

Design Guidelines, Process & Vision

April 8, 2019

Agenda

Part 1: Design Principles

- Architecture vs Urban Design

Part 2: Tools and Process

- Development Permits
- Design Guidelines
- Rezoning

Part 3: Implementation

- Centres
- Marine Drive

Design Principles

What do we mean by design?
Architecture vs Urban Design

Iconic Buildings or Great Places?



Iconic buildings don't necessarily make great places!

Iconic Buildings or Great Places?



People and well designed public space make great places!

Buildings as Supporting Actors



Buildings frame spaces
Uses animate spaces
People drive economic vibrancy

Opportunity

Centres is a vehicle to achieve many of the community goals espoused in the OCP.

Collectively we get a chance to create, not just a building, but an entire new community

Places that are vibrant and barrier free

But there are challenges...

Challenges

Not a hypothetical idea

They will be living differently

They will be living denser

They'll be living in townhouses and apartments

Majority above the first floor

We need to get it right...

We need to get it right...

Individual buildings, and the places we are creating, need to respond to that change in how people will be living

We need a set of design principles to guide our decision making

We need to get it right...

Urban Design Principles

Identity (Distinct character)

Accessible (Inclusive)

Safe and Secure (Lighting, vision lines, people, eyes)

Open Spaces (Private, semi-private, public)

Open Spaces (Passive and active)

Social Spaces (Private, public, commercial)

Connection to Nature (Strength)

Support access to transit (laning, stops, protection)

Urban Design Principles

Visually Cohesive (private and public realm details)

Buildings need to respond to context

- front doors (on streets)
- eyes (safety and security)
- rhythm (interest, retail)
- scale (human)
- materials (appropriate to location)
- corners (wrap)
- adjacencies (respect)

Architecture vs Urban Design

Look beyond the building to see the place

Good architecture supports great urban design

There is a place for great architecture

Part 2 - Tools and Process

1. Development Permits / Design Guidelines
2. Rezoning

Development Permits

A tool to set special conditions on development

Can be triggered by:

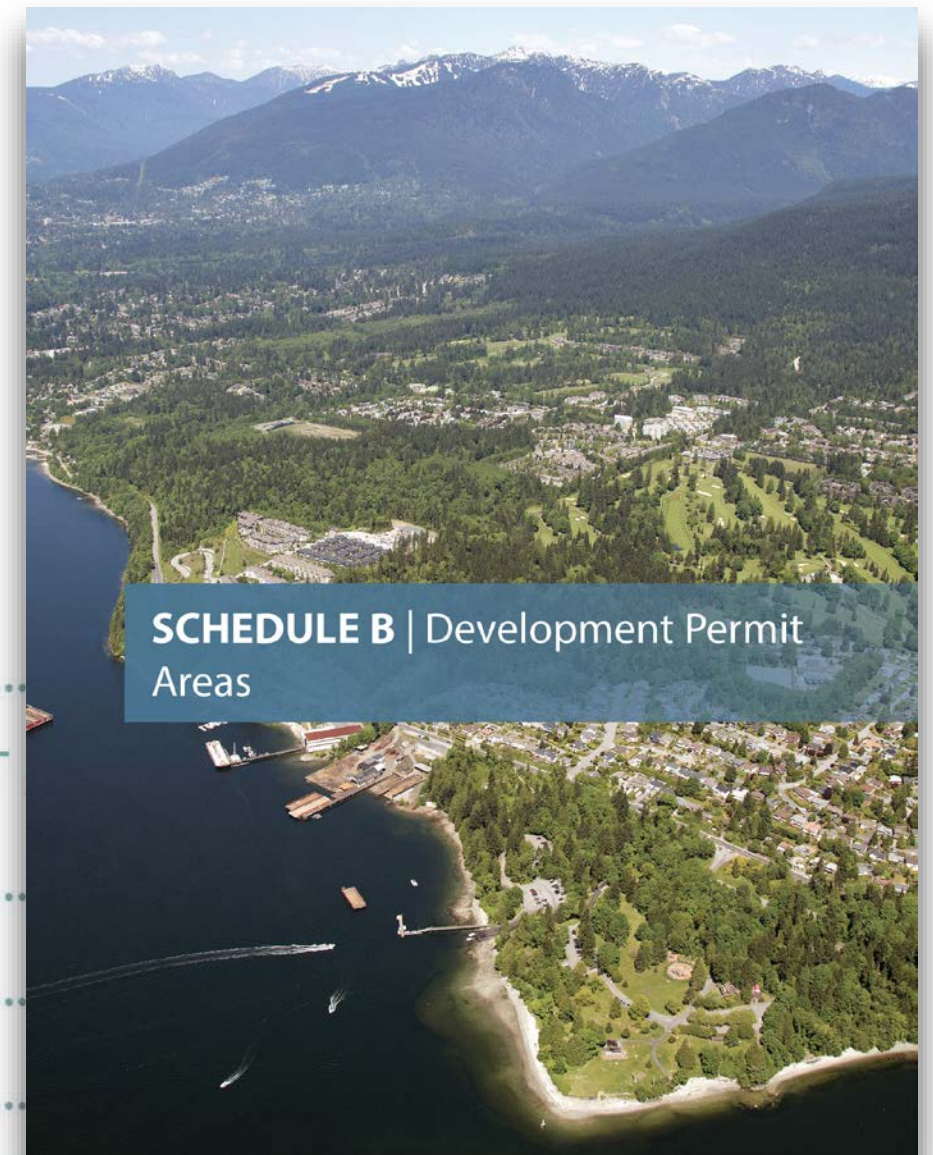
- the subdivision of land
- construction of, addition to or alteration of a building or other structure, and
- the alteration of land.

Municipality must designate development permit areas

Development Permits

Maps

MAP 1.1: PROTECTION OF THE NATURAL ENVIRONMENT DEVELOPMENT PERMIT AREA	
MAP 1.2: STREAMSIDE PROTECTION DEVELOPMENT PERMIT	
MAP 2.1: WILDFIRE HAZARD DEVELOPMENT PERMIT AREA	
MAP 2.2: CREEK HAZARD DEVELOPMENT PERMIT AREA	
MAP 2.3 : SLOPE HAZARD DEVELOPMENT PERMIT AREA	
MAP 3.1: FORM AND CHARACTER DEVELOPMENT PERMIT AREA.....	251
MAP 4.1: ENERGY AND WATER CONSERVATION AND GHG EMISSION REDUCTION DEVELOPMENT PERMIT AREA.....	275

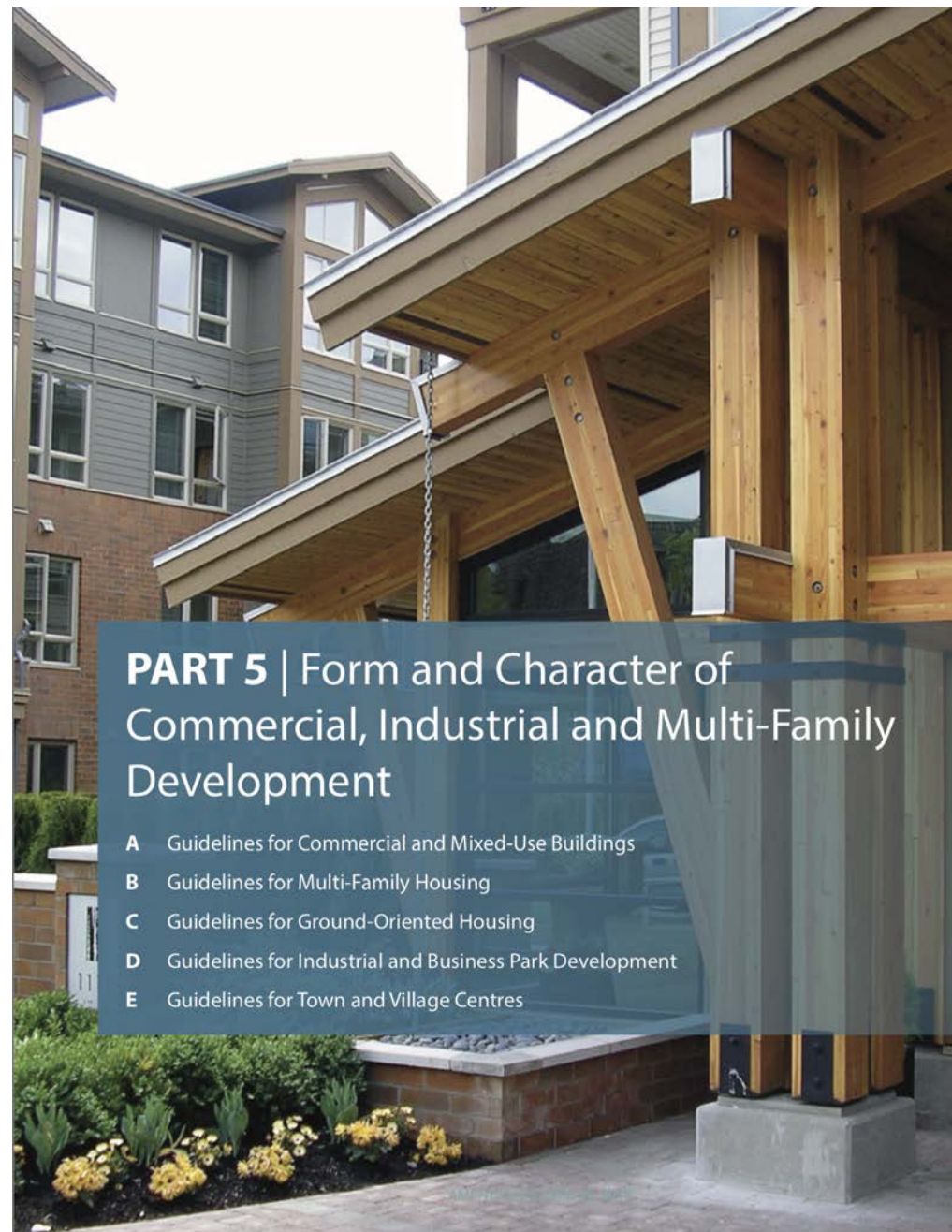


Development Permits

Municipality must designate development permit areas

Specify guidelines respecting the manner by which the special conditions or objectives will be addressed

Development Permits



Development Permits

Specify guidelines respecting the manner by which the special conditions or objectives will be addressed

Limitations to powers with respect to commercial, industrial and multi-family development:

... but only in relation to the general character of the development and not to particulars of the landscaping or of the exterior design and finish of buildings and other structures.

Cautionary note

Highlights the difference between Development Permit process and Rezoning

Design Guidelines

- Guideline for Commercial and Mixed Use Buildings
- Guideline for Multi-Family Housing
- Guideline for Ground-Oriented Housing
- Guideline for industrial and Business Park Development
- Guideline for Town and Village Centres

Design Guidelines

A2.2: Semi-Private Space: A minimum of 4.5 square metres of useable, accessible private or semi-private outdoor space accessed directly from the dwelling unit should be provided for each dwelling unit. This may take the form of patios, balconies or rooftop decks

A2.3: Common Open Space: Common open space should be conveniently accessible to residents; have sun exposure; wind protection; landscaping; play opportunities; and be visible from dwelling units

A2.4: Pedestrian Pathways and Wheelchair Access: Pedestrian pathways should be direct, accessible, barrier-free and safely routed from parking areas to storefronts and building lobbies.

A3.1: Variation in Building Design: There should be subtle design variation between neighbouring buildings to avoid a repetitive appearance.

A3.2: Scale: New and taller *development* should relate and harmonize with the height and scale of neighbouring buildings by incorporating transitional setbacks, building forms and heights

A3.5: Minimize Blank Façades: The width of blank walls should generally be limited to a maximum of 10% of the linear dimension of a building façade facing a street

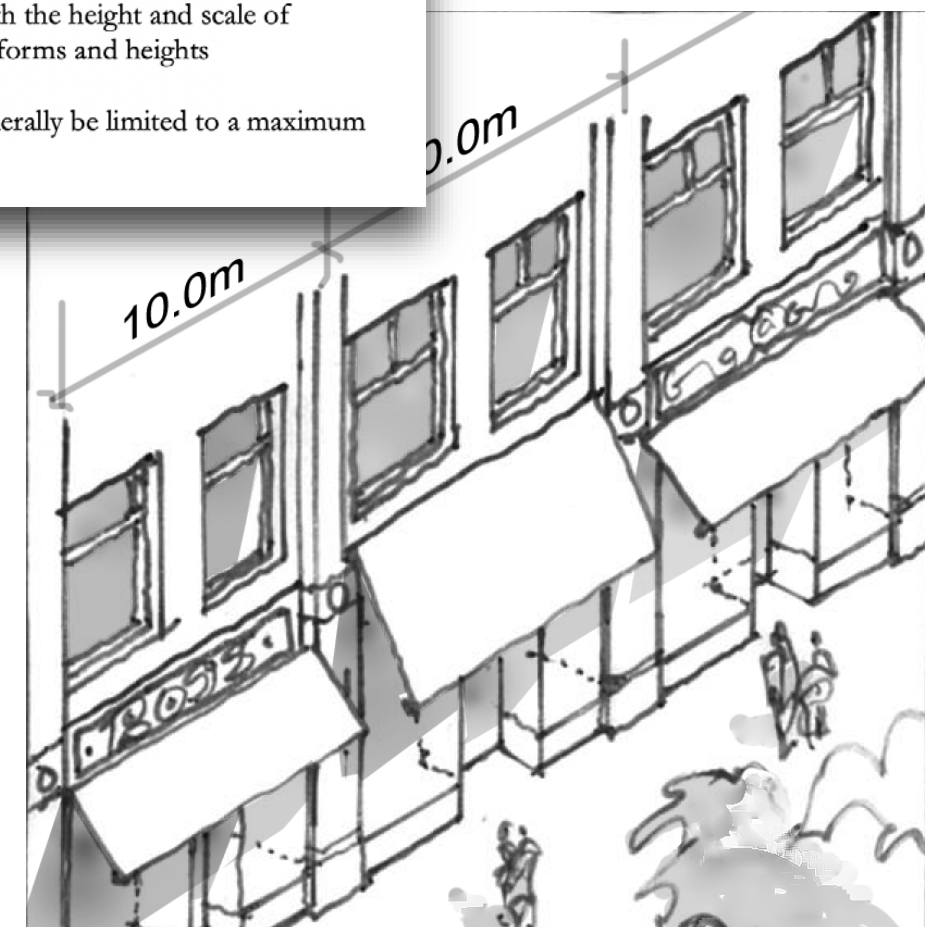
A1.1 Unified Streetscape: Within a given area, a unified streetscape should be achieved through the use of open spaces, landscaping elements and universally accessible pedestrian pathways

A1.6: Corner Storefronts: On corner sites, commercial storefront entries should “turn the corner” to address the adjacent street in a pedestrian-friendly way. Both frontages should be designed as building “fronts” and the buildings should address the corner with strong massing

A1.9: Unique Building Identity: On shopping streets, the building format should reflect a 10 metre storefront pattern. Building façades should be designed with variations in materials, colour, fenestration and roof forms to express individual storefront or dwelling unit identity

A1.10: Breaks in Streetwall: Buildings exceeding 45 metres in length should provide a significant break in the street façade to diminish the visual impact of excessive length

A1.11: Storefronts: In order to enliven shopping street environments, larger outlets should be lined at the sidewalk by smaller outlets with their own entries and identity. A rhythm of storefronts from 5 to 10 metres is most appropriate



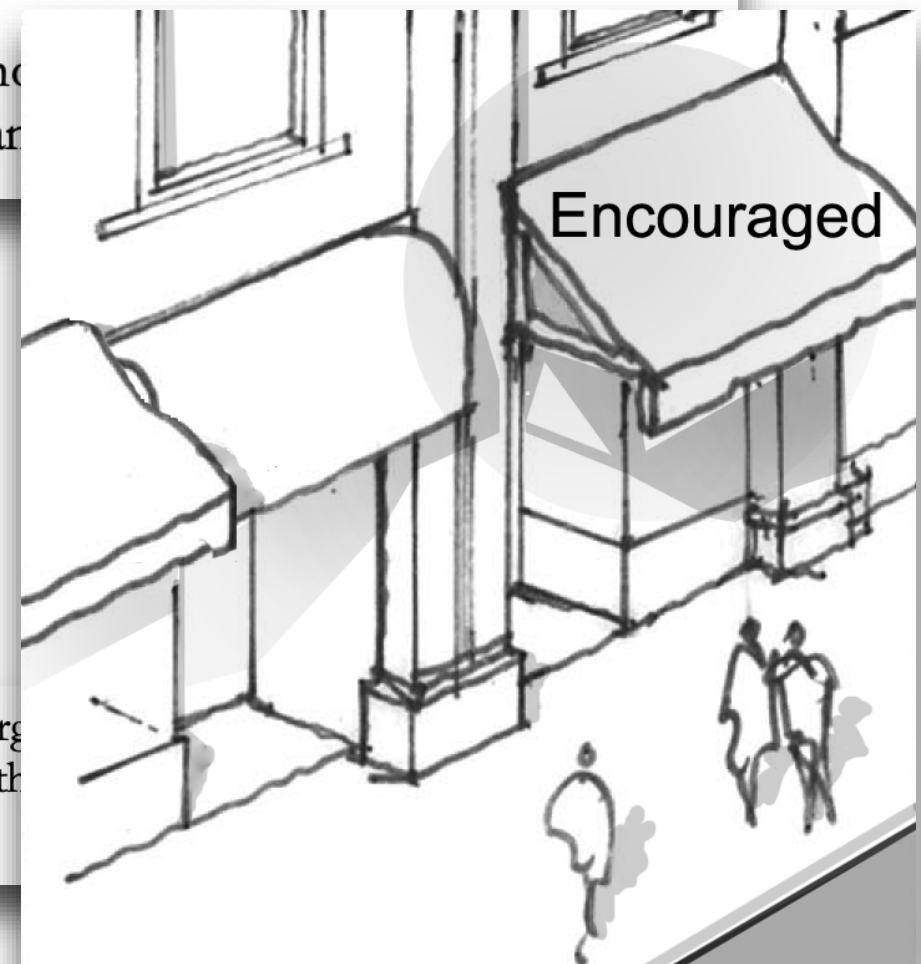
Design Guidelines

A3.9: Transparent Fronts: Viewing into storefronts and lobbies is encouraged, and should not be obscured by reflective glazing, or window signs

Transparency provided by building fenestration is essential to animate shopping streets and to provide surveillance (eyes on the street). Blank walls are strongly discouraged on both fronting and flanking street elevations.

A3.12: Weather Protection: Commercial and mixed-use buildings should have weather protection along the entire street frontage and particularly in the vicinity of a transit station.

A1.11: Storefronts: In order to enliven shopping street environments, large storefronts should be broken up by smaller outlets with their own entries and identity. A rhythmic pattern of storefronts is most appropriate



Rezoning

Two part process

1. Zoning
2. Development Permit

More rigorous

1. Preliminary Application Review
2. Detailed Application
3. Multiple opportunities for public input
4. Public Hearing
5. Early input opportunity
6. Design Panel

Discretionary Decision

Rezoning

- Form & Character Design Guidelines, and
- Centres Implementation Plans as well as
- Centres Public Realm Guidelines
- Best practices

all used to guide and shape design through a
iterative process

Part 2 -Implementation

Unique architectural character, materials and public realm for each Centre

- Implementation Plan
- Public Realm Plan

LYNN CREEK PUBLIC REALM GUIDELINES



GUIDELINES



N CENTRE
PLAN

Lynn Valley Town Centre
PUBLIC REALM AND DESIGN GUIDELINES

Ramsay Worden Architects
PFS Studio
June 1, 2025

Lynn Valley Town Centre

1.0 Vision for Lynn Valley Town Centre

Lynn Valley Town Centre is envisioned as a well-designed pedestrian, biking and transit-oriented mixed use centre in the heart of Lynn Valley that celebrates its natural and cultural setting and strong sense of community. Building on the existing strong commercial core with recreation and civic uses, a mix of new residential, commercial and employment uses, park and community space and green building design and infrastructure will create a more vibrant and complete community (Schedule A, District Official Community Plan, 2011).

1.1 Design Principles and Purpose

The purpose of this document is to provide a design framework for the built form and public realm consistent with community desire for a Mountain Village. These guidelines are applicable to the Lynn Valley Town Centre as outlined in the OCP, and the Flexible Planning Framework. The intention is to provide flexibility and encourage innovation as the Town Centre develops and grows into the future. References to local history, the use of natural colours, selected local plants and materials and inspiration for imaginative integration of rainwater management into the overall design is included in this document to support authenticity within the Mountain Village theme. The overall goal is to develop attractive, durable buildings appropriate to Lynn Valley and a public realm that complements the natural beauty of the North Shore, supporting the social, recreational and commercial life of the Lynn Valley community.

Guiding Urban Design Principles to Support the Vision:

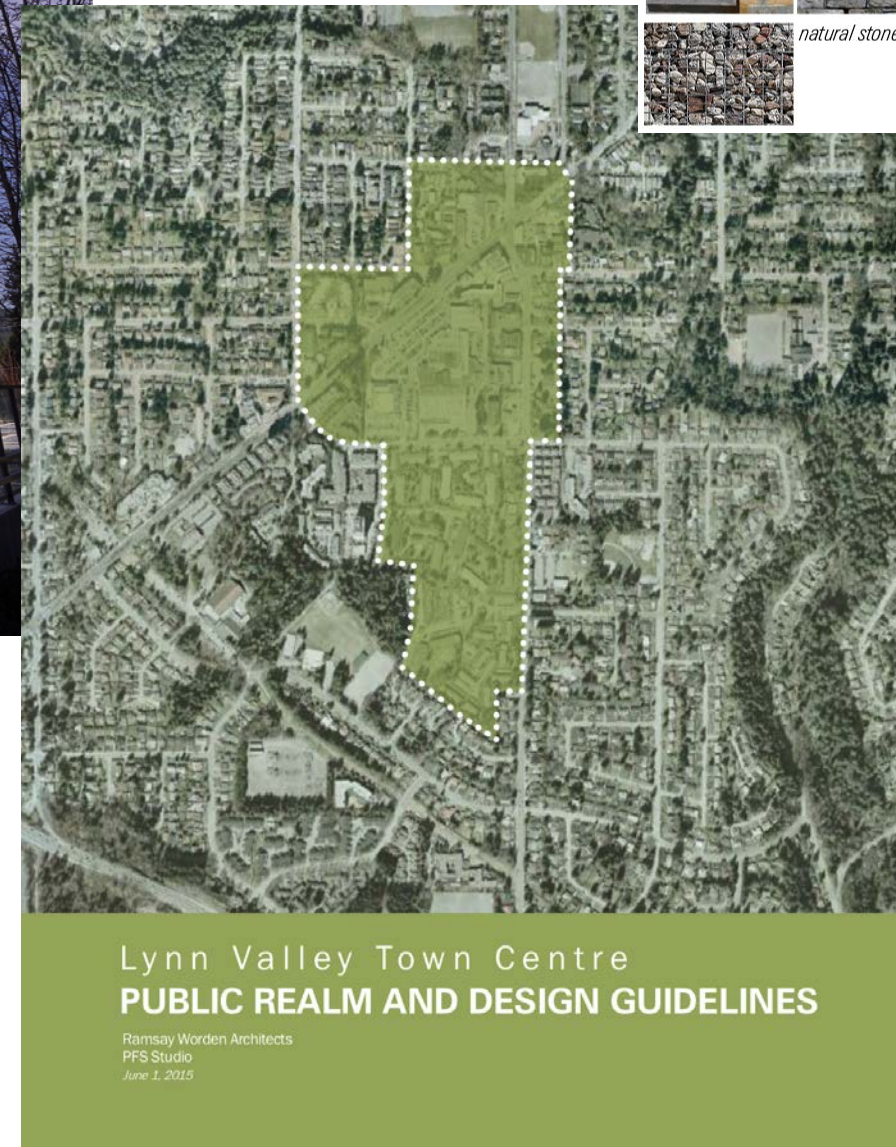
1. Encourage design excellence and innovation in urban design, architecture and landscape architecture that clearly reflects and responds to Lynn Valley's unique mountain setting and local climate.
2. Connect to the wider Lynn Valley community and natural environment - establish an overall structure that integrates with and links to the surrounding community and streets to encourage active lifestyles and social connections. The location and design of buildings are to maintain key public views toward the mountain setting from new streets to and through the Town Centre.
3. Develop a unique sense of place - by the creation of linked plazas, parks and trails that reference the history, logging, etc.
4. Encourage variety and innovation in building form - encourage distinctive and innovative architecture that differentiates between developments and also differentiates buildings within larger developments.
5. Integrate authentic and natural materials - the design of both the public realm and private developments are encouraged to integrate locally and regionally available materials to further enhance the sense of the mountain village.
6. Provide a vibrant mixed use High Street - that creates a physical, social and economic heart for the community.
7. Integrate innovative, effective stormwater management into the design of the public realm and architecture.



Lynn Valley Town Centre

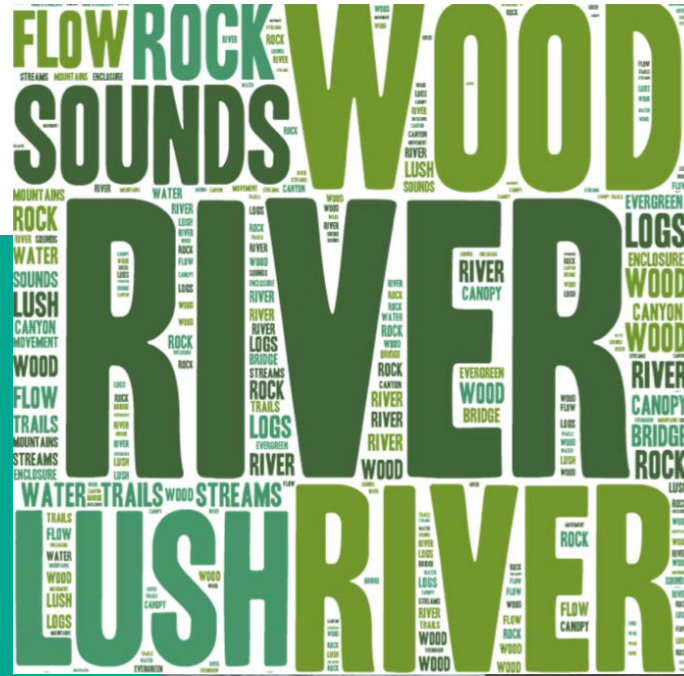
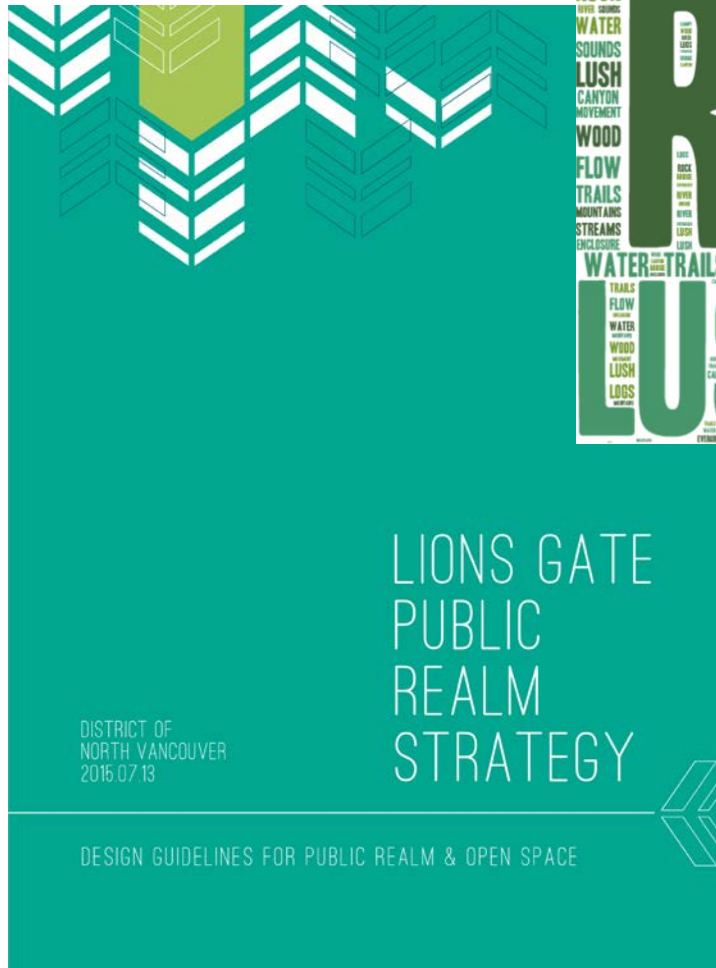


Intent: The form and character of Town Centre developments should support the Mountain Village theme and incorporate elements that extend the natural North Shore environment. Natural building materials, an earth toned colour palette and landscaping integrated into the building forms are strongly recommended.



Lions Gate Village Centre

The public realm and architectural expression for the Lions Gate draws upon the Capilano River system, the key geographic feature of the area, and reflects its importance in the residents' identity of their community.



Lynn Creek Town Centre



LOWER LYNN TOWN CENTRE
IMPLEMENTATION PLAN



Key words that capture the experience of Lynn Creek Town Centre

LYNN CREEK OUTDOOR LIVING + SOCIAL SPACES
CONNECTION TO NATURE **CONNECTED**
CRAFT BEER **SMALL LOCAL BUSINESSES**
ECLECTIC, RANDOM, MESSY, ORGANIC SUSTAINABLE LIVING
SHOPS **WALKING + CYCLING** **CHOICES**
PUBLIC ART RESTAURANTS COOL, FUNKY, CREATIVE, INNOVATION
TRANSIT **COMMUNITY CENTRE**
SEYLYNN + BRIDGMAN PARKS **BRIDGES**
FARMERS MARKET TREES MOUNTAINS TRAILS

LCTC Implementation Plan

- Identity
- Context
- Height
- Form

Lynn Creek Town Centre

Sustainable Development

The OCP and Schedule B and other relevant District policy govern green building and sustainable policies in the District.

Green Spine and a Connected Open Space Network

The Lynn Creek Town Centre borders Lynn Creek which includes an extensive system of trails and open spaces. The existing Seyllyn and Bridgman parks are valued community assets providing passive and active open space for residents.

Redevelopment of the Town Centre, will enable an improved and expanded green network to enhance pedestrian movements and to create a hierarchy of open spaces.

Critical to this network is the green spine or pedestrian focused linear park which will

run north south the length of the Town Centre.

Along this spine, stormwater management will be evident and integrated into the design. Places to stop, interact and observe will be continuous along the spine.

This green spine will also serve to connect two urban parks: Marie Place Park and a new neighbourhood park to the south. These two parks will offer more urban programmed open spaces, to complement Seyllyn and Bridgman parks, establishing a hierarchy that will meet a wide range of needs. Widened,

LYNN CREEK PUBLIC REALM GUIDELINES

DISTRICT OF
NORTH
VANCOUVER
12.18.2015

GUIDELINES FOR FORM, CHARACTER & STREETSCAPE DESIGN



“Creative, contemporary, functional design”



10
Lynn Creek design guidelines - Guidelines for Form, Character & Streetscape Design - North Vancouver, BC



9 BUILDING
FACADE & FORM

Maplewood Town Centre



MAPLEWOOD VILLAGE CENTRE AND INNOVATION DISTRICT IMPLEMENTATION PLAN & DESIGN GUIDELINES

Approved by Council on November 6, 2017



Stone
products



Intent: Maplewood's charm lies in the diversity of uses and styles that co-exist within a green and natural setting close to the Burrard Inlet. The overall intent of these guidelines is to create a vibrant, safe and accessible environment, whether urban or more natural, that is well connected, promotes pedestrian activity and comfort, and vibrant street life. This is achieved through supporting active transportation, transit-oriented design, creating a vibrant Village Centre and well-considered residential areas, as well as intensifying industrial commercial uses in Dollarton Highway South

Marine Drive

E Guidelines for Town and Village Centres

A Guidelines for Commercial and Mixed-Use Buildings

Shopping streets tend to be the focal point of the community... (and) new *development* should seek to enhance and animate the public realm.

Marine Drive Design Guideline Guideline for Commercial and Mixed Use Buildings



Pemberton Avenue at 15th looking north to Marine artist's concept.

4.3.1.1.2 Design Objectives:

- To promote a unique Marine Drive Corridor identity through a consistently applied streetscape theme.
- To acknowledge gateway and key intersections through the use of unique design features.
- To create a more attractive and comfortable environment for shoppers and pedestrians.
- To improve safety conditions for pedestrians, cyclists and motorists.

DNV Official Community Plan | Schedule B

Marine Drive Design Guidelines

4.3.1.1.3 Streetscape

The streetscape is defined as the visual character of a street. The main elements are landscaping, especially street trees, building facades and amenities or utilities in the public roadway such as sidewalks, bus shelters, street furniture and lighting. A transportation and resources streetscape theme, which reflects the early development history of Lower Capilano, is the starting point for the Marine Drive design guidelines. The theme suggests strong, robust, practical, purposeful things. Other characteristics include motion, linearity, and dynamic qualities.

The appearance and character of Marine Drive should bear a relation to Lower Capilano's heritage and/or natural landmarks to most effectively express a Lower Capilano community identity. Standardized sidewalk and pavement treatment, street lighting, tree planting and street furniture provides continuity.



Cars define the visual identity - existing situation.



Railway heritage recognized in landscaping. Railway artifact in front of Pemberton Pub, south end of Pemberton Avenue.

Linking one block to the next and setting Marine Drive apart in comparison to other commercial centres like Edgemont Village or Deep Cove for example.

Selecting a transportation streetscape "theme" that reflects the history and positive characteristics of Lower Capilano is an important starting point of the design guidelines for future redevelopment along Marine Drive. A transportation theme suggests strong, robust, practical, purposeful things. Other characteristics include motion, linearity, and dynamic qualities.



Standardized sidewalk paving lends continuity from block to block.



Trees frame the street. Sidewalk improvements in front of new Avalon development.

Marine Drive



Marine Drive Design Guidelines

Architectural Character

Creative building architecture set within a unifying framework of design guidelines inspired by an early twentieth century warehouse style to complement the transportation and resource industry heritage of Lower Capilano's early development are intended to reinforce a Lower Capilano identity. Building styles are to be functional and simple, with strong massing and flat roofs. Masonry (especially brick), heavy timbers, steel and iron are examples of building materials that are consistent with the Marine Drive theme.

“Creative building architecture set within a unifying framework of design guidelines inspired by an early twentieth century warehouse style....”

Marine Drive



- Break in street wall

**Marine Drive Design Guideline
Guideline for Commercial and Mixed
Use Buildings**



Marine Drive



- Break in street wall
- Express storefronts

**Marine Drive Design Guideline
Guideline for Commercial and Mixed
Use Buildings**



Marine Drive



- Break in street wall
- Express storefronts
- Weather protection

**Marine Drive Design Guideline
Guideline for Commercial and Mixed
Use Buildings**

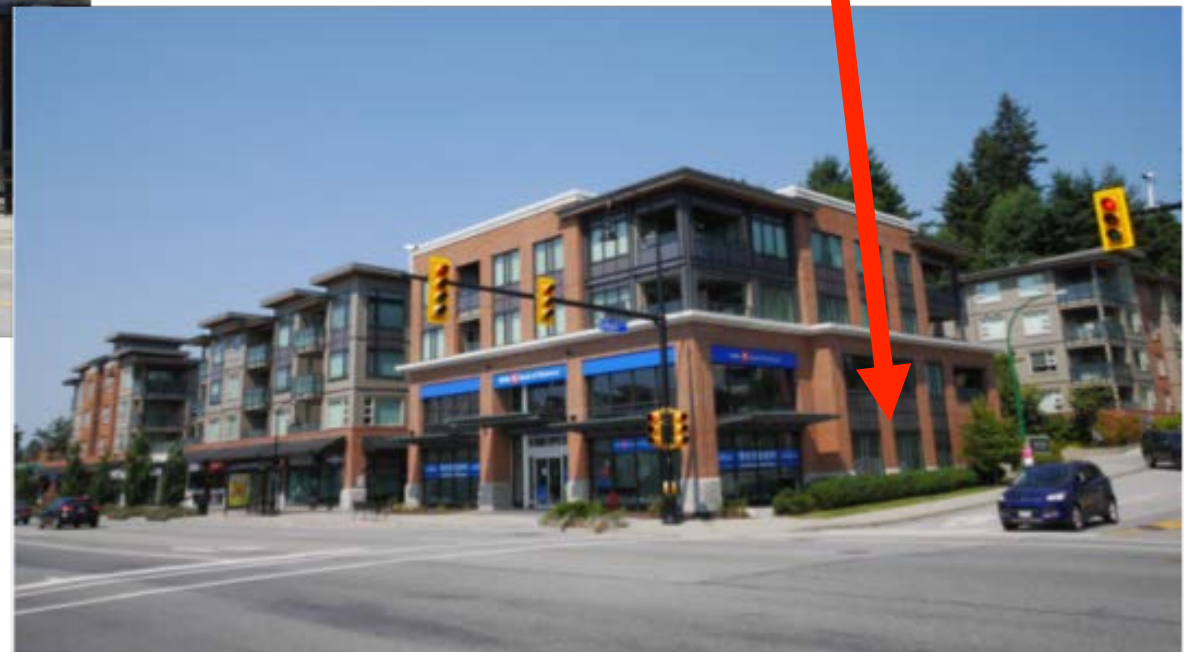


Marine Drive



- Break in street wall
- Express storefronts
- Weather protection
- Heavy timber
- Strong Massing
- Flat Roof
- Turn the corner

**Marine Drive Design Guideline
Guideline for Commercial and Mixed
Use Buildings**



Summary

Multi Layered Design Principles

- Vision
- Urban Design and Context
- Architecture

Broad Based tools

- DP Guidelines

Neighbourhood Specific Tools

- Centre Implementation Plans
- Public Realm Guidelines

Statutory Processes

- DP's
- Rezoning

Discussion



There is place for interesting architecture!