

Presentation Topics

- + Public Realm Plan Overview
- + Esprit Park History & Timeline
- + Esprit Park Community Engagement Process & Findings
- + Findings & Park Rennovation Goals
- + Design Proposals















Public Realm Plan Project Team

SF Planning	Public Works	SF MTA	Recreation & Parks	Port of SF	Fletcher Studio
Robin Abad	Kelli Rudnick	Nick Carr	Brian Stokle	David Beaupre	David Fletcher
Seung-Yen Hong	Fiona Cundy	Kathryn Studwell	Steve Cismowski		Cory Hallam
Mat Snyder		Erin Miller	Stacy Bradley		Michelle Zucker
					with Drew Detsch





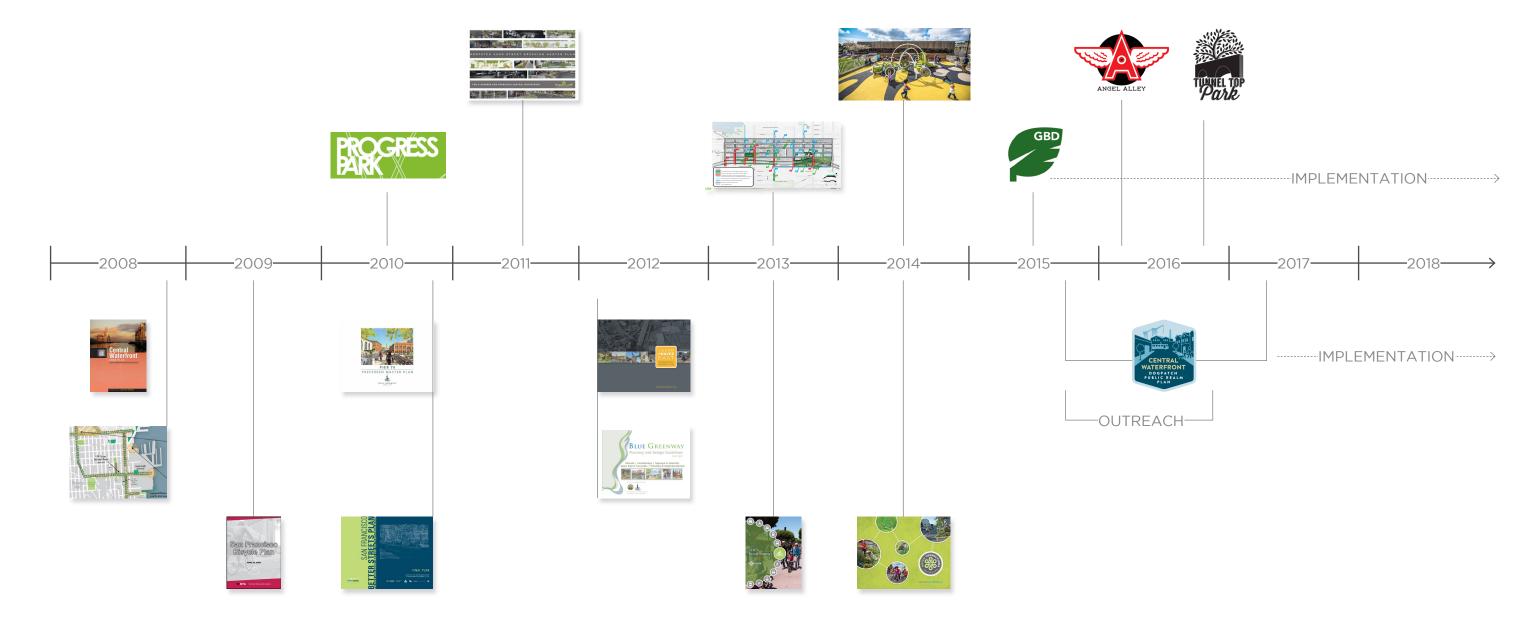








Public Realm Plan: Related Efforts





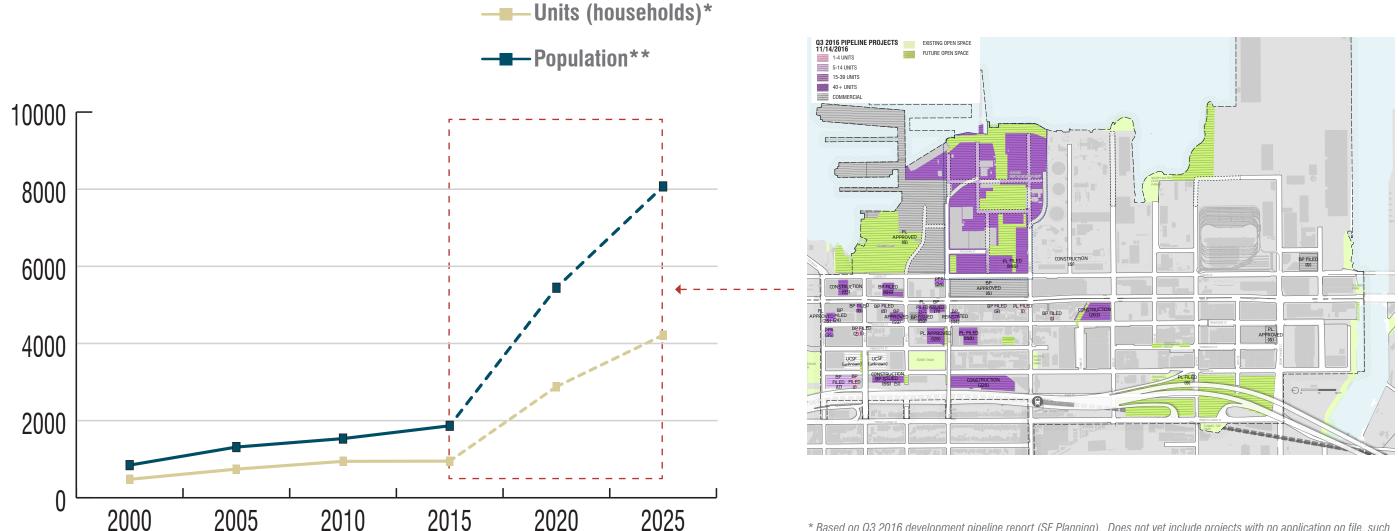








Public Realm Plan: Growth Projections



^{*} Based on Q3 2016 development pipeline report (SF Planning). Does not yet include projects with no application on file, such as NRG site. Some projects, such as UCSF student housing, do not require a City application, but are counted here.











^{** 2000 - 2015} population data via US Census / ACS for census tract 226. 2020 - 2025 population projections extrapolated from Q3 2016 development pipeline report (SF Planning)

Public Realm Plan: Project Identification & Prioritization

Green Connections March 2014

GBD Management Plan November 2013

Bicycle Strategy April 2013

Cesar Chavez East Community Design Plan February 2012

Blue Greenway July 2012

22nd Street Greening Master Plan May 2011

San Francisco Better Streets June 2010

Pier 70 Peferred Master Plan April 2010

SF Bicycle Plan June 2009

Central Waterfront Area Plan Dec 2008

Eastern Neighborhoods August 2008











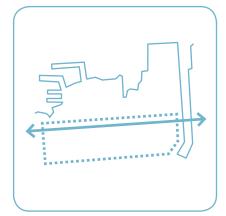






Public Realm Plan: Timeline

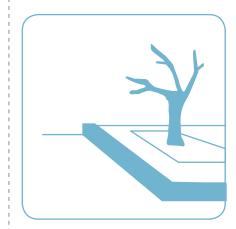




BEGIN OUTREACH AT COMMUNITY **GROUP MEETINGS**

Planning Department begin oureach at DNA, PDMA, Potrero Boosters, CWAG, DPNWP GBD, and other regular stakeholder meetings. Launch Neighborland, an online polling and public feedback site.

February 2016



FXISTING CONDITIONS DOCUMENTATION

Gather information about private development, public planning projects, and the state of streets and sidewalks. Identify opporunities and constraints for public realm plan projects in Dogpatch. Coordinate between City Agencies.

March 2016



IDENTIFY PRIORITIES

Collect oral histories, and hold focus groups,

Public Workshop #1 Gather community input to identify priority projects for Dogpatch.





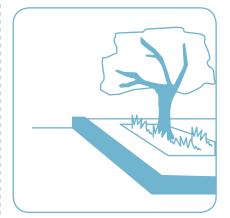
DEVELOP DESIGN IDEAS

Public Workshops #2A and #2B

Report back on results from Workshop

Present ideas for design strategies. Collect community feedback on preferences.





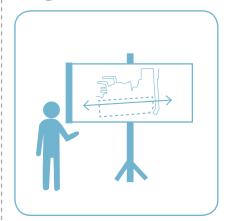
FINALIZE CONCEPT DESIGNS

Conduct feasibility analyses with MTA, Recreation and Parks, Port of SF, Public Works, and others. Develop design options for priority projects.

Public Workshops Collect public input on design options.







RELEASE AND ADOPTION

Develop cost estimates for preferred designs. Finalize an implementation plan for all public realm projects.

Begin using the plan as an instrument for funding and building projects.





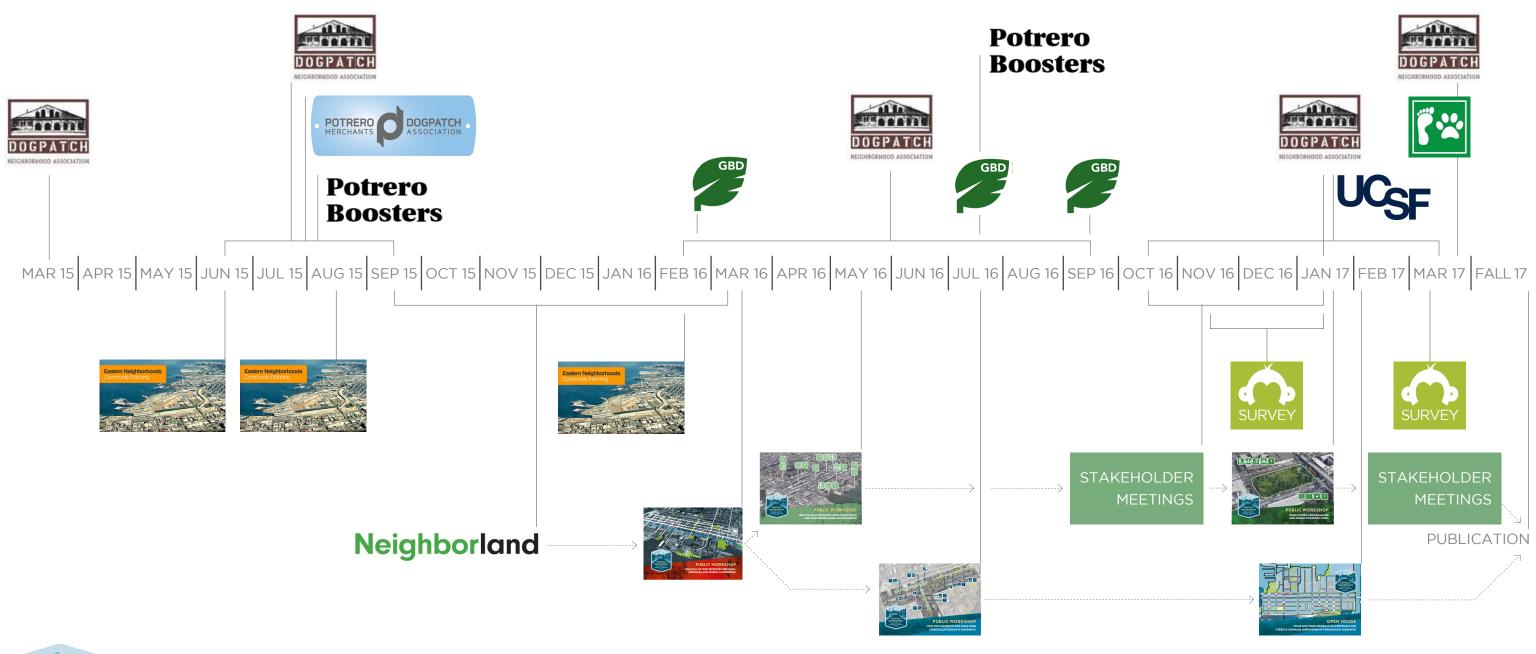








Public Realm Plan: Outreach







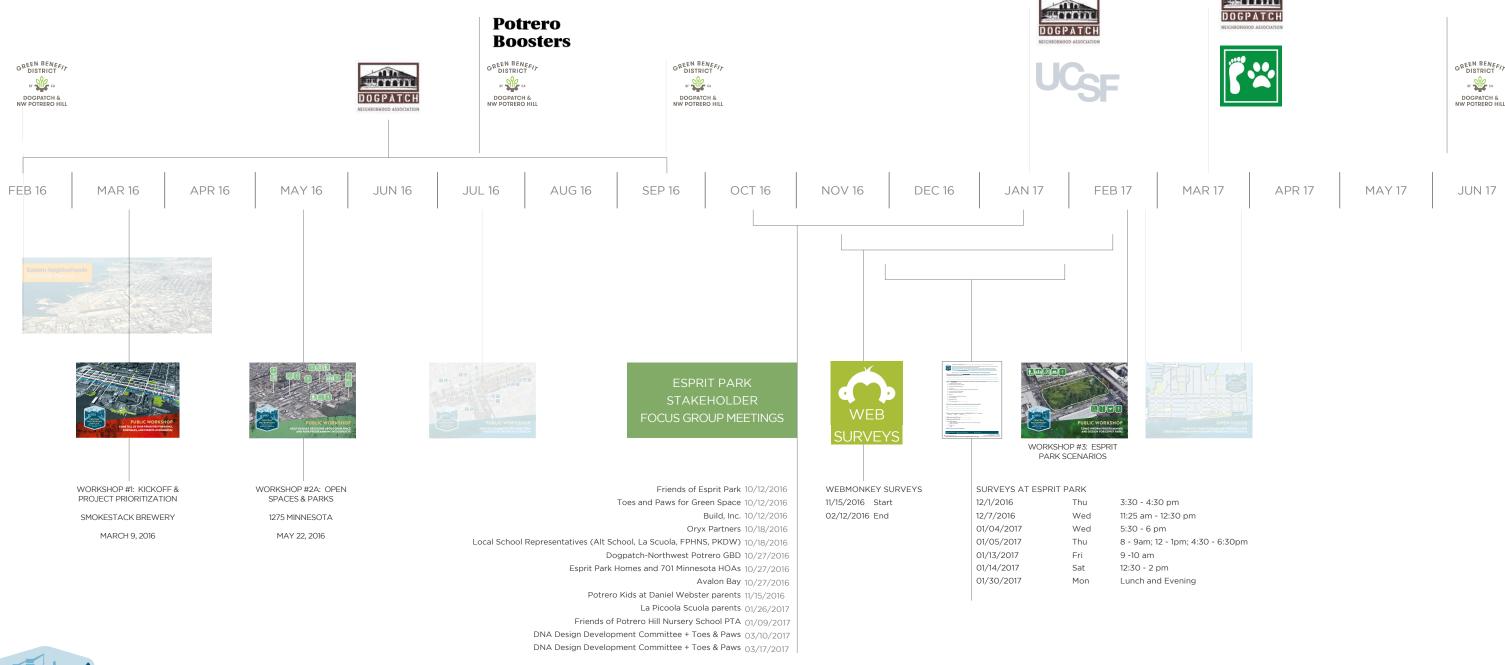








Esprit Park Outreach







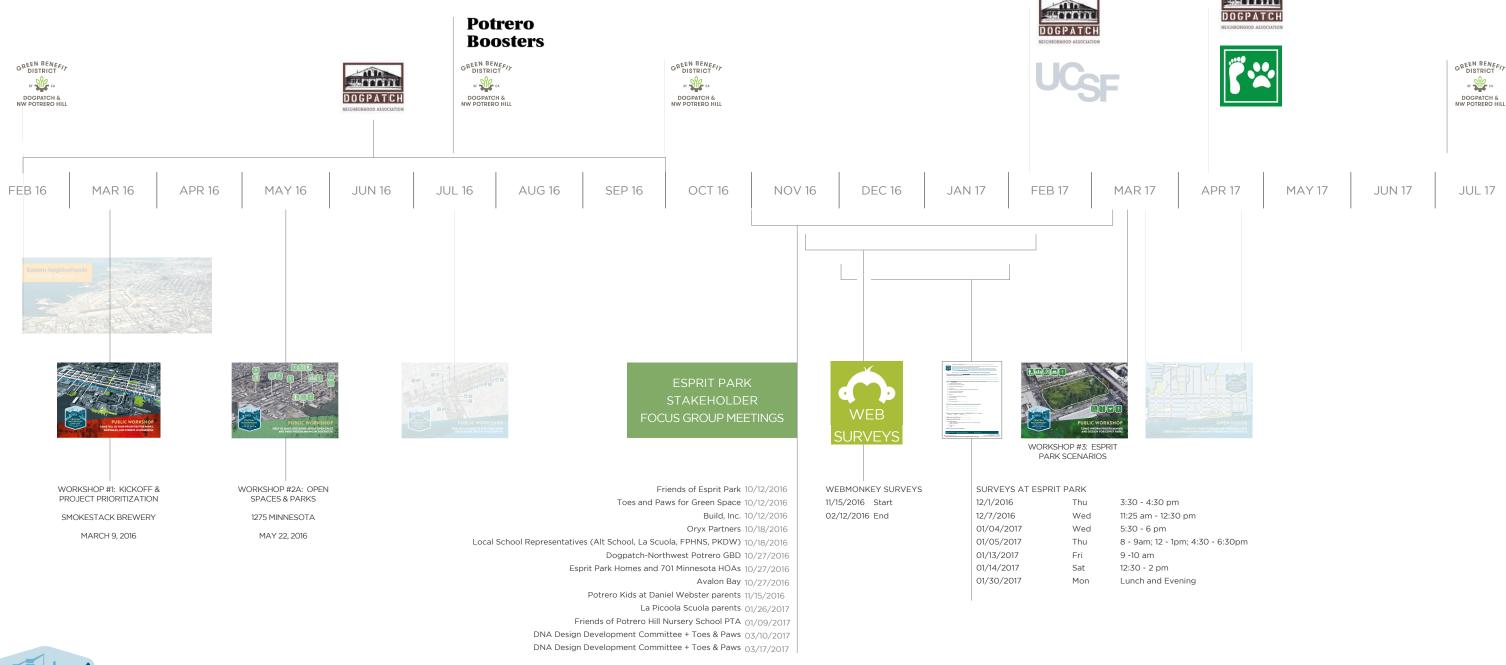








Esprit Park Outreach













Esprit Park Timeline



Park Conceived
Parcel purchased by *Esprit de Corps*Galvanizing Plant & Truck Yard Demolished



Mayor Brown helps obtain the Park for the City

irrigation & subsurface drainage system

'Homes on Esprit Park'

Green Benefit District initiates 'Jumpstart' spot improvements

Park Detail Design & Implementation

k k

Esprit de Corps formed by Doug & Susie Tompkins



Park Management & Maintenance by *Esprit de Corps* Open Public Access

1960s

1970s

1990s

2000s

Condominiums Developed

2010s

2020s

= S P R L T

Esprit de Corps moves into brick winery at 900 Minnesota Street Andrew Detsch hired by *Esprit* to design & build Park
Park Constructed & Planted



City undertakes *Public Realm Plan* to **Scope Design & I.D. Public Funds for park**

Friends of Esprit Park holds fundraisers &

Campaigns with the Recreation & Parks Open Space Committee

The Park designated "Priority 1" for acquisition by Recreation & Parks Dept

Esprit de Corps changes ownership
Friends of Esprit Park forms to save the site from development





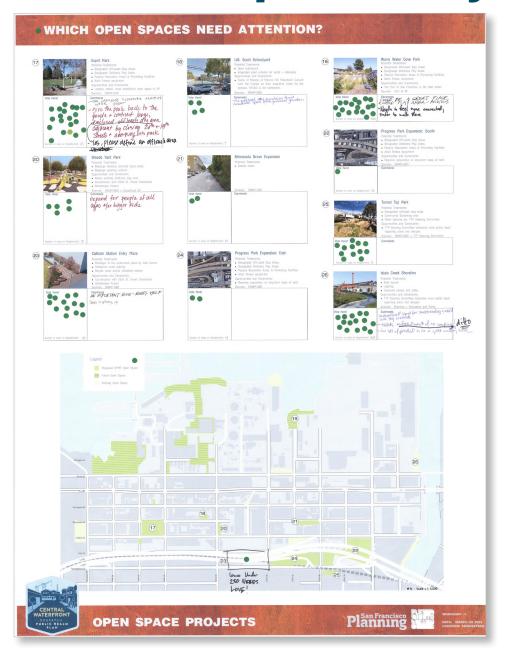








Workshop#1: Project Prioritization









'WHICH OPEN SPACES NEED ATTENTION?' and 'WHAT DO YOU WANT IN YOUR OPEN SPACES & PARKS?'

WORKSHOP #1 MARCH 2016 Smokestack Brewery







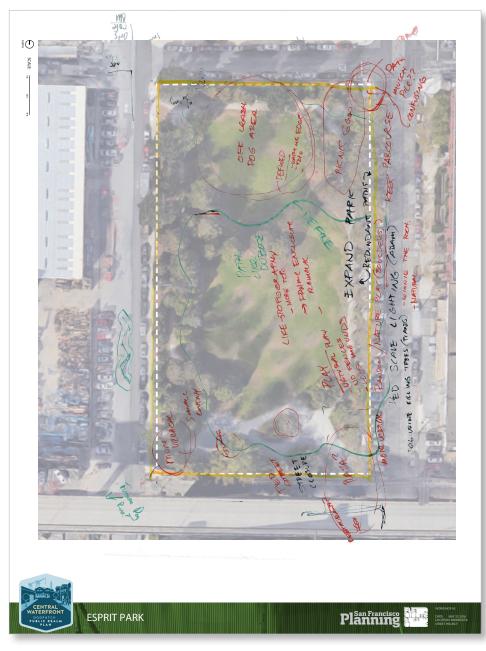






Workshop#2: Preliminary Programming Concepts









EXISTING CONDITIONS DIARAMS and COMPOSITE PROGRAMMING CONCEPTS DIAGRAM

WORKSHOP #2 MAY 2016 MINNESOTA STREET PROJECT













Esprit Park Outreach

ESPRIT PARK STAKEHOLDER FOCUS GROUP MEETINGS





Friends of Esprit Park	10/12/2016
Toes and Paws for Green Space	10/12/2016
Build, Inc.	10/12/2016
Oryx Partners	10/18/2016
Local School Representatives (Alt School, La Scuola, FPHNS, PKDW)	10/18/2016
Dogpatch-Northwest Potrero GBD	10/27/2016

10/27/2016	Dogpatch-Northwest Potrero GBD
10/27/2016	Esprit Park Homes and 701 Minnesota HOAs
10/27/2016	Avalon Bay
11/15/2016	Potrero Kids at Daniel Webster parents

La Picoola Scuola parents 01/26/2017

Friends of Potrero Hill Nursery School PTA	01/09/2017
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DNA Design Development Committee + Toes & Paws 03/10/2017

DNA Design Development Committee + Toes & Paws 03/17/2017

WEBMONKEY SURVEYS

1/15/2016	Start
02/12/2016	End

USER SURVEYS AT ESPRIT PARK

12/1/2016	Thu 3:30 - 4:30 pm
12/7/2016	Wed 11:25 am - 12:30 pm
01/04/2017	Wed 5:30 - 6 pm
01/05/2017	Thu 8 - 9am;

iiiu	O	Jann,
12 -	1pm	٦;

4:30 -	6:30pm
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01/13/2017	Fri	9 -10 am

01/14/2017	Sat	12:30 -	2	pm
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01/30/2017 Mon Lunch and Evening



Download focus group summaries as a narrative here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/EPFG_Meeting_Notes_All_2017.01.20.pdf
Download focus group summaries as a poster here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/20170215160253929.pdf
Download websurvey and user survey summaries as a poster here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/20170215160403432.pdf











Focus Groups



'SUMMARY OF FINDINGS: STAKEHOLDER FOCUS GROUP MEETINGS'

STAKEHOLDER FOCUS GROUP MEETINGS OCT 12 2016 - JAN 9 2017 VARIOUS LOCATIONS

Download focus group summaries as a narrative here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/EPFG_Meeting_Notes_All_2017.01.20.pdf Download focus group summaries as a poster here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/20170215160253929.pdf





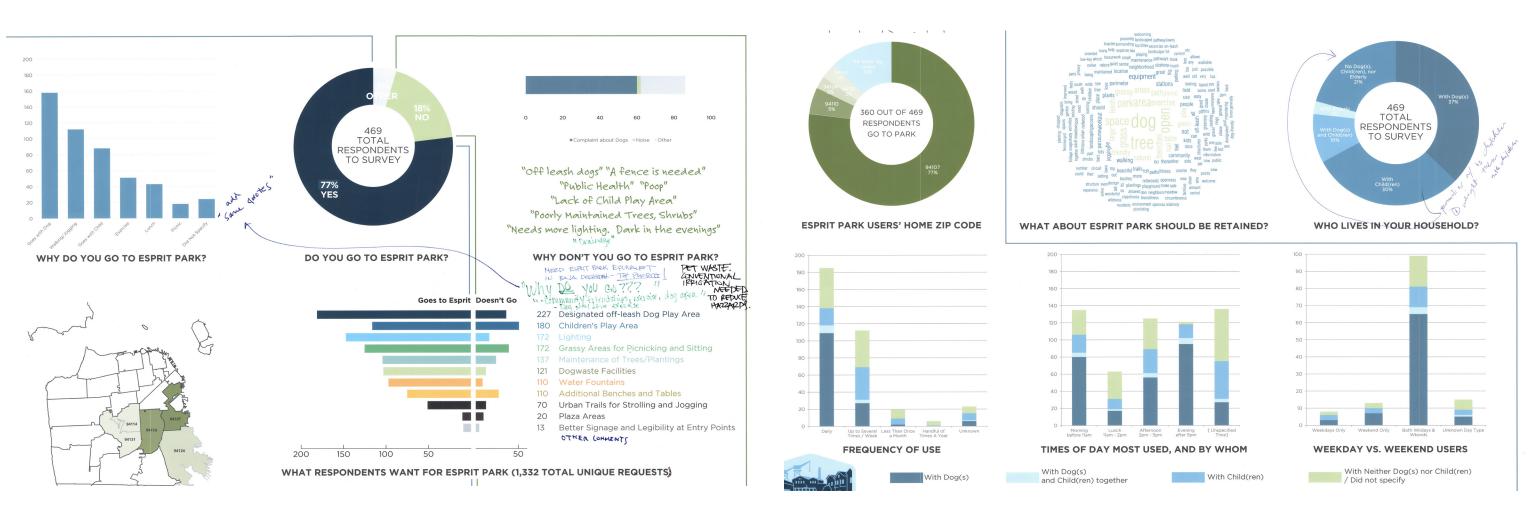








Esprit Park Survey





Download websurvey and user survey summaries as a poster here: http://default.sfplanning.org/Citywide/Dogpatch_CtrlWaterfront/20170215160403432.pdf



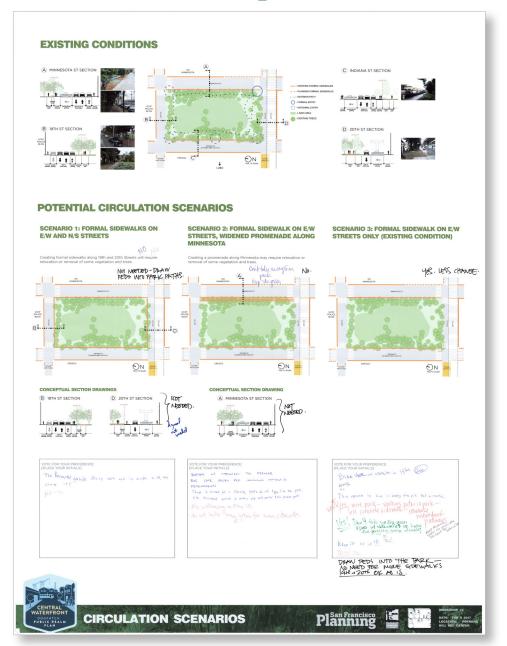


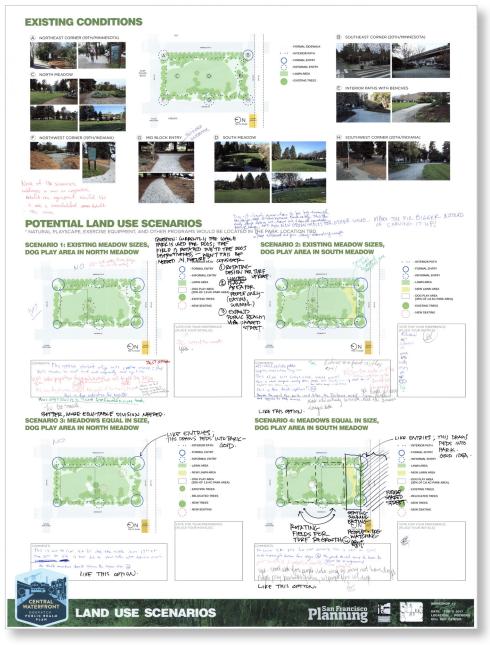






Workshop#3: Design Alternatives









POTENTIAL CIRCULATION SCENARIOS and POTENTIAL LAND USE SCENARIOS

WORKSHOP #3
FEBRUARY 2017
POTRERO RECREATION CENTER





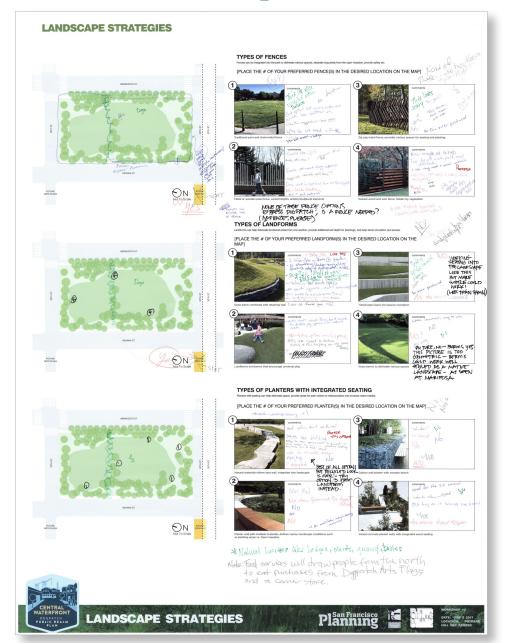








Workshop#3: Design Alternatives









POTENTIAL CIRCULATION SCENARIOS and POTENTIAL LAND USE SCENARIOS

WORKSHOP #3
FEBRUARY 2017
POTRERO RECREATION CENTER









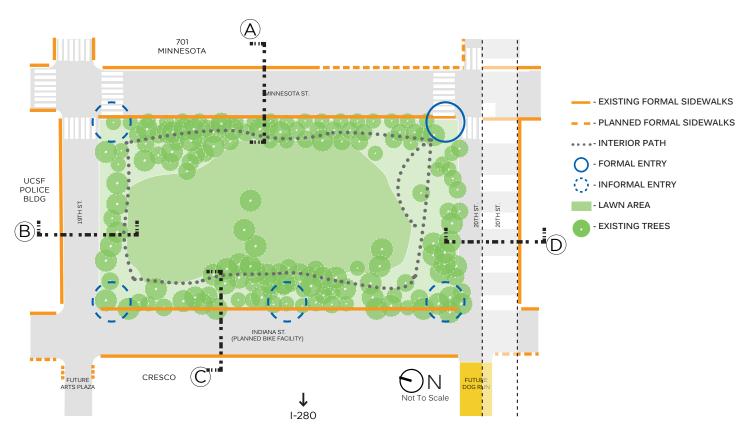




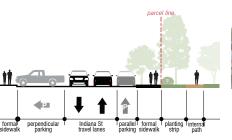
Existing Conditions Analysis





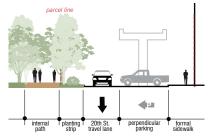


C INDIANA ST SECTION





















Park Renovation Program & Goals

Honor the spirit of original design concept established by the Esprit Corporation

Refine circulation & access; bring paths into ADA compliance

Clarify functional use areas for different groups (children, adult fitness, off-leash dog play)

New curb and sidewalk as needed; bulb outs at four corners of property; maintenance access

Site preparation, fine grading, Improve drainage and irrigation as needed

Low retaining structures as needed to allow for deeper planting beds; import topsoil and amend existing soil as needed

Replace trees and understory plantings as needed; undertake tree assessment and create forestry succession plan

3-tier water stations, benches, tables; parcours equipment, naturalistic universal children's play area

Site utilities; appropriate nighttime lighting program

Wayfinding & Regulatory signage













Project Team: Public Realm Phase

















Project Team: Detail Design & Implementation Phase







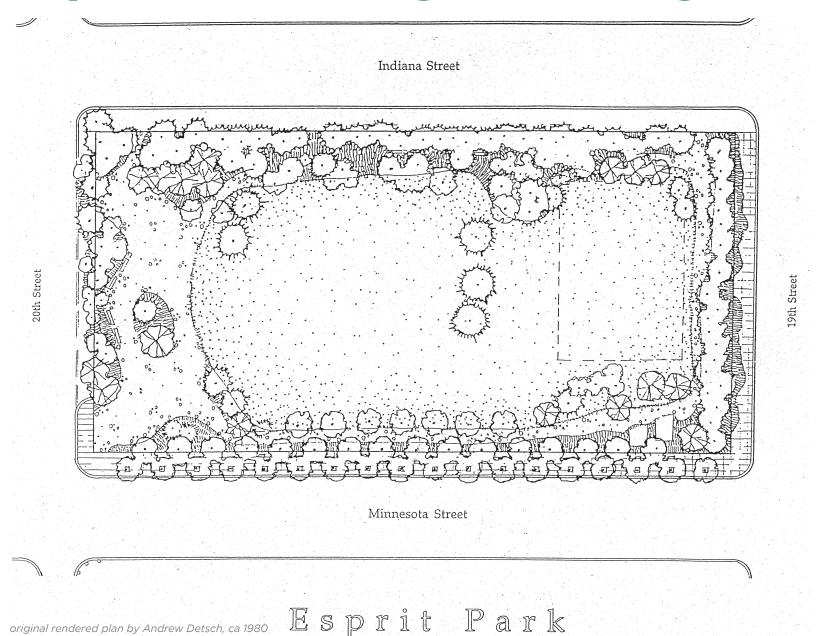




























Exsiting Conditions





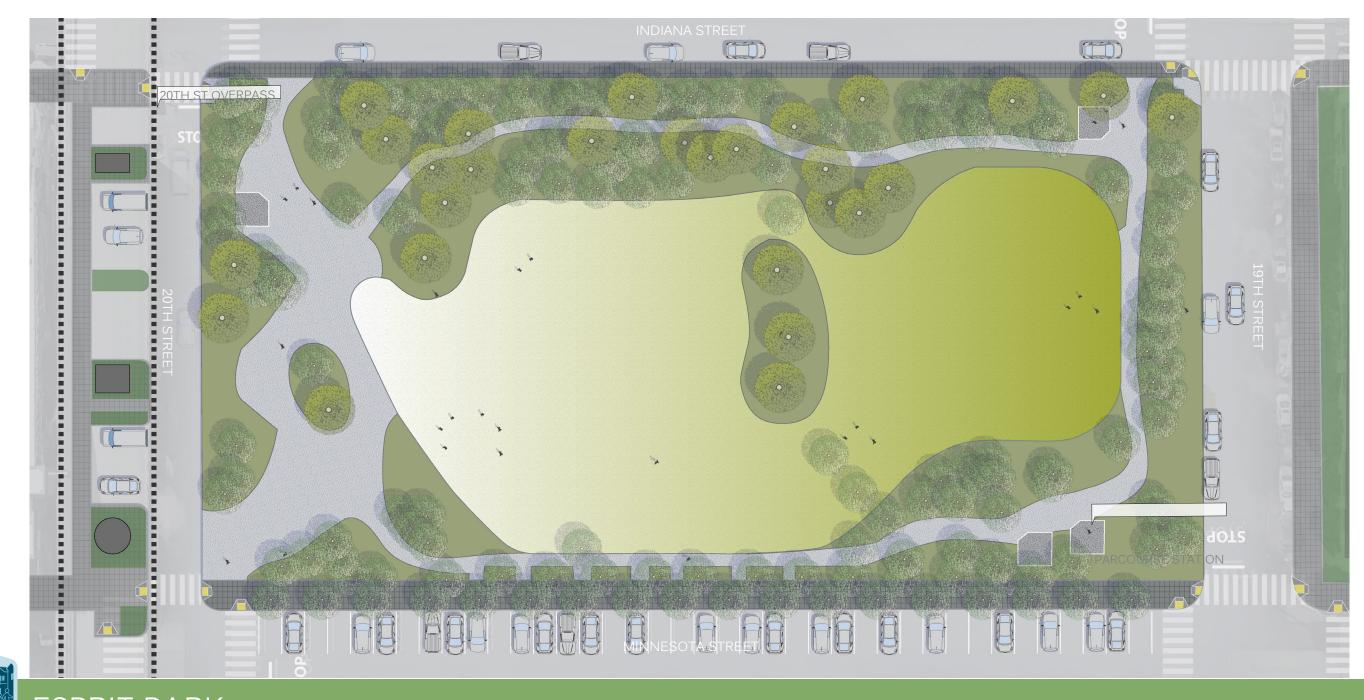








Exsiting Conditions



















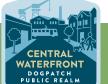


Design Proposal



EXISTING MEADOW - TOTAL ±31,500 SQ. FT.













Design Proposal









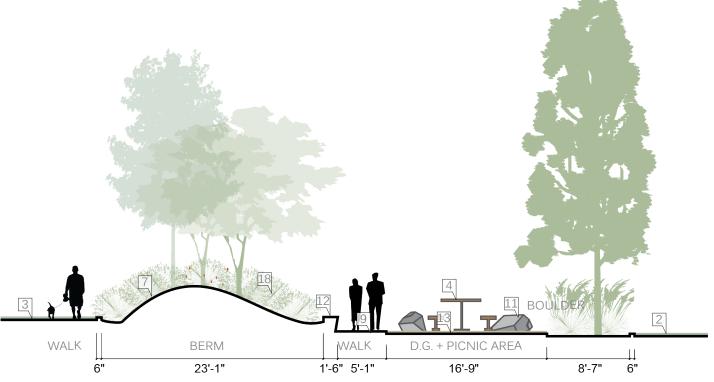








- 1 PARK ENTRY NATURAL STONE PAVING
- 2 NORTH LAWN
- 3 SOUTH LAWN
- 4 BENCHES & PICNIC TABLES WOOD/METAL
- 5 CHILDREN'S / UNIVERSAL PLAY AREA NATURAL ELEMENTS
- 6 PAR COURSE/ACTIVE EXERCISE EQUIPMENT
- 7 DRUMLIN LANDSCAPE MOUNDS
- 8 EXTENTS OF EXISTING LAWN
- 9 INTEGRAL COLOR CONCRETE PATHWAY
- 10 CITY STANDARD SIDEWALK
- 11 BOULDERS
- 12 CONCRETE SEATING ELEMENTS
- 13 DECOMPOSED GRANITE PATHWAY
- 14 FORESTED GROVE
- 15 EXISTING TREE
- 16 PROPOSED TREE



SECTION A-A SECTION B-B

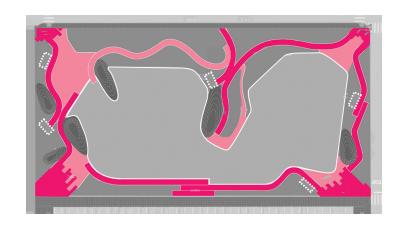














ENTRY AREA- URBAN EDGE HARDSCAPE + SEATING ELEMENTS SET AMONGST EXISTING AND PROPOSED TREES TO FEEL LIKE WALKING THROUGH A GROVE



PRIMARY CIRCULATION PATH + HARDSCAPE PATHWAYS
RESPONDING TO EXISTING TREES AND NATURAL ELEMENTS TO FEEL
AS THOUGH YOU ARE WALKING THROUGH A FOREST



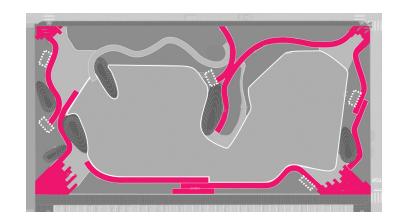
SECONDARY CIRCULATION PATH - PERMEABLE SURFACING AND LOOSER NATURAL MATERIALS TO REINFORCE THE FEELING OF A FOREST PATHWAY













UNIT PAVERS ADD DIVERSITY IN TEXTURE AND EXPERIENCE AND CAN BE USED TO SIGNIFY DIFFERENT USE AREAS



UNIT PAVERS ADD DIVERSITY IN TEXTURE AND EXPERIENCE AND CAN BE USED TO SIGNIFY DIFFERENT USE AREAS



INTEGRAL COLOR CONCRETE WITH TEXTURAL DIFFERENCES TO GIVE THE FEELING OF A NATURAL MATERIAL



NATURAL STONE PAVING FOR A RICH AND RESILIENT WALKING SURFACE



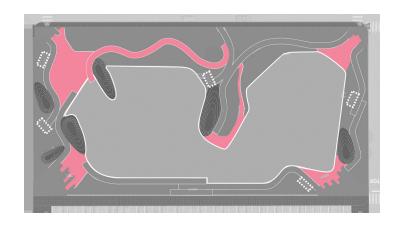














DECOMPOSED GRANITE - FINE-GRAINED DURABLE NATURAL WALKING SURFACE



STEPPING STONES IN GRAVEL - MIXTURE OF HARDSCAPE AND PERMEABLE SURFACES TO ADD DIVERSITY AND INTEREST

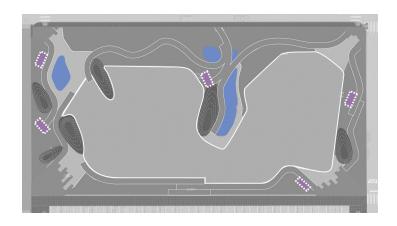


GRAVEL - LARGER TEXTURAL "CRUNCHY" WALKING SURFACE FOR A MORE VISCERAL EXPERIENCE











UNIVERSAL PLAY - MATERIALS FITTING OF THE SURROUNDING TREES



UNIVERSAL PLAY



NATURAL PLAY ELEMENTS - MATERIALS AND ARRANGEMENTS FOR EXPLORATORY INTERACTIONS



UNIVERSAL PLAY

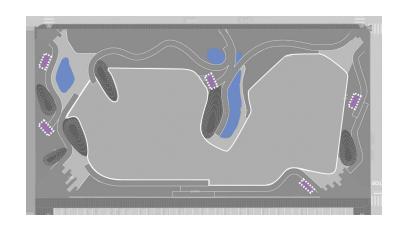














PARCOURSE EQUIPMENT - MATERIALS AND ARRANGEMENTS FITTING OF THE NATURAL SURROUNDINGS THEY ARE SET AMONGST



PARCOURSE EQUIPMENT



PARCOURSE EQUIPMENT



PARCOURSE EQUIPMENT















































B LIGHT TYPE B



C LIGHT TYPE C





CENTRAL
WATERFRONT
DOGPATCH
PUBLIC REALM
PLAN









































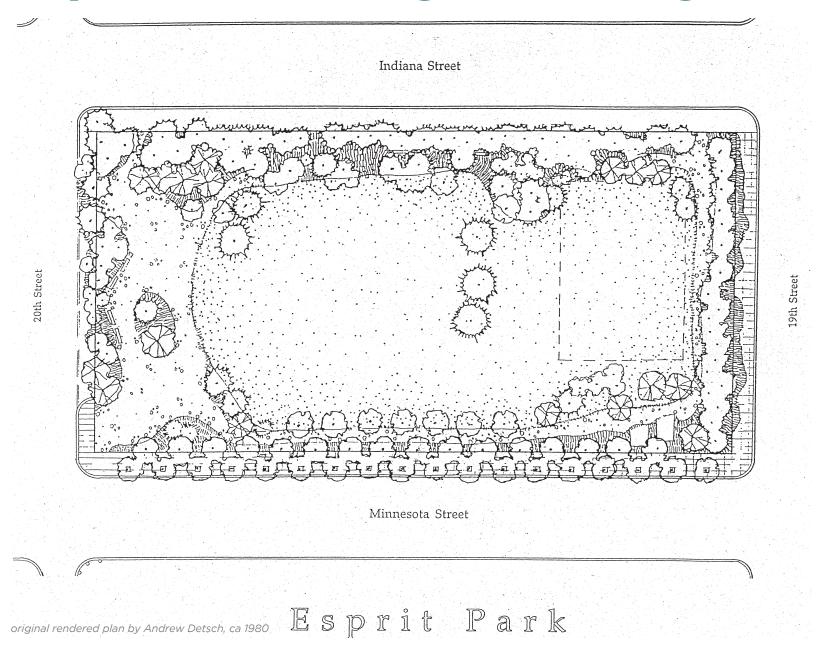


















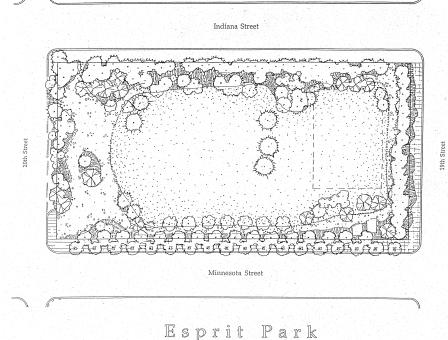














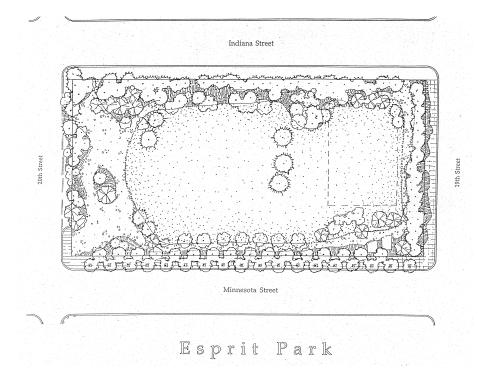














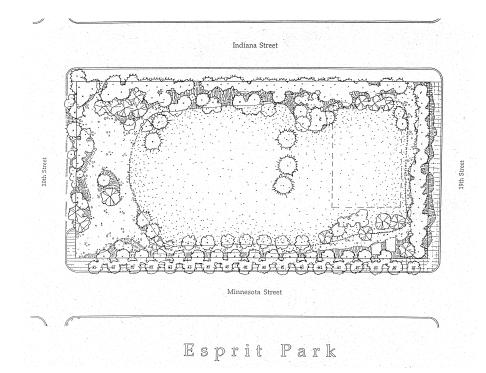














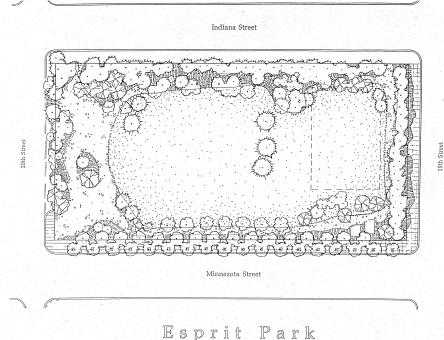












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