



SAN FRANCISCO PLANNING DEPARTMENT

Executive Summary

HEARING DATE: APRIL 8, 2010

Date: April 1, 2010
Case No.: 2007.0903U
Project Title: TREASURE ISLAND + YERBA BUENA ISLAND
DRAFT DESIGN FOR DEVELOPMENT
Project Sponsor: Treasure Island Development Authority
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Recommendation: **Informational Only; No Action Required**

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PROJECT DESCRIPTION

In March 2008, staff from the Office of Economic and Workforce Development (OEWD), on behalf of the Treasure Island Development Authority (TIDA), together with Treasure Island Community Development, LLC (TICD) as the prospective master developer, came before the Planning Commission with a comprehensive presentation of the Treasure Island / Yerba Buena Island Redevelopment Project (the Project) including an overview of the land use plan, housing program, transportation, parks and open space, infrastructure, sustainability, community facilities, and jobs and economic development opportunities, that together formed the Development Plan and Term Sheet endorsed by the Treasure Island / Yerba Buena Island Citizens Advisory Board (CAB), TIDA Board and Board of Supervisors in 2006.

On November 20, 2008 the Planning Commission adopted Motion 17764 approving the Amended Preliminary Plan and selecting the Amended Treasure Island/Yerba Buena Island Project Area Boundary, which describe the boundaries, land uses, densities, revitalization strategies and general impacts of the Redevelopment Project on the surrounding neighborhood.

Since that time, Planning Department staff has worked closely with OEWD and TICD on advancing the project plans, and participating in the drafting and reviewing of the Draft Design for Development for Treasure Island and Yerba Buena Island (Design for Development). The Design for Development is the result of a tremendous amount of collaborative work undertaken as part of a three-step process which included: (i) refinements to the land plan; (ii) block-by-block technical analyses and definition of the three dimensional form and public realm for the Islands; and (iii) the preparation of the Design for Development document itself.

The Design for Development is the culmination of an iterative design and planning process that has involved and benefited from the participation of a diverse set of project stakeholders, including the Treasure Island Homeless Development Initiative (TIHDI), the CAB, various City agencies (Planning, MTA, DPW, PUC, MOD, DPH, and SFFD), multiple regional and state agencies, such as BCDC's Design Review Board, SHPO and the State Lands Commission, and the various transportation agencies that will

serve the Islands, such as MTA, AC Transit and the WETA. The results of these collaborative efforts have been presented in numerous public hearings to the TI/YBI CAB and the TIDA Board, and are reflected in the Design for Development itself.

The first phase of the Design for Development included working closely with many of these stakeholders to refine the land plan to create a more successful and viable Island Center district that integrates high density, mixed-use development with an intermodal transit hub, historic buildings and public access along the Cityside shoreline and Clipper Cove. These proposed refinements to the land plan were reflected in the March 2008 presentation to the Planning Commission and have received great public support and wide acclaim. In 2008, the project received the AIA's Honor Award for Urban Design, confirming that the vision and principles from the 2006 Development Plan and Term Sheet have been preserved and continue to shape the land plan as it has evolved since that time. The project was also selected in May 2009 as one of sixteen projects worldwide to partner with the Clinton Climate Initiative and the US Green Building Council's Climate Positive Development Program to demonstrate replicable business models for how cities can grow in a "carbon positive" manner.

From March 2008 through June 2009, Planning Department staff, together with OEWD staff and TIDA's urban design consultants, SERA Architects and Walker Macy Landscape Architects, worked closely with TICD and their design and planning team on the second phase of the Design for Development process. TICD's design and planning team is made up of SOM (Architecture), Perkins+Will (Architecture and Planning), Mithun (Residential Architecture), BCV (Retail Architecture), Page and Turnbull (Historic Architecture), Conger Moss Guillard (Landscape Architecture and Planning), BKF (Civil Engineering), AECOM (Transportation Planning). This iterative process involved detailed block-by-block analyses and technical studies ranging from geotechnical studies, to proactively addressing sea level rise, to investigating urban design and building placement strategies to maximize solar access and minimize shadow and wind impacts on the planned public open space. This design and engineering process led to a greater level of specificity and understanding of the physical parameters underlying the land plan. These detailed studies tested and confirmed the development program in conjunction with the desirable three dimensional forms of buildings, and established design criteria for the public realm. A detailed overview of the findings from this process was presented in June 2009 to both the CAB and TIDA Board, and included in a public presentation and open house to solicit comments from a broad spectrum of the public. The April 2010 presentation to the Planning Commission will include a summary of the key findings from these studies.

Over the past year, based on input provided by the Planning Commission in March 2008, and from subsequent public meetings with the CAB and TIDA Board, TICD and their design and planning team commenced the third and final phase of the Design for Development process: the production of the Design for Development document itself. This Design for Development has been reviewed in detail by Planning Department staff and many meetings have been held with OEWD staff and TICD to review, discuss and resolve issues. The current version of the Design for Development incorporates many of the recommendations and comments made by Planning Department staff. As this is a draft document, the Design for Development will be subject to further conversations at the staff level, public review, and input by the Planning Commission, CAB and TIDA Board. Comments received would be incorporated and reflected in the Final Design for Development that will be considered for adoption as part of the final project approvals in early 2011 subject to: (i) the certification of the project specific Environmental Impact Report and (ii) the approval of the proposed Redevelopment Plan, both of which would be brought before the Planning Commission for consideration of approval, along with General Plan, Planning Code and Zoning Map amendments.

PURPOSE AND STRUCTURE OF DESIGN FOR DEVELOPMENT

The intent of the Design for Development is first and foremost to ensure that a vital and engaging public realm is realized within an integrated framework system of parks, open spaces, and pedestrian and bicycle friendly streets and pathways. The Design for Development sets forth the underlying vision and principles for the redevelopment of Treasure Island and Yerba Buena Island and establishes development standards and design guidelines to implement the vision and principles that have made the project an award winning example of urban design and sustainable community development.

The Design for Development defines and describes the rich diversity and character of the Islands' places: the residential and mixed-use districts, parks and open spaces, and the network of pedestrian and bicycle routes. The Design for Development establishes specific controls for land use and zoning, maximum allowable development, dimensional controls for development blocks and easements, street wall, setbacks, height limits (by establishing flexible height zones), and building separation, bulk and massing controls, as well as building design controls. Standards are provided to define and protect view corridors, and establish parking, loading, signage and lighting controls that would be applicable to all new construction in the TI/YBI Development Plan Area.

The Design for Development also includes design guidelines, which are urban design recommendations that would serve as guidance for both developers and their design teams as they prepare future development proposals. The design guidelines include specific guidance and recommendations for each proposed land use: residential, commercial, retail, hotel, and historic, as well as for parks and open space, streets, parking, loading, signage and lighting.

The Design for Development is organized in five chapters. Chapter 1.0 provides an overview of the plan, the vision and guiding principles, as well as a discussion of the "frameworks" of the plan and the character defining features of the Islands' "places". Chapter 2.0 describes the components, urban design strategies, standards and guidelines for Treasure Island. The first three sections of Chapter 2 cover the primary "frameworks" of the plan: (T1) Public Open Space; (T2) Streets; and (T3) Land Use. The last three sections set out the development standards and design guidelines for: (T4) Building Envelope; (T5) Building Design; and (T6) Parking and Loading. Chapter 3.0 describes the components, urban design strategies, standards and guidelines for Yerba Buena Island, with the sections organized the same as Chapter 2.0. Chapter 4.0 provides a framework for how the redevelopment plan will be implemented through a Disposition and Development Agreement (DDA) between TIDA and TICD, subsequent vertical DDAs with builders and developers, and the various other agreements and controlling documents that will regulate development over the course of the multi-year build-out of the project. The Design for Development would serve as one of the primary controlling documents for future project review and approvals by TIDA staff and the TIDA Board. Chapter 5.0 provides definitions of terms, a placeholder for the Document Review and Design Approval Process (DRDAP) and a graphic inventory of historic resources on the Islands.

As the Design for Development is in draft form, dialogue is ongoing between Planning Department staff, OEWD staff, the TIDA Board and TICD regarding some of the details in the Design for Development document. These will be discussed during the presentation, and feedback received from the Planning Commission will help inform the outcome of these discussions.

RECOMMENDATION: Informational Only; No Action Required.

Attachments:

Attachment 1: Treasure Island + Yerba Buena Island Design for Development Public Review Draft, dated March 5, 2010.