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
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 ..........
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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

PART 5 | Form and Character of Commercial, Industrial and Multi-Family Development

A  Guidelines for Commercial and Mixed-Use Buildings
B  Guidelines for Multi-Family Housing
C  Guidelines for Ground-Oriented Housing
D  Guidelines for Industrial and Business Park Development
E  Guidelines for Town and Village Centres
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

A1.1 Unified Streetscape: Within a given area, a unified streetscape design should be achieved. The streetscape should include open spaces, landscaping elements and universally accessible spaces.

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 formats should reflect a 10 metre or less 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.

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.
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 provide weather protection along the entire street frontage and particularly in the vicinity of a transit stop.

A1.11: Storefronts: In order to enliven shopping street environments, larger storefronts can be broken up along the sidewalk by smaller outlets with their own entries and identity. A rhythm of 5 or 6 metres 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 Valley Town Centre

1.0 Vision for Lynn Valley Town Centre

Lynn Valley Town Centre is envisioned as a well-designed pedestrian, bike 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 piazzas, paseos 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.
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.
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.

LYNN CREEK PUBLIC REALM GUIDELINES

Green Spine and a Connected Open Space Network

The Lynn Creek Town Centre includes an extensive green network, consisting of parks, open spaces, and tree-lined streets. This green network connects the Lynn Creek Town Centre to other green spaces in the area, creating a network of open spaces.

"Creative, contemporary, functional design”
Maplewood Town Centre

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 Design Guideline
Guideline 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

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 Design Guideline
Guideline for Commercial and Mixed Use Buildings

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