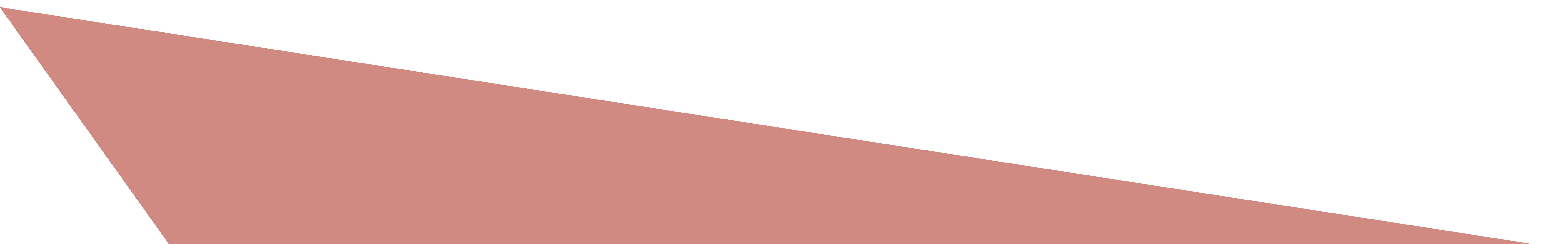


THOUSAND OAKS CIVIC ARTS PLAZA

LANDSCAPE DESIGN 3 | KELSEY WOODWORTH | SUMMER 2025

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01

PROJECT

INTRODUCTION

The Conejo Valley has been home to people and wildlife for centuries. The Chumash first thrived here, surrounded by oak woodlands, fresh water, and abundant animals. Today, Thousand Oaks preserves more than 15,000 acres of open space and 75 miles of trails, allowing residents to enjoy the same beauty—from desert cottontails and mule deer to bobcats, hawks, butterflies, warblers, towhees, California quail, and the western fence lizard. The valley's Spanish name, *El Conejo*, "the rabbit" honors the creatures that still dart through its hillsides.

In the 20th century, the area became known for Jungleland, a wild animal park whose lions, tigers, and elephants often appeared in Hollywood films. As the community grew, so did its desire for a cultural hub.

That vision came to life in 1994 with the Thousand Oaks Civic Arts Plaza, designed by architect Antoine Predock. The plaza now anchors the city as a center for the arts, gathering, and civic life.

Plans for future downtown development (museum, apartments) are under way. You can learn more at toaks.gov/downtown.



Coyote



Desert Cottontail



California Towhee



Western Fence Lizard



Chumash hut



Mable Stark and her tigers, circa 1930



02

CASE

STUDIES



1 Boulders and native shrubs



2 Office space and desert garden



3 Bridge and lookout

NEWPORT BEACH CIVIC CENTER PARK

1 Civic Green	9 View Terrace
2 Arrival Plaza	10 View Bridge
3 Coastal Sage Scrub Gardens	11 Torrey Pine Grove
4 Serpentine Bench	12 Dog Park
5 Palm Garden	13 Meadows
6 Preserved Existing Wetland	14 Desert Specimen Garden
7 Giant Bunny	15 Constructed Wetland
8 Bunny Ring	16 Bird Blind Bridge

4 Cantilevered lookout view

DETAILS

LOCATION: NEWPORT BEACH, CA
 ACRES: 16
 TYPE: CIVIC, LIBRARY, PARK
 CONTEXT: URBAN
 COMPLETION: 2013
 ANNUAL RAINFALL: 12"
 AVERAGE AUGUST TEMP: 74 F

PROGRAMMING

Newport Beach Civic Center Hosts a variety of government offices, City Hall, and a library. The site is open to the public for use, and dog owners can utilize the walking paths and dog park. It offers a safe and pleasant connection across San Miguel Drive via the elevated pedestrian bridge.

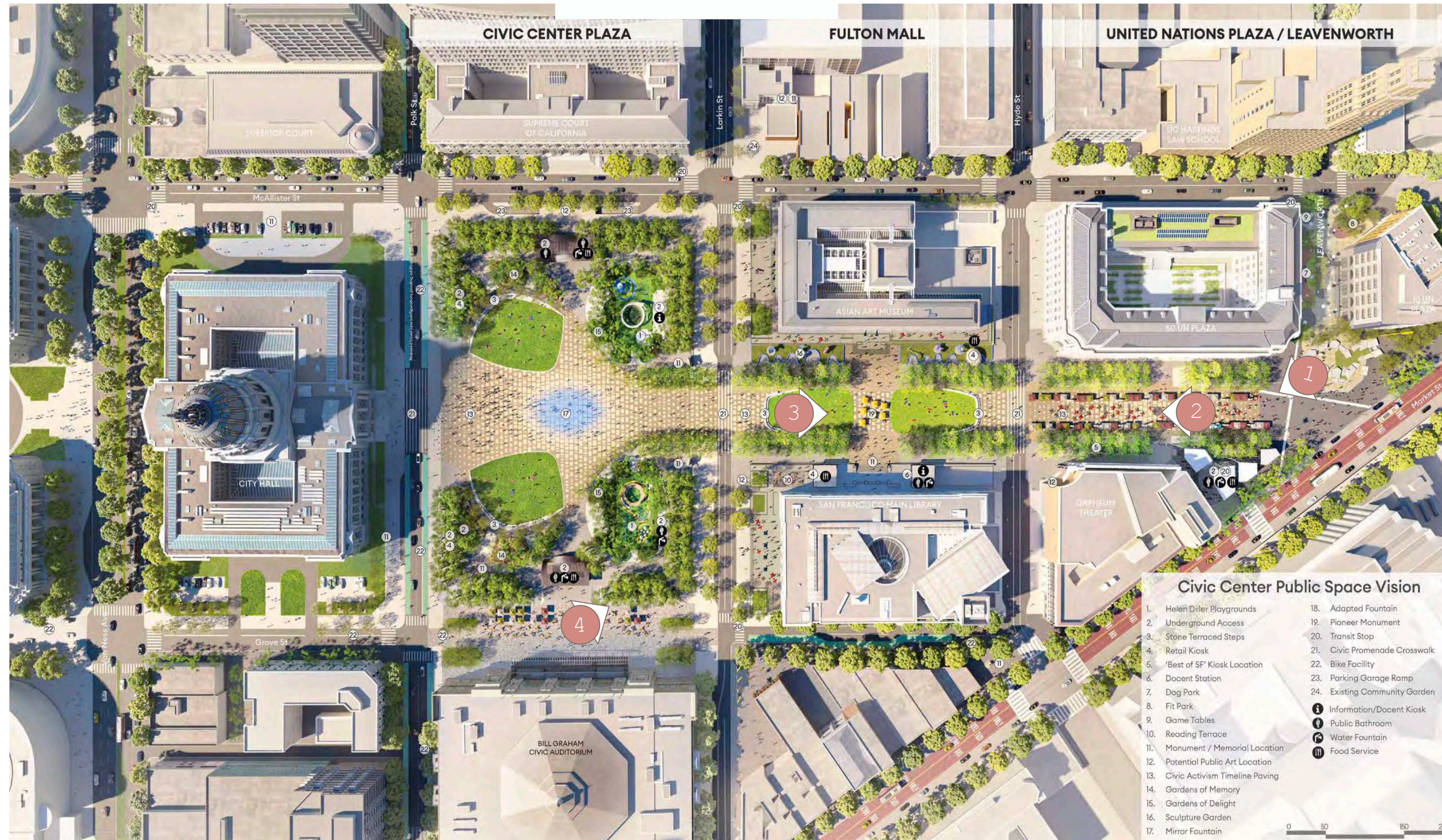
DESIGN

LANDSCAPE ARCHITECTS: PWP
 ARCHITECTS: BOHLIN CYNWINSKI JACKSON

> Way finding with subtle, simple, and beautiful graphic design

> Soothing and consistent color palette throughout

> Meadow-like park to house native flora and fauna.



DETAILS

LOCATION: SAN FRANCISCO, CA
 ACRES: 17
 TYPE: CIVIC, LIBRARY, PARK
 CONTEXT: URBAN
 COMPLETION: 2017-Present
 ANNUAL RAINFALL: 23"
 AVERAGE AUGUST TEMP: 70 F

PROGRAMMING

Civic buildings, museums, theaters, library, playground, sports fields, outdoor dining, outdoor movies, markets, water features

DESIGN

ARCHITECTS: KENNERLY ARCHITECTS + PLANNING
 CIVIL ENGINEERS: LOTUS WATER
 URBAN DESIGN: GEHL

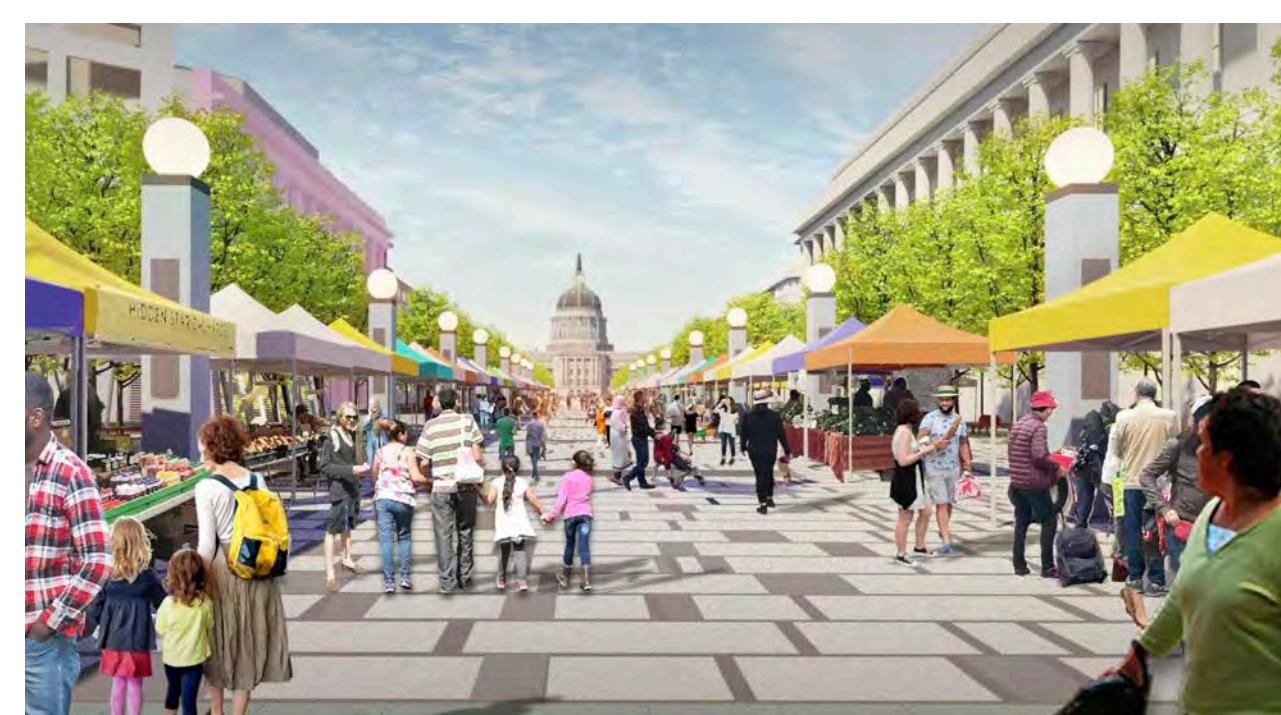
> Inclusive space that offers something for everyone in the community

> Focus on urban forest, bringing in 400 new trees

> Zero water waste site though reuse and green infrastructure to keep water on site and recycle runoff, while maintaining an emergency drinking supply below ground



1 Fountain near Market Street looking towards City Hall



2 Market stalls along Civic Activism paving path



3 Summer movie on the central green space



4 Moveable furniture outside of auditorium




03

SITE

ANALYSIS

LEGEND

1. 1710 On The Boulevard Apartments and mixed use commercial space
2. Oak Leaf Square shopping
3. Garden of the Worlds
4. Future museum
5. Civic Arts Plaza parking
6. Civic Arts Plaza
7. Civic Arts Plaza green
8. The Lakes green space
9. The Lakes shopping, dining
10. Future apartment complex
11. Oakwood Plaza shopping
12. Select Plaza shopping

-  Site boundary
-  10-Min walk radius
-  Residential
-  Public green space
-  Institutional
-  Mixed use
-  Commercial





ZONE OBSERVATIONS

1. Northwest side of the site contains parking, loading, and entry to the site in two places on the second and third levels.
2. West side, bordering Thousand Oaks Boulevard offers open park space and pedestrian paths.
3. East side, bordering The Lakes shopping area, is defined by the oak grove and pedestrian bridge that leads to the theater.
4. Northern edge along Thousand Oaks Boulevard is the streetscape with two bus stops, vehicular access points, sidewalk along the street, and adjacent gardens. Zone 4 also encompasses the eastern most part of The Lakes.

EXISTING FEATURES

- A. City Hall
- B. Main Entrance
- C. Forum Theater
- D. Rooftop Terrace
- E. Third-Level Entrance
- F. Drop-off Circle
- G. Parking Structure
- H. Loading Dock
- I. Museum (future)
- J. Gardens of the World
- K. The Lakes, Shopping Center
- L. Residential (future)
- M. Pedestrian Bridge
- N. Fred Kavli Theater
- O. Amphitheater



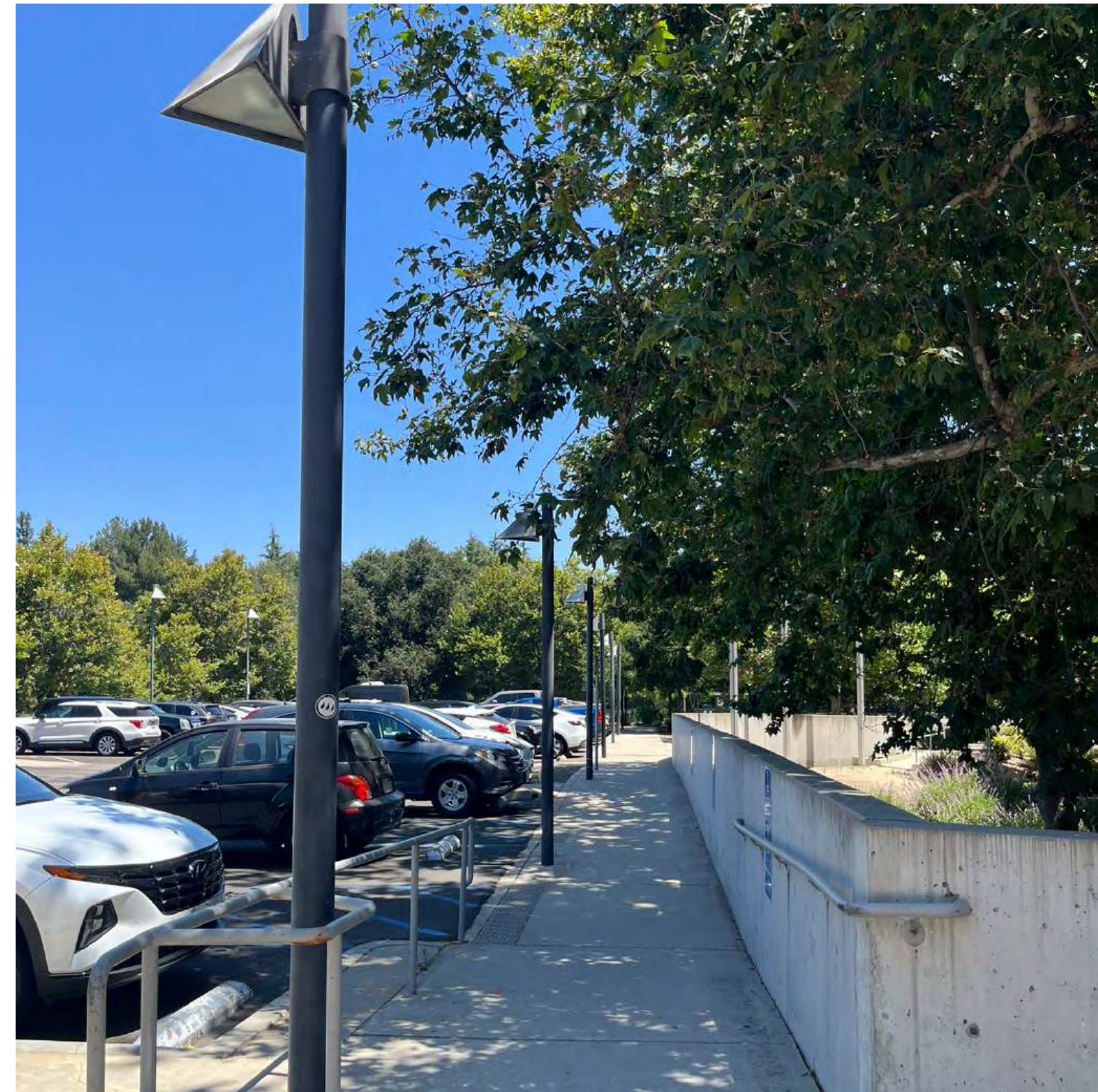
1. Entrance to City Hall



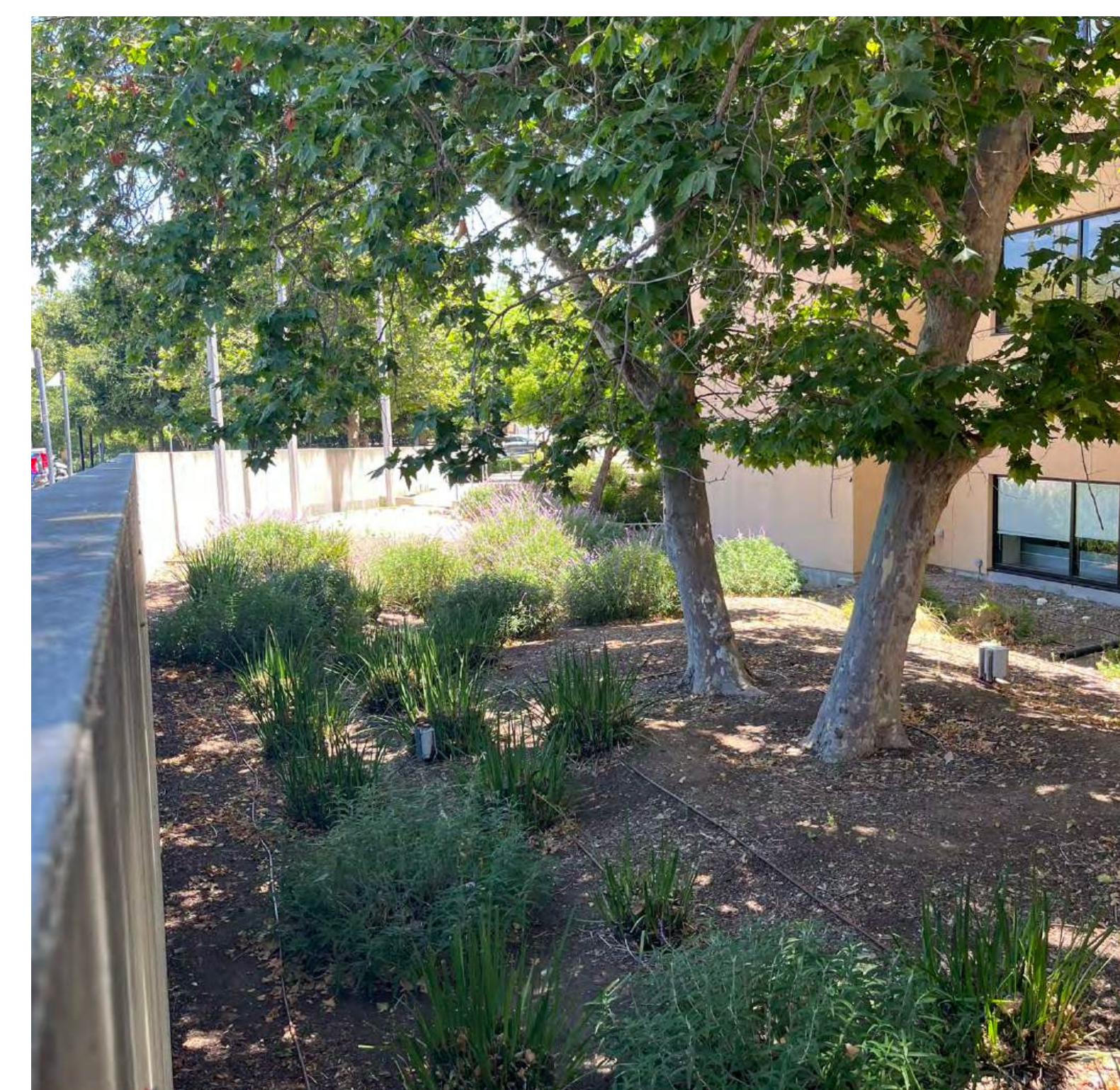
2. Entrance to Fred Kavli Theatre from turnaround



3. Drop-off turnaround and parking structure



4. Parking lot, facing Thousand Oaks Boulevard



5. Garden between parking lot and City Hall offices

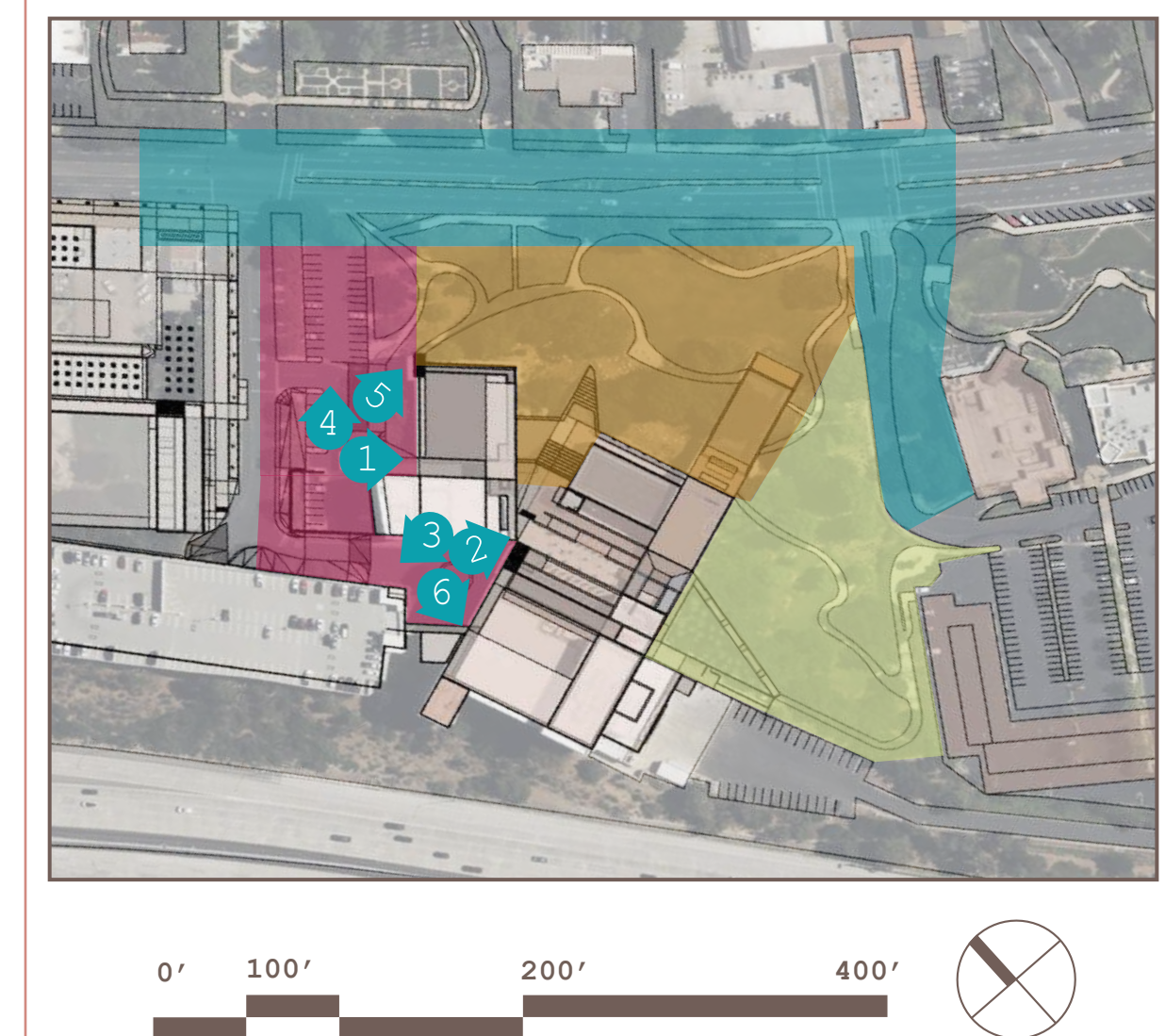


6. Theater entry and drop-off turnaround

OBSERVATIONS

ZONE 1 is the only zone that offers vehicular circulation. It contains the parking lot, parking structure, and drop-off area. It also contains a loading dock, access to the first and third floors of the civic center, and sits alongside the future museum. This area will continue to serve as a connective corridor to key areas: City Hall, theaters, and parking. Currently, access to buildings from Zone 1 doesn't feel guided or special, and people congregate near the loading dock before events.

KEY MAP





1. City Hall offices along swale



2. Ad hoc picnic space in cool tunnel



3. Main sign along Thousand Oaks Boulevard



4. Open space looking towards Thousand Oaks Boulevard



5. Entry from The Lakes Drive



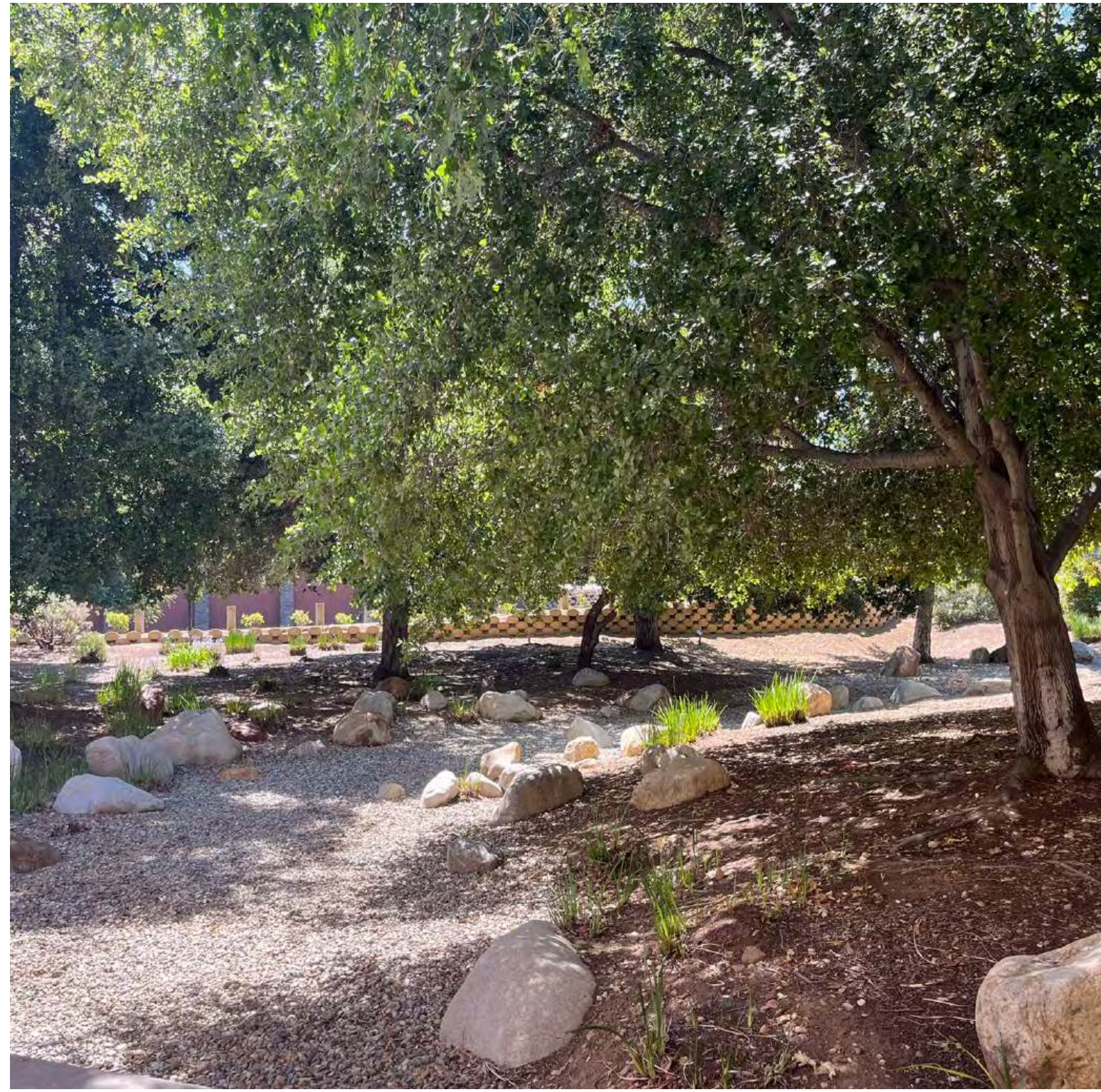
6. Oak inside outdoor stage area

OBSERVATIONS

ZONE 2 includes the largest area of relatively flat, open space between City Hall and Thousand Oaks Boulevard. It includes the outdoor stage area, historic oaks, and the steps and terraces that lead from the ground level to City Hall on the second level of the building. The two main access points in Zone 2 are pedestrian only from the corners of Thousand Oaks Boulevard and The Lakes Drive, and Thousand Oaks Boulevard and Civic Arts Plaza Way.

KEY MAP





1. Shady swale



2. Picnic area



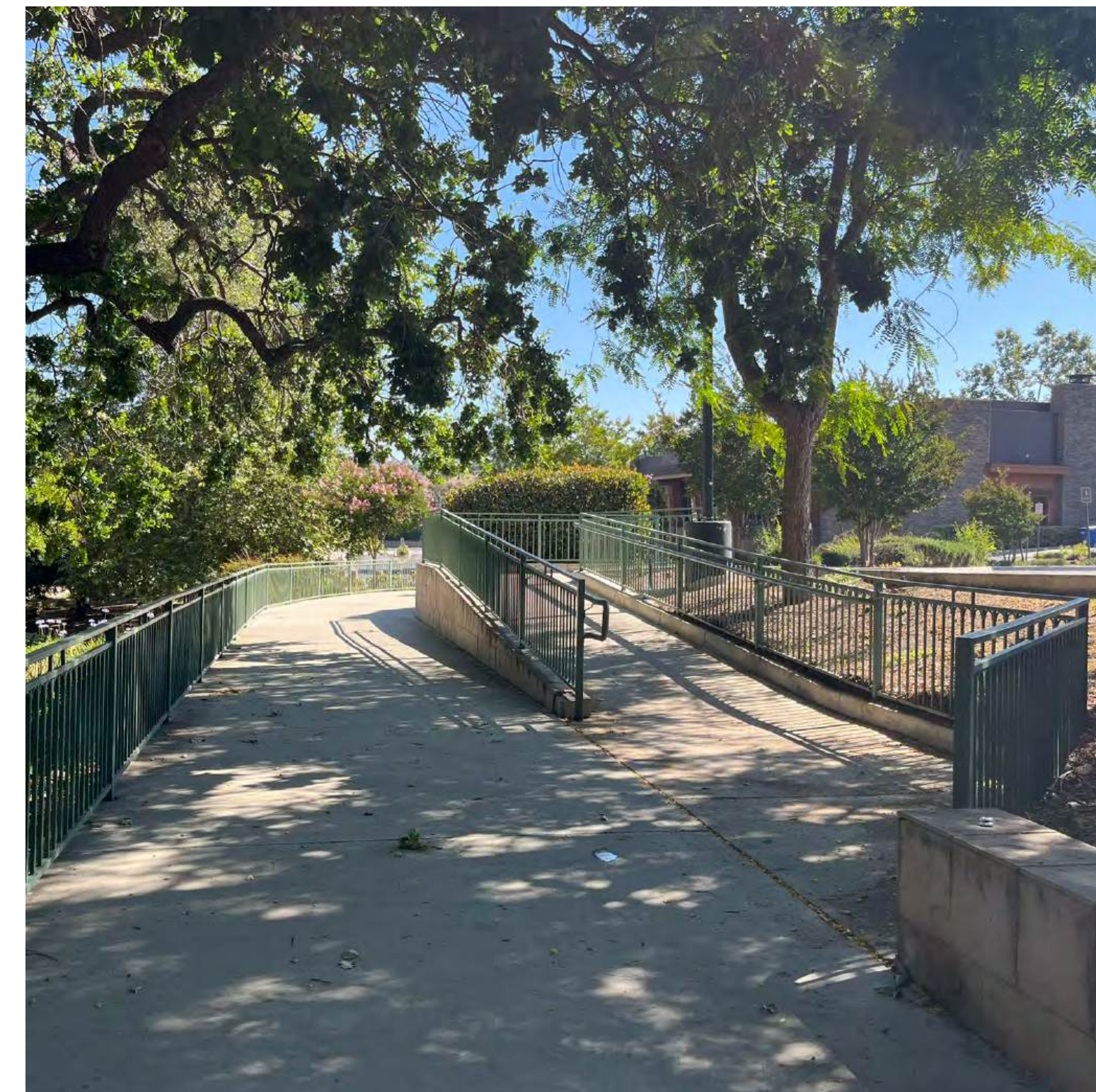
3. Exterior of outdoor stage area



4. Ramp that connects to the second floor



5. Ramp looking down towards oak grove

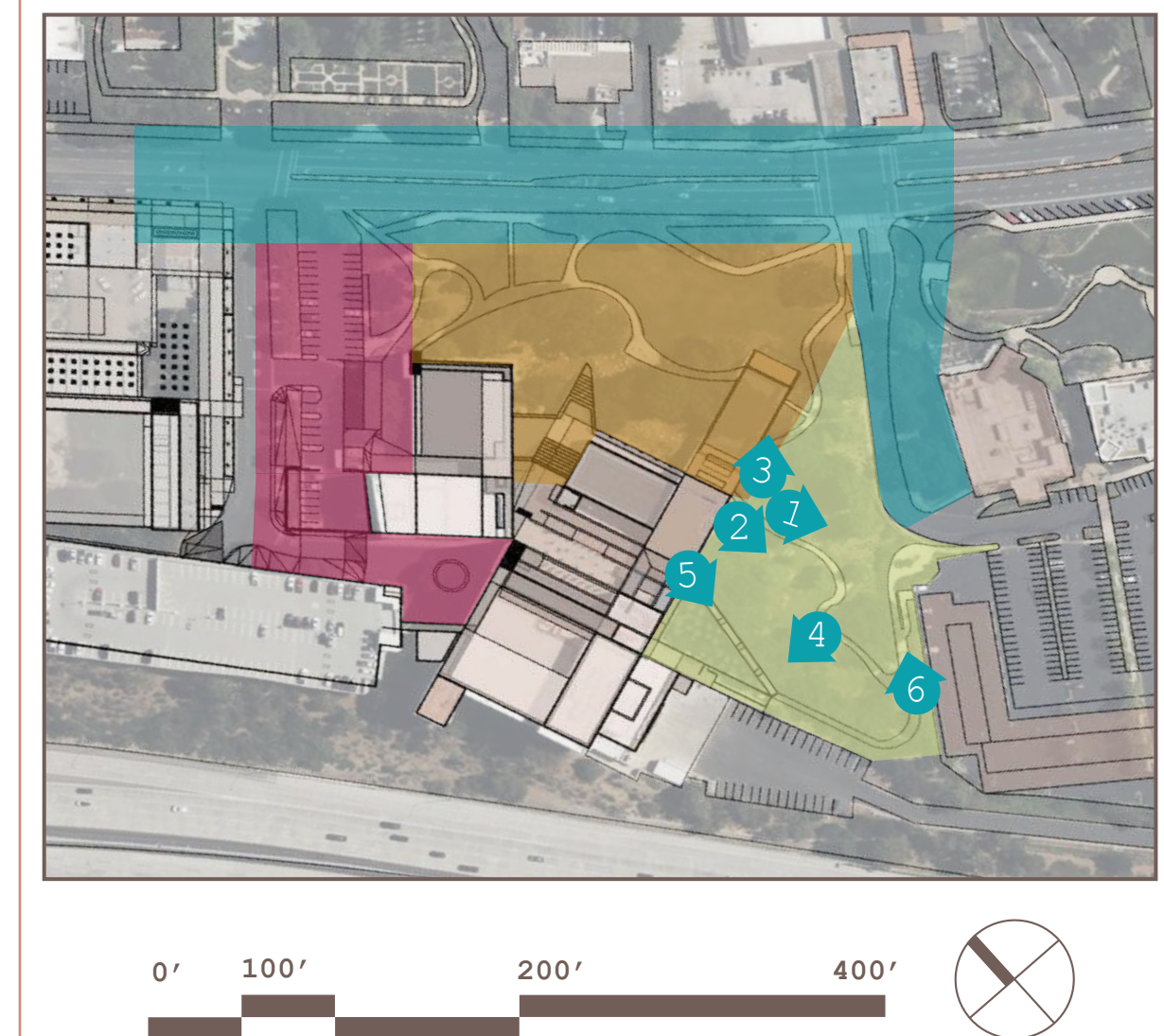


6. ADA access from The Lakes parking lot

OBSERVATIONS

ZONE 3 is tucked between The Lakes Drive and the hillside that descends from the 101 Freeway. It contains a shady oak grove with rolling hills, and a sunny picnic area down towards the swale. There is a cement ramp that ascends from the oak grove and reaches the second floor of the building, taking pedestrians to a terrace that connects them to the south side of the Fred Kavli Theater.

KEY MAP





1. Bus stop on Thousand Oaks Boulevard



2. Main sign along Thousand Oaks Boulevard



3. Entry from The Lakes Drive



4. Open space, building on the left



5. Entrance at Civic Arts Plaza Way

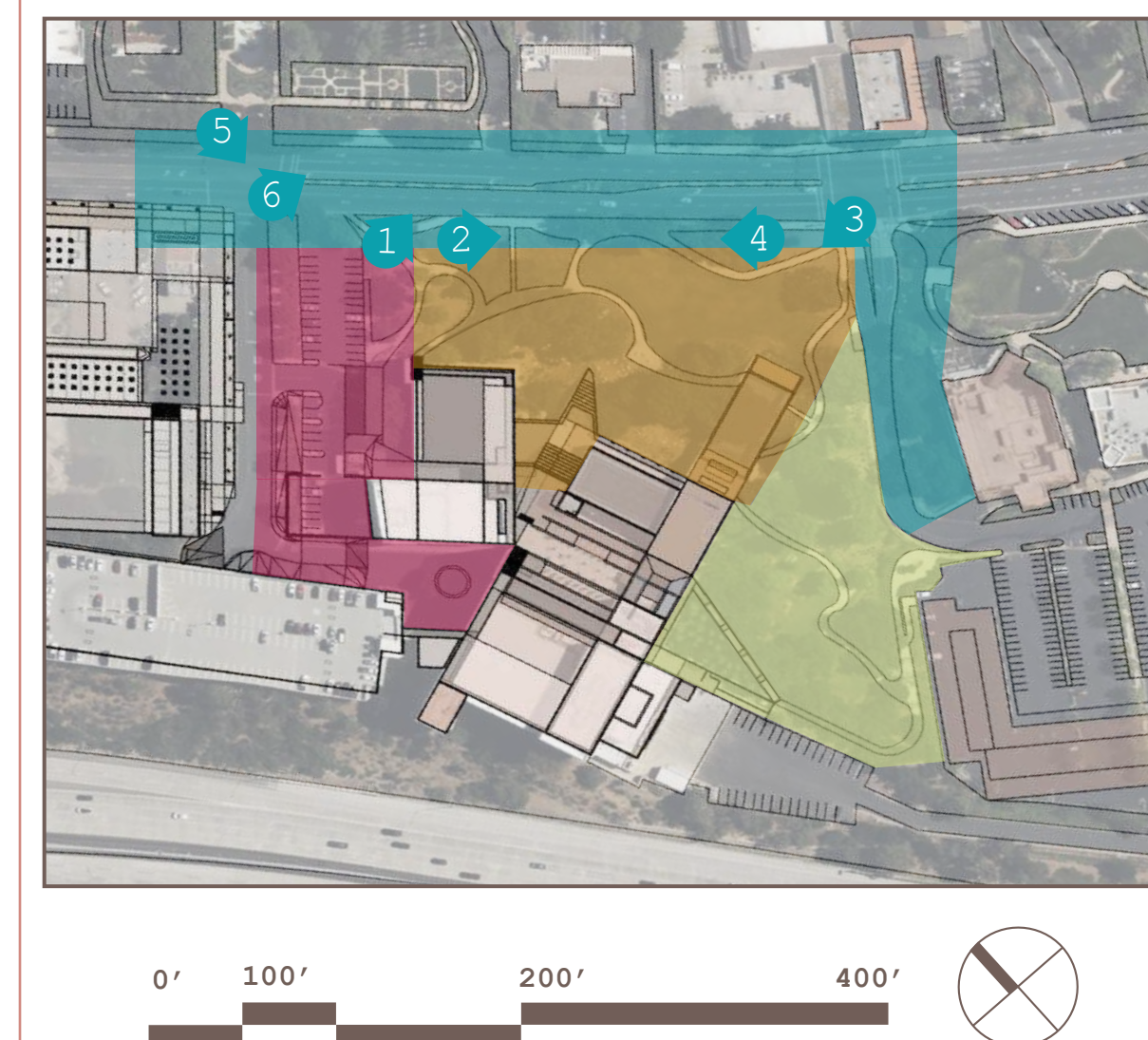


6. Bus stop in front of Gardens of the World

OBSERVATIONS

ZONE 4 is the streetscape along Thousand Oaks Boulevard. It includes two bus stops, and two points of vehicular access on Civic Arts Plaza Way and The Lakes Drive. It also includes the sidewalks on either side of Thousand Oaks Boulevard, and a few feet into the site to include elements like access points and the welcome sign.

KEY MAP












OBSERVATIONS

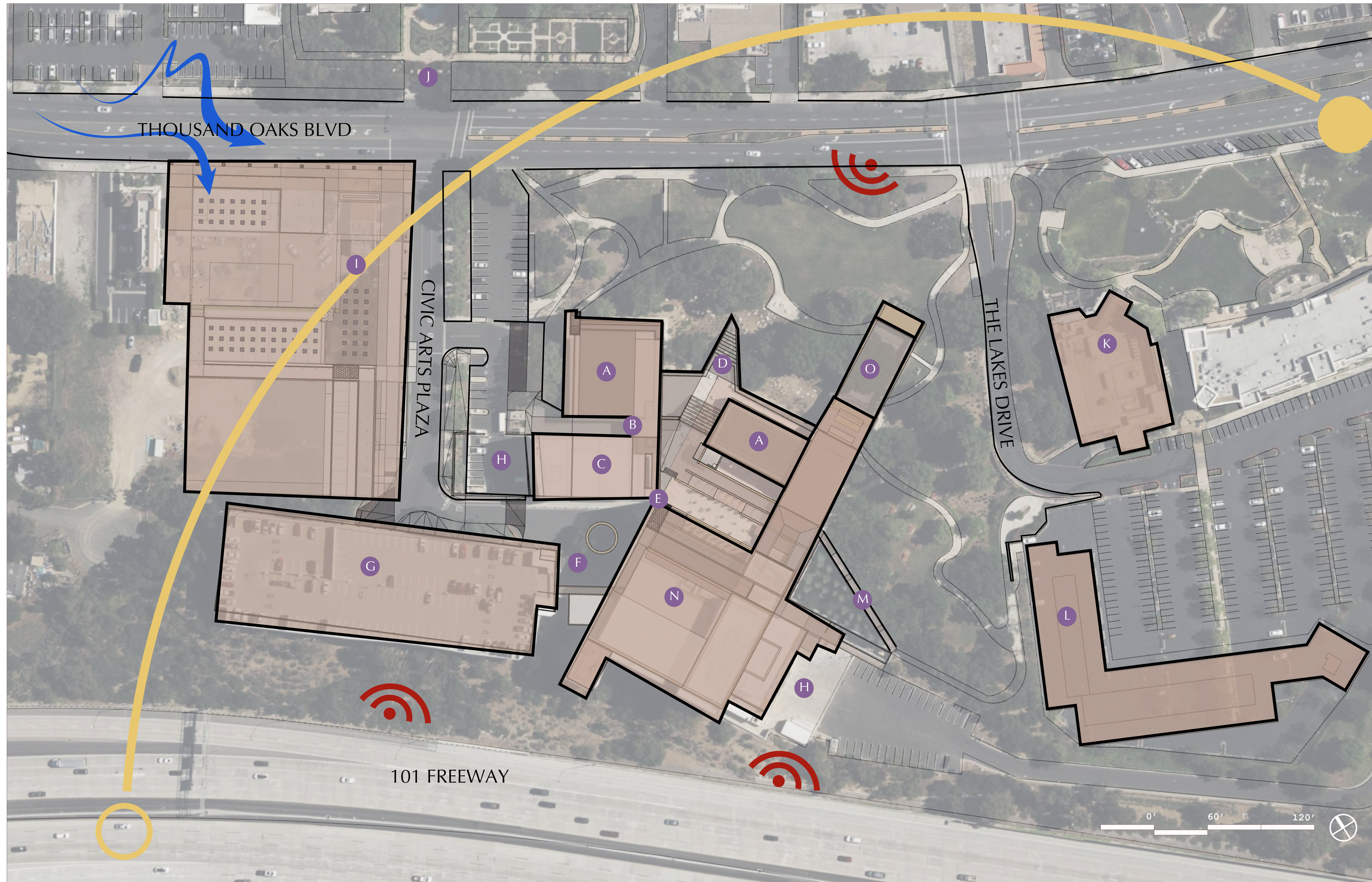
Pedestrian access to the plaza is poorly marked and unremarkable. There's nothing that draws people into the space. Foot paths wind through the site's open space. Vehicular access is near the main entrance and Fred Kavli Theater.

LEGEND

-  Access Points
-  Pedestrian Circulation
-  Vehicular Circulation
-  Loading Access
-  Drop-Off Area
-  Parking
-  Public Transit

EXISTING FEATURES

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- N. Fred Kavli Theater
- O. Amphitheater






OBSERVATIONS

The site often receives wind blown from the Northwest and experiences traffic noise from the 101 Freeway and along Thousand Oaks Boulevard.

There's a steep grade along the 101 Freeway that sets the Civic Arts Plaza lower, and not eye-level, with the freeway.

LEGEND

-  Sun
-  Wind
-  Noise

EXISTING FEATURES

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SPRING EQUINOX - MARCH 21



9:00 AM

SUMMER SOLSTICE - JUNE 21



9:00 AM

AUTUMN EQUINOX - SEPTEMBER 21



9:00 AM

WINTER SOLSTICE - DECEMBER 21



9:00 AM



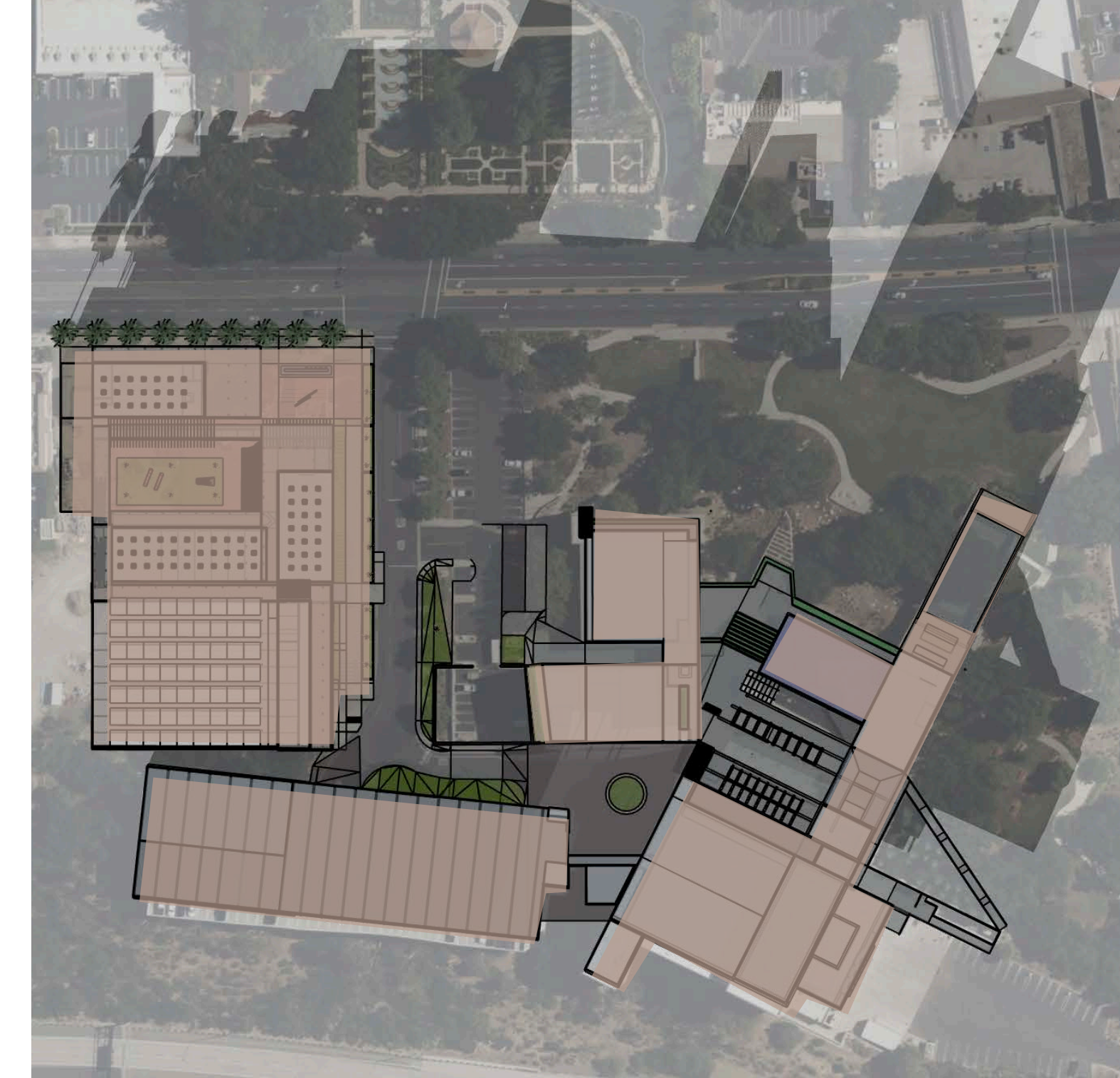
4:00 PM



4:00 PM



4:00 PM



4:00 PM

NTS



TOPOGRAPHY

Elevations

- +0'
- 1' to 3'
- 4' to 6'
- 7' to 9'
- 10' to 12'
- 13' to 15'
- 16' to 18'
- 19' to 21'
- 22' to 24'
- 25' to 27'
- 28' to 30.5'

EXISTING FEATURES

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OBSERVATIONS

The site predominantly consists of Oak and Sycamore trees, two native California species. The Oaks are protected by law and will be considered and influential during the design process.

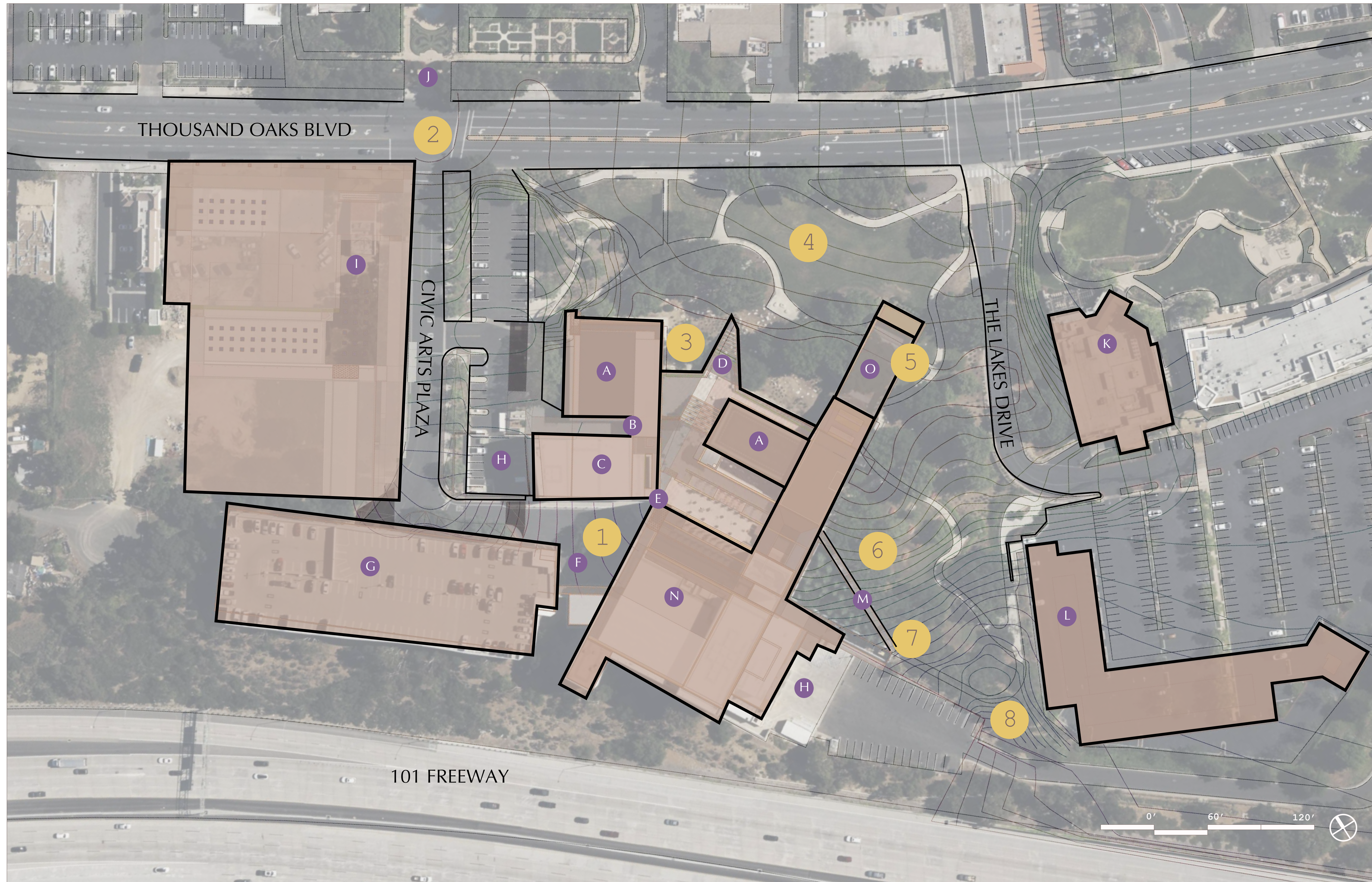
It's important to consider that this site is lacking plant diversity, which will largely benefit the site's ecological health once improved.

LEGEND

- Oak [Protected]
- Western Sycamore
- Conifer
- Flowering Deciduous

EXISTING FEATURES

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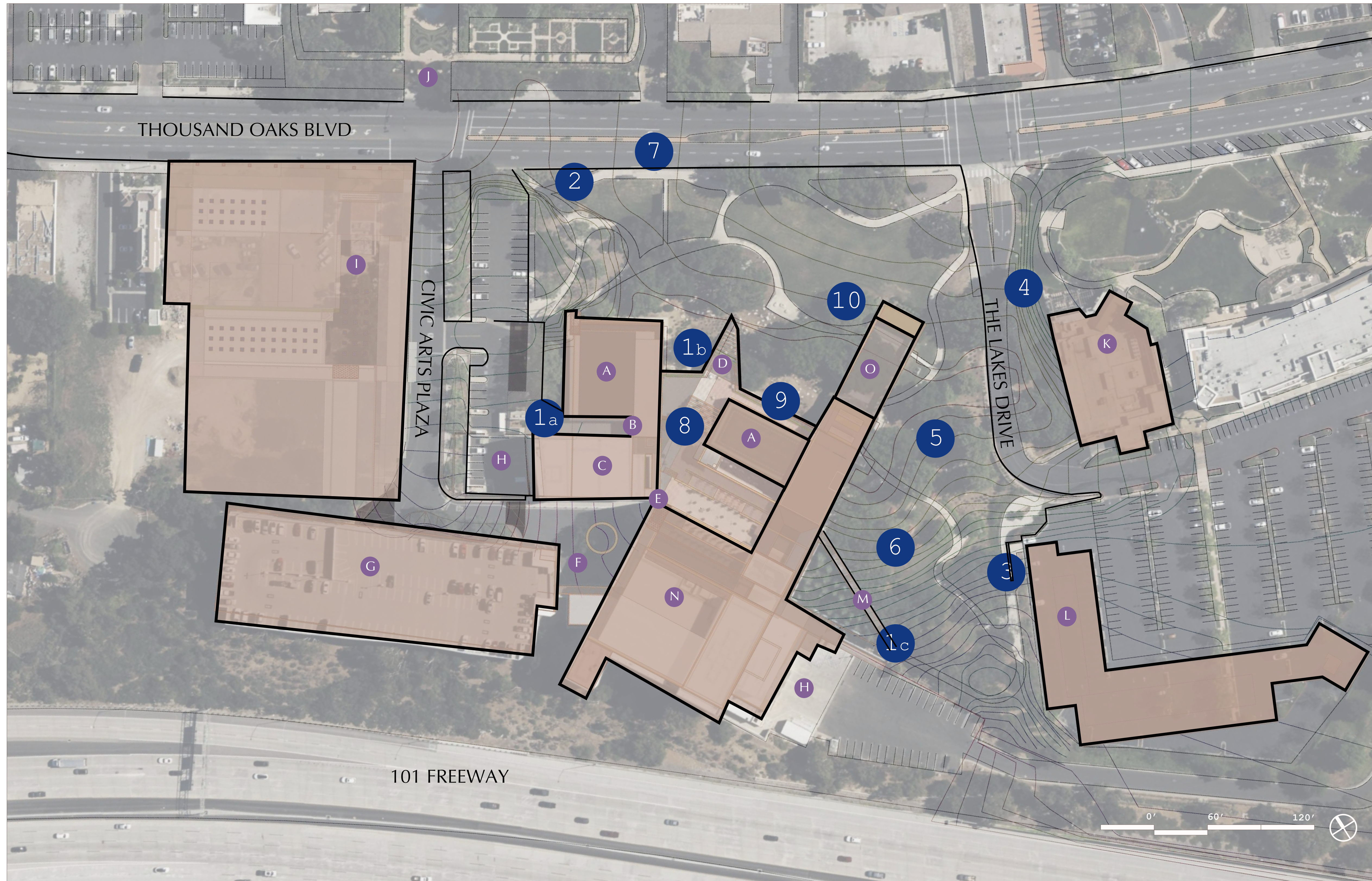


CONSTRAINTS

1. **Entrance.** There is no clear entrance or welcome area to the space, making it feel disjointed.
2. **Traffic.** Thousand Oaks Boulevard is multi-lane and fast. This impacts safety and noise.
3. **Way Finding.** What was intended to be a main entrance was cut off making the entrance unclear.
4. **Direct sun.** Open space is underutilized due to sun exposure and dusty conditions.
5. **Open-air theater.** Jutting out into space, underutilized, run-down, costly to move or alter.
6. **Protected oaks.** Trees must be minded and built around.
7. **Entrance.** Unassuming way to access the second floor with little to no signage.
8. **Steep grading.** Along the freeway grading provides some buffer to keep the plaza away from the road.

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OPPORTUNITIES

- 1. Wayfinding and Entrances.** Improve the arrival experience and flow for visitors.
- 2. Bike paths.** Bring visitors into the site with accessible and inviting bike and walking paths.
- 3. Apartment connection.** Future use and pedestrian flow from the new complex should be considered.
- 4. Connection to The Lakes.** Pedestrian-friendly access across The Lakes Drive to unify the spaces and users.
- 5. Shaded picnic area.** Bring tables out from direct sun and into shaded oak grove and add more plants.
- 6. Playground.** Build a safe and interactive play and splash area.
- 7. Transit.** Create pull-in for bus stop to improve traffic flow.
- 8. Revenue.** Indoor/outdoor cafe to bring more people into the space and provide more amenities.
- 9. Cohesion.** Blend architecture, materials, and landscape.
- 10. Chumash.** Honor the native people through education and practice.

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04

CONCEPT

DEVELOPMENT



CONNECT THE COMMUNITY

- Build spaces that encourage gathering, play, and encounters with community members
- Improve pedestrian flow and wayfinding throughout the site and with surrounding context
- Provide multi-use spaces for community programming, like festivals, workshops, and fitness



CREATE A CULTURAL CENTER

- Incorporate art throughout the site to inspire creativity, feature artists, and connect to the museum next door
- Design spaces that can accommodate small, intimate events and large, sprawling festivals
- Provide amenities that support cultural events and create a sense of arrival and place



CELEBRATE DIVERSITY + HISTORY

- Plant diverse array of native plants and edible trees to support people and pollinators
- Honor the Chumash people through educational design elements and oak preservation
- Design that's ADA and transit friendly, easy to navigate, and uniquely Thousand Oaks



NOTES

This exercise looks at regulating lines that extend from the site's built environment, and is then paired with the protection zones around the oak trees to help identify an existing grid on the site.

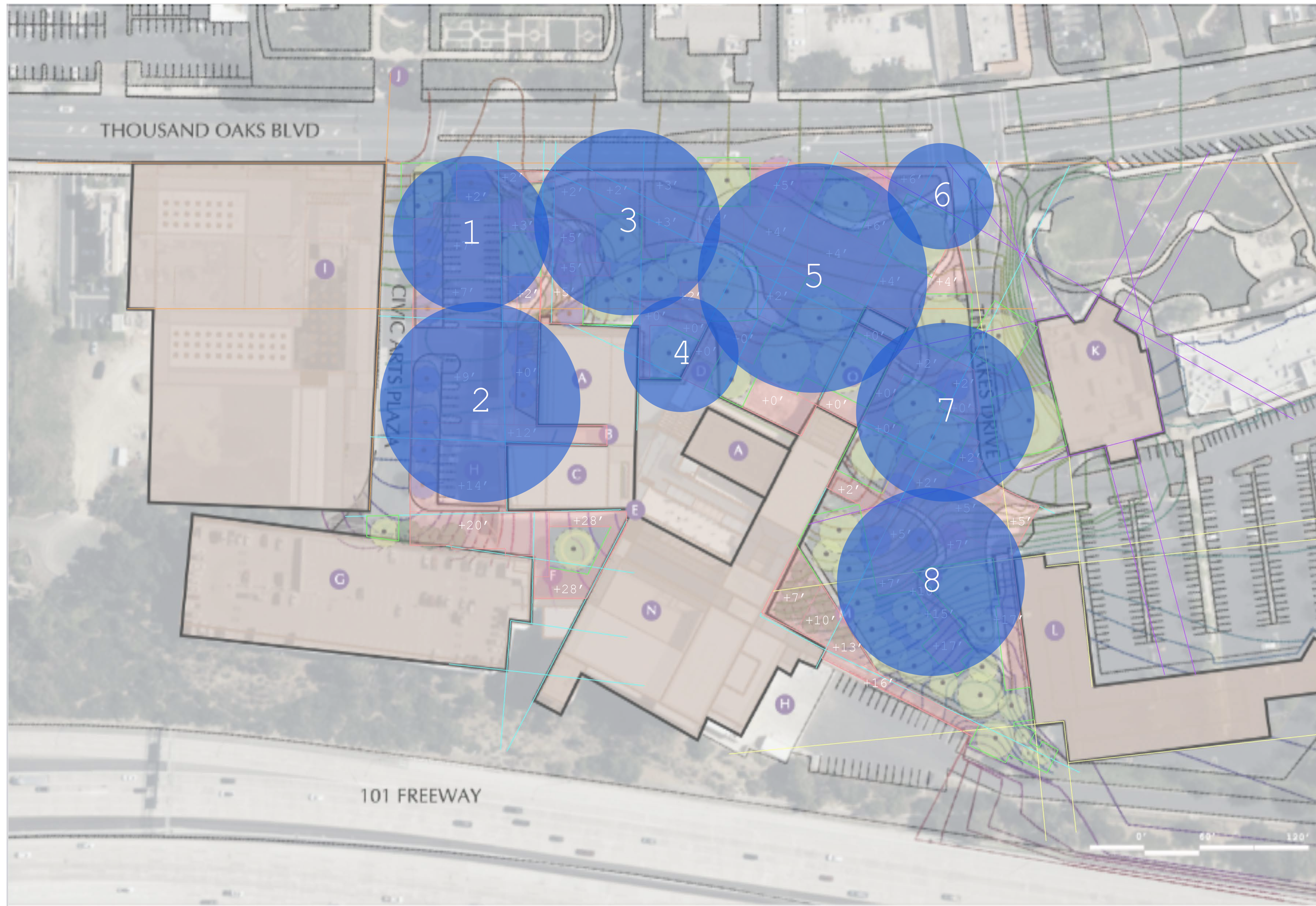
The red spaces showcase the area that's available for design, notated by the elevation grade (in feet).

LEGEND

- Regulating Lines from Civic Arts Plaza
- Regulating Lines from The Lakes
- Regulating Lines from Museum
- Regulating Lines from Apartments
- Protected Oak tree areas
- Space remaining for design

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LEGEND

- 1. Site Entrance**
Easy staircase (low risers) to usher people towards the Community Plaza or over to Transit Connection.
- 2. Community Plaza**
Plaza corridor for markets, fairs, exhibitions, food trucks, and drivable for access to loading dock.
- 3. Transit Connection**
Bus stop, dedicated ride share area, bike paths and sidewalk into site.
- 4. Civic Arts Plaza Entrance**
Public restrooms, cafe, shaded outdoor seating, shaded staircase that is main entrance to CAP.
- 5. Gathering Space**
Open area to accommodate festivals, concerts, plays, dog days, and active recreation.
- 6. The Lakes Connection**
Clear entrance to the site and safe pedestrian access to The Lakes.
- 7. Picnicking Garden**
Shaded picnic area with edible gardens and fruit trees, moveable furniture to accommodate events like speaker series, story time, and outdoor yoga.
- 8. Oak Forest Playground**
Summer splash pad and tot lot nestled among the oaks with slides built into the hills.

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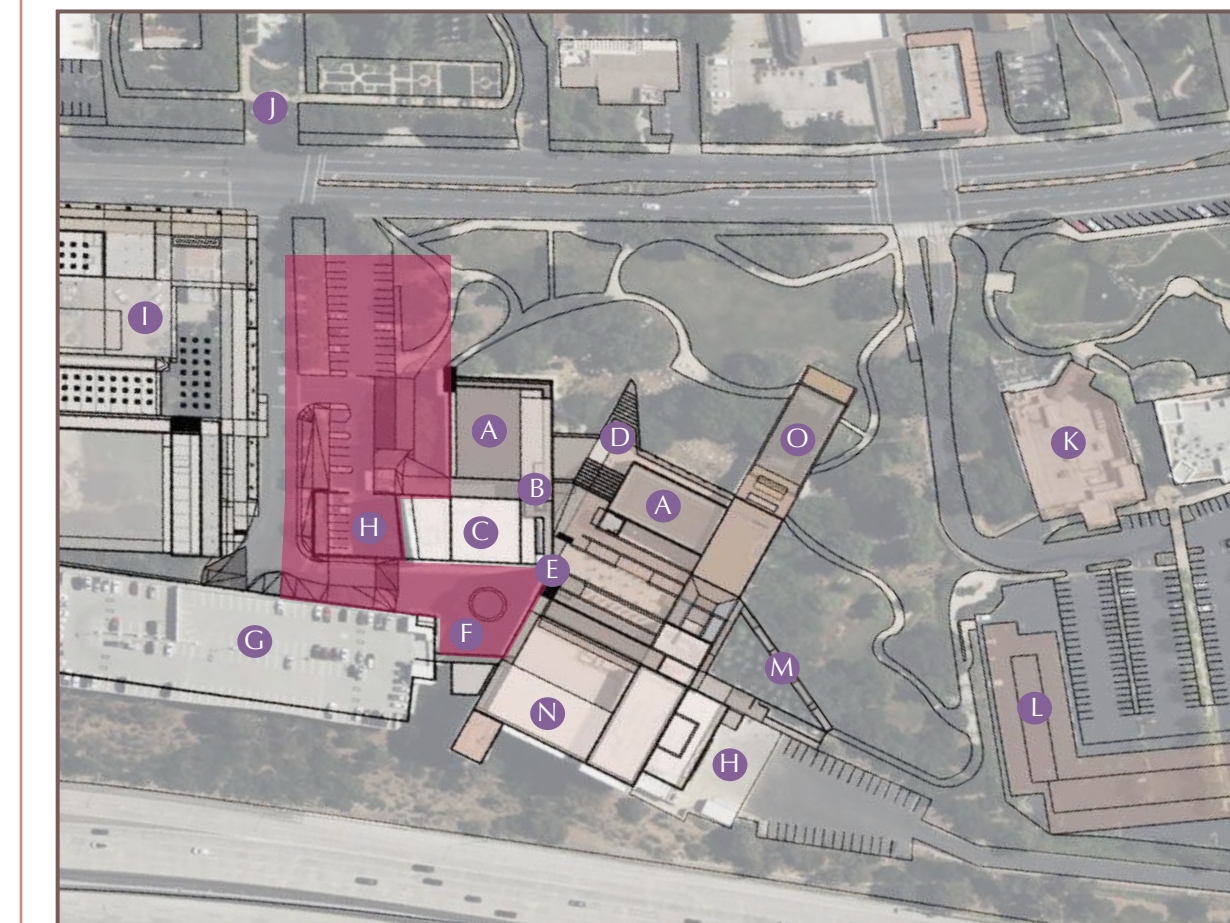
This is a rough, conceptual site plan that was developed in Trace to help layout, program, and connect the site. Given the site's elevation changes, it's important to consider how the entire site will be ADA accessible, and give users unique spaces to discover.



NOTES

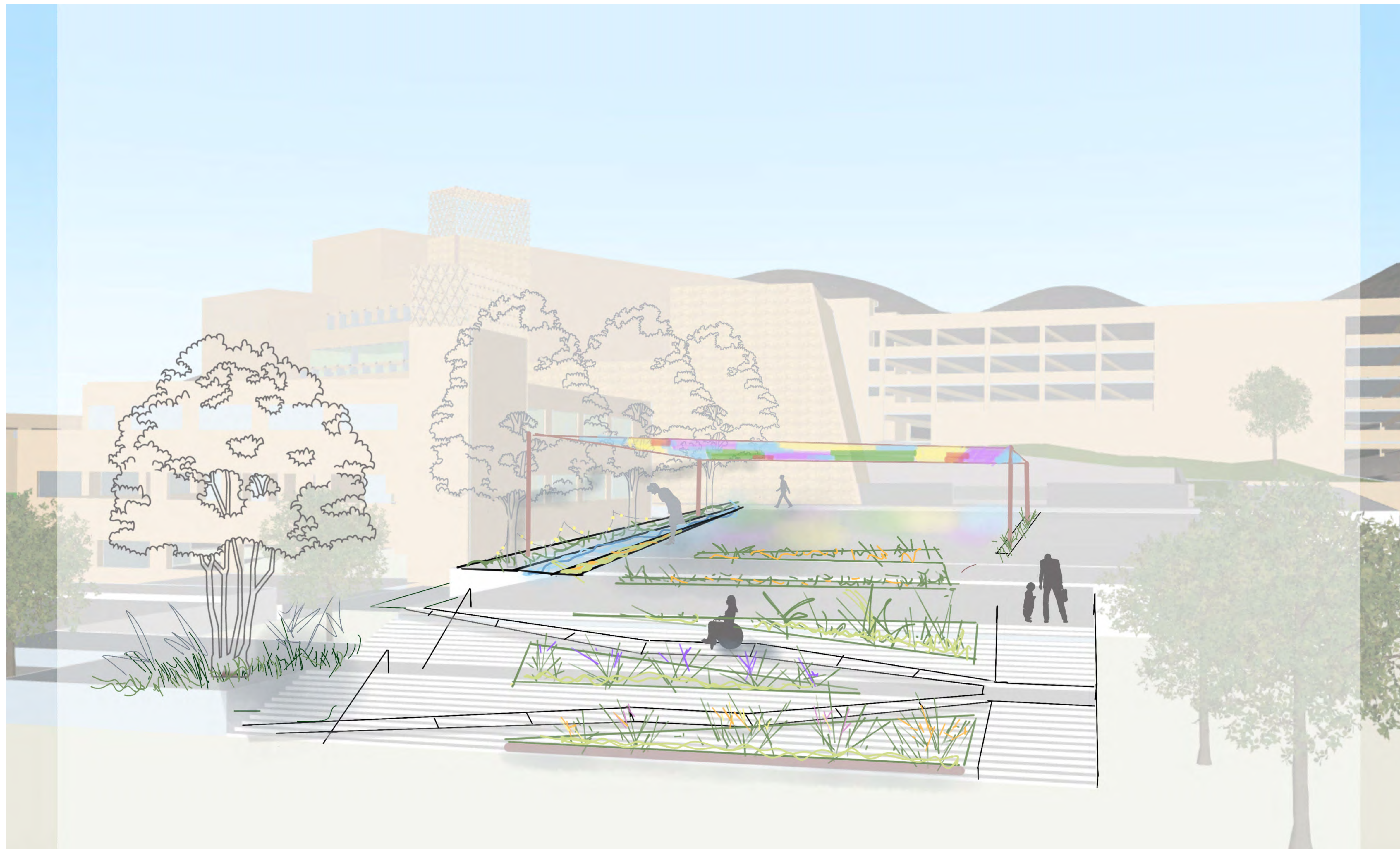
A focus for Zone 1 is to improve the arrival experience and to design a space that's suitable for programming like farmer's markets, food festivals, and exhibitions. The community expressed the desire for the space to be more colorful and tied to its artistic purpose, so the goal is to incorporate functional, long-term art installations with a clear, grand entrance.

KEY MAP



EXISTING FEATURES

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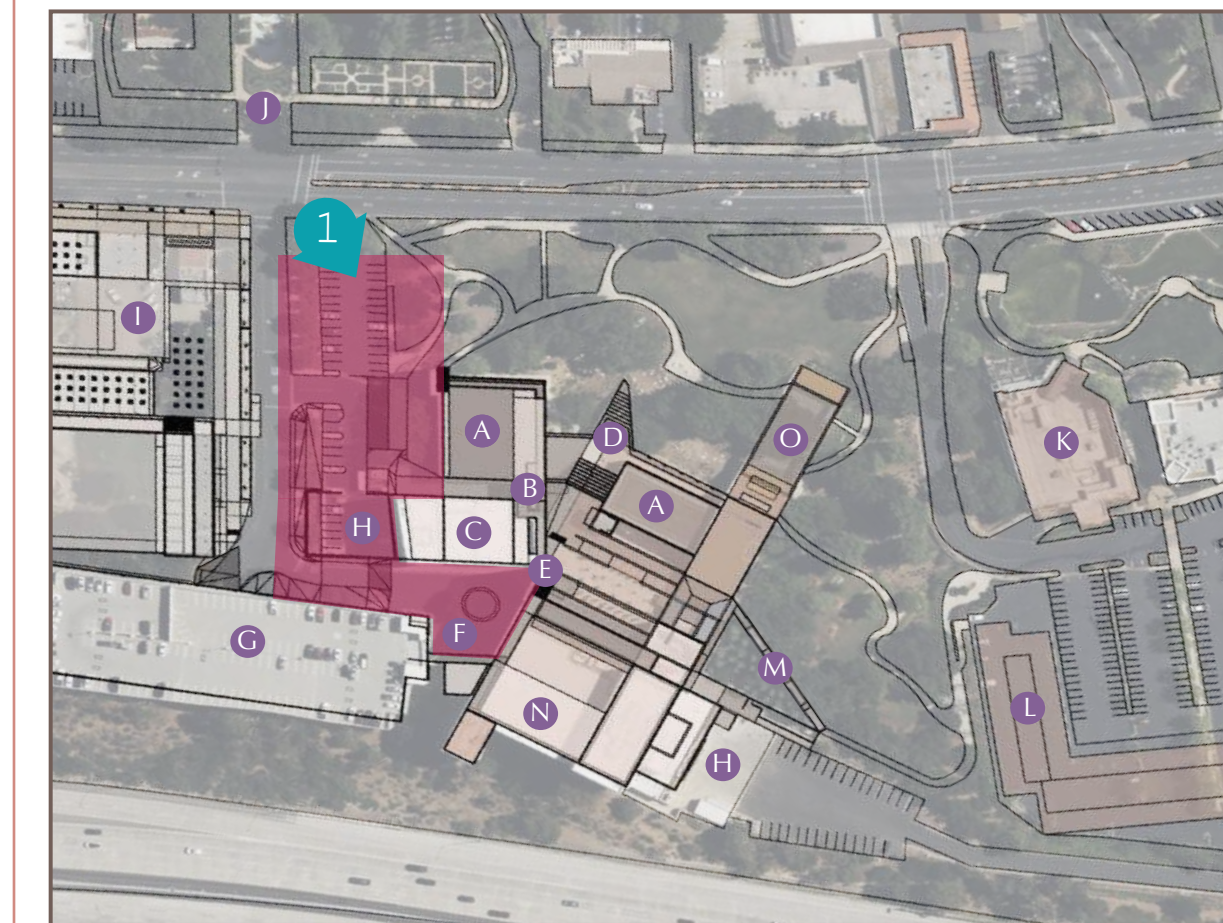


NTS

NOTES

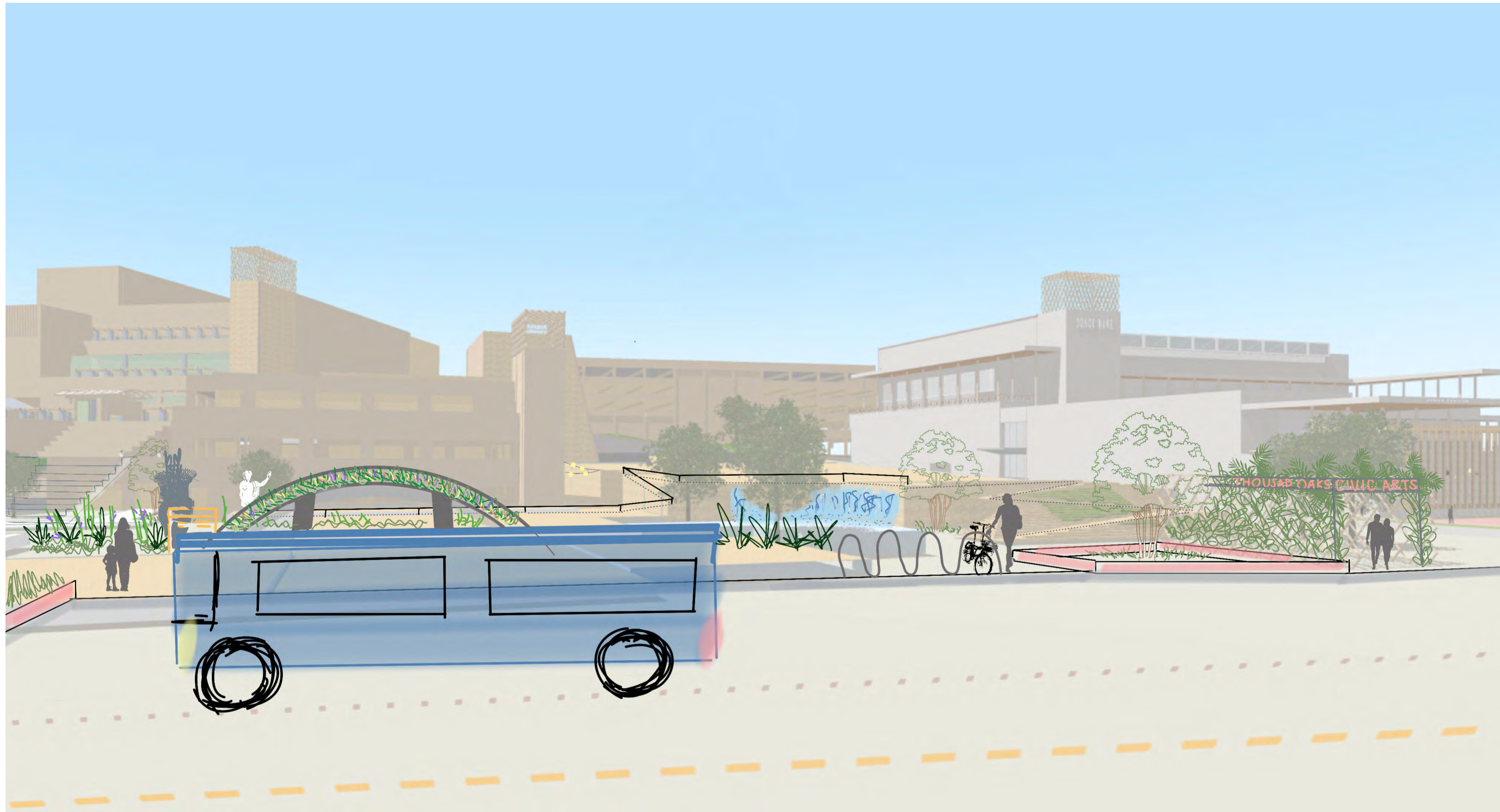
The entrance to the site from Thousand Oaks Boulevard is improved by creating a sense of arrival with a combination staircase and ramp. This leads to the open plaza that houses gardens, a water feature, and an art installation shade structure.

KEY MAP



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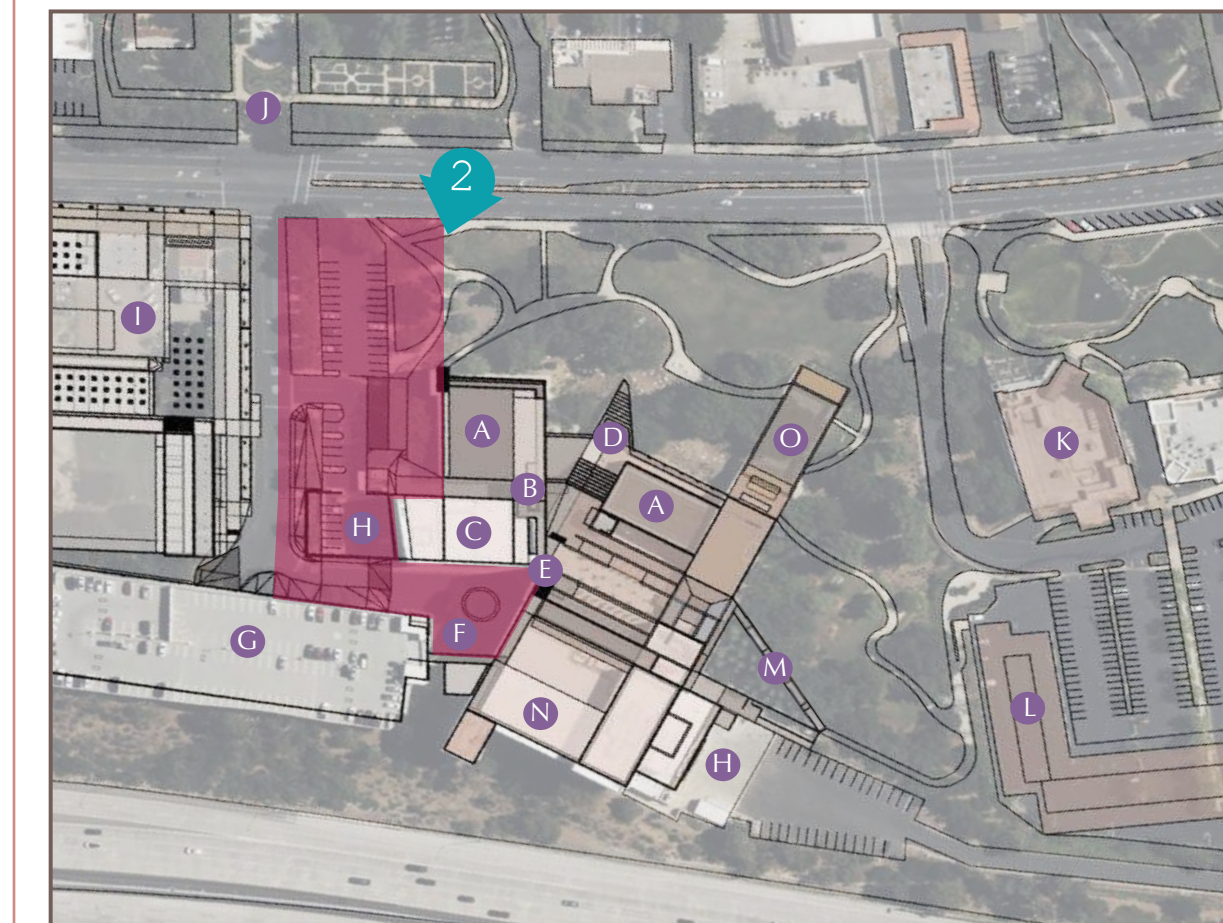


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NOTES

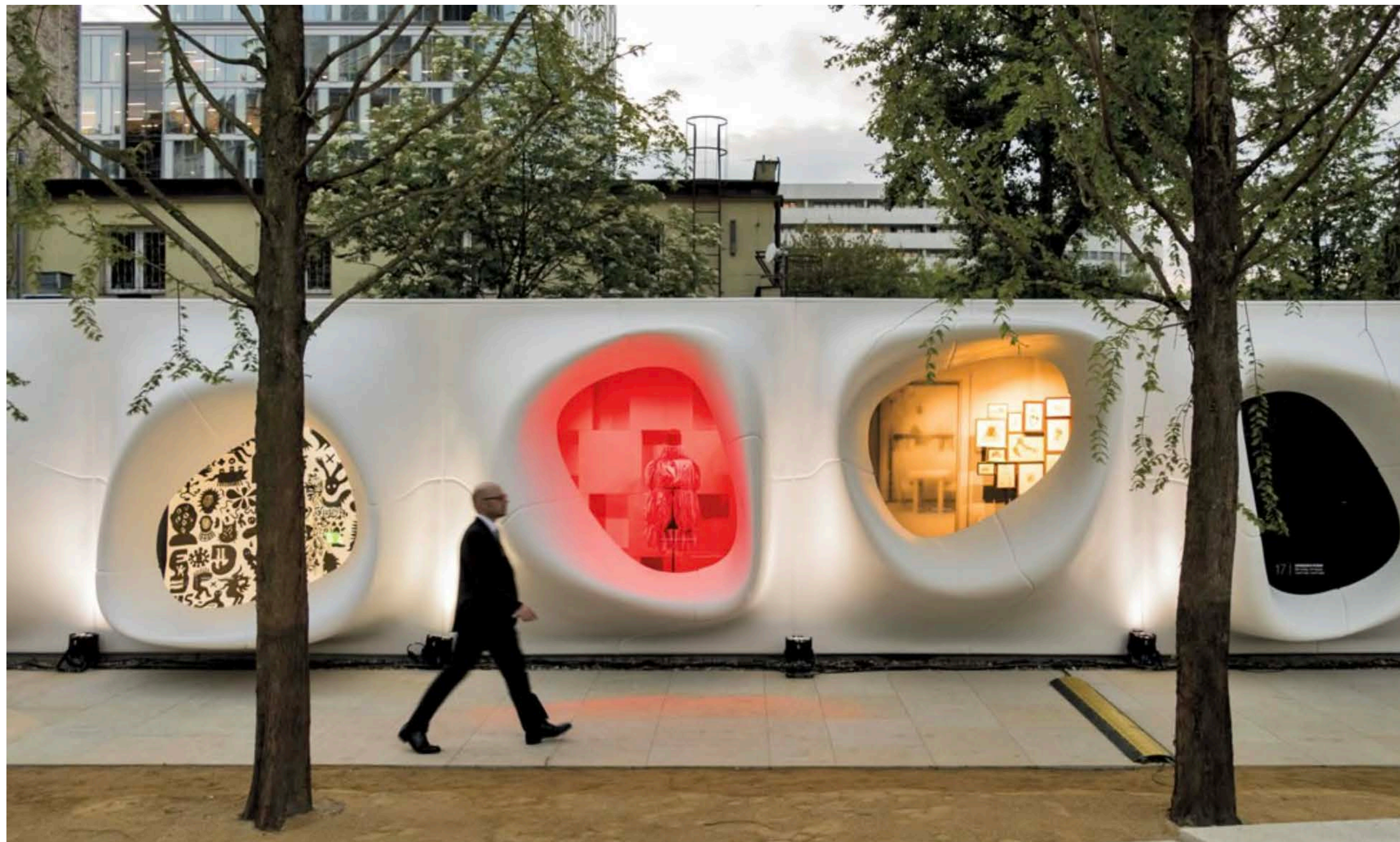
The transit hub here is improved by adding a lane that allows the bus to pull out of traffic, bike share doc, and bike parking. The bus stop has a live roof that thrives in full sun and provides additional shade.

KEY MAP



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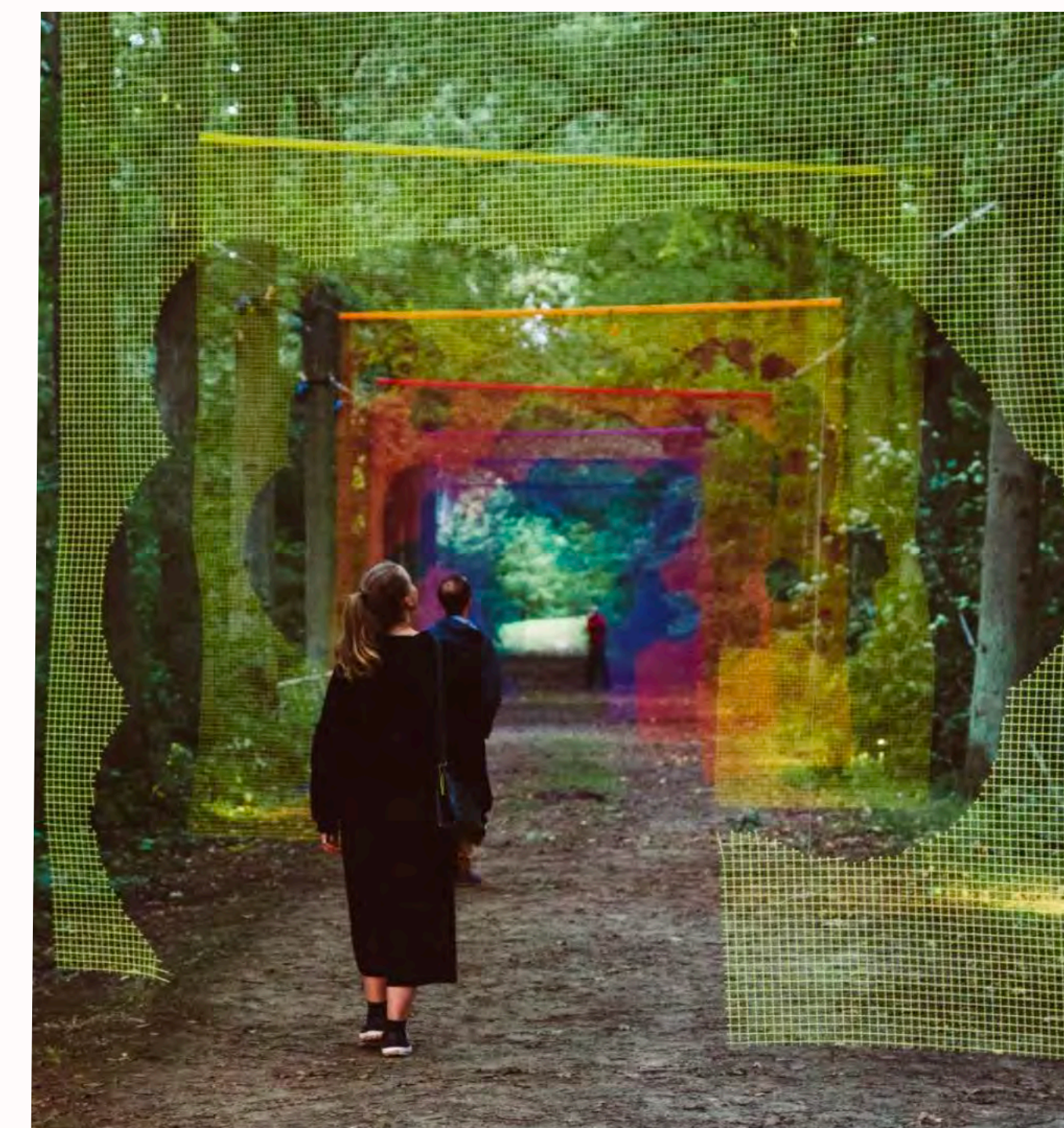
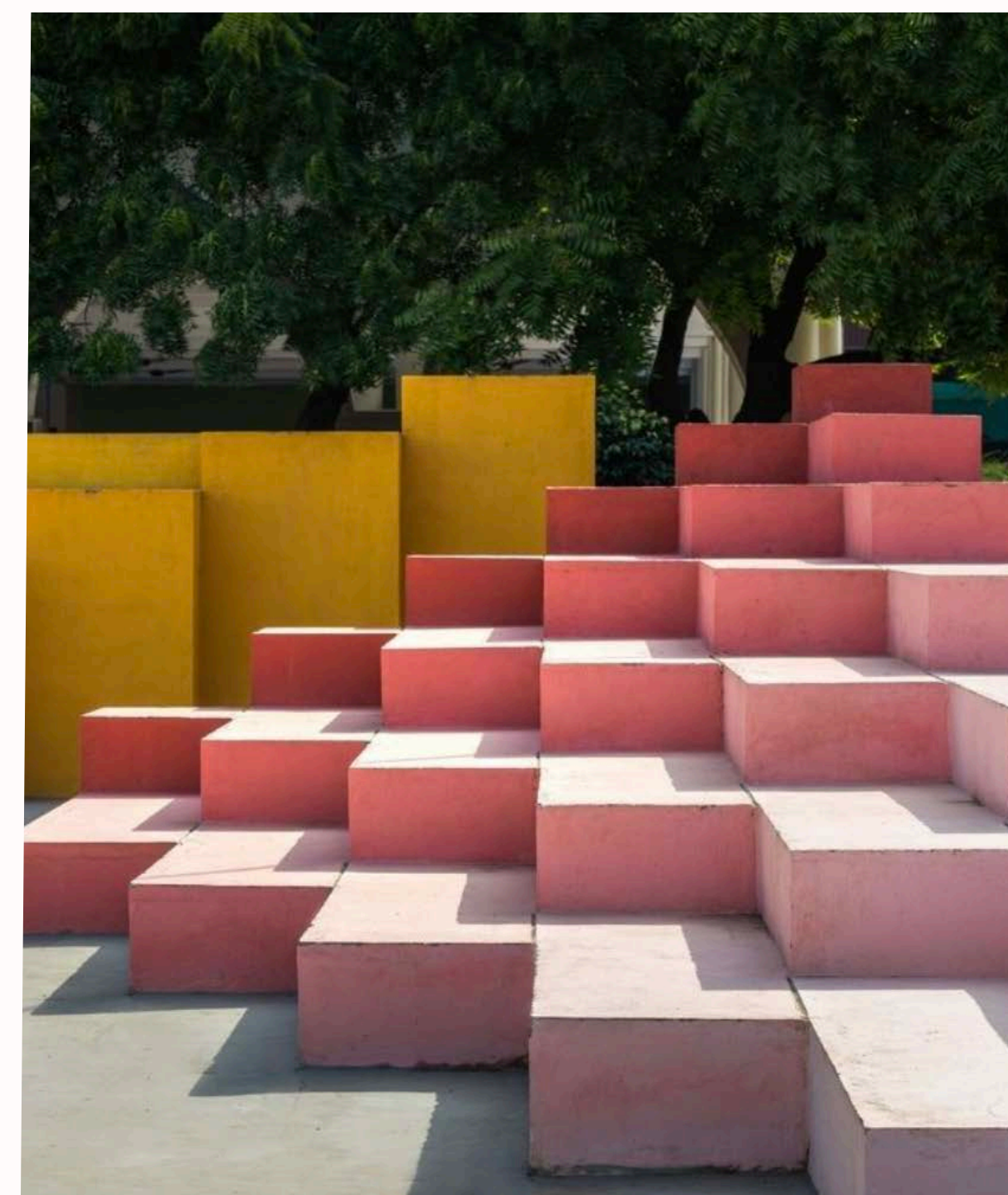
Zone 2 is the site's most open zone that will draw people into the site, provide places to discover and gather. There will also be opportunities for solitude and relaxation. Shallow water features offer cooling and habitat without being high maintenance. Like with the entire site, elements of art and music will be incorporated into the design to make the site cohesive with its surrounding context.

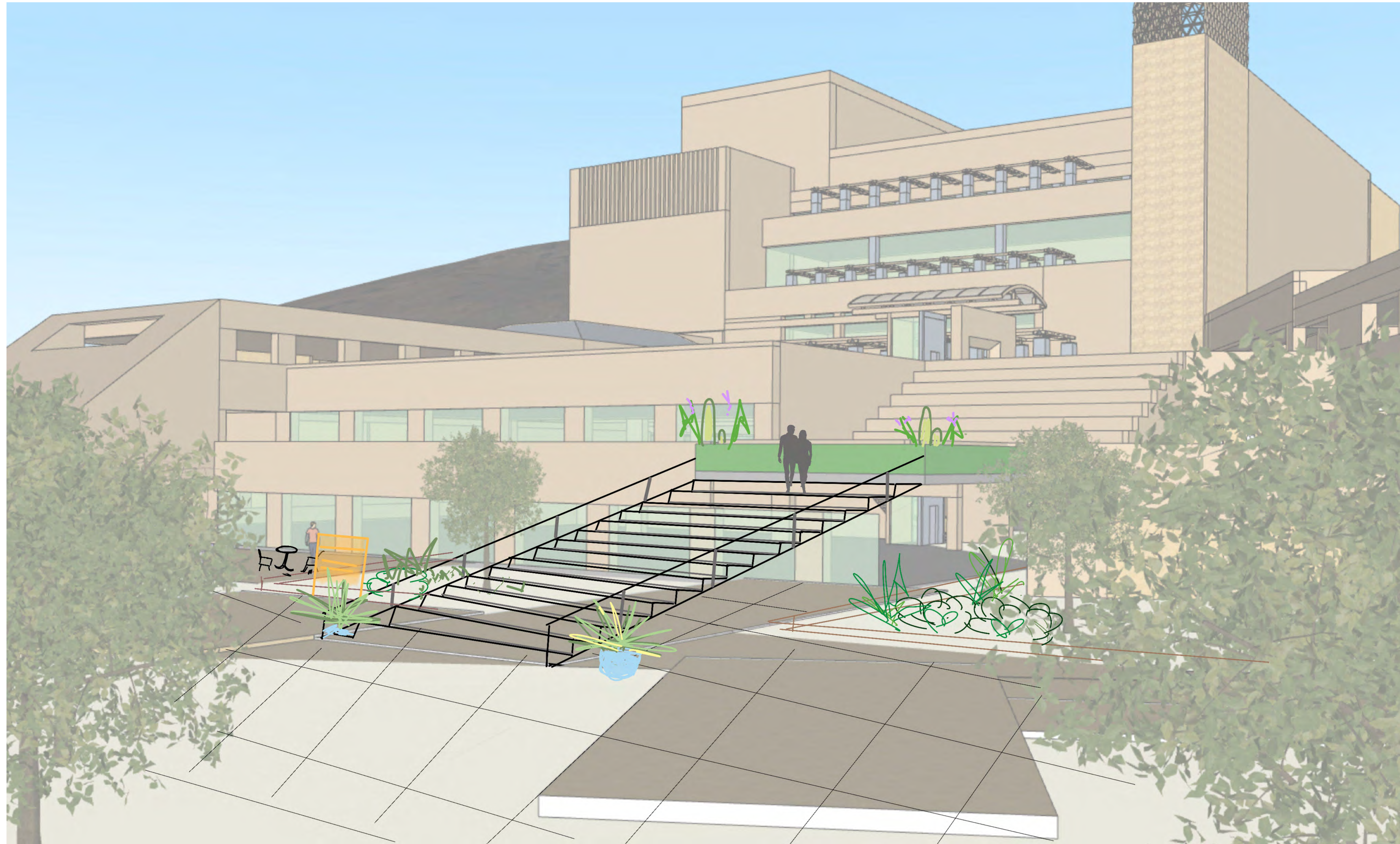
KEY MAP



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NTS

NOTES

Adding a staircase to this side of the building continues the intended design of the building (see "stairs" on the second floor), which also gives visitors a more direct connection to City Hall if they arrive on foot or public transport from Thousand Oaks Boulevard. This area is also an opportunity for revenue generation by adding a public cafe and restrooms to the first floor.

KEY MAP



EXISTING FEATURES

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NOTES

Tucked in the oak grove, zone 3 will be programmed for picnicking and play with an emphasis on color and creativity. A unique, artistically-focused playground will be a strong addition to the site to connect kids to the Civic Arts Plaza, and bring visitors to the site throughout the day and accessible to families in the new apartment complex.

KEY MAP



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- E. Third-Level Entrance
- F. Drop-off Circle
- G. Parking Structure
- H. Loading Dock
- I. Museum (future)
- J. Gardens of the World
- K. The Lakes, Shopping Center
- L. Residential (future)
- M. Pedestrian Bridge
- N. Fred Kavli Theater
- O. Amphitheater



NTS

NOTES

The picnic area will feature moveable dining so that it can be rearranged for community events. There will also be an enclosed yoga deck, dedicated to outdoor group workshops, book clubs, meditation groups or fitness classes.

KEY MAP



EXISTING FEATURES

- A. City Hall
- B. Main Entrance
- C. Forum Theater
- D. Rooftop Terrace
- E. Third-Level Entrance
- F. Drop-off Circle
- G. Parking Structure
- H. Loading Dock
- I. Museum (future)
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NTS

NOTES

Thousand Oaks is sunny and hot, so it's important that the play area will have shade structures and ample vegetation for cooling. The splash pad will also help with cooling and can be used as an additional surface for games, like 4 Square, when the water is off.

KEY MAP



EXISTING FEATURES

- A. City Hall
- B. Main Entrance
- C. Forum Theater
- D. Rooftop Terrace
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VALLEY OAK



WESTERN SYCAMORE



PINE TREE

NOTES

For this site redesign, all of the original Oak trees are protected and remain in place. Additionally, most of the mature Sycamore and Pine trees remain. Cyprus trees were brought in to block the 101 Freeway view along the southwest side of the site.



CALIFORNIA BAY LAUREL



CYPRUS TREE



BRISBANE BOX



CLEVELAND SAGE



YARROW



CALIFORNIA BUCKWHEAT

NOTES

In the hot, sunny, and dry climate of Thousand Oaks drought-tolerant shrubs and grasses are essential. These native California plants also attract pollinators and provide habitat.



DEER GRASS



CANYON PRINCE WILD RYE



PURPLE THREE-AWN



SANDSTONE



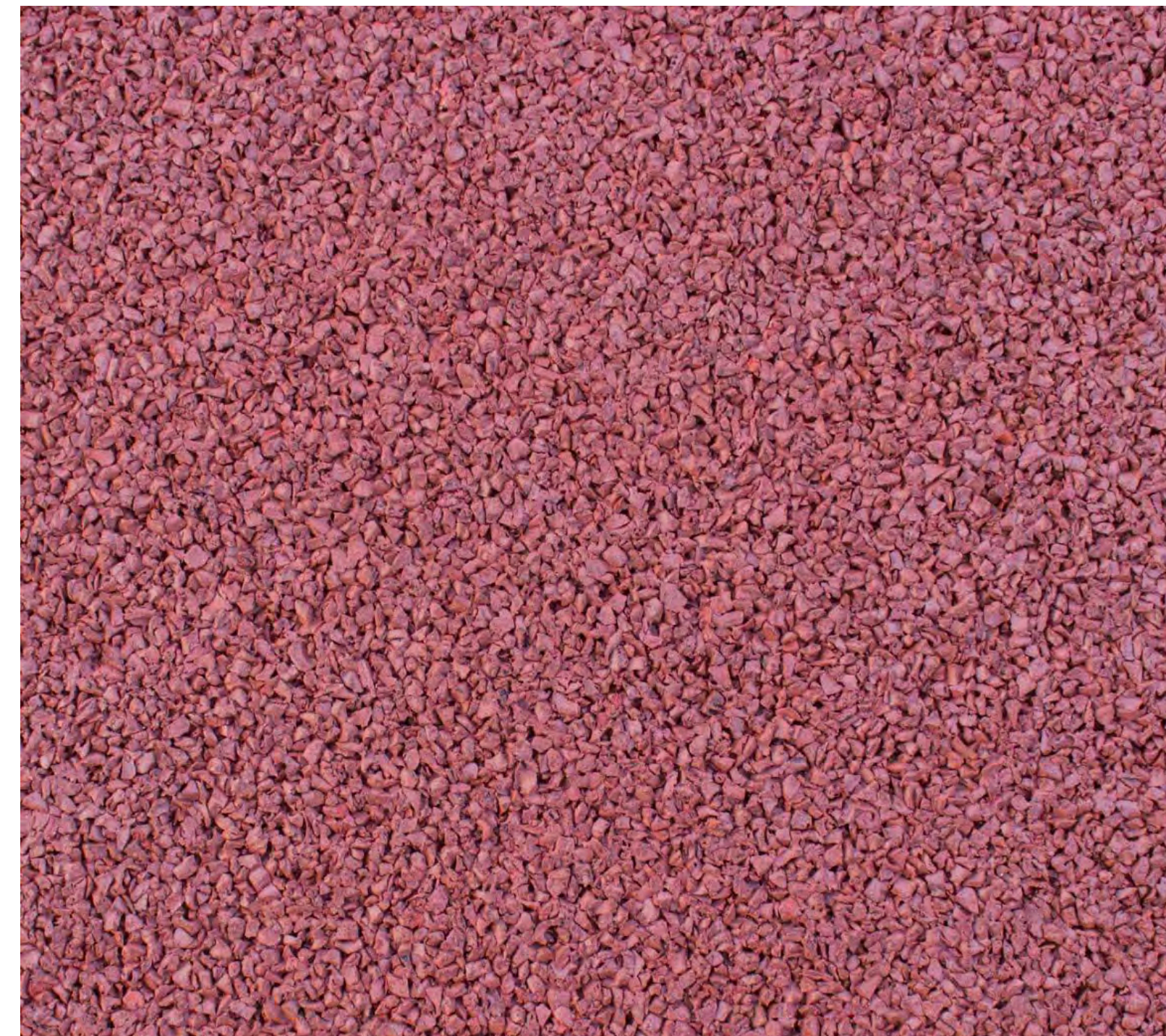
EXPOSED AGGREGATE CONCRETE



TERRACOTTA TILE



WOOD DECKING



RUBBER SURFACING



CORTEN STEEL

NOTES

The color and material palette draws from the existing sandstone buildings that comprise the Civic Arts Plaza (see top left photo). From here, pinks, browns, and beiges are extracted and used throughout the site. Wood decking offers a hardscape alternative near the oak trees to respect their protected zone and offer a permeable surface without root interference.

04

SITE

DESIGN



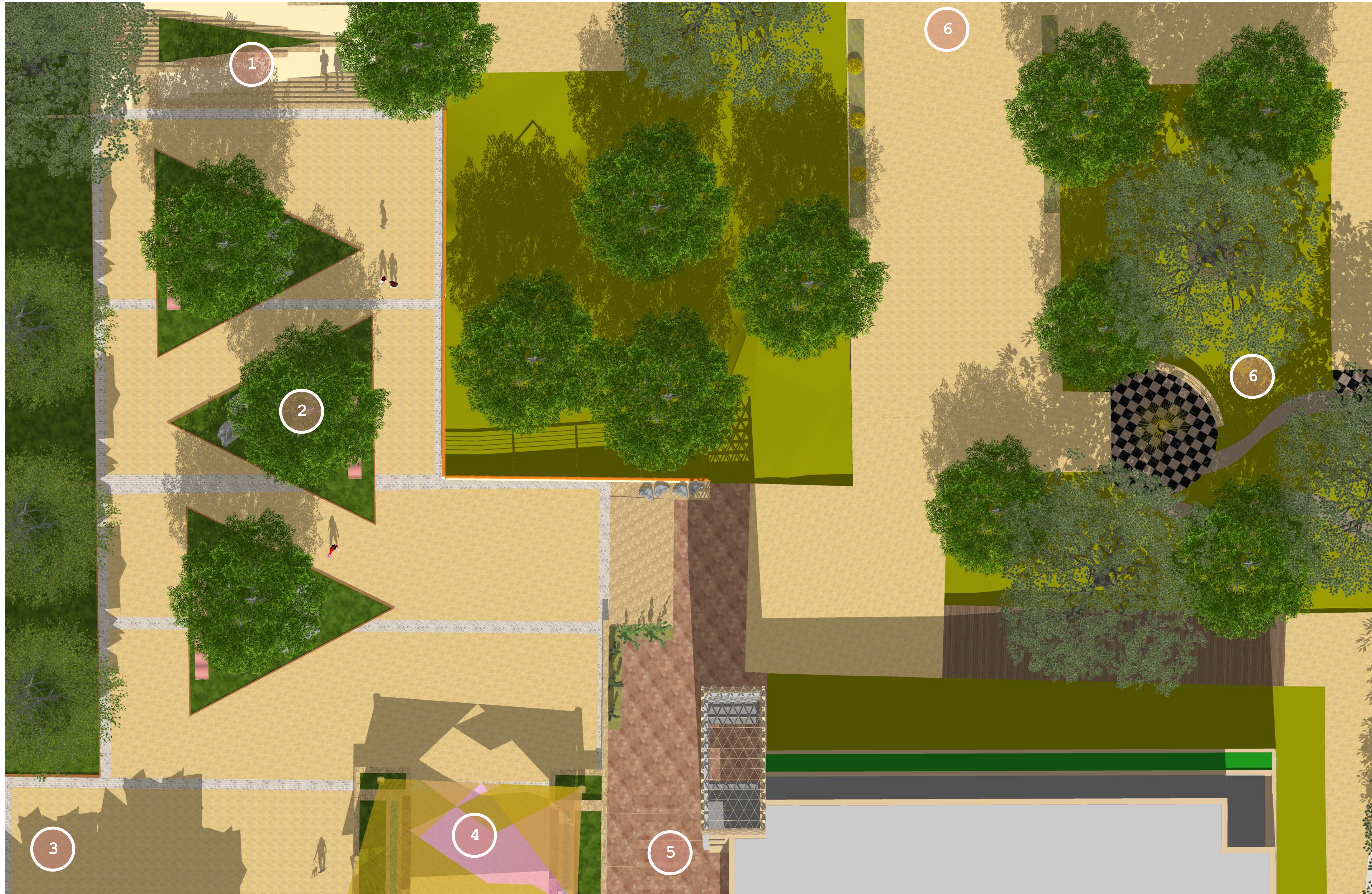
LEGEND

1. Stramp Entrance
2. Community Plaza
3. Cafe Bar Patio
4. Transit Hub
5. Sculpture Meadow Walk
6. Second Floor Entrance
7. Water Garden
8. Picnic Patio
9. Community Orchard + Garden
10. Yoga Deck
11. Turf Lawn
12. Lounge Deck
13. Lower Playground + Splash
14. Upper Playground
15. Second Floor Ramp Path



EXISTING FEATURES

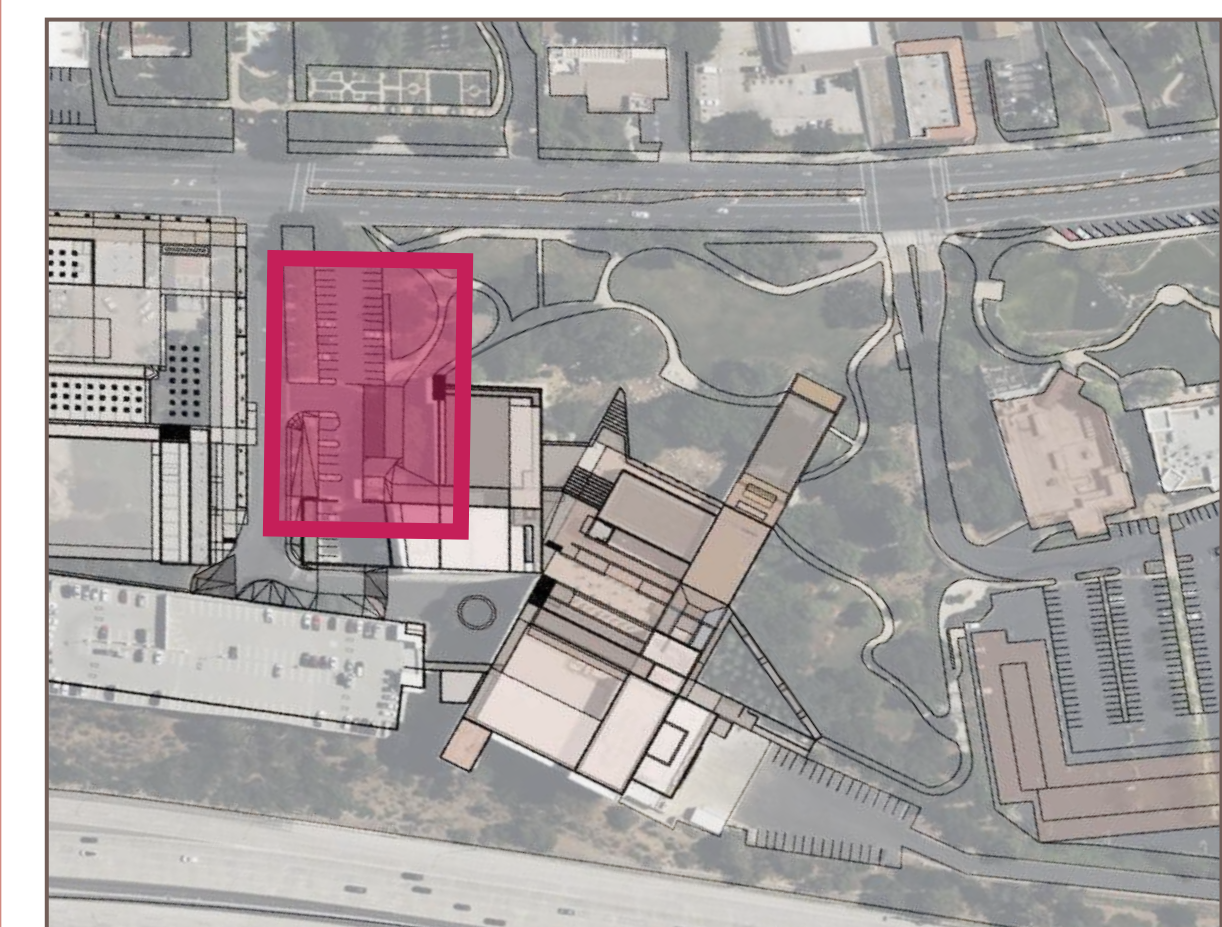
- A. City Hall
- B. Main Entrance
- C. Forum Theater
- D. Rooftop Terrace
- E. Third-Level Entrance
- F. Drop-off Circle
- G. Parking Structure
- H. Loading Dock
- I. Museum (future)
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- L. Residential (future)
- M. Pedestrian Bridge
- N. Fred Kavli Theater



LEGEND

1. Stramp Entrance at TO Blvd
2. Boulder gardens and benches
3. Service vehicle entrance
4. Art shade structure
5. Cafe Bar Patio
6. Transit Hub
7. Sculpture Meadow Walk

KEY MAP



TRANSIT HUB

STRAMP

BENCHES

STEPS TO CAFE

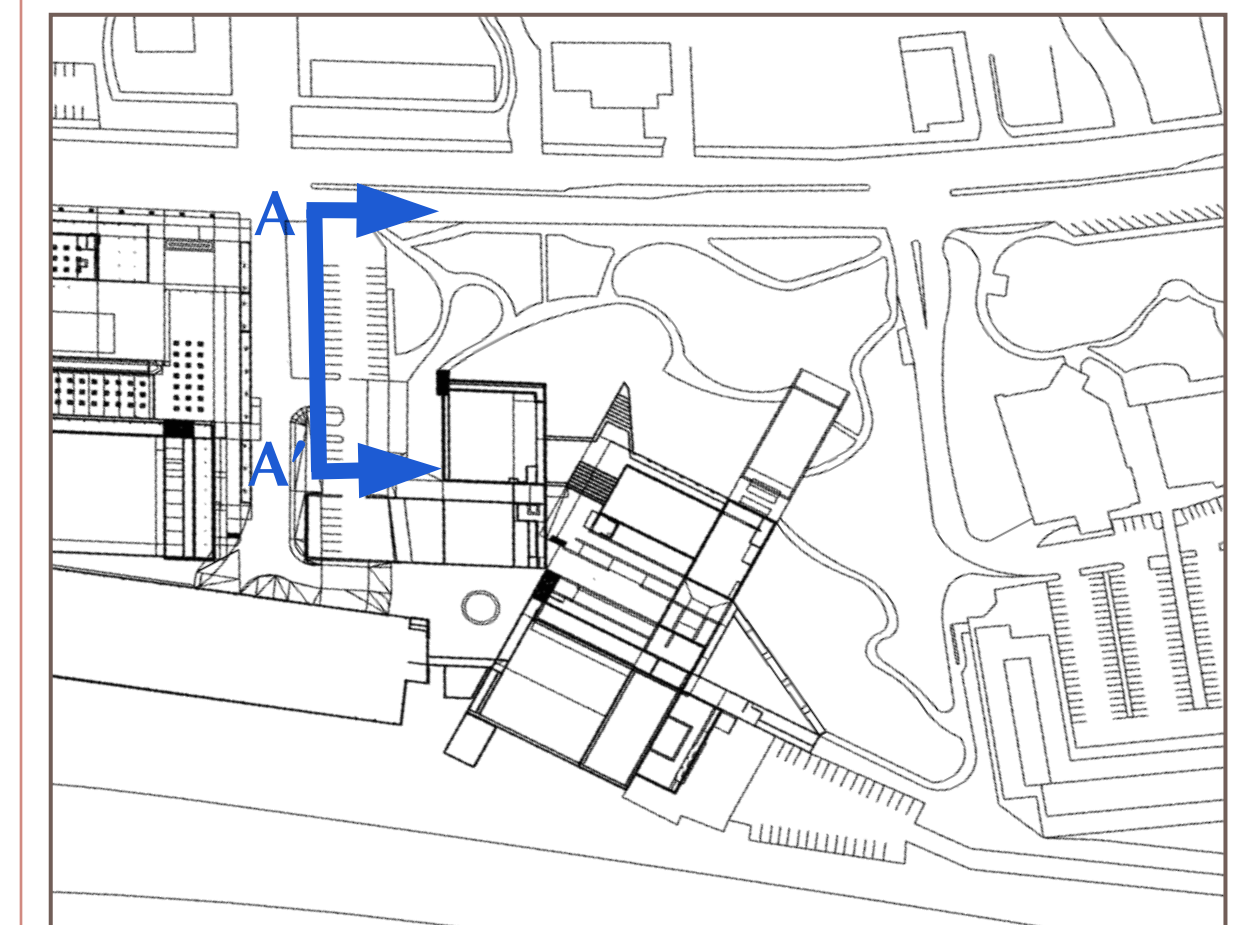
ART SHADE STRUCTURE



A

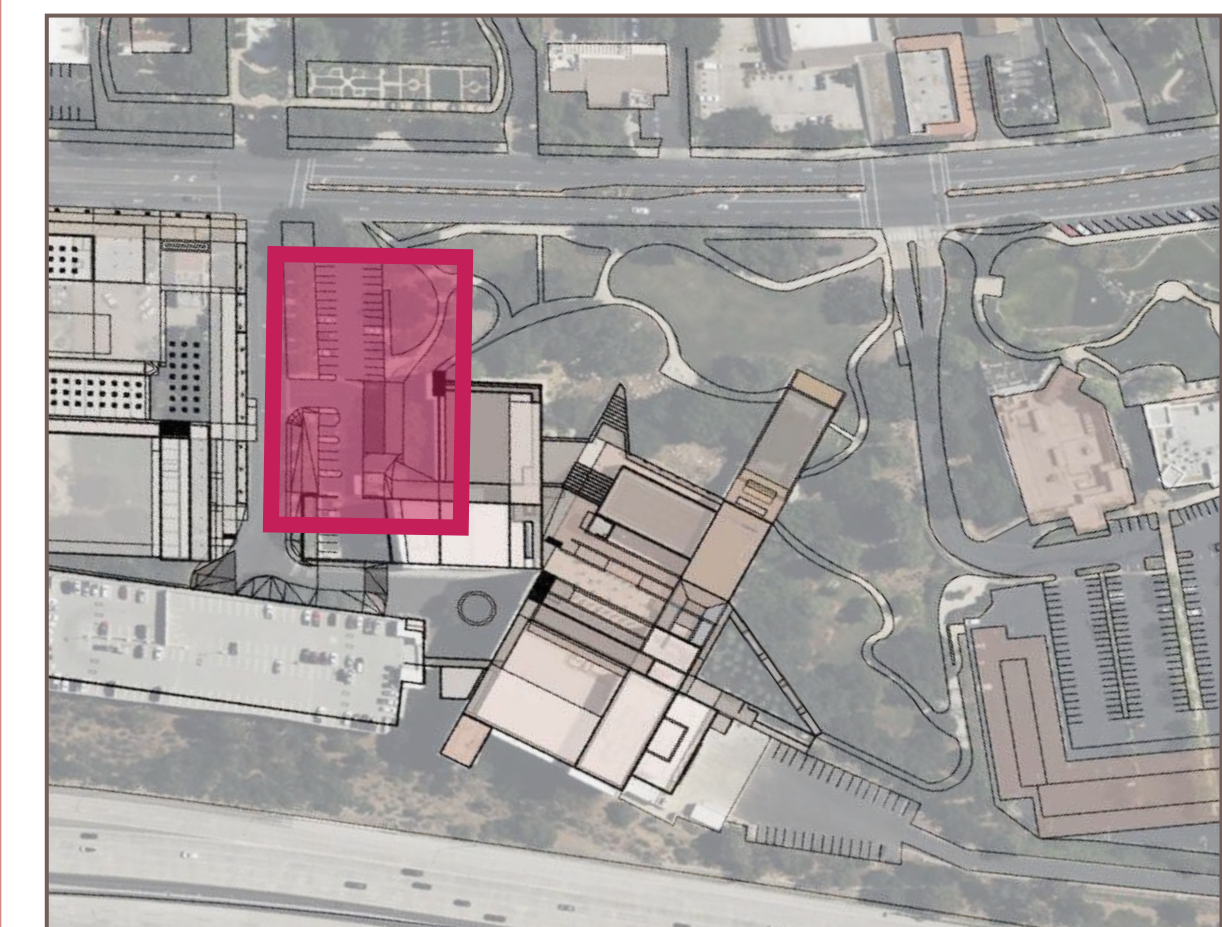
A'

KEY MAP





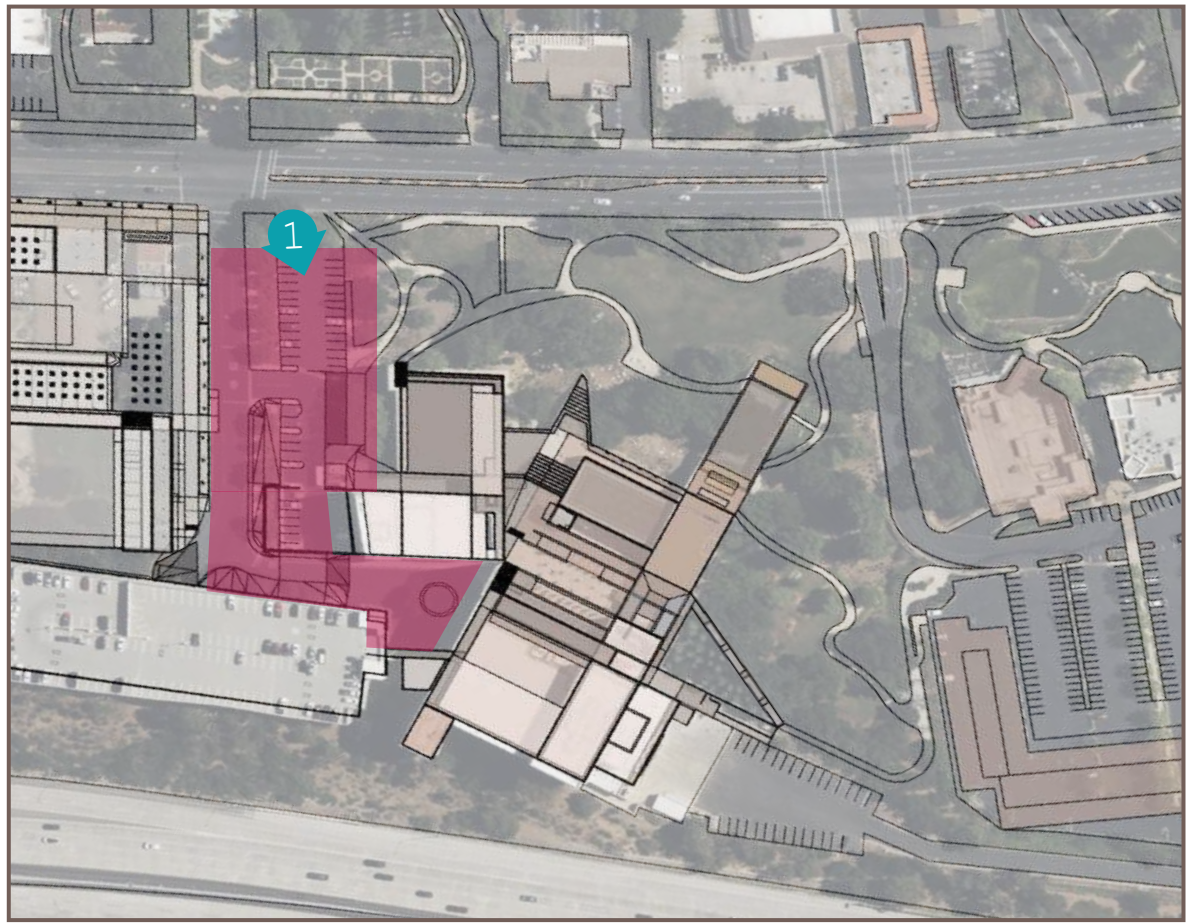
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NTS 



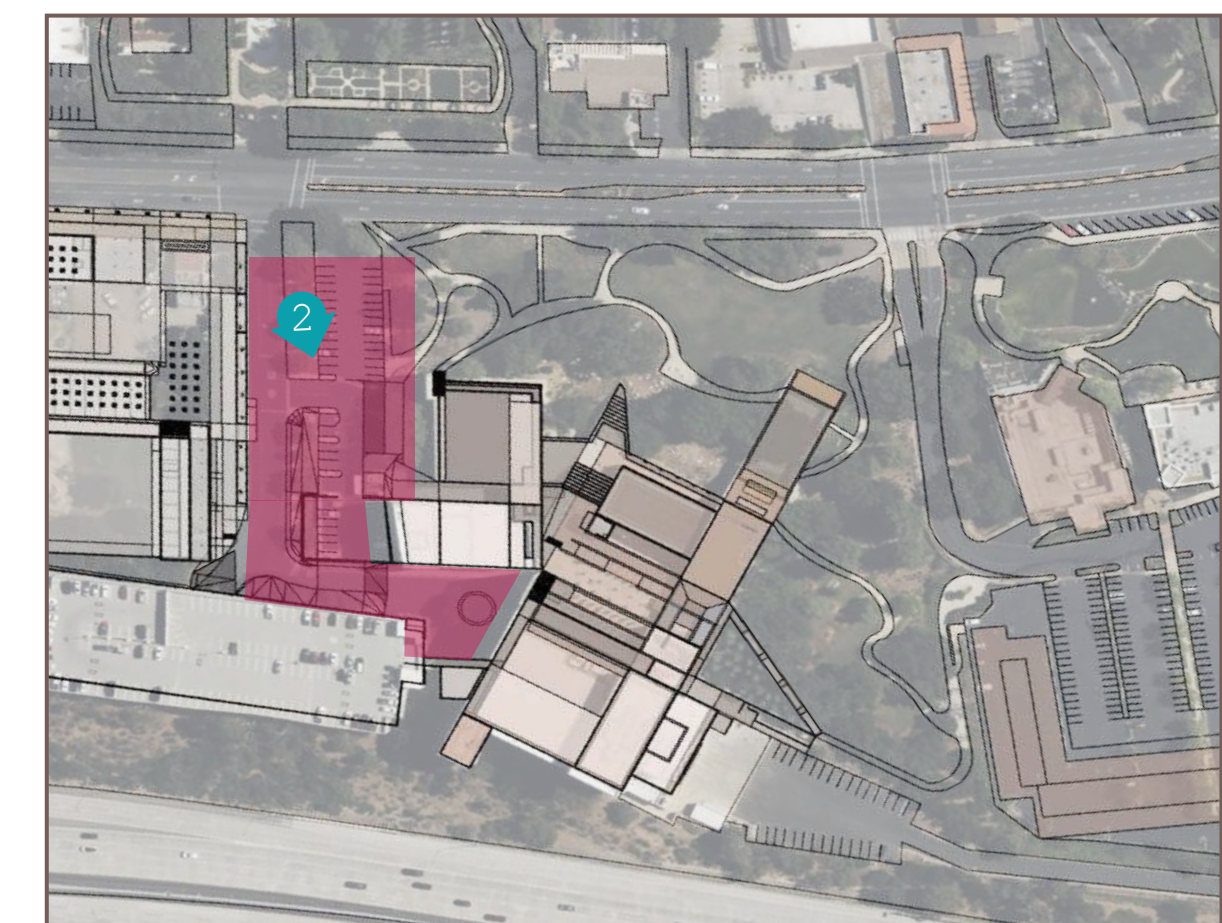
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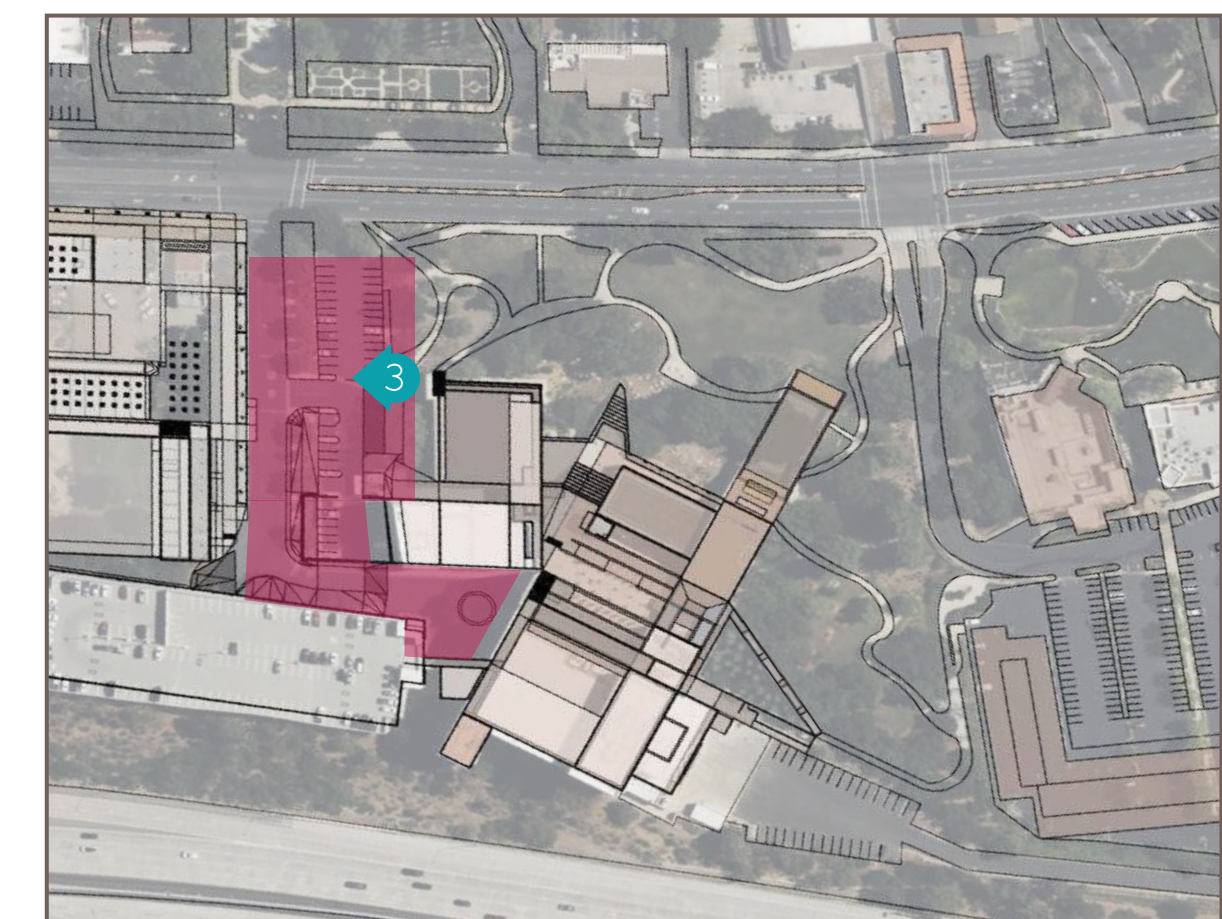
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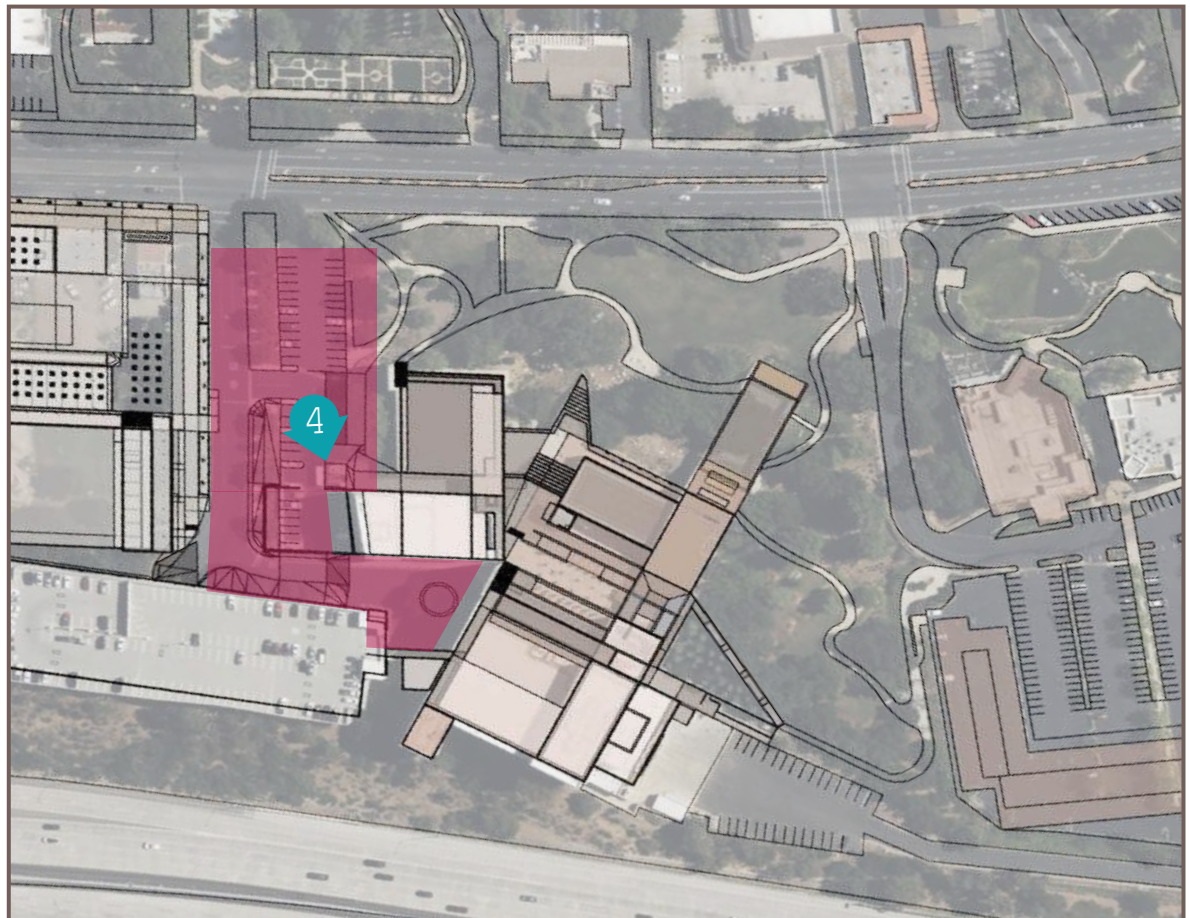
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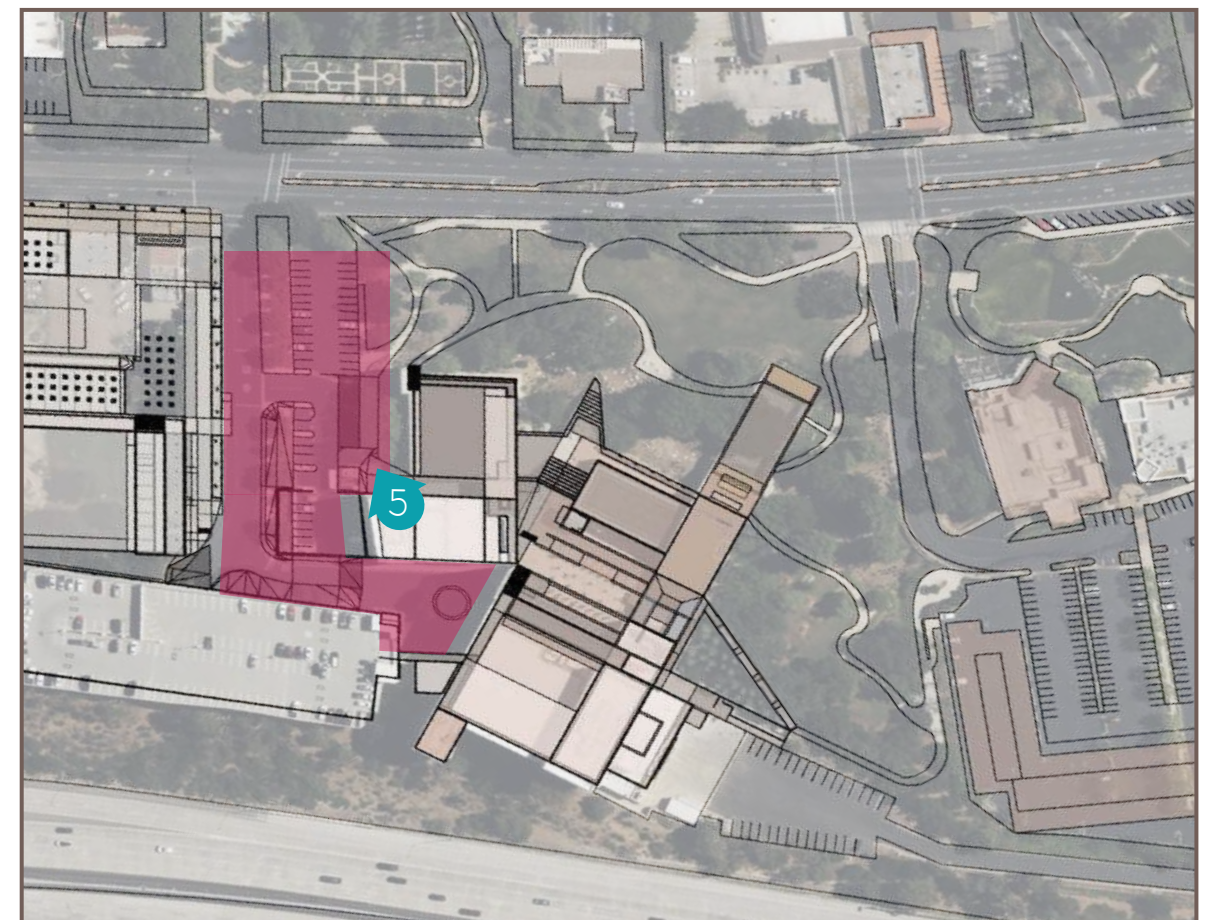
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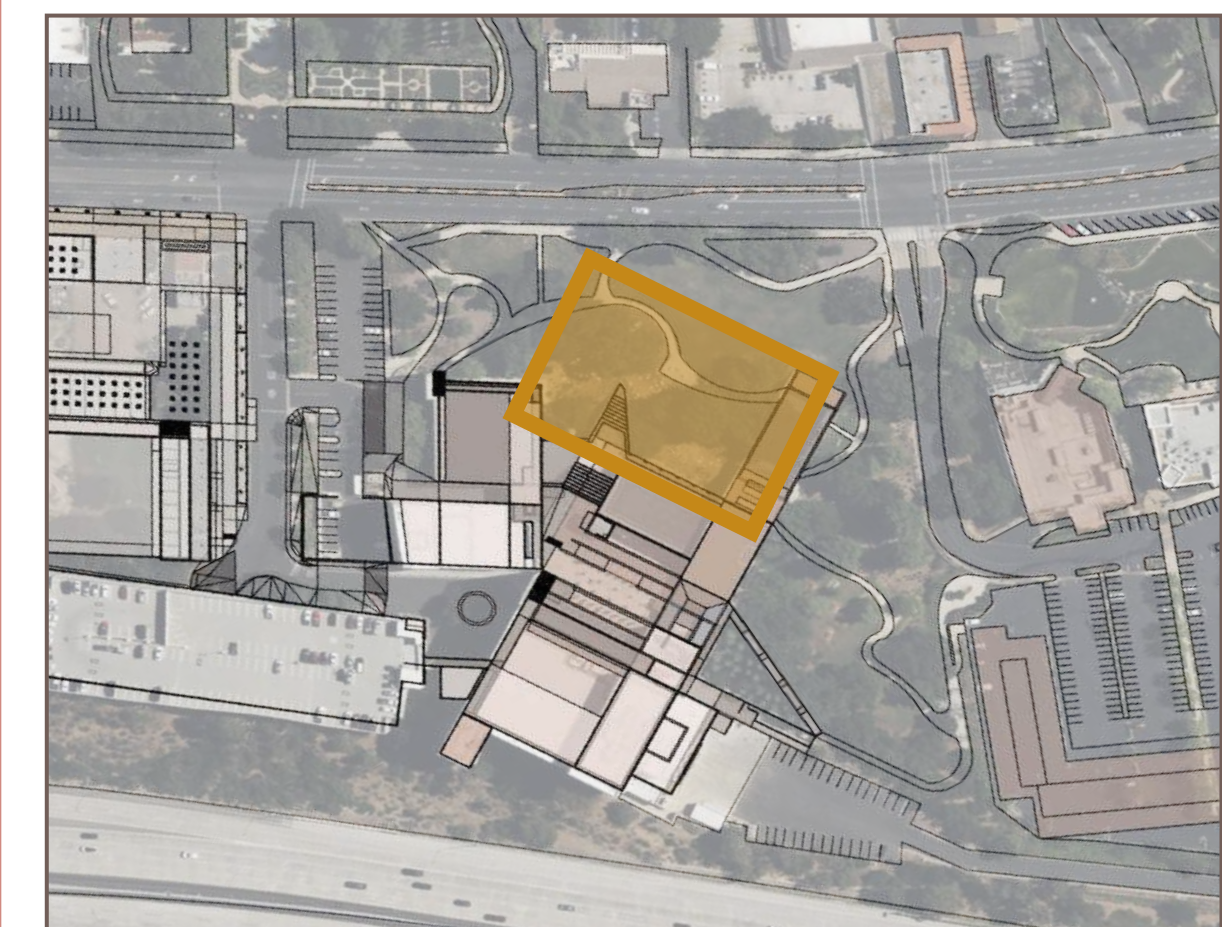
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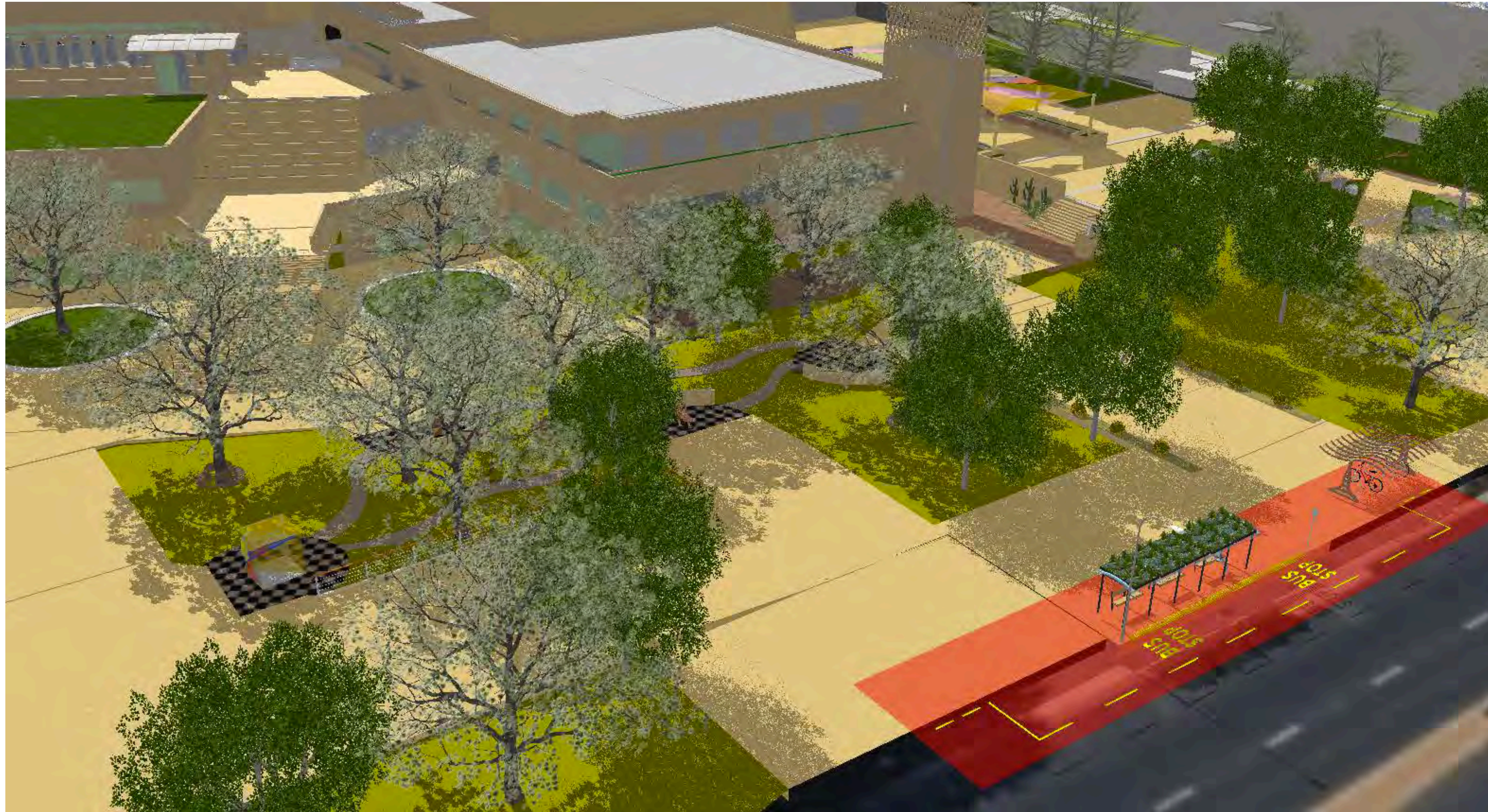


LEGEND

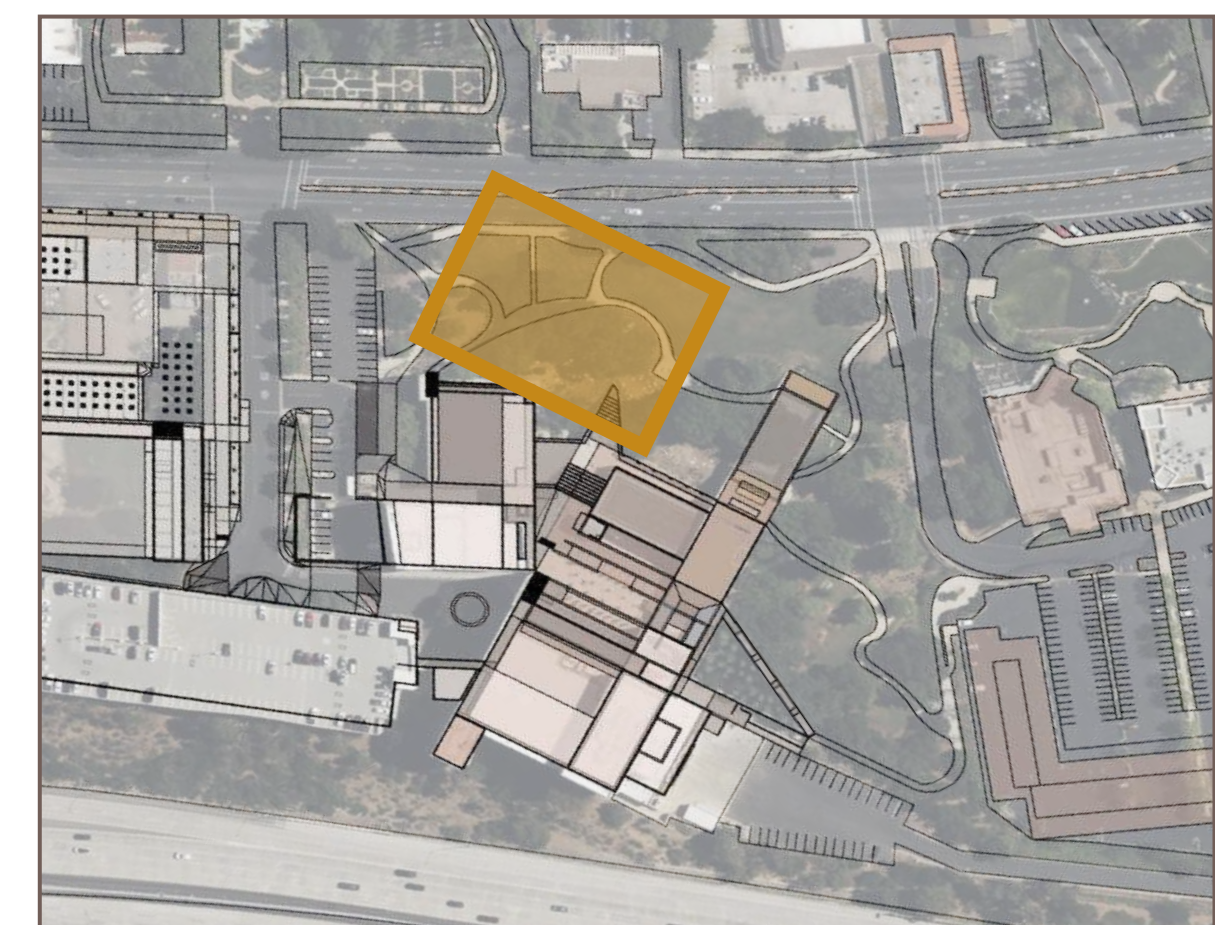
- 1. Sculptures
- 2. Water Garden
- 3. Second Floor Entrance
- 4. Cafe + Moveable Dining
- 5. Cactus Garden

KEY MAP

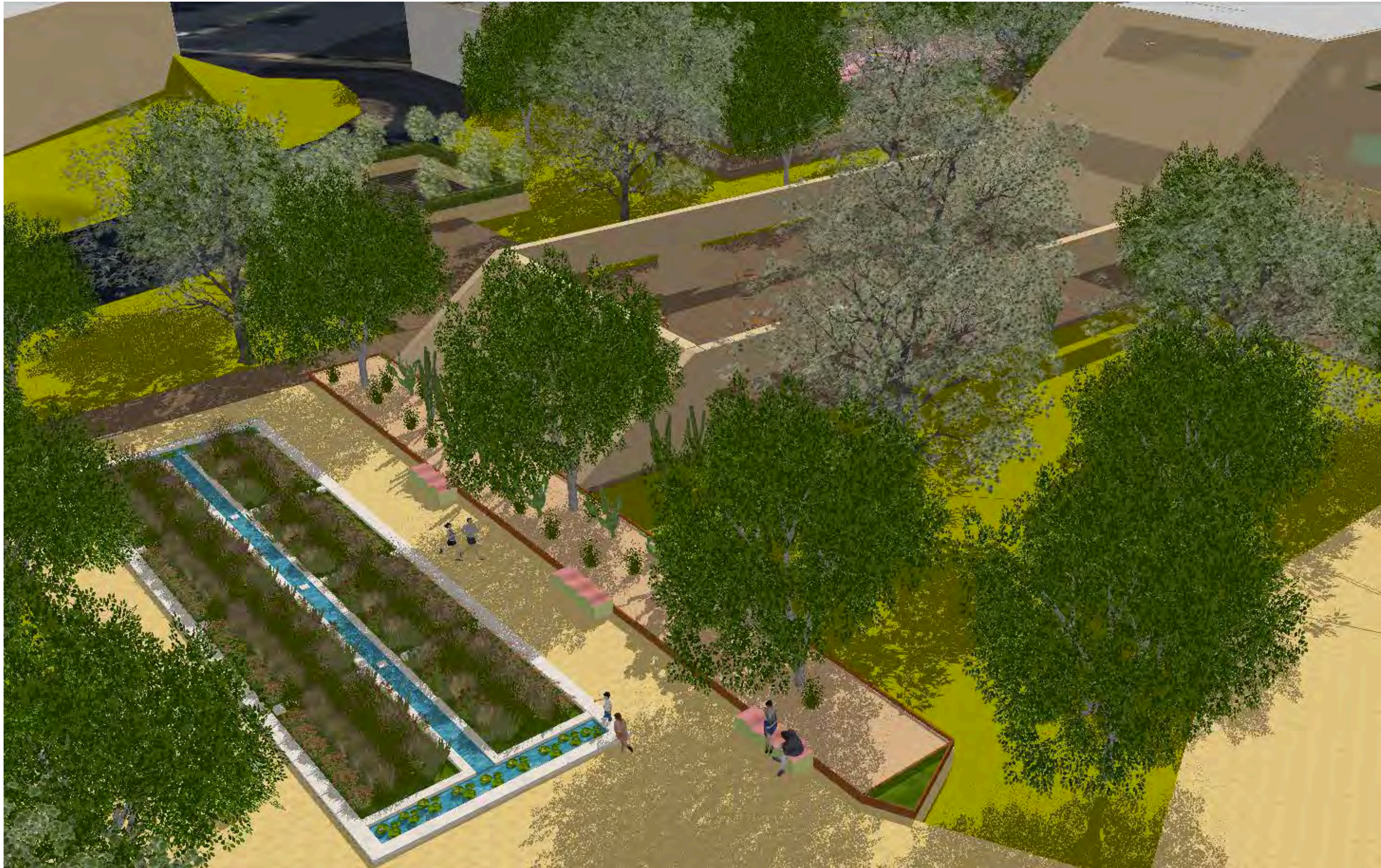




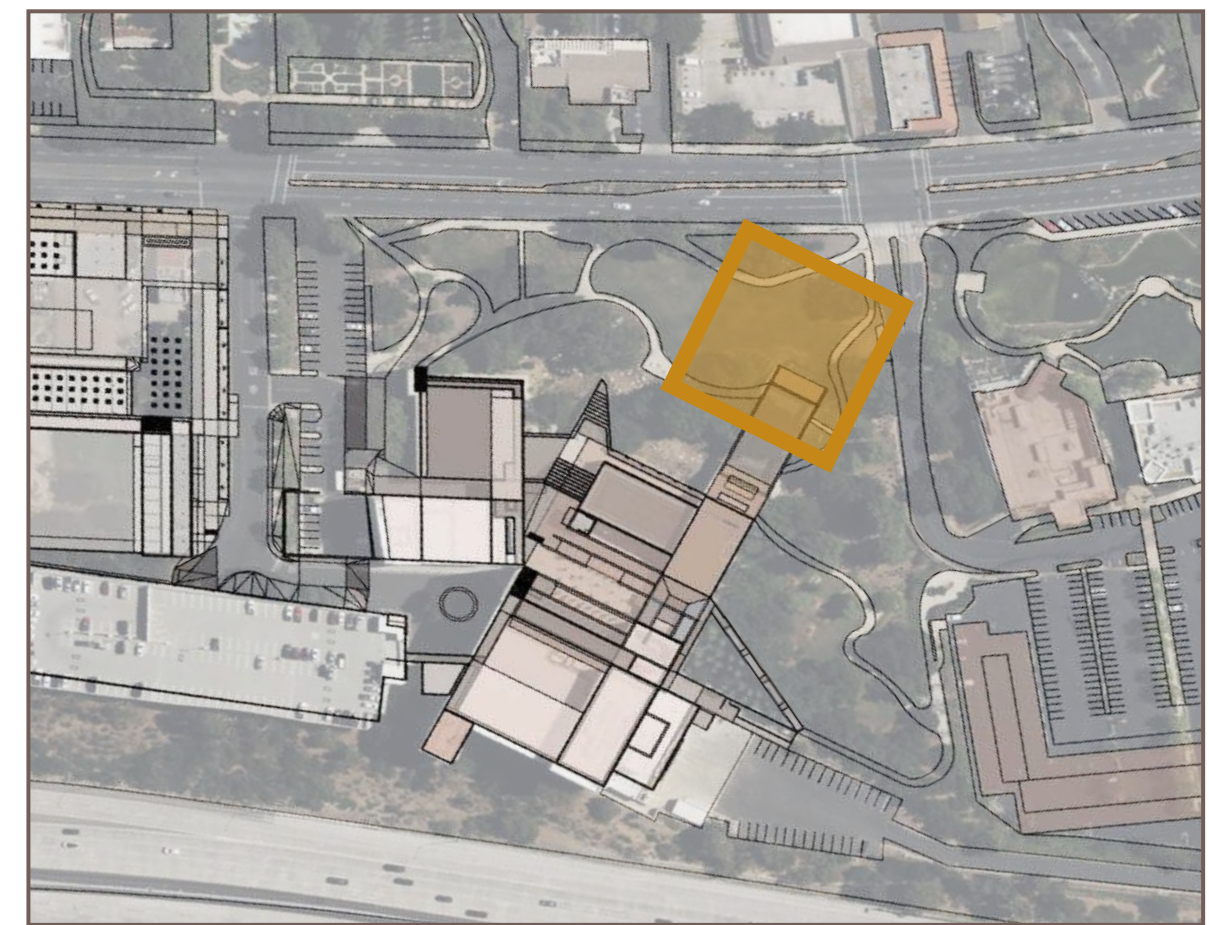
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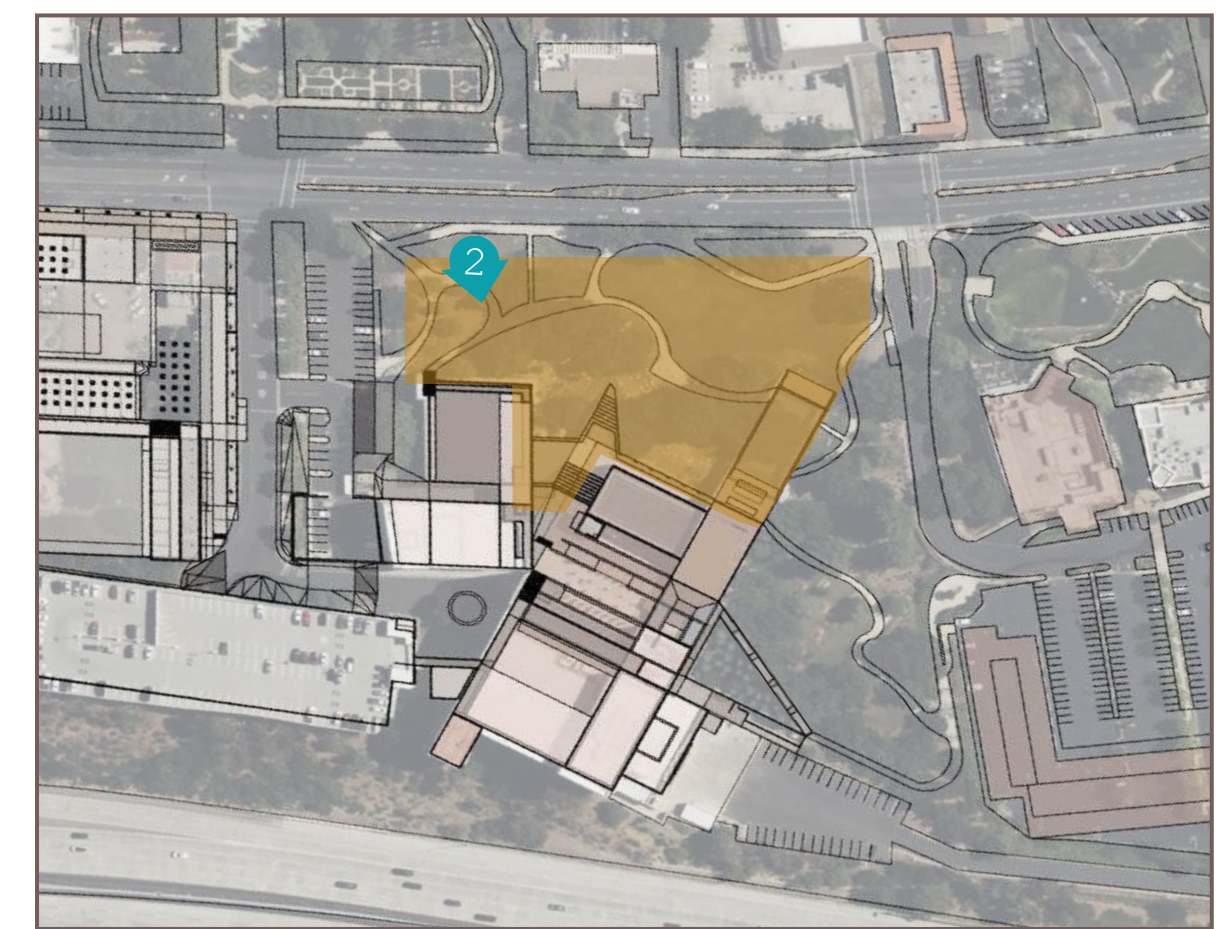
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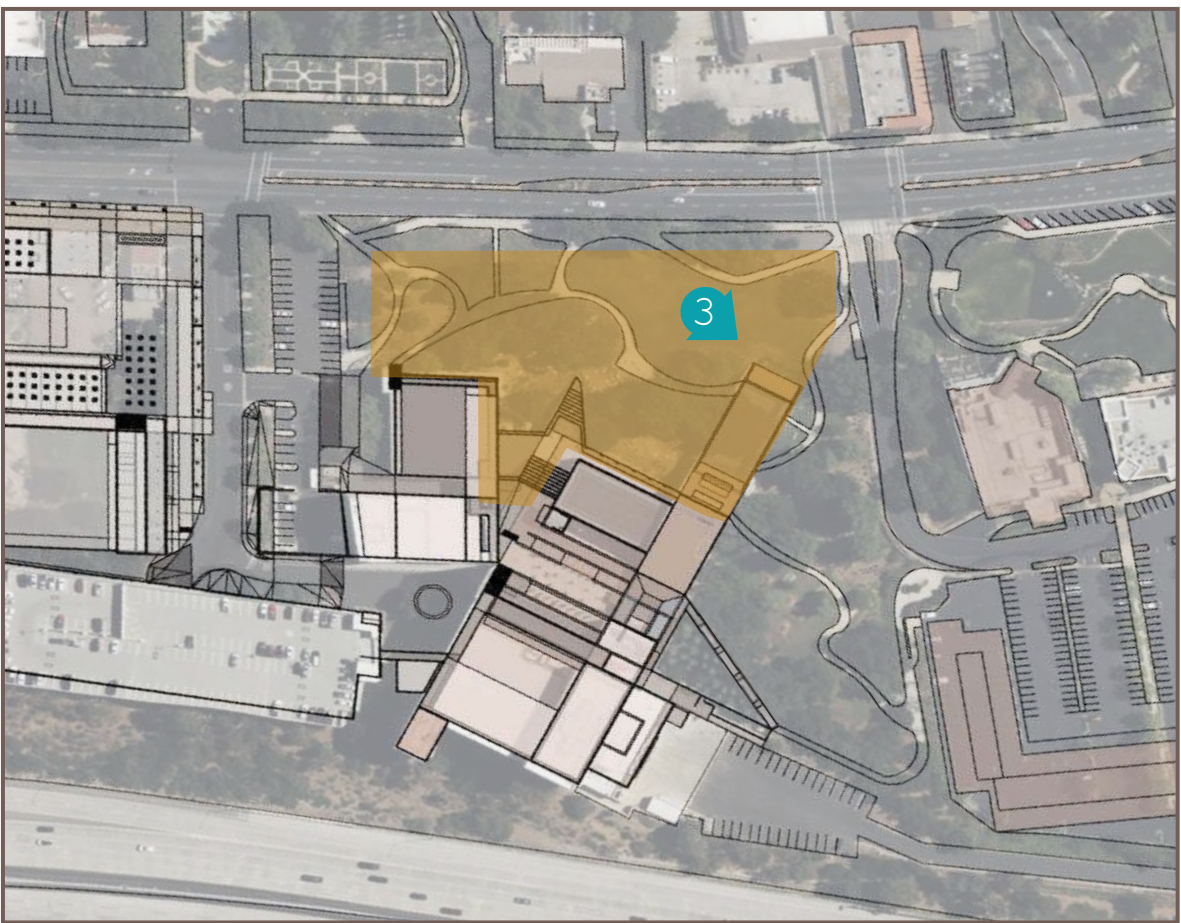
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KEY MAP



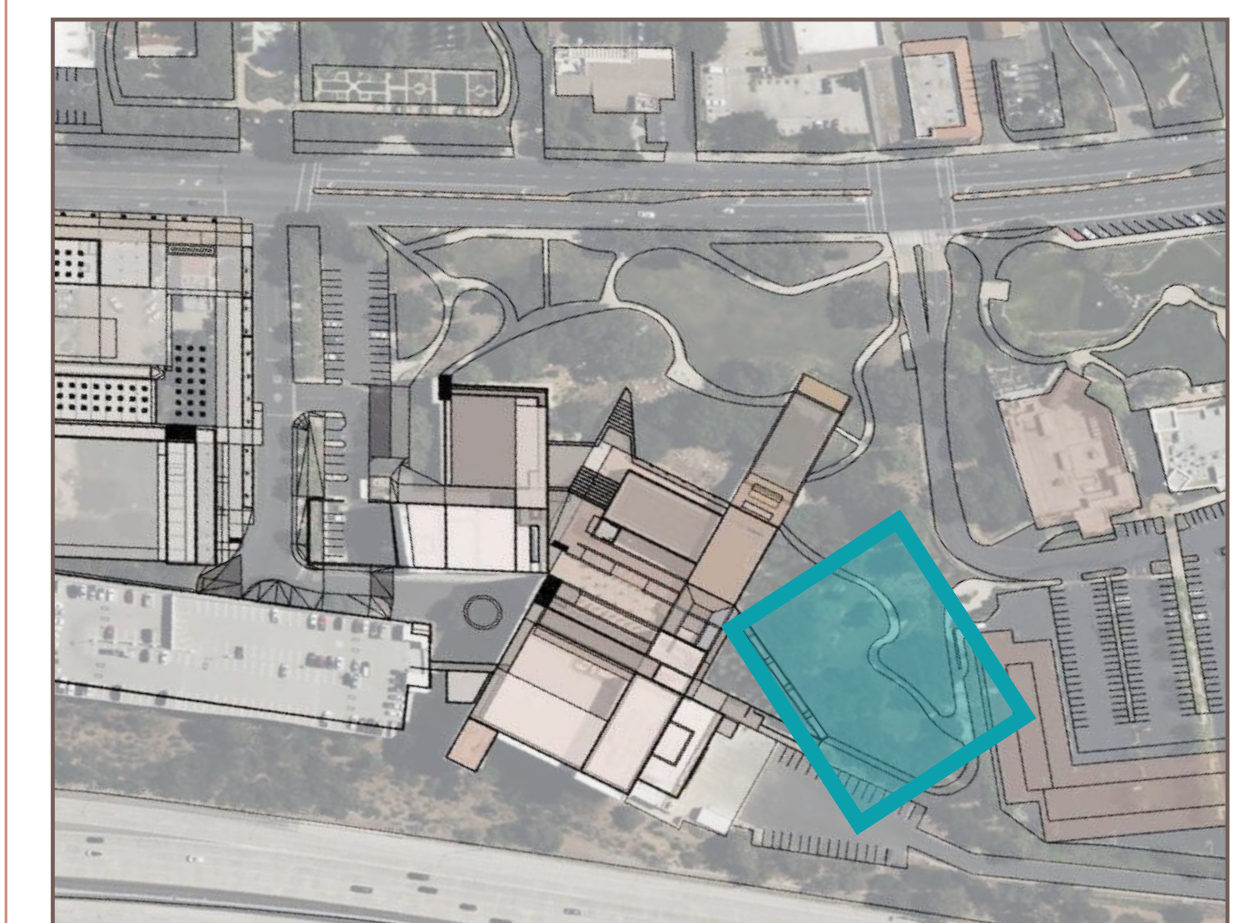
NTS 



LEGEND

- 1. Turf Area
- 2. Lounge Deck
- 3. Lower Playground
- 4. Splash Pad
- 5. Hillside Slides
- 6. Upper Playground

KEY MAP



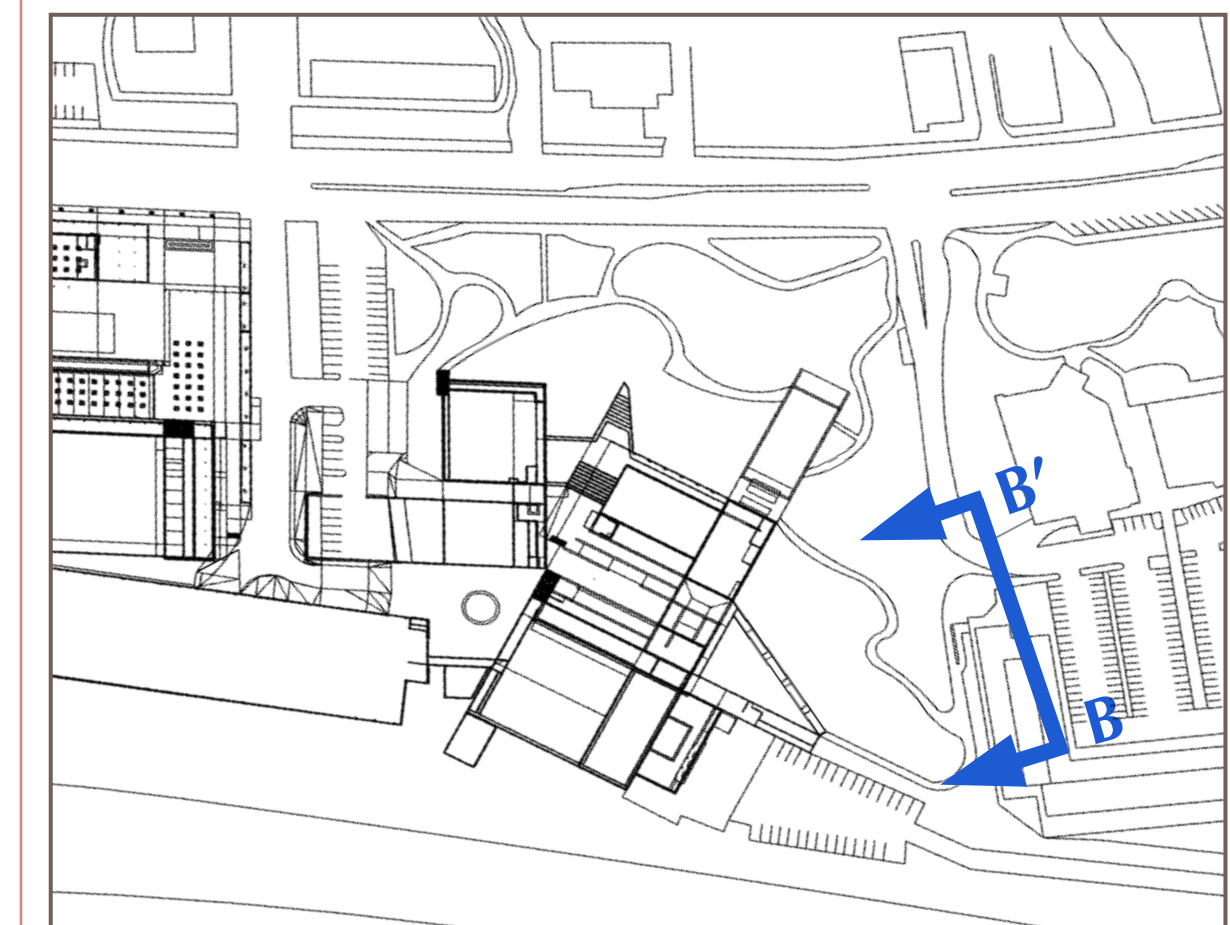
RAMP PATH UPPER PLAY AREA HILL SLIDES SPLASH PAD LOUNGE DECK LOWER PLAY AREA



B

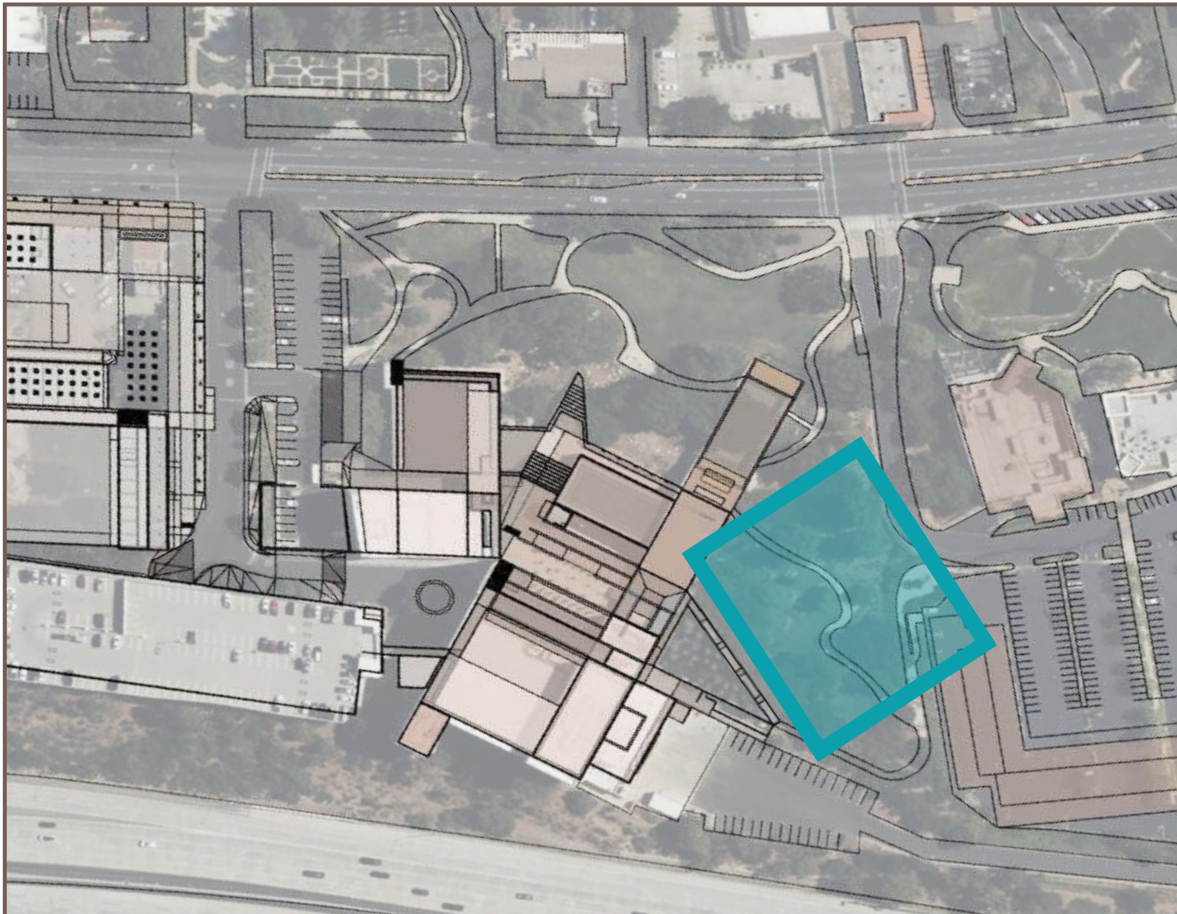
B'

KEY MAP





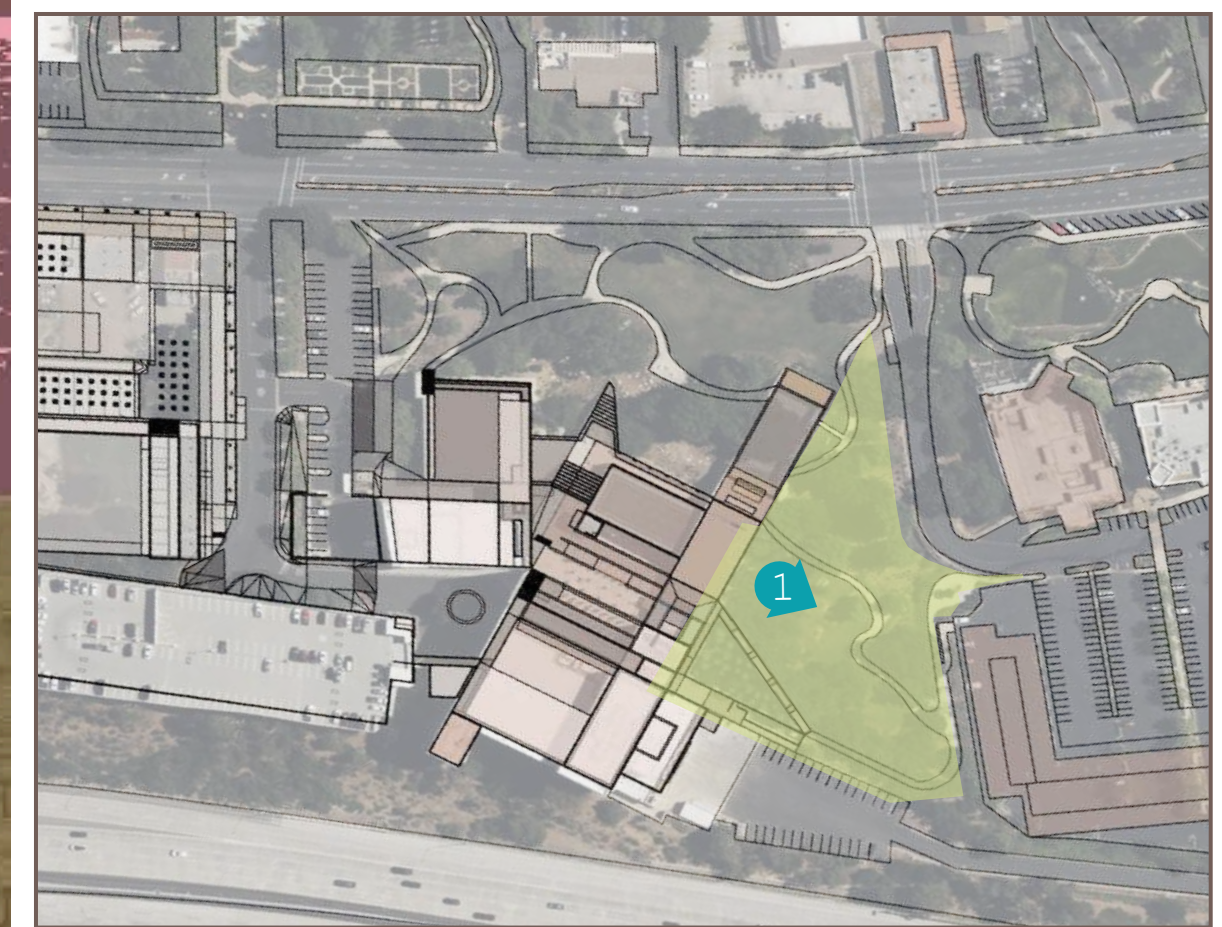
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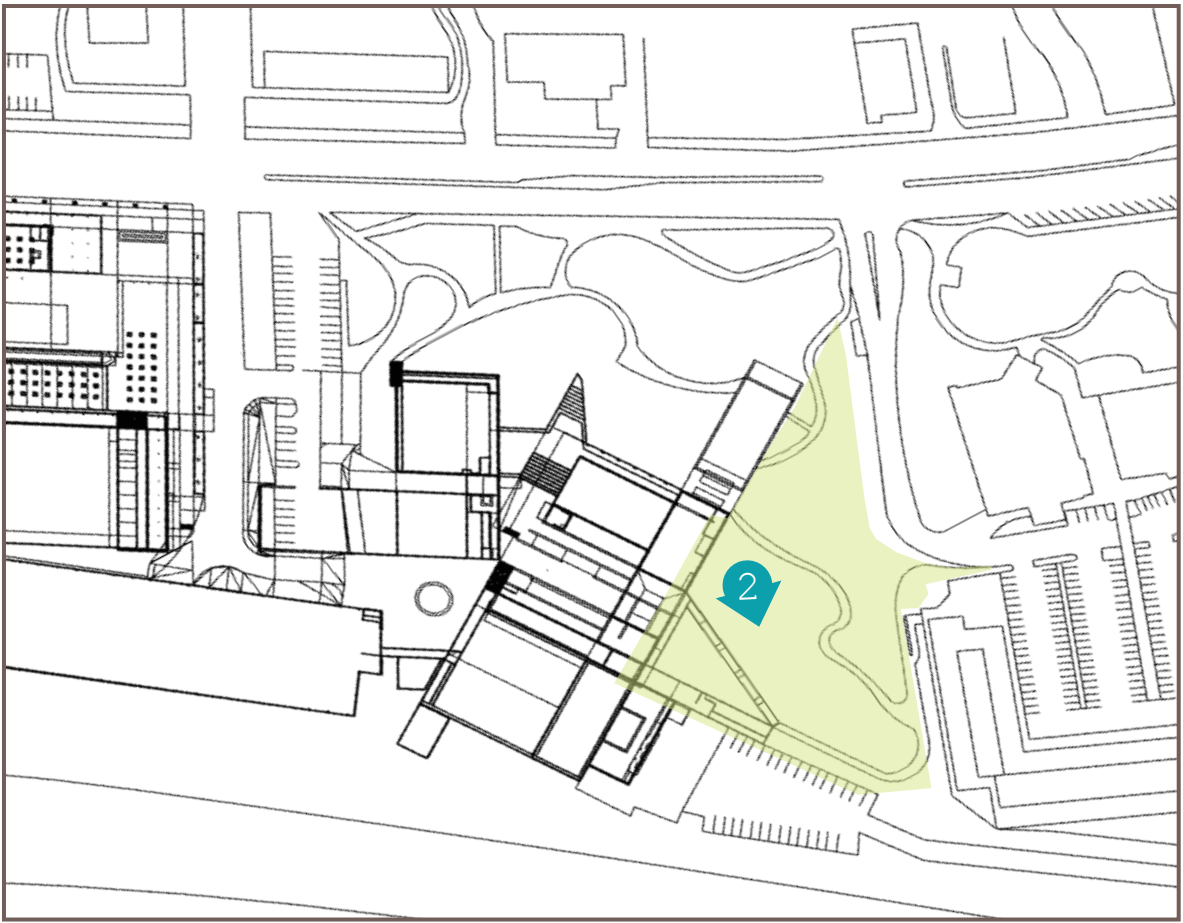
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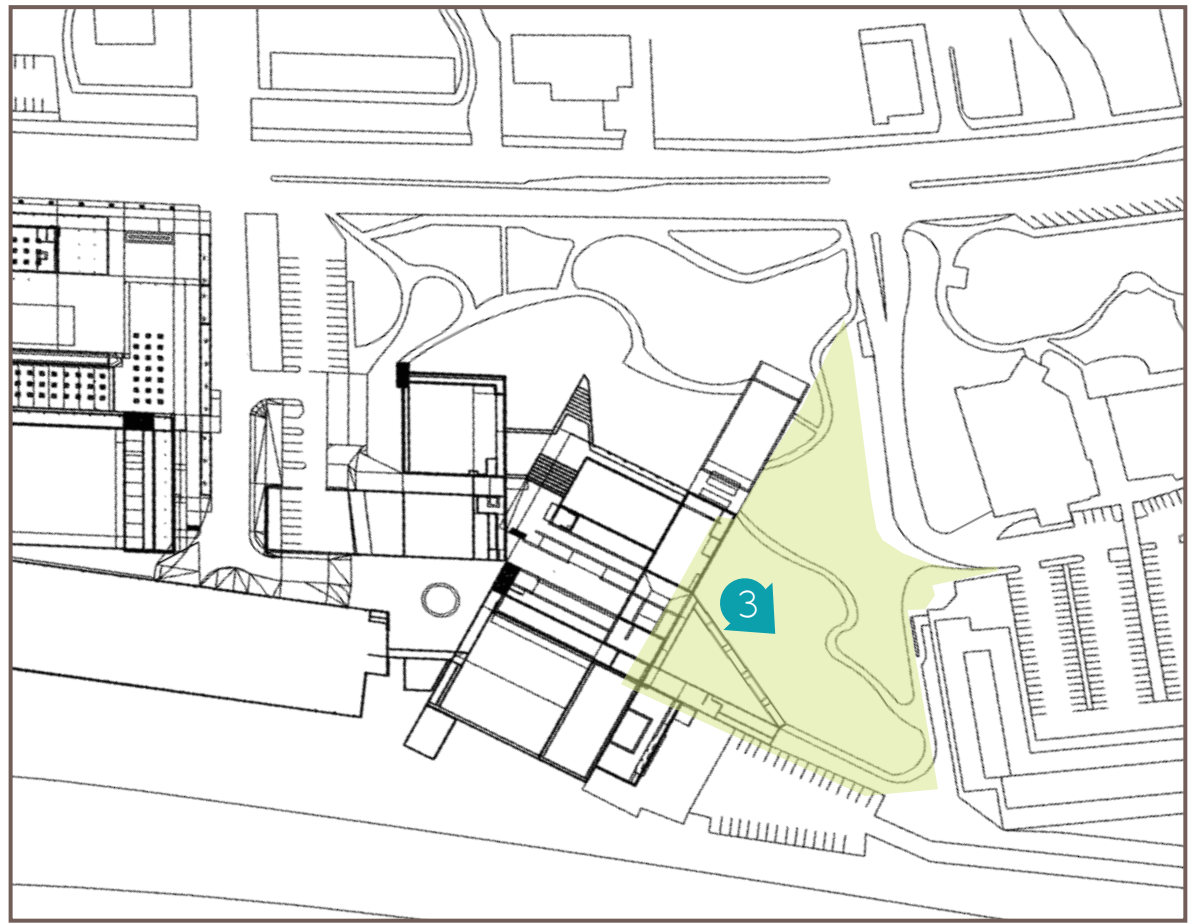
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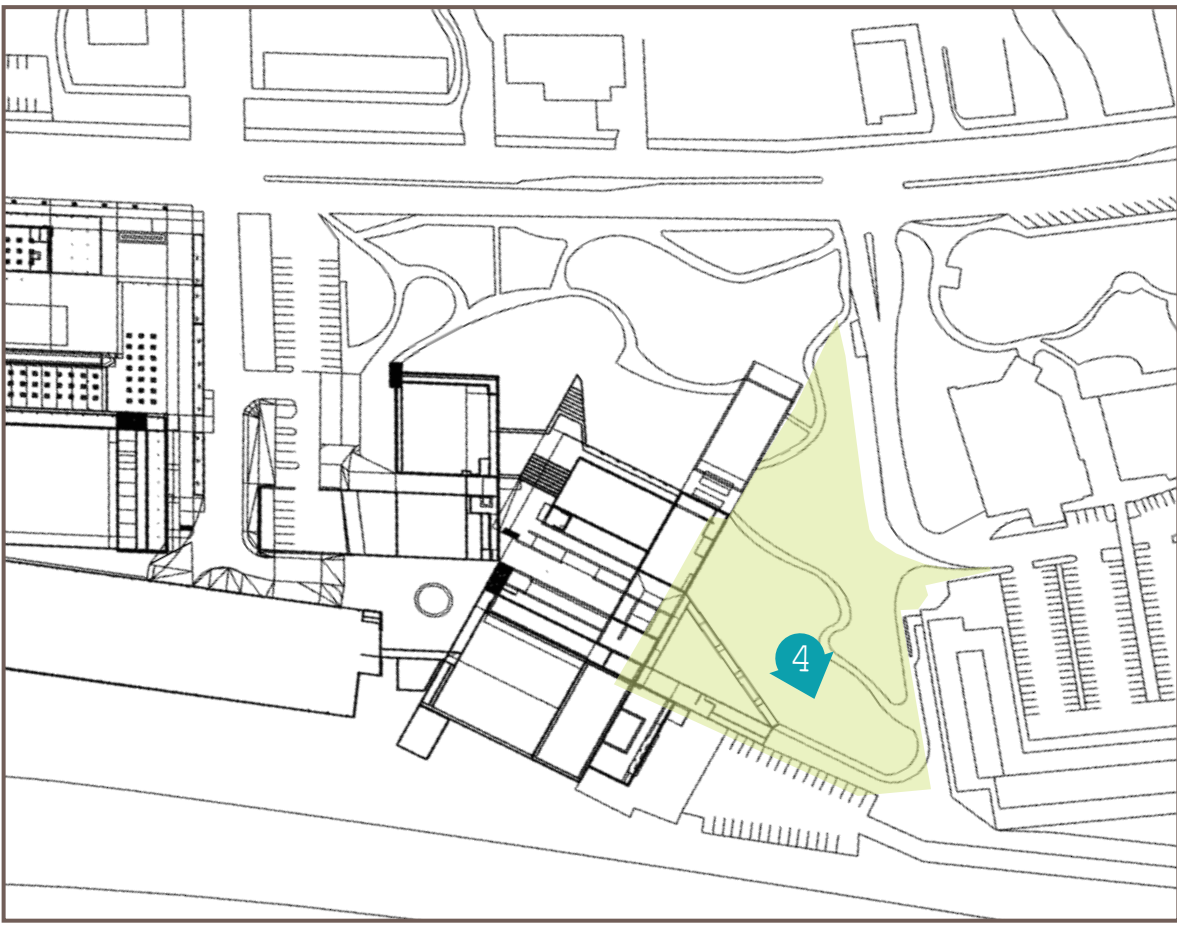
KEY MAP



NTS 



KEY MAP



NTS 

THANK YOU!



REFERENCES

PHOTOS

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- (P4) Newport Beach Civic Arts Plaza. <https://www.bcj.com/projects/civic-cultural/newport-beach-civic-center-and-park/>; <https://www.pwpla.com/projects/newport-beach-city-hall-and-park>
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