

# City of Burlingame Proposed Community Center

Parks & Recreation Commission Update
June 21, 2018







## BURLINGAME COMMUNITY CENTER PROJECT SCOPE





## **COMMUNITY CENTER PROGRAM**



SF

700

35,

**CENTER PROGRAM** 

COMMUNITY

























# **CONCEPTUAL OPTIONS**







## EXTERIOR VIEWS



MISSION DESIGN OPTION: PARK-SIDE VIEW



## EXTERIOR VIEWS



MISSION DESIGN OPTION: BURLINGAME AVENUE ENTRY VIEW



## INTERIOR VIEWS



MISSION DESIGN OPTION: LOBBY



### INTERIOR VIEWS



MISSION DESIGN OPTION: ACTIVE LOUNGE



MISSION DESIGN OPTION: KIDS TOWN



MISSION DESIGN OPTION: COMMUNITY ROOM



MISSION DESIGN OPTION: DANCE + FITNESS STUDIO



## EXTERIOR VIEWS



PAVILIONS DESIGN OPTION: PARK-SIDE VIEW



## EXTERIOR VIEWS



PAVILIONS DESIGN OPTION: BURLINGAME AVENUE ENTRY VIEW



## INTERIOR VIEWS



**PAVILIONS DESIGN OPTION: LOBBY** 



## INTERIOR VIEWS



PAVILIONS DESIGN OPTION: ACTIVE LOUNGE



PAVILIONS DESIGN OPTION: KIDS TOWN



PAVILIONS DESIGN OPTION: COMMUNITY ROOM



PAVILIONS DESIGN OPTION: DANCE + FITNESS STUDIO



# **DESIGN OPTIONS OPPORTUNITIES**

#### MISSION



#### **PAVILIONS**







SITE REQUIREMENTS		
BUILDING PROGRAM	<b>✓</b>	<b>✓</b>
ADDITIONAL PARKING (surface + underground)		
COMPARABLE BUDGET		
SUSTAINABLE DESIGN STRATEGIES		+
% ROOF AREA FOR PV	~50%	~75-80%



## PHOTOVOLTAIC OPPORTUNITIES

# MISSION

# **PAVILIONS**

#### % ROOF AREA FOR PV

~50%



~75-80%



PV VISIBILITY - PARK-SIDE VIEW

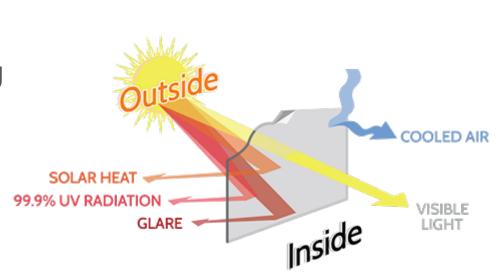




## LIGHTING + DAYLIGHT DESIGN STRATEGIES

#### Window glazing

- Tinted or fritted glass to control interior/exterior glare, light pollution and reflection of light to surrounding context
- Use low-e glass to minimize UV and infrared light transmission





#### Window shades + sun shades

- Window shades programmed to come down at night
- Provide glare and solar heat gain reductions to interior spaces

VERTICAL EAST/WEST FACING

**HORIZONTAL** SOUTH FACING







## LIGHTING + DAYLIGHT DESIGN STRATEGIES

#### Lighting design

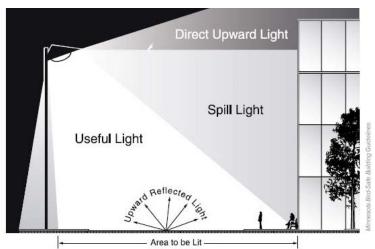
- Spaces are not over-lit lighting levels are not higher than necessary
- Color temperature warm color used for interiors for a cozy, residential look (this can be done with energyefficient LEDs)



#### Luminaire selection (interior + exterior)

- Indirect lighting
- Lighting has well-shielded sources





REDUCE: UNNECESSARY EXTERIOR LIGHT

#### Code requirements (Cal Green)

• For classrooms, interior lighting must have an autooff function that times out at a maximum of 20 minutes; if any room is unoccupied for 20 minutes, the lights will automatically turn off







06.21.18

## **BIRD COLLISION PROTECTION**

- Fritted, frosted, or ultra-violet glass to reduce reflectivity and transparency
- External screens, overhangs, louvers can block view of glass and prevent bird impact, while providing shading and maintaining views
- Reduce night lighting and 'beacon effect' which can impact night time bird navigation through urban environments (especially during migration of Pacific Flyway: February-May and August-November)

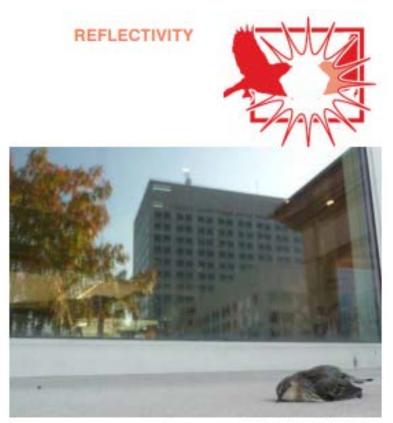
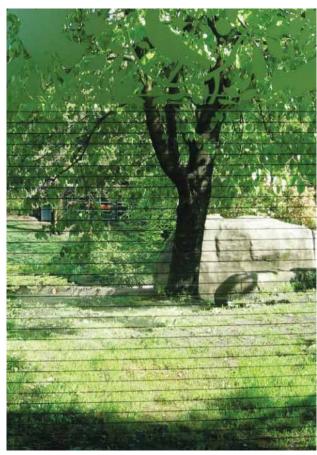




Image courtesy of Lightson





Minnesota Bird-Safe Building Guidelines



SF Planning Department Standards for Bird-Safe Buildings (July 2011)



### **OUTREACH SUMMARY**

#### Where we have been:

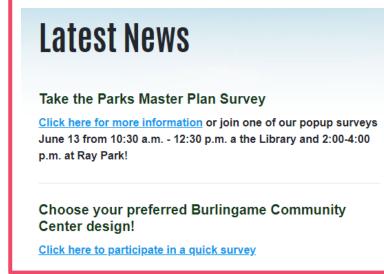
- Community Center Kiosk
- Library Kiosk
- Fresh Market
- Online Survey (advertised through):
  - Parks & Recreation Website
  - Commissions
  - Email blasts
  - Facebook
  - Nextdoor
  - E-News
  - City Website
  - Community Advisory Committee

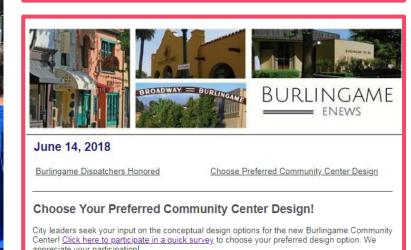
Currently tracking Mission design scheme slightly ahead of Pavilions (~15 votes ahead as of 6/15)



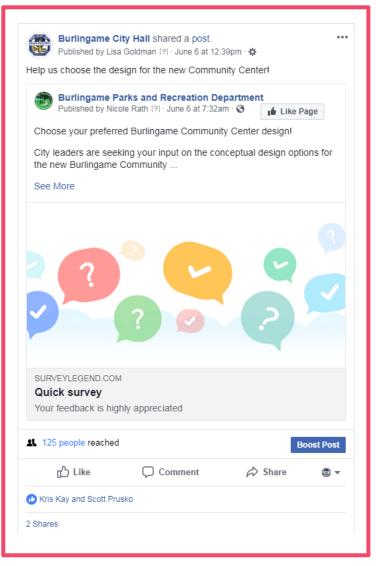




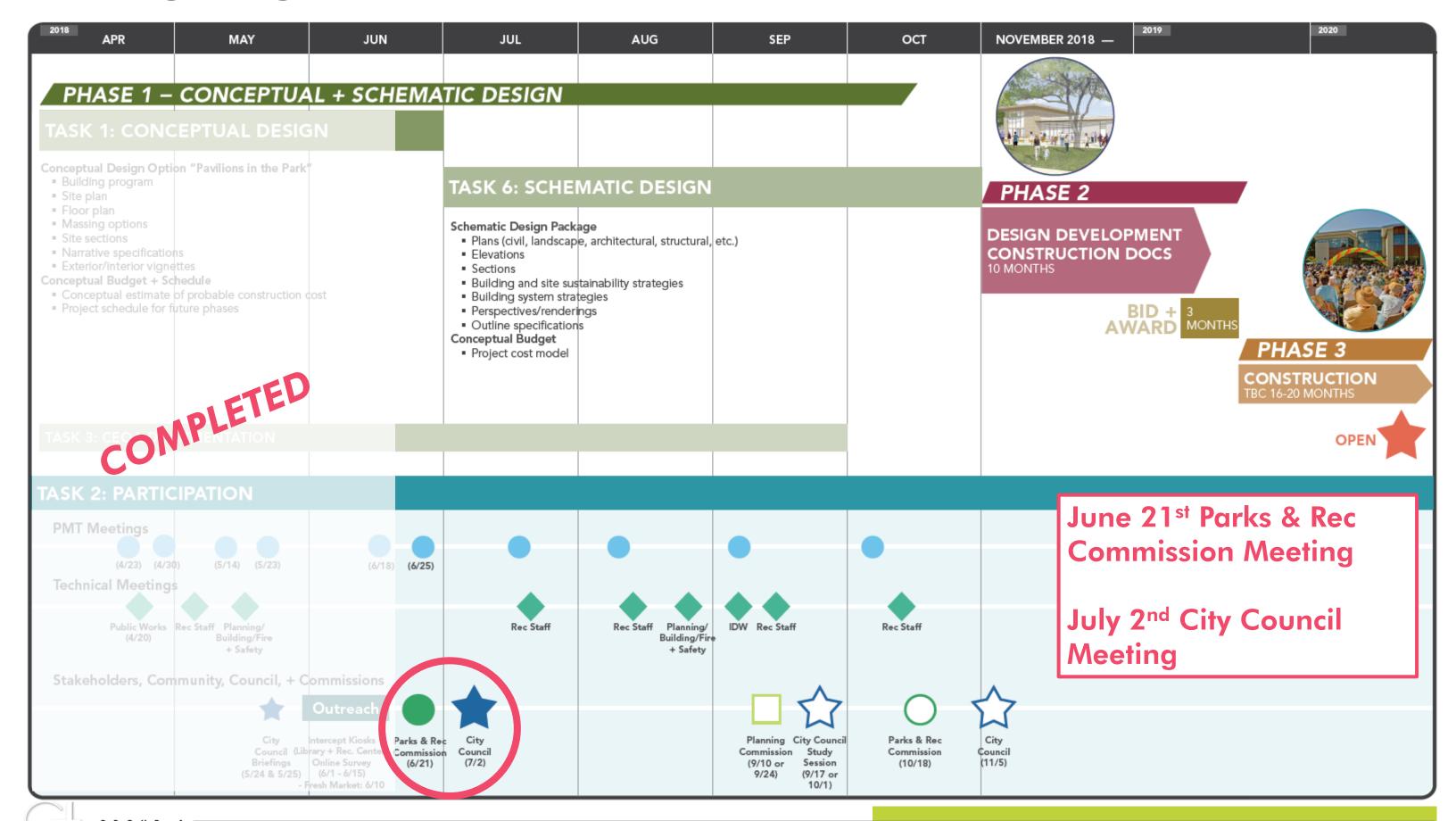








## **NEXT STEPS**



# PARKS & RECREATION COMMISSION DISCUSSION









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