

2018 HUNTERS POINT SHIPYARD PHASE 2 DESIGN FOR DEVELOPMENT

SUMMARY

The 2018 Hunters Point Shipyard Phase 2 Design for Development document (“D4D”) will provide development controls for all construction on private property in the Phase 2 portion of the Shipyard. A large section of the original D4D, adopted in 2010, focused on the Stadium alternative in the southern portion of the Project Area. With that alternative gone, and to implement architect Sir David Adjaye’s expansive new vision for the Shipyard, FivePoint, OCII, the Planning Department and Gensler, the architecture firm, created a new and restated version of the D4D.

The document functions as an innovative zoning code for Phase 2 of the Shipyard. Both the CCII and the Planning Commission will adopt the D4D. The Planning Commission will consider its adoption of the D4D at its April 26, 2018 public hearing, after the CCII’s April 17th hearing. Future amendments to the D4D will require both commissions’ approvals.

To produce the document, a working group was established comprised of staff from OCII, the Planning Department, FivePoint and Gensler. The working group’s charge was to devise mandatory standards and guidelines that, through the built form, implement the vision for the Shipyard and provide opportunities for creative architectural expression. The vision calls for expansive open spaces and large block sizes that will accommodate large-floorplate commercial and residential buildings. The D4D aims to enable the development of large-floorplate buildings while simultaneously humanizing them from close-up with special attention to the design and activation of their ground floors. At the same time, depending on a building’s scale, the D4D applies architectural controls to break up its massing and augment its articulation to enrich how the building and skyline are perceived when viewed from afar.

To avoid cookie-cutter design solutions, often used to comply with prescriptive development standards, the D4D offers a unique “menu” approach. This approach provides multiple design options geared towards similar goals.

DETAILED OVERVIEW

The D4D has six chapters as follows:

1. **Introduction:** provides an overview of the document, identifies the D4D’s relationship to its companion documents and describes the historical context of the Shipyard’s redevelopment.
2. **Vision:** illustrates the overall concept for the Shipyard as well as the relationship between the Shipyard and adjoining communities, specifically concerning design, character, and connections.
3. **Districts and Key Destinations:** defines the design vision and intent for Phase 2 of the Shipyard’s four neighborhoods, including their urban form, and how key destinations interface with the public realm and transportation.
4. **Building Design Standards and Guidelines:** defines the design principles and standards regulating the form and character of buildings, including height, massing design, signage and lighting.
5. **Implementation:** offers the procedures for permitting individual parcels, granting variances and mending the D4D.
6. **Appendix:** provides definitions and various site maps to support the D4D.

While the Redevelopment Plan governs permitted land uses in the Shipyard, the D4D regulates the built environment through the development standards and guidelines found in **Chapter 4 “Building Design Standards and Guidelines,”** which supplies the substance of the document.

Chapter 4 “Building Design Standards and Guidelines”

Each section of this chapter includes *Intent*s, *Definitions*, *Standards* and *Guidelines*, and some sections include Applications.

Intent statements describe the purpose and objective of each *Standard* and *Guideline* to assist in making future determinations and interpretations of the rules. Similarly, *Definitions* provide clarity on terms used throughout the document.

Standards are mandatory and quantifiable requirements applicable to all development. *Guidelines* are also mandatory, but are qualitative and therefore require interpretation.

Applications provide direction to the architect on how to implement certain *Standards* and *Guidelines*.

General *Standards* include building setbacks, mid-block breaks, site coverage, private open space requirements, maximum building heights and bulk. These *Standards* help shape the urban form of the Shipyard, which calls for the stepping down of heights from the Hilltop to the waterfront, and the framing of formal open spaces, such as the Green Room and the Water Room. The D4D also includes many fine-grain *Standards* to enrich the look and feel of each district. Examples of these include ground-floor window transparency; screening of parking areas, utilities and rooftop mechanical devices; maximum dimensions of rooftop penthouses; pedestrian and vehicular entries into buildings; signage; illumination and façade materials.

This D4D includes *Architectural Controls* to improve the impact bigger buildings will have on the urban design of the district. The focus of these controls is on building design, articulation and shape. *The Architectural Controls* also combine ground floor and public realm enhancements to improve the pedestrian experience around the building, which is of concern surrounding large-scale blocks. The *Architectural Controls* are grouped into the following categories: *Façade Composition*, *Bulk and Massing*, and *Building and Public Realm Enhancements*. This D4D includes a menu approach for *Architectural Controls by Building Scale* (p. 67). This menu is arranged in a flow chart (pp. 68-69) and uses a point system. The larger the building, the more points are required and the more options are offered. The menu approach allows flexibility and creativity in design with the goal of establishing an interesting variety of buildings. Each building is required to incorporate multiple architectural techniques.

Finally, the D4D contains a section on *Adaptive Reuse* (p. 132). The section promotes the use of existing buildings on the Shipyard, some of which are unique in their industrial nature and provide a positive design context and opportunities for reuse.