

TO: CITY MANAGER

2003 October 01

FROM: DIRECTOR PLANNING AND BUILDING

SUBJECT: REZONING REFERENCE #03-50
Addition of Underground Parking Facility
Electronic Arts Canada

ADDRESS: 4330 Sanderson Way (see attached Sketches #1 and #2)

LEGAL: Lot 16 Excl: Parcel A Ref. PI LMP34110, D.L.'s 71 & 72, Group 1, NWD
Plan 60616

FROM: CD Comprehensive Development District (based on M8 Advanced
Technology Research District)

TO: Amended CD Comprehensive Development District (based on M8 Advanced
Technology Research District and Discovery Place Community Plan and in
accordance with the development plan entitled "Addition of Underground
Parking Facility' prepared by Musson Cattell Mackey Partnership).

APPLICANT: Musson Cattell Mackey Partnership
1600-Two Bentall Centre, Box 264
555 Burrard Street
Vancouver, B.C. V7X 1M9
Attention: Mark Whitehead

PURPOSE: To seek Council authorization to forward this application to a Public Hearing on
2003 October 28.

RECOMMENDATIONS:

1. **THAT** a Rezoning Bylaw be prepared and advanced to First Reading on 2003 October 06,
and to a Public Hearing on 2003 October 28 at 7:30 p.m.
2. **THAT** the following be established as prerequisites to the completion of the rezoning:
 - a. The submission of a suitable plan of development.
 - b. The submission of a suitable on-site stormwater management system to the
approval of the Director Engineering, the deposit of sufficient monies for its
provision, and the granting of a Section 219 Covenant to guarantee its provision
and continuing operation.

REPORT

1.0 REZONING PURPOSE

The purpose of the proposed rezoning is to permit the development of an underground parking facility.

2.0 GENERAL INFORMATION

2.1 The subject site is located south of Sanderson Way at the intersection with Gilmore Way in Discovery Place (BCIT) site (see attached Sketches #1 and #2)

2.2 The site is irregular in shape, roughly triangular, with a site area of 7.79 ha (19.24 acres) with approximately 3 ha (7.4 acres) of the site being in conservation area.

2.3 The site is fully serviced.

2.4 Neighbourhood Characteristics

The subject site, located south of Canada Way and west of Willingdon Avenue in the Discovery Place Willingdon (BCIT) site, is currently partially developed as the Canadian headquarters of Electronic Arts Canada, which develops and markets computer and video games. Located to the north of the site, on either side of Gilmore Way, is the headquarters for Creo Products in two buildings and further to the north-west is the site of Burnaby General Hospital. To the east of the site lies Lot "J" of Discovery Place which is currently vacant, designated for development as a high technology research facility and has been acquired by Electronic Arts. Further to the east, across Mathissi Place, is the location of the Open Learning Agency. Residential areas with single-family homes are located immediately to the south and west of the subject site.

3.0 BACKGROUND

3.1 The subject site is known as Lot "K" within the Discovery Place Community Plan, Willingdon (BCIT) Site. The Community Plan was most recently revised through Rezoning Reference #66/94 which received Final Reading on 1996 September 23.

Under the adopted guidelines, this site is to be developed in accordance with the M8 Advanced Technology Research District. The Discovery Place Community Plan guidelines for this site indicate the maximum density is a Floor Area Ratio (FAR) of 0.45 (35,767 m² /385,000 sq. ft.) based on the site area of 7.79 ha (19.24 acres), the maximum site coverage is 15% for building coverage and 41% for combined building and paved areas, and the minimum underground parking ratio is 25% with no parking permitted in front yards.

- 3.2 The initial phase of development for Electronic Arts was the subject of Rezoning References #8/96 and #27/97 which were given Final Adoption in 1997. The first phase of development on the site was for an approximately 19,236m² / 207,063 sq. ft. building which is architecturally prominent and provides a landmark building within Discovery Place. Construction of the building was completed in 1998 December. Through the previous rezoning applications Electronic Arts dedicated a large portion of the subject site to the City as a conservation and park area. Located along the eastern and southern boundaries of the site, the conservation area is approximately 3 hectares (7.4 acres).
- 3.3 The second phase of development is the subject of Rezoning Reference #99-58 which was given Third Reading on 2000 August 28. The proposed Phase II addition is in line with the Community Plan guidelines and provides for 15,793m² / 170,000 sq. ft. of building floor area. The Phase II proposal maintains the same architectural style as Phase I. Rezoning Reference #99-58 is on the same agenda for Reconsideration and Final Adoption. It is the intention of Electronic Arts to pursue construction in the near future.
- 3.4 Further phases of the Electronic Arts building complex accommodated by the company's acquisition of the abutting Site J to the southeast is being pursued through Rezoning Reference #03-33 for which an initial rezoning report was received by Council at its meeting of 2003 July 21.
- 3.5 Electronic Arts wishes to pursue an amendment rezoning for an addition of an underground parking facility under the existing soccer field. The proposal is in line with the adopted Discovery Place Community Plan as the building density or site coverage is not changed. A plan of development has been submitted suitable for submission to a Public Hearing.

4.0 GENERAL COMMENTS

- 4.1 The proposed development is for the construction of a three-level underground parking facility accommodating 776 parking stalls. Some of these stalls, 280 in number, are replacements for previously assessed parking. These replacement stalls take into consideration 130 surface parking stalls constructed in Phase I which will be eliminated when the Phase II building is constructed as well as 150 underground parking stalls to be eliminated from the Phase II building due to soil conditions which limit the depth of possible parking to three rather than four underground levels. This parking facility also is intended to meet a demand for additional parking by the current (more than 1,000) employees of Electronic Arts as well as future phases.

Existing open space amenities will be retained with the existing soccer field and basketball court being reestablished at-grade on top of the underground parking facility. This open space area is generally bounded by the Phase I building, the future Phase II building and

Sanderson Way. The new soccer field will be synthetic turf. Both the soccer field and basketball court are well used by Electronic Arts employees and consequently, the company, would like to expeditiously pursue this facility during the fall and winter season in order to minimize loss of use of these recreational facilities. The applicant wishes to meet the next scheduled Public Hearing of 2003 October 28 to meet this tight construction timing.

- 4.2 An on-site stormwater management system will be provided. Part of this system will include consideration of a stormwater drainage feature with appropriate planting within the 12m (40 feet) wide landscape covenant area along the Sanderson Way frontage. Much of the existing vegetation will be retained and strengthened with new planting. These proposals are also intended to be integrated with environmental initiatives being considered in relation to further Electronic Arts building phases to the west being pursued through Rezoning Reference #03-33. These environmental proposals are being pursued under the guidance of and to the approval of the Environmental Review Committee.

A suitable engineered design to the approval of the Director Engineering will be required for the on-site stormwater management system as well as a Section 219 Covenant to guarantee its provision and continuing operation. The deposit of sufficient monies to guarantee the provision of the stormwater drainage and landscape features will be required.

- 4.3 Access to this underground parking facility will be provided off the existing driveway to the west as well as eventually from the existing driveway to the east via the future underground parking under the Phase II building. No new access is proposed off Sanderson Way although a temporary construction access is needed across the covenant area but this temporary access will be minimized and fully restored and landscaped after.

5.0 DEVELOPMENT PROPOSAL

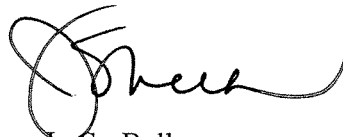
- 5.1 Site Area - 7.79 ha (19.24 acres)

- 5.2 No changes from Rezoning Reference #99-58 to the following development statistics:

- a) Building Site Coverage
- b) Total Site Coverage including any surface parking
- c) Floor Area and Floor Area Ratio
- d) Height
- e) Bicycle Parking and Loading Bays

5.3 Parking

a)	<u>Previously Approved:</u>		
	<u>Required:</u>	-	762 Stalls
	<u>Provided:</u>		
	Phase I	-	599 Stalls
	Phase II	-	<u>488 Stalls</u>
	Total	-	1,087 Stalls
b)	<u>Proposed Changes:</u>		
	Phase I	-	- 130 Stalls
	Phase II	-	- 150 Stalls
	New Underground	-	<u>+ 776 Stalls</u>
	Total Net	-	496 Stalls
c)	<u>Resulting Revised Provisions:</u>		
	Phase I	-	469 Stalls
	Phase II	-	338 Stalls
	New Underground	-	<u>776 Stalls</u>
	Total Provisions	-	1,583 Stalls

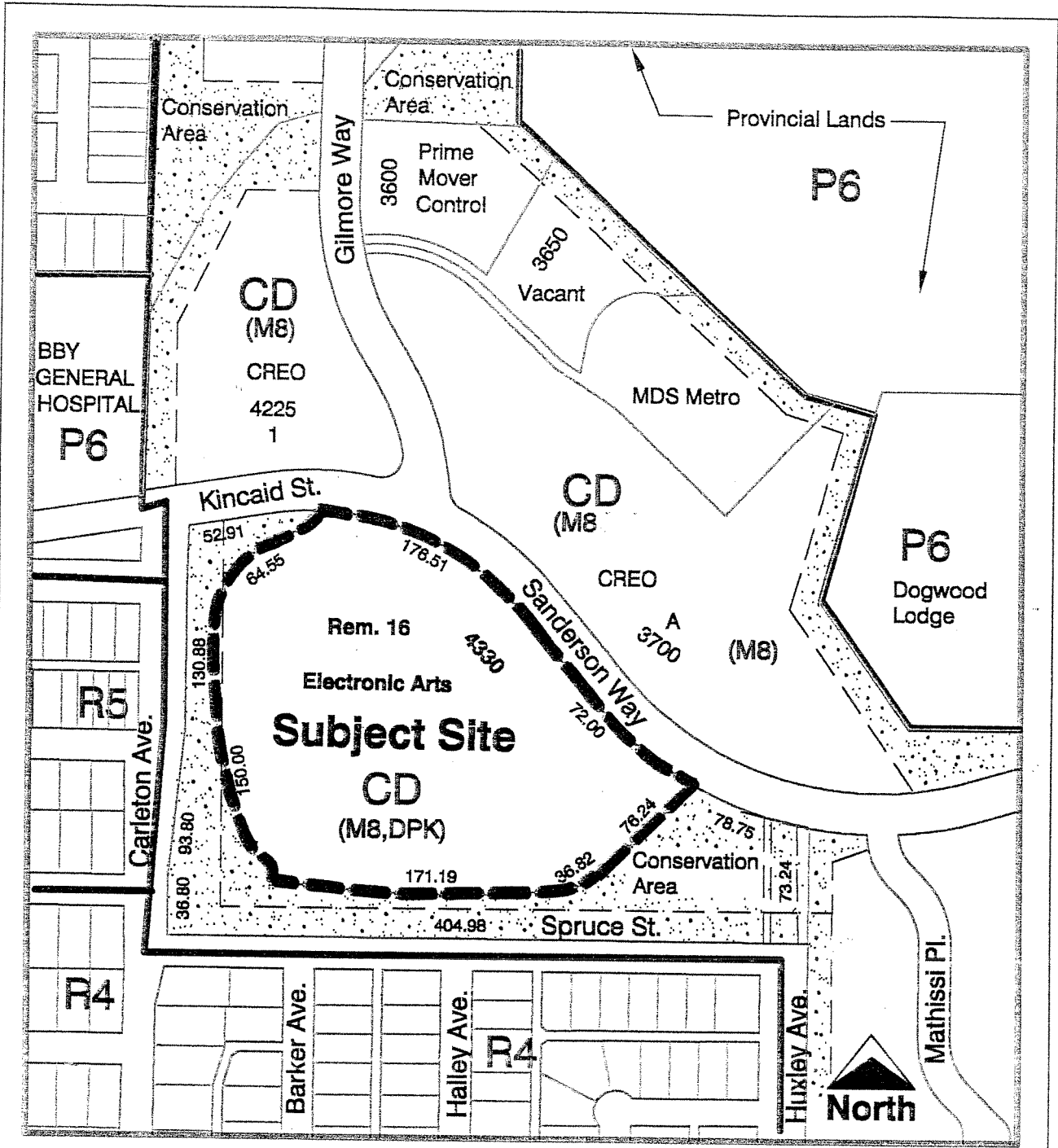


J. S. Belhouse
Director Planning and Building

KI:tn:gk

Attachment (Sketches)

cc: City Clerk
Director Engineering
Director Parks, Recreation and Cultural Services



Planning And Building Department

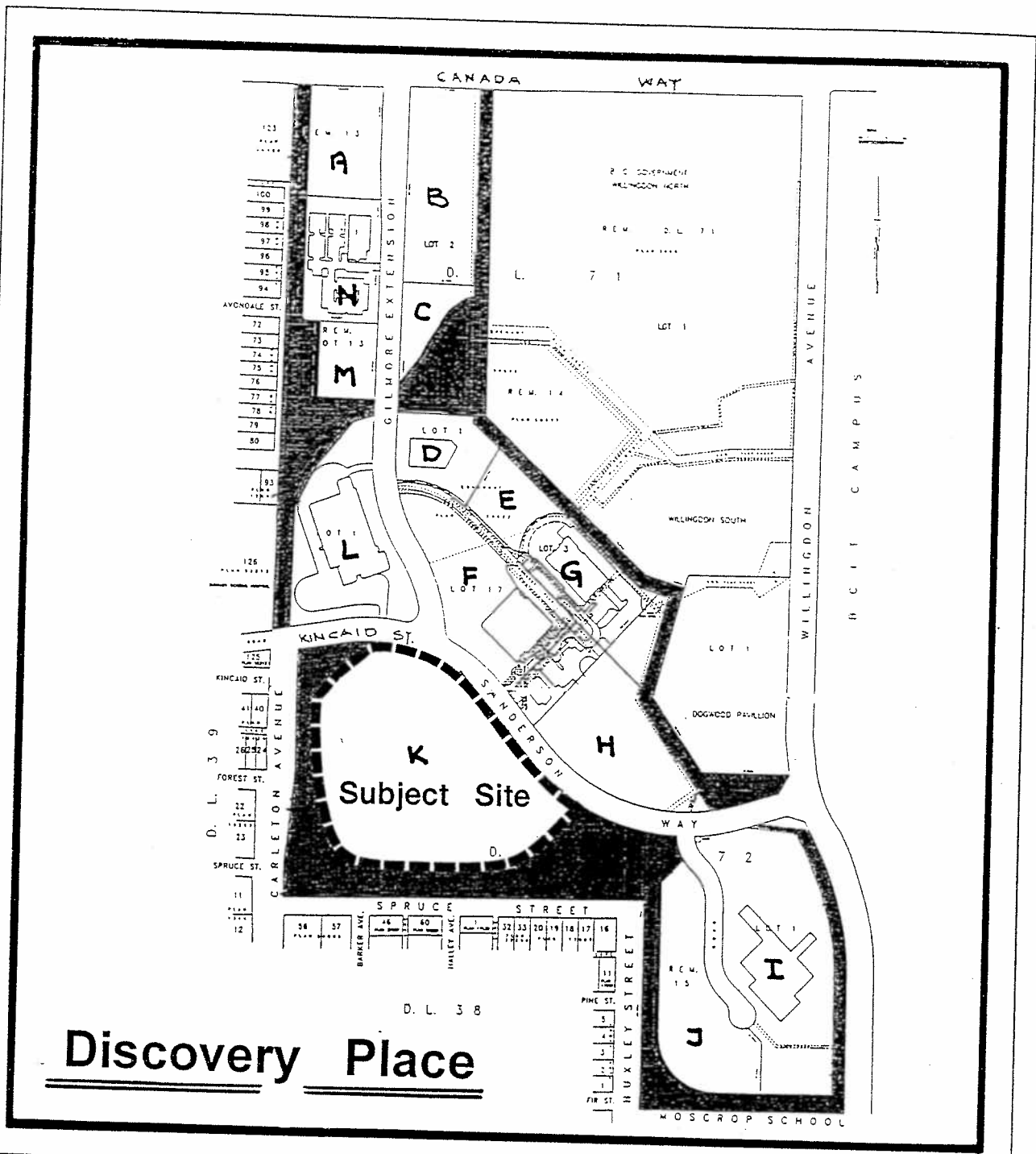
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Drawn By: J.P.C.

Date: 2003 Sept

REZONING REFERENCE #03-50

Sketch # 1



Discovery Place



City of Burnaby
 Planning And Building Department

Scale: N.T.S.

Drawn By: J.P.C.

Date: 2003 Sept.

REZONING REFERENCE #03-50

Sketch # 2

Sept 30, 2003

City of Burnaby
Planning & Building Department
4949 Canada Way
Burnaby, BC V5G 1M2

Dear Sirs:

Re: **DICOVERY PLACE, LOT K**
4330 Sanderson Way, Burnaby, BC
Lot 16, District Lots 71 & 72, Group 1
New Westminster District
and a portion of Parcel A (reference plan LMP34110) of
Lot 16, District Lots 71 & 72
New Westminster District Plan 60616

PROJECT #202052.2
LETTER OF INTENT

Electronic Arts (Canada), Inc. has experienced steady growth in their Burnaby studio and is intent on developing the Phase II portion of the Lot K site. The purpose of this rezoning is to revise the location and numbers of parking stalls due to:

- (a) net loss of parking when Phase II is constructed;
- (b) current shortage of parking in Phase I;
- (c) soils conditions limiting the depth of parking structure beneath buildings.

The development would continue the park-like environment established previously with all new parking located underground, beneath the existing soccer field adjacent to Phase I and flanked by Phase II. The basketball court will be re-established above the parkade as well.

Approximately 777 parking stalls will be located there on three levels with an additional 338 parking stalls beneath the Phase II building. A new access point off the existing driveway at Gilmore Street will be established to complement the access off the driveway at Sanderson Way.

The landscape set back on Sanderson Way will be improved by culling dead / dying trees, introducing storm water flow and storm water detention with appropriate new landscape between the driveways.

This project will continue the standard of excellence established previously on Lot K, and will restore the existing active Green space functions that Electronic Arts staff enjoy.

Yours truly

MUSSON CATTELL MACKEY PARTNERSHIP
ARCHITECTS DESIGNERS PLANNERS



Mark Whitehead, Partner
MAIBC, MRAIC
MW:kt

cc: Howard Donaldson, Electronic Arts (Canada), Inc.
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