

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

HEXAGON  
Traffic Engineering

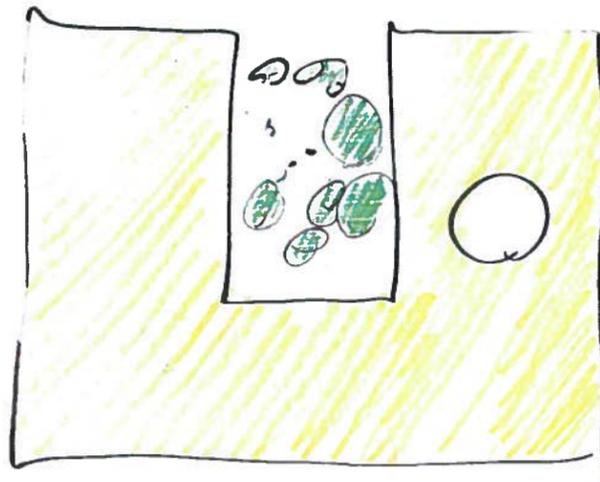
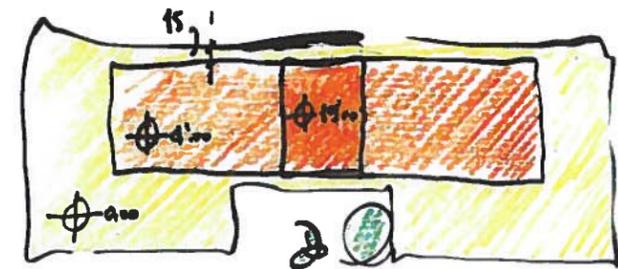
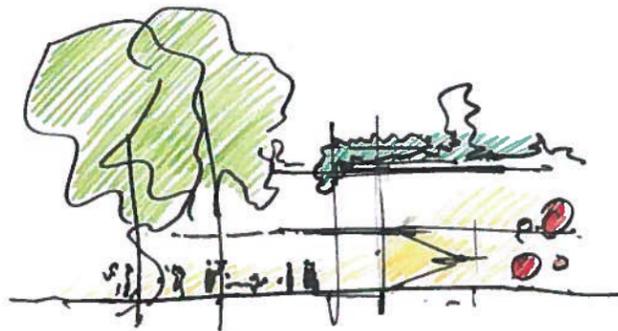
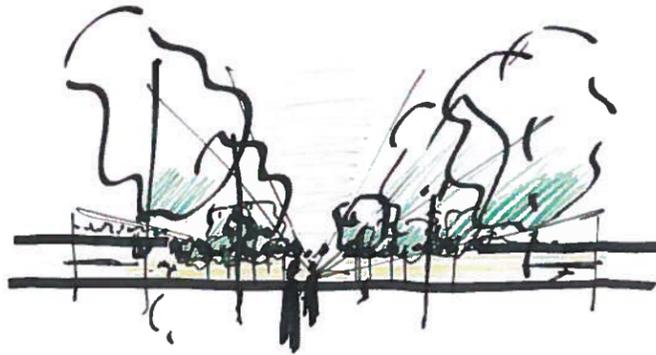
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Civil Engineering

CITY CENTER SAN RAMON

SAN RAMON, CALIFORNIA  
CITY CENTER PLAZA DISTRICT

July 7, 2014





## VISION FOR THE CITY CENTER SAN RAMON

### PREMISE

Designing the City Center of San Ramon is for us a great opportunity to explore the nature of the American suburban environment with the objective of creating a scheme generated from suburbia and for suburbia.

Most of the time, designing a City Center in suburbia means, for all agents like architect and developer but also for the population, to create a "replica" of a fragment of a typical downtown. The reason is clear-- people need to meet each other; to experience that kind of energy and magic on which the notion of a city is fundamentally based. The architectural result is generally the same: there is an enclave containing the "urban" fragment with its typical components; stacked mixed use and a main street embellished with some green and water features, possibly going from nowhere to nowhere. The life is conveyed inside, on the main street animated by the shop fronts. All the rest - loading/unloading bays, parking structures, trash rooms etc. - is pushed outside and forms an impenetrable crust around the heart.

A question deserves to be raised: is this an authentic place founded on the local identity and belonging to the specific suburban environment? This question is central to the RPBW approach, throughout the design process, and the scheme we propose intends to give a true answer to it.

### VISION AND DESIGN STATEMENTS

The simplest and most efficient way to share RPBW's scheme for the CITY CENTER SAN RAMON is by identifying one by one all of the elements of the urban and architectural composition, as follows:

### THE TOPOS

In ancient Greek, meaning "Place", Topos is charged with all signification related to the local environment and life. Living in suburbia is often a choice of life for a large population seeking space, green, air, sky, etc. San Ramon is comprised of all these elements. As such, they are the starting point of our project. What we add is not more than what is necessary to bring life, vitality, and energy to create the City Center. The nature in San Ramon is great; hence the trees will play a key role to create a green connection to the surroundings and eastward to the Iron Horse trail. The City Center is conceived as a horizontal building in line with the scale of the place and its tension, at the ground level the building is fragmented to meet the human scale.

### THE PIAZZA

The project is entirely conceived around the Piazza. It is a generous piazza of 127' by 384' surrounded by six pavilions of varying sizes. All of the pavilions have a direct relation to the piazza and each of them contributes to animate it. The Piazza is a "social hub." The idea is to have three generations of people walking around, finding their place, meeting people. To achieve that, an open air theatre is designed for concerts, outdoor projections or any type of civic event or meeting. A sculpture garden will give the opportunity to experience the arts through temporary exhibitions and also by involving local artists. A movie theatre of 9-12 screens is located on the second floor and centered on the axis of the Piazza as an iconic presence. Generously open to the latter, the movie theatre reinforces its prominence as an important cultural-entertainment component of the "social hub". Nature is present in both the form of a grove and adjacent clearing with a significant number of trees as well as with a water mirror and green carpet equipped with a playground for kids. A good presence of restaurants, café terraces and shopping opportunities together with cinema, music, arts, in general, and nature will create a true authentic vitalized City Center for San Ramon.

### THE PERMEABILITY AND TRANSPARENCY

The City Center is a porous, permeable urban/architectural composition. Inside is open and oriented to the piazza and with the same force and conviction, the outside is open to its surrounds. All of the pavilions have a full height glazed façade on all sides. We imagine people walking around the City Center along Bollinger Canyon Rd, Sunset Dr, Bishop Dr and Camino Ramon. The same people will then penetrate into the piazza through the "Avenue" and other access points. In short, there are no backdoors; it is the negation of the fortress alien to the context in which it has landed. San Ramon needs a City Center but also needs a "seed," a place capable to generate opportunities around it. A place conceived to grow according to a physiological process typical of downtown. The Piazza together with the openness and permeability constitutes a destination as well as a starting point for the future.

### THE NATURE

Nature dominates Bishop Ranch. Trees, water and landscape shape the environment. The City Center is thus wrapped by trees. The same trees trace the "Avenue" before they enter into the Piazza to create a grove with trees of different specimens and sizes. The sunlight and shadows are shaped by the trees in the Piazza. Placed on the north side, the trees will provide natural shading to the south-facing glazed façades. The end result is a sequence of shadow-sunlight-shadow which brings comfort throughout the seasons. The Tree carpet will link the BR2 and BR3A sites to the Iron Horse Trail and surrounds whilst the City Center will emerge from it.

### THE FACADES

The treatment of the facades plays a crucial role in the definition of the relationship between the City Center and its context. At the ground floor level, all of the facades are fully transparent from floor to ceiling. This is in order to create a friendly walking experience both inside the Piazza as well as around the perimeter. The facades at the second floor around the Piazza and facing the Avenue are also fully transparent. The will to establish a strong visual connection between inside and outside is clear. From the outside, the Center is perceived as a volume "floating" over the street level. The volume is clad with folded metal sheets, a material which reminds one of the beautiful cross-country train "California Zephyr" or of an "Airstream". The choice of the folded metal sheets, more than from a metaphor, comes from the idea to design a façade with the sunlight. The metal sheets are folded following specific angles which create a sequence of stripes of light of different intensity and shadows. In other words, this façade is designed by shaping the sunlight. In front of the metal cladding, a steel rack detached from the façades provides, all around the perimeter, an extensive support for all types of signage, live signage, and projection screens. We like to call it the "Civic Information Device"-- a powerful tool destined to communicate all events present and future held at the City Center.

### THE PEDESTRIAN REALM

One of the biggest constraints we face when designing a City Center in suburbia is that cars are required to get there. Cars are in the DNA of any suburban environment. Our objective is to create a pedestrian realm: a place which as soon as it is reached, the car seemingly by magic disappears and leaves the place to the human being. The parking is partially inside the building and partially on the rooftop. Somehow, the City Center works as an "engine" capable of metabolizing the cars into its "belly;" no need to build parking structures off site; no need to consume valuable and walkable land, all the work is instead carried out by the "engine."

Antonio Belvedere

Renzo Piano

## DESIGN STATEMENT

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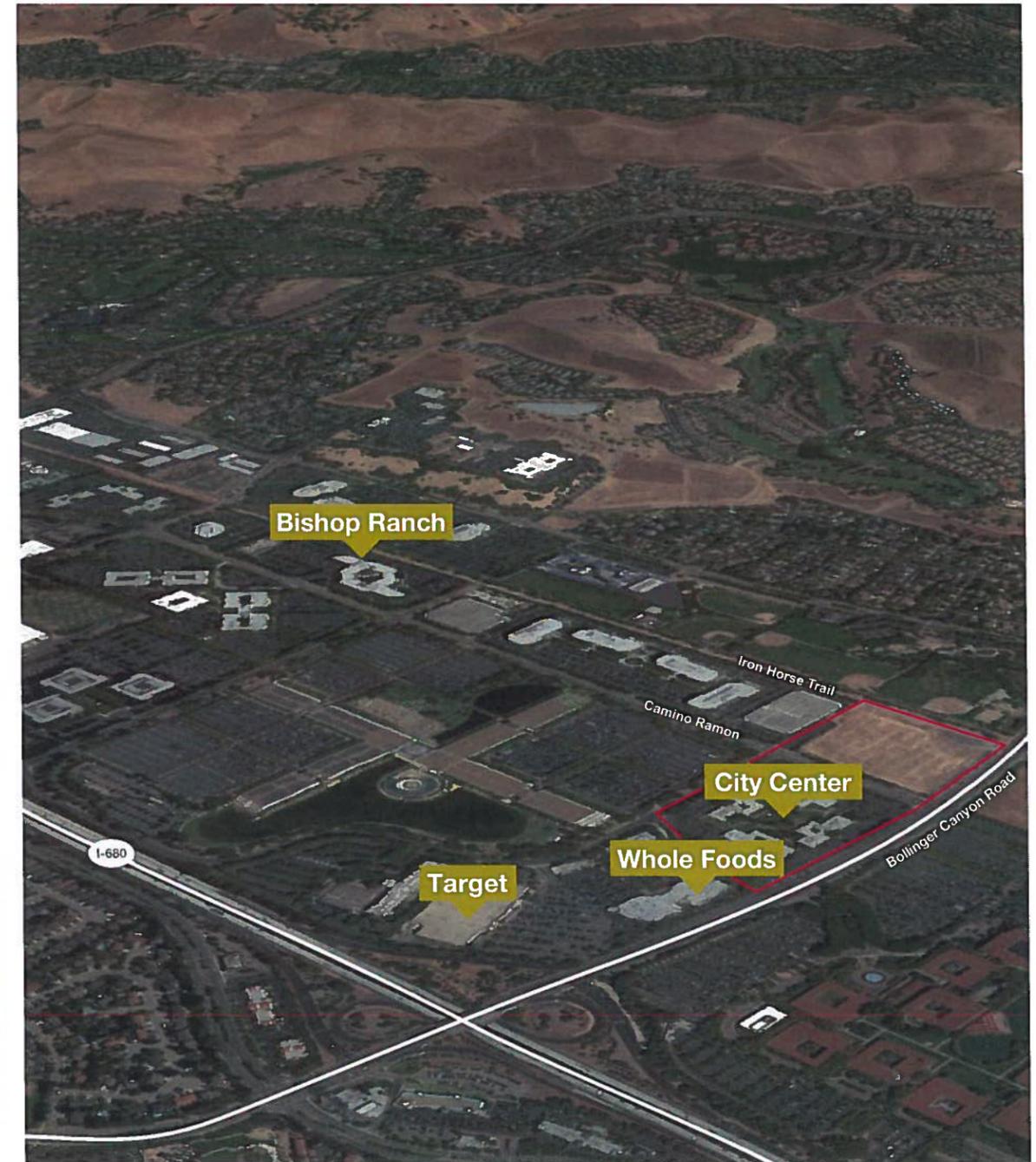
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SATELLITE / AERIAL PHOTOGRAPHS

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LOCATION MAP  
SCALE 1" = 240'-0"



THE AXES  
SCALE 1" = 120'-0"



THE PIAZZA  
SCALE 1" = 120'-0"



NORTH

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LOCATION / CONTEXT PLANS

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# CITY CENTER - SITE

- Rendered Site Development Plan
- Land Use / Phasing Plan
- Floor Plan Level 1
- Floor Plan Level 2
- Floor Plan Level 2P/3
- Floor Plan Level 4
- Floor Plan Level 5
- Floor Plan Level 6
- Floor Plan Level 7
- Coverage Summary
- Landscape Plan
- Paving, Materials and Site Furnishings Plan
- Plant Palette - Trees
- Plant Palette - Understory, Paving and Site Furniture
- Entrances + Loading Diagram



BR2 - Landscape Coverage

	SF	Acre	Percent BR2
Planting - Perimeter	65,714	1.51	10.4%
Planting - Parking Lots	16,000	0.37	2.5%
Planting - Building Podium	9,809	0.23	1.5%
Planting - Piazza	6,200	0.14	1.0%
<b>BR2 Landscape</b>	<b>97,723</b>	<b>2.24</b>	<b>15.4%</b>

BR2 - Building/Paving Coverage

	SF	Acre	Percent BR2
Buildings	214,941	4.93	33.9%
Paving - Perim. Sidewalk	18,478	0.42	2.9%
Paving - Building Podium	50,853	1.17	8.0%
Paving - Piazza	62,038	1.42	9.8%
Parking Lots + Ring Road	205,682	4.72	32.5%
Less Planted Zones	-16,000		
<b>BR2 Building/Paving</b>	<b>535,982</b>	<b>12.30</b>	<b>84.6%</b>

BR3A - Landscape Coverage

	SF	Acre	Percent BR3A
Planting	128,086	2.94	30.9%
<b>BR3A Landscape</b>	<b>128,086</b>	<b>2.94</b>	<b>30.9%</b>

BR3A - Building/Paving Coverage

	SF	Acre	Percent BR3A
Buildings	153,780	3.53	37.1%
Paving - Walks	35,097	0.81	8.5%
Paving - Piazza	57,612	1.32	13.9%
Parking Lots	31,045	0.71	7.5%
Parking Entrance + Ramp	9,382	0.22	2.3%
<b>BR3A Building/Paving</b>	<b>286,916</b>	<b>6.59</b>	<b>68.1%</b>

TOTAL SITE - BR2 + BR3A COVERAGE

	SF	Acre	Percent Total
BR2 Landscape	97,723	2.24	9.3%
BR3A Landscape	128,086	2.94	12.2%
<b>Total Landscape</b>	<b>225,809</b>	<b>5.18</b>	<b>21.5%</b>
BR2 Building/Paving	535,982	12.30	51.1%
BR3A Building/Paving	286,916	6.59	27.4%
<b>Total Building/Paving</b>	<b>822,898</b>	<b>18.89</b>	<b>78.5%</b>
<b>TOTAL SITE</b>	<b>1,048,717</b>	<b>24.08</b>	

SCALE 1" = 60'-0"



RENDERED SITE DEVELOPMENT PLAN - BR2 + BR3A

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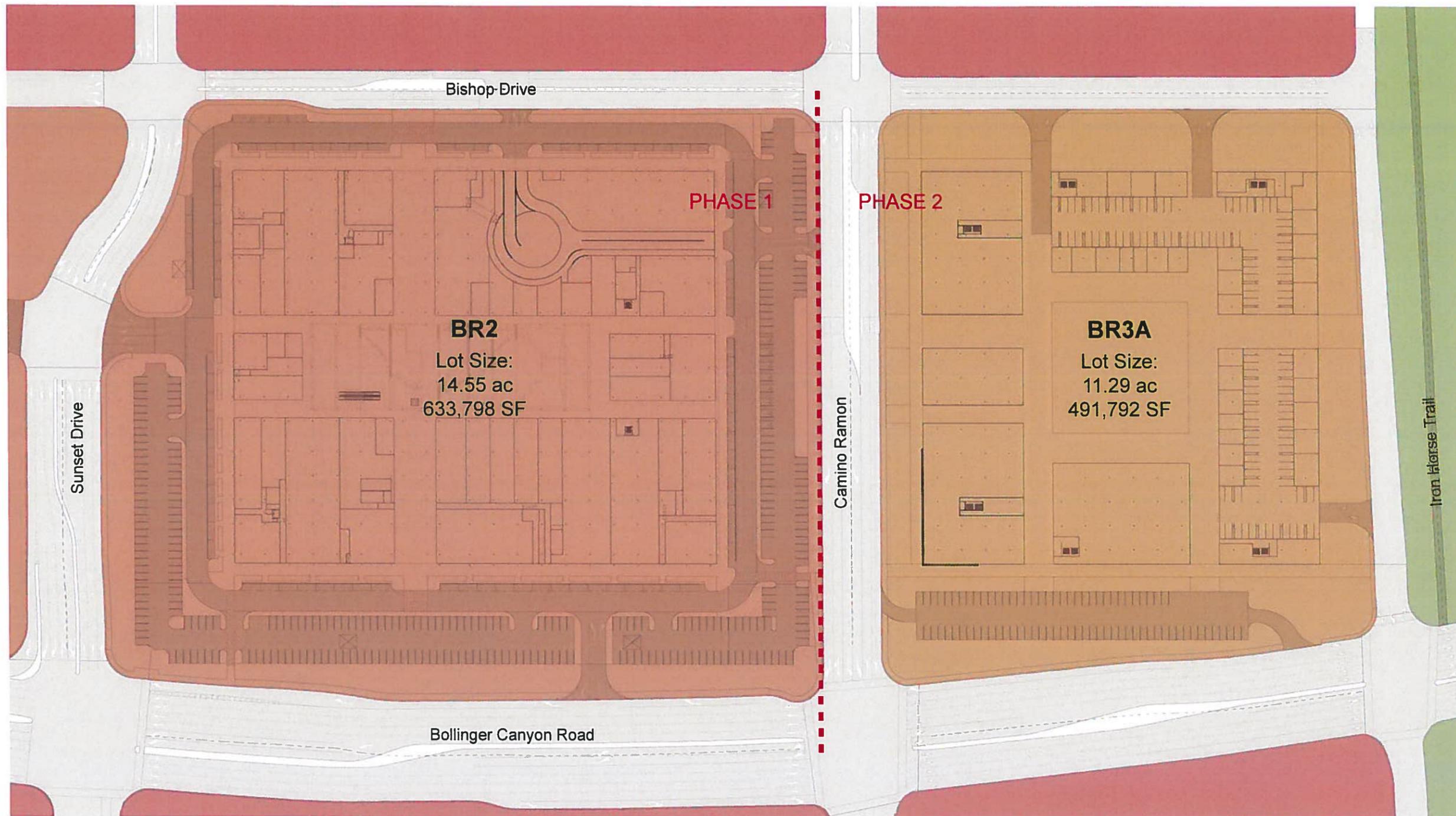
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Area Summary - BR2 + BR3A (all levels)

	Lot Size (ac)	Lot Size (SF)	Retail (NSF)	Cinema (NSF)	Hotel (NSF)	Hotel Units	Residential (NSF)	Dwelling Units	Total (NSF)
Parcel BR2	14.55	633,798	279,159	46,086	0	0	0	0	325,245
Parcel BR3A	11.29	491,792	65,879	0	139,867	169	550,669	487	756,215
<b>TOTAL</b>	<b>25.84</b>	<b>1,125,590</b>	<b>344,838</b>	<b>46,086</b>	<b>139,867</b>	<b>169</b>	<b>550,669</b>	<b>487</b>	<b>1,081,460</b>

Parking Summary - BR2 + BR3A (all levels)

	Retail Demand*	Cinema Demand	Hotel Demand	Residential Demand	Total Demand	Total provided
Parcel BR2	1,117	184	0	0	1,210**	1,292
Parcel BR3A	263	0	203	807	1,273	1,280
<b>TOTAL</b>	<b>1,380</b>	<b>184</b>	<b>203</b>	<b>807</b>	<b>2,483</b>	<b>2,572</b>

\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios	
Retail	4 spaces / 1,000SF
Hotel	1.2 spaces / room
Residential (studio/BR)	1 space / unit
Residential (2BR/3BR)	2 spaces / unit
Residential (guest)	1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 8/14/13)



- Park ■ Mixed-Use ■
- Office ■ Retail ■

LAND USE PLAN

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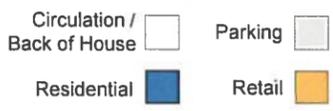
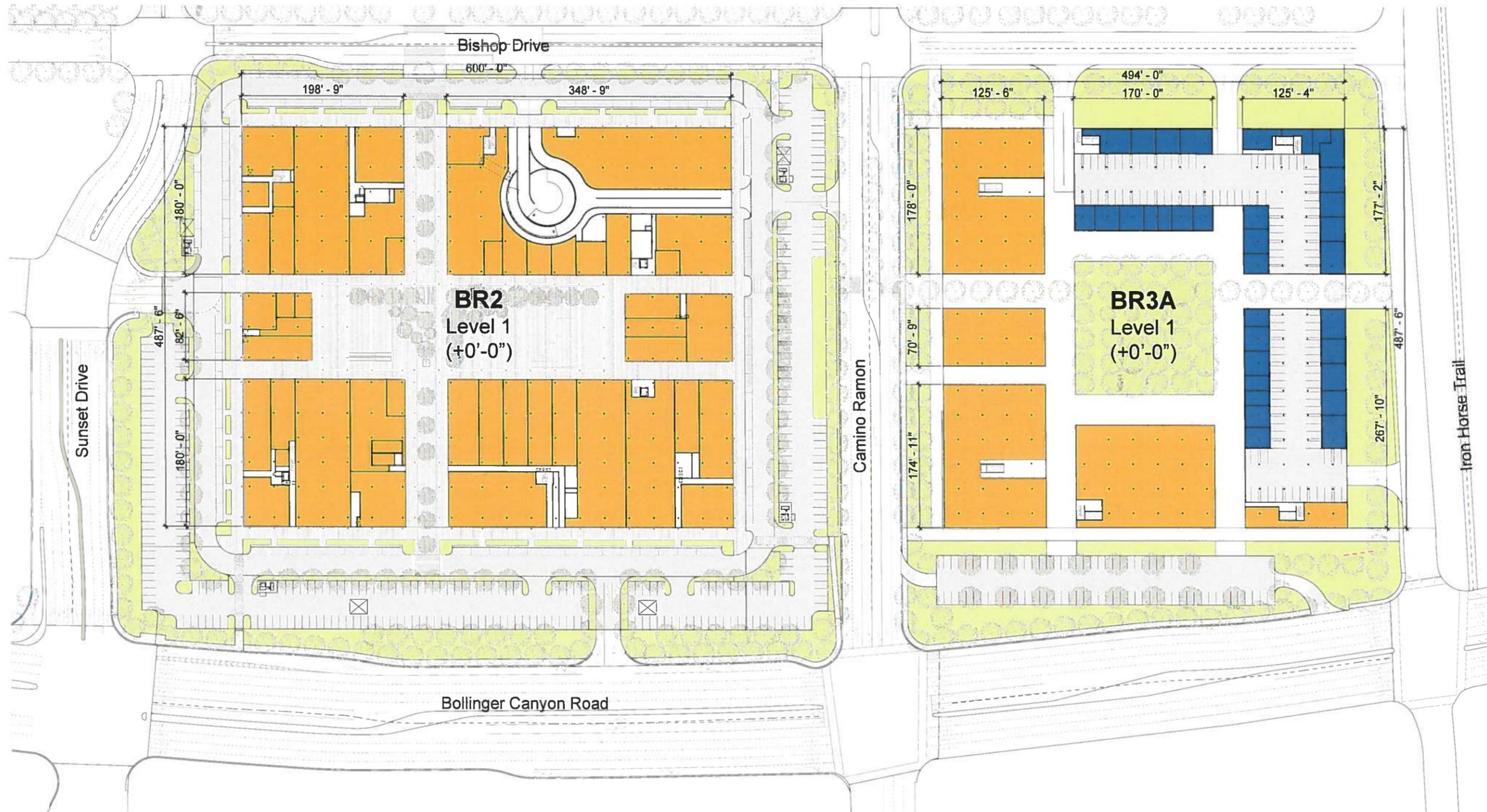
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Area Summary - BR2 + BR3A (all levels)

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\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios

Retail	4 spaces / 10,000SF
Hotel	1.2 spaces / room
Residential (studio/1BR)	1 space / unit
Residential (2BR/3BR)	2 spaces / unit
Residential (guest)	1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 8/14/13)



FLOOR PLAN LEVEL 1 (BR2 +0'-0''; BR3A +0'-0'')

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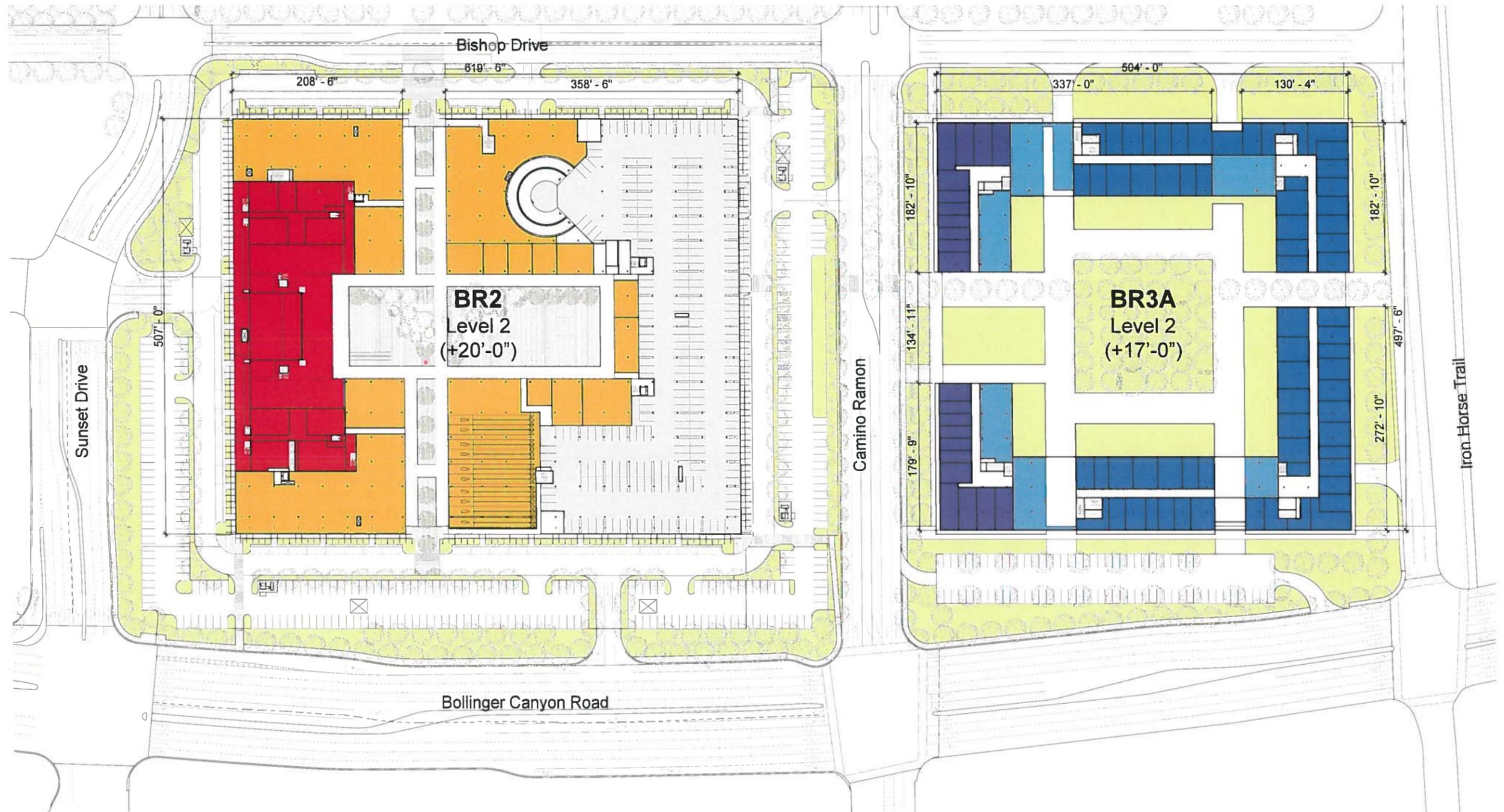
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Hotel  Circulation / Back of House  Parking   
 Residential  Cinema  Retail

Area Summary - BR2 + BR3A (all levels)

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Parcel BR2	14.55	633,798	279,159	46,086	0	0	0	0	325,245
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Parking Summary - BR2 + BR3A (all levels)

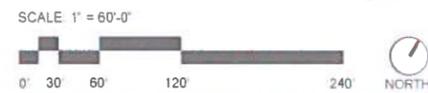
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\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios

Retail	4 spaces / 1,000SF
Hotel	1.2 spaces / room
Residential (studio/BR)	1 space / unit
Residential (2BR/3BR)	2 spaces / unit
Residential (guest)	1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 8/14/13)



FLOOR PLAN LEVEL 2 (BR2 +20'-0"; BR3A +17'-0")

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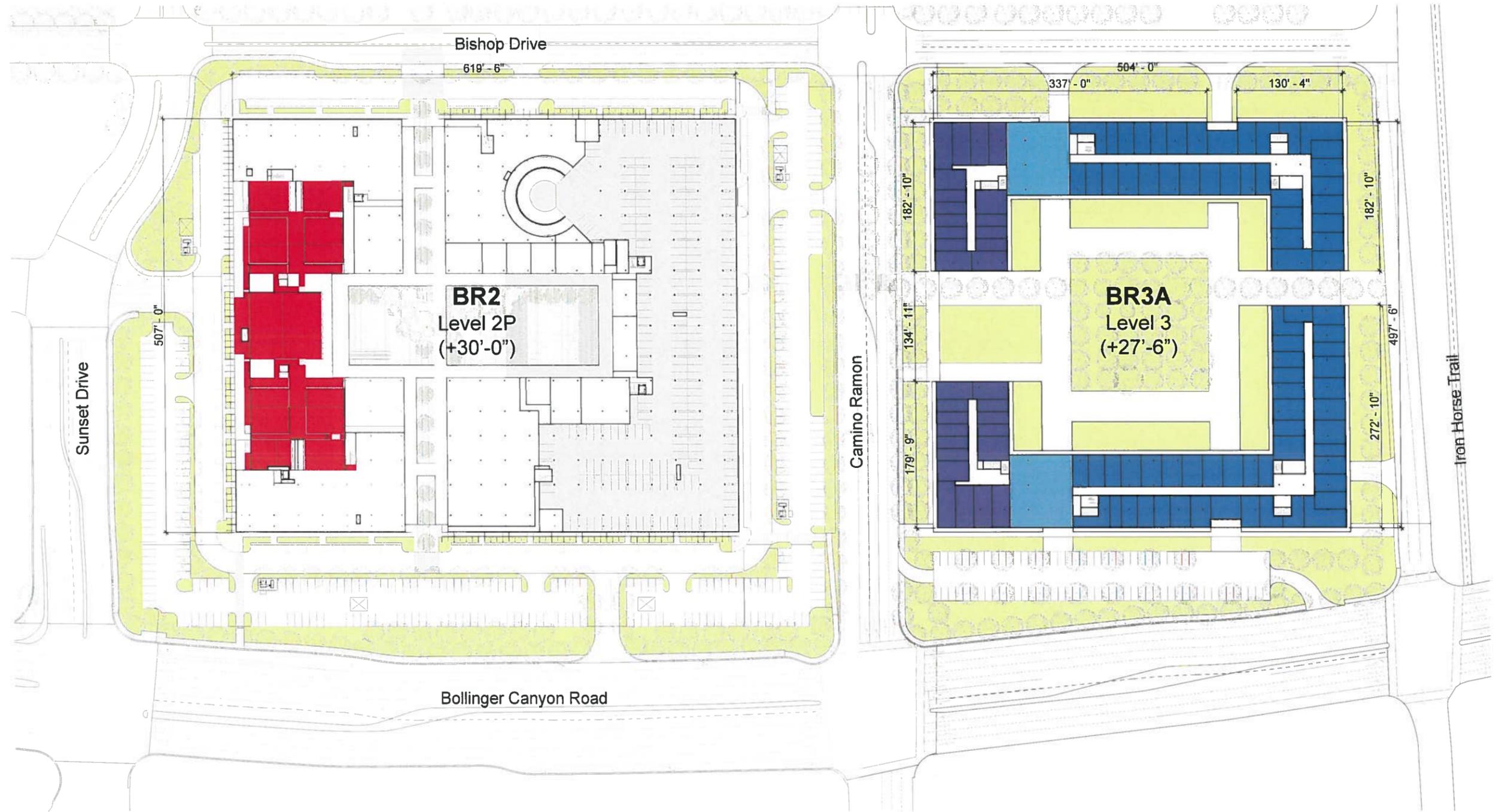
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- Residential  Circulation / Back of House  Parking
- Hotel  Amenities  Cinema

Area Summary - BR2 + BR3A (all levels)

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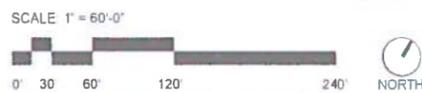
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\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios  
 Retail: 4 spaces / 1,000SF  
 Hotel: 1.2 spaces / room  
 Residential (studio/1BR): 1 space / unit  
 Residential (2BR/3BR): 2 spaces / unit  
 Residential (guest): 1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 6/14/13)



FLOOR PLAN LEVEL 2P/3 (BR2 +30'-0"; BR3A +27'-6")

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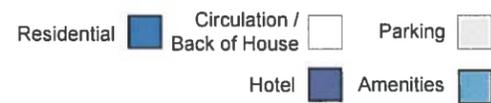
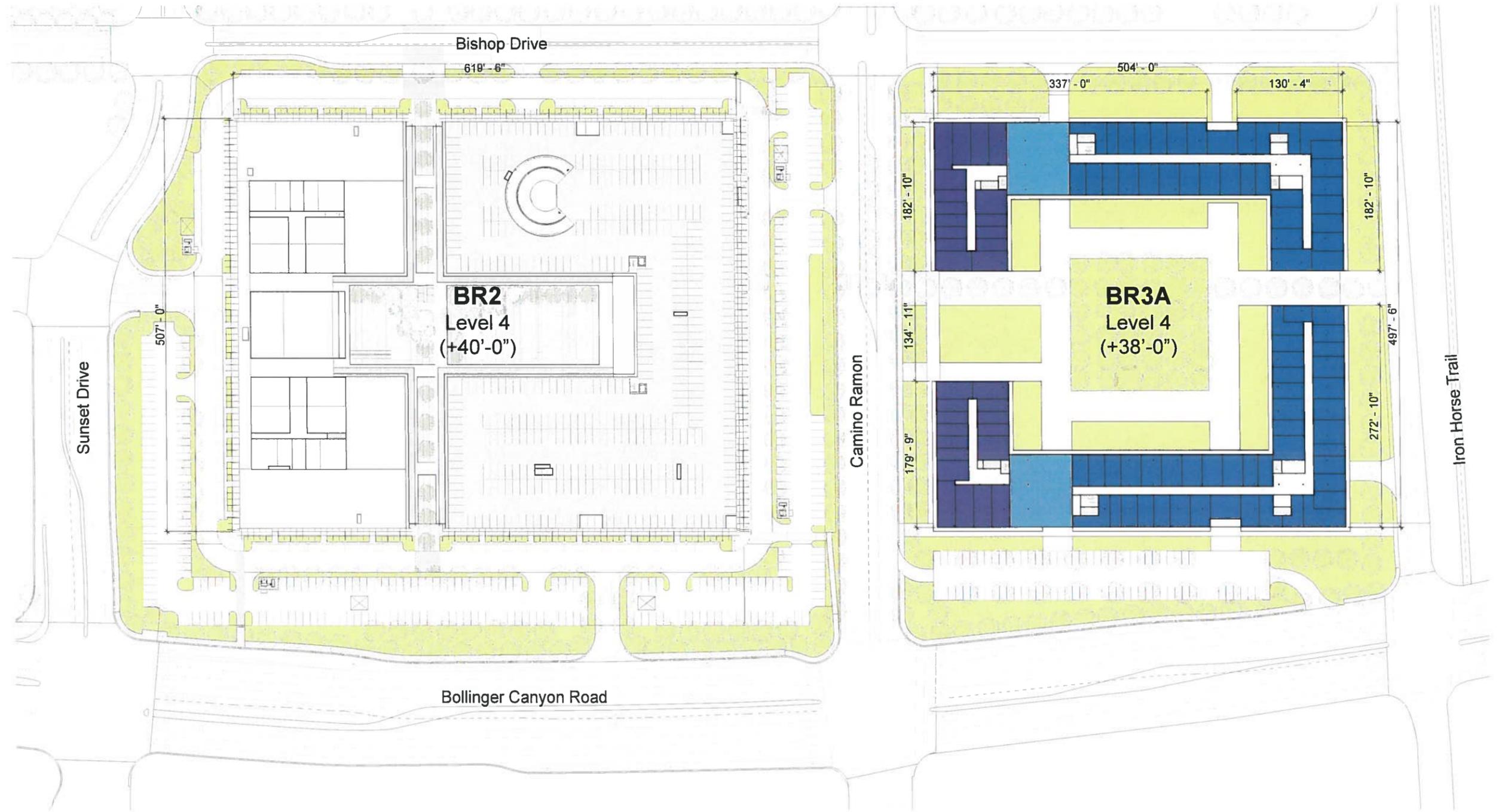
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Area Summary - BR2 + BR3A (all levels)

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Assumed Parking Ratios  
Retail 4 spaces / 1,000SF  
Hotel 12 spaces / room  
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Residential (guest) 1 space / 4 units

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FLOOR PLAN LEVEL 4 (BR2 +40'-0"; BR3A +38'-0")

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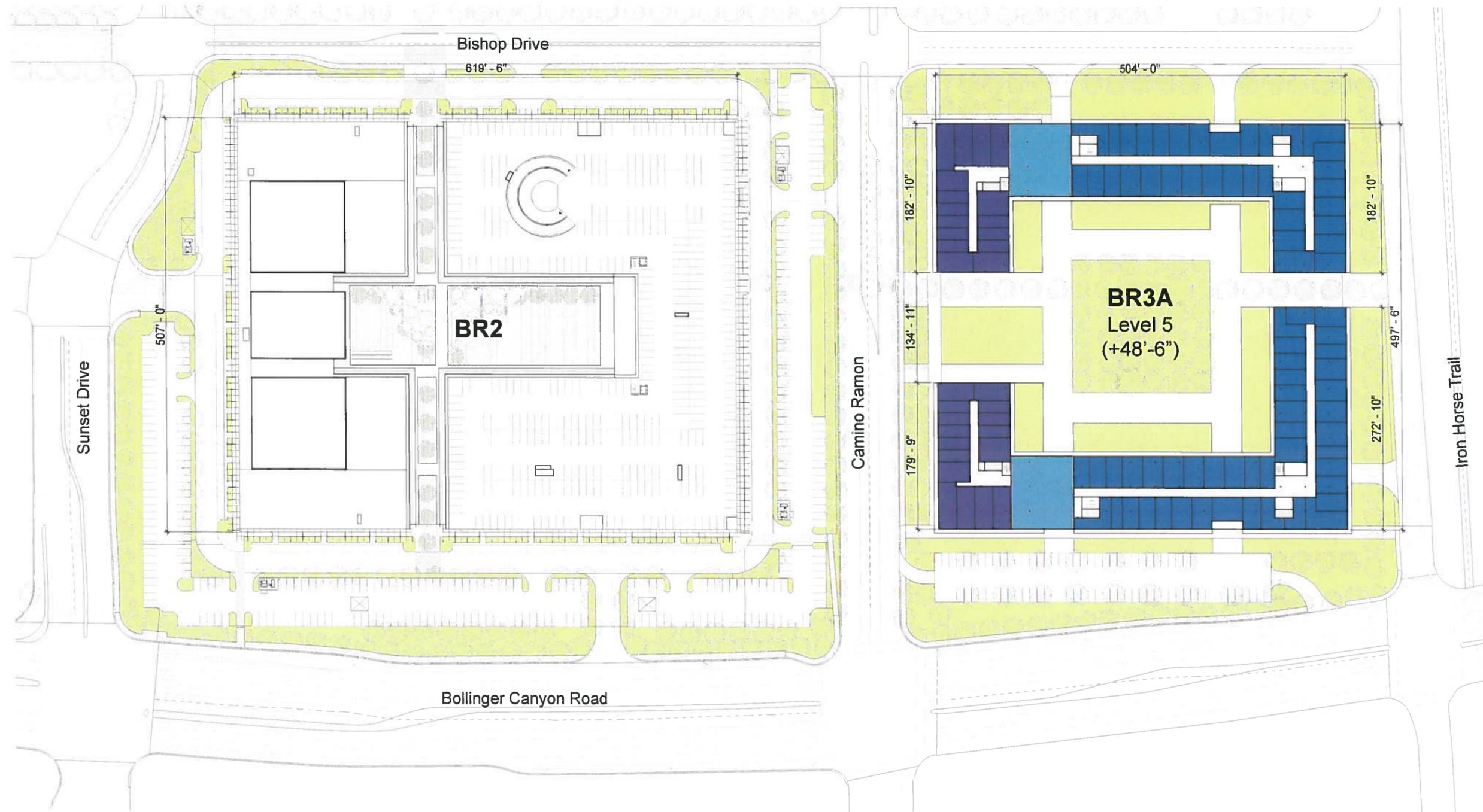
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SAN RAMON, CALIFORNIA July 7, 2014  
CITY CENTER PLAZA DISTRICT Page 12



Area Summary - BR2 + BR3A (all levels)

	Lot Size (ac)	Lot Size (SF)	Retail (NSF)	Cinema (NSF)	Hotel (NSF)	Hotel Units	Residential (NSF)	Dwelling Units	Total (NSF)
Parcel BR2	14.55	633,788	279,159	46,086	0	0	0	0	325,245
Parcel BR3A	11.29	491,792	65,679	0	139,867	189	550,669	487	756,215
<b>TOTAL</b>	<b>25.84</b>	<b>1,125,580</b>	<b>344,838</b>	<b>46,086</b>	<b>139,867</b>	<b>189</b>	<b>550,669</b>	<b>487</b>	<b>1,081,460</b>

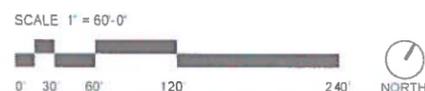
Parking Summary - BR2 + BR3A (all levels)

	Retail Demand*	Cinema Demand	Hotel Demand	Residential Demand	Total Demand	Total provided
Parcel BR2	1,117	184	0	0	1,210**	1,292
Parcel BR3A	263	0	203	807	1,273	1,280
<b>TOTAL</b>	<b>1,380</b>	<b>184</b>	<b>203</b>	<b>807</b>	<b>2,483</b>	<b>2,572</b>

\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios	
Retail	4 spaces / 1,000SF
Hotel	1.2 spaces / room
Residential (studio/1BR)	1 space / unit
Residential (2BR/3BR)	2 spaces / unit
Residential (guest)	1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 6/14/13)



FLOOR PLAN LEVEL 5 (BR3A +48'-6")

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

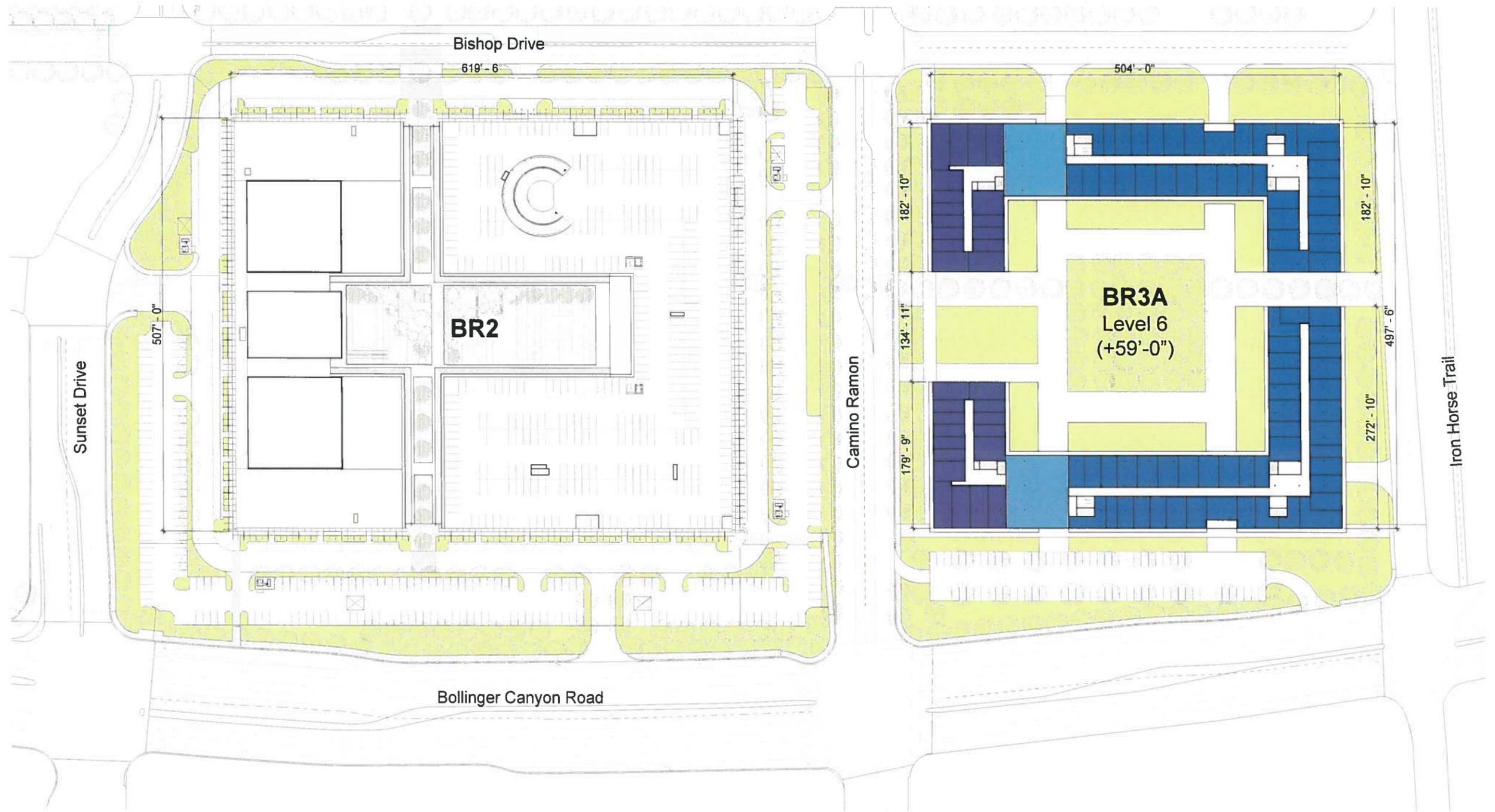
CITY CENTER SAN RAMON

HEXAGON  
Traffic Engineering

RJA  
Civil Engineering

SAN RAMON, CALIFORNIA  
CITY CENTER PLAZA DISTRICT

July 7, 2014  
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Residential  Circulation / Back of House   
 Hotel  Amenities

Area Summary - BR2 + BR3A (all levels)

	Lot Size (ac)	Lot Size (SF)	Retail (NSF)	Cinema (NSF)	Hotel (NSF)	Hotel Units	Residential (NSF)	Dwelling Units	Total (NSF)
Parcel BR2	14.55	633,798	279,159	46,086	0	0	0	0	325,245
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<b>TOTAL</b>	<b>25.84</b>	<b>1,125,590</b>	<b>344,838</b>	<b>46,086</b>	<b>139,867</b>	<b>169</b>	<b>550,669</b>	<b>487</b>	<b>1,081,460</b>

Parking Summary - BR2 + BR3A (all levels)

	Retail Demand*	Cinema Demand	Hotel Demand	Residential Demand	Total Demand	Total provided
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\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios  
 Retail 4 spaces / 1,000SF  
 Hotel 1.2 spaces / room  
 Residential (studio/1BR) 1 space / unit  
 Residential (2BR/3BR) 2 spaces / unit  
 Residential (guest) 1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 8/14/13)

SCALE 1" = 60'-0"



FLOOR PLAN LEVEL 6 (BR3A +59'-0")

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

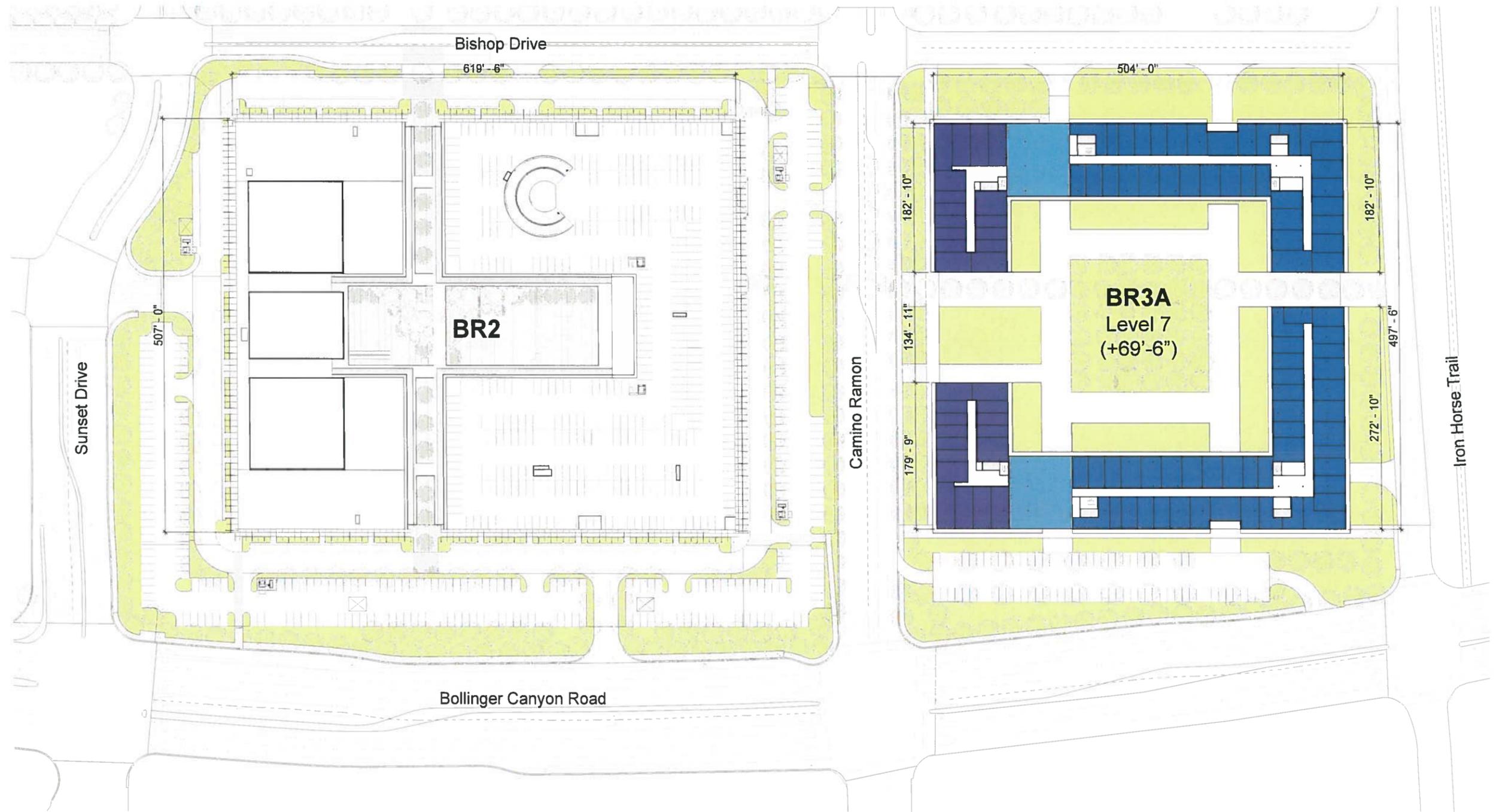
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SAN RAMON, CALIFORNIA  
CITY CENTER PLAZA DISTRICT

July 7, 2014  
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Residential  Circulation / Back of House   
 Hotel  Amenities

Area Summary - BR2 + BR3A (all levels)

	Lot Size (ac)	Lot Size (SF)	Retail (NSF)	Cinema (NSF)	Hotel (NSF)	Hotel Units	Residential (NSF)	Dwelling Units	Total (NSF)
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\*Restaurant and retail demand included collectively (as "retail complex") per San Ramon zoning.  
 \*\*Trip sharing with Cinema assumed

Assumed Parking Ratios  
 Retail 4 spaces / 1,000SF  
 Hotel 1.2 spaces / room  
 Residential (studio) 1BR: 1 space / unit  
 Residential (2BR/3BR): 2 spaces / unit  
 Residential (guest): 1 space / 4 units

per City of San Ramon Zoning Ordinance (effective 8/14/13)



FLOOR PLAN LEVEL 7 (BR3A +69'-6")

TOM LEADER STUDIO  
Landscape Architect  
  
HEXAGON  
Traffic Engineering

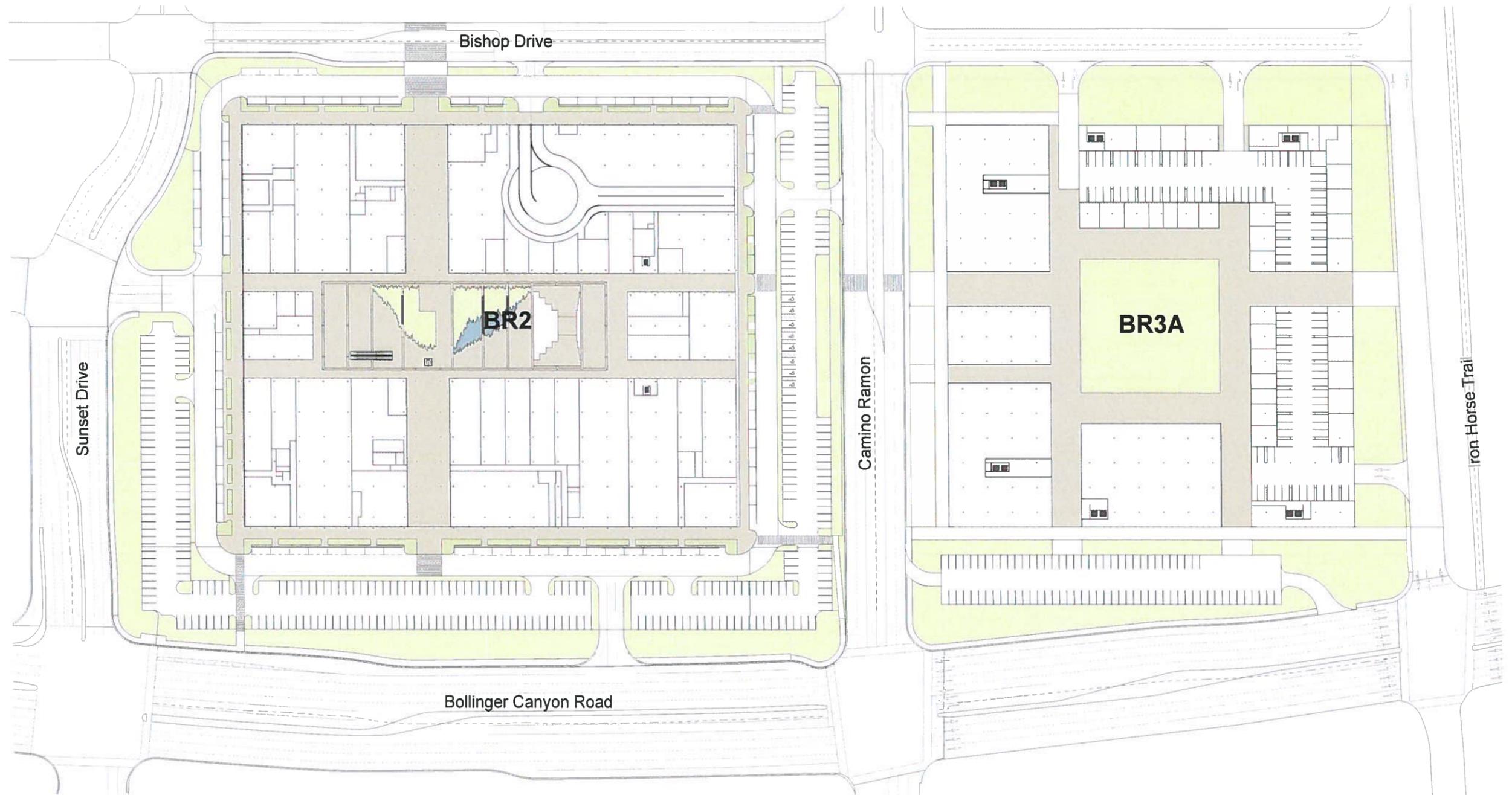
IDG PARKITECTS  
Parking Consultant  
  
RJA  
Civil Engineering

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

**CITY CENTER SAN RAMON**  
 SAN RAMON, CALIFORNIA  
 CITY CENTER PLAZA DISTRICT  
 July 7, 2014  
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- Parking Field
- Water Element
- Planted Areas

**BR2 - Landscape Coverage**

	SF	Acre	Percent BR2
Planting - Perimeter	65,714	1.51	10.4%
Planting - Parking Lots	18,000	0.37	2.5%
Planting - Building Podium	9,809	0.23	1.5%
Planting - Piazza	6,200	0.14	1.0%
<b>BR2 Landscape</b>	<b>97,723</b>	<b>2.24</b>	<b>15.4%</b>

**BR2 - Building/Paving Coverage**

	SF	Acre	Percent BR2
Buildings	214,941	4.93	33.9%
Paving - Perim. Sidewalk	18,478	0.42	2.9%
Paving - Building Podium	50,853	1.17	8.0%
Paving - Piazza	62,038	1.42	9.8%
Parking Lots + Ring Road	205,682	4.72	32.5%
Less Planted Zones	-16,000		
<b>BR2 Building/Paving</b>	<b>535,992</b>	<b>12.30</b>	<b>84.6%</b>

**BR3A - Landscape Coverage**

	SF	Acre	Percent BR3A
Planting	128,086	2.94	30.9%
<b>BR3A Landscape</b>	<b>128,086</b>	<b>2.94</b>	<b>30.9%</b>

**BR3A - Building/Paving Coverage**

	SF	Acre	Percent BR3A
Buildings	153,780	3.53	37.1%
Paving - Walks	35,097	0.81	8.5%
Paving - Piazza	57,612	1.32	13.9%
Parking Lots	31,045	0.71	7.5%
Parking Entrance + Ramp	9,382	0.22	2.3%
<b>BR3A Building/Paving</b>	<b>286,916</b>	<b>6.59</b>	<b>69.1%</b>

**TOTAL SITE - BR2 + BR3A COVERAGE**

	SF	Acre	Percent Total
BR2 Landscape	97,723	2.24	9.3%
BR3A Landscape	128,086	2.94	12.2%
<b>Total Landscape</b>	<b>226,809</b>	<b>5.18</b>	<b>21.5%</b>
BR2 Building/Paving	535,992	12.30	51.1%
BR3A Building/Paving	286,916	6.59	27.4%
<b>Total Building/Paving</b>	<b>822,908</b>	<b>18.89</b>	<b>78.5%</b>
<b>TOTAL SITE</b>	<b>1,048,717</b>	<b>24.08</b>	

SCALE 1" = 60'-0"



**COVERAGE SUMMARY**

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

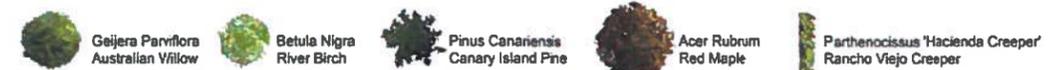
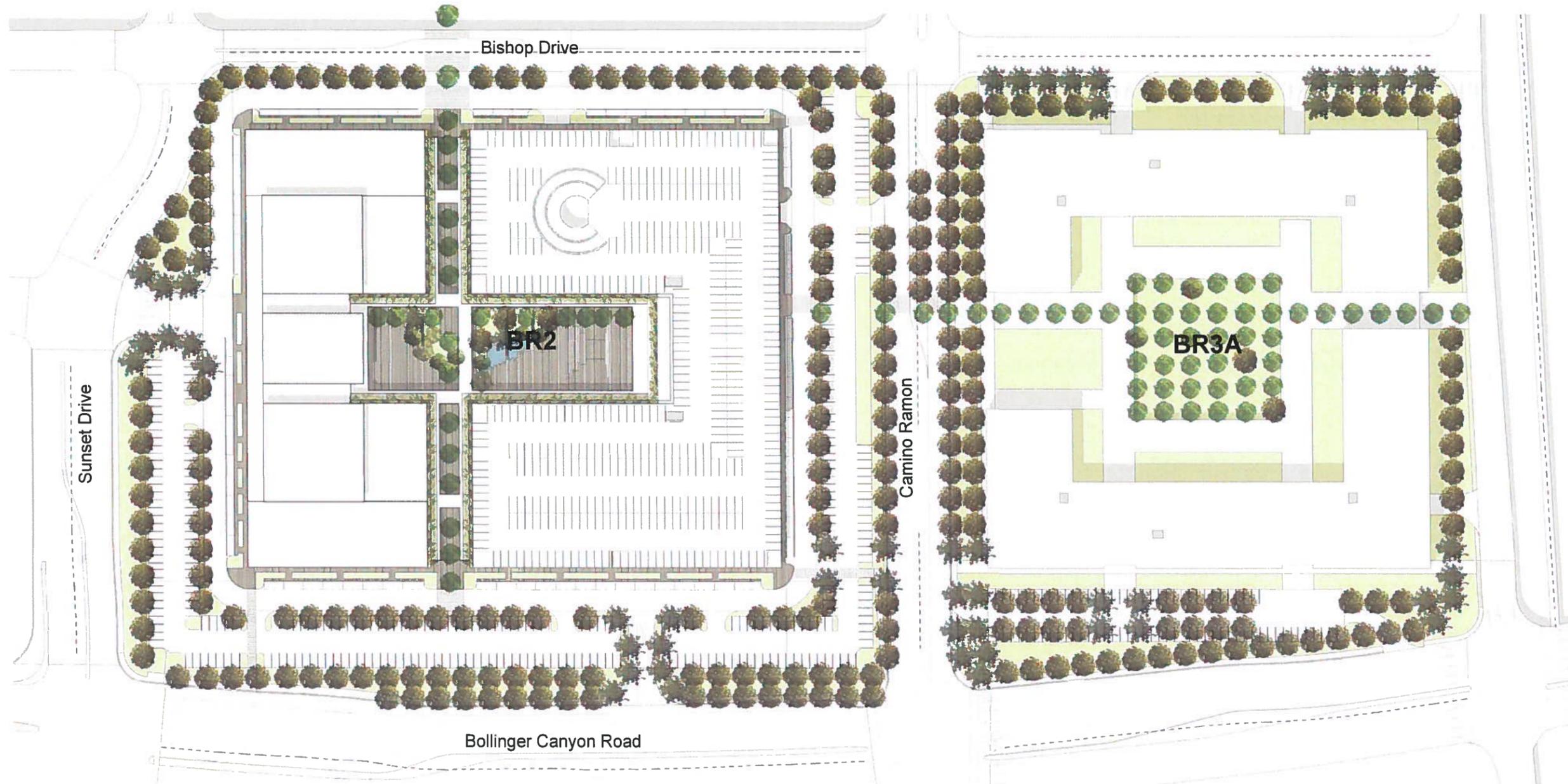
**CITY CENTER SAN RAMON**

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Civil Engineering

SAN RAMON, CALIFORNIA  
CITY CENTER PLAZA DISTRICT

July 7, 2014  
Page 16



**BR2 - Landscape Coverage**

	SF	Acre	Percent BR2
Planting - Perimeter	65,714	1.51	10.4%
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Planting - Building Podium	9,809	0.23	1.5%
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<b>BR2 Landscape</b>	<b>97,723</b>	<b>2.24</b>	<b>15.4%</b>

**BR2 - Building/Paving Coverage**

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Parking Lots + Ring Road	205,682	4.72	32.5%
Less Planted Zones	-18,000		
<b>BR2 Building/Paving</b>	<b>535,992</b>	<b>12.30</b>	<b>84.6%</b>

**BR3A - Landscape Coverage**

	SF	Acre	Percent BR3A
Planting	128,086	2.94	30.9%
<b>BR3A Landscape</b>	<b>128,086</b>	<b>2.94</b>	<b>30.9%</b>

**BR3A - Building/Paving Coverage**

	SF	Acre	Percent BR3A
Buildings	153,780	3.53	37.1%
Paving - Walks	35,097	0.81	8.5%
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<b>BR3A Building/Paving</b>	<b>286,916</b>	<b>6.59</b>	<b>69.1%</b>

**TOTAL SITE - BR2 + BR3A COVERAGE**

	SF	Acre	Percent Total
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<b>Total Landscape</b>	<b>225,809</b>	<b>5.18</b>	<b>21.5%</b>
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<b>TOTAL SITE</b>	<b>1,048,717</b>	<b>24.08</b>	



**LANDSCAPE PLAN**

TOM LEADER STUDIO  
Landscape Architect  
  
HEXAGON  
Traffic Engineering

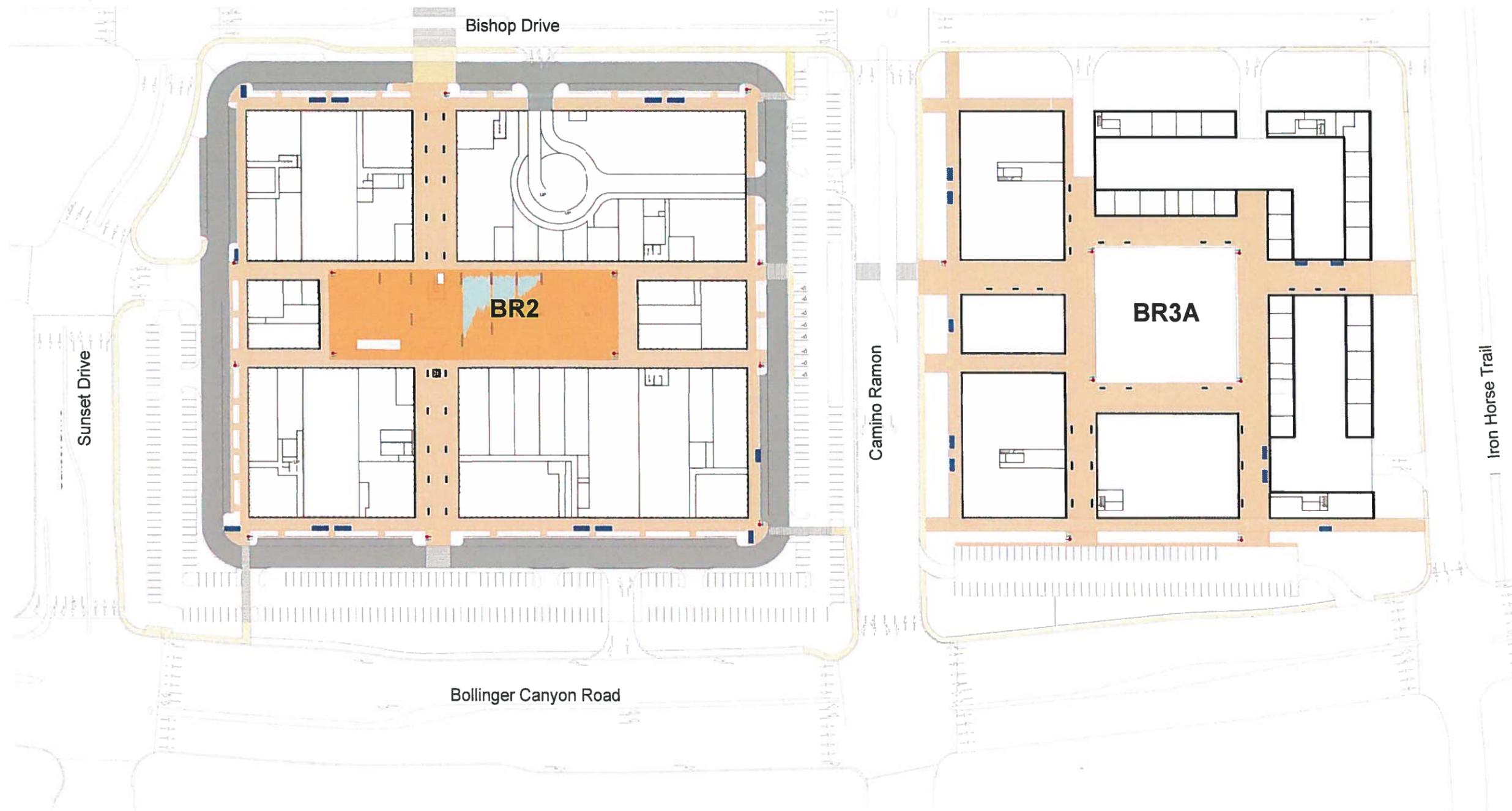
IDG PARKITECTS  
Parking Consultant  
  
RJA  
Civil Engineering

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

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CITY CENTER PLAZA DISTRICT  
July 7, 2014  
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- PRECAST CONCRETE LINEAR PAVERS COLOR MIX I
- PRECAST CONCRETE LINEAR PAVERS COLOR MIX II
- CONCRETE PAVING (LIGHT SANDBLAST FINISH, SAWCUT JOINTS)
- PRECAST CONCRETE PAVERS
- WATER ELEMENT
- TRASH + RECYCLING RECEPTALS
- BENCH
- BIKE RACK

**PAVING, MATERIALS AND SITE FURNISHINGS PLAN**

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

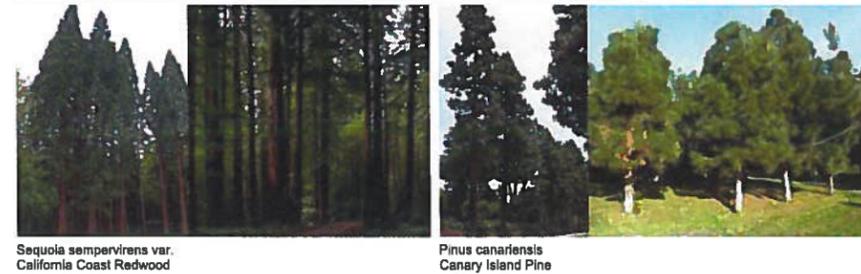
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SAN RAMON, CALIFORNIA  
CITY CENTER PLAZA DISTRICT

July 7, 2014  
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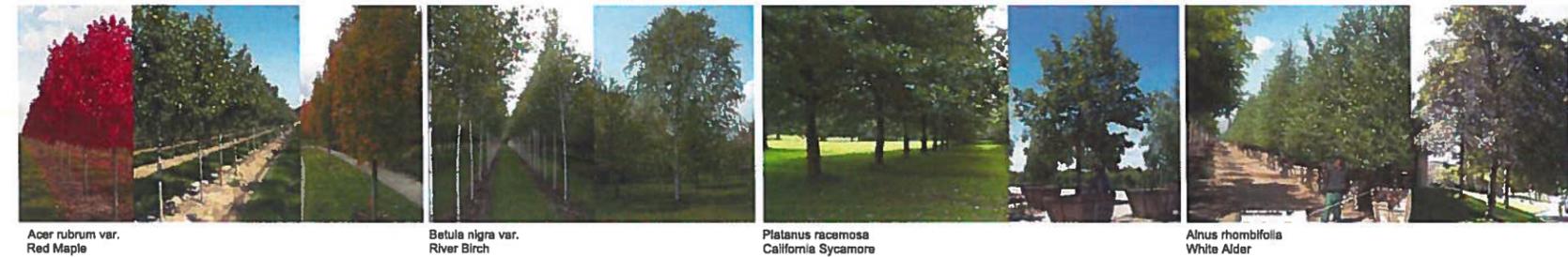
**PIAZZA + INTERIOR TREE PALETTE**



**VEHICULAR + PEDESTRIAN GATEWAY TREE (OPTIONS)\***



**STREET, PERIMETER + PARKING LOT TREES (OPTIONS)\***



\*The design intent is to only use one species of the options shown

**PLANT LIST - TREES**

SITE AREA	DESCRIPTION			SIZE + GROWTH			
	BOTANICAL NAME	COMMON NAME	TYPE	CONTAINER SIZE	GROWTH RATE	HEIGHT	MATURE HEIGHT
PIAZZA + INTERIOR TREES	Acer rubrum var.*	Red Maple	Deciduous	60" Box	Fast	26'-30'	40'-60'
	Betula nigra var.*	River Birch	Deciduous	60" Box	Fast	24'-28'	30'-50'
	Geijera parviflora*	Australian Willow	Evergreen	60" Box	Fast	24'-28'	30'-40'
	Pinus canariensis	Canary Island Pine	Evergreen	36" Box	Fast	24'-28'	40'-60'
VEHICULAR + PEDESTRIAN GATEWAY TREES	Pinus canariensis	Canary Island Pine	Evergreen	36" Box	Fast	24'-28'	40'-60'
	Sequoia sempervirens var.*	California Coast Redwood	Evergreen	36" Box	Med.	20'-24'	60'-100'
STREET, PERIMETER + PARKING LOT TREES	Acer rubrum*	Red Maple	Deciduous	24" Box	Fast	18'-22'	40'-60'
	Alnus rhombifolia*	White Alder	Deciduous	24" Box	Fast	20'-26'	40'-60'
	Betula nigra*	River Birch	Deciduous	24" Box	Fast	18'-22'	30'-50'
	Platanus racemosa*	California Sycamore	Deciduous	24" Box	Fast	20'-26'	30'-60'

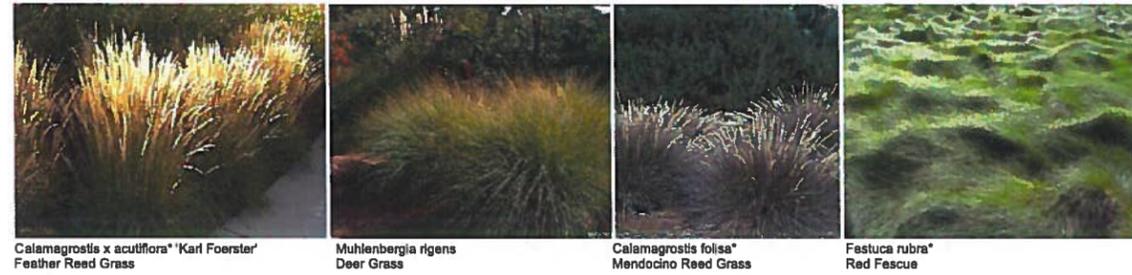
**PLANT PALETTE - TREES**

**PLANT PALETTE - UNDERSTORY**

**BIO-FILTRATION AREA**



**ORNAMENTAL GRASSES**



**PERENNIALS**



**VINES/GREEN SCREEN**



**GREEN SCREEN**

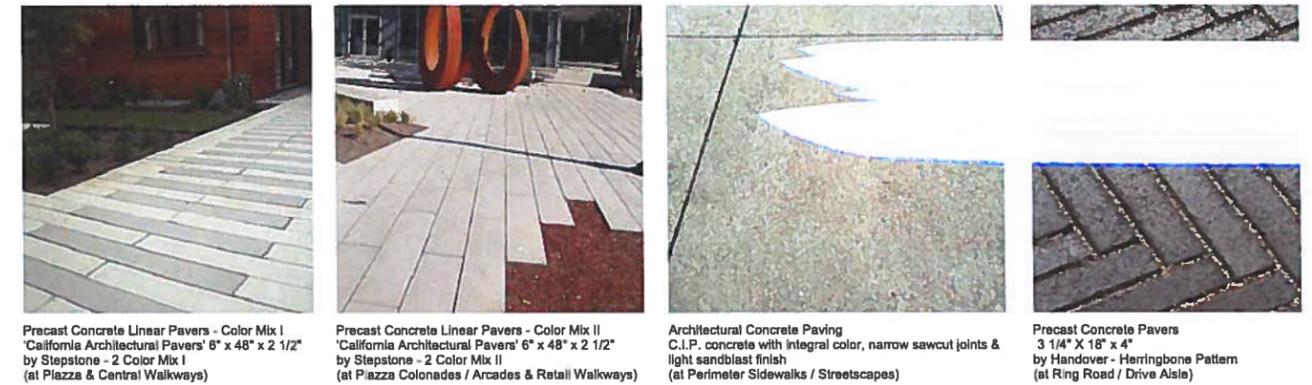


\*The design intent is to only use one species of the options shown

**SITE FURNITURE**



**PAVING MATERIALS**



**PLANT LIST - UNDERSTORY**

SITE AREA	DESCRIPTION			SIZE	
	BOTANICAL NAME	COMMON NAME	TYPE	CONTAINER SIZE	GROWTH RATE
PLANTED AREA	Calamagrostis foliosa*	Mendocino Reed Grass	Ornamental Grass	5 Gal.	Fast
	Calamagrostis x acutiflora 'Karl Foerster'	Feather Reed Grass	Ornamental Grass	5 Gal.	Fast
	Carex tumulicola*	Berkeley Sedge	Bioswale Planting	5 Gal.	Fast
	Chondropetalum tectorum*	Dwarf Cape Rush	Bioswale Planting	5 Gal.	Fast
	Dianella caerulea 'Cassa Blue'	Blue Flax Lily	Perennial	5 Gal.	Fast
	Dianella revoluta 'Little Rev'	Little Rev Flax Lily	Perennial	5 Gal.	Fast
	Dietes bicolor	Fortnight Lily	Perennial	5 Gal.	Fast
	Equisetum hyemale*	Horsetail	Bioswale Planting	5 Gal.	Fast
	Festuca rubra*	Red Fescue	Ornamental Grass	5 Gal.	Fast
	Iris douglasii var.*	Pacific Coast Hybrid Iris	Bioswale Planting	5 Gal.	Fast
	Juncus patens*	California Grey Rush	Bioswale Planting	5 Gal.	Fast
	Lavandula x intermedia 'Provence'	Provence Blue Lavender	Perennial	5 Gal.	Fast
	Liriope muscari	Lily Turf	Perennial	5 Gal.	Fast
	Muhlenbergia rigens	Deer Grass*	Ornamental Grass	5 Gal.	Fast
VINES/GREEN SCREEN PLANTS	Clytostoma callistegioides	Lavender Trumpet Vine	Climbing Vine	5 Gal.	Fast
	Ficus pumila	Creeping Fig	Climbing Vine	5 Gal.	Fast
	Passiflora exoniensis	Magenta Passion Vine	Climbing Vine	5 Gal.	Fast
ROOF TERRACE PLANTERS	Bougainvillea 'San Diego Red'	Red Bougainvillea	Climbing Vine	5 Gal.	Fast
	Parthenocissus 'Hacienda Creeper'	Rancho Viejo Creeper	Low Shrub	5 Gal.	Fast
	Plumbago auriculata	Cape Plumbago	Climbing Vine	5 Gal.	Fast

\*Biofiltration/C3 compatible

**PLANT PALETTE - UNDERSTORY PAVING AND SITE FURNITURE**

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

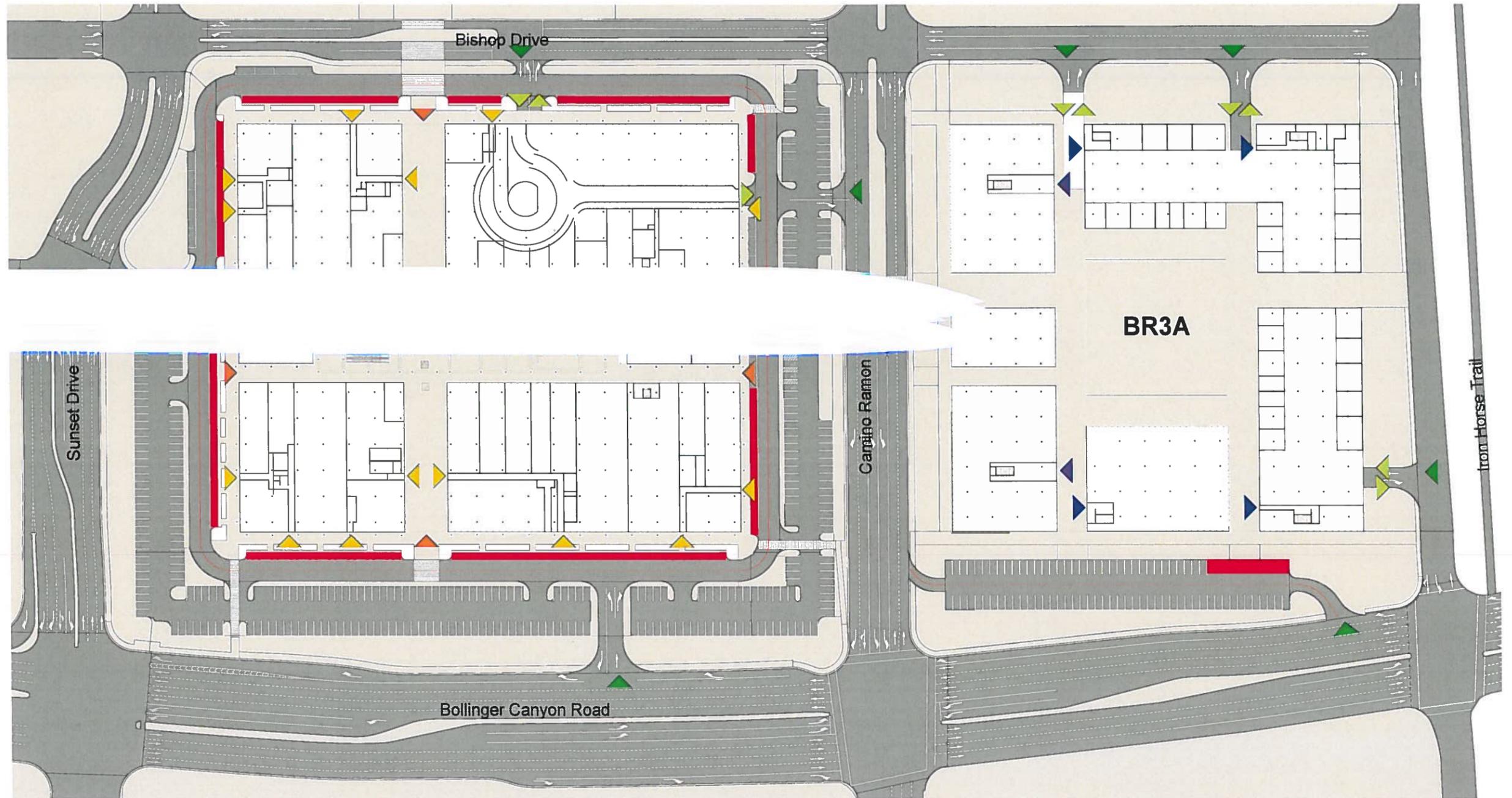
SUNSET DEVELOPMENT COMPANY  
Owner

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July 7, 2014  
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▲ Retail Entrance   
 ▲ Retail BOH   
 ▲ Vehicle Site Entrance   
 ▲ Vehicle Garage Entrance/Exit   
 ▲ Hotel Entrance   
 ▲ Residential Entrance   
 Loading Zone   
 Loading Drive Aisle

SCALE 1" = 60'-0"



**ENTRANCES + LOADING DIAGRAM**

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

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CITY CENTER PLAZA DISTRICT    Page 21

# CITY CENTER - BR2

Sketches  
Cross Sections  
Building Elevations  
Enlarged Building Elevations  
Axonometric View  
Cinema Plan + Diagrams  
Rendered Section Perspectives  
Enlarged Piazza Plan + Amenities  
Renderings  
Renderings  
Renderings  
Renderings  
Renderings  
Renderings  
Model  
Model  
Metal Façade Model  
Typical Building Section  
Typical Building Sections - Metal Façade  
Metal Façade Details  
Metal Façade Detail  
Glass Façade Model / Details  
Typical Building Sections - Glass Façade

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
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HEXAGON  
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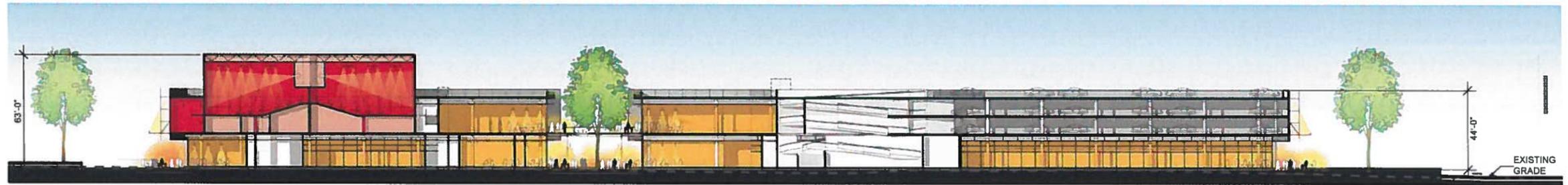
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**CITY CENTER SAN RAMON**

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CITY CENTER PLAZA DISTRICT

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SECTION A - EAST-WEST - BR2



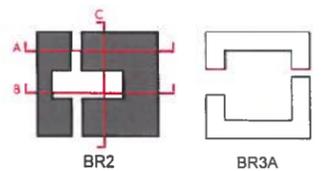
SECTION B - EAST-WEST - BR2



SECTION C - NORTH-SOUTH - BR2

Retail 
 Cinema 
 Circulation / Back of House 
 Parking

SCALE 1" = 30'-0"



CROSS SECTIONS - BR2

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

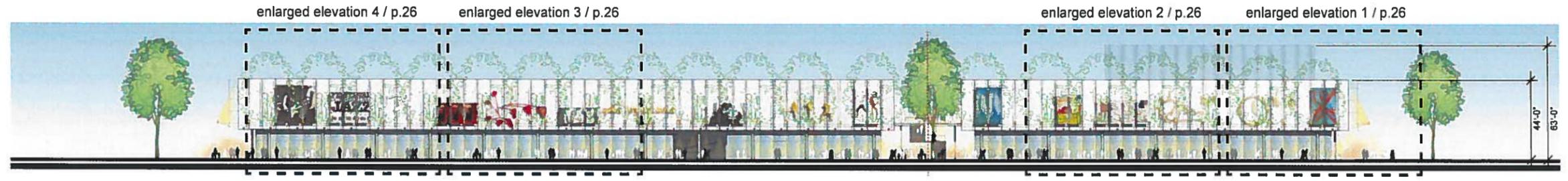
HEXAGON  
Traffic Engineering

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Civil Engineering

CITY CENTER SAN RAMON

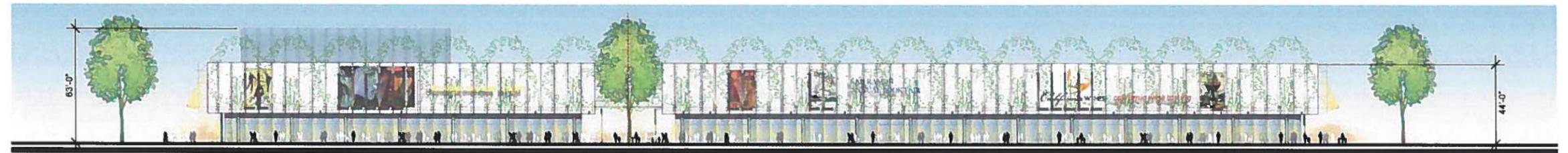
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CITY CENTER PLAZA DISTRICT

July 7, 2014  
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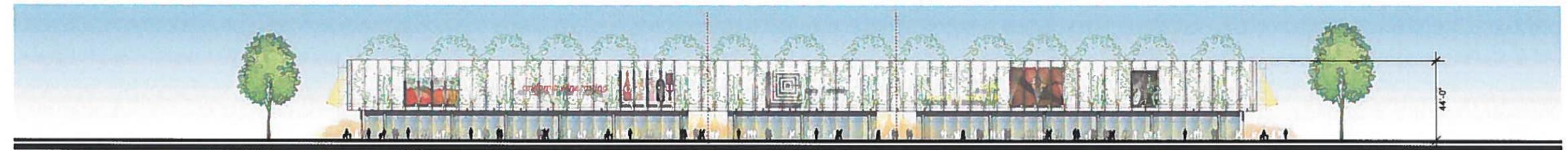


NORTH ELEVATION – BR2

Bishop Drive



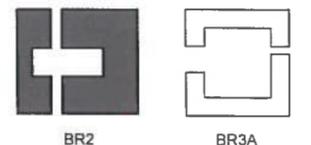
SOUTH ELEVATION – BR2



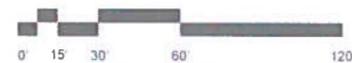
EAST ELEVATION – BR2



WEST ELEVATION – BR2



SCALE 1" = 30'-0"



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BUILDING ELEVATIONS - BR2

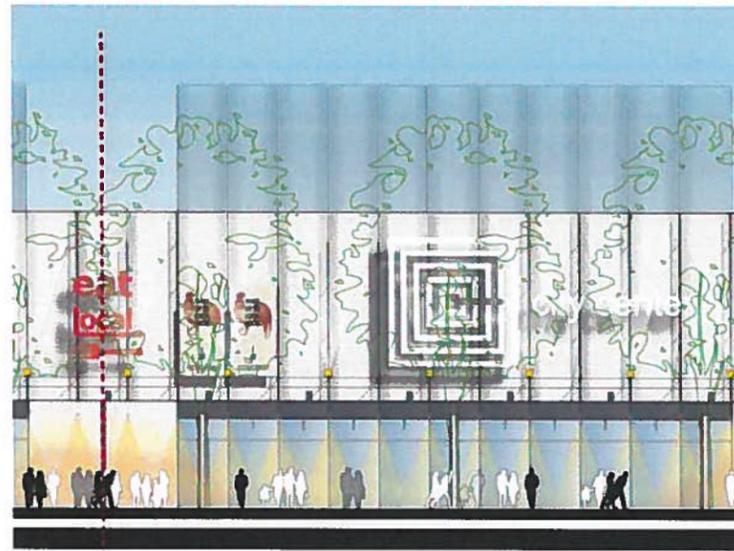
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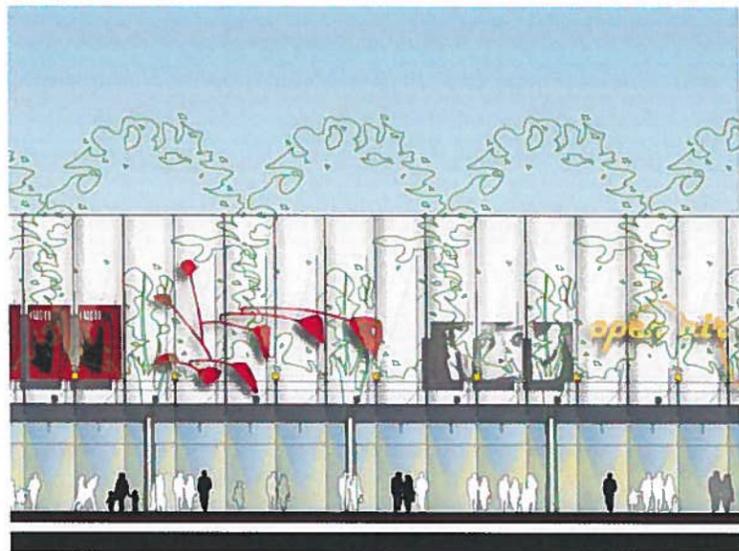
ENLARGED ELEVATION - 6 - BR2



ENLARGED ELEVATION - 5 - BR2



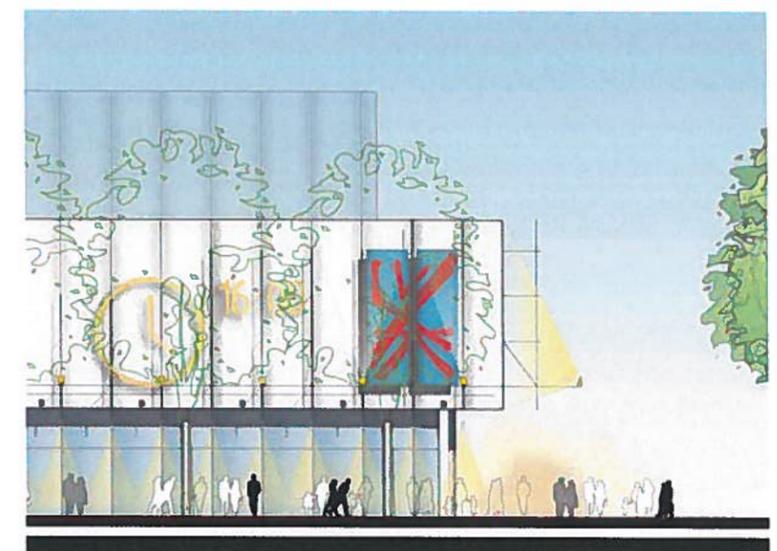
ENLARGED ELEVATION - 4 - BR2



ENLARGED ELEVATION - 3 - BR2



ENLARGED ELEVATION - 2 - BR2



ENLARGED ELEVATION - 1 - BR2

SCALE 1" = 12'-0"



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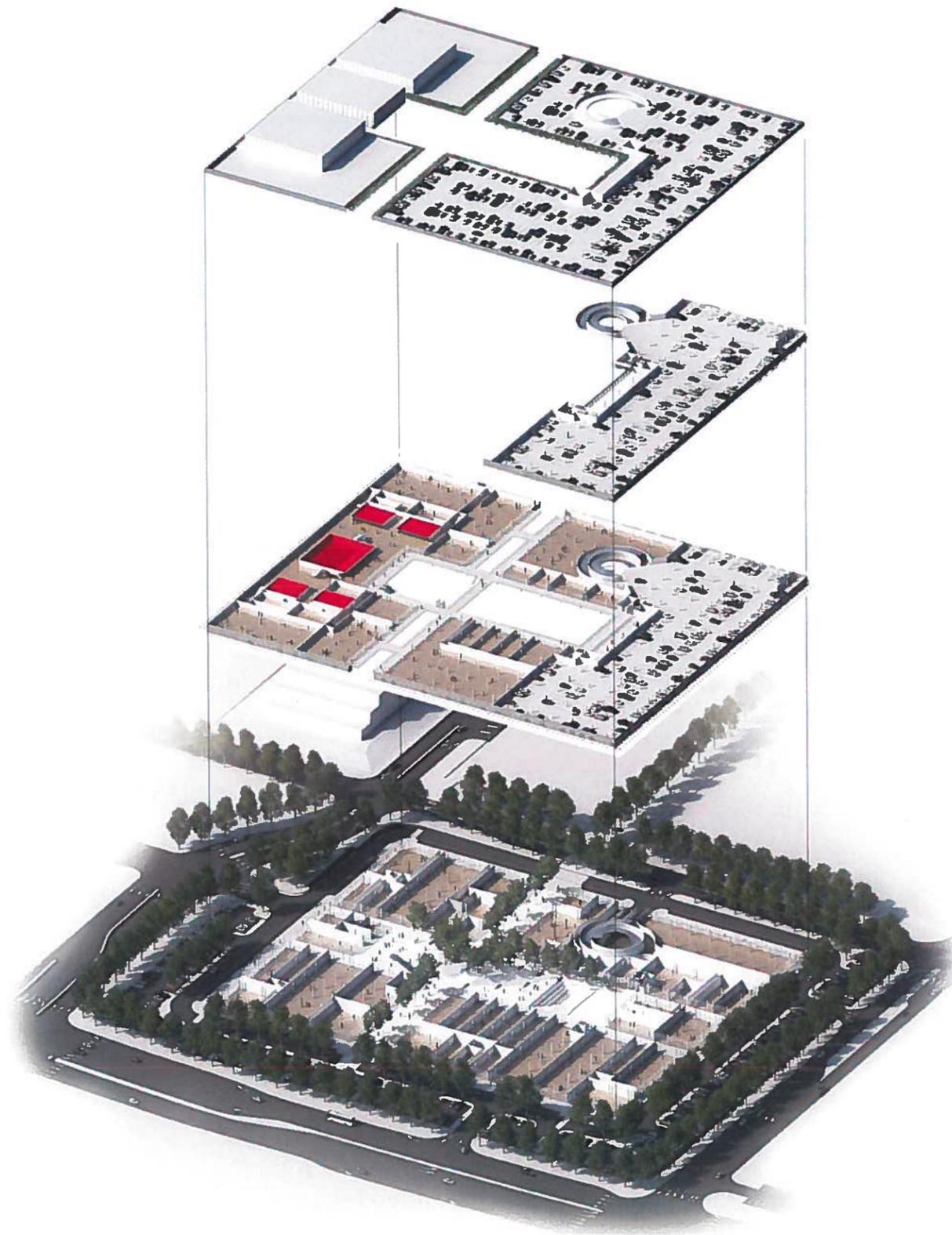
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## ENLARGED BUILDING ELEVATIONS - BR2

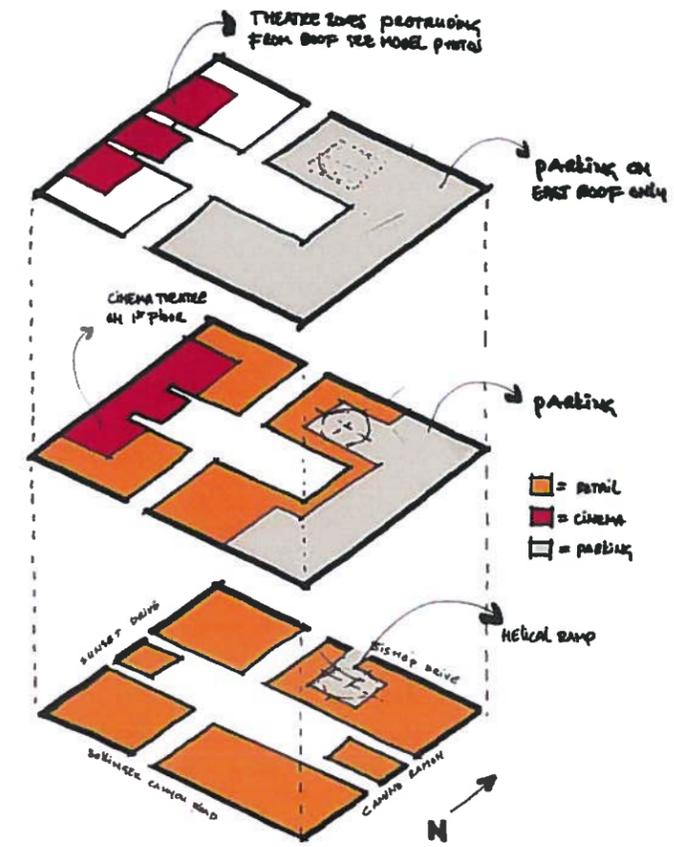
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AXONOMETRIC VIEW



AXONOMETRIC DIAGRAM

AXONOMETRIC VIEW - BR2

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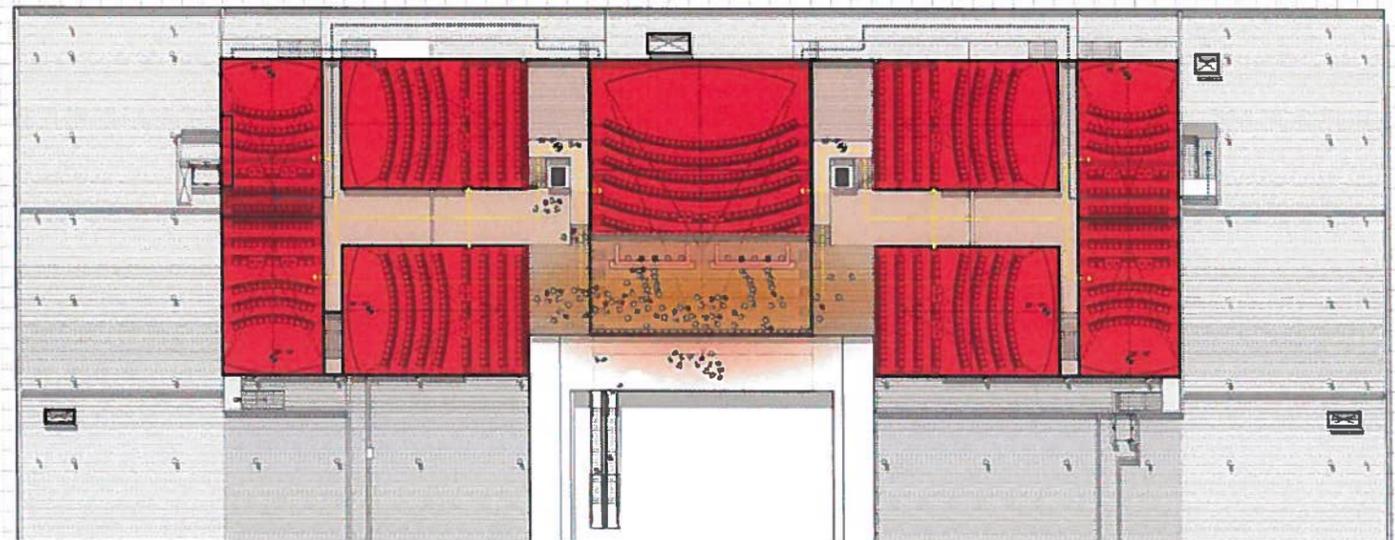
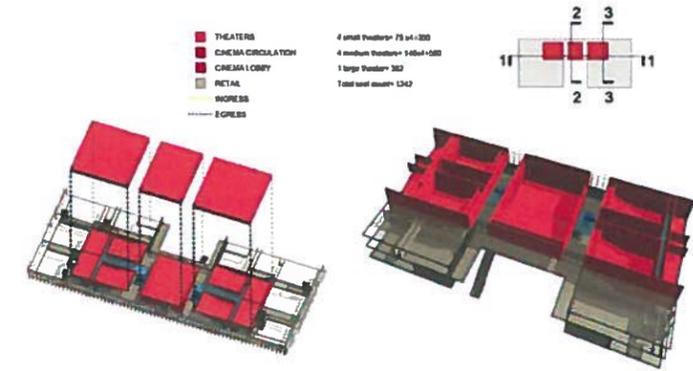
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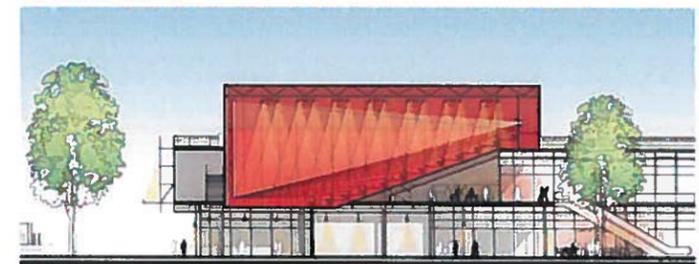
SECTION - 1



CINEMA FLOOR PLAN



SECTION - 3



SECTION - 2



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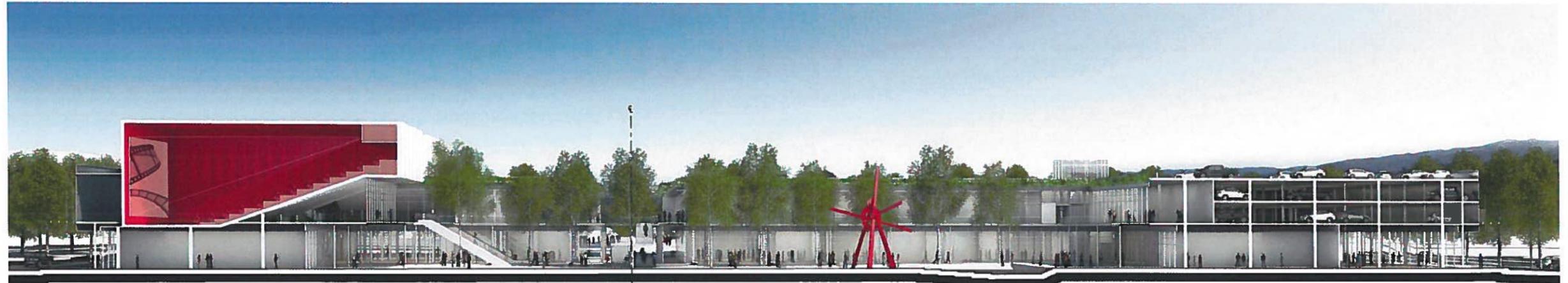
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CINEMA PLAN + DIAGRAMS - BR2

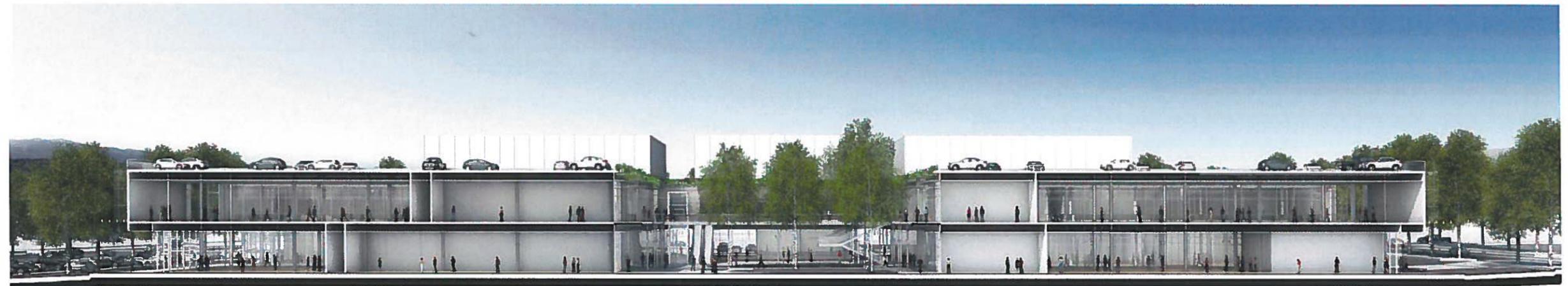
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LONGITUDINAL SECTION THROUGH PIAZZA - BR2



TRANSVERSE SECTION THROUGH PIAZZA - BR2

RENDERED SECTION PERSPECTIVES - BR2

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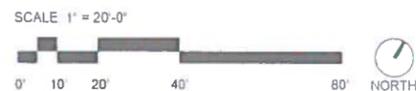
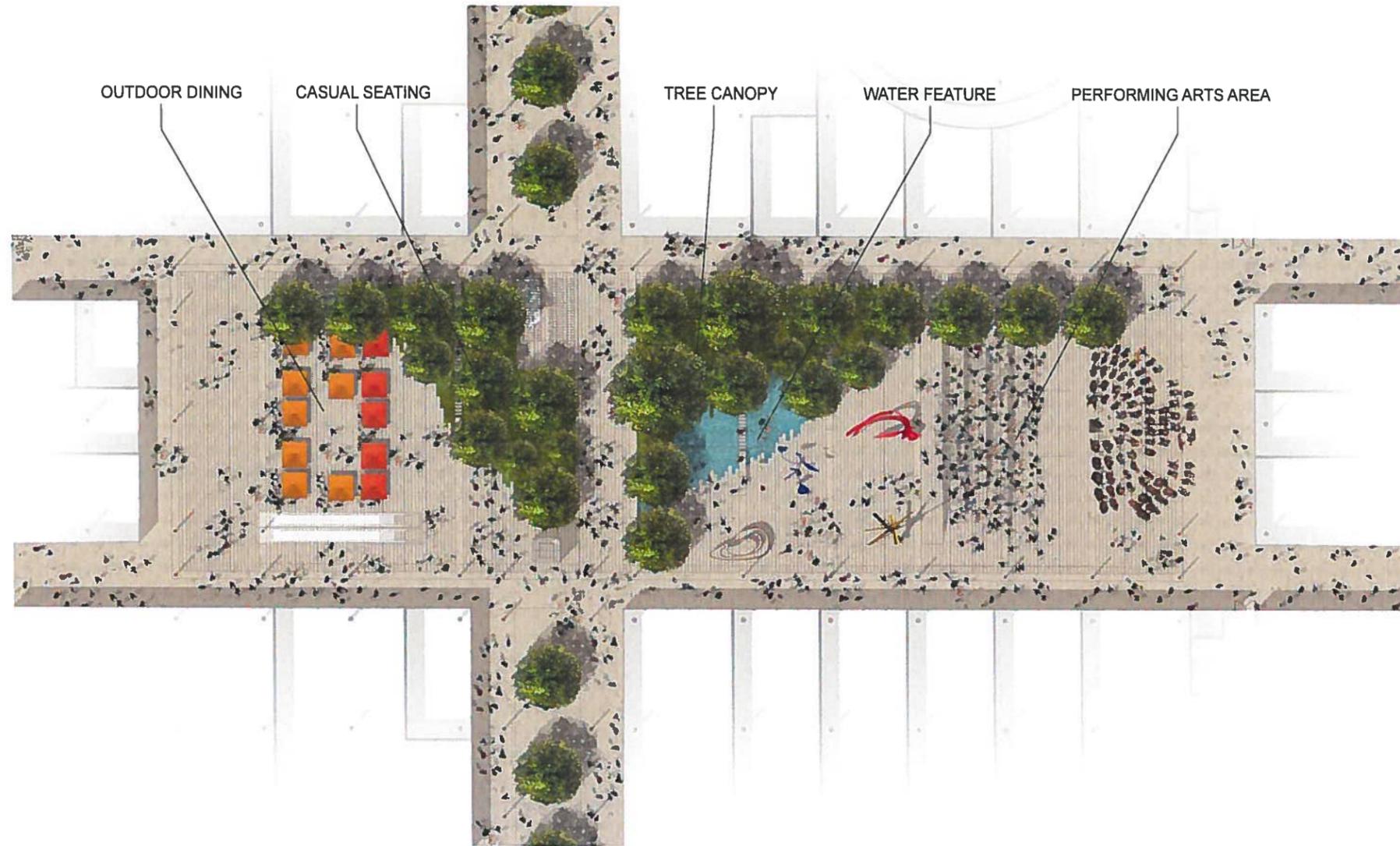
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ENLARGED PIAZZA PLAN + AMENITIES - BR2

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AERIAL VIEW OF PIAZZA - BR2

RENDERINGS - BR2

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GROUND LEVEL VIEW OF PIAZZA - BR2

RENDERINGS - BR2

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SECOND LEVEL VIEW OF PIAZZA - BR2

RENDERINGS - BR2

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ENTRANCE VIEW - BR2

RENDERINGS - BR2

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AERIAL PERSPECTIVE VIEW – BR2



EXTERIOR VIEW – BR2

RENDERINGS - BR2

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GROUND LEVEL VIEW OF CORRIDOR – BR2



GROUND LEVEL PERSPECTIVE VIEW – BR2

RENDERINGS - BR2

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MODEL - BR2

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RENZO PIANO BUILDING WORKSHOP  
Architect

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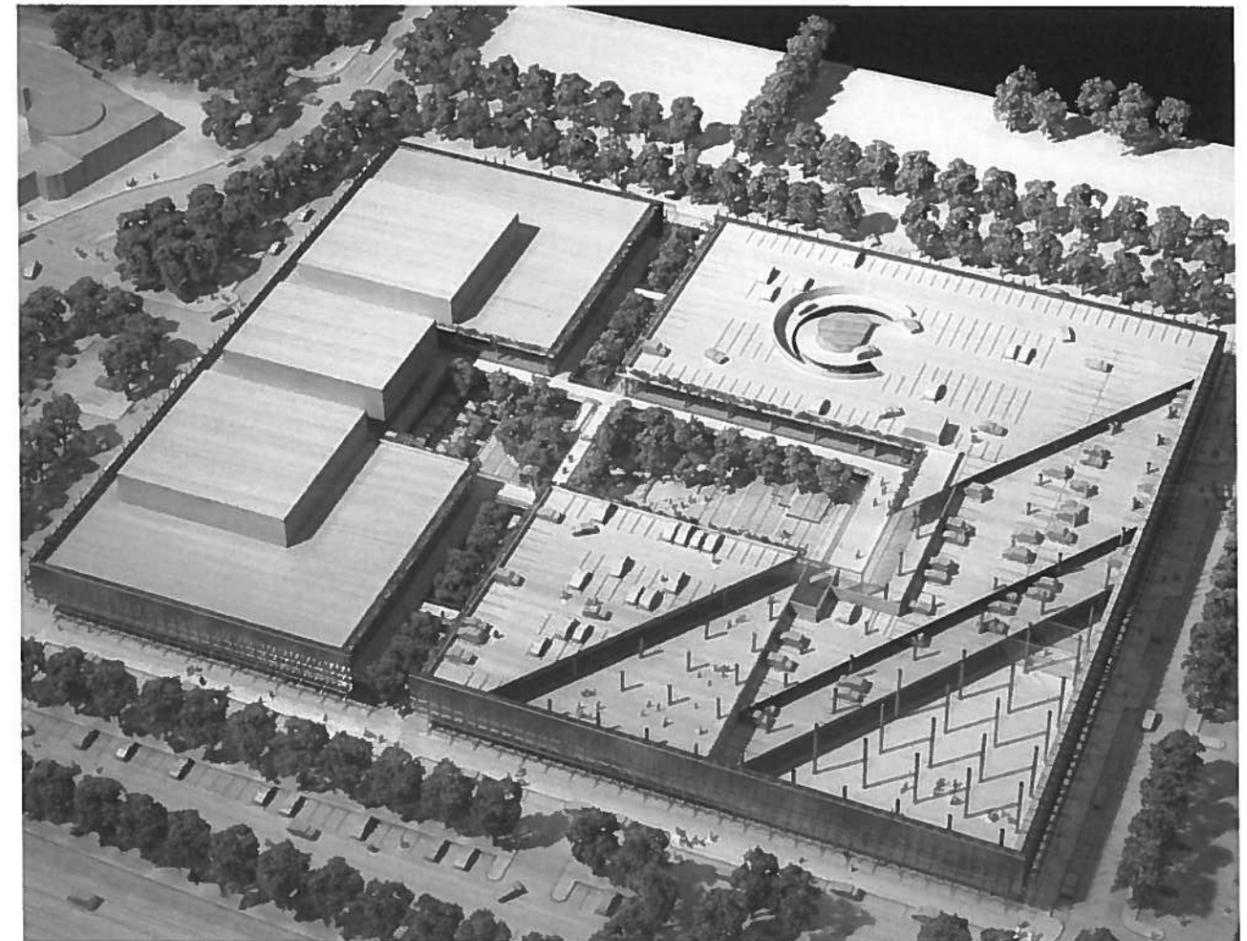
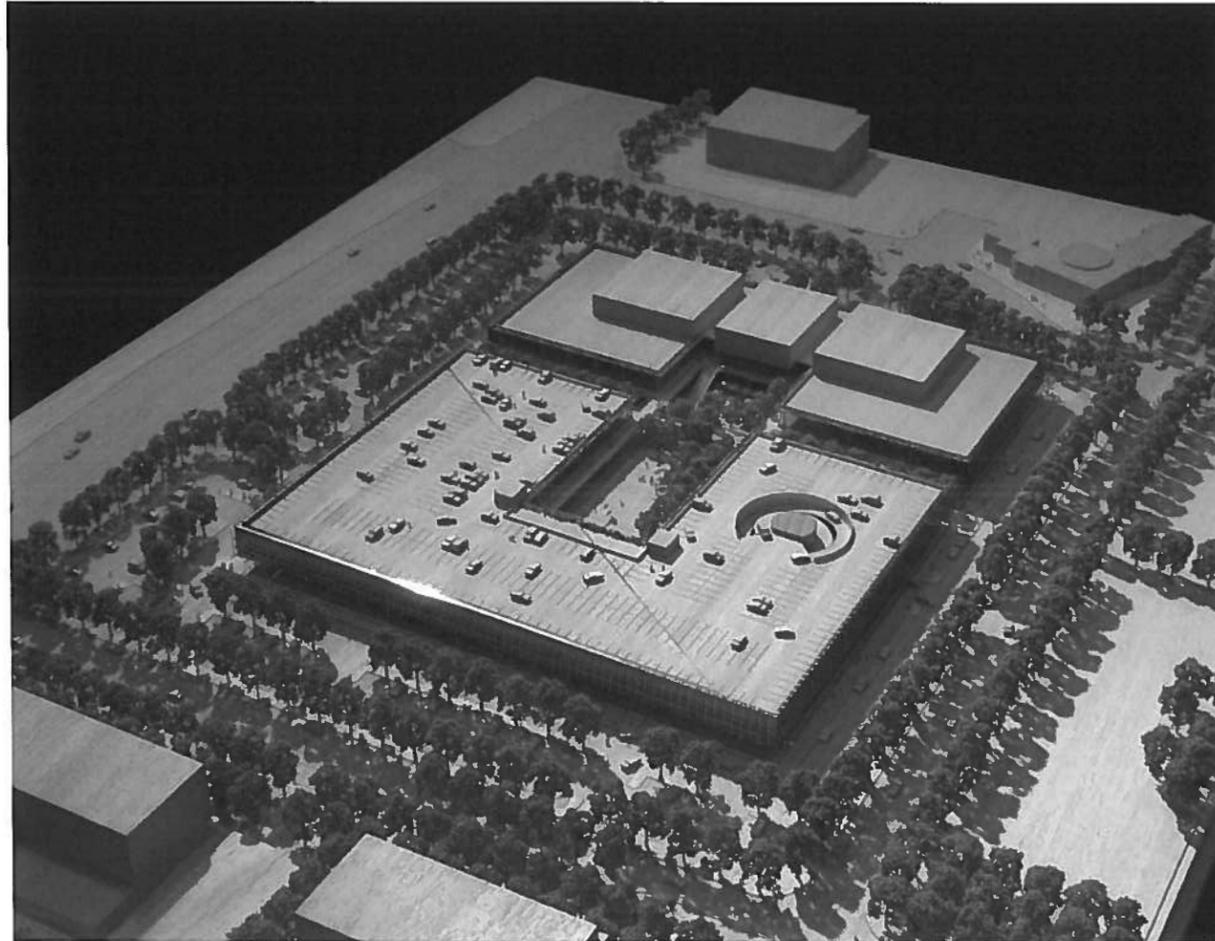
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MODEL - BR2

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RENZO PIANO BUILDING WORKSHOP  
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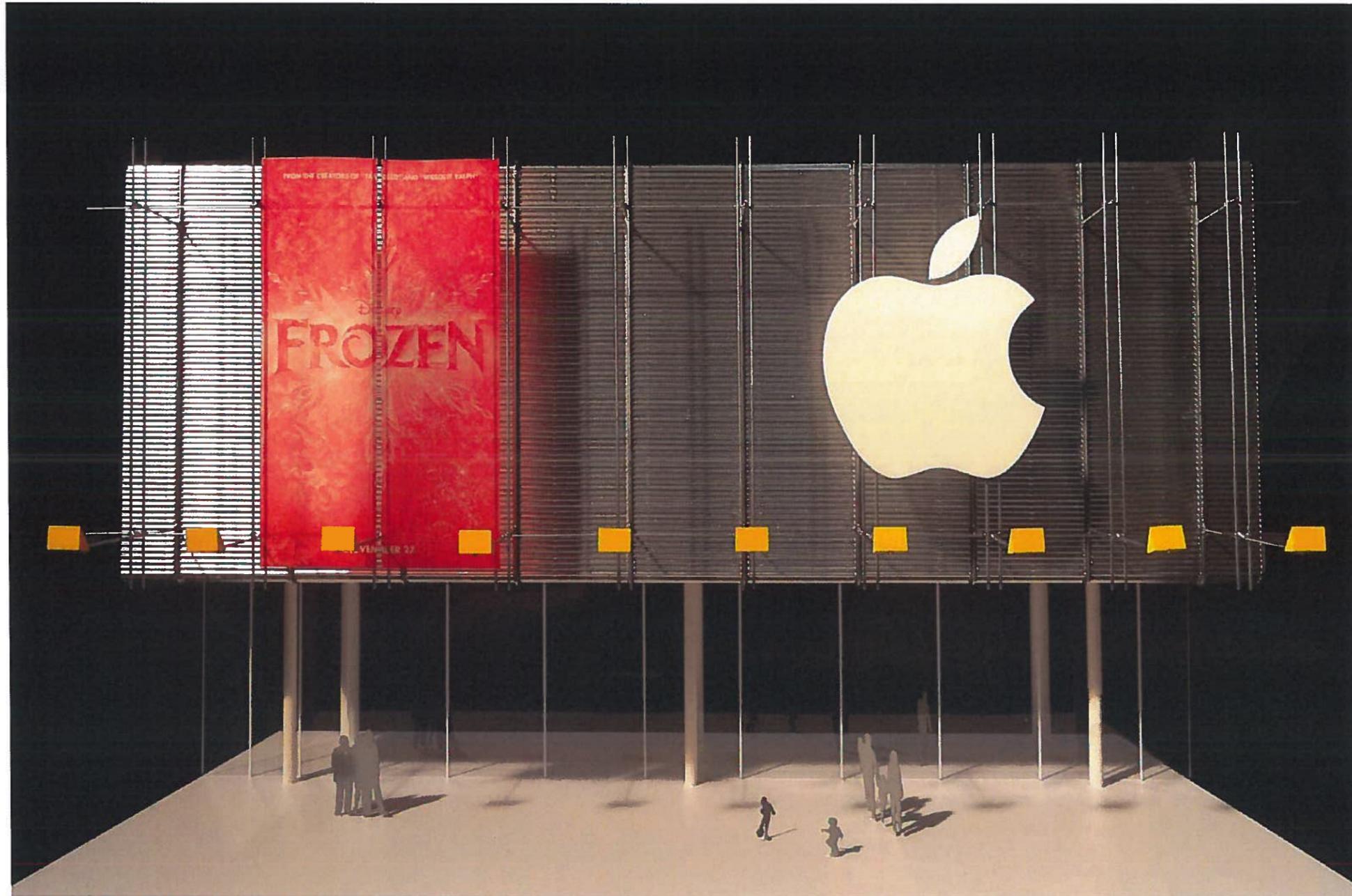
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METAL FACADE MODEL - BR2

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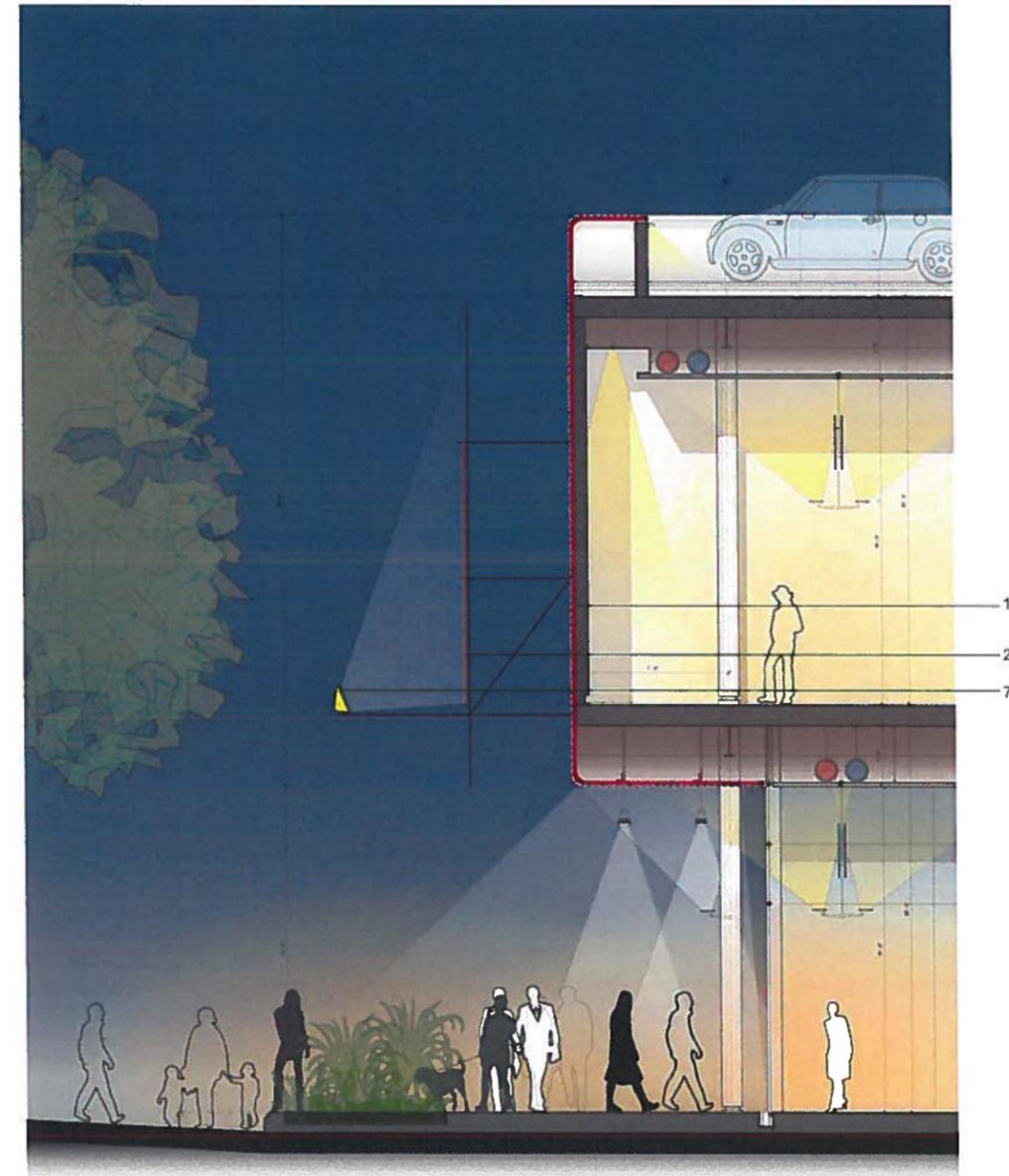
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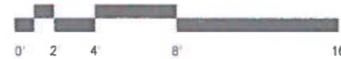
FACADE MATERIAL LIST

1. Aluminum cladding composed of bespoke corrugated aluminum sheets  
(see cladding horizontal and vertical sections - detail principal for detailed parts)
2. Tensile rod system providing support for signage and exterior lighting  
(see cladding horizontal and vertical sections - detail principal for detailed parts)
3. Glazing
  - 3a. Extra white glass, Pilkington Optiwhite or similar, laminated no solar coating, no low-E coating
  - 3b. Bespoke capping detail, aluminum extrusion, powder coated
  - 3c. Standard mild steel profile, M6, powder coated 6"x2"
  - 3d. Standard mild steel profile, cut from S shape, 1 1/2"x2 3/8"
4. Metal louver grill with back panel, powder coated
5. Fabric banner signage, digital or other signage
6. Mounted signage
7. Exterior Lighting fixture, iGuzzini, model 'iTekka' or similar
8. Exterior Lighting fixture, iGuzzini, model 'Le Perroquet' or similar
9. Interior perimeter planiting system
10. Concrete planter box, TBD
11. Steel rod trellis, TBD
12. Concrete bench, TBD
13. Steel column, r-4'
14. Cantilevered steel framing system
15. Glass and metal railing, TBD



NORTH BUILDING PERIMETER SECTION @ RETAIL - BR2

SCALE 1/4" = 1'-0"



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TYPICAL BUILDING SECTION - BR2

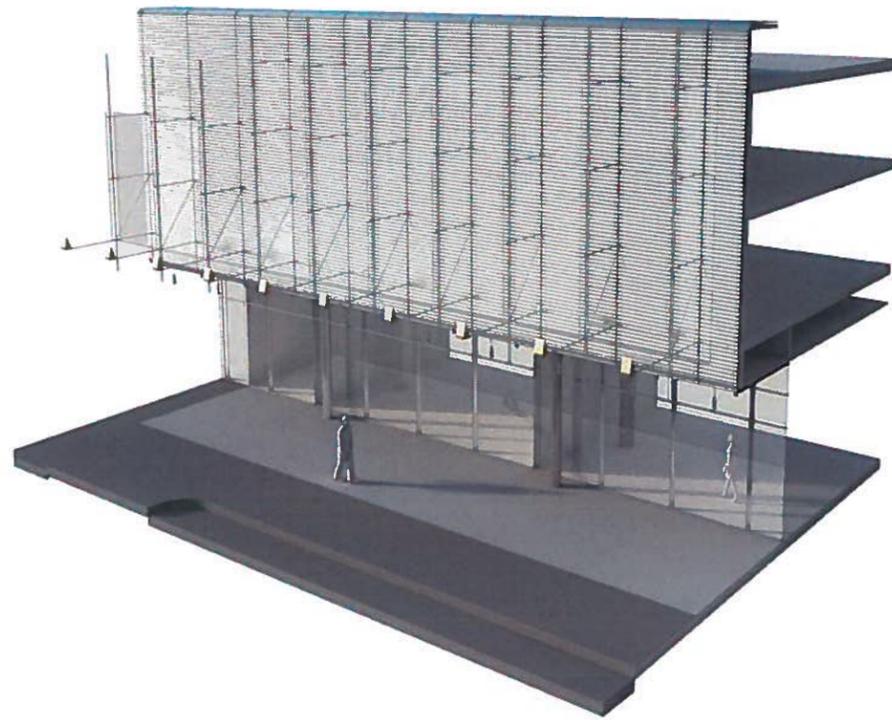
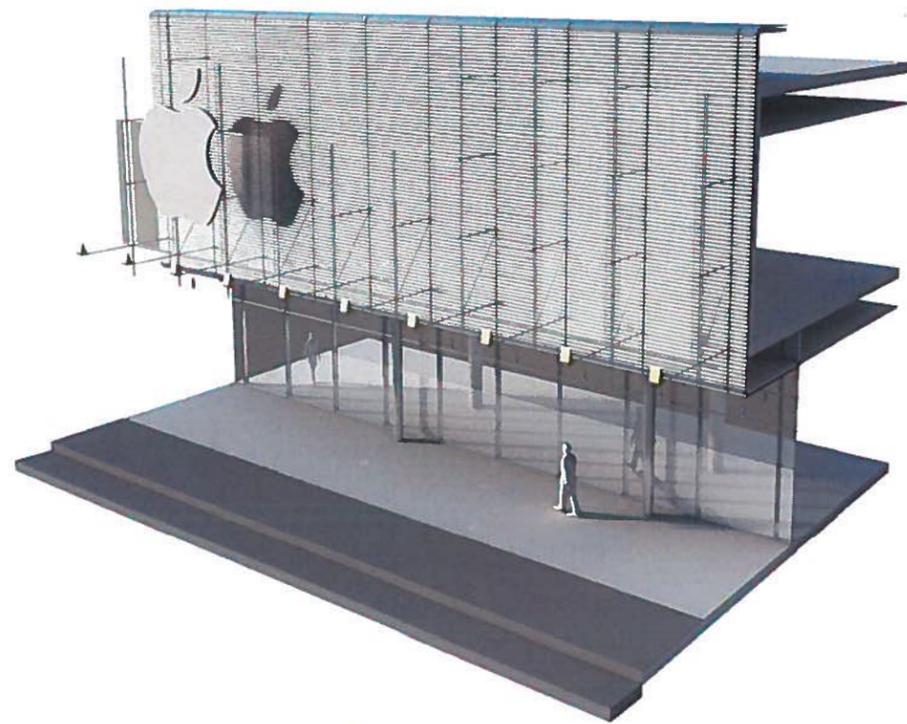
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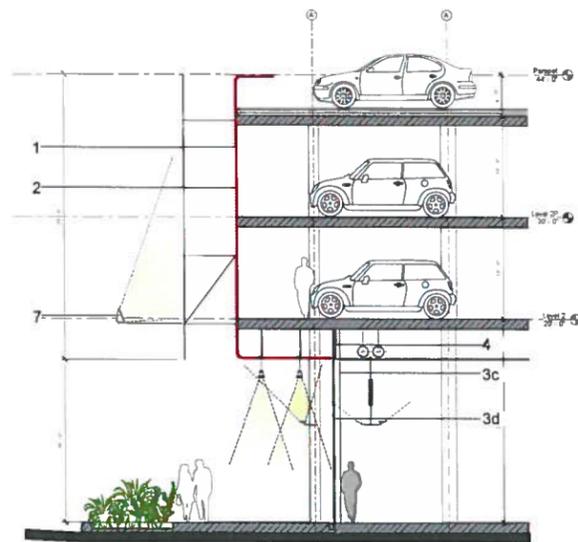
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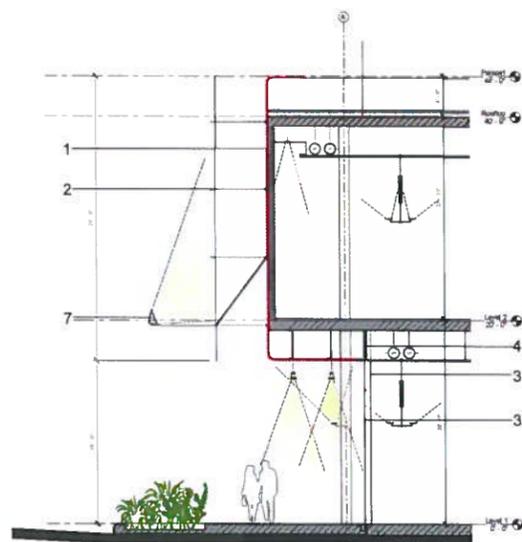
THREE - DIMENSIONAL VIEWS

FACADE MATERIAL LIST

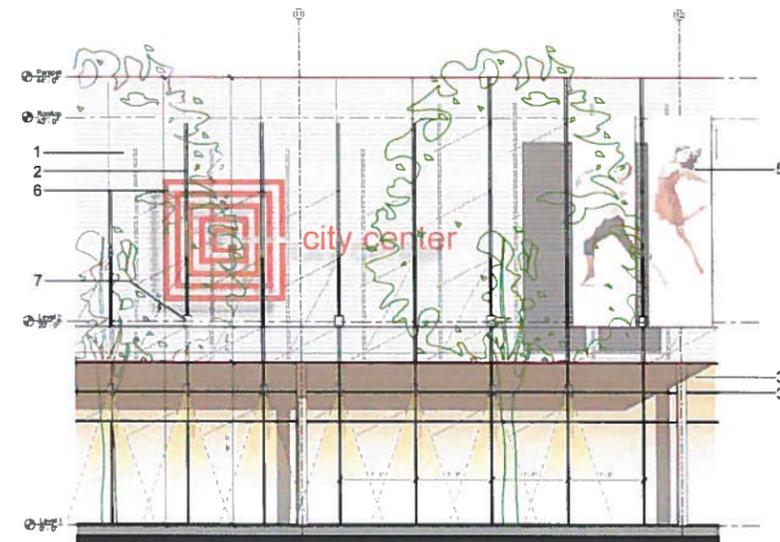
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12. Concrete bench, TBD
13. Steel column, r-4'
14. Cantilevered steel framing system
15. Glass and metal railing, TBD



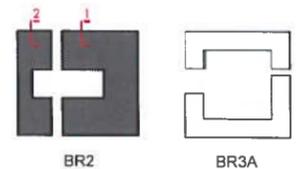
SECTION 1 - PARKING @ BUILDING PERIMETER



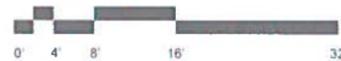
SECTION 2 - RETAIL @ BUILDING PERIMETER



ELEVATION - DETAIL @ BUILDING PERIMETER



SCALE 1/8" = 1'-0"



TYPICAL BUILDING SECTIONS - METAL FACADE

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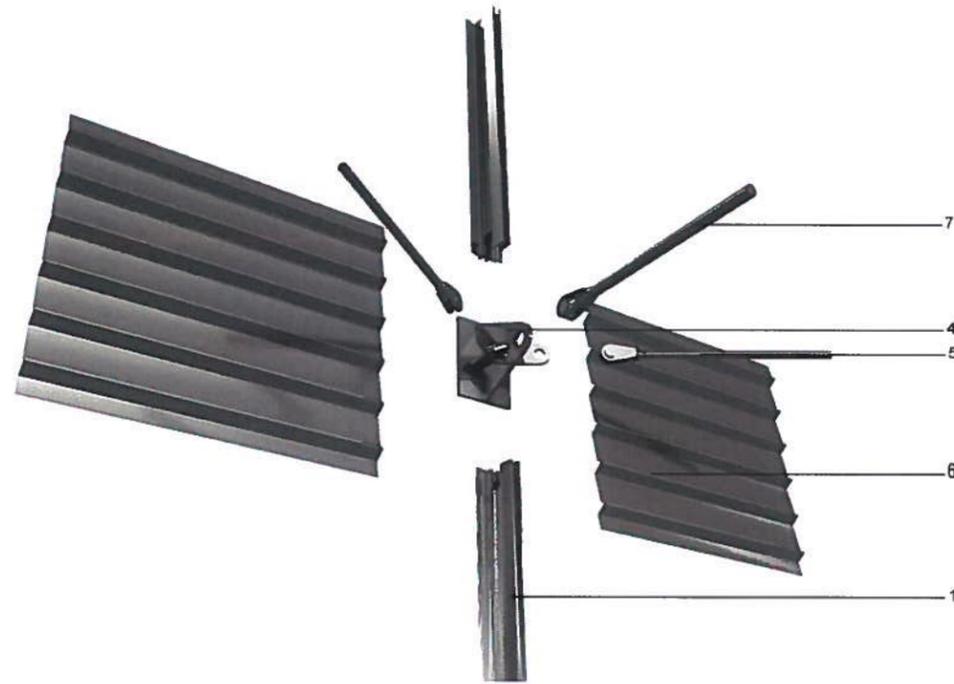
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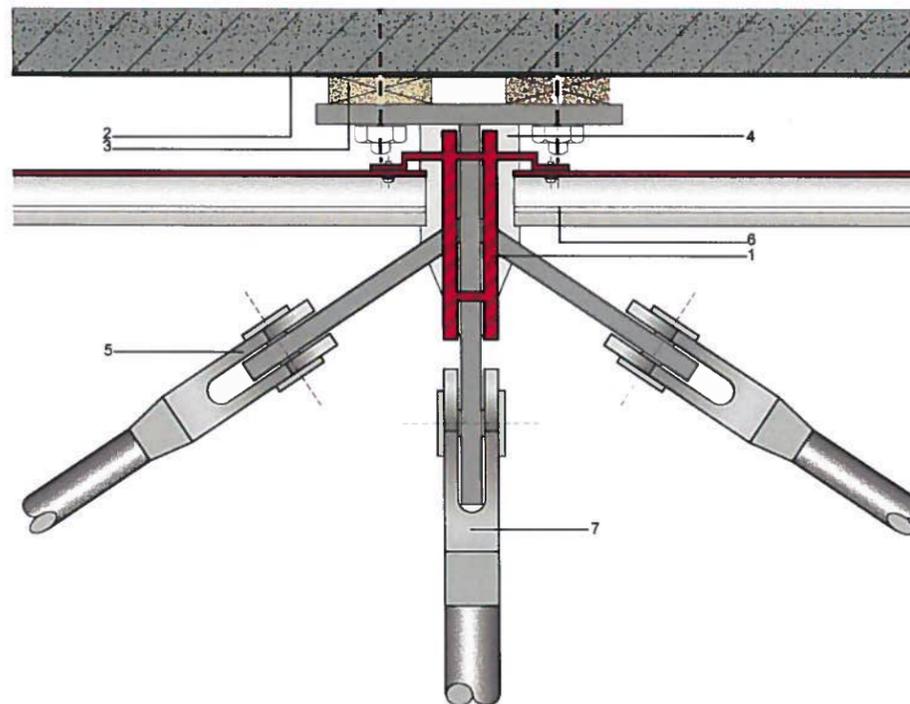
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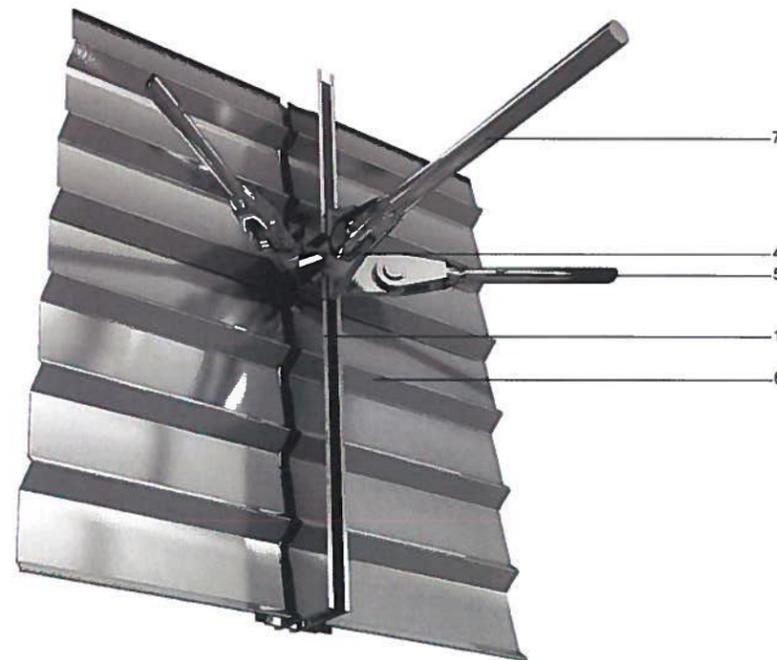


EXTERNAL METAL FACADE - EXPLODED RENDERED PERSPECTIVE VIEW

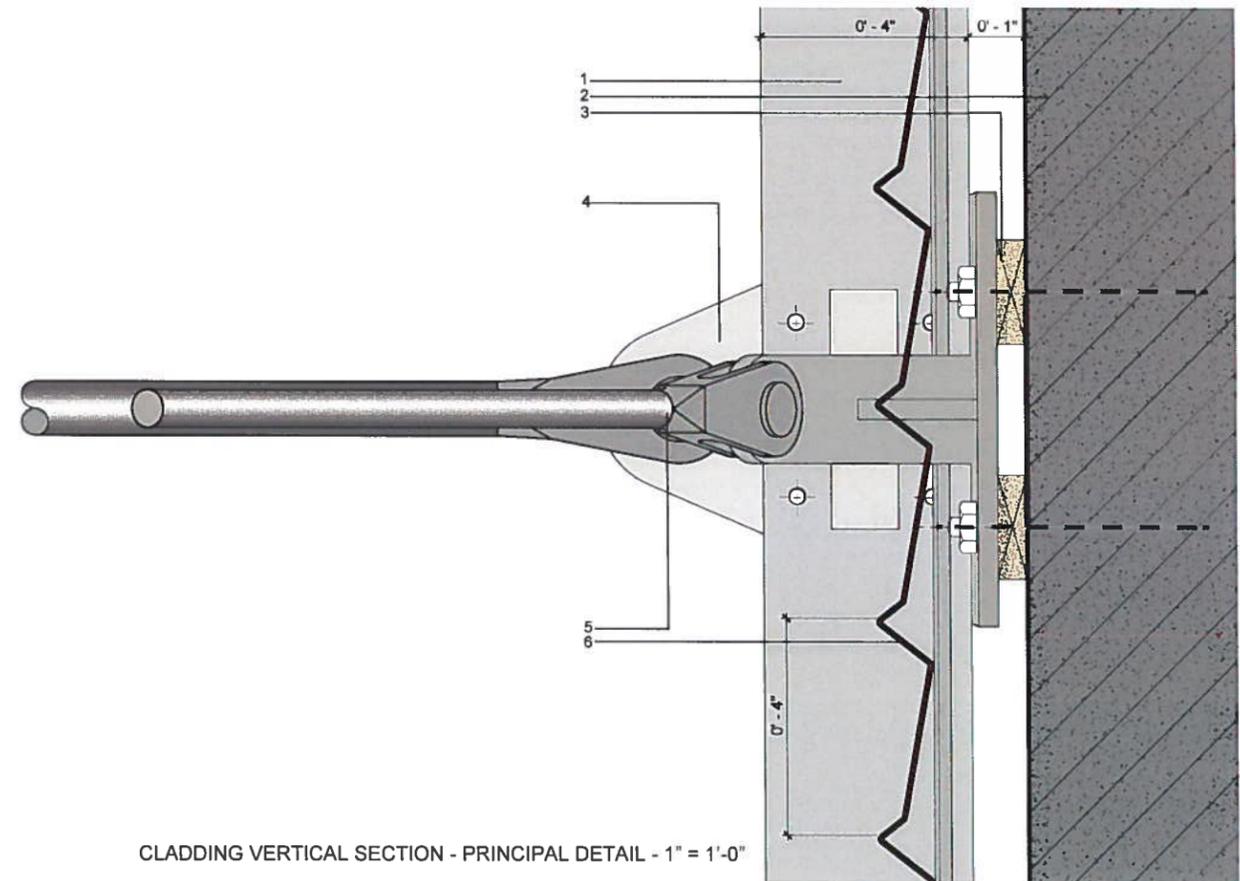


CLADDING HORIZONTAL SECTION - PRINCIPAL DETAIL - 1" = 1'-0"

1. Extruded aluminum profile
2. Block work wall
3. Spacer
4. Fabricated steel facade bracket
5. Mcalloy tensile rod
6. Bespoke corrugated anodized aluminum
7. Mcalloy profile

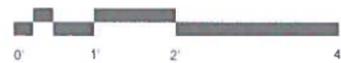


EXTERNAL METAL FACADE - ASSEMBLED RENDERED PERSPECTIVE VIEW



CLADDING VERTICAL SECTION - PRINCIPAL DETAIL - 1" = 1'-0"

SCALE 1" = 1'-0"



METAL FACADE DETAILS - BR2

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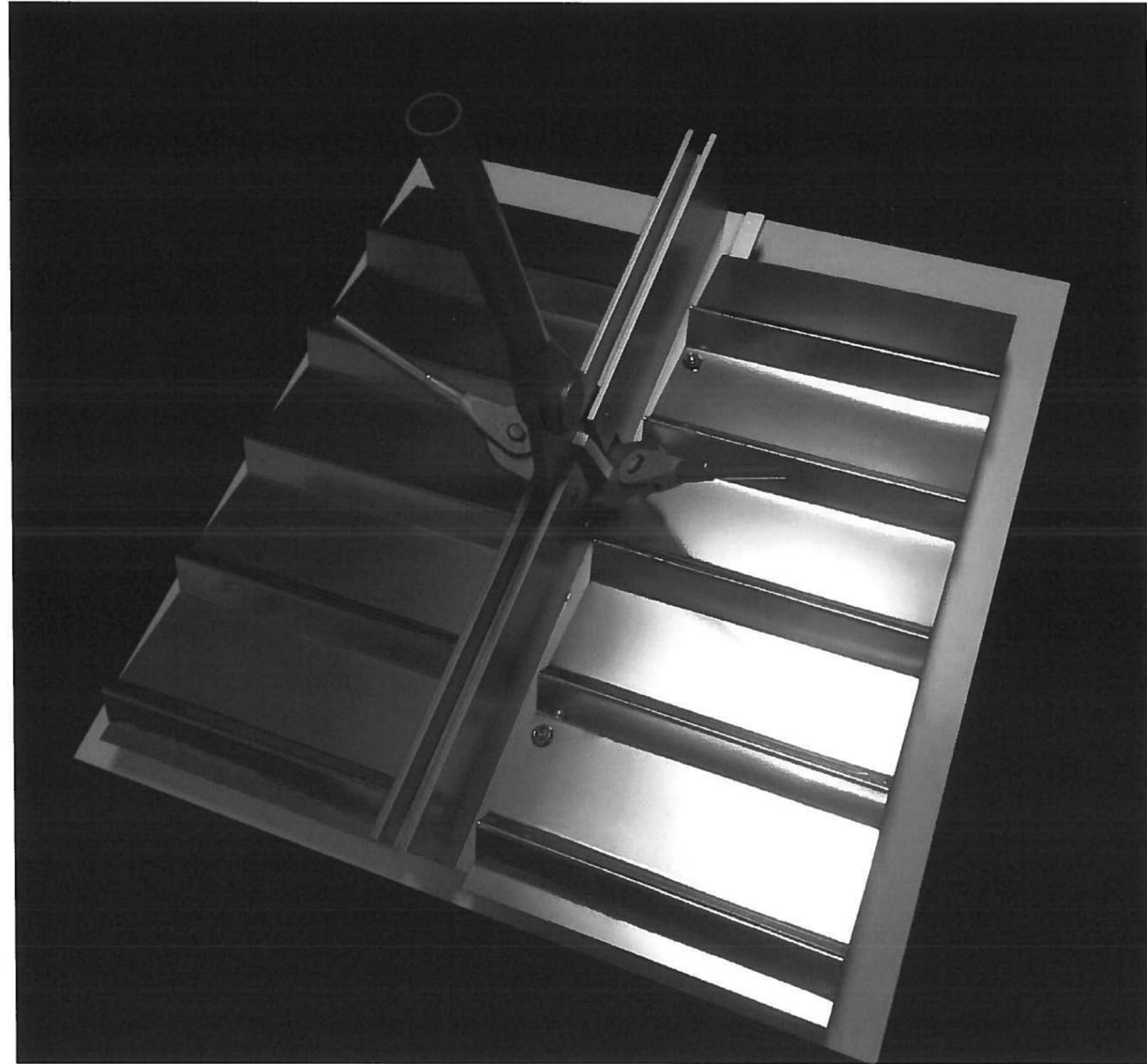
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METAL FACADE DETAIL - BR2

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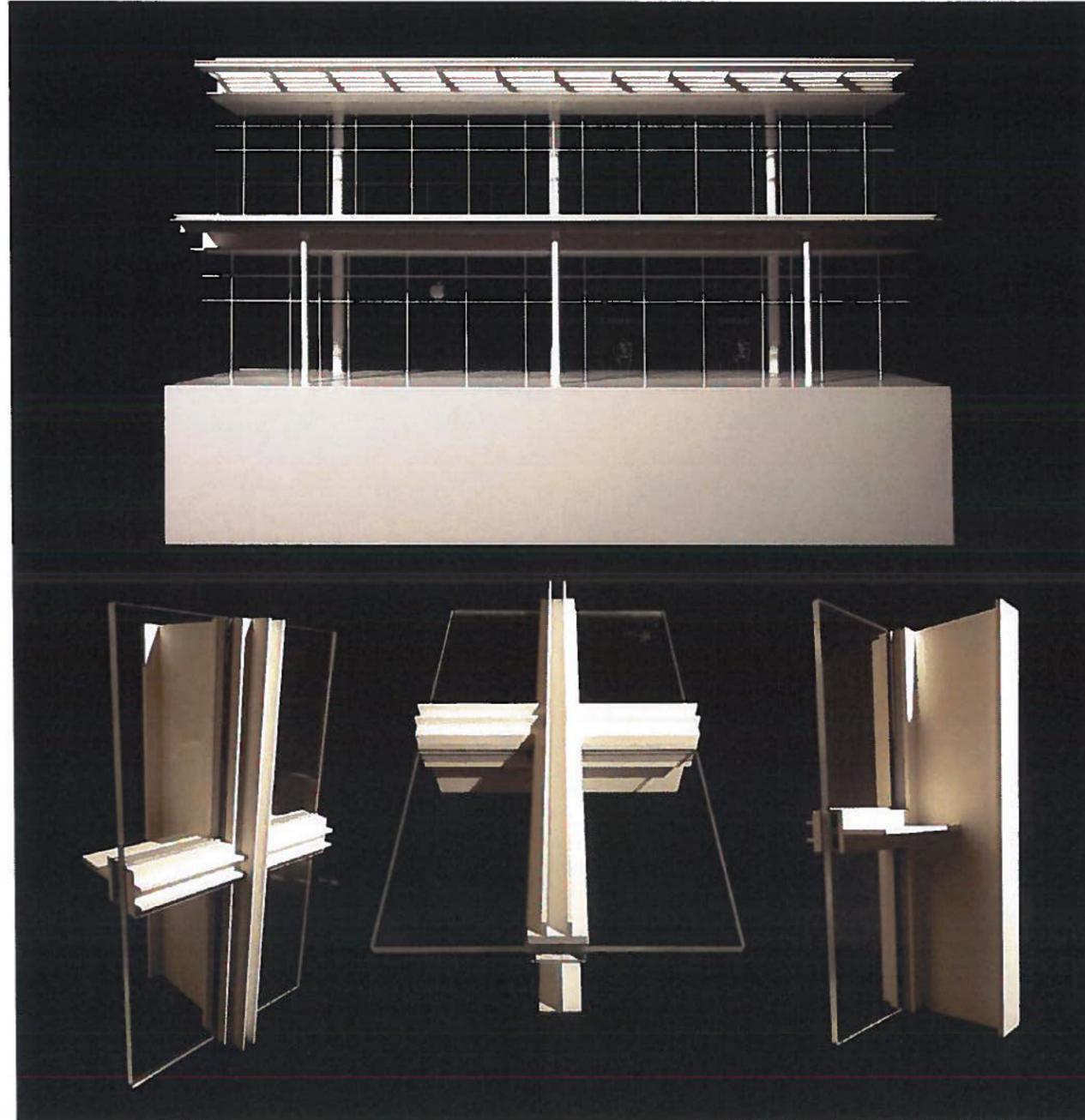
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GLASS FACADE MODEL / DETAILS - BR2

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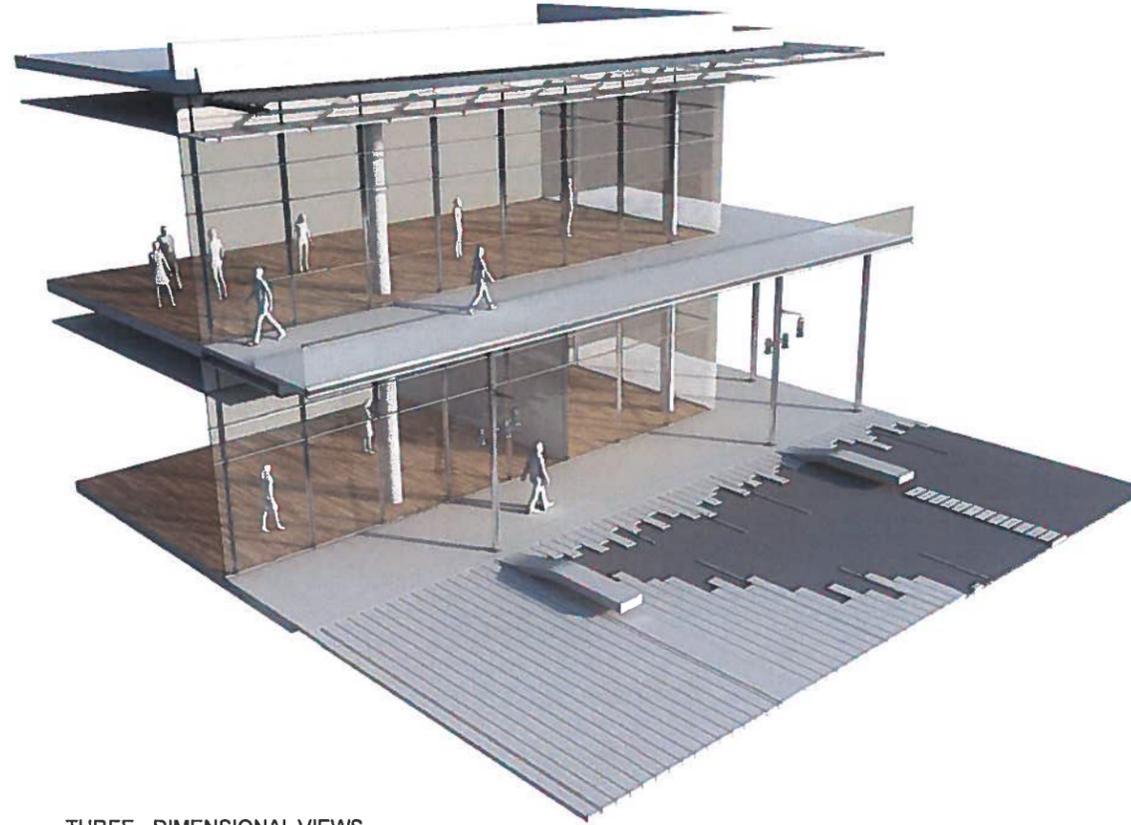
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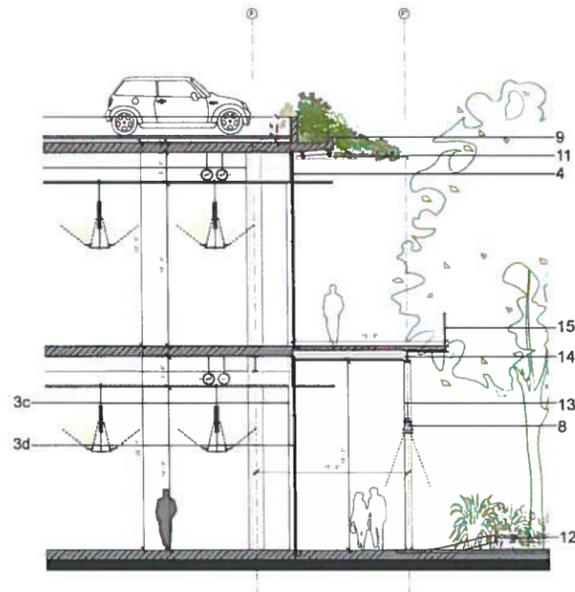
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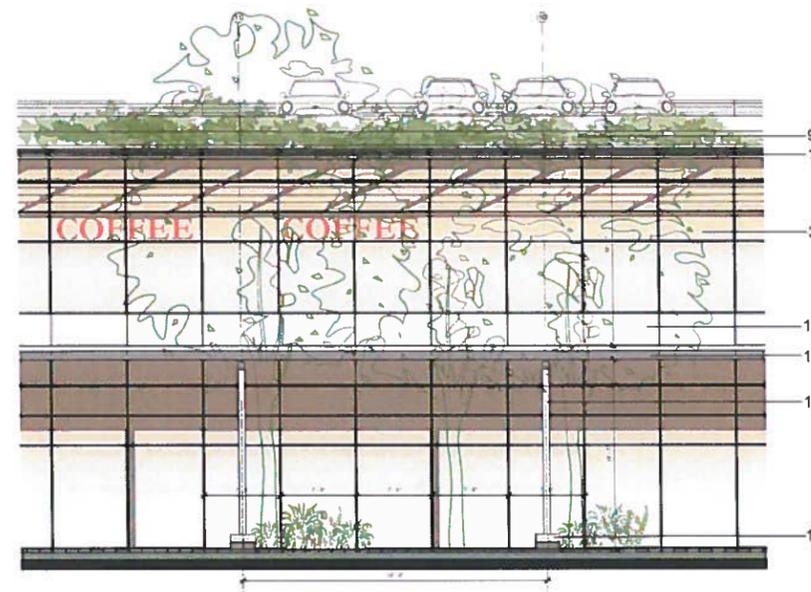
THREE - DIMENSIONAL VIEWS

FACADE MATERIAL LIST

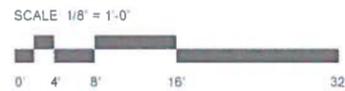
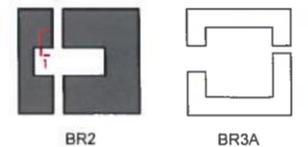
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15. Glass and metal railing, TBD



SECTION 1 - RETAIL @ PIAZZA



ELEVATION - DETAIL @ PIAZZA



TYPICAL BUILDING SECTIONS - GLASS FACADE

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# CITY CENTER - BR3A

Sketch  
Cross Sections

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RJA  
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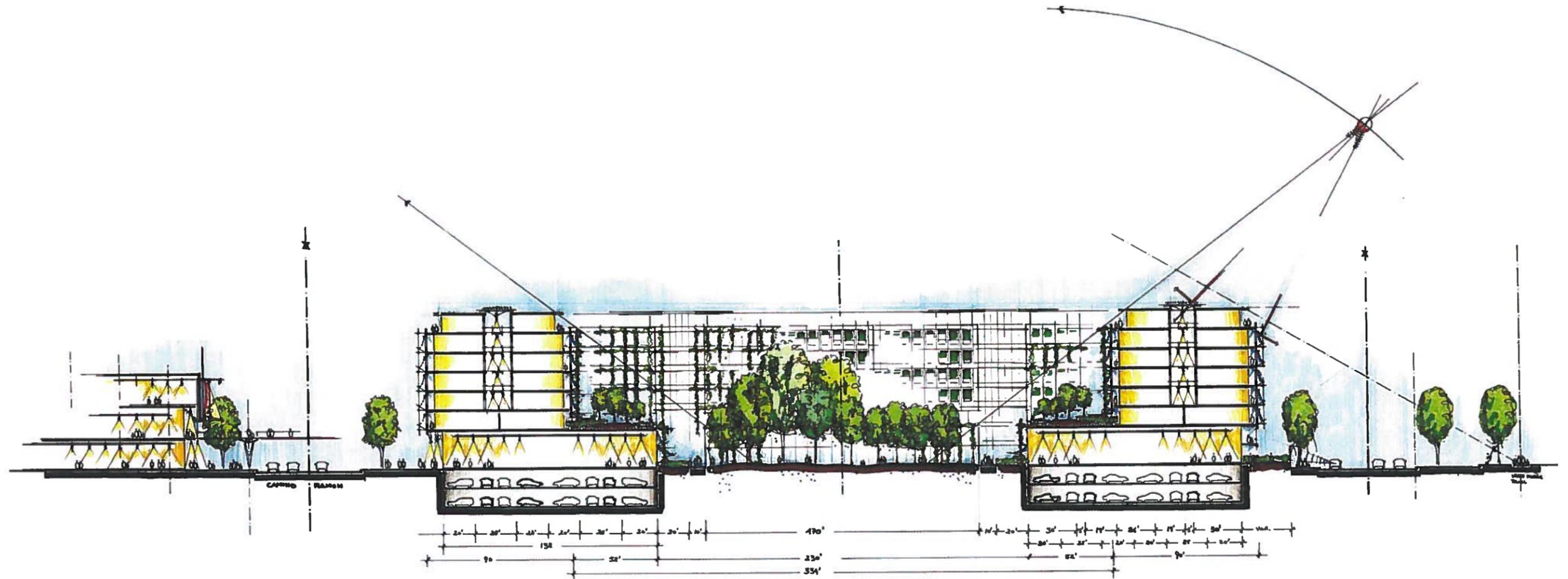
BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

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SECTION EAST - WEST - BR3A

SCALE 1" = 30'-0"



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Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

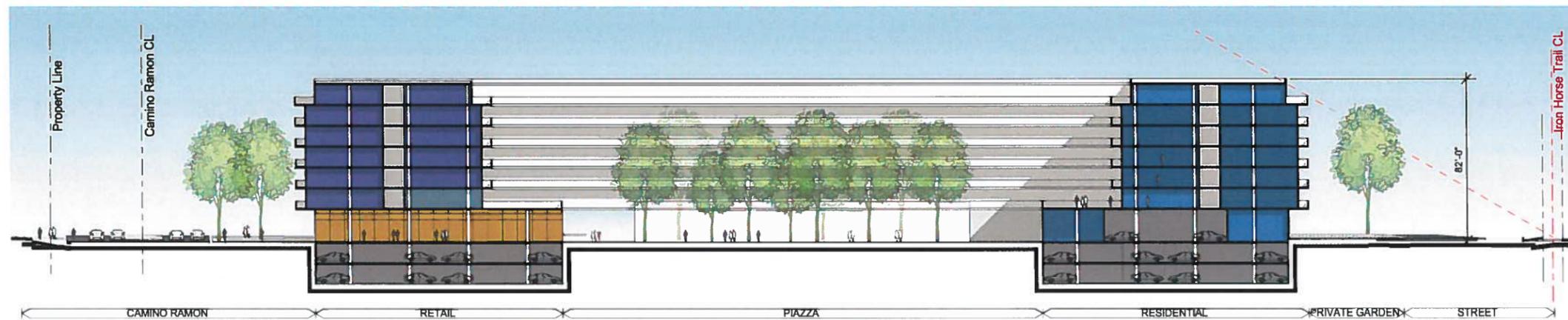
RENZO PIANO BUILDING WORKSHOP  
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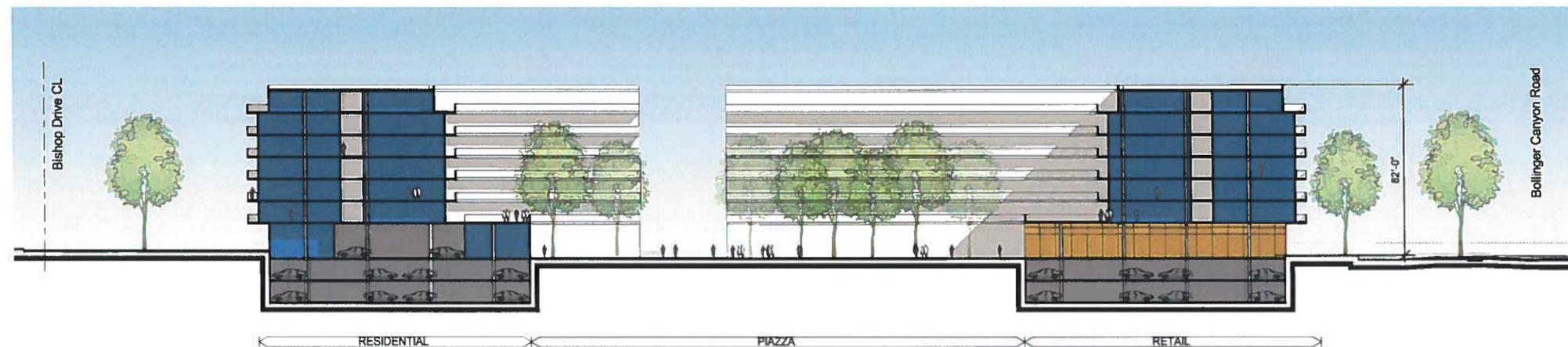
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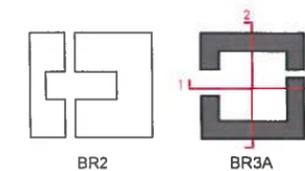
SKETCH - BR3A



SECTION 1 - EAST-WEST - BR3A



SECTION 2 - NORTH-SOUTH - BR3A



CROSS SECTIONS - BR3A

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# CITY CENTER - CIVIL

Existing Condition Exhibit - BR2 & BR3A

Preliminary Grading Plan - BR2

Preliminary Utilities Plan - BR2

Dimension Plan - BR2

Dimension Plan - BR3A

TOM LEADER STUDIO  
Landscape Architect

IDG PARKITECTS  
Parking Consultant

BCV ARCHITECTURE PC  
Architect of Record

RENZO PIANO BUILDING WORKSHOP  
Architect

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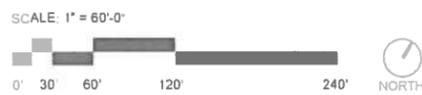
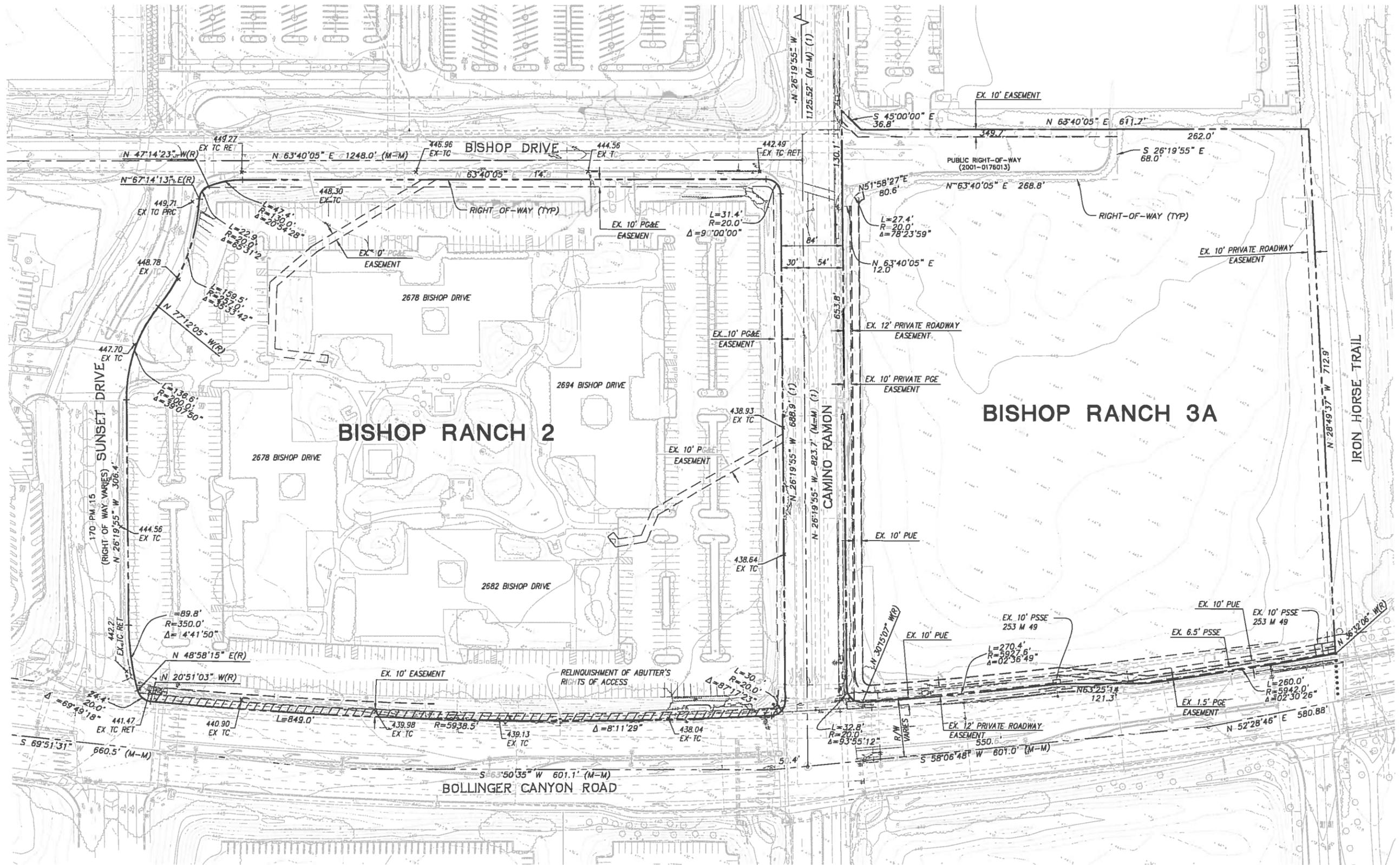
HEXAGON  
Traffic Engineering

RJA  
Civil Engineering

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EXISTING CONDITION EXHIBIT - BR2 & BR3A

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Landscape Architect

HEXAGON  
Traffic Engineering

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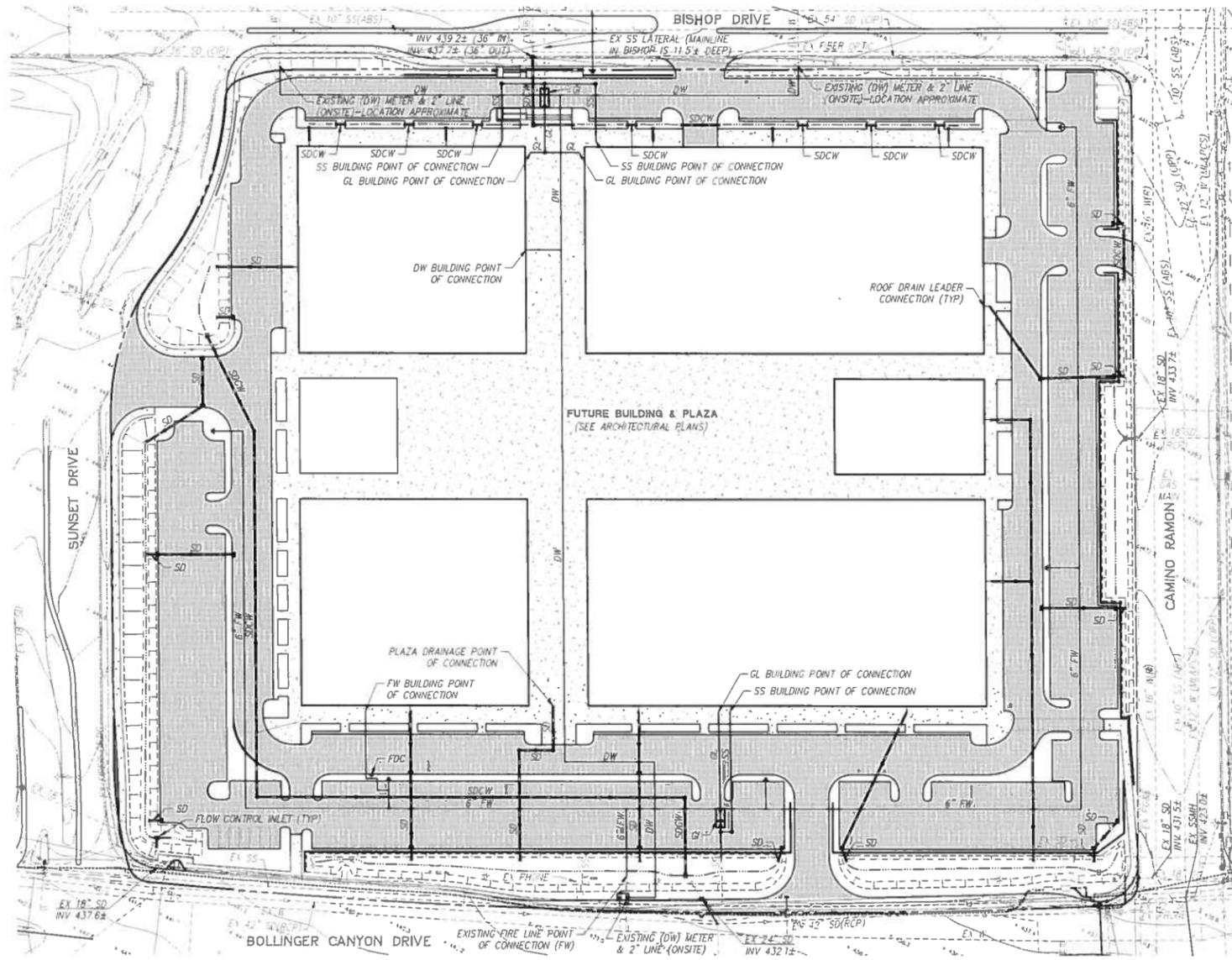
RENZO PIANO BUILDING WORKSHOP  
Architect

SUNSET DEVELOPMENT COMPANY  
Owner

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**UTILITY NOTES:**

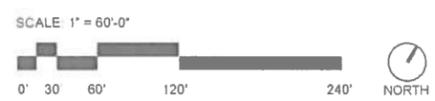
1. FIRE WATER LINE SIZE SHOWN IS ASSUMED. ACTUAL DESIGN SHALL BE BASED ON HYDRANT AND/OR BUILDING DEMAND AND PRESSURE OF EXISTING SYSTEM.
2. ESTIMATED DOMESTIC WATER DEMAND: 495 GPM (PER CB ENGINEER'S) DOMESTIC WATER (DW) SUPPLY TO BE PROVIDED BY 3 EXISTING 2" METERS (LOCATIONS SHOWN) WITH A SINGLE POINT OF CONNECTION TO THE PROPOSED BUILDING. DW MAIN SIZE TO BE DETERMINED BY MEP CONSULTANT.
3. A TOTAL OF 2 SANITARY SEWER AND GREASE WASTE LINES ARE PROPOSED.
4. LOCATIONS OF UTILITY BUILDING POINTS OF CONNECTION FOR DOMESTIC AND FIRE WATER, GREASE WASTE AND SANITARY SEWER AND BUILDING ROOF DRAINAGE TO BE COORDINATED WITH ARCHITECT AND MEP CONSULTANT.
5. STORM DRAIN PIPE SIZES TO BE DETERMINED BY WATER QUALITY AND HYDROLOGY/HYDRAULIC STUDIES. EXISTING DRAINAGE STUBS MAY REQUIRE UPSIZING.
6. BIO-RETENTION AREAS SHALL BE SIZED AND DESIGNED PER THE CONTRA COSTA CLEAN WATER PROGRAM (CCCCP) REQUIREMENTS. SEE PRELIMINARY GRADING EXHIBIT FOR BIO-RETENTION AREA LIMITS AND TYPICAL DETAIL.

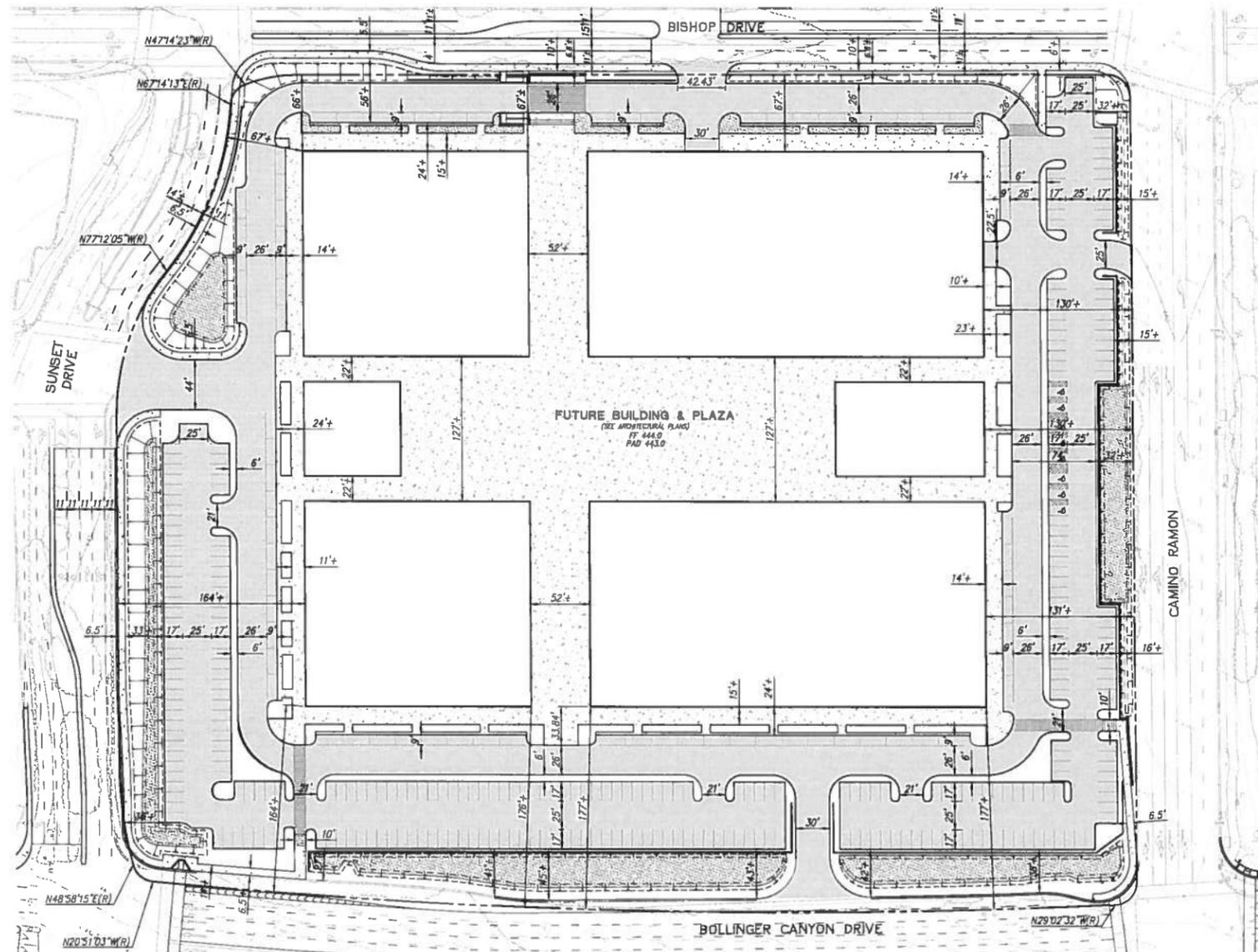
**INLET DISCHARGE AT WALL**  
NOT TO SCALE

**BELOW GROUND BIO-RETENTION INLET PIPE**  
NOT TO SCALE

**FLOW CONTROL INLET/ CONNECTION TO EXISTING**  
NOT TO SCALE

LOCATIONS OF EXISTING UNDERGROUND UTILITIES SHOWN ON THIS PLAN ARE APPROXIMATE AND ARE BASED ON EXISTING INFORMATION, SURFACE FEATURES, FIELD SURVEY, AND AS-BUILT PLANS. CONTRACTOR TO EXERCISE CAUTION WHEN WORKING IN THE VICINITY OF EXISTING UTILITIES, AND FIELD VERIFY LOCATIONS OF CONNECTIONS TO EXISTING UTILITIES PRIOR TO START OF CONSTRUCTION.





- LEGEND:**
- AC PAVING
  - CONCRETE
  - BRO-RETENTION AREAS

- PRELIMINARY SITE PLAN NOTES:**
1. PERPENDICULAR PARKING STALLS ARE 9'x17' WITH PROVISIONS FOR A 2.0' OVERHANG.
  2. PARALLEL PARKING STALLS ARE 9'x23'.

SCALE 1" = 60'-0"



TOM LEADER STUDIO  
Landscape Architect

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Traffic Engineering

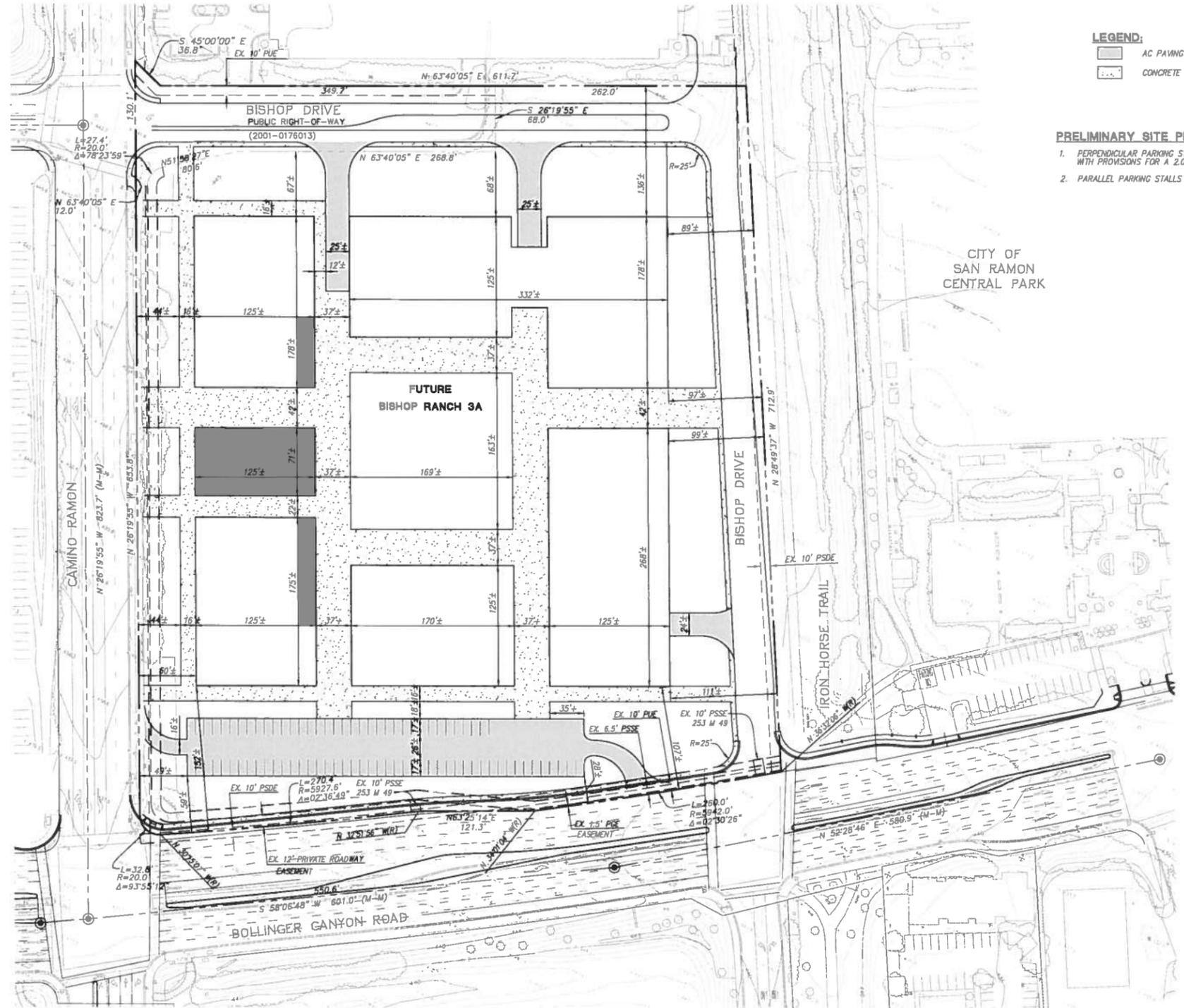
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Civil Engineering

**DIMENSION PLAN - BR2**

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**LEGEND:**  
 [Pattern] AC PAVING  
 [Pattern] CONCRETE

**PRELIMINARY SITE PLAN NOTES:**  
 1. PERPENDICULAR PARKING STALLS ARE 9'x17' WITH PROVISIONS FOR A 2.0' OVERHANG.  
 2. PARALLEL PARKING STALLS ARE 9'x23'.

CITY OF  
 SAN RAMON  
 CENTRAL PARK



**DIMENSION PLAN - BR3A**

TOM LEADER STUDIO  
 Landscape Architect

IDG PARKITECTS  
 Parking Consultant  
  
 RJA  
 Civil Engineering

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