



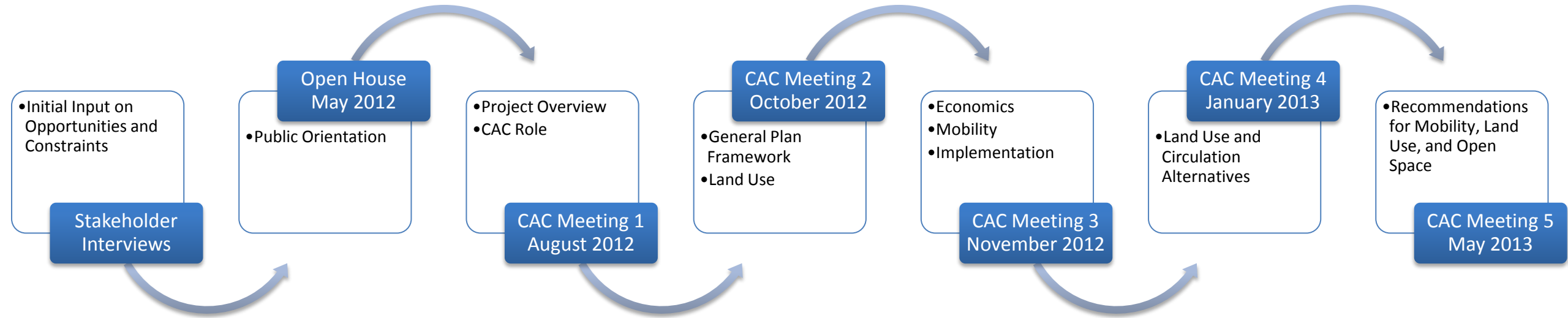
BELLEVUE CORRIDOR COMMUNITY PLAN
Community Advisory Committee
August 15, 2013



AGENDA

- Process to Date + Next Steps
- Results of Previous Meeting
- Discussion of Core Elements of the Plan

PROCESS



NEXT STEPS

	FY 2013/14											
Tasks	July	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June
Public Outreach												
CAC and Technical Advisory Group Meetings		15-Aug										
Document Preparation and Implementation												
Admin Draft of Plan												
Public Review Draft Plan					15-Nov							
CEQA Documentation												
Traffic Modeling (NN)			Early Sep									
Plan Adjustments												
Adoption of Plan										PC		CC

COMMITTEE RECOMMENDATIONS FROM PREVIOUS MEETING

Mobility

- Location of Transit should be along Mandeville Avenue
- Mandeville should be a two-lane road with Bus Rapid Transit
- Bellevue Road (Boulevard) should be a four lane road with the potential for 6-lanes and a wide median. Side access lanes could be added by developers.

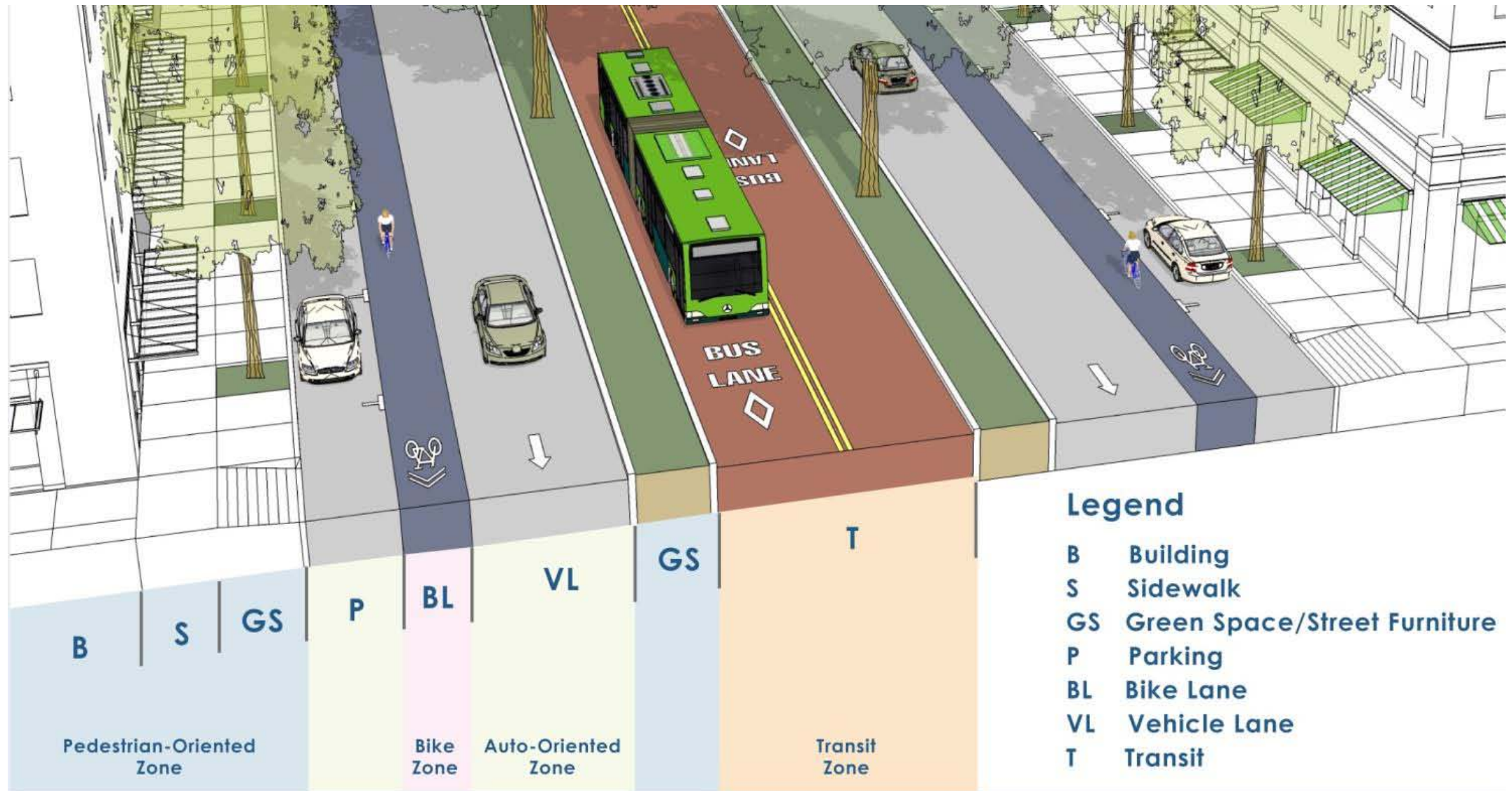




Land Use

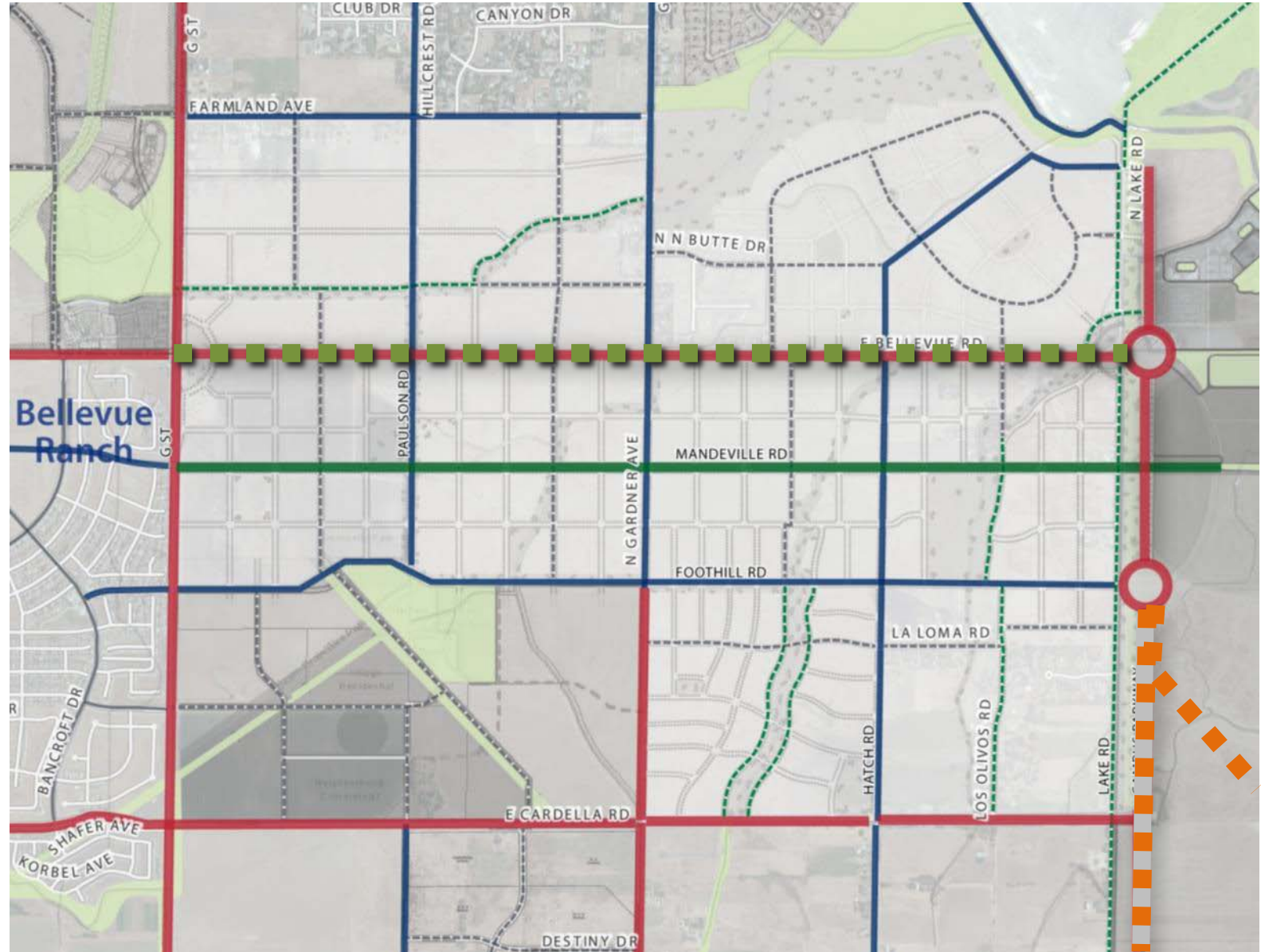
- R&D node should be located at Gardner/Bellevue/Mandeville
- Transit-Oriented Development (TOD) should be located at Lake/Bellevue
- Some single-loaded edge roads could be incorporated
- Larger format retail location to be determined

MOBILITY NETWORK



MOBILITY NETWORK

- Arterial
- Campus Parkway
- Transit Avenue
- Collector
- Edge Drive
- Key Local Street
- Complete Network



BELLEVUE ROAD (BOULEVARD)



MANDEVILLE ROAD (AVENUE)



LAKE ROAD



FOOTHILL | HILLCREST | HATCH



EDGE DRIVES



LOCAL NEIGHBORHOOD STREETS



MOBILITY/OPEN SPACE NETWORK



COMMUNITY PARK



NEIGHBORHOOD PARK



CREEK PARKS








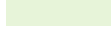
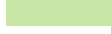


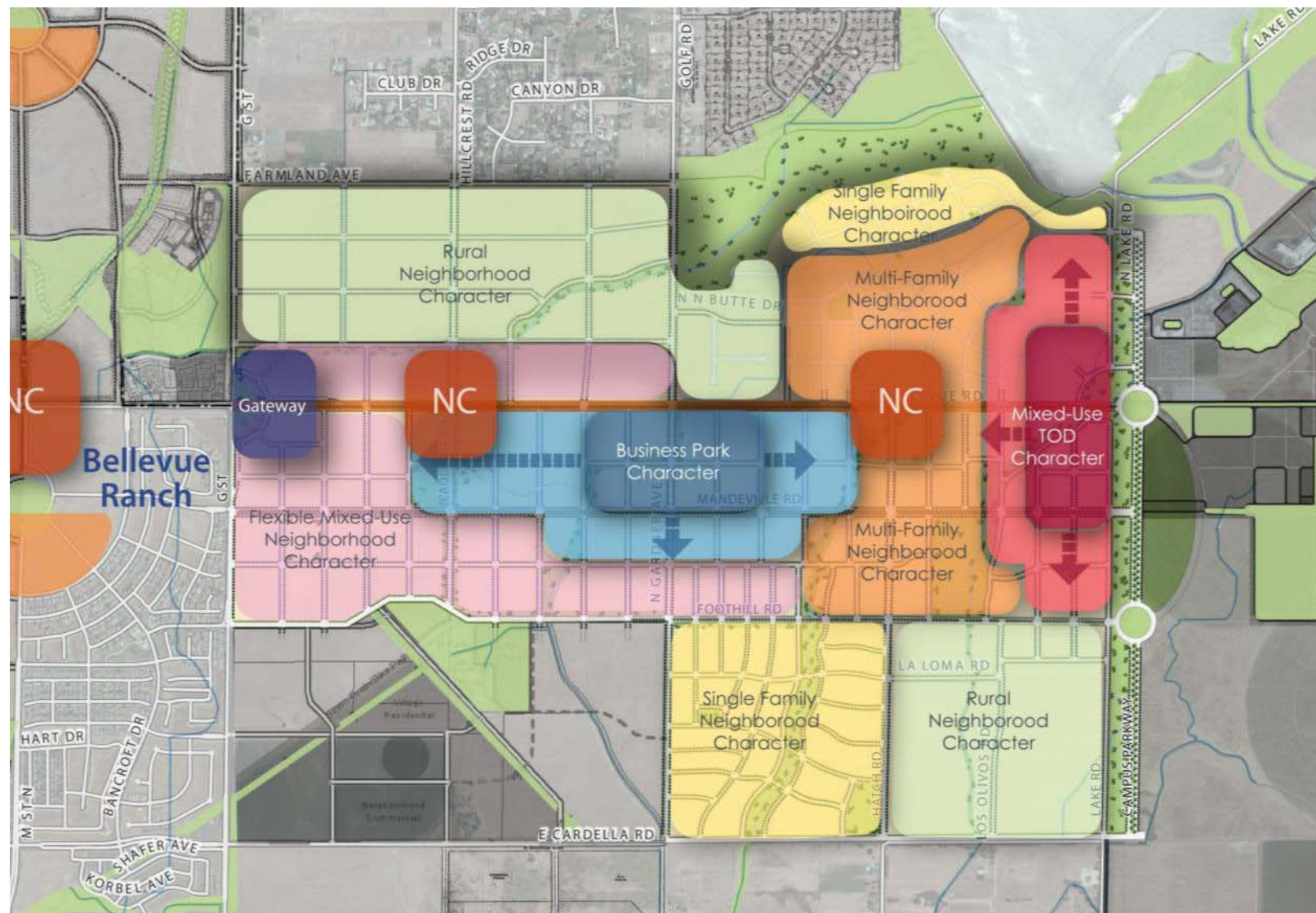
SQUARES AND GREENS



PLACE TYPES/FUTURE ZONES

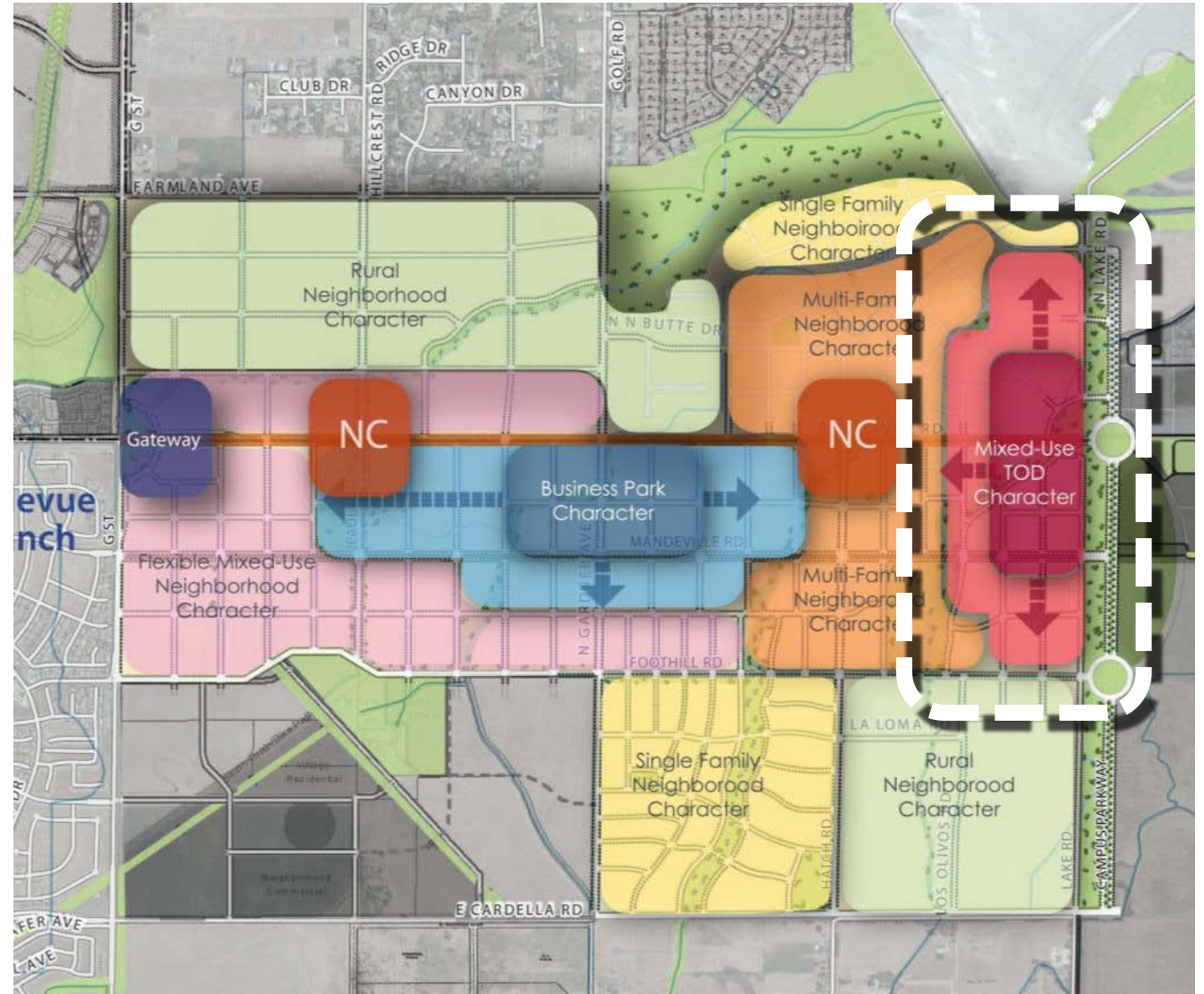
CENTERED | FLEXIBLE

-  TOD Center
-  R&D District
-  Gateway/Comm. Ctr.
-  Neighborhood Center
-  Flex Neighborhood
-  Neighborhood - MF
-  Neighborhood - SF
-  Neighborhood - Rural
-  Open Space



T.O.D. CENTER

- BUILDINGS UP TO 5 STORIES
- MIX OF USES INCLUDING OFFICE, RESIDENTIAL, AND RETAIL
- ZERO SETBACKS FOR RETAIL GROUND FLOORS
- SMALL SETBACKS FOR OTHER USES
- STREET-FACING WINDOWS AND ENTRANCES
- PUBLIC OPEN SPACE AS SMALL PLAZAS AND GREENS
- REDUCED PARKING REQUIREMENTS



T.O.D. CENTER

POTENTIAL DEVELOPMENT TYPES



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T.O.D. CENTER

POTENTIAL PUBLIC REALM TYPES



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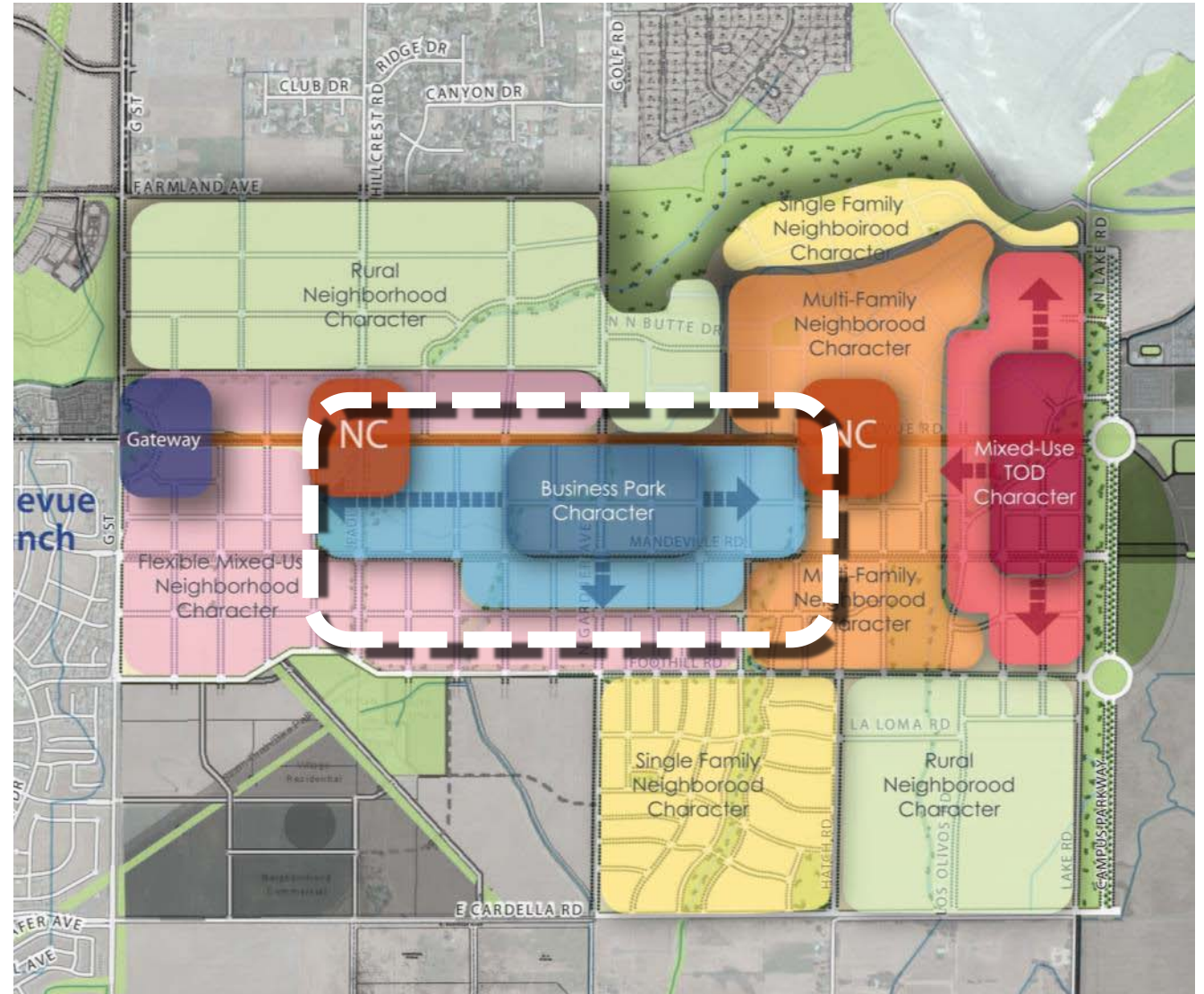
T.O.D. CENTER

CONCEPTUAL URBAN CHARACTER



R&D EMPLOYMENT DISTRICT

- BUILDINGS UP TO 3 STORIES
- R&D, OFFICE AND RETAIL USES;
NO RESIDENTIAL USES
- ZERO SETBACKS FOR RETAIL
GROUND FLOORS
- SMALL SETBACKS FOR OTHER USES
- STREET-FACING WINDOWS AND
ENTRANCES
- CAMPUS ENVIRONMENT WITHIN
LARGE BLOCKS WHERE
APPROPRIATE
- PARKING TO SIDE OR REAR OF
BUILDING



R&D EMPLOYMENT DISTRICT

POTENTIAL DEVELOPMENT TYPES



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R&D EMPLOYMENT DISTRICT

POTENTIAL PUBLIC REALM TYPES



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R&D EMPLOYMENT DISTRICT

CONCEPTUAL URBAN PATTERN

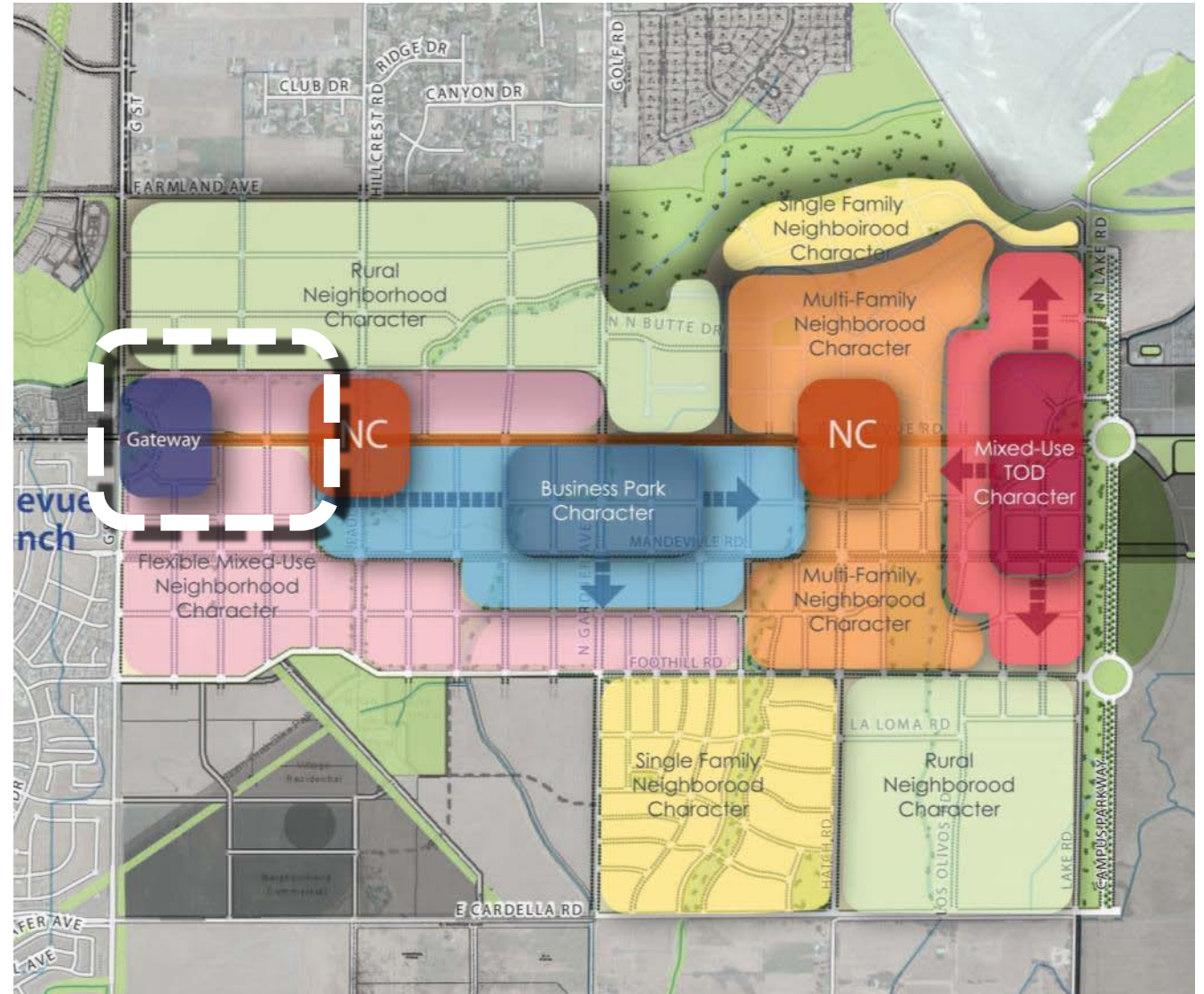


- 2002 NASA Ames Master Plan
- “Heart of Silicon Valley”
- Google – 5,000,000 s.f to date
- LinkedIn
- Intuit
- Dozens of startups



GATEWAY/COMMUNITY CENTER

- BUILDINGS UP TO 5 STORIES ON GATEWAY CRESCENT
- RESIDENTIAL, OFFICE/R&D, RETAIL USES ALLOWED IN FLEXIBLE MIX
- ZERO SETBACKS FOR RETAIL GROUND FLOORS
- SMALL SETBACKS FOR OTHER USES
- STREET-FACING WINDOWS AND ENTRANCES
- PARKING TO SIDE OR REAR OF BUILDING
- TRANSITIONS TO ADJACENT RETAIL, EMPLOYMENT AND RESIDENTIAL USES







GATEWAY CENTER

POTENTIAL DEVELOPMENT TYPES



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COMMUNITY RETAIL CENTER

CONCEPTUAL URBAN PATTERN



COMMUNITY CENTER

POTENTIAL DEVELOPMENT TYPES



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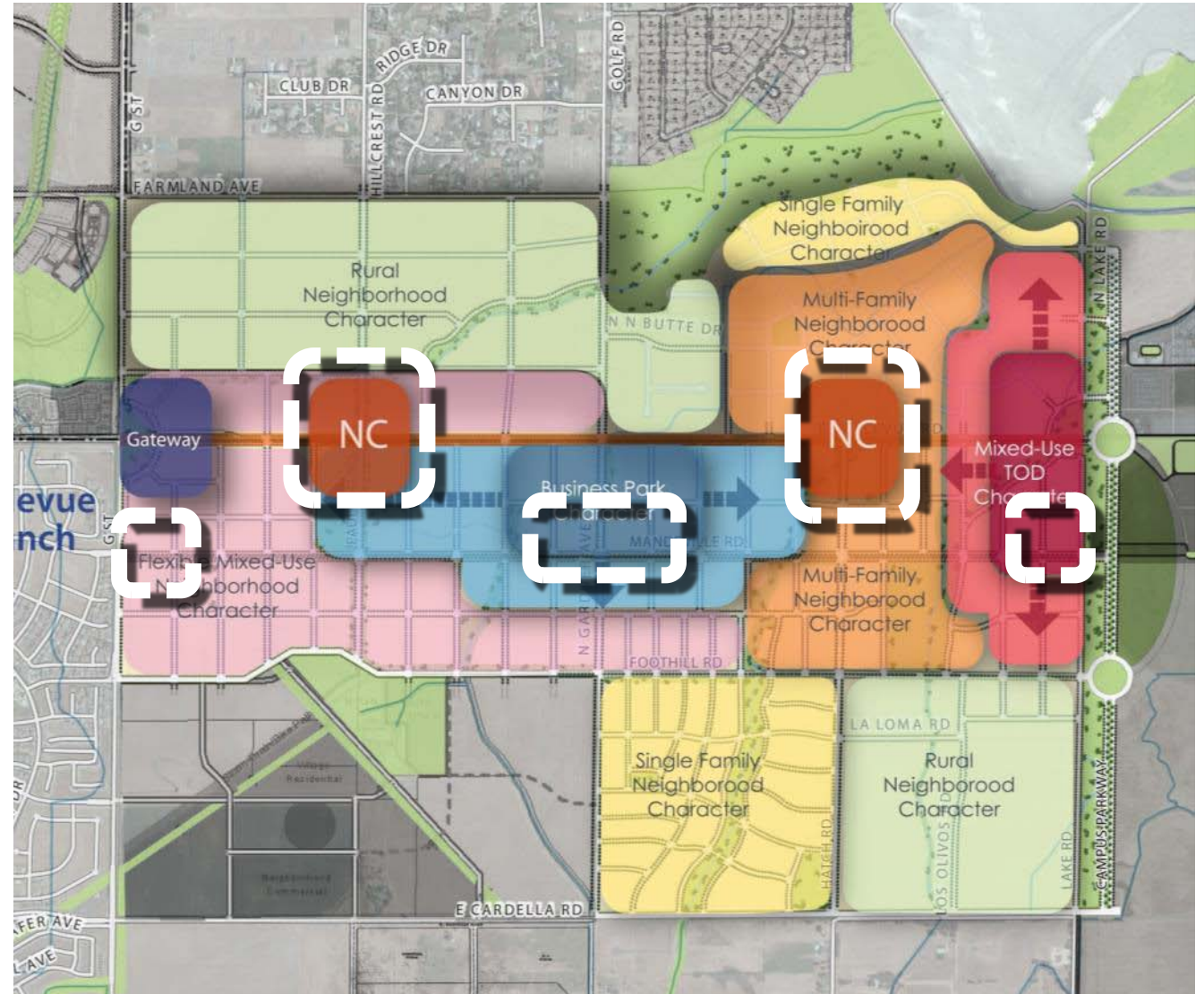
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NEIGHBORHOOD CENTER

- BUILDINGS UP TO 3 STORIES
- PRIMARILY NEIGHBORHOOD-SERVING COMMERCIAL USES WITH RESIDENTIAL AND OFFICE IN HORIZONTAL AND/OR VERTICAL MIXED-USE ARRANGEMENTS
- STREET-FACING WINDOWS AND ENTRANCES
- PUBLIC OPEN SPACE AS GREENS
- SMALL TO MEDIUM SETBACKS
- PARKING BEHIND OR BENEATH BUILDINGS AND ON-STREET



NEIGHBORHOOD CENTER

POTENTIAL DEVELOPMENT TYPES



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NEIGHBORHOOD CENTER

POTENTIAL PUBLIC REALM TYPES



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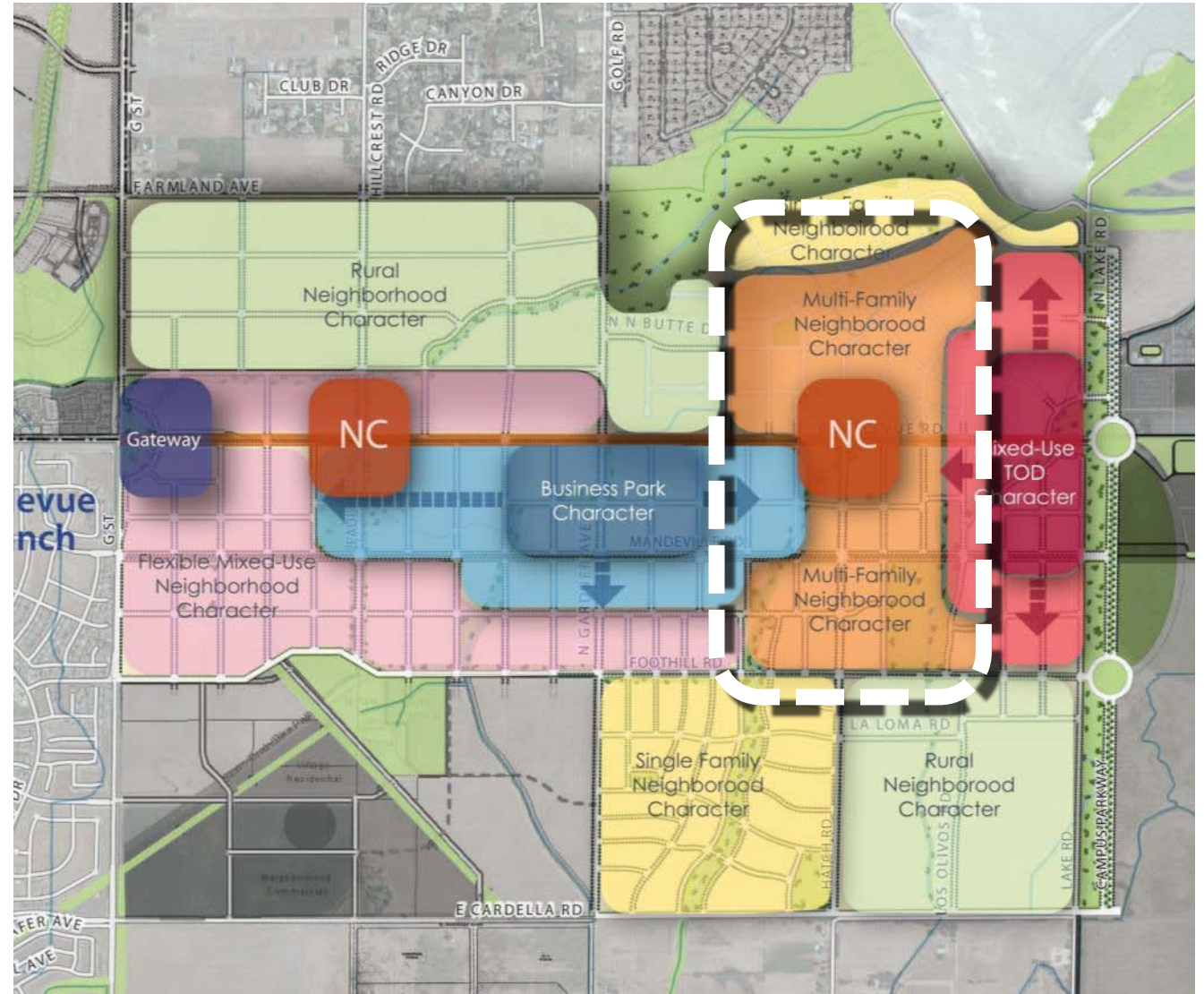
NEIGHBORHOOD CENTER

CONCEPTUAL URBAN CHARACTER



MULTI-FAMILY NEIGHBORHOOD

- BUILDINGS UP TO 3 STORIES
- PRIMARILY RESIDENTIAL USES WITH SOME LIMITED RETAIL/OFFICE
- STREET-FACING WINDOWS AND ENTRANCES
- PUBLIC OPEN SPACE AS GREENS
- SMALL TO MEDIUM SETBACKS
- PARKING BEHIND OR BENEATH BUILDINGS



MULTI-FAMILY NEIGHBORHOOD

POTENTIAL DEVELOPMENT TYPES



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MULTI-FAMILY NEIGHBORHOOD

POTENTIAL PUBLIC REALM TYPES



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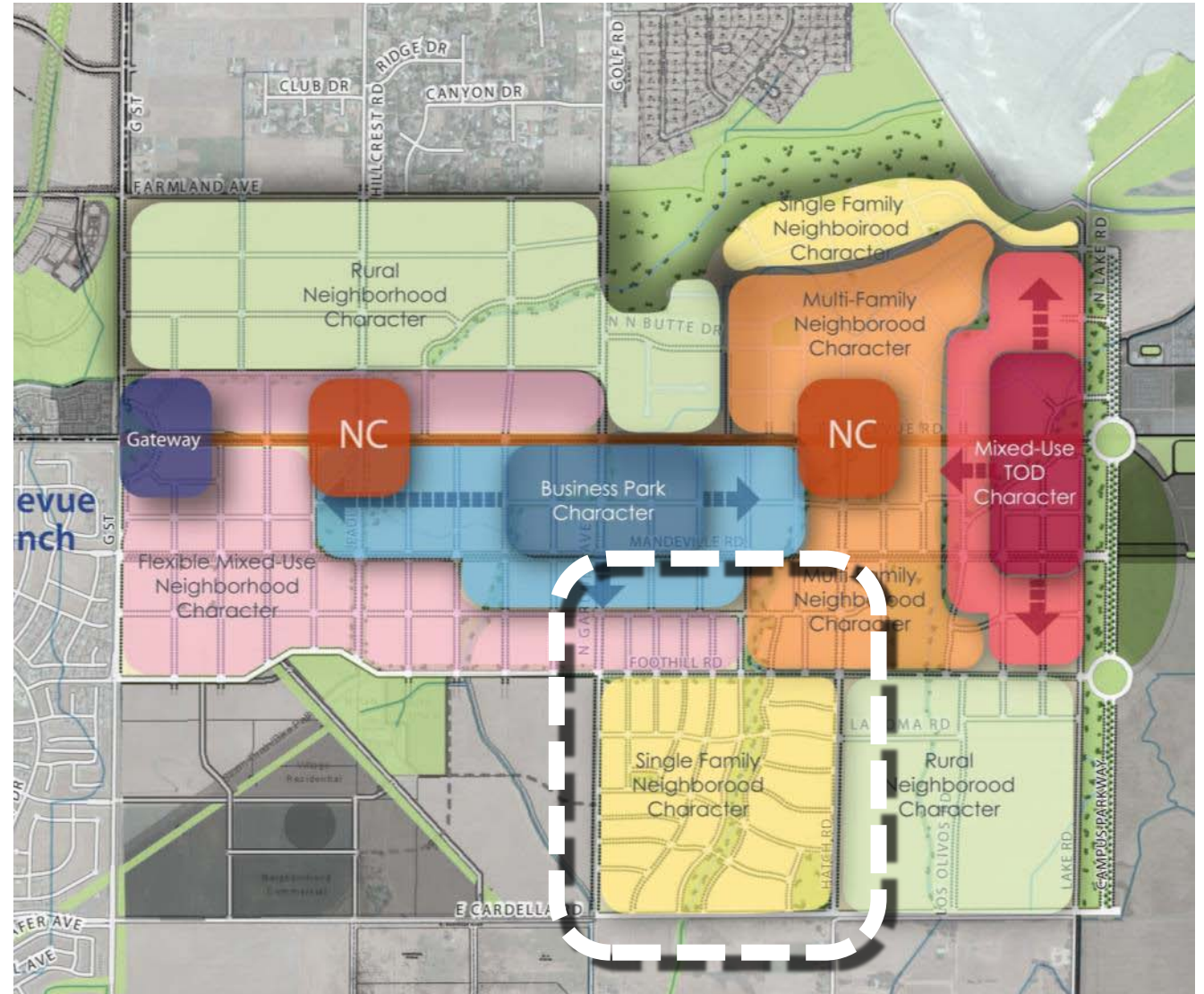
MULTI-FAMILY NEIGHBORHOOD

CONCEPTUAL URBAN CHARACTER



SINGLE FAMILY NEIGHBORHOOD

- HOUSE-FORM BUILDINGS UP TO 2 STORIES POSSIBLY WITH OCCUPIED 3RD FLOOR ATTICS
- ENTIRELY RESIDENTIAL USES
- LARGE SETBACKS
- STREET-FACING WINDOWS AND ENTRANCES
- PUBLIC OPEN SPACE AS GREENS AND PARKS
- PARKING BEHIND BUILDINGS



SINGLE FAMILY NEIGHBORHOOD

POTENTIAL DEVELOPMENT TYPES



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SINGLE FAMILY NEIGHBORHOOD

POTENTIAL DEVELOPMENT TYPES



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SINGLE FAMILY NEIGHBORHOOD

POTENTIAL PUBLIC REALM TYPES



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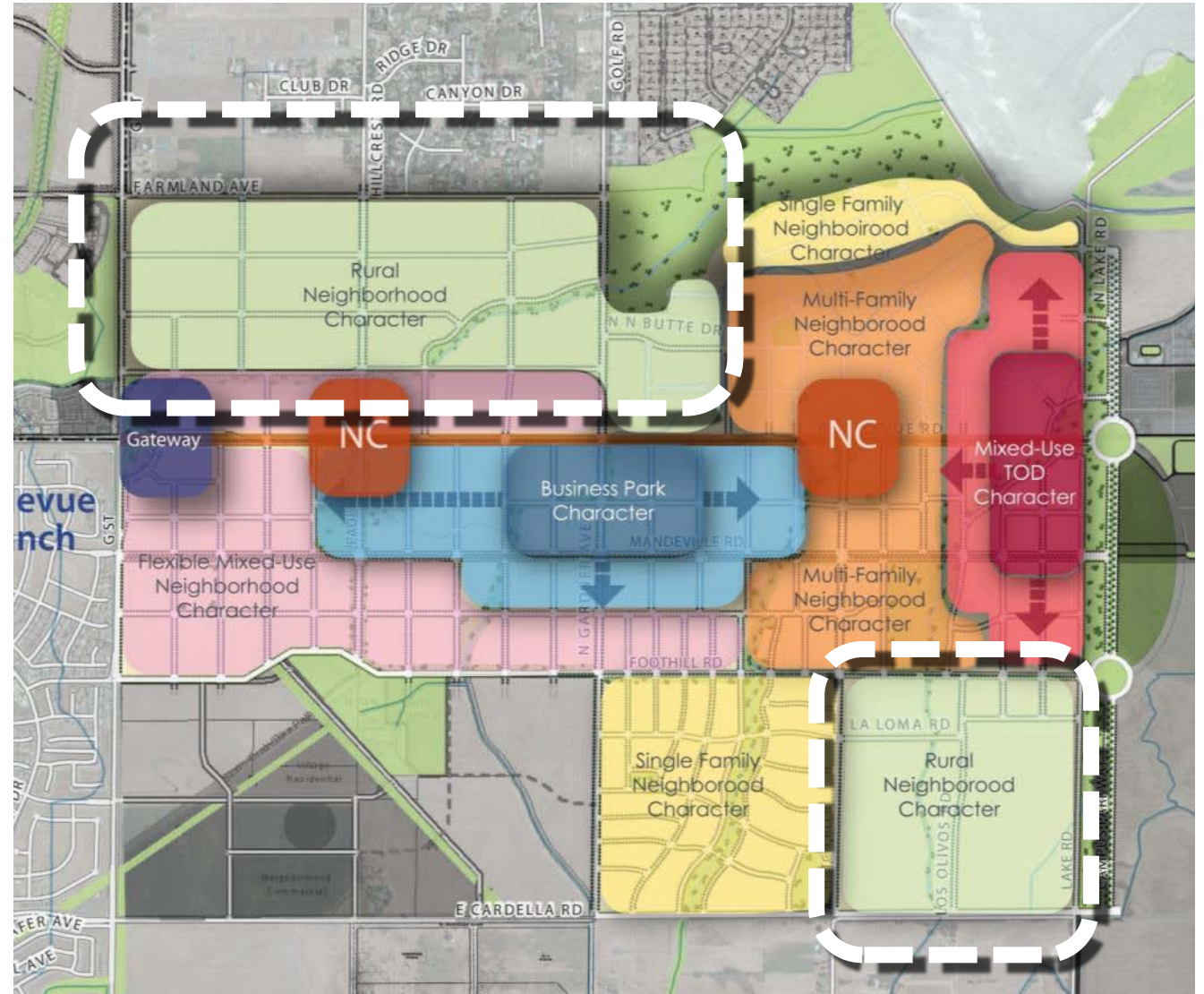
SINGLE FAMILY NEIGHBORHOOD

CONCEPTUAL URBAN CHARACTER



NEIGHBORHOOD - RURAL

- HOUSE-FORM BUILDINGS UP TO 2 STORIES POSSIBLY WITH OCCUPIED 3RD FLOOR ATTICS
- ENTIRELY RESIDENTIAL USES
- LARGE SETBACKS
- STREET-FACING WINDOWS AND ENTRANCES
- PUBLIC OPEN SPACE AS GREENS AND PARKS
- PARKING BEHIND BUILDINGS



NEIGHBORHOOD - RURAL

POTENTIAL DEVELOPMENT TYPES



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NGHD. CENTER - RURAL

POTENTIAL DEVELOPMENT TYPES



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NEIGHBORHOOD - RURAL

POTENTIAL PUBLIC REALM TYPES



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NEIGHBORHOOD - RURAL

CONCEPTUAL URBAN CHARACTER

