

CITY OF BURNABY

PLANNING AND BUILDING REZONING REFERENCE #18-38 2018 September 26

ITEM #05

1.0 GENERAL INFORMATION

- 1.1 Applicant:** Colliers Project Leaders
Attn: John Anderson
Floor 19 – 200 Granville Street
Vancouver, BC V6C 2R6
- 1.2 Subject:** Application for the rezoning of:
Lot 1, DL 71 and 72, Group 1, NWD Plan BCP 12673
- From:** CD Comprehensive Development District (based on M8 Advanced Technology Research District and the Discovery Place Community Plan as guidelines)
- To:** Amended CD Comprehensive Development District (based on M8 Advanced Technology Research District and the Discovery Place Community Plan as guidelines)
- 1.3 Address:** 4330 Sanderson Way
- 1.4 Location:** The subject site is located on the south side of Sanderson Way, between Mathissi Place and Carleton Avenue (Sketch #1 *attached*).
- 1.5 Size:** The subject property is irregular in shape with a total area of approximately 6.78 ha (16.75 ac), subject to legal survey.
- 1.6 Services:** The Director Engineering will be requested to provide all relevant servicing information.
- 1.7 Rezoning Purpose:** The purpose of the proposed rezoning bylaw amendment is to permit construction of an addition to the existing Motion Capture Studio, located in Phase 1 of the Electronic Arts campus.

2.0 NEIGHBOURHOOD CHARACTERISTICS

The subject site is located along Sanderson Way at the intersection of Gilmore Way, between Mathissi Place to the east and Carleton Avenue to the west, and approximately one block west of Willingdon Avenue. The property is situated within the Discovery Place, Willingdon (BCIT) site and is partially developed as the Canadian headquarters of Electronic Arts. The property is surrounded by other high technology/office sites within the Discovery Place, Willingdon (BCIT) site, to the north across Sanderson Way and further to the east across Mathissi Place. Single

family residential areas are neighbouring the subject property further to the south and west, while City-owned conservation lands are located between the residential areas and the site along its western and southern boundaries.

3.0 BACKGROUND INFORMATION

- 3.1 The subject site is located within the Discovery Place Community Plan Area. The Community Plan was most recently amended through Rezoning Reference #66/94, which received Final Adoption in 1996. The purpose of that rezoning was to allow revision of the overall Discovery Place, Willingdon (BCIT) Site Community Plan, including creation of the M8 Advanced Technology Research District. The site is zoned Comprehensive Development District based on the M8 Advanced Technology Research District and the Discovery Place Community Plan as guidelines.
- 3.2 The overall campus is a multi-phase development to accommodate the ongoing growth of Electronic Arts, as one of Burnaby's internationally recognized premier high-technology companies. The Phase 1 of development was initiated through Rezoning References #8/96 and #27/97, which were granted Final Adoption in 1997. The first phase of development on the site was for an approximately 19,236 m² (207,063 sq. ft.) building which is architecturally prominent and provides a landmark within the Discovery Place.
- 3.3 The second phase of development was approved through Rezoning Reference #58/99, which was granted Final Adoption in 2003. The purpose of that rezoning was to allow expansion of the existing advanced technology research, office and studio facility. The Phase 2 expansion provided for 15,793 m² (170,000 sq. ft.) of additional floor area.
- 3.4 The third phase of development was approved through Rezoning Reference #33/03, which was granted Final Adoption in 2004. The purpose of the rezoning was to allow expansion of the Electronic Arts' operations, including construction of a world class motion capture studio and further research and development. The Phase 3 expansion was to allow an addition of 18,620 m² (200,426 sq. ft.) of floor space to the site. To date, only the motion capture studio with a floor area of 3,442 m² (37,050 sq. ft.) has been constructed in phase 3.
- 3.5 The applicant is requesting an amendment to the existing Comprehensive Development Plan to allow redevelopment of the Motion Capture Studio in Phase 1. Following construction of the new Motion Capture Studio in Phase 3, the existing studio in Phase 1 became underutilized. Redevelopment of the existing studio, as a result of expansion above the existing underground parking, will better utilize the footprint of the existing building.

4.0 GENERAL INFORMATION

- 4.1 The applicant is requesting rezoning to the CD Comprehensive Development District (based on M8 Advanced Technology Research District and the Discovery Place

Community Plan as guidelines) to permit redevelopment of the existing Phase 1 Motion Capture Studio, above the existing underground parking, over 4 levels.

The proposal is to increase the existing area of the original Motion Capture Studio in Phase 1, from approximately 3,345 m² (36,000 sq. ft.) to a total of 9,662 m² (104,000 sq. ft.). The proposed expansion will be built to the same building height and design specifications as the rest of the existing studio, and in accordance with the registered building scheme. The purpose of this proposal is to create a more functional workspace to support the ongoing growth of Electronic Arts in Burnaby.

- 4.2 The Director Engineering will be requested to provide an estimate for all services necessary to serve this site. Servicing requirements will include, but not limited to, any necessary storm, sanitary sewer, and water main upgrades as required.
- 4.3 Any necessary easements, covenants, and statutory rights-of-way for the subject site are to be provided.
- 4.4 Approval by the Engineering Environmental Services Division of a detailed plan of an engineered sediment control system will be required.
- 4.5 An on-site Stormwater and Groundwater Management Plan for the subject sites is required.
- 4.6 Approval by the Engineering Environmental Services Division of a suitable solid waste and resource storage facility plan is required.
- 4.7 The provision of approved on-site commercial loading facilities will be required.
- 4.8 GVS & DD Sewerage Cost Charges are applicable to this application.
- 4.9 The proposed prerequisite conditions to the rezoning will be included in a future report.

5.0 RECOMMENDATION

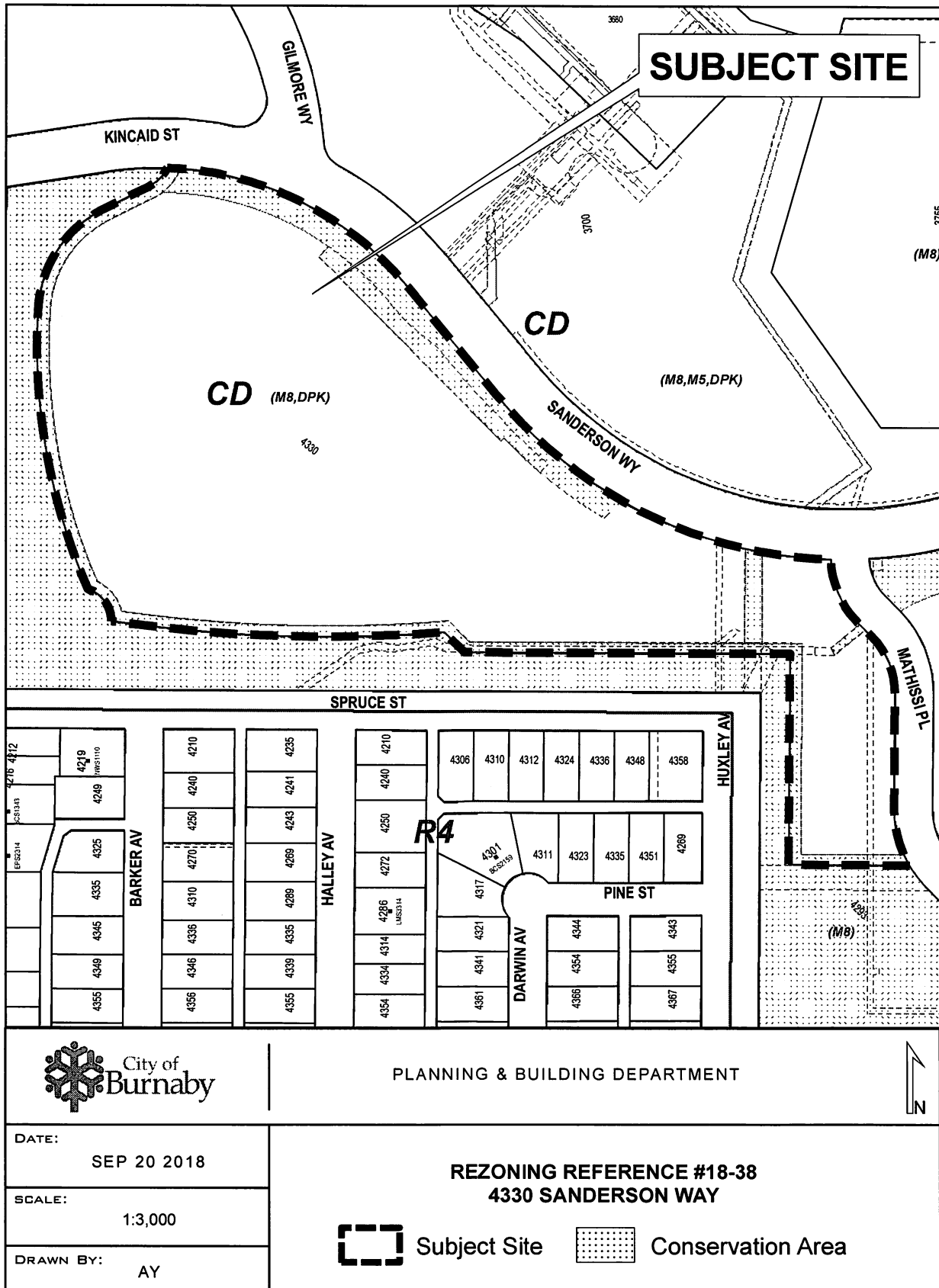
THAT the Planning and Building Department be authorized to continue to work with the applicant towards the preparation of a suitable plan of development for presentation to a Public Hearing on the understanding that a more detailed report will be submitted at a later date.

LP.

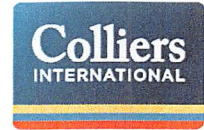
PS:tn

Attachment

cc: City Solicitor
City Clerk



Sketch #1



August 22nd, 2018

City of Burnaby Planning Department
4949 Canada Way
Burnaby, BC V5G 1M2
Attention: Ms. Parissa Shafizadeh

Document Number 891081-0037(1.0)

Dear Parissa,

Re: 4330 Sanderson Way – Rezoning Letter of Intent

On behalf of Electronic Arts (Canada) Inc., Colliers Project Leaders hereby submits this letter of intent as application for rezoning the above noted property (PID 026-014-742; Lot 1 District Lots 71 and 72 Group 1 New Westminster District Plan BCP12673).

Electronic Arts intends to redevelop the Phase I Motion Capture Studio located at 4330 Sanderson Way, Burnaby BC into functional workspace. The expansion has been conceptualized as a horizontal and vertical expansion above the existing underground parking Level B. The development will increase the existing area of the old Motion Capture Studio from its current size of 36,000sf to a total of 104,000sf of gross area over 4 Levels. The southwest and northwest walls will expand to the line of the existing parking structure adding 8,000sf to each of Levels 1 & 2. Two new levels of approximately 26,000sf each will be constructed and connected by a bridge to the corresponding Levels 3 and 4 in the existing studio building to the north.

The new expansion will be built to the same floor to floor height, look and specifications as the rest of the studio including: large exit stairs with access to light, a central interconnecting stair, and large windows except for the southwest and northwest walls of Level 1. The addition remains within the current Comprehensive Development zoning (CD - M8 DPK) and approved area and height allowances of the existing response to building code and declaration of building scheme.

The proposed development differs from the previously planned Phase 3b which would have created a new 5 Level 160,000sf building on the southeast corner of the site. In early 2018, Electronic Arts commissioned a feasibility study to review the development of Phase 3b versus the redevelopment of the Phase 1 Motion Capture Studio. With a new Motion Capture Studio built in Phase 3a, the old studio has become an insufficient use of space. By redeveloping the old studio, Electronic Arts will be able to better utilize the footprint of the existing building.

The redevelopment of this studio to functional work space will provide more efficient space utilization and support the continued growth of Electronic Arts in Burnaby. Upon completion, this more efficient, cutting-edge technology office space will position Electronic Arts to continue to attract and retain world class talent to EA and the City of Burnaby.

We look forward to working with Burnaby staff and Council on this exciting project.

Yours truly,

A handwritten signature in blue ink, appearing to read "JA", written over a light blue horizontal line.

John Anderson, B. Eng, PMP
Senior Project Manager, Colliers Project Leaders

cc: Frank Bassett, Senior Director Facilities, Electronic Arts (Canada) Inc.