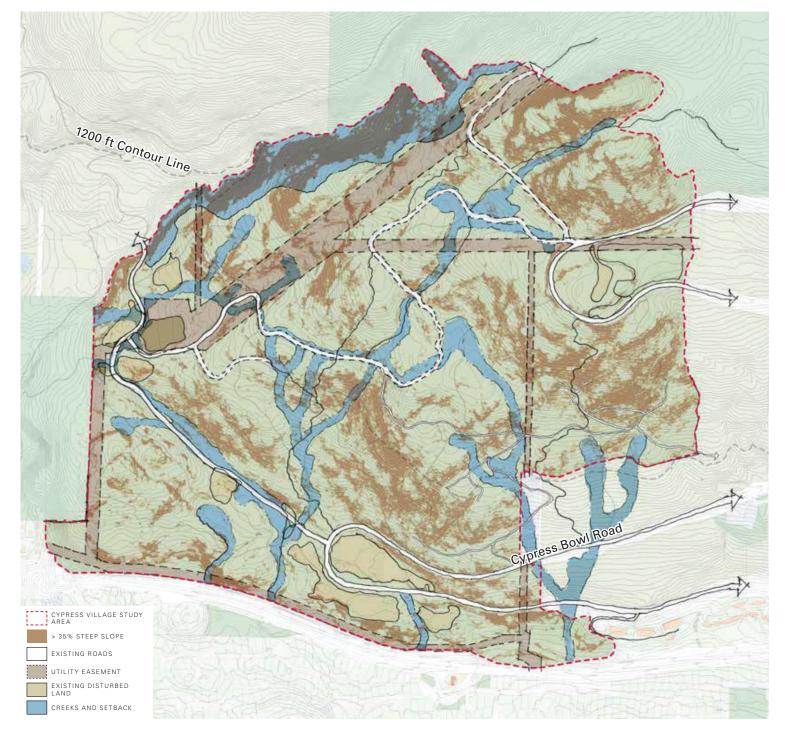
Community Discussion September 15, 2016

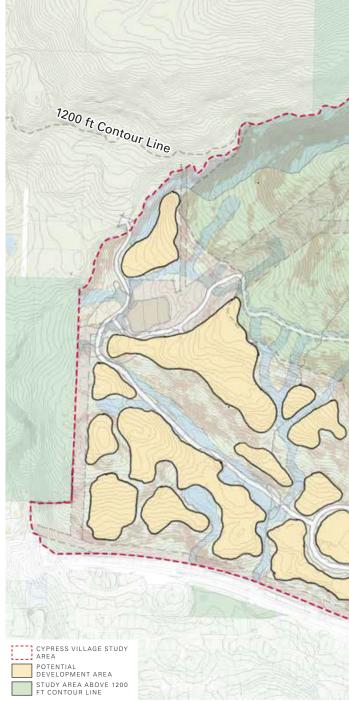












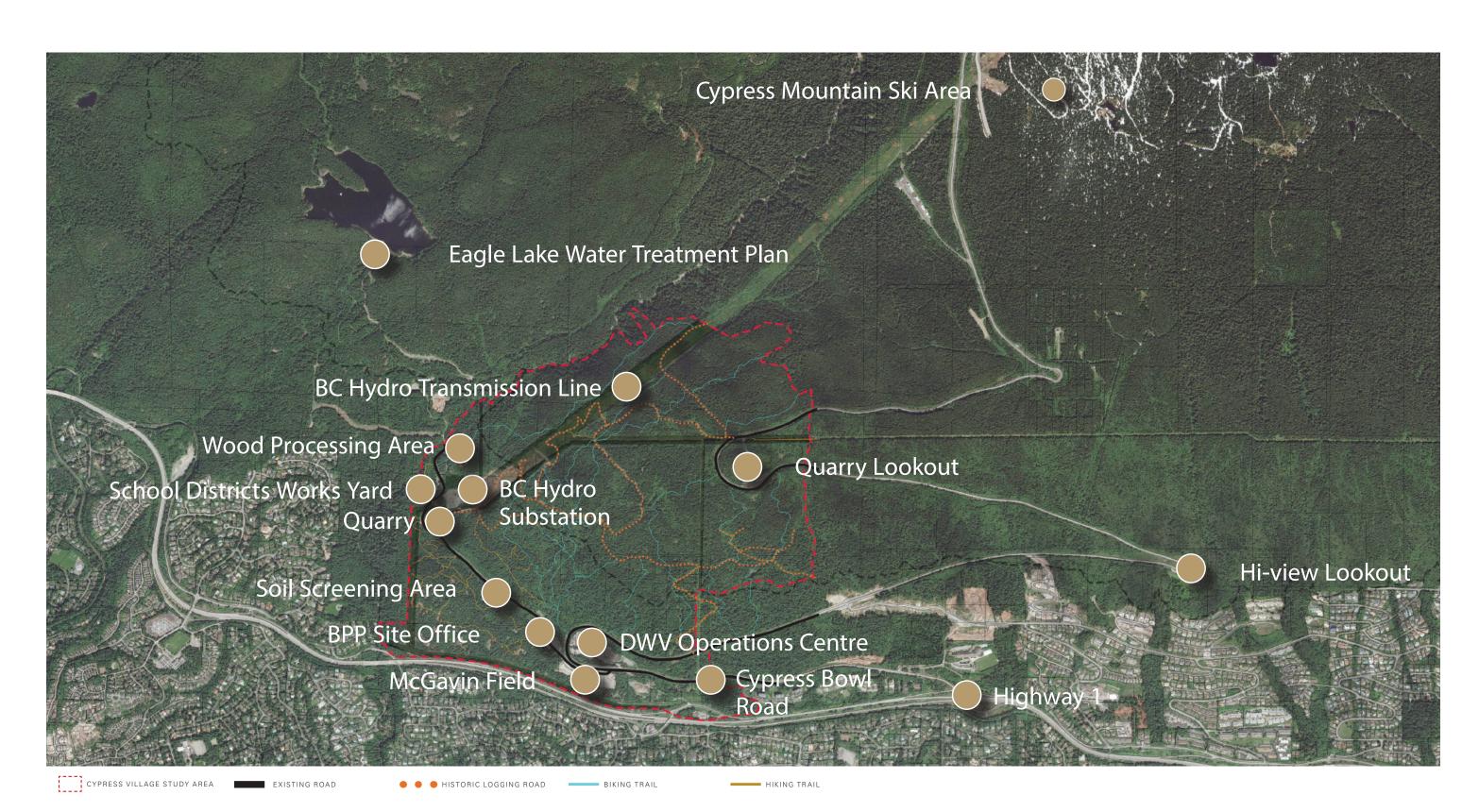
Existing site constraints



CYPRESS VILLAGE

DESIGN WITH NATURE

Cypress Bowl Road



EXISTING USES



















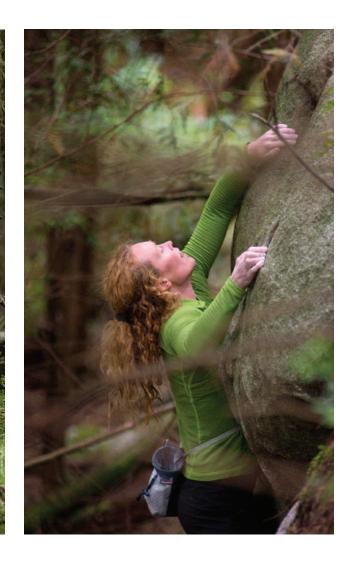












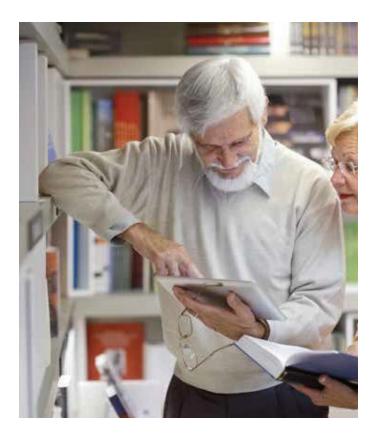


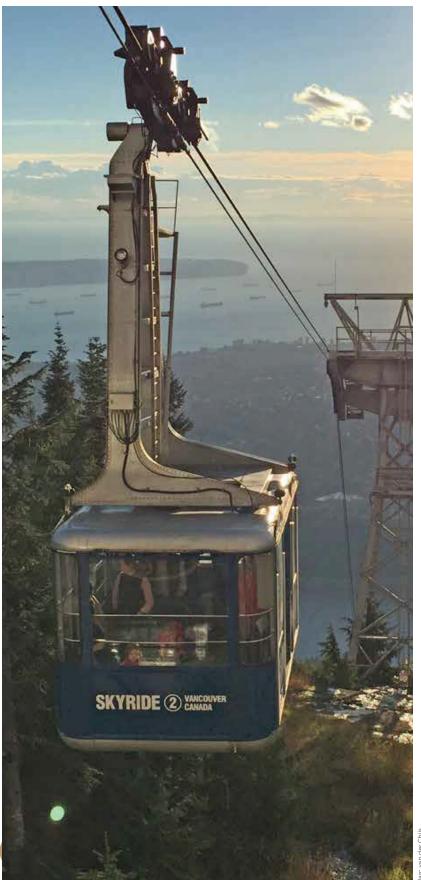




















EMERGING THEMES

In May 2016, the Cypress Village Planning Team began a focused campaign to build on existing policies and ideas through a comprehensive dialogue with stakeholders and the West Vancouver community. These are the themes that emerged.









1. Fusion: A Place in Nature

Design buildings, roads, and public spaces that interact with natural » settings – forest, mountains, water – in a uniquely West Coast way.

2. Inclusive: Inter-generational & Diverse

- » Cypress Village as a place designed for people who want to live and pursue health and wellness within a mountain environment.
- » The Village should appeal to people both young and old, economically diverse, and accessible to a broad range of cultures and backgrounds.

3. Welcoming & Connected

- » Cypress Mountain is a place many people across the region come to for recreation.
- » The Village must act as a gateway and a bridge between West Vancouver and the coastal mountains.
- It is both a destination and a place where people live daily. »
- Provide connectivity for local residents and businesses to the broader » region and to mountain activities.

4. Social & Local

- » The Village center should serve as a gathering place for West Vancouver residents, in much the same way that the respective Edgemont serve their surrounding neighbourhoods.
- » Cypress Village should be pedestrian-oriented, with common spaces businesses and amenities.

5. Complete Community

- » Cypress Village will strive for a mix of services that balance the needs amenities.
- in a compact, walkable, transit-supportive environment.



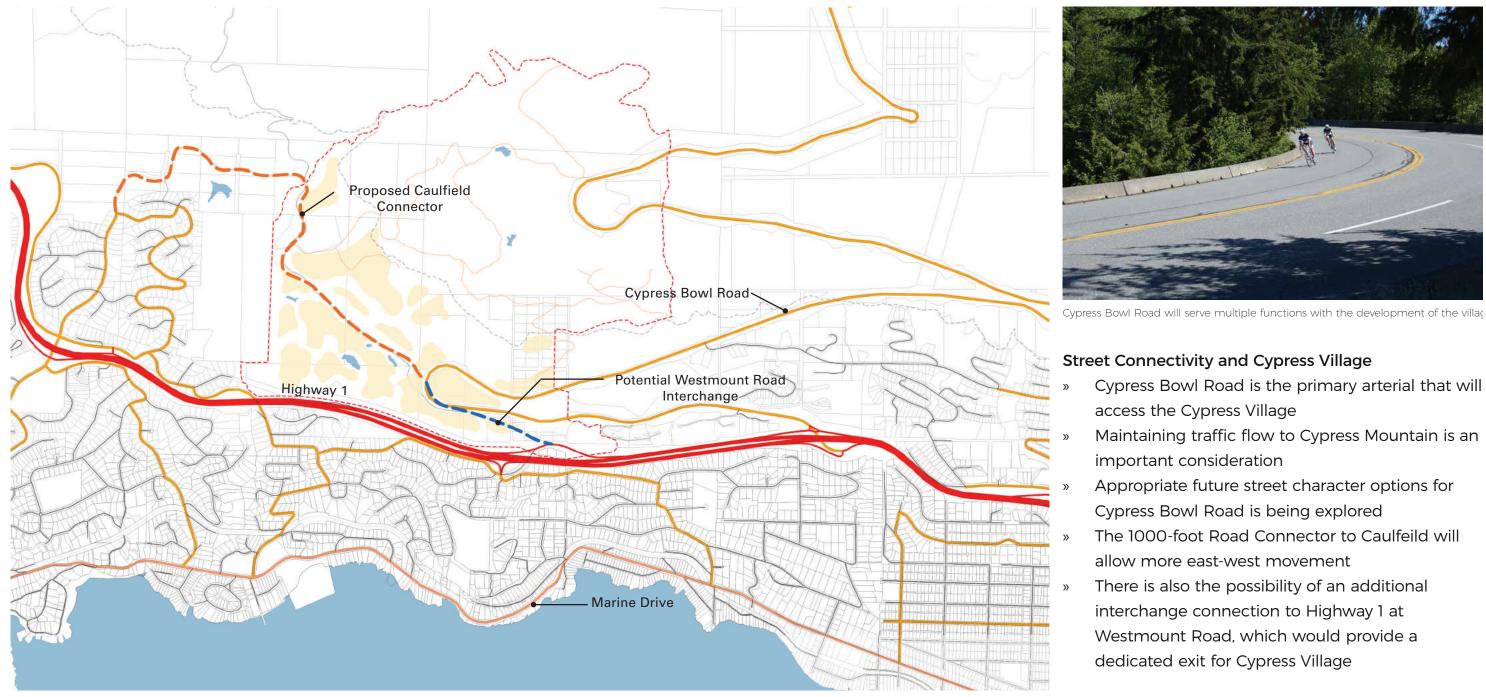
communities of Ambleside, Dundarave, Horseshoe Bay, Caulfeild, and

that provide opportunities for social engagement supported by local

of people who choose to live or work there with visitors who come for short periods of time to experience the mountain and recreational

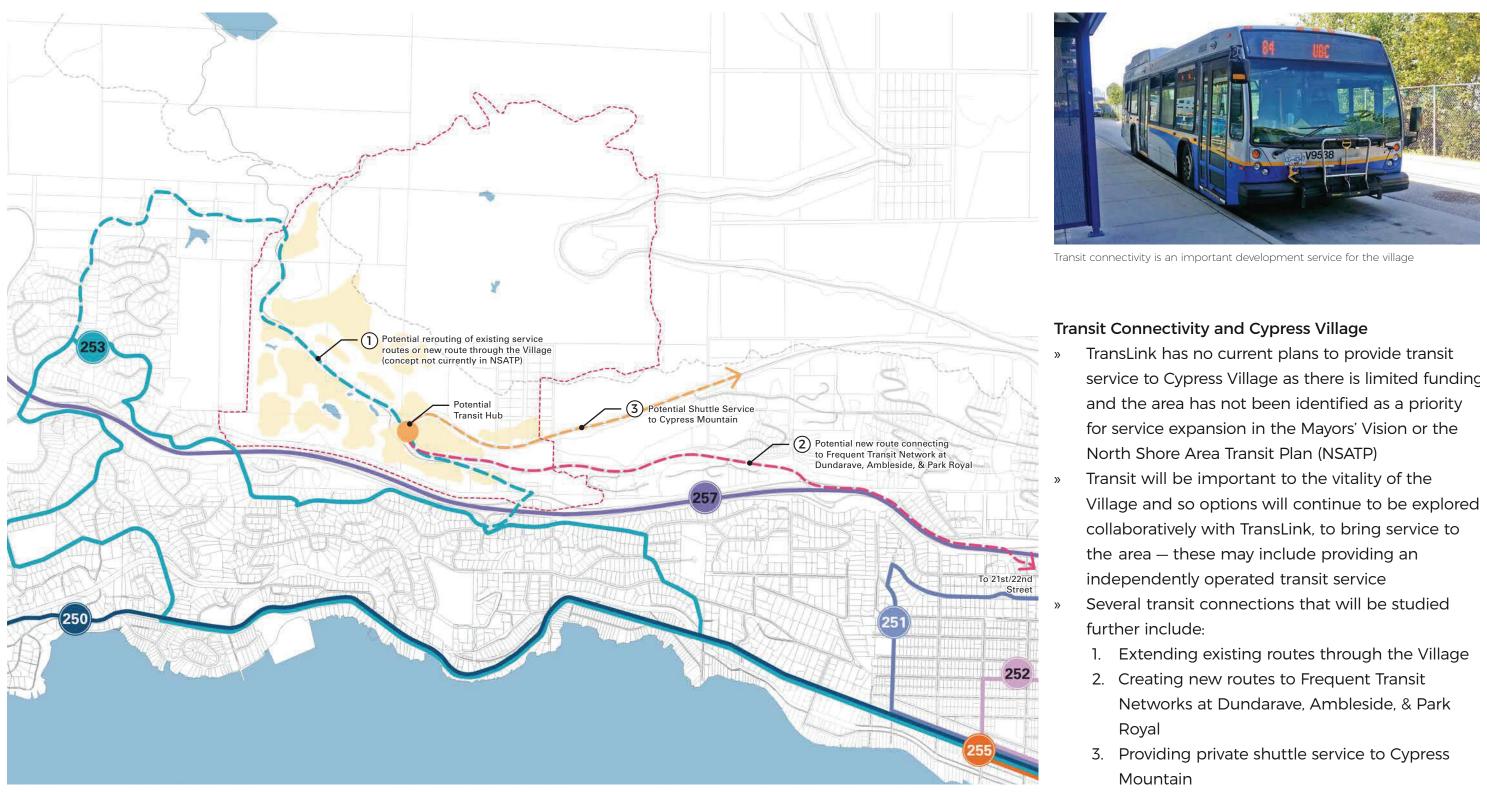
» Hallmark elements may include: great trails, parks and natural spaces; education facilities; community centre; shops; work spaces; a range of housing choices; health and wellness facilities; and hospitality uses all

THE BIG PICTURE **STREET CONNECTIONS**



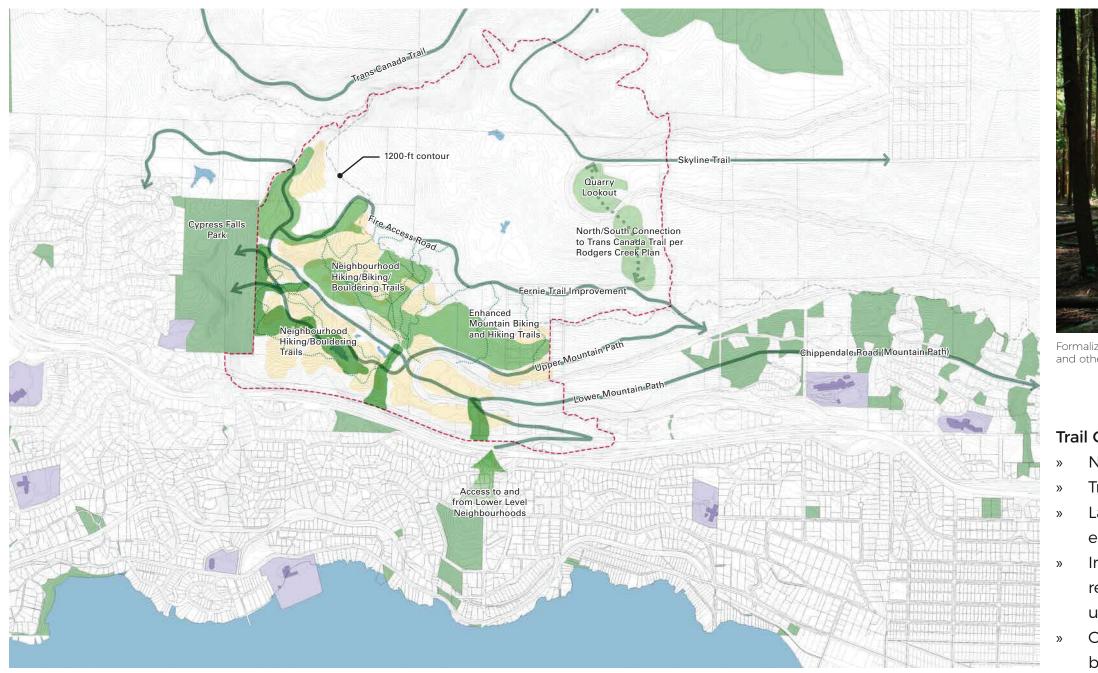
CONNECTIONS

TRANSIT CONNECTIONS



CONNECTIONS

THE BIG PICTURE PUBLIC ACCESS TO RECREATION AND TRAILS



Trails, Open Spaces, Recreation

CONNECTIONS



Formalized trail networks will allow the public to access hiking, biking, bouldering, and other recreation within the Village

Trail Connectivity and Cypress Village

New trail networks should serve a range of users Trails near the core should be easily accessible Larger contiguous open spaces can accommodate enhancement of advanced hiking and biking trails In neighbourhoods, opportunities exist for realignment and formalization of existing unsanctioned trails Opportunities for sustainable trail maintenance are

Opportunities for sustainable trail maintenance are being explored

TRANSIT

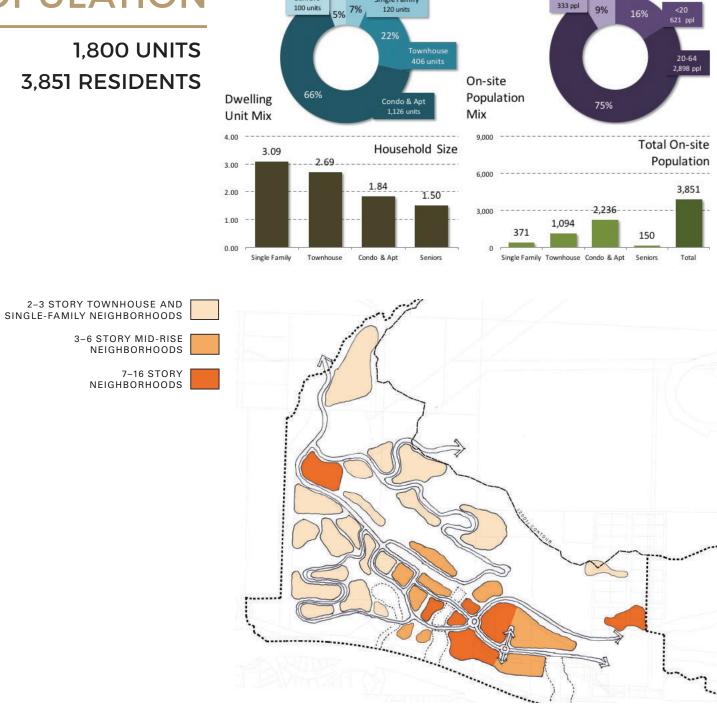
EXTENSION OF CURRENT SERVICE

times (1–2 buses an hour)

COMMERCE

85.000 SF OF RETAIL SPACE 5,000 SF OF OFFICE SPACE **550 JOBS**

- » Convenience retail (pharmacy, wine/liquor store, pharmacy)
- » Health clinic
- » Restaurant and Café
- » BPP, DWV, and SD-45 offices
- » Specialty Grocer



Single Family



1,800 UNITS 3,851 RESIDENTS



» 30- to 60-minute headway in both directions at all

3.00

2.00

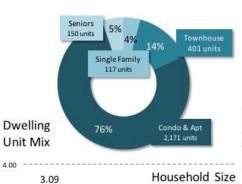
1.00

0.00

Single Family



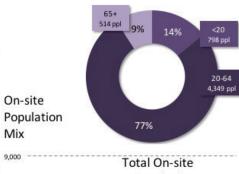
2.900 UNITS 5.662 RESIDENTS



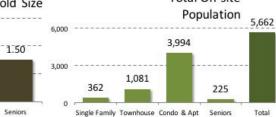
Condo & Apt

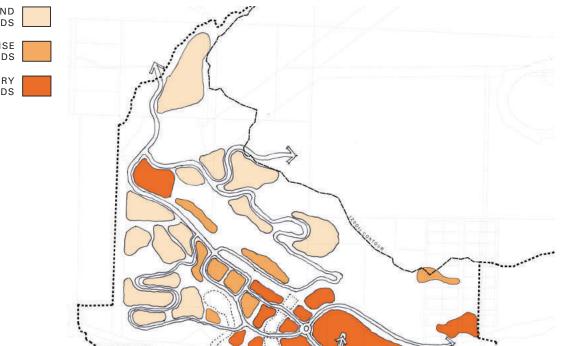
2.69

Townhouse



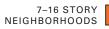
Seniors





2–3 STORY TOWNHOUSE AND SINGLE-FAMILY NEIGHBORHOODS

> 3-6 STORY MID-RISE NEIGHBORHOODS



TRANSIT

VIABLE TRANSIT SERVICE

- periods
- » 30-minute headway in non-peak periods

COMMERCE

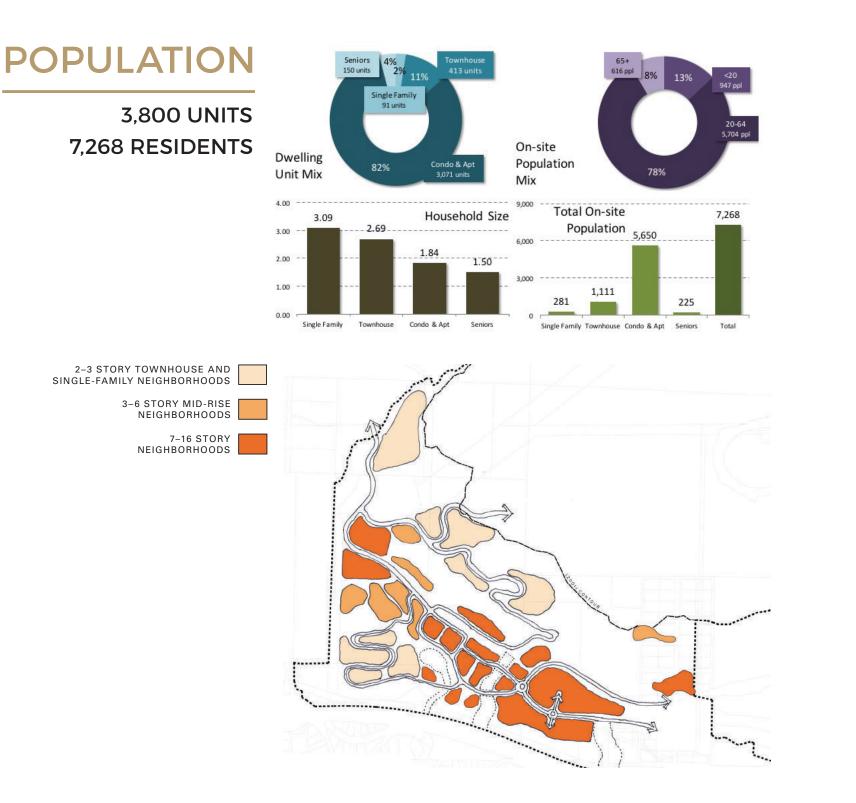
100,000 SF OF RETAIL SPACE 50,000 SF OF OFFICE SPACE **815 JOBS**

- » Health clinic
- » Restaurant and Café
- » BPP, DWV, and SD-45 offices
- » Restaurants, Cafés, Breweries, and Bars
- » Boutique Hotel
- » Limited Specialty Retail
- » Professional service offices (medical, law, design, etc.)
- » Neighbourhood Grocer



» 15- to 20-minute headway in both directions in peak

» Convenience retail (pharmacy, wine/liquor store, pharmacy)



TRANSIT

FREQUENT TRANSIT SERVICE

- period

COMMERCE

120,000 SF OF RETAIL SPACE 200,000 SF OF OFFICE SPACE 1,700 JOBS

- » Health clinic
- » BPP, DWV, and SD-45 offices
- » Boutique Hotel
- » Professional service offices (medical, law, design, etc.)
- » Destination Restaurants, Cafes, and Bars
- » Small Supermarket
- electronics
- related



» 12- to 15-minute headway in both directions in peak

» 30 minute or better headway in non-peak periods

» Convenience retail (pharmacy, wine/liquor store, pharmacy)

» Destination Dining District (restaurants, breweries, bars)

» Specialty Retail Shops, including clothing, furniture, and

» Major Employer, such as recreation technology or sports-

NEIGHBOURHOOD MAIN STREET



EDGEMONT VILLAGE – PRECEDENT

DUNDARAVE VILLAGE – PRECEDENT



Edgemont Village Building and Street Pattern



Dundarave Building and Street Pattern

NEIGHBOURHOOD MAIN STREET



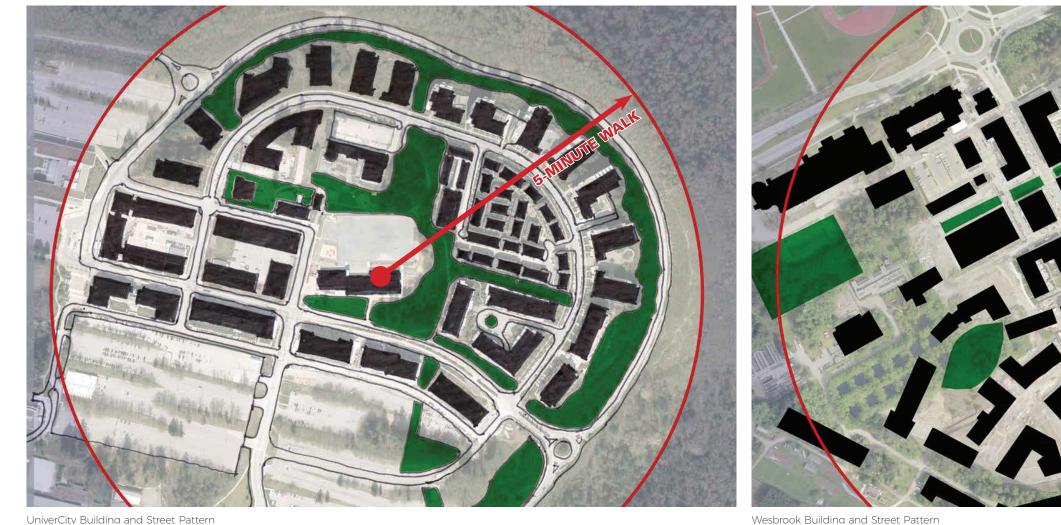
Village Core View – Main Street

RESIDENTIAL SCALE



UNIVERCITY - PRECEDENT

WESBROOK - PRECEDENT



UniverCitv Building and Street Pattern





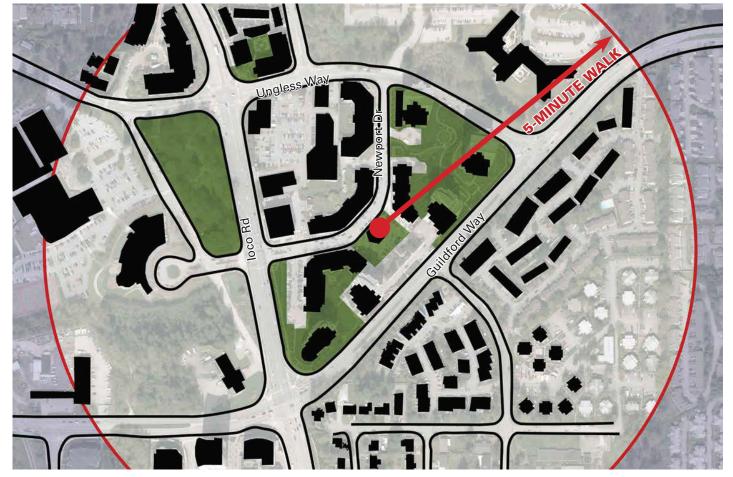
RESIDENTIAL SCALE



REGIONAL SCALE HIGH STREET



NEWPORT VILLAGE – PRECEDENT



OLYMPIC VILLAGE – PRECEDENT



Olympic Village Building and Street Pattern

Newport Village Building and Street Pattern

REGIONAL SCALE HIGH STREET



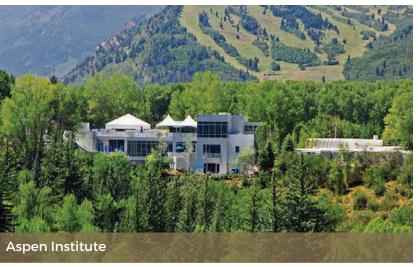
UPPER CAMPUS CONCEPTS INSTITUTIONAL CAMPUS

Learn in Nature's Classrooms



Nature Interpretive Centre



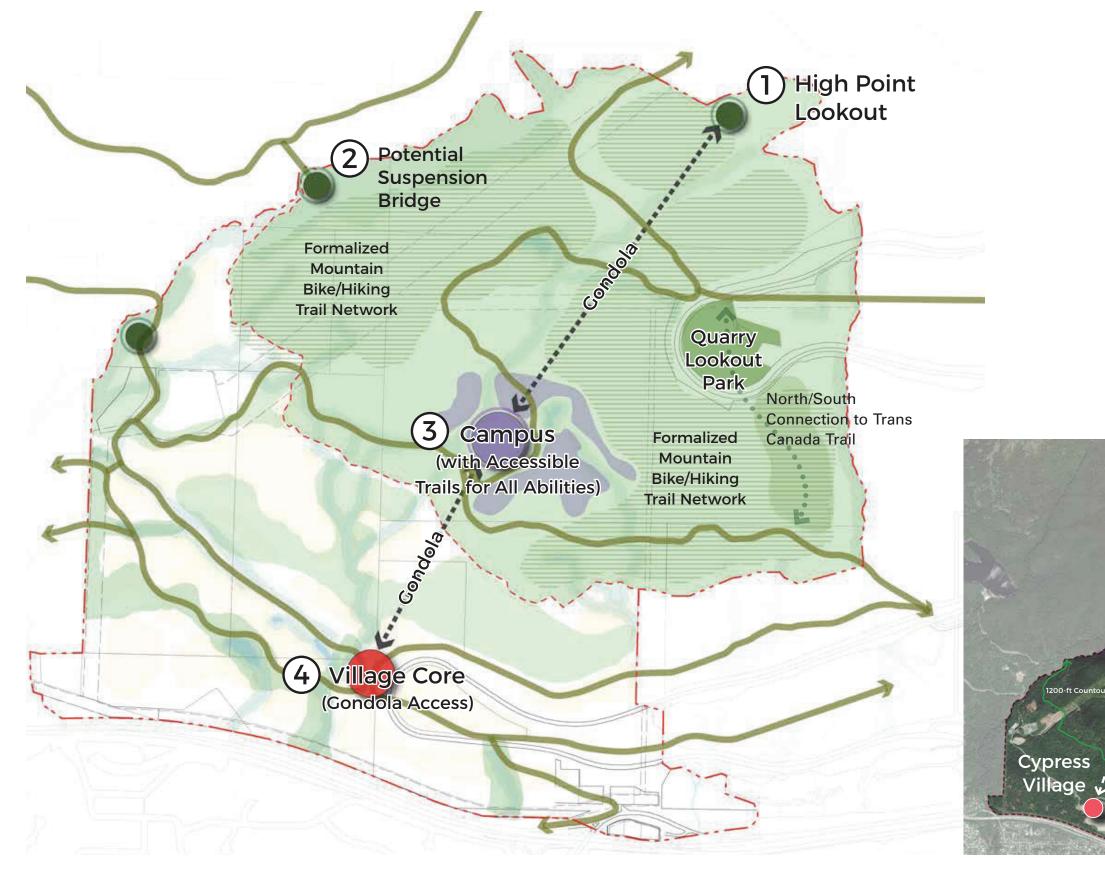


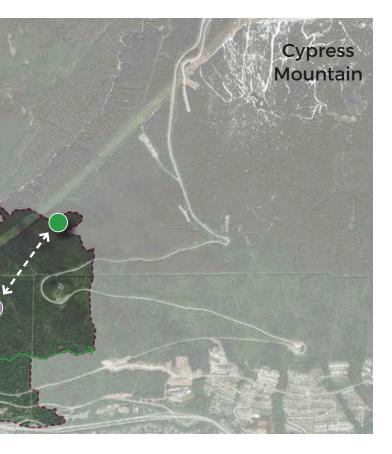


UPPER CAMPUS CONCEPTS HEALTH & WELLNESS

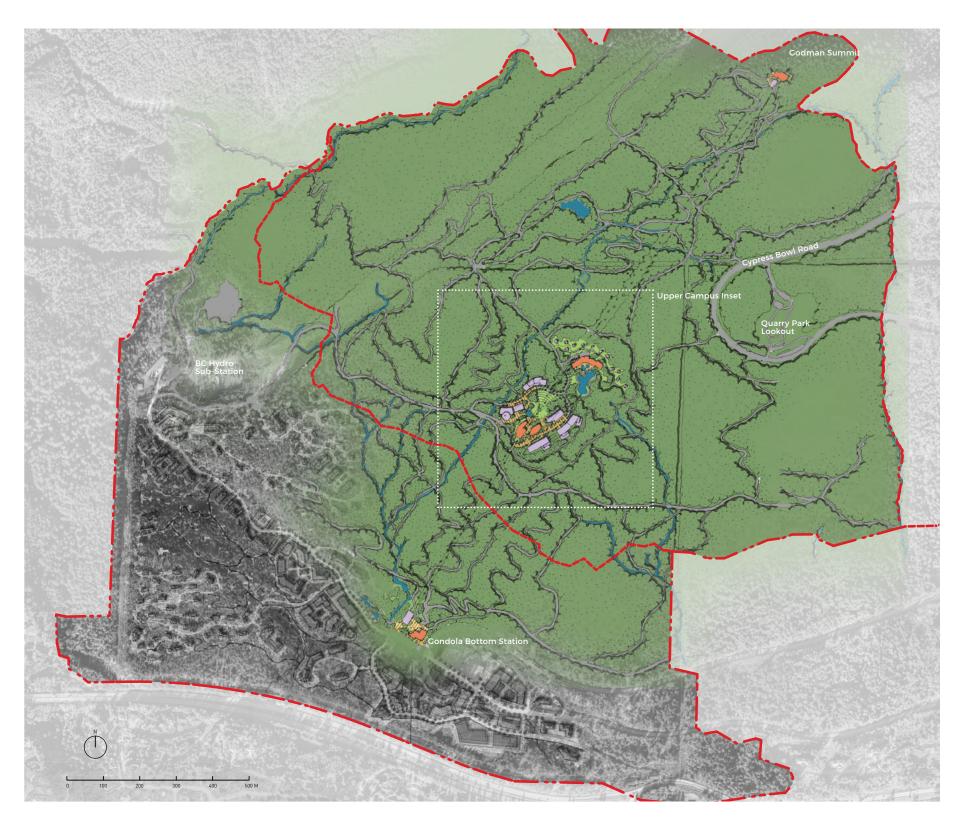


UPPER CAMPUS CONCEPTS





UPPER CAMPUS CONCEPTS







Community Amenity Priorities

- 1. Affordable Housing
- 2. Transit Service
- 3. Community Centre
- 4. Library
- 5. Playgrounds and Neighbourhood Parks
- 6. Enhanced Recreational Trails
- 7. Rental Housing
- 8. Sustainable Design and Emissions Reduction
- 9. Neighbourhood House for Community Groups
- 10. Gondola Access to Upper Lands



Village Core Discussion

- Many participants supported 3-4 story scale Main
 Street caracter
- Positive response to pedestrian-focused environmenthow to achieve this was a question
- The urban character of the regional High Street received mixed reviews as an appropriate scale for the mountain



Neighbourhood Character Discussion

- "Middle densities" for most buildings (up to six storeys in height) with taller buildings in specific locations, was consistent with expectations.
- The urban character of the village neighbourhood received received mixed reviews as an appropriate scale for the mountain
- Participants recognized that diversity would only be achieved through offering broader building and unit type options.



Upper Campus Discussion

- Concept of upper campus may cause concerns about development limits above the 1200 ft elevation
- Many participants thought employment uses and an Institute as a positive benefit
- Caution about creating an exclusive hospitality use as an option for the campus program
- Alternative means of access by gondola seen as a positve environmental asset to reduce automobile traffic on the mountain and protect the natural environment



Happiness Principles

GROUP 1: CORE NEEDS

The Village should facilitate opportunities for cooperation and sharing of resources, such as food and gardens, among residents.

GROUP 2: JOY

The Village should stimulate the senses and promote interactions among people, and between people and nature.

GROUP 3: HEALTH

The Village should promote and support physical and mental health and wellbeing.

GROUP 4: EQUITY

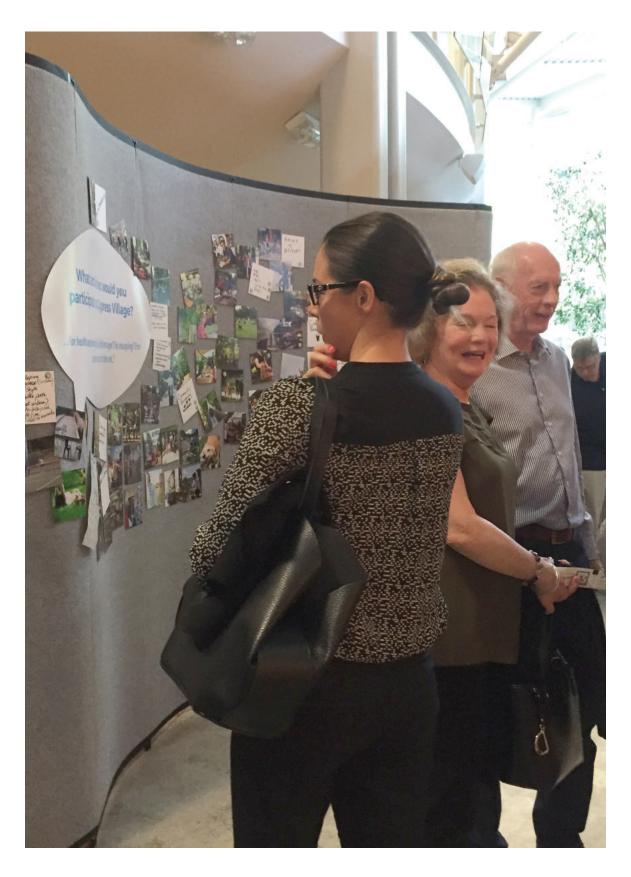
Design in the Village should enable access for people of all ages, as well as socio-economic and cultural backgrounds.

GROUP 5: EASE

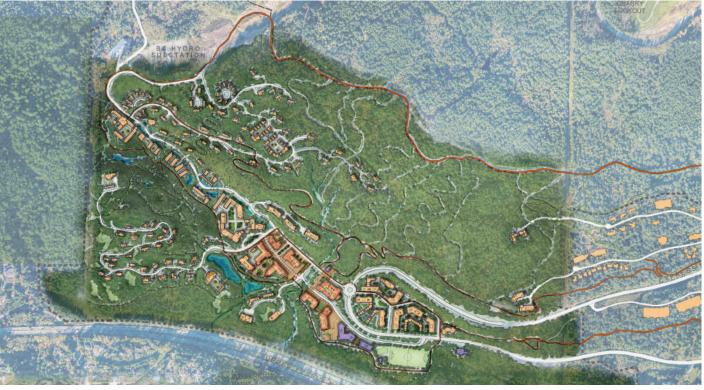
The Village should provide comfortable, accessible movement systems for all.

GROUP 6: MEANING & BELONGING

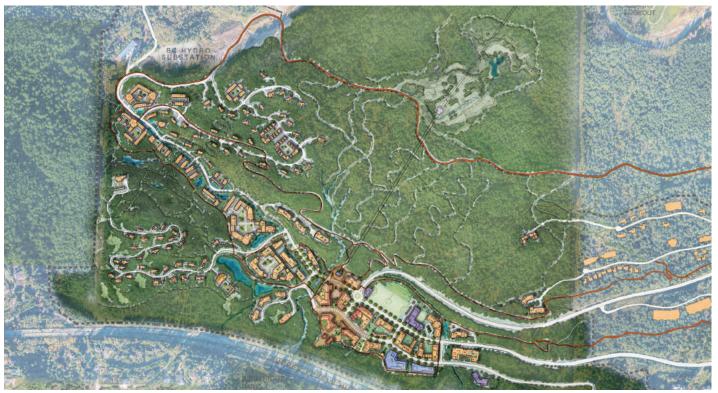
The Village should design opportunities for social interaction.



FEEDBACK



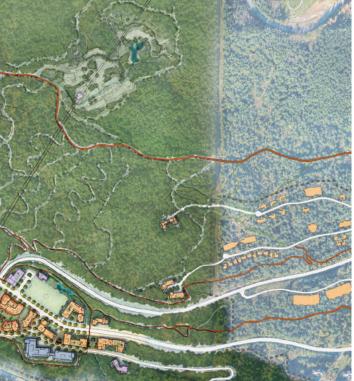
THE VILLAGE MAIN



PEDESTRIAN STROLL

HIGH STREET

CONCEPT OPTIONS







THE VILLAGE MAIN



THE VILLAGE MAIN





THE VILLAGE MAIN







THE VILLAGE MAIN





THE VILLAGE MAIN





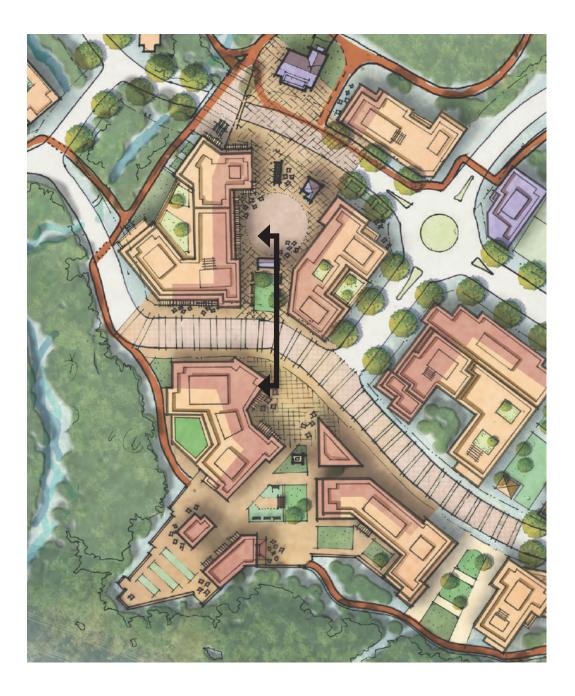
THE HIGH STREET





THE HIGH STREET









THE HIGH STREET



THE PLAZA

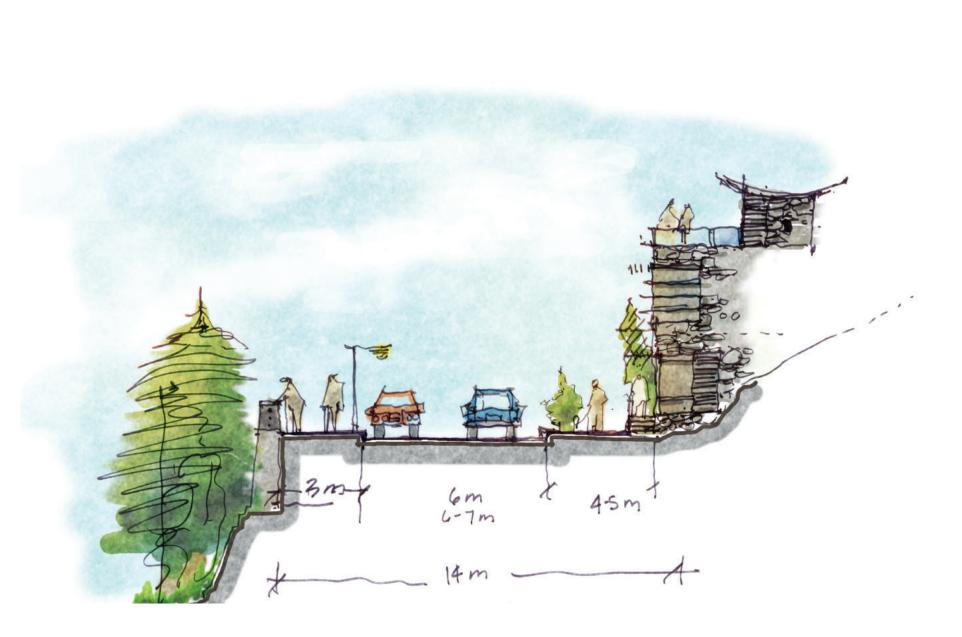
CYPRESS VILLAGE THE PEDESTRIAN STROLL



CYPRESS VILLAGE THE PEDESTRIAN STROLL



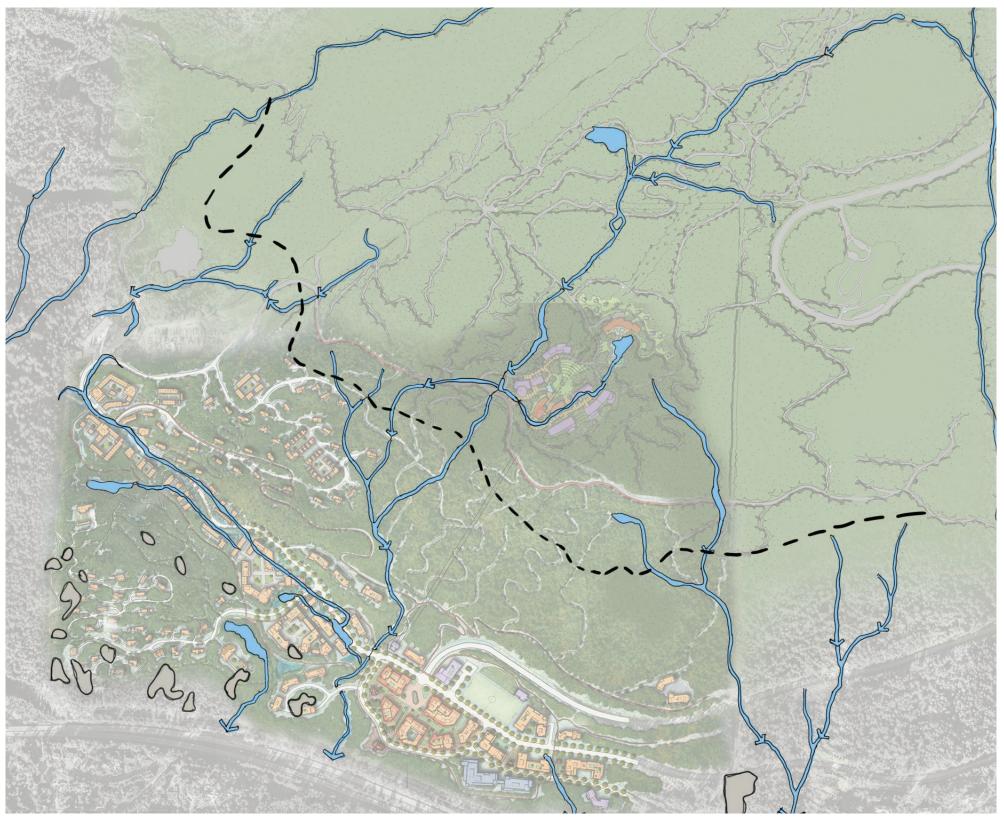


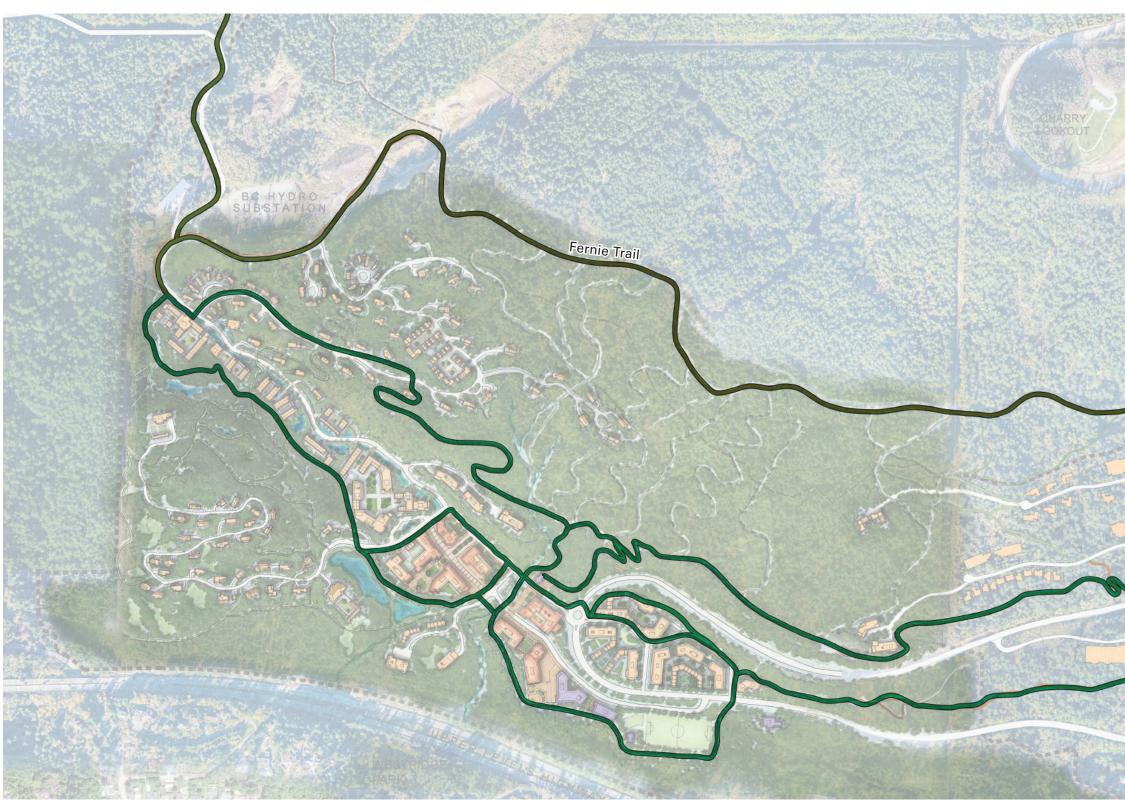


CYPRESS VILLAGE THE PEDESTRIAN STROLL



CYPRESS VILLAGE ENVIRONMENTAL FRAMEWORK EXISTING FEATURES



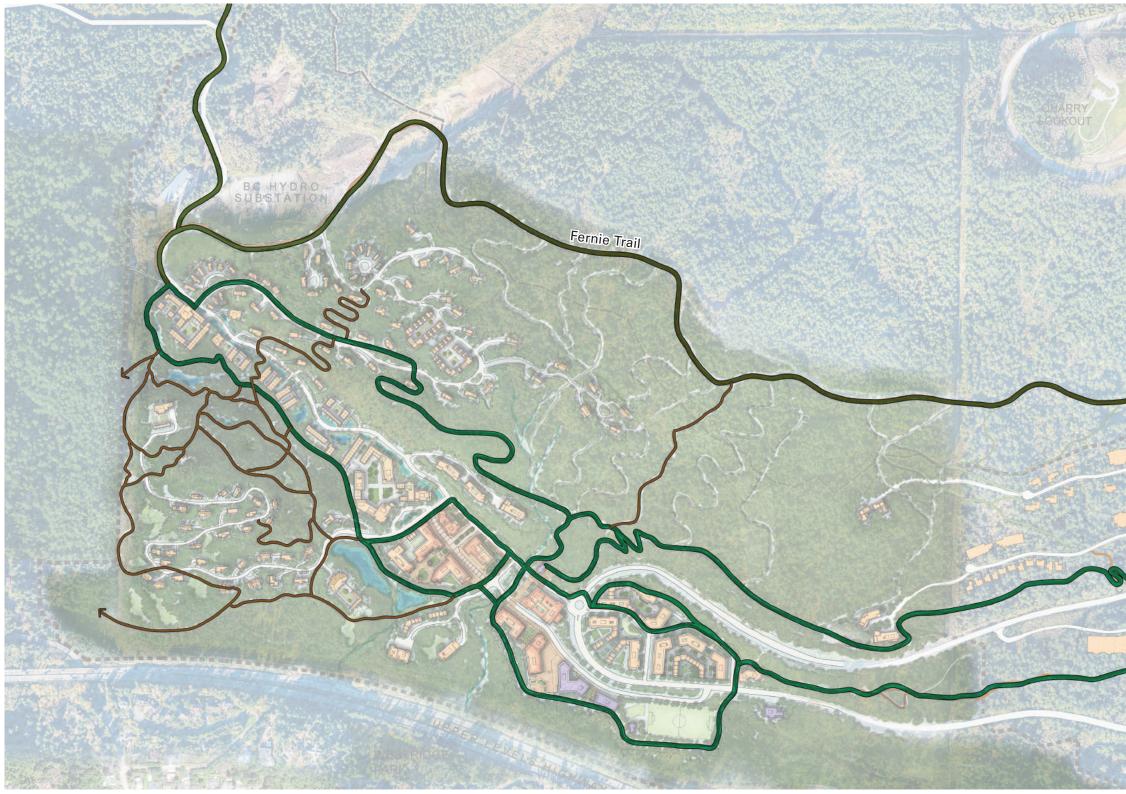


FORMALIZED TRAILS RECOGNIZED BY BPP

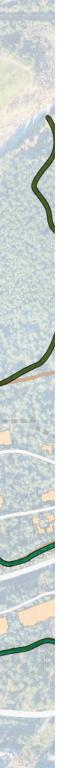
TRAIL NETWORK MOUNTAIN PATHS

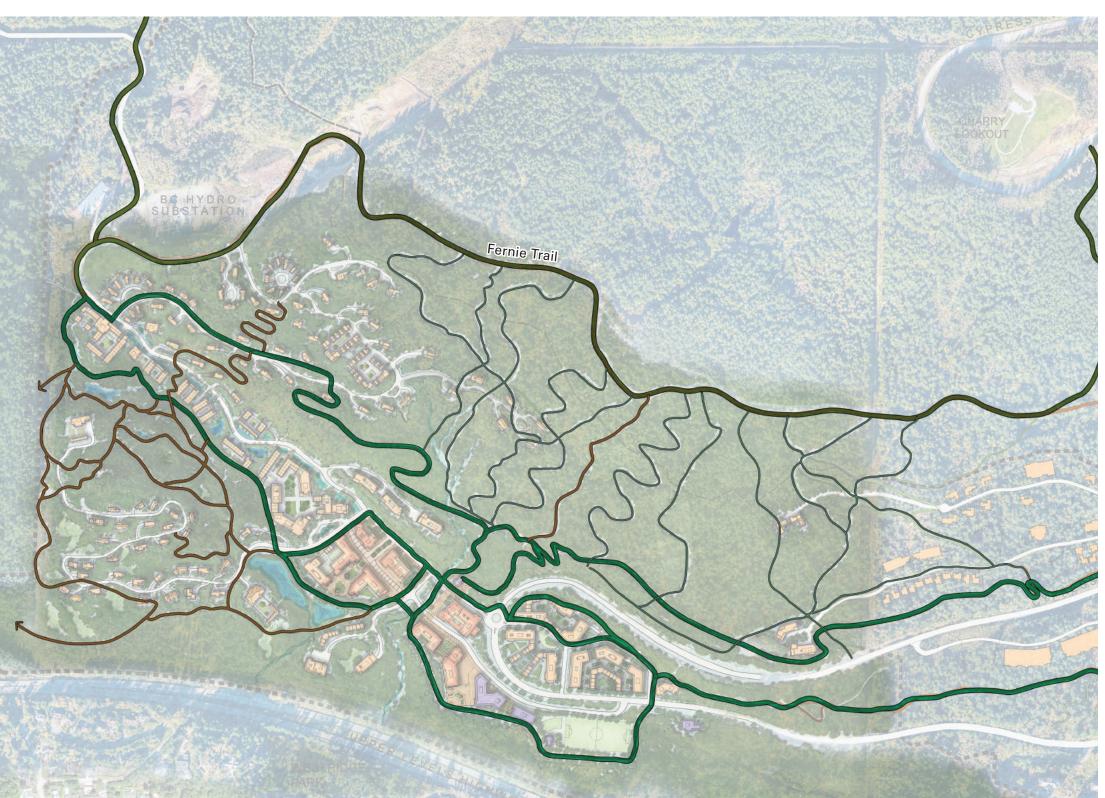


TRAIL NETWORK HIKING & BOULDERING



FORMALIZED TRAILS RECOGNIZED BY BPP





FORMALIZED TRAILS RECOGNIZED BY BPP

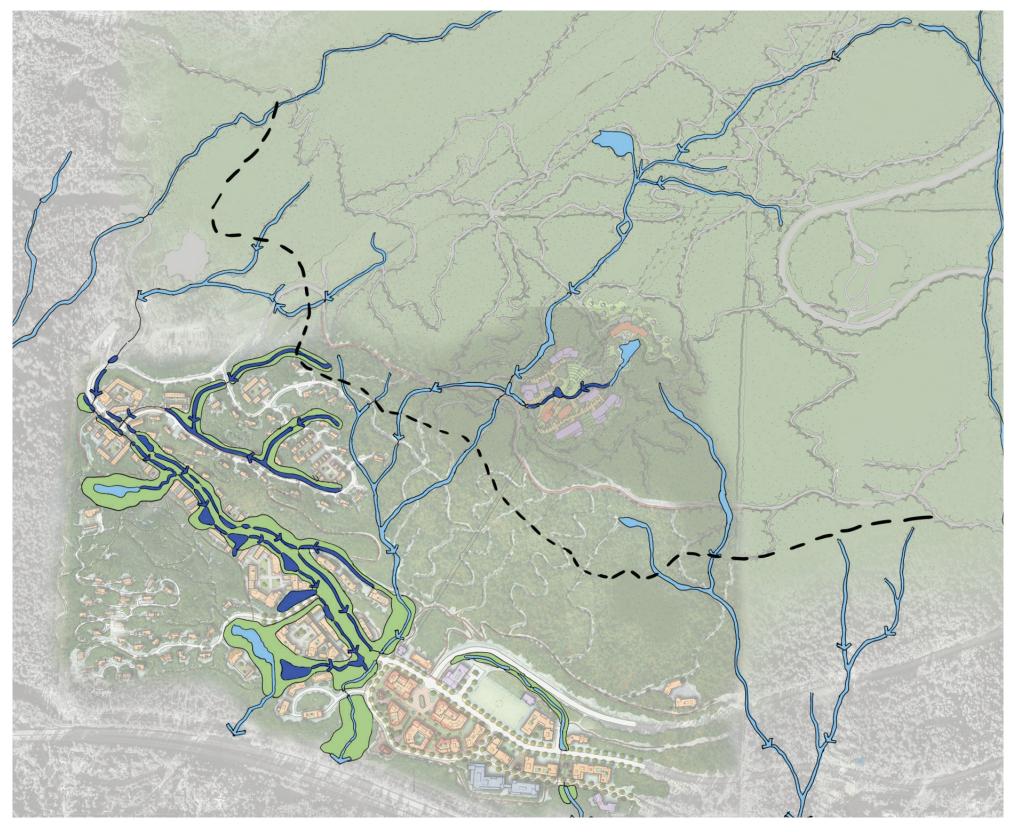
TRAIL NETWORK MOUNTAIN BIKING

TRAIL NETWORK ABOVE FERNIE TRAIL

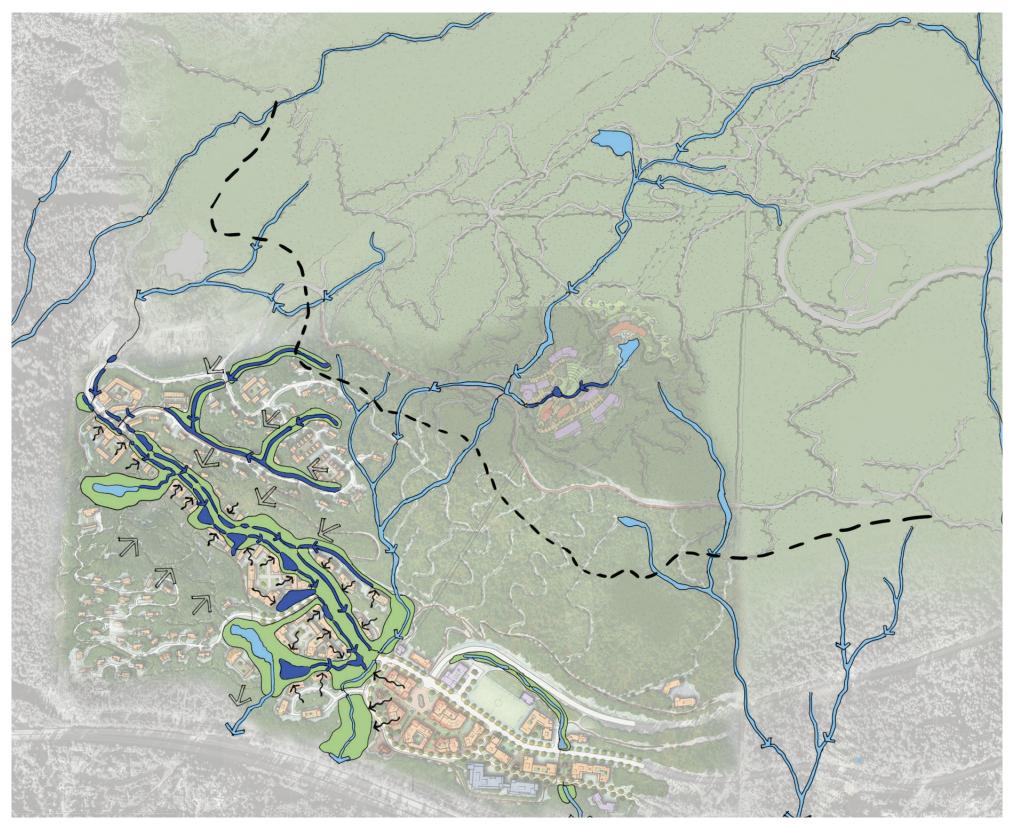


RESPONSIBILITY OF TRAILS TBD

CYPRESS VILLAGE ENVIRONMENTAL FRAMEWORK PROPOSED NETWORK



CYPRESS VILLAGE ENVIRONMENTAL FRAMEWORK DIRECTION & FLOW



CYPRESS VILLAGE CONSTRUCTED WETLANDS



CYPRESS VILLAGE CONSTRUCTED WETLANDS

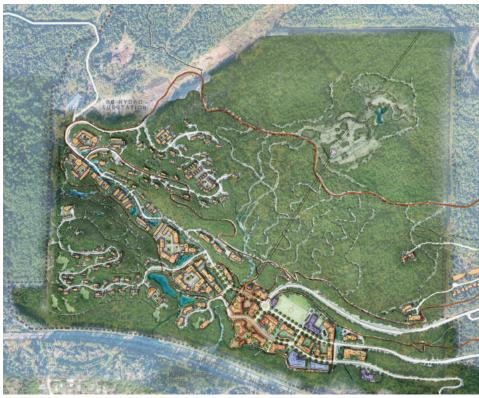




VILLAGE MAIN

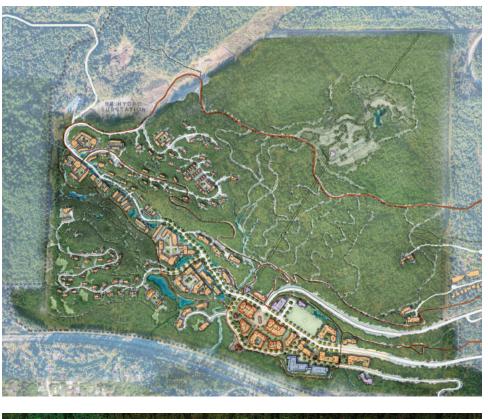












SUMMARY

PEDESTRIAN STROLL

