

An aerial watercolor illustration of a park design. The central feature is a large, bright green lawn with several winding, light-colored paths. To the left, there's a circular structure with a curved roof, possibly a pavilion or amphitheater. In the background, a body of water with a small bridge is visible. The entire park is surrounded by dense, dark green trees. The style is artistic and painterly, with soft edges and a muted color palette.

Great Park Irvine

Framework Plan + Concept Design

swa



KELLENBERG
STUDIO

A New Kind of Park

In the heart of Orange County a brand new park is being created, one where visitors experience a new kind of relationship between the built environment they live in and the natural world. As parks have long been, the Great Park is an oasis, a place of pleasure, activity, and reflection. But it is much more. It is a place that connects our history and our current needs, knitting together the communities of Southern California while restoring the region's natural heritage. It is a place where new ideas for social and environmental sustainability are investigated and tested. The citizens of Orange County are key participants in imagining these new ideas and bringing them back to their homes, communities, and workplaces to create a healthier and more sustainable future.



Key Ken Smith Plan Components

The Cultural Terrace

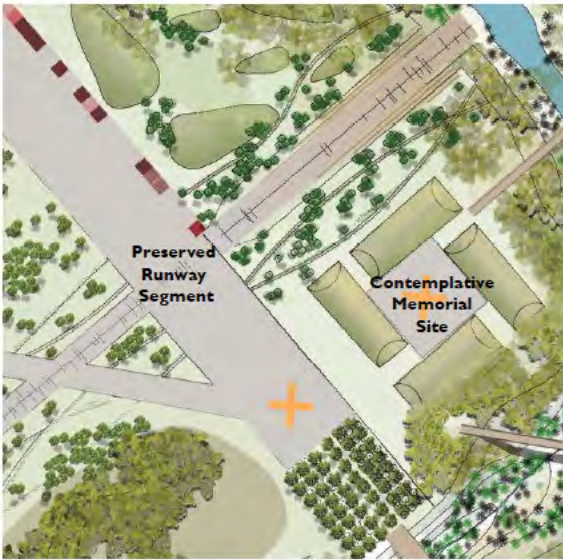


Cultural Terrace Plan Enlargement

The Cultural Terrace is the social and cultural center of the Great Park. A hundred foot-wide shade tree-lined terrace serves as a key pedestrian and social space linking the major cultural facilities. Here, visitors can sip coffee, eat lunch at a café, people-watch, drop into the future library or one of the museums. They can also cross the Conservatory Bridge to the Botanical Garden, or catch the shuttle to other parts of the park. The cultural facilities are nestled inside a series of sculpted earthen landforms that meander along the southern edge of the Canyon. The buildings are oriented for sweeping views of the Canyon, runway remnants, local foothills, and nearby Santa Ana Mountains.

Memorial Site

This commemorative and contemplative space at the geographical center of the site is reserved for those who served their country and those who supported them. The memorial site is formed at the intersection of the former main runways. A preserved square of the original runway concrete – 240' x 240' – more than an acre in size, is bounded by earthen berms reminiscent of the Quonset huts and ammunition bunkers typical of the base. In preserving this moment with a physical space, the convergence of lives of those who served are to be commemorated. The history of these men and women, and the families and communities from Orange County will be honored.

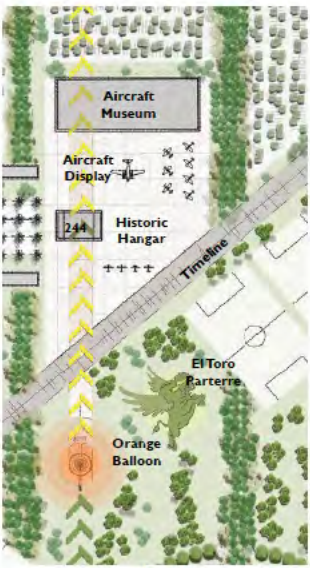


Memorial Plan Enlargement

Aircraft Museum



Hangar 244



Aircraft Museum Plan Enlargement

Hangar 244, a 1944 aircraft hanger which was later used by the Marines as the El Toro Museum will be preserved and used again as a military museum and site for displaying an aircraft collection.

This hanger will be restored to house a collection of aircraft of the like that flew from the base and will be collected for display and interpretation on the tarmac. This will be the site for the aircraft display, recalling the history of flights, their crews, and their missions. Nearby another structure will be constructed to serve as a support museum to house a military museum dealing with issues of military history, war and peace. The museum anchors the Timeline, marking history and linking the site to contemporary culture.

For a first-hand experience of aviation, the Orange Balloon will be located adjacent to the museum site, giving park visitors a bird's eye view. At its height of 500', the Balloon will offer views of as much as 16 miles in all directions. It will go up early in the construction process and become an icon for the park, serving as an early visitor center, and providing a platform from which to witness progress. From almost anywhere in the County, the Balloon will be visible.

Botanical Garden

The Botanic Garden is the heart of the Great Park, the place where the relationship between people and plants, food and health, society and setting — between Orange County's cosmopolitan human community and the surrounding natural landscape — is most intensively explored. To further this search for a mutually beneficial relationship between people and nature in the region, visitors are invited first to observe southern California's living plants and natural habitats up close, in a way that demonstrates that they are a part of this landscape, not apart from it, and that people can be a positive force for ecological health.

The Great Park Botanic Garden is not just a collection of botanical curiosities and unsustainable "pleasure gardens." It is a botanic garden for the 21st century:

Living Classroom

- A living classroom where children and adults experience the beauty and fascination of plants as living organisms, not just garden ornaments, and learn how plants are essential for the food, oxygen, and other needs that sustain virtually all life on earth — including human life.

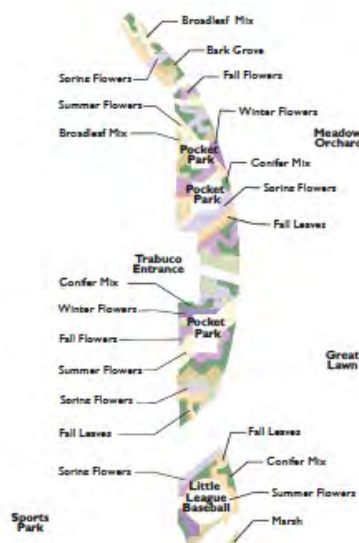
Living Theater

- A living theater in which people of diverse training and backgrounds employ horticulture, ecology, art, performance, and creative interpretation, not just the standard signboards full of dull facts, to help visitors imagine a mutually beneficial relationship between people and plants and the rest of nature.



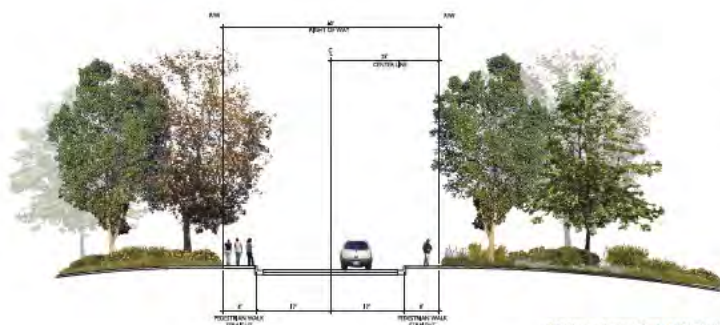
Mission Statement
The Great Park Botanic Garden is a place of beauty and learning where scientists, horticulturalists, designers, artists, educators, and members of the community collaborate to:
• Advance understanding of the vital relationship between people, plants, and the natural environment of southern California.
• Develop a new landscape aesthetic that enriches human life while nurturing a greater variety and abundance of plant and animal life.
• Promote land stewardship, and
• Create a healthy, sustainable future for all.

Key Ken Smith Plan Components



The Bosque

The Great Park Bosque forms the western edge of the park. Housing the Trabuco Road entrance of the Park, this will be one of the first landscapes which will introduce visitors to the sustainability goals of The Great Park. The species included in the Bosque will be a blend of predominantly native and non-invasive California friendly flowering trees with a mixture of vegetated under story and open areas. These will offer opportunities for wildlife viewing, education on the benefits of using sustainable trees in the home landscape, quiet reflection, picnics, and casual strolling. The Bosque will also offer visitors a shady respite, a place to meet up with friends and a launching site to explore the rest of The Great Park.



"T" Street Section, Scale 1/16"=1'-0"

Roads

The roadways at the Great Park will feature environmentally sustainable public street measures referred to as "Green Streets" as prepared for the City of Irvine Redevelopment Agency. Run-off in streets will be captured through various strategies including bio-swales, infiltration / exfiltration trenches, bio-infiltration and bottomless catch basins. Convenient, expedient and efficient travelways dedicated for buses, and future trolley/light rail provide alternatives to use of cars with the Great Park. Improving shade and reducing heat is accomplished through enhanced tree canopy, use of permeable paving, reduction of and use of reflective colored paving material. All of these "Green Street" features will improve the quality of natural environment at the Great Park.



Typical Internal Road Section, Scale 1/16"=1'-0"



The Canyon

The Park's centerpiece, the Canyon, is a great oasis, including a sinuous stream water feature with a string of small pools, one of the world's most impressive collections of palms, and a diverse mosaic of natural habitats alive with bird song and color. Some slopes are rocky outcrops, others are welcoming woodlands. As it winds through the landscape, the approximately 2 mile Canyon offers endlessly changing patterns of sun and shade throughout the day. Hiking, riding, and bicycle paths invite visitors to unwind and explore, while benches offer moments of repose. At its southern end, where the Canyon flows into the Lake, there is boating and picnicking. The Lake is flanked on one side by the Cultural Terrace, and on the other by the Botanic Garden's spectacular terraced plantings with its handsome Tea House.

California Natives



Coastal Sage Scrub

Coastal Sage Scrub (CSS) is a biologically complex and diverse community that once dominated much of the landscape in Orange County. Today, only 15% of this community remains, as most has been lost to agriculture and urbanization. CSS is typically located on dry slopes to flats from sea level to 3000 feet, and a marked difference occurs between the composition of plants occurring on north versus south facing slopes. This dynamic community tends to be dominated by small to medium-sized drought deciduous shrubs that have adapted various forms of protection to survive the challenging forces of fire, drought, and periodic flooding characteristic of this ecosystem. The selection of plant species will maximize the attraction to animals and emphasize habitat value through dense plantings.



Grasslands and Meadows Environment

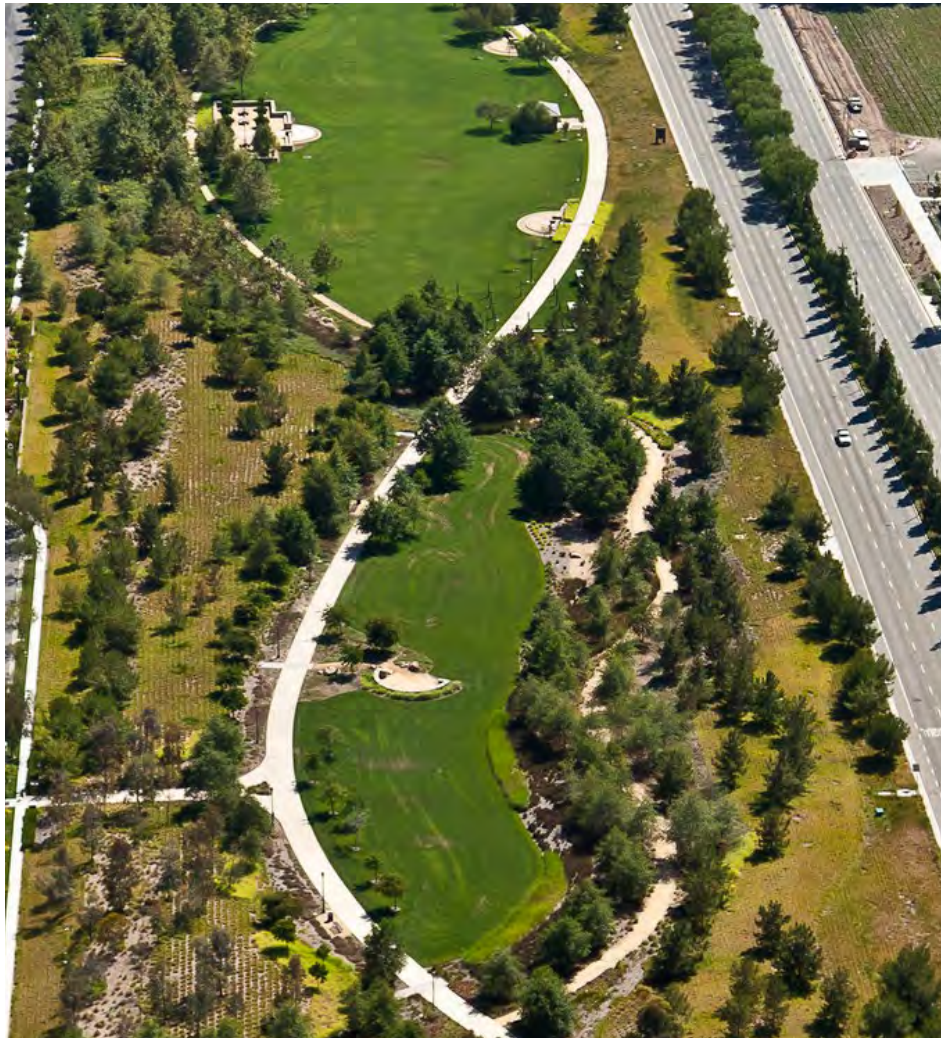
A blend of native grasslands and wildflower meadows will be punctuated by trees, typically oaks, scattered through the landscape. This rare and highly biologically productive environment will provide native wildlife with important nesting and foraging opportunities. Wildflower meadows create a seasonal flowering display, especially during the spring, which will welcome visitors to the Great Park and invoke images of California's past. Due to a long history of disturbance and urban development in these environments, only a fraction of this natural habitat still remains. Drought-tolerant native herbaceous species must be used in planting and special attention will be paid to invertebrate food plant biodiversity, particularly to encourage butterfly diversity. Management is required to regulate habitat change as desired and to continually control invasive species, as these habitats can be sensitive to invasion.

Irvine Great Park

1.5 Design Principles

Put the Park in the Park

Although great progress has been made in the Sports Park, Bosque, and other major facilities, a component of informal and romantic park character has not yet been achieved. The first principle is to “put the Park into the Park” so there are places for the general public to enjoy family and individual recreation and relaxation.

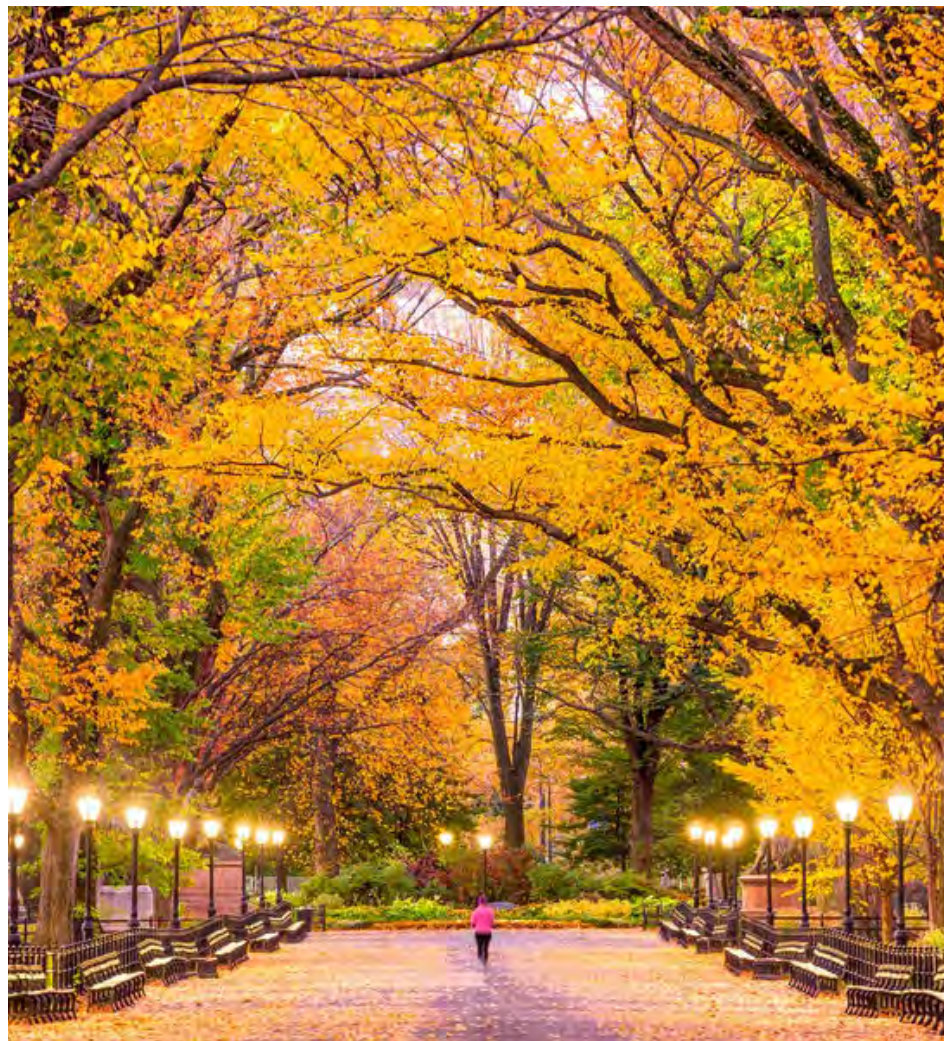


Irvine Great Park

1.5 Design Principles

Create a North / South Armature of Connectivity

The primary axis of unimproved park land currently runs on a north/south axis. Creating a strong spine of connectivity for multiple modes of movement would contribute greatly into creating one, unified central park.



Irvine Great Park

1.5 Design Principles

Botanical Garden as Anchor

One of the next major investments will be in the Botanical Gardens. This can play a role in creating a northern anchor and major destination for the North/South movement corridor mentioned previously.

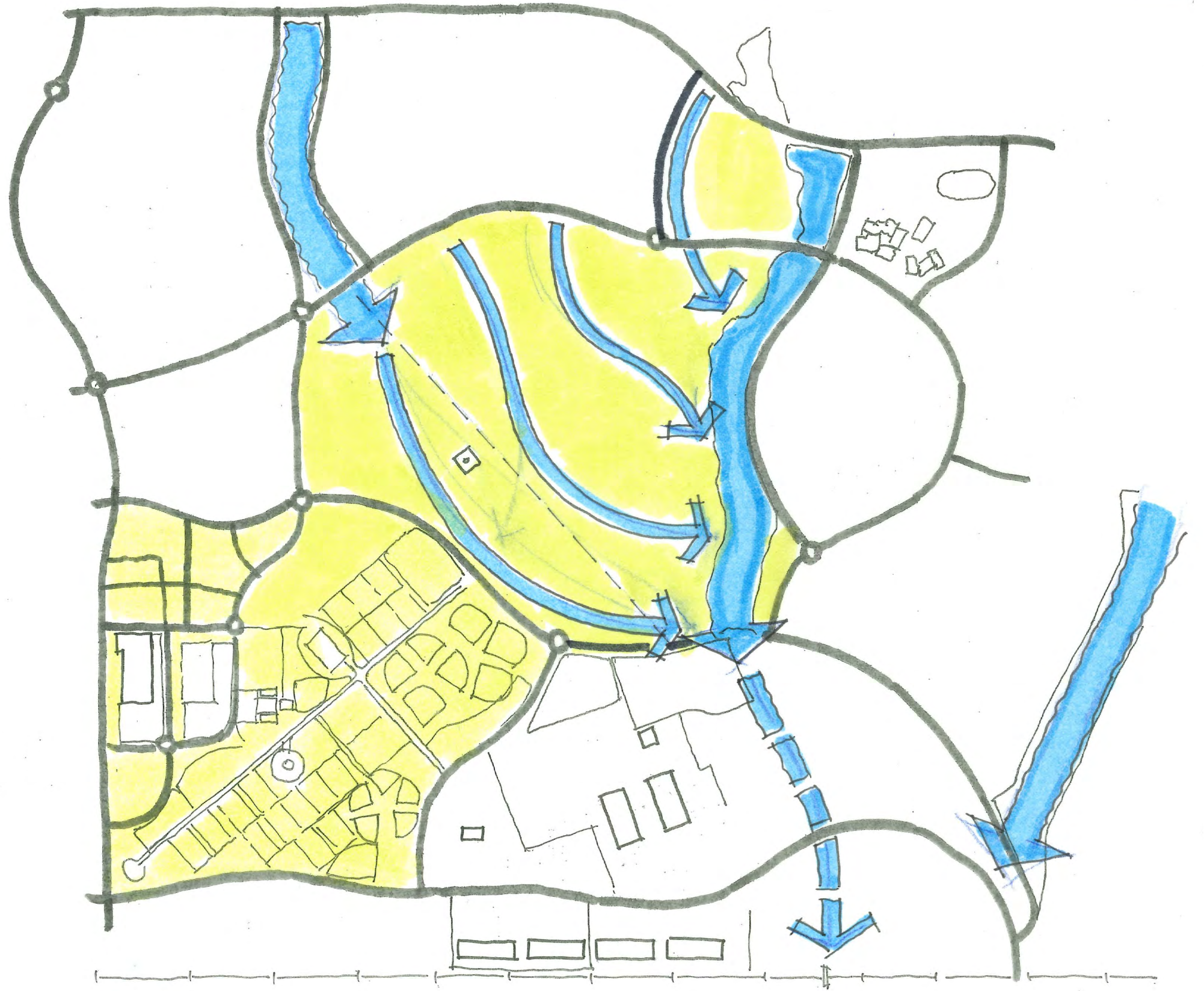


Irvine Great Park

1.5 Design Principles

Use Drainage as Form-Giver

The primary drainage corridors have already been used to create major park features. This concept should be continued on remaining secondary corridors to help structure the plan.

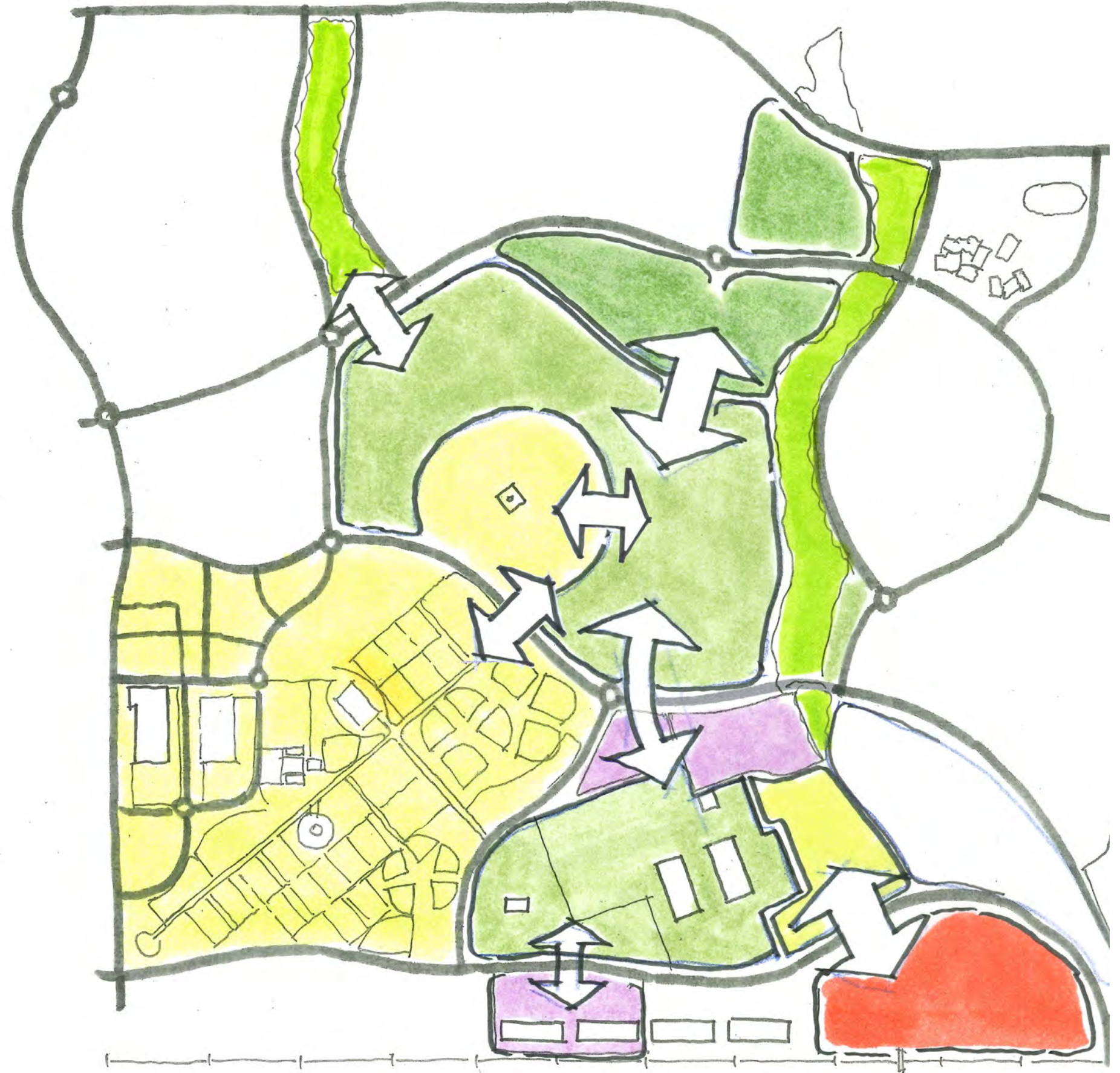


Irvine Great Park

1.5 Design Principles

Create ONE Park

The park has been separated by roadways and past development patterns into separate sectors. Although this methodology is logical, an effort should be made to reconnect these sectors to the extent possible to create a perception and experience of one unified Great Park.

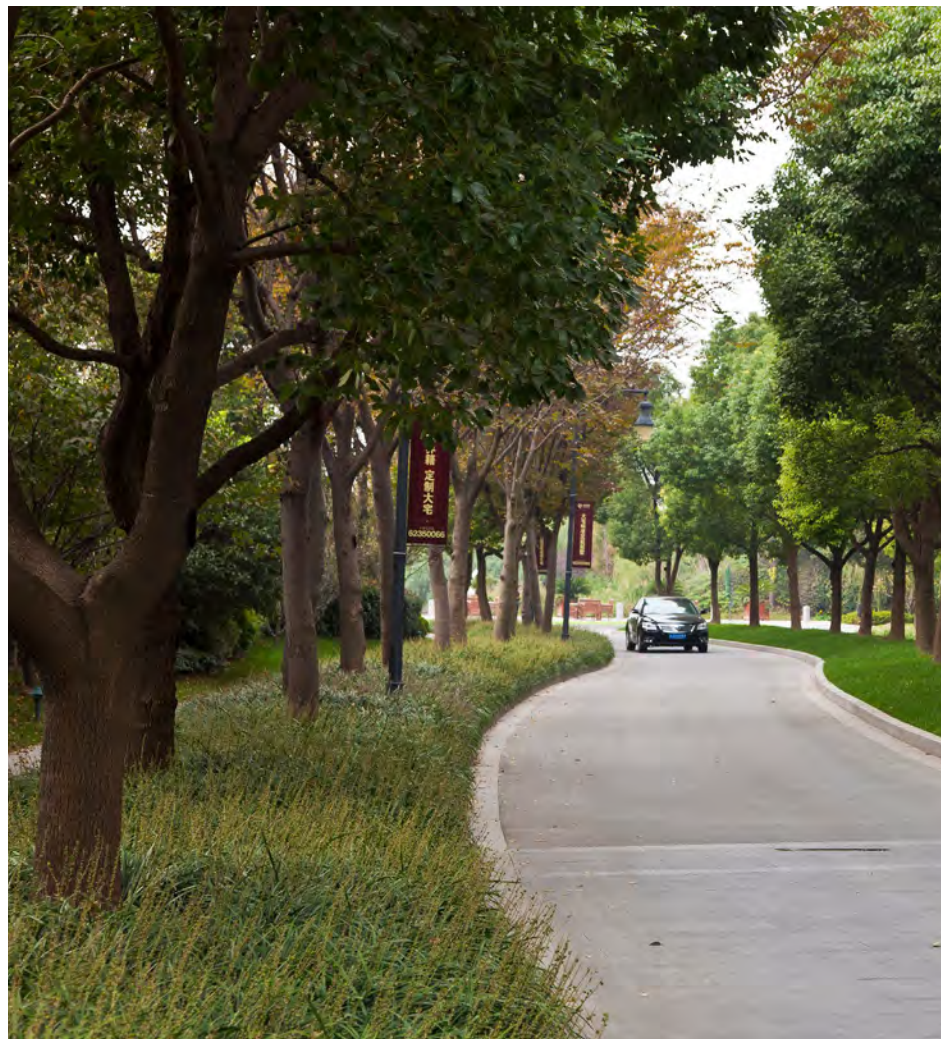


Irvine Great Park

1.5 Design Principles

Park-Like Interior Roads

The great central parks of America have internal roads of a character that seem to fit in and reinforce the relaxed, slower moving, passive landscaped environment. To the extent practical, remaining circulation within the park should take on such a character, being slower speed, narrower and less “engineered” in cross section.



Irvine Great Park

1.5 Design Principles

Link Cultural Terrace to TOD (Transit-Oriented Development)

Both the park and the future TOD, southeast of the Cultural Terrace and adjacent to Irvine Station, have much to gain by being strongly connected. A multi-modal, grade separated linkage should be strongly considered.



Irvine Great Park

1.6 Conceptual Framework Plan

Preliminary Alternative Concepts

Based on the previous guiding principles three initial alternatives were developed to explore overall framework form.



Grande Promenade

The opportunity for north/south connectivity is explored and emphasized creating the Grand Promenade found in great central parks around the world. The 21st century version includes three types of movement including walking, higher speed micro-mobility and a shuttle system, ultimately autonomous. This single component helps combine multiple disparate districts into a single park entity.



Central Park

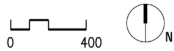
The 'Park is put back into the Park' with a series of medium and large meadows defined by woodland tree groves and linked by an extensive trail system. Family-oriented picnic, play areas, group event spaces, informal field sports and other traditional and emerging recreational activities surround the open space meadows. The programming for this portion of the park counter balances the heavy emphasis of organized sports found in the sports park.



Social Collisions

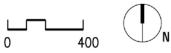
As a counterpoint to the two other more traditional central park forms, a parti was explored that challenged more predictable spatial relationships. A simplified grand promenade collides with desire lines connecting various destinations creating a dynamic series of spaces and tree masses. The resulting 'rooms' house various activities and programs.

Great Park
Site Plan

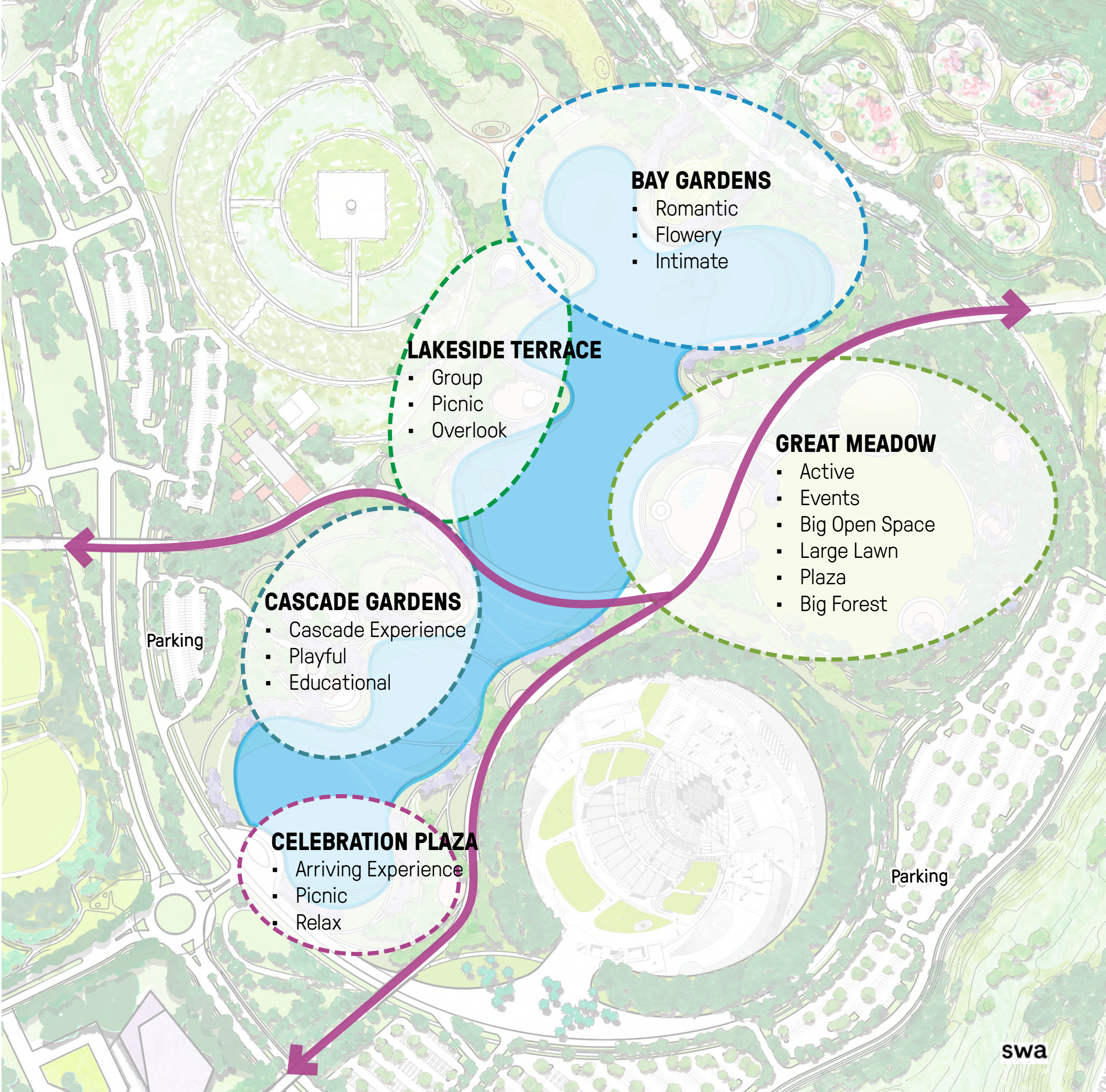


Great Park | Phase One

Scope of Work



Heart of the Park
Programming





Great Meadow

North Lake

Farm Hub

Great Promenade

14,000 Seat Amphitheater

Loop Road

South Lake

South Lake



Heart of the Park

Lakeside Terrace



Wetland Boardwalk

Waterfront Lawn

Picnic Terrace

Sky Garden

Waterfront Plaza

Tabebuia Terrace

Seasonal Garden

Family Space

Picnic Terrace



Picnic Type A
8-15 ppl

Picnic Type B
15-20 ppl

Picnic Type C
20-30 ppl

Scenic Space

Wetland Boardwalk

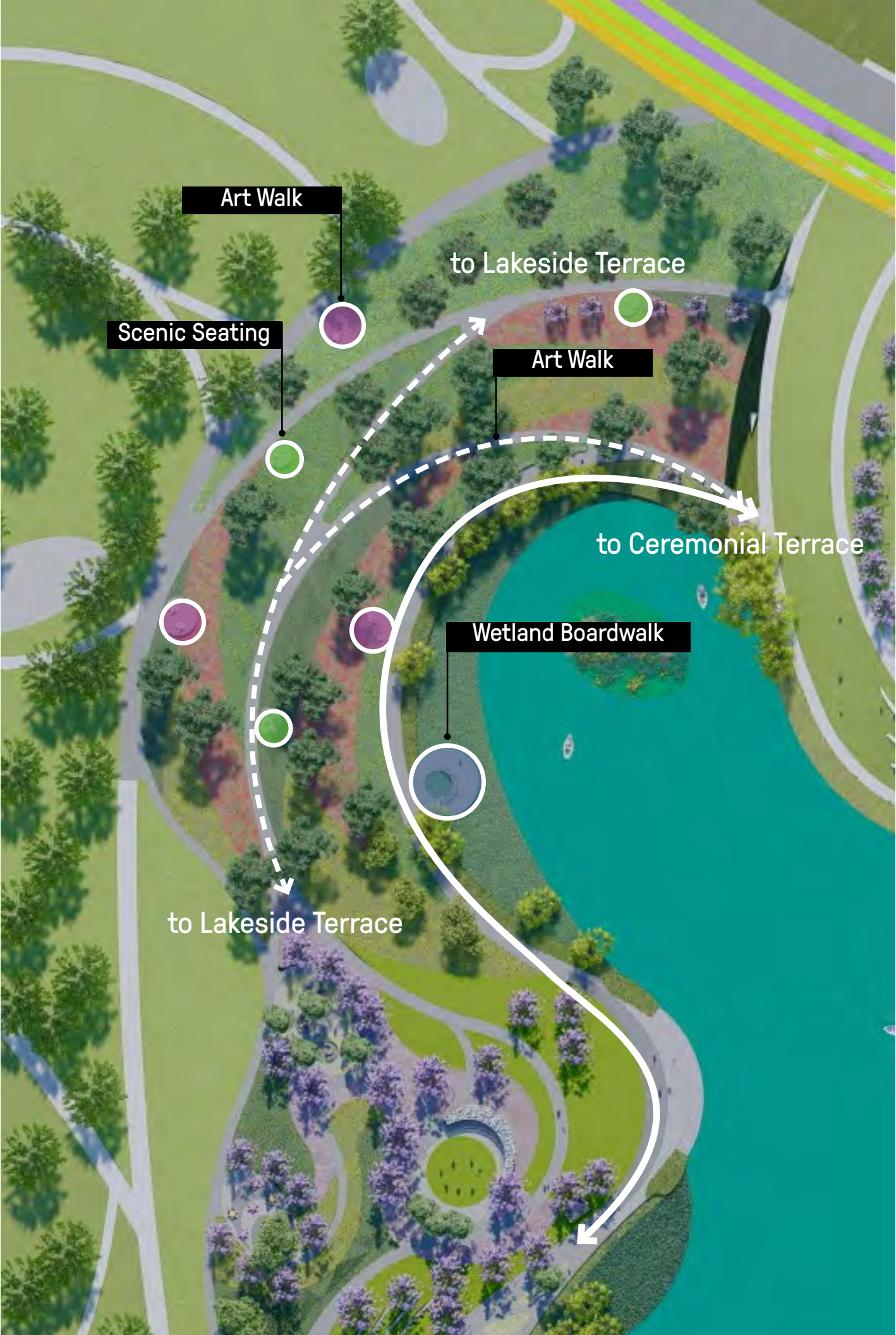




Heart of the Park

Flowery Field

- Picnic
- Scenic Seating
- Wetland Boardwalk
- ← - → Art Walk



Heart of the Park

Water Garden | Programming

- SCENIC
- EDUCATIONAL
- EXPLORATIONAL
- PICNIC
- WATERFALL



Great Meadow



Great Meadow



Band Shell

Great Meadow

Meadow Hill

Adventure Forest

Veterans Memorial
Concept Plan



Legend

- | | | | |
|---|------------------|----|----------------------------|
| 1 | Walk of Honor | 6 | Plane Display |
| 2 | Memorial Panels | 7 | Reflection Pool |
| 3 | Drop-off | 8 | Great Meadow |
| 4 | Veteran's Plaza | 9 | Forest Trail |
| 5 | Memorial Gardens | 10 | Phase 2 Program Area [TBD] |

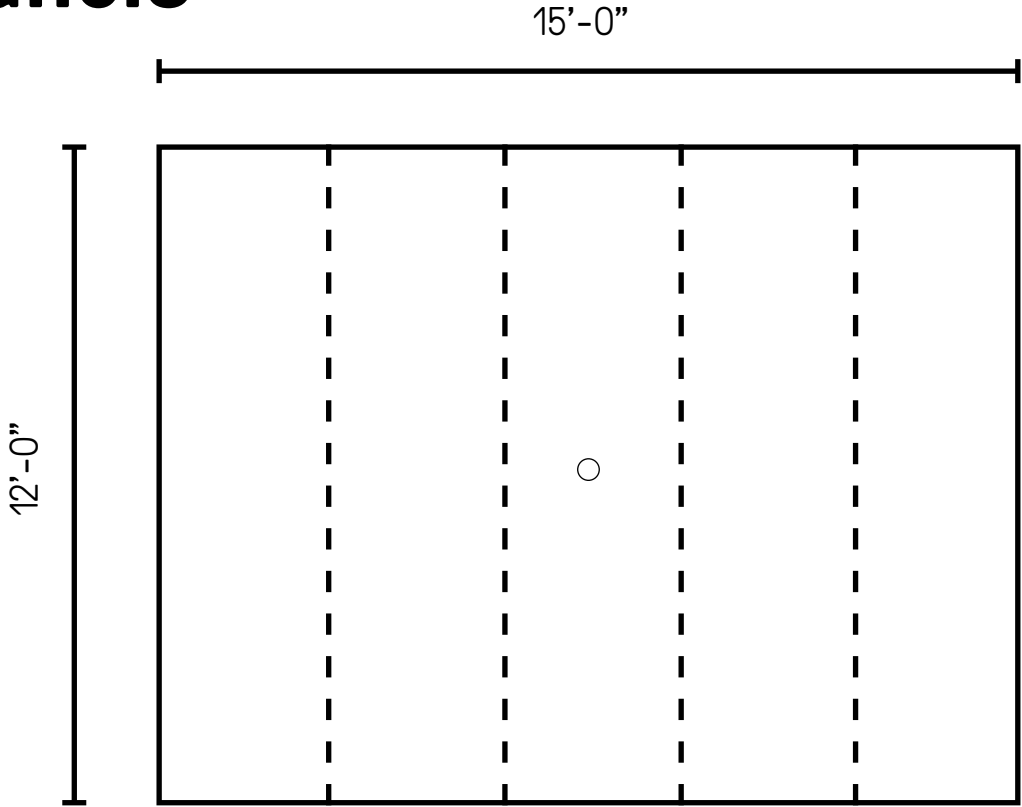
Veterans Memorial

Accessory Apron Concrete Panels

Locate concrete Panels for vertical and material applications:

- Few to zero surface imperfections
- Panels free of structural impairments and cracking
- Panels of a fixed size, 12' x 15'

ARDA Accessory Concrete Panel Quantity		
Application	Panels Preserved	Vertical Monuments
Walk of Honor Memorial Panels	4	20
Memorial Meadow Panels	16	80
ARDA Total	20	
Park-wide Use Total	20	
Sum Total	40	



5 Monument per concrete panel at 3'x12'



Great Park Irvine
Veteran's Memorial



Botanical Garden
Zones | Phase 1



Botanical Garden
Concept Plan | Phase 1



- Legend**
- | | | | |
|---|---------------------------|----|--------------------|
| 1 | Primary Entry | 6 | Event Barn |
| 2 | Secondary Event Entry | 7 | Maintenance Yard 1 |
| 3 | Future Phase 2 Connection | 8 | Botanic Terrace |
| 4 | Primary Pathway | 9 | Cafe |
| 5 | Maintenance Loop | 10 | Kiosk Location |

Botanical Garden
Botanical Terrace | *Historic Building*



Botanical Garden

California Arroyo | Landscape Zones



Botanical Garden

Children's Garden | Zones

1 | Mountains - *San Gorgonio*

2 | The Village - *Farm House*

3 | Ocean - *Catalina Channel*

4 | Hills - *Cleveland Forest*



Botanical Garden

Children's Garden | Plan Enlargement



Legend

- 1 Saddleback Hills
- 2 Dino Desert
- 3 Cetacean Square
- 4 The Village
- 5 Butterfly Pavilion
- 6 Central Pavilion
- 7 Climbing Pavilion
- 8 Children's Overlook Tower
- 9 Tree House
- 10 Hummingbird Garden



Children's Garden Features	
Amenity	Age Group
Tree House	6 to 12
Hill Slides	3 to 12
Log Swing (2 swings)	3 to 10
Topiary Garden	1 to 12
Tree Stump Stepping Stones	4 to 12
Play Meadow	1 to 12
Camp Zone/Picnic Area	1 to 12
Play Tunnels	5 to 12
Play Mounds	3 to 10
Rock Climbing Wall	5 to 12
Walk Through Reef	4 to 12
Dolphin Splash Pad	4 to 12
Tide Pool	2 to 12
Play Cottage	1 to 12
Tea Table	2 to 12
Blue Whale Fog Fountain	2 to 12
Butterfly Garden	2 to 12
Overlook Tower	5 to 12
Natural Climbing Structures	4 to 12
Tree House Structure	5 to 12
Dino Desert Fossil Excavation	4 to 12

Botanical Garden

Celebration Garden | Plan Enlargement

1



Botanical Garden

Walk Through the World | Plan Enlargement



A Walk Through The World

Sequence and Proximity



Legend

- ① Tropical Garden
- ② Temperate Garden
- ③ Mediterranean Garden
- ④ Savanna/African Garden
- ⑤ Desert Garden

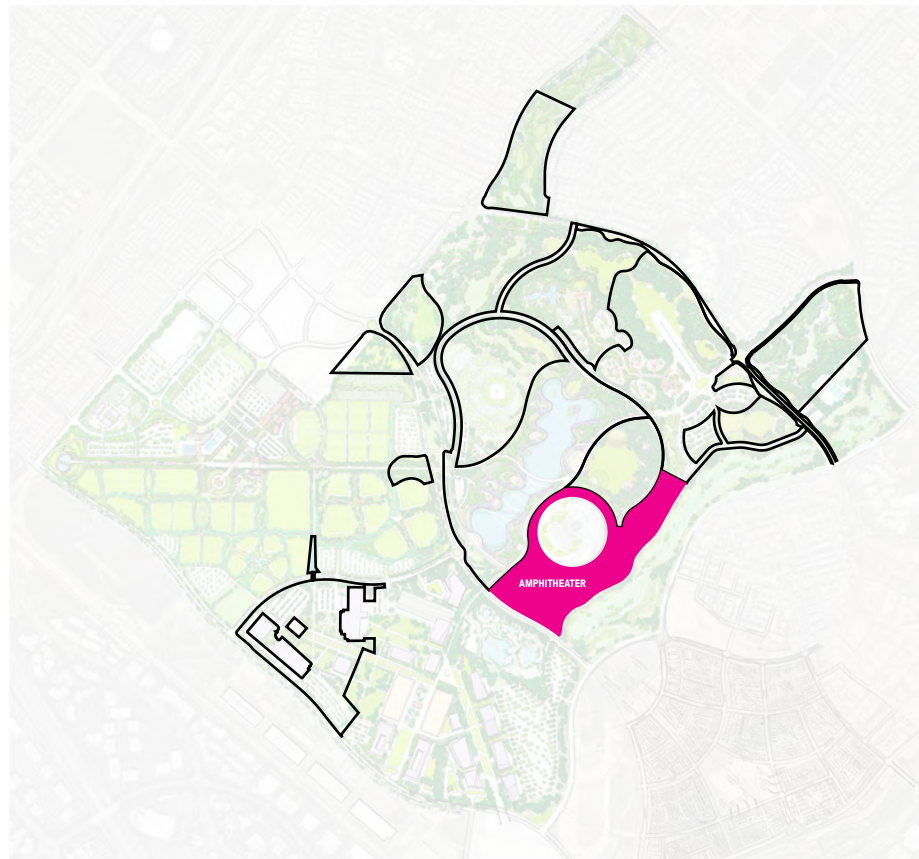
Great Park / Phase One

Amphitheater

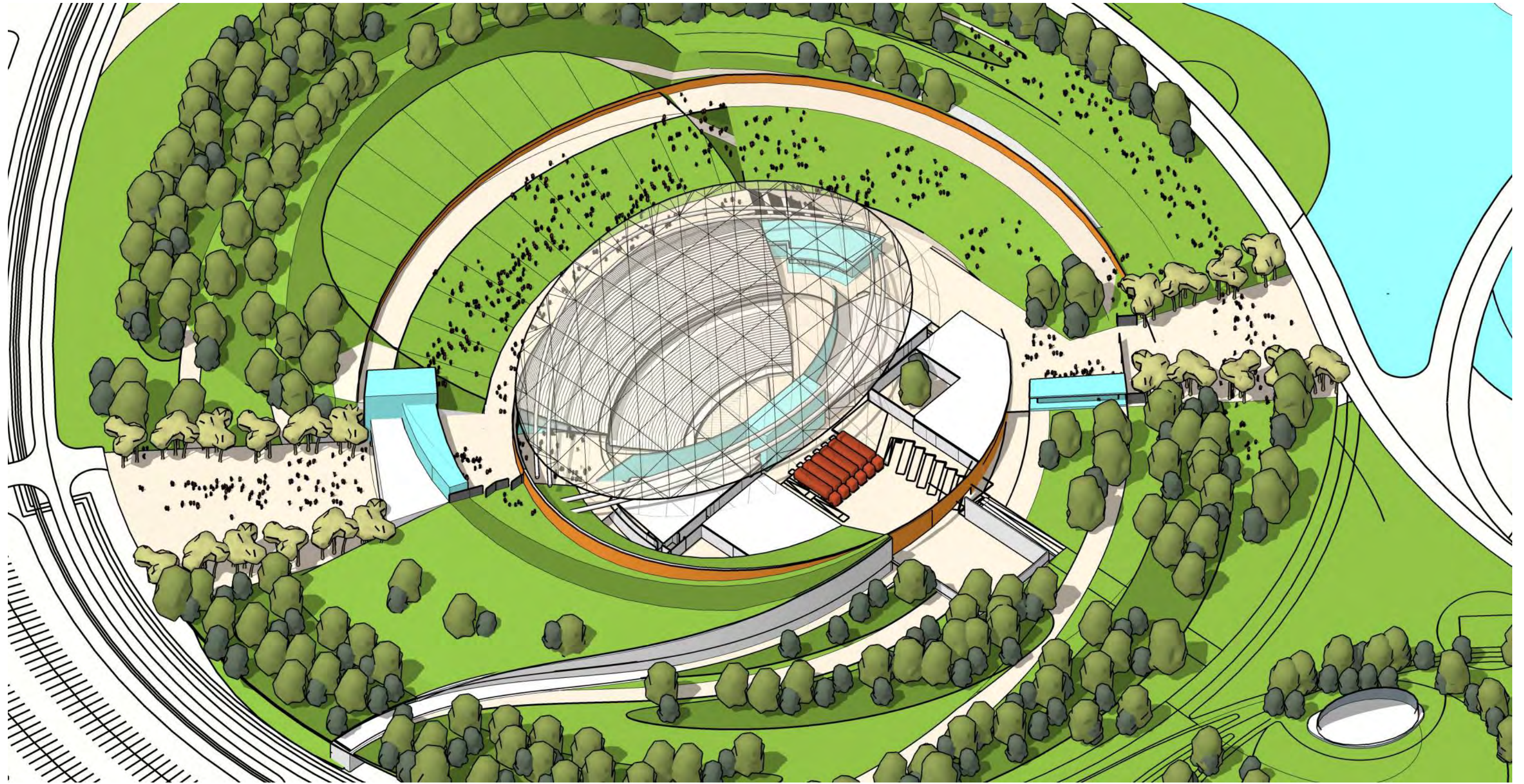
The Amphitheater will be a regional destination serving as an outdoor music venue. Surrounded in a large forested berm, the Amphitheater will host an ample entry plaza alongside the Loop Road to welcome concert-goers.

Program Features

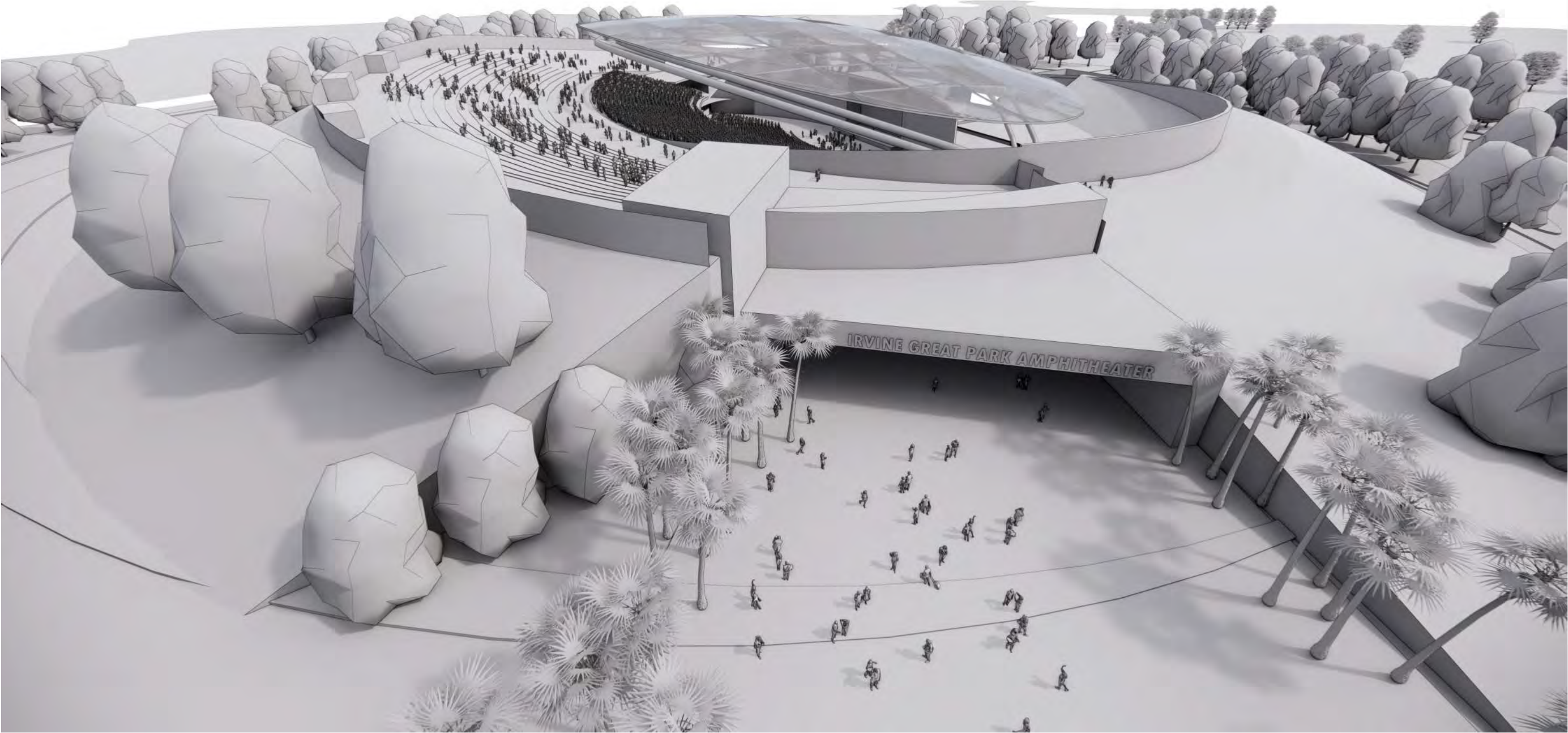
- *10,000 Seat Amphitheater*
- *Forested Berm*
- *Amphitheater Entry Plaza*
- *Parking (Standard, ADA, EV & EV Ready)*
- *Restrooms*
- *Trash Enclosures*
- *Satellite Maintenance Areas*
- *Loop Road (Pedestrian, Jogging, Bicycle and Vehicular Pathways)*



IRVINE GREAT PARK AMPHITHEATER



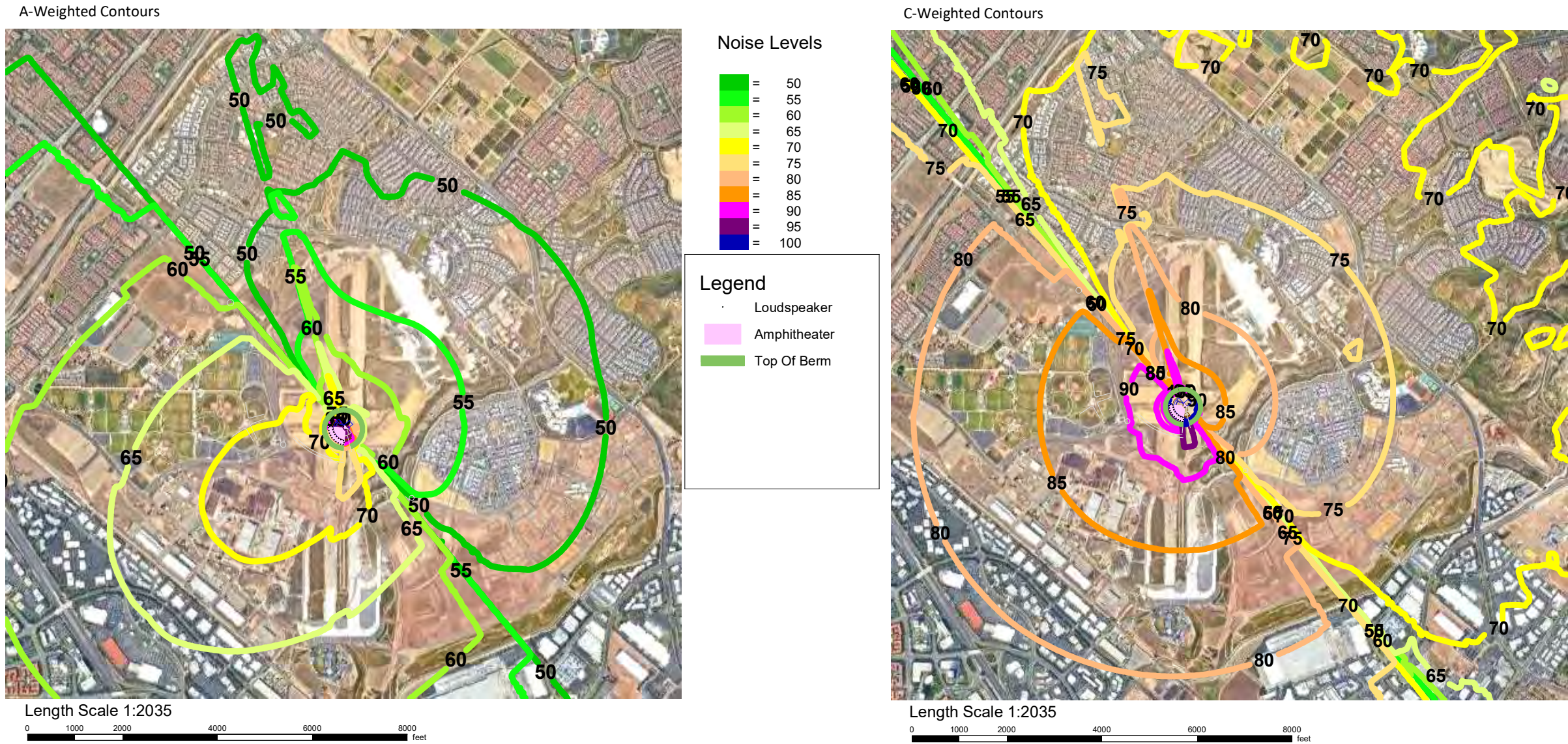
IRVINE GREAT PARK AMPHITHEATER



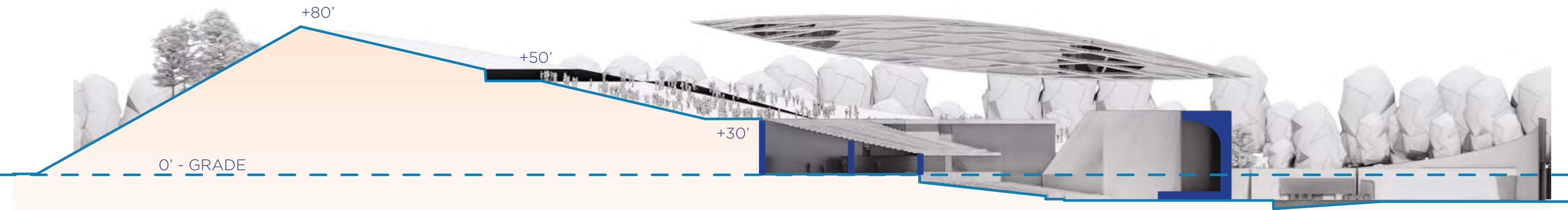
IRVINE GREAT PARK AMPHITHEATER



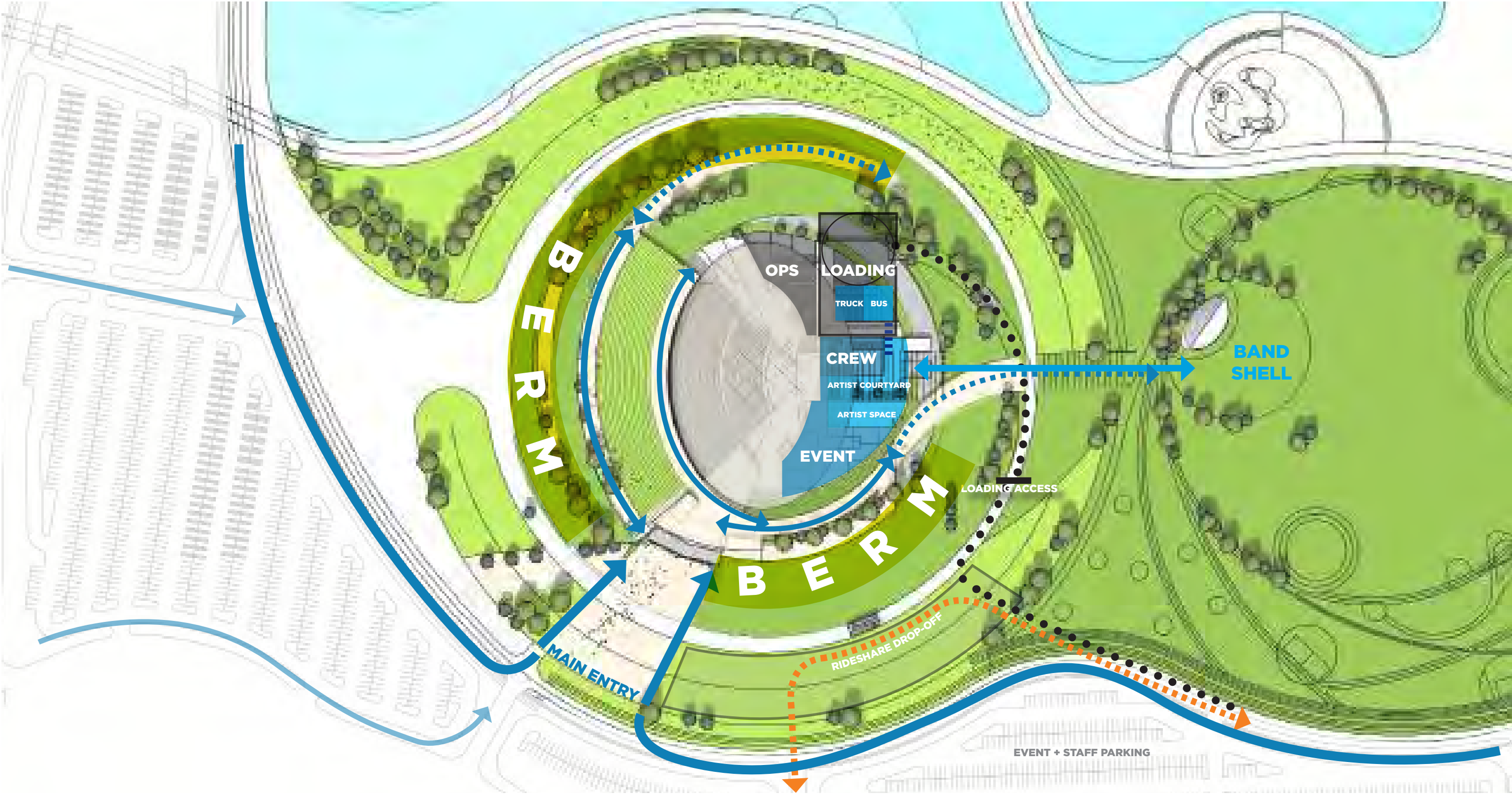
Irvine Great Park Amphitheater - Preliminary Design Concepts
Predicted Sound Contours - 100 dBA at Mix Position



IRVINE GREAT PARK AMPHITHEATER



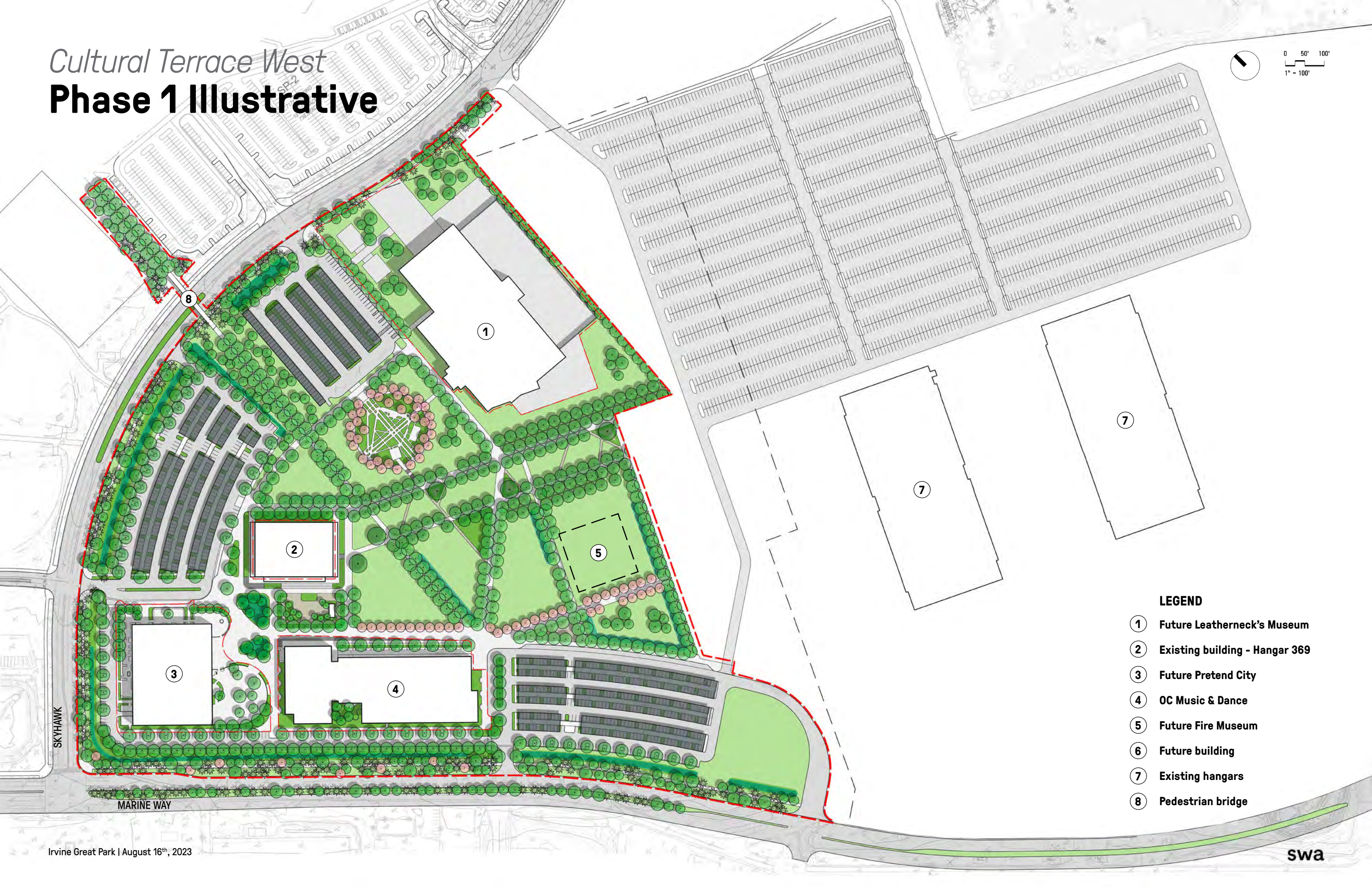
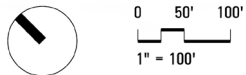
IRVINE GREAT PARK AMPHITHEATER



Cultural Terrace West
within the Great Park



Cultural Terrace West
Phase 1 Illustrative



LEGEND

- ① Future Leatherneck's Museum
- ② Existing building - Hangar 369
- ③ Future Pretend City
- ④ OC Music & Dance
- ⑤ Future Fire Museum
- ⑥ Future building
- ⑦ Existing hangars
- ⑧ Pedestrian bridge

Cultural Terrace West

Buildings & Structures | Existing Hangar 369



Cultural Terrace West
Buildings & Structures | *Pretend City*



Cultural Terrace West
Buildings & Structures | *Pretend City*



Cultural Terrace West

Buildings & Structures | *OC Music & Dance*

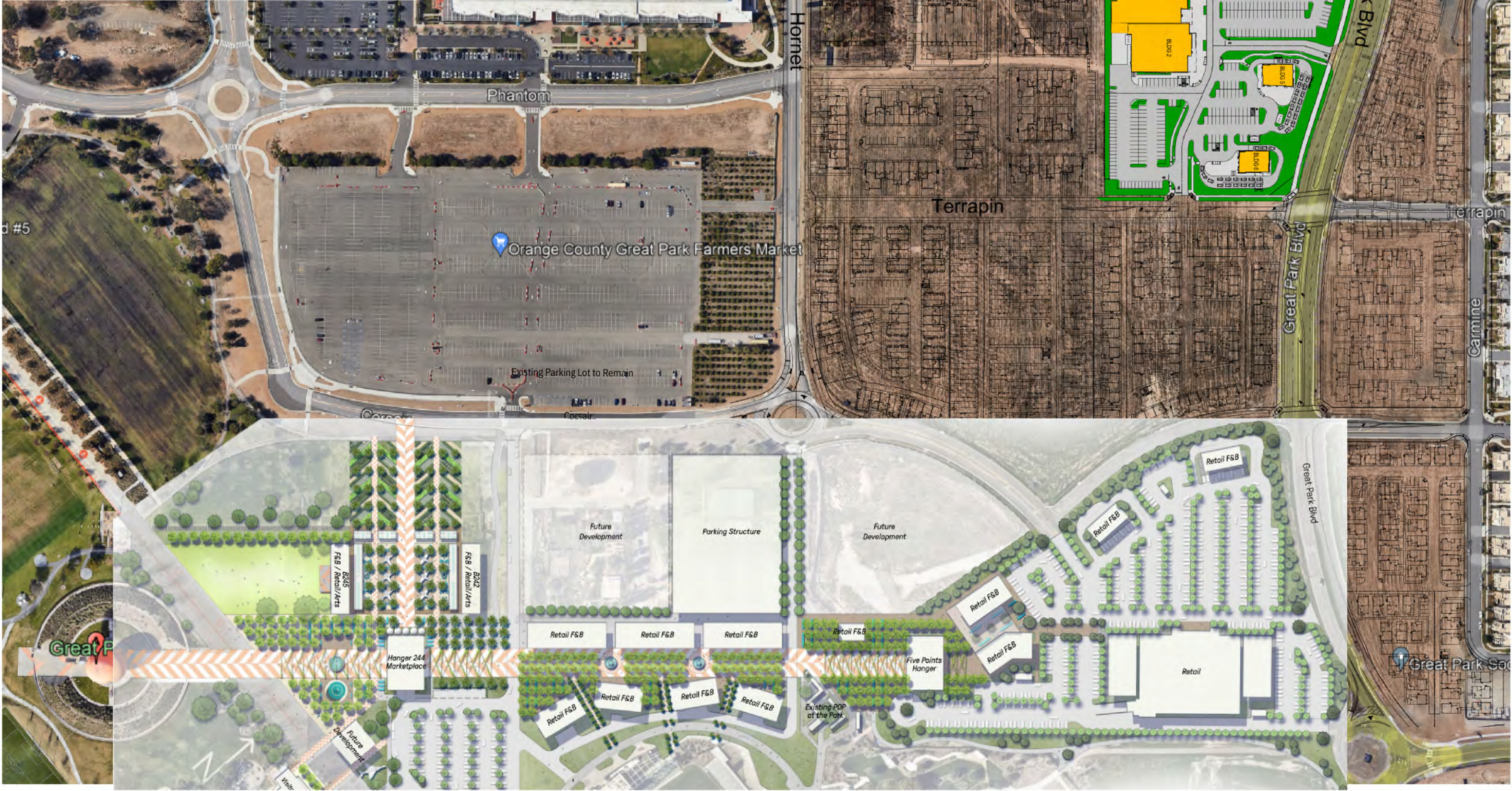


Great Park Irvine
Cultural Terrace West



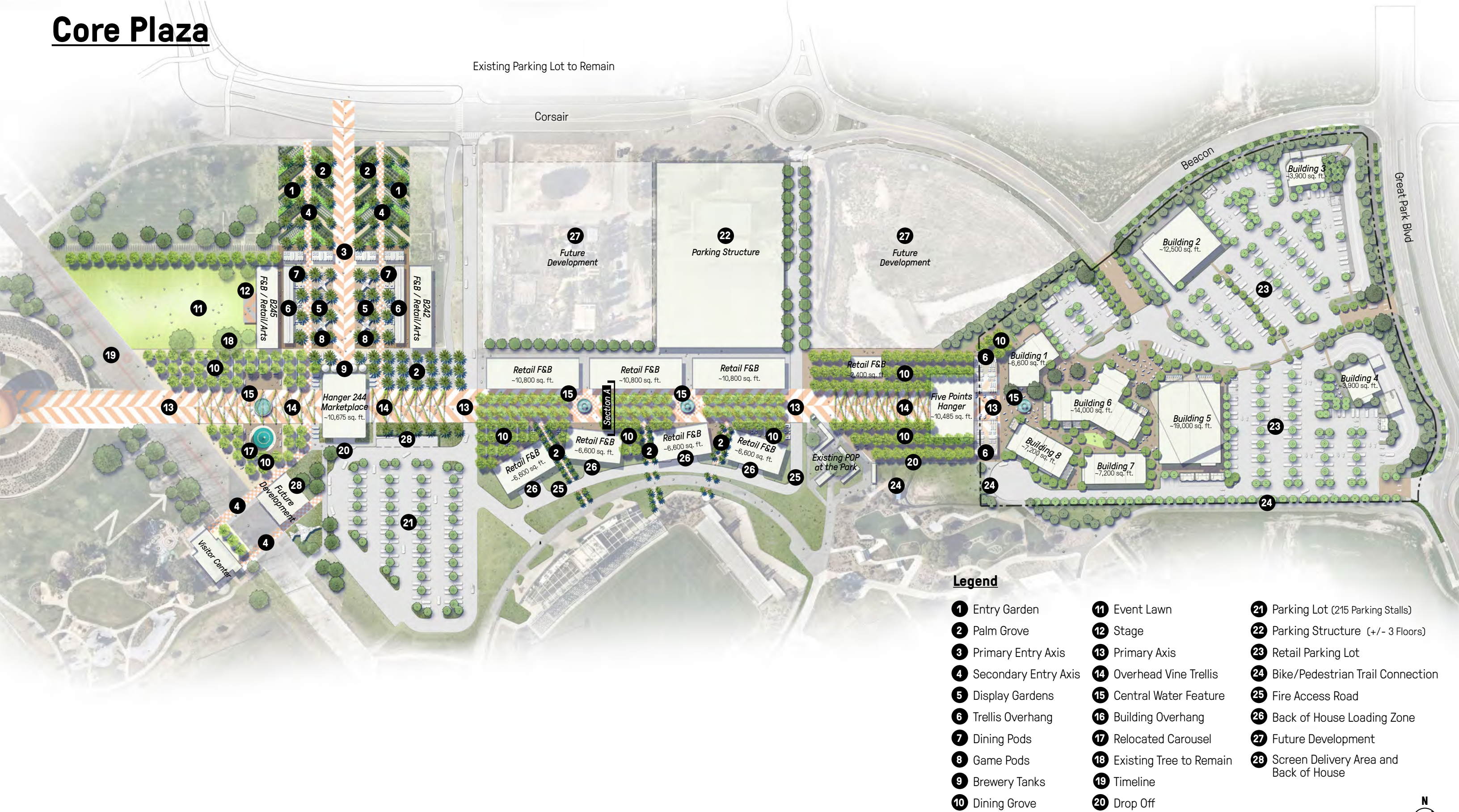
Irvine Great Park

RFP Site & Proposed Site



Irvine Great Park

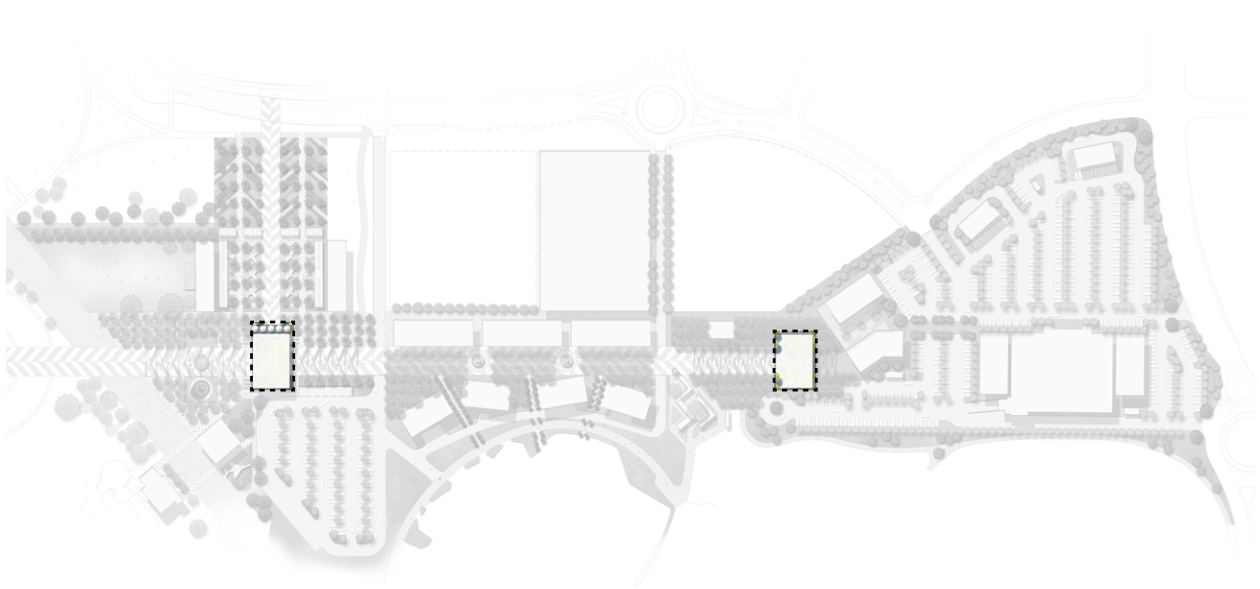
Core Plaza



Legend

- | | | |
|------------------------|----------------------------|---|
| 1 Entry Garden | 11 Event Lawn | 21 Parking Lot (215 Parking Stalls) |
| 2 Palm Grove | 12 Stage | 22 Parking Structure (+/- 3 Floors) |
| 3 Primary Entry Axis | 13 Primary Axis | 23 Retail Parking Lot |
| 4 Secondary Entry Axis | 14 Overhead Vine Trellis | 24 Bike/Pedestrian Trail Connection |
| 5 Display Gardens | 15 Central Water Feature | 25 Fire Access Road |
| 6 Trellis Overhang | 16 Building Overhang | 26 Back of House Loading Zone |
| 7 Dining Pods | 17 Relocated Carousel | 27 Future Development |
| 8 Game Pods | 18 Existing Tree to Remain | 28 Screen Delivery Area and Back of House |
| 9 Brewery Tanks | 19 Timeline | |
| 10 Dining Grove | 20 Drop Off | |

Irvine Great Park Marketplace

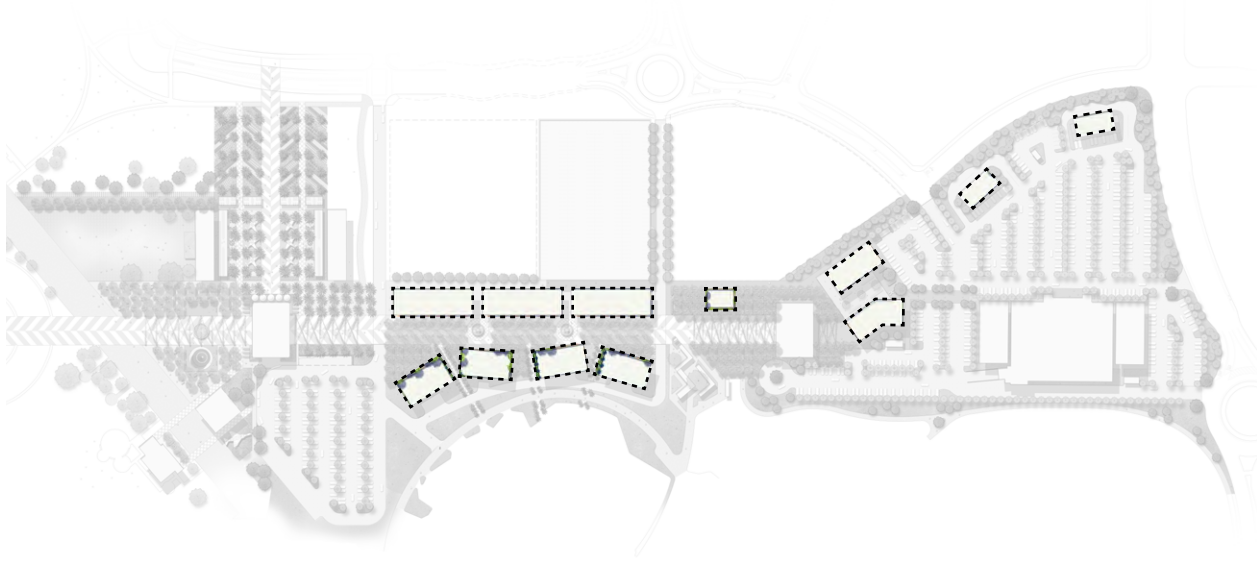


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Scale: N.T.S.



Irvine Great Park

Retail F&B



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Scale: N.T.S.



Irvine Great Park

Potential F&B Locations

0.25 Mile Radius Map
(5 Mins Walking Distance)

Legend:

-  F&B Location by Park Vendor
-  F&B Location by Others

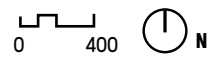


Irvine Great Park

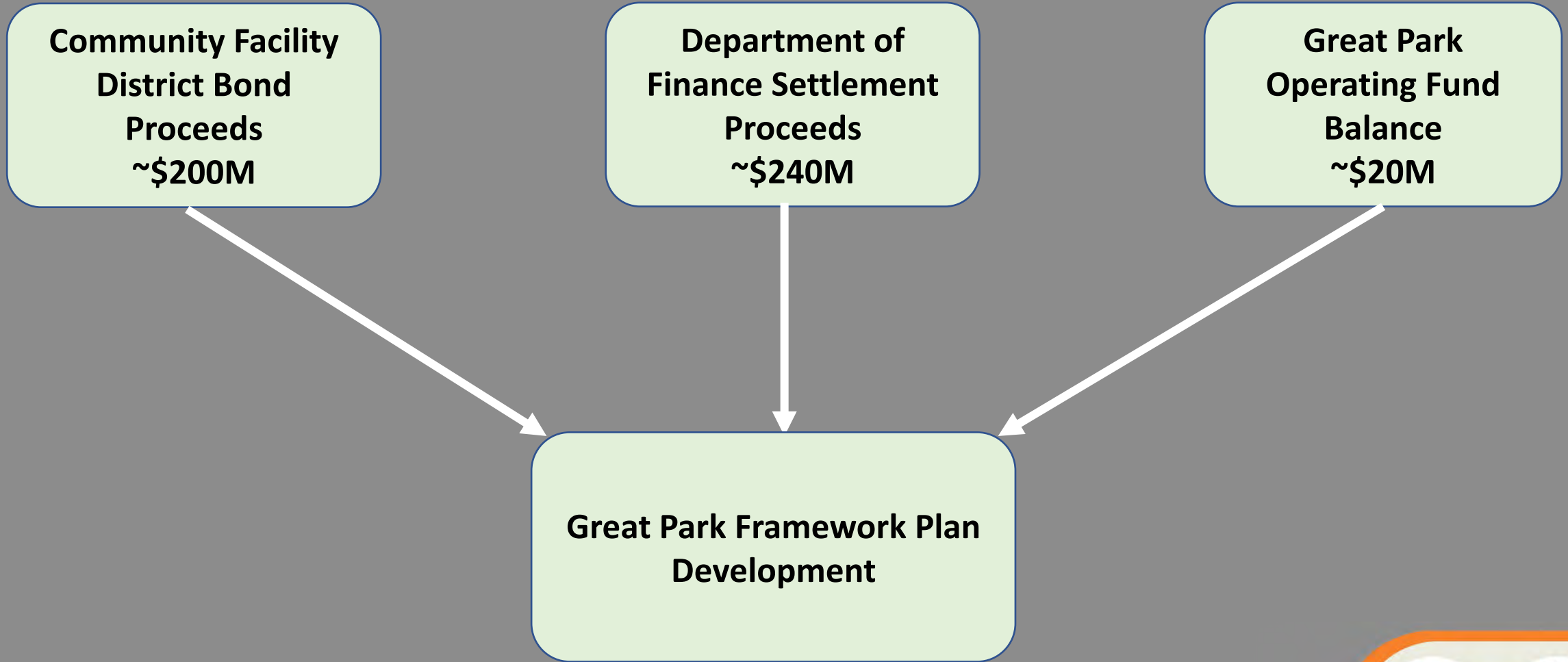
Promenade Study

Legend:

- Great Promenade (Multi-modal) 30'-80'
- Timeline Promenade (Multi-modal) 30'-40'
- North Promenade Extension (Multi-modal) 20'
- Tram Stop
- Bridge



Great Park Development Financial (2023-25)



Funding Sources

- **Community Facilities District 2013-03**
 - Bond proceeds from CFD Improvement Areas, backed by Special Tax Revenue
 - Issuances from six developed IAs
 - Future issuances from IAs as development proceeds
- **Department of Finance Settlement Fund**
 - One-time proceeds resulting for the dissolution of Redevelopment Agencies
- **Great Park Operating Fund**
 - Surplus funds from the ongoing operation of the Great Park



Before



After

