

680 East Colorado Boulevard Pasadena, California



Gensler

April 26, 2010

ITEM #1:

Restudy an entrance on Colorado Boulevard at the center of the building. The kind of entrance that would activate the paseo and make some kind of connection from the building to the paseo (and Arcade Lane).

ITEM #2:

Restudy the possibility of having pavilions along El Molino Avenue and how they would interact with pedestrian circulation along El Molino.

ITEM #3:

Study further the following recommendations from staff: Further refine the terminus of the corner tower on Colorado and El Molino to insure the specifications for glazing, finish details, and locations for preliminary signage are well resolved for final design review. Specialty lighting should also be considered for this portion of the project.

Further study the more heavily glazed area over the entrance to the covered paseo on El Molino to better align the design of this building feature with the glazed b. tower on Colorado and El Molino. Possibly slightly cantilevering this element to create a glazed volume—or a similar treatment which responds to the corner—would unite these features aesthetically.

c. Restudy the connection of the tower on Colorado and the adjoining taller mass of the 5-story building module on El Molino to insure there is a unique architectural response to the intersection of these two different volumes.

d. tectural response or relief that could occur at the intersection of the two volumes.

Restudy the new covered arcade in front of the retail locations along El Molino to possibly lighten this component and better coordinate its design with the landscape plan. **e.** The possible removal of the roof covering and substitution with a well-designed trellis feature (e.g., replacing only the solid roof but keeping the piers and spandrels) or other similar revised design approach would help to soften the pedestrian level of the project and bring light into the deeply recessed retail storefront areas.



Restudy the lower building module at the southern edge of the site on El Molino and how it engages the taller, rear office building module to the east and the archi-

Continue study for possible shifts in materiality to visually break-down the mass of the building and refine of the overall design premise. Materiality studies should include retail bulkheads and base course materiality as well as spandrel elements within the glazing system for the structure.

MOTIONS ADOPTED BY DESIGN COMMISSION, APRIL 12, 2010 **A0.0** April 26, 2010



ITEM #1

PEDESTRIAN CIRCULATION ANALYSIS

Assumptions:

- Playhouse Plaza represents an excellent opportunity to enliven the District
- 155 public parking spaces will generate additional activity
- Street level retail provides desirable tenant amenities

ENLIVENING OR ACTIVATING PEDESTRIAN WAYS IS PREDICATED ON:

- People
- Effective circulation patterns that enhance and synergize existing patterns
- Successful retail tenants
- Desirable mix of uses

PLAYHOUSE PLAZA MUST:

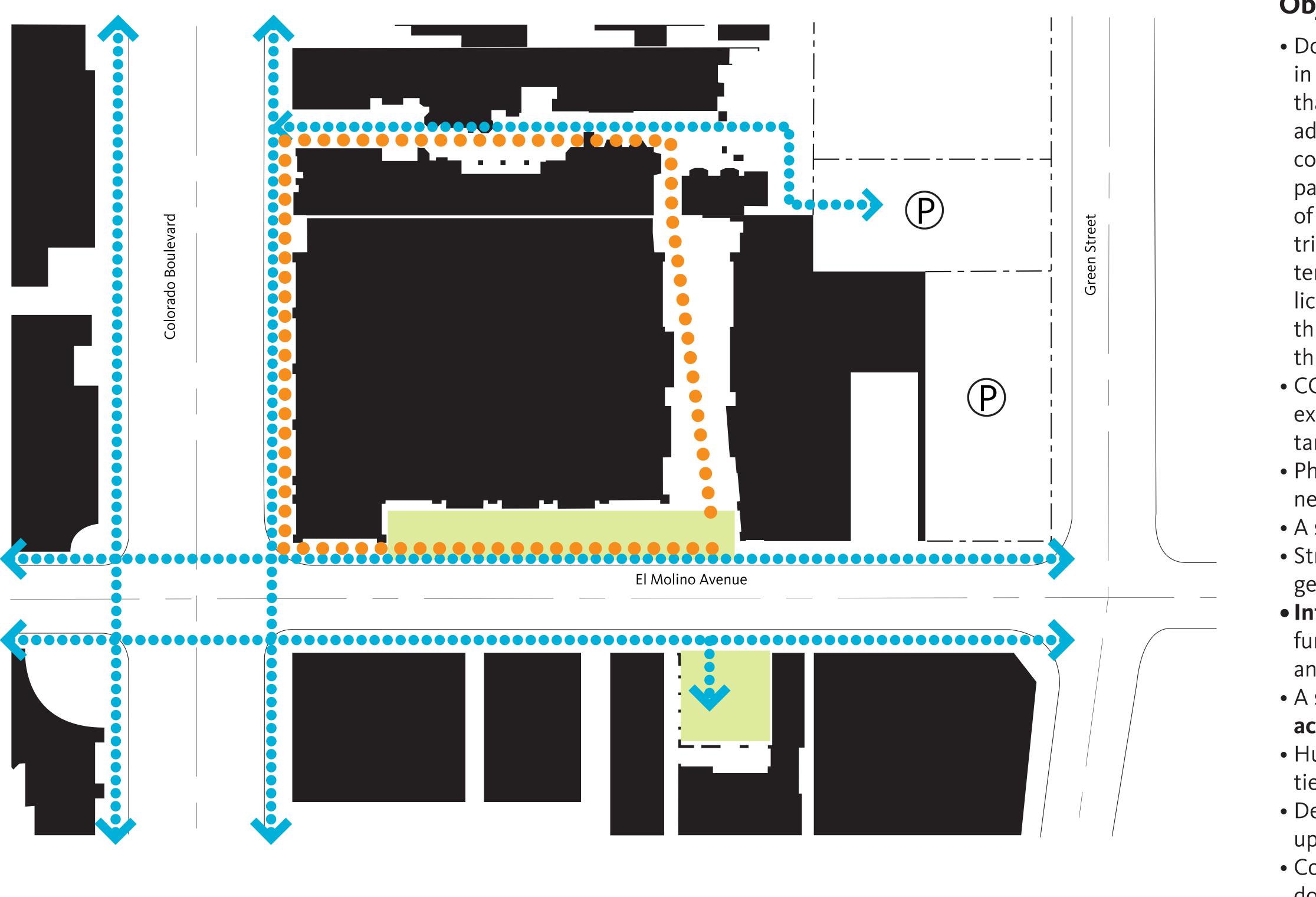
- Be scaled appropriately at the street level to enhance the pedestrian experience
- Distribute and configure retail for successful uses
- Strategically locate pedestrian connections to increase potential foot traffic





PEDESTRIAN CIRCULATION ANALYSIS A1.00 April 26, 2010







680 East Colorado, Pasadena Ca.

PASADENA DISTRICT-WIDE GUIDELINES:



Objectives:

• Downtown is generally **amenable to walking**, due in part to a fine-grained building and block pattern that offers the visual and physical connections advantageous to pedestrian movement. Plazas, courtyards, sidewalks, alley walkways, pedestrian paseos, and mid-block passages create a **network** of spaces that integrates the community, and an intricate network allows an interesting variety of alternative routes between places. Private and public sector investment should extend and enhance this network, providing **safe and accessible paths** throughout the area.

• CC3.2: Promote new development that **extends** existing circulation patterns and **connects** important centers of activity.

• Physical **Connections**: A community should connect through a network of public spaces and paths. • A street should be an active and engaging place. • Streets must be amenable to walking, strolling, lingering, meeting, and conversing.

• Integrated Planning: A site should support the functional an visual integration of on-site facilities and uses.

• A site should have places **amenable to outdoor** activity and use.

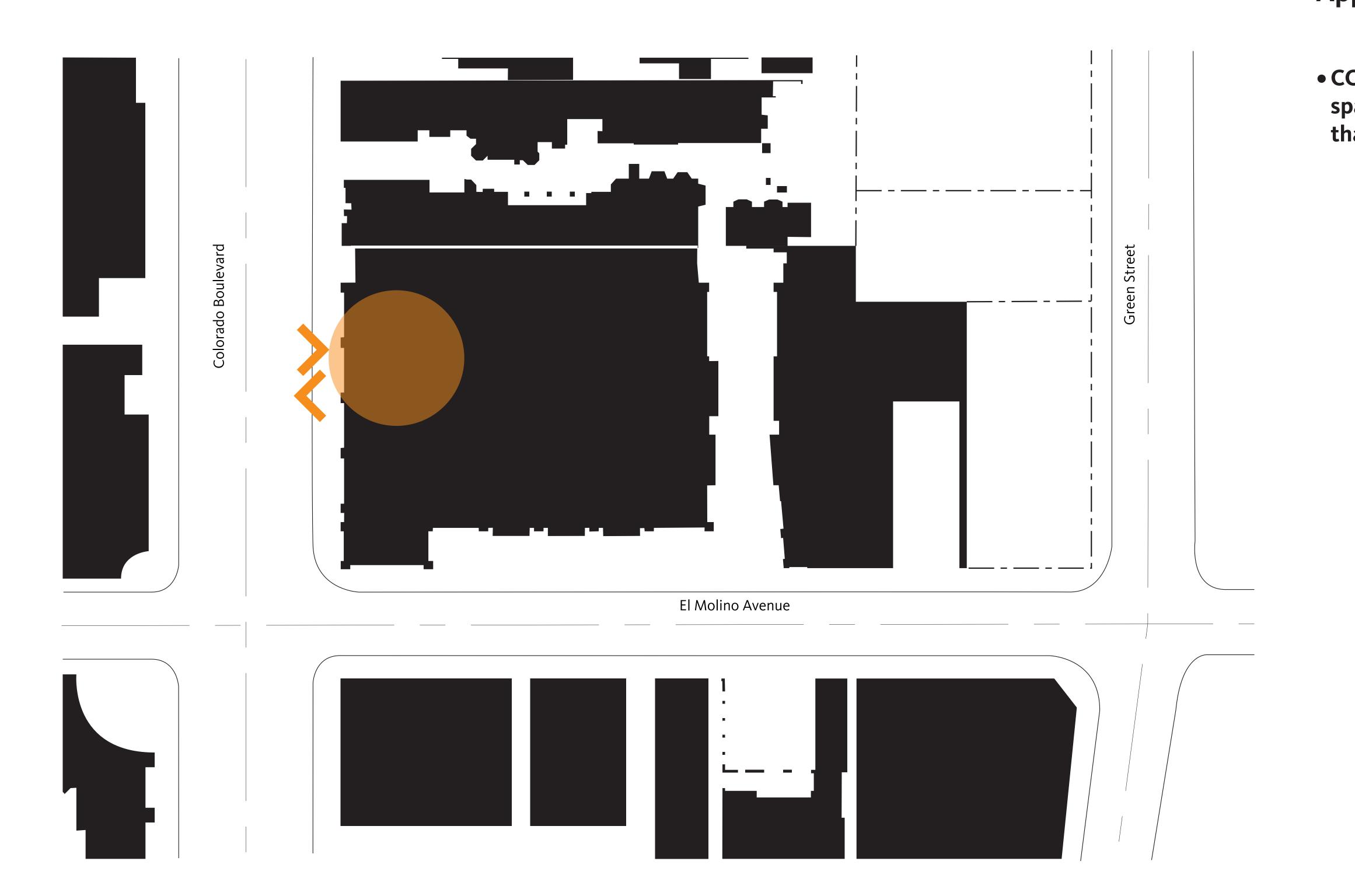
• Human Occupation: A site should include amenities for **comfortable social interaction**.

• Development should focus activity and attention upon and along streets.

• Construct a network of creative and inviting outdoor spaces that includes intimate courts and passages.

ITEM #1: STREET ACTIVATION







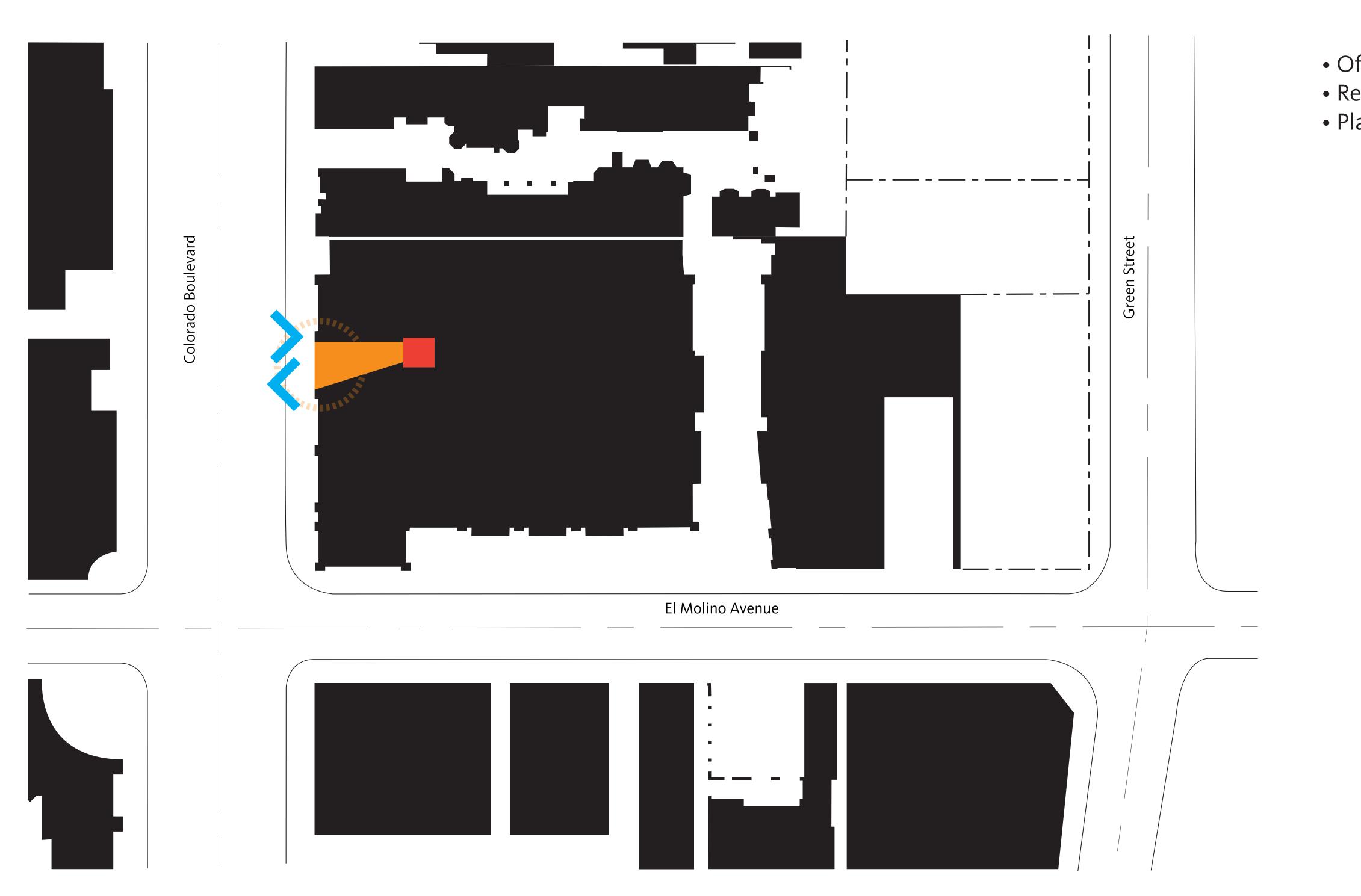
COLORADO LOBBY



Applicable Guideline:

• CC 2.2: Orient building entrances toward public space, and encourage adjacent ground floor uses that animate and enliven the space.







Pedestrian Foot Traffic Generator:

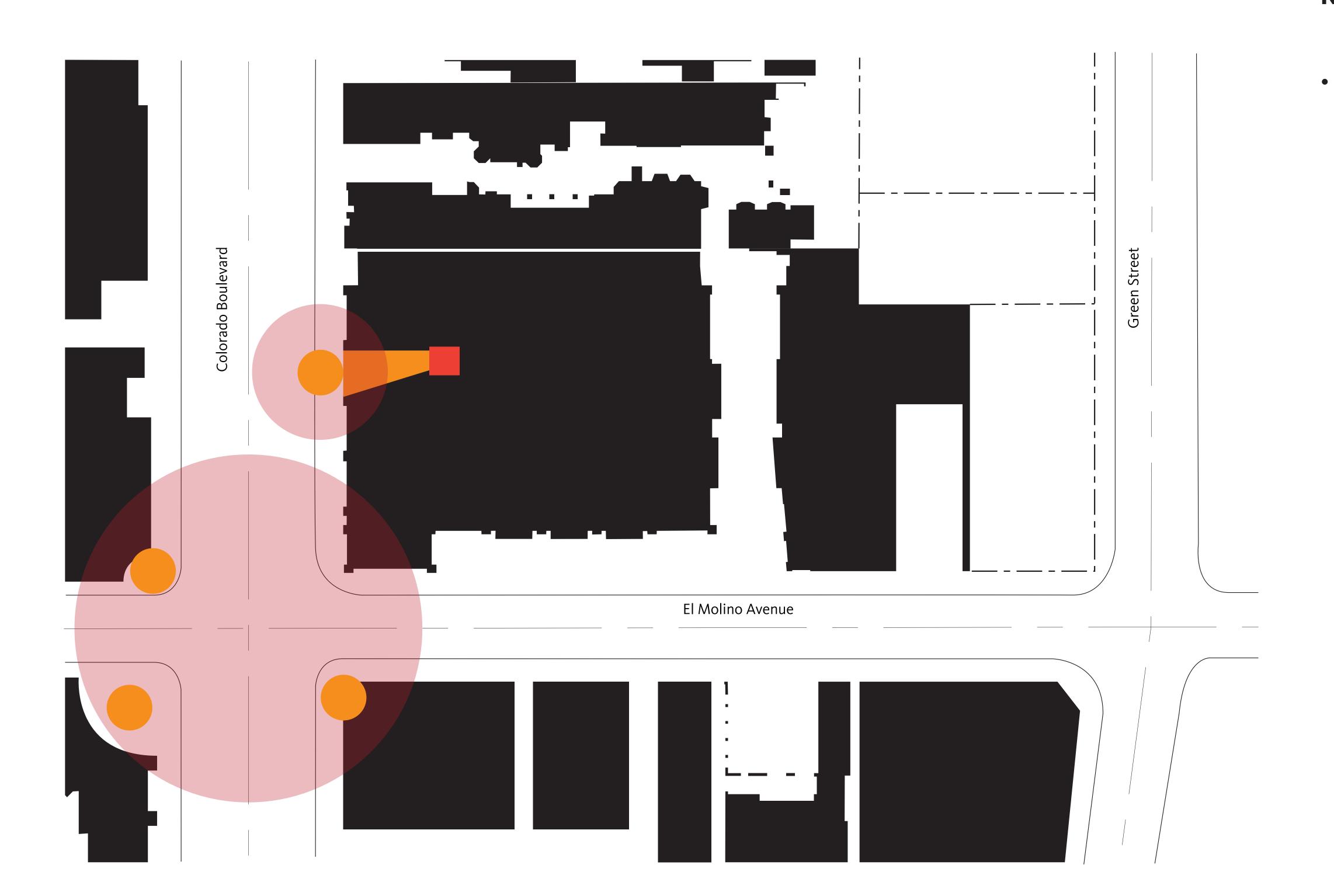


COLORADO LOBBY

Office tenants

- Retail customers park under the building
- Playhouse patrons park under the building







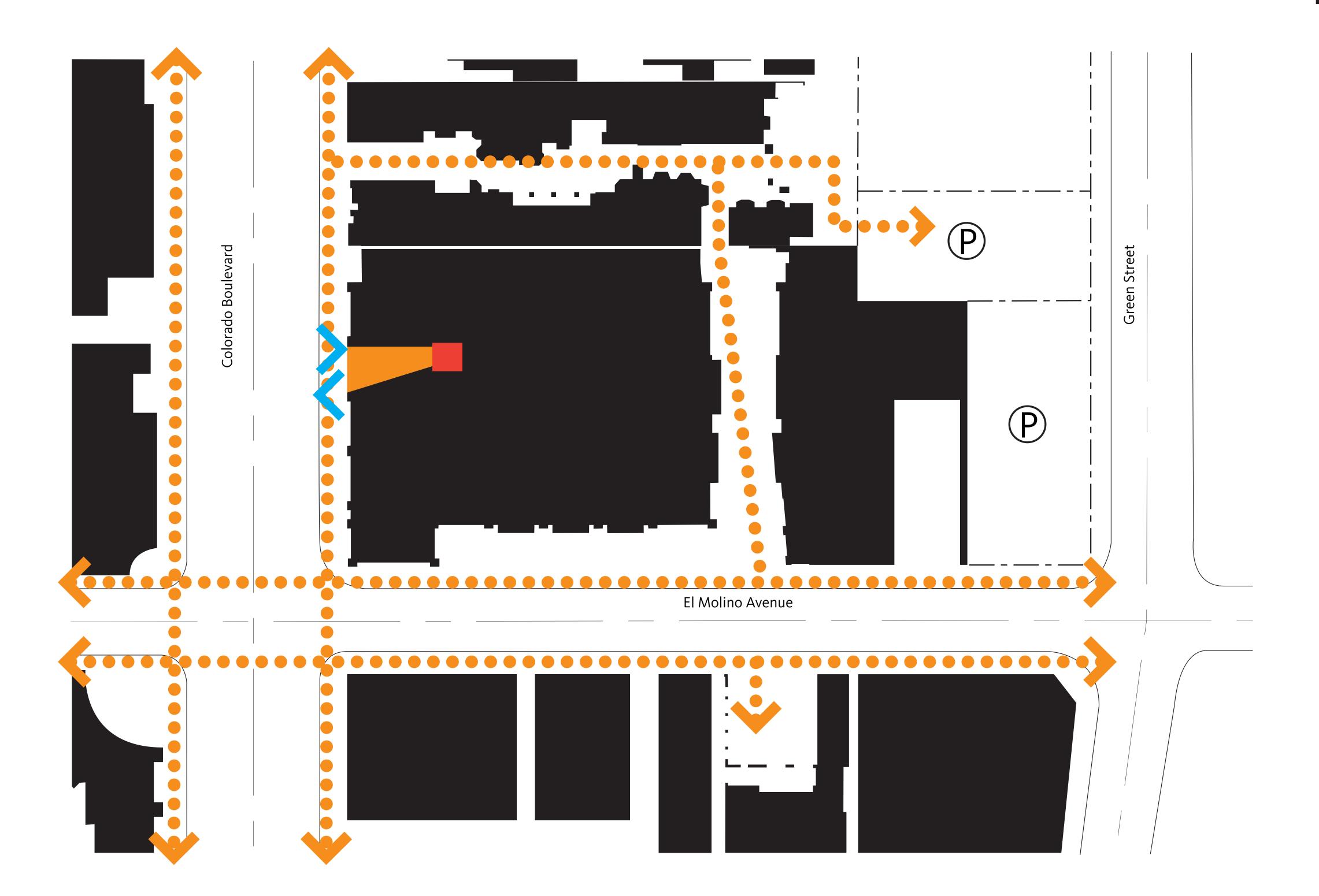


COLORADO LOBBY

Relationship to major street intersection:

Moves center of gravity away from the corner







COLORADO LOBBY



Pedestrian circulation pattern





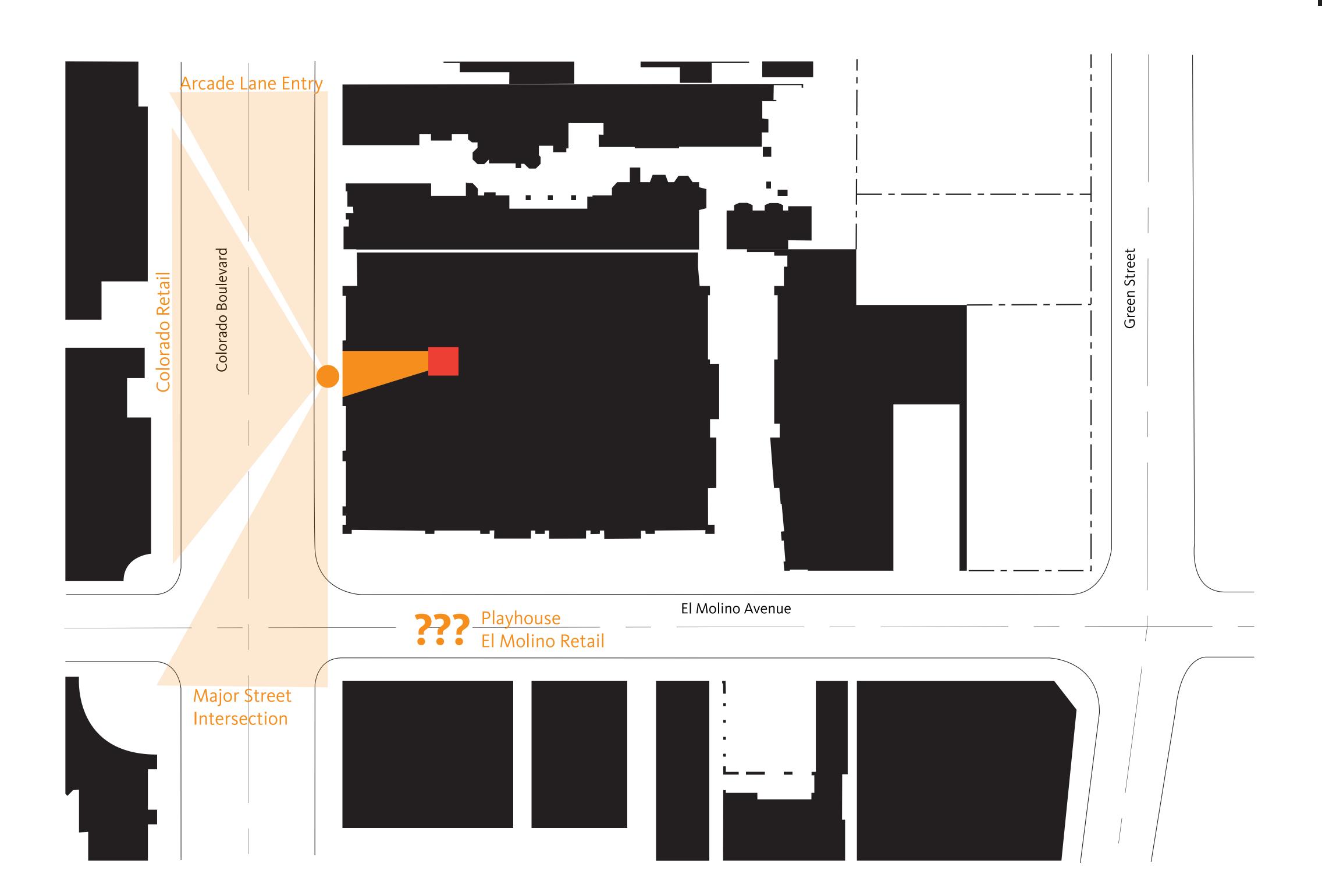


COLORADO LOBBY



Continuous retail frontage







COLORADO LOBBY



Intuitive wayfinding / Public orientation







COLORADO LOBBY

Design guidelines:

Building should offer helpful cues to their access and use. A main lobby entrance to a building serves a different purpose than a storefront entrance to a street level shop. The differences in use should be accentuated in their design. Main entrances that are easily distinguishable provide comfort and ease for the pedestrian searching for their destination. Prominent entrances also add character, identity, and interest along the street.

Recommendations:

• **BD 5.1**: **Provide well-marked**, articulated building entrances oriented to streets and public space.

• BD 5.3: Relate the size and scale of a main building entrance to the overall width and height of the building and its ground floor "base".

• **BD 5.4**: Accentuate the entrance(s) to a building's main lobby or interior office space; these main building entrances should be prominent in terms of size, articulation, and use of materials.

• BD 5.6: Differentiate main building entrance from streetfront entrances into street level businesses.

> **ITEM #1: LOBBY LOCATION A1.08** April 26, 2010







COLORADO LOBBY

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> **ITEM #1: LOBBY LOCATION A1.09** April 26, 2010







IDS REAL ESTATE GROUP

COLORADO LOBBY

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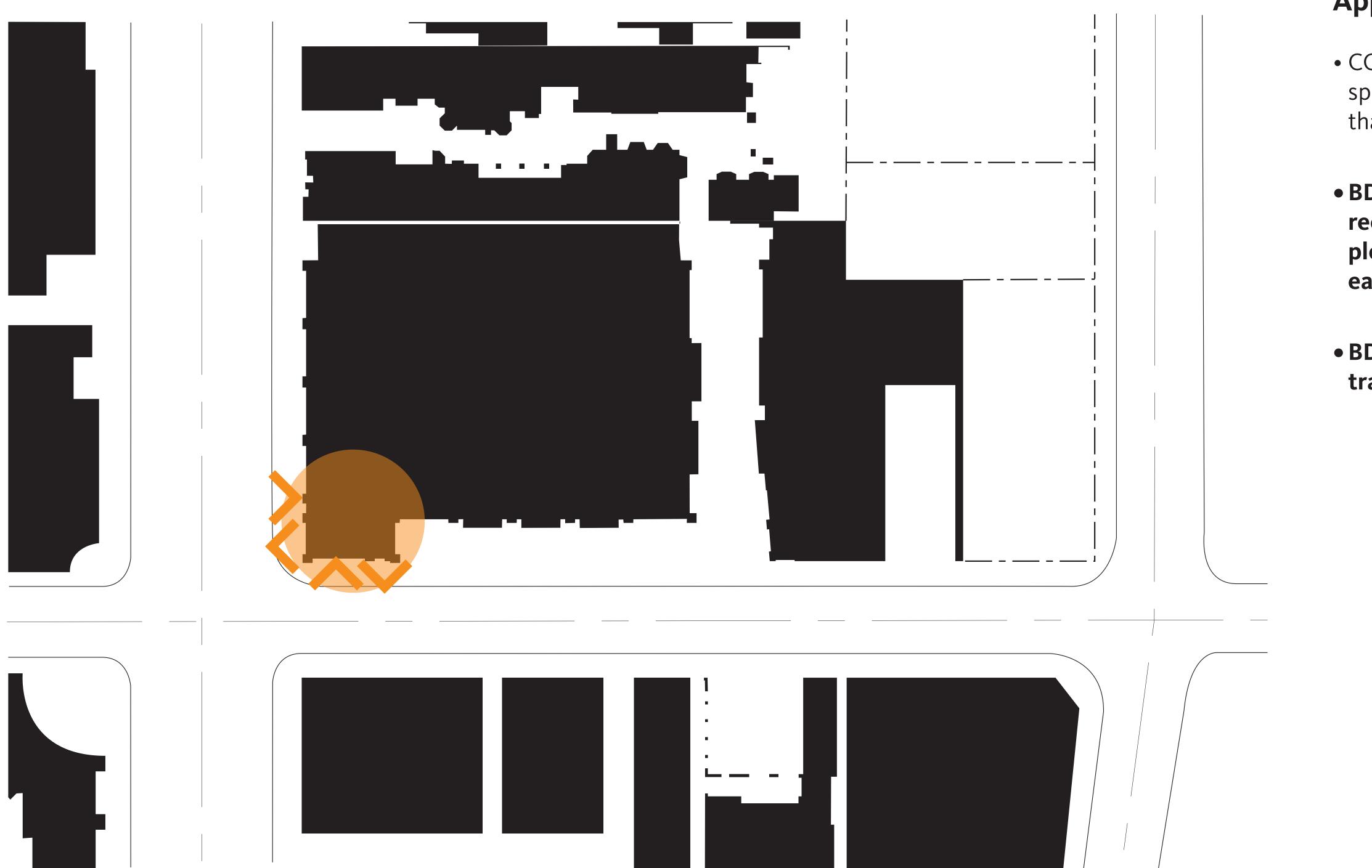
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> **ITEM #1: LOBBY LOCATION A1.10** April 26, 2010







CORNER LOBBY [Colorado/El Molino]



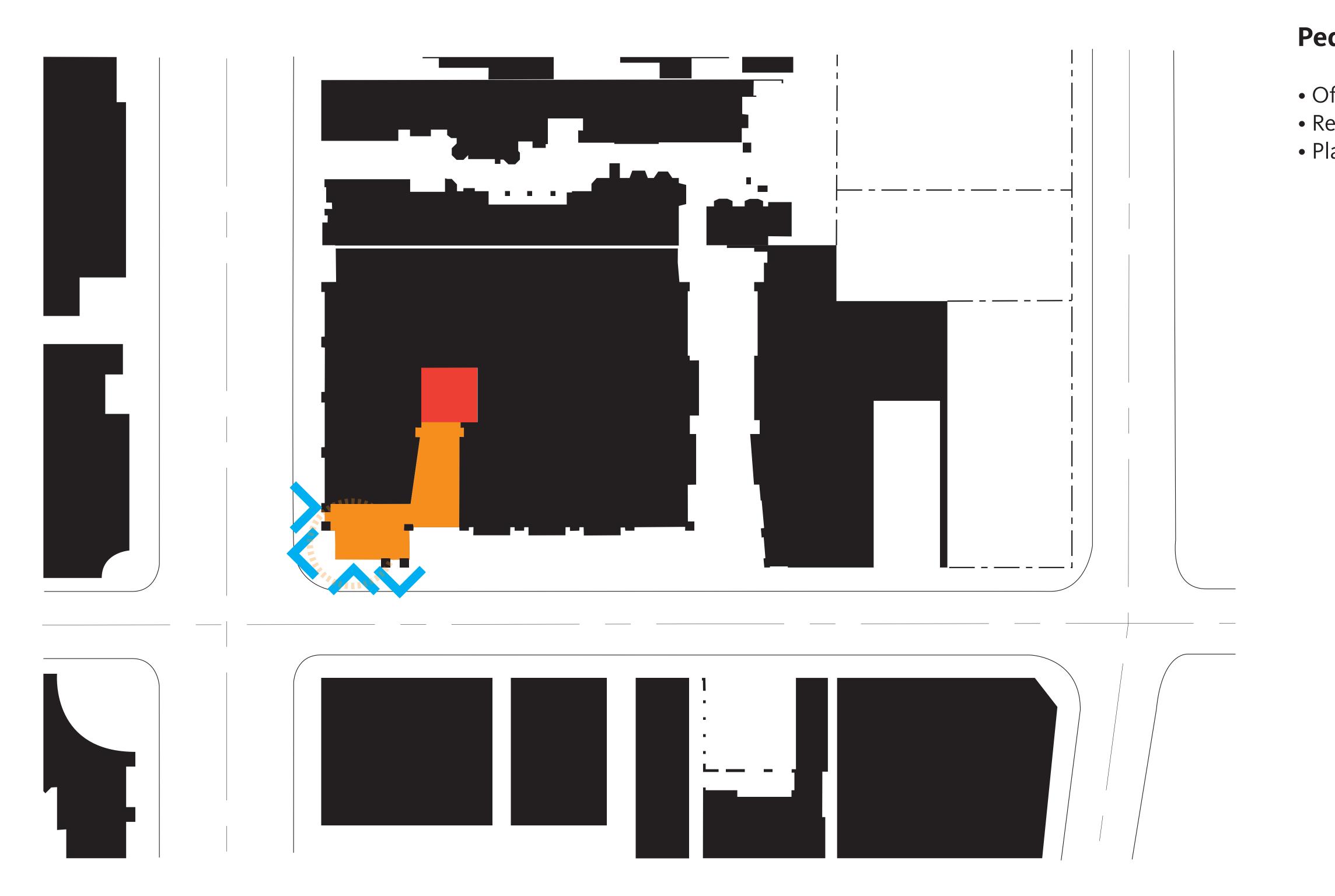
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• CC 2.2: Orient building entrances toward public space, and encourage adjacent ground floor uses that animate and enliven the space.

• BD 5.2: Orient main building entrances to directly face the street; buildings that front multiple streets should provide a main entrance along each street.

• BD 5.5: Consider placing the main building entrance at a street corner, where feasible.







CORNER LOBBY [Colorado/El Molino]

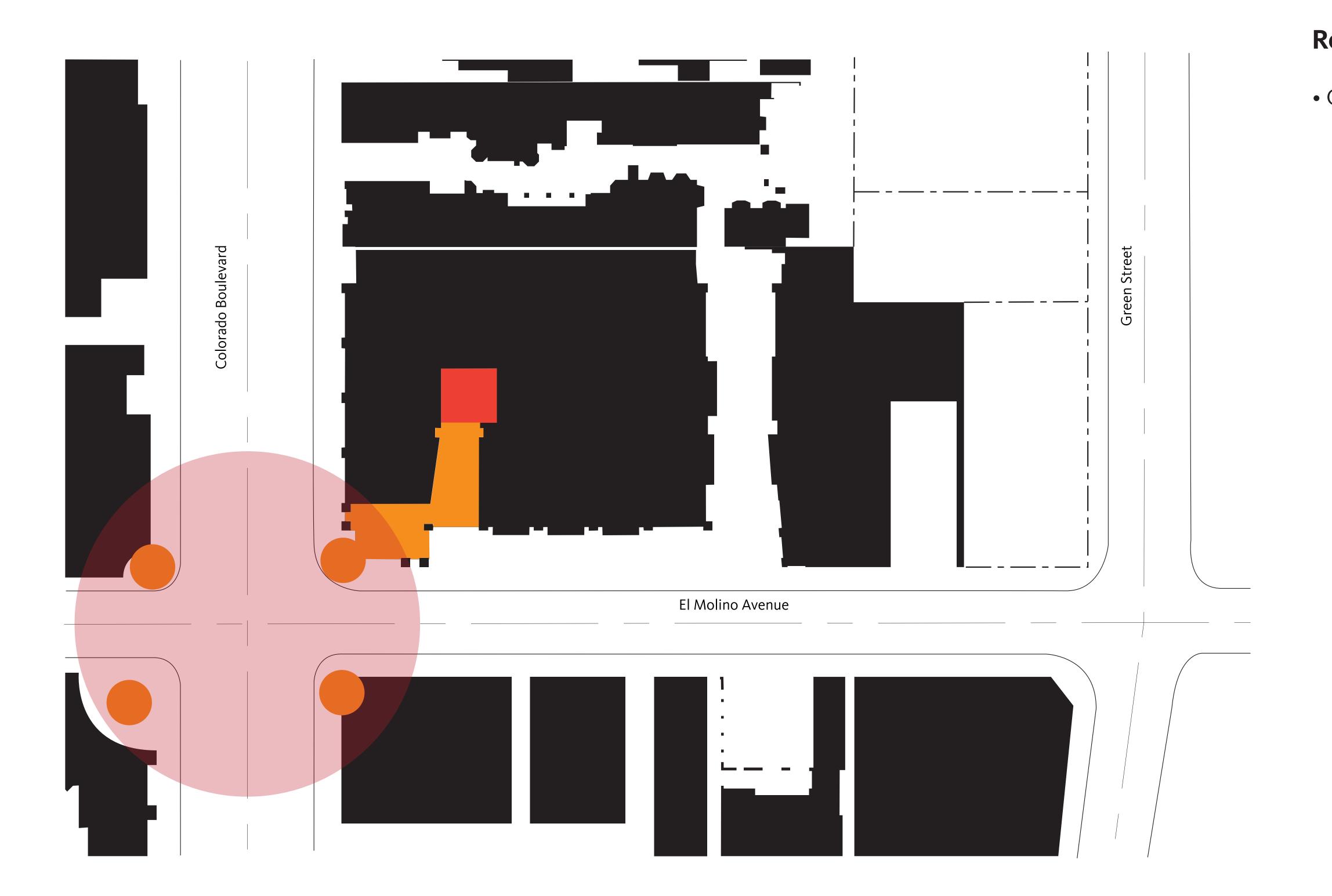


Pedestrian Foot Traffic Generator:

Office tenants

- Retail customers park under the building
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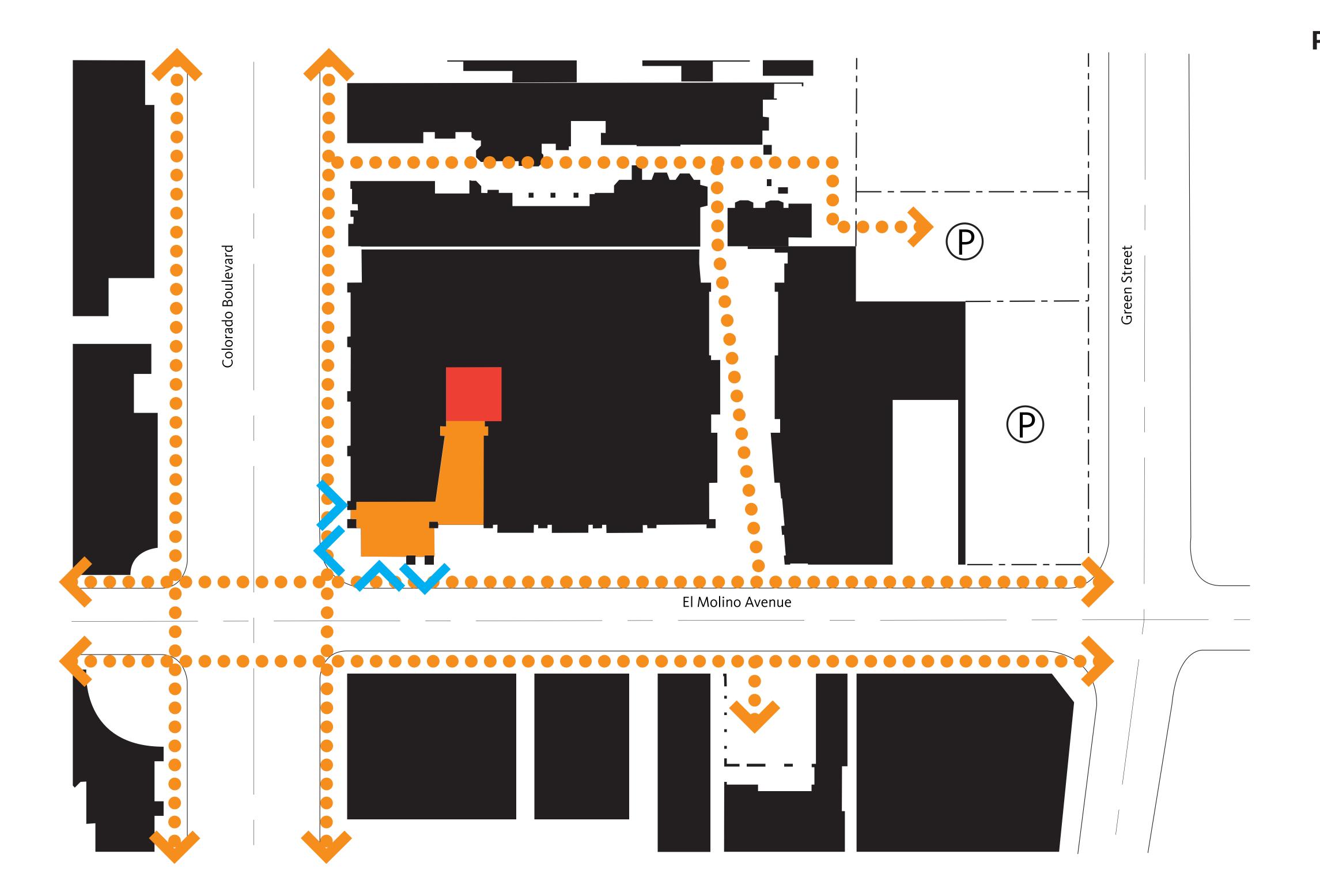
CORNER LOBBY [Colorado/El Molino]



Relationship to major street intersection:

• Center of gravity at the corner





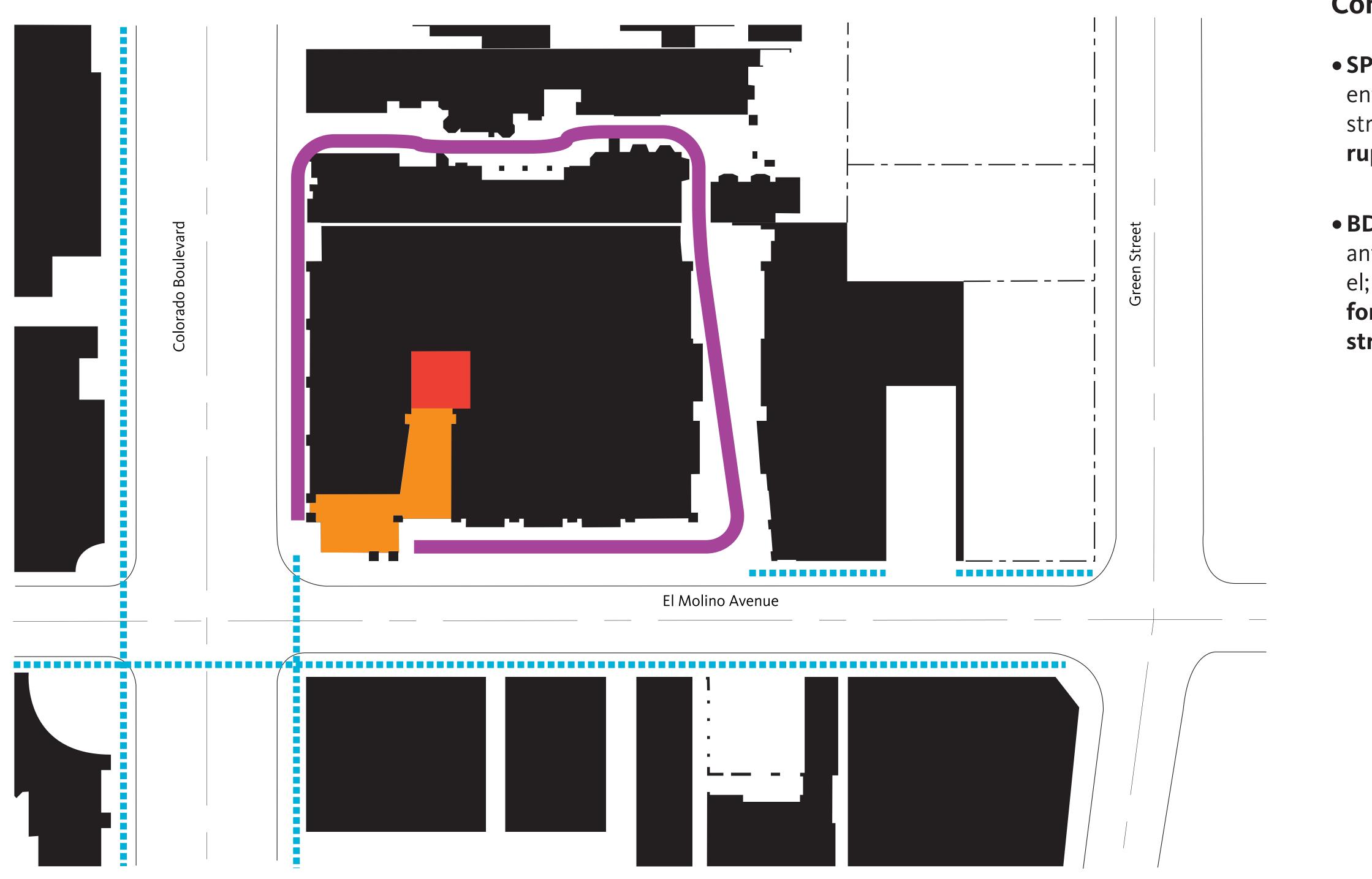


CORNER LOBBY [Colorado/El Molino]



Pedestrian circulation pattern:







CORNER LOBBY [Colorado/El Molino]

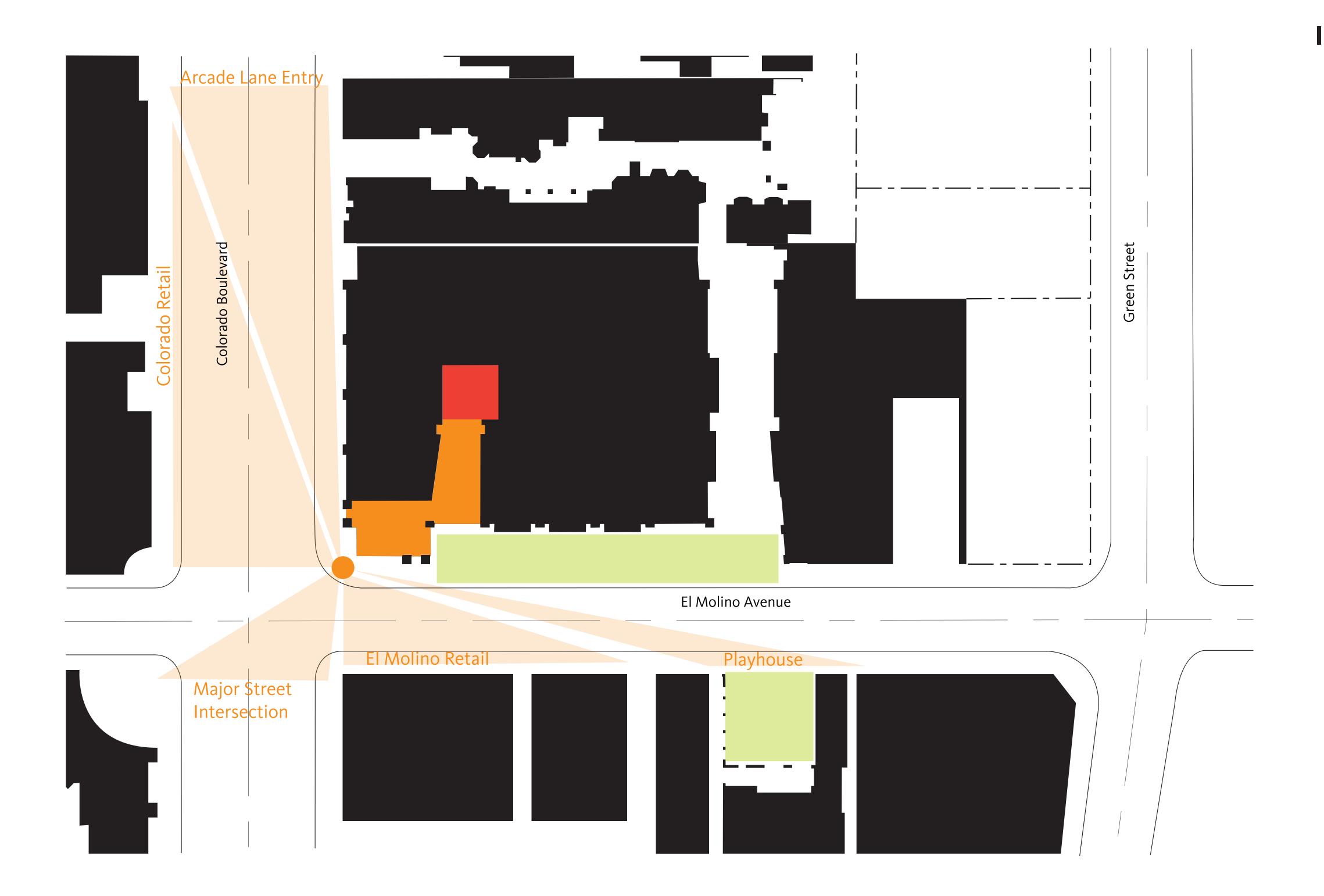


Continuous retail frontage

• SP 2.3: Encourage recessed main building or shop entrances consistent with a traditional "main street" design that is inviting and **does not inter**rupt street and/or retail continuity.

• **BD 4.2:** Design buildings to encourage multi-tenant occupancy and walk-in traffic at the street level; as far as feasible **uses which have little need for walk-in traffic should be discouraged from street-front locations.**





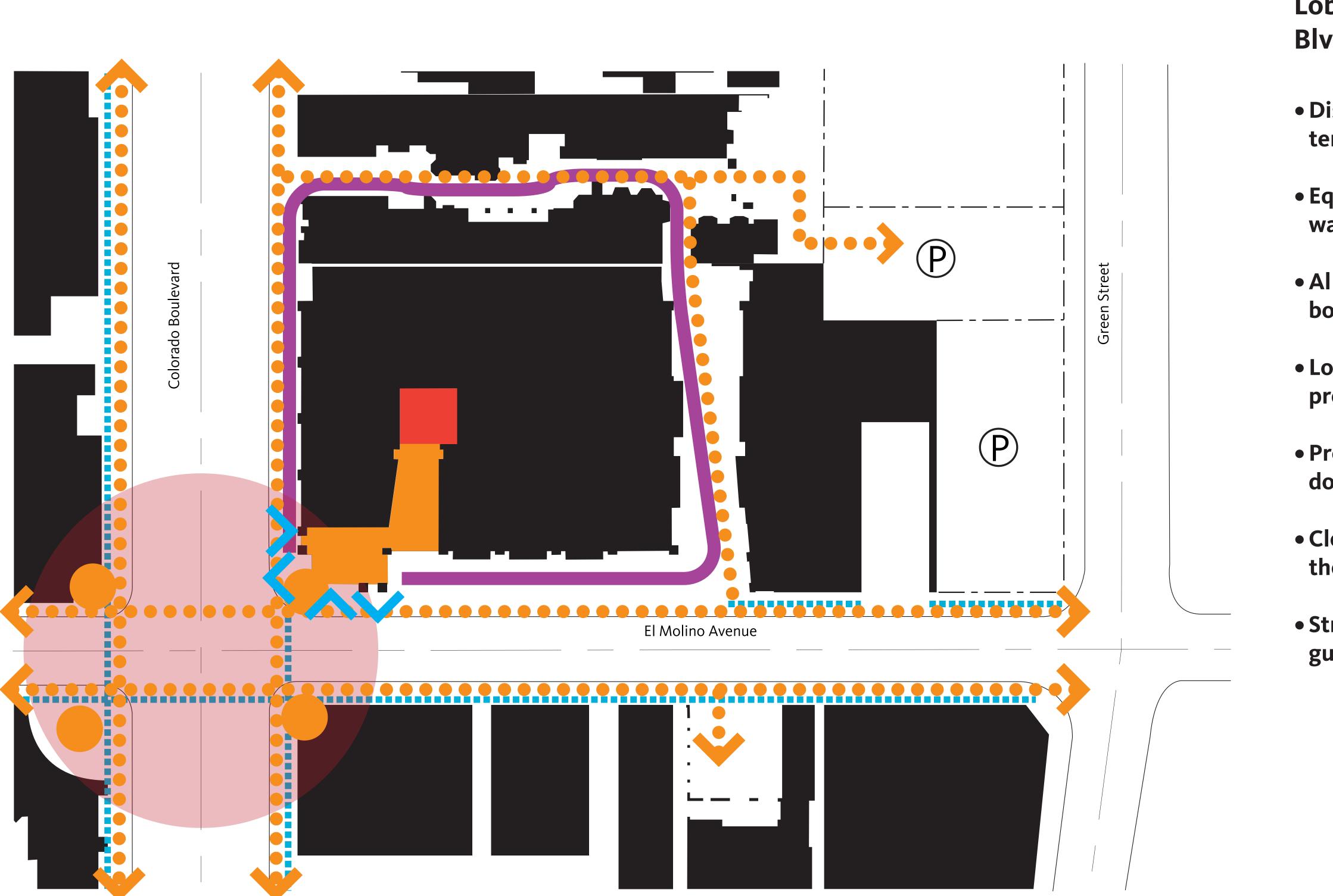


CORNER LOBBY [Colorado/El Molino]



Intuitive wayfinding / Public orientation







CONCLUSION



Lobby located at the corner of Colorado Blvd. and El Molino Ave.

• Distributes office tenants and public in the center of activity

• Equally activates public streets and pedestrian ways

• Allows for uninterrupted street level uses along both Colorado and El Molino

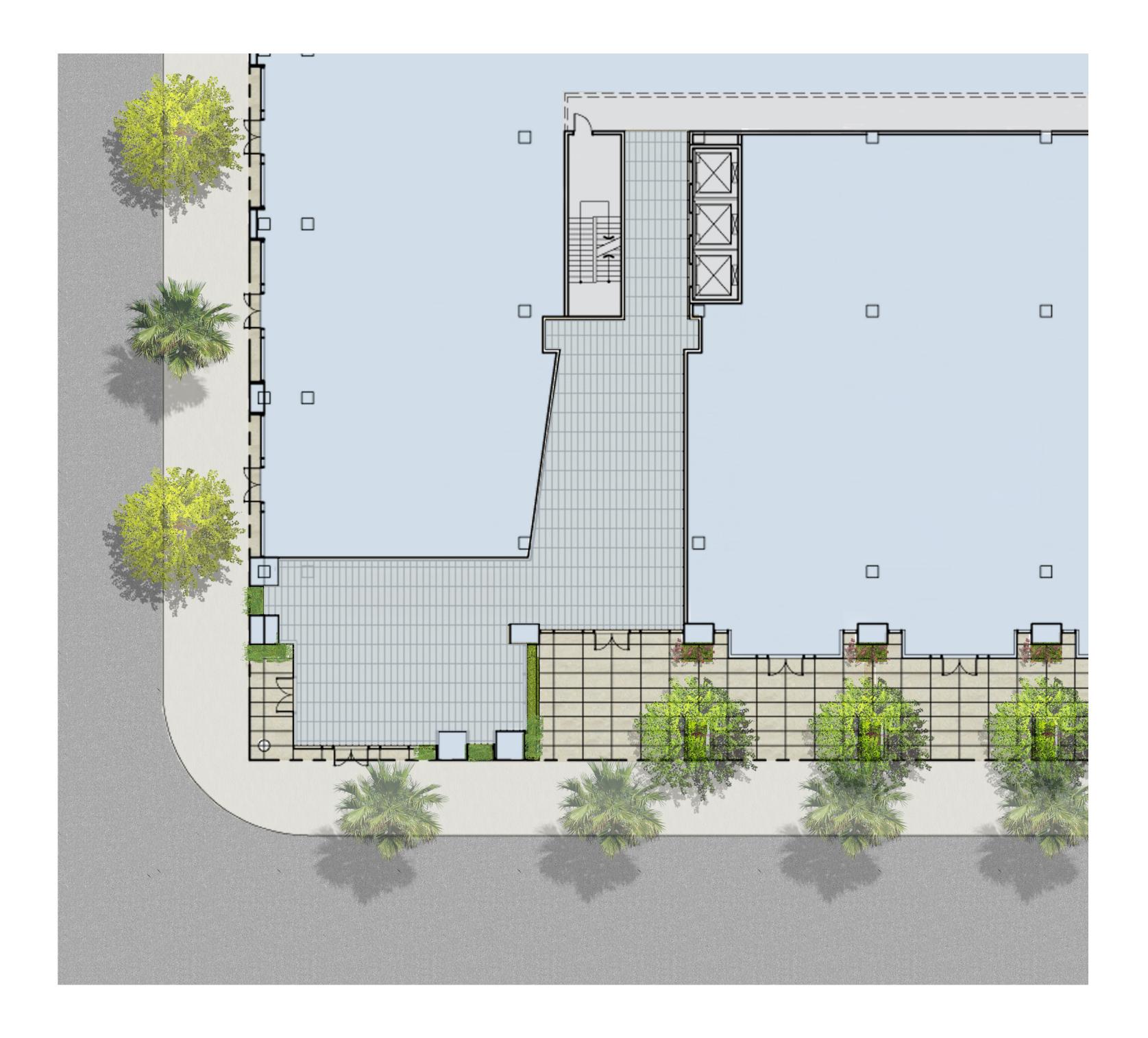
• Locates the main building lobby in the most prominent building feature

• Provides for primary building entries on Colorado and El Molino

• Clearly orients the public, tenant and visitor to the districts amenities and destinations

Strictly adheres to the district wide design guidelines







CORNER LOBBY [COLORADO/EL MOLINO]



Lobby design

ITEM #1: COLORADO / EL MOLINO LOBBY RECOMMENDATION **A1.18** April 26, 2010







CORNER LOBBY [COLORADO/EL MOLINO]

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Recommendations:

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ITEM #1: COLORADO / EL MOLINO LOBBY RECOMMENDATION

A1.19 April 26, 2010





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CORNER LOBBY [COLORADO/EL MOLINO]

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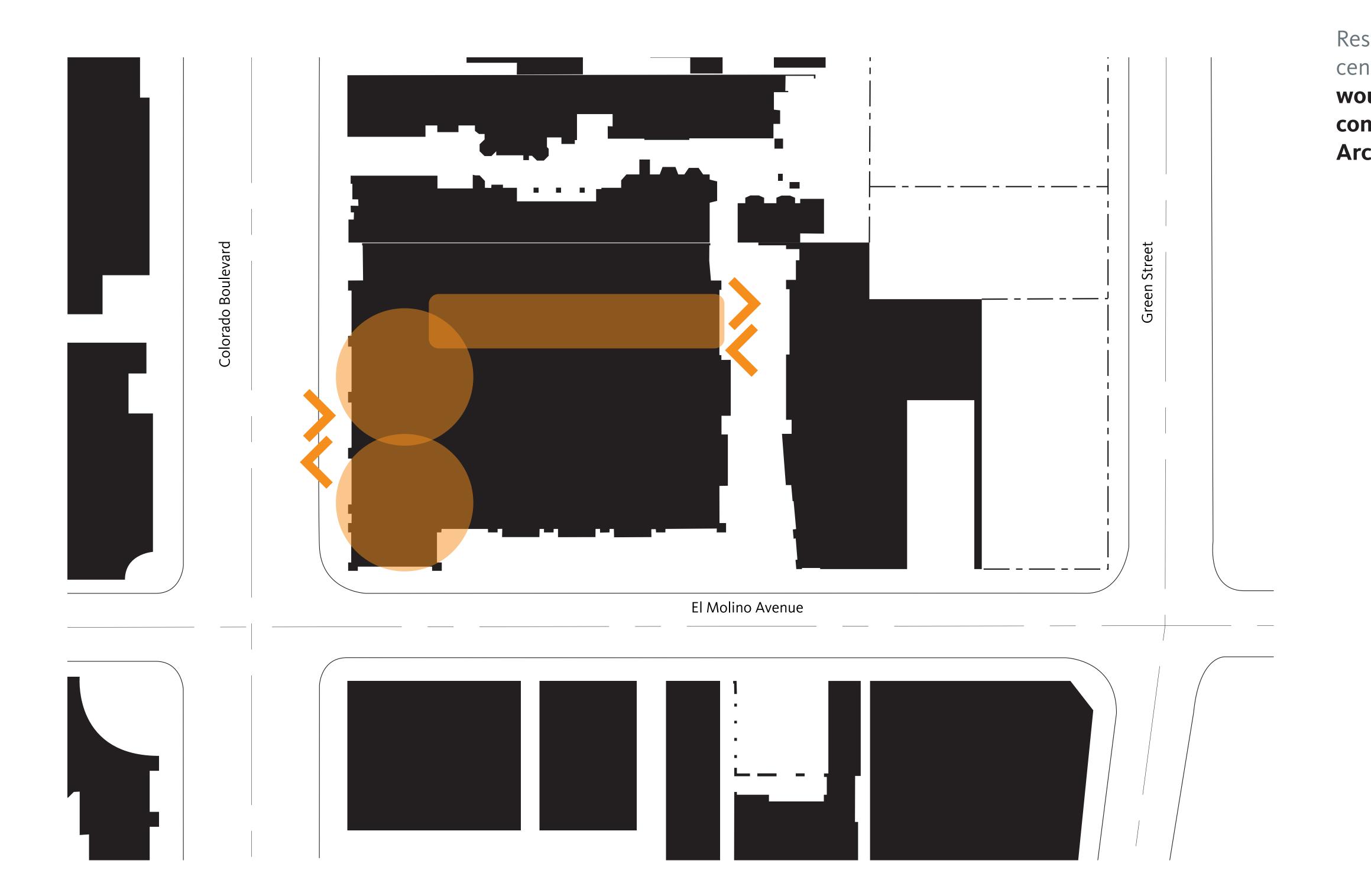
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ITEM #1: COLORADO / EL MOLINO LOBBY RECOMMENDATION A1.20 April 26, 2010







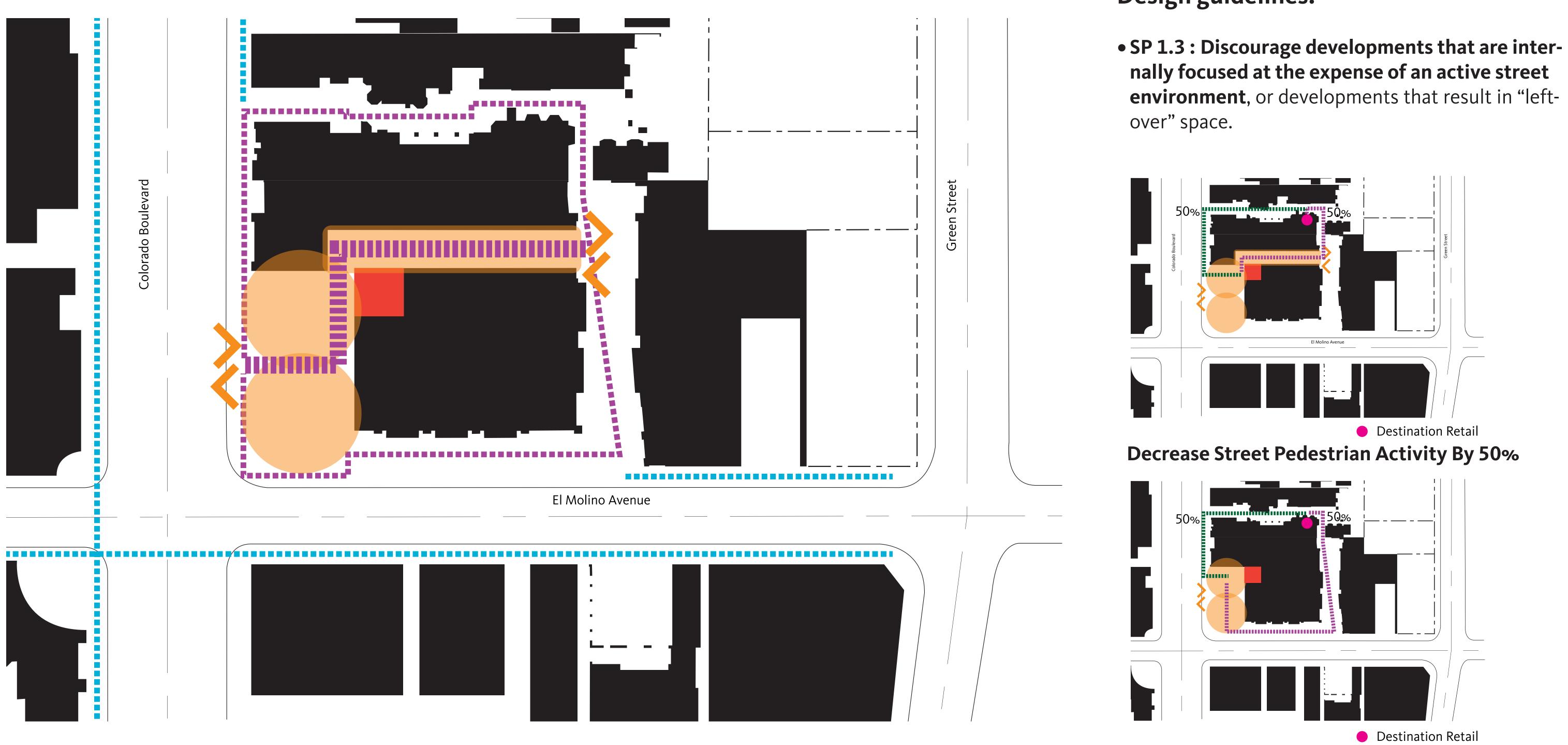
MOTION 1 - PEDESTRIAN CON-NECTOR TO PASEO



Restudy an entrance on Colorado Boulevard at the center of the building. The kind of entrance that would activate the paseo and make some kind of connection from the building to the paseo (and Arcade Lane).

ITEM #1: PEDESTRIAN CONNECTOR TO PASEOA1.21April 26, 2010







PEDESTRIAN CONNECTOR TO Paseo

Maximize foot traffic on streets and pedestrian way



Design guidelines:

environment, or developments that result in "left-

ITEM #1: COLORADO LOBBY W/ PEDESTRIAN CONNECTOR

A1.22 April 26, 2010







PEDESTRIAN CONNECTOR TO PASEO [SCHEME MARCH 2007]

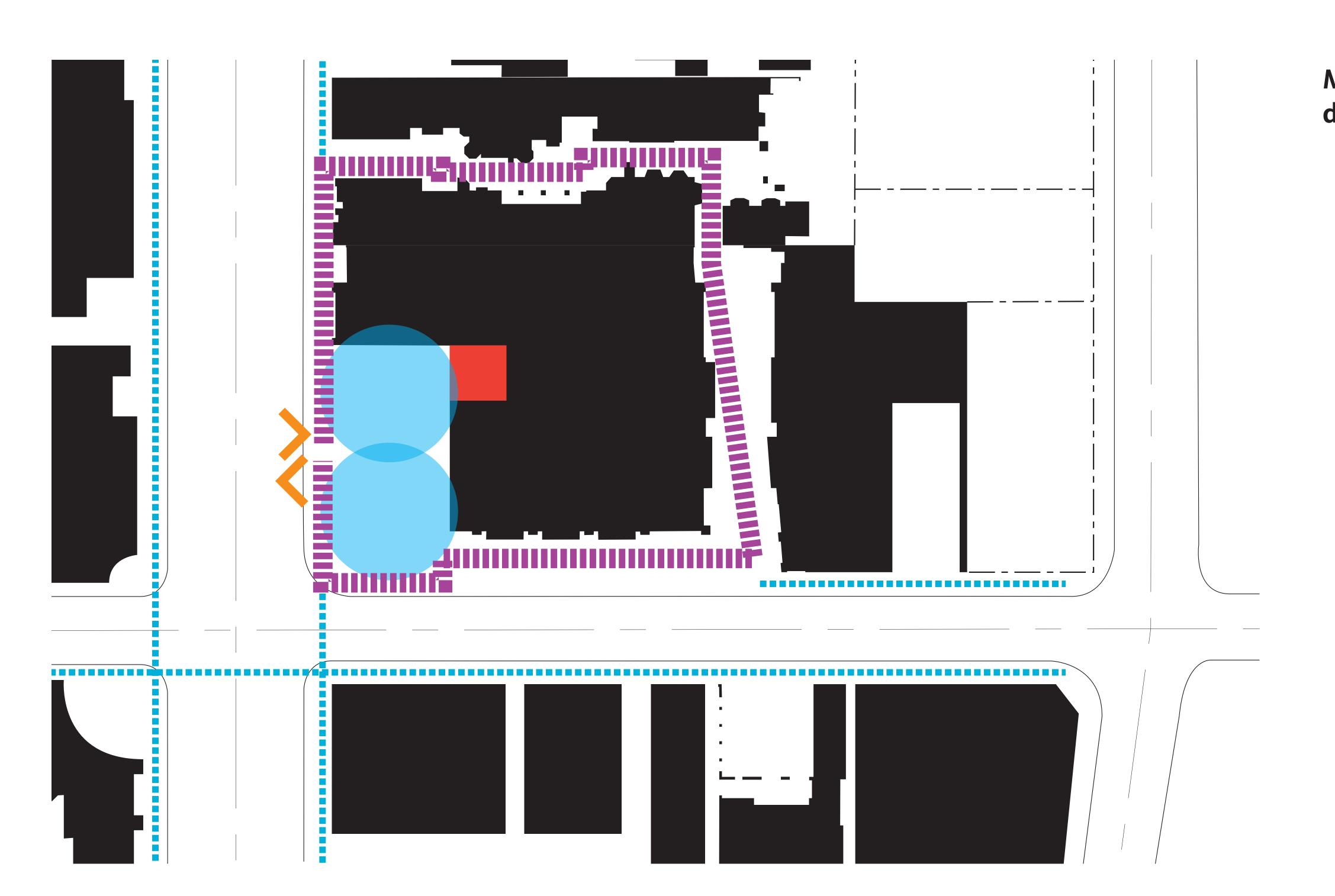


Design guidelines:

• SP 1.3 : Discourage developments that are internally focused at the expense of an active street environment, or developments that result in "leftover" space.

Decrease Street Pedestrian Activity By







CONCLUSION





Single entrance:

Maximize foot traffic on streets and pedestrian way

ITEM #1: COLORADO LOBBY WITH PEDESTRIAN CONNECTOR TO PASEO **A1.24** April 26, 2010



ITEM #2

PEDESTRIAN-ORIENTED STREETSCAPE ON EL MOLINO

Intent:

RECOMMENDATIONS:

• BD 7.1	Distinguish the ground level of a building from Effective circulation patterns
• BD 7.2	Establish a rhythm of vertical elements along t
	pedestrian experience.
• BD 7.3	Use design elements such as separate storefro
	human dimension to street-level building faca
• BD 7.4	Give greater attention to detail at the street le
	artistry and craft.
• BD 7.5	
	of activity.



"The individual interacts with the street level of a building in an intimate fashion, and this is likely to influence our perception of the entire place. If emphasis is placed on the human-scale, buildings will communicate that Downtown is an inviting and pleasant living environment. Rich visual details at the street level add interest and character to the facade, setting the stage for an active street environment and reinforcing pedestrian comfort." - Excerpt from the City of Pasadena Building Design Guidelines

n the upper levels of a building, especially where a building orients to the street and / or defines public space.

the street-level facade; for instance, the regular cadence of display windows and shop entrances enhances the

onts, display windows, shop entrances, exterior light fixtures, awnings and overhangs to add interest and give a ides.

evel of a building to satisfy the pedestrian; emphasize details that modulate the light and provide evidence of

he design of storefronts, and encourage shop windows that reveal multi-layered displays and shifting patterns



ITEM #2: PEDESTRIAN-ORIENTED STREETSCAPE ON EL MOLINO A2.01 April 26, 2010



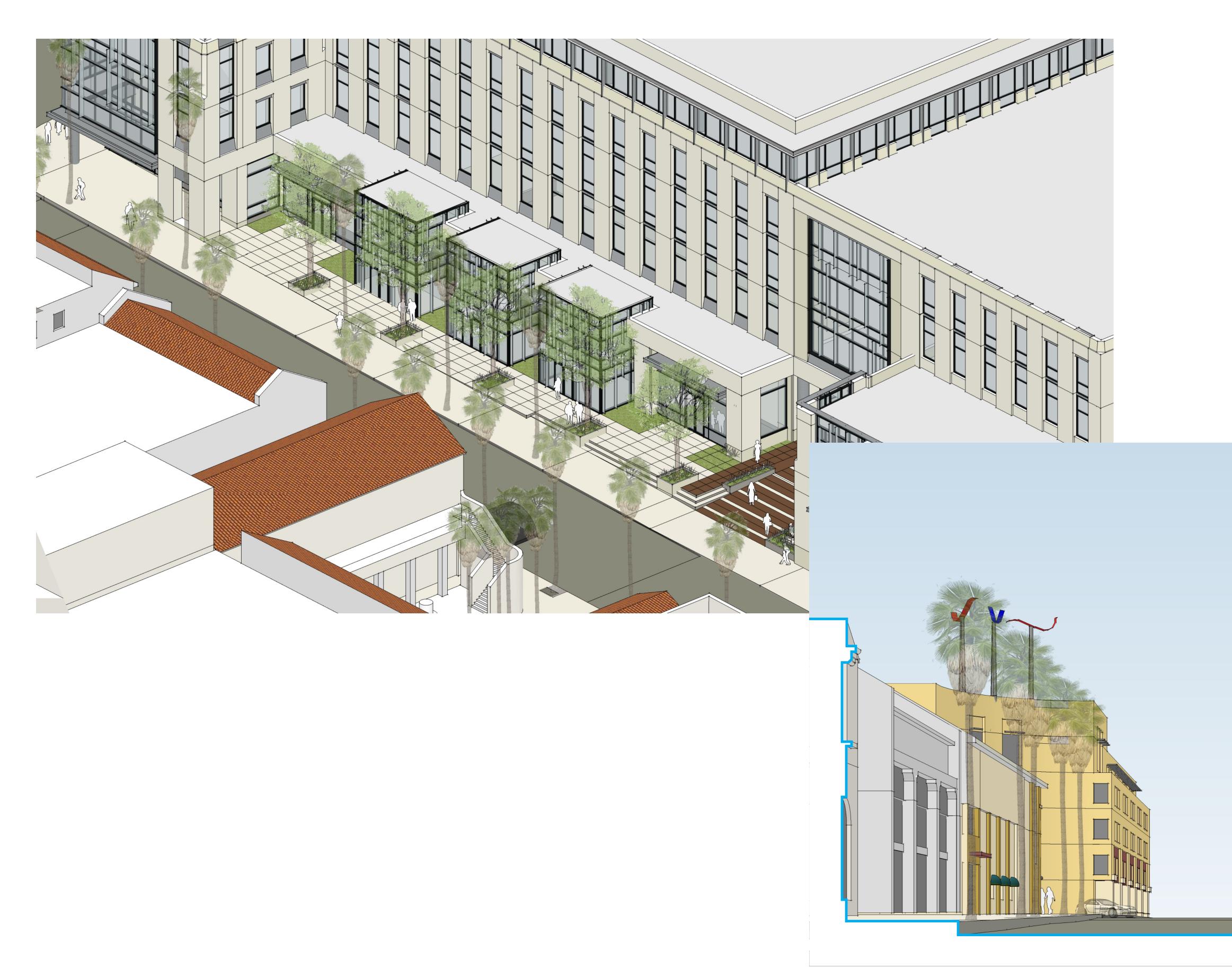
PAVILION OPTION [4.12.2010- DESIGN COMMISSION PRESENTATION]





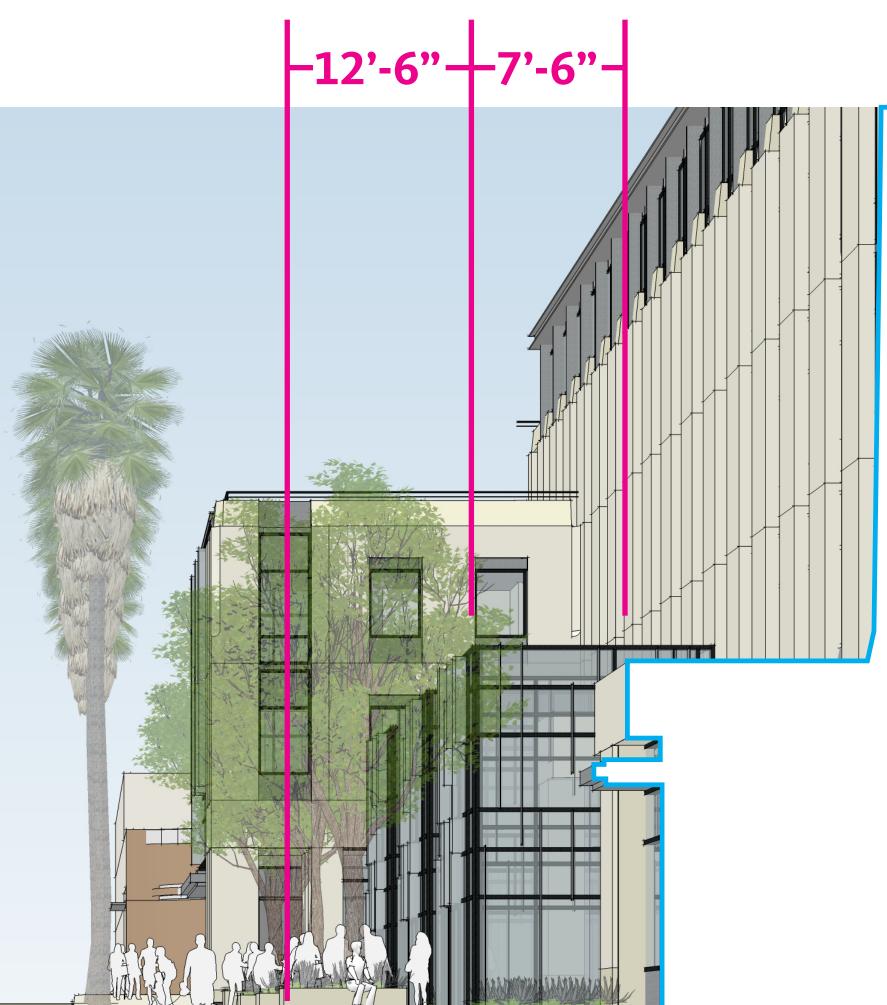
ITEM #2: PAVILION SCHEME AS PRESENTED FOR DESIGN REVIEW ON APRIL 12 2010 **A2.02** April 26, 2010











ITEM #2: PAVILION SCHEME AS PRESENTED FOR DESIGN REVIEW ON APRIL 12, 2010 **A2.03** April 26, 2010









ITEM #2: PAVILION SCHEME AS PRESENTED FOR DESIGN REVIEW ON APRIL 12, 2010 **A2.04** April 26, 2010



PROPOSED SCHEME

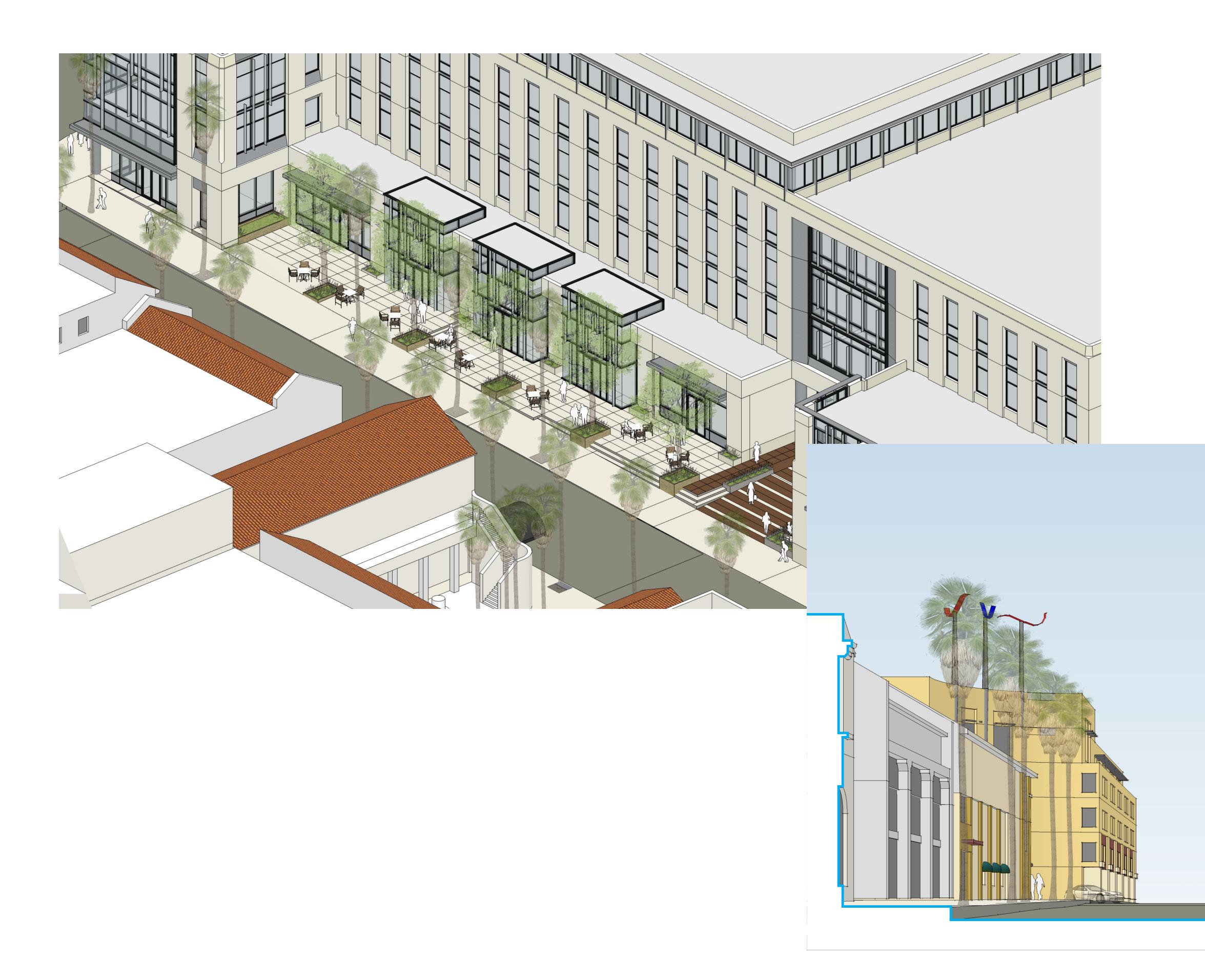


680 East Colorado, Pasadena Ca.



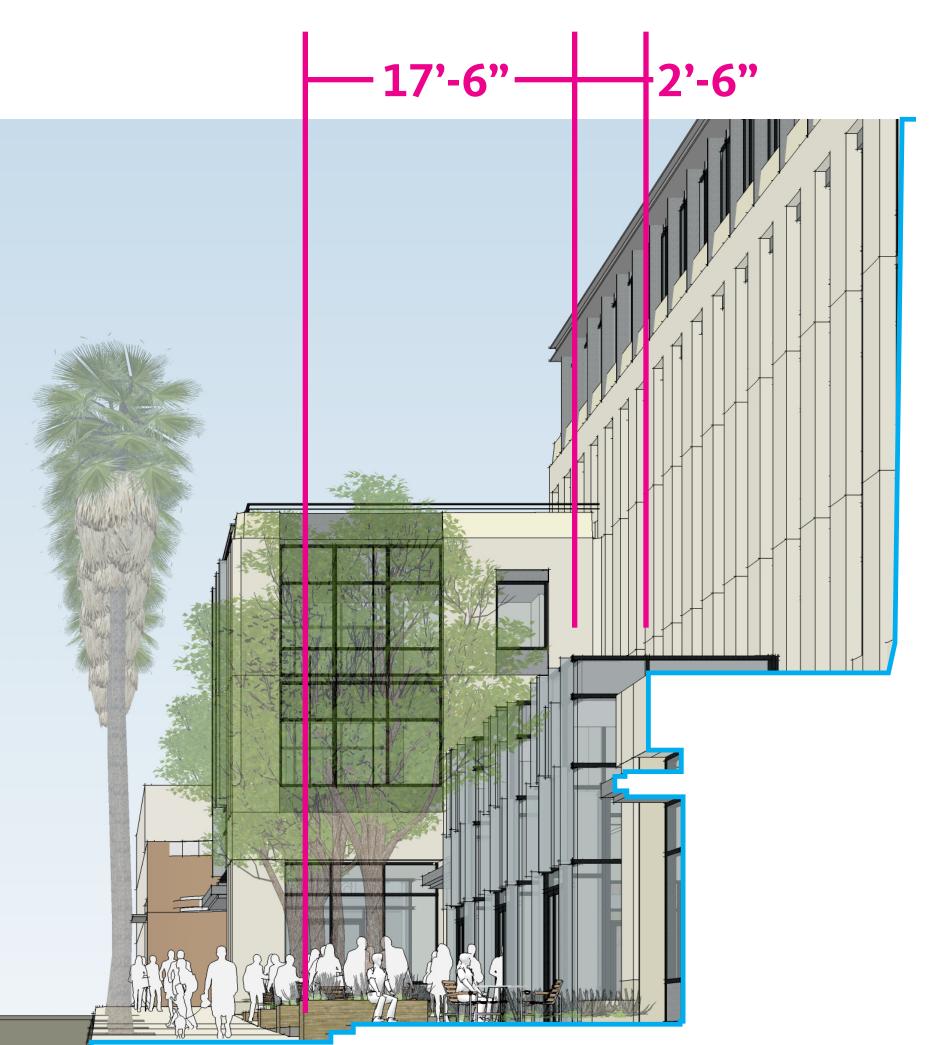
ITEM #2: PROPOSED SCHEME **A2.05** April 26, 2010











 ITEM #2: PROPOSED SCHEME

 A2.06
 April 26, 2010









 ITEM #2: SOUTHWEST AERIAL

 A2.07
 April 26, 2010









 ITEM #2: NORTHWEST AERIAL

 A2.08
 April 26, 2010









ITEM #2: LOOKING EAST THROUGH THE PASEOA2.09April 26, 2010









ITEM #2: LOOKING NORTH ON EL MOLINOA2.10









 ITEM #2: COURTYARD VIEW

 A2.11
 April 26, 2010









ITEM #2: LOOKING SOUTH ON EL MOLINOA2.12April 26, 2010



ITEM #3

Study further the following recommendations from staff: a. Further refine the terminus of the corner tower on Colorado and El Molino to insure the specifications for glazing, finish details, and locations for preliminary signage are well resolved for final design review. Specialty lighting should also be considered for this portion of the project.

Further study the more heavily glazed area over the entrance to the covered paseo on El Molino to better align the design of this building feature with the glazed b. tower on Colorado and El Molino. Possibly slightly cantilevering this element to create a glazed volume—or a similar treatment which responds to the corner—would unite these features aesthetically.

Restudy the connection of the tower on Colorado and the adjoining taller mass of the 5-story building module on El Molino to insure there is a unique architectural response to the intersection of these two different volumes.

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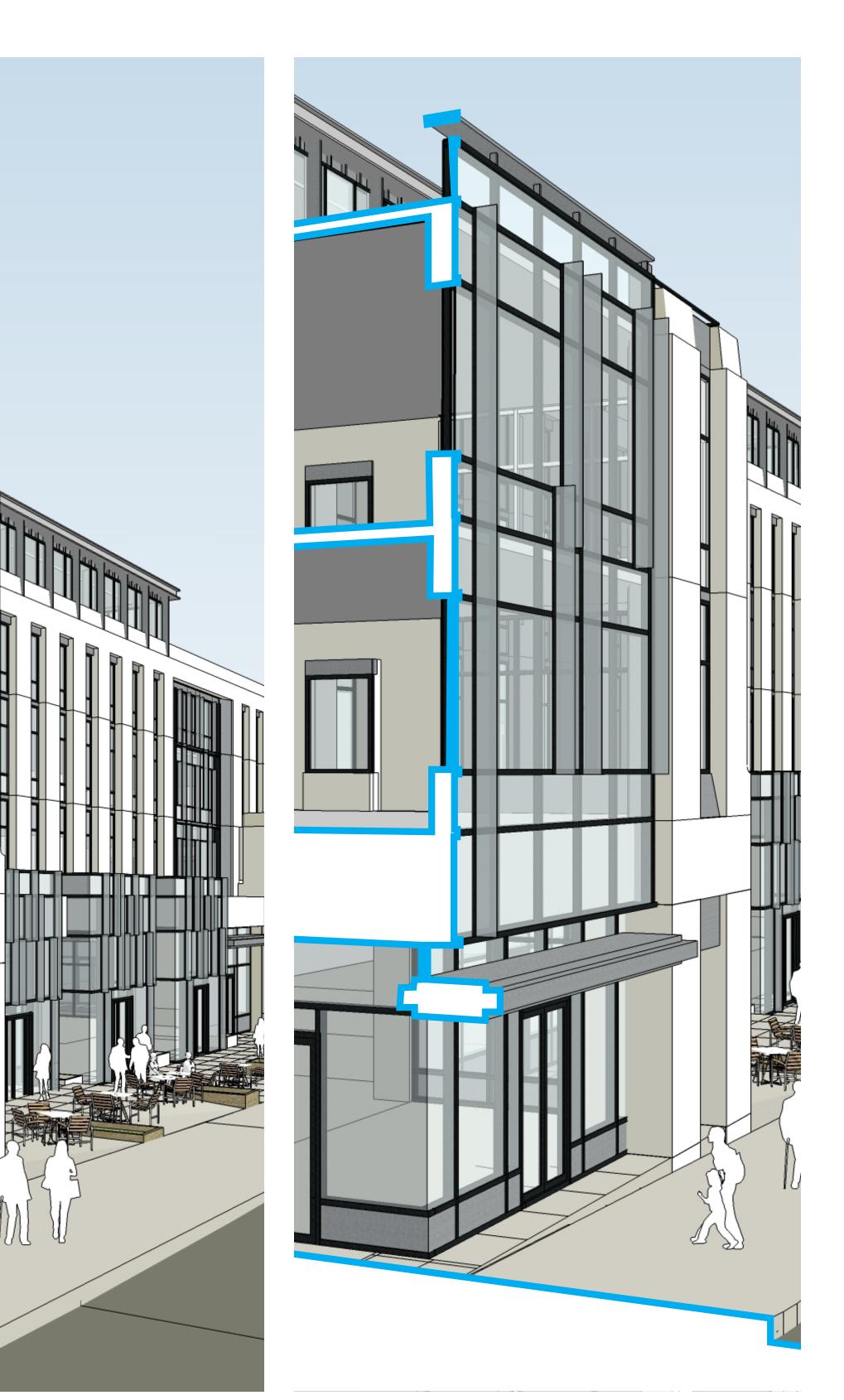
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MOTIONS ADOPTED BY DESIGN COMMISSION, APRIL 12, 2010 **A3.0** April 26, 2010









CORNER TOWER ARTICULATION

ITEM #3a

To further refine the terminus of the corner tower on Colorado and El Molino to insure the specifications for glazing, finish details, and locations for preliminary signage are well resolved for final design review. Specialty lighting should also be considered for this portion of the project.











GLAZING ABOVE PASEO



Further study the more heavily glazed area over the entrance to the covered paseo on El Molino to better align the design of this building feature with the glazed tower on Colorado and El Molino. Possibly slightly cantilevering this element to create a glazing volume- or a similar treatment which responds to the corner-would unite these features aesthetically.





ITEM #3b







CORNER TOWER

05.7005.000



ITEM #3c

Restudy the connection of the tower on Colorado and the adjoining taller mass of the 5-story building module on El Molino to insure there is a unique architectural response to the intersection of these two different volumes.









BUILDING INTERSECTION

ITEM #3d

Restudy the lower building module at the southern edge of the site on El Molino and how it engages the taller, rear office building module to the east and the architectural response or relief that could occur at the intersection of the two volumes.



ITEM #3f

Intent:

Continue study for possible shifts in materiality to visually break-down the mass of the building and refine of the overall design premise. Materiality studies should include retail bulkheads and base course materiality as well as spandrel elements within the glazing system for the structure.

Coloration:

Generally, color is used widely throughout the district, more pervasively in smaller structures but also found in larger scaled structures like the Trio and the Archstone residential projects. Other significant structures such as the Pasadena Playhouse, Arcade Lane and the Bank of the West incorporate more neutral color pallets of off-whites, warm grays and tans. Coloration varies greatly in the district, but without exception, all fall into the category of warm colors. Within the district, approximately 50% of the surfaces utilize color and 50% more neutral tones.

Objective:

With the diverse use of color in the district, our primary objective is to unify, our approach is to incorporate a neutral pallet of material and coloration compatible with its diverse surroundings. Because of its close proximity to the Pasadena Playhouse and Arcade Lane, the objective from a coloration standpoint, is to be respectful to both. The coloration of the proposed building will be of a neutral hue with a slightly darker value than its historic neighbors. The darker hue will diminish the buildings overall scale, allowing it to recede, enhancing the prominence of the historic structures.

Contrast:

In addition to color, an important aspect found in the buildings within the district is contrast. Through the use of color and material, there exists a consistent theme of highly contrasting material palates, in lieu of equal valued monochromatic pallets. The highly contrasting materials and color are used to differentiate, create variation and punctuate architectural features such as window openings, wainscots, canopies, railings and decorative elements.

Objective:

In a similar approach to its surrounding neighbors, Playhouse Plaza adds richness and character through the use of a contrasting material pallet. The contrasting materials are used to accentuate the buildings prominent features, enhance overall material quality and establish a unique image and identity.

Material Quality

With few exceptions, exterior plaster is used widely as a primary surface of the structures found within the district. Historic structures such as the Pasadena Playhouse and Arcade Lane use the material in manner that characterizes the era in which they were built. Likely built as masonry structures, plaster was applied as a finishing surface to the rigid masonry structures resulting in a more monolithic appearance. True "Bearing Wall" buildings result in an architectural character defined by solidity, depth and permanence. More recently built structures using modern construction methodologies, utilize exterior plaster as a sheathing material over metal or wood framing, requiring control joints, resulting in a contemporary, but in some ways, a less permanent appearance. Accenting materials such as stone, tile, brick and metal are used extensively to enrich the overall material palate and enhance material quality. • The primary surface of the new building will incorporate pre-cast architectural concrete panels or similar GFRC (Glass Fiber Reinforced Concrete) panels. The panels will be of

a natural concrete finish, with a light warm grey integral color.

• To comply with current energy codes, the glazing will be high performance IG (insulated glass) units, allowing for high level of transparency and lower reflectivity. Gray substrate will be used to neutrally accent the building.

- All office glazing and storefronts will incorporate extruded aluminum frames with high performance coatings.



I D S

REAL ESTATE GROUP

• All architectural roof elements, trellises and retail canopies will be constructed of high quality architectural zinc coated metal panels. • At the ground floor base, dimensional stone wainscots and accents will be utilized to enhance the quality and durability of the pedestrian experience.

Gensler

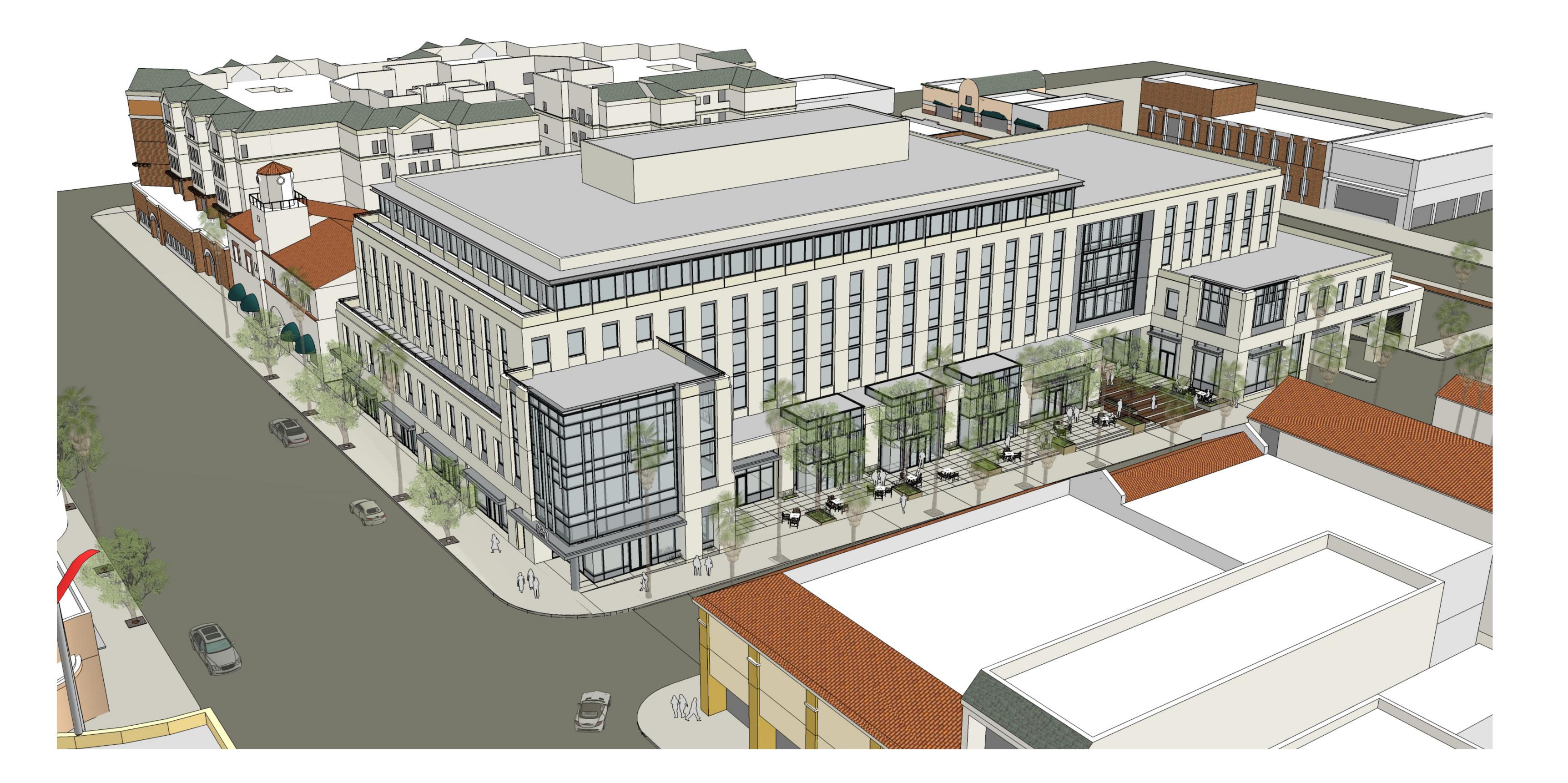
RECOMMENDED SCHEME





RECOMMENDED SCHEMEA4.00April 26, 2010











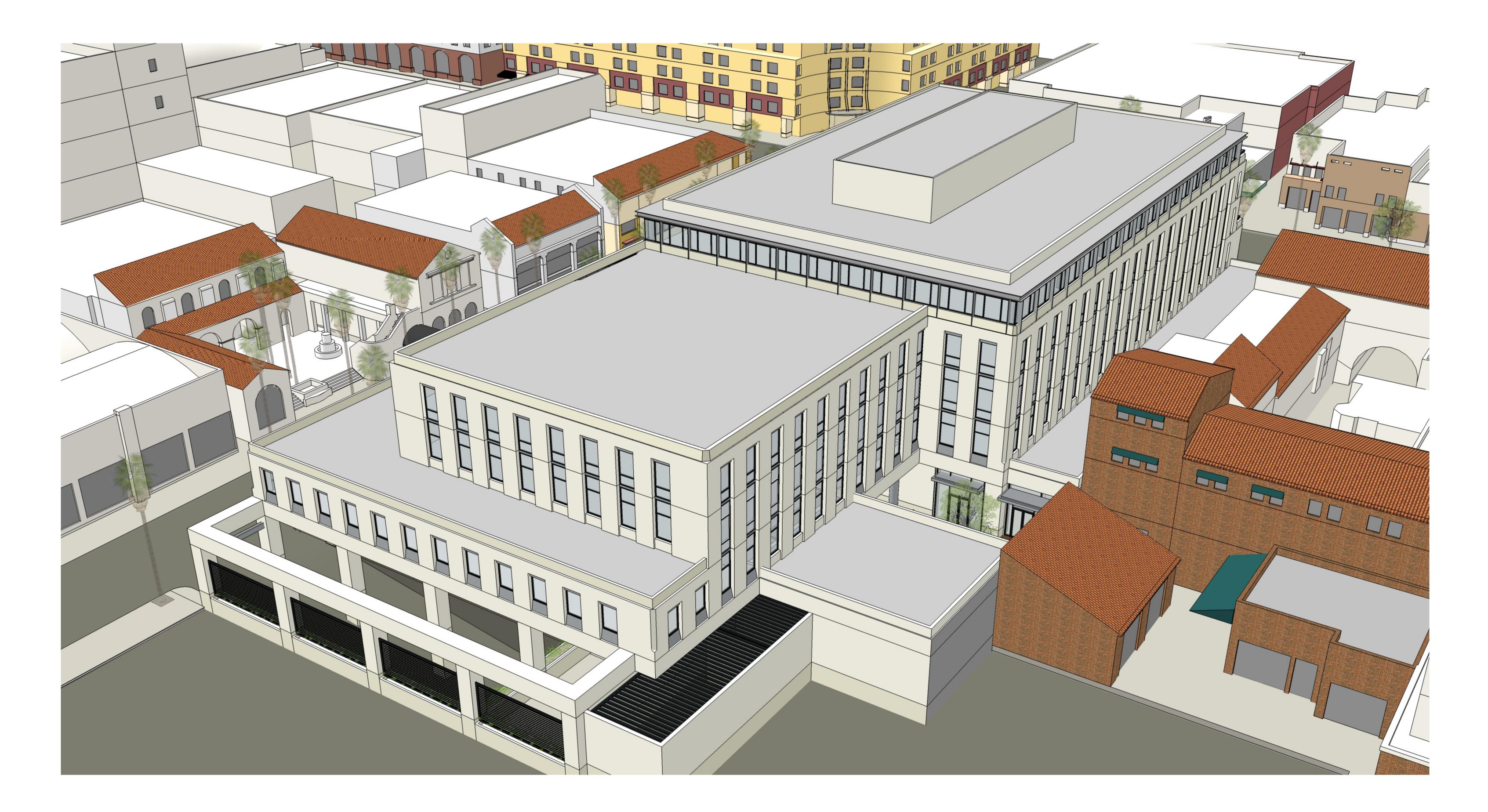






SOUTHWEST AERIAL A4.02 April 26, 2010



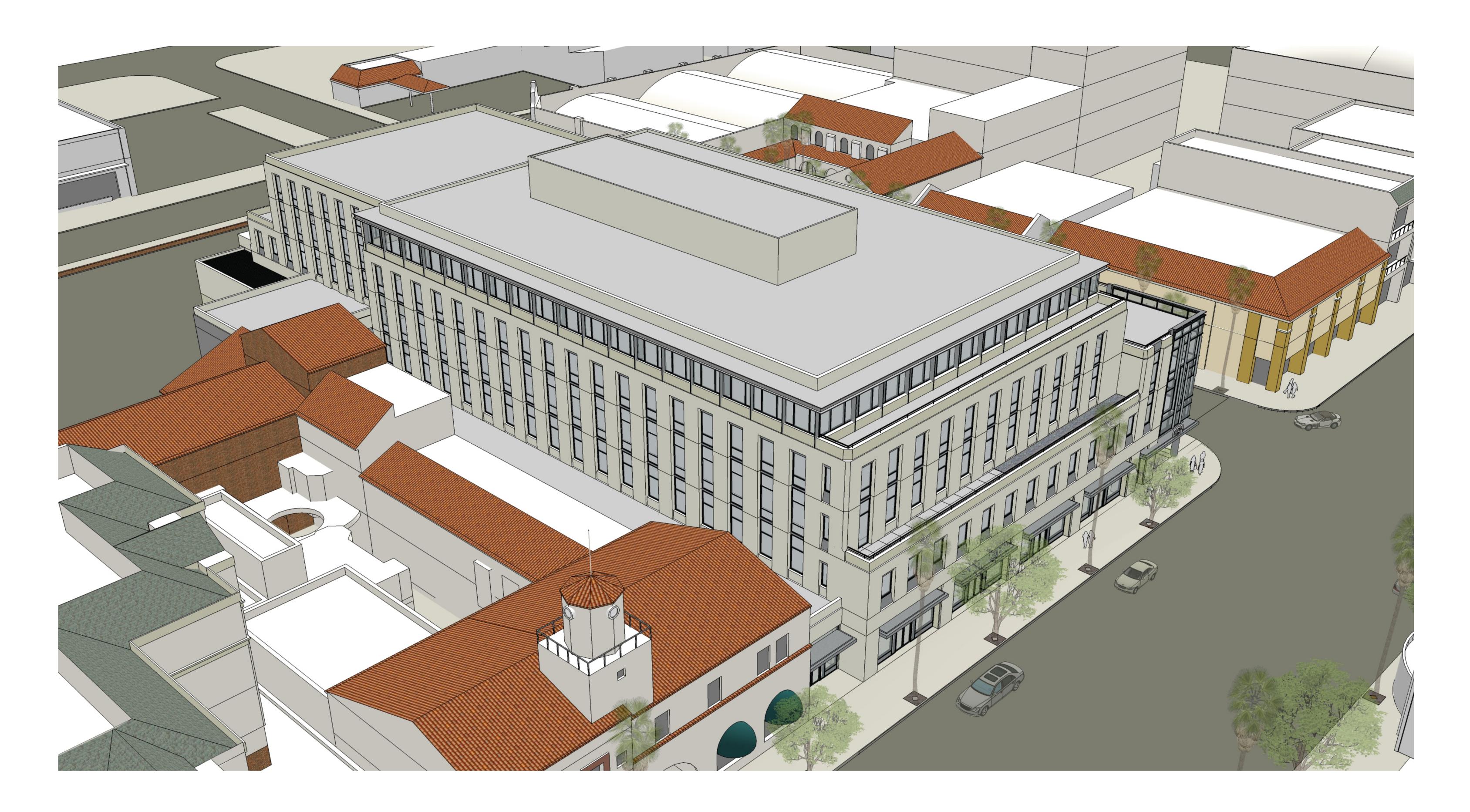






SOUTHEAST AERIAL A4.03 April 26, 2010









 NORTHEAST AERIAL

 A4.04
 April 26, 2010









LOOKING WEST ALONG COLORADOA4.05April 26, 2010









CORNER OF COLORADO AND EL MOLINOA4.06April 26, 2010









LOOKING EAST THROUGH THE PASEOA4.07April 26, 2010









LOOKING NORTH ON EL MOLINOA4.08April 26, 2010



IDS - CALSTRS PLAYHOUSE PLAZA PROJECT	17.30.030
	ALLOWED
OWNER / APPLICANT CONTACT INFORMATION	ZONE 1 75' (90')
DAVID SAETA	ZONE 2 50' (60')
	ZONE 3 35'
IDS REAL ESTATE GROUP	
515 S. FIGUEROA STREET	BUILDING STORIES: 5
LOS ANGELES	UBC BUILDING TYPE: 2A
SITE LOCATION: 680 E COLORADO BLVD	UBC OCCUPANCY GRC B, A-3, M, S-2
SITE LOCATION. 000 E COLORADO BLVD	
	LOADING
ZONE: CD-4	17.46.260 REQUIRED PROVIDED
<u>ZUNE.</u> <u>CD-4</u>	1/40,000 SF OFFICE BUILDING 4 2
LOT AREA: 57,762 SF	COMMERCIAL USE 8,000 SF TO 20,000 SF 1
EXISTING BUILDING TO BE DEMOLISHED 36,391 SF	PARKING CALCULATIONS
	(BASED ON 17.30.030B)
FLOOR AREA/ FAR: 17.30.040	EXISTING PROJECT PARKING SPACES TO BE DEMOLISHED 45
INCL.10%	
DENSITY	NEW PARKING 17.30.040 REQUIRED
BONUS	OFFICE 2.25/1,000 SF (INCL. TOD) 145,422 SF 328 DETAIL 2.7/4,000 SF (INCL. TOD) 14,407 SE 20
17.30.050C	RETAIL 2.7/1,000 SF (INCL. TOD) 14,407 SF 39 TOTAL DECLUDED (MAX_ALLOW/ED # OF STALLS) 207
ZONE 1, FAR 3.0 170.75' x 175' x 3.0 = 89,644 SF 98,608 SF	TOTAL REQUIRED/MAX. ALLOWED # OF STALLS 367
ZONE 2, FAR 2.0 109.3' x 175' x 2.0 = 38,255 SF 42,081 SF	17.50.240 Transit Oriented Development (TOD)
ZONE 3, FAR 2.0 60' x 145' x 2.0 = 17,400 SF 19,140 SF	<u>17.50.340 - Transit-Oriented Development (TOD)</u>
145,299 SF 159,829 SF	25% OFFICE TOD REDUCTION 17.50.340D1a
	10% OTHER NON RESID.TOD REDUCTION 17.50.340D1b (RETAIL)
GROSS FLOOR	PUBLIC PARKING SPACES/ COMMERCIAL OFF-STREET PARKING 155
Proposed Floor Area AREA	17.50.340 D2a. 522
1st FLOOR 34,429 SF	17.30.340 DZa.
2nd FLOOR 38,777 SF	PROVIDED PARKING:
3rd FLOOR 33,362 SF	
4th FLOOR 31,804 SF	P1 INCL. 11 ADA STALLS (2% OF TOTAL) 65
5th FLOOR 21,457 SF	P2 98
ROOF 0 SF	P3
	P4 99
TOTAL PROPOSED GROSS FLOOR AREA 159,829 SF	P5
	P6 62
FLOOR AREA PROVIDED:	522
	ALL PARKING PROVIDED IS LOCATED BELOW GROUND.
50% OF STREET FRONT FOR PEDESTRIAN ORIENTATED USE 14,407 SF	
OFFICE: APPROX. 145,422 SF	PARKING GARAGE FLOOR AREA
159,829 SF	
	P1 38,380 SF
BUILDING FOOTPRINT:34,429 SF60%	P2 36,073 SF
SITE AREA COVERED: 44,633 SF 77%	P3 36,073 SF
LANDSCAPE AREA: 1,758 SF 3%	P4 36,171 SF
PAVED AREAS: 8,446 SF 15%	P5 36,171 SF
	P6 23,243 SF
BUILDING HEIGHT	20,243 ST 206,109 SF

DS - CALSTRS PLAY	HOUSE PLAZA PROJECT			17.30.030			
					ALLOWED		
WINER / APPLICANT	CONTACT INFORMATION			ZONE 1	75' (90')		
AVID SAETA				ZONE 2	50' (60')		
S REAL ESTATE GF				ZONE 3	35'		
15 S. FIGUEROA STE OS ANGELES				BUILDING STOR			
JS ANGELES				UBC BUILDING T			
TE LOCATION:	680 E COLORADO BLVD			UBC OCCUPANC	CY GRC B, A-3, M, S-2		
L LOOATION.							
				LOADING			
NE:	CD-4			17.46.260		REQUIRED	PROVI
				1/40,000 SF OFF		4	2
T AREA:	57,762 SF			COMMERCIAL U	SE 8,000 SF TO 20,000 SF	1	
· / · · · · · · · · · · · · · · · · · ·							
ISTING BUILDING T	TO BE DEMOLISHED 36,391 SF			PARKING CALC			
	,			(BASED ON 17.3)	,		
OOR AREA/ FAR: 1	17.30.040				ROJECT PARKING SPACES TO BE D		
		IN	CL.10%	NEW PARKING 1	7 30 0/0		REQUIRE
		DI	ENSITY	OFFICE	2.25/1,000 SF (INCL. TOD)	145,422 SF	
			BONUS	RETAIL	2.7/1,000 SF (INCL. TOD)	14,407 SF	
		17.3	30.050C		ED/MAX. ALLOWED # OF STALLS	14,407 01	
NE 1, FAR 3.0	170.75' x 175' x 3.0 =	89,644 SF 98	,608 SF				
NE 2, FAR 2.0	109.3' x 175' x 2.0 =	38,255 SF 42	,081 SF	17 50 340 - Trans	it-Oriented Development (TOD)		
ONE 3, FAR 2.0	60' x 145' x 2.0 =	17,400 SF 19	,140 SF		D REDUCTION 17.50.340D1a		
		145,299 SF 159	,829 SF		N RESID.TOD REDUCTION 17.50.340	D1h (RETAIL)	
		GROSS FL	OOR	PUBLIC PARKING	G SPACES/ COMMERCIAL OFF-STRE	FT PARKING	
oposed Floor Area		AREA		17.50.340 D2a.			
FLOOR		34	,429 SF				
d FLOOR			,777 SF	PROVIDED PAR	KING:		
FLOOR			,362 SF	<u></u>			
FLOOR		31	,804 SF	P1	INCL. 11 ADA STALLS (2% OF	TOTAL)	
n FLOOR		21	,457 SF	P2			
OF			0 SF	P3			
				P4			
TAL PROPOSED G	ROSS FLOOR AREA	159	,829 SF	P5			
				P6			
OOR AREA PROVIE	JED:						
			407.05	ALL PARKING PR	ROVIDED IS LOCATED BELOW GROU	JND.	
	NT FOR PEDESTRIAN ORIENTATED		,407 SF				
FICE:	APP		,422 SF	PARKING GARAG	<u>GE FLOOR AREA</u>		
		159	,829 SF				
	T 04 400 05	000/		P1			38
	,	60%		P2			36
E AREA COVERED		77%		P3			36
NDSCAPE AREA:	1,758 SF	3%		P4			36
VED AREAS:	8,446 SF	15%		P5			36
				P6			23
JILDING HEIGHT							206

IDS - CALSTRS PLA	YHOUSE PLAZA PROJECT			17.30.030	
	IT CONTACT INFORMATION			ALLOWED	
				ZONE 1 75' (90')	
DAVID SAETA			<u> </u>	ZONE 2 50' (60')	
IDS REAL ESTATE G				ZONE 3 35'	
515 S. FIGUEROA S ⁻ LOS ANGELES	IRELI			BUILDING STORIES: 5	
LUS ANGELES				UBC BUILDING TYPE: 2A	
SITE LOCATION:				UBC OCCUPANCY GRC B, A-3, M, S-2	
DITE LOCATION.	680 E COLORADO BLVD				
			<u> </u>	LOADING	
ONE:	CD-4			17.46.260 REQUIRED	PROVIDED
UNE.	CD-4			1/40,000 SF OFFICE BUILDING 4	2
	E7 762 0F			COMMERCIAL USE 8,000 SF TO 20,000 SF 1	L
OT AREA:	57,762 SF				
		<u>с</u>		PARKING CALCULATIONS	
	TO BE DEMOLISHED 36,391 SI	Γ		(BASED ON 17.30.030B)	
	47 20 040			EXISTING PROJECT PARKING SPACES TO BE DEMOLISHED	
LOOR AREA/ FAR:	17.30.040		INCL.10%		
				NEW PARKING 17.30.040	REQUIRED
			DENSITY	OFFICE 2.25/1,000 SF (INCL. TOD) 145,422 SF	
			BONUS	RETAIL 2.7/1,000 SF (INCL. TOD) 14,407 SF	
			17.30.050C	TOTAL REQUIRED/MAX. ALLOWED # OF STALLS	
ONE 1, FAR 3.0	170.75' x 175' x 3.0 =	89,644 SF	98,608 SF		
ZONE 2, FAR 2.0	109.3' x 175' x 2.0 =	38,255 SF	42,081 SF	17.50.340 - Transit-Oriented Development (TOD)	
ZONE 3, FAR 2.0	60' x 145' x 2.0 =	17,400 SF	19,140 SF	25% OFFICE TOD REDUCTION 17.50.340D1a	
		145,299 SF	159,829 SF	10% OTHER NON RESID.TOD REDUCTION 17.50.340D1b (RETAIL)	
			ROSS FLOOR	PUBLIC PARKING SPACES/ COMMERCIAL OFF-STREET PARKING	-
Proposed Floor Area		AR		17.50.340 D2a.	Ę
Ist FLOOR			34,429 SF		
2nd FLOOR			38,777 SF	PROVIDED PARKING:	
Brd FLOOR			33,362 SF		
Ith FLOOR			31,804 SF	P1 INCL. 11 ADA STALLS (2% OF TOTAL)	
oth FLOOR			21,457 SF	P2	
ROOF			0 SF	P3	
				P4	
OTAL PROPOSED	GROSS FLOOR AREA		159,829 SF	P5	
			· · · ·		
LOOR AREA PROV	IDED:				5
					ξ
50% OF STREET FR	ONT FOR PEDESTRIAN ORIENTA	TED USE	14,407 SF	ALL PARKING PROVIDED IS LOCATED BELOW GROUND.	
OFFICE:		APPROX.	145,422 SF		
			159,829 SF	PARKING GARAGE FLOOR AREA	
			100,020 01		~~~~~
UILDING FOOTPRI	NT: 34,429 SF	60%		<u>P1</u>	38,380
BITE AREA COVERE	,			<u>P2</u>	36,073
	,			P3	36,073
ANDSCAPE AREA:	,			P4	36,171
PAVED AREAS:	8,446 SF	15%		P5	36,171
				P6	23,243
BUILDING HEIGHT					

50% OF STREET FRONT FOR PEDESTRIAN ORIENTATED USI	-
OFFICE: APPROX	ζ

IDS - CALSTRS PLAYHOUSE PLAZA PROJECT		17.30.030	
		ALLOWED	
OWNER / APPLICANT CONTACT INFORMATION	-	ZONE 1 75' (90')	
	-	ZONE 2 50' (60')	
AVID SAETA		ZONE 3 35'	
DS REAL ESTATE GROUP			
515 S. FIGUEROA STREET		BUILDING STORIES: 5	
LOS ANGELES		UBC BUILDING TYPE: 2A	
		UBC OCCUPANCY GRC B, A-3, M, S-2	
ITE LOCATION: 680 E COLORADO BLVD			
		LOADING	
		17.46.260 REQUIRED	PROVID
ONE: CD-4		1/40,000 SF OFFICE BUILDING 4	2
		COMMERCIAL USE 8,000 SF TO 20,000 SF 1	- Z
DT AREA: 57,762 SF			
		PARKING CALCULATIONS	
XISTING BUILDING TO BE DEMOLISHED 36,391 SF		(BASED ON 17.30.030B)	
		EXISTING PROJECT PARKING SPACES TO BE DEMOLISHED	
LOOR AREA/ FAR: 17.30.040			
	INCL.10%	NEW PARKING 17.30.040	REQUIRED
	DENSITY	OFFICE 2.25/1,000 SF (INCL. TOD) 145,422 SF	
	BONUS	RETAIL 2.7/1,000 SF (INCL. TOD) 14,407 SF	
	17.30.050C	TOTAL REQUIRED/MAX. ALLOWED # OF STALLS	
DNE 1, FAR 3.0 170.75' x 175' x 3.0 = 89,644 S	98,608 SF		
ONE 2, FAR 2.0 109.3' x 175' x 2.0 = 38,255 S	42,081 SF	17.50.340 - Transit-Oriented Development (TOD)	
ONE 3, FAR 2.0 60' x 145' x 2.0 = 17,400 S	19,140 SF	25% OFFICE TOD REDUCTION 17.50.340D1a	
145,299 S	159,829 SF	10% OTHER NON RESID.TOD REDUCTION 17.50.340D1b (RETAIL)	
	GROSS FLOOR	PUBLIC PARKING SPACES/ COMMERCIAL OFF-STREET PARKING	
Proposed Floor Area	AREA	17.50.340 D2a.	
st FLOOR	34,429 SF		
nd FLOOR	38,777 SF	PROVIDED PARKING:	
rd FLOOR	33,362 SF		
th FLOOR		P1 INCL. 11 ADA STALLS (2% OF TOTAL)	
h FLOOR	21,457 SF	P2	
OOF	0 SF	P3	
	-	P4	
OTAL PROPOSED GROSS FLOOR AREA	159,829 SF	P5	
	-	P6	
LOOR AREA PROVIDED:			
		ALL PARKING PROVIDED IS LOCATED BELOW GROUND.	
0% OF STREET FRONT FOR PEDESTRIAN ORIENTATED USE	14,407 SF		
APPROX.	145,422 SF	PARKING GARAGE FLOOR AREA	
	159,829 SF		
		P1	38,3
JILDING FOOTPRINT:34,429 SF60%	-	P2	36,0
	-	P3	36,
TE AREA COVERED: 44,633 SF 77%	-		36,
,		P4	UU.
ANDSCAPE AREA: 1,758 SF 3%	-	P4 P5	
ANDSCAPE AREA: 1,758 SF 3%		P4 P5 P6	36, ² 23,2





ZONING CALCULATIONS A4.09 April 26, 2010



	EXISTING PARKING	EXISTING PARKING	
	LOT	LOT	
		l	
PLAYHOUSE ALLEY		PLAYHOUSE ALLEY	

EXISTING PARKING LOT			
		PASADENA PLAYHOUSE	

EXISTING PARKING LOT	
	JACO







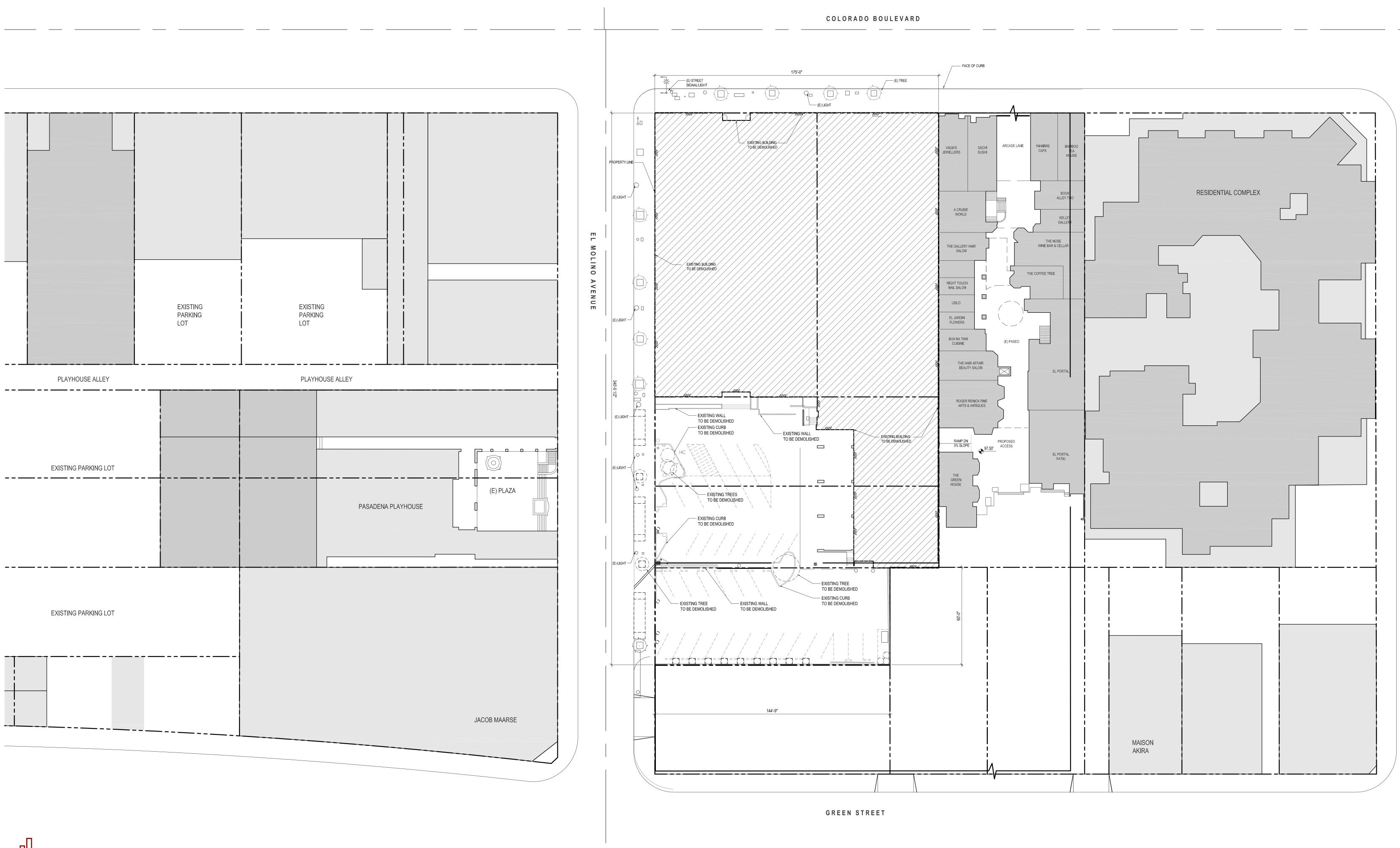
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0 10' 25'

50'

EXISTING SITE PLAN \uparrow **A4.10E** April 26, 2010

Gensler



680 East Colorado, Pasadena Ca. IDS REAL ESTATE GROUP



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DEMOLITION PLAN A4.10D April 26, 2010

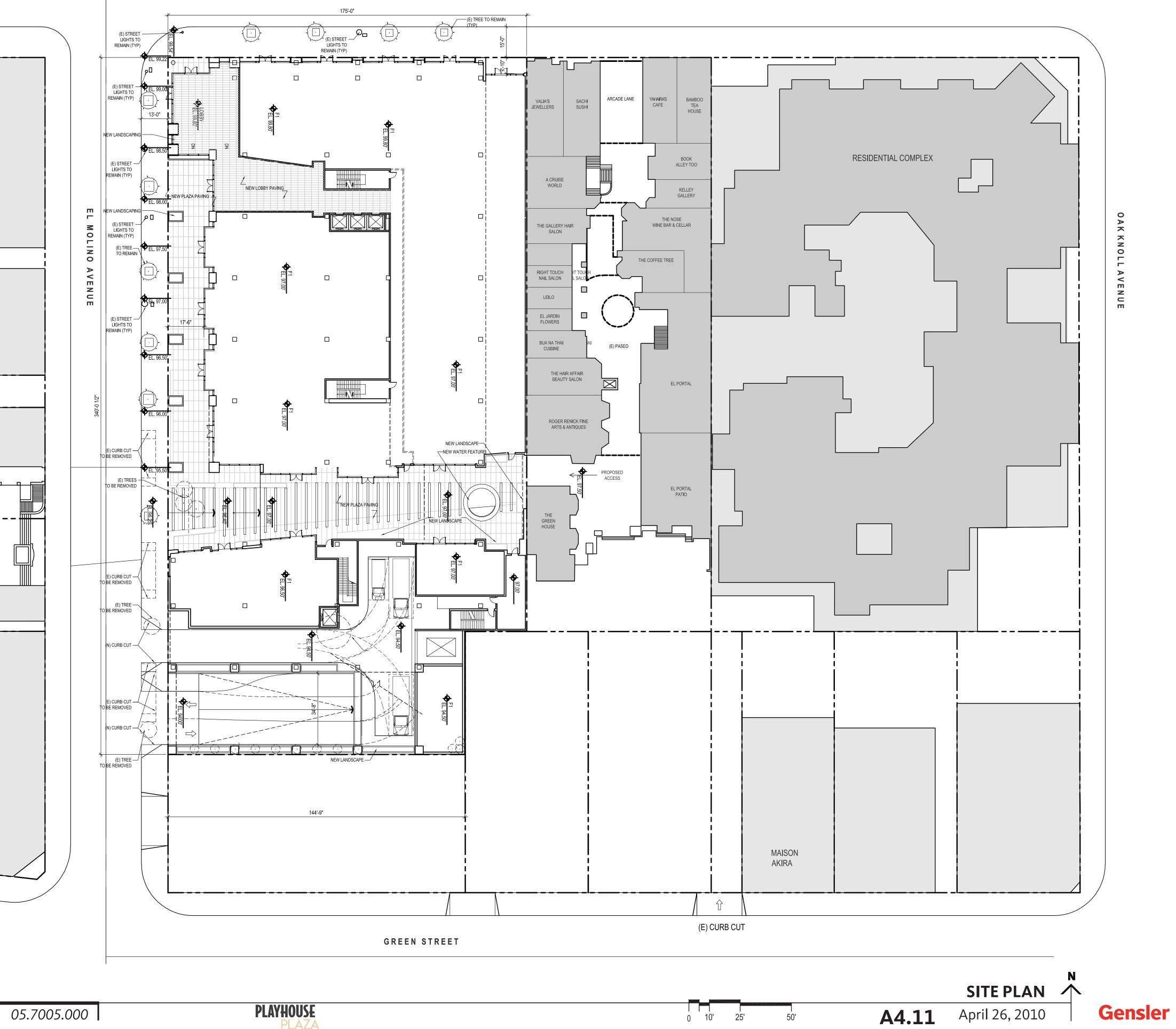


	EXISTING PARKING	EXISTING PARKING		
	LOT	LOT		
PLAYHOUSE ALLEY		PLAYHOUSE ALLE		
EXISTING PARKING LOT				
			PASADENA PLAYHOUSE	
EXISTING PARKING LOT				
				JACOB MAARSE

NOTE: REFER TO LANDSCAPE PLAN FOR

680 East Colorado, Pasadena Ca.

IDS REAL ESTATE GROUP







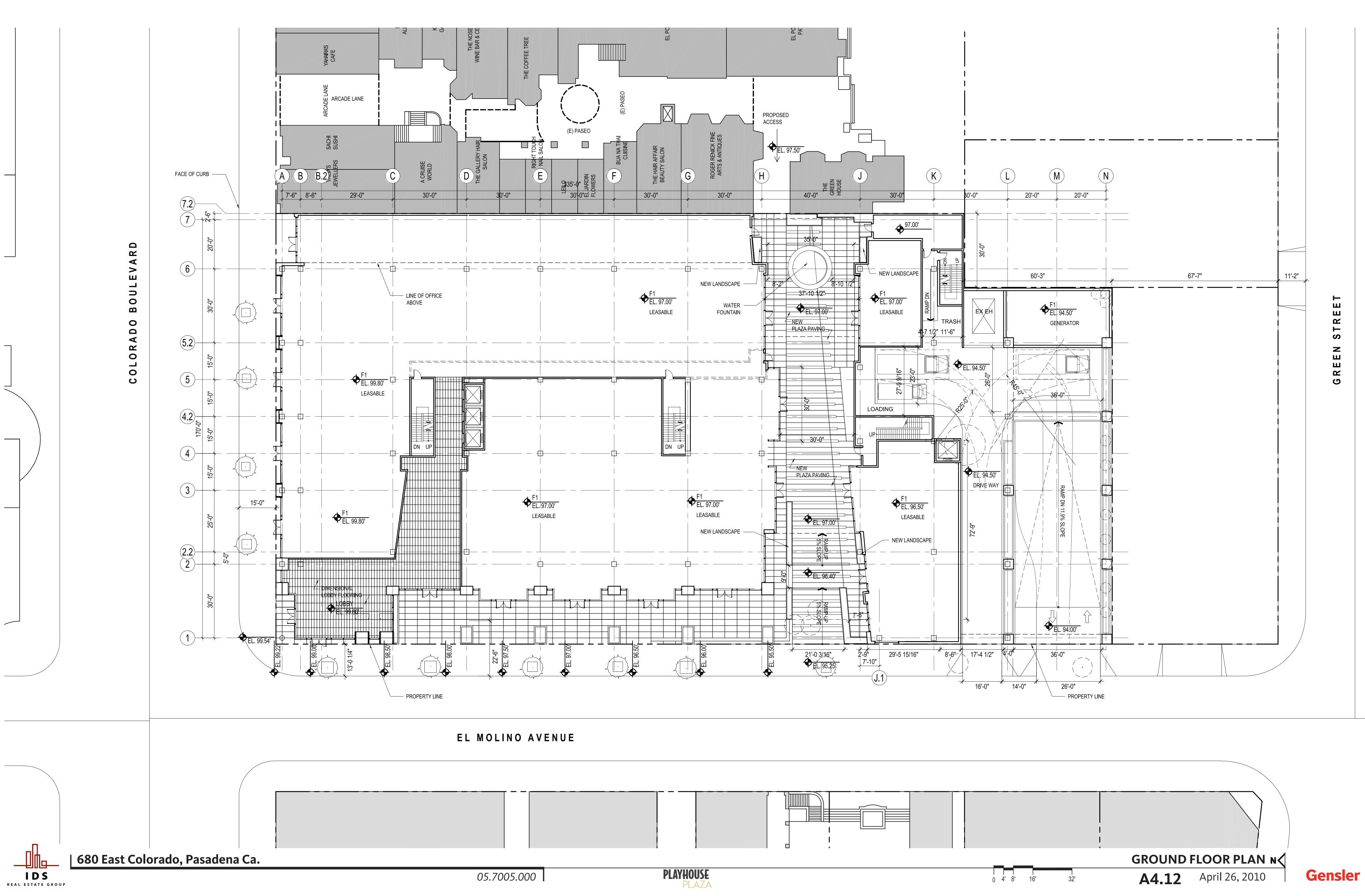




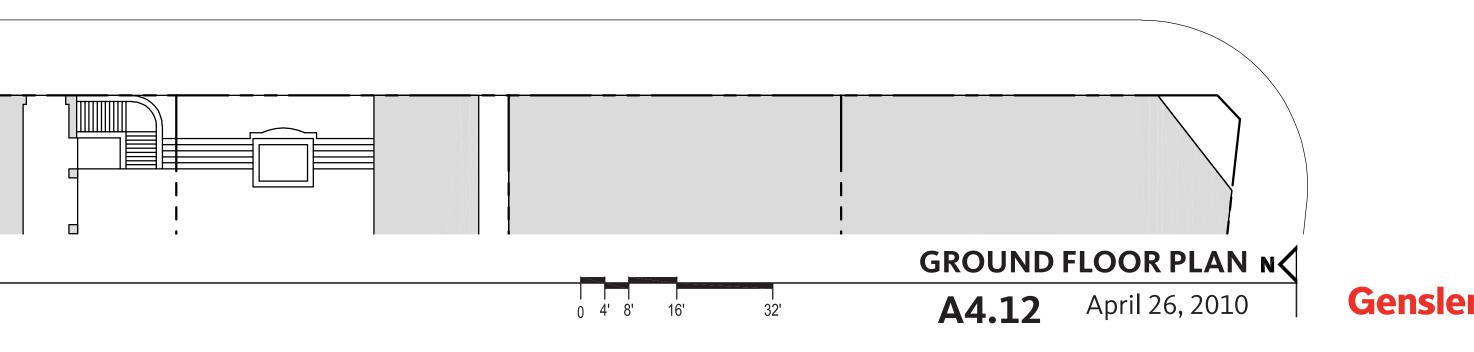
LANDSCAPE SITE PLAN

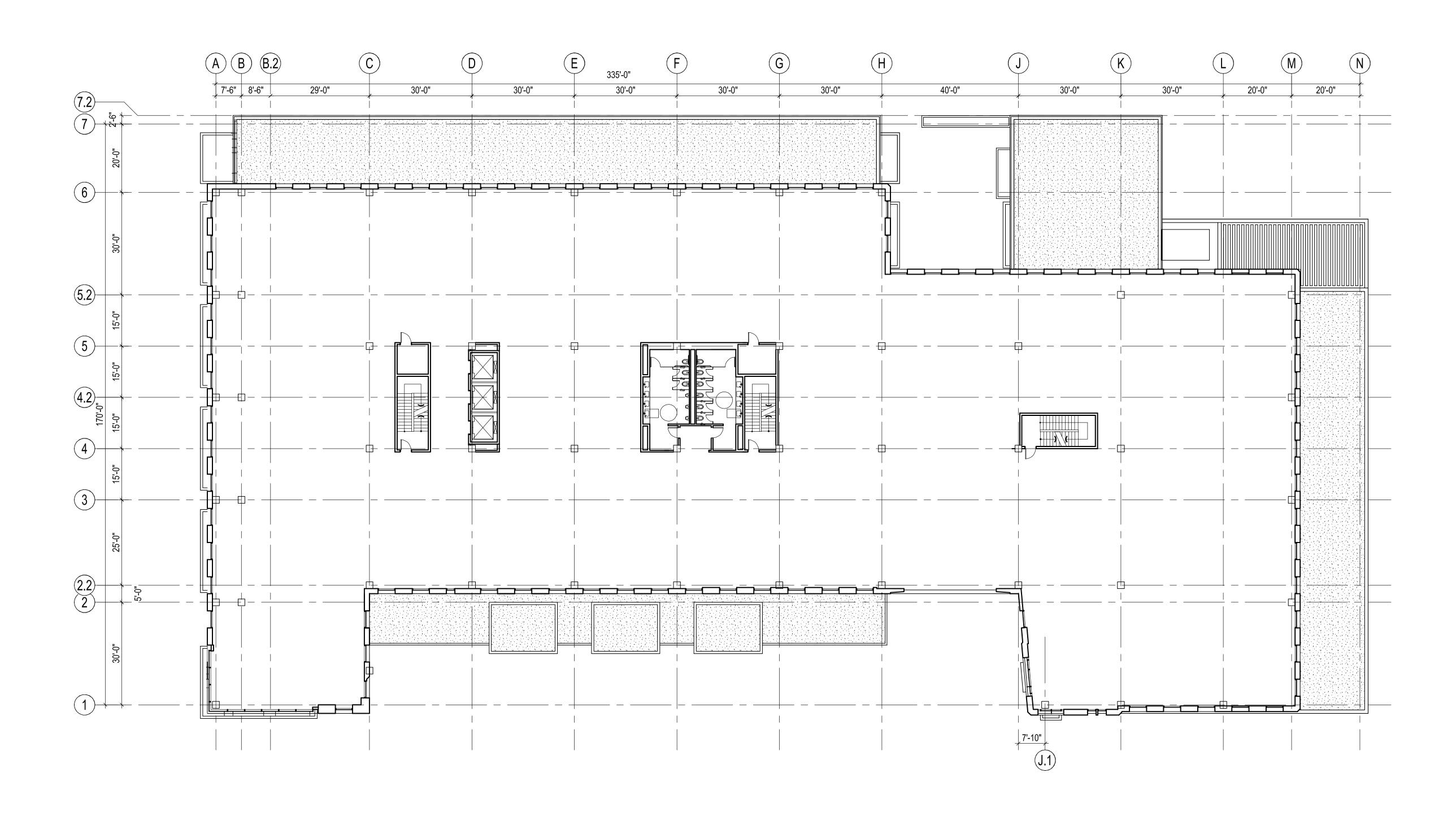
A4.11L April 26, 2010

Gensler









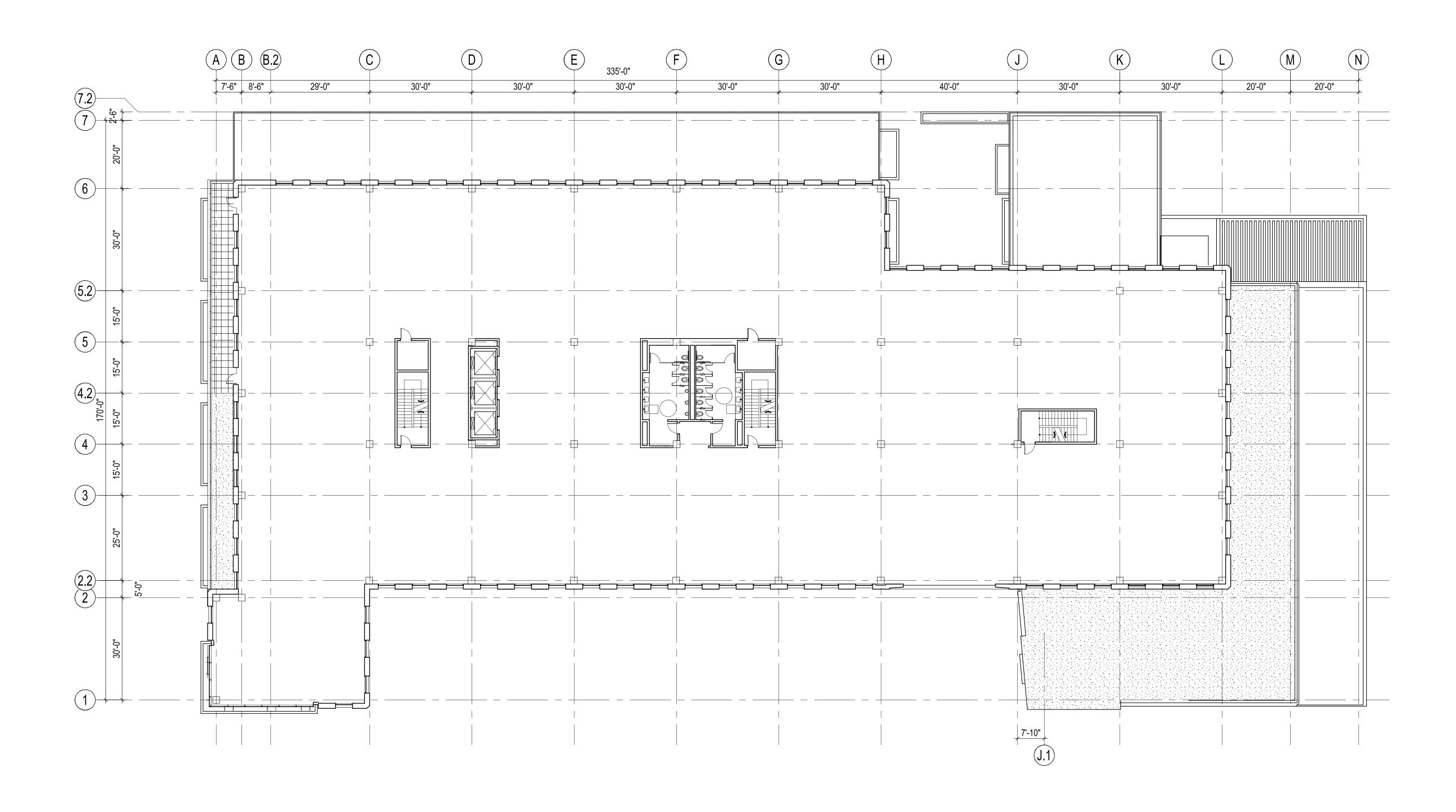
IDS REAL ESTATE GROUP







0 4' 8' 16'

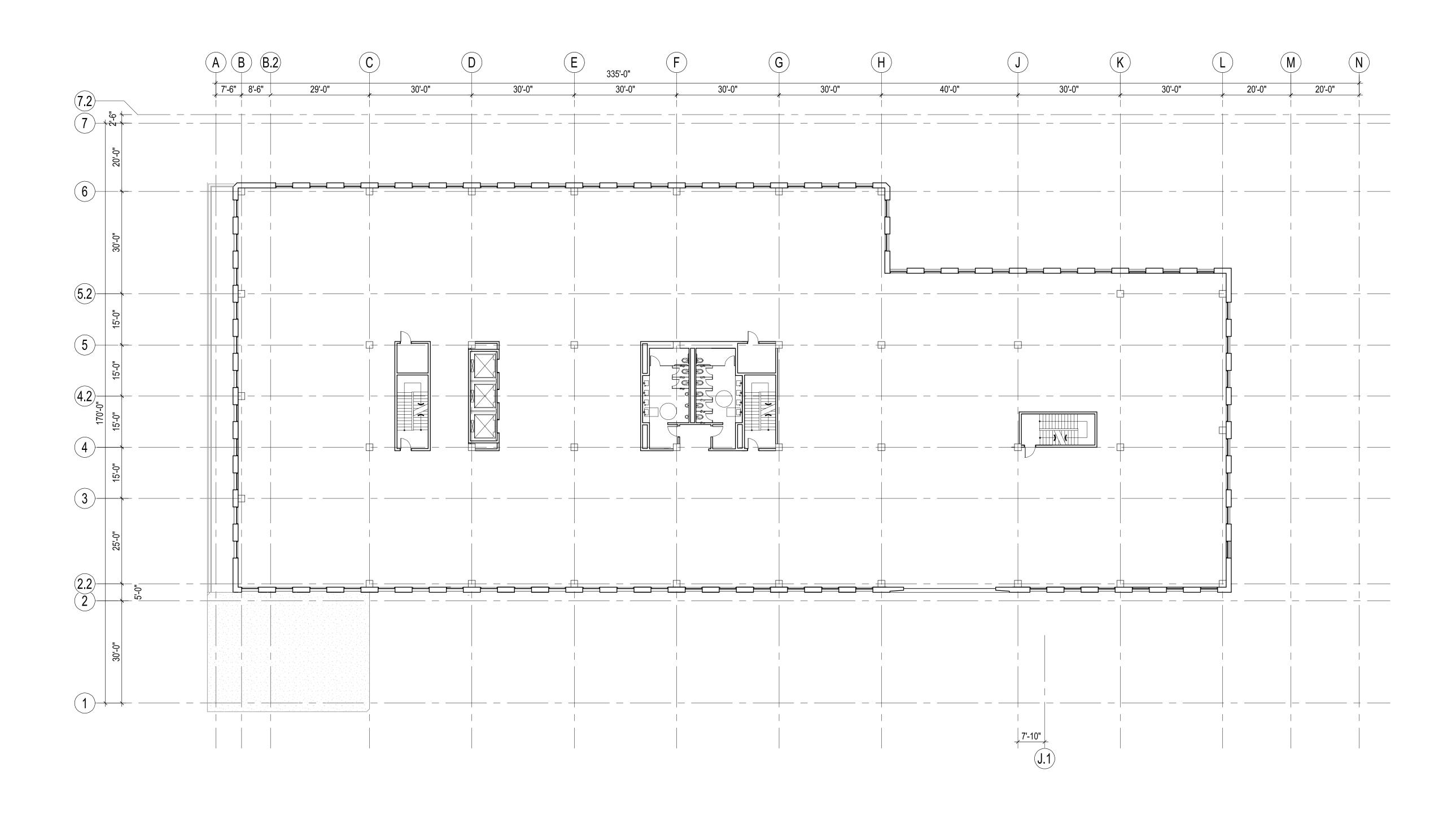












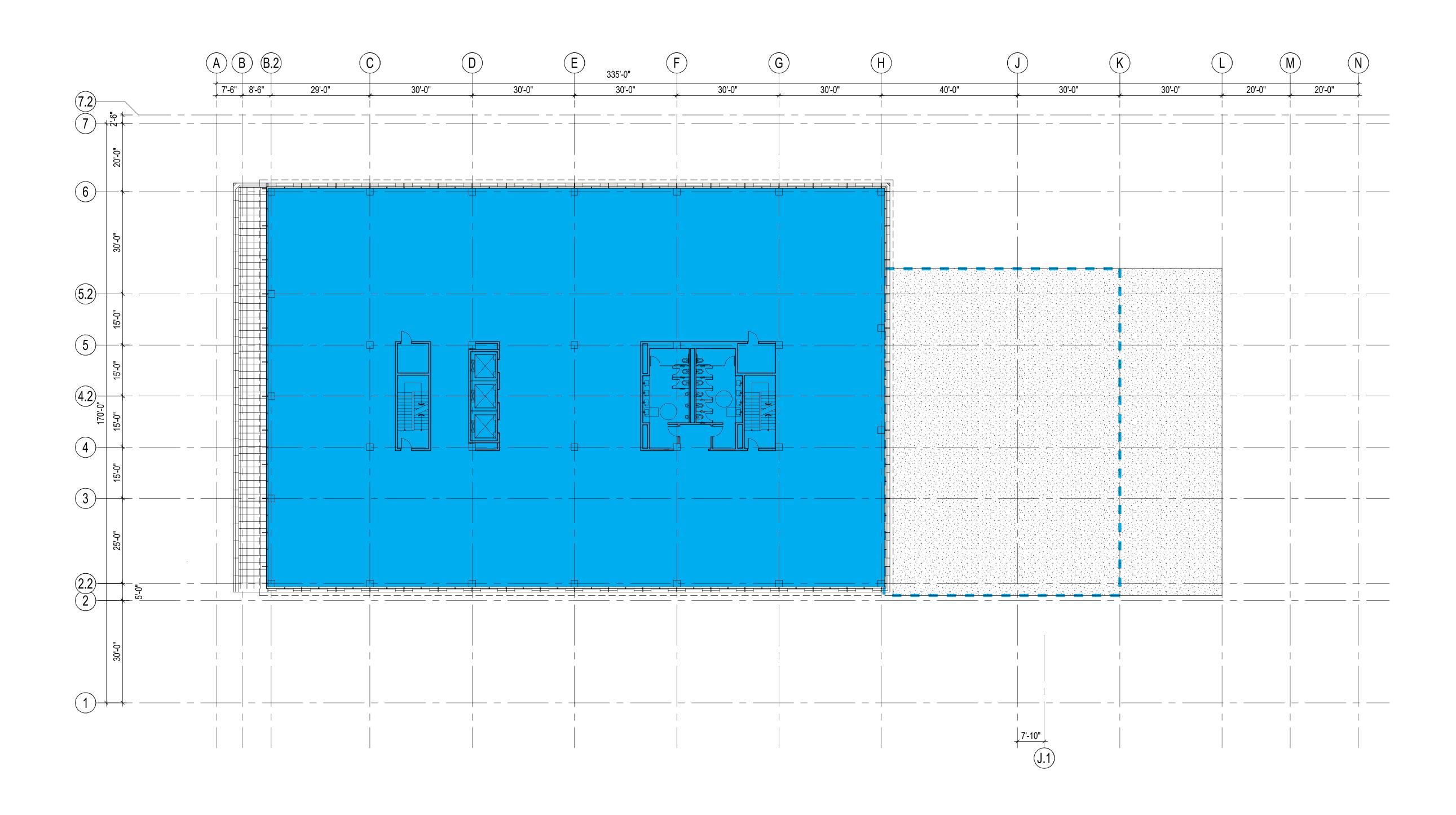








0 4' 8' 16'



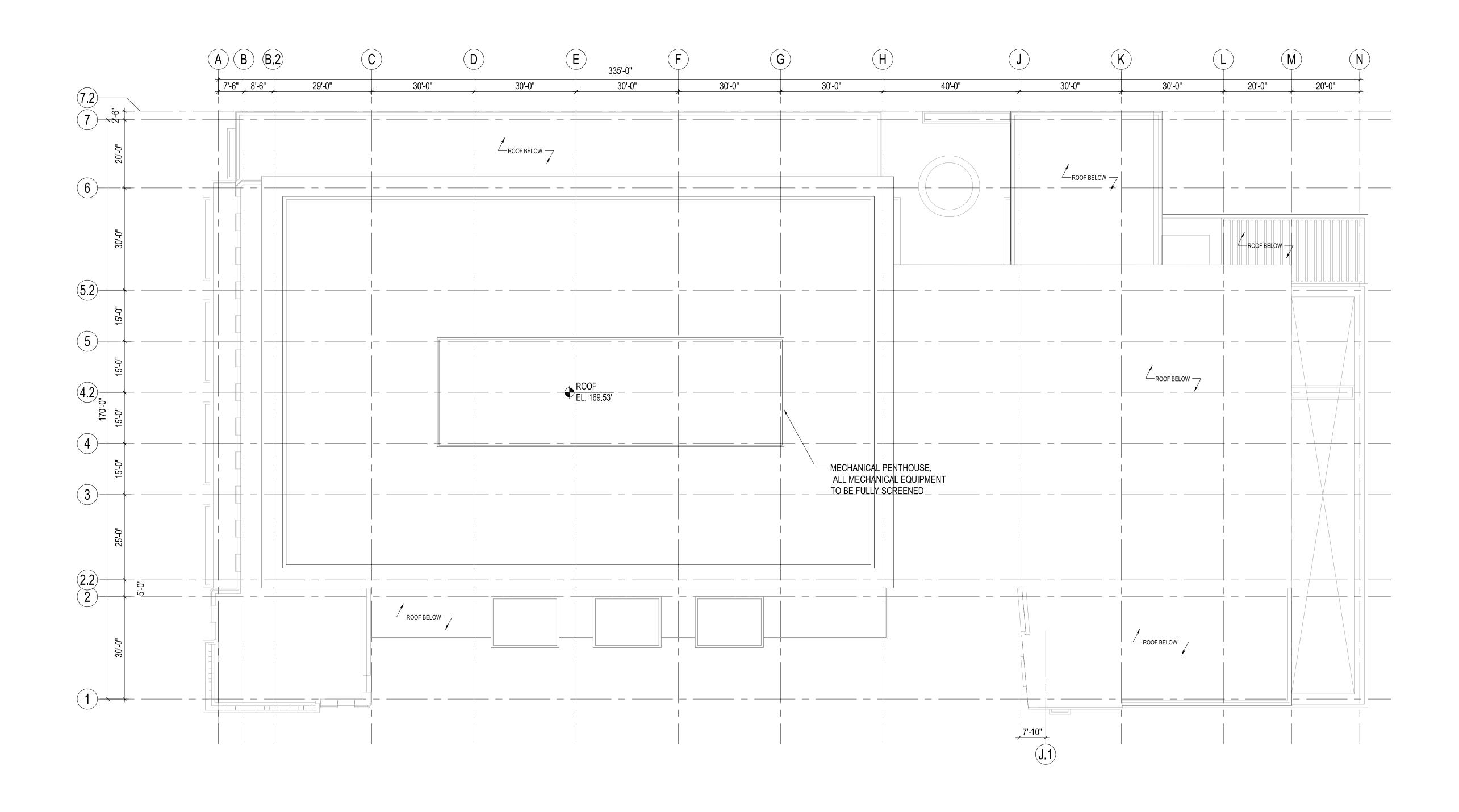








0 4' 8' 16'

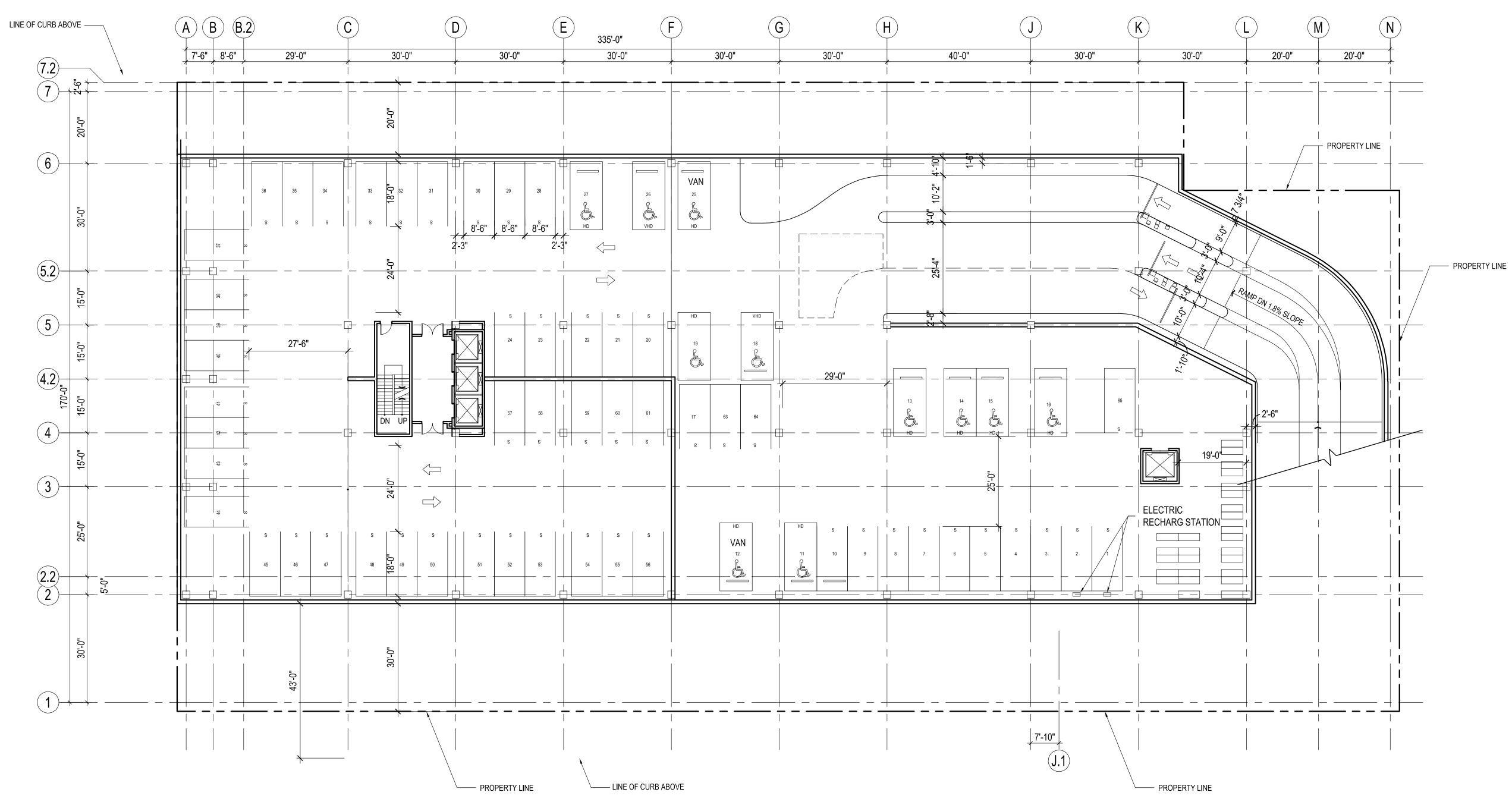


IDS REAL ESTATE GROUP





0 4' 8' 16'





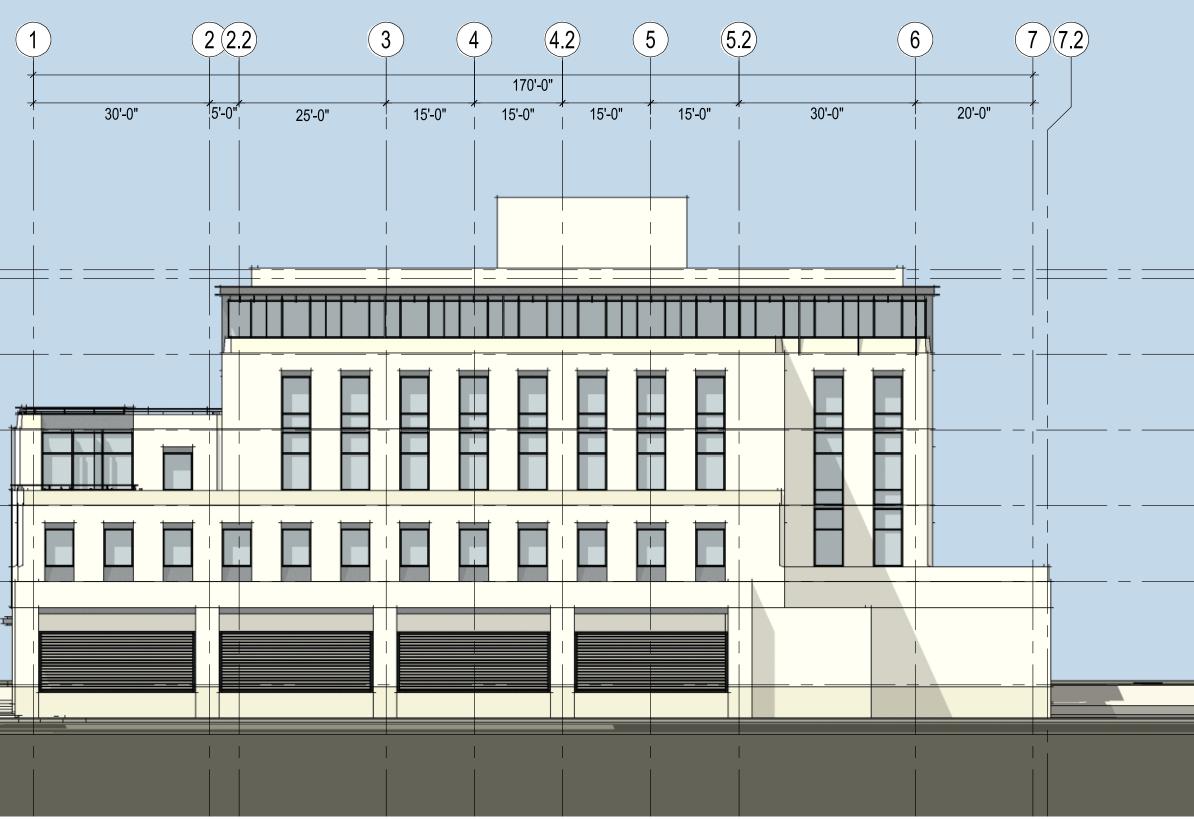




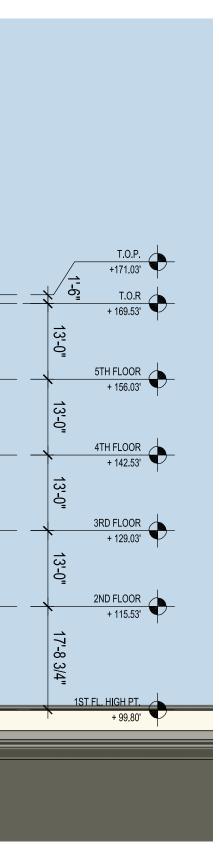








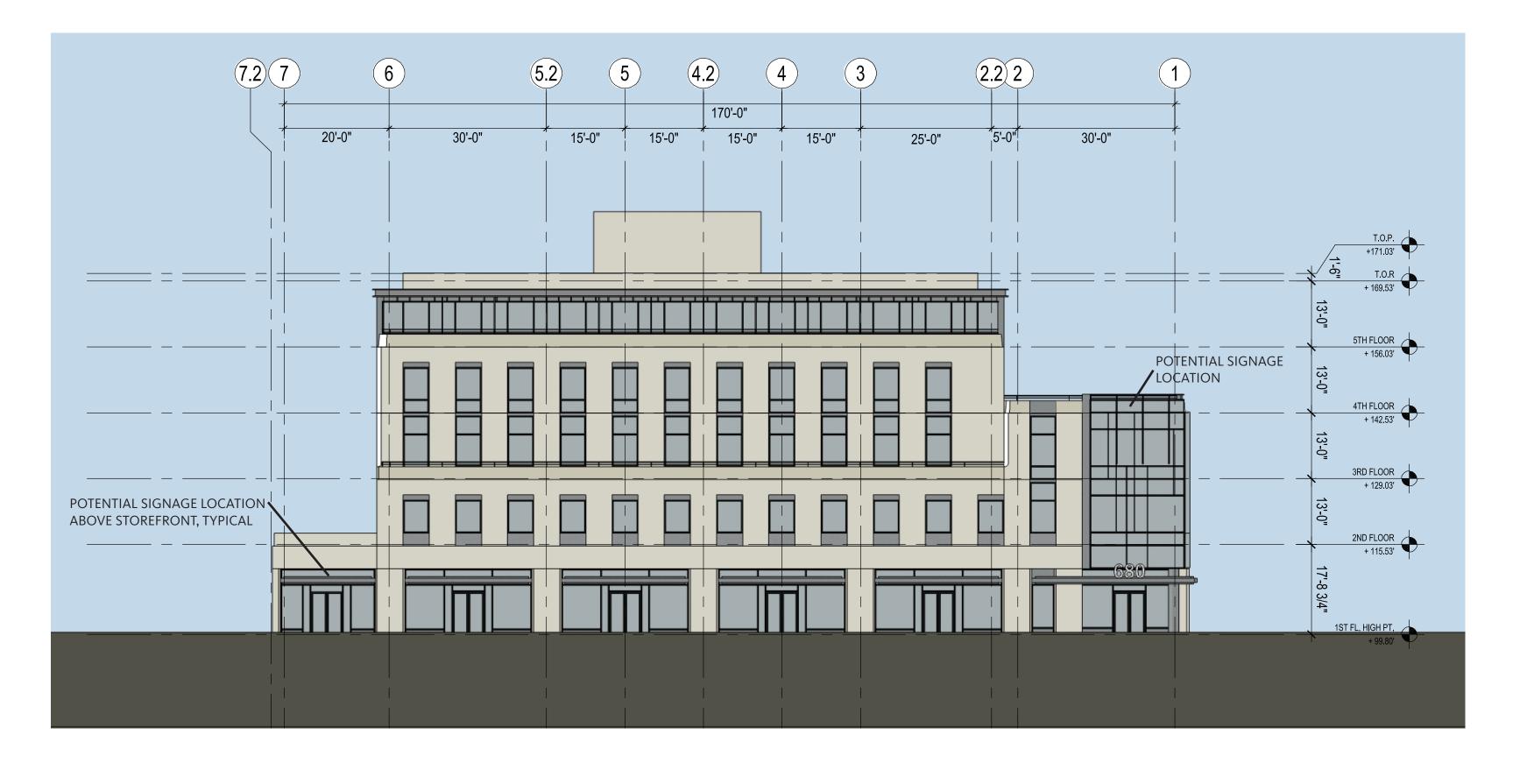




0 4' 8' 16'













0 4' 8' 16'



