WORKSHOP 2: preliminary results

april 13, 2010
CAC meeting
PART 1

1 recap + review **open house results**
2 present three **landscape scenarios**
3 review scenarios based on **evaluation criteria**
4 define **priorities** for the open space system
participation

55 participants
PART 1
workshop 2 results summary
break-out session : 6 tables (facilitated)
report back: display + summaries by facilitators

workshop 2 results summary
developed 3 test scenarios...

scenario 1: TRACES
scenario 2: TILES
scenario 3: LINKS
... and a kit of parts
PART 1
workshop 2 results summary

- **a** Promote walking, transit use, and cycling by developing a network of connected public spaces, linking the different neighborhoods of Visitacion Valley.

- **b** Enhance livability through active public space programming and amenities that serve diverse needs of the existing and future residents and businesses.

- **c** Support human and ecological health by incorporating sustainable design

- **d** Build on existing neighborhood character, resources, and history to reinforce a strong sense of place, establishing a gateway to the greater neighborhood and the City.

- **e** Safety + security

evaluation criteria
scenario evaluation: questionnaire summary

**Scenario 1: Traces**
- Connectivity: 2.81
- Program: 3
- Sustainable design: 3.33
- Sense of place: 3.5
- Safety & security: 3.5

**Scenario 2: Tiles**
- Connectivity: 4.4
- Program: 4.6
- Sustainable design: 3.66
- Sense of place: 3.77
- Safety & security: 4.11

**Scenario 3: Links**
- Connectivity: 3.11
- Program: 2.6
- Sustainable design: 3.2
- Sense of place: 3.11
- Safety & security: 3.5

evaluation criteria

workshop 2 results summary
scenario 1: TRACES
using historic “traces” or lines to organize outdoor program + define identity
town square

LIKE: skate park, market, tracing history

DISLIKE: industrial feel, hardscape
scenario 2: TILES
creating a space for interaction, multi-use, multi-culturalism
town green

LIKE: flexibility, more program, safer
DISLIKE: generic
scenario 3: LINKS

inter-linked programs and spaces

LIKE: softer forms, linkage

DISLIKE: orchards, dangerous for kids
facilitated scenarios evaluation + value review: summary maps

break-out session: 6 tables (facilitated)

workshop 2 results summary
TABLE 1

alma’s group

- museum info center/education/cultural center
- community gardens / no gathering (homeless)
- no access / terrace buffer
- grocery location
- gateway art element
- extend leland’s rain gardens
- leland farmer’s market/auto court
- water feature
- large green flexible space
- flexibility of uses
- historic line as swale
- flexibility of uses + parking
TABLE 2a

wendy’s group

- fruit trees
- basketball
- terraced community garden
- ranch 99
- leland farmer’s market / auto court
- sports / badminton
- multi-purpose
- playground
- connect jogging trail
- swale on street
- paving
- playground
- mahjong tables
- swale
- playground

practical, practical, practical

scenario 1: TRACES
scenario 2: TILES
scenario 3: LINKS
other

workshop 2 results summary

PART 1
TABLE 2b

patricia, andrew and ben’s group

community gardens

community + flower gardens

gathering spaces

tiles’ version

auto-court

trellis

lawn

tai-chi / volleyball

senior’s fitness circuit

playgrounds

playground

lawn and picnic

historic line as swale

bio-retention

jogging loop

family-oriented uses + design

scenario 1: TRACES

scenario 2: TILES

scenario 3: LINKS

other
### TABLE 3
megan’s group

<table>
<thead>
<tr>
<th>Community Gardens / Hardscape</th>
<th>Curved Switchback</th>
</tr>
</thead>
<tbody>
<tr>
<td>Water Element</td>
<td>Café Seating</td>
</tr>
<tr>
<td>Dog Run</td>
<td>Café Seating</td>
</tr>
<tr>
<td>½ Court + Playground</td>
<td>Plaza Street and Cafes</td>
</tr>
<tr>
<td>Plaza Street and Cafes</td>
<td>Trellis</td>
</tr>
<tr>
<td>Amphitheater / Stage</td>
<td>Flat for Multi-Use</td>
</tr>
<tr>
<td>Flat for Multi-Use</td>
<td>Bio-filtration Element</td>
</tr>
<tr>
<td>Bio-filtration Element</td>
<td>Alternating Bulb-outs</td>
</tr>
<tr>
<td>Connecting Bio-filtration Element</td>
<td>All Green, No Plaza</td>
</tr>
<tr>
<td>Gazebo</td>
<td></td>
</tr>
<tr>
<td>Bio-filtration</td>
<td></td>
</tr>
</tbody>
</table>

**scenario 1: TRACES**

**scenario 2: TILES**

**scenario 3: LINKS**

**other**

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**workshop 2 results summary**

Use curvilinear form language, no straight lines
**TABLE 4**

gary’s group

- terraces + trees
- community gardens
- terraces + seating
- overpass / pedestrian connection
- extend Ieland design
- permeable paving
- bio-filtration
- stage
- native planting, stormwater treatment
- historic line swale
- park termination
- bio-filtration
- train car museum/cafe
- train car museum/cafe
- bio-filtration
- bike lanes
- mostly green!

**scenario 1: TRACES**

**scenario 2: TILES**

**scenario 3: LINKS**

**other**

**workshop 2 results summary**
TABLE 5

jose’s group

- pavilion
- gathering areas
- flower terraces (buffer)
- overpass / pedestrian connection
- grocery store
- shopping/seating
- bio-filtration
- stage
- multiple uses
- playgrounds
- historic line swale
- bio-swale ok, make it path
- train café for kids
- bio-filtration

scenario 1: TRACES
scenario 2: TILES
scenario 3: LINKS
other

combine the three scenarios
facilitated scenarios evaluation: summary maps

scenario 1: TRACES
scenario 2: TILES
scenario 3: LINKS
other

PART 1
workshop 2 results summary
facilitated scenarios evaluation: value assessment
facilitated scenarios evaluation: value assessment

- water feature
- the “big moves”
- multi-use areas

break-out session: 6 tables (facilitated)

workshop 2 results summary
how are we using this information?

1. reviewing each comment to inform design further
2. building a hybrid story
3. developing preferred open space scheme
4. translate priorities into preliminary material selections
5. developing a comprehensive wsud strategy