

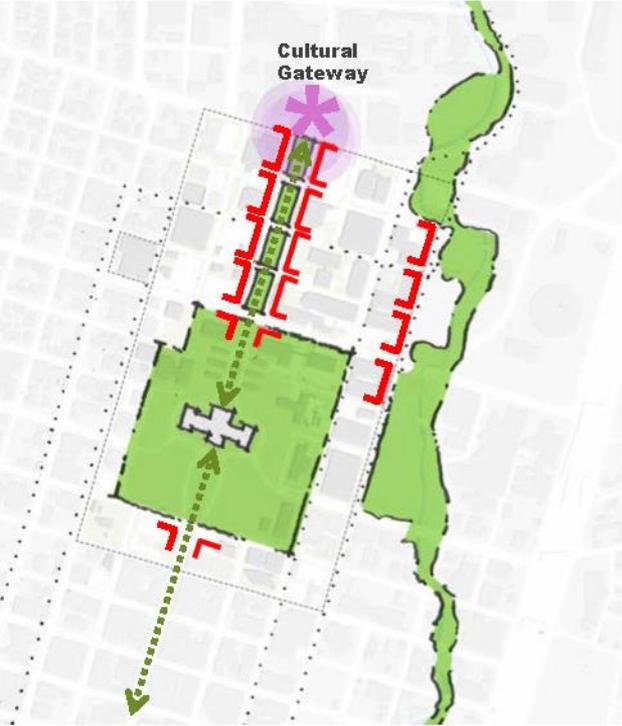


Planning and Urban Design Principles

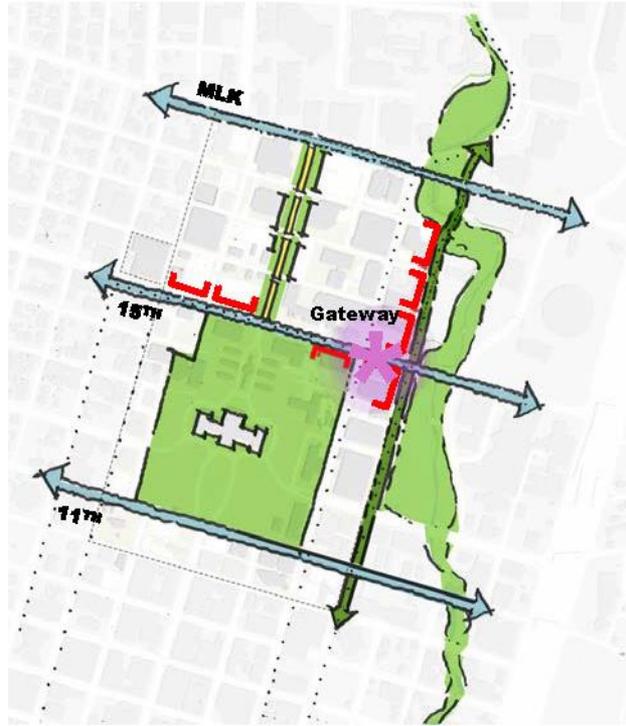
- **Create a destination**
- **Provide state office space**
- **Define civic spaces**
- **Establish gateways to the Capitol Complex**
- **Improve connections with surrounding areas**
- **Create vibrant streets**



Urban Design Concepts



Texas Mall



Urban Connections



Garden District



Phase 1

- 1,025,000 GSF in 2 new buildings
- Over 4,400 parking space supply
- Relocation of Child Care Facility and DPS office
- Develops 3 blocks of the Texas Mall and entry gateway at MLK



Phase 2

- 525,000 GSF in 2 new buildings
- Over 2,500 parking space supply
- Potential pedestrian tunnel connection to Capitol Extension
- Completes the Texas Mall and connection to Capitol grounds



Phase 3

- 530,000 GSF in 2 new buildings
- Over 2,400 parking space supply





Full Build Potential



Master Plan



INTERIOR

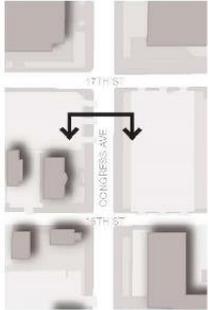
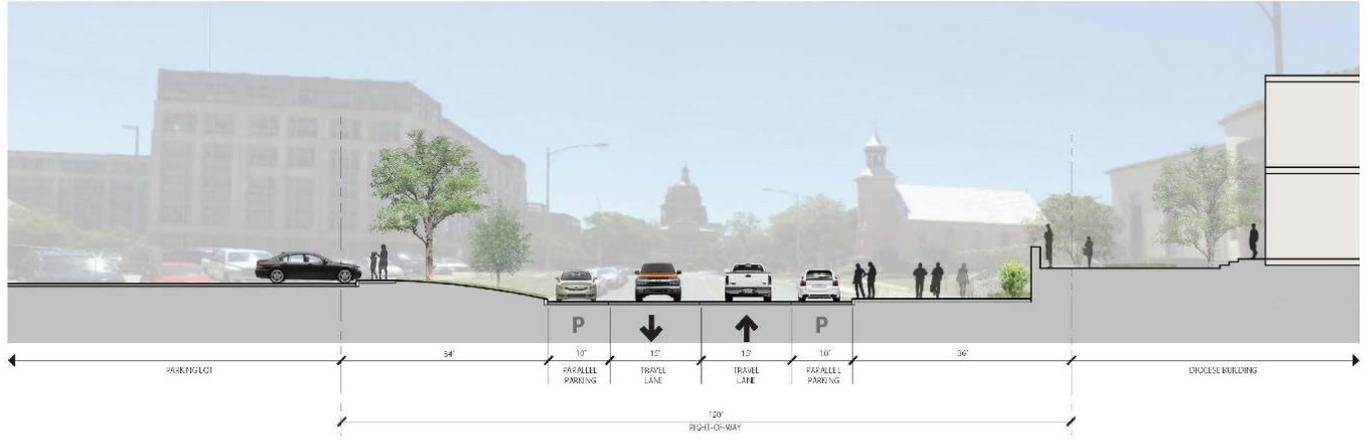
- Food / Coffee
- Cultural
- Auditorium / Conference
- Theater
- Retail

EXTERIOR

- Plaza
- Playground
- Park

Package 6 – Texas Mall: Activate and Engage Public Realm

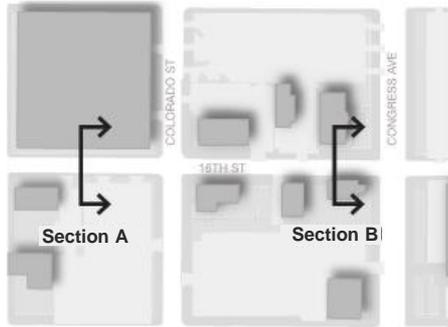
Cross Sections: Texas Mall



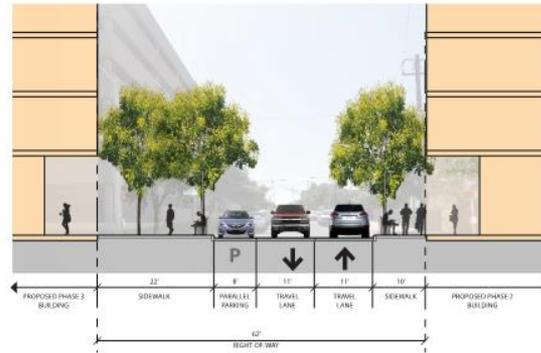
Section Location



Internal Access Streets: 16th Street

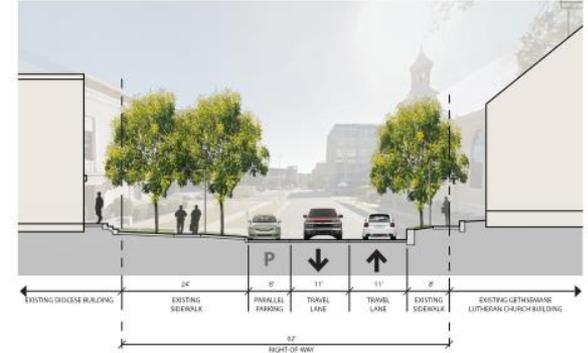
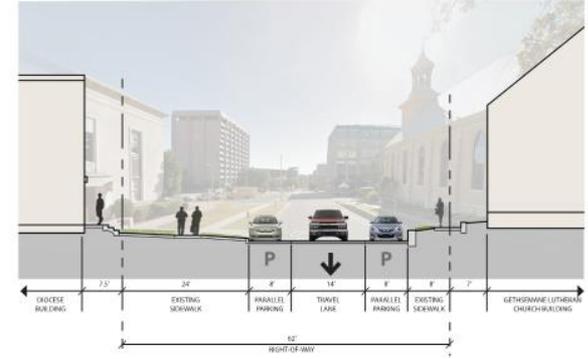


Section Location



Section A

16th Street between Lavaca and Colorado Streets: Existing and Proposed Cross Sections

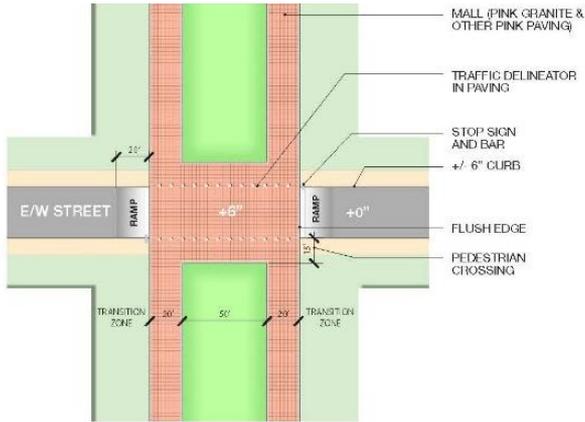
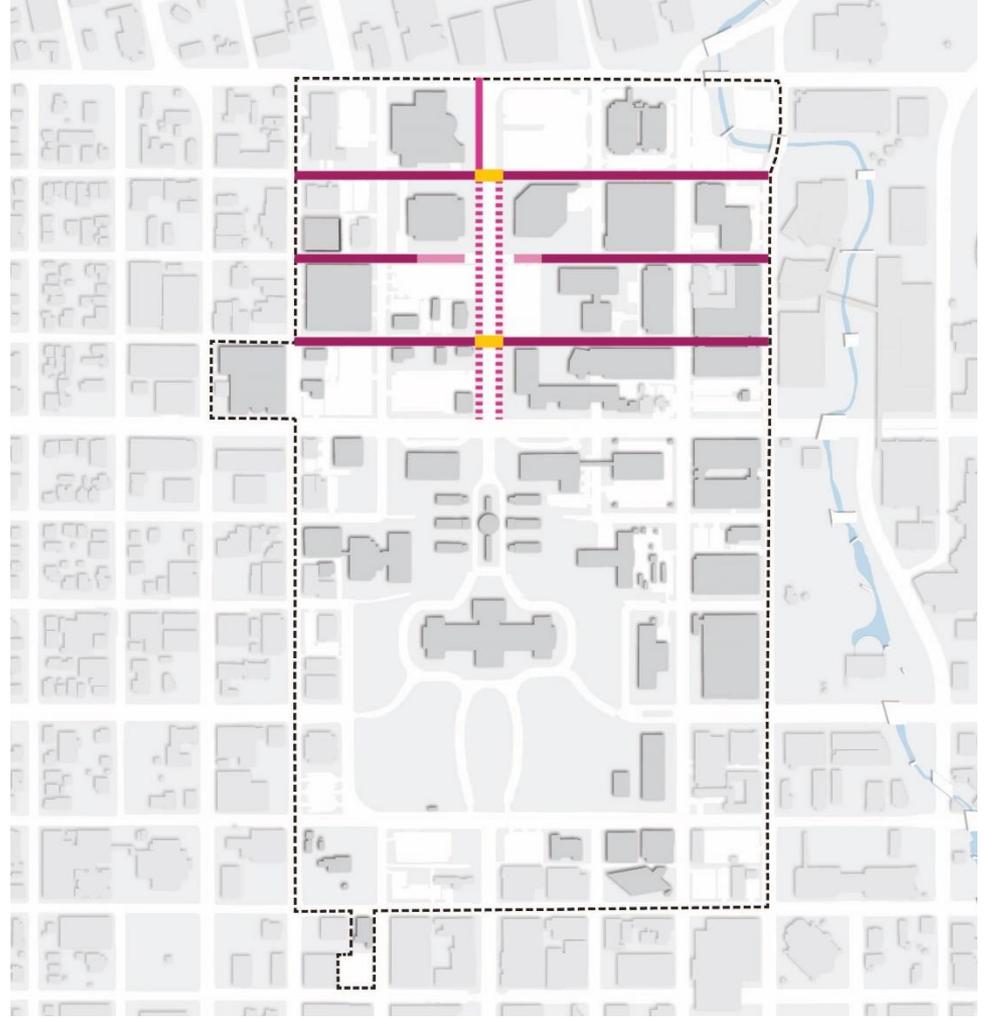


Section B

16th Street between Colorado Street and Congress Avenue: Existing and Proposed Cross Sections

Traffic Modifications

-  One-Way Drop-Off and Access Lane
-  Emergency Access Only
-  Change from One-Way to Two-Way
-  Below-grade Garage Access Only
-  Speed Table and Stop Signs





1 3D-TX MALL
SCALE:

Package 6 – 17th Street Entrance to Underground Parking Garage



Texas Mall – View from North



Museum Plaza



Package 4, George H W Bush State Office Building (Webcam)



Package 5, 1601 Building (Webcam)



Package 6, Pedestrian Mall (Webcam)

Exterior Signage and Wayfinding
SIGN FAMILY OVERVIEW

Monument sign at plaza level

