

City of Irvine: Irvine 2045 General Plan Update

Land Use and Circulation Workshop

Summary

Updated Tuesday, June 13, 2023

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Introduction & Overview

The City of Irvine (City) is updating its General Plan, a state-required document representing the City's vision for the next 20 to 25 years. The 2045 General Plan Update (GPU) will include goals and policies to help the City reach its long-term vision of preserving and enhancing Irvine's high quality of life as the City matures. As part of the General Plan Update (GPU), the City is holding a series of community workshops on specific elements of the General Plan to gather feedback from the public.

Land Use and Circulation is one of the elements the City is working to gain feedback on for the General Plan Update. To do this, the City and project team organized two Land Use and Circulation Element workshops for the public. Below is a summary of the format, engagement activities, and major themes from the workshops.

Objectives

The objectives of the Land Use and Circulation workshops are to:

- Inform community members and stakeholders about the General Plan Update process
- Share ways on how to get involved in developing the public's visions for Irvine's General Plan Update
- Gather input to inform the development of the Land Use and Circulation Elements
- Gather information to understand community priorities & concerns

Format

To increase accessibility for the public, the project team held an in-person and virtual workshop for the Land Use and Circulation Element. The workshops presented the same information and the same engagement activities. Details on the format of each respective workshop can be found below.

Presentation Summary

The project team and city staff provided an overview of the General Plan, the GPU process and goals, the recently certified Housing Element, a visual preference survey, other engagement activities, and the GPU timeline and next steps.

In-Person Workshop

The project team organized an in-person workshop at Los Olivos Park. The workshop followed an "open house" structure. Members of the public were invited to engage with five respective stations, each staffed by the project team. The first station provided an overview of the General Plan Update. Community members were invited to ask questions and engage with city staff. Station two to five walked participants through a variety of engagement activities, including a visual preference summary. Participants were invited to leave responses on the boards at each station's activity. At the last station, participants were provided the opportunity to submit public comment.

Virtual Workshop

The project team hosted a virtual workshop a day prior to the in-person workshop. The virtual workshop consisted of a presentation overview of the General Plan and the Update process, as well as three

engagement activities. The engagement activities for the virtual workshop were administered through Poll Everywhere questions and an interactive question and answer session. Poll Everywhere questions were accessed online or via phone.

By the Numbers

Attendance

A total of 40 members of the public attended the workshops.

Comments & Questions

Three public comments were gathered from the in-person workshop, and 18 questions were received from the virtual workshop.

Engagement Activities

Attendees for both workshops were asked to participate in the same engagement activities. The major highlights for each activity are provided below.

Overview

There was a total of three engagement activities. Each engagement activity is listed below in detail.

- **Activity 1)** The first activity was a question, "What do you love about Irvine?" Participants provided responses either through Poll Everywhere or by leaving comments on the foam board at the in-person workshop.
- **Activity 2)** Participants were also asked to engage in a visual preference survey that gathered design preferences for residential, retail, complete streets, and pocket parks. During the virtual workshop, participants voted for their preferences via Poll Everywhere. At the in-person workshop, participants were provided green sticky dots and were invited to place a sticky dot on their design preference.
- **Activity 3)** The last engagement activity asked the question, "What would be included in your ideal neighborhood?" Participants provided responses through Poll Everywhere virtually or by leaving comments on a foam board in-person.

Activity #1

The major themes from participant responses to the question "What do you love about Irvine?" are listed below. Full responses are provided in Appendix A.

- Greenery & parks
- Bike routes, trails, & other recreational amenities
- Local commercial options that can be walkable
- Great schools
- Community feel
- Master planning
- Walkable

Activity #2

Visual Preference Survey

Participants were invited to vote on their design preferences for the following categories:

- Residential
- Residential with supporting retail
- Small scale retail
- Development near transit
- Pocket Parks

Attendees were shown four to six photos of various designs per category and were asked to vote on the designs they liked and wanted to see the most in Irvine. Below are the highlights in participant responses per design category.

Residential

The images below show the design elements presented during the virtual and in-person workshops. Complete responses are provided in Appendix B.

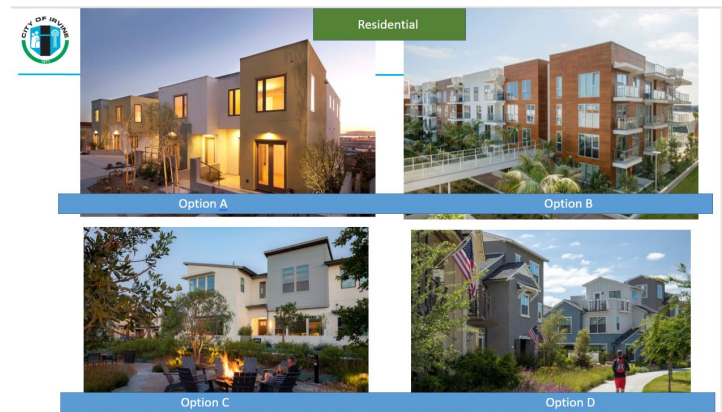


Image 1: Virtual Workshop slide photo of residential designs.



Image 2: In-person workshop residential design foam board.

Highlights

- In-person attendees equally voted for the top right and bottom two choices
 - Affordable and walkable neighborhoods
 - Liked people centric design
- Virtual attendees voted 56% in favor of Option B
 - Found the design walkable
 - Liked the bridge that connects to other places
 - Modern feel

Residential with Supporting Retail

The images below show the design elements presented during the virtual and in-person workshops. Complete responses are provided in Appendix B.

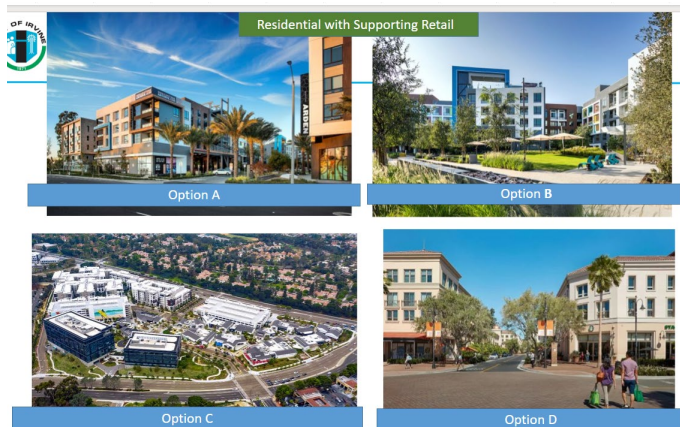


Image 3: Virtual Workshop slide of residential with supporting retail designs.



Image 4: In-person workshop residential and retail board.

Highlights

- The majority of in-person and virtual attendees preferred Option D (bottom right photo).
 - Liked the blended residential and retail with local services
 - Liked the people centric design, not centric design

Small Scale Retail

The images below show the design elements presented during the virtual and in-person workshops. Complete responses are provided in Appendix B.



Image 5: Virtual Workshop slide of small-scale retail.



Image 6: In-person workshop board of small-scale retail.

Highlights

- Virtual participants 56% in favor of Option B
- In-person attendees gave preference to Option A
 - Liked the small localized retail and services that do not necessitate a car

Development Near Transit

The images below show the design elements presented during the virtual and in-person workshops. Complete responses are provided in Appendix B.



Image 7: Virtual Workshop slide of development near transit.



Image 8: In-person workshop board of development near transit.

Highlights

- In-person participants had a slight preference for Option C (bottom left).
 - Irvine must be affordable to new workers, transit enables this. The City also must meet net-zero goals. Transit should be built ahead of development so new residents can immediately plan around transit and de-emphasize cars.
- Virtual attendees voted 71% for Option A.

Pocket Parks

The images below show the design elements presented during the virtual and in-person workshops. Complete responses are provided in Appendix B.



Image 9: Virtual Workshop slide of pocket parks.

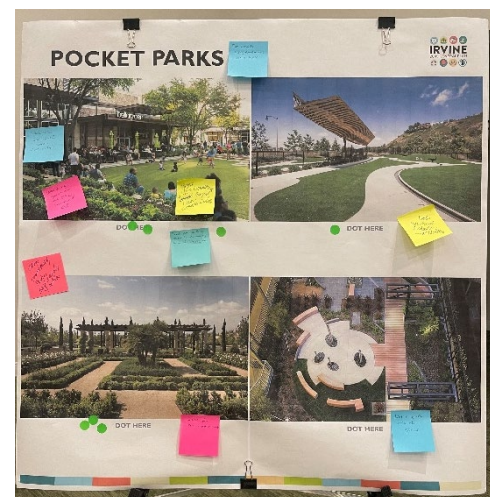


Image 10: In-person workshop board of pocket parks

Highlights

- 55% of virtual attendees voted for Option A (top left).
- Most in-person participants preferred Option A & Option C (the left two options).
 - Liked the communal area with surrounding retail
 - Liked having a place for the community to interact and for kids to play

Activity #3

Participants were asked, "What would be included in your ideal neighborhood?" The major themes from participant responses to the question are listed below. Full responses are provided in Appendix C.

Major Themes

- Walkable & Pedestrian friendly
 - Include more bridges and low-traffic speed areas.
- Public transit
- Nightlife
- Outdoor recreational opportunities & events
 - Dog parks, trails, & trees
 - Bike paths to the Great Park & the Spectrum
- Diverse shopping
 - Opportunities for Mom n' Pop shops
 - Culturally diverse shopping
 - Small neighborhood retail
- Diverse housing types
 - Include a mix of housing products, such as more high-density housing.
 - 15-minute neighborhood
 - Income-integrated neighborhoods
- Third places

Appendix A

Below are the responses from activity #1.

In-person workshop responses:

- The parks
- Parks, open space, pedestrian/bike/walk/pathway
- Bird watching
- Bike trails
- Schools
- Great schools
- Community feel
- Master planning
- Woodbridge represents many of the ideas offered here – walkable, local retail, easy to interact with neighbors at parks. The city has great potential to be a city of communities.
- JOST
- JOST
- Public Parks
- I miss commercial
- The village concept each with own design and commercial amenities

Virtual workshop Poll Everywhere responses:

11

Activities

21

Participants

51

Average responses

What do you love about Irvine? (Use underscore_ for more than 1 word responses)



Responses

- B
- Eh
- _Commercial Recreation
- Educated people
- Greenwashing
- UC_Irvine
- Cultural resources
- Bike_routes
- Bike_routes
- Bike_routes
- Organization-planning
- Restaurant
- Business_friendly
- Park systems
- Good_Food
- Parks
- The excellent planning and recreational amenities that the city offers
- Good Food
- Convenience
- Bike routes
- trails
- Parks
- Parks
- The safety of the community.
- Great_schools
- Cleanliness
- Diversity

27

Responses

Appendix B

Below are the complete responses received on sticky notes from the in-person workshop.

Residential

- Affordable and walkable neighborhoods where people can interact naturally out of their cars. People, not car centric, including third spaces for community building.
- Non-market housing when possible.
- Affordable and walkable
- People centric design
- Suggestion, have four options in each Planning Area: Spectrum, GD, IBC. Some styles are more suited for one Planning Area versus another.
- Virtual attendees voted 56% in favor of Option B
 - Participants found the design walkable
 - Liked the bridge that connects other places
 - Modern feel

Residential with Supporting Retail

- Blended residential retail/commercial, with services local to residents and places to gather, built at human, not car scale

Small Scale Retail

- Smaller more local retail and services that don't necessitate a long car trip or a car at all. Enable window shopping, impulse shopping, kids to engage to easy for the community to reach. Chairs are fine, but move from big-box.

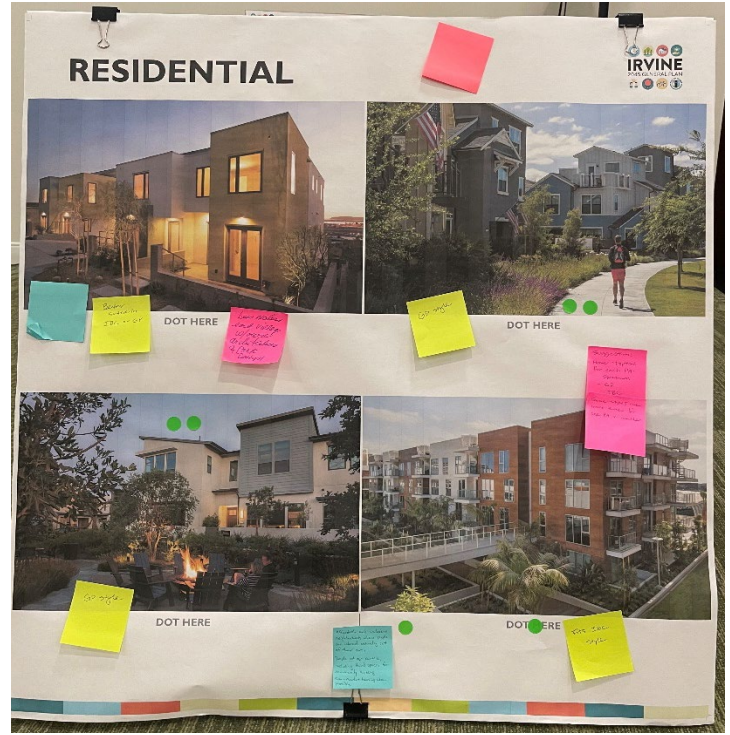
Development Near Transit

- Irvine must be affordable to new workers and transit enables this. City also must meet net-zero goals. Transit should be built ahead of development so new residents can immediately plan around transit and de-emphasize cars.

Pocket Parks

- Love the communal area & retail
- For which neighborhood? Which Planning Area?
- Would be great for the IBC, Spectrum, & GP
- Village communities. Park needs benches and tables.
- Good for commercial, mixed-use communities.
- Pocket parks as third spaces for the community to interact, kids play, etc.
- Suited for TIC neighborhoods
- Not a good use of space
- Needs more trees and shade, too modern





Virtual workshop responses from Poll Everywhere.

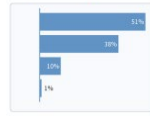
In general, which of the following Residential design styles do you like? Choose as many as you like.



Response options	Count	Percentage
	5	10%
	28	56%
	9	18%
	8	16%

50 Responses

In general, which of the following Residential with Supporting Retail design styles do you like? Choose as many as you like.



Response options Count Percentage



41 38%



11 10%



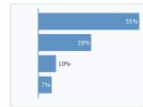
1 1%



55 51%

108
Responses

In general, which of the following Pocket Park design styles do you like? Choose as many as you like.



Response options Count Percentage



23 55%



3 7%



4 10%



12 29%

42
Responses

In general, which of the following Development Near Transit design styles do you like? Choose as many as you like.



Response options Count Percentage



86
Responses

61 **71%**



4 **5%**



16 **19%**



5 **6%**

In general, which of the following Small Scale Retail design styles do you like? Choose as many as you like.



Response options Count Percentage



81
Responses

32 **40%**



45 **56%**



2 **2%**



2 **2%**

Appendix C

Participants were asked "what would be included in your ideal neighborhood?" Full responses are provided in Appendix C.

Responses

Faith based organizations
Private school options
Shopping Center
More diverse shopping center (Persian, Indian, Eastern European restaurants)
Lack of easy access to the Great Park is a real limitation to its use. Provide easy walk, bike, transit options to Spectrum communities across the rail. Provide safer walk/bike options to Spectrum for locals.
Services for the disabled population
Nightlife
Nightlife
Outdoor events
Some small semblance of a nightlife, at least by Irvine standards
Opportunities for mom and pop stores and businesses
Buskers
I LOVE IRVINE!
Public art
Theater
No sports facilities or fields
Safe trails
Trader Joe's
Pedestrian bridges
Third places
Affordability
Help the poor
Mix of housing products
Closer restaurants
A place where ppl who work from home can utilize
Pedestrian friendly
Workout studios
Coffee
Dog parks
Public transit
Parks
Community land trust

Parks
Small neighborhood retail
Schools
Small music venues
high density housing
15 minute neighborhood
Local grocery
Small music venues
Cute shops
Character
Income-integrated neighborhoods
Quiet
architecture_architecture_architecture
Safe
Higher density
A dense, affordable, mixed-use, walkable development near dining, shopping, and entertainment where people don't use their cars much.
Higher density residential
Public plazas or paseos
local groceries
Small greenbelts
Inclusive
Library
Safe intersections
Small greenbelts
next to high quality transit
Bigger, more modern homes
Homes walkable to retail
Small greenbelts
very low traffic speeds
Walkability
noise reduction
Trees
Well lit
traffic calming
trees
Walkability
Grocery stores nearby

trees
15-minute neighborhoods
trees
Protected bike lanes
Park
bridges over major roads
Large greenbelts
Clean air
15-minute city
Neighborhood pub
grade separation
Bike racks
Character
Small shopping center right next to homes
bike paths
mixed use
Bike racks
Mixed use
Walkable
walkable