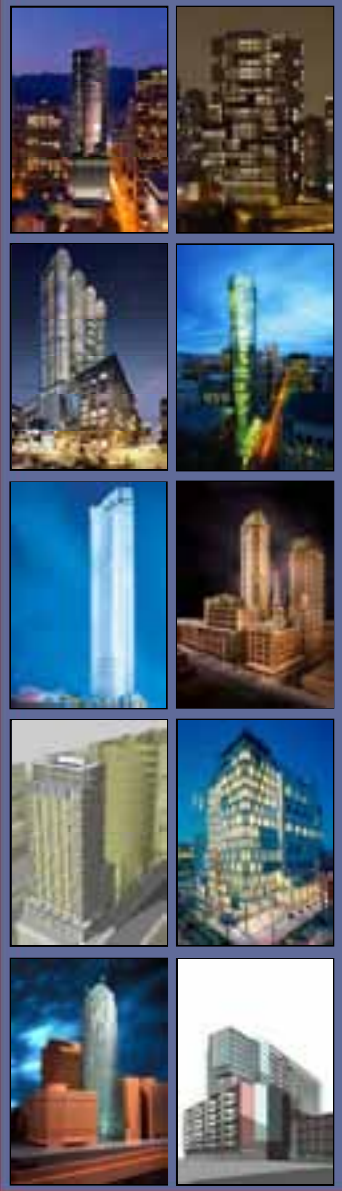
1.0 Urbanism Context
2.0 The Creative Process
3.0 Achieving Quality



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1.0 Urbanism Context

1.1 Players and Interests

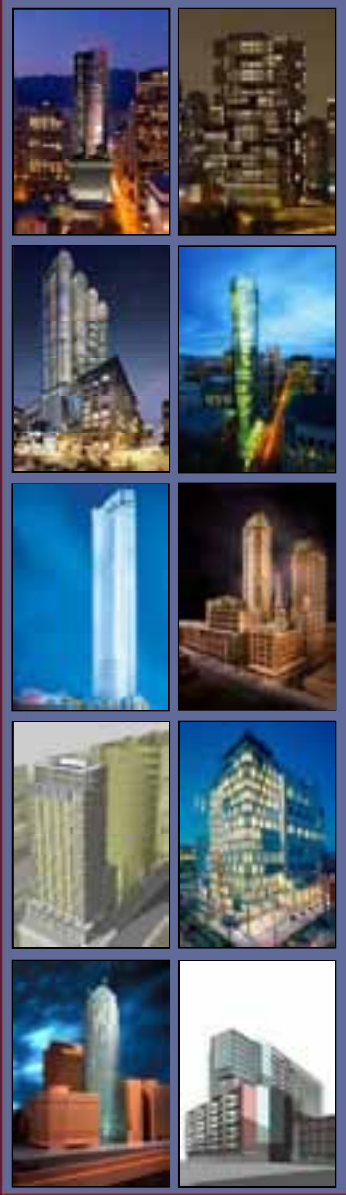
1.2 Setting the Stage

1.3 Urban Systems

1.4 Urbanism Principles

1.5 Meaningful Advice

1.6 Regulatory Tools



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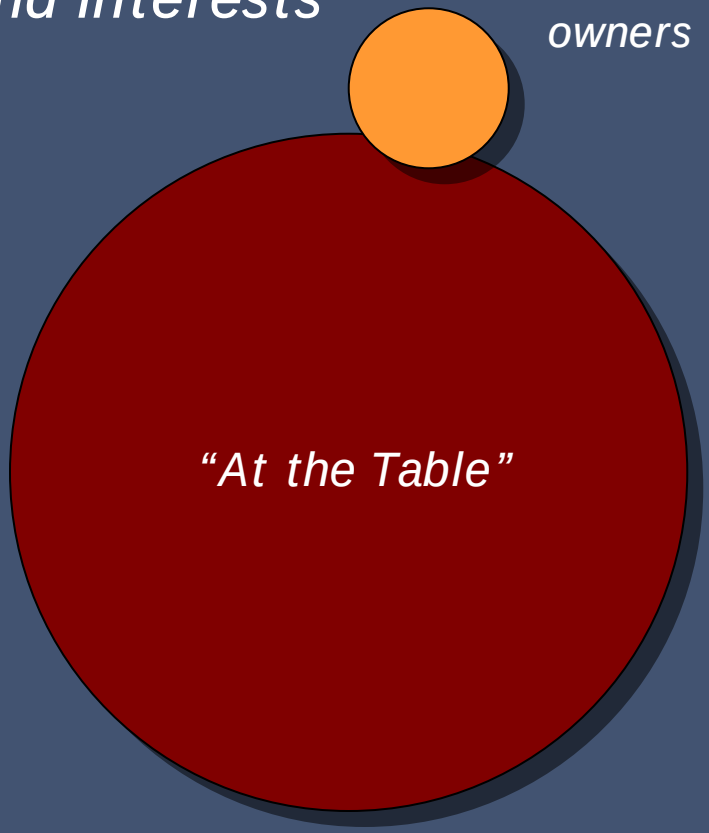

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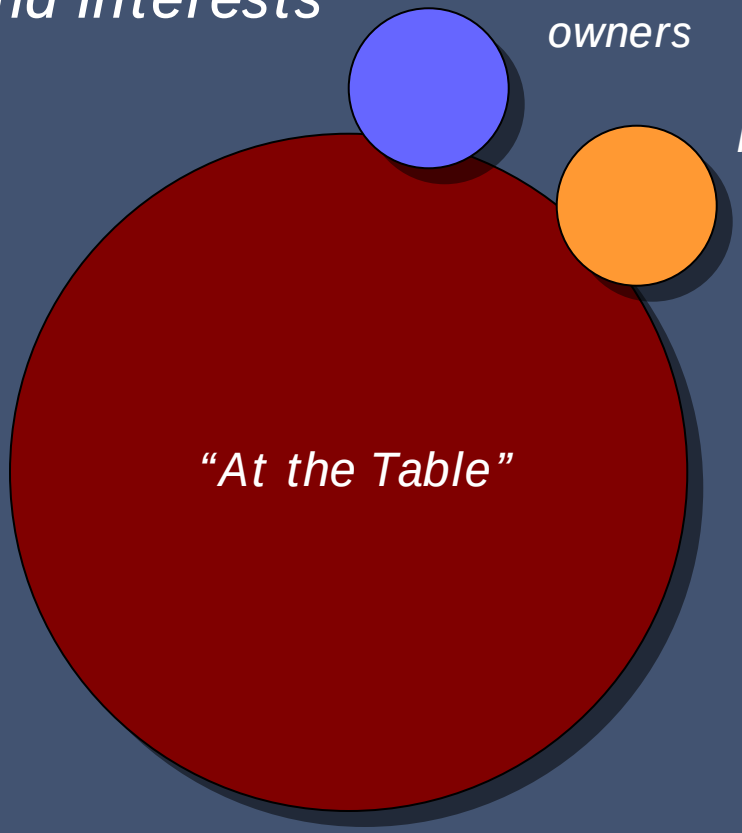

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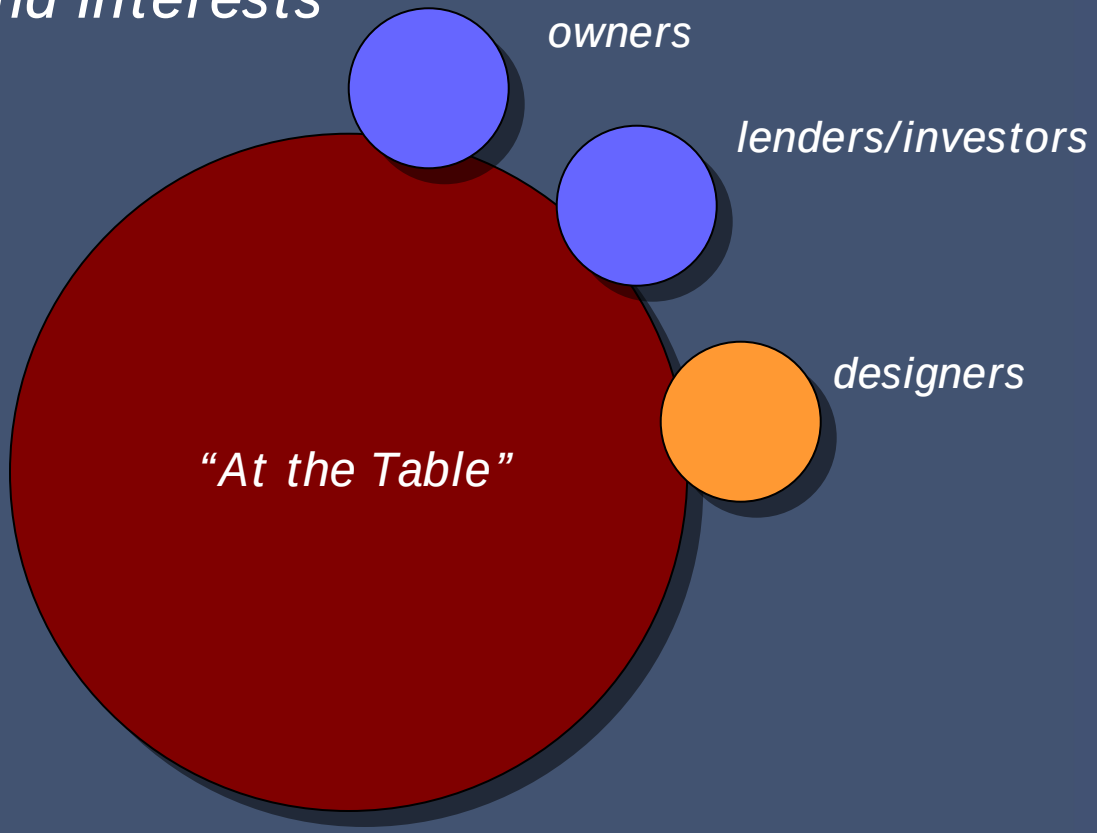

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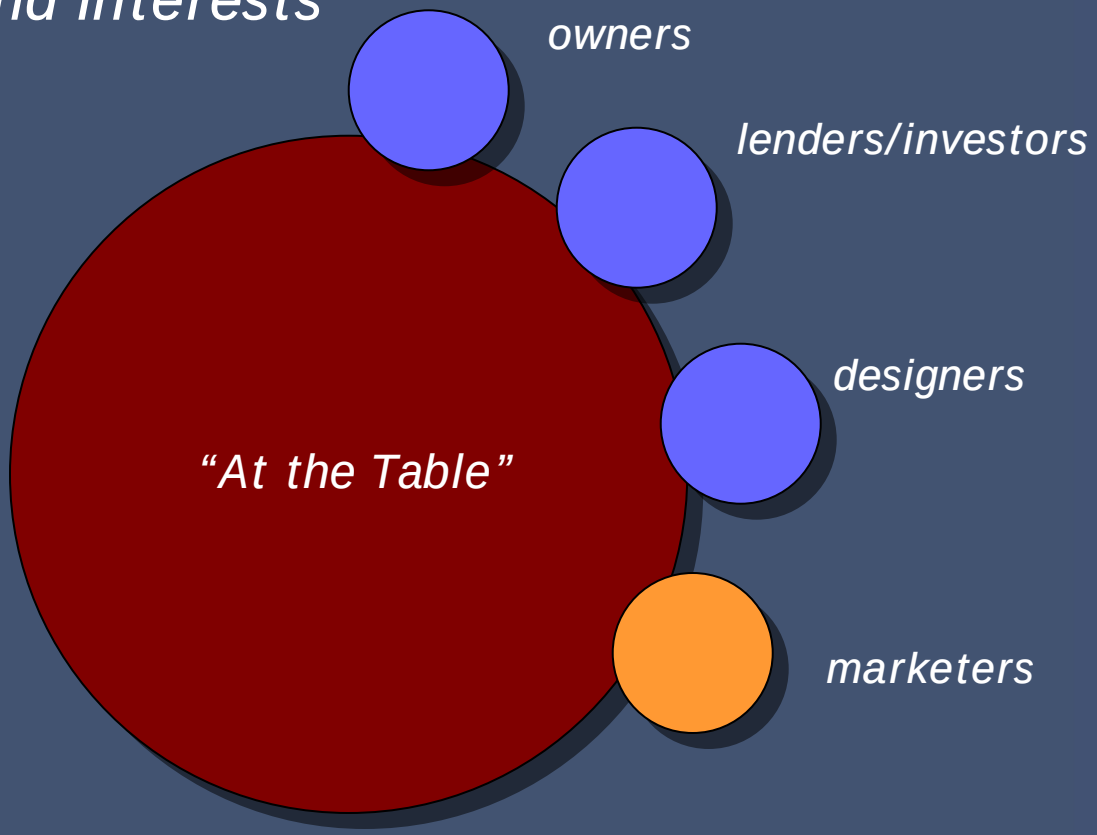

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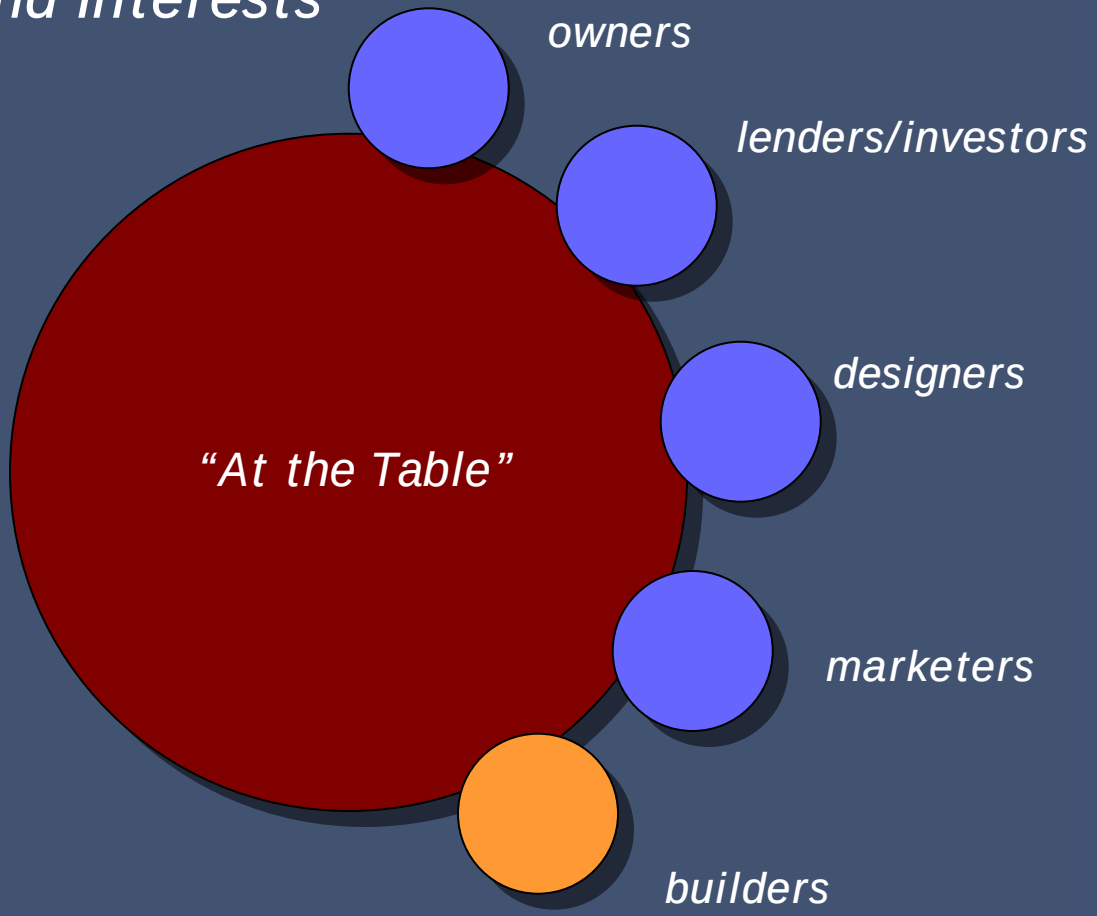

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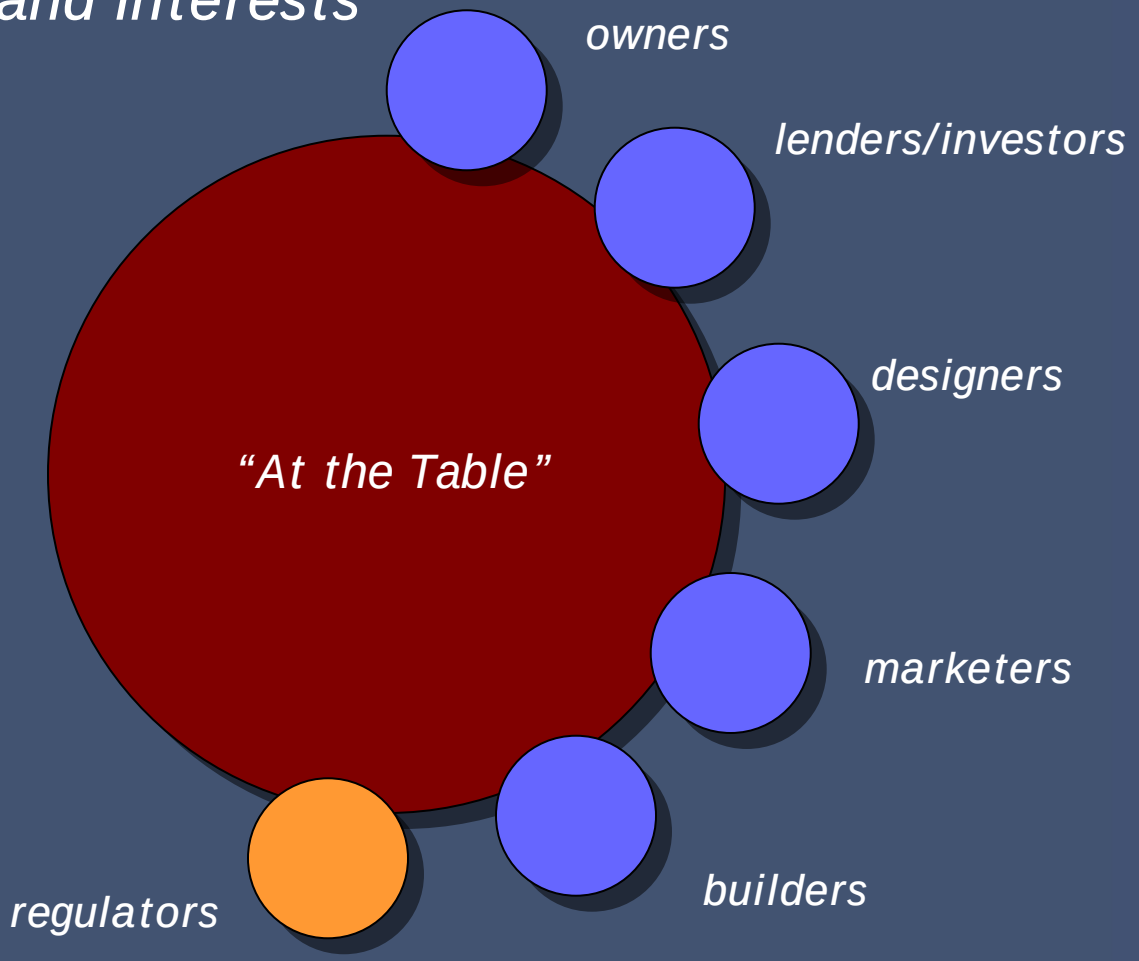

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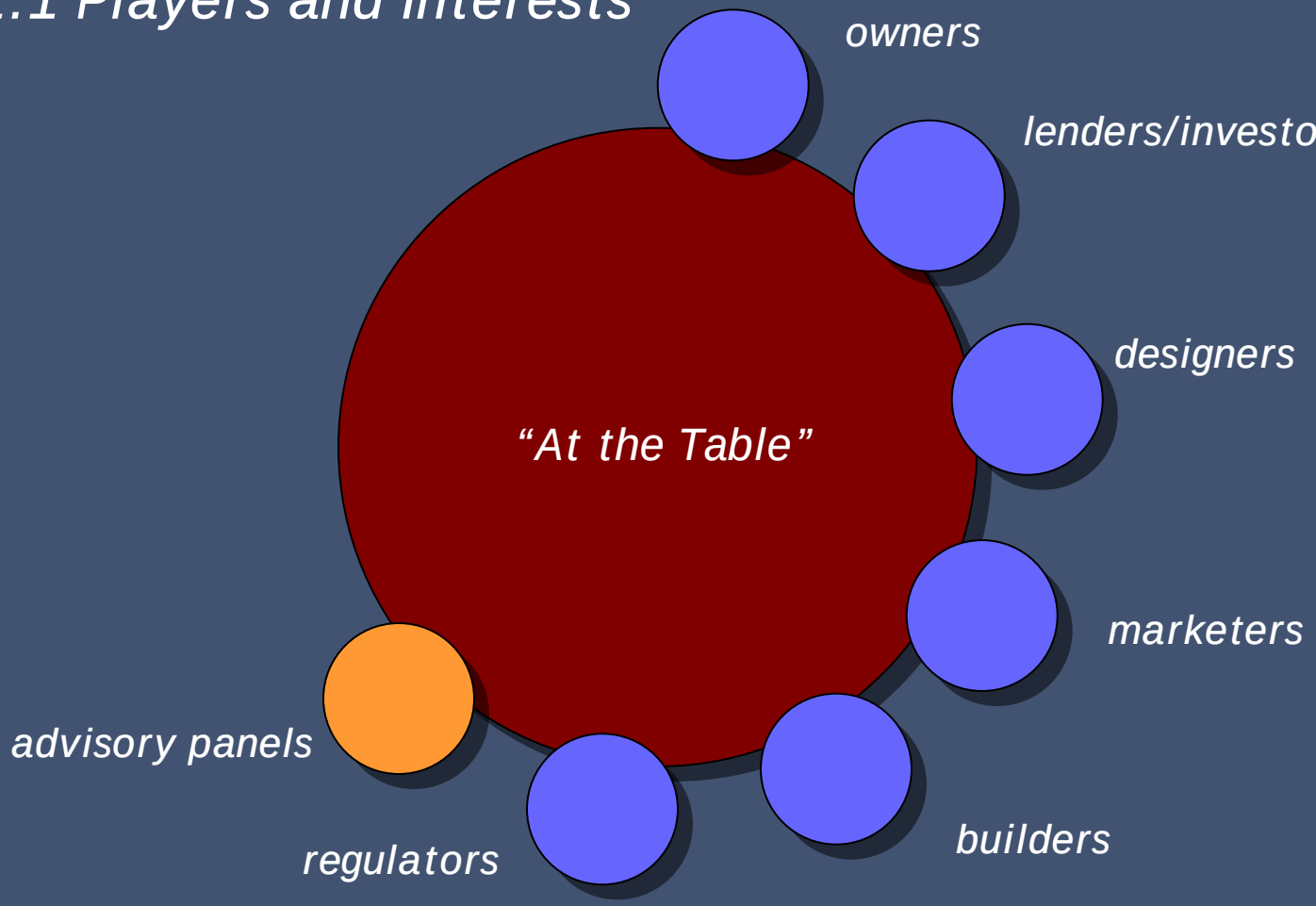

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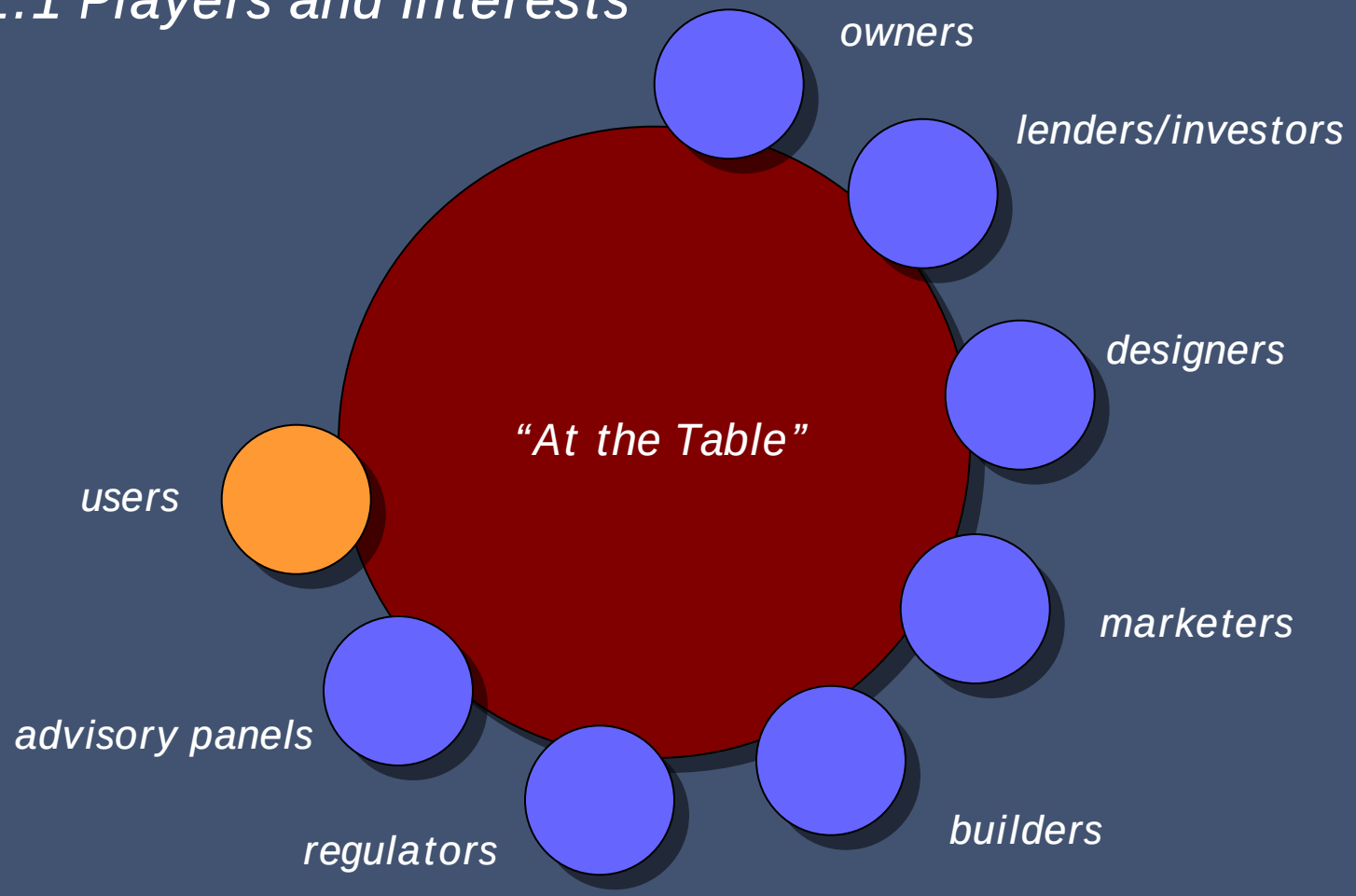

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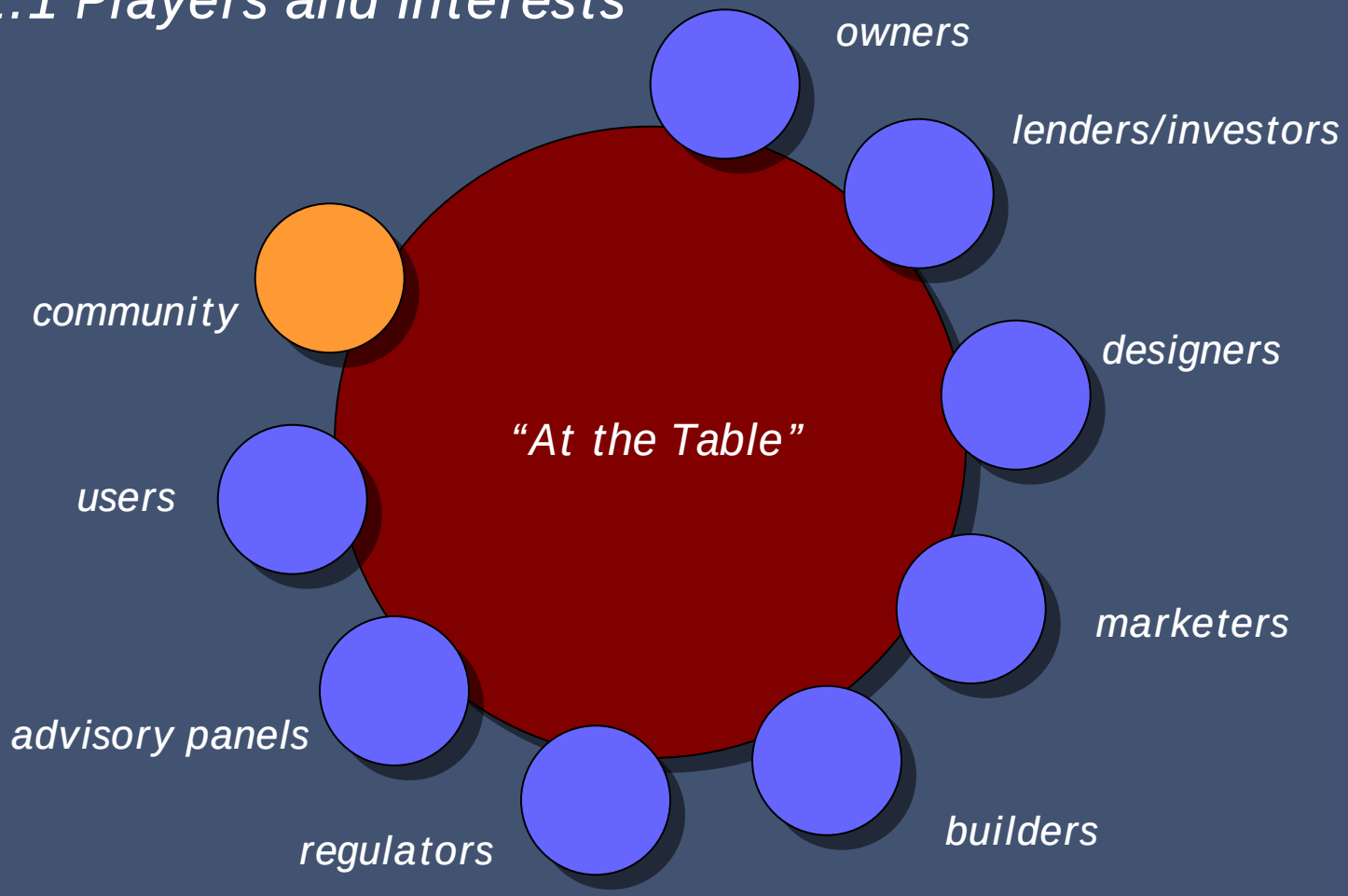

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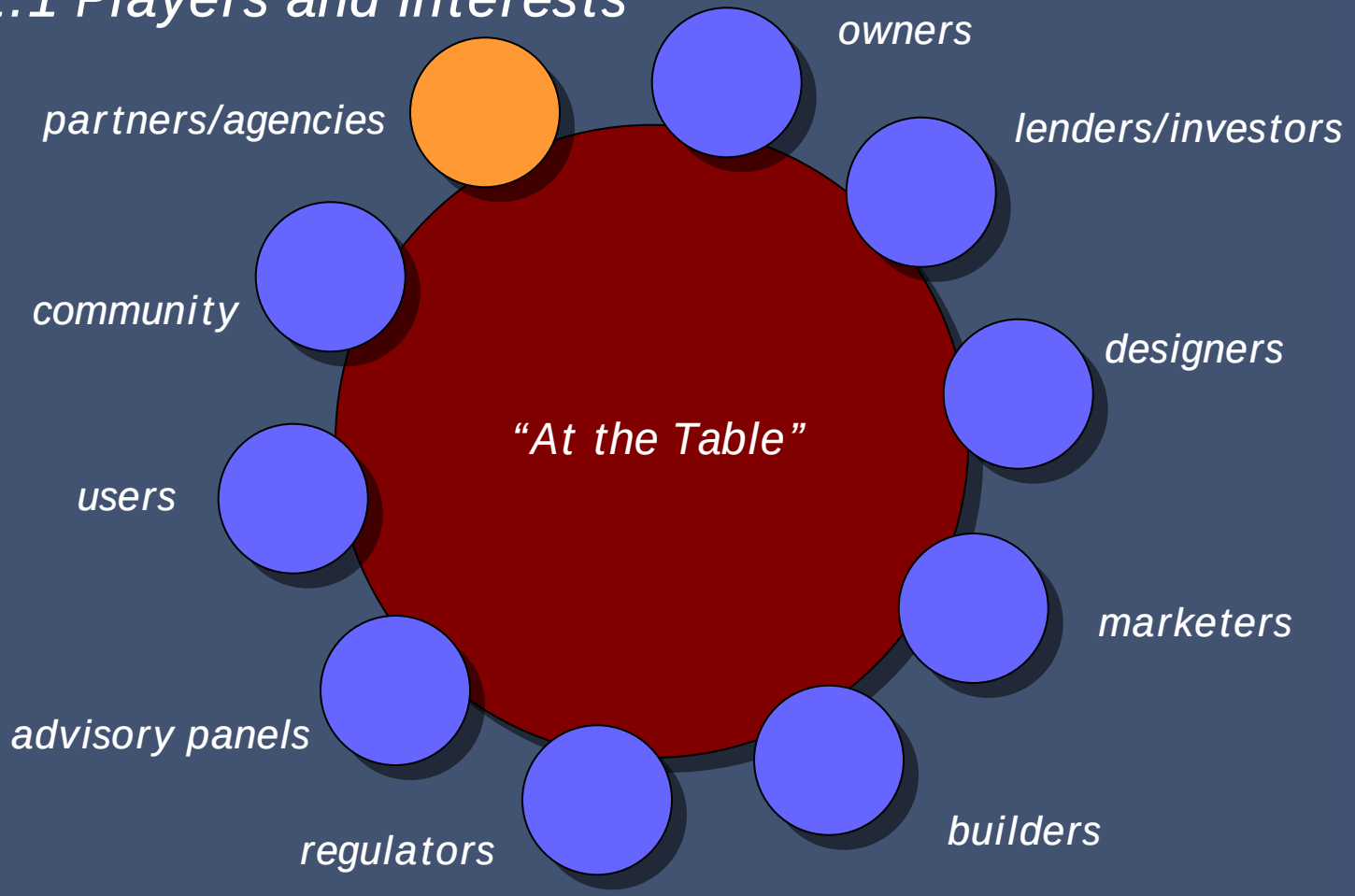

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URBAN DESIGN STUDIO

1.0 Urbanism Context

1.2 Setting the Stage

"A Fractal System"

Fractals are endlessly repeating patterns that vary according to a set formula, a mixture of art and geometry. Fractals are any pattern that reveals greater complexity as it is enlarged.

1.0 Urbanism Context

1.2 Setting the Stage

1.0 Urbanism Context

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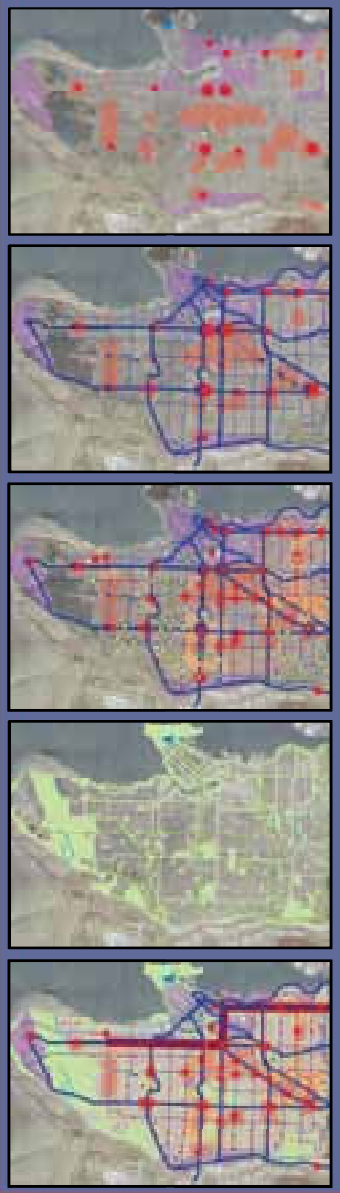
1.0 Urbanism Context

1.3 Urban Systems – Land Use



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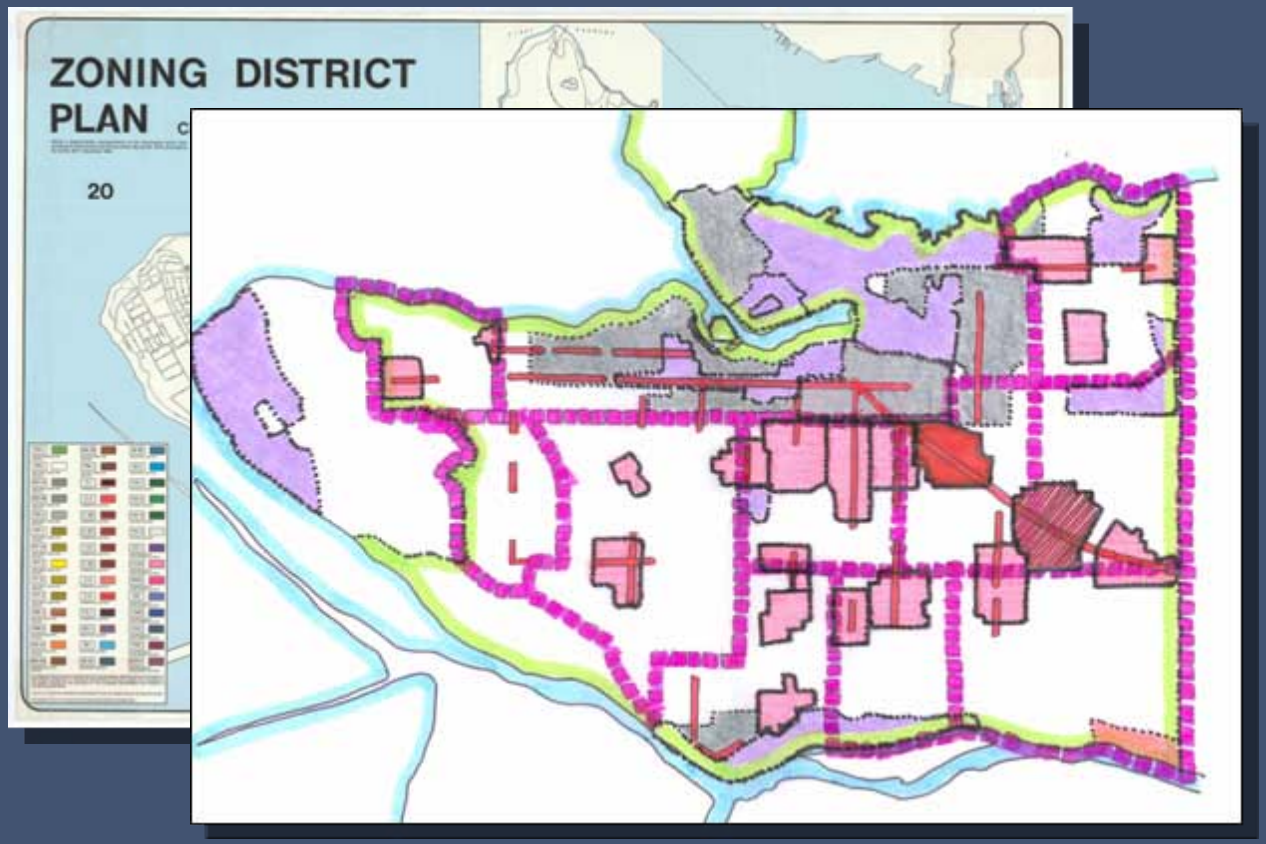
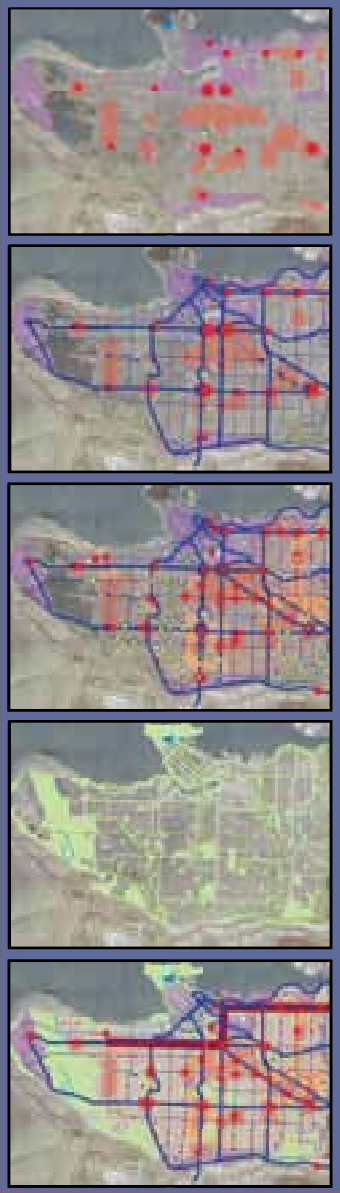
1.3 Urban Systems – Land Use





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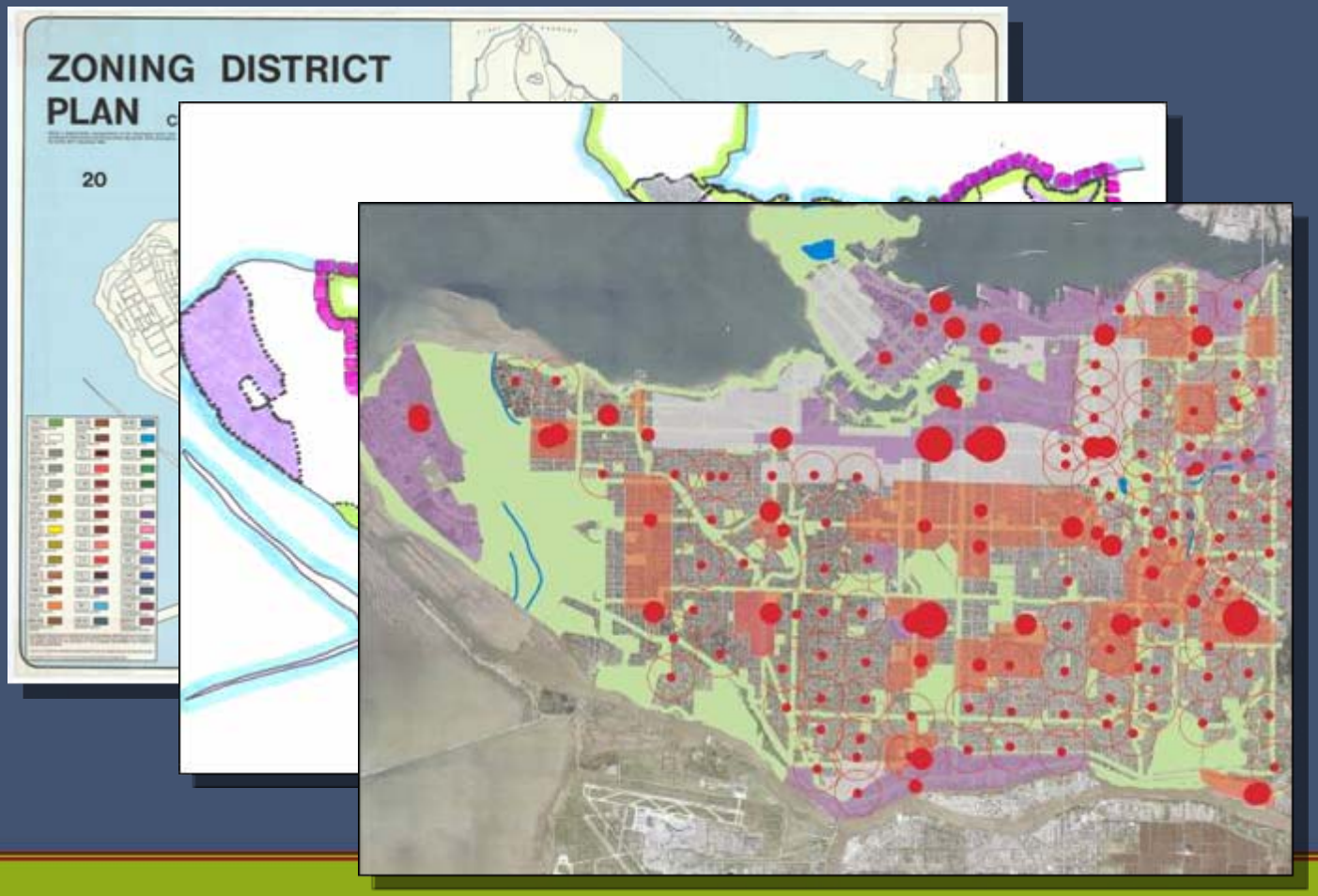

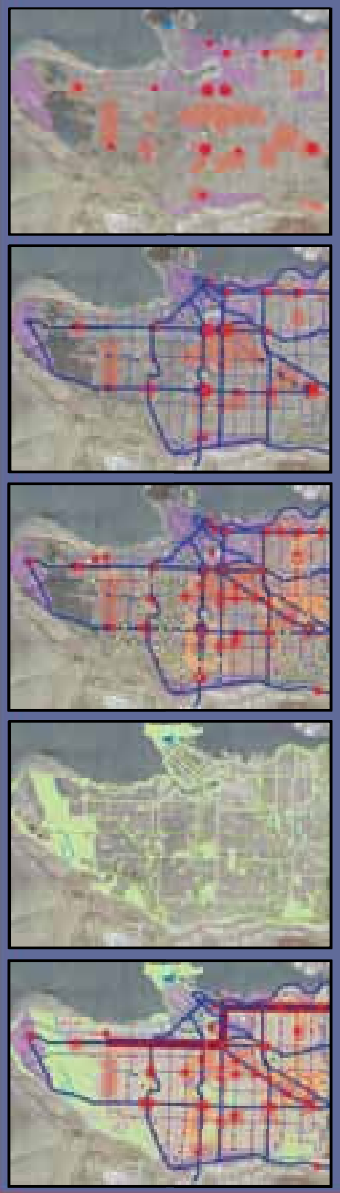

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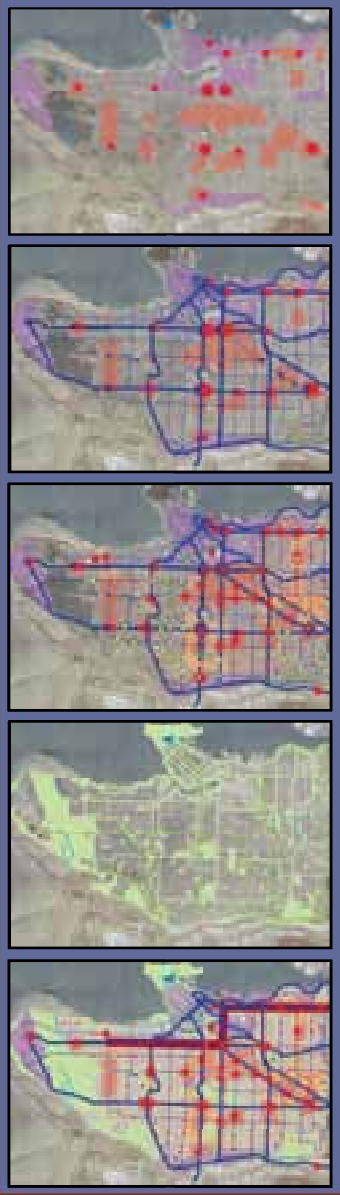
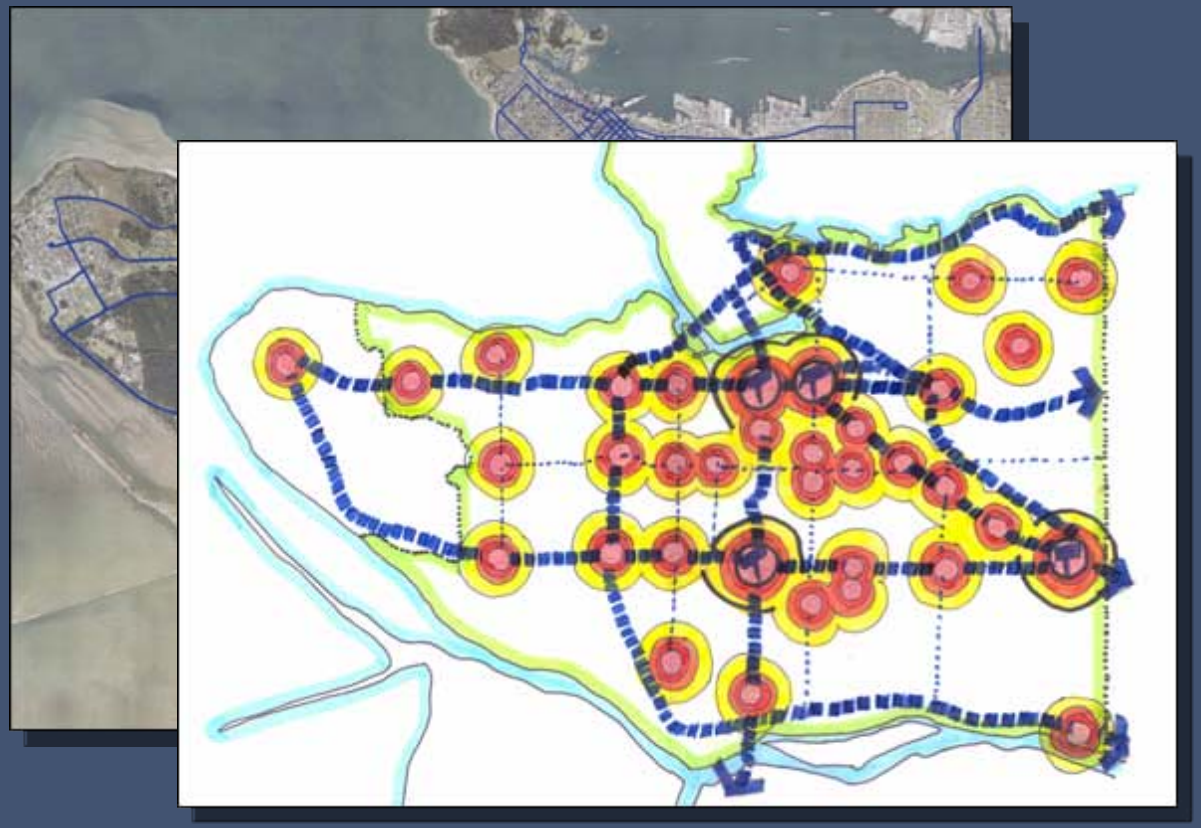
1.0 Urbanism Context

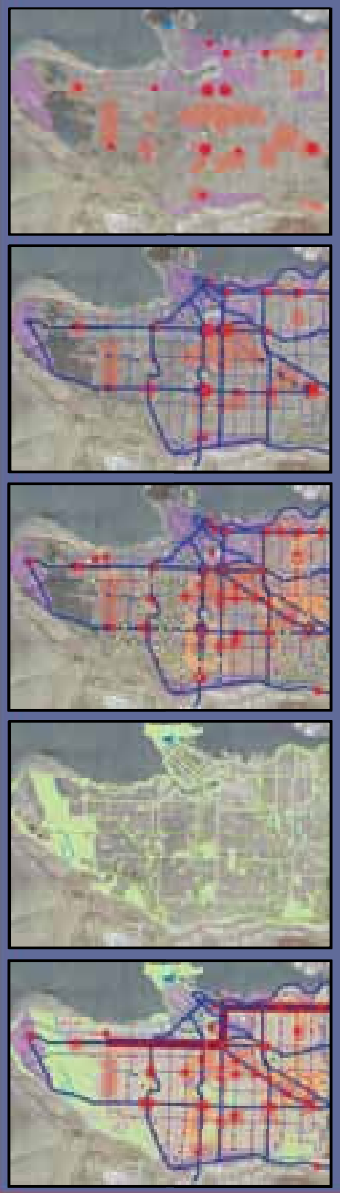
1.3 Urban Systems – Movement



1.0 Urbanism Context

1.3 Urban Systems - Movement





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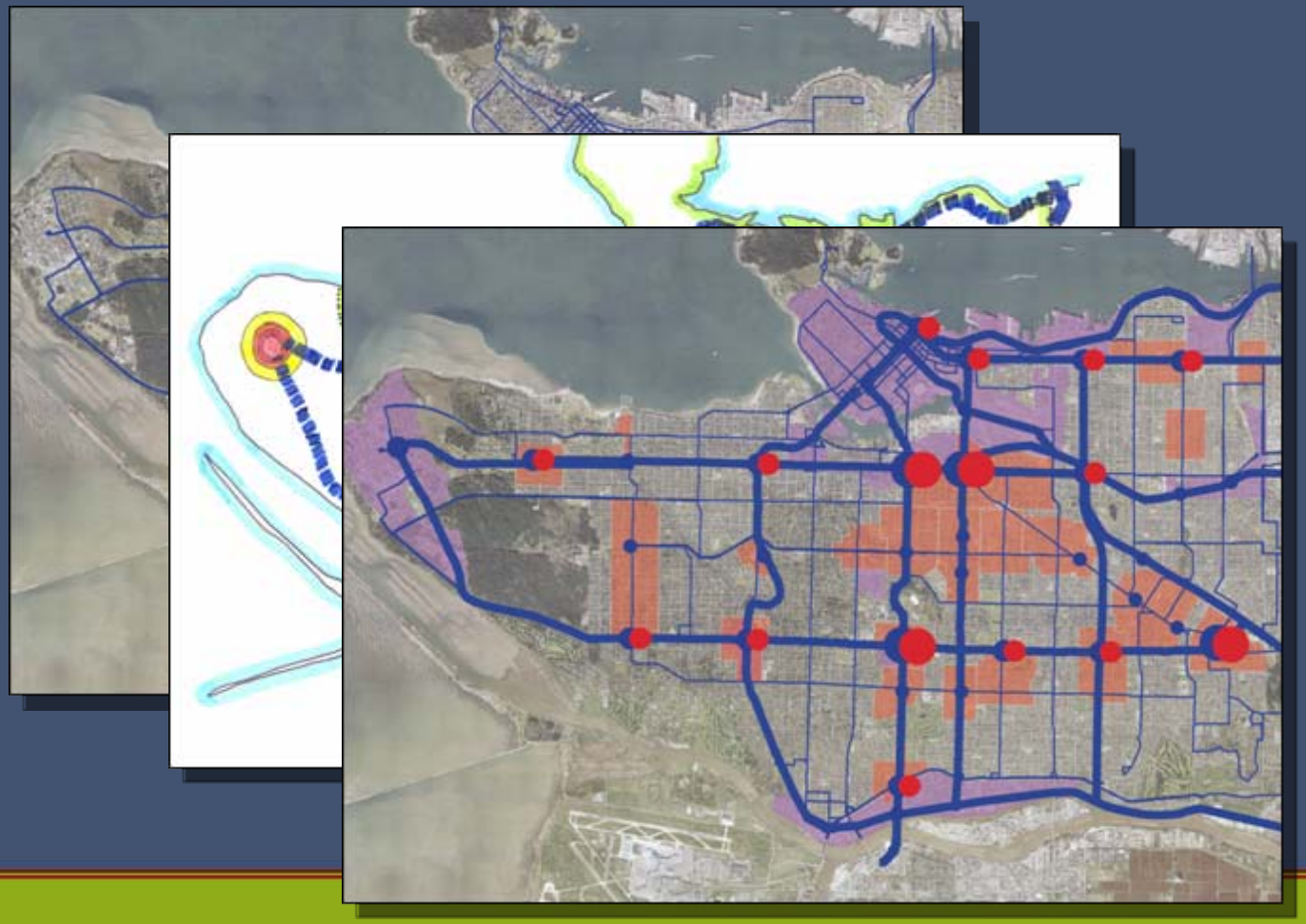

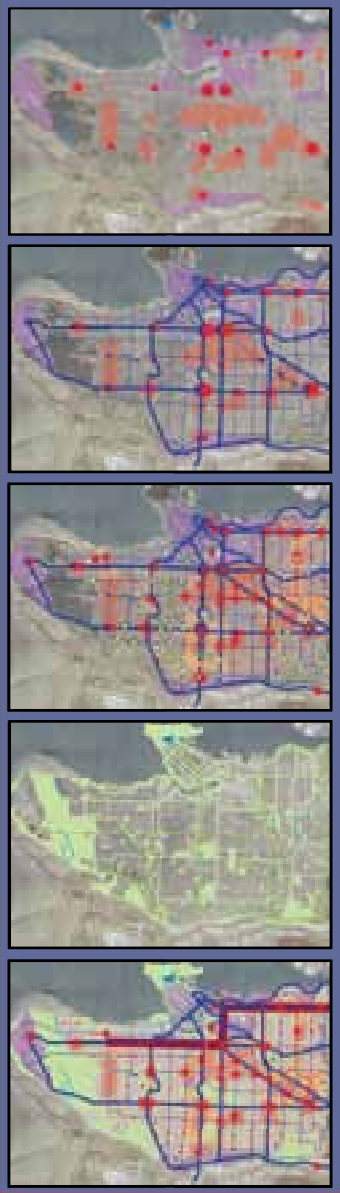

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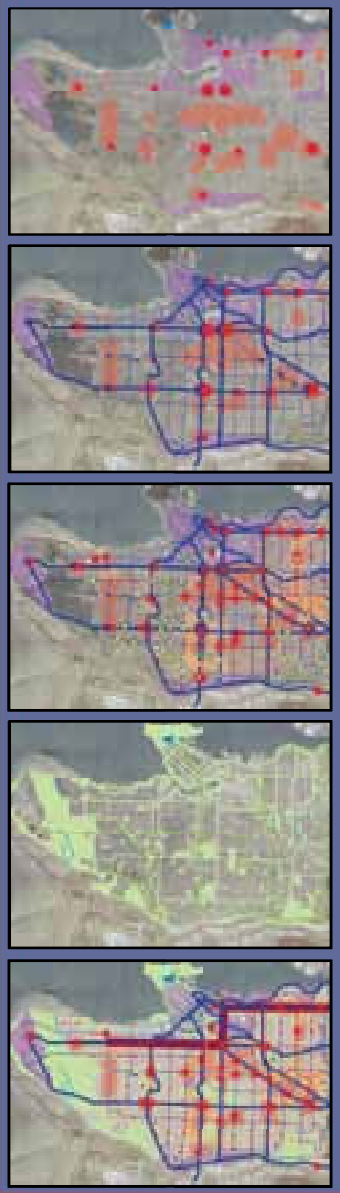
1.0 Urbanism Context

1.3 Urban Systems – Walking Proximity



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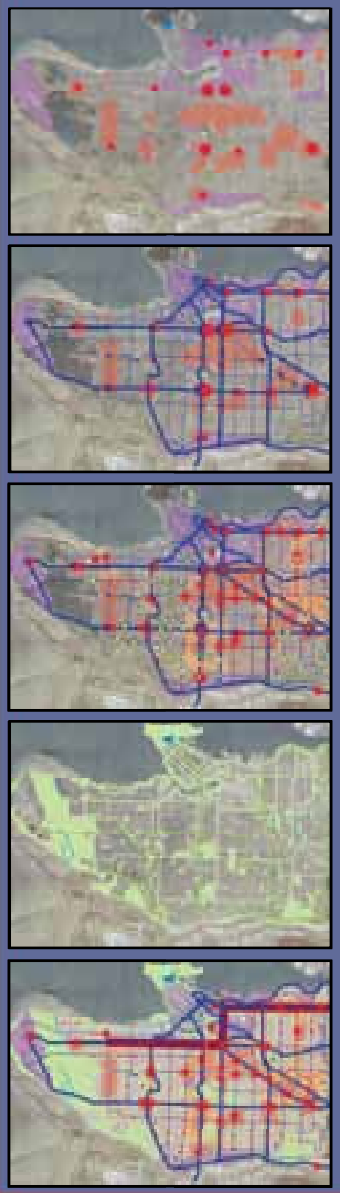

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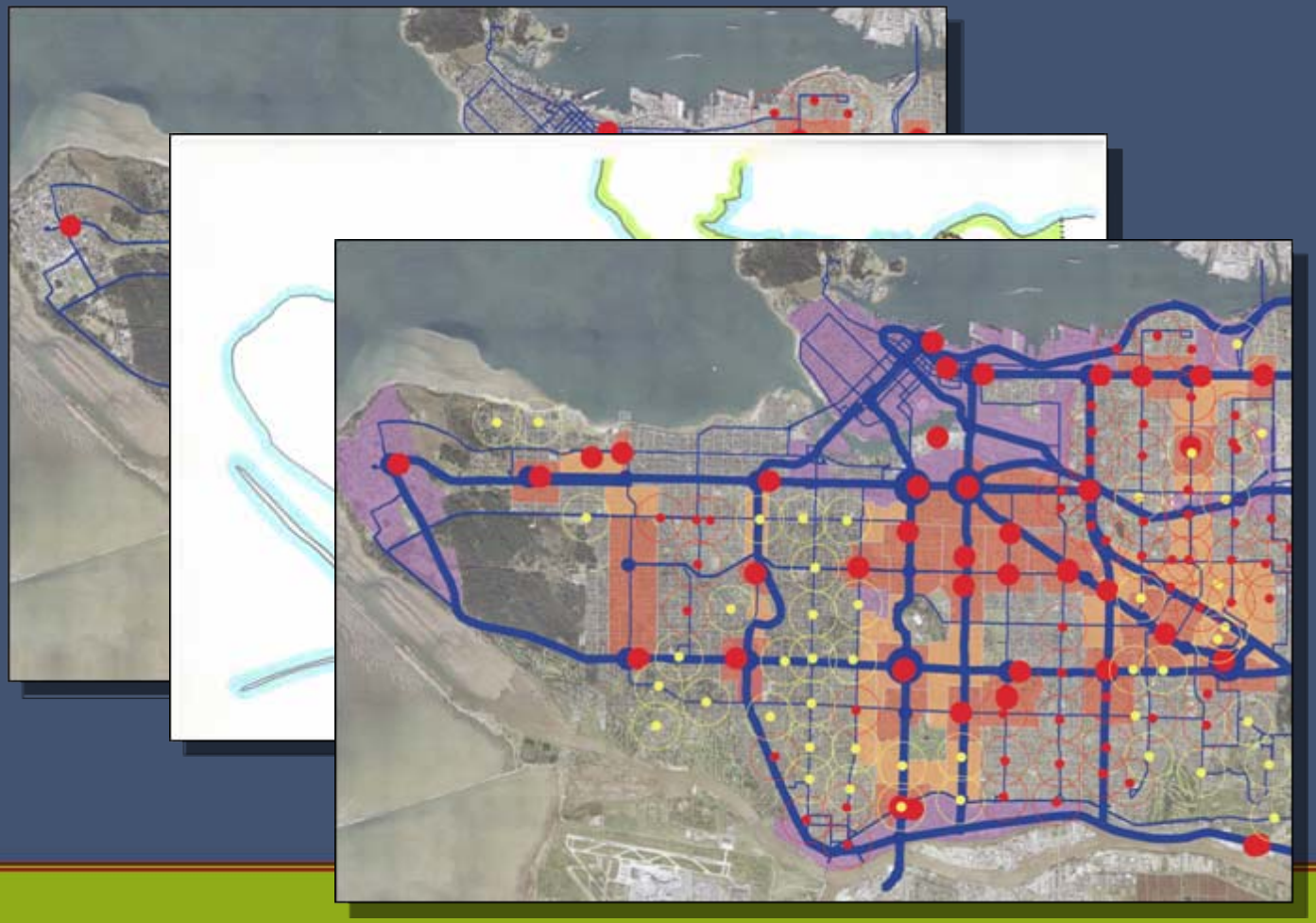

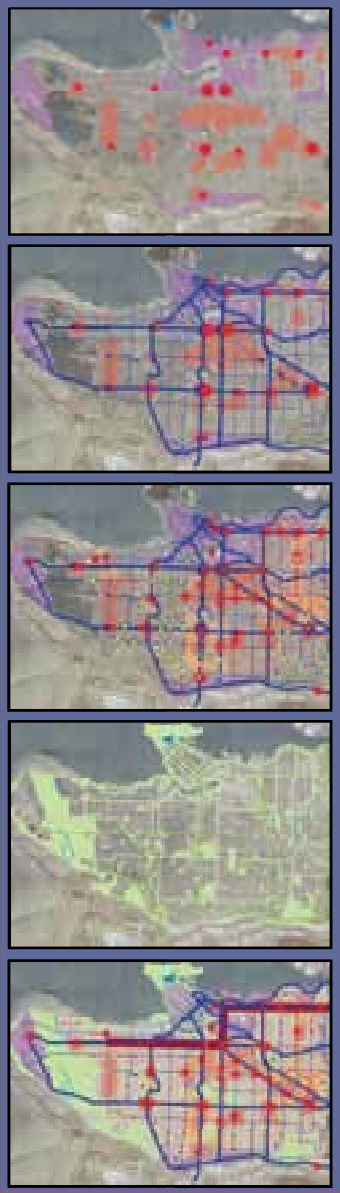

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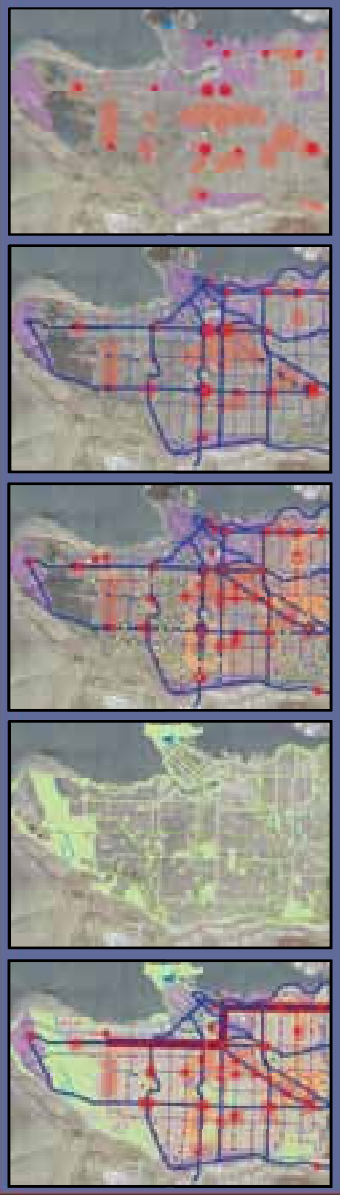
1.0 Urbanism Context

1.3 Urban Systems – Open Space



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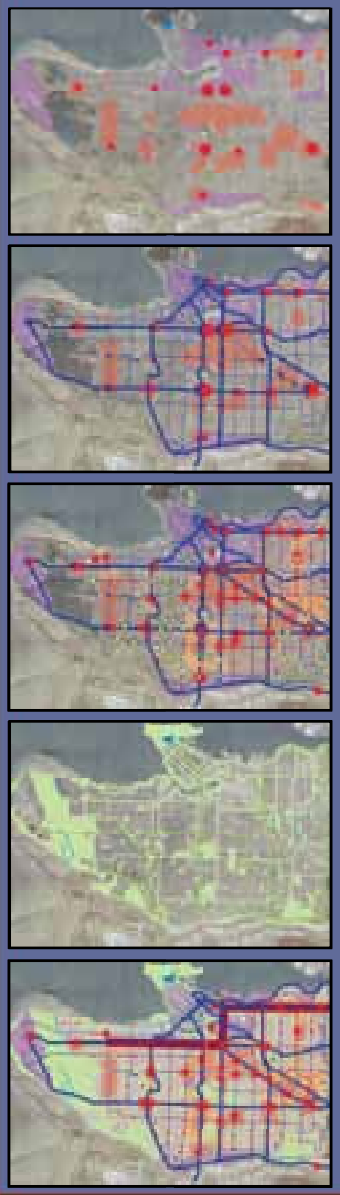

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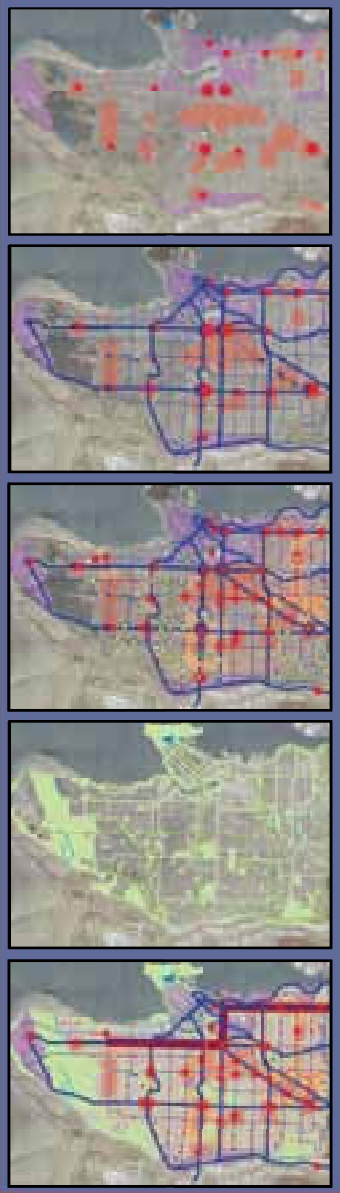

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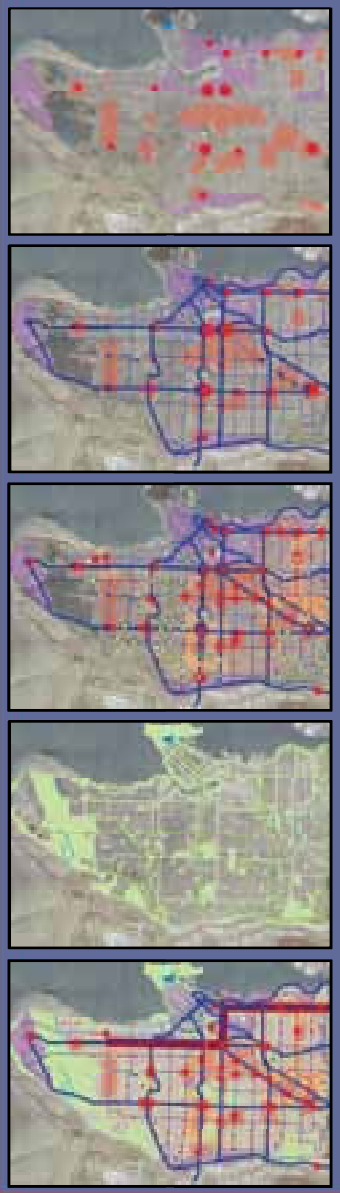
1.0 Urbanism Context

1.3 Urban Systems - Composite



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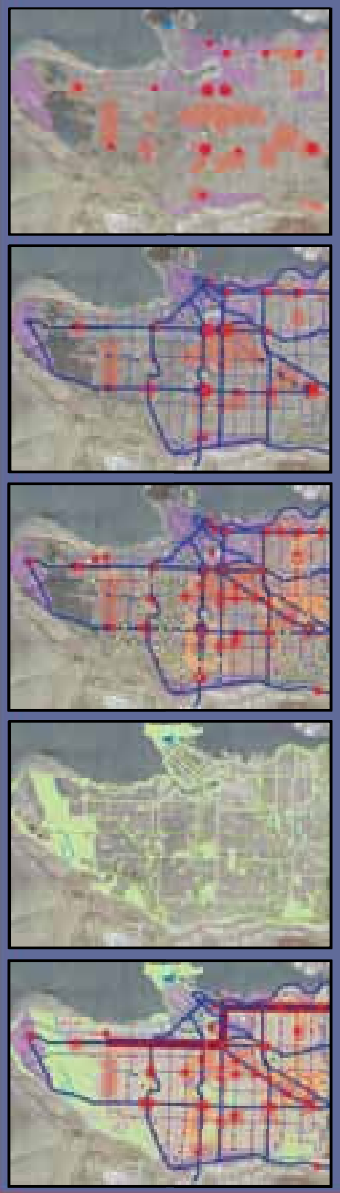

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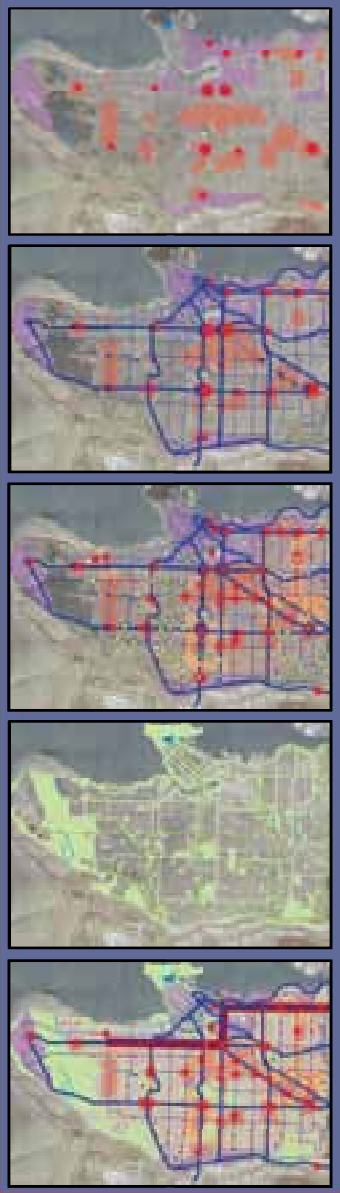

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1.0 Urbanism Context

1.4 Urbanism Principles

- *Compatibility and fit*
- *Neighbourliness*
- *Liveability*
- *Safety and security*
- *View protection*
- *Provision of open space*
- *Streets as public realm*
- *Heritage conservation*
- *Waterfront access*
- *Tree retention/replacement & site landscape*

1.0 Urbanism Context

1.4 Urbanism Principles

Compatibility and Fit

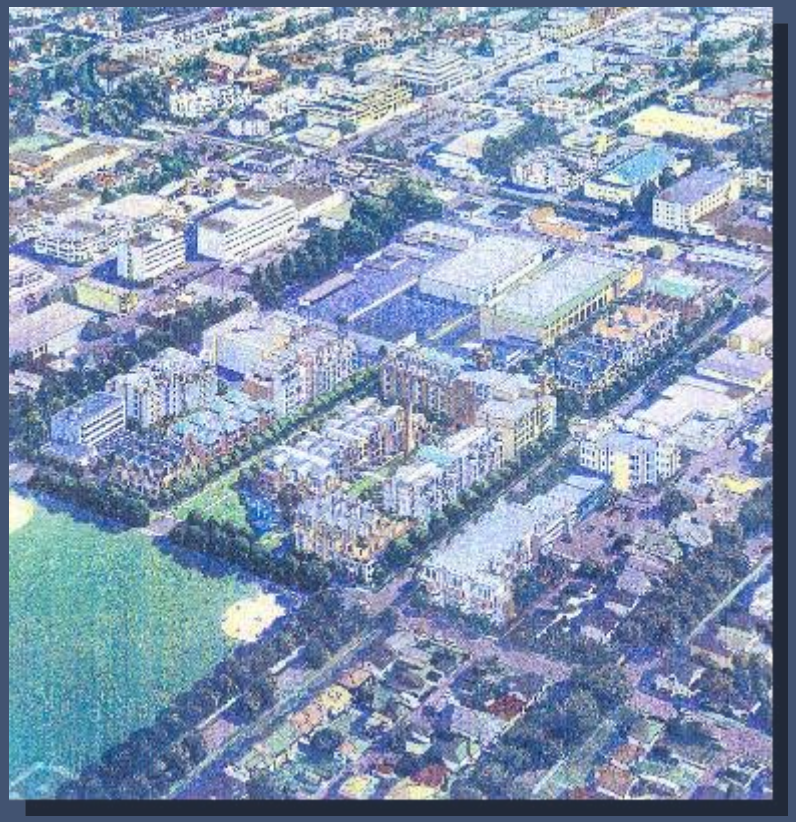
- uses and impacts
- massing and form response
- contextual response
- urban design panel advice

1.0 Urbanism Context

1.4 Urbanism Principles

Neighbourliness

- solar path & shadow aspects
- privacy
- neighbourhood input
- edges



1.0 Urbanism Context

1.4 Urbanism Principles

Liveability

- daylight quality
- acoustic performance

1.0 Urbanism Context

1.4 Urbanism Principles

Safety & Security

- parking garages
- lane interface
- alcoves
- Landscape
- CPTED

1.0 Urbanism Context

1.4 Urbanism Principles

View Protection

- public view analysis
- private view analysis

1.0 Urbanism Context

1.4 Urbanism Principles

Provision of Open Space

- planning/VPB requirements @ 2.75 acres/1000
- programming

1.0 Urbanism Context

1.4 Urbanism Principles

Streets as Public Realm

- existing conditions
- engineering requirements
- special precincts
- unique opportunities

1.0 Urbanism Context

1.4 Urbanism Principles

Heritage Conservation

- form of development
- architectural expression
- historical references including public realm
- Heritage Commission/GHAPC/CHAPC

1.0 Urbanism Context

1.4 Urbanism Principles

Waterfront Access

- paths, edge development
- animation

1.0 Urbanism Context

1.4 Urbanism Principles

Tree Retention/Replacement & Site Landscape

1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

Location

1.0 Urbanism Context

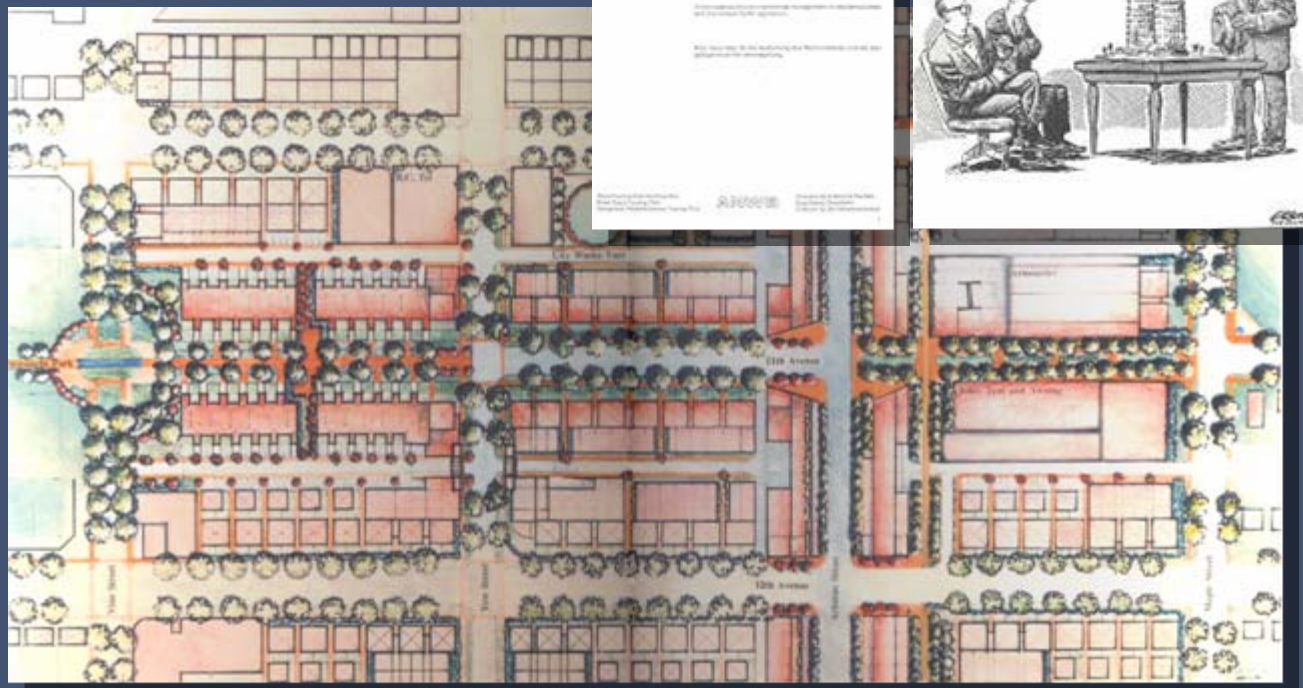
1.5 Meaningful Advice - Arbutus Lands

Aerial View

1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

Historical Retrospective



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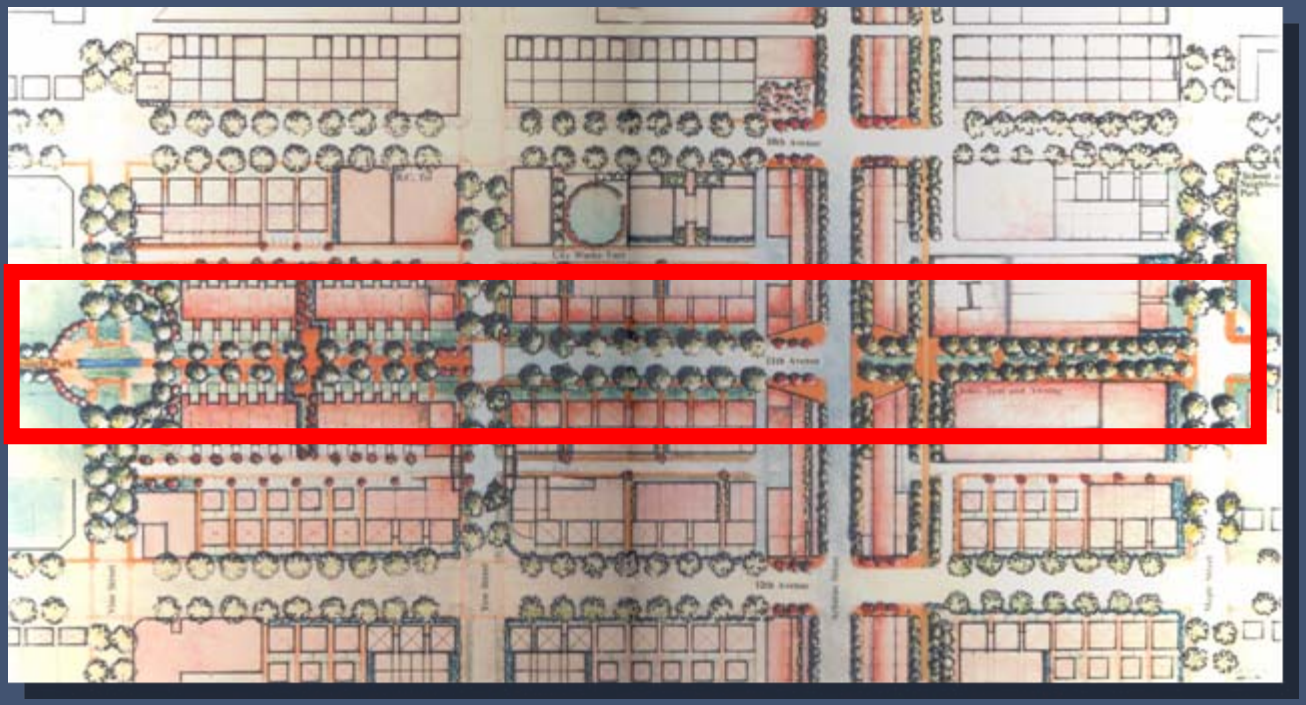
1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

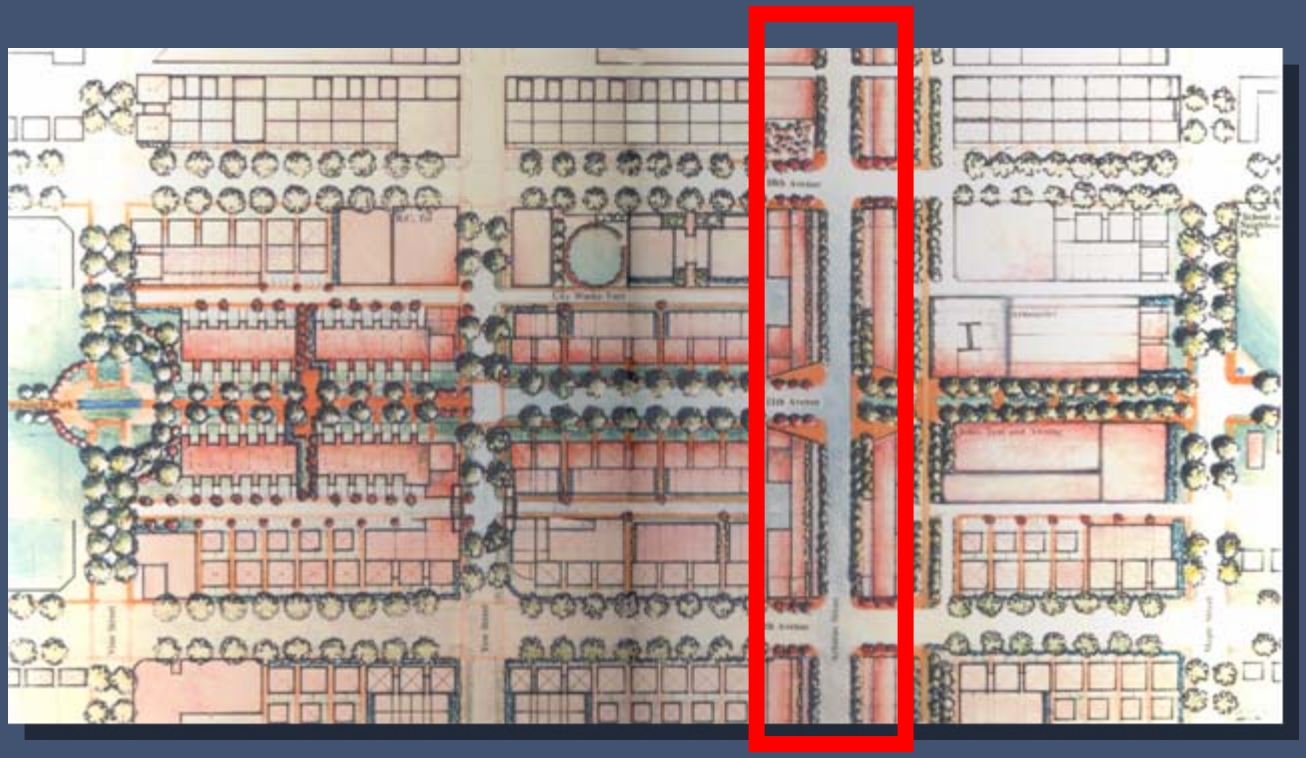
Historical Retrospective - greenway



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

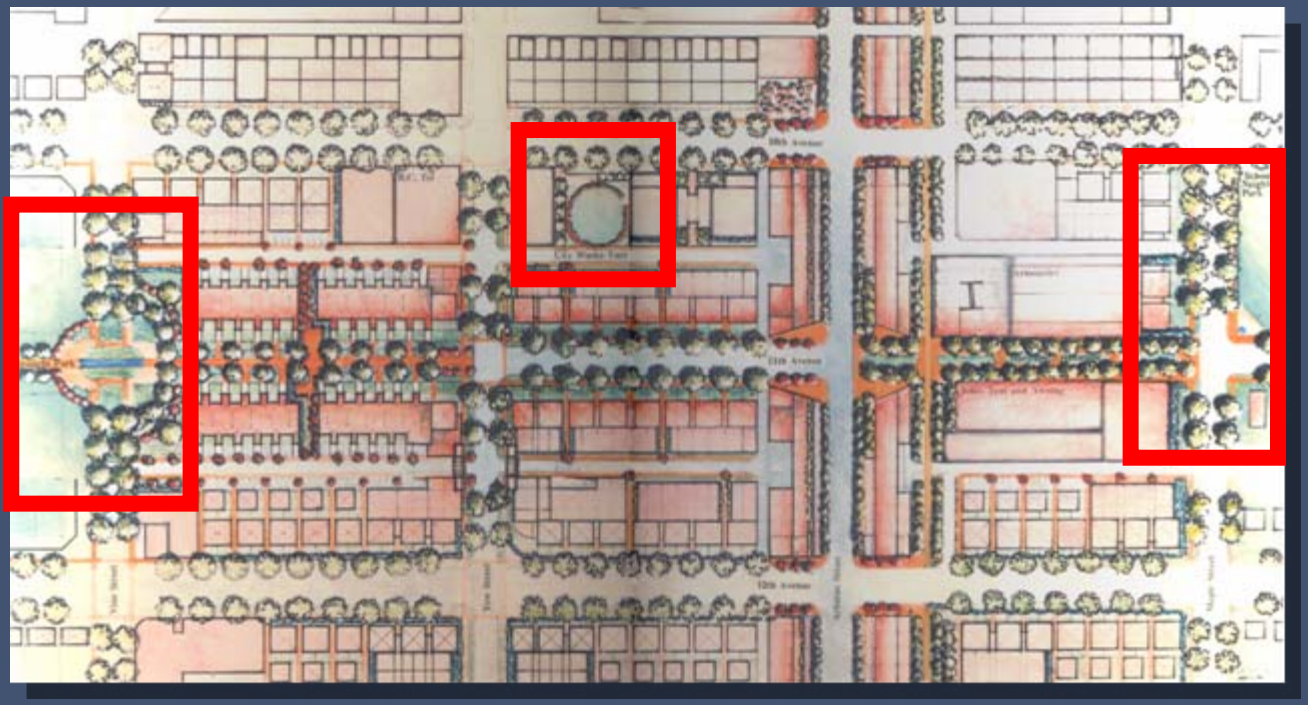
Historical Retrospective – high street



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

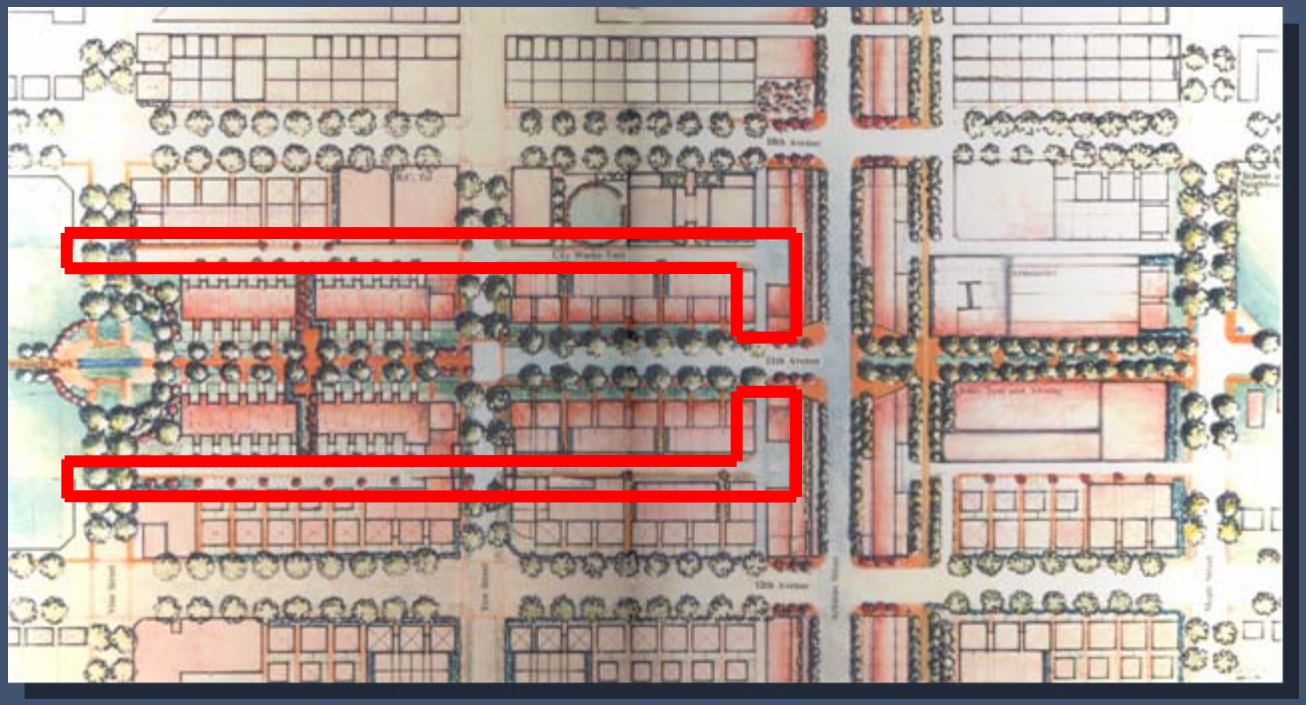
Historical Retrospective – open space system



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

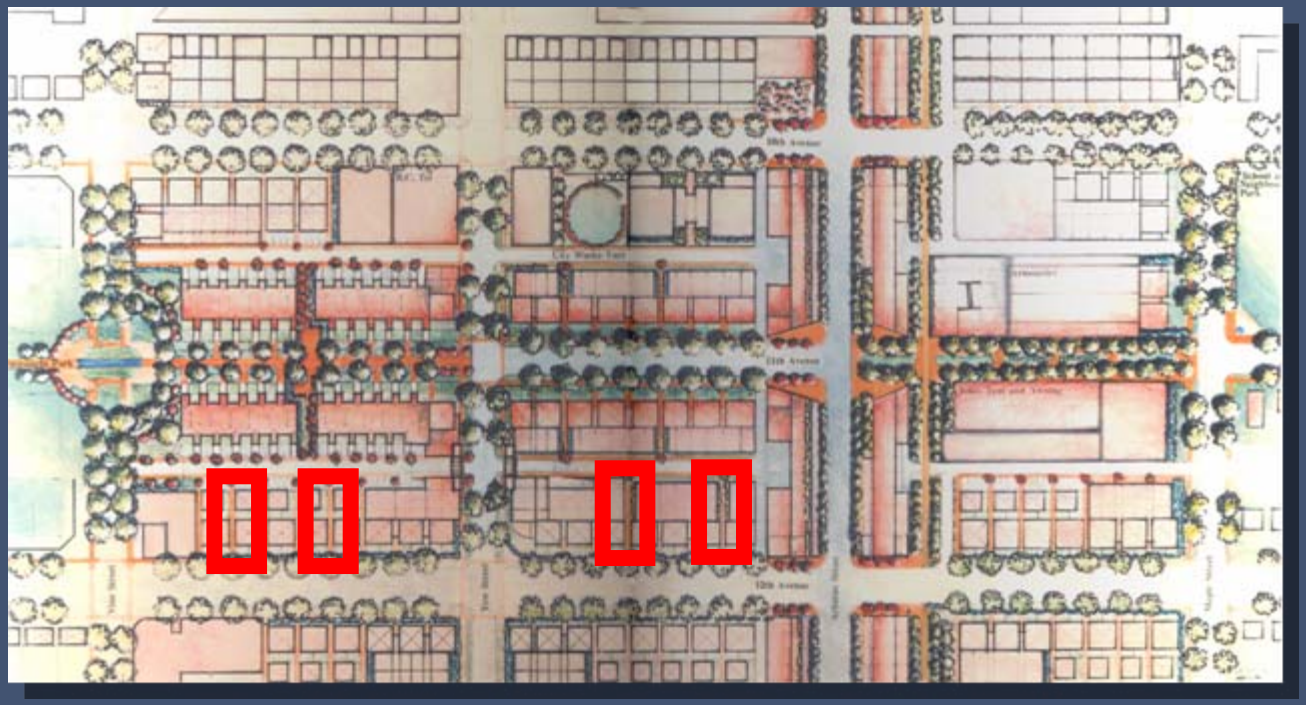
Historical Retrospective – woonerf



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

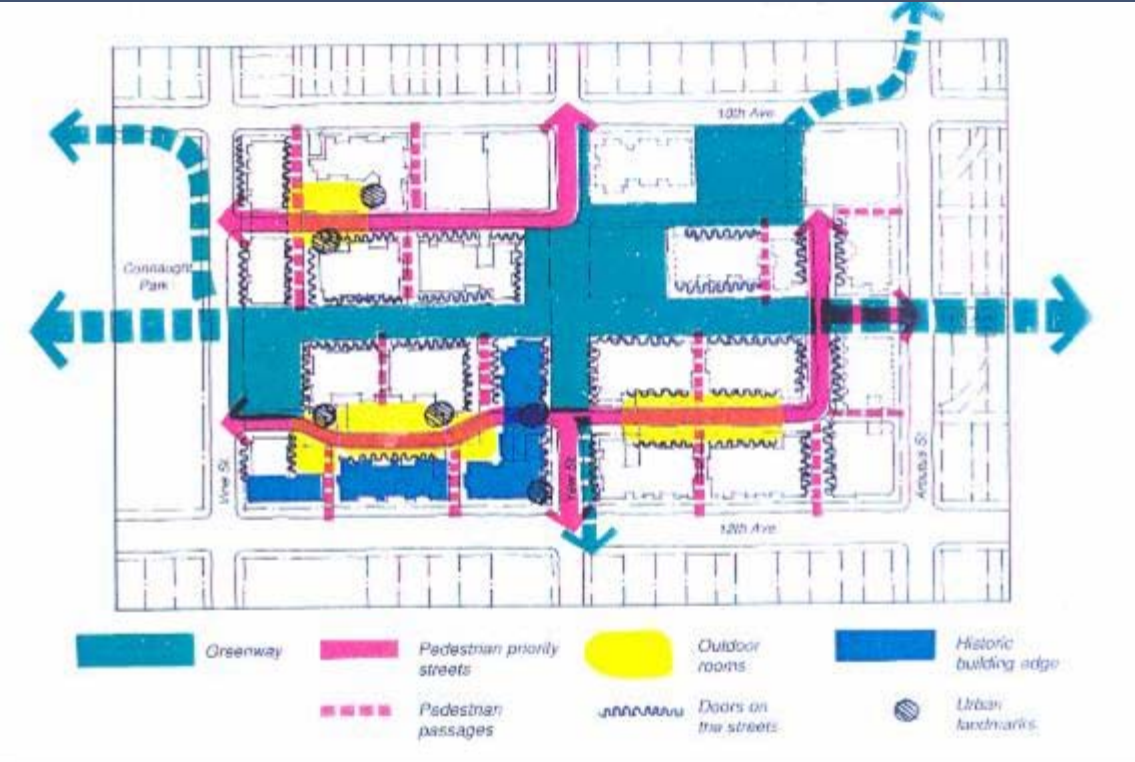
Historical Retrospective – permeable frontage



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

Overall Urban Structure



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1.0 Urbanism Context

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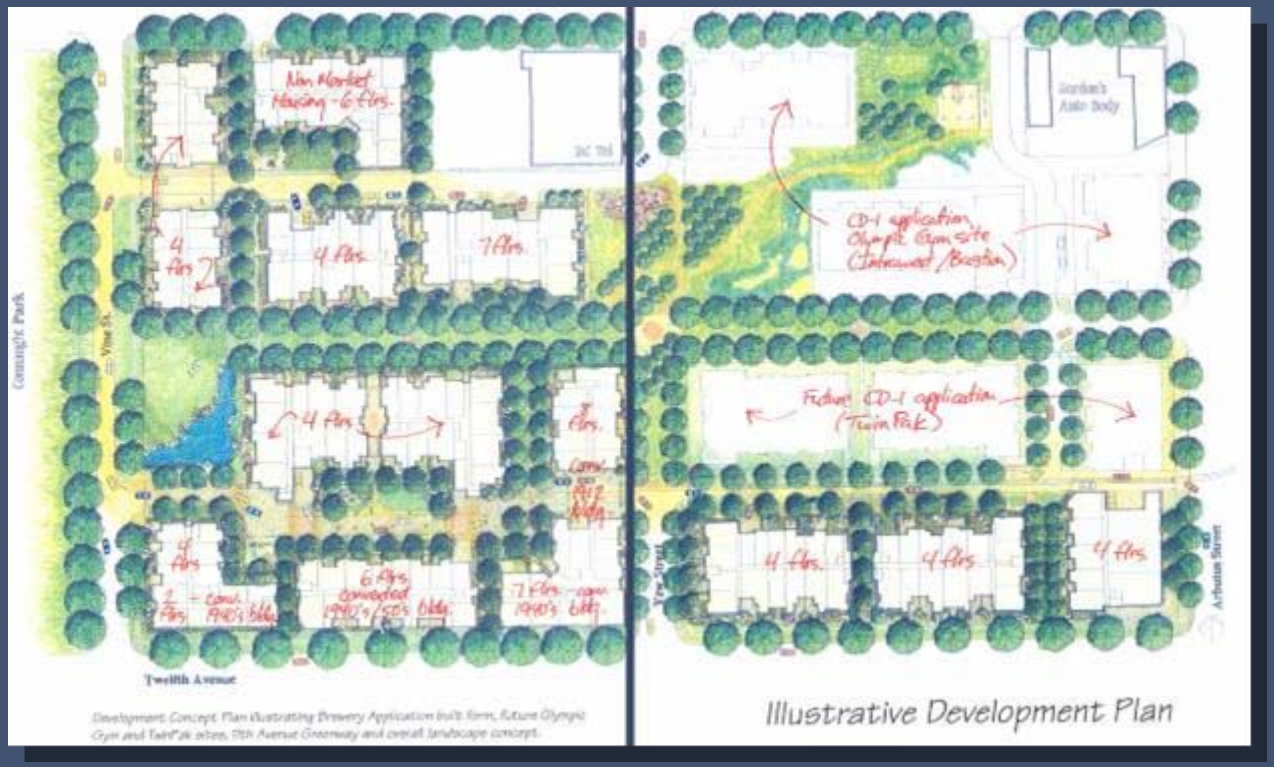
Illustrative Development Plan



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1.0 Urbanism Context

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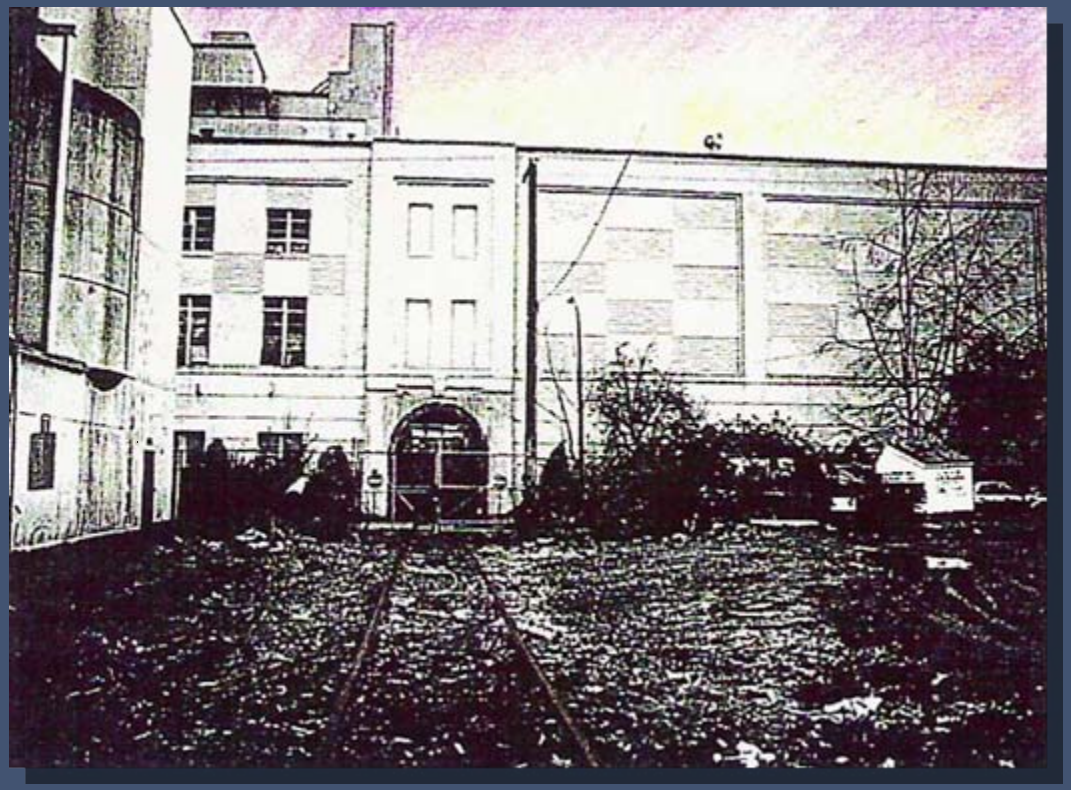
Vision and Implementation



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Vision and Implementation

1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

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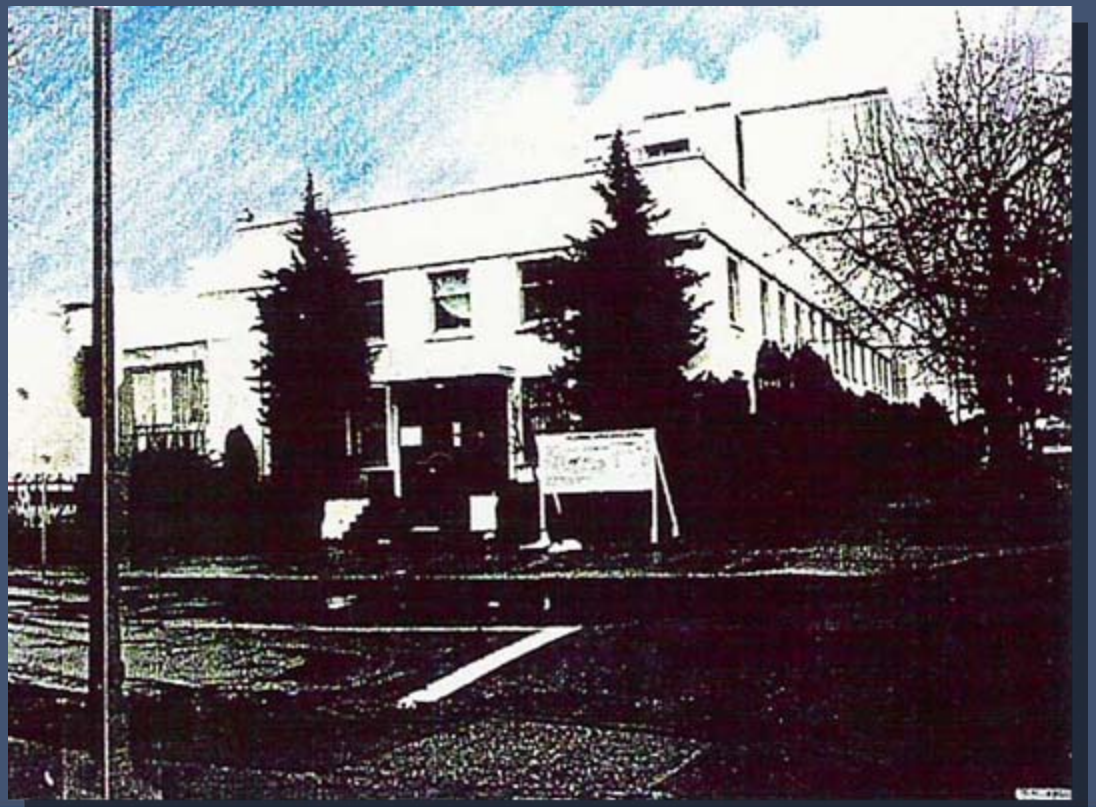

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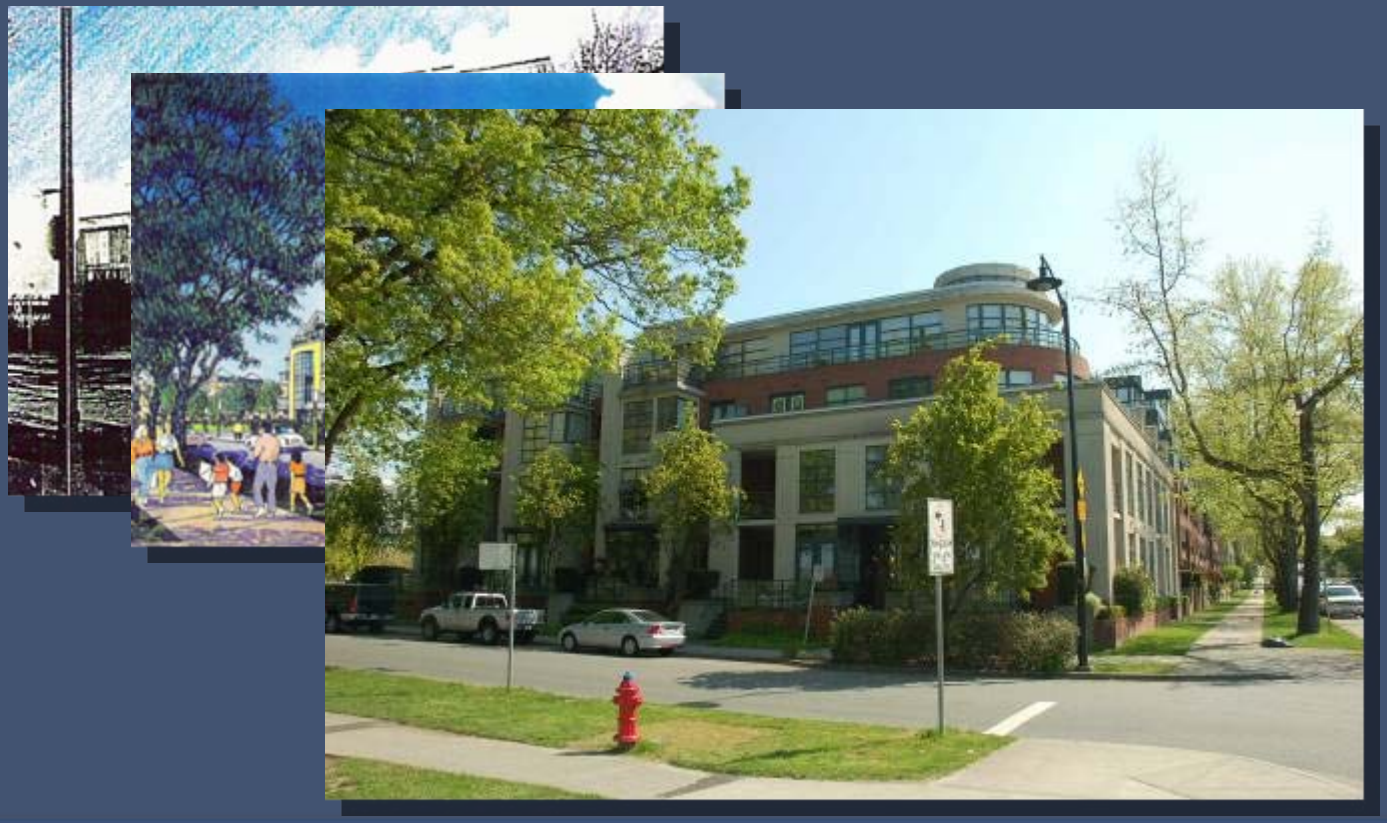

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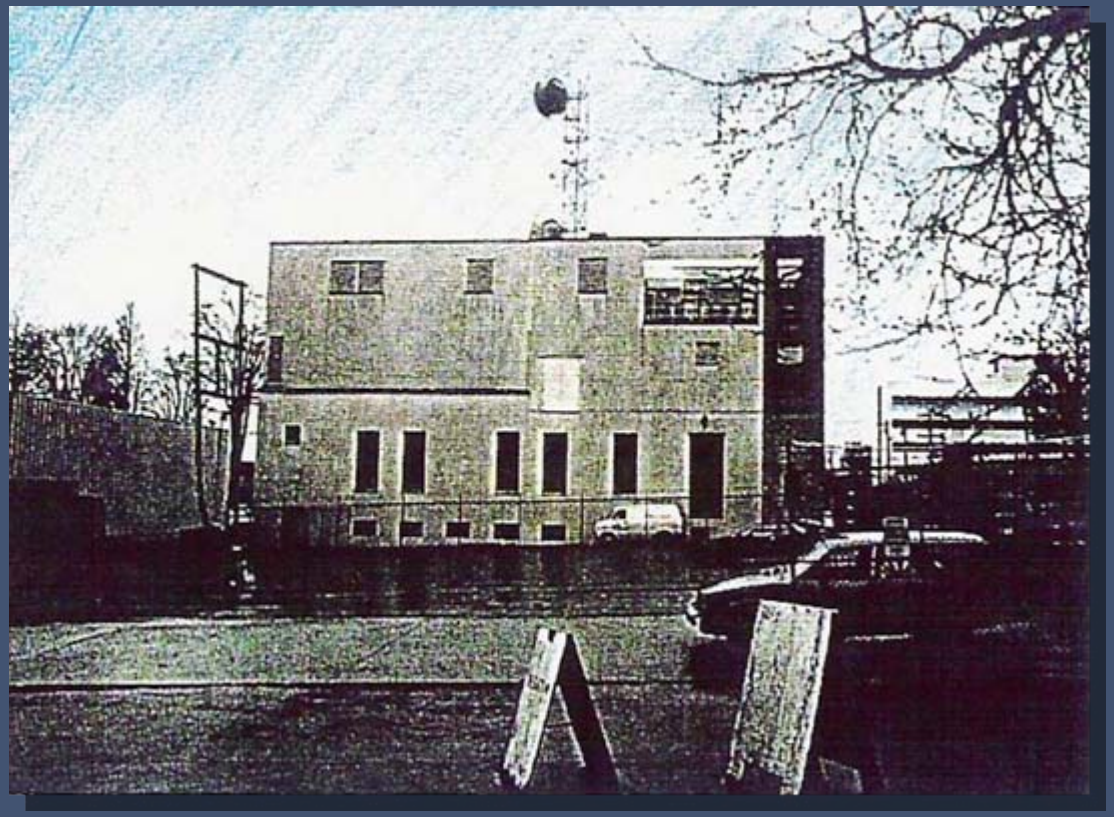

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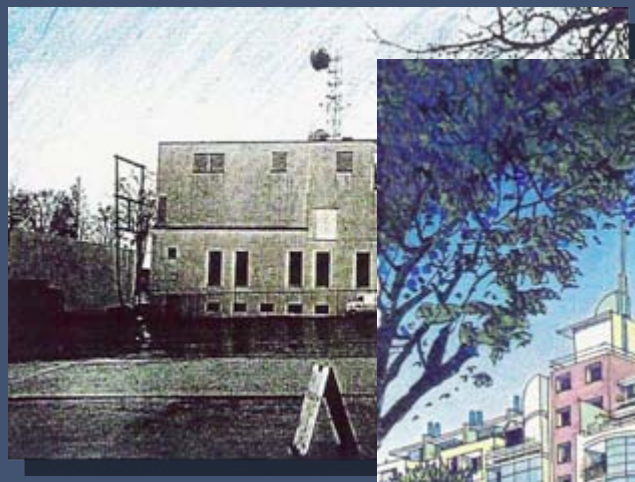

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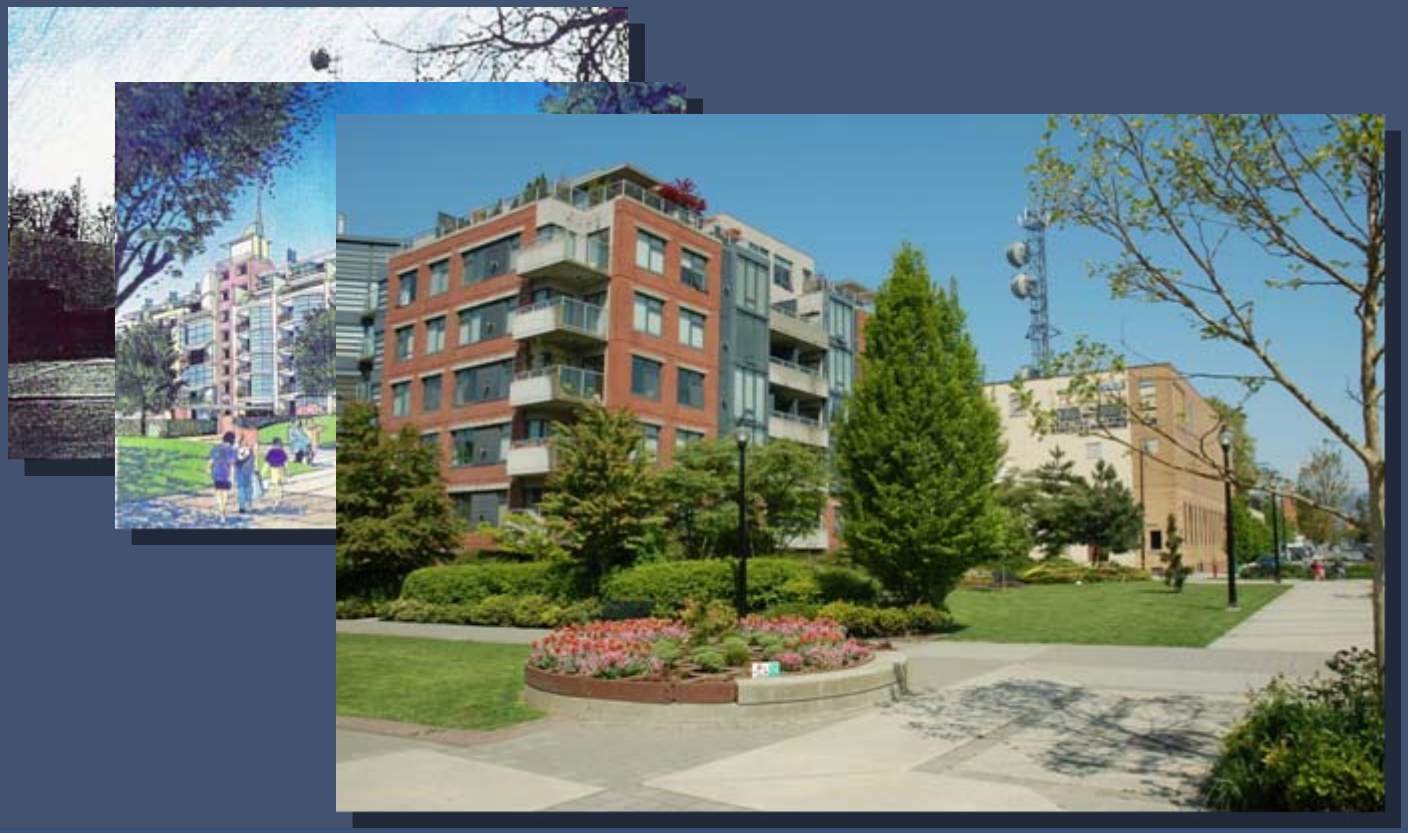

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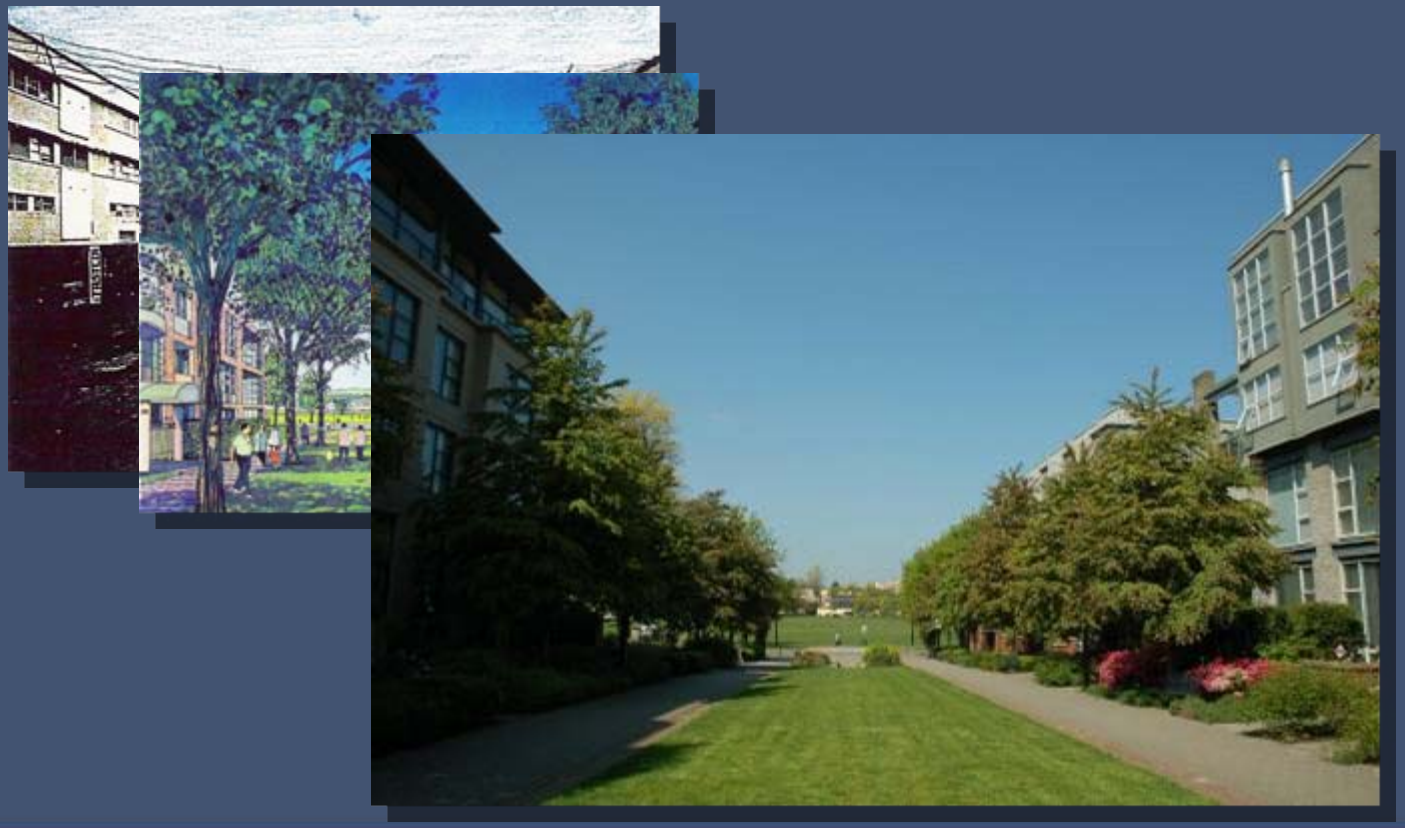

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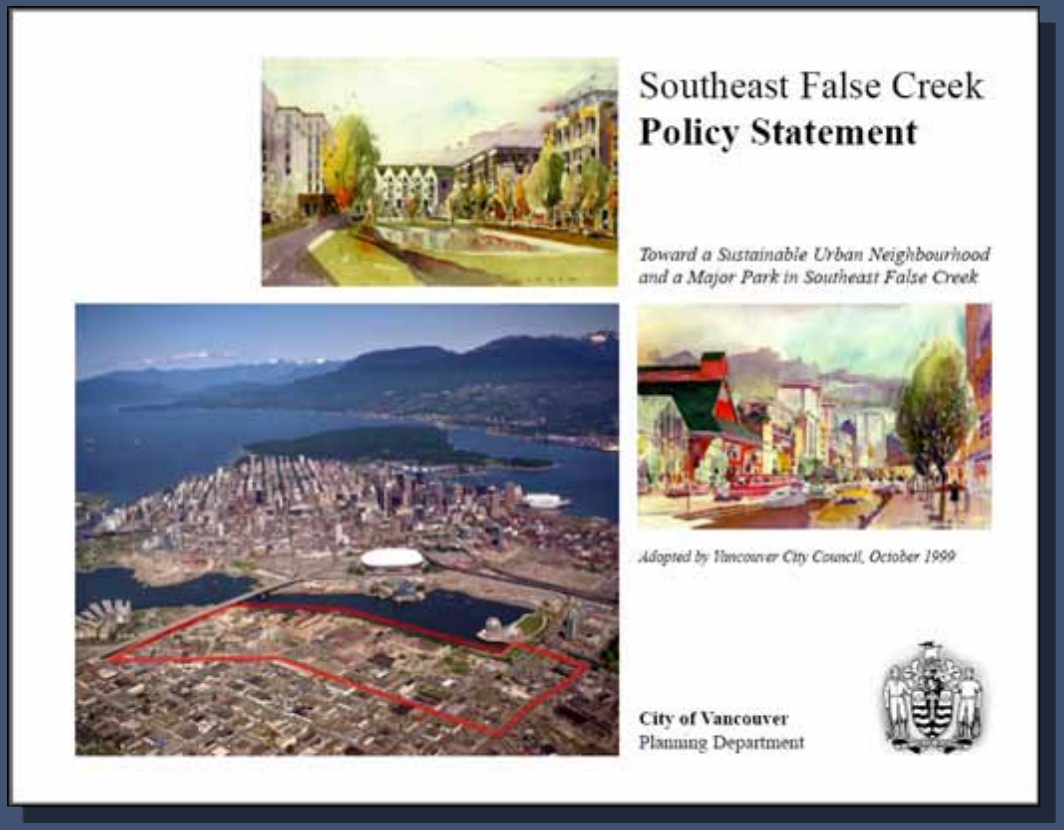
1.6 Regulatory Tools



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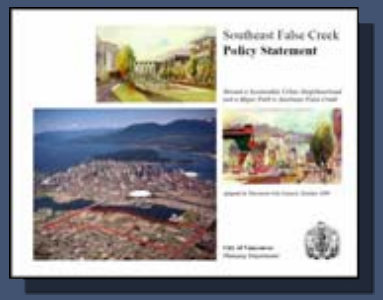

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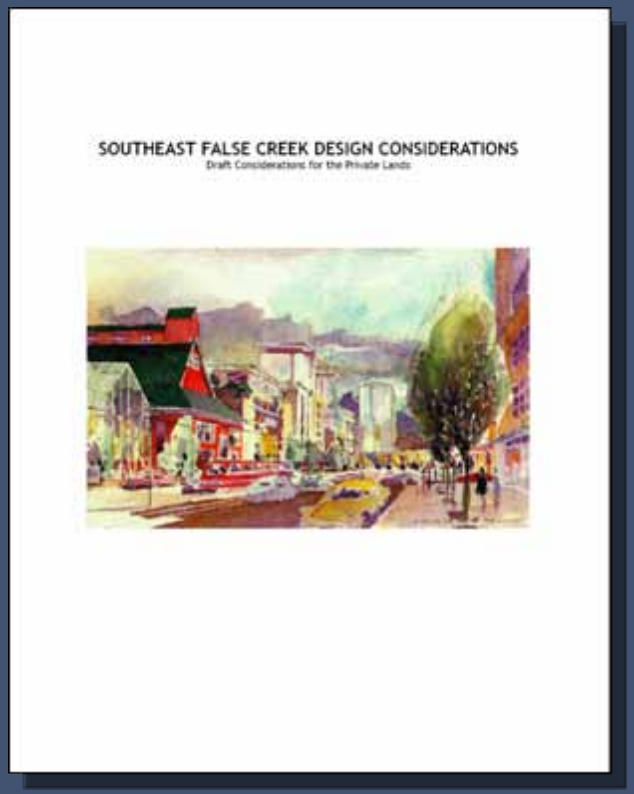

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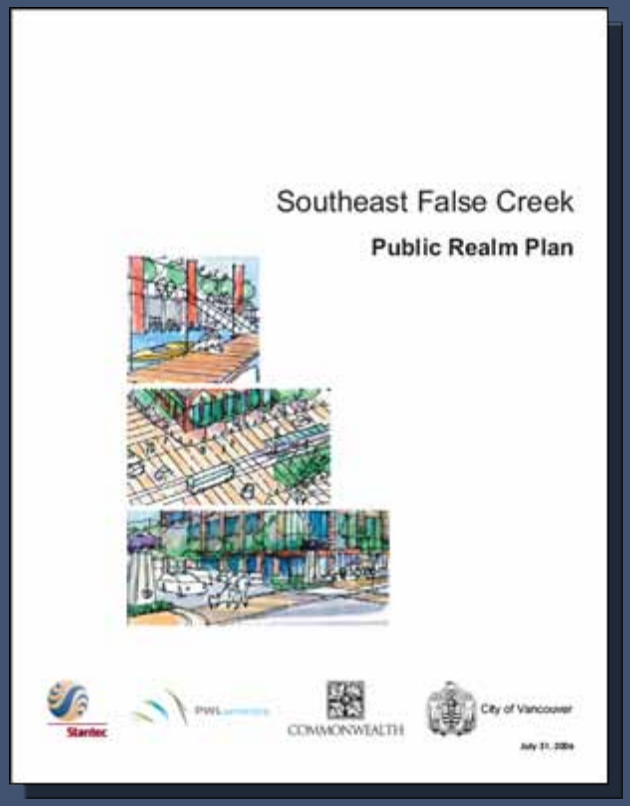

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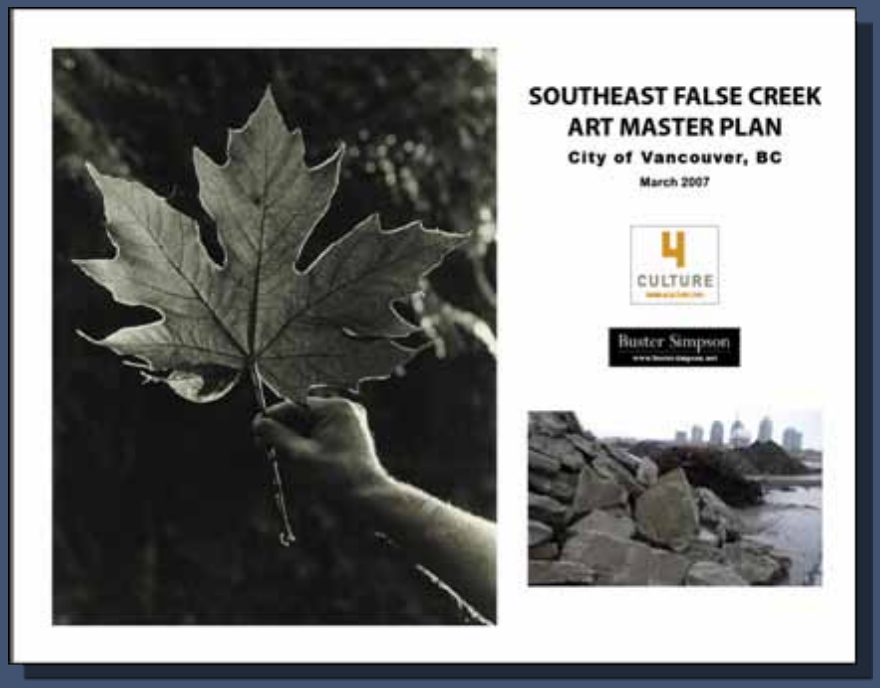

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City of Vancouver *Zoning and Development By-law*

CD-1 (454)

Olympic Village
By-law No. 9454
(Being a By-law to Amend By-law 3575, being the Zoning and Development By-law)

Effective April 17, 2007
(Amended up to and including By-law No. 9574, dated June 24, 2008)

Consolidated for Convenience Only

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Southeast False Creek Phase 1 Energy Options Study:
Synopsis

Prepared by:

Compass Resource Management Ltd.
200 – 1240 Hamilton St.
Vancouver, B.C.
V6B 2S8

In Association with:
Holland Barss Planning Group
Busby + Associates Architects
Pottinger Gaherty Environmental Consultants

Prepared for:

The City of Vancouver
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V5Y 1V4

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Trent Berry, MBA
Partner, Compass Resource Management Ltd.

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July 22, 2002

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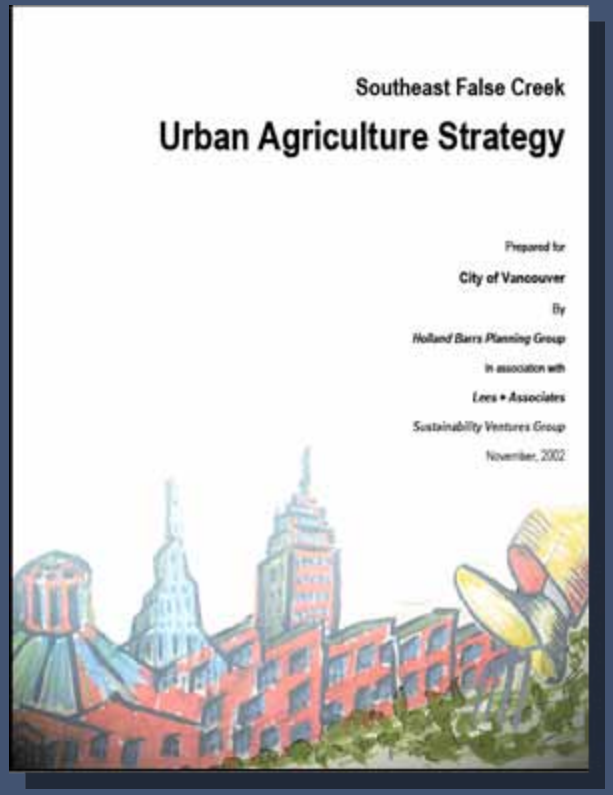

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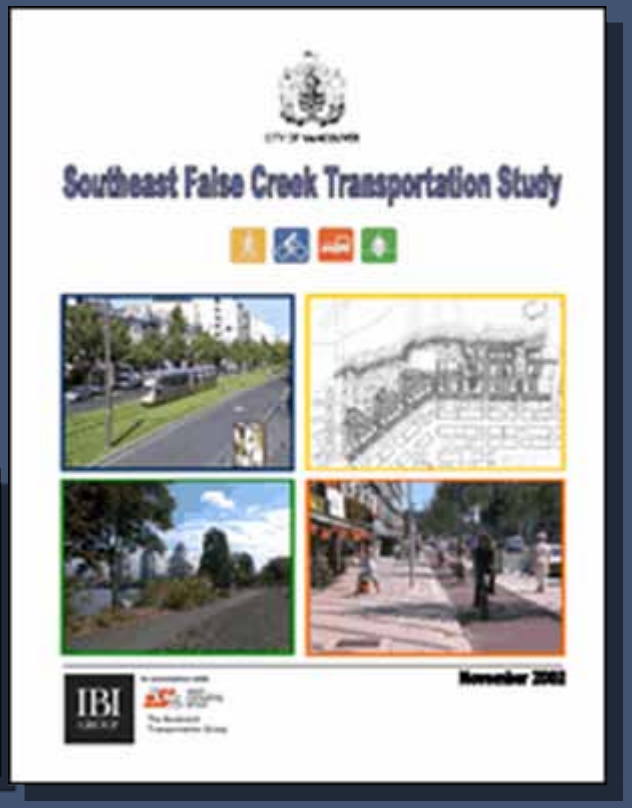

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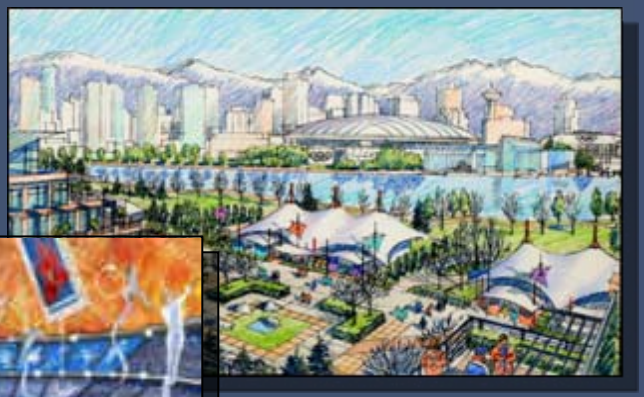
URBAN DESIGN STUDIO

2.0 The Creative Process

2.1 Southeast False Creek and the 2010 Olympic Village



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2.0 The Creative Process

2.1 Southeast False Creek

Location

2.0 The Creative Process

2.1 Southeast False Creek

Aerial

2.0 The Creative Process

2.1 Southeast False Creek

Tower Podium Investigation

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2.0 The Creative Process

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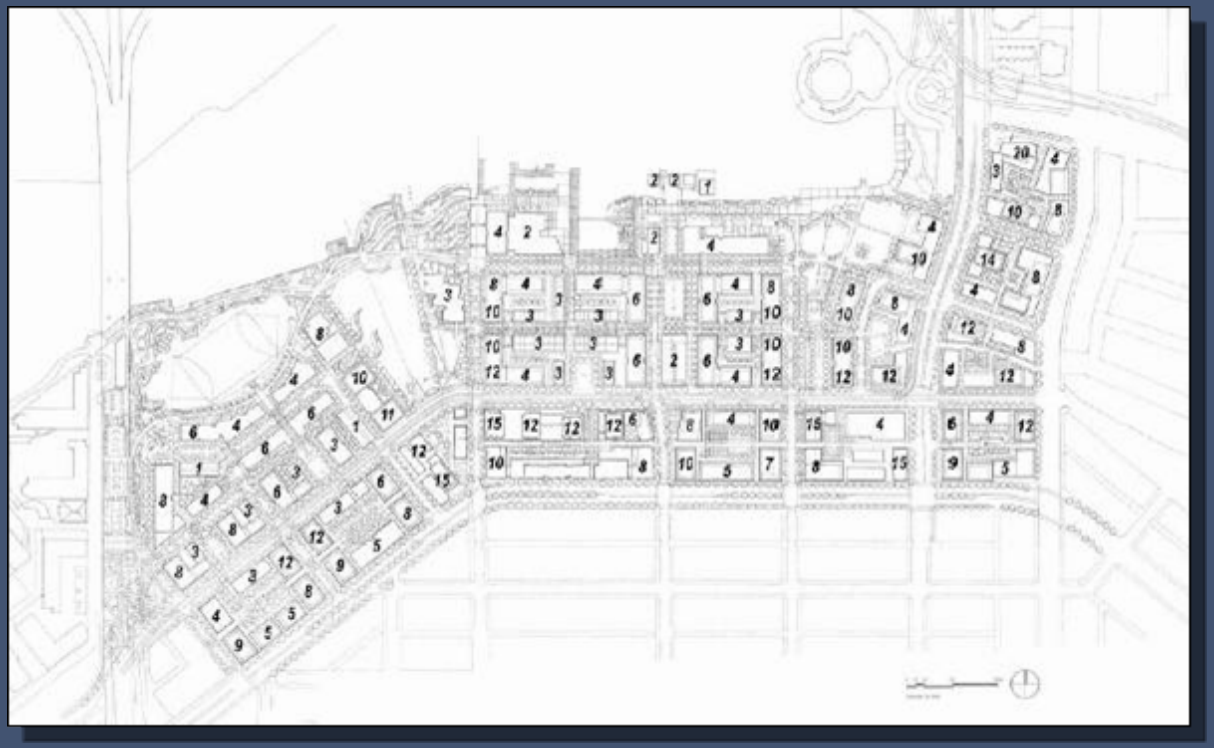
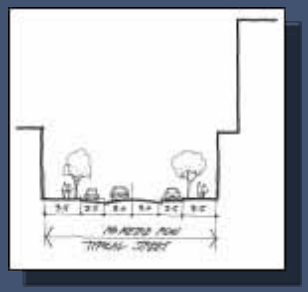
Low-Mid-Rise Preference

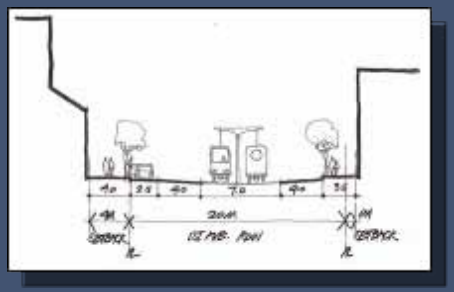


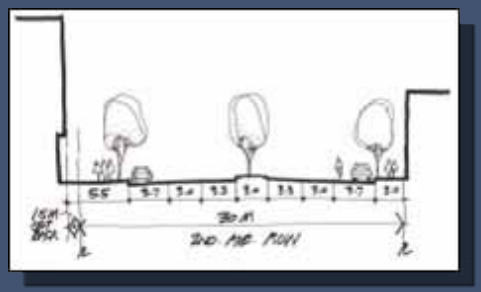
2.0 The Creative Process

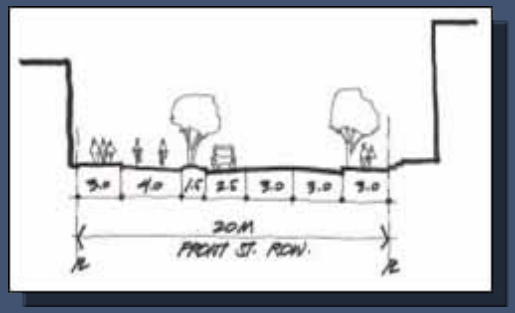
2.1 Southeast False Creek

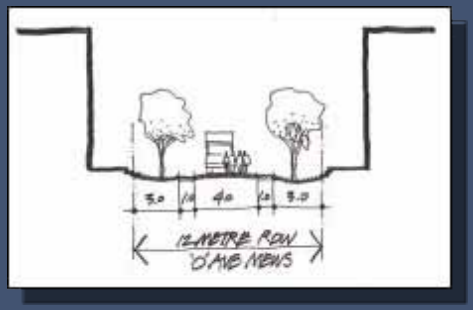
ODP Street Hierarchy

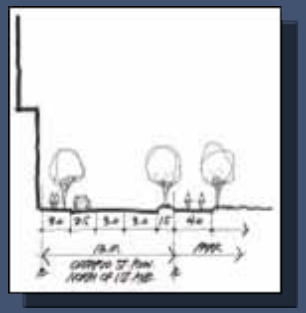












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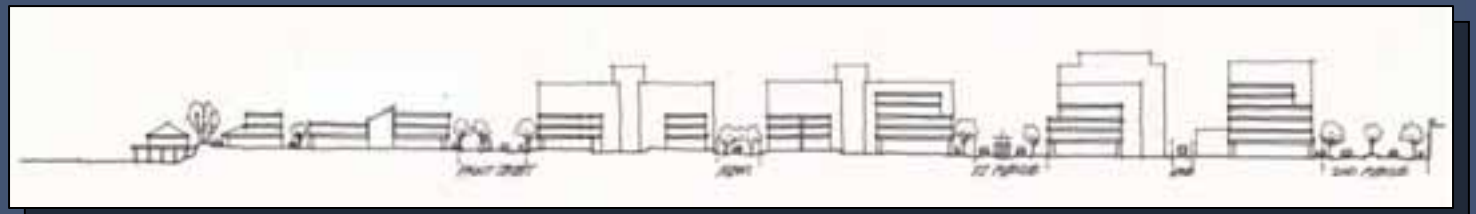
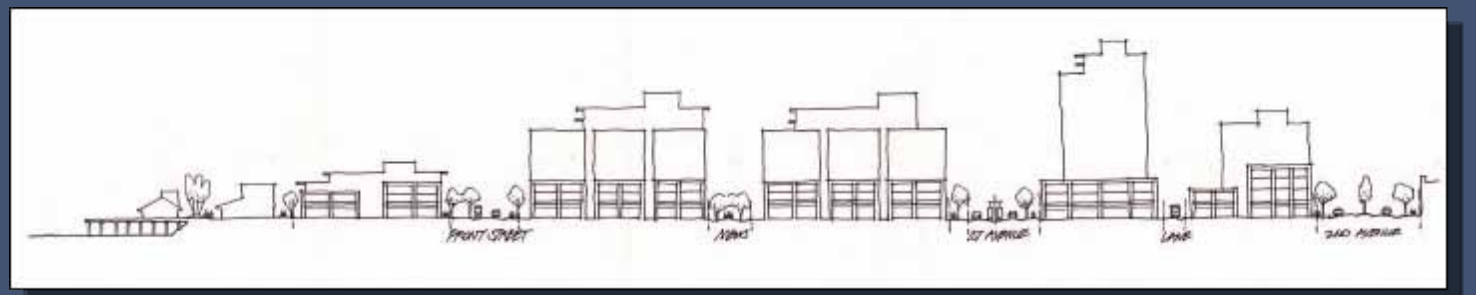
2.0 The Creative Process

2.1 Southeast False Creek

ODP Street Sections





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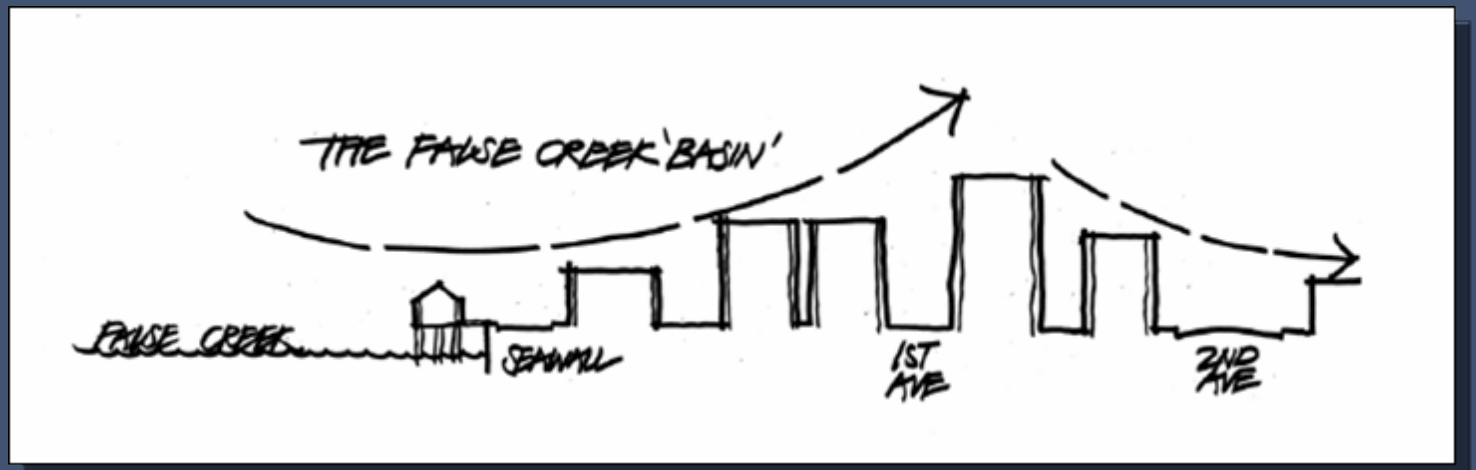
2.0 The Creative Process

2.1 Southeast False Creek

ODP Diagrams

Overall Basin Form Legibility



2.0 The Creative Process

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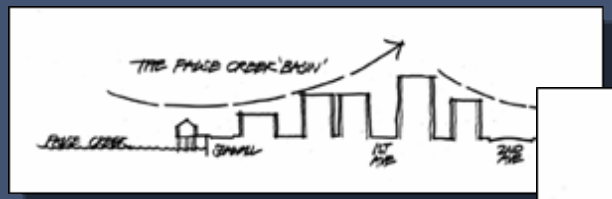
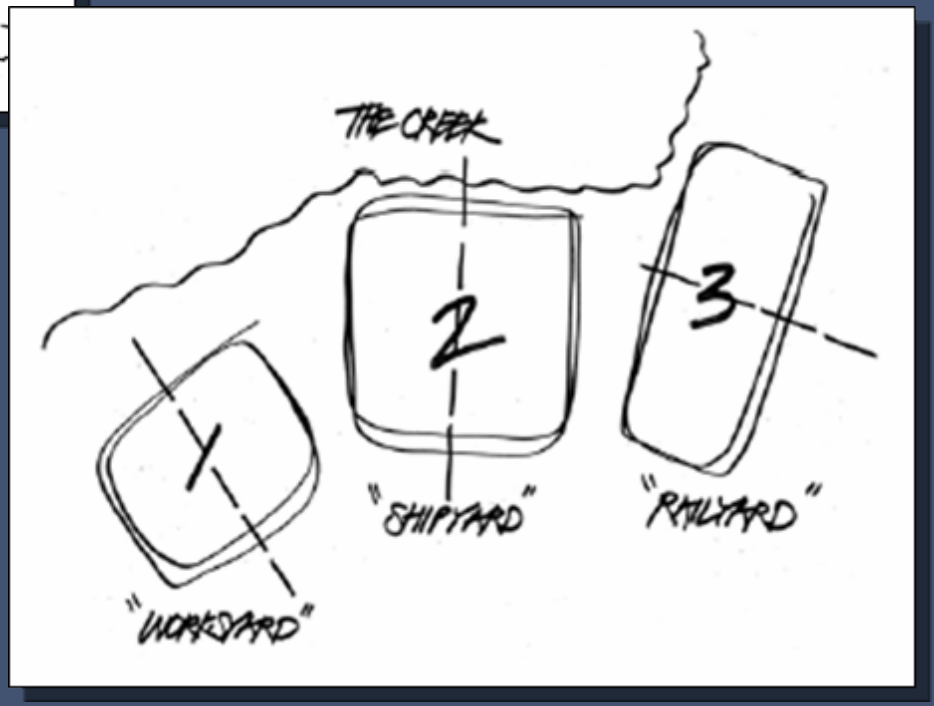
ODP Diagrams



Distinct Neighbourhood Precincts



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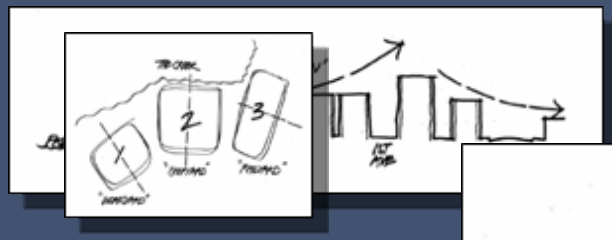
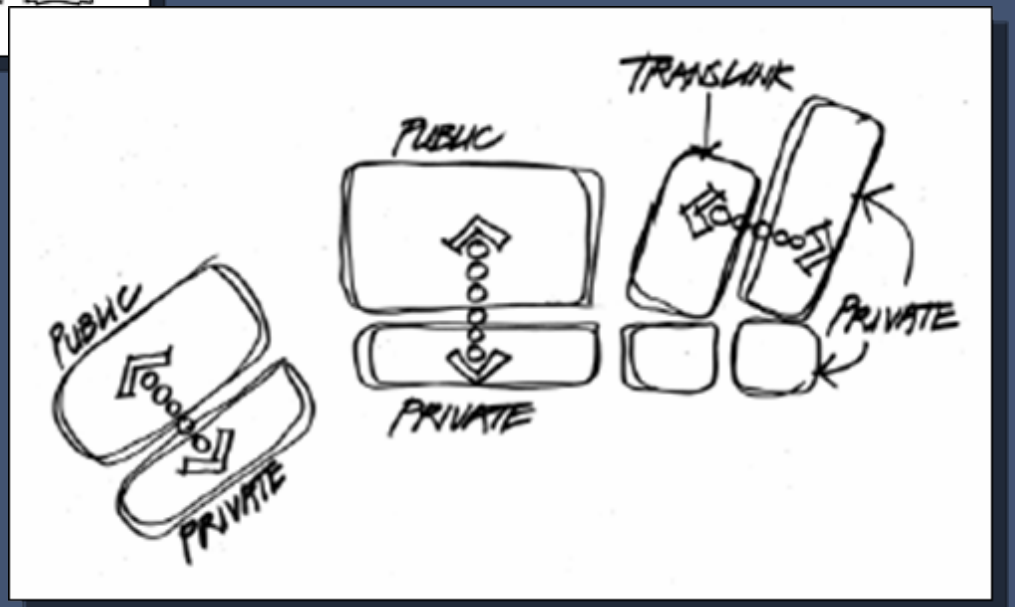
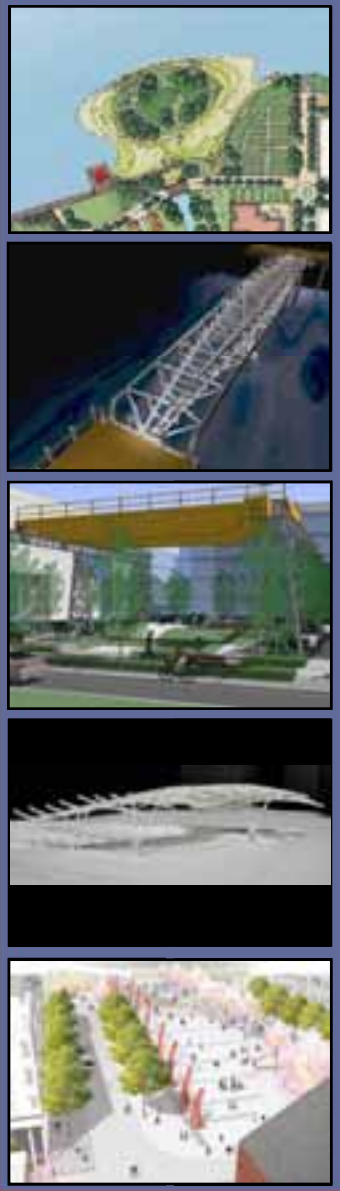


Integrated Community





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URBAN DESIGN STUDIO

2.0 The Creative Process

2.1 Southeast False Creek

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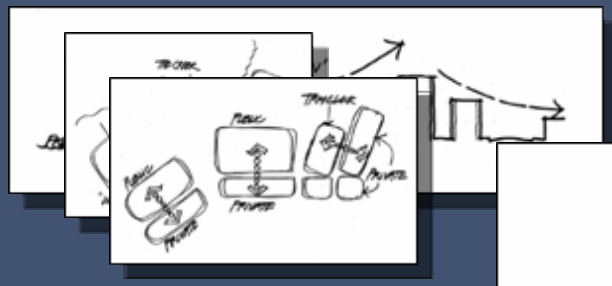
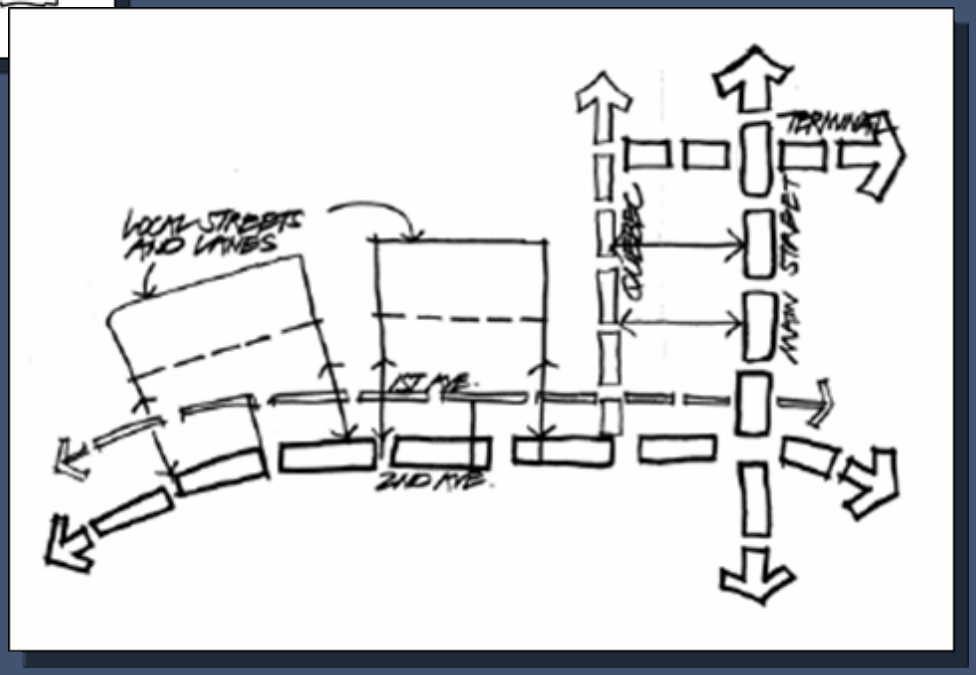
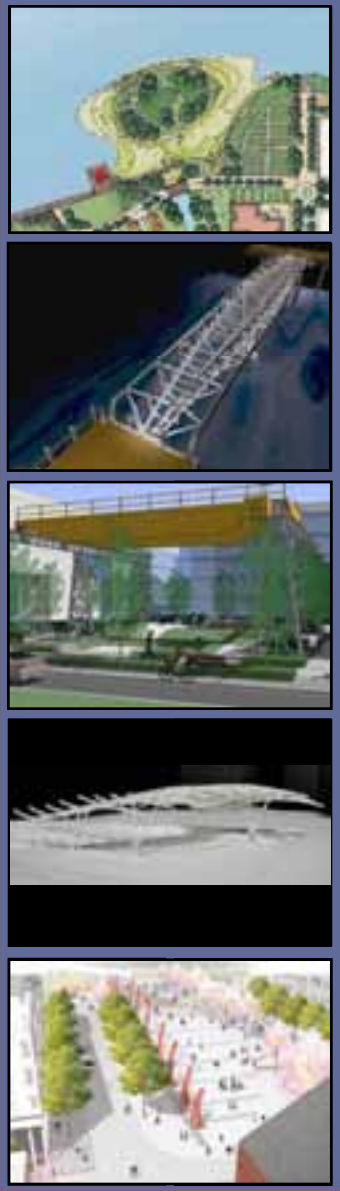


Street Hierarchy





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2.0 The Creative Process

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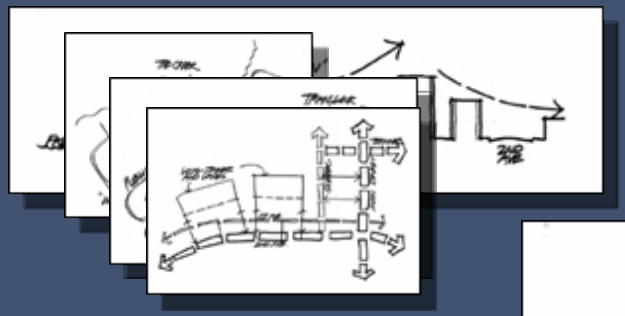
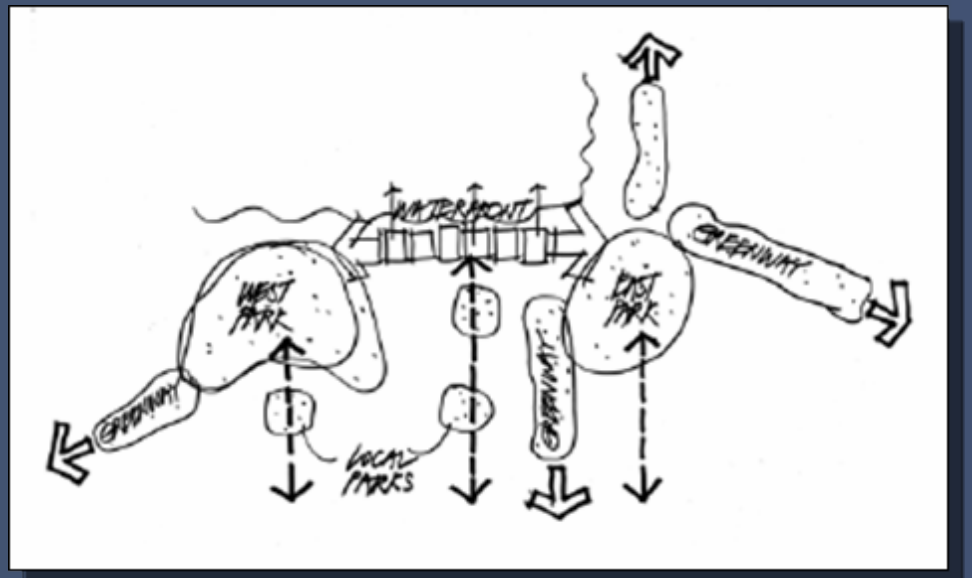
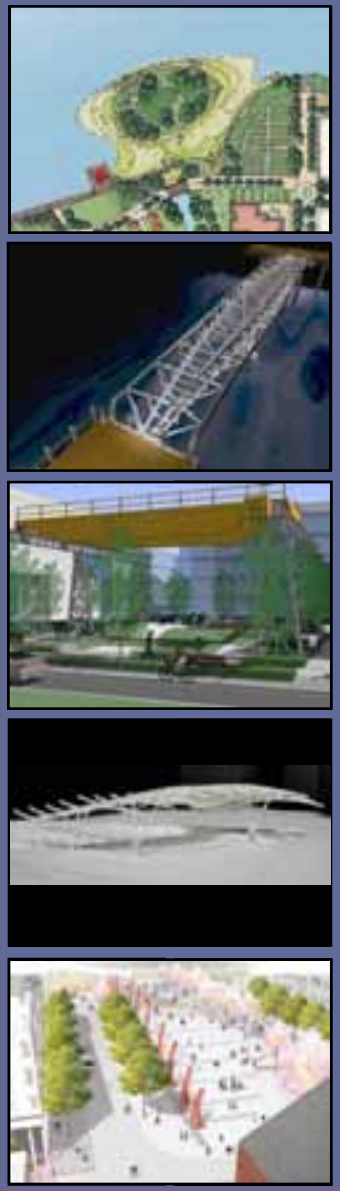


Connected Public Open Spaces and Parks





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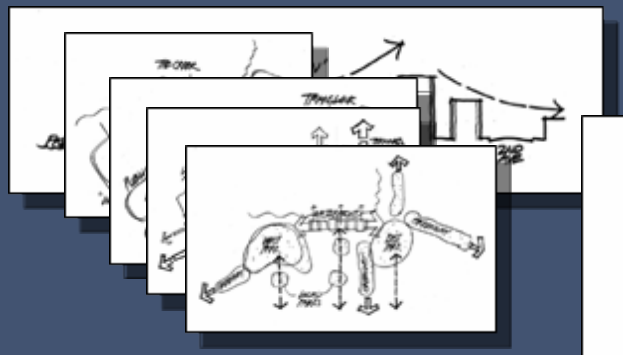
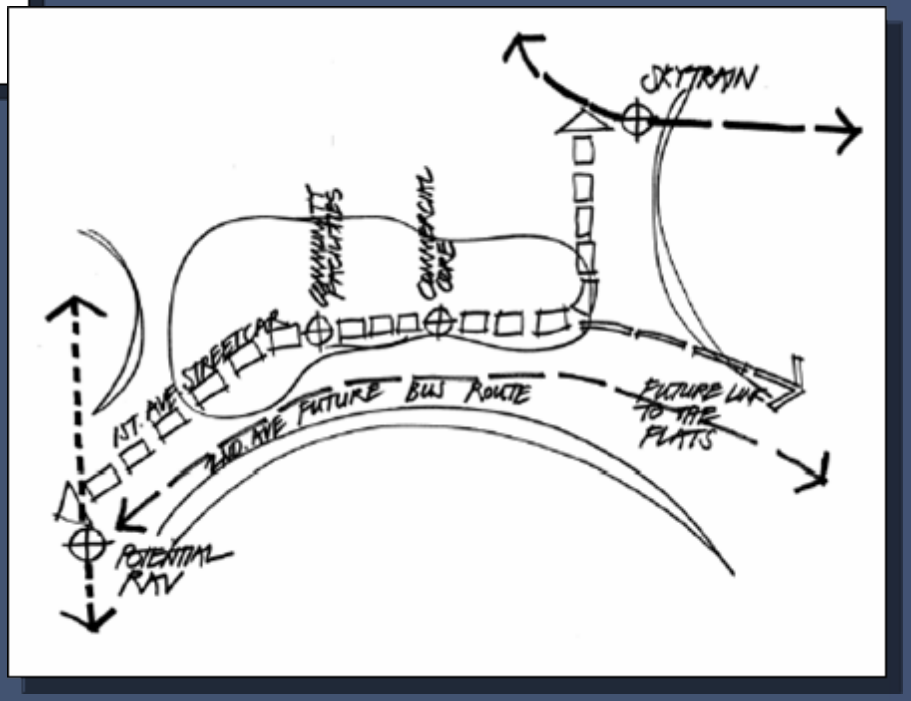


Integrated Transit



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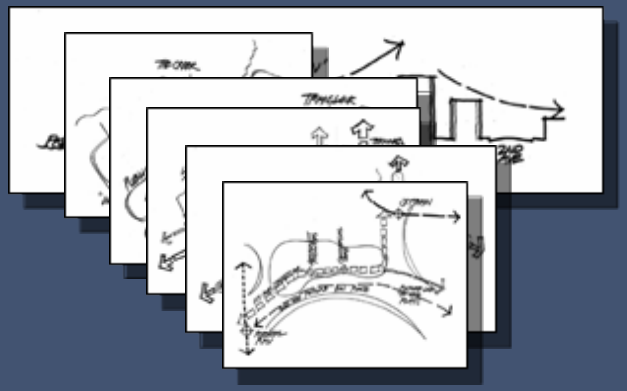
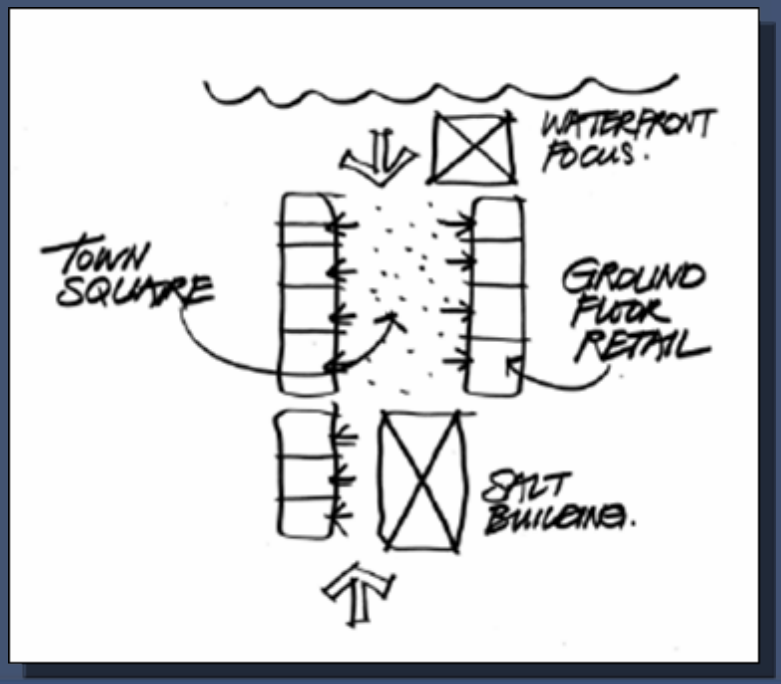
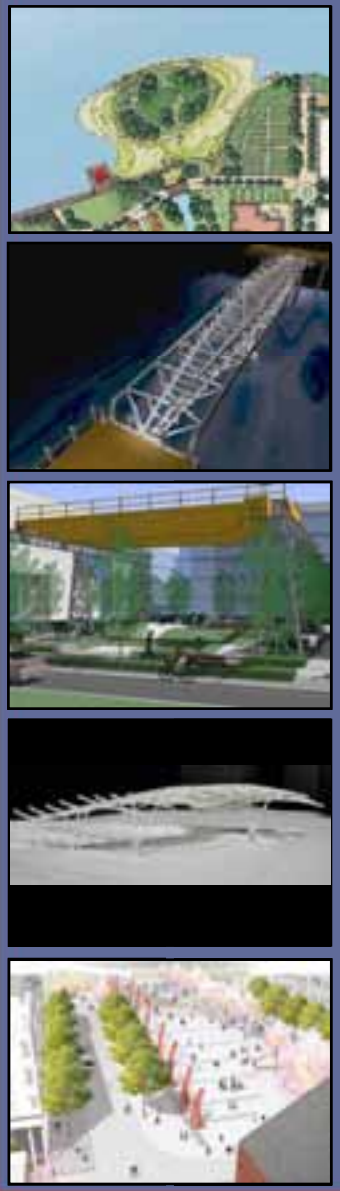


Vibrant Commercial Heart





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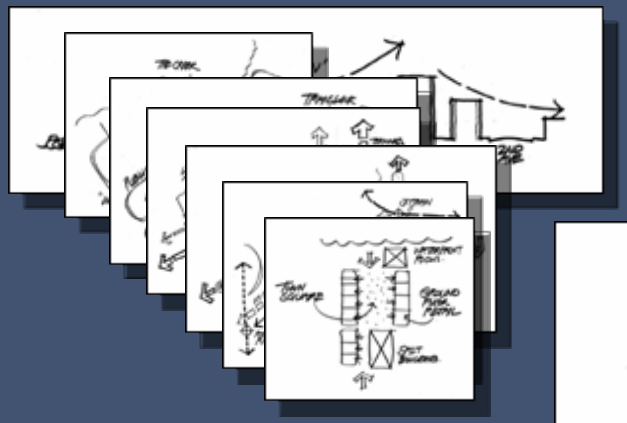
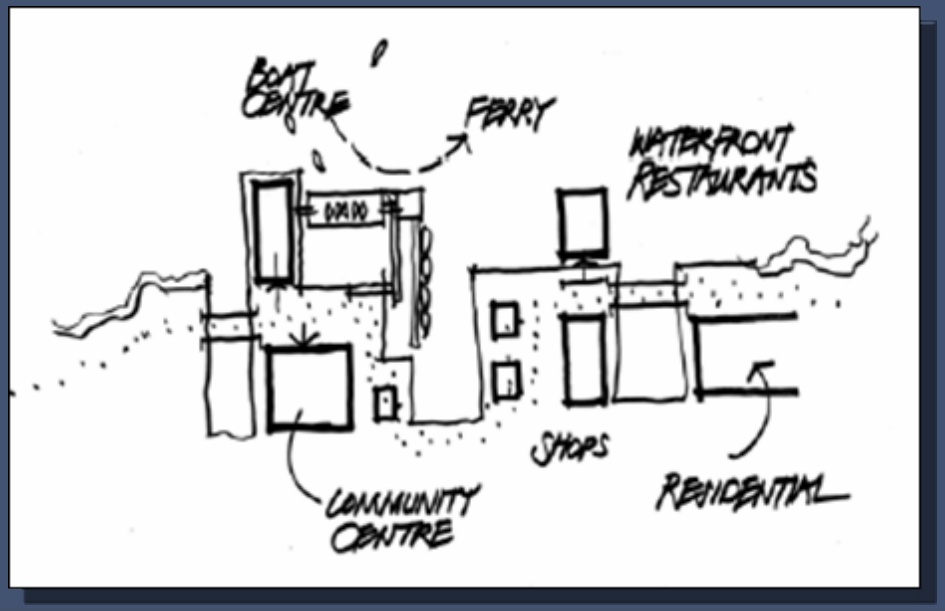
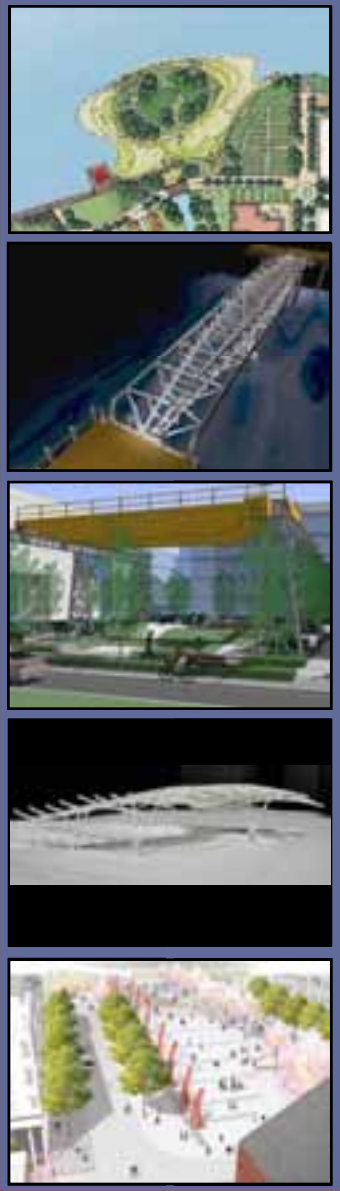


Waterfront Animation





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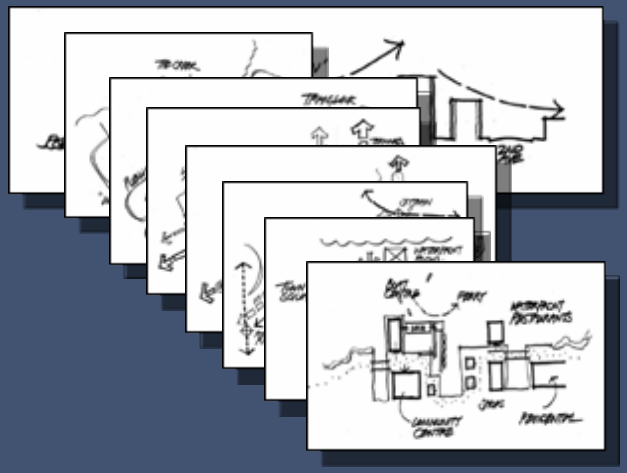
URBAN DESIGN STUDIO

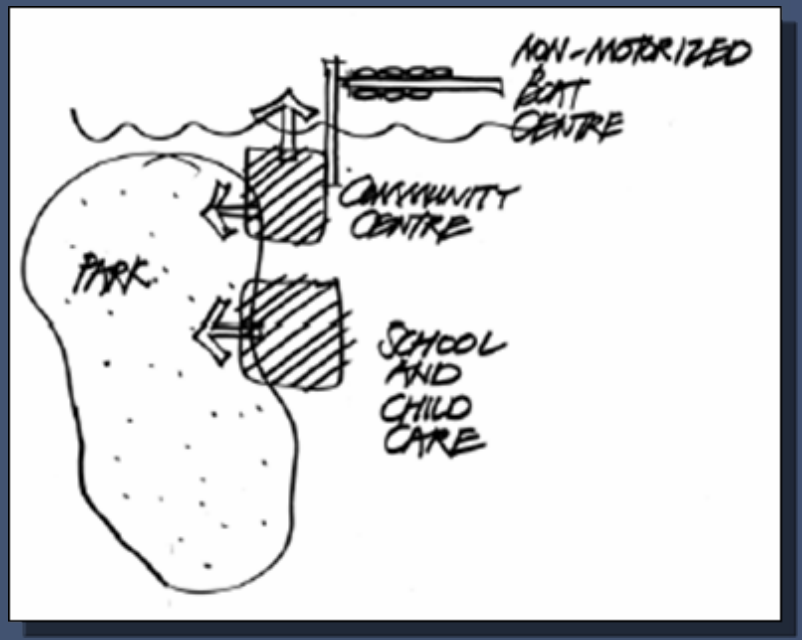
2.0 The Creative Process

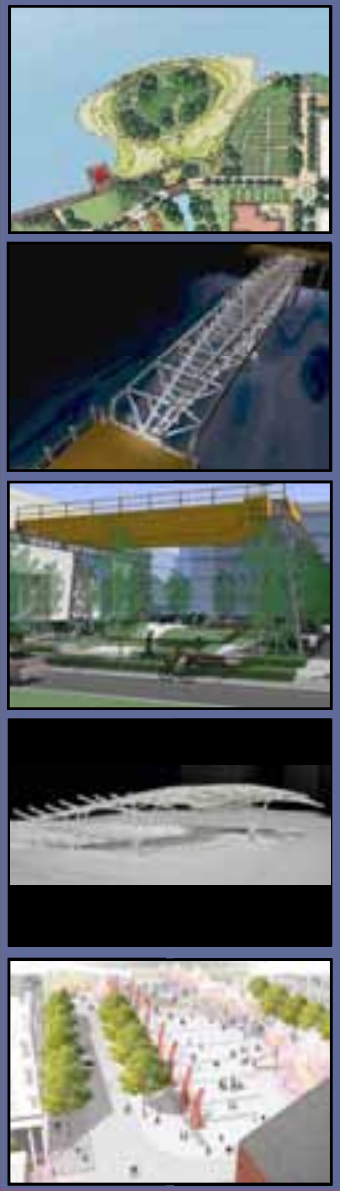
2.1 Southeast False Creek

ODP Diagrams



Clustered Community Services





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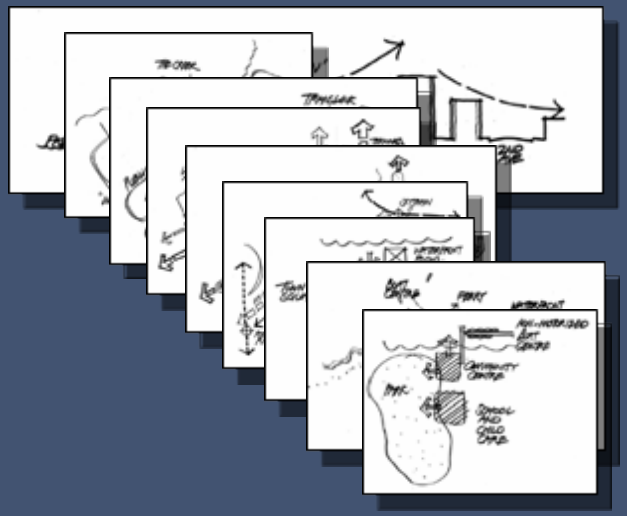
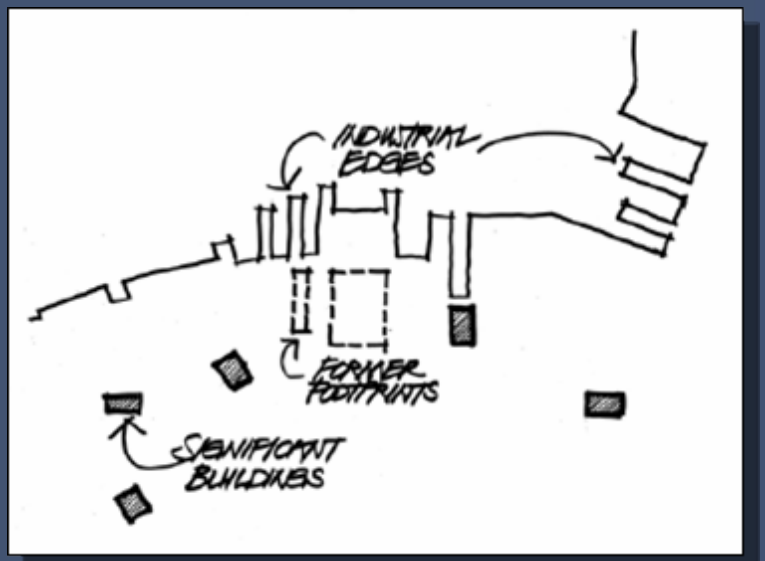
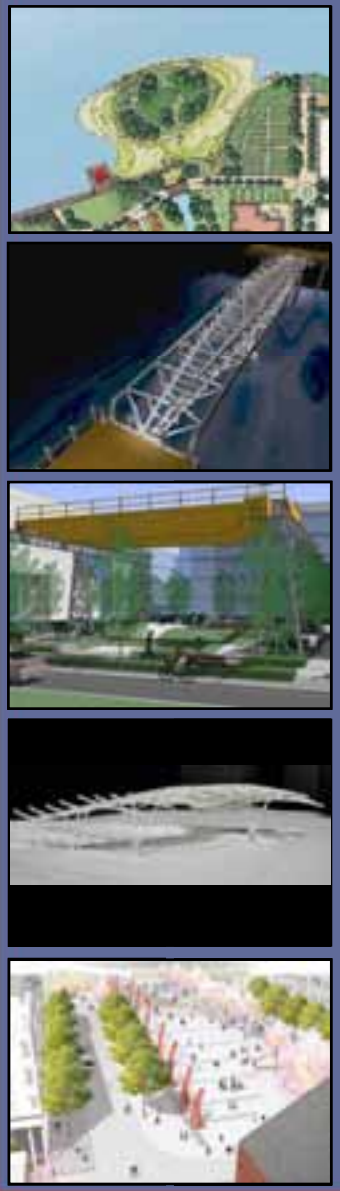


Heritage Recognition





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2.0 The Creative Process

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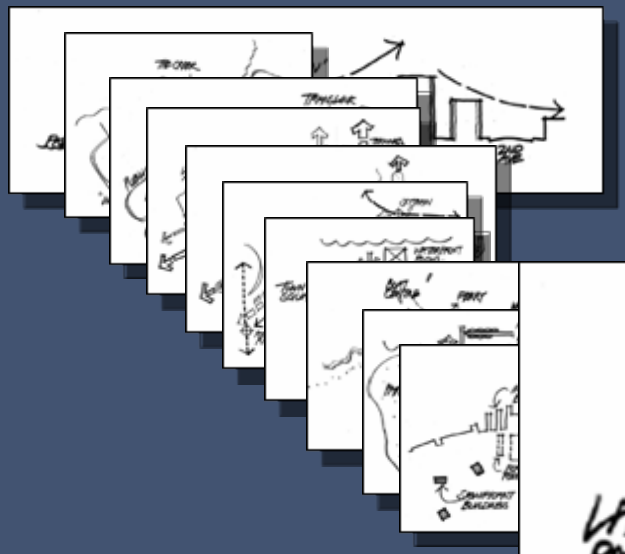
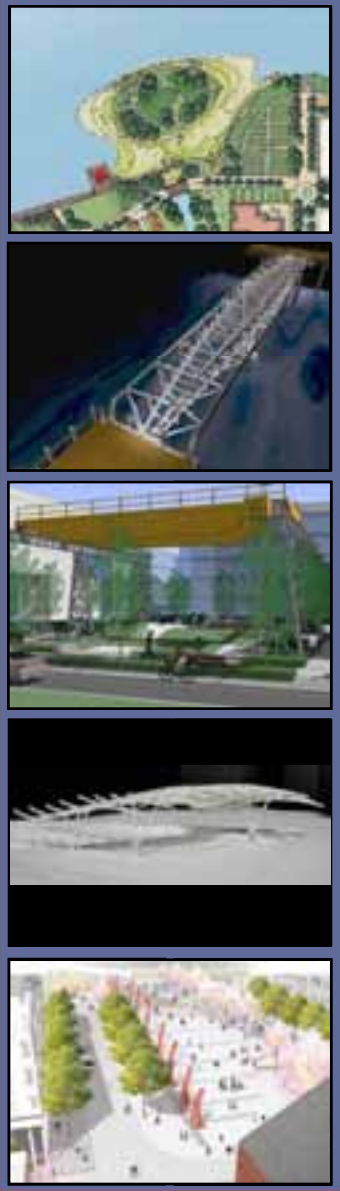


Incremental Varied Development



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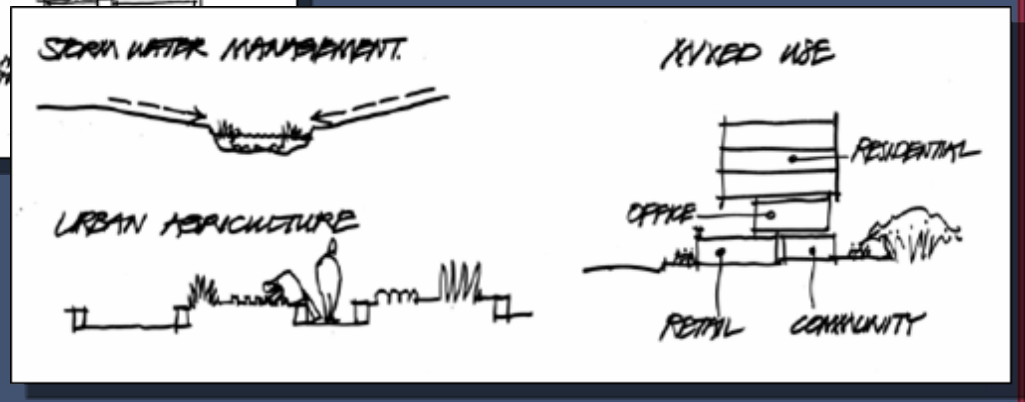
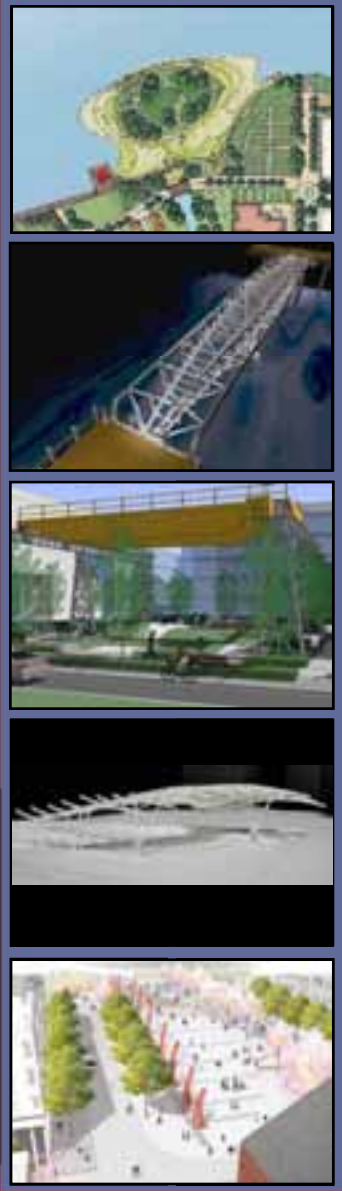
2.0 The Creative Process

2.1 Southeast False Creek

ODP Diagrams

Demonstrated Sustainability





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2.1 Southeast False Creek

ODP Illustrative Plan

2.0 The Creative Process

2.1 Olympic Village

Re-Zoning Application

2.0 The Creative Process

2.1 Olympic Village

Illustrative Plan

2.0 The Creative Process

2.1 Olympic Village

Shipyards Precinct Plan

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2.1 Olympic Village

Use, Density and Form of Development

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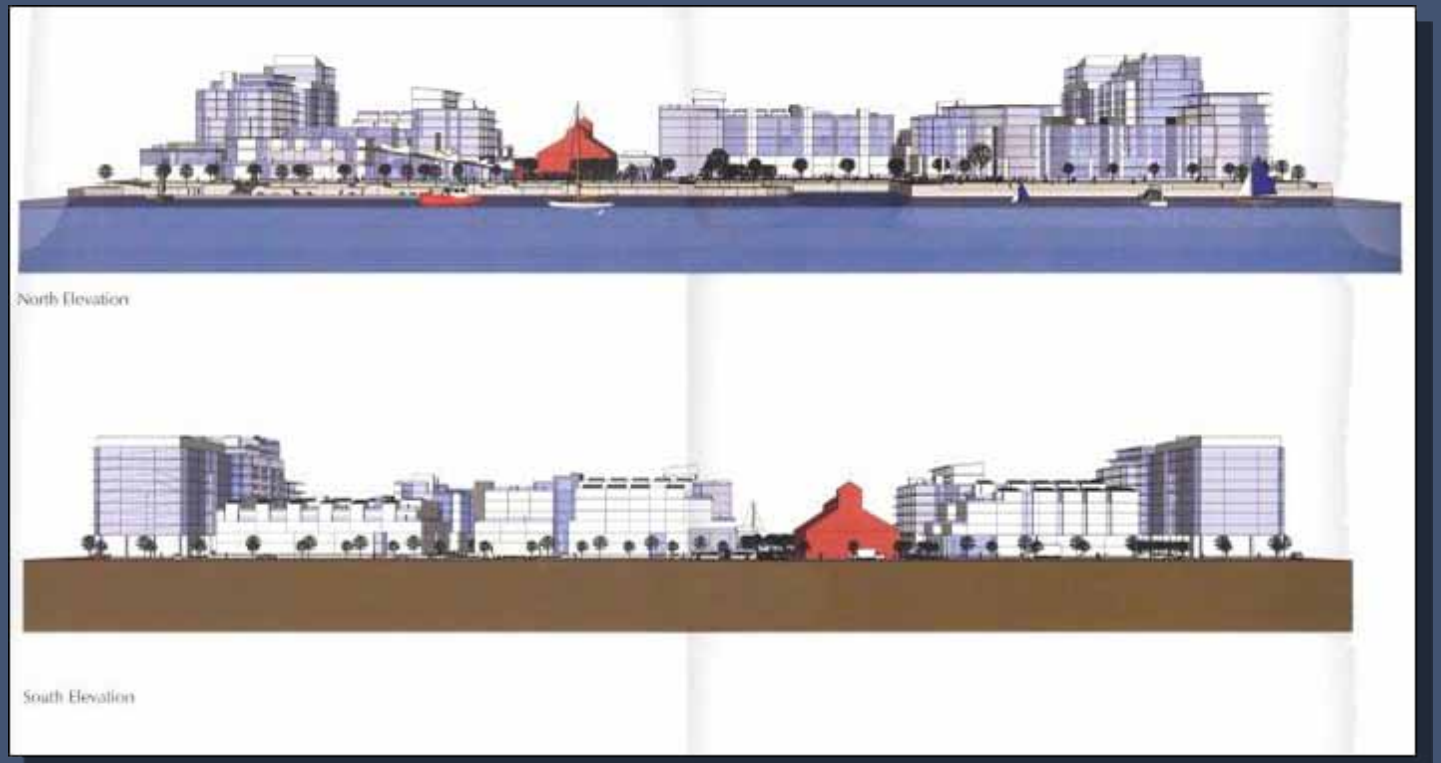
2.1 Olympic Village

Re-zoning Elevations



2.0 The Creative Process

2.1 Olympic Village

The Press and the Urban Design Panel

THE DAILY SPECIAL

VILLAGE GREEN

ROBERT A.M. STERN LIKES:

THE DAILY SPECIAL

TROUBLE ON THE

THE CITY LIKES:

2010 GAMES | Tempers flare as city planners and private developers lock horns over creation of an Olympic village that screams West Coast and sustainability

T

Site to resemble 'classic fishing village'

The Olympic Village site that Robert Stern will be working on is located in the middle of the southeast False Creek lands. The city of Vancouver sold the 2.6-hectare [6.4-acre] site to Millennium Properties for $193 million in April, a record price for undeveloped land in Vancouver.

Condo king Bob Rennie will be marketing the site, which will include 12 residential buildings ranging from four to 13 storeys high.

"The whole idea is, instead of defaulting to this ultra-contemporary [look], to build a classic fishing village," says Rennie.

"That's more the vision for the Olympic Village, and I think it's really smart. It's sitting on the water, and it's lowrise buildings, it's not highrise buildings."

There will be about 93,000 square metres [one million square feet] of residential space, but how many units, or what they will cost, is still in the planning stages. Stern's building is in a prime waterfront location, and will be a tiered structure of six to nine storeys, with 15,800 square metres [170,000 square feet] of space.

"I think it will stand out in terms of the quality of architecture and the materials that will be used," says Millennium's Shahram Malek.

"But it will also tie in to what's happening to other buildings around this particular site that he is designing for. He is actually a contextural architect; he tries to build within the context."

Several architects will be working on the site. Stern will be working with local architect Lawrence Doyle on his building, while Paul Merrick and Stu Lyon will be designing several buildings each. Arthur Erickson may design a community centre.

The buildings should be completed by the end of 2009 and will be used as the athletes' residences during the 2010 Olympics. Purchasers will be able to move into their condos in the spring or summer of 2010.

—John Mackie

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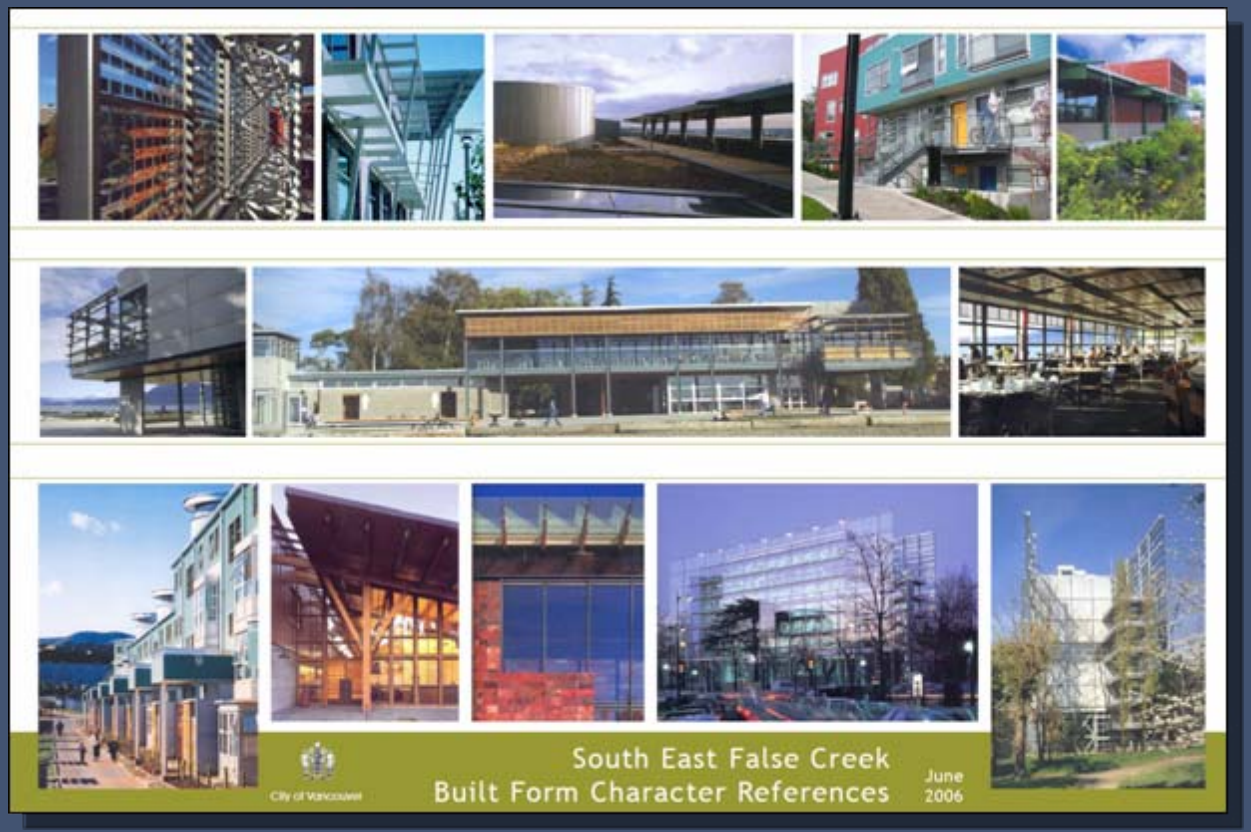
2.0 The Creative Process

2.1 Olympic Village

Character and Expression



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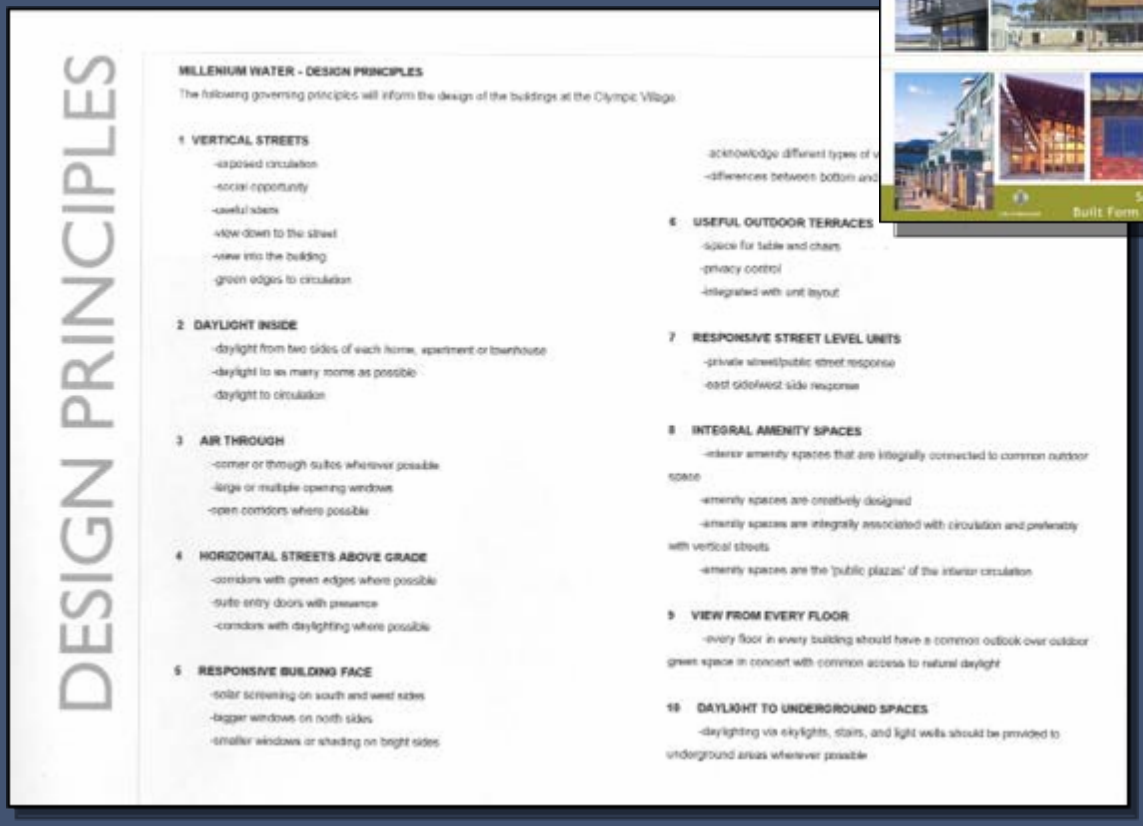
2.0 The Creative Process

2.1 Olympic Village

Character and Expression



DESIGN PRINCIPLES

MILLENIUM WATER - DESIGN PRINCIPLES

The following governing principles will inform the design of the buildings at the Olympic Village

1 VERTICAL STREETS

- -exposed circulation
- -social opportunity
- -useful scale
- -view down to the street
- -view into the building
- -green edges to circulation

2 DAYLIGHT INSIDE

- -daylight from two sides of each home, apartment or townhouse
- -daylight to as many rooms as possible
- -daylight to circulation

3 AIR THROUGH

- -corner or through suites wherever possible
- -large or multiple opening windows
- -open corridors where possible

4 HORIZONTAL STREETS ABOVE GRADE

- -corridors with green edges where possible
- -suite entry doors with presence
- -corridors with daylighting where possible

5 RESPONSIVE BUILDING FACE

- -solar screening on south and west sides
- -bigger windows on north sides
- -smaller windows or shading on bright sides

-acknowledge different types of u
-differences between bottom and

6 USEFUL OUTDOOR TERRACES

- -space for table and chairs
- -privacy control
- -integrated with unit layout

7 RESPONSIVE STREET LEVEL UNITS

- -private street/public street response
- -east side/west side response

8 INTEGRAL AMENITY SPACES

-exterior amenity spaces that are integrally connected to common outdoor space

-amenity spaces are creatively designed

-amenity spaces are integrally associated with circulation and preferably with vertical streets

-amenity spaces are the 'public plazas' of the interior circulation

9 VIEW FROM EVERY FLOOR

-every floor in every building should have a common outlook over outdoor green space in concert with common access to natural daylight

10 DAYLIGHT TO UNDERGROUND SPACES

-daylighting via skylights, stairs, and light wells should be provided to underground areas wherever possible

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2.0 The Creative Process

2.1 Olympic Village

Building Hierarchy – "Edge" Buildings

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2.1 Olympic Village

Building Hierarchy – "Glue" Buildings

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2.1 Olympic Village

Building Hierarchy – "Signature" Buildings

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Individual Development Permits - Elevations

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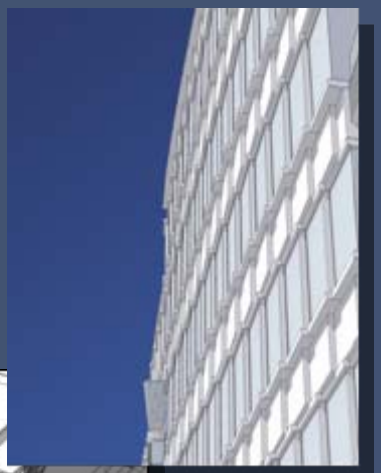
2.1 Olympic Village

Individual Development Permits – Parcel 4



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2.0 The Creative Process

2.1 Olympic Village

Individual Development Permits – Parcel 4

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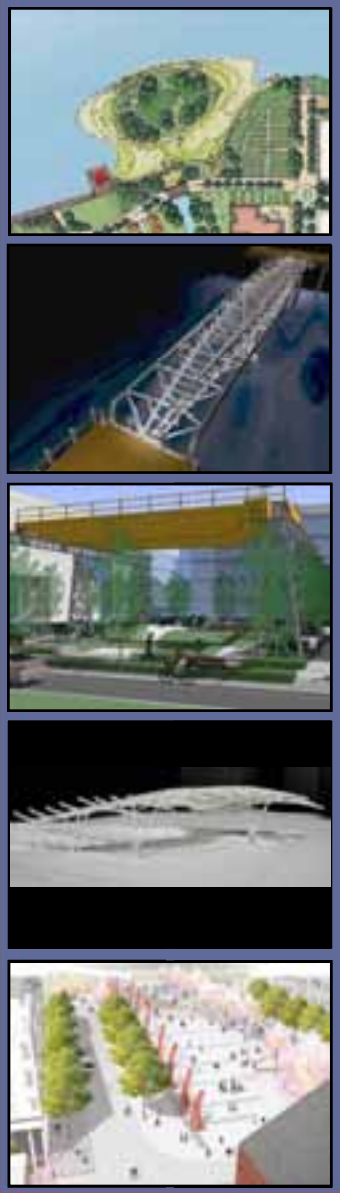
2.1 Olympic Village

Individual Development Permits – Community Centre



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2.0 The Creative Process

2.1 Olympic Village

Individual Development Permits – Energy Centre

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2.1 Olympic Village

Places and Features – Habitat Island

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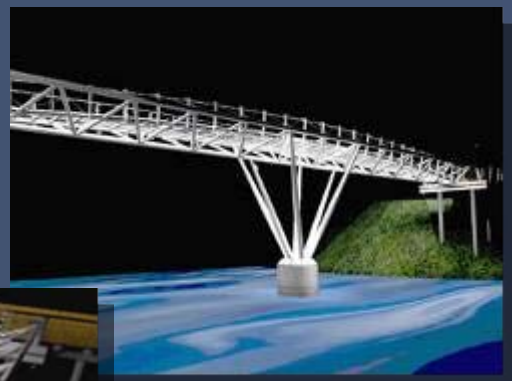
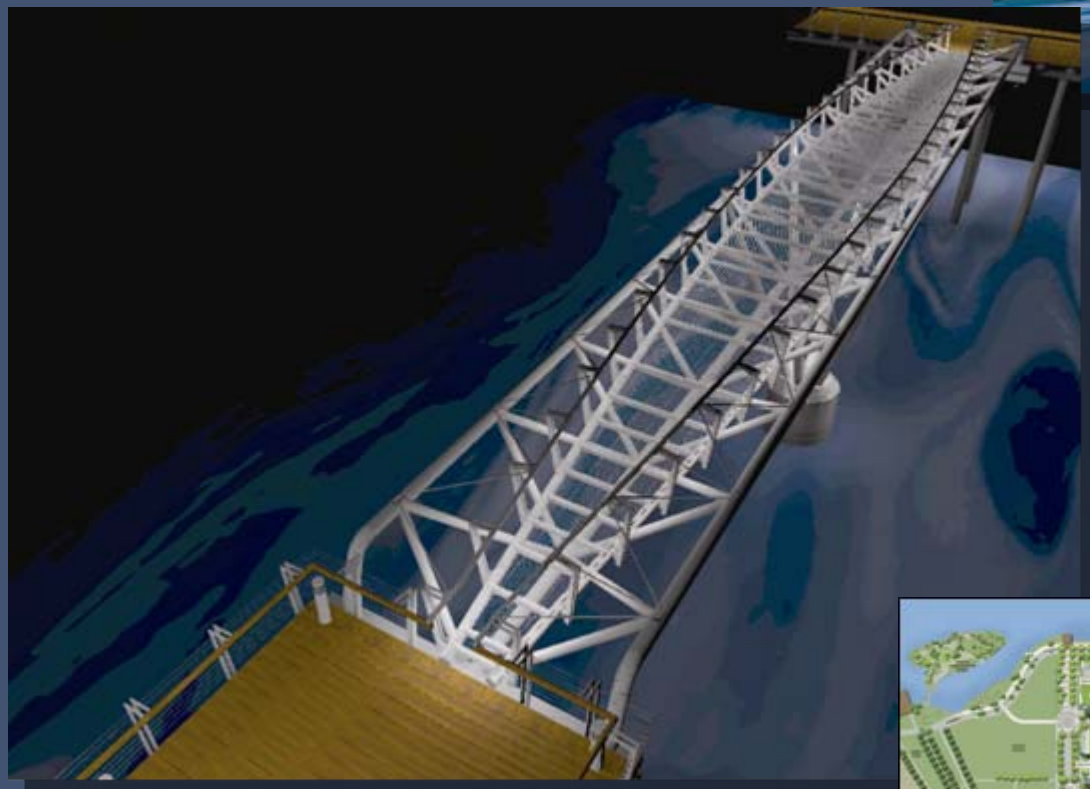
2.0 The Creative Process

2.1 Olympic Village

Places and Features – Canoe Bridge





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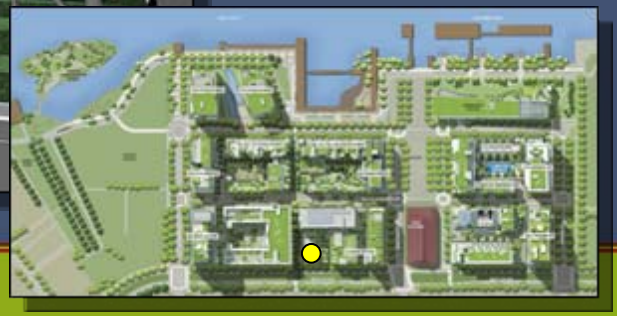
2.0 The Creative Process

2.1 Olympic Village

Places and Features – Crane Park



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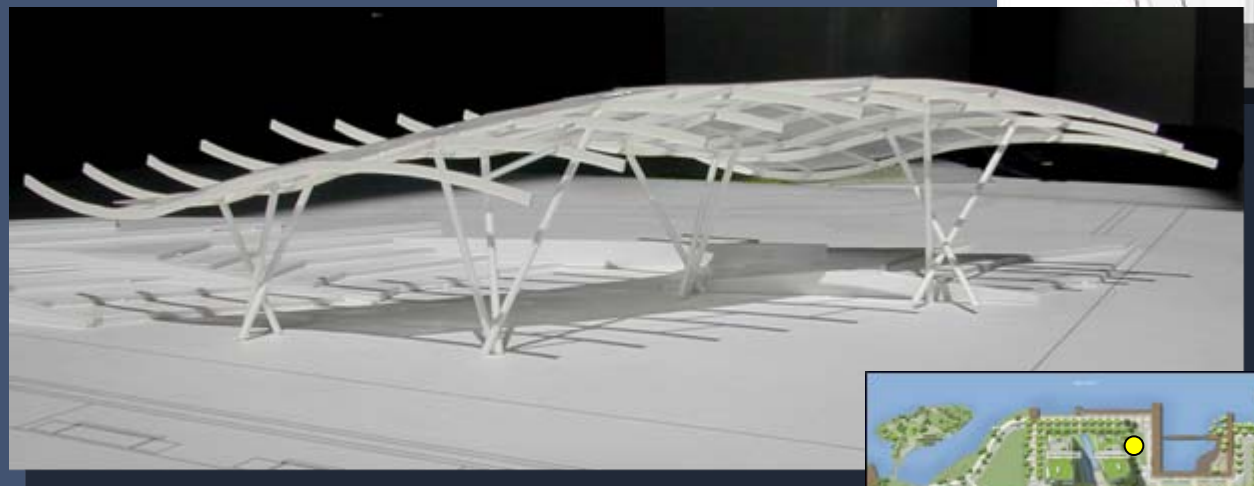
2.0 The Creative Process

2.1 Olympic Village

Places and Features – Triangle Park



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Places and Features – Olympic Plaza

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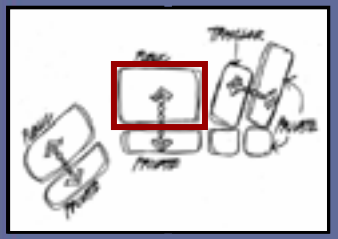
Millennium Water



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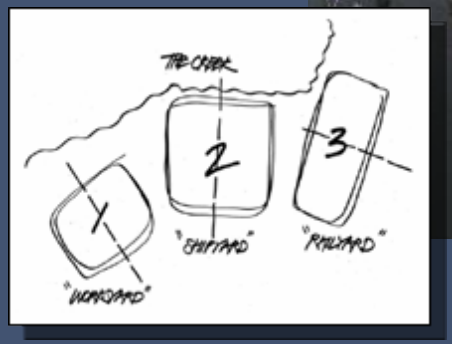
3.0 Achieving Quality

"Awareness and Advocacy"

3.0 Achieving Quality

"Collective Vision"



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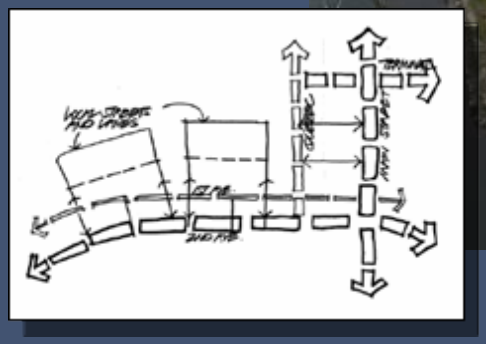
3.0 Achieving Quality

"Collective Vision"



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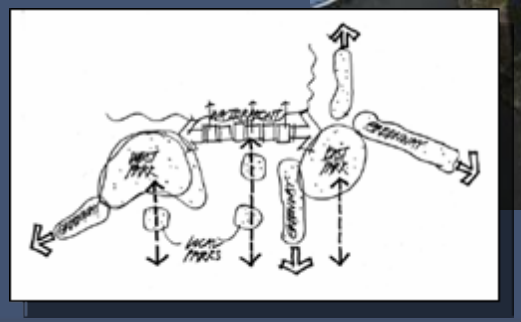

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3.0 Achieving Quality

"Urbanism Quality"

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"Urbanism Quality"

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3.0 Achieving Quality

Idea to Better Idea

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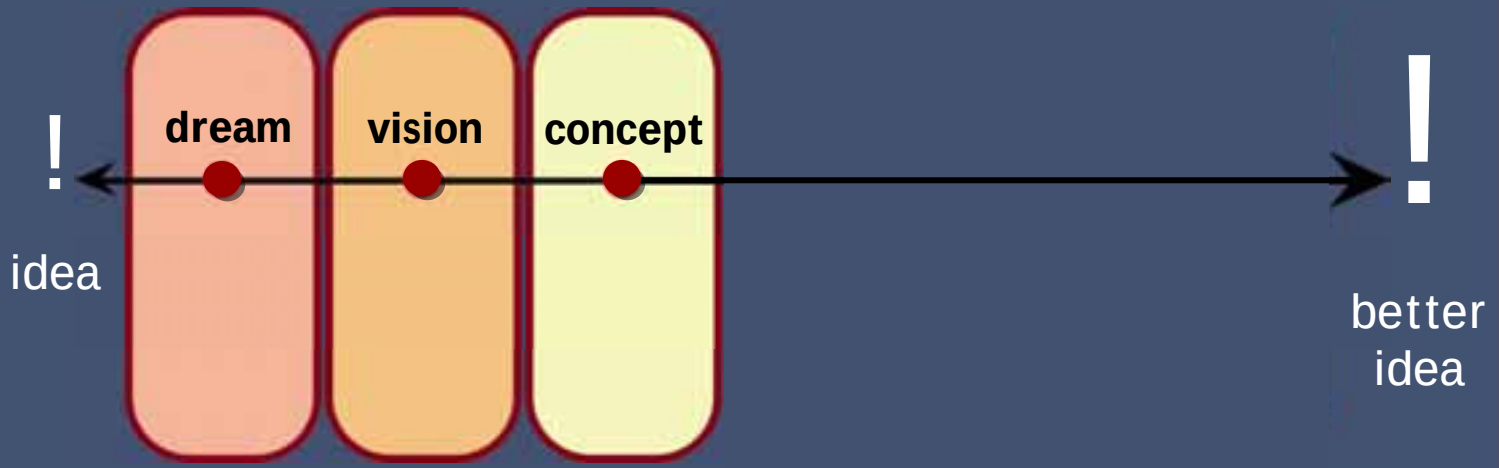

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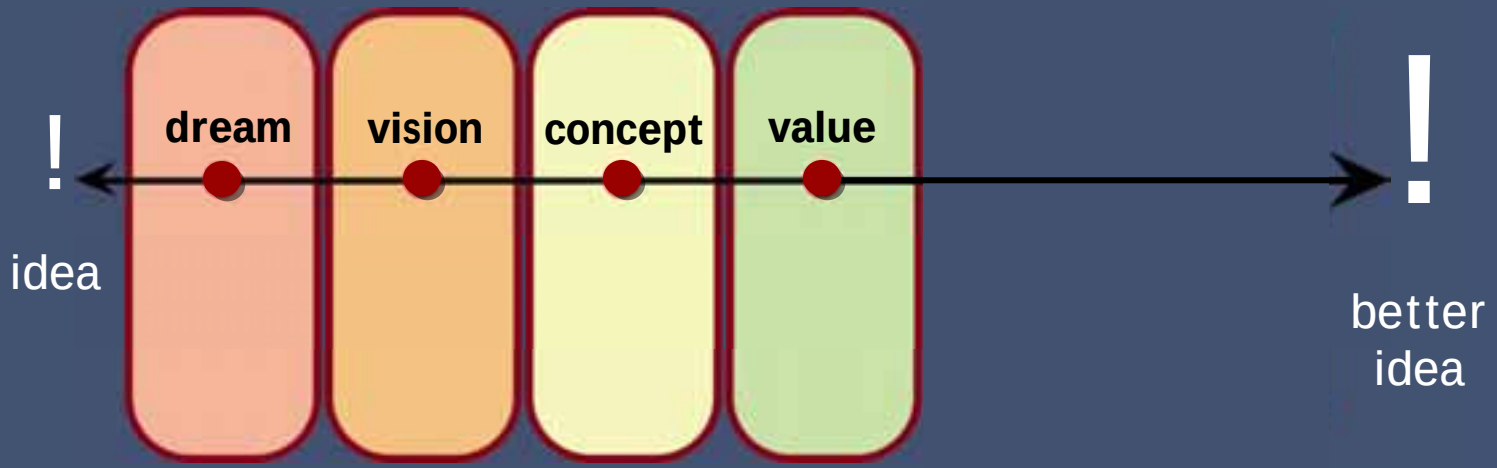

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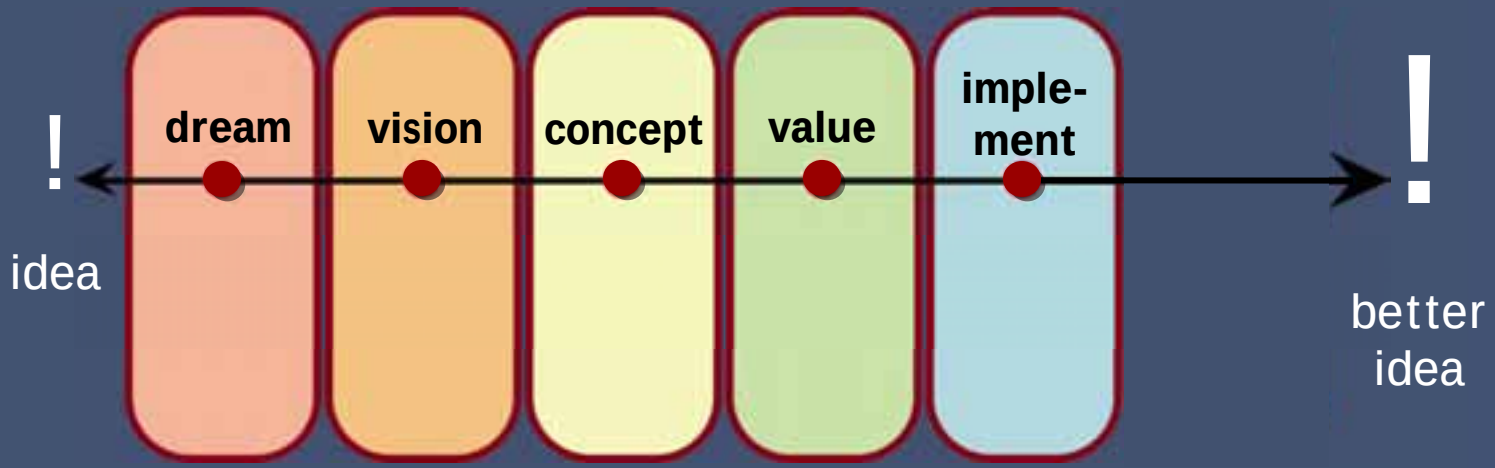

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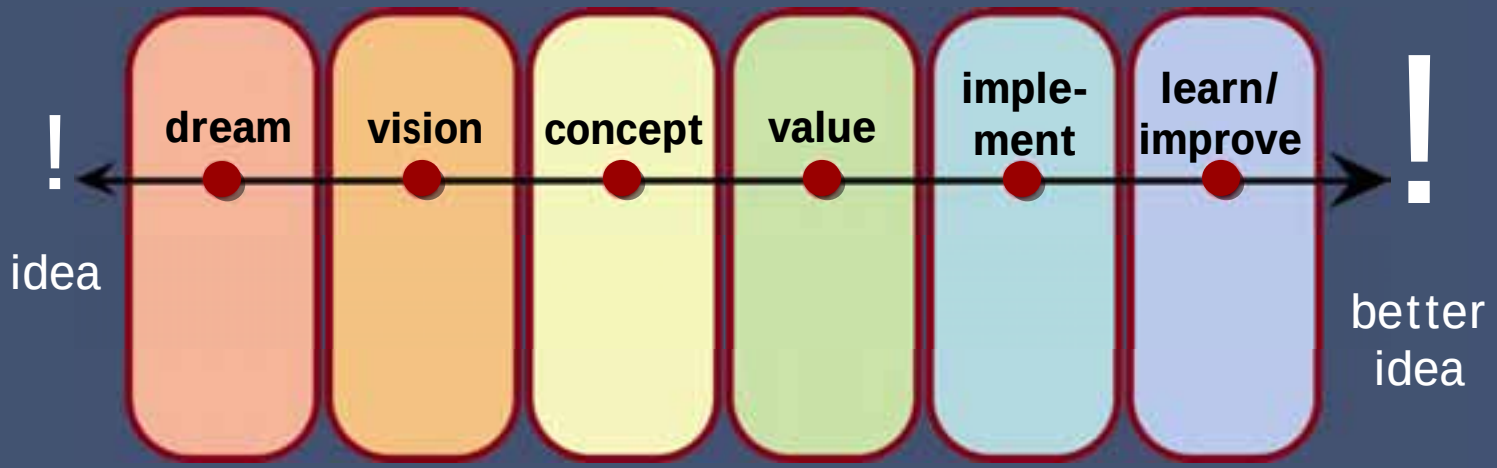

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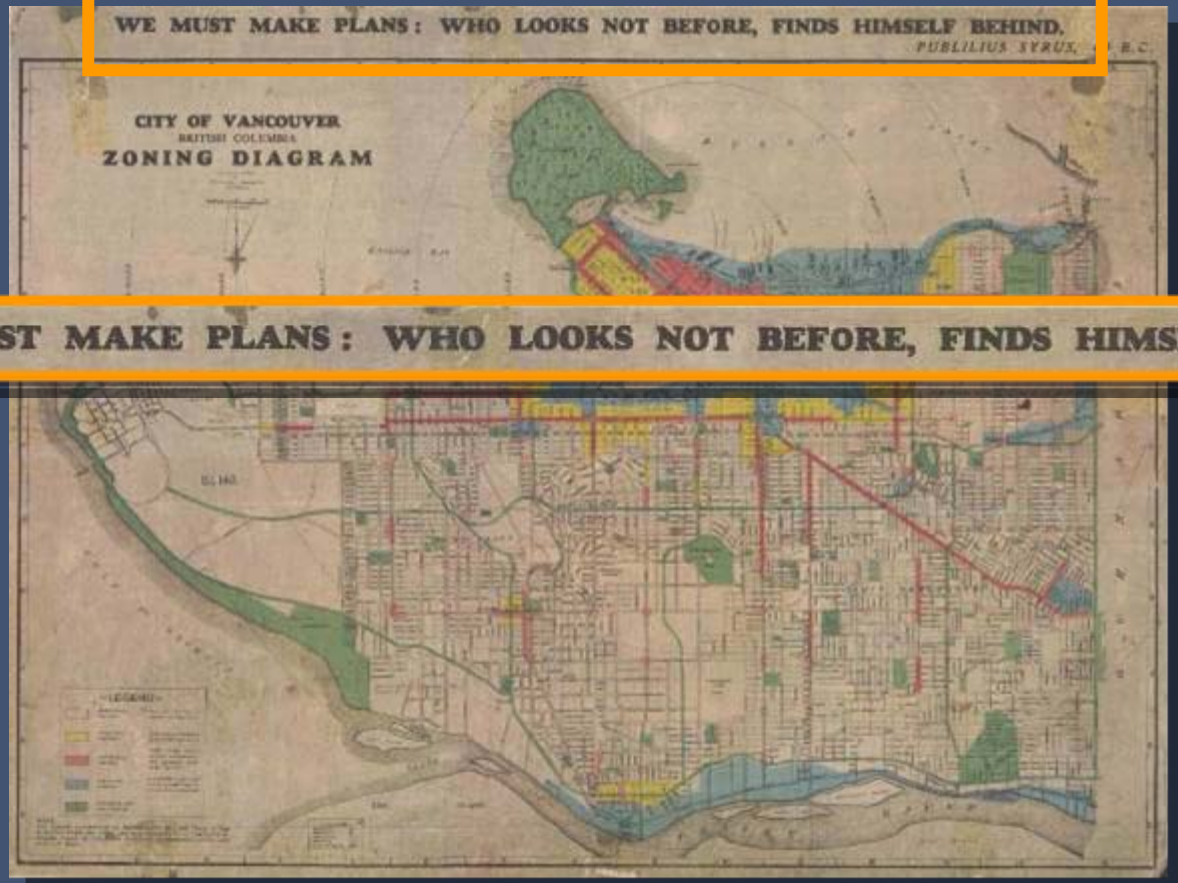

WE MUST MAKE PLANS: WHO LOOKS NOT BEFORE, FINDS HIMSELF BEHIND.

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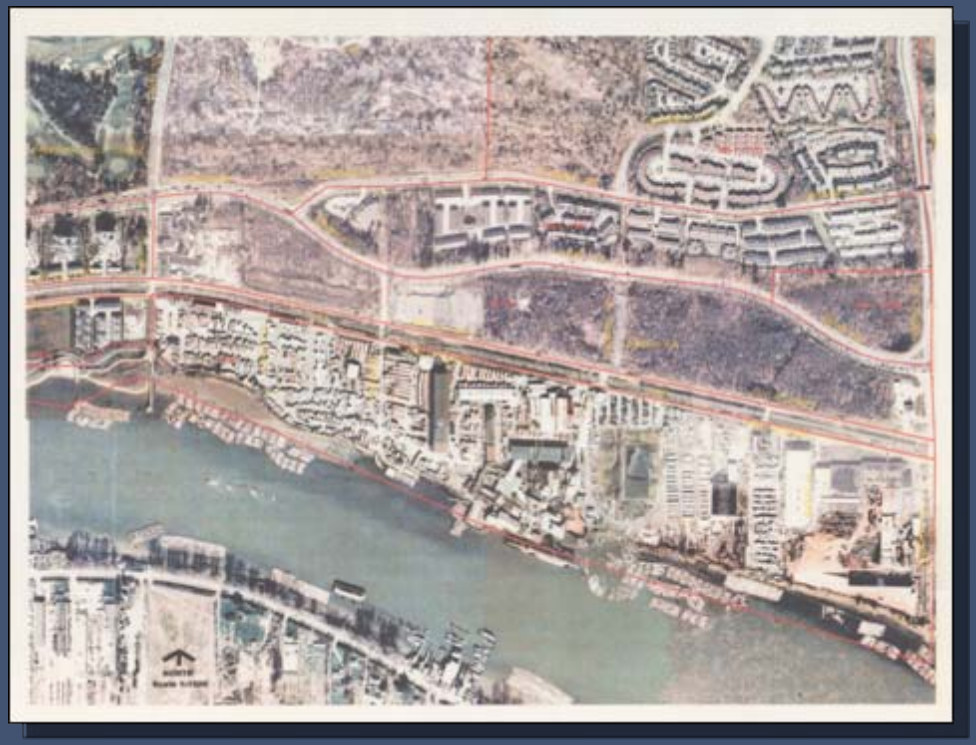
3.0 Achieving Quality

Idea to Better Idea

3.0 Achieving Quality

Idea to Better Idea - Dream



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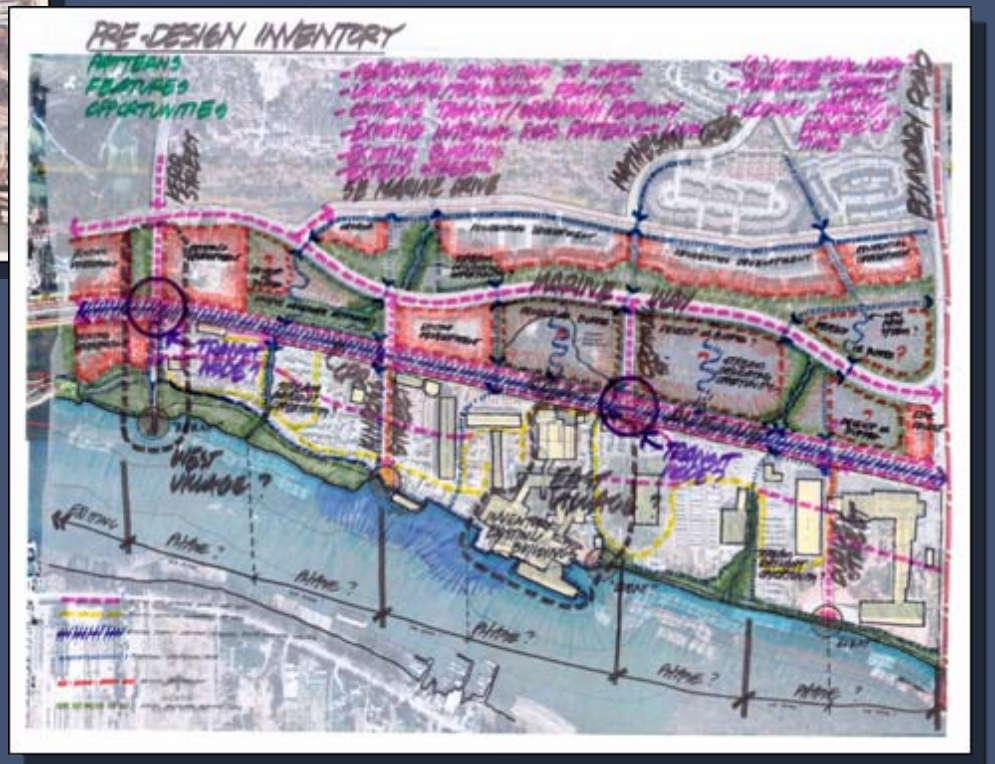
Idea to Better Idea - Dream



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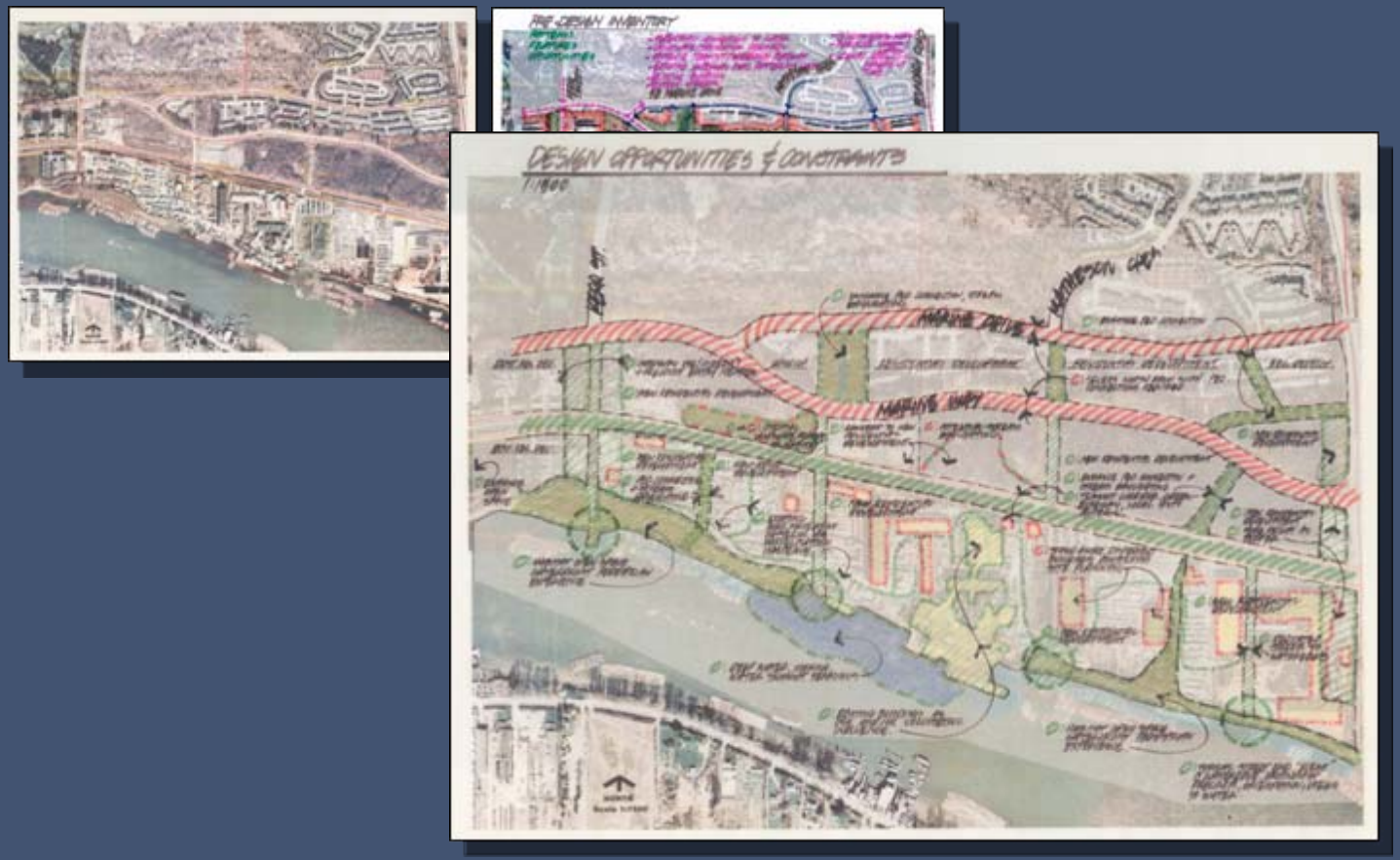

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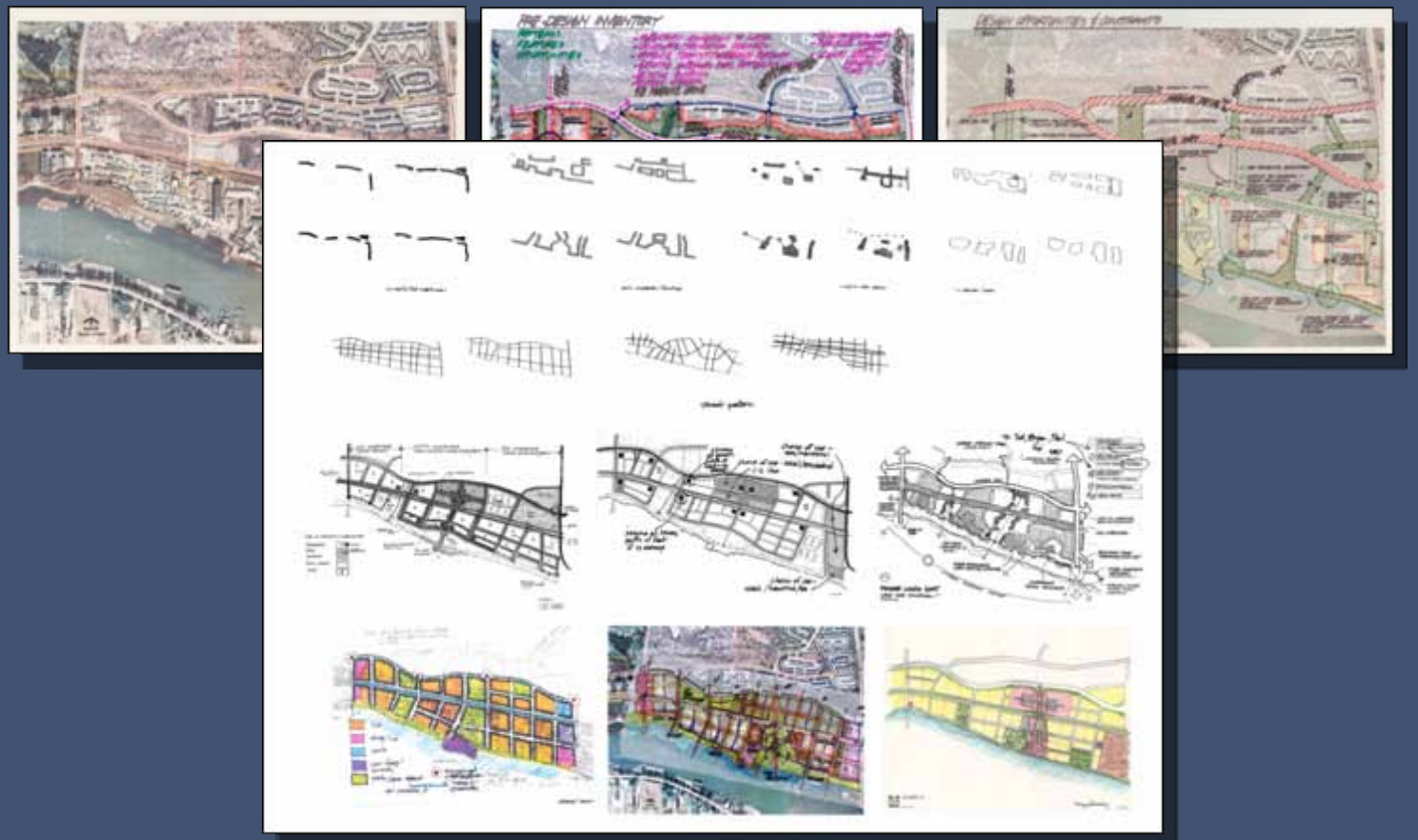
3.0 Achieving Quality

Idea to Better Idea - Dream



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3.0 Achieving Quality

Idea to Better Idea - Dream

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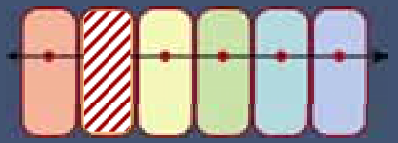
3.0 Achieving Quality

Idea to Better Idea

- Explore Values
- Shared Goals/Objectives
- Early Urban Structures, Program
- More Precedents
- Formalized Policy Statement



3.0 Achieving Quality

Idea to Better Idea - Vision

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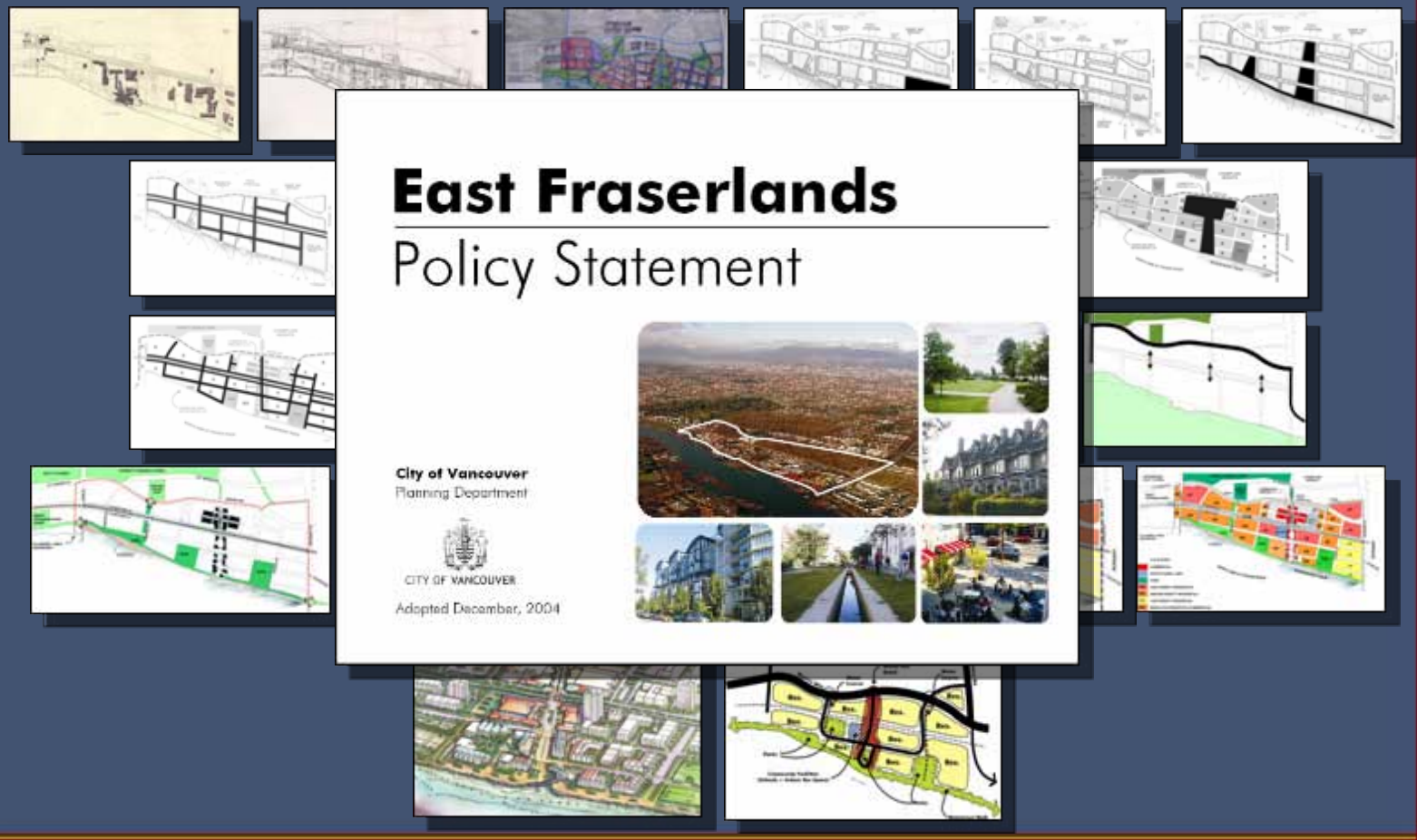
3.0 Achieving Quality

Idea to Better Idea - Vision



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3.0 Achieving Quality

Idea to Better Idea

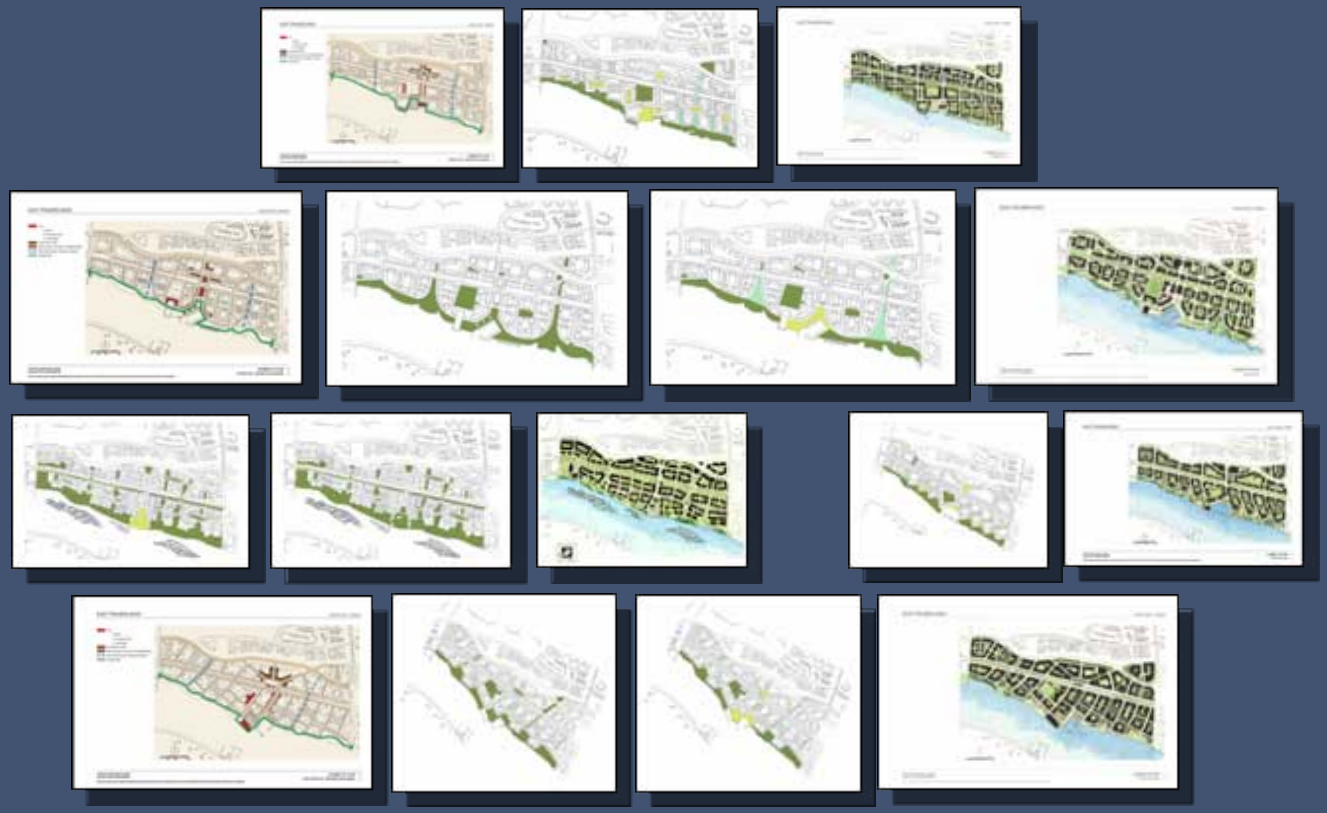
concept

"synthesis towards an official concept"

- Principles
- Urban Structure, Program, Built Form, Street Hierarchy, Testing and Early Conclusions
- Other Urban Systems
- Massing Capacities
- Standards Including Sustainability
- Phasing and Amenities
- Formalized Official Development Plan

3.0 Achieving Quality

Idea to Better Idea - Concept



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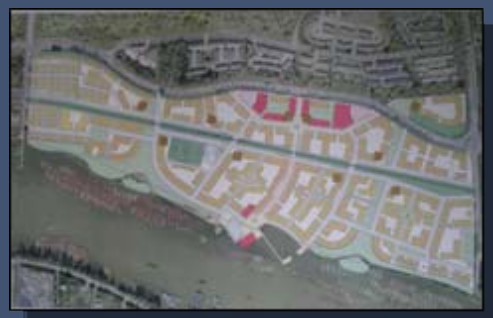
Idea to Better Idea - Concept



3.0 Achieving Quality

Idea to Better Idea - Concept

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3.0 Achieving Quality

Idea to Better Idea - Concept

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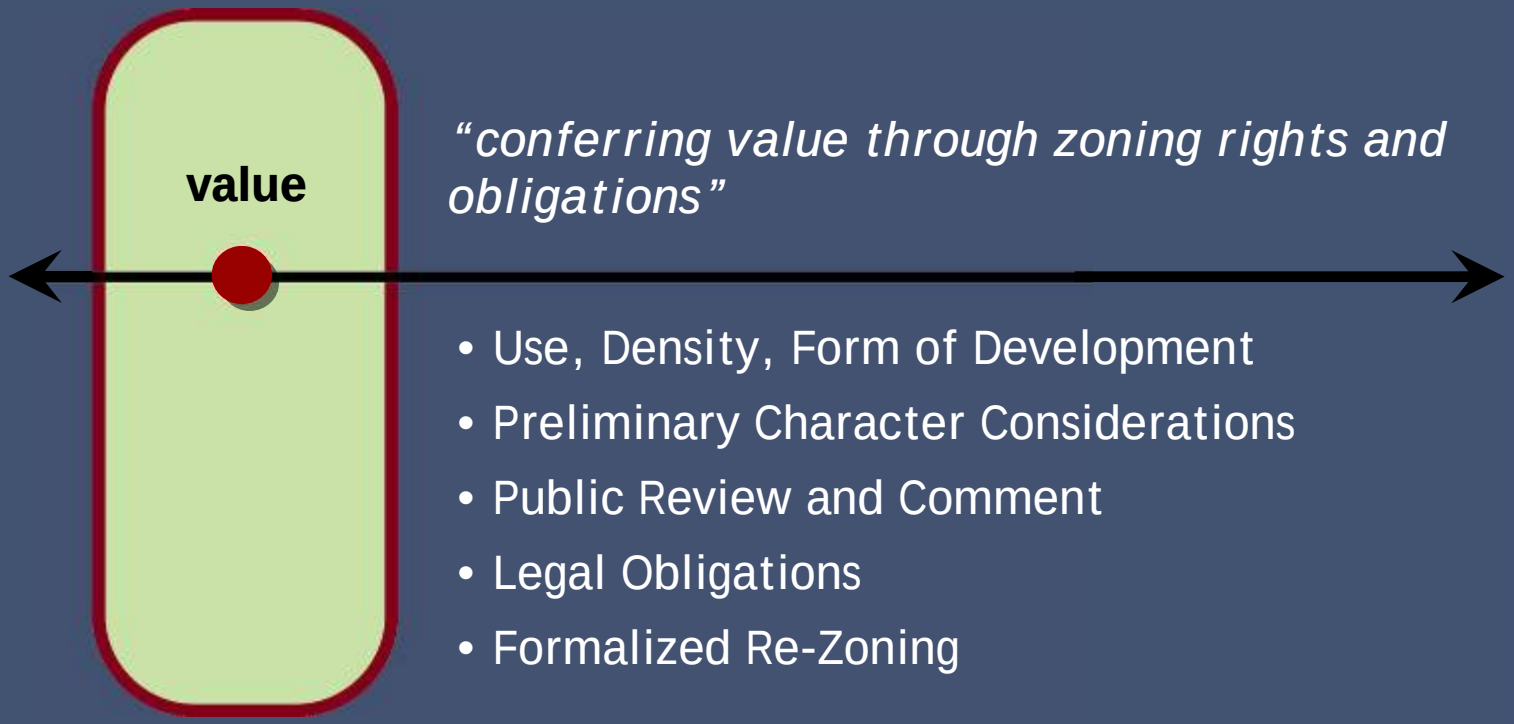
Idea to Better Idea

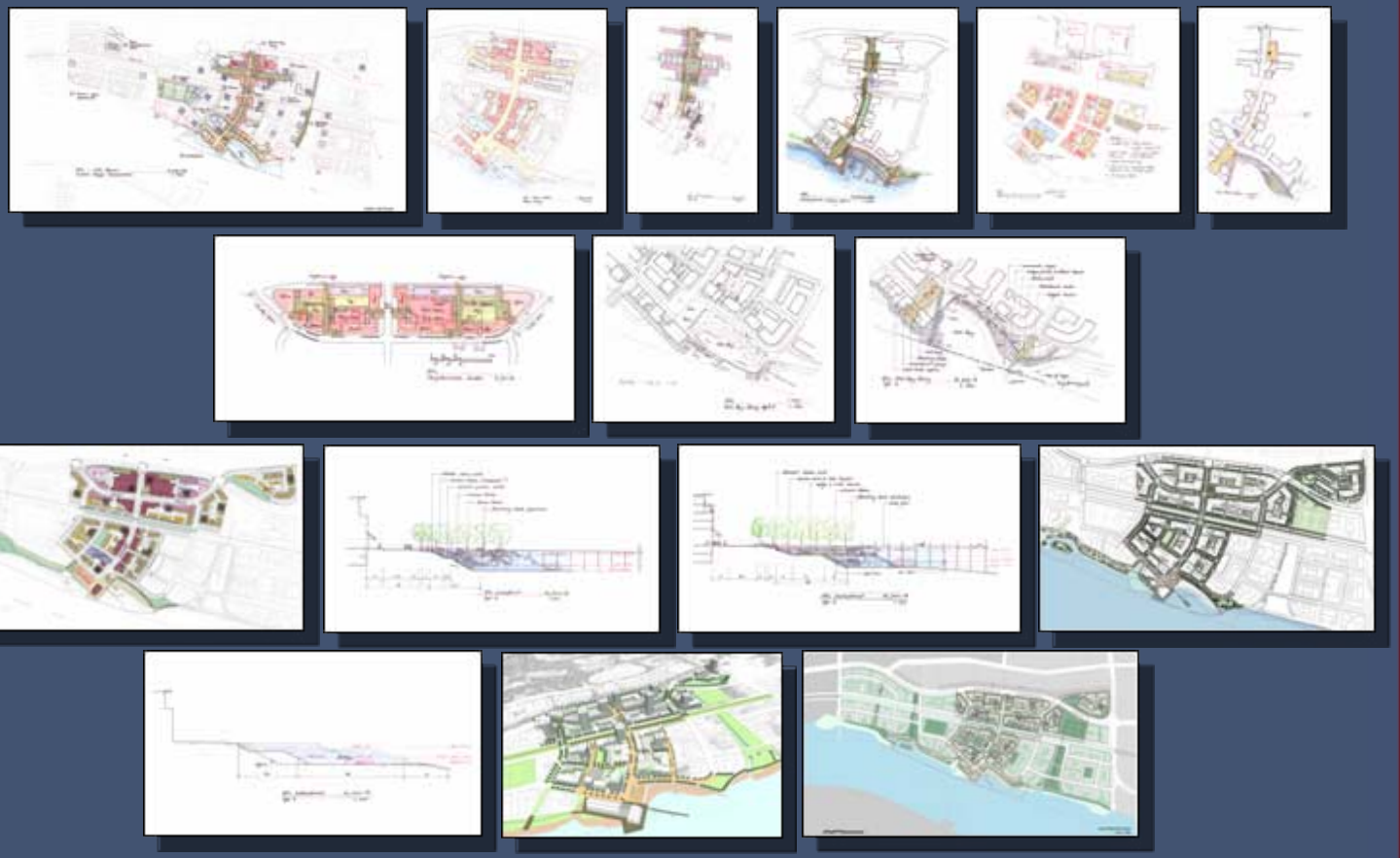


"conferring value through zoning rights and obligations"

- Use, Density, Form of Development
- Preliminary Character Considerations
- Public Review and Comment
- Legal Obligations
- Formalized Re-Zoning

3.0 Achieving Quality

Idea to Better Idea - Value



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3.0 Achieving Quality

Idea to Better Idea - Value

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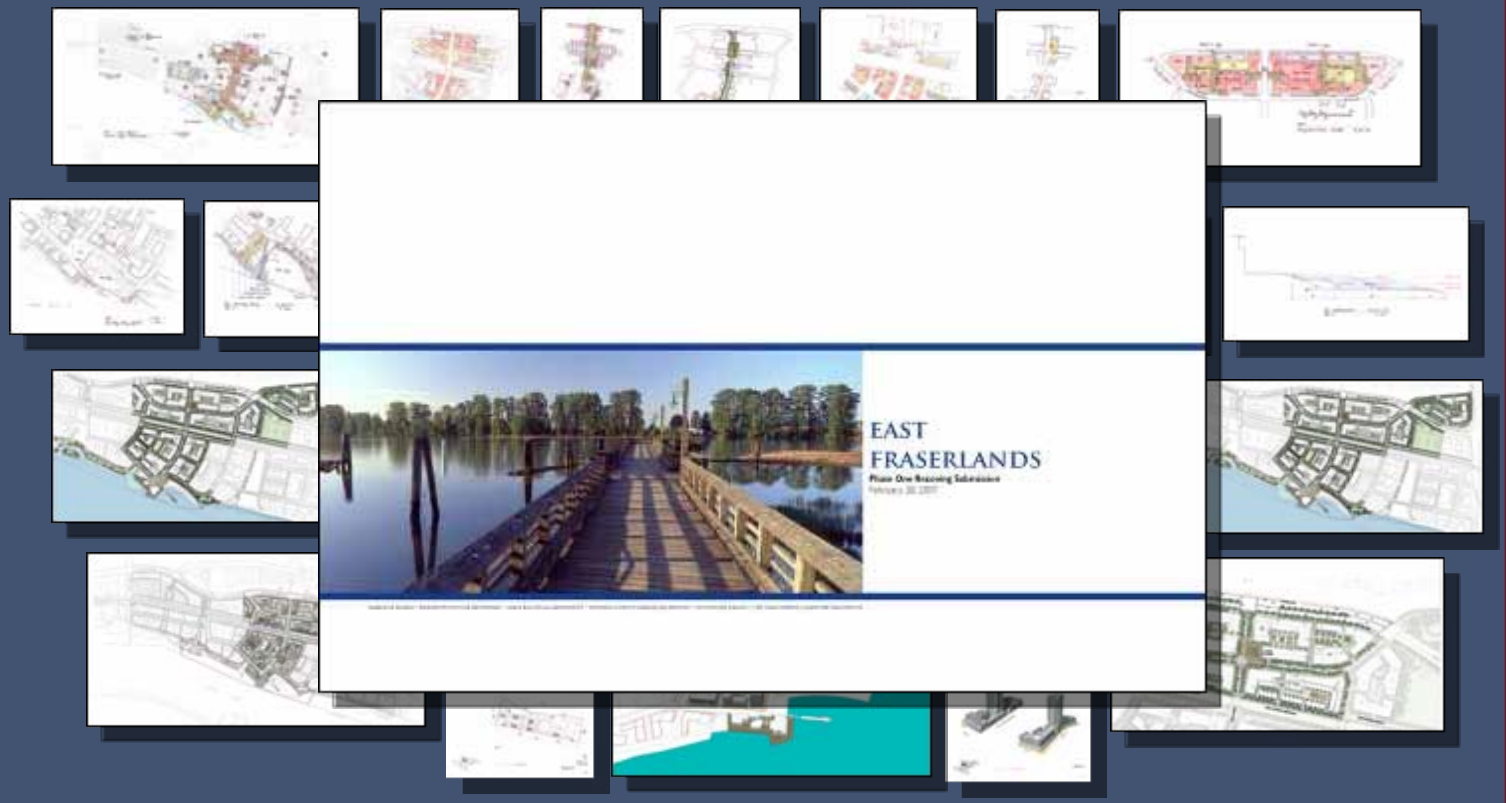
3.0 Achieving Quality

Idea to Better Idea - Value



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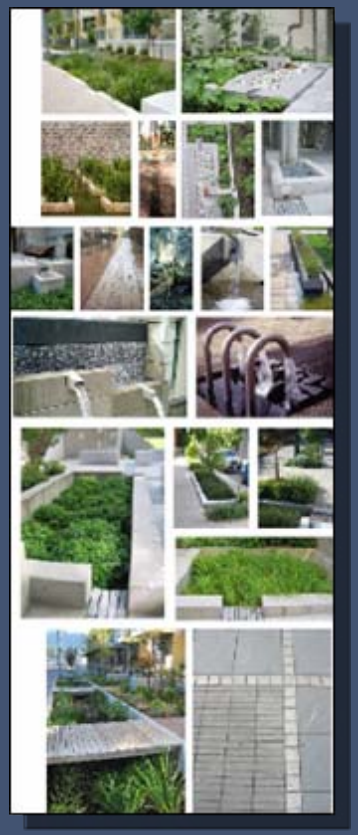
3.0 Achieving Quality

Idea to Better Idea

- Formal Design Guidelines
- Formal Public Realm Standards
- Development Permit Submission
- Urban Design Panel Review
- Formalized Development Permit
- Marketing
- Building Permit Submission
- Formalized Building Permit
- Into the Field

3.0 Achieving Quality

Idea to Better Idea - Implement



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3.0 Achieving Quality

Idea to Better Idea - Implement

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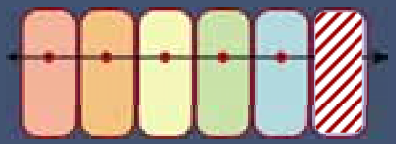
3.0 Achieving Quality

Idea to Better Idea

- Post Occupancy Observations
- Document
- Analyse
- Adjust
- Communicate
- Market Innovation



3.0 Achieving Quality

Idea to Better Idea

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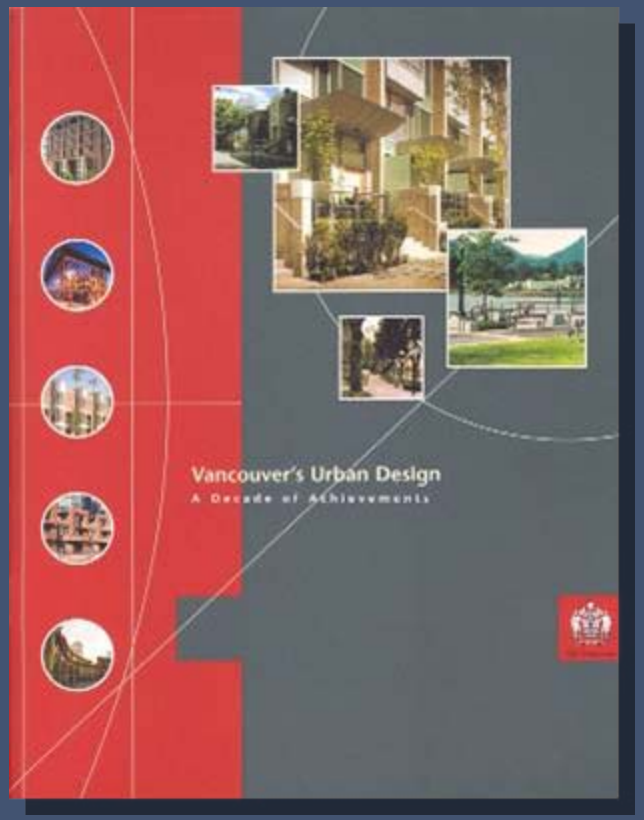
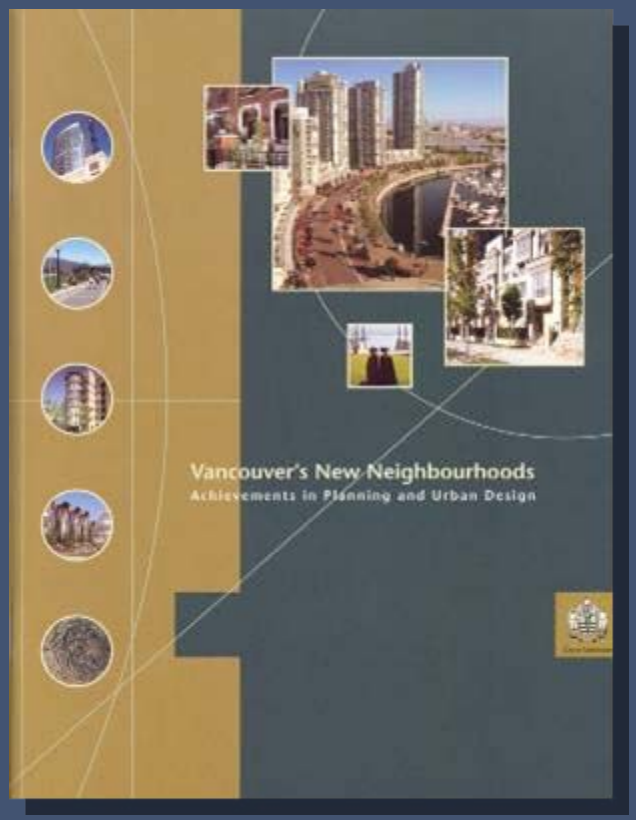
3.0 Achieving Quality

Idea to Better Idea – Better Idea





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3.0 Achieving Quality

Towards Urbanism Excellence

3.0 Achieving Quality

Towards Urbanism Excellence

3.0 Achieving Quality

Towards Urbanism Excellence

3.0 Achieving Quality

Towards Urbanism Excellence

leadership/governance

regulatory framework

best practices

systematic and site specific opportunities and innovation

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3.0 Achieving Quality

Towards Urbanism Excellence

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Towards Urbanism Excellence

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Towards Urbanism Excellence

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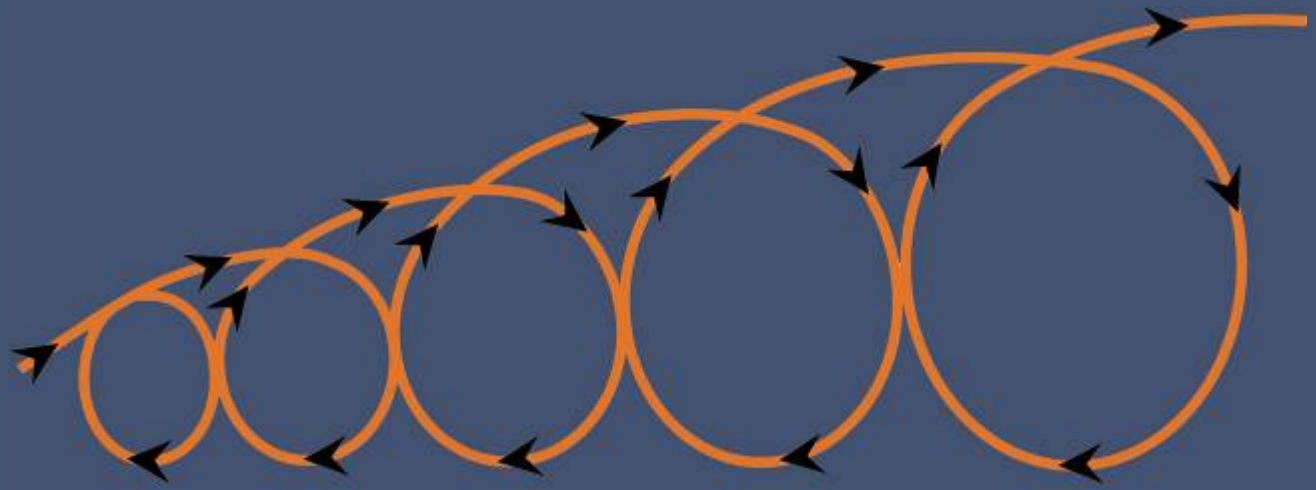
3.0 Achieving Quality

Towards Urbanism Excellence

3.0 Achieving Quality

Towards Urbanism Excellence



"A perfect storm for urbanism quality"

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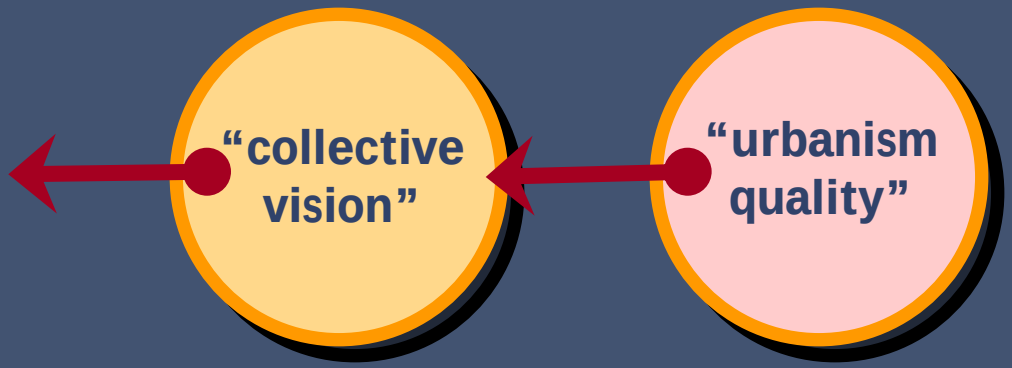
3.0 Achieving Quality

Awareness and Advocacy

“urbanism quality”

3.0 Achieving Quality

Awareness and Advocacy



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Awareness and Advocacy