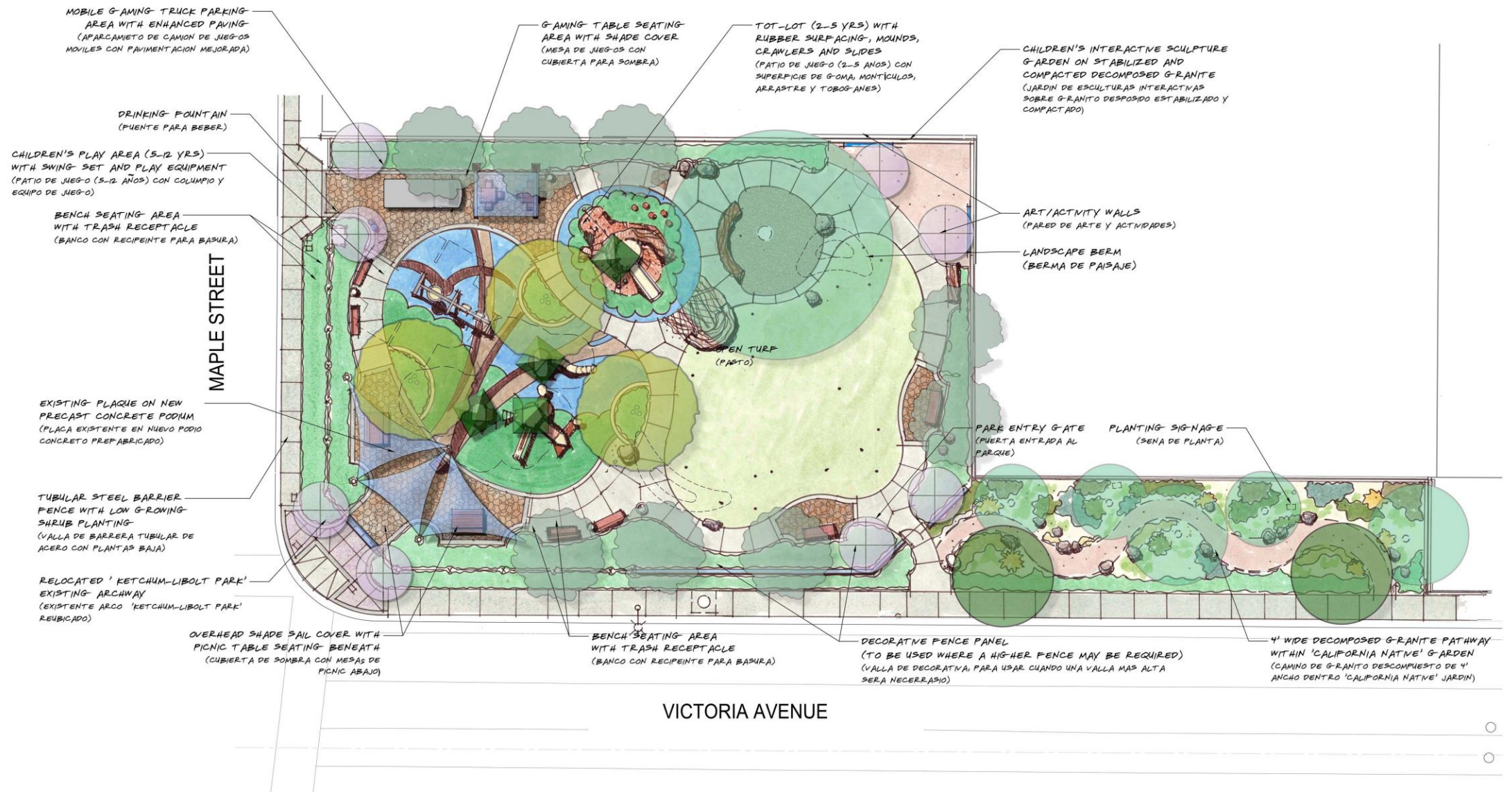


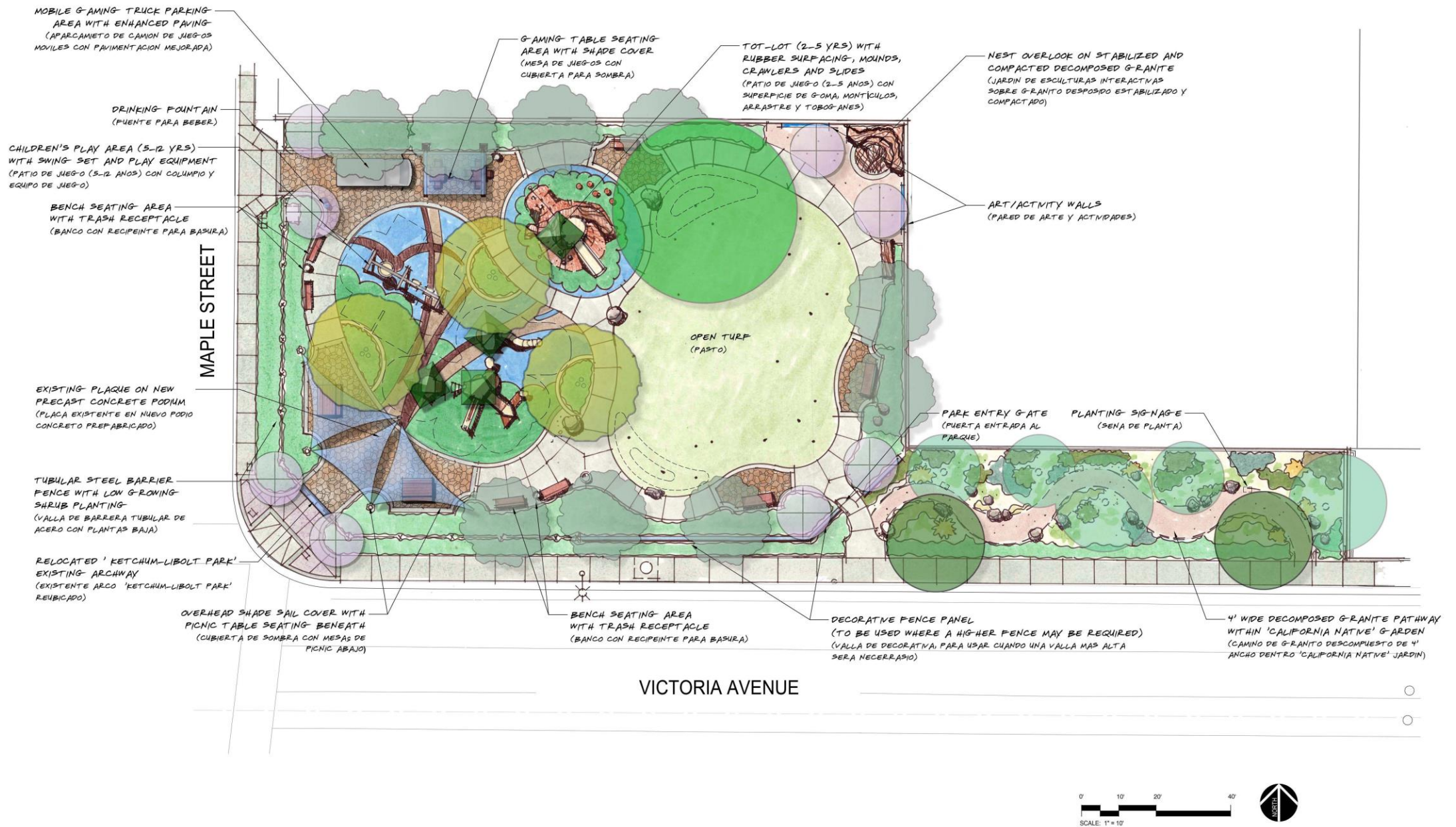
Site Analysis



0' 10' 20' 40'
SCALE: 1" = 10'



Option 1 – Eagle Concept



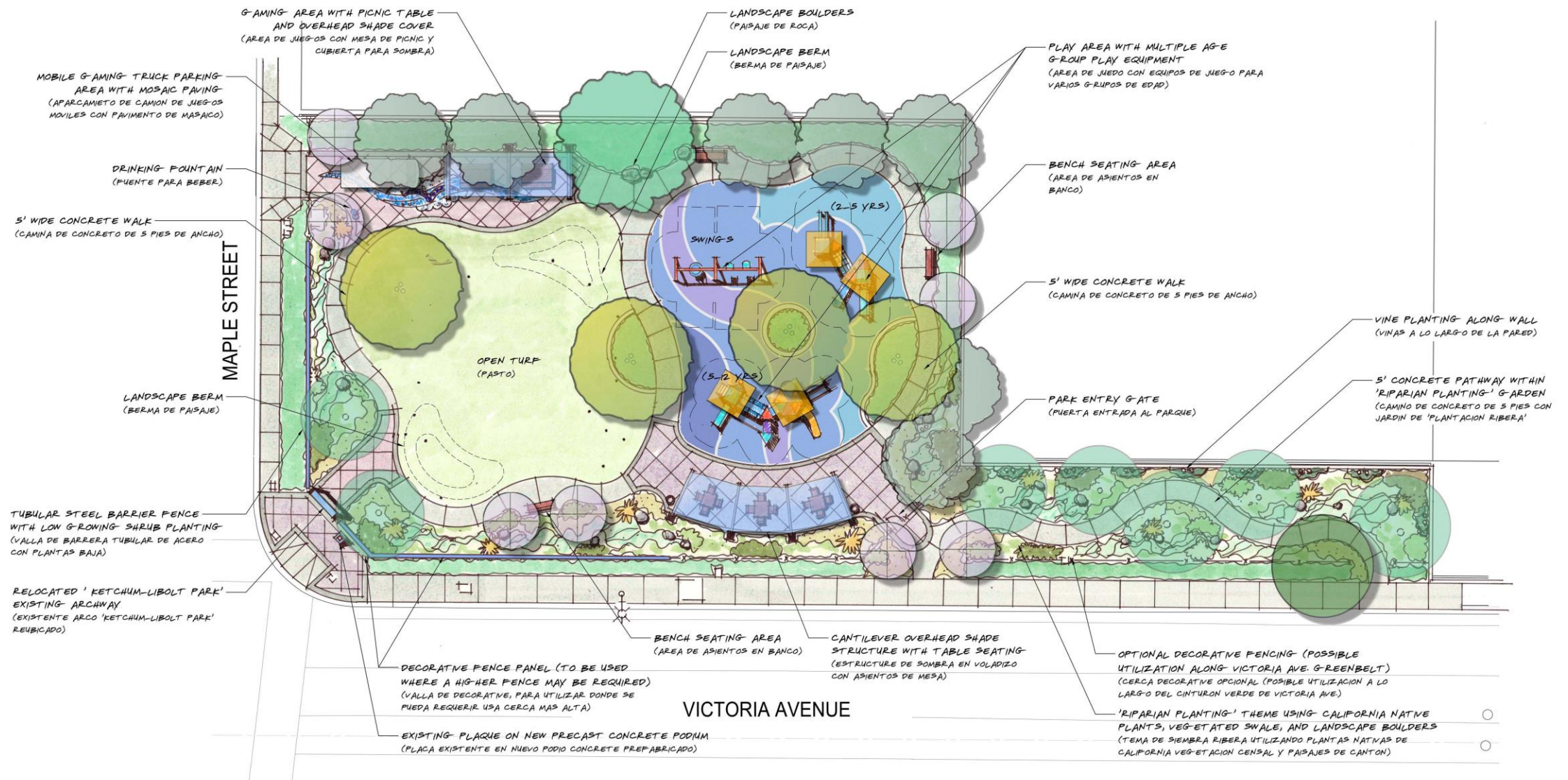
Option 1a – Eagle Concept



Option 1 – Eagle Concept



Option 1 – Eagle Concept



Option 2 – Coastal Concept



Option 2 – Coastal Concept



Option 2 – Coastal Concept

Shade Structure Estructura de Sombra

Steel Shade / Sombra de Acero



Shade Sail / Vela de Sombra



Lighting / Alumbrado



Site Furnishings / Mobiliario del Sitio



Medallions / Medallones



Paving Mosaic / Pavimento de Mosaico



Fencing / Cercado



TALL FENCING (7'-0" MAX.) / Cercado Alto



LOW FENCING (42" MAX.) / Cercado Bajo

Materials

Ketchum Libolt Park

Option 1 Opción 1



Costa Mesa

Park Options
Opciones de Parque

ARCHITERRA
DESIGN GROUP

Layout Option 1 – 8 Votes at Meeting
6 Votes Online

Ketchum Libolt Park

Option 2 Opción 2



Costa Mesa

Park Options
Opciones de Parque

ARCHITERRA
DESIGN GROUP

Layout Option 2 – 28 Votes at Meeting
6 Votes Online

Community Voting

Ketchum Libolt Park

CHOOSE 1 ELIGE 1



Nature and Garden
Naturaleza y Jardín

Oceans and Beaches
Océanos y Playas

Police and First Responders
Policía y Socorristas

Whimsical or Other
Fantasioso o Diferente

Nature and Garden –	4 / 0
Oceans and Beaches –	8 / 4
Police and First Responders –	28 / 0
Whimsical or Other -	31 / 0



Playground Theming
Tematización del Patio de Recreo



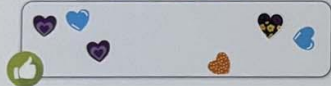
Community Voting - Theming

Ketchum Libolt Park

CHOOSE 3 ELIGE 3



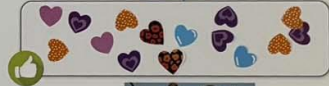
Sensory Walls
Paredes Sensoriales



Slides
Resbaladillas



Spinners
Giroscopios



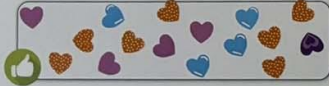
Swings
Columpios



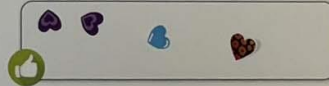
Net Play
Juego de Redes



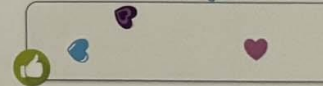
Movement
Movimiento



Climbers
Escaladores



Crawlers and Tubes
Arrastradores y Tubos



Sensory Walls –	6 / 1
Slides –	20 / 5
Spinners –	15 / 0
Swings –	13 / 6
Net Play –	9 / 2
Movement –	16 / 2
Climbers –	4 / 2
Crawlers and Tubes –	3 / 0



Playground Components
Componentes del Patio de Recreo



Community Voting – Components 1

Ketchum Libolt Park

CHOOSE 3 ELIGE 3

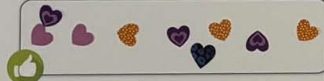


Integrated Slope Play
Juego de Pendiente Integrado

Educational & Music Panel
Panel de Música y Educación

Integrated Shade
Sombreado Integrado

Animals and Insects
Animales e Insectos



Art Activity Wall
Pared de Actividades Artísticas

Nature Play
Juego en la Naturaleza

Butterfly Garden
Jardín de Mariposas

Whimsical Play
Juego Fantástico



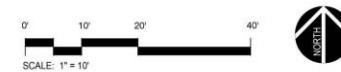
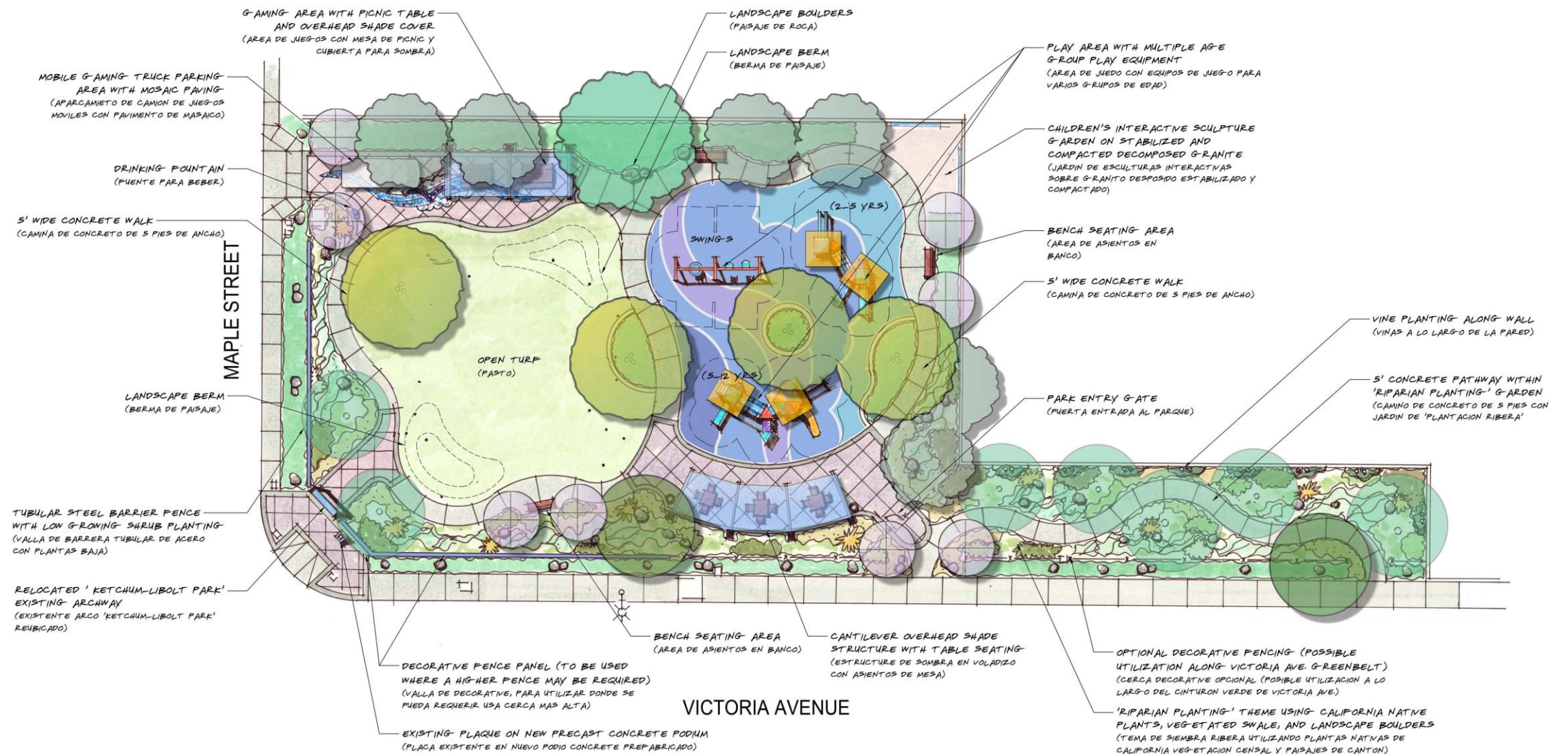
Integrated Slope Play	7 / 4
Educational & Music Panel	9 / 1
Integrated Shade	18 / 5
Animals and Insects	14 / 1
Art Activity Wall	4 / 1
Nature Play	16 / 1
Butterfly Garden	19 / 2
Whimsical Play	5 / 3

Costa Mesa

Playground Components
Componentes del Patio de Recreo

ARCHITERRA
DESIGN GROUP
ARCHITECTURE AND PLANNING
10221-A TRADEMARK ST.
RANCHO CUCAMONGA, CA 91730
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Community Voting – Components 2



Conceptual Plan



Conceptual Plan



Conceptual Plan



Questions



Shalimar Park

Renovation & Expansion

PARKS AND COMMUNITY SERVICES COMMISSION

June 27, 2024



Project Background

CWDG was hired by the City to conduct community outreach and develop conceptual plan options for the expansion and renovation of Shalimar Park.



YOU'RE INVITED!

Public Meeting for
the Improvements of
Shalimar Park



FREE!

MUSIC, FOOD,
GAMES, MOBILE
REC, AND MUCH
MORE!



LOCATION

SHALIMAR PARK
782 Shalimar Drive



DATE

FRIDAY
MAY 17th



TIME

6:00 PM-
8:00 PM

More information or project updates: Call 714-754-5105 or scan the QR Code.

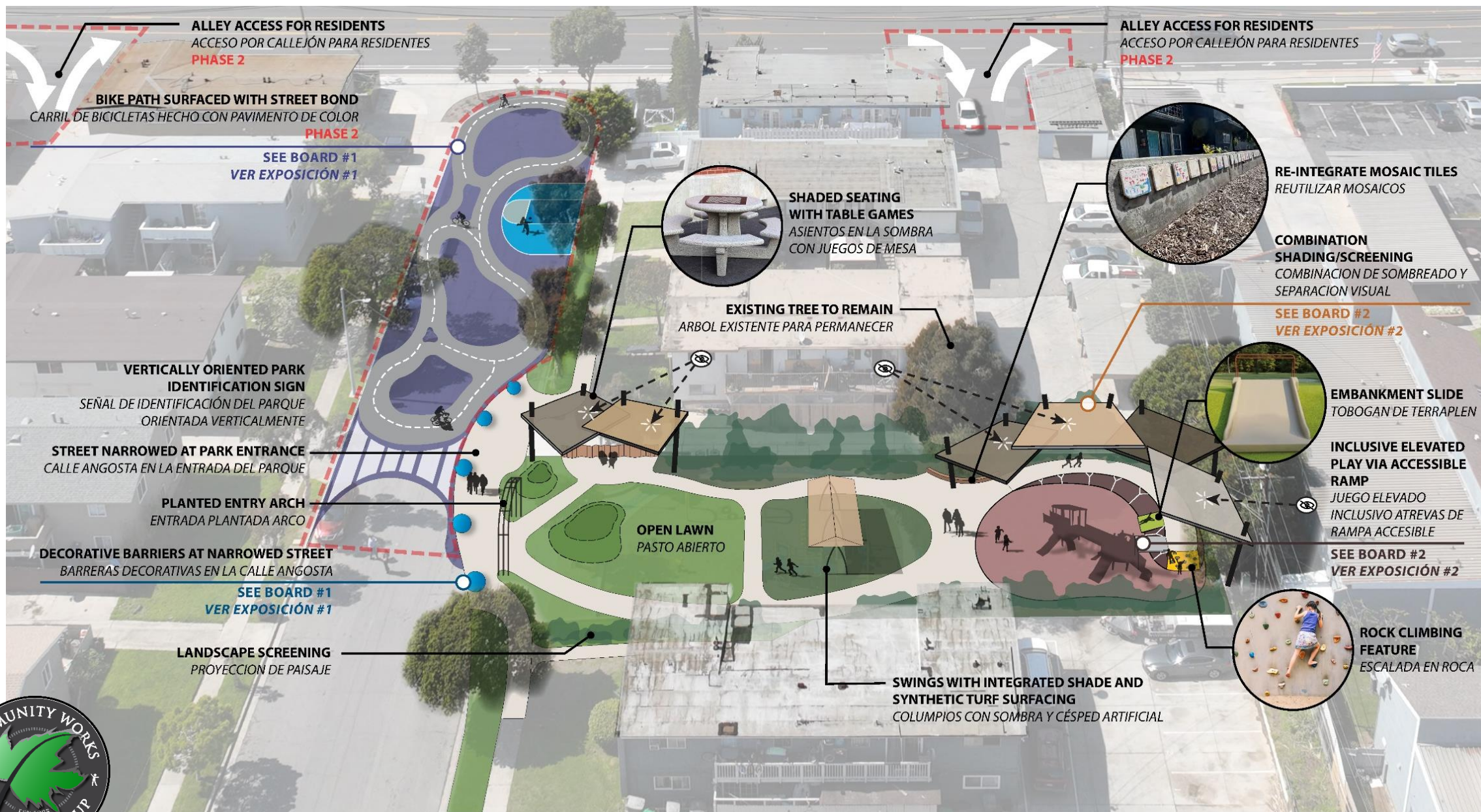
Please note this is the fourth in a series of outreach meetings that will take place.

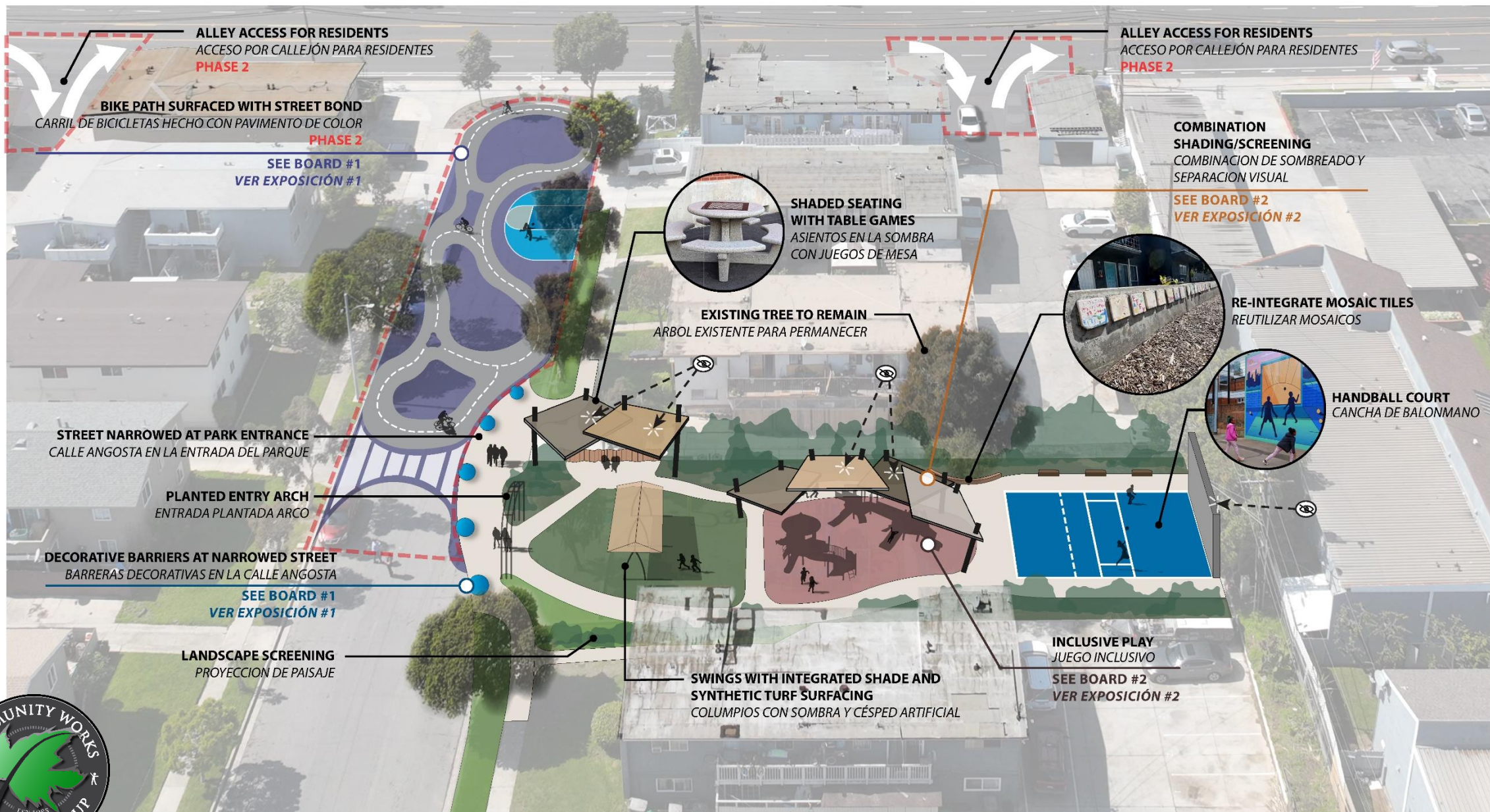


Community Engagement

Our team worked with the City to develop three (3) conceptual plans, along with a series of interactive Amenity Option Boards for an on-site Community Event on Friday, May 17, 2024 at 6:00 pm.







ALLEY ACCESS FOR RESIDENTS
ACCESO POR CALLEJÓN PARA RESIDENTES
PHASE 2

BIKE PATH SURFACED WITH STREET BOND
CARRIL DE BICICLETAS HECHO CON PAVIMENTO DE COLOR
PHASE 2

SEE BOARD #1
VER EXPOSICIÓN #1

ALLEY ACCESS FOR RESIDENTS
ACCESO POR CALLEJÓN PARA RESIDENTES
PHASE 2

**COMBINATION
SHADING/SCREENING**
COMBINACION DE SOMBREADO Y
SEPARACION VISUAL

SEE BOARD #2
VER EXPOSICIÓN #2

**SHADED SEATING
WITH TABLE GAMES**
ASIENTOS EN LA SOMBRA
CON JUEGOS DE MESA

EXISTING TREE TO REMAIN
ARBOL EXISTENTE PARA PERMANECER

RE-INTEGRATE MOSAIC TILES
REUTILIZAR MOSAICOS

HANDBALL COURT
CANCHA DE BALONMANO

STREET NARROWED AT PARK ENTRANCE
CALLE ANGOSTA EN LA ENTRADA DEL PARQUE

PLANTED ENTRY ARCH
ENTRADA PLANTADA ARCO

DECORATIVE BARRIERS AT NARROWED STREET
BARRERAS DECORATIVAS EN LA CALLE ANGOSTA

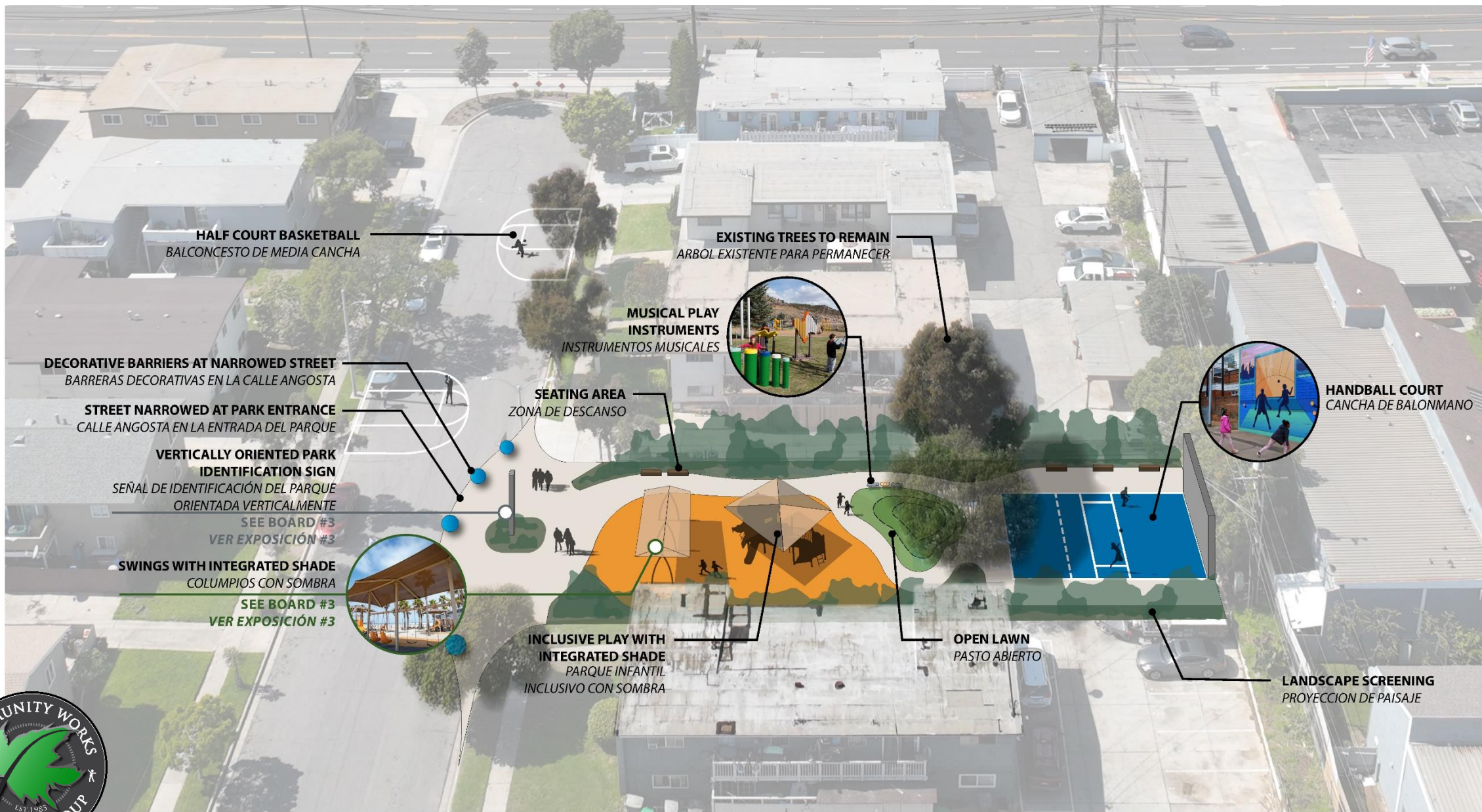
SEE BOARD #1
VER EXPOSICIÓN #1

LANDSCAPE SCREENING
PROYECCION DE PAISAJE

**SWINGS WITH INTEGRATED SHADE AND
SYNTHETIC TURF SURFACING**
COLUMPIOS CON SOMBRA Y CÉSPED ARTIFICIAL

INCLUSIVE PLAY
JUEGO INCLUSIVO
SEE BOARD #2
VER EXPOSICIÓN #2





HALF COURT BASKETBALL
BALCONCESTO DE MEDIA CANCHA

EXISTING TREES TO REMAIN
ARBOL EXISTENTE PARA PERMANECER

**MUSICAL PLAY
INSTRUMENTS**
INSTRUMENTOS MUSICALES

DECORATIVE BARRIERS AT NARROWED STREET
BARRERAS DECORATIVAS EN LA CALLE ANGOSTA

STREET NARROWED AT PARK ENTRANCE
CALLE ANGOSTA EN LA ENTRADA DEL PARQUE

**VERTICALLY ORIENTED PARK
IDENTIFICATION SIGN**
SEÑAL DE IDENTIFICACIÓN DEL PARQUE
ORIENTADA VERTICALMENTE
SEE BOARD #3
VER EXPOSICIÓN #3

SWINGS WITH INTEGRATED SHADE
COLUMPIOS CON SOMBRA

**SEE BOARD #3
VER EXPOSICIÓN #3**

SEATING AREA
ZONA DE DESCANSO

**INCLUSIVE PLAY WITH
INTEGRATED SHADE**
PARQUE INFANTIL
INCLUSIVO CON SOMBRA

OPEN LAWN
PASTO ABIERTO

HANDBALL COURT
CANCHA DE BALONMANO

LANDSCAPE SCREENING
PROYECCION DE PAISAJE



Outreach Event

May 17, 2024

- 100+ Participants
- Feedback activities were facilitated in English and Spanish.



Board #1: Amenity Options

ASPHALT PAVEMENT MARKINGS (MARCACIONES EN PAVIMENTO ASFALTICO)



OPTION A: NO PAVEMENT MARKINGS
OPCIÓN A: SIN MARCAS EN EL PAVIMENTO



OPTION B: WHITE PAVEMENT MARKINGS
OPCIÓN B: MARCAS BLANCAS EN EL PAVIMENTO



OPTION C: VIBRANT COLOR PAVEMENT MARKINGS
OPCIÓN C: MARCAS EN EL PAVIMENTO DE COLORES VIBRANTES

DECORATIVE BARRIERS (BARRERAS DECORATIVAS)



OPTION A: FRUIT
OPCIÓN A: FRUTA



OPTION B: SPORTS
OPCIÓN B: DEPORTES



OPTION C: PEBBLES
OPCIÓN C: GUJARROS



Board #1: Summary of Results

ASPHALT PAVEMENT MARKINGS (MARCACIONES EN PAVIMENTO ASFALTICO)



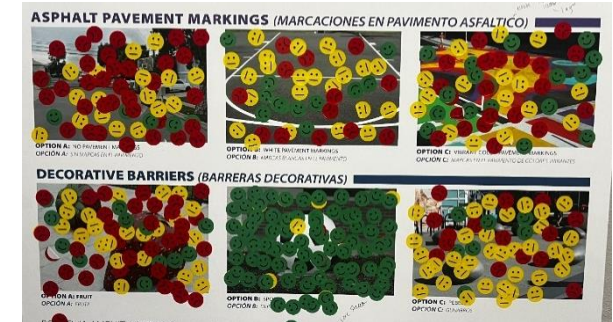
OPTION A: NO PAVEMENT MARKING
OPCIÓN A: SIN MARCAS EN EL PAVIMENTO



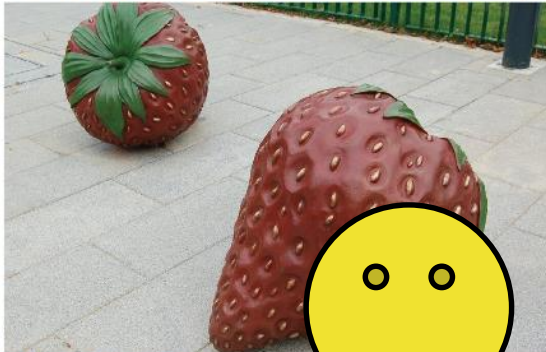
OPTION B: WHITE PAVEMENT MARKING
OPCIÓN B: MARCAS BLANCAS EN EL PAVIMENTO



OPTION C: VIBRANT COLOR PAVEMENT MARKING
OPCIÓN C: MARCAS EN EL PAVIMENTO DE COLORES VIBRANTES



DECORATIVE BARRIERS (BARRERAS DECORATIVAS)



OPTION A: FRUIT
OPCIÓN A: FRUTA



OPTION B: SPORTS
OPCIÓN B: DEPORTES



OPTION C: PEBBLES
OPCIÓN C: GUADARROS



Board #2: Amenity Options

PLAYGROUND STYLE (ESTILO DE PARQUE INFANTIL)



OPTION A: LANDSCAPE STRUCTURES 'FORMA'
OPCIÓN A: LANDSCAPE STRUCTURES (MARCA) 'FORMA'



OPTION B: PLAYWORLD 'PLAYCUBES'
OPCIÓN B: PLAYWORLD (MARCA) 'CUBOS DE JUEGO'



OPTION C: DYNAMO ROPE COURSE
OPCIÓN C: DYNAMO (MARCA) CURSO DE CUERDA

SHADE STRUCTURES (ESTRUCTURAS DE SOMBRA)



OPTION A: VERTICAL & HORIZONTAL LASER-CUT STEEL
OPCIÓN A: ACERO VERTICAL Y HORIZONTAL CORTADO CON LÁSER



OPTION B: STAGGERED HEIGHT LASER-CUT STEEL LEAF
OPCIÓN B: HOJA DE ACERO CORTADA POR LÁSER EN ALTURA ESCALONADA



OPTION C: STAGGERED HEIGHT PLANTING
OPCIÓN C: PLANTACIÓN EN ALTURA ESCALONADA



Board #2: Summary of Results

PLAYGROUND STYLE (ESTILO DE PARQUE INFANTIL)



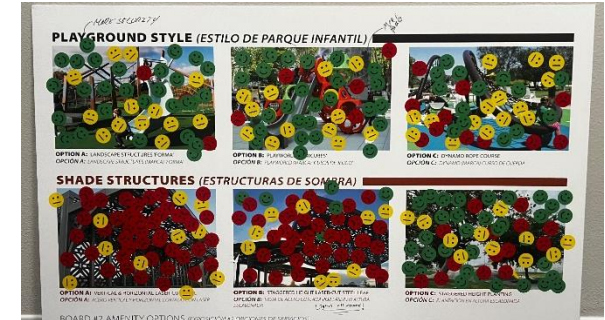
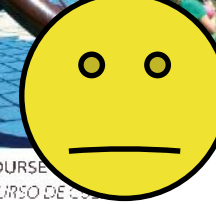
OPTION A: LANDSCAPE STRUCTURES
OPCIÓN A: LANDSCAPE STRUCTURES (MARCA)



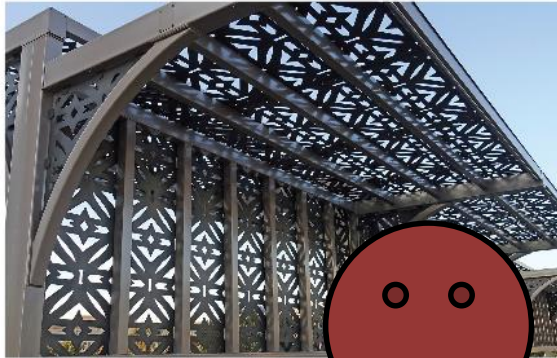
OPTION B: PLAYWORLD 'PLAYCUBES'
OPCIÓN B: PLAYWORLD (MARCA) 'CUBOS DE



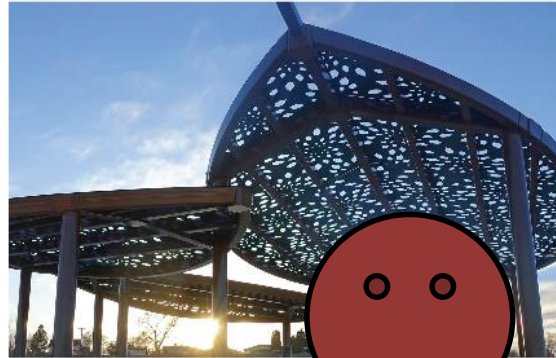
OPTION C: DYNAMO ROPE COURSE
OPCIÓN C: DYNAMO (MARCA); CURSO DE C



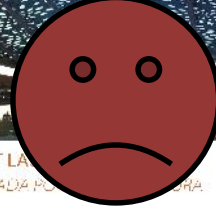
SHADE STRUCTURES (ESTRUCTURAS DE SOMBRA)



OPTION A: VERTICAL & HORIZONTAL
OPCIÓN A: ACERO VERTICAL Y HORIZONTAL



OPTION B: STAGGERED HEIGHT SLAT
OPCIÓN B: HOJA DE ACERO CORTADA POR ESCALONADA



OPTION C: STAGGERED HEIGHT PLANTATION
OPCIÓN C: PLANTACIÓN EN ALTURA ESCALONADA

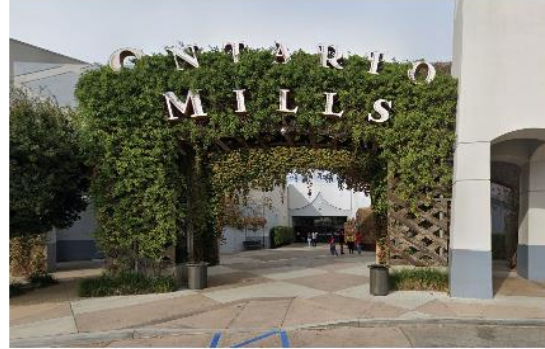


Board #3: Amenity Options

MONUMENT SIGN (SEÑAL DE MONUMENTO)



OPTION A: ARCHWAY
OPCIÓN A: ARCO



OPTION B: PLANTED TRELLIS
OPCIÓN B: ENREJADO PLANTADO



OPTION C: VERTICAL
OPCIÓN C: VERTICAL

SWINGS (COLUMPIOS DE JUEGOS)



OPTION A: TRADITIONAL
OPCIÓN A: TRADICIONAL



OPTION B: BENCH SWING
OPCIÓN B: COLUMPIO DE BANCO



OPTION C: GAMETIME 'EXPRESSIONS'
OPCIÓN C: GAME TIME 'EXPRESSIONS'



Board #3: Summary of Results

MONUMENT SIGN (SEÑAL DE MONUMENTO)



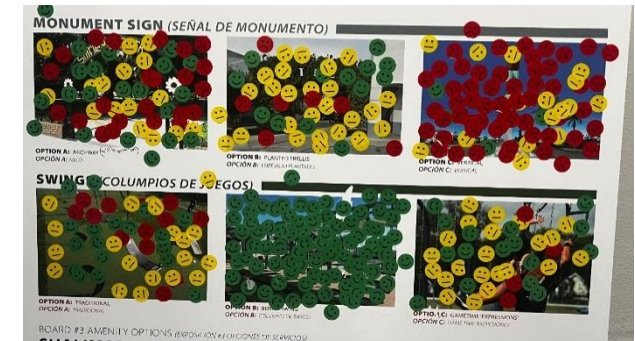
OPTION A: ARCHWAY
OPCIÓN A: ARCO



OPTION B: PLANTED TRELLIS
OPCIÓN B: ENREJADO PLANTADO



OPTION C: VERTICAL
OPCIÓN C: VERTICAL



SWINGS (COLUMPIOS DE JUEGOS)



OPTION A: TRADITIONAL
OPCIÓN A: TRADICIONAL



OPTION B: BENCH SWING
OPCIÓN B: COLUMPIO DE BANCO



OPTION C: GAMETIME 'EXPRESSION'
OPCIÓN C: 'GAMETIME' 'EXPRESSIONS'

Add Shade
over swings!



Board #4: Amenity Options

MOSAIC TILE DISPLAY (EXHIBICIÓN DE MOSAICOS)



OPTION A: SEATWALL
OPCIÓN A: PARED DEL ASIENTO



OPTION B: ART WALL
OPCIÓN B: PARED DE ARTE



OPTION C: COLUMNS
OPCIÓN C: COLUMNAS DE ARTE

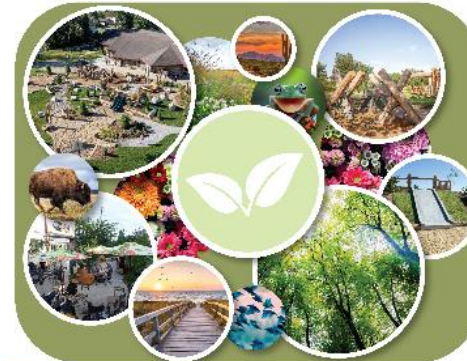
PARK THEME (MARCA VECINAL PARA PARQUE)



OPTION A: AGRICULTURE
OPCIÓN A: AGRICULTURA



OPTION B: ART/CREATIVITY
OPCIÓN B: ART/CREATIVIDAD



OPTION C: NATURE
OPCIÓN C: NATURALLZA



Board #4: Summary of Results

MOSAIC TILE DISPLAY (EXHIBICIÓN DE MOSAICOS)



OPTION A: SEATWALL
OPCIÓN A: PARED DEL ASIENTO



OPTION B: ART WALL
OPCIÓN B: PARED DE ARTE



OPTION C: COLUMNS
OPCIÓN C: COLUMNAS DE ARTE



PARK THEME (MARCA VECINAL PARA PARQUE)



OPTION A: AGRICULTURE
OPCIÓN A: AGRICULTURA



OPTION B: ART/CREATIVITY
OPCIÓN B: ART/CREATIVIDAD



OPTION C: NATURE
OPCIÓN C: NATURALLZA

Consider Soccer Theme!



Plan A



LEGEND

- | | | | | |
|---------------------|--|--------------------|--------------------------------|---|
| 1 PLAY STRUCTURE | 5 SWING GLIDERS | 9 ENTRANCE ARBOR | 13 RE-PURPOSED TILE ARTWORK | 17 PICNIC TABLES WITH SHADE STRUCTURE |
| 2 SWINGS WITH SHADE | 6 HEXAGON SEATING | 10 SOCCER BOLLARDS | 14 GREENSCREEN (12' HT.) | 18 BIKE RACKS |
| 3 MINI-PITCH SOCCER | 7 DRINKING FOUNTAIN WITH BOTTLE FILLER | 11 RAISED CROSSING | 15 DECORATIVE FENCING (4' HT.) | 19 HALF-COURT STREET BASKETBALL (SEE KEY MAP) |
| 4 BASKETBALL HOOP | 8 GAME TABLE | 12 SEAT WALL | 16 SECURITY LIGHTING | |



Plan B



LEGEND

- | | | | | |
|---------------------|--|--------------------|--------------------------------|---|
| 1 PLAY STRUCTURE | 5 SWING GLIDERS | 9 ENTRANCE ARBOR | 13 RE-PURPOSED TILE ARTWORK | 17 HALF-COURT STREET BASKETBALL (SEE KEY MAP) |
| 2 SWINGS WITH SHADE | 6 NATURAL GRASS LAWN | 10 SOCCER BOLLARDS | 14 GREENSCREEN (12' HT.) | |
| 3 MINI-PITCH SOCCER | 7 DRINKING FOUNTAIN WITH BOTTLE FILLER | 11 RAISED CROSSING | 15 DECORATIVE FENCING (4' HT.) | |
| 4 BASKETBALL HOOP | 8 GAME TABLE | 12 SEAT WALL | 16 SECURITY LIGHTING | |

KEY MAP:



Renderings





Plan B Entry Arbor





Plan B

Cul-de-sac Improvements





Plan B Park Entrance





Plan B Playground





Plan B

Security Lighting





Plan B

Mini-Pitch Soccer with Basketball Hoop





Plan B

Mini-Pitch Soccer with Basketball Hoop





Plan B Security Lighting





Plan B Playground



Questions?





Plan A

Entry Arbor





Plan A

Cul-de-sac Improvements





Plan A

Park Entrance





Plan B Park Entrance





Plan A Playground





Plan A

Security Lighting





Plan A

Security Lighting





Plan A

Mini-Pitch Soccer with Basketball Hoop





Plan A

Picnic Area & Mini-Pitch Soccer with Basketball Hoop





Plan A

Security Lighting





Plan A Playground





FAIRVIEW PARK MASTER PLAN UPDATE

Parks and Community Services Commission
June 27, 2024

PROJECT BACKGROUND



PURPOSE

- Restore and preserve the park as an environmental resource
- Provide interpretive and educational opportunities
- Manage the park as a passive recreational opportunity
- Engage stakeholders, users, and the community in developing a blueprint to manage the park for years to come



GOALS AND OBJECTIVES

- Protect, preserve, and enhance the unique natural and cultural resources of Fairview Park as a passive open space park
- Reflect the vested interests of the community and the City in environmental stewardship at Fairview Park
- Update the 2008 Master Plan to align with current conditions and incorporate adopted and new concepts, laws, policies and activities
- Revise public use and expand cultural and environmental interpretation and education
- Update existing conditions reports and prepare environmental documentation



SCHEDULE – Project Progress

- Spring – Fall 2023: Biological field surveys and Cultural Resource Investigations
- Spring – Fall 2023: Fairview Park Steering Committee Meetings 1 and 2
- August 2023: Community Workshop 1
- October 2023 - Ongoing: Resource Assessment and Findings
- Summer 2023 - Spring 2024: Habitat Restoration Opportunities Report
- Summer 2023 - Ongoing: Tribal Advisory Group Meetings
- June 2024: Parks and Community Services Commission Presentation



PROPOSED SCHEDULE – Next Steps

- July 10, 2024: Fairview Park Steering Committee Meeting 3
- September 2024: Community Workshop 2
- November 2024: DRAFT Master Plan Update (30-day public review)
- December 2024: City Council Study Session
- January 2024: DRAFT Initial Study/Mitigated Negative Declaration (30-day public review)
- February 2025: Final Master Plan Update
- February 2025: New and Updated Environmental Documents



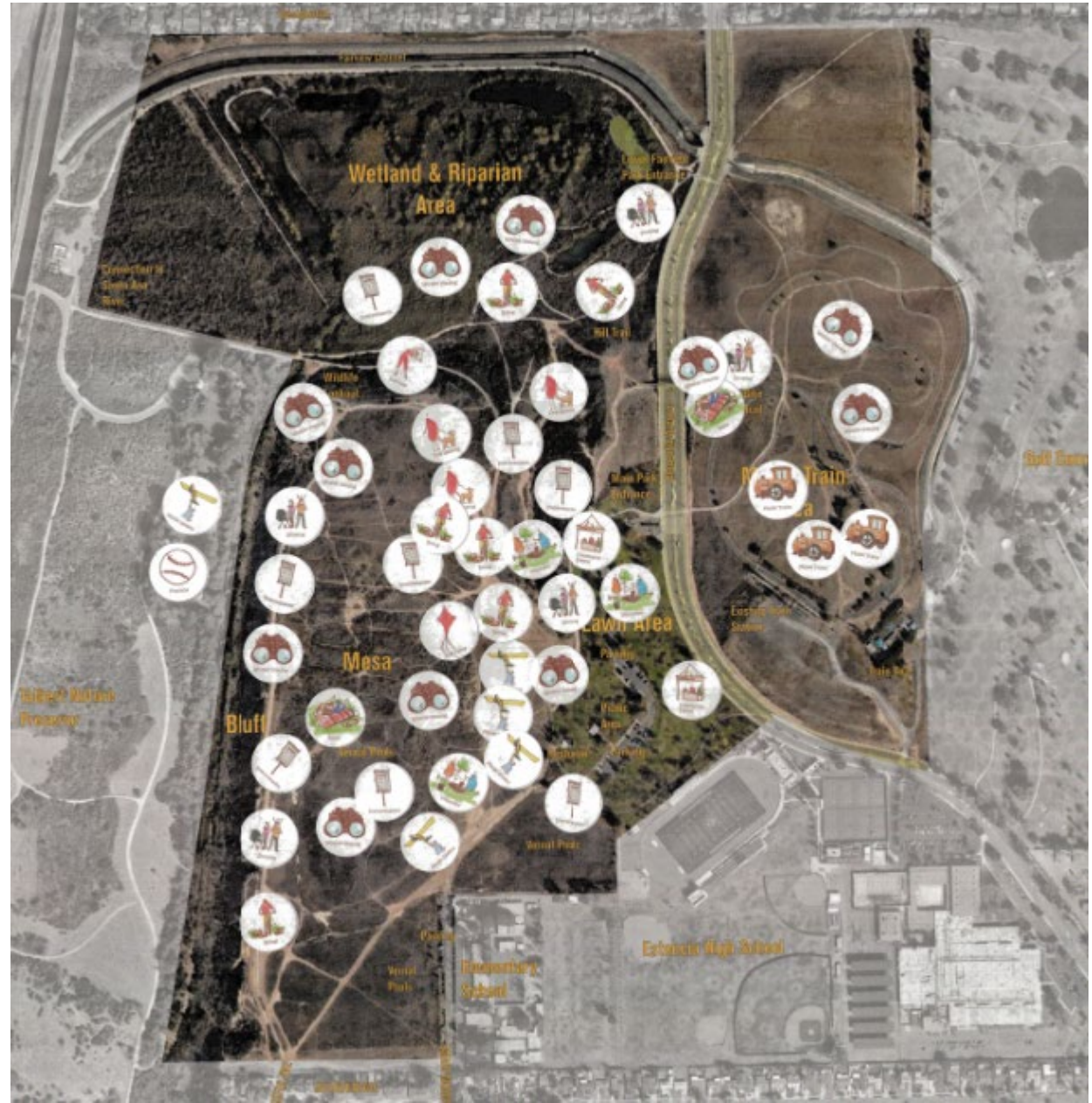


FAIRVIEW PARK
CITY OF
COSTA MESA
SITE MAP



COMMUNITY FEEDBACK

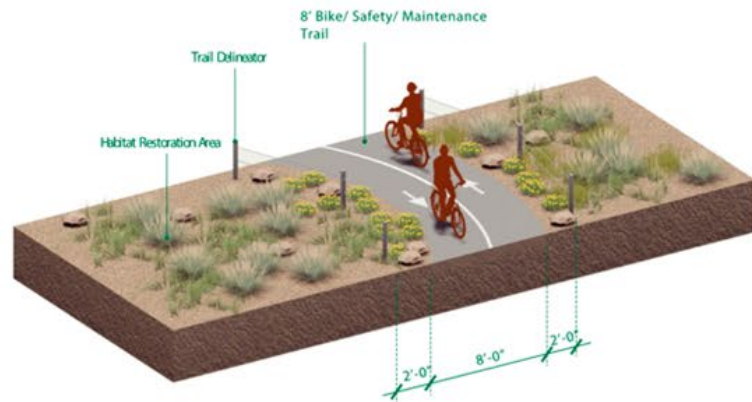




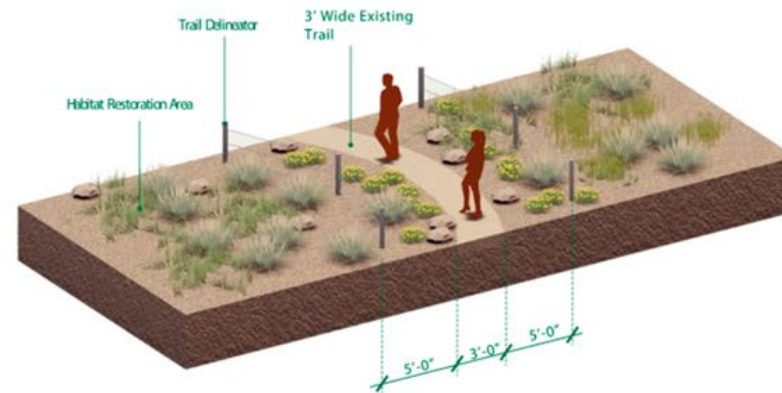
Trails and Fencing



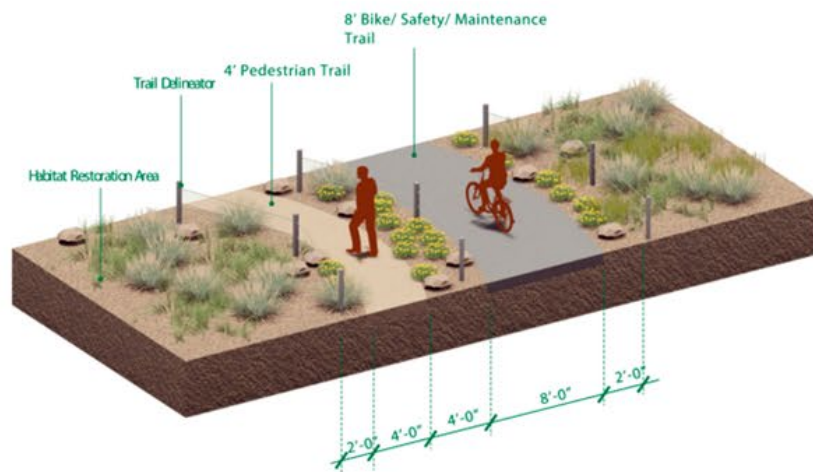
- Provide clearly defined trails and remove excess trails on the Mesa.
- Create improved connectivity to key adjacent sites such as the Santa Ana River.
- Fence-off biologically sensitive areas.
- Incorporate natural materials for fencing.



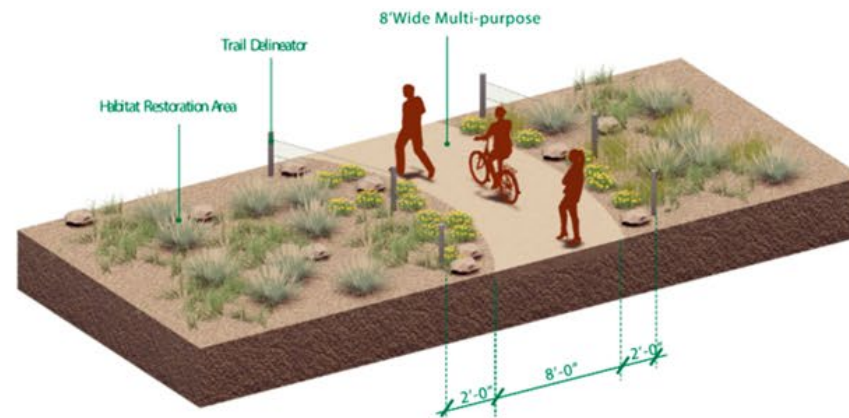
8' Wide Bike/ Safety/ Maintenance Trail



3' Wide Pedestrian Trail



Separated Bike/ Safety/ Maintenance Trail



8' Wide Multi-Purpose Trail

Nature Play



- Do not provide a traditional structured playground.
- Locate the nature play features on the lawn or on the east side of the park.
- Create a natural and educational play area.

Museum/Field House



- Locate the museum/field house features on the lawn or on the east side of the park.
- A formal construction of a new structure/museum/field house may not be feasible or desirable.
- Allow centralized outdoor area to serve as educational and orientation program of a potential museum/field house.

Maintenance and Incompatible Use

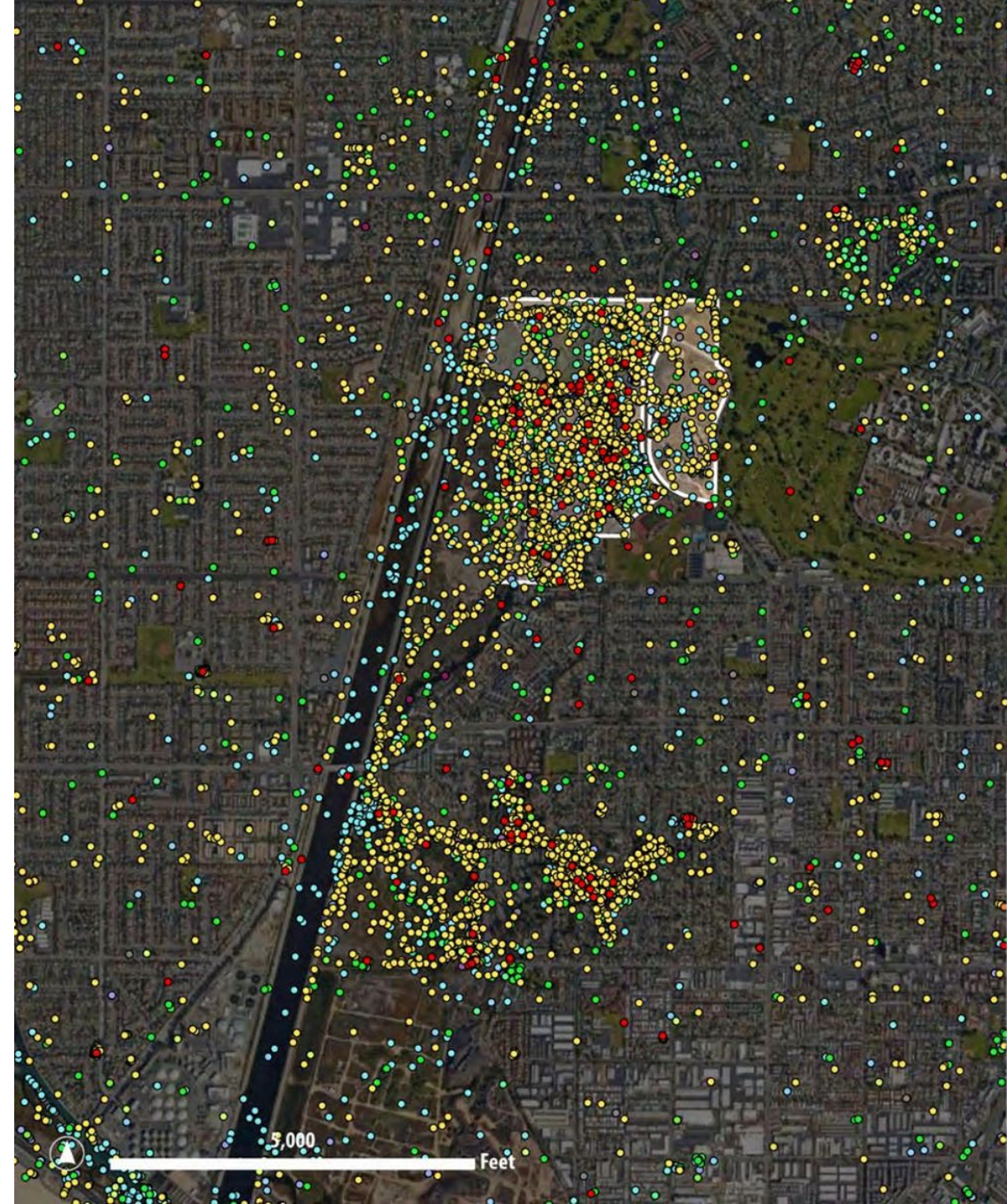
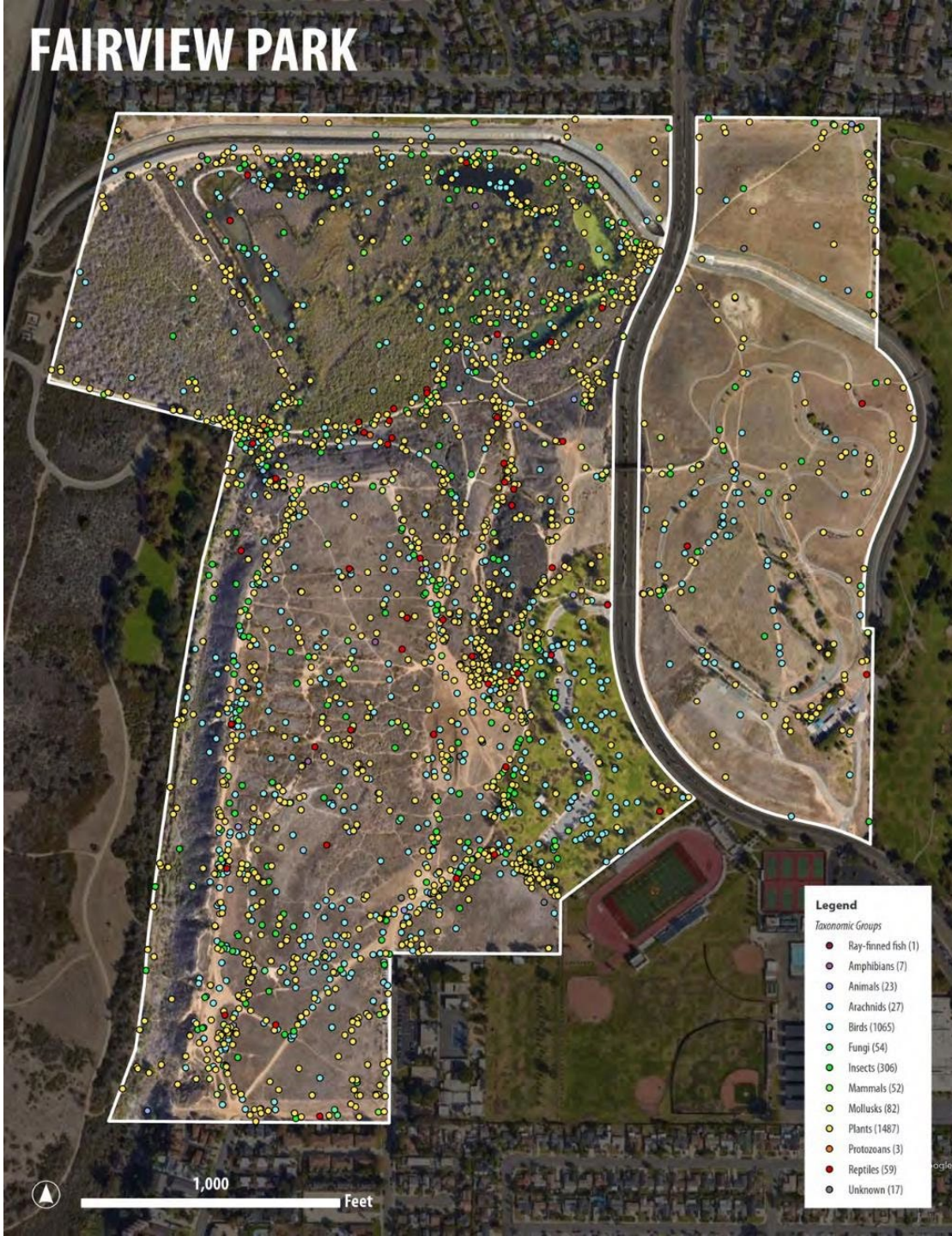
- Improve trash, trail, and plant maintenance across the park.
- Provide a full-time park ranger or warden.
- Glider flights impact sensitive areas of the park and should be prohibited.
- Glider flights have a history at the park and should continue.
- BMX and motorized biking at the park are not compatible with other uses at the park and impact the user experience and park cultural and natural resources.

COMMUNITY USE AND OPPORTUNITIES





FAIRVIEW PARK



Present Day

1935 Topograph

1935 USGS Historic Topographic Map (Newport Beach, 1:31,680).



HABITAT RESTORATION OPPORTUNITIES

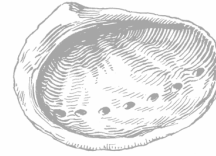


Regionally Significant Ecological & Cultural Site



Least Bell's Vireo

Photo Credit: Robb Hamilton



Cultural & Historical Resources

- Indigenous Village Site, Genga
- Nationally Registered Cultural Resource Historic Sites

Biodiversity Hotspot

