

# Charrette Two Closing Presentation

**Vallco Special Area  
Specific Plan**  
Envision Vallco: A Collaborative Design Process

May 24, 2018  
Cupertino, CA





# Rules of Engagement

- Listen actively and respectfully
- Balance speaking times
- Avoid dominating the discussion
- Critique ideas, not people
- Please stay on topic



# Our Focus for Charrette 2

**What Charrette 1 did:  
Established a foundation for  
further testing/investigation**

**Focus moving forward:  
Understanding what to put in  
Specific Plan and Code to  
ensure predictable  
implementation**

**We are not creating the design**



**Street and Block  
Network**

**Circulation Network:  
Required vs. Open**

**Heights &  
Transitions**

**Town Square:  
Minimum Size,  
Activation, Potential  
Locations**

**Street Design  
Parameters**

# School District's Thoughts Related to Overcrowding

## More concerned about:

- Decreasing numbers of students
- Not being able to retain teachers due to cost of living



## The Impact of a Vallco Development on School Funding and Enrollment

Cupertino Community Hall  
10350 Torre Avenue, Cupertino  
Tuesday, May 22, 2018, 5:30 - 7 pm

Citizens of Cupertino are rightly concerned about the impact of any development on the highly reputed school districts in Cupertino. Community members have raised questions about how redevelopment at Vallco might impact our schools.

Fremont Union High School District Superintendent Polly Bove along with EPC Principal Tom Williams, a respected demographer who has worked with most of the school districts in the County for several years, will present a data-driven analysis of what impact a Vallco development is expected to have on our local schools.





# Establishing Program Parameters



# Program Concerns Heard

## Generally program ranges studied at charrette

Use	Program Range Studies
Retail/Ent.	411,000-436,00 sf
Office	1.3-2 million sf
Housing Units	2,400
Civic	45-65,000 sf

**Why not study higher retail program?**  
**Why not study lower office program?**

## Generally program ranges studied AFTER charrette

Use	Program Range Studies
Retail/Ent.	400-600,000 sf
Office	750,000-1.5 million sf
Housing Units	3,200
Civic	45-65,000 sf

**Better understanding thresholds of viability**



# 400-600,000 sf Can Achieve Your Goal of a Vibrant Retail Environment

Many retail destinations have a similar range of square footage of total program

Santana Row is approximately 600,000 sf of retail





# Office Makes Project Viable. Also Can Be Key to a Vibrant Downtown

**Daytime spenders to support businesses**

**Possibly institutional tenants.**

**Services you desire in a downtown: medical, dentist, etc. Make it a downtown versus a mall.**





# Provide Diverse Housing Choices

- **Consider creative housing types such as Co-Housing**
- **Percentage affordable (BMR)**
- **Affordability for groups that have not been discussed to date**
- **Taller buildings? If so, how tall and where?**



# Innovation Center/Hub

- **Business incubator/ accelerator space**
- **Educational institutions (all levels and potential satellite campus)**
- **Incubator exchange program**
- **Executive level continuing education**
- **Maker space**
- **On-sight dormitory**

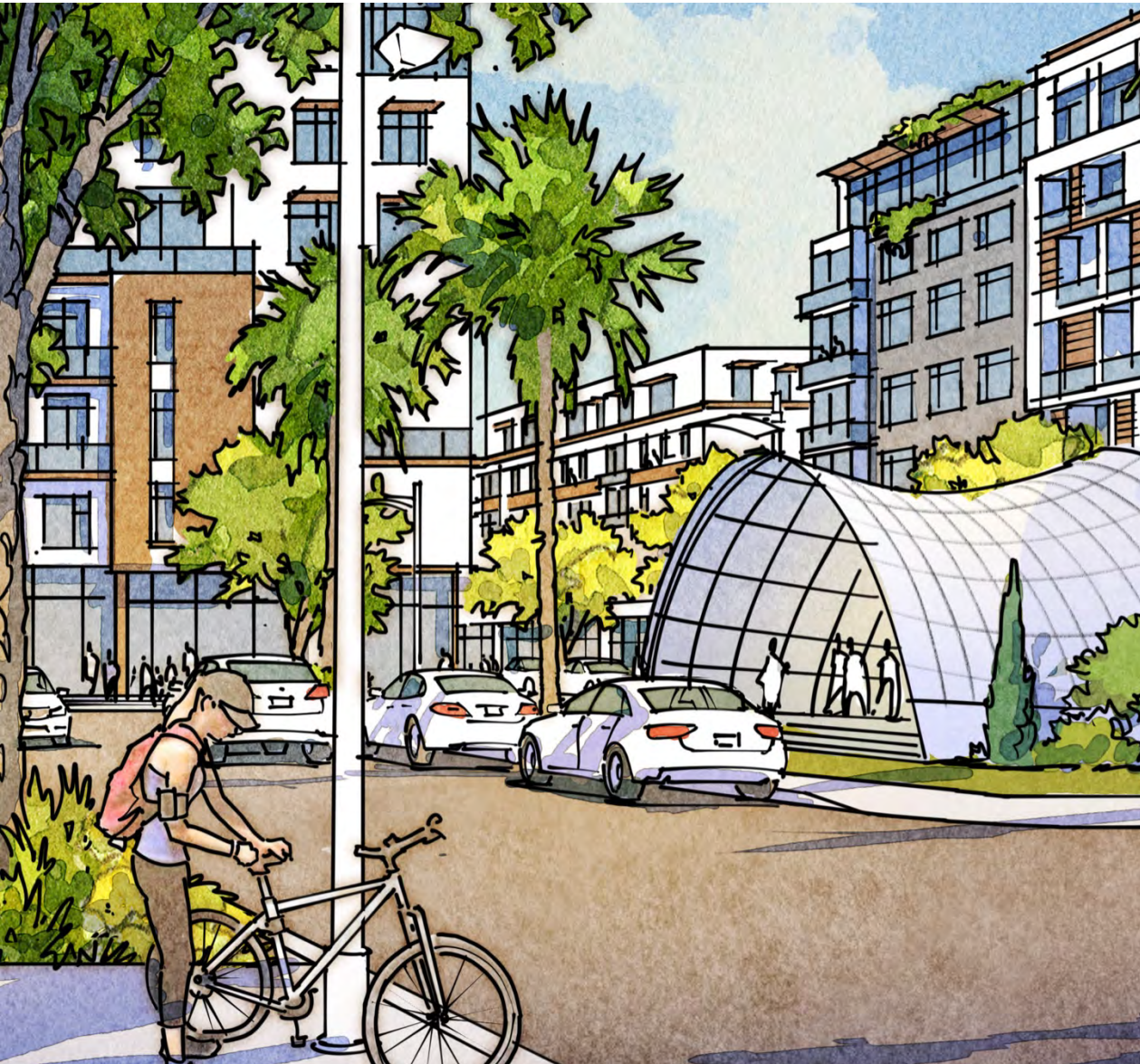




# Performing Arts Theater

- **41,000 square feet excluding circulation.**
- **5,300 square foot lobby**
- **600 seat main stage**
- **250 seat second stage**
- **Rehearsal room**





# Regulating the Patterns of Public Spaces





# A Town Square & Downtown is Desired

**Not One Viable Solution: Location, Shape, and Programming Can Vary**

“The City envisions a complete redevelopment of the existing Vallco Fashion Mall into a vibrant mixed-use “town center...”

Cupertino General Plan 2014-2020, Chapter 3 Land Use



# Amount and Quality of Public Space

**Understand desire for more public space**

**Not going to get 30 acres without the large green roof**

**Can get enough high quality public space at ground level with a thoughtful plan**

**Also no reason to not encourage green roofs on individual buildings**





# Variety of Public Space Types

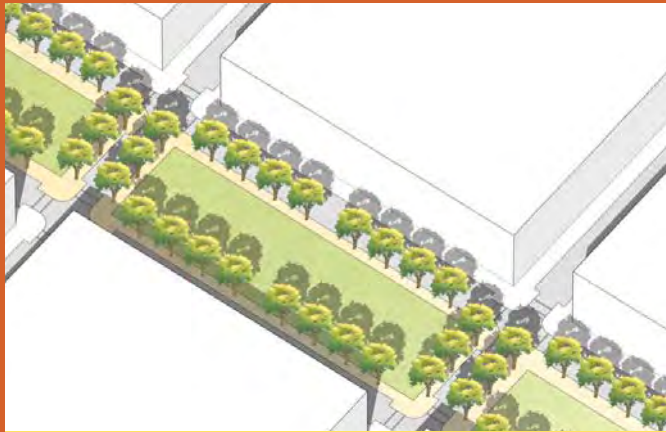
**Define required amount of on-site publicly accessible open space and provide standards for minimum sizes**



Neighborhood Park



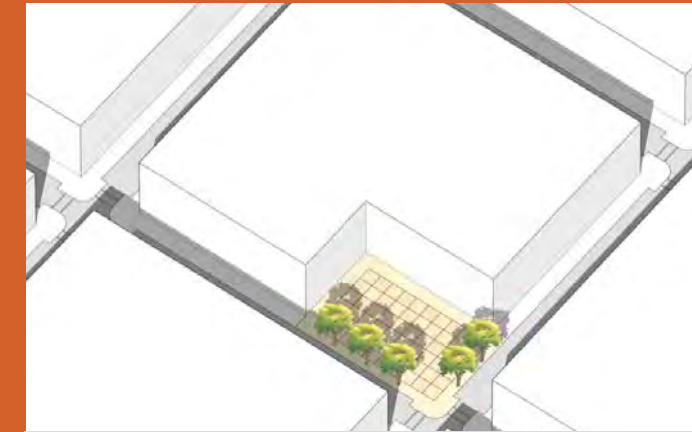
Plaza



Greenway



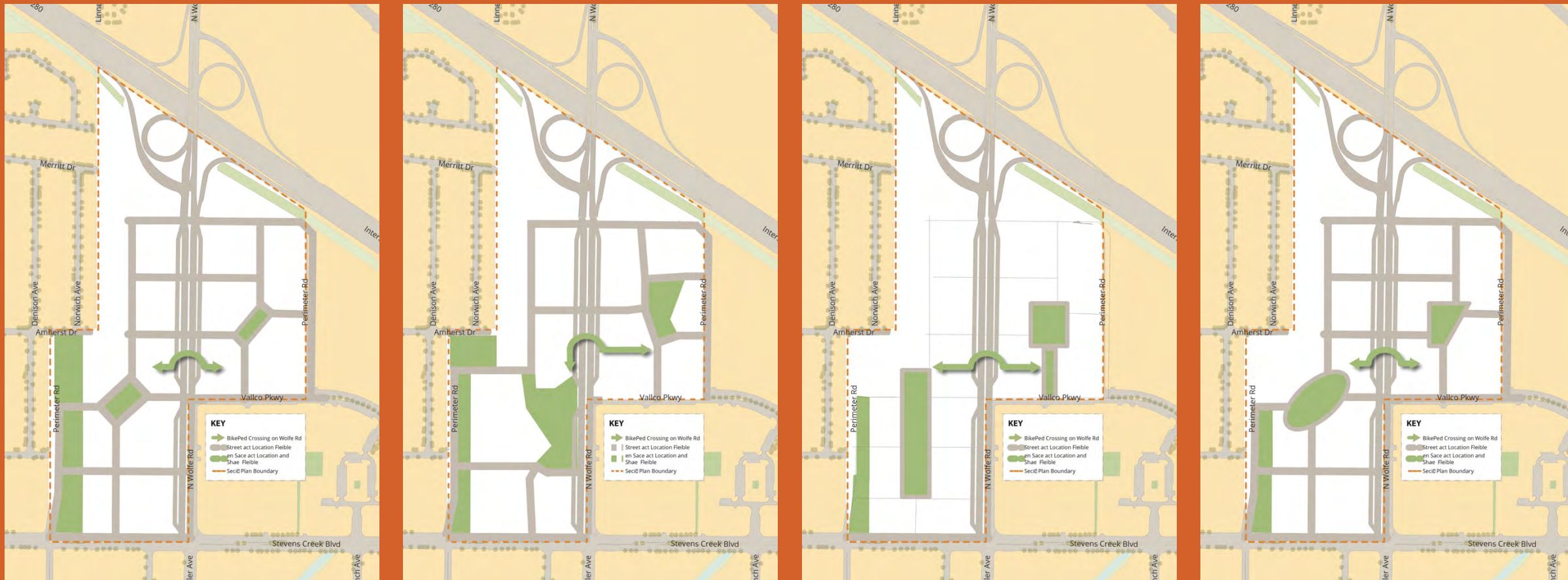
Pocket Park



Pocket Plaza

# Many Good Solutions-Shared Intent

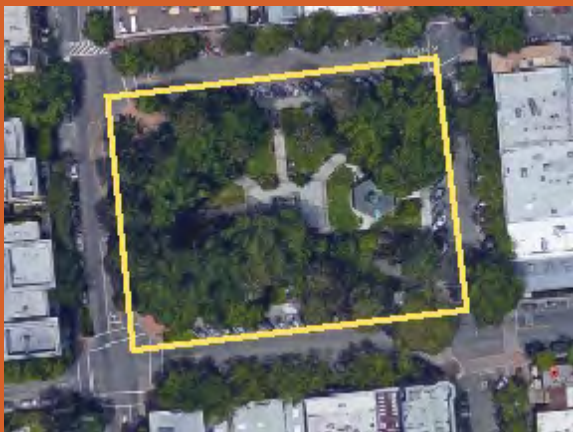
## Location of publicly accessible open space can vary





# Study of Precedents to Inform Rules

## Location of publicly accessible open space can vary



**Healdsburg, California**

200' x 280' | 1.29 acres



**Oakland, California**

Irregular | 1.95 acres



**Portland, Oregon**

230' x 230' | 1.21 acres



**San Jose, California**

440' x 120' | 1.21 acres



# Signature Pedestrian Bridge

Allow  
pedestrian  
and bicycle  
bridge  
connecting  
open spaces  
Not required





# Many Good Solutions-Shared Intent

Existing regulations would require approximately 13 acres of park for this site with 2,400 units

Recommend requiring 6-7 acres at grade on site, with in lieu fee for remaining amount of park space to improve public spaces nearby





# Active, Publicly Accessible Spaces





# Regulating for a Walkable Environment

## Components:

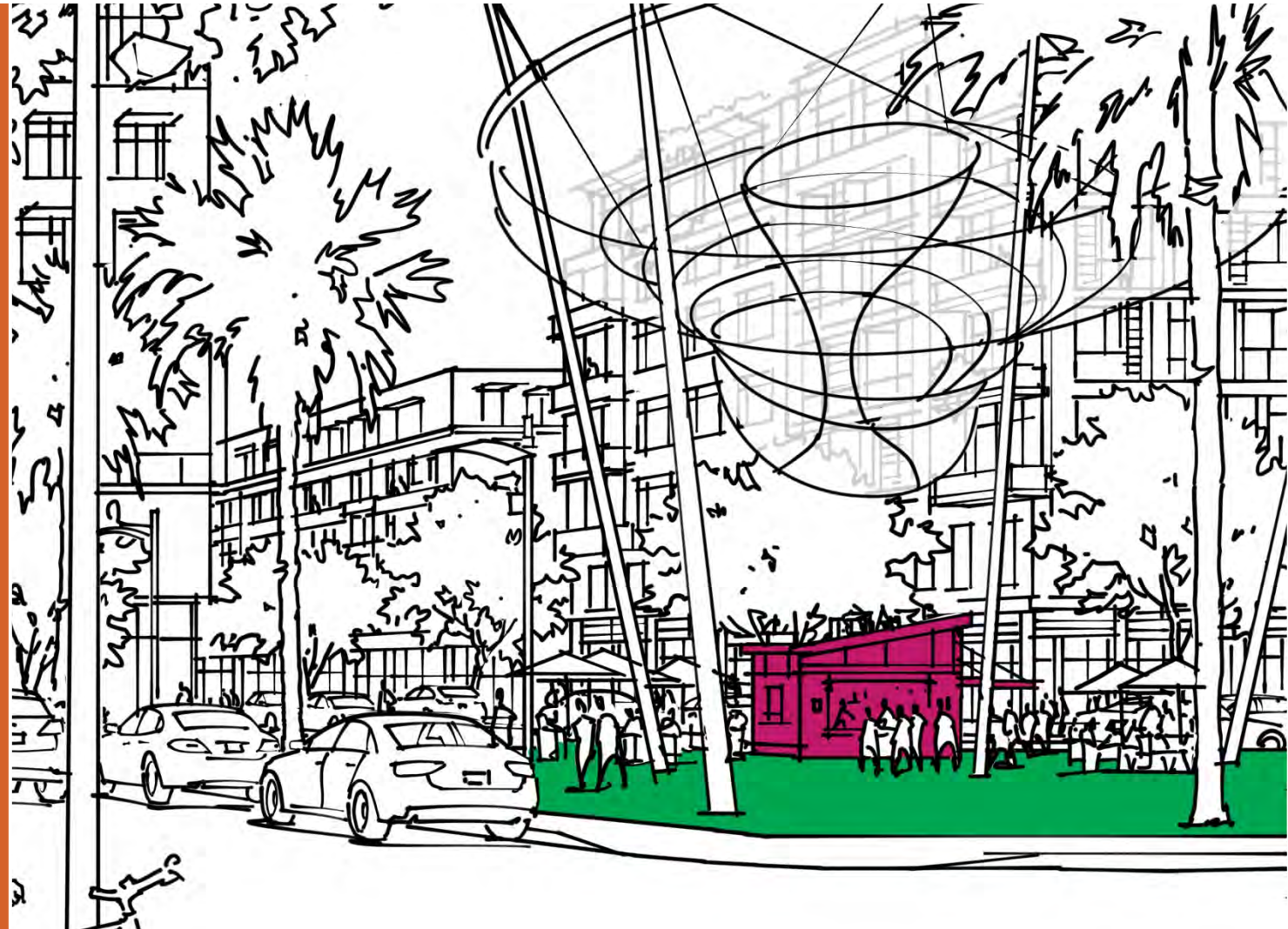
- Space for recreation and civic gatherings



# Regulating for a Walkable Environment

## Components:

- Space for recreation and civic gatherings
- Active Uses within Park

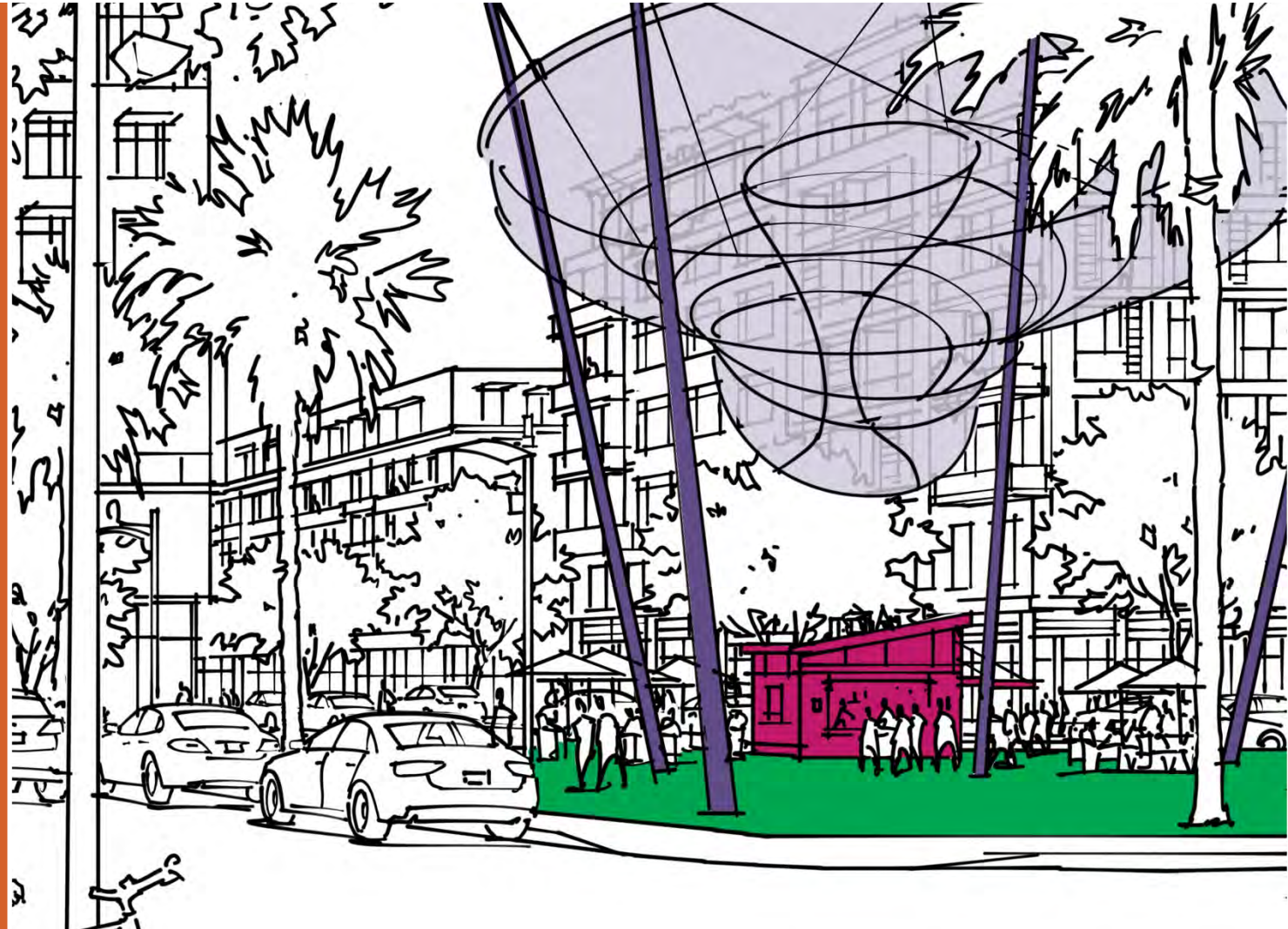




# Regulating for a Walkable Environment

## Components:

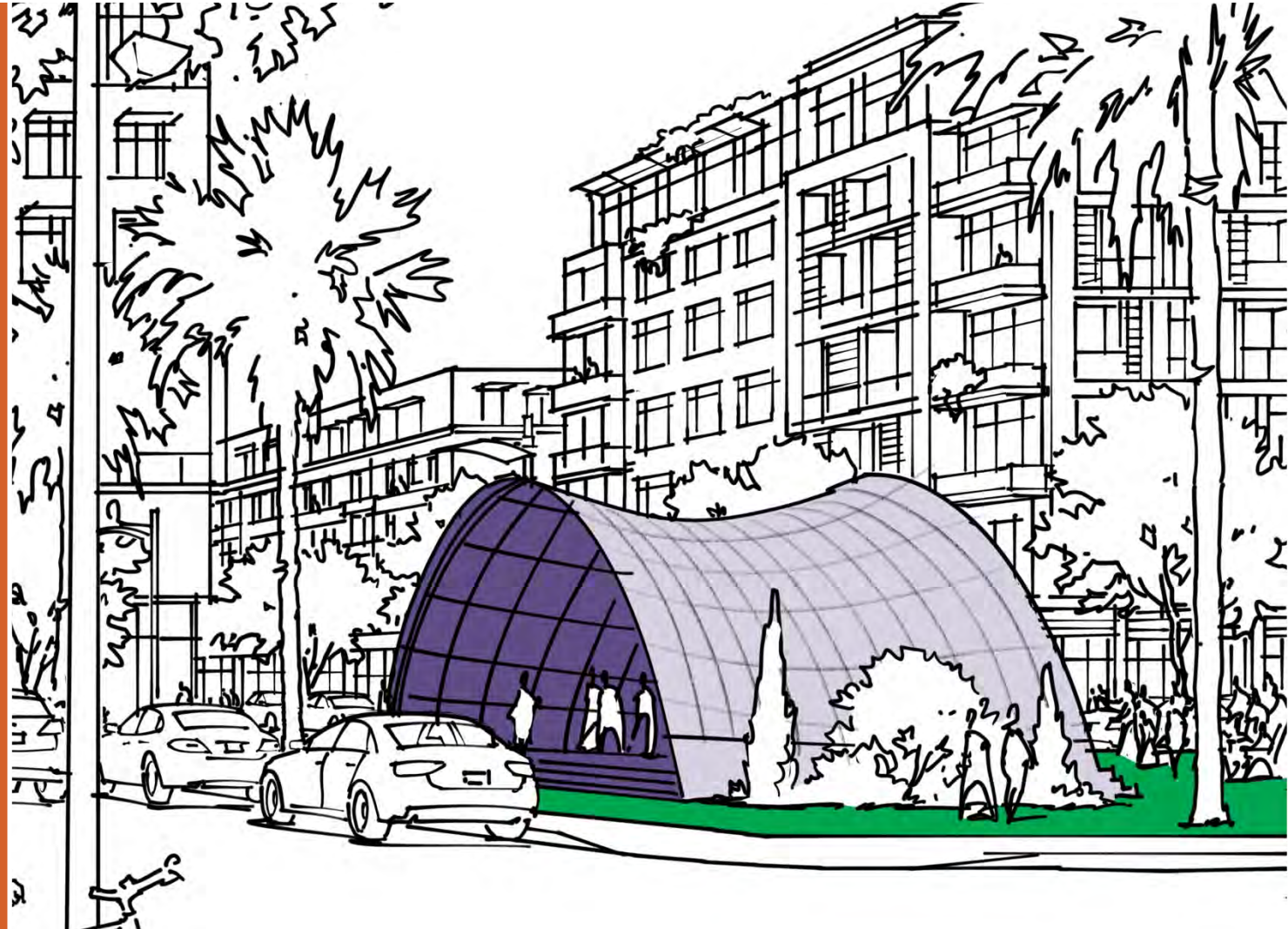
- Space for recreation and civic gatherings
- Active Uses within Park
- Public Art



# Regulating for a Walkable Environment

## Components:

- Space for recreation and civic gatherings
- Active Uses within Park
- Public Art

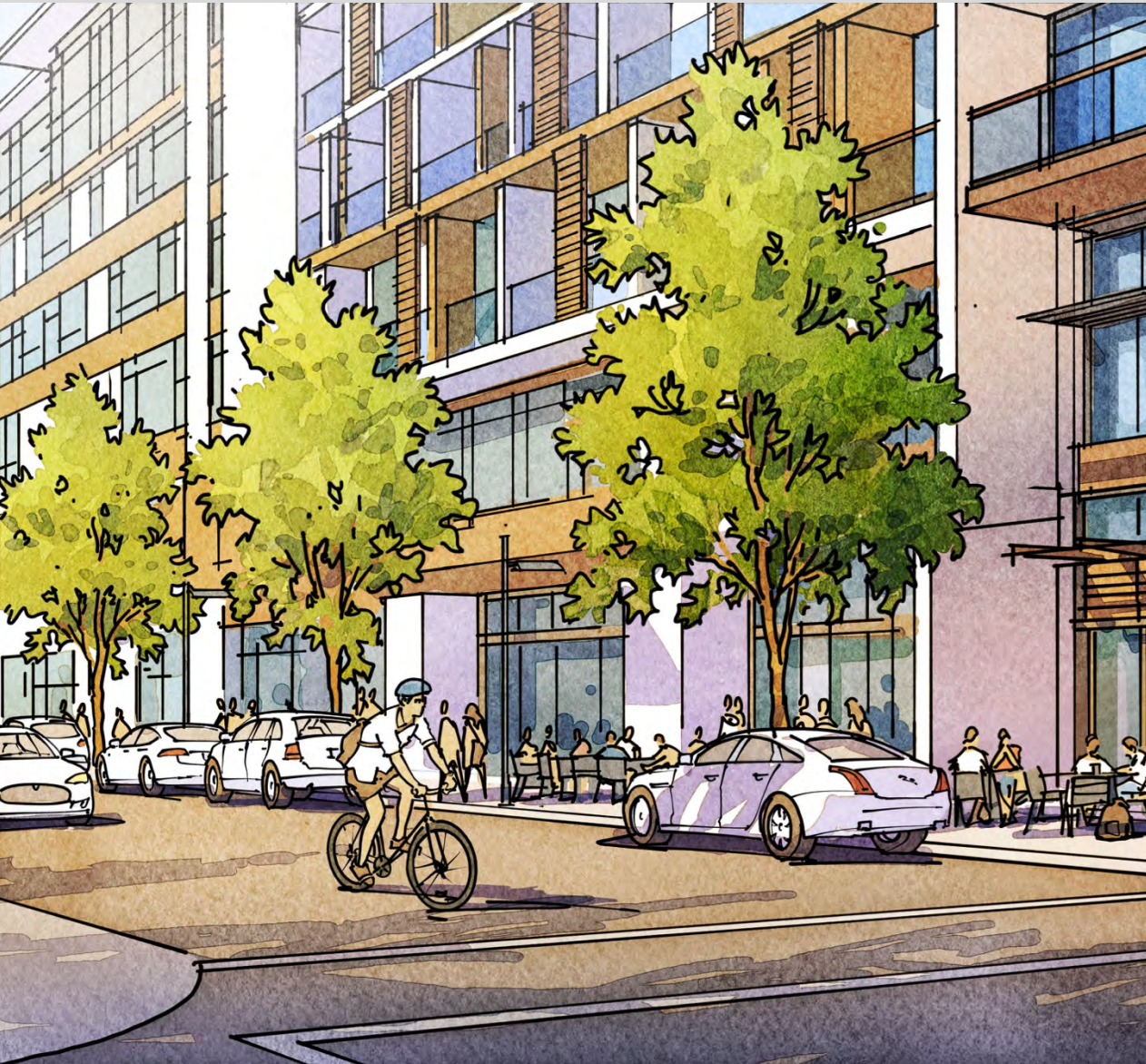




# Connectivity across N. Wolfe Road







# Regulating the Patterns for a Vibrant, Walkable Environment



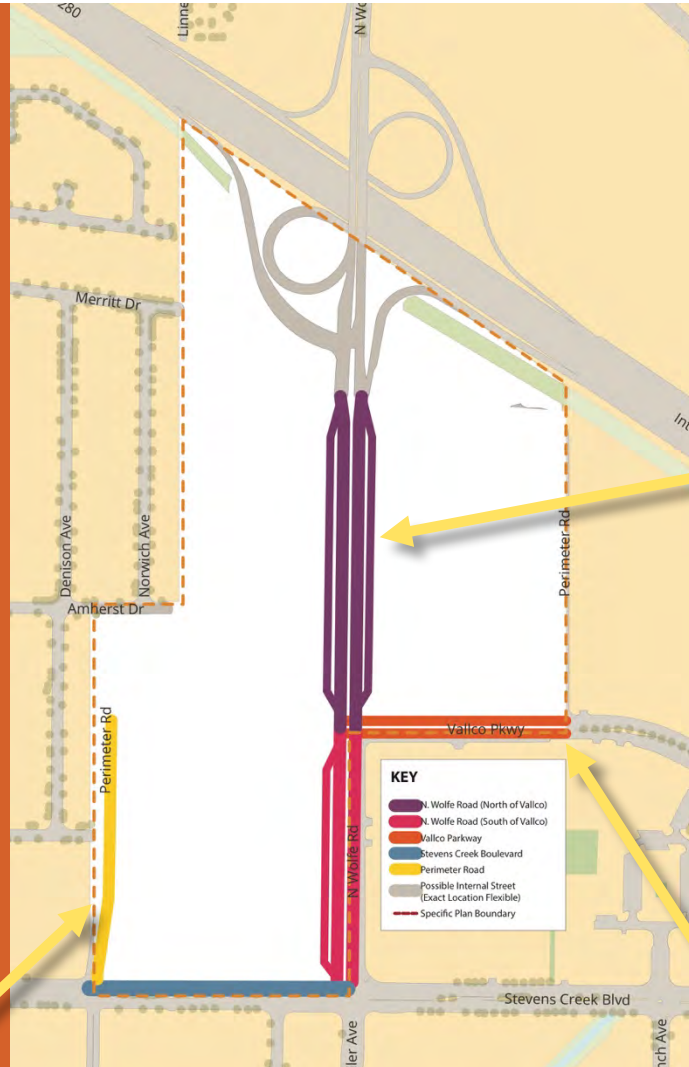


# Regulating for a Walkable Environment

## Define Required Street Locations and Design Elements



Perimeter Road



North Wolfe Road

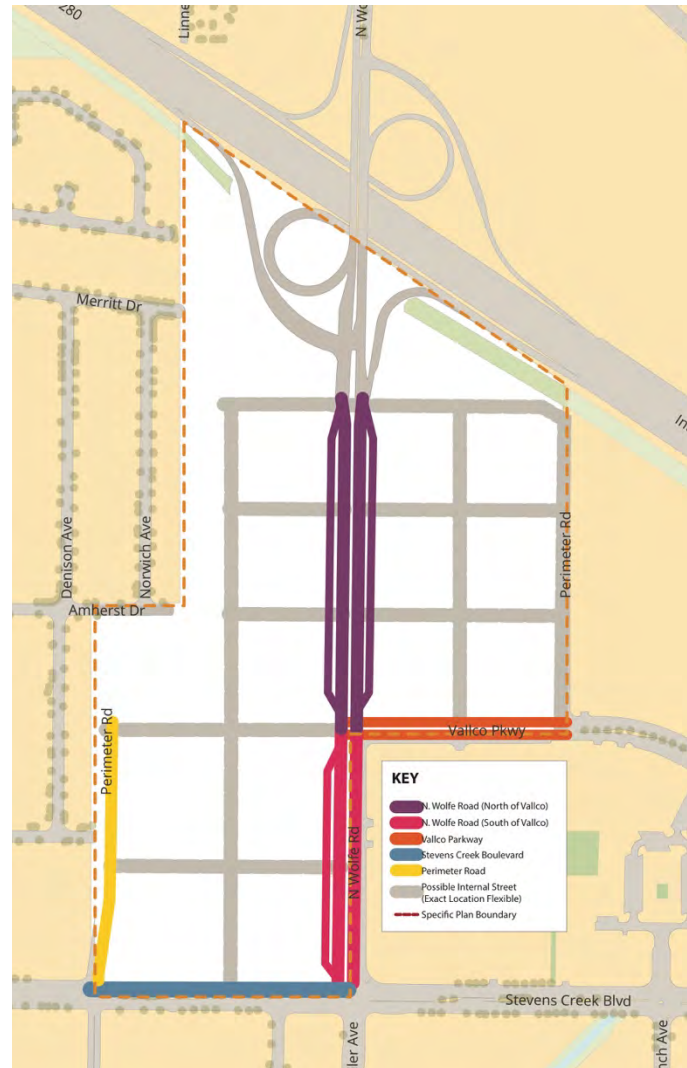


Vallco Parkway

# Regulating for a Walkable Environment

**Provide flexibility in locating secondary streets**

**Location of grey streets can vary**



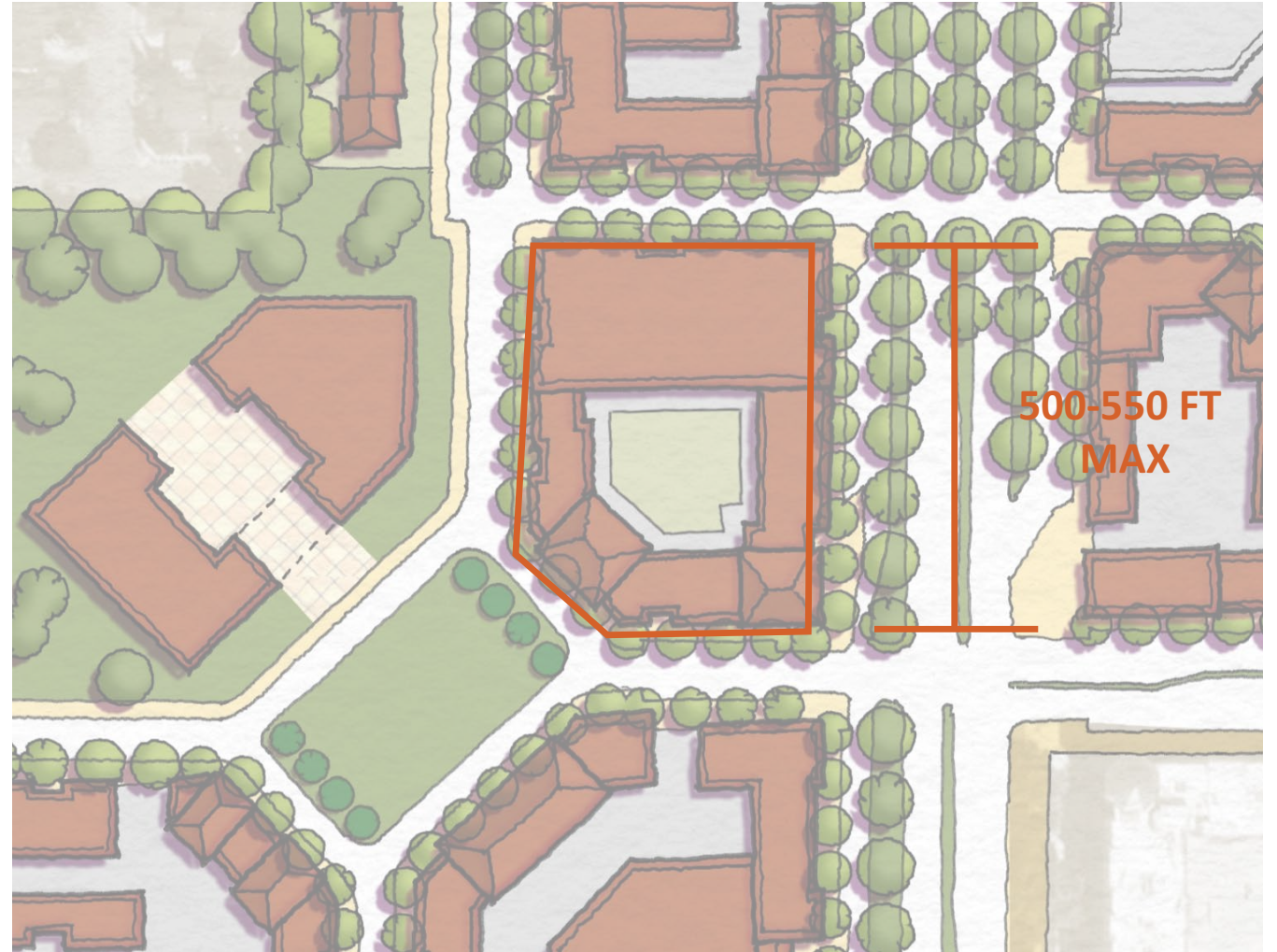


# Network Required by Max Block Size

Typically 500-550 square feet for one side of block

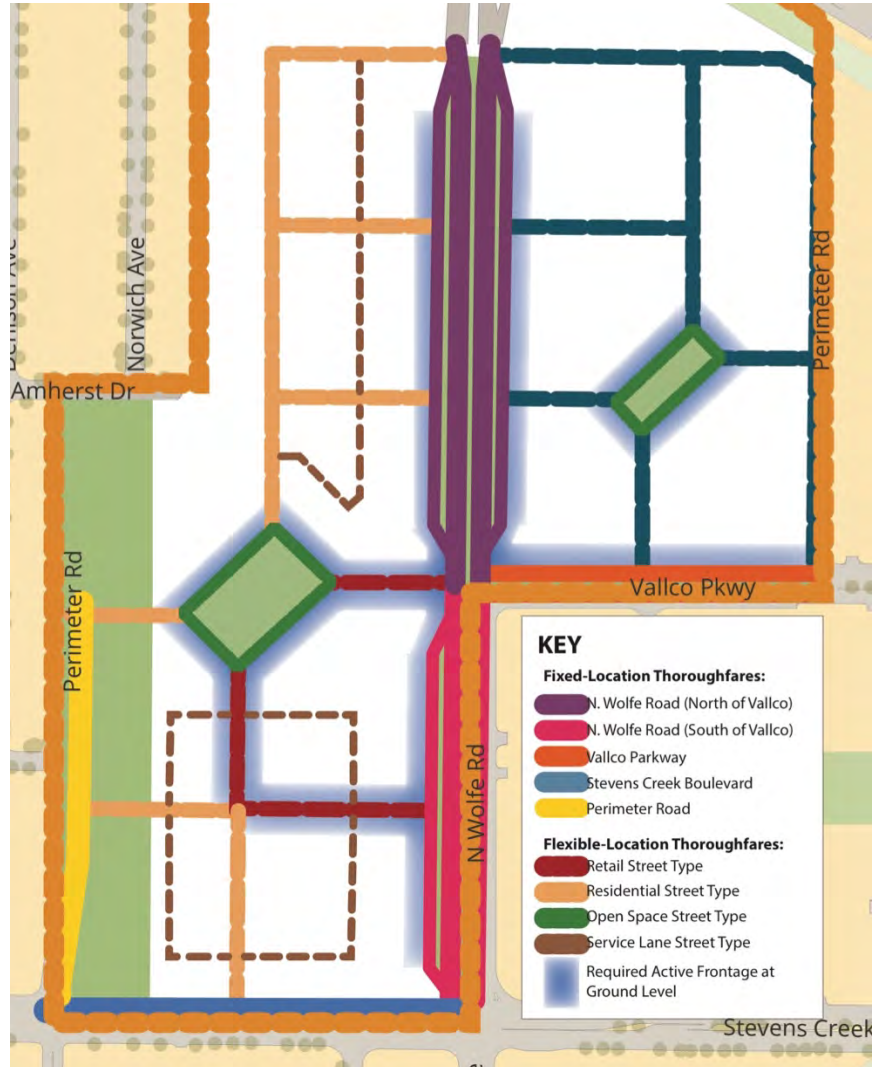
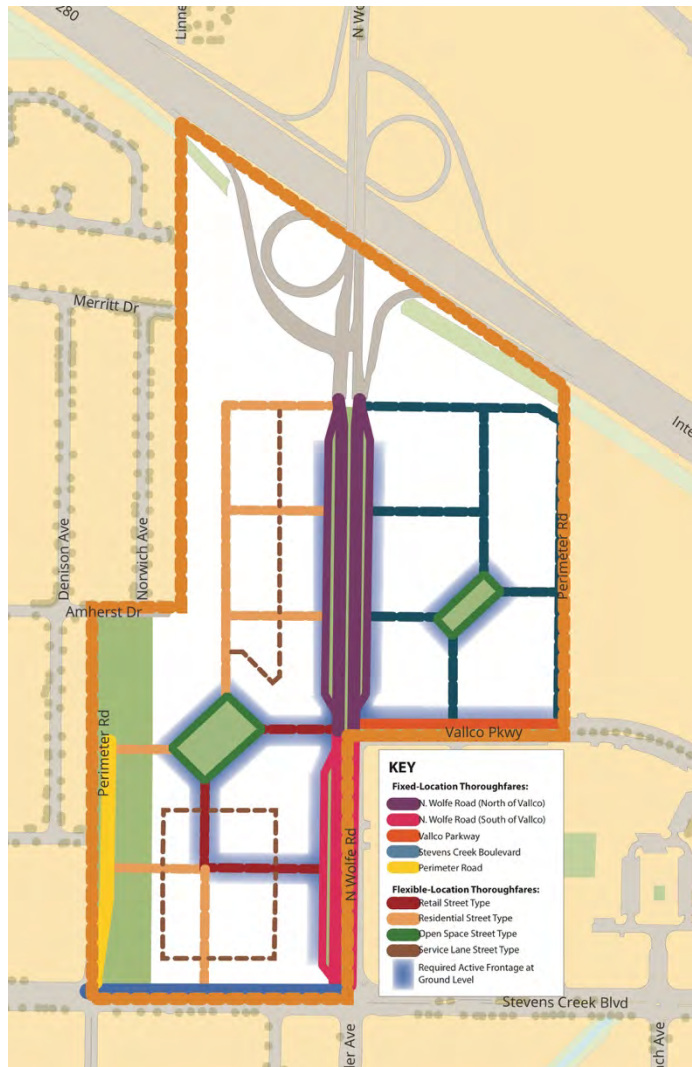
Maximum block perimeter: 1400 square feet

Provides walkability/connectivity



# Regulating for a Walkable Environment

## Required Streets and Open Space Elements





# Regulating for a Walkable Environment

**Vibrant streetscapes and active publicly accessible open spaces contribute to a walkable environment.**

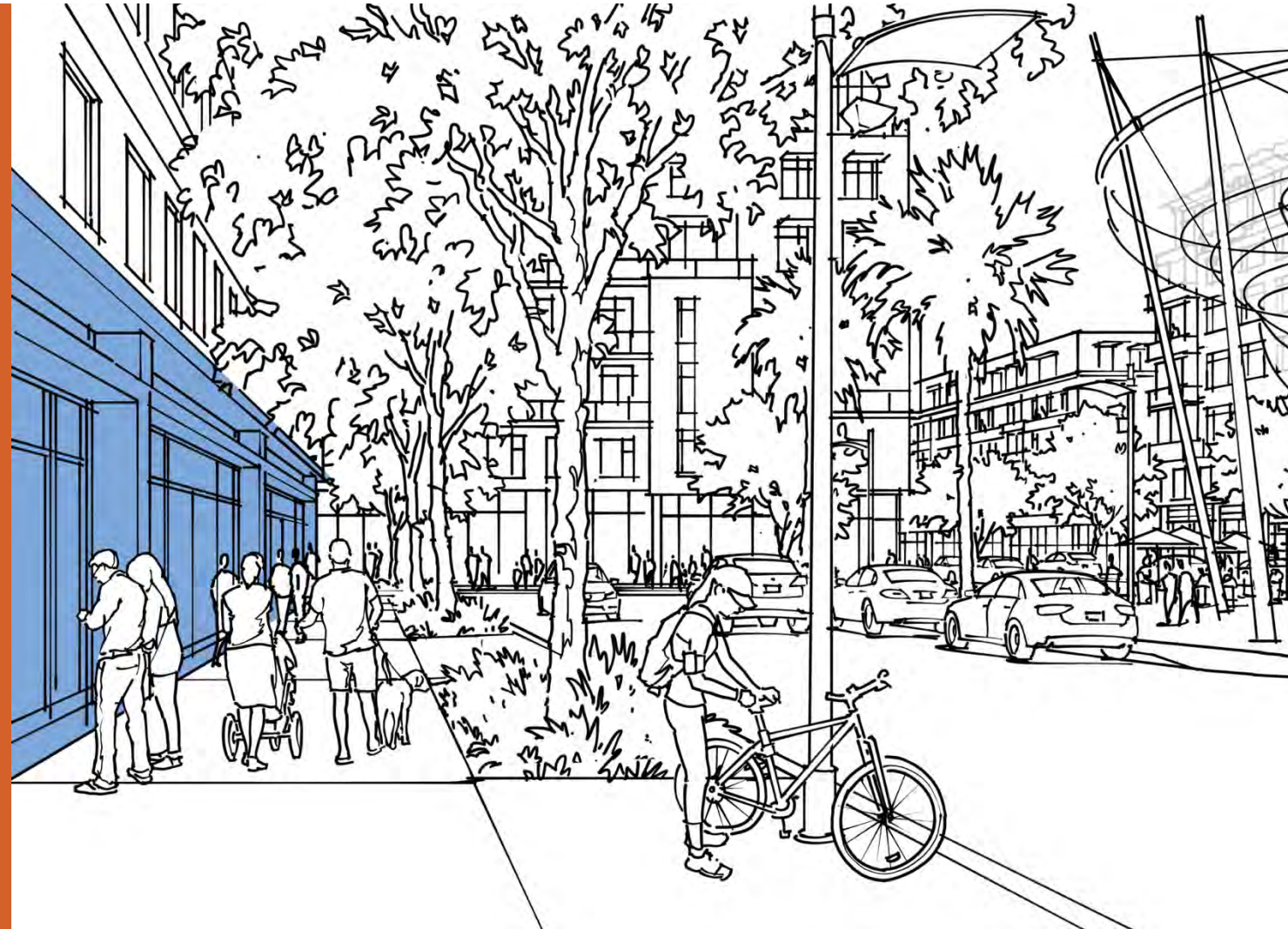




# Regulating for a Walkable Environment

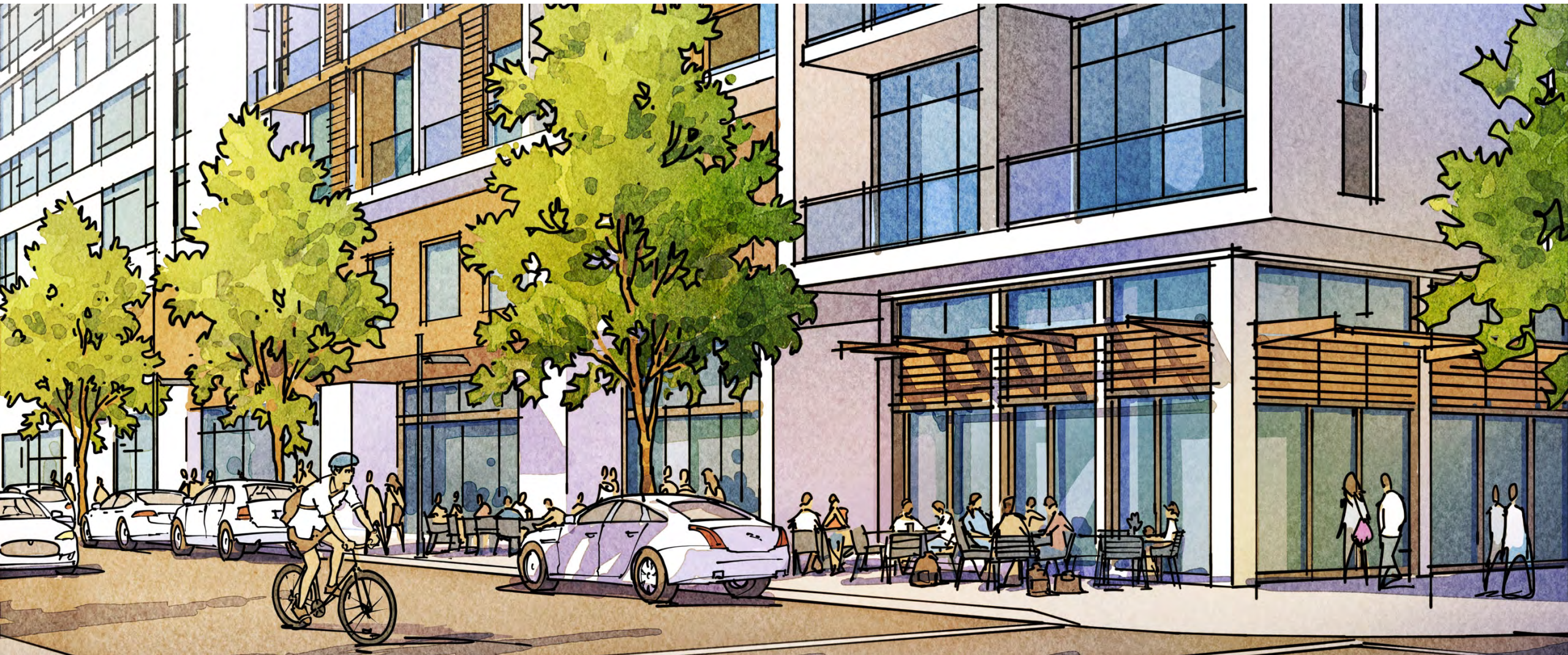
## Components:

- Active ground floor
- Required percentage of transparency along street





# Retail Frontage: 1-story





# Retail Frontage: 2-story

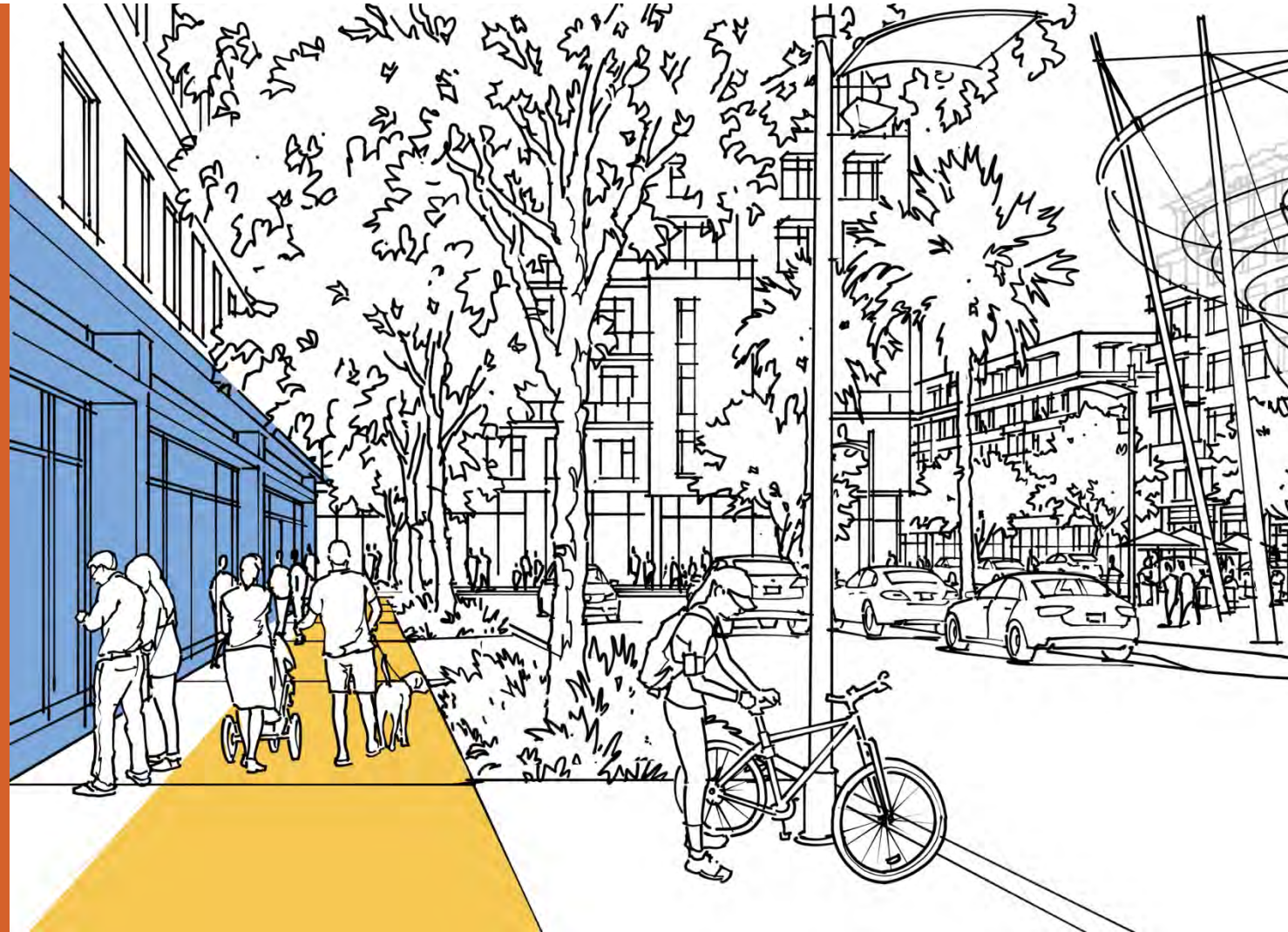




# Regulating for a Walkable Environment

## Components:

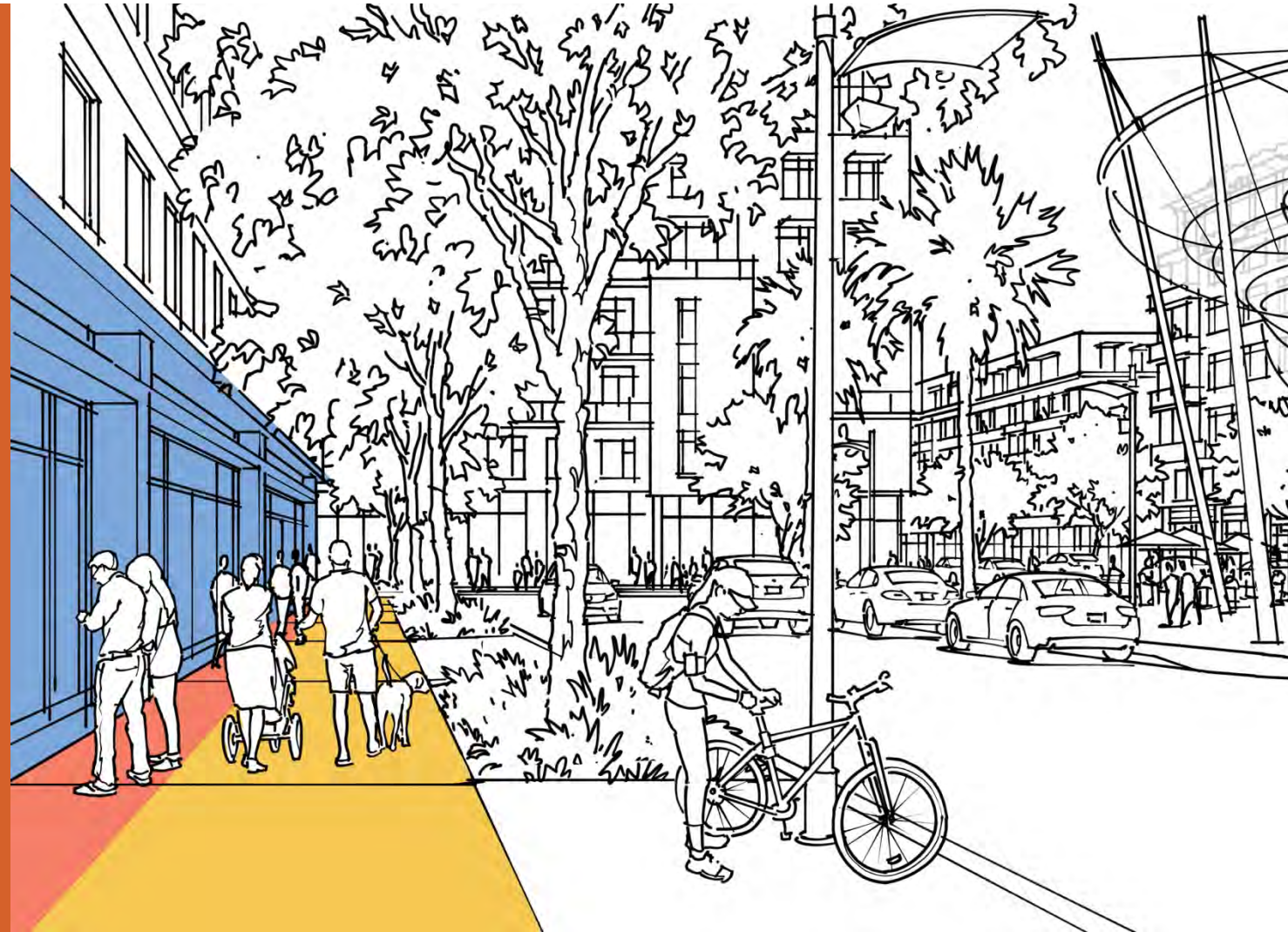
- Active ground floor
- Space to walk



# Regulating for a Walkable Environment

## Components:

- Active ground floor
- Space to walk
- Space to window shop

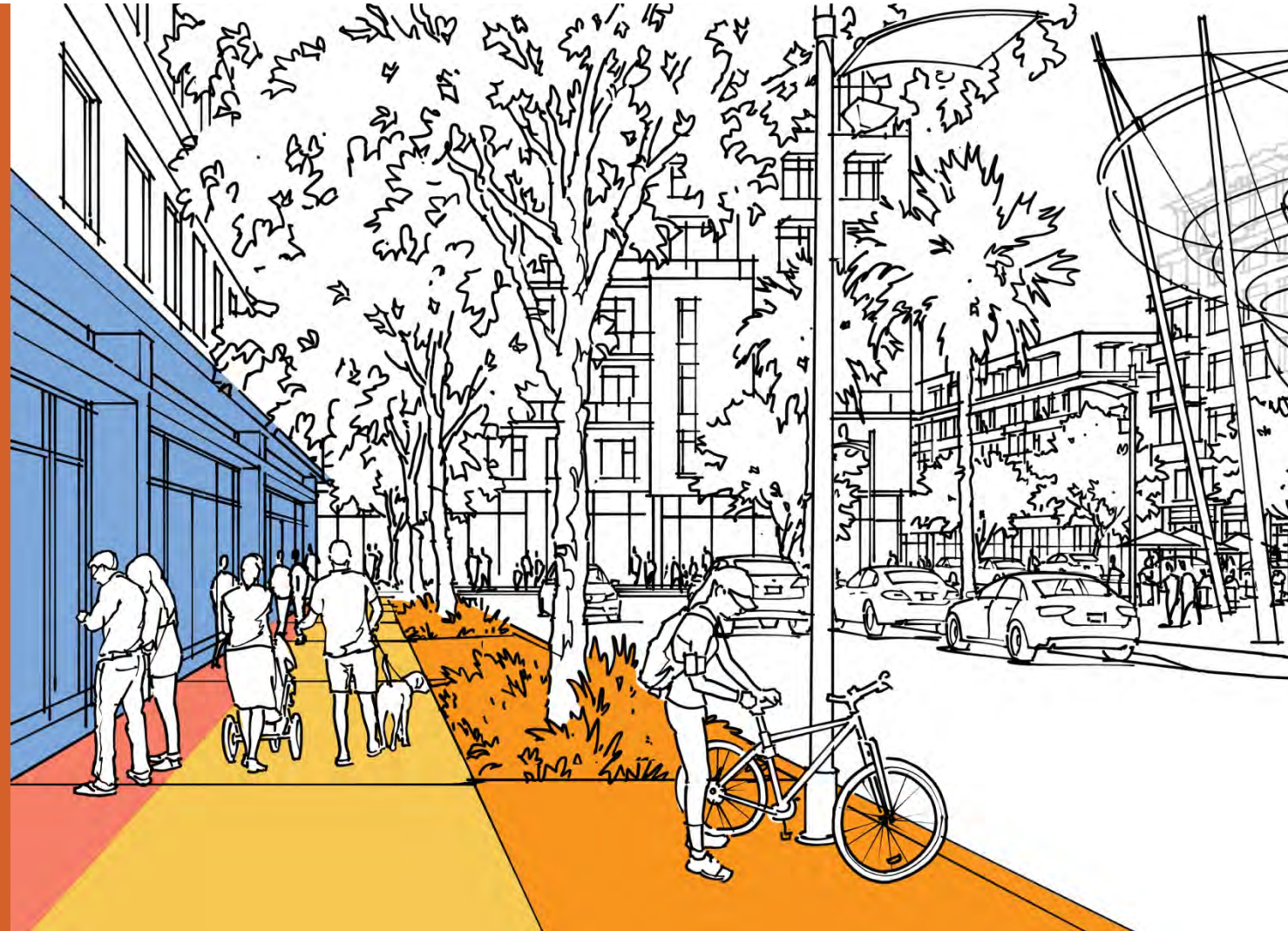




# Regulating for a Walkable Environment

## Components:

- Active ground floor
- Space to walk
- Space to window shop
- Space to sit or park your bike





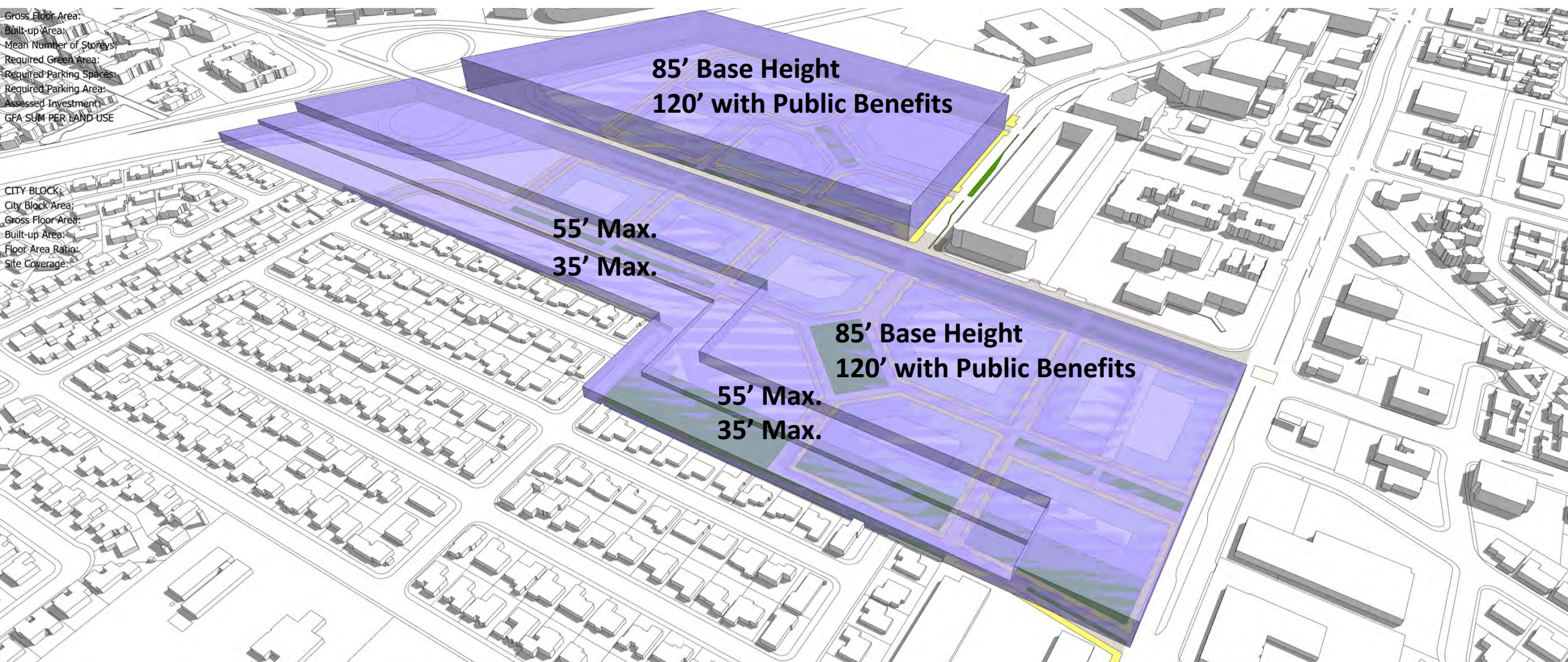


# Initial Thoughts on Allowed Heights & Uses





# Recommended Allowed Heights



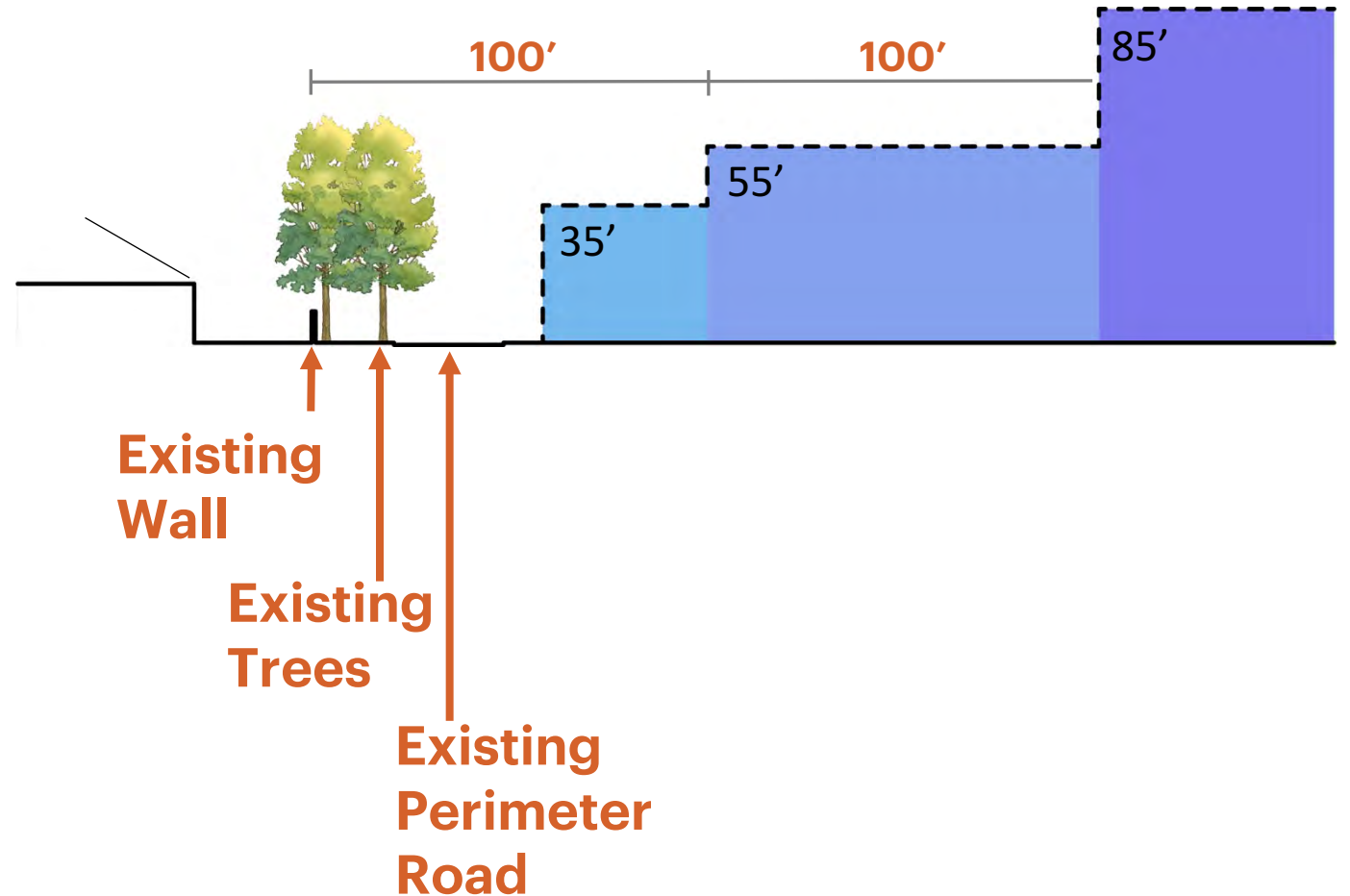
Gross Floor Area:  
Built-up Area:  
Mean Number of Storeys:  
Required Green Area:  
Required Parking Spaces:  
Required Parking Area:  
Assessed Investment:  
GFA SUM PER LAND USE

CITY BLOCK:  
City Block Area:  
Gross Floor Area:  
Built-up Area:  
Floor Area Ratio:  
Site Coverage:



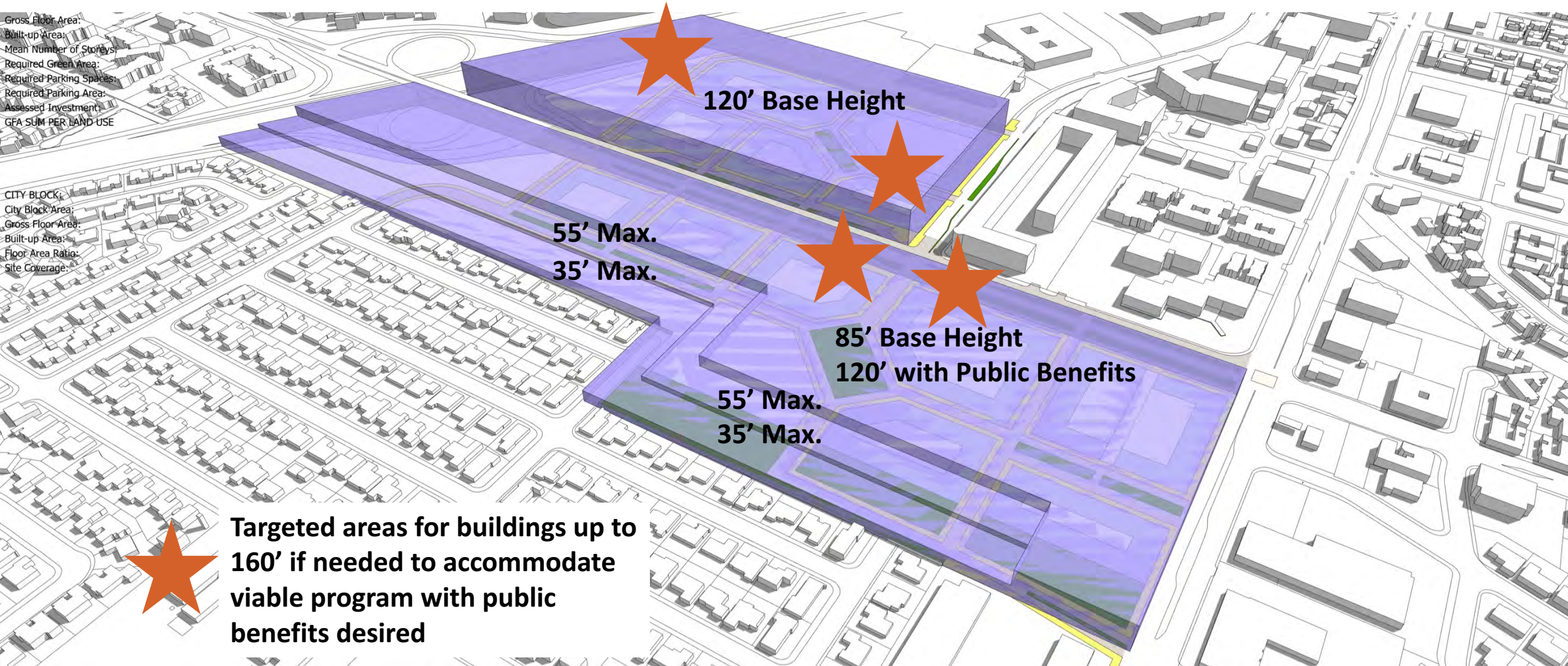
# Transition Heights from West

- Building heights step down to western edge of site.
- No buildings within 50' of existing western perimeter wall south of Amherst Drive.
- No buildings greater than 35' high within 100' of existing western perimeter wall south of Amherst Drive.



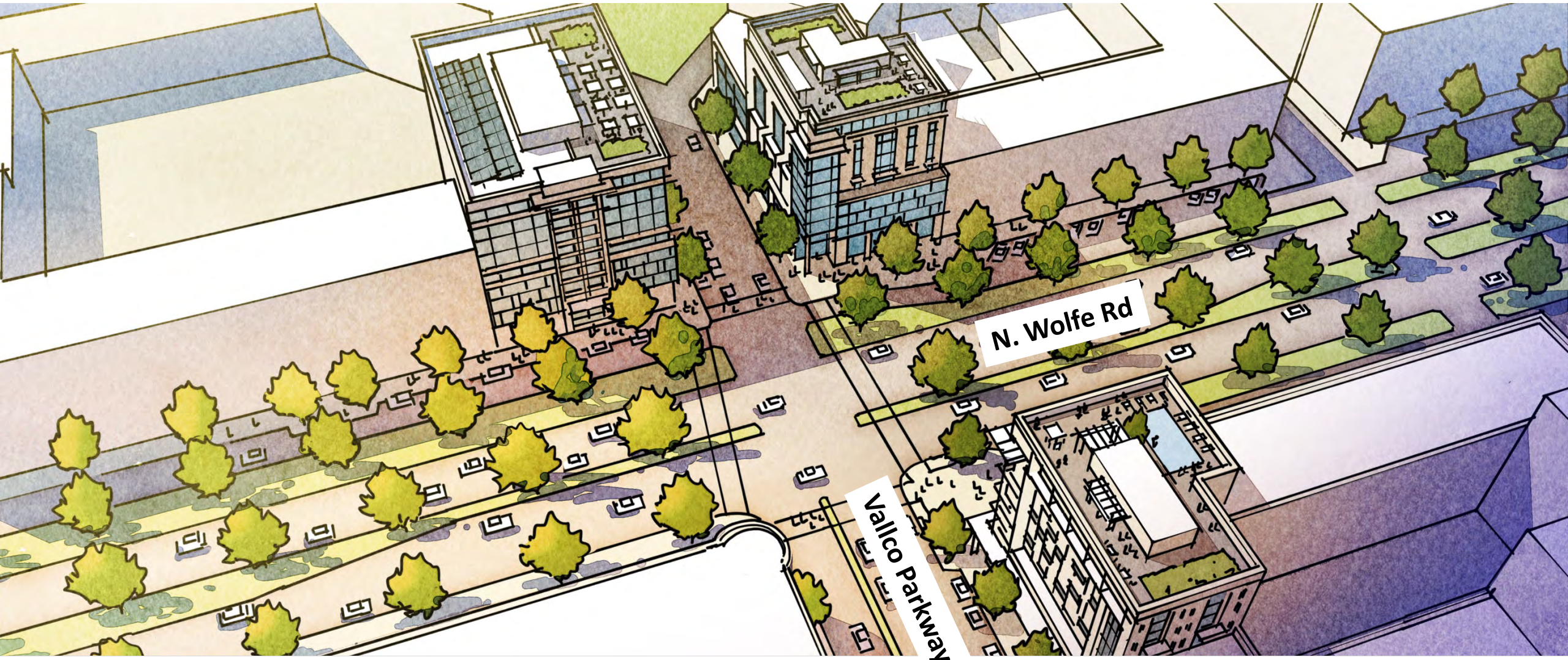


# Locations for Taller Buildings if Needed



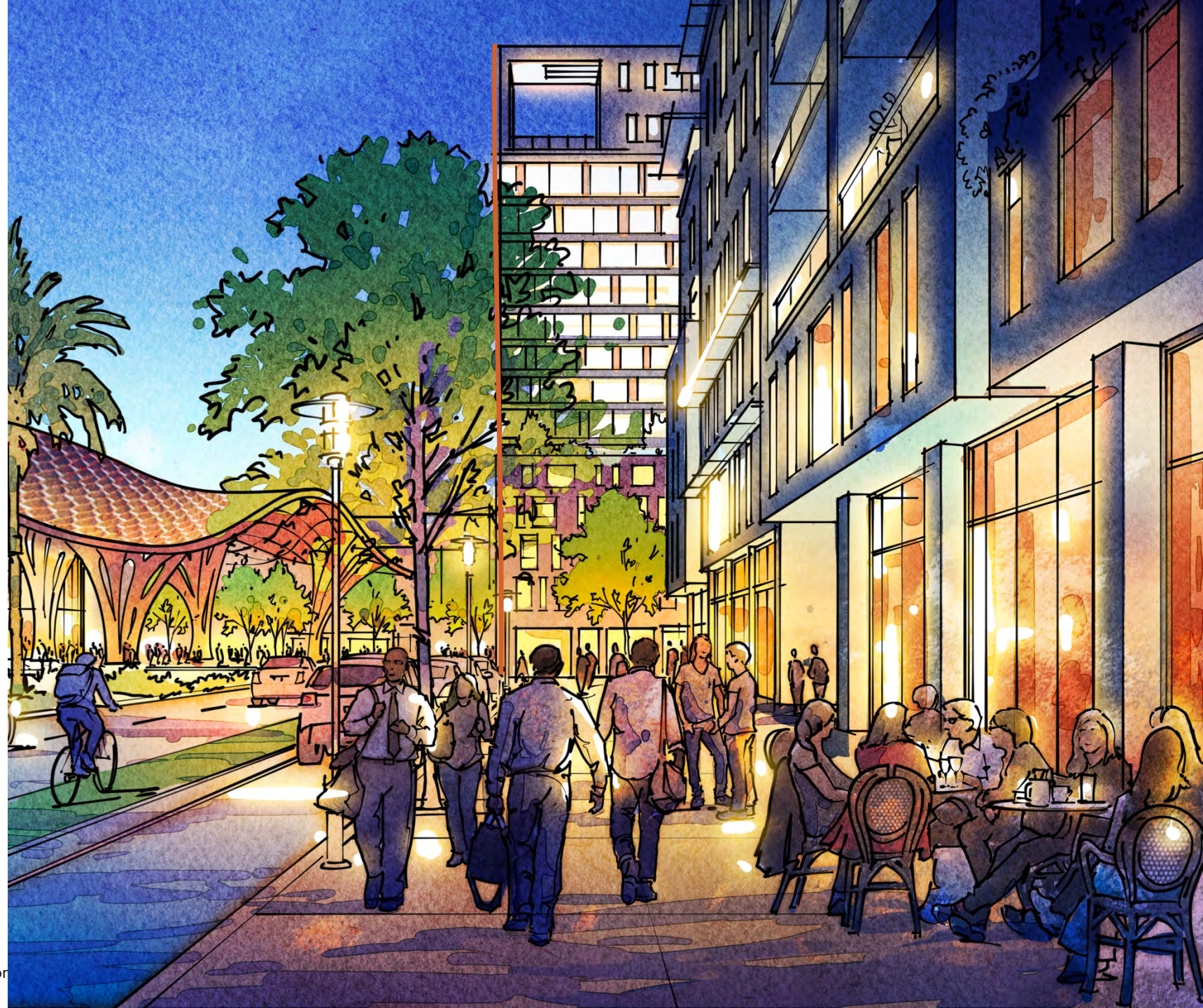


# Focused Taller Buildings





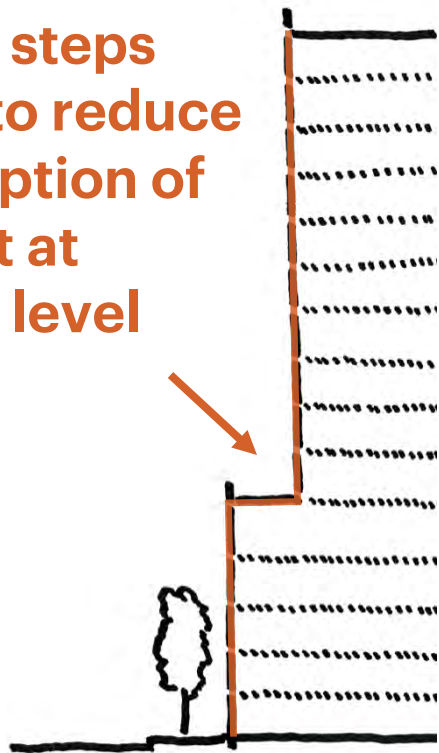
# Option 1: No Base Articulation





# Option 2: Est. Base with Step

Upper floors of tower steps back to reduce perception of height at street level





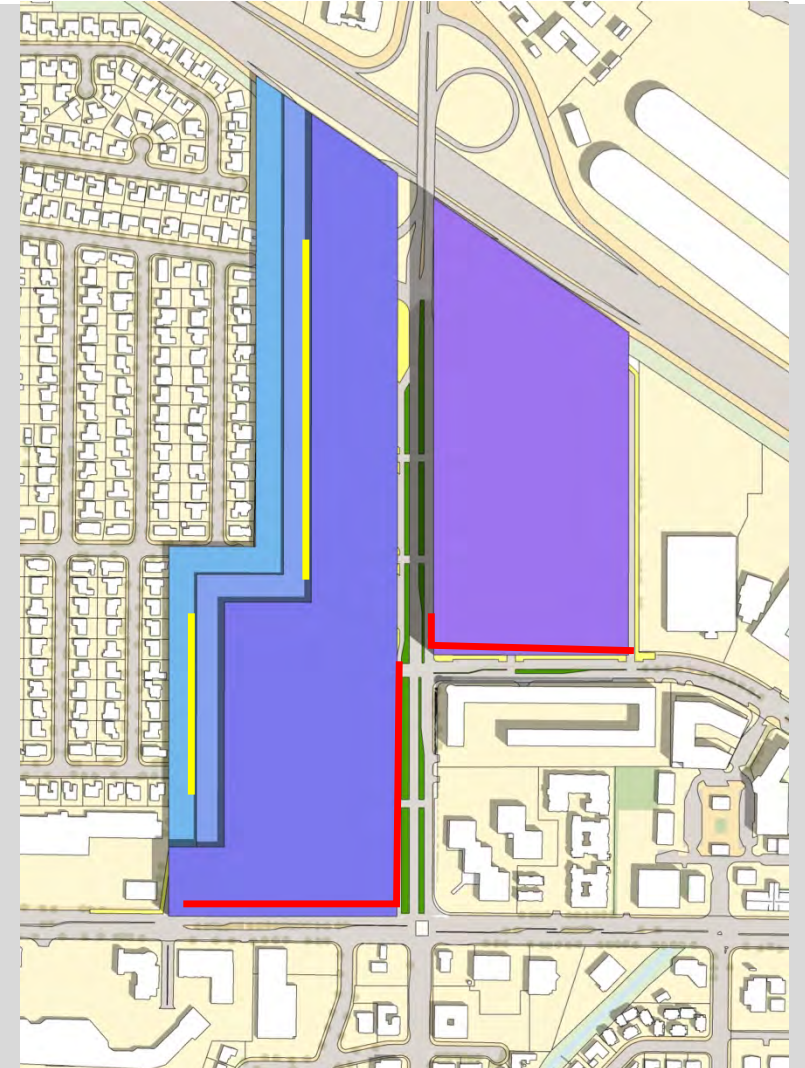
# Allowed Uses

## General Allowed Use Types Key:

 Required Retail/Entertainment

 Required Residential

Uses are open (Retail, residential, office, etc.)  
on ground floor and upper floors for all other  
areas





# Regulating the Transition at the Western Edge





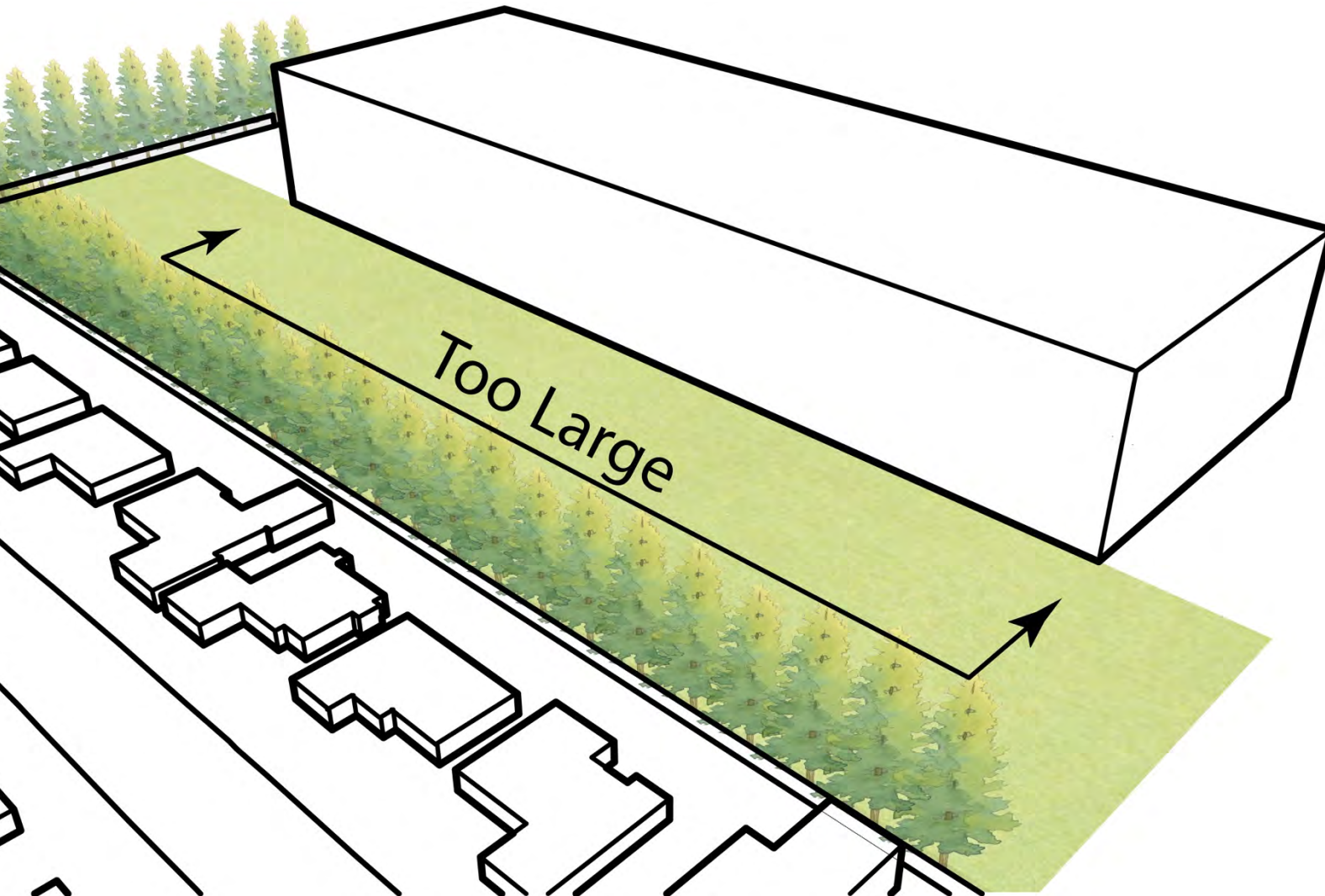
# Studied This Transition



**Tested with  
physical model  
and with digital  
model**



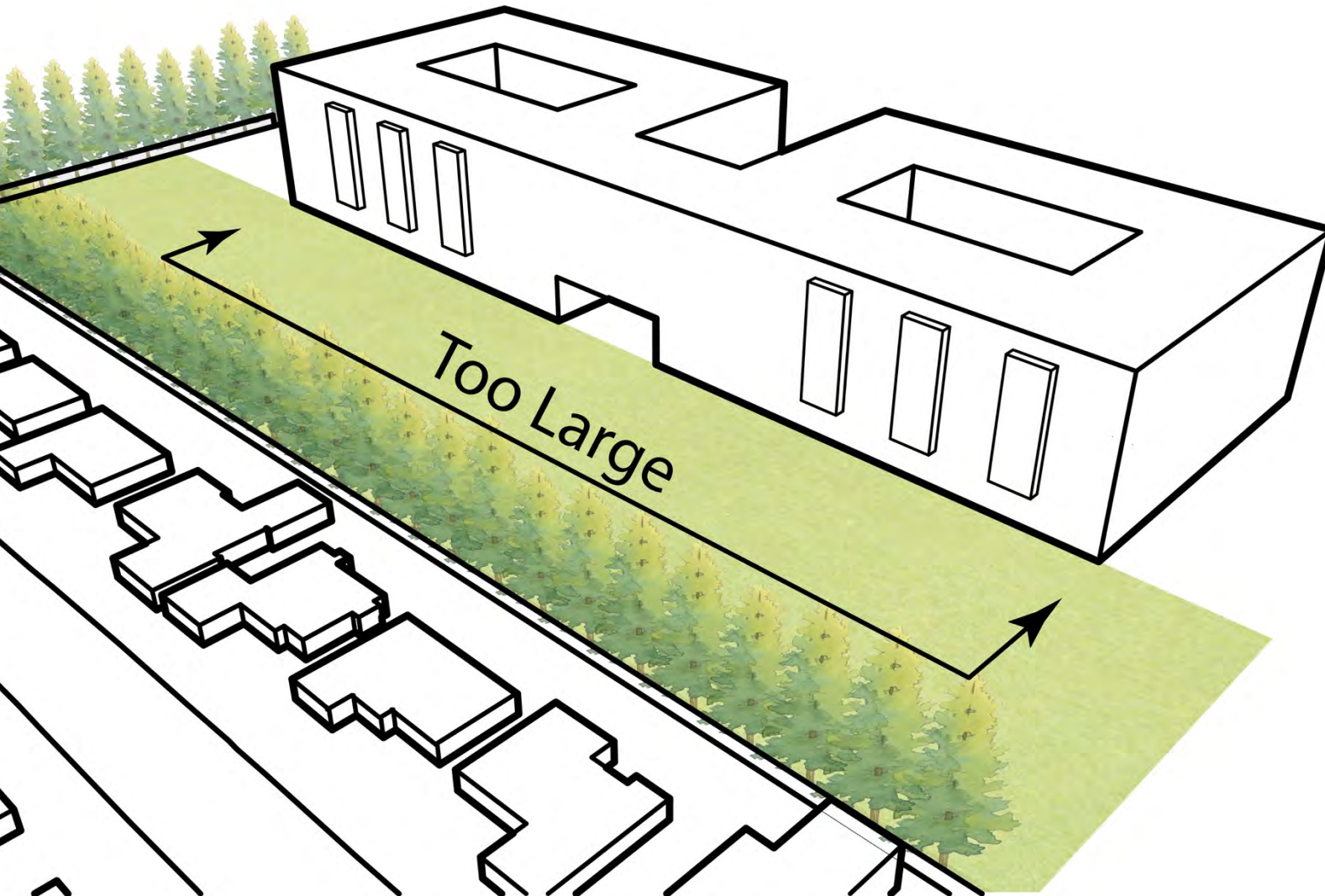
# Scale and Transition: Western Edge



**AVOID:**  
Buildings with  
large single  
mass along the  
western edge



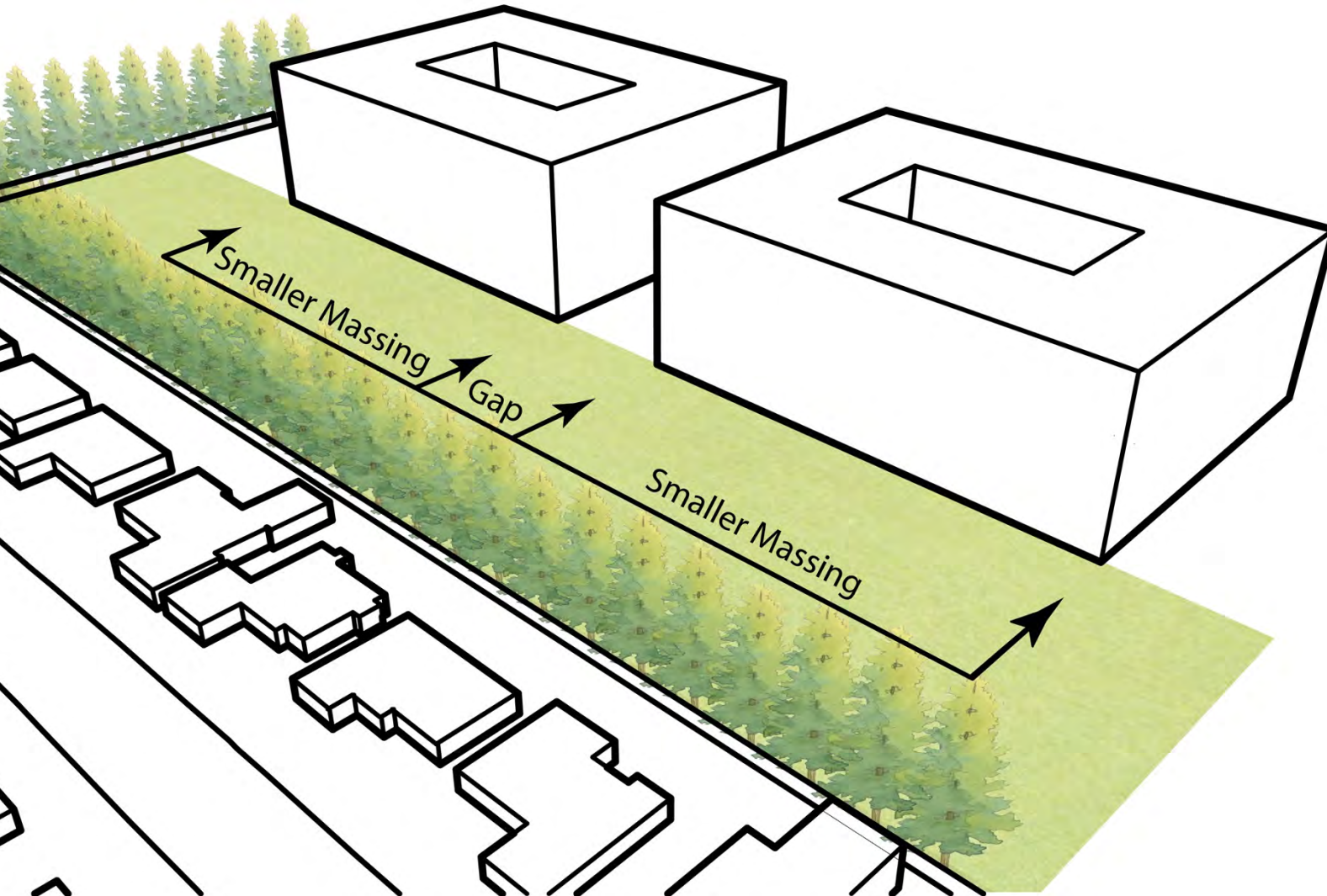
# Scale and Transition: Western Edge



**Not Enough:  
Buildings with  
articulation  
that form a  
large single  
mass along the  
western edge**



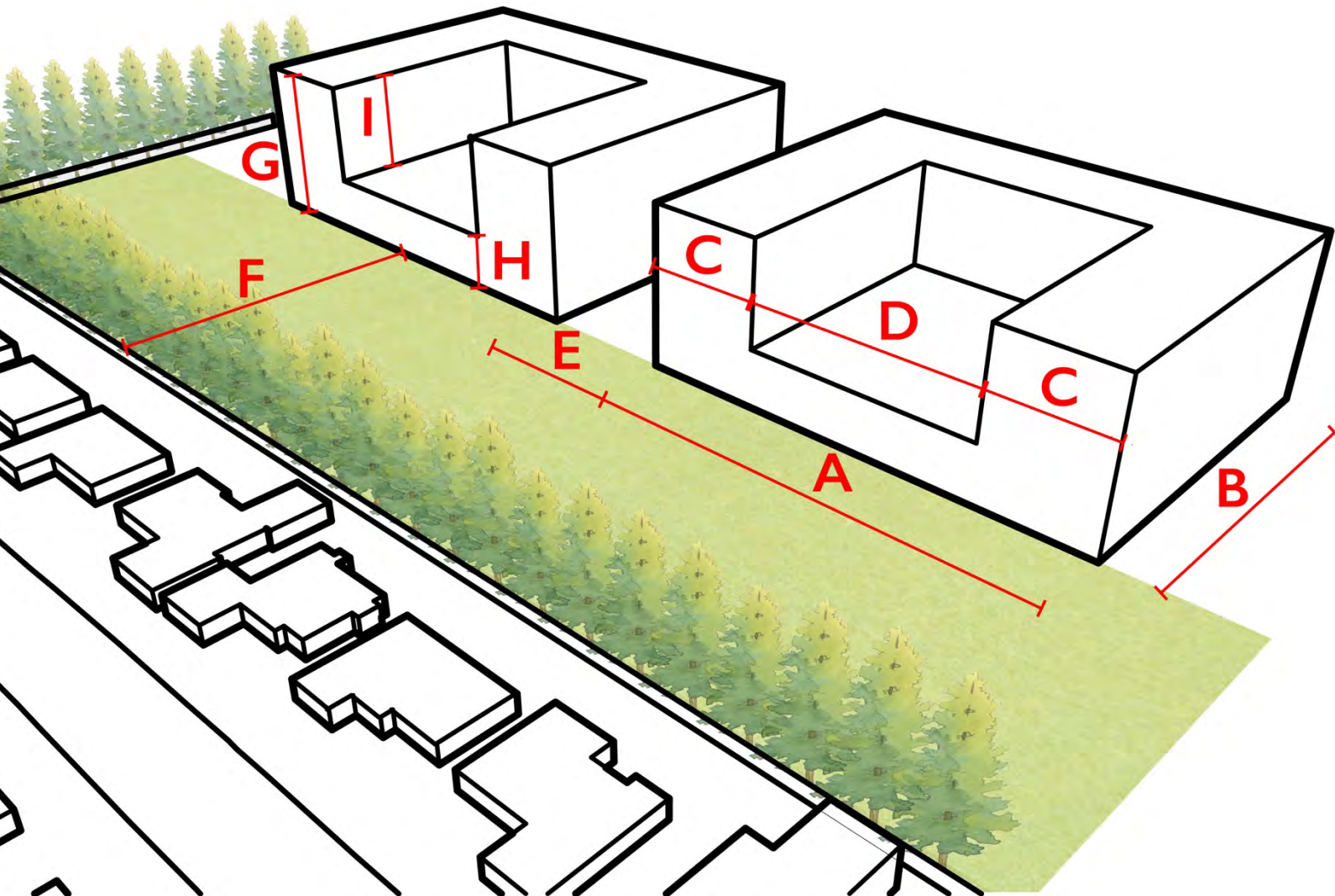
# Scale and Transition: Western Edge



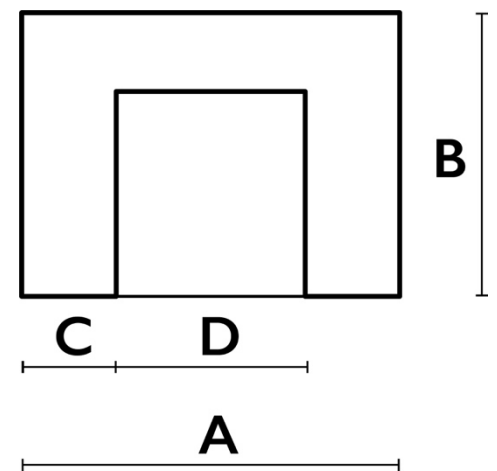
**Require:  
Smaller  
massing with  
space between  
them**



# Scale and Transition: Western Edge



**Require:  
Articulate  
massing to vary  
height along  
western edge**





# Careful Study of Massing Alternatives

Exploring what is most effective:

Upper-story setbacks on floors 4-5

Articulation on third floor





# 4 Story: Upper-Floor Articulation

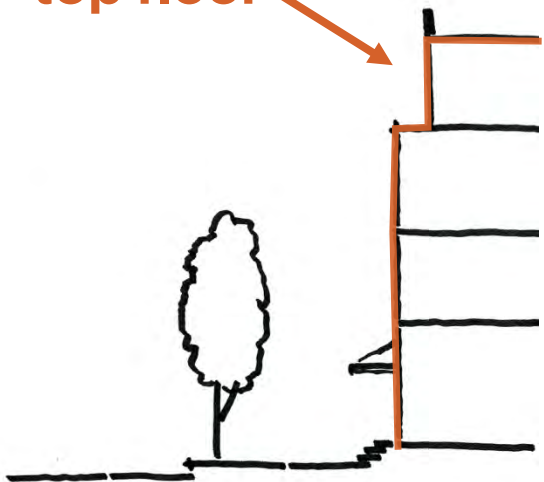
**Max. width  
before a break  
in facade**





# 4 Story: Upper-Floor Articulation

Articulation on  
top floor

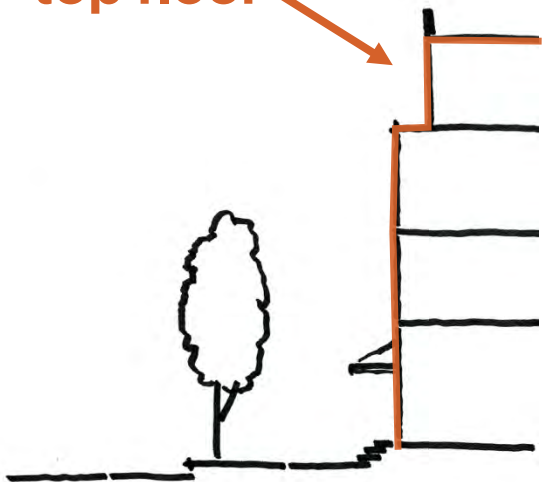




# 4 Story: Upper-Floor Articulation

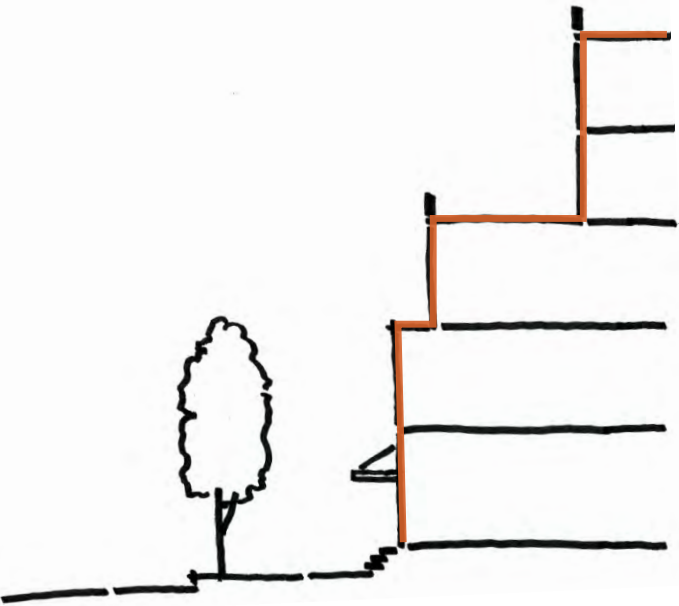
**Max. width  
before a break  
in facade**

**Articulation on  
top floor**





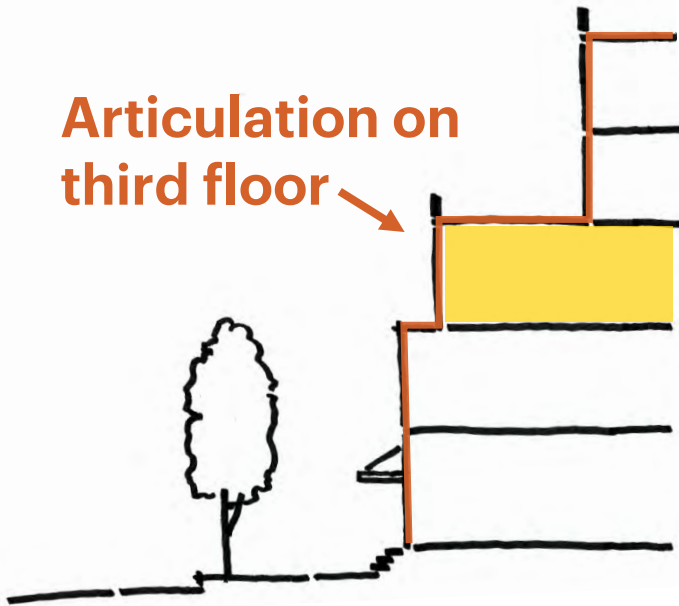
# 5 Story: Upper-Floor Height Step- backs





# 5 Story: Upper-Floor Height Step- backs

Articulation on  
third floor

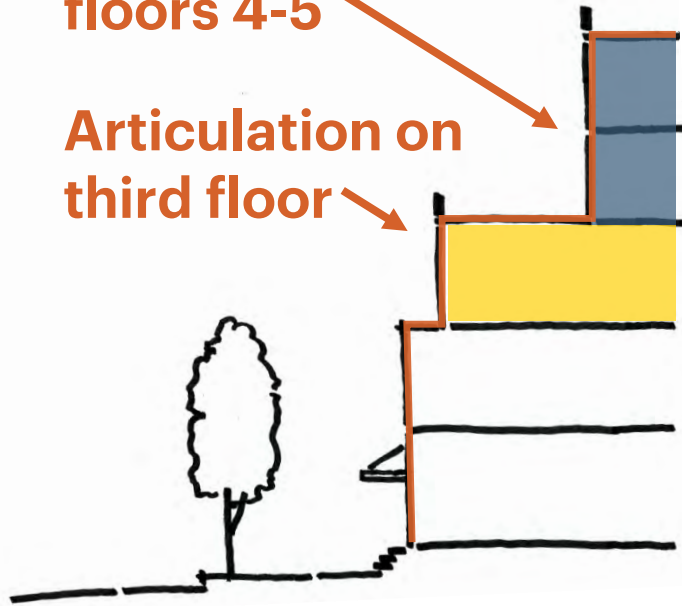




# 5 Story: Upper-Floor Height Step-backs

Upper-story setbacks on floors 4-5

Articulation on third floor

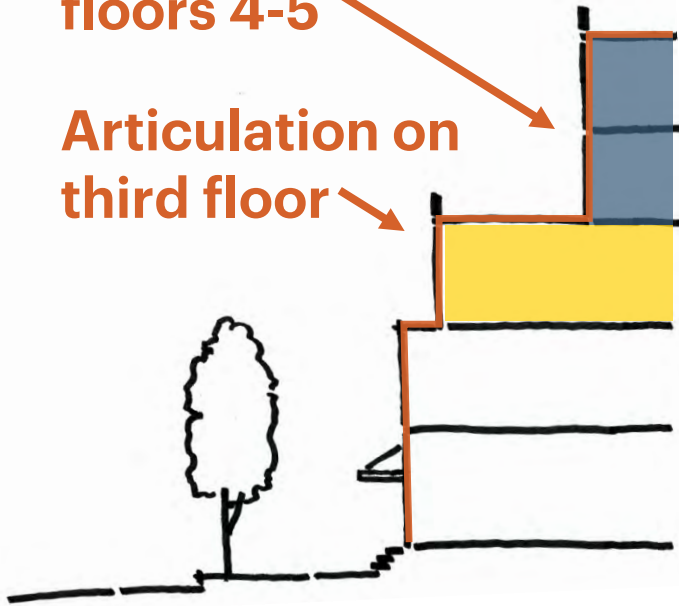




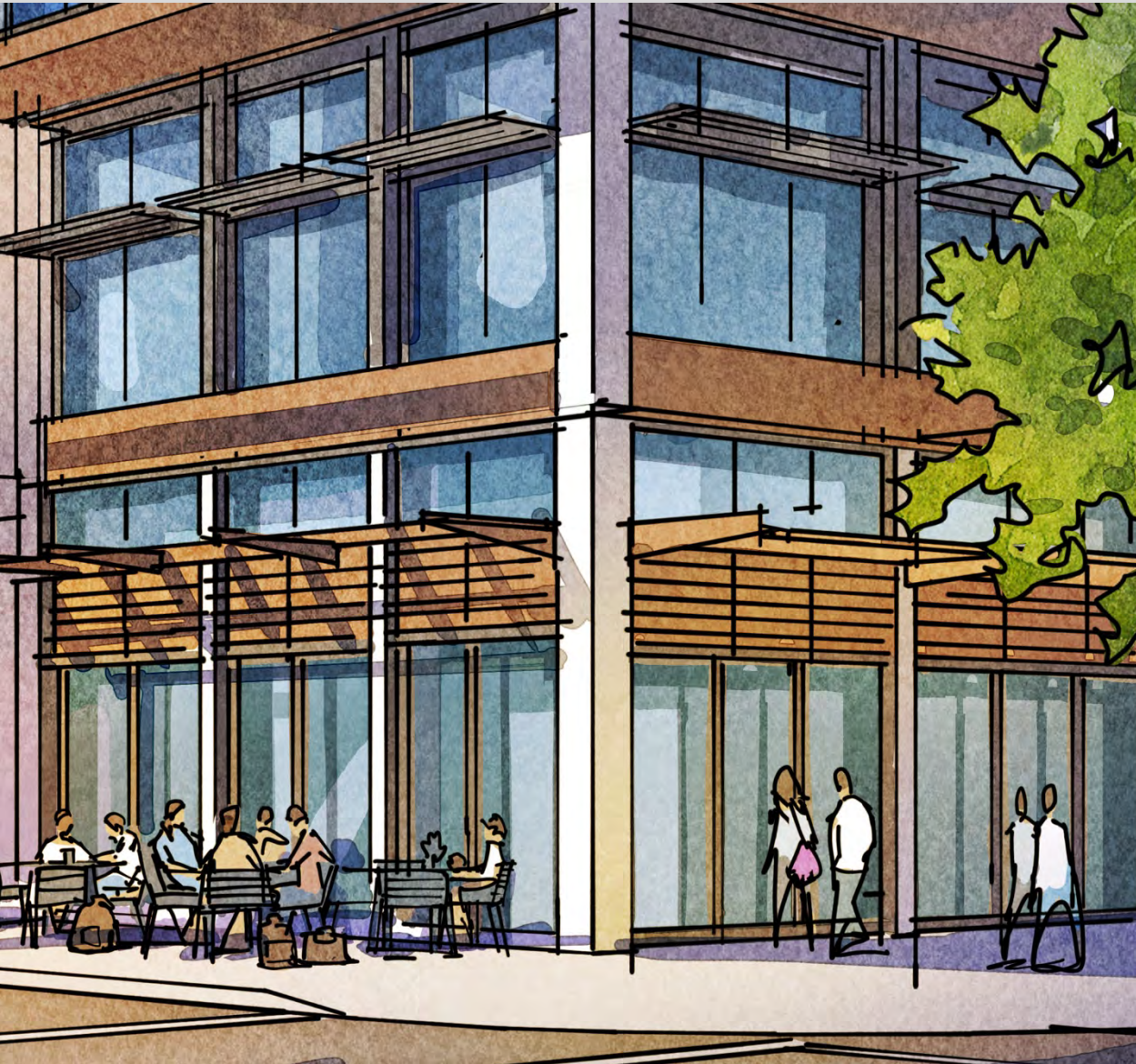
# Upper-Floor Height Step-backs

Upper-story setbacks on floors 4-5

Articulation on third floor







# Concluding Thoughts and Next Steps





# Still More Details to Dive Into

- Use standards
- Refinements to massing/transitions
- Detailed public space standards
- Detailed street designs
- Unique element to consider like bird-safe design

chapter 5

## 5.2 Bird Safe Design

To minimize adverse effects on native and migratory birds, new construction and major renovations will incorporate design measures to promote bird safety. These measures will help reduce the likelihood of building collision fatalities through façade treatments and light pollution reduction. These measures apply to both residential and non-residential land uses except where specified.


### Standards

1. **Bird Safe Design Requirements.** All new construction, building additions, and/or building alterations shall adhere to the Bird Safe Design standards in this section.
2. **Façade treatments.** No more than 10% of the surface area of a building's total exterior façade shall have untreated glazing between the ground and 60 feet above ground.<sup>17</sup> Examples of bird-friendly glazing treatments include the use of opaque glass, the covering of clear glass surface with patterns, the use of paned glass with fenestration patterns, and the use of external screens over non-reflective glass.<sup>18</sup>
3. **Occupancy sensors.** For non-residential development, occupancy sensors or other switch control devices shall be installed on non-emergency lights. These lights should be programmed to shut off during non-work hours and between 10:00 pm and sunrise.
4. **Funneling of flight paths.** New construction shall avoid the funneling of flight paths along buildings or trees towards a building façade.
5. **Skyways, walkways, or glass walls.** New construction and building additions shall avoid building glass skyways or walkways, freestanding glass walls, and transparent building corners. New construction and building additions should reduce glass at tops of buildings, especially when incorporating a green roof into the design.
6. **Exceptions to the bird safe design requirements.** The City may waive or reduce any of this chapter's bird safe design requirements based on analysis by a qualified biologist indicating that proposed construction will not pose a collision hazard to birds.


### Guidelines

<sup>17</sup> The portion of the building most likely to sustain bird strikes is the area between the ground and 60 feet above ground.

<sup>18</sup> Bird-friendly glazing treatments must include vertical elements of the window patterns that are at least 1/4 inch wide at a maximum spacing of 4 inches, or have horizontal elements of at least 1/8 inch wide at a maximum spacing of 2 inches.



An example of clear glass with bird friendly fritted glass. Rows of closely spaced circles etched in the glass makes the windows more visible to birds.

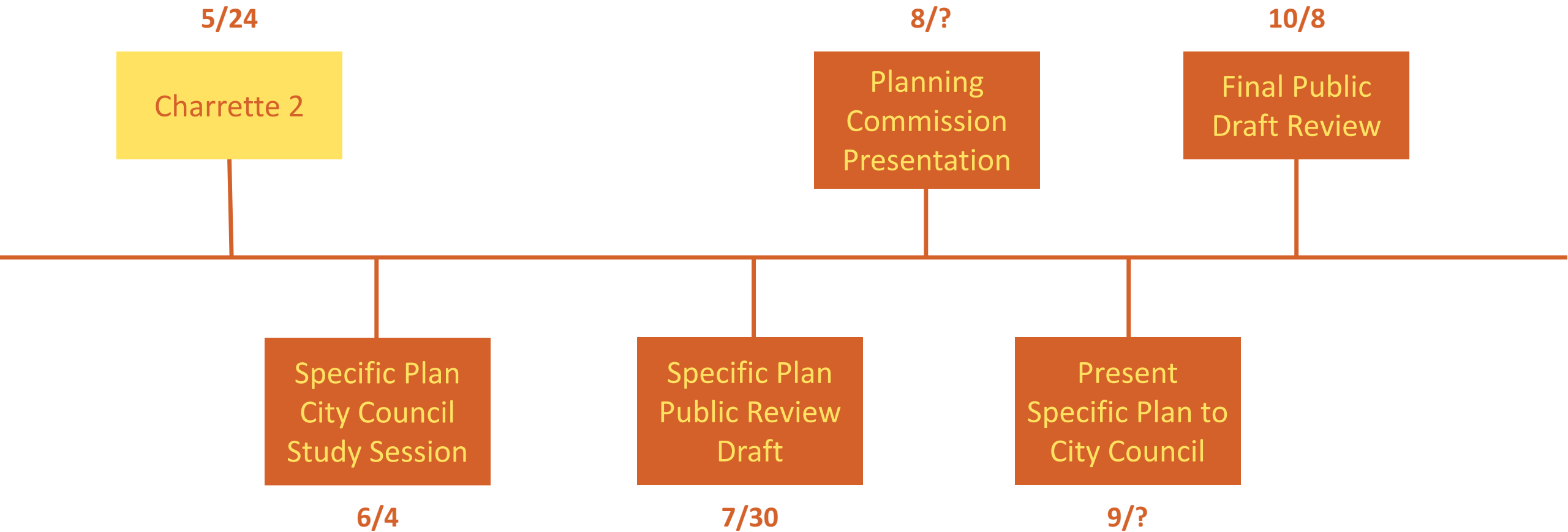


An example of external screens and stickers of birds of prey silhouettes.

125



# Project Process Going Forward







End