Design Guidelines for the Public Realm

• Promoting Design Excellence for a Livable City

June 22, 2017
Winter & Company
Design in the Public Realm includes...

- Streetscape
  - Sidewalks, courts, plazas
- Street sections
  - Medians, gateways, roundabouts
- Public places (linked to streetscape)
  - Public buildings
  - Open spaces, parks
Design in the Public Ream can...

- Stimulate private investment
- Reinforce neighborhood character
- Provide public amenities
- Encourage pedestrian activity
- Support multi-modal access
- Promote social interaction
Guidelines types for the public realm

• Prescriptive standards
  – Materials, dimensions, etc.

• Design procedures
  – Things to consider, steps to follow

• Performance-oriented characteristics
  – Sustainable, comfortable, maintainable

• Character-oriented
  – Context based
Streetscapes

• Plantings
• Street furniture
• Information
• Art
• Lighting
• Places
Public Outdoor Places

- Parks, plazas, courts
Inside Edges

Design Guidelines for the Public Realm
Wayfinding & District Identifiers

Design Guidelines for the Public Realm
Public Art

• Location
• Relationship to context
• Potential themes
Design Guidelines for the Public Realm can be in...

• Master plans
  – Neighborhood
  – Corridor
• Design manuals
  – Public works
  – Transportation
  – Etc.
• Development codes
  – Regulating plans
  – Street types
• Design guidelines
  – Public infrastructure
  – Interface of public and private realms
Public Realm in a Master Plan

Spenard TOD Corridor – Anchorage, AK

Design Guidelines for the Public Realm
Public Realm Guidelines in Area Plans

Design Guidelines for the Public Realm
## Corridor Typologies

<table>
<thead>
<tr>
<th>Corridor</th>
<th>Sidewalk</th>
<th>Planting Strip</th>
<th>Bike Lane</th>
<th>Parking</th>
<th>Travel Lanes</th>
<th>Median</th>
</tr>
</thead>
<tbody>
<tr>
<td>East Main</td>
<td>7'</td>
<td>5'</td>
<td>4'</td>
<td>8.5'</td>
<td>(4) x 10.5'</td>
<td>6'</td>
</tr>
<tr>
<td>North 7th</td>
<td>7'</td>
<td>5'</td>
<td>4'</td>
<td>8.5'</td>
<td>(4) x 10.5'</td>
<td>6'</td>
</tr>
<tr>
<td>West Main Parkway</td>
<td>7'</td>
<td>8'</td>
<td>4'</td>
<td></td>
<td>(4) x 11'</td>
<td>10'</td>
</tr>
<tr>
<td>Rouse</td>
<td>12'</td>
<td>10'</td>
<td></td>
<td></td>
<td>(2) x 12'</td>
<td></td>
</tr>
</tbody>
</table>
Streetscape Typologies

**Type A-Parkway**
Applies mostly to North 19th Avenue and western end of West Main

**Existing Conditions:**
- Five travel lanes refuge lane
- Views
- Green edge
- Parkway setting
- Implemented in 1997?
- Primarily backs to open space although some areas that back onto new residential neighborhoods
- Varied topography
- Primarily auto corridor
- Regional circulation on a combined use trail for pedestrian (primarily joggers) and bicyclist
- Limited curb cuts

**Design objectives:**
- Enhance view opportunities
- Relates to natural setting while serving new uses
- Enhance sense of green corridor/open space
- Provide view opportunities
- Provide regional streetscape amenities
- Anticipate public transit
Streetscape Typologies

Type D-Downtown Transition
Applies mostly to East and West Main

Existing condition:
- Five lanes with refuge/parking lanes
- Views
- Primarily attached with some detached sidewalk
- Varied lot size
- Primarily backs to single family residential and open space
- Varied topography
- Primarily auto corridor
- Excessive curbs cuts

Design objectives:
- Enhance view opportunities
- Anticipate public transit
- Enhance street cross-section with urban streetscape amenities
- Enhance residential neighborhood pedestrian connections
- Consider landscaped median to soften hardscape
- Invite the pedestrian and bicyclist to use the corridor, encourage the development of buffered detached sidewalks and bike lanes
Form Based Codes

3.11.2.2: Regulating Plan

The Walkable Residential (WR), Walkable Mixed Use (WX), and subdistricts are identified and located on the Town of Chapel Hill Official Zoning Map. The Regulating Plan is intended to show the general areas of each subdistrict and associated road frontage(s). Additional street right-of-way or public easement may be required at the time of development. In accordance with the Ephesus Church/Forestavenue Small Area Plan, the Ephesus Forestvenue District Percentage Block Studies, the Ephesus Forestvenue sections of the Mobility and Connectivity Plan and this Section 3.11.

TYPE A FRONTAGE

<table>
<thead>
<tr>
<th>Building Location</th>
<th>Type A1 (min/max)</th>
<th>Type A2 (min/max)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front setback Type A1 (min/max)</td>
<td>0’-10’</td>
<td>0’-20’</td>
</tr>
<tr>
<td>Building facade in ST (min % of total)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type A1</td>
<td>80%</td>
<td></td>
</tr>
<tr>
<td>Type A2</td>
<td>60%</td>
<td></td>
</tr>
<tr>
<td>Streetscape</td>
<td>10’ with 10’ minimum clear zone</td>
<td></td>
</tr>
<tr>
<td>Sidewalk (min)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tree planting zone (min) Note: Between tree plantings, this area is only required to be hard-scape when retail frontages are located, or as otherwise determined by the Town Manager as desirable or necessary to support transit stops, other public infrastructure or pedestrian connectivity</td>
<td>8’</td>
<td></td>
</tr>
<tr>
<td>On-street parking, where provided (min) Per thoroughfare standards</td>
<td>40’</td>
<td></td>
</tr>
</tbody>
</table>

Parking Location

Surface parking: Not permitted in the Build-to-Zone
Structured parking: 30’ minimum behind front building facade for all floors

Canopy trees are required unless utility conflicts exist, in which case an equivalent or better alternative can be reviewed and approved by the Community Design Commission.

Design Guidelines for the Public Realm
Form Based Codes

3.11.22. Regulating Plan

The Walkable Residential (WR) and Walkable Mixed Use (WX) subdistricts are identified and located on the Town of Chapel Hill Official Zoning Map. The Regulating Plan is intended to show the general areas of each subdistrict and associated road frontage (A). Additional street right-of-way or public easement may be required at the time of development, in accordance with the Ephesus Church/Bull Run Boulevard Small Area Plan, the Ephesus Fordham Center Illustrative Block Studies, the Ephesus Fordham sections of the Mobility and Connectivity Plan and this Section 3.11.

### TYPE B FRONTAGE

<table>
<thead>
<tr>
<th>Building Location</th>
<th>Requirement</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front setback, with parking (min/max)</td>
<td>0–85'</td>
<td>N/A</td>
</tr>
<tr>
<td>Front setback, without parking (min/max)</td>
<td>0–20'</td>
<td>N/A</td>
</tr>
<tr>
<td>Building façade in BTZ (min % of lot width)</td>
<td>60%</td>
<td>N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pedestrian Way</th>
<th>Requirement</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sidewalk (min)</td>
<td>5'</td>
<td>N/A</td>
</tr>
<tr>
<td>Tree planting zone (min)</td>
<td>8'</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Note: Between tree plantings, this area is only required to be landscaped where retail frontages are located, or otherwise determined by the Town Manager as desirable or necessary to support transit stops, other public infrastructure or pedestrian connectivity.

<table>
<thead>
<tr>
<th>Vehicular Way</th>
<th>Requirement</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parking area (max)</td>
<td>80'</td>
<td>N/A</td>
</tr>
<tr>
<td>Hedge planting or wall zone (30' min height)</td>
<td>5' (min width)</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### Streetscape

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sidewalk or multiuse path not in conjunction with a Town plan (min)</td>
<td>6' with 6’ minimum clear zone OR</td>
<td>N/A</td>
</tr>
<tr>
<td>Sidewalk or multiuse path built in conjunction with a Town plan (min)</td>
<td>10’ with 10’ minimum clear zone</td>
<td>N/A</td>
</tr>
</tbody>
</table>

| Tree planting zone (min) | 8' | N/A |

Note: Between tree plantings, this area is only required to be landscaped where retail frontages are located, or otherwise determined by the Town Manager as desirable or necessary to support transit stops, other public infrastructure or pedestrian connectivity.

| Tree spacing (on center, avg) | 40’ | N/A |

### Parking Location

- Surface parking: 2 bays maximum permitted between building and street
- Structured parking: 30’ minimum behind front building façade for all floors

Canopy trees are required unless utility conflicts exist, in which case an equivalent or better alternative can be reviewed and approved by the Community Design Commission.

Design Guidelines for the Public Realm

Chapel Hill, NC
Public – Private Interface

A. Public Area
This area is within the public right-of-way. It is most often includes the area between the street edge and the inside edge of the sidewalk.

B. Semi-Public Area
This area includes highly-visible or publicly-accessible site areas on private property adjacent to the public area. It may include outdoor public spaces. Compatibility with the public streetscape is preferred, in terms of paving, lighting, furnishings.

C. Private Outdoor Area
This area includes private outdoor spaces that are less visible or accessible from the street. More variety in design is appropriate.

Figure 11: The Interface Between Public Streets & Private Development

STREETSCAPE
The streetscape includes the public and semi-public area between the edge of the street and parking areas or building frontage. Elements include sidewalks, walking paths, storm drains, street furniture, and lighting. Streetscape features should be functional and durable while helping to affirm or establish the identity of a neighborhood, district, or development. Additional context-sensitive guidelines are provided in Chapter 3.

1.1 Integrate functional pedestrian improvements into the streetscape.
   a. Provide unobstructed sidewalks at least 5’ wide on public frontages surrounding a development and along internal streets and lanes.
   b. Provide a wide walking path (at least 8’ wide), rather than a conventional sidewalk, along collector or arterial streets surrounding a development, whenever possible.
   c. Provide a landscaped area, or trees in grates, between streets or parking areas and sidewalks or walking paths.
   d. See “Connectivity” on page 18 for additional guidelines related to the pedestrian network.

1.2 Coordinate streetscape elements along public frontages surrounding a development.
   a. Coordinate streetscape elements with elements provided by the Town (such as streetlights or other public improvements), whenever possible. See “The Interface Between Public Streets & Private Development” on page 15 for more information.
   b. Install decorative streetlights or other coordinated improvements where they are not provided as a public improvement. See “Site Lighting” on page 25 for more information.
   c. Consider reserving space for future streetscape improvements, rather than immediate installation, to provide flexibility for redevelopment or minor projects.

1.3 Coordinate streetscape elements on internal streets and lanes within a development.
   a. Coordinate streetscape improvements within a development with streetscape improvements surrounding streets, whenever possible.
   b. Use decorative street lights and other street furnishings that help establish a sense of identity within the development. See “Outdoor Open Space” on page 20 and “Site Lighting” on page 25 for more information.

1.4 Use streetscape elements that invite a high level of activity along a commercial street frontage.
   a. Street trees with grates, located in paved pedestrian areas
   b. Benches and planters of finished, highly durable materials
   c. Decorative paving, such as scored concrete or unit pavers to define special areas.

1.5 Use streetscape elements that invite passive pedestrian and recreational activity along a residential street frontage.
   a. Landscaped “tree lawn” areas between the sidewalk and the street
   b. Benches or other furnishings located in landscaped areas

Design Guidelines for the Public Realm
OUTDOOR OPEN SPACE

Outdoor space includes public and semi-public areas such as plazas, courtyards, patios, small park spaces or landscaped features that are visible from surrounding streets. New development should incorporate outdoor open space that projects a vibrant image and invites pedestrian activity with durable furnishings and visual elements such as public art to add interest.

Open Space Location

Outdoor open space should be located to encourage active use. In large developments an outdoor space can become a focal point on the site. Outdoor open space may be provided as an accent within a small project.

1.10 Locate outdoor open space to provide a focal point.

a. Locate outdoor open space to highlight key building features.

b. Position outdoor open space to facilitate sharing between adjoining buildings, when possible.

c. For a small project, such as a new single-story building, consider incorporating simple outdoor open spaces such as a courtyard area at a building entry.

d. Consider using public art to add interest to an outdoor open space. See “Public Art” on page 22 for more information.

1.11 Locate and orient outdoor open space to be actively used.

a. Orient outdoor open space to pedestrian activities, views, cultural resources, and natural features.

b. Provide clear connections between outdoor open space areas, pedestrian circulation routes and building entrances.

c. Orient outdoor open space to views of activities or architectural landmarks to provide visual interest.

d. Create a sense of enclosure for an outdoor open space area by positioning buildings to frame the space or define it with landscaping.

Locate outdoor open space to provide a focal point for a new development.
Low Impact Development

- Coordinated with the public works department’s design manual

73. Incorporate stormwater management systems as site amenities.
   a. Use rainwater as an amenity by directing stormwater to planted islands, bioswales, and other landscaping.
   b. Incorporate plazas, courtyards and patios into and around stormwater management systems whenever feasible.
   c. Reduce on-site run-off by using pervious paving and landscaping such as bioswales and planted islands.
      » This is particularly appropriate for surface parking lots.
   d. Ensure that stormwater management systems do not adversely affect the character of historic sites and landscapes.
The Role of Context

1. Respect existing character
2. Establish a new character
3. Some of each
Civic Buildings

- Orientation to street
- Organization of open space
A Strategy for Developing Design Guidelines in the Public Realm...

• Who is the audience?
  – Other agencies?
  – Designers and contractors?

• How will they use the guidelines?
  – In consultation?
  – As regulations?
A Strategy for Developing Design Guidelines in the Public Realm...

• How broad is the context?
  – Citywide?
  – A Neighborhood, corridor or district?
  – A Specific planning area?

• How will they relate to private sector guidelines?
Design Guidelines for the Public Realm

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June 22, 2017

Winter & Company
Defining Typologies

EXERCISE 4. STREET EDGE CHARACTER (C.A. 6)

Instructions:
Street edge character refers to the sidewalk and/or landscape elements along a roadway. Which of the following illustrate a street edge character that is preferred for Healdsburg Avenue in Character Area 6? Utilize the notes box in each photo to distinguish between preferred character along different portions of Healdsburg Avenue, if necessary. Place a checkmark (✓) in the box to indicate preferred street edge character or an “X” in the box to indicate a street edge character that is not appropriate; your group may select multiple approaches as preferred.

A  •  No Sidewalk, Heavily Wooded
B  •  No Sidewalk, Some Vegetation
C  •  Sidewalk, Some Vegetation
D  •  Sidewalk, Regularly Spaced Trees
E  •  Sidewalk, Low Plantings, Building
F  •  Sidewalk, Naturally Spaced Low Plantings; Mix of Vegetation Types
G  •  Parallel Parking, Landscape Strip, Sidewalk, Building
H  •  Sidewalk, Low Vegetation and Fencing
I  •  Narrow Path, Heavily Wooded
J  •  Sidewalk, Low Vegetation and Fencing
K  •  Sidewalk, Regularly Spaced Trees
L  •  Alternating Parallel Parking/Landscape Strip, Sidewalk, Building
M  •  Sidewalk, Lawn or Low Vegetation, Building

Design Guidelines for the Public Realm