

Balboa Reservoir

Meeting with Planning Department 11/1/18

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DRAFT MEETING NOTES

PD reiterated support for overall change to plan, including re-orientation of park, for all the reason presented by the design team. The design discussion at this stage is focused on how to refine the current plan.

Building E feels like an object building. This is a result of the change in the open space plan. Due to program constraints it is not feasible to divide building into two pieces. PD requests that we find other ways to mitigate the long length. The following approaches were discussed.

- Provide stronger transitional elements at each end of the building to create an in-between scale. The step down at the community room helps on the south end.
- Provide open pavilion element at north end of park that creates a sense of building F embracing the park, and holds street wall, while still allowing block G to be part of the park
- Enhance relationship of building to open space on the park side
- Consider introducing angles or other elements that soften the character of the building
- Or - Let building E have a special character consistent with its special shape.
- PD acknowledge LIHTC cost constraints as a limitation for this buildings response to this comment.

Street wall

- Overall PD feels like the street wall needs to be strengthened, particularly at West and North Streets.
- At Block E consider infilling at courts to provide more continuous frontage.
- Add open pavilions or other elements at North Street and possibly at Lee that hold street edge and create gateway to park
- When in doubt, preference the street wall vs creating more openings to the park.

Scale transition at West Street.

PD recommends better integration the two sides of the street. Look for more options to relate the scale of townhomes and the rental housing on the opposite side of the street. This may require more upper floor step backs and more small scale building elements. Block B starts to achieve the appropriate level of transition.

Retail on site:

PD understands that retail is probably not viable on site.

Character of neighborhood

PD and Project Team generally agreed that the Reservoir neighborhood needs to have its cohesive sense of place. It might be helpful to develop some sort of common language that in terms of window character, materials, etc that establishes a consistent them without constraining the necessary variation and richness. Buildings do not need to compete with each other for attention (as seems the case in Mission Bay). Some elements can be relatively quiet, reinforcing the overall character. The Reservoir lacks an obvious reference point for the building design, (e.g. the historic buildings at Potrero Power

Plant or Pier 70). Perhaps we can look for other clues in the neighborhood that could be the basis for some consistent themes? The Development Team also looking for elements that reinforce the connection to the open space, openings to courtyards, roof terraces, etc. Any shared themes should have a functional aspect, not just arbitrary. One option suggested by PD would be to emphasize roof shapes, which would help to soften appearance from the surrounding neighbors

Treasure Island is trying to achieve some similar coherence, and also lacks much in the way of built context. A group of talented architects (Ann Fougeron, Saitowitz, Mithun, Kennerly,) are being guided by Craig Hartman at SOM, who is essentially providing design review for the City. However, Balboa is a much smaller project and we are not suggesting this design review approach for this project.

Schedule for DSG review and next meeting

- Design team has a lot of material to digest. All agreed it was best to wait until after Thanksgiving to meet again on DSG. Tentatively scheduled to meet on December 4th, 5th or 6th. Development team to follow up on scheduling
- PD recognizes that they will have plenty of time for input, including after draft document is submitted.