



City of Los Altos

Community Center Master Plan

Community Forum

January 31, 2009





Agenda

Progress to Date

- Charette Learning
- Final Program Review
- (E) Site Analysis

Facility Scenarios

- Council Direction for Scenario Development
- Design Drivers Review
- Overview of Scenarios and Opportunities and Challenges of Each

Small Group Breakout Session

Large Group Discussion and Comment

Feedback / Next Steps



Progress to Date

Charette Learning

Final Program Overview

Existing Site Analysis Review



Charette Learning

- ❑ Visual Impact along San Antonio is Important
 - What should be on San Antonio – Green Open Space or Structure or Both?
- ❑ Proximity of Theater to Downtown as a Key Driver for its Location
- ❑ Maximize Open Space as a High Priority
 - Maximize Building Density and Structured Parking
 - Potential for Reduction in Program
- ❑ Internal Site Pedestrian Access was Preferable
- ❑ Parking should be Convenient and Accessible
 - Locate Parking Adjacent to Facilities
 - Goal to have Less Surface Parking and Concentrate Parking Underground if affordable
- ❑ Grouped Recreational Uses / Fields Together and Civic Services Together
- ❑ Noise and Structure Height Considerations for Adjacent Properties
- ❑ Location of Police as a Key Driver to the Site Layout
 - Police as a Phasing Driver, then Demolish Youth Center
 - Challenge of Location of Mono-Pole versus Direct Access to Street
- ❑ Phasing Sequence – General Conclusions
 - Use of Baseball Field as Staging Area and Hillview as a Flexible Space during Phasing

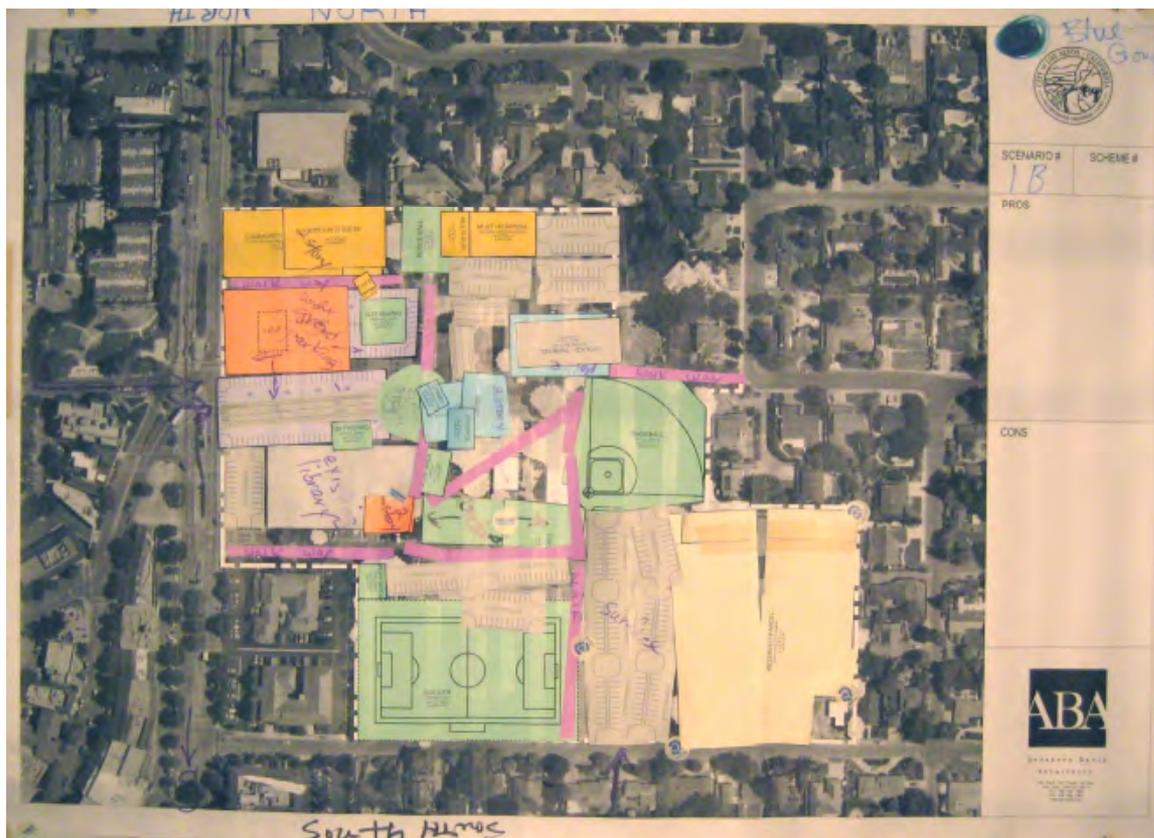


Charette Final Scenarios





Charette Final Scenarios



SERVICE + ENVIRONMENT = EXPERIENCE





Charette Final Scenarios



SERVICE + ENVIRONMENT = EXPERIENCE





Charette Final Scenarios





Final Program Review



Plan of Service – Service Concept

- ❑ *Civic Services & Community Information Hub*
 - Principle and Value Based Service
 - Easily Accessible, Up-to-Date, Accurate Information
- ❑ *Community Engagement & Collaboration*
 - Ongoing, Adaptability to Community Needs
 - Meaningful, Personalized Human Interaction
 - Symbiotic Relationship Volunteerism and Service Organizations
- ❑ *Lifelong Learning & Enrichment*
 - Community Learning as a Way of Life
 - Cultural and Arts Experiences
- ❑ *Health Fitness & Wellbeing*
 - Holistic Approach to Resources for Multi-Generational Community
 - Recreation and Leisure Activities for Whole Community





Facility Program Comparisons

Program Element	Existing Facilities	Space Allocation Study (w/35% Growth), Library and Pool Needs Assessments	Proposed Master Plan Program (10/20/08)	Proposed Master Plan Program (12/16/08)
Civic Services	9,882 sf	13,325 sf	23,562 sf	19,880 sf
Police Department	11,641 sf	15,857 sf	18,814 sf	18,814 sf
Community Center	33,970 sf + 6,350 sf circulation= 40,320 sf	36,960 sf	76,005 sf	55,600 sf
Multi-Purpose Theater	4,570 sf	N/A	32,743 sf	12,500 sf
Library	28,050 sf	39,440 sf	47,866 sf *Depending on Renovation or New Facility and Height	47,866 sf *Depending on Renovation or New Facility and Height
Swim Facility	*Unknown	22,414 sf *Includes One Pool + Water Play Feature	39,860 sf *Includes Two Pools + Water Play Feature	39,860 sf *Includes Two Pools + Water Play Feature
Exterior Spaces	*Unknown	*Unknown	266,805 sf Program 171,350 sf Parking	266,805 sf Program TBD Parking



Final Program Elements

☐ **Civic Services** - 19,880 gross sf

- Enhanced, Accessible Public Lobby and Staff / Public Interaction Space
- Accessible Public Restrooms
- Sufficient Offices for Current and Anticipated Staff Positions
- Increased Access to Conference Space for both Staff and Staff / Public Use
- Enhanced City Council Chambers and Amenities

☐ **Police Program** – 18,815 gross sf

- Enhanced Facility Structure to meet Current Essential Services and other Codes
- Increased Staff and Materials Storage Areas
- Provision of Appropriate Emergency Operations Center
- Upgraded Facilities for Processing Areas, including Separated Male / Female Processing Areas



Final Program Elements

☐ **Swim Facility** – 39,860 gross sf

- Included Full EIR Program (from April 2004)
- Two Pools plus Waterplay Feature
- Inclusion of Restroom and Locker Facilities
- Parking Requirements from Full EIR Program Included (126 Spaces)

☐ **Library Facility** – 47,866 gross sf

- Enhanced Library Needs Assessment Program to include New Facility Increases
- Enhanced Display and Increased Capacity of Shelving
- Increased Seating Capacity by ~25% and Public Access Computers by ~50%
- Includes Space for Friends of the Library Storage and Sales
- Creation of Dedicated Children's Programming Space
- Increased Processing and Staff Space



Final Program Elements

❑ **Multi-Purpose Theater** – 12,500 gross sf

- 200 Seat Theater (Compared to Current 99 Seats)
- Full Fly Space or Modified Fly Space Possible
- Audience Support Spaces (Box Office, Lobby, Concessions, Restrooms, etc.)
- Enhanced Performer Dressing/Toilet/Makeup Space
- Some On-Site Storage & Construction Space

❑ **Community Center** – 55,600 gross sf

- Increase in Program Rooms for Recreation Programming
- Enhanced Fitness Facilities
- Development of a Multi-Generational, Multi-Use Facility
- Enhanced and Increased Community Program and Event Spaces and Storage Capacity
- Upgraded Food Services and Catering Area for Events
- Increased Recreation Administration & Support Space
- Upgraded, Accessible Restrooms and Facilities



Final Program Elements

☐ Exterior Elements

▪ Police Dedicated Parking and Sallyport	12,825 sf
▪ One Regulation Soccer Field	92,000 sf
▪ One Regulation Little League (12 & Under) Baseball Field	50,000 sf
▪ Orchard	21,780 sf
▪ Playgrounds for Under 5 and 5+ Children	10,000 sf
▪ Exterior Gathering Spaces & Garden, Picnic/BBQ Area	11,400 sf
▪ Skate Park	10,000 sf
▪ 4 Bocce Ball Courts	10,800 sf
▪ Second Regulation Soccer Field	92,000 sf
▪ Softball Field	48,000 sf



Existing Site Analysis





Los Altos Community Center Site



SERVICE + ENVIRONMENT = EXPERIENCE

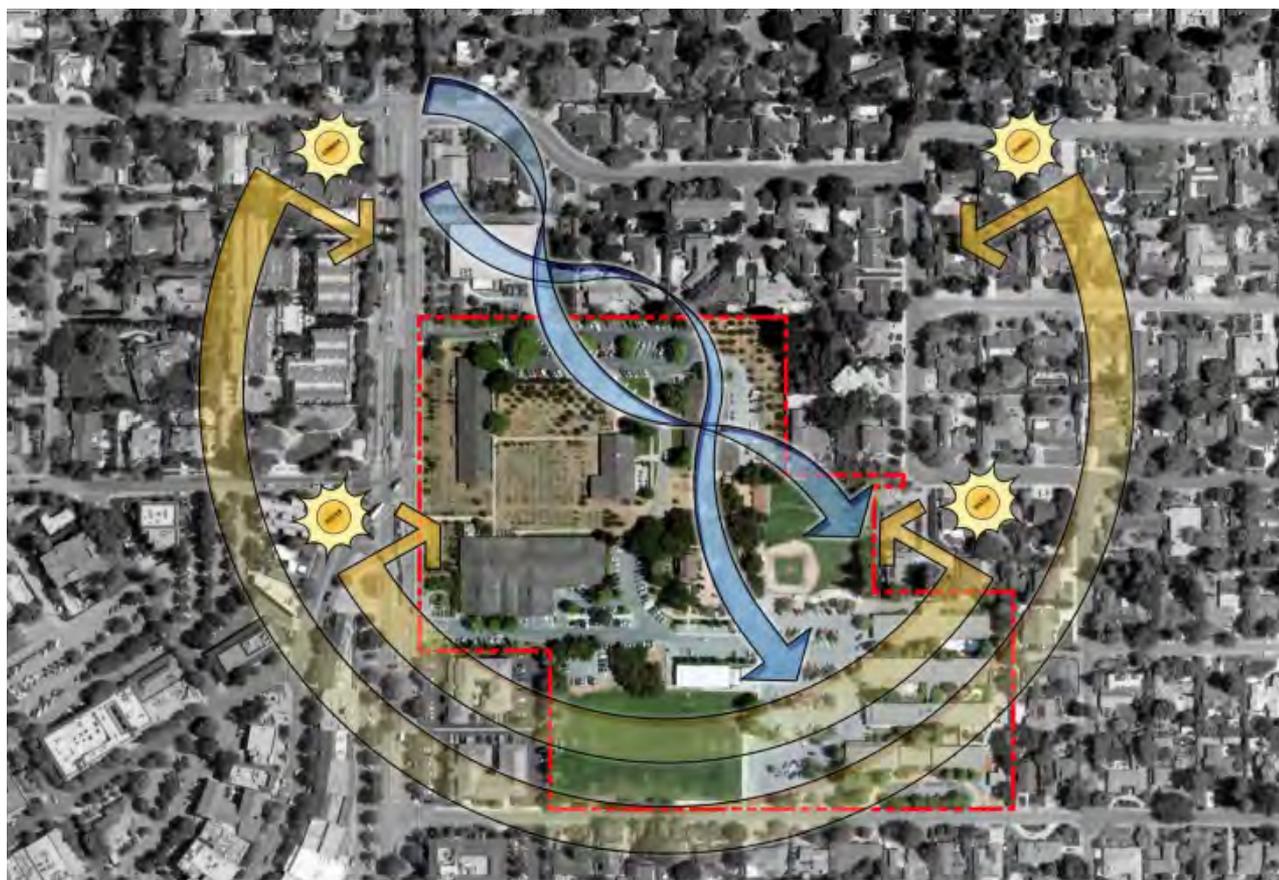


Site Analysis – Overall Site Aerial





Site Analysis – Sun and Wind



LEGEND	
	PREVAILING WINDS
	SOLAR PATH





Site Analysis – Access and Circulation

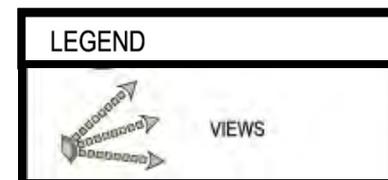


LEGEND	
	VEHICULAR TRAFFIC
	PEDESTRIAN TRAFFIC
	BUS STOP
	SITE ACCESS



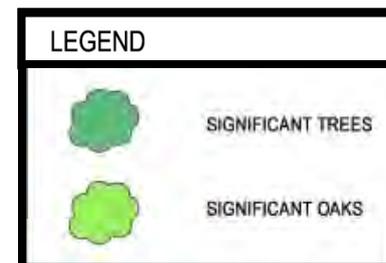


Site Analysis – Views





Site Analysis – Significant Trees





Site Analysis – Buildings to Remain



LEGEND

	EXISTING TO REMAIN
	EXISTING MAY REMAIN





Site Analysis – Existing Parking Spots



LEGEND	
	PARKING AREA
	PARKING COUNT

343 EXISTING
PARKING SPACES





Site Analysis – Neighboring Land Use



LEGEND

ZONING DISTRICT

Zoning Designations

- R1-S Single-Story Overlay
- R1-10 Single-Family
- R3-1 Multiple-Family
- OA Office-Administrative
- OAD/R3-1 Office/Multiple-Family
- CRS Commercial Retail Sales
- CRS/OAD Commercial Retail Sales/Office
- PCF Public and Community Facilities
- PUD Planned Unit Development





Facility Scenarios

Council Direction for Scenarios

Design Drivers Overview

Facility Scenarios Review



Council Direction for Scenarios

Program Element	Facility Scenario Direction
History House & History Museum	Remain in Existing Location in All Scenarios
Civic Services	Include in All Scenarios
Police Department	Include in All Scenarios
Community Center	Include in All Scenarios
Multi-Purpose Theater	Include in All Scenarios
Library	Include in All Scenarios: At Least One Scenario at Existing Location Other Scenarios either at Existing or New Location
Swim Facility	Include in At Least One Scenario



Direction for Priority of Exterior Program Elements

- ❑ Parking: Maximize Surface Parking & Identify Total Required
- ❑ Group A
 - All are to be Included in Every Scenario
 - Police Dedicated Parking and Sallyport - 12,825 sf
 - One Regulation Soccer Field - 92,000 sf
 - One Regulation Little League (12 and Under) Baseball Field - 50,000 sf
 - Orchard - 21,780 sf
- ❑ Group B
 - Playgrounds for Under 5 and 5+ Children – 10,000 sf
 - Exterior Gathering Spaces & Senior/ Children's Garden, Picnic/BBQ Area - 11,400 sf
 - Skate Park - 10,000 sf
 - Include in One Scenario
 - 2 Bocce Ball Courts – 5,400 sf
- ❑ Group C
 - 2 Additional Bocce Ball Courts – 5,400 sf
 - Second Regulation Soccer Field - 92,000 sf
 - Explore Possibility of Including this Element
 - Softball Field - 48,000 sf



Design Drivers

- Connectivity to Downtown
- Establishment of Multi-Generational Facilities
- Contextual Aesthetic that Maintains a Village Feel
- Safe Vehicle & Pedestrian Access
- Maximized Shared Use of Program Elements
- Promotion of Los Altos History
- Enlarged & Enhanced Open Space
- Phasing Strategy Impacts
- Minimizing Exiting to / from Hillview
- Neighborhood Residential Concerns
- Neighborhood Commercial Concerns
- Protection of Significant Trees
- Sustainably Designed & Efficient Facilities
- Cost



Facility Scenarios Review





Scenario Overview

- Review of Included Program Elements
- Site Concept Overview
- Site Architectural Concept
- Phasing Strategy Discussion
- Final Scheme Landscape Plan Rendering



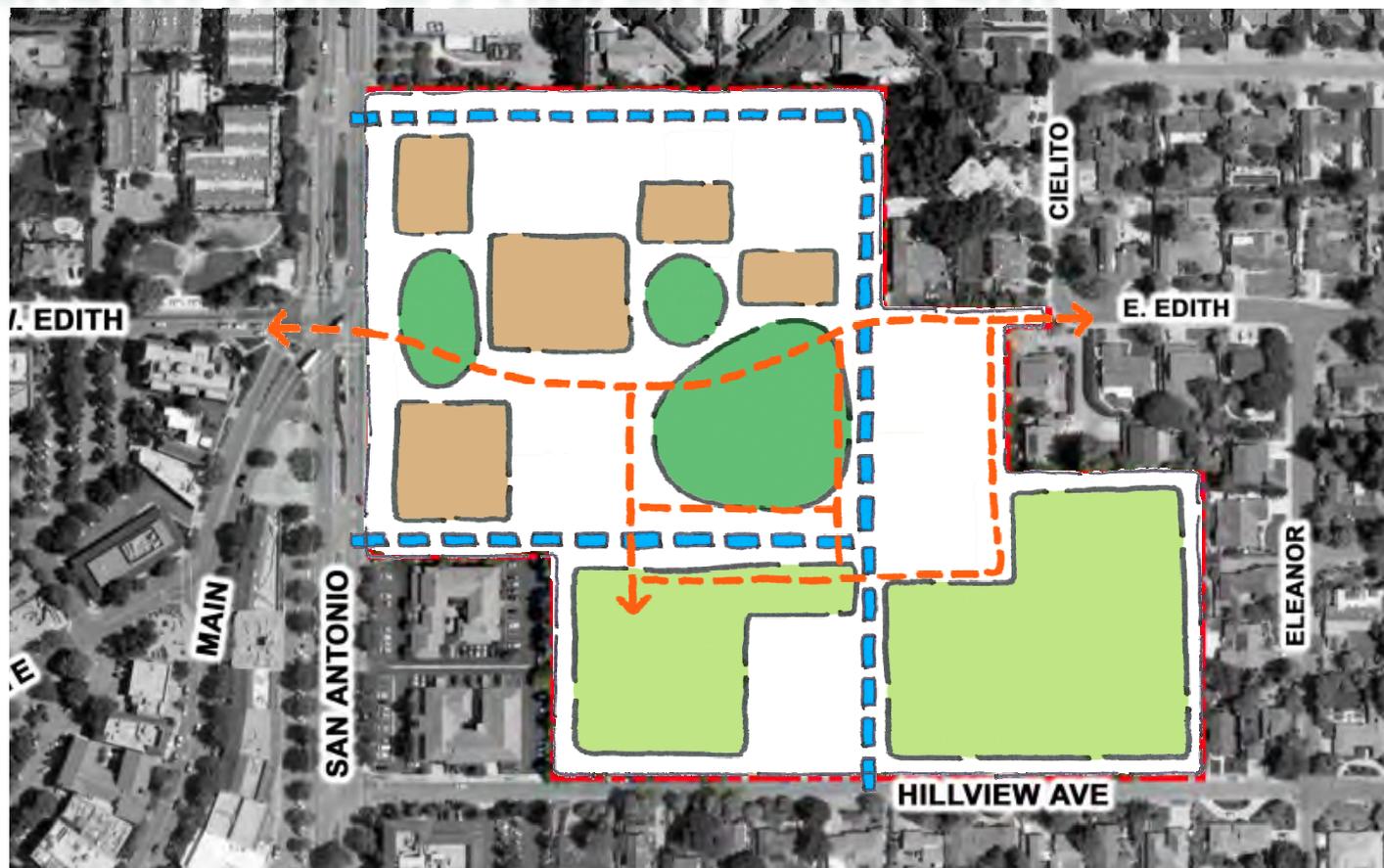
Scenario One Summary

Included Program Elements:

- Police
- Civic Services
- Community Center
- Library
- Multi-Purpose Theater
- Swim Facility
- Exterior Elements:
 - Soccer Field and Little League Field
 - Orchard
 - Playgrounds
 - Exterior Gathering Spaces
 - Skate Park
 - Two Bocce Ball Courts



Scenario One – Concept Diagram

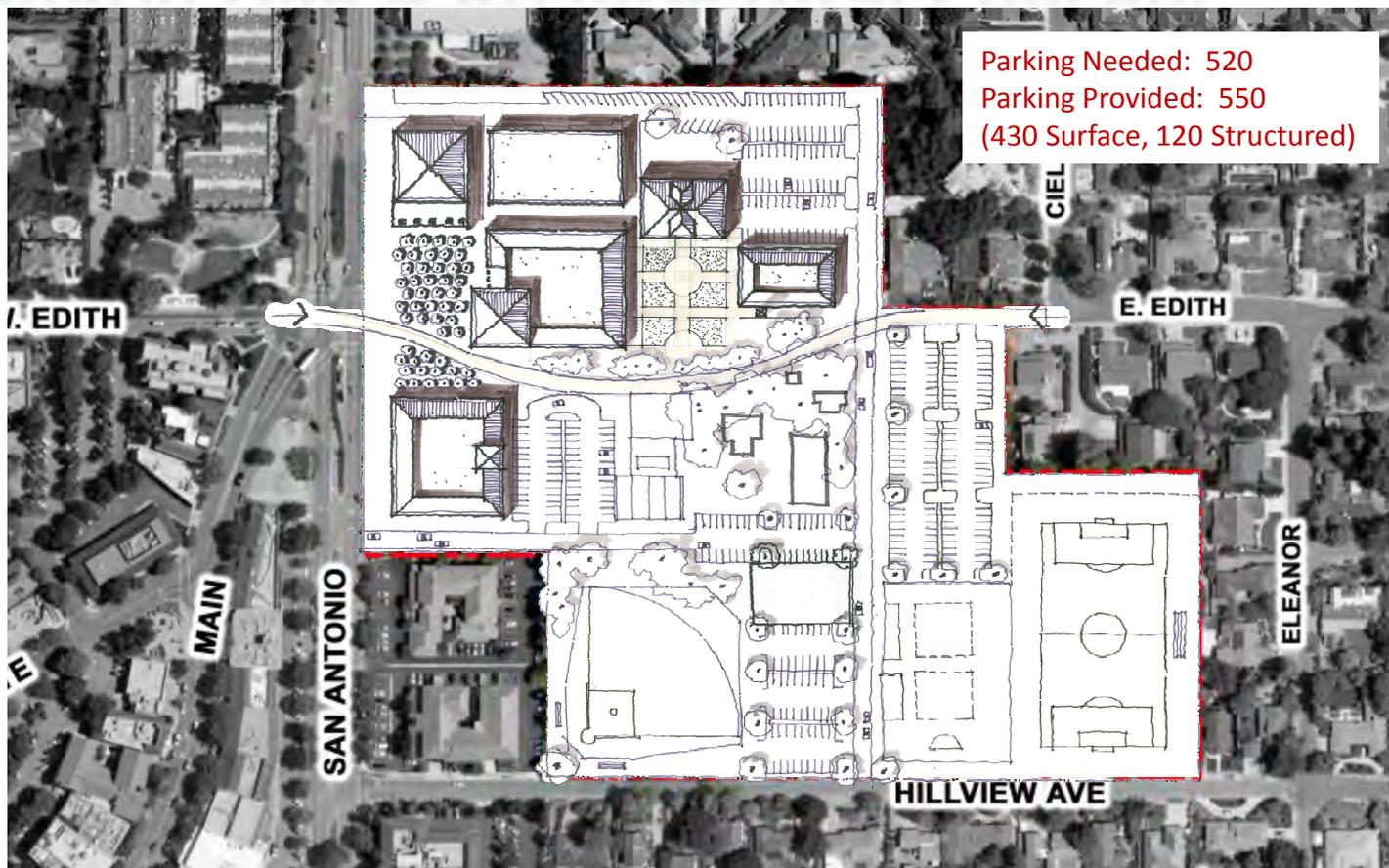


SERVICE + ENVIRONMENT = EXPERIENCE



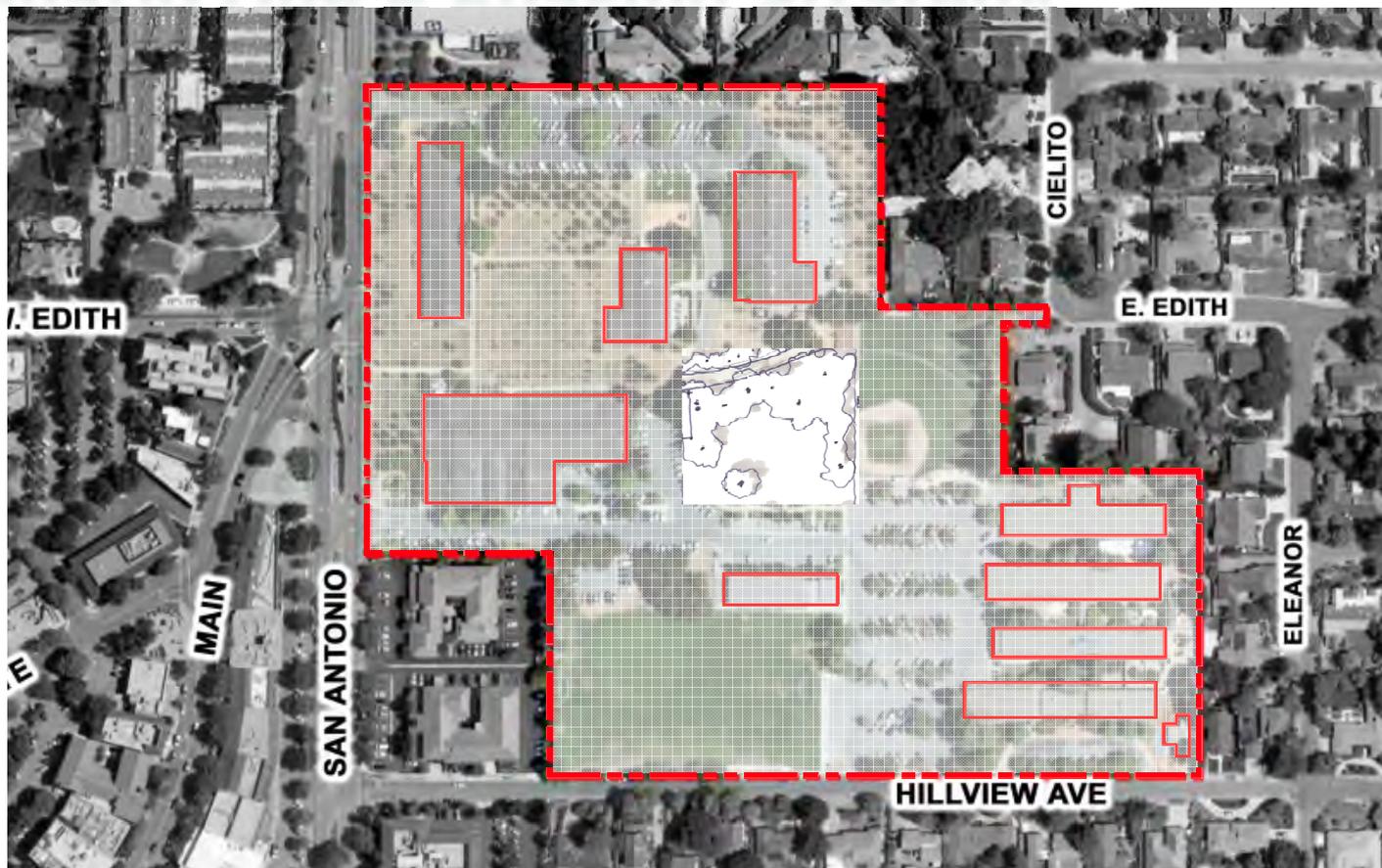


Scenario One – Architectural Concept





Scenario One – Phasing Strategy

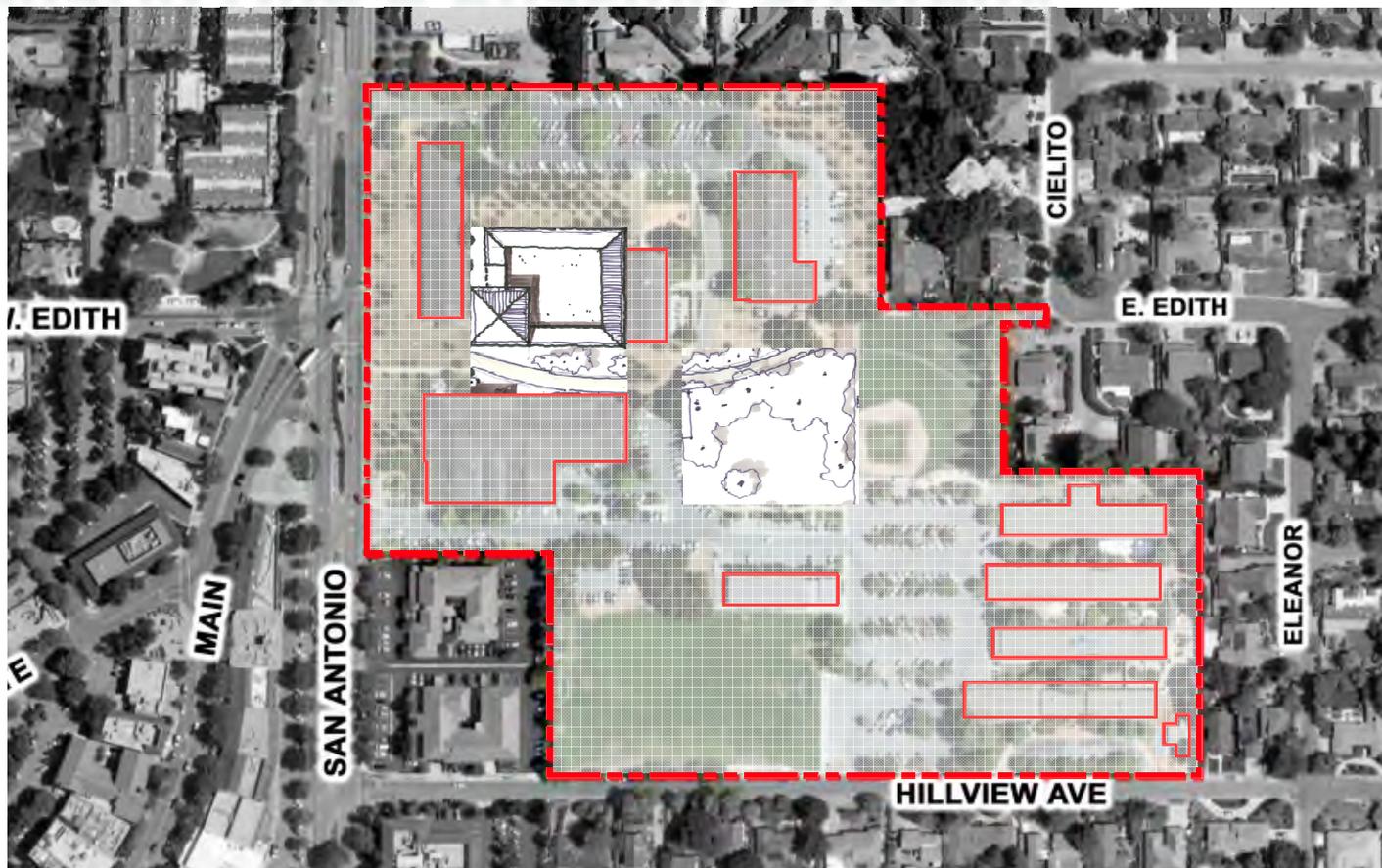


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

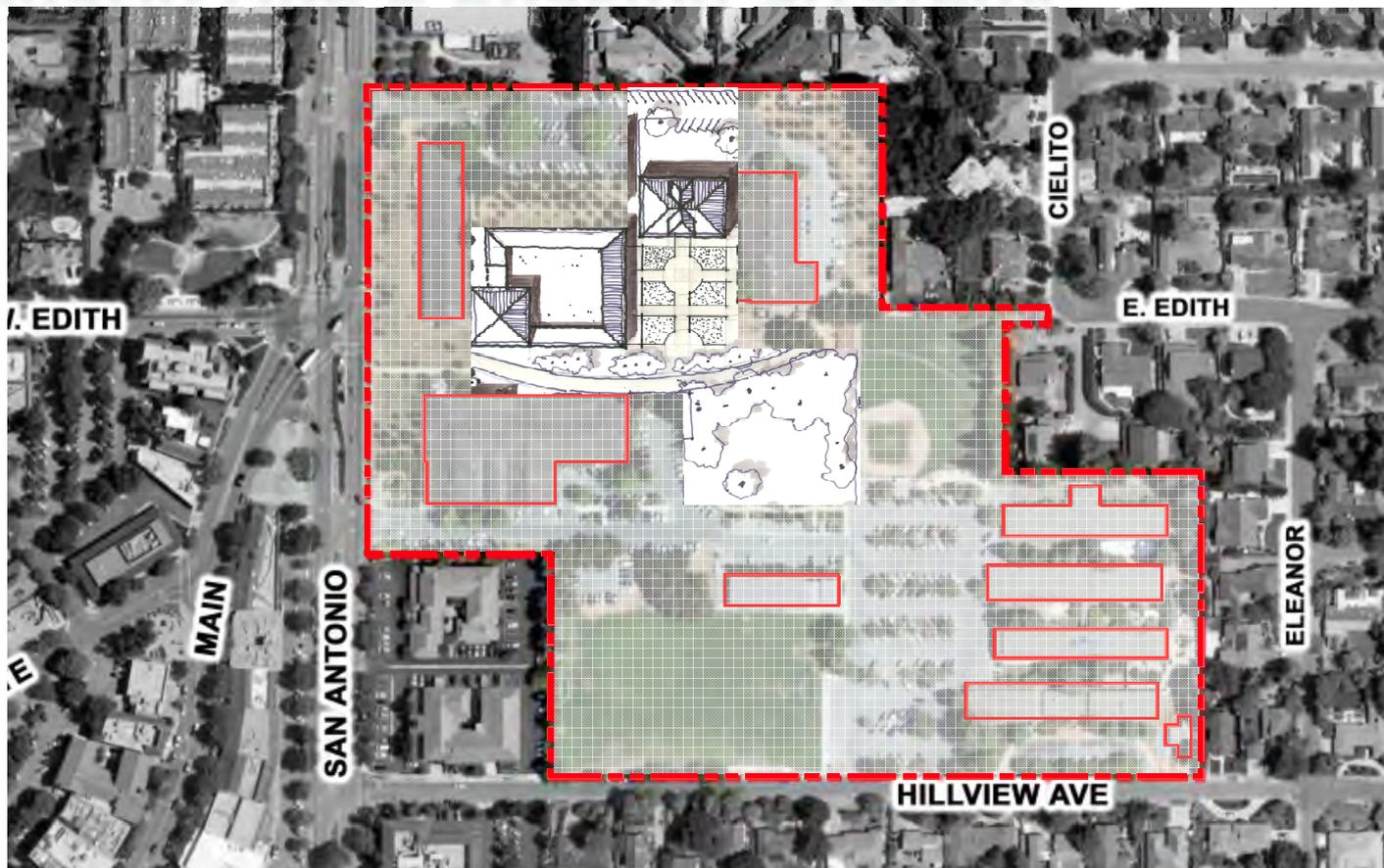


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

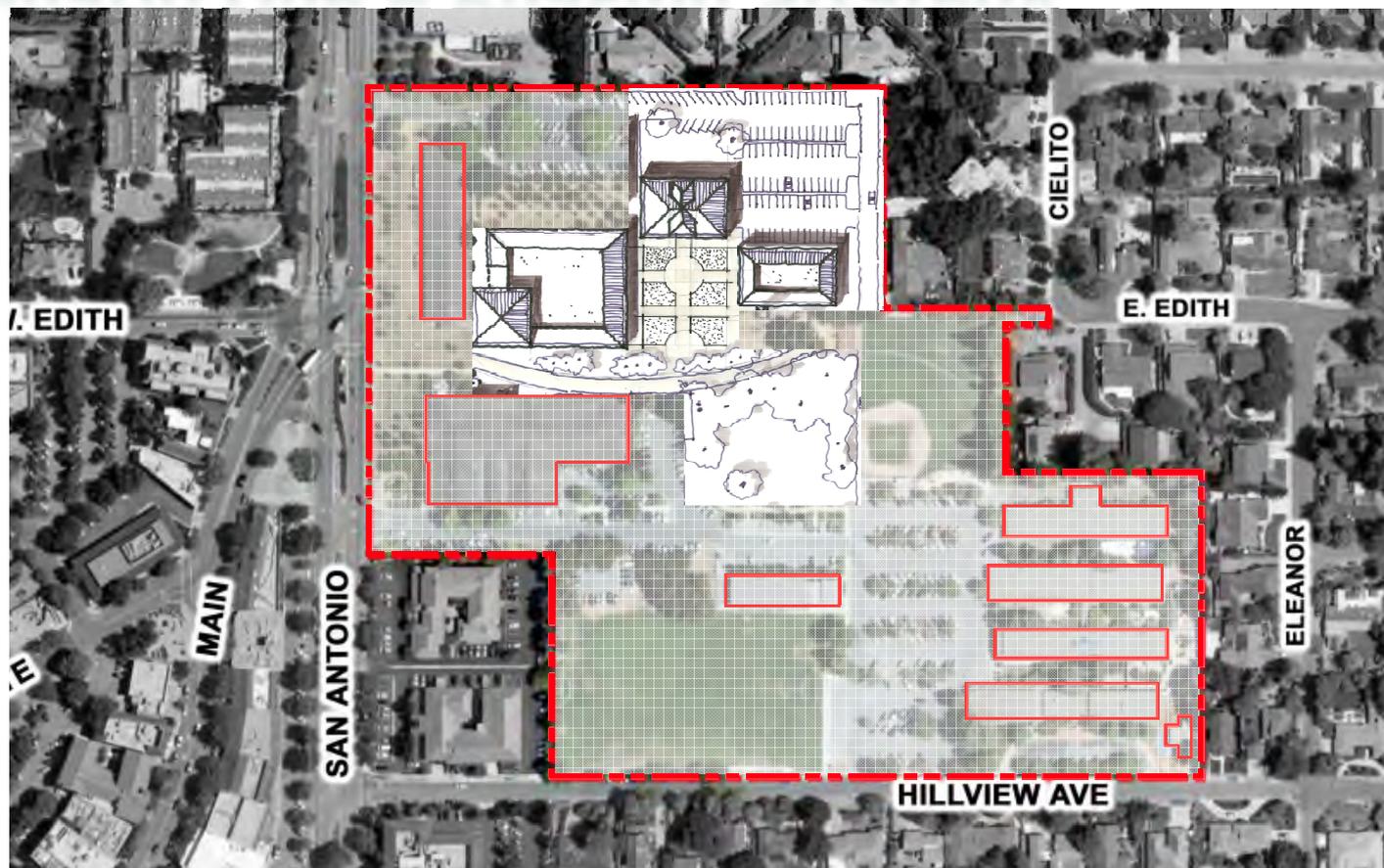


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

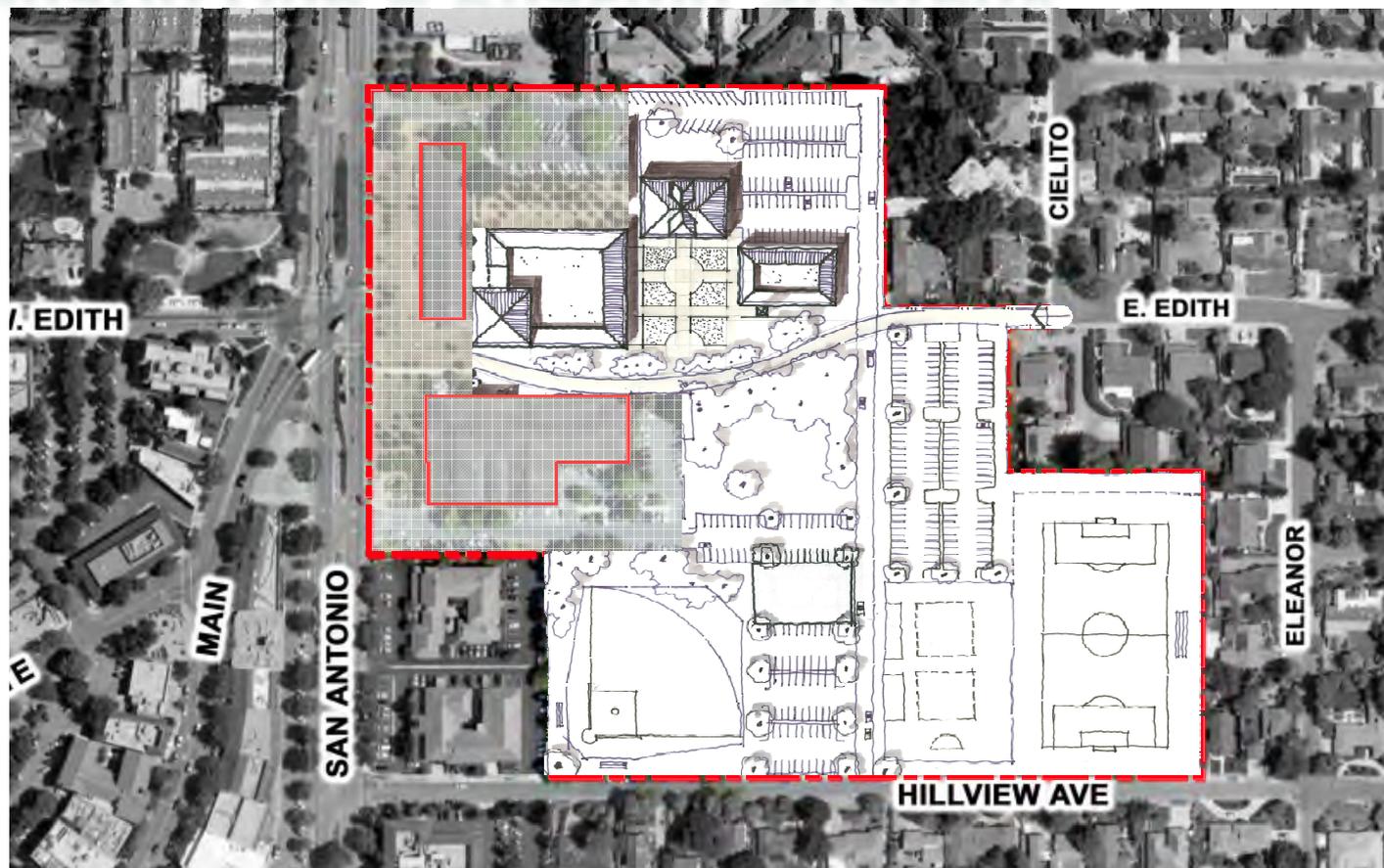


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

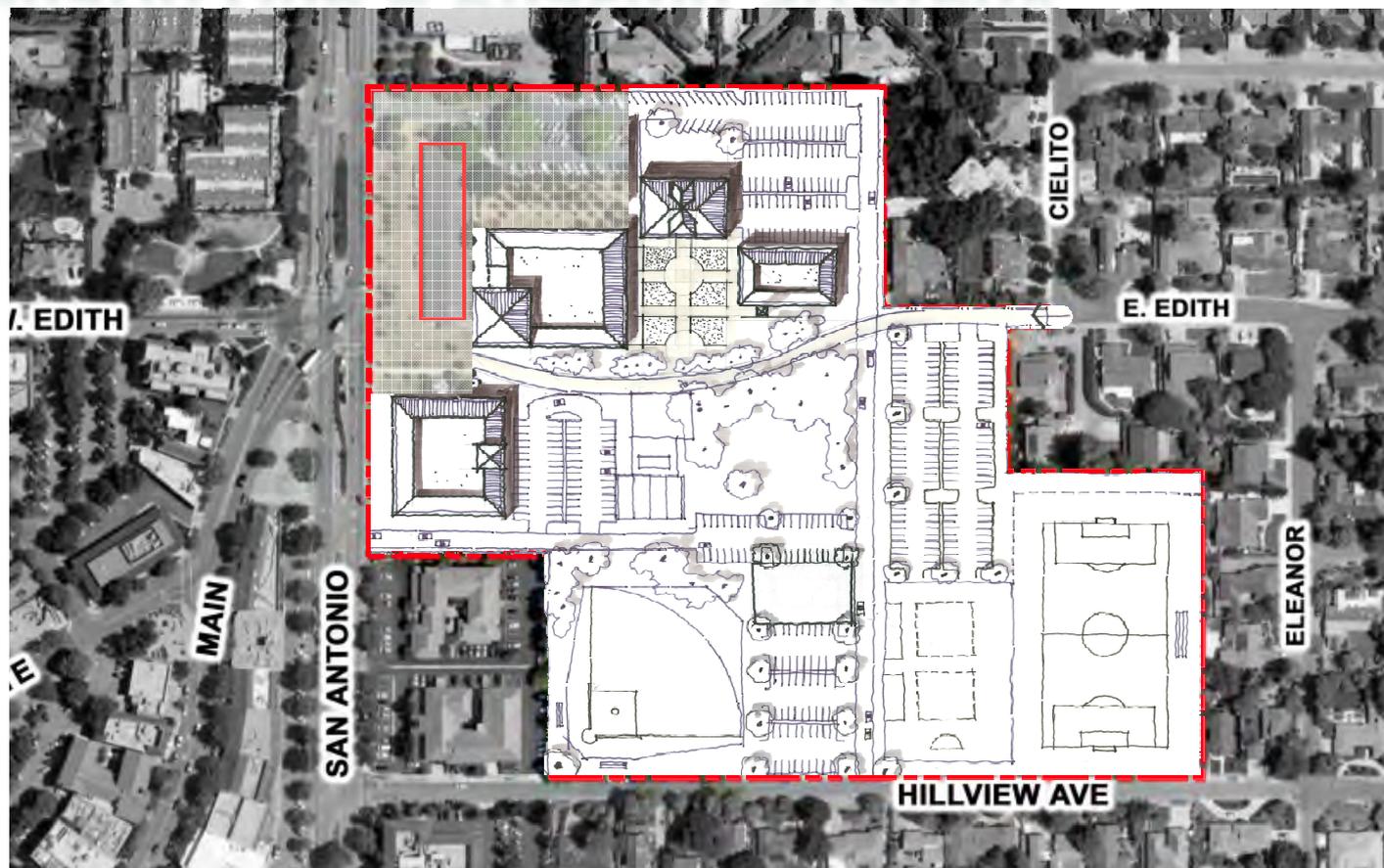


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

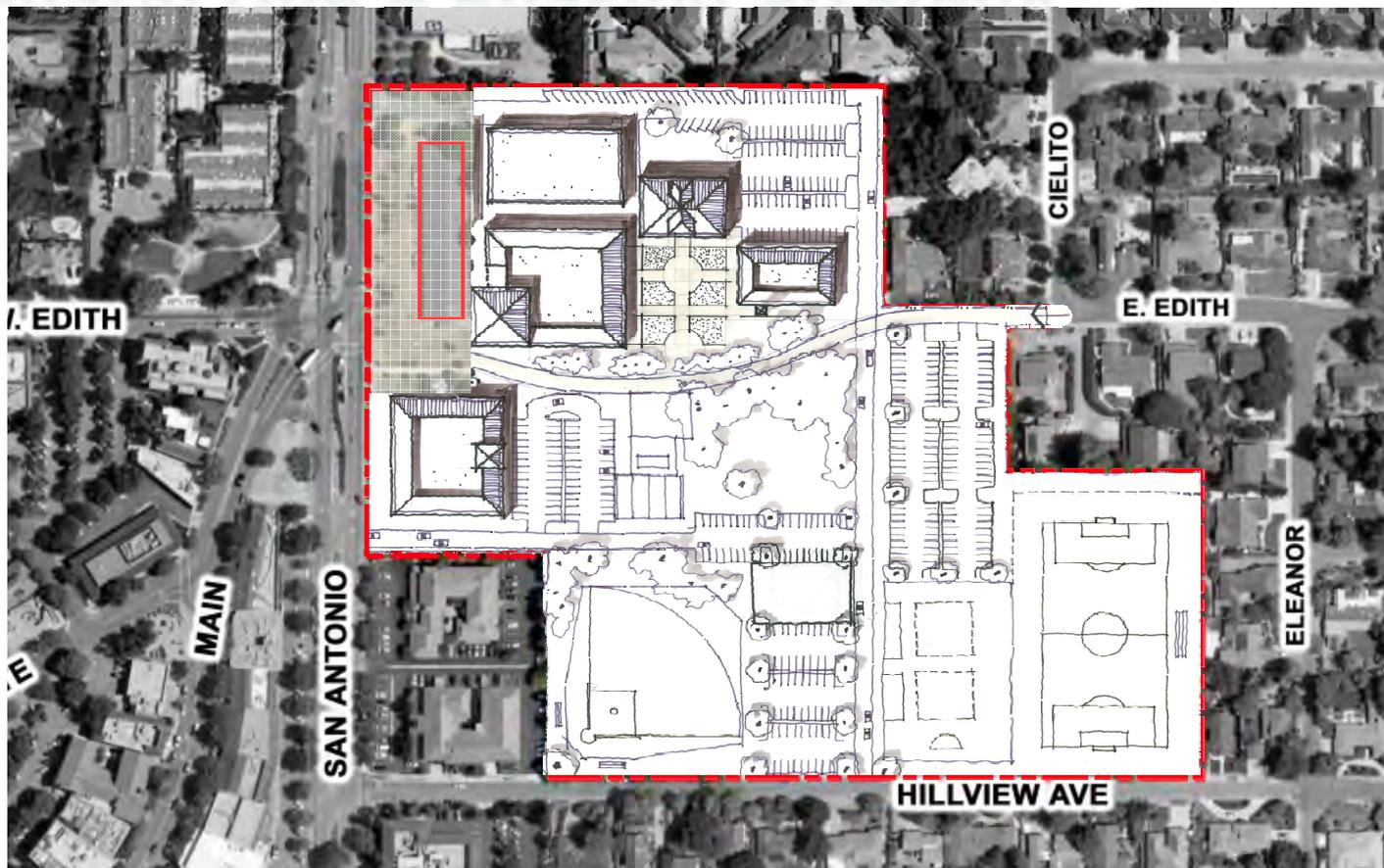


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy

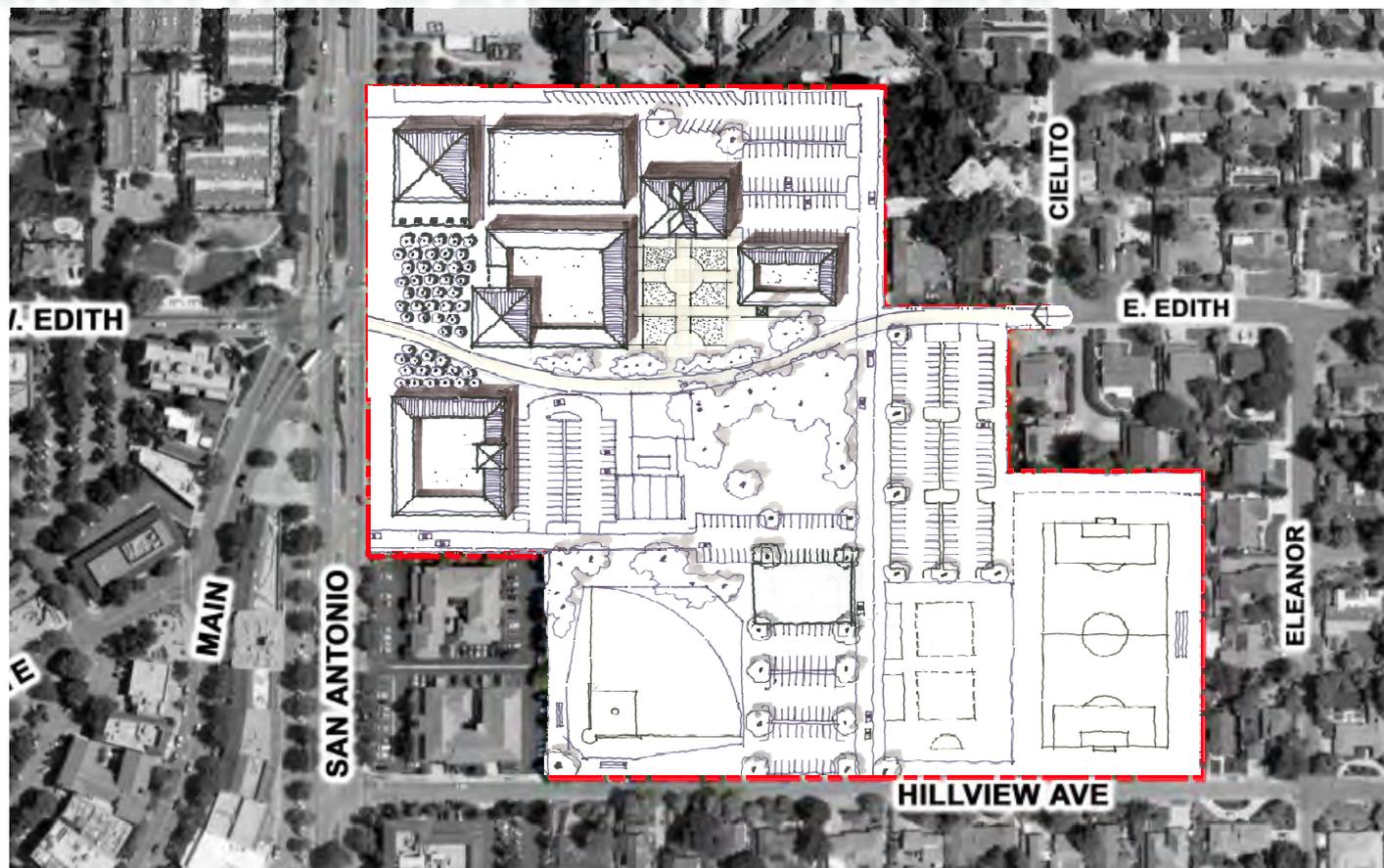


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One – Phasing Strategy



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario One



SERVICE + ENVIRONMENT = EXPERIENCE



Scenario Two Summary

Included Program Elements:

- Police
- Civic Services
- Community Center
- Library (Renovation)
- Multi-Purpose Theater
- Exterior Elements:
 - Soccer Field and Little League Field
 - Orchard
 - Playgrounds
 - Exterior Gathering Spaces
 - Two Bocce Ball Courts

Excluded Program Elements:

- Swim Facility
- Skate Park



Scenario Two – Concept Diagram



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Architectural Concept

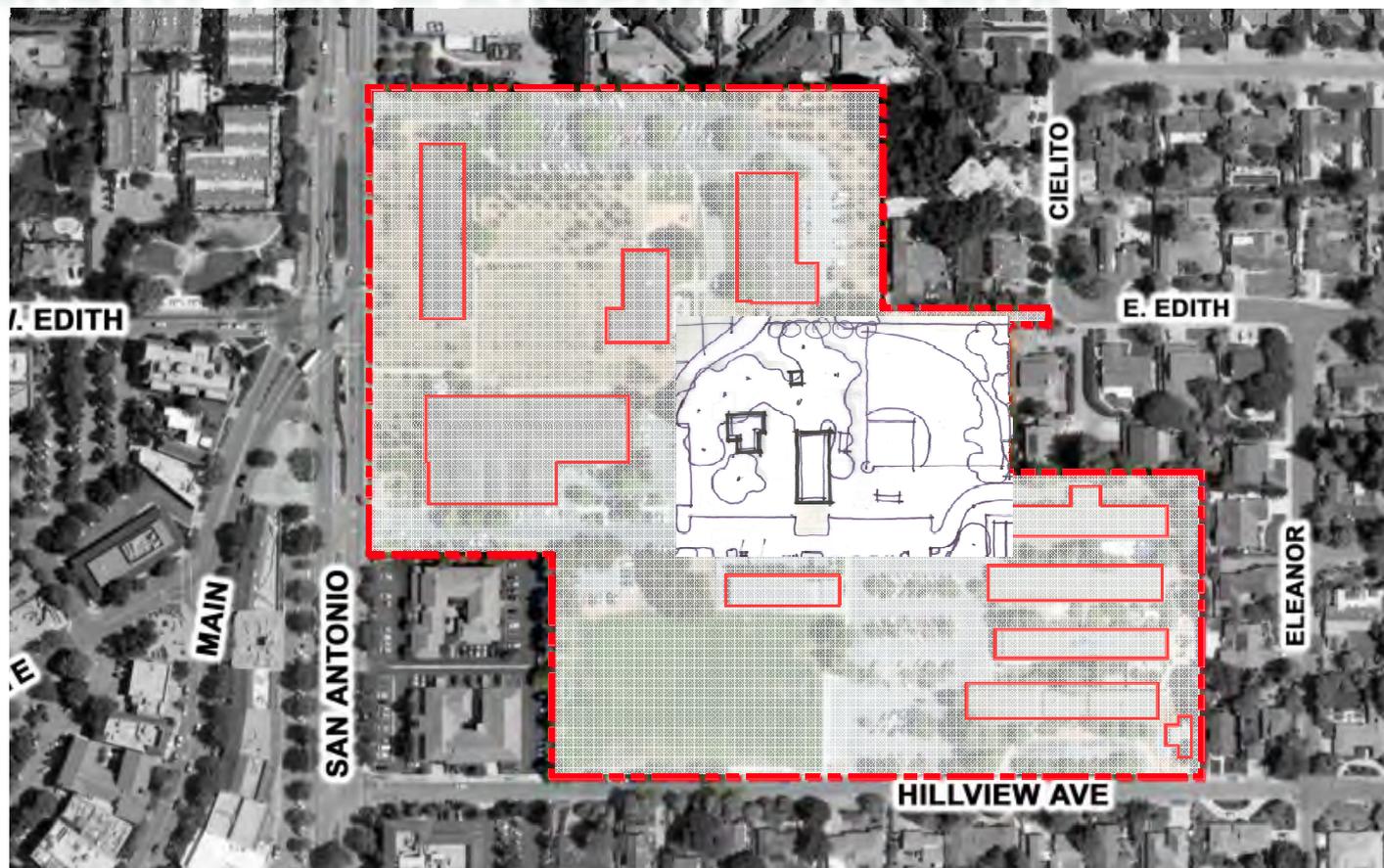


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy

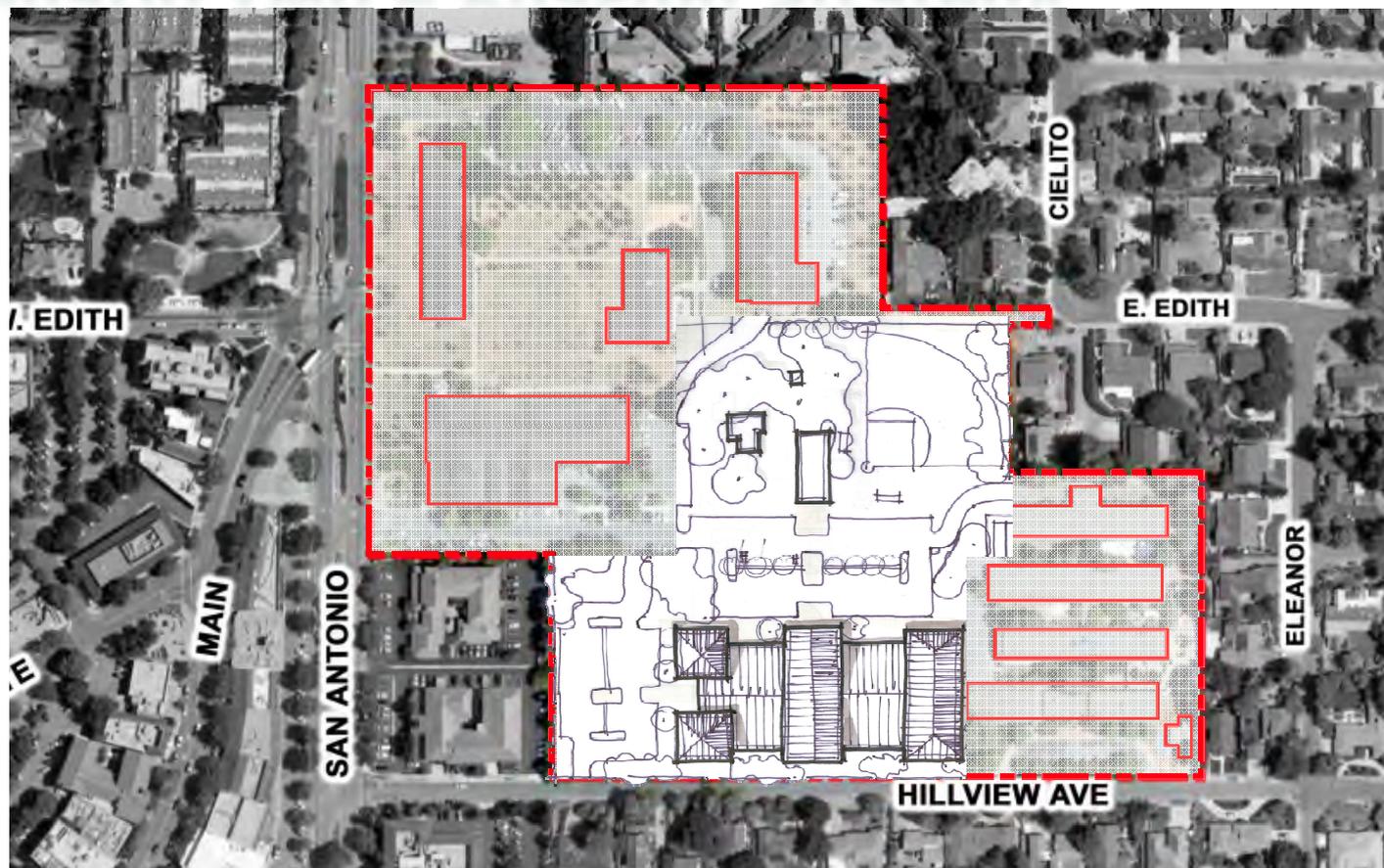


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy

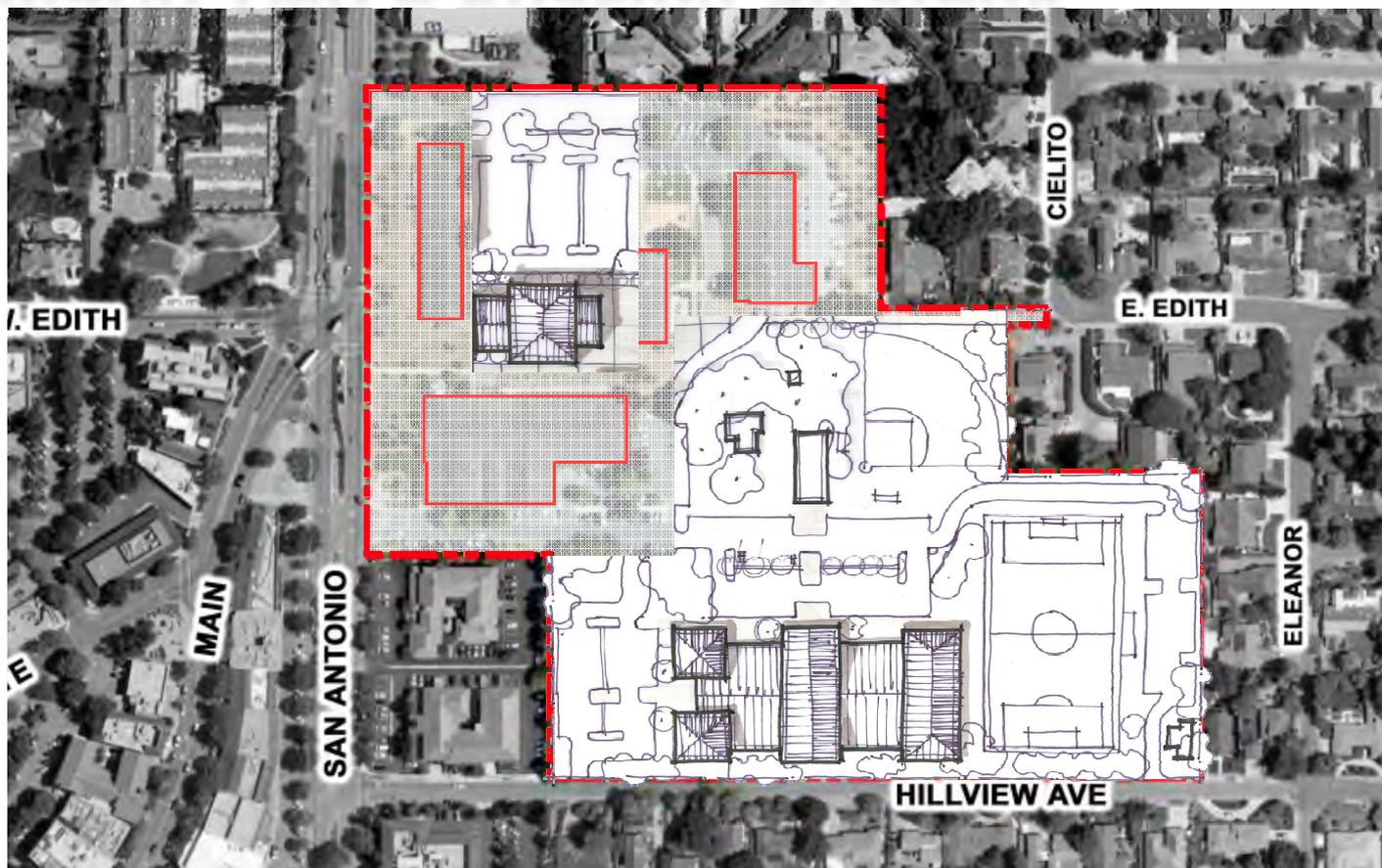


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy

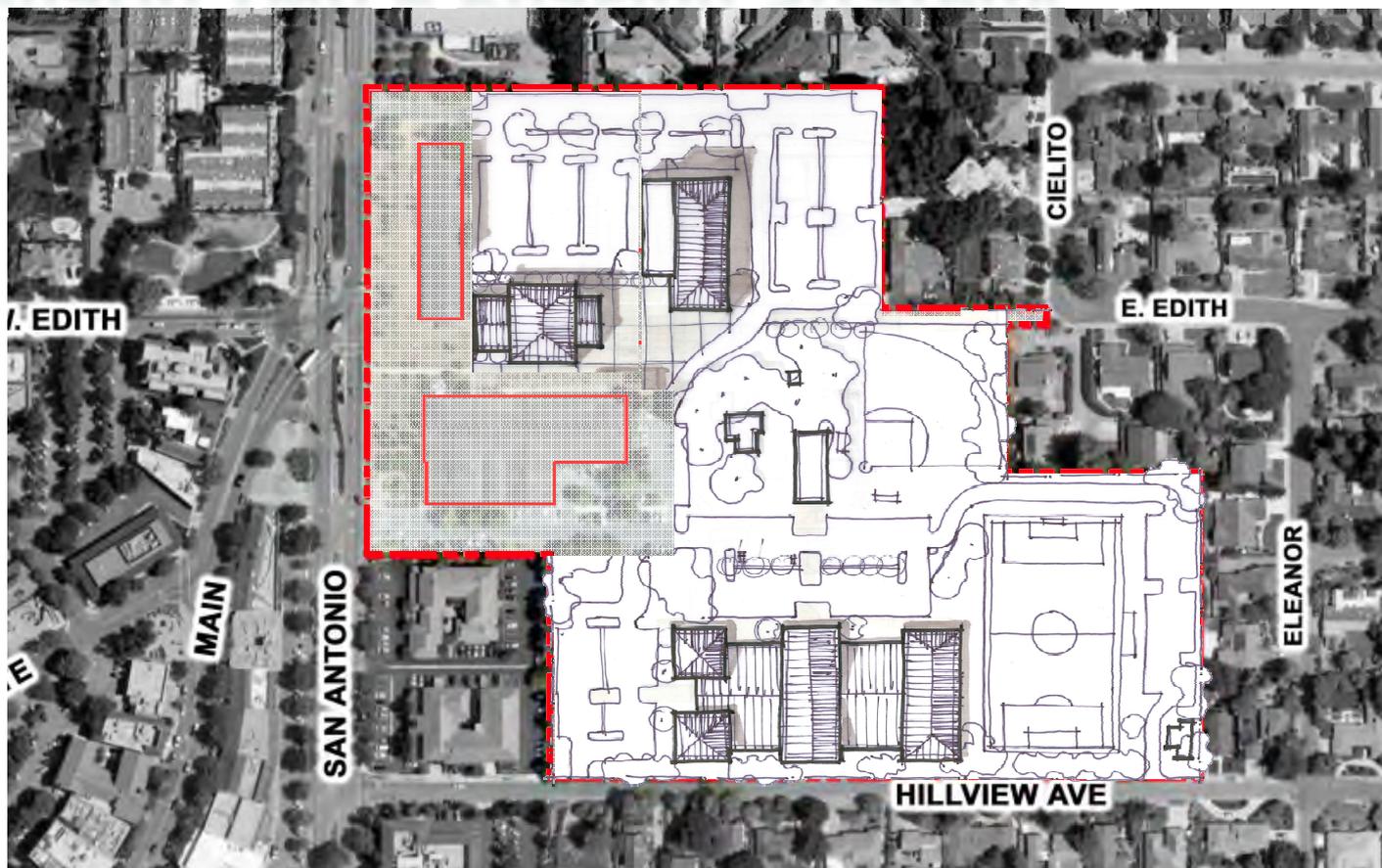


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Two – Phasing Strategy





Scenario Two



SERVICE + ENVIRONMENT = EXPERIENCE



Scenario Three Summary

Included Program Elements:

- Police
- Civic Services
- Community Center
- Library
- Multi-Purpose Theater
- Swim Facility
- Exterior Elements:
 - Soccer Field and Little League Field
 - Orchard
 - Playgrounds
 - Exterior Gathering Spaces
 - Skate Park
 - Two Bocce Ball Courts

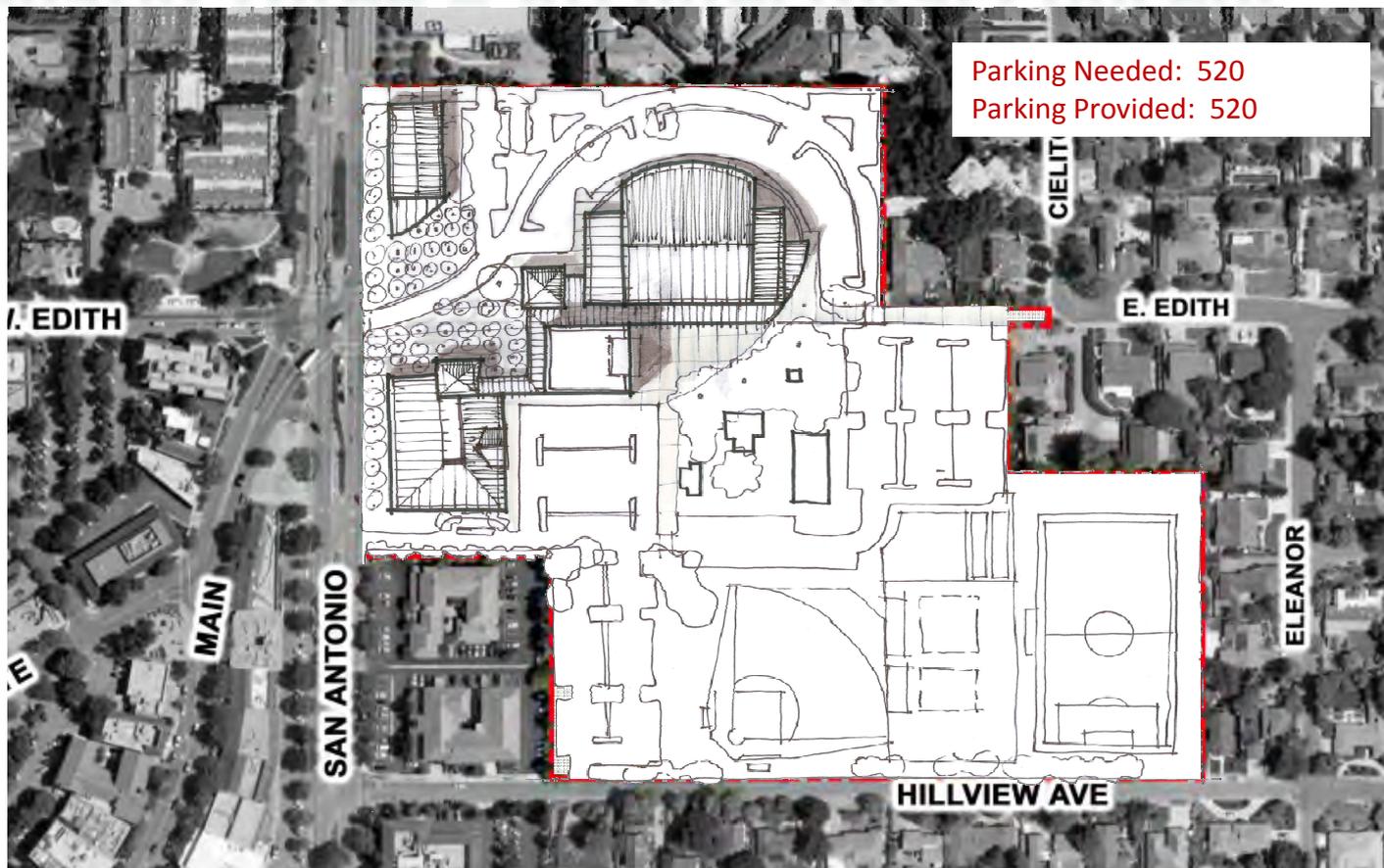


Scenario Three – Concept Diagram





Scenario Three – Architectural Concept

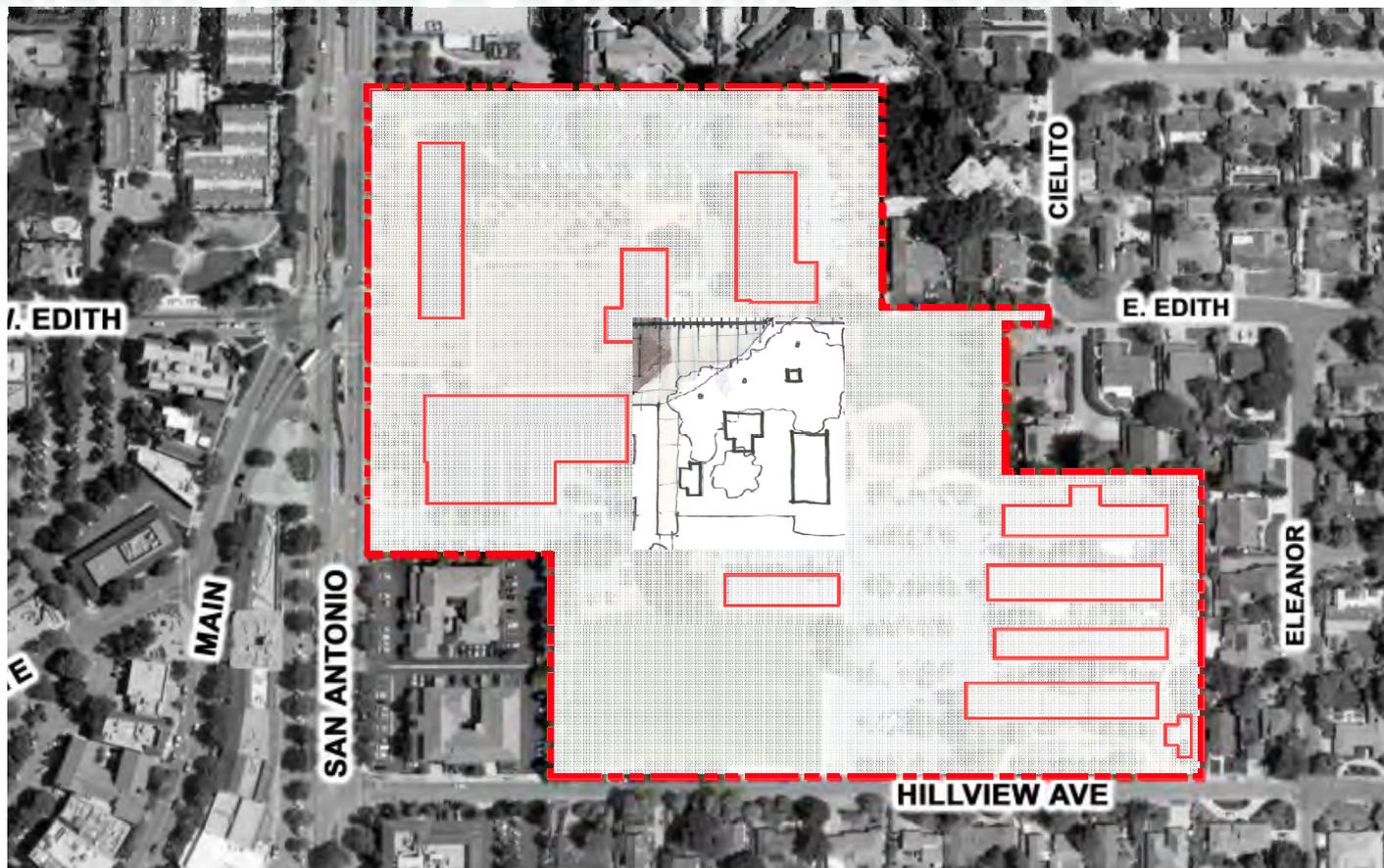


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy

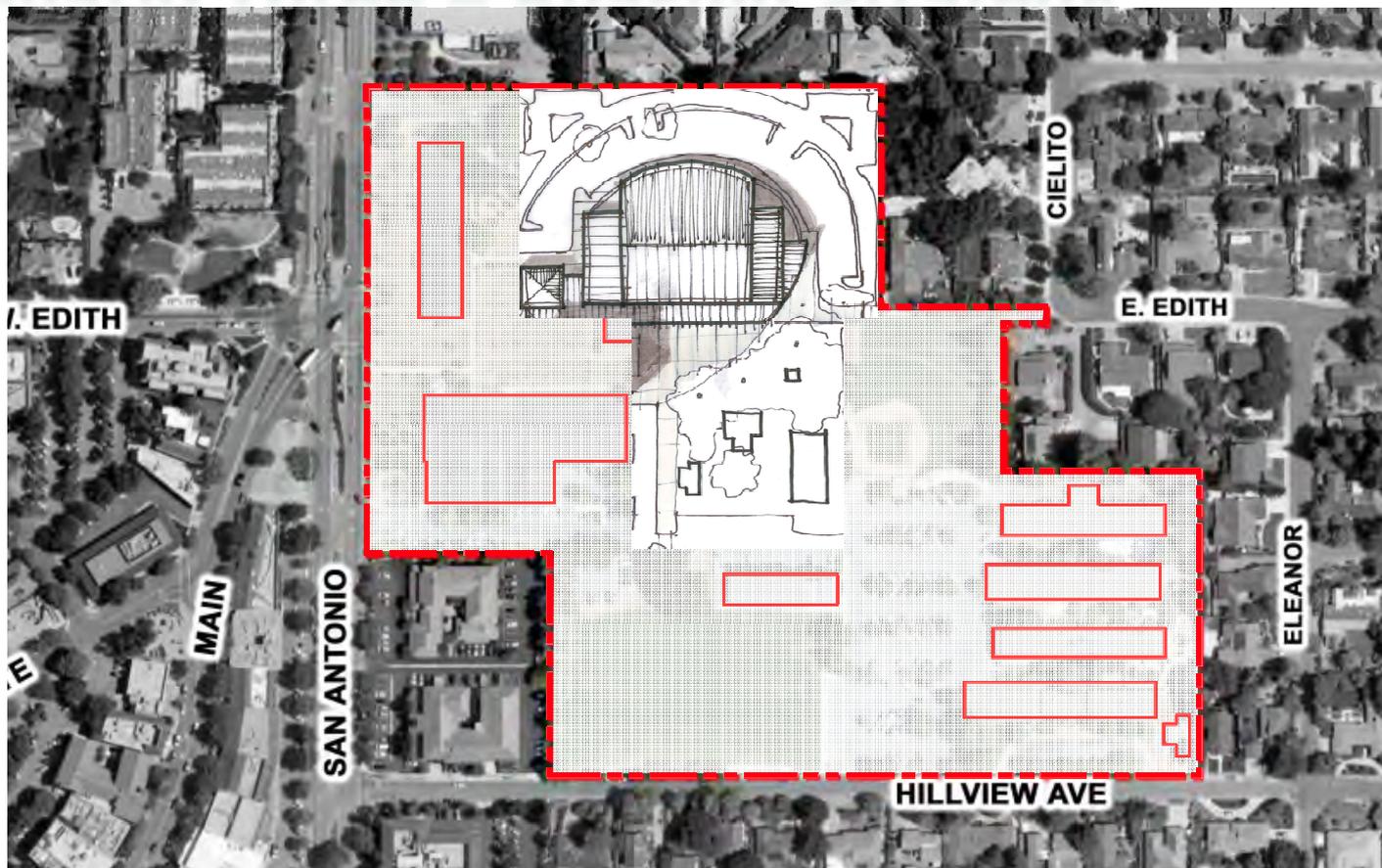


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy

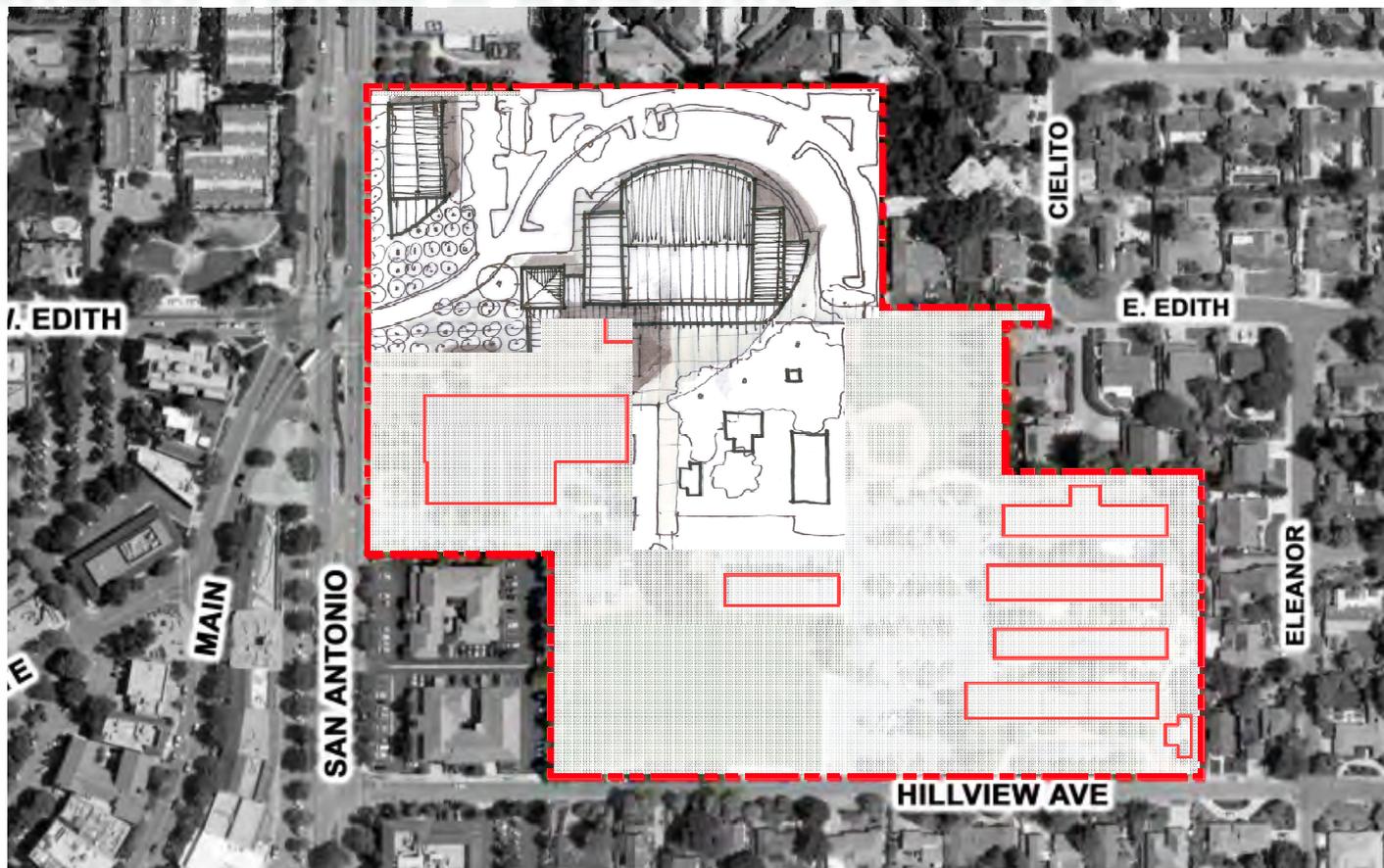


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy

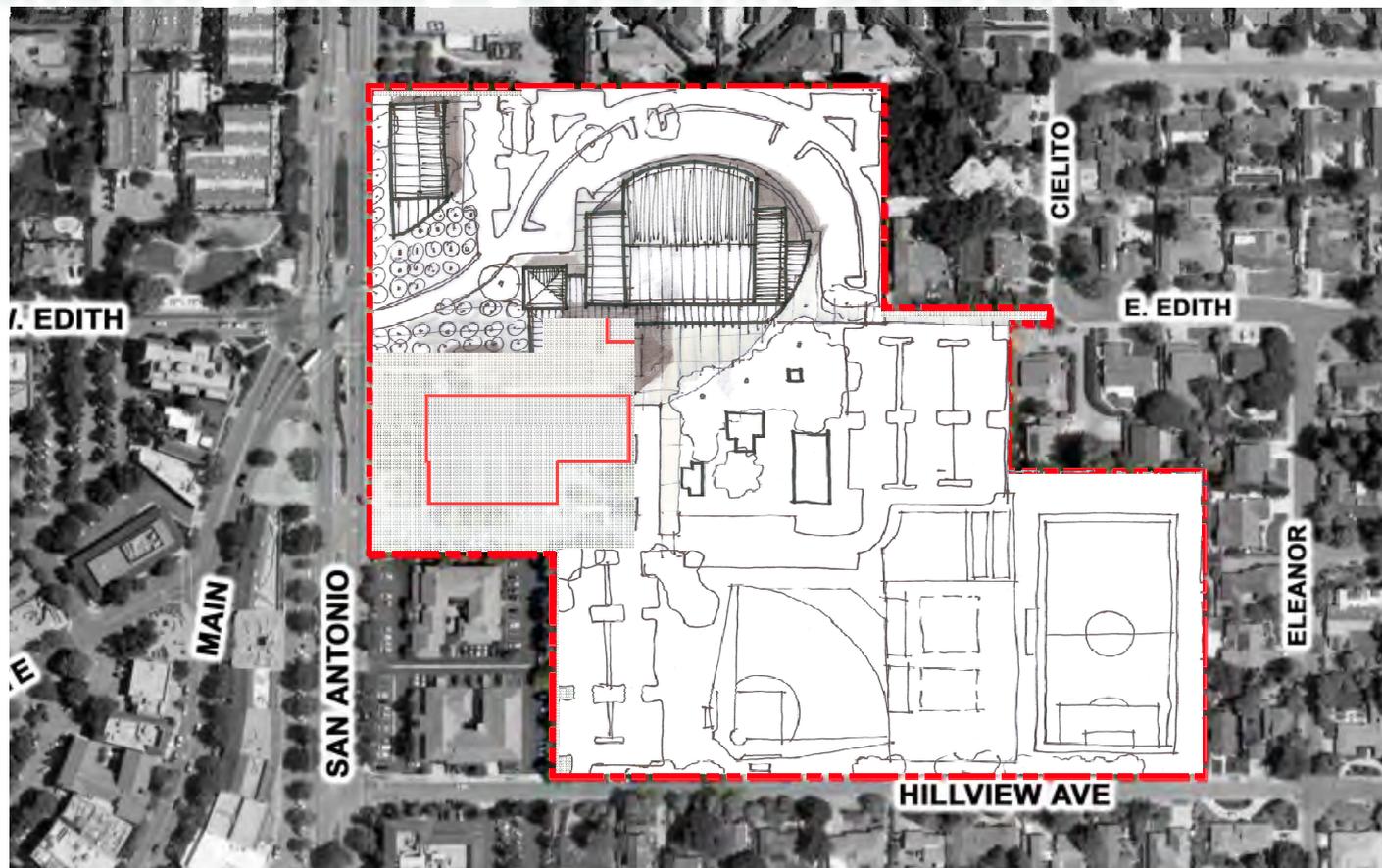


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy

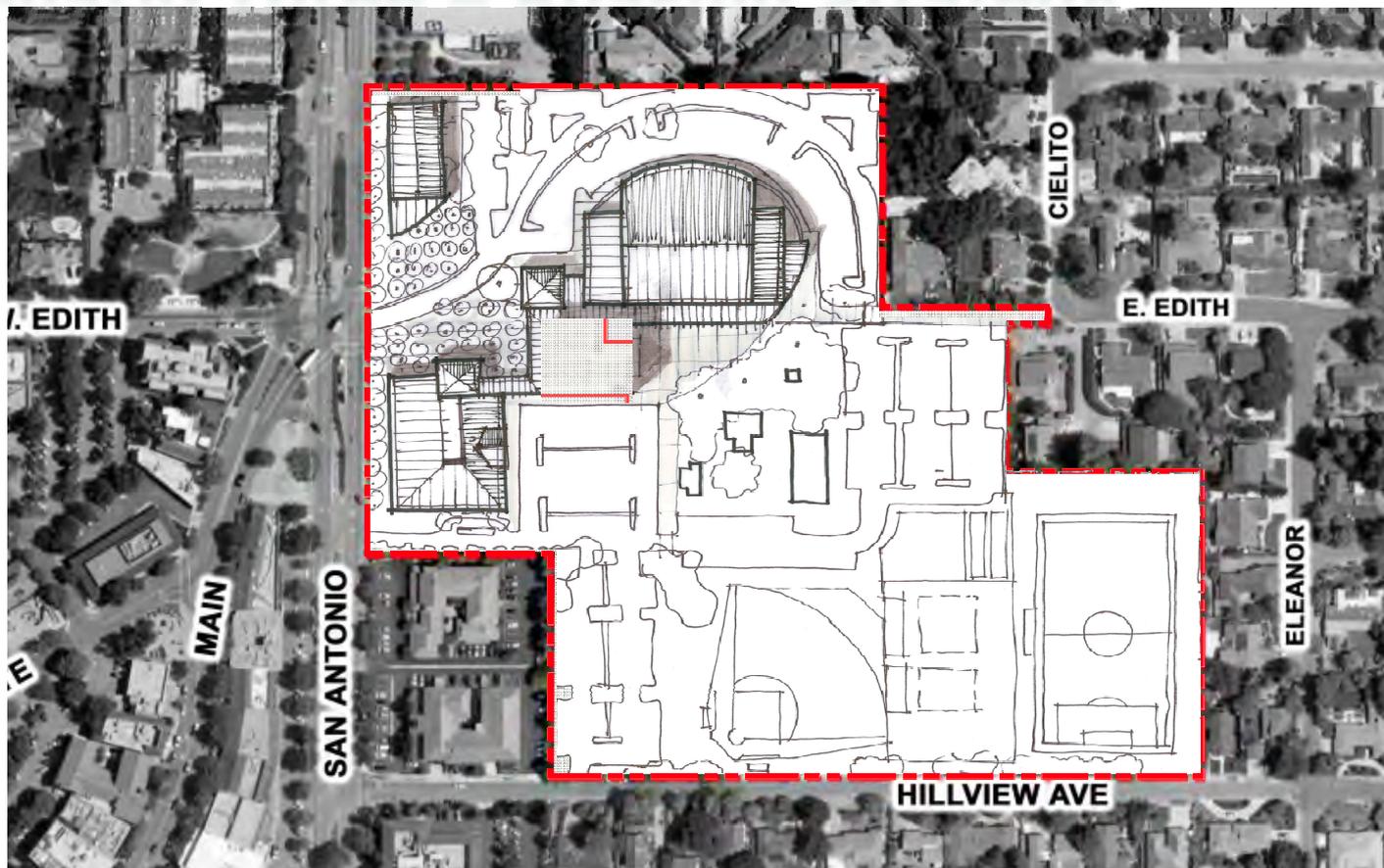


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy

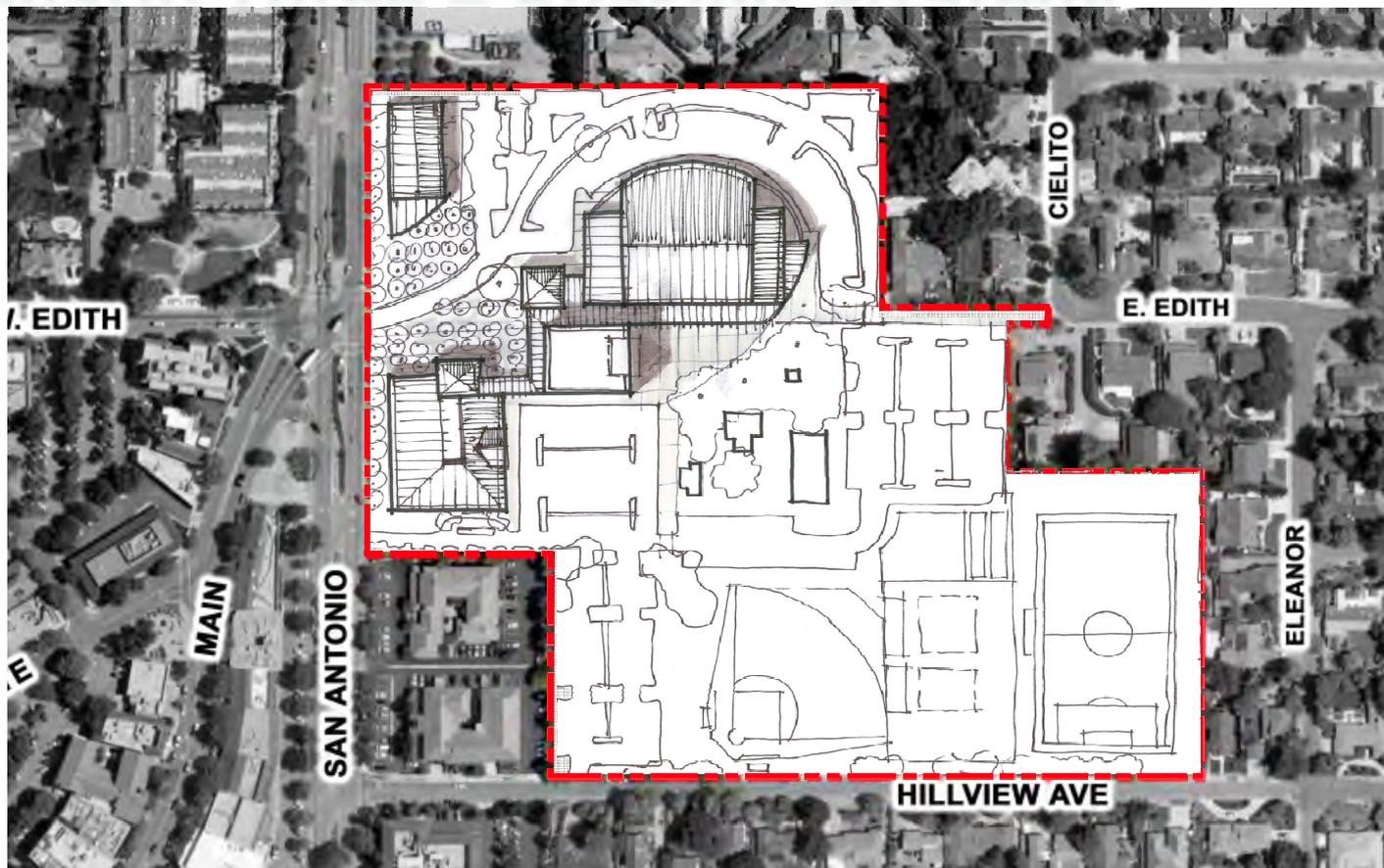


SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three – Phasing Strategy



SERVICE + ENVIRONMENT = EXPERIENCE





Scenario Three



GATES + ASSOCIATES



SERVICE + ENVIRONMENT = EXPERIENCE



Design Drivers	Scenario One	Scenario Two	Scenario Three
Connectivity to Downtown	Good Civic Presence	Good Village Aesthetic	Excellent Main Street Connection
Safe Vehicle and Pedestrian Access	Very Good	Reduced	Good
Enlarged and Enhanced Open Space	Very Good	Reduced	Good
Protection of Significant Trees	Good	Very Good	Good
Promotion of Los Altos History	Very Good	Good	Very Good
Maximized Shared Use of Program Elements	Very Good	Good	Excellent
Establishment of Multi-Generational Facilities	Good	Reduced	Very Good
Sustainably Designed and Efficient Facilities	Very Good	Good	Very Good
Contextual Aesthetic that Maintains a Village Feel	Two Story Campus	Single Story, Similar to Existing	Two Story Campus
Neighborhood Residential Concerns	Some Concerns	Less Concerns	Some Concerns
Neighborhood Commercial Concerns	Very Good	Good	Good
Minimizing Exiting to / from Hillview	Single at Existing	Two Exits	Single Exit
Phasing Strategy Impacts	Minimal	Some Impacts	Minimal
Cost	\$\$\$\$	\$\$\$	\$\$\$\$



Scenario One



SERVICE + ENVIRONMENT = EXPERIENCE



Scenario Two



SERVICE + ENVIRONMENT = EXPERIENCE



Scenario Three



GATES + ASSOCIATES



SERVICE + ENVIRONMENT = EXPERIENCE

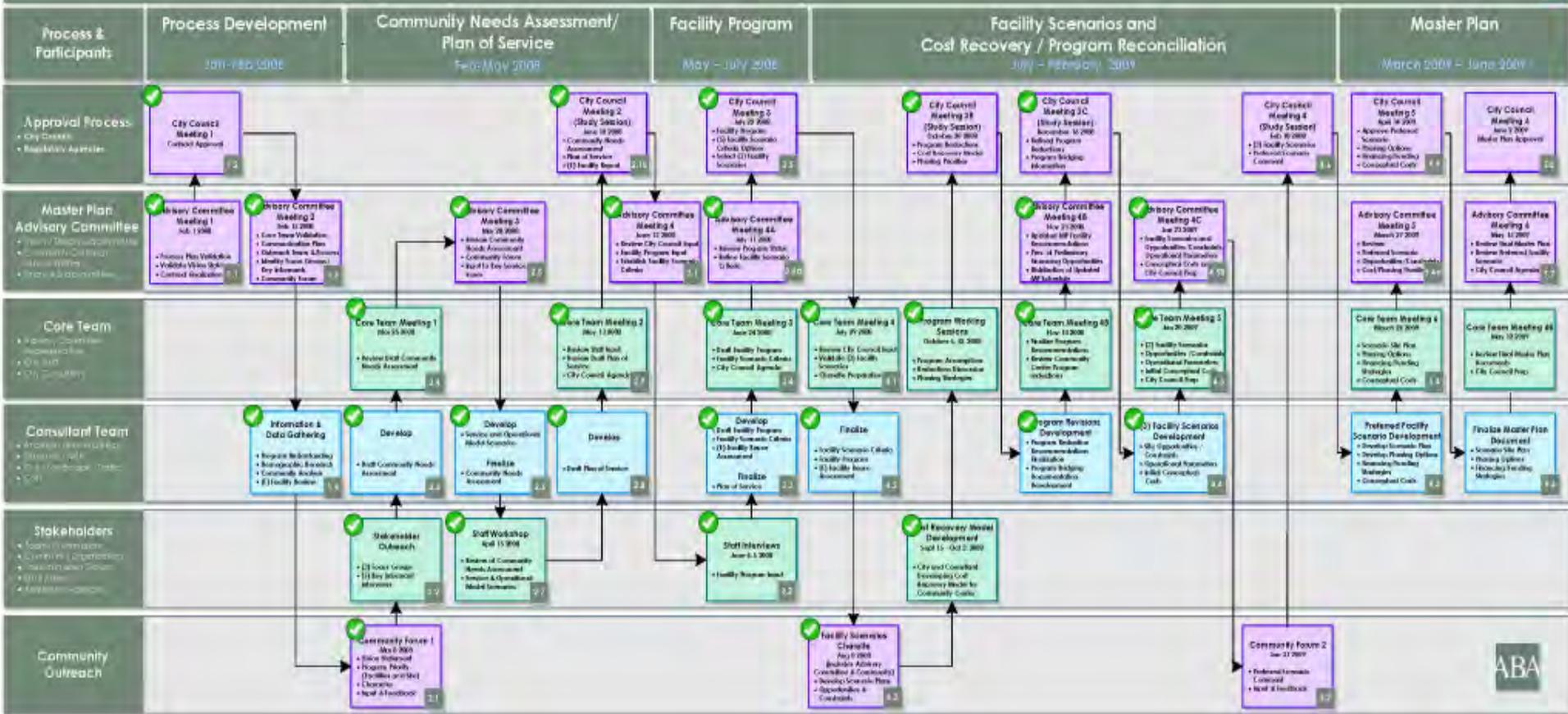


Next Steps

- ❑ ABA and Consultant Team to Finalize Three Facility Scenarios and Finalize Conceptual Cost Models
- ❑ Tuesday, February 10th – City Council Study Session
 - Review Final Cost Recovery Report
 - Review of Three Facility Scenarios
 - Review Initial Conceptual Cost Models for Scenarios
 - Provide Direction for One Scenario to be Developed for the Final Master Plan

CITY OF LOS ALTOS - COMMUNITY CENTER MASTER PLAN PROPOSED PROCESS DIAGRAM

Final Meeting
Final Advisory
Final Approval





Thank you!

ABA