



TEMPLE CITY

MID-CENTURY PLAN

GENERAL PLAN ADVISORY COMMITTEE (GPAC)

MEETING 14 | October 19, 2015

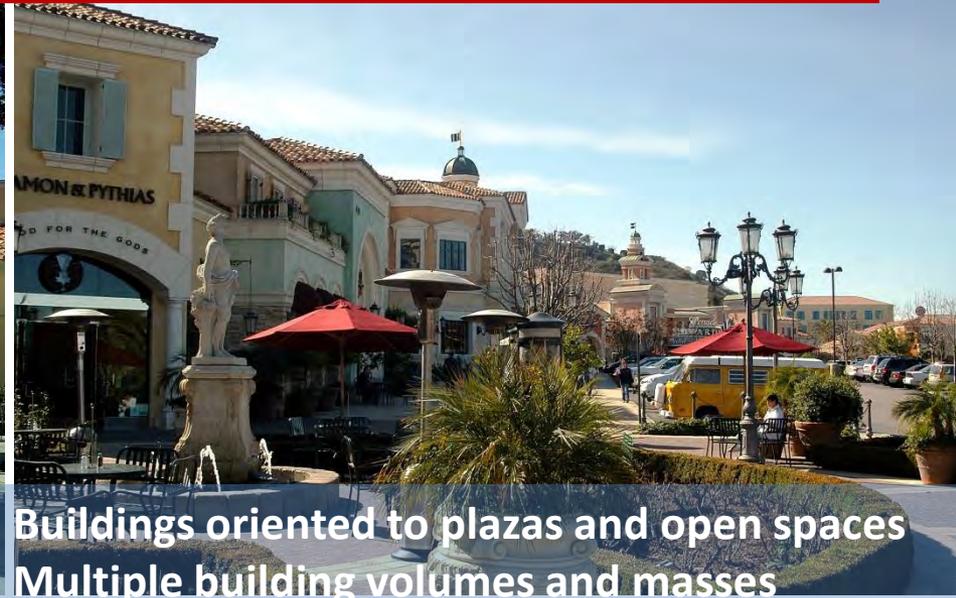
AGENDA

- Call to Order
- Roll Call
- Public Comments
- Approval of August 31 Meeting Notes
- Principles for Successful Infill and Mixed-Use Projects
- Review/Comment on Draft Land Use Concept
- Adjournment

District Development



Calabasas Commons



- ✓ Buildings oriented to plazas and open spaces
- ✓ Multiple building volumes and masses
- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Visual amenities
- ✓ Park once



Metlox, Manhattan Beach



Metlox, Manhattan Beach

- ✓ Buildings oriented to street frontage; creates “Main Street” character
- ✓ Multiple building volumes and masses
- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Outdoor dining



Metlox, Manhattan Beach

- ✓ Buildings front onto central plaza; gathering place
- ✓ Modulation of building mass



Metlox, Manhattan Beach

- ✓ Hotel integrated with retail uses
- ✓ Hotel frontage oriented to plaza and pedestrian activity

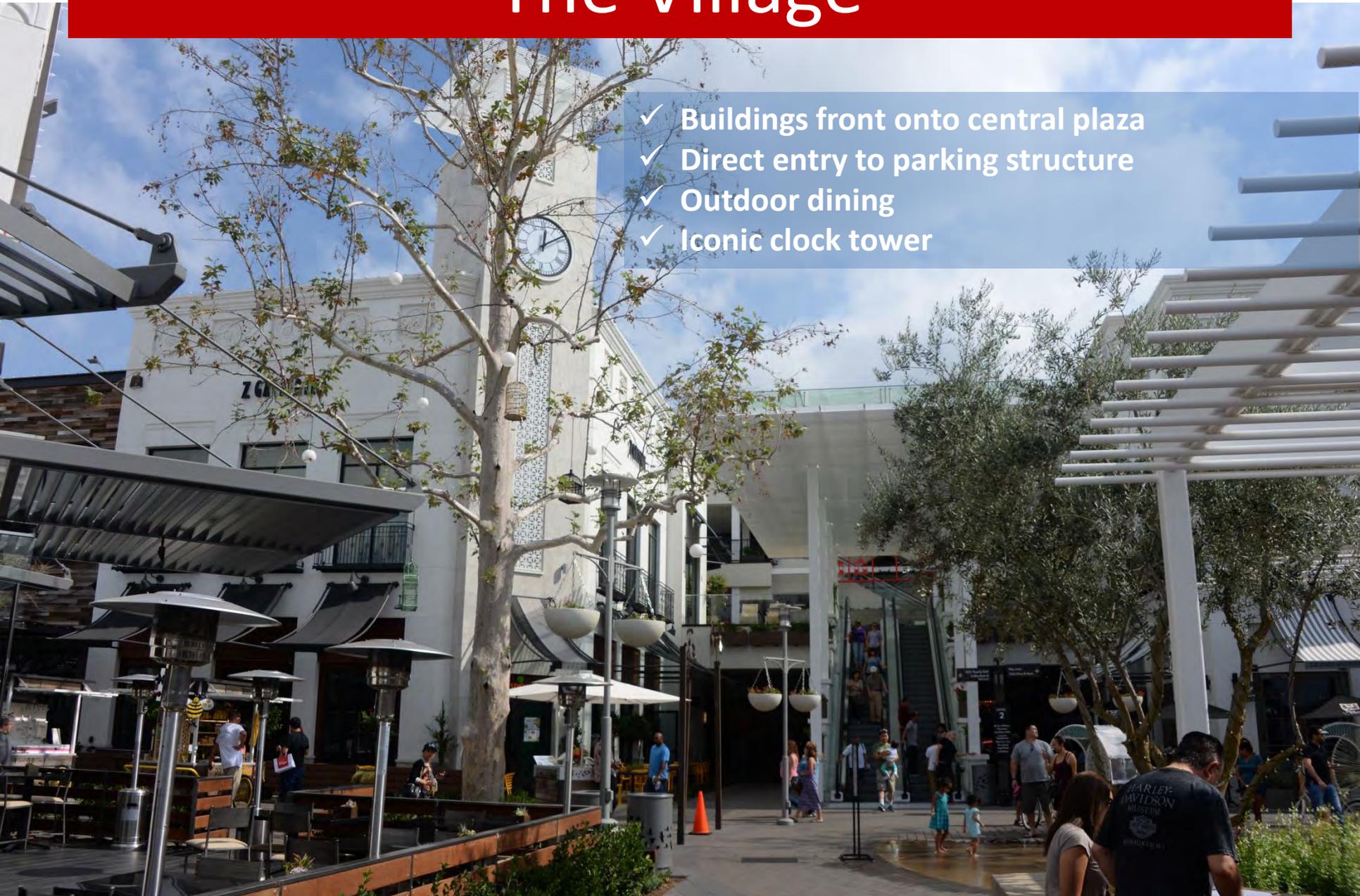


The Village



The Village

- ✓ Buildings front onto central plaza
- ✓ Direct entry to parking structure
- ✓ Outdoor dining
- ✓ Iconic clock tower



The Village

- ✓ Buildings front onto pedestrian “spine,” creating a Main Street character
- ✓ Central space with siting areas and amenities
- ✓ Canopy extending outward from façade frames pedestrian realm



The Village

- ✓ “Big box” retail oriented to plaza and connected to pedestrian “spine”
- ✓ Architectural design and modulation of façade avoids “box-like” character



The Village

- ✓ Landscaped “mini-parks”
- ✓ Siting areas for pedestrians



The Village

✓ Numerous children's play areas and amenities



The Village

✓ Numerous children's play areas and amenities

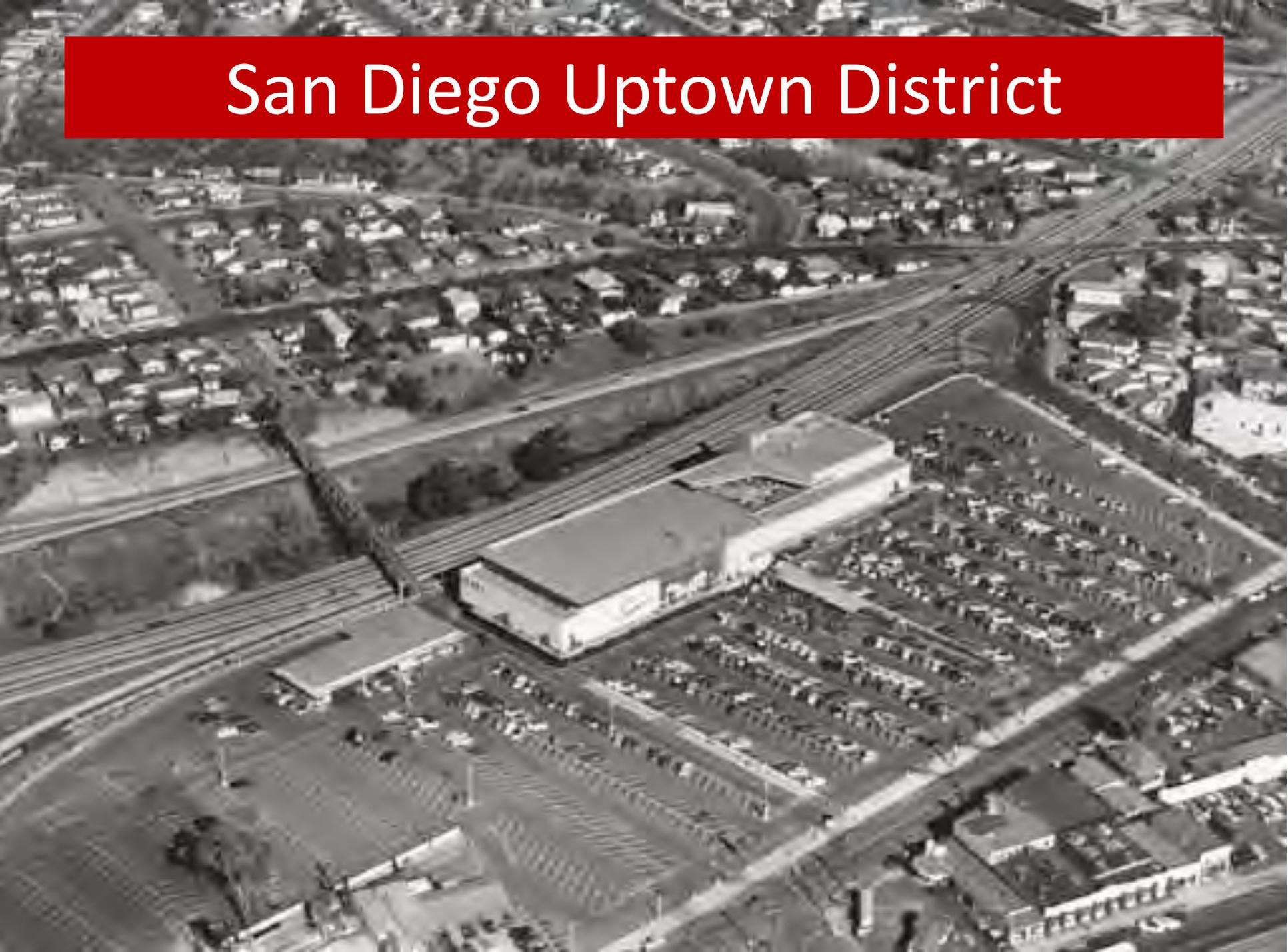


The Village

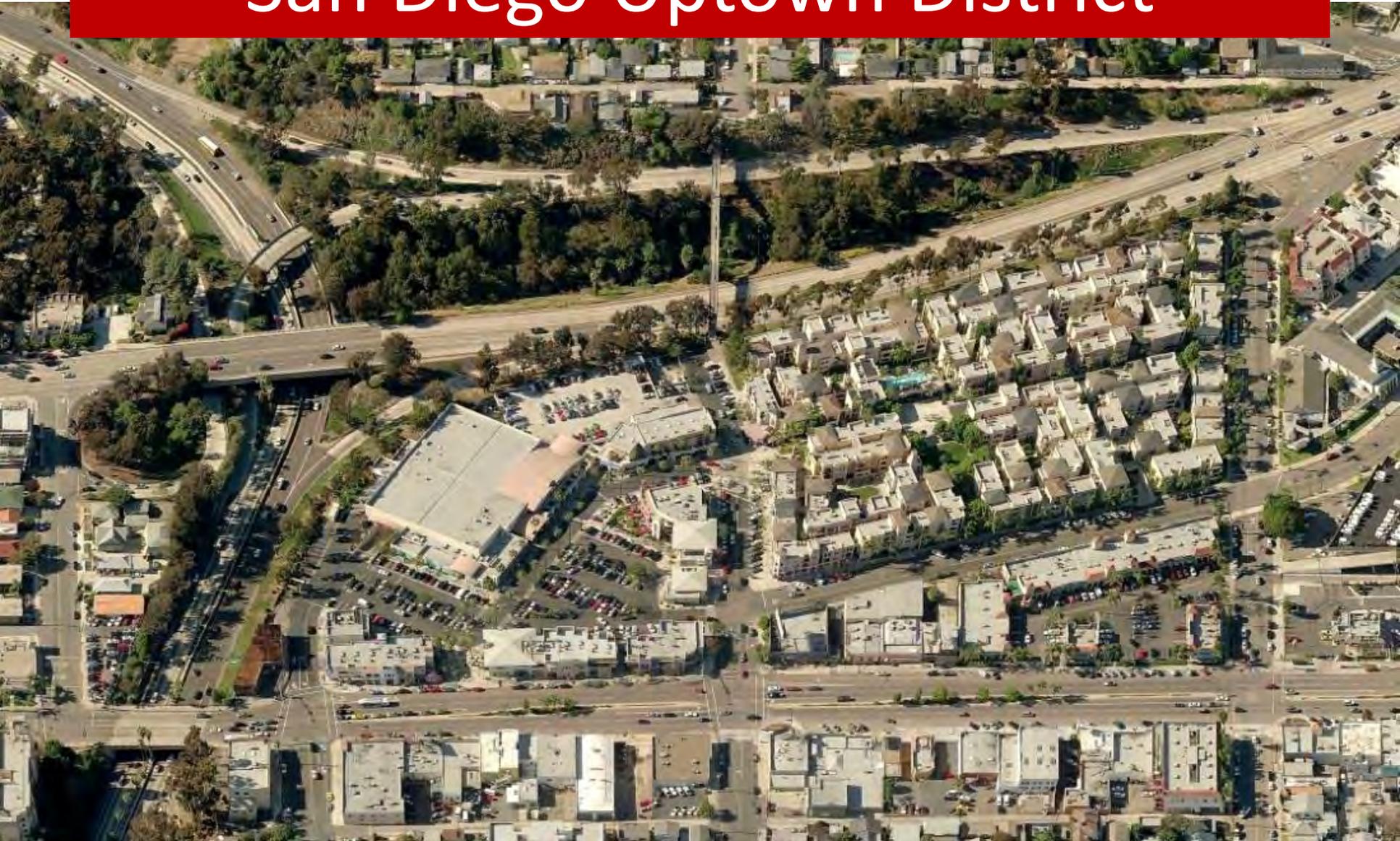
✓ Distinctive streetscape elements



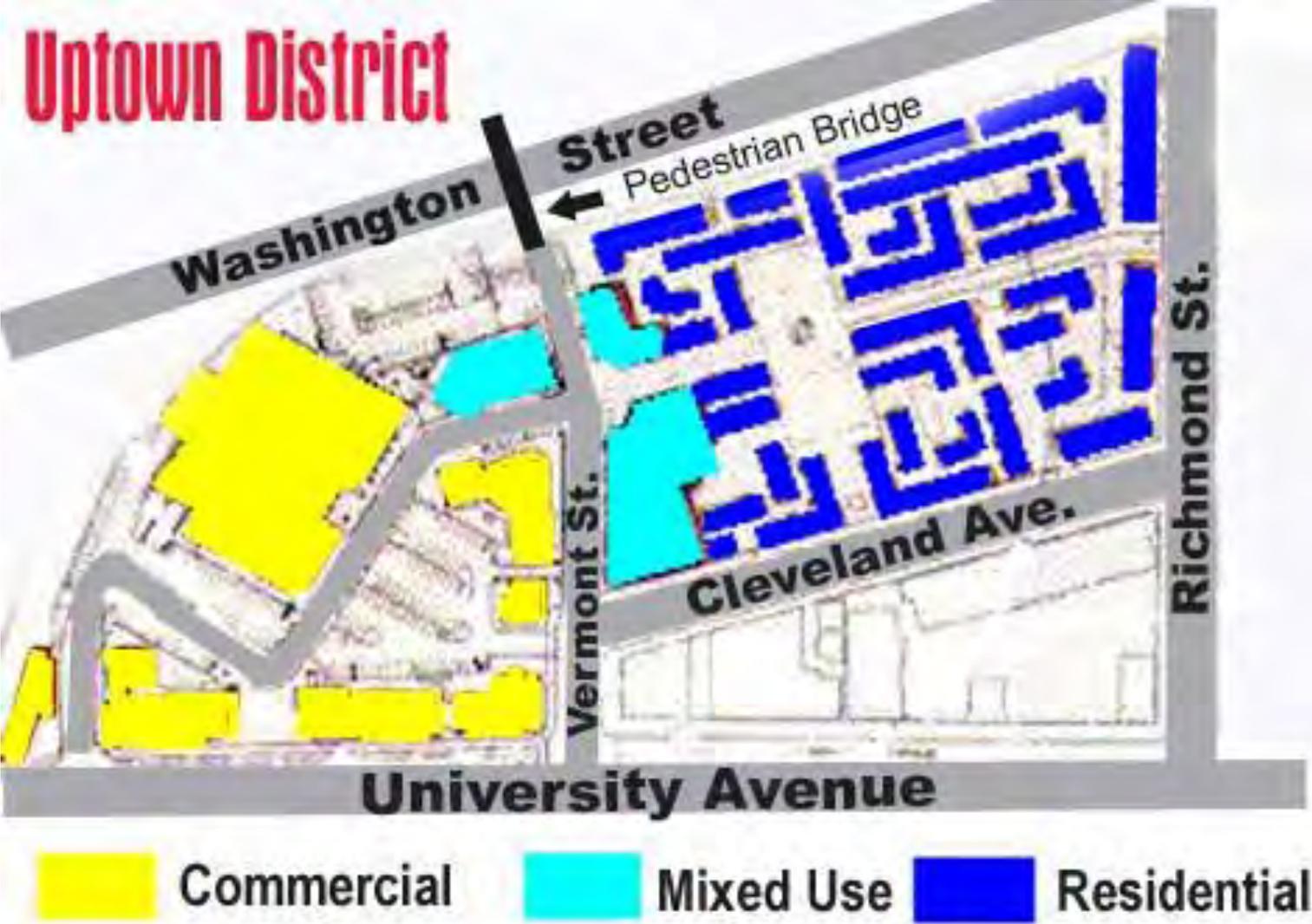
San Diego Uptown District



San Diego Uptown District



San Diego Uptown District

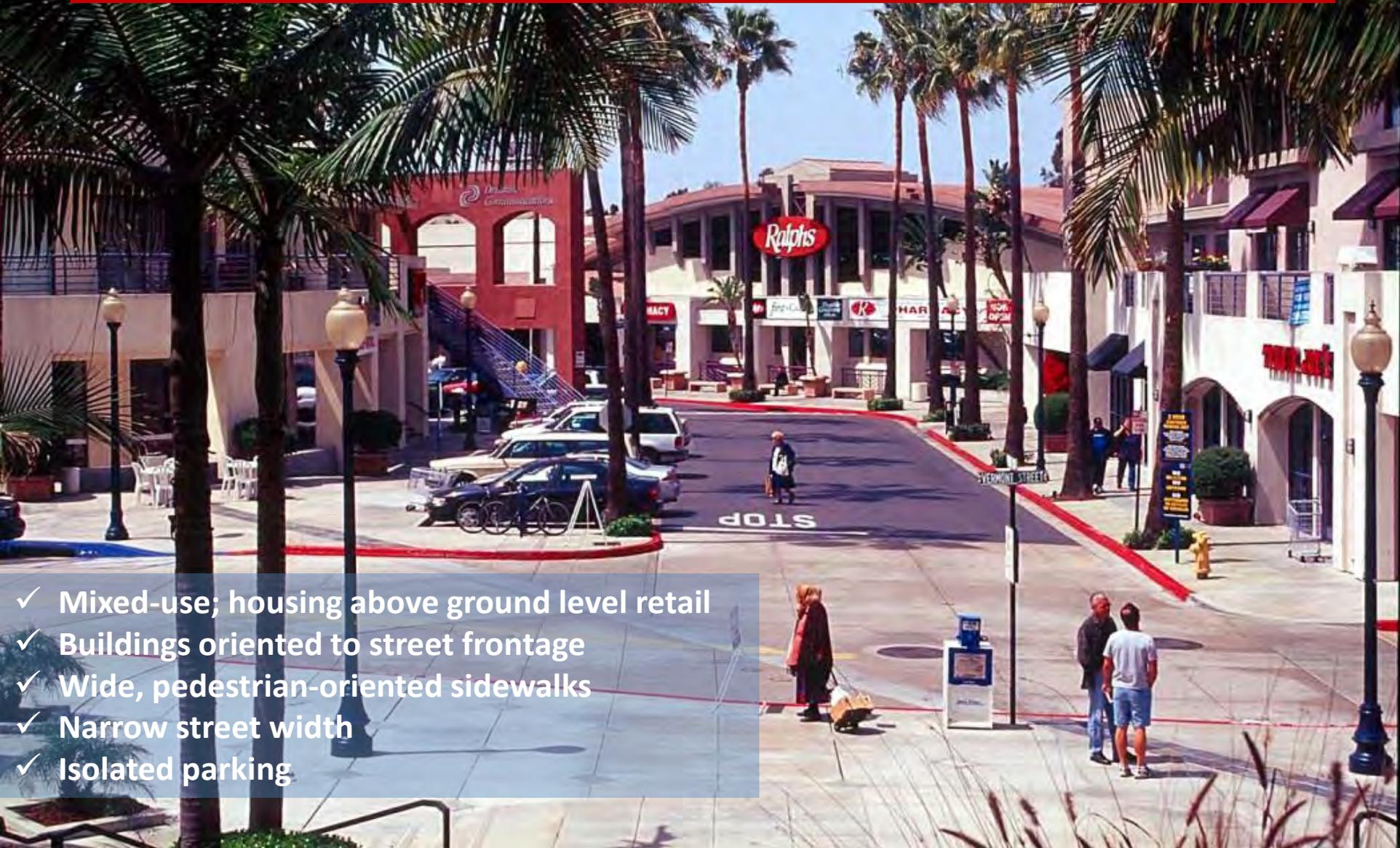


San Diego Uptown District



- ✓ Buildings oriented to street frontage; creates “Main Street” character
- ✓ Multiple building volumes and masses
- ✓ Wide, pedestrian-oriented sidewalks

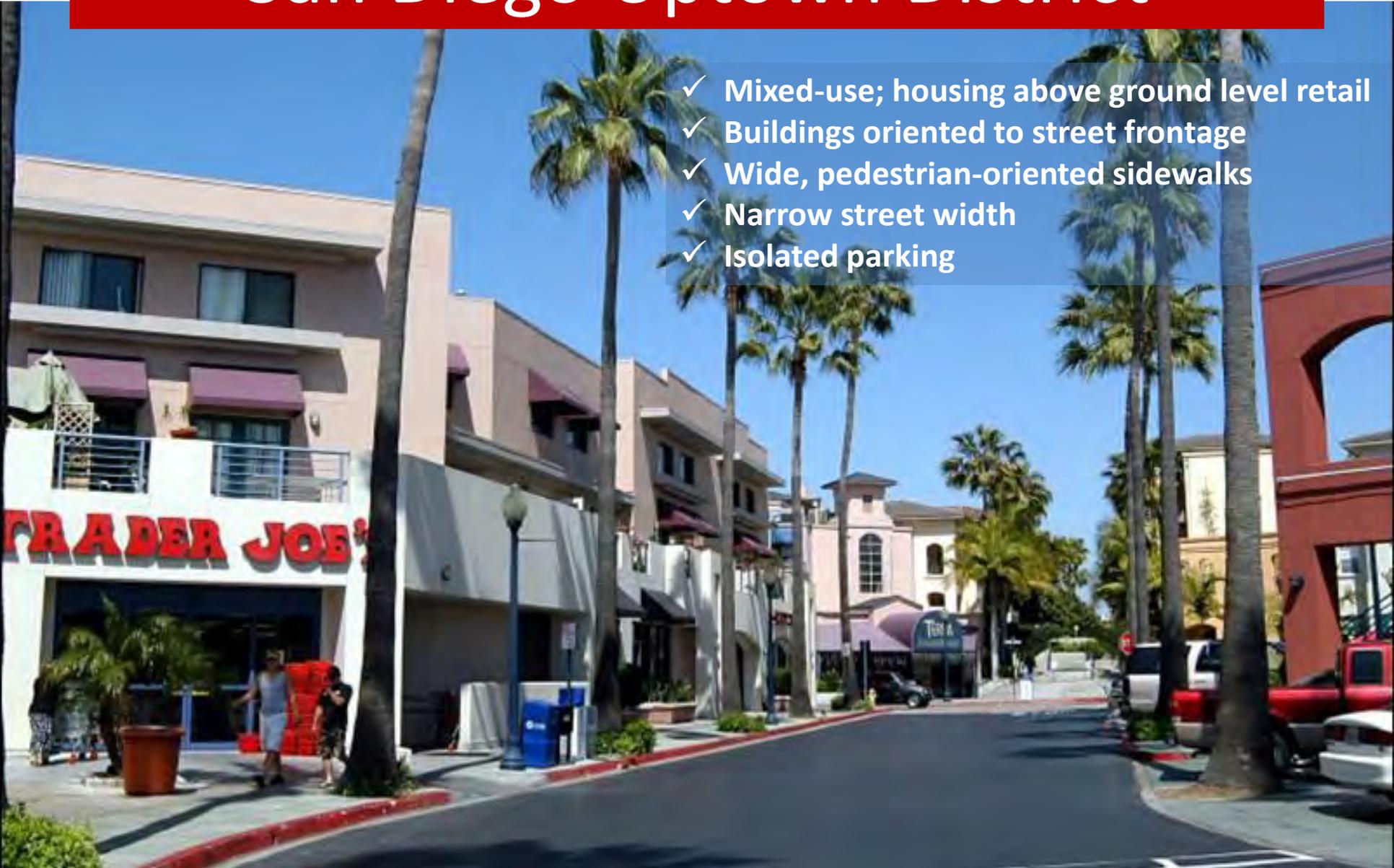
San Diego Uptown District



- ✓ Mixed-use; housing above ground level retail
- ✓ Buildings oriented to street frontage
- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Narrow street width
- ✓ Isolated parking

San Diego Uptown District

- ✓ Mixed-use; housing above ground level retail
- ✓ Buildings oriented to street frontage
- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Narrow street width
- ✓ Isolated parking



San Diego Uptown District



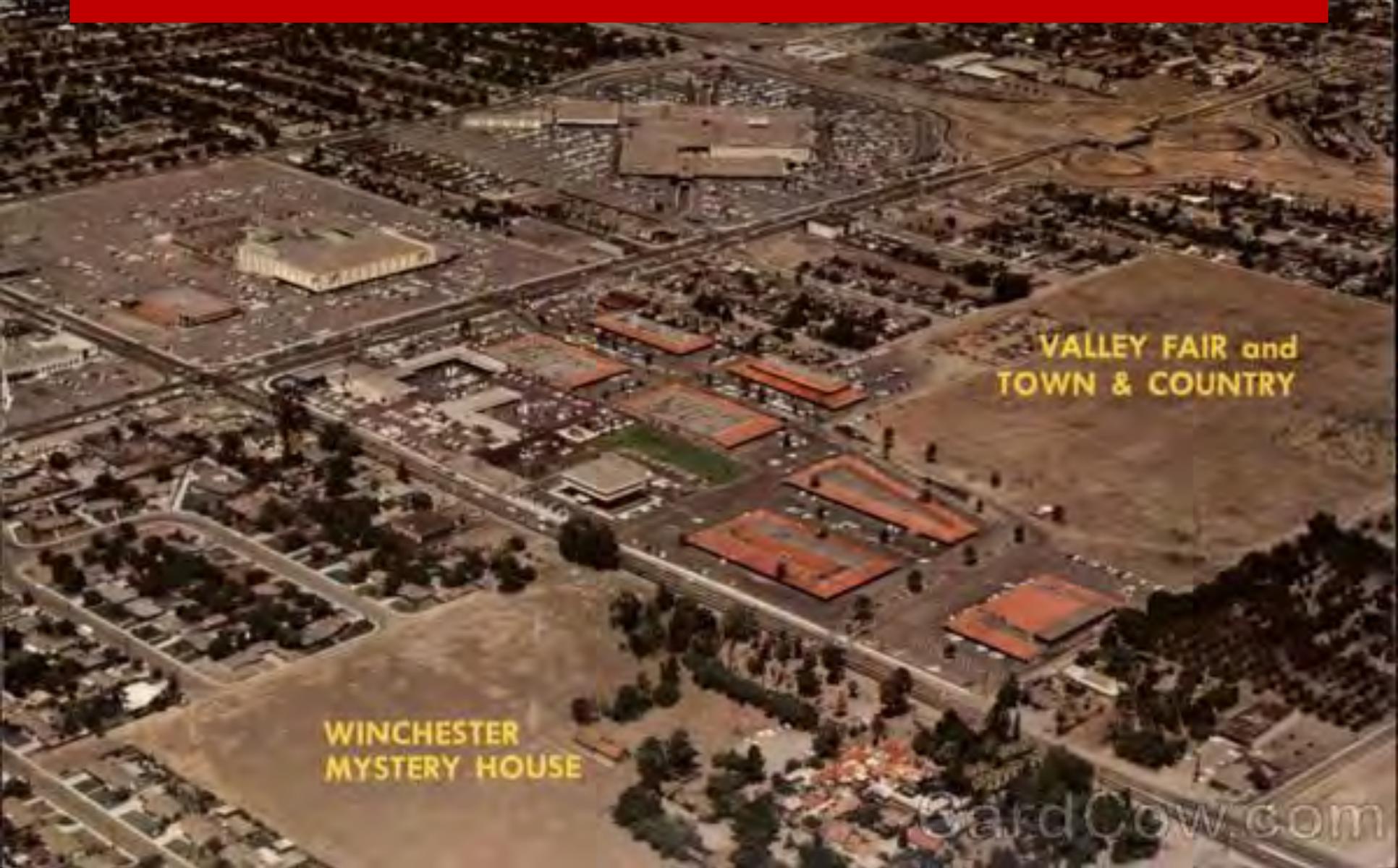
- ✓ Mixed-use; housing above ground level retail
- ✓ Buildings oriented to street frontage
- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Integration of community-oriented facility
- ✓ Variable building heights

San Diego Uptown District



- ✓ **Transitions from mixed-use to multi-family housing**
- ✓ **Building heights transition to adjoining single family neighborhoods**
- ✓ **Modulation of building massing and facades**
- ✓ **Housing units oriented to the street**

San Jose Santana Row



VALLEY FAIR and
TOWN & COUNTRY

WINCHESTER
MYSTERY HOUSE

GardCow.com

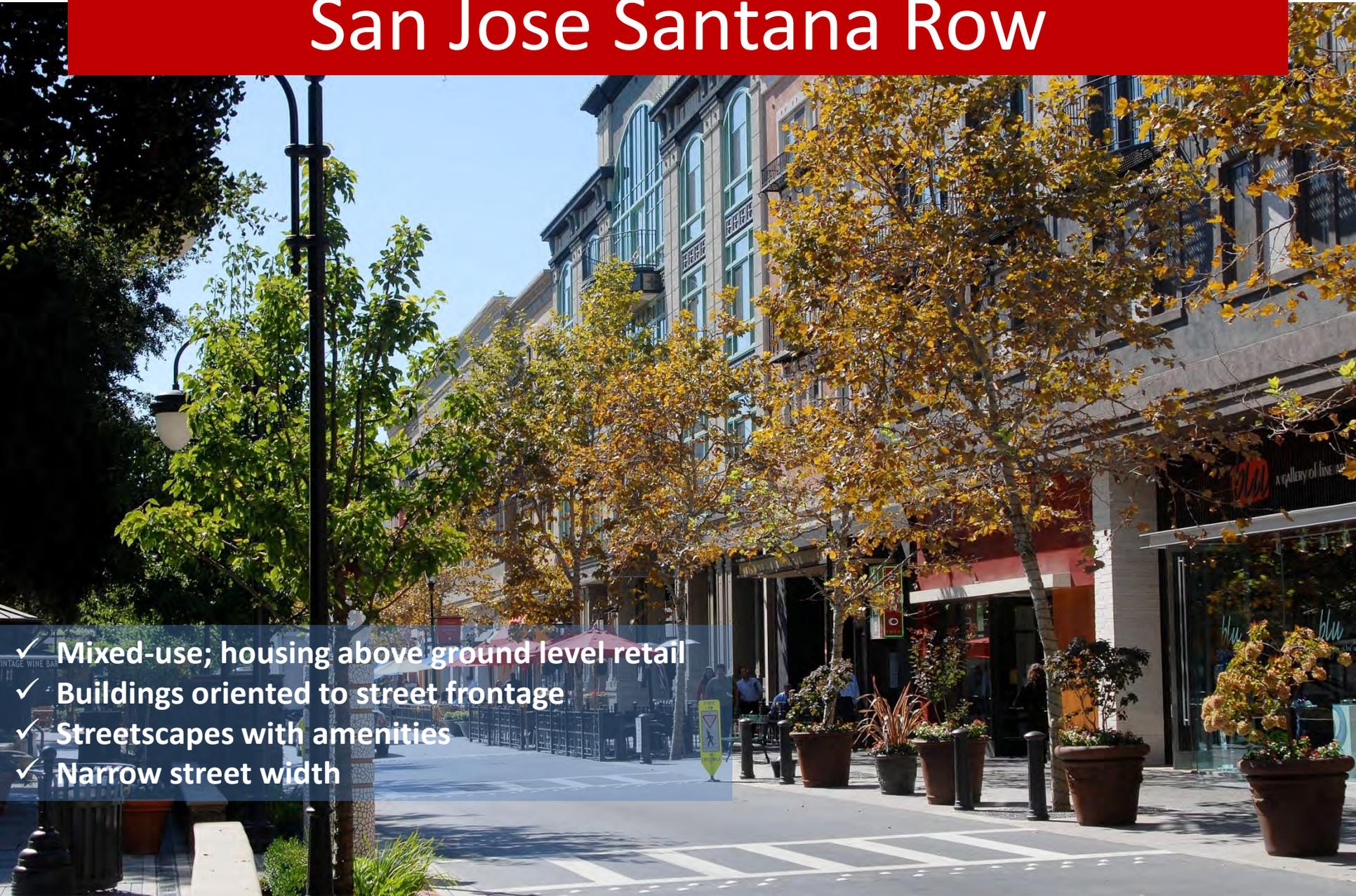
San Jose Santana Row



- ✓ Buildings located along street frontage, forming continuous “building wall and “Main Street” character
- ✓ Shared parking structures

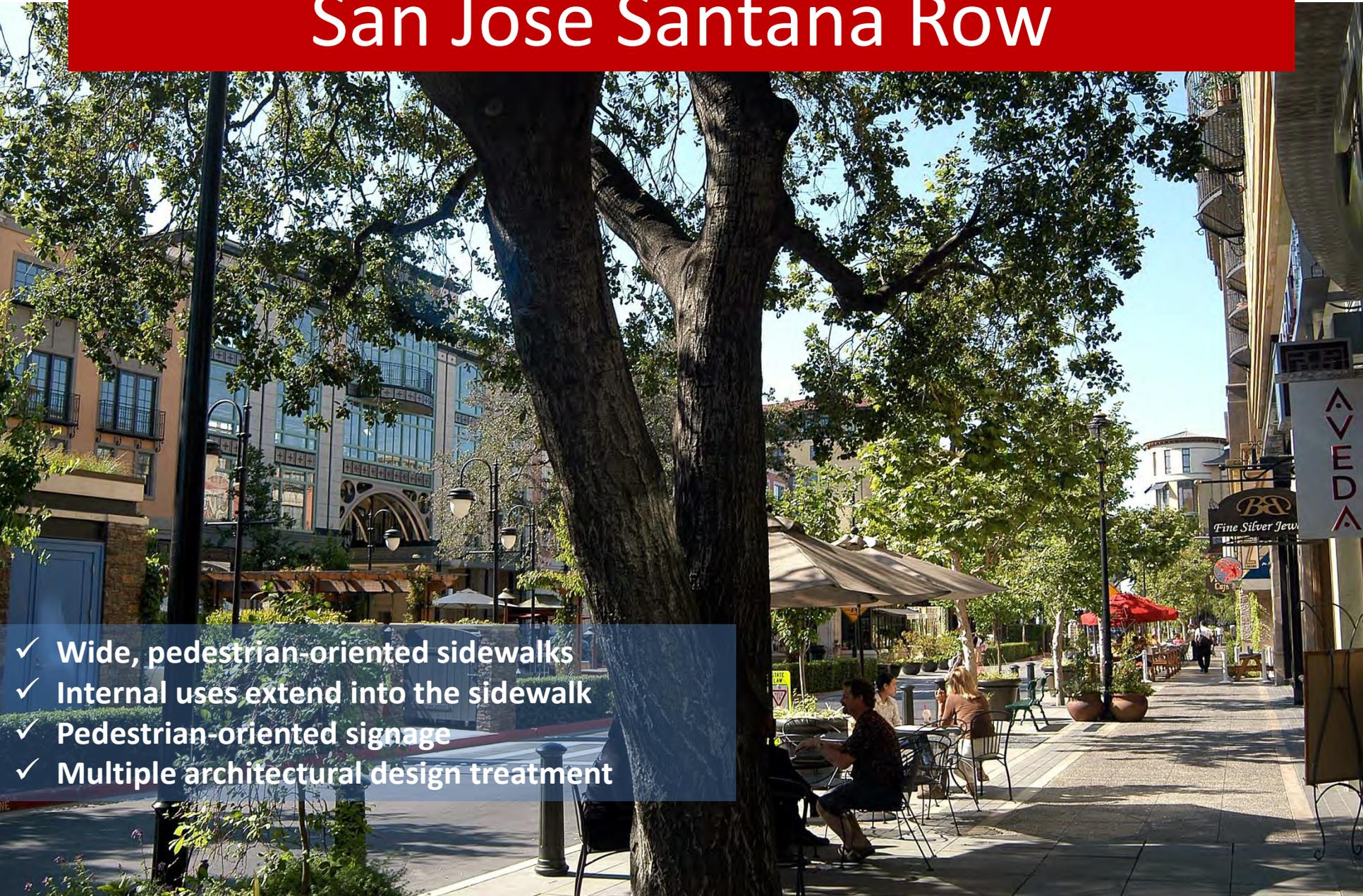
San Jose Santana Row

- ✓ Mixed-use; housing above ground level retail
- ✓ Buildings oriented to street frontage
- ✓ Streetscapes with amenities
- ✓ Narrow street width

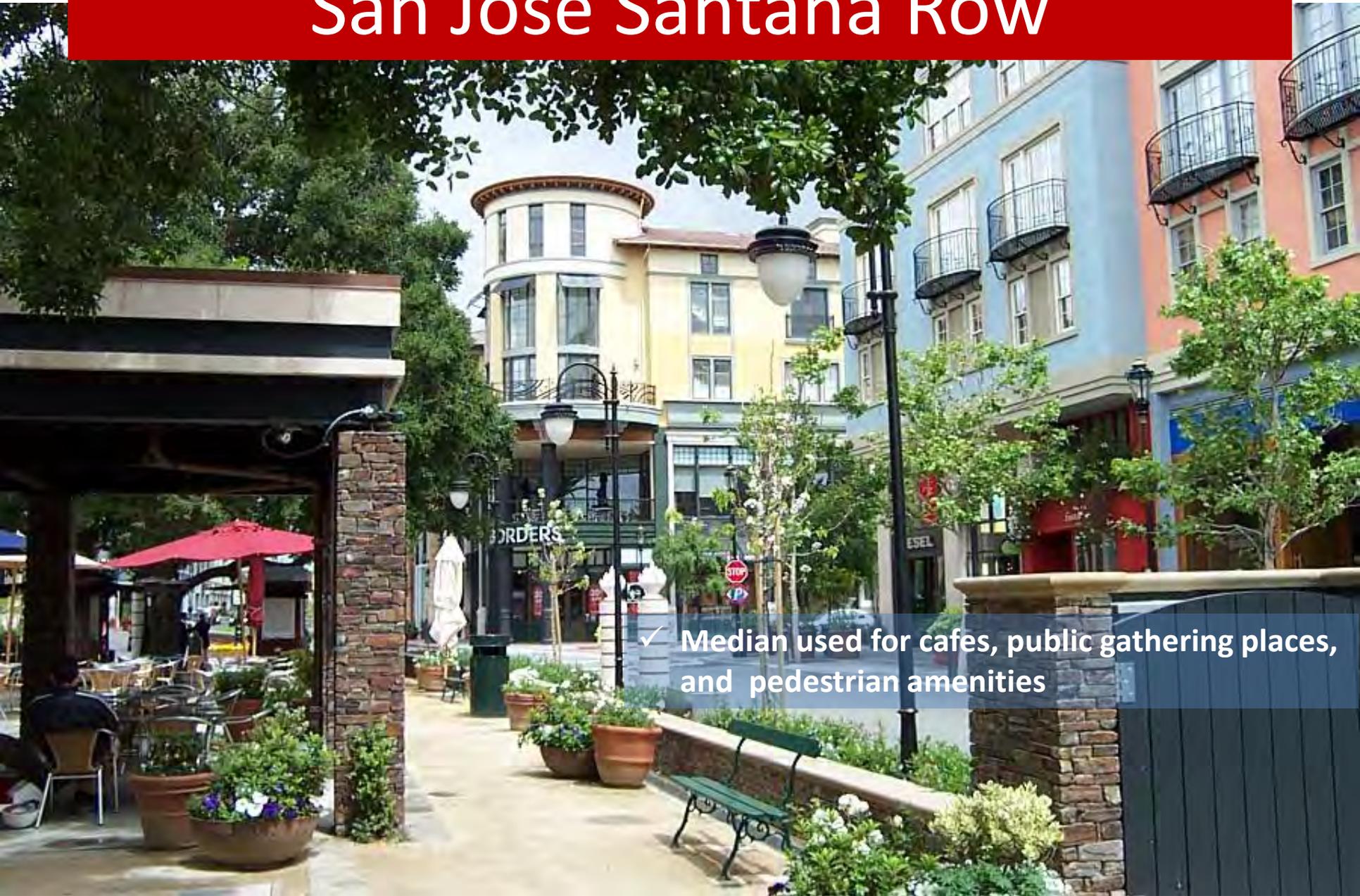


San Jose Santana Row

- ✓ Wide, pedestrian-oriented sidewalks
- ✓ Internal uses extend into the sidewalk
- ✓ Pedestrian-oriented signage
- ✓ Multiple architectural design treatment



San Jose Santana Row



✓ Median used for cafes, public gathering places, and pedestrian amenities

San Jose Santana Row



- ✓ Land use mix: hotel, movie theaters, with housing and retail
- ✓ Building passages to parking structures
- ✓ Incorporation of public art



District Development Principles

- ✓ Make it a destination—land use mix.
- ✓ Network of pedestrian-scaled streets and walkways.
- ✓ Cluster buildings along plazas, sidewalks, and public open spaces.
- ✓ Shared parking.
- ✓ Locate and design buildings to foster pedestrian interest and activity.
- ✓ Amenities and landscape.
- ✓ Modulated building volumes and height.
- ✓ Transition with adjoining lower density districts and neighborhoods.

Del Mar

- ✓ Buildings located along and oriented to the street and sidewalk frontage
- ✓ Uses and design foster pedestrian activity
- ✓ Modulated building volumes and variable materials create visual interest



Sacramento



- ✓ Mixed-use building at street intersections, with intervening areas developed with housing
- ✓ Buildings located along and oriented to the street and sidewalk frontage
- ✓ Uses and design foster pedestrian activity
- ✓ Modulated building volumes and variable materials create visual interest

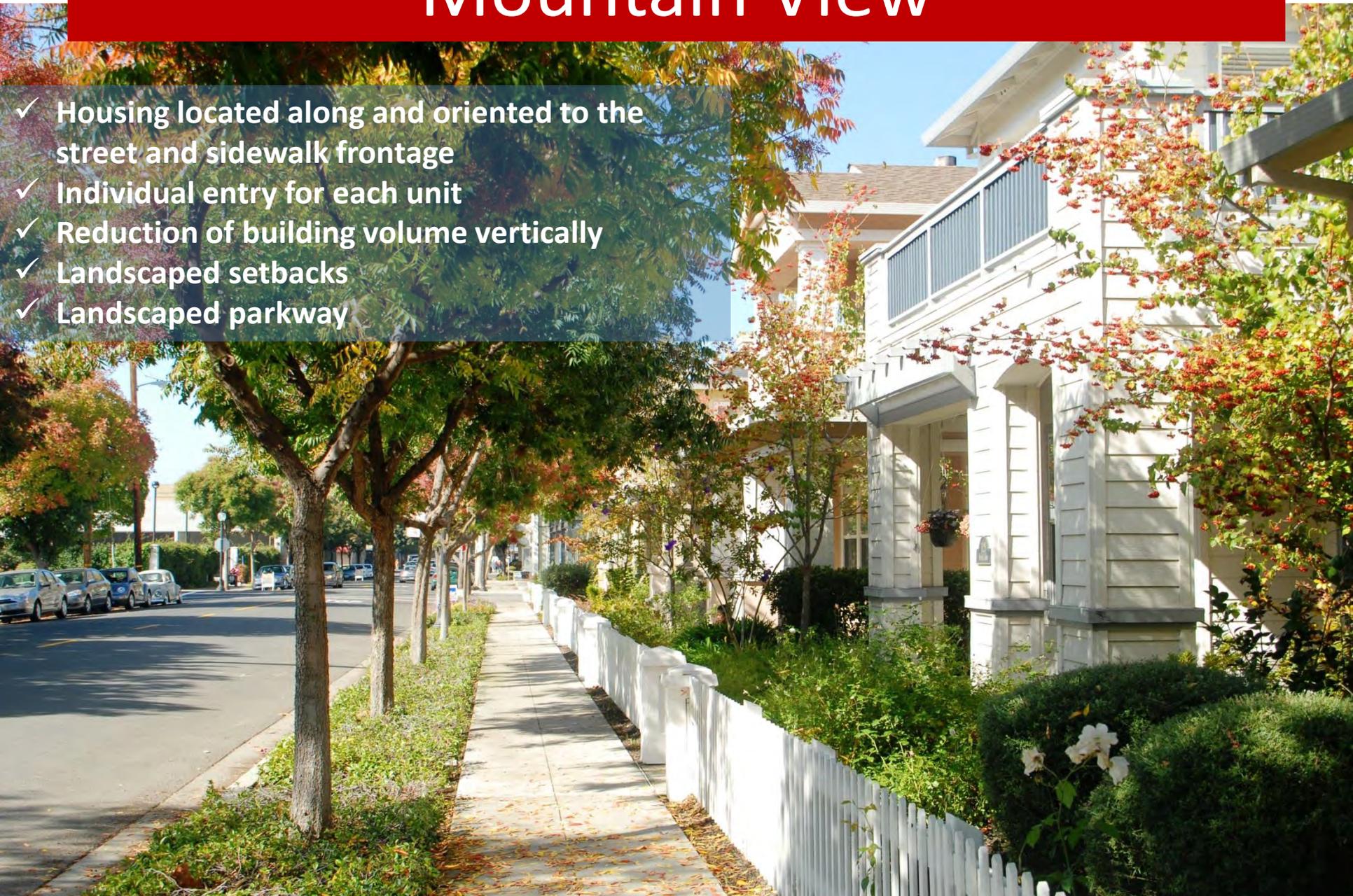
Otay Ranch

- ✓ Buildings located along and oriented to the street and sidewalk frontage
- ✓ Uses and design foster pedestrian activity
- ✓ Modulated building volumes and heights create visual interest



Mountain View

- ✓ Housing located along and oriented to the street and sidewalk frontage
- ✓ Individual entry for each unit
- ✓ Reduction of building volume vertically
- ✓ Landscaped setbacks
- ✓ Landscaped parkway



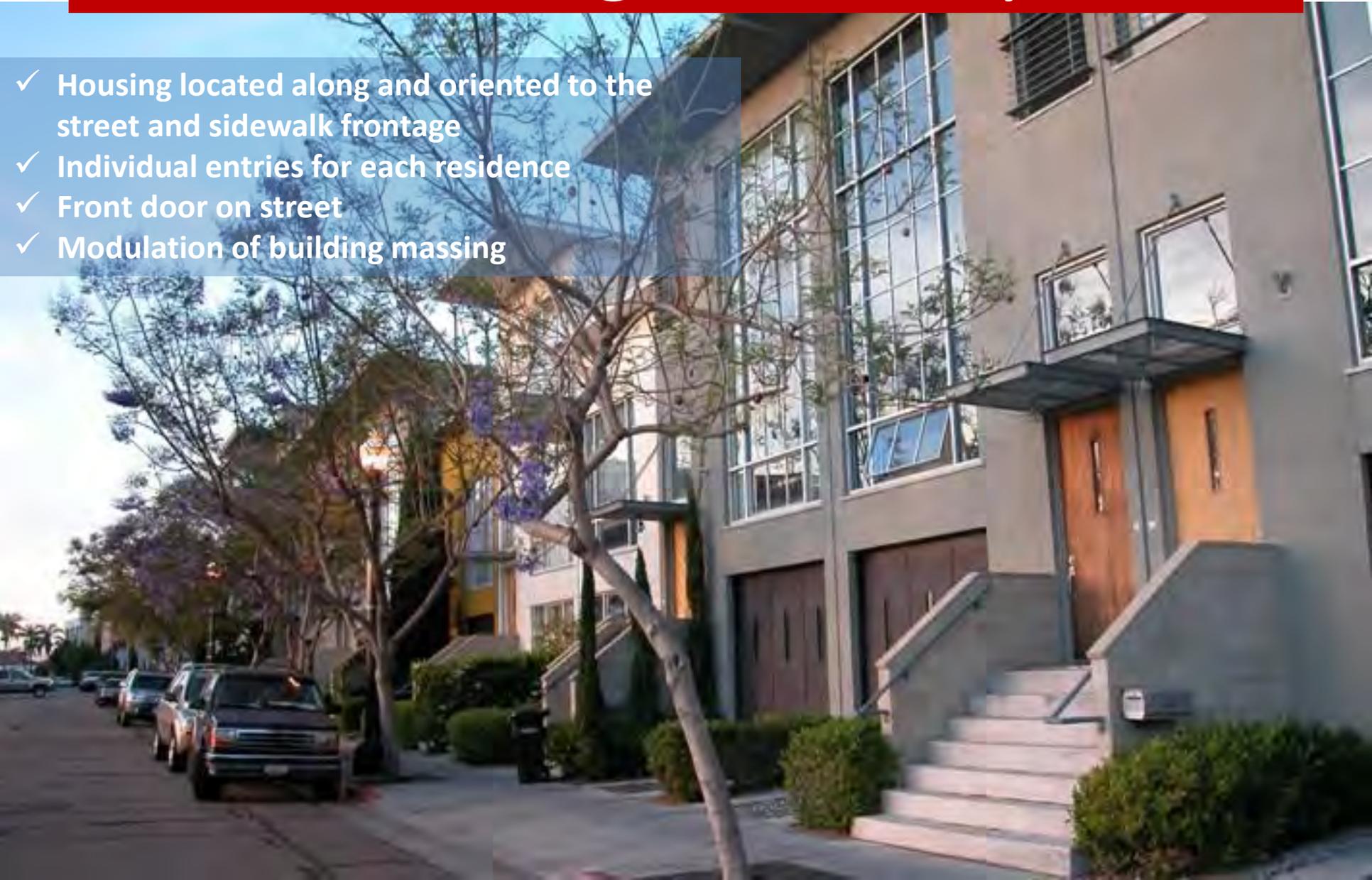
Mountain View

- ✓ Housing located along and oriented to the street and sidewalk frontage
- ✓ Individual entry for each housing unit
- ✓ Modulation of building volumes and heights
- ✓ Landscaped setbacks



San Diego Little Italy

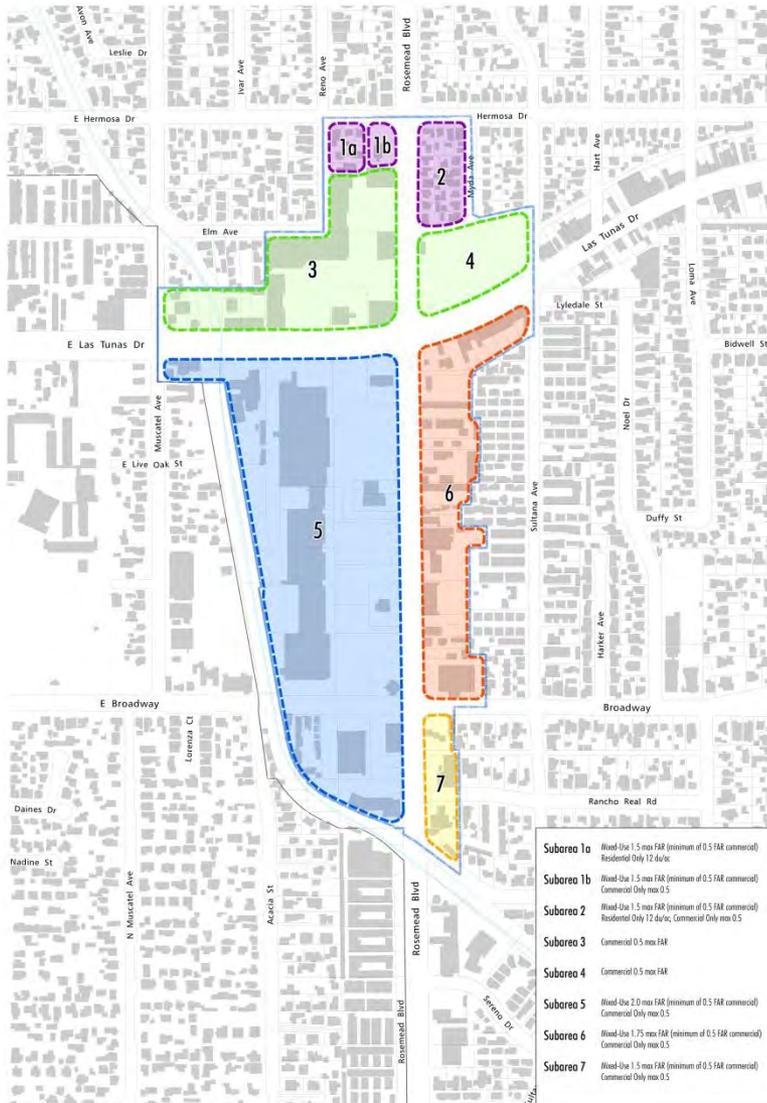
- ✓ Housing located along and oriented to the street and sidewalk frontage
- ✓ Individual entries for each residence
- ✓ Front door on street
- ✓ Modulation of building massing



Corridor Development Principles

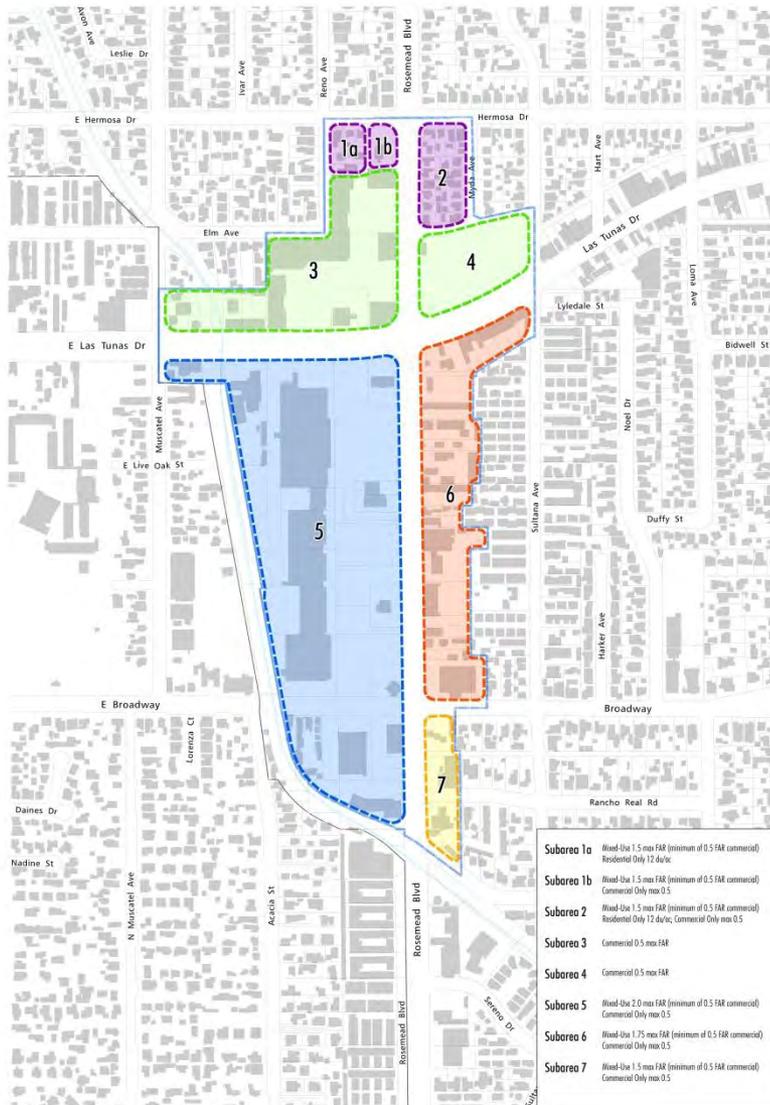
- ✓ Create a “district” or “neighborhood”
- ✓ Locate and orient buildings to sidewalks and street frontages; form a continuous or semi-continuous building wall.
- ✓ Locate and design commercial and mixed-use buildings to foster pedestrian interest and activity.
- ✓ Landscaped frontages and streetscapes.
- ✓ Modulated building volumes and height.
- ✓ Shared parking for commercial uses.

Preliminary Concept



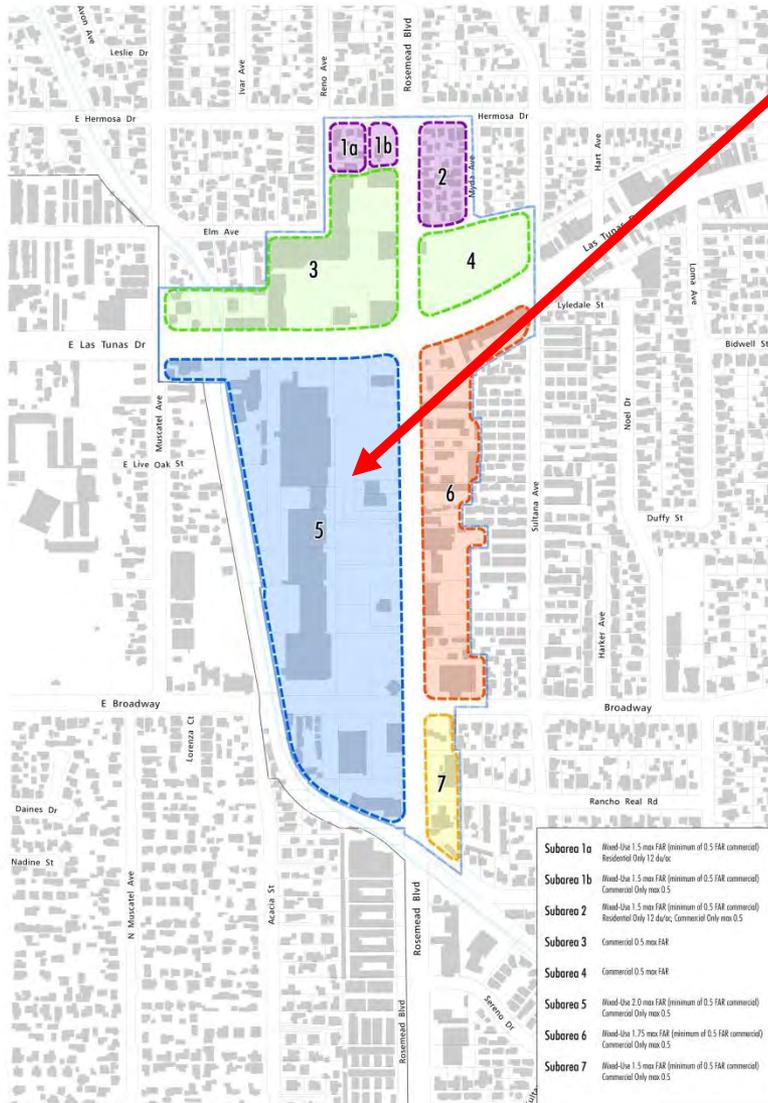
- Subarea 1a** Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Residential Only 12 du/ac
- Subarea 1b** Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5
- Subarea 2** Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Residential Only 12 du/ac; Commercial Only max 0.5
- Subarea 3** Commercial 0.5 max FAR
- Subarea 4** Commercial 0.5 max FAR
- Subarea 5** Mixed-Use 2.0 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5
- Subarea 6** Mixed-Use 1.75 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5
- Subarea 7** Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5

Preliminary Concept



Illustrative Development Concept

Preliminary Concept

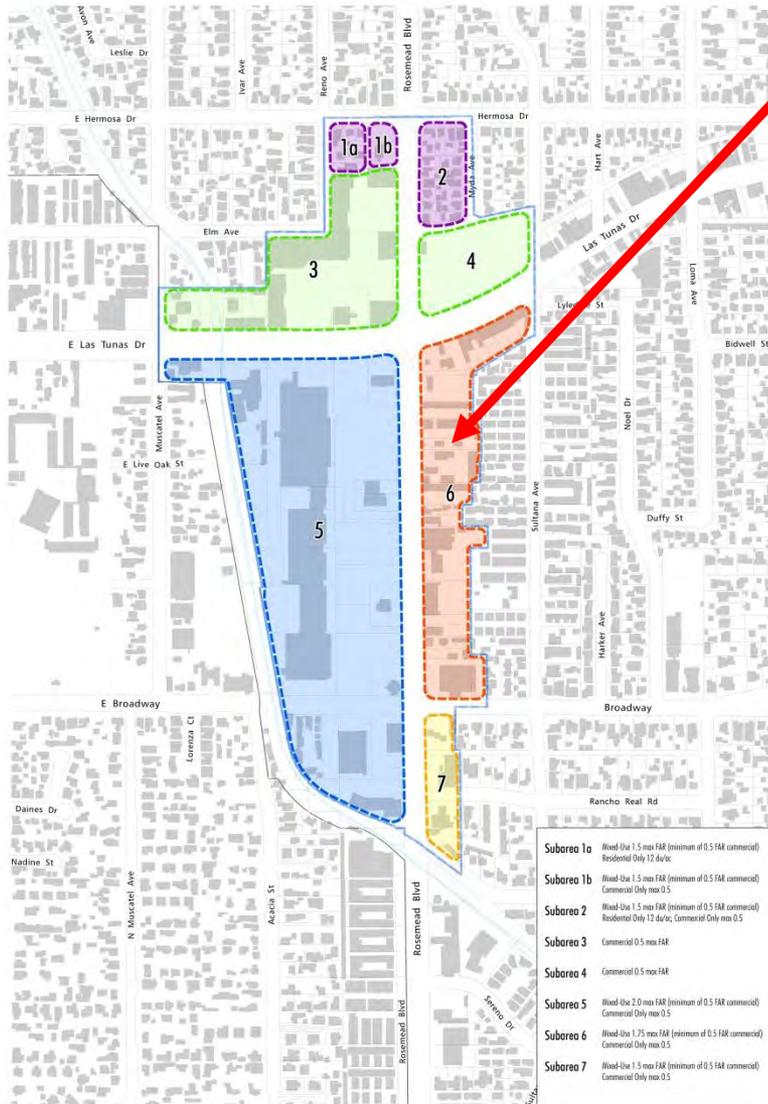


Subarea 5

Mixed-Use 2.0 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5



Preliminary Concept

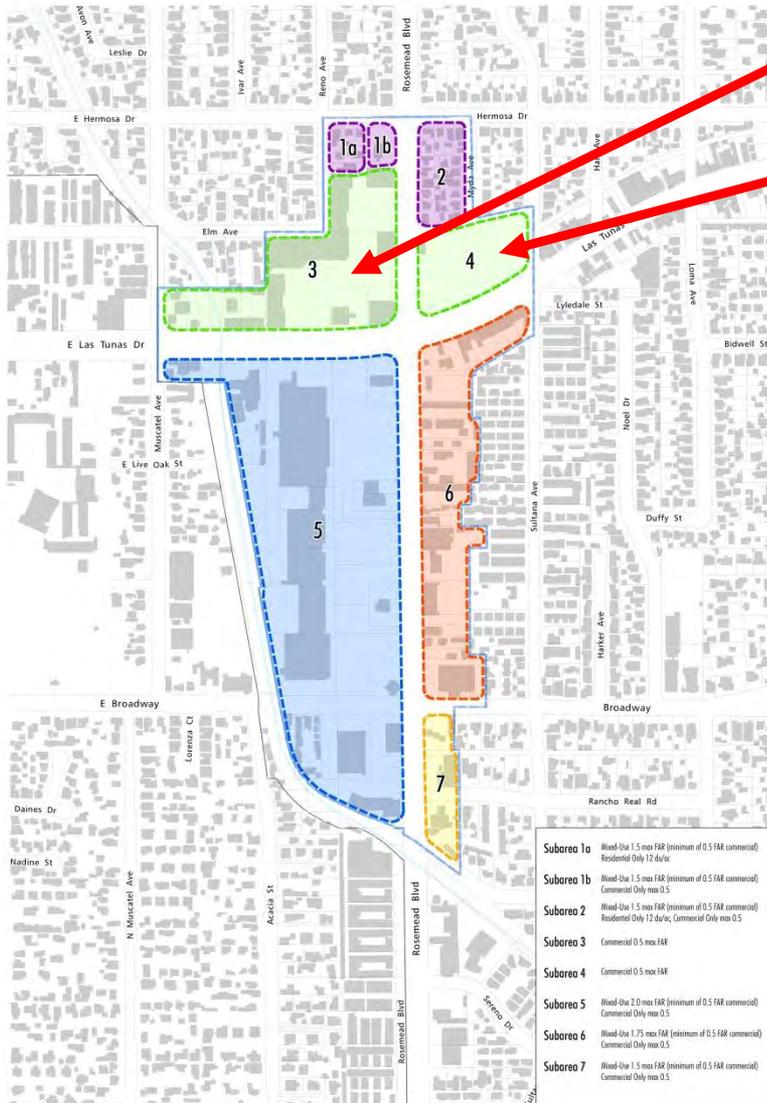


Subarea 6

Mixed-Use 1.75 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5



Preliminary Concept

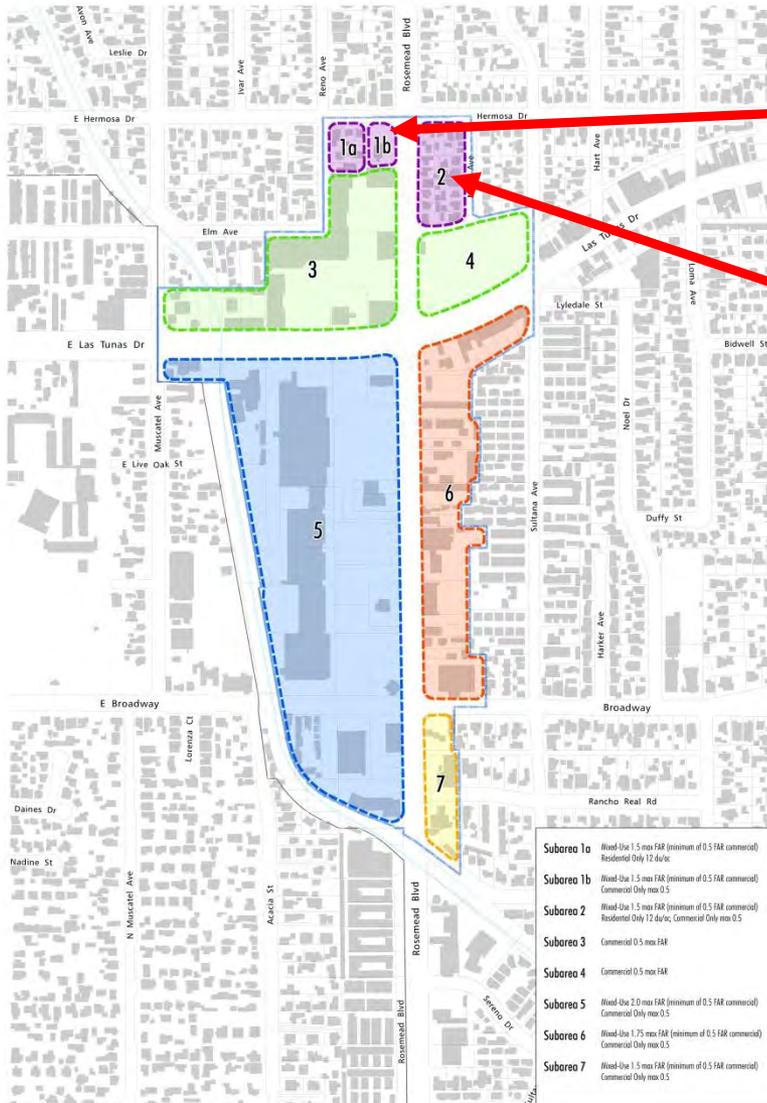


Subarea 3 Commercial 0.5 max FAR

Subarea 4 Commercial 0.5 max FAR



Preliminary Concept



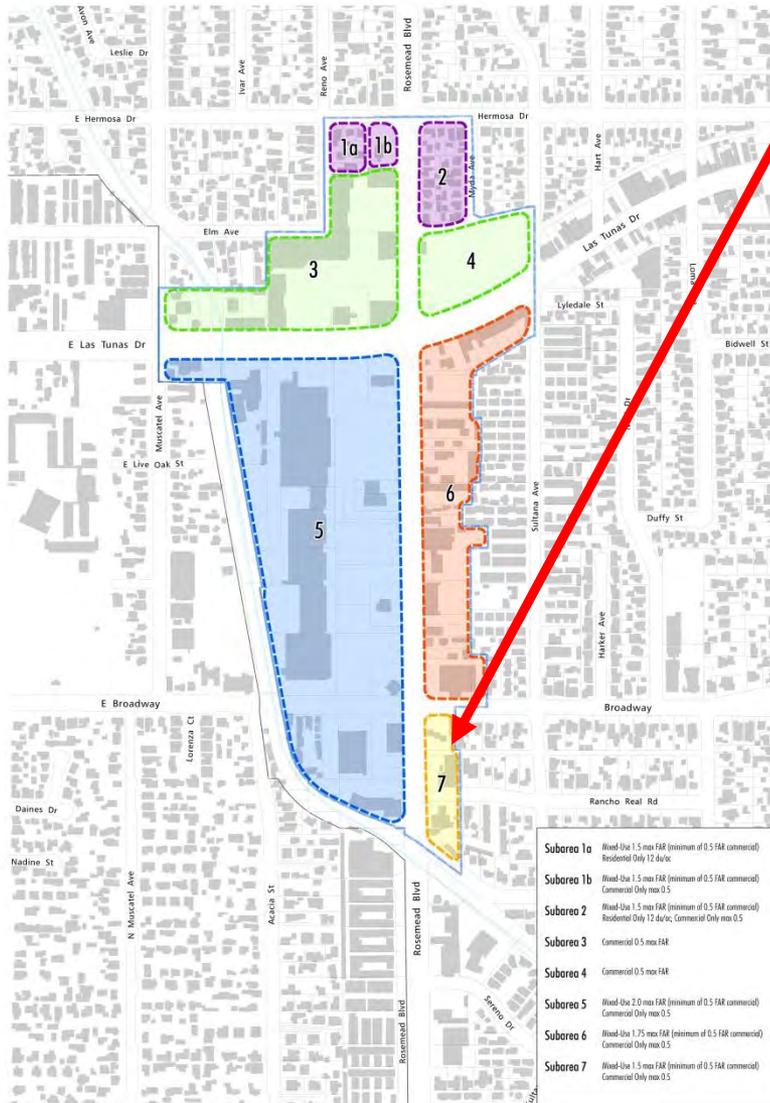
Subarea 1a Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Residential Only 12 du/ac

Subarea 1b Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5

Subarea 2 Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Residential Only 12 du/ac; Commercial Only max 0.5



Preliminary Concept



Subarea 7

Mixed-Use 1.5 max FAR (minimum of 0.5 FAR commercial)
Commercial Only max 0.5





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DISCUSSION