

# DESIGN PRINCIPLES

## PRIVATE COMMERCIAL AND MIXED-USE DEVELOPMENT SITES

The following design directions for private realms were identified through the series of workshops to help create a pedestrian friendly place with a unique identity.

### 1. PRESENT A FRIENDLY FACE TO THE STREET

- Each building should have a defined front that faces the adjacent street (or both streets for a corner lot).
- The main entrance of the building should be obvious and face the street.
- The building should generally be built to the front property line. If a seating area in front of the building is planned, a 1 metre bench seating area is permitted.
- Long blank (windowless) walls shall be avoided where they face a street.
- Glazing should cover at least 80% of the length of the front face of the building and at least 60% of the front face area. Tinted or reflective glass is not generally allowed.

### 2. EYES ON THE STREET

Buildings should be designed so that building occupants can oversee the street from the main living and working portions of the building. This improves surveillance and safety for pedestrians who then feel safer and more comfortable knowing that others are observing. Balconies overlooking the street are encouraged.

### 3. KEEP THE SUNNY SIDE SUNNY

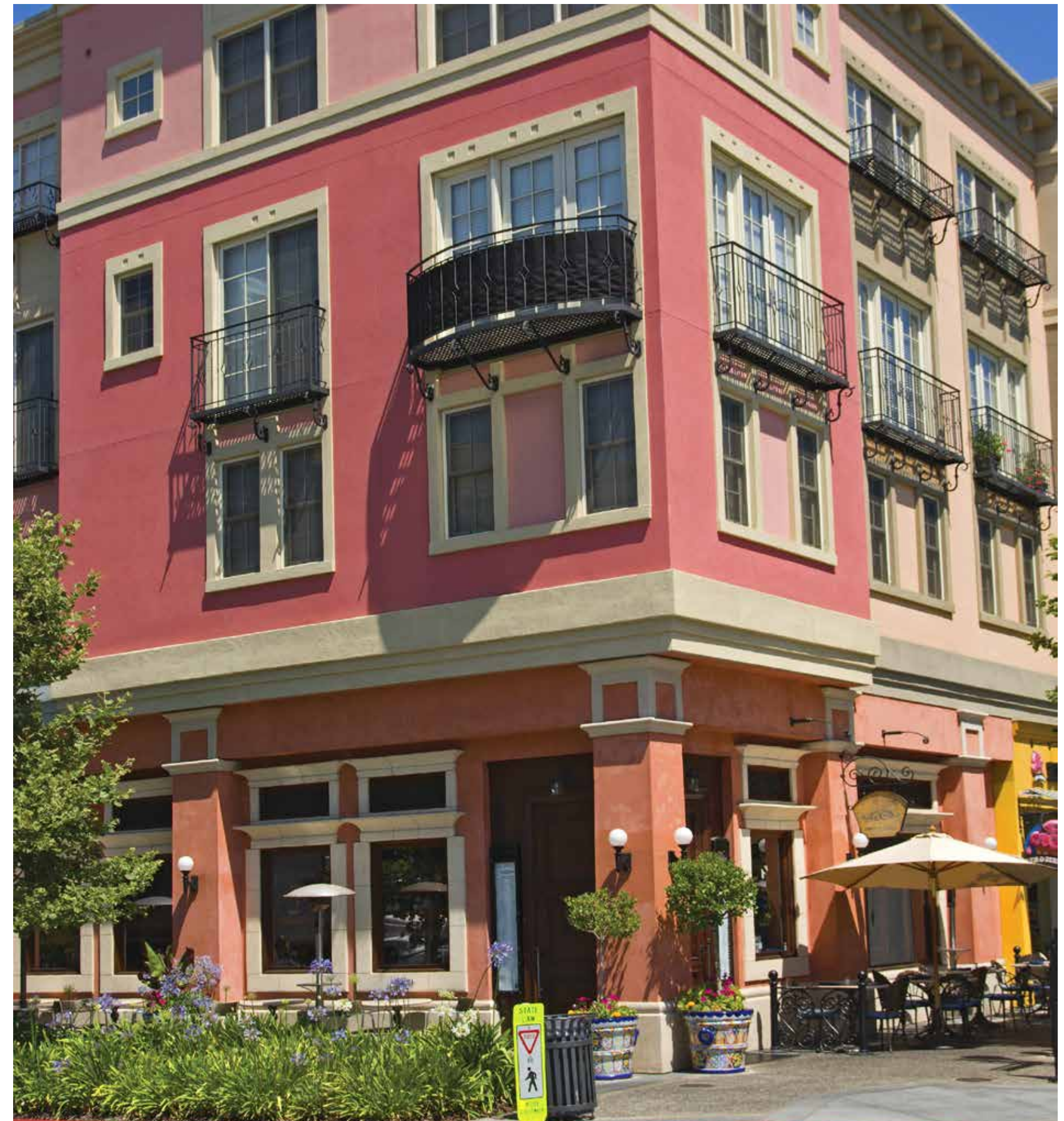
Buildings should be sited and designed to ensure that streets get plenty of sunlight throughout most of the year. This generally means keeping buildings on the south side of the street lower than those on the north side, stepping these buildings back from the street, and providing gaps between taller buildings.

### 4. STREET RHYTHM

Avoid long, monotonous expanses of building materials and form. Large buildings should be horizontally differentiated with windows, doorways, other vertical elements, and articulation of the façade.

### 5. TALL BUILDINGS

Locate and design tall buildings (more than 5 storeys) to mark gateways, landmarks, and important activity nodes, while minimizing visual and shadowing impacts, as well as negative impacts on the pedestrian realm.



### 6. DON'T LET PARKING DOMINATE

Parking is a necessity but should not be allowed to visually dominate the downtown.

- Avoid parking at the front of a lot (i.e. do not allow off-street parking in front of a building)
- On-street parking is needed in front of most retail businesses, as it provides easy access to the stores and buffers pedestrians from moving vehicles.
- On-site parking may be needed depending on the use of the site and the availability of nearby public lots (see parking bylaw).
- Buildings should share parking requirements with other nearby uses that have different time of day or time of week requirements. E.g. churches often need lots of parking on Sunday but less at other times of the week; whereas, schools and retail need more parking during the day.
- Access to on-site parking lots should be via a lane wherever possible.

### 7. PROTECT PEDESTRIANS FROM WEATHER

Buildings must include awnings, overhangs, or canopies at least 6' deep (unless interfering with street trees) that cover at least 80% of the length of the sidewalk in front of the building. All entrances should be covered.



# DESIGN PRINCIPLES

## PUBLIC REALM

The following design directions for the public realm were identified through the series of workshops to help create a pedestrian friendly place with a unique identity. These principles apply to the design of public spaces (plazas, pocket parks and streets).

### TAME THE ARTERIALS

Redesign the street cross sections of 100th Street and 100th Avenue to create safe, comfortable streets for pedestrians.

### SAFE, COMFORTABLE STREETS

- Sidewalks should be separated from traffic. On-street parking and street trees help create this separation.
- Sidewalks should be wide in retail shopping areas.



### SUNNY, PROTECTED PUBLIC SPACES

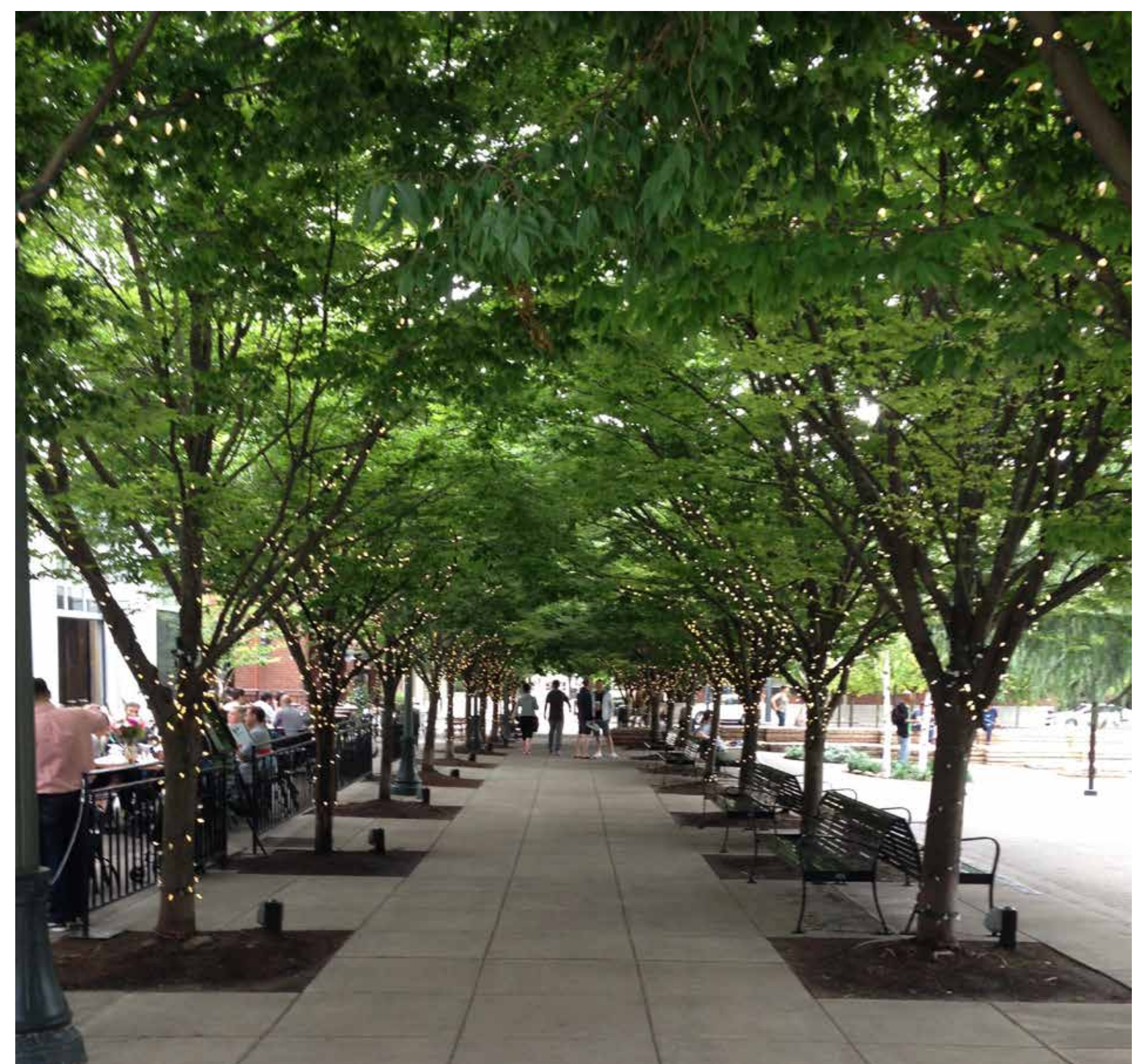
Public spaces should be sunny and provide shelter and protection from the rain, snow, and wind.

### CONNECT SIDEWALKS AND TRAILS

Some sidewalks in the downtown area are not continuous. This should be rectified.

### MAINTENANCE IS KEY

The City should quickly remove snow, gravel, and dirt from the Downtown public realm.



### USE A LIMITED PALETTE OF MATERIALS

Variety is good, but too much variety creates the impression of messy, untidy public realm. Consistent use of a few key materials.

### ENLIVEN PUBLIC SPACES AND STREETS WITH PUBLIC ART

Use warm, bright colours.

