

# APPENDIX A - 2 // Public Workshop Presentation



slide 1

## URBAN DESIGN GUIDELINES AND STREET STANDARDS



Neighbourhood Character



Sense of Place



History



Authenticity

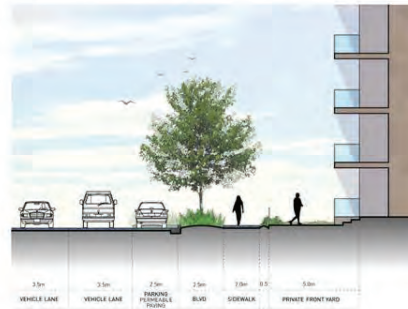


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## URBAN DESIGN GUIDELINES AND STREET STANDARDS



Building Design Guidelines



Public Realm Design Guidelines / Street Standards



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## URBAN DESIGN GUIDELINES AND STREET STANDARDS

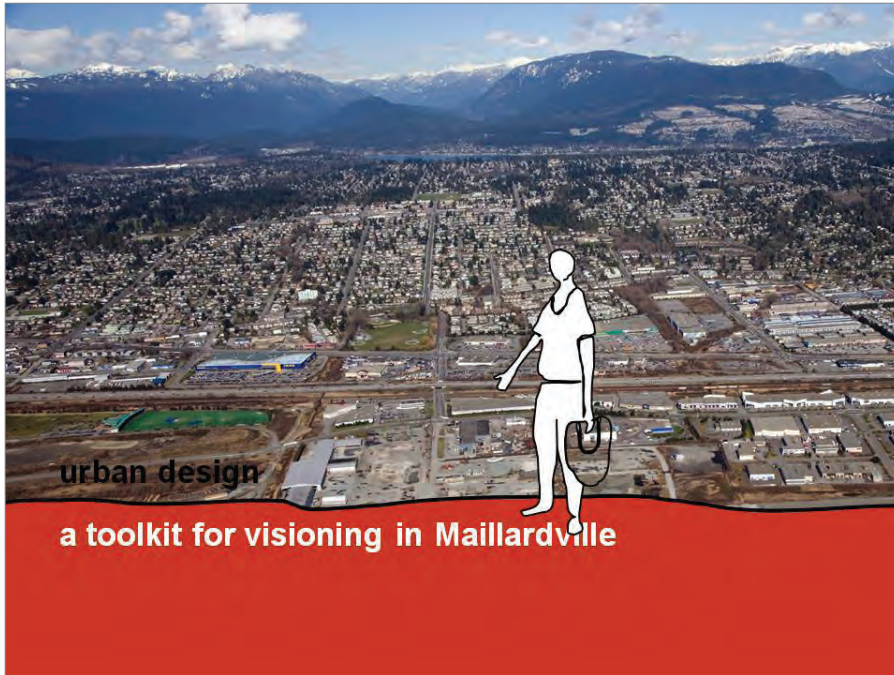
- Street standards ensure that there is a unified approach to the public realm
- Guides urban design by influencing building design through the development review process
- **Does not suggest a timeline for implementation of ideas**
- Must be "Made for Maillardville" to truly reflect the community

Building Design Guidelines

Public Realm Design Guidelines / Street Standards



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### Agenda for Today

1. Introductions & why this matters!
2. What you just told us about today....
3. Introductory presentation....Urban Design "inputs"
4. Group Session One – Neighbourhood Character
5. Group Session Two – Neighbourhood Connectivity
6. Summary of Outcomes for the larger group
7. Observations for moving forward

Break

Drop in and Viewing = 3:00 to 5:00

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### Objectives for Today

- to collect your thoughts and ideas such that we can integrate them into the urban Design guidelines for Maillardville
- to do so, we will work through a series of key questions related to:
  - Neighbourhood Character
  - Neighbourhood Connectivity

### overview

What is urban design and who is Jack?

what is Jack concerned with?

Jack' s 10 x 10 world

Jack in Maillardville

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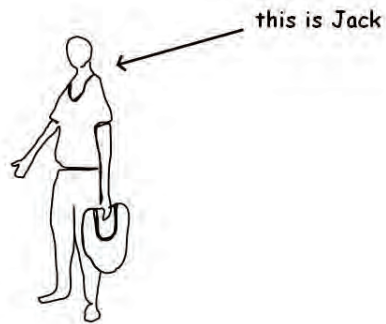
What is urban design and who is Jack?



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urban design what is it?

...the process of shaping a physical setting to enhance **quality of life** – and the visual and physical experience of everyday life...



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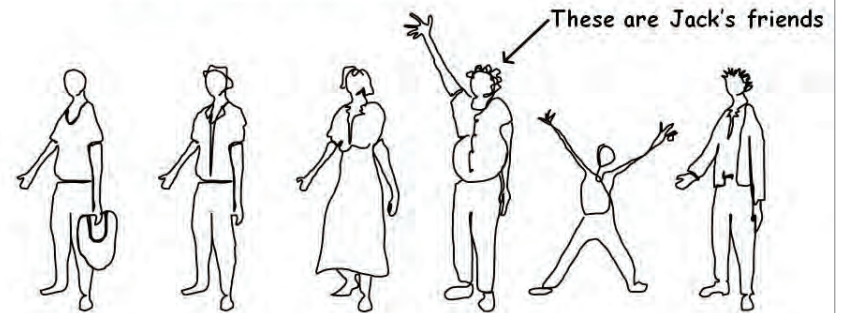
What is Jack concerned with?



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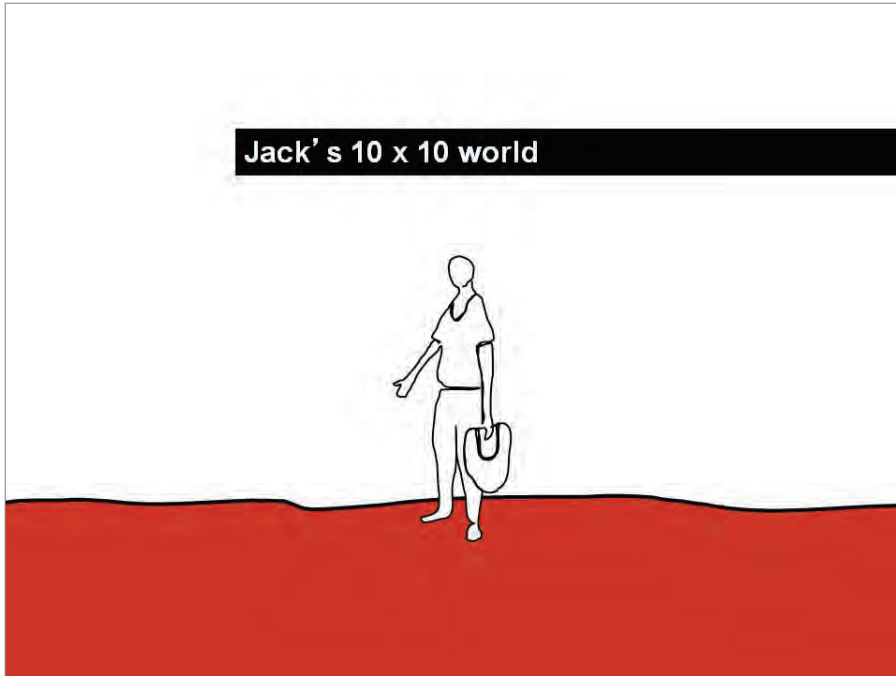
urban design what is it concerned with?

**the quality** and **character** of areas or structures that are in, or that frame, public spaces...

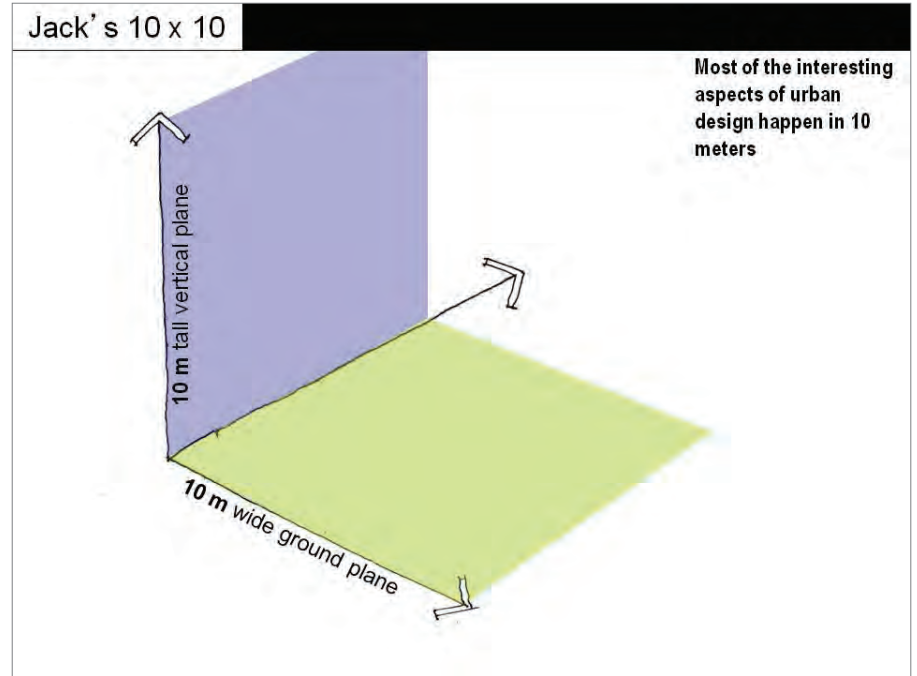


... and the corresponding **design, patterns and arrangement** of  
1 neighbourhoods,  
2 streets,  
3 open spaces, and  
4 buildings and the spaces between buildings...

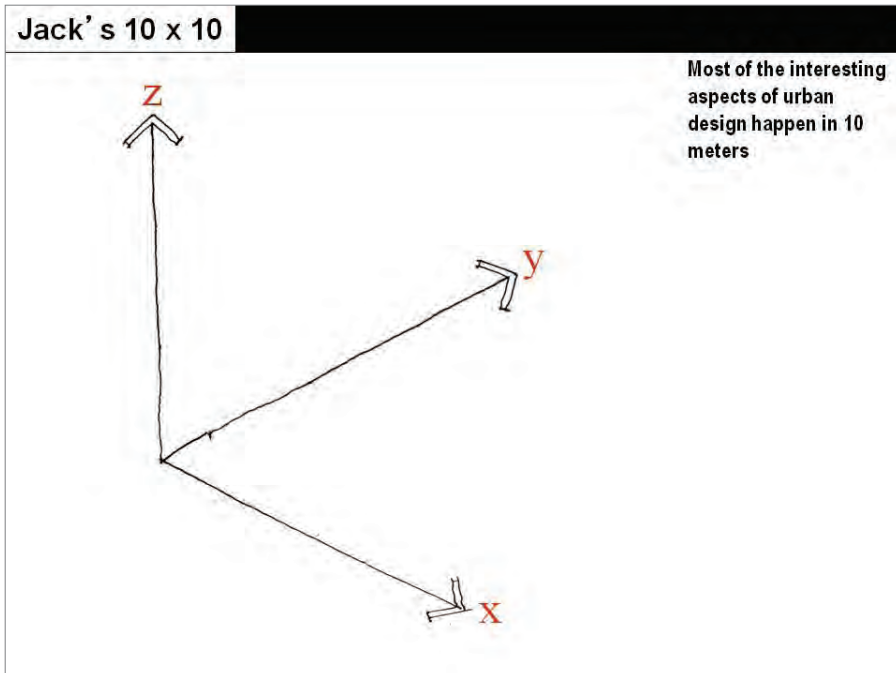
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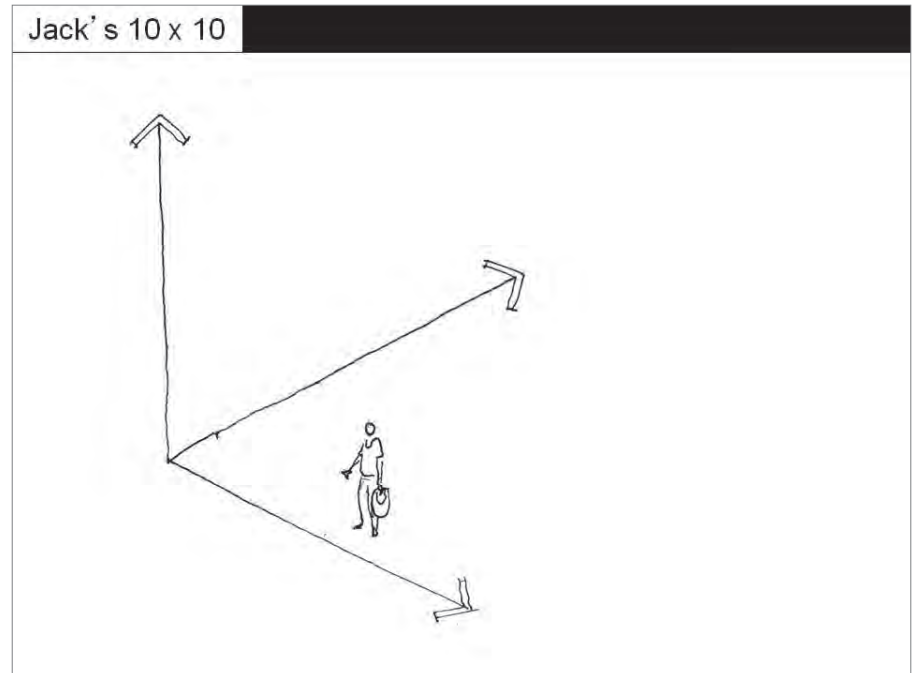
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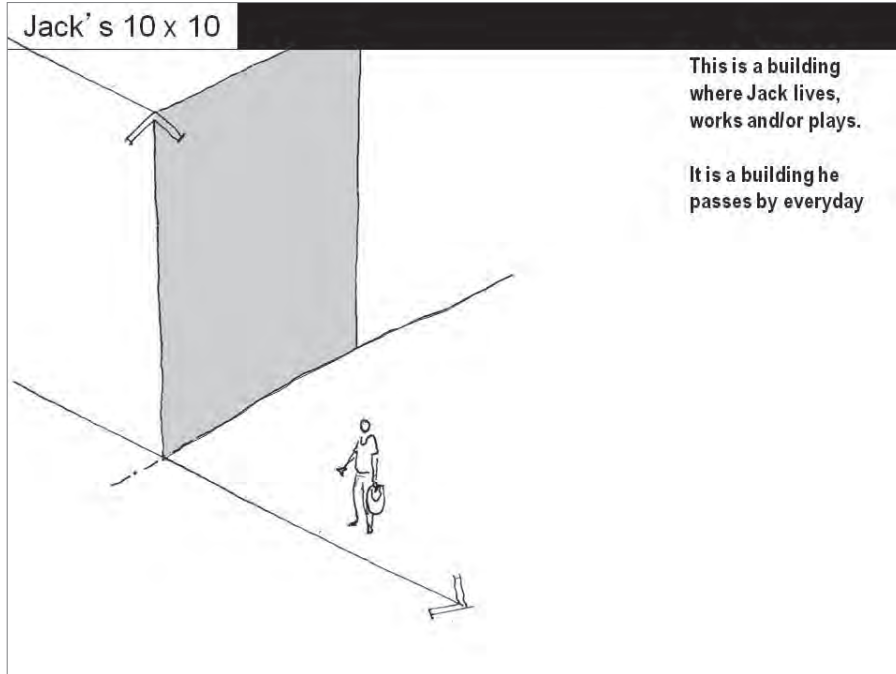
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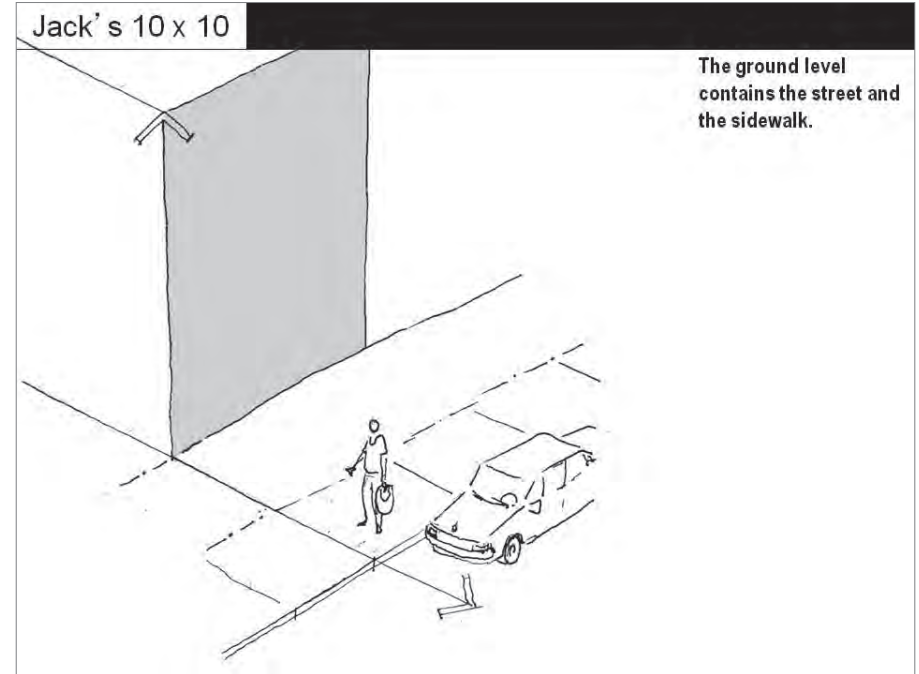
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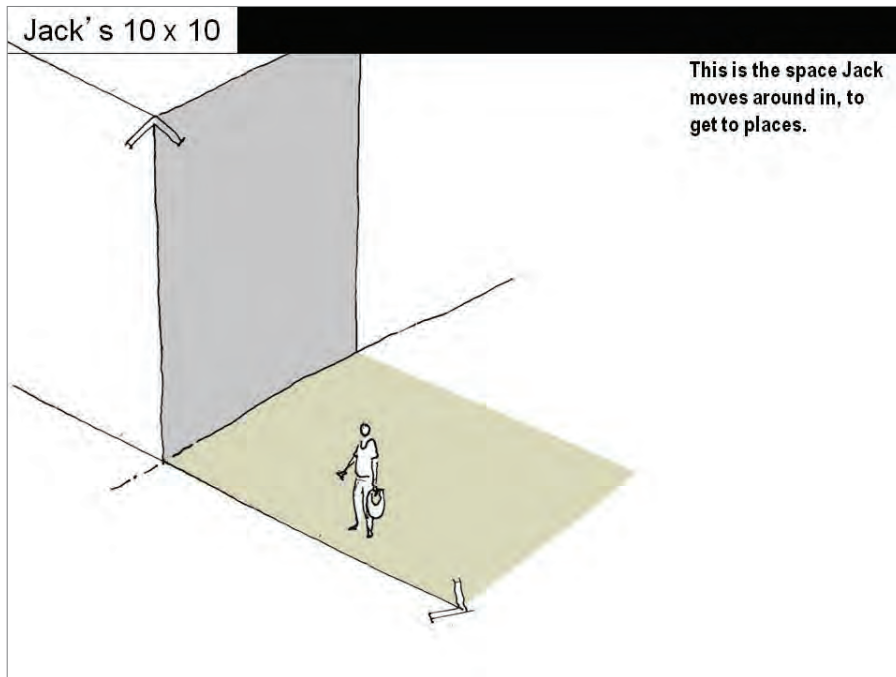
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**Jack's 10 x 10 streetscape basics... removed buildings**

**What happens if the building is removed (pulled away) from the sidewalk?**

**Problem** – Jack becomes confused and uncomfortable. He must walk over asphalt, or jump fences, or walk great distances, to get where he is going. And truth be said, he doesn't like the way it feels and looks.

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**Jack's 10 x 10 streetscape basics... a no-man's land**

- These areas tend to be somewhat forgotten.
- Nobody has a clear ownership over them, and they are poorly maintained.
- Too much land, and unused land, easily and often falls into disrepair.

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**Jack's 10 x 10 streetscape basics... removed streets**

**What happens if the street is removed (pulled away) from the sidewalk?**

**Problem** – When Jack gets out of his car, he has a hard time getting to the sidewalk. He is frustrated and inconvenienced.

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**Jack's 10 x 10 streetscape basics... a tight urban environ**

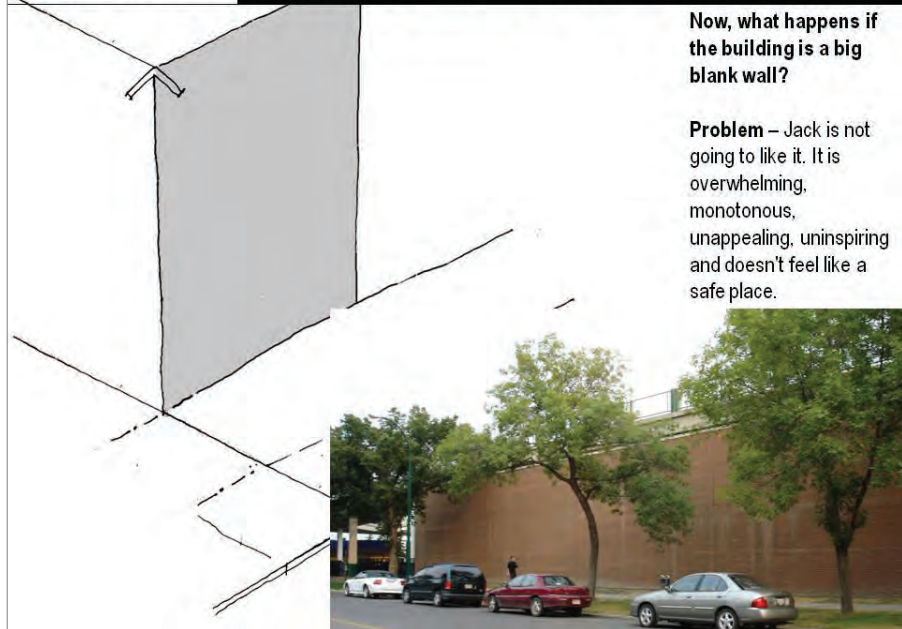
**Principle** – buildings must be close to where Jack walks.

**Principle** – streets must be closely linked to the places where Jack is going.

**Principle** – a streetscape where all spaces are well designed and used is better than one that is dispersed with large underutilized areas.

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Jack's 10 x 10 streetscape basics... a blank wall

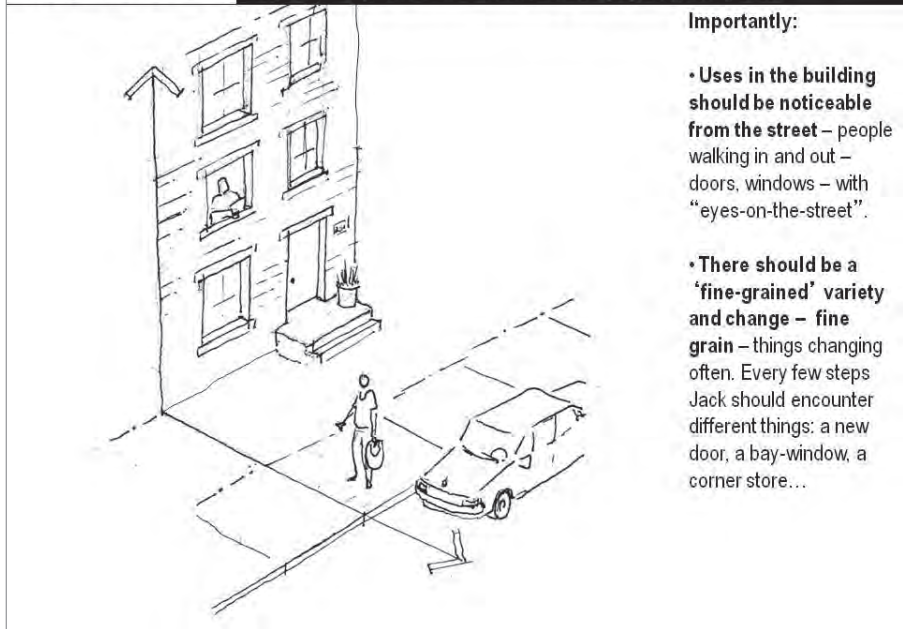


Now, what happens if the building is a big blank wall?

**Problem** – Jack is not going to like it. It is overwhelming, monotonous, unappealing, uninspiring and doesn't feel like a safe place.

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Jack's 10 x 10 streetscape basics... an engaging façade

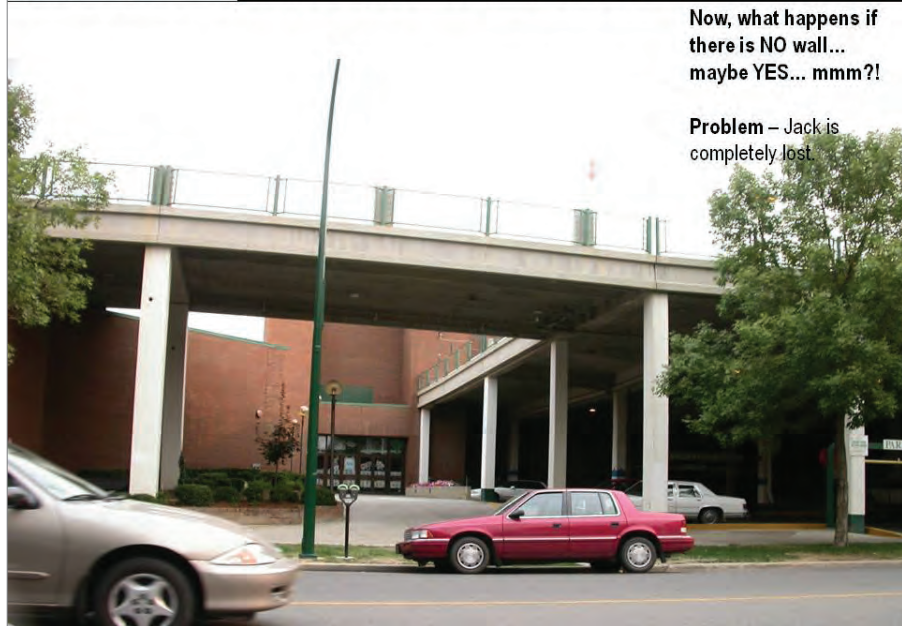


**Importantly:**

- Uses in the building should be noticeable from the street – people walking in and out – doors, windows – with “eyes-on-the-street”.
- There should be a ‘fine-grained’ variety and change – fine grain – things changing often. Every few steps Jack should encounter different things: a new door, a bay-window, a corner store...

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Jack's 10 x 10 streetscape basics... a blank wall

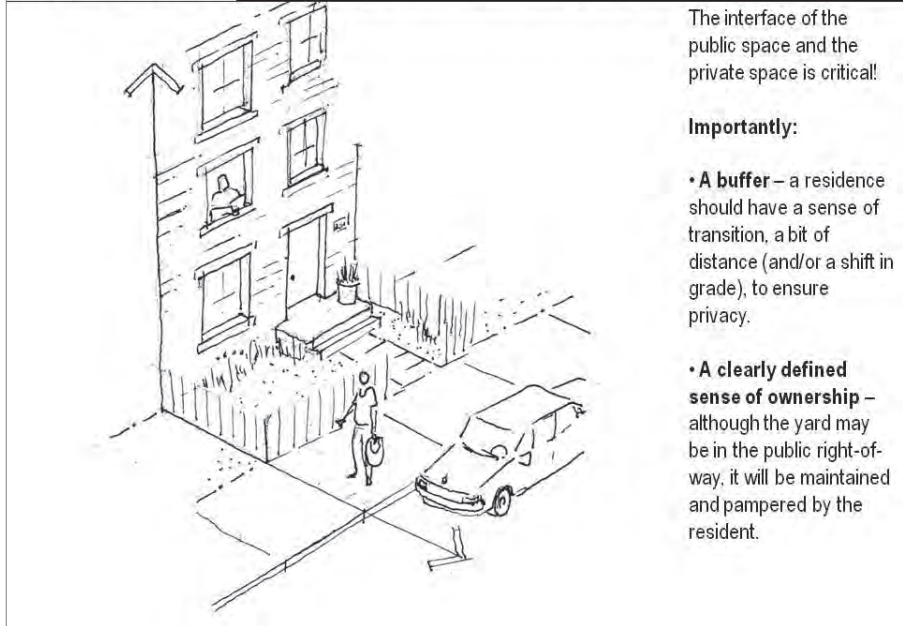


Now, what happens if there is NO wall... maybe YES... mmm?!

**Problem** – Jack is completely lost.

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Jack's 10 x 10 streetscape basics... the yard



The interface of the public space and the private space is critical!

**Importantly:**

- A buffer – a residence should have a sense of transition, a bit of distance (and/or a shift in grade), to ensure privacy.
- A clearly defined sense of ownership – although the yard may be in the public right-of-way, it will be maintained and pampered by the resident.

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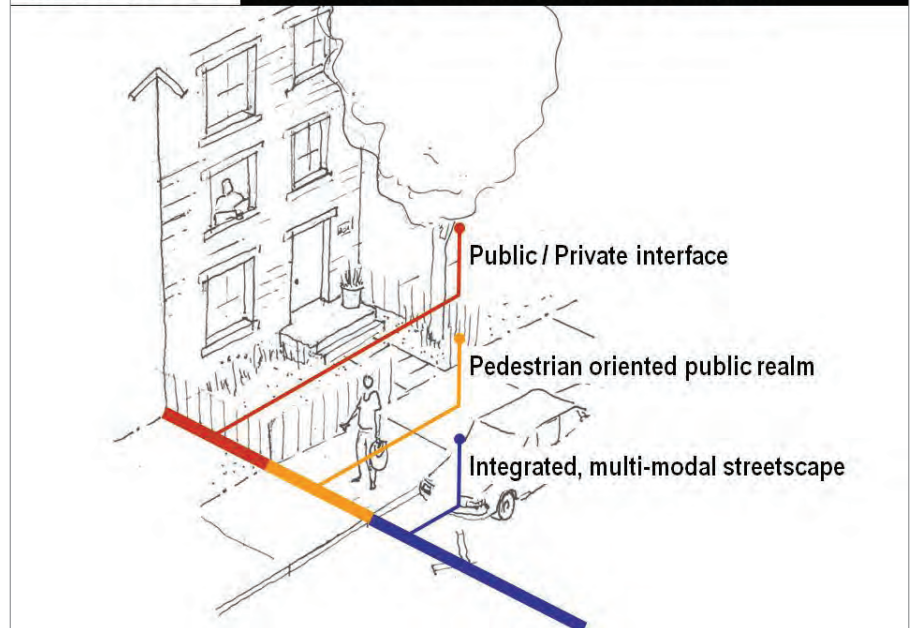
Jack's 10 x 10 streetscape basics... trees, trees, trees!



Trees, trees, trees!  
For shade, for animation,  
for breathing air, for  
visual delight.  
  
Jack loves them.

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Jack's 10 x 10 streetscape basics... things to remember



Public / Private interface  
Pedestrian oriented public realm  
Integrated, multi-modal streetscape

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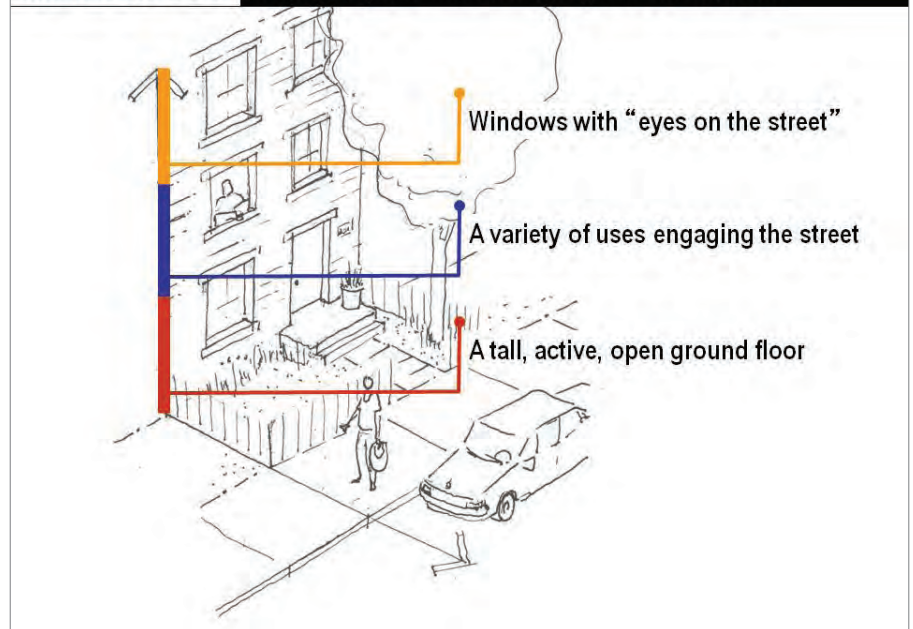
Jack's 10 x 10 streetscape basics... other uses



Retail, offices,  
restaurants, cafés,  
present a similar  
condition. Within a 10 x  
10 meter environment  
Jack can enjoy a wide  
range of activities, and  
meet all his friends.  
  
Principle – mixed-use is  
good! It adds diversity  
and creates a dynamic,  
24/7/12 (year-round  
and round-the-clock)  
environment.

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Jack's 10 x 10 streetscape basics... things to remember



Windows with "eyes on the street"  
A variety of uses engaging the street  
A tall, active, open ground floor

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**Jack in Maillardville**



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**Storytelling through landscape design**



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**Storytelling through landscape design**



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**Storytelling through architecture and urban design**



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