# WELCOME!

We will get started soon.

This meeting will be recorded.

#### SOMERVOICE

https://somervoice.somervillema.gov/brick

# Tips for using zoom:



We encourage you to turn on your video if you're comfortable doing so!



Mute your mic unless you are speaking.



Type your questions in the chat. We'll do our best to answer as many as possible. Unanswered questions will be addressed in the FAQ section of the website.



Use the 'Raise your hand' button if you would like to speak.



Join by phone (Dial): Press \*9 to raise your hand Press \*6 to unmute/mute yourself



# **AGENDA**

- 1. 6:00 6:10 **Project Background** (10 min)
- 2. 6:10 6:55 **Presentation** (45 min)
- 3. 6:55 7:05 **Activity Instructions** (10 min)
- 4. 7:05 7:25 Breakout Rooms Group Exercise (20 Min)
- 5. 7:25 7:45 Breakout Rooms Group Exercise (20 Min)
- 6. 7:45 7:55 **Next Steps** (10 mins)

# **PROJECT AREA**



**SOMERVOICE** 

https://somervoice.somervillema.gov/brick

## **VISION PLAN**

A Vision Plan is a report illustrating and documenting the goals, objectives, urban design, and overall vision for future development in Brickbottom. This report informs other policies such as zoning and urban design frameworks that must be in place for future development to implement the Vision Plan's goals and objectives.

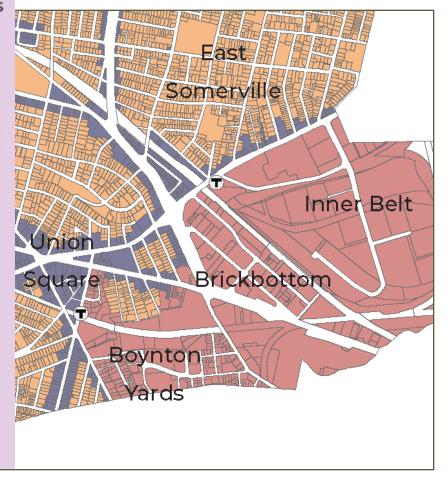
#### PROJECT OBJECTIVES

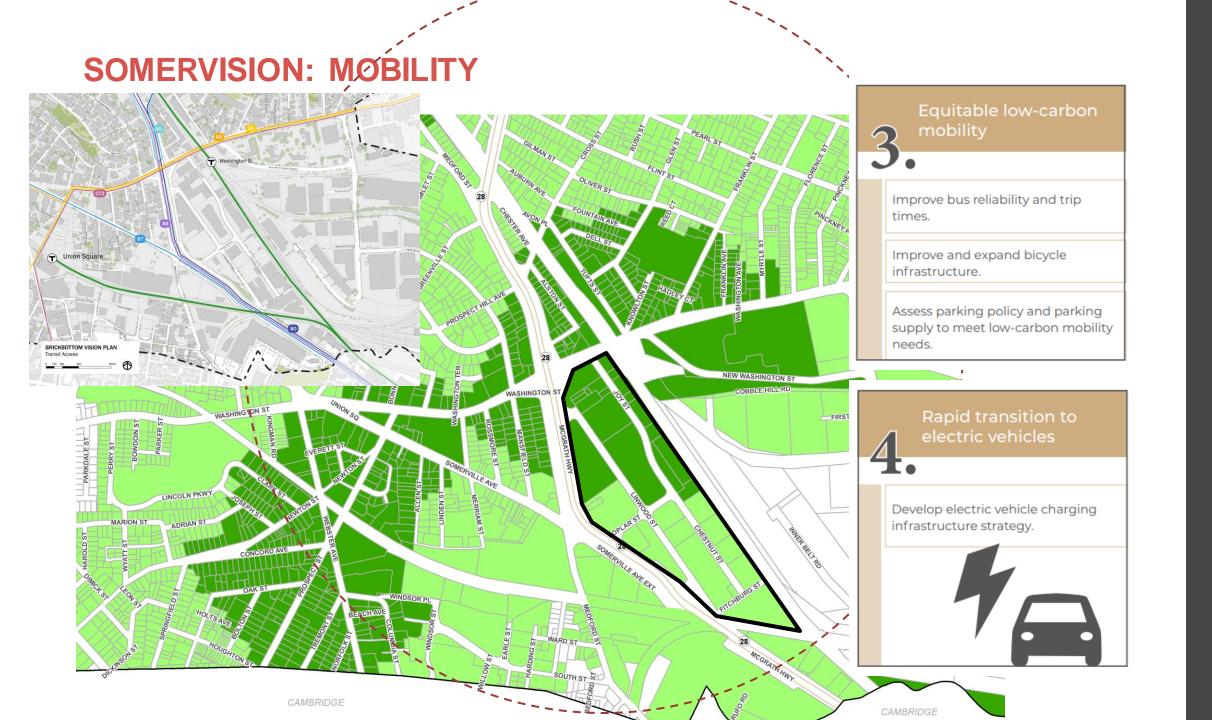
- To align existing development and planning efforts across disciplines to create a cohesive direction for growth – public and private.
- To provide direction for regulation writing and future planning policies and procedures.
- To create a clear circulation network of thoroughfares and define areas for higher density and specific land uses.
- To understand the desired identity and character of BrickBottom to inform urban design and architectural guidelines for future developments.

# **SOMERVISION2040: ENDORSED & ADOPTED**

- Protect and foster the DIVERSITY of our people, culture, housing and economy.
- Celebrate the unique character of our neighborhoods and the strength of our COMMUNITY as expressed in our history, cultures and vibrant civic engagement.
- Invest in the **GROWTH** of a resilient economic base that is centered around transit, generates a wide variety of job opportunities, creates an active daytime population, supports independent local businesses, and secures fiscal self-sufficiency.
- Promote a dynamic urban streetscape that embraces public transportation, reduces car dependence, and is **ACCESSIBLE**, inviting and safe for all pedestrians, bicyclists and transit riders.
- Build a **SUSTAINABLE** future through climate leadership, balanced transportation, engaging civic spaces, exceptional educational opportunities, improved health, varied and affordable housing options, and the responsible use of our natural resources.
- Affirm our responsibility to current and future generations through continued INNOVATION in business, technology, education, arts and government.







# **SOMERVISION: CLIMATE & SUSTAINABILITY**



SustainaVille

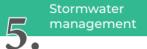
### **The SomerVision Number**

80%

#### **DECREASE IN CARBON EMISSIONS**

from 2014 levels by 2040

Reducing carbon emissions is the most important strategy for mitigating climate change, and the 80% goal was first identified in the Climate Forward Plan. Related indicators include the percent of buildings' energy use from sustainable sources and the share of buildings with solar panels.



Update stormwater management policies and develop design auidelines.

Investigate a stormwater enterprise fund to improve stormwater management.



Formalize and implement a modern urban forestry management plan including best practices and resilient species list.

Develop guidance and training for nmunity stewardship of trees

#### Reduced consumption and waste

Complete a consumption based greenhouse gas inventory and conduct community outreach on climate impacts of consumption.

# SOMERVISION: PUBLIC SPACE & THE NATURAL ENVIRONMENT



**Keep planning.** The Planning Staff should continue working towards open space goals in other city planning efforts.

**Implement.** Use systematic thinking that will make planning objectives a reality. Execution is the point. Rely on decades of city planning, research, and study to bridge from planning to execution. Acknowledge that each step takes time and avoid the temptation to repeat the cycle.

**Empower residents.** The City designs and builds open spaces for the entire community. These are their spaces to play, sit, relax, and congregate. People should feel empowered to enjoy them and improve them.

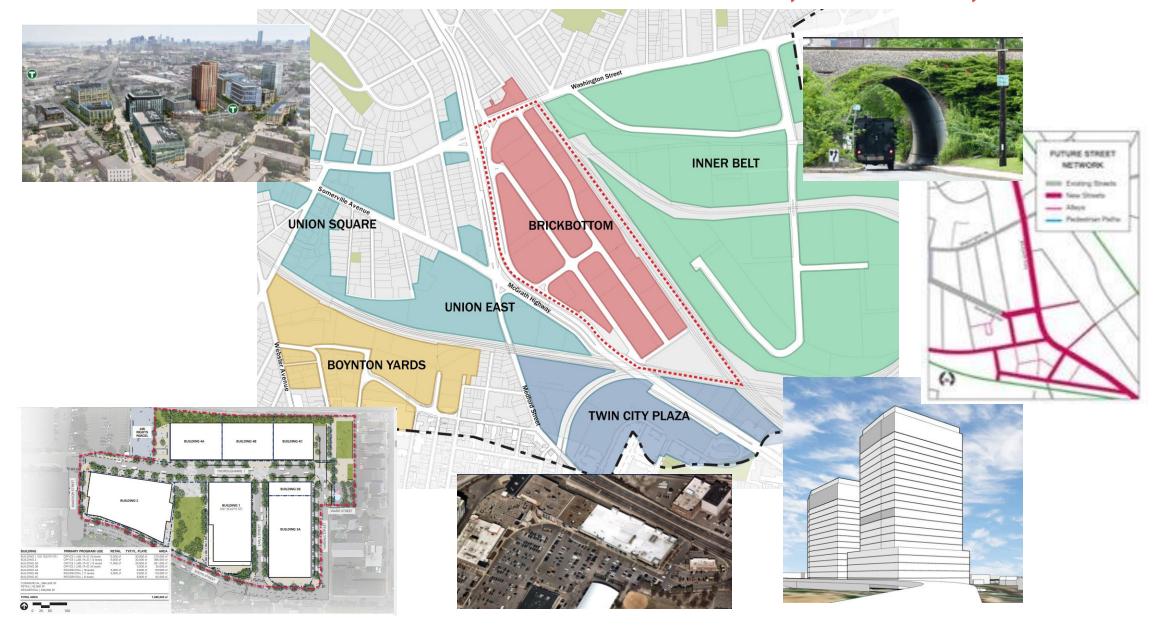
**Identify.** We need to continue to study and document the open space needs in Somerville because there are always new trends, user groups, etc.

**Focus.** The total acreage of open space is important, but so is access. Residents tend to enjoy open spaces within walking distance of their home. If parks are within walking distance, but separated by infrastructure like McGrath Highway or I-93, it is much less likely to be used.

**Design.** Although people may think parks have one use, such as a playground or playing field, there are many users in one space because generally people use open space that's within easy access to their residence. Park designs should include elements for a wide variety of user.

**EQUITY GOA** 

# SOMERVISION: COMMERCIAL DEVELOPMENT, BUSINESS, & ARTS





# **McGRATH HIGHWAY** PROPOSED **SHORT TERM** 6' 5'-13' 11' DRIVE DRIVE DRIVE DRIVE BIKE BIKE Sidewalk Sidewalk Future Developable Local Area Access Lane Lane Lane Access

# **ART FARM & POPLAR STREET PUMP STATION**

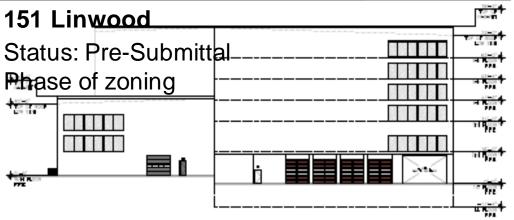


# 90 WASHINGTON PUBLIC SAFETY BUILDING

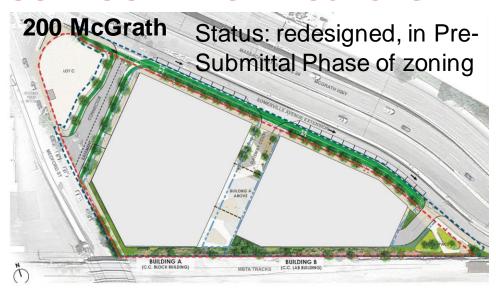


# PRIVATE DEVELOPMENT WITHIN NEIGHBORHOOD





# **SURROUNDING PROJECTS**

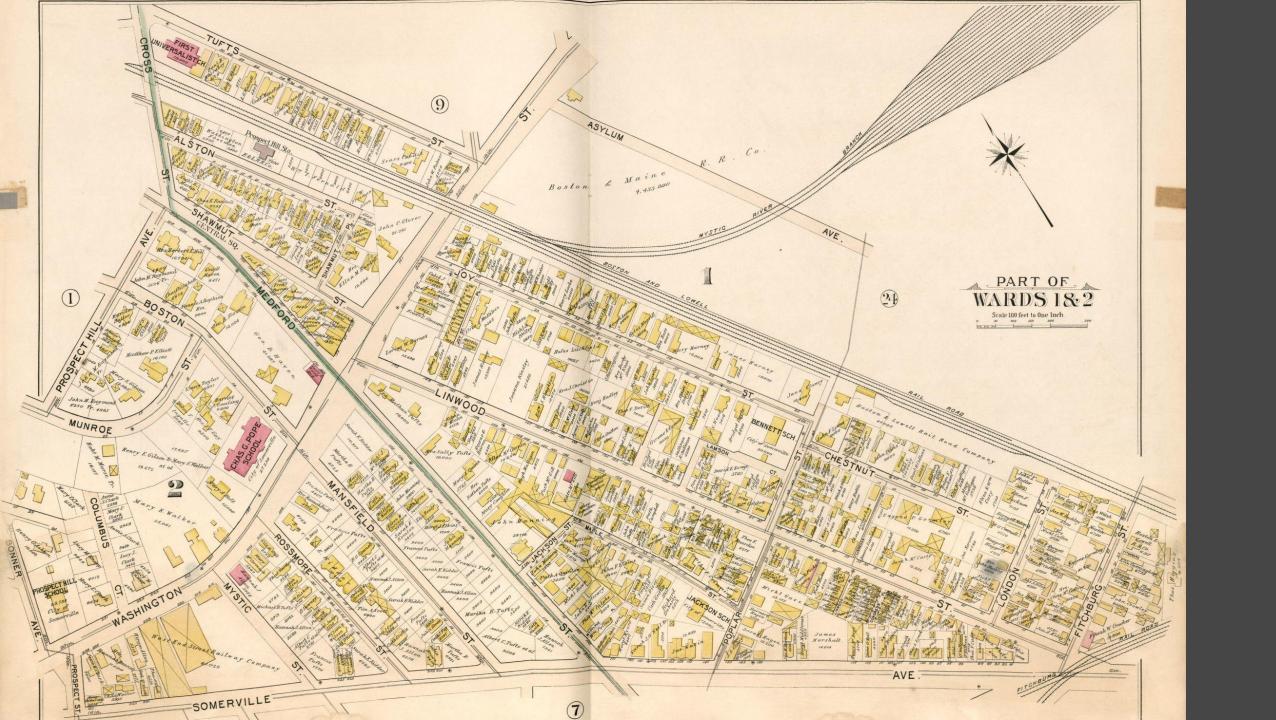


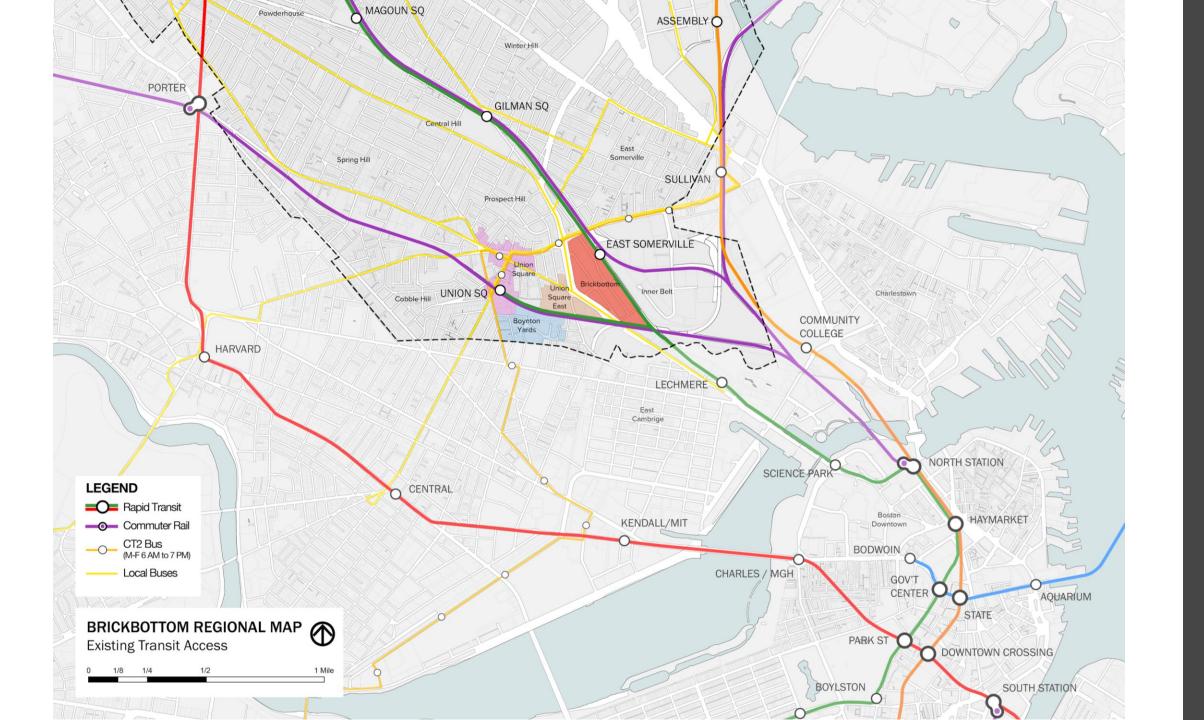


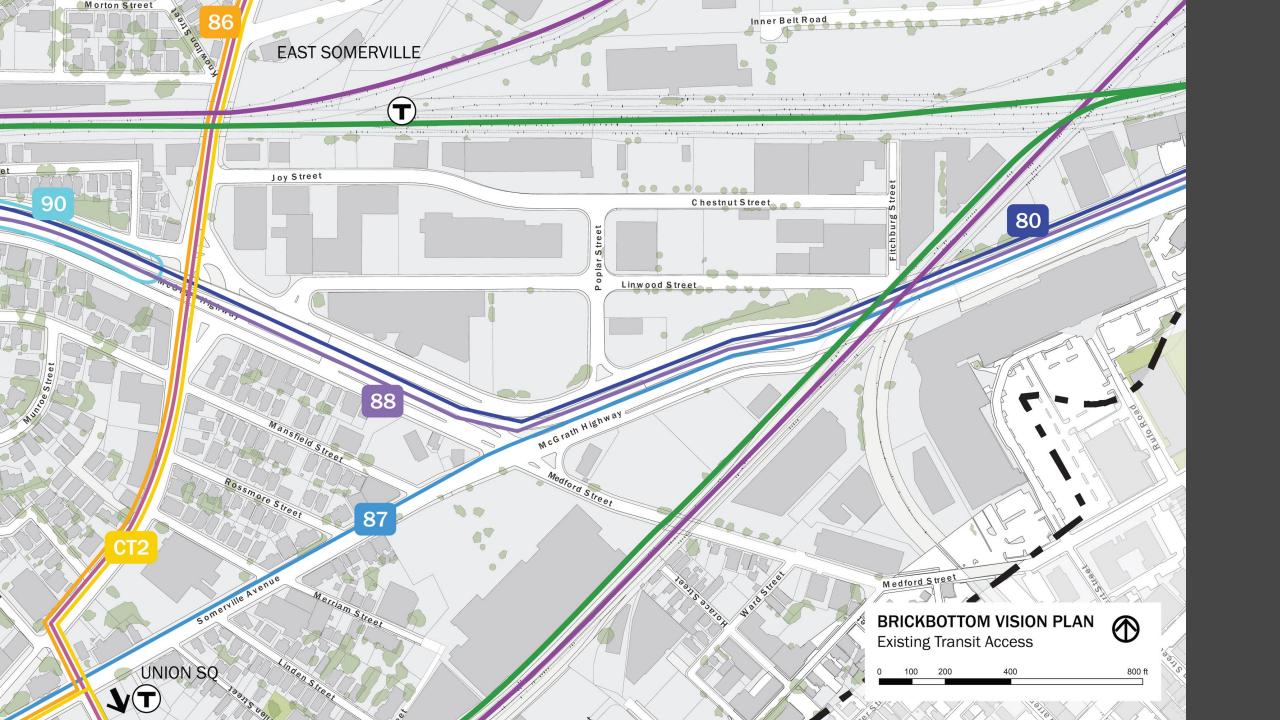
NORTH ELEVATION SOMEOFF

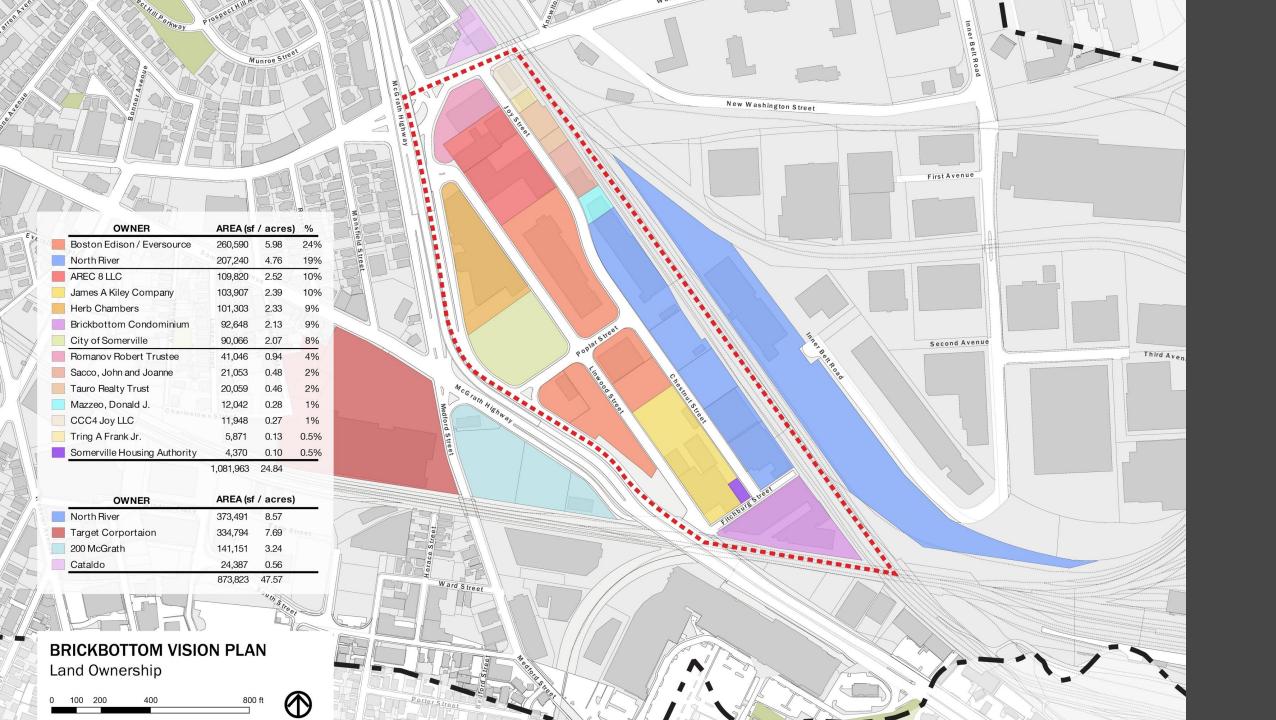




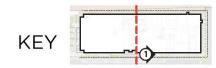


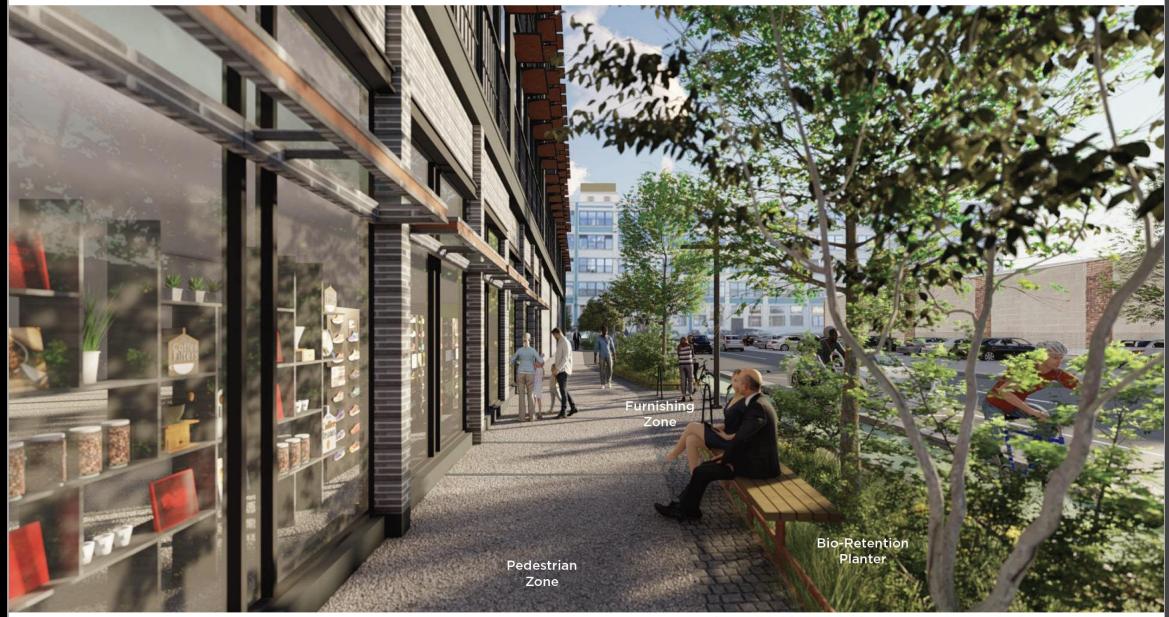






# **CHESTNUT STREET**





#### **BIG IDEAS RESPONSES**

OWNER 9% **WORK 11%** LIVE 32%

> LIVE & WORK 48%

**44 RESPONSES** 

Improve SIDEWALKS. 68% Better streets for people. More GREEN spaces. 41% Protect artists. 36% ART FOCUSED neighborhood. Reduce CUT-THROUGH traffic. 23% More neighborhood-scale

Access to COMMUNITY PATH and/or MBTA STOP within the neighborhood.

Improve CONNECTION with SURROUNDING neighborhoods.

Retain INDUSTRIAL feel & uses.

COMMERCIAL uses.

18%

OTHERS: Mix housing with commercial, limit cars/driving, more density, street art and murals, area for job creation...

#### **GROUP 2 - Carlos Sainz Caccia**

#### ACTIVITY #1: Big Ideas - Values & Visions

- NSTRUCTIONS

  1. Instruction youtness. Municipal residence is all seasons the Brideholdern neighborhood.

  1. Instruction youtness. Municipal residence is list of 10 Values and 10 Values for the neighborhood.

  2. Bit as detailed or a throad a rey would list to be.

  4. Work with your facilitation to collect these forms on the shared values and 10.

  5. Destigates on succeptagement from your group to proport back in prior discussion.

# VALUES



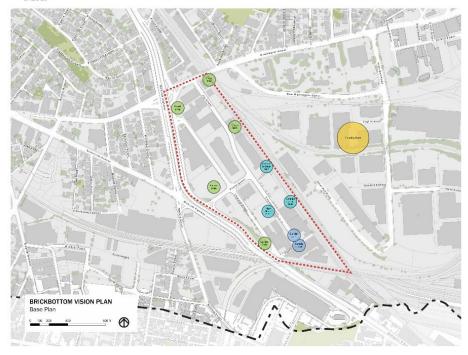
Favorite Things

1. Brickbottom is a quiet backwater 2. Lack of traffic and sense of community 3. Easy access to neighboring areas. Traffic will choke the neighborhood 4. 650+ blue collar jobs. 5. Events, Art 6. Industrial Feel, Proximity

#### **ACTIVITY #2: Activities, and Uses**

#### INSTRUCTIONS

- 1. Place an Activity or Use on the map where you think it should be located 2. Please create a new Activity or Use sticker if it is not already list.
  3. Work with your facilitator to place the stickers on the map.
  4. Designate one spokesperson from your group to report back on your discuss.

































Civic Space Survey Responses

## Strategy 3: Civic Space Plan

Good option.

12%

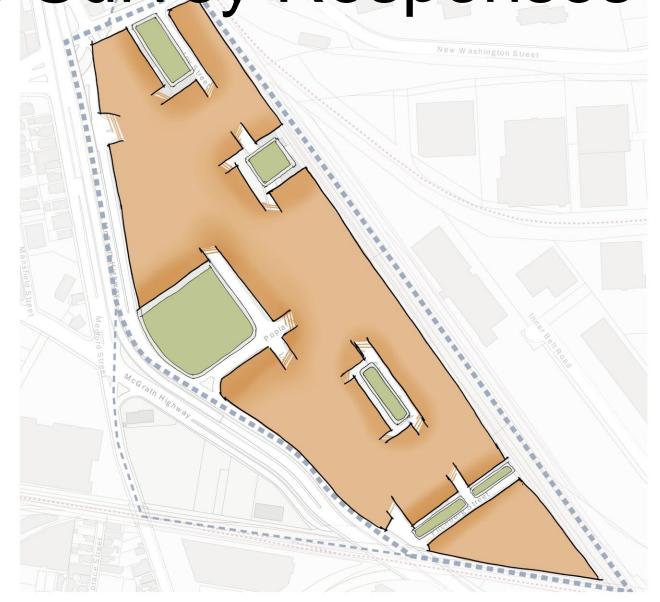
Spaces too small.

Not usable

9%

Good that spaces are small and distributed around.

**7**%



#### **HEIGHT AND DENSITY RESPONSES**

#### Main takeaways:

- Density around the MBTA Green line stop is preferred
- Keeping the scale of Fitchburg St. No more than 4-5 stories around the lofts.

#### Strategy 1: TOD

Preferred option. 55%

Best option to enhance the train.

#### Strategy 2: Density along McGrath

Too many shadows. Creats a canyon effect.

Isolating. 18%

#### Strategy 3: Density along the R-ROW

Keep buildings close to Fitchburg St small.

Brings traffic into the neighborhood. Canyon Effect.

#### Strategy 4: Central Park

Shadows are problematic. 25%

Artfarm/the central space seems isolated.

Too dense. Claustrophobic.

#### **CREATING CIVIC SPACE RESPONSES**

#### Main takeaways:

- One LARGE space VS many SMALL spaces
- Communty/city led effort is preferred

#### Strategy 1: Undevelopable Land

Don't close Poplar. 16%

Maintenance/litter issues.

Good Option.

#### Strategy 2: Randomly Created

Don't leave it to developers. City must lead

> Spaces too small. Not usable.

Good that spaces are small and distributed around.

#### Strategy 3: Civic Space Plan

Good option.

Spaces too small. Not usable

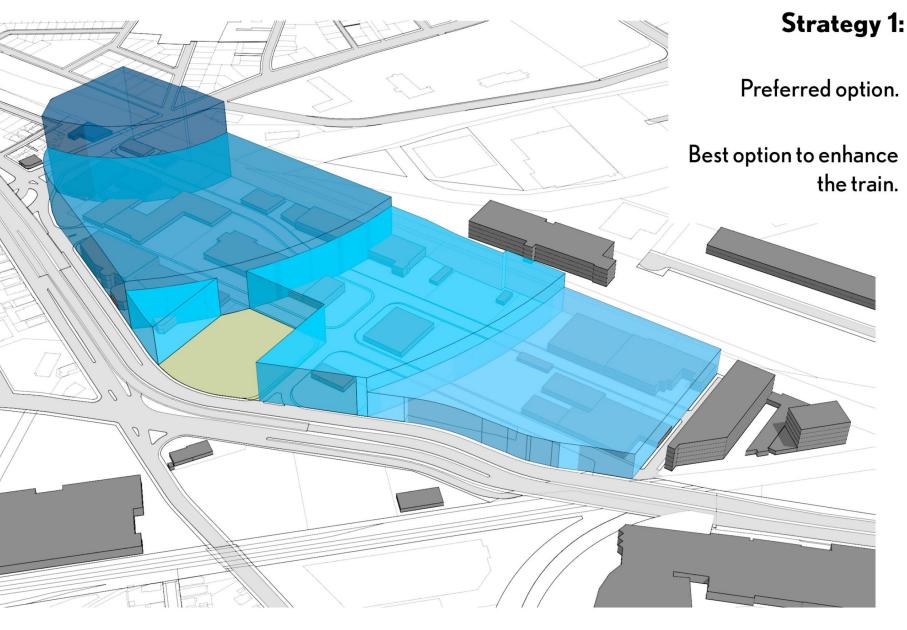
Good that spaces are small and distributed around.

#### Strategy 4: Central Park

Good option.

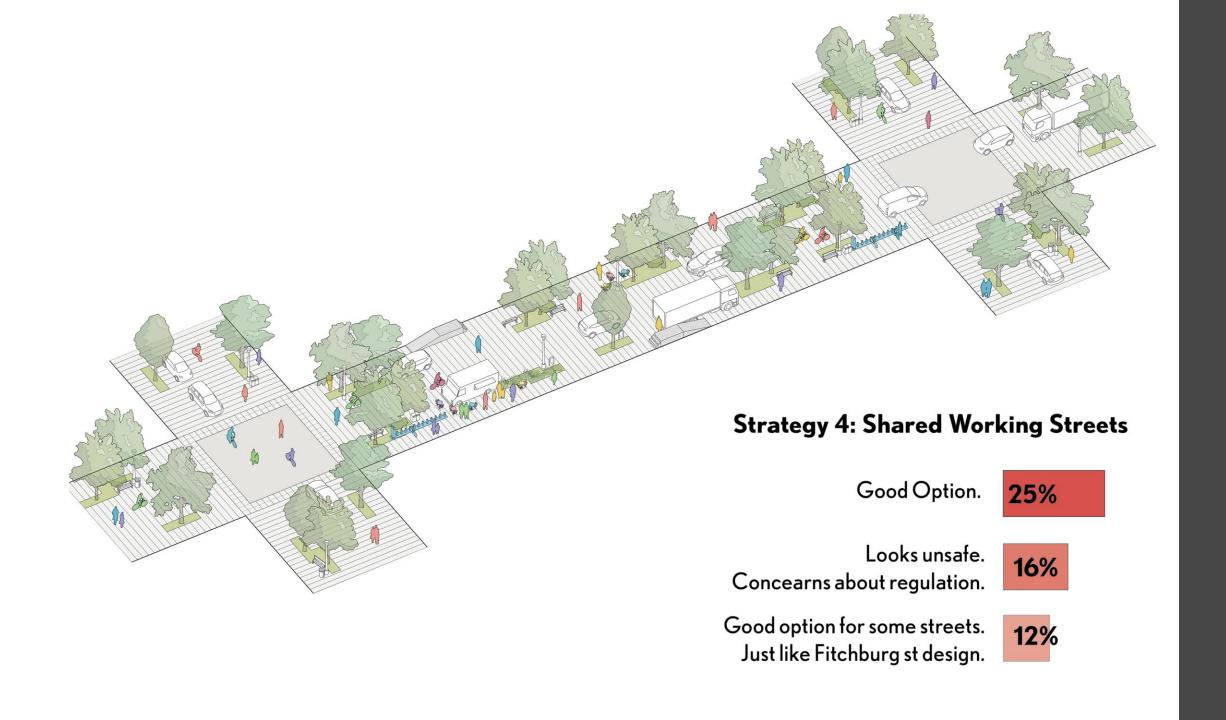
Programing will be important. No fields. Too Large.

Don't close Linwood

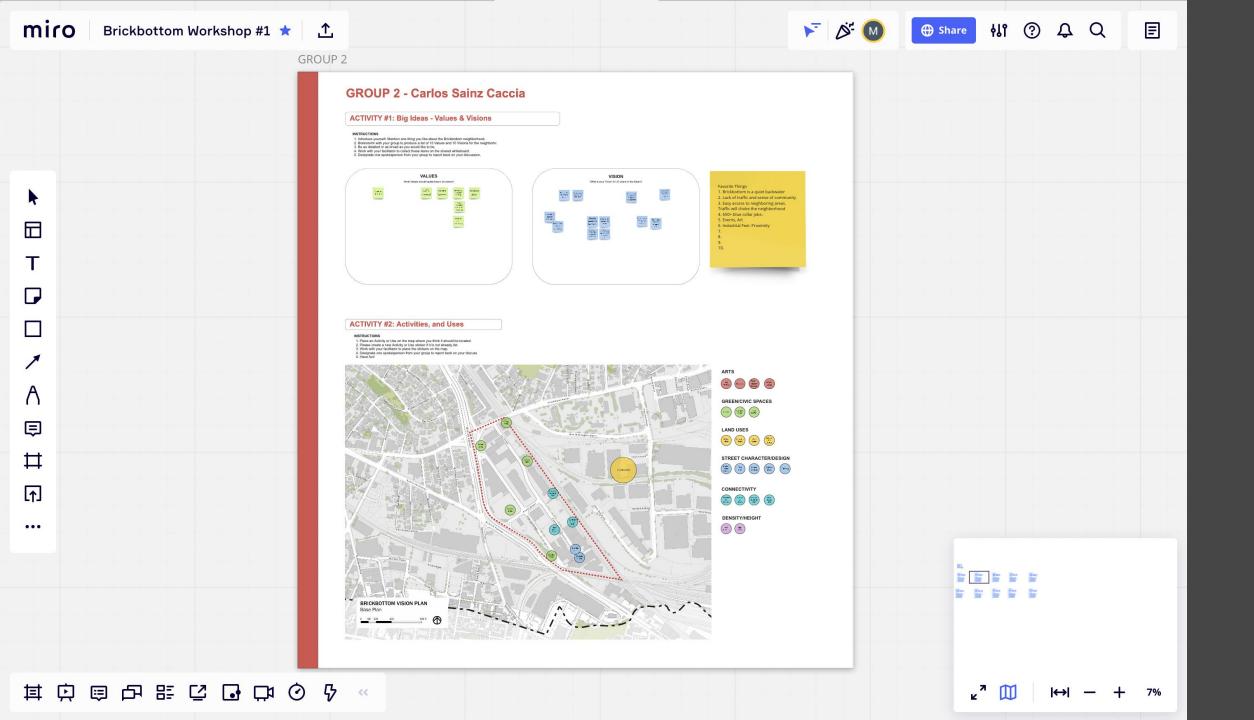


# **Strategy 1: TOD**

**55**%







# **Favorite Things About Brickbottom**

- 1) Arts studio and spaces
- 2) Sense of community
- 3) Industrial history/gritty feeling
- 4) Openness and views
- 5) Quiet and lack of traffic
- T6) Diversity of businesses and creativity
- T6) Close and easy access to neighboring areas
- 8) Potential for transformation

# What Should Brickbottom's Future Look Like?

# **Livable Community**

Create a place that supports people and accommodates a wide range of lifestyles though a variety of housing types and a mix of uses focused on the local neighborhood.

"Aging Community? Mix of Residential?"

"Artists are not all single people. Artists have families too."

"Civic Spaces with grass and places to sit"

"How do we keep youth here?"

# What Should Brickbottom's Future Look Like?

## **Connections**

Build new and enhance existing connections within and around the neighborhood through pedestrian and bicycle amenities as well as leveraging mass transit investments. (Balance automobile use)

"Better connection to the MBTA and community path"

"walkability"

"connected to surrounding neighborhoods and transit"

"reconnecting to adjacent areas"

"comfortable for pedestrians and bikes"

# What Should Brickbottom's Future Look Like?

# The Arts

Foster the existing arts community while expanding into new and related fields and develop reputation as an arts destination.

"Collaboration between arts and science"

"destination for the arts"

"festivals"

"outdoor spaces to congregate"

"reputable artists neighborhood"

"places for smaller events – popups"

"Continuation of existing uses artisan/maker/light industrial...but supplement (get a coffee, beer, lunch without crossing McGrath)"

# What Do People Love About Brickbottom?

# Community + Neighborhood

Maintaining and enhancing the existing sense of community as well as ensuring a continuity of the neighborhood's character.

"Remaining Funky"

"Sustain a community that is creative and diverse"

"Strong sense of community"

"we value being able to live/work in the area"

# What Do People Love About Brickbottom?

# Arts + Creativity

Defined by its artistic and creative community, Brickbottom maintains a "funky" and "gritty" character.

"we value the character (gritty, arts) of the neighborhood"

"Local artists using greyness as canvas"

"Energy; spirit; re-invention; always new stuff happening"

"Preserve artist community"

"Keep the existing creative spirit alive"

# What Do People Love About Brickbottom?

# Sustainable Design + Human Focused

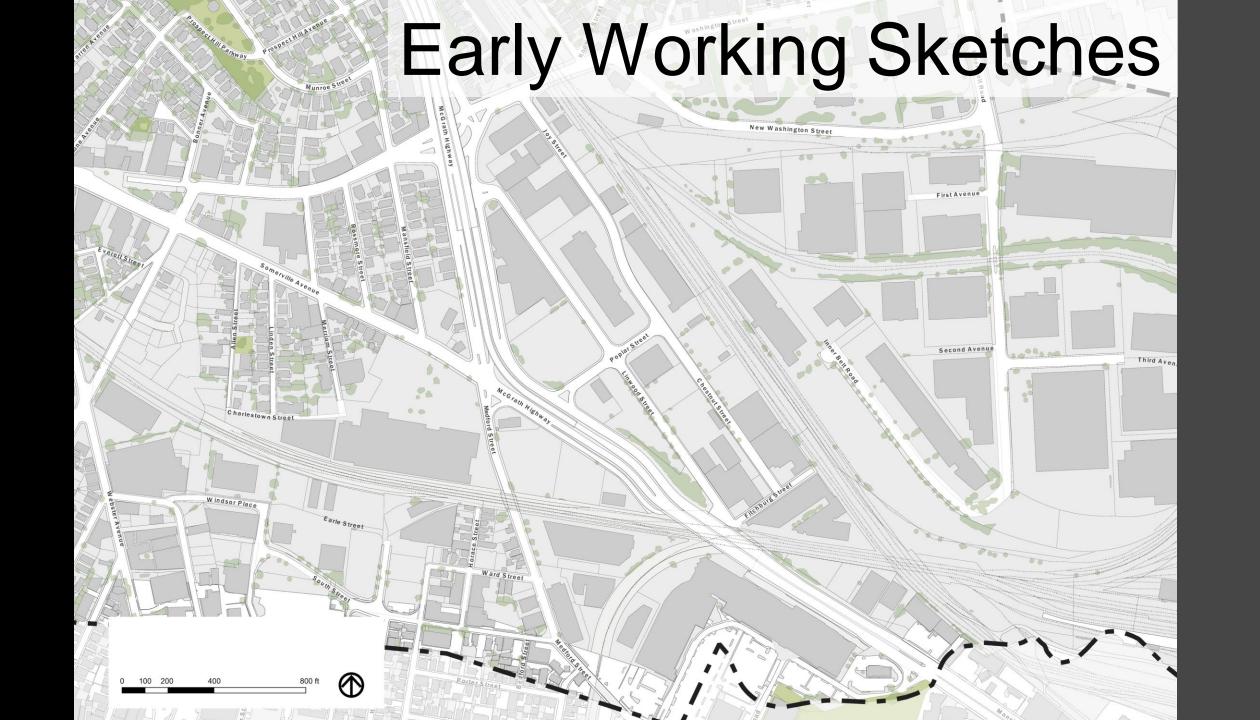
Ensuring a sustainable path forward and keeping the people who live and work in Brickbottom at the center of future growth.

"businesses and neighborhoods bring people outside"

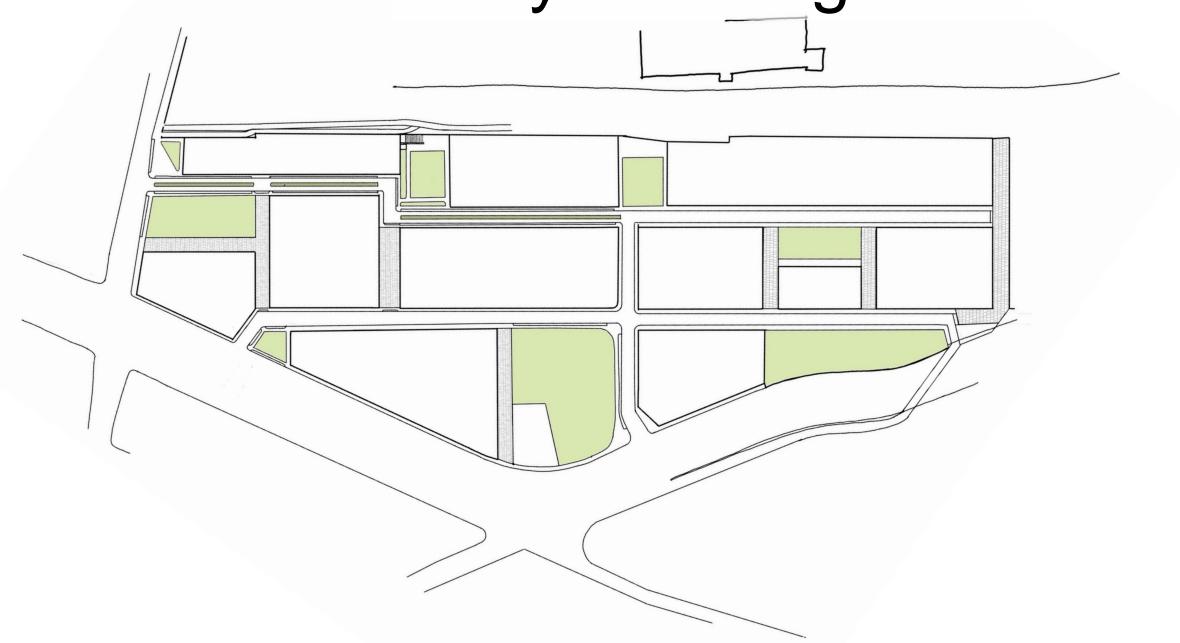
"Natural light"

"We value human scale"

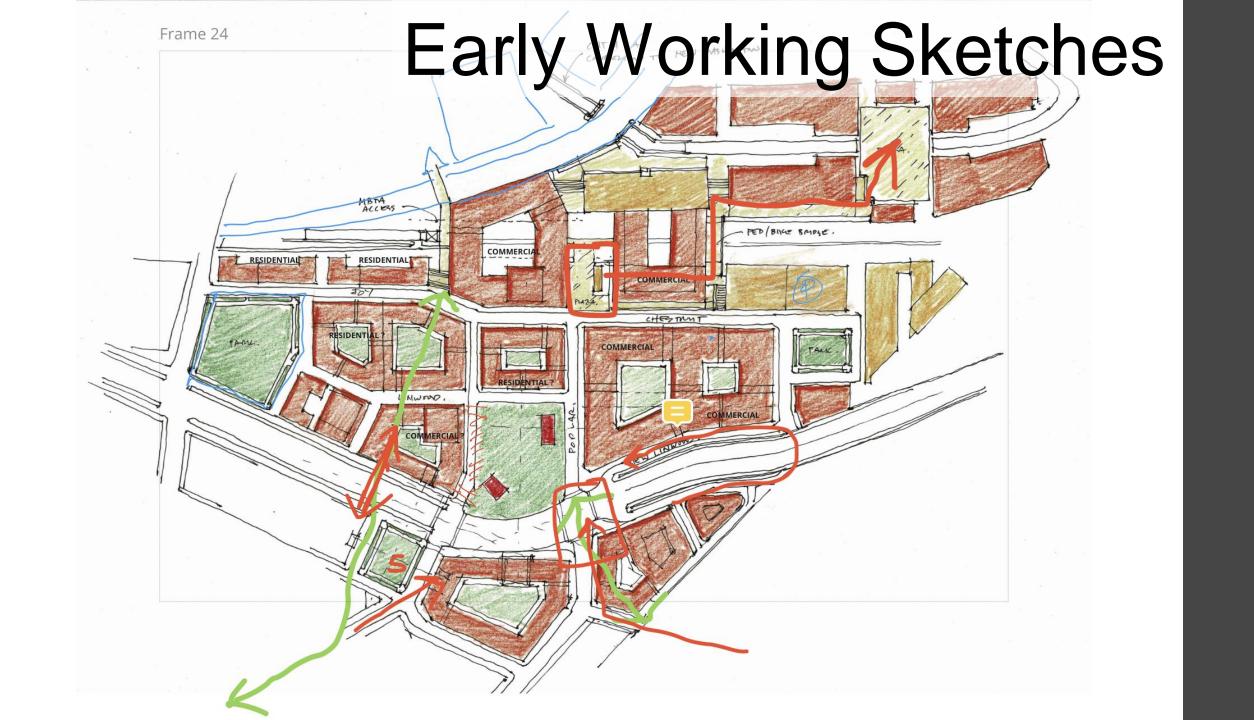
"we value nature"

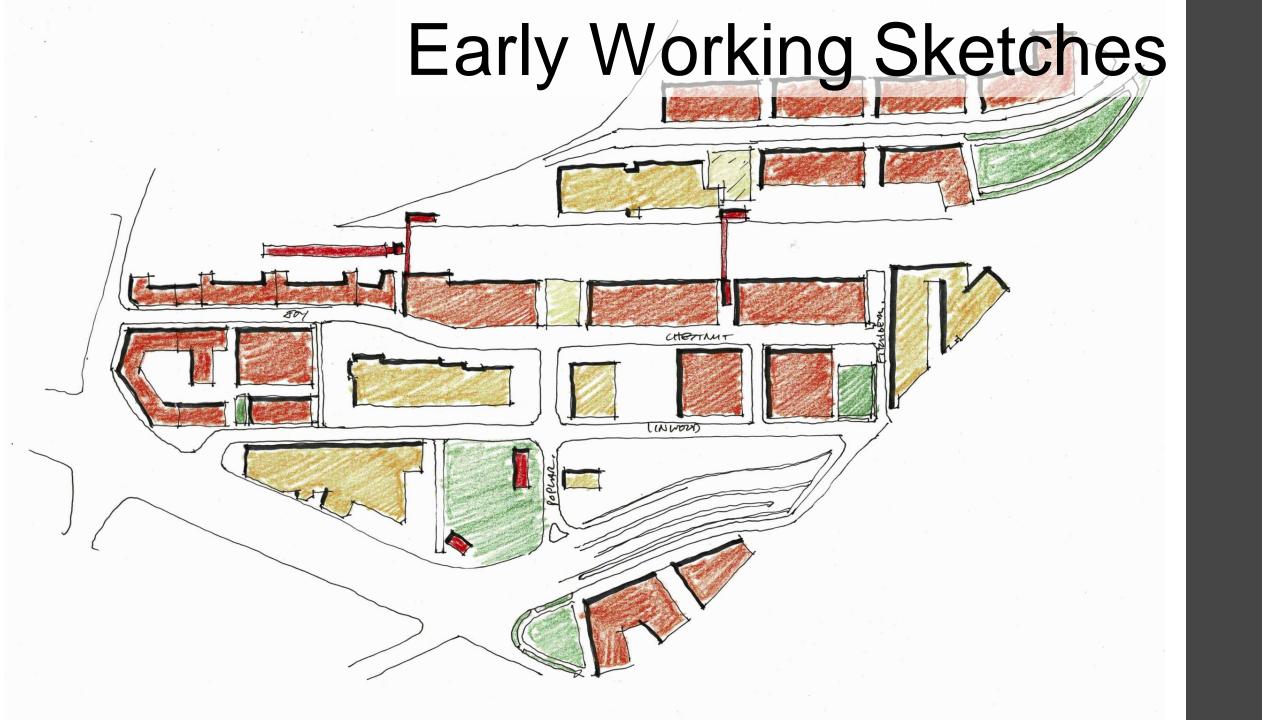


### Early Working Sketches

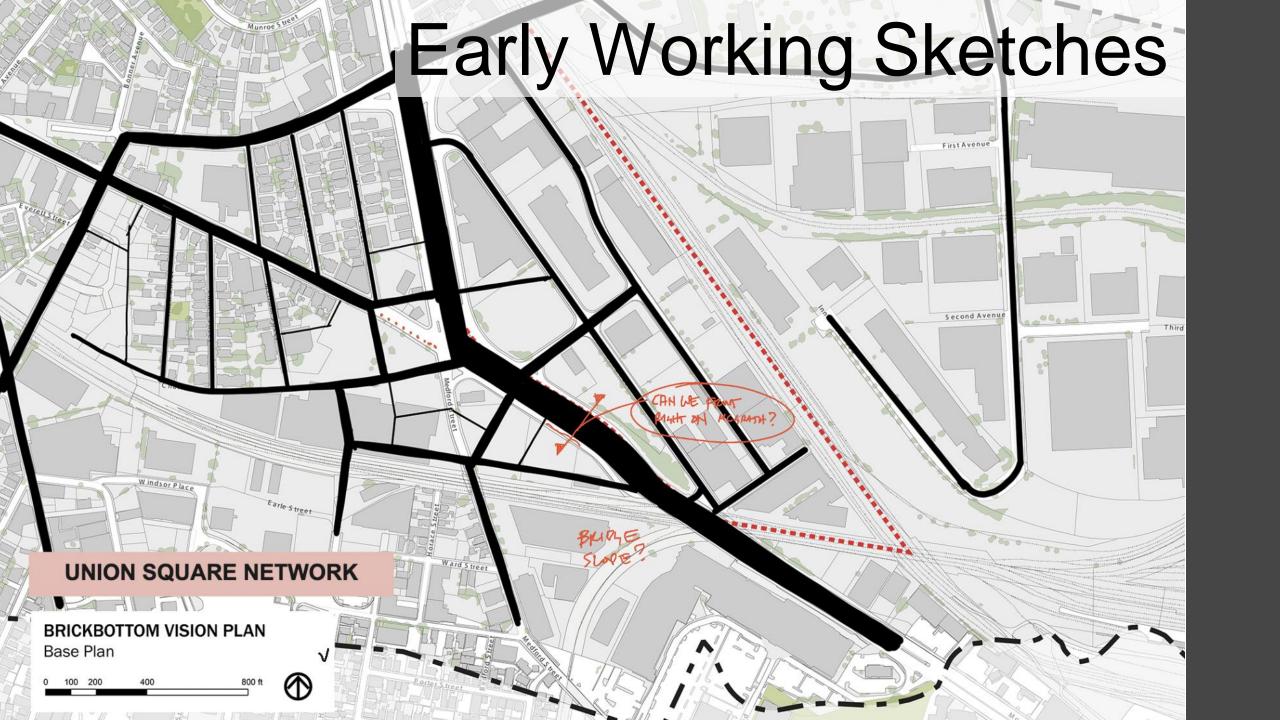










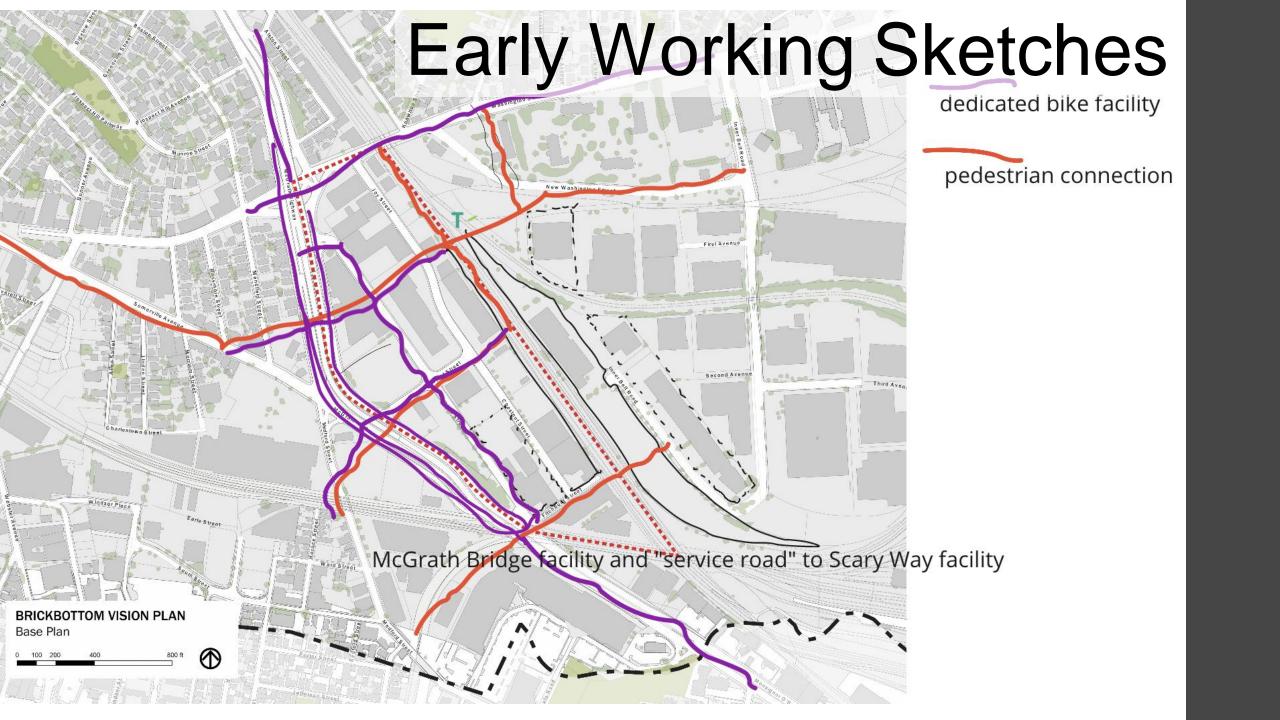




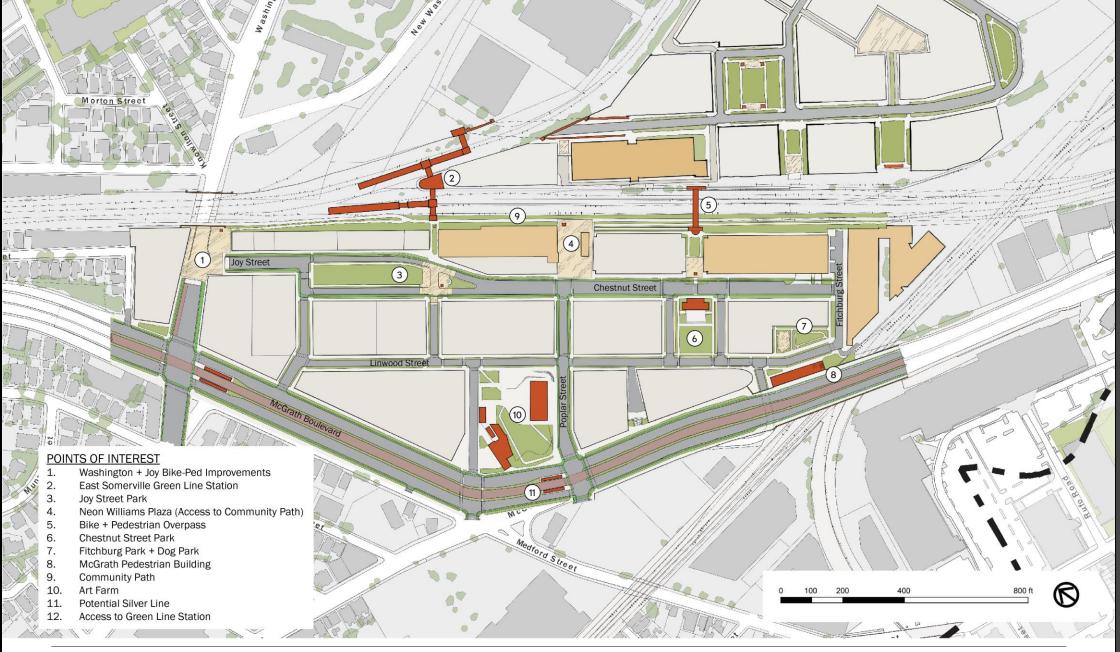




















Private or semi-private space where artists and makers can do their work and create. These could be artist studios, performing arts theaters, practice space, workshops, galleries or any other space where the creative process plays out.



### Storefronts

While many storefronts may be occupied by art studios or maker-space, much of the street level of buildings will offer retail and other services to the public. These could be hardware stores or material suppliers; cafes, bars or restaurants; clothing boutiques; or any other commercial space the community might need.

## Connections to Schools

While not always located in the heart of every community they serve, schools are an integral component of a neighborhood. Safe and convenient connections for students and parents to the access the various schools are important to ensure these institutions are able to accomplish their task of shaping young peoples' futures.

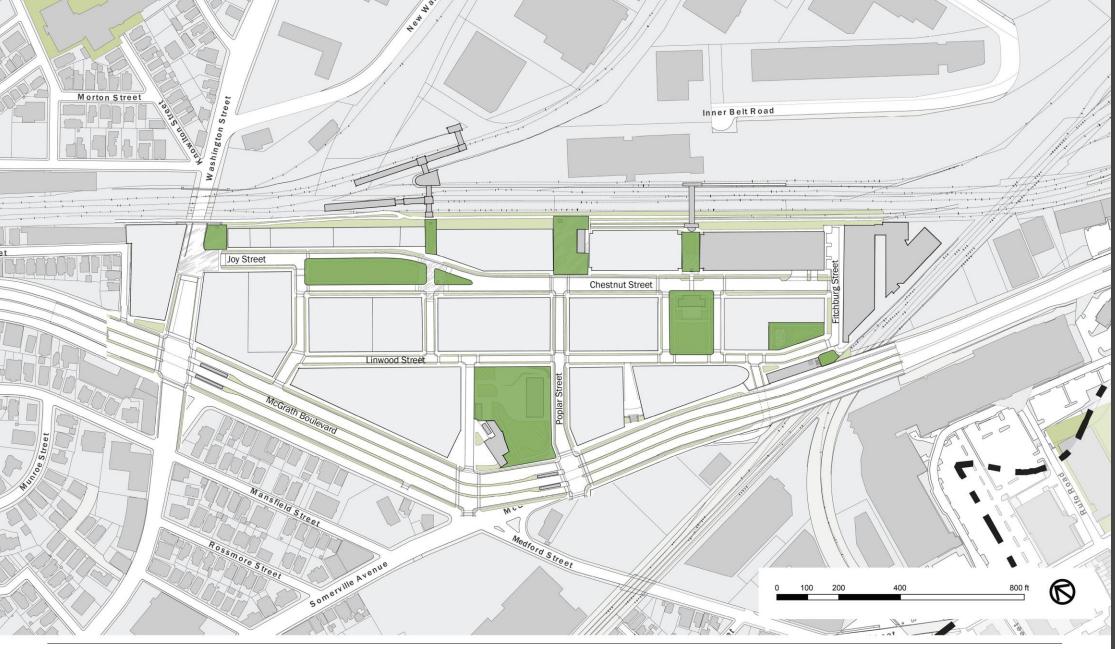
## Connections to Libraries

Even as the digital revolution reshapes almost every aspect of our daily lives, libraries continue to reinvent the many ways they service our communities. In addition to providing access to books, newspapers, and magazines, libraries offer a wide range of other services like access to computers and the internet, rentals of multimedia, games, outdoor equipment, and art supplies—or simply a respite from the busy world outside where one can think.

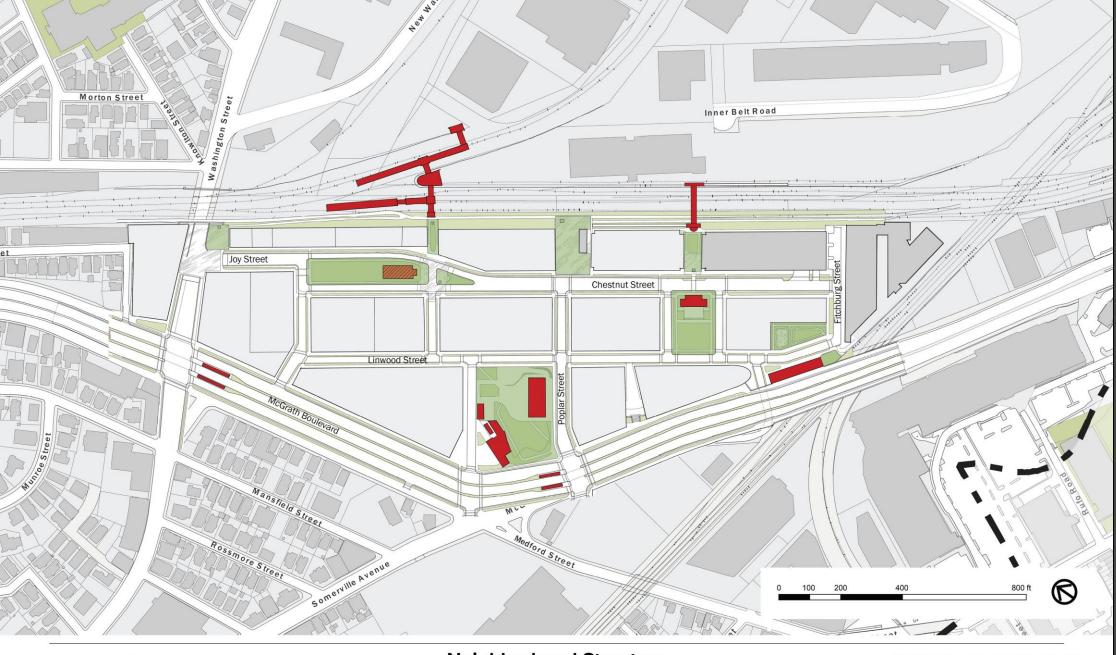


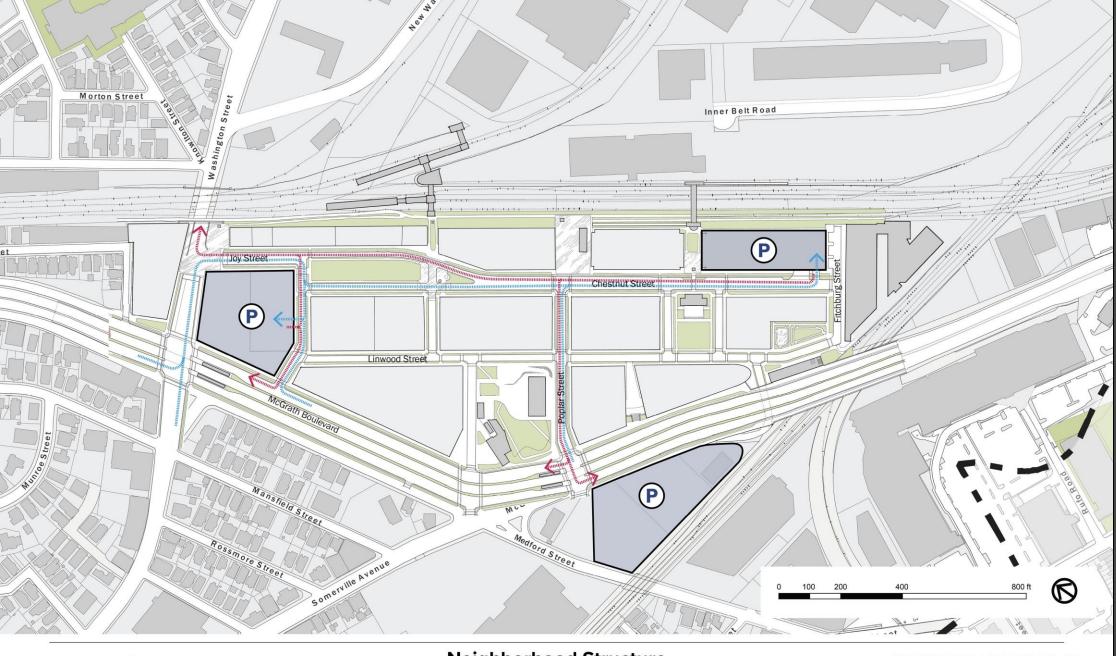
Access to fresh produce and food more generally is a basic but important need for all people. Nearby and convenient connections to grocery stores, pharmacies, and other markets can have major impacts on health and the quality of people's lives.

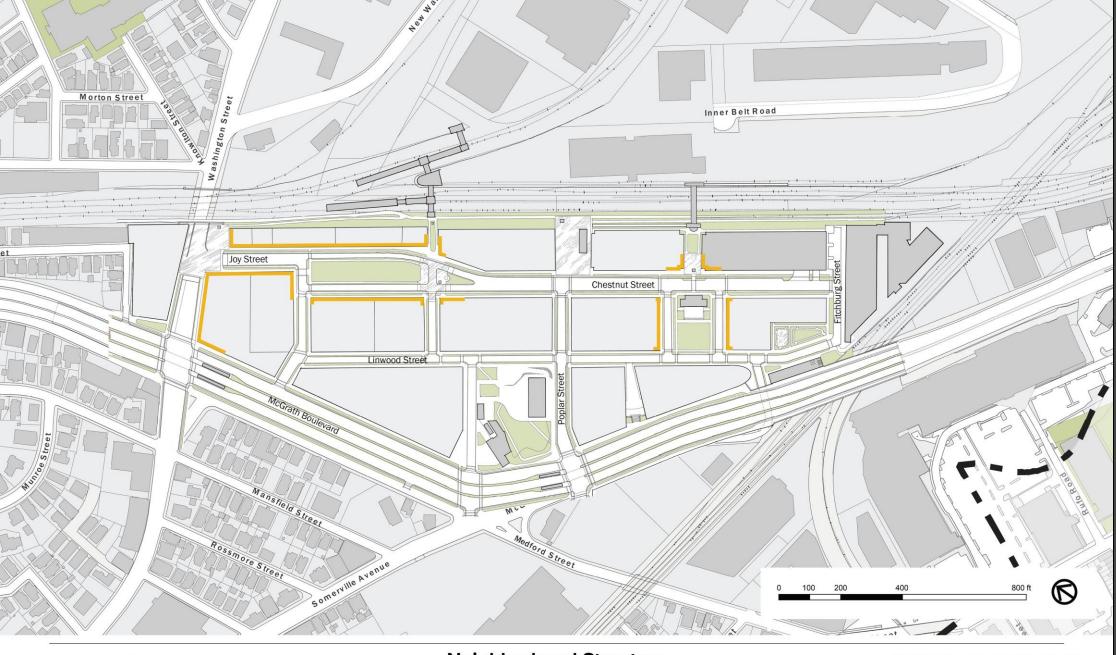
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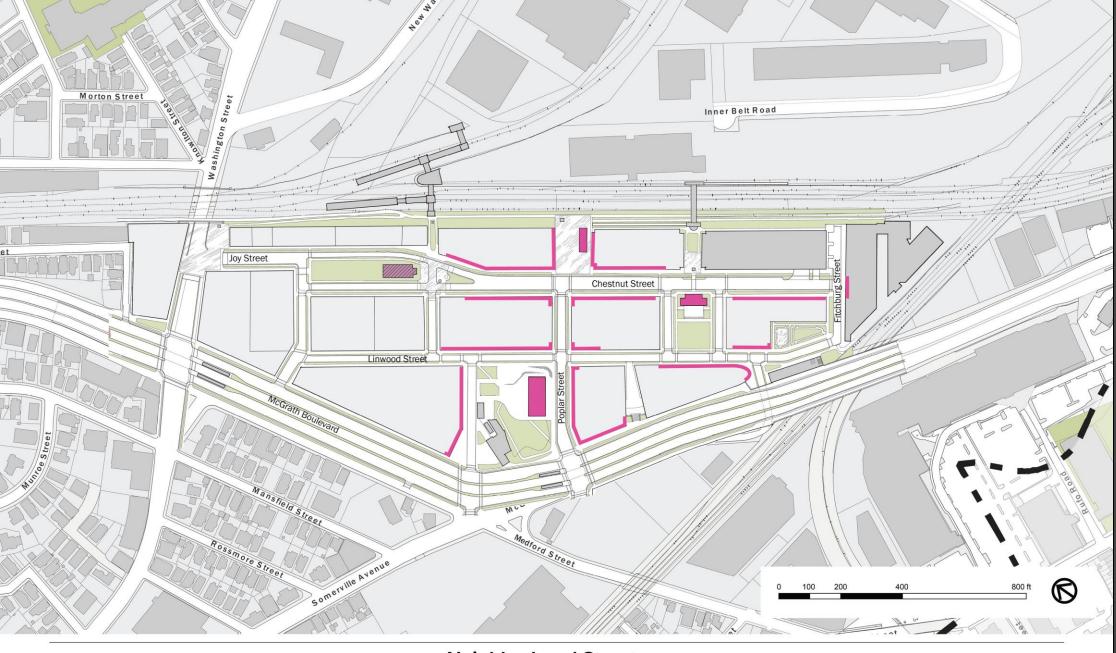


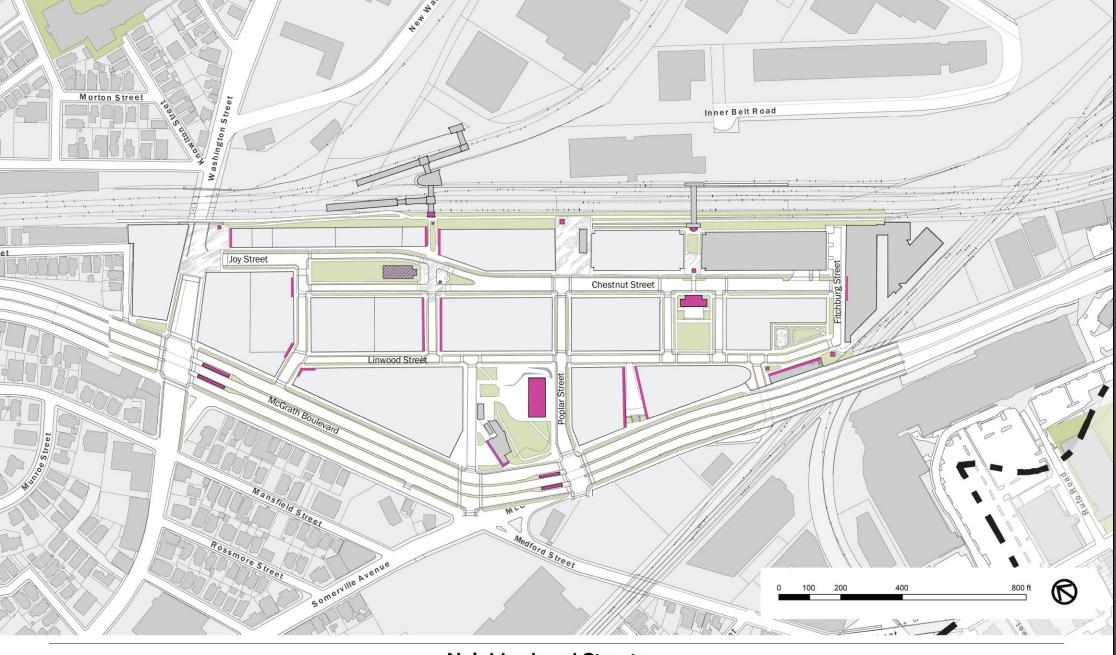


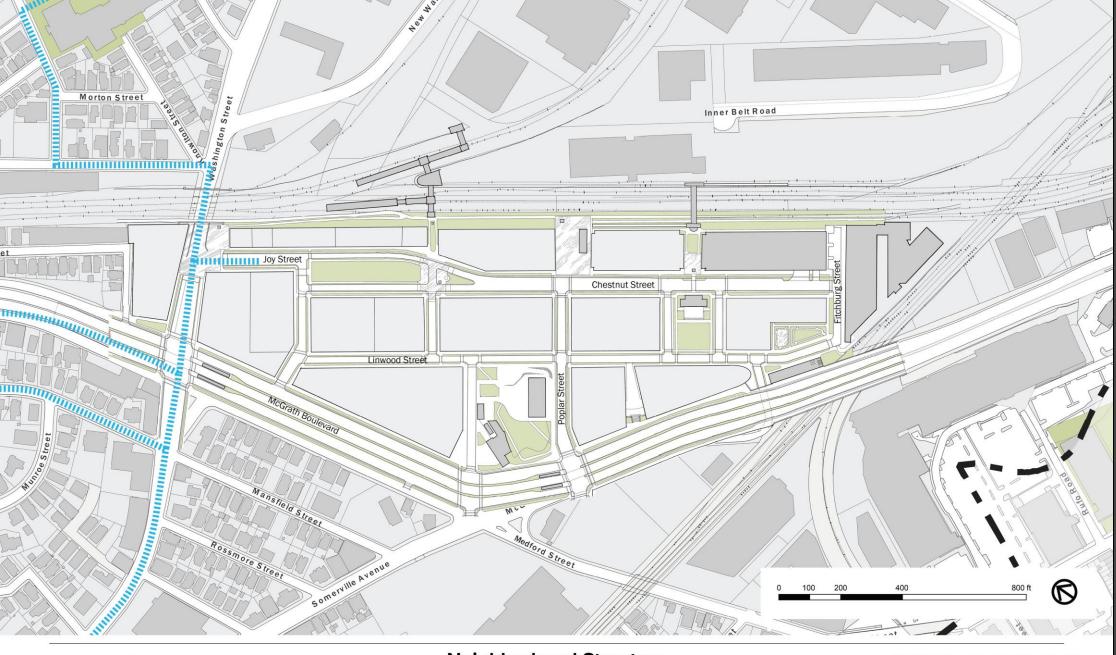


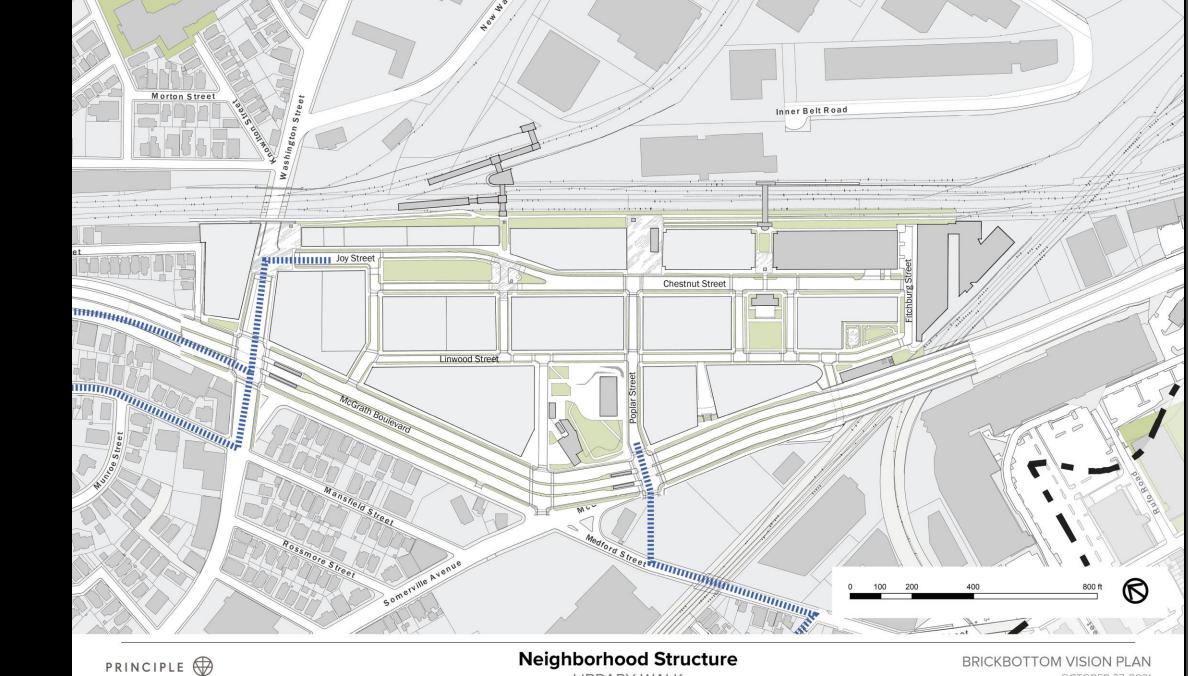


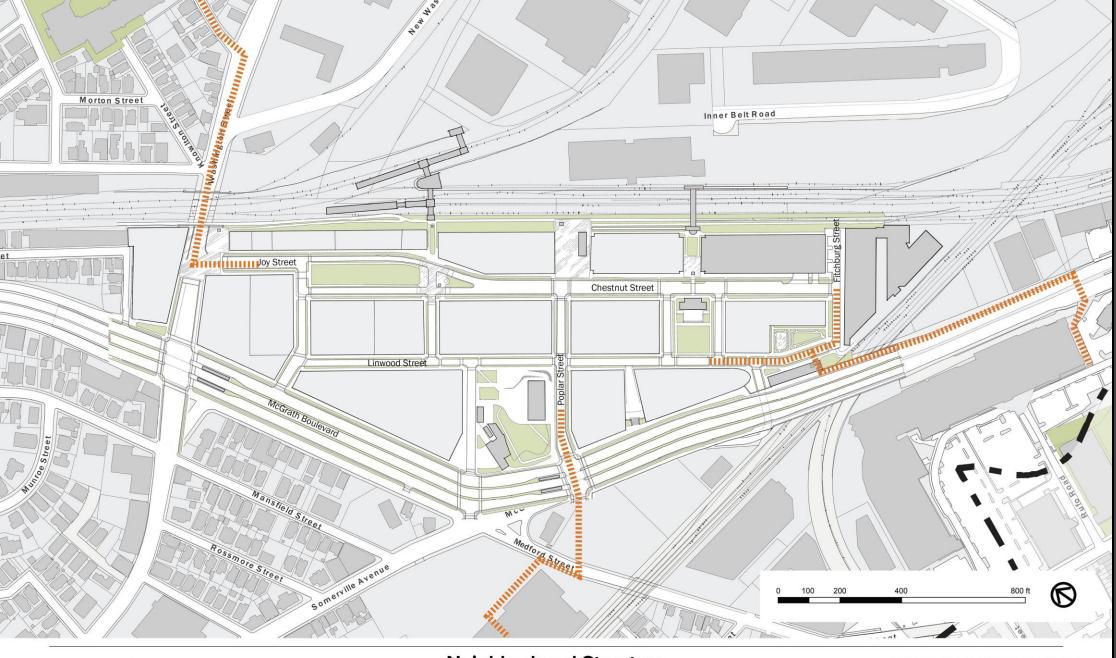








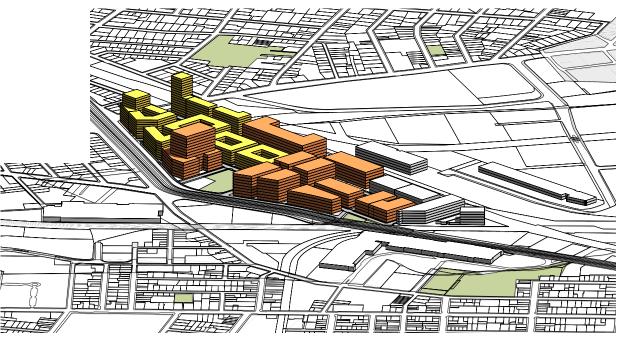






# Early Working Massing Models



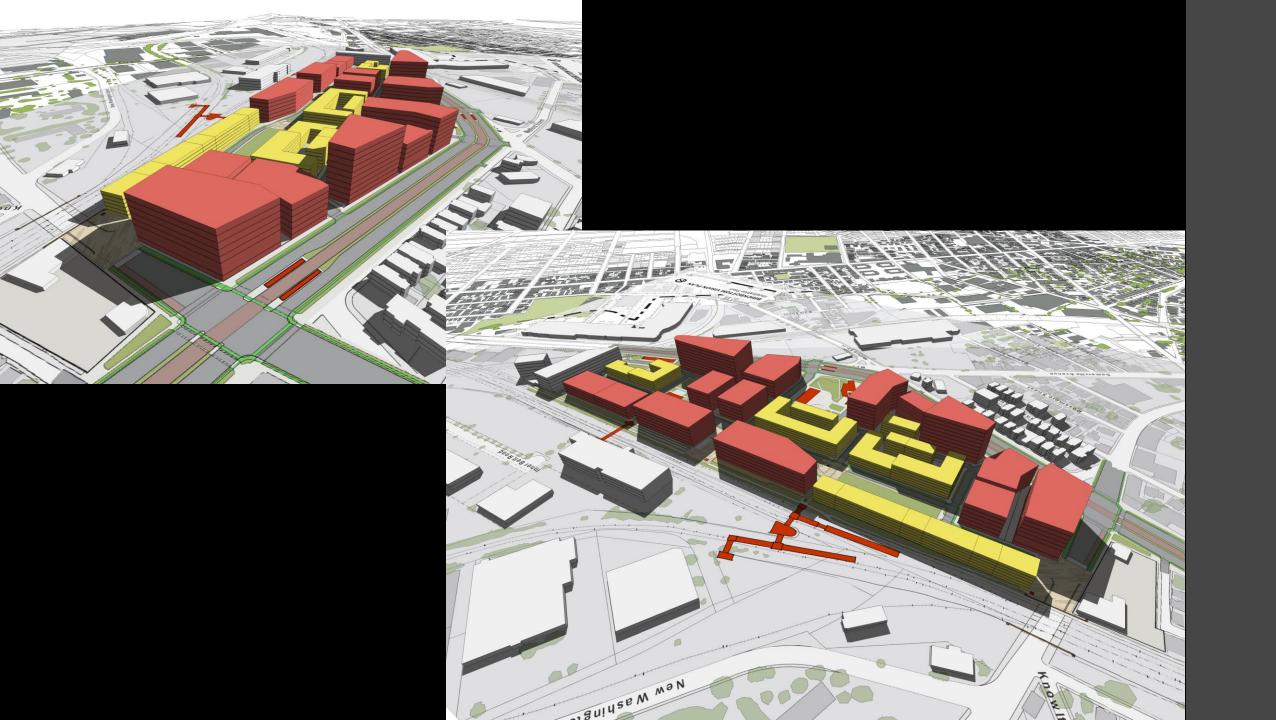


**SCHEME A** 

















# Components of an Arts District Neighborhood

- 1. Identity
- 2. Spaces for Art
- 3. Experiences + Learning
- 4. Activities
- 5. Public Art Infrastructure

SOMERVILLE POLICE

- 6. Reason to be there
- 7. Financial support from the public and private sectors

### **IDENTITY**







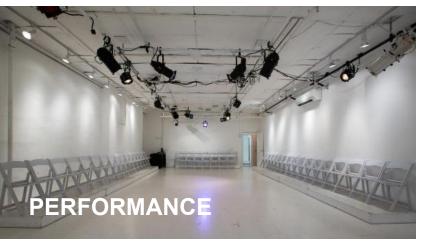




### **PHYSICAL SPACES FOR ART**













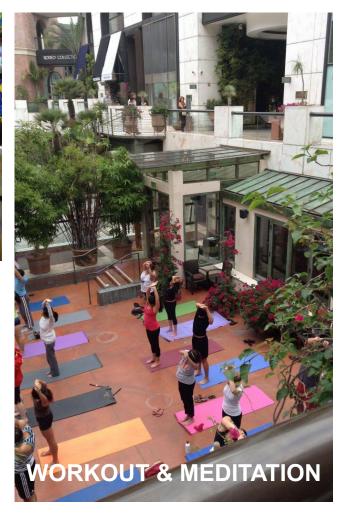
# **EXPERIENCES**











**Learning & Classes** 

# **ACTIVITIES**







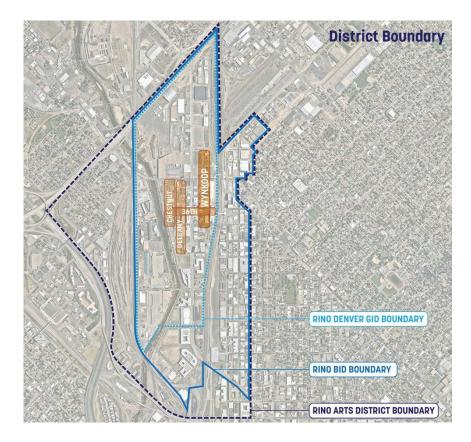








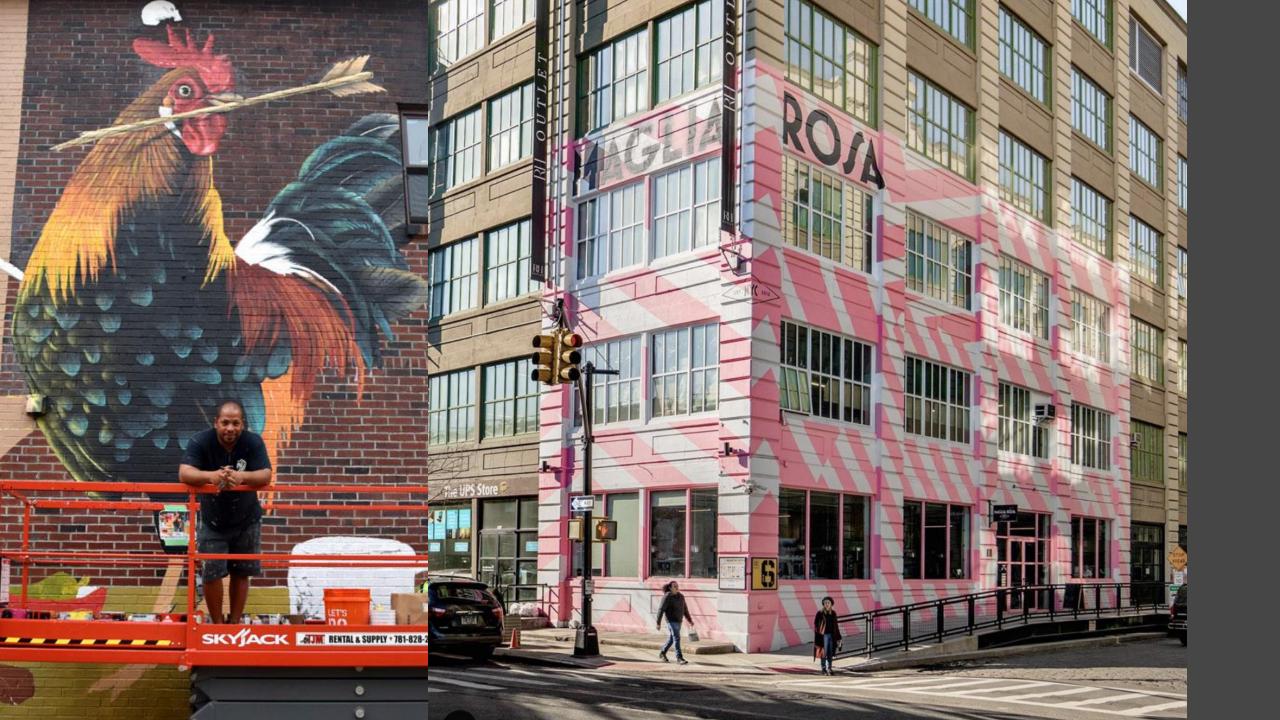
#### FINANCIAL SUPPORT FROM PUBLIC & PRIVATE SECTORS

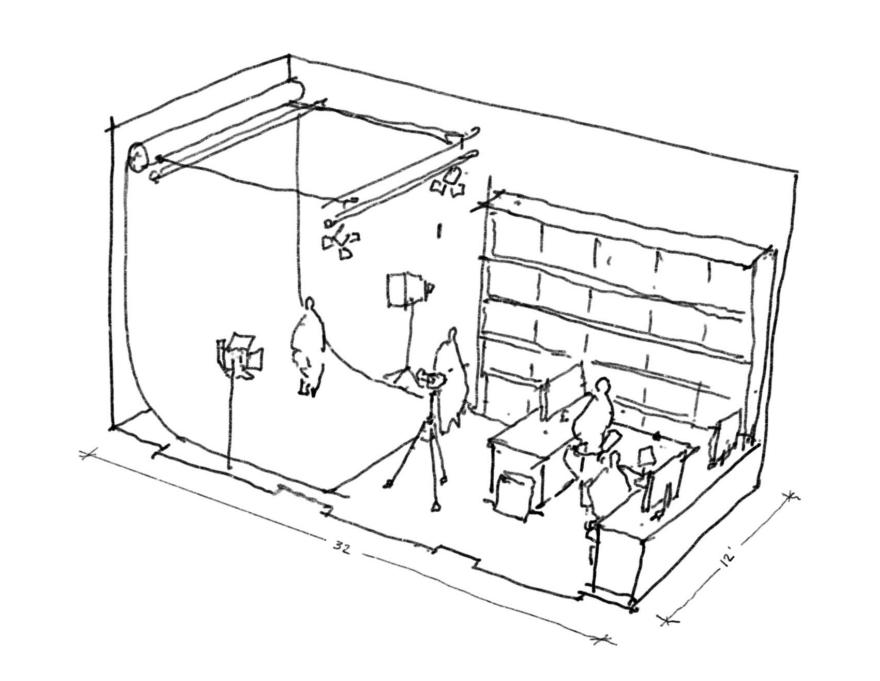


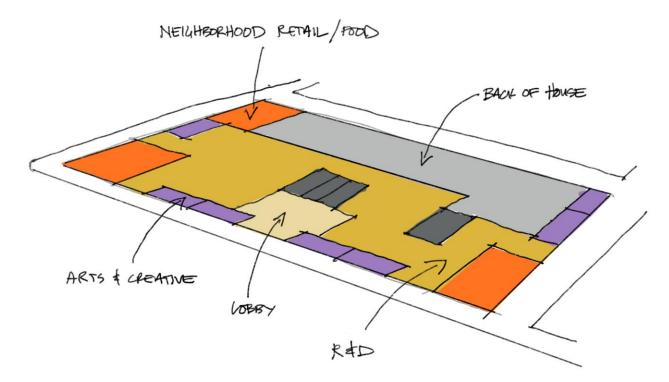




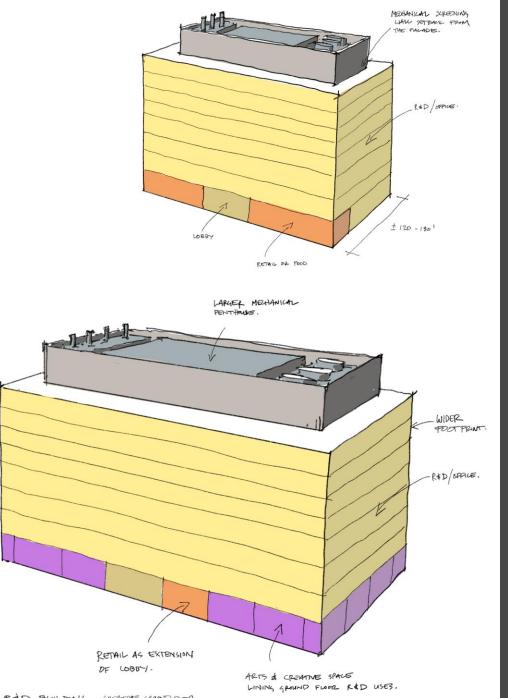








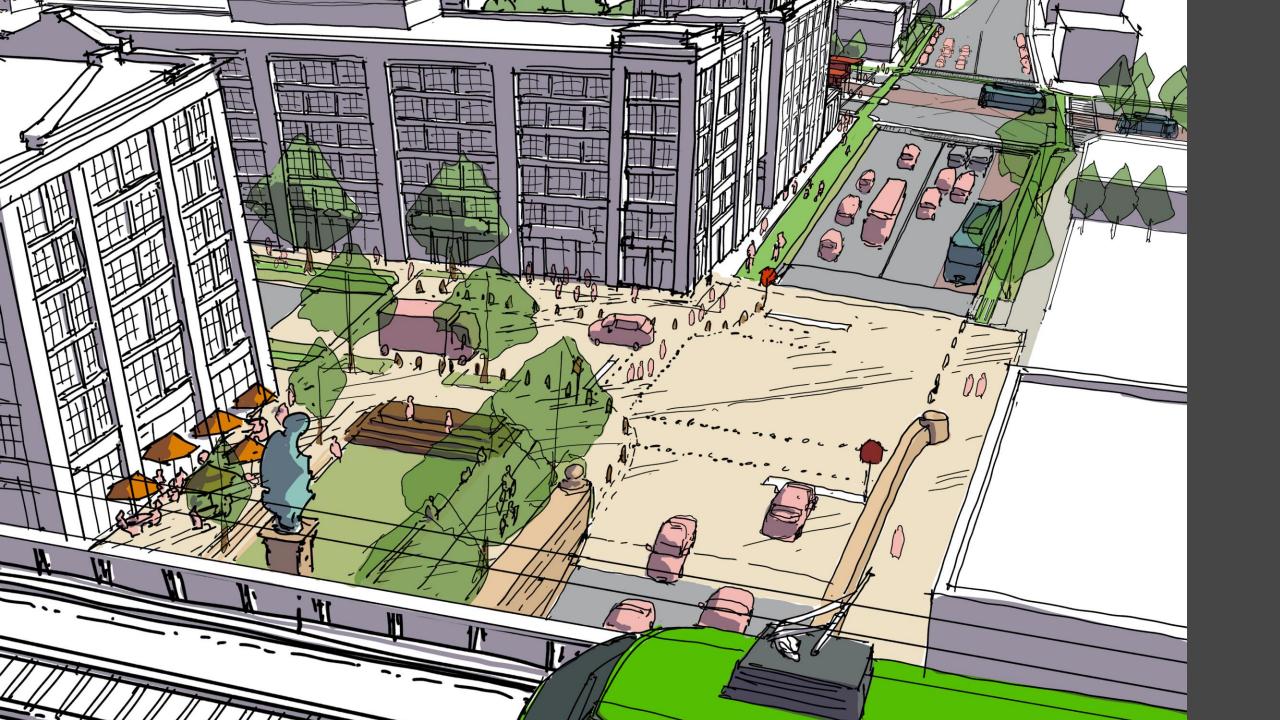
RAD GROUND FLOOR.



BRICKBOTTOM R&D BUILDING. CREATIVE GRAND FLOOR.

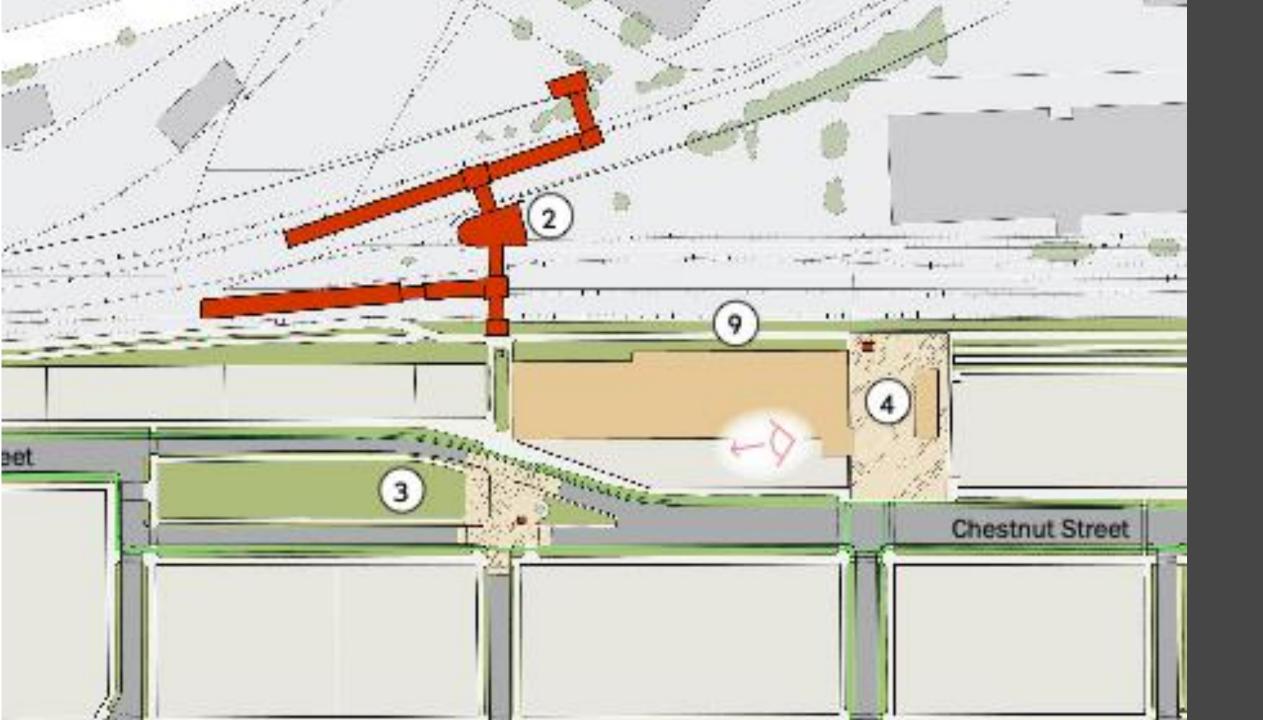




















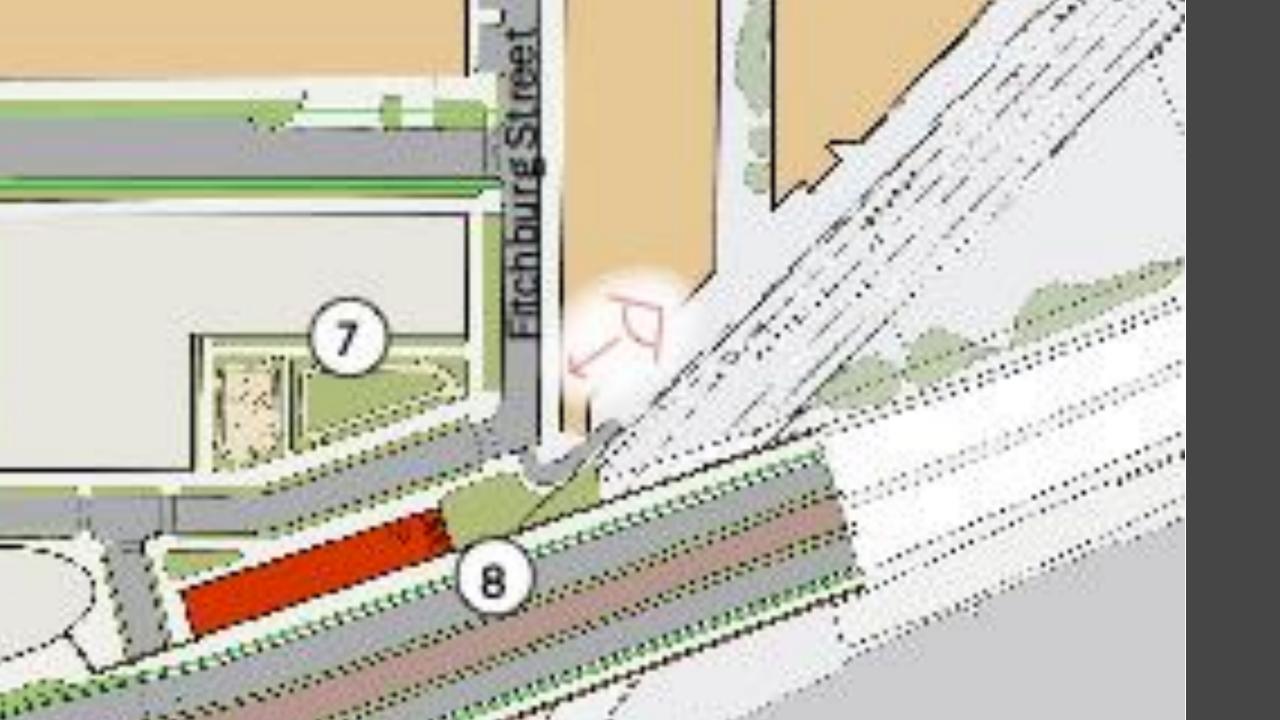




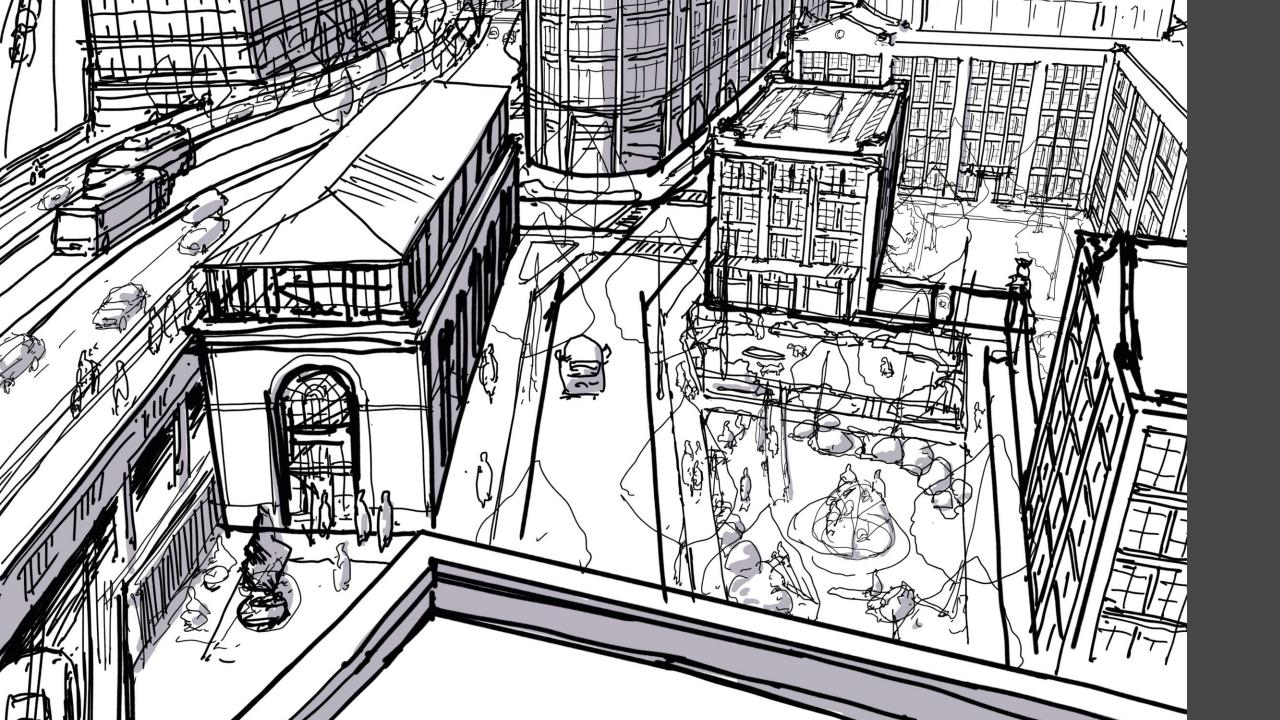




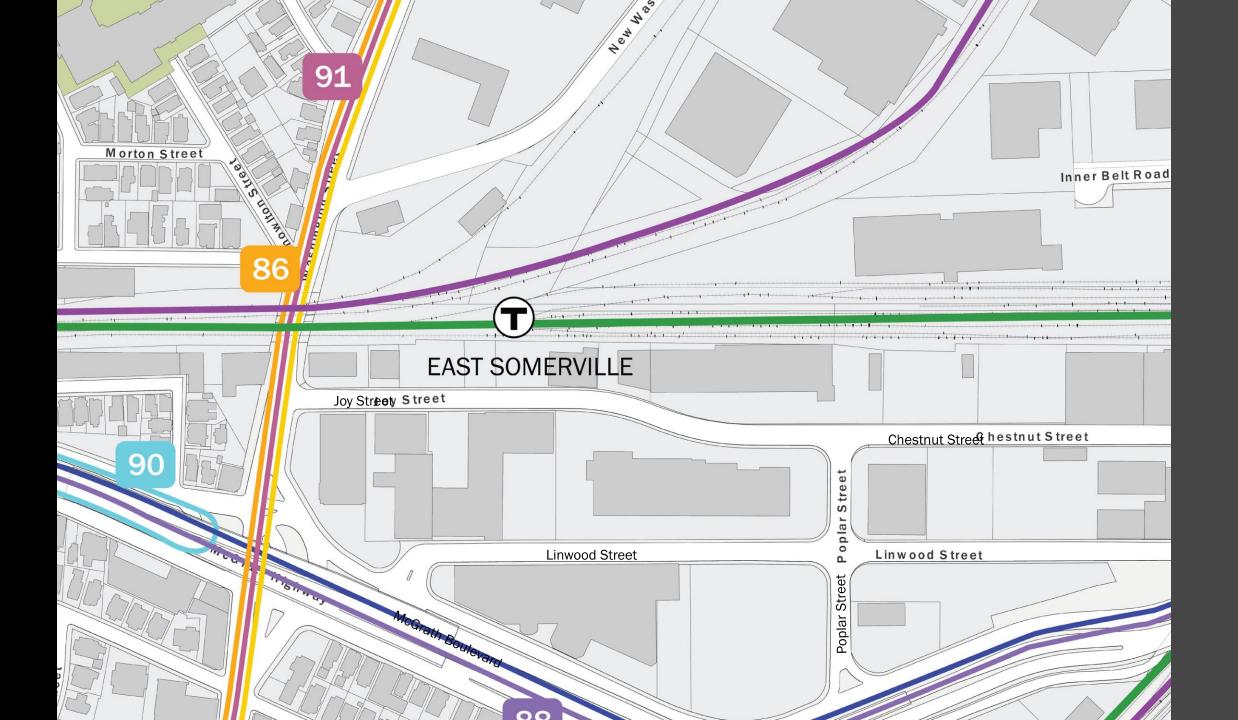




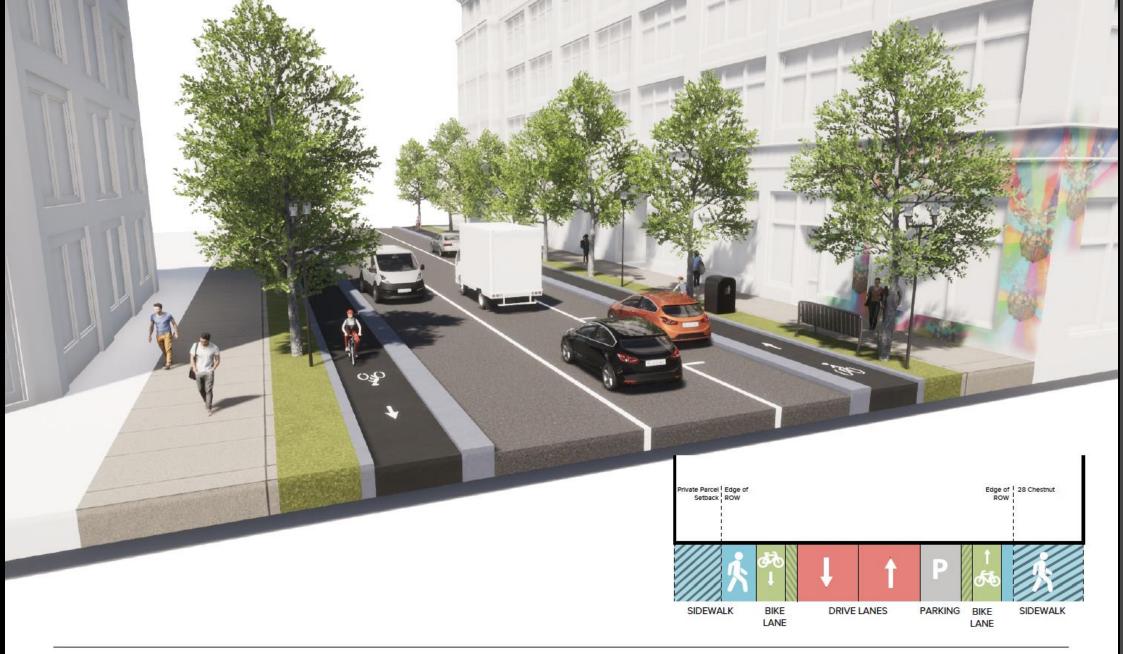




















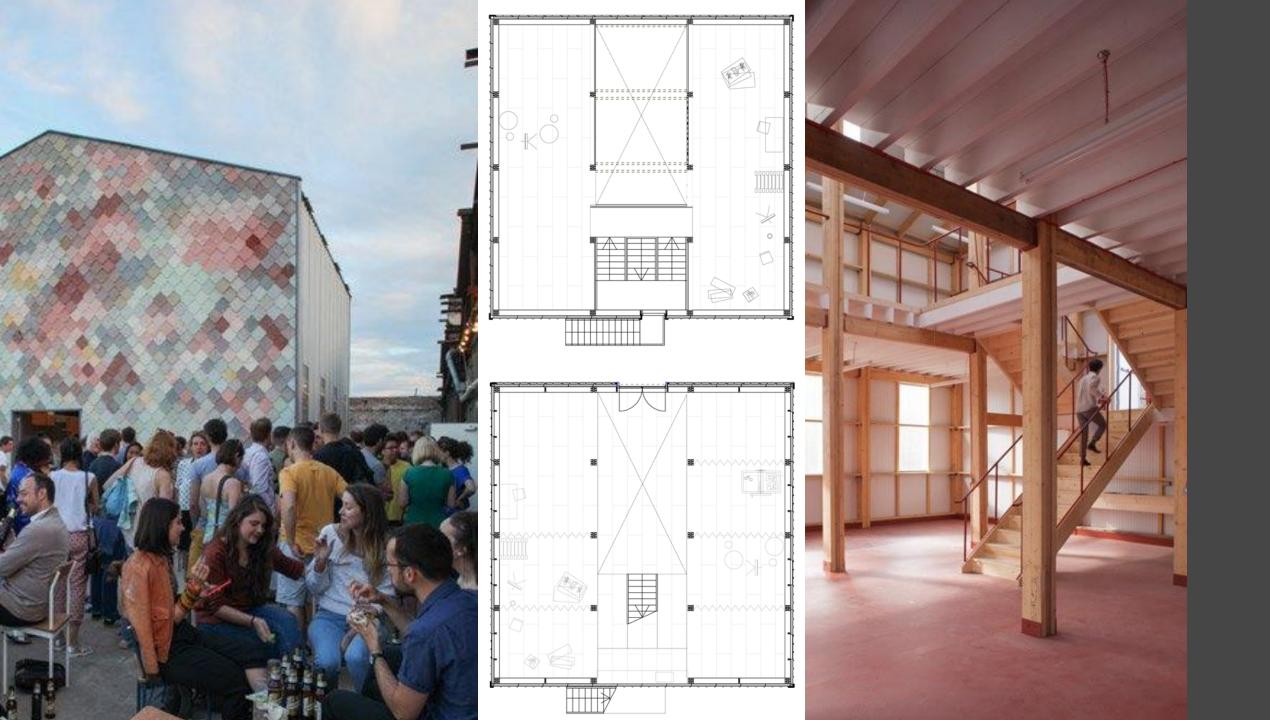










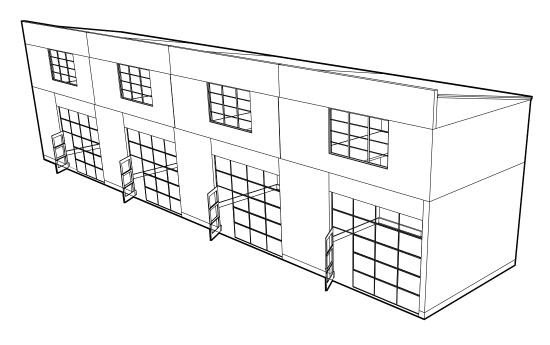




## KER LOFT

up from the Maker Box, the Maker Loft has the flexibility to accomresidential loft on a mezzanine floor, or additional office or storage is maker type is important to the vitality of the street by providing for the street" within what might be a predominantly industrial area.

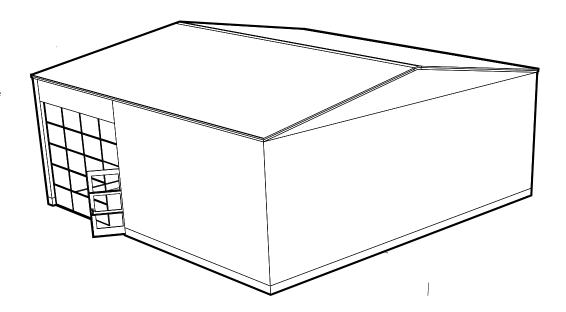
1,250 sf
\$13,000 13,000
\$ 133,000 \$ 73,000
\$190,000
\$1,200
\$1,220 \$700



## DE-IT MAKER

-It Maker is a flexible warehouse type space that can handle large f goods or industrial production, such as brewing operations. The an be designed with a retail or a more functional industrial front. ng could also be operated as a collective with one master-lessee enant, or as a co-operative ownership building.

Umit Size	17,,000 sH
Lland Cost	\$\$115500,000000
Construction Cost	\$\$19 <b>22</b> 30000
Scalle Philice	\$\$1183300,00000

















## Break out Groups

We are now going to go into breakout rooms for activities. There will be one facilitator from the project team in each room to guide you through the feedback exercises. The breakout rooms will be recorded.

There will be two 20-minute breakout room sessions.

In the first session, we will have 20 minutes to discuss feedback on the ideas presented about Height, Land uses, and Arts District Neighborhood. We want to know the Top 3 Ideas that you like or support, and the Top 3 Ideas that need more improvement. The facilitator for each breakout room will be writing the feedback on the Miro Board.

After 20 minutes, we will bring everyone back, and then jump into the second breakout room session. In the second session, we will have 20 minutes to discuss feedback on the ideas presented about Streets and Civic Spaces. We want to know the Top 3 Ideas that you like or support, and the Top 3 Ideas that need improvement. The facilitator for each breakout room will be writing the feedback on the Miro Board.

Things to remember in the breakout rooms:

- 1. Before you speak, please introduce yourself and why you're here. Just like in a public meeting.
- 2. Remember to be respectful and try to limit your comments to no longer than 2 minutes at a time to give everyone a chance to speak.
- 3. Ask questions, have fun!

## Next Steps

- Next Week Office hours held early next week—either evenings or lunchtime.
   Principle will staff these.
- 11/10/21 Exit survey for Workshop #2 closes.
- 12/15/21 Draft Plan Document published. Community feedback opens through the holidays. Possibly hold a few office hour timeslots during this comment period.
- 1/12/22 Community Comment period closes.
- · 2/16/22 Open House Event. Final Draft Plan Published.

