GOLDEN STATE WARRIORS EVENT CENTER & MIXED-USE DEVELOPMENT

NOVEMBER 3, 2015

AT MISSION BAY BLOCKS 29-32 - BASIC CONCEPT + SCHEMATIC DESIGN SUBMITTAL - OFFICE OF COMMUNITY INVESTMENT AND INFRASTRUCTURE

16TH STREET OFFICE / RETAIL

PFAU LONG AE3
A Joint Venture Association

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PROJECT TEAM
Pfau Long Architecture &
AE3 Partners - Tower Design
Richyworks - Retail Design
SWA Group & Merrill Morris
Partners - Landscape Design
Kendall/Heaton Associates -
Architect of Record

ISSUE DATE
November 3, 2015

MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
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00.1

PROJECTINTRODUCTION

INTRODUCTION

The Golden State Warriors are submitting this Basic Concept & Schematic Design application for a mixed-use office & retail building on the corner of 3rd and 16th Street as part of the larger development of Blocks 29-32. At approximately 11 acres, Blocks 29-32 collectively represent one of the largest remaining development sites in San Francisco, and the future location of the Golden State Warriors' new, state-of-the-art multi-purpose event center. The approximately 18,000-seat event center will be the home of the Golden State Warriors' basketball team, and will host a variety of other activities including concerts, family shows, other sporting events, cultural and theatrical shows, conferences, and civic events. The site also includes structured parking, open public plazas, and other amenities that will activate the site during non-event times.

This office & retail tower is one of two on the site, and is composed of a 90' podium, with a 160' tower above. The building will contain 252,595 Gross SF (236,101 Leasable SF) commercial space and 17,571 Gross SF (17,571 Leasable SF) retail space for a total of 270,166 Gross SF (253,672 Leasable SF). Retail on-site will serve the local office community, on-site and off, as well as UCSF hospital staff, UCSF students and researchers, nearby residents, and visitors from the region. This project is also equipped to provide potential lab/R&D space and the opportunity for synergy and collaboration with other firms and institutions local to Mission Bay.

RELATED SUBMITTALS

This Basic Concept and Schematic Design package is one of six (6) in total. Other packages have been prepared for:

1. the Event Center;
2. the 16th Street Office/Retail tower;
3. Northeast retail along South Street and Terry Francois Boulevard, including a Food Hall;
4. Open Space, Gatehouse, and Parking and Loading facilities on-site, which will include landscaping information for the full Blocks 29-32 development (not further elaborated upon in other Basic Concept/ Schematic Design packages); and
5. A common book of Background Appendices for all of these submittals, which will include utility information, wind and shadow studies for the full development, vicinity plans, and site diagrams for additional reference.

SITE ACCESS AND LOCAL TRANSPORTATION

Local transit and access-ways in the vicinity include the Muni T line (future Central Subway connection to East Bay and South Bay via BART at the Powell Street station), Caltrain stations at King Street and 22nd Street, the planned cycle track on Terry Francois Boulevard, and the Bay Trail extension through the Bayfront Park (P22). Forthcoming additional improvements include the Muni Forward project along 16th Street, which will include Bus Rapid Transit (BRT) lines, improvement to local bike routes, and a potential future ferry landing at the terminus of 16th Street. Mission Bay Transportation Management Association (TMA) Shuttles also run daily service for employees and residents of Mission Bay. Together, these resources constitute a transit-rich and highly-accessible urban location that will cater to both local and regional employees and patrons.

Site-specific transportation considerations are addressed in a project-specific Transportation Management Plan (TMP) prepared by Fehr & Peers on behalf of the Golden State Warriors. The Plan outlines plans for traffic control before and after event center events, introduces streetscape design features to reduce congestion for daily office and retail users, and proposes travel demand strategies to lower auto mode share of all site visitors.

SUSTAINABILITY AND WASTE MANAGEMENT

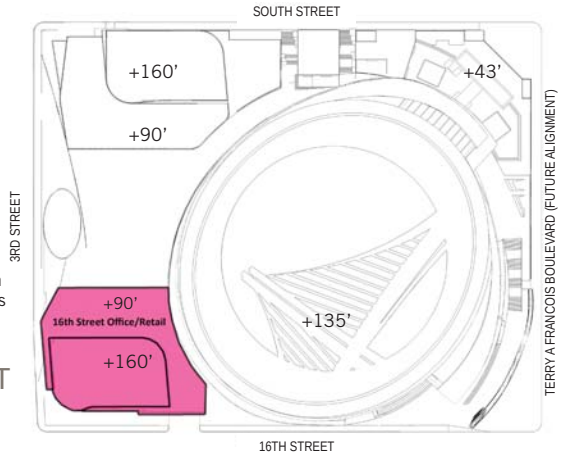
The project at Blocks 29-32 will be designed to a LEED Gold campus certification standard for sustainable design. Sustainable design measures include the installation of low-flow plumbing fixtures to reduce total water use, use of high-recycled content and locally-sourced building materials and products, and specifications for sustainable forested (FSC-certified) wood products or low-emitting materials. A combination of green roofs and light-colored, highly reflective roofing material will also lower the amount of heat absorbed, reducing the heat island effect, and buildings will be designed for thermal comfort. All building systems will be metered separately and monitored and recorded through a Building Automation System.

The 16th Street Office/Retail building has also been designed in accordance with San Francisco Planning Code Section 139, Standards for Bird-Safe Buildings, in order to eliminate "feature-related hazards" (e.g., large free-standing glass walls, wind barriers, and skywalks). Accordingly, for the glass railings on the office podium roofs, all uninterrupted glazed segments will not exceed 24 square feet.

Finally, robust low waste goals will be supported by separate trash, organic waste, and recycling compactors located in the project's shared loading dock area below grade. All waste will be collected in the below-grade area, and trucks will use the 16th Street driveway to access the loading dock for regular collection of waste. This process will occur out of sight of project neighbors, employees, and visitors.

ART AND SIGNAGE

The Golden State Warriors intend to incorporate a robust public arts program at Blocks 29-32, complemented by tasteful lighting design. Signage, wayfinding, and building identification will also be introduced as both design features and functional elements. However, public art and signage have been deferred to the project's Design Development (DD) phase, and are therefore not outlined further in this Basic Concept/ Schematic Design package. Signage depicted in the following pages is included for illustrative purposes only and does not represent the forthcoming DD signage proposal.



DOCUMENTS, REGULATORY PROCESSES, AND APPROVALS

This package presupposes a forthcoming amendment to the Mission Bay South Design for Development (DforD), which will modify standards and guidelines regarding office tower details and streetwall character, based on the unique nature of the development. No amendment to the Mission Bay South Redevelopment Plan is required for the Project's approval, and office and retail are principal uses under the Plan.

Blocks 29-32 will be privately owned, and construction of the full development, including the event center, will be 100% privately financed.

TEAM

Our team has a commitment to high-quality design and engineering, with strong representation from diverse local designers and small business partners. The project is on track to meet its goal of 50% participation by Small Business Enterprises (SBEs) in architecture and engineering professional services.

DEVELOPMENT TIMELINE

The proposed development for Blocks 29-32 is planned for construction in one total phase. All structures outlined in these Basic Concept/ Schematic Design packages will be constructed simultaneously. Estimated construction duration for the full Blocks 29-32 project is approximately 24 to 27 months.

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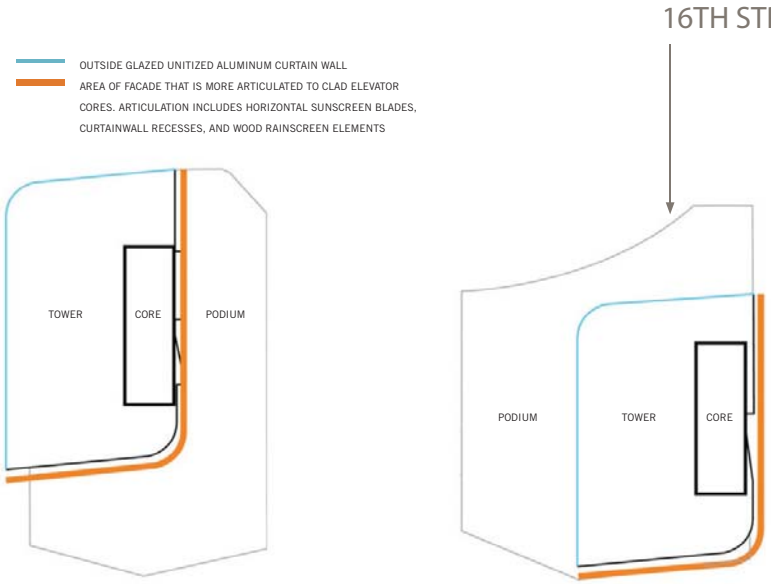
MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
PROJECT
INTRODUCTION

DESIGN NARRATIVE

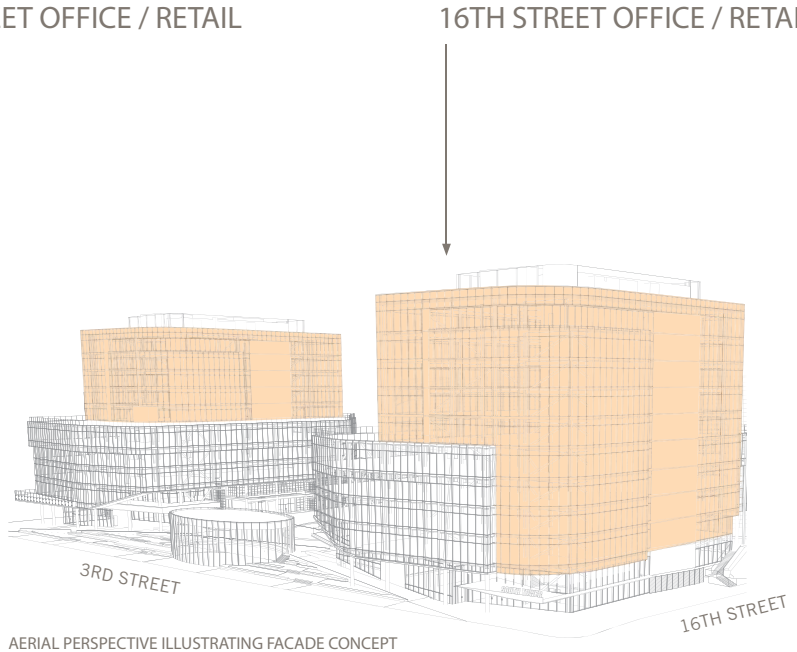
The 16th Street Office & Retail building's two part massing combines a 6-story (90 foot) mixed-use podium and a 11-story (160 foot) office tower, anchoring the corner of 16th and 3rd Streets. The design for the tower, tear-dropped in plan, will complement the event center's curvilinear aesthetic and that of the other structures on-site without mimicking it. Projected and shaped aluminum sunshade blades add texture to the sleek, curved glass form. The tower will be differentiated from its context in Mission Bay by its warmth, color, irregularity, and curves.

Building setbacks at the corner of 16th and 3rd streets are designed to accomodate pedestrian volume when there is an event. The building's podium wraps into the pedestrian plaza with a welcoming curved gestural form, drawing pedestrians and event patrons into the plaza along subtle sloped walkways below, along an active retail use. The primary office lobby entrance will be located on the corner of 16th Street and 3rd Streets, with an additional entrance off of the main plaza.

The building form is intended to be highly functional and flexible with respect to tenant layouts. The tower is shifted to the south side of the building, allowing for uninterrupted floor plates, and sweeping city and Bay views. Together with the other tower on-site, the 16th Street Office & Retail building will have a distinctive presence on the San Francisco skyline, and create a strong sense of place surrounding the event center. The variation in height between the podium, tower, and expression of the retail use below will express an appropriate transition in scale from 3rd Street, while creating a strong sense of verticality between the tower and the street at grade along 16th Street.



PLAN DIAGRAM ILLUSTRATING FACADE CONCEPT - N.T.S



AERIAL PERSPECTIVE ILLUSTRATING FACADE CONCEPT

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
DESIGN NARRATIVE

01.2

DESIGN FEATURES

FAÇADE TREATMENT

The skin of the 16th Street Office / Retail Building will be similar to that of the tower along South Street, and will include a variety of cladding types. The curtain wall system will be outside glazed, with painted aluminum mullions at the building interior, and black sealant at the exterior. Glazing will be energy effecient, with a low-E coating for the office towers and low iron for the retail spaces. Spandrel glazing will be achieved with a full ceramic frit floodcoat on the inner pane, matching the vision glazing in tone as much as possible. Resin coated wood accent panels, installed in a rainscreen fashion onto the unitized curtain wall, will clad the elevator core, and wrap under exterior soffits to add warmth to the building. Decorative horizontal "blades" at the buildings floor levels, made of painted aluminum tied into the unitized curtainwall system, will further articulate the south and west facades of the buildings. These blades will tapered in plan to meet the adjacent architecture. A serrated curtainwall system will round the corner into the main plaza, further breaking down the scale of the building at the podium and adding contrasting visual interest to the curved form of the building.

Note: The design currently contemplates a chair rail at 42"on each floor. In the event that a Research & Development tenant occupies some or all of the office space available on Blocks 29-32 and utilizes interior layouts like the one shown on sheet 01.5, the façade may be further treated with subtle bands of translucent film to minimize exterior views of furniture adjacent to the curtainwall.

RETAIL & LOBBY EXPERIENCE

On the plaza, the scale of the podium will be further broken down with restaurant and retail activity, and create a vibrant pedestrian experience, both during and between events. The retail design approach will be based on a steel beam, charcoal metal, and glass framework that will surround and define retail storefronts and align with the metallic and glass office architecture above. This system develops a special character for the retail levels reminiscent of the industrial architecture in the surrounding area. To create an organic urban quality, retail frontages will be further differentiated from one another utilizing a palette of "infill" materials, which may be inlaid in steel beams for additional color and texture.

The main entry to the office at 16th and 3rd Street will be visually distinct and prominently located. The office lobby entry will also feature an overhang that brings the downward thrust of the tower to pedestrian scale, while retail frontages will entice patrons up generously sloped walkways from the street corner to the site's main plaza.

GREEN ROOF & ROOFTOP

The roof of the podium will include an occupiable green roof with integrated stormwater treatment. This will be both an amenity for tower tenants, and a highly visible feature of the development from neighboring buildings.

Mechanical systems on the tower roof will be fully screened by painted metal screenwall and laid out with visibility from nearby neighborhoods in mind. Podium rooftop equipment will be incorporated into landscape elements wherever possible. More information about the roof plantings and landscape design can be found in the Open Space BC/SD package.

PEDESTRIAN PATH

The east side of the building will match the curve of the new event center, creating a channel between the two buildings to guide pedestrian traffic from the main plaza to 16th Street.

The Open Space BC/SD package will address the design of both the path and the terrace at this location in more depth.

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
DESIGN FEATURES

01.3

BUILDING SYSTEMS NARRATIVE

STRUCTURAL SYSTEMS

FOUNDATION SYSTEM
The office tower foundation system will consist of augercast concrete piles, pile caps, and a concrete structural slab-on-grade spanning between pile caps. The site perimeter will be supported by concrete basement walls.

GRAVITY FRAMING SYSTEM
Construction up to the plaza level will consist of reinforced concrete columns supporting a concrete beam and slab floor system. Above the plaza level, the office floor framing will consist of concrete slab on metal deck supported by composite wide flange beams, girders, and columns.

LATERAL FORCE RESISTING SYSTEM
The office tower steel frame above the plaza level will utilize a buckling restrained braced frame lateral system to resist earthquake and wind forces. At the plaza level, the braced frames will transfer to special reinforced concrete shear walls which will carry down to the foundations.

MEP SYSTEMS

OFFICE, RETAIL, AND LOBBY AIR HANDLING SYSTEMS
Air handling units serving all occupied levels of the building, including the tenant office space and the retail floors, will be rooftop mounted, custom penthouse air handling units (AHUs) with indirect/direct evaporative cooling (IDEC). Additional features for cooling and heating will include underfloor cooling (Floors 3 through 11), air column fans (building cores), overhead ductwork, series fan-powered boxes, and electric heaters. Systems will also be designed with an airside economizer for free cooling, including return/relief air fans (RAFs) for all systems.

Units will be provided with air flow measuring stations that will monitor conditions, maintain required outside air for ventilation and proper IAQ, and to maintain positive building pressure.Ventilation controls, including automatic dampers and return air ductwork, will also be used to modulate and maintain CO2 levels.

All cooling and ventilation air will also be provided to the retail floors and lobby areas from the rooftop AHUs mentioned above. This air will be ducted overhead to serve terminal devices to heat, cool, and ventilate each space and zone accordingly.

OFFICE AIR DISTRIBUTION
All tenant office space will utilize an underfloor air distribution (UFAD) system. For floors with no ceilings and exposed structure, low pressure ductwork will be provided from the main supply air shaft and routed along the perimeter of the exterior walls. Linear supply air diffusers will also be provided along all glazing areas. The linear diffusers and supply air ductwork will be sized to offset the building exterior skin heat gain in the cooling season.

TENANT BUILD-OUT ASSUMPTIONS
Each typical cubicle, manager cubicle, business support, and break area will be provided with CV floor “swirl” diffuser such that the occupant can control the local space environment. The occupant shall have the ability to open/close and adjust the throw direction of the diffuser. Interior private offices, interior conference rooms, and interior work room areas will be provided with VAV floor terminals to modulate room supply air based on space temperature. All exterior areas including perimeter offices, conference rooms, and breakout areas will be served by modular fan terminal units with electric heating. The fan speed shall be controlled and heating shall be cycled to maintain space temperature. A thermostat will be located in each zone to provide a control point for space temperature.

ELECTRICAL SYSTEMS
Tower loads will be served from two single ended dedicated unit substations for the tower, one of which will serve lighting and large HVAC loads through the building. The two substations will serve vertically through the building. Provisions for tenant metering will be required.

Lighting fixtures will use predominately fluorescent lamp sources for the shell build out. LED and fluorescent light sources will likely be selected for the fit out portion of the project. Exit signage will be LED type.

Cabling will be provided via under floor system to conceal raceways and cabling paths through raised floor. Cabling in public areas will be concealed in raceways or above ceilings.

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
BUILDING SYSTEMS

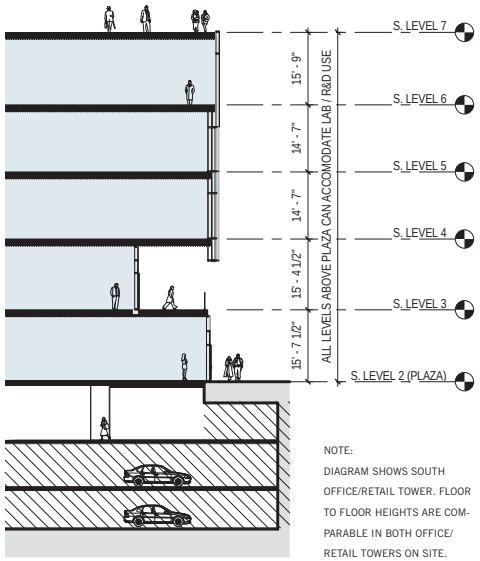
01.4

DESIGN FLEXIBILITY FOR LAB / R&D USES

The towers have been designed with flexibility in mind for a potential lab, research, or biotech tenant.

FLOOR TO FLOOR HEIGHT

The minimum recommended floor-to-floor height for a concrete flat slab construction (post tensioned or mild steel) is 14'-0", assuming a 10"-12" maximum thickness concrete flat slab. This allows roughly 1'-0" for structure, 3'-0" for ductwork, lighting, and sprinklers, and 10'-0" ceiling heights in larger open lab areas. This assumes some lower ceiling areas near the shafts and core areas where ducts are the largest. As currently designed, the tower buildings have a minimum of 14'-7" floor-to-floor, which will accomodate lab use on all floors above the plaza level.



ENLARGED SECTION WITH FLOOR-TO-FLOOR HEIGHT - N.T.S.

PLAN CONFIGURATION

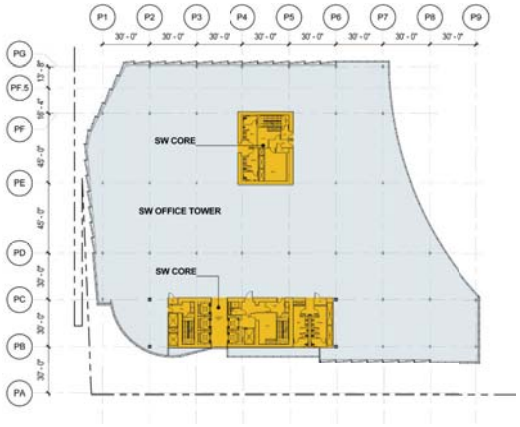
The overall configuration of the floor plate is critical to achieving a functional, flexible and efficient laboratory floor plate layout. Key issues to achieving that functionality and efficiency are described as follows:

STRUCTURAL GRID CONFIGURATION

Alignment of the grid with the laboratory planning module is critical; also critical is how the structural grid influences the size and locations of the laboratory components.

CORE LOCATIONS

Ideally the location of the core elements (elevators, toilets, shafts, stairs) within the floor plate will provide large, contiguous areas of relatively uniform laboratory and lab support modules.



16TH STREET PODIUM & TOWER CORE LOCATIONS - N.T.S.

CIRCULATION PATHS/CORRIDORS

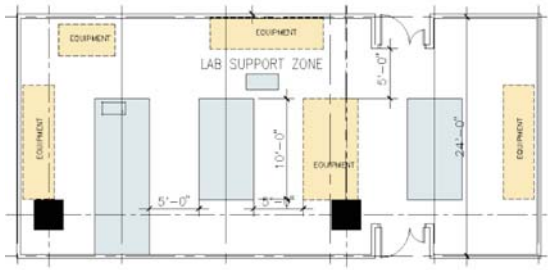
The core locations should provide easy and logical access to and between the laboratory blocks on the floor plate. They should also provide clear and direct pathways from any point within the laboratory areas to the exit stairs. Two means of egress from any area of the floor plate is essential to maintain options with respect to the laboratory sizes and functions.

DAYLIGHT AND VIEWS

The overall configuration of the floor plate and the relationship of the column grid and core locations will begin to dictate a logical configuration for the floor plate, which may or may not facilitate laboratory locations along the exterior walls. In a typical laboratory environment, daylight and views are highly desirable for laboratory areas, as the occupants tend to spend a large portion of their time in the labs, especially in academic labs where technician work stations are often located within the labs. In the commercial sector, health and safety concerns generally lead to workstations located outside but adjacent to the labs, but daylight access and views from the labs and workstation areas remains very important. Lab equipment will be located with careful consideration to avoid blocking light and views from individual workstations.

MECHANICAL EQUIPMENT AT PODIUM

Mechanical equipment for a potential lab tenant at the podium levels can be located on the occupiable roof deck, and screened with landscaping elements integrated with the overall design.



24' LAB PLANNING MODULE - N.T.S.

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
DESIGN FLEXIBILITY FOR LAB / R&D USES

01.5

PROJECT DATA SUMMARY

Project Data Summary - 16th Street Office/Retail Tower

Project Standards	Site Data	Consistent With				Notes
		Mission Bay South Redevelopment Plan	Design for Development (2004)	Design for Development to be Amended (2015) (1)	GSW Major Phase Application for Blocks 29-32	
Land Use	Commercial Industrial Retail	√	√	--	√	Major Phase Submittal for Blocks 29-32, pages 6-7, 16-17.
Height Zone	HZ-5	√	√	--	√	See map in Design for Development, page 22.
Parcel Land Area (2)	475,688 SF (10.92 acres)	√	√	--	√	Major Phase Submittal, pages 6, 33.
Gross Square Feet	Commercial Industrial: 252,595 GSF Retail/Restaurant: 17,571 GSF Total: 270,166 GSF	√	√	--	√	As part of aggregate FAR of Zone A, Mission Bay South Redevelopment Plan, Section 304.5.
Leasable Square Feet	Commercial Industrial: 236,101 LSF Retail/Restaurant: 17,571 LSF Total: 253,672 LSF	√	√	--	√	As part of aggregate leasable area of Zone A, Mission Bay South Redevelopment Plan, Section 304.5.
Building Height	Podium: 90' Tower: 160'	√	√	--	√	Maximum base height of 90'-0" and maximum tower height of 160'-00", per Design for Development, pages 22-23. 160'-0" height limit per Mission Bay South Redevelopment Plan, Section 304.5.
Rooftop Mechanical Penthouse Height	16'	√	√	--	√	20' limit for structures where the height limit is greater than 65', per Design for Development, page 23.
Number of Towers	Block 29: 1 tower HZ-5 total: 4 towers, 2 of which are on Blocks 29 and 31.	√	X	√	√	Maximum number of towers at maximum bulk and height within HZ-5 is four, 2 of which must be on Blocks 29 or 31, per Amended Design for Development, page 23.
Developable Area at Base Height (HZ-5) (3)	16th Street Tower: 2% (19,344 GSF) HZ-5 with Blocks 29-32 Project: 57% (532,660 GSF)	√	X	√	√	90% maximum percentage of developable area at base height and 10% maximum percentage of developable area with tower height, per Amended Design for Development, page 23. Developable area is defined in the Design for Development, page 10.
Developable Area at Tower Height (HZ-5) (3)	16th Street Tower: 2% (19,868 GSF) HZ-5 with Blocks 29-32 Project: 8% (79,736 GSF)	√	X	√	√	
Tower Location	Block 31	√	√	--	√	No applicable limitation for Block 31, per Design for Development, page 22-23.
Tower at Corners	Tower at Block 31 is one of up to four planned or anticipated at the intersection of 16th Street and 3rd Street.	√	X	√	√	The intersection at 16th Street and Third Street is exempted from tower location limitations, per Amended Design for Development, page 23.
Tower-Tower Separation	364'-10"	√	√	--	√	Minimum 100' when located on the same block, per Design for Development, page 23.
Tower-Event Center Separation	45'-6"	√	X	√	√	Minimum 40' separation permitted between a tower and an Event Center, per Amended Design for Development, page 23.
Tower Orientation	Tower width along 3rd Street: 115'-2"	√	√	--	√	Tower width along 3rd Street not to exceed 160', per Design for Development, page 23.
Bulk	Maximum tower plan length: 192'-6" Maximum tower floor plate: 19,868 Gross SF	√	√	--	√	Commercial buildings shall have a maximum tower plan length of 200', and maximum tower floor plate of 20,000 square feet, per Design for Development, page 26.
Setbacks	3rd Street: 7'-2"	√	√	--	√	5' minimum setback along 3rd Street, per Design for Development, page 27.
	16th Street: 23'-3"	√	√	--	√	20' minimum setback along 16th Street, per Design for Development, page 27.
Streetwall Block-length Coverage (4)	3rd Street: 198' = 32% (16th Street Office/Retail Tower only) 496' = 80% (All planned development on 3rd Street for Blocks 29-32 site)	√	X	√	√	The Third Street and 16th Street frontages surrounding an Event Center are exempted from minimum streetwall length requirements, per Amended Design for Development, page 28.
	16th Street: 241' = 32% (16th Street Office/Retail Tower only) 456' = 60% (All planned development on 16th Street for Blocks 29-32 site)					
Streetwall Heights	3rd Street: 90' to 160'	√	√	--	√	Minimum streetwall height of 15'. Maximum streetwall height not to exceed 90' (except for mid-rise, Event Center, and towers). Per Design for Development, page 28.
	16th Street: 90' to 160'	√	√	--	√	
Streetwall Projections	3rd Street: None proposed	√	√	--	√	Maximum vertical dimension of 2'-6". Minimum 8' vertical clearance from public right of way to architectural projection. Maximum projection of 3' over public right of way. Per Design for Development, page 28.
	16th Street: None proposed					
Sunlight Access / Shadow Analysis	Provided (see Background Appendices)	√	√	--	√	No variance requested. Design is compliant with the Design for Development, page 36-37. Provided for informational purposes only.
Wind Analysis	Provided (see Background Appendices)	√	√	--	√	Wind tunnel testing provided. Design is compliant with Design for Development, page 38.
View Corridors	Provided (see Background Appendices) Tower on Block 31 is not located within a view corridor.	√	√	--	√	No building or portion thereof shall block a view corridor, provided, however, that a view corridor on Blocks 29-32 may terminate in an Event Center that provides an important architectural statement as recommended in the Commercial Industrial Guidelines. Per Amended Design for Development, page 39.
Vehicle Parking (5)	Commercial Industrial: 253 Retail/Restaurant: 62 Total: 315	√	√	--	√	Calculated at 1 per 1,000 sf of gross area for commercial/industrial development, 1 per 500 sf of gross area for retail development, and 1 per 200 sf of gross area for restaurant development, with a 50% ratio of compact to standard spaces, per Design for Development, pages 42-43. Calculated with a 50% ratio of compact to standard spaces, per Design for Development, page 42.
Bicycle Parking (6)	64 interior Class 1 spaces	√	√	--	√	Minimum of 1 secure bicyle parking space must be provided for every 20 vehicular parking spaces or fraction thereof, per Design for Development, page 42.
Loading (7)	Commercial Loading: 3 Retail Loading: 3 Trash: 2	√	√	--	√	Calculated at a minimum of 3 for commercial industrial developments over 500,000 GSF plus 1 for each additional 400,000 GSF. Calculated at a minimum of 3 for retail developments over 100,000 GSF plus 1 for each additional 80,000 GSF. For multi-parcel developments, loading spaces can be aggregated. All per Design for Development, page 44.

Notes

(1) This column applies only to those provisions of the Design for Development that require amendment; project features are otherwise consistent with the Design for Development 2004.
(2) Measured for full project at Blocks 29-32.
(3) See Background Appendices BC/SD book for further detail.
(4) Total block length measured for Blocks 29-32 site, not Block 29 alone. See Background Appendices BC/SD book for further detail.
(5) Assumes 50/50 Retail/Restaurant split (to be verified once building tenants are confirmed).
(6) Additional outdoor Class 2 bike parking spaces are also available for use by office/retail/event center employees and visitors. See Open Space, Gatehouse, Parking and Loading BC/SD book for further detail.
(7) Commercial Loading spaces shown are shared between the South Street Office/Retail Tower, the 16th Street Office/Retail Tower, and all other retail on-site. See South Street Office/Retail Tower BC/SD book, Gatehouse BC/SD book, and Northeast Retail BC/SD book for further detail.

Applicable Codes and Documents

Redevelopment Plan for the Mission Bay South Redevelopment Project, dated November 2, 1998.
Amended Design for Development, dated March 16, 2004.
Amended Design for Development, per GSW submittal dated November 3, 2015.
Major Phase Application for Blocks 29-32, to be appproved prior to this submittal.

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
PROJECT DATA
SUMMARY

02.1

GROSS FLOOR AREA SUMMARY - 16TH STREET OFFICE / RETAIL (DESIGN FOR DEVELOPMENT)

		OCII Area Exemptions from "True Gross" Floor Area Calculations (Sq. Ft.)					BOMA Area Exemptions (Sq. Ft.)	
Level	"True Gross" Floor Area (Sq. Ft.)	#1: Basement/ Cellar Space (1)	#4: Intermediate Floor Mechanical / Ops	#11: Ground Floor Circulation & Service (2)	#12: Restaurants and Retail under 5,000 Sq. Ft.	OCII Adjusted Gross Floor Area (Sq. Ft.)	Leasable Deductions	BOMA Leasable Floor Area (Sq. Ft.)
LOWER LEVEL 2 (SUBGRADE PARKING) (B)	5,275	5,275	0	0	0	0	0	0
LOWER LEVEL 1 (EVENT LEVEL) (B)	5,170	5,170	0	0	0	0	0	0
LEVEL 1 (GRADE)	17,548	0	132	5,317	2,956	9,143	1,715	7,428
LEVEL 2 (PLAZA)	24,747	0	132	2,359	2,817 (4)	19,439	1,649	17,790
LEVEL 3	28,208	0	132	0	2,182 (4)	25,894	1,918	23,976
LEVEL 4	38,951	0	132	0	0	38,819	1,544	37,275
LEVEL 5	38,951	0	132	0	0	38,819	1,544	27,275
LEVEL 6	39,344	0	132	0	0	39,212	1,544	37,668
LEVEL 7	20,000	0	132	0	0	19,868	1,316	18,552
LEVEL 8	20,000	0	132	0	0	19,868	1,316	18,522
LEVEL 9	20,000	0	132	0	0	19,868	1,316	18,522
LEVEL 10	20,000	0	132	0	0	19,868	1,316	18,522
LEVEL 11	19,500	0	132	0	0	19,368	1,316	18,052
SUBTOTAL COMMERCIAL/INDUSTRIAL	272,168	10,445	1,452	7,676	0	252,595	16,494	236,101
SUBTOTAL RETAIL	25,526	0	0	0	7,955	17,571	0	17,571
TOTAL (3)	**297,694**	**10,445**	**1,452**	**7,676**	**7,955**	**270,166**	**16,494**	**253,672**

(1) Includes all below-grade levels, where applicable.

(2) Due to the sloping nature of the site and the buildings' multiple access points for entry and primary circulation, "Ground Floor" is interpreted as both Grade (Level 1) and Plaza (Level 2) levels.

(3) Includes both Commercial Industrial and Retail.

(4) Levels 2 and 3 represent a double-height restaurant that totals 4,999 SF in area. The Level 1 exclusion is a retail pad, so the building includes one retail and one restaurant use of less than 5,000 SF each. Assumes these excluded areas will have deed restrictions requiring tenanting consistent with the proposed exclusion (i.e., personal services, restaurants, retail).

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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
GROSS FLOOR AREA SUMMARY (DESIGN FOR DEVELOPMENT)

02.2

GROSS FLOOR AREA SUMMARY - 16TH STREET OFFICE / RETAIL (SF PLANNING SECTION 321)

LEVEL	GROSS AREA PER SFPC 102.9(A) (Sq. Ft.)	AREAS EXCLUDED FROM THE PROJECT AUTHORIZATION REQUEST PER THE SF PLANNING CODE (Sq. Ft.)		PROJECT AUTHORIZATION REQUEST PER SFPC 321 (Sq. Ft.)
		BASEMENT, MAINTENANCE, AND ELEVATOR/STAIR PENTHOUSE EXCLUSIONS PER SFPC 102.9(B.1,3)	RETAIL & RESTAURANT EXCLUSIONS PER SFPC 320 (F)	
LOWER LEVEL 2 (SUBGRADE PARKING) (A)	5,138	2,363	0	2,775
LOWER LEVEL 1 (EVENT LEVEL) (B)	4,953	2,319	0	2,634
LEVEL 1 (GRADE)	19,289	0	4,132	15,157
LEVEL 2 (PLAZA)	33,812	0	13,359	20,453
LEVEL 3	42,867	0	10,663	32,204
LEVEL 4	45,401	0	0	45,401
LEVEL 5	45,401	0	0	45,401
LEVEL 6	45,911	0	0	45,911
LEVEL 7	20,000	0	0	20,000
LEVEL 8	20,000	0	0	20,000
LEVEL 9	20,000	0	0	20,000
LEVEL 10	20,000	0	0	20,000
LEVEL 11	19,500	0	0	19,500
TOTAL	**342,272**	**4,682**	**28,154**	**309,436**

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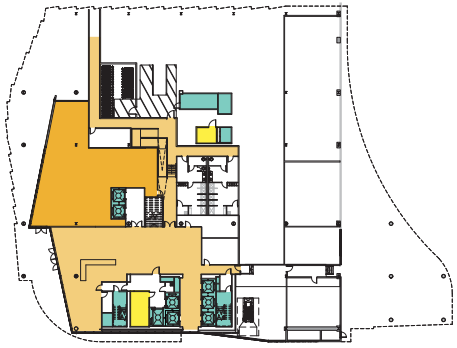
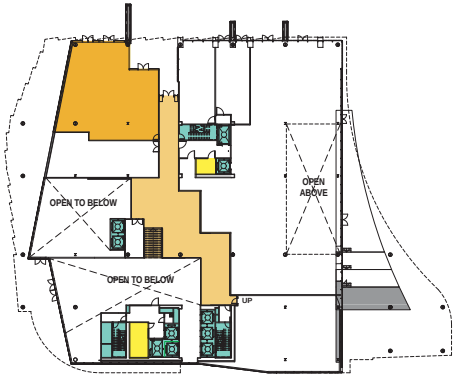
16TH STREET OFFICE / RETAIL
GROSS FLOOR AREA SUMMARY (SECTION 321)

02.3

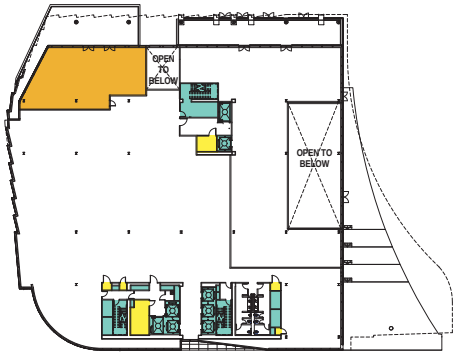
GROSS FLOOR AREA EXCLUSION DIAGRAMS - 16TH STREET OFFICE/RETAIL (DESIGN FOR DEVELOPMENT)



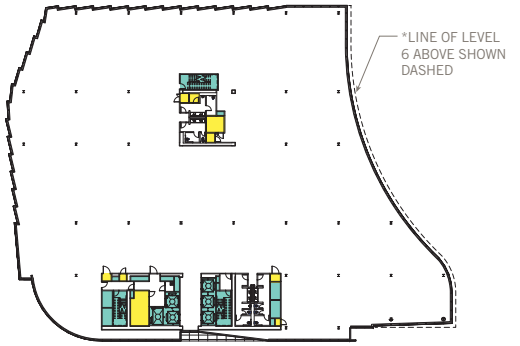
GRADE LEVEL PLAN - N.T.S.



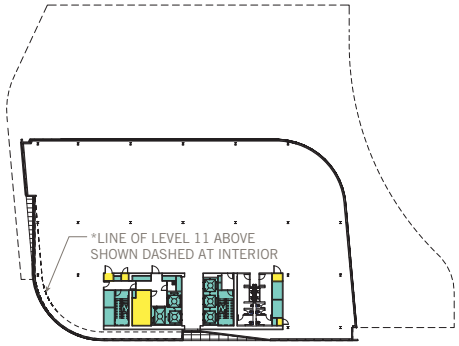
PLAZA LEVEL PLAN - N.T.S.



LEVEL 3 PLAN - N.T.S.



PODIUM PLAN (LEVELS 4,5,6*) - N.T.S.



TOWER PLAN (LEVELS 7,8,9,10,11*) - N.T.S.

DESIGN FOR DEVELOPMENT EXCLUSION KEY

- #4: INTERMEDIATE FLOOR MECHANICAL / OPS
- #11: GROUND FLOOR CIRCULATION & SERVICE
- #12: RESTAURANTS AND RETAIL UNDER 5,000 SQ. FT.

**NOTE: ALL BELOW GRADE AREAS ARE EXCLUDED PER #1: BASEMENT/ CELLAR SPACE

B.O.M.A. EXCLUSION KEY

ADDITIONAL AREA EXCLUDABLE PER BOMA

N

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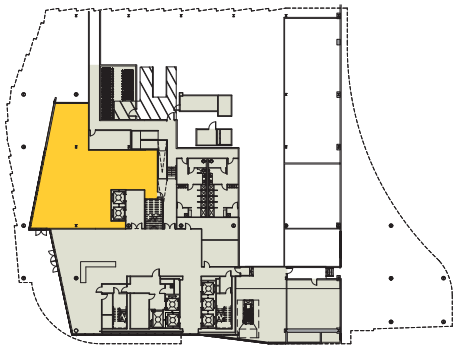
16TH STREET OFFICE / RETAIL
GROSS FLOOR AREA EXCLUSIONDIAGRAMS

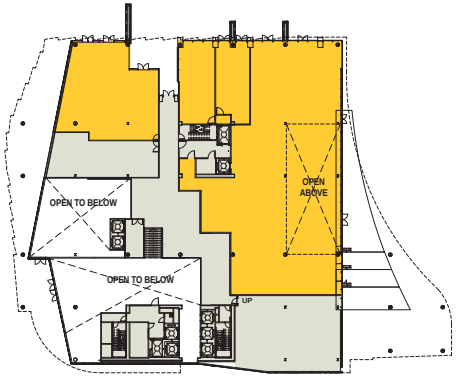
02.4

GROSS FLOOR AREA EXCLUSION DIAGRAMS - 16TH STREET OFFICE/RETAIL (SF PLANNING SECTION 321)*

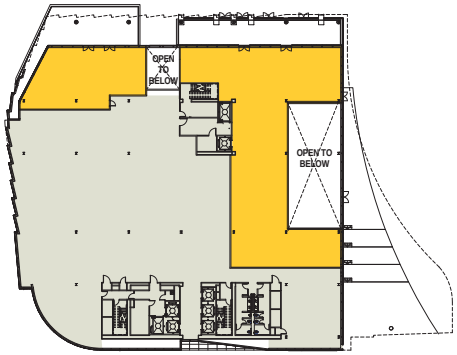
Basement-level exclusions (Lower Level 2, Lower Level 1) not shown.



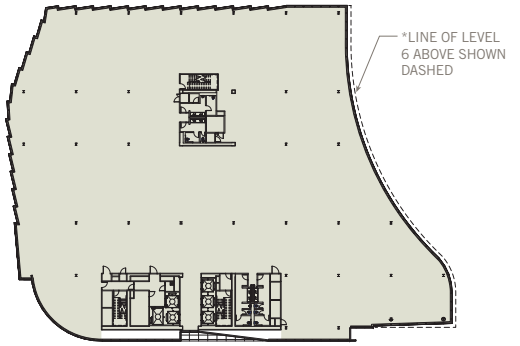
GRADE LEVEL PLAN - N.T.S.



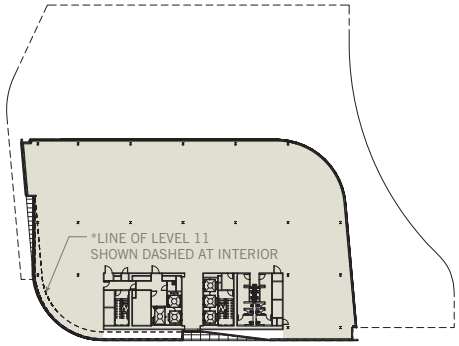
PLAZA LEVEL PLAN - N.T.S.



LEVEL 3 PLAN - N.T.S.



PODIUM PLAN (LEVELS 4,5,6*) - N.T.S.



TOWER PLAN (LEVELS 7,8,9,10,11*) - N.T.S.

SF PLANNING SECTION 321 EXCLUSION KEY

- GROSS AREA
- RETAIL & RESTAURANTS EXCLUSIONS

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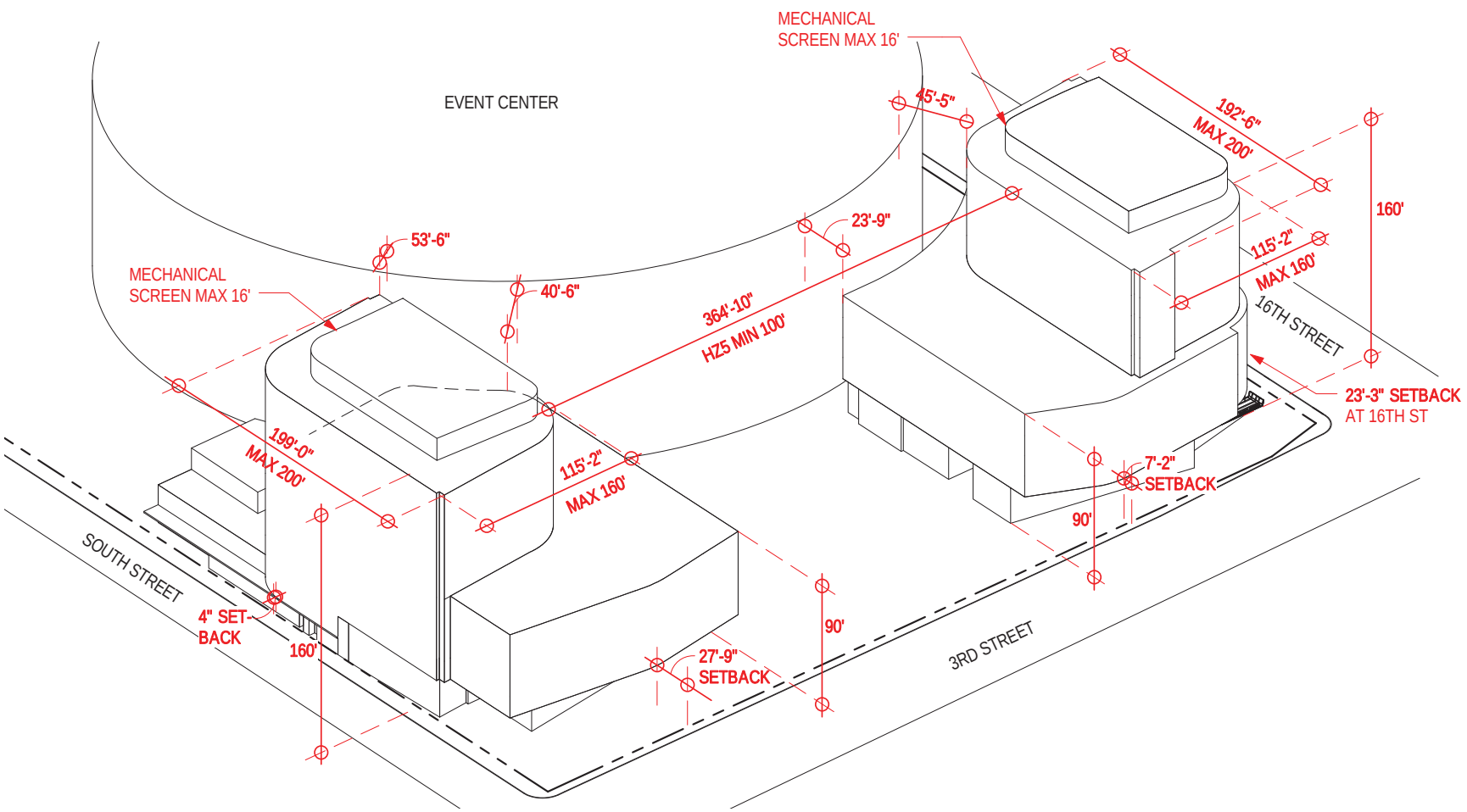
16TH STREET OFFICE / RETAIL
GROSS FLOOR AREA EXCLUSIONDIAGRAMS

02.5

HEIGHT, BULK, AND SETBACK DIAGRAM (HZ5)



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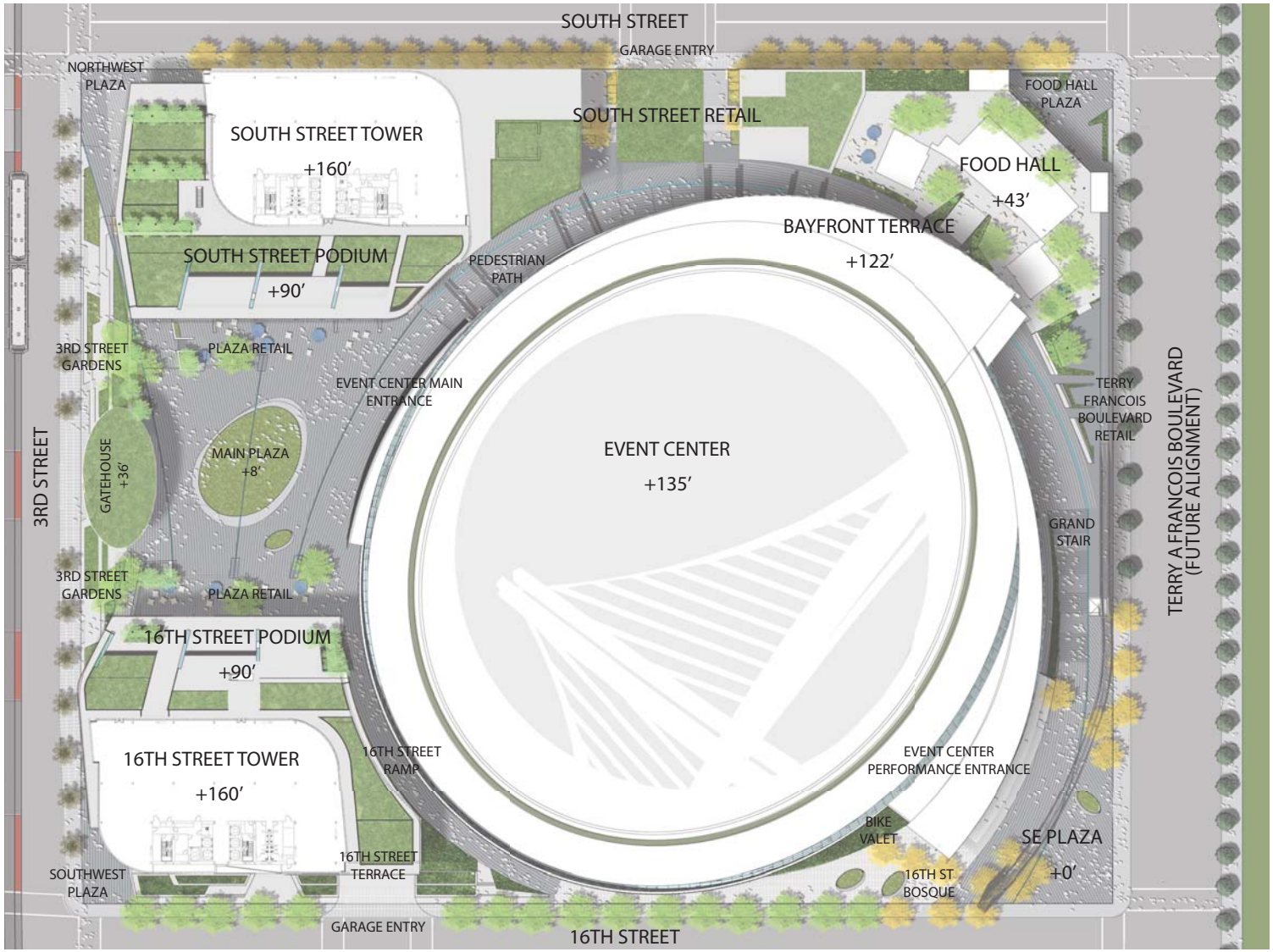
16TH STREET OFFICE / RETAIL
HEIGHT, BULK AND SETBACK DIAGRAM (HZ5)

02.6



SITE PLAN
N.T.S.

N

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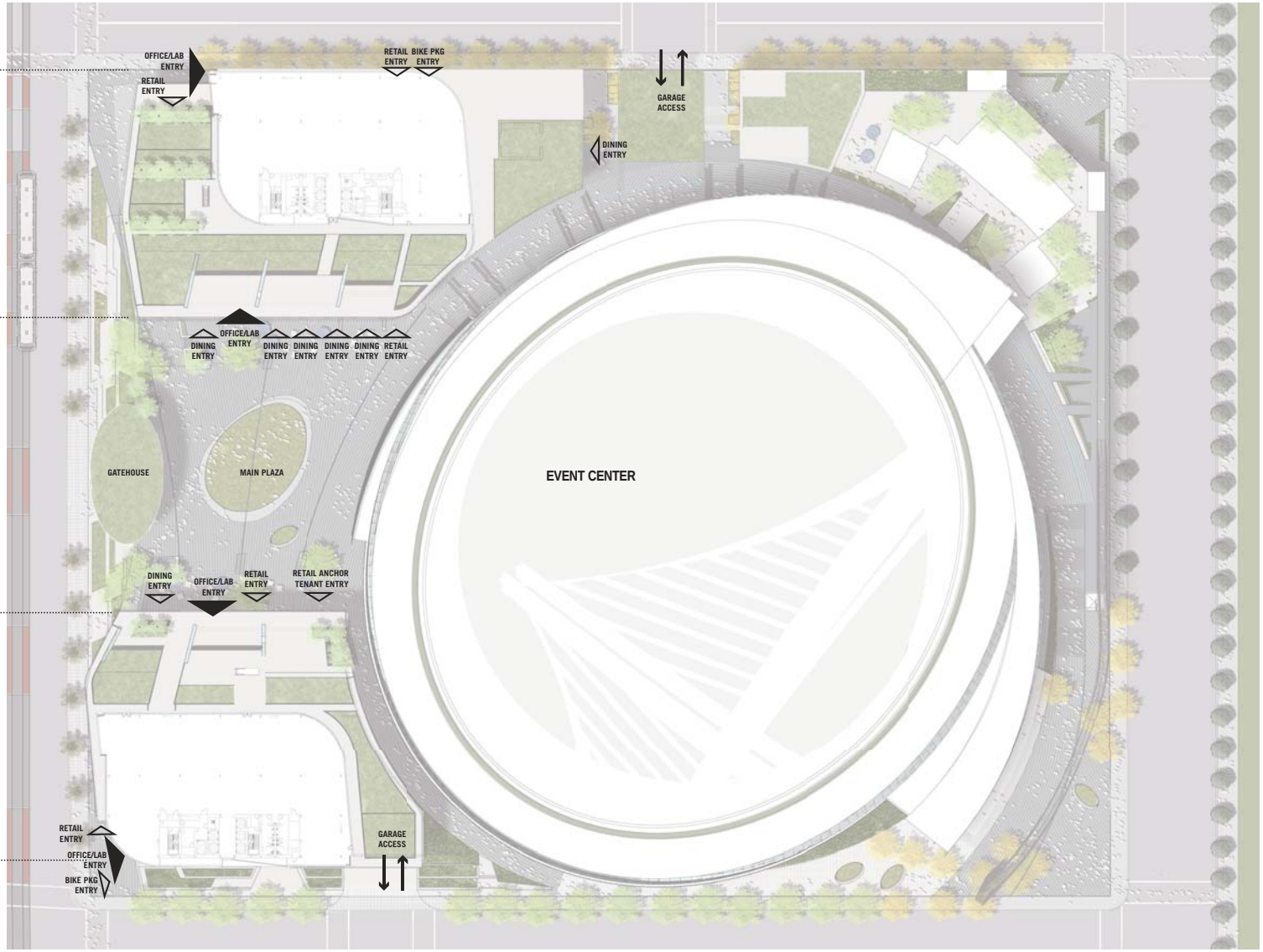
16TH STREET OFFICE / RETAIL

SITE PLAN

03.1

SOUTH STREET OFFICE / RETAIL

16TH STREET OFFICE / RETAIL



SITE PLAN - BUILDING ENTRY POINTS

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16TH STREET OFFICE / RETAIL

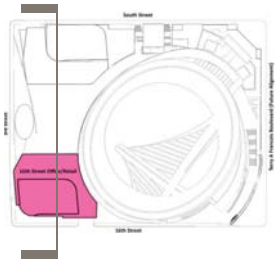
SITE PLAN - BUILDING ENTRY POINTS

03.2

SITE SECTION

1/64" = 1'-0"

0 4 8 16 32 64



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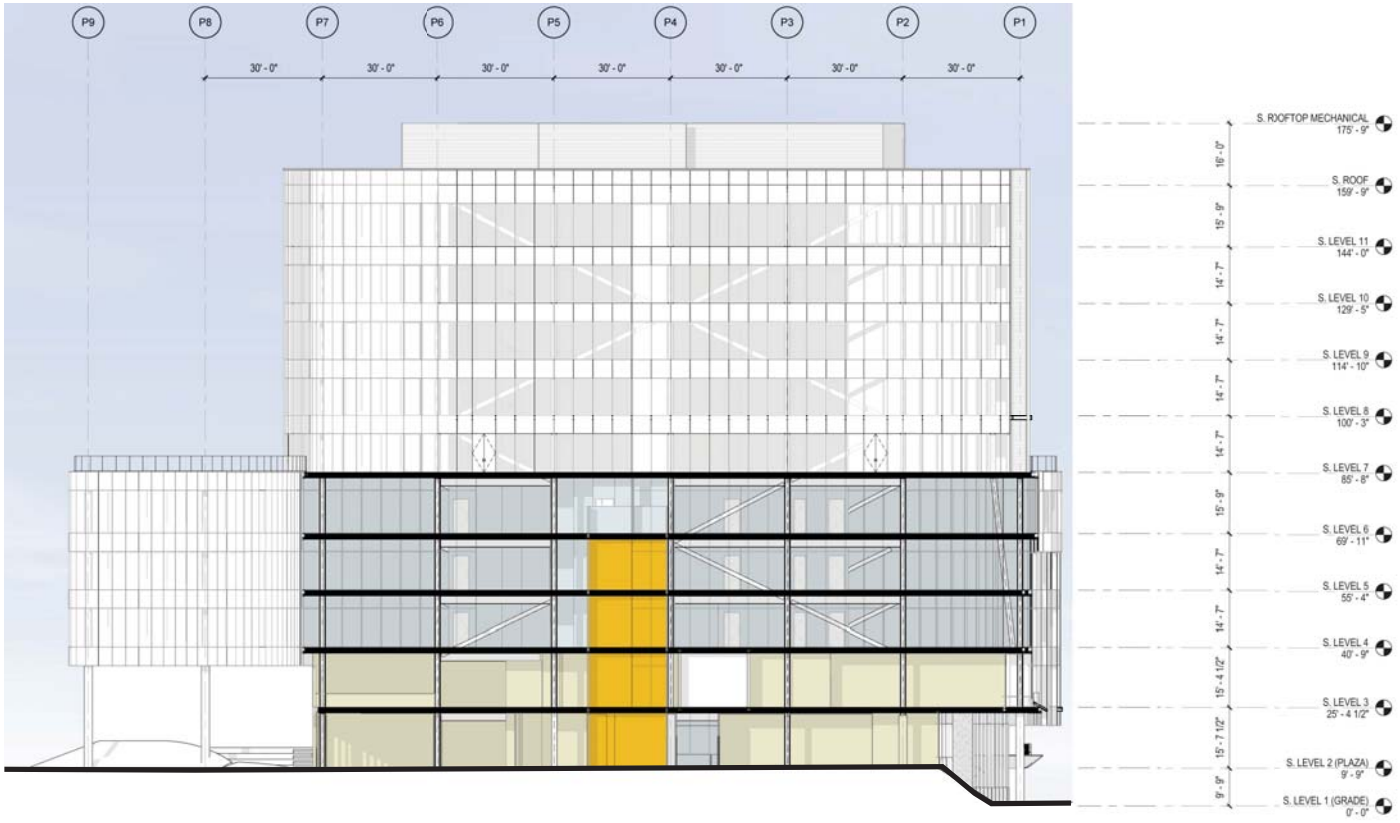
SITE SECTION

03.3



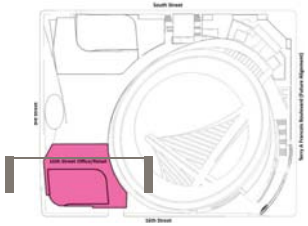
KEY

MECHANICAL
CORE
OFFICE
RETAIL
DINING

EAST - WEST SECTION

1/32" = 1'-0"

0 2 4 8 16 32



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MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL

EAST-WEST BUILDING SECTION

03.4

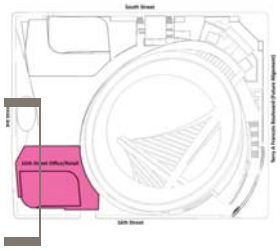
KEY

MECHANICAL
CORE
OFFICE
RETAIL
DINING

NORTH - SOUTH SECTION

1/32" = 1'-0"

0 2 4 8 16 32



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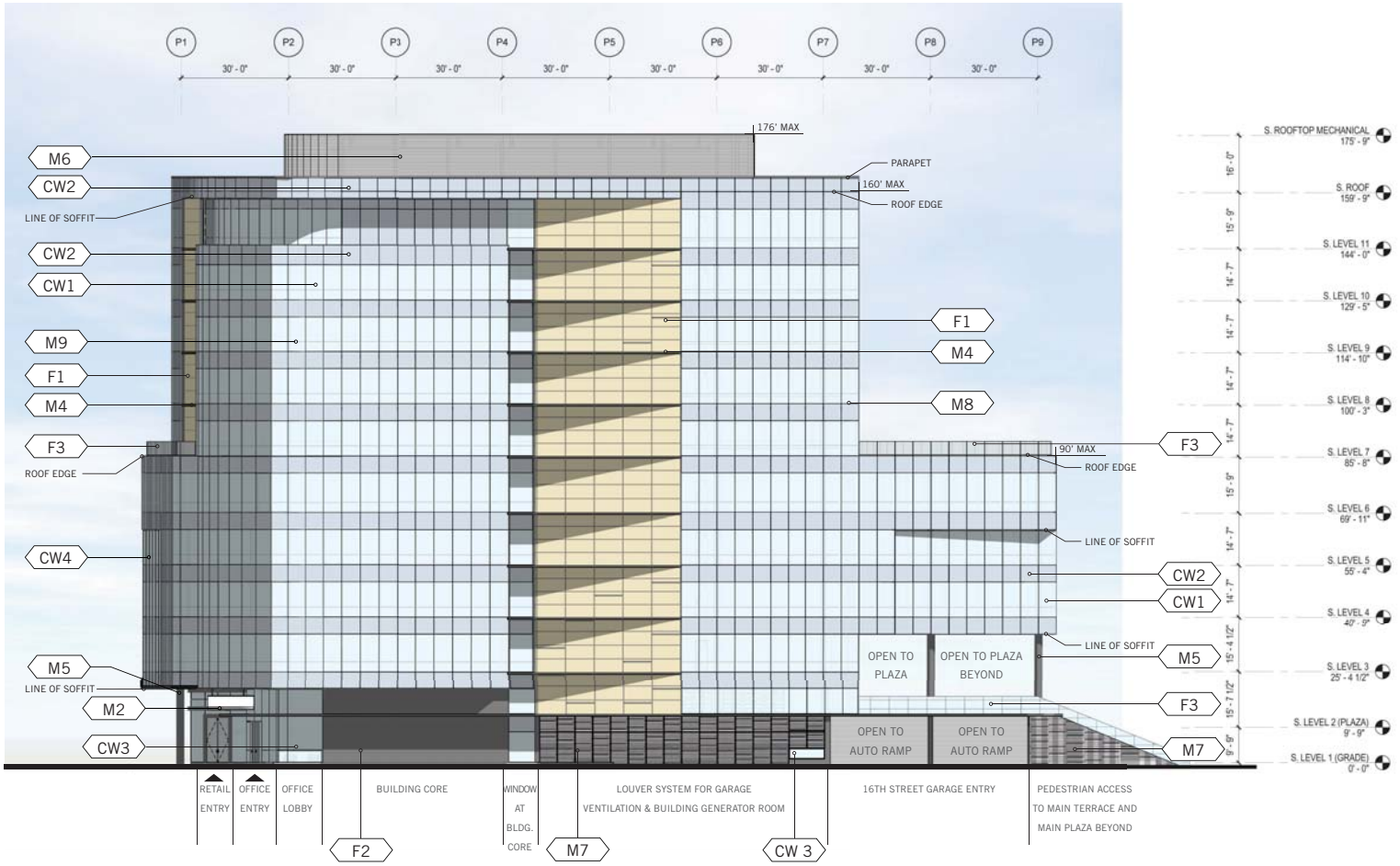
16TH STREET OFFICE / RETAIL
NORTH-SOUTH BUILDING SECTION

03.5



SOUTH ELEVATION

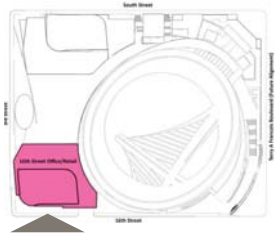
1/32" = 1' - 0"

0 2 4 8 16 32

CW1 - STRUCTURAL GLAZED CURTAINWALL - LOW E GLAZING
CW2 - STRUCTURAL GLAZED CURTAINWALL - FRITTED SPANDREL GLASS
CW3 - STRUCTURAL GLAZED CURTAINWALL - LOW IRON GLAZING
CW4 - STRUCTURAL GLAZED CURTAINWALL - SERRATED CURTAINWALL

F1 - RESIN-COATED WOOD PANEL
F2 - GLASS FIBER REINFORCED CONCRETE
F3 - GLASS GUARDRAIL
F4 - RETAIL LIGHT BOX
F5 - RETAIL AWNINGS (SHOWN TRANSLUCENT)
F6 - ARTICULATED METAL AND GLASS STOREFONT
F7 - STONE (LIGHT COLOR)

M2 - PAINTED METAL CANOPY (M1 - NOT USED)
M3 - PROJECTING METAL FRAME - RETAIL ENTRY PORTAL
M4 - PAINTED ALUMINUM FINS
M5 - METAL COLUMN COVERS - MATTE CHARCOAL FINISH
M6 - CORRUGATED/PERFORATED METAL MECHANICAL SCREEN
M7 - DECORATIVE METAL LOUVERS
M8 - BUTT-GLAZED ALUMINUM MULLIONS
M9 - ALUMINUM CHAIR RAIL BEYOND GLASS



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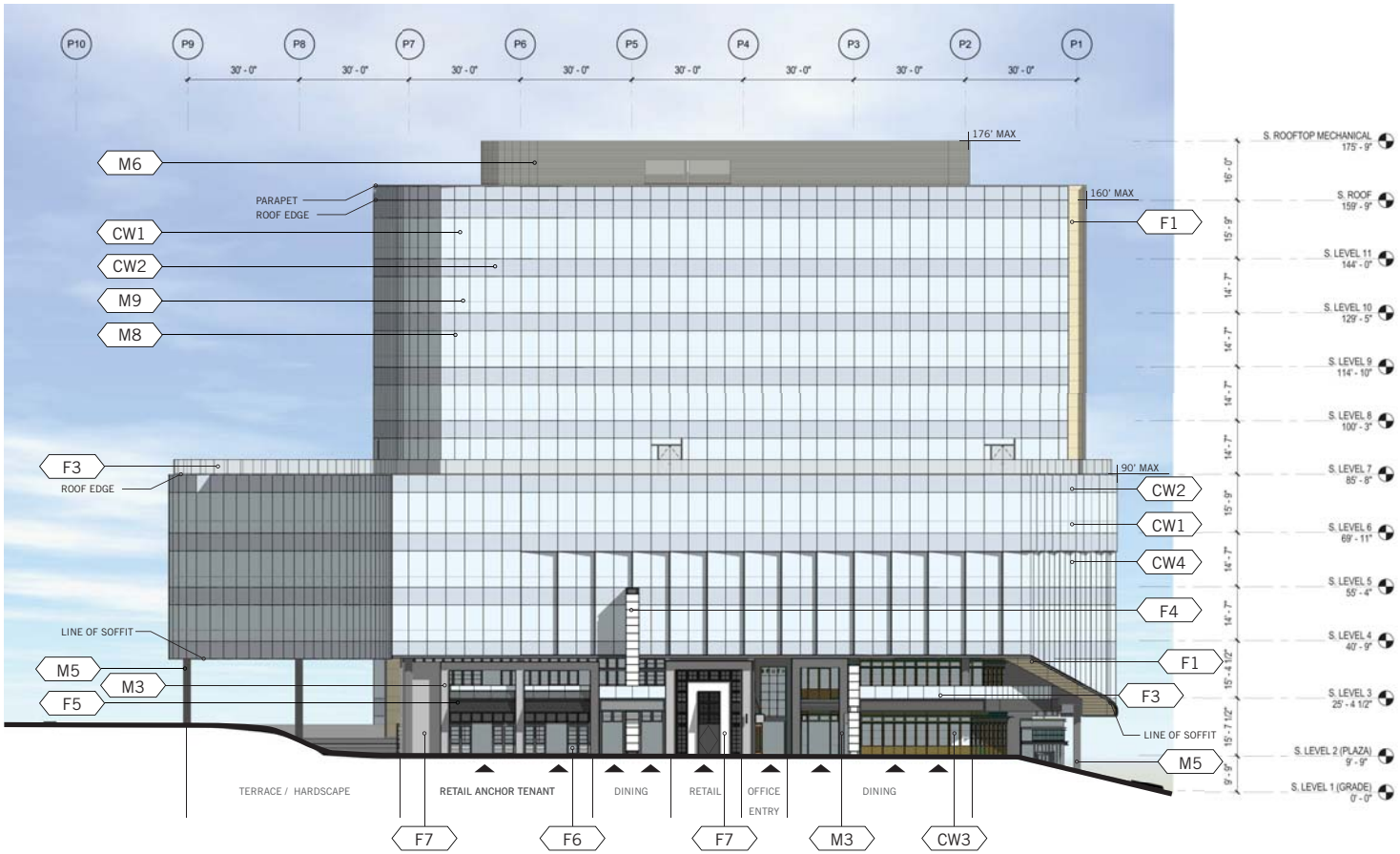
16TH STREET OFFICE / RETAIL
SOUTH ELEVATION

03.6



NORTH ELEVATION

1/32" = 1' - 0"

0 2 4 8 16 32

CW1 - STRUCTURAL GLAZED CURTAINWALL - LOW E GLAZING
CW2 - STRUCTURAL GLAZED CURTAINWALL - FRITTED SPANDREL GLASS
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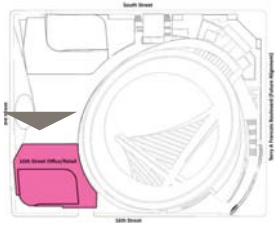

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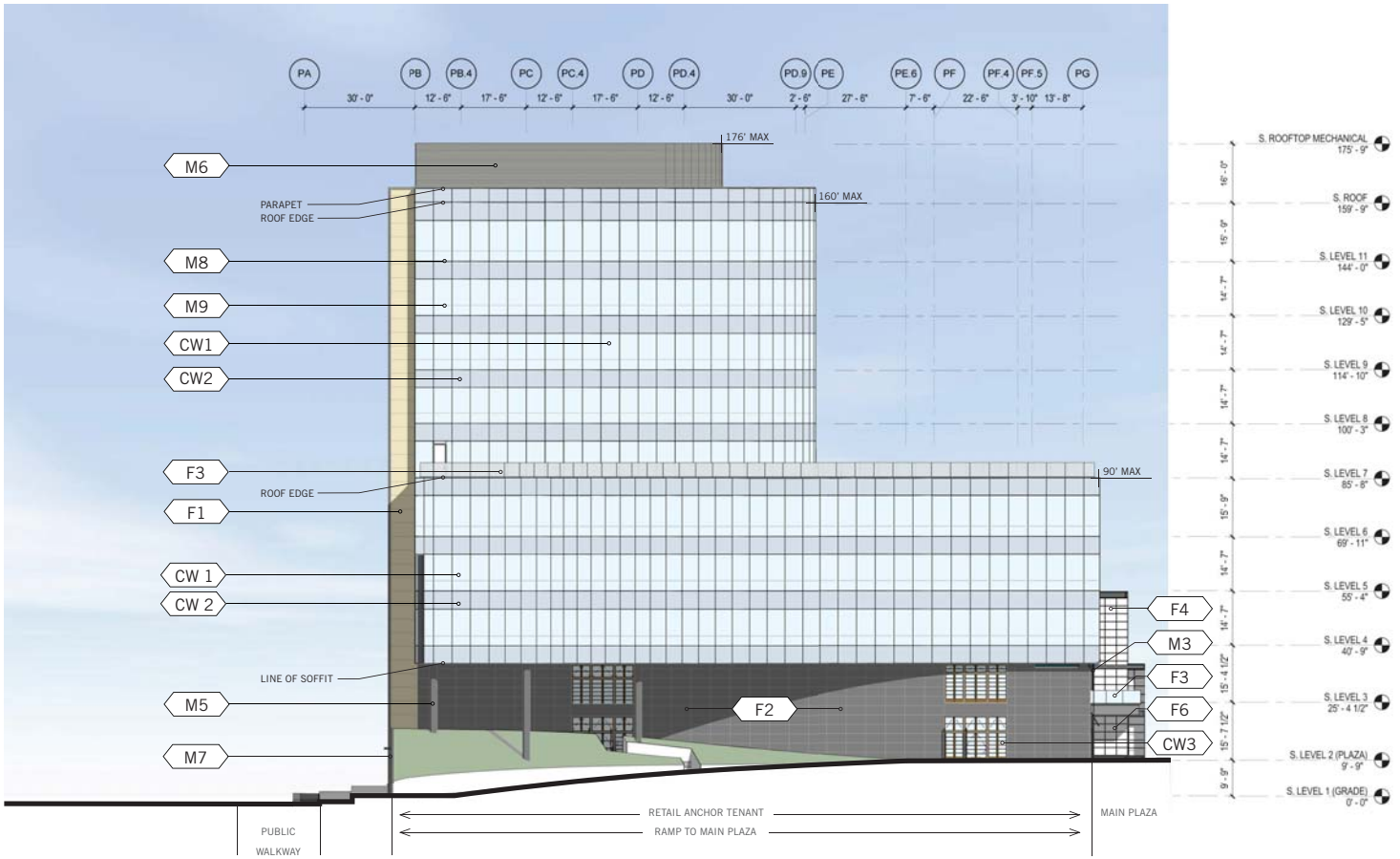
MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
NORTH ELEVATION

03.7



EAST ELEVATION

1/32" = 1' - 0"

0 2 4 8 16 32

CW1 - STRUCTURAL GLAZED CURTAINWALL - LOW E GLAZING
CW2 - STRUCTURAL GLAZED CURTAINWALL - FRITTED SPANDREL GLASS
CW3 - STRUCTURAL GLAZED CURTAINWALL - LOW IRON GLAZING
CW4 - STRUCTURAL GLAZED CURTAINWALL - SERRATED CURTAINWALL

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M4 - PAINTED ALUMINUM FINS
M5 - METAL COLUMN COVERS - MATTE CHARCOAL FINISH
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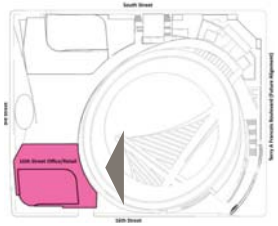
M7 - DECORATIVE METAL LOUVERS
M8 - BUTT-GLAZED ALUMINUM MULLIONS
M9 - ALUMINUM CHAIR RAIL BEYOND GLASS



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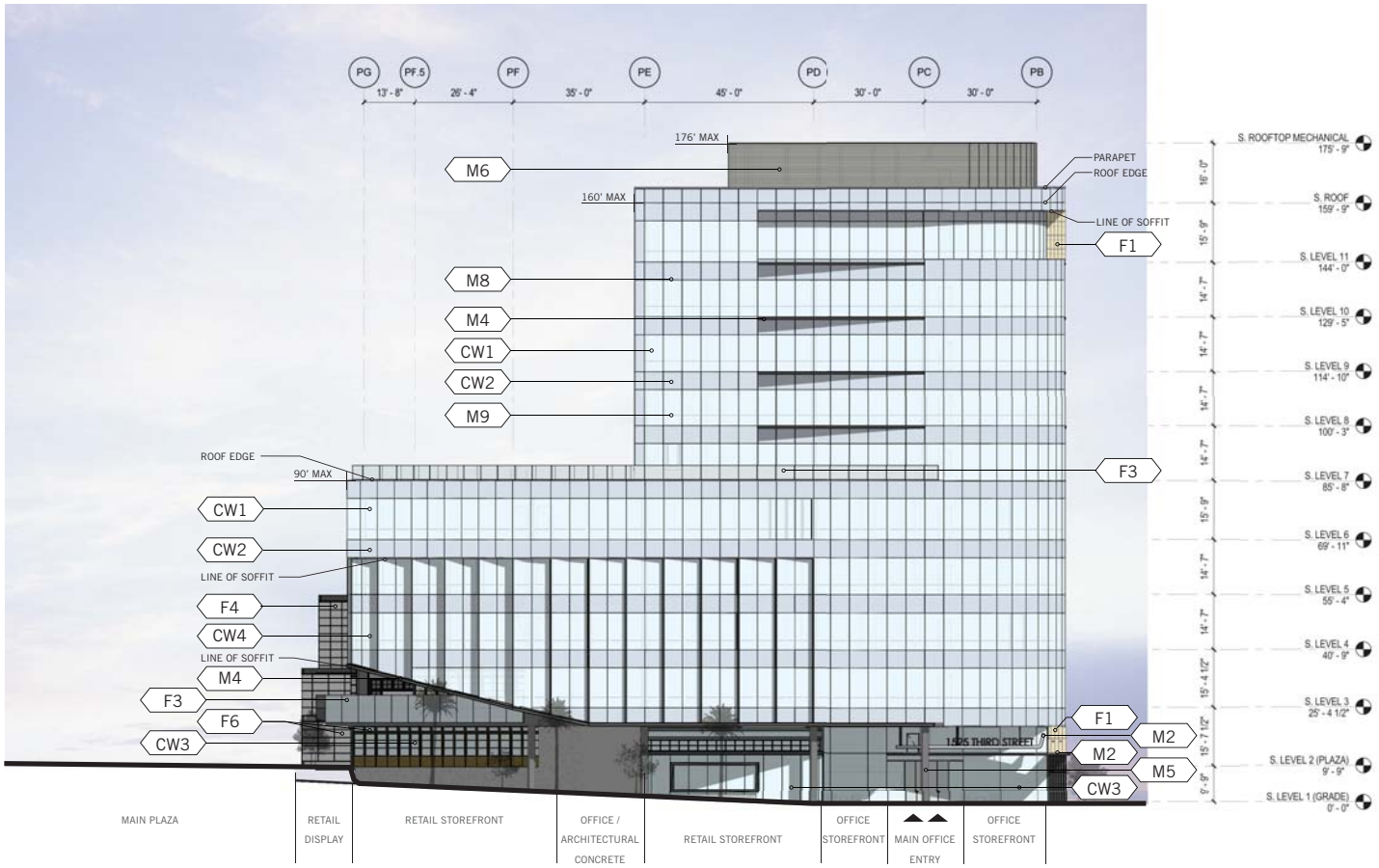
MISSION BAY BLOCKS 29-32
16TH STREET OFFICE / RETAIL
EAST ELEVATION

03.8



WEST ELEVATION

1/32" = 1' - 0"

0 2 4 8 16 32

CW1 - STRUCTURAL GLAZED CURTAINWALL - LOW E GLAZING
CW2 - STRUCTURAL GLAZED CURTAINWALL - FRITTED SPANDREL GLASS
CW3 - STRUCTURAL GLAZED CURTAINWALL - LOW IRON GLAZING
CW4 - STRUCTURAL GLAZED CURTAINWALL - SERRATED CURTAINWALL

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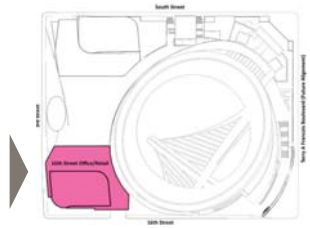
M6 - CORRUGATED/PERFORATED METAL MECHANICAL SCREEN
M7 - DECORATIVE METAL LOUVERS
M8 - BUTT-GLAZED ALUMINUM MULLIONS
M9 - ALUMINUM CHAIR RAIL BEYOND GLASS



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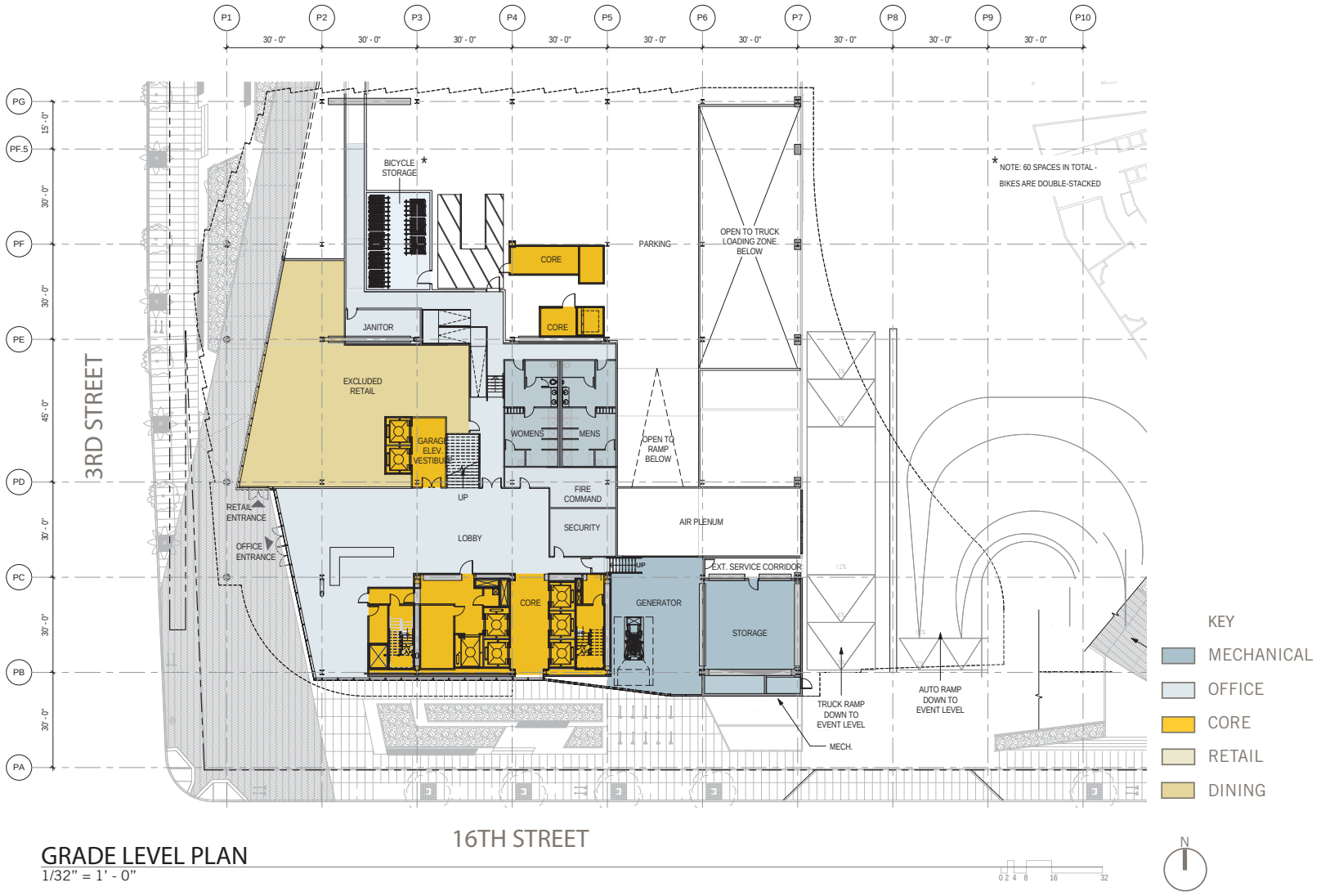
WEST ELEVATION

03.9



GRADE LEVEL PLAN

1/32" = 1' - 0"

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GRADE LEVEL PLAN

03.10

PLAZA LEVEL PLAN
1/32" = 1'-0"

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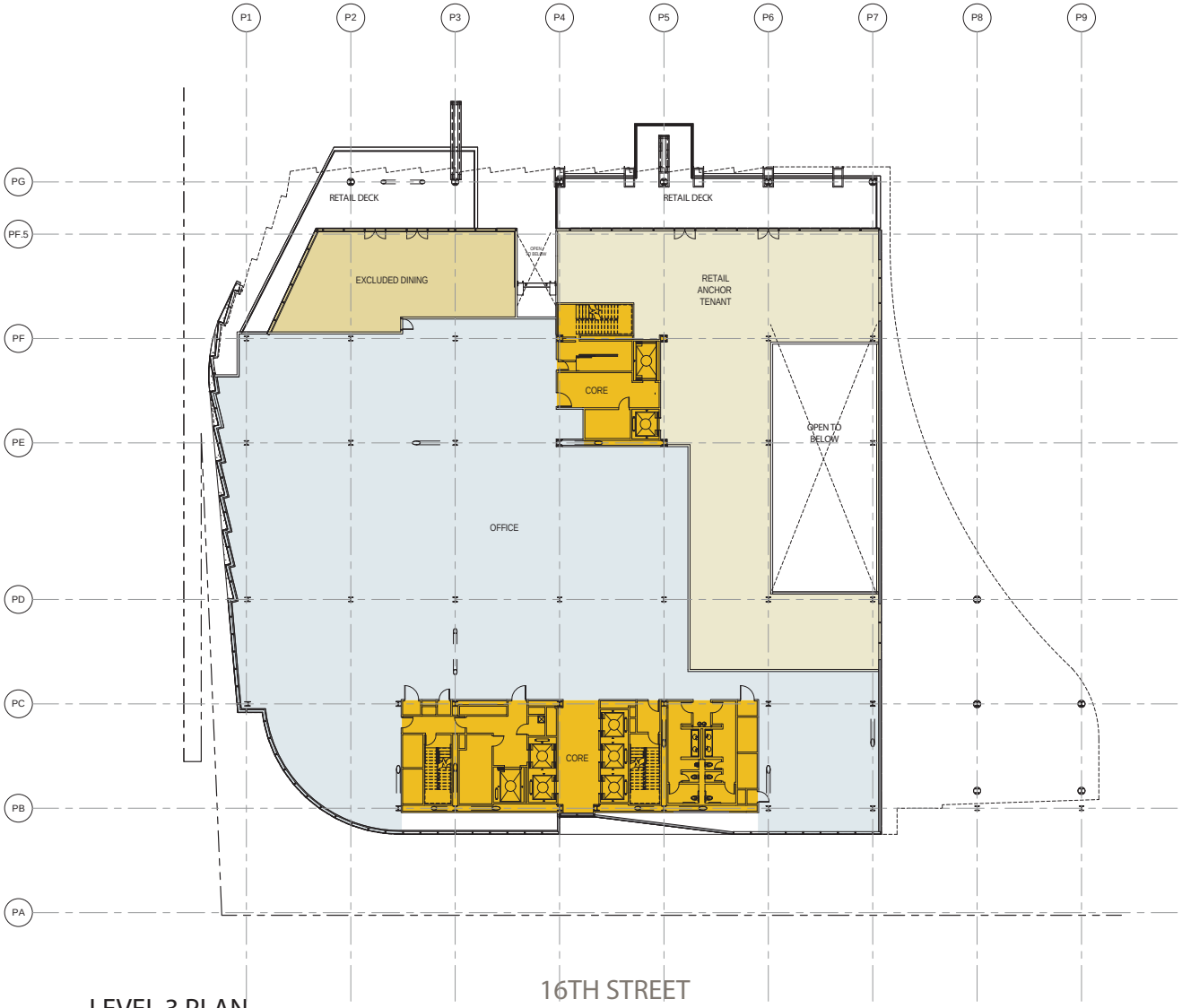
PLAZA LEVEL PLAN

03.11



LEVEL 3 PLAN
1/32" = 1'-0"

0 2 4 8 16 32

KEY
- MECHANICAL
- OFFICE
- CORE
- RETAIL
- DINING

N

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LEVEL 3 PLAN

03.12

TYPICAL PODIUM PLAN (LEVELS 4-6*)

1/32" = 1'-0"

0 2 4 8 16 32

KEY

- MECHANICAL
- OFFICE
- CORE
- RETAIL
- DINING

N

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TYPICAL PODIUM PLAN

03.13

KEY

- MECHANICAL
- OFFICE
- CORE
- RETAIL
- DINING
- GREEN ROOF
- BIO-TREATMENT

N

TYPICAL TOWER PLAN (LEVELS 7-10)

1/32" = 1'-0"

0 2 4 8 16 32

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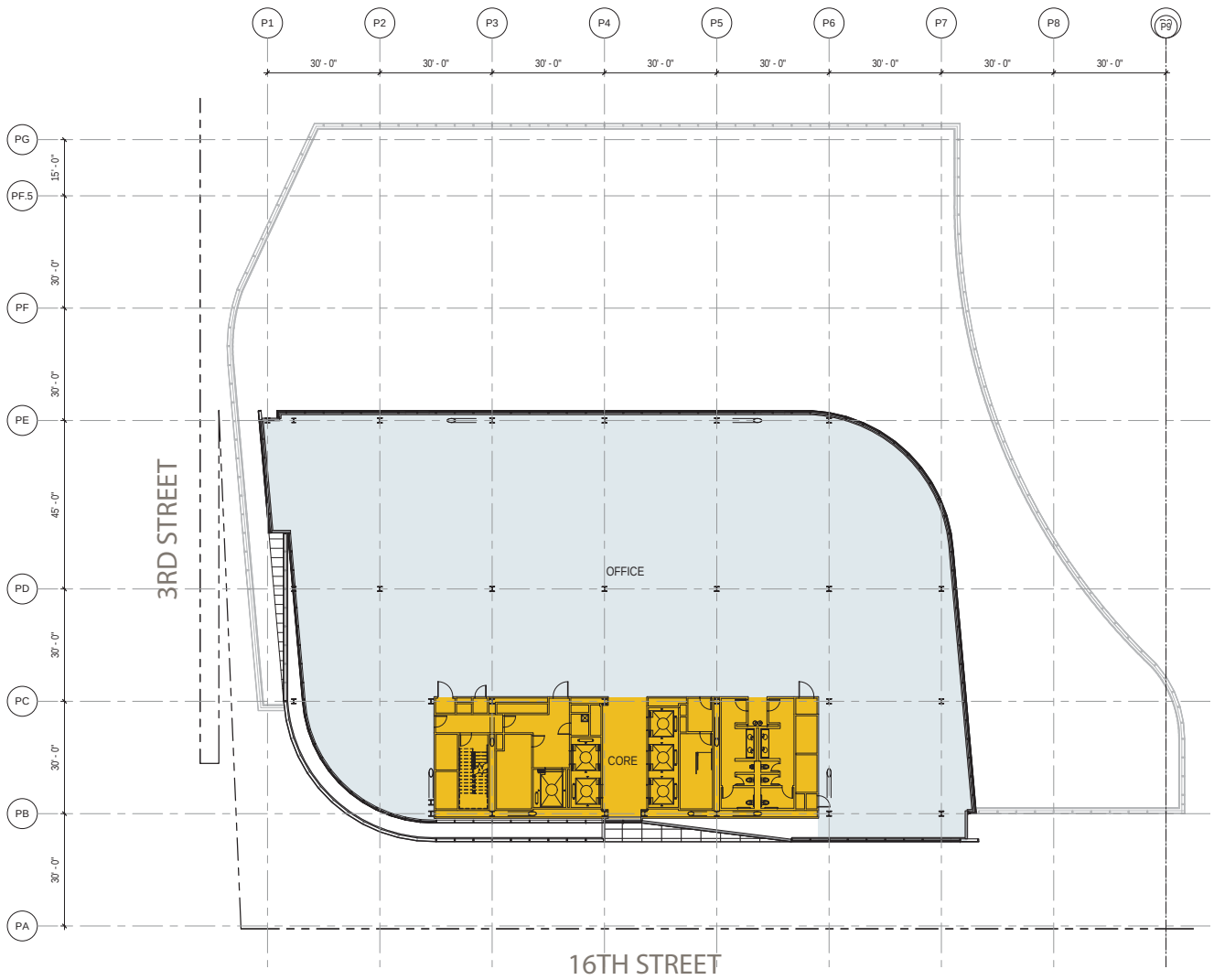
TYPICAL TOWER PLAN

03.14



LEVEL 11 PLAN
1/32" = 1'-0"

0 2 4 8 16 32

KEY
- MECHANICAL
- OFFICE
- CORE
- RETAIL
- DINING

N

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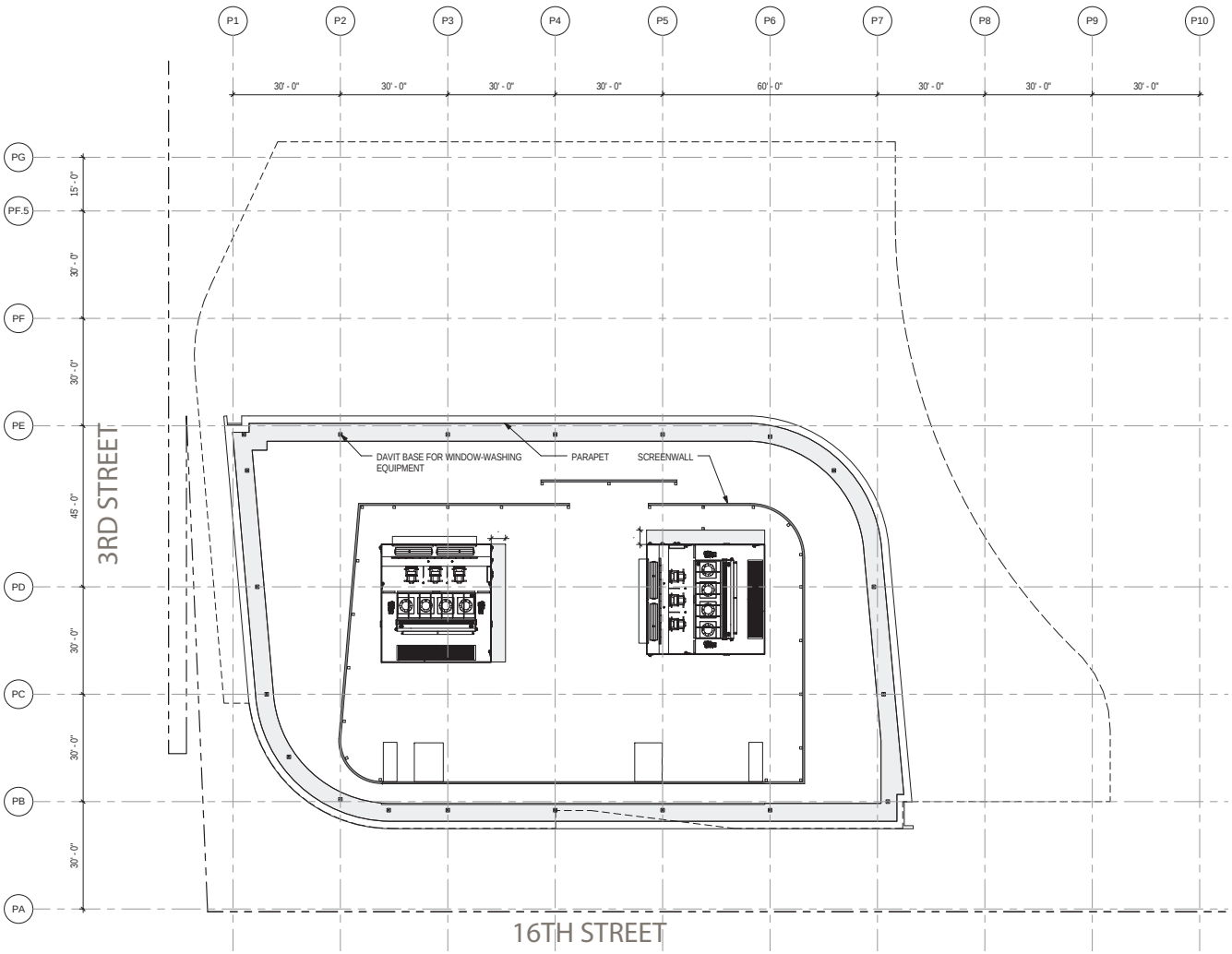
LEVEL 11 PLAN

03.15



TYPICAL ROOF PLAN
1/32" = 1'-0"

0 2 4 8 16 32

KEY
- MECHANICAL
- OFFICE
- CORE
- RETAIL
- DINING

N

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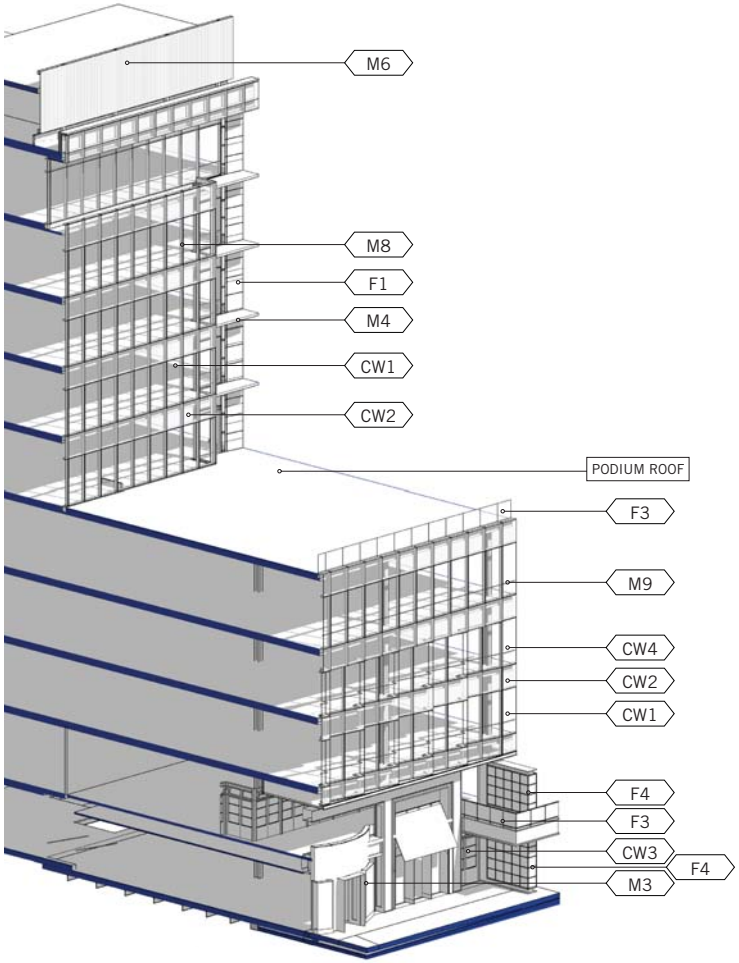
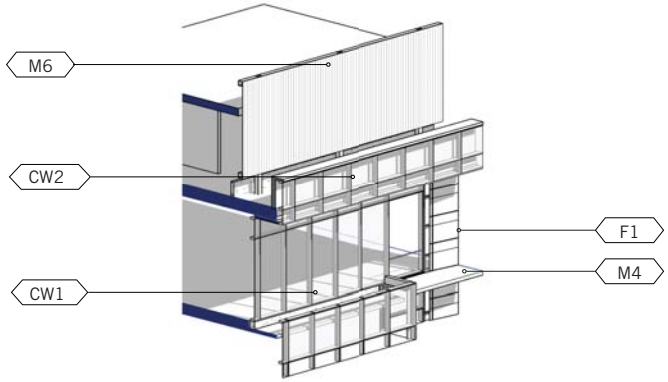
TYPICAL ROOF PLAN

03.16



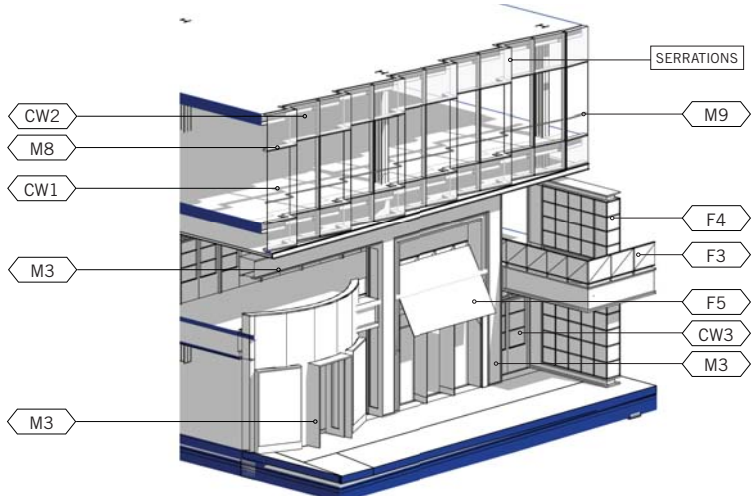
TYPICAL CURTAIN WALL ARTICULATION

N.T.S.



TYPICAL ROOF ARTICULATION

N.T.S.



TYPICAL RETAIL ARTICULATION

N.T.S.

CW1 - STRUCTURAL GLAZED CURTAINWALL - LOW E GLAZING
CW2 - STRUCTURAL GLAZED CURTAINWALL - FRITTED SPANDREL GLASS
CW3 - STRUCTURAL GLAZED CURTAINWALL - LOW IRON GLAZING
CW4 - STRUCTURAL GLAZED CURTAINWALL - SERRATED CURTAINWALL

F1 - RESIN-COATED WOOD PANEL
F2 - GLASS FIBER REINFORCED CONCRETE
F3 - GLASS GUARDRAIL
F4 - RETAIL LIGHT BOX
F5 - RETAIL AWNINGS (SHOWN TRANSLUCENT)
F6 - ARTICULATED METAL AND GLASS STOREFONT
F7 - STONE (LIGHT COLOR)

M2 - PAINTED METAL CANOPY (M1 - NOT USED)
M3 - PROJECTING METAL FRAME - RETAIL ENTRY PORTAL
M4 - PAINTED ALUMINUM FINS
M5 - METAL COLUMN COVERS - MATTE CHARCOAL FINISH
M6 - CORRUGATED/PERFORATED METAL MECHANICAL SCREEN
M7 - DECORATIVE METAL LOUVERS
M8 - BUTT-GLAZED ALUMINUM MULLIONS
M9 - ALUMINUM CHAIR RAIL BEYOND GLASS

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MATERIAL - AXONOMETRIC SECTIONS

04.1

CLEAR GLASS

Towers will be clad with vision glazing treated to reflect solar heat gain and prevent bird strikes.

TRANSLUCENT PRIVACY FILM

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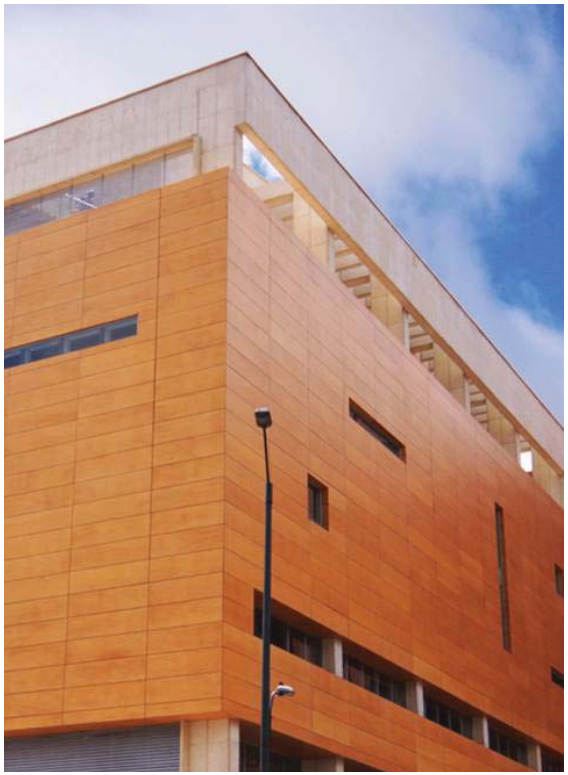
MATERIAL - APPROACH

04.2



RESIN-COATED WOOD

Prodema, Trespa, or SwissPearl

(core and soffit cladding)

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MATERIAL - APPROACH

04.3

EXTERIOR BUILDING FINISHES

Accent materials highlight building design features

CORRUGATED METAL MECHANICAL SCREEN

LOUVERED MECHANICAL SCREEN

ARCHITECTURAL CONCRETE

GLASS GUARDRAIL [PODIUM ROOF]

ALUMINUM FINS

METAL CANOPY

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MATERIAL - APPROACH

04.4

RETAIL MATERIAL PALATE

Retail materials include metal, wood, concrete, stone, glazing and illuminated glass. This vocabulary of materials will be consistent, however, tenants will be encouraged to used nuanced versions of these materials to create a more dynamic and variegated environment.

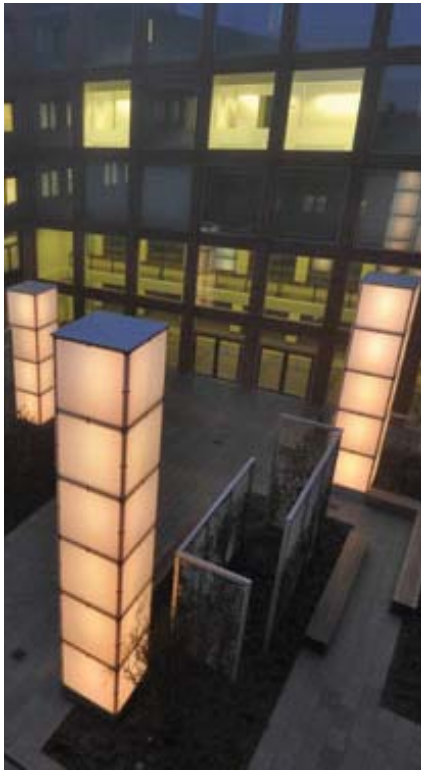
PROJECTING METAL FRAME - RETAIL ENTRY

RETAIL / DINING CANOPIES

FRAMELESS STOREFRONT SYSTEM

METAL-FRAME STOREFRONT SYSTEM

WOOD-CLAD STOREFRONT SYSTEM



RETAIL LIGHT BOX

NOTE: FOR ADDITIONAL INFORMATION ABOUT MATERIALS, SEE RELATED SUBMITTAL FOR RETAIL

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MATERIAL - APPROACH

04.5

RETAIL FRAME INFILL MATERIAL OPTIONS

Retail materials include metal, wood, concrete, stone, glazing and illuminated glass. This vocabulary of materials will be consistent, however, tenants will be encouraged to used nuanced versions of these materials to create a more dynamic and variegated environment.

NO INFILL

PROPOSED ELEVATION - NO INFILL

WOOD INFILL

PROPOSED ELEVATION - MASONRY INFILL

CONCRETE OR MASONRY INFILL

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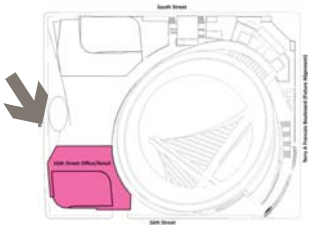
MATERIAL - APPROACH

04.6



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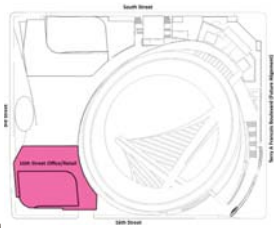
AERIAL VIEW

05.1



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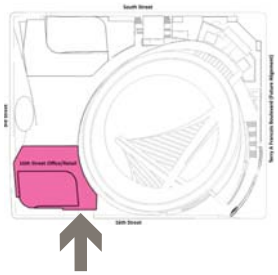
16TH STREET OFFICE / RETAIL

VIEW FROM 3RD AND 16TH STREETS

05.2



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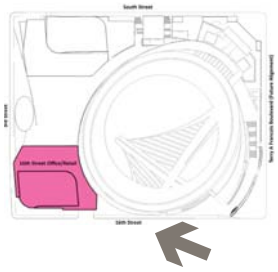
VIEW OF ILLINOIS STREET GARAGE ENTRY

05.3



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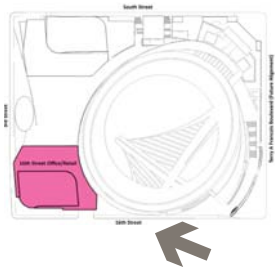
AERIAL VIEW OF ILLINOIS STREET GARAGE ENTRY

05.4



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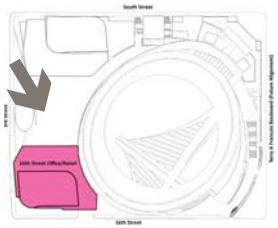
VIEW WEST FROM 16TH STREET

05.5



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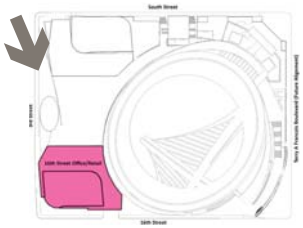
MAIN PLAZA LOOKING EAST

05.6



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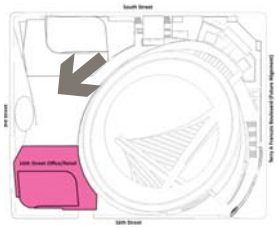
NORTH TOWER 3RD STREET APPROACH

05.7



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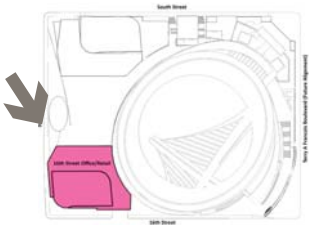
MAIN PLAZA LOOKING WEST

05.8



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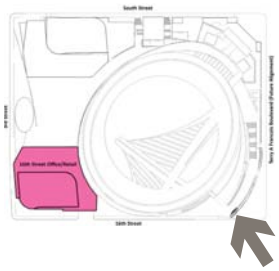
AERIAL VIEW

05.9



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AERIAL VIEW

05.9

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