

ZSFG CHILDCARE CENTER CDR CONCEPT REVIEW

18 SEPTEMBER, 2023



ZUCKERBERG
SAN FRANCISCO GENERAL
Hospital and Trauma Center

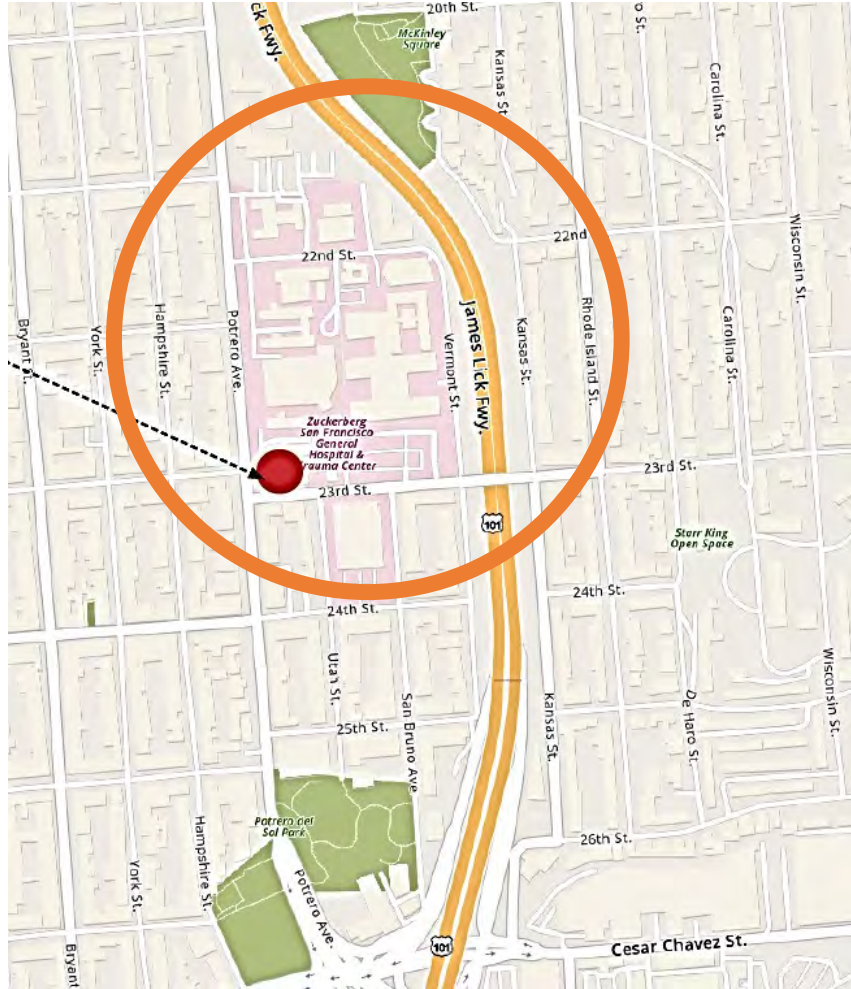
AGENDA

1. PROJECT INTRO / HISTORY
2. VICINITY/CONTEXT
3. PROGRAM PLANS + OVERVIEW
4. BUILDING CONCEPTS + PRECEDENTS
5. SITE PLAN CONCEPT + LANDSCAPE APPROACH

VICINTY



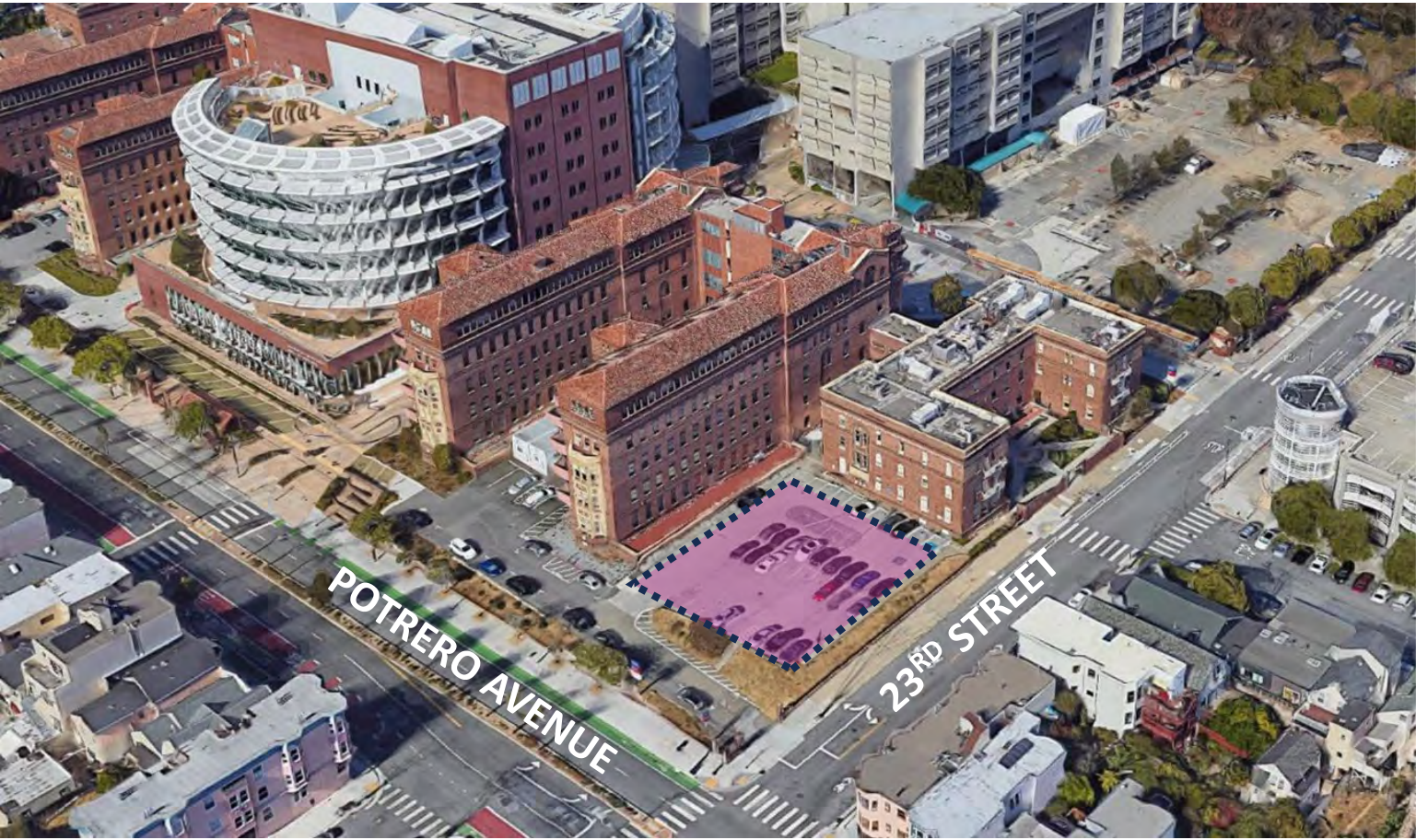
VICINITY MAP



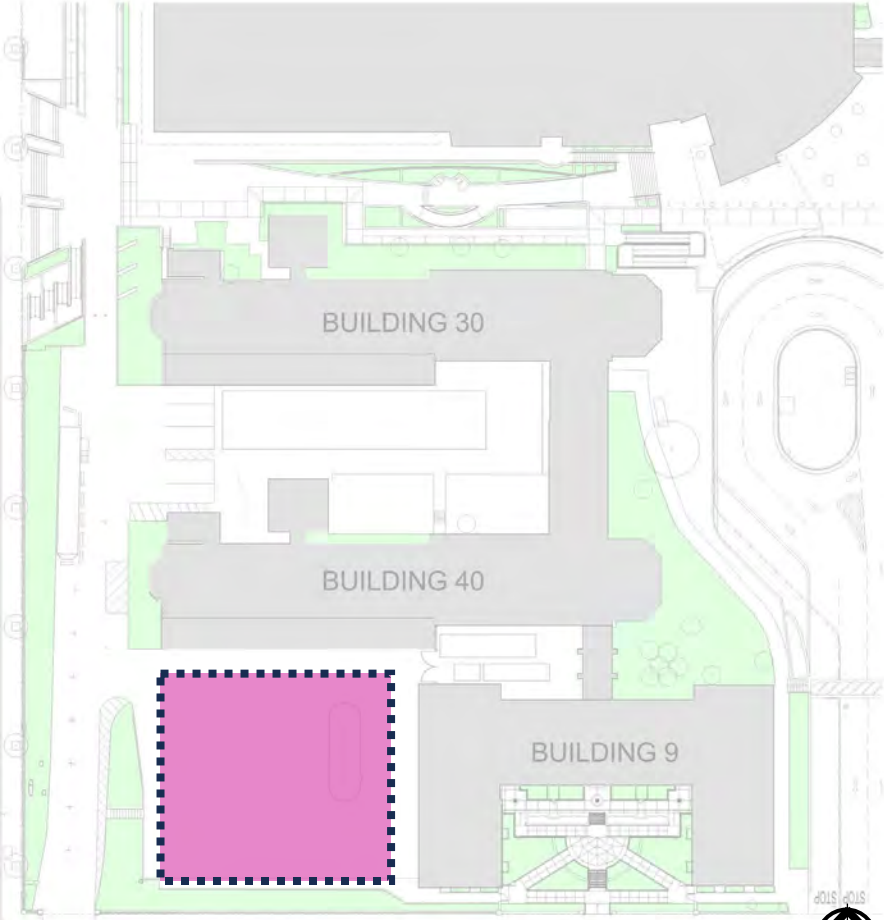
ZUCKERBERG SF GENERAL



BUILDING SITE CONTEXT



BUILDING SITE



BUILDING SITE



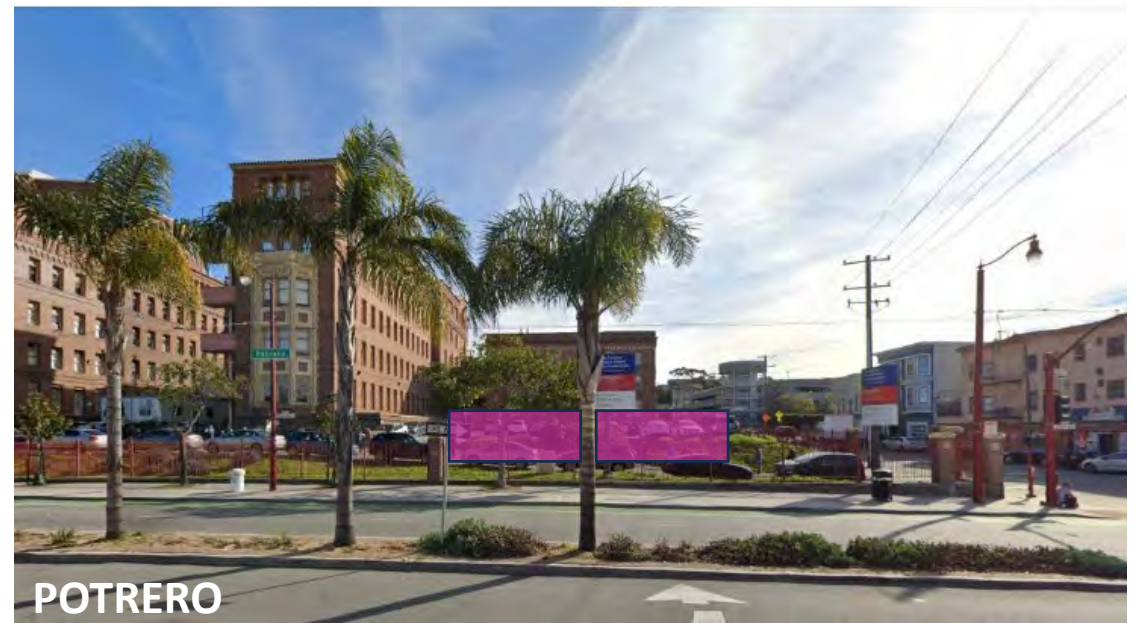
BUILDING SITE CONTEXT



POTRERO AVENUE

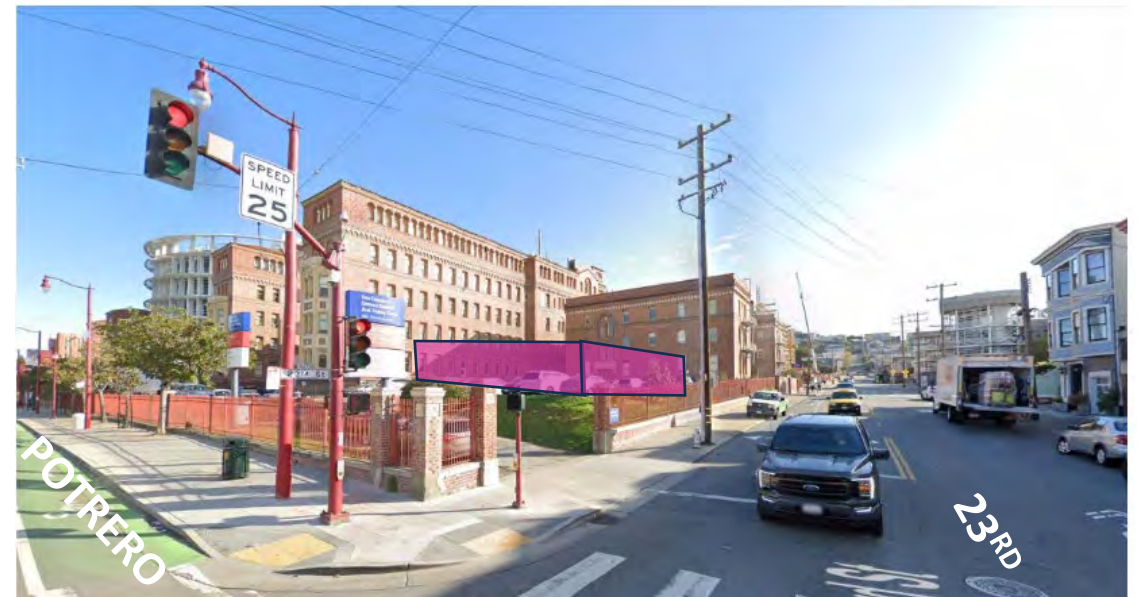
23RD STREET

BUILDING SITE



POTRERO

BUILDING SITE FROM POTRERO



BUILDING SITE FROM INTERSECTION OF POTRERO + 23RD

BUILDING SITE CONTEXT

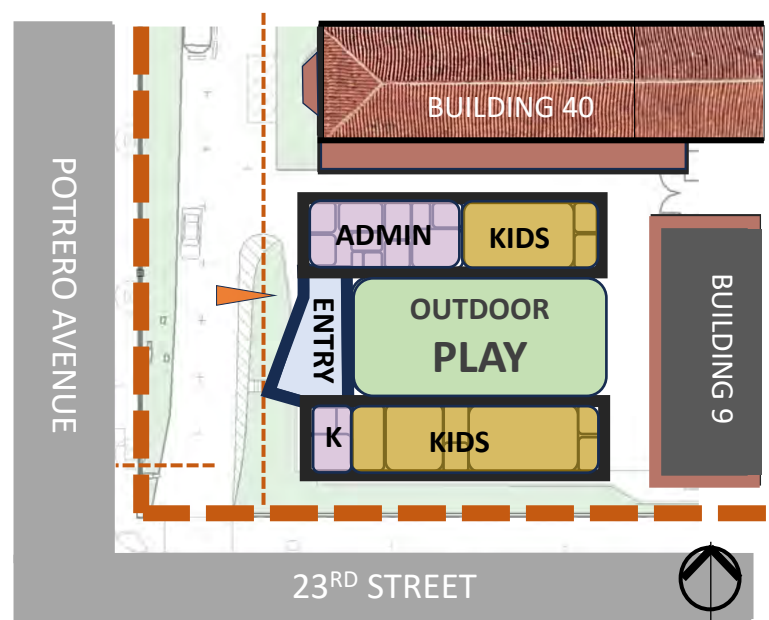
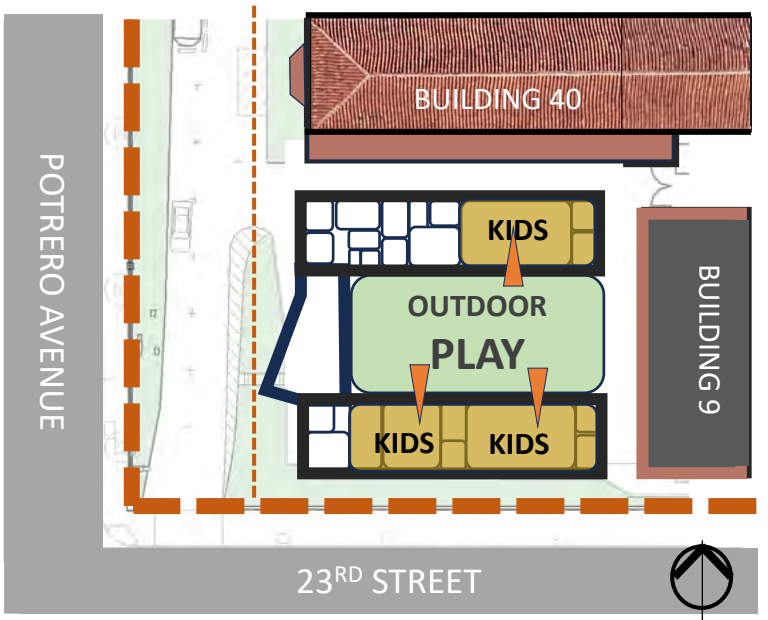
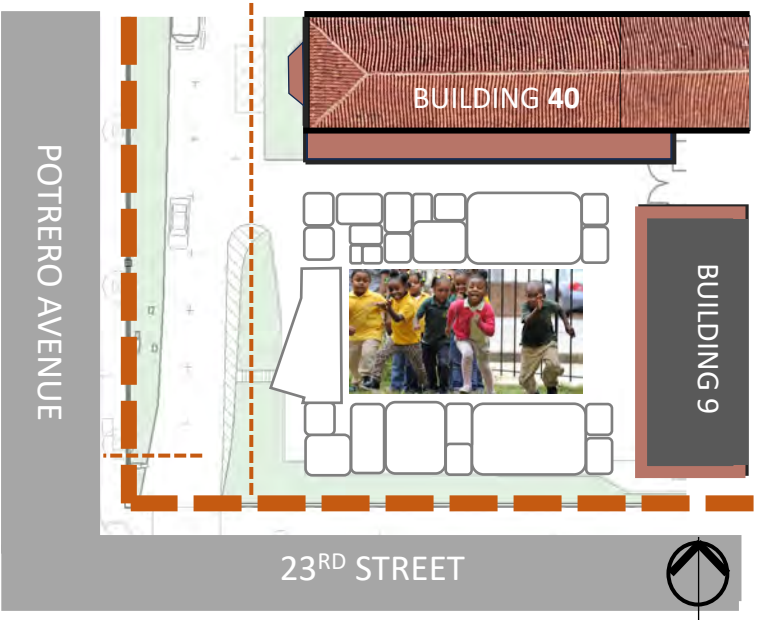
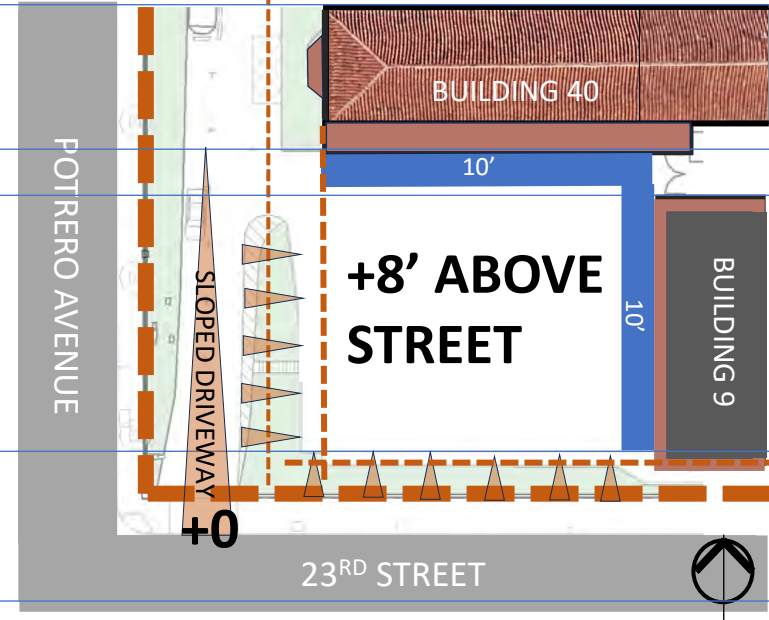
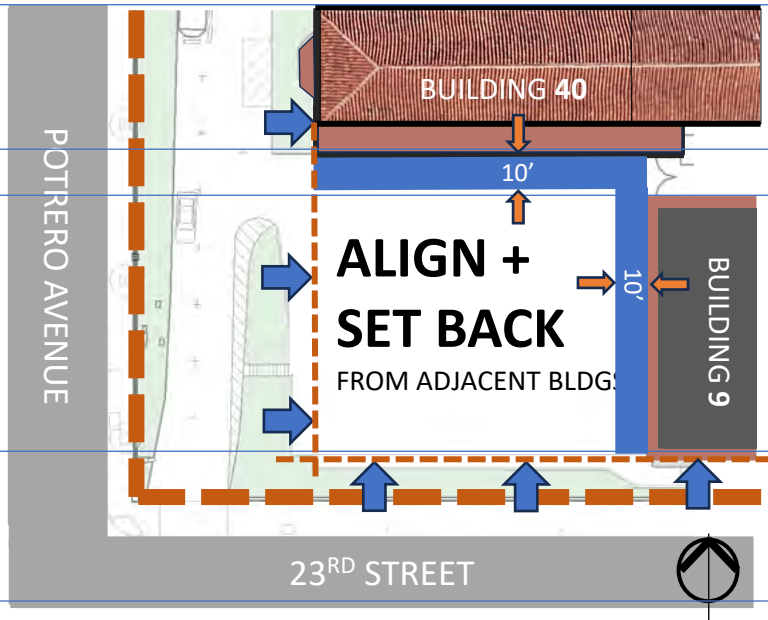
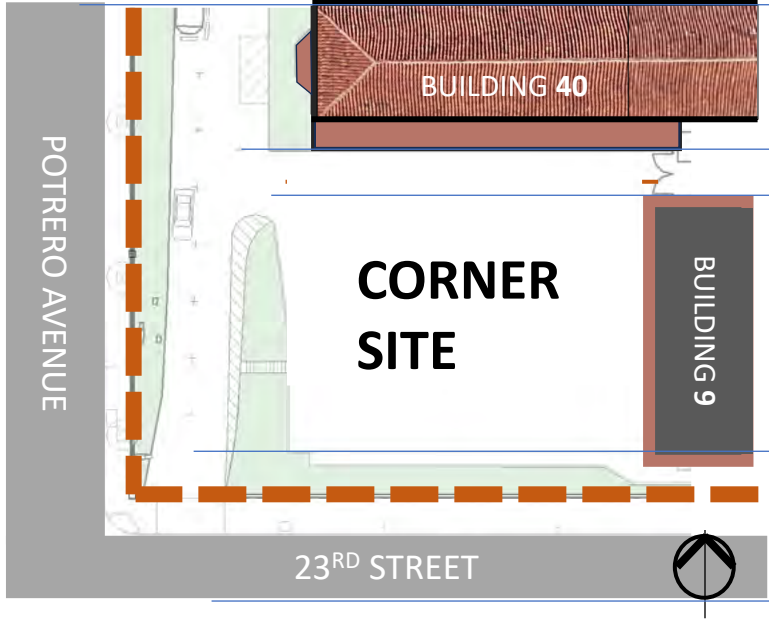


BUILDING SITE



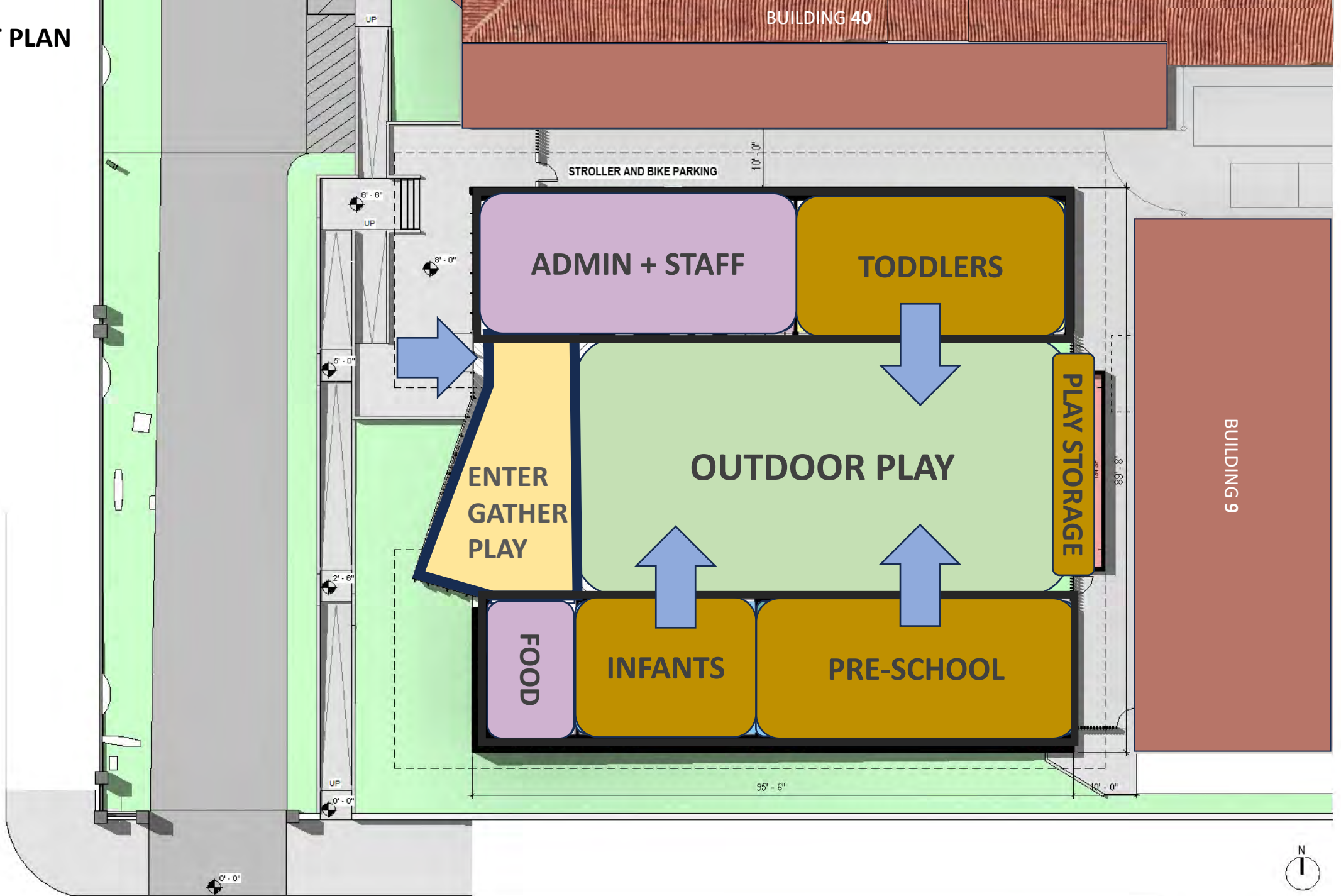
BUILDING SITE

SITE ATTRIBUTES + BUILDING PLACEMENT



CONCEPT PLAN

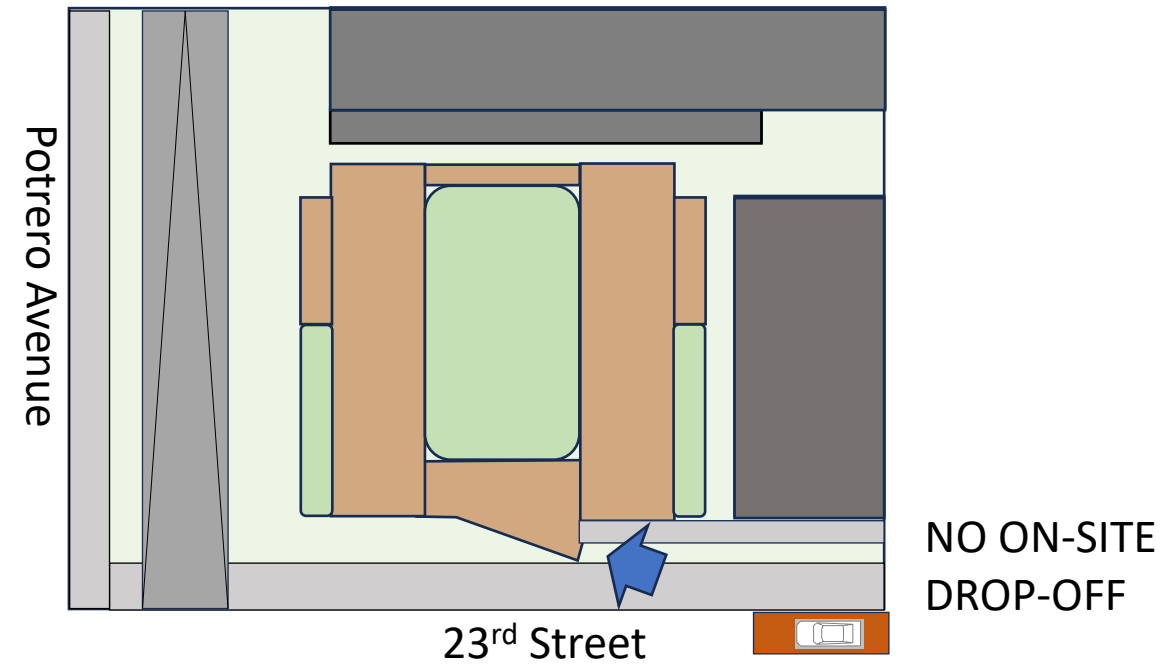
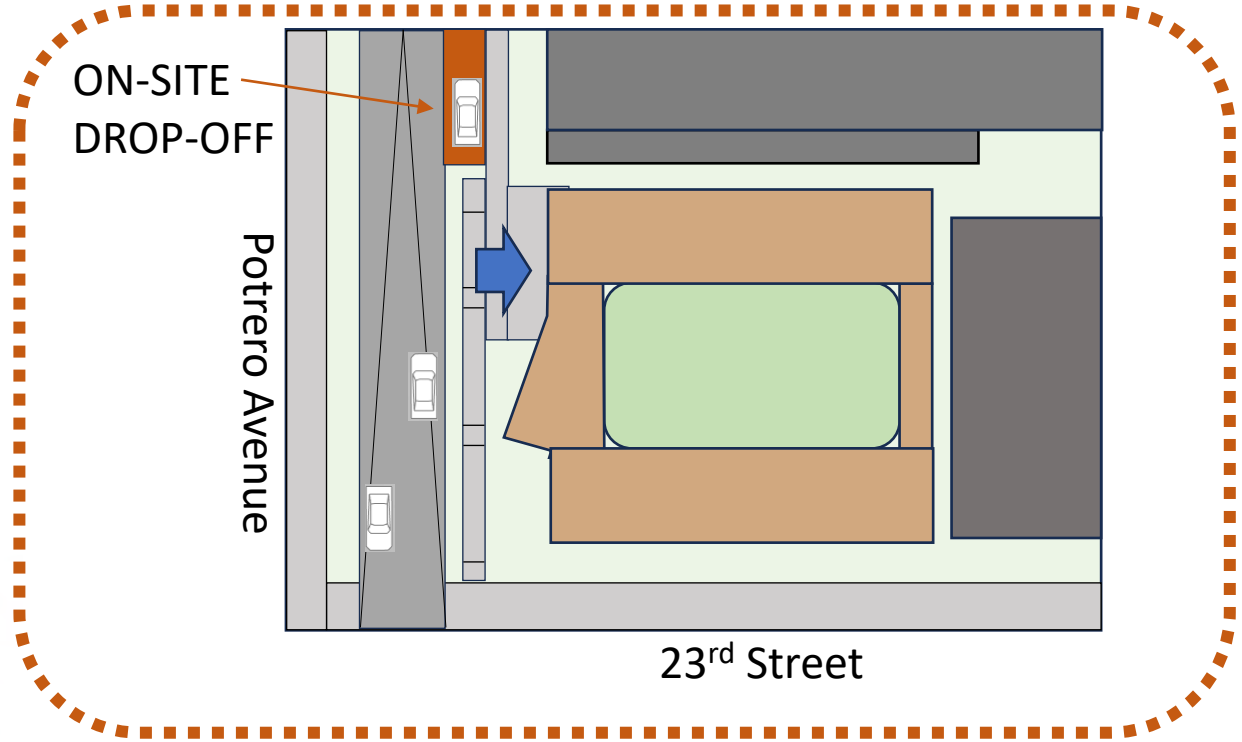
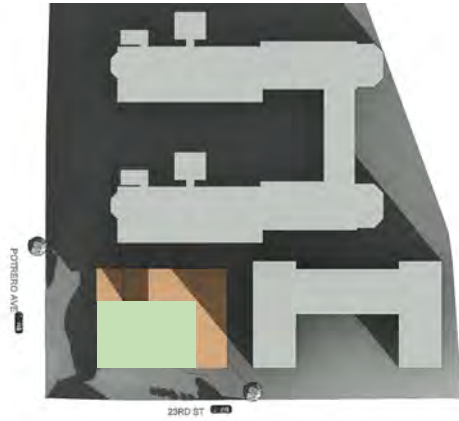
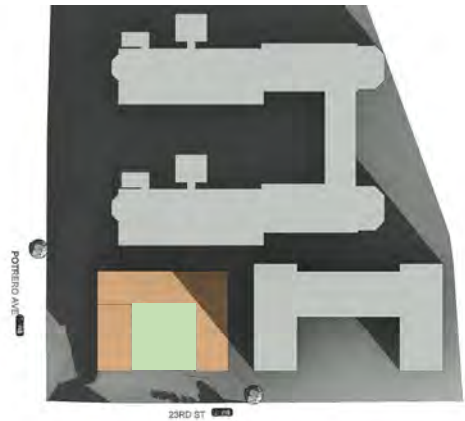
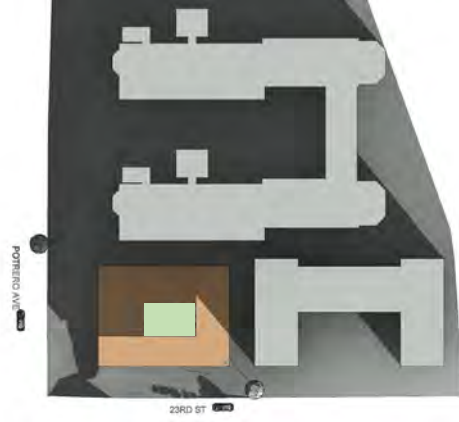
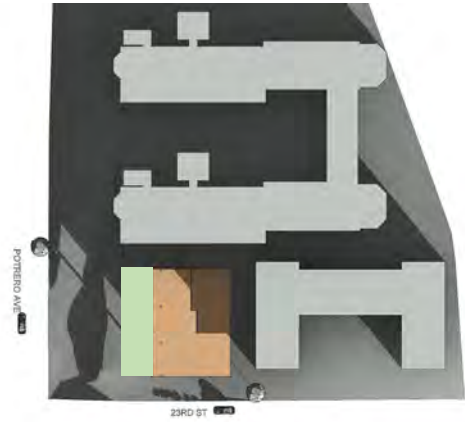
BUILDING 40



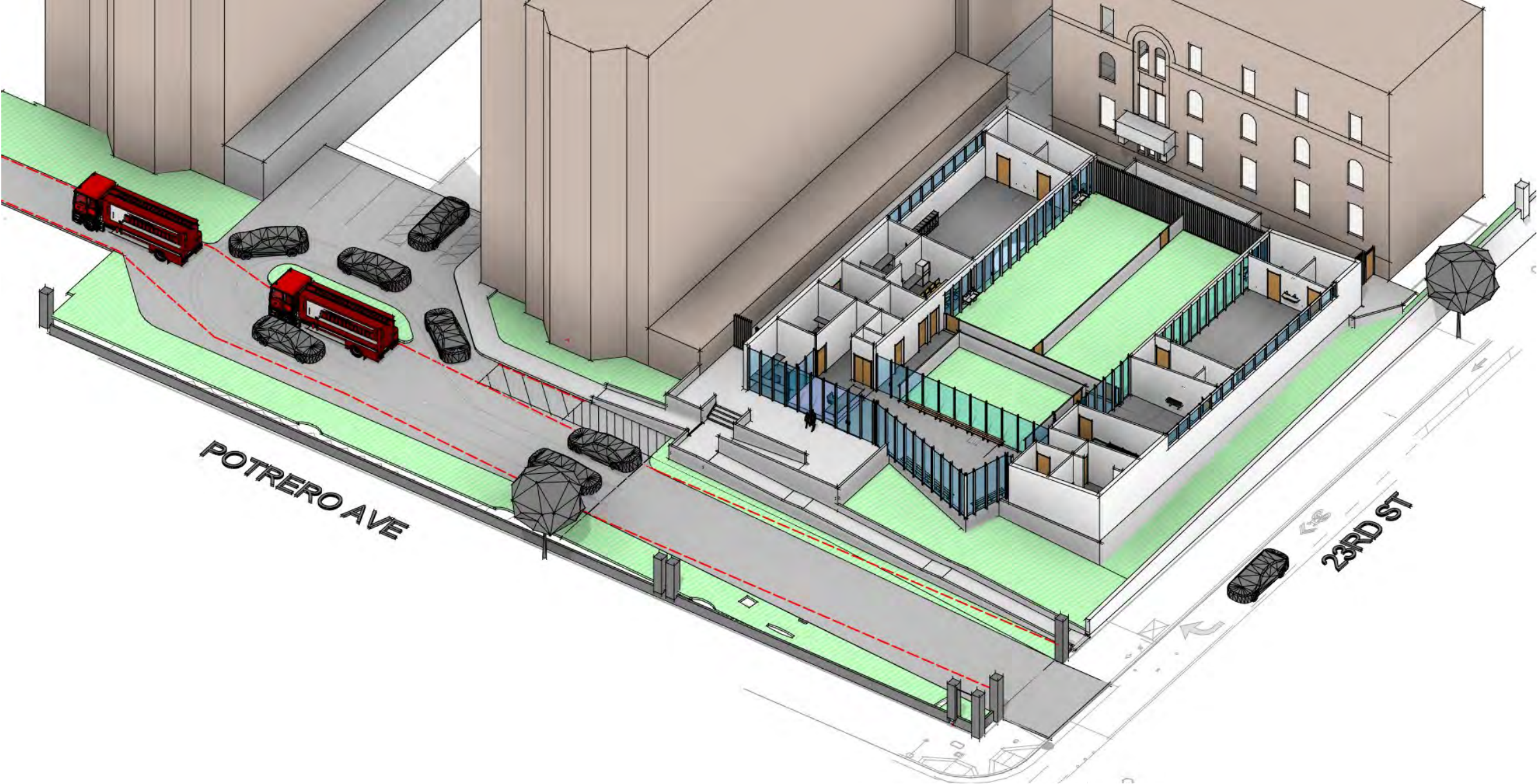
BUILDING 9



SITE OPTIONS EXPLORED



DROP-OFF + VEHICLE TURNAROUND



PRECEDENT: COURTYARDS + OUTDOOR CIRCULATION



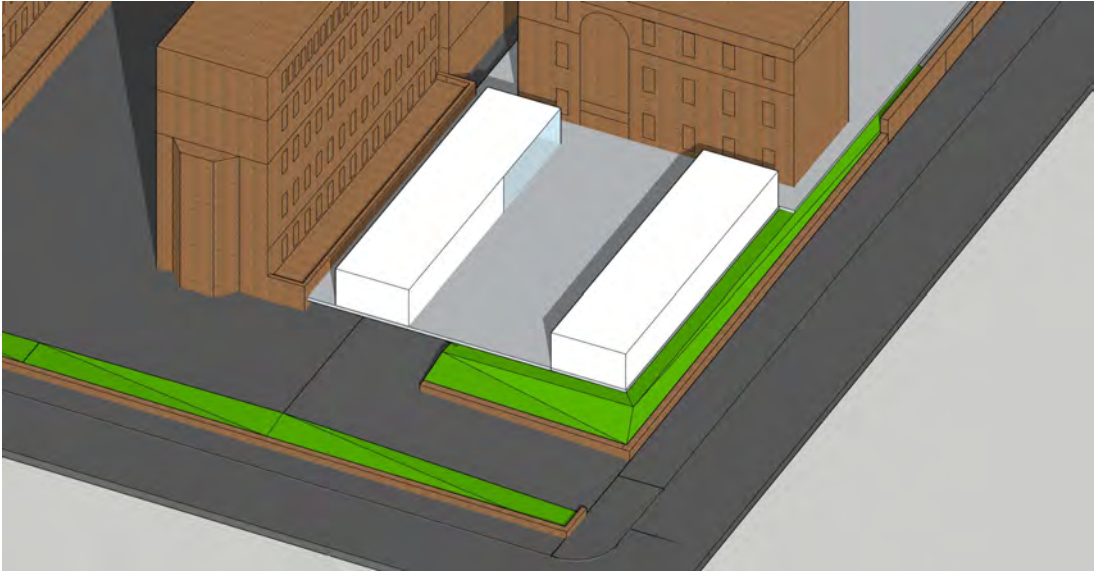
**PRECEDENT: ONE STORY CHILDCARE
IN TALL BLDG CONTEXT**



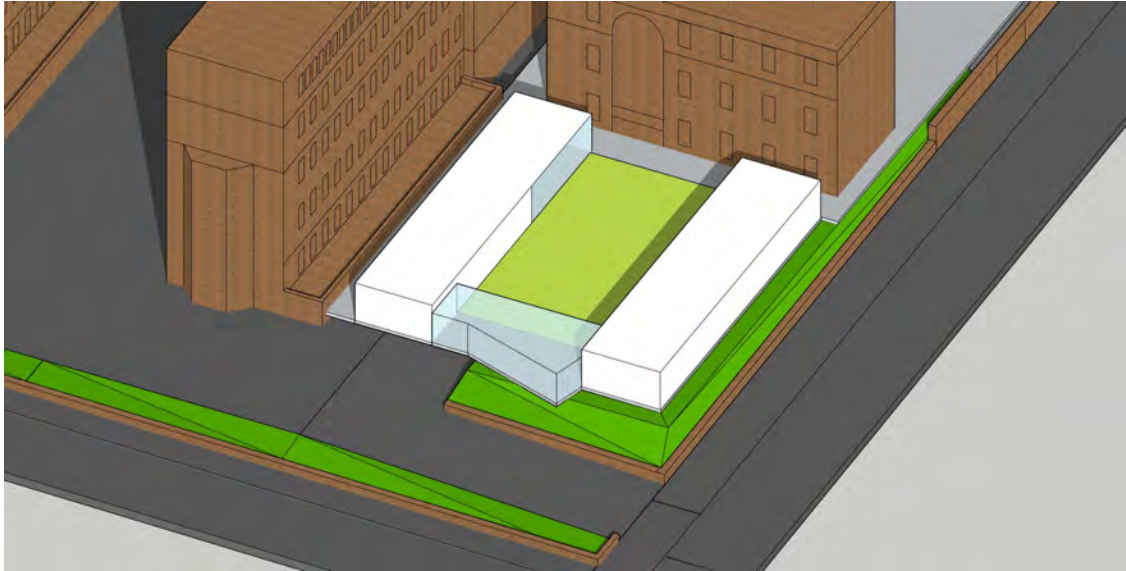
PRECEDENT: COURTYARDS + OUTDOOR CIRCULATION



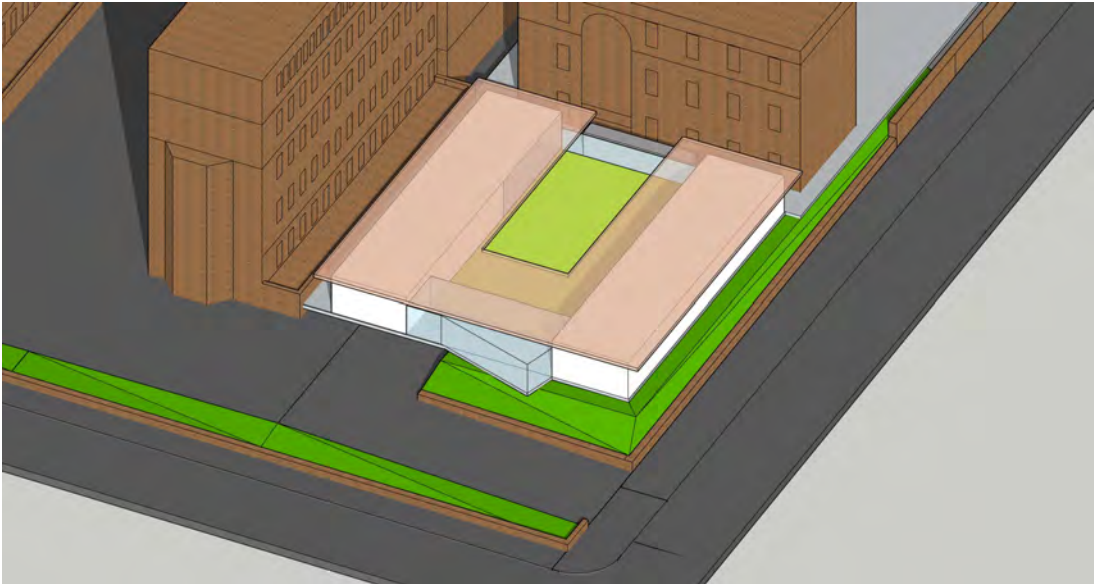
BUILDING CONCEPT: FORM



TWO CLASSROOM BARS ENCLOSING OUTDOOR PLAY



ENTRY/GATHERING VISIBLE TO IMPORTANT URBAN CORNER

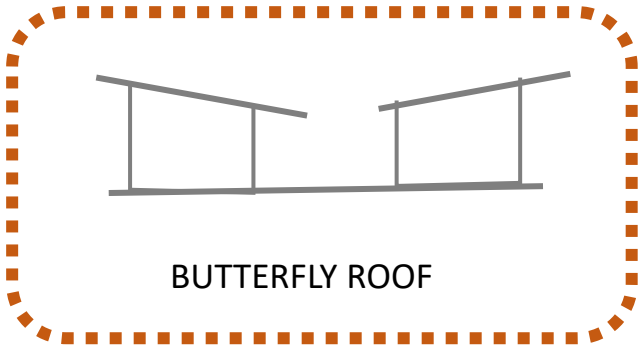


ROOF VISIBLE FROM ABOVE - PROTECTS DROP OFF + PLAYGROUND ACCESS



RAMPS & ELEVATED PLAZA

BUILDING CONCEPT ROOF FORM

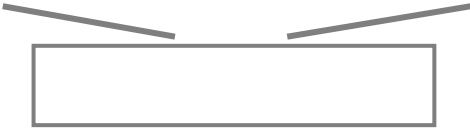
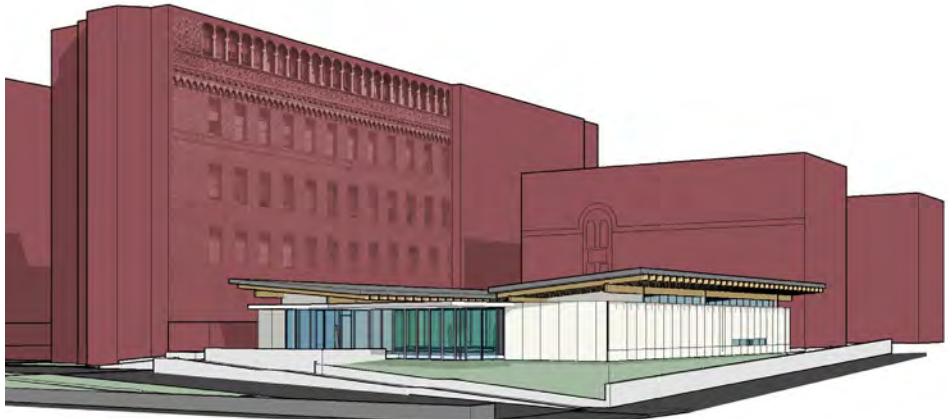
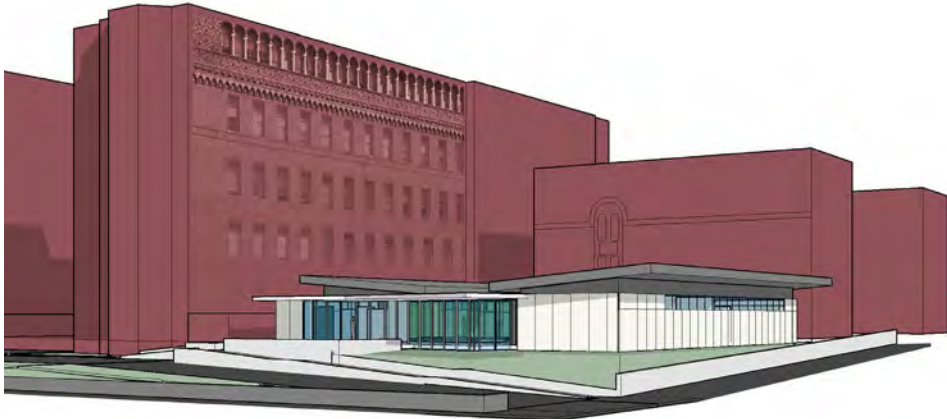


BUTTERFLY ROOF



CLERESTORY ROOF

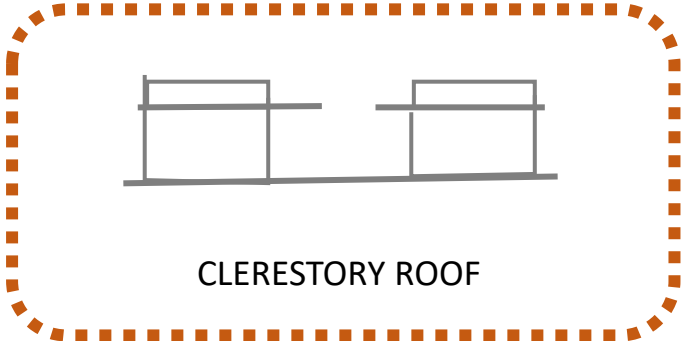
ROOF FORM CONCEPT: BUTTERFLY



BUILDING CONCEPT ROOF FORM

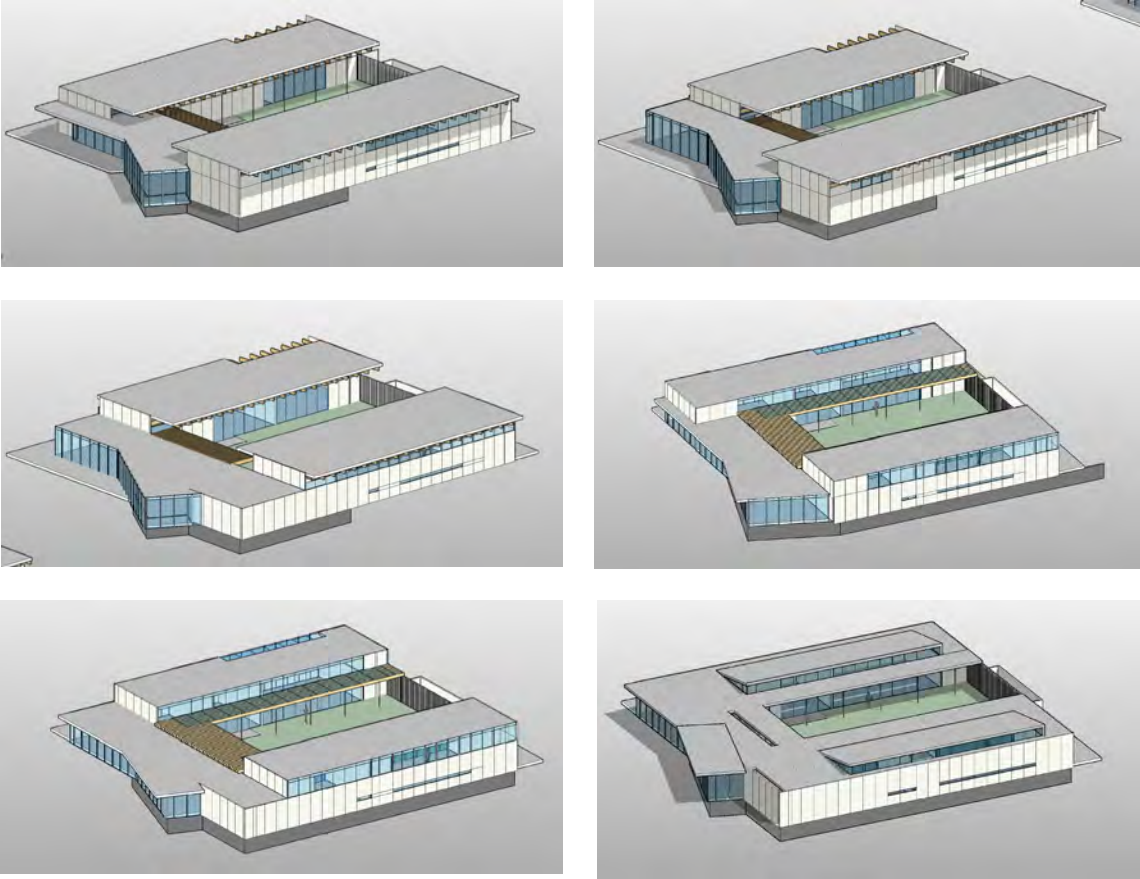


BUTTERFLY ROOF

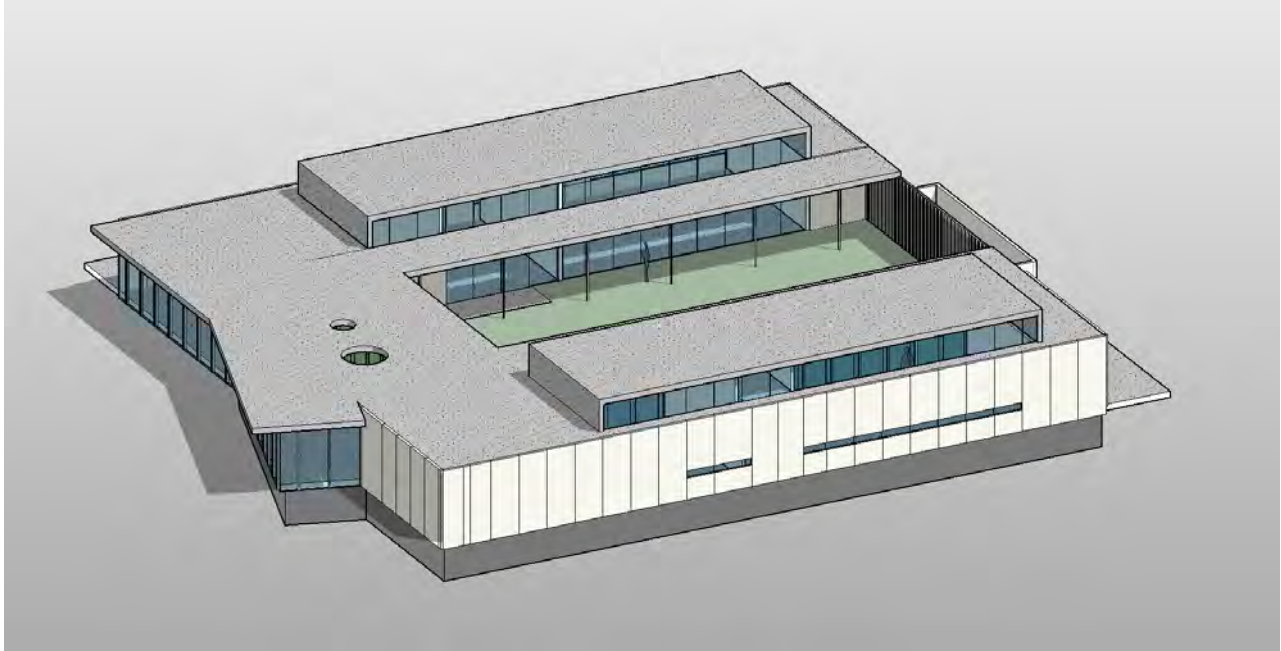


CLERESTORY ROOF

ROOF FORM CONCEPT: FLAT ROOF + LIGHT MONITOR

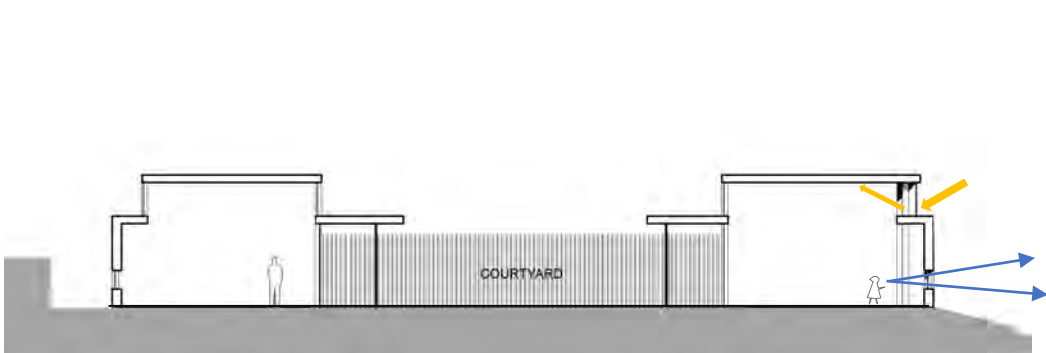
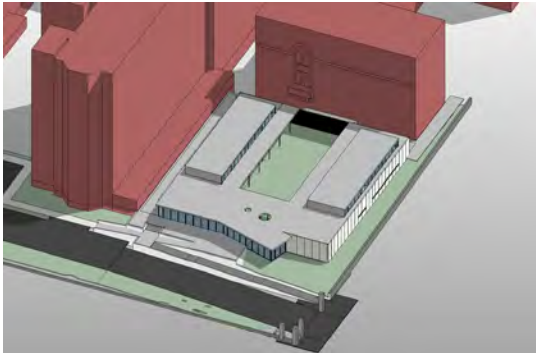


ROOF STUDIES



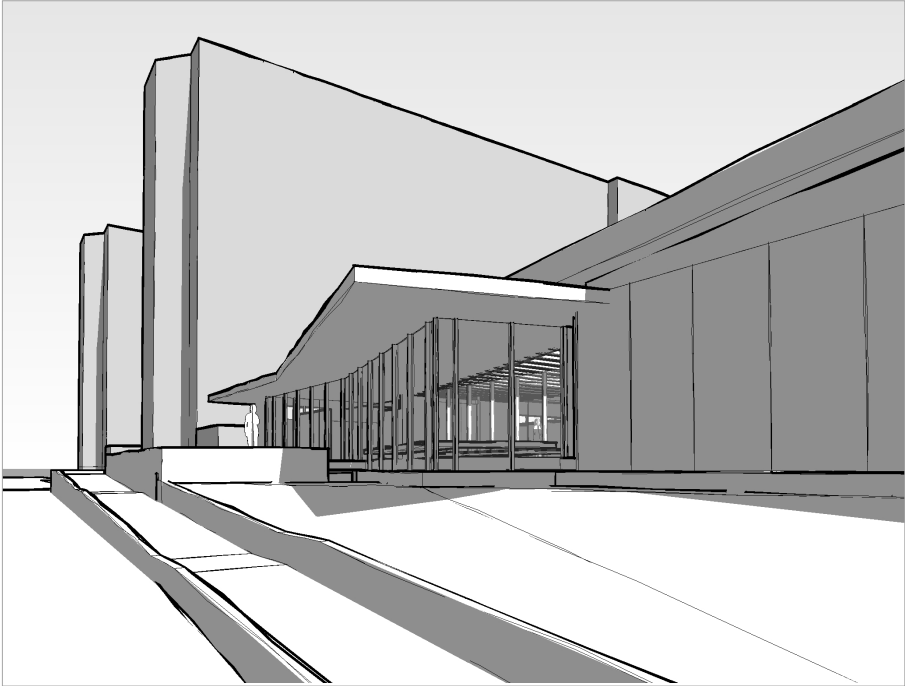
ROOF CONCEPT: FLAT ROOF + LIGHT MONITOR OPTION

ROOF FORM CONCEPT: FLAT ROOF + LIGHT MONITOR



SECTION EAST-WEST

BUILDING CONCEPT ROOF FORM: VISIBLE ENTRY



LANDSCAPE













END!