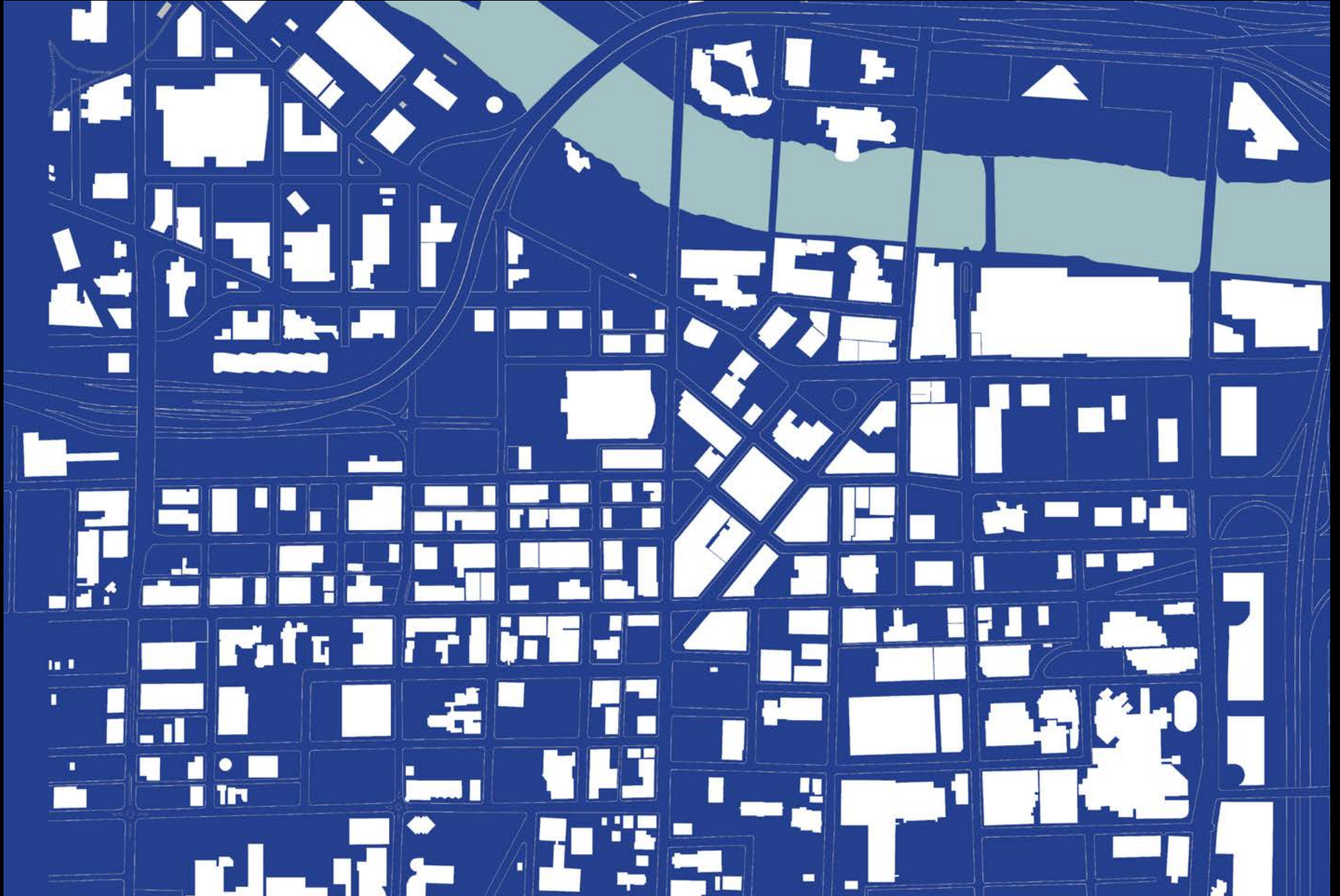
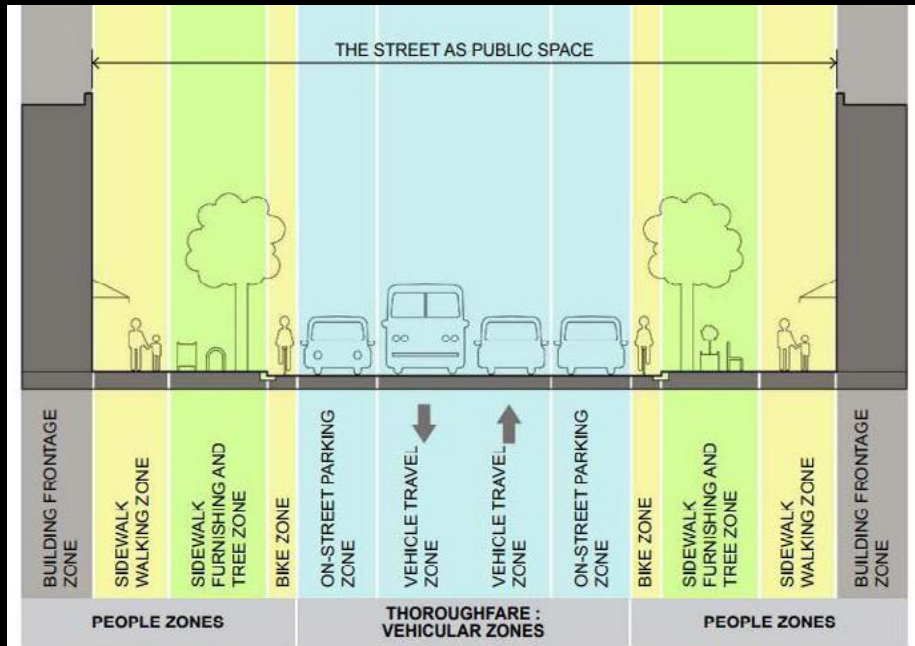


DOWNTOWN STREETSCAPE (STREETSPACE) GUIDELINES



DOWNTOWN STREETSPACE GUIDELINES



STREETSPACE GUIDELINES: why?

THE CITY

IDEAS

CULTURE

PEOPLE



THE CITY ideally allows all of us to.....

SHARE IDEAS

EXPERIENCE CULTURE

MEET PEOPLE

.....AND STREETSPACES PLAY A VERY LARGE ROLE

THINKING OF THE CITY in another way.....

STREETSPACES provide the PLACE (the outdoor rooms) for

LIVING + LEARNING + CREATING + WORKING + SHOPPING +
RECREATING + CONNECTING

.....CONNECTING

THE CITY
.....CONNECTING



**PROMOTING
CONTACT
BETWEEN
PEOPLE**



WHAT IS IT ABOUT THE CITY

and her **STREETSPACES** that PROMOTES or INHIBITS

CONNECTING or **CONTACT** ???

AND

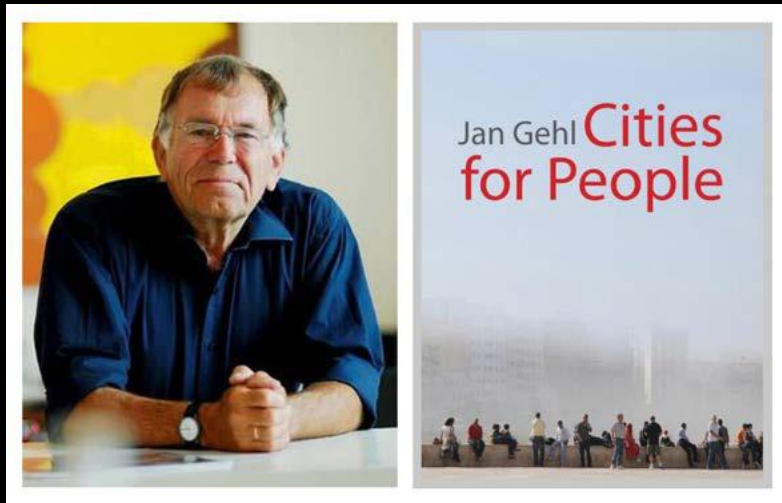
Do our streetspaces do a good enough job
....or can they do better?

“A good city is like a good party - people stay longer than really necessary, because they enjoy themselves.”

-Danish urbanist Jan Gehl

“First we shape our cities, then our cities shape us.”

-Gehl,again



physical arrangement of space

The interrelation of careful details, small dimensions, and slow speeds to the **HUMAN SENSES**

AUTO-SCALED

(INHIBITING CONTACT)

BLANK WALLS

LONG DISTANCES

(too spread out to create interactions)

HIGH SPEEDS

(50+ miles per hour)

MULTIPLE LEVELS

(plazas, sunken courts, steps)

BACK TO BACK ORIENTATION

(clear front for each building)

HUMAN-SCALED

(PROMOTING CONTACT)

TRANSPARENCY

(storefronts and clear glass)

SHORT DISTANCES

(1/4 mile walk....5 minutes)

LOW SPEEDS

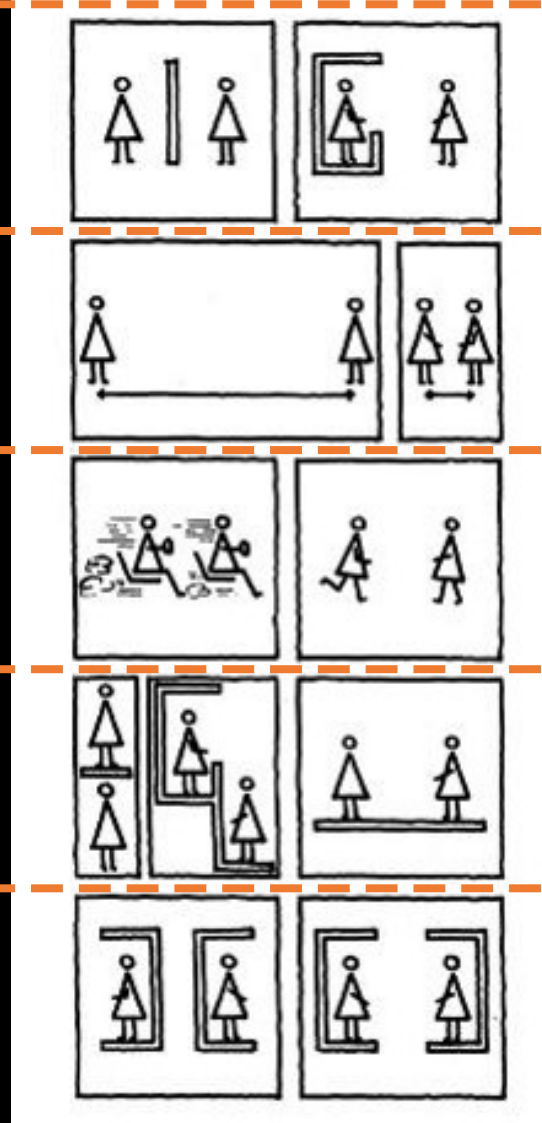
(3 miles per hour)

ONE LEVEL

(human perception occurs at horizontal plane)

FACE TO FACE ORIENTATION

(Fronts of buildings face fronts)



physical arrangement of space

SCALE AND HUMAN SENSES

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(INHIBITING CONTACT)

BLANK WALLS



HUMAN-SCALED

(PROMOTING CONTACT)

TRANSPARENCY

(storefronts and clear glass)



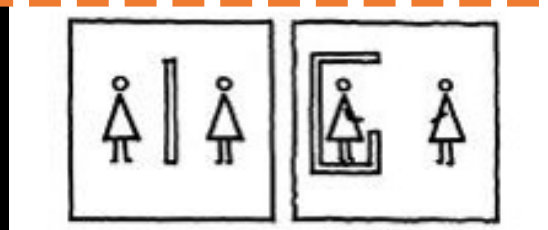
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FACE TO FACE ORIENTATION

(Fronts of buildings face fronts)



the city at eye level - ground floor design



A ACTIVE
Small units and many doors (1 door every 20 feet)
Large variety of uses and no blank spots
Facade relief with vertical articulation
Lots of detail with good quality materials



B FRIENDLY
Small units and many doors (1 door every 30 feet)
Some variety of uses and few blank spots
Facade relief (vertical articulation is not always present)
Many details



C MIXTURE
Large and small units (1 door every 50 feet)
Modest variety of uses and some blank spots
Modest facade relief
Few details



D BORING
Large units (1 door every 100 feet)
No variety of uses and many blank spots
Few details



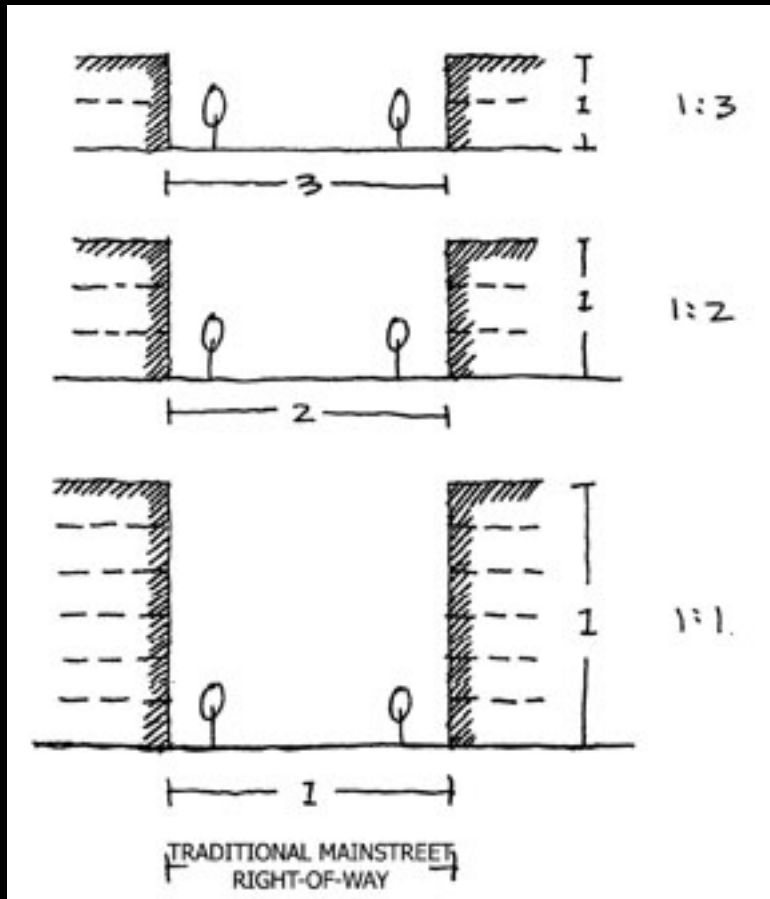
E INACTIVE
Large units (1 door every 160 or more feet)
No variety of uses and many blank spots
Uniform facades, no details, nothing to look at

physical arrangement of space

Building an authentic place for people

sense of ENCLOSURE

assembling the pieces



66 foot width
5+ story buildings

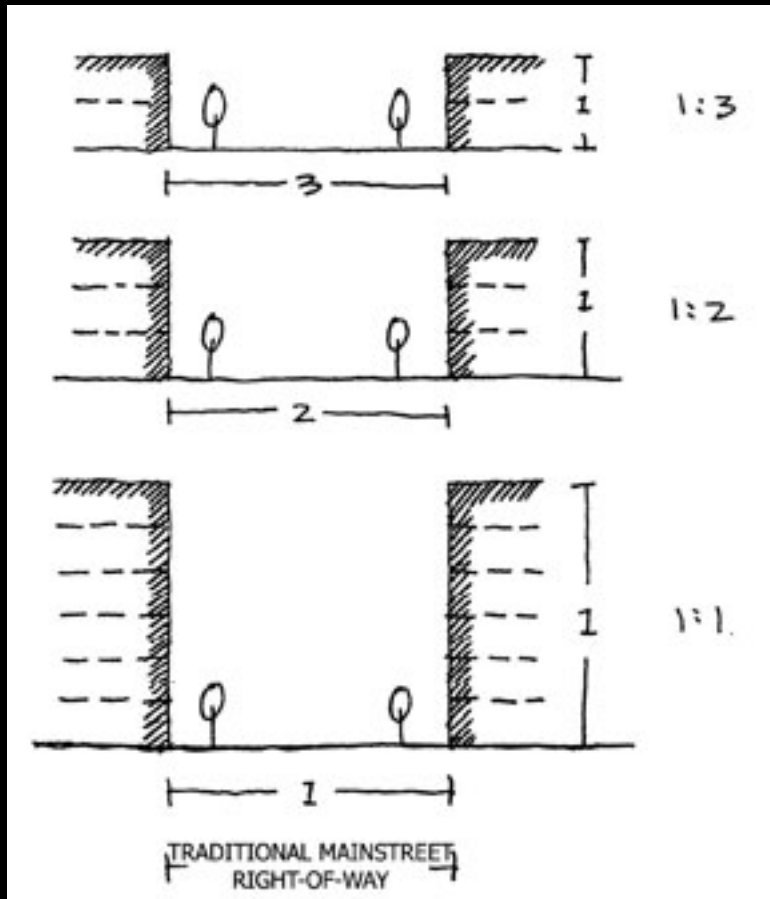
1:1 ratio

physical arrangement of space

Building an authentic place for people

sense of ENCLOSURE

assembling the pieces



80 to 100 foot width
3 story buildings

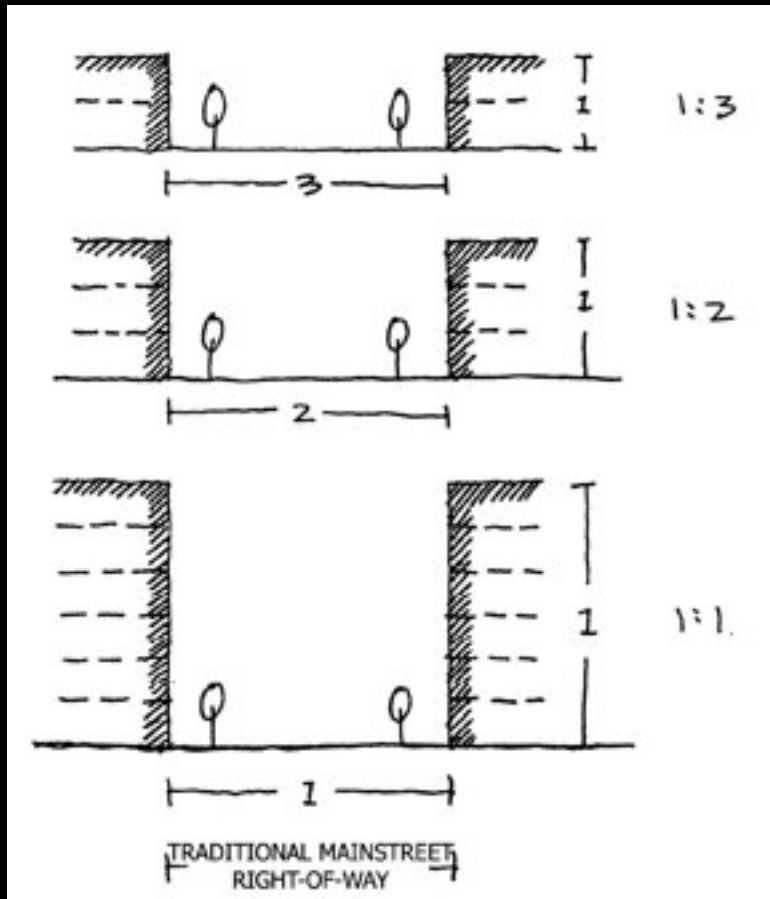
1:3 (or more) ratio

physical arrangement of space

Building an authentic place for people

sense of ENCLOSURE

assembling the pieces



120+ foot width
1 story buildings

1:10 (or more) ratio

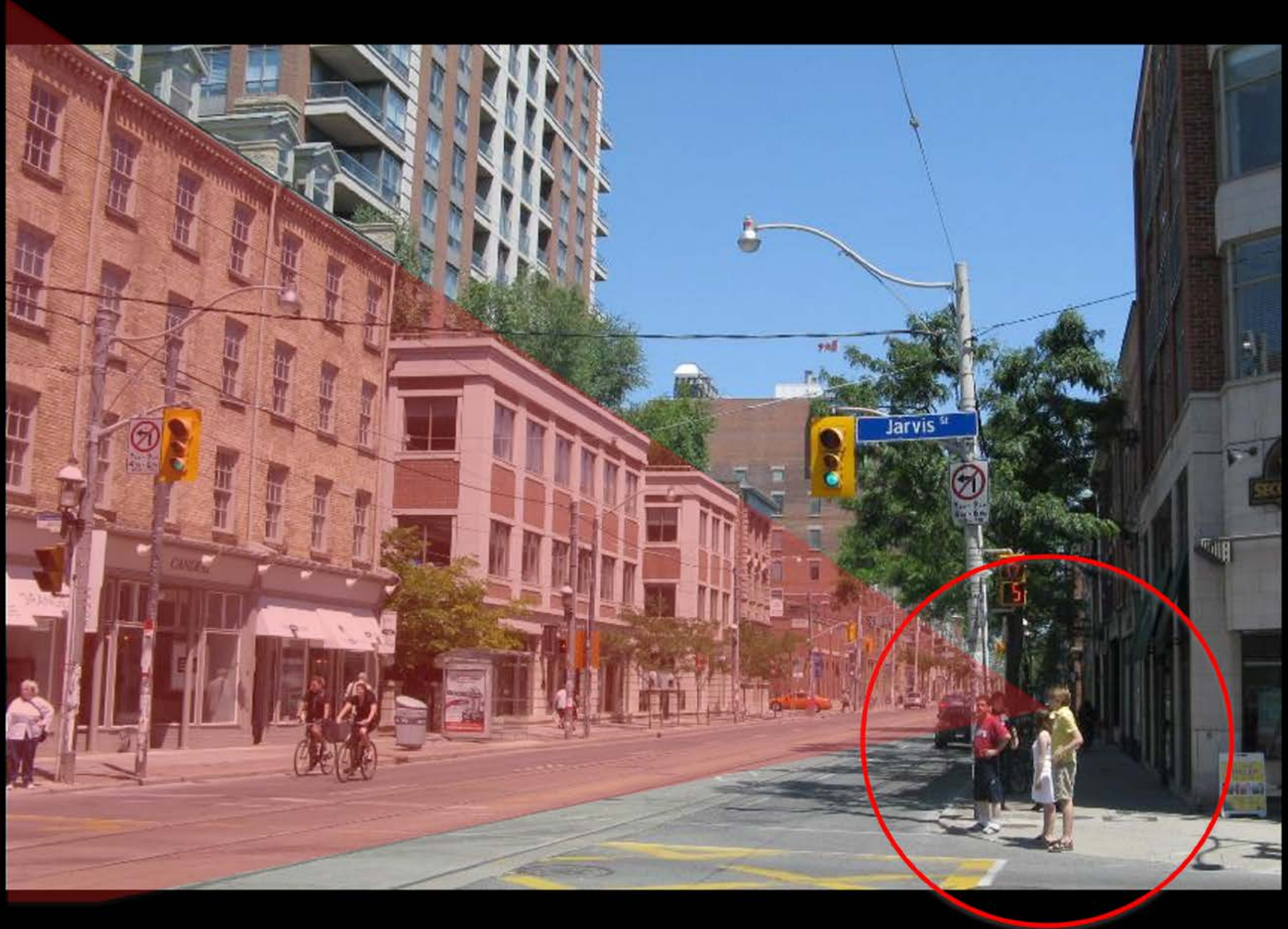
human scale



The Quality of a Place is Based on its Relation to Human Scale

human scale

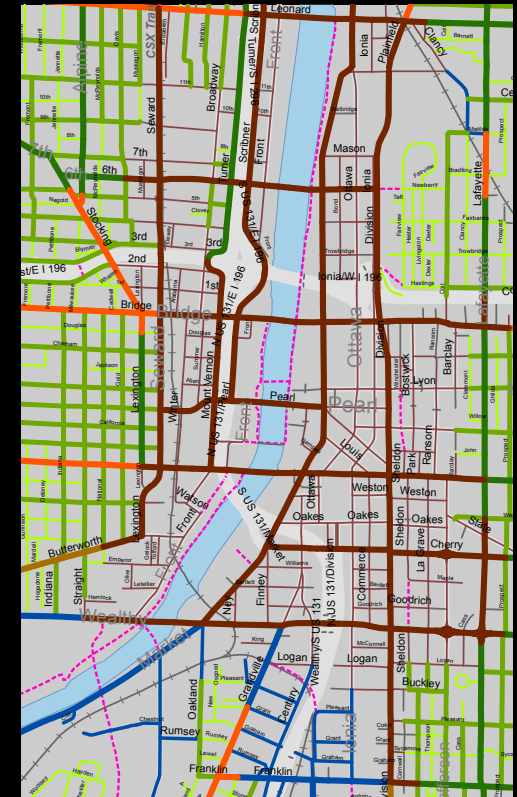
Human scale – Field of Vision



DOWNTOWN STREETSPACE GUIDELINES



How are streetspaces informed and shaped by their CHARACTER DISTRICT?

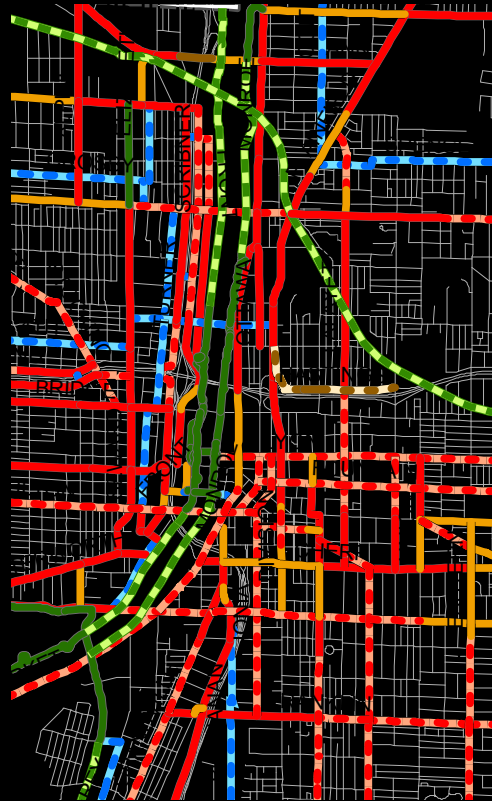
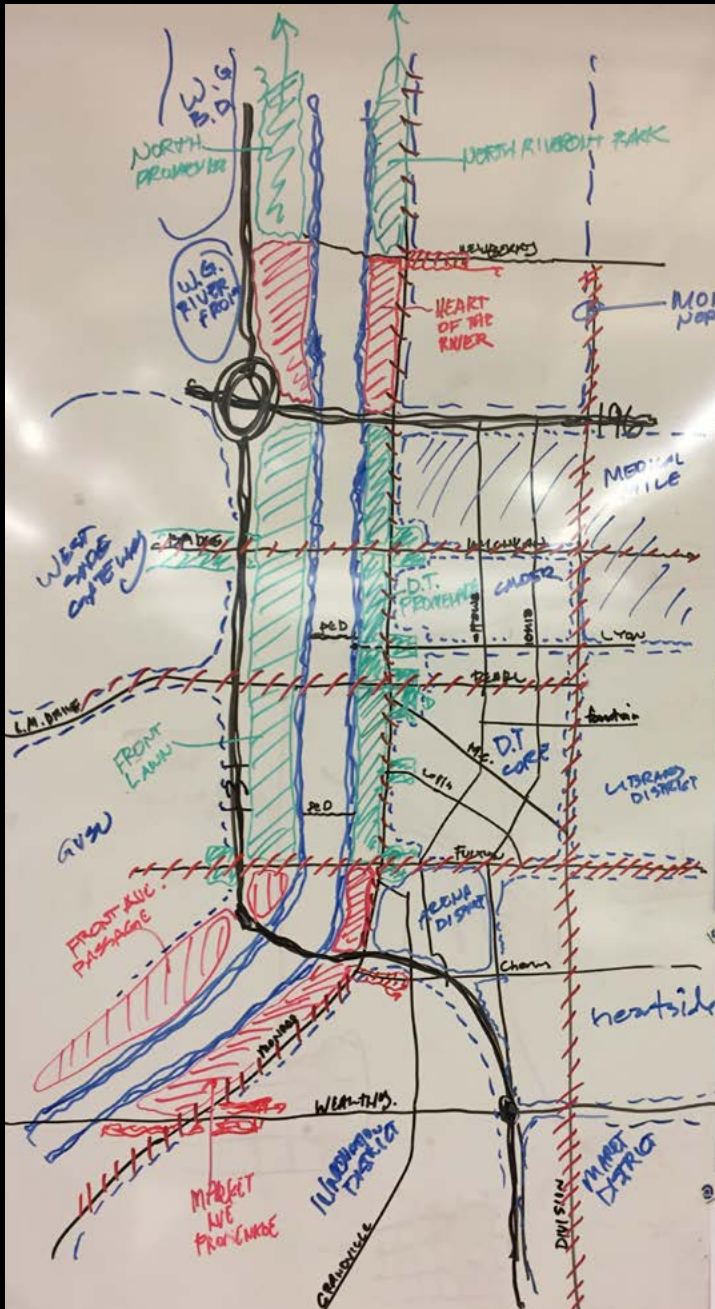
[illegible]

gateway, event corridor, linear park, neighborhood connector, humanized

crosstown connector and urban center

How are streetspaces informed and shaped by the attributes of the specific STREET TYPOLOGY?

GUIDELINE FRAMEWORK: bikeways



How are bike facilities and potential bikeshare layered within streetspace guidelines?

GUIDELINE FRAMEWORK: **attributes and features**

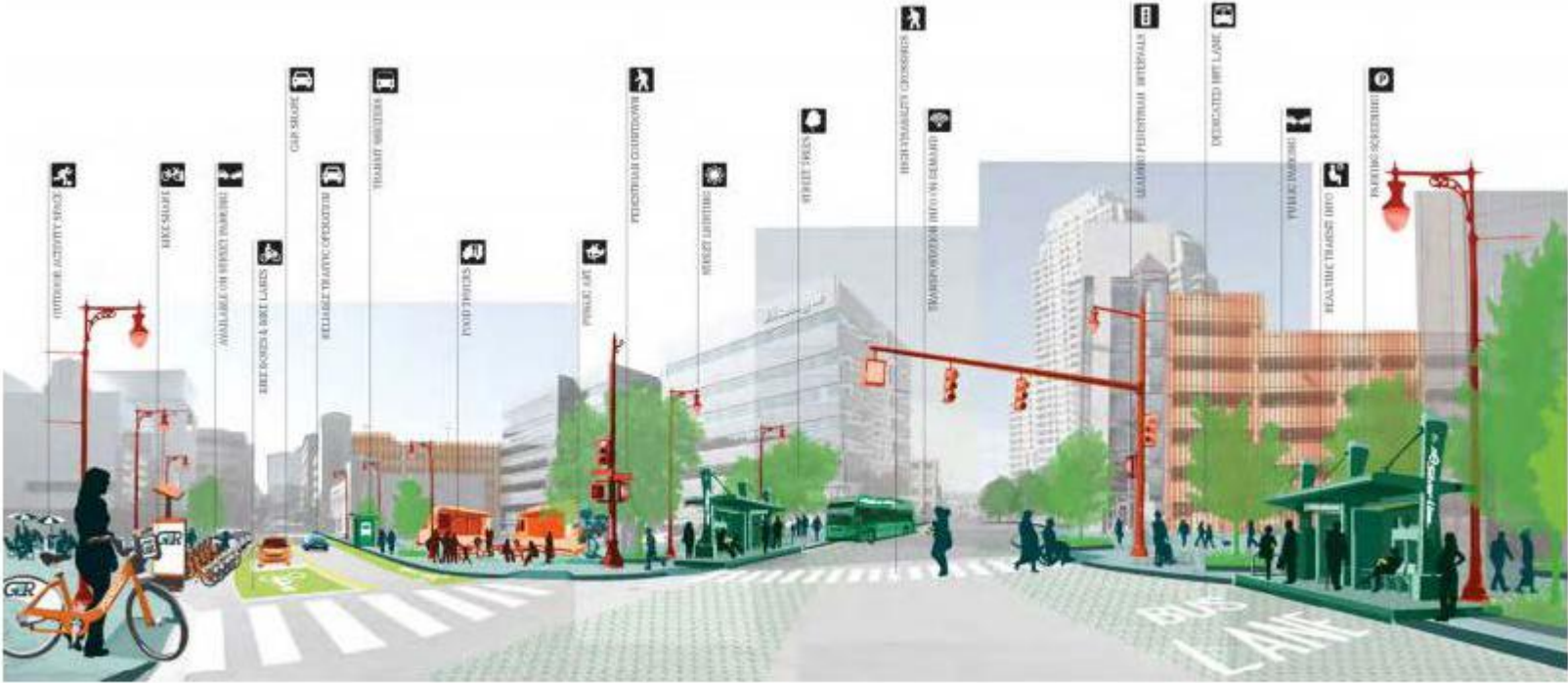


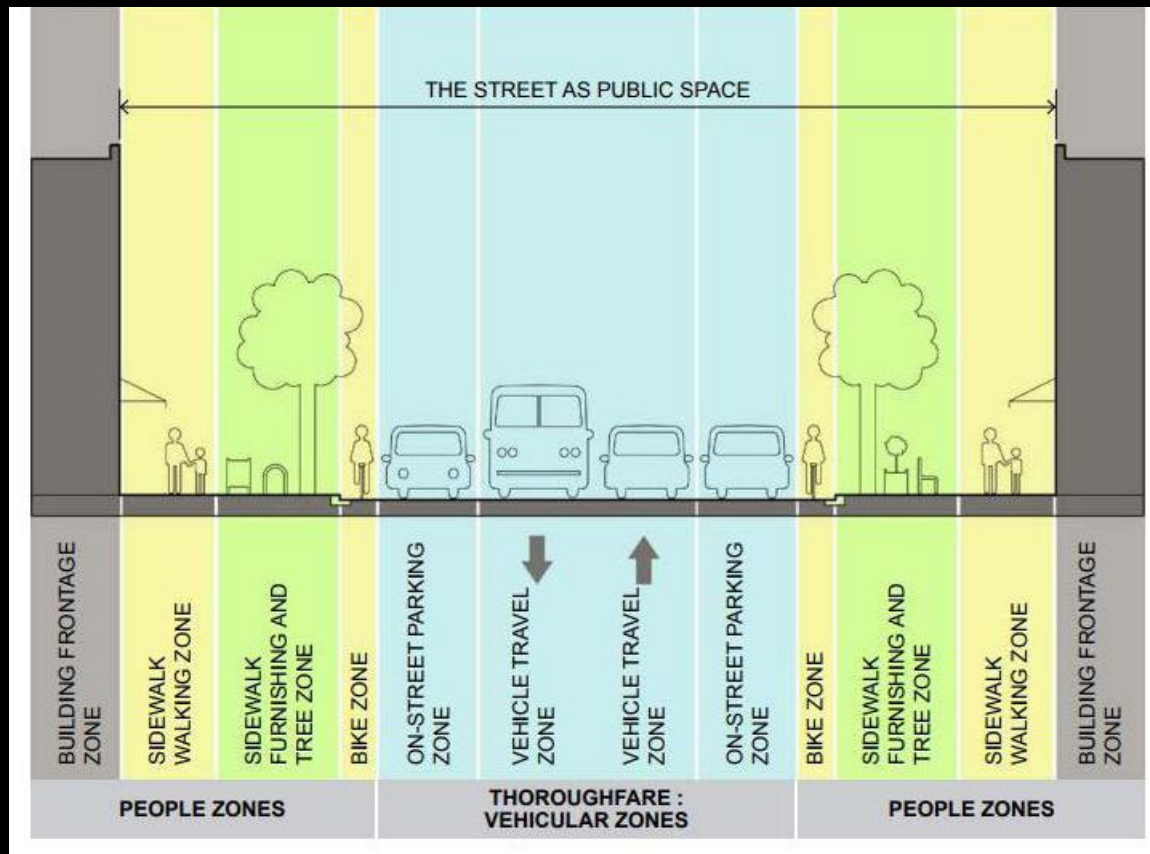
FIG 3.16: Graphic summary of GR Forward mobility improvements

Attributes may include things like.....

building edge transparency, cafe seating, street lighting, benches, sidewalk paving, street trees, landscaping

How is each attribute used to accentuate and reinforce the human scale of the streetspace?

GUIDELINE FRAMEWORK: attributes and features



Which attributes fit where?

Building/Frontage Zone Attributes may include:

- Building transparency
- Building signage
- Parking screening
- Building composition

People Zone Attributes may include:

- Trees
- Benches
- Landscaping
- Sidewalk paving
- Cafe seating
- Lighting
- Trash cans
- Banners
- Art
- Bike share
- Pedestrian-oriented wayfinding

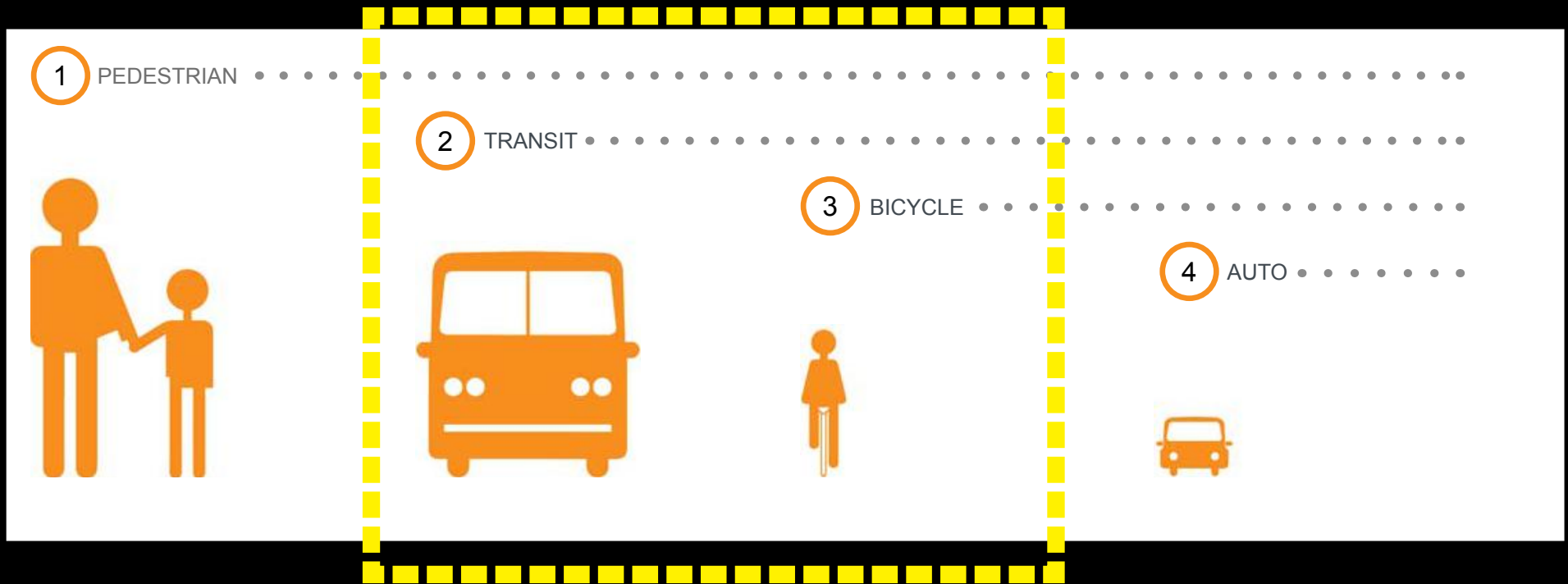
Thoroughfare Zone Attributes may include:

- Crosswalks
- Curb radii
- Bike lanes / bike boxes
- Parklets
- Transit interface and infrastructure
- Pedestrian signals
- Auto-oriented wayfinding
- Alleys?

How is each attribute calibrated to each character district and street type?

Some attributes may relate to street type and some may relate to character area

GUIDELINE FRAMEWORK



“Forget the damned motor car and build cities for lovers and friends.”

-Lewis Mumford

GUIDELINE FRAMEWORK

Regulating Map of STREET TYPES

- Gateway (Monroe, Division, Michigan, Pearl, Fulton)
- Event
- Retail
- Connector

Regulating Map of CHARACTER DISTRICTS

Street Attributes: WHAT, WHERE, WHEN (regulated by Street Type AND/OR Character District)

- Building Zone
- Pedestrian Zone
 - Building Edge
 - Walkway
 - Furnishing
 - Curb
- Thoroughfare Zone

Street Attributes: HOW (best practices and design guidelines)

DOWNTOWN STREETSPACE GUIDELINES

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