

Block 6 Statistics

Townhomes = 67 D.U.
 Parking Required = 141 Cars
 Parking Achieved = 164 Cars

Block 5 Statistics

Townhomes = 67 D.U.
 Parking Required = 141 Cars
 Parking Achieved = 190 Cars

Block 3 Statistics

Apartments = 117 D.U.
 Retail = 13,500 SF
 Civic / Office = 80,000 SF
 Transit Hub = 5,000 SF
 Parking Required = 927 Cars
 Parking Achieved = 1001 Cars

Block 4A Statistics

Apartments = 236 D.U.
 Retail = 12,700 SF
 Parking Required = 425 Cars
 Parking Achieved = 437 Cars

Block 1 Statistics

Civic = 208,000 SF
 Parking Required = 878 Cars
 Parking Achieved = 199 Cars
 *Additional City Hall parking (707 spaces) distributed to Block 3 parking garage.

Block 2 Statistics

Apartments = 400 D.U.
 Retail = 30,000 SF
 Parking Required = 725 Cars
 Parking Achieved = 725 Cars

Block 4B Statistics

Apartments = 17 D.U.
 Existing Retail & Fitness = 78,755 SF
 Proposed Retail = 15,000 SF
 Office = 45,435 SF
 Parking Required = 479 Cars
 Parking Achieved = 585 Cars

Program Summary

	S.F.	D.U.
Block 1		
Civic	208,000	
Total	208,000	

	S.F.	D.U.
Core Blocks (2,3,4)		
Residential Apartments		770
Retail / Fitness	139,955	
Office	45,435	
Civic / Office	80,000	
Transit Hub	5,000	
Block 5&6		
Townhomes		134
Total	270,390	904

Miramar Town Center

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Site Plan



- Legend**
- Civic
 - Retail / Civic / Office
 - Retail
 - Retail / Office
 - Retail / Residential
 - Office / Residential
 - Residential
 - Residential Club / Residential
 - Town Houses
 - Clubhouse
 - Retail / Fitness

0 50 100 200
1" = 100'-0"

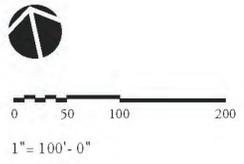
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Land Use Plan



- Legend**
- One Story Buildings (min. 24' ht.)
 - Two Story Buildings
 - Three Story Buildings
 - Three Story Building w/
Double Height Ground Floor
 - Four Story Buildings
 - Five Story Buildings
 - Eight Story Buildings
- 4
ht. Four Level Parking Garage
** Parking garage heights are estimates and will adjust during final design.*



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Building & Parking Garage Heights



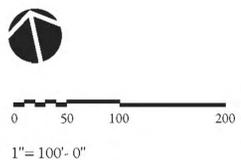
Descriptions of Urban Design Features

- # Architectural Features
 1. Major Entry Facade
 2. Small Tower Element
 3. Tower Element
 4. Entry Marker
 5. Architectural Skin on Parking Garage
- # Site Features
 1. Gateway Landscape Entry / Features Plazas
 2. Gateway Landscape Feature
 3. Special Paved Parking Plaza
 4. 20' Wide Sidewalks
 5. Water Feature
 6. Major Landscape Feature / Sculpture
 7. Village Playground
 8. Village Green
 9. Clubhouse Swimming Pool
 10. Monument Signage
 11. Plaza with Water Feature & Public Art
 12. Covered Residential Porte Cochère

Note: The adjacent diagram shows the location of key urban features. These features are located at the termination of important axis, are use to frame entries and spaces, and help define the three dimensional character of the Miramar Town Center. The descriptions above note the type of feature to be designed at key points. Size and detail are to be developed at time of building design.

Legend

- Architectural Features
- Arcade Under Building
- Arcade Attached to Building
- Ground Floor Retail with Awnings
- Coordinated Facades
- Architectural Treatment on Parking Garage



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Urban Design Features