

CENTRAL DISTRICT

SPECIFIC PLAN AREA

March 21, 2019



OUR PASADENA

PUTTING THE PLAN IN MOTION

WELCOME



Workshop Agenda



Program Introduction



Specific Plan Overview + Toolkit



Outreach Overview



Open House Format

INTRODUCTION

About the Program



General Plan

Sets forth a **long-term vision** and plan for how the City should grow and develop



Elements

Land Use

Mobility

Housing

Noise

Open Space
and Conservation

Safety

Green Space,
Recreation and Parks

Guiding Principles



Target growth to
enhance quality
of life



Preserve historic
resources



Promote
economic
vitality



Balance all areas
of sustainability



Make car-free
circulation
possible



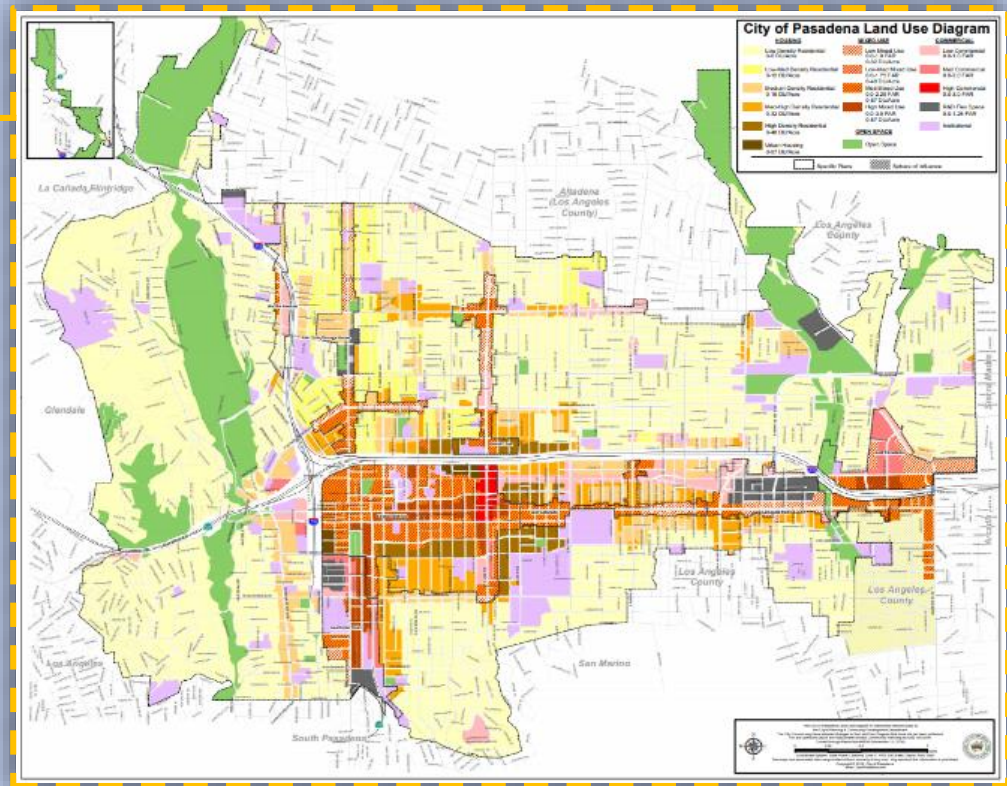
Be a leader in
the region



Welcome
community
participation



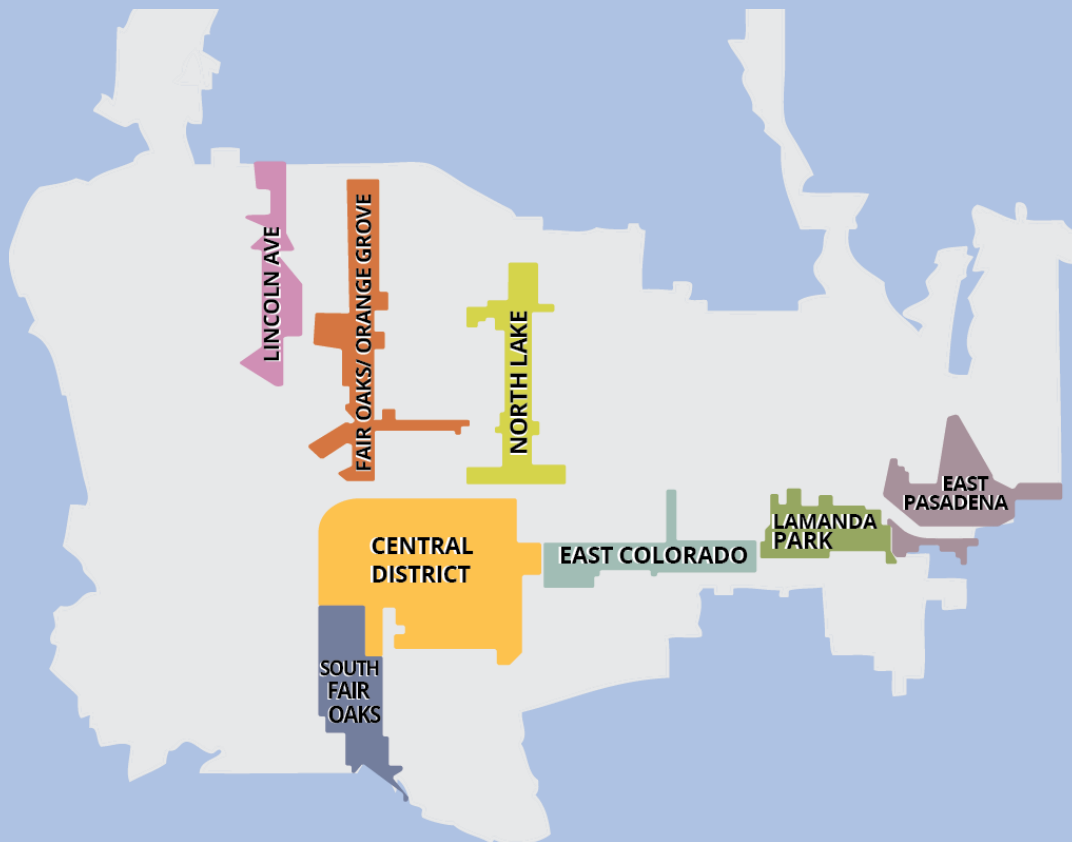
Commit to
diverse
education



The City updated the General Plan Land Use Element in 2015

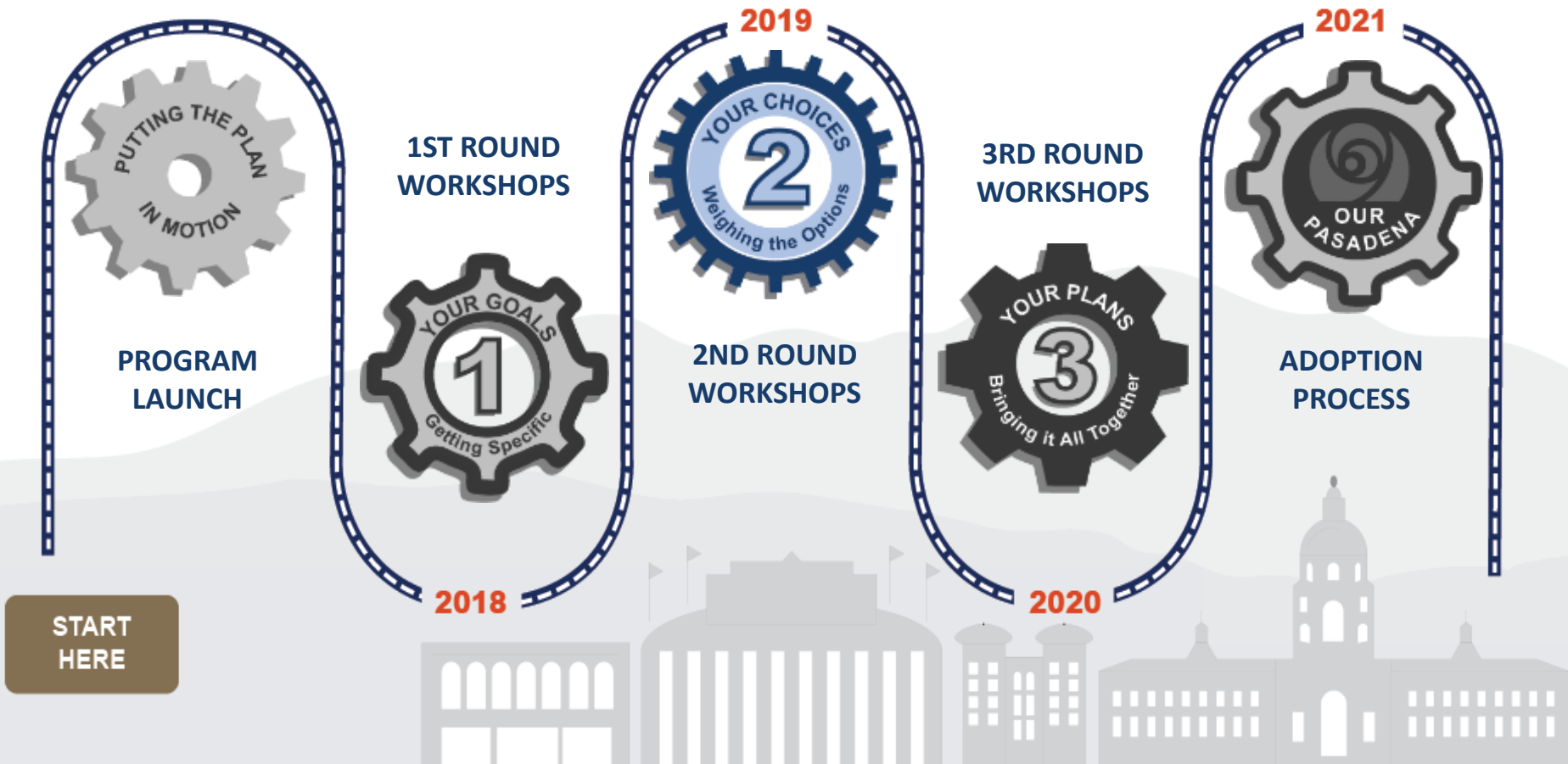
Specific Plans

A tool the City uses to implement the General Plan and regulate development



About the Program

Three-year program to update the City's Specific Plan Areas to implement the General Plan

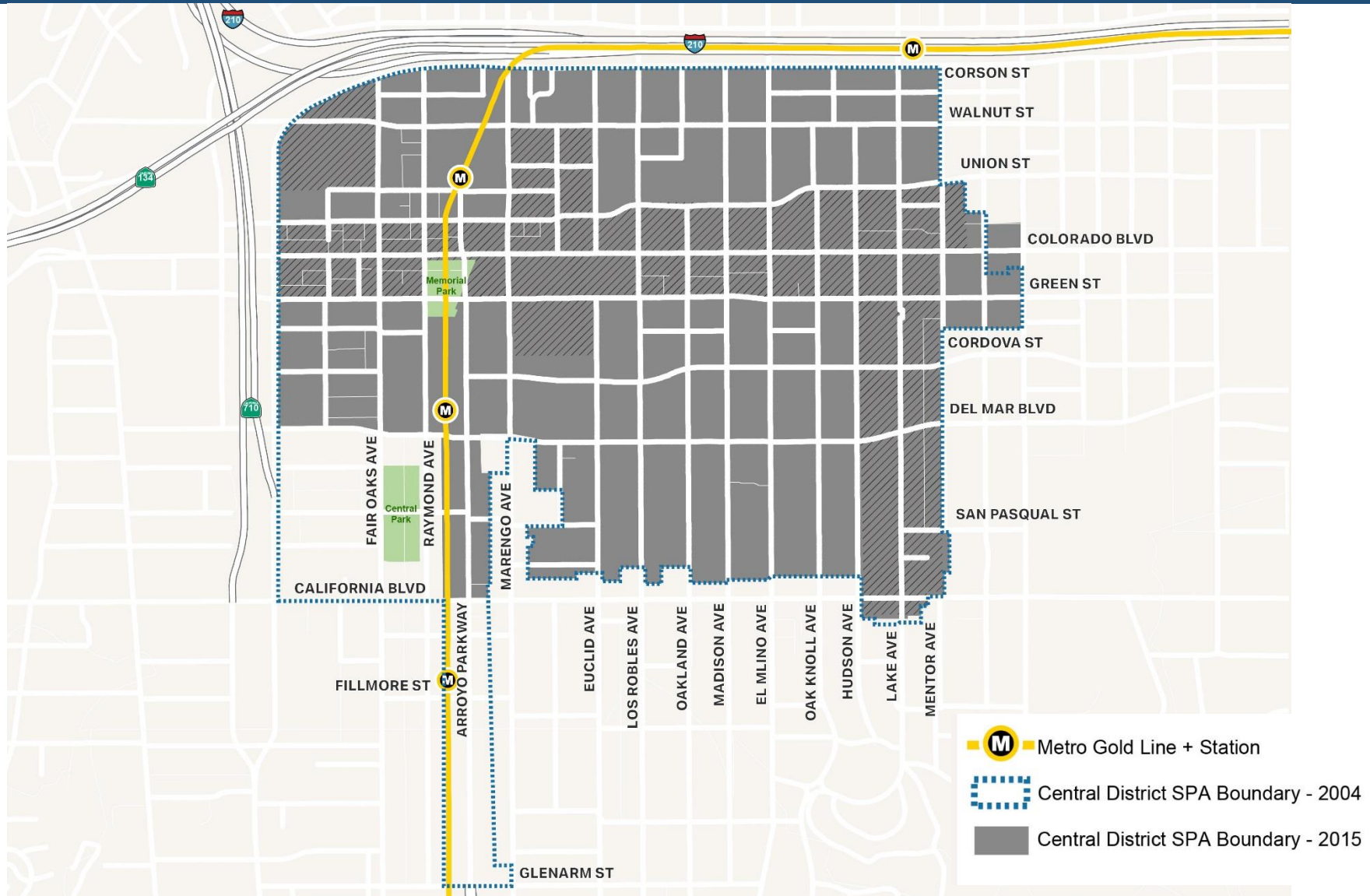


CENTRAL DISTRICT

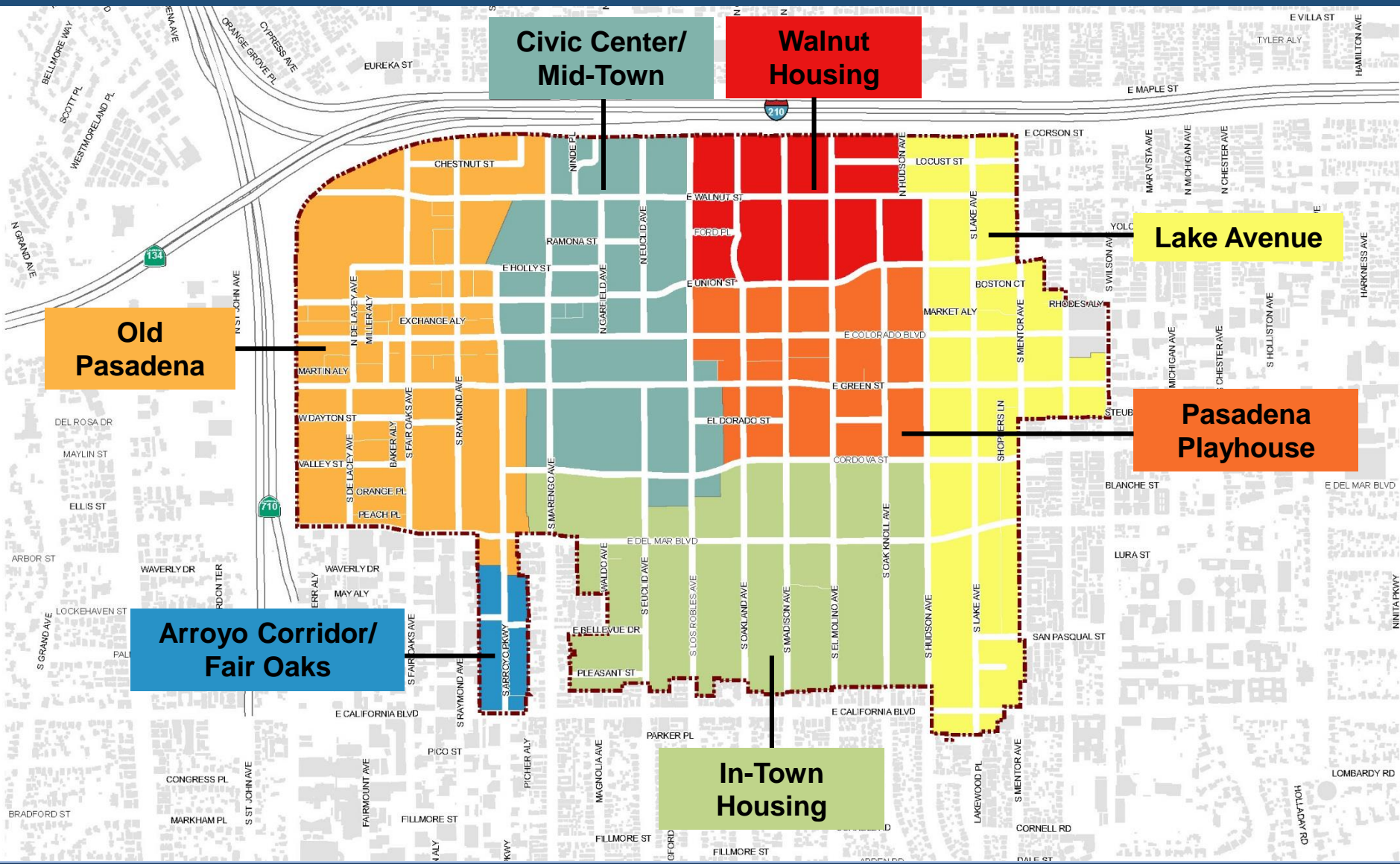
General Plan Vision



Central District Specific Plan Area



Existing Specific Plan Sub-Districts

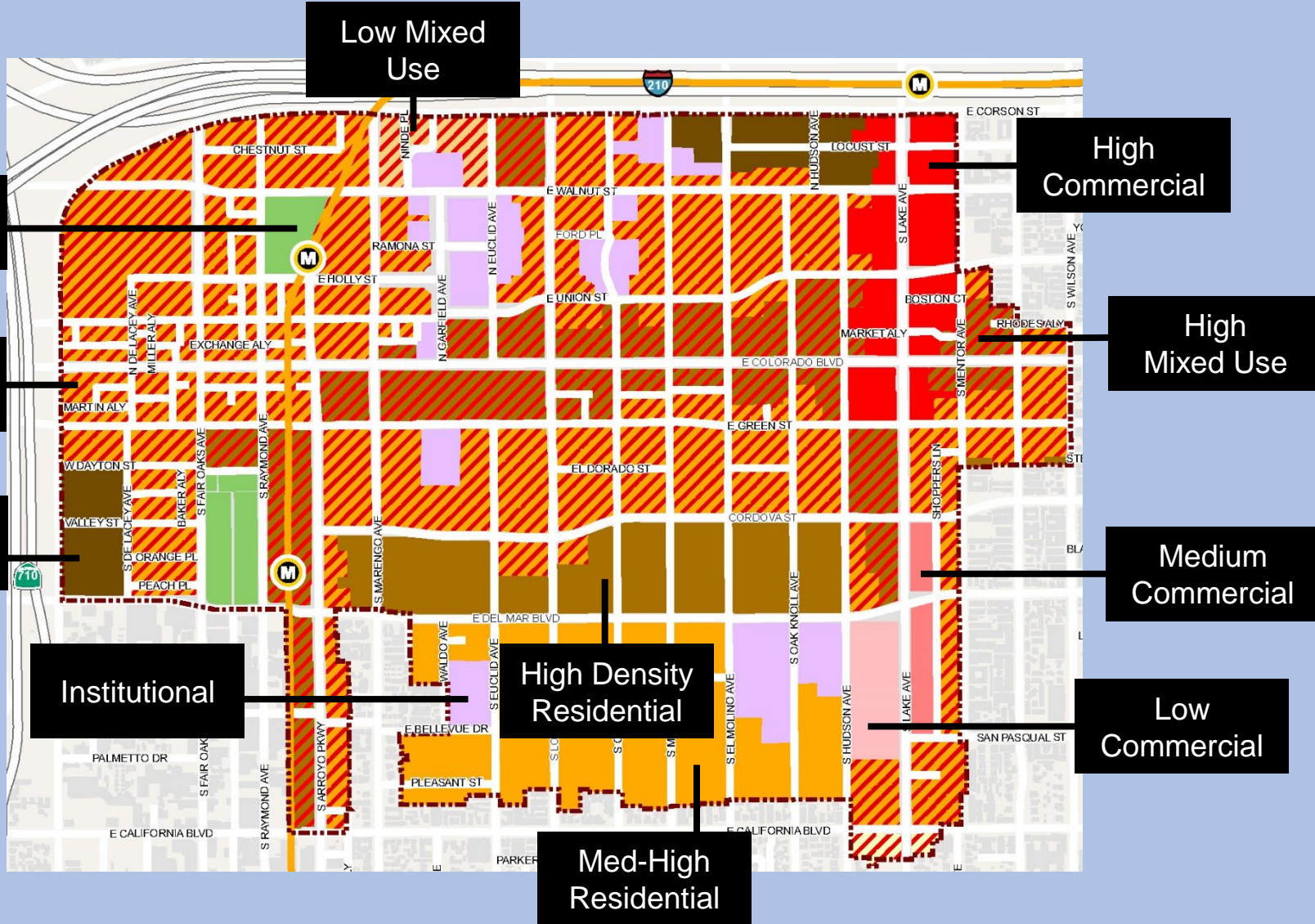


General Plan Vision for Central District

- Build upon the existing strengths as a vibrant downtown with a mix of uses, walkable areas with shopping, entertainment, restaurants, offices and housing connected by multiple modes of transit



General Plan Land Use



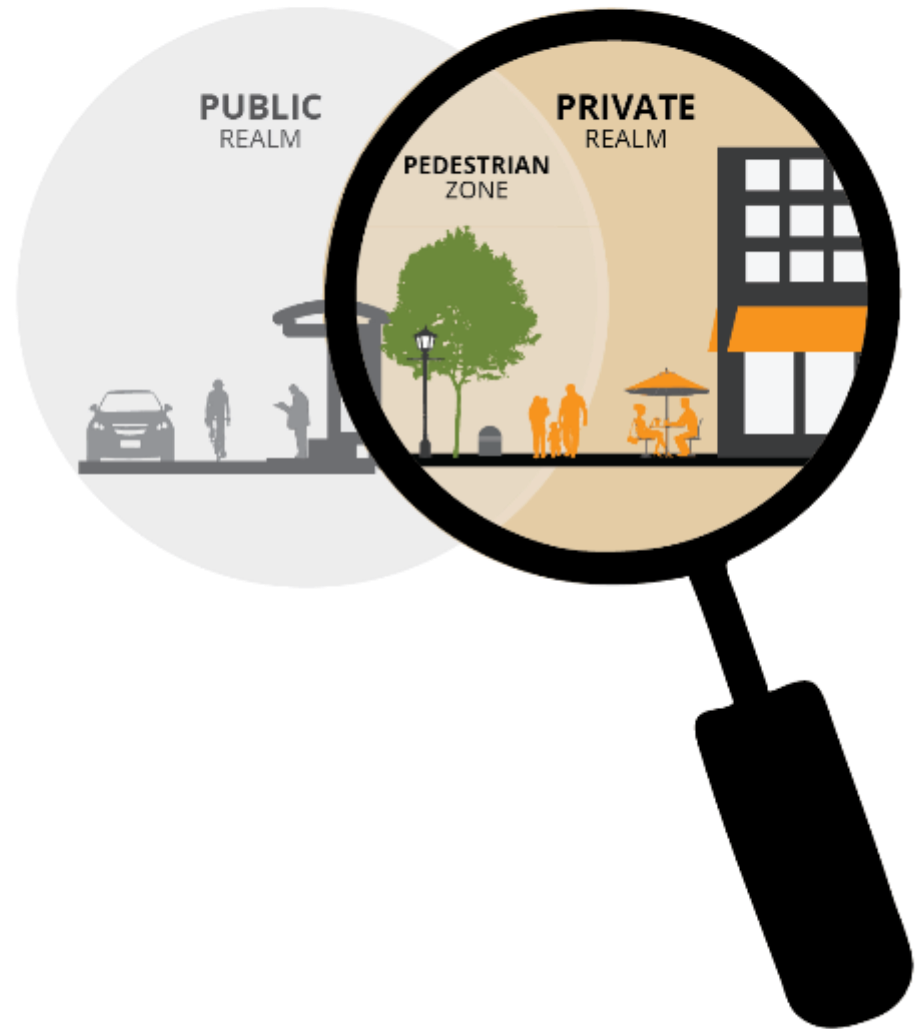
SPECIFIC PLAN TOOLKIT



Specific Plan Update Program

Implement the 2015 General Plan Land Use Element

- Refine goals and policies for each Specific Plan area
- Revise existing and establish new development standards within the private realm
- Revise existing and require new public amenities within the pedestrian zone



Specific Plan Toolkit

Uses and activities



Specific Plan Toolkit

Uses and activities



Number and size of units



Specific Plan Toolkit

Uses and activities



Number and size of units



Building scale and transitions



Specific Plan Toolkit

Relationship to the street
(setbacks, entrances, design, etc.)



Specific Plan Toolkit

Relationship to the street
(setbacks, entrances, design, etc.)



Open space and landscape
requirements



Specific Plan Toolkit

Relationship to the street
(setbacks, entrances, design, etc.)



Open space and landscape requirements



Parking and vehicular access



Existing Specific Plan

What does the Specific Plan regulate today?

- Land use
- Height and Intensity
- Housing density
- Setbacks and Sidewalk Widths
- Mobility
- Urban Design

Adopted by the City Council on
November 8, 2004


Central District Specific Plan

CITY OF PASADENA
PLANNING & DEVELOPMENT DEPARTMENT

PRIME CONSULTANT:
RTKL Associates Inc.

SUB-CONSULTANTS:
Crawford, Multari, & Clark Associates
Kaku Associates, Inc.
Keyser Marston Associates Inc.
Parsons Harland Bartholomew & Associates

ADDITIONAL CONSULTANTS TO THE CITY:
Moore Iacofano Goltzman Inc.
Cotton Bridges Associates
John Spalding, JES and Associates
Banerjee and Associates



Existing Specific Plan

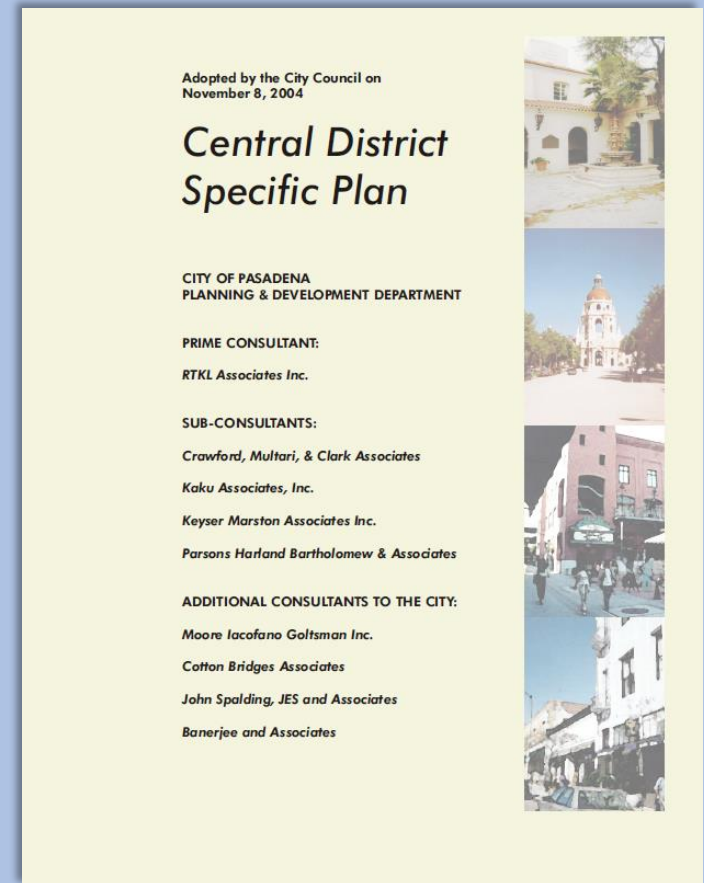
What does the Specific Plan regulate today?

- Land use
- Height and Intensity
- Housing density
- Setbacks and Sidewalk Widths
- Mobility
- Urban Design



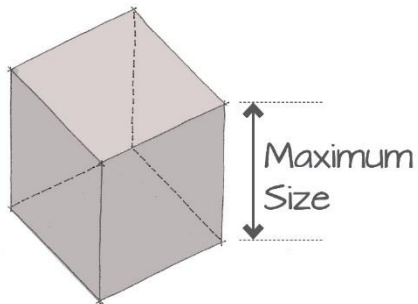
Opportunity to:

1. Update to reflect adopted General Plan
2. Update the tools to reflect progress made since 2004 Specific Plan adoption
3. Strengthen and modernize the tools used to shape development
4. Introduce refinements & incorporate new opportunities that we have heard from community

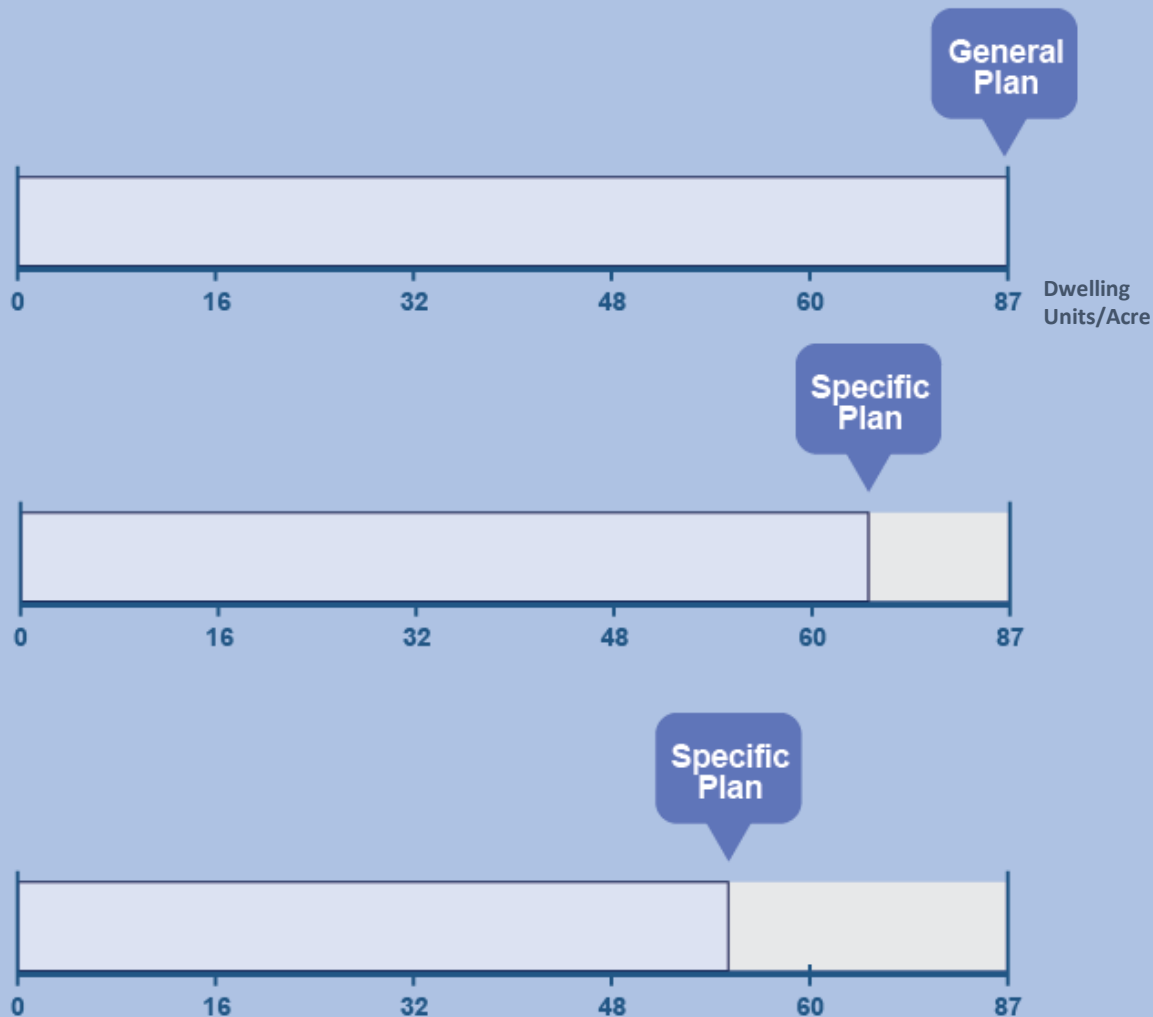
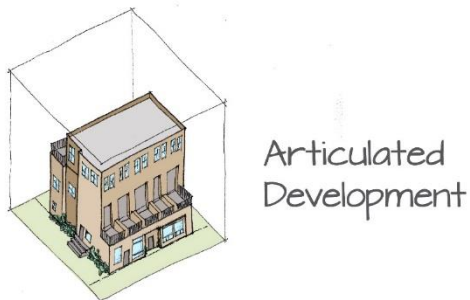
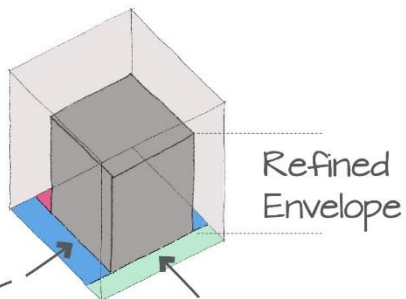


Refining the Vision

General Plan: *Housing*



Specific Plan: *Mid-Rise*



OUTREACH OVERVIEW



Outreach Snapshot

- Initial Online Survey
- Round 1 Workshop
- Round 1 Workshop Online Survey
- Pop-up Event



Round 1 Community Workshop – June 26, 2018



Pasadena Playhouse Pop-Up – June 9, 2018

Visioning Process



CENTRAL DISTRICT DRAFT VISION PART 1

CENTRAL DISTRICT DRAFT VISION PART 2

CENTRAL DISTRICT PRELIMINARY CONCEPT

CENTRAL DISTRICT PRELIMINARY CONCEPT

Round 2 Workshop Comments

OLD PASADENA

- Preserve Old Pasadena as a vibrant, walkable neighborhood.
- Integrate the historic district into the design of the city.
- Acquire new development in Old Pasadena to be compatible with the design character and historic context.

NORTHWEST GATEWAY

- Continue to support major employment centers in downtown Pasadena.
- Enhance the sub-area's addition of mixed-use development in the historic Old Pasadena and Civic Center.

CIVIC CENTER / MIDTOWN

- Distinguish Civic Center as the center of the City.

PLAYHOUSE

- Further establish Playhouse as a vibrant, walkable neighborhood and the historic Playhouse.
- Support uses that create a vibrant, walkable neighborhood, including creative, cultural, and public spaces.

MID-LAKE GATEWAY

- Strengthen as a mixed-use node.

SOUTH LAKE

- Continue to support as a vibrant, walkable neighborhood.
- Establish a neighborhood character and identity.

SOUTH LAKE NEIGHBORHOOD

- Continue to support as a vibrant, walkable neighborhood.

WALNUT STREET TRANSIT

- Support transit-oriented development in the Walnut Street Transit sub-area.

NORTH LAKE BUSINESS DISTRICT

- Support transit-oriented development in the North Lake Business District sub-area.

MID-LAKE GATEWAY

- Strengthen as a mixed-use node.

OLD PASADENA

- Preserve Old Pasadena as the historic core of the City, with mixed-use with up to 87 du/ac.

PLAYHOUSE

- The preliminary concept for the Playhouse sub-area is to support the establish arts and culture oriented activity center, anchored by Pasadena Playhouse. The land use emphasis is on an active and vibrant mix of uses, including creative cultural and entertainment uses, retail and a diverse residential community with up to 87 du/ac.

SOUTH LAKE

- The preliminary concept for the South Lake supports the establishment of a vibrant Main Street Shopping corridor with a retail and office activity emphasis and up to 87 du/ac. In some portions of the sub-area do not permit housing.

SOUTH LAKE NEIGHBORHOOD VILLAGE

- The preliminary concept for South Lake Neighborhood Village envisions a Gateway to the Central District and South Lake. The land use emphasis is on transit-appropriate neighborhood services and residential in-fill with up to 87 du/ac.

MIDTOWN RESIDENTIAL

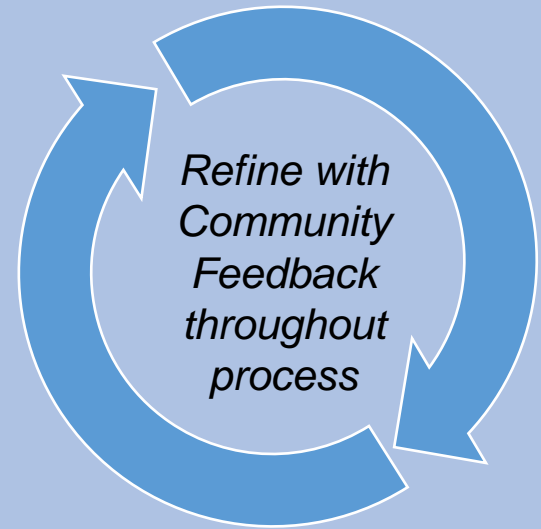
- The preliminary concept for Midtown Residential sub-area is to support the establish medium-density residential sub-area and protect the neighborhood-scale and character of existing medium housing. Sensitive residential in-fill based on City of Pasadena standards is envisioned with up to 12-48 du/ac.

ARROYO/CILLMAR TRANSIT VILLAGE

- The preliminary concept for Arroyo/Cillmar Transit Village envisions a transit-adjacent mixed-use area as a gateway to Central District on Arroyo Parkway with transit-oriented linkages between surrounding sub-areas. The land use emphasis is commercial, ground floor with residential use, office, space with up to 87 du/ac.

DELACEY TRANSIT VILLAGE

- The preliminary concept for Delacey Transit Village envisions a transit-adjacent residential and mixed-use district. The land use emphasis is neighborhood serving uses with high-quality residential use with up to 87 du/ac.



OPEN HOUSE

Format and Station Overview



Six Station Topics

1

About the
Program

2

Feedback to
Date

3

Draft Vision

4

Land Use
Concept

5

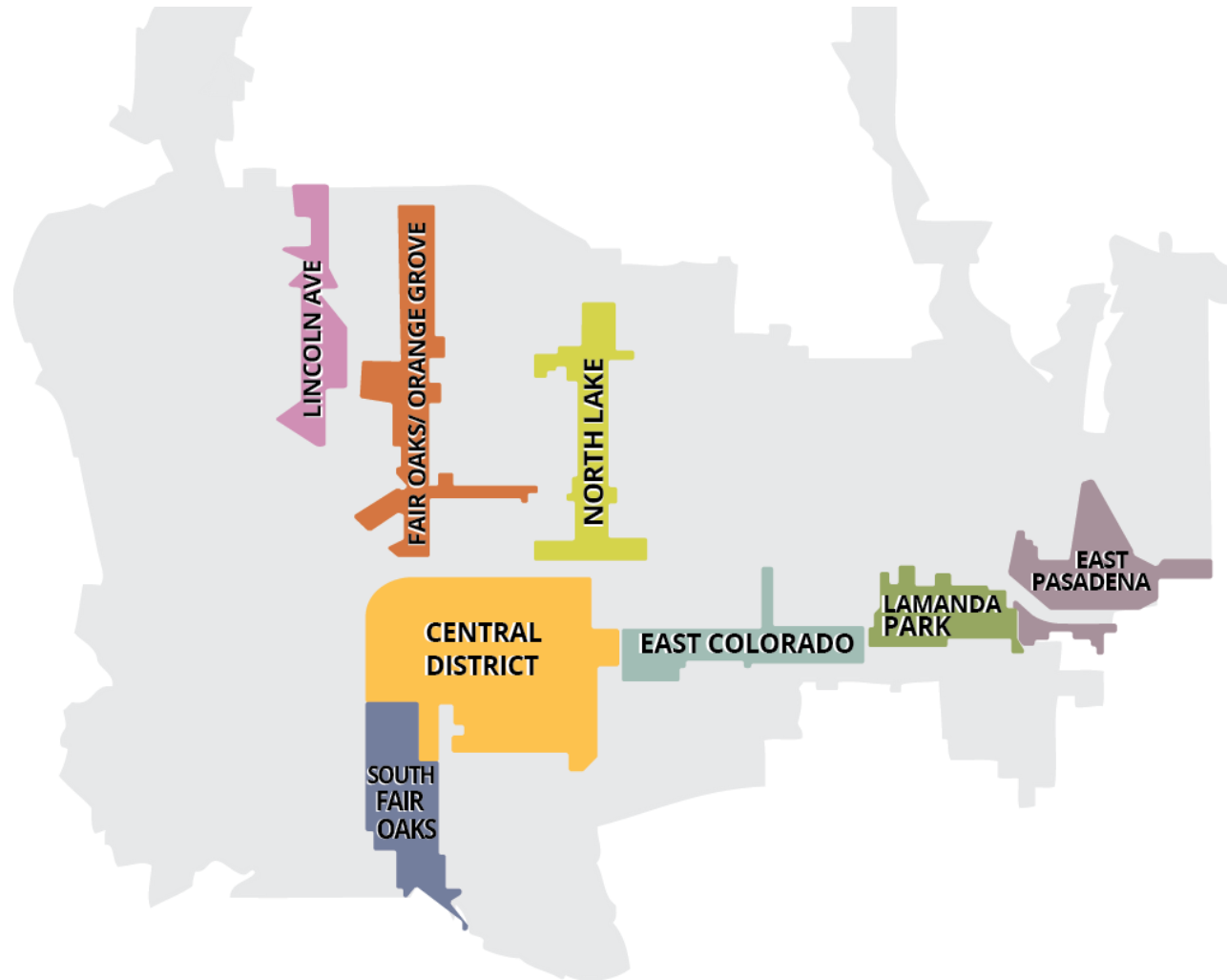
Height Concept

6

Public Realm
Concept

1. About the Program Station

- *New to the outreach process or have general questions?*
- Learn more about the General Plan Implementation Program with:
 - General Plan Land Use Diagram
 - Program Fact Sheets
 - Program Timeline
 - Specific Plan Toolkit



3. Draft Vision Station

- Review draft vision statements for each Central District sub-area
- *Did we get it right? What is missing? Weigh-in by placing stickies directly on the vision board*

OUR PASADENA Central District Specific Plan
Draft Vision by Sub-Area

Does the draft vision reflect most of what you would like to see happen in Central District?

OUR PASADENA Central District Specific Plan
Draft Vision by Sub-Area

Does the draft vision reflect most of what you would like to see happen in Central District?

OUR PASADENA Central District Specific Plan
Draft Vision by Sub-Area

Does the draft vision reflect most of what you would like to see happen in Central District?

OLD PASADENA

- Preserve Old Pasadena as the City's historic core and a vibrant, walkable main street and entertainment destination.
- Integrate the historic district boundary within the sub-area, to align design standards and other tools with the historic context.
- Require new development within and adjacent to Old Pasadena, to be compatible with, and differentiated from, the design character and scale of the historic district.

NORTHWEST GATEWAY

- Continue to support the Northwest Gateway as a major employment center and prominent entrance to downtown Pasadena.
- Enhance the sub-area's character through the continued addition of mixed-use and residential development to complement the diverse pedestrian-oriented character of Old Pasadena and Civic Center Midtown.

CIVIC CENTER / MIDTOWN

- Distinguish Civic Center / Midtown as the governmental center of the City.
- Acknowledge the historic, award-winning Civic Center Plan by improving connections between the City Hall, Public Library, Civic Auditorium, and Old Pasadena.
- Implement focused streetscape improvements and supportive mixed-use infill to complement the District and leverage connections to Old Pasadena, Playhouse, and other destinations.

WALNUT STREET TRANSIT VILLAGE

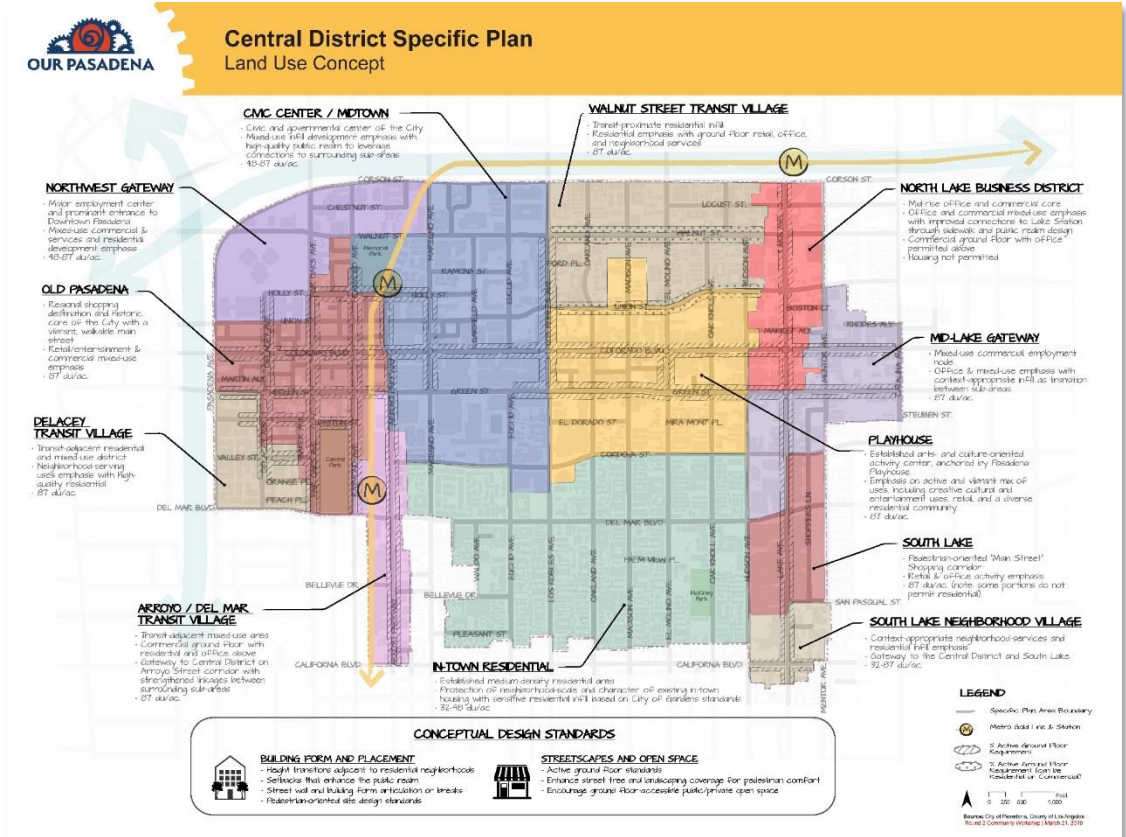
- Enable quality residential infill in proximity to Lake Station.
- Update standards for sidewalk widths, setbacks, and building frontages, to improve community character and enhance walkability.
- Integrate ground-floor retail and pedestrian-oriented uses in key nodes along Walnut Street to activate the public realm and provide neighborhood services.

What's missing?
Anything you'd like to change?

4. Land Use Concept Station

Learn about the preliminary land use concept, including each sub-area's:

- Character
- Land use focus
- Density per the General Plan
- Requirements for the ground floor



4. Land Use Concept Station

Learn about the preliminary land use concept, including each sub-area's:

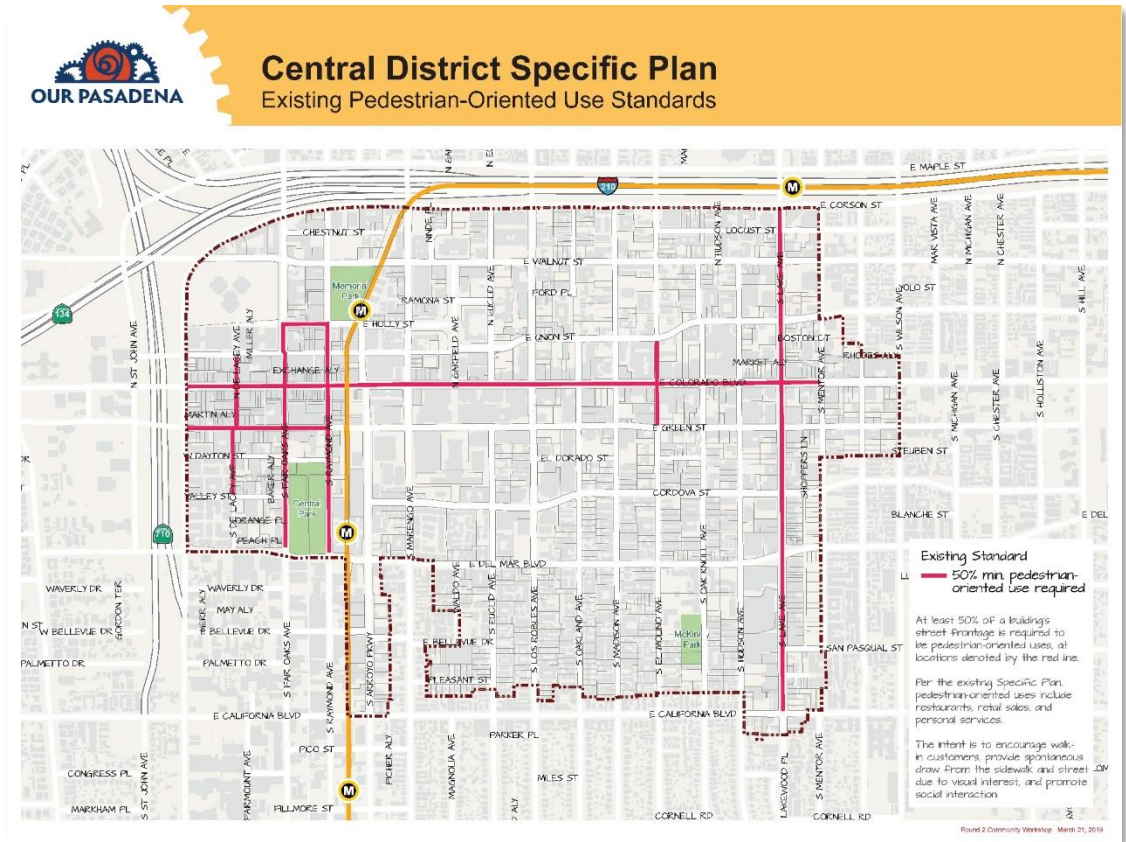
- Character
- Land use focus
- Density per the General Plan
- Requirements for the ground floor



4. Land Use Concept Station

Learn about the preliminary land use concept, including each sub-area's:

- Character
- Land use focus
- Density per the General Plan
- Requirements for the ground floor



4. Land Use Concept Station

Learn about the preliminary land use concept, including each sub-area's:

- Character
- Land use focus
- Density per the General Plan
- Requirements for the ground floor



5. Height Concept Station

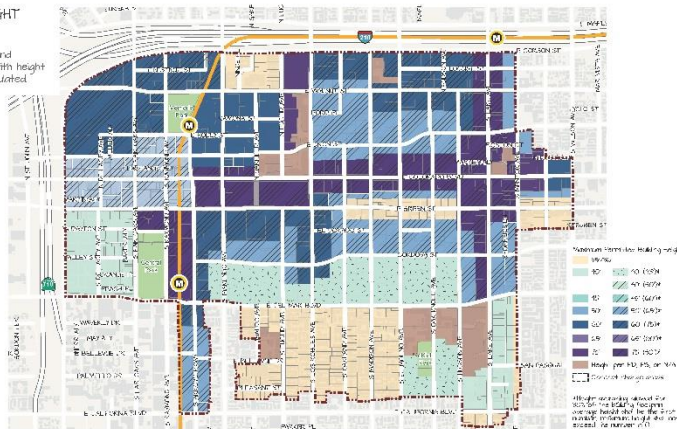
Learn about existing and proposed height maximums for Central District



Central District Specific Plan Existing Height Standards & Height Concept

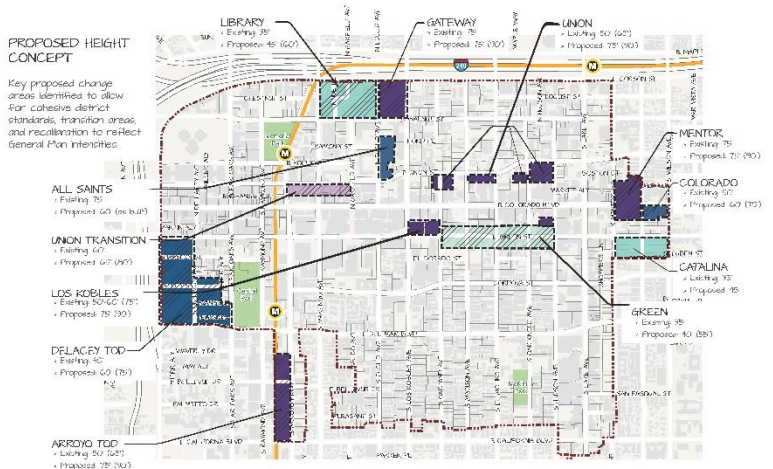
EXISTING HEIGHT STANDARDS

Maximum height, and maximum height with height averaging and regulated



PROPOSED HEIGHT CONCEPT

Key proposed change areas identified to allow for cohesive district character, transition areas, and recalibration to reflect general Plan intensities.



5. Height Concept Station

Learn about existing and proposed height maximums for Central District



Central District Specific Plan Concept Building Massing Guideline Tools

Height limits help to establish a maximum building envelope. However, the size and scale of buildings is greatly impacted by their design, shape, and articulation. Guidelines and standards will be developed to shape the allowed building envelopes, and to create attractive and pedestrian-scaled buildings.

These images illustrate the types of guidelines and standards that will be used in the Specific Plan, to regulate the quality and scale of building forms.

Lower scale heights near neighborhoods or edges (transitions)

Balconies activate the street and add interest to the facade

Varied building heights

Transition to taller buildings away from the street

Establish ground floor height requirements and design standards

Setbacks & landscape

Incorporate public spaces, open spaces, or porches

Break in street wall & varied facade treatment

Facade articulation & outdoor space

Varied heights & roof lines

Facade articulation (offsets)

Upper story steps back

Varied building forms

Entrances & windows face street

Landscaping & street trees

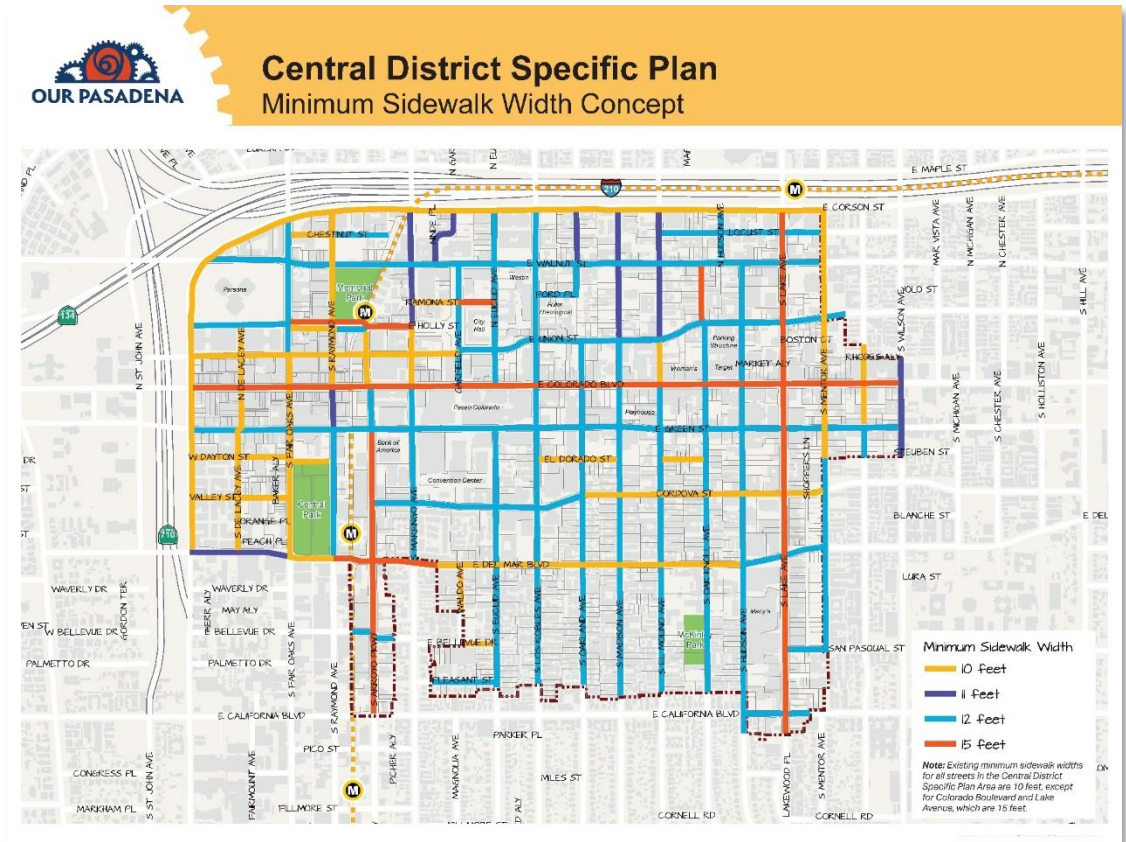
Public plaza or open space requirements

Ground floor with active uses & transparency




6. Public Realm Station

- Review proposed sidewalk minimums for the District
- Learn about the existing public realm, including sidewalks, paseos, alleys, and parks



6. Public Realm Station

- Review proposed sidewalk minimums for the District
- Learn about the existing public realm, including sidewalks, paseos, alleys, and parks



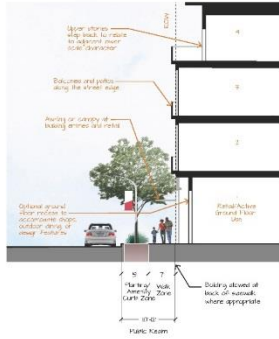
Central District Specific Plan Public Realm Concept Sections

PROPOSED PUBLIC REALM SECTIONS

Sidewalk widths will be supported by, and coordinate with, other standards such as setbacks, height regulations, building form guidelines, ground floor use requirements, and other regulations that support a quality relationship between the street, the public realm, and the built environment.

These are concept sections that could be used to start coordinating standards and conditions for a quality public realm.

Concept Section 1



Upper stories step back to create a lighted lower scale character.

Balconies and porches along the street edge.

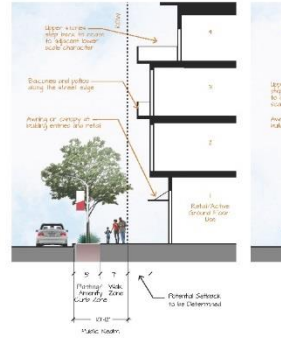
Awning or canopy at building entrance and trees.

Setback ground floor portion to accommodate trees, outdoor dining, or street furniture.

Public Realm: 10'-0"

Building allowed at back of sidewalk where appropriate.

Concept Section 2



Upper stories step back to create a lighted lower scale character.

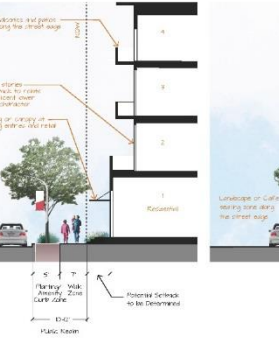
Balconies and porches along the street edge.

Awning or canopy at building entrance and trees.

Public Realm: 10'-0"

Potential Setback to be Determined.

Concept Section 3



Balconies and porches along the street edge.

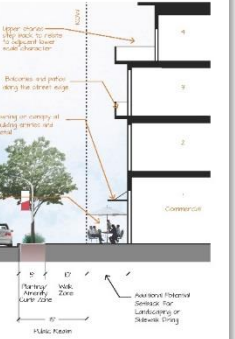
Upper stories step back to create a lighted lower scale character.

Awning or canopy at building entrance and trees.

Public Realm: 8'-0"

Potential Setback to be Determined.

Concept Section 4



Upper stories step back to create a lighted lower scale character.

Balconies and porches along the street edge.

Awning or canopy at building entrance and trees.

Landscaping or Café seating zone along the street edge.

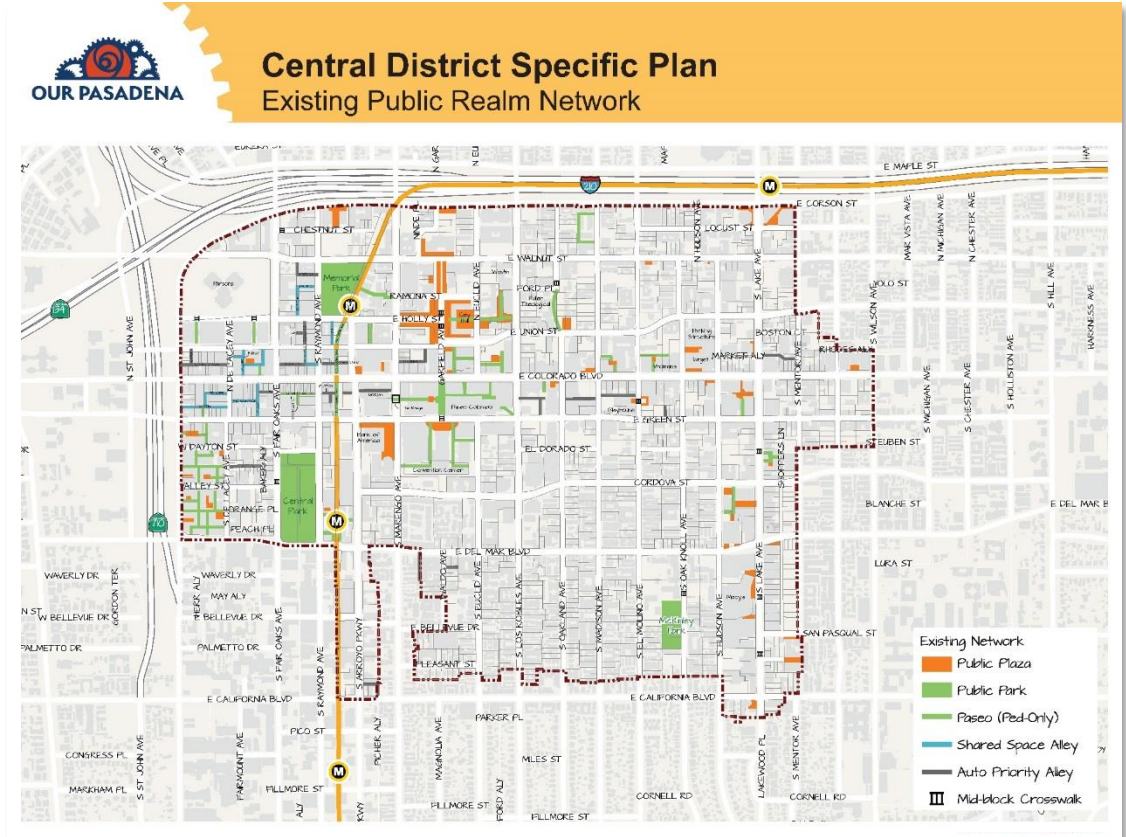
Public Realm: 10'-0"

Additional Potential Setback for Landscaping or Sidewalk Dining.

Round 2 Community Workshop - March 21, 2019

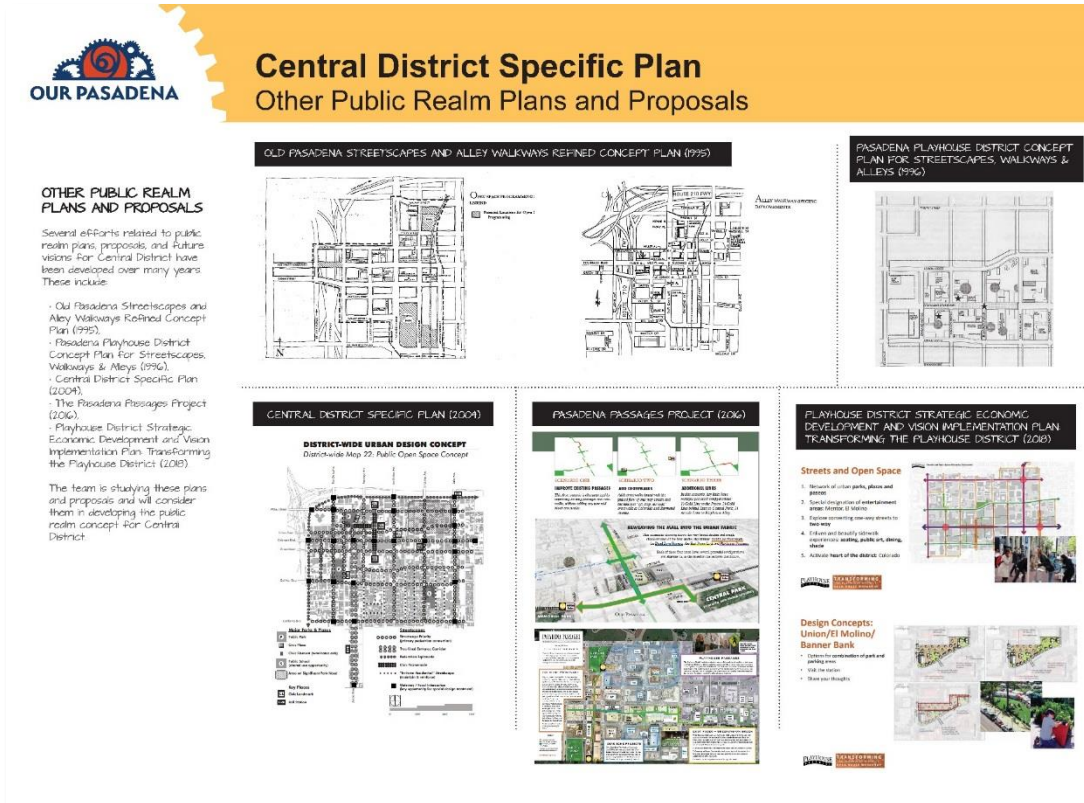
6. Public Realm Station

- Review proposed sidewalk minimums for the District
- Learn about the existing public realm, including sidewalks, paseos, alleys, and parks



6. Public Realm Station

- Review proposed sidewalk minimums for the District
- Learn about the existing public realm, including sidewalks, paseos, alleys, and parks



OUR PASADENA

Central District Specific Plan Other Public Realm Plans and Proposals

OTHER PUBLIC REALM PLANS AND PROPOSALS

Several efforts related to public realm plans, proposals, and future visions for Central District have been developed over many years. These include:

- Old Pasadena Streetscapes and Alley Walkways Refined Concept Plan (1995)
- Pasadena Playhouse District Concept Plan for Streetscapes, Walkways & Alleys (1996)
- Central District Specific Plan (2009)
- The Pasadena Passages Project (2006)
- Playhouse District Strategic Economic Development and Vision Implementation Plan: Transforming the Playhouse District (2018)

The team is studying these plans and proposals and will consider them in developing the public realm concept for Central District.

OLD PASADENA STREETSCAPES AND ALLEY WALKWAYS REFINED CONCEPT PLAN (1995)

PASADENA PLAYHOUSE DISTRICT CONCEPT PLAN FOR STREETSCAPES, WALKWAYS & ALLEYS (1996)

CENTRAL DISTRICT SPECIFIC PLAN (2009)

DISTRICT-WIDE URBAN DESIGN CONCEPT
Districtwide Map 22: Public Open Space Concept

PASADENA PASSAGES PROJECT (2006)

PLAYHOUSE DISTRICT STRATEGIC ECONOMIC DEVELOPMENT AND VISION IMPLEMENTATION PLAN: TRANSFORMING THE PLAYHOUSE DISTRICT (2018)

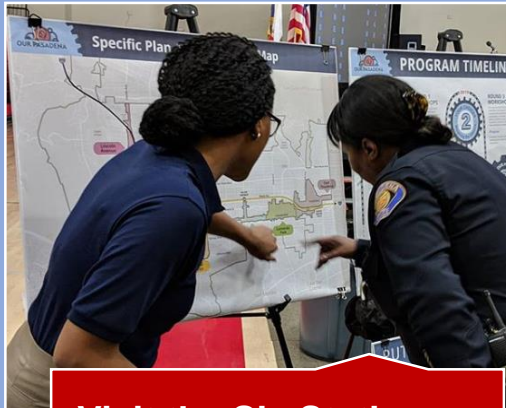
Streets and Open Space

1. Network of urban parks, plazas and paseos
2. Space for integration of entertainment and recreation
3. Pedestrian-oriented one-way streets to facilitate walking
4. Pedestrian-oriented streets with urban-scale building, public art, street furniture
5. Activate front of the blocks: Caltrans

Design Concepts: Union/El Molino/Barber Bank

- Create pedestrian-oriented and parking areas
- Use landscaping
- Store bike storage

We Want Your Feedback!



**Visit the Six Stations +
Discuss with Staff**

1. About the Program Station
2. Feedback to Date Station
3. Draft Vision Station
4. Land Use Concept Station
5. Height Concept Station
6. Public Realm Station



**Write Your Comments
on Boards + Stickies**



**Fill Out the Comment
Card**

Six Station Topics

1

About the
Program

2

Feedback to
Date

3

Draft Vision

4

Land Use
Concept

5

Height Concept

6

Public Realm
Concept

Upcoming Workshops



Your Choices - *Weighing the Options*

FAIR OAKS/ ORANGE GROVE

April 11, 2019
6:00 - 8:00 p.m.

Robinson Park Recreation Center
Community Room

1081 North Fair Oaks Ave

**YOU'RE
INVITED!**



Your Choices - *Weighing the Options*

NORTH LAKE

May 30, 2019
6:00 - 8:00 p.m.

Location TBD

**YOU'RE
INVITED!**

THANK YOU

ourpasadena.org

ourpasadena@cityofpasadena.net

