



Visualizing Village Concepts to Implement Zoning



'Big Issue' #4: Roads & Streetscape: Overview

What it is: Roads & Streetscape relate to the circulation system within the Village. The layout and design of the streets and streetscape is critical for how most people will experience the Village, either in a car, bicycling or walking. In the village, all elements including roads should be designed primarily for people while serving automobile traffic circulation adequately.



When creating new streets in the Village Center, require good connections. Some streets should provide *through-street* connections, others *short* connections.

Hierarchy of Streets:

Connectivity of Streets:

Block Length:

Add Interest to Street Pattern:

On-street Parking:

Planning Considerations



Connections can be achieved in many ways.

Curvilinear Grid:
Shaped to fit the topography of site; Irregular pattern but still connect.

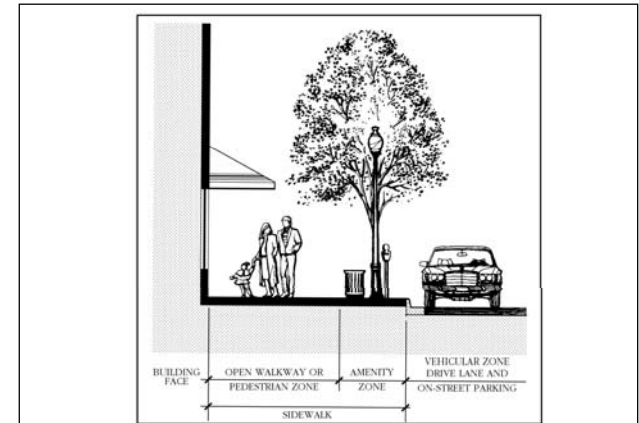


Adapted Grid:
Irregular pattern; Some through streets but all connect.

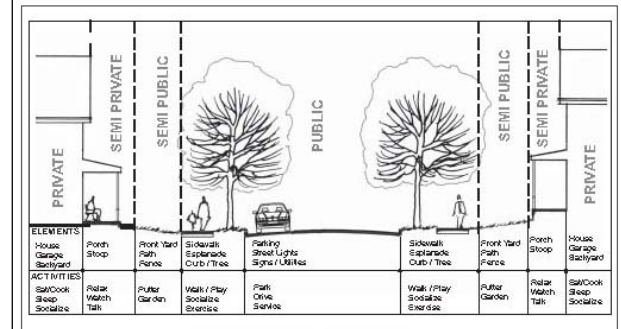


Traditional Grid:
Square corners; Regular pattern; All connect.

Source: SPO's 'Guide to Livable Design', DeWan & Kent, 2005.



Public Realm: Commercial Street



Public Realm: Residential Street

Source: SPO's 'Guide to Livable Design', DeWan & Kent, 2005.



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'Big Issue' #4: Roads & Streetscape: Village Center

What it is: Streets serving commercial land uses in a village setting should be scaled to the pedestrian and have buildings oriented to the street. On-street parking should be provided. Off-street parking is to be located to the side or rear of buildings. Streets should have high connectivity with short (200' – 600' (max.)) block lengths. Sidewalks should be generous to allow for and encourage activity. Refer to 'Issue #4 Overview' for the illustration of the Commercial Street cross-section for descriptions of 'Vehicle Zone', 'Amenity Zone' and 'Pedestrian Zone'.



- Legend
- New Collector – Through Street
 - New Local – Connected Street

Commercial Center, Plan View – Example

Connectivity:

On-Street Parking:

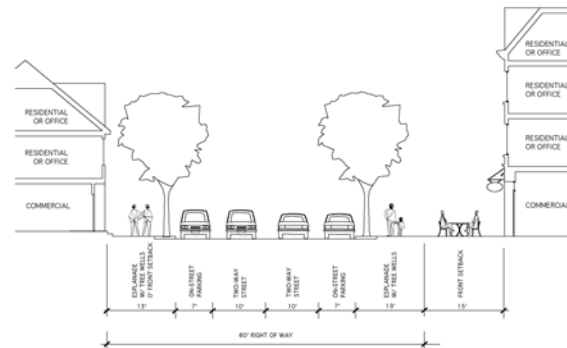
Travel Way Width:

Sidewalk:

Street Trees:

Lighting:

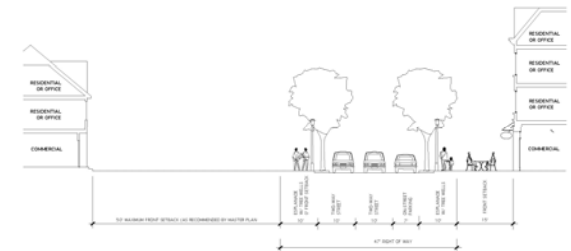
Planning Considerations



Cross-Section
Collector Street



Source: Arendt



Cross-Section
Local Street



Visualizing Village Concepts to Implement Zoning



'Big Issue' #4: Roads & Streetscape: Residential

What it is: Residential streets provide access to homes, places to stroll and often, places to play. The street network should have a high degree of connectivity to provide different route options when traveling by foot, bicycle or auto.; where street connections are not made, pedestrian connections should be provided. Refer to 'Issue #4 Overview' for the illustration of the Public, Semi-public, and Private Realms, which shows important concepts regarding scale of the street, house setbacks, and the elements that together create an active street.



Legend

- New Collector – Street
- New Local – Street

New Neighborhood, Plan View – Example

Connectivity:

On-Street Parking:

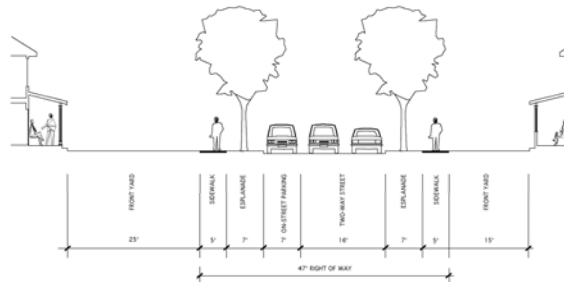
Travel Way Width:

Sidewalk:

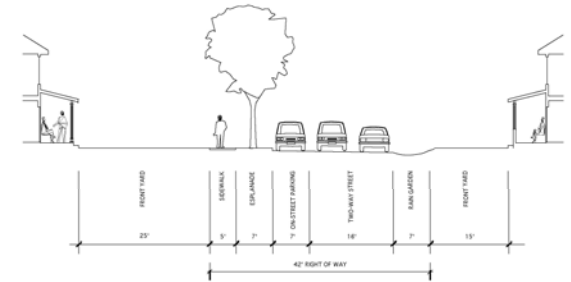
Street Trees:

Lighting:

Planning Considerations



Cross-Section
Collector Street



Cross-Section
Local Street