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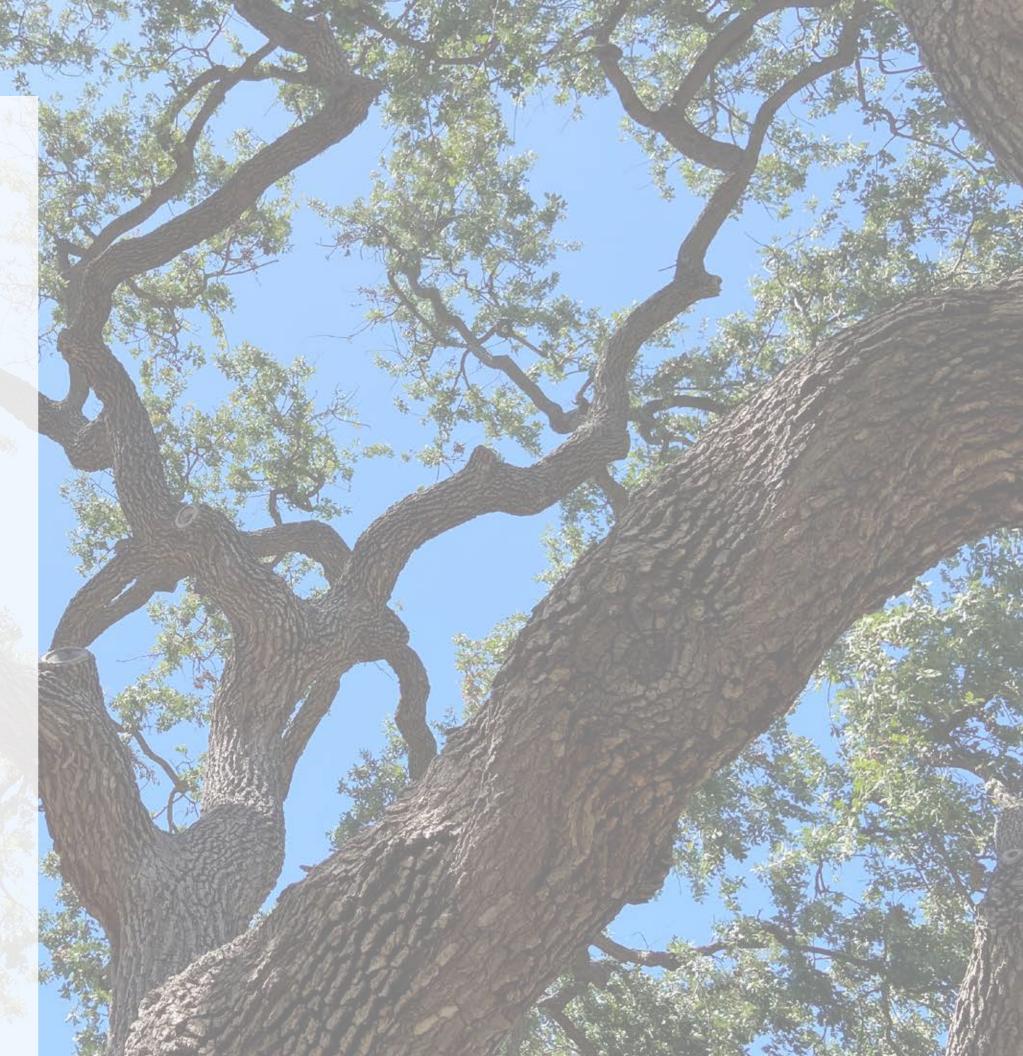
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PROJECT INTRODUCTION







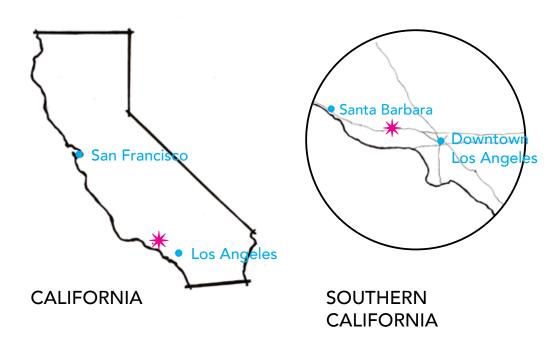


Thousand Oaks Civic Arts Plaza

2100 Thousand Oaks Blvd., Thousand Oaks, CA 91362

- Built in 1994 and designed by architect Antoine Predock
- Roughly 14 -acre site. 209,000 sq. ft. building includes City Hall and a performing arts center, comprised of the Fred Kavli Theatre (capacity 1800) and the Forum Theatre (capacity 450). The site also includes a 750 space, five-level parking structure.
- As part of the downtown revitalization plan, the City of Thousand Oaks wishes to transform the Civic Arts Plaza frontage into a vibrant cultural hub for the community. The re-designed area should include a town square and improved connections to adjacent properties.
- The proposed plan in this booklet seeks to address those goals and create a variety of social spaces for everyone in the community to enjoy.

LOCATION AND AREA HISTORY



City of Thousand Oaks

Located in Ventura County, approximately 50 miles southeast of Santa Barbara and 40 miles northwest of downtown Los Angeles.

2019 census data (est.):

Population: 126,813

White, non-Hispanic: 67%
Hispanic: 19%
Asian: 10%
2 or more races: 4%
Black: 1%
Indigenous: < 1%

Median household income: \$109,378 % of persons in poverty: 5.2%

Early Era: Indigenous Land

The area that is now the city of Thousand Oaks was first settled by the Chumash people over 11,000 years ago. The Chumash's territory included the northern Channel Islands, the California coast from San Luis Obispo down to Malibu, and inland to the Santa Ynez Mountains.

The Chumash generally lived harmoniously and traded with neighboring indigenous peoples such as the Tongva, Yokut, and Mojave.



Chumash pictographs, circa 500 A.D.



Lynn Ranch, early 20th century



Clark Gable at Jungleland, 1940s

1542-1846: Spanish and Mexican Period

The Chumash's first European contact occured in 1542, when Juan Cabrillo claimed the area for Spain. However, it wasn't until after 1769 when the Spanish formally founded colonies and built missions.

Spanish colonization and evangelism was often very violent and exploitative toward the indigenous people.

Following the Mexican War of Independence, the area briefly became a Mexican territory in 1834 before becoming part of the California Republic in 1846.

1846-Present: California

The early California period was characterized by ranchos and farming. In the early 20th century, with the population growth, the large landowners began developing and sub-dividing their ranchos.

In 1926, the site that is now Civic Arts Plaza was Jungleland, a private zoo and support facility for Hollywood filmmaking.

In 1969, Jungleland closed and the land was sold to the city of Thousand Oaks. The Civic Arts Plaza opened in 1994.

SITE CONTEXT

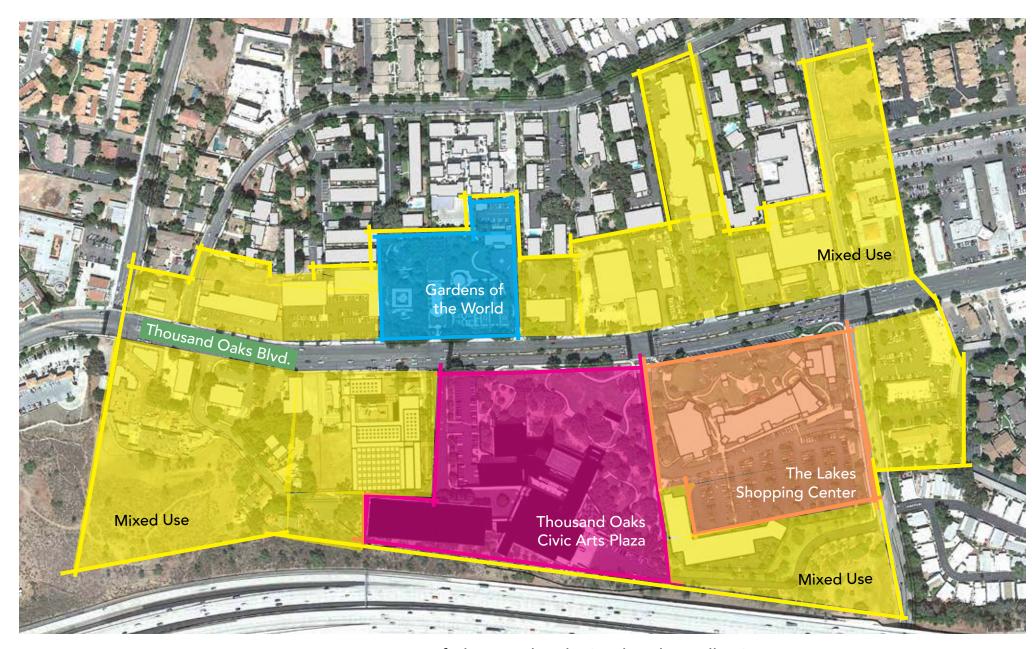
The Downtown Core is a 68-acre area, almost half of which is owned by the City of Thousand Oaks.

Key elements of the area are Civic Arts Plaza, The Lakes shopping center, and Gardens of the World. Other current uses include retail, office, residential (single and multi-family), a museum, and an assisted living facility.

"Downtown will be a unique destination for people of all ages from around the Conejo Valley to gather and enjoy diverse shops, restaurants, entertainment, and cultural offerings in an active, attractive, pedestrian-friendly setting.

The downtown will become the singular location where cultural, citywide and public events happening in the City are expected to take place."

City of Thousand Oaks, Downtown Core Master Plan, May 2018 Draft, page 14



Thousand Oaks Civic Arts Plaza



The Lakes
Shopping Center

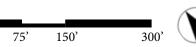


Thousand Oaks Blvd.

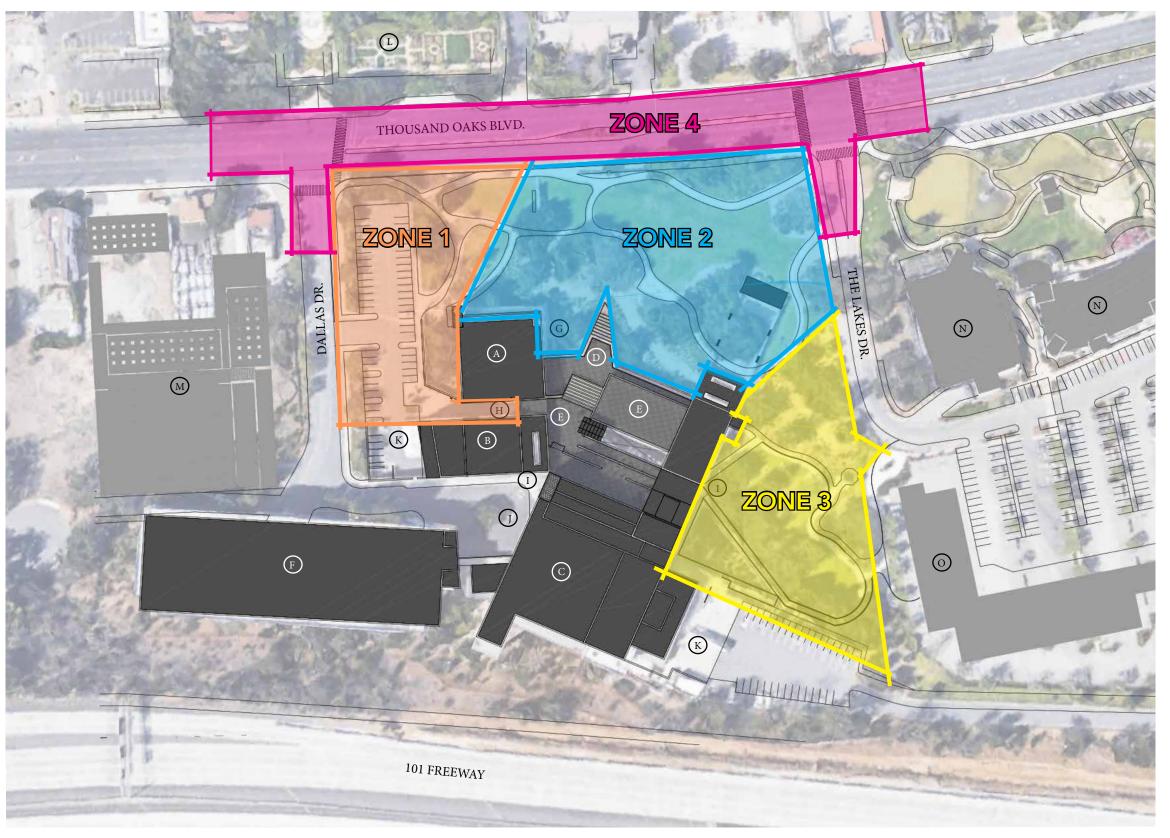


Gardens of the World

Downtown Core of Thousand Oaks (outlined in yellow)



LIMIT OF WORK



LIMIT OF WORK

The area that may be re-designed for this project is comprised for four zones:

Zone 1: The north side, along Dallas Dr. This zone includes a parking lot, the entrance to City Hall, and the loading area for the Forum Theater.

Zone 2: The east side, facing Thousand Oaks Blvd. Relatively flat and open, with many oak trees. This zone includes the future, ground-level entrance to the building.

Zone 3: The southern side, adjacent to The Lakes' parking lot Sloping, with many oaks and conifers.

Zone 4: Thousand Oaks Blvd and the intersections with Dallas Dr and The Lakes Dr.

BUILDING LEGEND

- (A) City Hall (J) 3rd Floor Entrances (2)
- B Forum Theater Drop-off Roundabout
- C Kavli Theater (K) Loading Areas (2)
- D Terrace 2nd Floor

& Fountain – r Gardens of the World

- E Terrace & Fountain 3rd Floor
- M Future museum/commercial
- Future 1st Floor Entrance
- The Lakes Shopping Center

Surroundings:

- G Future 1st Floor Entrance
- N The Lakes Shopping Cent
- H 2nd Floor Entrance
- O Future apartment building



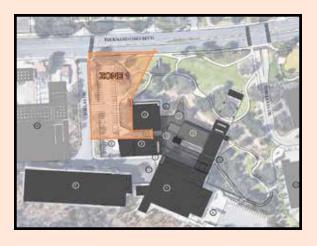
ZONE 1: NORTH SIDE / DALLAS DR / ENTRANCE TO CITY HALL



Area between parking lot and building



Entrance to City Hall



Zone 1 Notable Elements:

- Parking Lot (can be removed)
- Entrance to City Hall
- Loading area and drivable access way for Forum Theater



Parking lot at the intersection of Thousand Oaks Blvd and Dallas Dr.



Area adjacent to parking lot



Loading area for Forum Theater. This loading area (and a drivable access way) must remain.

ZONE 2: GREAT LAWN AND OPEN AREA / FACING THOUSAND OAKS BLVD



Terracing; can be converted into a staircase. Future, ground-level entrance will be to right of terracing.



Dry creekbed. Lowest point on site.



Zone 2 Notable Elements:

- Relatively flat and open area with many oak trees
- Location of future, ground-level entrance to the building



Walkway leading to sloped wall.



Inside the oak-shaded courtyard



Walkway leading to future ground-level entrance

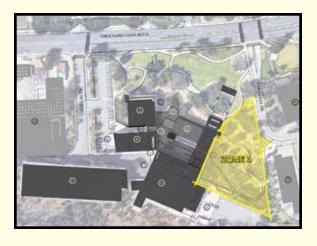
ZONE 3: SOUTH SIDE / ADJACENT TO THE LAKES PARKING LOT



Area between The Lakes Dr and oak-shaded courtyard



Clearing among the oaks



Zone 3 Notable Elements:

- Sloping area with many oaks and conifers
- Pedestrian ramp to 3rd floor
- Primary access point for visitors coming from The Lakes parking lot



Pathways between the trees

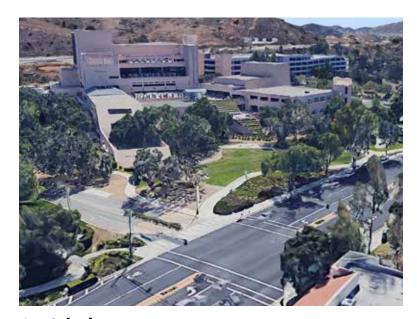


Pedestrian ramp to 3rd floor of building



Conifers near the pedestrian ramp

ZONE 4: THOUSAND OAKS BLVD AND INTERSECTIONS



Aerial photos: Intersection of The Lakes Dr and Thousand Oaks Blvd.



Looking east down Thousand Oaks Blvd. Street parking and bus stops in each direction.



Above Gardens of the World, and looking south down Dallas Dr toward parking structure.



Zone 4 Notable Elements:

- Busy artery (Thousand Oaks Blvd.) with street parking and bus stops in both directions
- Fast-moving traffic in both directions



Street level photos:

Looking towards towards Civic Arts Plaza, from the intersection of Thousand Oaks Blvd and The Lakes Dr.



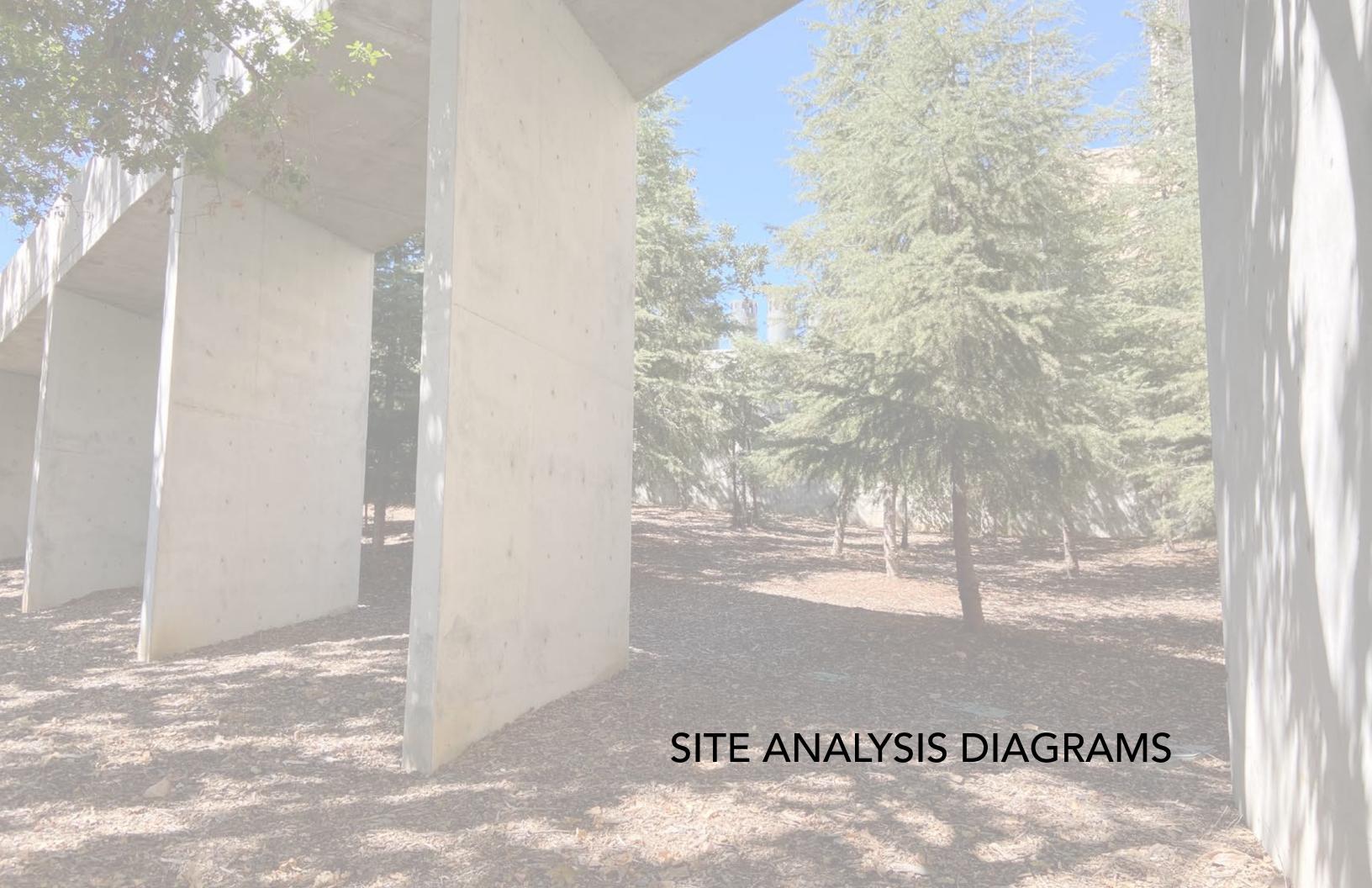
Trees lining the sidewalk along Thousand Oaks Blvd.



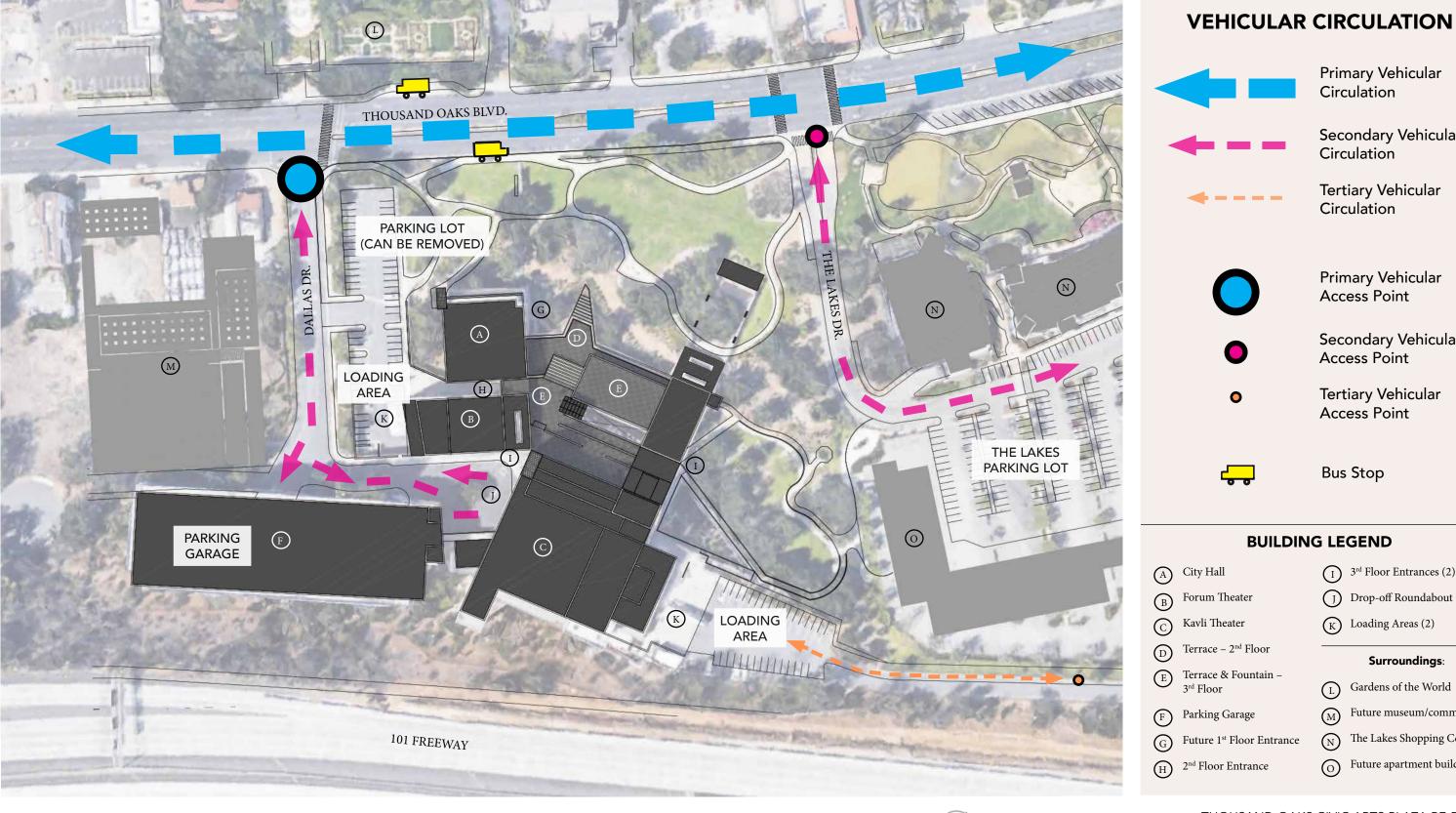
Bus stop on southern side of Thousand Oaks Blvd.



Intersection of Dallas Dr and Thousand Oaks Blvd. Only one crosswalk across Thousand Oaks Blvd.



SITE ANALYSIS: VEHICULAR CIRCULATION



100'

50'

THOUSAND OAKS CIVIC ARTS PLAZA RE-DESIGN CHAN NGUYEN • LANDSCAPE DESIGN 3 • SUMMER 2021

Primary Vehicular

Secondary Vehicular

Tertiary Vehicular

Primary Vehicular Access Point

Secondary Vehicular

Tertiary Vehicular Access Point

(1) 3rd Floor Entrances (2)

(J) Drop-off Roundabout

Surroundings:

Future museum/commercial

The Lakes Shopping Center

Future apartment building

(K) Loading Areas (2)

(L) Gardens of the World

Access Point

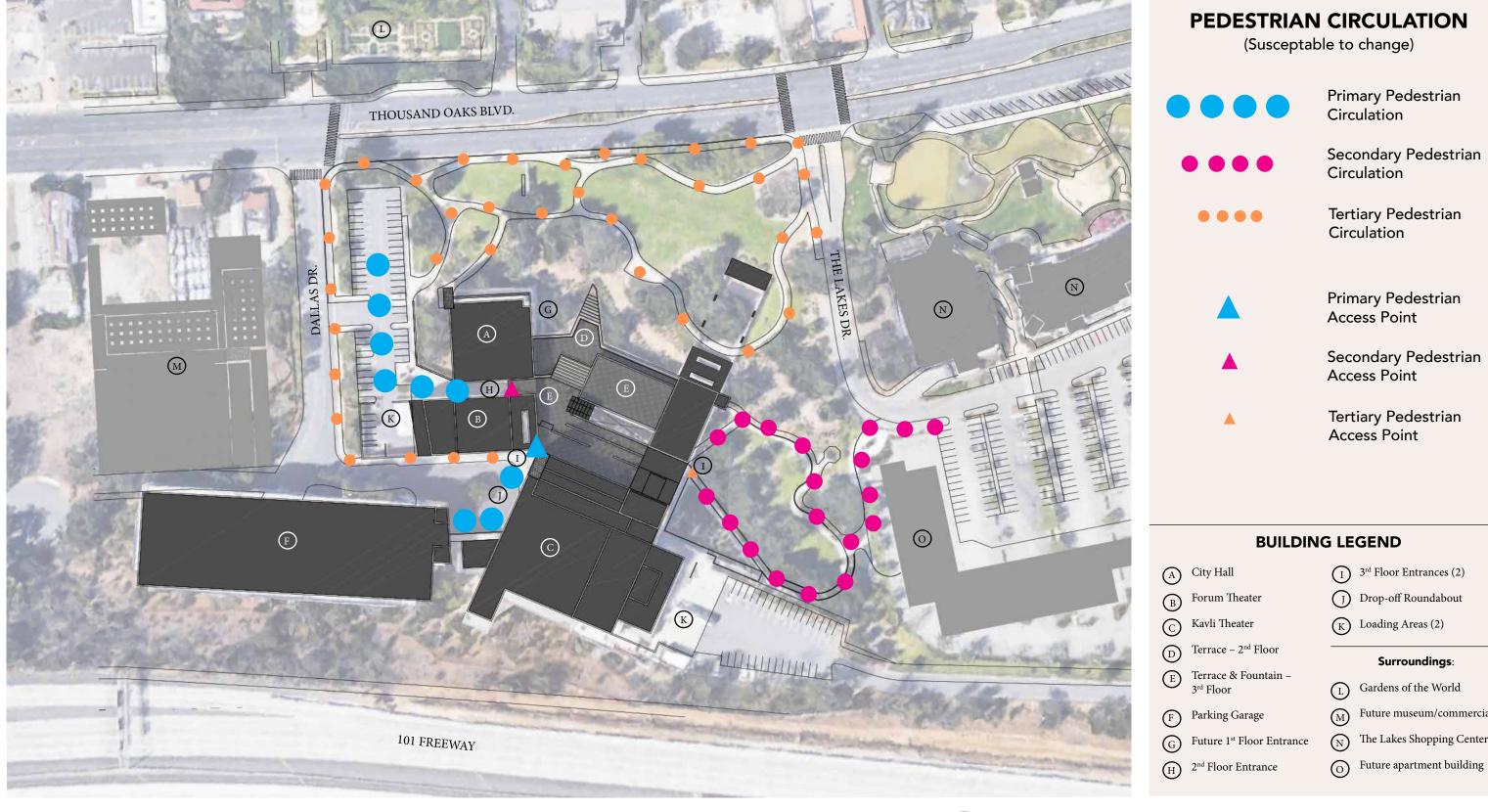
Bus Stop

Circulation

Circulation

Circulation

SITE ANALYSIS: PEDESTRIAN CIRCULATION



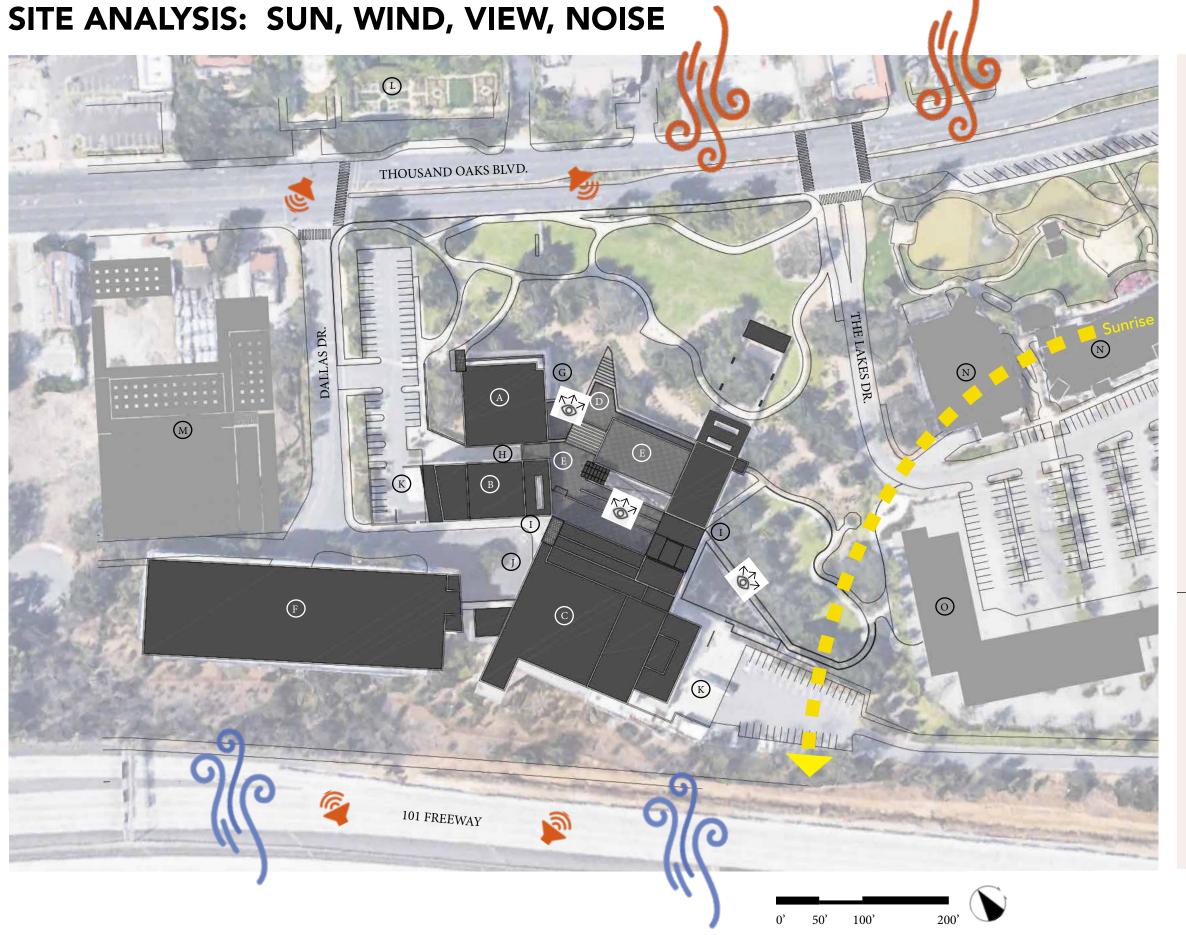
100'

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Surroundings:

Future museum/commercial

The Lakes Shopping Center





BUILDING LEGEND

- (A) City Hall (1) 3rd Floor Entrances (2)
- B Forum Theater Drop-off Roundabout
- C Kavli Theater (K) Loading Areas (2)
- D Terrace 2nd Floor
- E Terrace & Fountain 3rd Floor
 - loor (L) Gardens of the World
- F Parking Garage
- M Future museum/commercial
- G Future 1st Floor Entrance
- N The Lakes Shopping Center

Surroundings:

- H 2nd Floor Entrance
- O Future apartment building

SITE ANALYSIS: EXISTING TREES





EXISTING TREES

0' 50' 100' 200'

SITE ANALYSIS: TOPOGRAPHY



TOPOGRAPHY

Topographic contours are 1'

+LP = Lowest Point (+0')

+HP = Highest Point (+18')

BUILDING LEGEND

- (A) City Hall (I) 3rd Floor Entrances (2)
- B Forum Theater Drop-off Roundabout
- C Kavli Theater (2)
- D Terrace 2nd Floor

(L) Gardens of the World

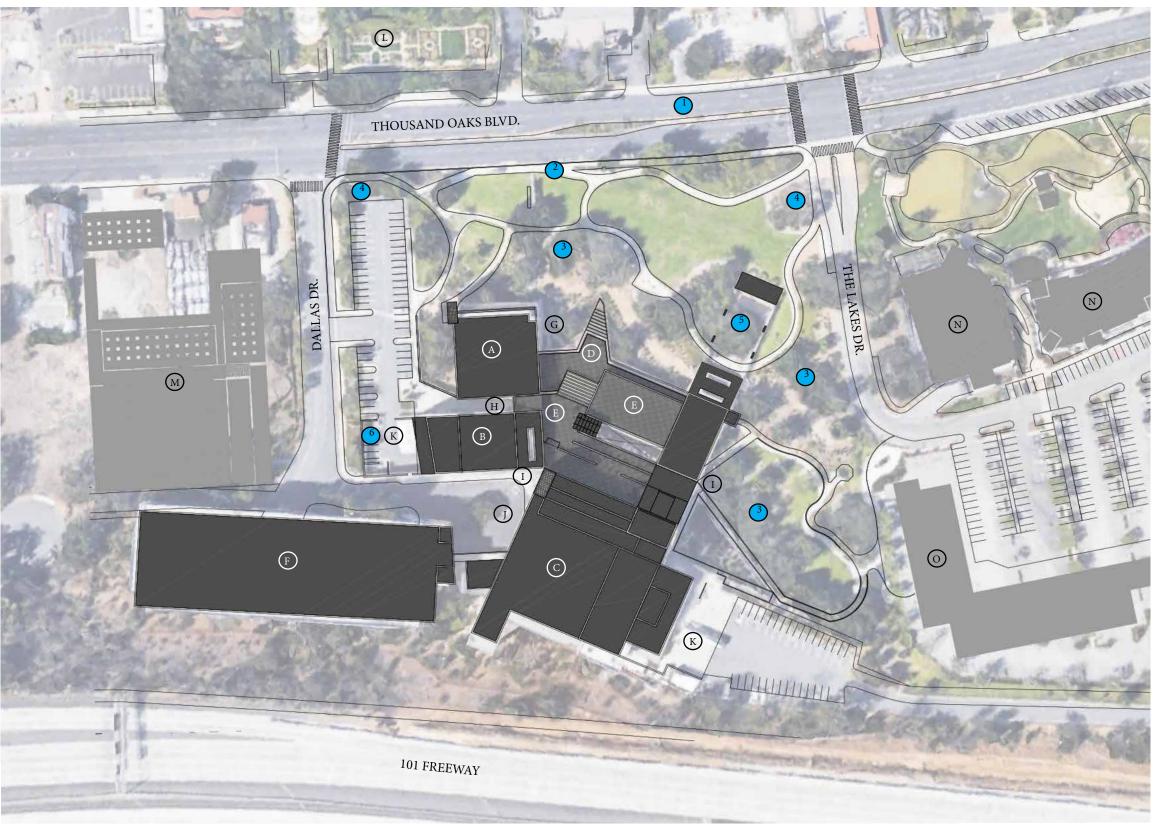
- E Terrace & Fountain 3rd Floor
- Future museum/commercial

Surroundings:

- F Parking Garage
- M Future museum/commerci
- G Future 1st Floor Entrance
- N The Lakes Shopping Center
- (H) 2nd Floor Entrance
- Future apartment building



SITE ANALYSIS: CONSTRAINTS



CONSTRAINTS

- Busy thoroughfare with fastmoving traffic
- Narrow sidewalk, closely lined, in some areas, with oaks
- Oak trees located throughout site
- Oak trees at both Thousand Oaks Blvd intersections, reducing openness and visibility
- Courtyard with oaks trees in its center
- 6 Loading area (with drivable access way) must remain

BUILDING LEGEND

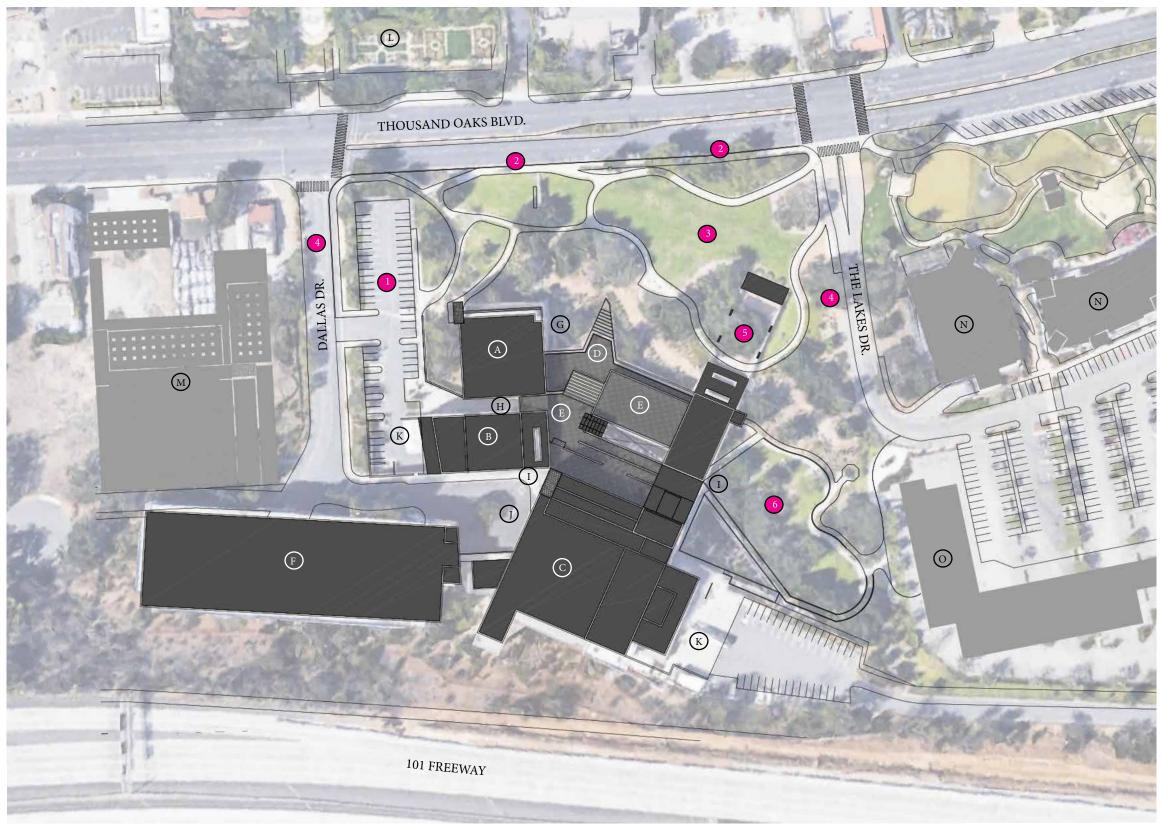
- B Forum Theater Drop-off Roundabout
- C Kavli Theater (K) Loading Areas (2)
- D Terrace 2nd Floor

Surroundings:

- E Terrace & Fountain 3rd Floor
- (L) Gardens of the World
- F Parking Garage
- M Future museum/commercial
- G Future 1st Floor Entrance
- N The Lakes Shopping Center
- H 2nd Floor Entrance
- Future apartment building



SITE ANALYSIS: OPPORTUNITIES



OPPORTUNITIES

- Replace parking lot with a substantial pedestrian entrance and lawn area.
- Improve existing bus stop and create a food-truck and drop-off zones.
- Convert relatively flat and open area surrounded into a town square.
- Create better pedestrian connections with neighboring sites.
- Update oak-shaded courtyard into a cafe, classroom, and/or performance area.
- Transform oak-shaded, relativelyquiet area into a dedicated children's, educational, and/or performance area.

BUILDING LEGEND

- A City Hall (I) 3rd Floor Entrances (2)
- B Forum Theater (J) Drop-off Roundabout
- C Kavli Theater (K) Loading Areas (2)
- D Terrace 2nd Floor

E Terrace & Fountain –

Surroundings:

- (L) Gardens of the World 3rd Floor
- (F) Parking Garage Future museum/commercial
- The Lakes Shopping Center Future 1st Floor Entrance
- (o) Future apartment building (H) 2nd Floor Entrance





GOALS AND OBJECTIVES

NEXUS

TRANSFORM THE SITE INTO A HUB FOR THE COMMUNITY

:::

CREATE AN INVITING
AND DYNAMIC "TOWN SQUARE"
WHERE THE COMMUNITY CAN GATHER,
CONNECT, AND RECHARGE

PROVIDE A VARIETY OF SPACES
THAT ARE CONDUCIVE
TO BOTH PROGRAMMED EVENTS
AND SPONTANEOUS GATHERINGS

TRANSIT

IMPROVE TRANSIT CONNECTIONS TO THE SITE AND LINKAGES TO ADJACENT AREAS

:::

INCREASE **SAFETY, SHADE, AND COMFORT** FOR BUS RIDERS IN THE BUS STOP AREA

CREATE A NEW WALKWAY FOR PEDESTRIANS PARALLEL TO THOUSAND OAKS BLVD

CONVERT A PORTION OF THOUSAND OAKS BLVD INTO A PROTECTED 'DROP OFF ZONE'

ADD CROSSWALKS TO ADJACENT AREAS

ENGAGEMENT

CREATE SOCIAL SPACES THAT CAN BE ENJOYED BY ALL AGES YEAR-ROUND

:::

PROVIDE INCLUSIVE SPACES,
SUCH AS A CAFÉ, WATER FEATURES, LAWNS,
AND GAMES AREAS WHERE VISITORS
CAN SPEND LONG AMOUNTS OF TIME

CREATE FLEXIBLE AREAS THAT
CAN ACCOMMODATE A RANGE
OF PROGRAMMING, SUCH AS CONCERTS,
FARMERS' MARKETS, FOOD TRUCKS,
AND BOOK MOBILES

EDUCATION

CREATE INTIMATE SPACES THAT SUPPORT EDUCATIONAL OBJECTIVES AND INCORPORATE AREA HISTORY

:::

CREATE NATIVE GARDENS
AND DEMONSTRATE HOW PLANTINGS
BENEATH OAKS CAN BE ACHIEVED

INCORPORATE CHUMASH ELEMENTS
INTO SITE'S DESIGN

PROVIDE EDUCATIONAL SPACES, SUCH AS AN OUTDOOR CLASSROOM, READING ROOM, AND AMPHITHEATER.











INSPIRATION: CURVES AND ANGLES







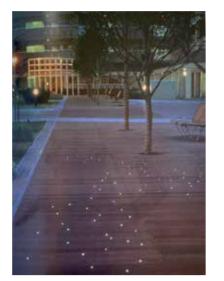














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INSPIRATION: SOCIAL SPACES

















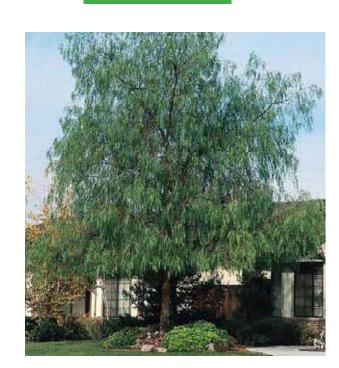


INSPIRATION: PLANT PALETTE



Ginkgo Biloba

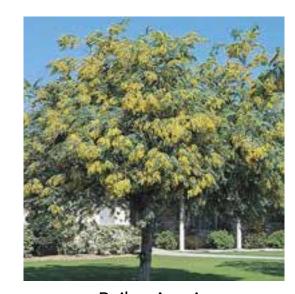
TREES



California Pepper



Jacaranda



Bailey Acacia



Canyon Prince Wild Rye



Coastal Wood Fern



Strawberry



Fairyduster



Boutin Blue Foxtail Agave

SHRUBS



Ceanothus Concha



Wildflower meadow



Catalina Silver Island Snowflake

CASE STUDY 1: KLYDE WARREN PARK (DALLAS)



- 1 The Botanical Garden
- O Children's Park
- 3 Jane's Lane
- Ginsburg Family Great Lawn
- The Dallas Morning News Reading & Games Room
- 6 Chase Promenade
- 7 Hart Boulevard
- 8 Nancy Collins Fisher Pavilion
- Muse Family Performance Pavilion
- nade

 The Southwest Porch
 - Moody Plaza
 - @ East Lawn
 - 19 The Commons presented by Cigna
 - My Best Friend's Park
 - 1 Pearl Lawn



- Opened in 2012. 5 acres.
- Designed by Office of James Burnett.
- Located in downtown Dallas. Park sits above a below-grade section of the 8-lane Woodall Rodgers Freeway, and connects uptown to the arts district.
- Includes children's areas, reading and games spaces, fountain, performance stage, and dog parks.









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CASE STUDY 2: BRYANT PARK (NEW YORK CITY)









- Last renovated in 1992. 9.6 acres.
- Designed by Olin Studio.
- Located in Manhattan. Adjacent to the New York Public Library and surrounded on all sides by skyscrapers and tall, mixed-use buildings.
- Park has a European feel. Includes wide walkways flanked by London plane trees, classic bistro-style tables throughout, great lawn, carousel, reading and games spaces, and fountain.





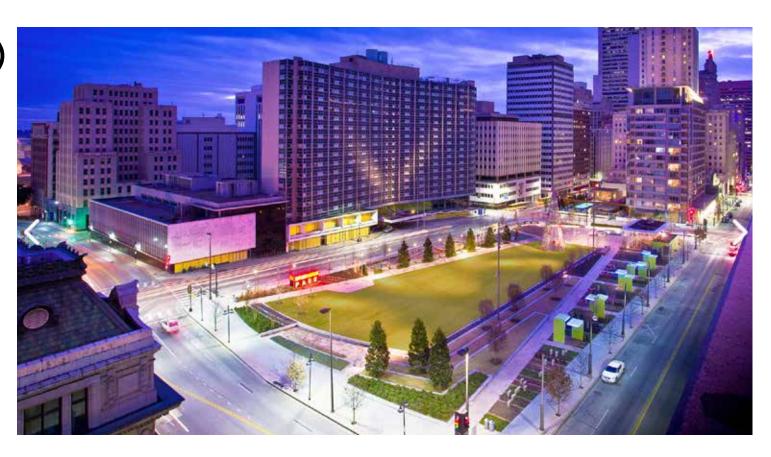
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CASE STUDY 3: MAIN ST GARDEN PARK (DALLAS)









- Opened in 2009. 1.75 acres.
- Designed by Thomas Balsley Associates Design
- Located in downtown Dallas. Developed as part of a urban core revitalization project for commercial and residential growth. Two city blocks were razed to create the park, which is adjacent to notable buildings such as the Beaux Arts City Hall and the first Hilton Hotel.
- Includes a great lawn, terraced lawn, fountain, cafe, study shelters, dog run, and tot lot.





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CONCEPT DEVELOPMENT: REGULATING LINES



REGULATING LINES

Initial study of lines and angles based off the building architecture (including neighboring buildings).

BUILDING LEGEND

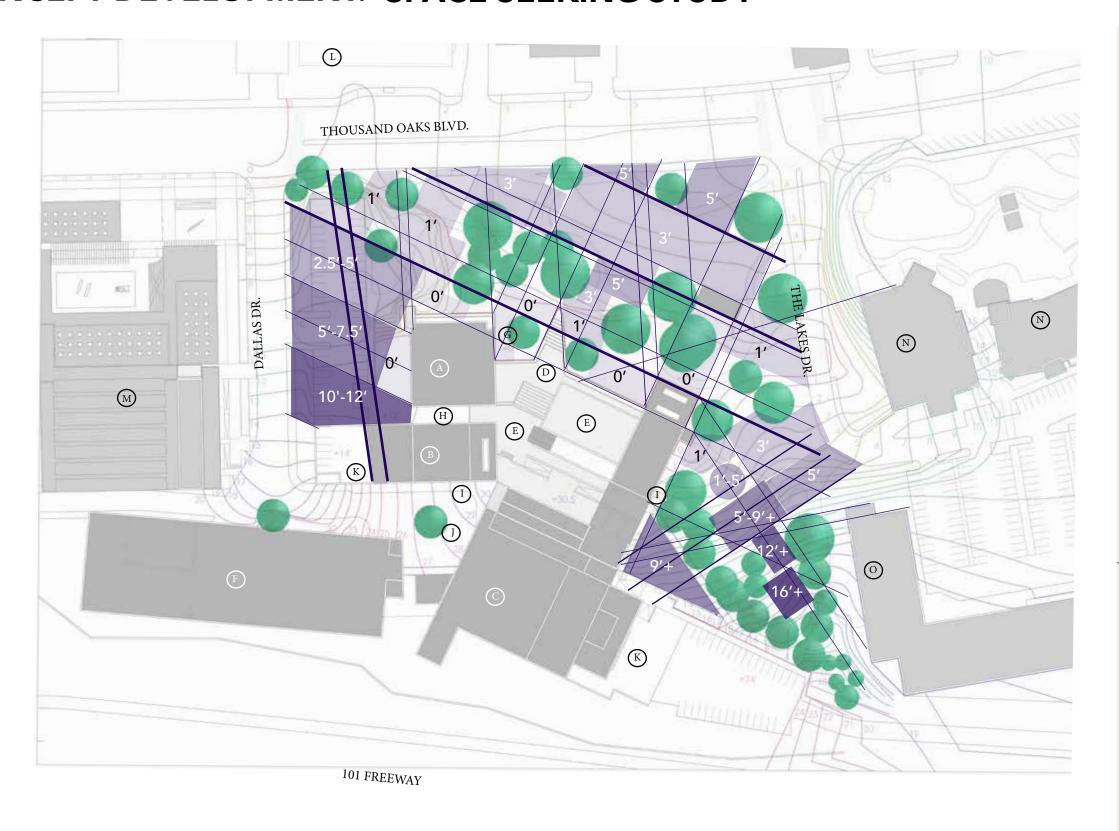
- (A) City Hall (I) 3rd Floor Entrances (2)
- B Forum Theater Drop-off Roundabout
- C Kavli Theater K Loading Areas (2)
- D Terrace 2nd Floor

Surroundings:

- E Terrace & Fountain 3rd Floor
- L Gardens of the World
- F Parking Garage
- M Future museum/commercial
- G Future 1st Floor Entrance
- The Lakes Shopping Center
- (H) 2nd Floor Entrance
- Future apartment building



CONCEPT DEVELOPMENT: SPACE-SEEKING STUDY



SPACE-SEEKING STUDY

Space-seeking study using regulating lines and existing oak trees to find usable spaces. I also assigned tentative elevations to various usable spaces.

BUILDING LEGEND

- (A) City Hall (I) 3rd Floor Entrances (2)
- B Forum Theater Drop-off Roundabout
- D Terrace 2nd Floor

 Surroundings:

 Terrace & Fountain –
- E Terrace & Fountain 3rd Floor L Gardens of the World
- F Parking Garage M Future museum/commercial
- G Future 1st Floor Entrance N The Lakes Shopping Center



CONCEPT DEVELOPMENT: SPACE-SEEKING STUDY AND CONCEPT BUBBLES



SPACE-SEEKING STUDY AND CONCEPT BUBBLES

Building on the space-seeking study, I brainstormed programming and uses for the various spaces.

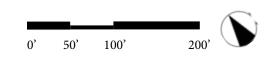
The diagram at left formed the basis of my eventual site design.

BUILDING LEGEND

- (A) City Hall (J) 3rd Floor Entrances (2)
- Forum Theater J Drop-off Roundabout
- (C) Kavli Theater (K) Loading Areas (2)
- Terrace 2nd Floor

Surroundings:

- E Terrace & Fountain 3rd Floor (L) Gardens of the World
- F Parking Garage M Future museum/commercial
- G Future 1st Floor Entrance N The Lakes Shopping Center
- (H) 2nd Floor Entrance (O) Future apartment building

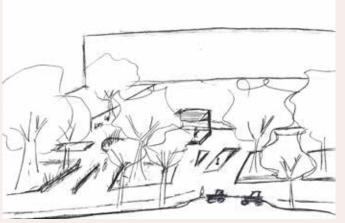


CONCEPT DEVELOPMENT: PROGRESS

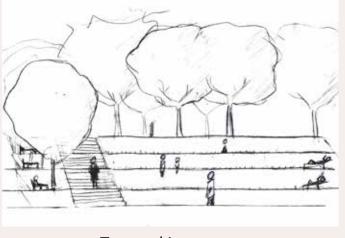


PROGRESS

Early sketches of illustrative plan, section elevations, and perspectives.

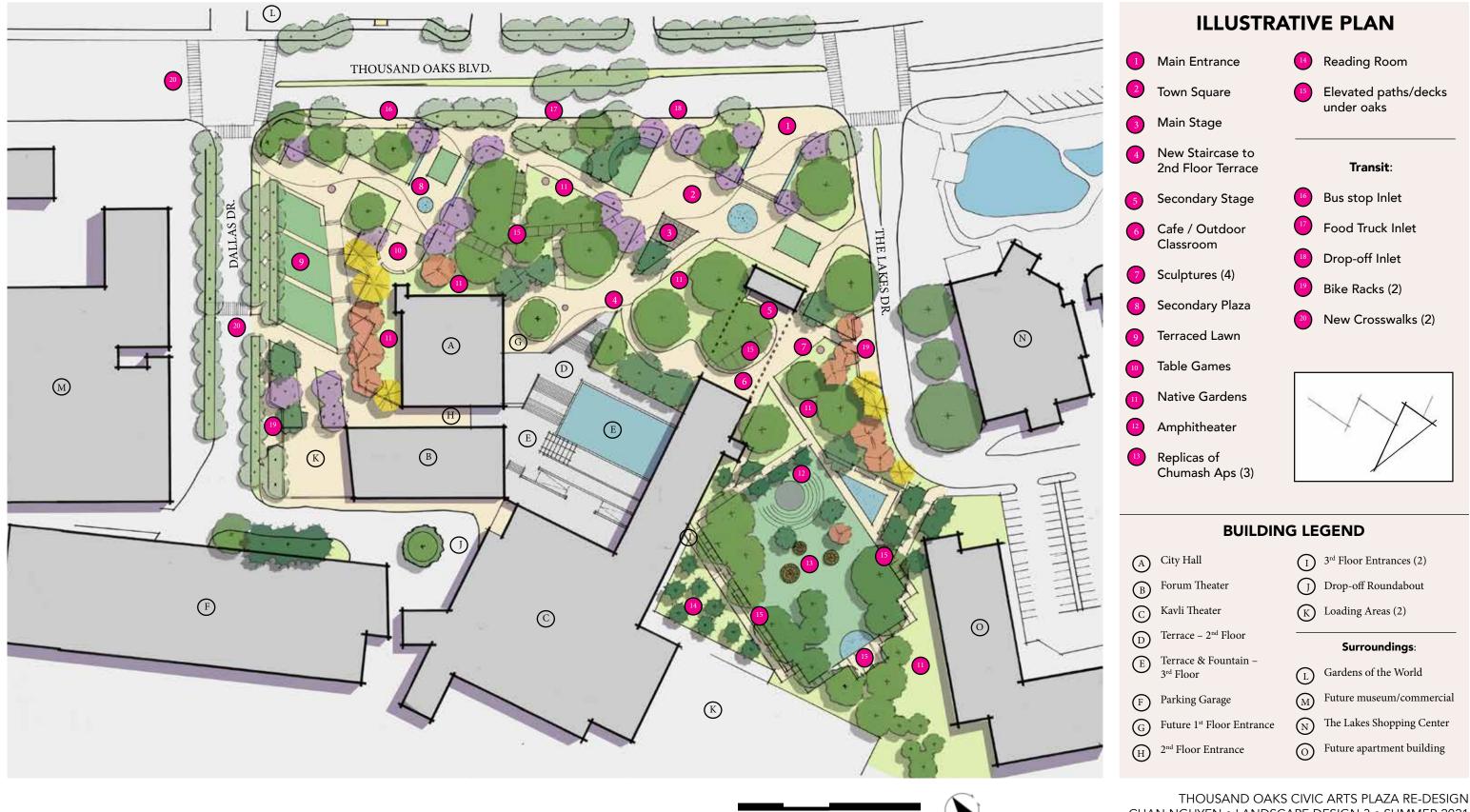


Town Square area



Terraced Lawn area

ILLUSTRATIVE PLAN



50'

100'

200'

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AREA DETAIL 1: TOWN SQUARE (ENLARGEMENT)



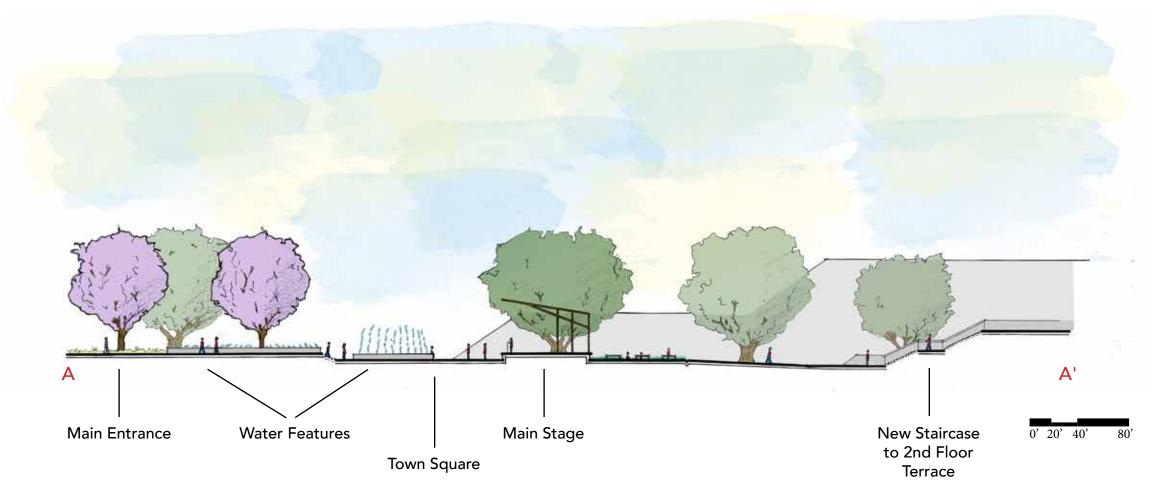
20'

AREA DETAIL 1: TOWN SQUARE (ENLARGEMENT)



20'

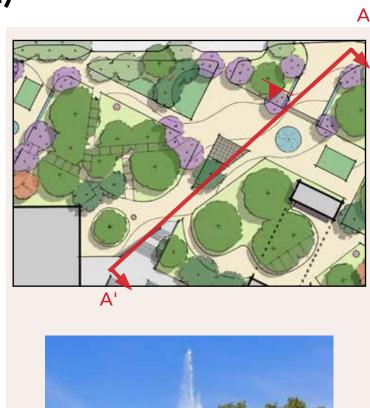
AREA DETAIL 1: TOWN SQUARE (SECTION ELEVATION AND PERSPECTIVE)







Town Square





Fountain



Main Stage

AREA DETAIL 2: TERRACED LAWN (ENLARGEMENT)



AREA DETAIL 2: TERRACED LAWN (ENLARGEMENT)



AREA DETAIL 2: TERRACED LAWN (SECTION ELEVATION AND PERSPECTIVE)

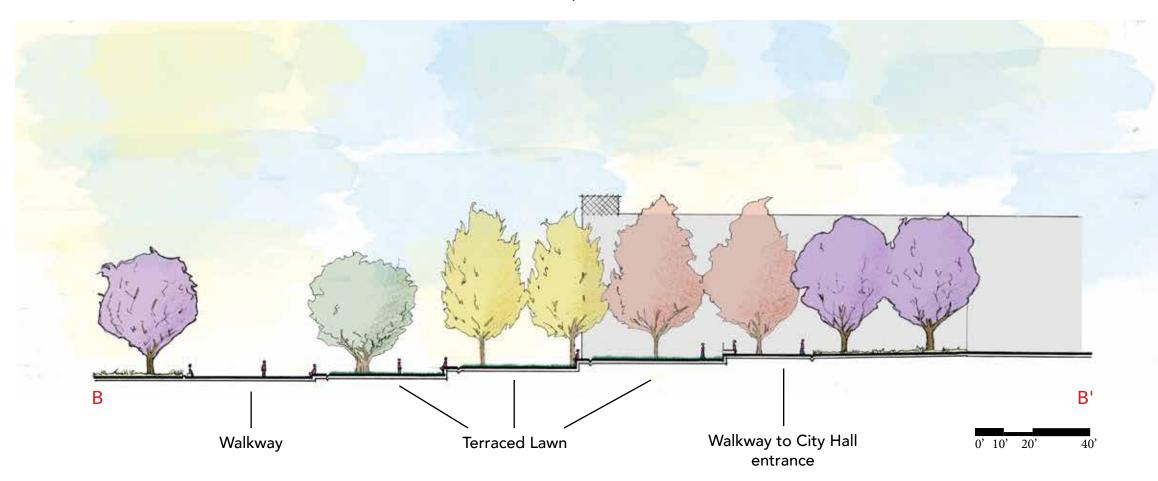
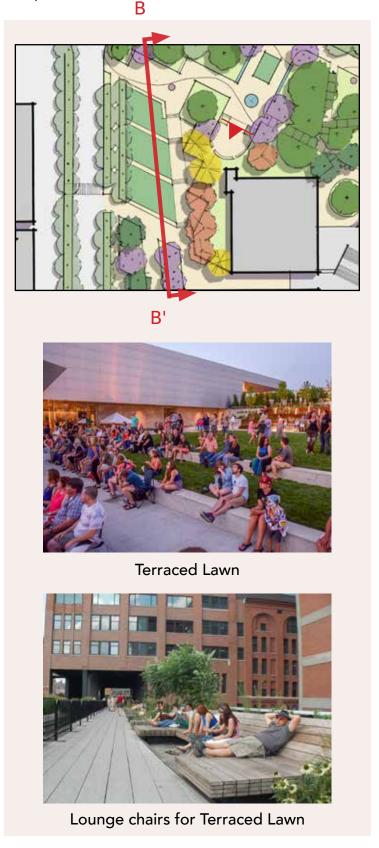






Table Games



AREA DETAIL 3: OAK WOODLAND (ENLARGEMENT)



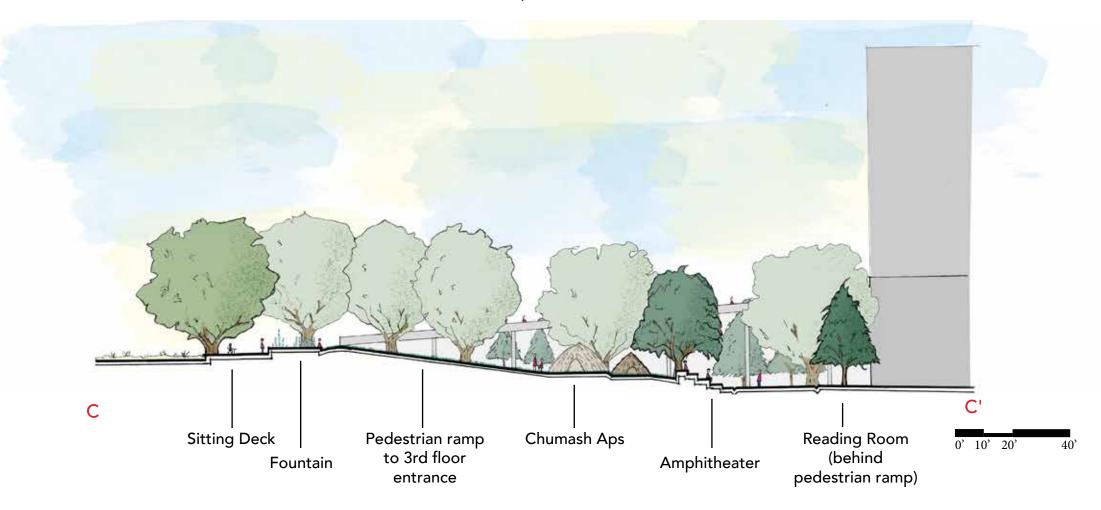
0' 10' 20'

AREA DETAIL 3: OAK WOODLAND (ENLARGEMENT)



0' 10' 20'

AREA DETAIL 3: OAK WOODLAND (SECTION ELEVATION AND PERSPECTIVE)







Amphitheater



