



THOUSAND OAKS

CIVIC ARTS PLAZA REDEVELOPMENT



ROBERT HANCOCK
LD3 SUMMER | FRANCISCO BEHR

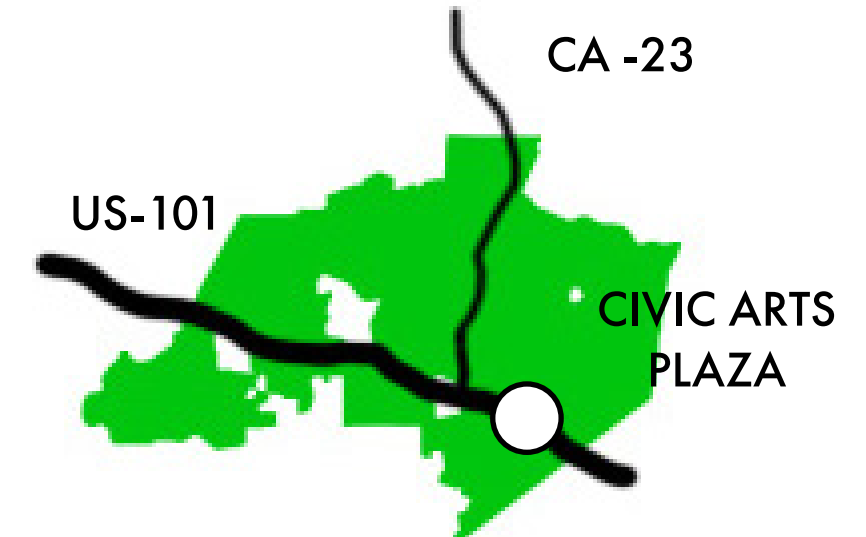
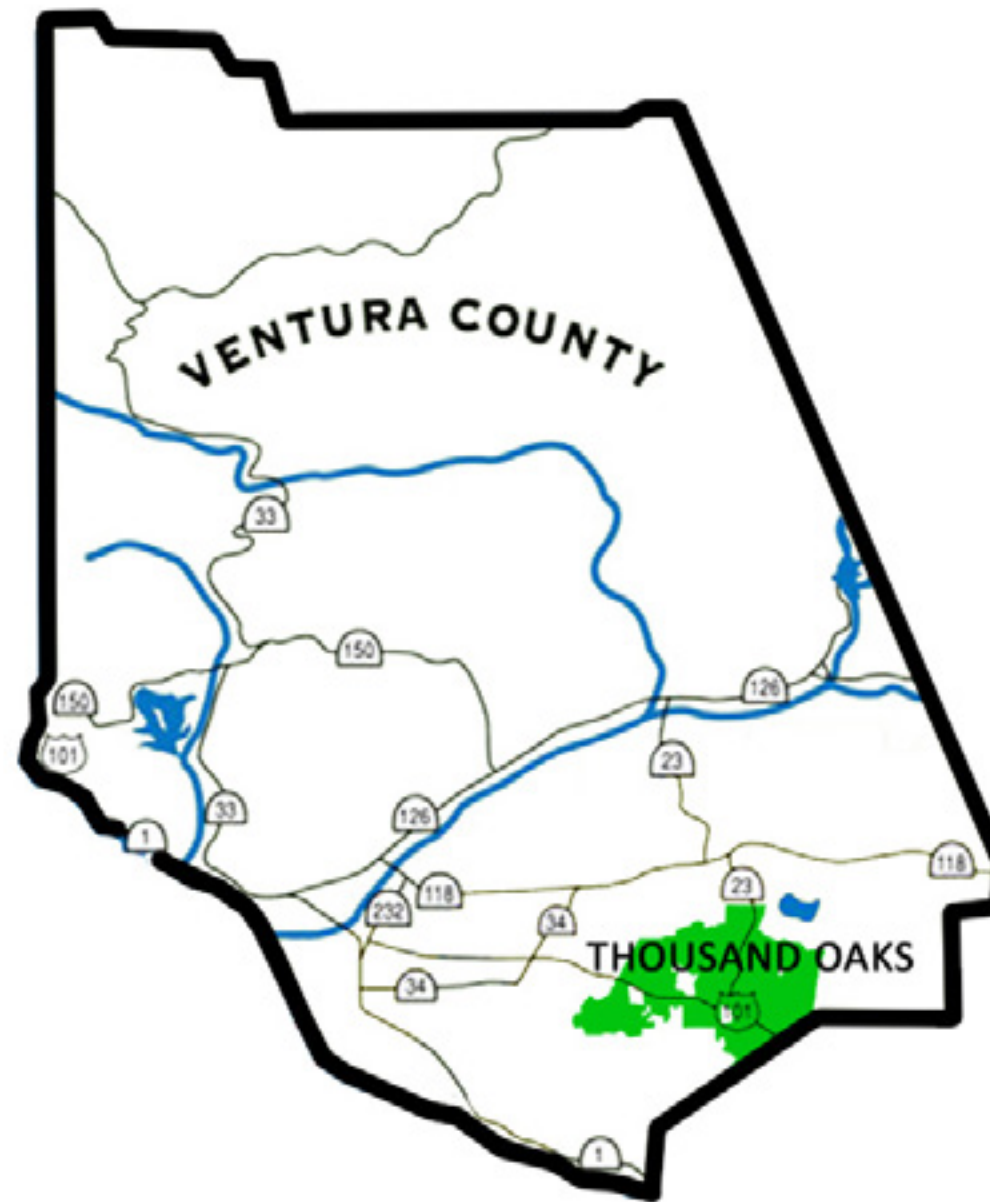


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LOCATION MAP

THOUSAND OAKS, CA



TOTAL SITE AREA: 44,000 FT²
PROJECT AREA: 24,000 FT²

The Thousand Oaks community has evolved from a rural Ventura County settlement into an attractive and desirable Southern California City. Thousand Oaks offers the ideal mixture of commercial, industrial, residential and recreational space in an exceptional location.

The City's history dates to the Chumash Native Americans who dwelled in the Conejo Valley hundreds of years ago.

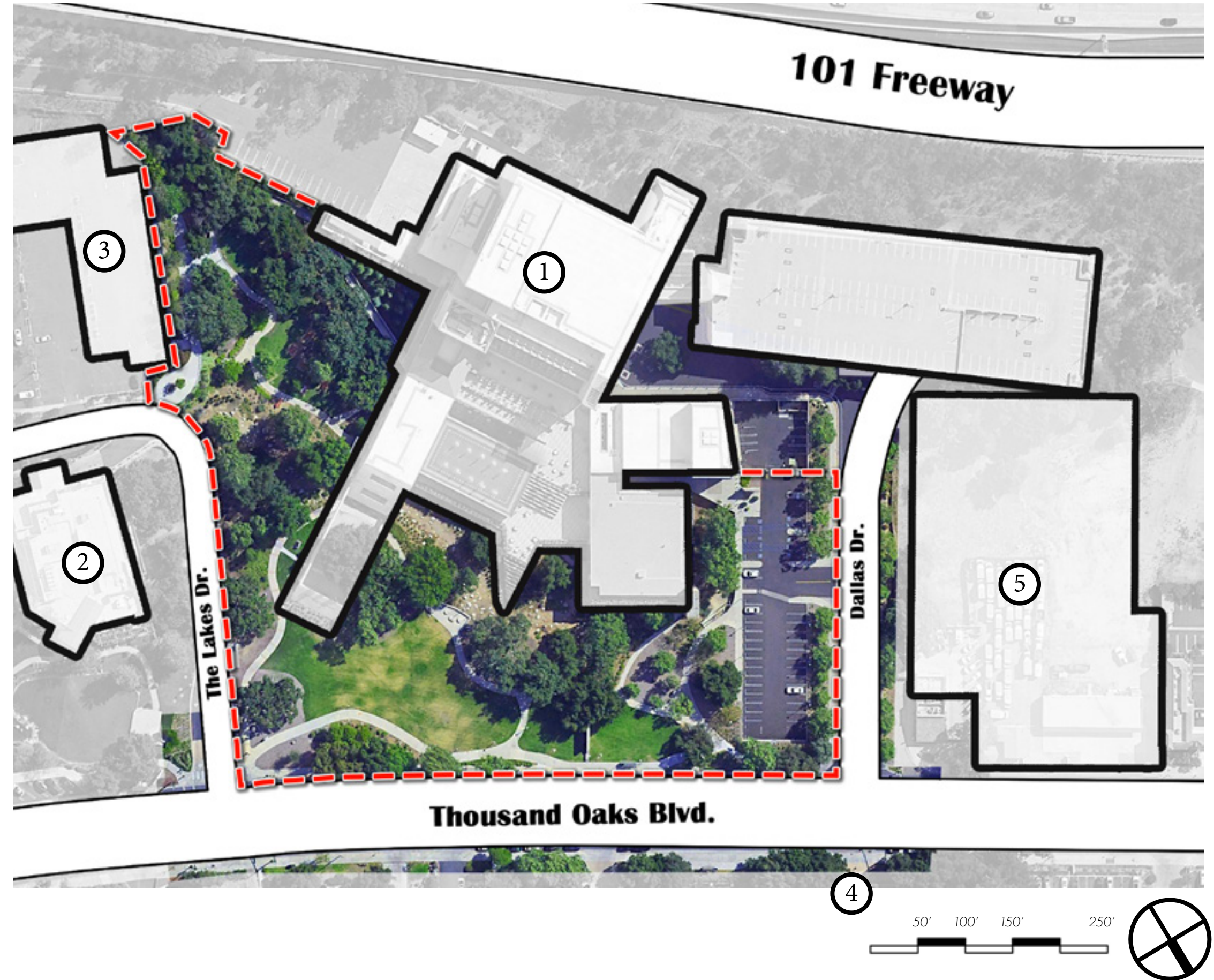
Excerpt taken from: <https://www.toaks.org/departments/city-manager-s-office/public-information-office/history>



SITE PLAN

SITE PLAN

- BUILDING LEGEND
- 1 CIVIC ARTS PLAZA
 - 2 THE LAKES SHOPPING CENTER
 - 3 FUTURE RESIDENTIAL DEVELOPMENT
 - 4 GARDENS OF THE WORLD
 - 5 FUTURE MUSEUM



GOALS AND OBJECTIVES

RECONNECT | DEVELOP | PROVIDE

RECONNECT THE CIVIC ARTS PLAZA TO THE AREA



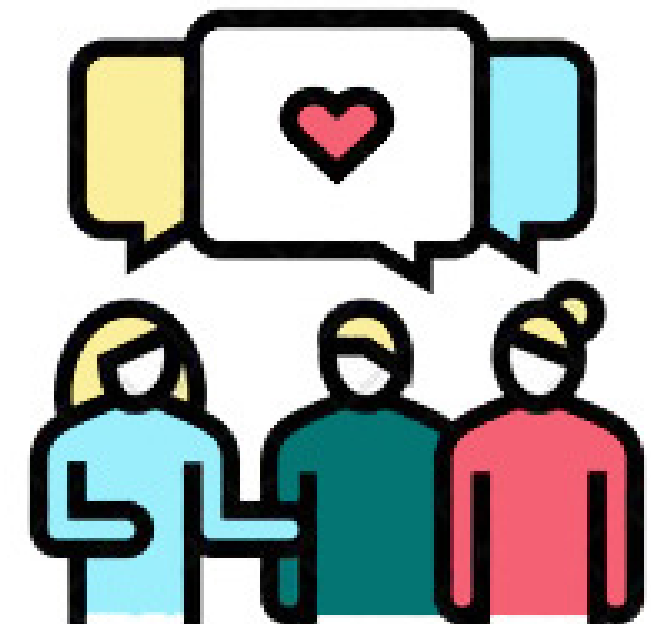
- Create an area where public transportation can be accessed
- Promote clearly defined entrances to the park (structural and visible)
- Create seamless transitions from neighboring sites to the Civic Center

DEVELOP NATIVE GREEN OPEN SPACES



- Preserve existing oaks trees on the site
- Plant new trees appropriate to the site with compatible furnishings
- Specific selection of trees and plantings can be used as a resource for education purposes

PROVIDE A SENSE OF COMMUNITY



- Spaces that can be flexible to accommodate various size groups.
- Spaces that can host local community events.
- A safe environment where people can attend.

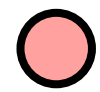
An aerial photograph of a university campus. A large, modern building with a white facade and a central tower is the focal point. To the left is a large green lawn with a winding path. To the right are several parking lots filled with cars. The background shows a highway and more campus buildings.

SITE ANALYSIS

UNDERSTANDING THE SITE

SITE ANALYSIS

CONTEXT MAP

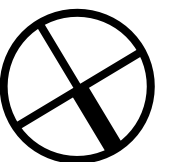
-  RESIDENTIAL
-  COMMERCIAL
-  DOWNTOWN BORDER
-  SITE

BUILDING LEGEND

-  CIVIC ARTS PLAZA
-  THE LAKES SHOPPING CENTER
-  FUTURE RESIDENTIAL DEVELOPMENT
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100' 200' 300' 500'



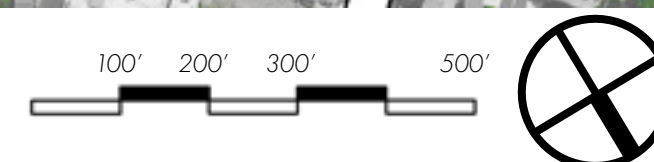
SITE ANALYSIS

GREEN SPACES

-  VEGETATION
-  DOWNTOWN BORDER
-  SITE

BUILDING LEGEND

-  CIVIC ARTS PLAZA
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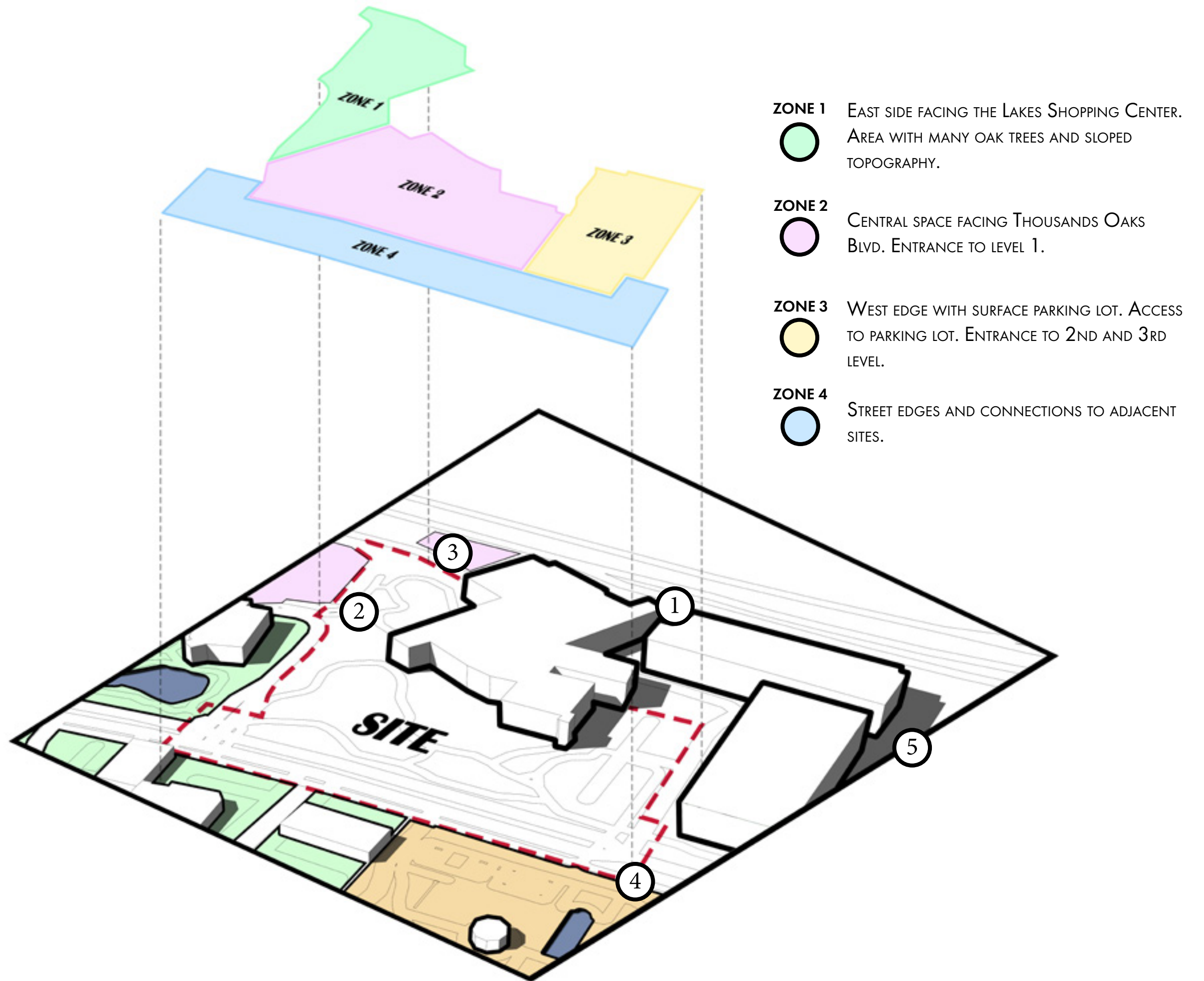
SITE ANALYSIS

ZONE MAP

-  COMMERCIAL
-  PARKING
-  GARDEN / PARKS
-  SITE

BUILDING LEGEND

-  CIVIC ARTS PLAZA
-  THE LAKES SHOPPING CENTER
-  FUTURE RESIDENTIAL DEVELOPMENT
-  GARDENS OF THE WORLD
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SITE ANALYSIS

ACCESS POINTS

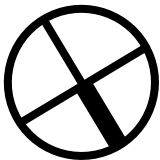
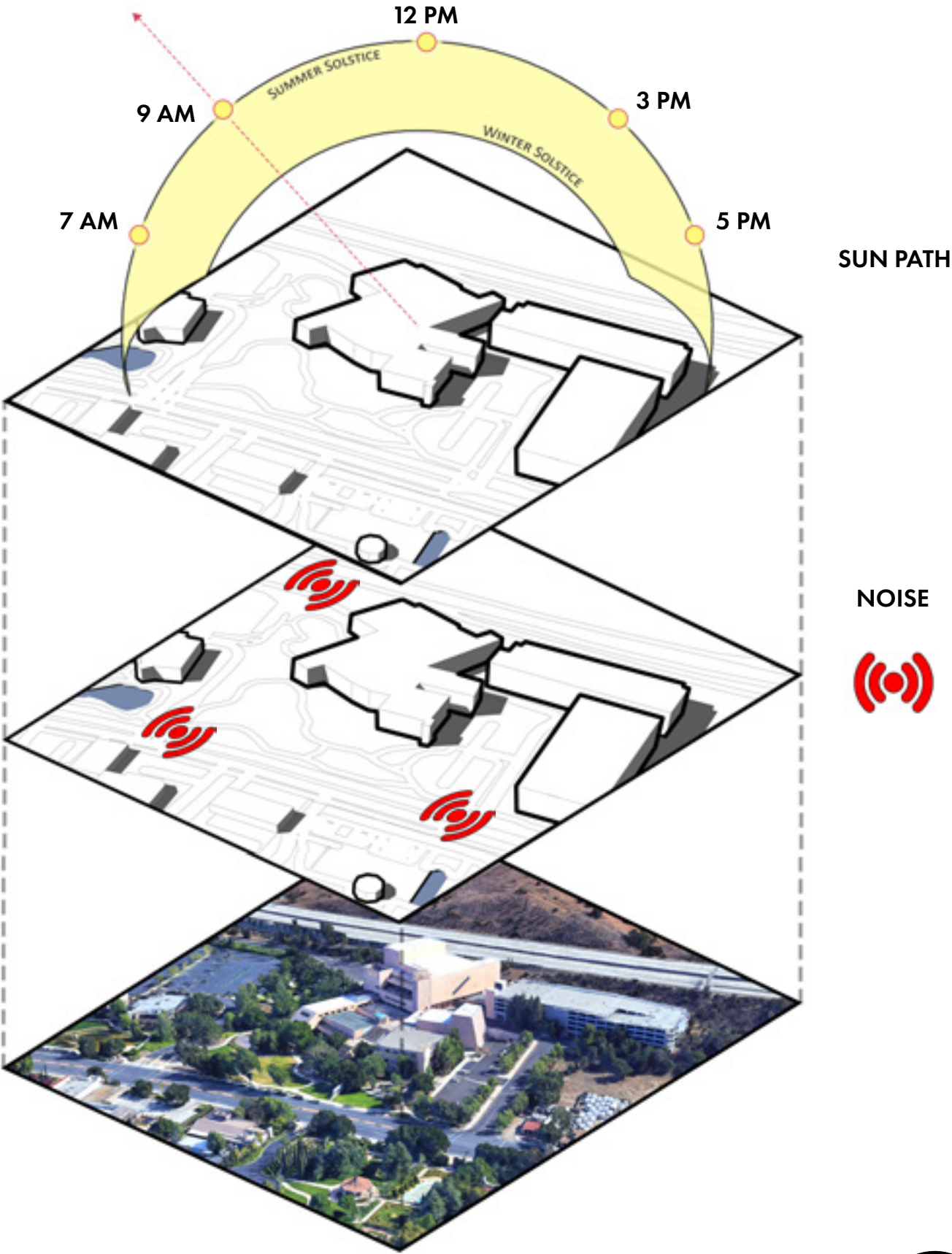
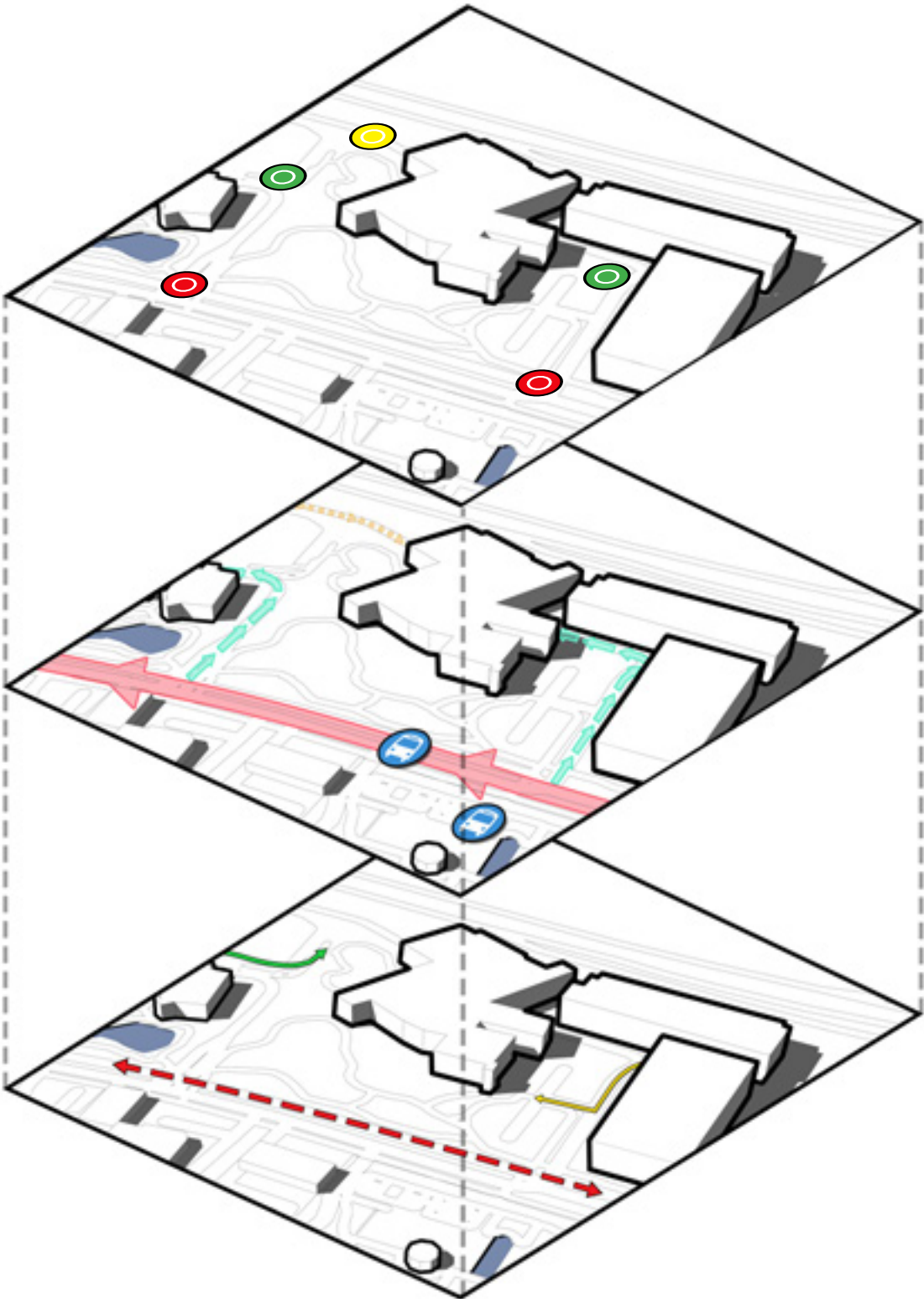
-  PRIMARY
-  SECONDARY
-  TERTIARY

VEHICLE CIRCULATION

-  PRIMARY
-  SECONDARY
-  TERTIARY
-  BUS STOP

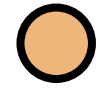
PEDESTRIAN CIRCULATION

-  PRIMARY
-  SECONDARY
-  TERTIARY



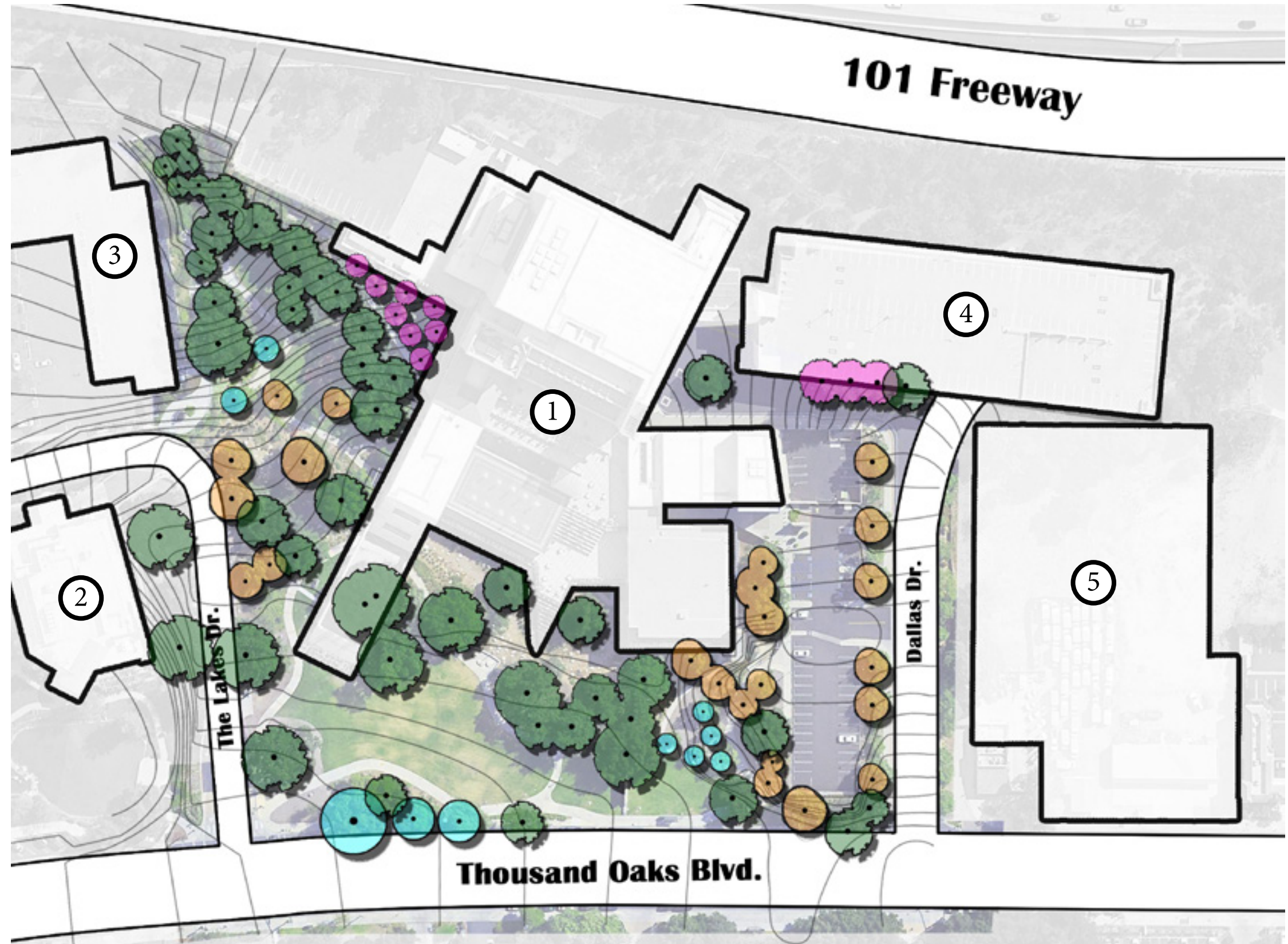
SITE ANALYSIS

EXISTING TREE PLAN

-  OAK TREE
-  PINE TREE
-  SYCAMORE TREE
-  OTHER TREE
-  1' CONTOUR LINE

BUILDING LEGEND

-  1 CIVIC ARTS PLAZA
-  2 THE LAKES SHOPPING CENTER
-  3 FUTURE RESIDENTIAL DEVELOPMENT
-  4 PARKING GARAGE
-  5 FUTURE MUSEUM



SITE ANALYSIS

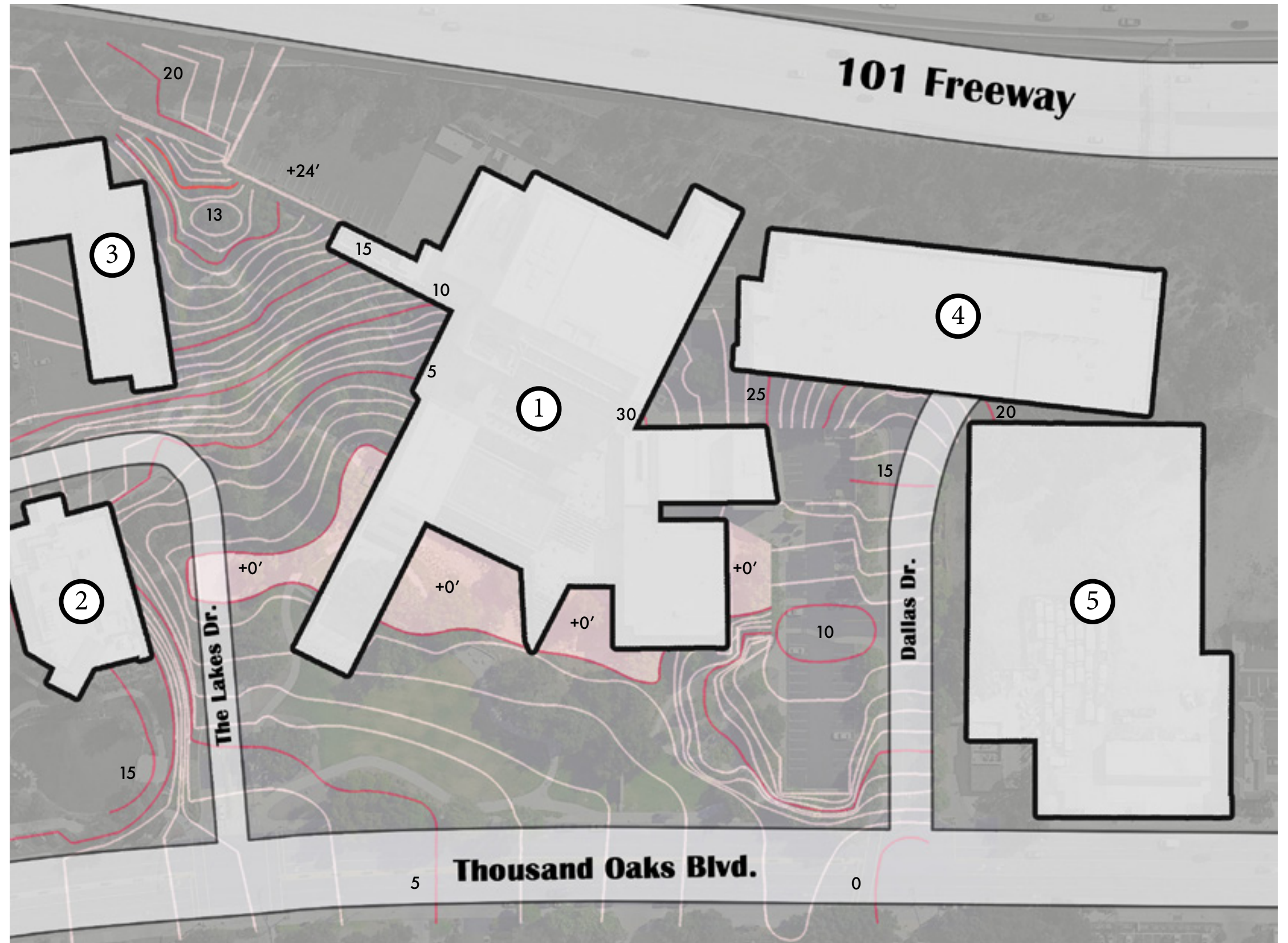
ELEVATION MAP

1' INTERVAL

5' INTERVAL

BUILDING LEGEND

- ① CIVIC ARTS PLAZA
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SITE ANALYSIS

CONSTRAINTS

- A** **STEEP GRADE** LIMITS DESIGN OF CONSTRUCTED PATHWAYS
- B** **EXISTING OAKS** DON'T ALLOW CHANGES TO GROUND PLANES (SEE TREE LAYOUT ON PG XX)
- C** **FREEWAY NOISE** MUST BE ADDRESSED SINCE IT IS SIGNIFICANT ON THIS SIDE OF THE BUILDING
- D** **SUNKEN AREA** ON WEST SIDE IS UNSEEN, UNATTRACTIVE AND UNDERUTILIZED.
- E** **COURTYARD OF THE OAKS** PERFORMANCE SPACE VIEW IS RESTRICTED BY TREES
- F** **CREEK** IS DRY AND THIS IS A HEAVILY SHADED AREA
- G** **RAMP** FOR 3RD FLOOR ENTRANCE TAKES OVER LARGE AREA OF THE BACK SIDE OF THE SITE
- H** **THE LAKES CONNECTION** ACCESS POINT DOESN'T HAVE A DEFINED STRUCTURE
- I** **PARKING LOT** SITS ON A LARGE ELEVATED PLATFORM
- J** **MAIN LEVEL** ENTRANCE IS COMPLETELY HIDDEN FROM SITE ACCESS POINTS
- K** **WEST ENTRY** ALL HARDSCAPE WITH NO SOFTSCAPE MATERIALS
- L** **DALLAS DR** ENTRANCE IS THE ONLY PRIMARY POINT OF VEHICLE ACCESS



- BUILDING LEGEND**
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SITE ANALYSIS

OPPORTUNITIES

- A** **CONNECTION POINTS** CAN BE IMPROVED UPON BRINGING ADJACENT AREAS TOGETHER
- B** **OAK CANOPY** ALLOWS FOR POSSIBLE GATHERING AREAS
- C** **SUNKEN AREA** CAN BE USED AS EMPLOYEE BREAK PATIO
- D** **EDGE OF ROADWAY** PROVIDES AN OPPORTUNITY TO WIDEN AREA TO BOULEVARD
- E** **OPEN SPACE** PROVIDES GATHERING, SHARED, OR PLAZA SPACE FOR HARDSCAPE
- F** **PARKING LOT** CAN BE TRANSFORMED INTO OPEN COURTYARD W SEAMLESS DROP OFF AREA OR SOME TYPE OF PLAZA
- G** **TRIANGULAR PLANTER** CAN BE REMOVED TO INSERT GRAND STAIRCASE TO ALLOW MAIN ENTRANCE VIEWS
- H** **THEATER SPACE** CAN BE IMPROVED TO PROMOTE USAGE
- I** **CREEK BED** AREA COULD BE USED FOR VIEW FROM APARTMENT AND CONNECTION TO THEATER EVENTS
- J** **RAMP** CAN BE USED AS A BACKDROP WITH DESIGN FEATURE UNDERNEATH
- K** **THE LAKES** MALL COULD PROVIDE OVERHEAD ACCESS TO CIVIC CENTER

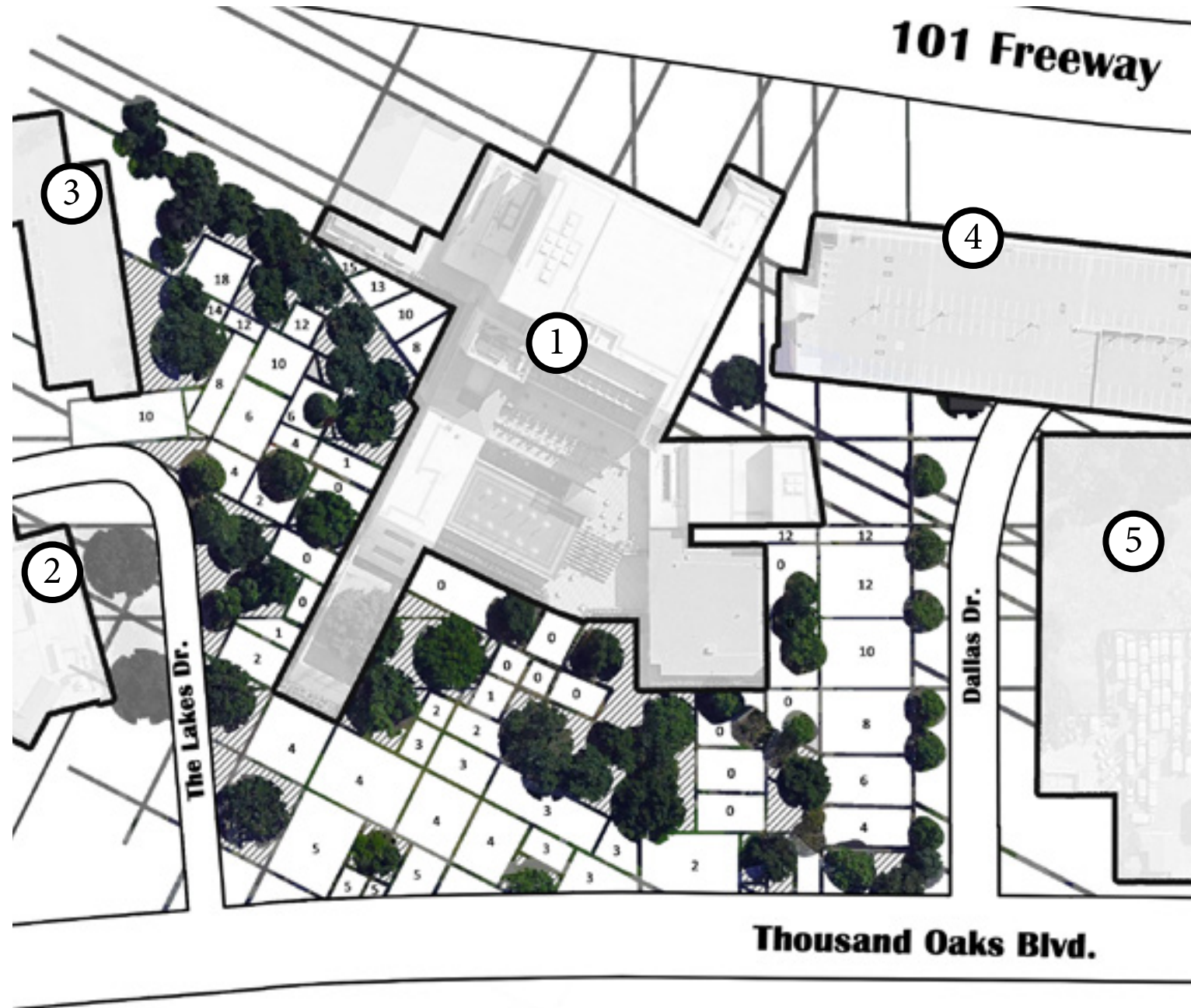


- BUILDING LEGEND**
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SITE ANALYSIS

SPACE SEEKING

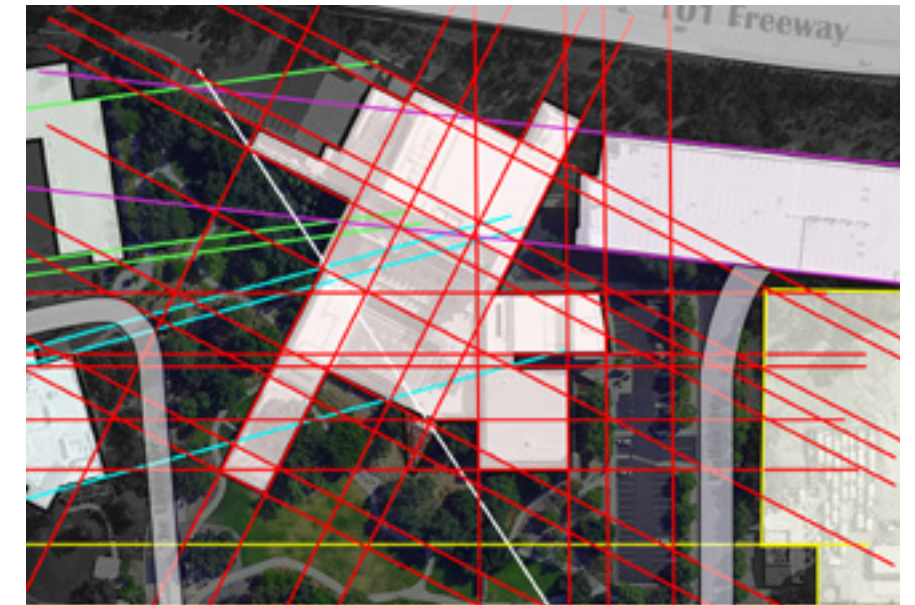
ELEVATION GRADING



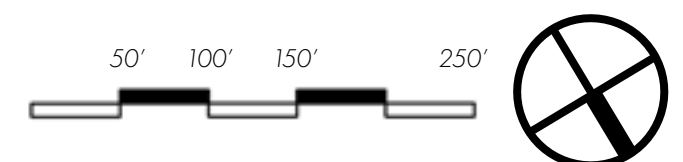
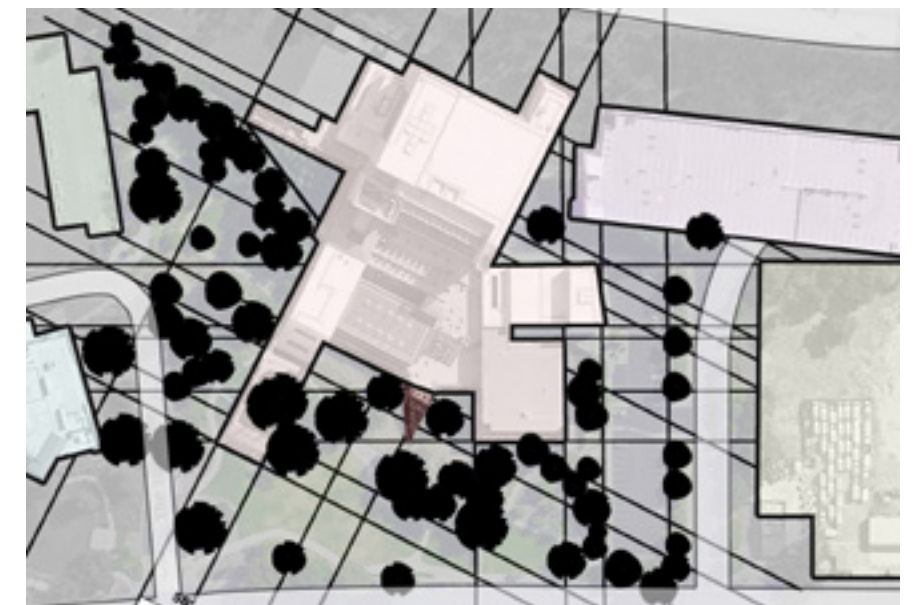
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BUILDING BOUNDARIES



PROTECTED TREE OVERLAY



SITE ANALYSIS

SPACE SEEKING PROGRAMMING

GARDENS

Areas around protected trees, plantings along paths, feature gardens

LARGE EVENTS

Plazas, lawn areas, where large crowds can gather with ample room to accommodate them.

SMALL EVENTS

Art shows, intimate music, catering, and community meeting areas that require quick and easy set up.

BUFFER ZONES

Edge areas where plantings are featured to contain and protect visitors on the site. May be featured along transition points to direct traffic.

ENTRY POINTS

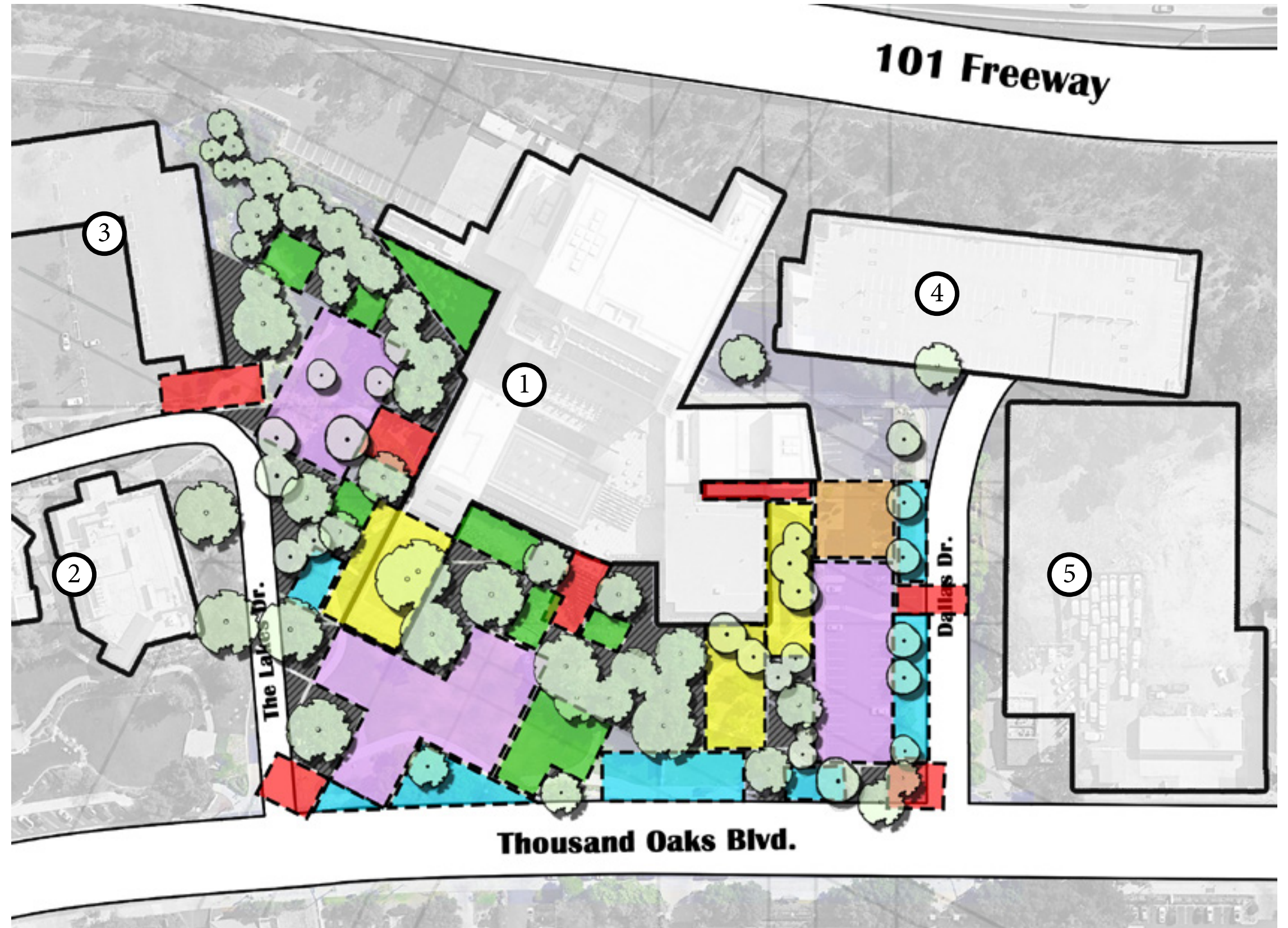
Features building and site entry points to allow access from various spots of the site perimeter.

LOADING ZONE

Necessary area where vehicles can drop off equipment, staff, or food for various events for the site. Seamless transition with surround area.

BUILDING LEGEND

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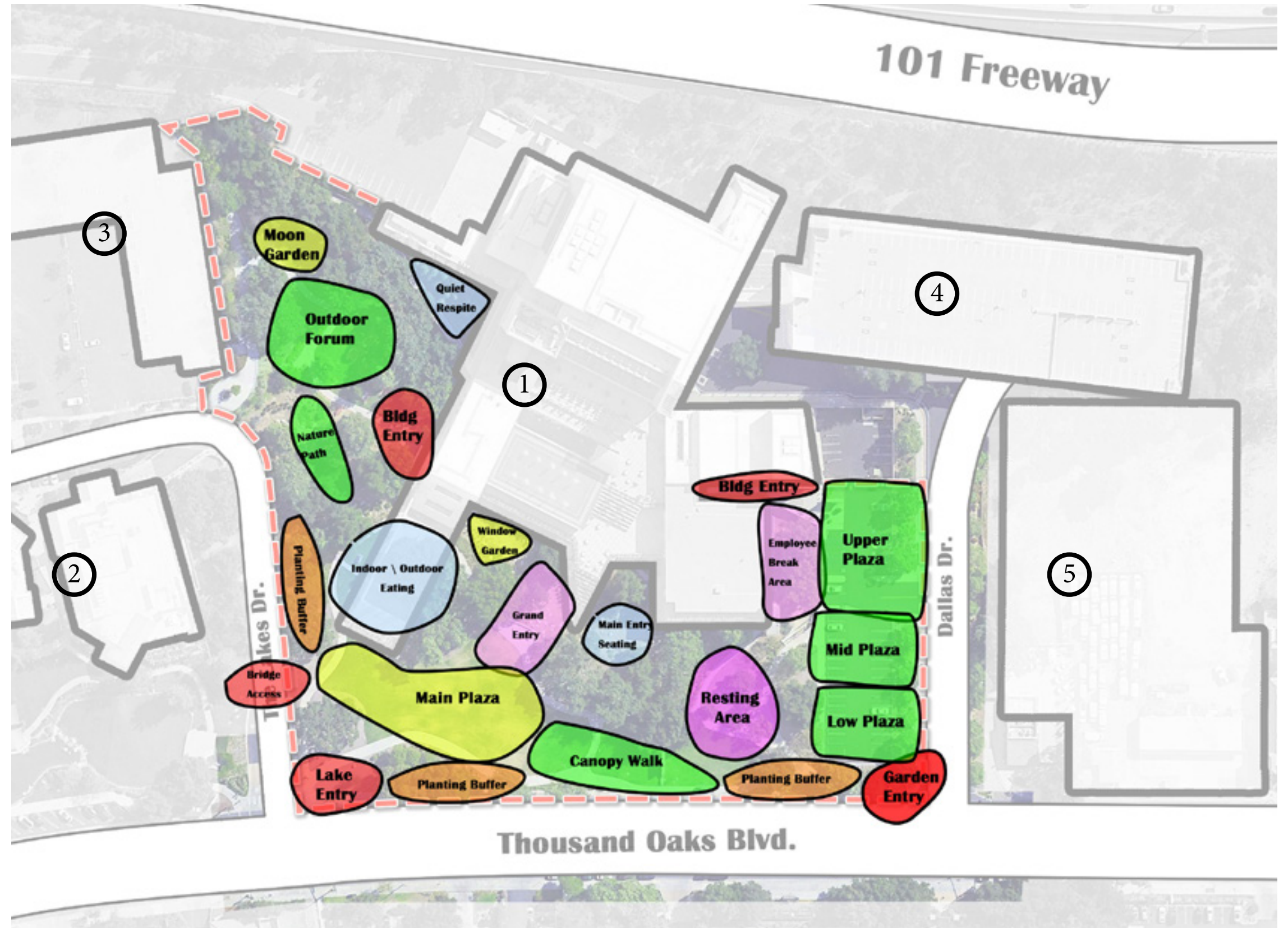


SITE ANALYSIS

BUBBLE DIAGRAM

BUILDING LEGEND

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CASE STUDIES

REFERENCED DESIGNS

NORMAN B. LEVENTHAL PARK

AT POST OFFICE SQUARE

BOSTON, MA
HALVORSON DESIGN PARTNERSHIP, INC
1992
1.7 Acres | 519,057 sq ft.

The design scheme for the park sought to create new downtown green space open to the public—one that was rich in detail and visual interest, that recognized the area’s architectural heritage, and that provided welcome relief and contrast to the dense urban fabric surrounding the park. The design team’s concept meticulously followed the client’s detailed program, such as the requirement that 50% of the park should be hardscape—a characteristic that users of the leafy park are usually astonished to learn.

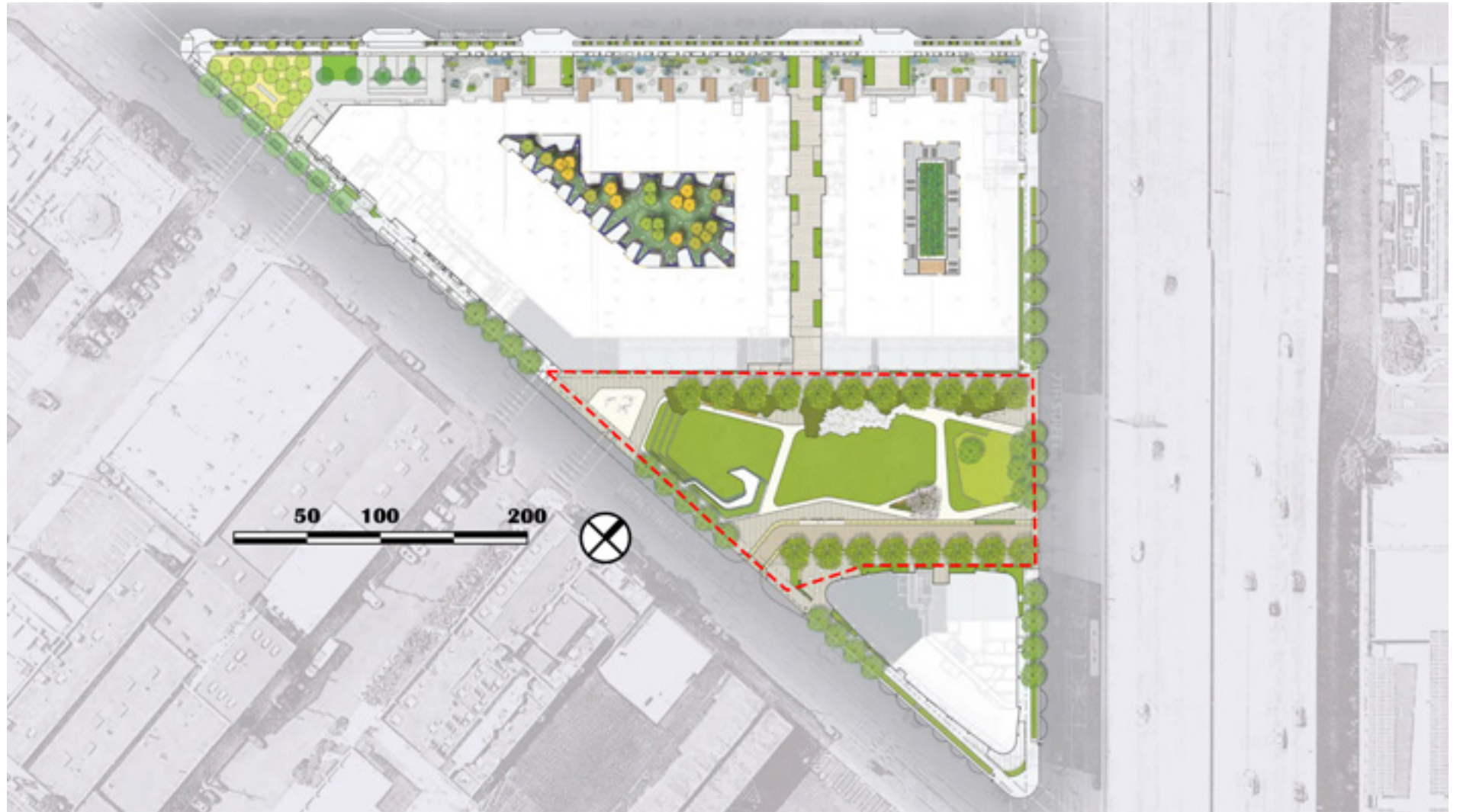
Plazas inside the park at each end provide the setting for major focal elements. The North Plaza features sculptor Howard Ben Tré’s major fountain/sculpture. A garden trellis connects the two plazas, providing a shaded promenade. This pergola forms a backdrop to the central lawn area and doubles as a stage and performance space. The primary architectural features within the park are in the South Plaza: two glass-and-copper structures, styled as garden pavilions, which house a year-round café and pedestrian access to the underground garage. These buildings are well located to receive patrons at the park’s southern edge, where the greatest numbers of office workers travel to and from the Square.



DAGGETT PARK

SAN FRANCISCO, CA
CMG LANDSCAPE ARCHITECTS
2016
1 ACRE | 43,560 SQ FT

The project is a result of many years of advocacy and collaboration by the community, public agencies, and a private developer to transform a former street right-of-way into a series of vibrant community spaces. The design process involved significant community engagement to develop the programming for three major park components: a large lawn for general recreation and gathering; a fenced-off dog park; and two features, the Tilted Lawn Sculpture, and the Penta-Step, which double as play and sitting areas. Additional open space on the site includes a landscaped, public mid-block passageway with stormwater treatment gardens; two podium-level interior courtyards which serve individual residential units as well as a visual purpose for the floors above; succulent garden patios on the roof; an olive grove adjacent to a storefront; active streetscape on three sides; and a one-way shared public way which creates a pedestrian-oriented environment while allowing vehicle access.



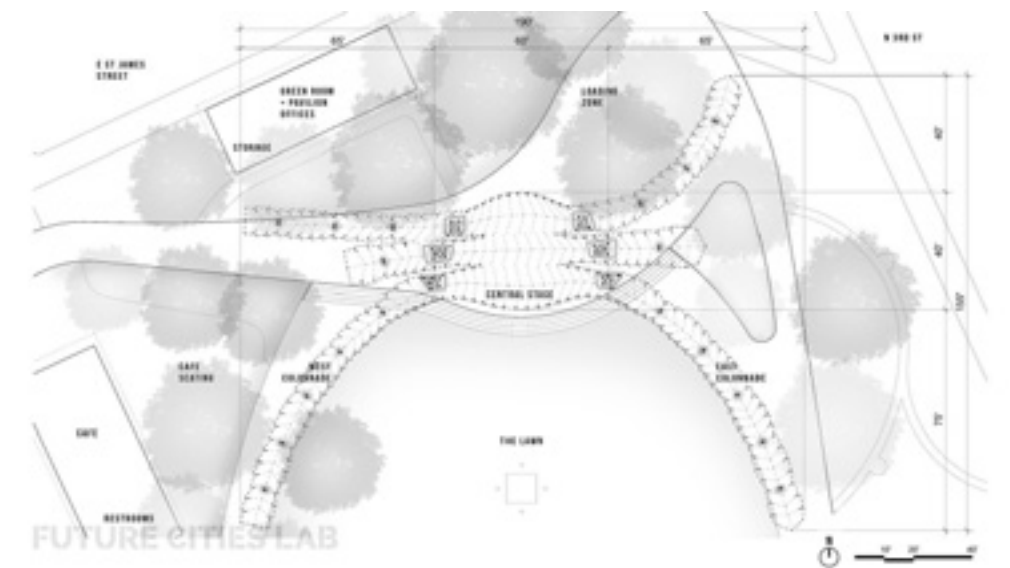
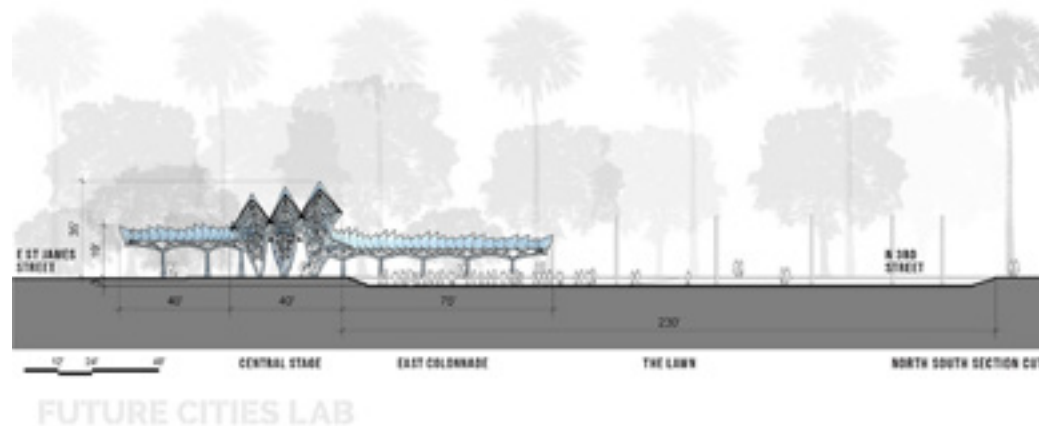
ST. JAMES PARK

SAN JOSE, CA
CMG LANDSCAPE ARCHITECTS
400,000 SQ FT

This project is an opportunity to rejuvenate St. James Park in honor of its 150th anniversary. Rehabilitation of St. James Park must be pursued with an attitude that enables open space goals – cohesive yet differentiated, undivided yet accessible, situated within an urban context yet separated from it. CMG has worked closely with the City of San Jose to align the ambitions and design goals of the park with a phased implementation approach and budget to achieve these goals strategically, maximizing activation over time for highest community benefit. The design maintains and enhances unique historic aspects of the park while re-organizing a largely undefined central open space into outdoor rooms for recreation, play, and gathering. The revitalized contemporary urban park will resonate with the delight of Victorian strolling gardens and new recreational amenities. An expansive, shade-giving canopy of trees incorporates existing large heritage trees and defines the park's place in the urban fabric.



100 200 300



DOWNTOWN CARY PARK

CARY, NC

OBJ

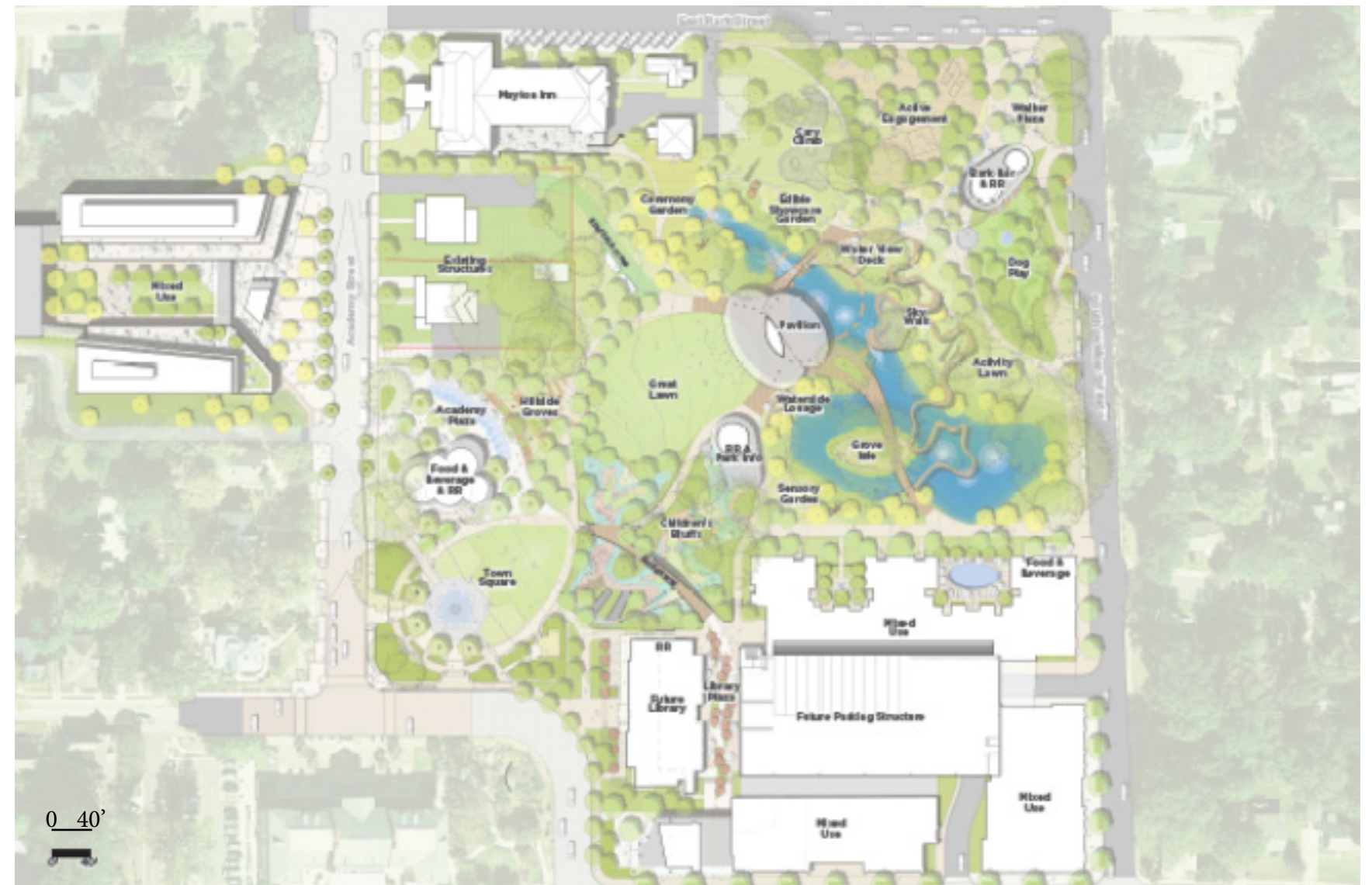
Est Completion 2023

7 Acres

Showcasing the extraordinary natural beauty native to North Carolina and the Piedmont, this downtown park balances active programming with a unique botanical experience. Shade gardens, perennial gardens, wetland and aquatic plantings, pollinator gardens, native meadows, and many more plant communities are on display throughout the seasons. A series of outdoor rooms are knit together by multi-dimensional vantage points, including elevated walkways, meandering paths and water features that take advantage of the change in grade across the site. The diverse programmed “rooms” were derived from an extensive community engagement planning process.

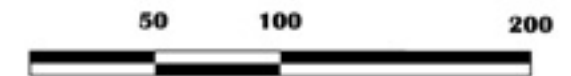
Key areas include a plaza that marries a pavilion with marketplace and restrooms with an interactive water feature; a children’s experiential and inclusive play environment that creates opportunities for non-prescriptive play; the great lawn, a flexible gathering place for large community events and concerts; and the gathering house and garden for both special events and quiet contemplation. Active and social recreation areas and courts are placed adjacent to the Bark Bar, a restaurant within the dog park.

While active programming is a defining feature of the park, the design team planned for extensive passive landscape spaces where residents and visitors can be immersed in nature in the heart of the city.



SUCHANG PARK

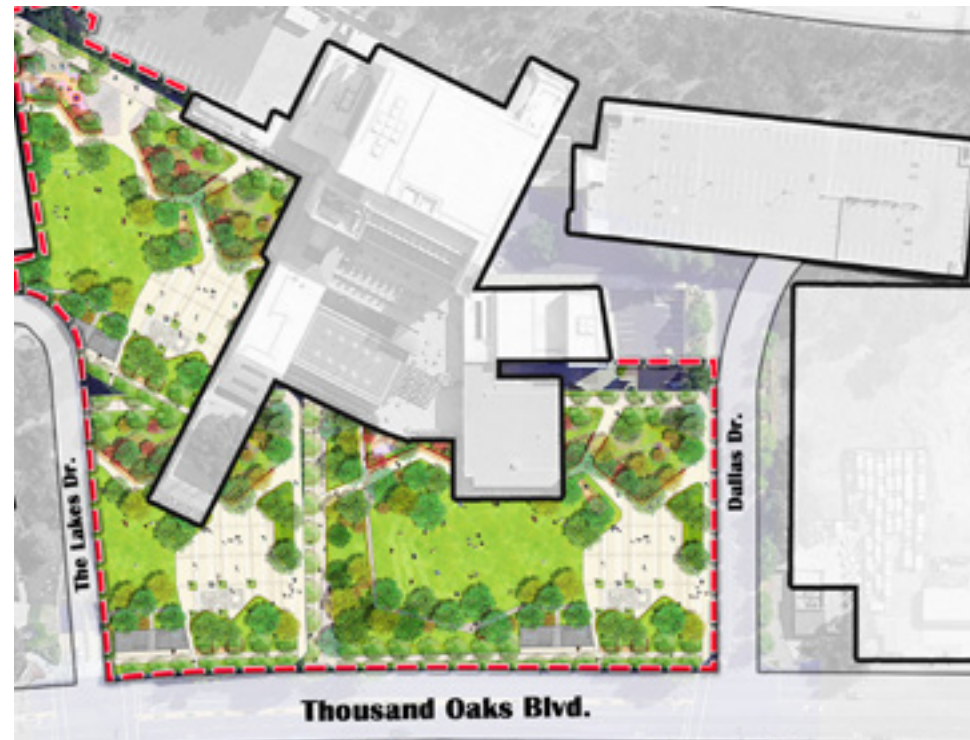
DAEGU, KOREA
STUDIO 101
2017
113,688.42 SQ FT



SPACE SEEKING

PROJECTS TO SCALE

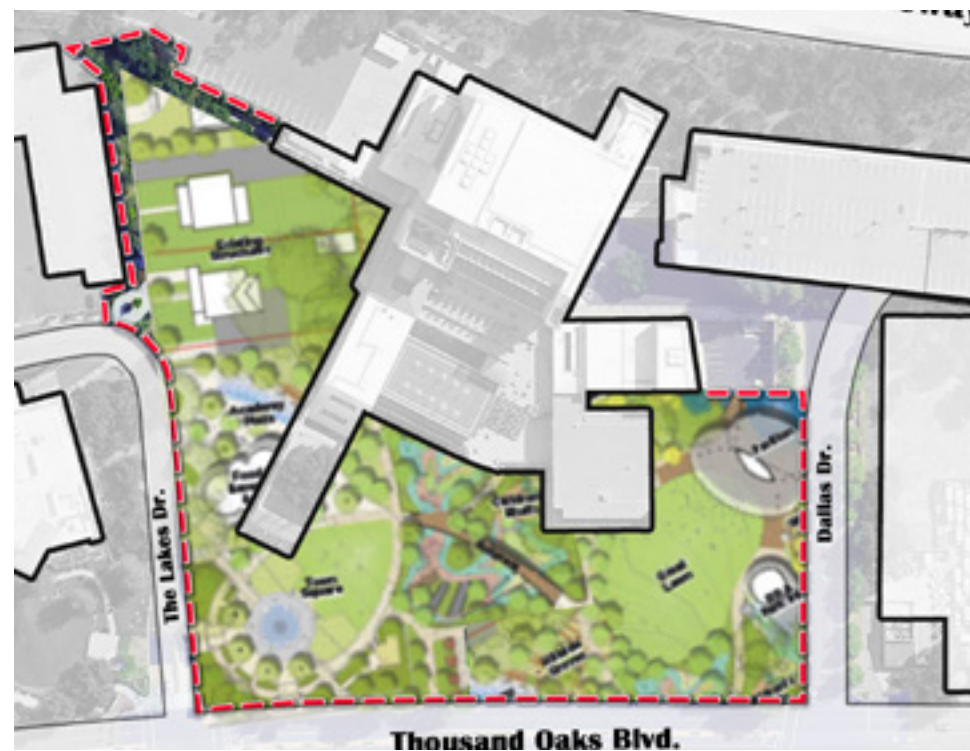
SUCHANG PARK



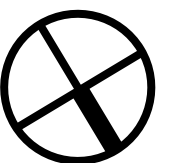
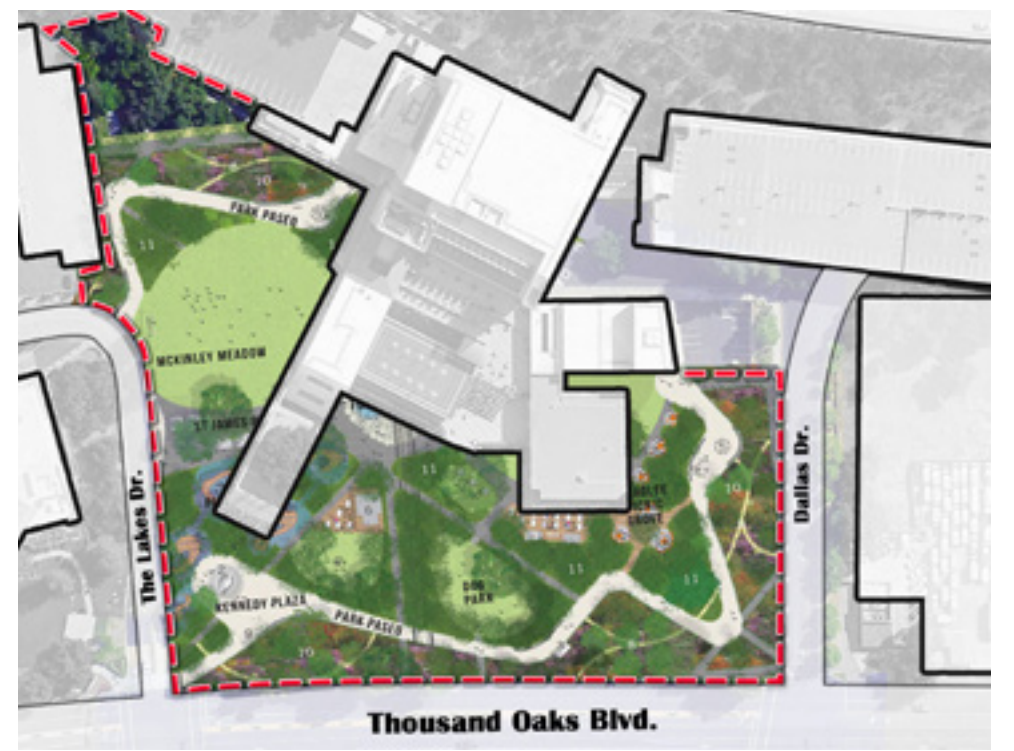
DAGGART PARK



DOWNTOWN CARY PARK



ST. JAMES PARK



INSPIRATION BOARD

HARDSCAPE ELEMENTS



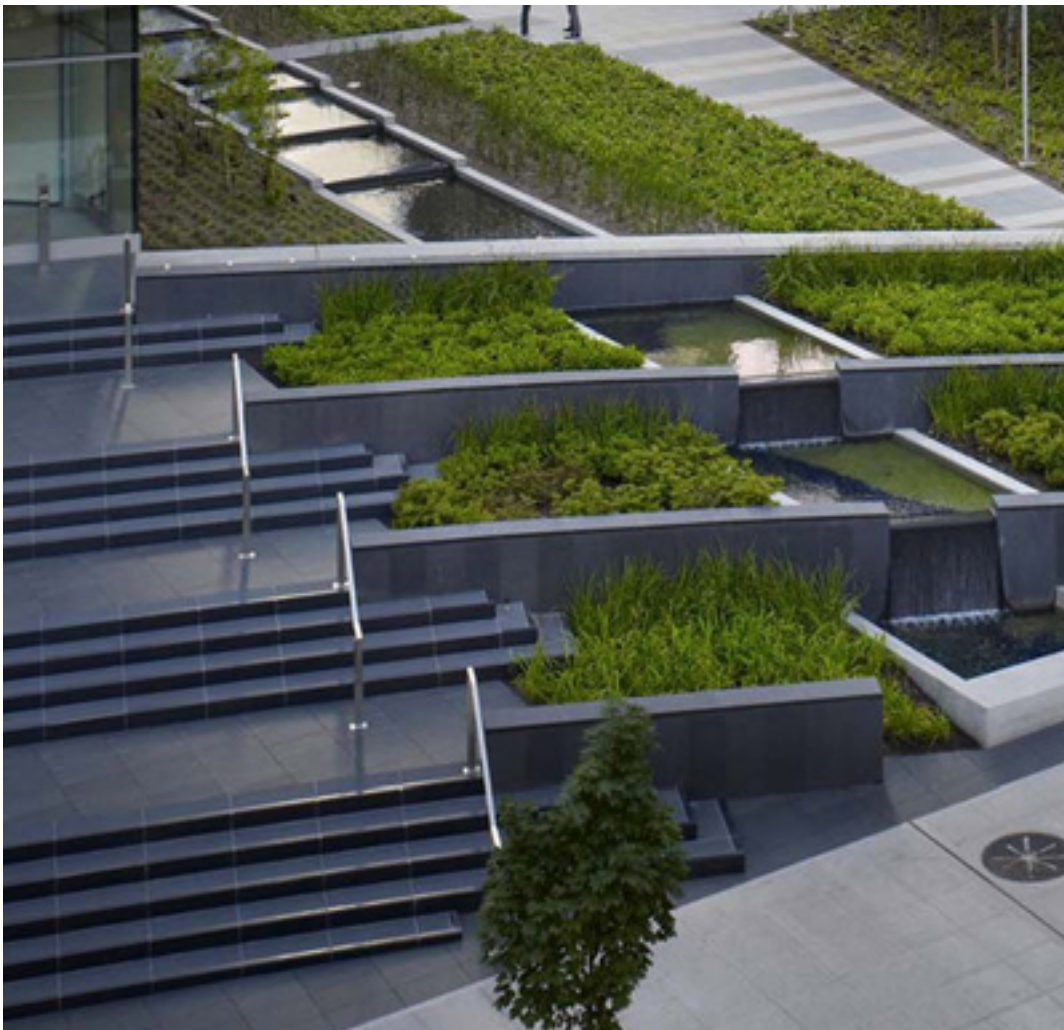
INSPIRATION BOARD

SOFTSCAPE ELEMENTS



INSPIRATION BOARD

FORMS & STRUCTURES



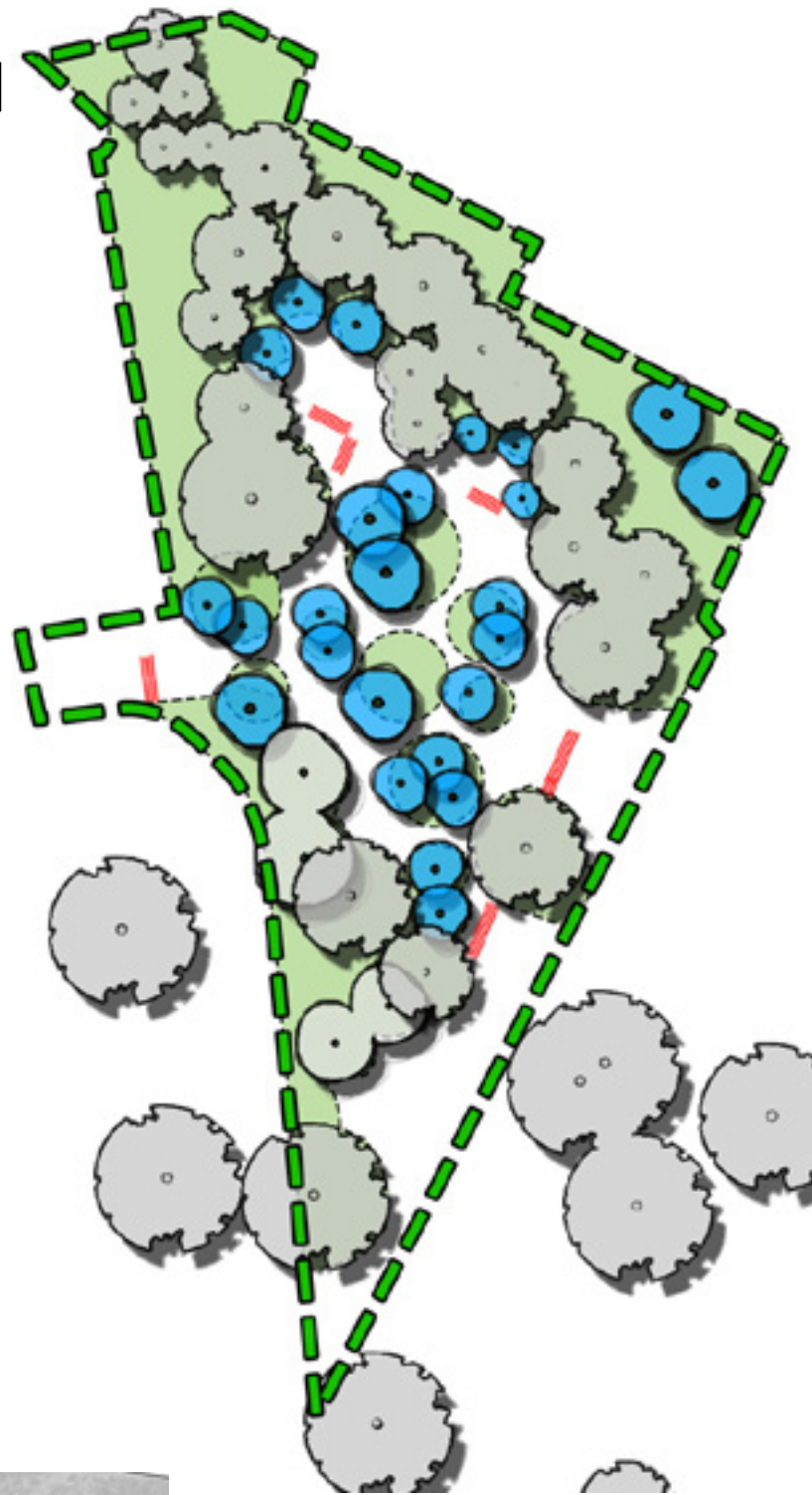


CONCEPT DEVELOPEMENT

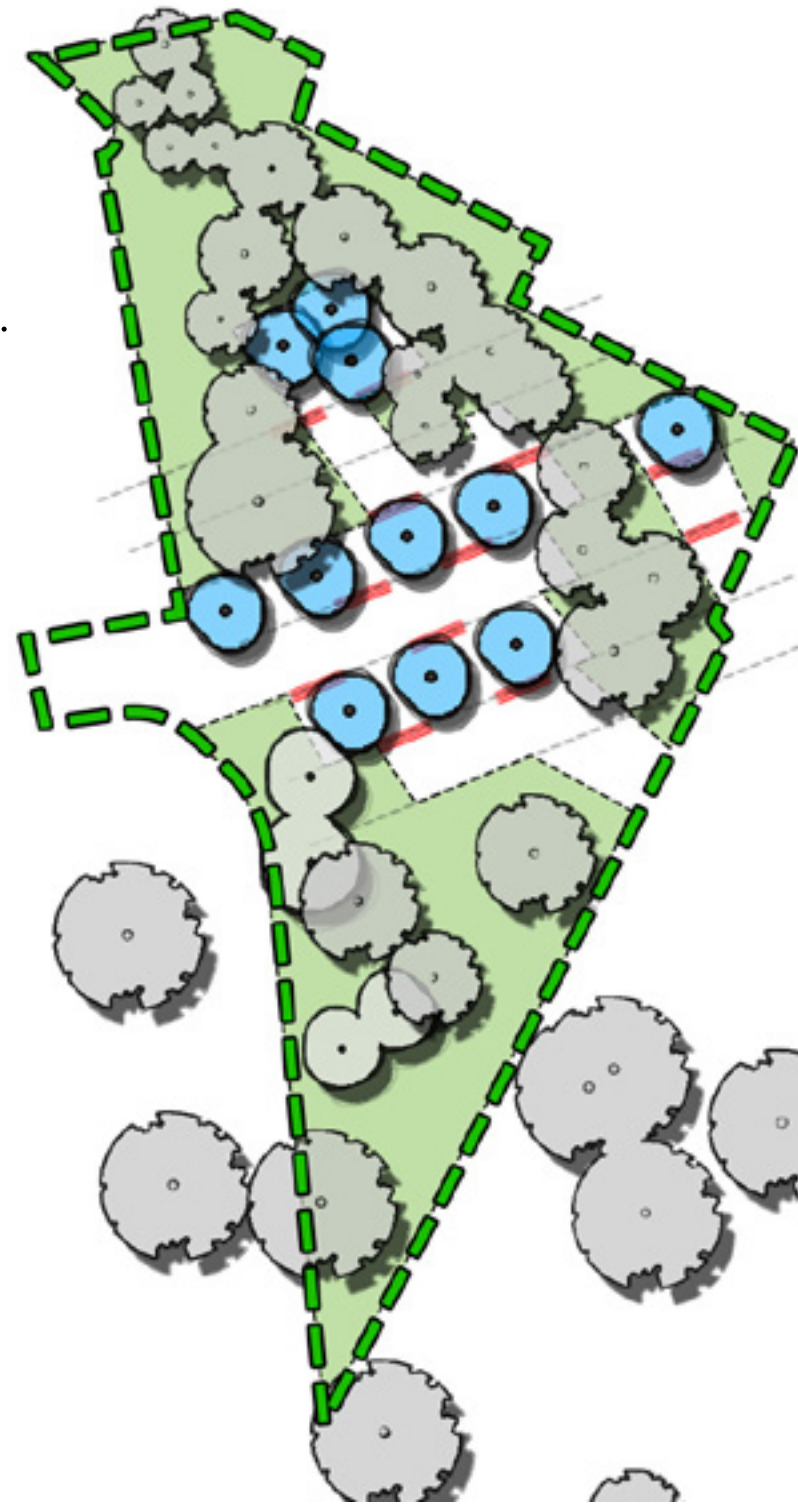
DESIGN AND TEST

ZONE 1 TESTING

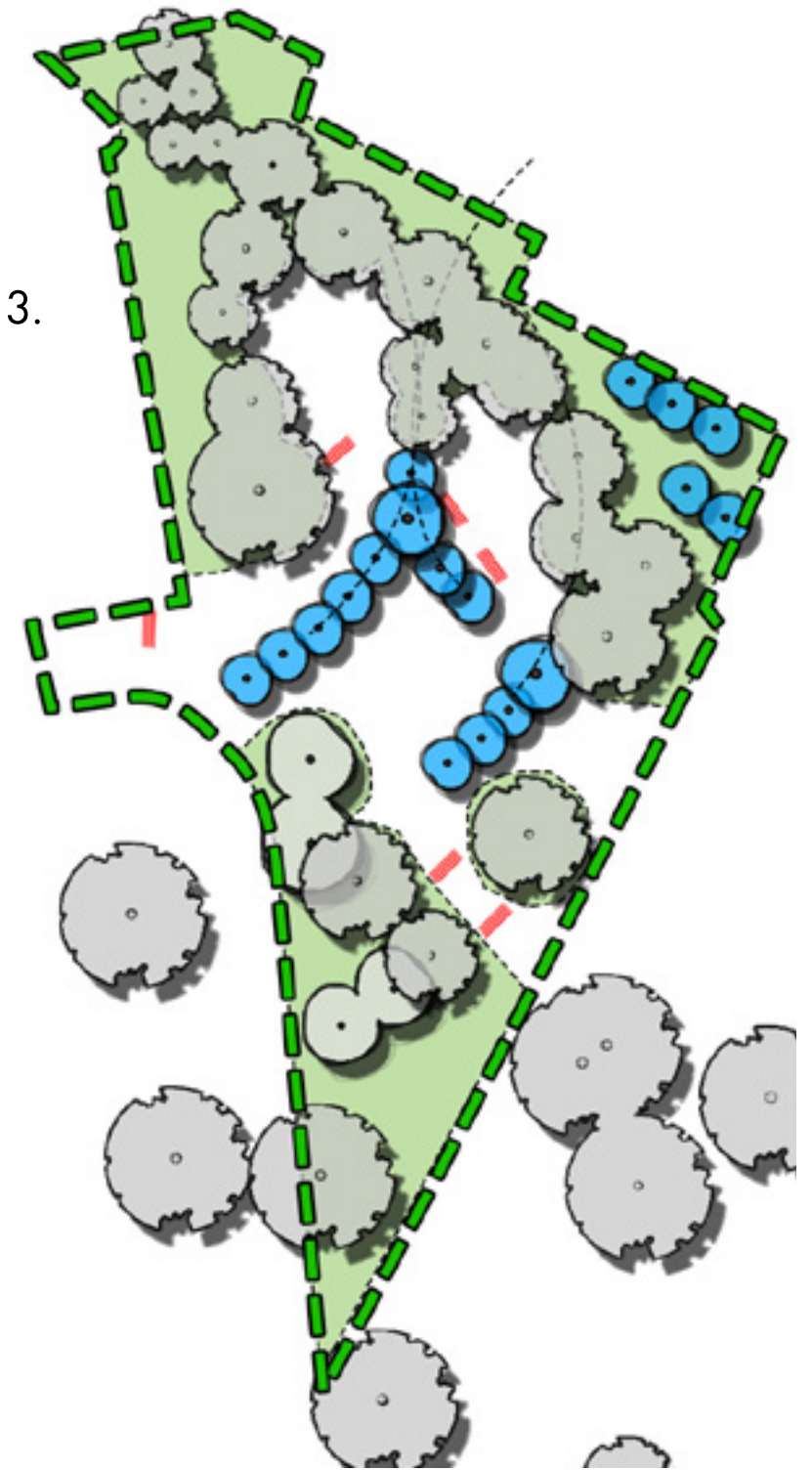
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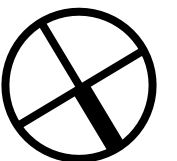
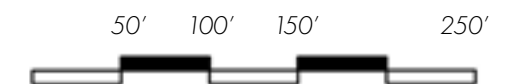
NEW TREE



STAIRS

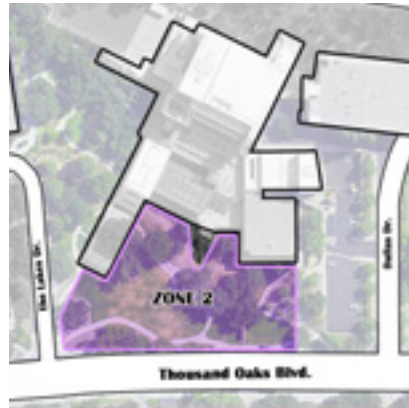
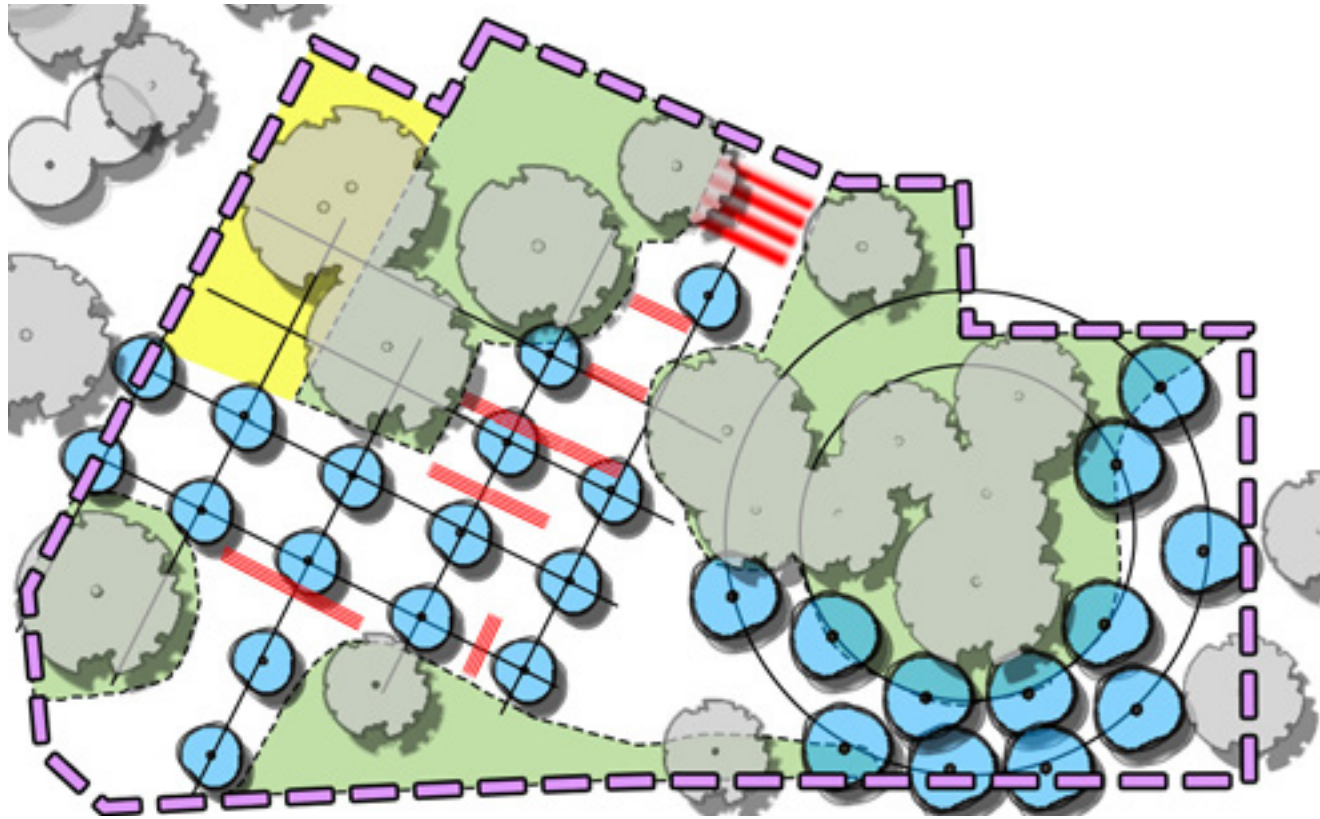


SOFT SCAPE
PLANTING

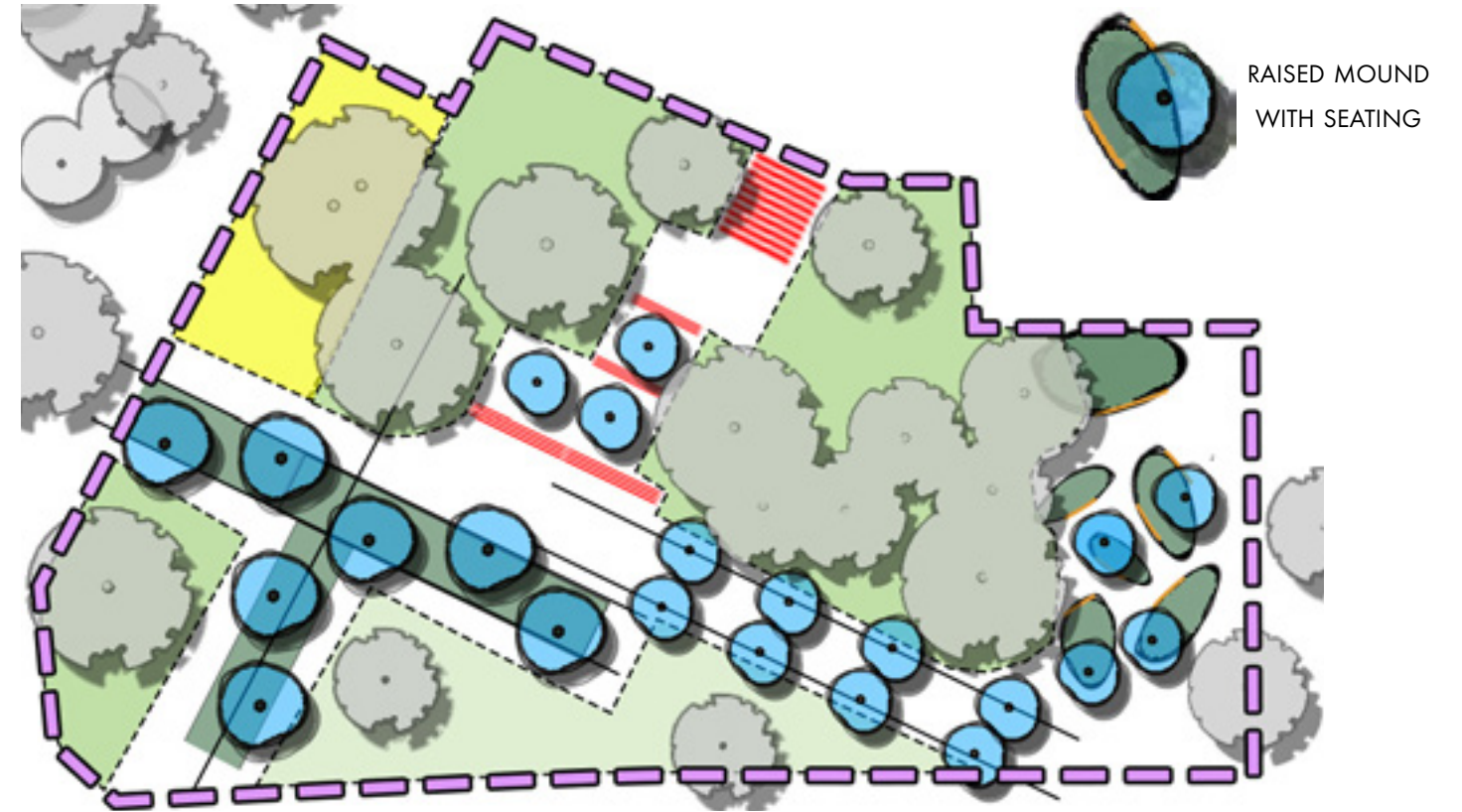


ZONE 2 TESTING

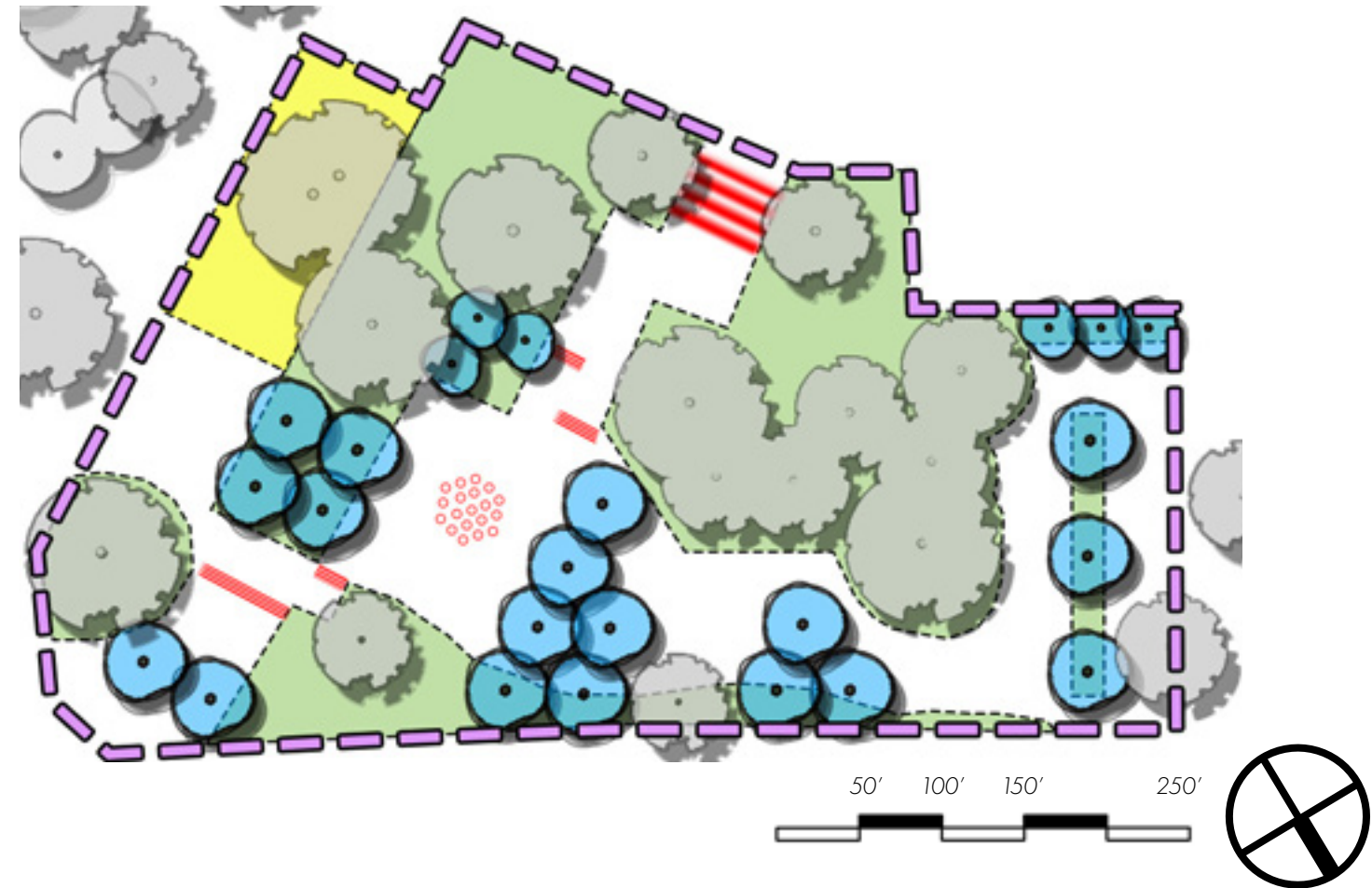
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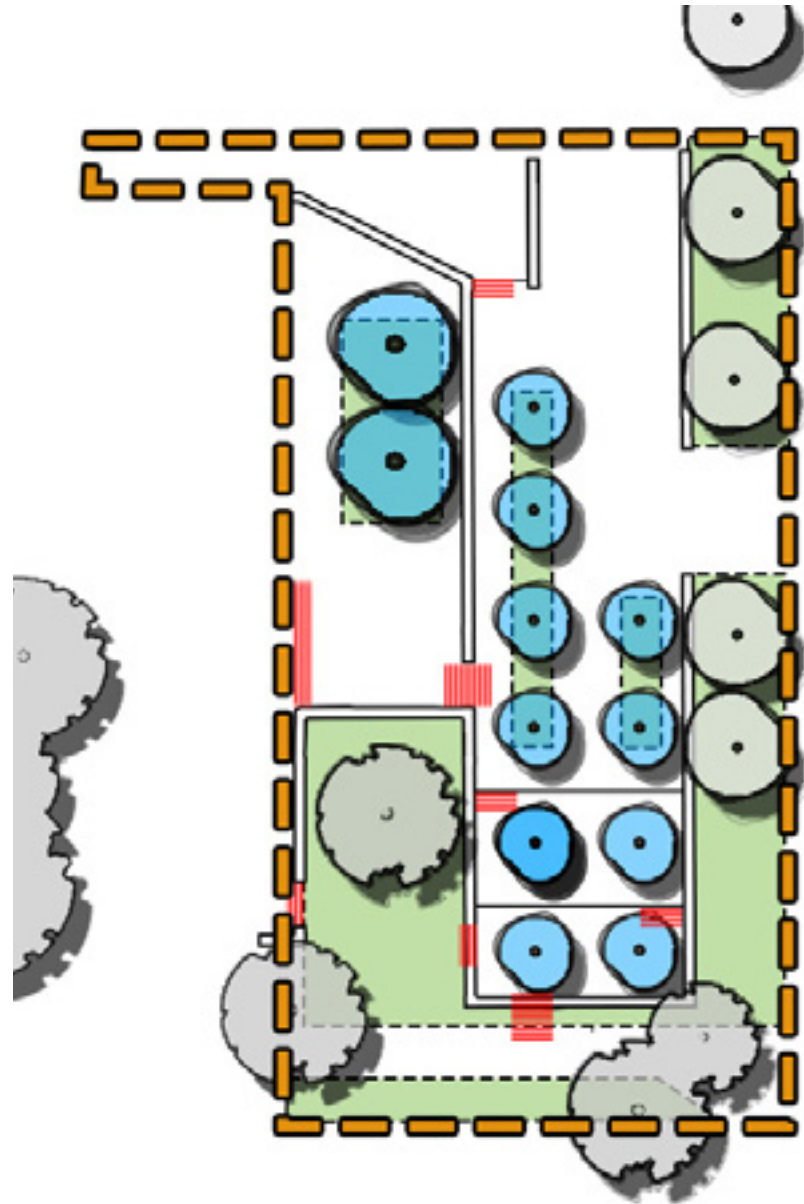


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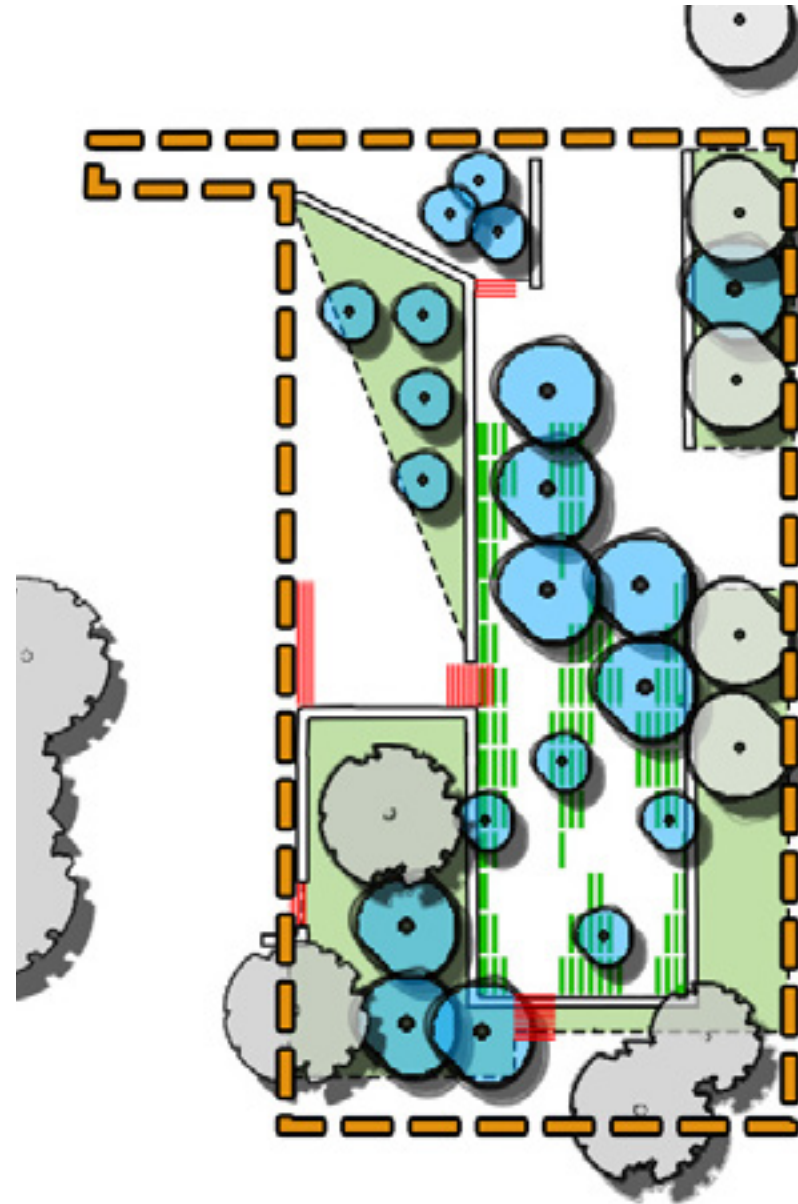


ZONE 3 TESTING

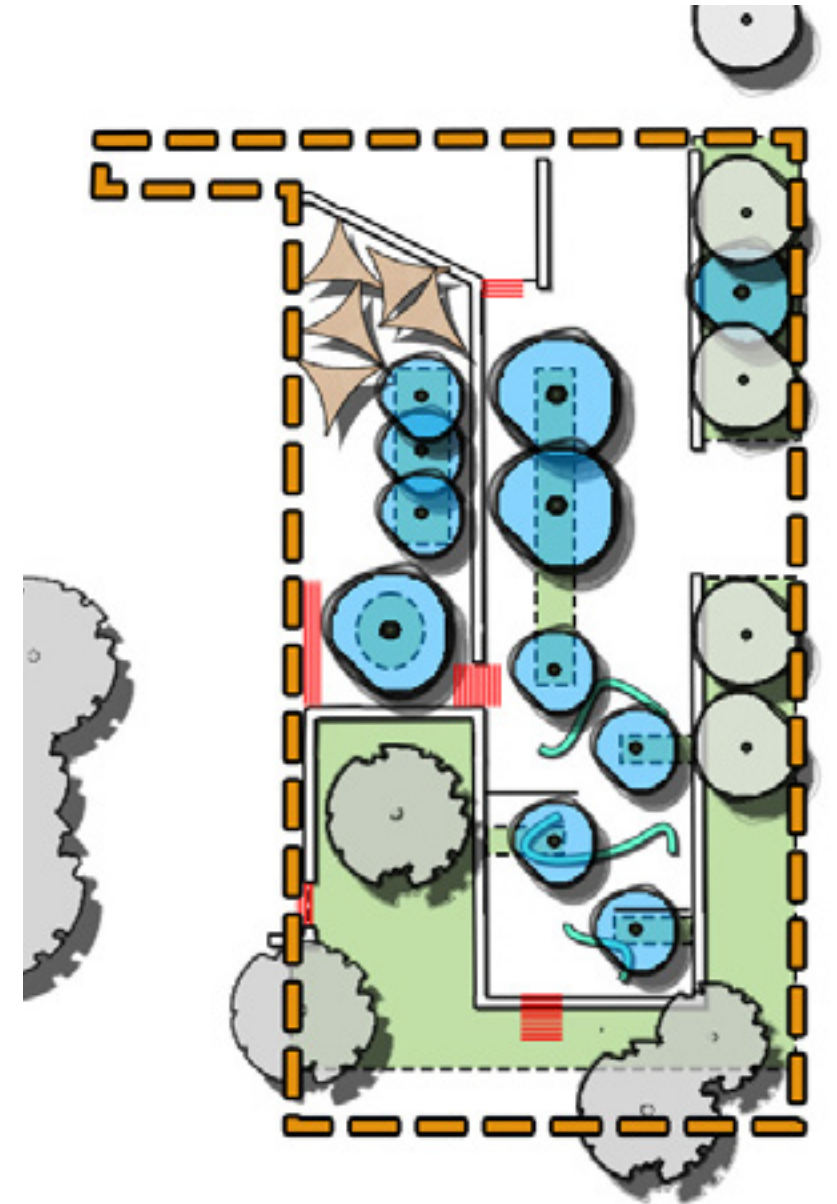
1.



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NEW TREE



STAIRS



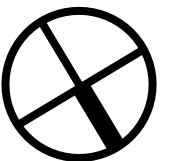
SOFT SCAPE
PLANTING



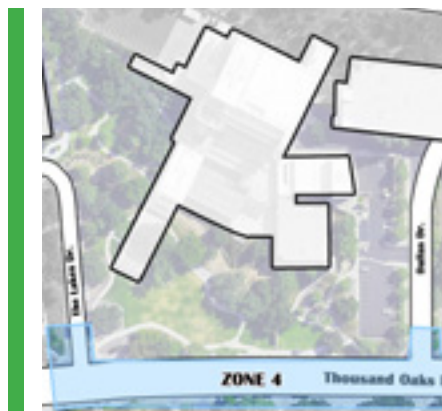
SUN SAIL



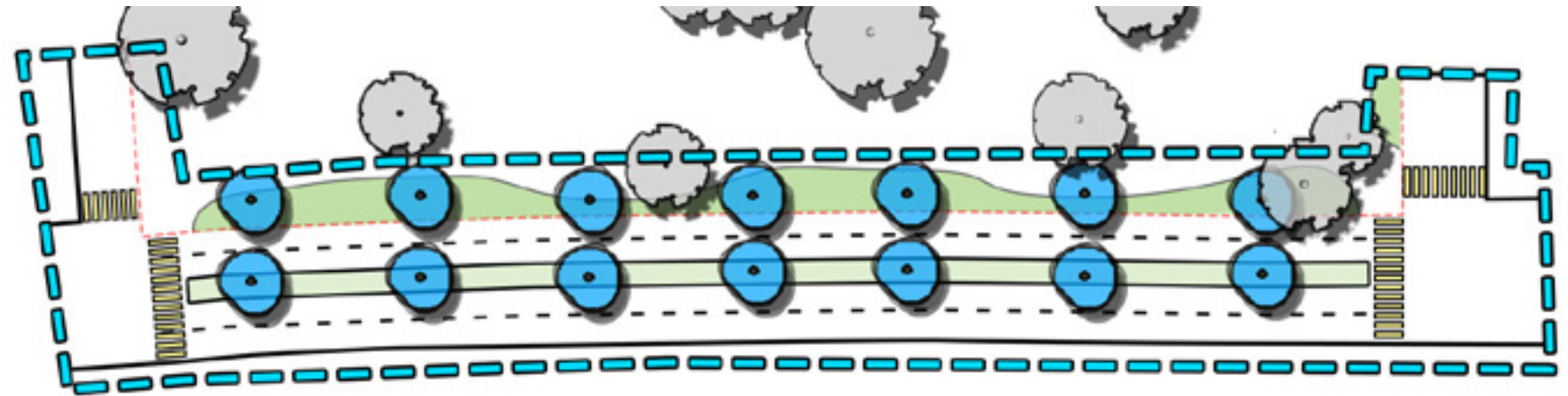
SEATING



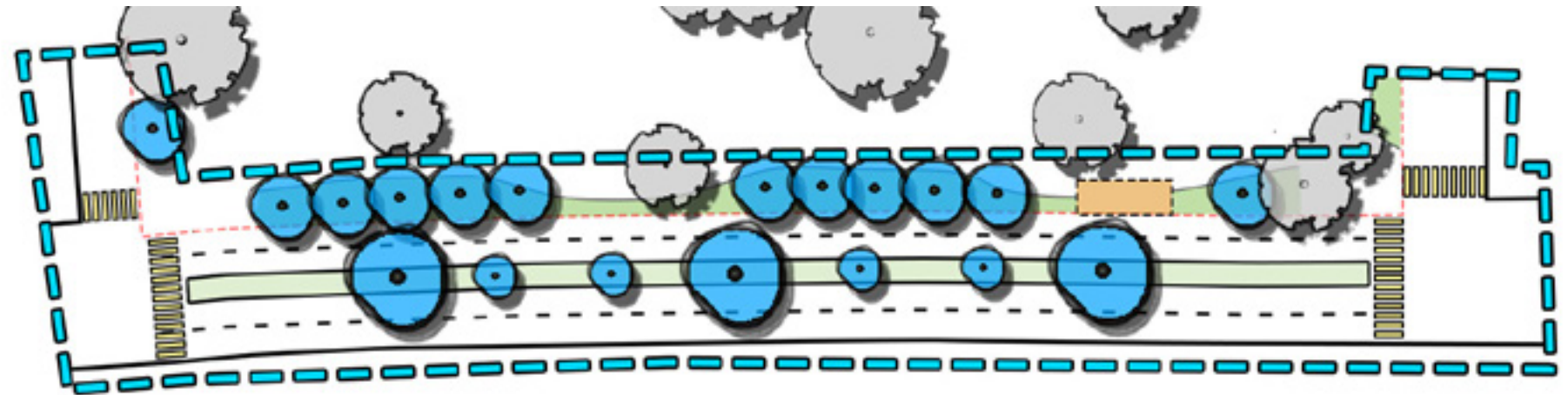
ZONE 4 TESTING



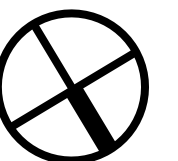
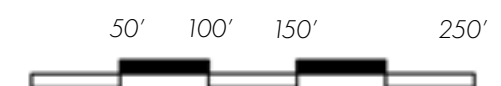
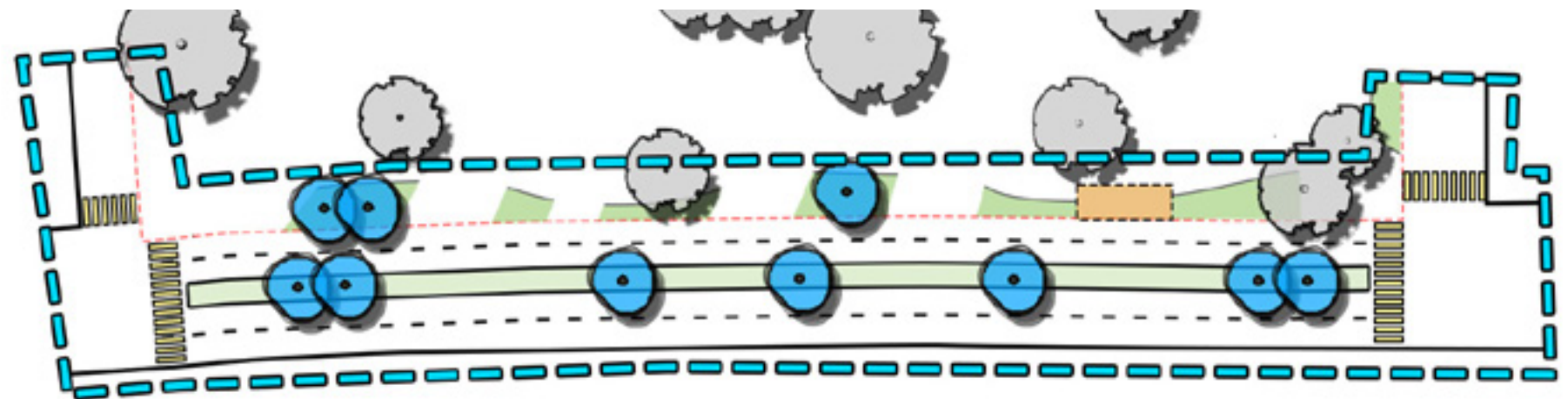
1.



2.



3.





| SITE DESIGN

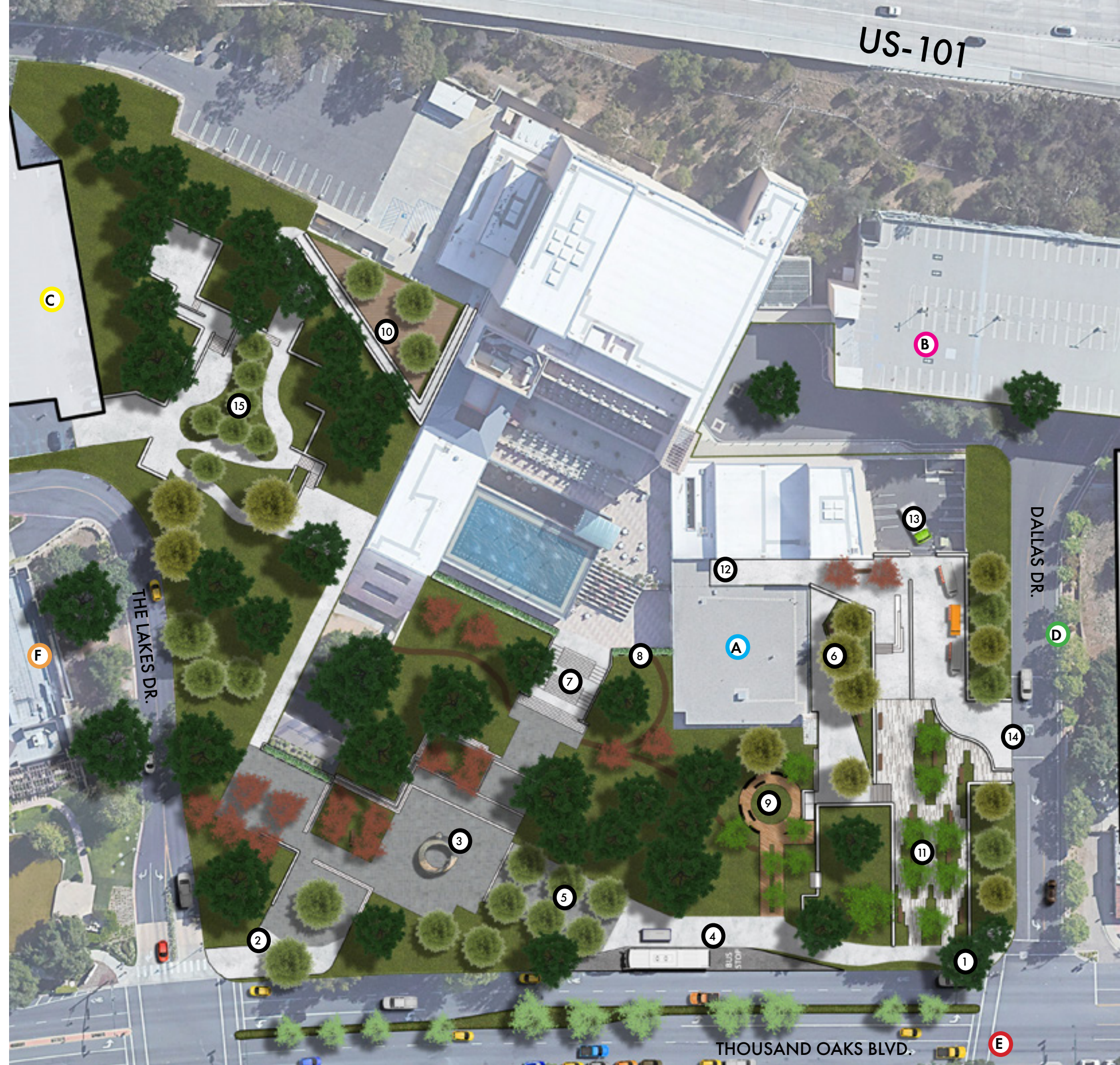
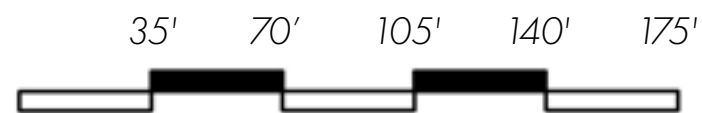
THE FINAL PRODUCT

ILLUSTRATIVE PLAN

FULL SITE

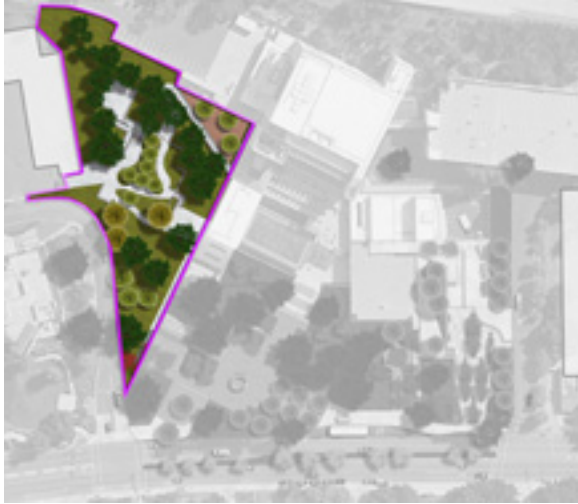
LEGEND

- | | |
|-----------------------------------|------------------------------------|
| 1 WEST ENTRANCE | 9 GATHERING CIRCLE |
| 2 EAST ENTRANCE | 10 RAISED DECK AREA |
| 3 CENTRAL PLAZA | 11 CANOPY PLAZA |
| 4 BUS PULL IN | 12 2ND LEVEL ENTRANCE |
| 5 CANOPY WALK | 13 VEHICLE LOADING AREA |
| 6 EMPLOYEE BREAK AREA | 14 DALLAS DR ENTRANCE |
| 7 GRAND ENTRANCE TO LEVEL 2 | 15 SOFTSCAPE PLAZA |
| 8 MAIN LEVEL ENTRANCE | |
| A CITY HALL OFFICES | D FUTURE MUSEUM |
| B PARKING GARAGE | E GAREDENS OF THE WORLD |
| C FUTURE APARTMENT COMPLEX | F THE LAKES SHOPPING CENTER |



ILLUSTRATIVE PLAN

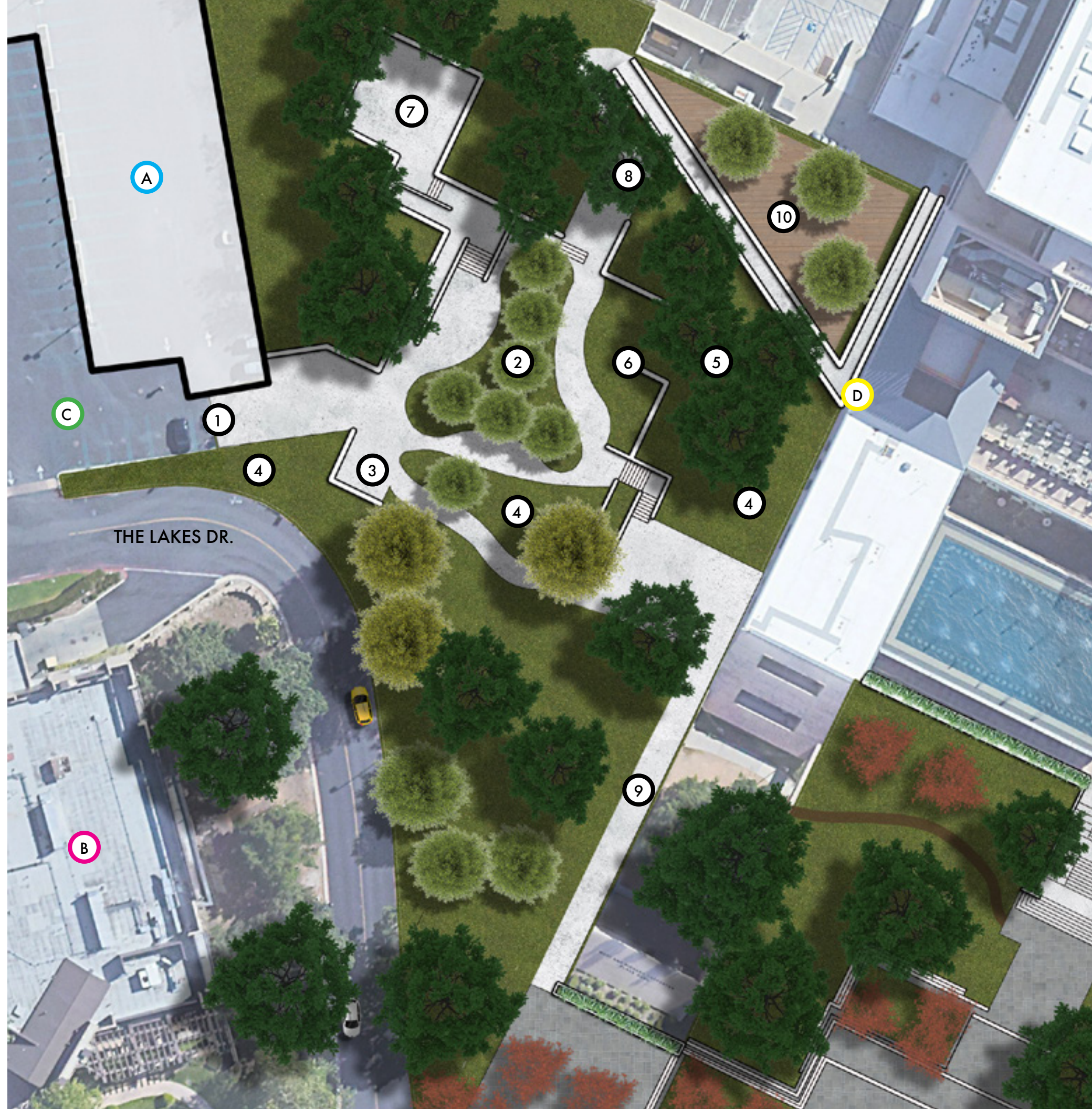
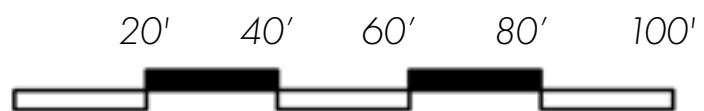
ZONE 1



LEGEND

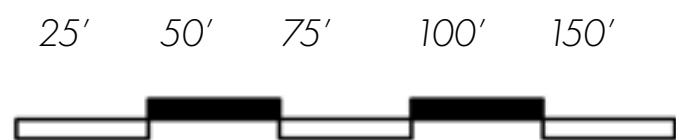
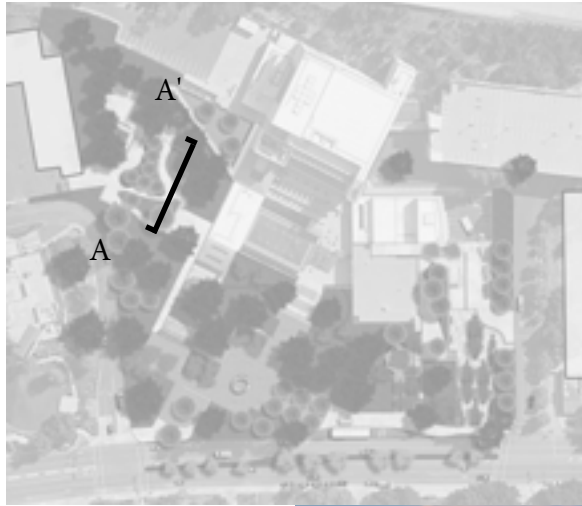
- | | |
|--------------------|--------------------------|
| 1 ACCESS POINT | 7 PRIVATE GARDEN |
| 2 GATHERING HILL | 8 RAMP ACCESS TO LEVEL 2 |
| 3 RAMP LOWER LEVEL | 9 PATHWAY TO CAFE |
| 4 GARDEN AREA | 10 RAISED DECK LOUNGE |
| 5 EXISTING OAKS | |
| 6 SEATING AREA | |

- | | |
|------------------------------------|--------------------------------|
| A FUTURE APARTMENT COMPLEX | C THE LAKES PARKING LOT |
| B THE LAKES SHOPPING CENTER | D ACCESS TO LEVEL 3 |



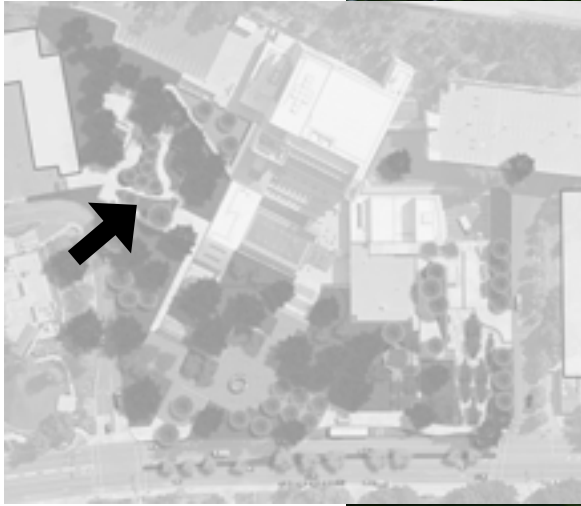
ZONE 1

SECTION/ELEVATION



ZONE 1

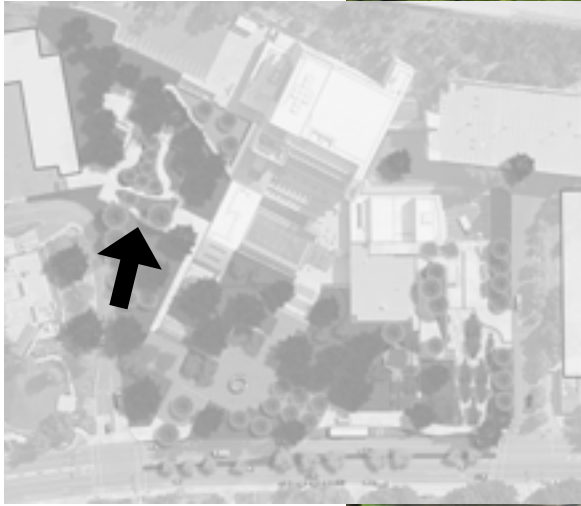
PERSPECTIVES



GATHERING HILL

ZONE 1

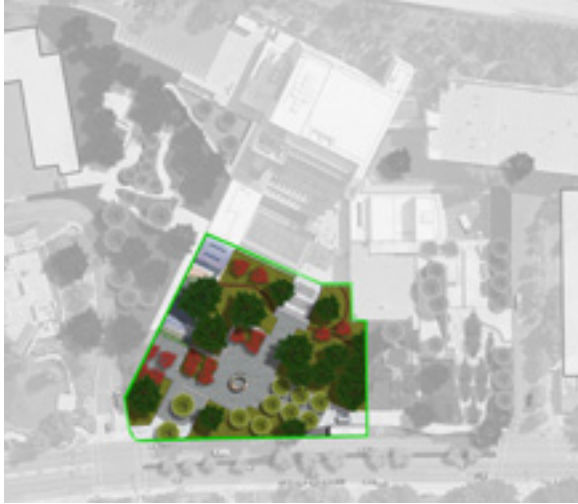
PERSPECTIVES



RAMP ACCESS TO LOWER LEVEL

ILLUSTRATIVE PLAN

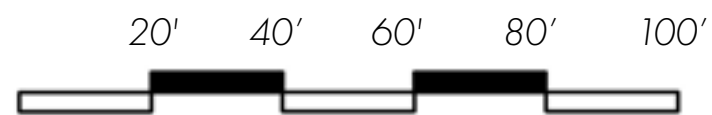
ZONE 2



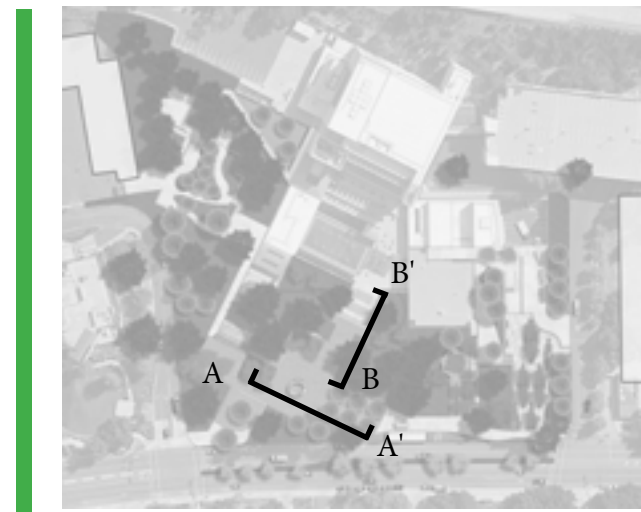
LEGEND

- | | |
|-----------------------|-----------------------------|
| 1 EAST ACCESS TO SITE | 7 GRAND ENTRANCE TO LEVEL 2 |
| 2 WINDOW GARDEN | 8 CANOPY WALK |
| 3 OUTDOOR EATING AREA | 9 BUS STOP |
| 4 PUBLIC ART PIECE | 10 OPEN PLAZA |
| 5 SHADED SEATING | 11 WALKING PATHS |
| 6 PROTECTED OAKS | 12 ACCESS TO BACK AREA |

- | | |
|---------------------------------|----------------------------------|
| A CITY HALL OFFICES | C ROOF TERRACE & FOUNTAIN |
| B MAIN BUILDING ENTRANCE | D EXISTING OUTDOOR AREA |

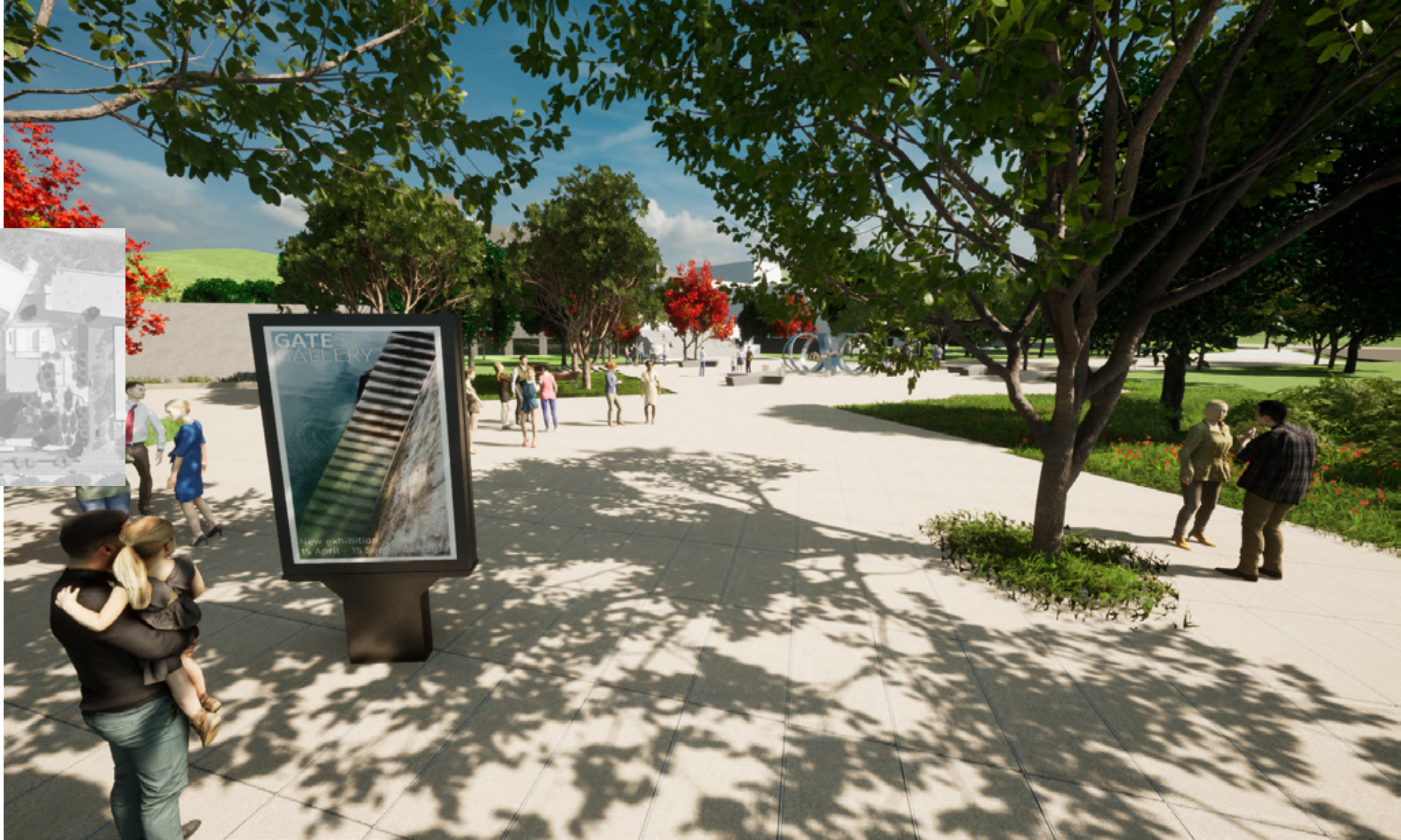


ZONE 2 SECTION/ELEVATION



ZONE 2

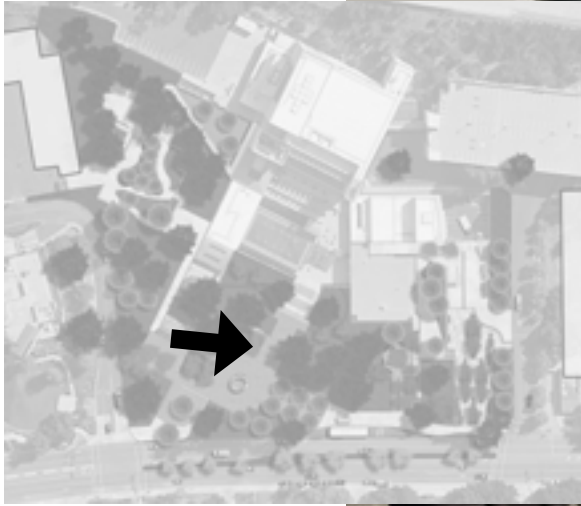
PERSPECTIVES



EAST SIDE ACCESS FROM THE LAKES

ZONE 2

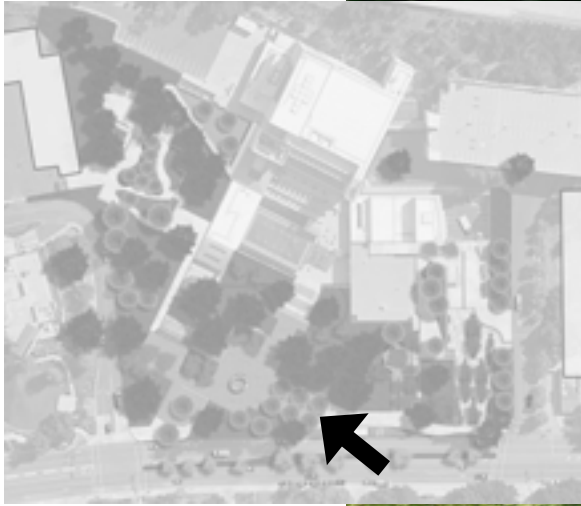
PERSPECTIVES



GRAND ENTRANCE TO LEVEL 2

ZONE 2

PERSPECTIVES



CANOPY WALK TO CENTRAL PLAZA

ZONE 2

PERSPECTIVES



CENTRAL PLAZA

ILLUSTRATIVE PLAN

ZONE 3



LEGEND

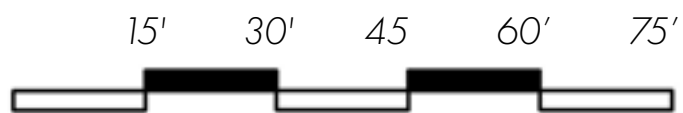
- | | |
|-----------------------|---------------------------|
| 1 WEST ENTRANCE | 7 LEVEL 2 ENTRANCE |
| 2 FOOD TRUCK PARKING | 8 RAMP ACCESS TO LEVEL 2 |
| 3 DALLAS DR. ENTRANCE | 9 BENCH SEATING |
| 4 BUS PULL IN | 10 HALF WALL SEATING |
| 5 NEW COVERED PLAZA | 11 RAMP ACCESS |
| 6 EMPLOYEE BREAK AREA | 12 PRIVATE GATHERING AREA |

A CITY HALL OFFICES

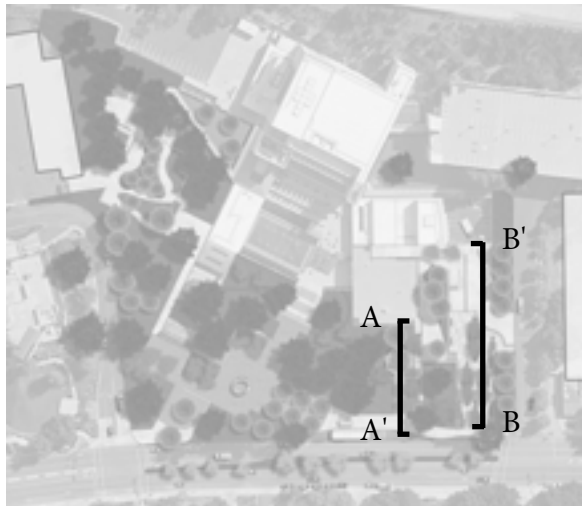
C FUTURE MUSEUM

B LOADING DOCK

D FORUM THEATER

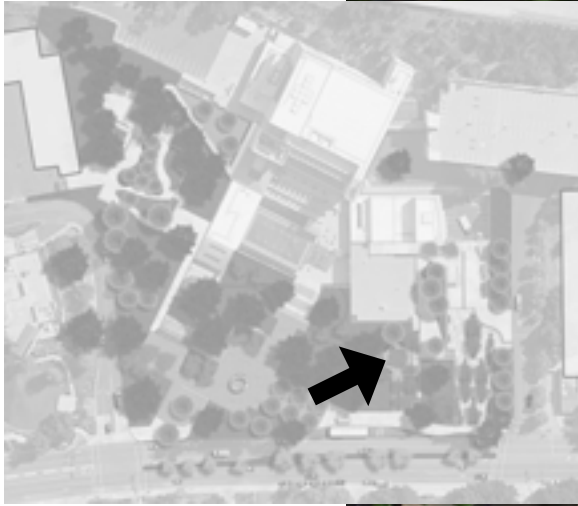


ZONE 3 SECTION/ELEVATION



ZONE 3

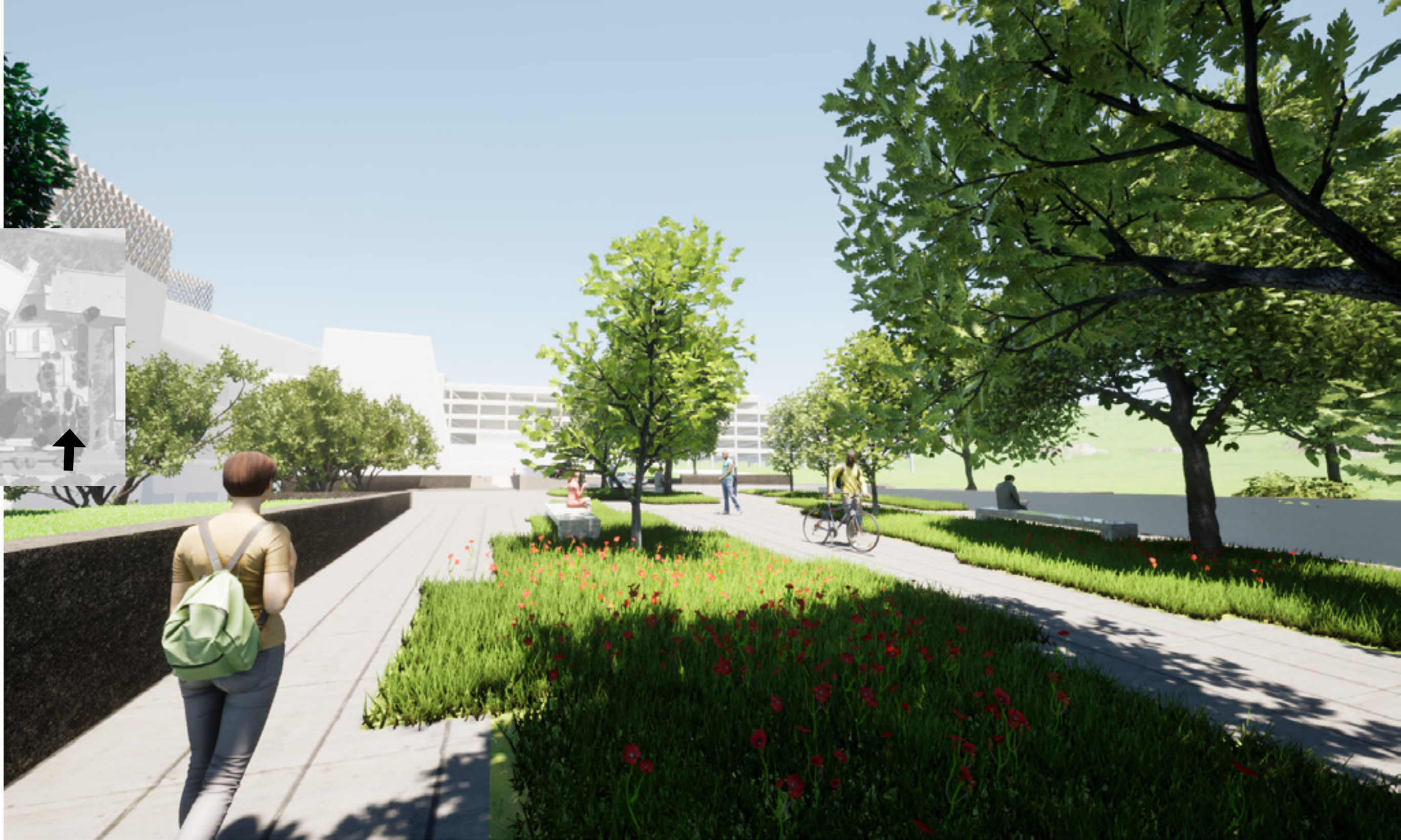
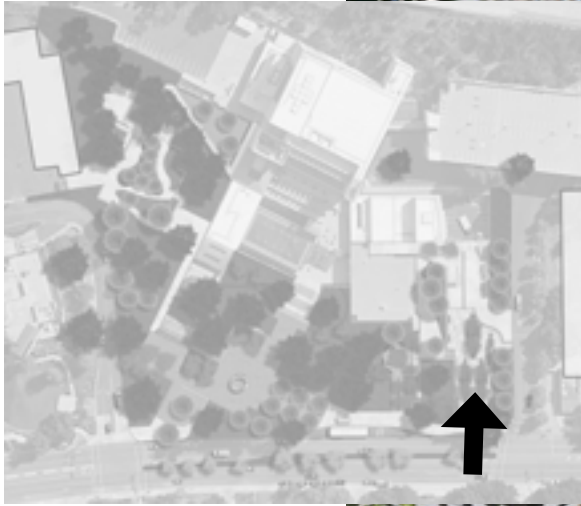
PERSPECTIVES



GATHERING CIRCLE

ZONE 3

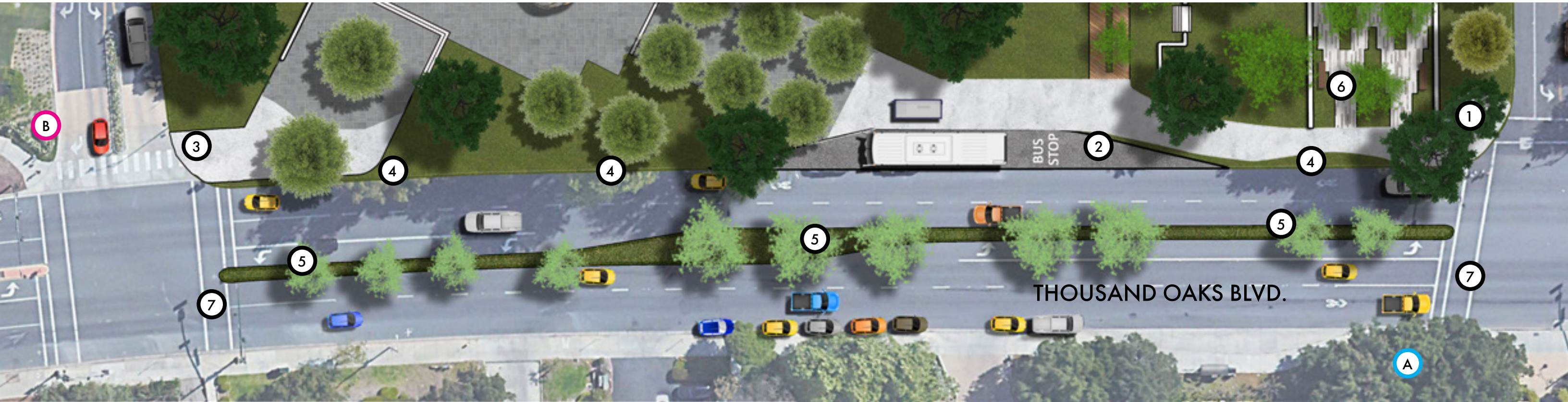
PERSPECTIVES



PLAZA WALKWAY

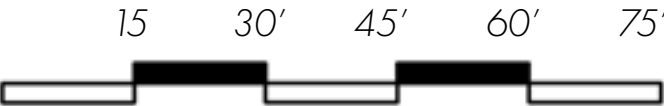
ILLUSTRATIVE PLAN

ZONE 4



LEGEND

- 1 WEST ENTRANCE
- 2 NEW BUS STOP PULL IN
- 3 EAST ENTRANCE
- 4 CURB EXTENSIONS
- 5 TREE ADDITIONS
- 6 COVERED PLAZA ENTRANCE
- 7 CROSSWALK
- A GARDENS OF THE WORLD
- B THE LAKES



ZONE 4

PERSPECTIVES



BUS STOP



THOUSAND OAKS

CIVIC ARTS PLAZA REDEVELOPMENT

ROBERT HANCOCK
LD3 SUMMER | FRANCISCO BEHR