Summary Report for Schematic Design Workshop

Date: August 29, 2013, 6:00 – 8:00pm

Location: Armstrong Senior Housing, 5600 Third Street, San Francisco, CA 94124

Hosting Team:
- Office of Community Infrastructure and Investment (Successor Agency): Thor Kaslofsky, Project Manager, Amabel Akwa-Asare, Assistant Project Manager, Pedro Arce, Planner/Architect
- Project Development Team: Craig Adelman, AMCAL, Bre Jones, AMCAL, Shamann Walton, YCD, Jack Robertson, Lennar
- Project Architect Team and Meeting Facilitators: Kevin Wilcock, David Baker Architects, Amit Price-Patel, David Baker Architects, Brad Leibin, David Baker Architects, Zoee Astrakhan, Interstice Architects, Andrew Dunbar, Interstice Architects, Jon Ganey, Interstice Architects

Following is a summary of the Public Design Workshop convened on August 29, 2013.

I. BACKGROUND INFORMATION

Block 49 is 60 unit affordable family housing development located in Phase 1 of the Hunters Point Shipyard Redevelopment area at the intersection of Donahue Street and Kirkwood Avenue. The project will fulfill Lennar’s inclusionary housing requirement of 59 units of affordable housing at 50% Area Median Income to future residents of the Shipyard. The project and design team presented the schematic design three times to the Citizen’s Advisory Committee (CAC). These presentations were to the Housing Committee, the Planning and Development Committee as well as to the full CAC. At each of these meetings the project development team acquired specific feedback from the CAC members regarding the schematic design. Additionally, the CAC requested a public community workshop to allow the larger community to provide input. The development team proposed holding a public workshop (charrette) in order to solicit further community input on the design. This community design charrette was held on August 29th from 6 - 8 pm to address Block 49 design concerns.

II. PURPOSE OF THIS PUBLIC WORKSHOP

The Public Design Workshop was held by the Office of Community Infrastructure and Investment (formerly the SFRA) in partnership with the Project Development Team for the
purpose of exploring the local community’s aspirations relating to the design aesthetic of the project.

Four main aspects of the project were explored:
- Form and Landmark
- Materials and Colors
- Landscape
- Architectural Details

III. COMMUNITY OUTREACH EFFORT

A custom flyer was designed and printed for the purpose of providing information about the public workshop (See attachment A). The flyer was distributed to the community by Young Community Developers (see outreach summary below) as well as to the CAC’s mailing list.

Flyers were posted or distributed to the following locations:

Urban strategies (in Alice Griffith and Hunters View/West Point)
Hunters View Housing Development
Kiska and Harbor Rd. Housing Developments
3rd Street Corridor
George Davis Senior Center (Yosemite Site and 3rd Street Site)
Barber Shops on 3rd Street Corridor
YCD

IV. PROFILE OF PARTICIPANTS

Approximately 20 people attended the workshop. Participants included members of the CAC as well as people from the local community.

V. WORKSHOP FORMAT

The workshop included elements as described below:

- The workshop program began with a brief welcome by Dr. Hunnicutt, Chair of the CAC.

- A presentation by Kevin Wilcock, the Architect, explained the background and history of the project and the design constraints provided in the D4D documents that the project must adhere to. He then provided the structure and goals of the workshop to the participants.

- Four breakout groups were formed and facilitated by the design team, each being composed of 4-5 workshop participants. Groups brainstormed and formulated ideas around each of the four designated topics: Form and Landmark, Landscape, Materials
and Color, and Architectural Details. Every 15 minutes participants would have the opportunity to move to a different breakout group or continue in the one that they were in. A summary of the major findings is included in Section VI. in this report.

- The workshop concluded with reports from each of the design facilitators describing what they had heard throughout the night from the participants.

**VI. MAJOR FINDINGS AND CONSULTANT TEAM RECOMMENDATIONS**

In summarizing the ideas of the break out session, many suggestions resulted in direct changes to the schematic design of the project. Please see the attached list of the public comments received (Attachment B).

**VII. ATTACHMENTS**

Attachment A: Flyer announcing Public Workshop
Attachment B: Public Comments Received
Attachment C: Selected photographs of the event
YOU ARE INVITED TO PARTICIPATE IN
A Community Design Workshop
for Hunters Point Shipyard Block 49
an Affordable Housing Community

THURSDAY, AUGUST 29 6PM – 8PM
COMMUNITY ROOM @ 5600 THIRD STREET
ARMSTRONG SENIOR HOUSING

The Office of Community Infrastructure and Investment (formerly the San Francisco Redevelopment Agency) in partnership with AMCAL and Young Community Developers will be hosting a Design Workshop for Block 49, a new affordable housing development to be built at the Hunters Point Shipyard. Please join us on Thursday, August 29, 2013 at 6pm at 5600 Third Street.

The Workshop will be a hands-on design process that will allow the Block 49 design and development team to better understand the community’s aspirations relating to the design aesthetic of the project.

The Workshop is open to the public and Bayview Hunters Point residents are specially invited. All community stakeholders are encouraged to attend and participate.

If you have any questions please contact Ms. Tianna Johnson (Young Community Developers, Inc.) at 415-822-3491 or Amabel Akwa-Asare (Office of Community Investment and Infrastructure) at 415-749-2592.

Light snacks and refreshments will be provided.
Attachment B: Public Comments Received

Post-it Comments from boards

Form & Landmark

- Light pollution is a concern. Night sky is dark.
- Tell the story. (interpretive signage to explain what references are present)
- Interpretive narrative represented – (Signage locations in the public realm?).
- Why are there gates? Can we have no gates?
- Lantern element – could be more Boat like – Resembling a prow.
- Door Protection at personal entries – a Shelf @ entry for bags – Make it your door.
- Shadow on building. Cornice? More of these.
- Door for bag drop at entries.
- More open is better – liked the fresh air.
- Calmer and softer detailing and forms. Fence might be waves or landscape curved spaces? – horizontal attributes – Wood for touch.
- People who live here vs. general Afro Centric Culture references – need to be all inclusive.
- Building should be belonging to all of the diversity.
- Building should not have a backside. Front on to Friedell as well – This is the other neighborhoods front doors (Across the street).

Landscape

- Requested raised planting areas, concerned with health of vegetable plantings and existing soils.
- Vegetable plantings and fruit trees requested.
- Colorful flowers should be used, more color in planting areas than only green.
- The color grey should be avoided.
- The durability of landscaping materials is a concern.
- There should be integration of soft and hard scape.
- This is family housing and a play area for children with the open space. Is there potential for play equipment?
- Space for community to gather.
- Requested outdoor private space, where not exposed.
- Integration of landscaping with memories of the place.
- Integrate use of symbols and images.
- Afro centric elements and local culture should be visually apparent.
- Suggested centerpiece to honor cultural heritage, art and history.
- Requested a combination of unit types: individual and apartment types units.
- Concerned about safety.
- Concerned with Affordability and MIA.
- Concerned with new PUC utilities.
- Requested abundant drainage.
Materials and Color

- It is important to have durable materials that don’t look cheap and that don’t require a lot of repairs
- The corten screen on the Healdsburg Hotel is pretty
- Don’t like all the colors on Armstrong Senior
- The colors should fit the context of the place. Look at the colors that exist elsewhere in the neighborhood.
- Don’t use too many colors
- Don’t use colors that are too bold, but also don’t make building too gray
- Accentuate the individuality of the units
- The blue bar facing Pocket Park is not strong enough to be considered a visible “element.”
- Accentuate the roof- the top of the building needs a “brow”
- It would be nice to see some special elements on the Kirkwood and Donahue sides of the building
- Integrate a Serengeti them for the screen
- Screen should have more transparency
- The screen should integrate patterns and symbols that tell a story.
- The screen feels “like a senior center.”

Architectural Details

- Units should have more than one way in and out
- Individualize unit entries- door color, awnings, patios
- Use bright colors like pink purple green orange brown
- No grey or black color
- Provide exercise room, bike parking, large unit closets, large bedrooms
- Common deck is nice
- African colors
- Concerns about solar hot water providing sufficient supply
- Building materials should be durable for Hunter’s Point weather
- Sliding doors at balconies and decks for units are good.
- Concerns about building being healthy and toxic free
- Building should be telephone and cable ready when people move in.
- Multi-color wood railings- mixed opinions
- Provide place for kids with bright colors
- Common BBQ is good.
- Concerns about fire safety and accessibility. Building will be accessible for wheelchairs and will meet fire safety codes.
- Sunshades are good
Attachment C: Selected photographs of the event