

# **Thousand Oaks Civic Arts Plaza**

## **Exterior Design Redevelopment**

**Prepared by: Adam Sirak for LD3, Francisco Behr**

# CITY OF THOUSAND OAKS, CALIFORNIA



## LOCATION:



## SYNOPSIS:

Thousand Oaks is a city in Ventura County, California, United States. It is located in the Conejo Valley, about 35 miles (56 km) northwest of Los Angeles.

The city is built-out within the confines of the Conejo Valley and has adopted a smart growth strategy as there is no room for the sprawling suburban growth the city is known for. Increased development in Moorpark and Simi Valley in the late 1990s and early 2000s caused the Moorpark Freeway (Highway 23) to become heavily congested during both morning and afternoon rush hours. A major widening project began in 2008.

The city is home to a number of educational institutions, including California Lutheran University, Moorpark College, and California State University, Channel Islands. The city is also home to the Ronald Reagan Presidential Library and Museum.

Thousand Oaks is a vibrant and growing city with a lot to offer its residents. The city is home to a variety of businesses, restaurants, and shops, as well as a number of parks and recreation facilities. Thousand Oaks is also a popular destination for tourists, who come to enjoy the city's mild climate and beautiful scenery.

## DEMOGRAPHICS:

Population: 126,966 (2020 census).  
Size: 34.7 square miles (89.9 km<sup>2</sup>).  
Median household income: \$106,473.

- 52.7% White
- 24.3% Hispanic or Latino
- 17.1% Asian
- 5.4% Black or African American
- 0.7% Native American

# CASE STUDIES

# SCOTTSDALE CIVIC CENTER Scottsdale, AZ

## Original Design (1970)

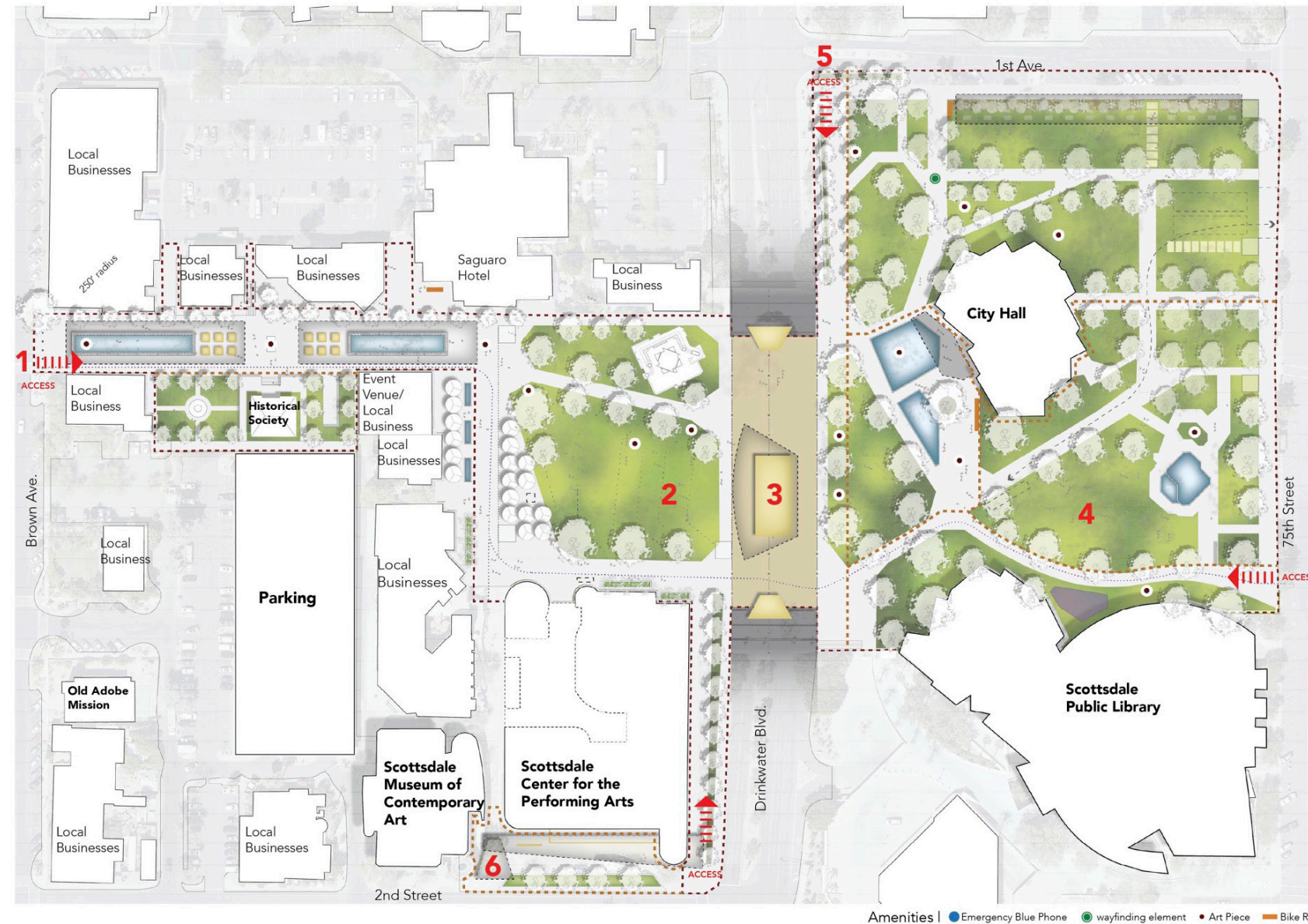
- Designed by William K. Hamlin
- 25 acres in size
- Concrete plaza with few trees or shrubs
- Steep grade change between Civic Center Mall and McDowell Road
- Accessible only by stairs or ramps
- Criticized for being cold, unfriendly, and inaccessible

## Redesigned by Cunningham Group (2023)

- 25 acres in size
- Added trees, shrubs, and flowers
- Sloped promenade with gentle grade change
- Fully accessible to people of all abilities
- New playscape, seating areas, and terraces
- Improved drainage and stormwater management
- More sustainable materials used

### 4. Masterplan

Design Concept Report: Overall Site Plan



#### Focus Areas

- 1. West Entrance Improvements**
  - The West Entrance area is designed as a transition between Main Street and the Civic Center Campus. Design Improvements allow for visual connection into the Civic Center, going back to street level grading, improving accessibility.
- 2. Center Lawn**
  - The Center Lawn serves as the main public event space in the Civic Center for performances, outdoor gathering, festivals, picnics and special programs.
- 3. Bridge Pavillion**
  - The Bridge Pavillion acts as both a linear walkway through the park and a performance space for Central Lawn. Program elements include an event stage, public restrooms, and storage space.
- 4. East Lawn**
  - The East Lawn is located in front of/to the North Scottsdale Public Library and it conserves the majority of the existing infrastructure. The existing lawn remains in place for smaller events and local neighborhood activities.
- 5. Northeast Entrance**
  - Currently an open parking lot, the north east portion of the Civic Center is a key point of entry to the campus. Existing parking would go underground allowing for better pedestrian access and greater open public space..
- 6. Second Street Entrance**
  - The Second Street Entrance allows for greater access and visibility for both pedestrian and vehicular traffic entering the Civic Center complex from the south. The drop-off includes multiple lanes for ease of use, a shade canopy and new signage to promote performances and events.



Crown Fountin



Lurie Garden



Pritzker Auditorium

## BOSTON CITY HALL PLAZA Boston, MA

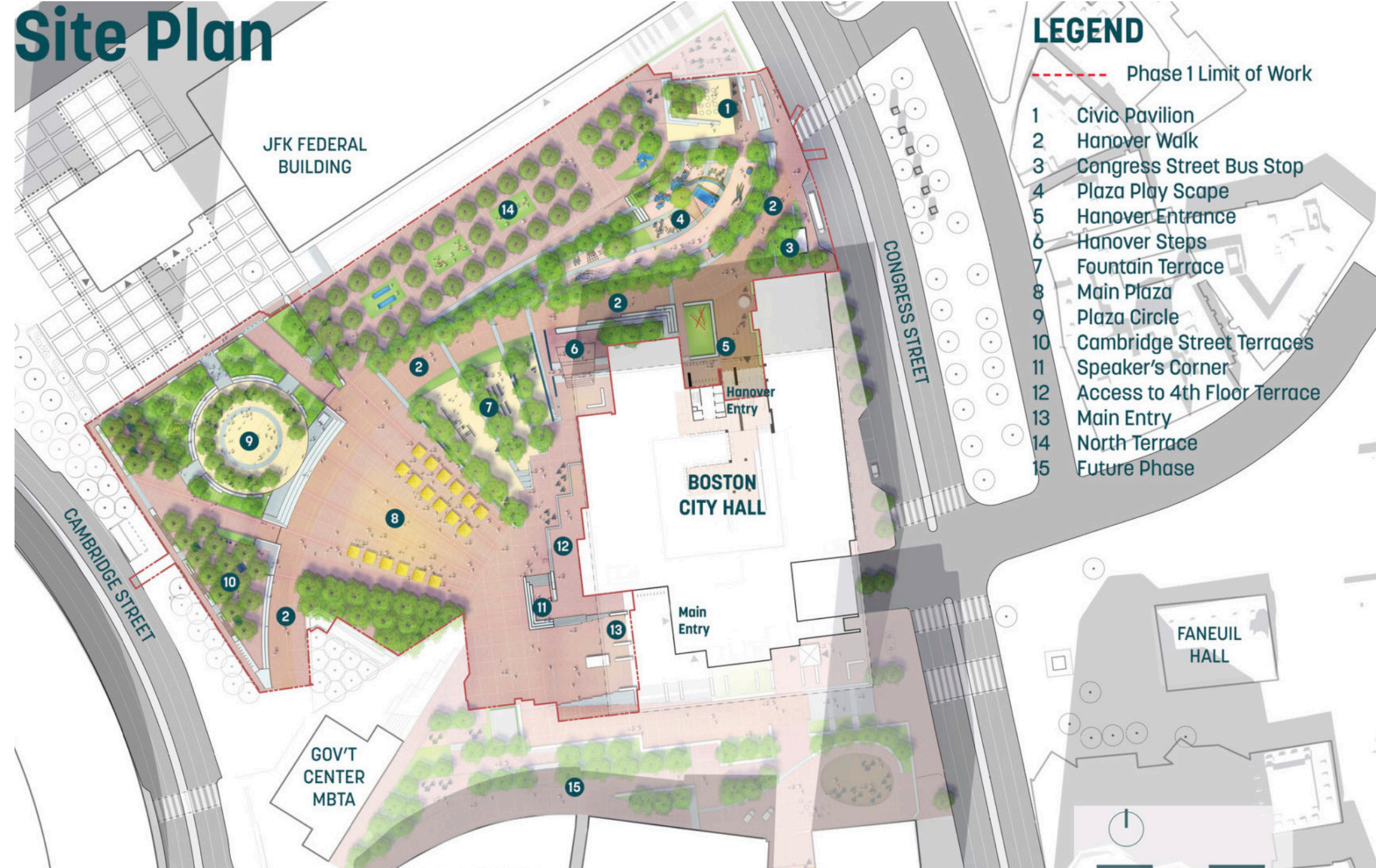
### Original Design (1968)

- Designed by Kallmann, McKinnell & Knowles
- 23,000 square feet in size
- Concrete plaza with few trees or shrubs
- Steep grade change between Congress and Cambridge Streets
- Accessible only by stairs or ramps
- Criticized for being cold, unfriendly, and inaccessible

### Redesign by Sasaki (2022)

- Designed by Sasaki Associates
- 36,000 square feet in size
- Added trees, shrubs, and flowers
- Sloped promenade with gentle grade change
- Fully accessible to people of all abilities
- New playscape, seating areas, and terraces
- Improved drainage and stormwater management
- More sustainable materials used

# Site Plan



### LEGEND

- Phase 1 Limit of Work
- 1 Civic Pavilion
- 2 Hanover Walk
- 3 Congress Street Bus Stop
- 4 Plaza Play Scape
- 5 Hanover Entrance
- 6 Hanover Steps
- 7 Fountain Terrace
- 8 Main Plaza
- 9 Plaza Circle
- 10 Cambridge Street Terraces
- 11 Speaker's Corner
- 12 Access to 4th Floor Terrace
- 13 Main Entry
- 14 North Terrace
- 15 Future Phase



Cambridge Street Terraces have been re-designed to accommodate a diverse range of seasonal events.



A new pavilion will activate Congress Street and provide a space for community programming both inside and atop the roof terrace.



Engaging play areas bridge 14 vertical feet between City Hall north entrance and GSA Terrace below.

**SPACE COMPARISON: Scottsdale Civic Center**



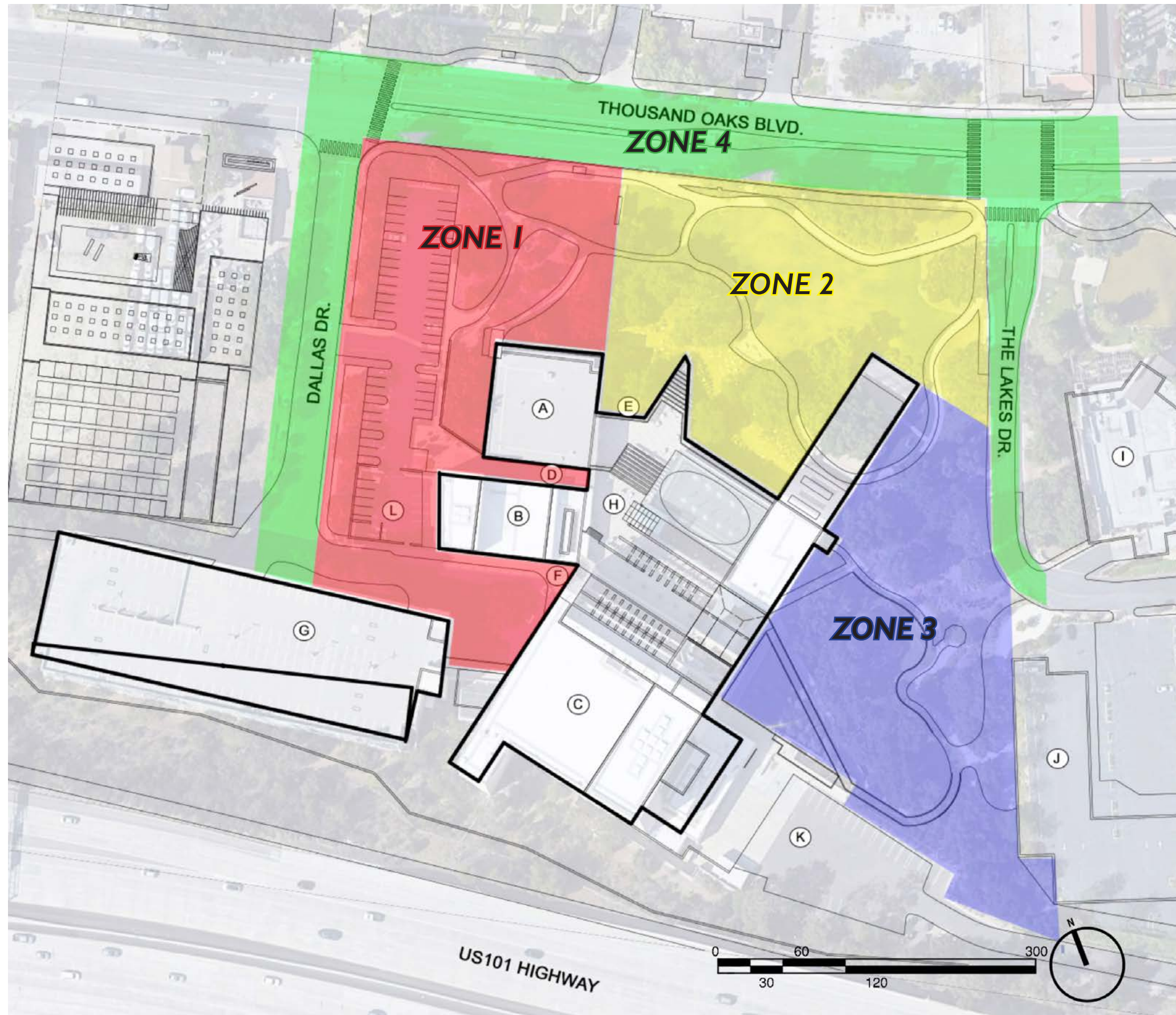
**SPACE COMPARISON: Boston City Hall Plaza**



# SITE ANALYSIS



# SITE ZONES



## LEGEND

- ZONE 1**
- Main Entrance to Level 2
  - Parking Lot & Parking Garage
  - Motor Court & Entrance to Level 3
  - Least Green Space

- ZONE 2**
- Front exposure of complex
  - Most open space and sun
  - Frames the complex from the street

- ZONE 3**
- Bridge entrance to Level 3
  - Stairwell entrance to Level 2 & 3
  - Edge connects to The Lakes parking lot
  - Most shaded and sloped

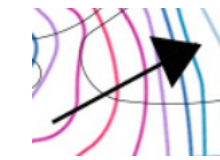
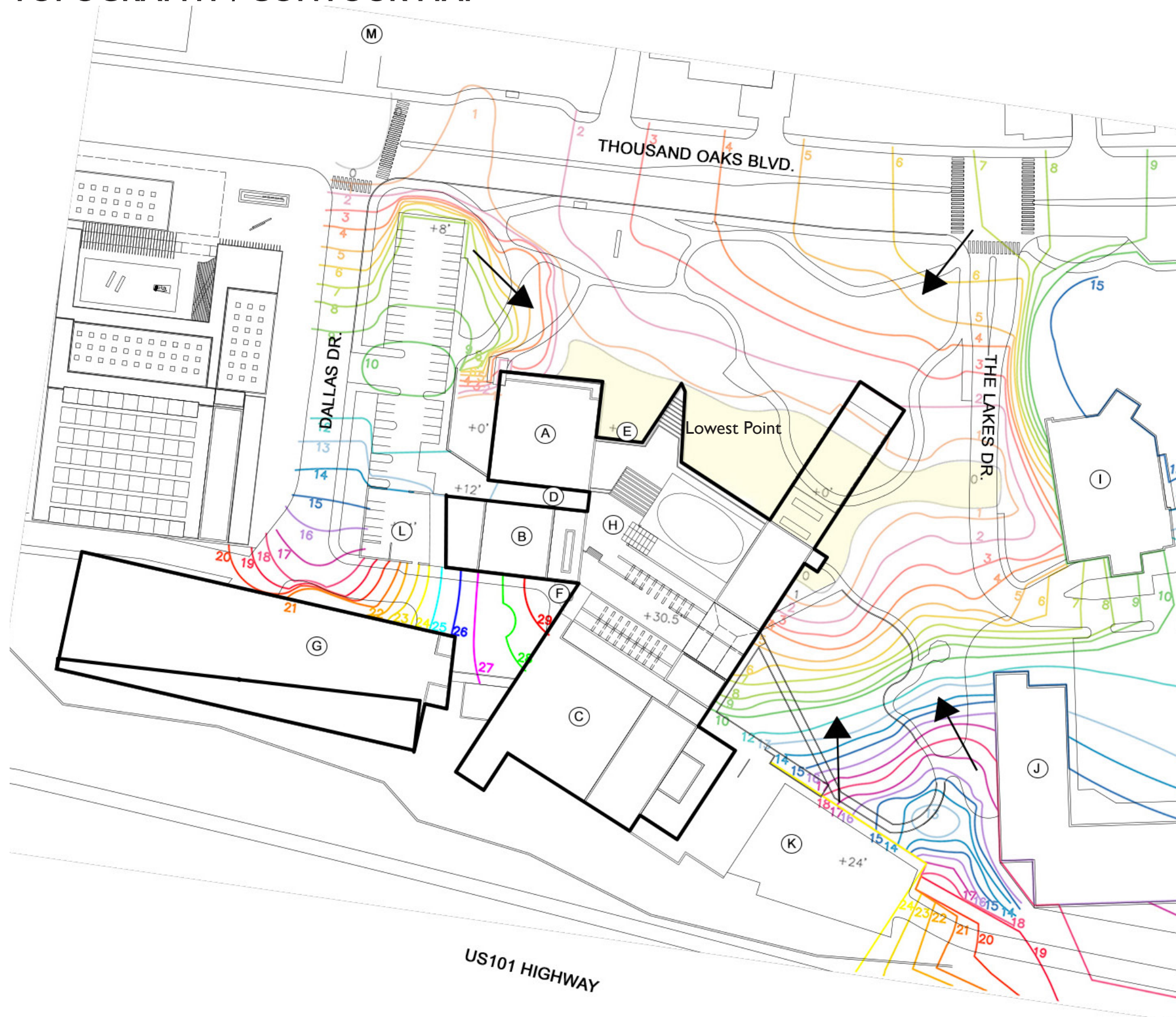
- ZONE 4**
- Main thoroughfare & 2 access roads
  - Defines the perimeter of the site

## BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |

TOPOGRAPHY / CONTOUR MAP

LEGEND



Direction of Downward Slope

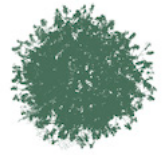



BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |

# EXISTING TREES



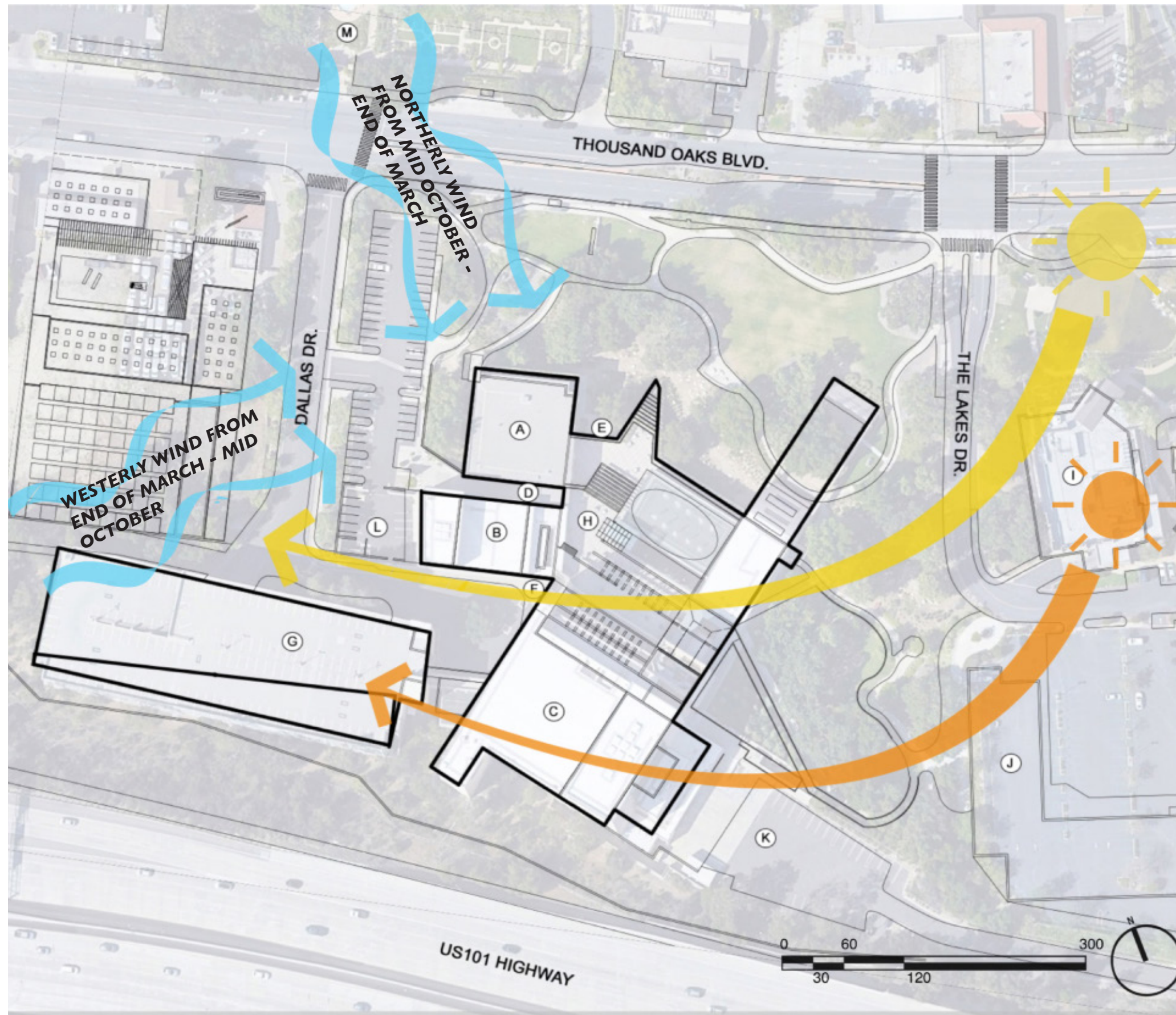
## LEGEND

-  Oaks, various (Coast Live, Englemann, Valley)
-  Western Sycamore
-  Pines, various
-  Ornamental / Accent Tree, various




## BUILDING COMPLEX LEGEND

- (A) City Hall
- (B) Forum Theater
- (C) Kavli Theater
- (D) Primary Entrance
- (E) Ground Level Entrance
- (F) Motor Court Entrance
- (G) Parking Garage
- (H) Open Air Terrace
- (I) The Lakes Shopping Center
- (J) Future Museum Site
- (K) Kavli Theater Loading
- (L) Forum Theater Loading
- (M) Gardens of the World

# SUN & WIND PATTERNS



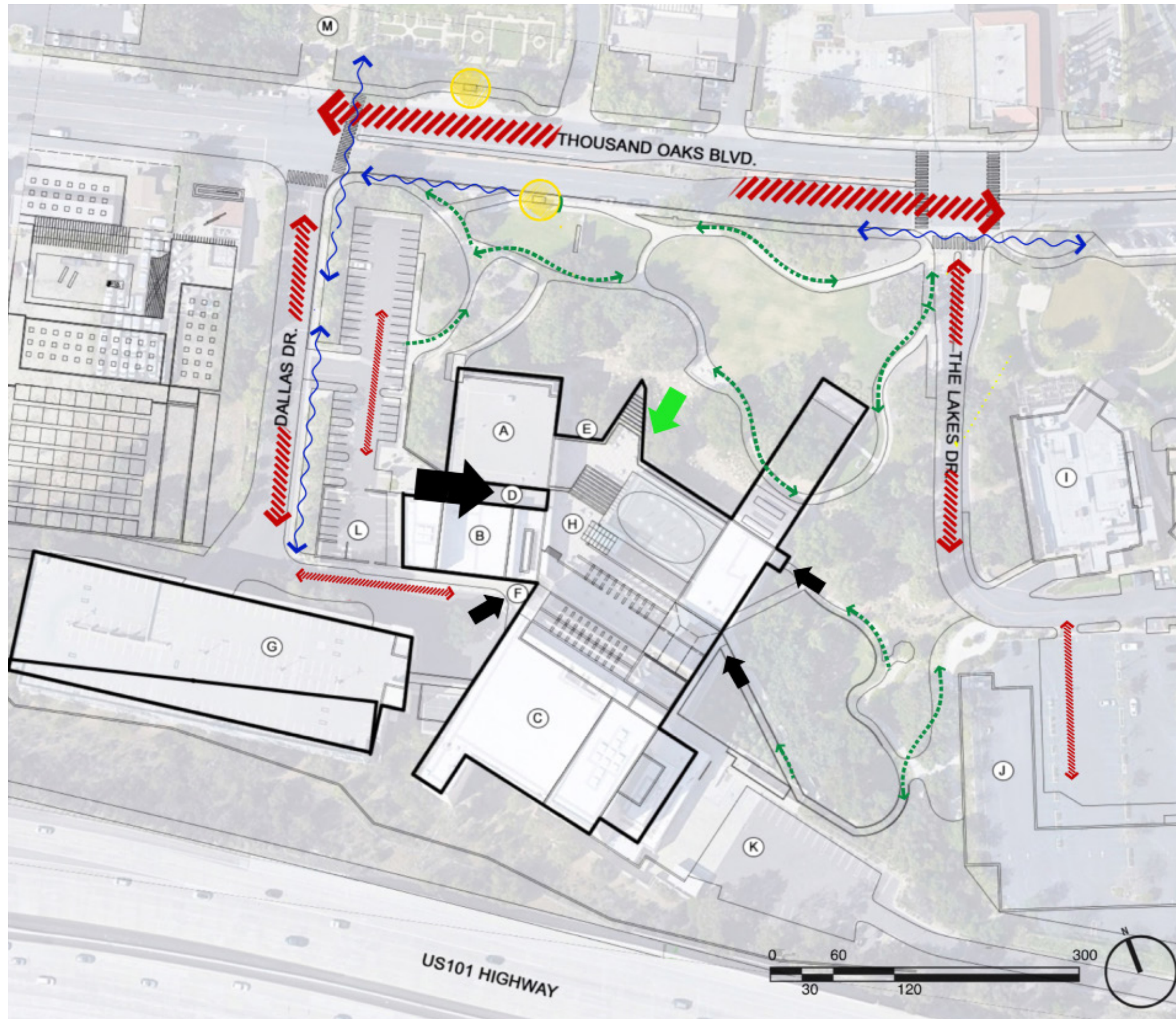
## LEGEND

-  Direction of Prevailing Wind
-  Path of Sun (Spring - Summer)
-  Path of Sun (Fall - Winter)










## BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |

# CIRCULATION: Vehicular & Pedestrian



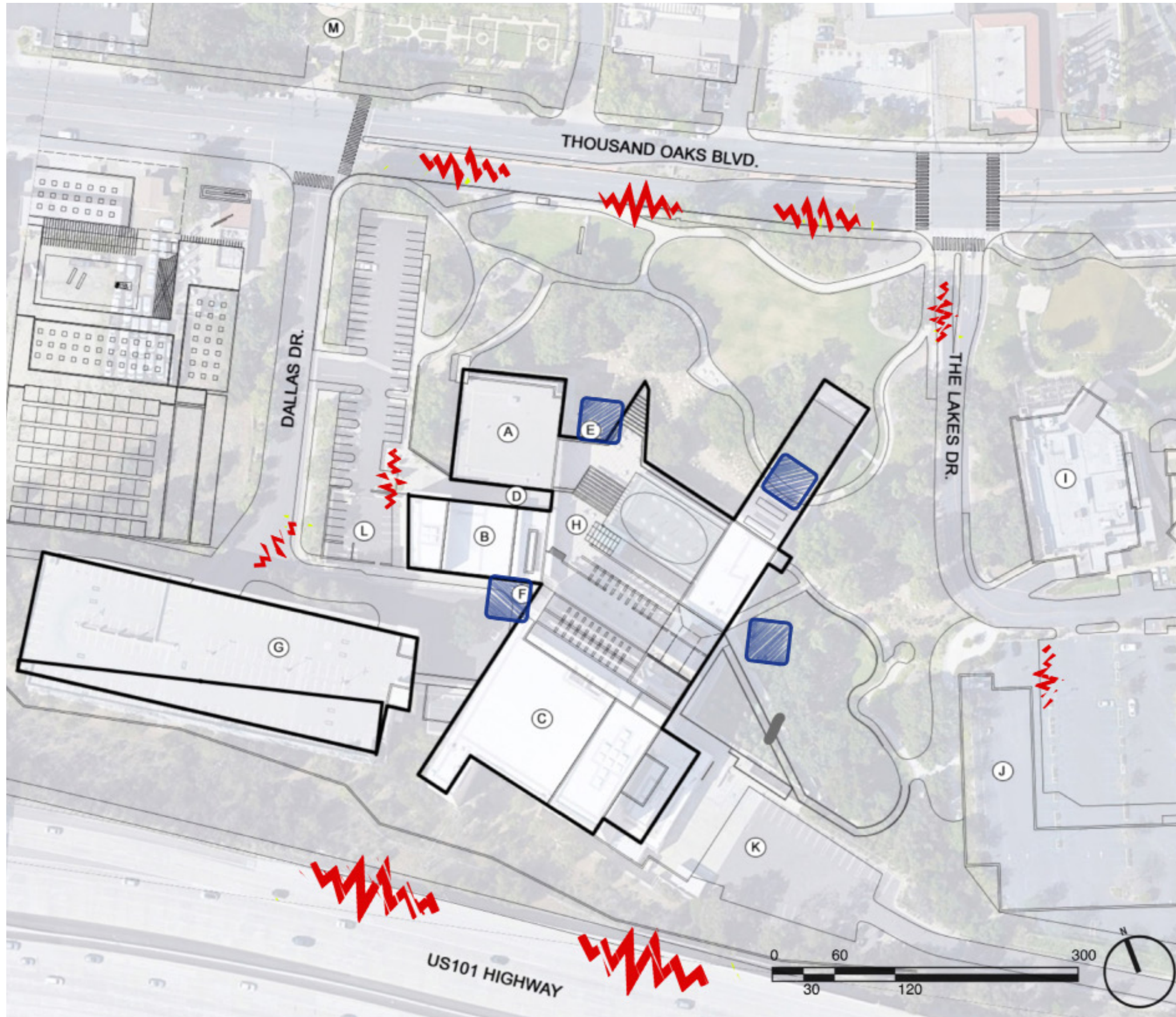
## LEGEND

-  Vehicular Circulation - Primary
-  Vehicular Circulation - Secondary
-  Vehicular Circulation - Tertiary
-  Pedestrian Circulation - Primary / Sidewalk Traffic
-  Pedestrian Circulation - Secondary / Pathway Traffic
-  Bus Stops
-  Main Entrance - Existing
-  Secondary Entrances - Existing
-  Main Entrance - Proposed





## BUILDING COMPLEX LEGEND

- (A) City Hall
- (B) Forum Theater
- (C) Kavli Theater
- (D) Primary Entrance
- (E) Ground Level Entrance
- (F) Motor Court Entrance
- (G) Parking Garage
- (H) Open Air Terrace
- (I) The Lakes Shopping Center
- (J) Future Museum Site
- (K) Kavli Theater Loading
- (L) Forum Theater Loading
- (M) Gardens of the World

# VEHICULAR NOISE



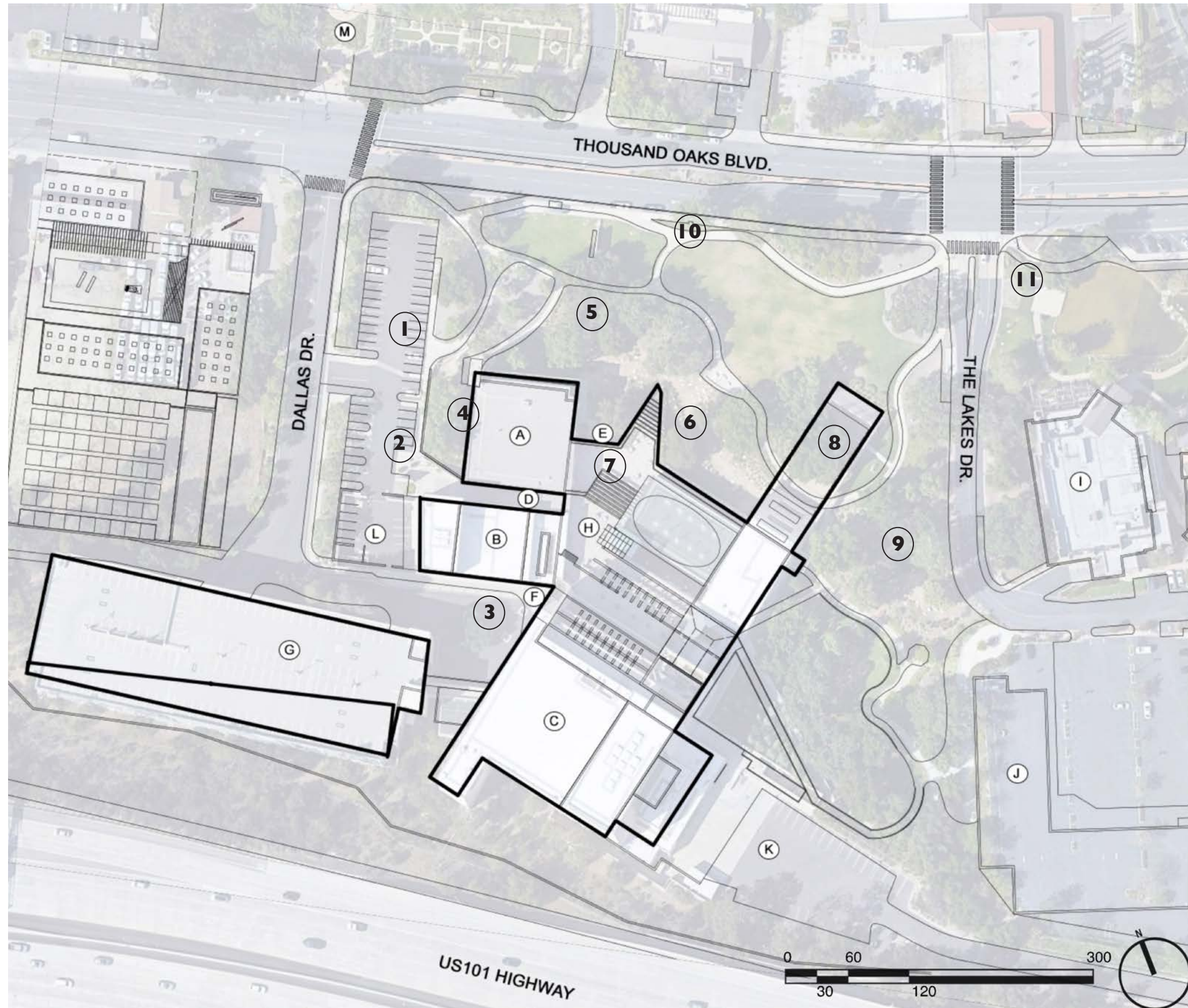
## LEGEND

-  Vehicular Noise, Primary
-  Vehicular Noise, Secondary
-  Vehicular Noise, Tertiary
-  Quiet Areas

## BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |

# SITE OPPORTUNITIES

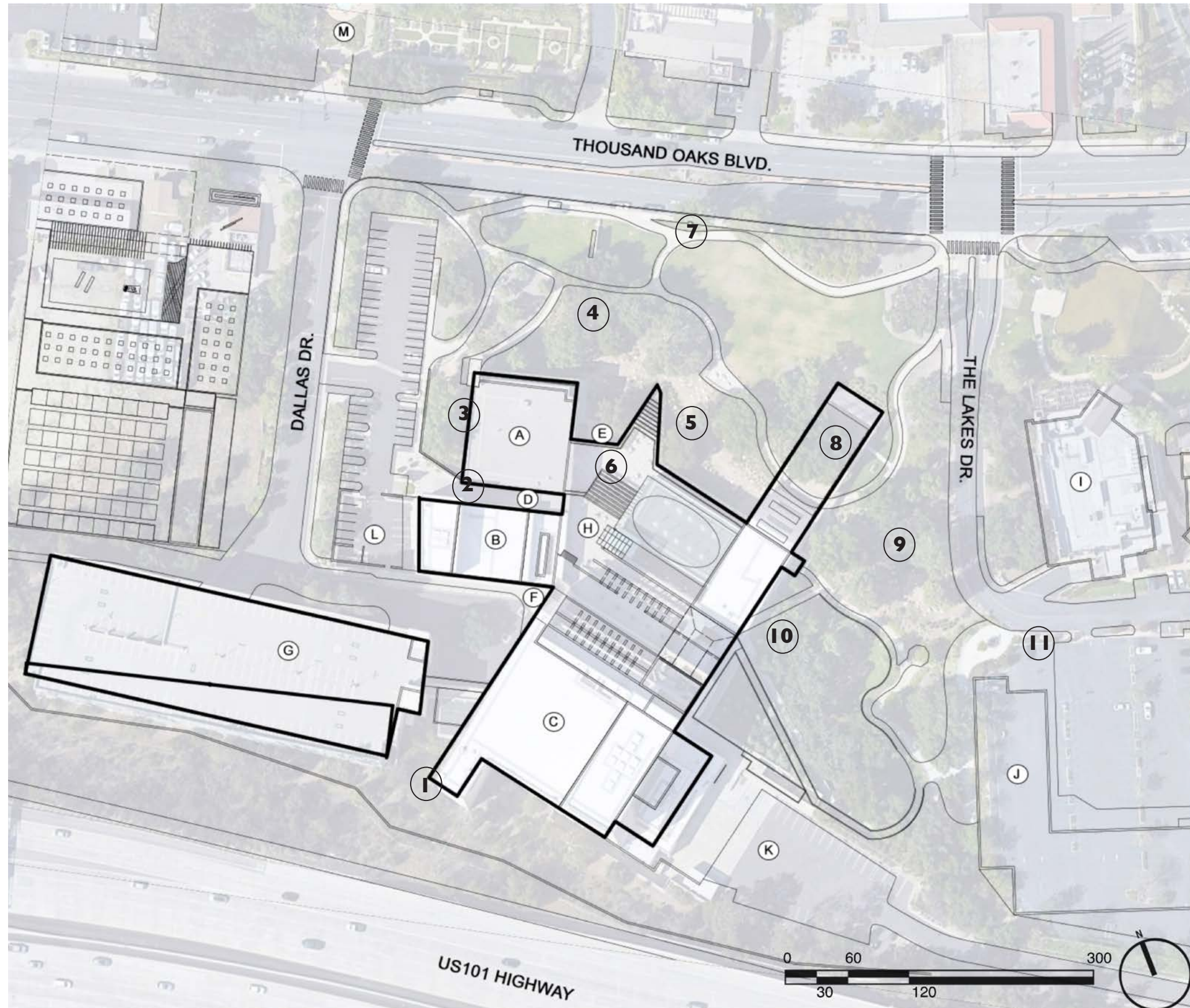


- 1** Parking Lot: half of it can be converted / reclaimed for recreational space.
- 2** Entry Pavilion & Coutyard could be constructed here
- 3** Motorcourt can be redesigned as additional gardens.
- 4** Sunken area could be repurposed as a shade garden
- 5** Groupings of Oaks provide shade and structure.
- 6** Tiered planter can be repurposed into grand entry stairs.
- 7** 2nd Floor Terrace can act as a Mezzanine for gathering.
- 8** Open Air Theater could become outdoor cafe / picnic area.
- 9** Extensive oak grove provides shade and habitat.
- 10** Frontage on Thousand Oaks Blvd can announce the complex and welcome visitors.
- 11** Intersection can be used as a connector to The Lakes restuarants and shops.

## BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |

# SITE CONSTRAINTS



- 1** Grade does not allow for any additional building or usable space.
- 2** “Canyon” Entryway is hidden from view and disorienting.
- 3** Ground floor windows look out onto higher grade.
- 4** Existing oak trees can not be moved for pruned.
- 5** Lowest area of the site could be prone to flooding.
- 6** Terrace is fully exposed to sun with very little plant material or shade.
- 7** Busy thoroughfare creates noise and danger.
- 8** Existing oak trees block the view of the stage and bisect the seating area.
- 9** Extensive oak grove prohibits any time building.
- 10** Secondary entrances to the bldg are not immediately apparent.
- 11** Layout of parking lot does not encourage crossing over into the Plaza.

### BUILDING COMPLEX LEGEND

- |                           |                               |
|---------------------------|-------------------------------|
| (A) City Hall             | (H) Open Air Terrace          |
| (B) Forum Theater         | (I) The Lakes Shopping Center |
| (C) Kavli Theater         | (J) Future Museum Site        |
| (D) Primary Entrance      | (K) Kavli Theater Loading     |
| (E) Ground Level Entrance | (L) Forum Theater Loading     |
| (F) Motor Court Entrance  | (M) Gardens of the World      |
| (G) Parking Garage        |                               |



## PROJECT GOALS & OBJECTIVES



### RECREATION & LEISURE

#### The Community's Outdoor Living Room

To design green spaces and outdoor living environments that offer opportunities for recreational activities like yoga classes, outdoor concerts, or sports events, fostering a sense of camaraderie and active engagement within the community. Moreover, the gardens can serve as a central hub for community events, festivals, and gatherings, bringing people together and promoting social connections and community building.



### EDUCATION & CONSERVATION

#### Set into the unique environment of California

The overall landscape design presents a unique opportunity to educate the community about local ecology, native plants, and the importance of water conservation, through informative signage, guided tours, and workshops that promote sustainable practices and environmental awareness.



### COMMUNITY BUILDING

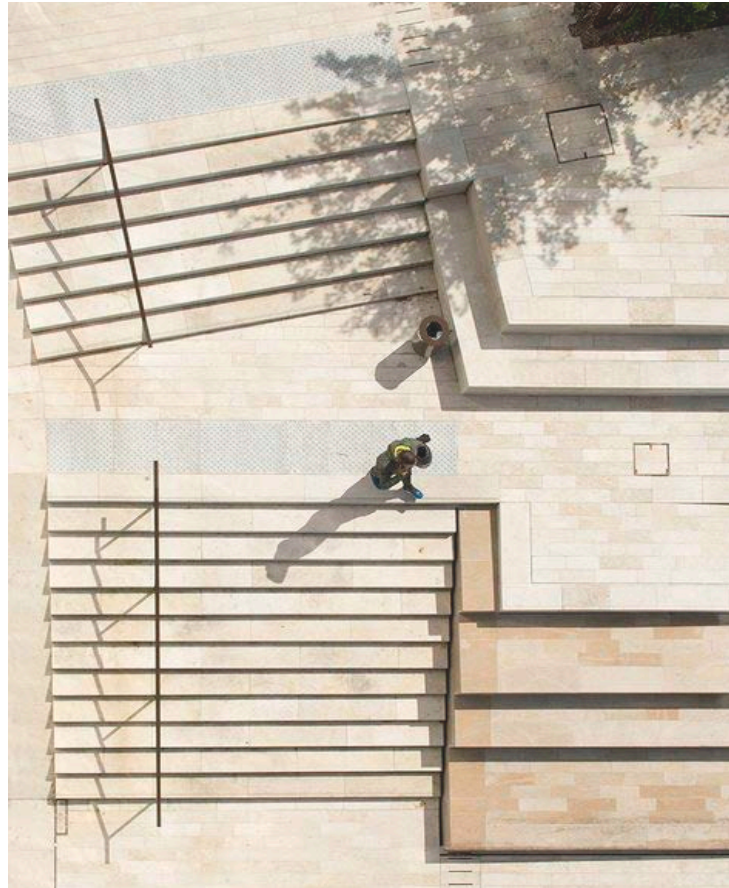
#### Open and Accessible to All

This space should strive to be inclusive and accessible, serving all aspects and people of the community, while also offering free community events such as plays, concerts, and cultural performances, creating a vibrant and engaging environment that fosters a strong sense of community pride and enjoyment.

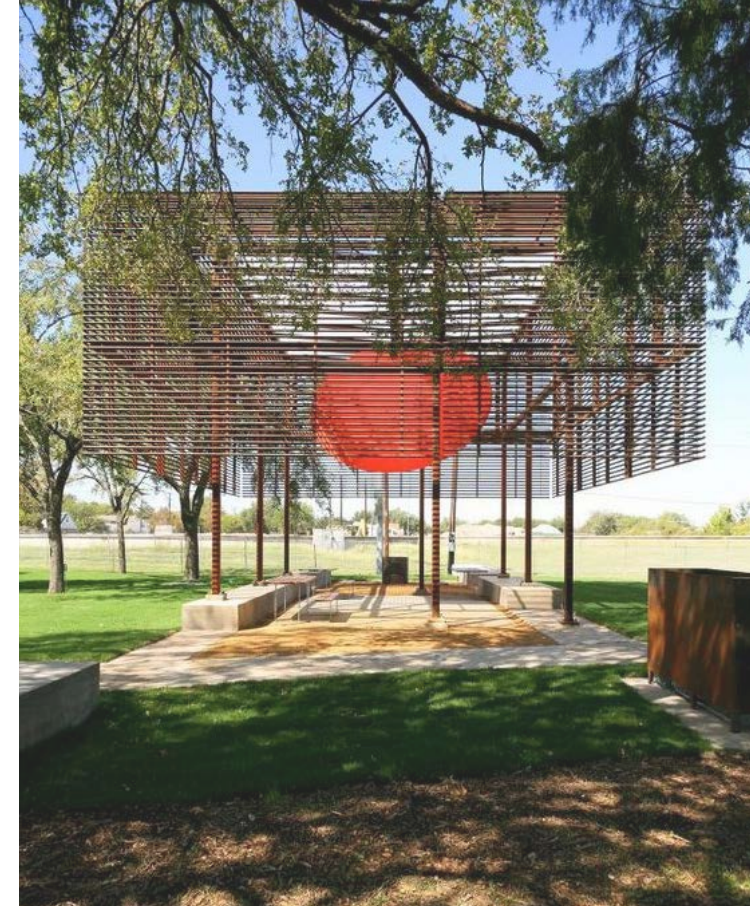
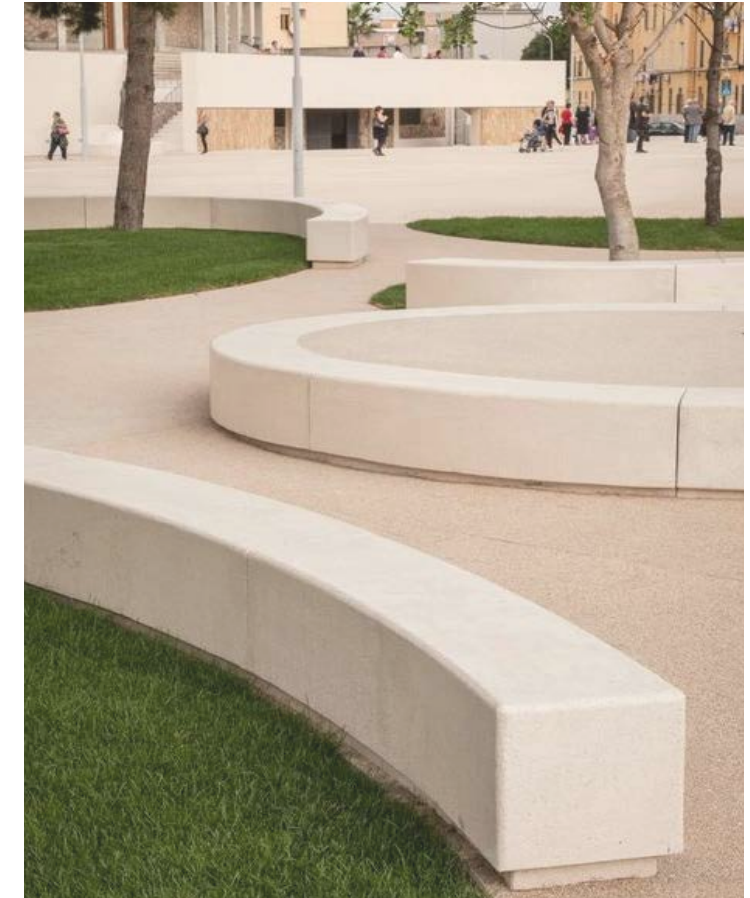
# CONCEPT DEVELOPMENT

**Creating Identity Through Shapes, Materials and Colors**

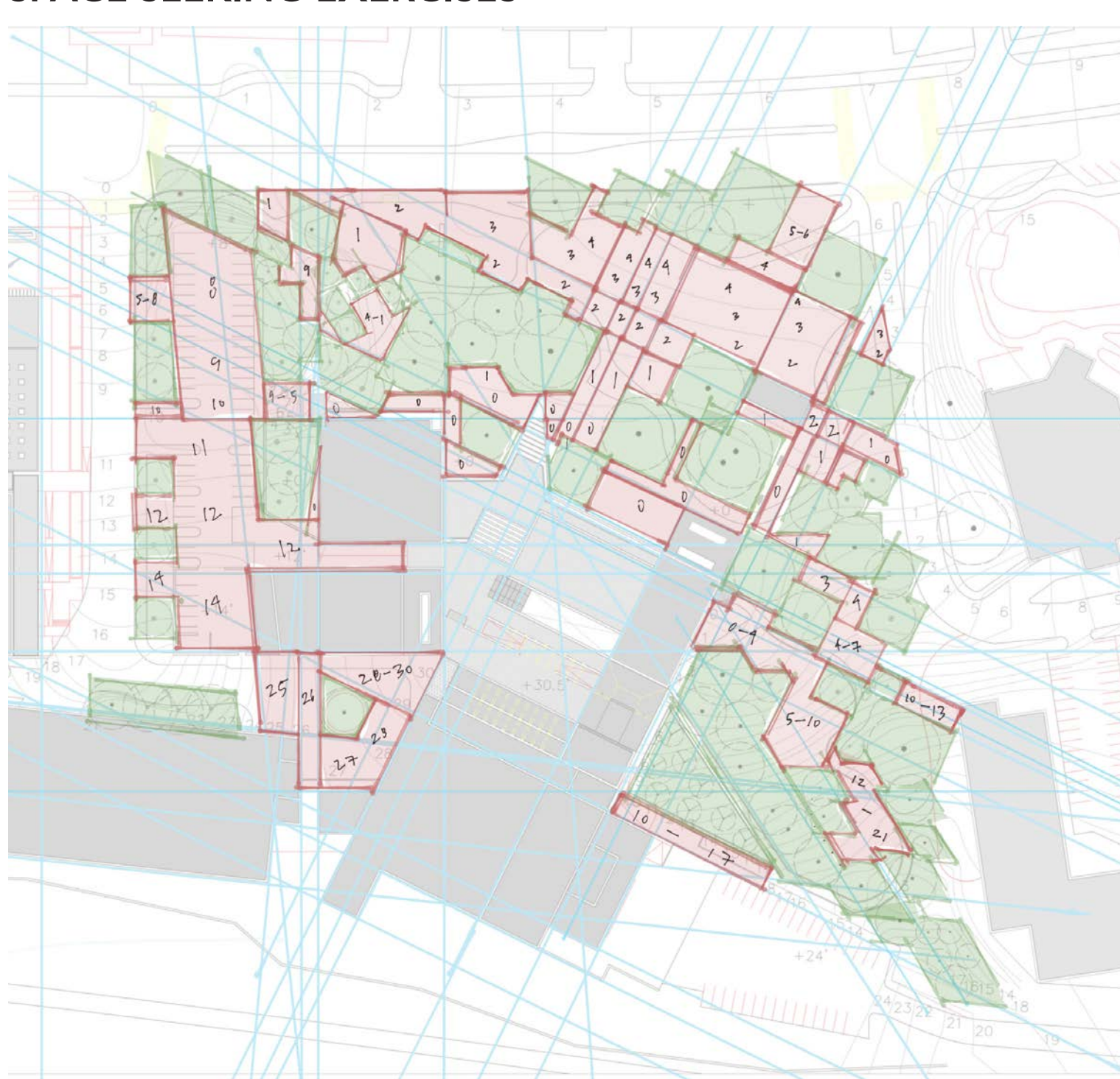
# INSPIRATION: Hardscape & Retaining Walls



# INSPIRATION: Seating & Approach Views



# SPACE SEEKING EXERCISES

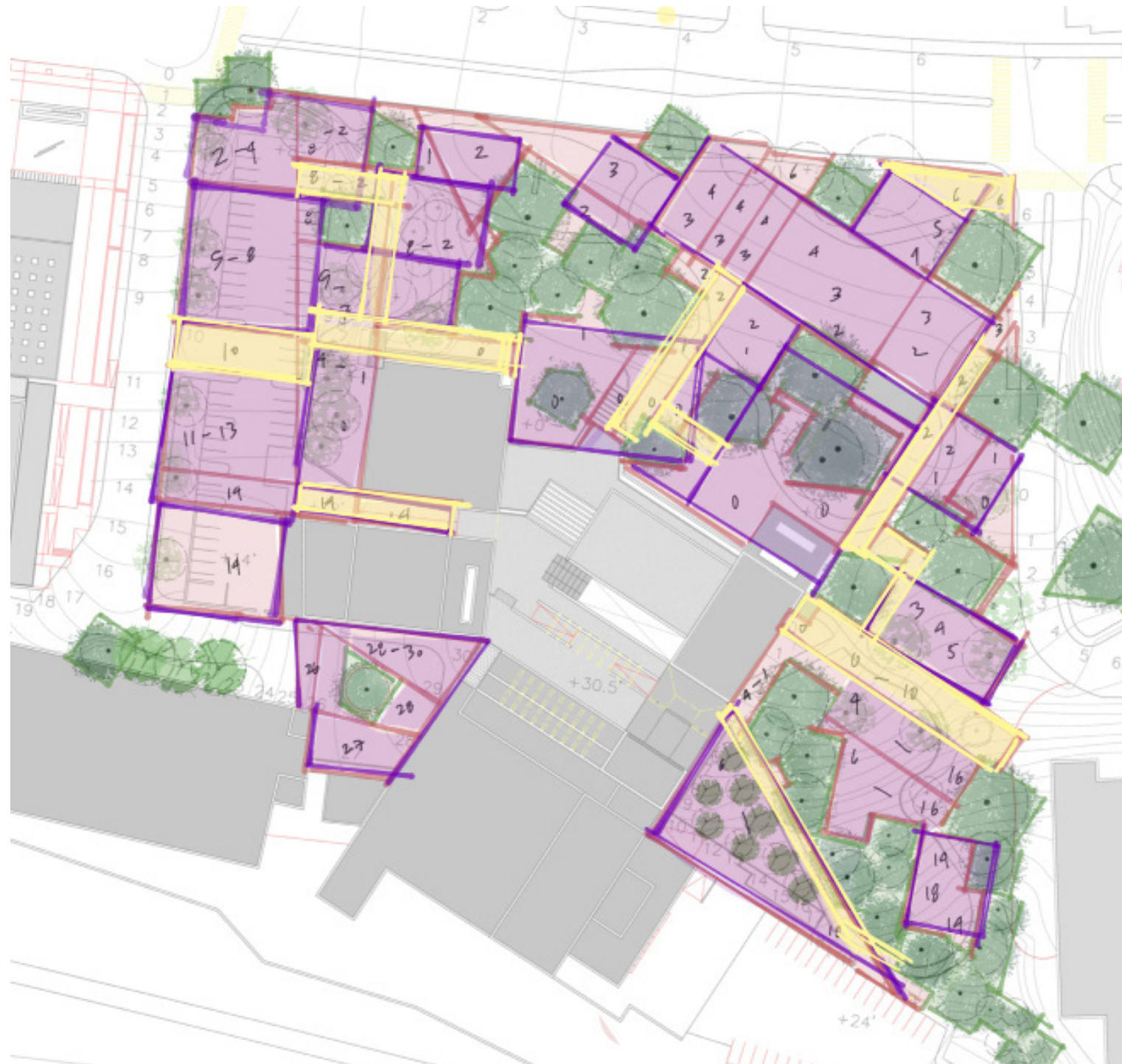


\*All Trees Preserved

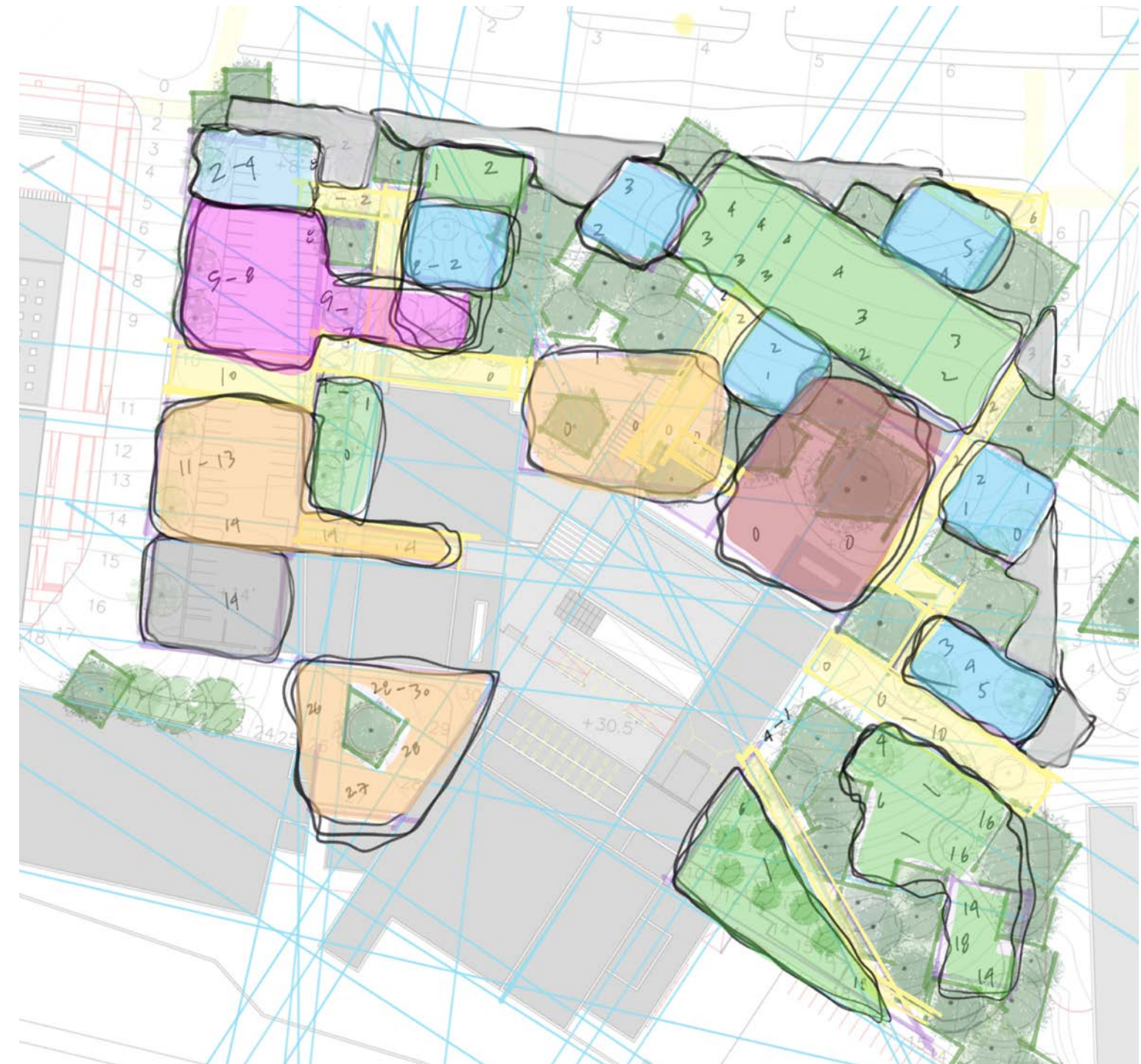


\*Only Oaks Preserved

# SPACES & CONNECTIONS



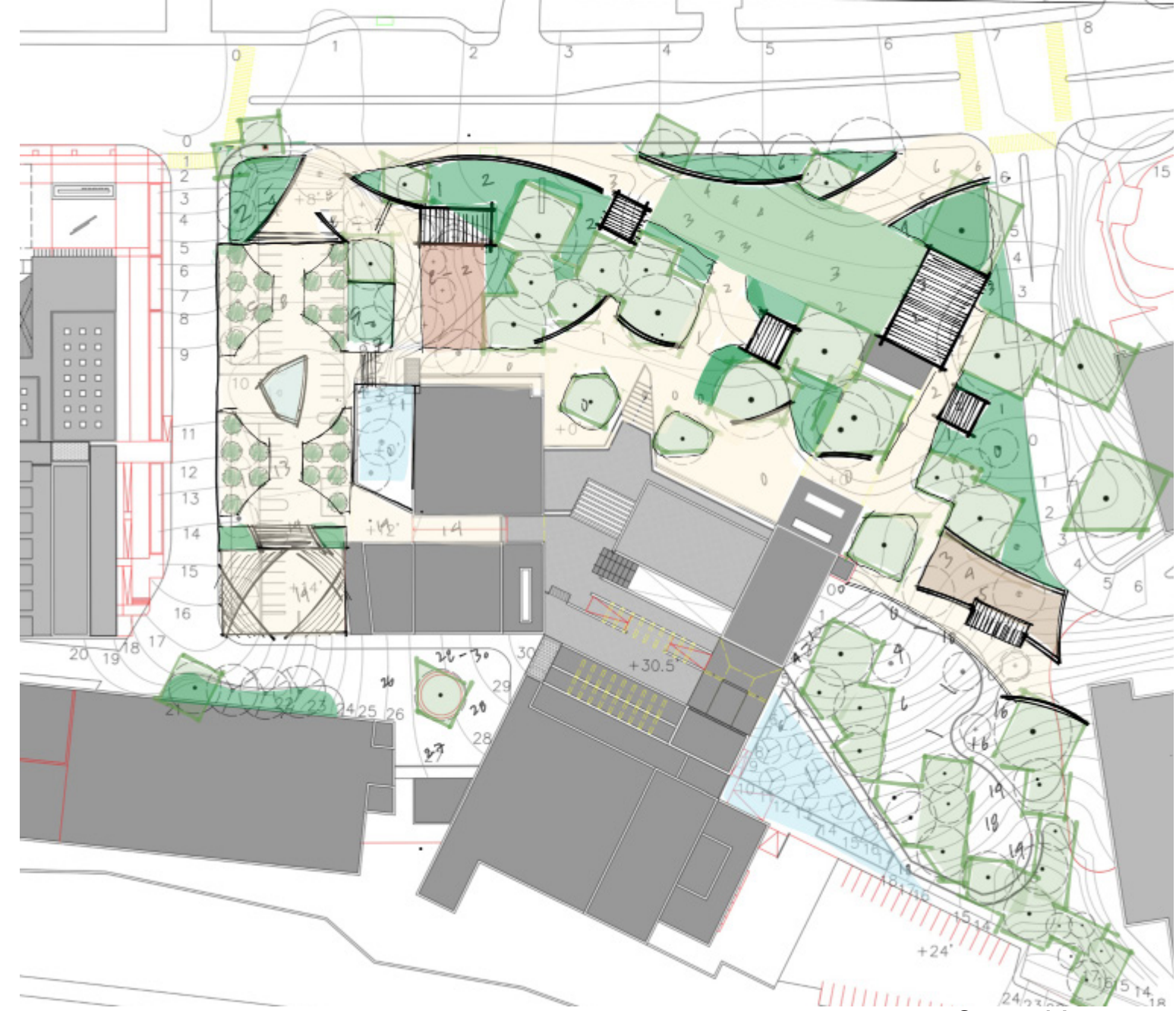
# BUBBLE DIAGRAM



# CONCEPT PROGRESSION

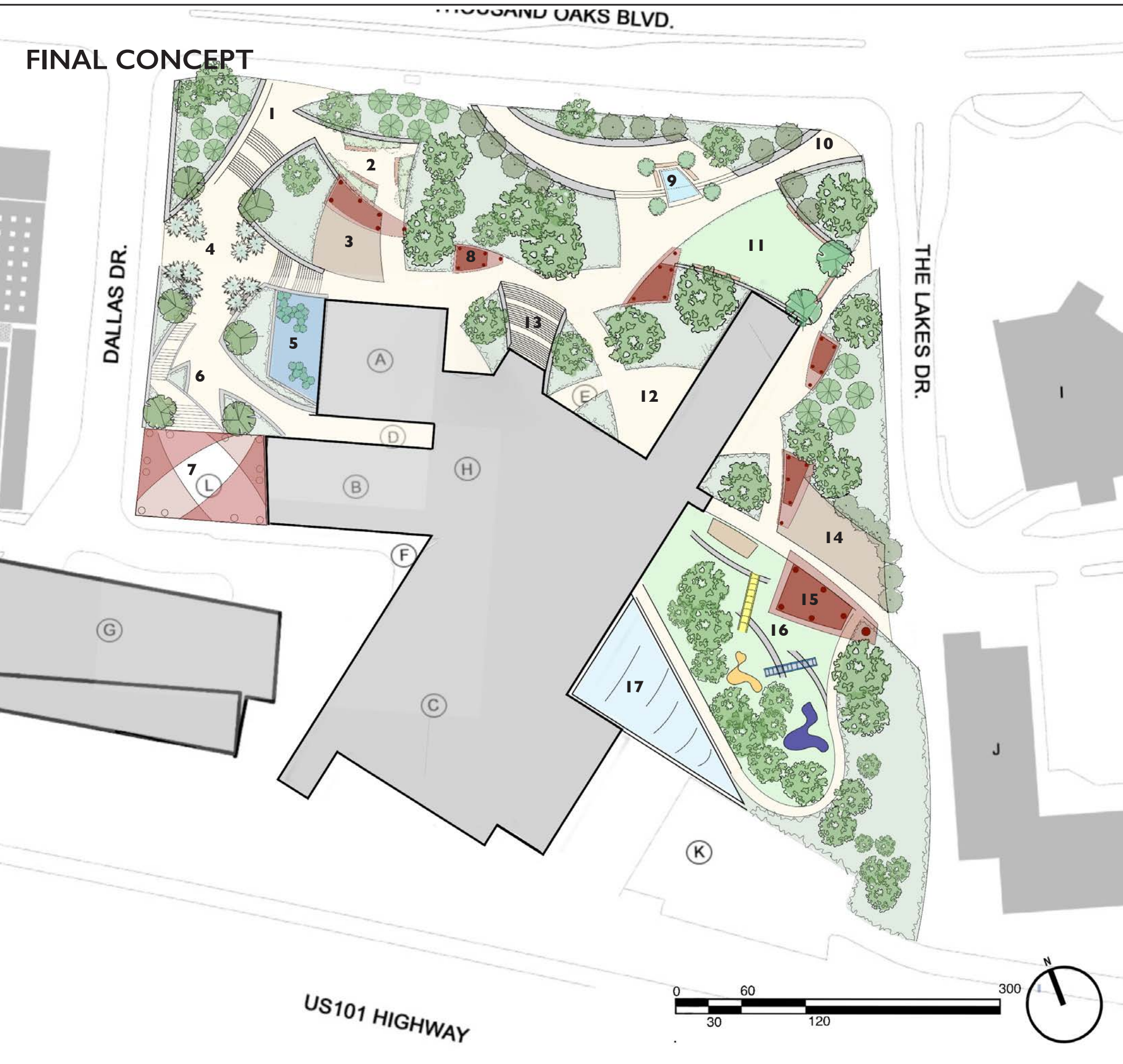


First Iteration



Second Iteration

FINAL CONCEPT



PROGRAM LEGEND

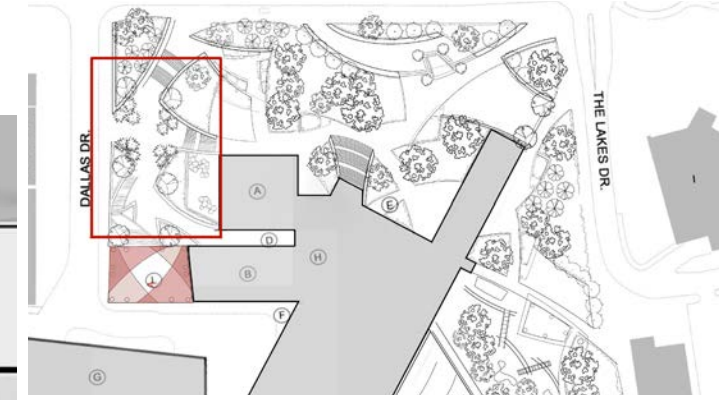
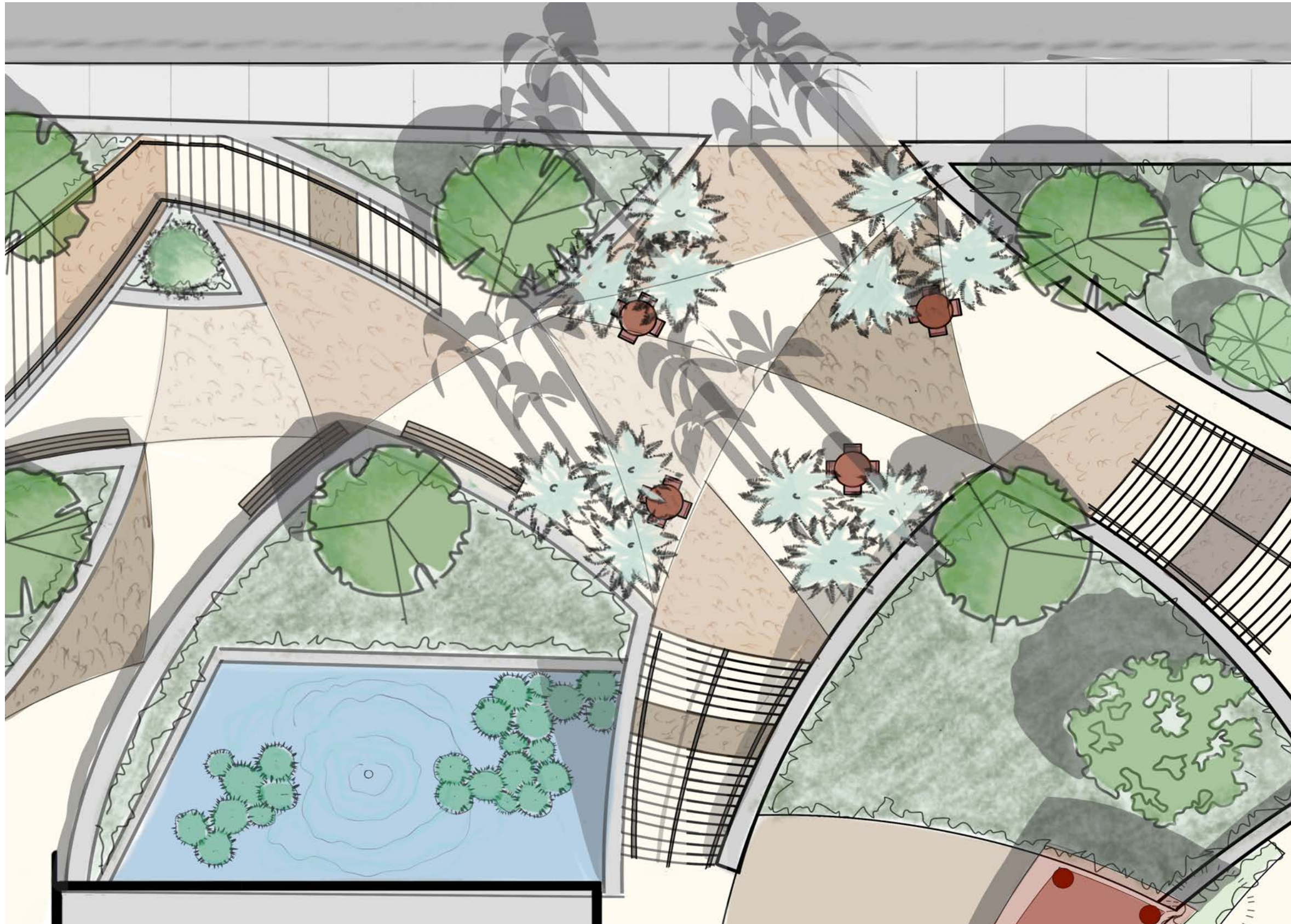
- |                             |                       |
|-----------------------------|-----------------------|
| 1 West Main Entrance        | 10 East Main Entrance |
| 2 Demonstration Garden      | 11 The Great Lawn     |
| 3 The Learning Garden       | 12 Cafe Conejo        |
| 4 Palm Court                | 13 Grand Stairs       |
| 5 Water Garden & Fountain   | 14 Dog Run            |
| 6 Lower Foyer               | 15 Play Structure     |
| 7 Conejo Event Space        | 16 Open Play Area     |
| 8 Leisure Pavilion          | 17 Splash Pad         |
| 9 Noise Mitigation Fountain |                       |

BUILDING COMPLEX LEGEND

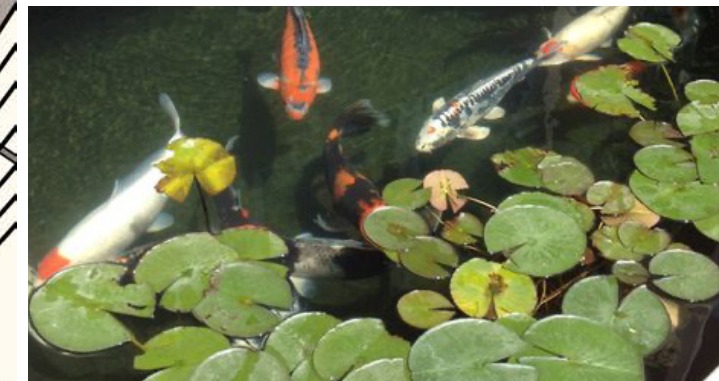
- |                         |                             |
|-------------------------|-----------------------------|
| A City Hall             | H Open Air Terrace          |
| B Forum Theater         | I The Lakes Shopping Center |
| C Kavli Theater         | J Future Museum Site        |
| D Primary Entrance      | K Kavli Theater Loading     |
| E Ground Level Entrance | L Forum Theater Loading     |
| F Motor Court Entrance  | M Gardens of the World      |
| G Parking Garage        |                             |



# ENLARGEMENT: Palm Court



Exposed Aggregate Concrete

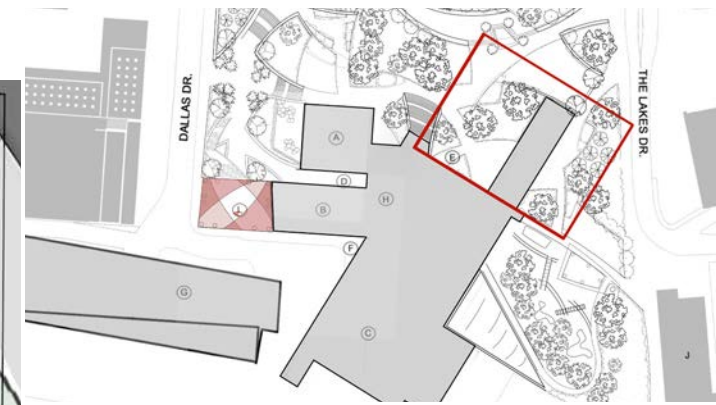
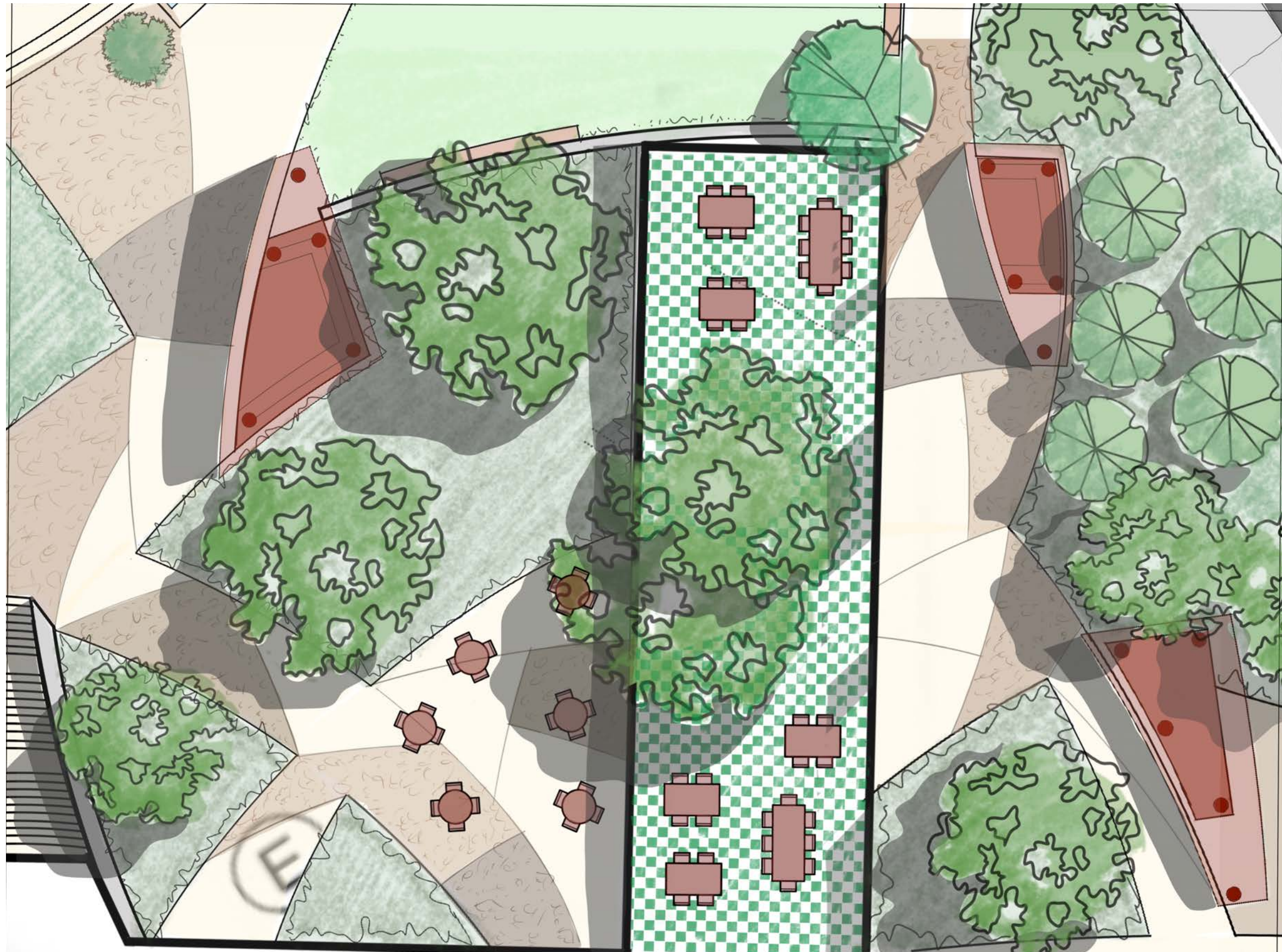


Lily Pond / Water Garden

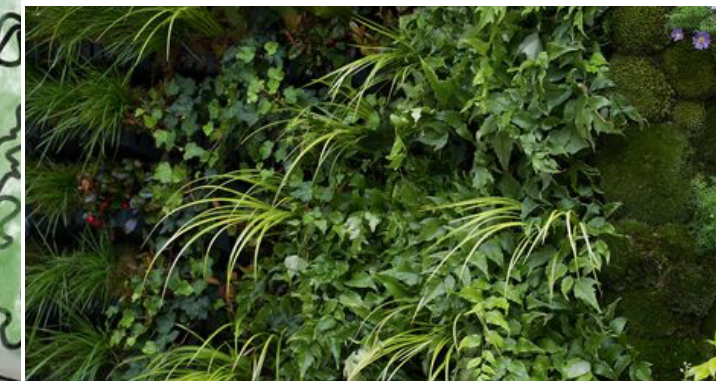


Silver Blue Palms

# ENLARGEMENT: Cafe Conejo



Turf Stone Flooring



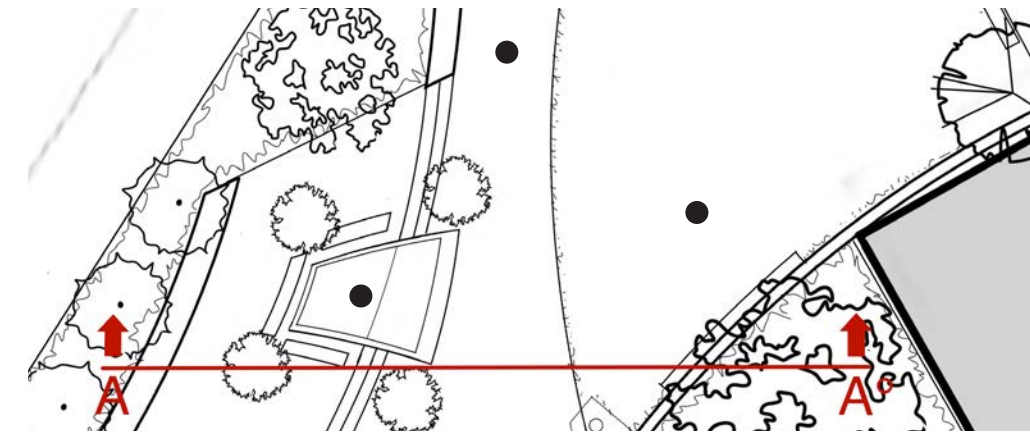
Living Walls



Movable Furniture

# PERSPECTIVE & SECTION DRAWINGS

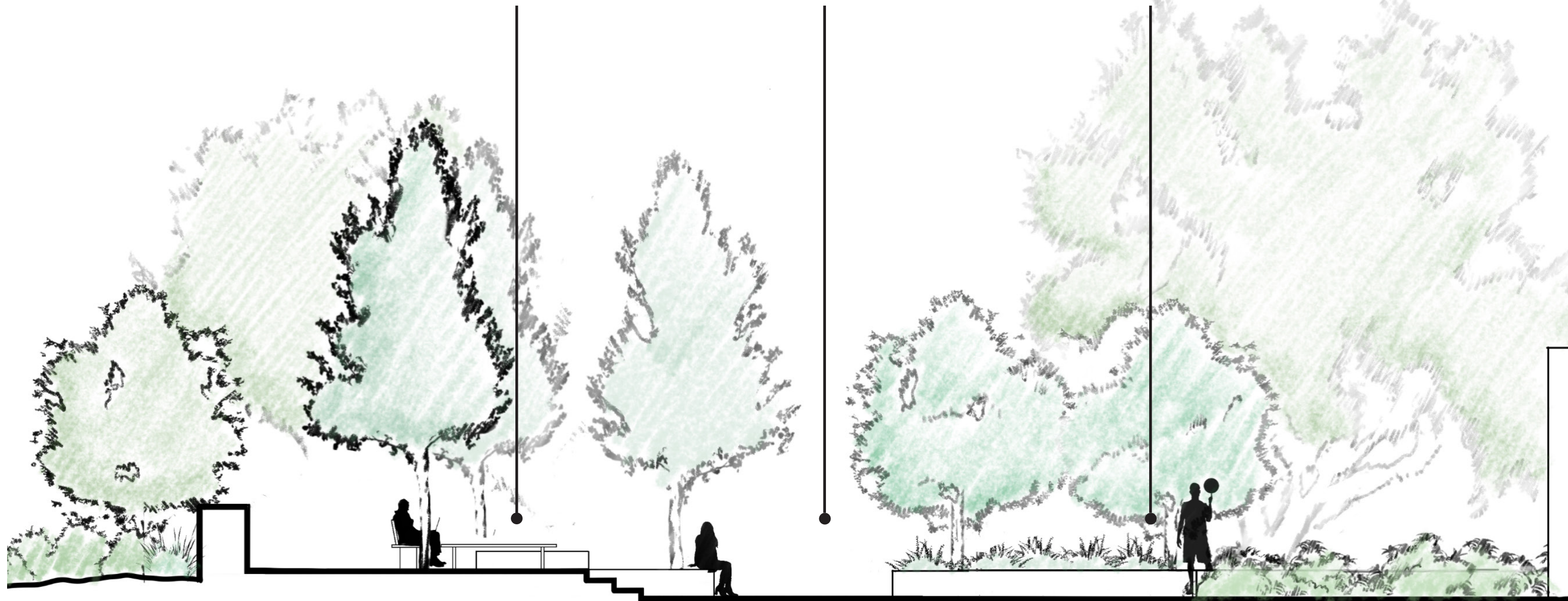
# SECTION-ELEVATION: Entry Fountain & Great Lawn



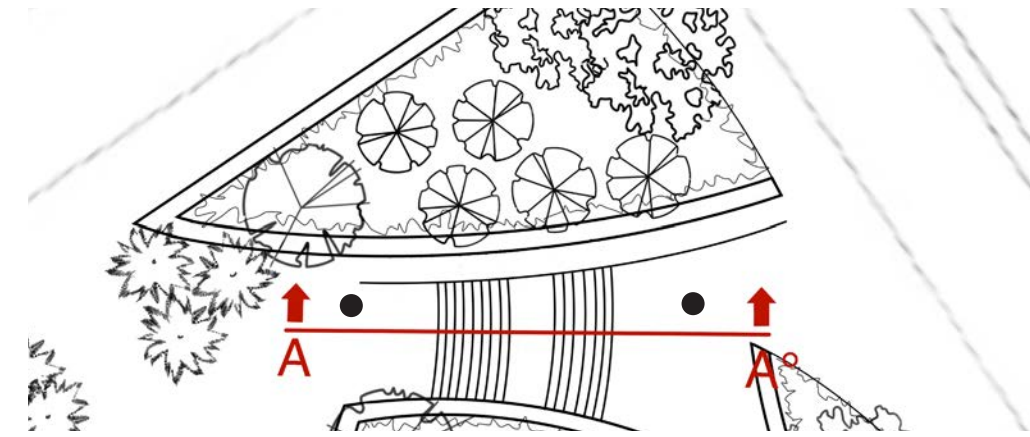
NOISE MEDIATION FOUNTAIN

EAST MAIN ENTRANCE

GREAT LAWN



# SECTION-ELEVATION: West Main Staircase

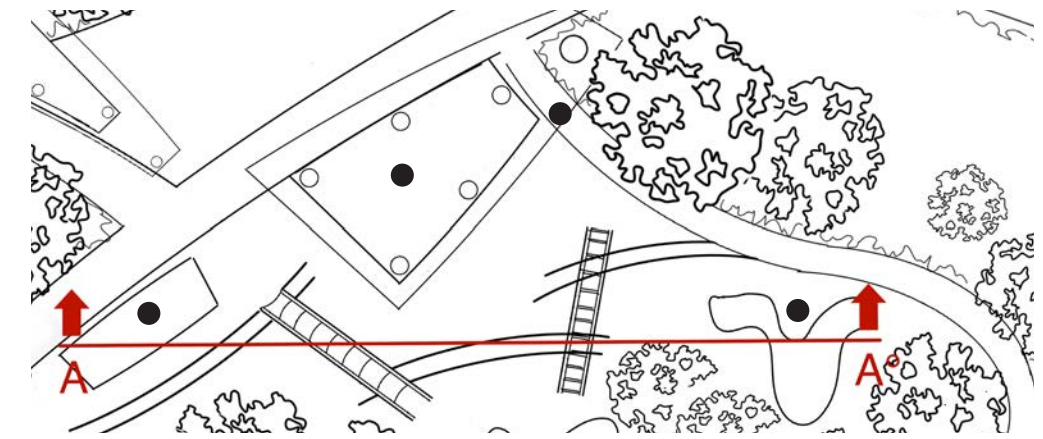


PROCESSION TO PALM COURT

WEST MAIN ENTRANCE



# SECTION-ELEVATION: Play Space

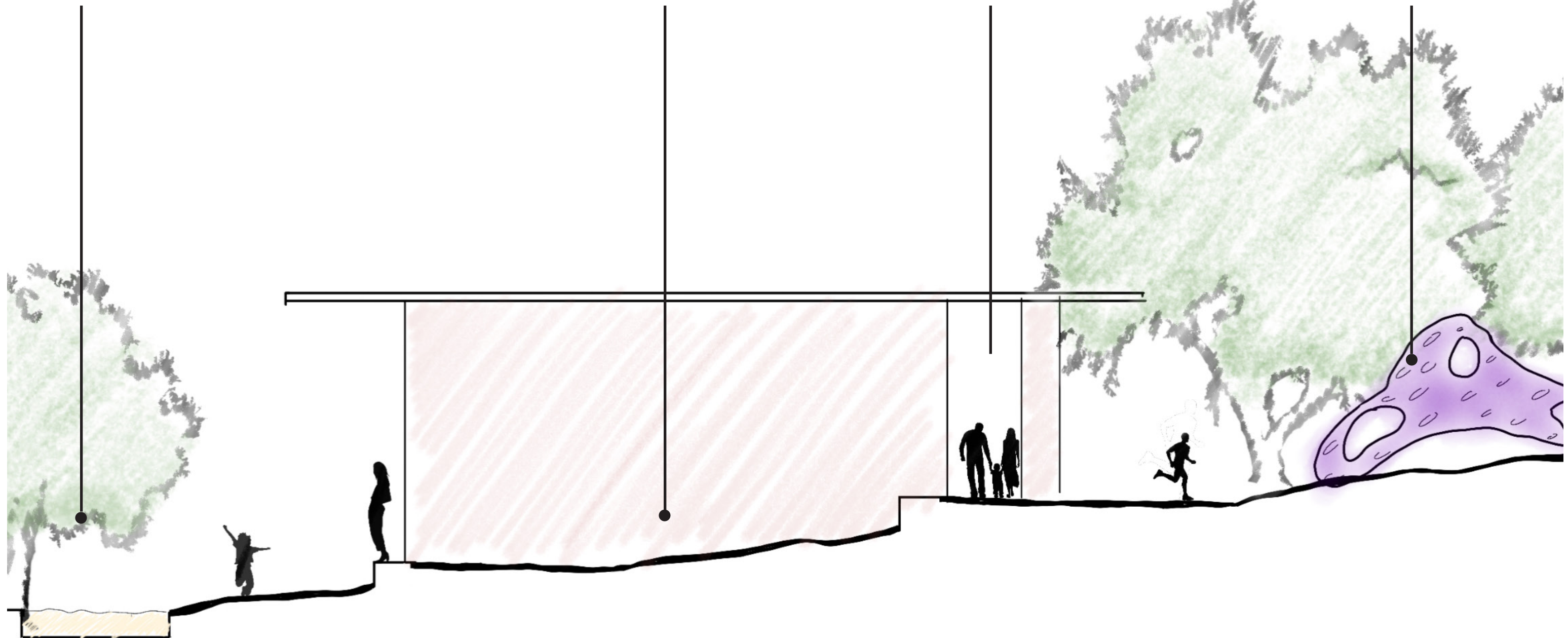


SANDBOX

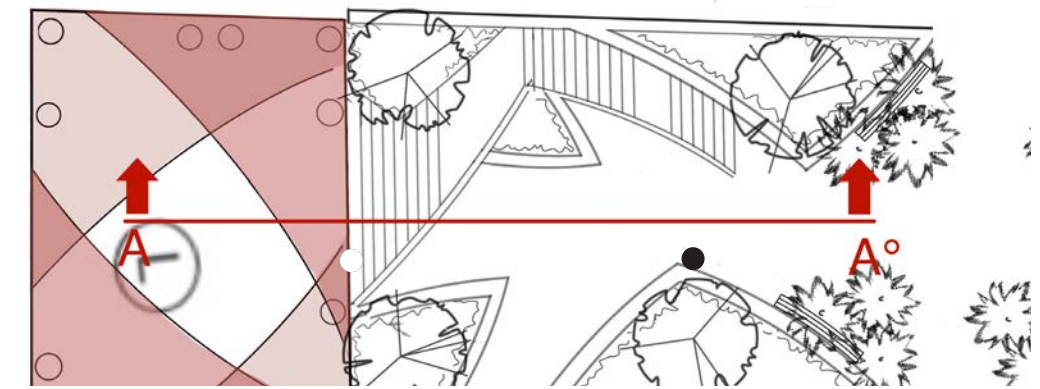
PLAY STRUCTURE

PATH TO SPLASH PAD

CLIMBING STRUCTURE



# SECTION-ELEVATION: Event Space and Lower Foyer

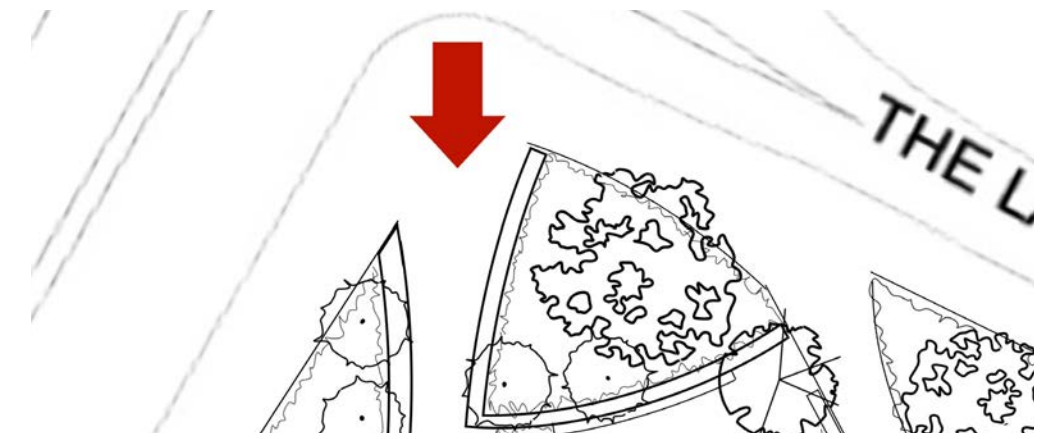


EVENT SPACE

STAIRS TO EVENT SPACE

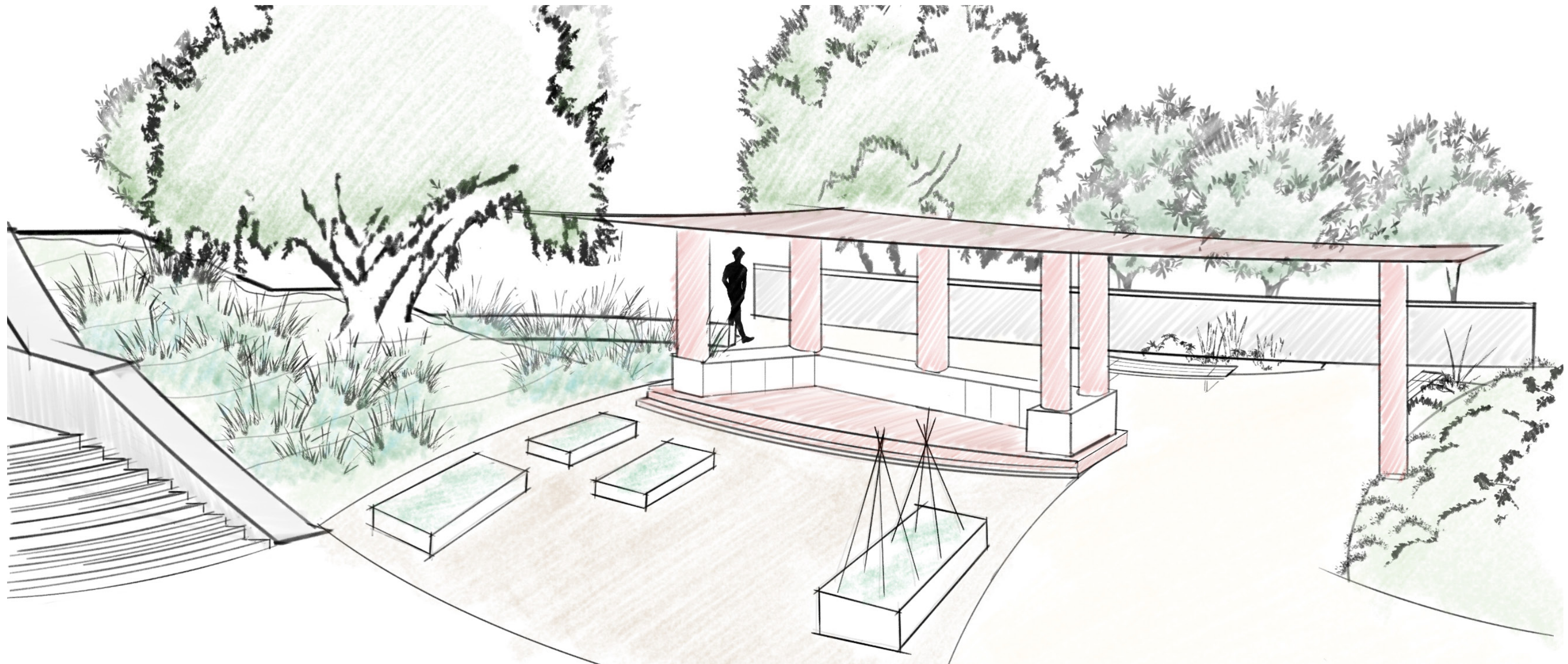


PERSPECTIVE: East Main Entrance

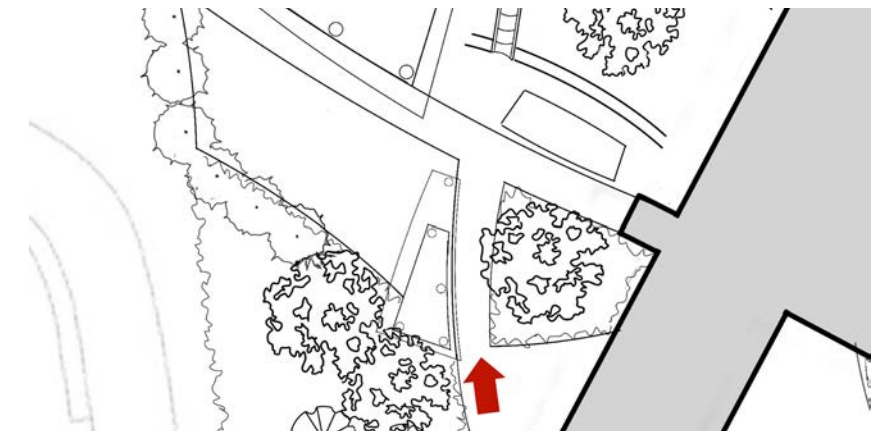




# PERSPECTIVE: The Learning Garden



# PERSPECTIVE: Play Zone Approach



# PERSPECTIVE: Grand Staircase

