



A FOREST CITY Project

+ PIER 70

PLANNING UPDATE+ PHASE 0
Winter 2015



AGENDA

➤ **PROCESS OVERVIEW**

➤ **NOP* OVERVIEW**

➤ **NEXT STEPS**

➤ **PHASE 0**

*Notice of Preparation for Environmental Review

AGENDA

➤ **PROCESS OVERVIEW**
COMMUNITY OUTREACH
PROJECT SCHEDULE

➤ **NOP OVERVIEW**

➤ **NEXT STEPS**

➤ **PHASE 0**

WHAT WE'VE DONE SO FAR...LISTENING AND LEARNING

GATHERINGS...

...STAKEHOLDERS

community meetings

workshops

artist narratives

photo journal

open houses

events

residents

artists/artisans

community stakeholders

business owners

CWAG

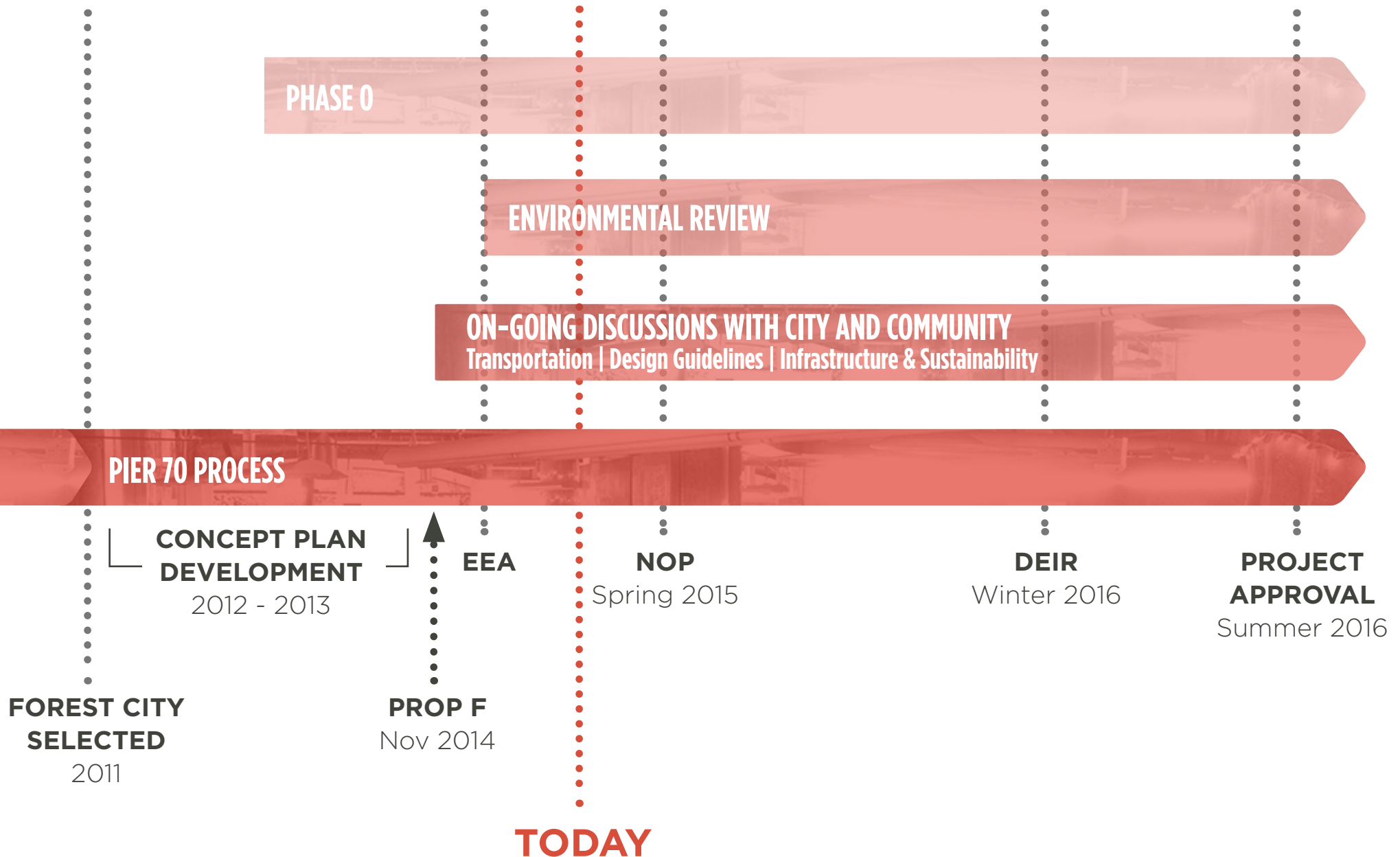
City Family

visitors

3 years
30+ events
10,000+ people

PROCESS OVERVIEW

SCHEDULE



AGENDA

➤ **PROCESS OVERVIEW**

➤ **NOP OVERVIEW**

ILLINOIS PARCELS

DISTRICT PARKING PARCELS

PARCEL HEIGHTS

SUD PROGRAM

TRANSPORTATION

➤ **NEXT STEPS**

➤ **PHASE 0**

ILLINOIS PARCELS

The background of the slide is a photograph of an industrial or commercial area, featuring a parking lot with several cars and large buildings in the background. The entire image is covered with a semi-transparent teal overlay. The text 'NOP OVERVIEW' is in the top left corner, and 'ILLINOIS PARCELS' is centered in the middle of the slide.

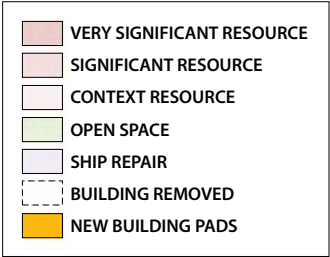
ILLINOIS PARCELS

TERMSHEET SUD BOUNDARY



ILLINOIS PARCELS

PORT PLAN



This diagram illustrates a concept developed as a component of the density study that sites the buildings within each of the



ILLINOIS PARCELS
(RESIDENTIAL)

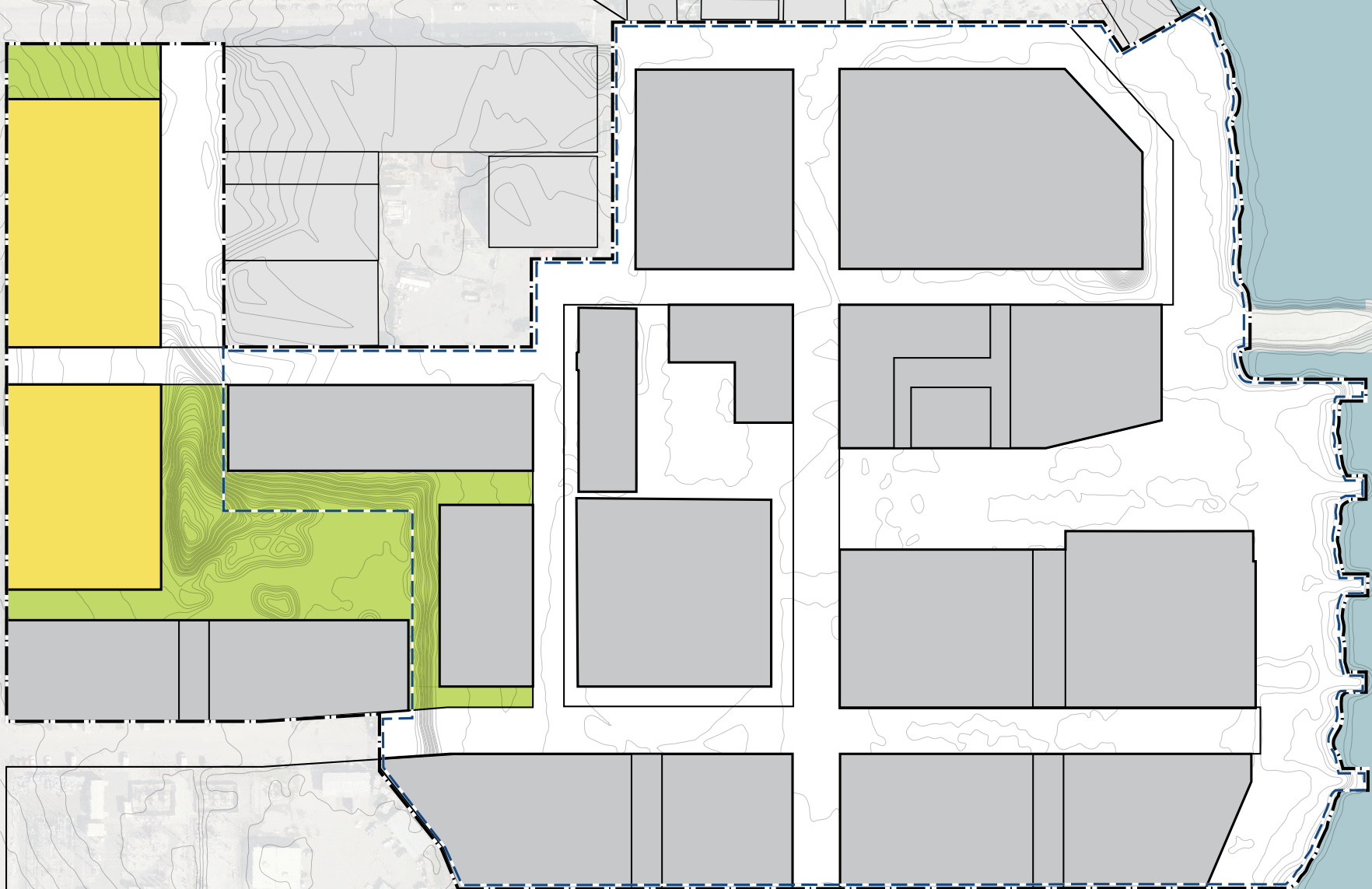


LAND USE

ILLINOIS PARCELS

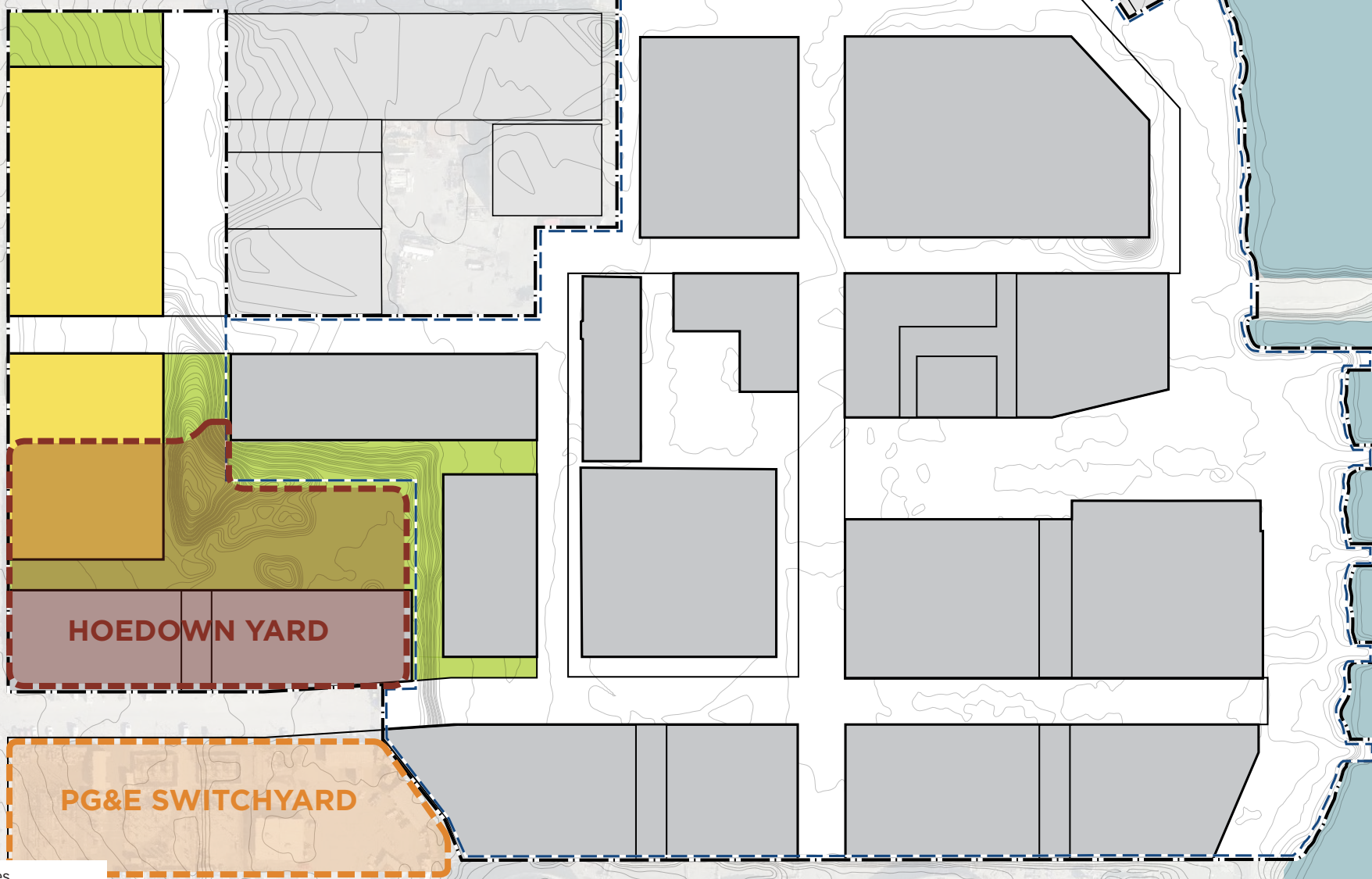
Dominant Uses

 RESIDENTIAL
 OPEN SPACE





ILLINOIS PARCELS

HOEDOWN YARD + PG&E SWITCHYARD



Dominant Uses

 RESIDENTIAL
 OPEN SPACE

ILLINOIS PARCELS

HOEDOWN YARD



ILLINOIS PARCELS

PG&E SWITCHYARD



LAND USE

HOEDOWN YARD



Dominant Uses

-  RESIDENTIAL
-  FLEX OFFICE/ RESIDENTIAL
-  OPEN SPACE

ILLINOIS PARCELS

PROPOSED PROGRAM

MAX RESIDENTIAL

Residential	874	units
Commercial	6,600	GSF
Innovation, Retail and Arts	34,800	GSF

MAX COMMERCIAL

Residential	546	units
Commercial	238,300	GSF
Innovation, Retail and Arts	50,700	GSF

28-ACRE SITE LAND USE



LAND USE



Dominant Uses

- RESIDENTIAL
- OFFICE
- FLEX OFFICE/ RESIDENTIAL
- FLEX OFFICE/ RESI/ PARKING
- FLEX RESIDENTIAL/ PARKING
- RETAIL/MAKER/CULTURAL
- OPEN SPACE

28-ACRE SITE

PROPOSED PROGRAM

MAX RESIDENTIAL

Residential	2,147	units
Commercial	1,095,650	GSF
Innovation, Retail and Arts	459,300	GSF

MAX COMMERCIAL

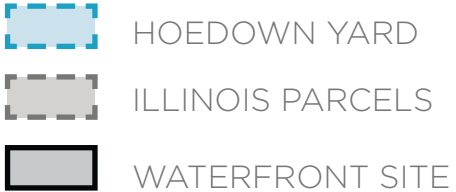
Residential	1,098	units
Commercial	2,024,050	GSF
Innovation, Retail and Arts	468,000	GSF

PARCEL HEIGHTS

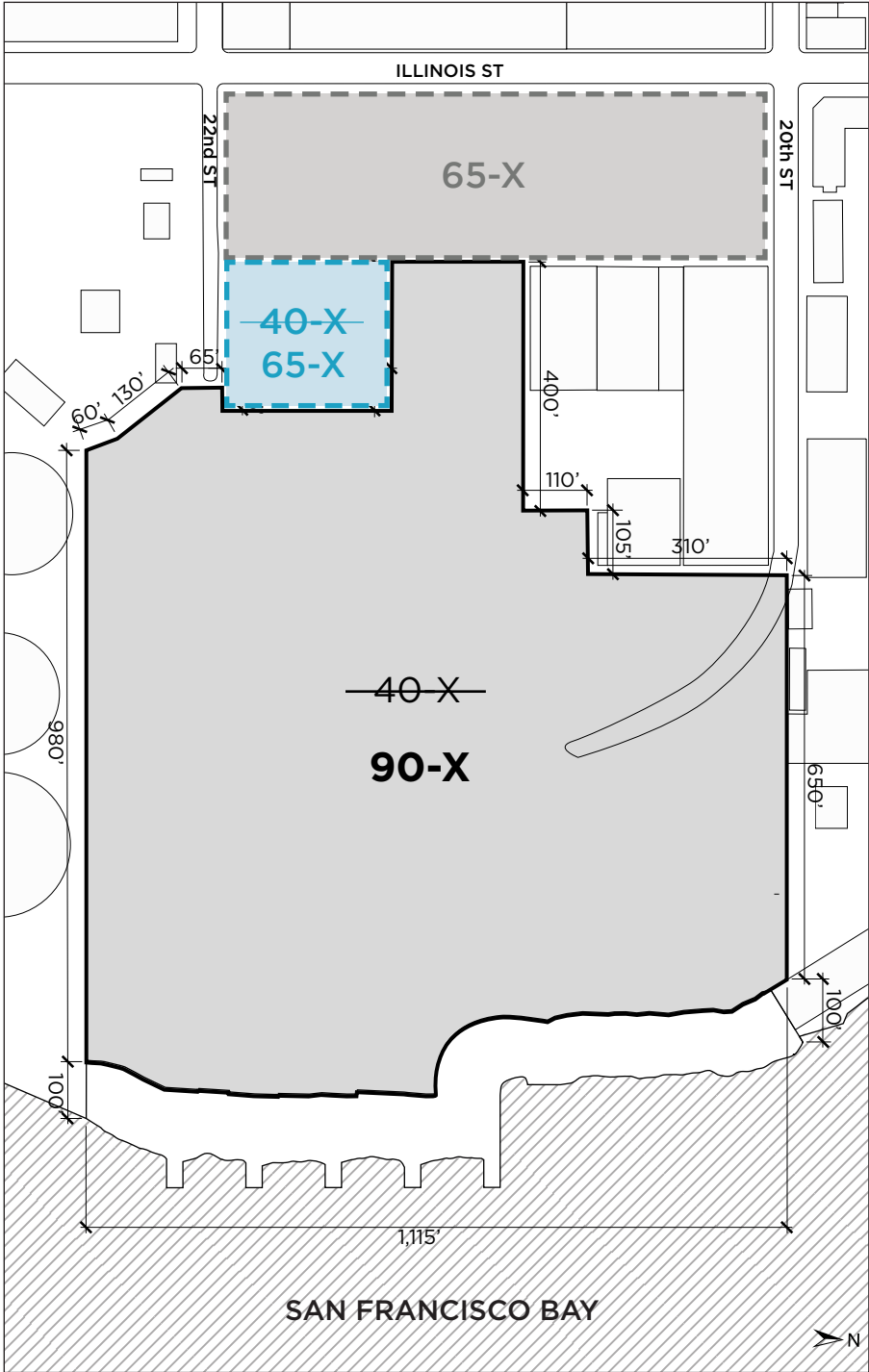
A teal-tinted photograph of an industrial facility, likely a refinery or chemical plant. In the foreground, there are large, flat-roofed storage tanks or processing units. In the background, a tall, slender smokestack rises into the sky, surrounded by other industrial structures and piping. The overall scene is hazy, suggesting a distant or elevated viewpoint.

PARCEL HEIGHTS

PIER 70 SUD



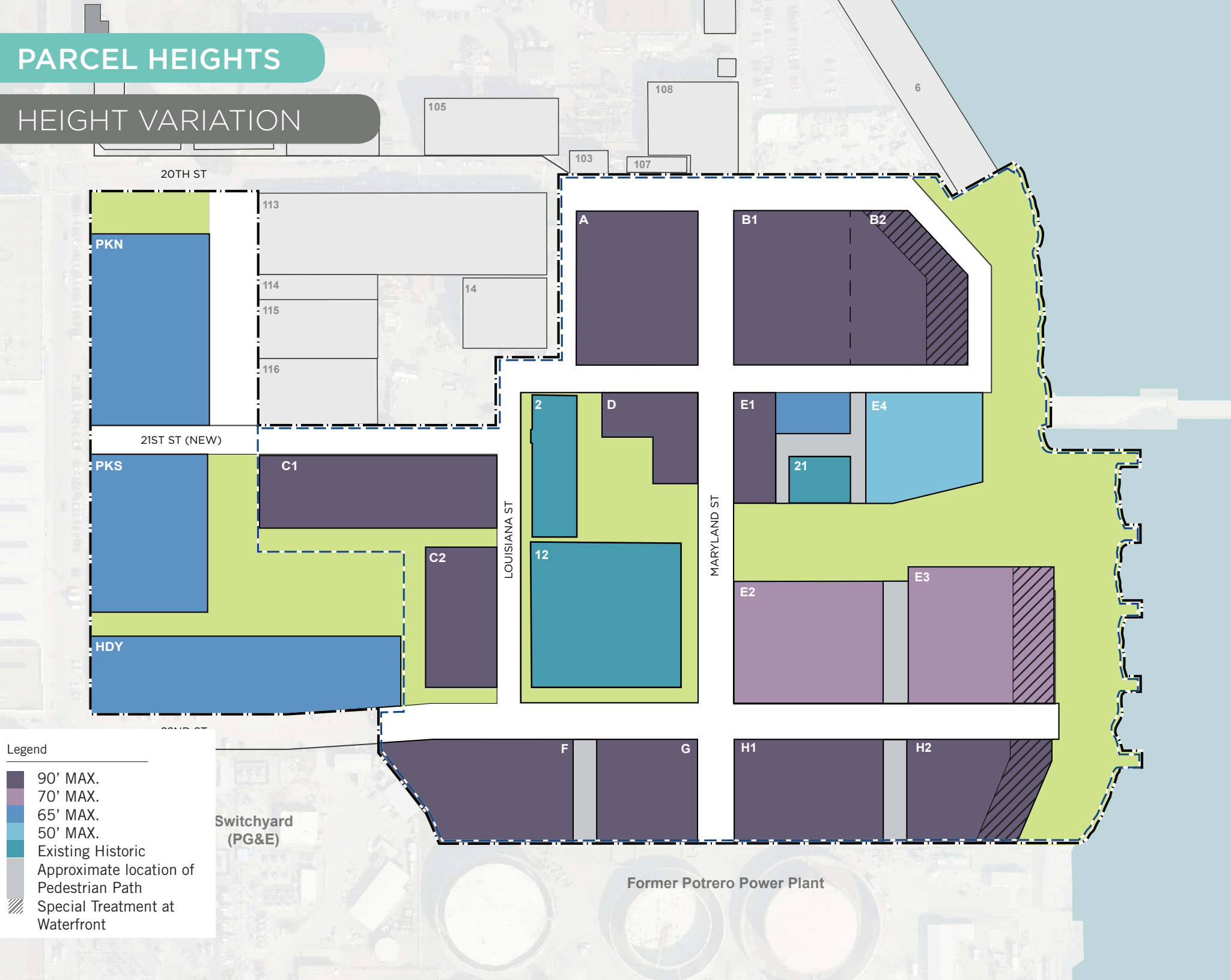
ATTACHMENT 1: HEIGHT RECLASSIFICATION MAP



ALL DIMENSIONS ARE APPROXIMATE

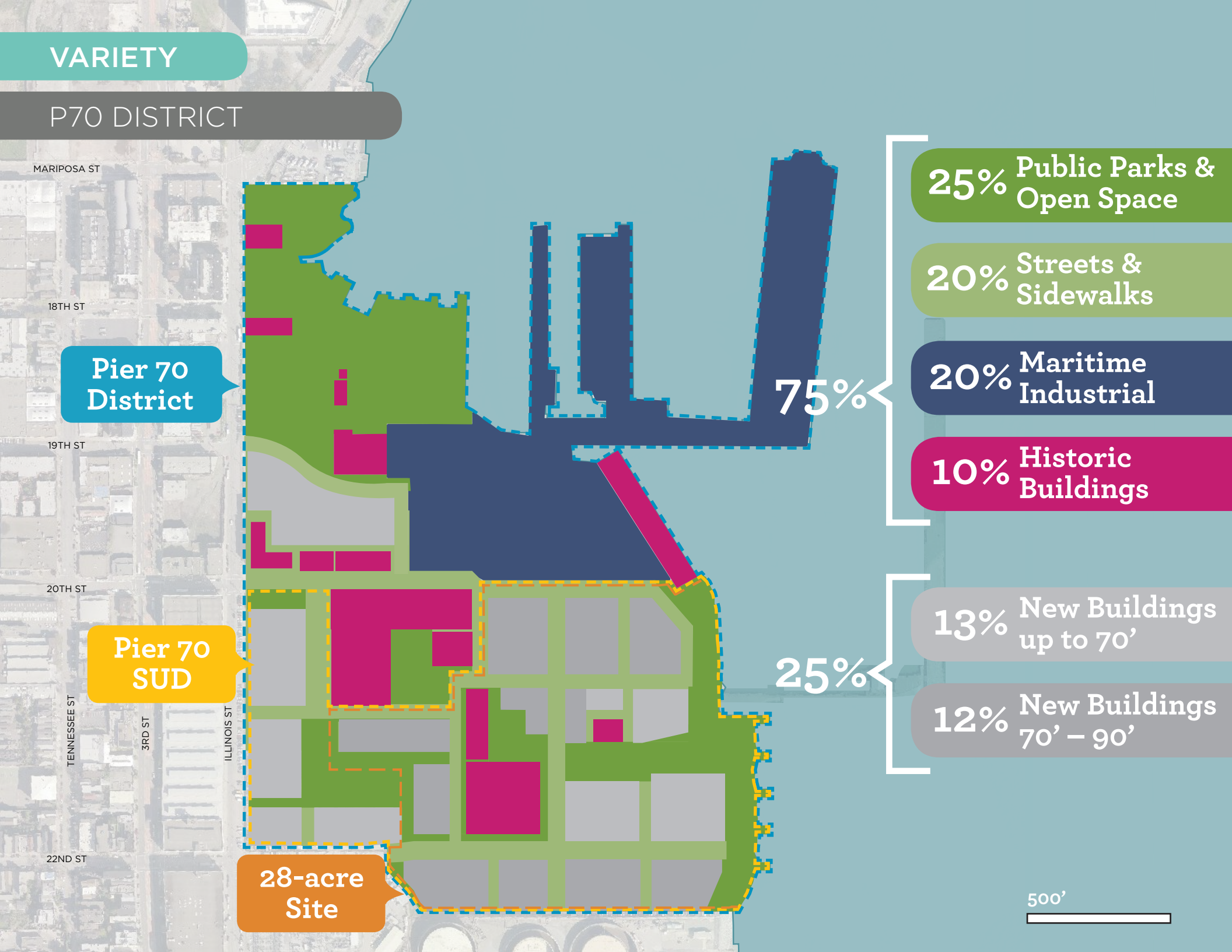
PARCEL HEIGHTS

HEIGHT VARIATION



VARIETY

P70 DISTRICT



Transportation Demand Management at Pier 70

- Establish a Transportation Management Agency (TMA), funded by the project.
- Create a Pier 70 shuttle, to connect residents and workers to transit hubs.
- Have an on-site Transportation Coordinator to facilitate alternative modes of transportation.
- Implement a Guaranteed Ride Home program.
- Create a one-stop transit information center at Pier 70.
- Encourage flextime/alternative workweek schedules in leases with commercial tenants.
- Provide EV plug-in spaces and ample car-share and bicycle parking.

These measures are in addition to a walkable, compact land use design that prioritizes pedestrians and bicyclists.

AGENDA

➤ **PROCESS OVERVIEW**

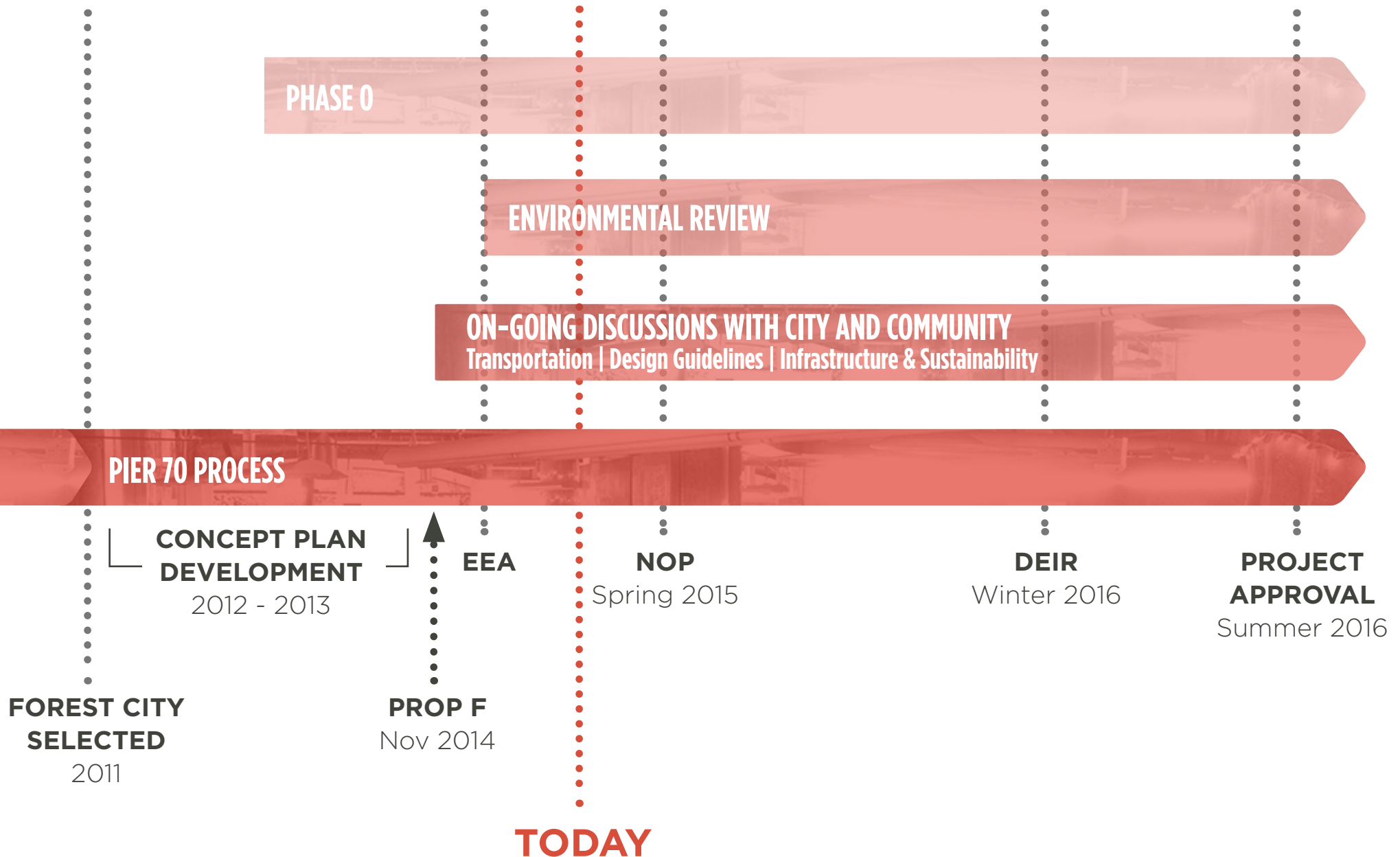
➤ **NOP OVERVIEW**

➤ **NEXT STEPS**
DESIGN GUIDELINES
INFRASTRUCTURE
TRANSPORTATION

➤ **PHASE 0**

PROCESS OVERVIEW

SCHEDULE



NEXT STEPS

PROCESS/ TIMING

DESIGN GUIDELINES (LEARNING FROM PIER 70 AND MISSION BAY)

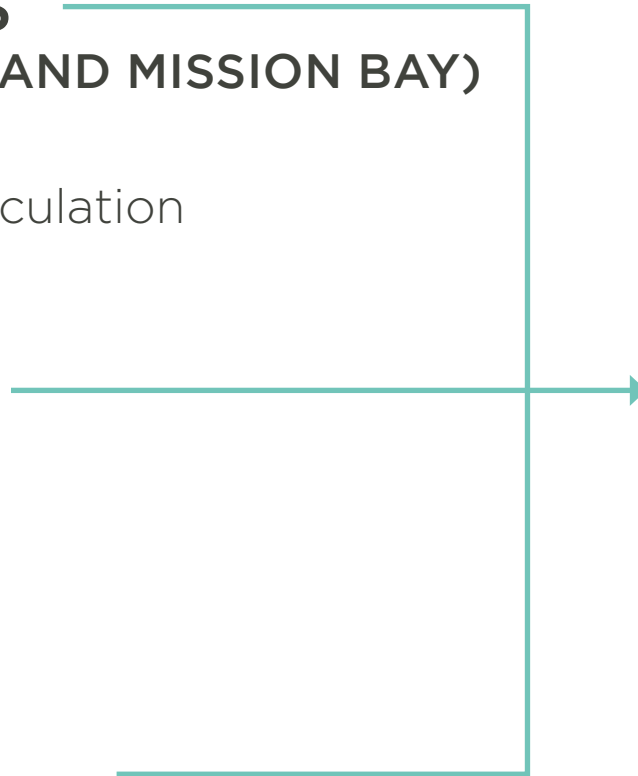
Quality design
Massing/carving, articulation
Streets/sidewalks

INFRASTRUCTURE

Parks
Water
Energy
Sustainability

TRANSPORTATION

**WORKSHOP
SESSIONS**
(MAY-SEPT 2015)



AGENDA

➤ **PROCESS OVERVIEW**

➤ **NOP OVERVIEW**

➤ **NEXT STEPS**

➤ **PHASE 0**
PROGRAM IDEAS: PHASE 0 DREAMSTORM
CONCEPT LAYOUT

PHASE 0



BUILDING 12

ONGOING SPECIAL EVENTS



BUILDING 12

EXISTING CONDITIONS



PHASE 0 DREAMSTORM

OCTOBER 2013



PHASE 0 DREAMSTORM

WHAT WE HEARD



beer garden

interactive public art

outdoor movie theatre

making/ watching people make

exhibition space

food

family activities

outdoor seating

bike hubs

entertainment

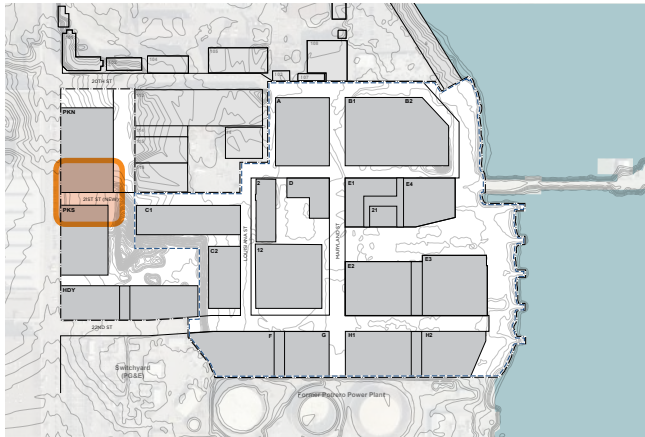
recreation

greenery

warmth/ soft lighting

PHASE 0 TEMPORARY USE AREA

EXISTING CONDITIONS



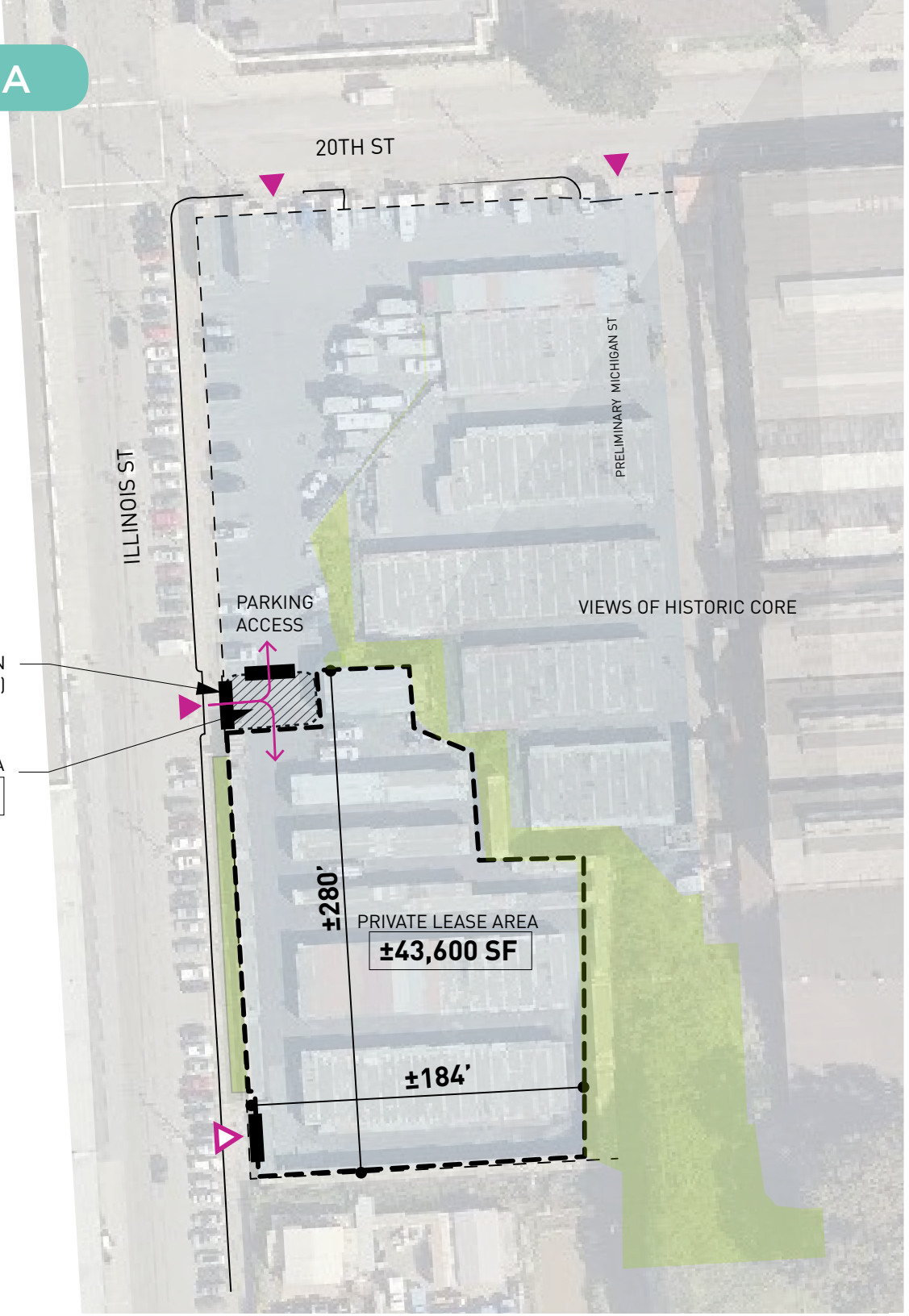
KEY PLAN

KEY:

- ▶ EXISTING ACCESS POINTS
- ◀ LOADING ACCESS POINTS
- EXISTING VEGETATION
(May not be usable)
- LARGER TREES
- ASPHALT PAVING
- EXISTING MAST LIGHTING,
CURRENTLY NOT ELECTRIFIED
- EXISTING FENCE

ACCESS FOR INTERIM ACTIVATION
(EXISTING CURB CUT AND GATE)

SHARED ACCESS AREA
±1,500 SF



PHASE 0 TEMPORARY USE AREA

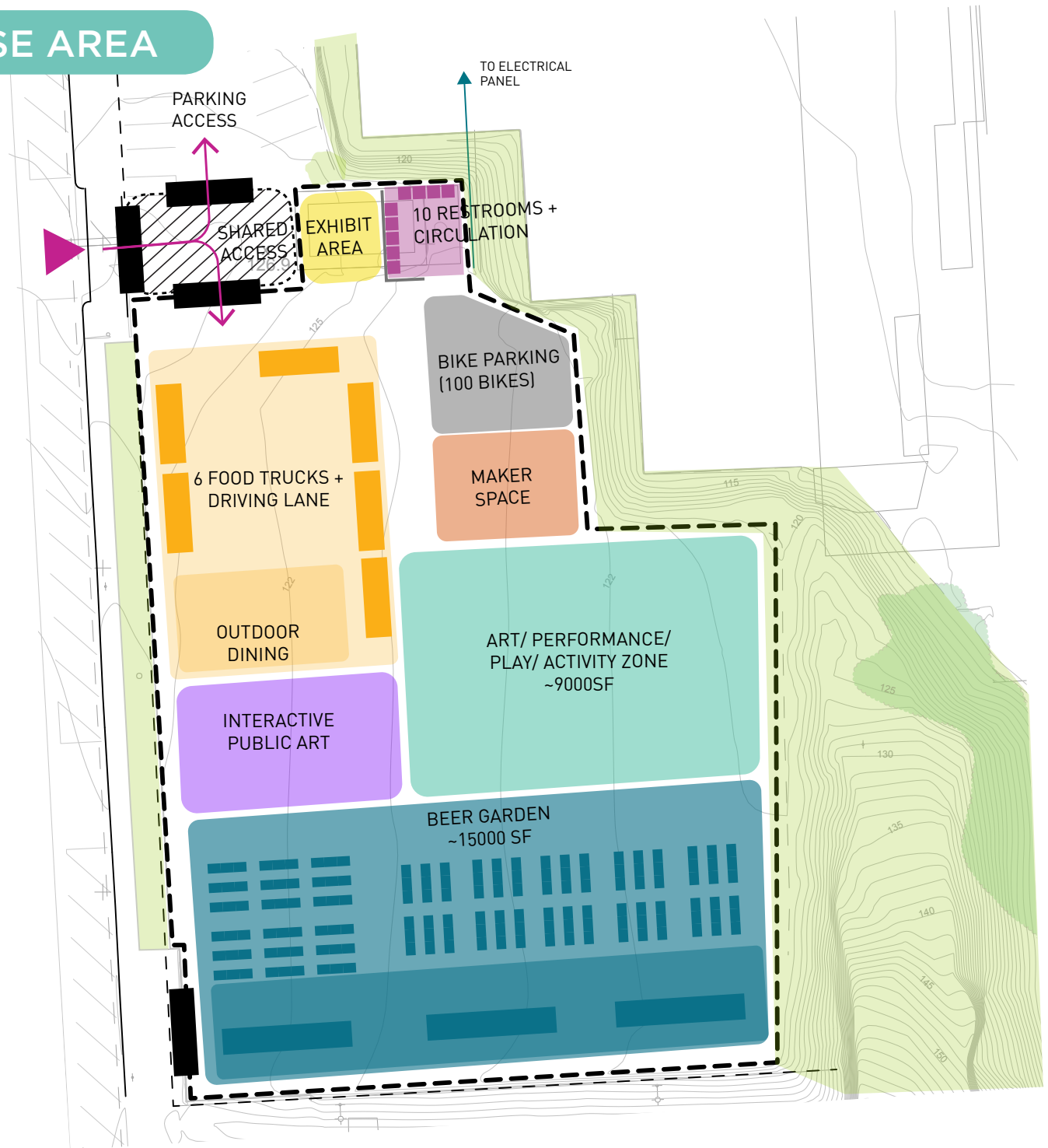
EXISTING CONDITIONS



PHASE 0 TEMPORARY USE AREA

CONCEPT LAYOUT

- > Beer Garden
- > Multipurpose Space for Small Scale Events (Ex. Movie Screening, Dance)
- > Refreshment Stalls
- > Bike Parking
- > Food Trucks
- > Inspired Play Sculptures
- > Exhibit Area
- > Family friendly
- > Outdoor Seating
- > Beautification/ Greening
- > Host regular small scale gatherings, farmers' markets & events



PHASE 0 TEMPORARY USE AREA

PROGRAMS

