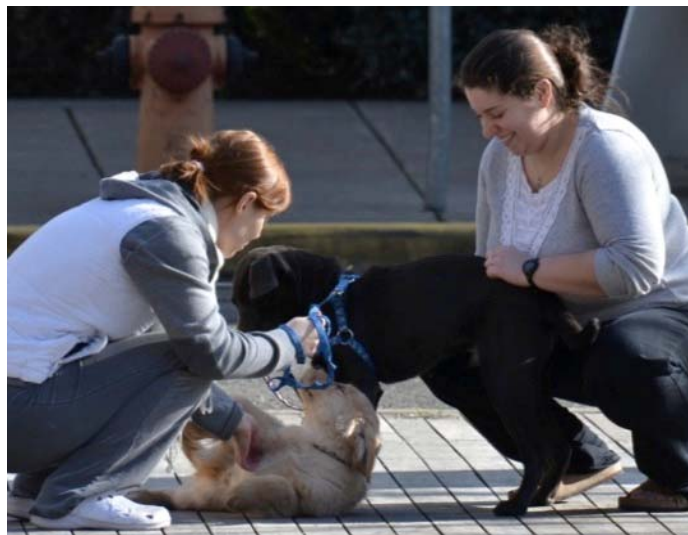


WHAT IS GOOD URBAN DESIGN...

At the Department of City Planning?



We start with people...



Seeing the city from their perspective...



As they move through the city...



Or stop to linger...



Or come together.



This is our civic commons...



This is our public realm...



OUR STREETS



Queens, Western Queens Transportation Study

OUR PARKS & PLAZAS



Manhattan, Vanderbilt Plaza

OUR WATERFRONTS



OUR PRIVATELY OWNED PUBLIC SPACES



Manhattan, Water Street POPS

OUR INFRASTRUCTURE



URBAN DESIGNERS HELP SHAPE OUR BUILDINGS + PUBLIC REALM



Urban Designers discussing the Sheridan in the Bronx

THROUGH PROJECTS



Study Model for St Nicks in Harlem

POLICIES



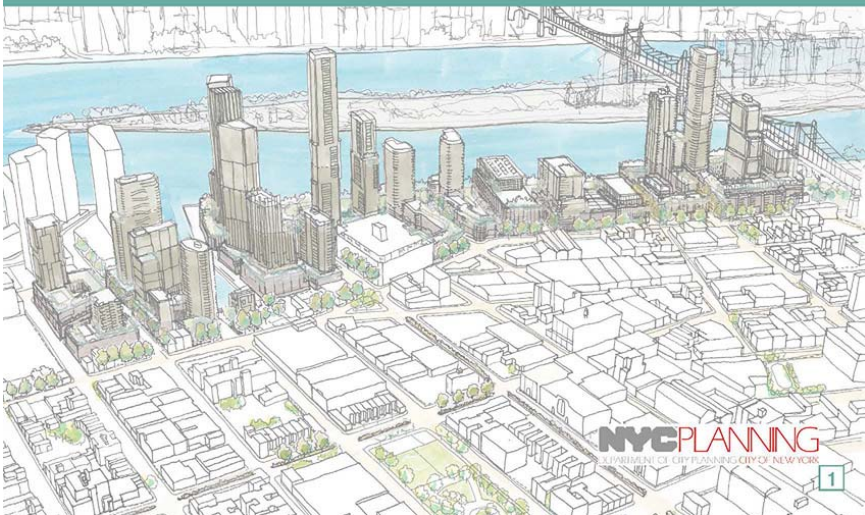
Brooklyn, Urban Design Workshop

GUIDELINES & REGULATIONS

LIC WATERFRONT DESIGN GUIDELINES

The 'LIC Waterfront Design Guidelines' are a set of principles and strategies intended to foster an overall sense of place and ensure the creation of a cohesive character for this emerging section of LIC. Each building developed along this key portion of the Waterfront should aspire to reflect the 'industrial and creative character' of Long Island City's past and present, thereby, enabling the future establishment of a distinct waterfront district connecting Queensbridge Park to Anable Basin that complements surrounding portions of the neighborhood.

This document begins by outlining four design principles, and it then explains the existing mix of uses and building types that comprise the Neighborhood Context. Next, it gives an overview of the Industrial Character represented by images of notable LIC loft buildings which should inform the design of new waterfront development. It also addresses activating the Public Realm and notes how new open space near the shoreline should be embedded with flood resilient strategies critical for protecting future waterfront development and the upland neighborhood. It provides examples of Ground Level Vocabulary elements to spur a lively mix of materials, lighting and building components. Lastly, it outlines an inter-related building massing and programming approach to achieve a distinct, sturdy yet harmonious Architectural Form.



ARCHITECTURAL FORM

The building forms should employ the technique of "packing the bulk" - distributing greater proportions of floor space and massing in approximately the lower 2/3 of the building form. This will reinforce the bulky nature of the base, necessitate the stepping of the intermediate levels, and prevent the upper levels from becoming an unarticulated panel tower. This approach is also compatible with the height limits of the towers which then step down to the lower existing neighborhood context.

INDUSTRIAL CHARACTER

Throughout the existing neighborhood, an industrial character is present in the simple designs of the facades of loft buildings once used for manufacturing. Many existing buildings are well-suited to house the demands of creative industries and innovative economies due to flexible layouts. Therefore new building designs can take cues from these examples. A multi-scalar repetition expressed in window articulation, spacing, surface relief, and overall composition give the buildings an enduring sense that reflects the evolving uses. Large windows often composed of gridded glazing panels, high floor-to-floor heights, and a variety of materials and textures are characteristic of the industrial character.

NEIGHBORHOOD CONTEXT

Development within this LIC Waterfront location has the important role of complementing the convergence of several divergent neighborhood areas. Directly to the east are the Hunter's Point Industrial Blocks lining Vernon Boulevard with lower-scale industrial buildings

OVERALL DESIGN PRINCIPLES

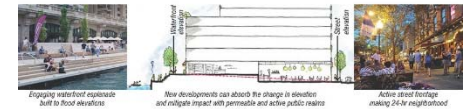
The guidelines establish standards for future developments that foster a robust mix of housing, retail, and productive manufacturing uses. They have been drawn up to address the site's unique potential to create live-work opportunities that support the growing innovation economy, complement adjoining developments and neighborhood patterns, and enhance the public's access to the waterfront, thereby fulfilling the following objectives:

1. Provide a continuous public esplanade and varied moments of open space to create a diverse series of experiences while accommodating active and passive recreational opportunities on the East River and Anable Basin. Connecting the sites from the basin to the Queensboro Bridge extends the public access to the East River waterfront from open spaces at Queens West and Hunter's Point South to Queensbridge Park.
2. Create a harmonious and appealing transition in building scale and form from upland neighborhoods to waterfront blocks. Locate low- and mid-rise buildings where a neighborhood context exists, and preserve existing architectural resources where possible.
3. Create a dynamic and active public realm embedded with resilient outcomes. Ground floor mixed use development can accommodate flood protection elevations while fostering a vibrant public realm.
4. Create new developments with significant floor area for commercial and manufacturing uses such as light industrial production.



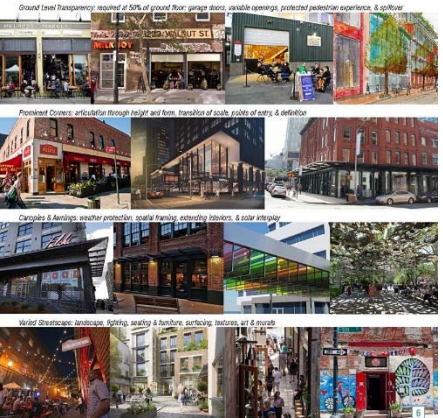
DYNAMIC & ACTIVE PUBLIC REALM

Future development should embed resilient strategies into a new and unique urban fabric. Ground floor mixed use development can accommodate flood protection elevations while fostering a vibrant public realm and enabling waterfront public access. The creation of a new and varied waterfront open space can frame and activate a series of connected esplanade and park experiences with opportunities for residents, employees, and visitors alike.



GROUND LEVEL VOCABULARY

Ground level spaces should be designed to be highly transparent, permeable, varied, and active to attract pedestrians and allow for lively spillover. A variety of formal strategies should be utilized to create a dynamic and unique public realm.



ADVOCACY



Public Workshop, AIA Center for Architecture

WHAT IS GOOD URBAN DESIGN?

1. **PLACE:** CREATES AND REINFORCES A SENSE OF PLACE
2. **EQUITY:** IS OPEN AND ACCESSIBLE TO EVERYONE
3. **DETAIL:** PAYS ATTENTION TO THE DETAIL
4. **COMFORT:** MAKES PEOPLE FEEL GOOD

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1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE



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Brooklyn, Coney Island, The Bowery

1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE



Brooklyn, Coney Island, Coney West Neighborhood

1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE



Brooklyn, Coney Island, Wonder Wheel Way

1. GOOD URBAN DESIGN CREATES + REINFORCES **A SENSE OF PLACE**



Brooklyn, Coney Island, Wonder Wheel Elevation

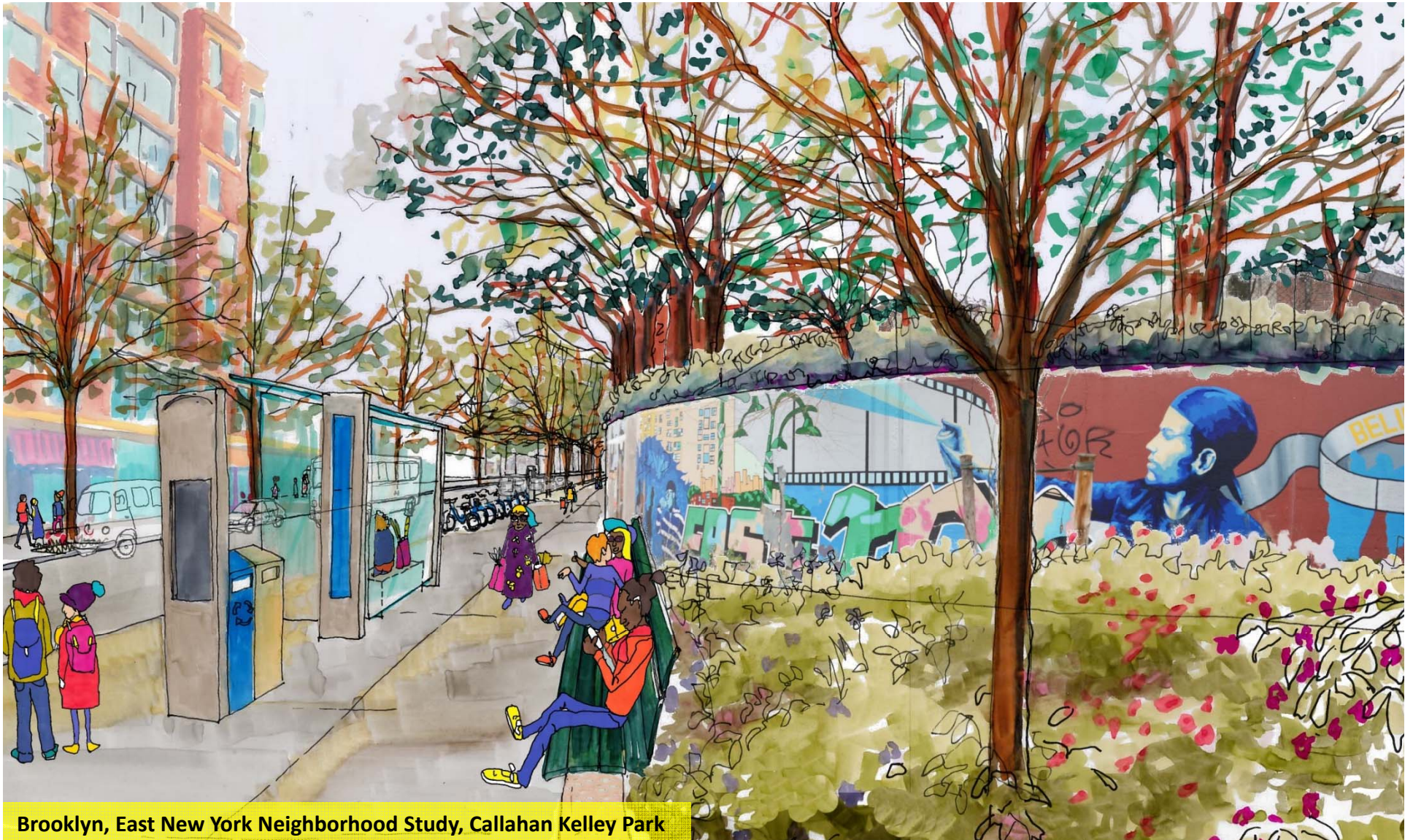
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2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE



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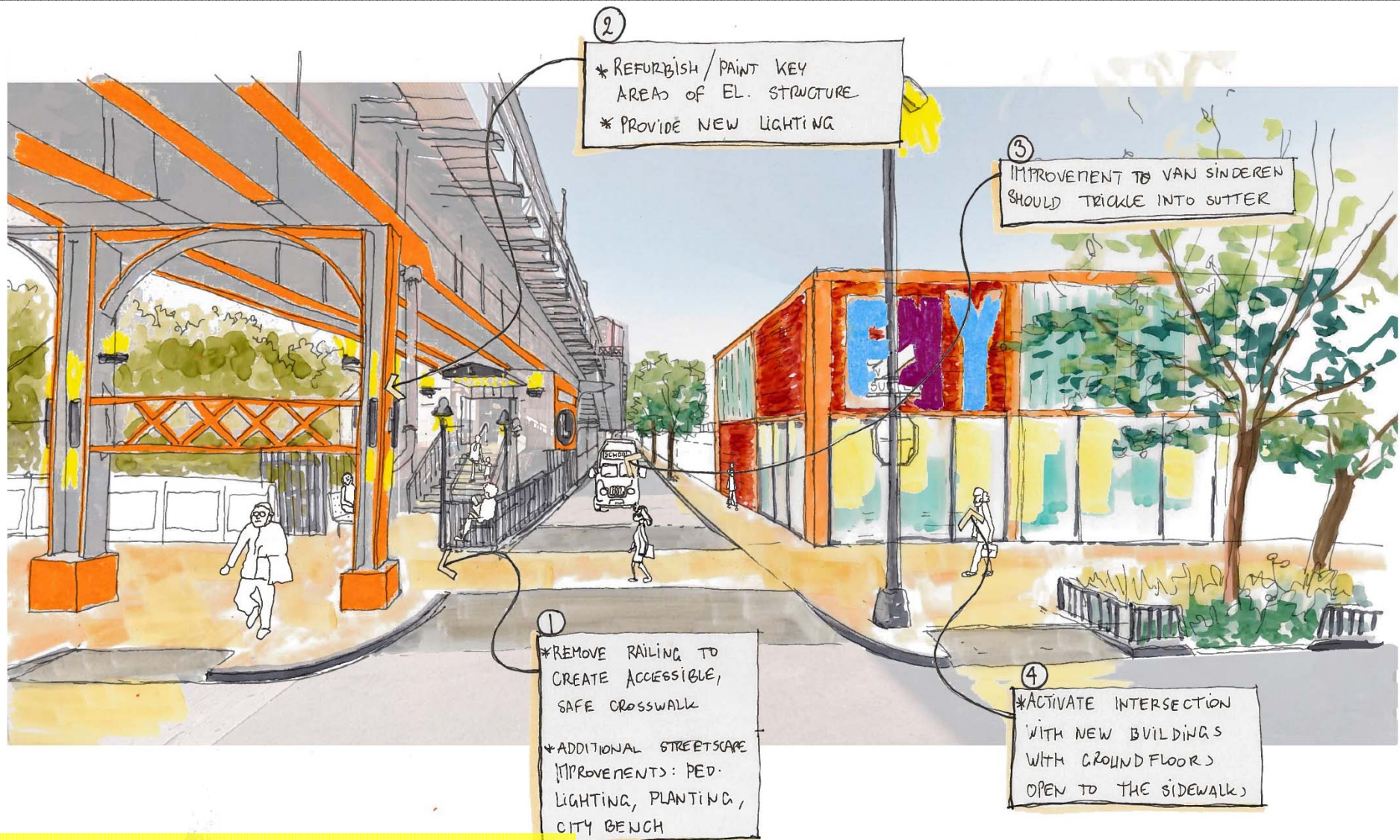
Brooklyn, East New York Neighborhood Study, Callahan Kelley Park

2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE



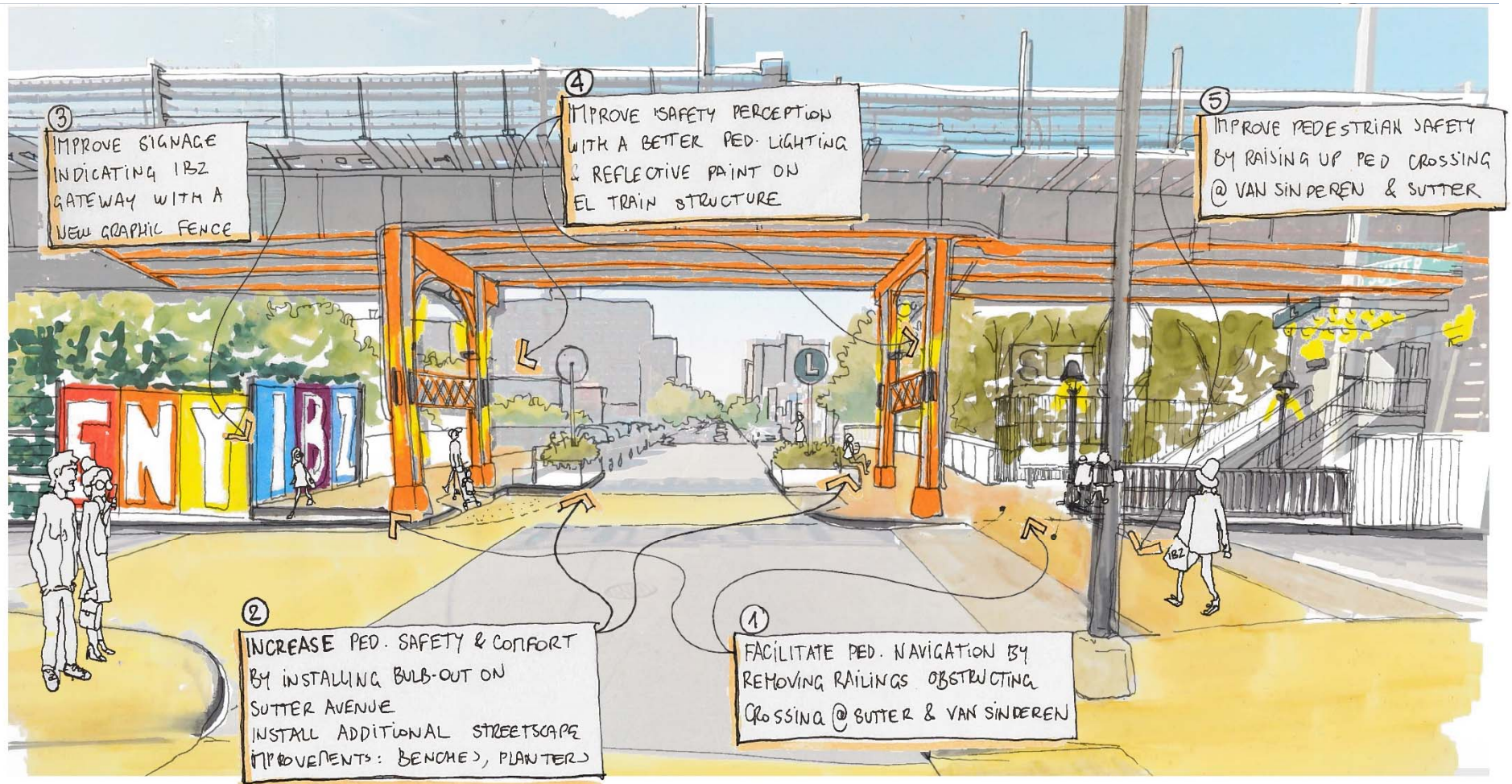
Brooklyn, East New York Neighborhood Study, Callahan Kelley Park

2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE



Brooklyn, East New York IBZ, Streetscape Improvements

2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE



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3. GOOD URBAN DESIGN IS PLANNED AND DESIGNED WITH CARE AND ATTENTION TO DETAIL



Manhattan, East Harlem, 125th Street Station

3. GOOD URBAN DESIGN IS PLANNED AND DESIGNED WITH CARE AND ATTENTION TO DETAIL

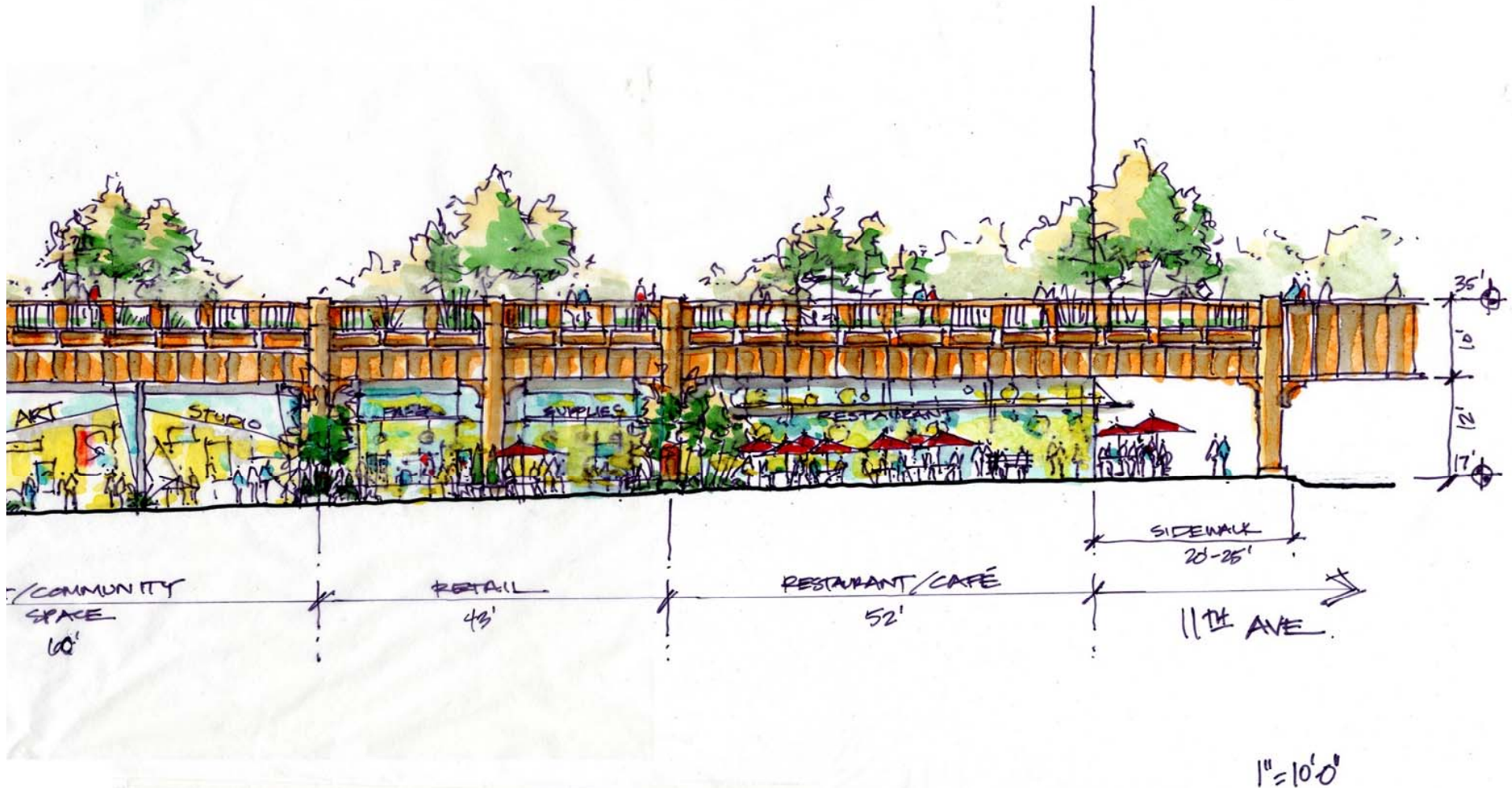


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Bronx, Jerome Ave Neighborhood Study

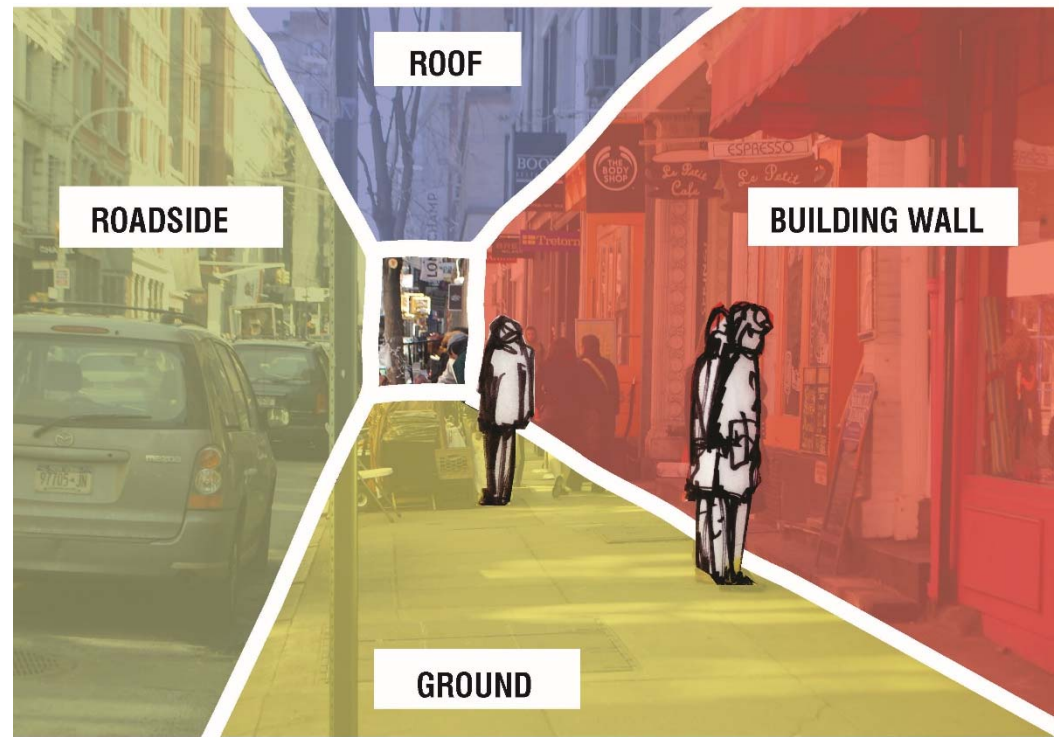
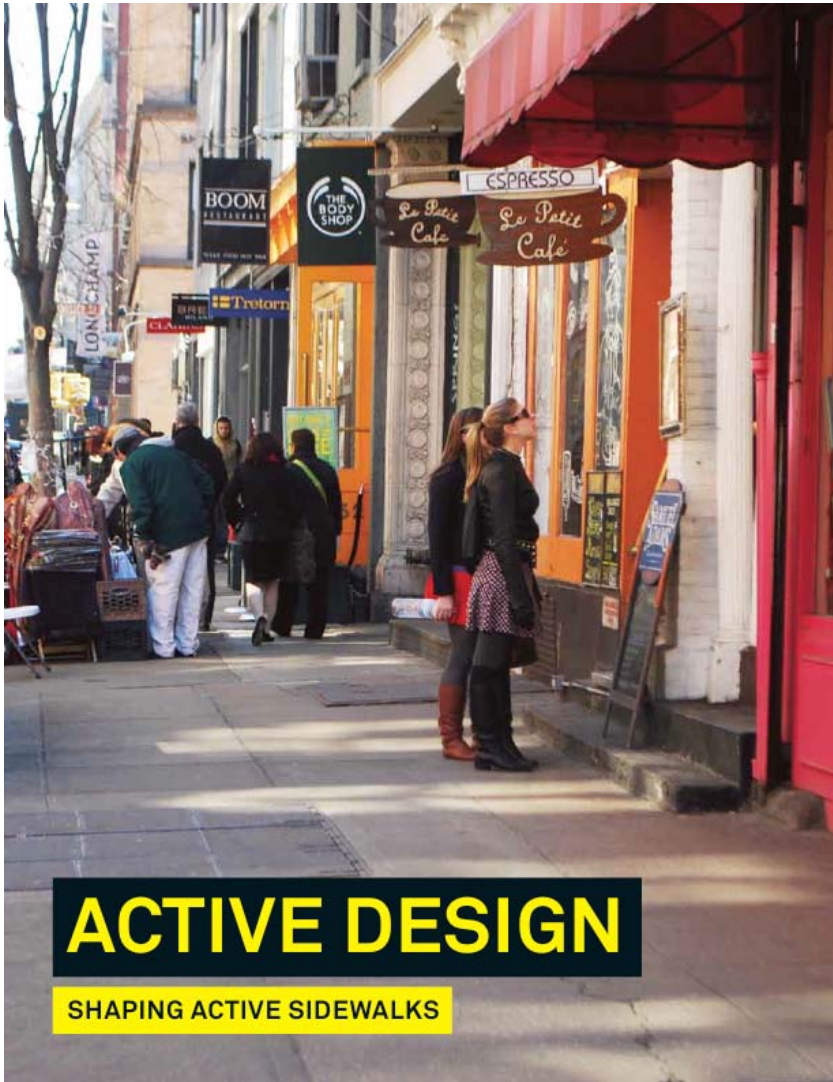
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WHAT IS **GOOD** URBAN DESIGN?

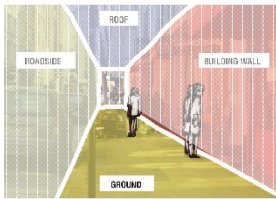
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4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



Citywide, Active Design, Shaping the Sidewalk Experience

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



Curbscuts

Street trees(tree pits)*

Green strips (planters)*

Waste bins

Street furniture

Lighting/
signage poles

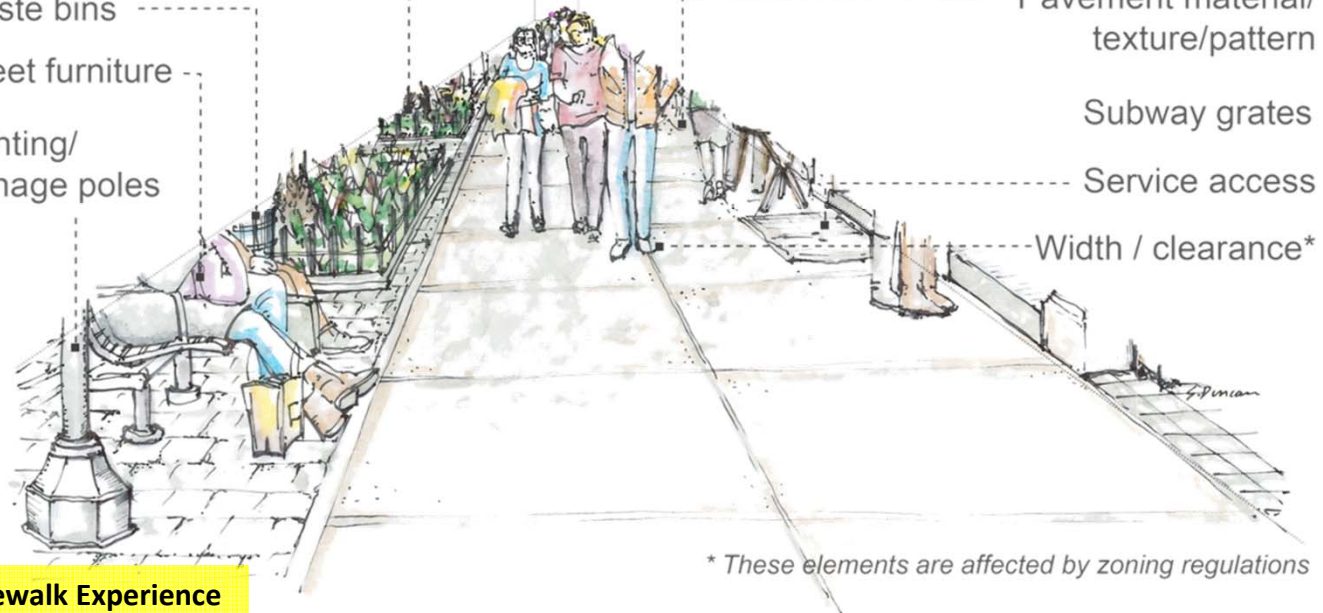
Slope

Pavement material/
texture/pattern

Subway grates

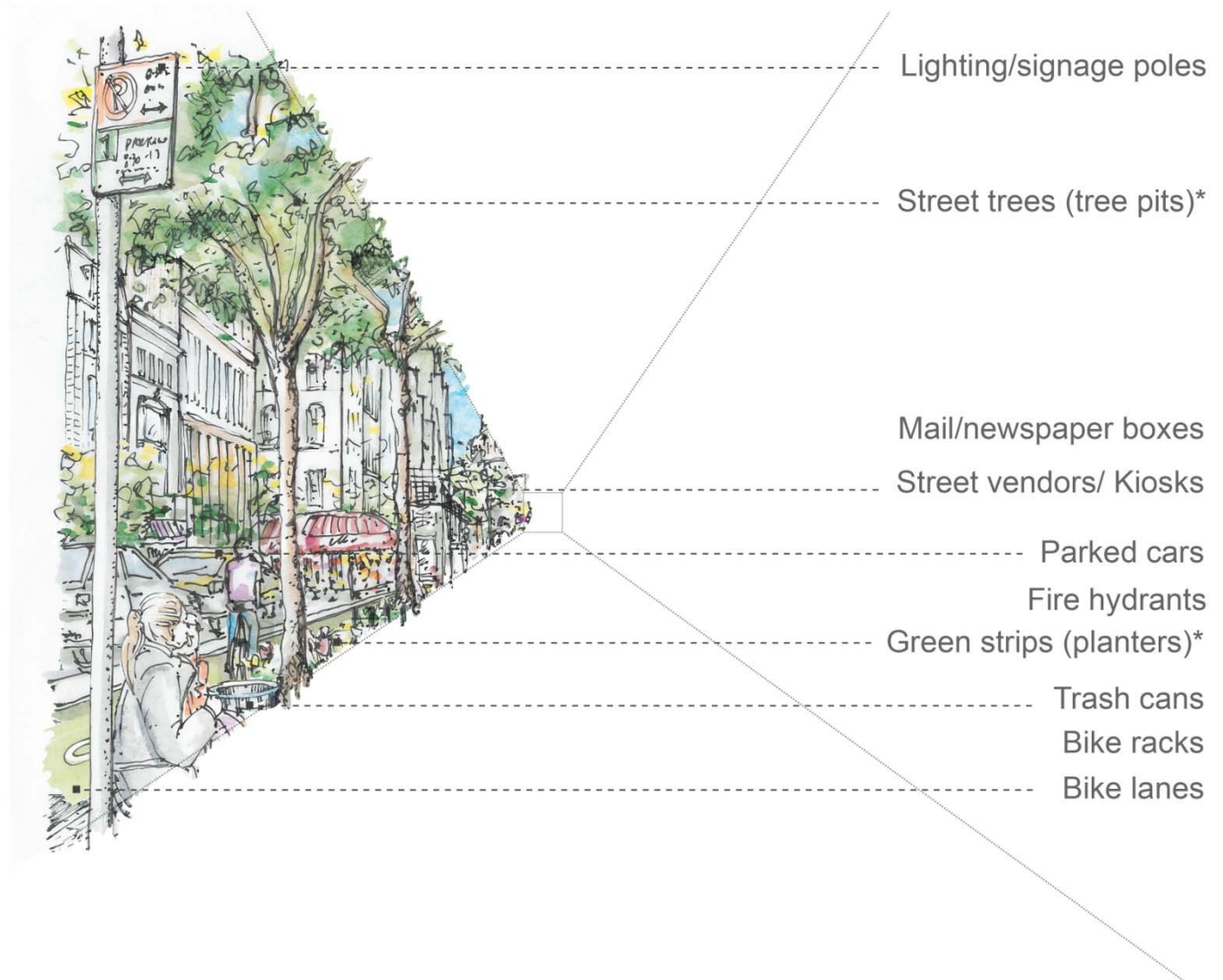
Service access

Width / clearance*

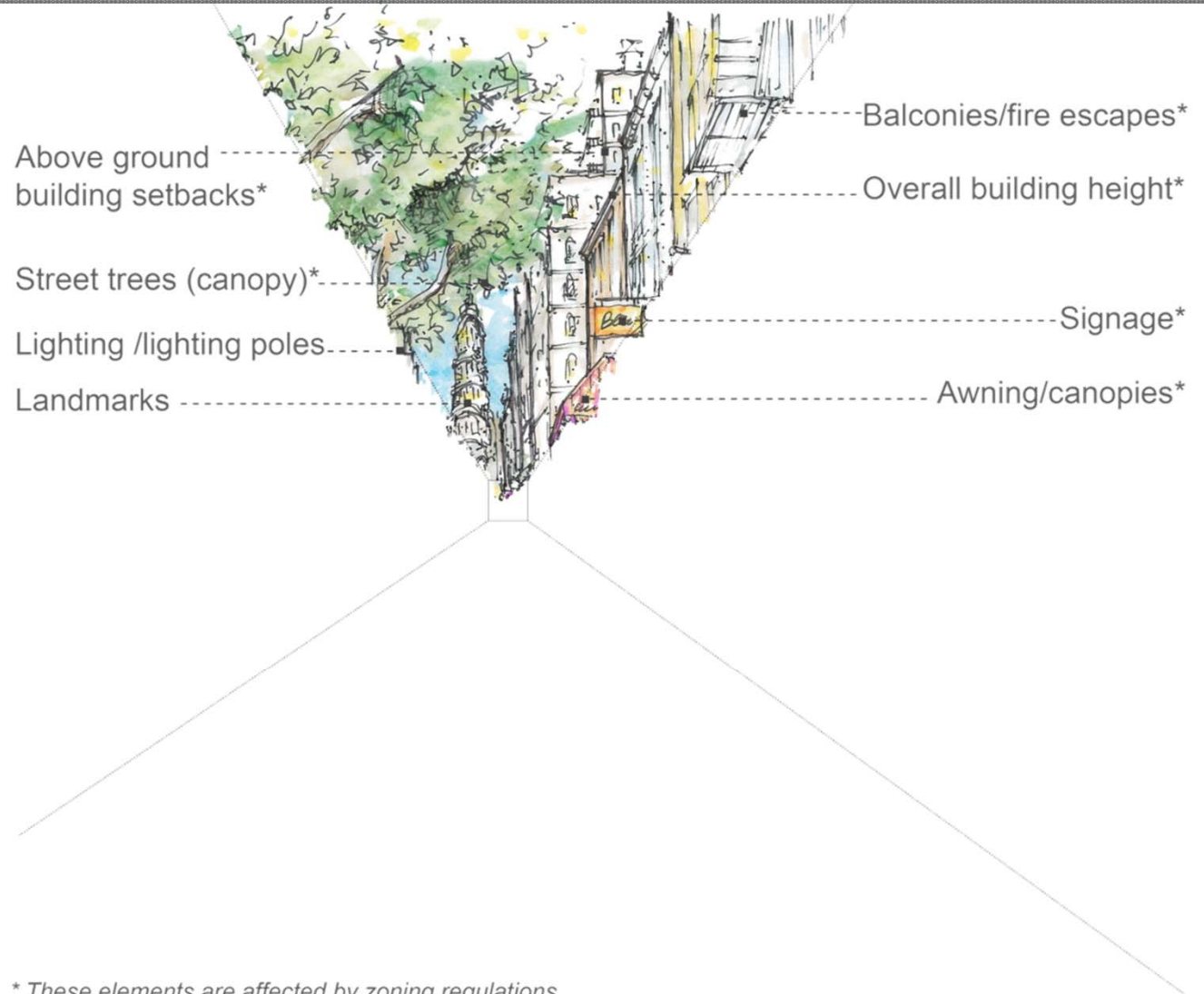
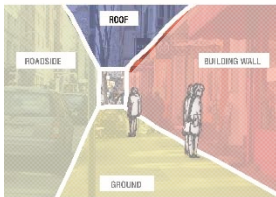


* These elements are affected by zoning regulations

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



** These elements are affected by zoning regulations*

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



Fire escapes and balconies*

Building height and setback*

Lighting

Shading devices*

Signage*

Canopies/awnings*

Entrances*

Security gates*

Transparency*

Architectural articulation*

Outdoor uses*

Land use*

Length of lots/frontages*

Front yard planting*

Off-street parking*

Ground floor setback*



** These elements are affected by zoning regulations*

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



Citywide, Active Design, Shaping the Sidewalk Experience

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



Citywide, Zoning for Quality and Affordability

4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD



HOW DO WE **MAKE** GOOD URBAN DESIGN?

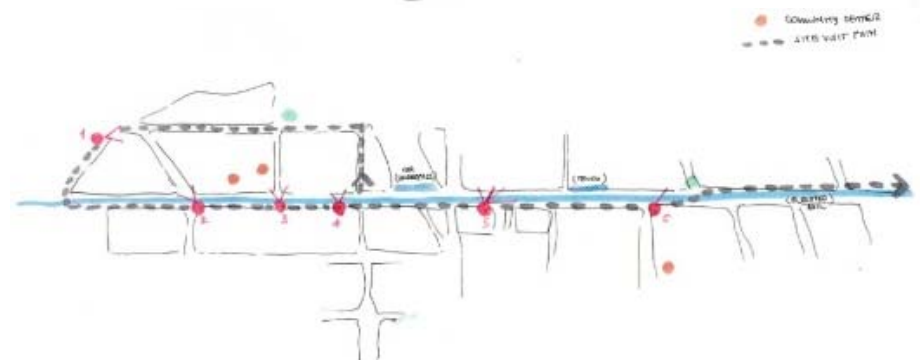
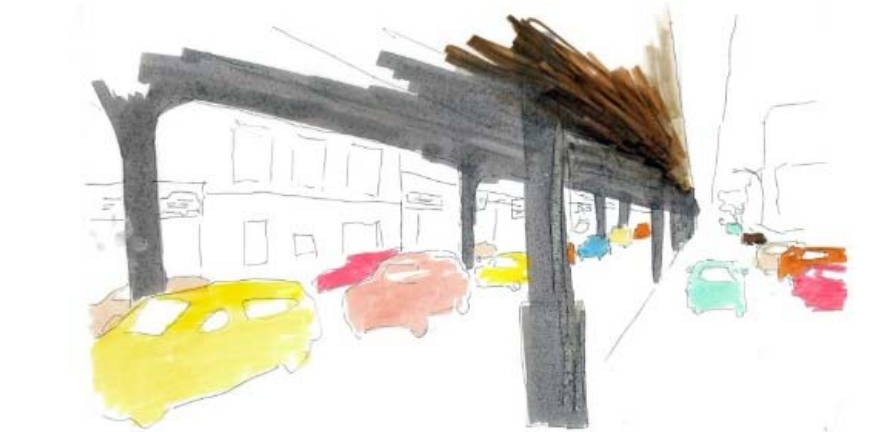
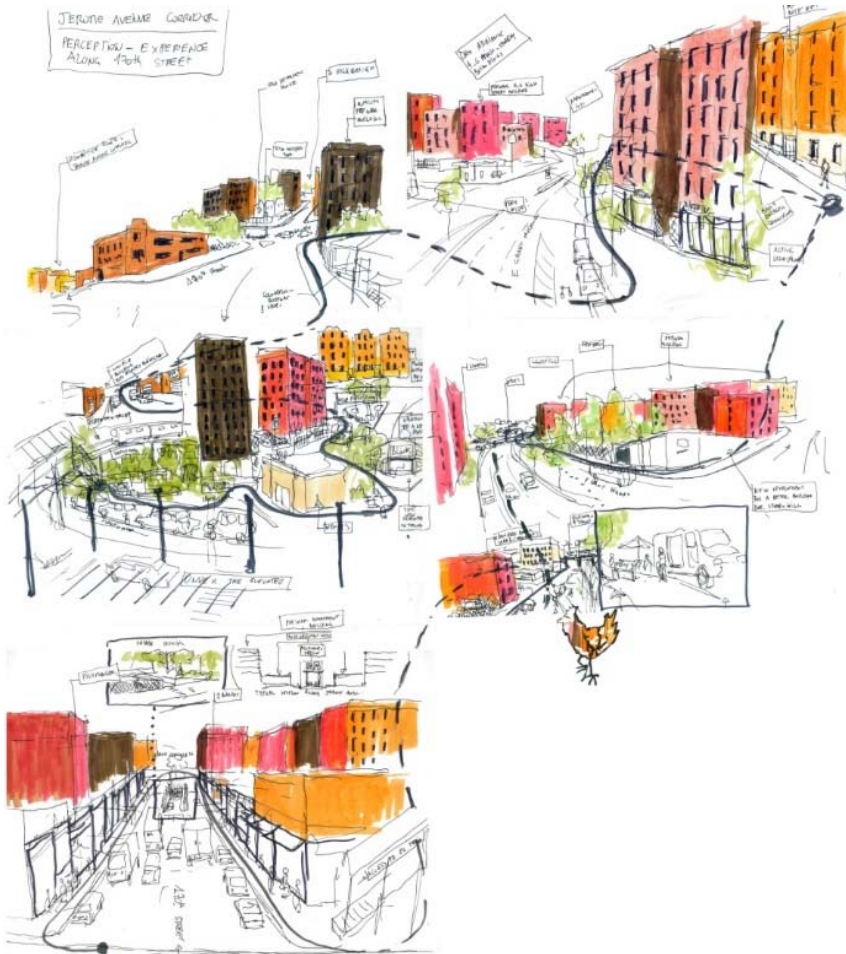
1. **SITE:** GET TO KNOW THE PLACE
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3. **SCALE:** THINK ACROSS SCALES
4. **ANTICIPATE:** THINK LONG TERM AND SHORT TERM
5. **PROJECT:** QUESTION THE STATUS QUO

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1. SITE: GET TO KNOW THE PLACE

Visiting + Sketching



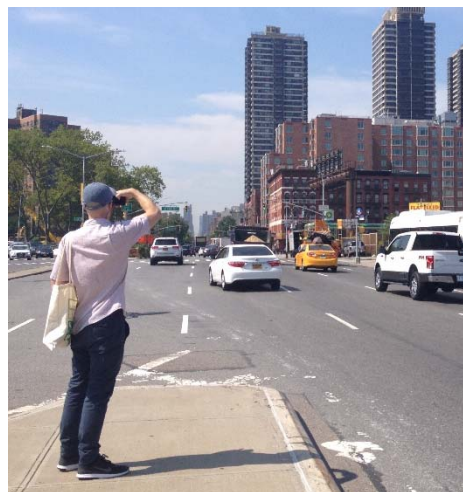
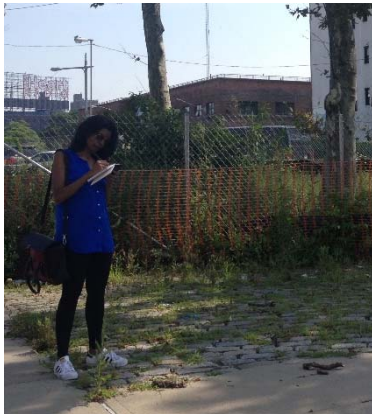
Bronx, Jerome Avenue Neighborhood Study

1. SITE: GET TO KNOW THE PLACE

Surveying



Brooklyn, Gowanus Canal, Industrial Mixed-Use Street



1. SITE: GET TO KNOW THE PLACE

Measuring

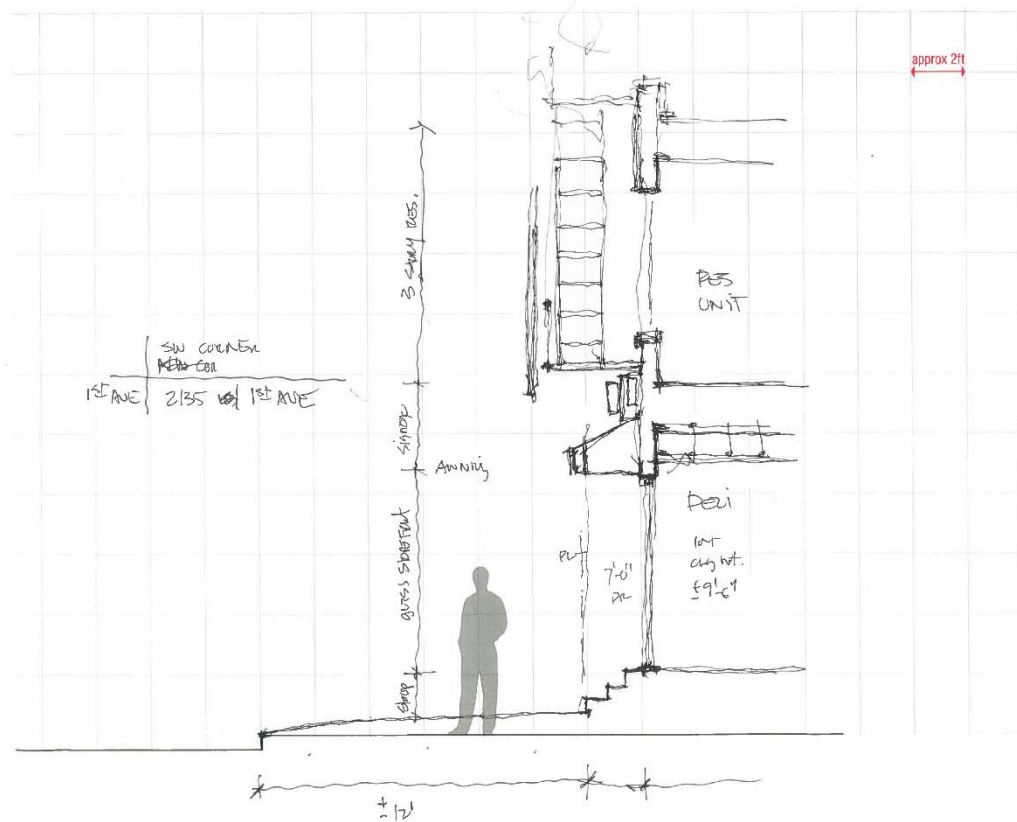
Instructions
 Draw the section of the sidewalk room noting key elements. This drawing should take into account what is happening in the roadbed right next to the sidewalk room, as well as what is happening immediately inside the building/ private front yards.

Things to look for include:

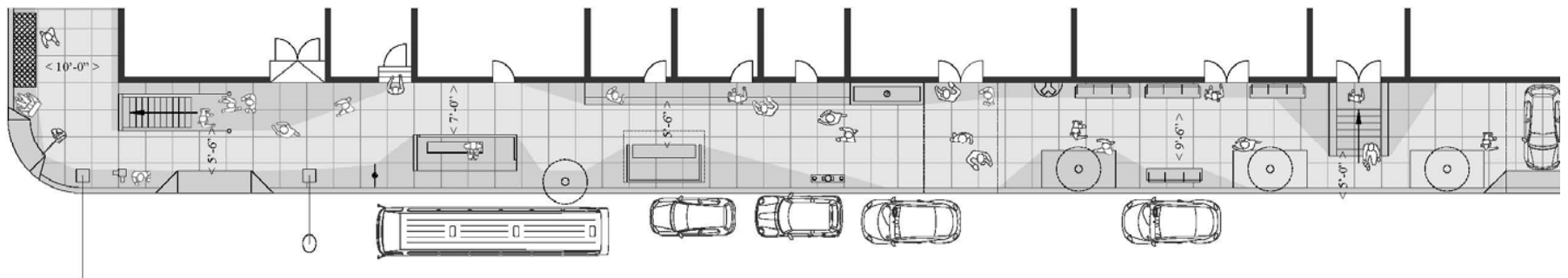
Sidewalk Width		
Minimum clear path width		
Average setbacks		
Building height	average	
Trees	average	
Tree pits/Planters		
Awnings/canopies	projection	ft. height
Firescapes	projection	ft. height
Stoops	depth	ft. height
Waste bins		
Telephone cabins		<input type="checkbox"/>
Mail boxes		<input type="checkbox"/>
Transit shelters		<input type="checkbox"/>
Off-street parking		<input type="checkbox"/>
Street vendors		<input type="checkbox"/>
Building signage		<input type="checkbox"/>
Signage/traffic poles/light poles		<input type="checkbox"/>
Priority line		<input type="checkbox"/>

Notes

City: _____ Street: _____
 Date: _____ Time: _____
 Drawings: Sidewalk room section



Resilient Retail Study



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2. ENGAGE: ENGAGE THROUGH VISUALIZATION

Visioning



Bronx, Jerome Avenue Neighborhood Study

2. ENGAGE: ENGAGE THROUGH VISUALIZATION

Engaging



Manhattan, Inwood Study



2. ENGAGE: ENGAGE THROUGH VISUALIZATION

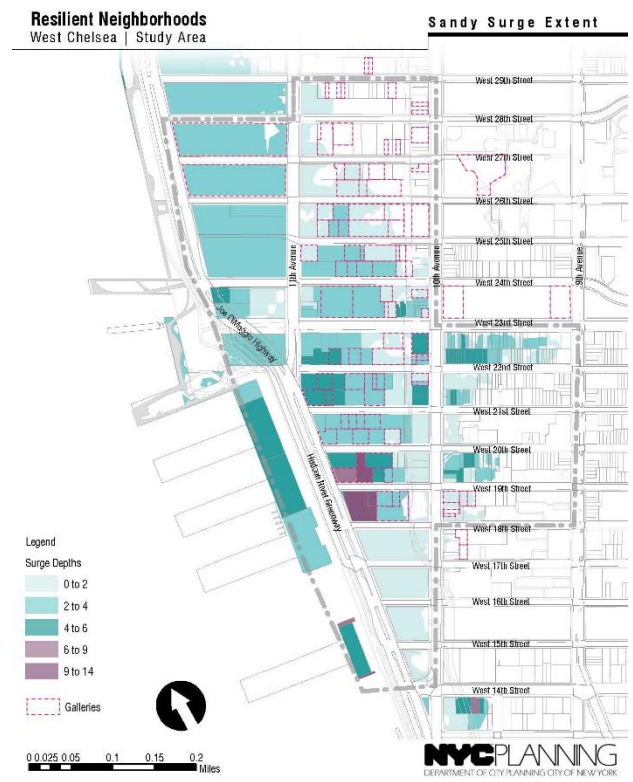
Mapping



Flood Elevations within Zoning District



Ground Elevations



Surge Extents and Effected Properties

2. ENGAGE: ENGAGE THROUGH VISUALIZATION

Give & Take



Lower Manhattan, Shared Streets

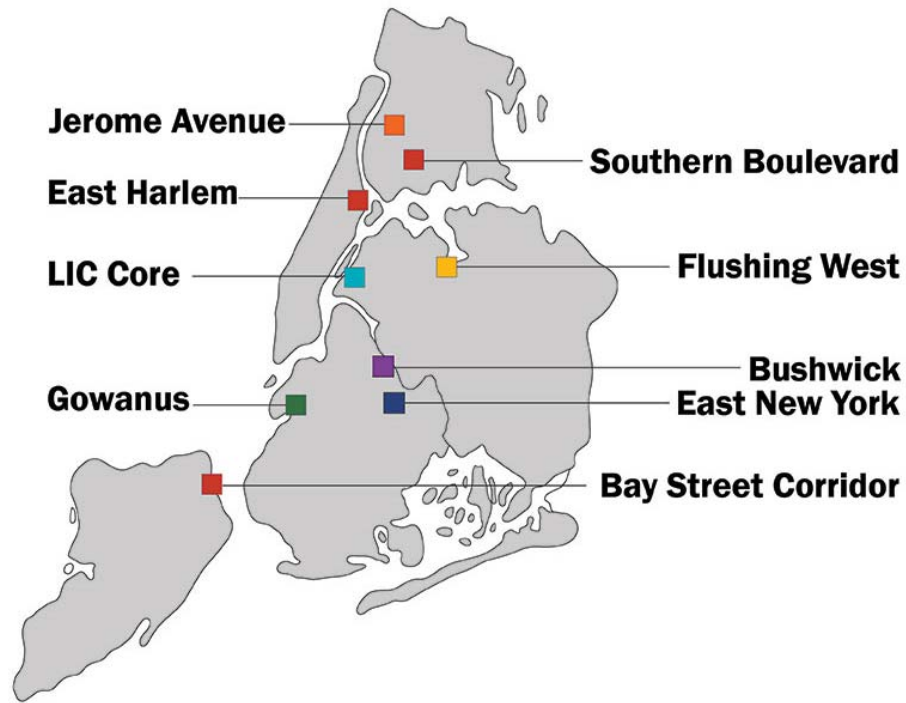


Staten Island, North Shore Study

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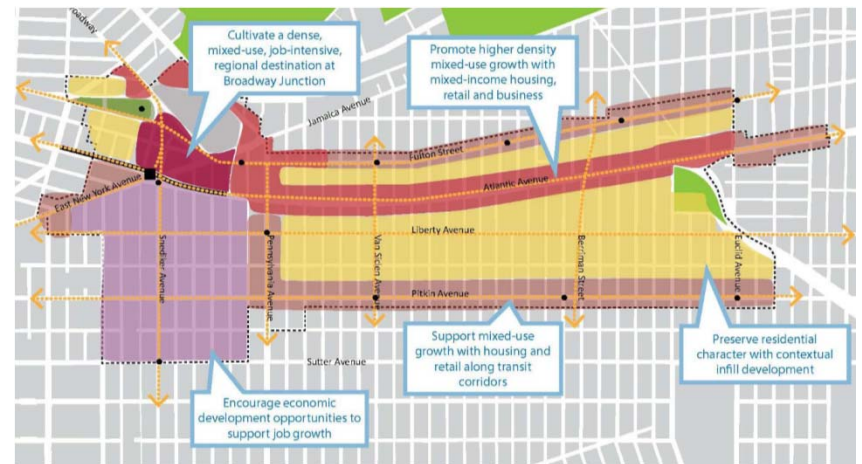
3. SCALE: THINK ACROSS SCALES



PLACES study areas



East New York



East New York

3. SCALE: THINK ACROSS SCALES



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4. ANTICIPATE: THINK LONG TERM AND SHORT TERM

COASTAL CLIMATE RESILIENCE

Designing for Flood Risk



4. ANTICIPATE: THINK LONG TERM AND SHORT TERM



4. ANTICIPATE: THINK LONG TERM AND SHORT TERM



4. ANTICIPATE: THINK LONG TERM AND SHORT TERM



Post Disaster Housing Prototype Built in Brooklyn, July 2014

HOW DO WE **MAKE** GOOD URBAN DESIGN?

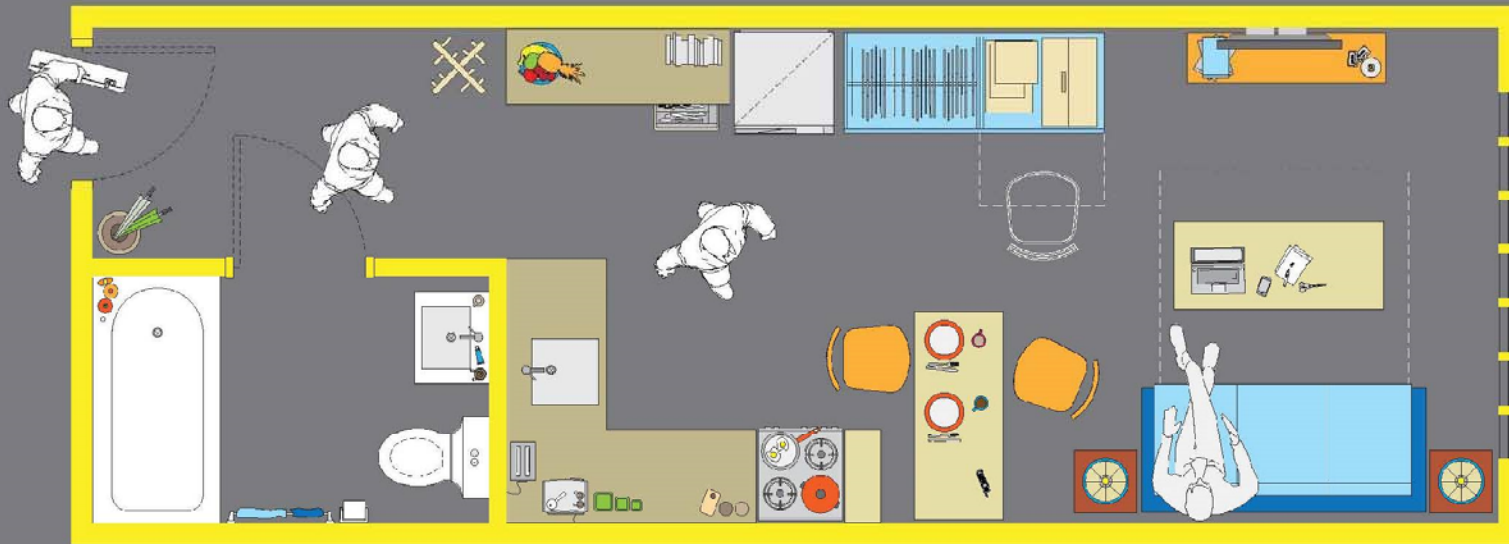
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How big is a micro-unit?



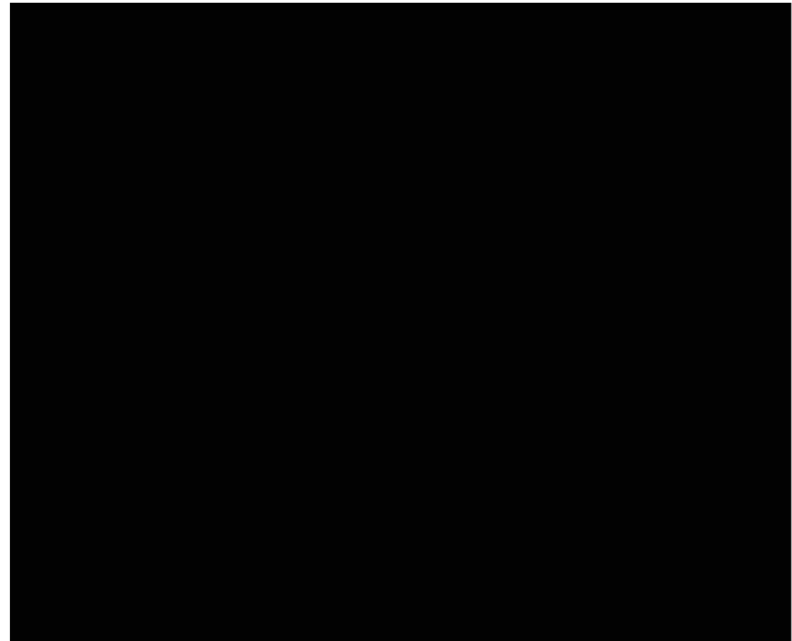
5. PROJECT: QUESTION THE STATUS QUO



5. PROJECT: QUESTION THE STATUS QUO



Credit: Curbed.com



THANK YOU FROM URBAN DESIGN!

At the Department of City Planning



<http://www1.nyc.gov/site/planning/index.page>