

AVENUE C SOUTH

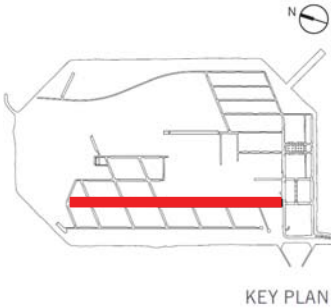
Avenue C South (between 7th Street and California Avenue) is adjacent to the west edge of the Job Corps property.

ADDITIONAL DESIGN CONSIDERATIONS

- The key design concepts for Avenue C South are the same as for Avenue C North.
- The Job Corps (east) side of the street does not have a parking lane or midblock bulb-outs. It features a continuous planting area in the furnishing zone.
- Along the Job Corps property line, the right-of-way includes a second continuous planting area, variable in width.
- The Job Corps buildings are set back from street significantly. The streetscape design shall provide a continuous and uniform street edge, despite the varied conditions along its length.



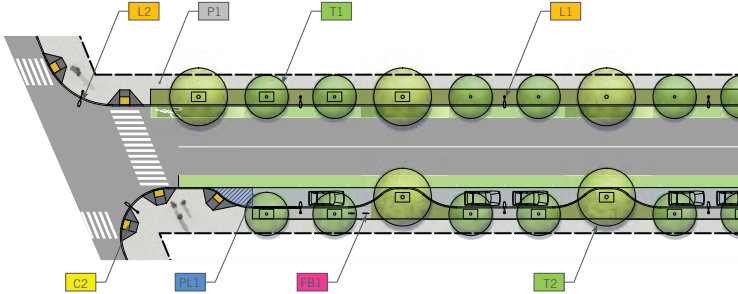
PRECEDENT IMAGE



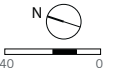
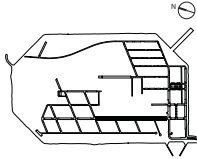
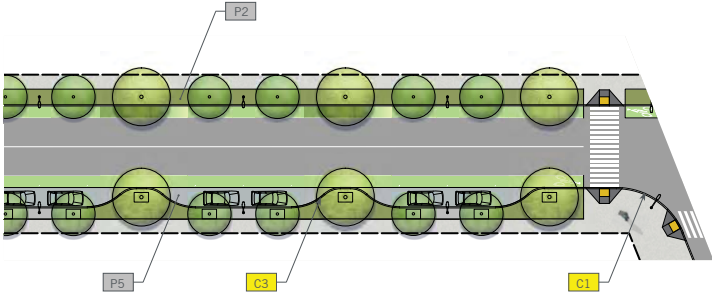
AVENUE C, SOUTH

AVENUE C

STREETSCAPE STANDARDS				
PAVING	Type	Description	Notes	
P1	Throughway Zone	B	Enhanced Cast In Place Concrete	Optional Enhancement.
P2	Furnishing Zone	C	Stone Setts	Optional Enhancement.
P3	Courtesy Strip	na		
P4	Parking Access Path	na		
P5	Other: Parking Lane	A	DPW Standard Cast In Place Concrete	
CURBS				
C1	Type	Notes		
C1	Curb & Gutter	CIP parking lane. Drain away from curb; drains aligned with nose of bulb-outs		
C2	Curb Ramp	DPW Standard		
C3	Bulb-Out	DPW Standard (geometry)	Intersections and midblock.	
PLANTING	Type	Tree Pit / Planter Type	Tree Well / Planter Size	Notes
T1	Tree 1	C	Tree Pit A, crushed stone surface	4' x 6'
T2	Tree 2	C1	Tree Pit C, planted bulb-out	7' x 20' approx.
PA1	Planting Area 1	B	Avenue C Parkway, in bulb-out	7' x 20' approx.



LIGHTING	Family	Location	Spacing	Notes
L1	B	Furnishing Zone	Paired, 80' - 85' O.C. approx.	16' pole
L2	B	Intersection	(1) each corner	22' pole
SIDEWALK FURNISHINGS				
	Type	Description	Location / Quantity	Notes
F-S1	Seat 1	A	Treasure Island Standard	Varies / (1) per block, approx.
F-W1	Waste Station	A	Treasure Island Standard	(2) per intersection
F-B1	Bike Parking	A	Treasure Island Standard	Intersection / four per block, approx.
PARKING & LOADING				
	Type	Description	Notes	
PL 1	Accessible Parking Stall	Standard	See Accessible Parking standards	
PL 2	Universal Loading Zone	Standard	See Universal Loading standards	
UTILITY LOCATIONS				
			See Utility Locations standards	

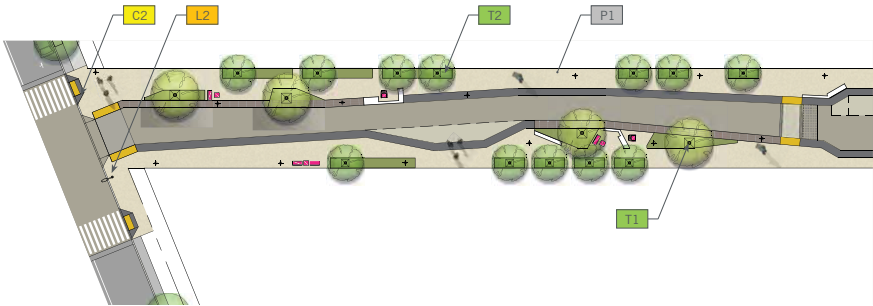


SHARED PUBLIC WAY

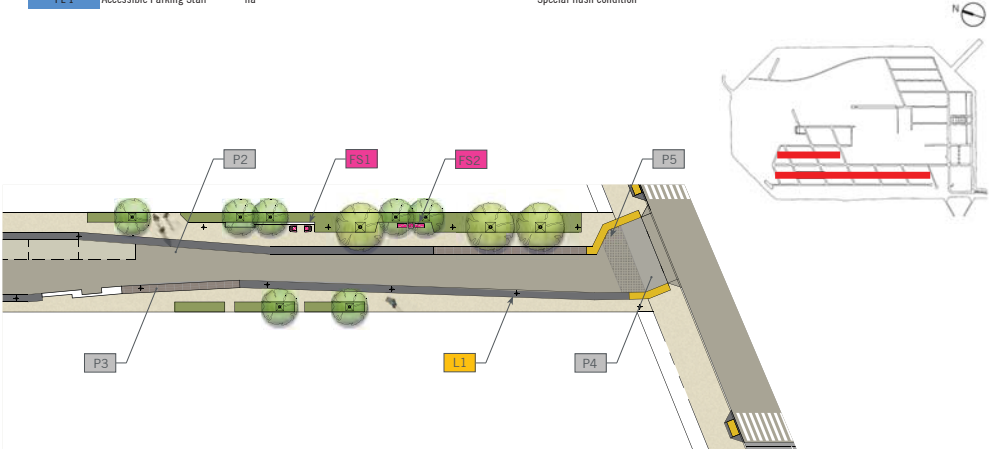


SHARED PUBLIC WAYS

STREETSCAPE STANDARDS				
PAVING	Type	Description	Notes	
P1	Pedestrian Only Zone	B	Enhanced Cast In Place Concrete	
P2	Shared Zone	B	Enhanced Cast In Place Concrete	
P3	Detectable Warning Area 1	F	Detectable Surface Paving - Alternatives	Continuous, at edge between Pedestrian Only and Shared Zones
P4	Detectable Warning Area 2	E	Detectable Surface Paving - DPW Standard	At Midblock Crossings only, where path of travel crosses shared zone.
P5	Traffic Calming Zone	na	Textured surface such as Rustic Cobbles, or similar	
CURBS	Type	Notes		
C1	Curb & Gutter	TBD		
C2	Curb Ramp	na		
C3	Bulb-Out	na		
PLANTING	Type	Tree Pit / Planter Type	Tree Well / Planter Size	Notes
T1	Tree 1	L	Tree Pit A, varies	Varies See plans.
T2	Tree 2	L1	Tree Pit A, in planting	Varies See plans.



LIGHTING	Type	Location	Spacing	Notes
L1		C	Pedestrian Only Zone	Staggered, 40'-45' O.C. approx.
L2		C	Intersection	(1) each corner Irregular Alignment. 12' pole
SIDEWALK FURNISHINGS	Type	Description	Location / Quantity	Notes
F-S1	Seat 1	C	Shared Public Way Furniture	Throughout each block
F-S1	Seat 2	D	Supplemental Seating	Throughout each block
F-W1	Waste Station	A	Treasure Island Standard	At Windrow Street
F-B1	Bike Parking	A	Treasure Island Standard	Varies / (8) per block, approx.
PARKING & LOADING	Type	Notes		
PL1	Accessible Parking Stall	na	Special flush condition	



F1. PAVING

STANDARD SIDEWALK PAVING MATERIALS

The following paving materials shall be used in sidewalks throughout the island. All sidewalk paving must be durable, practical from a maintenance standpoint, and safe and comfortable for all pedestrians, including those who use wheelchairs.

Paving materials contribute to the character of a street. In addition to standard concrete, special paving shall be used judiciously to enhance the quality and define sidewalk zones on some Treasure Island streets. Refer to the Streetscape Designs in Section C for paving material palettes for each street.

Non-City standard paving materials for use in the public right-of-way must be reviewed and approved by San Francisco Department of Public Works (DPW).



MATERIALS

TYPE A DPW STANDARD CAST IN PLACE CONCRETE

Per the current San Francisco Department of Public Works specification for cast in place concrete for sidewalks. Refer to DPW standard for color, finish, and typical joint layouts.

See Streetscape Designs for additional notes.



TYPE B ENHANCED CAST IN PLACE CONCRETE

Enhanced concrete may have an exposed aggregate finish for a rich, textured surface, and may incorporate special joint patterns for a more refined appearance. Integral color and decorative aggregates shall be selected for aesthetic quality and meet accessible design requirements for slip resistance.

Design must be reviewed and approved by DPW as part of Sub-Phase Improvement Plans.



TYPE C UNIT PAVERS

Unit paving is a modular system that provides an enhanced level of material quality and detail. Paver color and finish shall be selected for aesthetic quality and meet accessible design requirements for proper visual contrast and slip resistance. Paver edges and joints shall create a smooth, continuous surface. The installation design (paving section) shall ensure a level, stable paving surface.

Design must be reviewed and approved by DPW as part of Sub-Phase Improvement Plans.



TYPE D STONE SETTS

Quarried stone worked to a regular shape, setts provide the most refined material quality to special Treasure Island streets. Stone color and finish shall be selected for aesthetic quality and meet accessible design requirements for slip resistance. Edges and joints shall create a smooth, continuous surface. The installation design (paving section) shall ensure a level, stable paving surface.

Design must be reviewed and approved by DPW as part of Sub-Phase Improvement Plans.



TYPE E DETECTABLE SURFACE PAVING - DPW STANDARD

Used where pedestrians enter vehicular zones of the street, standard detectable paving clearly delineates the edge or end of the pedestrian-only zone, consistent with the treatment of public sidewalks throughout the City. Refer to DPW standard for material, color, and installation specifications.



TYPE F DETECTABLE SURFACE PAVING - ALTERNATIVE

Used in special situations where the DPW standard detectable surface is not required but a tactile paving treatment is necessary, detectable paving alternatives clearly delineate the edge of the pedestrian-only zone with a textured surface, such as approved truncated dome products and turf block. Material shall meet accessible design requirements for slip resistance and proper visual contrast with adjacent paving.

Design must be reviewed and approved by DPW as part of Sub-Phase Improvement Plans.



LIGHTING TYPES

LIGHTING FIXTURES FAMILY DIAGRAM



- Type A: 28.5 ft. Tall Primary Street Light (Group A)
- Type B: 16-22 ft. Tall Residential Street Light (Group B)
- Type C: 12 ft. Tall Pedestrian Light (Group C)
- - - Type D: 12 ft. Tall Special Pedestrian Light (Group C+)

NOTES:

1. California Avenue to have tree uplighting. (Group A+)
2. M1 Retail Street to have festive string lighting. (Group C+)
3. Clipper Cove Promenade to have unique light fixture specified by others



E6, E6A, E7
(LS102)



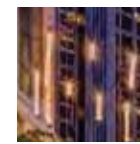
E3
(LS100)



E1, E1A, E2
(LS101)



E8-E11
(LP160)



Supplemental String
Lighting on M1 Street



Supplemental Uplighting
on California Avenue

Group A



Group B



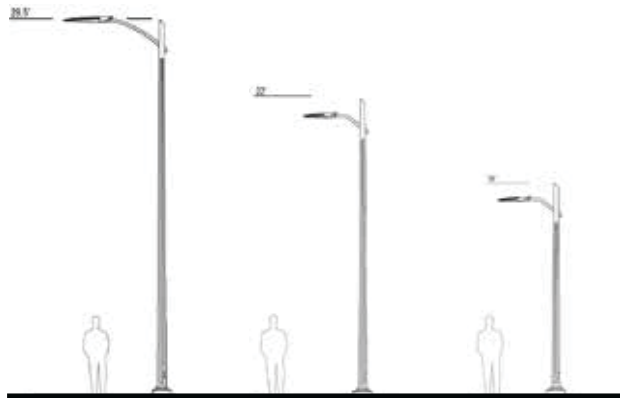
Group C



Group C+



Group A+



Lumece Roadstar



Landscape forms Alcott



F5. SIDEWALK SEATING

OVERVIEW

ISLAND-WIDE APPROACH

Seating on Treasure Island streets provides a place for people to stop and rest, have a conversation, or eat a meal. Seats—benches, perches, chairs, lounges, and other objects that provide a surface for sitting—are important because they make streets more humane: inviting, comfortable, and attractive.

The island-wide approach to seating includes several types of seating to be incorporated into the design of streets. These include a standard Treasure Island bench throughout the island, in addition to special seating types for key locations in each of the three neighborhoods: Retail Main Street Lounges, Shared Public Way seating, and Eastside Neighborhood Perches. Each type is specially suited to its situation and supports the unique identity of the surrounding neighborhood.

Together these seating types, along with seating throughout the island's public open spaces, provide a basic level of universally accessible seating where pedestrians are most likely to use it. Additional types or increased frequency of seating may be applied in the future, as need and desire are demonstrated.

GENERAL GUIDELINES

DESIGN

Seats should be selected or designed to be:

- Inviting, comfortable, and accessible to all people.
- Attractive, and support the value of high quality in the public realm.
- Durable and resilient, suitable for high-use in an urban environment.

LOCATION

Seats should be located where:

- They are most likely to be used: where they are visible, convenient, and comfortable, or where they provide an appealing view to users.
- They are part of an inviting arrangement of streetscape features such as planting areas, trees, or other seats.
- They are outside the sidewalk's path of travel, there is sufficient space for comfortable sitting (i.e. leg room), and the functions of the sidewalk are not compromised by the seat.



TREASURE ISLAND SIDEWALK SEATING: TYPES & CONCEPTUAL LOCATIONS



TREASURE ISLAND STANDARD BENCH

DESCRIPTION

The Treasure Island Standard bench shall be located throughout the island's streets to ensure a basic level of seating everywhere, so that anyone can rely on regular places to stop and rest briefly, on any pedestrian route among the island's three districts.

As a recurring feature of Treasure Island streetscapes, the bench Standard is a unifying design element that expresses the value of high quality in the public realm.



DESIGN CRITERIA

- Contemporary and timeless in style.
- Comfortable for short stays but not intended for extended use .
- Optional backrests and armrests.
- Suitable for a range of sidewalk conditions.

LOCATION CRITERIA

- Comfortable, inviting positions associated with other streetscape features.
- Regular intervals, to provide a baseline level of reliable place to stop and rest along pedestrian routes.
- Sidewalk furnishing zones and bulb-outs.

RETAIL MAIN STREET LOUNGES

DESCRIPTION

A singular feature of this vibrant, social street, Lounges are special, comfortable outdoor “rooms” for shoppers and other visitors to spend time: pleasant places to be on the street—to watch people or meet friends.

The four Lounges are clearly defined spaces, located outside the flow of pedestrian traffic. They provide a comfortable barrier from passing cars and integrated seating, but are also open and flexible, to invite use and adoption by adjacent businesses and vendors.



DESIGN CRITERIA

- Inviting for different types of use, including long stays.
- Spacious and flexible for varied uses: fixed elements with options for movable ones.
- Provides a comfortable feeling of separation from passing cars.
- Visually open but well defined and distinct from the rest of the sidewalk.
- Rare quality and clear design intention for comfort, use, and unique identity.
- Each lounge may be designed to have its own special use and character.

LOCATION CRITERIA

- (4) locations along the block, as shown in plan (Chapter C).
- Corresponding to adjacent storefronts or active building entrances.

SHARED PUBLIC WAY FURNITURE

DESCRIPTION

As both active pedestrian route and communal front yard for residents, the Shared Public Way provides social seating arrangements for neighbors and visitors: places to have a conversation or eat lunch. A suite of distinctive, matching furniture pieces—such as love seats, comfortable chairs, and coffee tables—invites people to spend time in the street and also coheres the length of several, eclectic blocks with a standard, special group of furnishings.



DESIGN CRITERIA

- A suite of distinctive matching furniture pieces: chairs, benches, and tables.
- Comfortable for leisurely use, such as for reading a book or eating lunch.
- Strong, consistent image: contemporary and timeless in style.

LOCATION CRITERIA

- Consistently located throughout the entire length of both Shared Public Ways
- In comfortable, social arrangements

SUPPLEMENTAL SHARED PUBLIC WAY SEATING ELEMENTS

DESCRIPTION

The Shared Public Way seating program is enhanced by additional seating elements that are designed specifically for each block, to support a distinct image and character that enriches the neighborhood and movement through it. This supplemental seating is integrated into the design of the street, incorporating elements such as walls and planting areas.

Additionally, future development of adjacent parcels and encroachments into the Shared Public Way shall provide even more specific and eclectic seating options.



DESIGN CRITERIA

- Consistent through the length of each block; varied from block to block.
- Rare quality and clear design intention for comfort, use, and unique identity.
- Comfortable for leisurely and social use.

LOCATION CRITERIA

- Sunny, social locations.
- Near midblock easements and neighborhood parks.



EASTSIDE NEIGHBORHOOD PERCHES

DESCRIPTION

Situated among the Eastside neighborhood's lush bulb-out gardens, Perches are small, informal seats for brief stops or spontaneous conversations between neighbors—places to take a phone call or chat about the weather. Close to the ample open space and comfortable seating of Eastside Commons, Perches are not intended for people to pass time. Instead they are simple, rustic garden elements—such as stone blocks, tree stumps, or stools—that reinforce the unique identity of the Eastside neighborhood.



DESIGN CRITERIA

- Comfortable for brief stops
- Supports the garden identity of the neighborhood
- Simple and integrated into surround planting areas
- Leaves room for other seating or elements, such as folding chairs or flower pots.
- Consistent throughout a block, but may vary block to block.

LOCATION CRITERIA

- Integrated with large planting areas in the sidewalk furnishing zone and at bulb-outs.



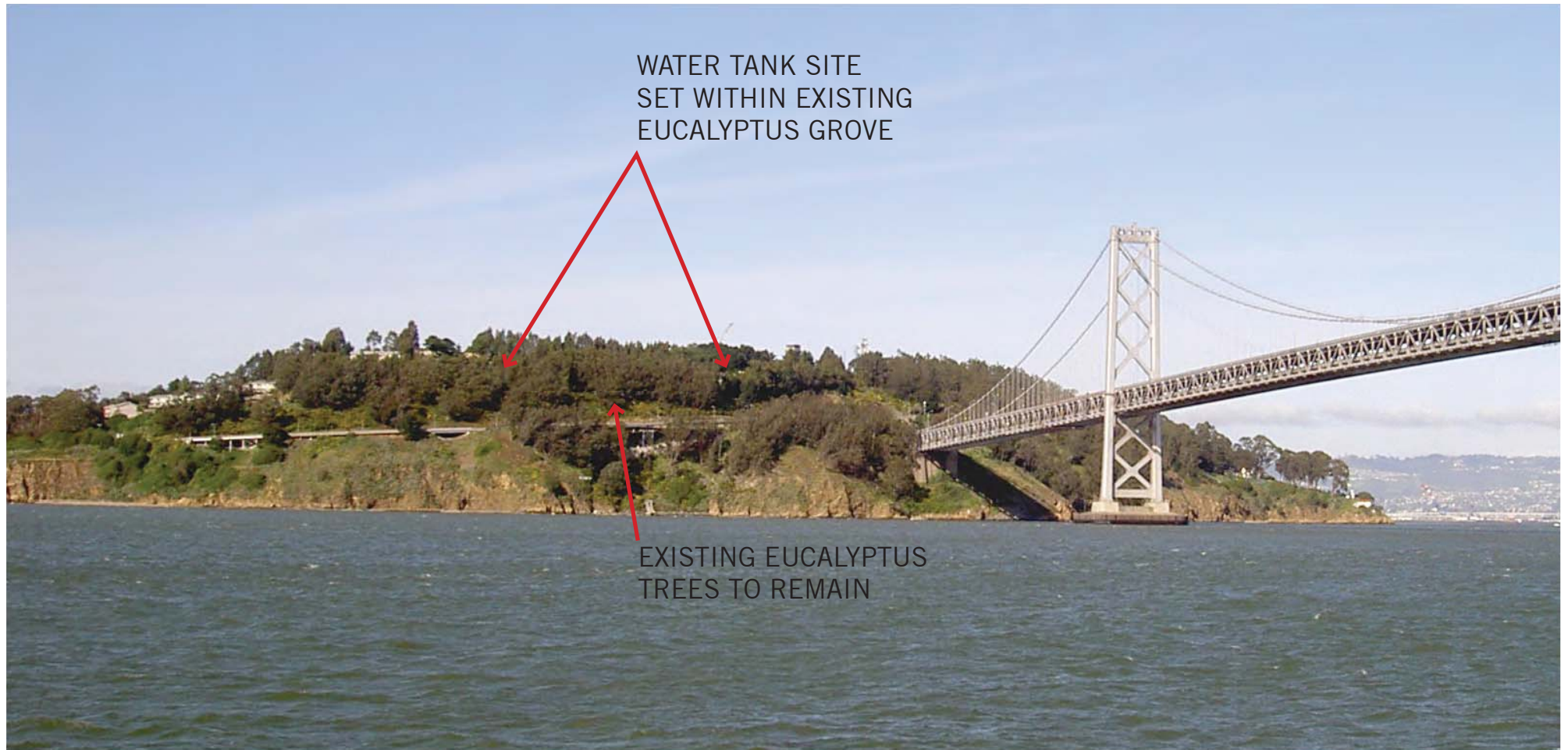


YERBA BUENA ISLAND



WATER TANK SITING

YERBA BUENA ISLAND - WATER TANK SITE



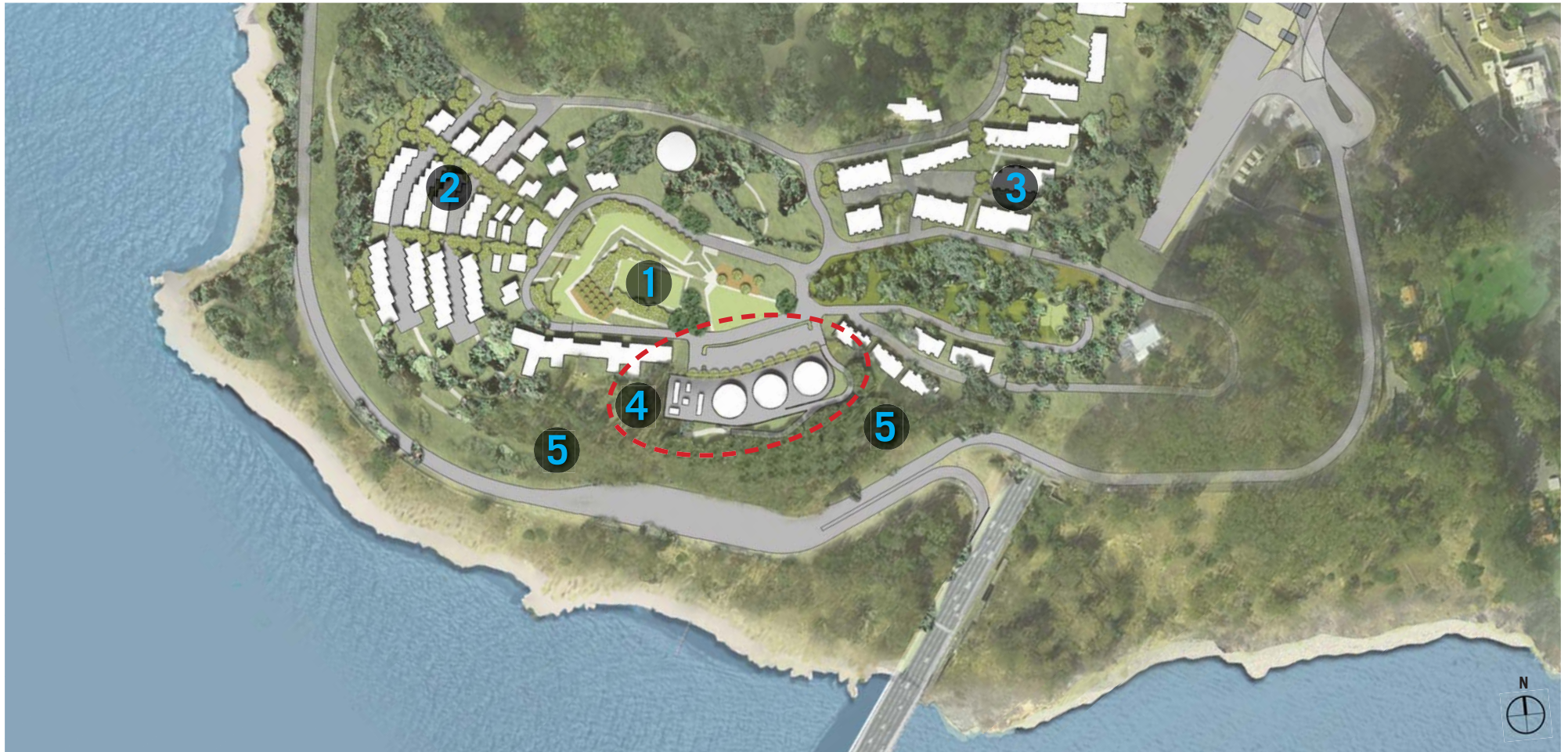
WATER TANK SITE
SET WITHIN EXISTING
EUCALYPTUS GROVE

EXISTING EUCALYPTUS
TREES TO REMAIN

VIEW FROM SAN FRANCISCO

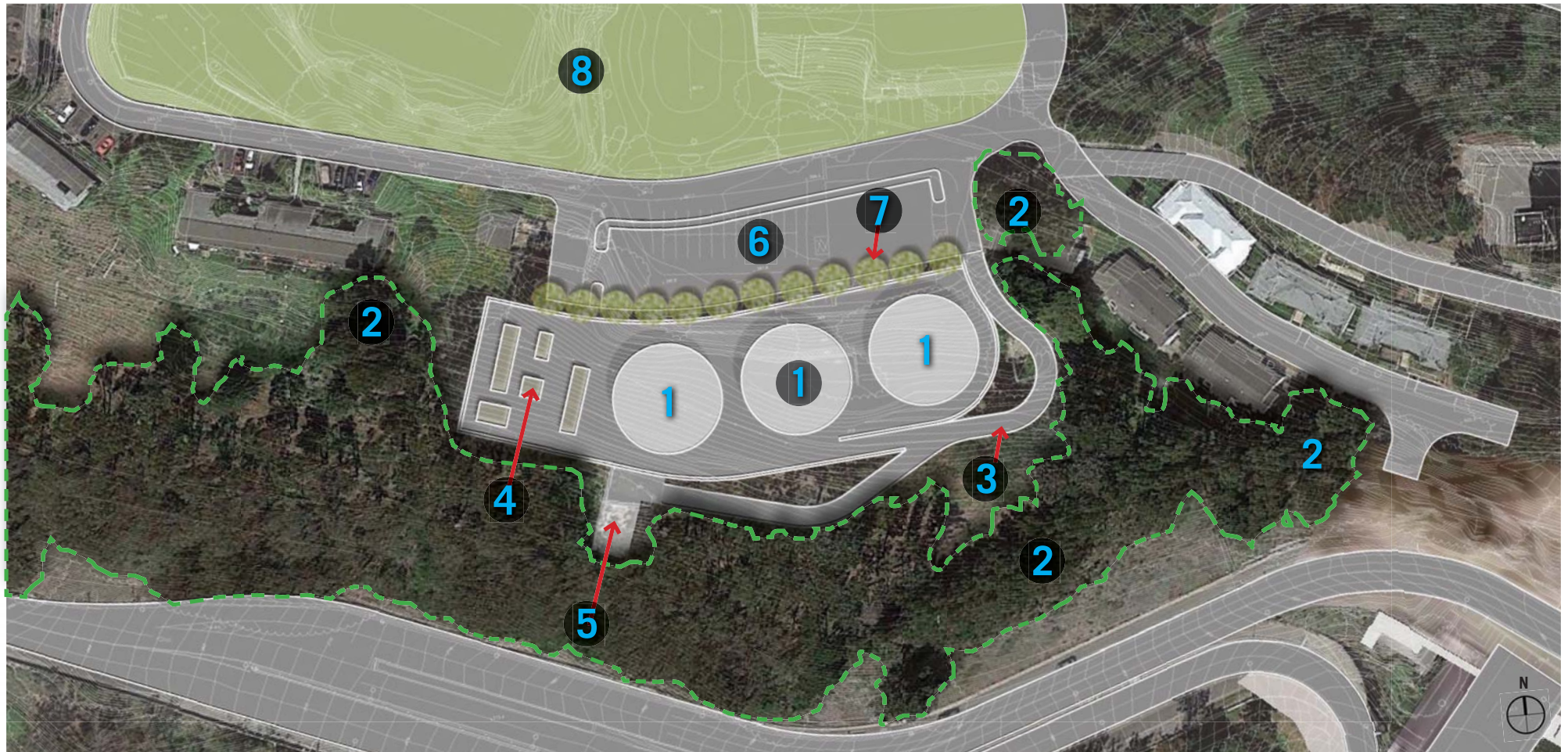
YERBA BUENA ISLAND - WATER TANK SITE

1. HILLTOP PARK
2. WEST YBI NEIGHBORHOOD
3. EAST YBI NEIGHBORHOOD
4. WATER TANK SITE
5. EXISTING EUCALYPTUS TREES

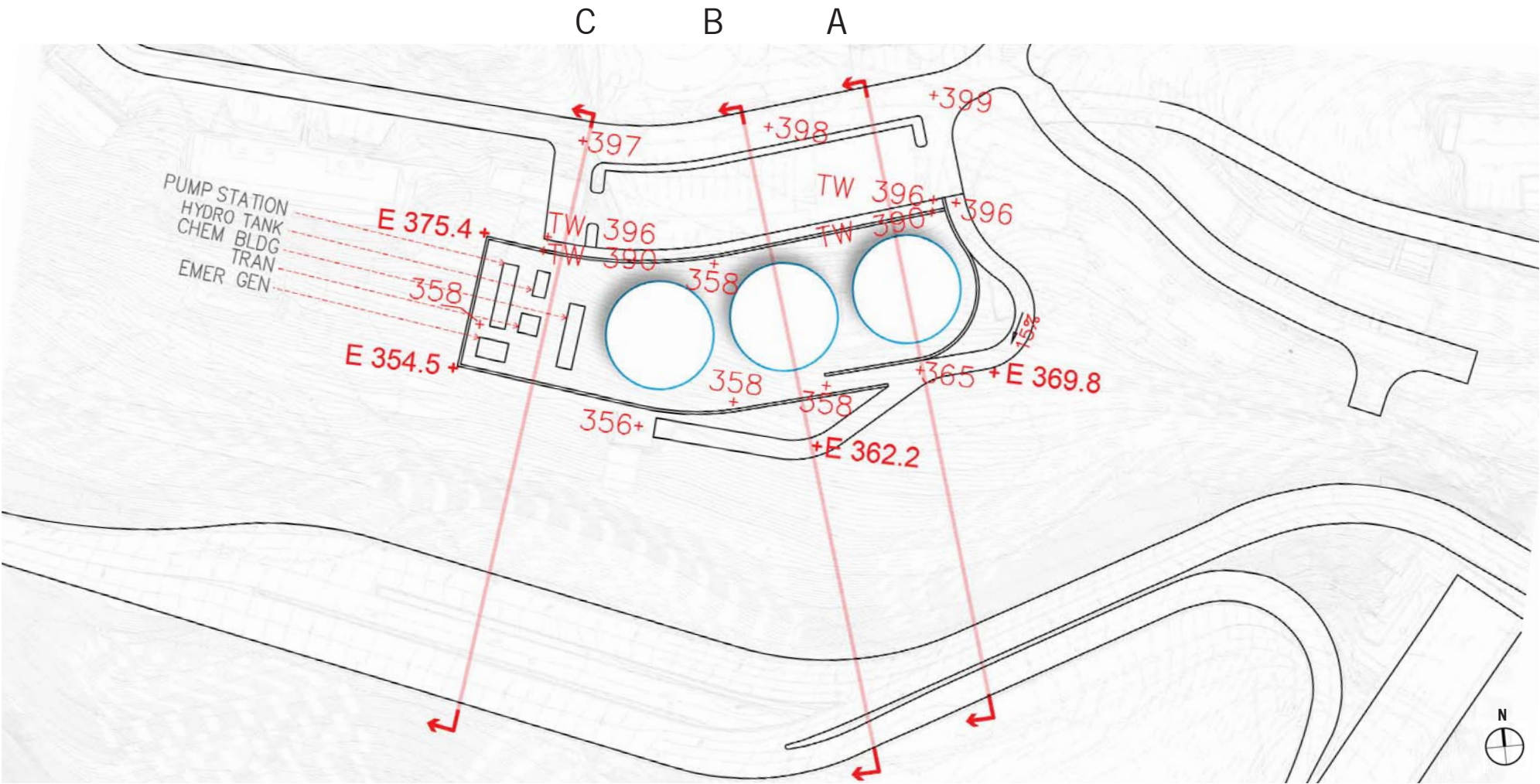


YERBA BUENA ISLAND - WATER TANK PLAN

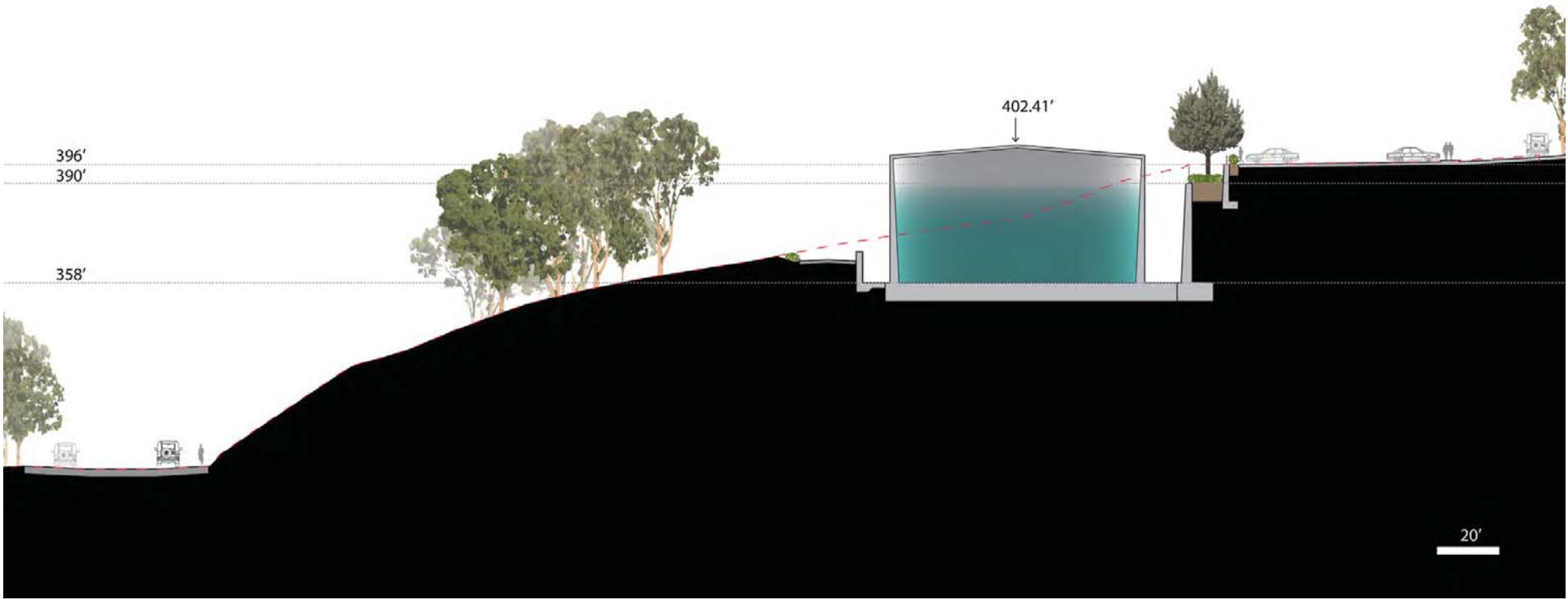
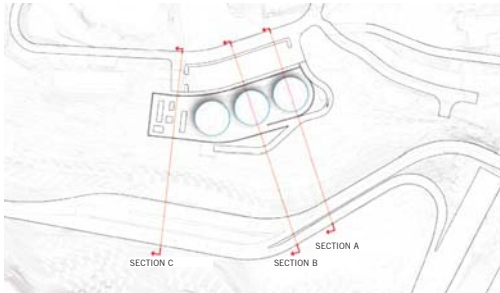
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|------------------------------|-------------------|
| 1. WEST WATER TANKS | 6. PARKING LOT |
| 2. EXISTING EUCALYPTUS TREES | 7. PROPOSED TREES |
| 3. SERVICE ACCESS ROAD | 8. HILLTOP PARK |
| 4. UTILITY BUILDINGS | |
| 5. EXISTING UTILITY BUILDING | |



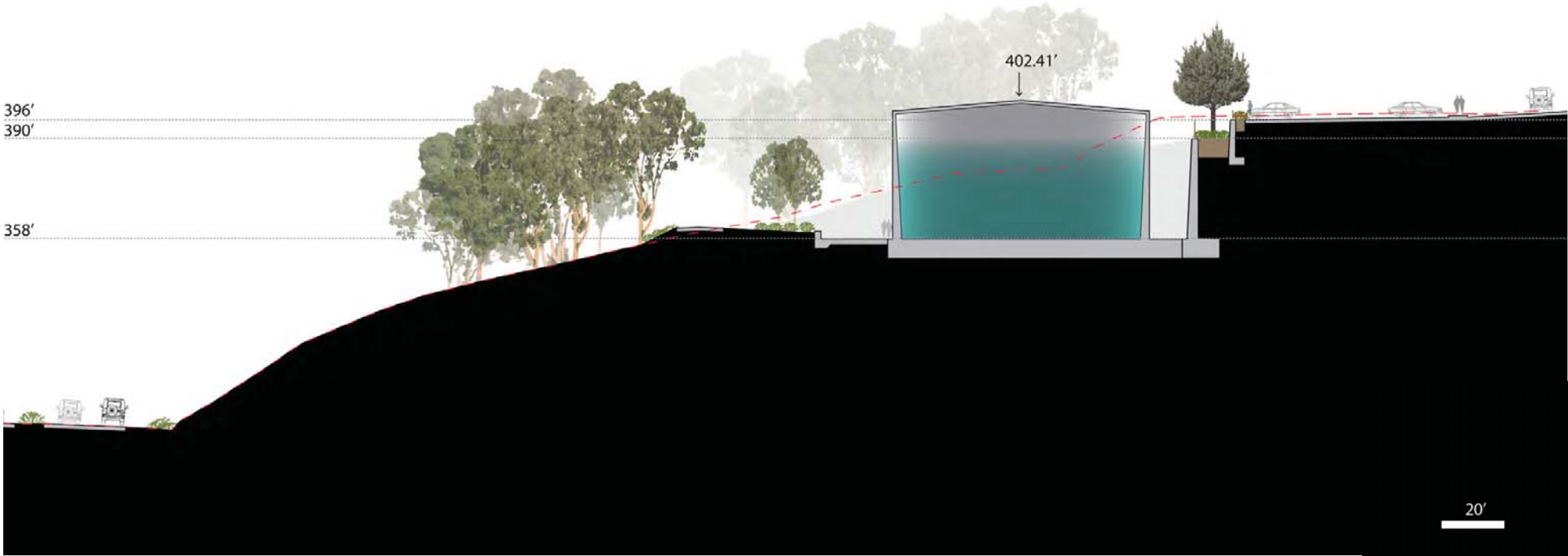
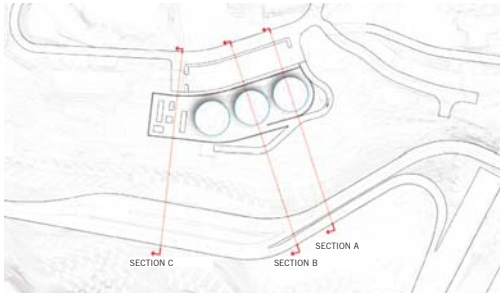
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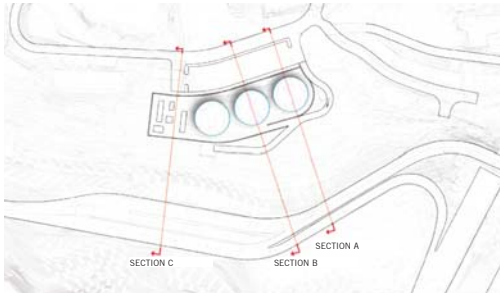
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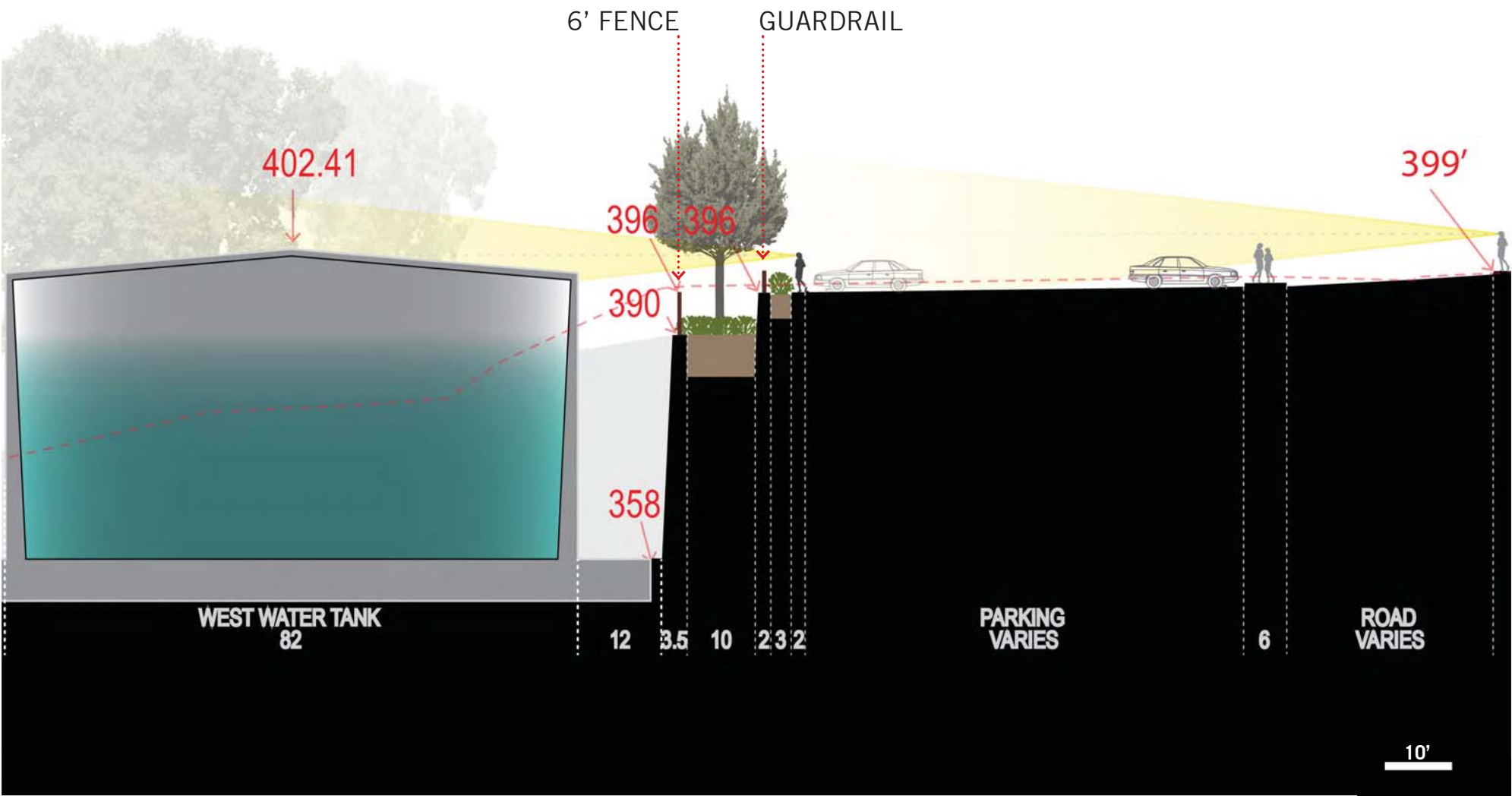
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YERBA BUENA ISLAND - SECTION C



YERBA BUENA ISLAND - TYPICAL SECTION







YERBA BUENA ISLAND - EXISTING CANOPY



YERBA BUENA ISLAND - PROPOSED CANOPY

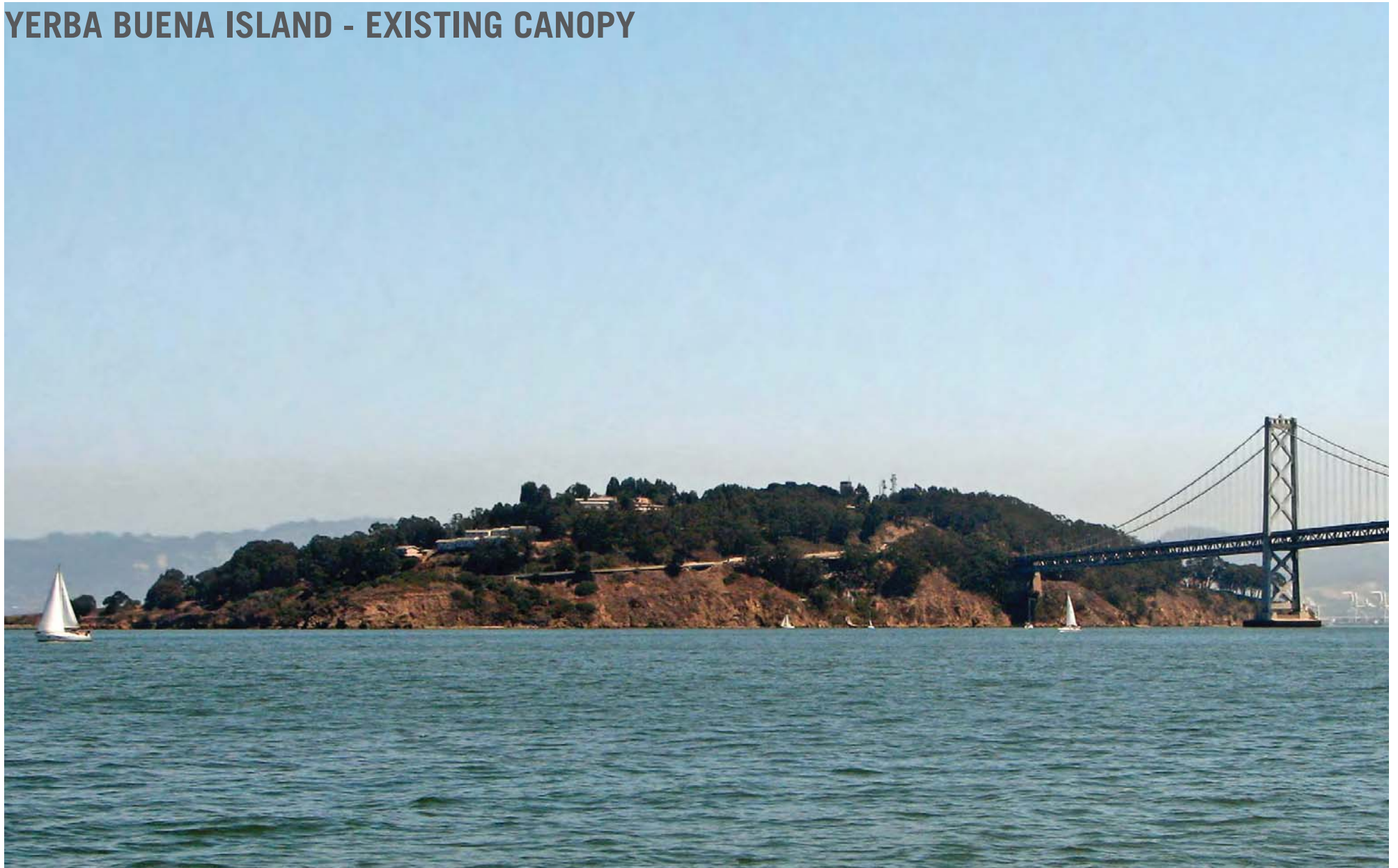
WATER TANK
SITE



YERBA BUENA ISLAND - PROPOSED CANOPY



YERBA BUENA ISLAND - EXISTING CANOPY



WATER TANK SITE





YERBA BUENA ISLAND - PROPOSED CANOPY



YERBA BUENA ISLAND - PROPOSED CANOPY

