

AGENDA Community Meeting 3

- O1 Introductions
- O2 Project Update
- Traffic Study Update
- Community Engagement
 - Outreach
 - Engagement Activities
 - Summary Results
- Meeting Today!
 - Gateways & Neighborhood Thresholds
 - Streetscape
 - PMUD Code Review
- 06 Next Steps



CITY OF UA



THE PLANNING TEAM









We are the community advancement firm.

We believe in the power of multidisciplinary teamwork to find ideas that aren't just different - they're better.



Opportunity to:

- Share final gateway and neighborhood threshold concepts
- Share final draft streetscape plan and VR viewpoints
- Review major elements of the draft PMUD Code
- Share results of traffic study













Create and define the character.

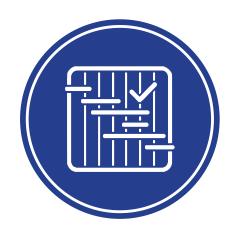


Consider traffic impacts.

Refine the <u>Unified</u> <u>Development Ordinance</u>.

Determine the role of the corridor.

O2 Approach Project Overview



PHASE 1 Launch



PHASE 2
Discover



PHASE 3
Create



Schedule Project Update

July 26	KICK OFF MEETING
August 21	STEERING COMMITTEE 1
September 18	COMMUNITY MEETING 1
September 25	FOCUS GROUPS ROUND 1
September 26	COMMUNITY POP-UPS
October 16	STEERING COMMITTEE 2
November 21	STEERING COMMITTEE 3
December 12	COMMUNITY MEETING 2
January 16	STEERING COMMITTEE 4
February 13	COMMUNITY MEETING 3
February 27	FOCUS GROUPS ROUND 2
March 12	STEERING COMMITTEE 5
April	ELECTED/APPOINTED OFFICIALS MEETING

02 Where have we been?

Project Updates

- Completed engagement round 1 and 2 and analyzed feedback
- Finalized gateway and neighborhood threshold concepts
- Finalized draft streetscape plan
- Developed draft PMUD code and have started revision process with City.
- Draft transportation study





Traffic Study - Tasks

Finished Tasks

- Traffic Data Collection
- Future Trip Generation/ Distribution
- No Build Capacity Analysis
- Safety Analysis
- Multi-modal Analysis
- Future Parking Needs Analysis

Ongoing Tasks

- Future Build Capacity Analysis
- Multi-Modal Analysis

Future Tasks - Finish in Spring

- Present Recommended Improvements
- Report Finalization



Traffic Study - On Street Parking

2030 PM No Build - WB 2 Through Lanes



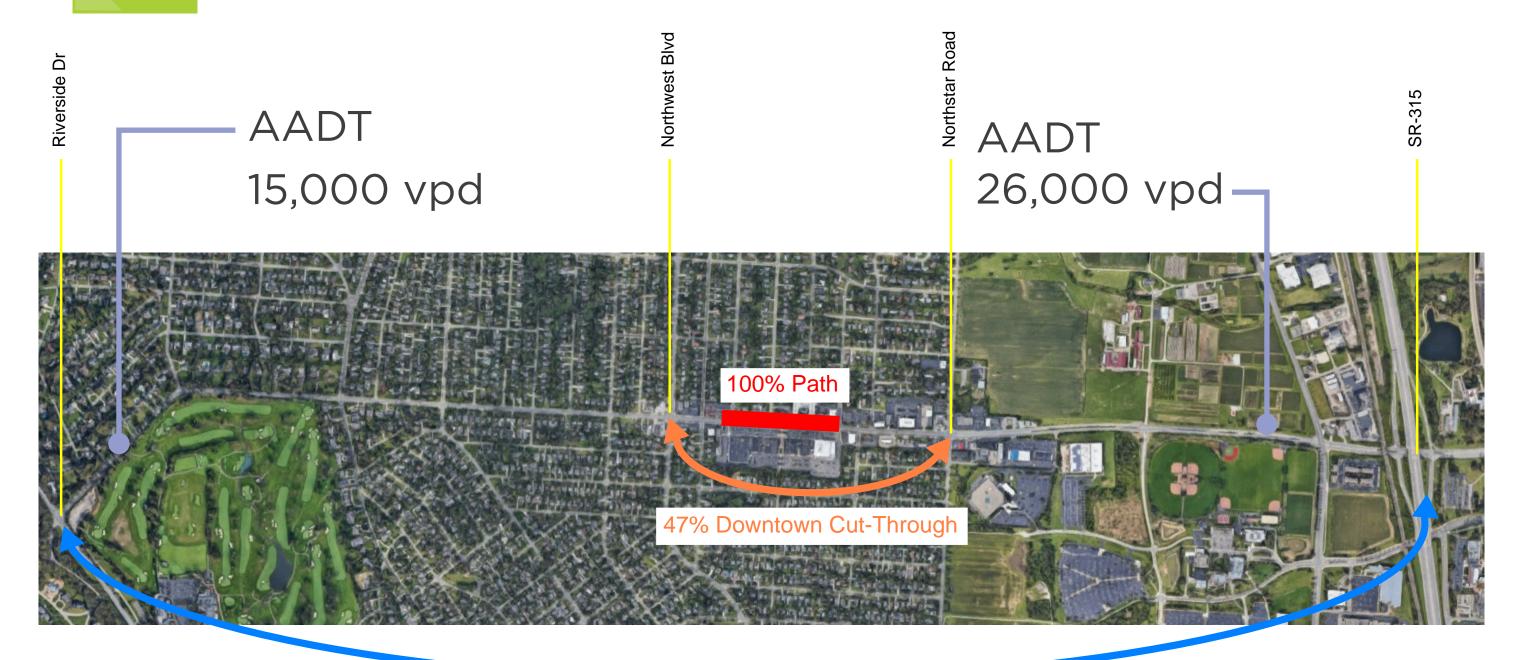
2030 PM No Build - WB 1 Through Lane





03

Traffic Study - Comings and Goings





Traffic Study - Data Collection

Future Trip Generation/Distribution

• Future development will add 400 trips in AM, 1430 in PM

Capacity Analysis

- Current lane configuration is minimum needed for future volumes including development
- Problem areas with development are same that exist today, most are outside UA limits
- Improvements being analyzed include adding side street turn lanes, restriping on Lane Ave, signal phasing changes



Traffic Study Applied to Streetscape and Code

- Pedestrian zone to work with existing curb locations
- Pedestrian improvements should include saftey strategies at street crossings (signal timing, striping)
- District will need to address design solutions for structured parking and shared parking





Round Two Engagement Review

41
People
Public Meeting 2
(12/12)

1,160
Respondents
Online Survey
(12/30-1/12)

Round One

2,080

Touch Points

Round Two

1,201

Touch Points



LANE AVENUE PLANNING STO.

Community Meeting 3 O

Advancing Communities®

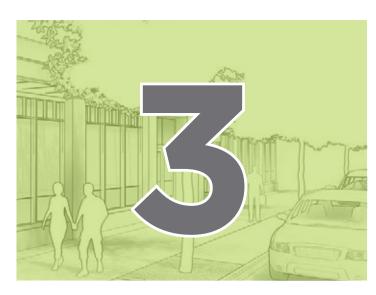


Engagement Activities

Engagement - Round 2









Gateway Concepts

Neighborhood Streetscape **Threshold** Concepts

Concepts

PMUD Code Rec's

Activities were available at the public meeting and online.







Gateway Locations

Engagement - Round 2



Gateway Results

Engagement - Round 2

Which of the following gateway options do you like best?



18%

OPTION TWO

OPTION ONE





Neighborhood Threshold Location

Engagement - Round 2



Neighborhood Threshold Results

Engagement - Round 2

Which of the following neighborhood threshold options do you like best?







OPTION TWO OPTION ONE

OPTION THREE

Streetscape - Light poles

Engagement - Round 2

Do you prefer green or black light poles?



GREEN

BLACK

03

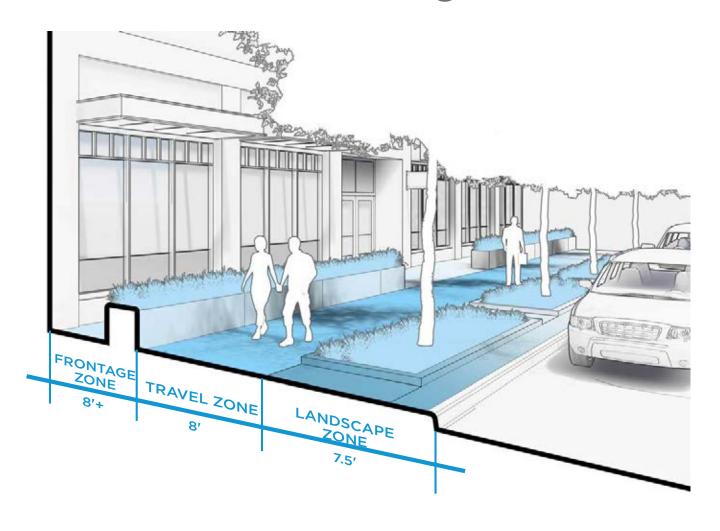
Streetscape - Sub-Districts

Engagement - Round 2



Streetscape - East Gateway

Engagement - Round 2



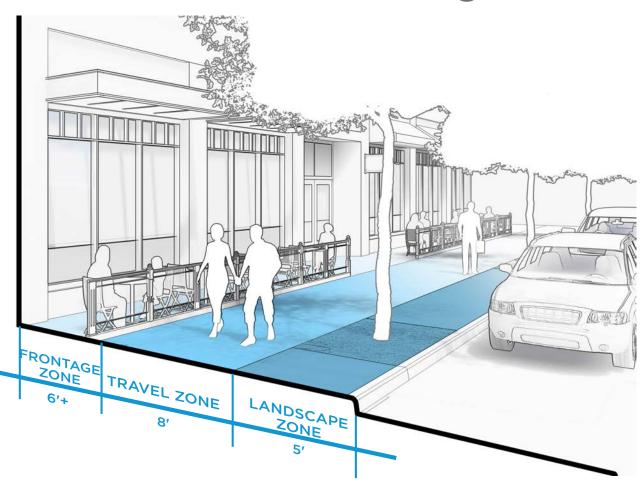
- Looks appealing for pedestrians
- Appreciate the landscaping
- Like the frontage zone for space for potential outdoor dining
- Generally pleased, some concern for narrow pedestrian travel zone
- What about bicycles?





Streetscape - Corridor

Engagement - Round 2



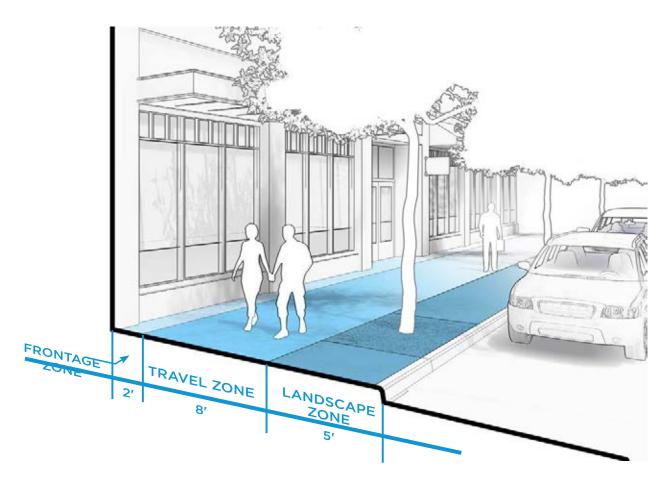
- LOVE the frontage zone for dining
- Very appealing
- Would like more buffer between pedestrians and street to make dining and walking more pleasant and safe
- Especially concerned about room for bicyclists here





Streetscape - West Gateway

Engagement - Round 2



- Less aesthetically pleasing
- Plain and simple
- Prefer other options that allow for space for outdoor seating. Landscaping area not sufficient.
- Mixed appreciation of natural landscaping VS boxed planters
- Thoughtful connection to East and nearby residences





Streetscape - Neighborhood

Engagement - Round 2



- Big improvement over current
- Supports residential feel and transition into neighborhood
- Concern there is no space for outdoor seating or dining
- Concern for how close the homes are to the road (safety/ noise)
- Concern for maintenance of turf falling on private owners





Engagement Summary

Engagement Round 2

- Residents prefer a contemporary design that incorporates traditional elements, with integrated lighting feature.
- Most residents preferred the stone neighborhood threshold
- Integrate landscaping and soft elements in the streetscape, where appropriate
- Updating lighting poles within the district (from green to black) may be supported in a cohesive streetscape installation.
- Generally, the public is supportive of the direction for the Lane PMUD code, although we may need to provide clarity on some topics in the future.







StationsMeeting Today!



Gateway & Neighborhood Threshold Concepts



PMUD Code Review



Streetscape Plan and VR

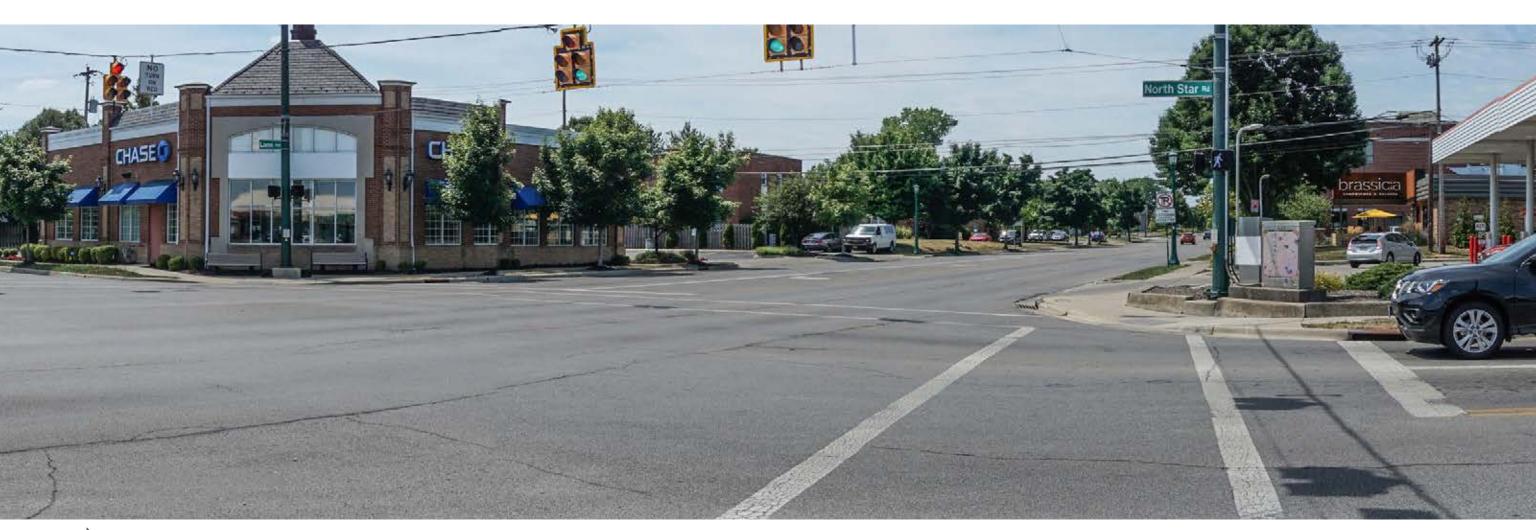




05 Gateway & Threshold - Locations



O5 Existing - Lane and North Star



► EXISTING CONDITION



05 Gateway - Looking West on Lane



Gateway - Looking East on Lane



05 Gateway - Day/Night

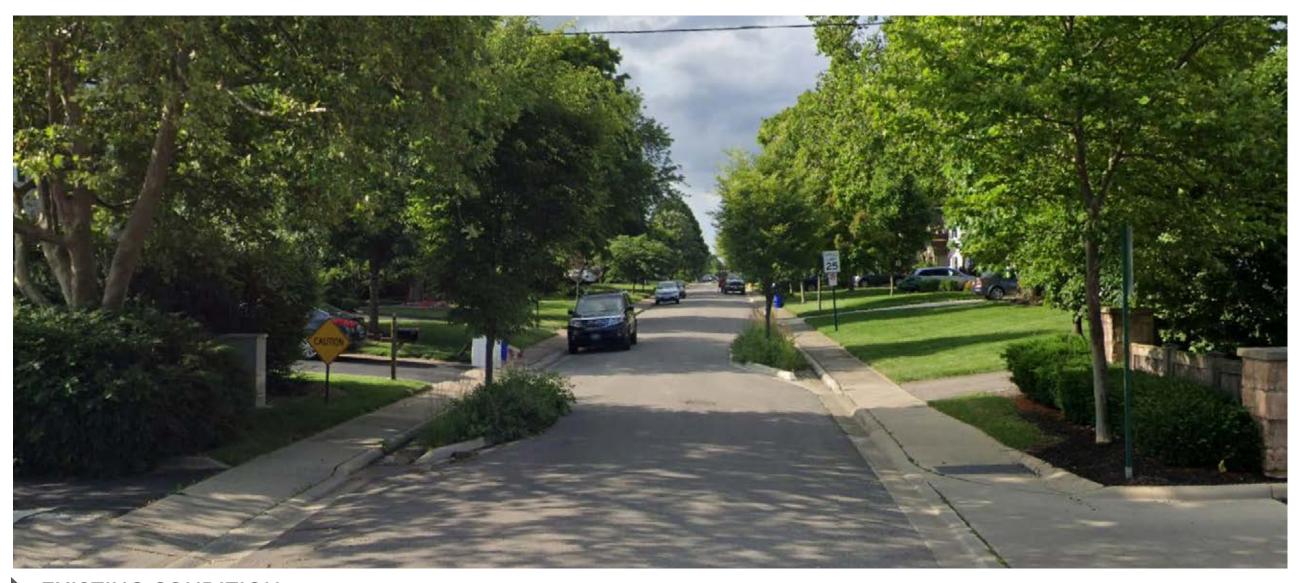




05 Gateway & Threshold - Locations



05 Existing - Brandon Road



EXISTING CONDITION



05 Neighborhood Threshold



Neighborhood Threshold - Elements





PMUD CODE REVIEW

Lane Avenue PMUD

Why revise the Lane Avenue PMUD?

- Changing regional development dynamic
- Mixed results with UDO/PMUD Design Guidelines
- Little attention to regulating development form within the *private* realm
- Lack of standards for creating a viable streetscape within the *public realm*
- Opportunity to apply Lane Avenue framework to remaining PMUD areas





Lane Avenue Planned Mixed Use District will require future development to:

1

Consider the relationship of new projects to each Context Area's (subdistrict) unique development pattern (e.g. lot size, block size, proximity to neighborhood, access, etc.).



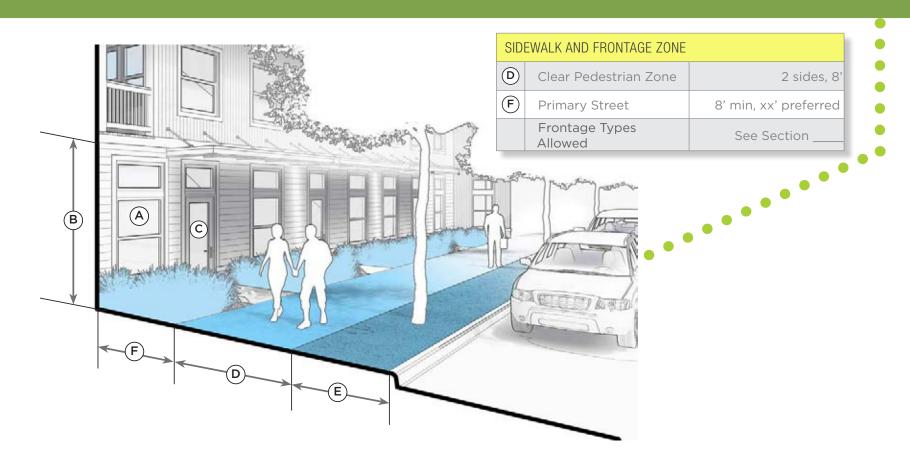
Lane Avenue Planned Mixed Use District will require future development to:

2 Locate primary pedestrian entrances to buildings on Primary Streets and vehicular entrances on Secondary Streets.



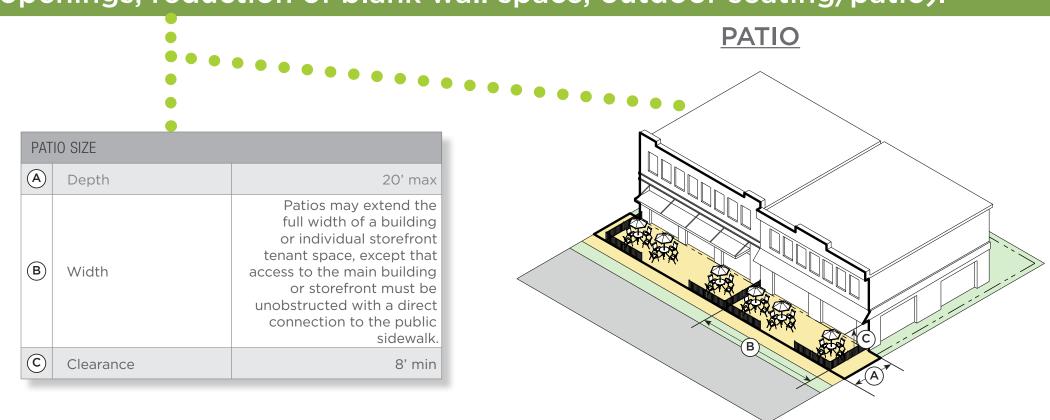
Lane Avenue Planned Mixed Use District will require future development to:

Incorporate streetscape design standards to assure each project enhances how people that walk experience the corridor.



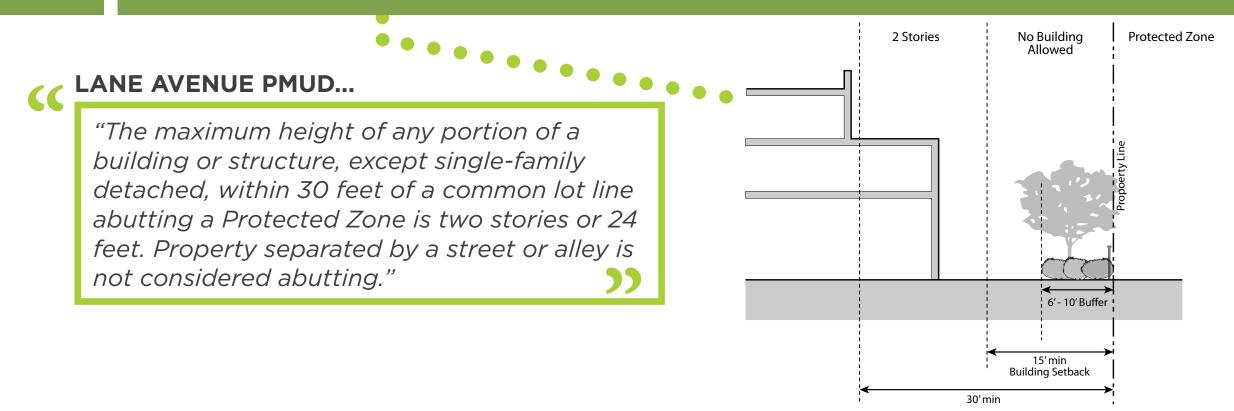
Lane Avenue Planned Mixed Use District will require future development to:

Specify how the fronts of buildings, particularly at street level, encourage people to browse and gather (e.g. transparency of glass, spacing of door openings, reduction of blank wall space, outdoor seating/patio).



Lane Avenue Planned Mixed Use District will require future development to:

Adequately buffer adjacent neighborhoods through adjustments in building height, setback, and landscaping.



Lane Avenue Planned Mixed Use District will require future development to:

Present proposals to neighborhood prior to the formal application process.





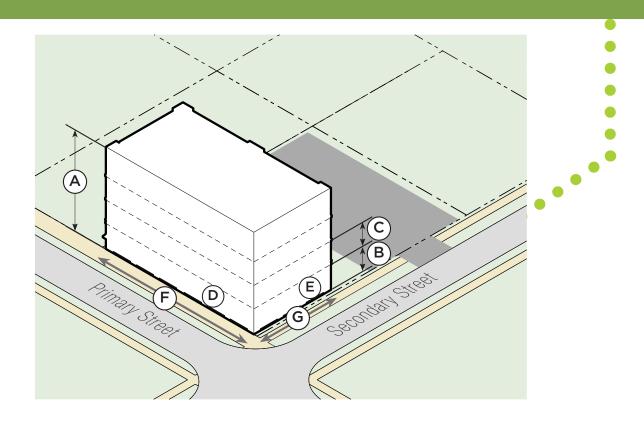
LANE AVENUE PMUD...

"Before submitting an application, an applicant must meet with the appropriate neighborhood group, association, property owners or residents within 300 feet of the proposed development site."

Lane Avenue Planned Mixed Use District will require future development to:

Specify maximum building height, width, and length to avoid over-imposing structures.

BUILDING HEIGHT			
A	Principal Building Height	2 stories min, 4 stories max	
	Accessory Structure Height	2 stories max	
	Finished Ground Floor Level*	0' min / 0.50' max	
B	Ground Floor Story Height	14' min	
C	Upper Floors Story Height	9' min	
BUI	BUILDING MASS AND FRONTAGES		
	Primary Street Build-to Percentage	80% min	
	Secondary Street Build Percentage	d-to 80% min	
F	Building Width	250' max	
G	Building Depth	150' max	
	Depth, Ground Floor Sp	pace 30' min	



Lane Avenue Planned Mixed Use District will require future development to:

Measure building height in stories to avoid specific minimum and maximum floor heights.



Lane Avenue Planned Mixed Use District will require future development to:

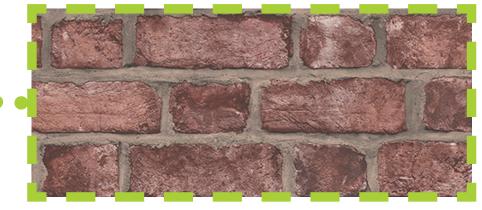
9

Use high quality, durable building materials.

LANE AVENUE PMUD...

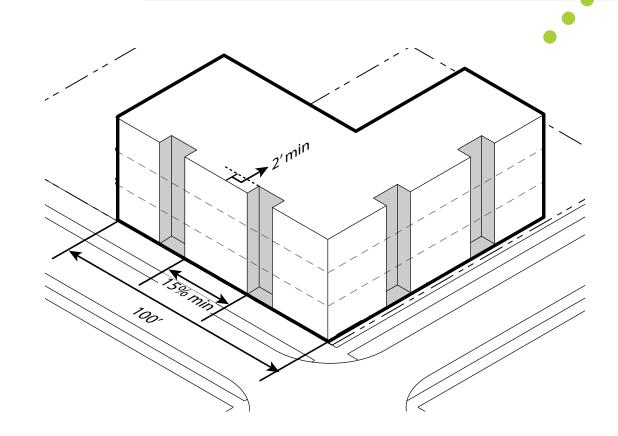
"Building walls should reflect and complement the traditional materials and techniques of Central Ohio's regional architecture. They should express the construction techniques and structural constraints of traditional, long-lasting, building materials. Simple configurations and solid craftsmanship are favored over complexity and ostentation in building form and the articulation of details. All building materials to be used shall express their specific properties. For example, heavier more permanent materials (masonry) support lighter materials (wood)."





Lane Avenue Planned Mixed Use District will require future development to:

Articulate variation in depth and width of building facades.



LANE AVENUE PMUD...

"Articulation in Building Facade: For buildings 100 feet or more in length, at least two portions of the street-facing building facade must have a variation in setback of at least two feet. The combination of the required variations in setback must total no less than 15% of the length of the building."

What's included in each sub-district within the PMUD?

05 Example - Corridor

CORRIDOR

Intent and General Uses

The Intent: To enhance the City's existing corridors so that over time they will become more walkable and serve multiple districts with a diverse range of commercial, retail, service, and office uses, and small-to-large footprint, moderate-intensity building types. This zone also supports public transportation hubs.

General Uses: Ground floor commercial or service uses with a mix of commercial, residential, service, and/or office uses.



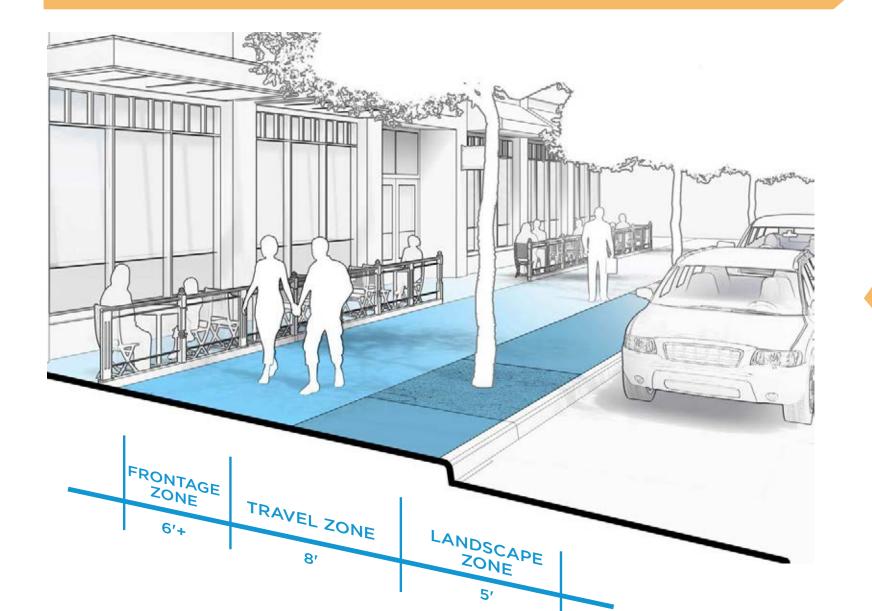
O5 Example - Corridor

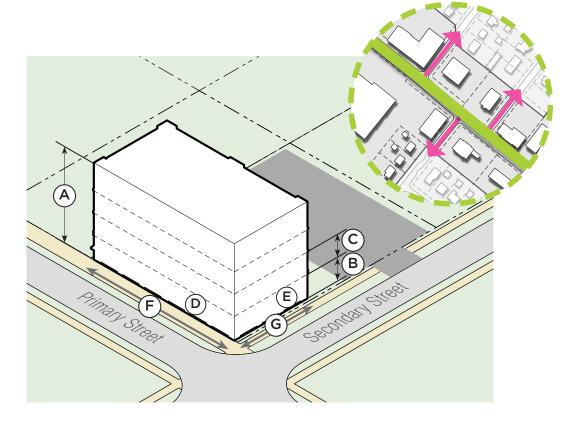
Location Map



O5 Example - Corridor

Desired Built Form





Public Realm

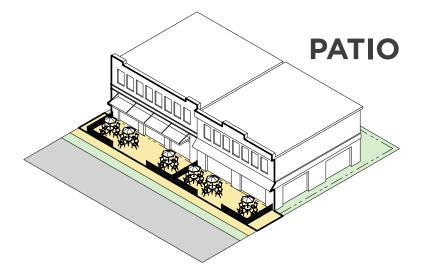


05 Example - Corridor

Building Typologies

FLEX MEDIUM

Frontage Typologies



Open Space Typologies





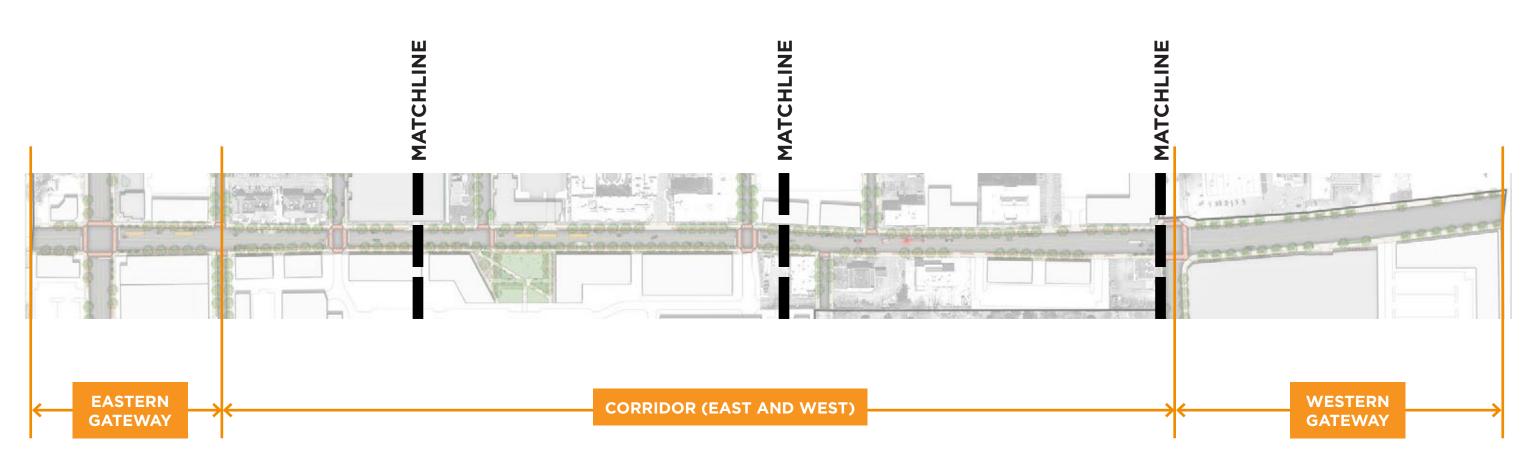
05 Streetscape

What are we achieving?

- Creating consistency
- Gaining space in the pedestrian zone
- Green infrastructure
- Hierarchy of pedestrian streets
- Unique district through a coordinated aesthetic

O5 Draft Streetscape Plan

Streetscape Model

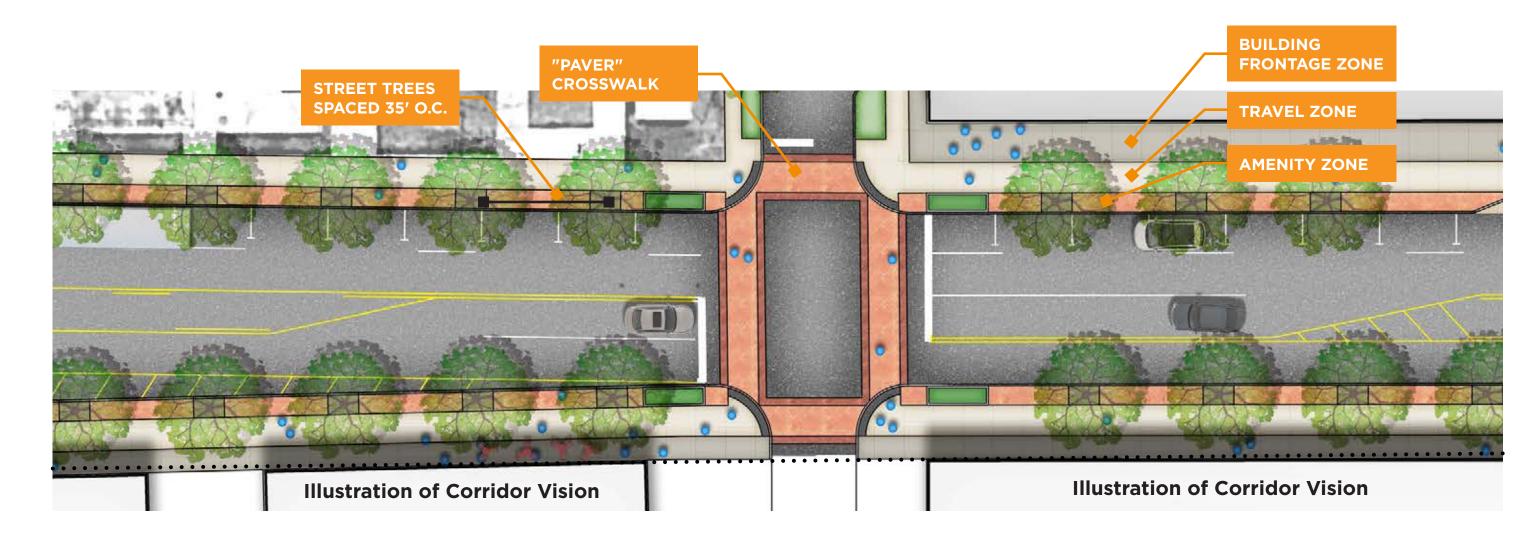


Plan View of Streetscape Plan



O5 Streetscape Design

Typical Plan







06 Next Steps

- Finalize streetscape plan and Lane Avenue PMUD code based on staff and public comment
- Complete final traffic analyses and create final report
- Create final vision plan for the corridor





Stations Meeting Today!



Gateway & Neighborhood Threshold Concepts



PMUD Code Review



Streetscape Plan and VR



Streetscape Station: How to!







Streetscape Station: What you'll need

SCAN ME OPEN SPACE



Streetscape Station: How to!

- 1. Use your phone's camera to scan the QR code on the board.
- 2. Press the "goggle" icon in the upper right hand corner.
- 3. Grab a pair of VR goggles. Put your phone inside the goggles, and then close the top flap.
- 4. Find an open space to look through the goggles.
- 5. Enjoy and repeat!

HAVE A QUESTION?
WE'RE HERE TO HELP!

