

Brush Park Plan and Form-Based Code



Outline

- Background Info
- Early Analysis
- Site Visit Observations and Impressions
- Preliminary Neighborhood Planning and Open Space Alternatives
- Building and Open Space Typologies
- Next steps



Aerial of the Brush Park neighborhood

Background

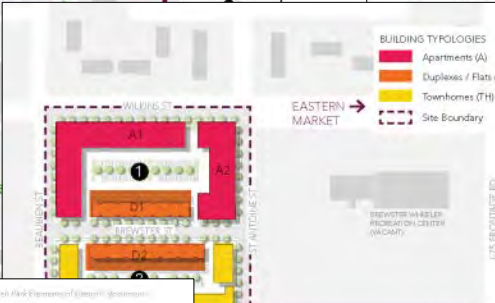


Brush Park elements of design
(d) The defined elements of design, as provided for in section 25-2-2, shall be as follows:

- (1) **Height.** Height varies in the district from one (1) to eleven (11) stories. In the area between Woodward and Brush, the original development was almost exclusively two and one-half (2 1/2) story houses. Later changes included the construction of apartment buildings among the houses, the majority of which in height. The tallest building, the former Detroit Hotel, is located on Woodward commercial strip. All other buildings more than four (4) stories in height are located between John R, and generally on or immediately adjacent to buildings on those streets. East of development ranged from one (1) to two and one-half (2 1/2) stories. Later redevelopment apartment buildings not more than four (4) stories tall, most often located on Brush, nineteenth century houses located between Woodward and Brush, the two and one-half (2 1/2) implies more height in feet than usual, since ceiling heights in these houses are unusually
- (2) **Proportion of building's front facade.** Buildings in the district are usually taller than proportions exist only in incompatible later buildings, except for row house buildings.
- (3) **Proportion of openings within the facade.** Areas of void generally constitute between fifteen (15) to thirty-five (35) percent of the total facade area, excluding roof. Proportions of the openings generally taller than wide; in some cases, vertically proportioned units are combined to fill than tall.

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NECESSARY TO MEET STATE AND
 elements
 Plan
 facilities
 S IN THE APPROVED PLAN

Brush Park Plans

Fourth Modified Development Plan

- Unratified modification to the City of Detroit’s Third Modified Development Plan
- Like past plans, development controls are primarily based on allowable building types, DU/Acre (density), and building height. Other controls include setbacks and parking restrictions and locations.
- The plan also includes use zones that define allowable uses by block.

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Brush Park Plans

Brush Park A+B Form-based Design Guidelines

- Established design controls for parcels and buildings, including building siting, height, massing, setback, frontages and access.
- Not a form-based zoning code, but rather used to “guide and inform” the development
- It references local zoning, Brush Park Elements of Design, and the Brush Park Design Guidelines
- Parcel and building specific guidelines set the future character.
- Additional specificity went to the level of materials and palette.

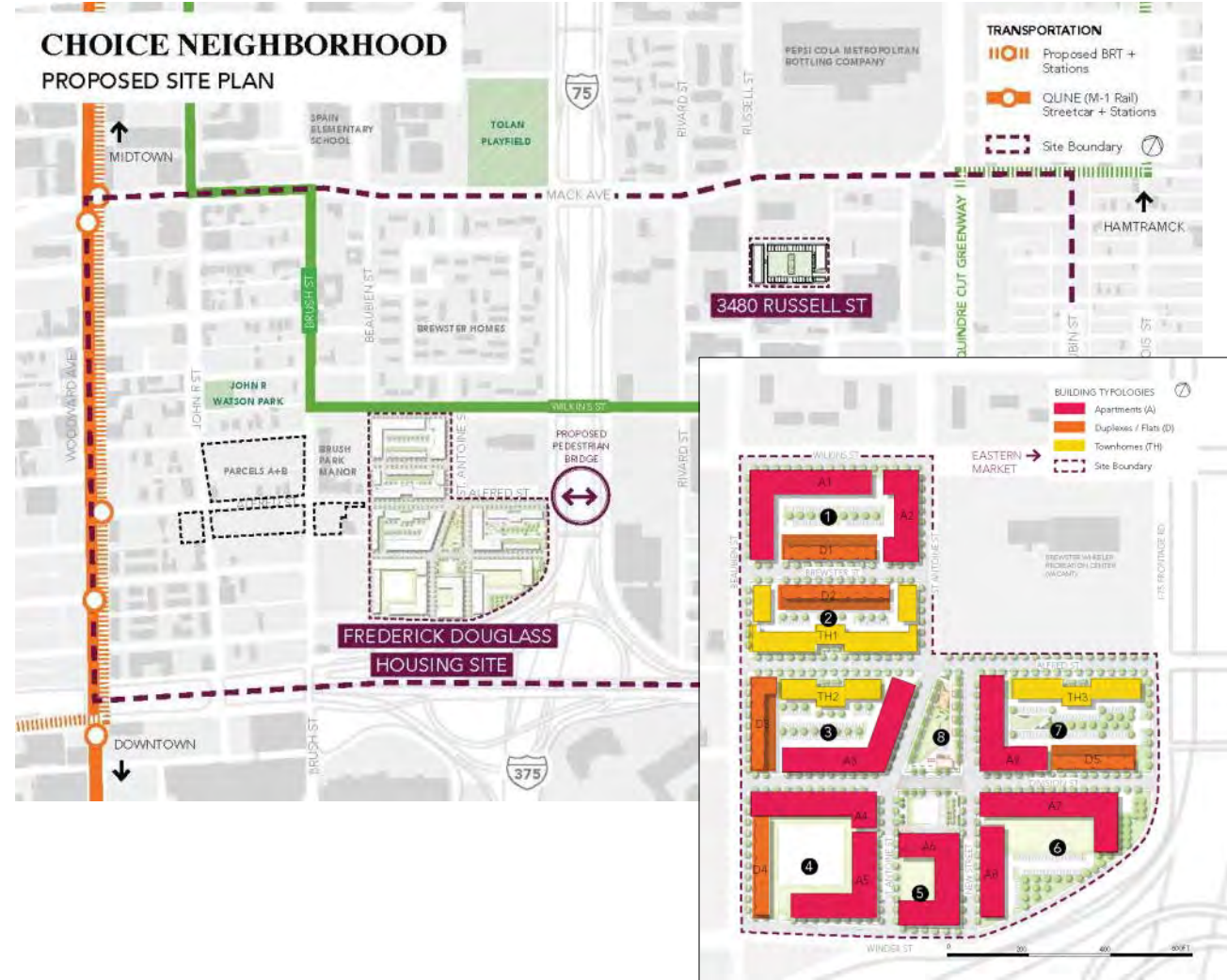


Brush Park A+B: Plan and Building Types

Brush Park Plans

Douglass-Market Transformation Plan

- Master plan for the Frederick Douglass site and infill for parcels in Eastern Market
- Design character references the Brush Park Bedrock Plan to establish a continuity of character in Brush Park
- Did not establish design controls or future zoning
- Can help inform future master plan and build out scenarios for Brush Park.
- Indicative of preferred density of development for Brush Park?



Brush Park Plans

Brush Park Elements of Design

- A twenty-two point assessment of the built form of Brush Park including building siting, height, setbacks, architectural character, etc.
- Outlines the fundamental spatial relationships between the buildings and the public realm.
- Functions as guidelines rather than proscriptive regulations. The letter of which must be represented in future developments.

Brush Park elements of design

(d) The defined elements of design, as provided for in section 25-2-2, shall be as follows:

- (1) *Height.* Height varies in the district from one (1) to eleven (11) stories. In the area between Woodward and Brush, the original development was almost exclusively two and one-half (2 1/2) story houses. Later changes included the construction of apartment buildings among the houses, the majority of which are three (3) stories in height. The tallest building, the former Detrouiter Hotel, is located on Woodward Avenue in the commercial strip. All other buildings more than four (4) stories in height are located between Woodward and John R., and generally on or immediately adjacent to buildings on those streets. East of Brush, the original development ranged from one (1) to two and one-half (2 1/2) stories. Later redevelopment includes apartment buildings not more than four (4) stories tall, most often located on Brush. In the case of the nineteenth century houses located between Woodward and Brush, the two and one-half (2 1/2) story height implies more height in feet than usual, since ceiling heights in these houses are unusually high.
- (2) *Proportion of building's front facade.* Buildings in the district are usually taller than wide; horizontal proportions exist only in incompatible later buildings, except for row house buildings.
- (3) *Proportion of openings within the facade.* Areas of void generally constitute between fifteen (15) percent and thirty-five (35) percent of the total facade area, excluding roof. Proportions of the openings themselves are generally taller than wide; in some cases, vertically proportioned units are combined to fill an opening wider than tall.
- (4) *Rhythm of solids to voids in front facade.* Victorian structures in the district often display great freedom in the placement of openings in the facades, although older examples are generally more regular in such placement than later examples. In later apartments, openings tend to be very regular.
- (5) *Rhythm of spacing of buildings on streets.* The area between Woodward and Brush appears to have been developed in a very regular spacing, with fifty (50) foot lots. This regularity has been disrupted by the demolition of many of the houses, and the vacant land resulting, as well as the occasional combination of lots for larger structures, particularly close to Woodward. East of Brush, smaller lots were used in subdividing, but many buildings stand on more land than one lot, and the parcel sizes are now quite irregular, as is the placement of buildings.
- (6) *Rhythm of entrance and/or porch projections.* Most buildings have or had a porch or entrance projection. The variety inherent in Victorian design precludes the establishment of any absolute rhythm, but such projections were often centered. On Woodward, the commercial nature of most buildings and the widening of Woodward has effectively eliminated such projections.

(5) *Rhythm of spacing of buildings on streets.* The area between Woodward and Brush appears to have been developed in a very regular spacing, with fifty (50) foot lots. This regularity has been disrupted by the demolition of many of the houses, and the vacant land resulting, as well as the occasional combination of lots for larger structures, particularly close to Woodward. East of Brush, smaller lots were used in subdividing, but many buildings stand on more land than one lot, and the parcel sizes are now quite irregular, as is the placement of buildings.

(9) *Relationship of colors.* Brick red predominates, both in the form of natural color brick and in the form of painted brick. Other natural brick and stone colors are also present. These relate to painted woodwork in various colors, and there is an occasional example of stained woodwork. Roofs of other than asphalt are in

Brush Park Plans

Brush Park A+B Historic District Commission Drawing Package

- The drawing package demonstrated that the architecture and site plans reflected the intent of the Brush Park Elements of Design

GENERAL ENVIRONMENTAL CHARACTER

"The environmental character is of an old urban neighborhood which has undergone, and is undergoing, considerable change."
 -Brush Park Elements of Design #22

- » **Diversity of housing types** promote an ongoing diversity of residents in Brush Park
- » **North-south streets** combine comfortable building presence and active ground-floor retail
- » **East-west streets** prioritize the safety, comfort, and connectivity desired on residential streets
- » **Alleys** relate to the neighborhood as historically planned and connect the streets as public spaces
- » **The 'mews'** integrate architecture and public life
- » **Contemporary design compatible with historic massing, size, scale, and architectural features** protects the historic integrity of the property and its environment - SCI Standard #9

BRUSH PARK DEVELOPMENT COMPANY
 BRUSH PARK PARCELS A+B, HISTORIC DISTRICT COMMISSION DRAWING PACKAGE
 17 FEBRUARY 2016

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APARTMENT BUILDING_A-3_HISTORIC ELEMENTS OF DESIGN RELATIONSHIPS

Numbers coincide with Brush Park Elements of Design #22

- Proportion of building's front facade (#2)**
 - » Vertical design elements (multi-level balcony recesses, window groupings)
 - » Verticality is emphasized on Alfred Street to relate to the scale of historic homes and townhomes
- Proportion of openings within the facade (#3)**
 - » Openings (windows, entries, storefronts) constitute approx. 35% of the total facade area, consistent with other buildings
 - » Openings are vertically proportioned and vertically stacked
 - » Sometimes combined to create larger multi-story recesses
- Rhythm of solids to voids in front facade (#4)**
 - » Window opening pattern tends to be regular and rhythmic with some variation to add interest
 - » Large ground-floor storefronts and windows tend to be regularly placed and frequent to create openness and enhance the pedestrian environment

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 BRUSH PARK PARCELS A+B, HISTORIC DISTRICT COMMISSION DRAWING PACKAGE
 17 FEBRUARY 2016

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Brush Park: Scope of Work and Timeline

A Phase One (March-May)

1 Brush Park Kickoff meeting

- Listening session with Advisory Committee / Community Leaders
- Charrette/workshop with City of Detroit

Brush Park: Scope of Work and Timeline

A Phase One (March-May)

1 Brush Park Kickoff meeting

- Listening session with Advisory Committee / Community Leaders
- Charrette/workshop with City of Detroit

2 Working Period #1 (March-May)

- Conduct neighborhood existing conditions analysis / issues and opportunities assessment / Site visit #2 with client
- Present two planning scenarios and the location of three new parks
- Provide a framework for a new open space system
- Provide a menu of building types for Brush Park

Brush Park: Scope of Work and Timeline

B Phase Two (May-August)

1 Second Workshop (2-3 day visit to Detroit)

- Public presentation of analysis, early planning for Brush Park, and relevant building prototypes
- Form Based Code 101 and review of precedent examples
- Workshop with City staff

Brush Park: Scope of Work and Timeline

B Phase Two (May-August)

1 Second Workshop (2-3 day visit to Detroit)

- Public presentation of analysis, early planning for Brush Park, and relevant building prototypes
- Form Based Code 101 and review of precedent examples
- Workshop with City staff

2 Working Period #2 (5-6 week period)

- Brush Park Planning Alternatives
- Develop building prototypes
- Streetscape/public realm guidelines for all elements of a right-of-way
- Provide a draft form-based code for review

Form Based Codes 101

Form Based Code 101

- 1. Types of Zoning**
- 2. Use Based Zoning vs. Form Based Zoning**
- 3. Elements of Form Based Zoning**
- 4. FBC Successes and Michigan Examples**

Form Based Code 101

1. Types of Zoning

Form Based Code 101

Use Based Zoning

- Separates different land uses
- Organizes similar uses into distinct areas (zones)
 - Single-family housing
 - Multi-family housing
 - Retail/Commercial
 - Industrial



Form Based Code 101

Performance Zoning

- Regulates the effects or impact of land uses on surrounding properties
- Performance measures
 - Traffic Impact (Vehicle Trips)
 - Noise Levels
 - Shadows, solar reflectivity, wind redirection
- Most Building Codes are performance-based



Form Based Code 101

Negotiated Zoning

- Allows landowners to vary uses and development standards in a zoning ordinance through a negotiated process.
- Most Common Examples:
 - Planned Unit Development (PUD)
 - Planned Development District (PD)
- When approved, this type of zoning becomes a “mini-zoning ordinance” that regulates development of the site.



Form Based Code 101

Form Based Zoning

- Predictable built results
- A high quality public realm
- Prioritizes regulation of the FORM of development
- Can de-prioritize use standards



Form Based Code 101

Most 'Big City' codes like the Detroit Zoning Ordinance use all of these tools...

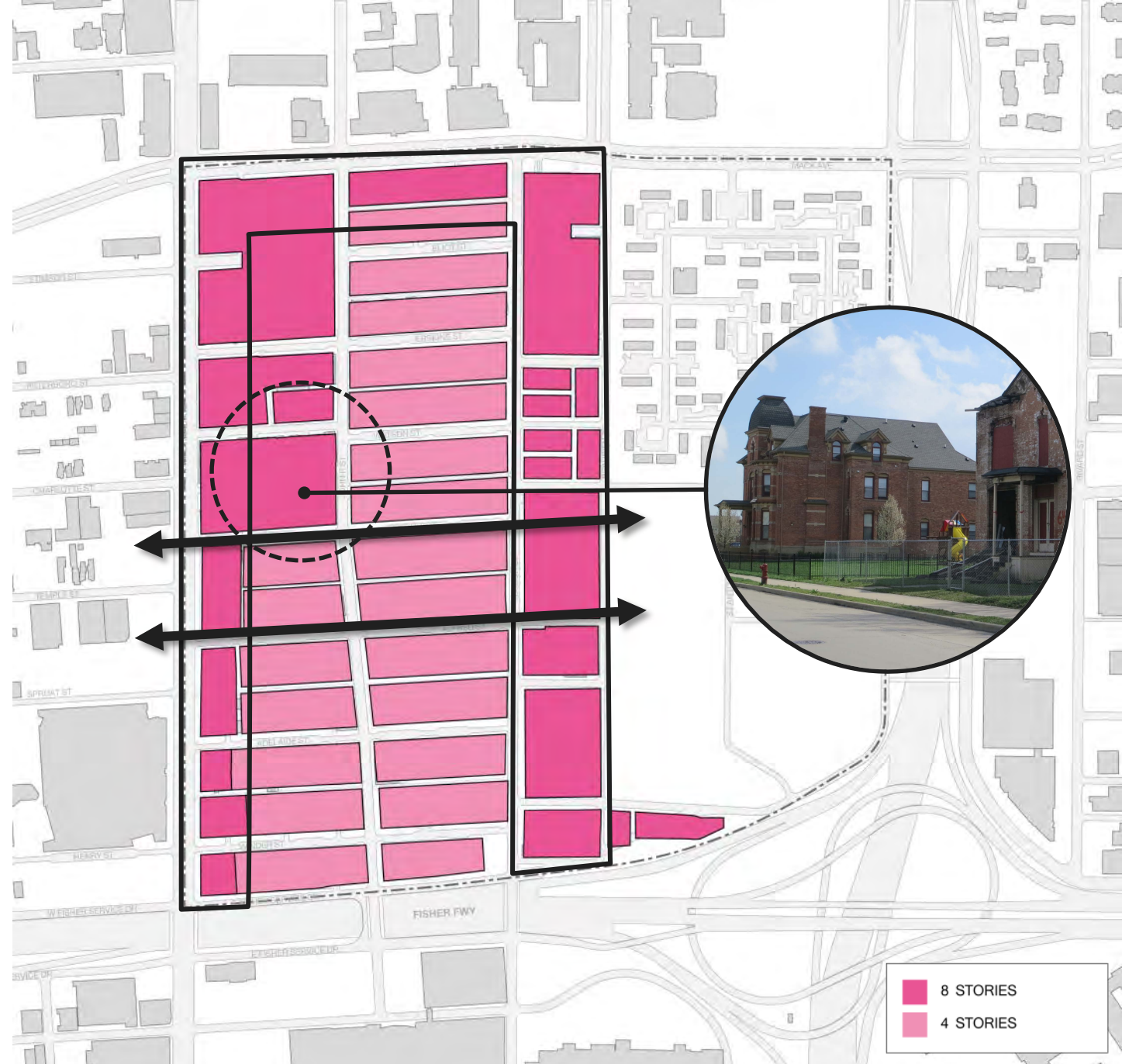
- Use Based;
- Performance Based;
- Sometimes Negotiated;
- and Form Based.

Each tool has specific purposes and creates different outcomes

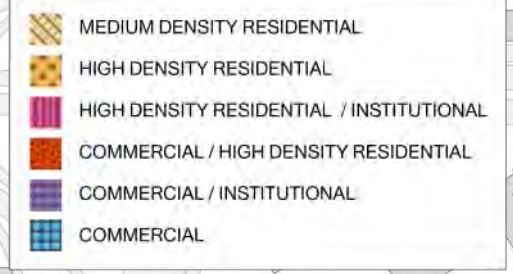
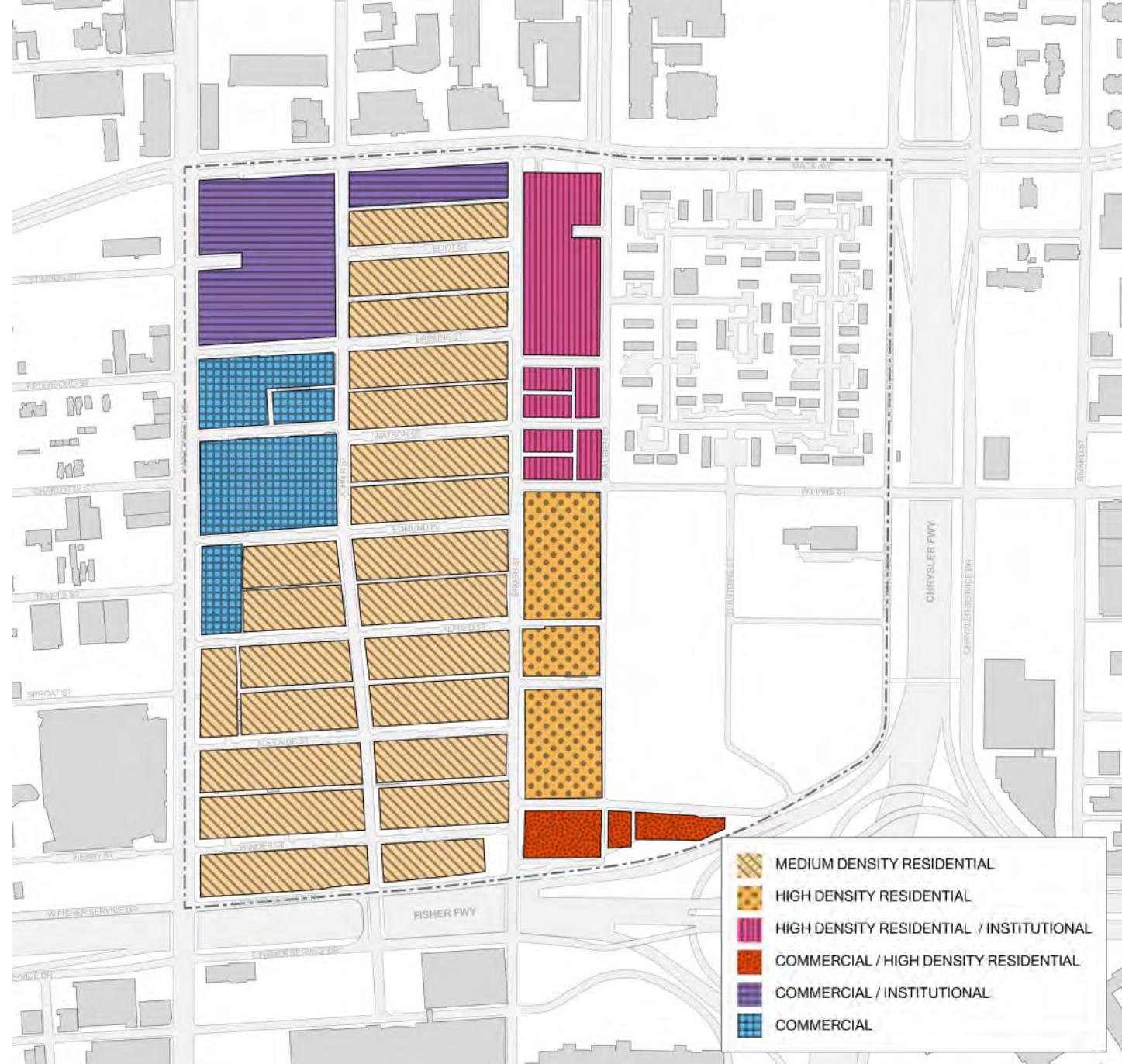
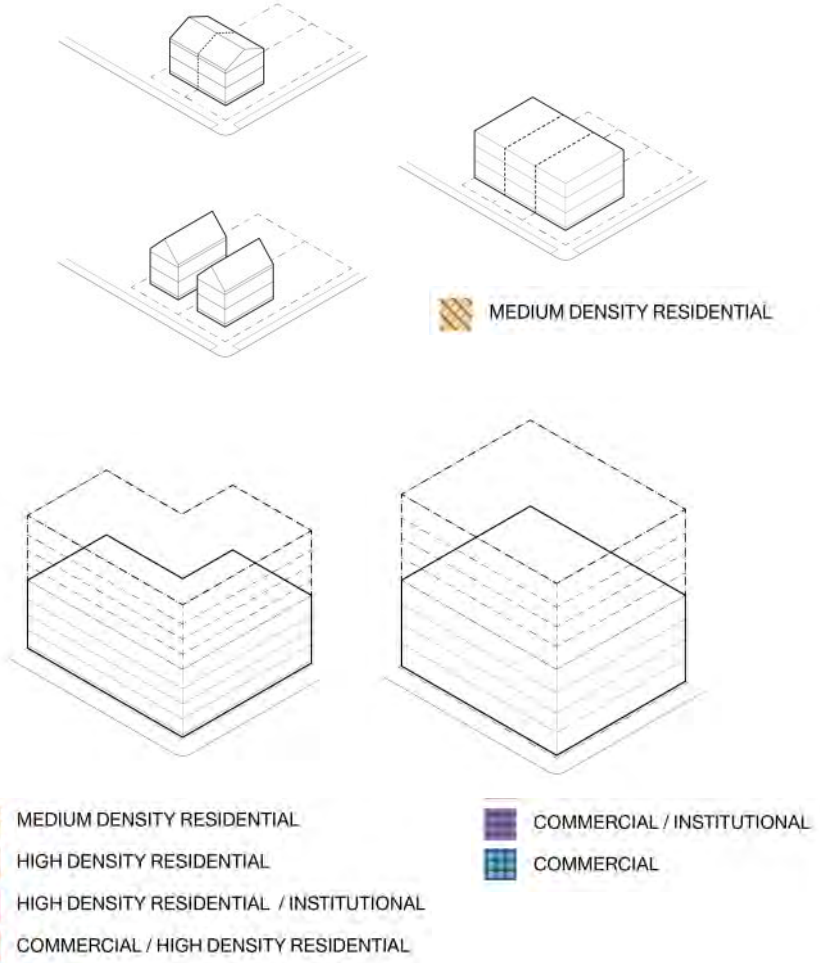


Existing Allowable Height

- Density and Height are directed to the periphery of the neighborhood (Woodward Ave, Mack Ave and Brush St)
- East/West streets maintain a lower scale between John R and Brush St.
- This framework may result in moments of conflicting building scales when historic homes are taken into account

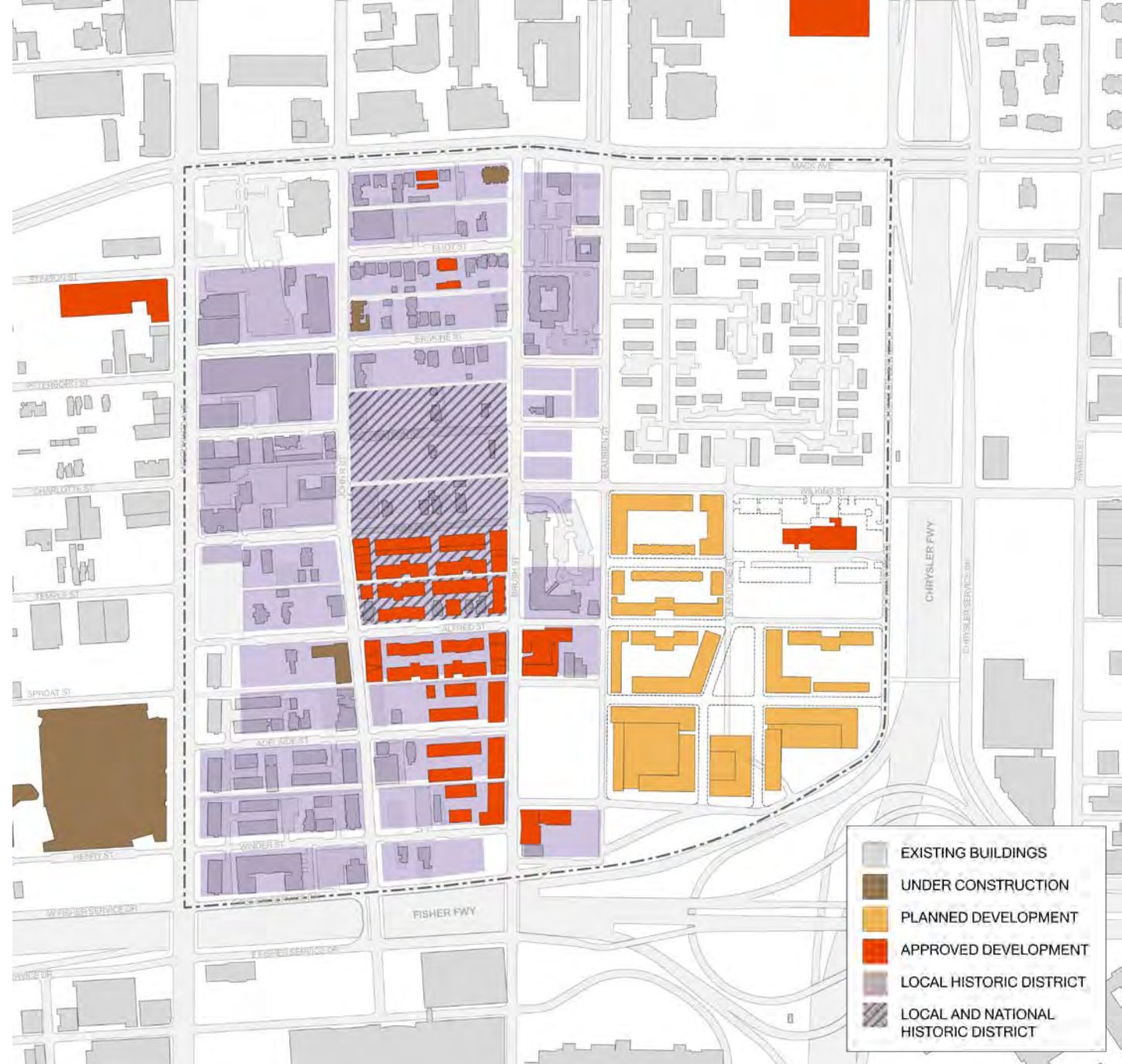


Land Use Map (4th Modified Plan)



Brush Park Elements of Design

(5) *Rhythm of spacing of buildings on streets.* The area between Woodward and Brush appears to have been developed in a very regular spacing, with fifty (50) foot lots. This regularity has been disrupted by the demolition of many of the houses, and the vacant land resulting, as well as the occasional combination of lots for larger structures, particularly close to Woodward. East of Brush, smaller lots were used in subdividing, but many buildings stand on more land than one lot, and the parcel sizes are now quite irregular, as is the placement of buildings.



	EXISTING BUILDINGS
	UNDER CONSTRUCTION
	PLANNED DEVELOPMENT
	APPROVED DEVELOPMENT
	LOCAL HISTORIC DISTRICT
	LOCAL AND NATIONAL HISTORIC DISTRICT

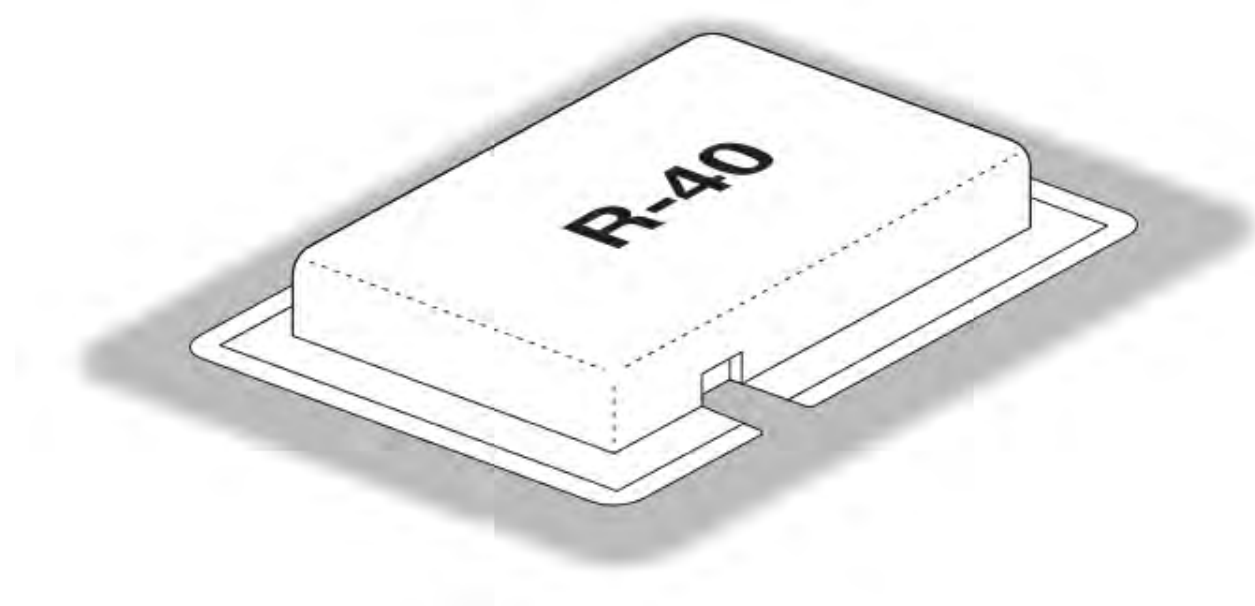
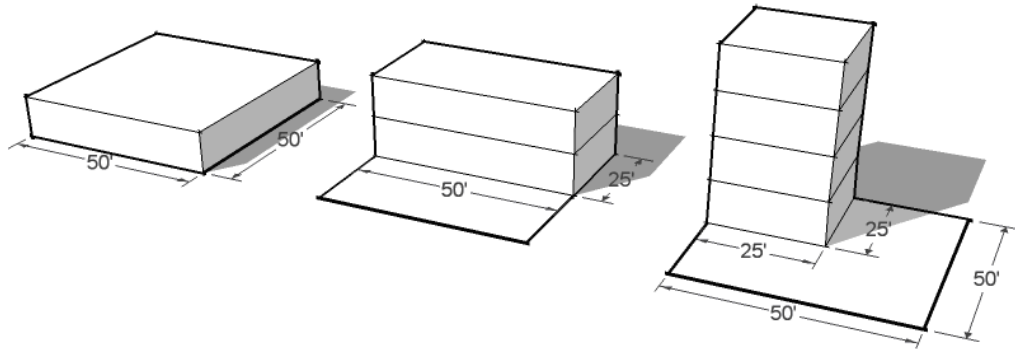
Form Based Code 101

2. Use Based Zoning vs Form Based Zoning

Form Based Code 101

Use Based Zoning

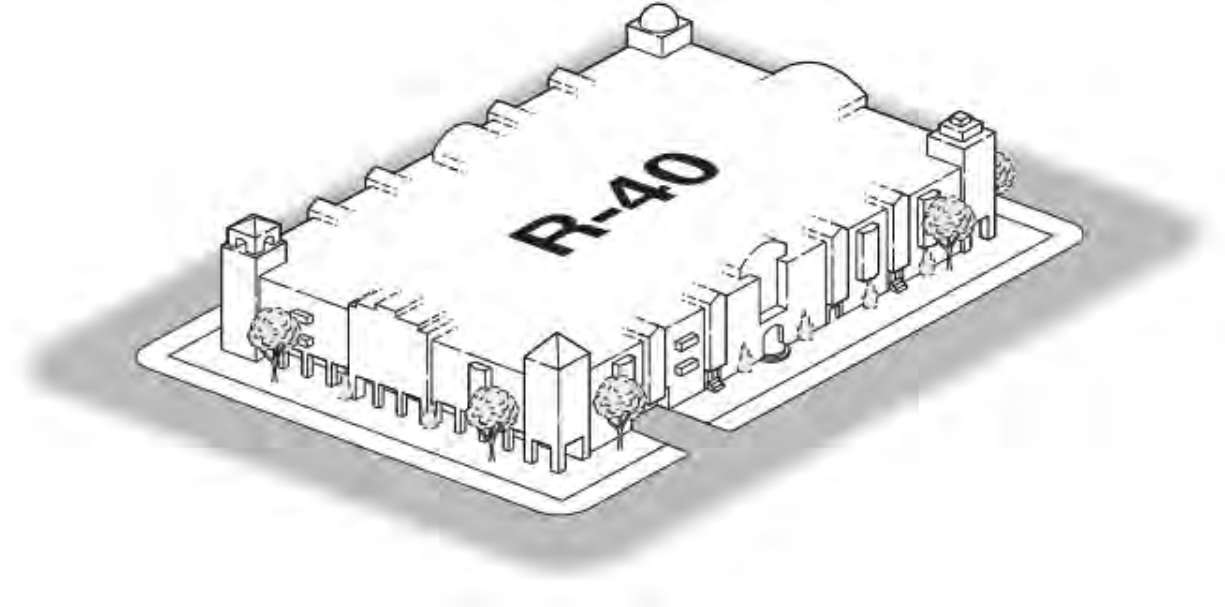
- Dimensional standards are typically the same for every use...
 - Dwelling Units/Acre
 - Setbacks & Height
 - Floor Area Ratio



Form Based Code 101

Use Based Zoning + Design Guidelines

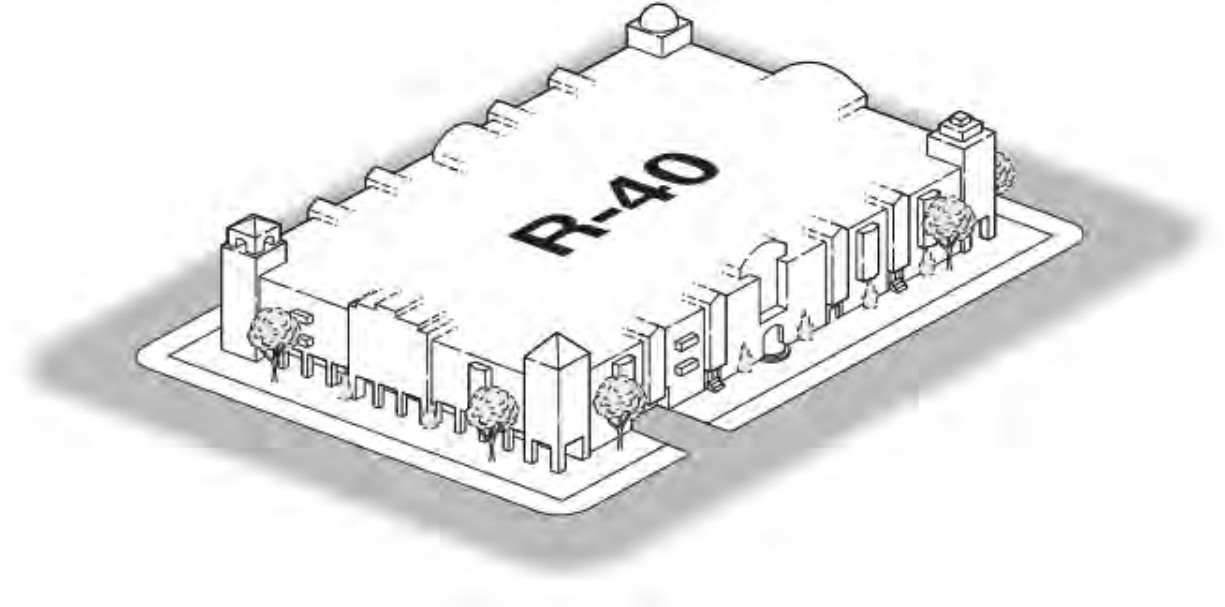
- Materials
- Roofs Type or Silhouette
- Articulation (Surface Relief; Project/Recess)
- Storefronts



Form Based Code 101

Use Based Zoning + Design Guidelines

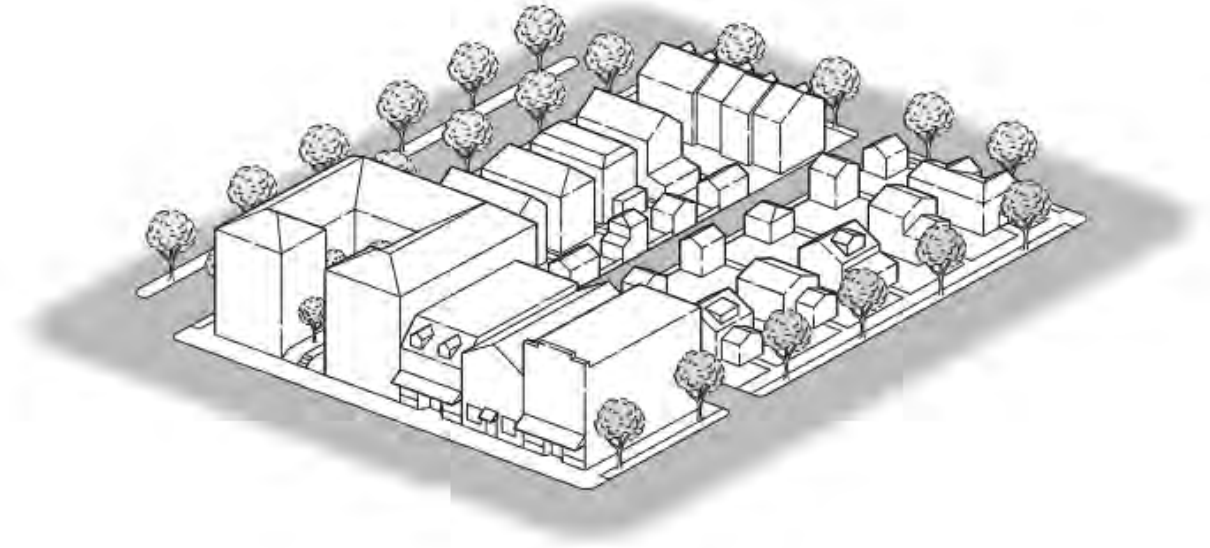
- Materials
- Roofs Type or Silhouette
- Articulation (Surface Relief; Project/Recess)
- Storefronts
- Lipstick on a Pig
(Pig = 'one size fits' all dimensional standards)



Form Based Code 101

Form Based Zoning

- Regulates relationships between buildings and the public realm
- The scale & mass of buildings in relation to each other
- The scale & types of streets and civic spaces



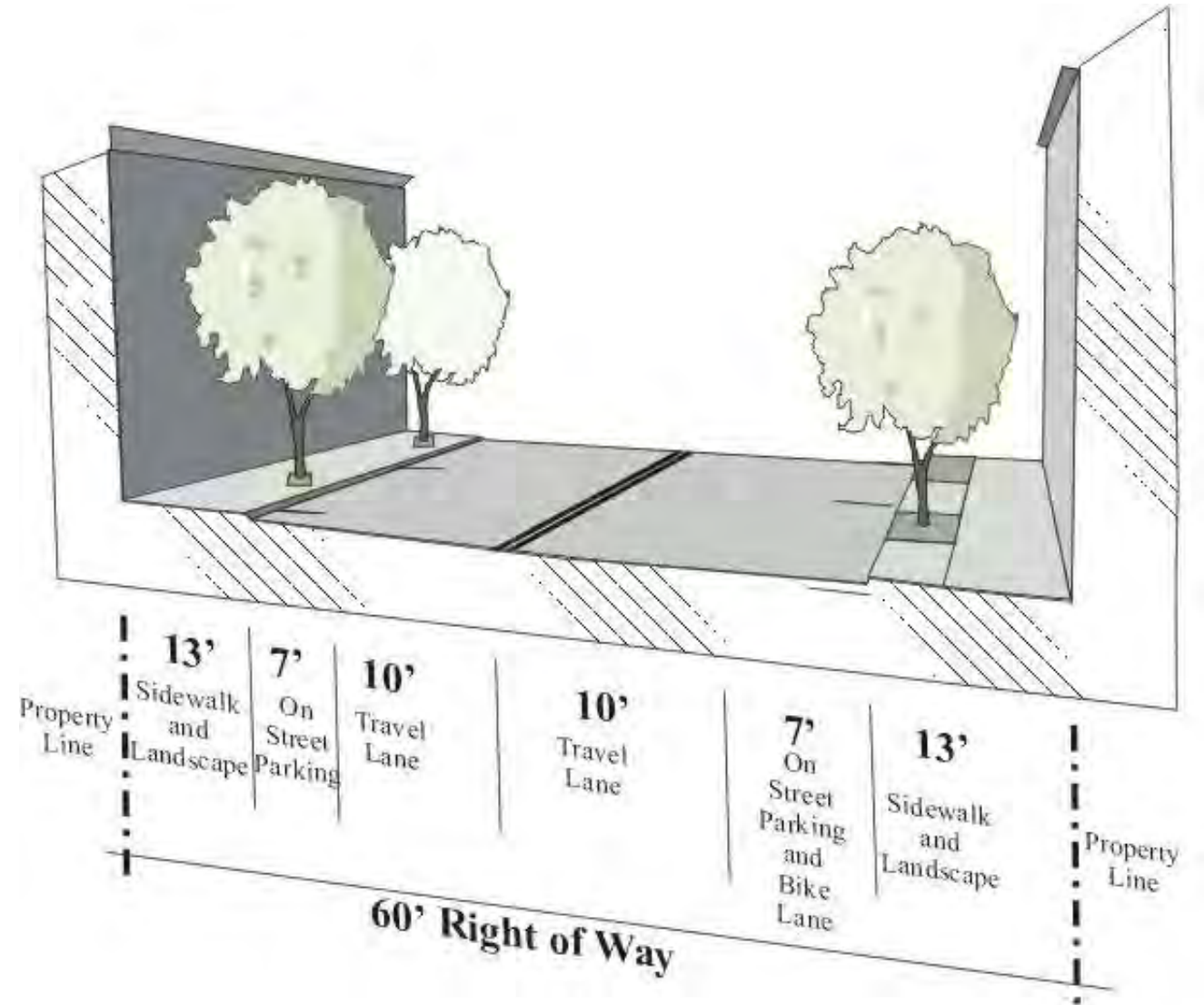
Form Based Code 101

3. Elements of a Form Base Code

Form Based Code 101

Necessary Elements (Must Haves)

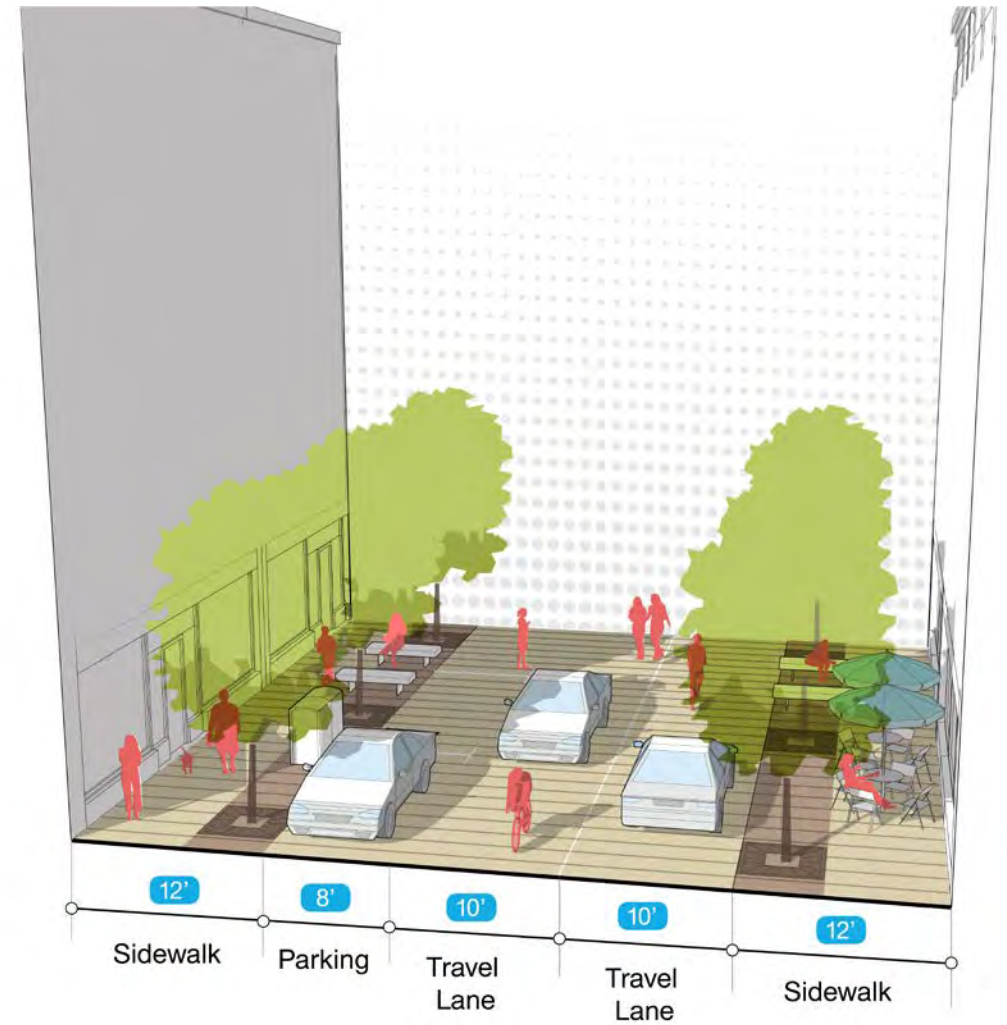
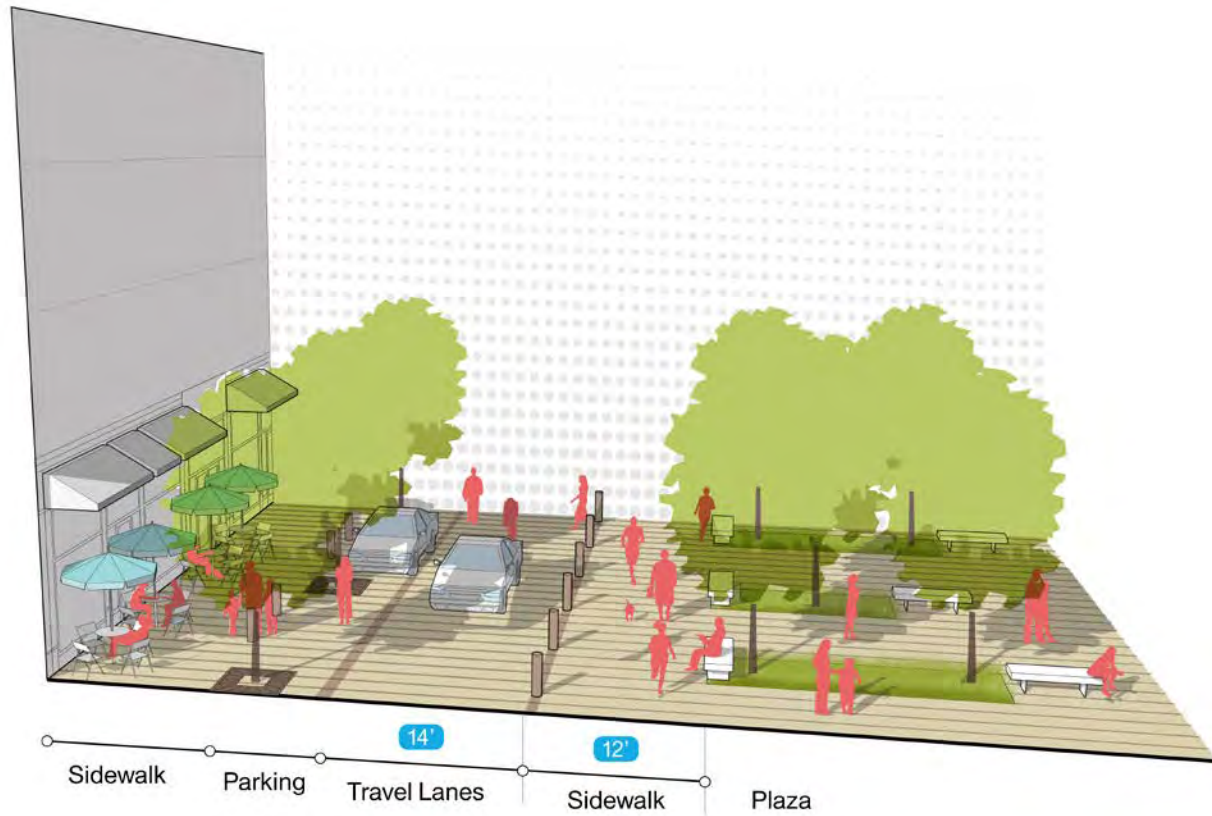
- Thoroughfare Standards



Form Based Code 101

Necessary Elements (Must Haves)

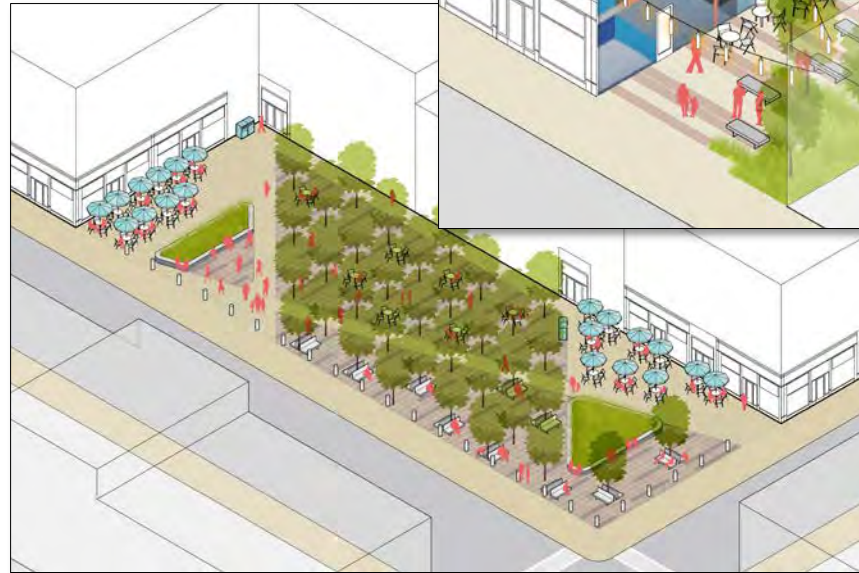
- Thoroughfare Standards



Form Based Code 101

Necessary Elements (Must Haves)

- Thoroughfare Standards
- Civic Space Standards



Form Based Code 101

Necessary Elements (Must Haves)

- Thoroughfare Standards
- Civic Space Standards

Civic & Recreation Spaces Article 8: Public Realm Standards

9. **POCKET PARK**
A civic space type designed for passive recreation consisting of vegetation and a place to sit outdoors. Examples include: Quincy Street Park, Symphony Park, and Stone Place Park



DIMENSIONS	
Size (min/max)	800 sq. ft. 10,000 sq. ft.

FURNISHINGS	
Seating (min)	1 linear foot / 50 sq. ft.
Tables (min)	1 per every 3 movable chairs

LANDSCAPE	
Large Trees (min)	1 / 200 sq. ft.
Permeable Surface (min)	85%
Landscape (min)	30%

a. Design Guidelines

- A **POCKET PARK** should contain substantial areas of hardscape complemented by planting beds or formal arrangements of trees with open, spreading canopies.
- A **POCKET PARK** should offer an abundance and variety of seating types and seating locations.
- Benches and seating ledges or walls should be designed for the convenience and comfort of visitors, located in support of gathering spaces and along the perimeter of the space, but should be out of the flow of pedestrian traffic.
- A **POCKET PARK** should incorporate lighting that promotes safety while adding visual ambiance and character to the space at night. Lighting fixtures should be smaller-scale, frequently placed, and scaled to pedestrians. Fixture components (base, pole, luminaries) should have stylistic compatibility, while varying in form according to functional requirements. The indiscriminate use of bright lighting is prohibited.
- Entrances should be well designed to make visitors feel welcome and comfortable entering the space.

240 SOMERVILLE ZONING ORDINANCE

Form Based Code 101

Necessary Elements (Must Haves)

- Thoroughfare Standards
- Civic Space Standards
- Building Standards

Form Based Code 101

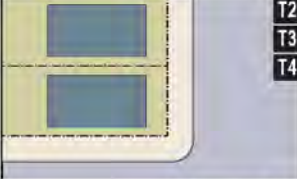

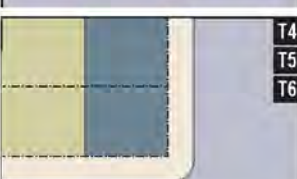
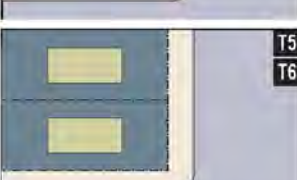
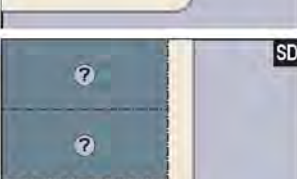
Building Standards

- Building Types

TABLE 9. BUILDING DISPOSITION

SMARTCODE
Municipality

TABLE 9: Building Disposition. This table approximates the location of the structure relative to the boundaries of each individual Lot, establishing suitable basic building types for each Transit Zone.

<p>a. Edgeyard: Specific Types - single family House, cottage, villa, estate house, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the public Thoroughfare space. The front yard is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well placed Backbuilding and/or Outbuilding.</p>	 <p>T2 T3 T4</p>
<p>b. Sideyard: Specific Types - Charleston single house, double house, zero lot line house, twin. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank side wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.</p>	 <p>T4 T5</p>
<p>c. Rearyard: Specific Types - Townhouse, Rowhouse, Live-Work unit, loft building, Apartment House, Mixed Use Block, Flex Building, perimeter Block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.</p>	 <p>T4 T5 T6</p>
<p>d. Courtyard: Specific Types - patio House. A building that occupies the boundaries of its Lot while internally defining one or more private patios. This is the most urban of types, as it is able to shield the private realm from all sides while strongly defining the public Thoroughfare. Because of its ability to accommodate incompatible activities, masking them from all sides, it is recommended for workshops, Lodging and schools. The high security provided by the continuous enclosure is useful for crime-prone areas.</p>	 <p>T5 T6</p>
<p>e. Specialized: A building that is not subject to categorization. Buildings dedicated to manufacturing and transportation are often distorted by the trajectories of machinery. Civic buildings, which may express the aspirations of institutions, may be included.</p>	 <p>SD</p>

SC38

Save Our Senses 97

Form Based Code 101

Building Standards

- Building Types



Cottage

Detached House

Semi-Detached House

Duplex



Detached Triple Decker



Semi-Detached Triple Decker



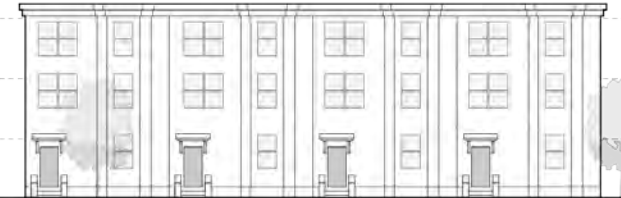
Multi-Plex



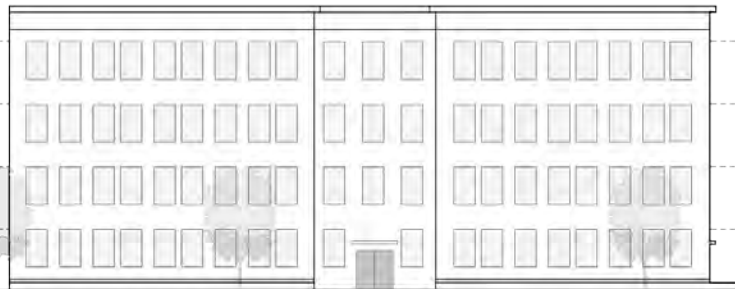
Apartment House



Apartment Building



Row Houses



Apartment Building



General Building

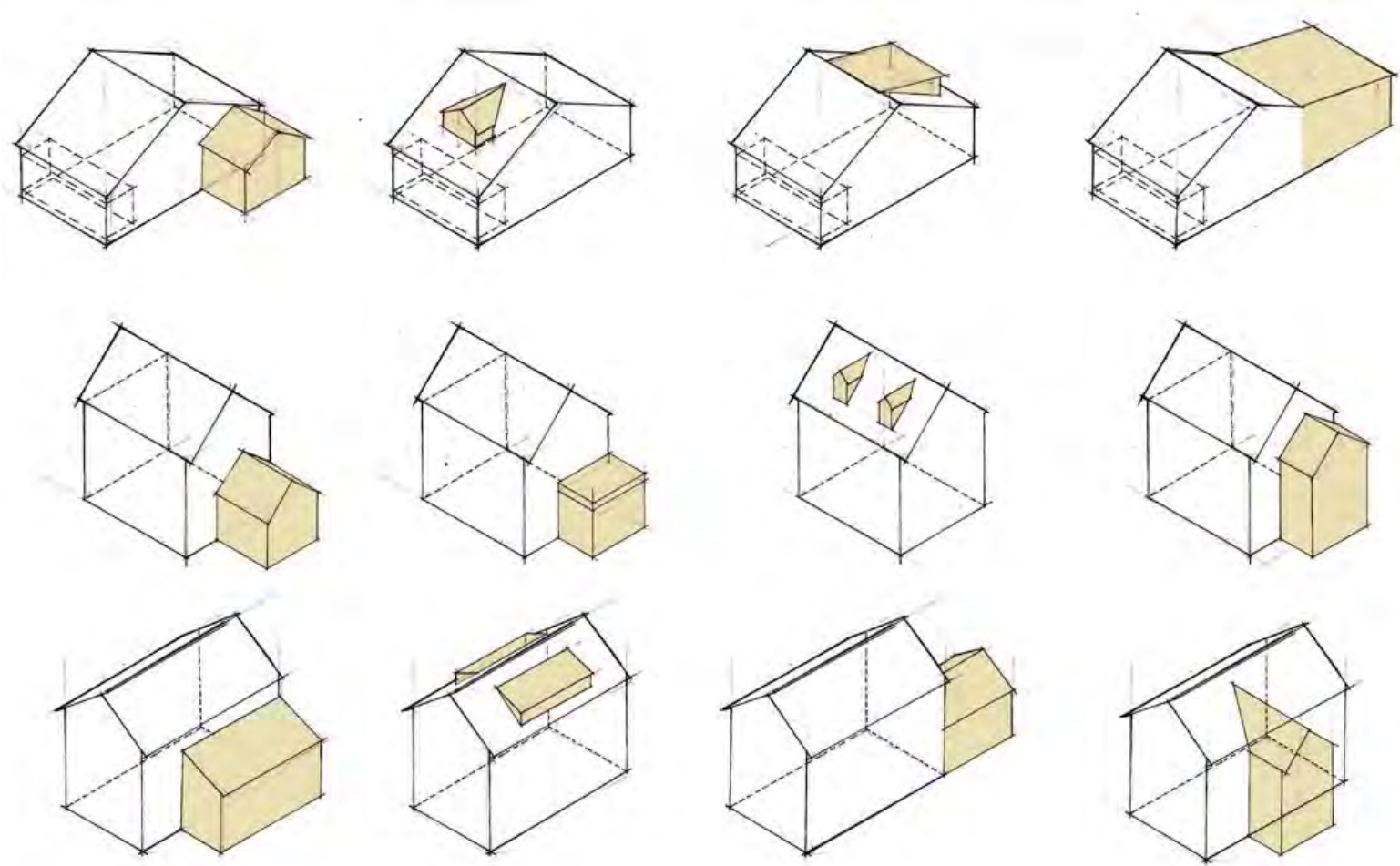


Commercial Building

Form Based Code 101

Building Standards

- Building Types
- Building Components



Form Based Code 101

Building Standards

- Building Types
- Building Components
- Building Frontages

TABLE 7. PRIVATE FRONTAGES

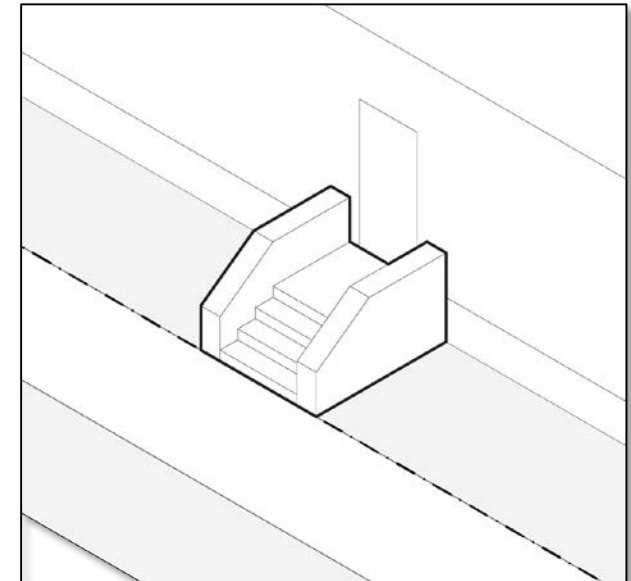
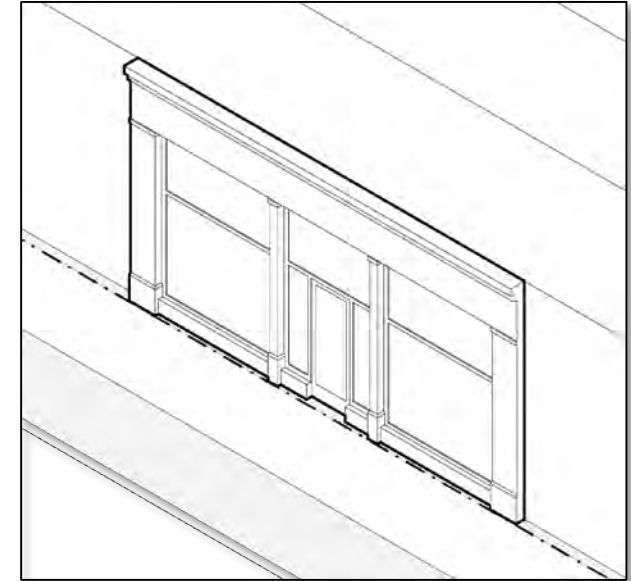
SMARTCODE
Municipality

TABLE 7: Private Frontages. The Private Frontage is the area between the building Facades and the Lot Lines.

	SECTION		PLAN		
	LOT	R.O.W.	LOT	R.O.W.	
	PRIVATE FRONTAGE	PUBLIC FRONTAGE	PRIVATE FRONTAGE	PUBLIC FRONTAGE	
a. Common Yard: a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.					T2 T3
b. Porch & Fence: a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.					T3 T4
c. Terrace or Lightwell: a Frontage wherein the Facade is set back from the Frontage line by an elevated terrace or a sunken Lightwell. This type buffers Residential use from Urban Sidewalks and removes the private yard from public Encroachment. Terraces are suitable for conversion to outdoor cafes. Syn: Dooryard.					T4 T5
d. Forecourt: a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.					T4 T5 T6
e. Stoop: a Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.					T4 T5 T6
f. Shopfront: a Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and an awning that may overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.					T4 T5 T6
g. Gallery: a Frontage wherein the Facade is aligned close to the Frontage line with an attached cantilevered shed or a lightweight colonnade overlapping the Sidewalk. This type is conventional for Retail use. The Gallery shall be no less than 10 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.					T4 T5 T6
h. Arcade: a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb. See Table 8.					T5 T6

SC36

SmartCode Version 9.7



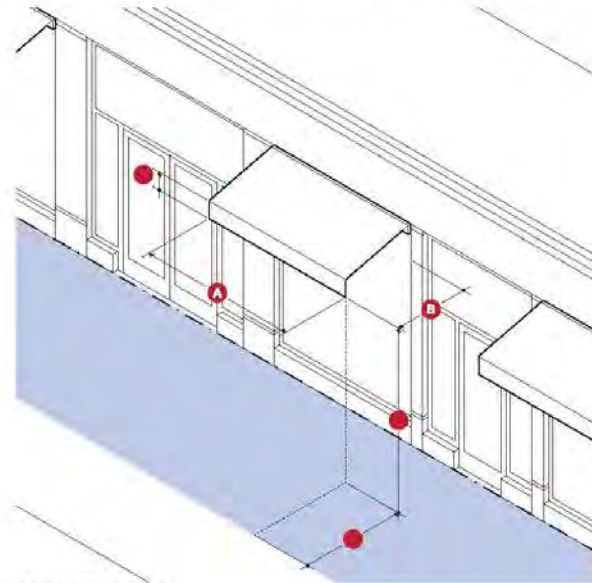
Form Based Code 101

Building Standards

- Building Types
- Building Components
- Building Frontages

2. AWNING

A wall mounted, pitched covering extending from a building to provide shade and weather protection for pedestrians.

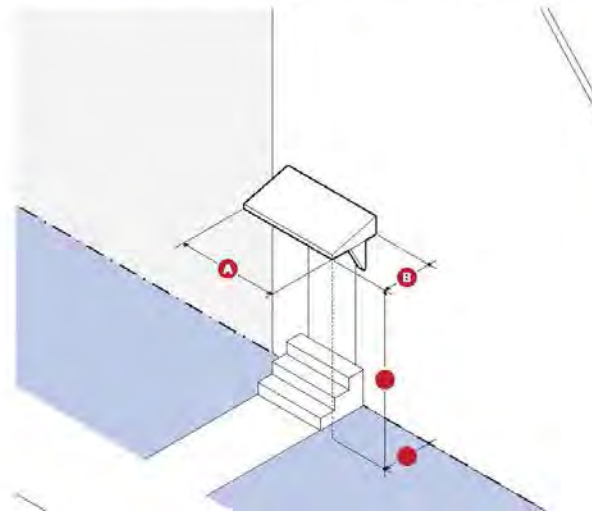


DIMENSIONS	
Width (min)	see below
Awning Depth (min)	4 feet
Clearance (min)	8 feet
Setback from Curb (min)	1.5 feet
Valance Height (min/max)	6 inches 12 inches

- STANDARDS**
- i. Awnings must be securely attached to and supported by the building, and must fit the windows or doors the awning is attached to.
 - ii. An awning must be made of durable, weather-resistant material that is water repellant.
 - iii. Internally illuminated or back-lit awnings are prohibited.
 - iv. An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

3. ENTRY CANOPY

A wall-mounted structure providing shade and weather protection over the entrance of a building.



DIMENSIONS	
Width (min)	see below
Depth (min)	3 feet
Clearance (min)	8 feet clear
Permitted Front Encroachment (max)	100%

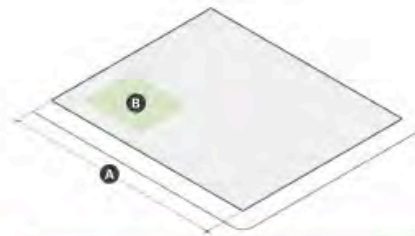
- STANDARDS**
- i. Entry canopies must be visually supported by brackets, cables, or rods.
 - ii. The width of an entry canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.
 - iii. An entry canopy that encroaches into the right-of-way of a public thoroughfare requires compliance with all City Ordinances.

4. MID-RISE DISTRICTS

Mid-Rise 4 (MR4)

8. General Building (continued)

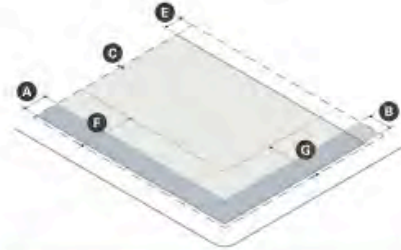
i. Lot Standards



Lot Dimensions	
A Width (min)	30 ft

Lot Coverage	
B Green Factor (min)	0.18

ii. Building Placement



Building Setbacks		
A Primary Front Setback (min/max)	2 ft	15 ft
B Secondary Front Setback (min/max)	2 ft	15 ft
C Side Setback (min)	0 ft	
Side Setback Abutting NR or LHD (min)	5 ft	
E Rear Setback (min)	10 ft	
Rear Setback Abutting NR or LHD (min)	15 ft	

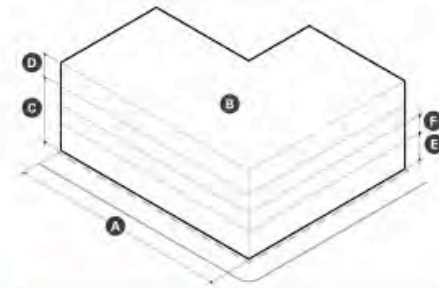
Parking Setbacks		
F Primary Front Setback (min)		—
Surface Parking		30 ft
Structured Parking		30 ft
B Secondary Front Setback (min)		—
Surface Parking		10 ft
Structured Parking		2 ft

4. MID-RISE DISTRICTS

Mid-Rise 4 (MR4)

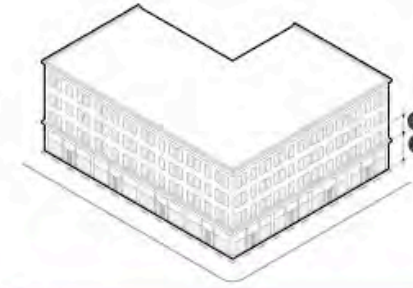
8. General Building (continued)

iii. Massing & Height



Main Body	
A Building Width (max)	200 ft
Facade Build Out, Front Street (min)	—
Front Street	80%
Side Street	65%
B Floor Plate (max)	15,000 sf
C Building Height (min)	3 stories
D Building Height (max)	4 stories
E Ground Story Ceiling Height (min)	14 ft
F Upper Story Ceiling Height (min)	9 ft
Roof Type	Flat

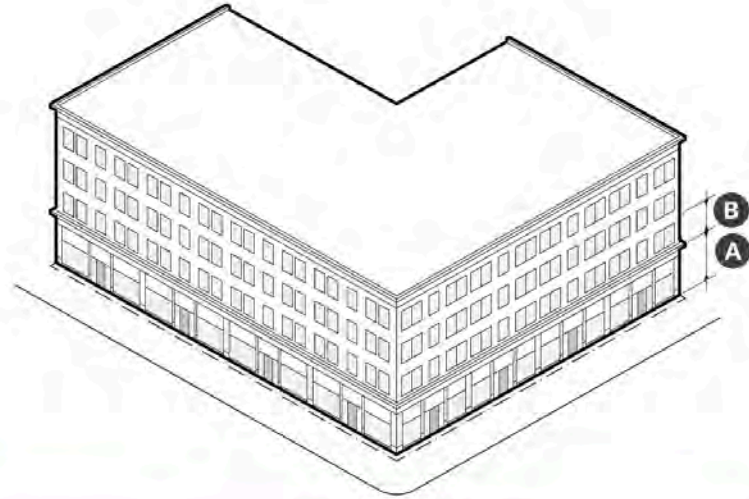
iv. Uses & Features



Facade Composition	
A Ground Story Fenestration (min)	70%
B Upper Story Fenestration (min/max)	20% 50%
Blank Wall (min)	20 ft

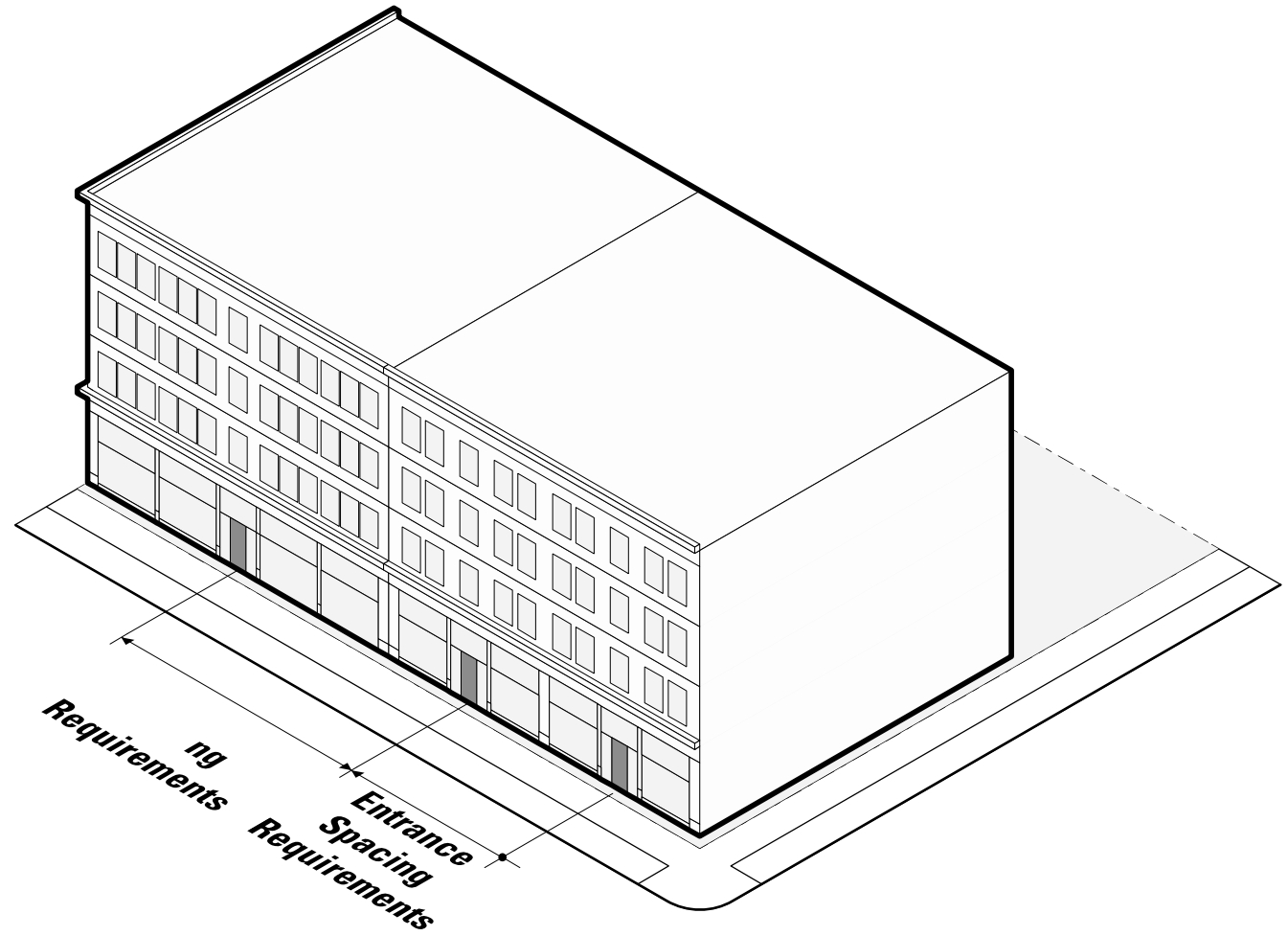
Use & Occupancy	
Ground Story Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft
Density Factor	1,125
Outdoor Amenity Space (min)	1/ DU

iv. Uses & Features



Facade Composition	
A Ground Story Fenestration (min)	70%
B Upper Story Fenestration (min/max)	20% 50%
Blank Wall (min)	20 ft

Use & Occupancy	
Ground Story Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft
Density Factor	1,125
Outdoor Amenity Space (min)	1/ DU

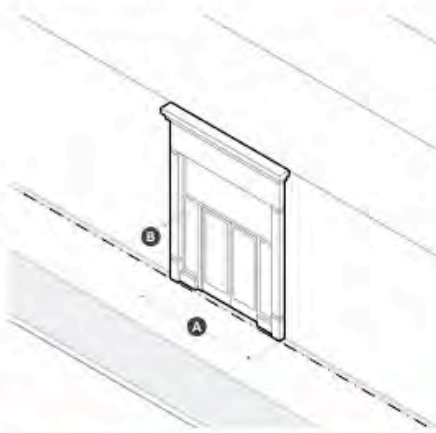


4. MID-RISE DISTRICTS

Mid-Rise 4 (MR4)

I. Lobby Entrance

- i) A lobby entrance frontage type featuring an at-grade principal entrance providing access to upper story uses of a building.



Dimensions	
Width (max)	20 ft
Distance between Fenestration (max)	2 ft
Depth of Recessed Entry (max)	5 ft

- ii. Standards
 - a) Lobby entrances must be well-defined, clearly visible, and universally accessible from the abutting sidewalk.
 - b) When a lobby entrance is setback from the front lot line, the frontage must be paved.

J. Storefront

- i) A storefront is a frontage type conventional for commercial uses featuring an at-grade principal entrance and substantial windows for the display of goods, services, and signs.



Dimensions	
Width (max)	30 ft
Display Window Height (min)	8 ft
Distance between Fenestration (max)	2 ft
Recessed Entrance Depth (max)	5 ft

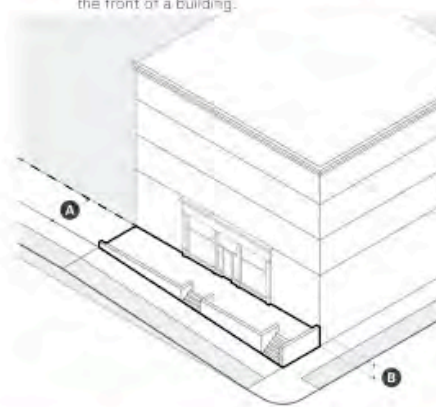
- ii. Standards
 - a) An unobstructed view of the interior space or a lighted and smaintained merchandise display(s) must be provided for a depth of at least four (4) feet behind storefront display windows.
 - b) The principal entrance of a storefront must be a glass panel door centered between or set to one side of the display windows.
 - c) Recessed entrances may be no wider than fifteen (15) feet per individual entry.
 - d) When storefronts are setback from the front lot line, the ground must be paved to match the abutting sidewalk.
 - e) When present, awnings and canopies must be mounted between columns, pilasters, or piers, above doorways and display windows, and below the sign band.
 - f) Security grills, gates, and roll-down security doors and windows are prohibited.

4. MID-RISE DISTRICTS

Mid-Rise 4 (MR4)

K. Terrace

- i) A terrace is a frontage type featuring an elevation of the ground level to accommodate a change in grade that provides circulation and access along the front of a building.

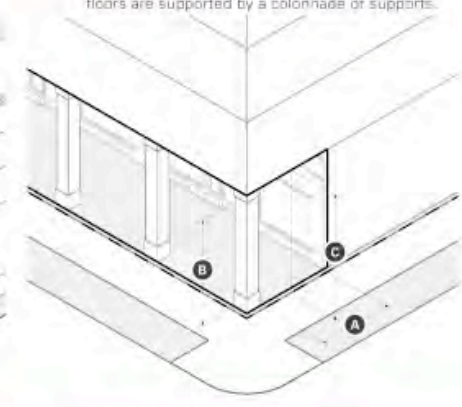


Dimensions	
Depth (min)	20 ft
Finish above Sidewalk (min/max)	18 in / 4 ft
Distance between Stairs (max)	50 ft

- ii. Standards
 - a) Terrace frontage must be paved to match the abutting sidewalk.
 - b) Frequent steps up to the terrace are required to avoid blank wall along the sidewalk and maximize pedestrian access.

L. Arcade

- i) An arcade is a frontage type featuring a pedestrian walkway covered by the upper floors of a building. The ground story facade is setback and upper floors are supported by a colonnade or supports.



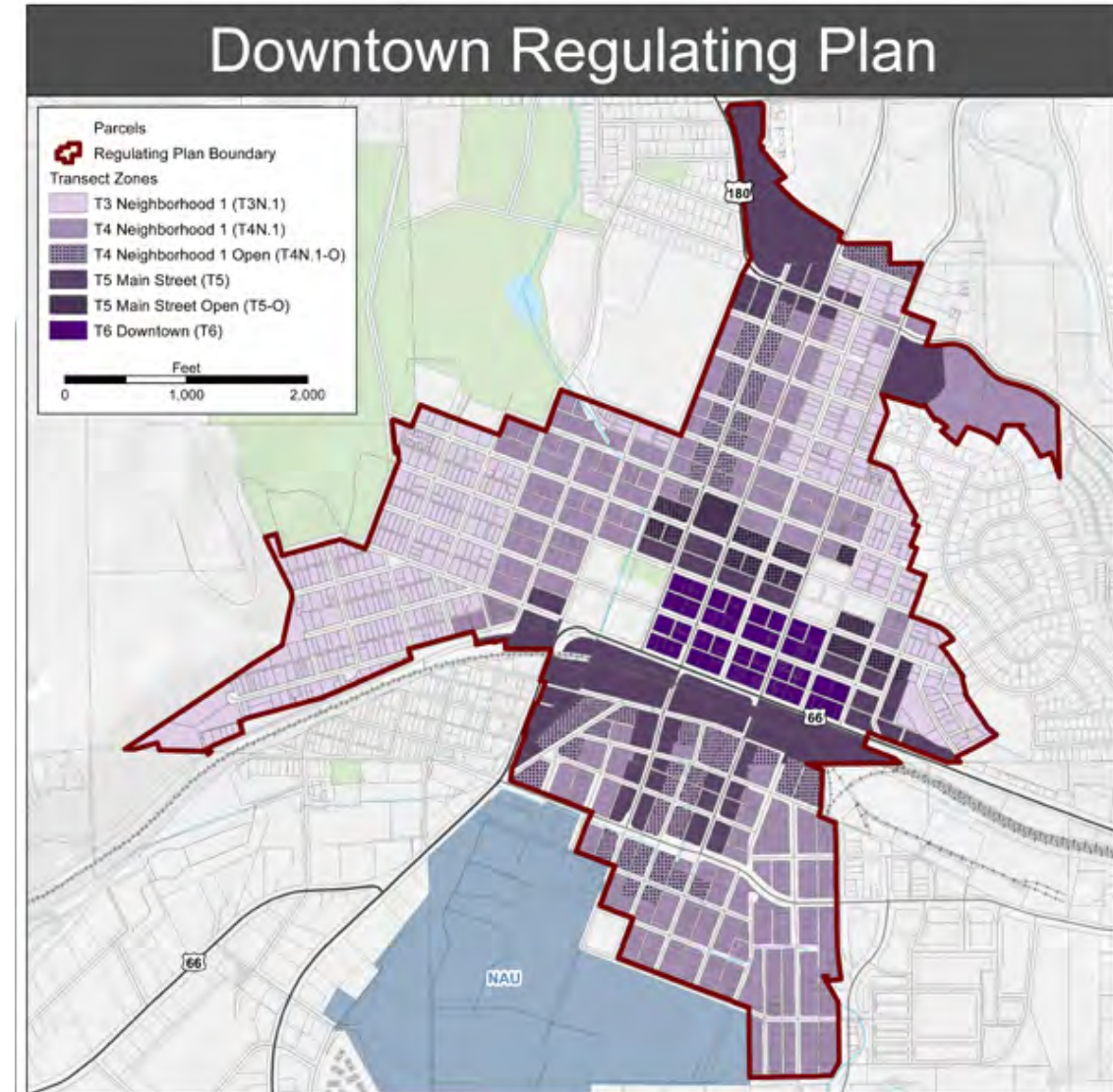
Dimensions	
Depth (min/max)	10 ft / 15 ft
Height (max)	1 story
Clearance (min/max)	14 ft / 24 ft

- ii. Standards
 - a) Arcades must extend the entire width of a building and must have a consistent depth.
 - b) Support columns or piers may be spaced no farther apart than the height of the arcade.
 - c) Arcades are considered part of the building for the purpose of measuring facade build out.
 - d) Arcades may be combined only with storefront and lobby entrance frontages.
 - e) The finished ceiling of an arcade interior may be arched or flat, but must have a greater clearance than the openings between columns or piers.

Form Based Code 101

Necessary Elements (Must Haves)

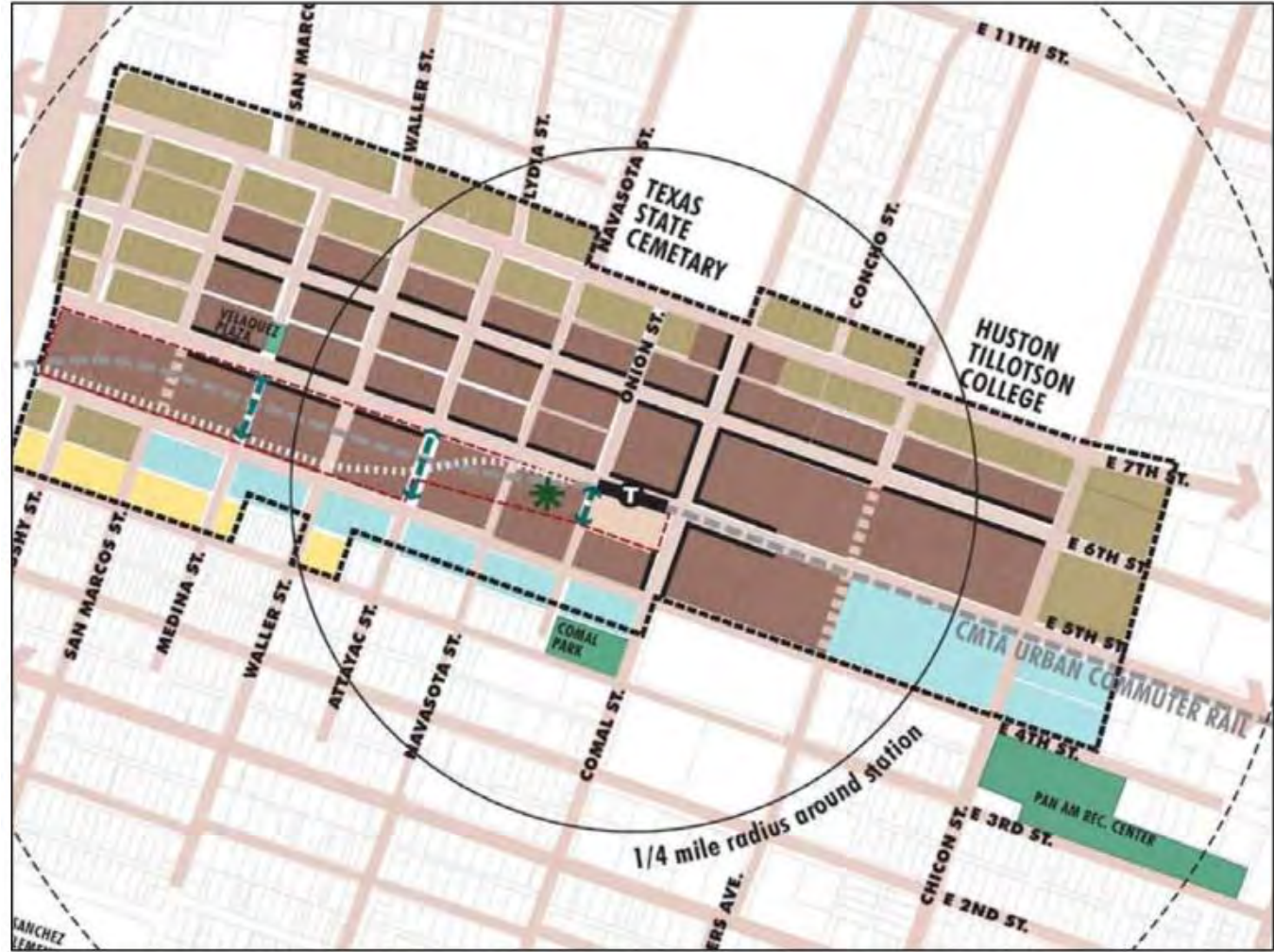
- Thoroughfare Standards
- Civic Space Standards
- Building Standards
- Regulating Plan/Zoning Map
 - Regulates built character instead of Land Use



Form Based Code 101

Necessary Elements (Must Haves)

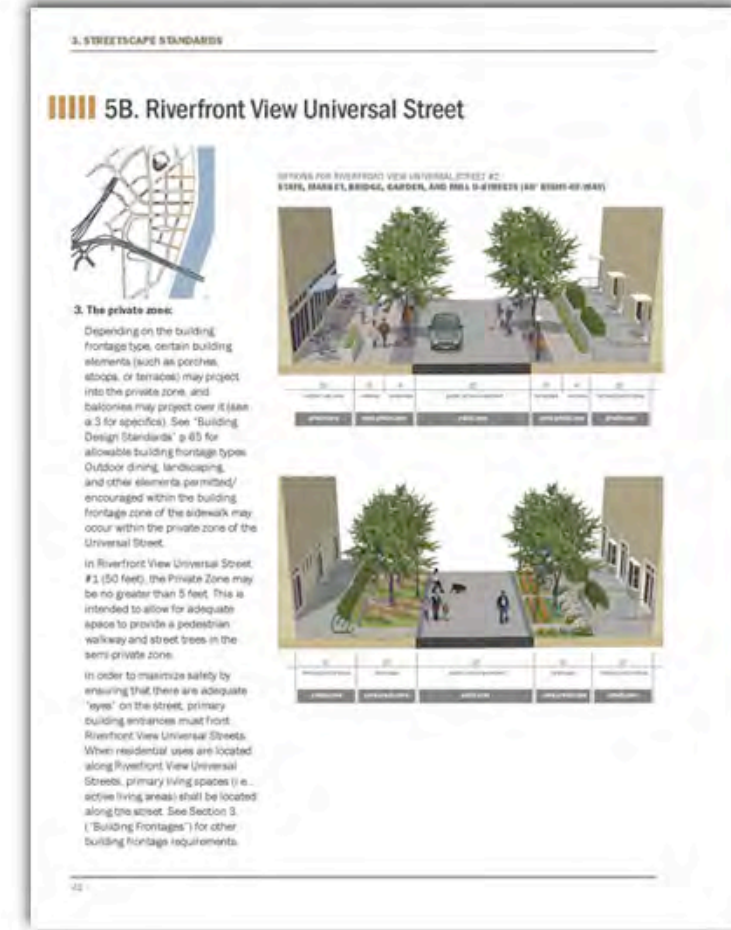
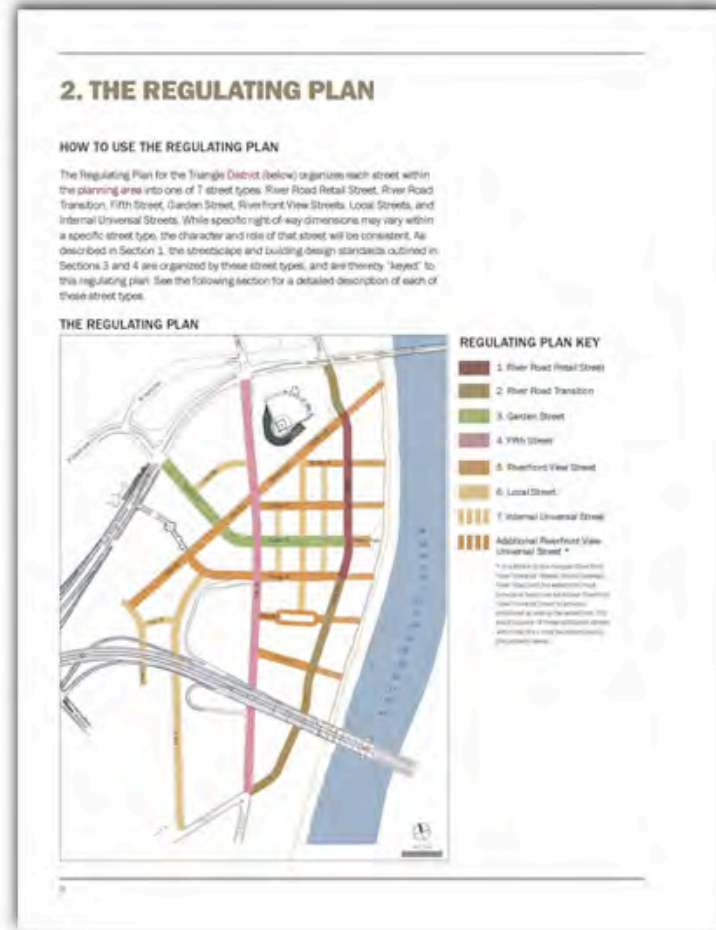
- Thoroughfare Standards
- Civic Space Standards
- Building Standards
- Regulating Plan/Zoning Map
 - Can have additional design based standards that go further than a typical zoning map



Form Based Code 101

Necessary Elements (Must Haves)

- Thoroughfare Standards
- Civic Space Standards
- Building Standards
- Regulating Plan/Zoning Map
 - Can coordinate with a street plan

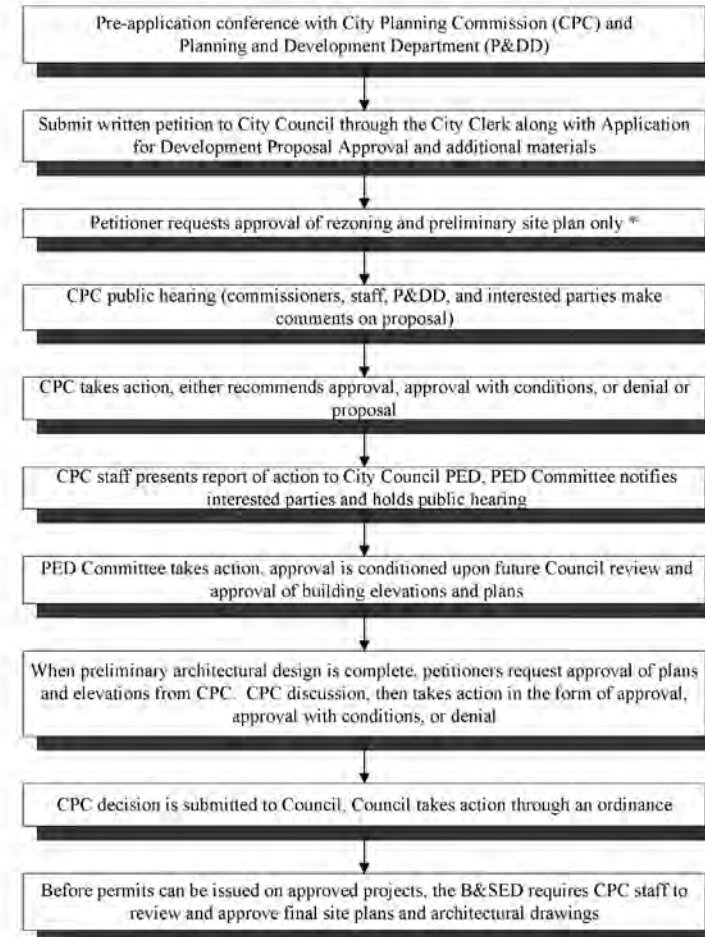


Form Based Code 101

Necessary Elements (Must Haves)

- Thoroughfare Standards
- Civic Space Standards
- Building Standards
- Regulating Plan/Zoning Map
- Administration (Review & Permitting)
- Definitions

What Is The Planned Development District Review Process?



* Petitioner may request approval of rezoning, preliminary site plan, and preliminary building elevations and plans all at the same time.

Form Based Code 101

Optional Elements



- Architectural Standards



Columbia Pike Special Revitalization District - Form Based Code

B. Building Walls (Exterior)

INTENT AND GUIDING ILLUSTRATIONS FOR BUILDING WALLS

Building walls should reflect and complement the traditional materials and techniques of Arlington County's regional architecture. They should express the construction techniques and structural constraints of traditional, long-lasting, building materials. Simple configurations and solid craftsmanship are favored over complexity and ostentation in building form and the articulation of details. All building materials to be used shall express their specific properties. For example, heavier more permanent materials (masonry) support lighter materials (wood). The illustrations and statements on this page are advisory only. Refer to the **Code** standards below for the specific prescriptions of this section.

ARLINGTON, VIRGINIA
42
ARCHITECTURAL STANDARDS

Columbia Pike Special Revitalization District - Form Based Code

CLARIFY VISIBLE FROM THE STREET

elements only)
 —for trim elements only)
 and ornamentation only)
 on walls and chimneys)

configurations and techniques are permitted.

more than one story.
 space and shall not span across building struc-
 tural thickness.
 ally (i.e. joints between different materials must

- be horizontal and continue around corners) except for chimneys and piers.
- Material changes shall be made within a constructional logic—as where an addition (of a different material) is built onto the original building.

Wood Siding and Wood Simulation Materials

- Lap siding (horizontal) configuration
- Smooth or rough-sawn finish (no faux wood grain)

Brick, Block and Stone

- Must be properly detailed and in appropriate load-bearing configurations.

Stucco (cementitious finish)

- Smooth or sand only, no "cake-icing" finish.

ARLINGTON, VIRGINIA
43
ARCHITECTURAL STANDARDS

Building Walls

Form Based Code 101

Optional Elements

- Architectural Standards

Windows

Columbia Pike Special Revitalization District - Form Based Code

B. Building Walls (Exterior)

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ARLINGTON, VIRGINIA 42
ARCHITECTURAL STANDARDS

Building Walls

be horizontal and continue around corners) except for chimneys and piers.

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- Lap siding (horizontal) configuration
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Stucco (cementitious finish)

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ARLINGTON, VIRGINIA 43
ARCHITECTURAL STANDARDS

Columbia Pike Special Revitalization District - Form Based Code

E. Windows and Doors

INTENT AND GUIDING ILLUSTRATIONS FOR WINDOWS AND DOORS

Windows shall be divided by multiple panes of glass. This helps the window "hold" the surface of the façade, rather than appearing like a "hole" in the wall (an effect produced by a large single sheet of glass). All windows and doors should be selected with their energy conservation value in mind so as to achieve the highest possible energy savings. The illustrations and statements on this page are advisory only. Refer to the **Code** standards below for the specific prescriptions of this section.

ARLINGTON, VIRGINIA 48
ARCHITECTURAL STANDARDS

separated by a mullion, column, pier or wall section that is at least 7 inches wide.

- Windows shall be no closer than 30 inches to BUILDING CORNERS (excluding Bay Windows) and where the BUILDING CORNER is also a BLOCK CORNER.
- Exterior shutters, if applied, shall be sized and mounted appropriately for the window (one-half the width), even if inoperable.

- The following requirements apply to all upper-STORY windows:
 - Windows shall be double-hung, single-hung, awning, or casement windows.
 - Fixed windows are permitted only as a component of a system including operable windows within a single wall opening.
 - Residential buildings/floors: panes of glass no larger than 36 inches vertical by 30 inches horizontal.
 - The maximum pane size for office uses is 48 inches vertical by 40 inches horizontal.
 - Egress windows may be installed according to the appropriate building code.

ARLINGTON, VIRGINIA 49
ARCHITECTURAL STANDARDS

son District - Form Based Code

WHERE CLEARLY VISIBLE FROM THE STREET)

wood, clad wood, vinyl, or steel.

transmission at the GROUND STORY at least 90 percent (modification as necessary to meet any applicable windows may utilize stained, opalescent, or

material or be dark anodized.

rel.

configurations and techniques are permitted.

indows:

ily (maximum 5 per group) if each grouping is

BUILDING TYPE

MODERN TRANSLATION

TRADITIONAL TRANSLATION

COURTYARD HOUSE



TOWNHOUSE



4-PACK







Form Based Code 101

4. FBC Successes & Michigan Examples

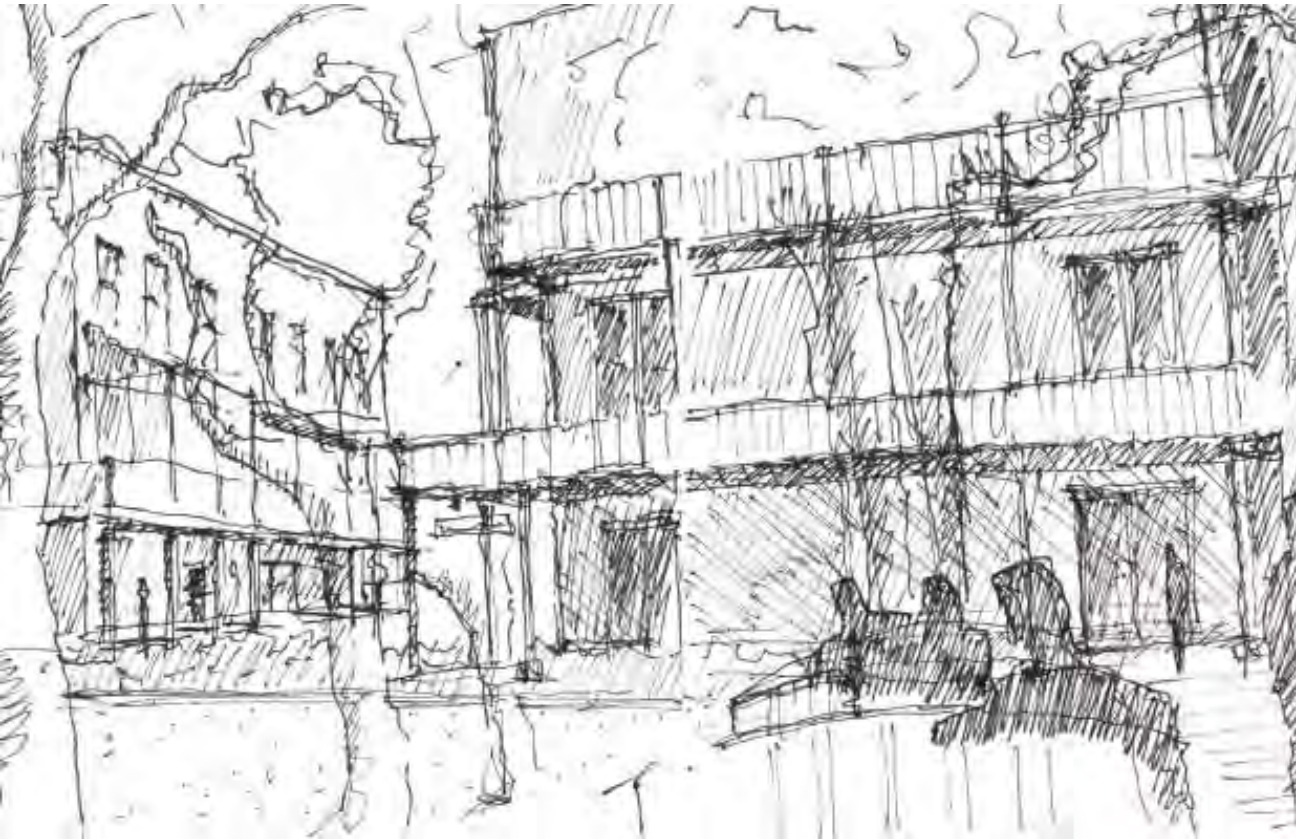
Seaside Florida (1984)

URBAN CODE ★ THE TOWN OF SEASIDE									
	TYPE I RESIDENTIAL RETAIL & SERVICES	TYPE II RESIDENTIAL RETAIL & OFFICE	TYPE III RESIDENTIAL & WORKSHOP	TYPE IV RESIDENTIAL & LOGGING	TYPE V SPECIAL DISTRICT	TYPE VI RESIDENTIAL	TYPE VII RESIDENTIAL	TYPE VIII RESIDENTIAL	SPECIFICATIONS
YARD AN AREA LEFT FREE OF STRUCTURES MORE THAN 2 FT. IN HEIGHT.									<ol style="list-style-type: none"> ALL BUILDING PLANS SHALL BE SUBMITTED TO THE SEASIDE ADMINISTRATION FOR CONFORMANCE TO THE CODE. VARIANCES TO THE CODE SHALL BE GRANTED ON THE BASIS OF ARCHITECTURAL MERIT. ALL BUILDINGS SHALL CONFORM TO THE APPROVED MATERIALS LIST.
PORCH AN UNCLAINED ROOFED STRUCTURE.									<ol style="list-style-type: none"> THE PORCH OR BALCONY SHALL EXTEND TO WITHIN A MINIMUM OF THE DESIGNATED PERCENTAGE OF THE STREET FRONTAGE. THE FRONT PORCH OR BALCONY SHALL BE THE MINIMUM DESIGNATED WIDTH. THE WINDOW PROPORTION SHALL BE SQUARE OR RECTANGULAR. BALCONIES ARE REQUIRED IN TYPE III ONLY.
BALCONY AN UNCLAINED CANTILEVERED STRUCTURE.									
OUT-BUILDING AN ADJUNCT STRUCTURE LOCATED WITHIN A YARD AREA.									<ol style="list-style-type: none"> THE FOOTPRINT OF OUTBUILDINGS SHALL NOT EXCEED THE DESIGNATED AREA. OUTBUILDINGS SHALL NOT EXCEED 14 FEET HEIGHT EXCEPT TYPE III WHICH SHALL NOT EXCEED 14 FEET. THE WALLS OF OUTBUILDINGS AT FOOTPRINT LINES SHALL BE LEFT UNPAINTED AND SHALL BE 2 IN. FIRE RATED.
PARKING AN OPEN AREA NO LESS THAN 12 FT. BY 20 FT. WITH A MINIMUM 10 FT. WALK CONTIGUOUS ACCESS FROM THE STREET.									<ol style="list-style-type: none"> THE SPECIFIED NUMBER OF PARKING SPACES SHALL BE PROVIDED WITHIN THE AREA DESIGNATED. TRUCKS, BOATS, CAMPERS AND TRAILERS, AND OTHER TYPES EXCEPTED SHALL BE PARKED IN REAR YARDS ONLY. GARAGES SHALL FOLLOW THE SPECIFICATIONS OF OUTBUILDINGS.
HEIGHT THE VERTICAL DISTANCE BETWEEN THE FINISHED FINISHING SURFACE OF THE EXISTING STREET AND THE FINISHED FINISHING SURFACE OF A STRUCTURE.									<ol style="list-style-type: none"> MINIMUM AND MAXIMUM BUILDING HEIGHTS SHALL BE AS DESIGNATED. THERE SHALL NOT BE HEIGHT LIMIT ON STRUCTURES OR PORTIONS OF STRUCTURES WITH A FOOTPRINT OF LESS THAN 20 SQ. FT. THE PRINCIPAL ROOF SHALL BE A SYMMETRICAL GABLE OR HIP WITH A SLOPE OF 8 IN 12. A SHED ROOF SHALL HAVE A PITCH OF 3 IN 12 AND BE PERMITTED ONLY WHEN ATTACHED TO A PRINCIPAL ROOF OR WALL. A FLAT ROOF SHALL BE PERMITTED ONLY AS A HANGAR OR DECK ENCLOSED BY A CONTINUOUS BALUSTRADE OR FENCING.

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21ST OCTOBER 1987

Seaside Florida (1984)



Re:Code Los Angeles (2018)



[CONTEXT] - FORM - FRONTAGE [USE]

Context organizes the Zoning Code by creating sets of Form Districts, Frontages, and development standards appropriate for the range of areas across the City of Los Angeles. Context can serve as a general description of the current built environment or a community's aspirations for the future.

Form Districts foster environments aligned with the vision of the General Plan designations. Form Districts encourage appropriate building orientation, intensity, and scale. They do so by establishing set parameters for lot criteria, building placement, bulk and mass, and activation.

Frontages are a zoning tool that influences the articulation of building facades. Frontages allow for the calibration of transparency requirements, story height, and pedestrian access. They also set which building elements are allowed such as awnings, canopies, porches, or stoops.

Use Districts establish categories, groups, and occasionally specific uses that are permitted, limited, conditionally allowed, or not allowed within an area. These permissions are communicated in a visual table format along with definitions and provisions explaining the regulations.

Character

Intense land density
Regional transit hub orientation
Multi-modal
Mixed Use
Job Center

Built Environment

Walkable
Activate public realm
Minimal setbacks
Strong building to street interface

Streets and Blocks

Streets prioritizing pedestrians, cyclists, and transit
Streets as gathering spaces
Network of priority streets
Blocks are arranged in a rectilinear pattern
Block sizes vary

Parking and Mobility

No minimum parking
Above-grade parking counts as FAR
Parking structures wrapped with active uses or screened
Driveways located in alleys or on non-priority streets
Curb cuts are minimized

General Context

The General Context consists of medium-intensity residential and commercial areas. Multi-family housing is predominant with opportunities for single-family. Commercial activity is concentrated along major roadways and at neighborhood nodes. Equal emphasis is given to pedestrians, bicycles and automobiles.

Production Context

The Production Context consists of low and medium-intensity development along large blocks with a low risk of uses. Uses are primarily industrial, commercial, and entertainment. There is a low mix of forms, wide setbacks, and minimal infrastructure. Emphasis is given to facilitating job, logistics, and goods movement within the Context.

Hillside Context

The Hillside Context is characterized by sloping terrain, narrow lots, street-widened, pre-war development, limited heights and intensity, and infrastructure that ranges from minimal to fully improved. Development Standards in the Hillside Context give special consideration to grading requirements.

Rural Context

The Rural Context has large blocks, and a low-intensity mix of uses. Primary uses are residential and agriculture in nature. This Context has large lots, wide setbacks, and low Floor/Area Ratio. Forms are the smallest scale in the City, and generally have less height. These neighborhoods often have an emphasis on experiential uses and sustainable infrastructure.

Coastal Context

The Coastal Context is characterized by proximity to the coast and the regulatory and policy implications that result from the California Coastal Act. Development Standards are similar to those outside of the Coastal Context, but give special consideration to issues such as public access to the beach, and unique lot conditions that may prevent sustainable parking.



High Rise
The High Rise Form Districts foster an intensive and active urban environment in the most prominent locations in Downtown Los Angeles. These districts are intended to enhance the vitality of the urban core with a variety of mid- to high-rise buildings that activate and activate the public realm and reinforce the walkable nature of the city center. High Rise Form Districts are also intended to support the continued development of a distinctive and visually interesting job site in a transit-served environment.

Traditional Core
The Traditional Core Form Districts reinforce traditional and recognizable development patterns in Downtown Los Angeles. These Form Districts are intended to guide development that is responsive to and respectful of the pedestrian realm, while supporting the reuse and protection of existing structures. Traditional Core Form Districts are characterized by fine-granular floor plate and high lot coverages.

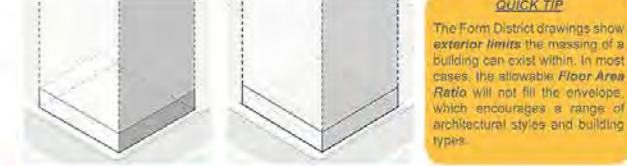
Mid Rise
Mid Rise Form Districts provide guidance for walkable and medium-intensity environments in Downtown Los Angeles. These Form Districts accommodate a range of high-intensity pedestrian environment, with building heights that range from active alleys to neighborhoods. These Form Districts serve as a smooth transition between high-intensity development and lower scale development patterns, with attention to street width and released height restrictions.



Medium Scale
Medium Scale Form Districts are intended to integrate a range of activities into a walkable and medium-scale environment. These Form Districts allow for and include incentives for adaptive reuse of existing structures, while guiding development that is consistent with the urban fabric. The Form Districts allow development in these areas with story height limits, and building footprints that accommodate a range of uses.

Village
Village Form Districts guide the development of low-scale environments to preserve the unique and unique design character that characterizes local architecture and structure. These Form Districts reinforce mixed-use and neighborhood scale with active, vibrant, and integrated uses as overall development patterns. These Form Districts provide incentives for the reuse and adaptive reuse of existing structures.

Smaller Scale
Smaller Scale Form Districts are intended to create walkable and transit-served environments that foster an vibrant urban environment.



Production Scale
The Production Scale Form Districts integrate a range of building typologies into a medium-scale urban environment that supports a variety of uses. These Form Districts include development patterns in traditionally industrial areas to accommodate hybrid industrial uses and users. Critical to these Form Districts is maintaining a balance between facilitating goods movement activity and pedestrian-safety and comfort.

Neighborhood Scale
The Neighborhood Scale Form Districts support a variety of building typologies in a low- to medium-scale and walkable environment. The individual buildings within the identity of the local community and support vitality for all users. Areas with Neighborhood Scale Form Districts are adjacent to concentrated nodes of activity and greater development.

QUICK TIP
The Form District drawings show exterior limits the massing of a building can exist within. In most cases, the allowable Floor Area Ratio will not fill the envelopes, which encourages a range of architectural styles and building types.



General
In the General Frontage, the main facade of the building is located at or near the public sidewalk, typically with only a large street-facing entrance. The General Frontage is intended primarily for employment or lodging uses.

Shopfront
In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with a large street-facing entrance. The Shopfront Frontage is intended primarily for retail use.

Live/Work
In the Live/Work Frontage, the main facade of the building is located at or near the public sidewalk, often with a large street-facing entrance. The Live/Work Frontage is intended for residential uses with the flexibility to convert ground floor space to commercial and other uses that suit.



Neighborhood
In the Neighborhood Frontage, the main facade of the building is set back from the sidewalk to protect privacy with a street-facing entrance or series of entrances. The Neighborhood Frontage is intended primarily for residential use.

Active Alley
In the Active Alley Frontage, the main facade of the building is located at or near the alley right-of-way, typically with frequent street-facing entrances. The Active Alley Frontage is intended primarily for retail, and has substantial glazing (windows and doors) along the sidewalk level.

Arcade
In the Arcade Frontage, the main facade of the building is located at or near the alley right-of-way, typically with frequent street-facing entrances. The Arcade Frontage is intended primarily for entertainment use.



Warehouse
In the Warehouse Frontage, the main facade of the building is oriented toward freight service, with entrances located at regular intervals. The Warehouse Frontage is intended for warehouse and industrial uses with substantial clear heights on the ground floor.

Large Format
In the Large Format Frontage, the main facade of the building is at or near the public sidewalk, typically with only a single street-facing entrance. The Large Format Frontage is intended primarily for large scale retail uses.

Form Based Code 101

As of February 2017...

- 618+ FBCs written world wide
- 390 FBCs at the Neighborhood Scale; 225 adopted; covering between 13 – 56,000+ acres
- FBC's govern development for over 44 million people

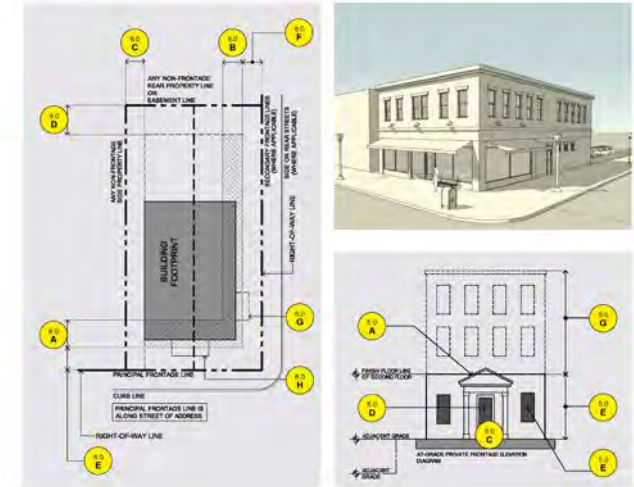
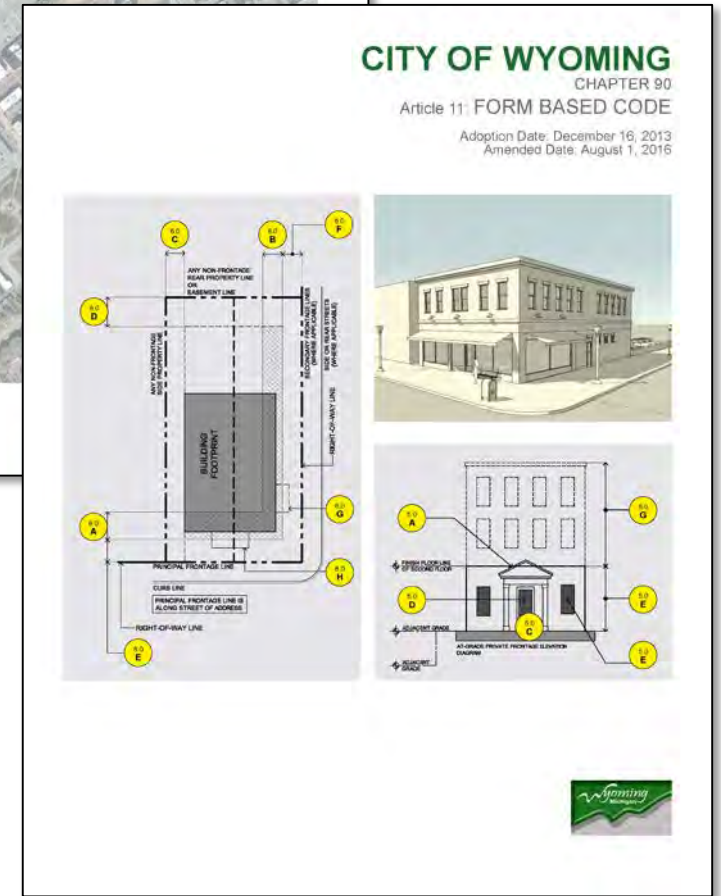
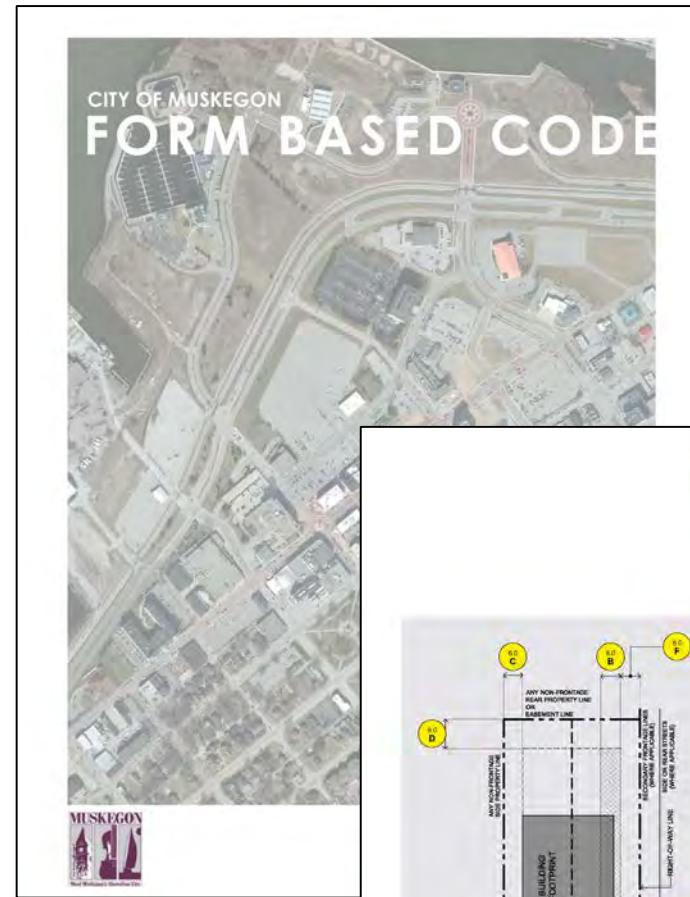
Form Based Code 101

Michigan Neighborhood Scale FBCs

- East Lansing 2006; 35 acres; adopted
- Birmingham 1996; 55 acres; adopted
- Wyoming 2013, 155 acres; adopted
- Muskegon 2015; 312 acres; adopted
- Grandville 2010; 5,510 acres; adopted
- Farmington (adopted), Jonesville (adopted), Marquette (adopted), Petoskey, Pittsfield, Saline, Traverse City, Troy

Michigan City-Wide FBCs

- Fremont, Grand Rapids, Howell, Lansing



Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood



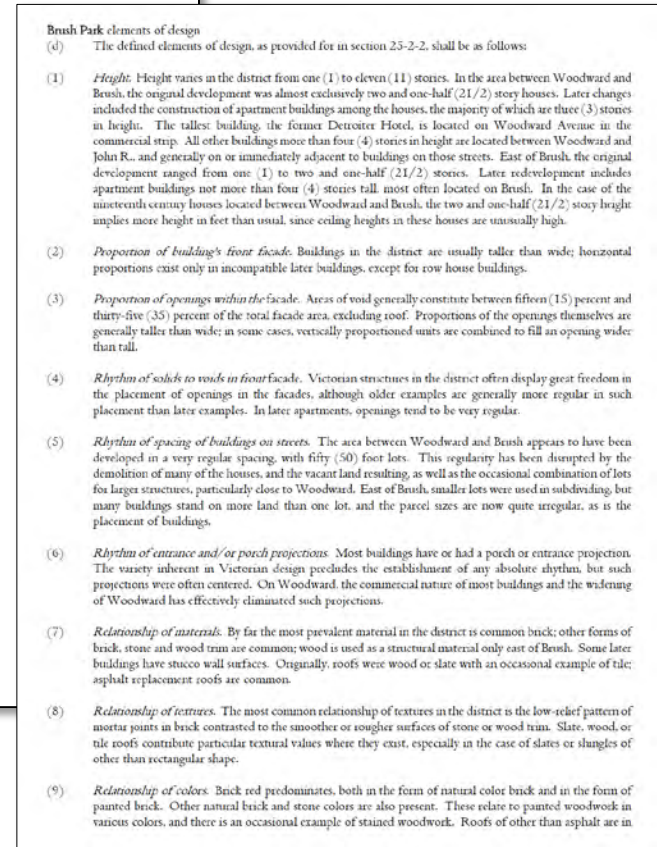
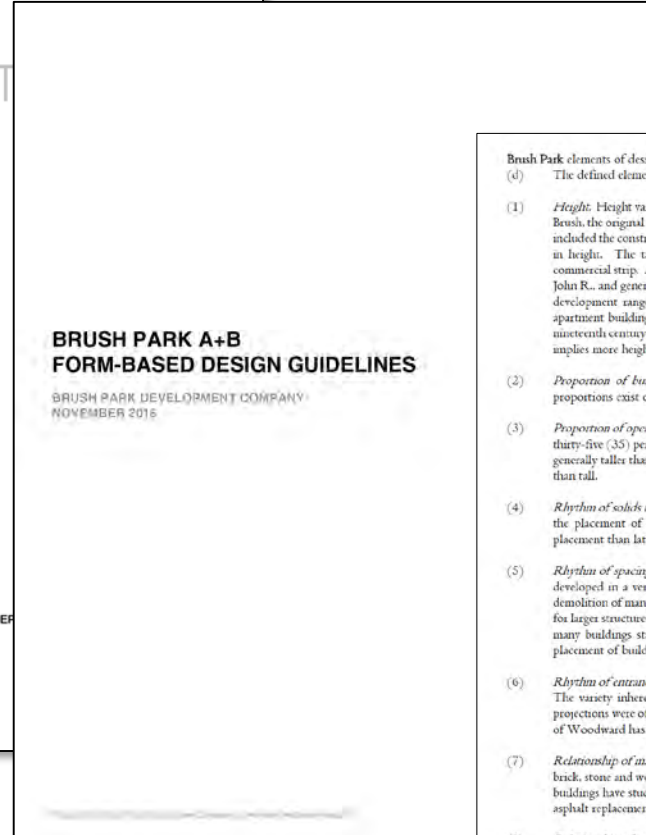
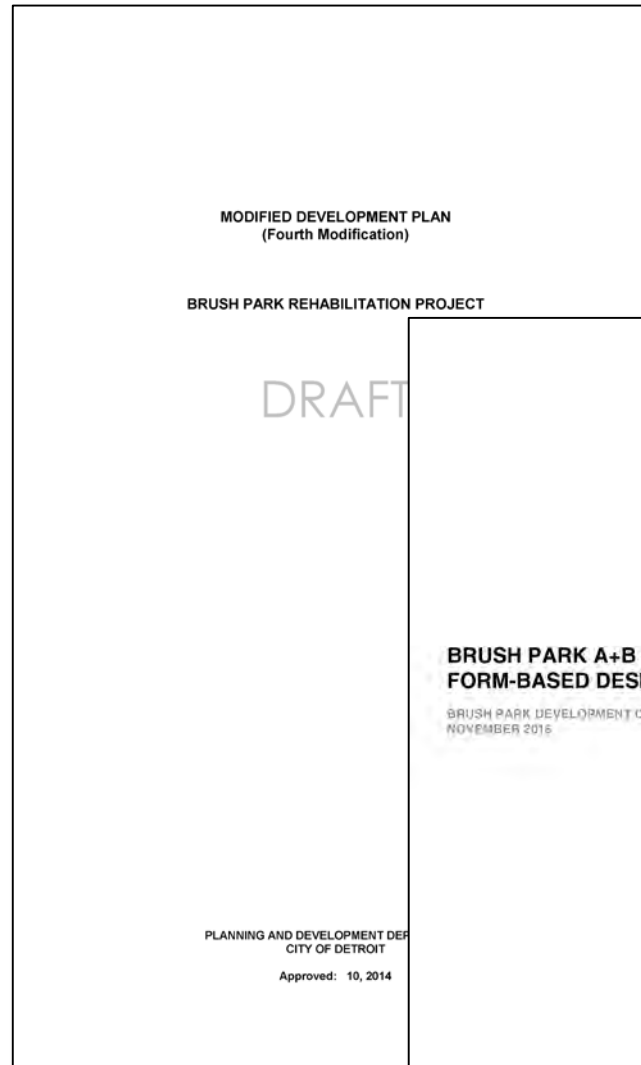
Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood

Forth Modified Plan

Form-Based Design Guidelines



Elements of Design

Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood
- Sets expectations for developers...and predictable results for the neighbors

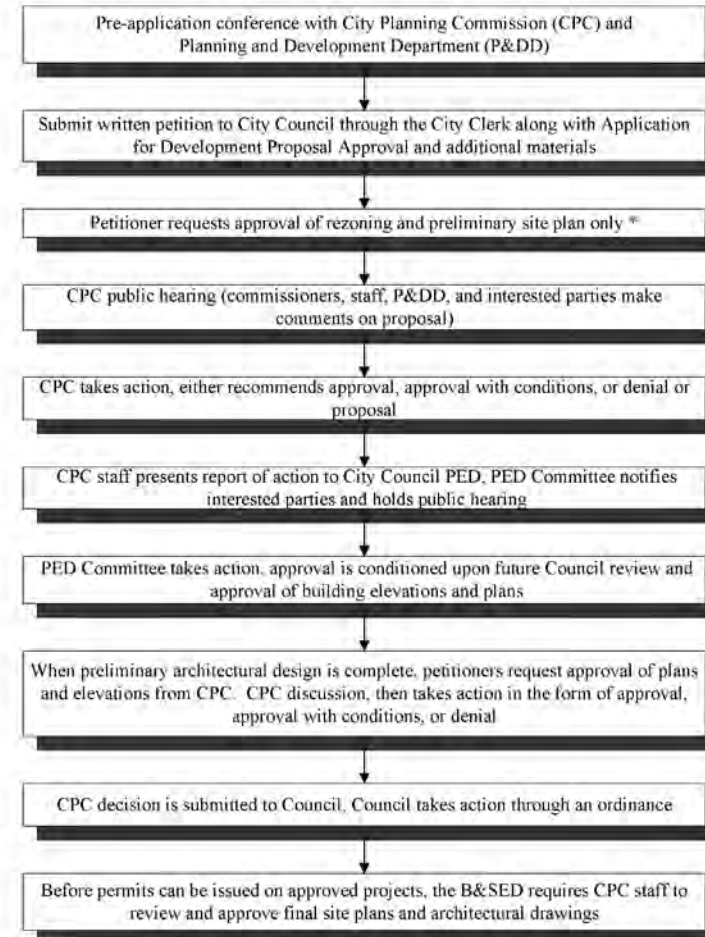


Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood
- Sets expectations for developers...and predictable results for the neighbors

What Is The Planned Development District Review Process?



* Petitioner may request approval of rezoning, preliminary site plan, and preliminary building elevations and plans all at the same time.

Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood
- Sets expectations for developers...and predictable results for the neighbors
- Streamlined permitting can reduce costs and improve built quality AND create a healthier, more informed property market



Form Based Code 101

Why Form Based for Brush Park?

- History of planning has developed a vision for the neighborhood
- Sets expectations for developers...and predictable results for the neighbors
- Streamlined permitting can reduce costs and improve built quality AND creates a healthier, more informed property market
- Reduces barriers to infill and encourages Smart Growth



Brush Park Plan and Form-Based Code



Feedback

- Brush Park planning has been site specific and incremental over the years.
- **Public and underutilized land in Brush Park is an advantageous resource** for future planning and development
- Open space must be integrated into future development. **There is limited public open space today.**
- What sort of density is the city looking for? **What will complement the existing building stock?**
- **The goal of Form-based Code should be to streamline the development review process**



Site Visit Observations



Early Planning Objectives

- **Explore Potential Redevelopment Sites:** Find opportunities for new development on vacant or underutilized parcels
- **Connect the Neighborhood:** Create new connections to breakdown super block conditions through new neighborhood streets, existing alleys and open space
- **Engage the street:** Maintain a continuous street wall on the North-South streets and prioritize the ground level pedestrian experience
- **Build off of existing open space network:** Use the existing open space to create more substantial neighborhood parks
- **Create a Linear Green Network:** Weave open space network throughout the neighborhood seamlessly

Explore Potential Redevelopment Sites



Engage and Interface with the Street



Build off of Existing Open Space to Create Neighborhood Parks

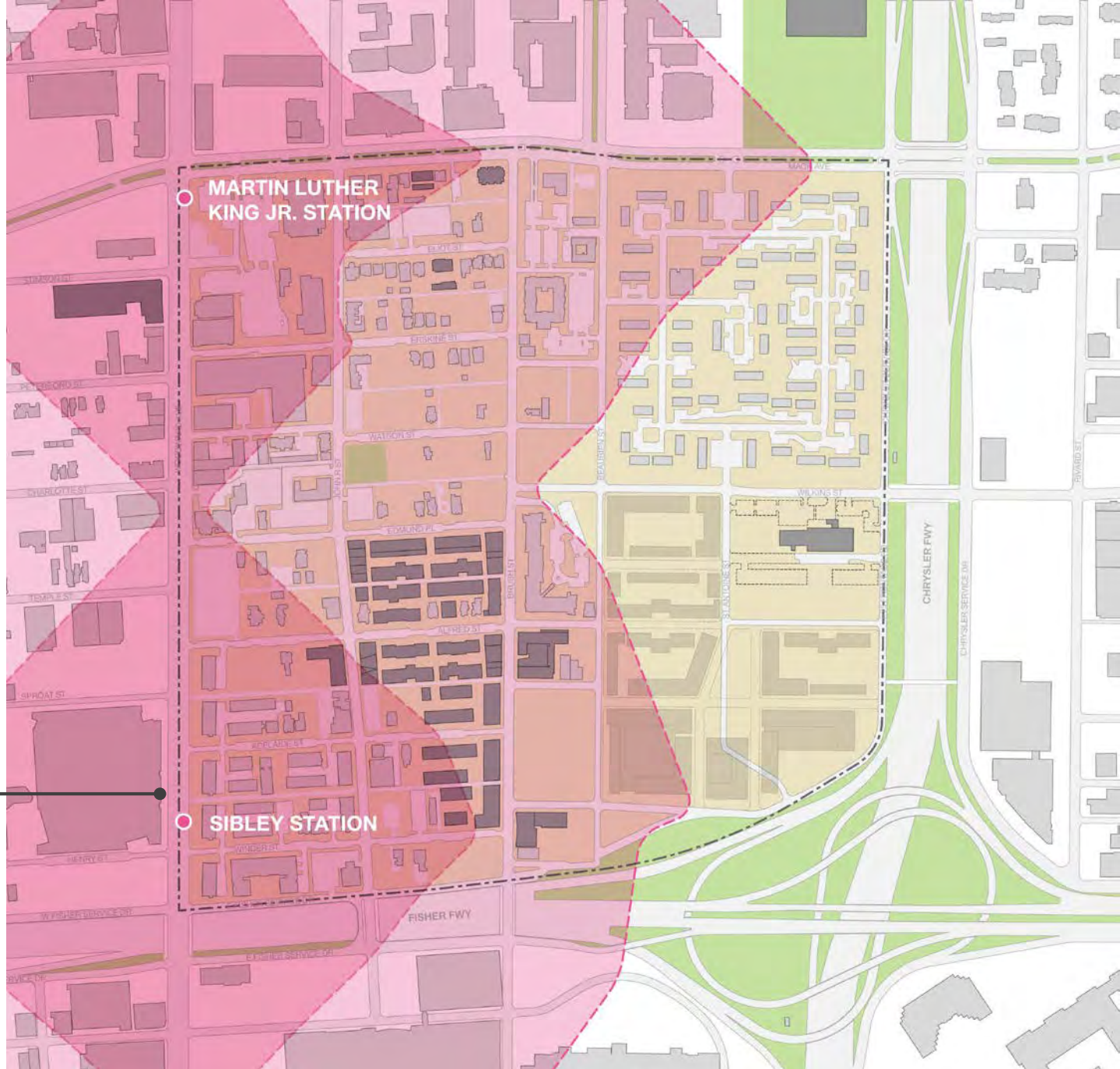


Create a Linear Open Space Network



Walkshed (5 & 10 min.)

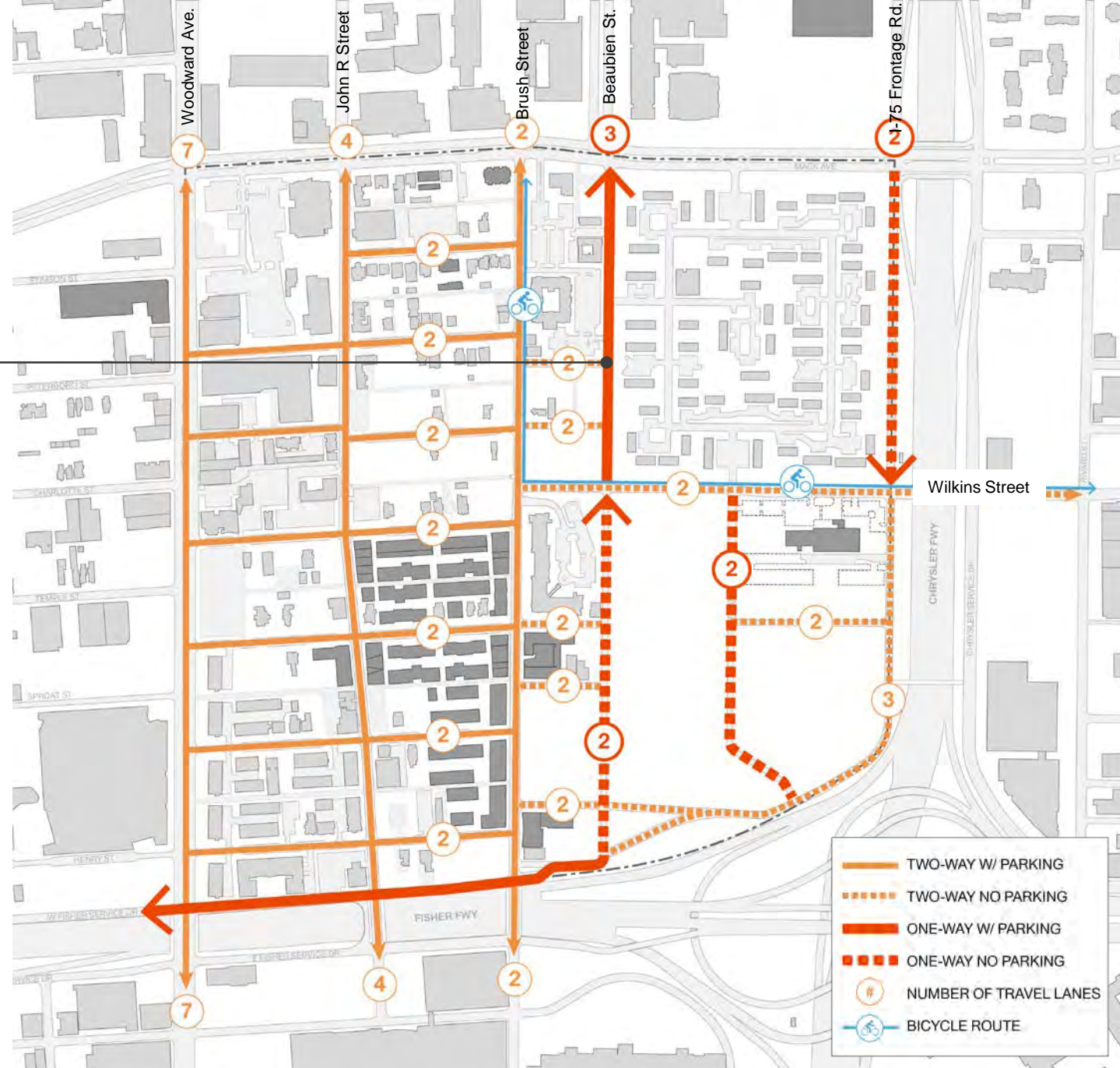
- Much of the study area is within a 10-minute walk to transit.
- The transit stops themselves are 10-minutes apart from each other
- New Transit Oriented Development should be emphasized at the MLK Jr Station



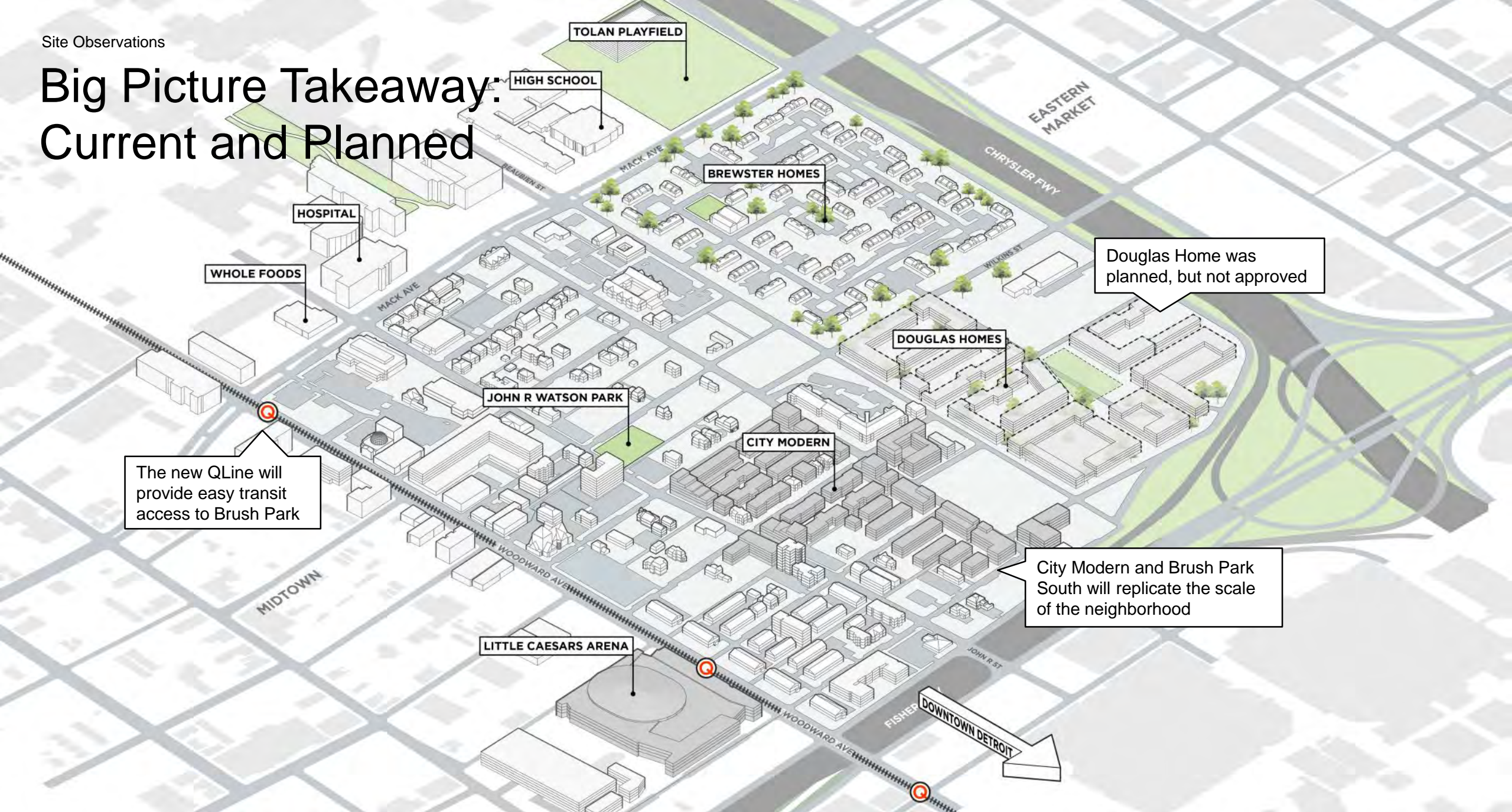
Street Direction and Parking



- The design of E/W streets, Brush St. and Woodward Ave have been improved
- One-way streets should be reevaluated for conversion to two-way streets
- Beaubien St could be retrofit for more pedestrian space and fewer travel lanes
- City has requested bond funding for 2018 for Beaubien to convert to two-way and reconfigure the Service Drive.



Big Picture Takeaway: Current and Planned



The new QLine will provide easy transit access to Brush Park

Douglas Home was planned, but not approved

City Modern and Brush Park South will replicate the scale of the neighborhood

Big Picture Takeaway: Scales of Opportunity

Consider higher density development near the QLine stop on Woodward and Mack Ave

Smaller infill development sites should complement the existing scale and historic character

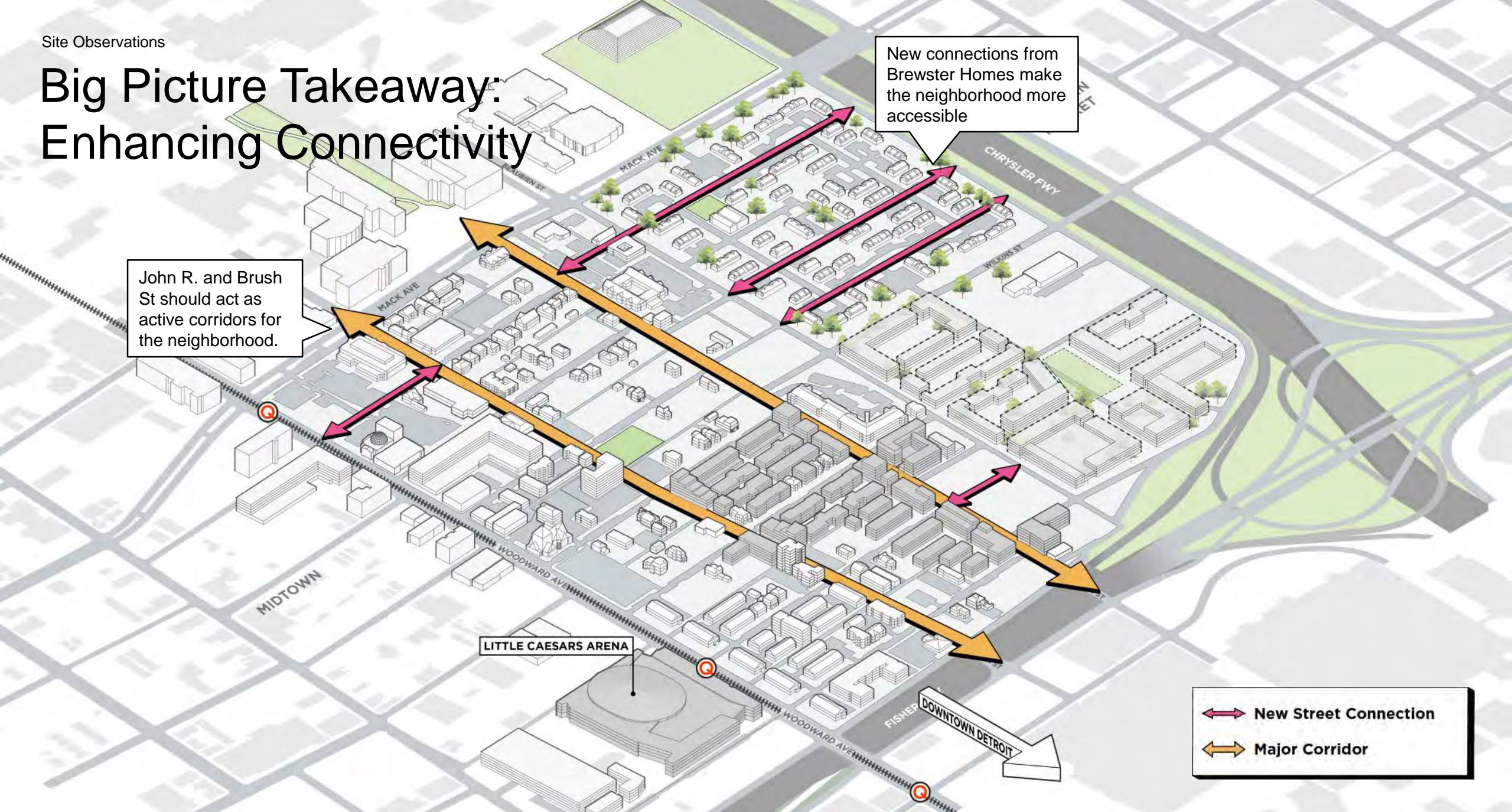
Vacant lots and surface parking lots provide opportunities for future infill development

Infill Development
Large Scale Development

Big Picture Takeaway: Enhancing Connectivity

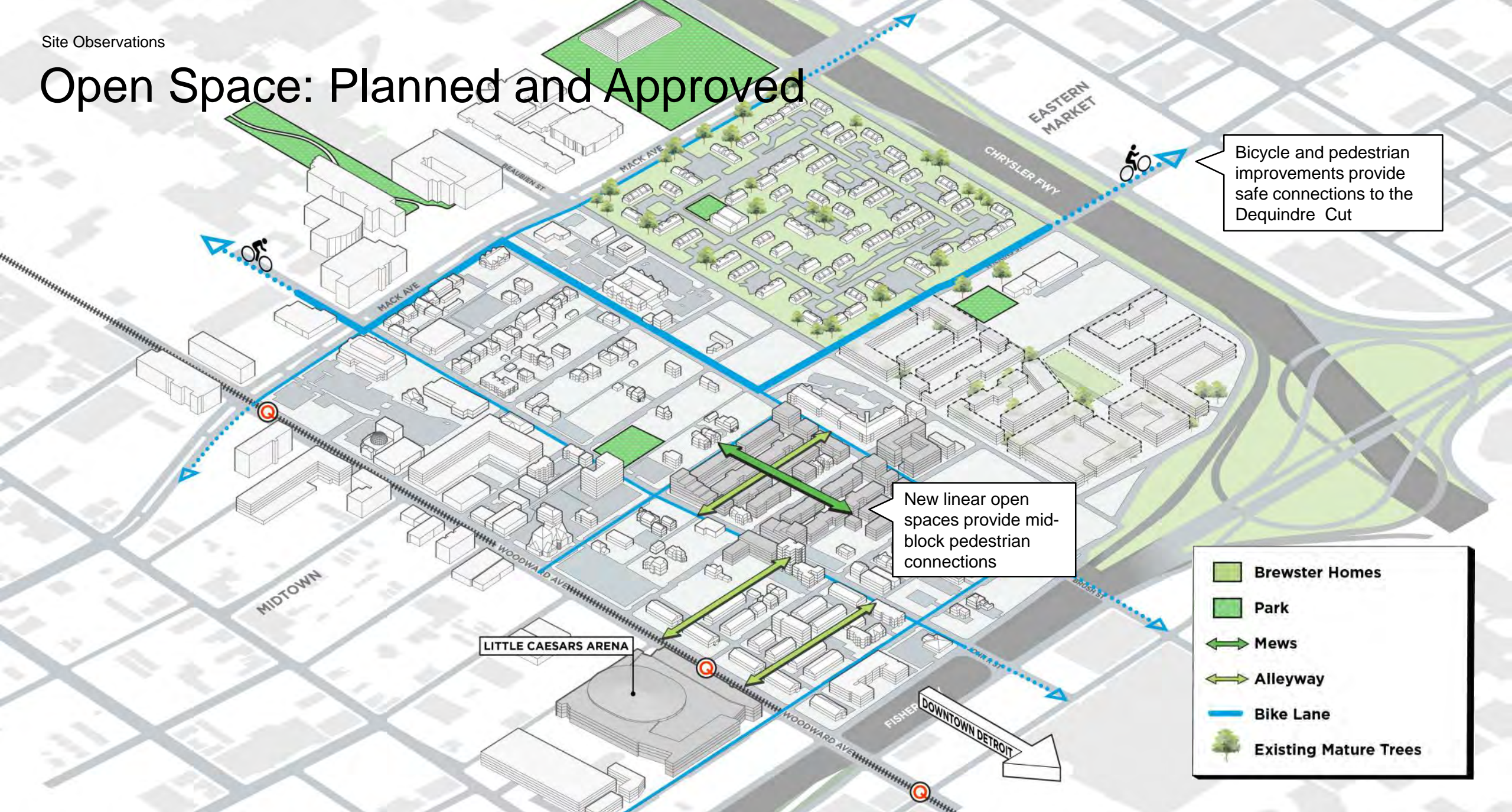
John R. and Brush St should act as active corridors for the neighborhood.

New connections from Brewster Homes make the neighborhood more accessible



↔ New Street Connection
↔ Major Corridor

Open Space: Planned and Approved



Bicycle and pedestrian improvements provide safe connections to the Dequindre Cut

New linear open spaces provide mid-block pedestrian connections

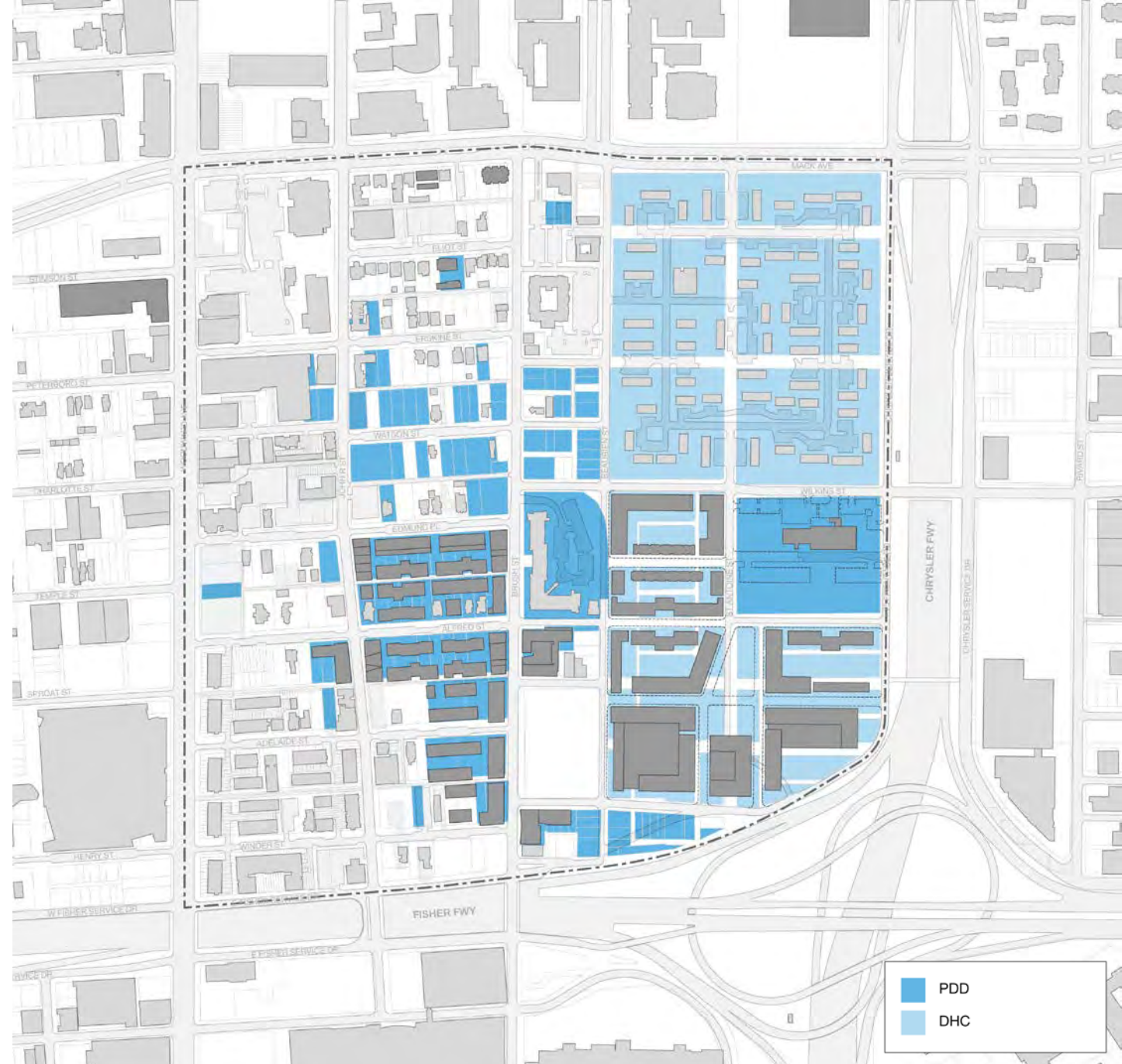
- Brewster Homes
- Park
- Mews
- Alleyway
- Bike Lane
- Existing Mature Trees

Neighborhood Planning and Open Space



Public Ownership

- More than half (58%) of the land in Brush Park is publicly owned
- Some formerly publicly owned land will be developed by the City Modern and Brush Park South projects

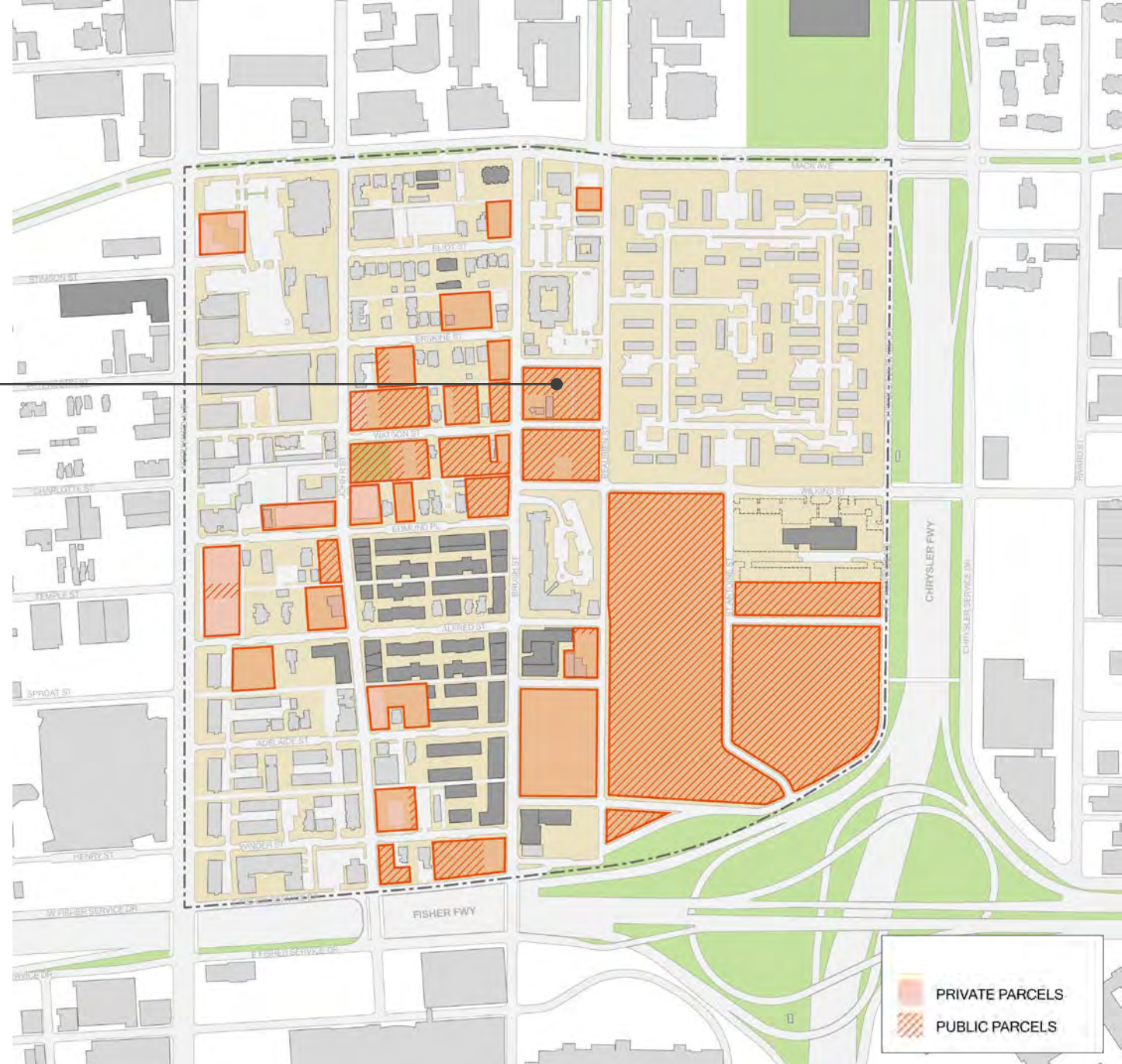


Block and Parcel Plan



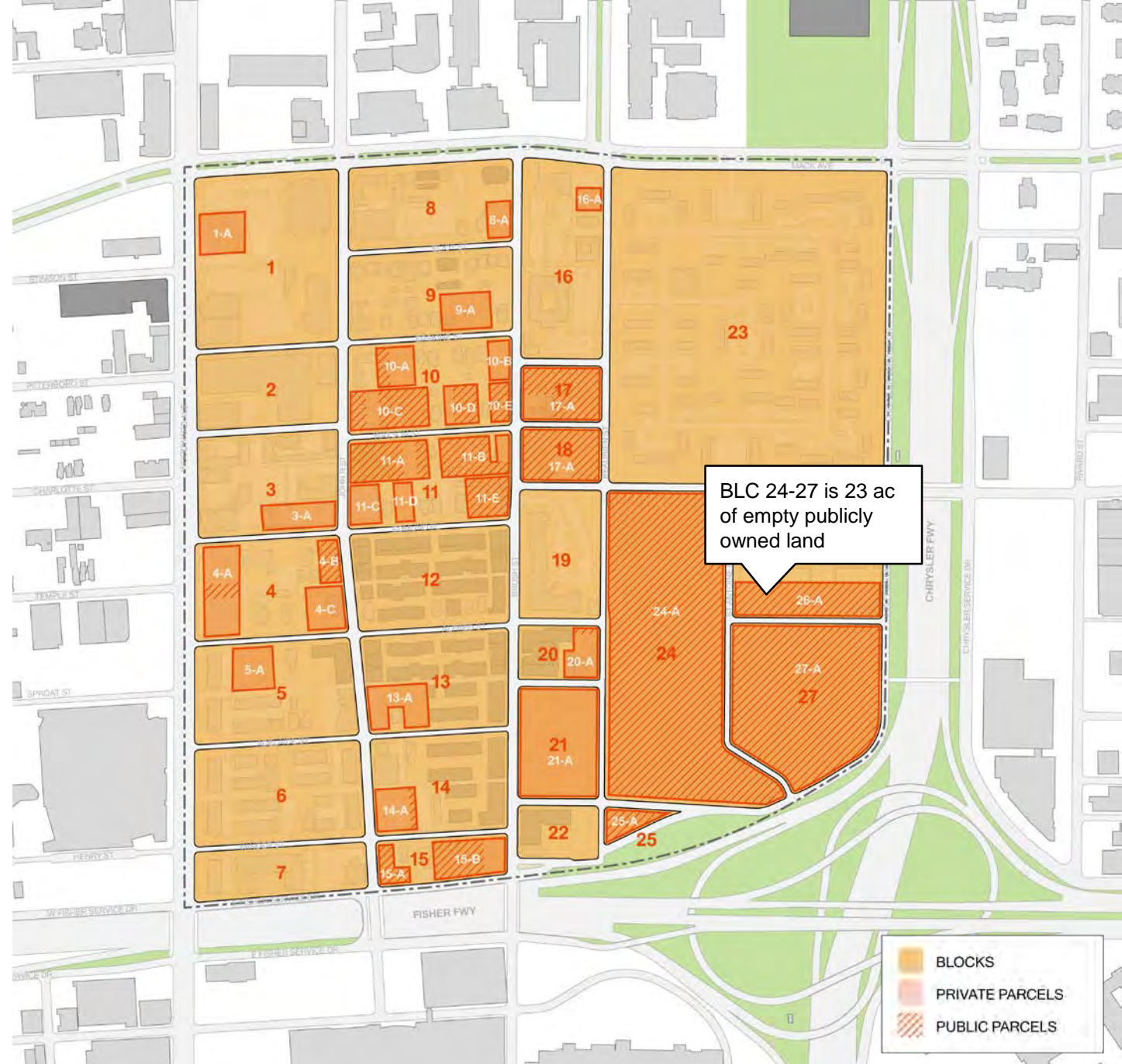
- Developable area* (44 ac.) is 24% of the total Brush Park Study Area.
- 72% (32 ac.) of that is publicly owned land
- Publicly owned parcels and vacant or underutilized parcel were used to test future development typologies

**This area was based on GIS data and a survey of site specific conditions, such as underutilized or vacant parcels. These assumptions were cross checked with the city staff.*



Block and Parcel Plan

- Developable area* (44 ac.) is 24% of the total Brush Park Study Area.
- 72% (32 ac.) of that is publicly owned land.
- Block Plan will be used in the future as part of the regulating plan for new zoning

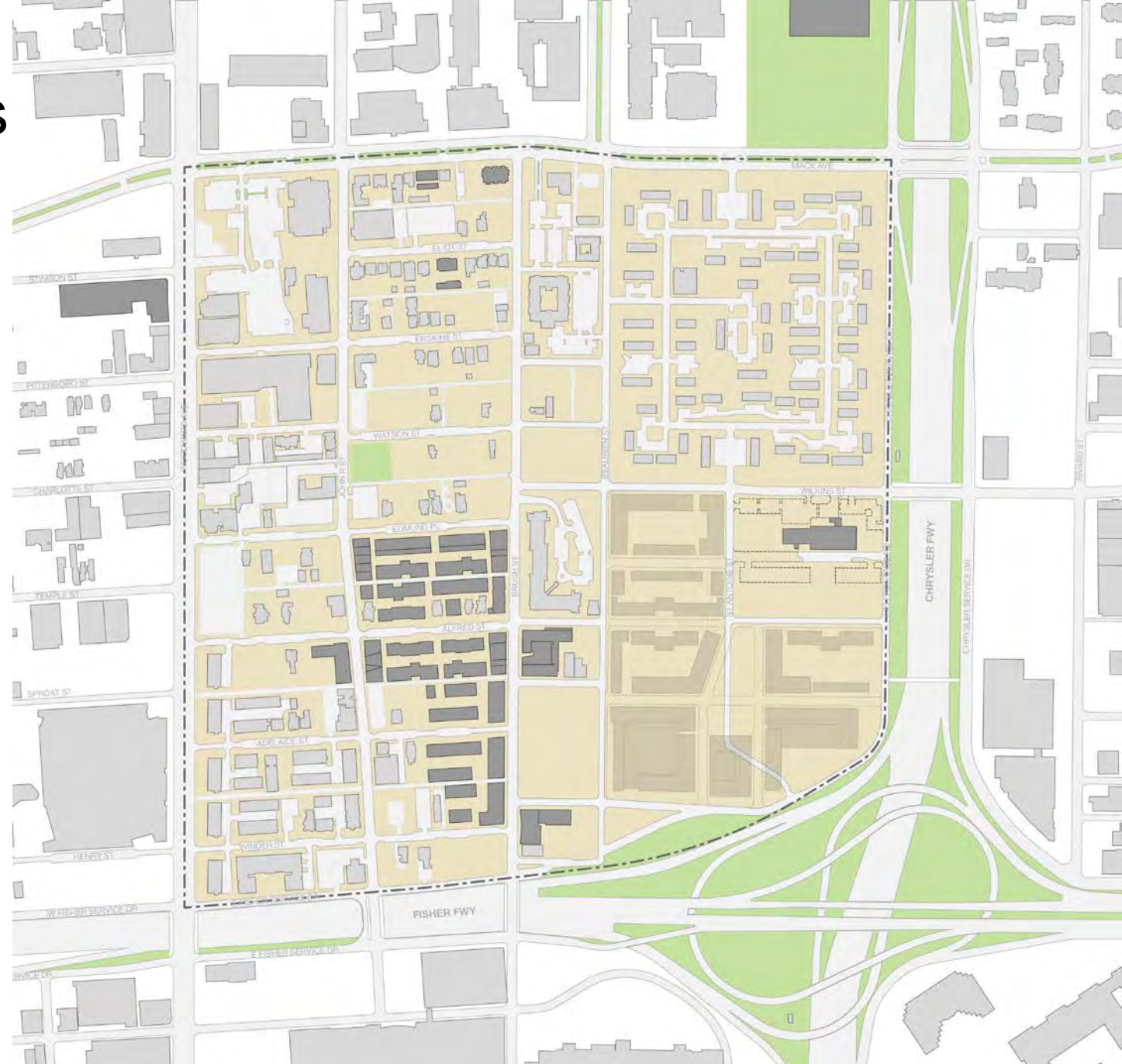


**This area was based on GIS data and a survey of site specific conditions, such as underutilized or vacant parcels. These assumptions were cross checked with the city staff.*

Current Conditions

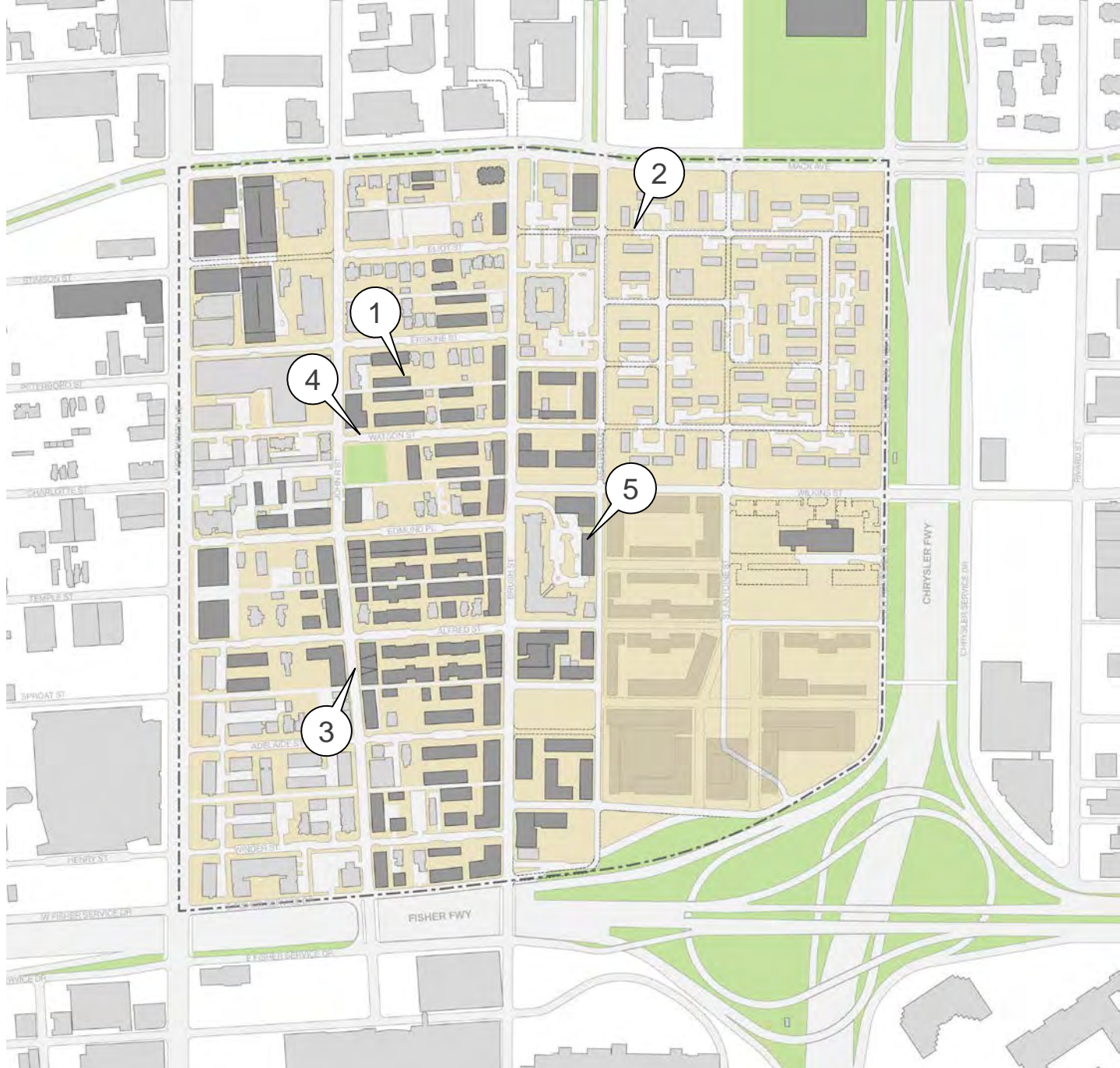


Current & Planned Conditions



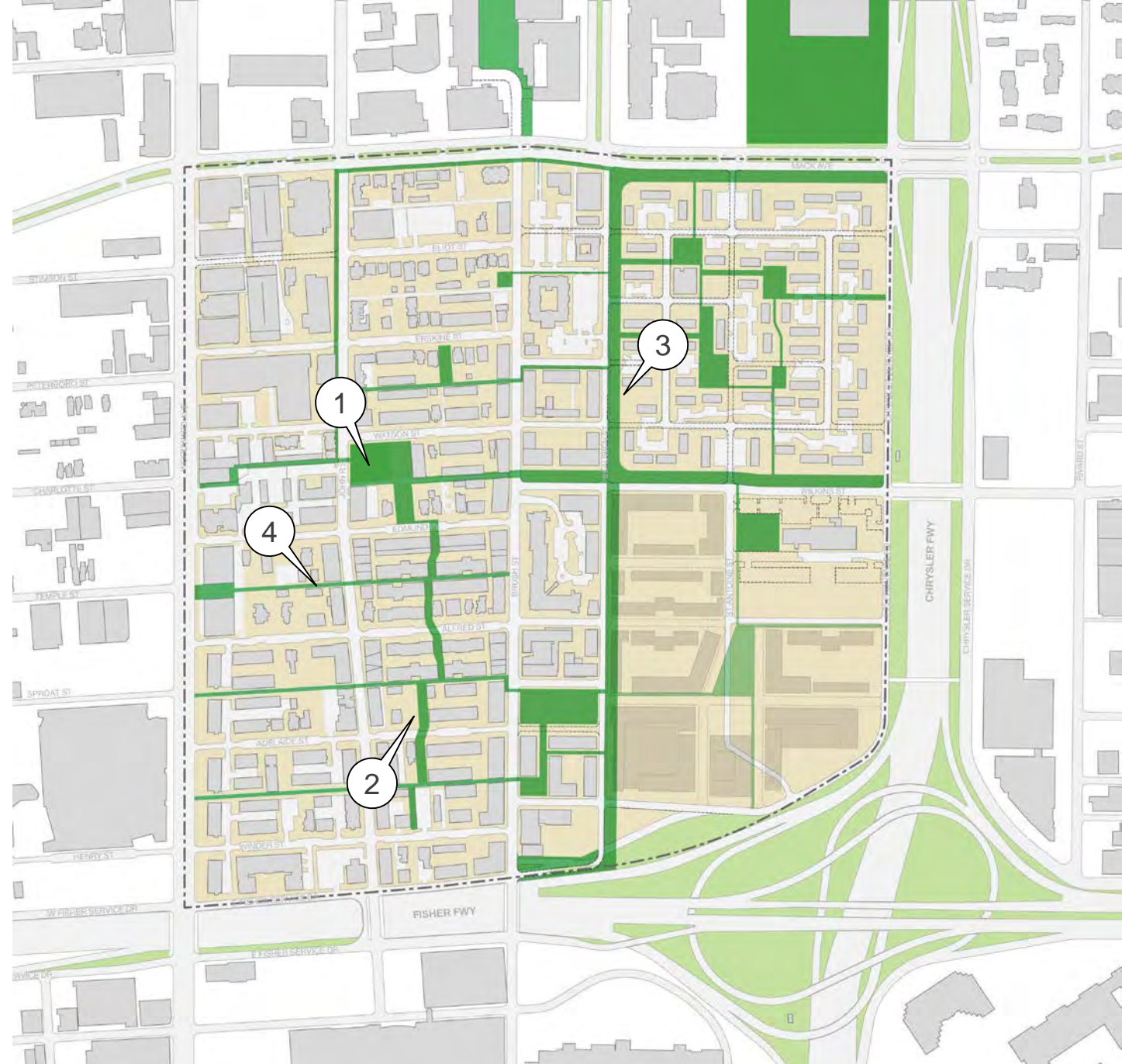
Density and Infill Scenario

1. Replicate scale and pattern established by historic form and planned development
2. Consider new streets to connect Brewster Homes to the Brush Park neighborhood
3. North/South streets allow for a higher density to create a mixed-use corridor
4. Cross streets maintain the current neighborhood scale
5. Surface parking lots should be considered for future infill development

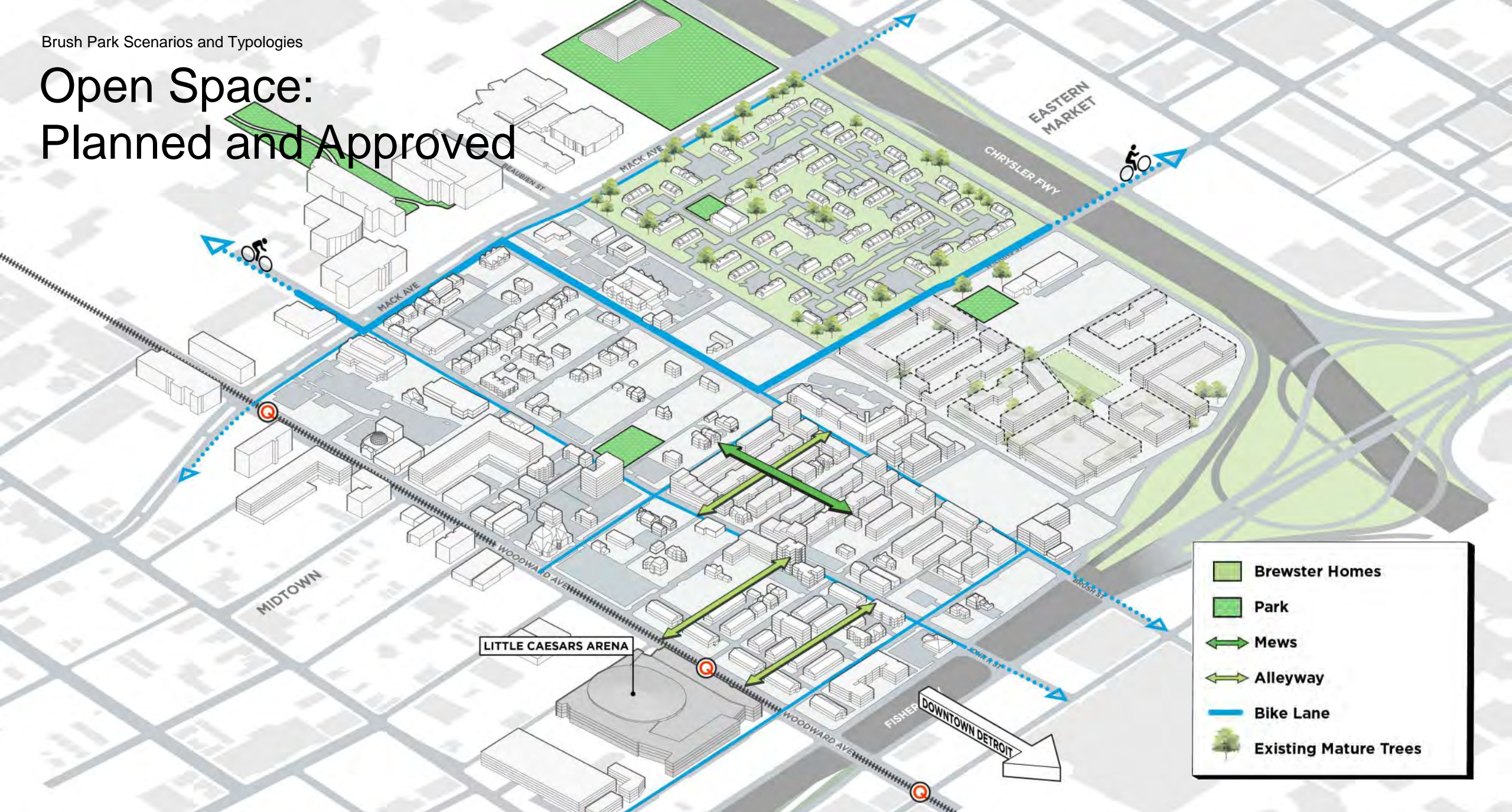



Open Space Network

1. Green connections are anchored by neighborhood parks
2. Linear open space network is woven through Brush Park
3. Wide greenways take advantage of excess roadway and lawn buffers
4. Brush Park is fully accessible via new green space (east/west and north/south) to the adjacent neighborhoods



Open Space: Planned and Approved



-  Brewster Homes
-  Park
-  Mews
-  Alleyway
-  Bike Lane
-  Existing Mature Trees

Brush Park Open Space - Greenways

- Take advantage of excess right-of-way to build a connective greenway network



Brush Park Open Space – Mews and Linear Connections

- Mews typology continues through the study area, building on the City Modern open space concept



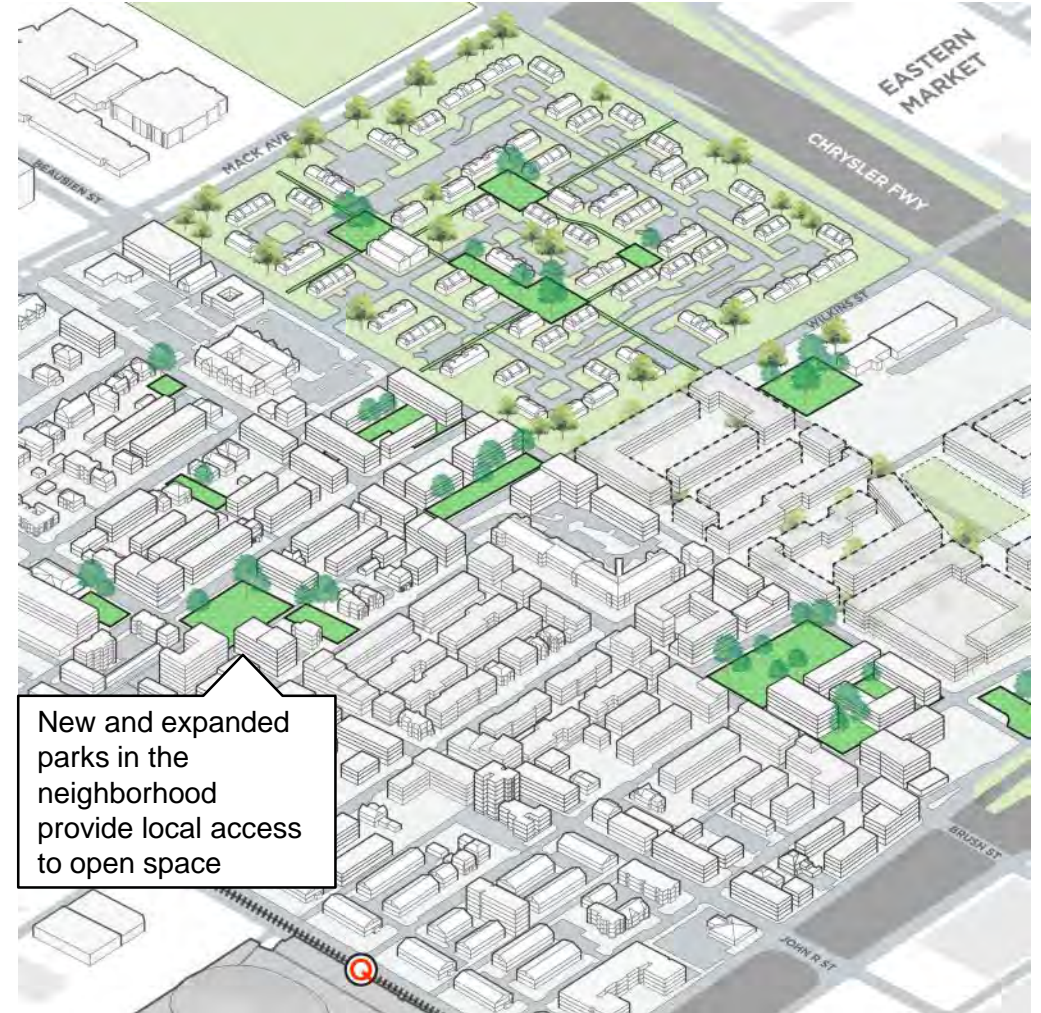
Brush Park Open Space - Alleyways

- Use existing alleyways as a shared space to build on a linear and networked open space system



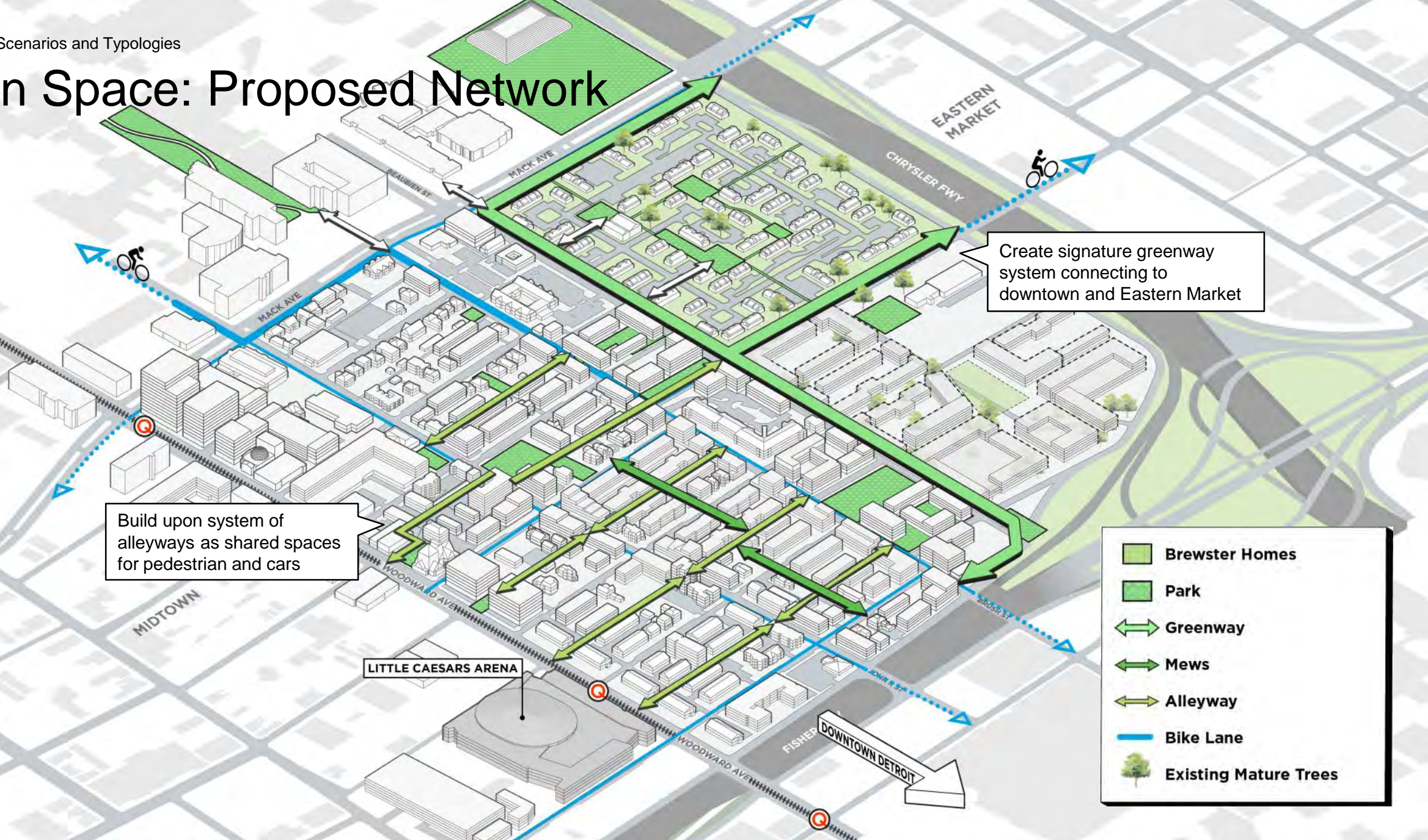
Use for pedestrian and vehicular access

Brush Park Open Space – Parks



New and expanded parks in the neighborhood provide local access to open space

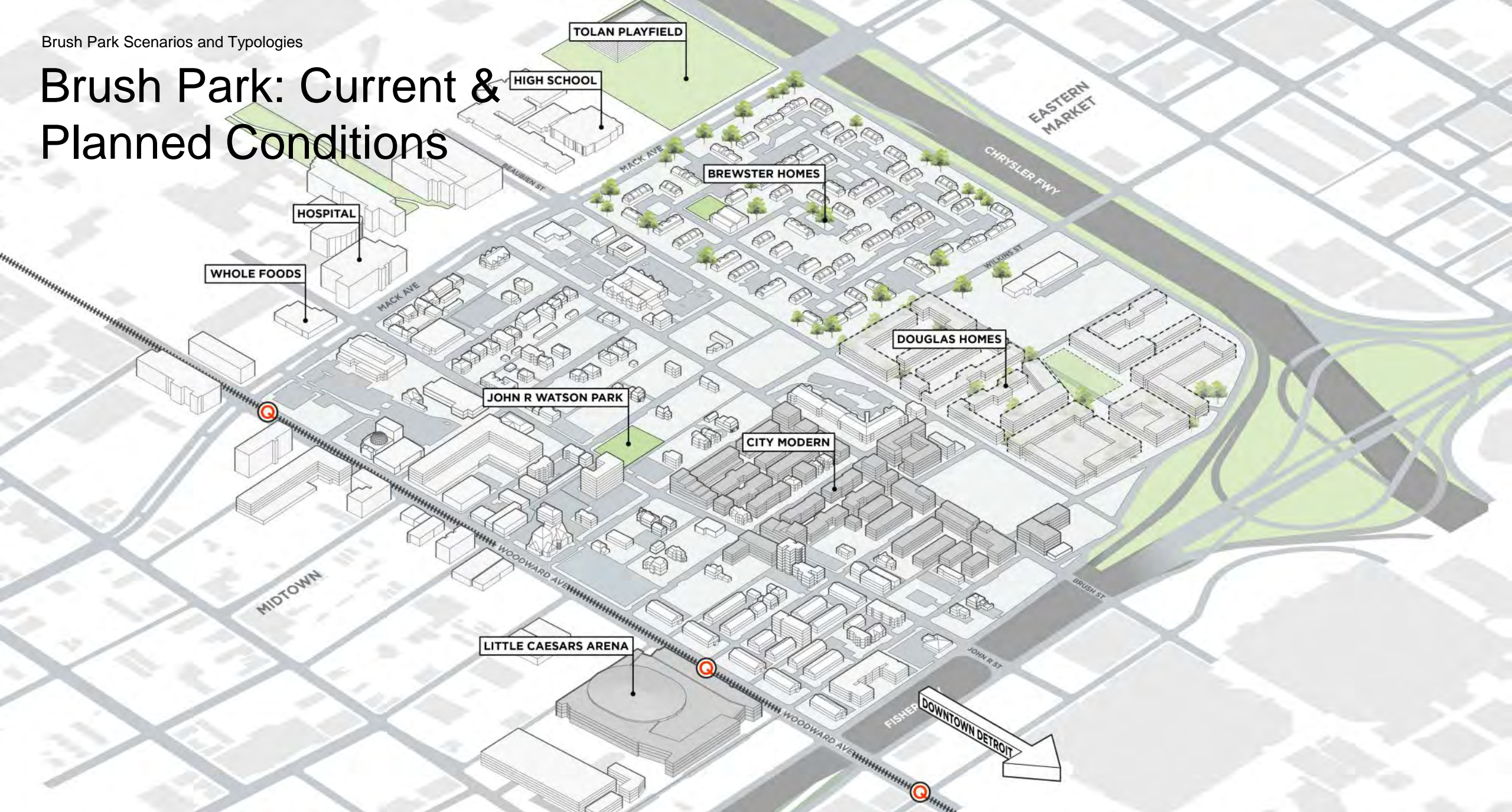
Open Space: Proposed Network



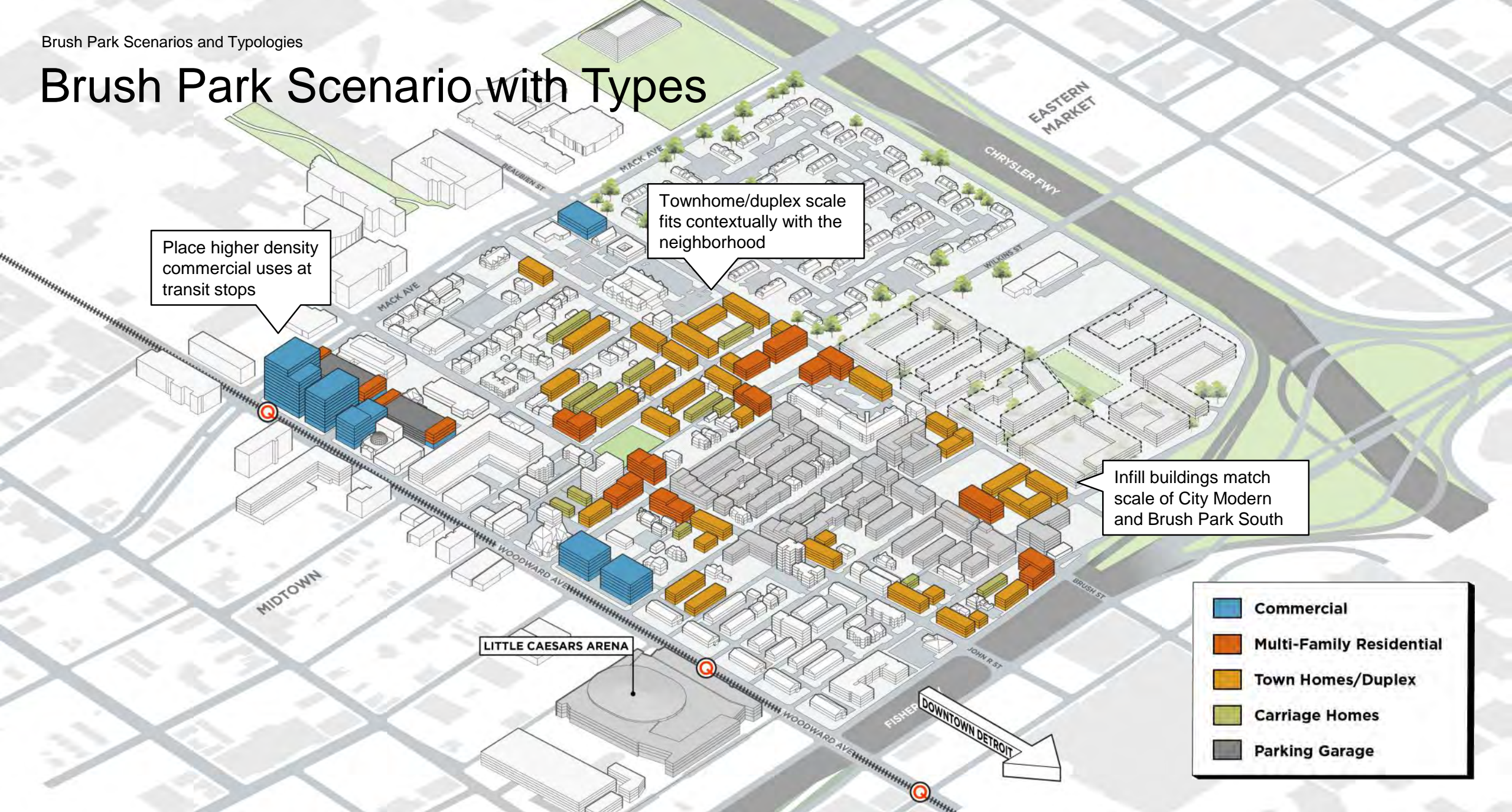
Brush Park Building Types



Brush Park: Current & Planned Conditions



Brush Park Scenario with Types



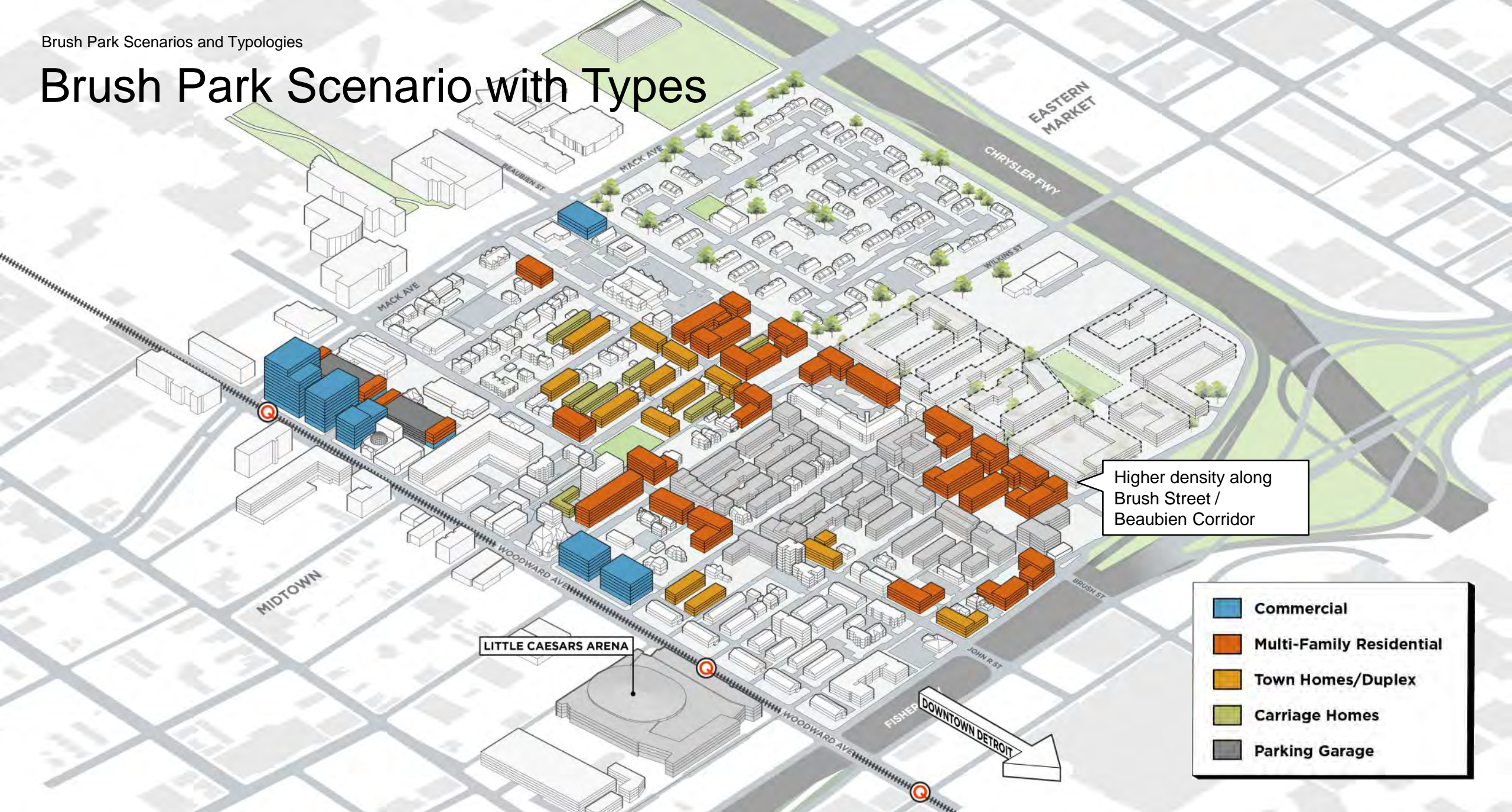
Place higher density commercial uses at transit stops

Townhome/duplex scale fits contextually with the neighborhood

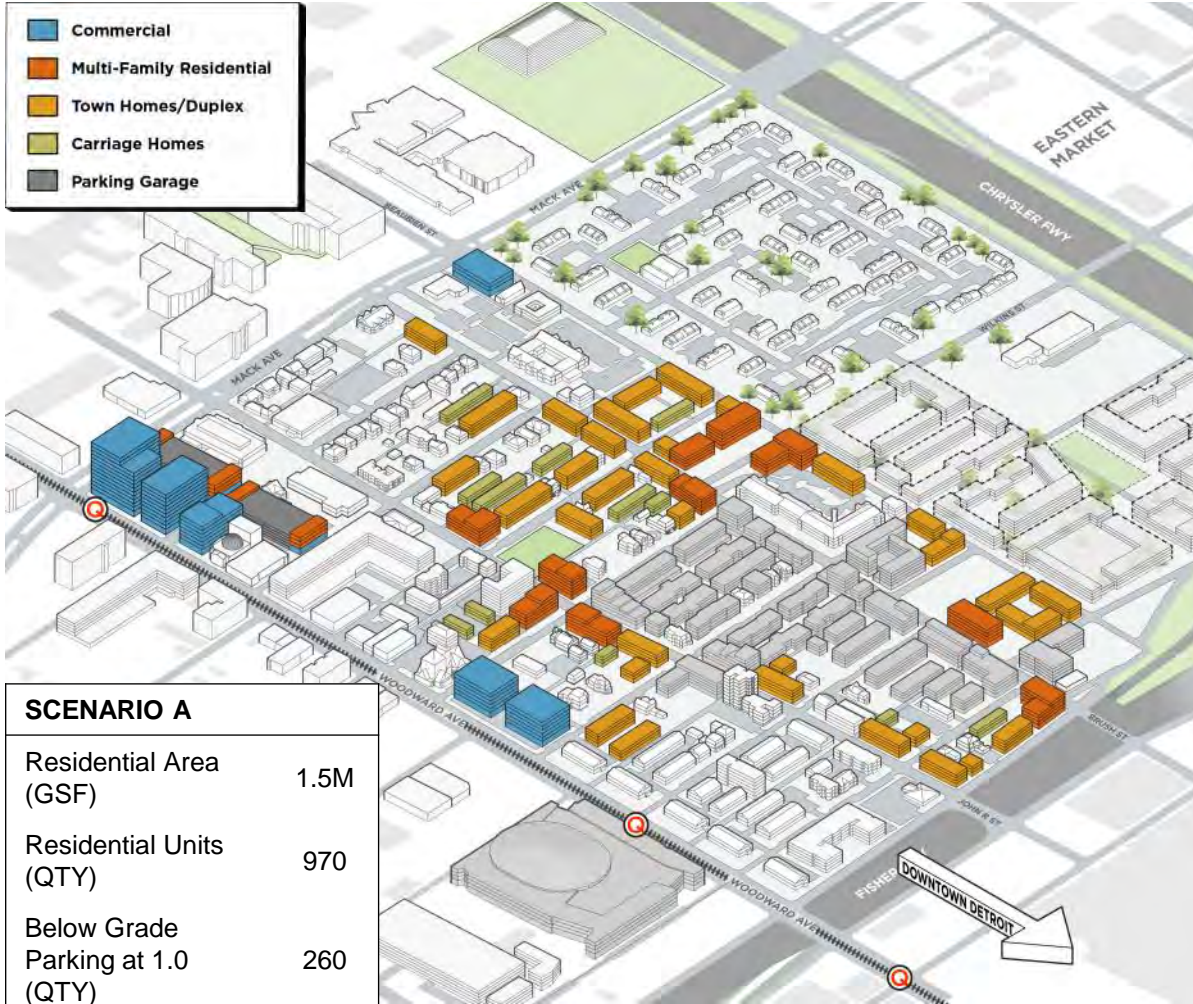
Infill buildings match scale of City Modern and Brush Park South

- Commercial
- Multi-Family Residential
- Town Homes/Duplex
- Carriage Homes
- Parking Garage

Brush Park Scenario with Types

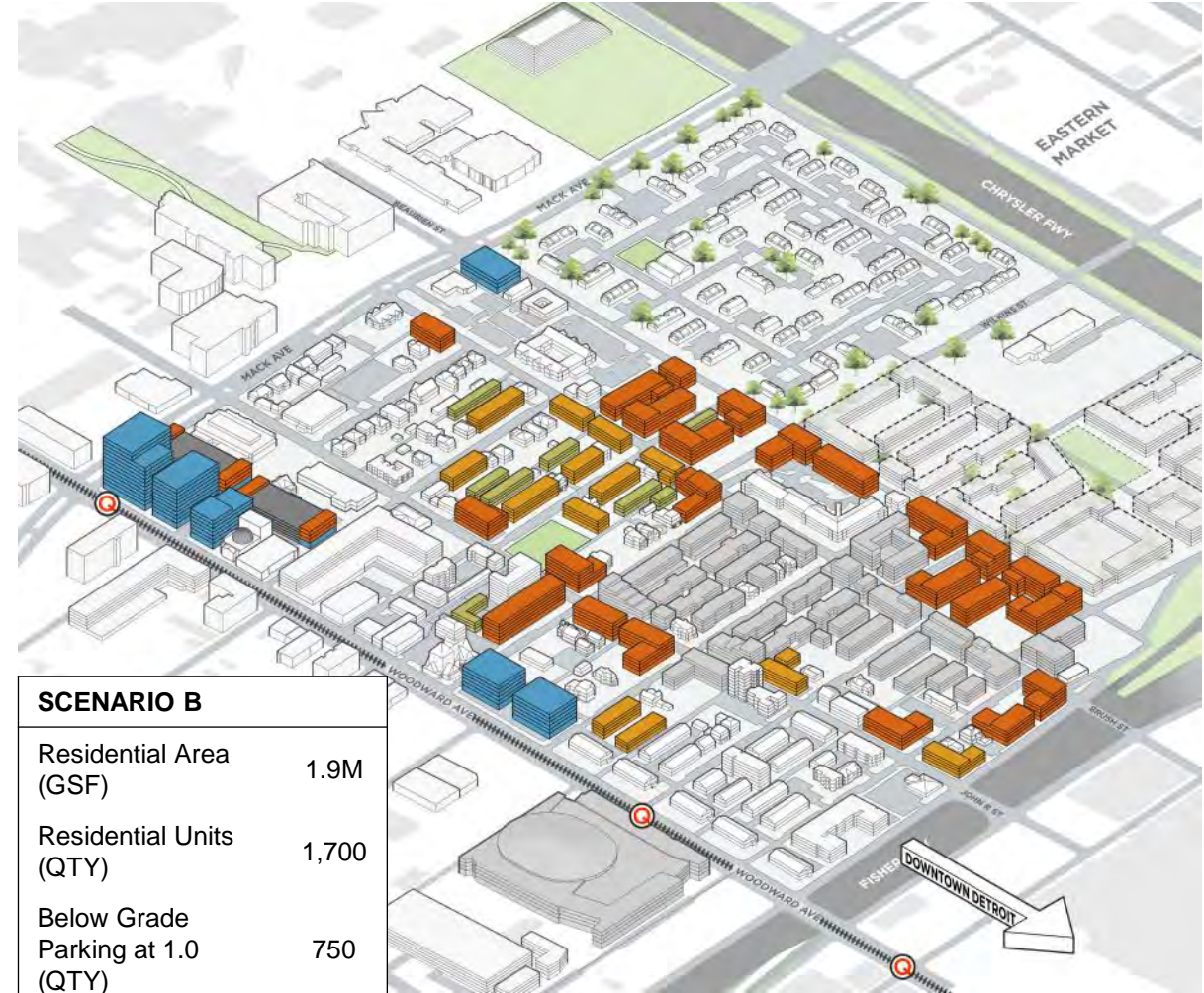


Brush Park Density Alternatives based on building type



SCENARIO A

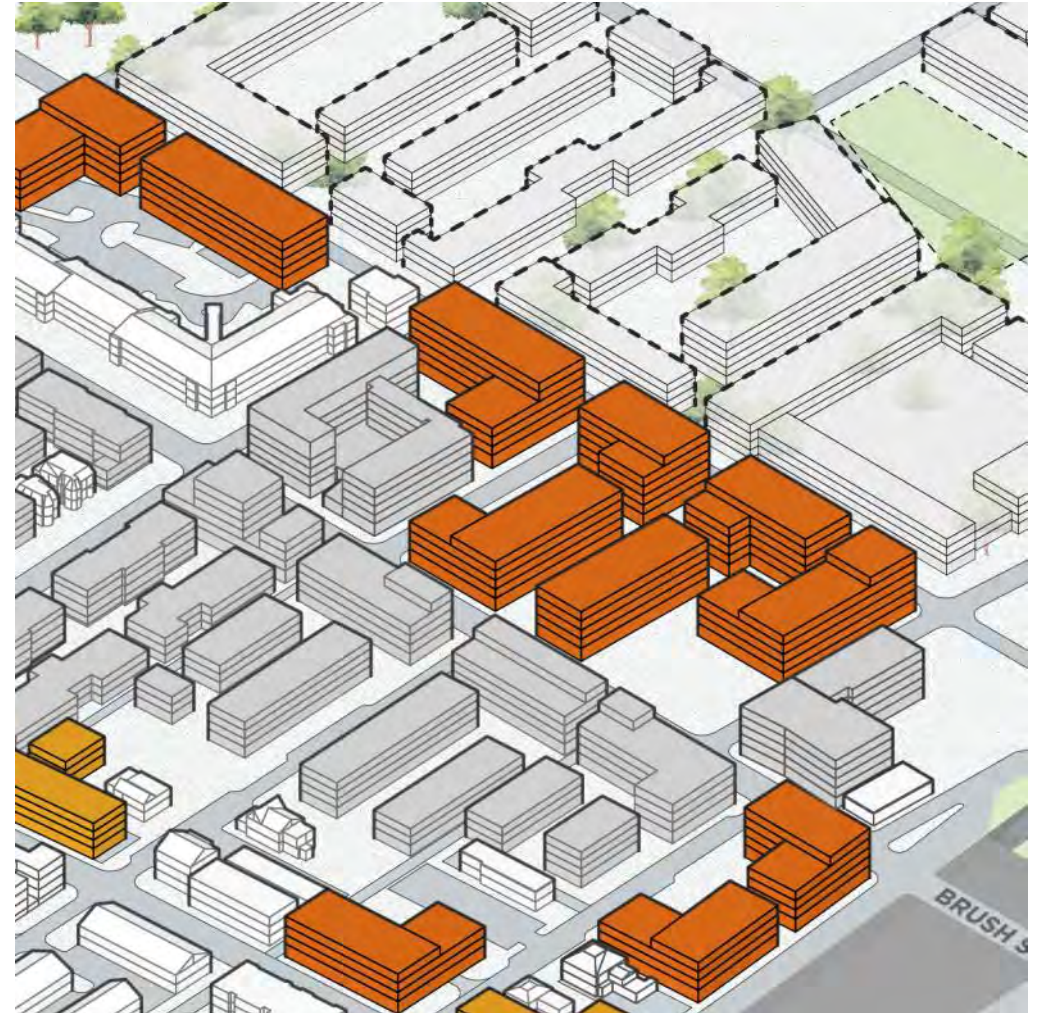
Residential Area (GSF)	1.5M
Residential Units (QTY)	970
Below Grade Parking at 1.0 (QTY)	260
Surface Parking (QTY)	220



SCENARIO B

Residential Area (GSF)	1.9M
Residential Units (QTY)	1,700
Below Grade Parking at 1.0 (QTY)	750
Surface Parking (QTY)	670

Brush Park Building Types: Apartment Buildings



Brush Park Building Types: Carriage Homes



Brush Park Building Types: Townhome/Duplex



Brush Park Vision

