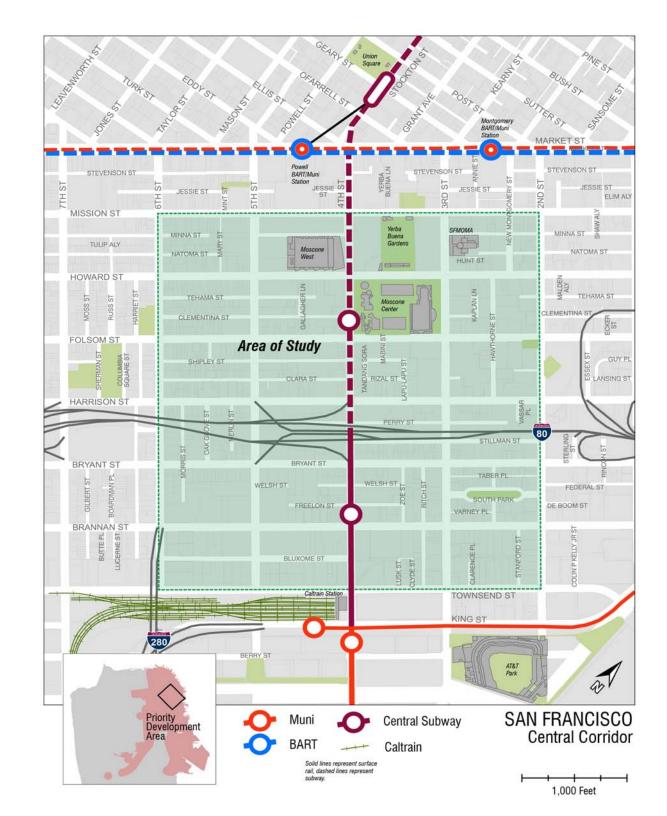


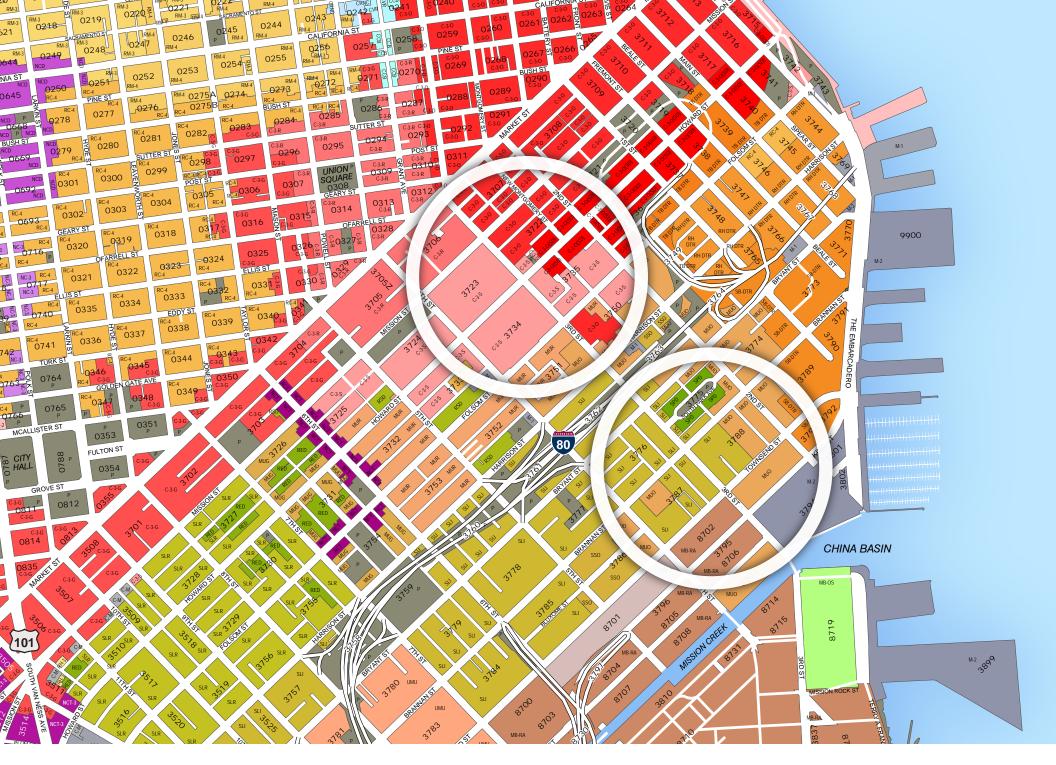
CENTRAL CORRIDOR

PLANNING PROJECT

PUBLIC WORKSHOP - NOVEMBER 29, 2011

Project Area



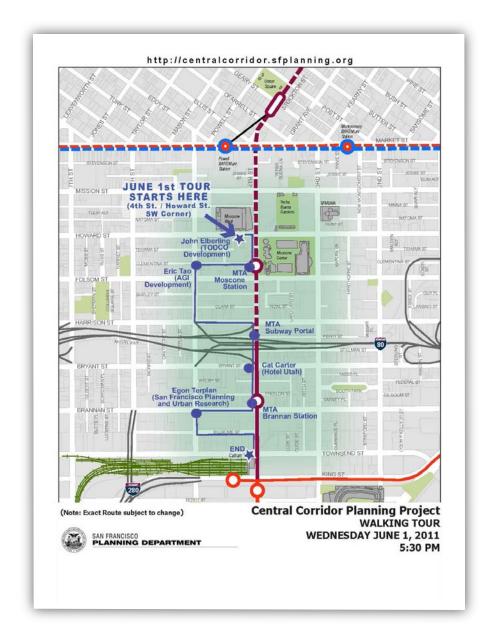


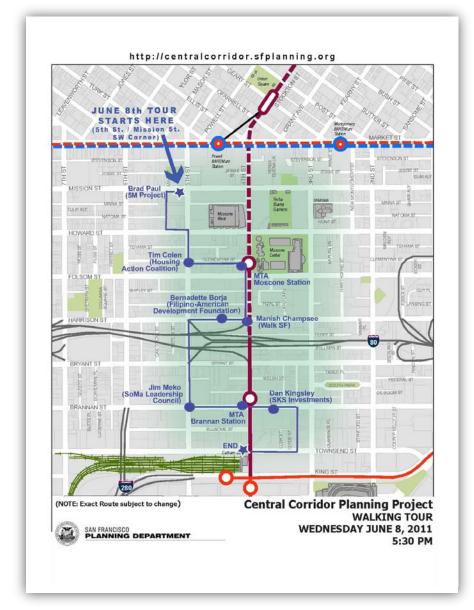
Idea Gathering

Idea Gathering - Stakeholder Meetings

- Asian Neighborhood Design
- California Culture and Music Association
- Central Subway Outreach Committee
- Clementina Cares
- Filipino-American Development Foundation
- Housing Action Coalition (HAC)
- Rincon Hill /South Beach/Mission Bay Neighborhood Association
- San Francisco Planning and Urban Research (SPUR)
- San Francisco Youth Commission
- South of Market Action Network (SOMCAN)
- South of Market Business Association (SOMBA)
- South of Market Leadership Council
- South of Market Project Area Committee (SOMPAC)
- Western Soma Taskforce
- Yerba Buena Community Benefit District

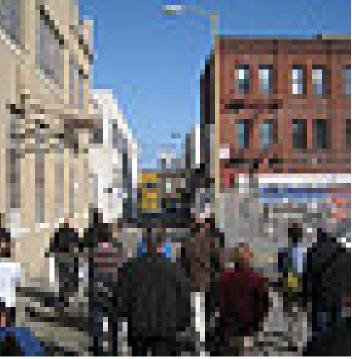
Idea Gathering - Walking Tours





Idea Gathering - Walking Tours

















Idea Gathering - Storefront Charrette



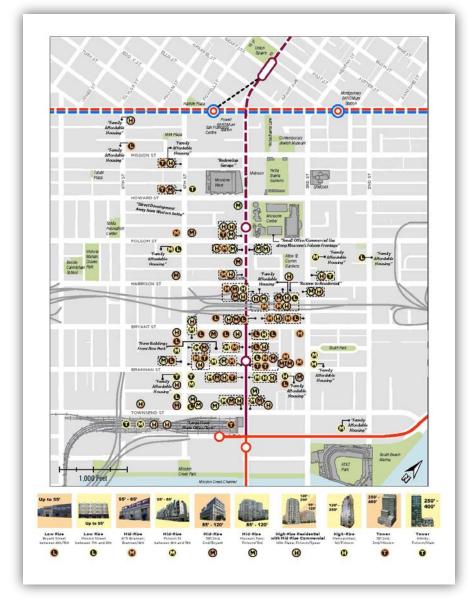




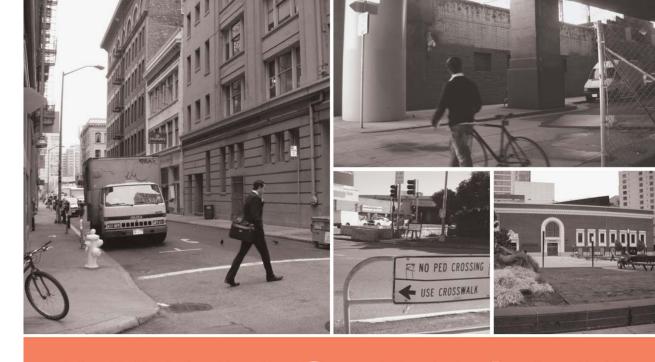


Idea Gathering - Storefront Charrette





Public Realm



PUBLIC REALM

EXISTING CONDITIONS ASSESSMENT

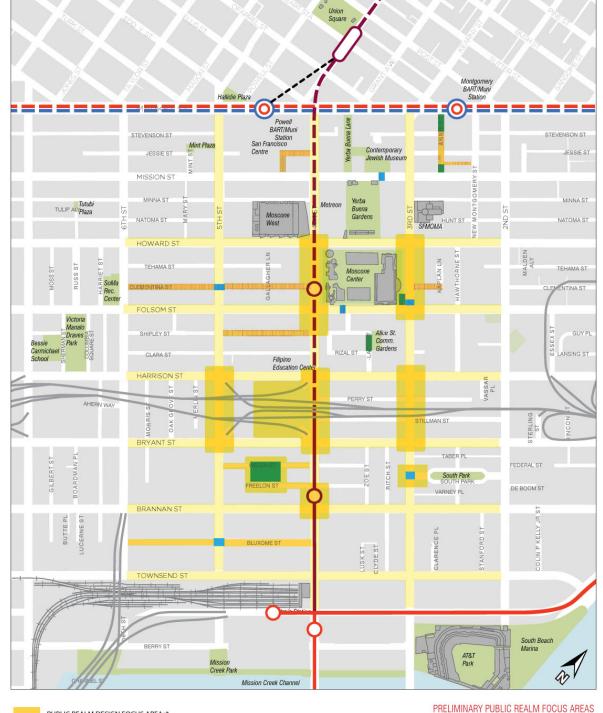
CENTRAL CORRIDOR

PLANNING PROJECT



SAN FRANCISCO PLANNING DEPARTMENT | OCTOBER 2011

Public Realm



PUBLIC REALM DESIGN FOCUS AREAS*

STREETSCAPE IMPROVEMENTS

NEW PUBLIC OPEN SPACE*

NEW MID-BLOCK/MINOR STREET CROSSINGS*

NEW MID-BLOCK/MINOR STREET CROSSINGS*

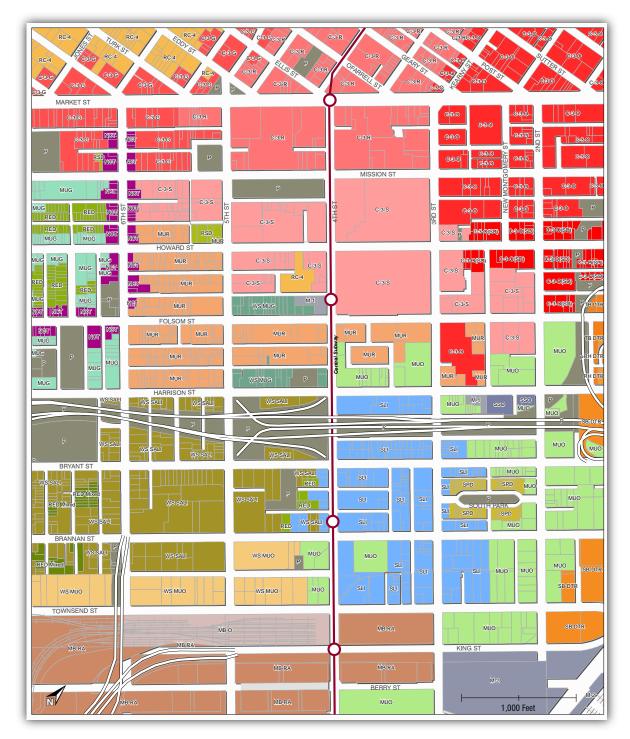
*Hashing represents areas with conceptual designs in Yerba Buena Street Life Plan

Land Use Principles and Potential Implementation Strategies

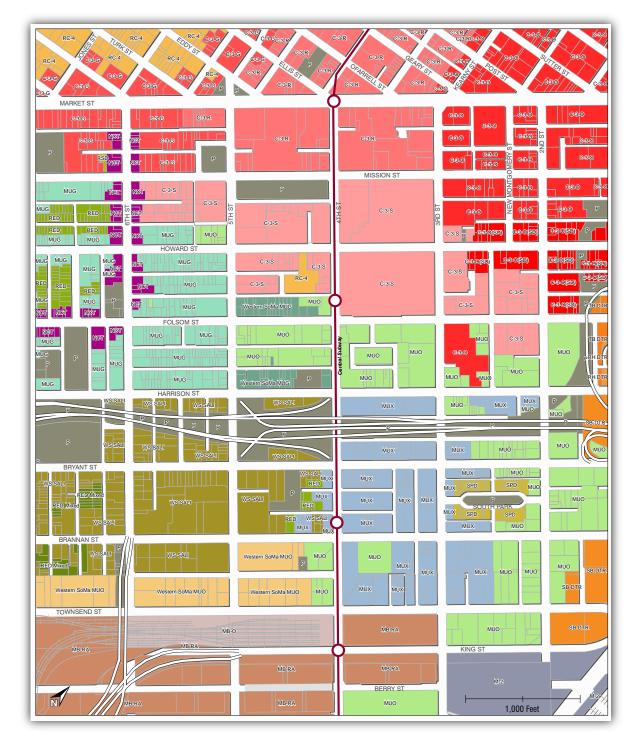
- Increase development capacity
 - Increase heights
 - Increase density
 - Remove use restrictions in industrial areas (for options, see Zoning Scenarios, below)

Existing Zoning

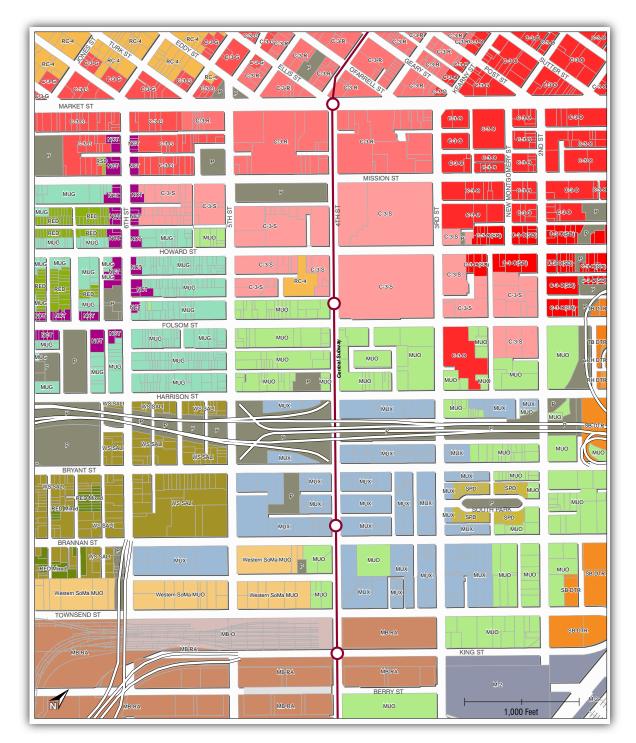
Assumes
Western
SoMa adopted
as proposed



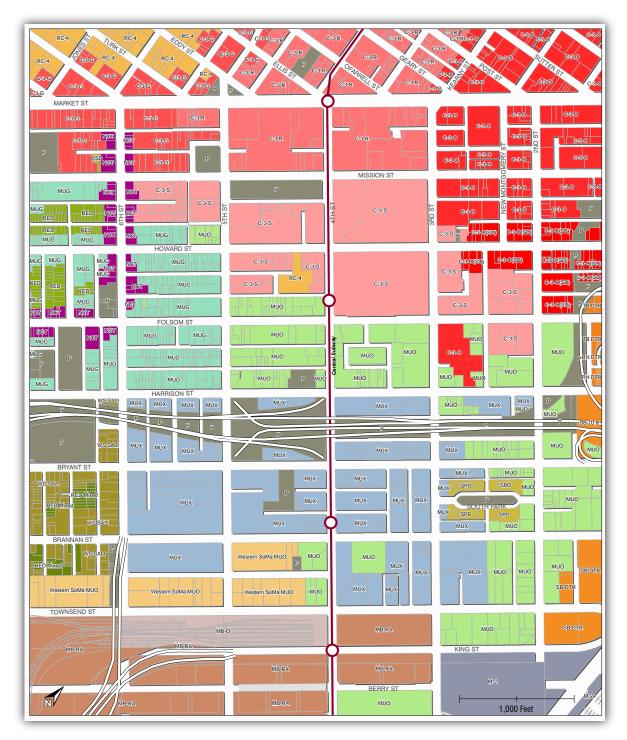
- Turns SLI to "MUX"
- Turns MUR into MUG west of 5th, MUO east of 5th
- Assigns other "remnant" parcels in East SoMa and Yerba Buena to prevailing zoning



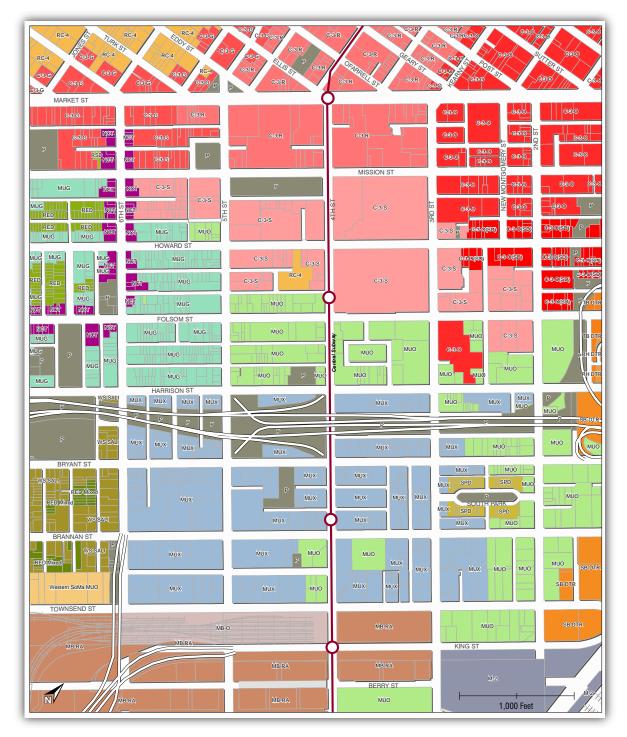
- Uses ZoningScenario 1 as aBaseline
- Turns SALI and RED up to 5th to "MUX"
- Turns Western SoMa MUG to MUO



- Uses ZoningScenario 2 as aBaseline
- Turns SALI and RED up to 6th to "MUX"



- Uses ZoningScenario 3 as aBaseline
- Turns Western SoMa MUO to "MUX" from 4th to 6th



- Increase attractiveness of the area for development
 - Support regional efforts to direct growth to transit-rich areas
 - Brand the area

- Favor office development over other kinds of growth
- Support the growth of the technology sector in appropriate locations
 - South of Harrison
 - Option 1: Allow housing everywhere
 - Option 2: Support office by not permitting housing on parcels that could support office (over 20,000 square feet)
 - Option 3: Support office by not permitting housing anywhere
 - North of Harrison:
 - Option 1: Maintain limits on office (MUR)
 - Option 2: Remove limits on office (MUR) from 2rd to 5th
 - Option 3: Remove limits on office (MUR)

- Support development of housing
- Support development of a diversity of housing, especially belowmarket rate units
 - Option 1: Utilize City's existing BMR requirements (15% on-site, 20% off-site and in-lieu)
 - Option 2: Capture increased land value through increase BMR requirements
 - Option 3: Expand BMR options and strategies

Land Use Principles: Create Complete Communities

- Maintain and enhance existing housing, especially affordable housing
 - Utilize existing tools to protect affordable housing
 - Direct impact fee revenues to acquisition and rehabilitation of existing affordable housing
- Historic Resources should be given the appropriate amount of protection
 - Work with our Historic Preservation Team, the Historic Preservation
 Commission, and the community to categorize buildings into priority
 resources, important resources, interesting resources, and non-resources
 - Treat buildings accordingly (ranging from Landmark protections to design guidelines to no protections for non-resources)

Land Use Principles: Create Complete Communities

- Respect recent re-zoning processes
 - Retain existing land use controls unless there are compelling reasons otherwise
- Reinforce SoMa's mixed-use character by permitting a diversity of land uses
 - Permit housing and office where appropriate
 - Permit retail where appropriate. Explore options regarding formula retail
 - Permit live entertainment where appropriate. Explore options regarding type and location of entertainment
 - Permit industrial uses

Land Use Principles: Create Complete Communities

- Support open space
 - Find land for a new park
 - Support open space as part of new developments
 - Support rehabilitation and maintenance of existing facilities
- Support and enhance cultural and public uses, especially in the Yerba Buena Area
 - Reduce development incentive on important cultural and public uses
- Development should help pay for necessary new infrastructure through impact fees and other means
- Support an Eco-District in the area

Urban Form Principlesand Potential Height Scenarios

Key Urban Form Objectives

- Increase density and support growth of new economy workplaces with controls that reflect appropriate urban forms
- Enhance city skyline in harmony with and respectful of the city pattern, including views across SOMA to/from hills, bay, downtown
- Enhance neighborhood livability and character, particularly streetwall scale, lot fabric, sunlight to open space, and historic resources
- Support the diverse culture and mixed-use character of the area with urban form controls that mesh with desired mix of uses



LAND USE & URBAN FORM GAME PIECE KEY

HOW THE GAME WORKS:

Each tile below illustrates a potential land use/urban form prototype for building construction in the Central Corridor study area. Select the tile for the prototypes and use the glue-sticks provided to place the tile anywhere on the map you feel would be an appropriate location for this scale of building and type of use. Feel free to place as many tiles on your map as you see fit and to write comments on the map.

If you are doing this activity in a group, and there is disagreement over placement of a tile, simply make note of the disagreement by writing on the map. If you have any questions, ask one of the City facilitators. Thank for your input and participation!

RESIDENTIAL USE

MIXED-USE

COMMERCIAL USE

250'



(Infinity; Folsom/Main)



High-Rise (Metropolitan; 1st/Folsom)



Mid-Rise (Museum Parc; Folsom/3rd)



Mid-Rise (Folsom St between 4th and 5th)



Up to 55'

Low Rise (Mission Street between 7th and 8th)



(101 2nd; 2nd/Mission)



High-rise Residential Mid-Rise Commercial (Hills Plaza; Folsom/Spear)



Mid-Rise (501 2nd; 2nd/Bryant)



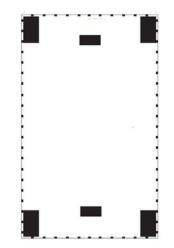
Mid-Rise (475 Brannan; Brannan/4th)



(Bryant Street between 4th/5th)

Workplace Prototype

- Large, Flexible Floorplates with open floor plan and side core Possible single tenant floors of 20-50,000 gsf Min. 2-4x 10,000-15,000 gsf modules per floor
- High ceilings (12'-15' clear)
- Typ. 4-8 Stories (65-120'), Max. 10-12 stories
- Space for informal, shared amenities
- Rapid growth/merging and frequent staff re-arranging
- Few offices, lots of collaborative space, open sightlines and natural light
- High-density: up to 1 empl./125 gsf









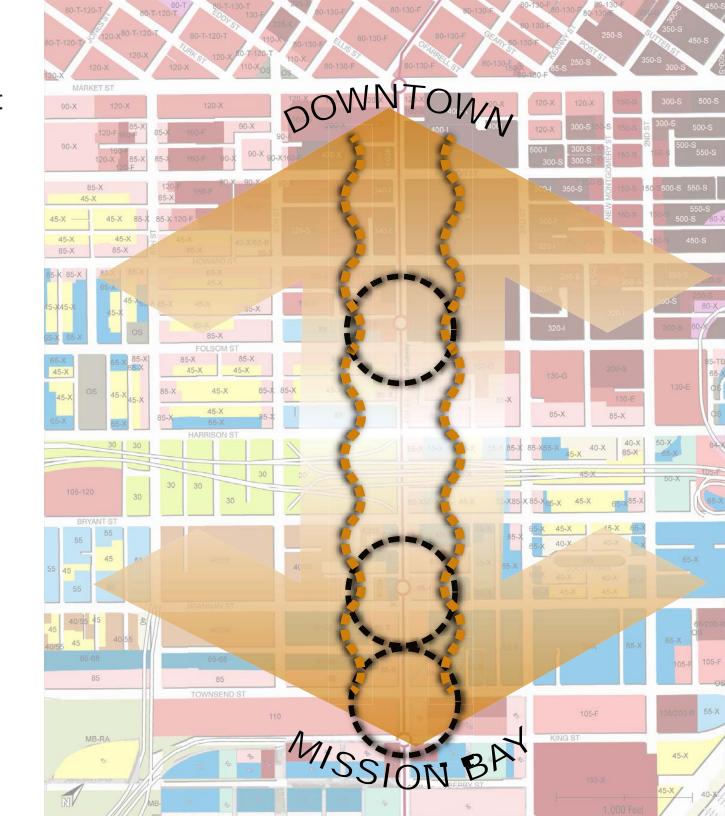


Existing Height Limits

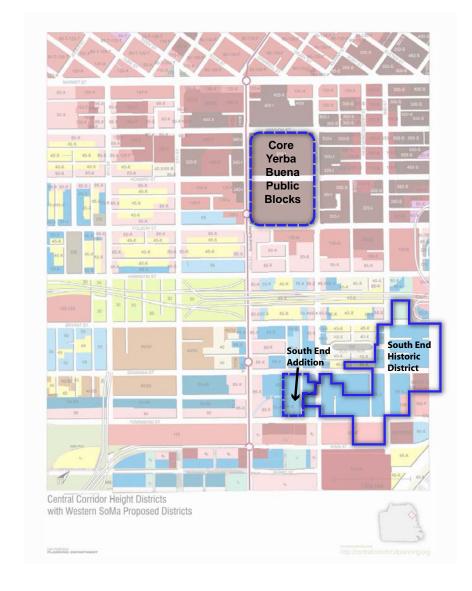
(assumes Western SoMa adopted)



- Reinforce 4th Street and use height to identify stations
- Focus height at the north and south, where there is greatest regional transit
- Sculpt heights mindful of views through and across the area from surroudning areas with views of the Bay, East Bay hills, and other key features.



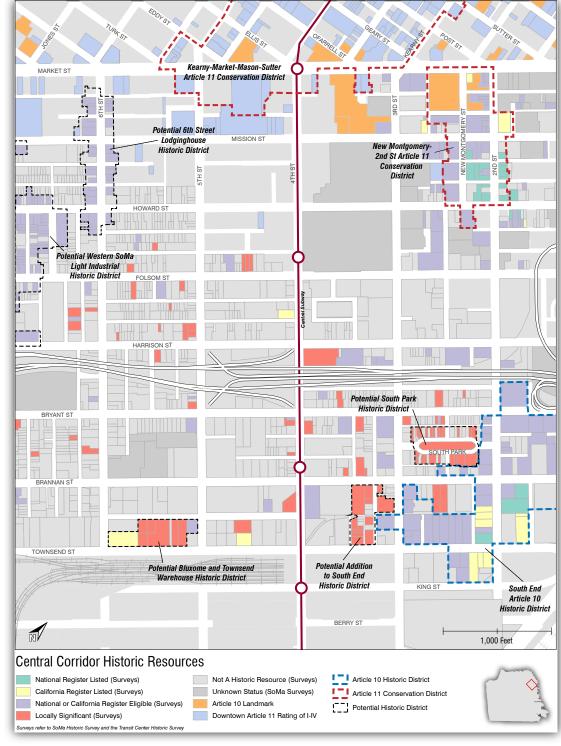




Avoid adding significant new shading on public open spaces to the extent feasible, balanced with other core objectives.

Adjust building height limits in areas with a high concentration of historic buildings and unique character.

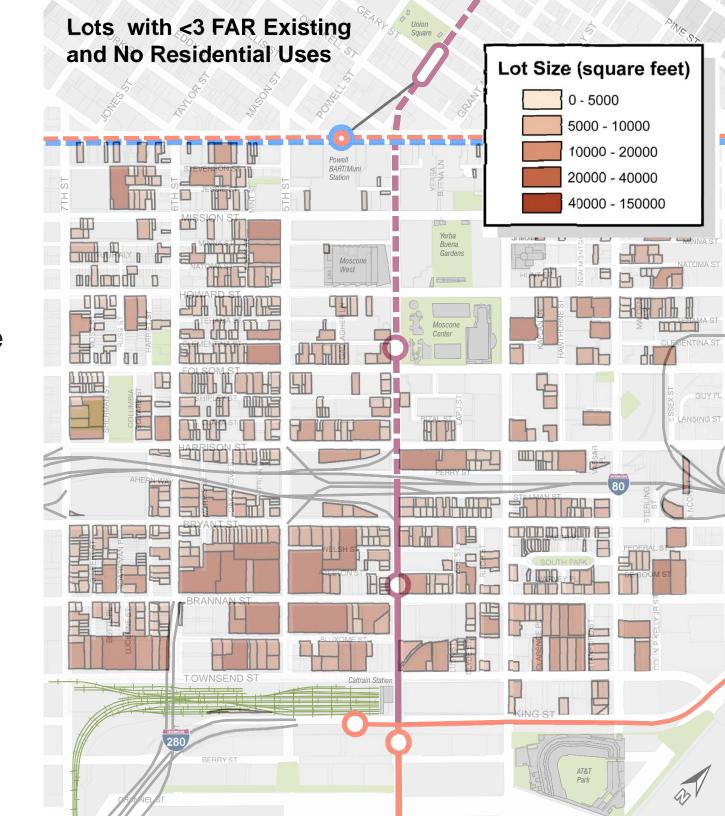
Historic Resources



 Build to heights appropriate for the central city location and transit access and to diminish dominant presence of freeway in the neighborhood.



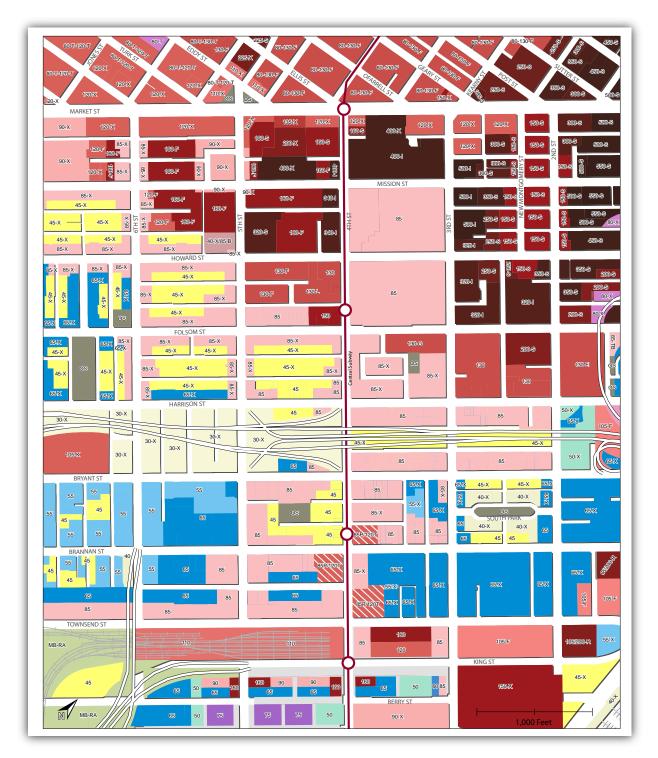
- Allow more height flexibility on large development lots, particularly in order to achieve a diverse mix of uses.
- Recoginze that larger lots are more practical for workplace development



Scenario 1

Low Base

- Major street frontages at 85' or 65'
- 120'-150' emphasis at stations
- Sculpting along alleys and around key public spaces

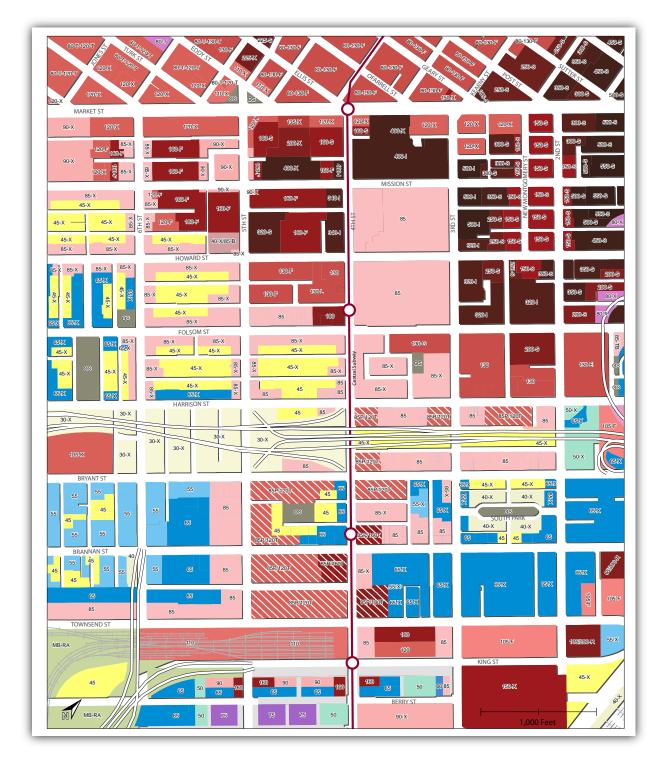


Scenario 2

Mid-Rise on Large Lots and

Same as Scenario 1 except:

- 160'-180' emphasis at stations
- 120' allowed on large sites in growth areas and key corners on 3rd and 4th Streets



Shaping Large Floorplate Buildings

Pop up above streetwall on large lots only

Streetwall scale

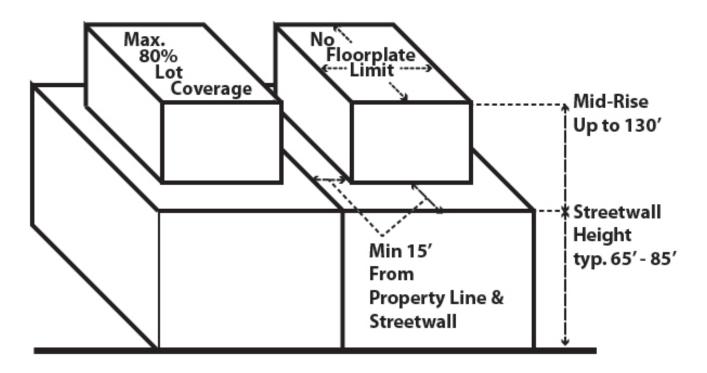
Light and air

Flexibility for workplace



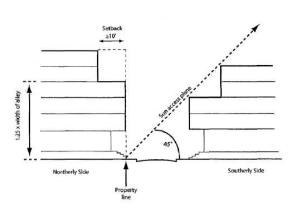




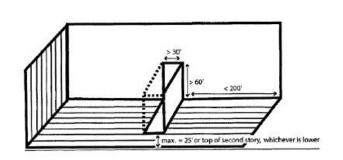


Livability and Quality of Place

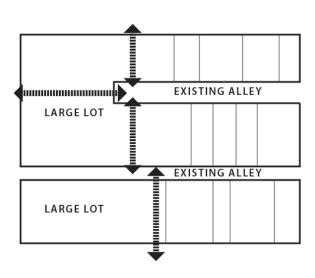
Height sculpting on alleys



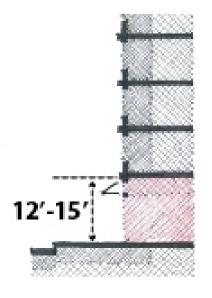
Mass reduction for long buildings



Mid-block passages



Active & gracious ground floors



Mixed Large Workplace and Housing

Vertical Mix Difficult and Rare

Focus on ensuring large lots available for workplace

Horizontal mix possible on very large sites





Mixed Workplace and Housing

Assume housing on lots smaller than 20,000 gsf

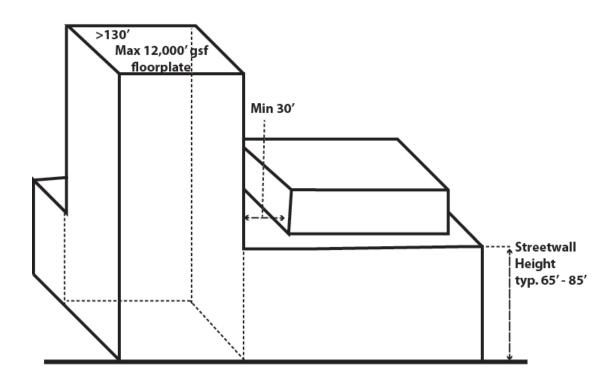
Large floorplate workplace on lots larger than 20,000 gsf

Mix possible on lots larger than 30,000 gsf

Lot Size
30,000+ gsf

Residential
Building
10-12,000 gsf

Residential
Building
20,0000+ gsf

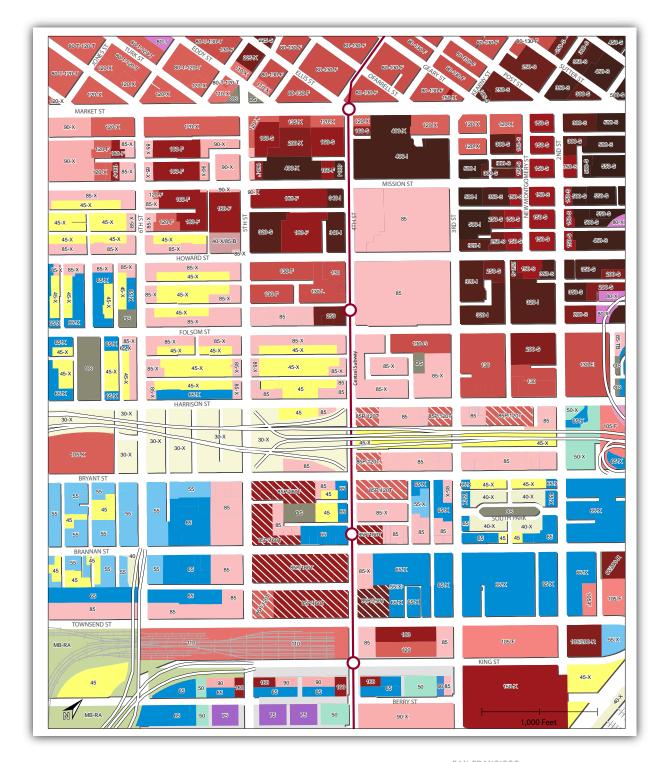


Scenario 3

Taller Accent with Mission Bay Transition

Same as Scenario 2 except:

- 160'- 250' emphasis at stations
- 160' small footprint towers on large sites with podium

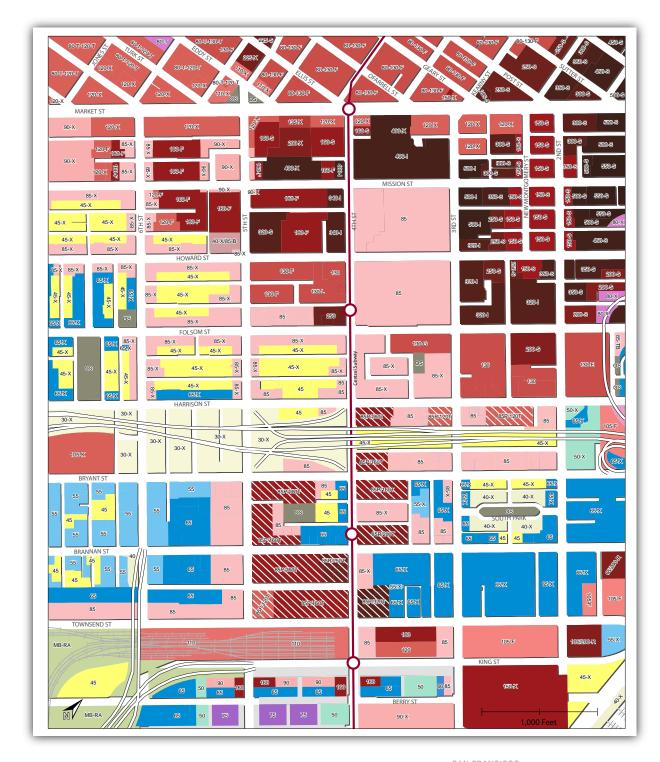


Scenario 4

Taller Accent with 4th Street Spine

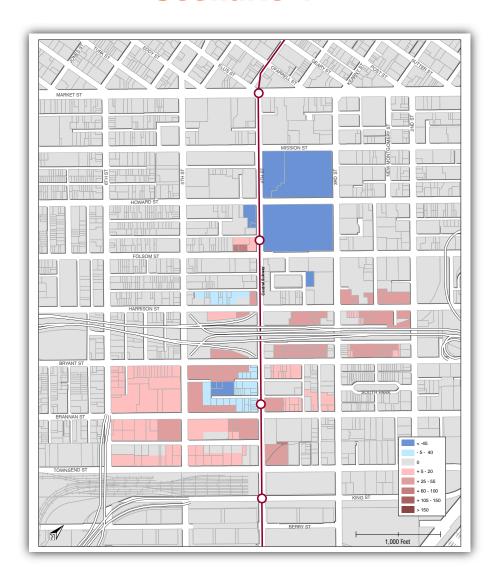
Same as Scenario 3 except:

- 200'- 320' emphasis at stations
- 160' small footprint towers on large sites along 4th Street

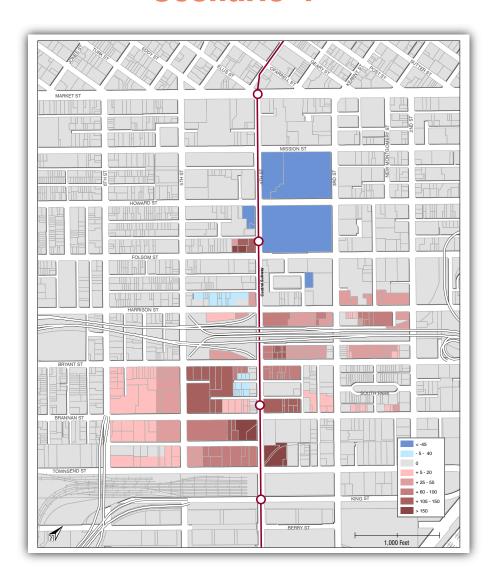


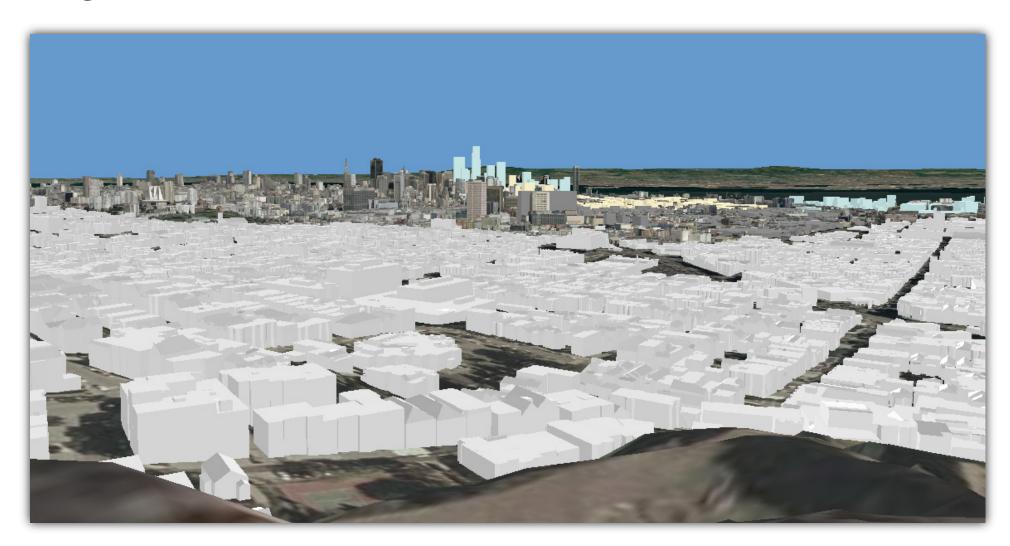
Range of Potential Height Limit Changes

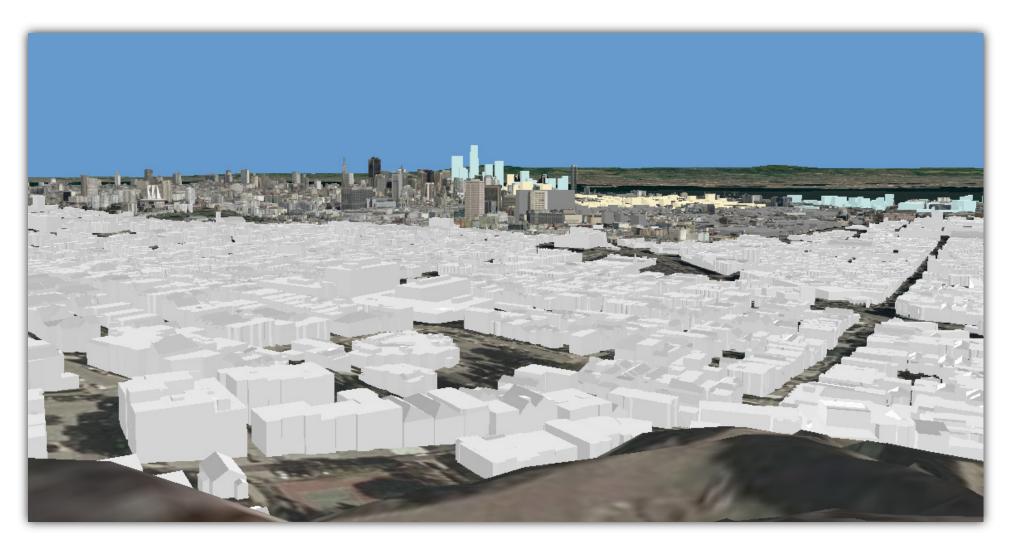
Scenario 1

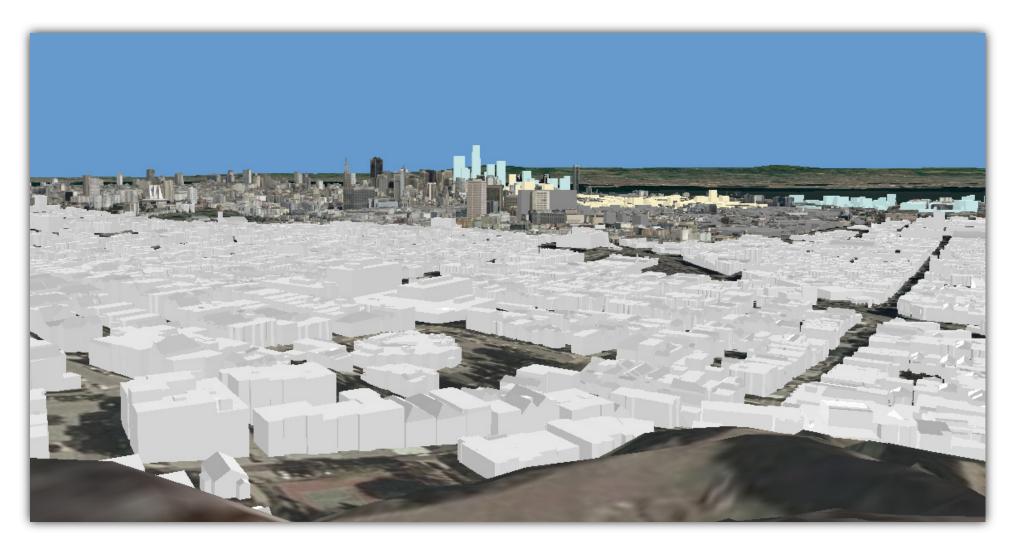


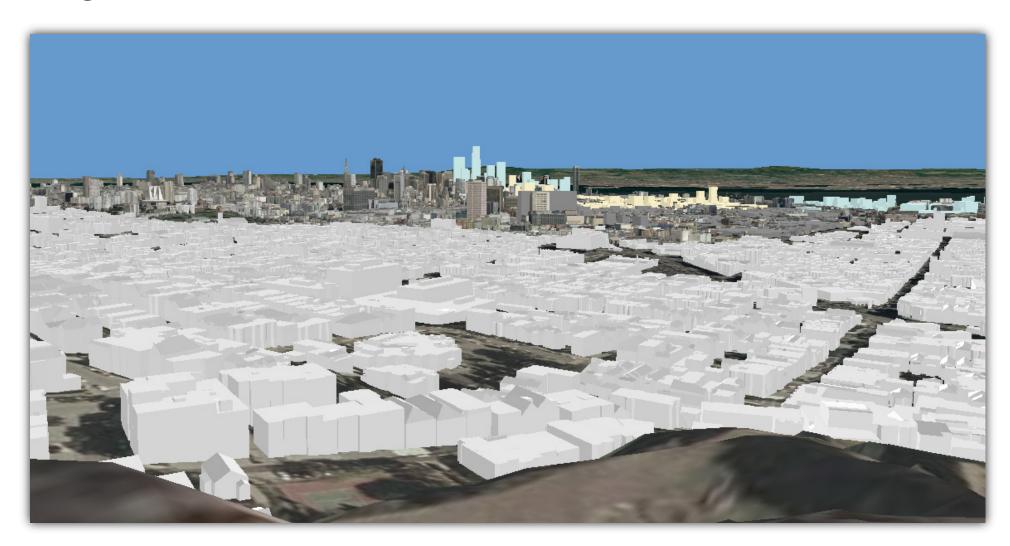
Scenario 4









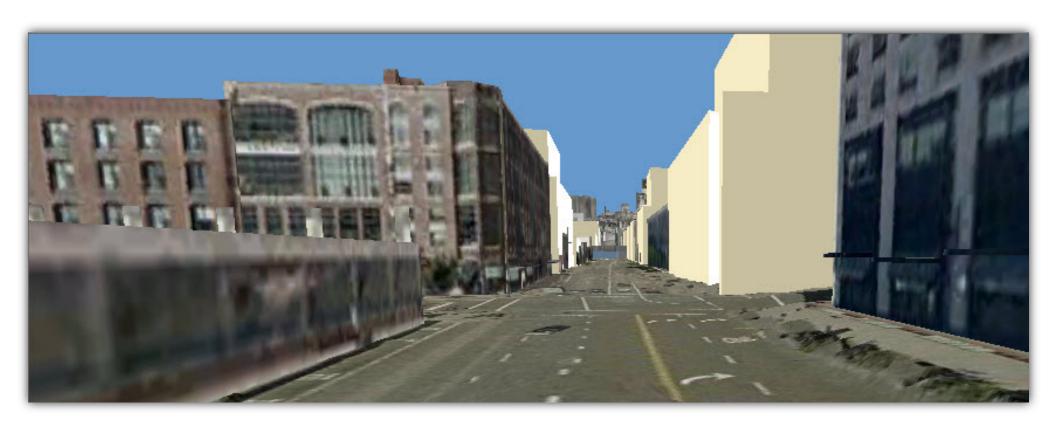


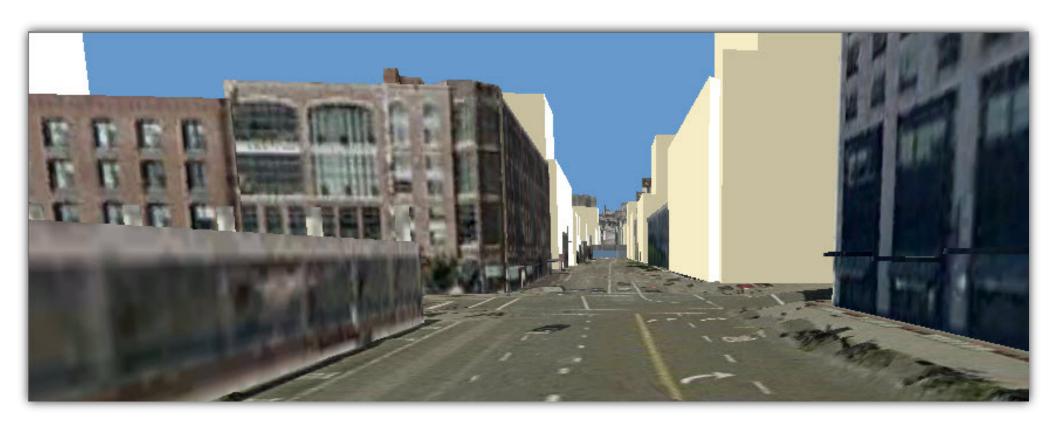


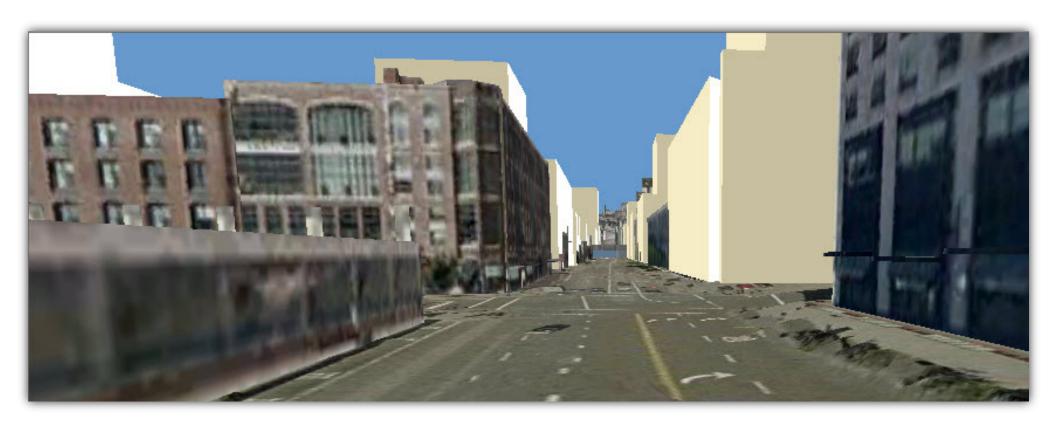


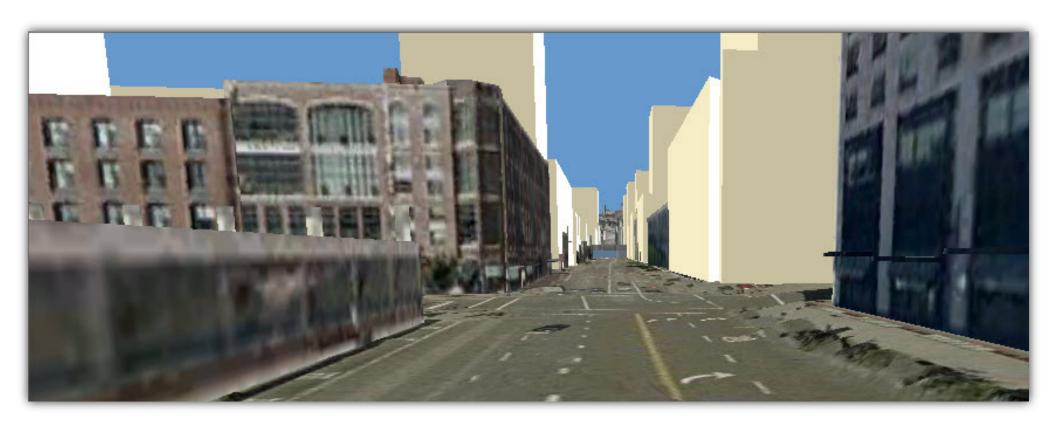












Buildout Capacity

Net New Housing Units Net New Jobs

Existing Zoning

6,400

24,000

Increment Above Existing Zoning:

(varies based on height scenario)

Zoning Scenario 1
Zoning Scenario 2
Zoning Scenario 3
Zoning Scenario 4

Feedback Form

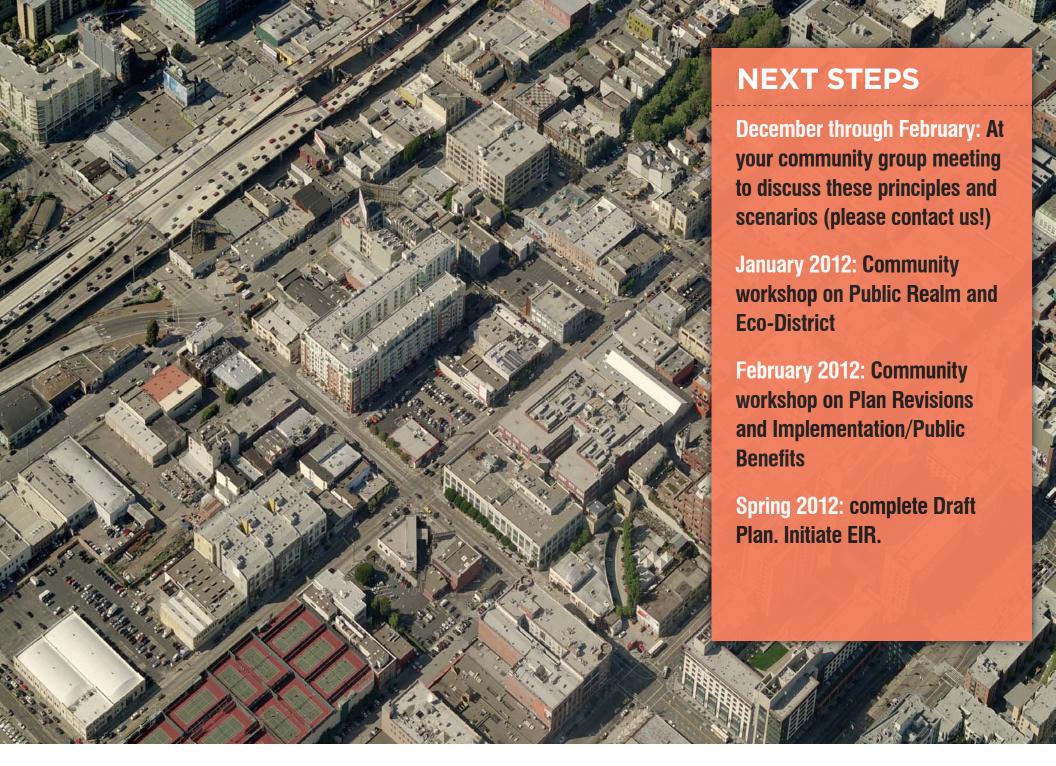
Table discussions

Leave it with us before you leave

Also mail or email form

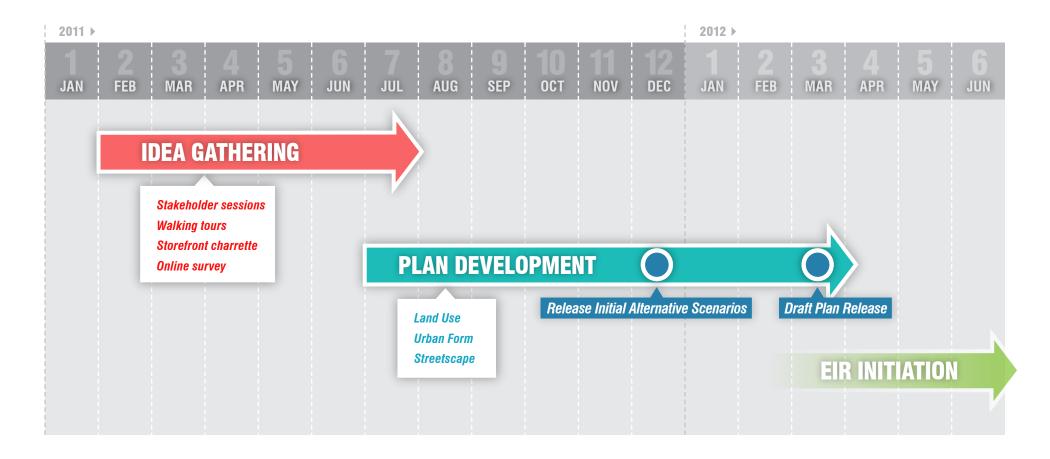
Will be available online with presentation, maps, 3-D sims

	LAND USE PRINCIPLES		
•	A. Support Growth	AGREE	DISAGREE
PLANNING PRINCIPLES These principles have been developed from community deas and input gathered at recent community group meetings, walking tours, the storefront charrette and an online survey.	A1. Increase development capacity.		
	A2. Increase attractiveness of area for development.		
	A3. Favor workplace development over other kinds of growth.		
	A4. Support the growth of the technology sector.		
	A5. Support the development of housing.		
	As. Support development of a diversity of housing, especially below-market rate units.		
	B. Facilitate Complete Communities	AGREE	DISAGREE
	B1. Maintain and enhance existing housing, especially affordable housing.		
	B2. Appropriately protect Historic Resources.		
	B3. Respect recent re-zoning processes whenever possible.		
	B4. Reinforce SoMa's mixed-use character by permitting diverse uses.		
cuss them with	B5. Support open space.		
r group:	B6. Support and enhance cultural and public uses, especially in the Yerba Buena Area.		
ou agree or	B7. Require development to help pay for necessary new infrastructure.		
lisagree with the rinciple?	B8. Support an eco-district in the area.		
might modify the	URBAN FORM PRINCIPLES		
orinciple to be more in-line with your vision for the corridor? (Please specify in Part IIII) or attach an additional page with comments)	C. Relate Land Use Pattern to Urban Form	AGREE	DISAGREE
	C1. Support job growth with large-floorplate, mid-rise commercial buildings.		
	c2. Direct large sites towards workplace development.		
	c3. Accommodate housing on smaller infill sites.		
	C4. Allow housing on large sites as part of mixed-use projects that incorporate significant commercial space.		
	D. Relate New Development to the Overall Cityscape	AGREE	DISAGREE
	D1. Identify Fourth Street as an activity center & transit corridor through higher heights and greater density.		
	D2. Use height to identify station locations at the Moscone, Brannan, and Fourth & King Stations.		П
	D3. Focus the highest buildings at the northern and southern ends of the Plan Area, in proximity to regional transit.		
	D4. Sculpt heights to respect views through and across the district.		
	Ds. Build to heights that will diminish the presence of the freeway.		
	D8. Limit large floorplate buildings to 130 feet. Consider allowing slender structures to rise higher on large sites with tower spacing.		
	E. Enhance Local Livability and Character	AGREE	DISAGREE
	E1. Relate the streetwall height to the width of streets. Require building stepbacks above the streetwall height from the sidewalk.		
	E2. Protect alley environments and lower height limits near small-scale housing.		
	E3. Recognize the grain of lot patterns and existing development, particularly small scale residential fabric.		
	E4. Adjust building height limits in character areas such as the South End Historic District.		
	E5. Sculpt building height limits to avoid additional shading of public open spaces and school yards.		
	E6. Encourage or require key sites to provide public open space.		



CENTRAL CORRIDOR PROJECT

Project Timeline 2011-2012





THANK YOU

http://centralcorridor.sfplanning.org