



THOUSAND OAKS CIVIC ARTS PLAZA

TERESITA LARRAIN

LOCATION AND HISTORY



CHUMASH VILLAGE BY ANN THIERMANN
SOURCE: anthiermann.com



PHOTOGRAPH OF THE ADOBE BRICKS THAT WERE MADE FOR THE CASA CONEJO IN 1922.
SOURCE: calisphere.org



NEWBURY PARK POST OFFICE AND CONEJO GROCERY, 1920's
SOURCE: thecurtissteam.com

- THE **CHUMASH** NATIVE AMERICANS LIVED IN THE CONEJO VALLEY HUNDREDS OF YEARS AGO

- 1542, THE AREA WAS DISCOVERED BY **SPANISH EXPLORER JUAN RODRIGUEZ CABRILLO**.

- 1800s, SPANISH GOVERNOR GRANTED 48,671 ACRES OF **LAND GRANTS TO LOYAL SOLDIERS**. EARLY PIONEERS MIGRATED TO THE AREA.

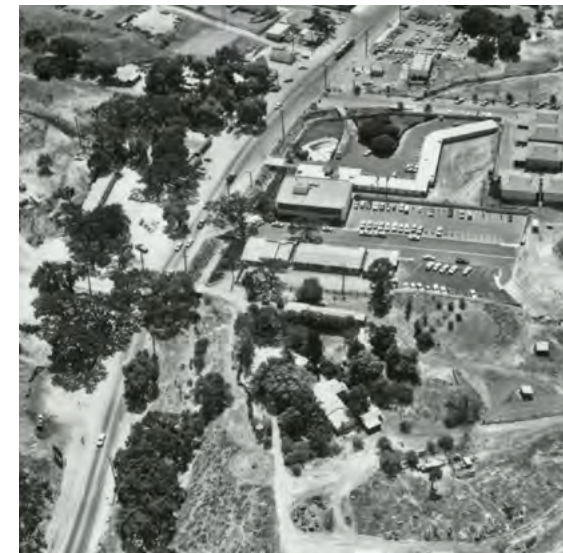
- 1875, FIRST POST OFFICE WAS BUILT. BECAME A **STOP ON THE STAGECOACH ROUTE** BETWEEN LOS ANGELES AND SAN FRANCISCO.

- 1964, **CITY IS NAMED THOUSAND OAKS**, HONORING THE ABUNDANT OAK TREES IN THE AREA.

- IN AN EFFORT TO MAINTAIN ITS NATURAL ENVIRONMENT, MORE THAN 15,000 SQUARE ACRES HAVE BEEN DESIGNATED AS **"OPEN SPACE"** CONTAINING MORE THAN 75 MILES OF TRAILS.



ROCK HOUSE, OLD TOWN THOUSAND OAKS
1978
SOURCE: calisphere.org



AERIAL- THOUSAND OAKS CITY HALL.
1966
SOURCE: calisphere.org



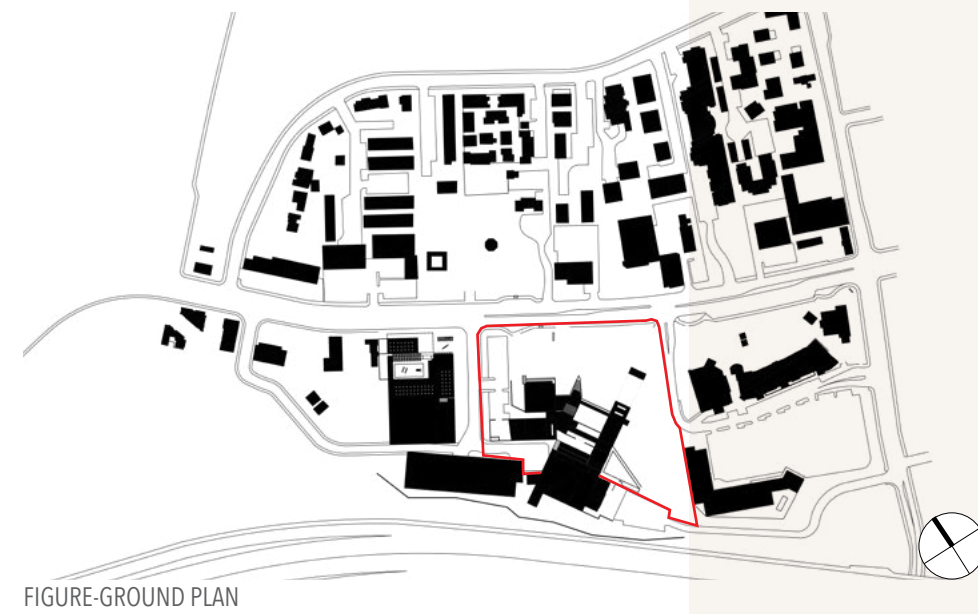
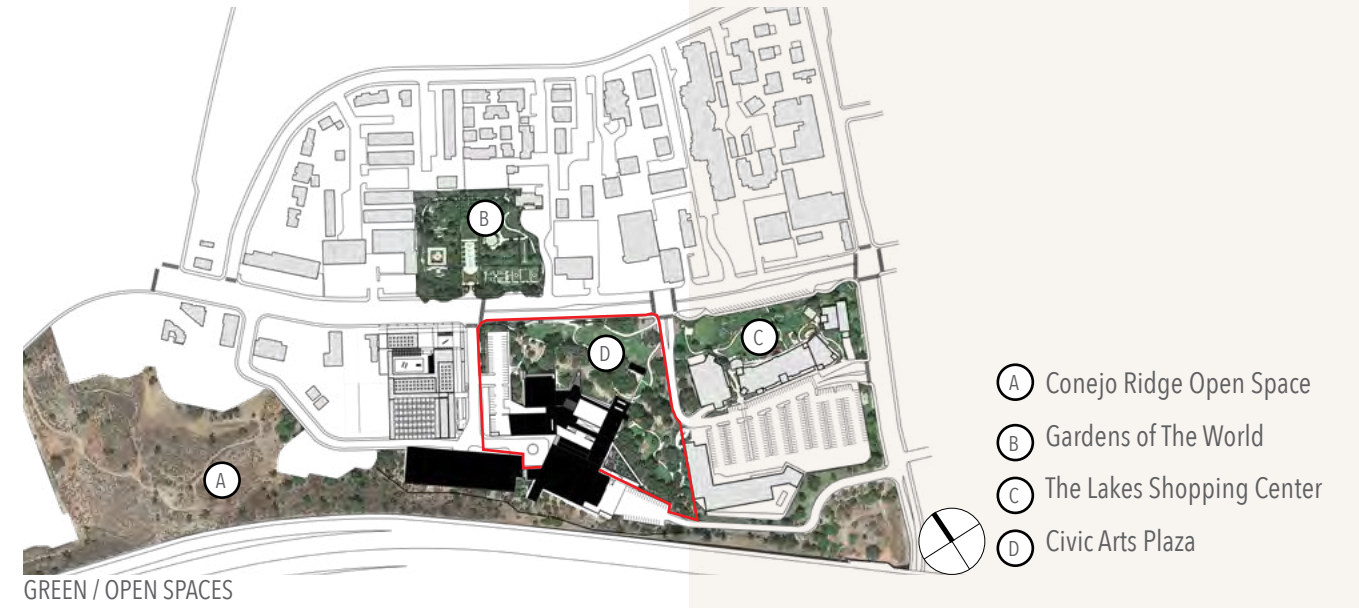
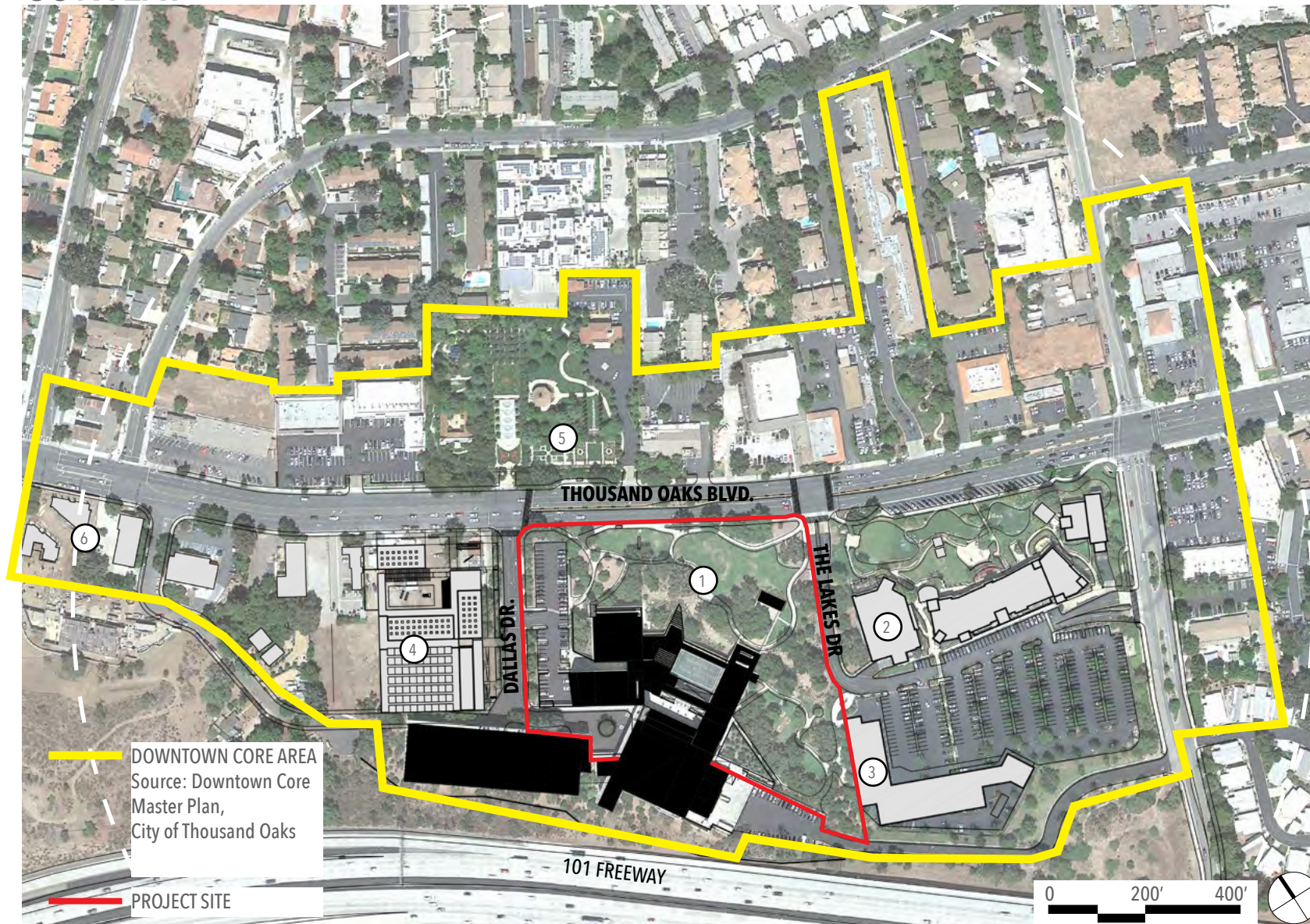
THOUSAND OAKS TODAY.
THE CITY REQUIRES THE PRESERVATION OF ALL HEALTHY OAK TREES

IMAGE SOURCE: insider.com



THOUSAND OAKS CITY LOGO
FEATURING A VALLEY OAK (*Quercus lobata*).

CONTEXT



① **SITE - CIVIC ARTS PLAZA**
Source: foursquare.com



② **THE LAKES SHOPPING CENTER**
Source: palmgardenhotel.com



③ **FUTURE RESIDENTIAL DEVELOPMENT - 165 UNITS**
Source: toacorn.com



④ **FUTURE MUSEUM - COMMERCIAL DEVELOPMENT**
BBA Architecture, Inc, behrbrowsers.com

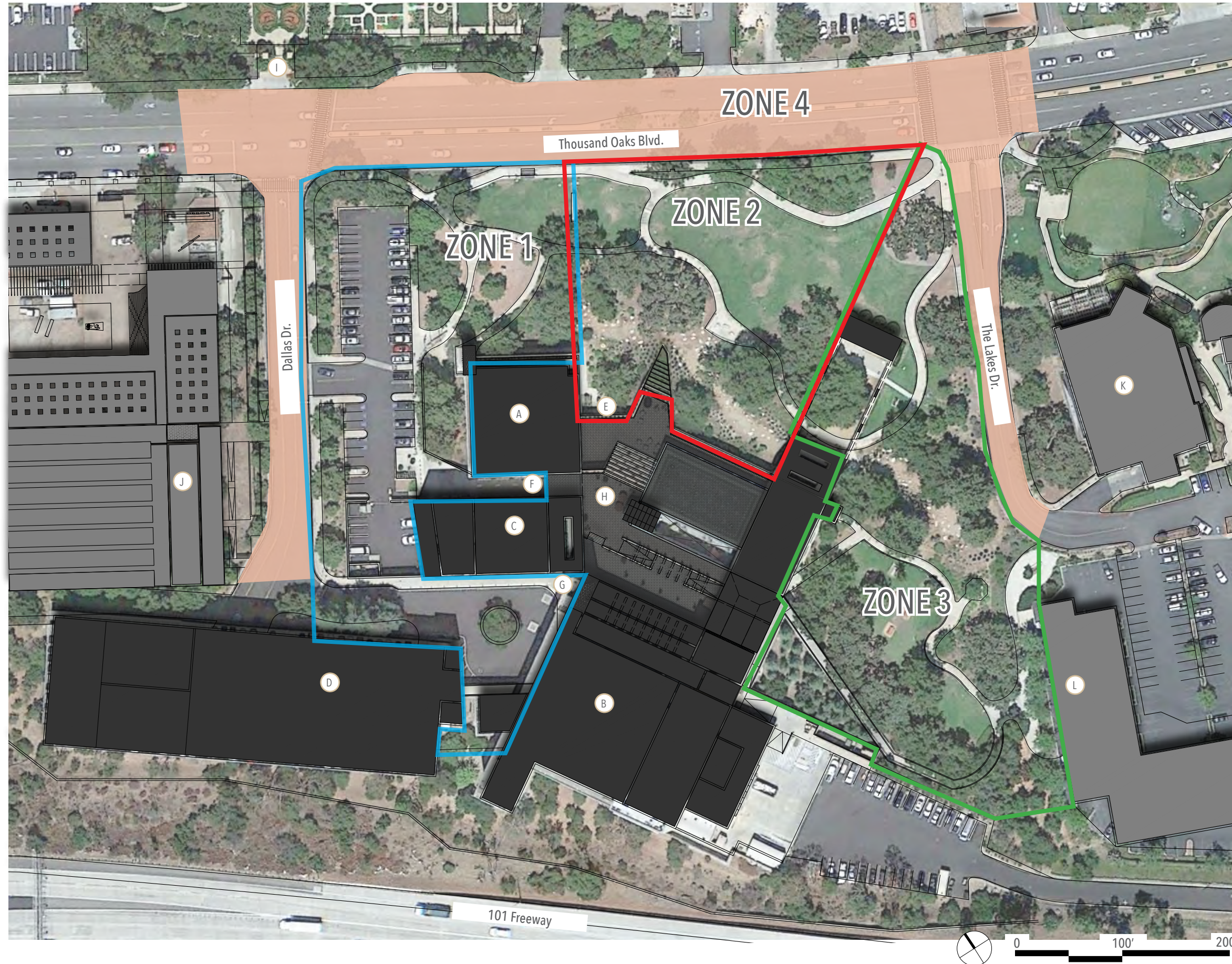


⑤ **GARDENS OF THE WORLD**
Source: gardensoftheworld.info



⑥ **NEW RESIDENTIAL DEVELOPMENT UNDER CONSTRUCTION** source: ccinvest.com

THE SITE



LEGEND

CIVIC ARTS PLAZA

Address: 2100 E. Thousand Oaks Blvd.
Area: Entire complex– 439,900 Square Feet

Civic Arts Square area: 5.3 acres

Building data:

- City Hall Offices: 87,000 Square Feet
- Forum Theatre: 388-seat - 22,200 Square Feet
- Kavli Theatre: 1,800-seat - 99,700 Square Feet
- Parking Garage : 5 levels - 757 parking spaces - 231,000 Square Feet

SITE ZONES:

- ZONE 1:**
 - West edge and surface parking lot
 - Entrance to Second and Third Level
 - Access to parking garage.
- ZONE 2:**
 - Central space facing Thousand Oaks Blvd.
 - Entrance to Level 1
- ZONE 3:**
 - East side facing The Lakes Shopping Center.
 - Area with many oak trees and sloped topography.
- ZONE 4:**
 - Street edges and connections to adjacent sites.

BUILDING LEGEND

- | | |
|---------------------------|----------------------------------|
| (A) City Hall offices | (G) Third level entrance |
| (B) Kavli Theater | (H) Rooftop terrace and fountain |
| (C) Forum Theater | (I) Gardens of the World |
| (D) Parking garage | (J) Future museum - commercial |
| (E) Main level entrance | (K) The Lakes shopping center |
| (F) Second level entrance | (L) Future apartment building |

SITE PICTURES

ZONE 1: West edge and Parking lot.



PICTURE 1:
Parking lot to be removed.



PICTURE 2:
View from elevated parking to Thousand Oaks Blvd.



PICTURE 3:
View from parking to park area.



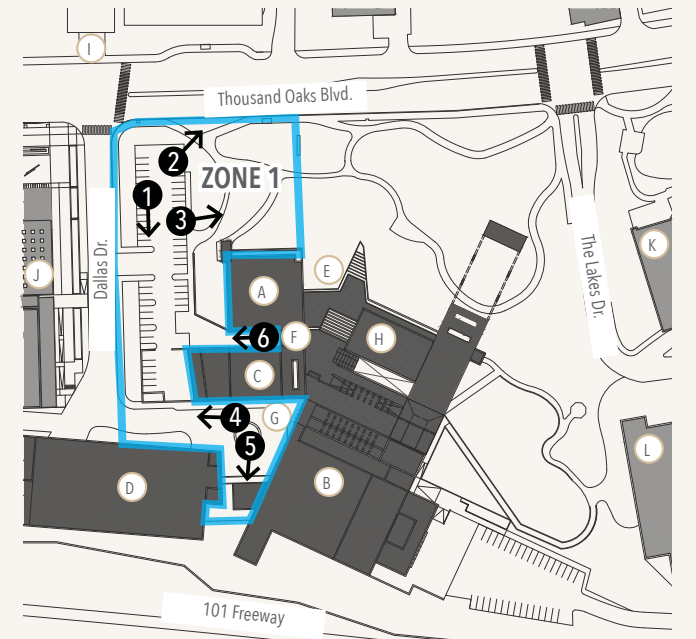
Picture 4:
Loading area and access to parking garage.



Picture 5:
Level 3 access.



Picture 6:
Level 2 access.



BUILDING LEGEND

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SITE PICTURES

ZONE 2: Central space facing Thousand Oaks Blvd.



PICTURE 7:
Stepped planter.
Potential stair access to Level 2.



PICTURE 8:
Stepped planter on second level terrace.



PICTURE 9:
'Borrowed' views from roof terrace.



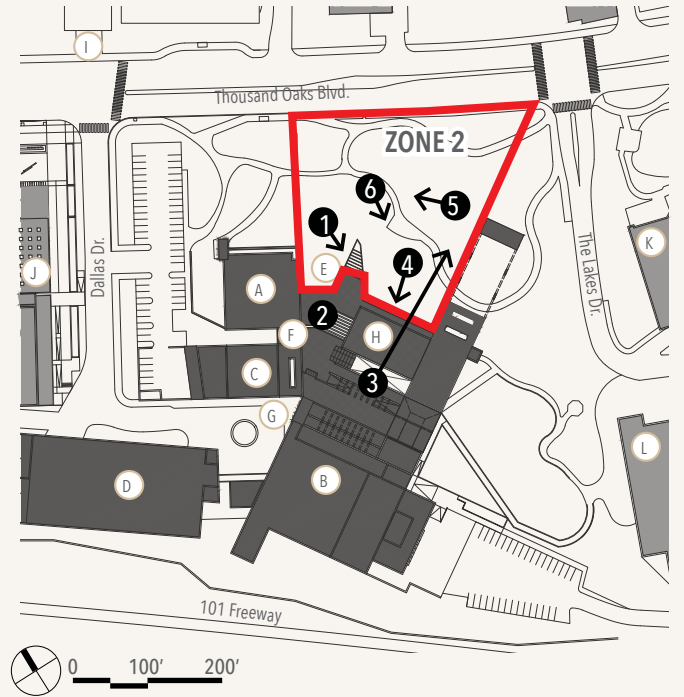
PICTURE 10:
Visual connection with building through windows.



PICTURE 11:
Open lawn area.



PICTURE 12:
Concrete area with boulders.



BUILDING LEGEND

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SITE PICTURES

ZONE 3: East side facing The Lakes Shopping Center



PICTURE 1:
Big angled wall with park name.



PICTURE 2:
Outdoor structure with stage. Underused.
Two oak trees in the center.



PICTURE 3:
Concrete path/bridge with thick low walls.
Disconnected from landscaped areas.



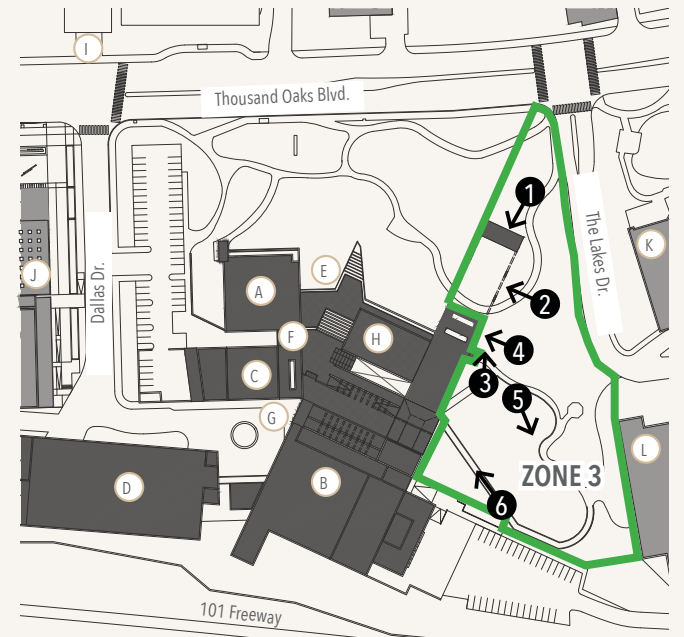
Picture 4:
Hidden shady area under building structure.



Picture 5:
Lawn area with picnic tables.



Picture 6:
Bridge/ramp access to building at Level 3.
Tree canopy walk.



BUILDING LEGEND

- | | |
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SITE PICTURES

ZONE 4: Street edges



PICTURE 1:
The Lakes Dr. edge.
Retaining wall + slope.



PICTURE 2:
Obstructed crossing at Lakes Dr.
Sloped edge.



PICTURE 3:
Thousand Oaks Blvd. @ Lakes Dr.
Open, flat area.



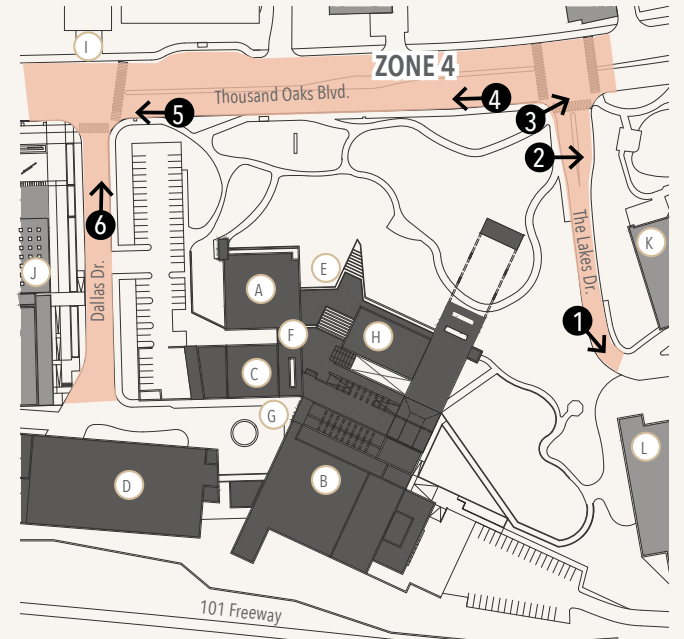
PICTURE 4:
Thousand Oaks Blvd.
Flat edge. Lack of landscaped areas.



PICTURE 5:
Thousand Oaks Blvd. @ Dallas Dr.
Sloped edge. Old oak tree in the corner.



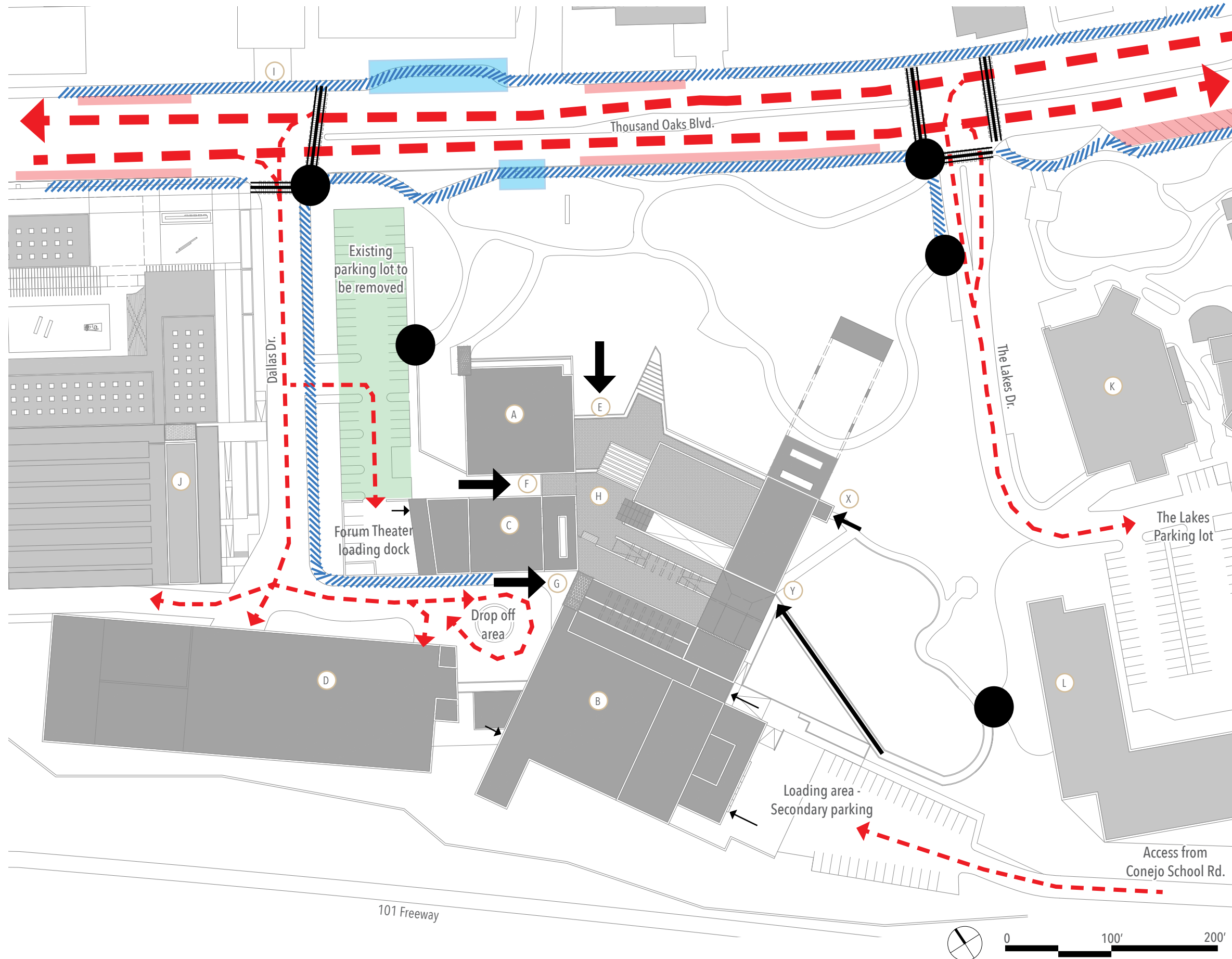
PICTURE 6:
Dallas Dr.
Sloped street. Access to parking and loading dock.



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CIRCULATION



LEGEND

- Vehicular circulation - Primary
- Vehicular circulation - Secondary
- Street parking
- Bus stop
- Pedestrian circulation - Sidewalks
- Pedestrian circulation - Crosswalks
- Site access point
- Building access - Primary
- Building access - Secondary
- Building access - Theater Staff

BUILDING ACCESS POINTS DESCRIPTION

- E** Level 1 entrance.
- F** Access to Second Floor Lobby:
 - Entry from surface parking.
 - City offices information desk and elevators.
 - Access to Forum Theater from lobby.
- G** Access From Parking Garage. Entrance to Kavli Theater and elevators.
- X** East Entry. Staircase adjacent to the Public Works staff entry on the first level.
- Y** Pedestrian ramp access to third level. Rooftop terrace and meeting rooms. Theater box office.

BUILDING LEGEND





- | | |
|--------------------------------|---------------------------------------|
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EXISTING TREES



LEGEND

-  Oak tree
-  Conifer
-  Sycamore tree
-  Other tree



BUILDING LEGEND

-  City Hall offices
-  Third level entrance
-  Kavli Theater
-  Rooftop terrace and fountain
-  Forum Theater
-  Gardens of the World
-  Parking garage
-  Future museum - commercial
-  Main level entrance
-  The Lakes shopping center
-  Second level entrance
-  Future apartment building

TOPOGRAPHY



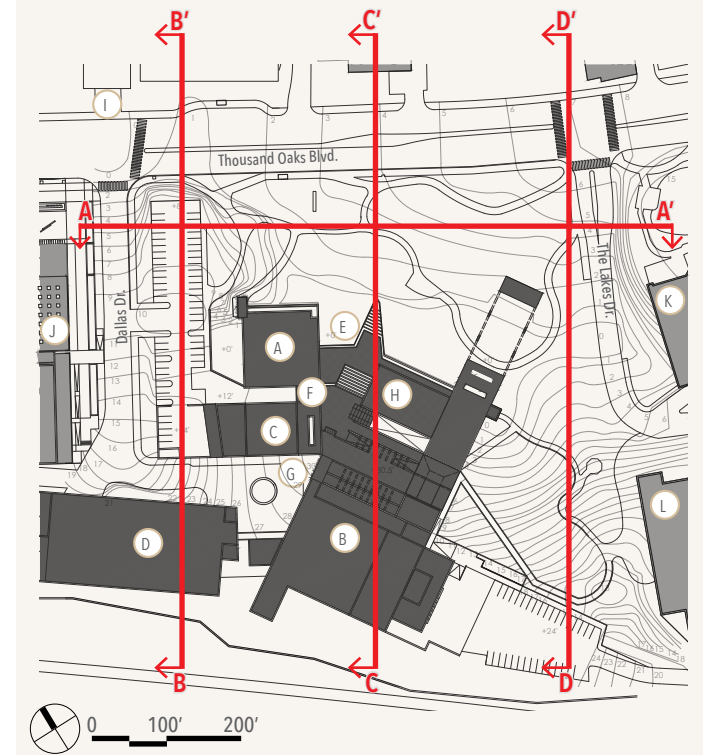
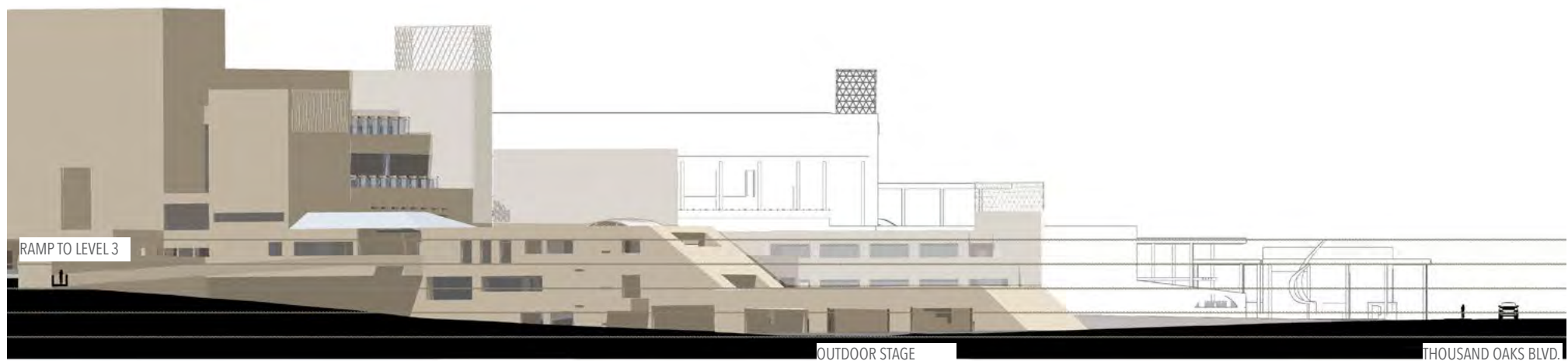
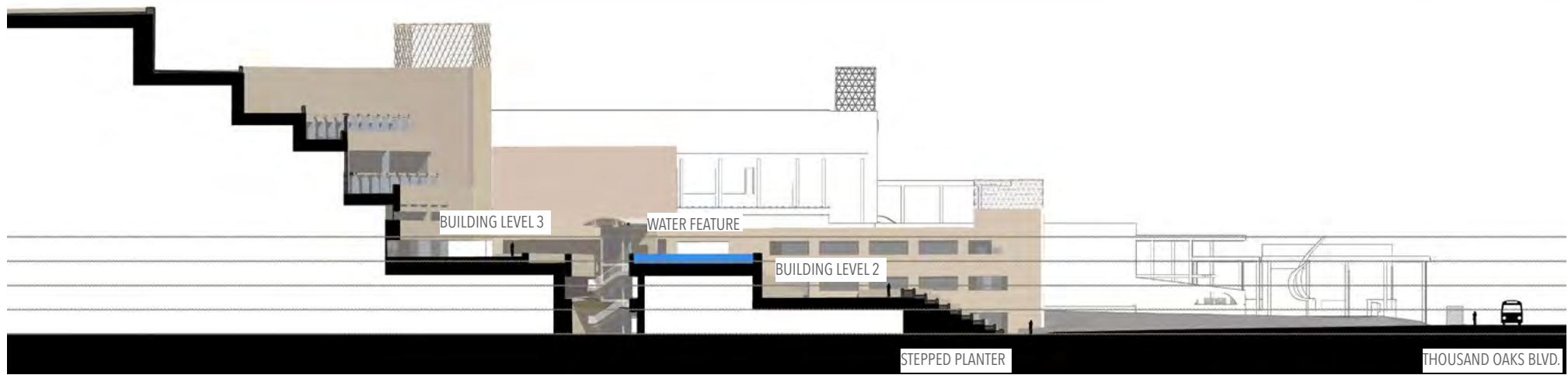
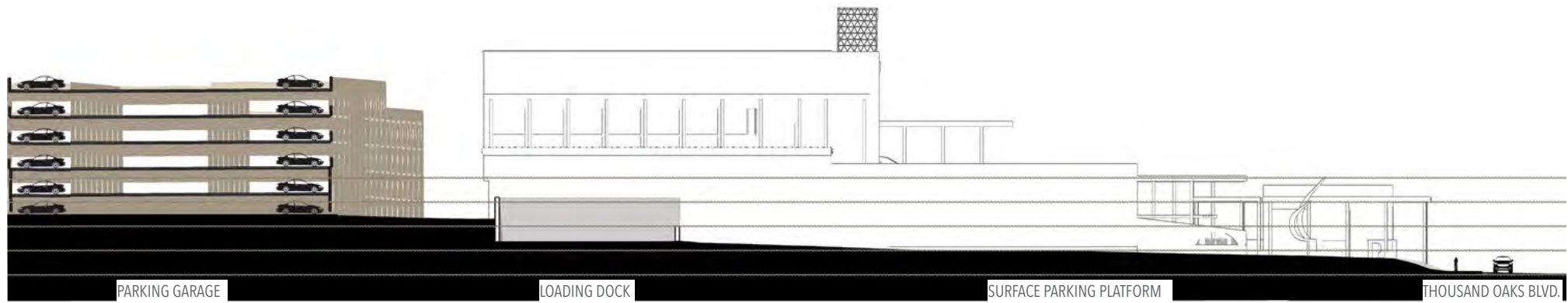
LEGEND

Topography plan contour interval = 1'

BUILDING LEGEND

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TOPOGRAPHY






BUILDING LEGEND

- A City Hall offices
 - B Kavli Theater
 - C Forum Theater
 - D Parking garage
 - E Main level entrance
 - F Second level entrance
- G Third level entrance
 - H Rooftop terrace and fountain
 - I Gardens of the World
 - J Future commercial space
 - K The Lakes shopping center
 - L Future apartment building

PROTECTED TOPOGRAPHY AROUND EXISTING OAK TREES



LEGEND

-  Existing oak trees
-  Protected topography area under tree canopy
-  5' protection area around tree canopy

What is a Tree's Protected Zone?

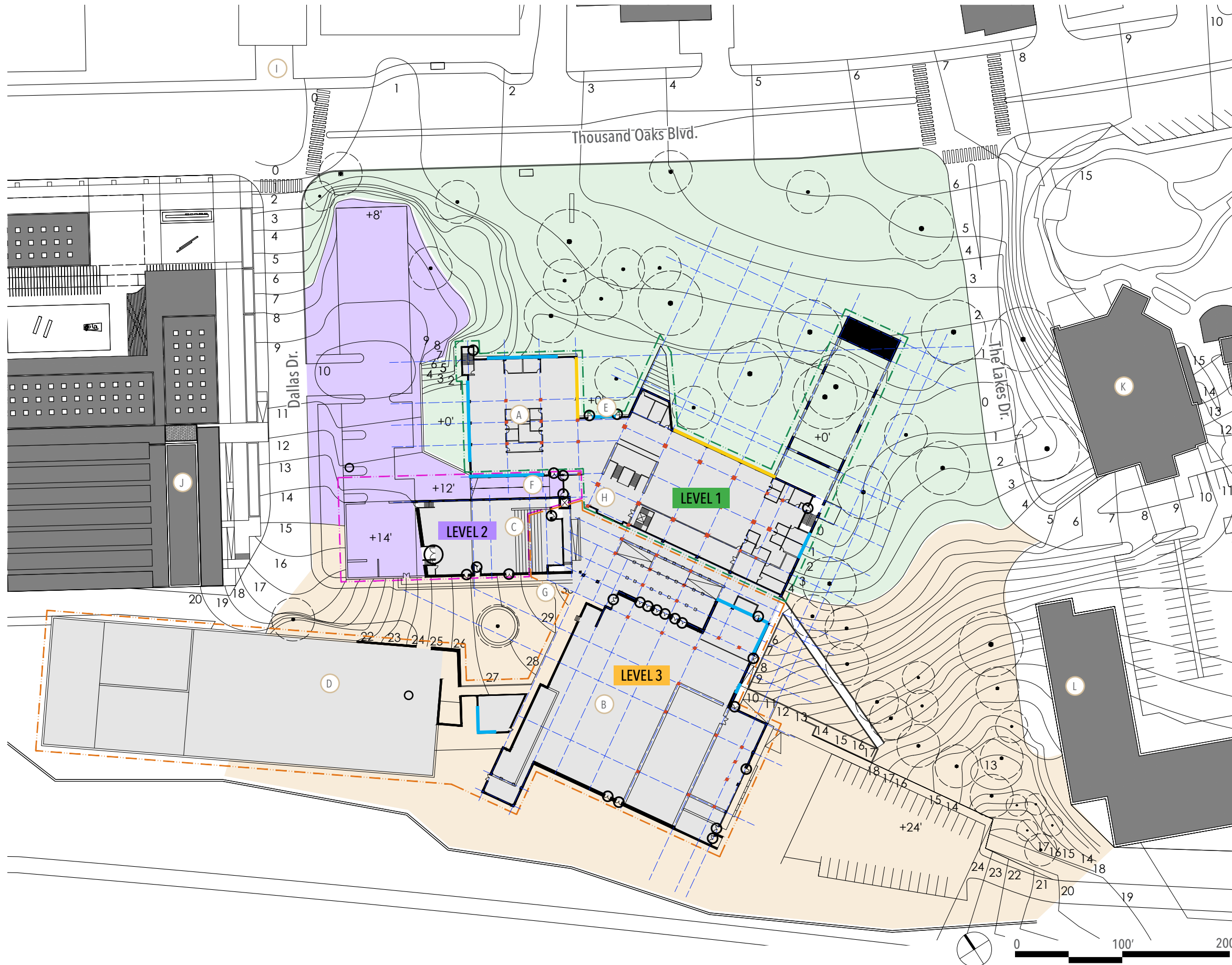
A tree's protected zone is **five feet beyond the outer edge of canopy or 15 feet from trunk**, whichever is greatest.

Permits are required for any work impacting the tree or the soil in this area, other than removal of dead wood.

BUILDING LEGEND

- | | |
|---|--|
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FLOOR PLANS AT GROUND LEVEL



LEGEND

- Existing oak trees
- Building grid lines
- Structural elements aligned in grid
- Level 1 floor plan
- Level 2 floor plan
- Level 3 floor plan
- Windows
- Floor to ceiling windows
- Doors - access to building
- Site area related to building Level 1
- Site area related to building Level 2
- Site area related to building Level 3

FIRST LEVEL MAIN PROGRAM:

- City offices:
- Public Works
 - Planning Department
 - Conference Rooms

SECOND LEVEL MAIN PROGRAM:

- City offices:
- Finances
 - City Clerk
 - Customer Service
 - Housing and Development
 - Alliance for the Arts

Forum Theater
Outdoor terrace

THIRD LEVEL MAIN PROGRAM:

- City offices:
- City Manager's office
 - City Attorney's office
 - Meeting Rooms

Kavli Theater
Outdoor terrace and fountain

BUILDING LEGEND

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SHADOW STUDY

JUNE 21

Summer solstice
(Sun highest in the sky)

SEPTEMBER 21

Autumn equinox
(Half way between high and low point)

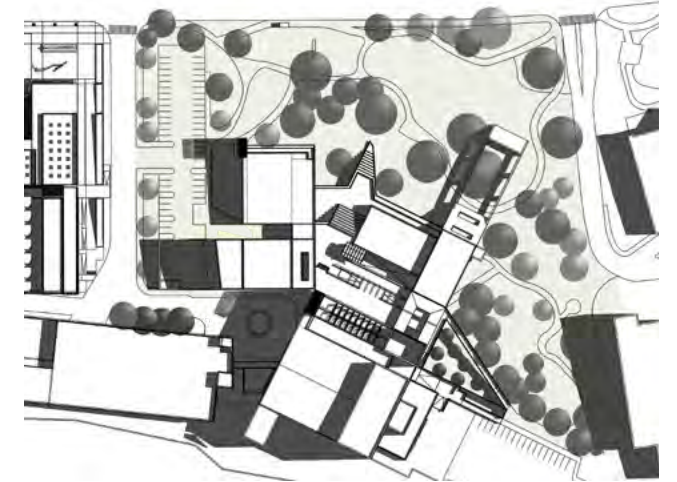
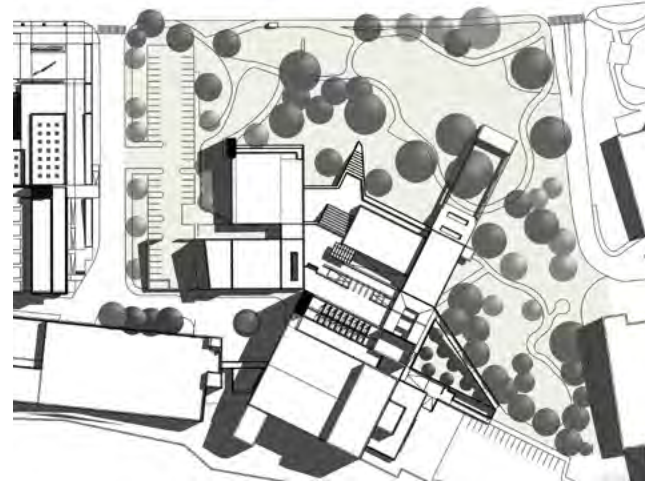
DECEMBER 21

Winter solstice
(Sun lowest in the sky)

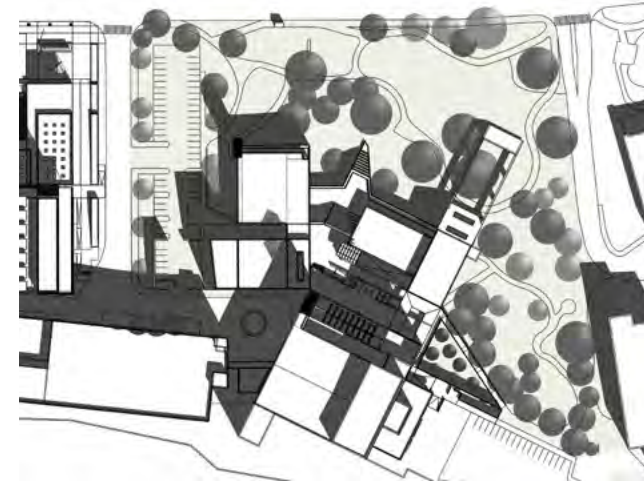
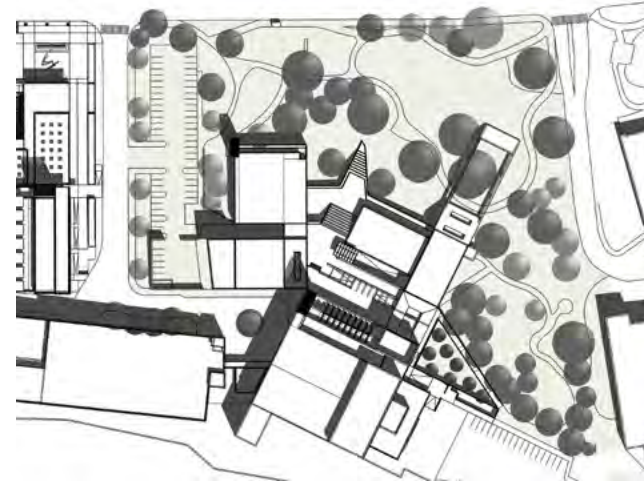
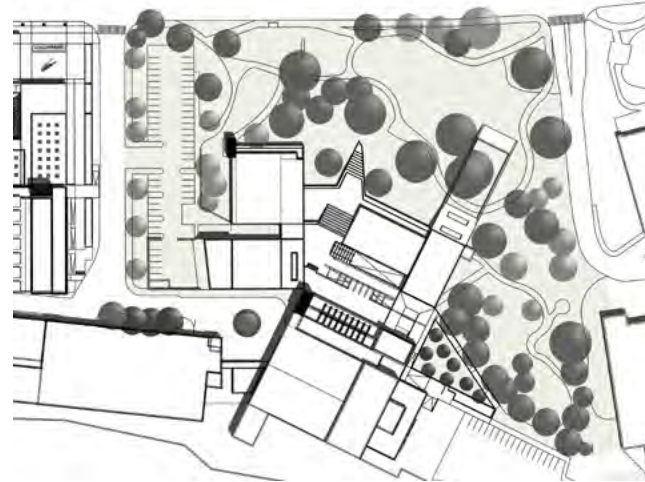
MARCH 21

Spring equinox
(Half way between low and high point)

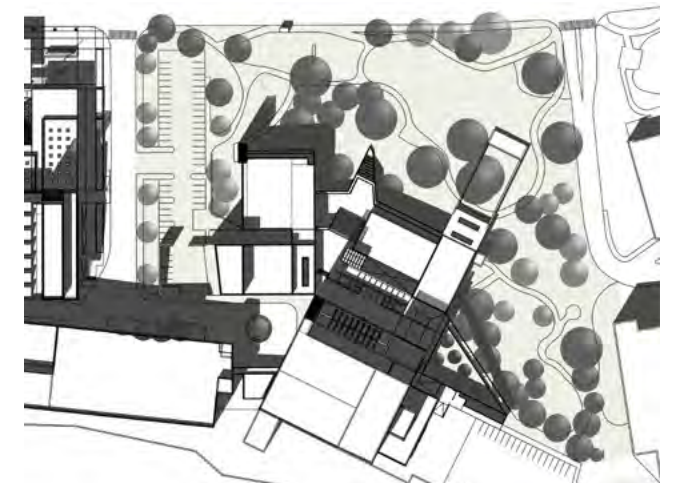
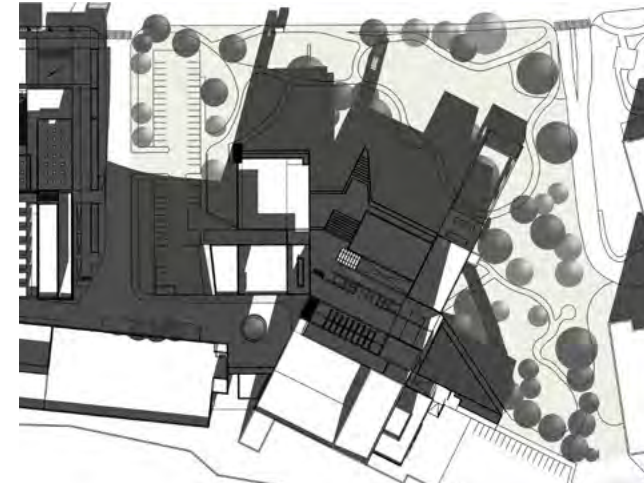
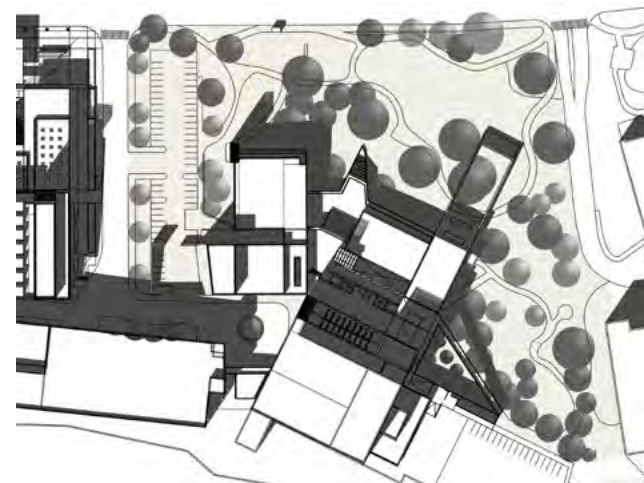
9:00 AM



12:00 PM

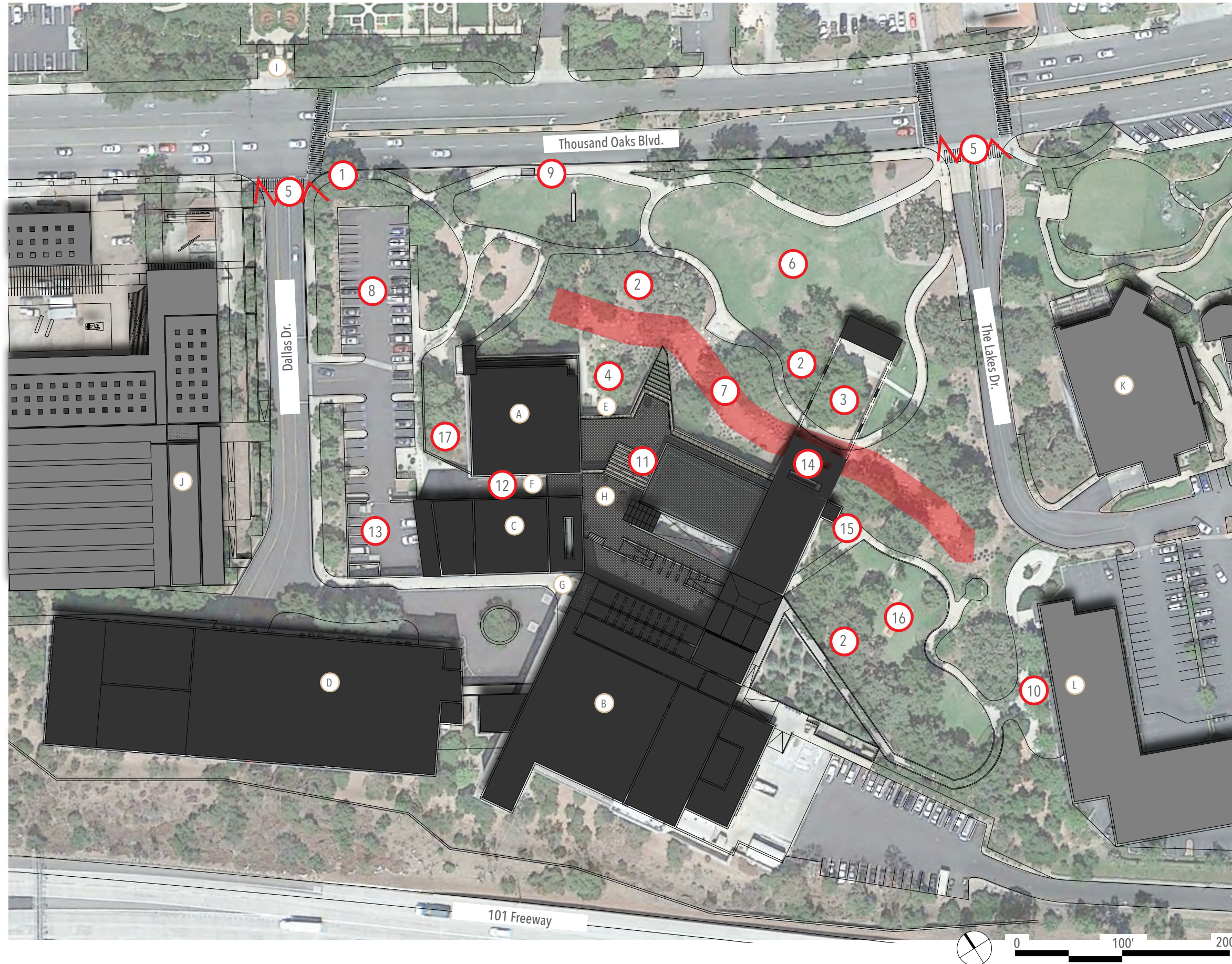


3:00 PM



0 100' 500'

SITE CONSTRAINTS



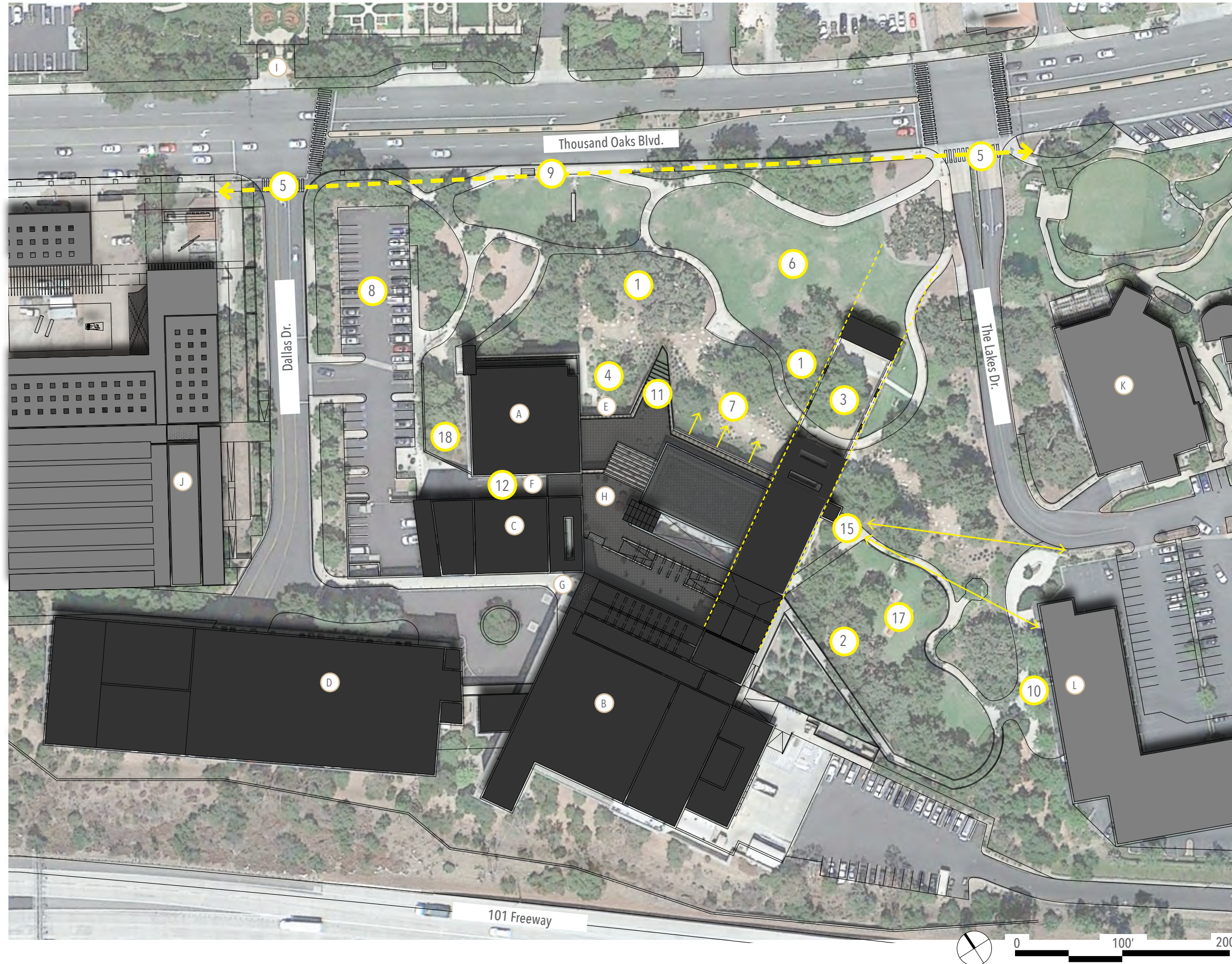
LEGEND

1. Large protected oak trees in sloped area on N-W corner **BLOCKING ACCESS TO SITE.**
2. **PROTECTED OAK TREES ON SITE.** Terrain can't be touched under their drip line, no grading or paving allowed.
3. **OUTDOOR EVENT AREA NOT USED.** Trees in the middle blocks the view to the stage.
4. Hidden and obstructed entrance to Main level.
5. **POOR CONNECTION TO NEIGHBORING SITES** (The Lakes Shopping Center to the east (K), and future mix-use development to the west (J)).
6. Large lawn areas need intense maintenance and irrigation. Incompatible with protected oak trees requirements.
7. Non functioning dry creek bed. Interrupts landscape areas and connection between building and exterior space.
8. Large parking lot in **ELEVATED PLATFORM.**
9. **NARROW SIDEWALK** interrupted by trees and bus stop.
10. Future residential building development doesn't relate to current landscape design.
11. **NO ACCESS TO UPPER TERRACES.**
12. Main entrance to second floor is confusing and not obvious.
13. Forum Theater loading dock obstructs view of the building and makes the second floor entrance look like a "back door".
14. Dark area under building structure.
15. Poor access to east staircase.
16. Picnic area on the east side is not leveled and the tables are not shaded.
17. **SUNKEN AREA ON THE WEST SIDE** of building is required due to windows in the facade, but it's unattractive and underutilized.

BUILDING LEGEND

- | | |
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SITE OPPORTUNITIES



LEGEND

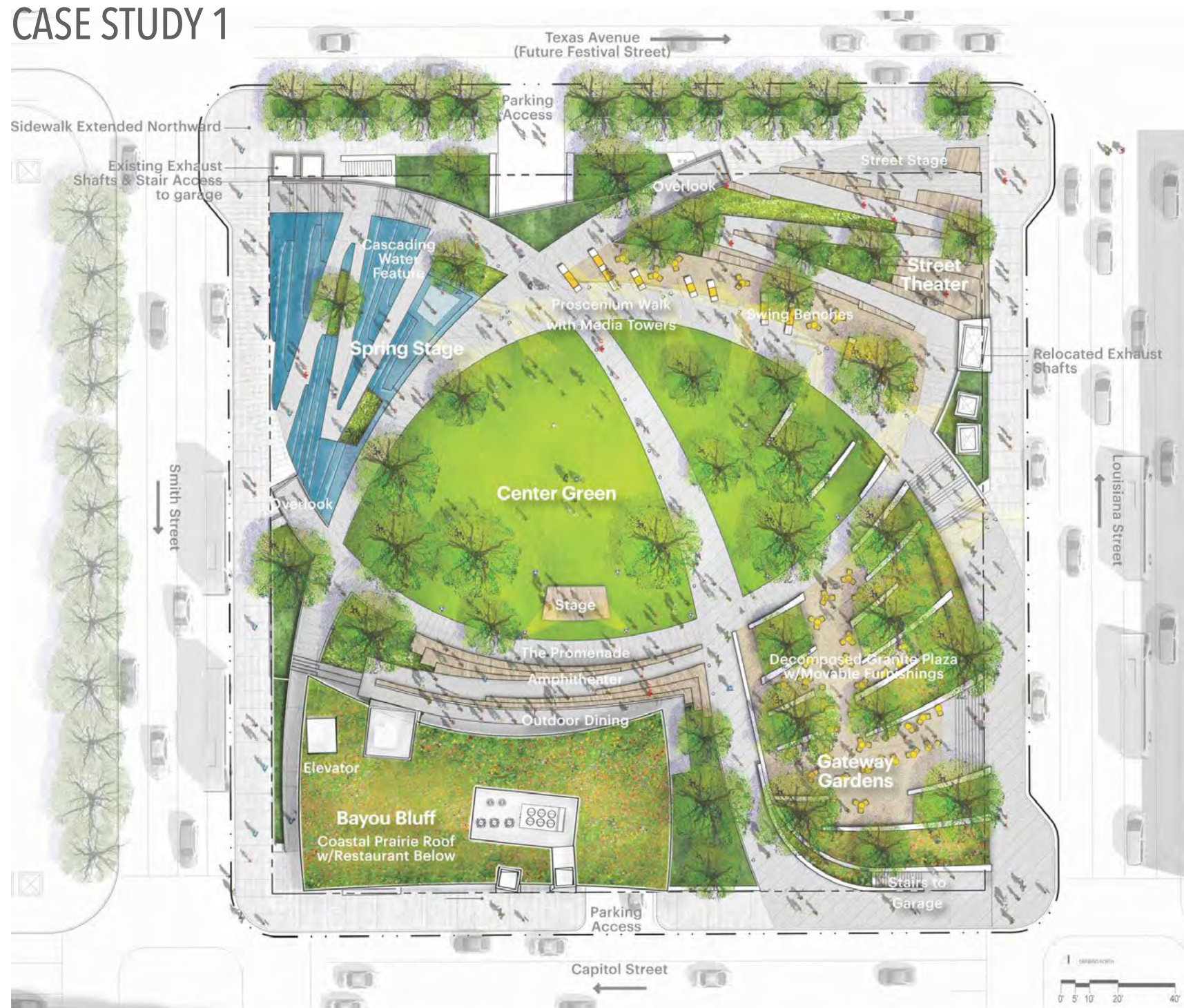
1. **LARGE EXISTING TREES GIVE STRUCTURE** to the landscape.
2. One of the oak clusters could become an **EDUCATIONAL / CONSERVATION SPACE**.
3. Outdoor building structure can be used as a way of **INTEGRATING THE BUILT AND THE OUTDOOR SPACES**.
4. The contained space delimited by three building walls provides the chance to create a defined **COURTYARD ENTRANCE** to the first level.
5. Developments to the east and west of the site allow the Civic Arts Center to expand beyond its site limits and **INTEGRATE WITH THE NEIGHBORING DEVELOPMENTS**.
6. Large open space in front of building could be turned into a **TOWN SQUARE**.
7. Dry creek area in front of floor to ceiling window facade can become an **EXTERIOR SPACE FOR THE CITY STAFF**.
8. Large surface parking will be removed and its closeness to the loading area makes it a good area to become a **MULTI - USE SPACE**.
9. Sidewalk can be expanded to become a **PROMENADE** that promotes pedestrian circulation. Bus stop can be established as a more formal **TRANSIT POINT**.
10. Future residential building development provides **NEW USERS FOR THE CIVIC ARTS PLAZA**.
11. Stepped planters can be turned into **STAIR ACCESS TO SECOND AND THIRD LEVELS**.
12. The removal of surface parking area can allow a more **FORMAL ACCESS TO THE SECOND LEVEL ENTRANCE**.
15. East access can become an important **ACCESS POINT FORM THE LAKES** parking lot and the future residential development.
17. Picnic area can be turned into a **SLOPED LAWN** area for informal picnic and passive recreation.
18. Sunken area on the west side of building can become a **CONNECTION SPACE** between ground level entrance and second floor entrance.

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CASE STUDY 1



THE LYNN WYATT SQUARE FOR PERFORMING ARTS

Landscape Architects: RIOS
 Location: Houston, Texas
 Year Completed: Under Construction
 Area: 77,000 sqft (1.76 acre)

Located at the epicenter of the Theater District, the square is designed to become a **multi-use venue** and a **green oasis** that enhances downtown life and can flexibly accommodate a wide range of outdoor performances and special events.

The **north and south corners** of Wyatt Square from Texas Avenue and Capitol Street act as important first impressions and serve as **welcoming thresholds**.

At the west corner of the site, a two-level **restaurant** is oriented to address both the park and the street. 200 indoor and 60 outdoor seats are provided across two levels with a grand stair and elevator connecting the park through the restaurant to Capitol Street.

Wyatt Square can host smaller events in a Street Theater on the east corner. A **sidewalk stage** allows performers to address an audience in the wooden hillside grandstand or to face outward during street festivals.

The **Center Green** allows large gatherings and events such as simulcast performances from nearby theaters.

Approaching from the West side, visitors will encounter the **Spring Stage**, with **water cascading** toward the street in the direction of the bayou. Texas Avenue can be used as a **festival street** linking Wyatt Square, Fish Plaza and the Bayou.



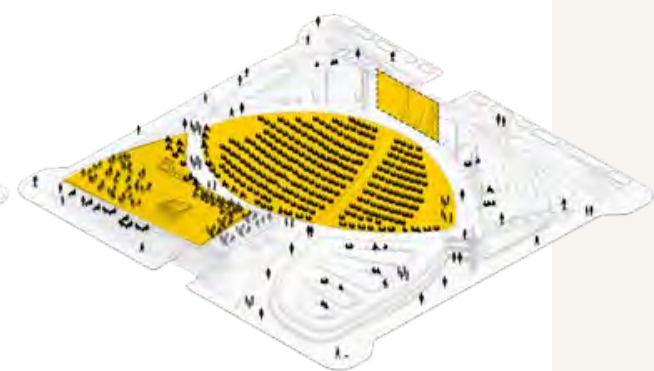
Weekday Lunch Hour



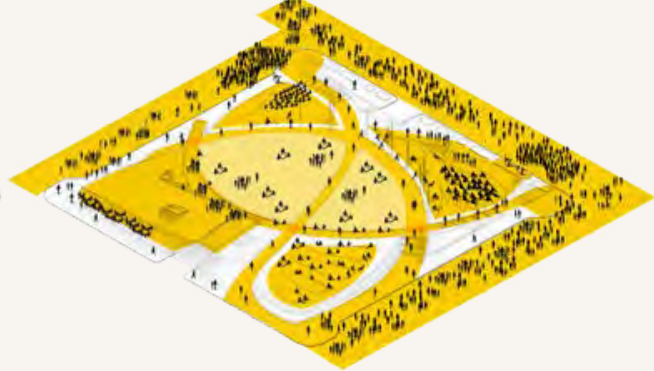
Saturday in the Plaza



Pre-Show Cocktail Hour



Simulcast Performances



Festivals & Markets

CASE STUDY 2



PACIFIC PLAZA

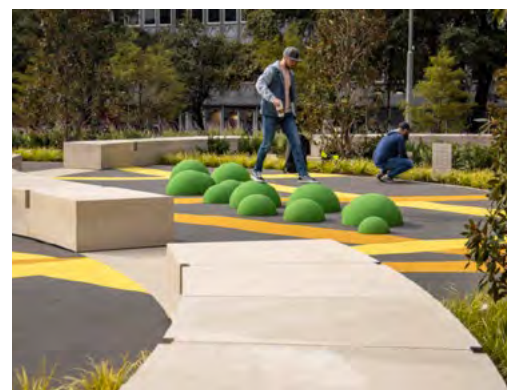
Landscape Architects: SWA
 Location: Dallas, Texas
 Year Completed: 2019
 Area: 3.74 acres

The design involves the integration of an existing stand of **mature Live Oaks** (Aston Grove) by way of closure of a bisecting street.

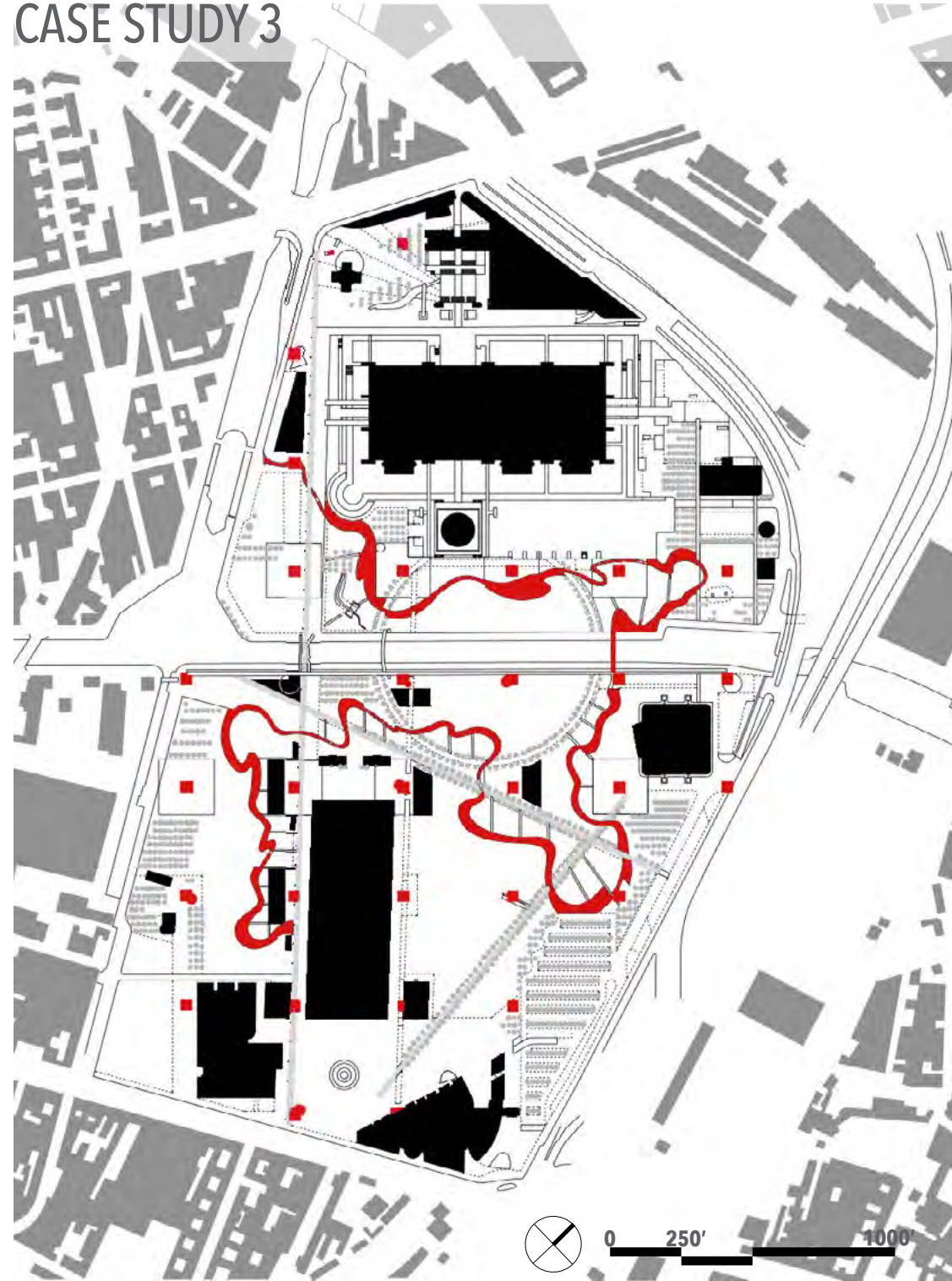
The design also **elevates a busy corner** away from street traffic and noise, orienting users toward a one-acre, **multi-purpose central lawn**.

A 95' x 138' **pavilion** recalls the area's history with steel panels perforated in Morse Code signatures for every local stop along the Texas and Pacific Railroad between New Orleans and El Paso.

A **solid 611-foot-long seat wall** that traverses the entire plaza unifies the park into a cohesive whole, offering expansive, restorative spaces for visitors.

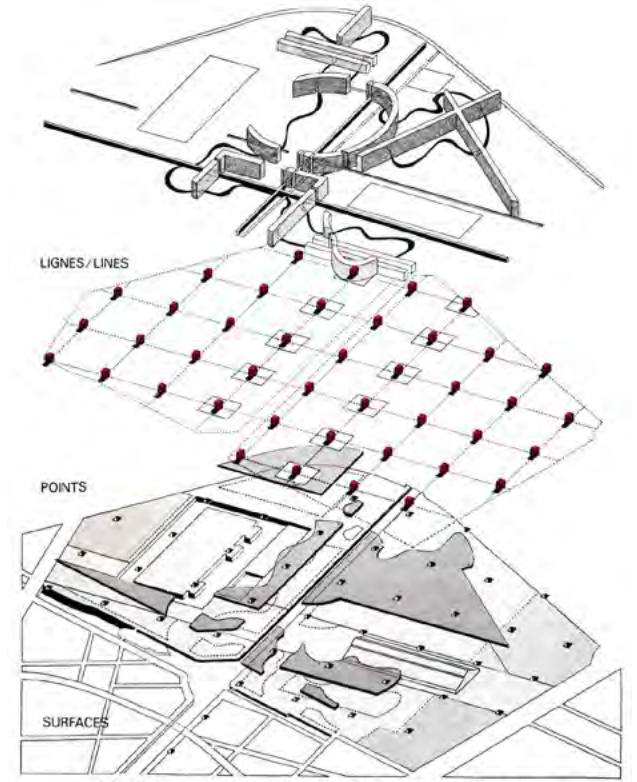


CASE STUDY 3

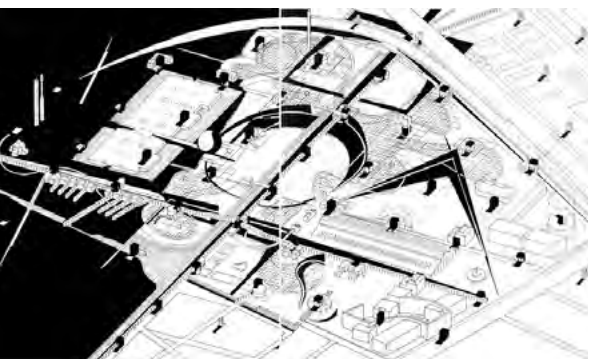
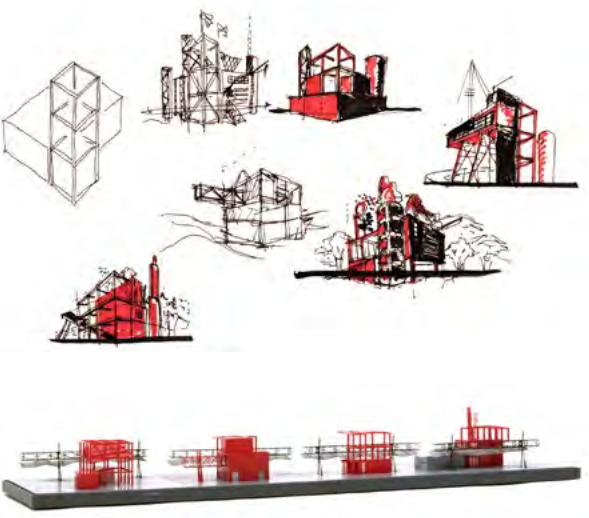
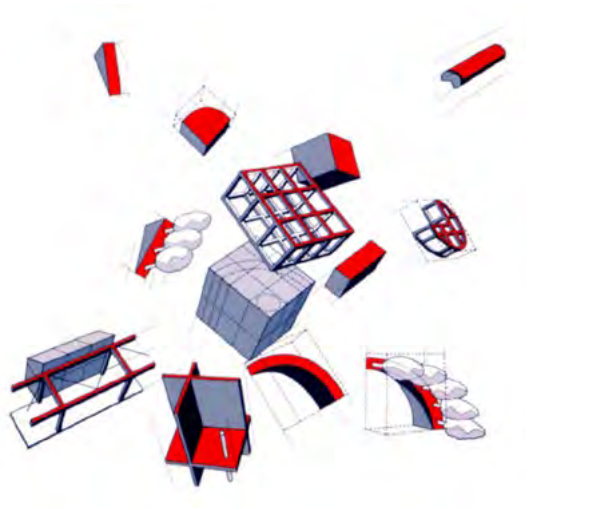


BIRD'S EYE VIEW OF PARC DE LA VILLETTE

| | | |
|--------------------|----------------------------------|--------------------------|
| 1 FOLLIES | 5 MUSEUM OF SCIENCE AND INDUSTRY | 8 GRANDE HALLE |
| 2 COVERED WALKWAYS | 6 GEODE THEATER | 9 HOUSING SITES |
| 3 ALLEES | 7 ZENITH CONCERT HALL | 10 'CITY OF MUSIC' SITES |
| 4 'CINEMATIC' PATH | | |



THE SUPERIMPOSITION OF THE THREE SYSTEMS (POINTS, LINES, SURFACES) CREATES THE PARK AS IT OPERATES A SERIES OF CALCULATED TENSIONS WHICH REINFORCE THE DYNAMISM OF THE PLACE. EACH OF THE THREE SYSTEMS DISPLAYS ITS OWN LOGIC AND INDEPENDENCE.



PARC DE LA VILLETTE
 Landscape Architects: Bernard Tschumi Architects
 Location: Paris, France
 Year Completed: 1987
 Area: 137 acres

As part of an international competition to revitalize the abandoned land from the French national wholesale meat market and slaughterhouse in Paris, France, Bernard Tschumi was chosen from over 470 entries.

Tschumi conceptualized the park as one large user-defined space that is completely open for interpretation. He wanted the park to be a space for activity and interaction that would evoke a sense of freedom within a superimposed organization that would give the visitors points of reference.

Parc de la Villette is designed with three principles of organization which Tschumi classifies as **points, lines, and surfaces**.

- The site is organized spatially through a **grid of 35 points**, or what Tschumi calls **follies**. The series of follies give a dimensional and organizational quality to the park serving as points of reference. The repetitive nature of each folly, even though each one is unique and different, allow for the visitors to retain a sense of place through the large park.

- Tschumi's **lines** are essentially the main demarcated movement paths across the park. Unlike the follies, the paths do not follow any organizational structure; rather they intersect and lead to various points of interest within the park and the surrounding urban area.

- 85 acres of the site are dedicated to the **green space**, which are categorized as **surfaces**. The open space is typically used for large gatherings and even in the summer it becomes a large open air cinema.

- There are **10 themed gardens** throughout the large expansive site. Each themed garden gives the visitors a chance to relax, meditate, and play.



CASE STUDY - PROJECTS TO SCALE

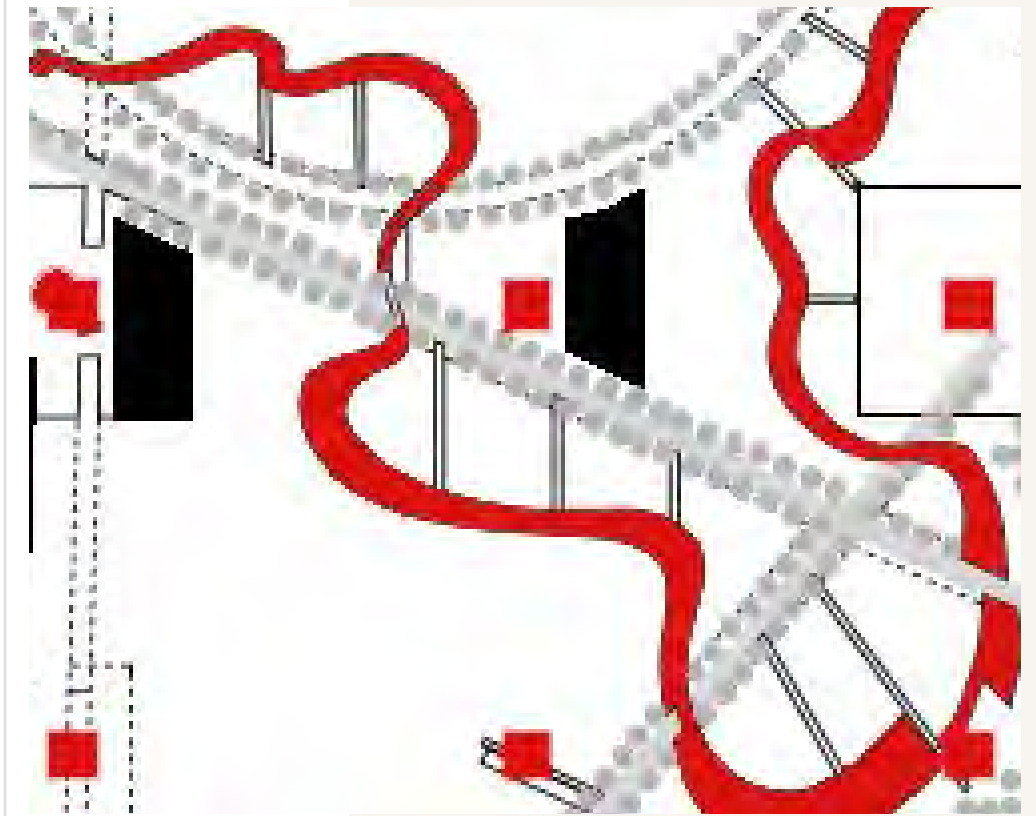
LYNN WYATT SQUARE FOR THE PERFORMING ARTS - Area: 1.76 acre



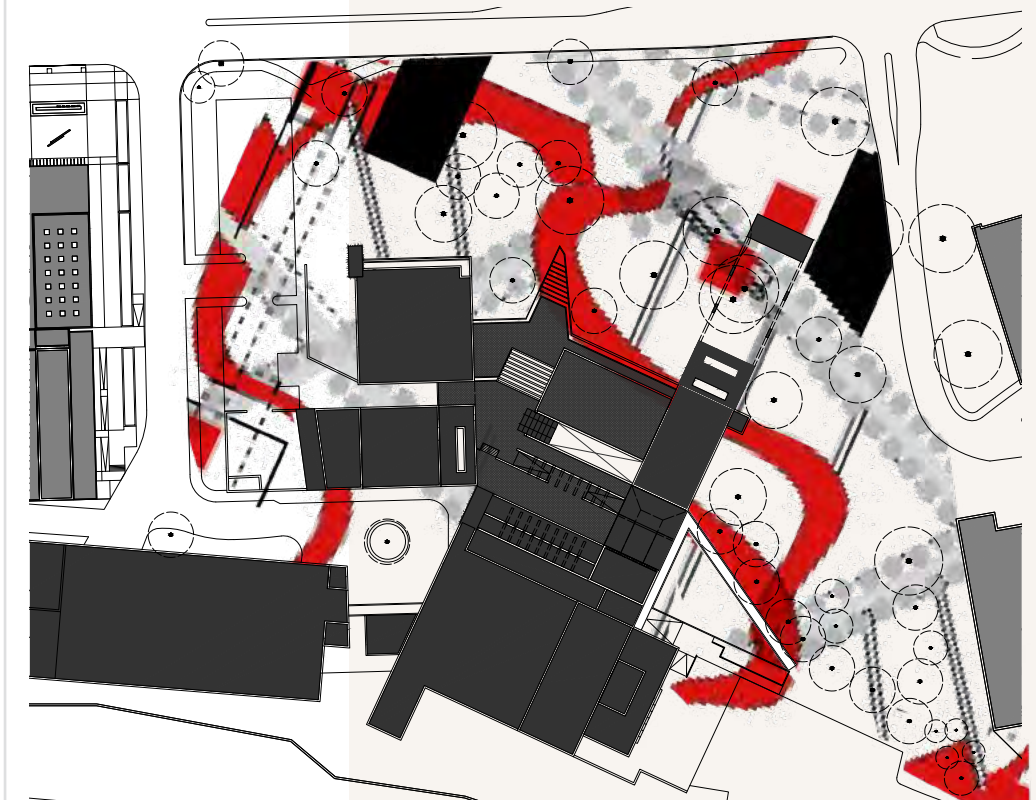
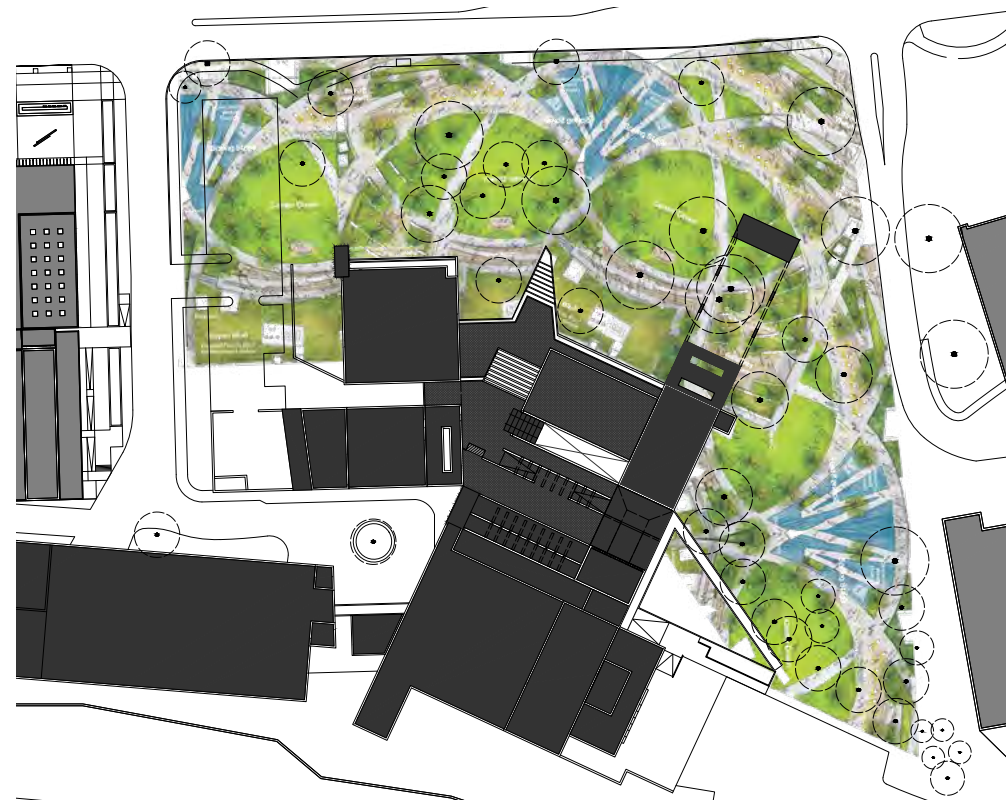
PACIFIC PLAZA - Area: 3.74 acres



PARC DE LA VILLETTE - Area: 137 acres



CIVIC ARTS PLAZA - Area: 5.3 acres



GOALS AND OBJECTIVES

Create the **SOCIAL AND CULTURAL HEART OF THOUSAND OAKS**

- Designing **MULTI-USE** areas and a variety of spaces that enhance downtown life and can accommodate a wide range of outdoor performances and special events,
- An **ACCESSIBLE** and easy to navigate experience, through wide walkways, ramps, and clear access points,
- **MEMORABLE** and welcoming spaces with unique details and features for all age groups.



Strengthen Downtown Core's **CONNECTIVITY** and integrate the Civic Arts Center with its context.

- Creating a **TRANSIT POINT** to encourage the use of public transportation to the site,
- Connecting physically, through **WALKWAYS** that link fluently to neighboring sites, and
- Visually linking through **LOOKOUT POINTS** in strategic locations.



PROTECT AND REGENERATE native plant communities.

- Preserving existing Oak Trees on the site and physically defining a **PROTECTION ZONE** that will separate them from other garden areas,
- Planting **NEW NATIVE TREES** in conditions that will allow them to grow and thrive for many years,
- Creating an **EDUCATIONAL SPACE** to learn about native flora of the Conejo Valley.

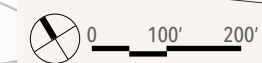
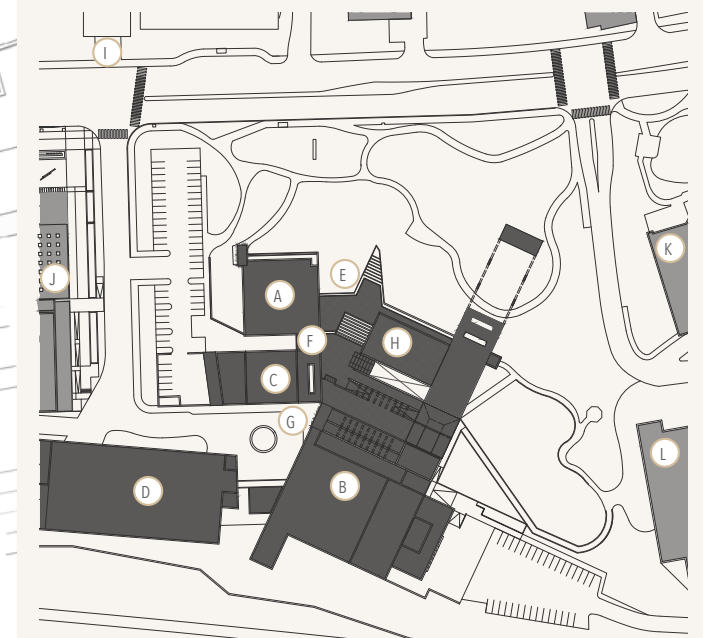
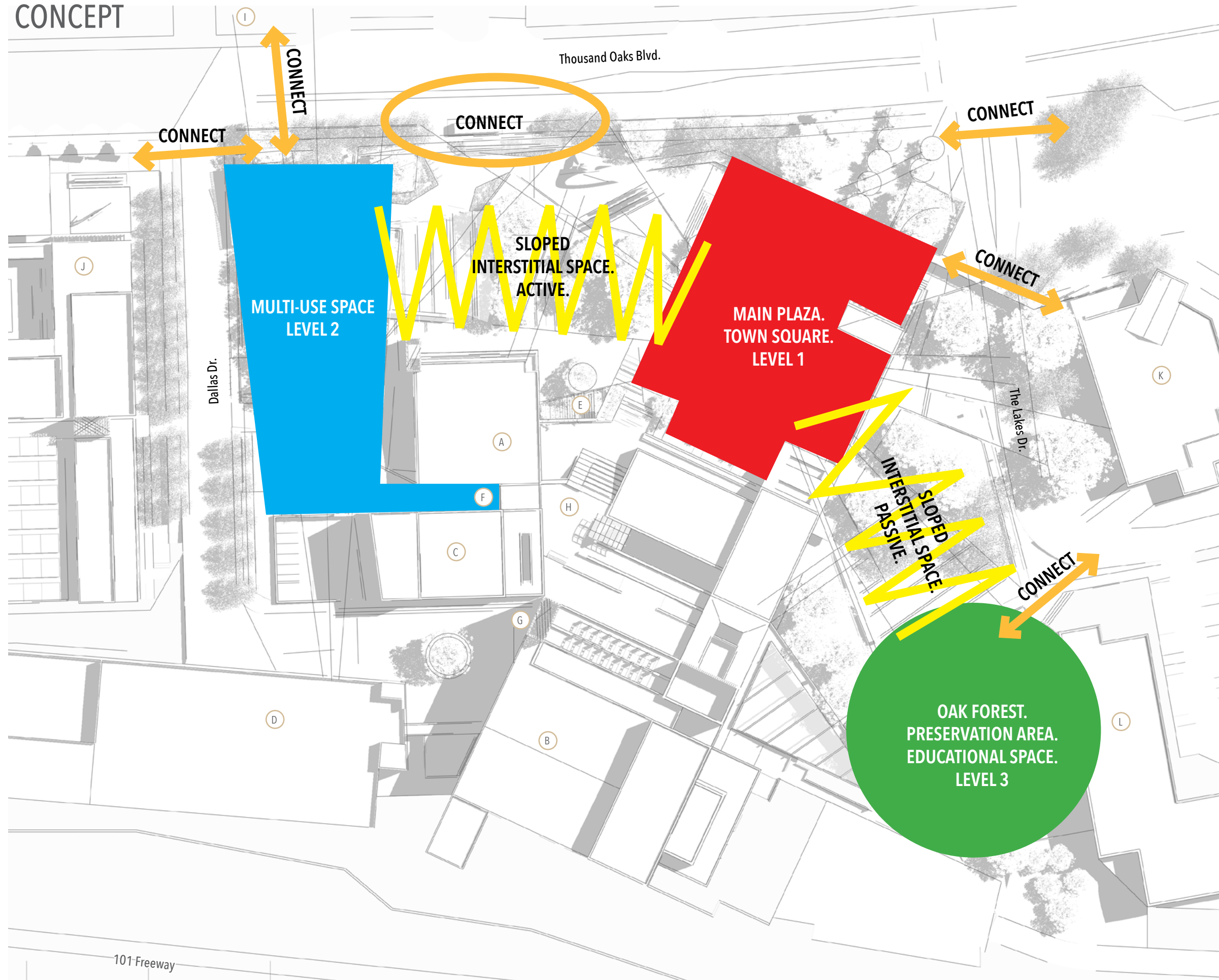


INTEGRATE Civic Arts Center's Building with the new landscape

- Creating recognizable access points and **COURTYARDS** for each entrance,
- Taking into consideration existing building conditions and **GRID-LINES**,
- Using **MATERIALS** and textures that relate to the existing building.



CONCEPT



BUILDING LEGEND

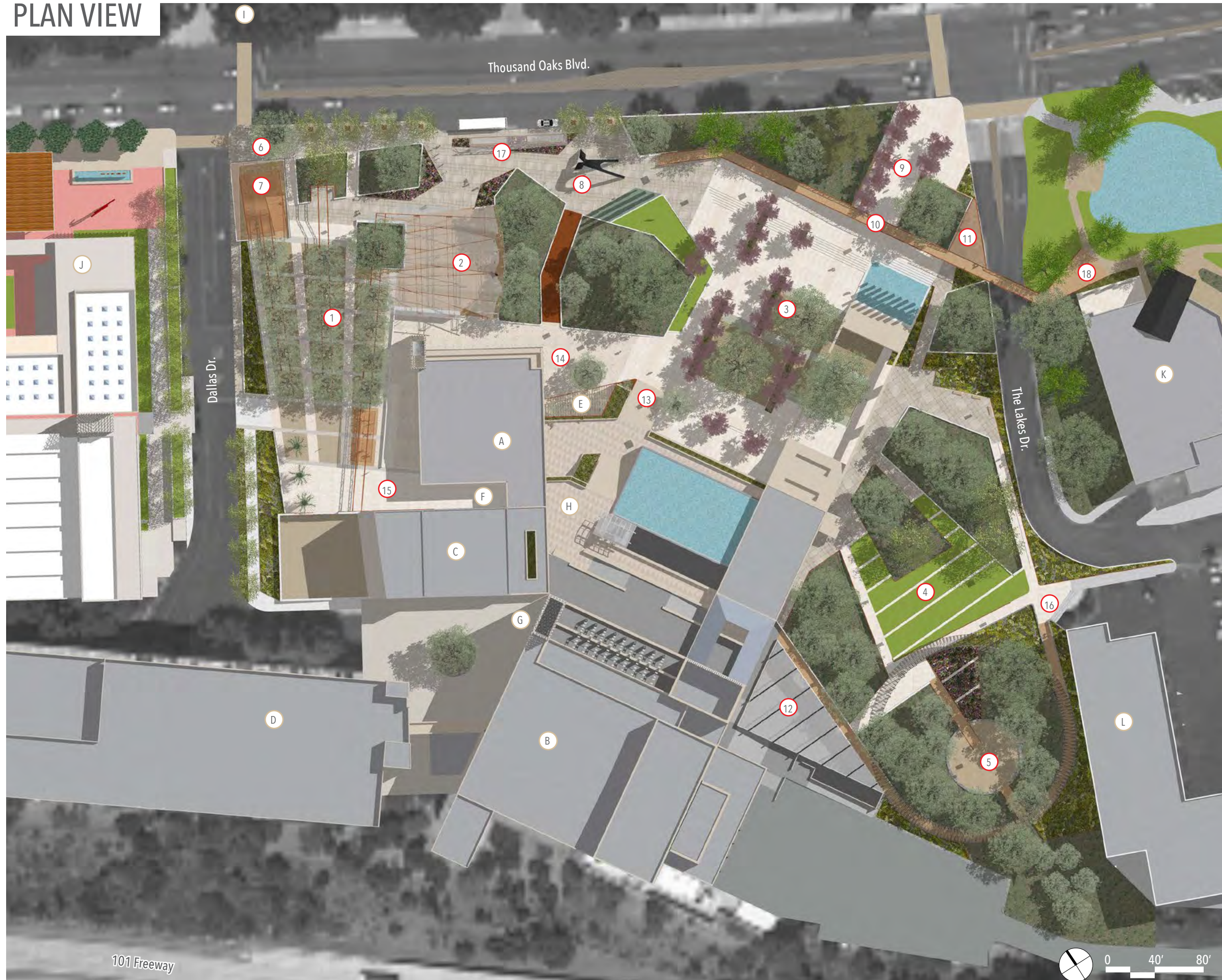
- | | |
|---------------------------|----------------------------------|
| (A) City Hall offices | (G) Third level entrance |
| (B) Kavli Theater | (H) Rooftop terrace and fountain |
| (C) Forum Theater | (I) Gardens of the World |
| (D) Parking garage | (J) Future commercial space |
| (E) Main level entrance | (K) The Lakes shopping center |
| (F) Second level entrance | (L) Future apartment building |

101 Freeway

INSPIRATION BOARD



PLAN VIEW



LEGEND

- ① NEW OAK URBAN FOREST
MULTI-USE PLAZA that enhances downtown life and can flexibly accommodate a wide range of outdoor fairs, exhibits, farmers markets and special events.
- ② AMPHITHEATER
PERFORMANCE SPACE for concerts and events such as outdoors theater plays. Daily use as seating area and gathering place.
- ③ TOWN SQUARE
MEETING PLACE and main access to the site and building. Extension of the building to the outdoor space.
- ④ STEPPED LAWN
Informal **LOUNGE SPACE** for picnic and passive recreation. Access point to Gathering Circle.
- ④ GATHERING CIRCLE
Intimate **GATHERING PLACE** surrounded by existing oaks. Educational space, outdoor classroom. A place to connect with nature.

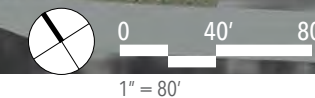
LEGEND

- | | |
|------------------------|------------------------------|
| ① New oak urban forest | ⑩ Bridge to The Lakes |
| ② Amphitheater | ⑪ East lookout |
| ③ Town Square | ⑫ Glass House |
| ④ Stepped lawn | ⑬ Stairs to Level 2 |
| ⑤ Gathering Circle | ⑭ Main entrance courtyard |
| ⑥ West access | ⑮ Level 2 entrance courtyard |
| ⑦ West lookout | ⑯ Access to ramp to Level 3 |
| ⑧ Middle Plaza | ⑰ Transit point |
| ⑨ East access | ⑱ Arrival deck at The Lakes |

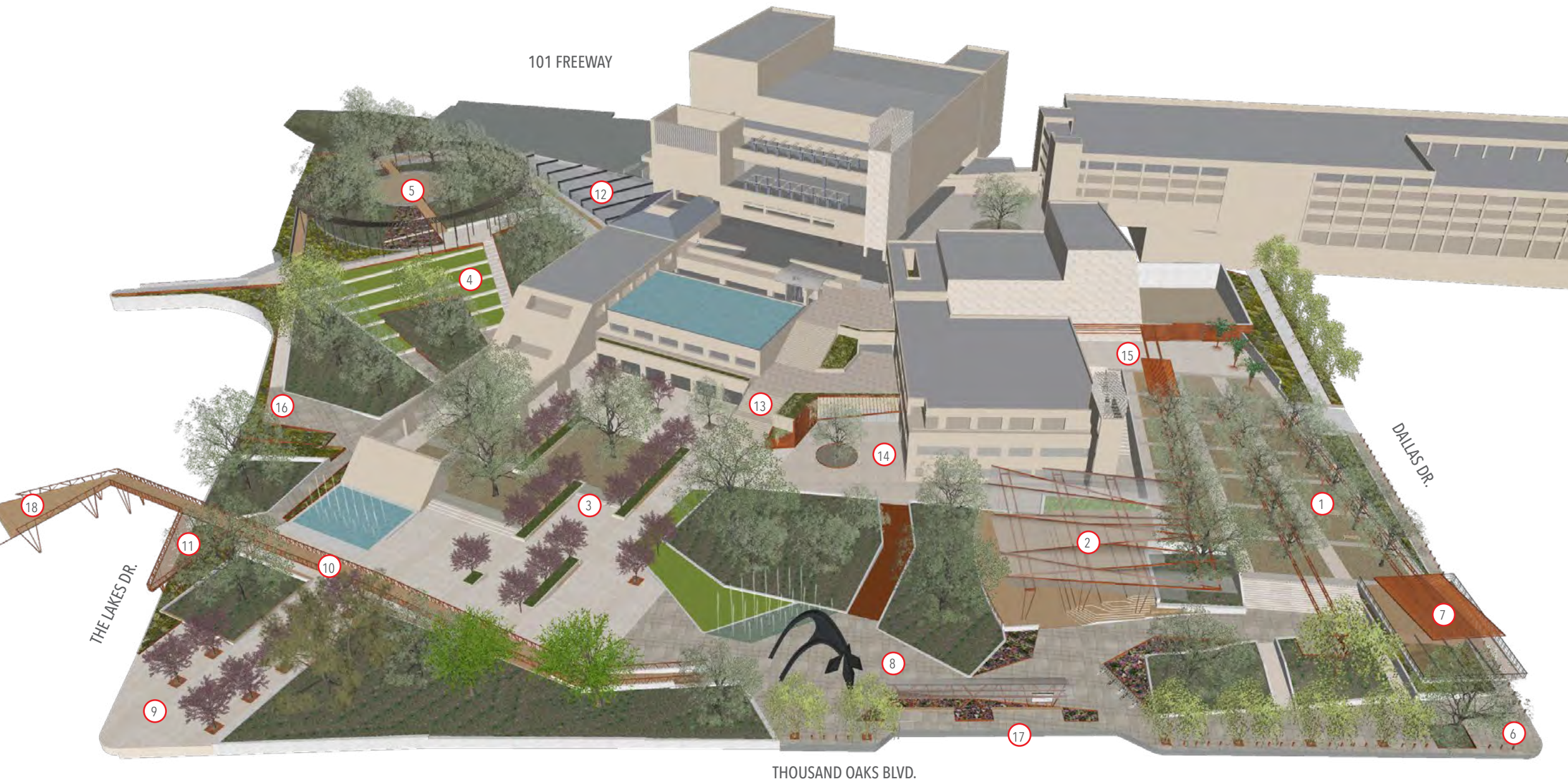
BUILDING LEGEND

- | | |
|-------------------------|--------------------------------|
| Ⓐ City Hall offices | Ⓖ Third level entrance |
| Ⓑ Kavli Theater | Ⓗ Rooftop terrace and fountain |
| Ⓒ Forum Theater | Ⓘ Gardens of the World |
| Ⓓ Parking garage | Ⓝ Future museum - commercial |
| Ⓔ Main level entrance | Ⓚ The Lakes shopping center |
| Ⓕ Second level entrance | Ⓛ Future apartment building |

101 Freeway



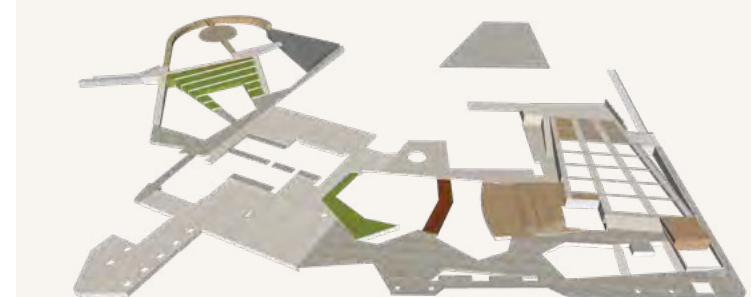
LAYERS



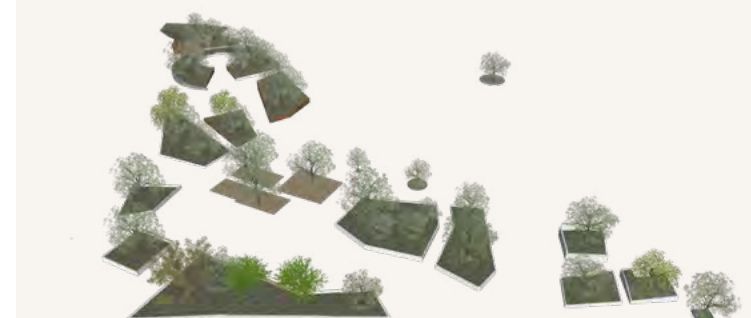
STRUCTURES + WATER FEATURES + ELEMENTS



GARDEN AREAS + NEW TREES



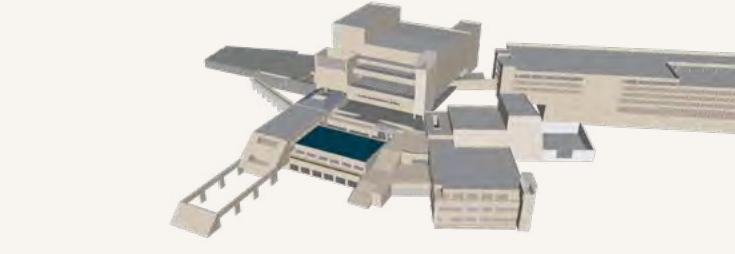
PAVING + LAWN



EXISTING TREES + PROTECTED TOPOGRAPHY

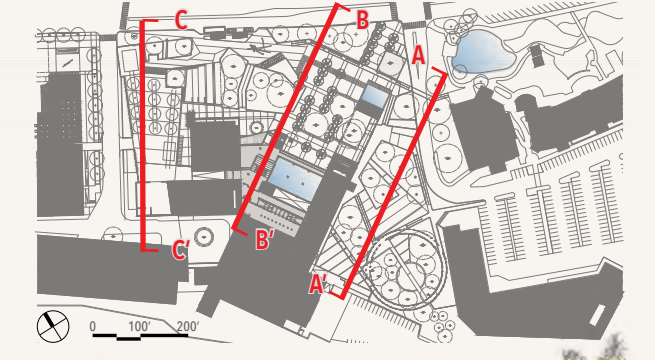
LEGEND

- | | | | | |
|------------------------|--------------------|-----------------------|------------------------------|-----------------------------|
| ① New oak urban forest | ⑤ Gathering Circle | ⑨ East access | ⑬ Stairs to Level 2 | ⑰ Transit point |
| ② Amphitheater | ⑥ West access | ⑩ Bridge to The Lakes | ⑭ Main entrance courtyard | ⑱ Arrival deck at The Lakes |
| ③ Town Square | ⑦ West lookout | ⑪ East lookout | ⑮ Level 2 entrance courtyard | |
| ④ Stepped lawn | ⑧ Middle Plaza | ⑫ Glass House | ⑯ Access to ramp to Level 3 | |



CIVIC ARTS BUILDING

SECTIONS



GLASSHOUSE RAMP PROTECTED TOPOGRAPHY LAWN LAWN PROTECTED TOPOGRAPHY LAWN PROTECTED TOPOGRAPHY SEATING AREA GARDEN THE LAKES DR. BRIDGE EAST LOOKOUT THE LAKES

SECTION - ELEVATION A - A'
1" = 40' 0 20' 40'



THOUSAND OAKS BLVD. PROTECTED TOPOGRAPHY WALKWAY MAIN PLAZA STAIRS TO BUILDING LEVEL 2 STAIRS TO BUILDING LEVEL 3

SECTION - ELEVATION B - B'
1" = 40' 0 20' 40'

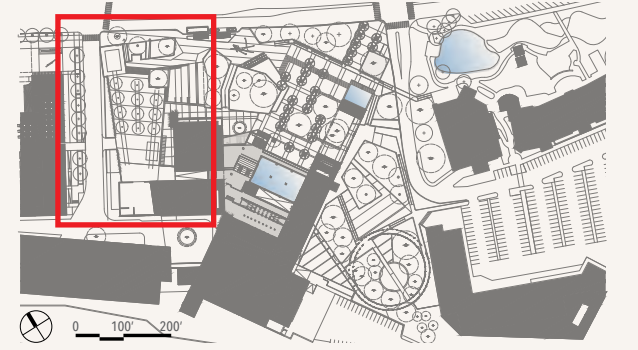


THOUSAND OAKS BLVD. SIDEWALK PROTECTED TOPOGRAPHY WALKWAY NEW OAK FOREST - MULTI-USE SPACE LEVEL 2 COURTYARD LEVEL 2 ENTRANCE LOADING DOCK LEVEL 3 ACCESS

SECTION - ELEVATION C - C'
1" = 40' 0 20' 40'

ZONE 1

DALLAS DR.

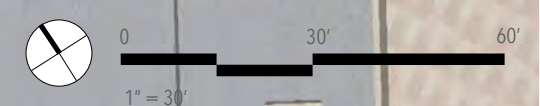


LEGEND

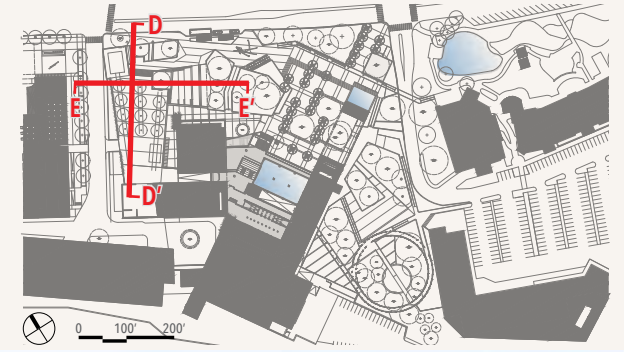
- | | |
|--------------------------|------------------------------------|
| ① New oak urban forest | ⑨ Seasonal flower beds |
| ② Amphitheater | ⑩ Bicycle rack |
| ③ Lookout deck | ⑪ Seating area |
| ④ Second floor courtyard | ⑫ Stairs to Main Entrance |
| ⑤ Art mural wall | ⑬ Sidewalk from Parking |
| ⑥ Green wall | ⑭ Access from Dallas Dr. |
| ⑦ Existing oak tree | ⑮ Ramp access from sidewalk |
| ⑧ Existing sycamore tree | ⑯ West access |
| | ⑰ Sculptural structures with vines |

BUILDING LEGEND

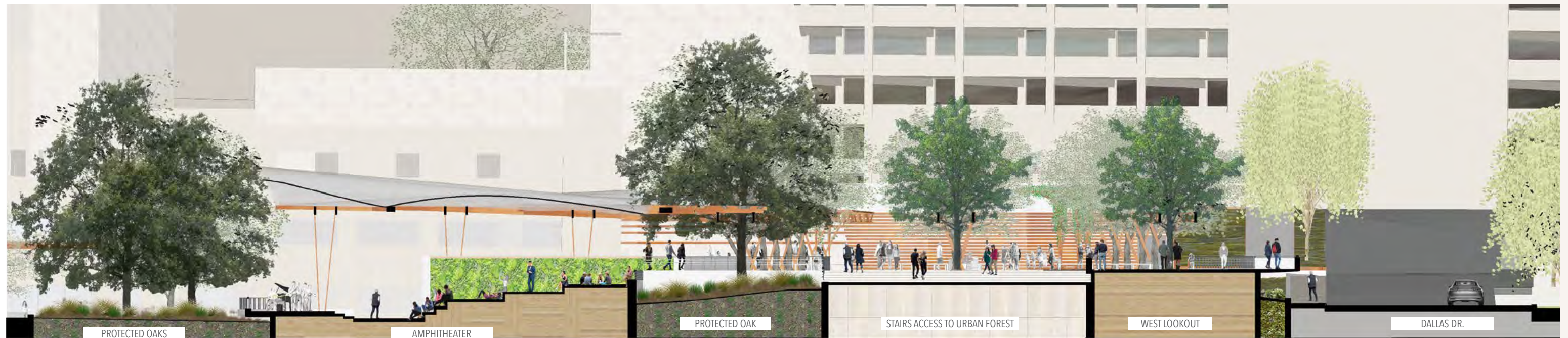
- | | |
|-------------------------|-----------------------|
| Ⓐ City Hall offices | Ⓓ Loading Dock |
| Ⓑ Second level entrance | Ⓔ Main level entrance |
| Ⓒ Forum Theater | |



ZONE 1 - SECTIONS

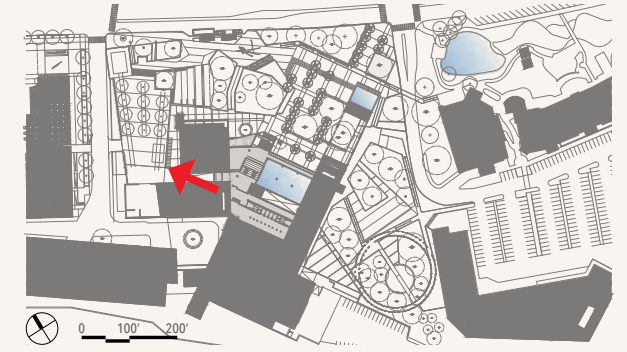


SECTION - ELEVATION D - D'
1" = 20' 0 10' 20'

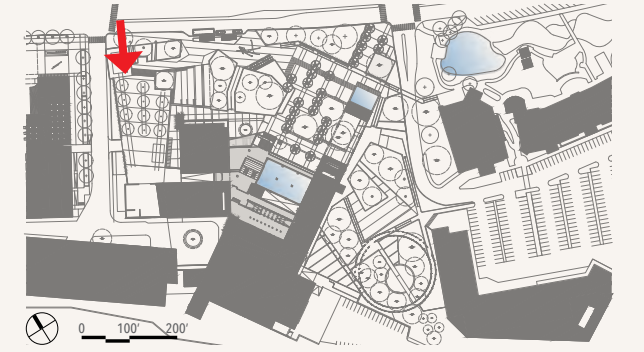


SECTION - ELEVATION E - E'
1" = 20' 0 10' 20'

ZONE 1 - LEVEL 2 COURTYARD



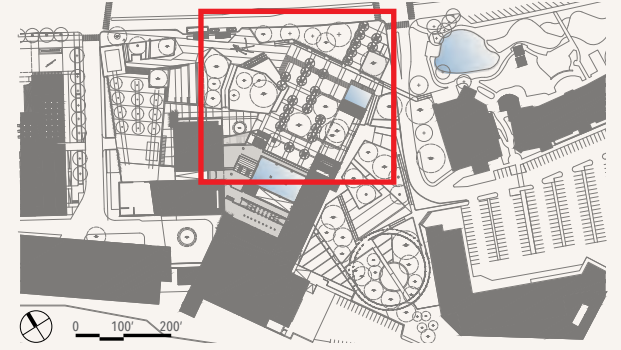
ZONE 1 - URBAN OAK FOREST



ZONE 1 - AMPHITHEATER



ZONE 2



New flowering trees
Eastern Redbud



Existing Oak tree

LEGEND

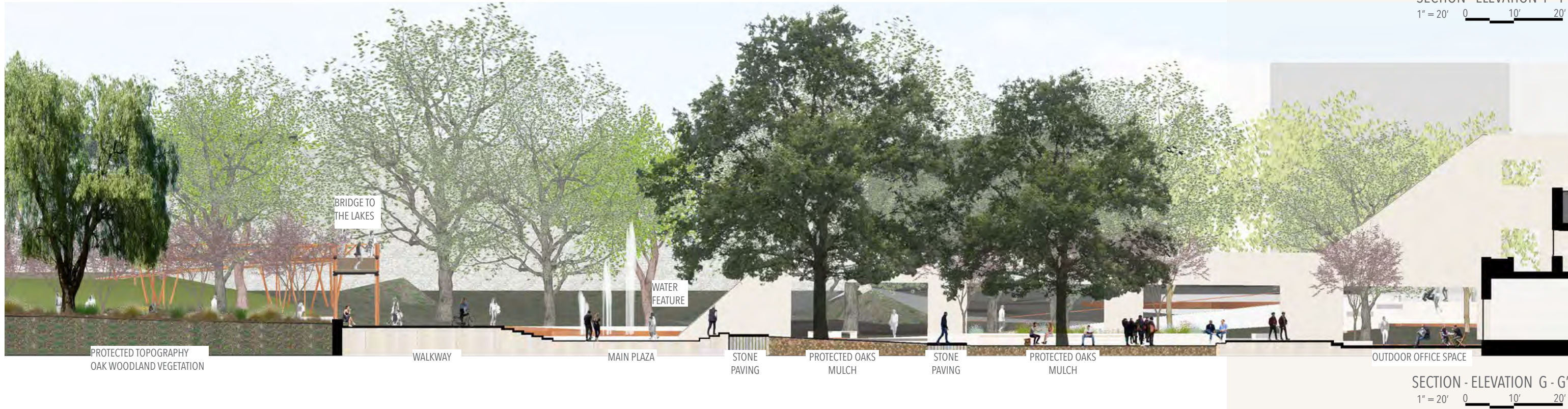
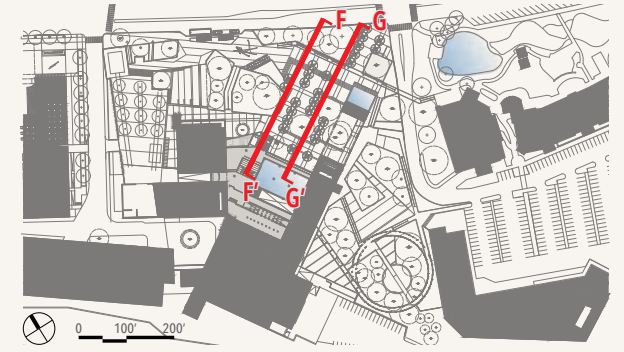
- | | |
|-----------------------------------|------------------------------|
| ① Town Square | ⑧ Sloped lawn |
| ② East access to site | ⑨ Bridge to The Lakes |
| ③ East lookout | ⑩ Seating area |
| ④ Middle plaza | ⑪ Stairs to building level 2 |
| ⑤ Water feature | ⑫ Office outdoor space |
| ⑥ Ramp to main entrance | ⑬ Main entrance courtyard |
| ⑦ Protected oak ground with mulch | |

BUILDING LEGEND

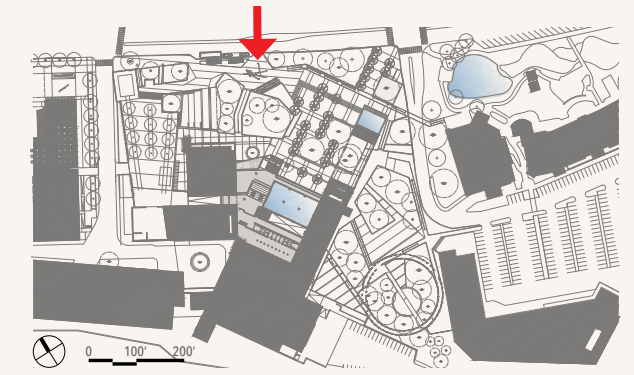
- | | |
|--------------------------|------------------------------|
| Ⓐ City Hall offices | Ⓒ Roof terrace and fountain |
| Ⓑ Main building entrance | Ⓓ Existing outdoor structure |



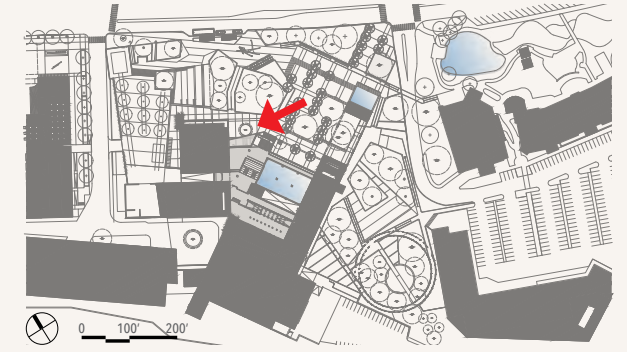
ZONE 2 - SECTIONS



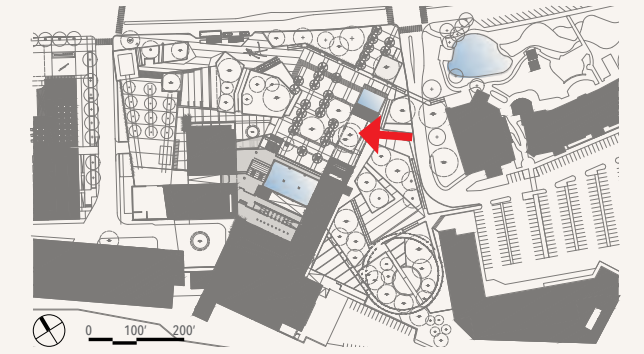
ZONE 2 - CENTRAL ACCESS PLAZA



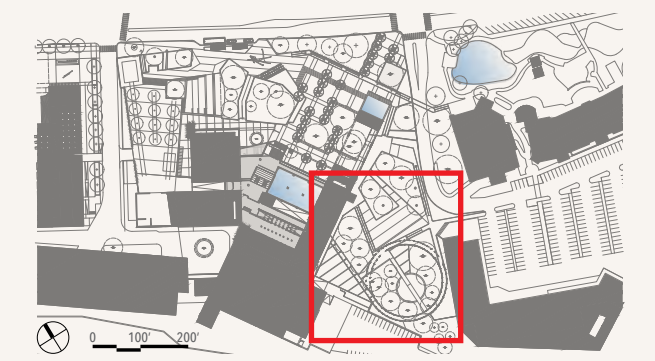
ZONE 2 - MAIN BUILDING ENTRANCE



ZONE 2 - MAIN PLAZA - UNDER THE OAKS



ZONE 3 - GATHERING CIRCLE

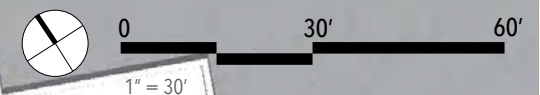


LEGEND

- | | |
|--|--|
| ① Gathering Circle. D.G. paving Stone walls | ⑥ Herbs and flowers used in Chumash medicine. |
| ② Glass House. Plant conservatory. Tea house. Exhibit space. | ⑦ Access path to Gathering Circle. Oriented to the north. |
| ③ Stepped lawn | ⑧ Ramp to Level 3. Wood paving and stone walls. |
| ④ Access point to ramp | ⑧ Garden areas |
| ⑤ Circular pergola inspired by Chumash mandala. | |

BUILDING LEGEND

- | | |
|-----------------------------|--------------------------|
| Ⓐ Future apartment building | Ⓓ East entry - staircase |
| Ⓑ The Lakes shopping center | Ⓔ Loading area |
| Ⓒ Access to Level 3 | Ⓕ The Lakes parking lot |



ZONE 3 - SECTIONS



GLASS HOUSE. PLANT CONSERVATORY /
TEA HOUSE / EXHIBIT SPACE

PROTECTED TOPOGRAPHY
OAK WOODLAND VEGETATION

STEPS TO
GATHERING
CIRCLE

LAWN

LAWN

PROTECTED TOPOGRAPHY

LAWN

PROTECTED TOPOGRAPHY

WALKWAY

SECTION - ELEVATION H - H'
1" = 20' 0 10' 20'



PERGOLA

LOW PLANTING

WOODEN
RAMP

PROTECTED TOPOGRAPHY
OAK WOODLAND VEGETATION

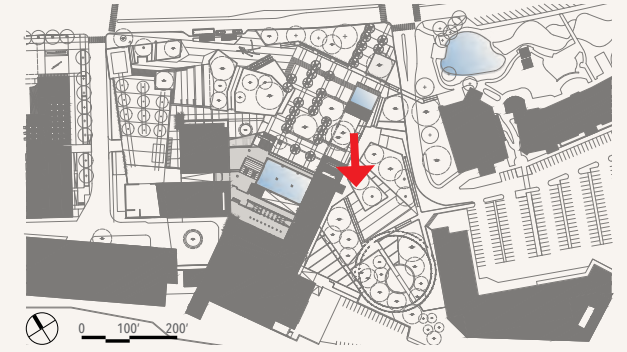
GATHERING CIRCLE
D.G. AND STONE WALLS

MEDICINAL HERBS AND FLOWERS FROM
THE CHUMASH PEOPLE

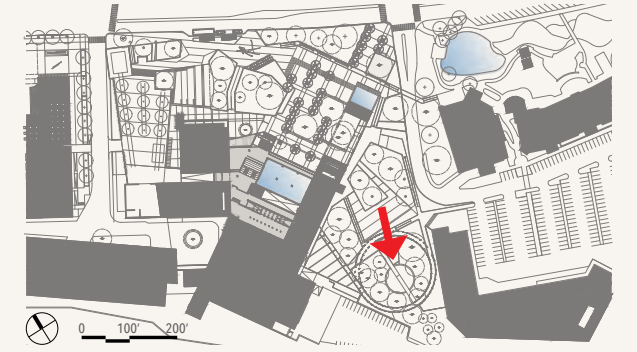
STEPPED LAWN AREA

SECTION - ELEVATION I - I'
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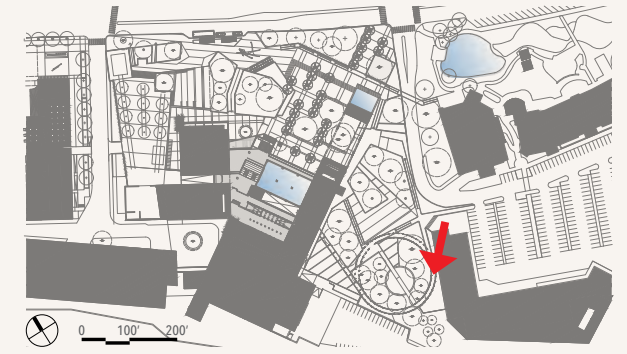
ZONE 3 - STEPPED LAWN



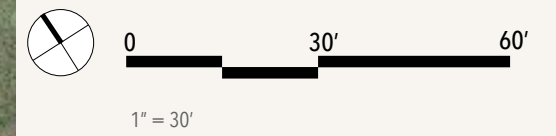
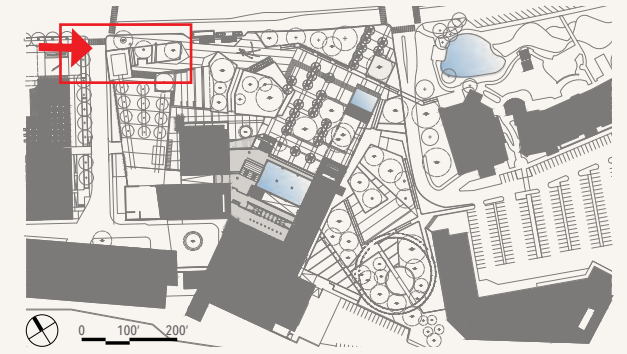
ZONE 3 - GATHERING CIRCLE



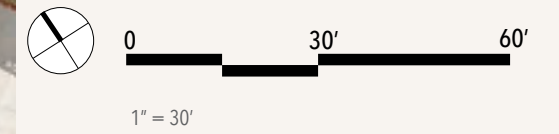
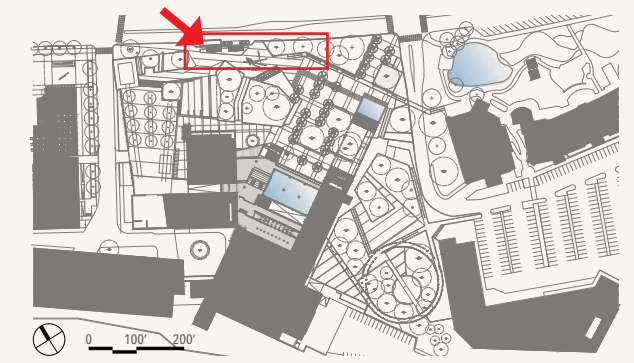
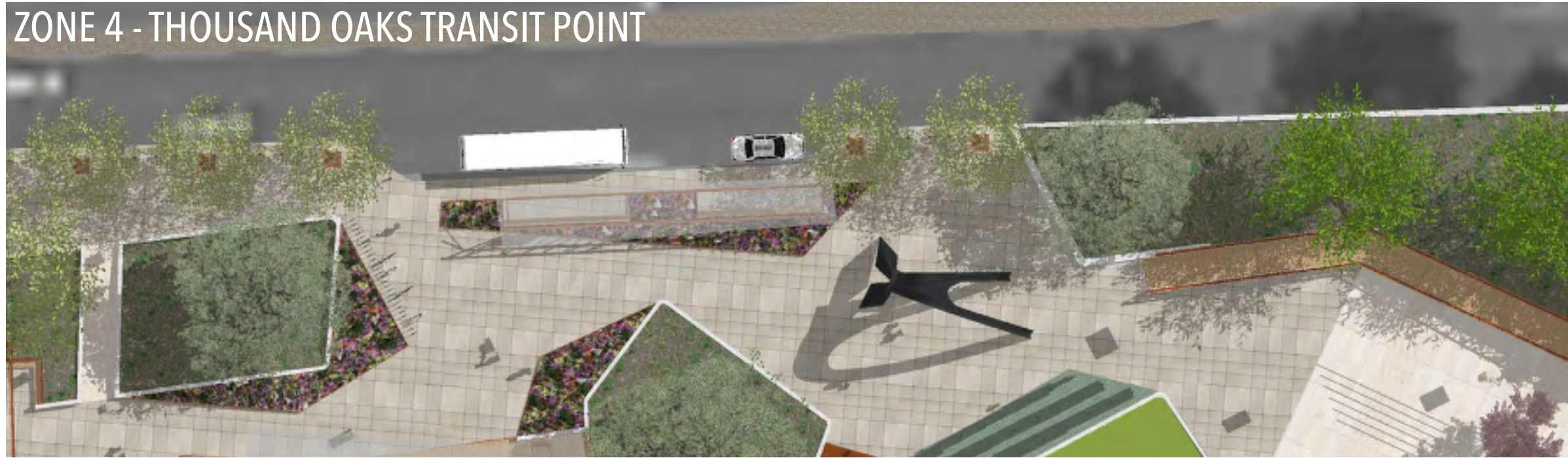
ZONE 3 - RAMP



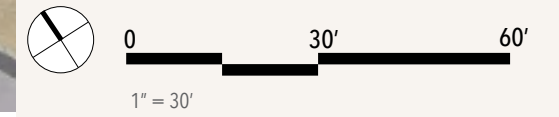
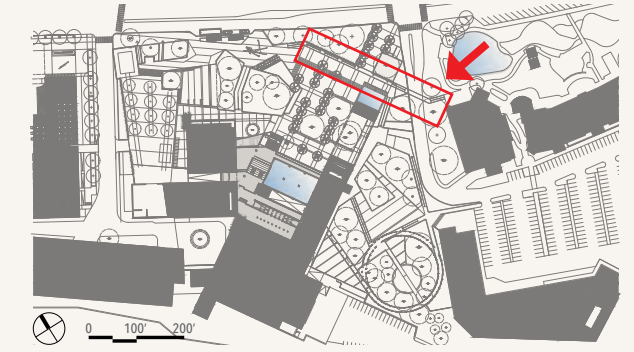
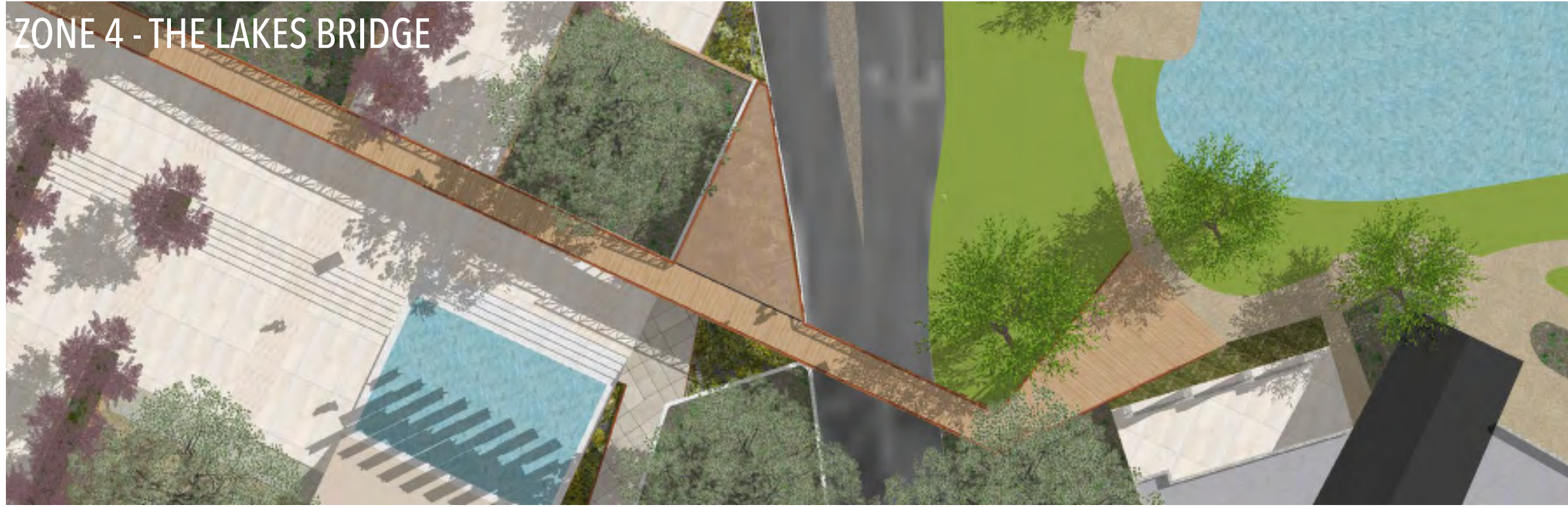
ZONE 4 - DALLAS DRIVE



ZONE 4 - THOUSAND OAKS TRANSIT POINT



ZONE 4 - THE LAKES BRIDGE





LEGEND

- | | | | | |
|------------------------|--------------------|------------------------|-------------------------------|------------------------------|
| 1 New oak urban forest | 5 Gathering Circle | 9 East access | 13 Stairs to Level 2 | 17 Transit point |
| 2 Amphitheater | 6 West access | 10 Bridge to The Lakes | 14 Main entrance courtyard | 18 Arrival deck at The Lakes |
| 3 Town Square | 7 West lookout | 11 East lookout | 15 Level 2 entrance courtyard | |
| 4 Stepped lawn | 8 Middle Plaza | 12 Glass House | 16 Access to ramp to Level 3 | |