

# TRANSBAY BLOCK 3 PARK & ALLEY PROJECT PUBLIC ART PROJECT PLAN



#### **BACKGROUND**

The future Transbay Block 3 Park & Alley Project will be located within Zone 1 of the Transbay Redevelopment Project Area. The Transbay Redevelopment Plan governs land uses for the Project Area, and the Plan stipulates that Block 3 will become a public open space. The future Block 3 Park is located on the former Transbay Temporary Bus Terminal in the relatively new downtown East Cut neighborhood. The neighborhood is a mixed-use, high density residential district and is envisioned as a livable urban community with prime access to downtown and the waterfront, with well-designed streets, open space, and retail areas.

The future park will be a one-acre open space, framed by two mixed use developments (Block 2 and Block 4), and new alleyways. The future park is designed to serve both adjacent residents and workers, and its program will serve its diverse community. The basis of the park design is informed by three key

components: comprehensive community feedback, site-informed design, and climate-responsive design.

The design scheme envisions a natural respite with an open habitat meadow framed by a dense landscape edge that contrasts with the park's urban context. The new park will be a neighborhood hub that allows for small community gatherings and activities, children's play, explorations in 'nature', walks along a looped pathway, or simply sitting on a park bench. The park includes a small playground with a large bird-like play feature, a small approximately 400 square foot Stewardship Building (which will include a restroom, storage and maintenance space), groves of trees along the park edges and a central habitat meadow with two deck areas for visitors to enjoy. The central habitat meadow feature recalls the site's past as a rich intertidal landscape and creates a biodiverse habitat that will attract wildlife to the park and enrich the lives of its residents. The park is designed to be a sustainable and contemporary public open space.

The artwork site is currently situated on property under the jurisdiction of the Office of Community Investment and Infrastructure ("OCII") but will eventually transfer to the Recreation and Parks Department ("RPD"). Both City partners will be closely involved in the artist selection process for this project.

## **ART OPPORTUNITIES**

The Arts Commission is looking to commission a sculpture or series of sculptures located in or along the habitat meadow. An additional alternative for consideration may be art elements attached building façade.

Artwork must consist of durable, sustainable materials intended for exterior use, such as stone or metal.

### PROJECT GOAL

Artwork should be inspired by and responsive to both the site and the proposed park design, including its natural habitats, physical landscape, site history, sustainability, and program.

Artwork should have a visual impact from a distance yet be integrated into the landscape and appropriate to the scale of the site.

Artwork should be designed in a manner that deters potential vandalism and can be easily maintained.

#### AE and ARTWORK BUDGET

Total Art Enrichment Amount: \$360,000

Artwork Budget (inclusive of artist fee, design, fabrication, and transportation): \$135,000

Site Costs and Installation (managed by SFAC): \$75,200

Conservation, Project Management, Selection Costs, Signage + Documentation: \$149,800

#### ARTIST RECRUITMENT APPROACH AND ELIGIBILITY

Arts Commission staff will issue an RFQ for this specific opportunity. Professional practicing artists residing in the United States are eligible to apply. Arts Commission staff may also select artists from other prequalified artist lists to be considered.

#### ARTIST SELECTION PROCESS

After the application deadline, applications will be presented to an Artist Qualification Panel consisting of two arts professionals and one SFAC staff member. The qualification panel will review and score the applications to identify the short list of qualified artists to be considered for the project opportunity.

The short list will be presented to the Transbay Block 3 Park & Alley Project Artist Review Panel consisting of one staff representative from OCII, one OCII Commissioner, one staff representative from RPD, one community member, 3 arts professionals, and one Arts Commissioner.

The Artist Review Panel will identify three to four finalists who will be invited to develop conceptual site-specific proposals after attending an orientation session with the project team and key stakeholders. These finalists will be paid an honorarium of \$2,500 for the development of a proposal.

The Artist Review Panel will reconvene to consider the finalists' proposals in an interview format and will select one artist for the project for recommendation to the Art Commission.

## **COMMUNITY INVOLVEMENT**

- SFAC staff will present an overview of the public art project in conjunction with the Project presentation to the community prior to issuing the RFQ for artist selection.
- A community representative will serve on the Artist Review Panel and will participate in the Artist Orientation
- The finalists' proposals will be on display for public comment on the SFAC website for two weeks prior to the final review panel meeting
- All review panels, Visual Arts Committee (VAC) and Commission meetings are open to the public.

## TIMELINE (Subject to change)

Project Plan Approval (VAC) October 20, 2021 **RFQ** Issued October 2021 RFQ Deadline December 2021 **Qualification Panel** January 2022 First Project Artist Selection Panel January 2022 **Artist Finalist Orientation** January 2022 Finalist Proposals Due March 2022 Final Project Artist Selection Panel April 2022 VAC Approval April 20, 2022 **Arts Commission Approval** May 2, 2022 **Artist Under Contract** September 2022

## **FURTHER INFORMATION**

Contact Zoe Taleporos, Public Art Project Manager at (415) 252-2243 or by email at zoe.taleporos@sfgov.org.







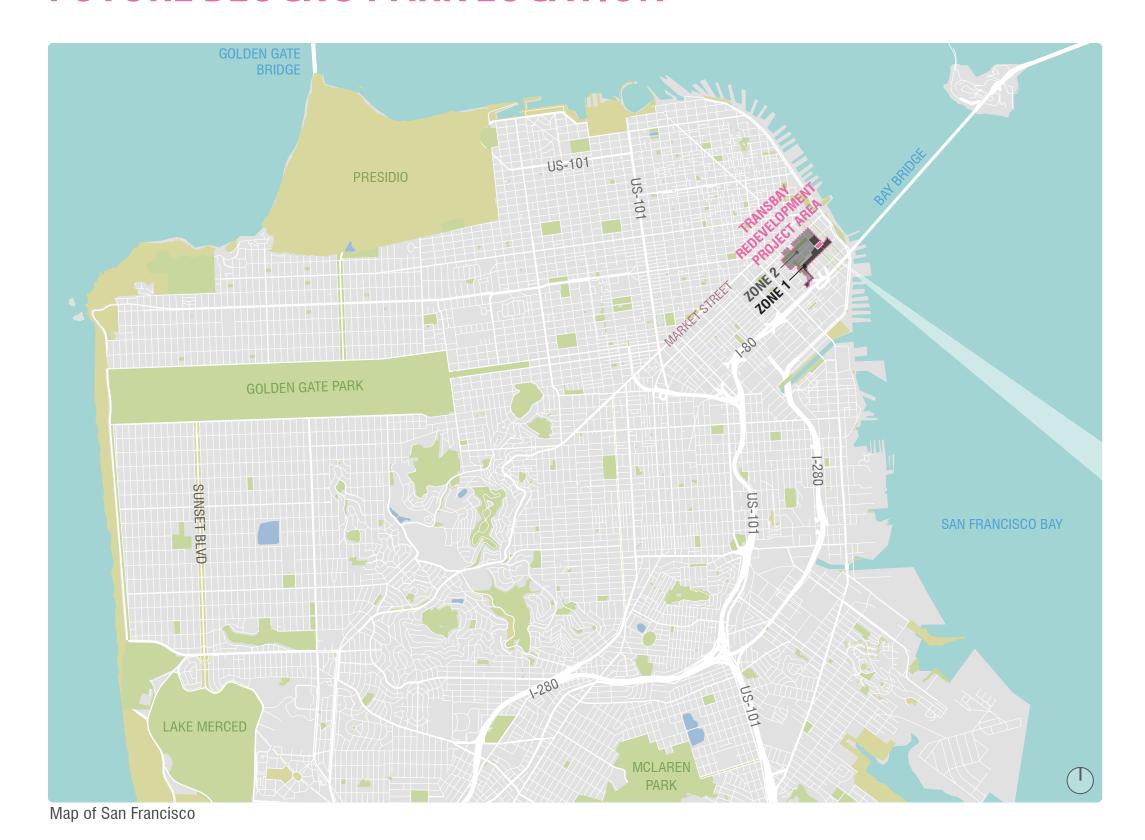


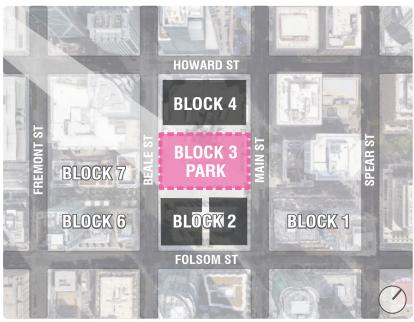


CIVIC DESIGN REVIEW

CONCEPTUAL & PHASE 1 | SEPTEMBER 20, 2021

# **FUTURE BLOCK 3 PARK LOCATION**





Block 3 Park Located in Zone 1 - Area Enlargement

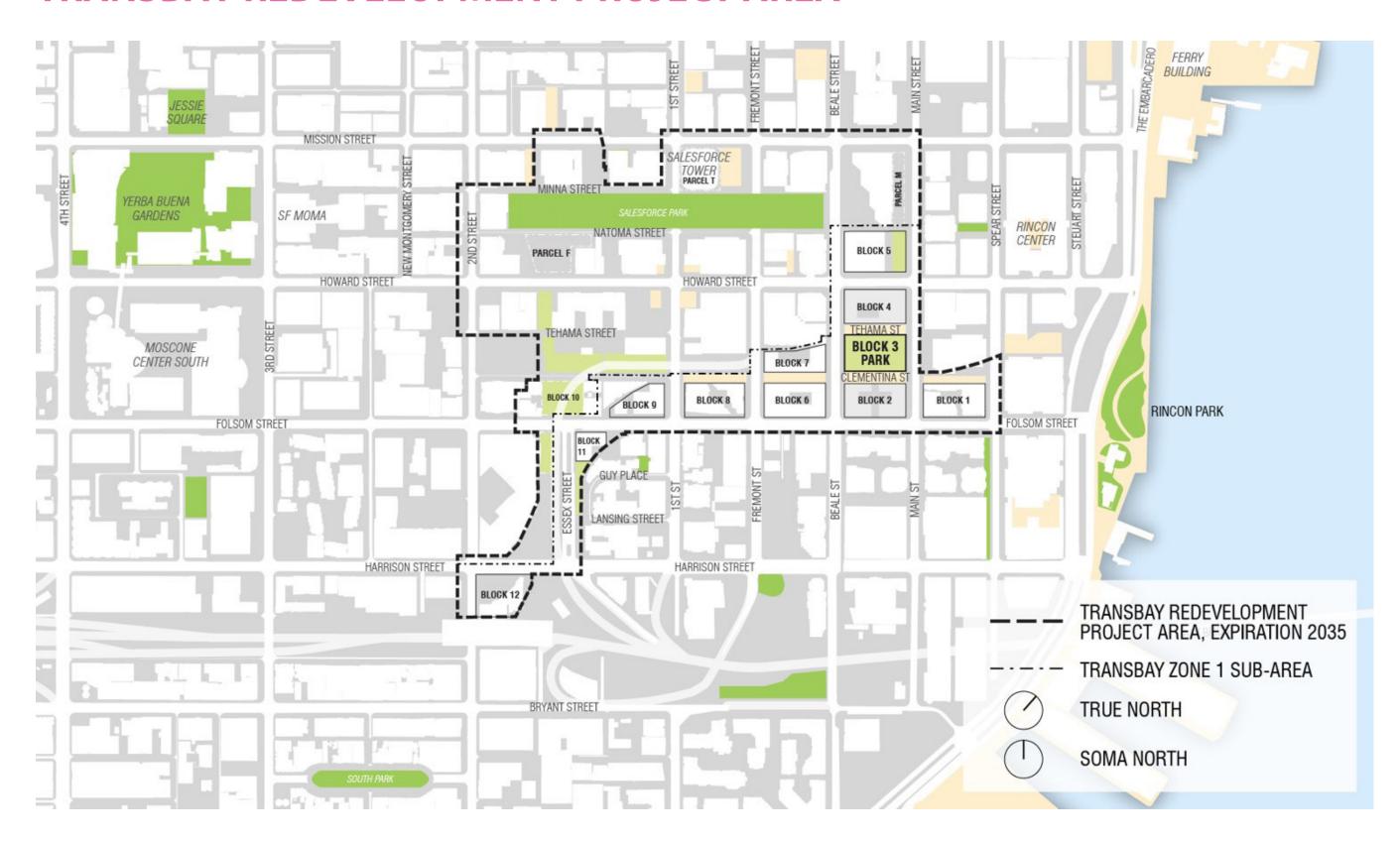








# TRANSBAY REDEVELOPMENT PROJECT AREA





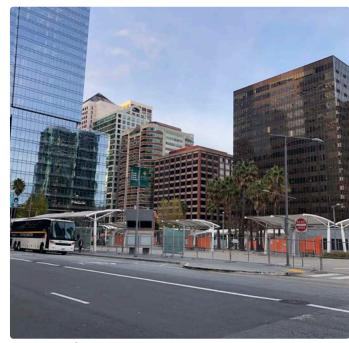






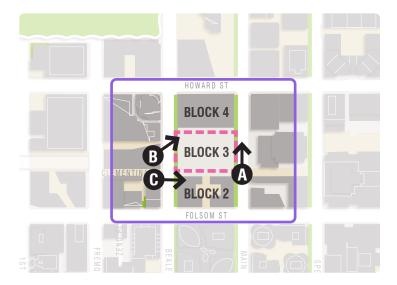
# **EXISTING SITE CONTEXT**





**B. Beale Street looking north** 









## **SITE HISTORY**

## **TRANSPORTATION**



Original Intertidal Wetland Zone

**DEVELOPMENT** 



Original Intertidal Wetland Zone

## **SETTLEMENT**



Flora & Fauna

# **18TH CENTURY** SHORELINE CHANGE

**5,000 YEARS AGO** HISTORIC SHORELINE



Foreign Ships Arrive



Maritime Edge Develops



Spanish/Missions Arrive





East Cut makes way for cable cars and connection to the city



Urbanization ensues due to population rise



Gold is discovered, population increases

## **CURRENT**



Bay Bridge (1930s) & freeways (1950s) increase mobility to area



Downtown Plan (1980s) permits greater urban density to the area



Today: Temporary Transbay Terminal









**BLOCK 3 PARK** 

Historic Shoreline (1859) and Seawall (1916)

# **DESIRED PROGRAM SPACES**

**BLOCK 3 PARK: 40,000 SF** 

**SEATING** 

50 SF

## **FLEXIBLE PLAZA**



**GATHERING SPACES** 



**PLAY** 



CLEMENTINA STREET ->

LARGE SCALE SPACES FOR:



**MEDIUM SCALE SPACES FOR:** 



**SMALL SCALE SPACES FOR:** 



**PLAY SIZE SIMILAR TO:** 



**LEGEND** • • • Major Circulation ••••• Minor Circulation



Flexible Programming Movie Night Art Shows Performances



**Birthday Parties** Picnicking Communal Seating Zone **Community Events** 





Places To Sit By Yourself Or In Small Groups Surrounded In Nature



South Park, San Francisco Square Jacques De Bollardiere, France





# **DESIGN FRAMEWORK:**

# **COMMUNITY**



# **ENVIRONMENT**



# **SITE HISTORY**

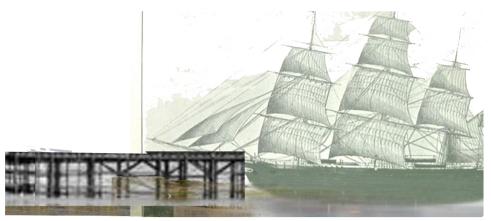














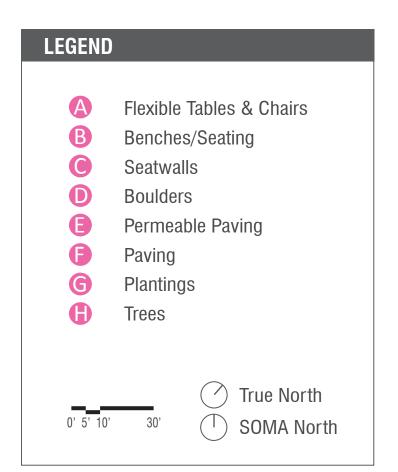








# **ILLUSTRATIVE SITE PLAN**



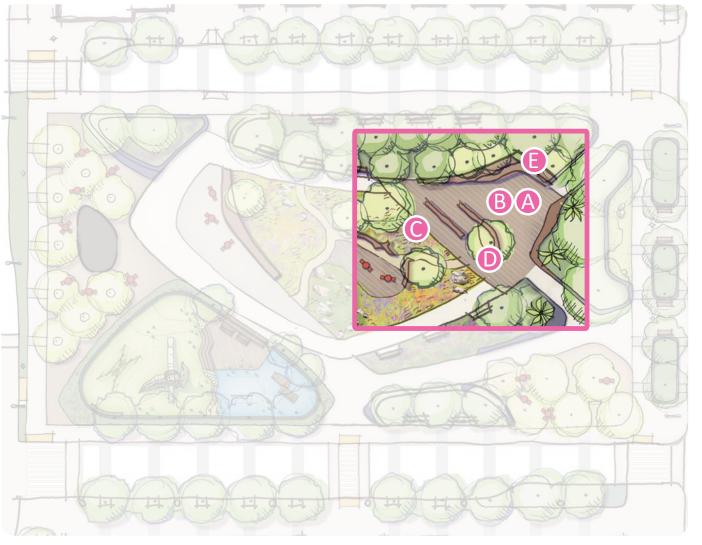








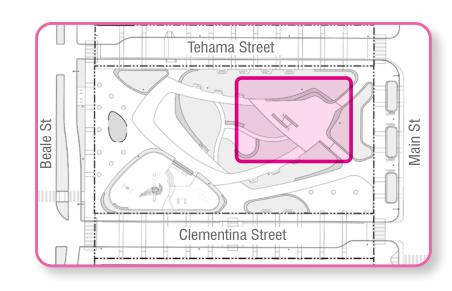
# **MAIN DECK**























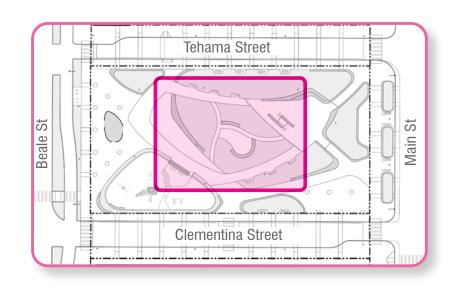
# **HABITAT MEADOW AREA**













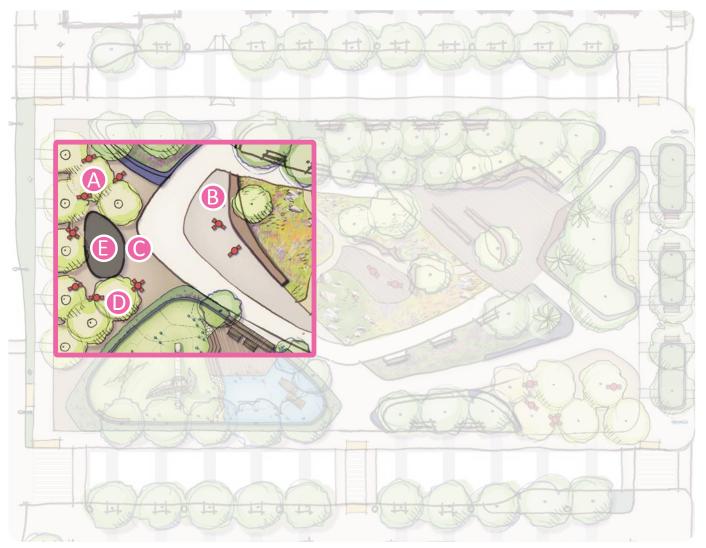








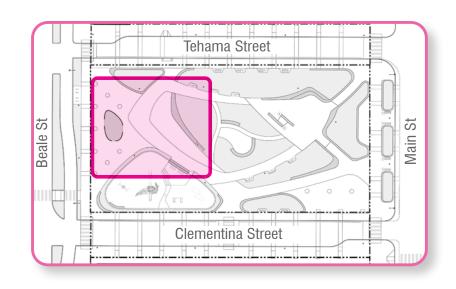
# **FLEXIBLE PLAZA**













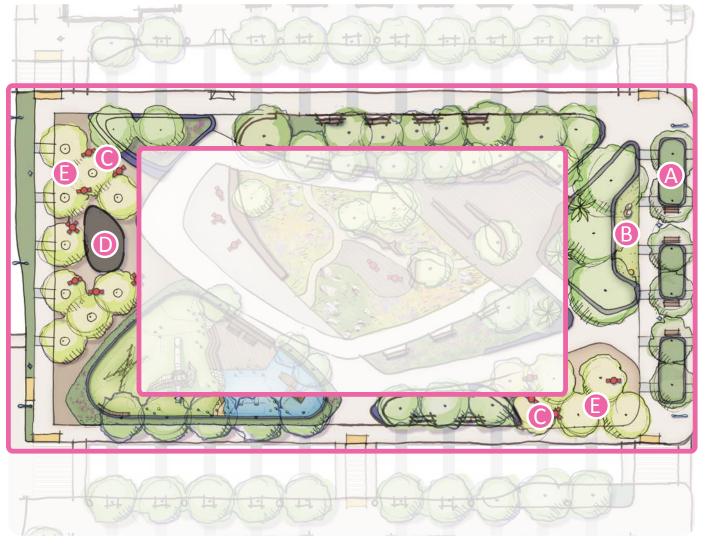








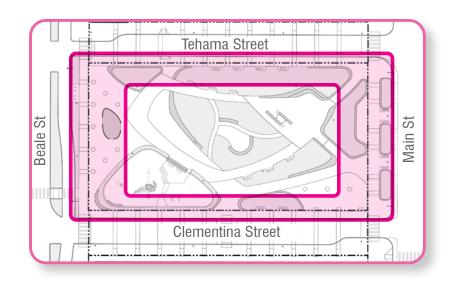
# **PARK EDGES**















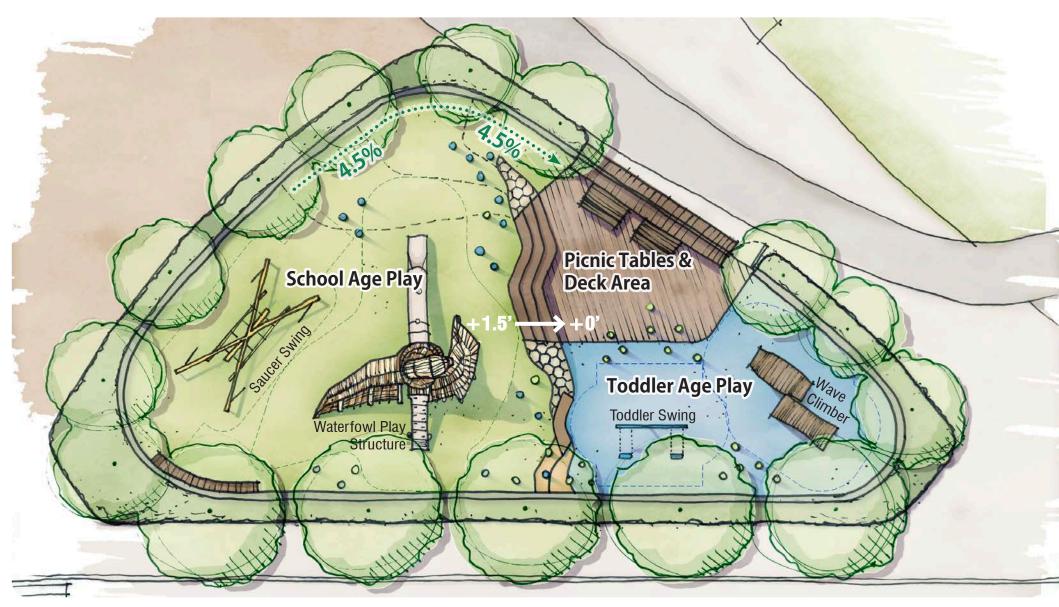


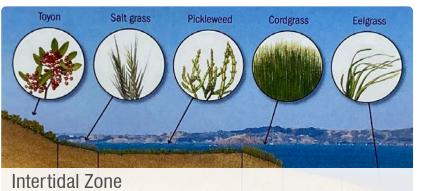






# **PLAYGROUND ENLARGEMENT**

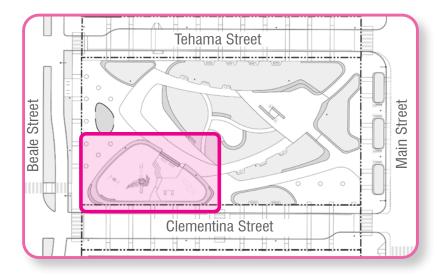












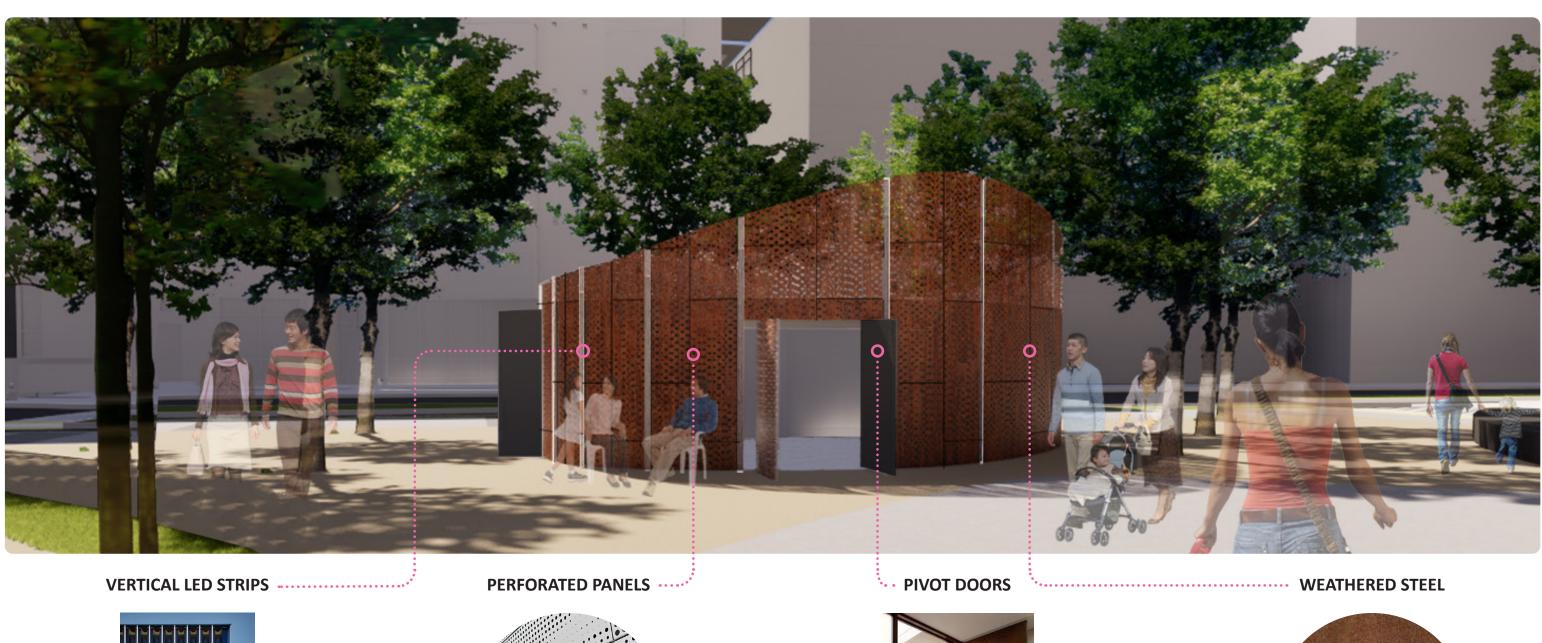




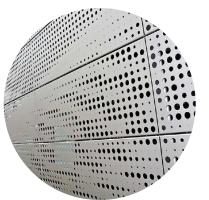




# **STEWARDSHIP BUILDING - MATERIALS**









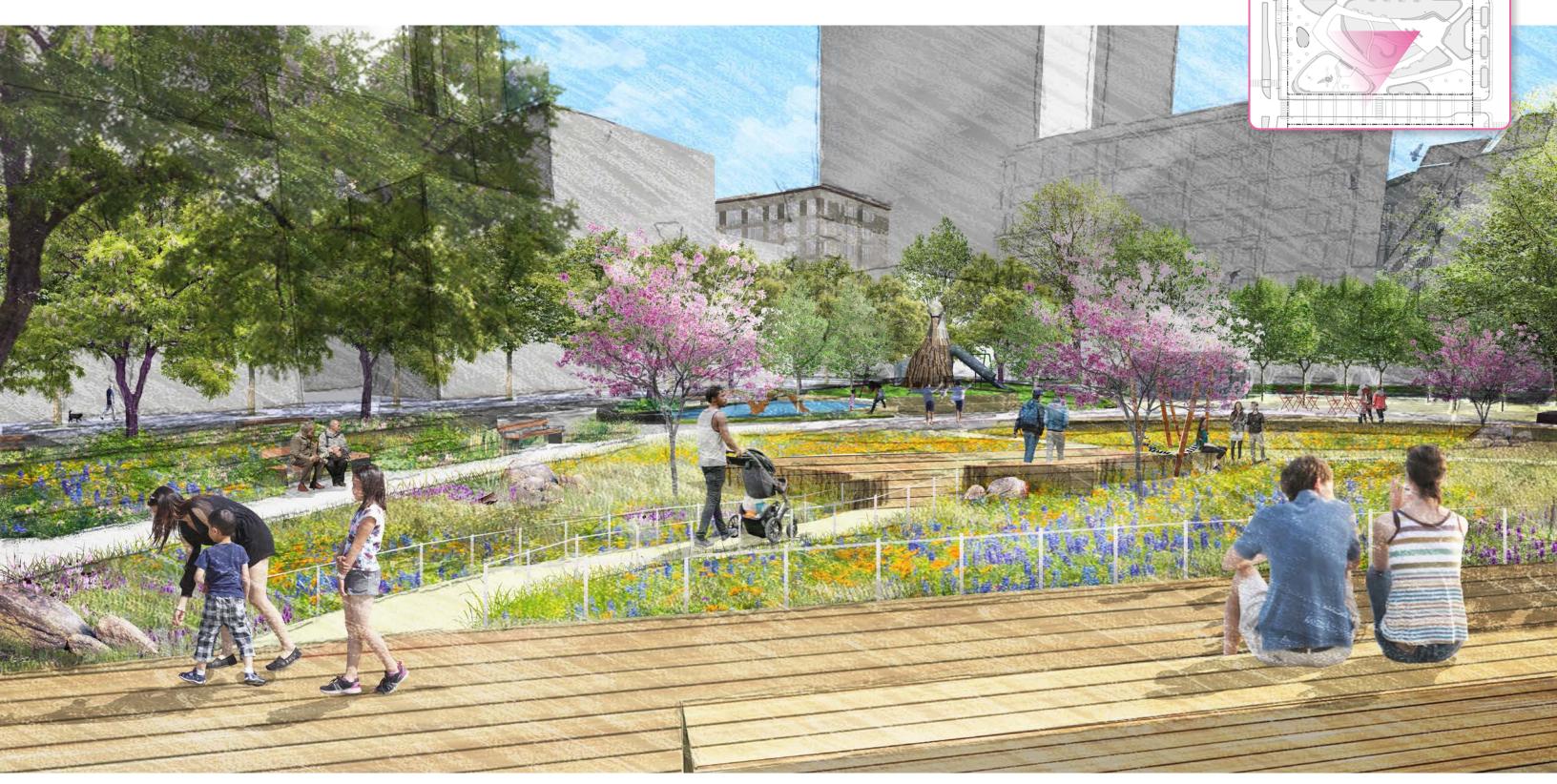








# **DECK VIEW**







# **BEALE/TEHAMA CORNER ENTRANCE VIEW LOOKING SOUTHEAST**





