

# TRANSBAY - BLOCK 3 PARK

Community Meeting 3 | November 18, 2020

*The Webinar Presentation will start momentarily. Please wait!*

# TONIGHT'S PROGRAM

## INTRODUCTION: OCII & RPD

- PROJECT & TEAM BACKGROUND
- POLL

TIME:  
  
5 MINUTES

## PRESENTATION: DESIGN TEAM

- I - OVERVIEW OF SITE & ADJACENT PROGRAMS
- II - COMMUNITY MEETING#2 FEEDBACK
- III - PARK DESIGN SYNTHESIS
- IV - CHILDREN’S PLAY PARAMETERS & OPTIONS

25 MINUTES

## FEEDBACK: COMMUNITY

- PUBLIC COMMENT - Q&A
- ONLINE FEEDBACK SURVEY

30 MINUTES

## NEXT STEPS

- PROJECT SCHEDULE

# WELCOME & THANK YOU FOR ATTENDING! YOUR INPUT IS INVALUABLE

PROJECT TEAM:

- OFFICE OF COMMUNITY INVESTMENT & INFRASTRUCTURE (OCII)

**BENJAMIN BRANDIN** - DEVELOPMENT SPECIALIST

SALLY OERTH - DEPUTY DIRECTOR, PROJECTS & PROGRAMS

- SAN FRANCISCO RECREATION AND PARKS

**STACY BRADLEY** - DEPUTY DIRECTOR OF PLANNING

Yael Golan - Planner

ERIC ANDERSEN - SUPERINTENDENT OF PARKS AND OPEN SPACE

STEVE CISMOWSKI - PARK SERVICE MANAGER

- SAN FRANCISCO PUBLIC WORKS

**KATHLEEN O'DAY** - PROJECT MANAGER

**LIZZY HIRSCH** - PROJECT LEAD FOR DESIGN TEAM

BRETT DESMARAIS - DESIGN

LAWRENCE CUEVAS - DESIGN

VERONICA CHAN - DESIGN

WINNIE CHANG - DESIGN

# VIRTUAL MEETING FEEDBACK OVERVIEW

## HOW TO PROVIDE FEEDBACK:

- PLEASE ENTER ALL QUESTIONS, COMMENTS, OR FEEDBACK INTO THE **Q&A** AT ANY POINT DURING THE PRESENTATION
- QUESTIONS WILL BE READ AND ANSWERED ALOUD DURING THE **Q&A** PERIOD FOLLOWING THE PRESENTATION
- A SUMMARY OF THE **Q&A**, INCLUDING ANY OUTSTANDING QUESTIONS THAT WERE NOT ANSWERED DURING THE MEETING, WILL BE POSTED TO THE PROJECT WEBSITE FOLLOWING THIS MEETING
- AGREE TO BE OPEN MINDED, LISTEN TO EACH OTHER'S IDEAS, COMMUNICATE WITH RESPECT

**NOTE:** THIS IS A WEBINAR FORMAT AND ONLY PANELISTS AND MODERATORS WILL BE SEEN OR HEARD. ADDITIONALLY, IT IS BEING RECORDED FOR PUBLIC DISTRIBUTION.

## POST-MEETING SURVEY LINK:

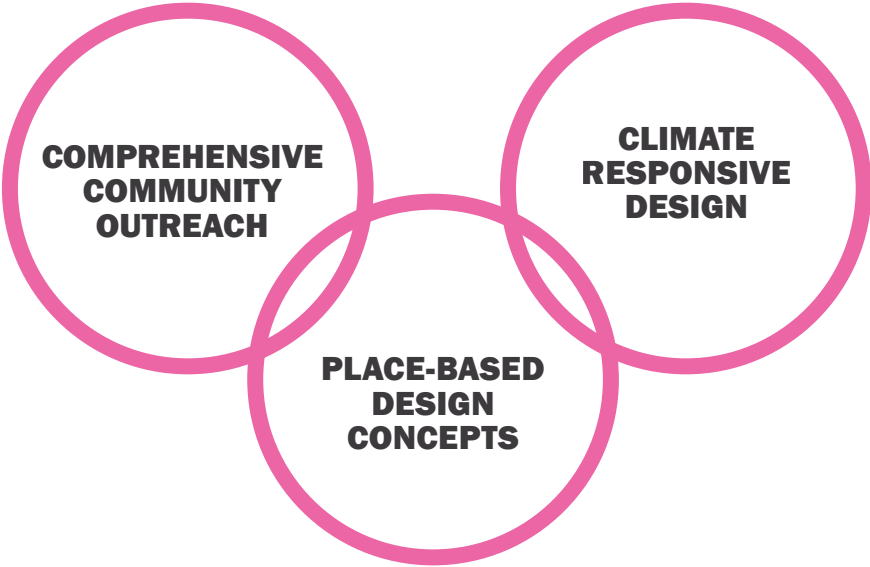
<https://www.surveymonkey.com/r/XH6G6Z3>



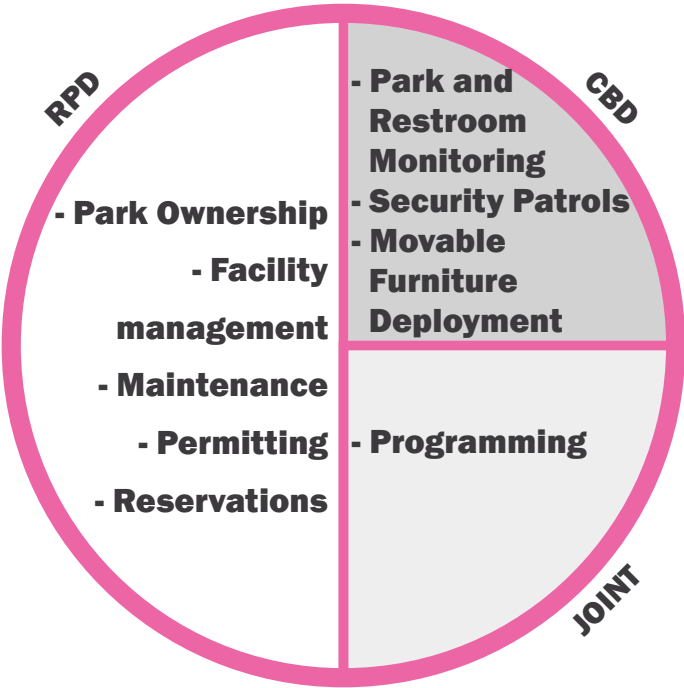
# POLL

- DID YOU ATTEND BLOCK 3 PARK COMMUNITY MEETING #2 IN SEPTEMBER?
- DO YOU LIVE OR WORK IN EASY WALKING DISTANCE TO THE PROPOSED NEW TRANSBAY BLOCK 3 PARK (WITHIN 1 MILE APPROX)?

# PARK DEVELOPMENT



DESIGN DEVELOPMENT



OWNERSHIP AND MANAGEMENT

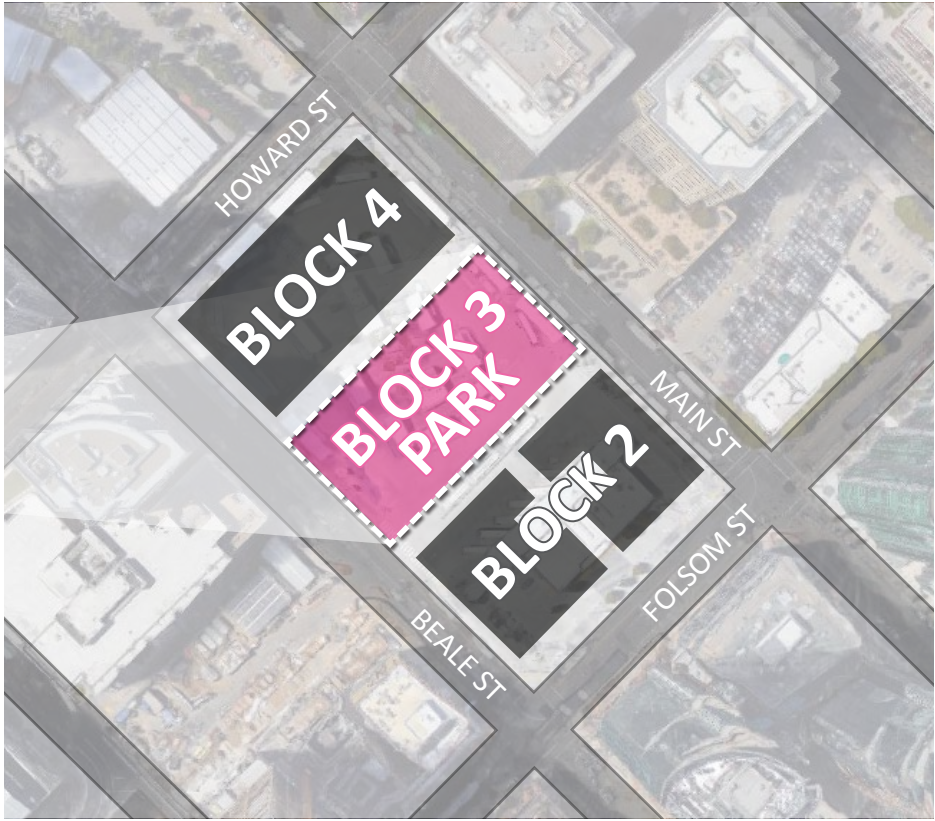
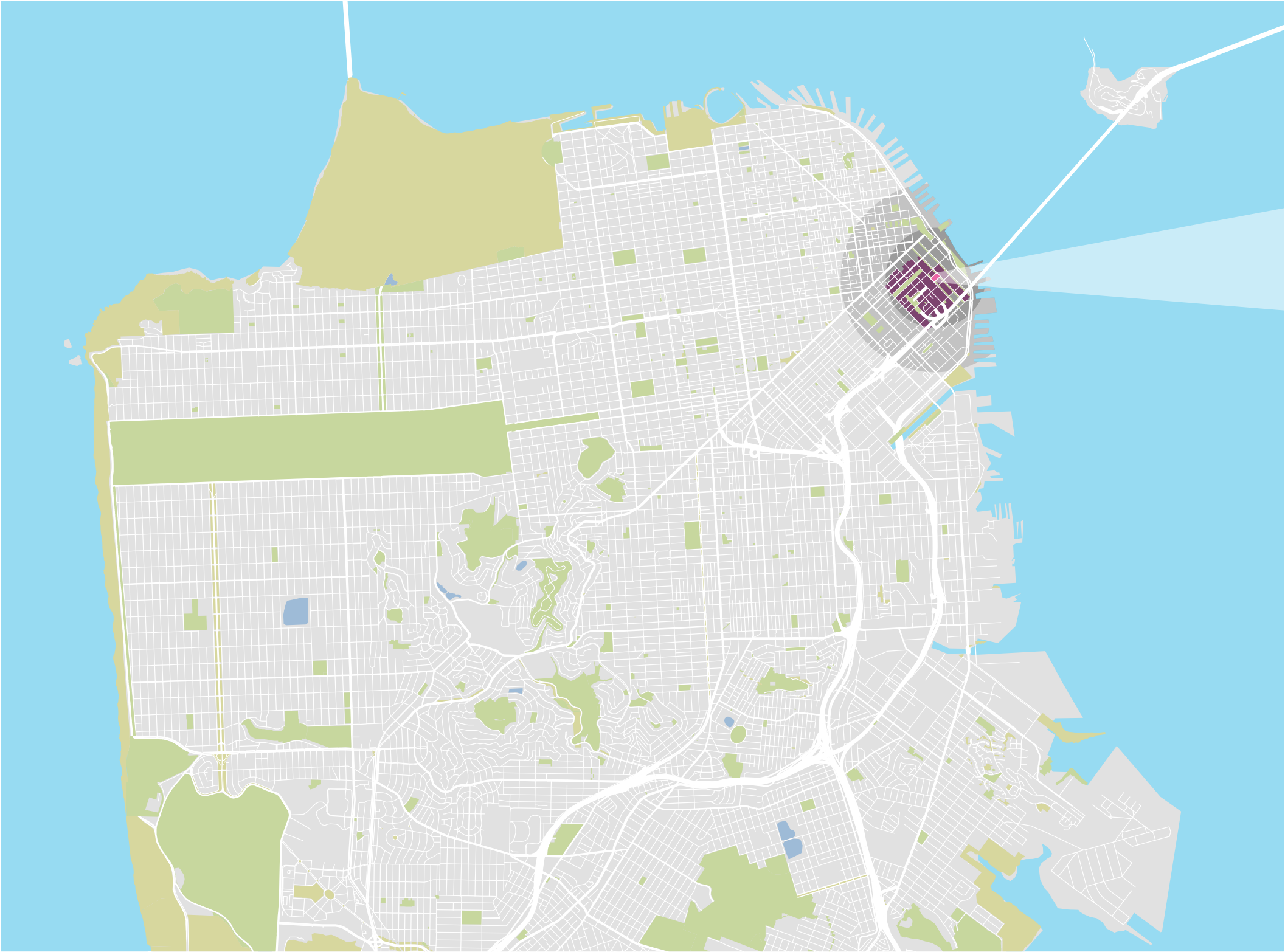


COMMUNITY INPUT SCHEDULE

# PART I - OVERVIEW

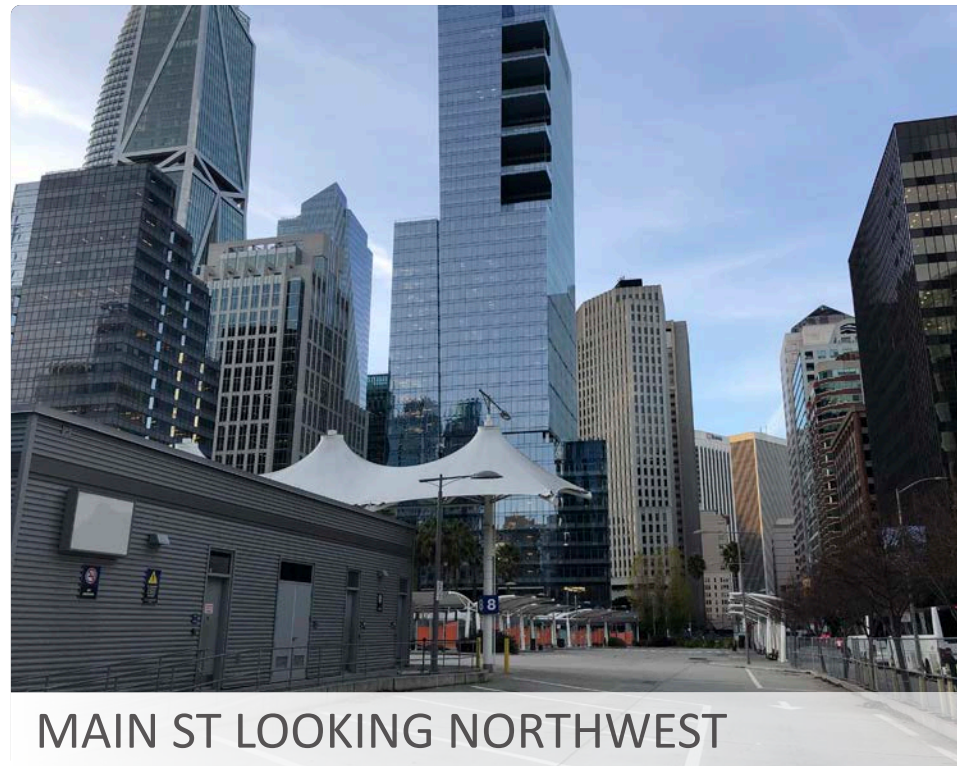


# SITE: CONTEXTUAL FRAMEWORK





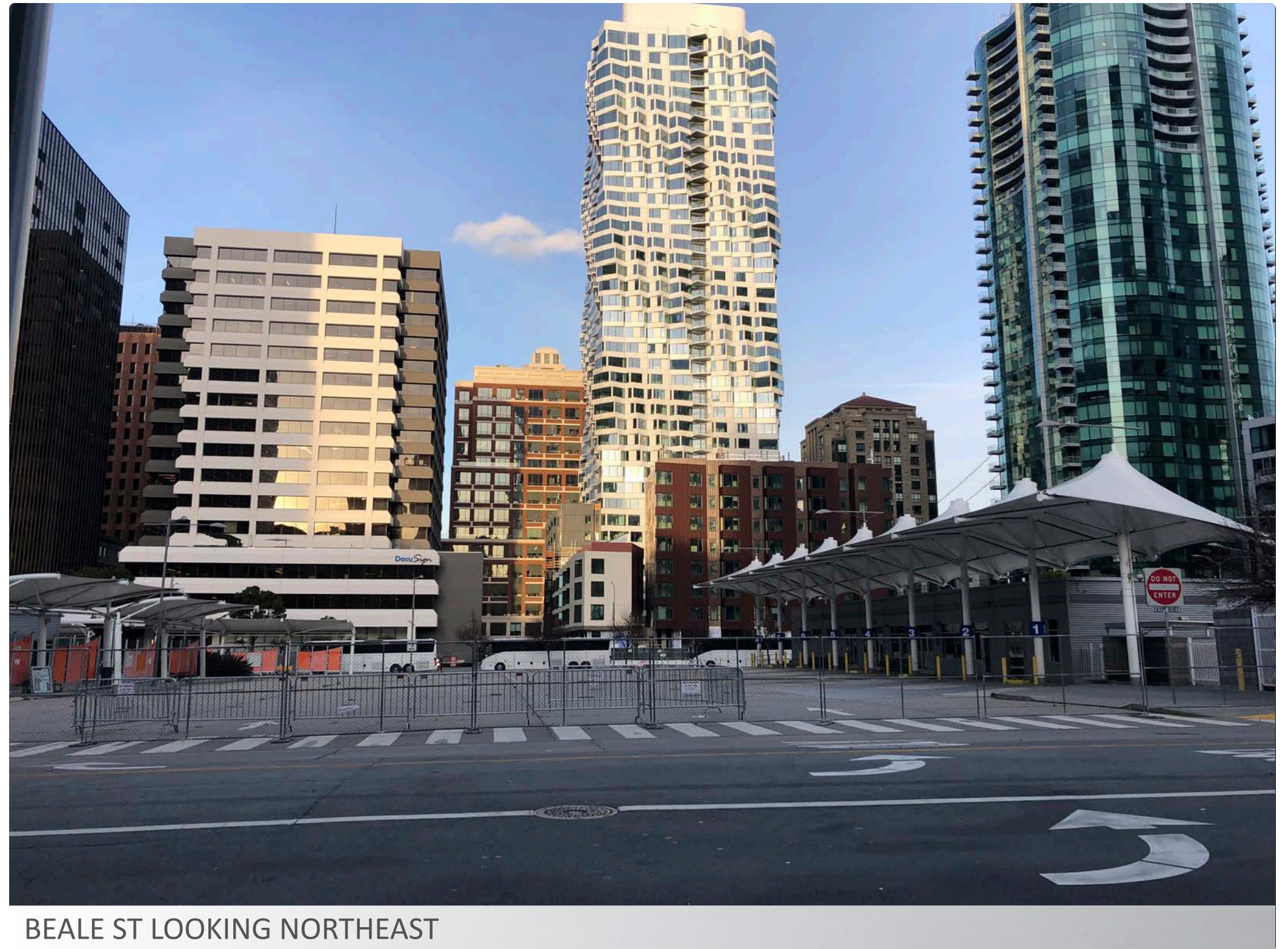
# EXISTING SITE:



MAIN ST LOOKING NORTHWEST



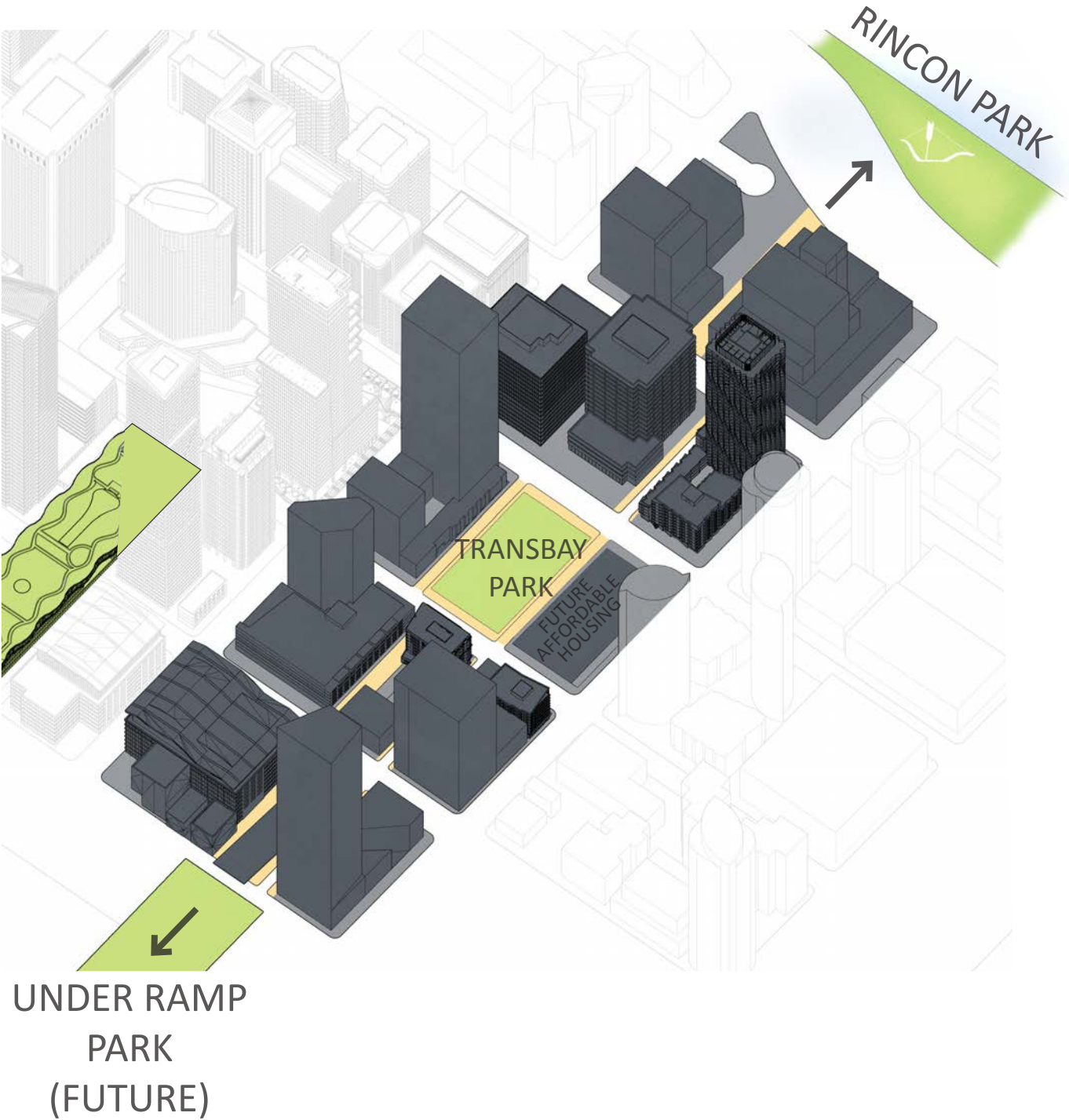
BEALE ST LOOKING NORTH



BEALE ST LOOKING NORTHEAST



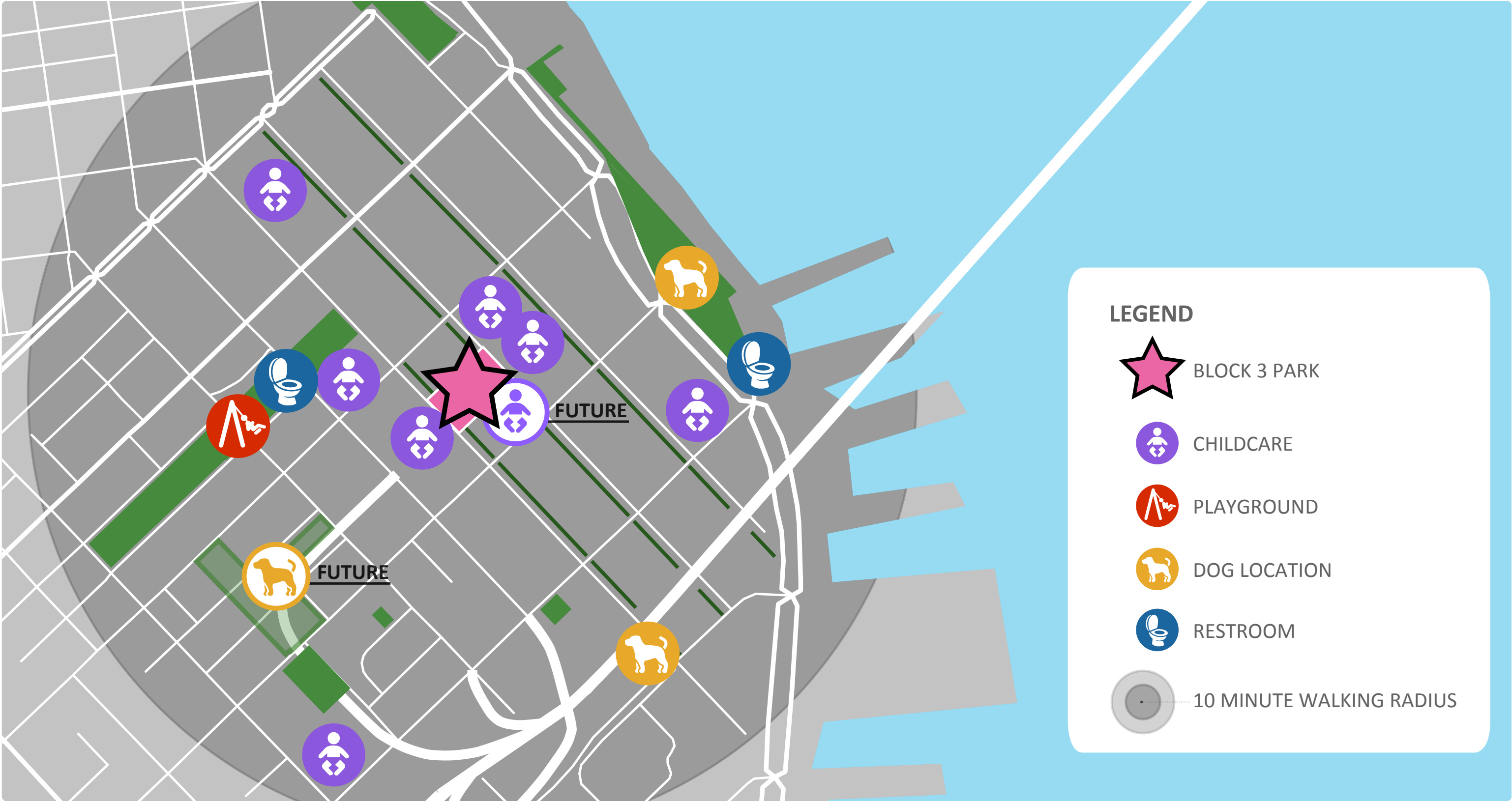
# BLOCK 3 ADJACENT OPEN SPACE



Base map courtesy of The East Cut CBD

# BLOCK 3 ADJACENT PROGRAMS WITHIN A 10 MIN. WALK:

DOG, CHILDCARE, PLAYGROUNDS, AND RESTROOMS





# DESIRED PROGRAM ELEMENTS

BLOCK 3 PARK: 40,000 SF

OPEN FLEXIBLE SPACES

3,000 - 6,000 SF

LARGE SCALE SPACES FOR:



FLEXIBLE PROGRAMMING  
MOVIE NIGHT  
FARMERS MARKET  
FOOD TRUCKS

GATHERING SPACES

500 - 2,000 SF

MEDIUM SCALE SPACES FOR:



BIRTHDAY PARTIES  
PICNICKING  
COMMUNAL SEATING ZONE  
COMMUNITY EVENTS

SEATING

50 SF

SMALL SCALE SPACES FOR:



PLACES TO SIT BY YOURSELF OR IN SMALL  
GROUPS SURROUNDED IN NATURE

PLAY

3,800 SF

PLAY SIZE SIMILAR TO:



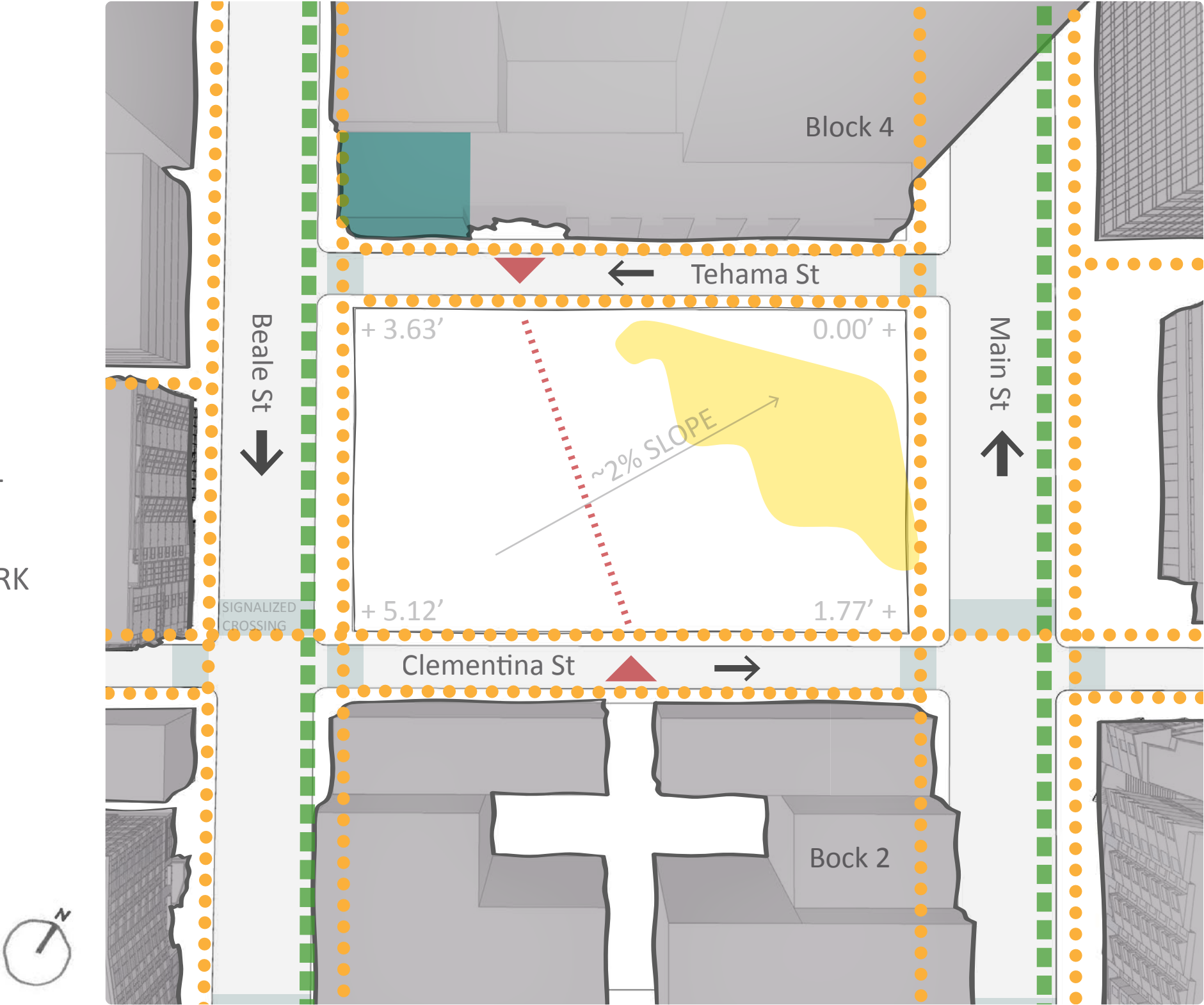
SOUTH PARK, SF  
SQUARE JACQUES DE BOLLARDIERE,  
NANTES, FR





# BLOCK 3 ANALYSIS

- PEDESTRIAN CIRCULATION
- MTA PLANNED BIKE PATHS
- YEAR ROUND SUN ZONE
- POTENTIAL GROUND FLOOR RETAIL
- RESIDENTIAL CONNECTIONS TO PARK
- VEHICULAR TRAFFIC DIRECTION



# PART II - COMMUNITY MEETING #2 FEEDBACK



# COMPARATIVE DESIGN ALTERNATIVES



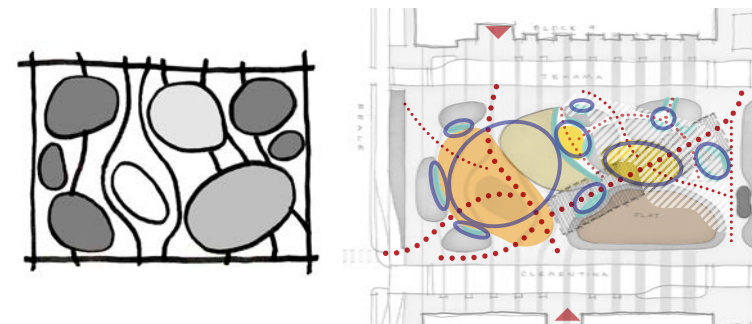
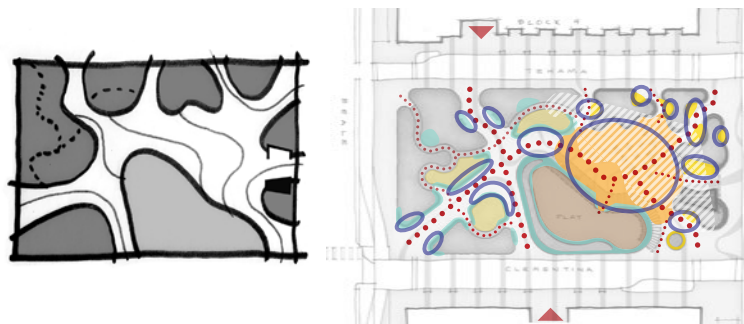
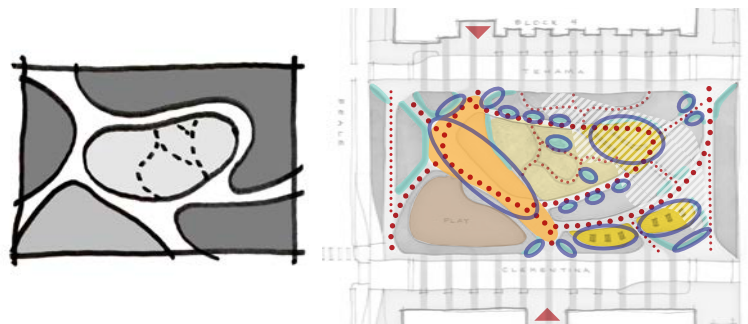
THE CLEARING



THE COMMONS



THE RIPPLE



OPEN FLEXIBLE SPACES

GATHERING SPACES

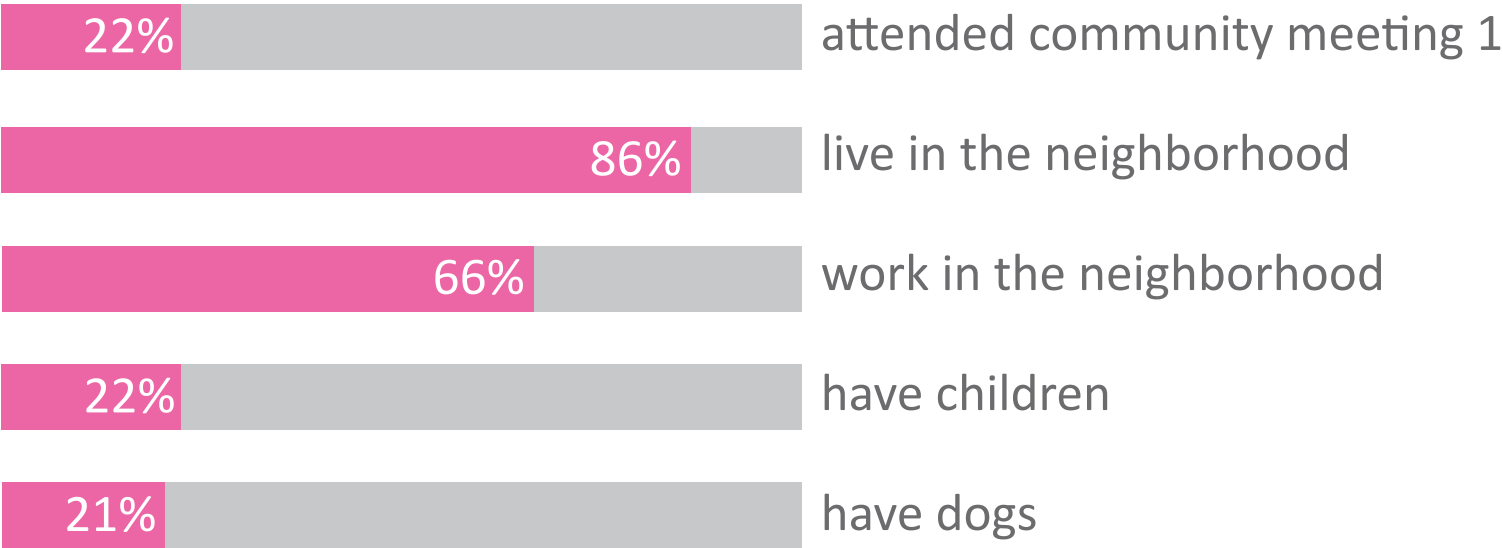
SEATING

PLAY

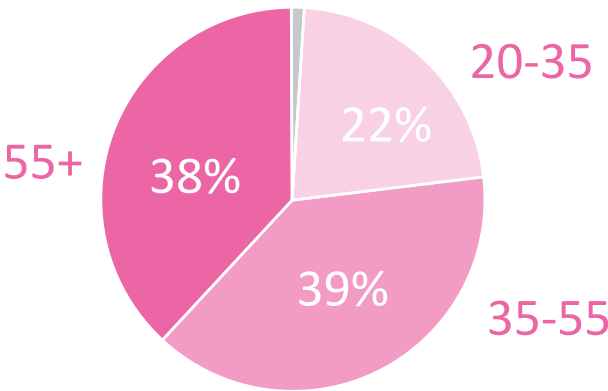


# COMPOSITE SURVEY RESULTS POST COMMUNITY MEETING 2 - 09/09/2020

## WHO?

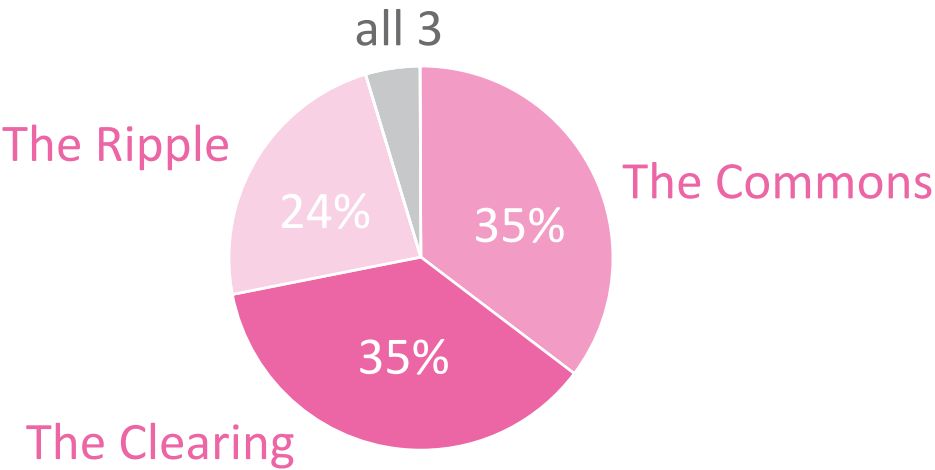


Age of Respondents:



112 total respondents: 56 mail-in, 56 online

## PARK PREFERENCES



### The Clearing:

A sense of simple openness framed by planting / natural materials and less paving

### The Commons:

A coherent urban square that provides landscape zones that respond to the environment

### The Ripple:

A focus on nature that encompasses different scaled gathering spaces and buffers west edge with tree grove



THE CLEARING + THE RIPPLE = MORE NATURE





# COMMUNITY MEETING 2 COMMENTS

## WHY THE CLEARING?

*“the naturalistic approach is super desirable--a needed touch of nature among all the glass/steel buildings.”*

*“Sunny clearing with visual protection from streets”*

*“Balance between natural space and flexible social space. Bird habitat. Public restroom on Main is good”*

## WHAT IS MISSING FROM THE CLEARING?

*“I like the flexible tables & chairs from the Commons. Also, I like the idea of keeping the existing palms, but understand they might not fit in with the aesthetic of the Clearing scheme”*

*“More trees along perimeter of park”*

## WHAT OTHER ELEMENTS SHOULD WE CONSIDER?

*“Please don’t allow dogs in this park”*

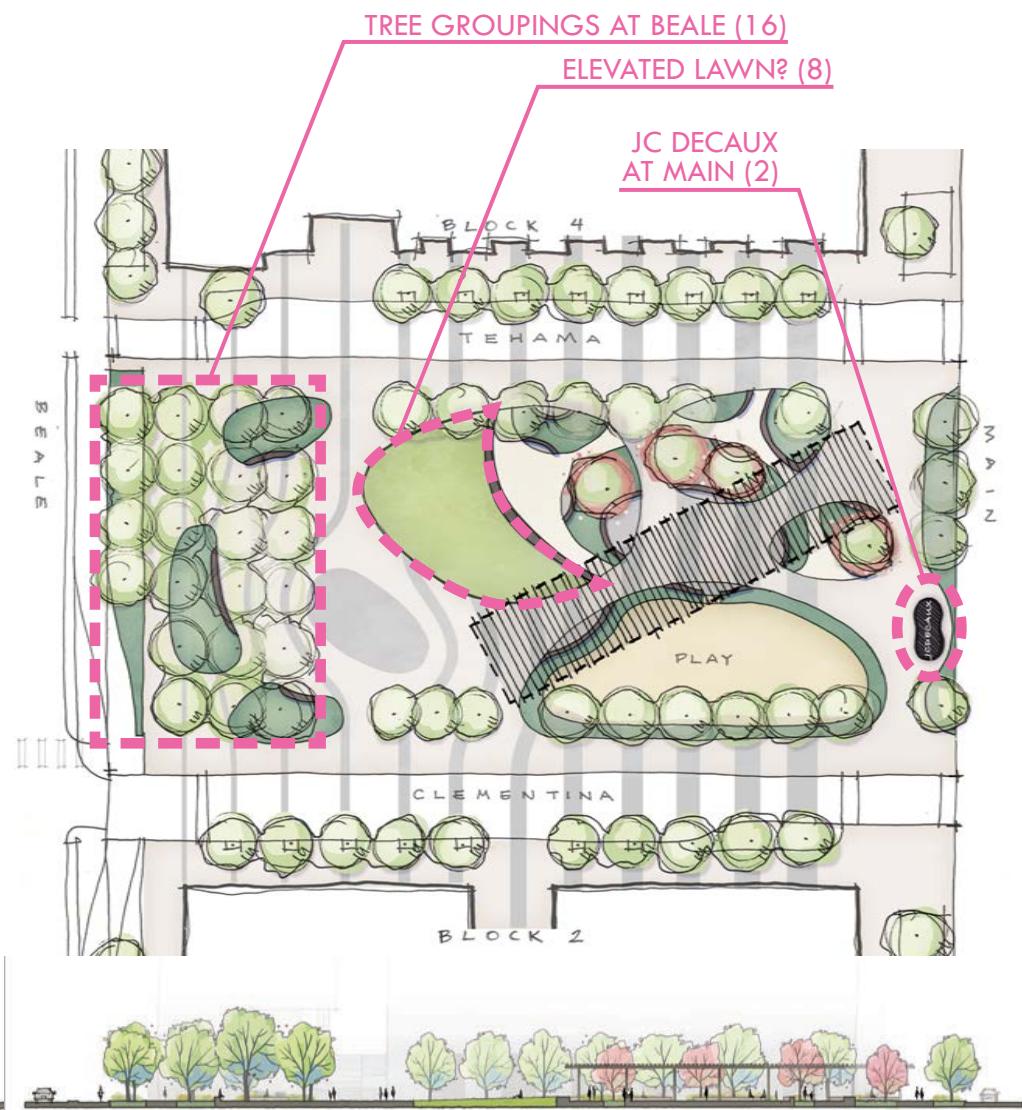
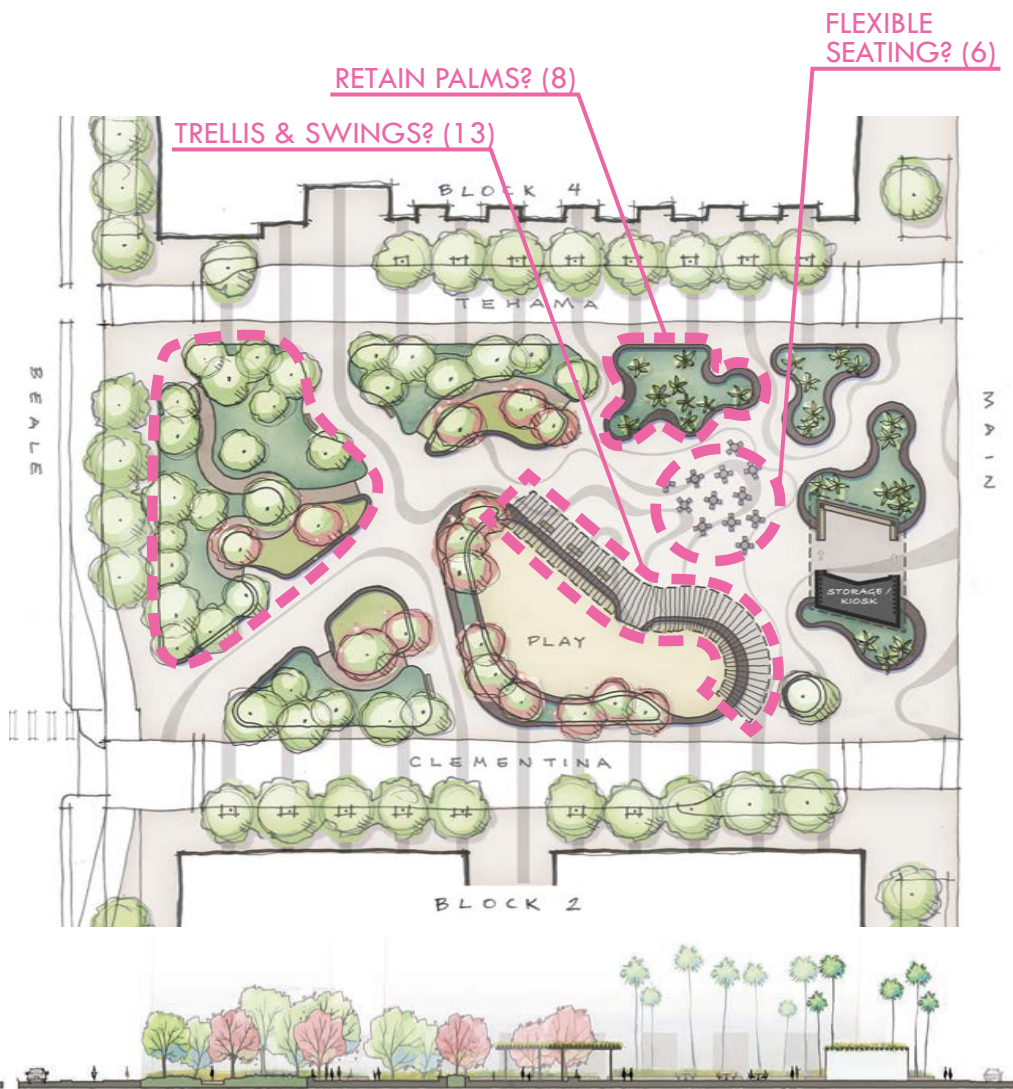
*“Space for all residents, including dogs, kids, and singles”*

*“I agree the deterring dog owners from destroying plants and grassy areas is key. A designated relief area please!”*

*“Please be sure there is an adequate budget for plant maintenance and replacement. So many plantings in public areas fail and what was designed as a lush tapestry forever looks threadbare.”*



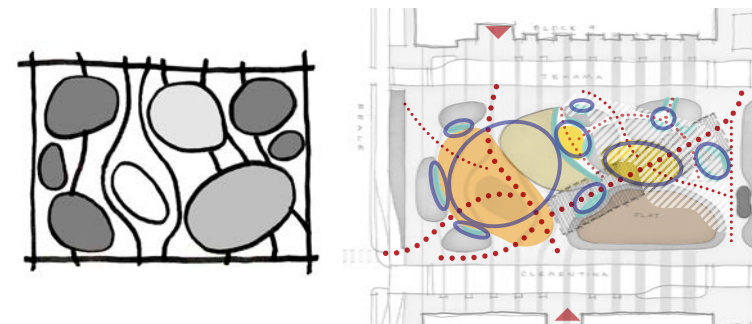
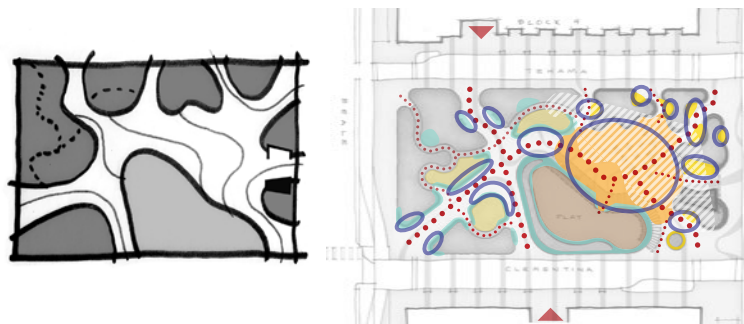
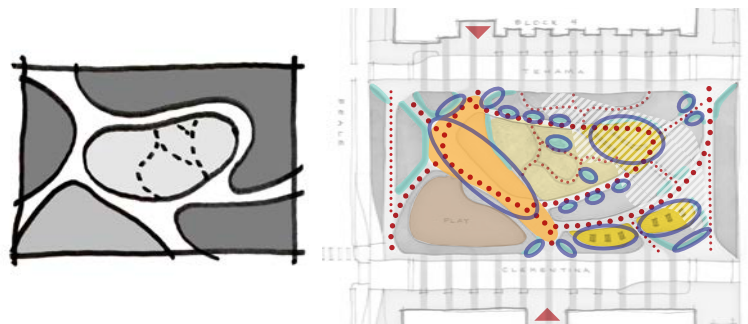
# DESIRED ELEMENTS



THE CLEARING

THE COMMONS

THE RIPPLE



- OPEN FLEXIBLE SPACES
- GATHERING SPACES
- SEATING
- PLAY

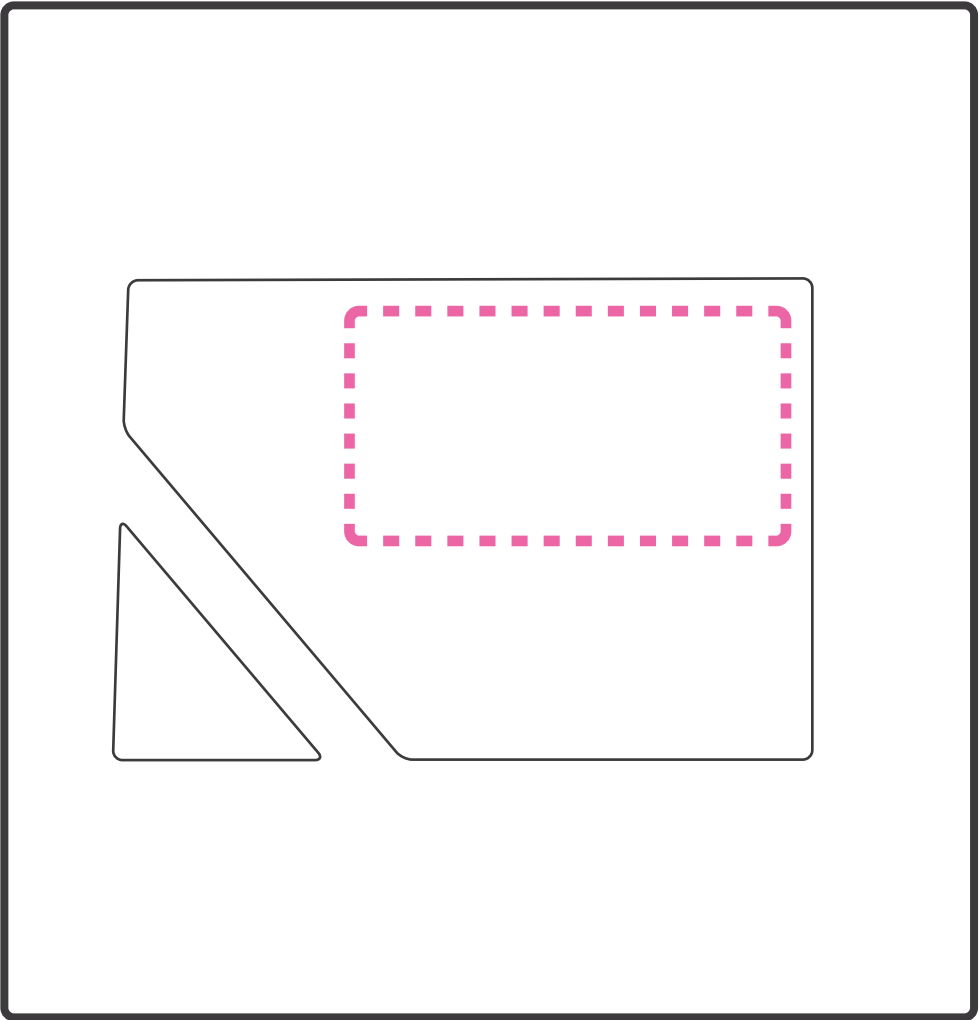
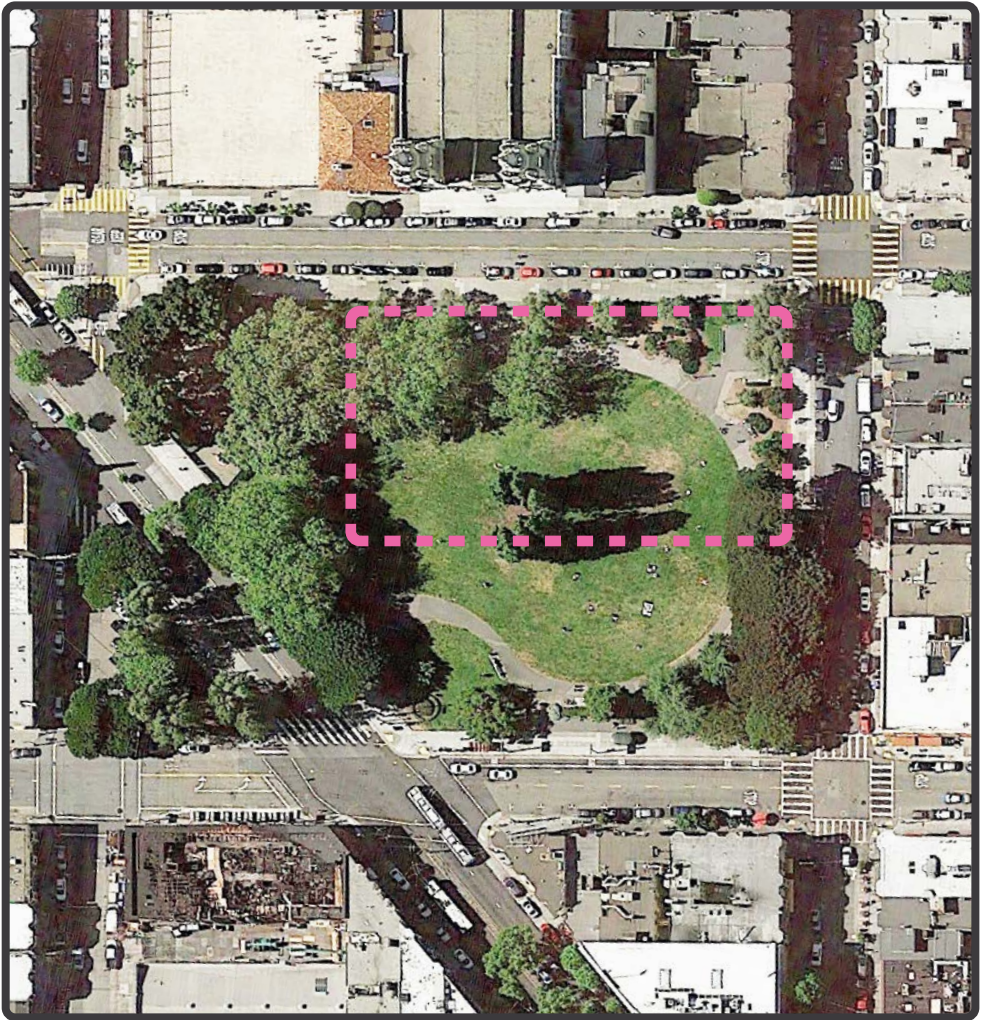
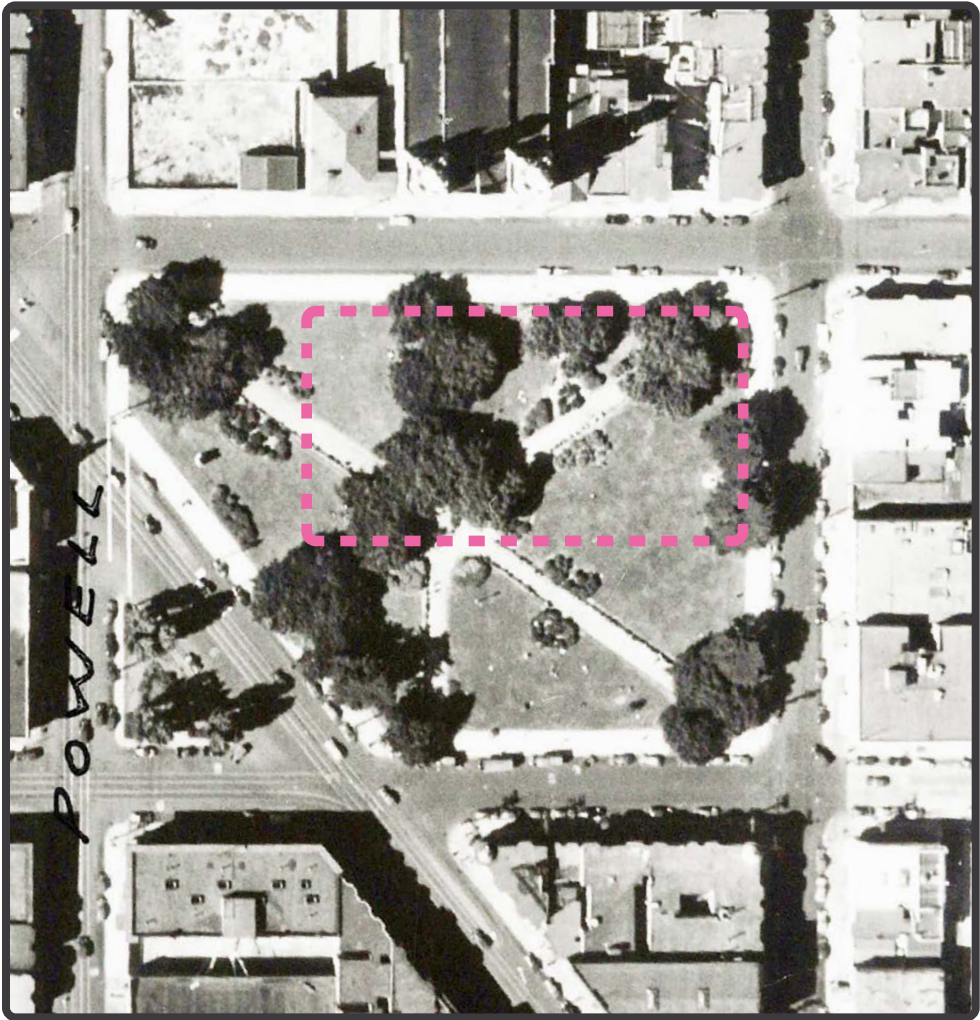
# PART III - PARK DESIGN SYNTHESIS



# HISTORICAL PARK TYPOLOGIES

WASHINGTON SQUARE PARK: 2.4 ACRES  
BLOCK 3 PARK: <1 ACRE

<1 ACRE



1870s - 1950s

FORMAL

1950s - CURRENT

INFORMAL

FUTURE FOR BLOCK 3 PARK

DESIGN =  
SUSTAINABILITY GOAL + COMMUNITY NEEDS



# DESIGN FRAMEWORK:

COMMUNITY

+

ENVIRONMENT

+

SITE HISTORY



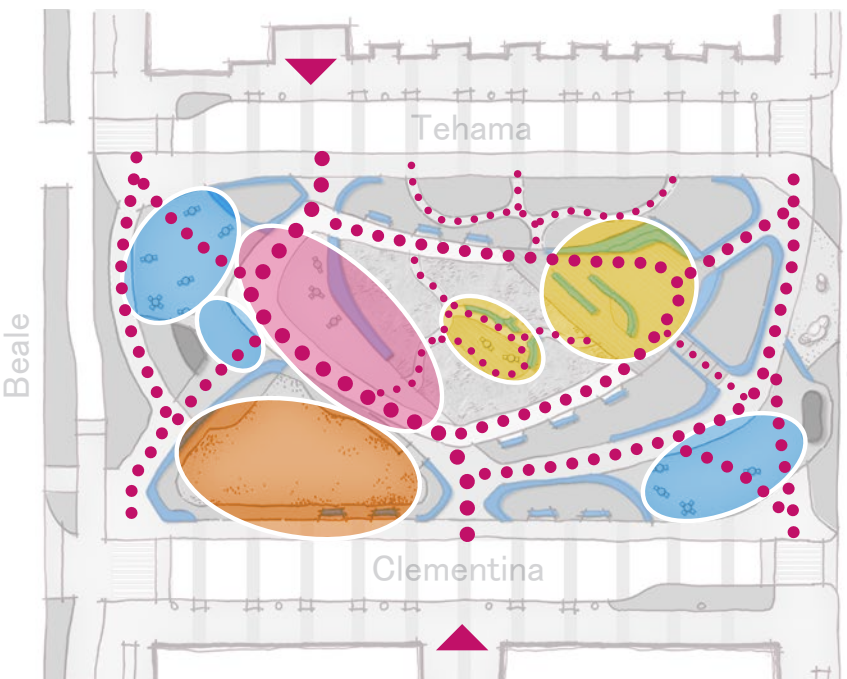
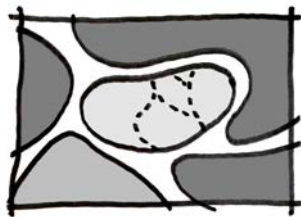


# THE CLEARING INSPIRATION





# THE CLEARING



## Legend

- Major Circulation
- Minor Circulation
- Open Flexible Spaces
- Gathering Spaces
- Seating
- Play



SAN FRANCISCO  
PUBLIC  
WORKS  
Building Design & Construction





# BEALE/TEHAMA CORNER ENTRANCE VIEW





# DECK VIEW





# BIRD'S EYE VIEW



**SAN FRANCISCO  
PUBLIC  
WORKS**  
Building Design & Construction

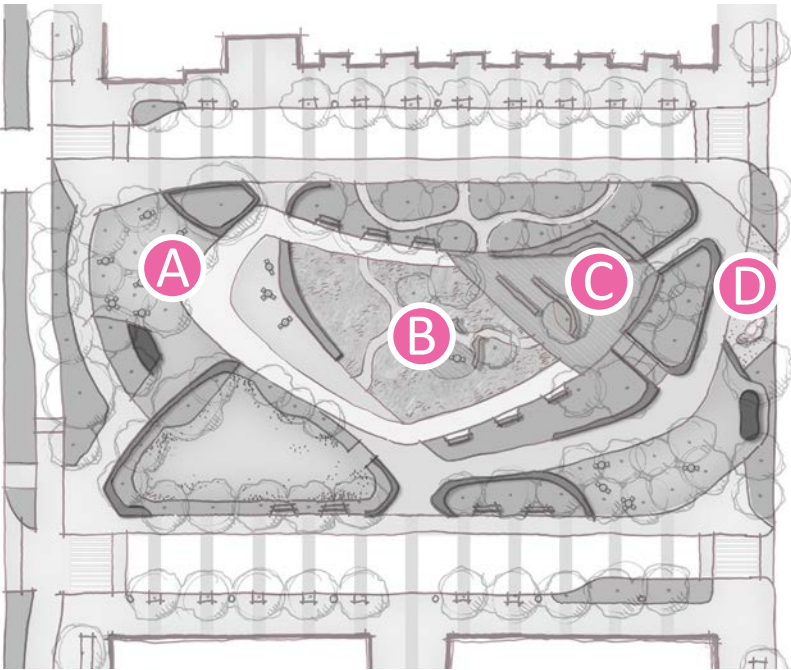
## BLOCK 3 PARK

Community Meeting 3 | 11.18.2020





# COMMUNITY



ZONES



PROGRAMS

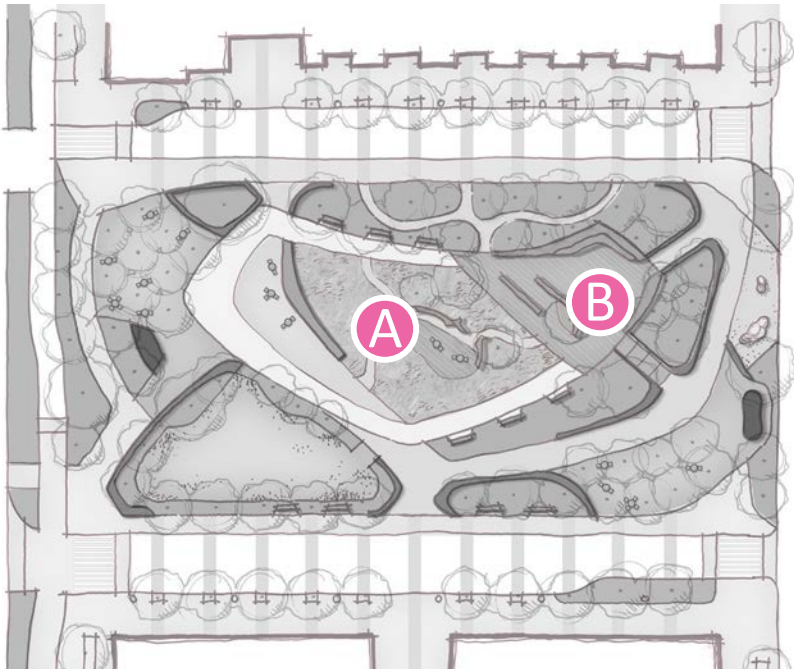


ELEMENTS





# ENVIRONMENT



HABITAT



SUSTAINABLE MATERIALS

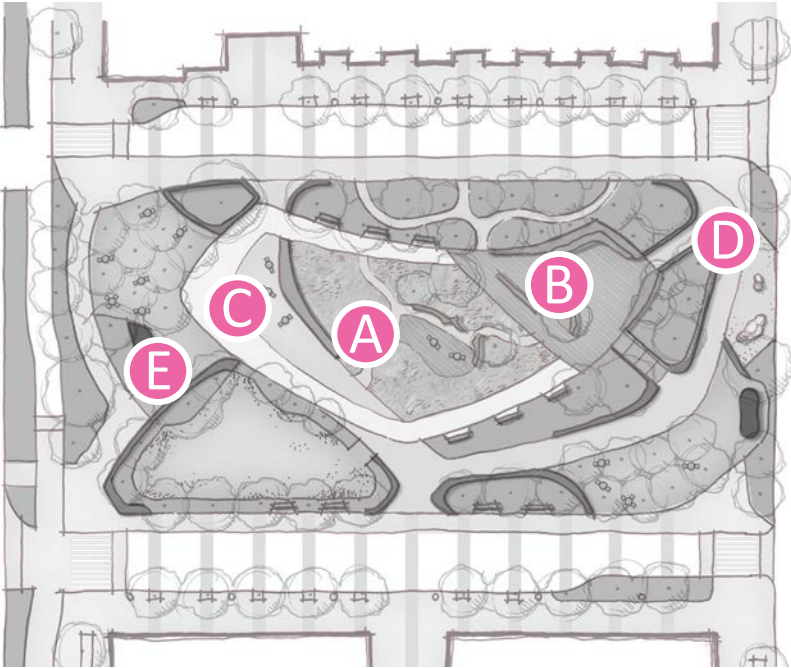


EXPLORATION





# SITE HISTORY REFLECTED



INTERTIDAL ZONE



MARITIME

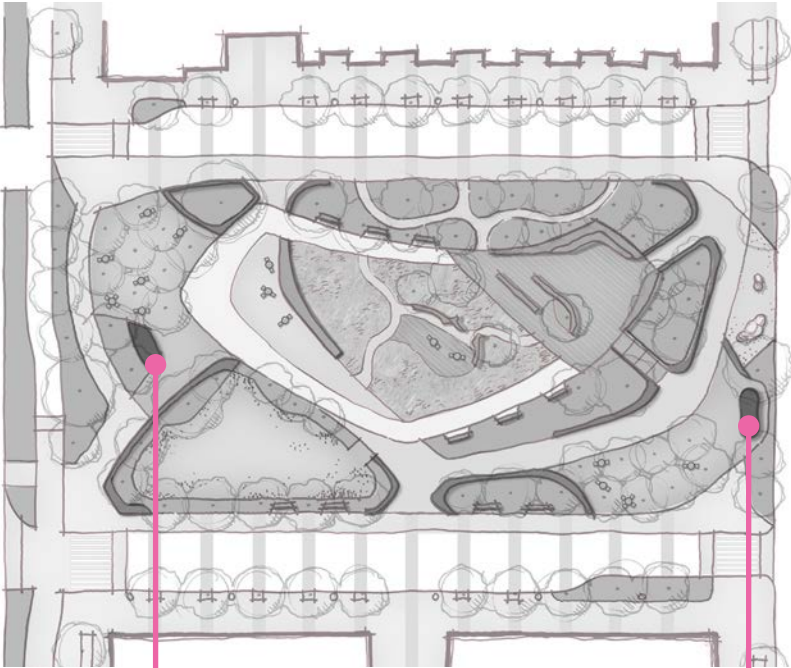


EAST CUT





# STEWARDSHIP BUILDING



## STEWARDSHIP BUILDING

- A lasting structure that
- Draws neighbors to the park
  - Illuminates from within
  - Stores furniture and maintenance materials

JC DECAUX



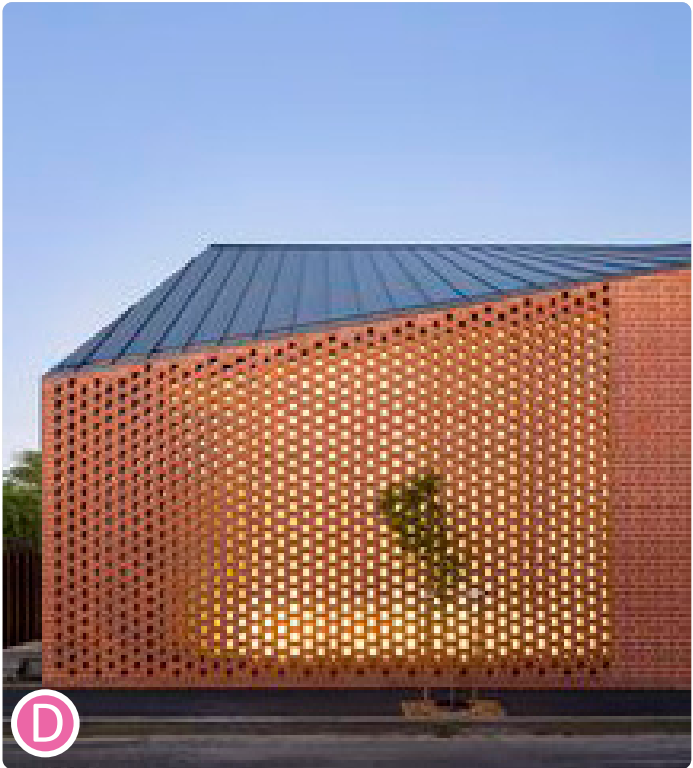
A



B



C



D



E



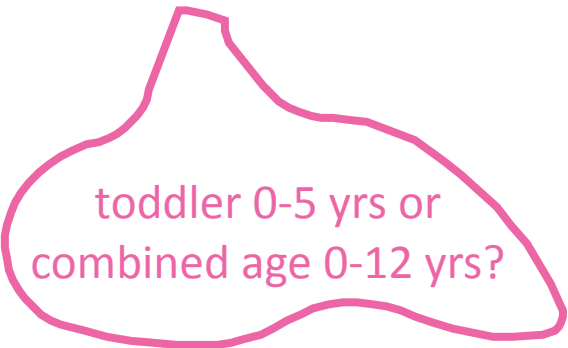
JC DECAUX



# PART IV - CHILDREN'S PLAY OPTIONS

# SCALE AND AGE RANGE OF PLAY

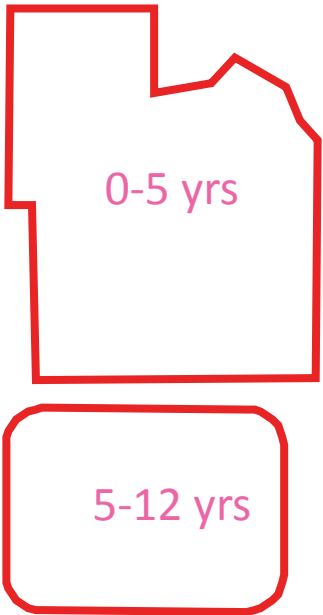
BLOCK 3 PLAYGROUND  
3,800 SQ FT



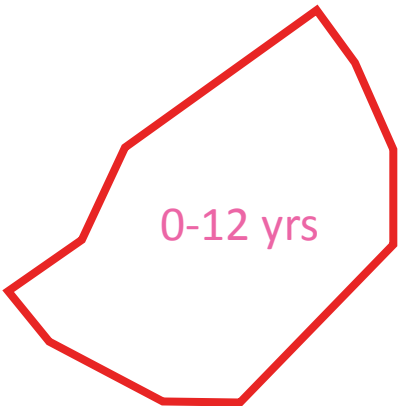
SALESFORCE PLAYGROUND  
2,600 SQ FT



MOSCONE EAST PLAYGROUND  
2,000 SF + 3,600 SF



SOUTH PARK  
PLAYGROUND  
3,100 SF





# PLAY INSPIRATION

TODDLER PLAY 0-5 YRS



COMBINED AGES PLAY 0-12 YRS





# PLAY ELEMENTS

STRUCTURE BASED PLAY



IMAGINATIVE PLAY



INTERACTIVE ELEMENTS





# PART IV - CONCLUSION





# QUESTION & ANSWER SESSION WITH PANELISTS

PLEASE SHARE YOUR THOUGHTS, OBSERVATIONS, AND QUESTIONS



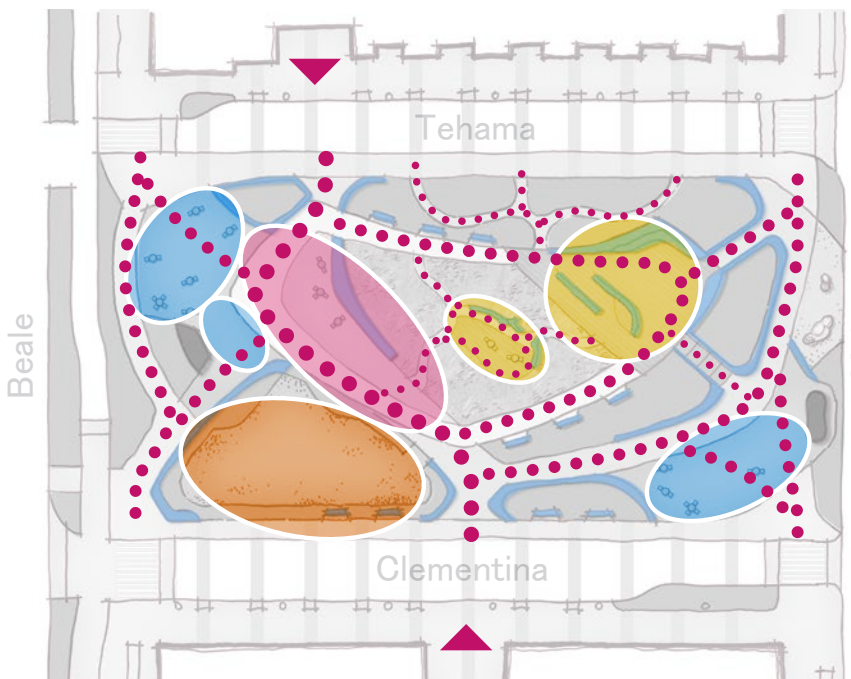
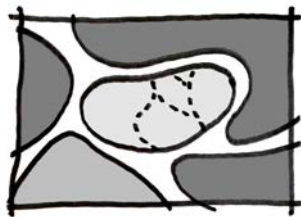
PLEASE FILL OUT THE SURVEY WITHIN THE NEXT TWO WEEKS:

<https://www.surveymonkey.com/r/XH6G6Z3>





# THE CLEARING



## Legend

- Major Circulation
- Minor Circulation
- Open Flexible Spaces
- Gathering Spaces
- Seating
- Play





# PROJECT SCHEDULE

## PROJECT SCHEDULE: DECEMBER 2019 - FEBRUARY 2025

CONCEPT/PLANNING	11 MONTHS	DEC, 2019 - MID NOV, 2020
SCHEMATIC DESIGN	8.5 MONTHS	MID NOV, 2020 - JULY, 2021
DESIGN DEVELOPMENT	5 MONTHS	AUG, 2021 - DEC, 2021
CONSTRUCTION DOCUMENTS	8 MONTHS	JAN, 2022 - AUG, 2022
BID/AWARD	4.5 MONTHS	SEP, 2022 - JAN, 2023
CONSTRUCTION	24 MONTHS	FEB, 2023 - FEB 2025

## CONCEPT PHASE - OUTREACH SCHEDULE

COMMUNITY MEETING 1:	INFORMATION GATHERING
COMMUNITY MEETING 2:	INITIAL DESIGN IDEAS
COMMUNITY MEETING 3:	DESIGN REFINEMENT, PUBLIC SURVEYS

## SCHEMATIC PHASE - COMMUNITY UPDATE

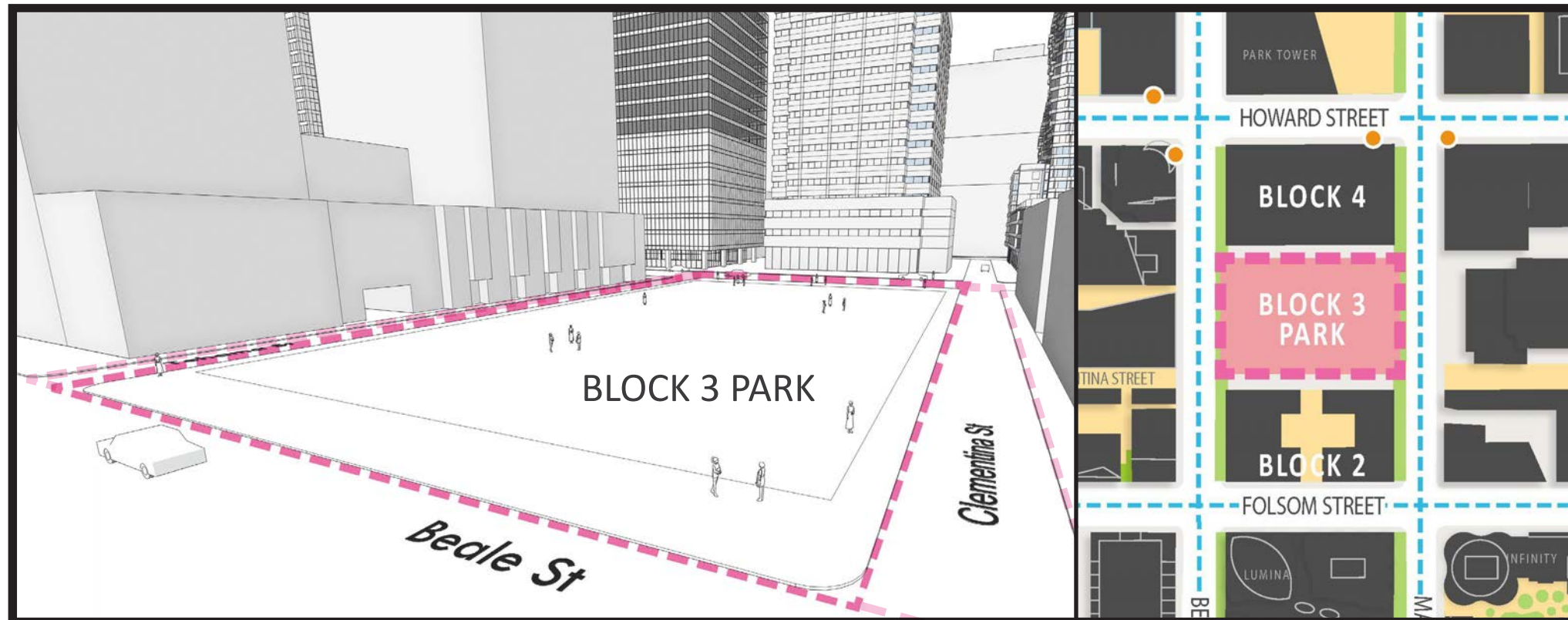
COMMUNITY MEETING 4:	DESIGN UPDATE: PLAYGROUND FOCUS
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# CONTACT

FOR REGULAR UPDATES, VISIT THE PUBLIC WORKS WEBSITE: <http://sfpublicworks.org/Block3Park>



FOR QUESTIONS OR MORE INFORMATION, PLEASE CONTACT KATHLEEN O'DAY:

KATHLEEN.ODAY@SFDPW.ORG; (415) 218-7515