Development Opportunities and Scenarios

1: Timeline Update and Project Approach

2: Form-based Code Introduction

3: Development Scenarios

- > Preliminary development scenarios
- > Site 6: Detailed examination of scenario

4: Next Steps



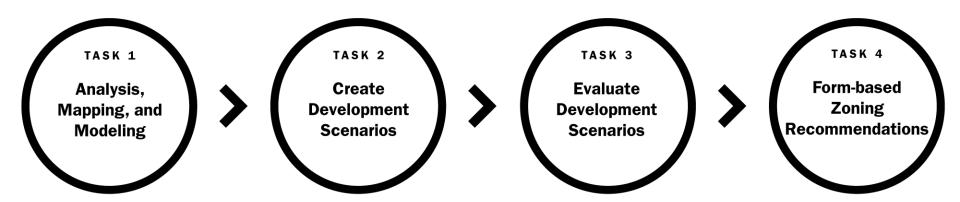
utile

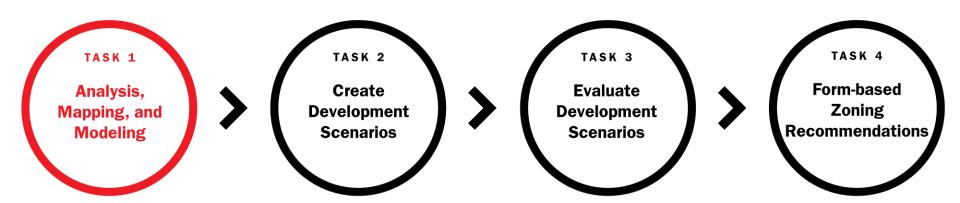
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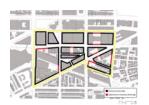








Urban Design: Reinforce unique districts; create transitions between districts



Urban Design: Fill the gaps



Urban Design: Activate ground floors uses



Urban Design: Skyline design



Urban Design: Increase Pedestrian Connectivity



Urban Design: Reinforce view corridors



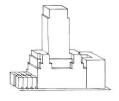
Preliminary Environmental Analysis







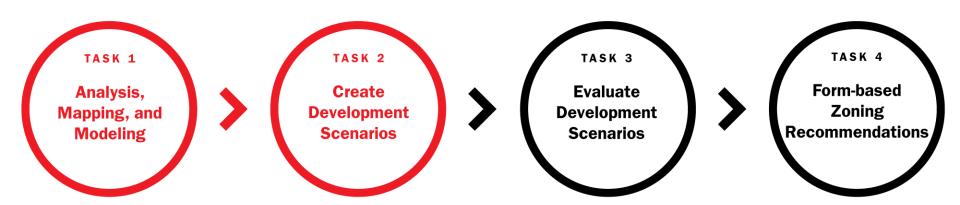
Typical Building Sizes

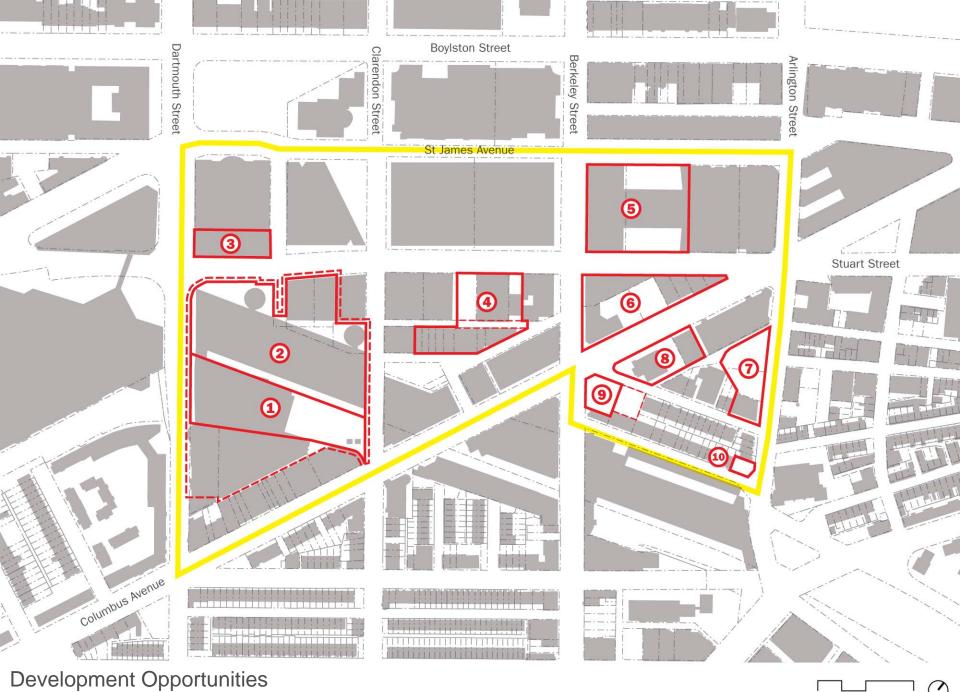


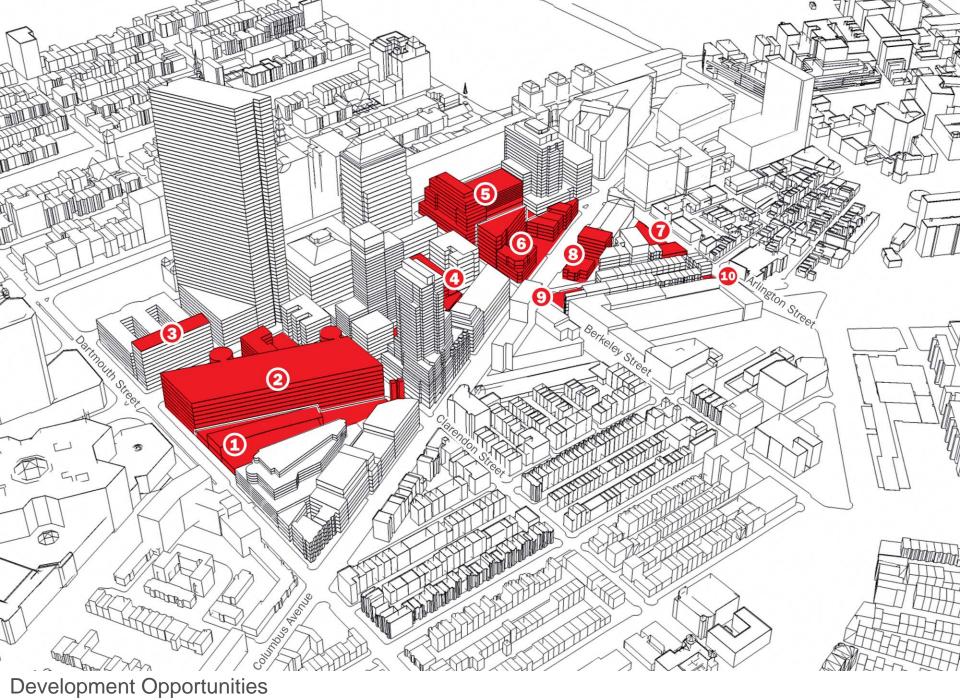
Building Typologies



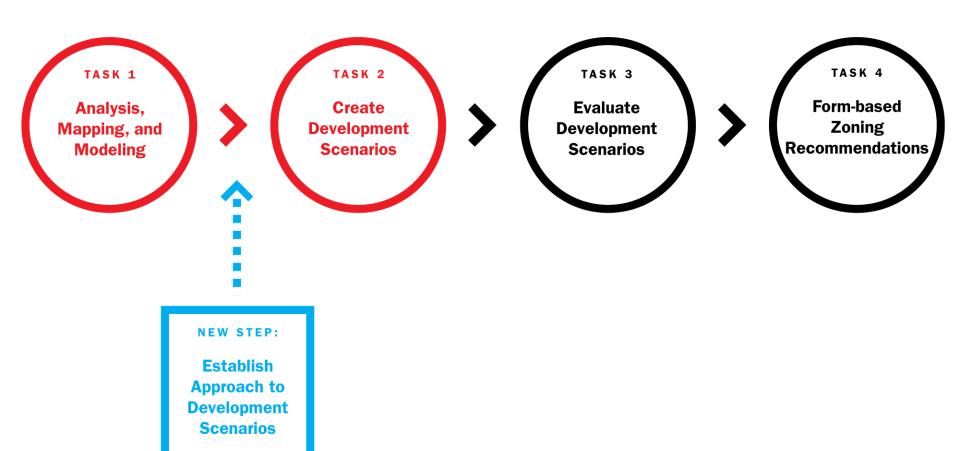
Historic Buildings

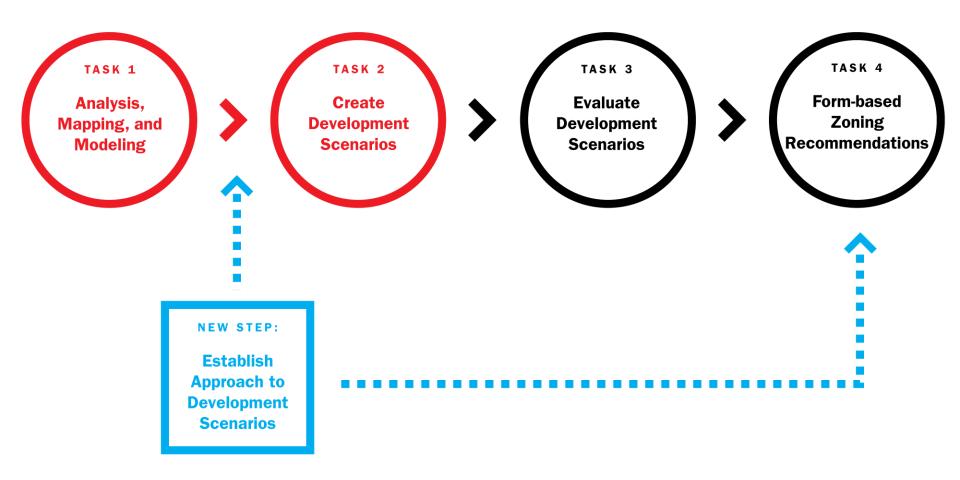


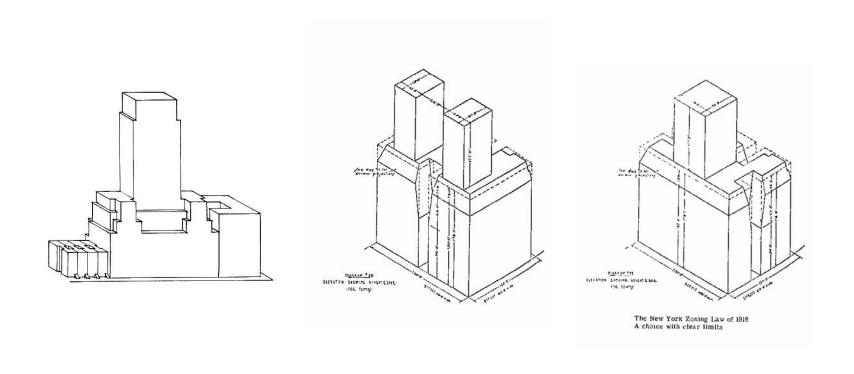




Source: Drawing by Utile, Parcel and Building Data from BRA







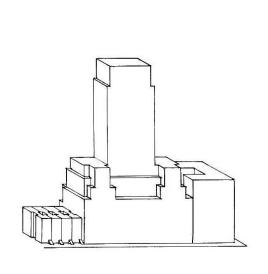
^TABLE B: DIMENSIONAL REGULATIONS

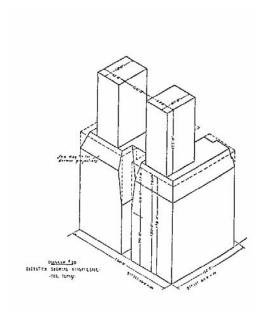
NOTE: Figures in parentheses refer to footnotes below table.

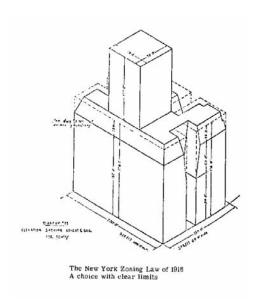
If a district with a second numerical suffix (e.g., H-2-55) is not listed in this Table, see footnote (15) and Section 3-1A(i).

DISTRICT	TYPE OF USE	LOT SIZE minimum sq.ft.	LOT AREA minimum sq.ft. for each add'l dwell. unit	LOT WIDTH minimum feet	FLOOR AREA RATIO maximum (1)	HEIGHT BUILDIN maximu stories	IGS	USABLE OPEN SPACE minimum sq.ft. per dwell. unit	FRONT YARD minimum depth feet (14)	SIDE YARD minimum width feet	REAR YARD minimum depth feet	SETBACK OF PARAPET minimum distance from lot line	REAR YARD maximum % occup, by accessory buildings
S3	1 family detached Other use	9,000 9,000	none 6,000	70 70	0.3 0.3	2 1/2 2 1/2	35 35	none none	25 30	12 15	40 50	none none	25 20
S5	1 family detached Other use	6,000 6,000	none 4,000	60 60	0.5 0.5	2 1/2 2 1/2	35 35	none none	25 30	10 12	40 50	none none	25 20
R5	1 & 2 family detached Any other dwelling Other use	5,000 2 acres 5,000	3,000 3,000(2) 3,000	50 200 50	0.5 0.5 0.5	2 1/2 2 2 1/2	35 35 35	none 1,000 none	20 25 25	10 10 10	40 40 40	none none	25 20 20
R8	1 & 2 family row Any other dwelling Other use	3,000 5,000 5,000	2,000 1,500 1,500	none 50 50	0.8 0.8 0.8	3 3 3	35 35 35	800 800 none	20 20 25	10 10 10	40 40 40	none none none	25 25 20
H-1-40	1 & 2 family row Any other dwelling	2,000 5,000	1,500 1,000	none 50	1.0 1.0	4 4	40(11) 40(11)	400 400	20 20	(4) (4)	30(6) 10 + ^L (6)		or 25
	Other use	5,000	1,000	50	1.0	4	40(11)	none	25	(4)	20	ı	ses 25
H-1-50	1 & 2 family row Any other dwelling	2,000 5,000	1,500 1,000	none 50	1.0 1.0	:	50(11) 50(11)	400 400	20 20	(4) (4)	30(6) 10 + L(6)		or 25 II 25
	Other use	5,000	1,000	50	1.0	-	50(11)	none	20	(4)	20	ı	ses 25

Approach Option 2: Traditional zoning code



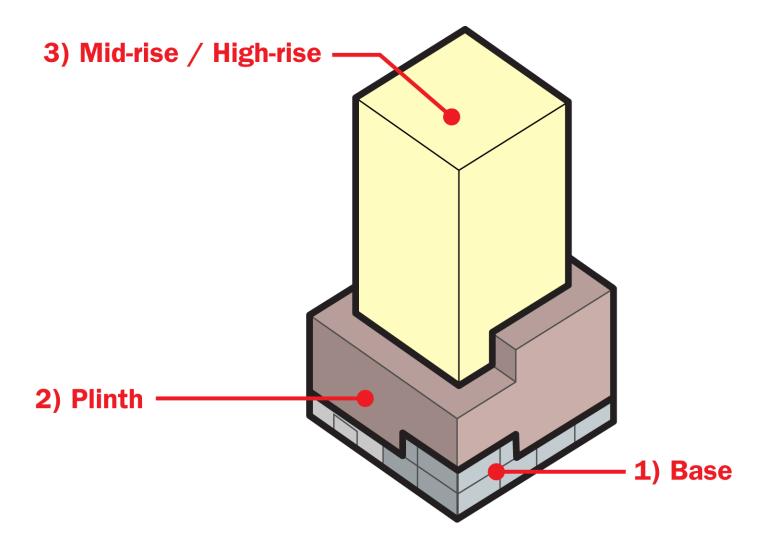


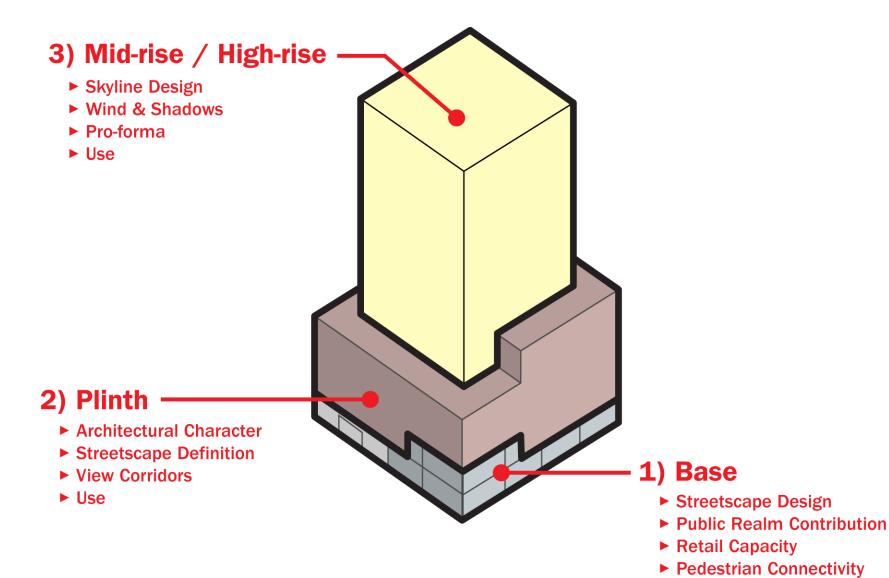


Form-based zoning code can focus on:

- > Shape of buildings
- > Relationships between buildings
- > Building's relationship to street

- > Unique character zones in study area
- > Shadows, sun, environmental impact



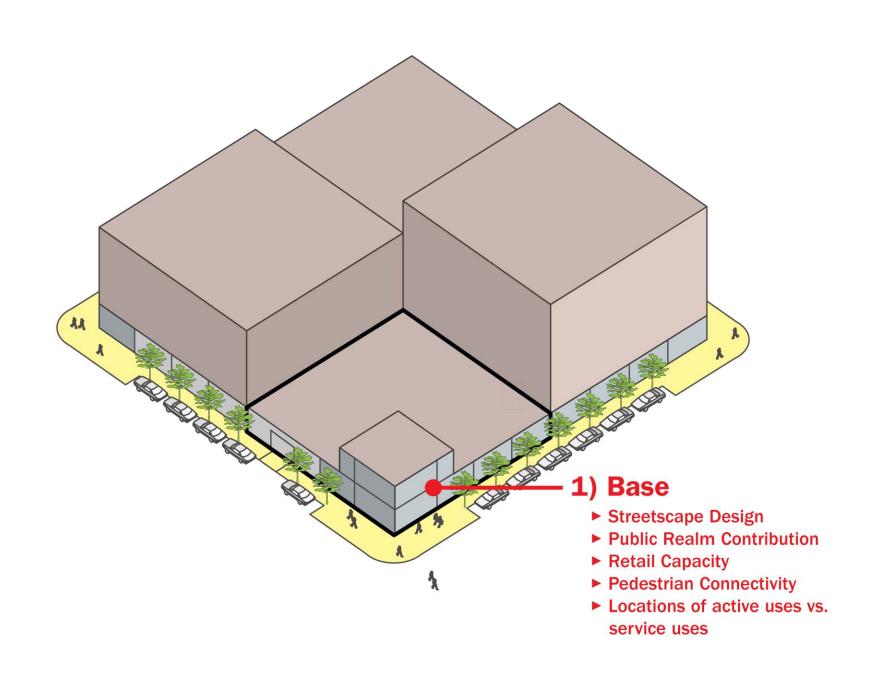


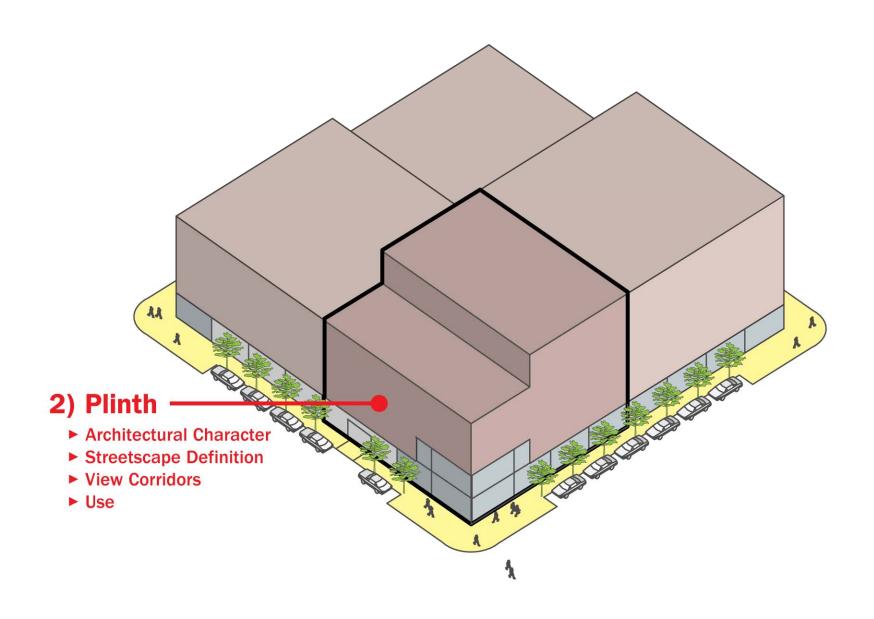
► Locations of active uses vs.

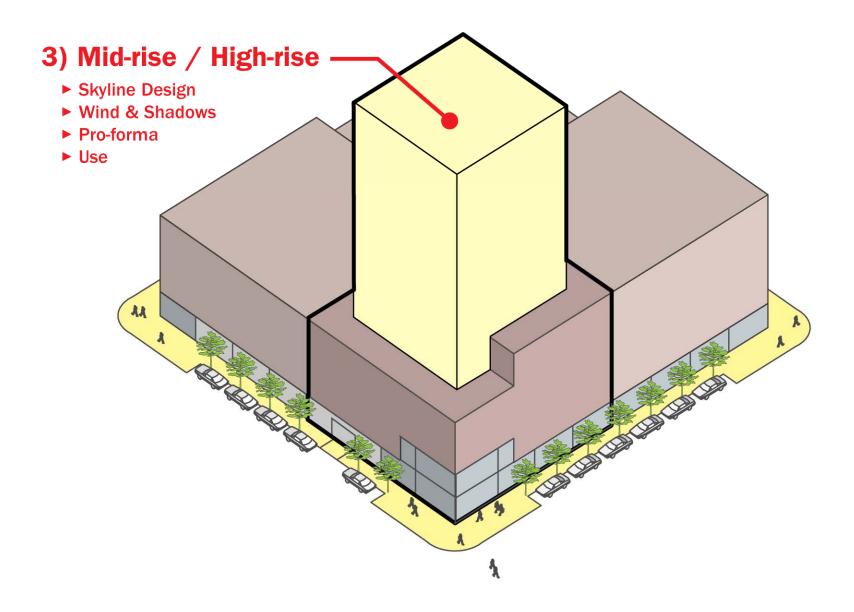
service uses

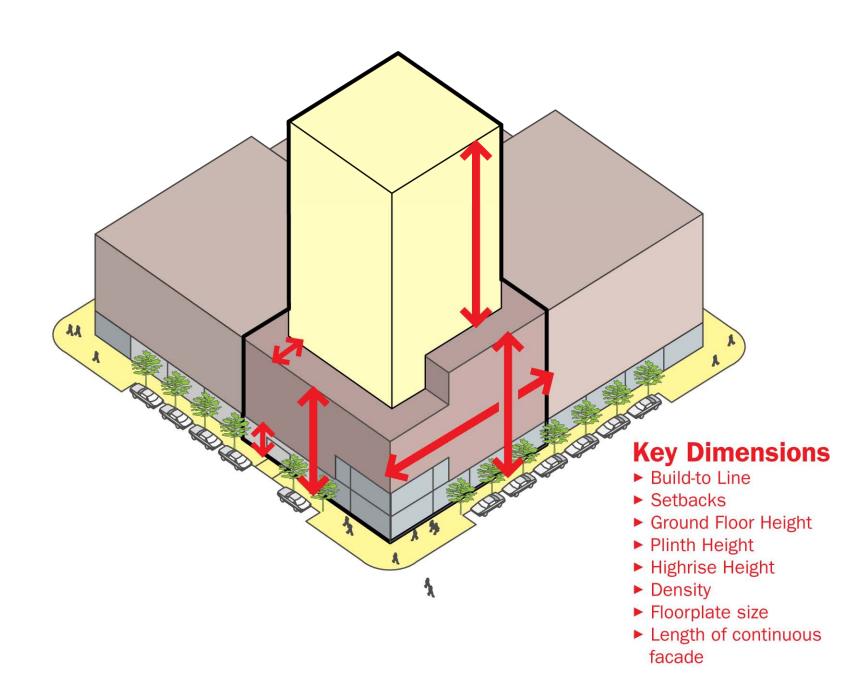














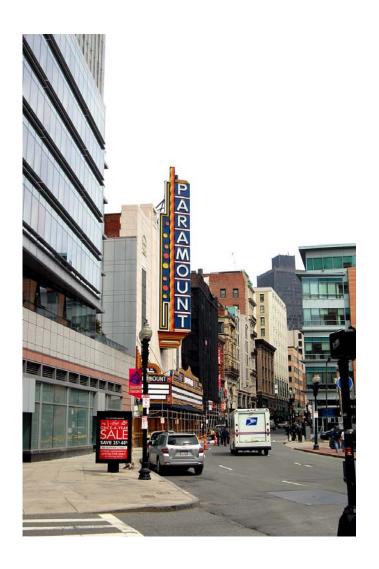
- > Active ground floor and streetscape
- > Human-scaled plinth defines street edge
- > High-rise is setback
- > Existing typology in Stuart Street district
- > Plinth can relate to adjacent building context

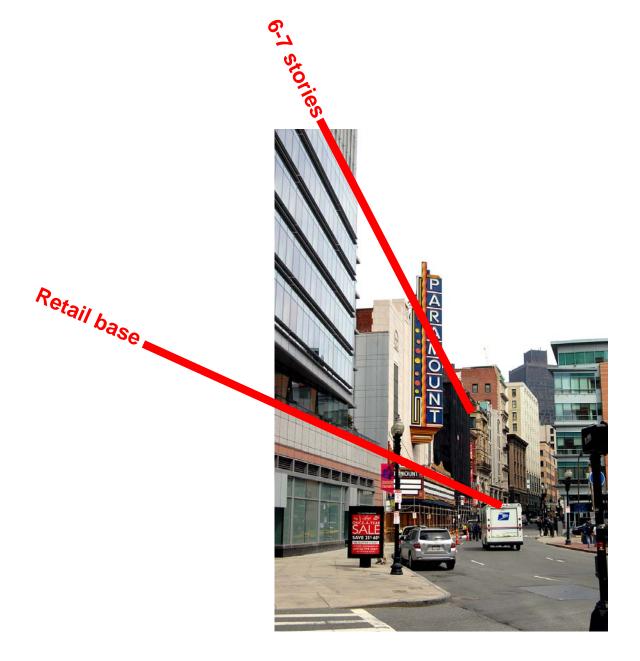


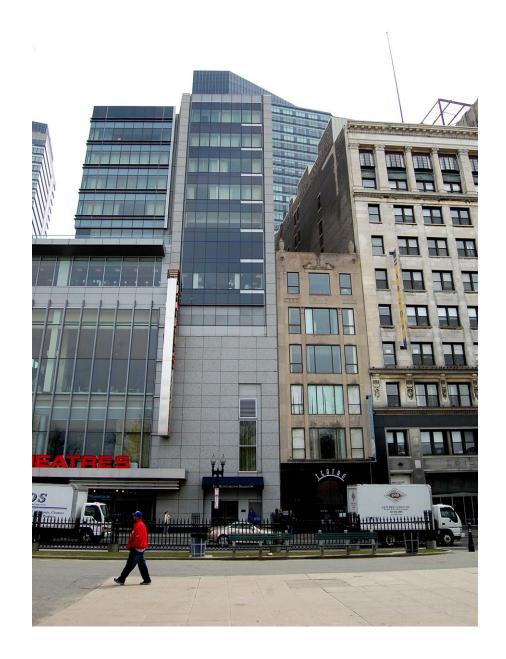
- > No setbacks; high-rises meet the ground
- > Auto-dominated streetscape
- > Empty storefronts











Successful Plinth Example



11-12 stories

Successful Plinth Example

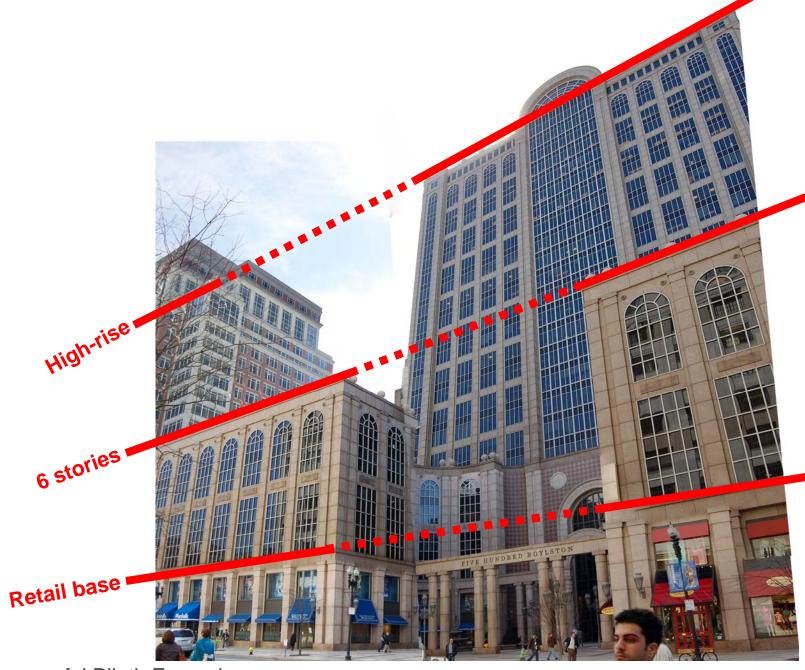












Successful Plinth Example

Source: Photo by Utile





Successful Plinth Example



















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Environmental Impacts

- Wind
- Shadows
- ☐ Utility Infrastructure

Economics and Real Estate

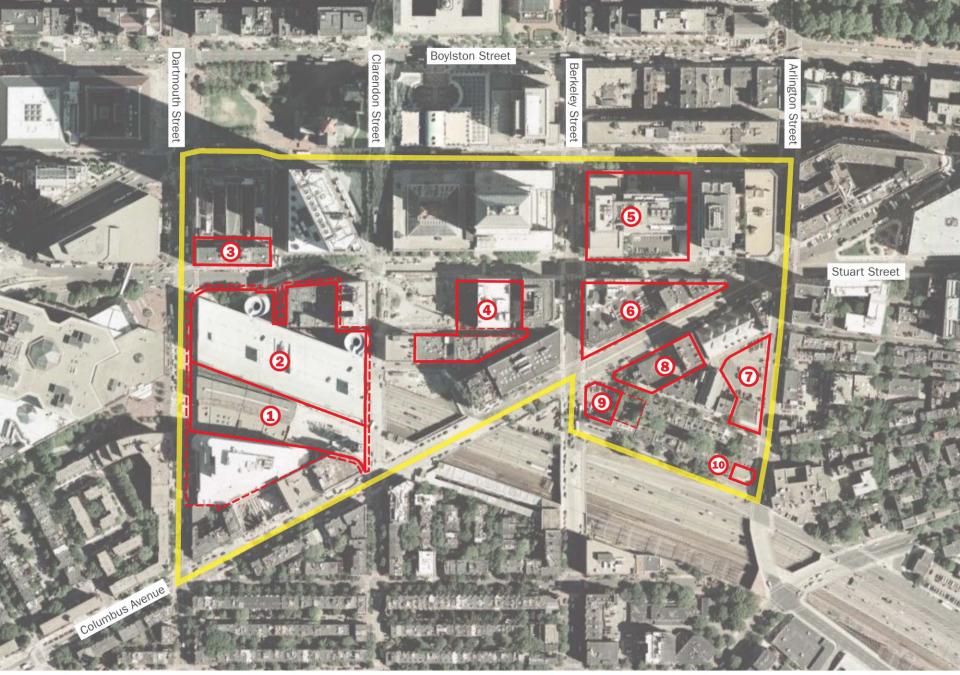
- ☐ Financial Viability: Total GSF
- ☐ Financial Viability: Floorplates
- □ Retail Capacity

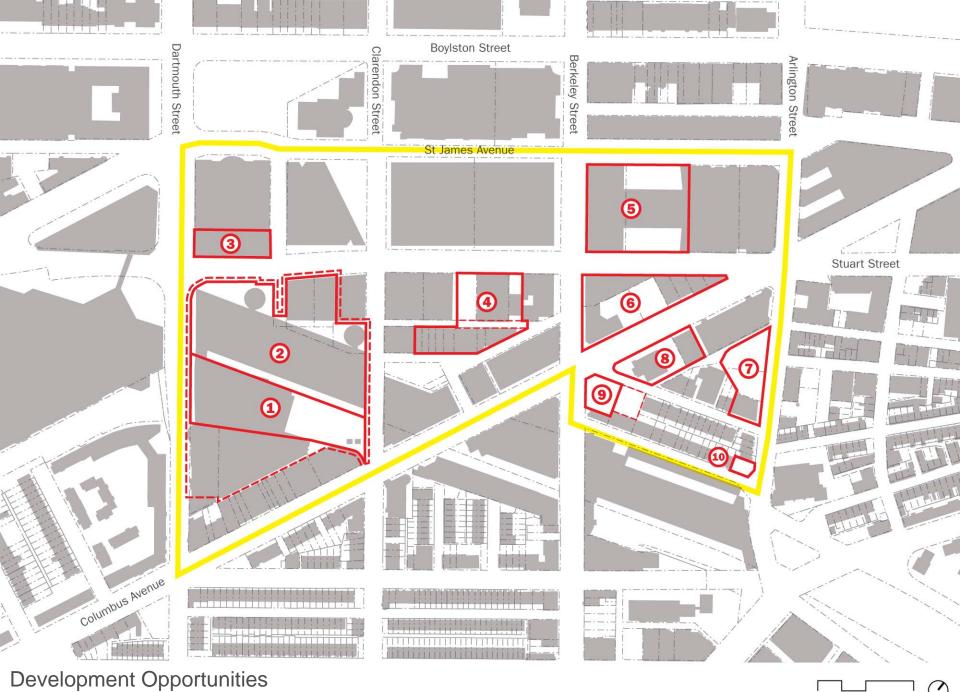
Transportation

- □ Public Transit Access
- Automobile Traffic
- □ Loading and Servicing
- Parking

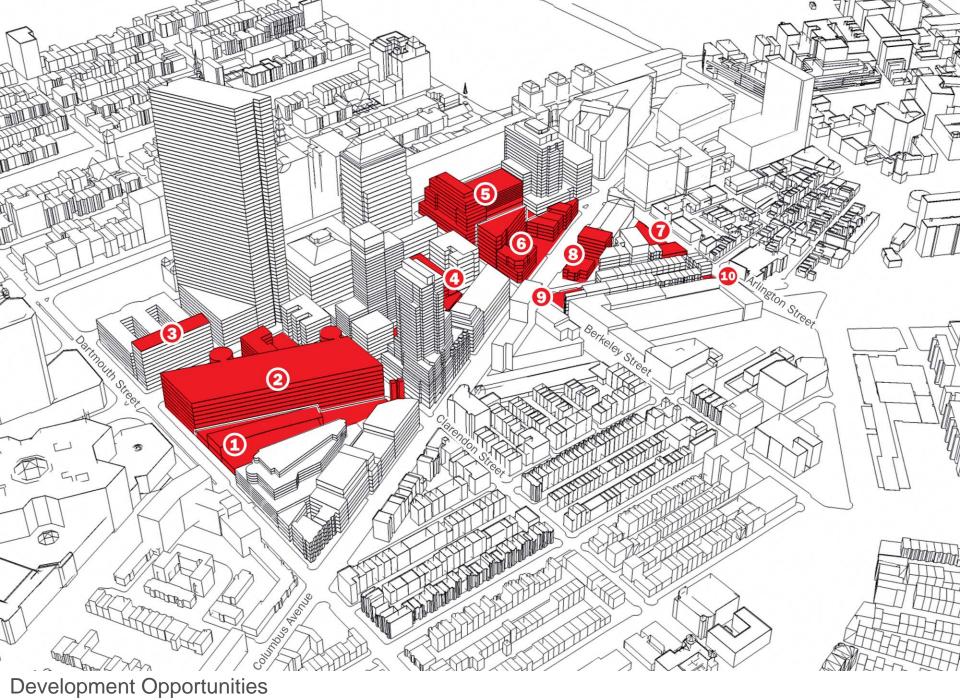
Urban Design

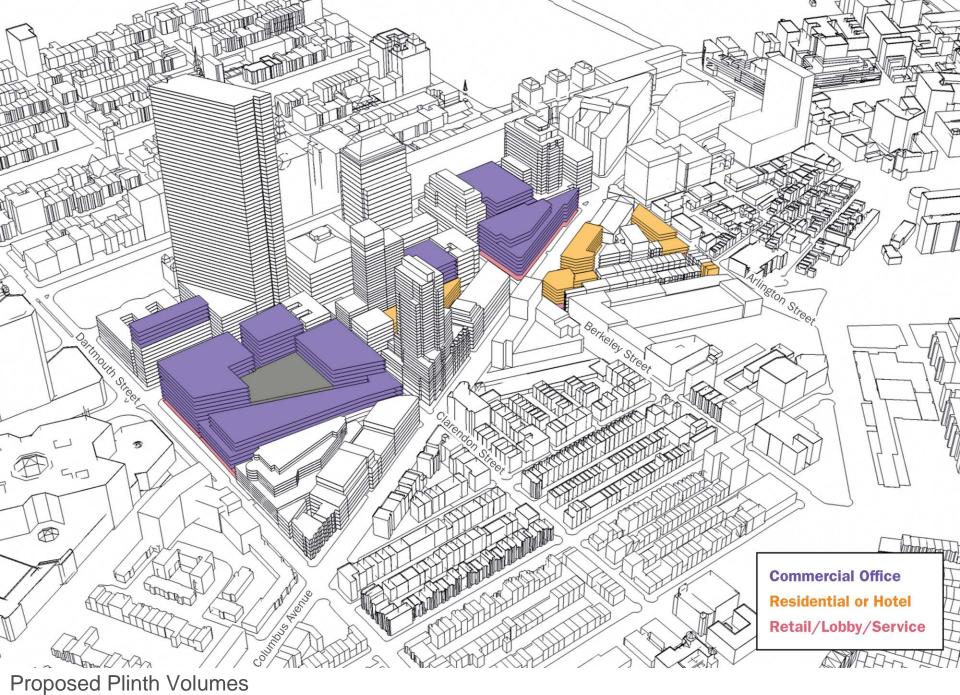
- □ Public Realm Contribution
- Pedestrian Connectivity
- □ Ground-Level Active Uses
- □ Streetscape Definition
- □ View Corridors
- ☐ Skyline Design and Composition
- □ Program and Use Mix

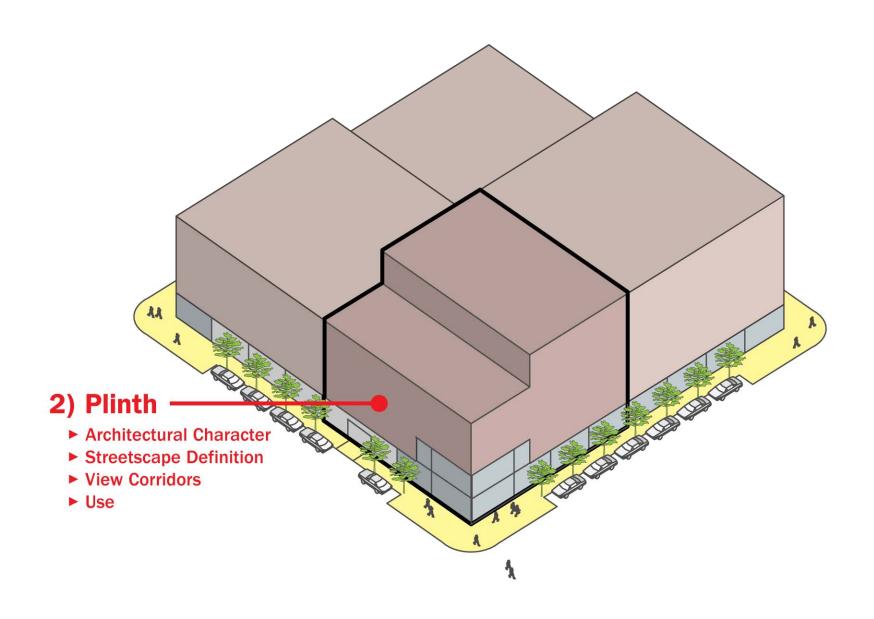


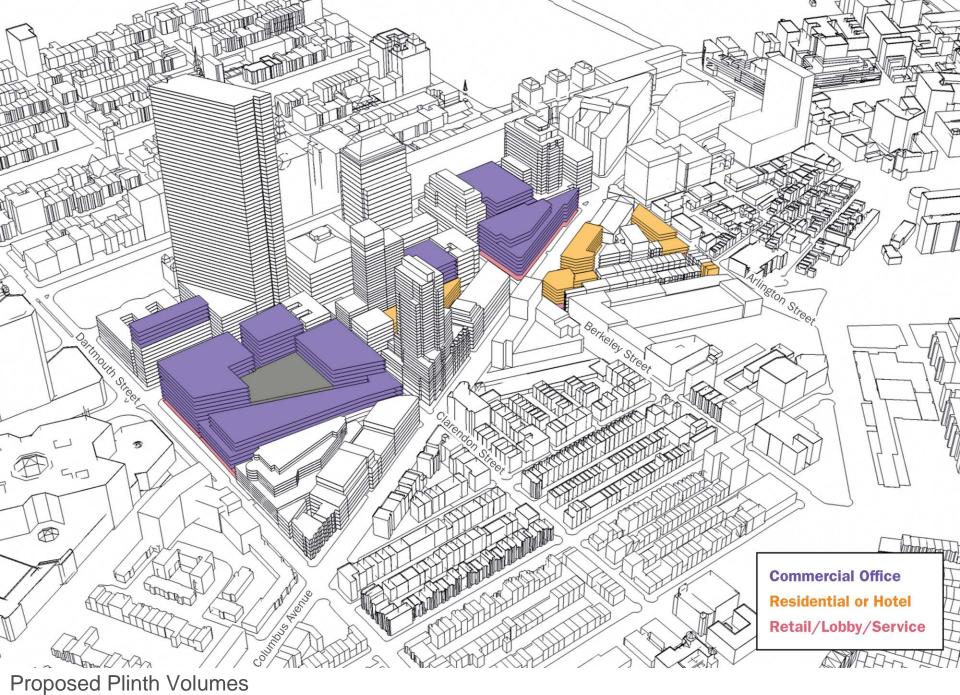


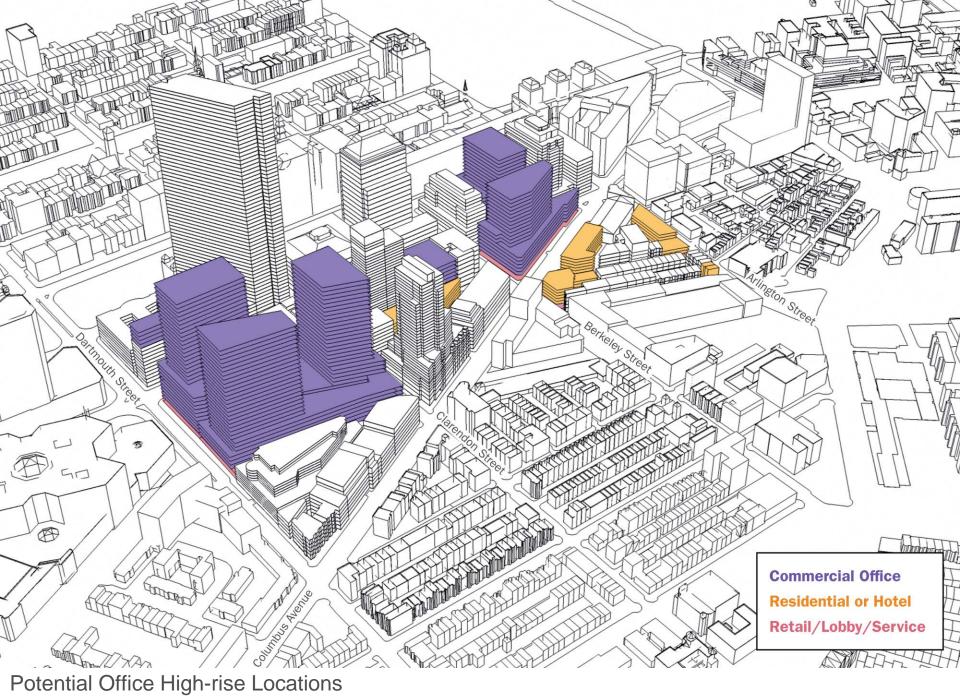


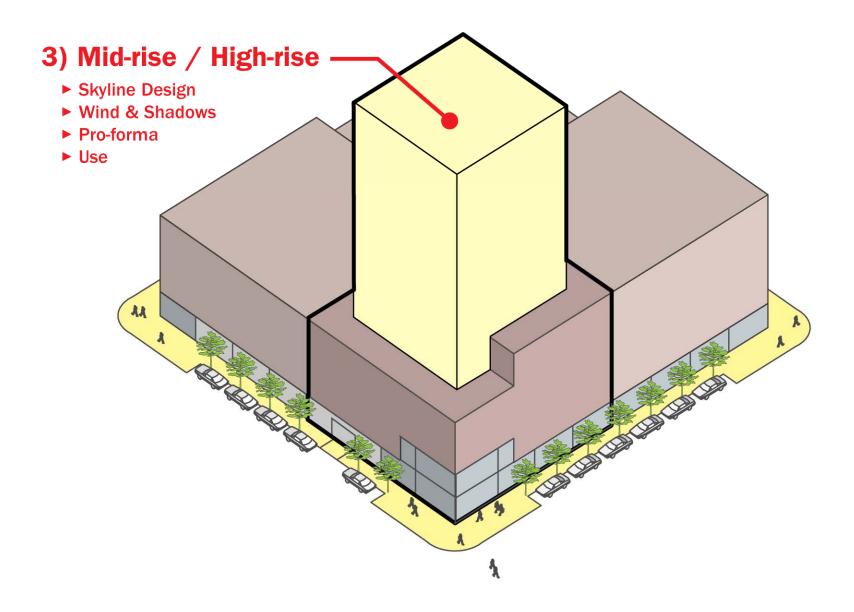


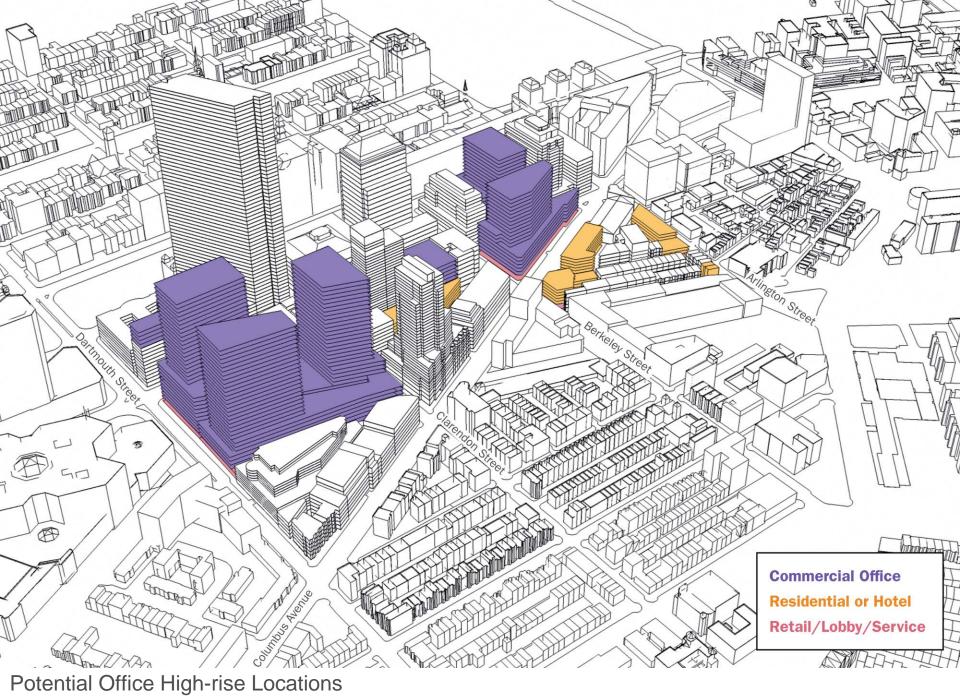


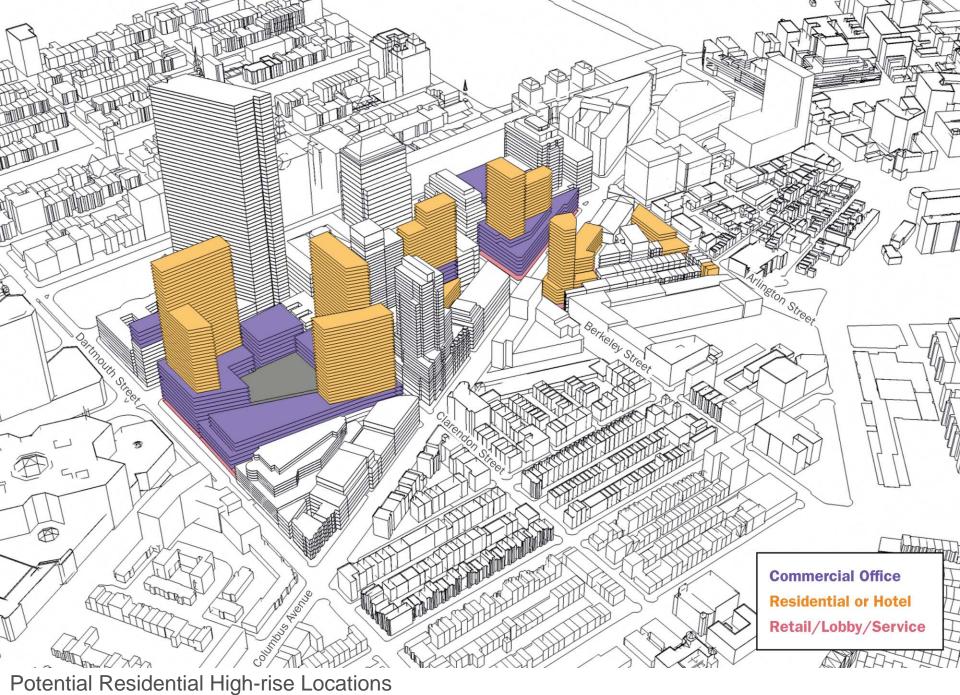


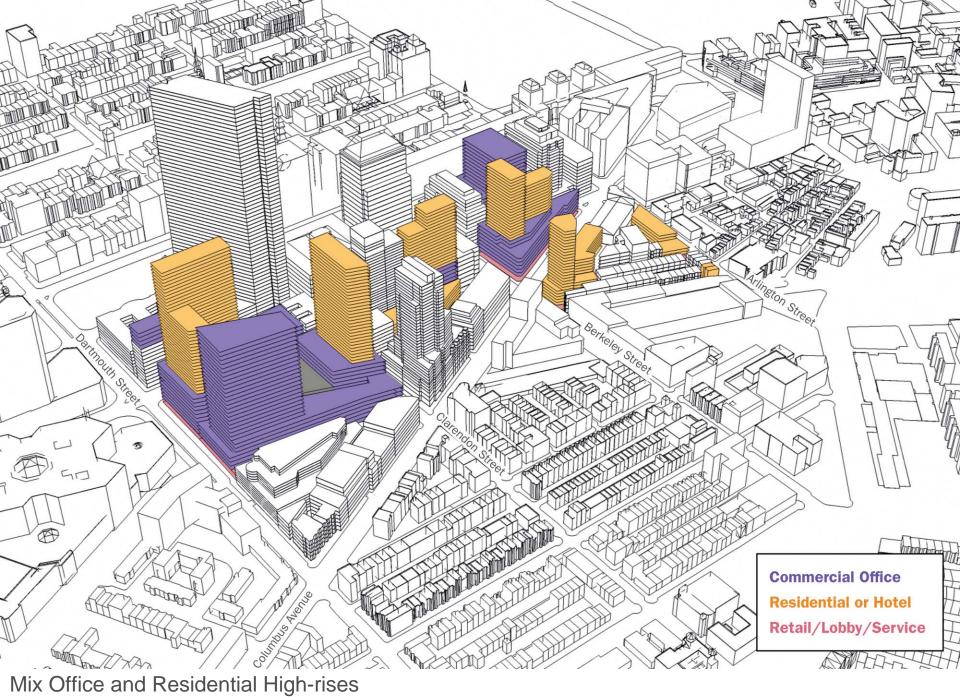


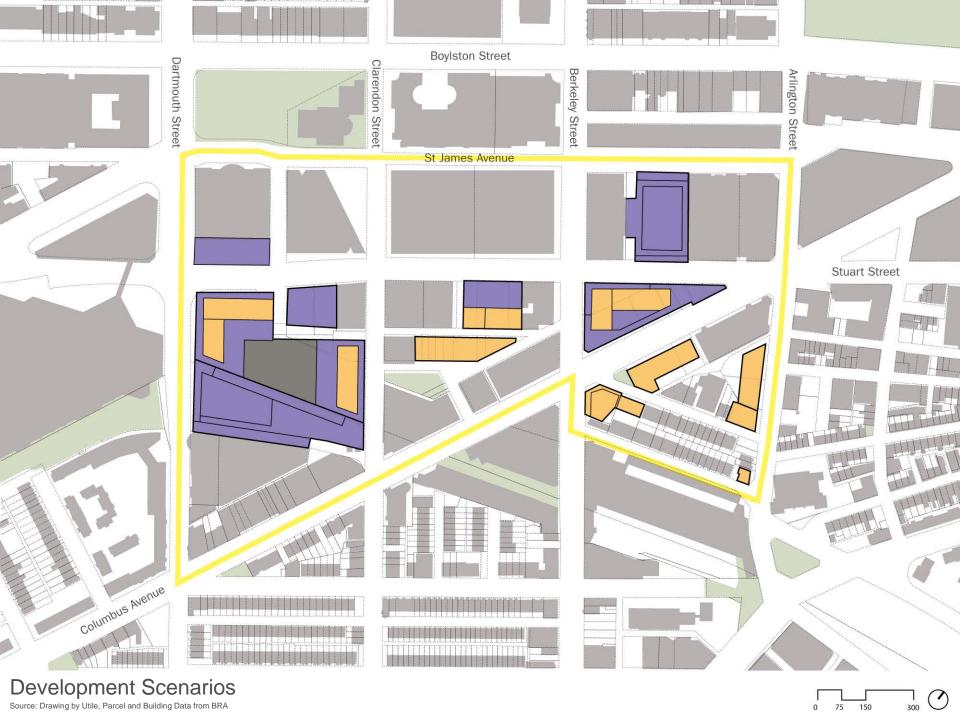


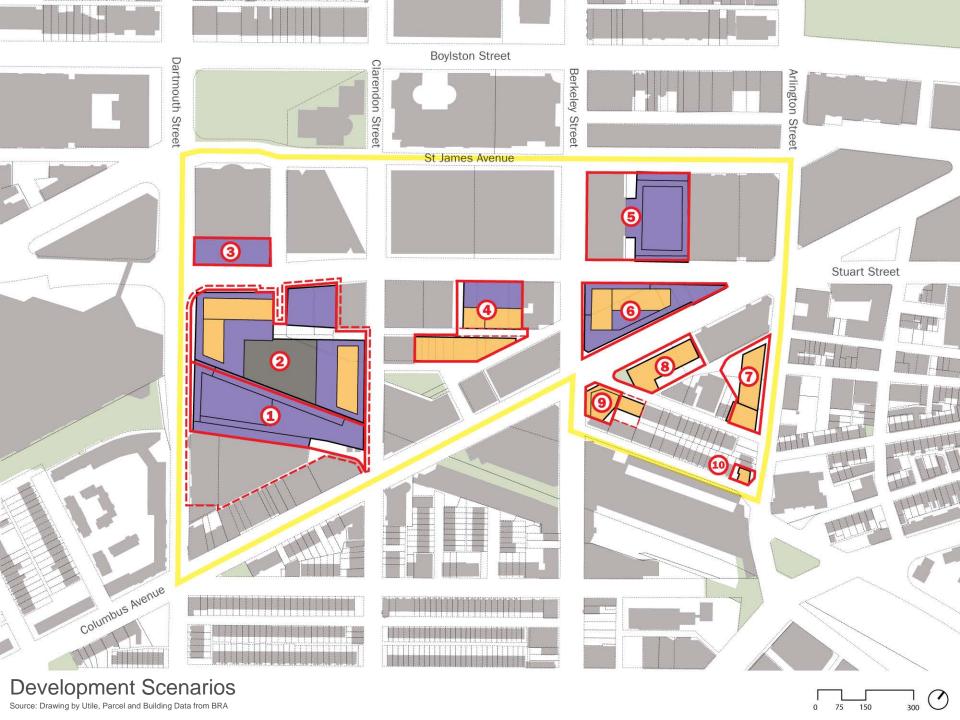


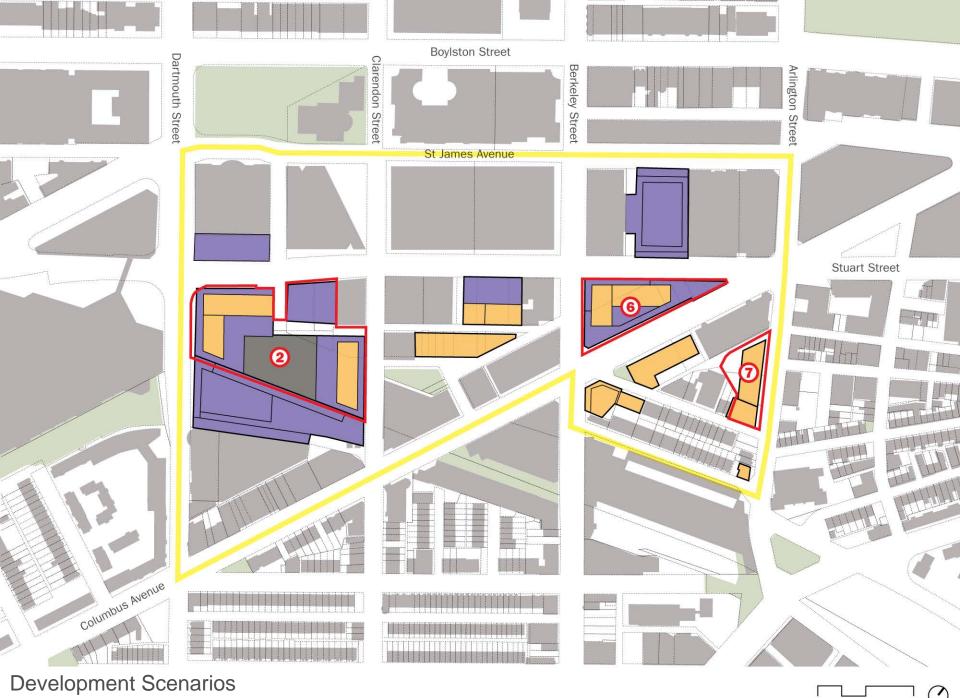












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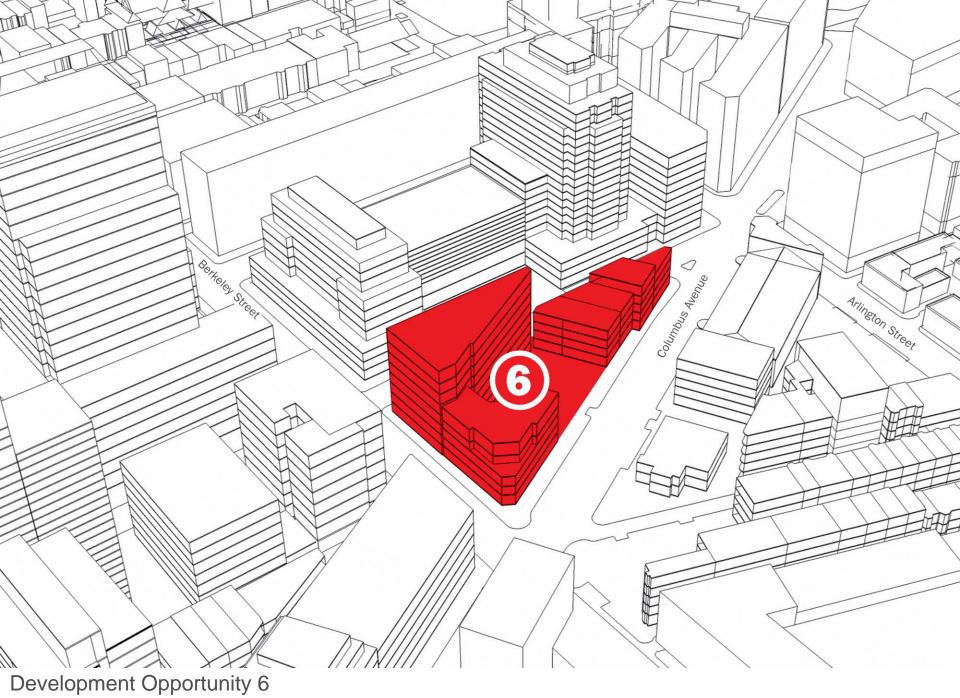
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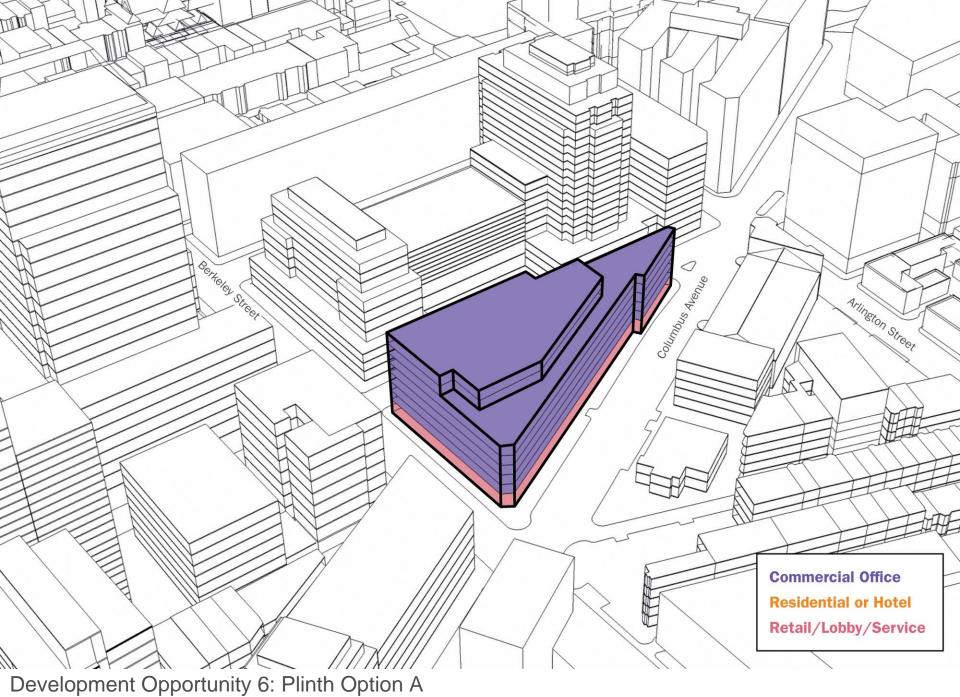
4: Next Steps

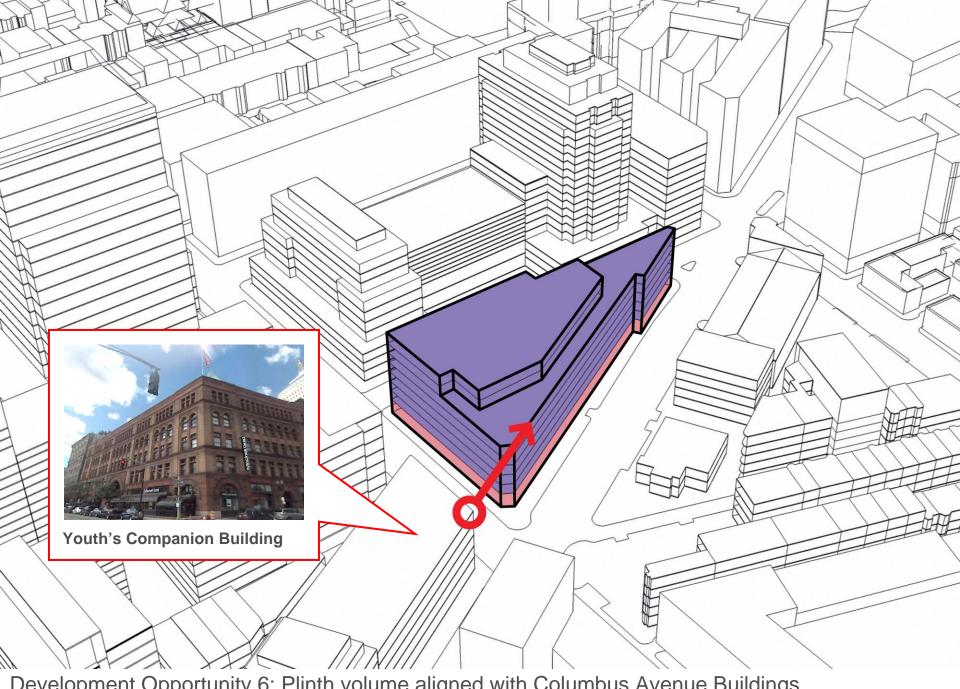




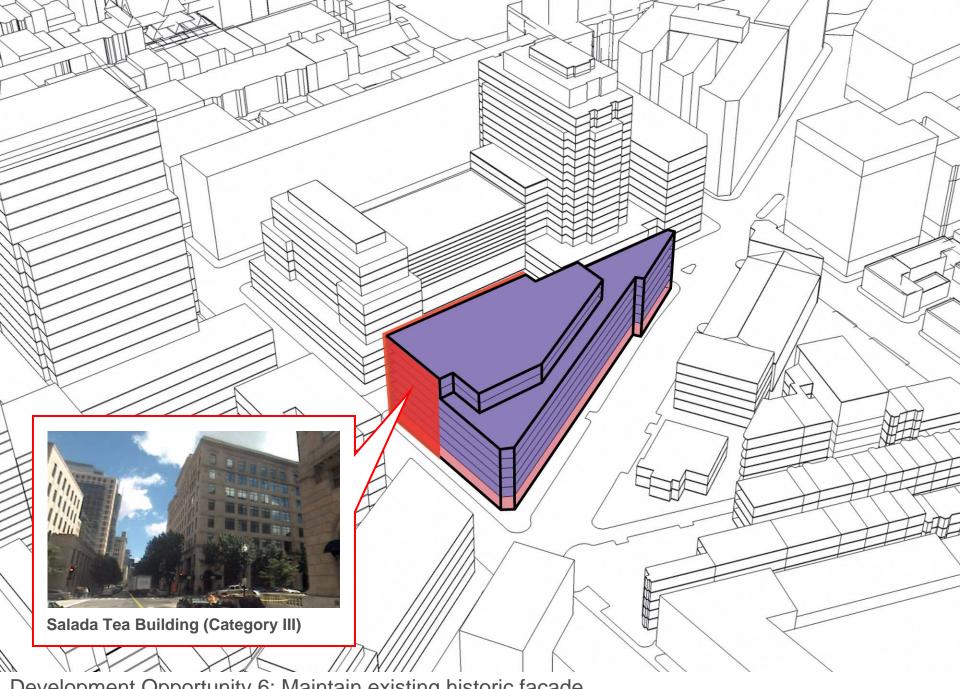
Development Opportunity 6
Source: Live Local



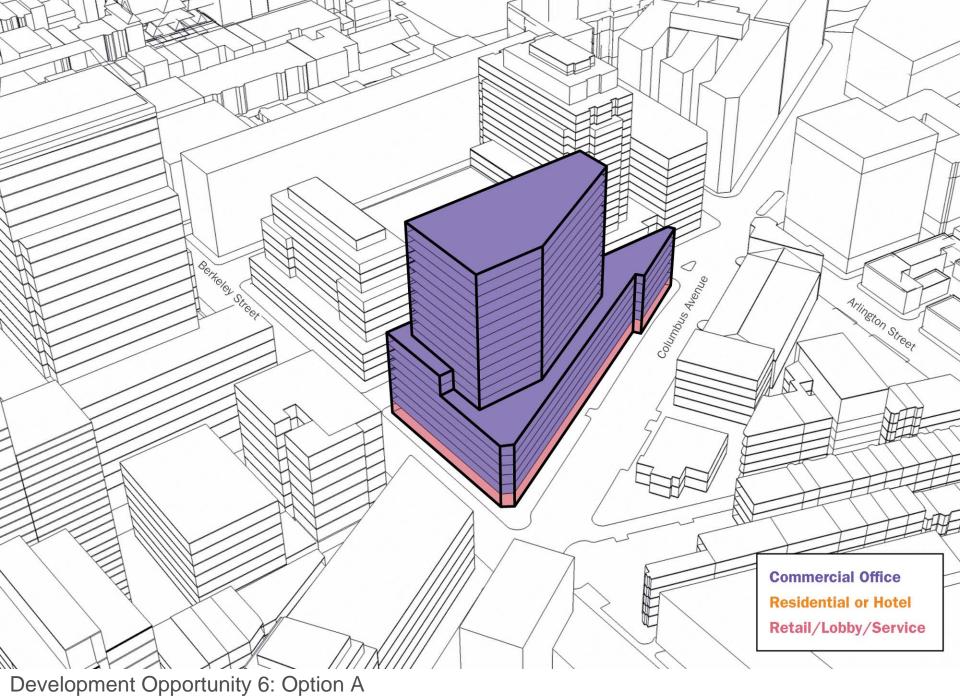


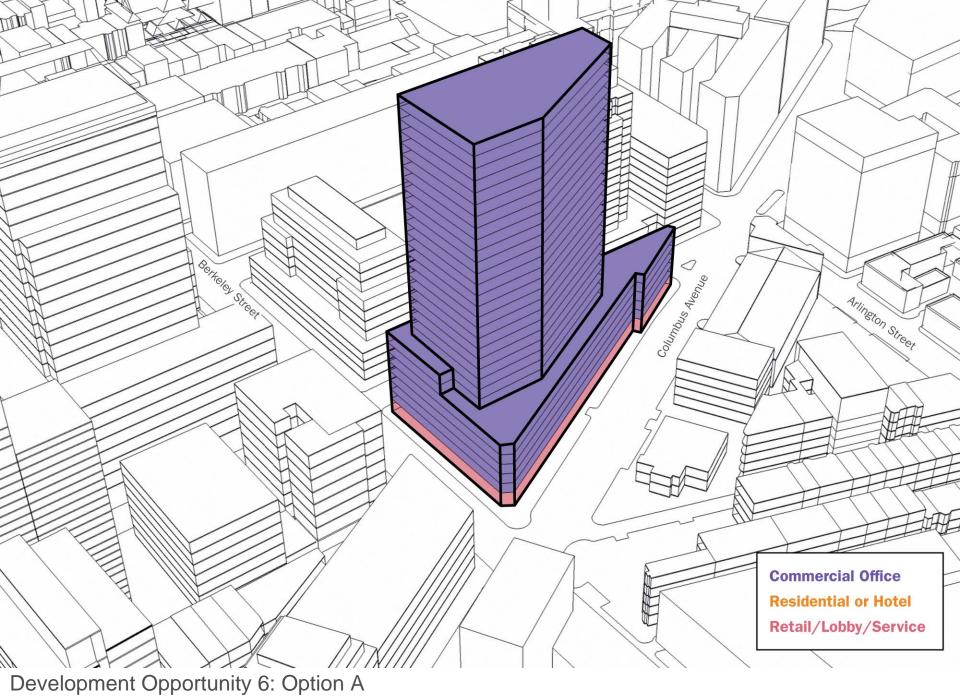


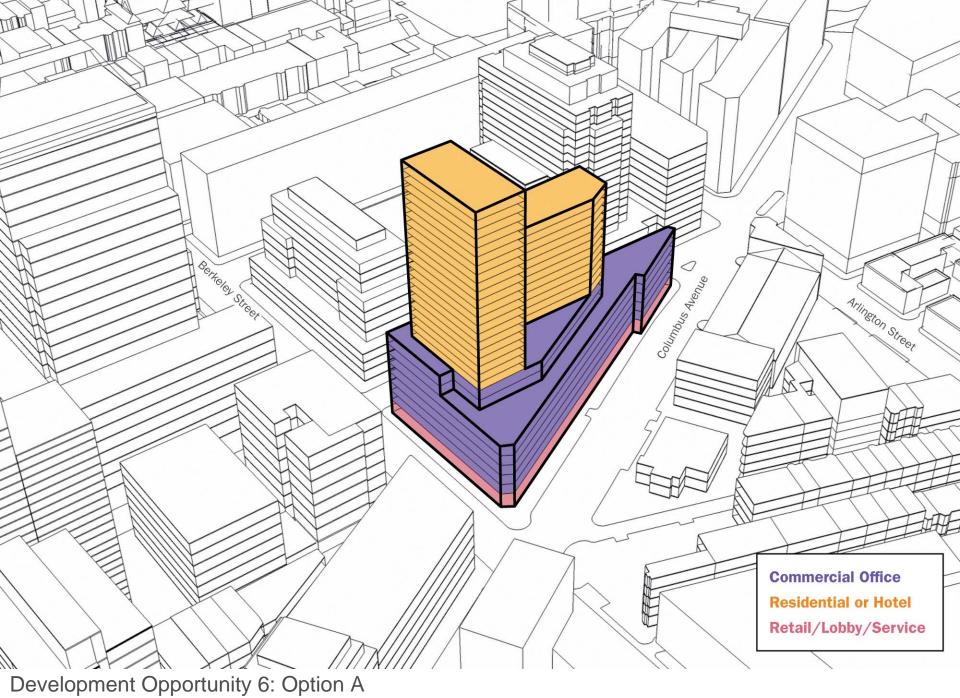
Development Opportunity 6: Plinth volume aligned with Columbus Avenue Buildings

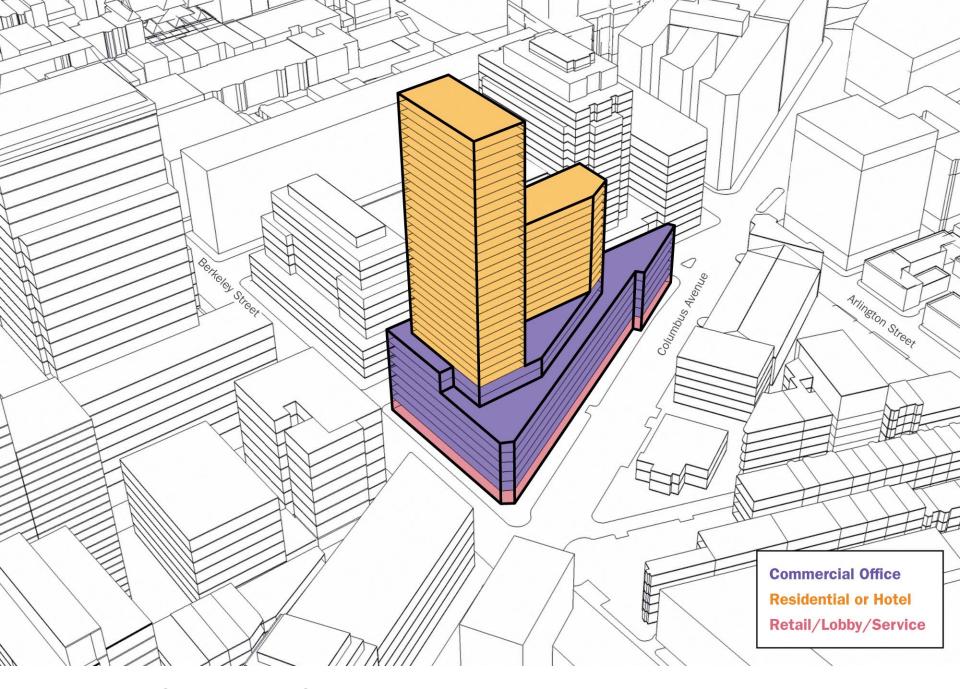


Development Opportunity 6: Maintain existing historic facade







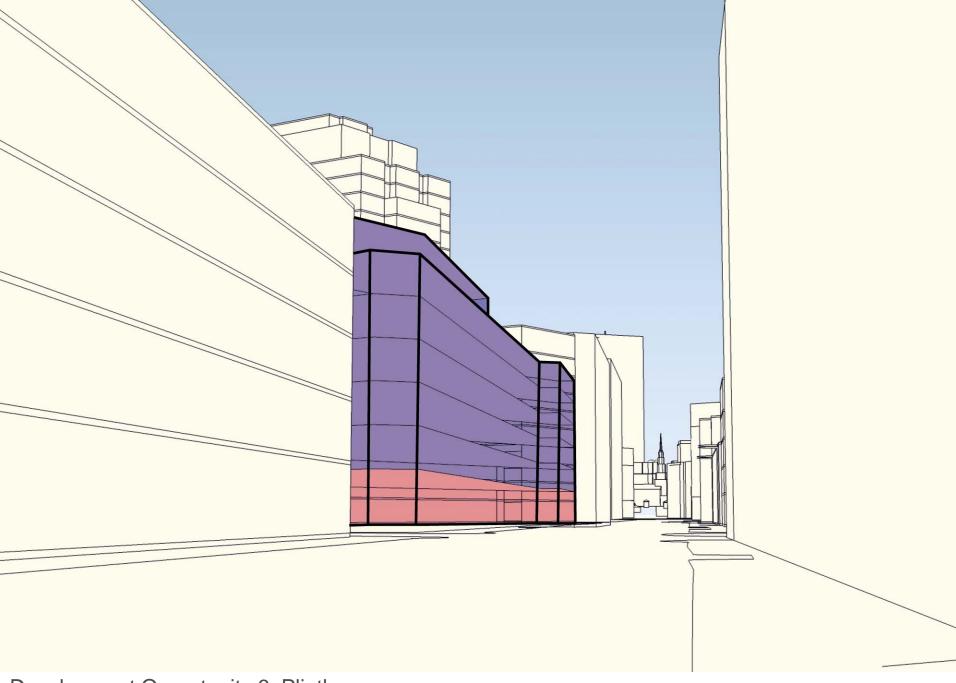


Development Opportunity 6: Option A

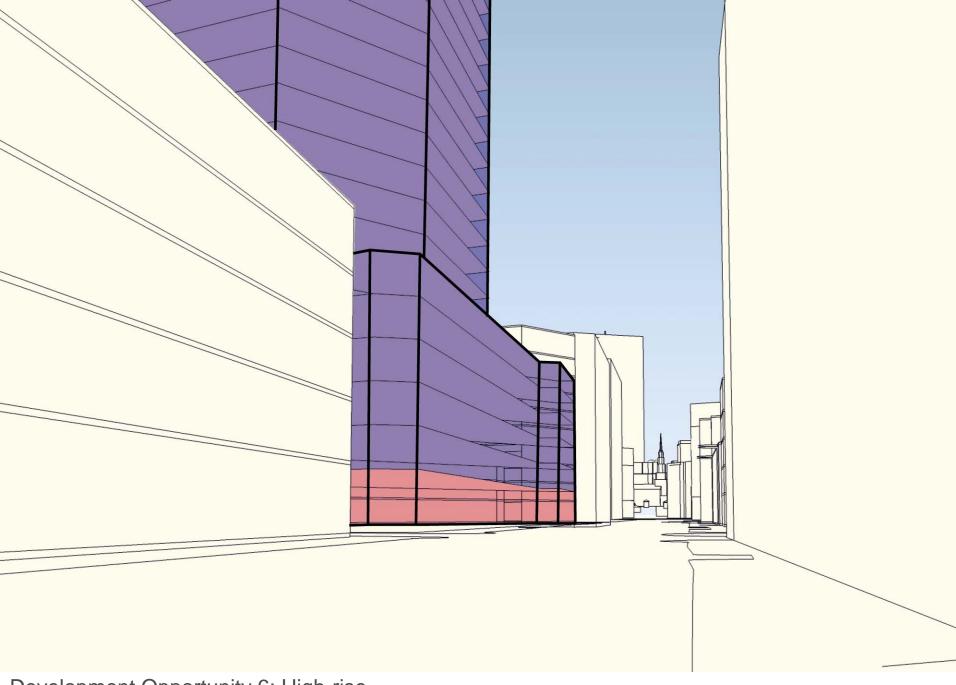




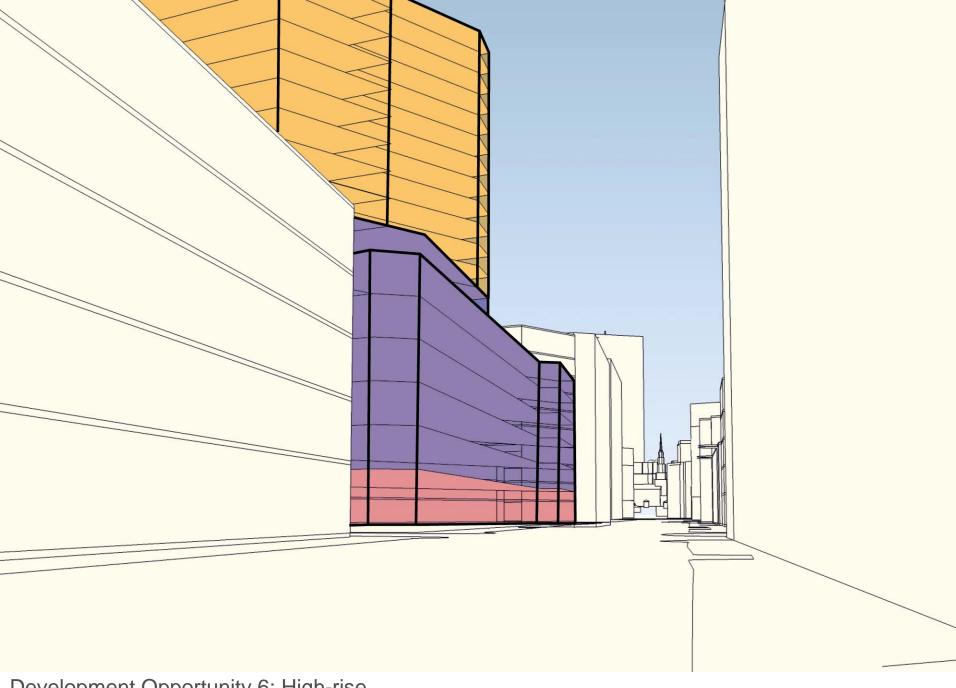
Development Opportunity 6: Existing
Source: Drawing by Utile, Parcel and Building Data from BRA



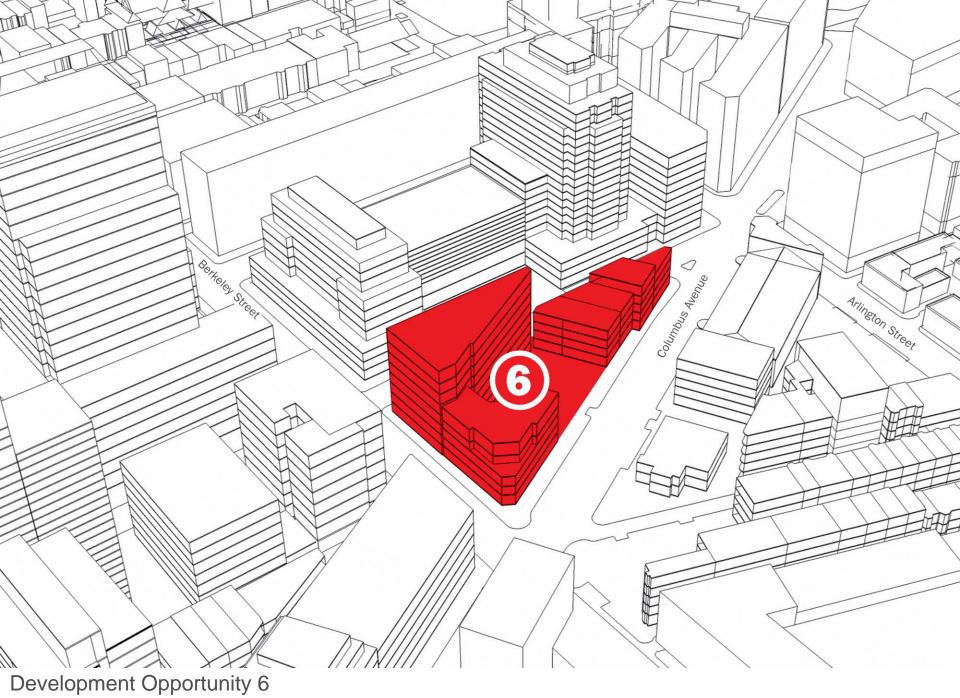
Development Opportunity 6: Plinth
Source: Drawing by Utile, Parcel and Building Data from BRA

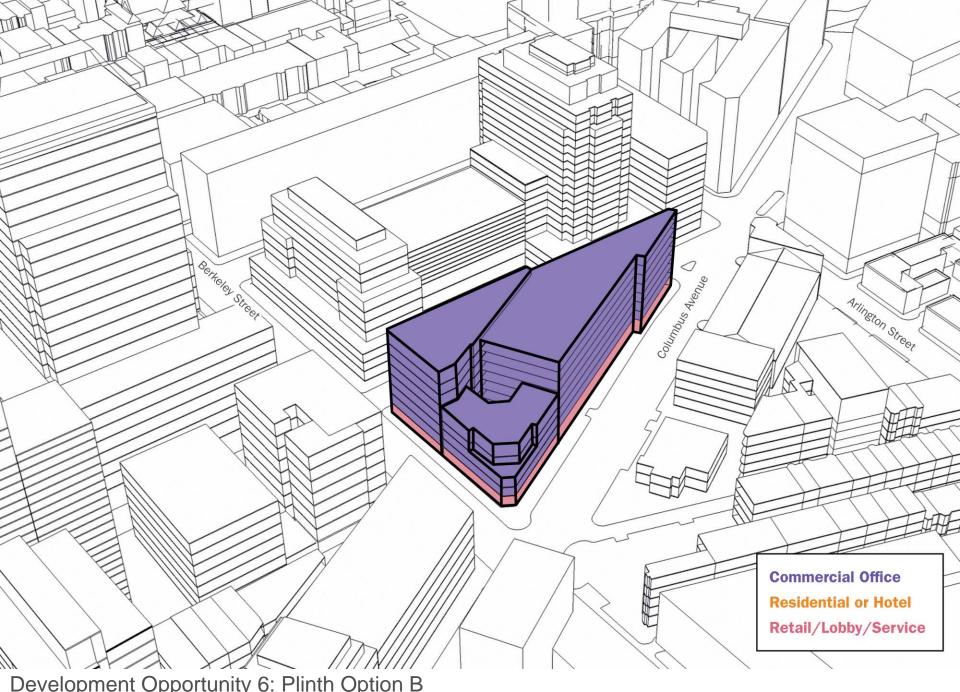


Development Opportunity 6: High-rise
Source: Drawing by Utile, Parcel and Building Data from BRA

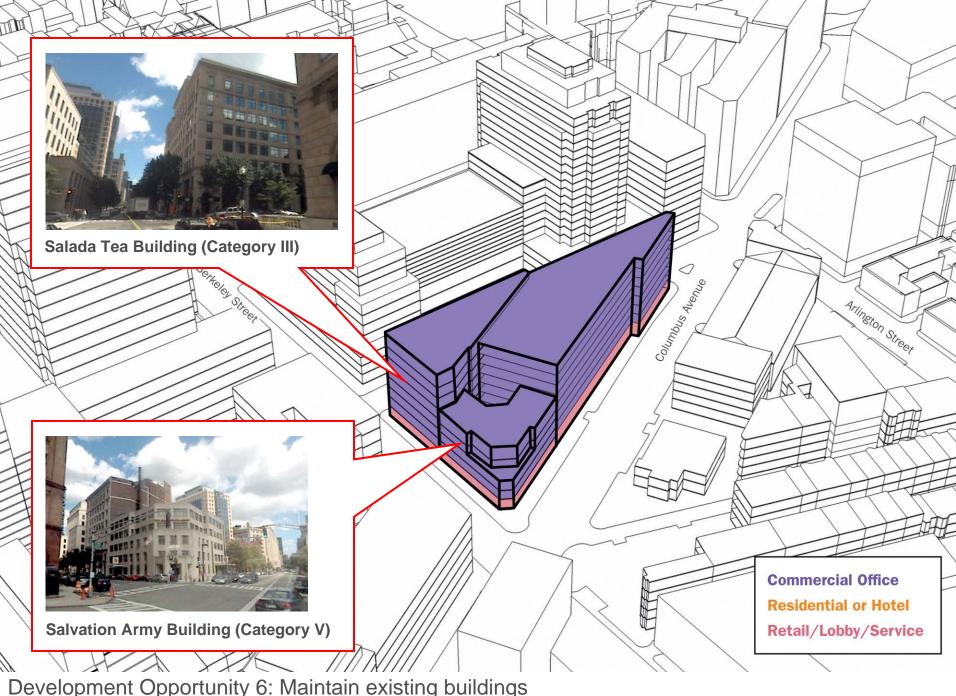


Development Opportunity 6: High-rise
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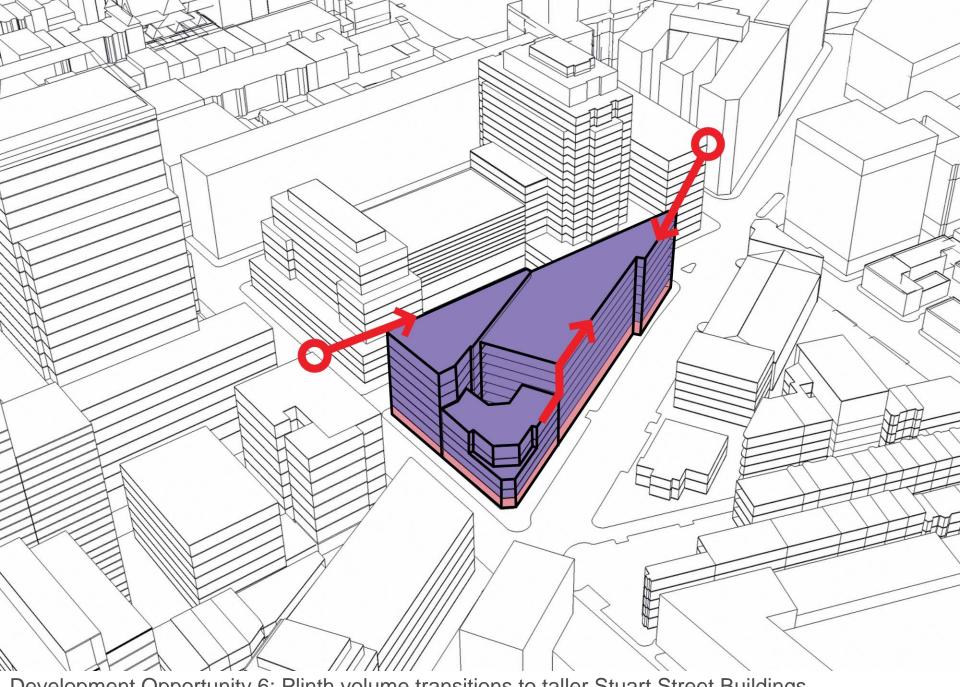




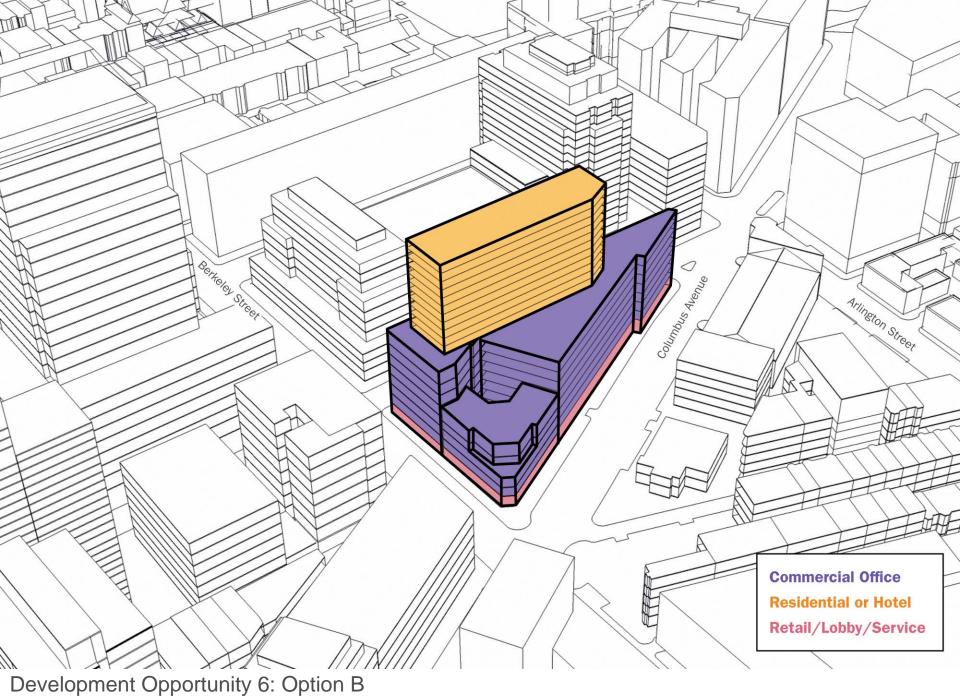
Development Opportunity 6: Plinth Option B

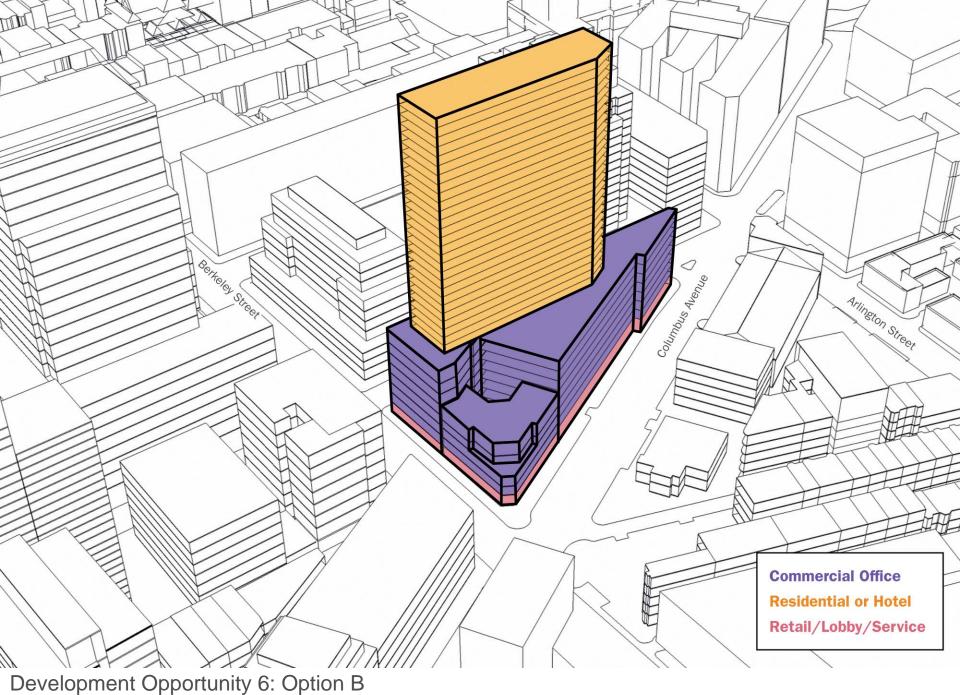


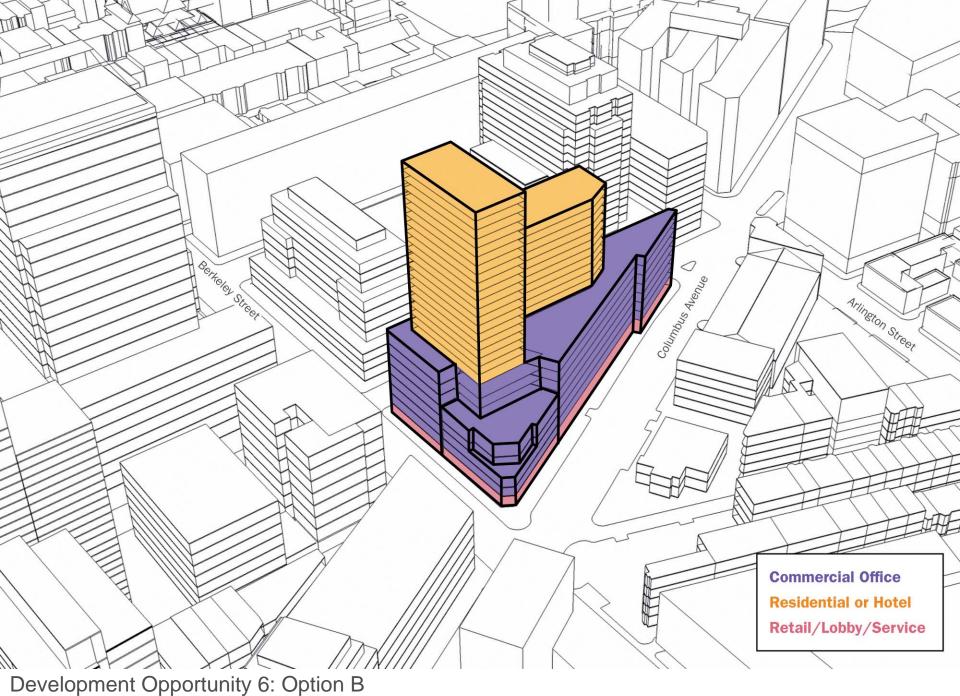
Development Opportunity 6: Maintain existing buildings

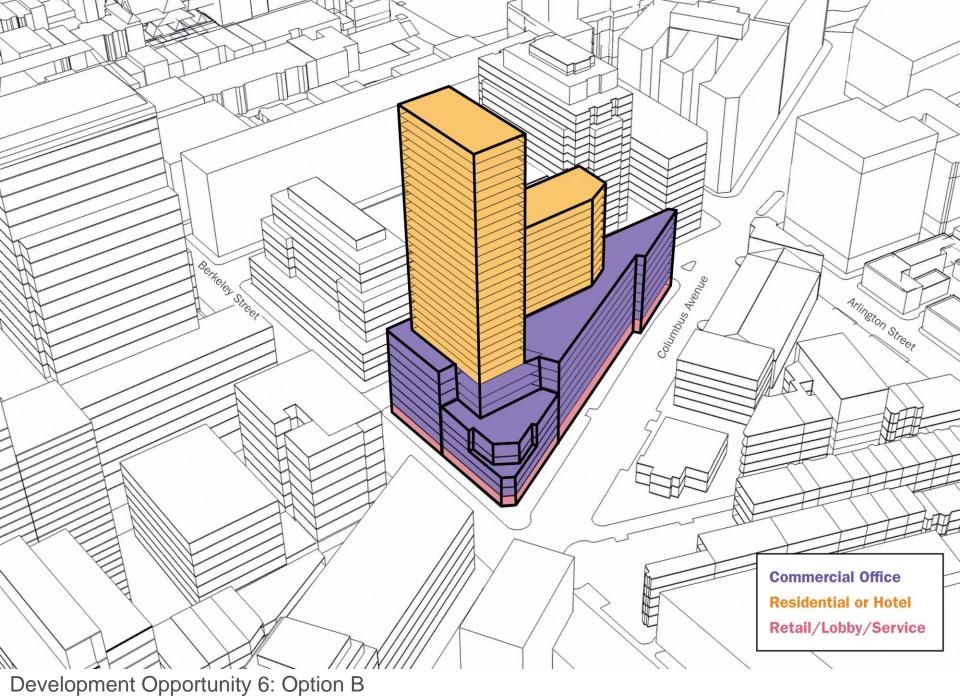


Development Opportunity 6: Plinth volume transitions to taller Stuart Street Buildings





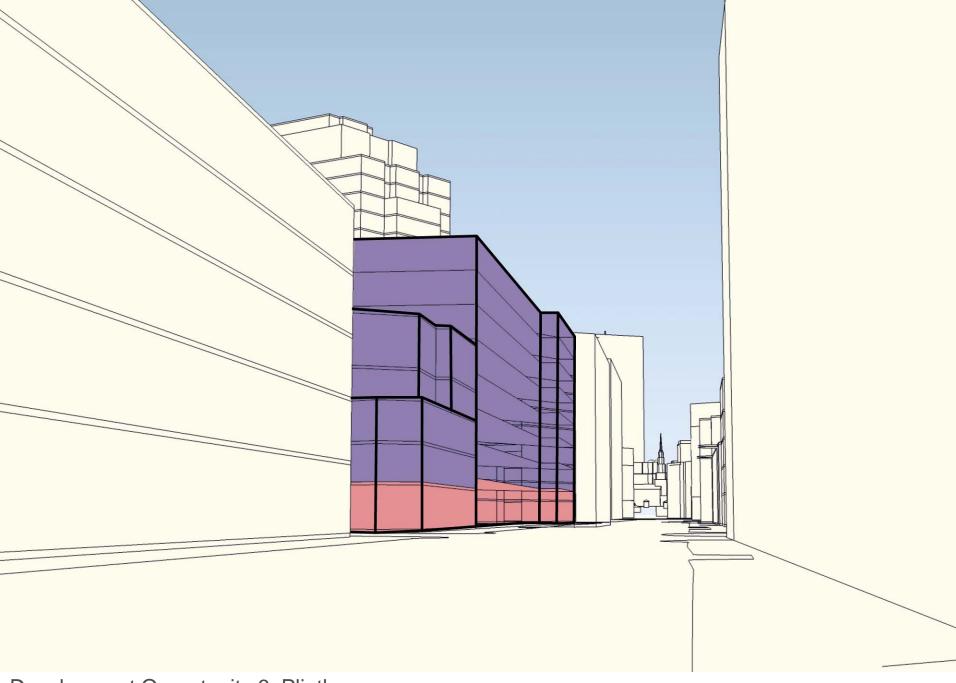




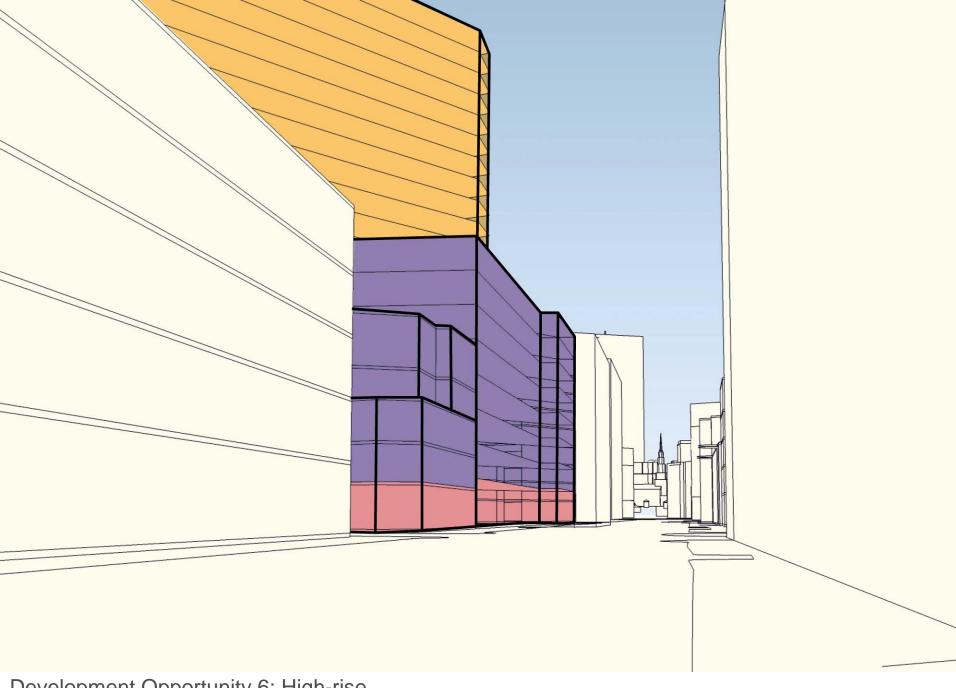




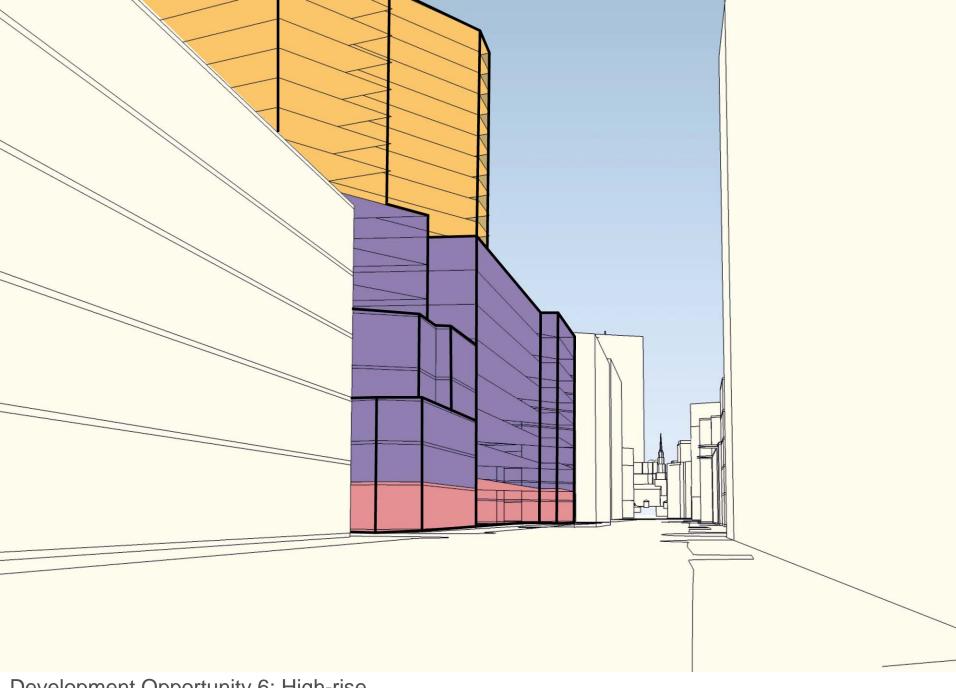
Development Opportunity 6: Existing
Source: Drawing by Utile, Parcel and Building Data from BRA



Development Opportunity 6: Plinth
Source: Drawing by Utile, Parcel and Building Data from BRA



Development Opportunity 6: High-rise
Source: Drawing by Utile, Parcel and Building Data from BRA



Development Opportunity 6: High-rise
Source: Drawing by Utile, Parcel and Building Data from BRA

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