

## El Camino Real Specific Plan

Workshop #2: Design Alternatives

June 20, 2022





## **Workshop Agenda**

Design Alternatives Presentation

Group Exercises Closing and Q&A

6:00 - 6:30 pm

6:30 – 7:45 pm

7:45 – 8:00 pm



## **Workshop Guidelines**



- Think innovatively and welcome new ideas, solve problems
- Show respect and patience working with each other in groups
- Honor time
- Invite humor and good will

## **Workshop Team**

### **City of Encinitas**

Jennifer Gates, Policy Planning and Housing Manager

Melinda Dacey, Planner IV, Policy Planning and Housing

Anna Colamussi, Planning Manager, Development Planning

Andrew Maynard, Senior Planner, Development Planning

Nick Koutoufidis, Senior Planner, Development Planning

Katie Innes, Principal Planner, Land Development and Building

Kathy Noel, Senior Management Analyst









## **Workshop Team**

### RICK Planning + Design

Brooke Peterson, Principal-in-Charge - Planner

Shannon Baer, Project Manager - Planner

Adam Mercieca, Planner

Hannah Shurance, Planner

### Citythinkers

Diego Velasco, Urban Design Lead









## **Project Background**

#### **2021-2029 Housing Element Update**

- Goals and programs to diversify housing in Encinitas
- Identified areas for housing

#### **City Council Direction (Oct. 2019)**

Focus housing implementation along transit corridors

## HCD's Local Early Action Planning (LEAP) Grant Program

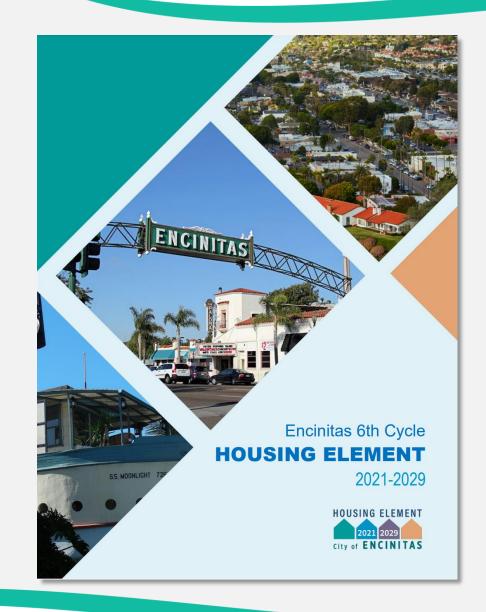
Expedite permit approvals and objective design standards for the El Camino Real corridor

#### **Community Surveys & Workshop 1**

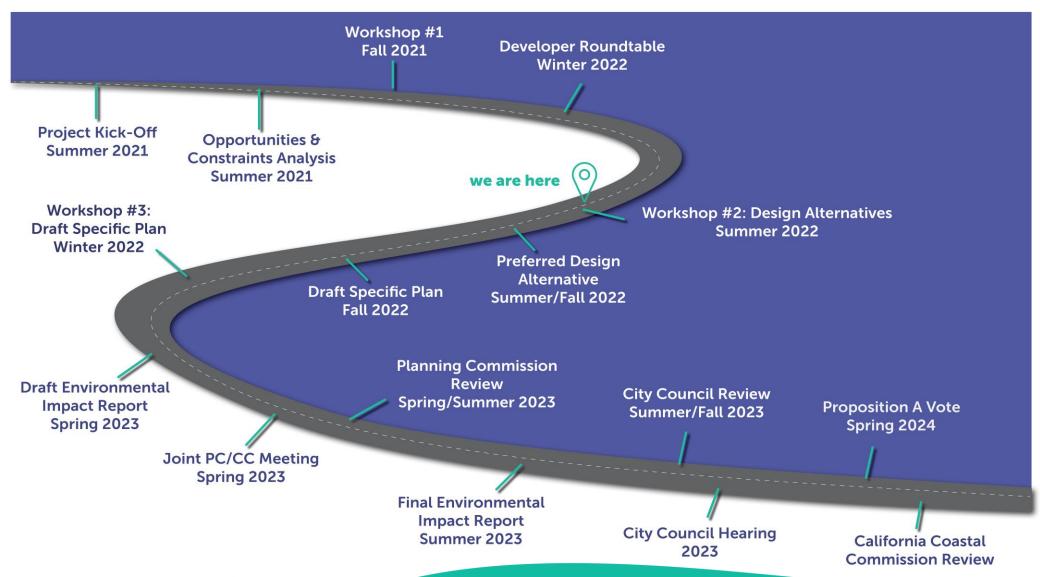
Better understanding of the community's needs and values

#### El Camino Real Task Force

 Created by City Council to assist in development of Specific Plan



## **Project Process**





## **Purpose of Workshop 1**

- Provide a Project Overview
- Present Existing Conditions
- Obtain Community Feedback
  - Opportunities and Constraints
  - Vision for El Camino Real Corridor





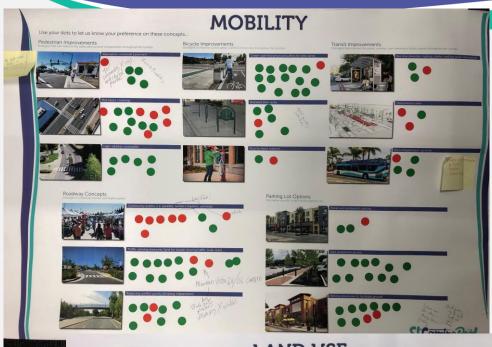
## **Themes of Workshop 1**

#### **Mobility**

- Pedestrian safety and walkability for all
- Bike safety along the corridor
- Improve traffic flow and consider commuter route
- Transit improvements

#### **Land Use**

- Green space
- Recreational and gathering space
- Affordable housing
- No new housing
- Mixed use
- Performing arts or movie theatre







## **Themes of Workshop 1**

#### **Economics**

- Support local small businesses
- Variety of stores

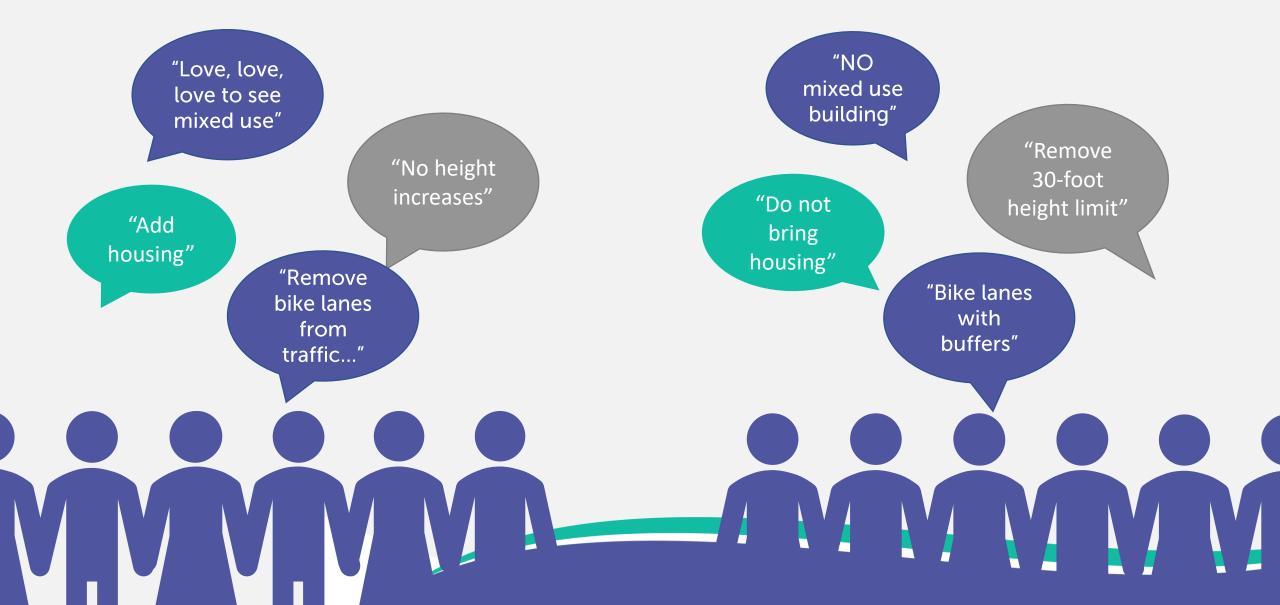
#### **Urban Design**

- Maintain the 30' height limit
- Increase the 30' height limit
- Landscape improvements
- Consider topography and nearby residential





## **Workshop 1 Split Opinions**

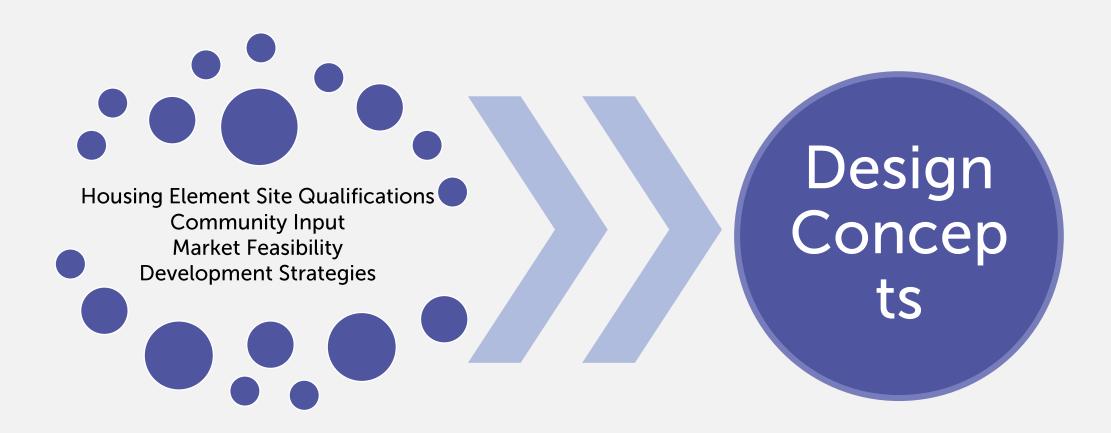


## **Developer Roundtable Feedback**



- Standalone retail is failing
- Increase density (40-60 du/ac)
  - More bikeable & walkable to accommodate density
- Increase building heights
- Flexible zoning regulations (i.e., overlays)
  - Let the market dictate uses
- Horizontal mixed-use is preferred
- Municipal Code outdated

## Vision & Design Concepts Approach





## **Design Concepts**

#### **Test Sites Criteria:**

- Parcel sizes
- Adjacency characteristics (visibility, topography, residential, etc.)
- Transferability
- Opportunity for mobility improvements
- Opportunity for placemaking

Site A

Site B











## **Site A: Existing Condition**





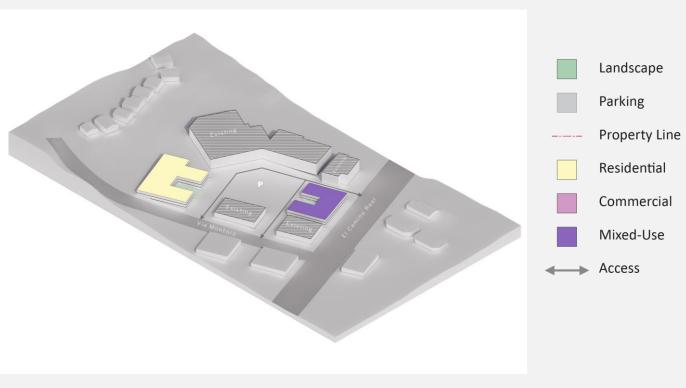




## **Selective Redevelopment**

Maintains most existing commercial uses







## **Partial Redevelopment**

Blends existing uses with new mixed-use residential





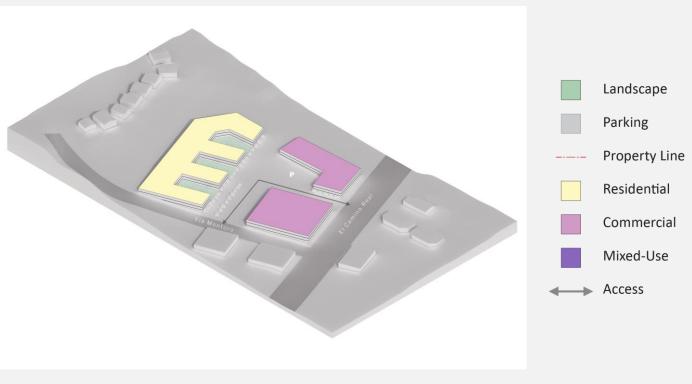




## Wholesale Redevelopment

Redevelops the entire site with a mix of residential and commercial uses







## **Site B: Existing Condition**









## **Partial Redevelopment**

 Maintains some existing commercial uses and adds new commercial, residential, and mixed-use to the site





## Wholesale Redevelopment: Residential Focus

Redevelops the entire site with residential uses



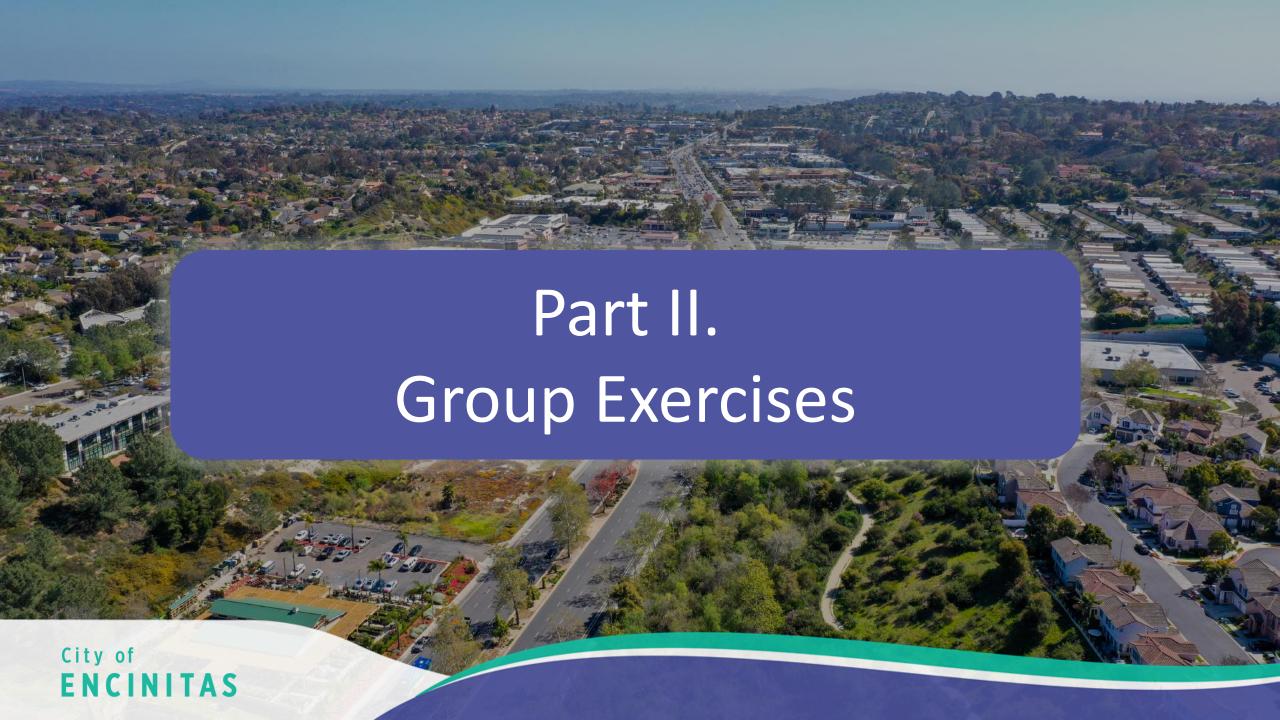


## Wholesale Redevelopment: Mixed-Use Focus

Redevelops the entire site with a mix of uses







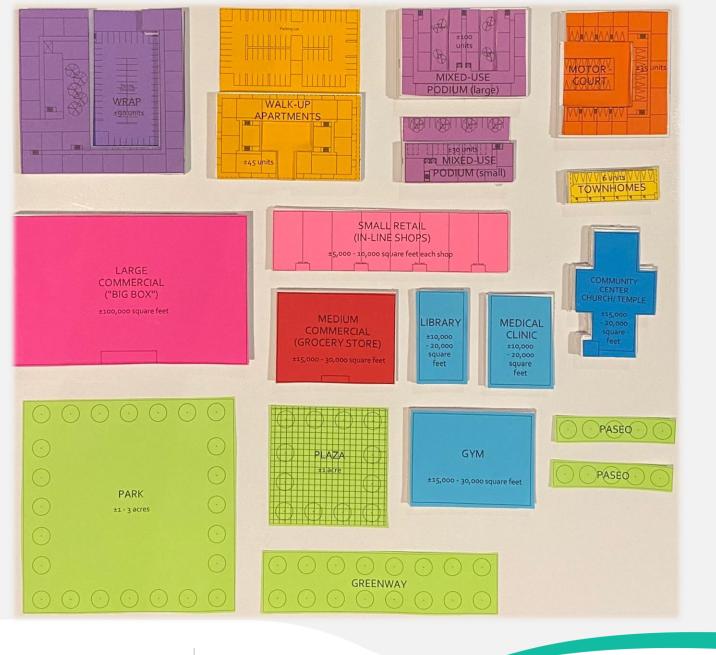
## **Group Exercises**

#### A. Test Sites

- Create a desired site prototype using toscale development pieces
- Answer prompts about your prototype

#### B. Mapping & Visual Preferences

- Tables: Identify locations for different development types and improvements on the maps provided
- Wall: Provide feedback on the vision and corridor design elements

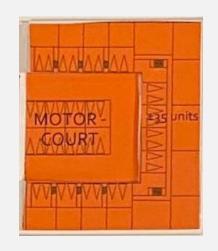


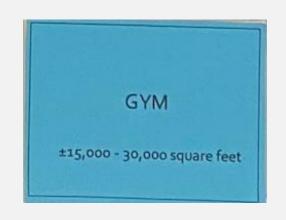
## Group Exercise A. Overview

- Development Type "Game Pieces"
- Arrange preferred game pieces on test site
- Answer prompts

## **Development Types Game Piece Examples**















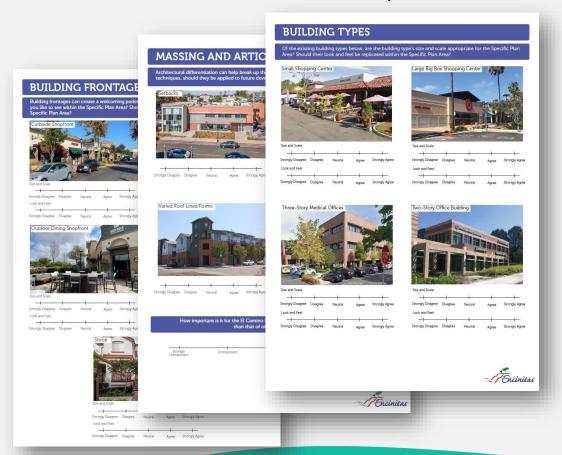


## **Group Exercise B. Overview**

#### Mapping Exercise



#### **Visual Preference Survey**



#### **Vision Statement**







## **Virtual Mapping Exercise**

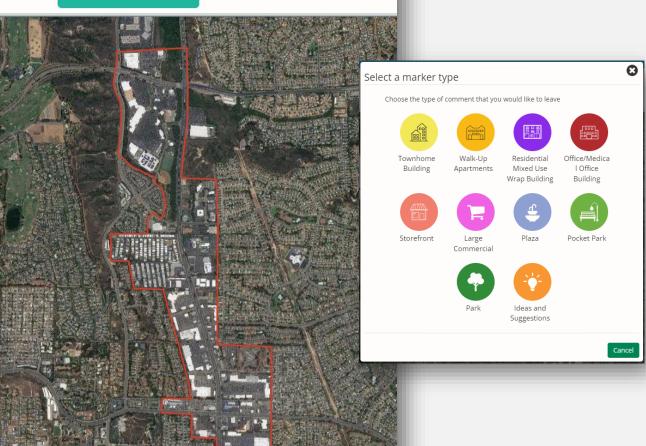






#### Instructions

Using the "Add Comment" tool, select markers of different development types and place them in areas you think help achieve your vision of El Camino Real. A pop-up will appear after placing a marker that allows you to add any specifications or comments.





# Part III. Questions and Comments



#### **Contact Information**

Jennifer Gates, Planning Manager

(760) 633-2714

jgates@encinitasca.gov

Melinda Dacey, Planner IV

(760) 633-2711

mdacey@encinitasca.gov

## **Project Website**

encinitasca.gov/El-Camino-Real-SP



