



THOUSAND OAKS CIVIC ARTS PLAZA REDEVELOPMENT

ANN BUI
LANDSCAPE DESIGN 3 || SPRING 2023
INSTRUCTOR || FRANCISCO BEHR

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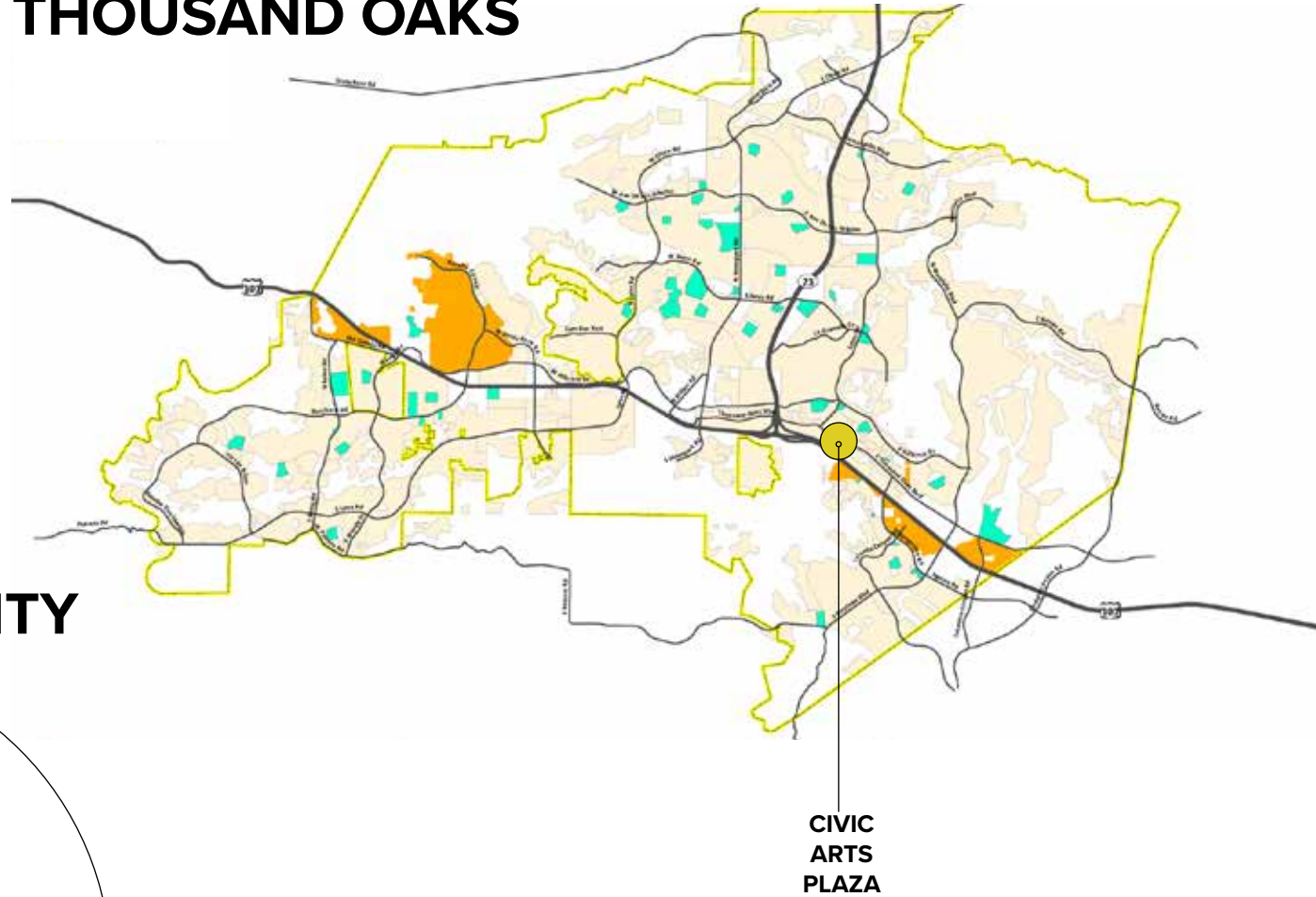
A downtown is about more than just the physical environment or the range of businesses that operate there. It is about the interaction of building design, public spaces, transportation, and mix of uses that brings people together and provides reasons to return over and over again.

---Downtown Master Core Plan, page 12, 2018.



PROJECT OVERVIEW

THOUSAND OAKS



TIMELINE OF THE CIVIC ARTS PLAZA

- 1994 Construction completed
- 2005 Needs Assessment Report released
- 2018 Downtown Core Master Plan endorsed

CITY OF THOUSAND OAKS

Population: 126,966 [2020 census]

VENTURA COUNTY



CALIFORNIA



BACKGROUND

CIVIC ARTS PLAZA

The Thousand Oaks Civic Arts Plaza is composed of City Hall offices and two theaters -- Kavli Theater [1800 seats] and Scherr Forum [480 seats], with the latter servicing City Council functions as well.

The building was designed by architect Antoine Predock. Due to budget constraints, intended designs were truncated, leaving an array of wayfinding issues and lack of connection with the surrounding properties.

The purpose of this project is to assess potential possibilities of revitalizing the Civic Arts Plaza to become the heart of the city's downtown area.

TOTAL SITE AREA: 44,000 ft² (10 acres)
PROJECT SITE AREA: 24,000 ft² (5 acres)

LOCATION (NTS)

The Civic Arts Plaza is centrally located within the City of Thousand Oaks in eastern Ventura County. It is sandwiched between Highway 101 and Thousand Oaks Boulevard, a main commercial corridor.

It is estimated that ~200 City Hall staff and theater staff are on site daily, and the theaters host about 200,000 visitors each year for various live performances and speaker events, including local school performances.

LAND ACKNOWLEDGEMENT

This statement serves to honor the original inhabitants of what is now the City of Thousand Oaks. The Civic Arts Plaza resides on the land of the Chumash indigenous community, whose connection to this land we remember, and whose presence -- past, present, and future -- we respect. We express gratitude to the people who were caretakers and stewards of this land, and acknowledge the resilience and challenges this tribe endured.



GOALS & OBJECTIVES

The goals and objectives are established to guide the Civic Arts Plaza redevelopment project with aims to meet the desired vision.

VISION

Provide a dynamic platform and retreat for the community of Thousand Oaks to gather and appreciate its local offerings.



CONNECT & DEFINE

- Create safe pedestrian crossings to flow into the Civic Arts Plaza connect to the surrounding areas
- Establish a prominent main entrance and hierarchial pathways to improve wayfinding



ACTIVATE & ENGAGE

- Develop flexible spaces that can host individuals and large community gatherings for various activities
- Add features that appeal to variety of age groups and increase time spent on the site



EDUCATE & CULTIVATE

- Design a space that celebrates the existing oak trees and dry creek bed on site
- Improve biodiversity by establishing native plants to attract pollinators
- Develop signage to educate visitors on local plant communities



SITE ANALYSIS

CONTEXT



1 CIVIC ARTS PLAZA



2 THE LAKES SHOPPING CENTER



3 RESIDENTIAL DEVELOPMENT



4 GARDENS OF THE WORLD



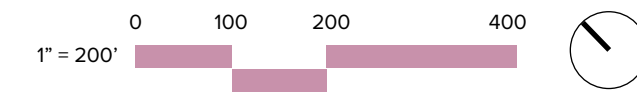
5 MUSEUM DEVELOPMENT



6 HIGHWAY 101



— DOWNTOWN CORE



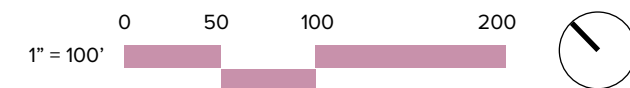
LIMIT OF WORK



- Zone 1** Western section which consists of the Dallas Drive/Thousand Oak Blvd corner entrance, connection to proposed museum development, an open parking lot with access to City Hall entrance (2nd floor), and parking garage access to the Theater (3rd floor).
- Zone 2** Front section facing Thousand Oaks Blvd which consists of The Lakes Drive corner entrance, lawn area, dry creek bed, and a courtyard. This area has the lowest elevation on site and has limited access to Civic Center.
- Zone 3** Southeast section connects to parking area of The Lakes shopping center and proposed residential development. It has significant sloped areas, clusters of oak trees, and a ramp leading to the Theater (3rd floor),
- Zone 4** Street connections to the Civic Arts Plaza. Primary focus will be the northern section on Thousand Oaks Blvd. which has a four vehicular lanes, flanked by street parking, bus stops, and crosswalks to adjacent commercial properties. There are no bike lanes.

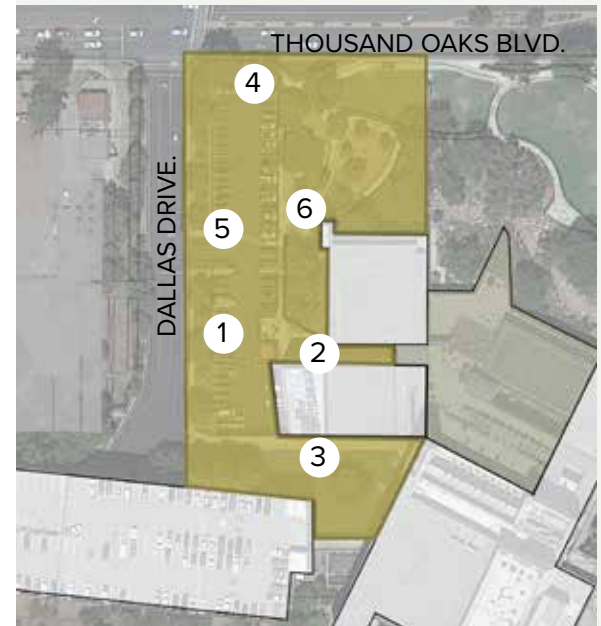
BUILDING LEGEND

- | | |
|-------------------------------|------------------------------------|
| A. City Hall | I. 3rd Floor Loading Area |
| B. Kavli Theater [1800 seats] | J. Reflecting Pool |
| C. Forum Theater [400 seats] | K. Courtyard |
| D. Parking Garage | L. Museum Development [Proposed] |
| E. Main Entrance | M. Gardens of the World |
| F. 2nd Floor Entrance | N. The Lakes Shopping Center |
| G. 2nd Floor Loading Area | O. Residential Building [Proposed] |
| H. 3rd Floor Entrance Ramp | |



CONSTRAINTS / OPPORTUNITIES

Zone
1



1. LOADING ZONE NEXT TO CITY HALL ENTRANCE

OPPORTUNITY:
Disguise loading zone used for service vehicles near entrance with sliding mechanical gate and trees, and pave with grasscrete to tolerate traffic load and keep surface permeable.



2. CONCEALED CITY HALL ENTRANCE ON 2ND LEVEL

OPPORTUNITY:
Per Downtown Master Plan, relocate main entrance to City Hall to the side facing Thousand Oaks Blvd which will serve as the front of the Civic Arts Plaza. This can remain a secondary entrance for employees or those familiar with the site. Consider enclosed atrium to provide coverage and maintain light.



3. 3RD LEVEL THEATER ENTRANCE IS A ROUNDABOUT

OPPORTUNITY:
Consider covered glass atrium to diminish noise from Highway 101 and wind tunnel effect. Convert as a theater reception/lobby area as a meeting and gathering place before/after events. Also, relocate ticket office to a ticket booth utilizing stone as backdrop, and add full-sun vegetation along sidewalk area that gets ample light.



4. ACCESS FROM THOUSAND OAKS BLVD

OPPORTUNITY:
Consider stairs or ramp from corner entrance of Dallas Drive and Thousands Oaks Blvd to address higher site elevation from sidewalk.



5. PARKING LOT

OPPORTUNITY:
Replace relatively flat area (gradual incline toward loading dock) with an art plaza to connect with the proposed museum development across the street as there is still plenty of parking in the parking structure.

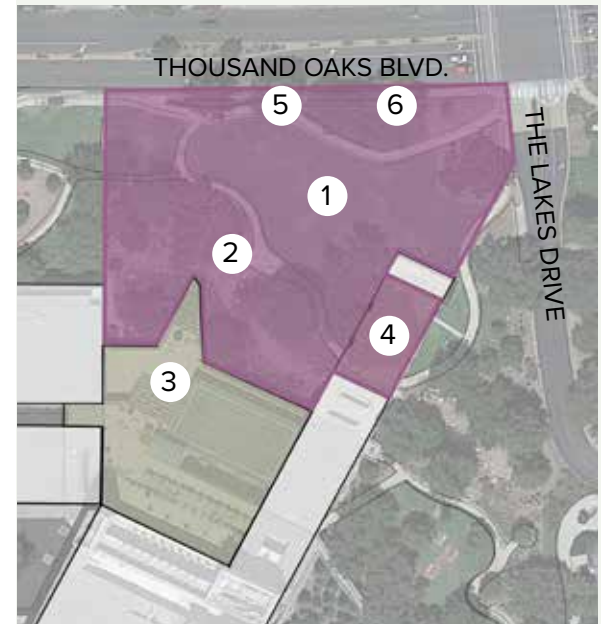


6. UNDERUTILIZED SUNKEN AREA AT GROUND LEVEL

OPPORTUNITY:
Replace with zen rock garden and utilize existing retaining wall while maintaining art theme on western section of the Civic Arts Plaza.

CONSTRAINTS / OPPORTUNITIES

Zone
2



1. LAWN LIMITS ADA ACCESS

OPPORTUNITY:
Large, relatively flat area that can be paved and serve as the central community gathering area in front of the Civic Arts Plaza.



2. NO DIRECT GROUND LEVEL ACCESS TO CITY HALL

OPPORTUNITY:
Modify retaining wall planter to create exterior stair access from the ground level to the City Hall entrance on the second floor and accentuate the existing bioswale.



3. ELEVATOR OR STAIRWELL ACCESS TO CITY HALL

OPPORTUNITY:
Continue exterior stair access from potential ground level to City Hall (second floor) to Kavli performing arts theater (third floor). Create terraced seating with existing retaining wall.



4. UNDERUTILIZED COURTYARD AREA

OPPORTUNITY:
Consider adding a cafe and dining area to take advantage of dappled light under the two oak trees. Traffic noise from Thousand Oaks Blvd is blocked and a great place to listen to birds.



5. THOUSAND OAKS BLVD SIGN AND BUS STOP AREA

OPPORTUNITY:
Consider removing street parking and expand transit hub area for bus stop, bike racks, and rideshare dropoff.



6. VIEW & TRAFFIC NOISE OF THOUSAND OAKS BLVD

OPPORTUNITY:
Consider forming mounded planting area along Thousand Oaks Blvd with shrubs and trees to block traffic noise and internal pathway to minimize walking next to street traffic.

CONSTRAINTS / OPPORTUNITIES

Zone
3



1. LOWER ELEVATION FROM THE LAKES PARKING

OPPORTUNITY:
Use ramps and/or switchbacks to address sloped hillside.



2. RAMP WITH RETAINING WALL AND OAK TREES

OPPORTUNITY:
Oaks need to be protected, use existing canopy for shade and consider retreat space or picnic area.



3. BRIDGE TO THIRD FLOOR THEATER LEVEL

OPPORTUNITY:
Underutilized space underneath oaks and bridge area. Consider natural playground under and pass the bridge area in triangle alcove. Connect to open area for lawn and/or amphitheater in open area as folks were observed to be lying on picnic tables or grass area at the Lakes Shopping Center.



4. NEXT TO THE LAKES DRIVE AND SHOPPING CENTER

OPPORTUNITY:
Add vegetation and meandering garden area to buffer from the road.



4. STAIRWELL CONNECTION TO 2ND FLOOR

OPPORTUNITY:
Consider modified stair or connection to the Lakes Shopping Center. Convert dark open space to ground level restroom.



4. CONTINUATION OF BIOSWALE

OPPORTUNITY:
Maintain bioswale and creating interactive stepping stones or boulders to engage children and adult activity.

CONSTRAINTS / OPPORTUNITIES

Zone

4



1. DALLAS DRIVE/THOUSAND OAKS ENTRANCE

OPPORTUNITY:
Frame with tree-lined entrance with lightpoles to attach banners to highlight entrance to Civic Arts Plaza. Pave Thousand Oaks Blvd corner crossings and section in front of plaza to showcase mixed used potential when street closure occurs for special events.



2. MINIMAL VISIBILITY OF CIVIC ARTS PLAZA

OPPORTUNITY:
Consider pavilion as statement piece to draw interest and engagement into Civic Arts Plaza.



3. THOUSAND OAKS BLVD - FOUR LANE STREET WITH ADD'L TWO LANES FLANKED FOR STREET PARKING

OPPORTUNITY:
Primary corridor that parallels Hwy 101 and is a busy street lined with commercial properties. Narrow road by removing street parking and add zebra lines to slow down traffic. Replace with bike lanes repetitively requested at community meetings.



4. BUS STOP

OPPORTUNITY:
Expand bus stop with a transit area for additional ride share drop off and pick-up. Add bike racks or scooter section.



4. LAKES DRIVE/THOUSAND OAKS INTERSECTION

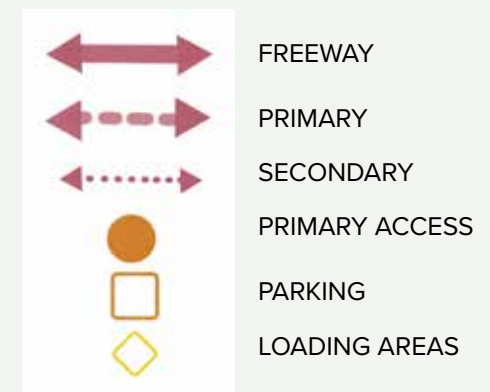
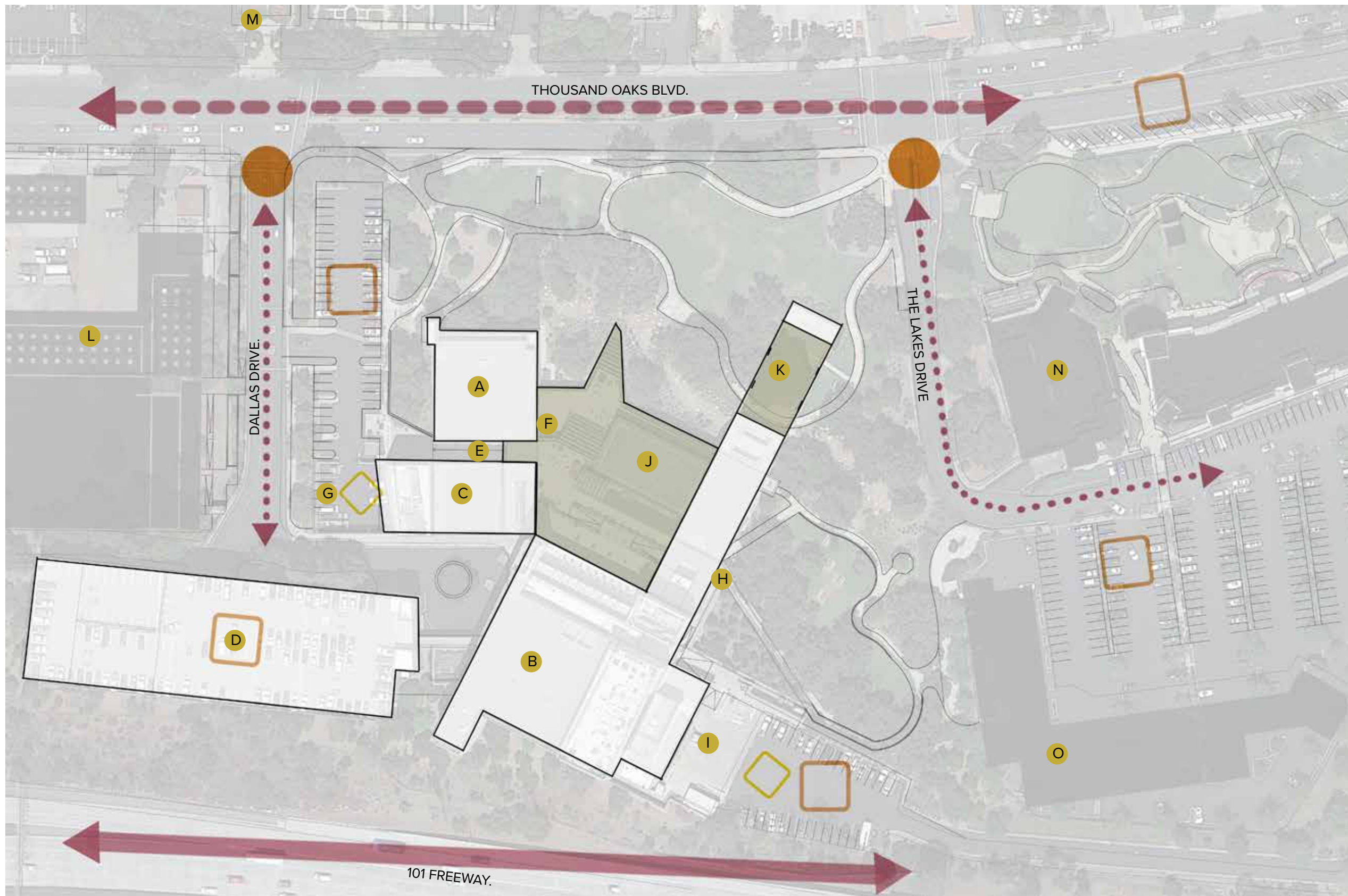
OPPORTUNITY:
Replace plantings in medians with vibrant California Natives and/or succulents that can tolerate parkway environments. Also add lightpoles flanking entry to allow for banners or string lights to connect the Lakes Shopping Center to Civic Arts Plaza.



4. SIDE WALK

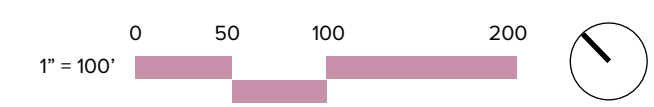
OPPORTUNITY:
Bring walking path partly inside the the parkand create planting mounds to block traffic noise and views so walk is more pleasant.

CIRCULATION (VEHICULAR)

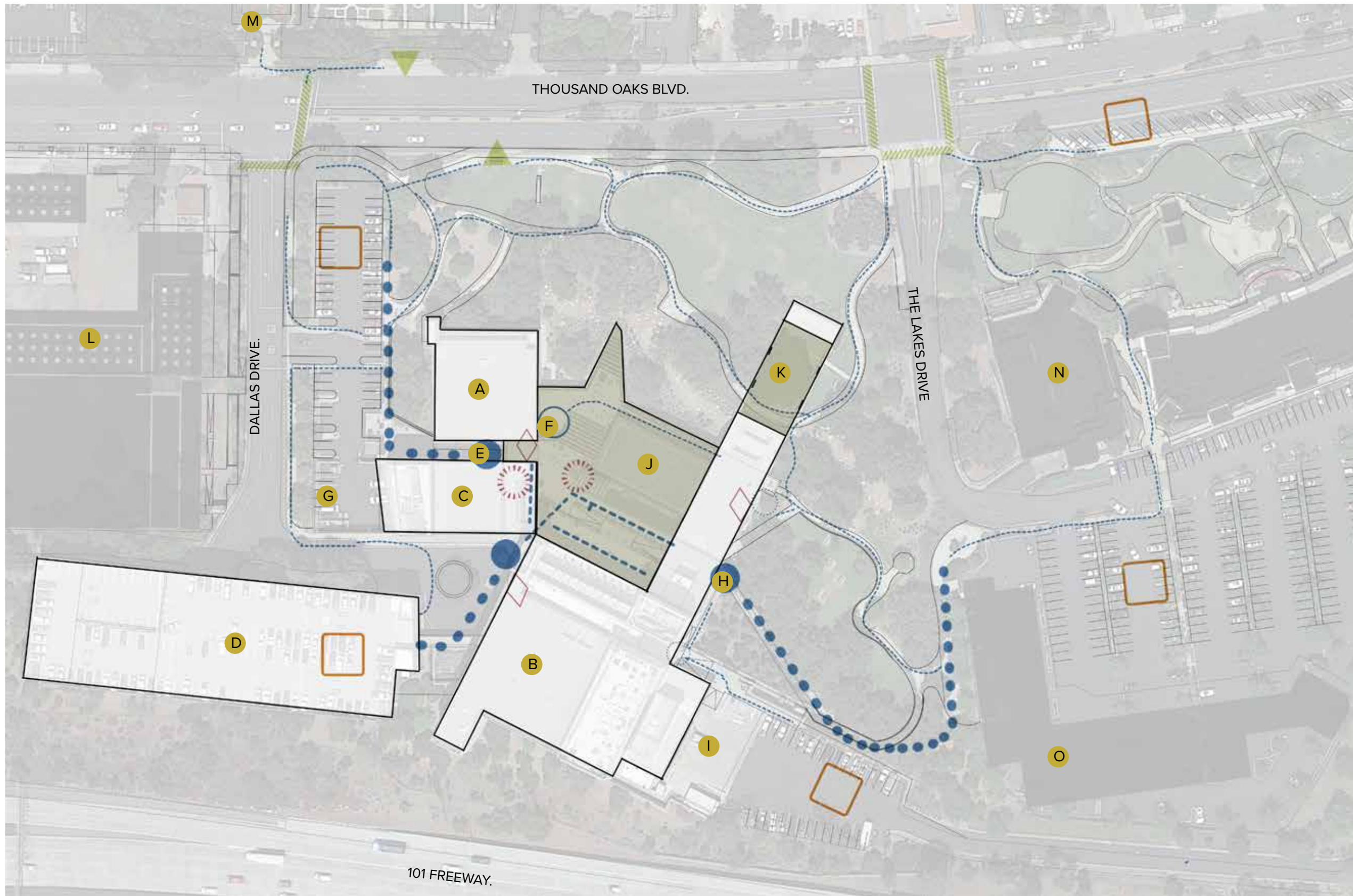


BUILDING LEGEND

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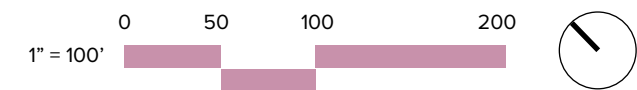


CIRCULATION (PEDESTRIAN)



BUILDING LEGEND

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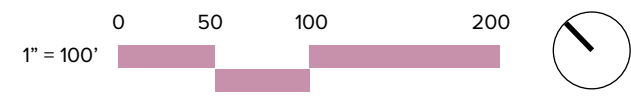


TREE CANOPY

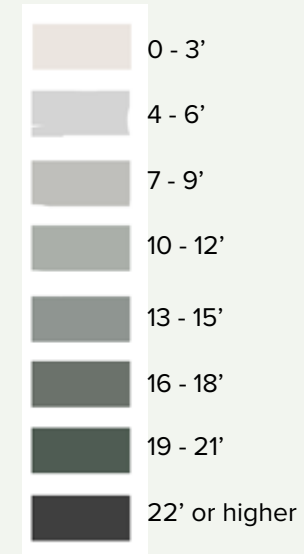
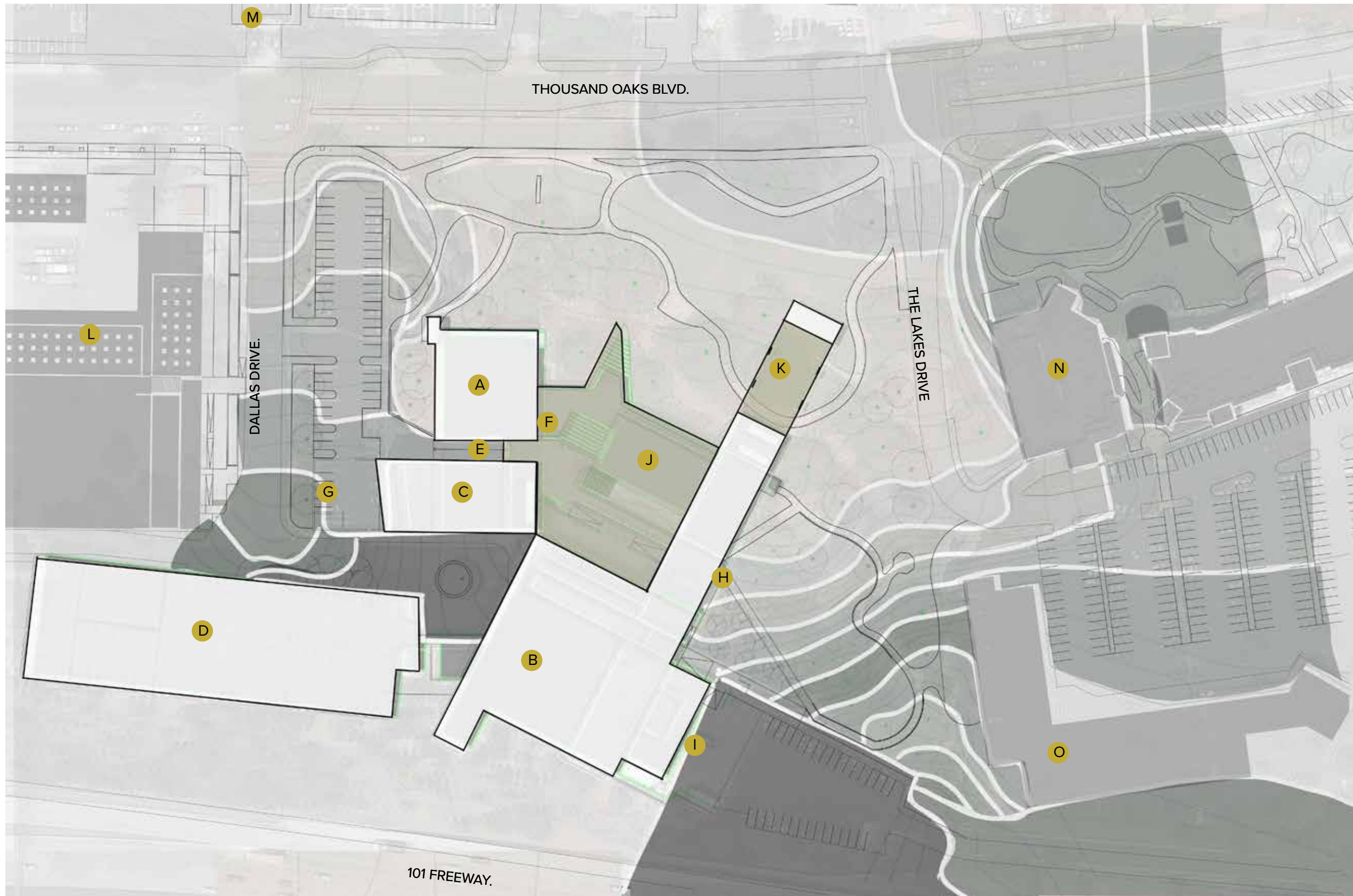


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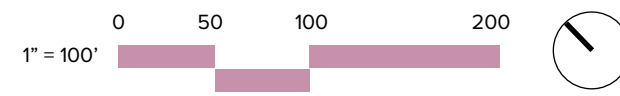


SLOPE



BUILDING LEGEND

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NATURAL ELEMENTS

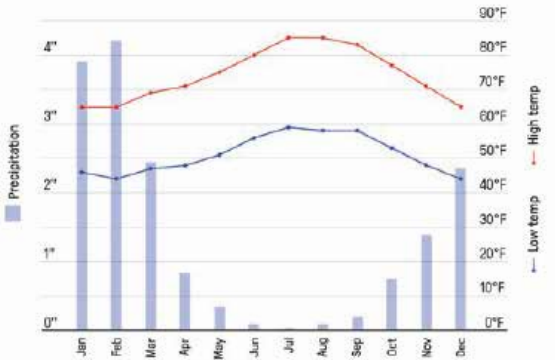
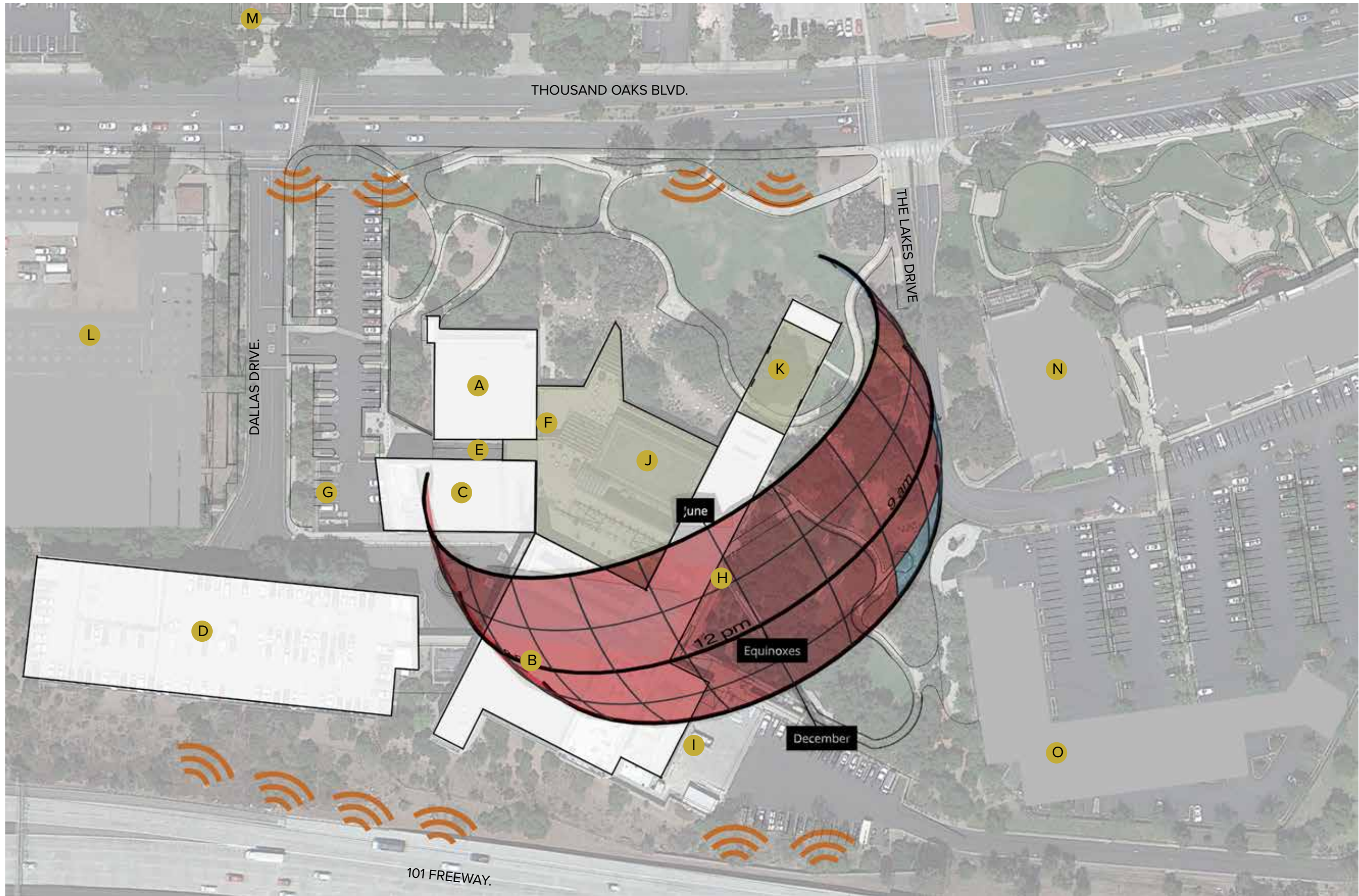


Figure 1.8 Thousand Oaks average rainfall and temperatures

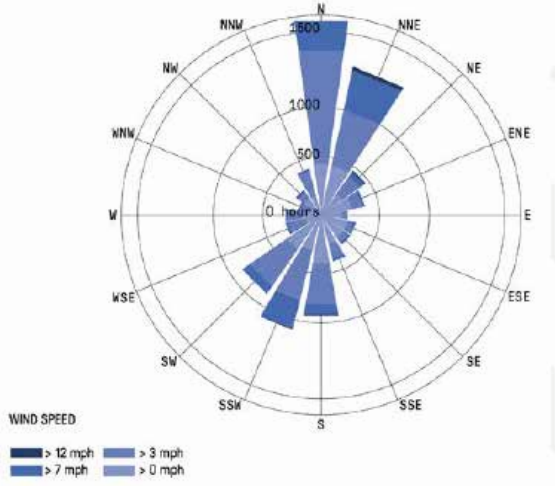
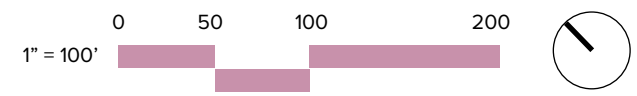


Figure 1.9 Thousand Oaks wind directions

Thousand Oaks Forestry Master Plan (12/2016)

BUILDING LEGEND

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edit in photo shop
-- black and white?
-- color blocking



CASE STUDIES

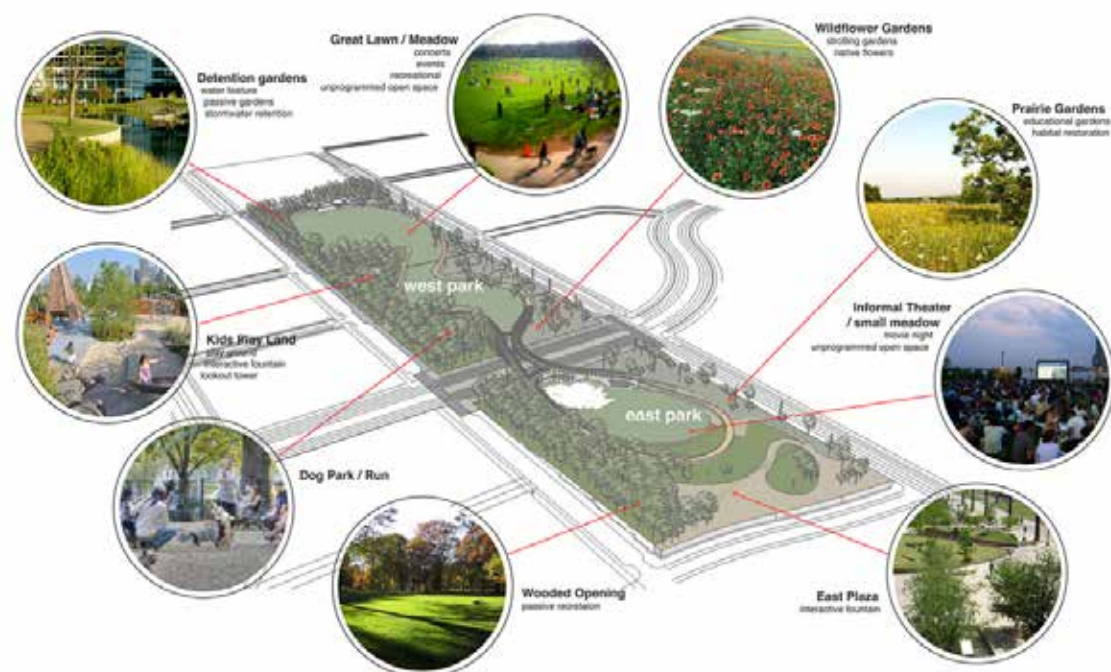
CASE STUDY #1 KLYDE WARREN PARK | DALLAS, TX | Office of James Burnett (OJB) | 5.2 Acres | 2012

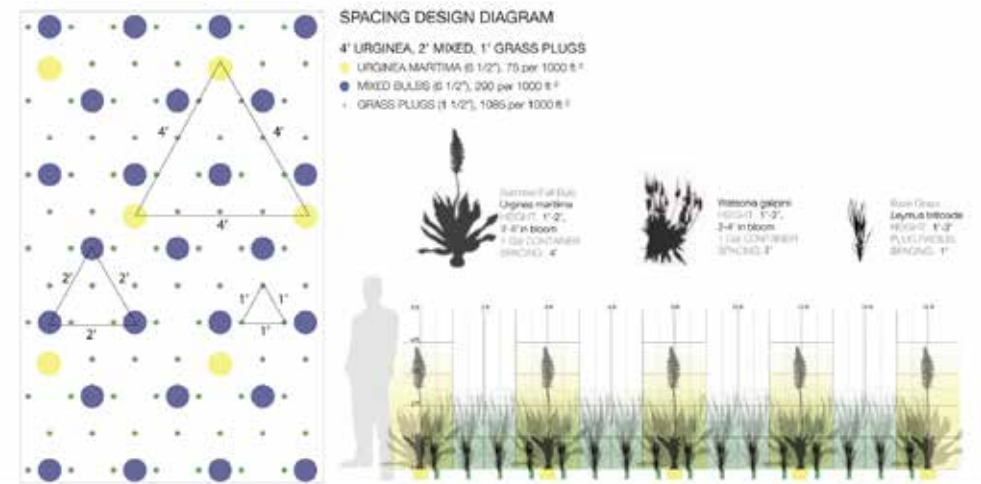


Klyde Warren Park sits above and conceals a busy, recessed 8-lane highway (Woodall Rodgers Freeway) that originally separated the Uptown neighborhood in Dallas from the Downtown Arts District and business center.

The street-level park provides a connective greenspace for the surrounding community, providing a playground, dog park, water features, gardens, walking paths, concert stage, a restaurant, and lawn area. The park hosts yoga events and food truck vendors, and other activities to draw in local residents and visitors. Phase 2.0 includes an expansion of the park with a proposed pavilion, as well as additional water features, more shade, and play equipment such as a climbing wall.

The park converted a section of a car centric city with wide roadways and large city blocks into a walkable and inviting refuge. Prior to the park, residents had little interest living near the freeway. After completion in 2012, the park made a \$1.3 billion economic impact in the surrounding area by 2016.

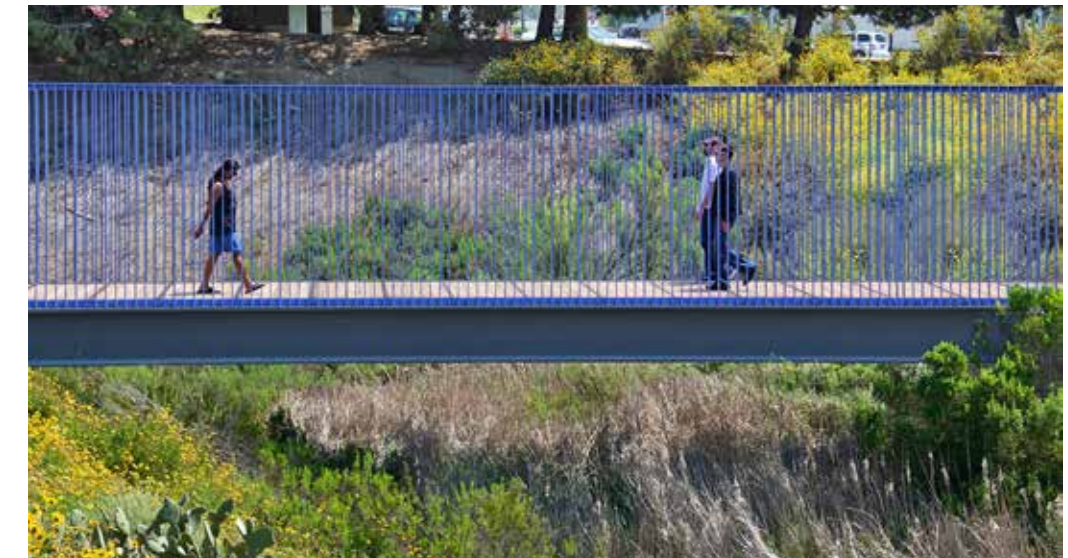
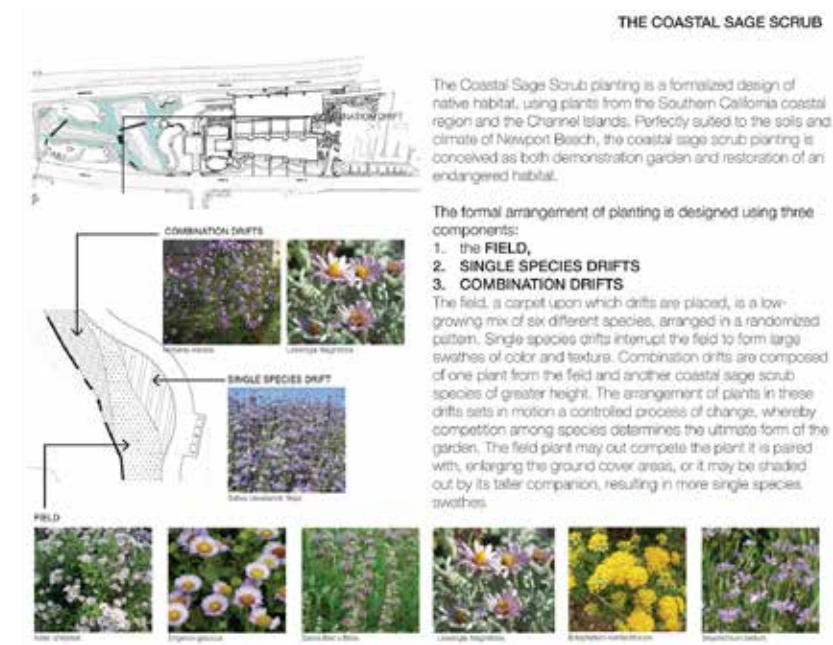




Newport Beach Civic Center Park is has two primary functions, to service as a civic center and an ecological parkland within an automobile centric suburban community in close proximity to the coastline in Southern California.

The park contains various planting zones: Desert Garden, Torrey Pine Grove, Coastal Sage Scrub, Meadows, urban runoff and detention wetlands, etc. Trees and shrubs are strategically placed to disguise views of the parking structure and the busy roadway on MacArthur Blvd. Furthermore, the connecting bridge across San Miguel Drive showcases and provides a protective path across the wide street, and leads to overlooks which view the park from a bird's eye level out to the civic center and the ocean beyond.

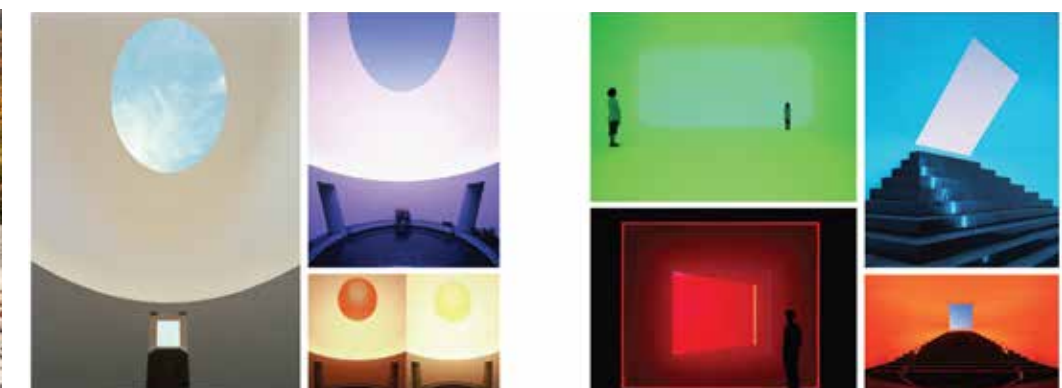
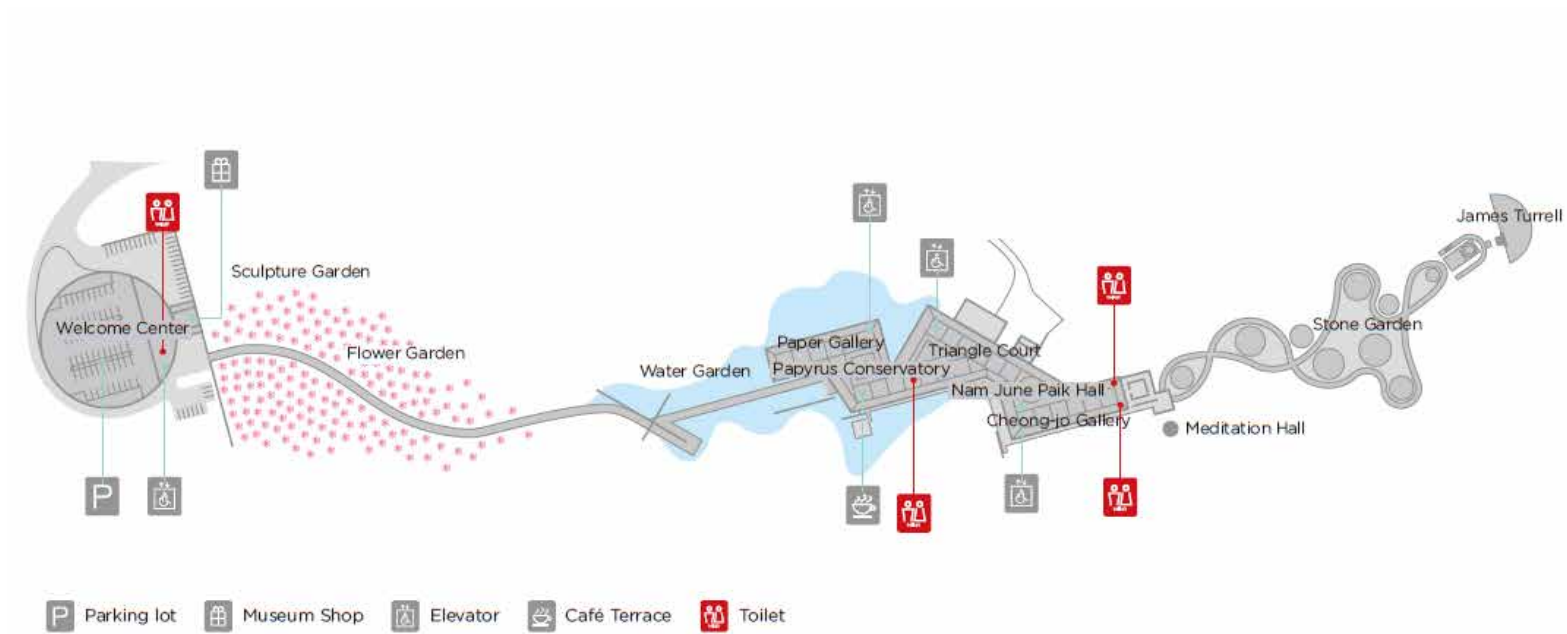
The tables and structures seating area and pathways also service as engaging sculptural art pieces within the landscape. Moreover, the seemingly organic park was strategically designed using a spacing design diagram.



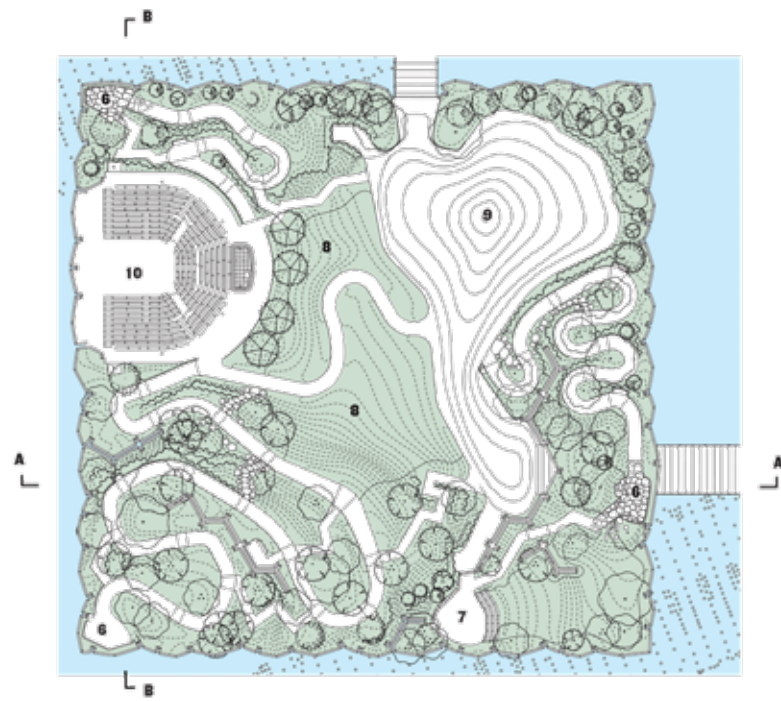


MUSEUM SAN (SPACE, ART NATURE) was designed by Tadao Ando, and is perched in the mountains of Wonju, outside of Seoul in South Korea. According to Ando, he wanted to convert the entire site into a museum, not just the building, so that both adults and children could enrich their connection to art and nature, and a sense of discovery within themselves.

The museum is composed of the Welcome Center, Flower Garden, Water Garden, main building, Stone Garden, and the James Turrell exhibition hall. It serves as a retreat from the busy city life, to draw inspiration from the collision of art with nature, and becomes an internal reflective compass.



Museum SAN expresses a reflection of mountains on the water, symbolizing mountain, light, and artistic inspiration. It represents a living museum that constantly rediscovers the true meaning and value of life through the resonance of art and culture harmonized in nature.



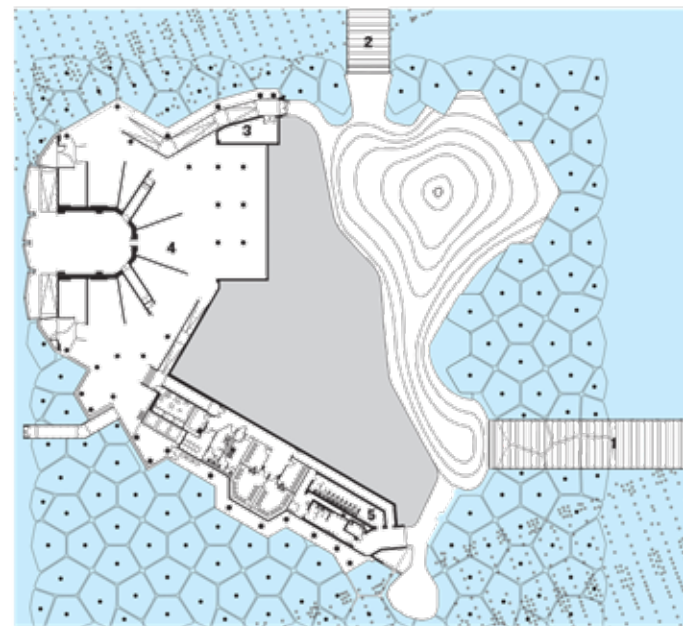
LITTLE ISLAND was designed by Heatherwick Studio with collaboration with MNLA for the landscape. It's divided into four quadrants to address different programs or views, and it includes a variety of plantings that bloom during to capture the four seasons.

The park provides access to various areas of the park via stairs, climbing boulders, and ADA accessible paths. It plays heavily with the manmade countours based on the tulip bases, and captures the surrounding views of lower Manhattan, Hudson, and Hoboken.

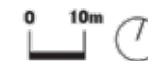
Programs include a flat paved area, lawn, amphitheater, restrooms, maintenance, overlooks, and other interactive visual and sound equipment for both adult and children engagement.



Little Island Section 01



- 1 south bridge
- 2 north bridge
- 3 storage
- 4 undercroft
- 5 toilets
- 6 viewing platform
- 7 The Glade
- 8 main lawn
- 9 playground
- 10 amphitheatre



Little Island Section 02



SPACE COMPARISON

Selected cases studies were placed over the study site plan to help gauge the relative scale of programming and pathways to further assist in design development.



KLYDE WARREN PARK - DALLAS, TX



NEWPORT BEACH CIVIC CENTER PARK - NEWPORT BEACH, CA



MUSEUM SAN - WONJU, SOUTH KOREA



LITTLE ISLAND - NEW YORK CITY, NY

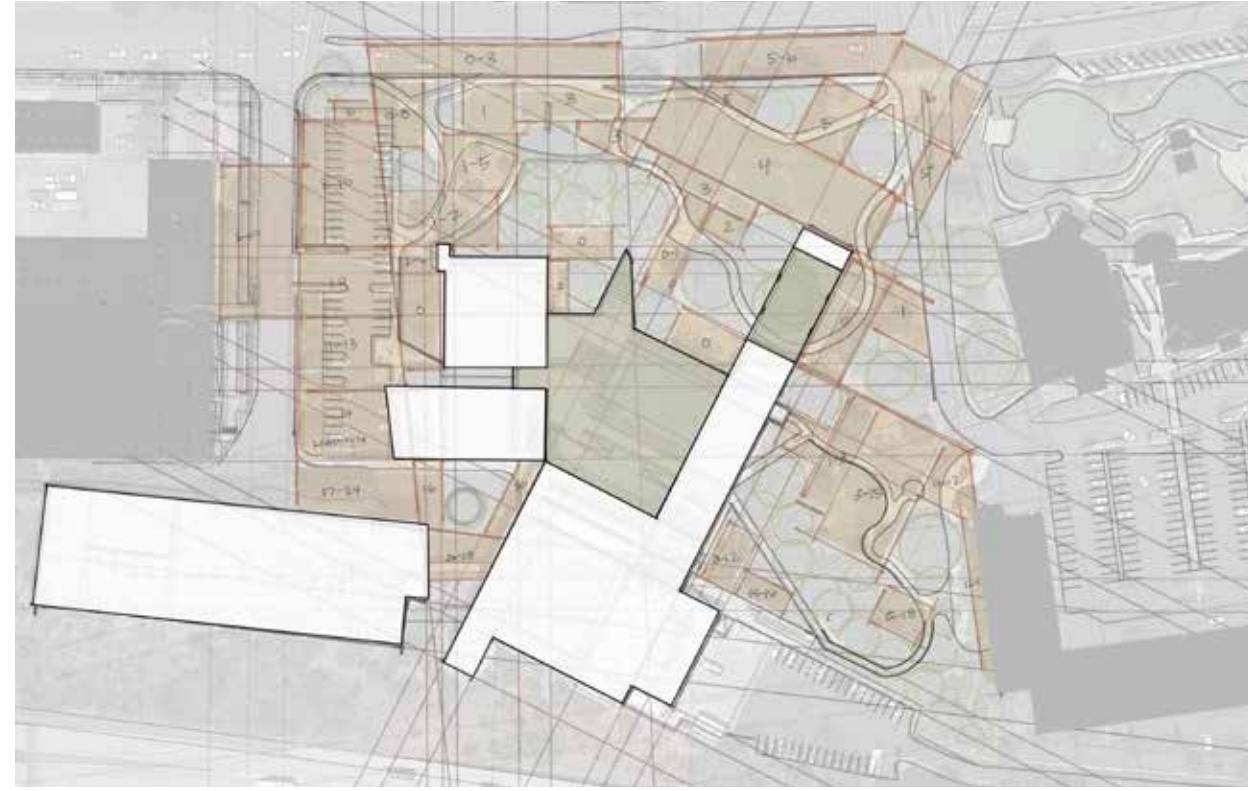


**CONCEPT
DEVELOPMENT**

SPACE SEEKING



Example 1



Example 2



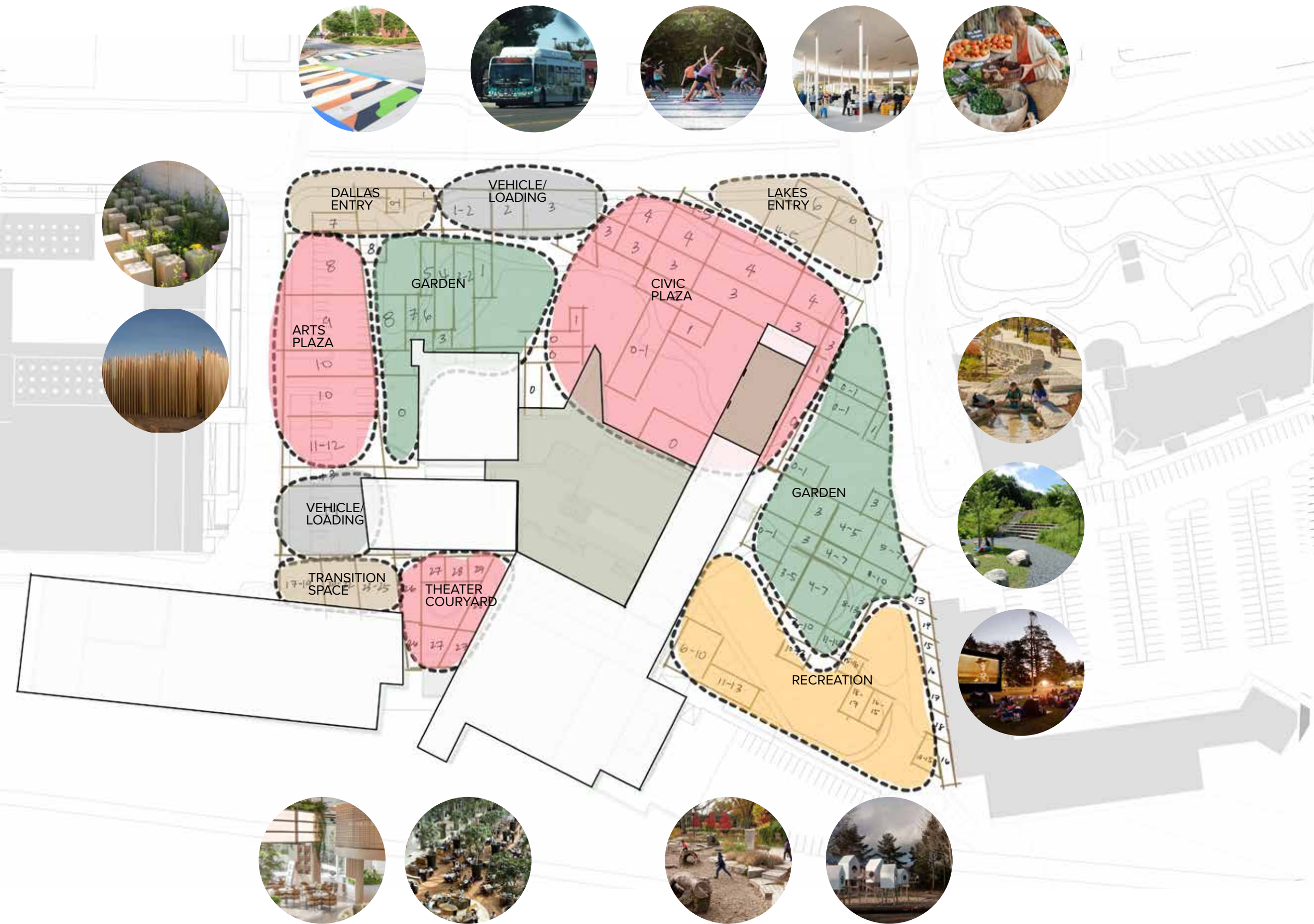
Example 3

This exercises the building's geometry to assist with determining useable space.

Regulating lines are drawn from the building and neighboring structures (e.g. edges, doorways, windows, etc.) while acknowledging areas that need to be protected under the tree canopy to help with defining spaces.

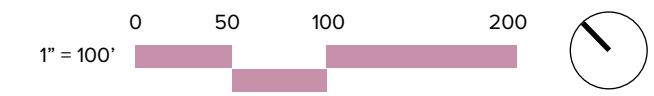
Then connections are drawn to guide potential pathways that warrant further study.

PROGRAM BUBBLE

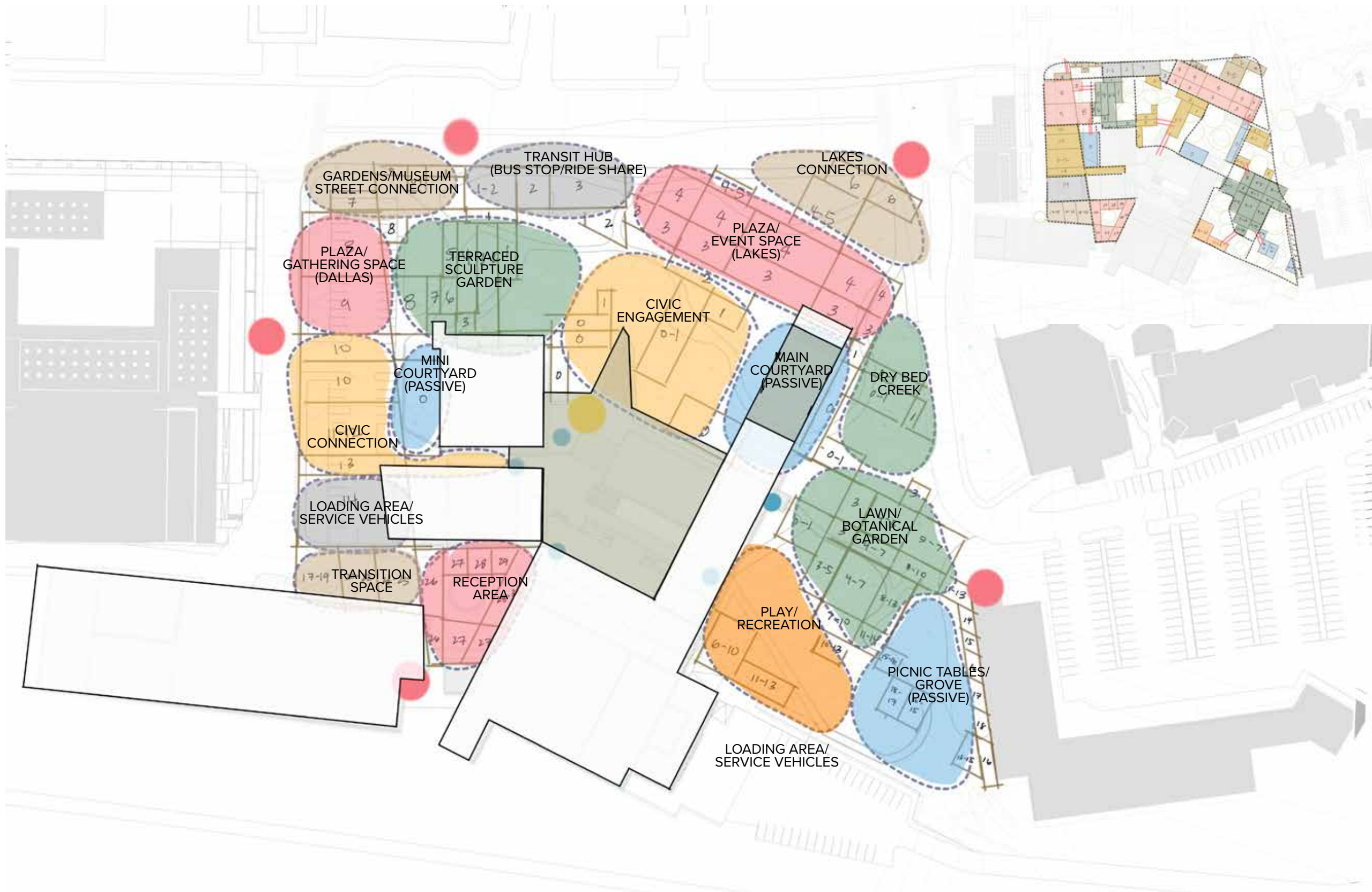


BUILDING LEGEND

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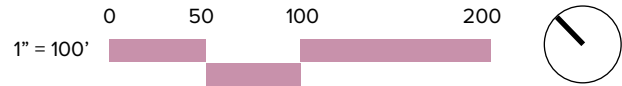


CONCEPT BUBBLE

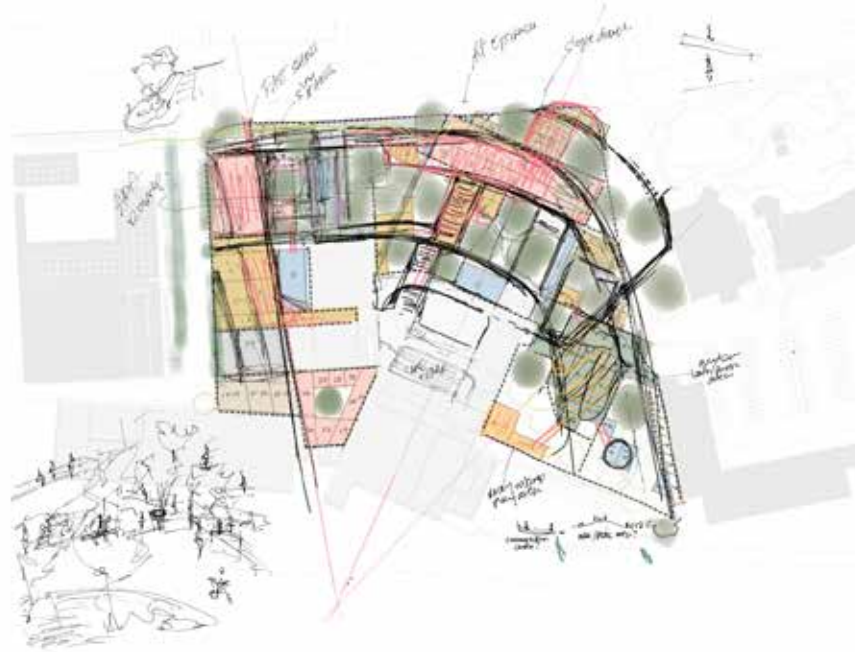


BUILDING LEGEND

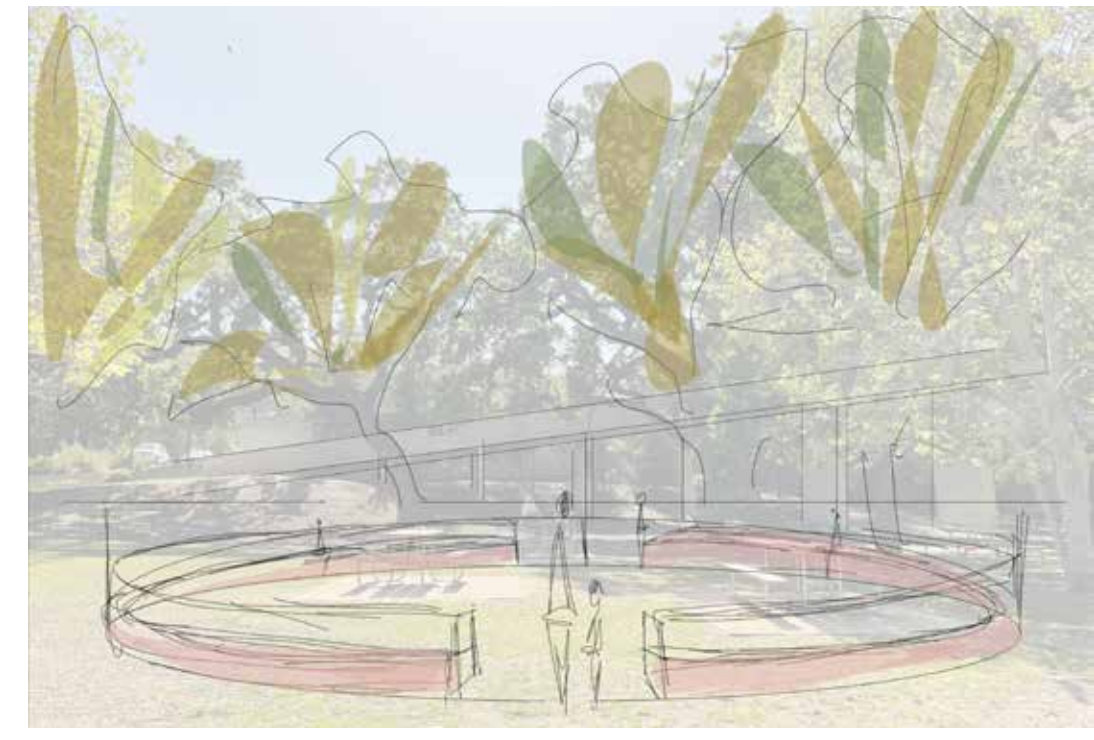
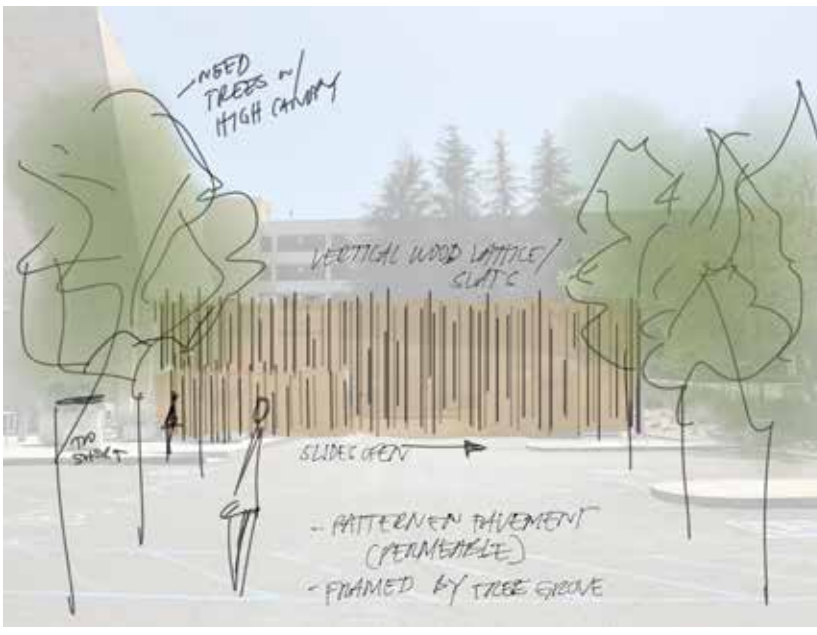
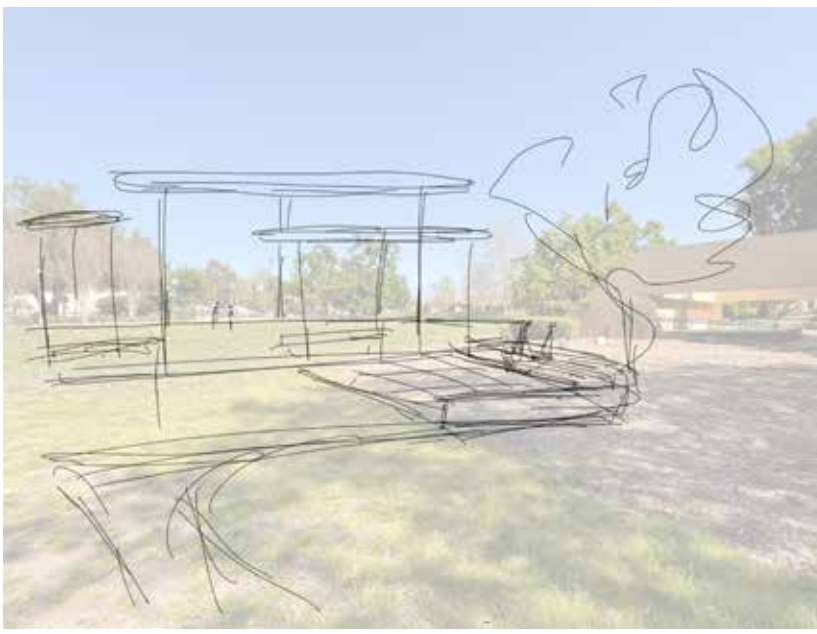
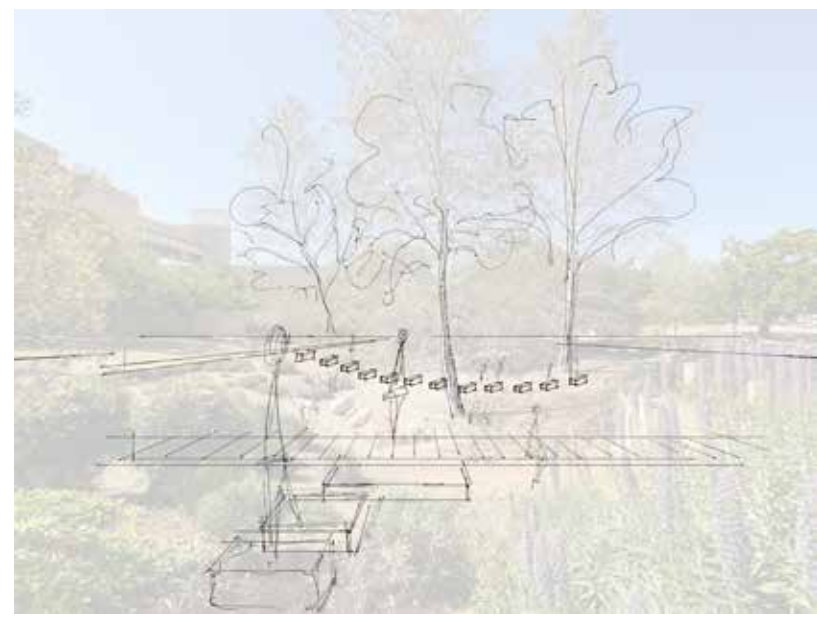
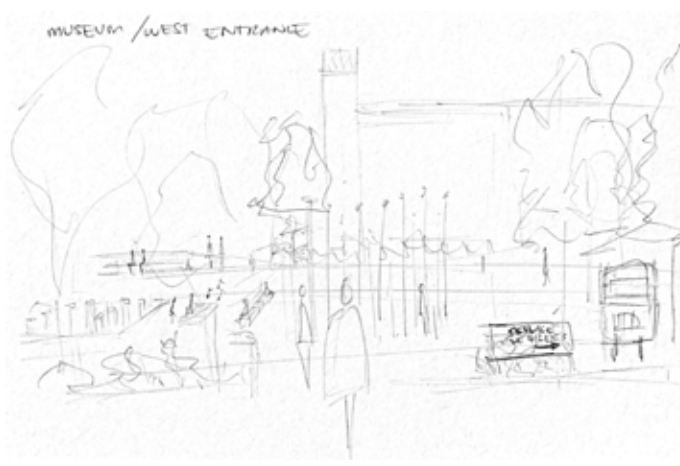
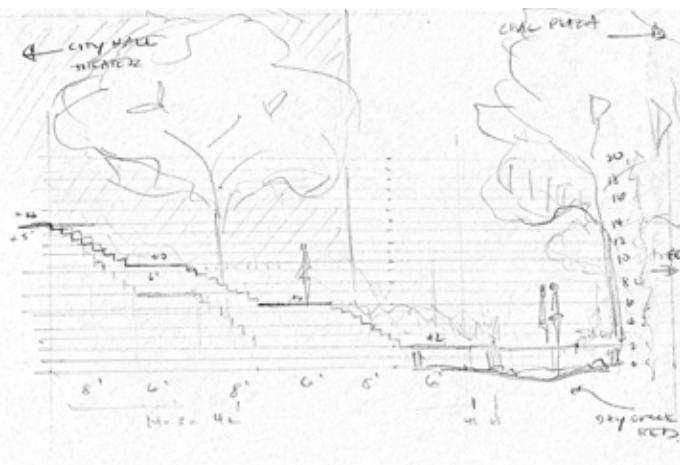
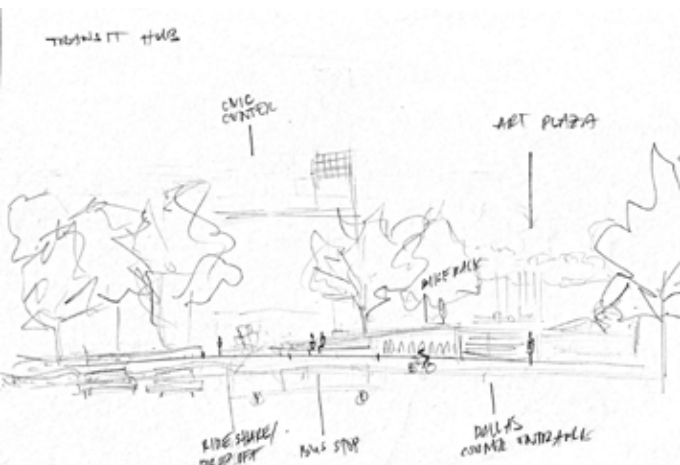
- | | |
|-------------------------------|------------------------------------|
| A. City Hall | I. 3rd Floor Loading Area |
| B. Kavli Theater [1800 seats] | J. Reflecting Pool |
| C. Forum Theater [400 seats] | K. Courtyard |
| D. Parking Garage | L. Museum Development [Proposed] |
| E. Main Entrance | M. Gardens of the World |
| F. 2nd Floor Entrance | N. The Lakes Shopping Center |
| G. 2nd Floor Loading Area | O. Residential Building [Proposed] |
| H. 3rd Floor Entrance Ramp | |



PRELIMINARY SITE DESIGNS



PRELIMINARY SKETCHES



INSPIRATION BOARD



INSPIRATION BOARD





SITE DESIGN

ILLUSTRATION PLAN



TRANSIT HUB

RAMP

GATHERING SPACE
(MUSEUM NODE)

GOLDEN ROD MAZE

ZEN/ROCK GARDEN

2ND LEVEL
LOADING ZONE
ACCESS

THEATER
(3RD LEVEL)

PAVILION
(CENTER NODE)

REFLECTING POND

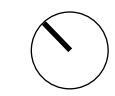
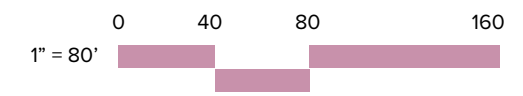
FRAMED BOARDWALK

CITY HALL
ENTRANCE
(2ND LEVEL)

AMPHITHEATER
(RESIDENTIAL NODE)

LAWN

NATURAL PLAYGROUND



ENLARGEMENT/ SECTION

Zone
1
WEST (MUSEUM/ART PLAZA)



TRANSIT HUB



GOLDEN ROD MAZE



ZEN/ROCK GARDEN



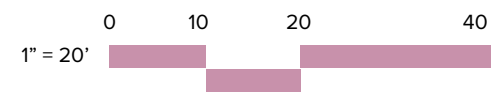
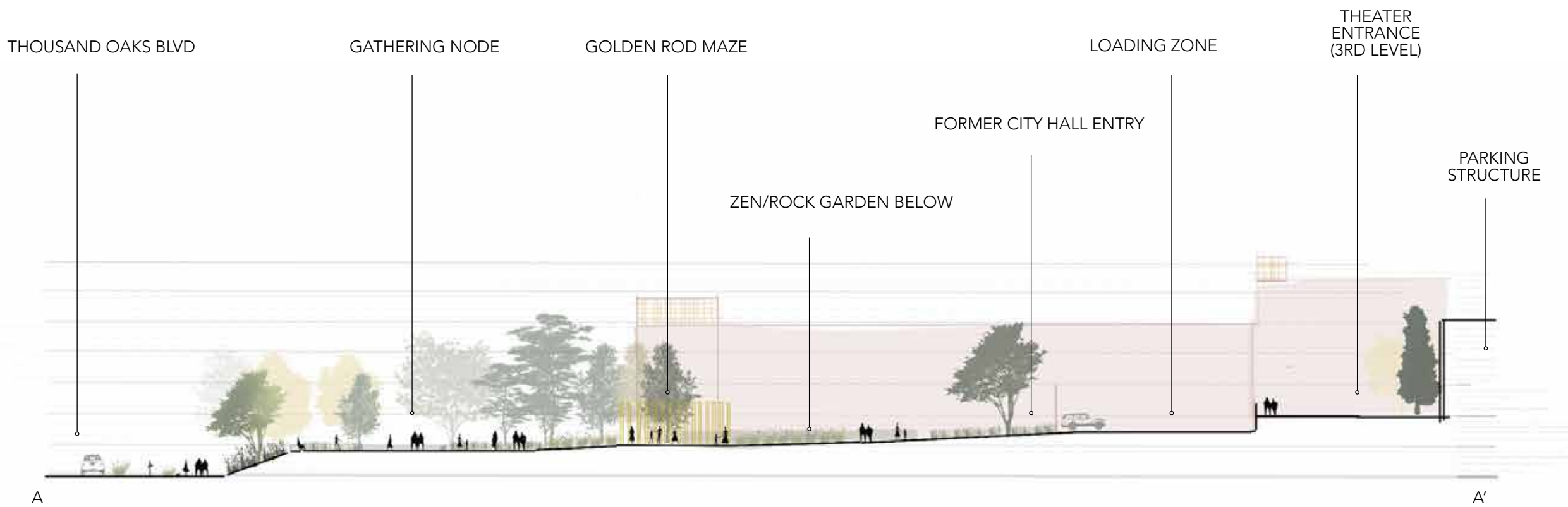
GRASSCRETE IN
LOADING ZONE
ENTRY



SECTION/ PERSPECTIVES

Zone
1

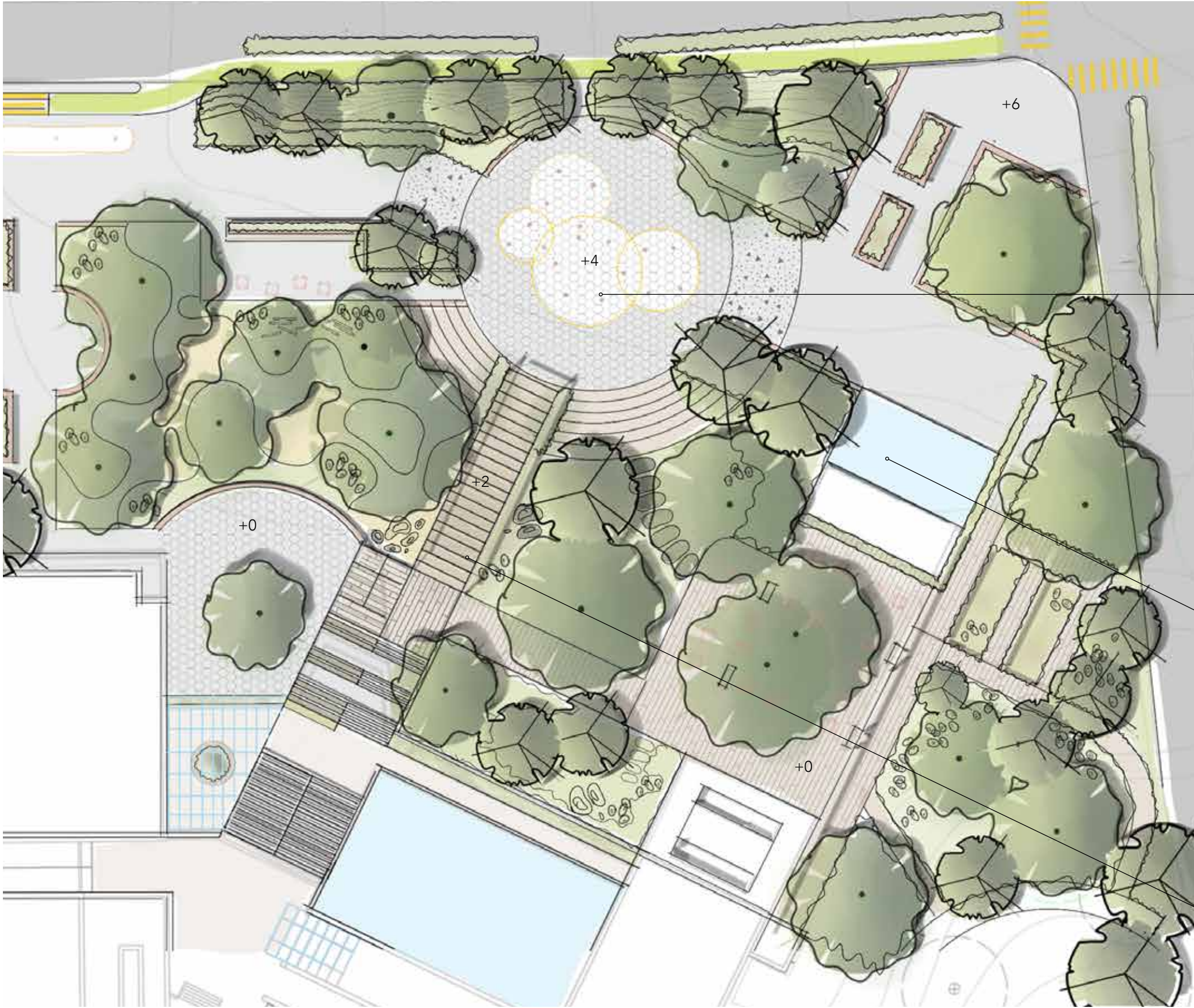
WEST (MUSEUM/ART PLAZA)



ENLARGEMENT/ SECTION

Zone
2

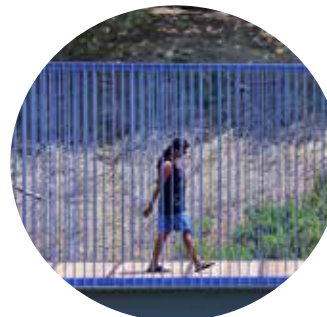
NORTH (FRONT ENTRANCE)



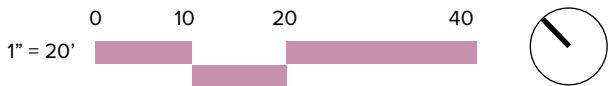
PAVILION/CENTER



WATER FEATURE

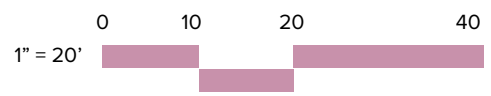
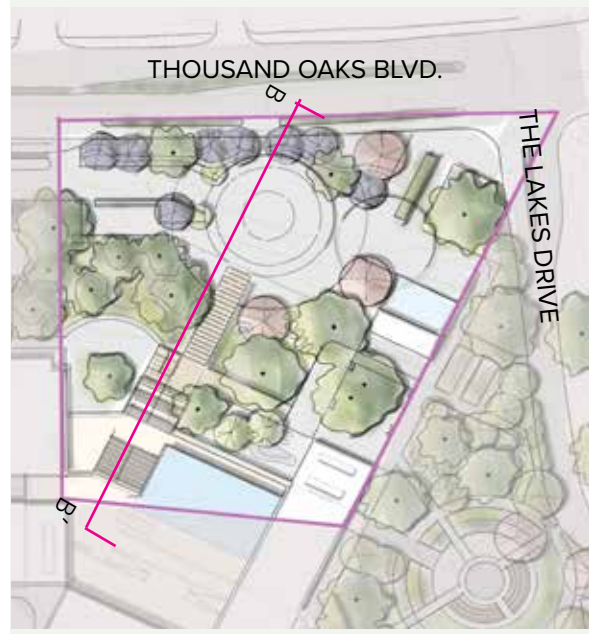
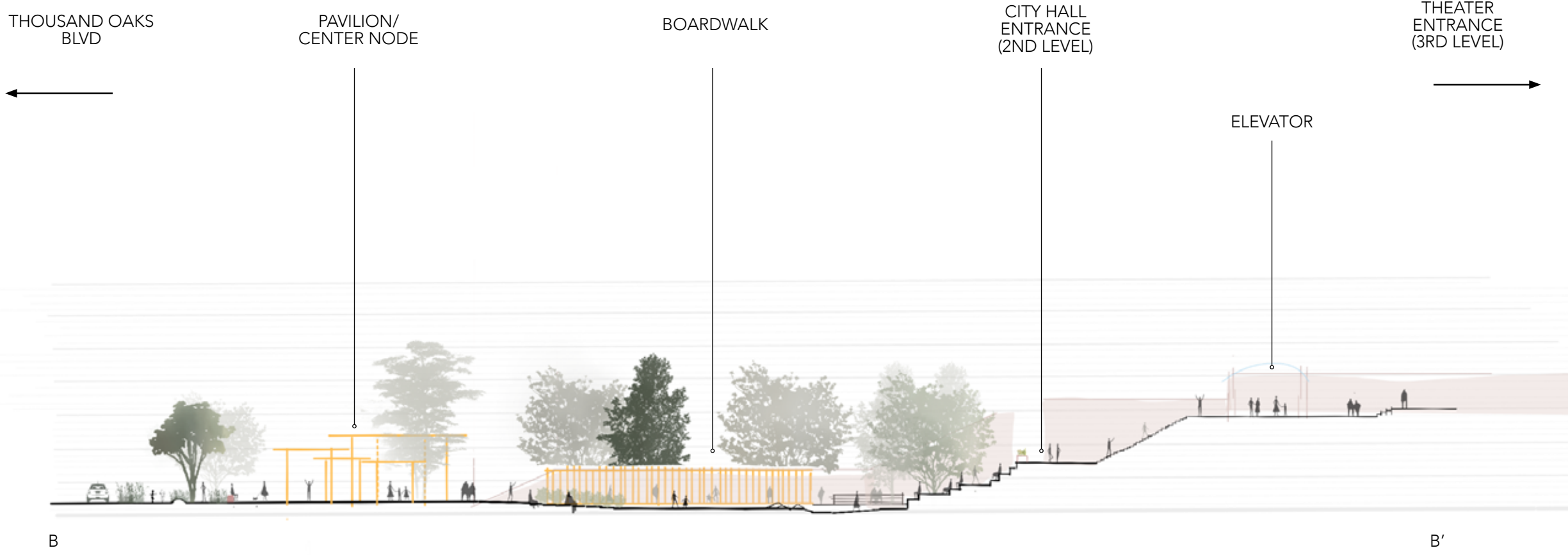


BOARDWALK



SECTION ELEVATION

Zone 2 NORTH (FRONT ENTRANCE)



ENLARGEMENT

Zone
3
 SOUTHEAST
 (LAKES SHOPPING/RESIDENTIAL)



DRY CREEK BED/
BIOSWALE



AMPHITHEATER
LAWN



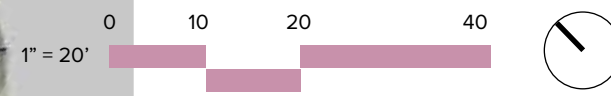
NATURAL
PLAYGROUND



BOARDWALK PATHS



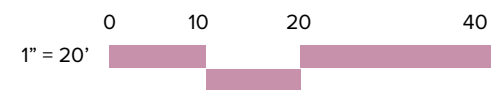
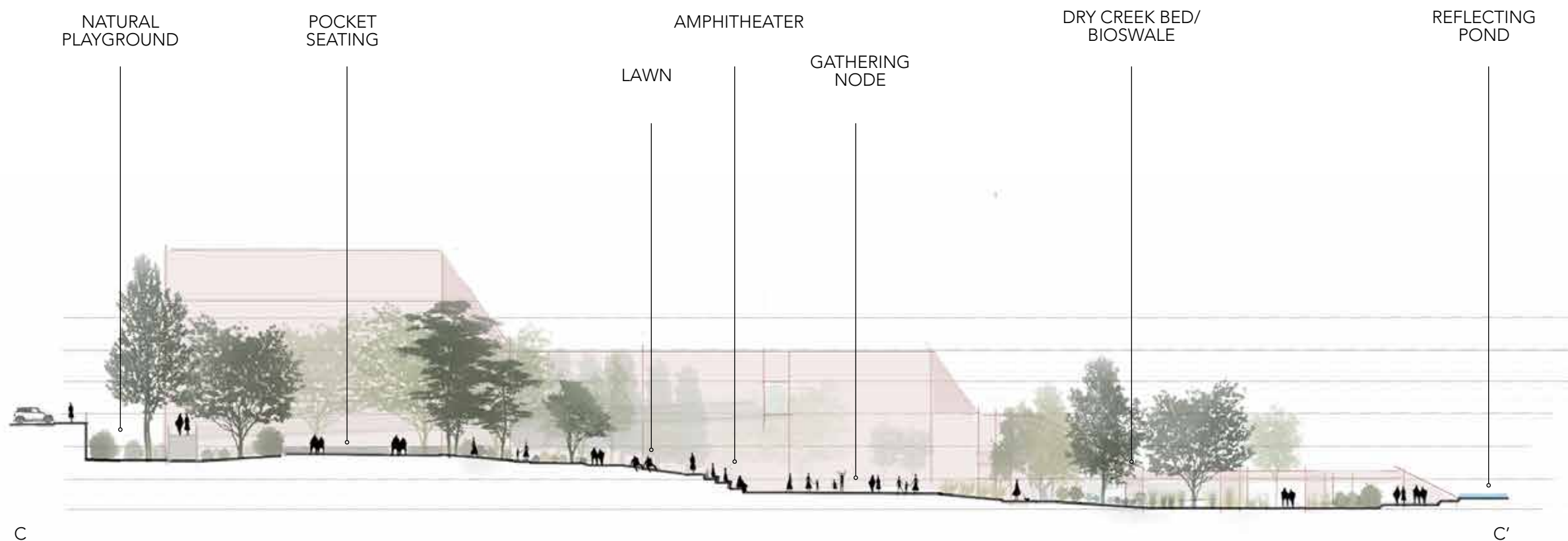
POCKET SEATING



SECTION ELEVATION

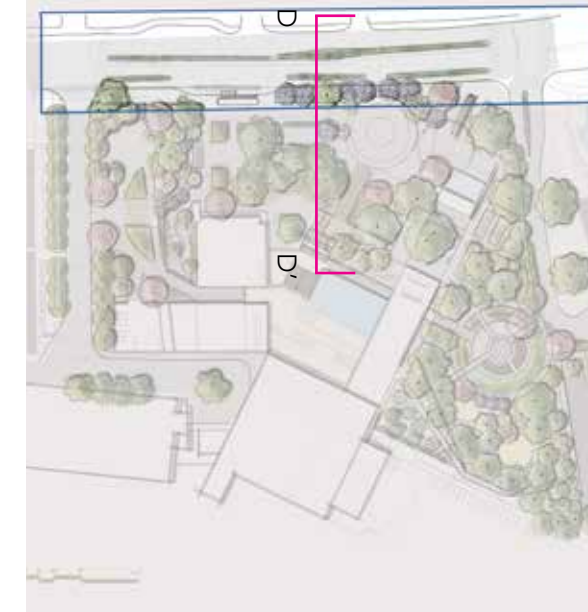
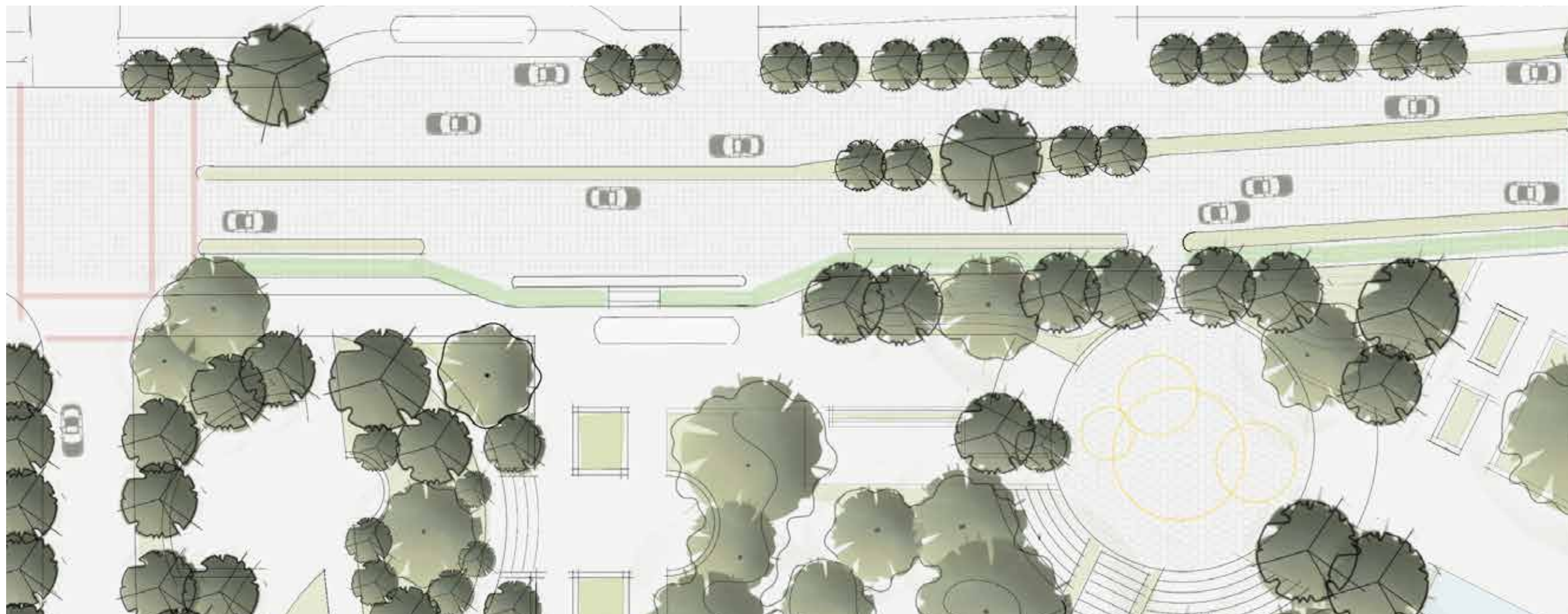
Zone
3

SOUTHEAST
(LAKES SHOPPING/RESIDENTIAL)



ENLARGEMENT/ SECTION

Zone 4
STREETScape



ADD LIGHT POST WITH BANNERS TO CREATE PRESENCE

REPLACED STREET PARKING WITH BIKE LANE

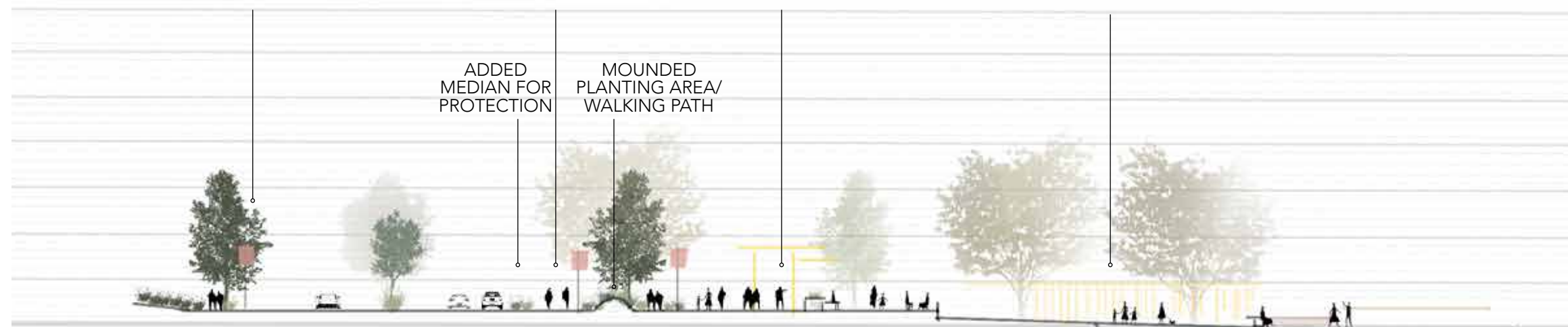
PAVILION/ CENTER NODE

FRAMED BOARDWALK

CITY HALL/ THEATER

ADDED MEDIAN FOR PROTECTION

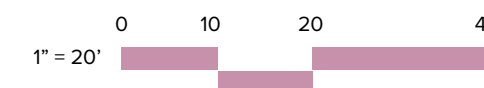
MOUNDED PLANTING AREA/ WALKING PATH



D

THOUSAND OAKS BLVD.

D'



RENDERS

WEST (MUSEUM ART PLAZA)



RENDERS

FRONT ENTRANCE
(FROM TRANSIT HUB)



RENDERS

FRONT ENTRANCE
(FROM LAKES SHOPPING CENTER)



RENDERS

FRAMED BOARDWALK ENTRANCE
TOWARD CITY HALL AND THEATER



RENDERS

TRANSITION FROM FRONT SECTION OF PLAZA TO BUILDING



RENDERS

VIEW FROM CITY HALL STEPS
TO CENTER PLAZA





MOVEABLE SEATING



MEDIAN SEPARATING BIKE LANES



SHADE STRUCTURES - PAVILION AND BUS STOPS



STONE SEATING USING BLUSH STONE ON EXISTING BUILDING



BOARDWALK



WAYFINDING AND EDUCATION SIGNAGE

Thousand Oaks East Regional Character: Flowering Highlights Suggested Species - Understory Plants



Coral Fountain /
Firecracker Plant



Pride of Barbados



Fairy Duster



Monkeyflower



Bush Poppy



California Fuchsia



Sage



Flowering Quince



Canyon Prince Wild Rye



Deer Grass



Evergreen Currant



Dwarf Coyote Brush

Thousand Oaks Forestry Master Plan (12/2016)

Thousand Oaks East Regional Character: Flowering Highlights
Suggested Species - Trees



Coast Live Oak



Australian Willow



Watergum



Goldenrain Tree



Palo Verde



Texas Wild Olive (Small Accent)

Thousand Oaks Forestry Master Plan (12/2016)

North Ranch / Westlake Regional Character: California Meadow
Suggested Species - Understory Plants



California Poppy



Buckwheat



Mexican Sage



Monkeyflower



Penstemon



Milkweed



Blanket Flower



Pink Muhly



Our Lord's Candle



Douglas Iris



California Fescue



California Melic
Image Credit: Intermountain Nursery

Thousand Oaks Forestry Master Plan (12/2016)

North Ranch / Westlake Regional Character: California Meadow
Suggested Species - Trees



Coast Live Oak



Black Oak



Japanese Zelkova



Raywood Ash
Image Credit: UFEI Selectree



Jacaranda



Chitalpa (Small Accent)

Thousand Oaks Forestry Master Plan (12/2016)

