

PLC Core Urban Design Guidelines

Stakeholder Advisory Committee Meeting #2



Anthony Kittel, Project Manager
February 12, 2020



Agenda + Overview

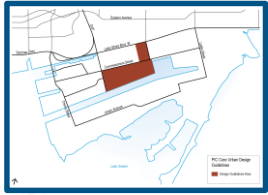
Purpose

- Present the Urban Design Guidelines Direction for discussion and comment
- Obtain feedback from the SAC in advance of the February 27 Community Consultation Meeting.

Agenda

- Introductions (5 Minutes)
- Urban Design Guidelines Overview and Context (10 Minutes)
- Urban Guidelines Direction(40 minutes)
 - Draft Urban Guideline Principles
 - Public Realm
 - Built Form
 - Streets and Blocks
 - Other Considerations
- Discussion – Comments and Suggestions (60 minutes)
- Next Steps and Closing Comments (5 minutes)

Introduction & Refresh



Production, Interactive and Creative (PIC) Urban Design Guidelines

The Project

The Port Lands Planning Framework includes a set of urban design and built form principles which establish the overall vision for the Port Lands. The PIC Core Urban Design Guidelines will further expand on the urban design and built form direction of the Planning Framework.

The Product

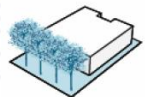
The Urban Design Guidelines are:

- meant to provide **flexibility** based upon use and site-specific conditions
- provide robust and **consistent direction** on how the Port Lands will evolve over time
- applied at various stages of the development review process and will also inform Context Plans
- developed concurrently with, and will be informed by, a **PIC Core Zoning By-law**

IDENTITY

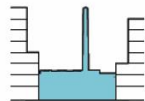


Buildings Will Respond To Surrounding Context And Character Defining Features

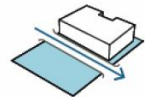


Wide, naturalized, landscaped setbacks required adjacent to key streets

LEGIBILITY



Buildings heights and placement will preserve, create and accentuate views

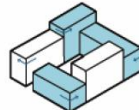


Building placement will permit the extension of the public street network

DIVERSITY

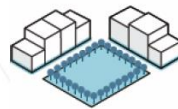


Diversity through different building heights and height shifts

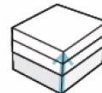


Diversity through strong, repeating vertical articulation and facade designs

ADAPTABILITY



Urban street-edge relationships with buildings framing the public realm



Minimum building heights and floor to floor ceiling heights for non-residential on key frontages

ACTIVITY



Activate with high ground floor ceiling heights and a wealth of details

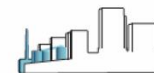


Ground-level facades should be 70% transparent

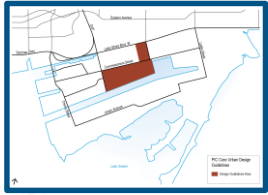
SKYLINE TOPOGRAPHY



Buildings will contribute to the creation of a distinct and dynamic skyline



New buildings will not detract from or dominate the port lands existing skyline



PIC Core Zoning By-law (569-2013)

The Guidelines will be implemented by an amendment to Zoning By-law 569-2013, with the objective of:

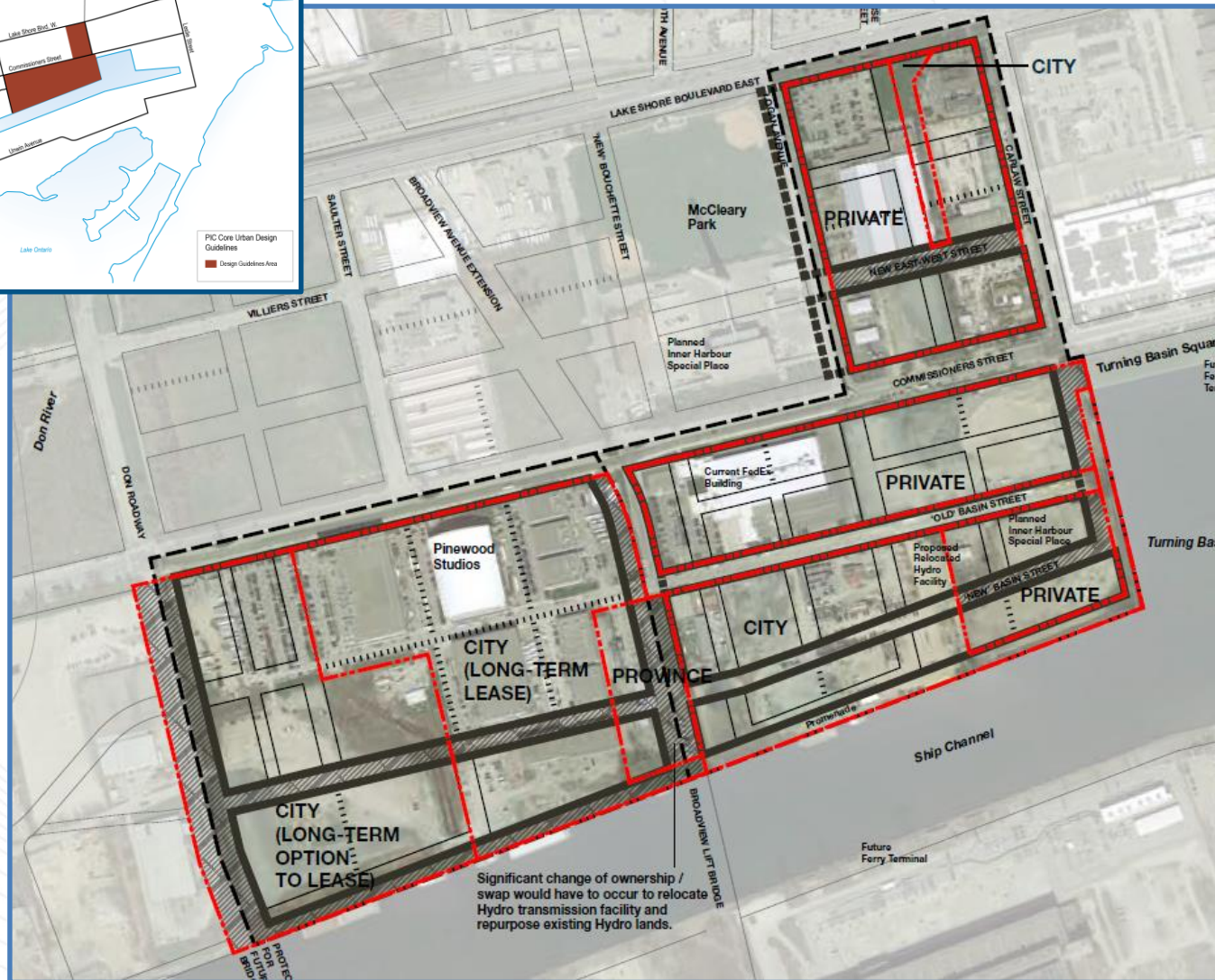
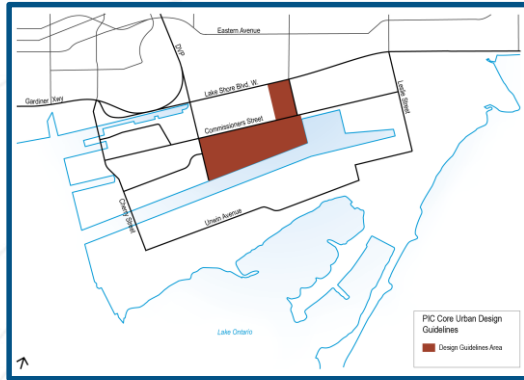
MODERNIZING PORT LANDS ZONING

- Current zoning regulations results in rezoning or minor variance applications for many land uses
- Many desirable land uses are not currently permitted, whereas some unwanted uses are allowed
- Better align performance standards with the Council-adopted direction for the Port Lands
- More reflective of land uses that the City is encouraging in PIC Core districts

CREATING GREATER FLEXIBILITY, CLARITY AND ACCESSIBILITY

- Introduce greater flexibility, transparency and accessibility by using modern zoning
- Make it easier for landowners and the public to understand the City's requirements and intent for these areas

PLC Core Urban Design Guidelines – Study Area





PIC Core UDG Process



- PIC Core Urban design Guidelines Study will focus on the development of urban design guidelines and implementing zoning by-laws
- The planning process is divided into three phases

Phase 1: Research and Analysis(Q1 – Q3 2019)

Phase 2a: Emerging Ideas, Aspirations & UDG Direction (Q3 2019 – Q1 2020)

Phase 2b: Draft UDG & Zoning By-law (Q1 – Q2 2020)

Phase 3: Finalize the UDG & Zoning By-law (Q2 – Q3 2020)



SAC + LUAC MEETING #1
Introduction



PUBLIC MEETING #1
Introduction



TORONTO FILM BOARD
Direction



SAC + LUAC MEETING #2
Review



WTD RP MEETING
Direction



PUBLIC MEETING #2
Draft Final & Direction



Landowner/User Meetings



Film Board Focus Group Meetings



TORONTO FILM BOARD
Draft



SAC + LUAC MEETING #3
Draft



PUBLIC MEETING #3
Draft Final



WTD RP MEETING





Summary of SAC Meeting #1 Feedback

- New **road designs** should respond to activation and frontage requirements
- Consider **“pocket parks”** or other green spaces in developments
- Mix of **activation uses** and performance standards need to support activation objectives – **pedestrian comfort** and **four-season function** are considerations
- Consider creating **more access points and openings** as part of the activation strategy
- All development in the Port Lands should meet **Toronto Green Standard Tier 2** requirements
- How can we reconcile **low parking standards** with absence of reasonable transit in the interim, although do not incite demand by over-providing parking in the long-term
- Concerns about **public realm impacts** of blank walls and secure perimeters adjacent to street frontages and the water’s edge promenade

Many comments were received during SAC #1 were outside of the scope of the Urban Design Guidelines – focusing on Port Lands Planning Framework policies or land use direction. These concerns were noted by the project team, but should be considered through the appropriate planning or LPAT processes.

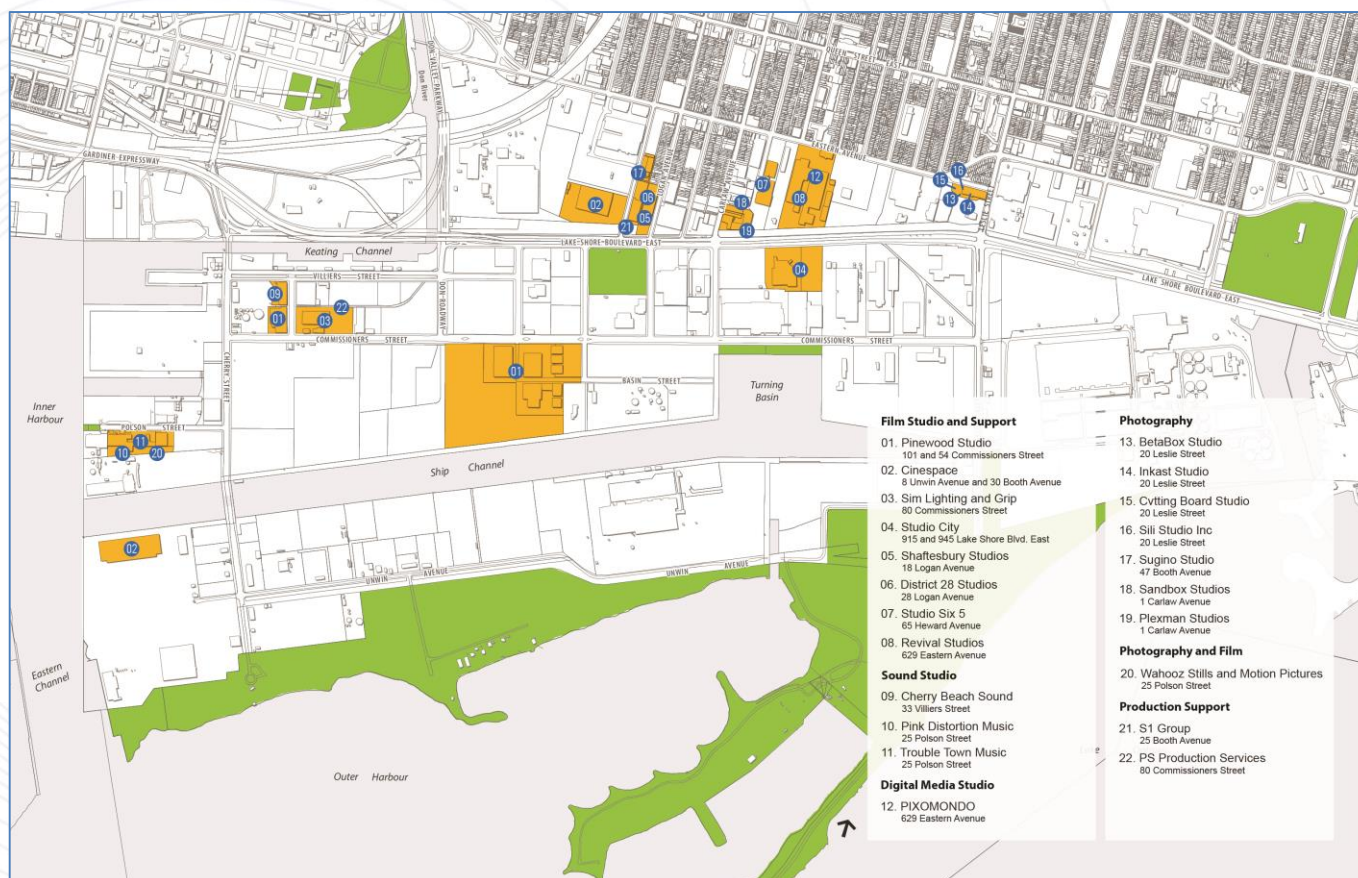
Project Drivers: Port Lands 101



The Port Lands Today

Existing Screen-Based and Sound Industries

The Port Lands and South of Eastern are home to a diversity of film, digital media, sound and photography studios, ranging from many small creative business in a single building to large production campuses. The map, although not exhaustive, show the distribution of production industries across four production categories: film, sound, photography and support.



Port Lands Planning Framework

Adopted by City Council on December 8, 2017 as the 50-year vision of the revitalization of the Port Lands, with a number of Districts and land use typologies that create unique mix of employment-focused districts and mixed use precincts. The Framework addresses land use, transportation, infrastructure, community facilities, parks, biodiversity, built form and sustainability. The Planning Framework envisions:

New Mixed Use Communities

- Four emerging mixed-use residential communities
- Up to 30,000 new residents

A Film-Friendly Future

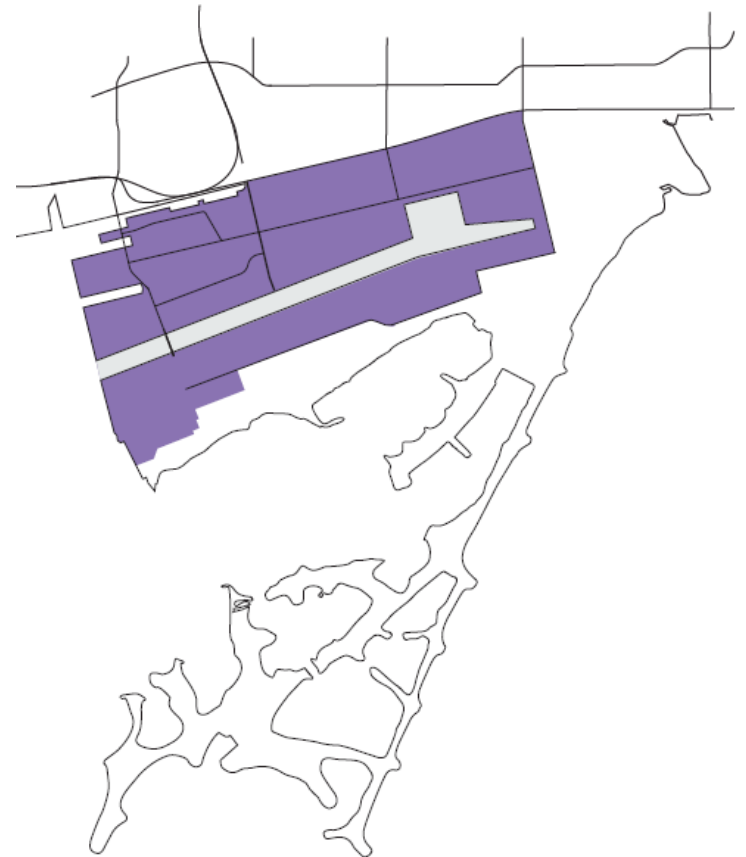
- Diverse range of film activities accommodated
- Flexibility and adaptability for a changing industry

Industry + Port Thrives

- Sufficient lands to support industrial, port and City-servicing uses

Growing and Sustaining Our Economy

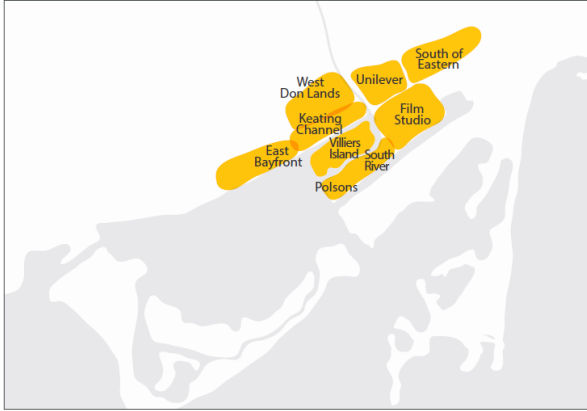
- Diverse opportunities
- Intensification of employment uses over time to support 25-30,000 employees





PLPF Defining Elements

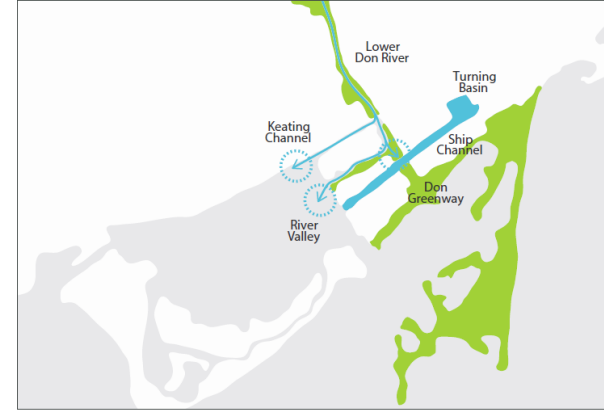
Part of a Large Regeneration Effort



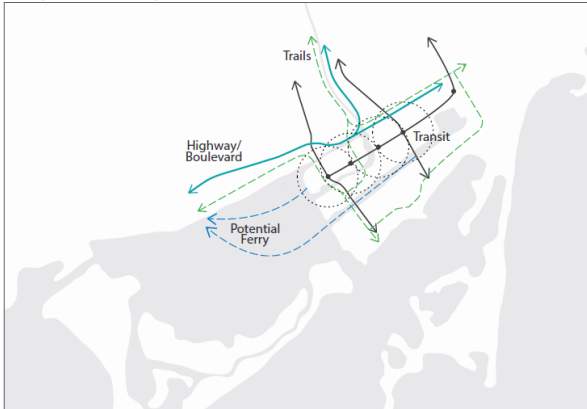
Where Urban Meets Natural



The New Mouth of the Don + Ship Channel



Key Mobility Routes



Character Defining Industrial Artifacts



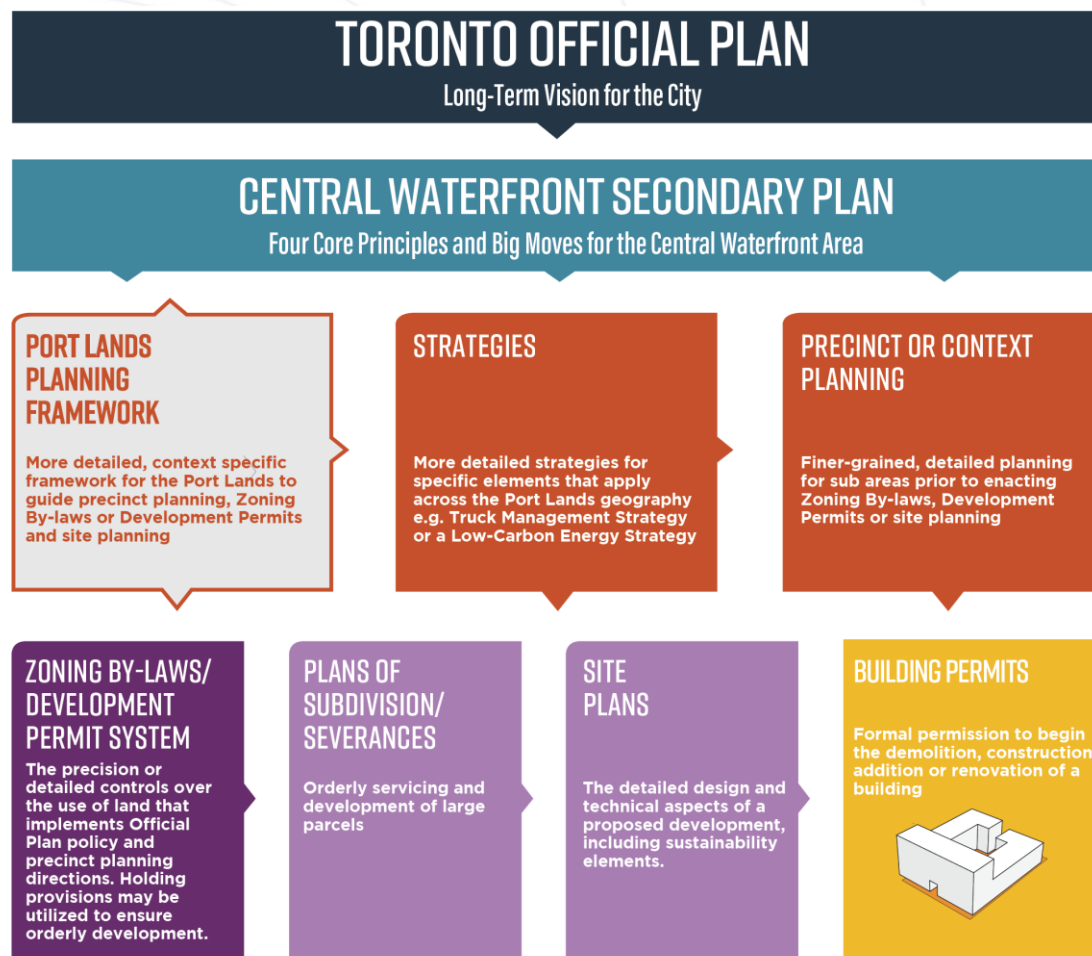
Port, Power + Production





Planning Framework Implementation

To guide revitalization of the Port Lands in the near , medium, and long-term, the Planning Framework is implemented by a number of plans, strategies, initiatives, and *Planning Act* tools. The diagram below provides a road map to the many ways the Council-adopted vision is being enacted. The Zoning Review and Production, Creative and Interactive (PIC) Urban Design Guidelines are two early implementation projects.



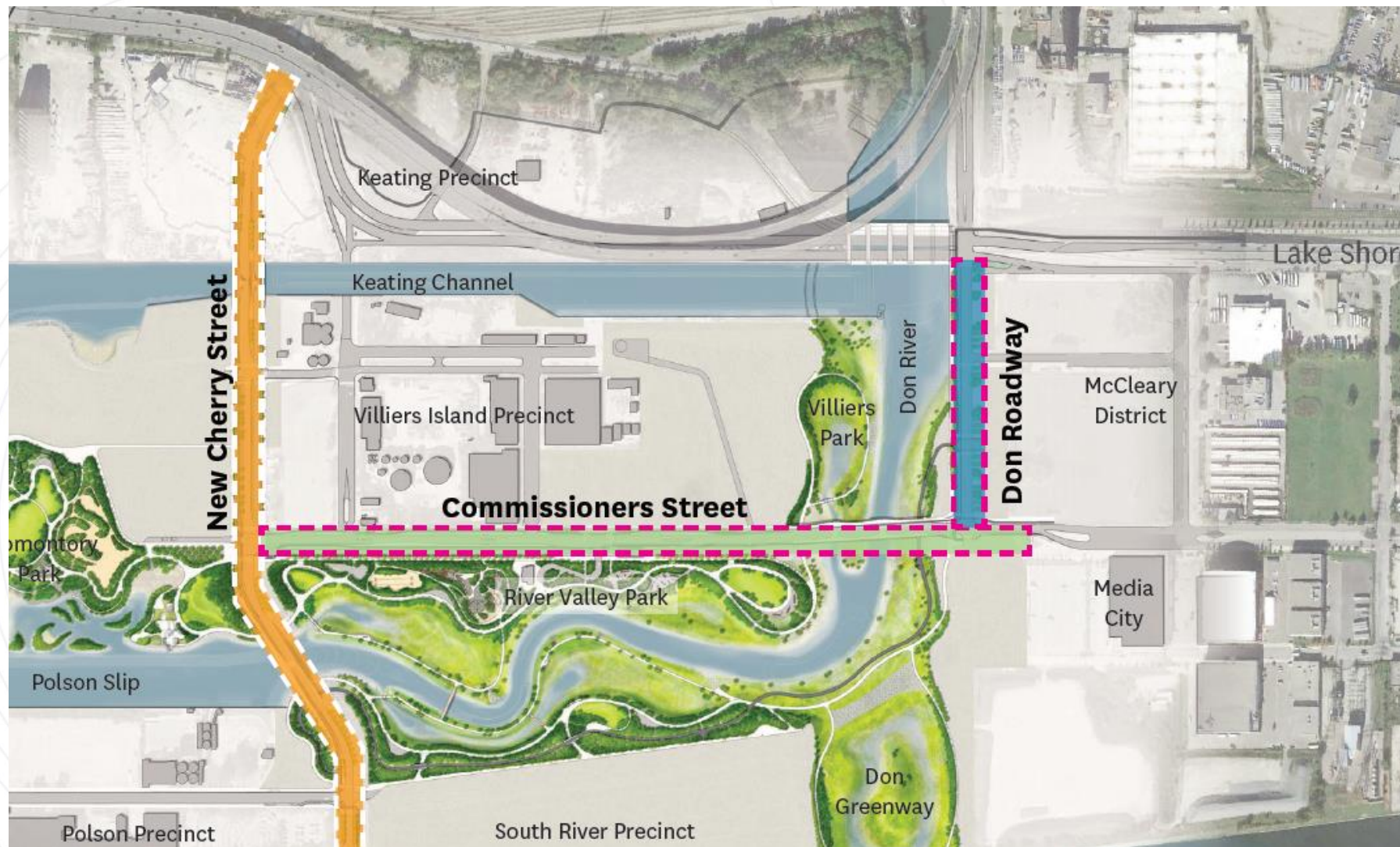


A Film-Friendly Future





Flood Protection + Public Realm Improvements





Flood Protection Construction and Disruption (2018-2024)

- Flood protection will unlock the Port Lands, to more urban developments
- Construction has resulted in disruption for production industries, including loss or relocation of production and workshop space
- Removal of the flood risk will protect investments in the production industry and allow for more dense film and media hubs.



PIC Core Urban Design Guidelines 101



What is Production, Interactive and Creative (PIC) Core?

- Modern urban employment districts with a focus in creativity and innovation
- Film and media cluster, anchored by Pinewood Studios, that will continue to grow Toronto's screen-based industries
- Compact urban form mixed with active ground floor frontages
- Diversity of light industrial and office building typologies to accommodate many uses
- Large floor plates and clear spans for production studios



Pinewood Toronto (use of wrapper to activate otherwise blank exterior)



Caligari Halle, Babelsberg (Berlin)



Production, Interactive and Creative (PIC) Urban Design Guidelines

DTAH has been retained to assist the City in developing Urban Design Guidelines and has completed a review of the PLPF and Zoning Review outcomes. The PIC Core Urban Design Guidelines are will include enhanced direction on:

Built Form

- The types and height of buildings
- How are developments organized
- More urban, dense developments

Public Realm

- Public realm and streetscape design
- Landscaping and screening
- Designing engaging and attractive employment-focused districts
- Developing an identity that celebrates film, media and creative industries

Streets and Blocks

- Street and block pattern that can evolve into a finer-grain urban fabric
- On-street and off-street parking
- Designing Film-Friendly Local Streets

Additional Considerations

- Planning for buildings that last and can be reused
- Sustainable and climate positive development



Cheswick Business Park, London



Woodframe office proposal in Liberty Village



Five-storey office in Aker Brygge, Oslo



Pinewood Toronto Studios head office



Adaptive re-use of a seven-storey industrial building for film production and related uses



Sport Hall, Slangen

PIC Core Urban Design Guidelines Directions



Urban Design Principles (Draft)



Good Neighbour - development must carefully consider both existing and future relationships with surrounding properties and the public realm



Innovative Employment Opportunities – a diversity of innovative and creative industries should be able to find a home in the PIC Core districts



Corridors to the Water - public connections to the waterfront should be provided where opportunities exist



Film-Friendly Districts – incorporate design elements that support and encourage film, media and creative uses



Urban Design Principles (Draft)



Robust Urban Fabric – protecting for a fine-grain street and block pattern as the Port Lands evolves over time



Placemaking – unique sense of place and identity based on landmarks, film and media industries, and the emerging blue and green network



Connectivity – create an integrated and interconnected Port Lands and PIC Core public realm system



Future Forward – create resilient future forward and climate positive modern creative employment districts

Next Steps



Next Steps

February 2020

- UDG Direction, based upon Port Lands Planning Framework
- Stakeholder engagement meetings
- First Film Board Focus Group Meeting – Film-friendly Streets
- **Community Consultation Meeting #2 – end of February 2020**

March – June 2020

- Multiple Film Board Focus Group Meetings
- PIC Landowners and Users Technical Meetings
- Consider community input during development of draft UDG
- **Community Consultation Meeting #3 – mid-June 2020**



Pixar Studios (San Francisco)



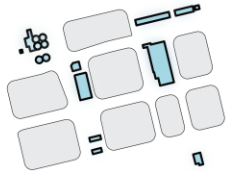
NFTS (Beaconsfield, UK)

Built Form and Height



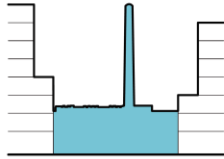
Built Form Direction - PLPF

IDENTITY



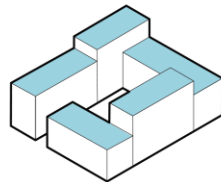
BUILDINGS WILL RESPOND TO SURROUNDING CONTEXT AND CHARACTER DEFINING FEATURES

LEGIBILITY



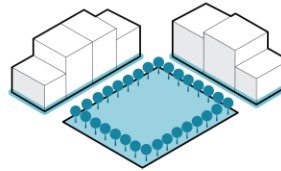
BUILDINGS HEIGHTS AND PLACEMENT WILL PRESERVE, CREATE AND ACCENTUATE VIEWS,

DIVERSITY



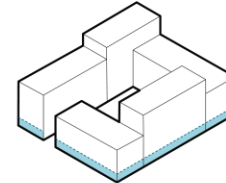
DIVERSITY THROUGH DIFFERENT BUILDING HEIGHTS AND HEIGHT SHIFTS

ADAPTABILITY



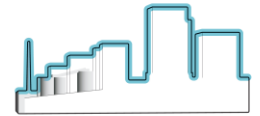
URBAN STREET-EDGE RELATIONSHIPS WITH BUILDINGS FRAMING THE PUBLIC REALM

ACTIVITY

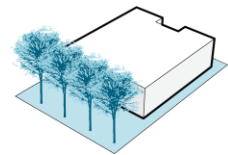


ACTIVATE WITH HIGH GROUND FLOOR CEILING HEIGHTS AND A WEALTH OF DETAILS

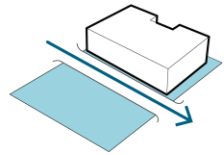
SKYLINE TOPOGRAPHY



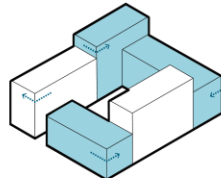
BUILDINGS WILL CONTRIBUTE TO THE CREATION OF A DISTINCT AND DYNAMIC SKYLINE



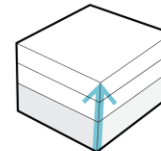
WIDE, NATURALIZED, LANDSCAPED SETBACKS REQUIRED ADJACENT TO KEY STREETS



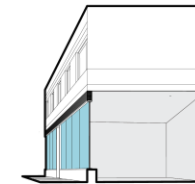
BUILDING PLACEMENT WILL PERMIT THE EXTENSION OF THE PUBLIC STREET NETWORK



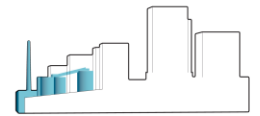
DIVERSITY THROUGH STRONG, REPEATING VERTICAL ARTICULATION AND FACADE DESIGNS



MINIMUM BUILDINGS HEIGHTS AND FLOOR TO FLOOR CEILING HEIGHTS FOR NON-RESIDENTIAL ON KEY FRONTAGES



GROUND-LEVEL FACADES SHOULD BE 70% TRANSPARENT



NEW BUILDINGS WILL NOT DETRACT FROM OR DOMINATE THE PORT LANDS EXISTING SKYLINE

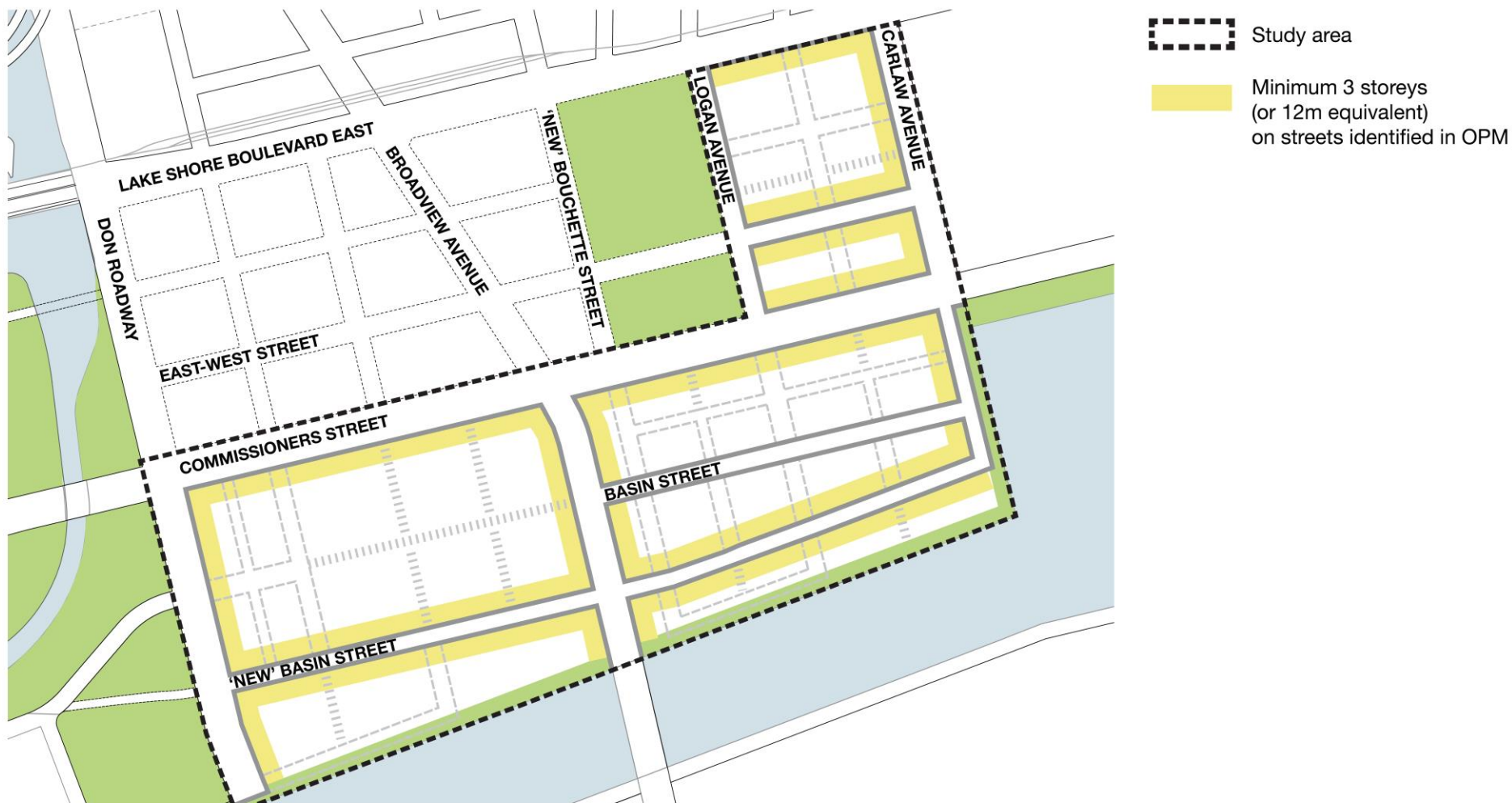


Indicative Height Map – PLPF





Required Minimum Heights – Port Lands OPM





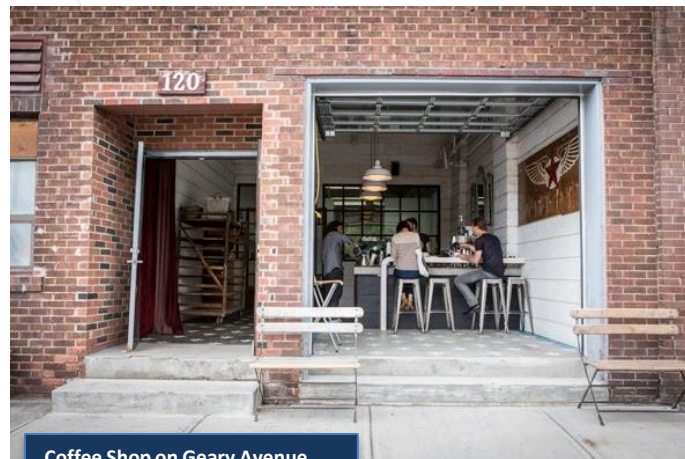
Activating the Street



Restaurant on Geary Avenue



Brewery and Taproom
Dundas West



Coffee Shop on Geary Avenue



Paradise Theatre on Bloor Street



Restaurant on Liberty Village



Low-Scale Employment Buildings

- allows for lower scale industrial employment activities (studios, workshops, warehouses)
- uses that may not be "good neighbours" located internal to blocks with local street access



229 Wallace Avenue, Toronto



Metalsa Centre, Monterrey, Mexico



Wildflower Studios, New York



Ryerson Image Arts Building, Toronto



Elementary Teachers Federation, Toronto



545 Queen St W.



Equinix Data Centre, Toronto



401 Richmond, Toronto



Mid-Scale Employment Buildings

- acts as wrapper for lower-scale elements that aren't good neighbours
- provides office and commercial/retail (at sidewalk-level) supported by transit on major roads
- balances scale of the street (road width to streetwall height), framing street and public realm for pedestrian comfort without significant shadow impacts



Wrigley Building, Toronto



CHUM City Building, Toronto



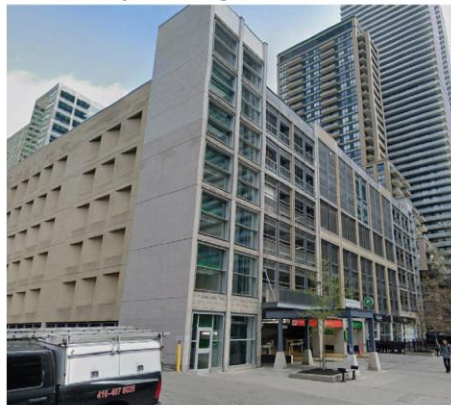
80 Atlantic, Toronto



George Brown College, Toronto



205 Richmond St W, Toronto



Charles Street Parking Garage, Toronto



Corus Quay, Toronto



T3, Minneapolis



Taller Mid-Scale Employment Buildings

- acts as wrapper for lower-scale elements that aren't good neighbours
- signals higher-order transit/mobility/transit hubs on major roads
- create visually prominent "special"/"signature" buildings at nodes/gateways that signal significant intersections, act as landmarks, add to the skyline



Ryerson SLC, Toronto



SAS Building, Toronto



Commodore Building, Toronto



Tower Building, Toronto



33 Yonge St, Toronto



Rotman School, U of T, Toronto



2102 Keith Dr, Vancouver



CBC Broadcast Centre, Toronto



Emerging Maximum Height Strategy



Study area



Low-scale employment buildings



Low-scale with potential opportunity for mid-scale along certain key frontages



Mid-scale employment buildings



Mid-scale with potential opportunity for taller buildings at major nodes, gateways and key frontages



Node / gateway site

Questions of Clarification



Questions of Clarification

- 1. Is there any information that was presented that is not clear or requires further explanation?**
- 2. Is there anything you expected to hear more about today, that we did not discuss?**

Plenary Discussion



Draft Urban Design Principles

1. Which Draft Principles do you like?
2. Which Draft Principles need improvement?
3. What, if anything, is missing from the Draft Principles?
4. Which Draft Principles should be prioritized?

Draft Principles:

- | | |
|----------------------------------------|------------------------|
| 1. Good Neighbour | 5. Robust Urban Fabric |
| 2. Innovative Employment Opportunities | 6. Placemaking |
| 3. Corridors to the Water | 7. Connectivity |
| 4. Film Friendly Districts | 8. Future Forward |



Built Form

- 1. What do you like about the proposed direction on the Urban Design Guidelines related to Built Form?**
- 2. What advice do you have to further refine the proposed direction of the guidelines related to Built Form?**
- 3. Is there anything we have missed?**



Public Realm

- 1. What do you like about the proposed direction on the Urban Design Guidelines related to Public Realm?**
- 2. What advice do you have to further refine the proposed direction of the guidelines related to Public Realm?**
- 3. Is there anything we have missed?**



Streets and Blocks

- 1. What do you like about the proposed direction on the Urban Design Guidelines related to Streets and Blocks?**
- 2. What advice do you have to further refine the proposed direction of the guidelines related to Streets and Blocks?**
- 3. Is there anything we have missed?**



Additional Considerations

- 1. What do you like about the proposed direction on the Urban Design Guidelines related to additional considerations?**
- 2. What advice do you have to further refine the proposed direction of the guidelines related to additional considerations?**
- 3. Is there anything we have missed?**

Thank You



Anthony Kittel, Project Manager
February 12, 2020