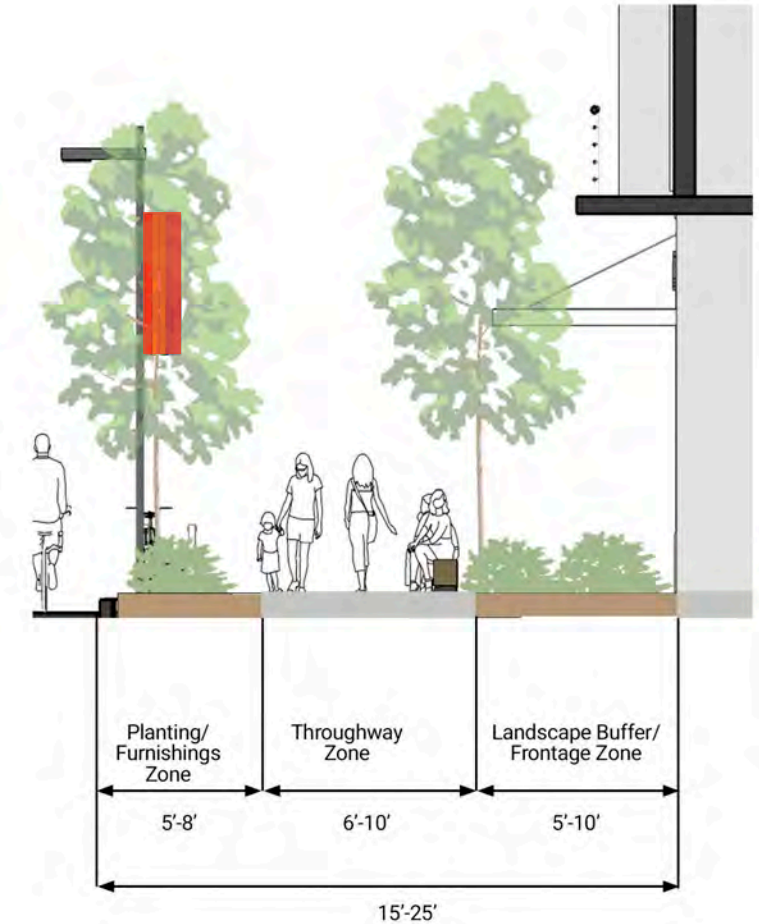
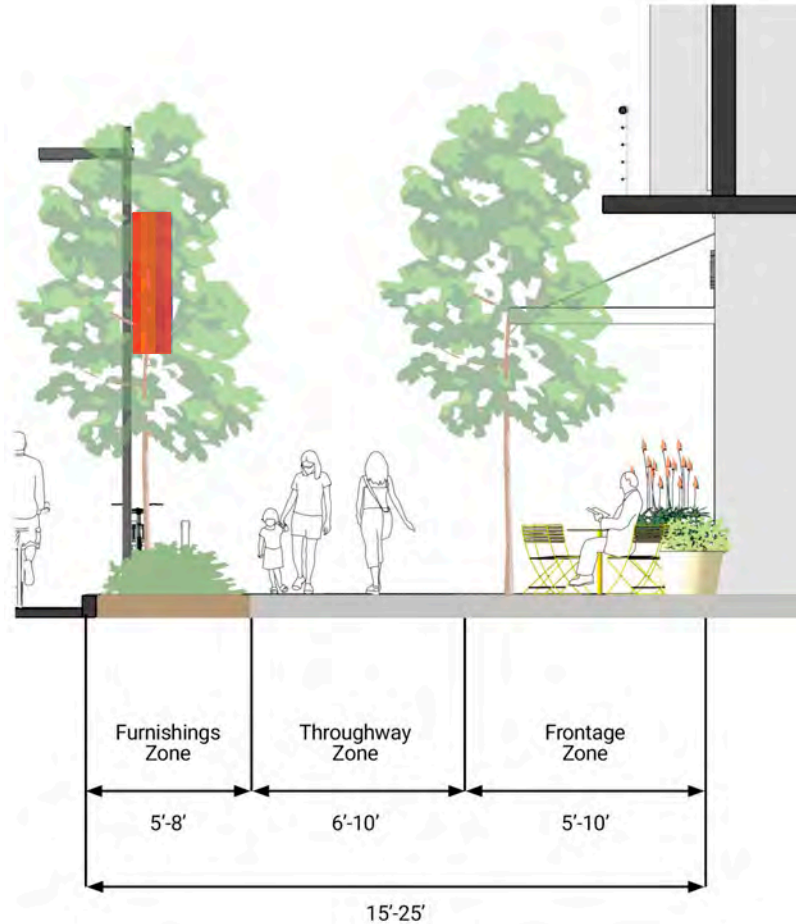


# Parks Prototypes – Urban Trail / Connectors

## Public Spaces

- Furnishing Zone: incorporate bike / scooter parking
- Throughway zone: wider sidewalks buffered from travel lanes
- Frontage Zone: varies based on adjacent land use (café seating / planted buffer)

➤ In Village focus areas with CPIOZ, there will be requirements for parks on-site and for enhanced urban forestry / urban greening.



# Parks Prototypes – Mini Park

- 1-3 Acres in Size, approx
- Publicly accessible - could be privately owned & maintained



-  Flexible Community Space
  - Mira Mesa Street Fair
  - Events, Stage, Market Stalls, Movie Night
-  Active Programming
  - Tot-lots, Community Gardens, Splash Pads, Fitness, Play, etc.
-  Bike / Scooter Parking
-  Pedestrian Links
  - To Park, School, Neighborhood
  - To Mobility Hub, Parking
-  Commercial
-  Private Entrance

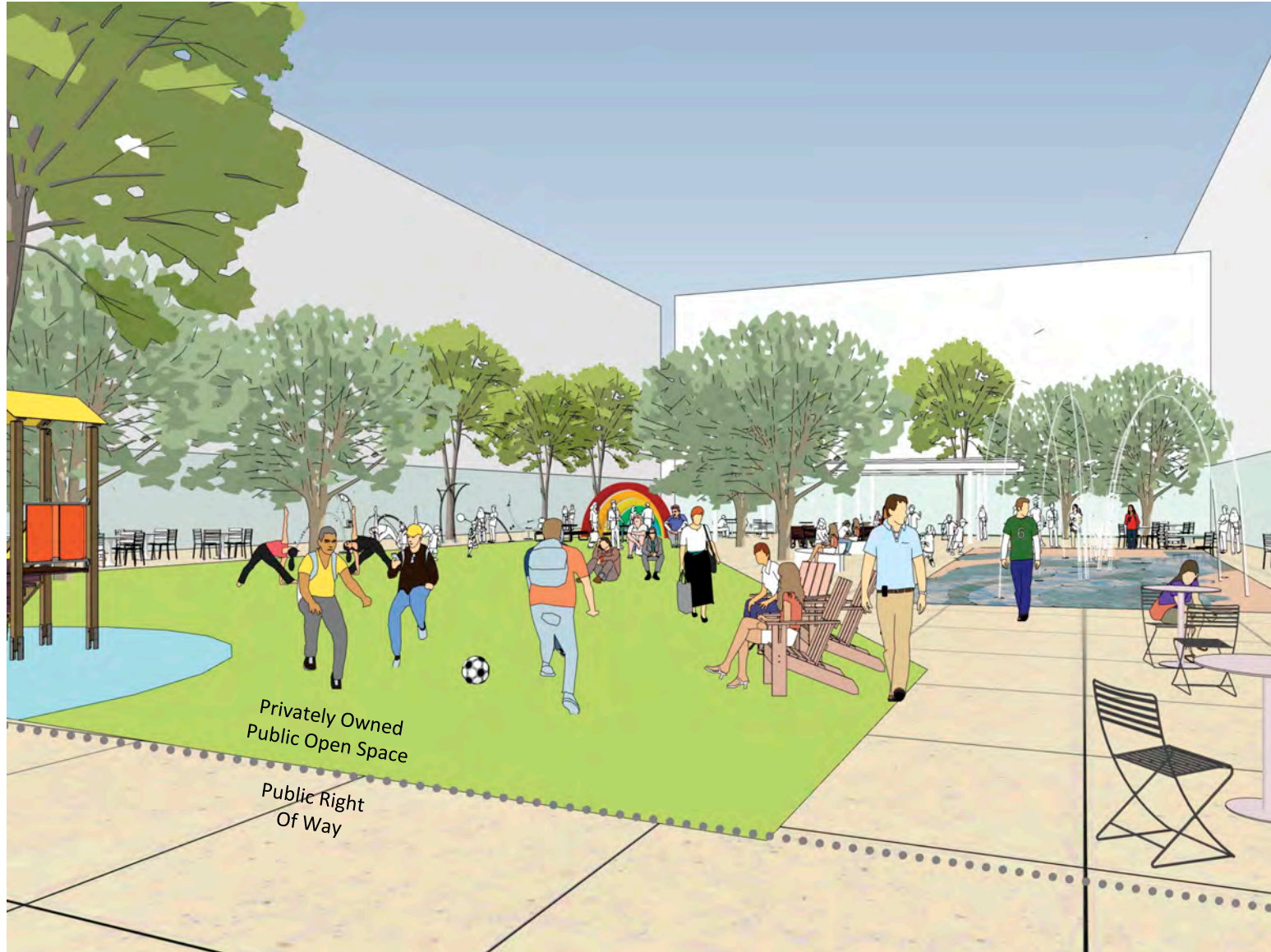
\*All images are shown to illustrate planning concepts only and do not represent a design, project or a land use proposal

# Parks Prototypes – Mini Park



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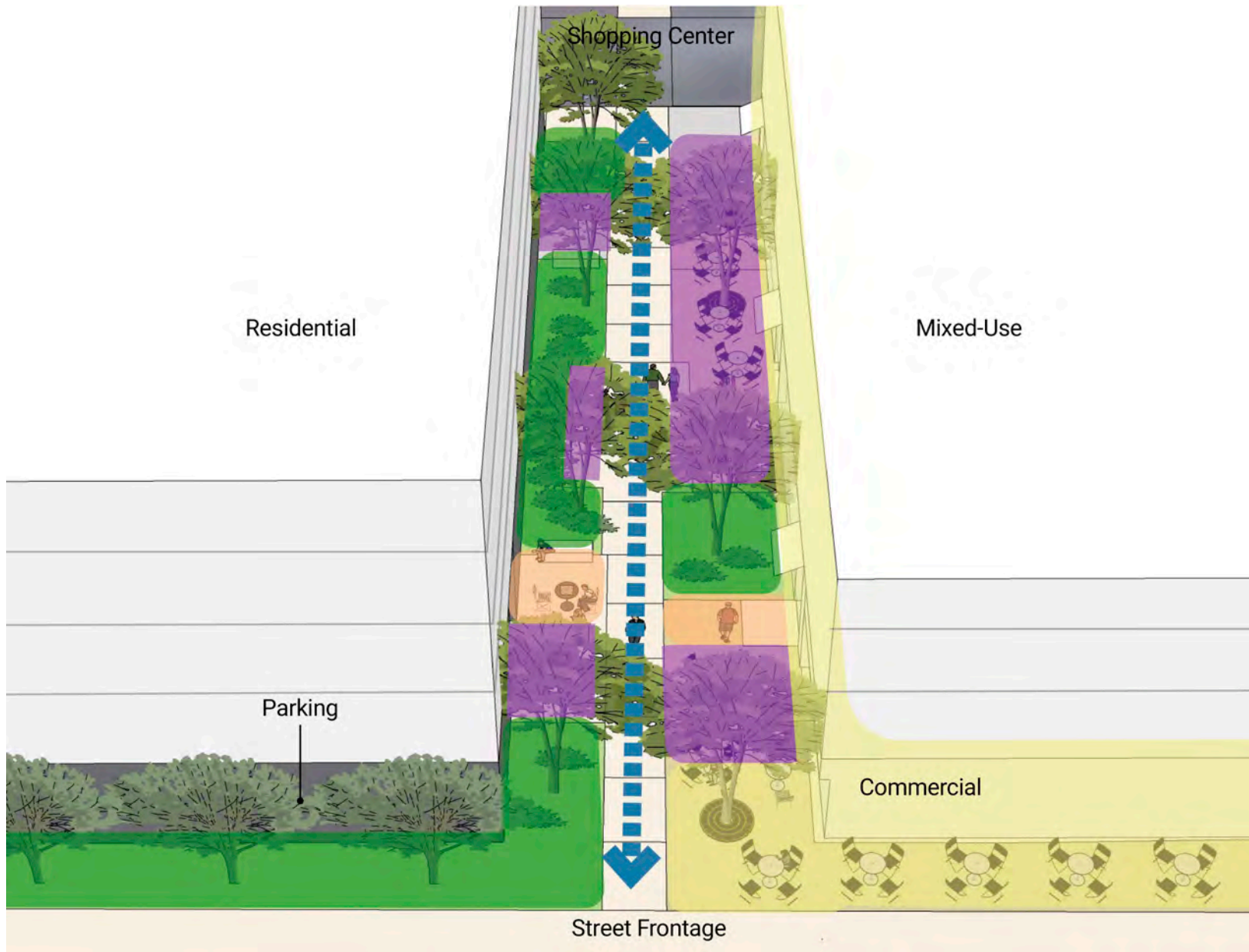
# Parks Prototypes – Mini Park



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# Parks Prototypes – Paseo

- Pedestrian connector between buildings
- Activated with programming / recreational opportunities
- Publicly accessible, but privately owned and maintained



- Active Programming
  - Cafe Tables
  - Game Tables
  - Public Art
  - Fitness Equipment
  - Informal Seating
- Passive Open Space
  - Landscape Planting
- Private Entrance
- Commercial

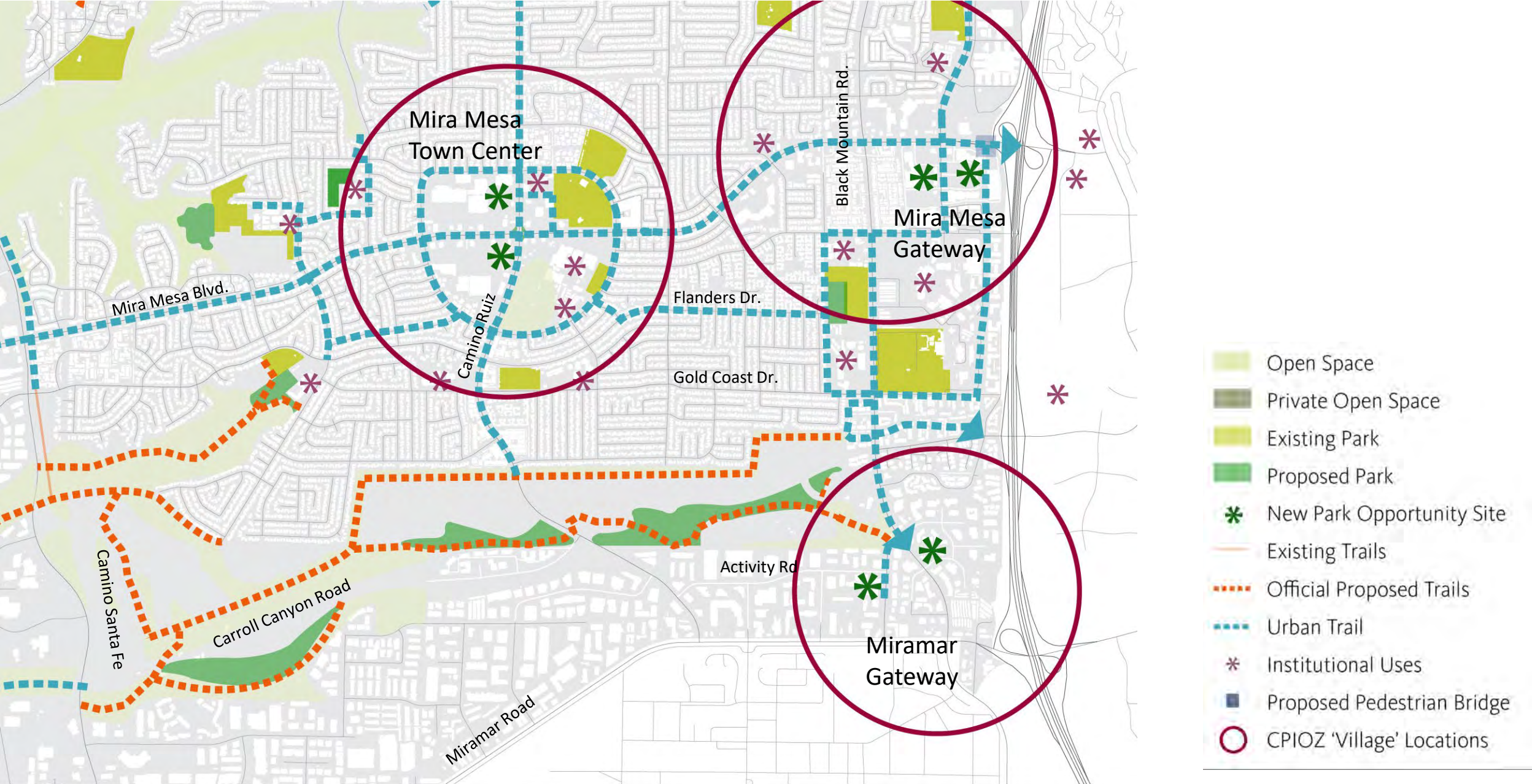
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# Parks Prototypes – Paseo



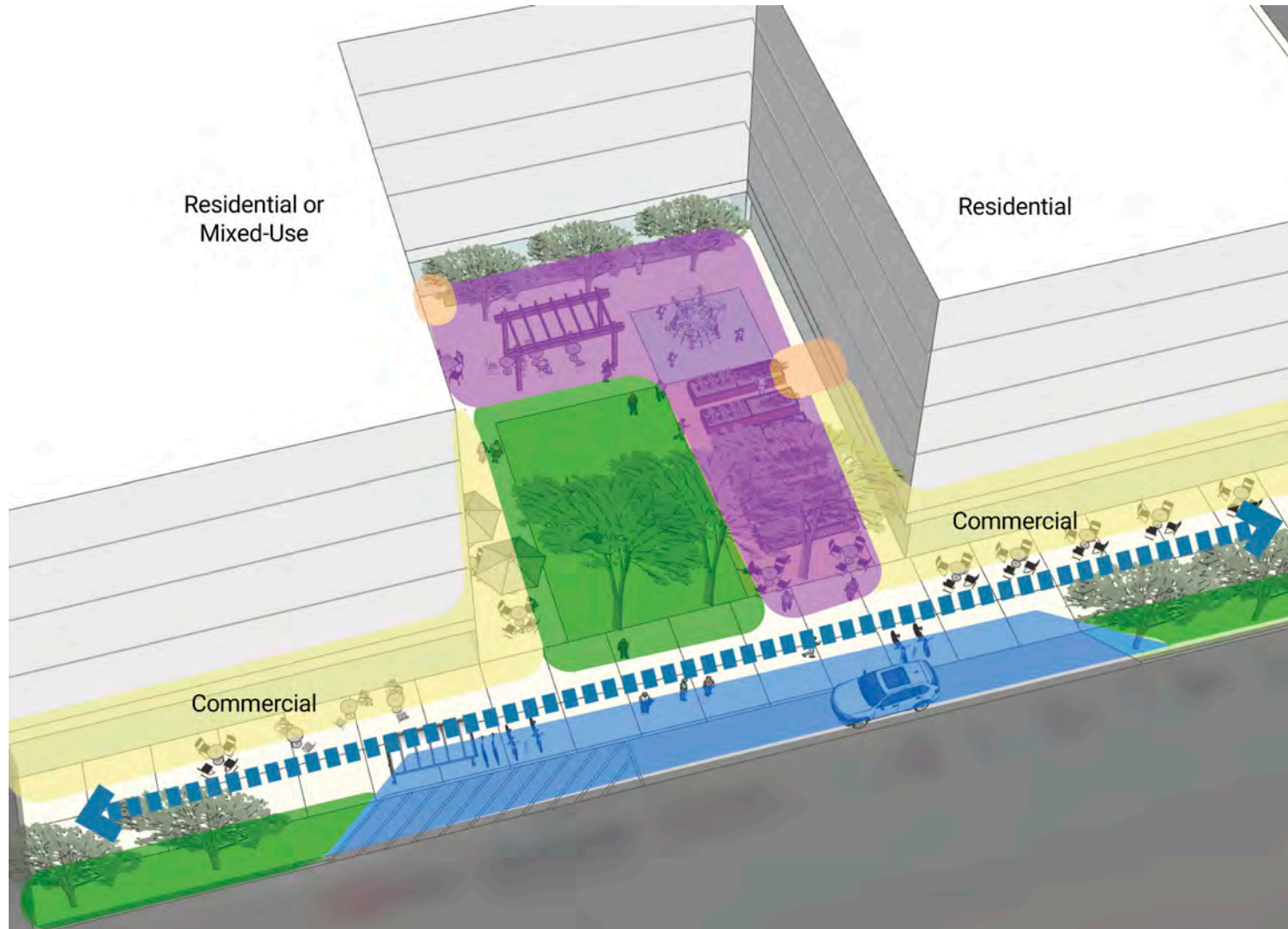
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# Parks and Open Space Plan – Southeast



# Parks Prototypes – Pocket Park

- Under 1 acre, approx.
- Publicly accessible, but privately owned and maintained
- Program compatible with adjacent land use



- Active Programming
  - Tot-lots, Community Gardens, Splash Pads, Fitness, Play, etc.
- Flexible Event Space
  - Plaza / Lawn
- Mobility Hub
  - Passenger Pick Up And Drop Off
  - Bus Stop
  - Scooters, E-bikes, etc.
  - Bicycle Parking
  - Pedestrian Path Of Travel Improvements
- Commercial
- Private Entrance

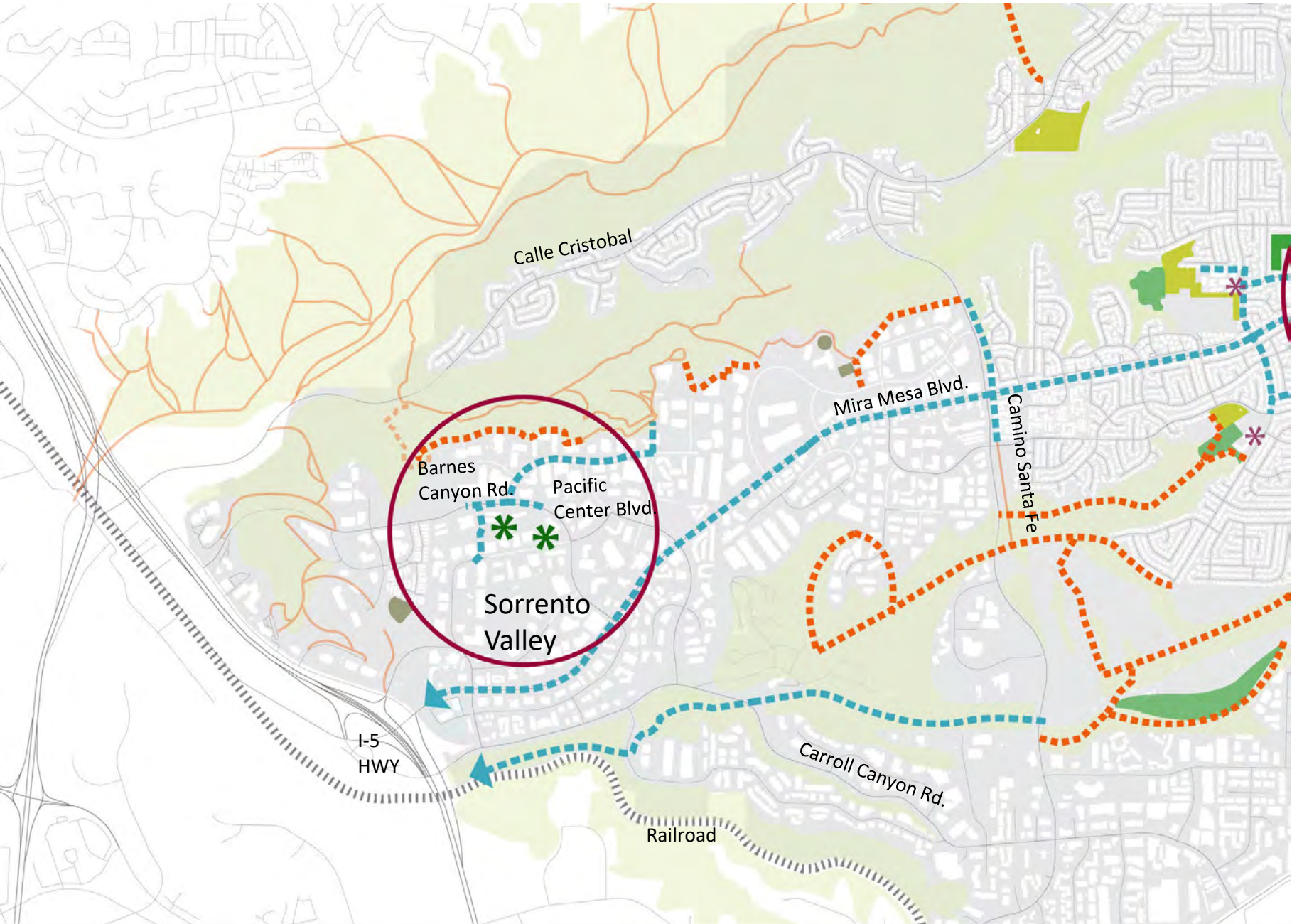
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# Parks Prototypes – Pocket Park



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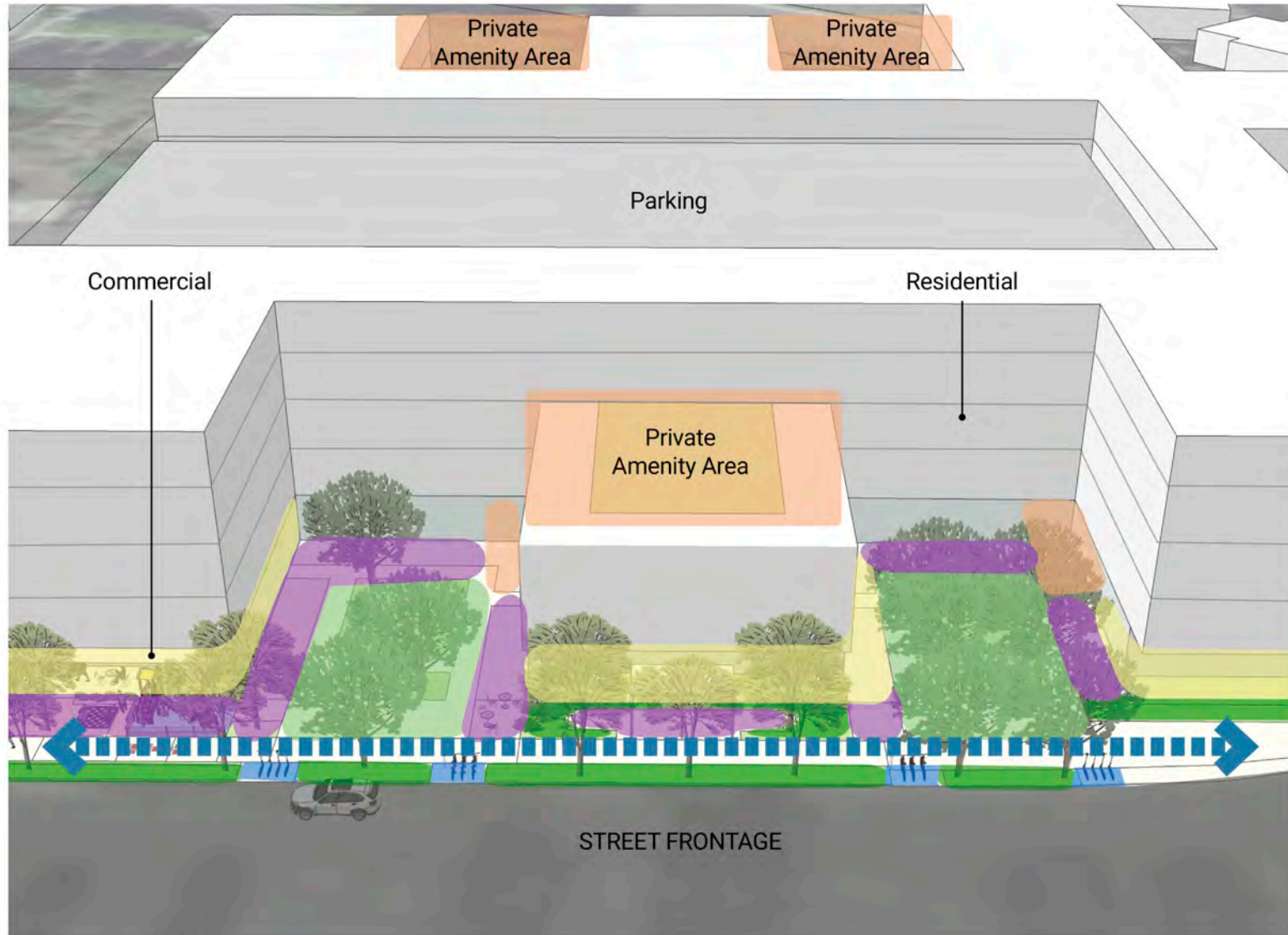
# Parks and Open Space Plan - West



- Open Space
- Private Open Space
- Existing Park
- Proposed Park
- \* New Park Opportunity Site
- Existing Trails
- Official Proposed Trails
- Urban Trail
- \* Institutional Uses
- Proposed Pedestrian Bridge
- CPIOZ 'Village' Locations

# Parks Prototypes – Linear Park + Pocket Parks

- 30' min. widened setback or open space easement
- Mix of active uses
- Connects to larger pocket parks



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# Parks Prototypes – Linear Park + Pocket Parks



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# Parks Prototypes – Linear Park + Pocket Parks



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# Parks Master Plan – Look-ahead

## Implementation Items of Note



- Prepare a Park Project Priority Implementation List – a list of specific park projects to be prioritized based on recently updated community plans and equitable stakeholder engagement.
- Undertake a Citywide Trails Master Plan – a comprehensive plan to guide responsible trail and open space park planning which complements the City’s MSCP commitments.

A grayscale photograph of a hilly landscape. In the foreground, a dirt path winds through a field of low-lying vegetation. The hills are covered in dense, dark foliage. In the distance, a small town or village is visible on a hilltop. The overall tone is serene and natural.

**Thank you!**