AUSTIN OAKS CHARRETTE

PRESENTING THE PREFERRED PLAN

January 29, 2016

AGENDA

- » Welcome
- » Charrette Background
- » Owner's Perspective
- » Charrette Week Process
- » Making a Place People Will Love: The Preferred Plan
- » Testing the Preferred Plan
- » Comments: Council Member Sherri Gallo
- » Next Steps
- » Closing (must clear room by 2:00 pm)

Meeting Protocol

- We have much to cover today in a short time
 - We must finish by 2 PM; other events are happening here
 - We will be crisp and concise, but complete as possible
- Please show respect for others
 - Please listen with an open mind
 - We encourage feedback, but don't have time for Q&A today
- Comments and questions welcome pads of paper at sign-in desk or send to Aocharrette@gmail.com

Quick History

- July 2014 neighborhood learns of Austin Oaks PUD proposal
- August 2014 311 people gather in an intense community meeting at St. Matthew's
- Widespread NO PUD reaction to the 17-story, 14-story image
- April 2015 revised PUD proposal 10 stories; original design is dead; we stopped <u>THE</u> PUD
- Same negative reaction
- October 2015 owner does reset; 10 story design is dead; we stopped THE PUD

What has been happening...

A timeline of events, activities for your calendar

Charrette Design Workshop Jan 25-29

Implementation

zoning regulations

Feb 1-Feb 26

Development of a Land Use

Plan based on the outcomes

from the charrette design and

in keeping with City of Austin

To City of Austin for Review

The legal documents governing the site development presented to:

- **Environmental Commission**
- **ZAP Commission**

Neighborhood **Information Sessions**

- Dec 1
- Dec 2

Values Sessions (Neighborhood Input)

2016

- Dec 16
- Jan 12

To City Council Vote

ASAP

Nov 2015 Neighborhood Representatives Identified

Organization of the Charrette

2015

- •Regular meetings and assembly with the Owner/ Developer to collaborate and...
 - Agree upon a charrette budget, Project Manager, Design Facilitator and Design Team
 - Create a Steering Committee
 - Create a Communications Committee
 - Create a Logistics Committee

Charrette Team

- Who selected the design team? Who do they work for?
 - The Working Group Neighborhood representatives
- Who is paying the charrette team?
 - Mostly Spire
 - Neighborhoods are covering reimbursables through an NAR grant
 - Charrette organizing has been done on a voluntary basis
- Whose plan is this charrette output?
 - Our plan the neighborhood's plan

Implementing the Plan

- The charrette process
 - Design first [this week's activity]
 - Implement the consensus plan from the charrette
- Implementation possibilities each has advantages and disadvantages
 - Conventional zoning
 - Conditional overlays
 - Mixed use including VMU
 - Variances and waivers
 - Restrictive covenants
 - With the City
 - Private covenants with neighborhoods or individuals
 - Unified Development Agreements
 - PUD zoning

Owner's View

 Jon Ruff has been with us throughout the process, since the October reset

What's the Owner's Goal for the Charrette?

TEAM PLEDGE

WE ARE DOING OUR BEST!

CLAIM

CHARTS MATCH DRAWINGS!

EVERY NUMBER WE PRESENT WILL BE:

± 10%

CHARRETTE WEEK PROCESS

CHARRETTE SCHEDULE

ver. 1/14/16	Sunday Jan 24	Monday Jan 25	Tuesday Jan 26	Wednesday Jan 27	Thursday Jan 28	Friday Jan 29		
7:00 AM		Start	Start	Start	Start	Start		
8:00 AM		Review Objectives,	Market Analysis	Tech Meeting -	Tech Meeling -	Refinement		
9:00 AM		Strategies, Measures	with Owner	Transportation	Transportation	Refinement		
10:00 AM		Transportation 101	Design	Tech Meeting-	Tech Meeting-	Refinement		
11:00 AM			Design	Drainage/Envt	Drainage/Envt	Refinement		
12:00 PM	Break	Break	Break	Break	Break	Presentation		
1:00 PM		Environmental Site	Design	Design	Design	Presentation		
2:00 PM		Analys	Design	Design	Design	Move out/ take		
3:00 PM	Stakeholder	History/ Demographics	Design	Design	Design	down		
	Meetings							
4:00 PM		Market Analysis 101	Design	Design	Design			
5:00 PM		Zoning 101	Alternatives	Alternatives	Composite			
6:00 PM		Break	Break	Break	Break			
7:00 PM		Town Planning 101	Presentation	Presentation	Presentation			
7:30 PM	Move in/ set up		Pin-up Reviews	Pin-up Reviews	Pin-up Reviews			
8:00 PM		The Reference Plans	Pin-up Reviews	Pin-up Reviews	Pin-up Reviews			
9:00 PM			Review input	Review input	Review input			
Times when the public is encouraged to participate are highlighted in yellow.								
Times when the public is welcome to observe are highlighted in blue.								

SPECIAL THANKS



CITY COUNCIL - DISTRICT 10
SHERRI GALLO & STAFF

CITY COUNCIL - DISTRICT 7
LESLIE POOL & STAFF



JEWISH COMMUNITY CENTER AUSTIN
CONGREGATION AGUDAS ACHIM



AUSTIN BOARD OF REALTORS
ANDREI LUBOMUDROV
NATIONAL ASSOCIATION OF REALTORS

MISSION STATEMENT

Create a Development Plan for the Austin Oaks site that satisfies the values of the neighborhood stakeholders and is economically feasible.

ADOPTED OSMs/COMMUNITY VISIONING

AUSTIN OAKS REDEVELOPMENT CHARRETTE

OBJECTIVES, STRATEGIES, AND MEASURES

Draft - Version: 1/25/16 - to be further refined at the charrette

Objectives: Definite, overarching goals that the Redevelopment Plan should abide by Strategies: Recommended methods, often alternatives from different perspectives, that attempt to achieve the objectives. The strategies are not absolutes that must be achieved. Measures: Potential ways to quantify the strategies

	OBJECTIVES	STRATEGES	MEASURES
; 1)		Boare negrit to be along Motalc	Include building heights in Regulating Plan Comply with existing height Imitations along Mopac
		(leading beautiful in law oness of the sale	Include building heights in Regulating Plan
		Limit building heights to 5 stories <i>16 be</i> discussed on Wordey .	Test various building heights in the design alternatives considering tradeoffs
	Limit building heights to respect privacy and views	Aftempt to limit building heights to 5	Alternot to obtain better tradeoffs by allowing some growth beyond 5 stories
		Define visual and shade requirements for tall buildings	New buildings should not shade existing neighboring buildings in the neighborhood between 9 am and 3 pm on December 21st
		Add rooftop sound walls to limit noise from mechanical equipment	,

2	Building design should be	Prohibit reflective glass; require*natural* materials (slone, brick, stucco)	List of prohibited materials - building plans are reviewed against list prior to permitting
	beautiful and should complement the existing neighborhood	Use visual preference surveys to identify typologies desired	·
		Allow a diversity of building styles	Have no more than one architectural style per building
5.3	Beautify natural features on site	Daylight waterways beautifully by incorporating swales, rain gardens, etc.	Low Impact Development (LID) techniques
		Create public spaces around natural features to add value	1



DEC. 17 2015 - REVIEW AND EDIT TOGETHER



JAN. 11 2016 - REVIEW AND EDIT TOGETHER



JAN. 25 2016 - REVIEW AND EDIT TOGETHER

CHARRETTE INPUT: REGULATORY





ROBERTO GONZALEZ







ADAM ZERRENNER

MARILYN LAMENSDORF

CHARRETTE INPUT: REGULATORY



CURRENT PLANNING

DEPARTMENT MANAGER

COMPREHENSIVE PLANNING

ASSISTANT DIRECTOR

MANAGING ENGINEER SITE PLAN CASE MANAGER TRANSPORTATION ENGINEER SUPERVISING ENGINEER

CITY ARBORIST

WATERSHED PROTECTION

ENVIRONMENTAL OFFICER

DEVELOPMENT SERVICES DEPARTMENT AUSTIN TRANSPORTATION DEPARTMENT

ENGINEER

PARKS AND RECREATION DEPARTMENT

PLANNER

CHARRETTE INPUT: LOCAL EXPERTS



CAPITOL MARKET RESEARCH
CHARLES HEIMSATH

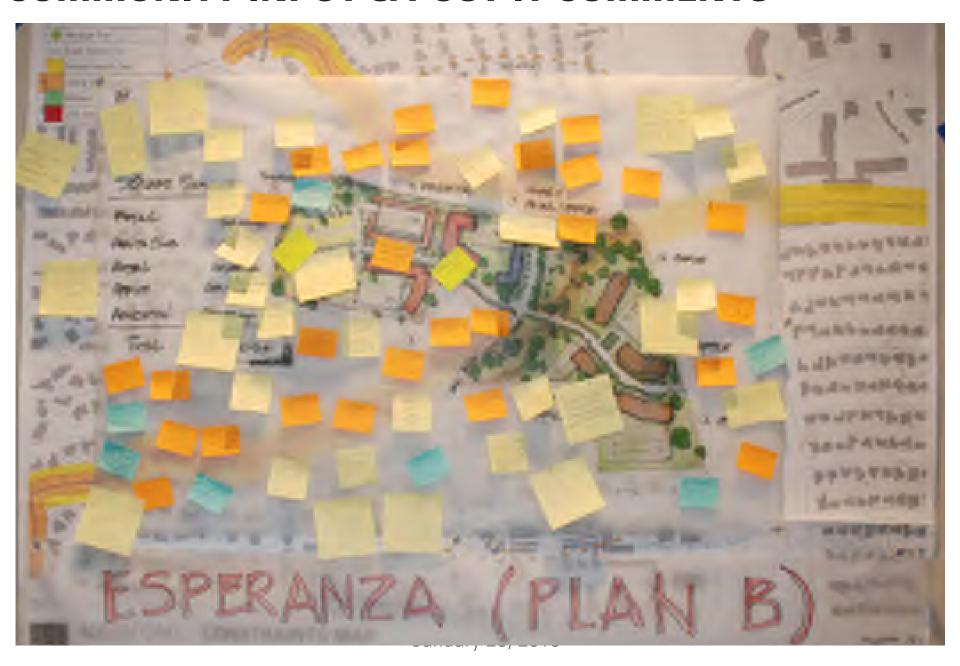


MOMARKTERRY MITCHELL

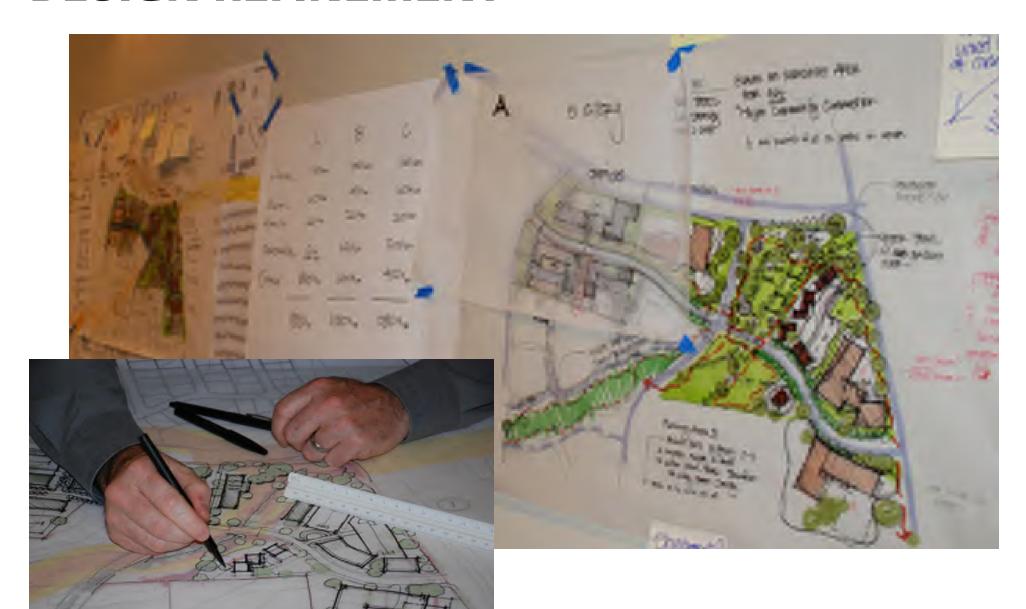
HISTORIANS
RICHARD DENNY
CHUCK STAHL

TENANT REPRESENTATIVE
STAYTON WRIGHT

ROUND 1: CONCEPTS A, B & C COMMUNITY INPUT & POST-IT COMMENTS



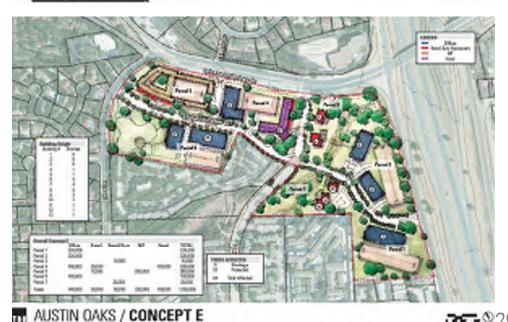
DESIGN REFINEMENT



ROUND 2: CONCEPTS D & E COMMUNITY INPUT & POST-IT COMMENTS









CHARRETTE PROCESS SUMMARY



January 29, 2016

MAKING A PLACE PEOPLE WILL LOVE: THE PREFERRED PLAN



DEFINITION

Placemaking:

» Capitalize on a community's assets, inspiration and potential with the intention of creative public spaces that promote people's health, happiness and well-being.

KEY WORDS

- » Health
- » Happiness
- » Well Being

KEY WORDS

- » SOCIAL Community
- » ECONOMIC Increased Value
- >> ENVIRONMENT→ Trees Saved
- » OPEN SPACE → Healthy Ecosystem

PREFERRED PLAN // CONCEPT



PREFERRED PLAN // PLACEMAKING

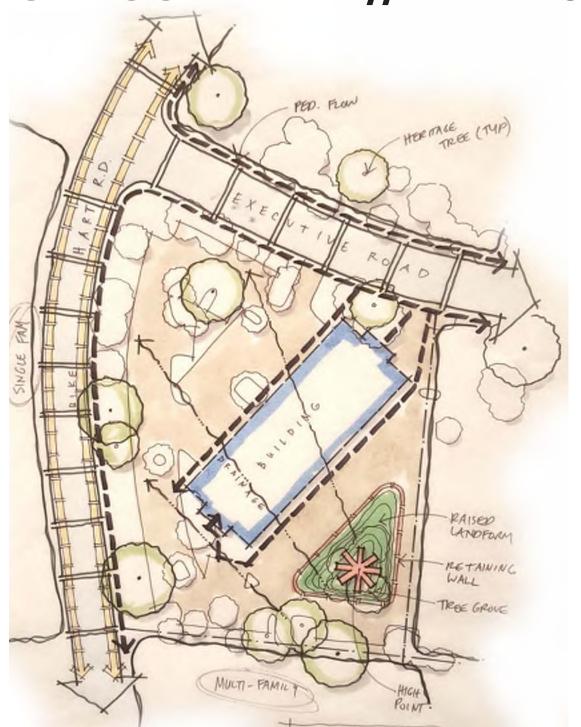


NEIGHBORHOOD PARK // PROGRAM

- Walking Trail (10ft)
- Parking
- Transplanted Live Oaks
- Playground All Ages / Nature Play
- Shelter & Restroom
- Seating areas
- Open Play Lawn
- Native Areas
- Sheltered Bus Stop
- Use Low Impact Development

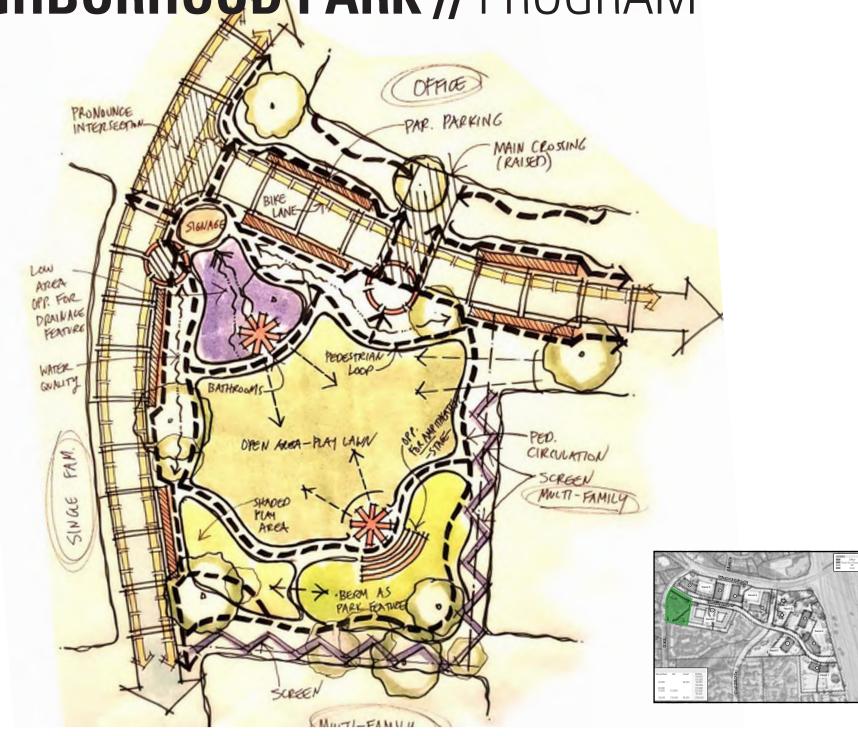


NEIGHBORHOOD PARK // ANALYSIS



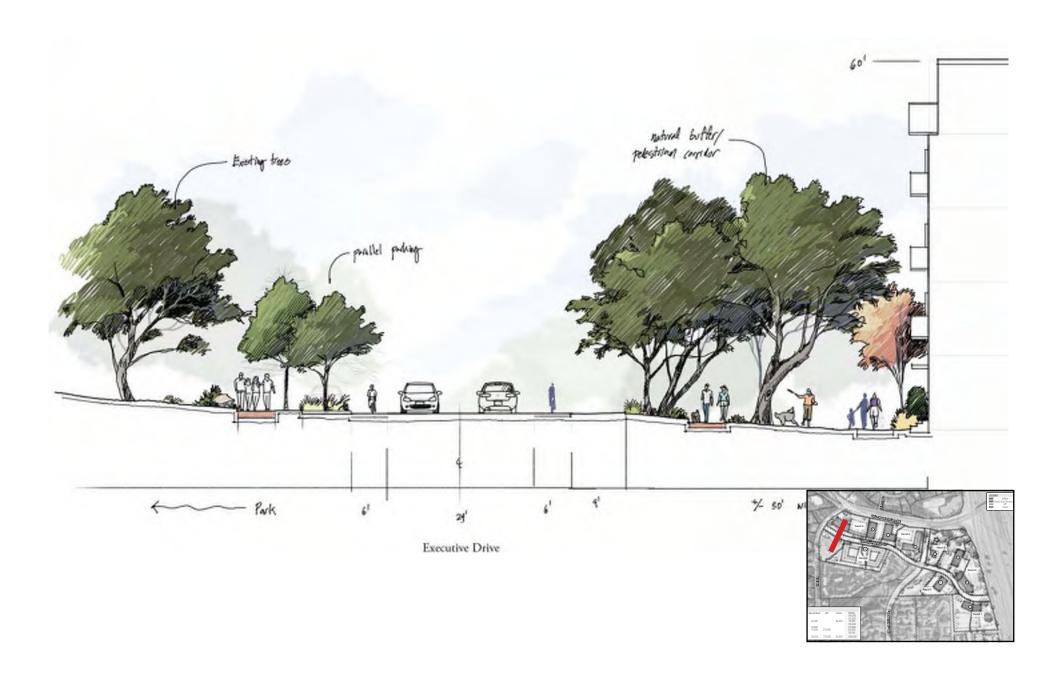


NEIGHBORHOOD PARK // PROGRAM



NEIGHBORHOOD PARK // DESIGN MICCOSS WALKS RAISED PEDESTRIAN CROSSING (CONNECTION TO PARK) PARK SIGNAGE Bus stop LOW PT .. DRY CREEK PEATILE PARKING PARKING BUS STOP PARKING PARKING W/SHADE STRUCTURE EXISTING . - PLAY LAWY. HERLIAGE TROE (140) · MULTI-FAMILY LANDFORM W NATIVE PLAY INGRAGATOO AREA AMPITHEATER * FLAY FEATURE

NEIGHBORHOOD PARK // STREET SECTION



NEIGHBORHOOD PARK // PERSPECTIVE



NEIGHBORHOOD PARK // IMAGERY









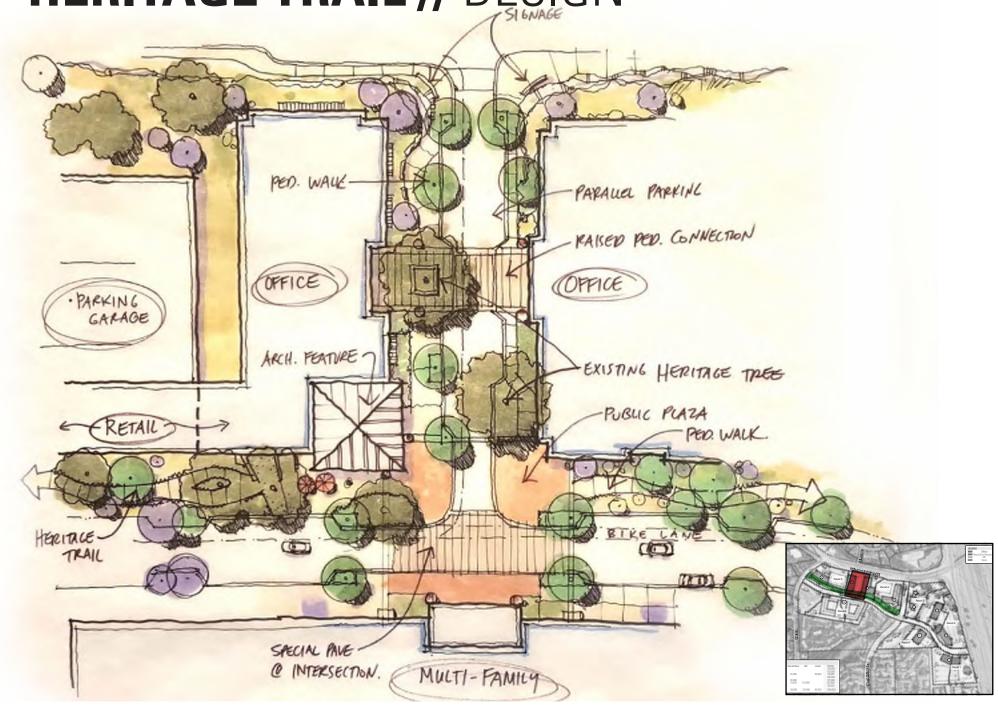
HERITAGE TRAIL // PROGRAM

- Intent to save trees on Executive Center Dr.
 - (Protect Tree Eco-System)
- Enhance walkablity & access
- Walking trail (10ft)
- Bike lane on Executive Center Dr. (8ft)
- Create spaces for retail & restaurants w/ patios
- Street lights
- Seating areas
- Retaining walls to save trees
- Native landscape



HERITAGE TRAIL // PROGRAM PED. CIRCULATION PAR. PARKING HERITAGE -TREE RAISED PED. X-ING OFFICE W/PKNG GARAGE ARCH. FEATURE HARITAGE TREE SPECIAL PAVE RETAIL-POP INTERSECTION. ARCH. FEATURE MULTI-FAMILY @ TERMINUS

HERITAGE TRAIL // DESIGN



HERITAGE TRAIL // BEFORE



HERITAGE TRAIL // AFTER



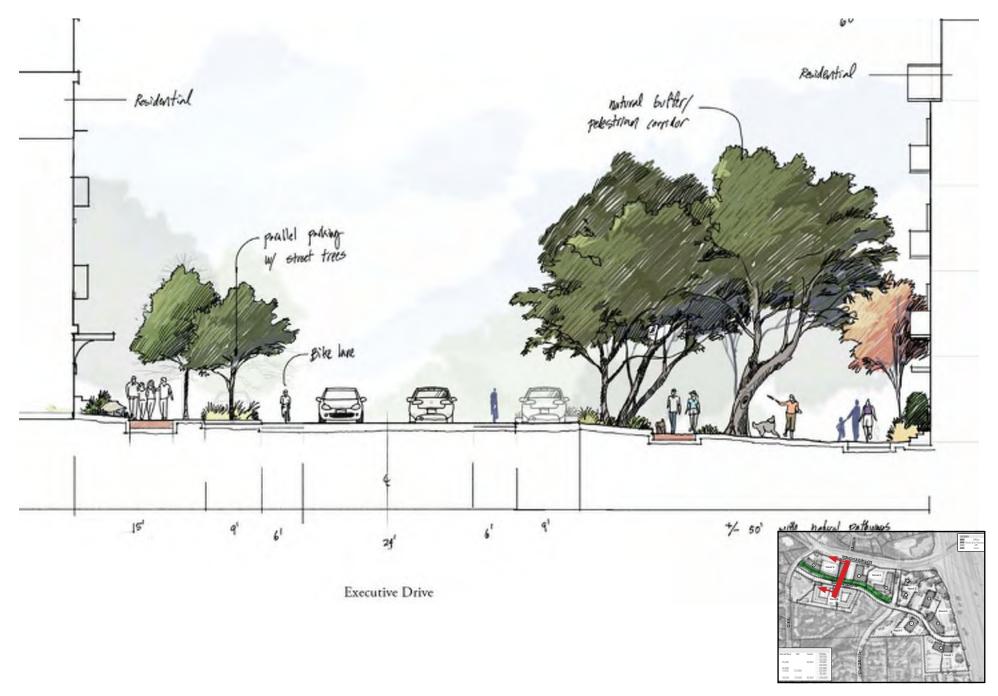
HERITAGE TRAIL // BEFORE



HERITAGE TRAIL // AFTER



HERITAGE TRAIL // STREET SECTION



HERITAGE TRAIL // IMAGERY







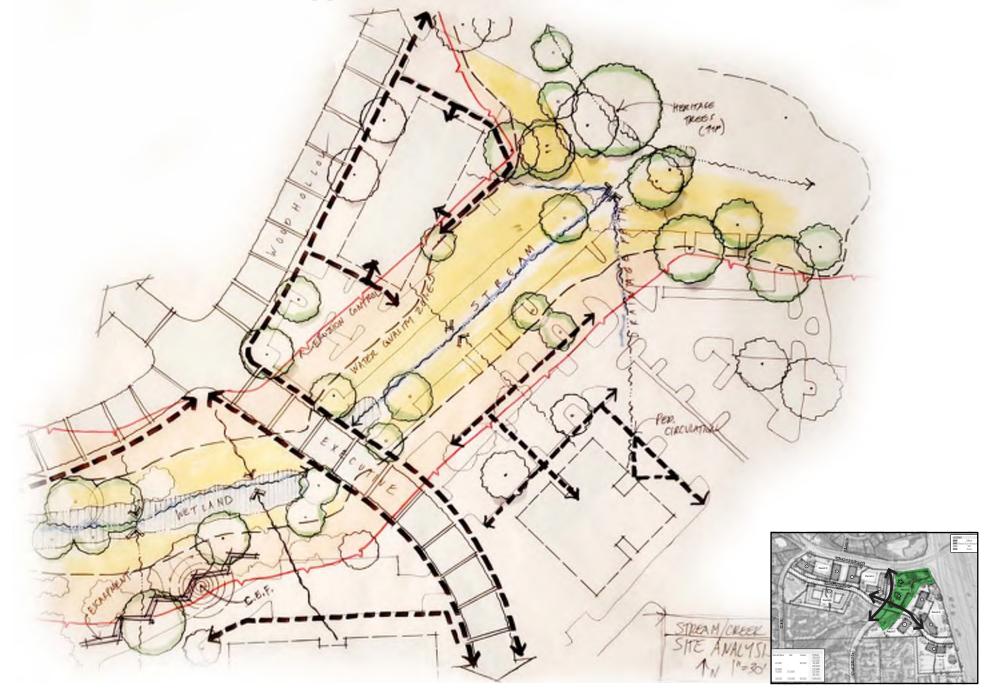


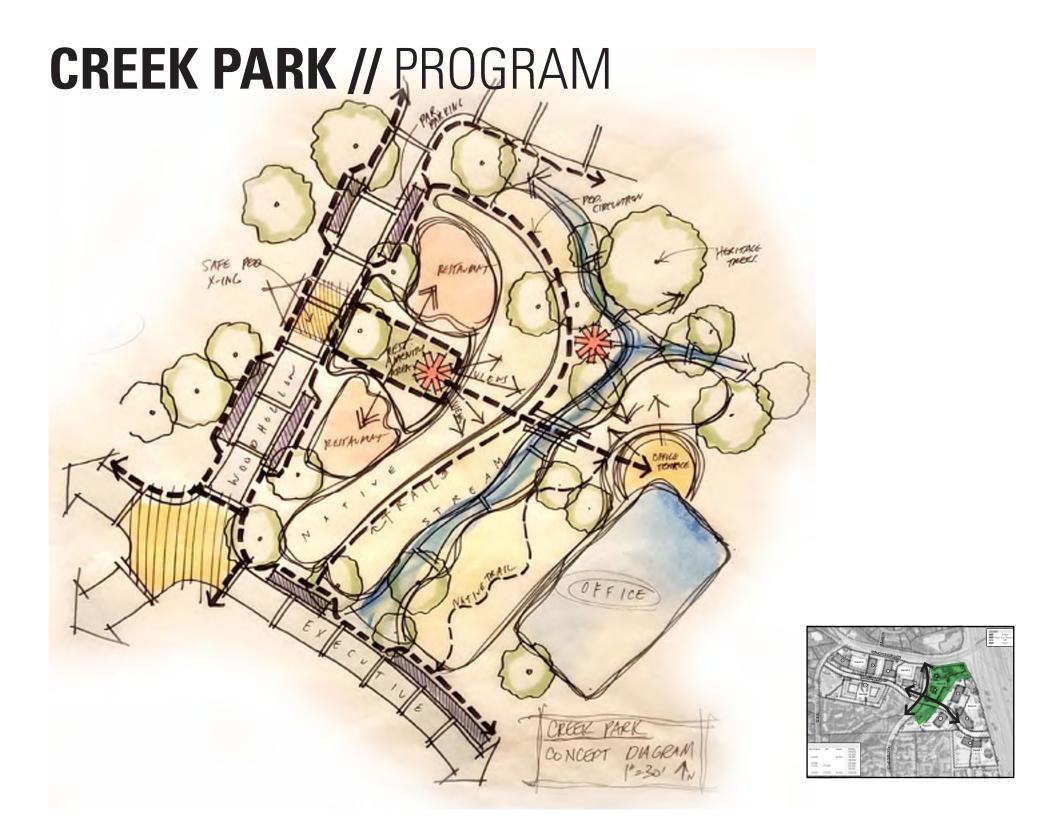
CREEK PARK // PROGRAM

- Re-naturalized area
- Soft walking trail
- Low lighting
- Overlook
- Bridge
- Seating areas
- Restaurant overlooking park
- Sheltered Bus Stop

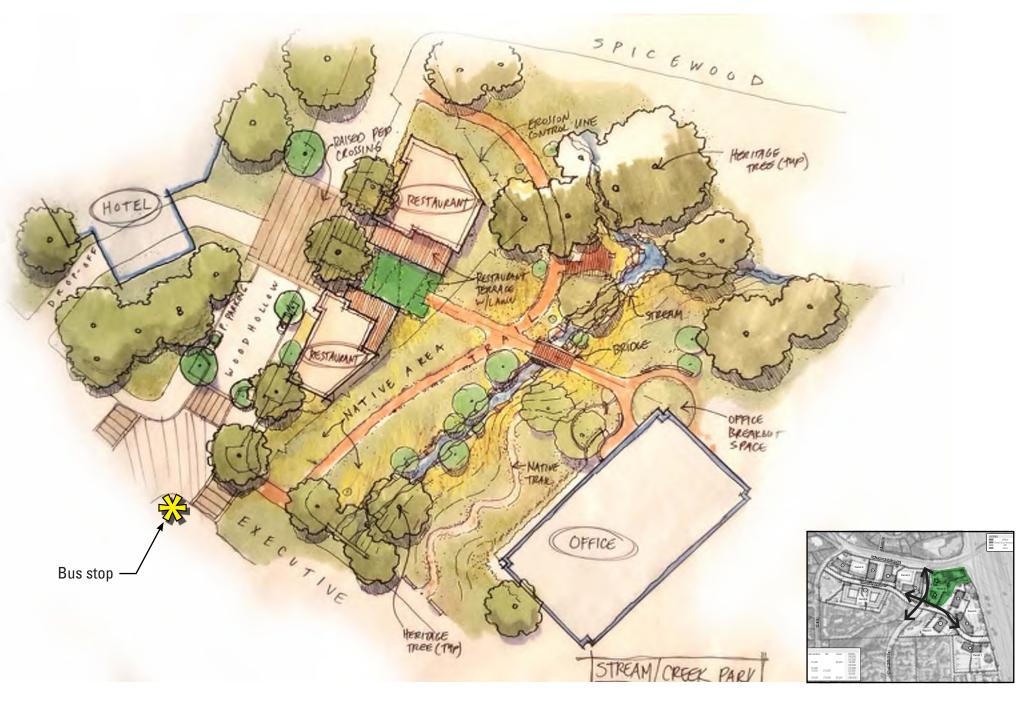


CREEK PARK // ANALYSIS





CREEK PARK // DESIGN



CREEK PARK // BEFORE



CREEK PARK // AFTER



CREEK PARK // BEFORE



CREEK PARK // AFTER



CREEK PARK // IMAGERY









PREFERRED PLAN // RENDERING



PREFERRED PLAN // 3D MODELING

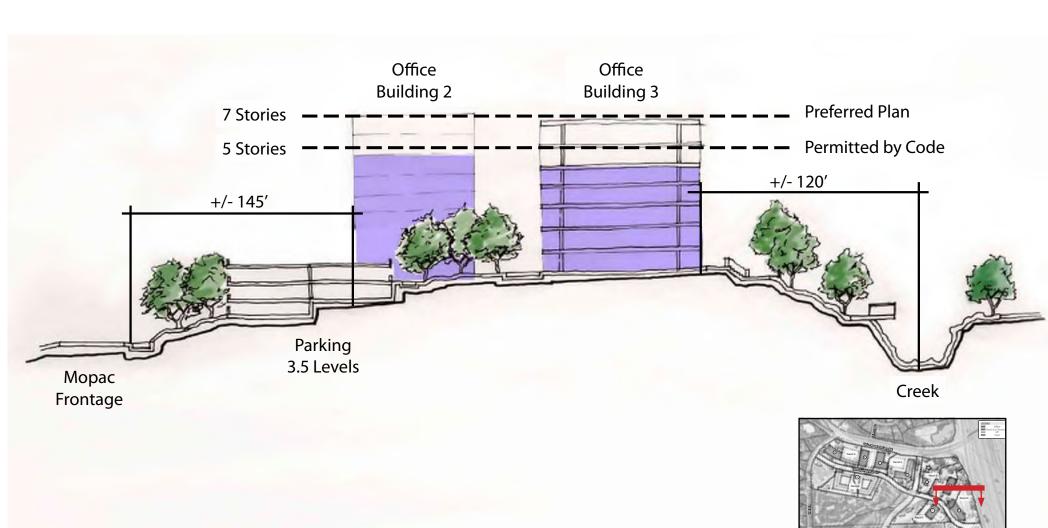


PREFERRED PLAN // 3D MODELING



PREFERRED PLAN // SECTION

MoPac Frontage



PREFERRED PLAN FEATURES

A mix of land uses: office, retail, restaurants, multi-family, boutique hotel

Neighborhood Park

Creek Park

Heritage Trail

Streetscape improvements

New street connection (aligning with Ceberry)

Pedestrian and bicycle improvements

OFF-SITE IMPROVEMENTS

Required off-site transportation improvements (as determined by the future Traffic Impact Analysis TIA):

POTENTIAL:

- » Hart Lane/Spicewood Springs intersection signal
- » Turn lane improvements at MoPac/Spicewoods Springs
- » Mid-block pedestrian improvements on Spicewoods Springs

TESTING THE PREFERRED PLAN

AUSTIN OAKS METRICS

METRIC	PREFERRED PLAN	CODE COMPLIANT PLANS (13)
Financial Feasible	Yes	Yes
Mixture of compatible uses to serve the neighborhood	Yes	Yes - but only modest amount
Traffic	Comparable	Comparable
Off-Site Transportation Improvements	Yes - will be required by TIA	No
Trees	Save fewer Heritage trees Retains more tree clusters and habitats	Saves more individual Heritage Trees
Parks	Yes - 2 acre neighborhood park with features	No
Creek Greenbelt	Yes - 4 acres with restaurants, trails, creek restaurants	Yes - But only modest amount

AUSTIN OAKS METRICS

METRIC	PREFERRED PLAN	CODE COMPLIANT PLANS (13)
Environmental Superiority	Yes - Complies with current codes for CEF's Creek setbacks, etc.	No - complies only with Redevelopment Provision of Code.
Building Heights	4-7 Floors	3-5 Floors
Square Footage	1,196,000 sf	890,795 sf
Regional Detention Potential within creek channel	Yes	No
Ability to enforce superior urban design and placemaking	Yes	No
Requires zoning change	Yes	No
Engages public input	Yes	No

TRAFFIC IMPACT RATES

TRIPS PER 100,000 SQUARE FEET

- *Assumptions used for both Plans
- *Based on ITE 9th Edition National Standards
- *Does not account for internal capture on mixed-use

	DAILY	AM PEAK (8-9)	PM PEAK (5-6)
Apartment	666	51	62
Hotel	1,064	69	78
Office	1,104	156	149
Medical Office	3,614	239	357
Retail	4,270	96	371
Restaurants	12,716	1,081	985

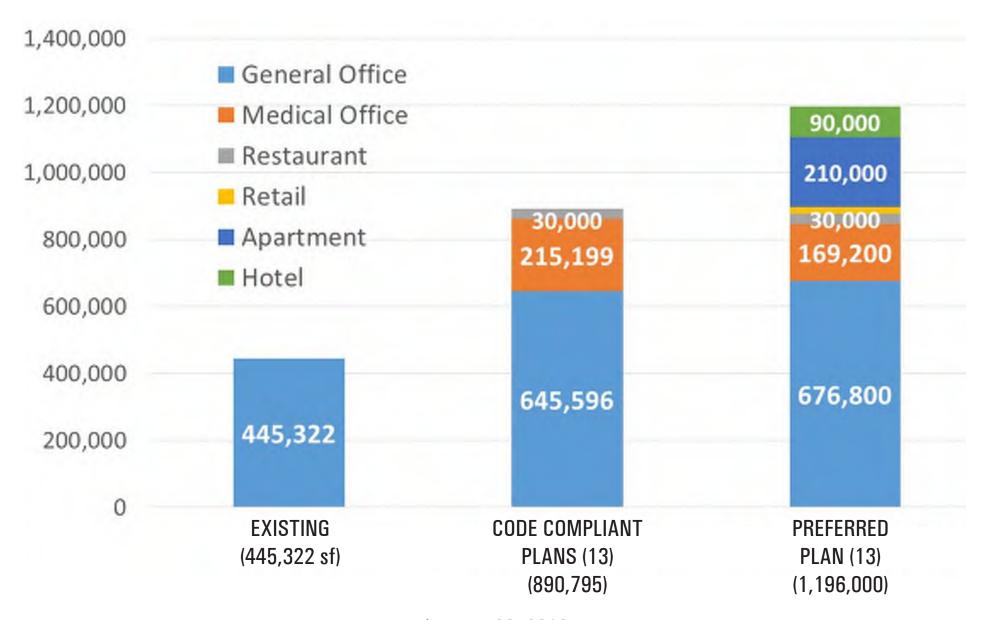
TRAFFIC IMPACTS

SQUARE FOOTAGE ASSUMPTIONS

	EXISTING CONDITIONS	CODE COMPLIANT PLANS (13)	PREFERRED PLAN
General OFfice	445,322	645,596	676,800
Medical Office	0	215,199	169,200
Restaurant	0	30,000	30,000
Retail	0	0	20,000
Apartment	0	0	210,000
Hotel	0	0	90,000

TRAFFIC IMPACTS

SQUARE FOOTAGE ASSUMPTIONS



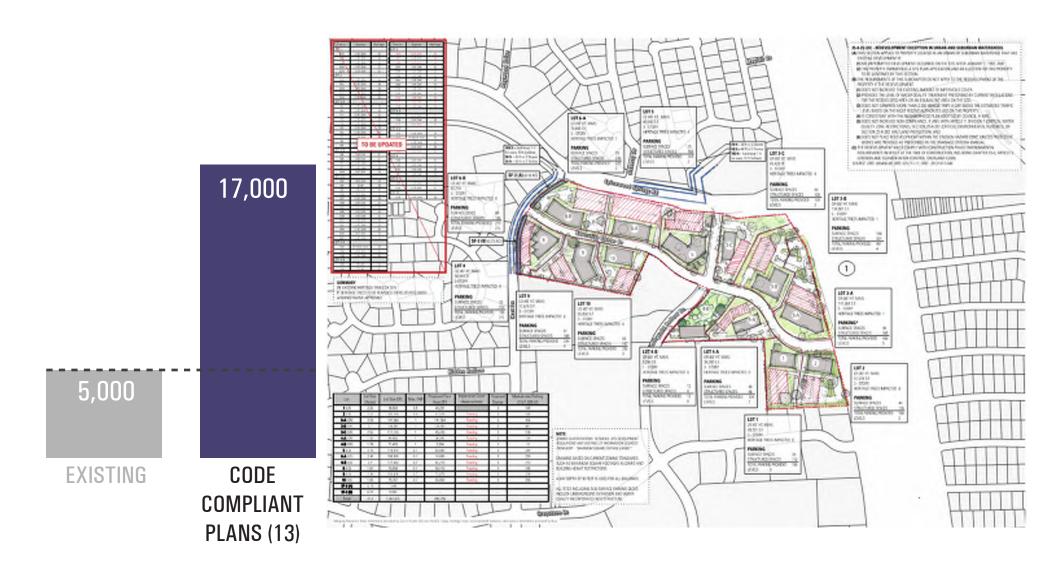
January 29, 2016

AVERAGE DAILY TRIPS

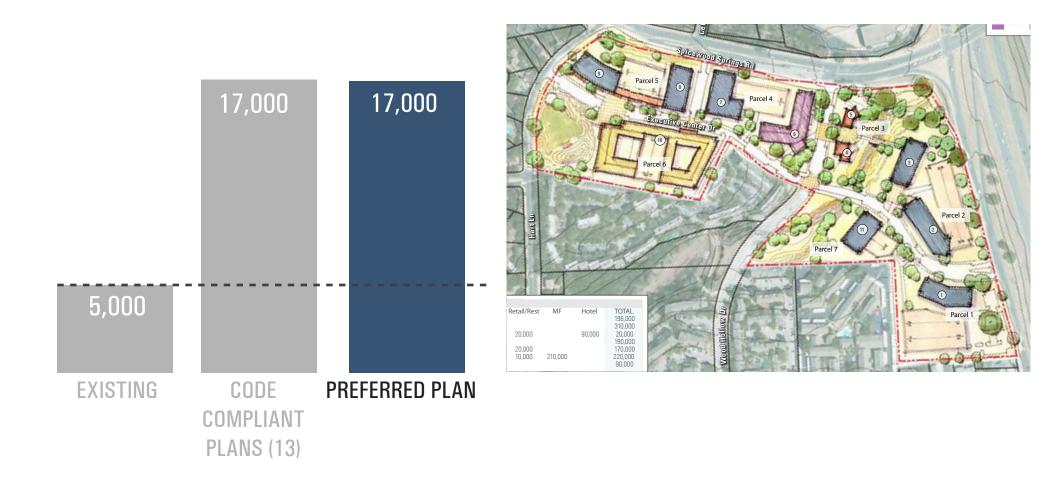


5,000 EXISTING

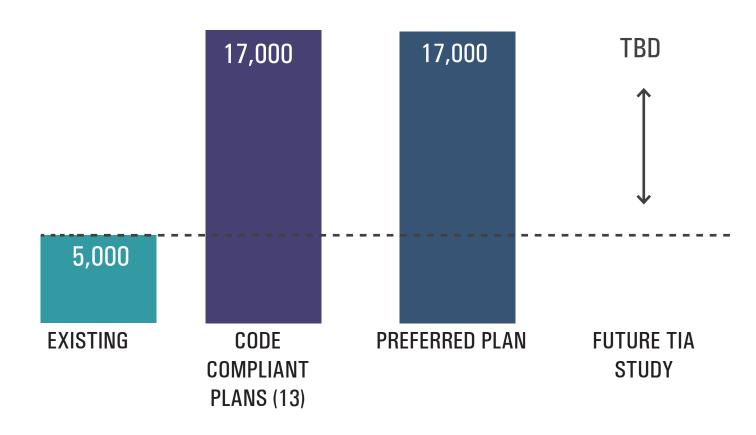
AVERAGE DAILY TRIPS



AVERAGE DAILY TRIPS



AVERAGE DAILY TRIPS



^{*}Estimate based on adjusted average daily trips

TIA STUDY AREA



COMMENTS: COUNCIL MEMBER SHERRI GALLO

NEXT STEPS

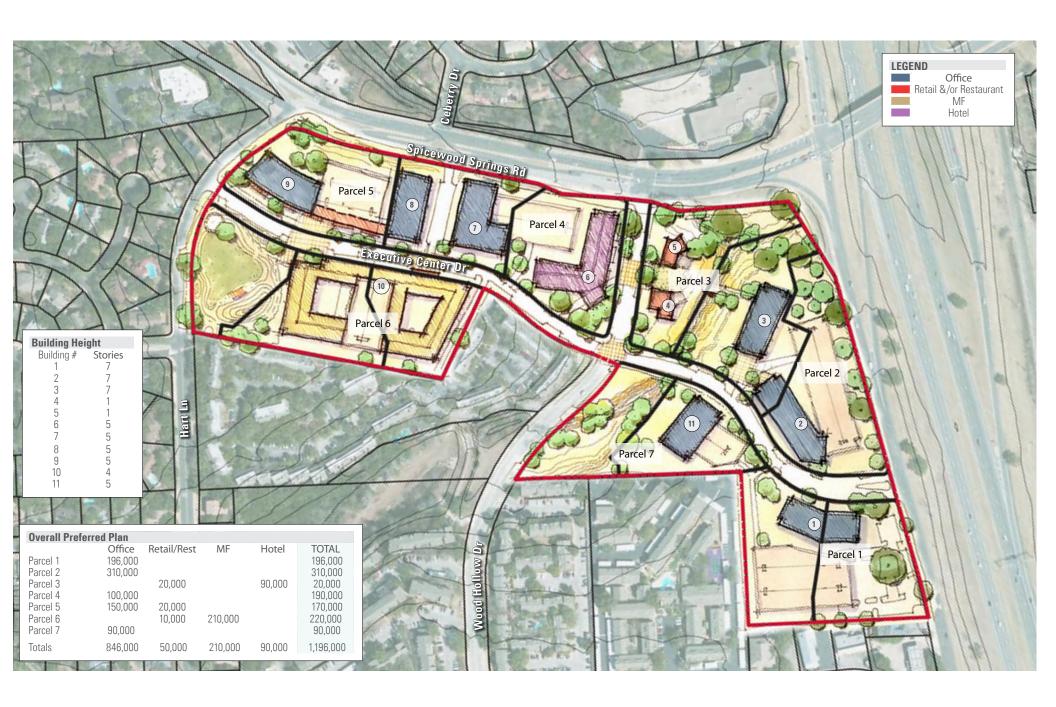
Next Steps

- Working Group implements the plan output from the charrette
 - Identifies plan elements for this development
 - Establishes clear guidance (visual and textual) to ensure these elements are included in the re-development of the site
- Along the way, we keep the neighborhoods involved
 - Working group holds public information sessions
 - We track the zoning process with standard public involvement
 - Ongoing communication and status through communication vehicles of the neighborhoods

CLOSING (MUST CLEAR ROOM BY 2 PM)

ADDITIONAL INFORMATION

PREFERRED PLAN // PLAN & PARCELS



KEY OSMs REPORT CARD

OBJECTIVES	EXISTING CONDITIONS	CODE COMPLIANT PLANS (13)	PREFERRED PLAN
Total Square Footage	445,322	890,795	1,196,000
Building Heights	2-3 Stories	2-4 Stories	4-7 Stories
Heritage Trees Preserved	71	58	52
Protected Trees Preserved	106	65	83
Trip Generation (Average Daily Trips)	5,080	17,000	17,000
Schools Impact	0	0	210 non-family units
Open Space	N/A	N/A	6 Acres

TRAFFIC ASSUMPTIONS

- »Medical office produces 3 times the trips of office
- »Restaurant produces 3 times the trips of general retail
- »Grocery is **2.5 times** the trips of general retail