

Types of Public Spaces

Public spaces support healthy and vibrant neighborhoods.

Public spaces provide **access to the outdoors** and **gathering places** for members of the community. The location, distribution, size, function, and role of these spaces vary in relation to contextual considerations.

Below are examples of public spaces. Place dots onto the types you would like to see on the Vallico Site.

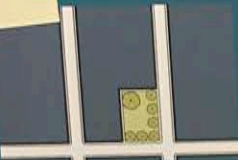
FUHS D
Adult School
-GED classes
-12:00-1:00 p.m.
-Bak

space similar to
the SF Field Building
would be nice
Area for a Farmers Market
from where local school buses
a group can perform

Pocket Park

Small-scale open space, serving the immediate neighborhood, available for informal activities in close proximity to neighborhood residences.

Too much concrete

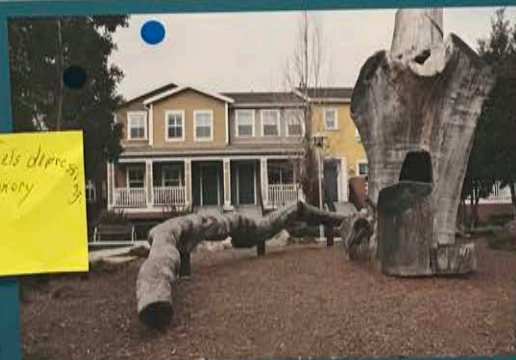


Playground

Small-scale open space designed and equipped for the recreation of children.

Yes, it is
depressing
No
classroom
Severe Art.

This feels depressing
No greenery

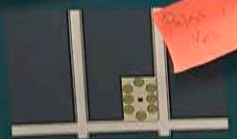


Pocket Plaza

Small-scale open space located at street corners available for civic purposes and/or commercial activity, intended as intimate spaces for seating or dining into which commercial and neighborhood activity may spill.

Sub like a
public space

Public space



Vallico Special Area
Specific Plan and Form-Based Code

Cupertino, CA
Public Charrette
April 2018



What Makes a Great Public Space?

Public plazas and squares help organize the structure of neighborhoods.

Public plazas and squares that are well distributed, varied in size, and varied in activities allow for a wide spectrum for **social interaction**, from intimate meetings with a **small group** of friends to **large organized gatherings** of the community, by providing the infrastructure for various daily activities, seasonal events, commerce, and public art.

Below are examples of public plazas and squares. Place dots onto the types you would like to see on the Vallco Site.



Mission Street Plaza San Francisco CA



Santana Row San Jose CA



Mint Plaza San Francisco CA



100 Pine Urban Garden San Francisco CA



Pioneer Courthouse Portland OR



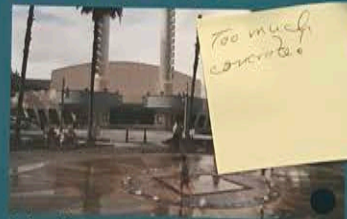
Director Park Portland OR



Bay Meadows San Mateo CA



Occidental Square Seattle WA



Lakeside Promenade Celebration FL

Please, more green (less concrete)

Please, more green (less concrete)

Really like the idea of a park in the "blue square" area from the Vallco project. The building will make area.

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pace?

oods.
ocial
7 providing

e.

Examples of Public Art

Public art invites and stimulates interaction and stewardship.

Good public space can create a **setting for the community around artwork**, attracting **activities** that make it an evolving and flexible multi-purpose **destination**.

Below are examples of public art. Place dots onto the types you would like to see on the Vallco Site.



Millenium Park Chicago IL



Olympic Sculpture Park Seattle WA



Emeryville Shellmound Memorial Emeryville CA



Olympic Sculpture Park Seattle WA



UCSF Mission Bay San Francisco CA



Mission Street Plaza San Francisco CA

practical things
not needed
could be used to provide
something of
interest to



Cali Mill Plaza Cupertino



Gordon Square Cleveland OH



Brooklyn Bridge Park New York City NY

change this
Area into
Public
space

More public
space

More public
space

Yes - more concrete
walkways and other
public spaces along
main streets in
San Jose - they are
beautiful and open
and easy to navigate

Too much
concrete No
Trees

More Art
More of this
with the
title!



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April 2018



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Types of Public Spaces

Restaurants
open until
midnight

We need
to keep the
Street Trees
& Green Lawns

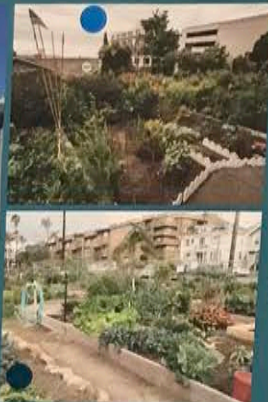
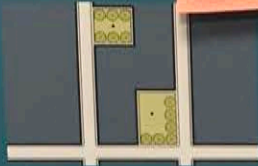
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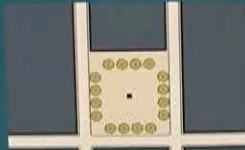
Community Garden

Small-scale open space designed as a grouping of garden plots available to nearby residents for small-scale cultivation.



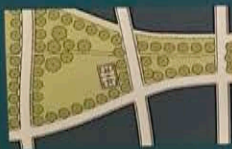
Plaza

Community-wide focal point primarily for civic purposes and commercial activities.



Green

Open space available for unstructured and limited amounts of structured recreation.



Types of Frontages

The frontage is where a building engages the public realm.

Frontages are the components of a building that provide an important **transition and interface** between the **public realm** (street and sidewalk) and the **private realm** (yard or building).

Below are examples of frontages. Place dots onto the types you would like to see on the Vallco Site.

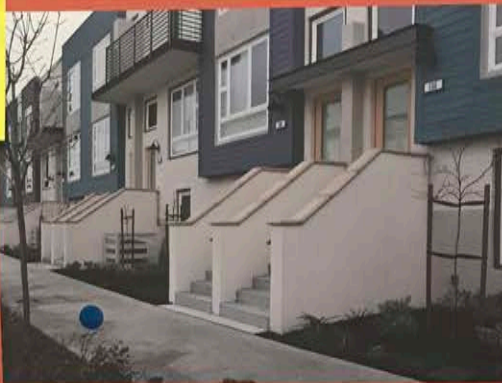
Stoop

With steps lined with potpourri or with seasonal decorations, green plants, the stoop is an entrance.

The stoop is appropriate for setbacks. The stoop is also providing privacy along the sidewalk.

ADA Access?

Does this just work?



Forecourt

Enclosed or semi-enclosed by the building and open on one side to the sidewalk and street, the forecourt is a shared, safe space from the street where building users for socialize and building users can interact.

Pavers are very difficult for walkers, wheelchairs, high heels, people with balance issues.

Yes, but pavers add flavor like small European village.



Dooryard

The dooryard extends the private realm to a clear, landscaped enclosure enclosed by a small, low wall that opens to the street and sidewalk to allow entry. This allows use of outdoor space for gardening, social get-togethers, and more.



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What Makes a Great Street?

Think of your favorite cities or streets that you like to walk through.

Great streets not only move people from one place to another, they provide **interesting and enticing** public spaces for businesses to **thrive** and people to feel **safe and welcome**. They are the city's biggest civic space and serve as outdoor rooms where **social interaction** occurs.

Below are certain elements common to great streets. Place dots underneath elements you feel are most important.



Invites People and Businesses

The most important component of a great street is the people and local culture who make it a unique and interesting place to be, through an inviting energy and appealing storefronts and businesses.

When traffic goes both ways (cars & bikes) are a benefit without big truck traffic.



Supports Multi-Modal Design

The street design should balance all user needs, including driving, transit, walking, cycling, parking and drop-off.



Connects Various Networks

A great street is part of a larger network of streets that connect and provide many route options supporting access to transit and encouraging pedestrian and bicycle travel.



Promotes Safety

Great streets make all users feel safe. Pedestrians and bicyclists are protected through good design, while allowing drivers to feel comfortable at slow speeds.



Embraces Building Variety

The organization of a great street embraces diversity in building form, allowing for a range of buildings to strengthen the fabric of the community.



Integrates Sustainability

Environmental sustainability is promoted by water reuse, minimizing runoff, reducing heat island effect, and responding to local climate.

Provides a way for people who parked to get to the sidewalk via going through the park.



Utilizes Street Trees

Street trees add shade and interest, while also providing visibility for businesses and vehicles.



Enhances Social Interaction

Interesting buildings and spaces should encourage community building through social activities and human interaction.

Need more trees though, esp. a nice shade tree.



Creates Public Spaces

A variety of public spaces create 'outdoor rooms' that enhance adjacent buildings and generate a positive environment for a variety of activities.

Plants & trees - esp. out front. R-21 year old's 21-25 Single

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Types of Frontages

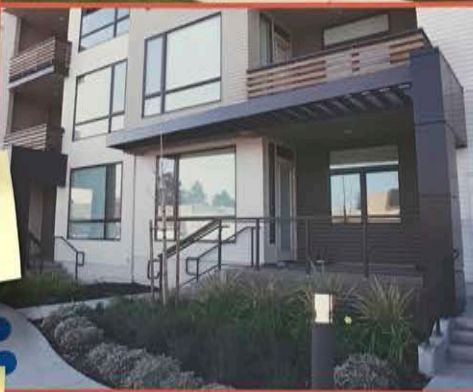
The frontage is where a building engages the public realm.

Frontages are the components of a building that provide an important **transition and interface** between the **public realm** (street and sidewalk) and the **private realm** (yard or building).

Below are examples of frontages. Place dots onto the types you would like to see on the Vallco Site.

Porch

Shielded from rain, wind, and sun, the porch is an outdoor room where people can gather and enjoy exclusive outdoor recreation from the privacy of their home. The rear facade of the building has a small or medium setback from the frontage line. The resulting front yard is typically very small and can be defined by a fence or hedge to visually maintain the edge of the green.



then all feel like different ideas

*Very ugly
waste of space
Don't like the
blends!*

*Beautiful modern
architecture
but not a great
blend of styles*

*Weird
Roofline.*

*All of these are
nice.*

*Don't like the
waste of space*



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Types of Frontages

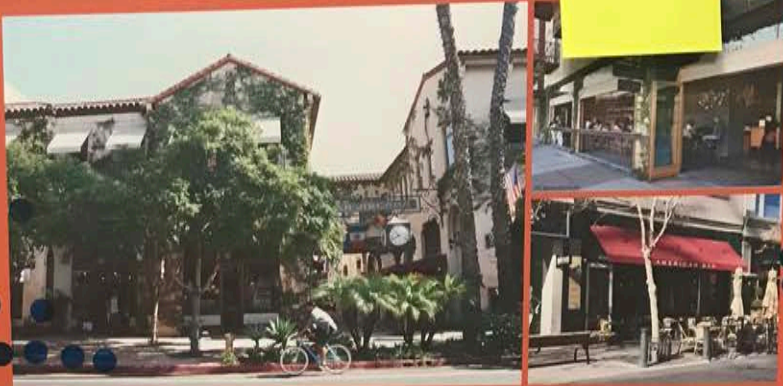
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Shopfront

Shopfronts activate the public realm, attracting shoppers and diners, showcasing displays, and providing pushes of material and textural variety. Shopfront frontages allow substantial transparency into the building interior through large, frequent windows which are often shaded by an awning.



GREEN WALL

Terrace

Steps, railings, and plantings define the frontage boundary, separating the elevated gathering area from the pace of the sidewalk and street. Terraces are meant to provide entry to buildings and gathering spaces for outdoor dining, but are not meant to provide general circulation in place of a sidewalk.



None!

Gallery

The gallery's columns and deck ways provide a public, protected setting for shops and pedestrians to interact.



Palms trees don't provide with shade or greenery
DHL!

Types of Buildings

Diverse buildings are critical to vibrant urban places.

Buildings in Cupertino range from detached single family homes to mid-rise condominiums. **Appropriate buildings** within the Valco site range from **small buildings** such as townhouses and courtyard apartments, to **medium buildings** such as main street building and mixed use mid-rise buildings and **potentially large buildings** that might include high-rise buildings.



Small Scale

Small scale buildings are typically 2 to 4 stories with various individual and shared entrance options.

Types of buildings include townhouses, live/work, large multiplexes, and courtyard buildings.



All streets in place good sign

Over this on top of it



Medium Scale

Often found on or near main streets, medium scale buildings are typically 5 to 12 stories and can support a mix of uses.

Types of buildings include main street buildings and mid-rise buildings.



5-6 stories, not 5-12!
A mix here is good
Open a new street
medium is architect
the street is not
1900s street is not
way

Interesting looking building
could use to see this in Cupertino



How! Please don't use this
↑ ↑ ↑

Ugly!
Too tall
No style!
(X)

Large Scale

Large scale buildings are typically 13 to 39 stories and vary in form depending on use mix and podium type.

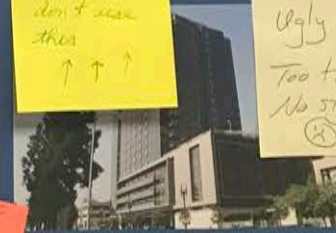
Types of buildings include high-rise buildings.



This type of building could be beautiful on a large scale

This type of building could be beautiful on a large scale

LOTS of shrubs + trees !!
way



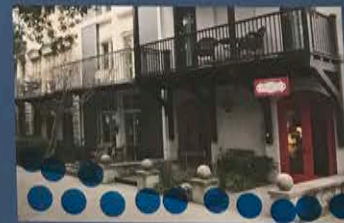
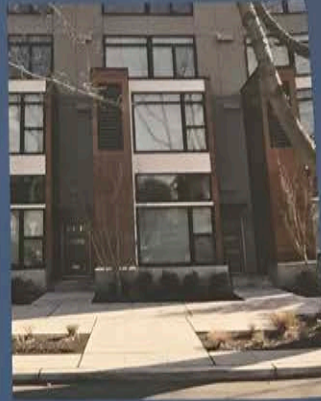
Types of Buildings: Small Scale

Types of buildings are defined first by form, then by function.

Buildings are defined by form (configuration and size), then by function (use). **Small scale buildings** are typically **2 to 4 stories** with various individual and shared entrance options.



Below are examples of small scale buildings. Place dots onto the types you would like to see on the Vallico Site.



Needs setback

W/ Missing greenery? YES

State Code apply (to me)

Does this also apply to the lot area?



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April 2016



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Types of Buildings: Medium Scale

*Need Retail
to fill out
these spaces!
Blitzing
All
condominium*

Types of buildings are defined first by form, then by function.

Buildings are defined by form (configuration and size), then by function (use). Often found on or near transit, **medium scale buildings** are typically **5 to 8 stories** and can support a mix of uses.

*The design of
medium scale buildings
should
provide
a mix of
uses*

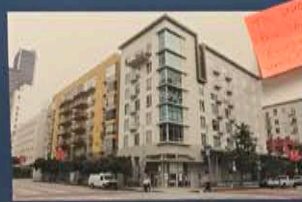
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Ugly! 😞

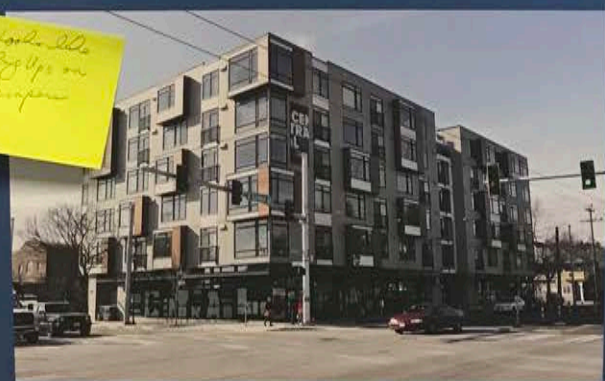


Ugly! 😞

Ugly! 😞



*Ugly! 😞
By the way
on
top*



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ale

Types of Buildings: Large Scale

Types of buildings are defined first by form, then by function.

Buildings are defined by form (configuration and size), then by function (use). **Large scale buildings** are typically **13+ stories** and vary in form depending on use mix and podium type.

Below are examples of large scale buildings. Place dots onto the types you would like to see at the Vallico Site.

The design of buildings should be primarily based on the project.

OK

Vertical Forest - Milan - Missing big trees

None of these buildings are what we want at the Vallico Site.

by 13

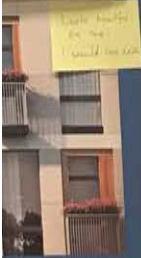
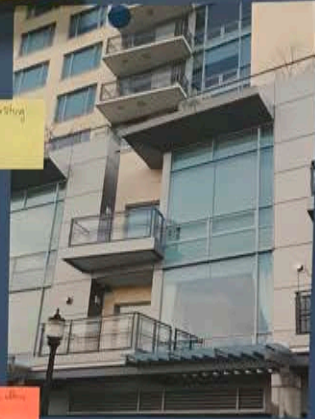
Too tall - too big - very ugly



Applied to the project



Just interesting



Applied to the project



Applied to the project

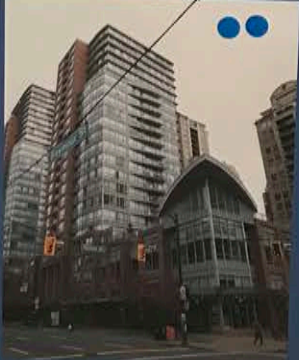


Apply to the project



Prohibit No Balconies after 6 stories

Apply to the project



Make image appear open with balconies (full and bare) Not short and spaced out