

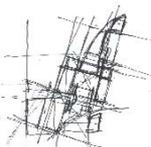
ACHIEVING VANCOUVER URBANISM



DEVELOPMENT PROCESS CASE STUDIES

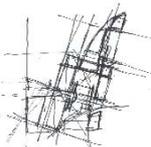
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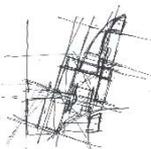
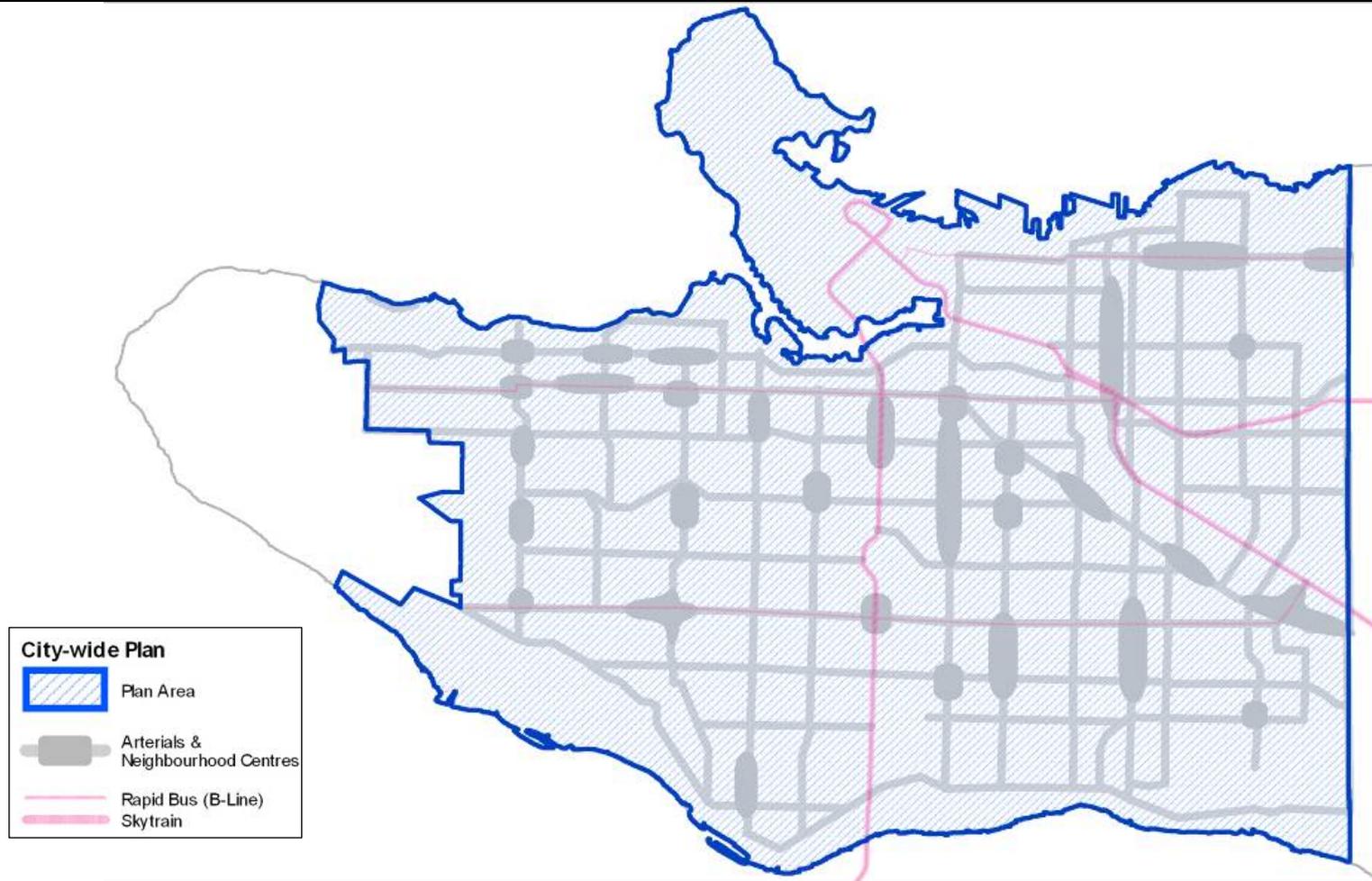


A Convergence of Challenges

- Climate change and resource depletion
- Housing Affordability and Homelessness
- Car-dependence
- Urban health
- Population growth and change



Towards a City-wide plan



1.0 Urbanism Context

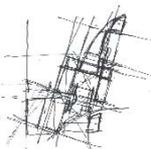
2.0 The Creative Process

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

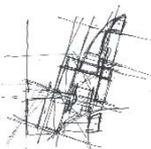
1.5 Meaningful Advice

1.6 Regulatory Tools



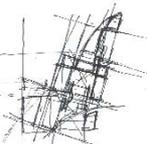
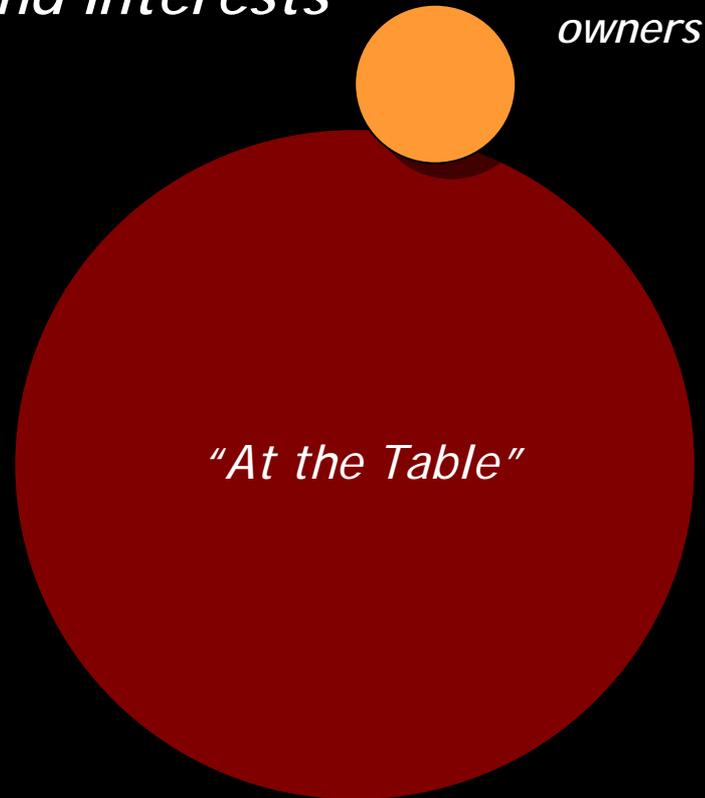
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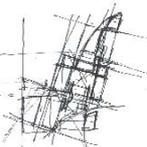
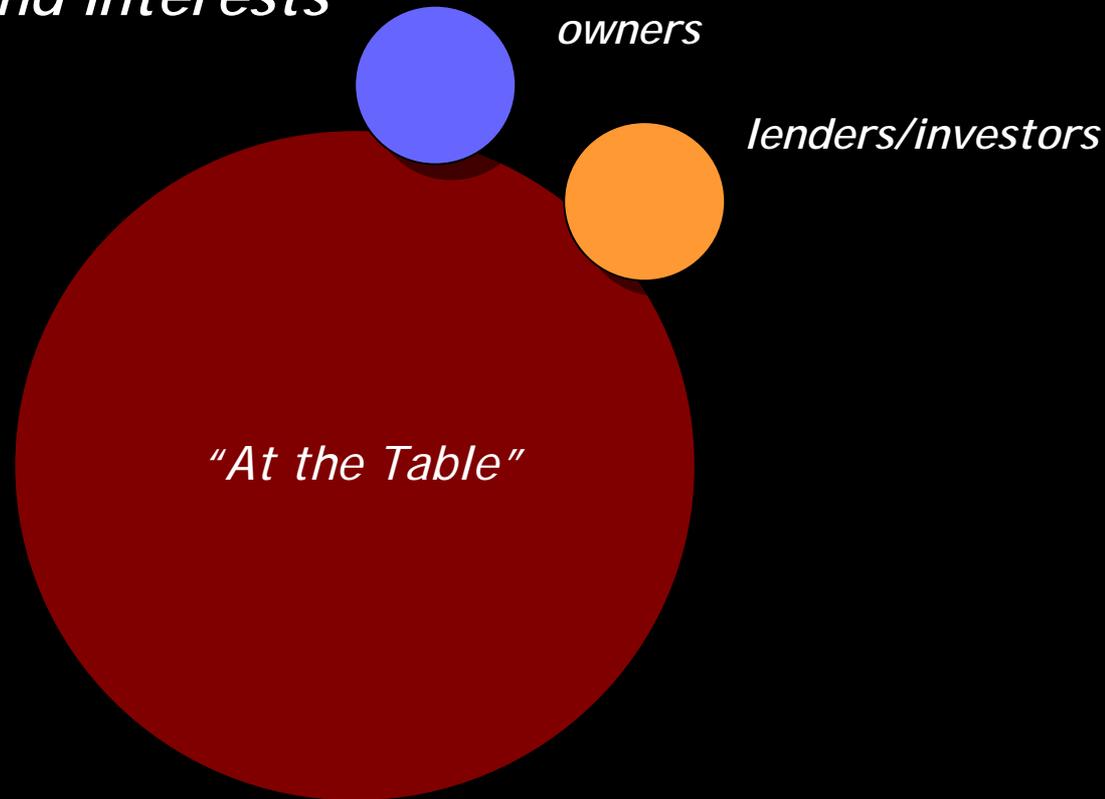
1.0 Urbanism Context

1.1 *Players and Interests*



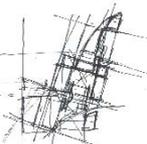
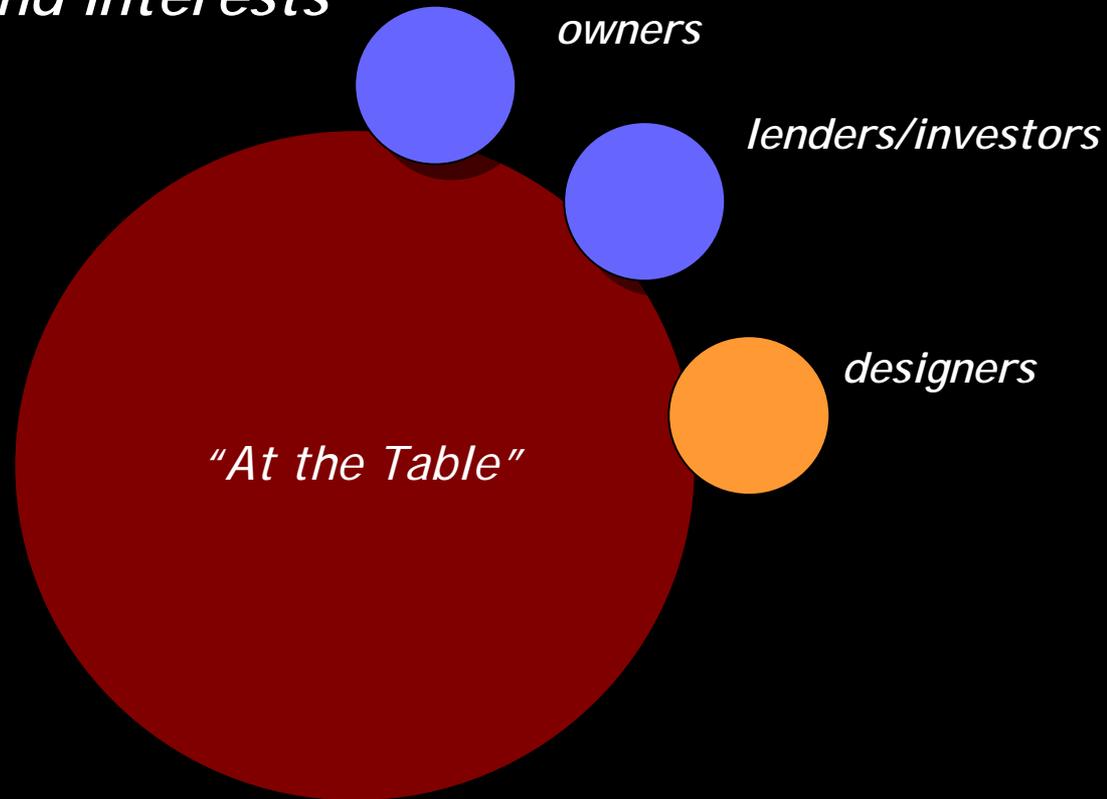
1.0 Urbanism Context

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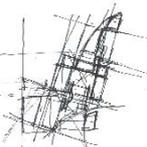
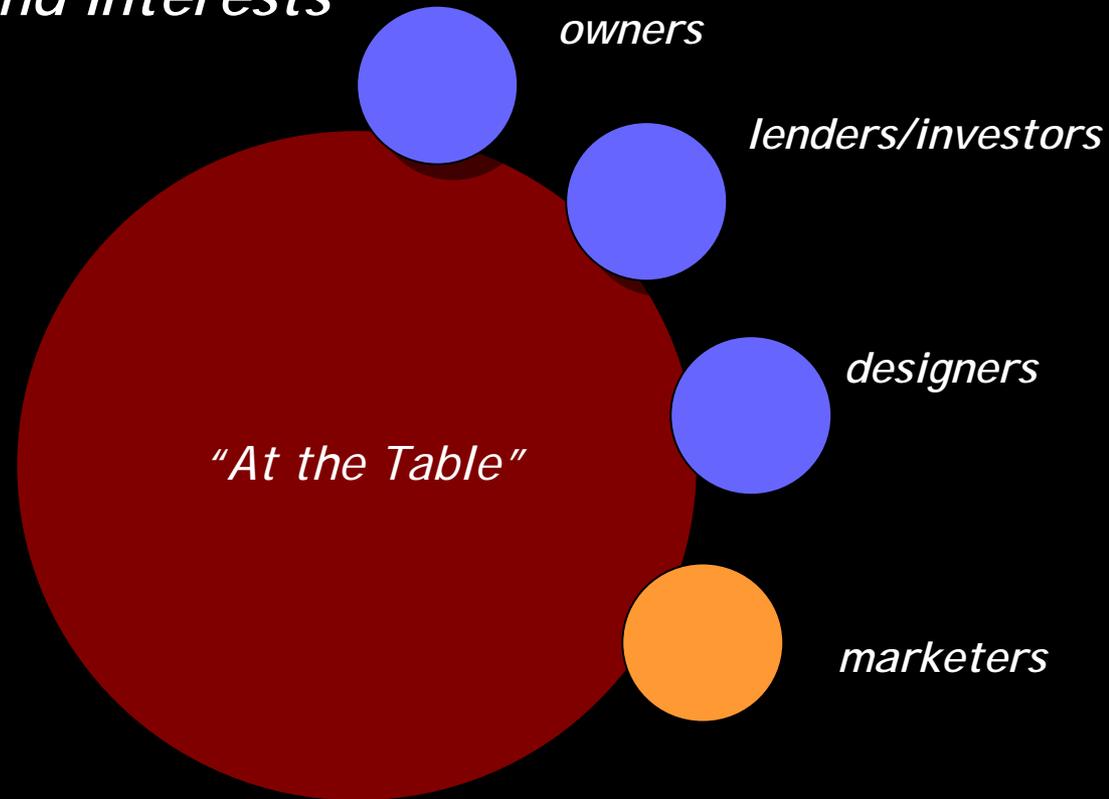
1.0 Urbanism Context

1.1 *Players and Interests*



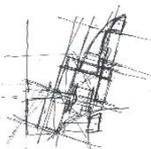
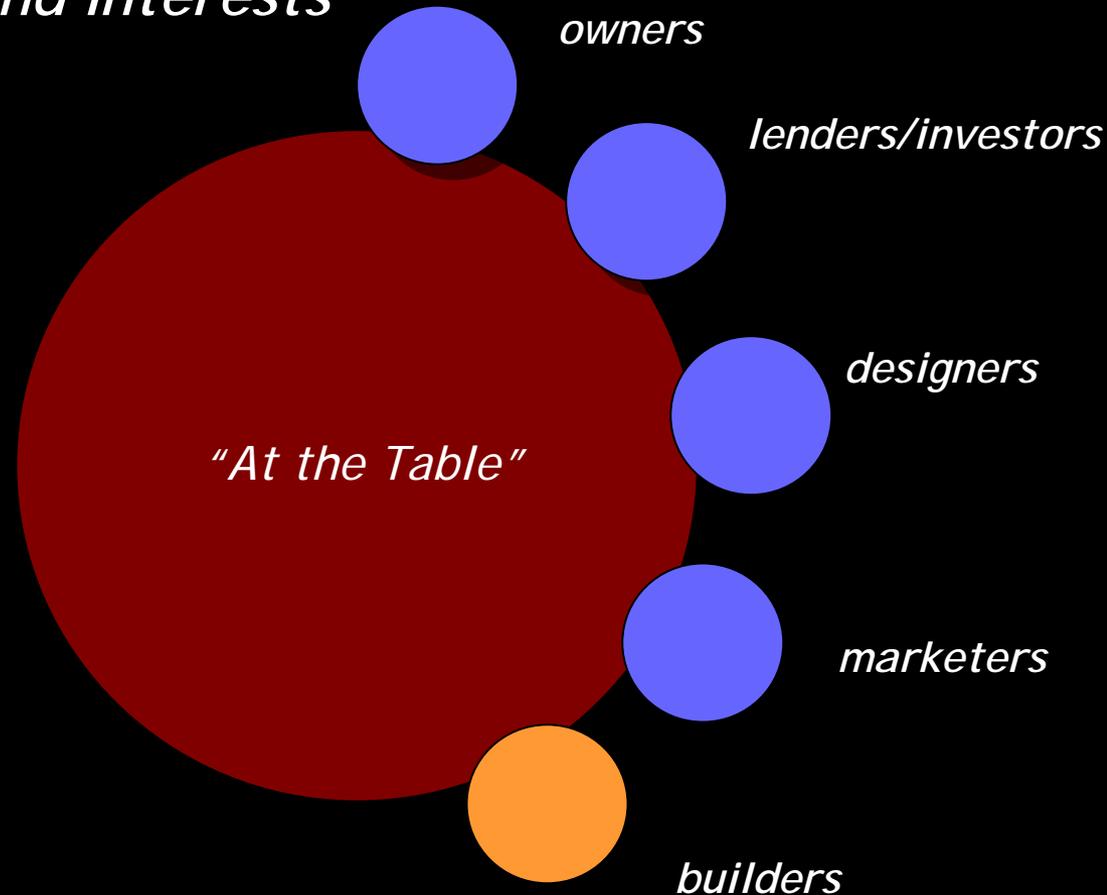
1.0 Urbanism Context

1.1 *Players and Interests*



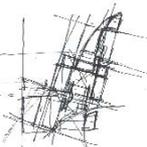
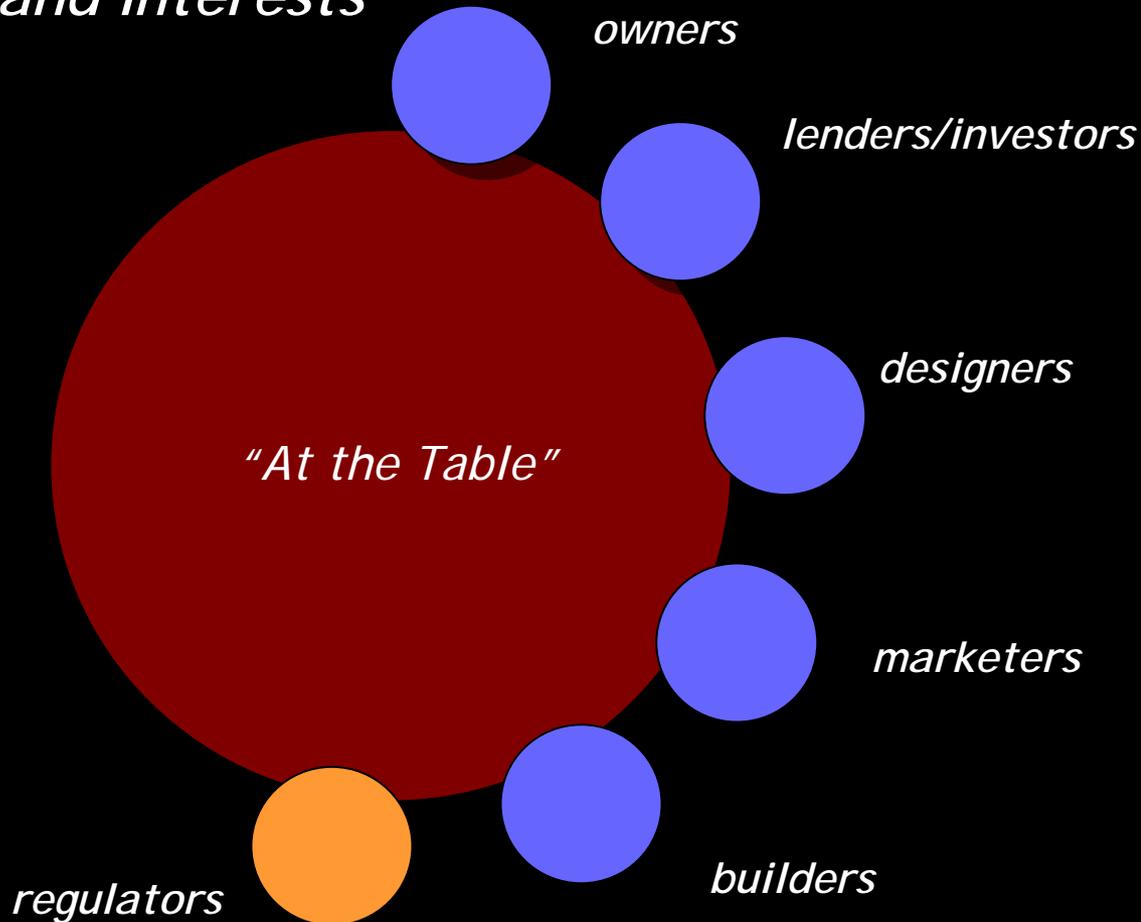
1.0 Urbanism Context

1.1 *Players and Interests*



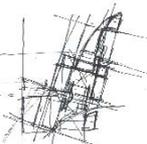
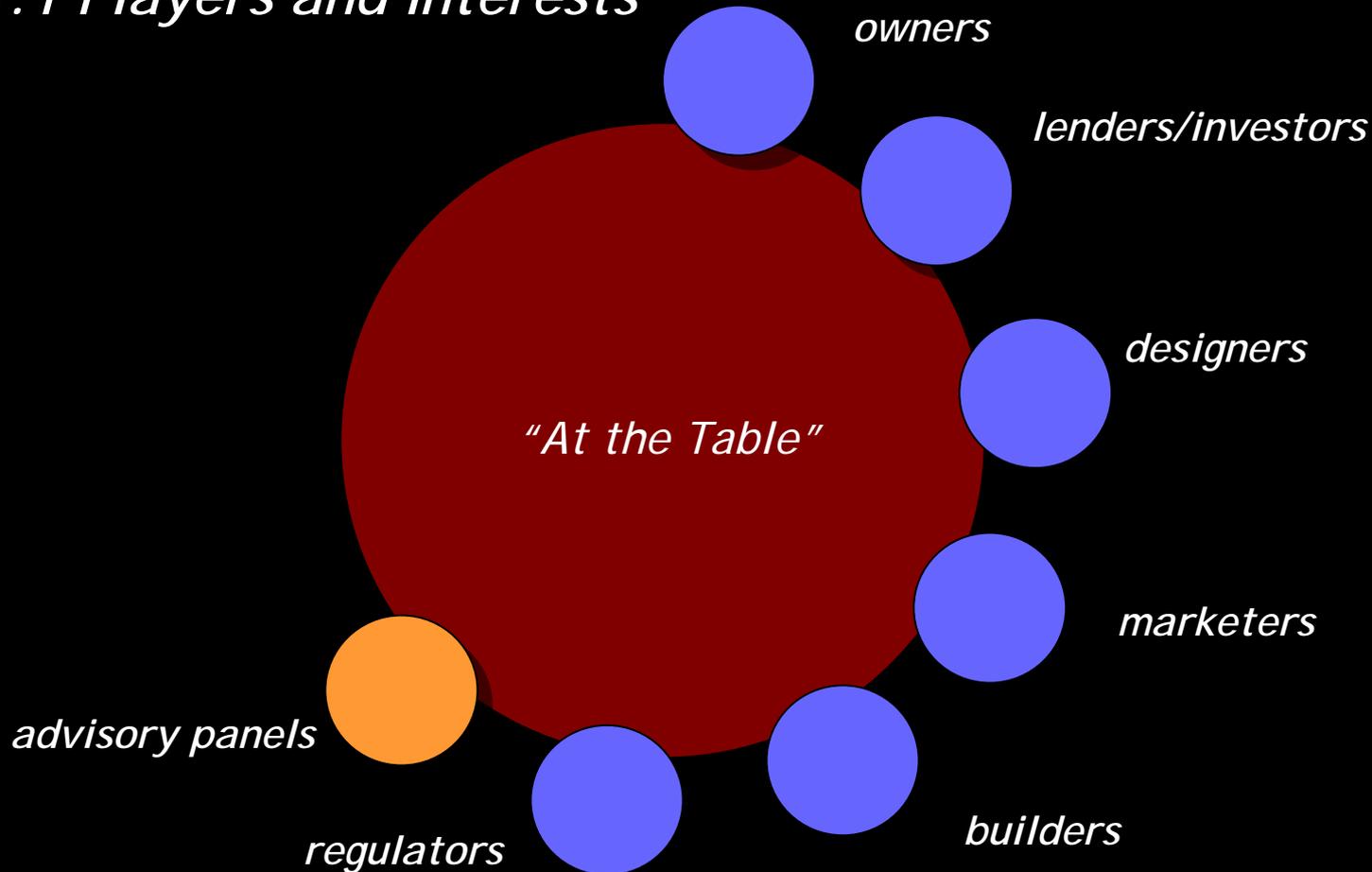
1.0 Urbanism Context

1.1 *Players and Interests*



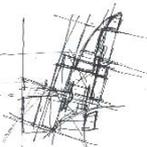
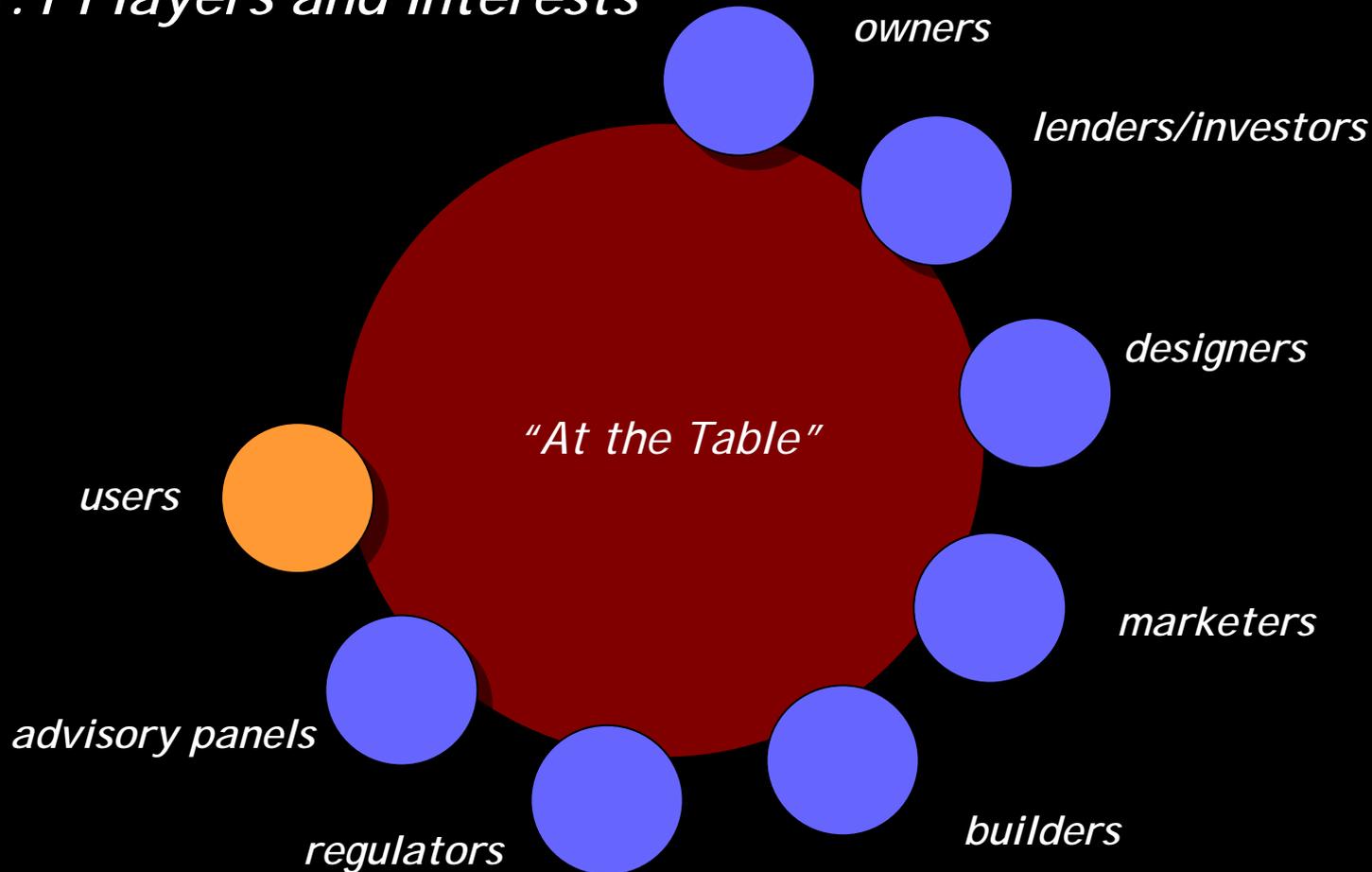
1.0 Urbanism Context

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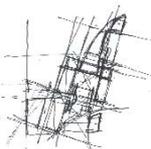
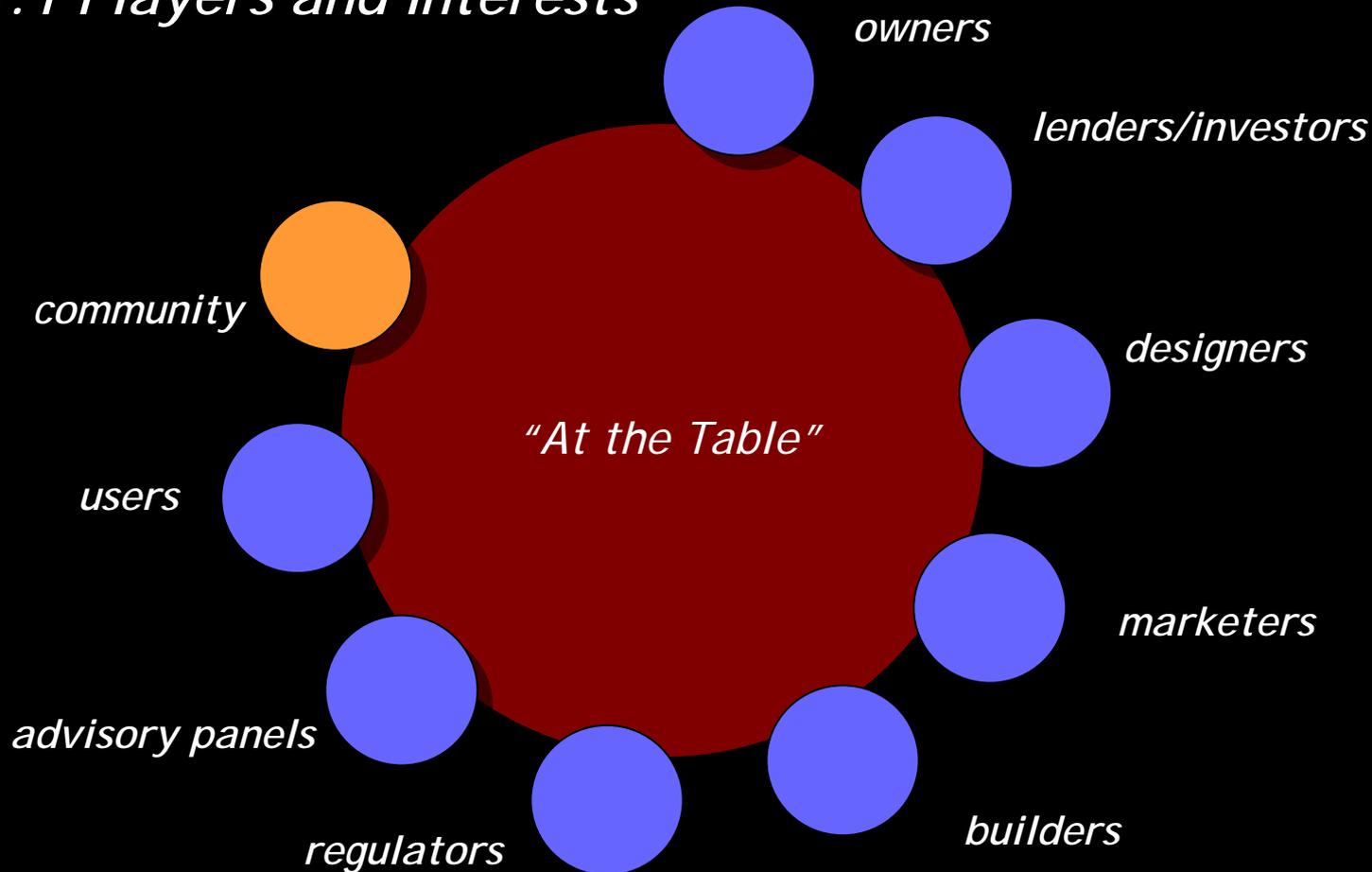
1.0 Urbanism Context

1.1 *Players and Interests*



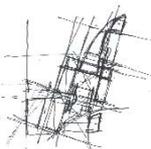
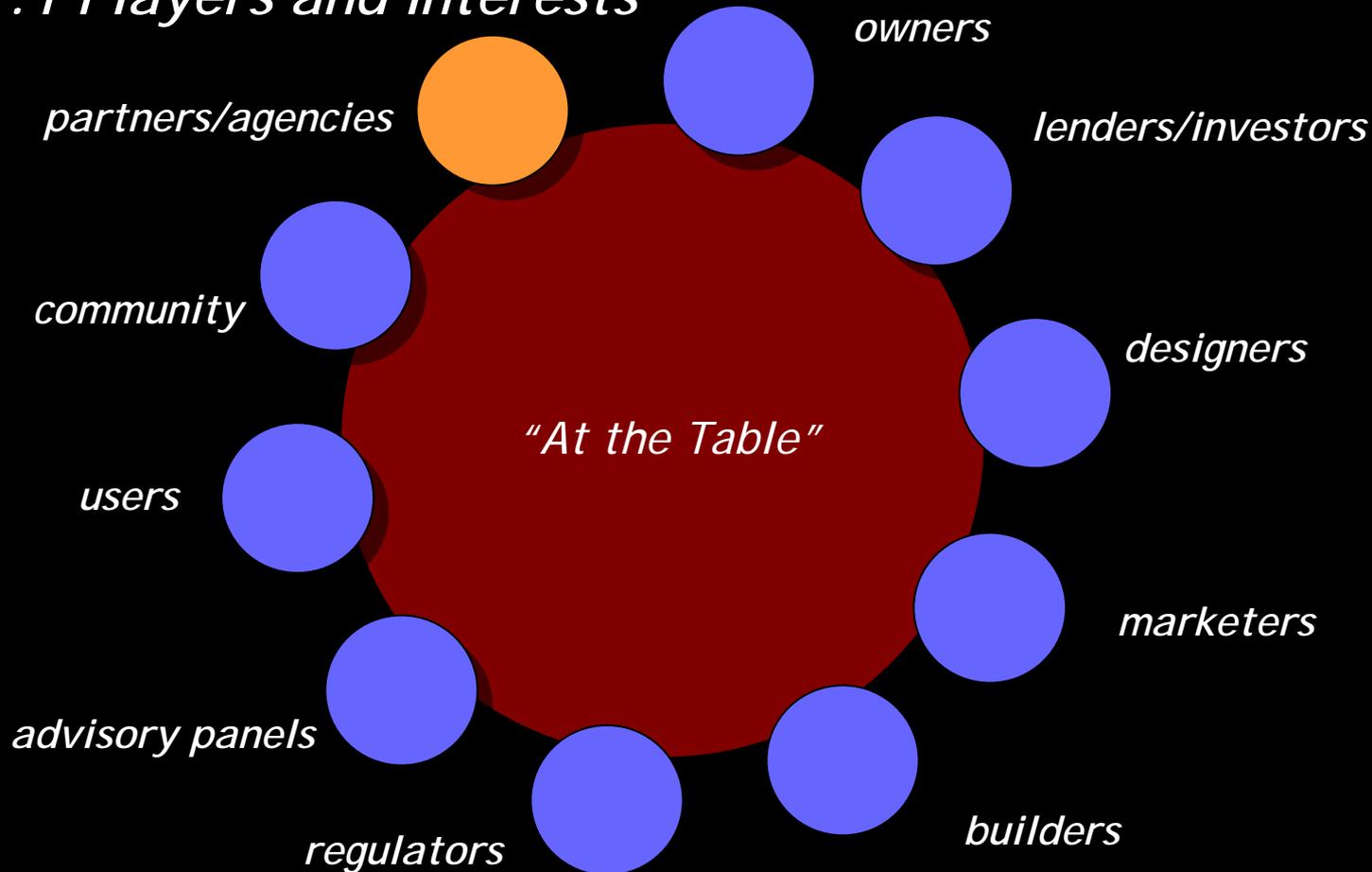
1.0 Urbanism Context

1.1 *Players and Interests*



1.0 Urbanism Context

1.1 *Players and Interests*

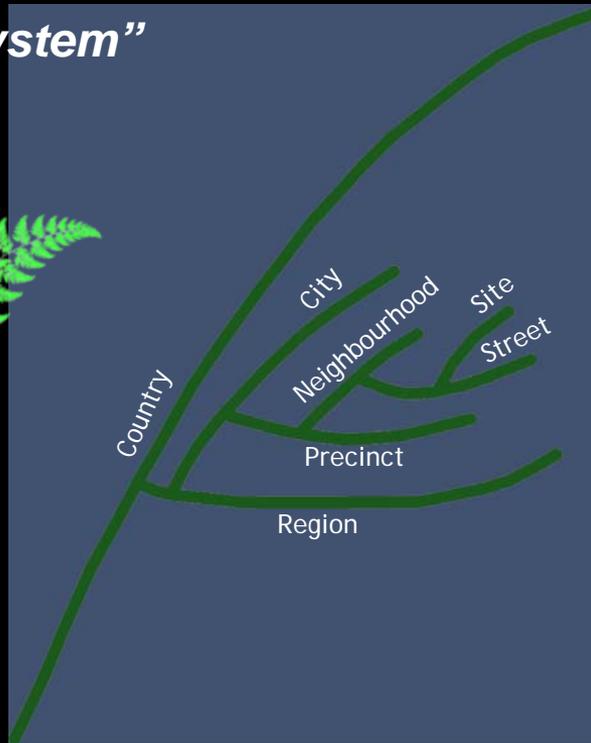


1.0 Urbanism Context

1.2 *Setting the Stage*

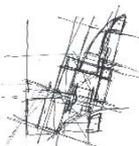
“A Fractal System”

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.



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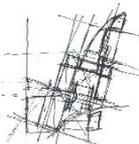
1.0 Urbanism Context

1.2 *Setting the Stage*



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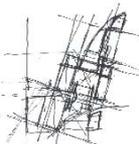


1.0 Urbanism Context

1.2 *Setting the Stage*



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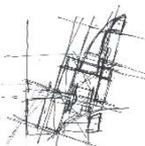


1.0 Urbanism Context

1.2 *Setting the Stage*



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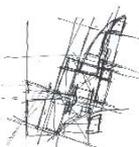


1.0 Urbanism Context

1.2 *Setting the Stage*



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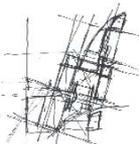


1.0 Urbanism Context

1.2 *Setting the Stage*

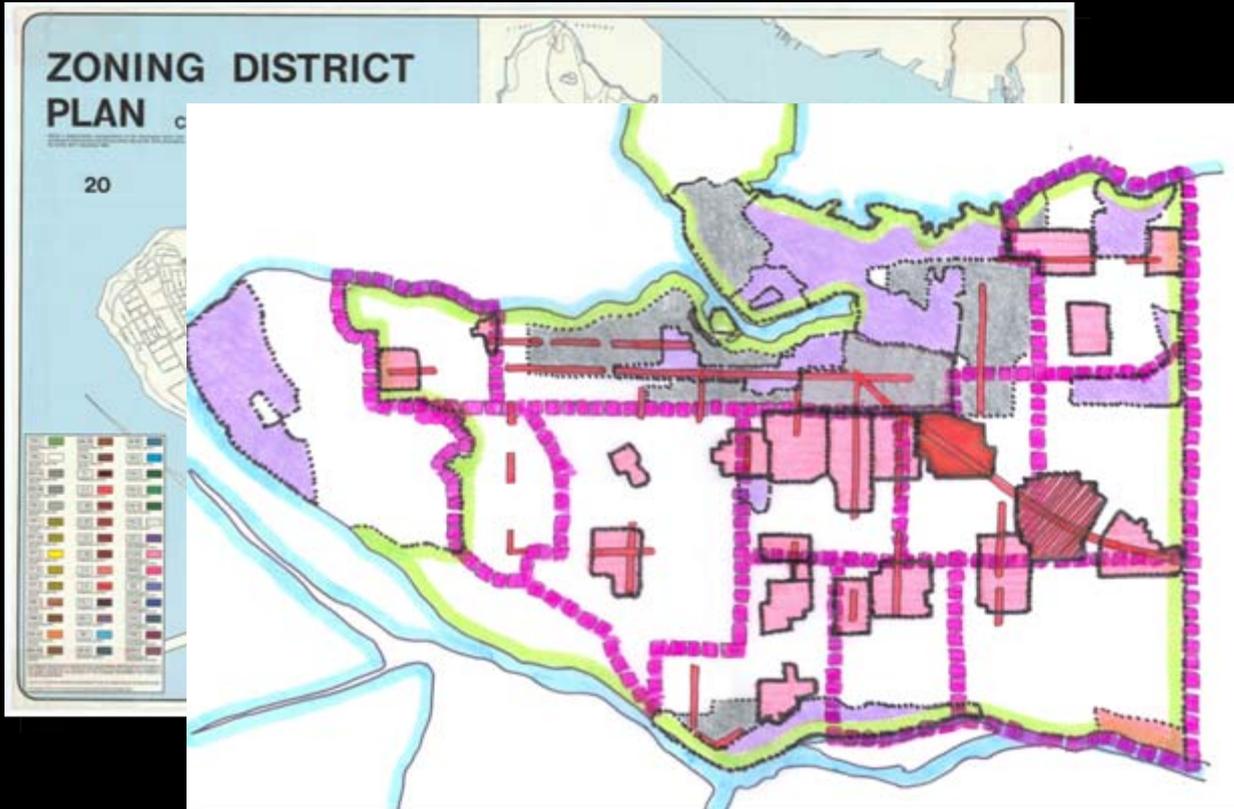


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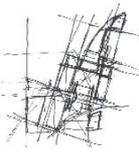
1.0 Urbanism Context

1.3 *Urban Systems - Land Use*



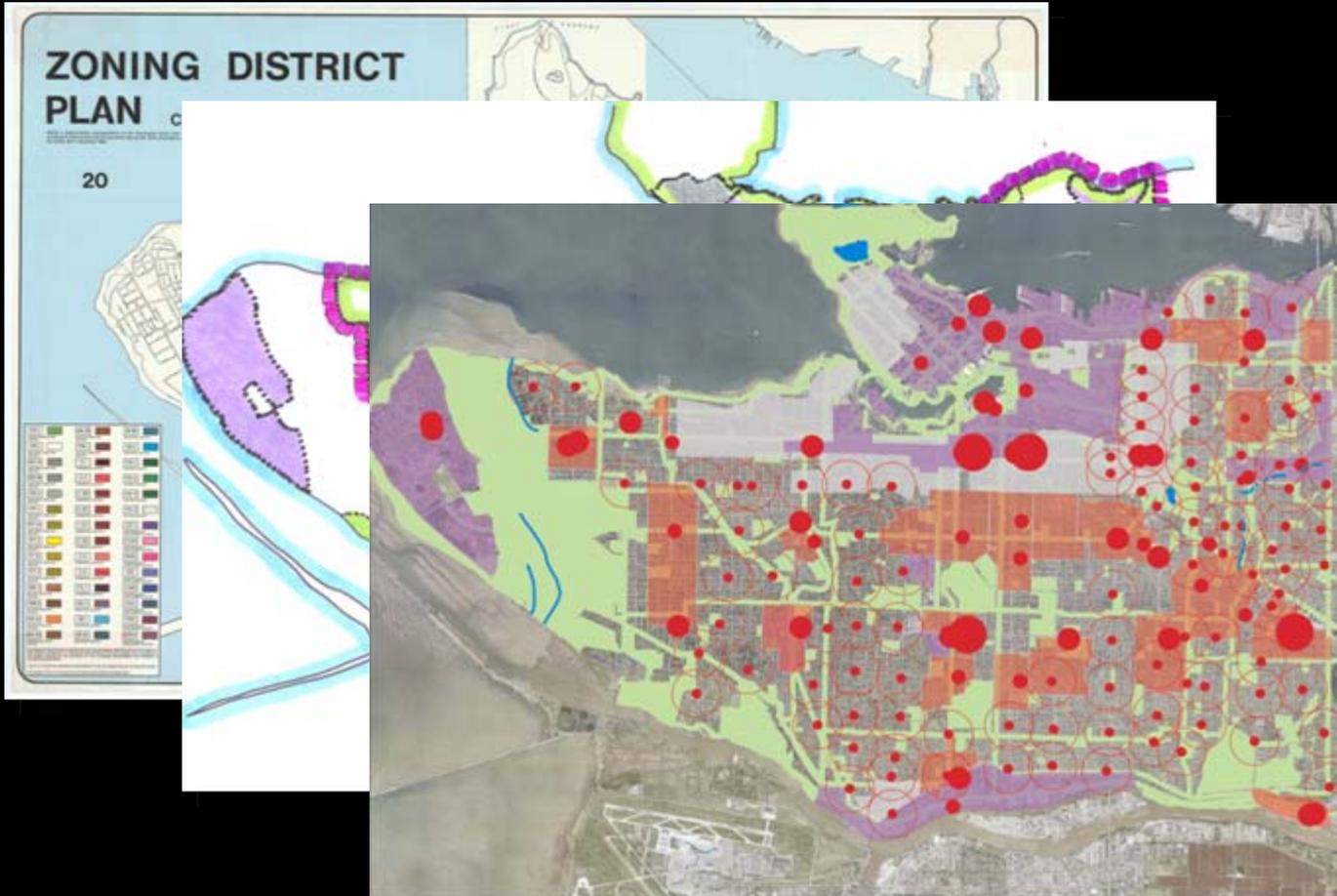
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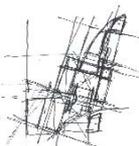


1.0 Urbanism Context

1.3 *Urban Systems - Land Use*



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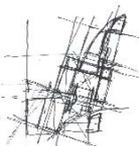


1.0 Urbanism Context

1.3 *Urban Systems - Movement*

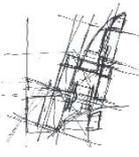


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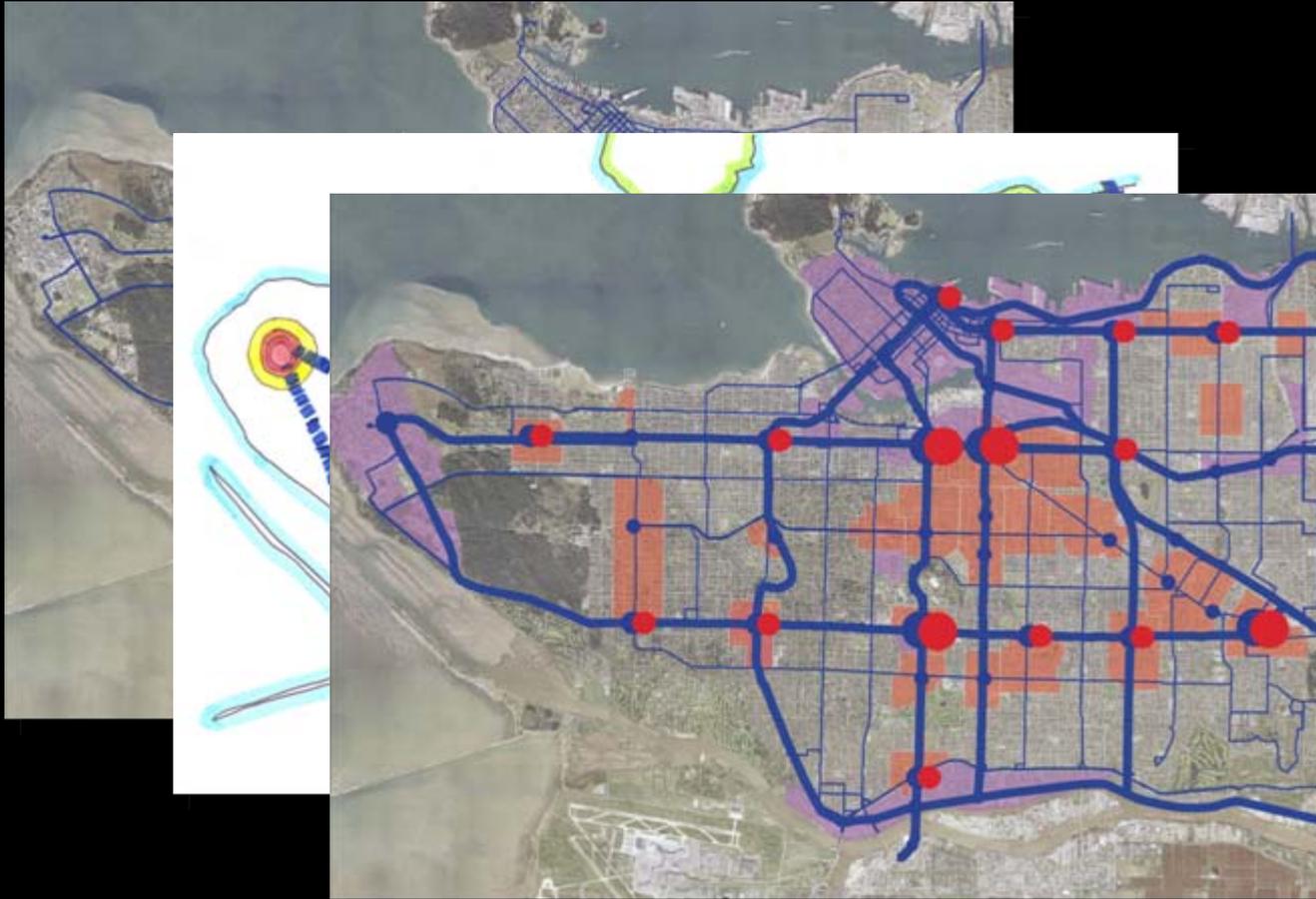
1.0 Urbanism Context

1.3 *Urban Systems - Movement*



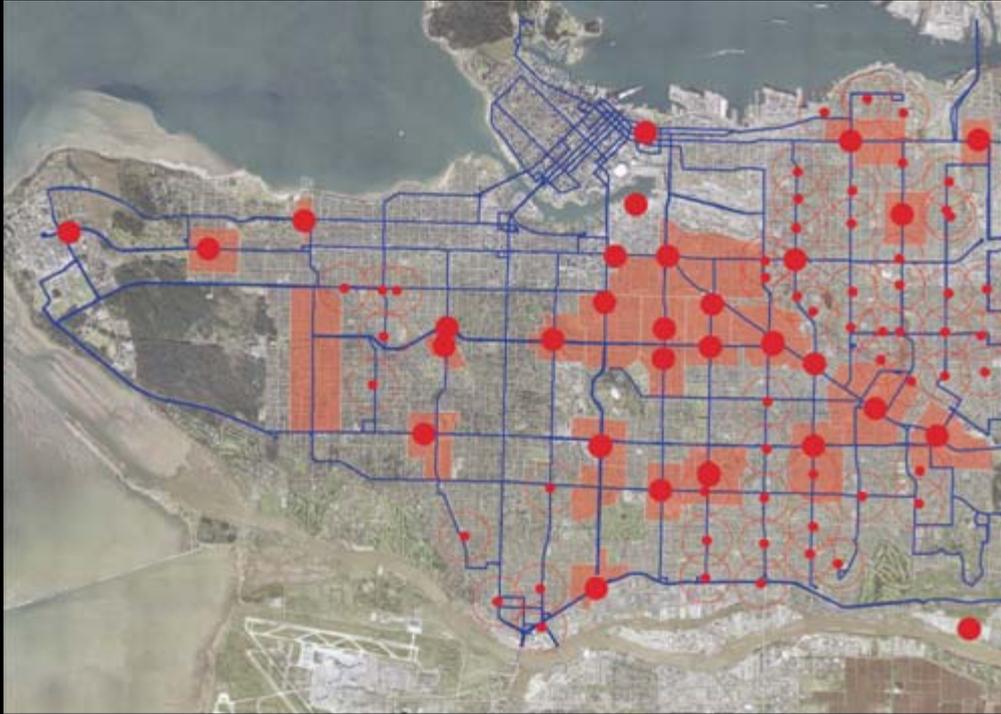
1.0 Urbanism Context

1.3 *Urban Systems - Movement*



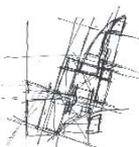
1.0 Urbanism Context

1.3 Urban Systems - Walking Proximity



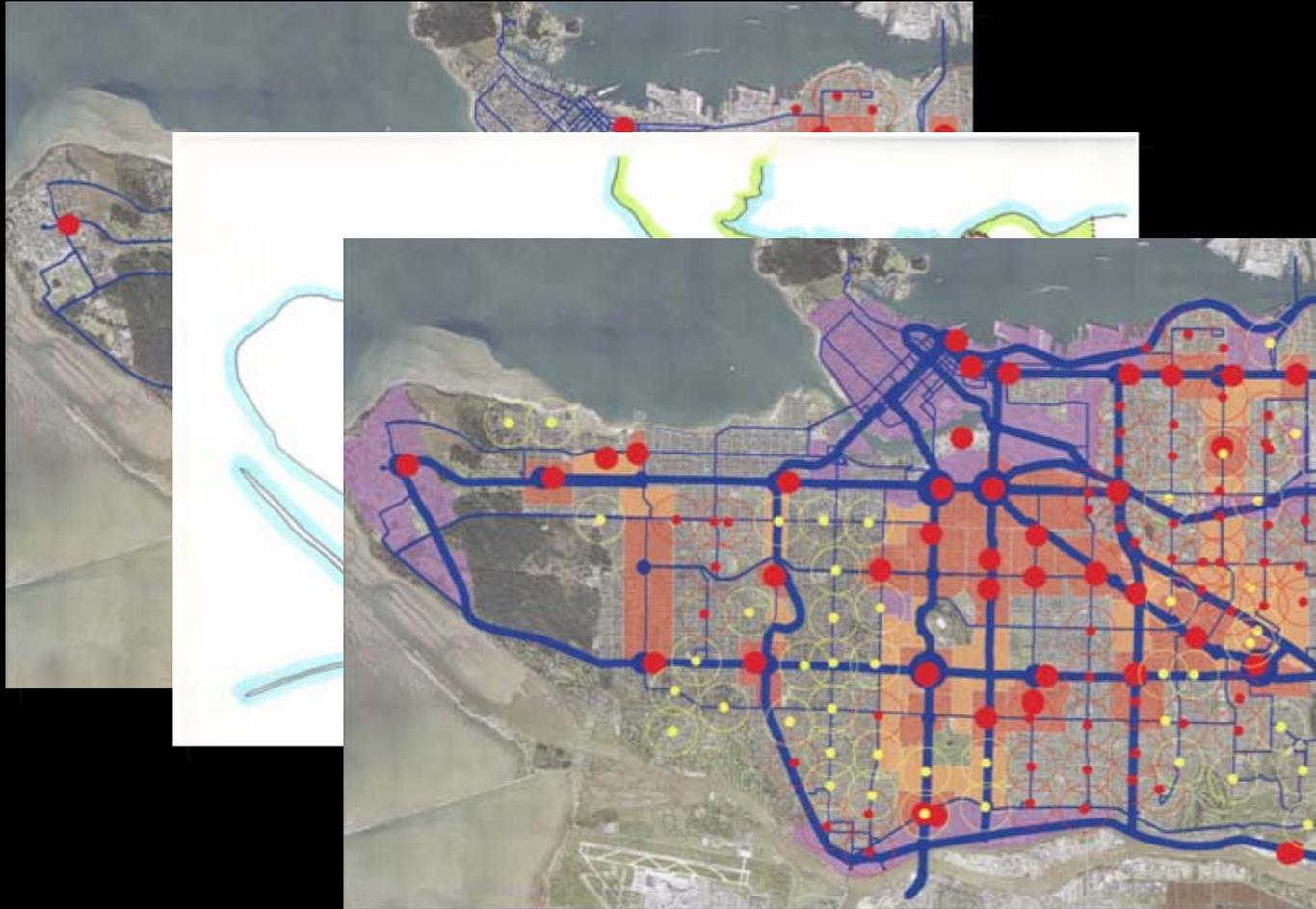
1.0 Urbanism Context

1.3 Urban Systems - Walking Proximity



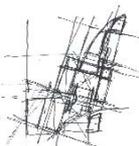
1.0 Urbanism Context

1.3 *Urban Systems - Walking Proximity*



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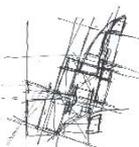
1.0 Urbanism Context

1.3 *Urban Systems - Open Space*



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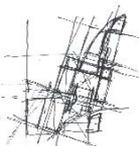
1.0 Urbanism Context

1.3 *Urban Systems - Open Space*



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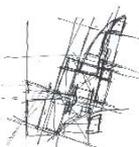
1.0 Urbanism Context

1.3 *Urban Systems - Open Space*



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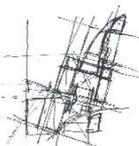


1.0 Urbanism Context

1.3 *Urban Systems - Composite*



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1.0 Urbanism Context

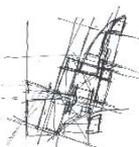
1.4 *Urbanism Principles*

- *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*



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1.0 Urbanism Context

1.4 Urbanism Principles

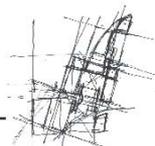
Compatibility and Fit

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



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1.0 Urbanism Context

1.4 Urbanism Principles

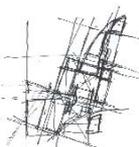
Neighbourliness

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



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1.0 Urbanism Context

1.4 *Urbanism Principles*

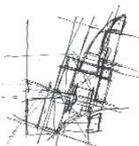
Liveability

- daylight quality
- acoustic performance



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1.0 Urbanism Context

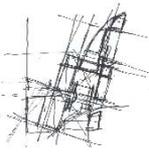
1.4 *Urbanism Principles*

Safety & Security

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



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1.0 Urbanism Context

1.4 Urbanism Principles

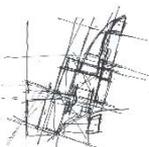
View Protection

- public view analysis
- private view analysis



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1.0 Urbanism Context

1.4 *Urbanism Principles*

Provision of Open Space

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



1.0 Urbanism Context

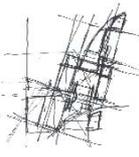
1.4 Urbanism Principles

Streets as Public Realm

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



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1.0 Urbanism Context

1.4 *Urbanism Principles*

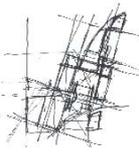
Heritage Conservation

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



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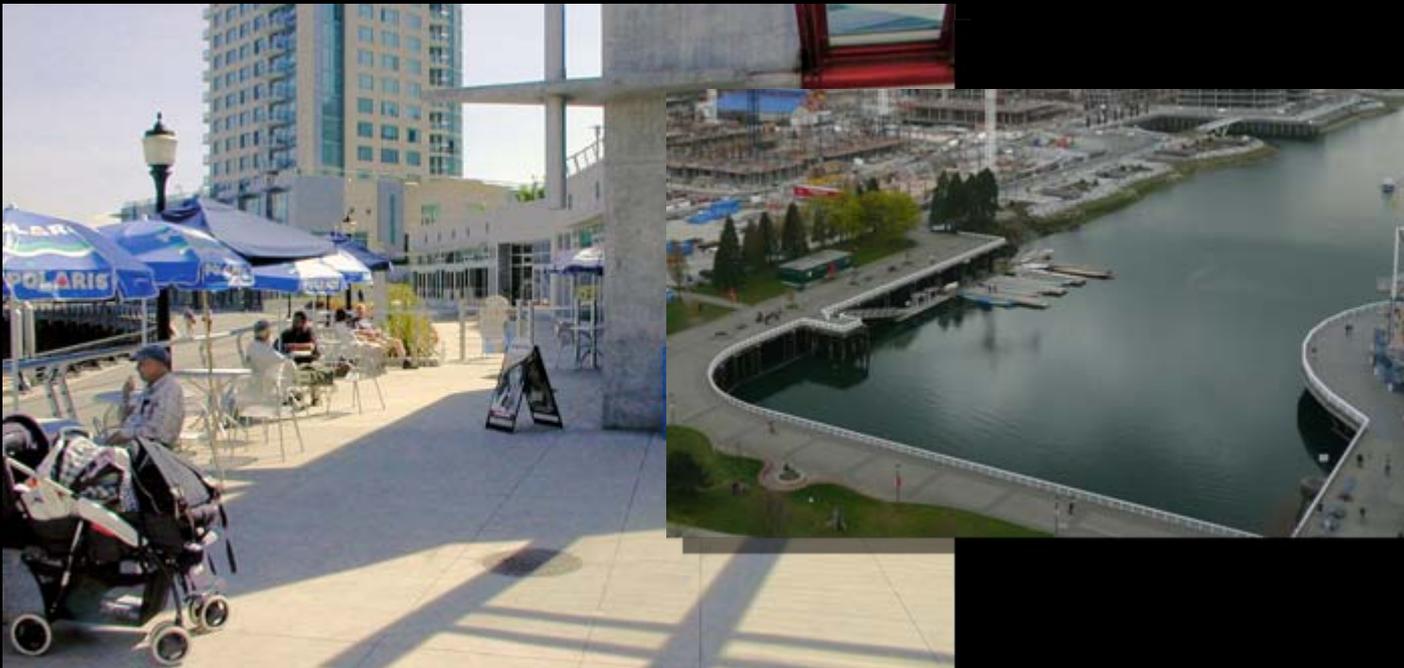


1.0 Urbanism Context

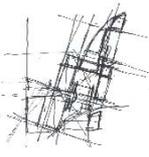
1.4 *Urbanism Principles*

Waterfront Access

- paths, edge development
- animation



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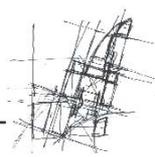
1.0 Urbanism Context

1.4 *Urbanism Principles*

Tree Retention/Replacement & Site Landscape



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1.0 Urbanism Context

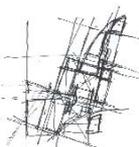
1.5 *Meaningful Advice - Arbutus Lands*

Location



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1.0 Urbanism Context

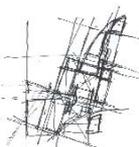
1.5 Meaningful Advice - Arbutus Lands

Aerial View



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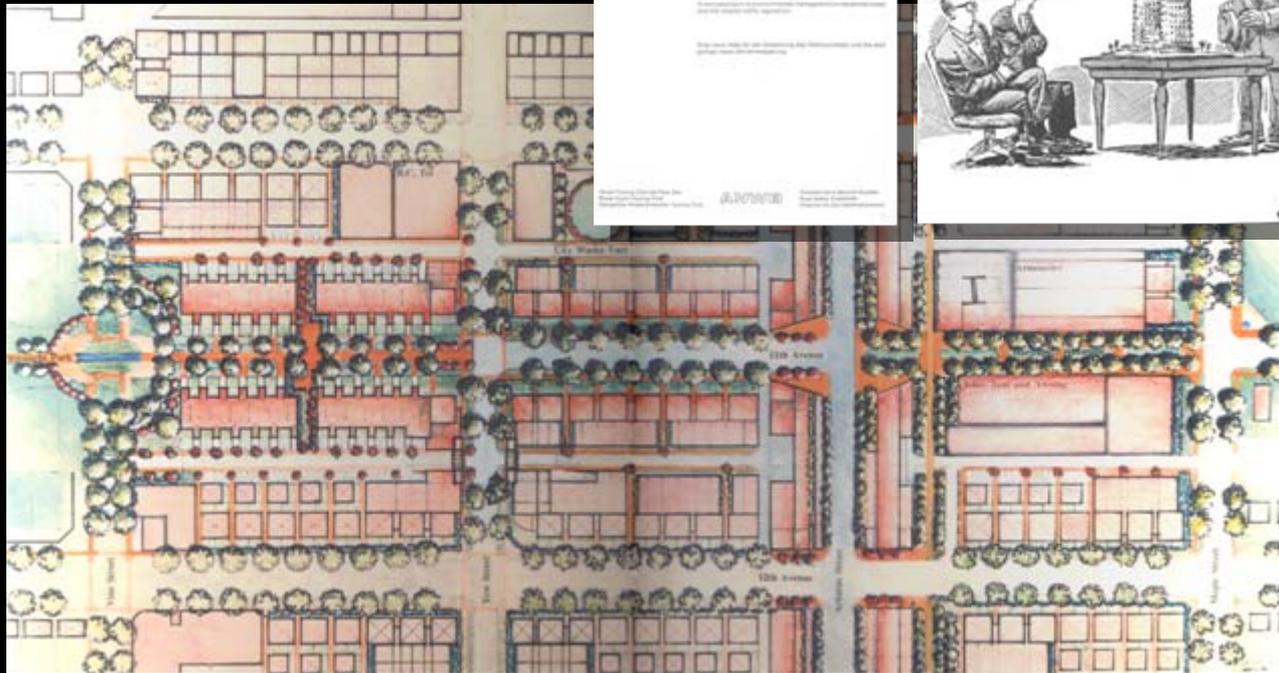
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1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

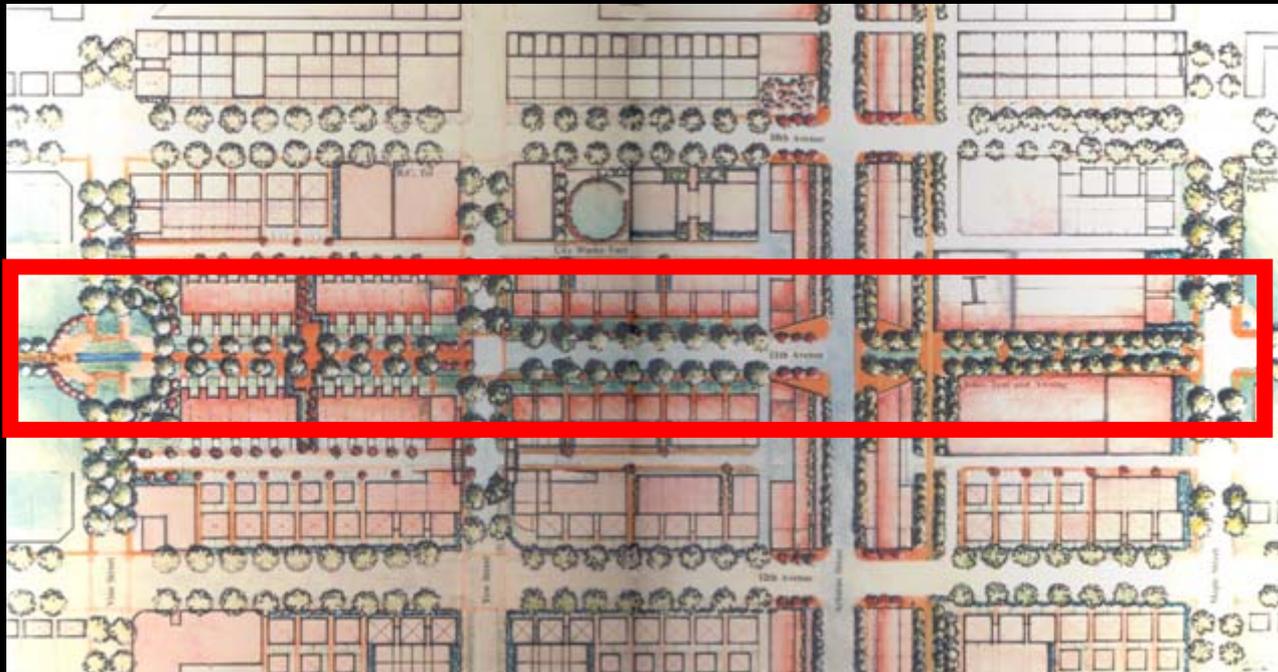
Historical Retrospective



1.0 Urbanism Context

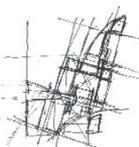
1.5 Meaningful Advice - Arbutus Lands

*Historical Retrospective - **greenway***



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1.0 Urbanism Context

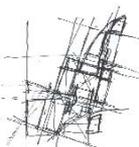
1.5 Meaningful Advice - Arbutus Lands

Historical Retrospective - high street



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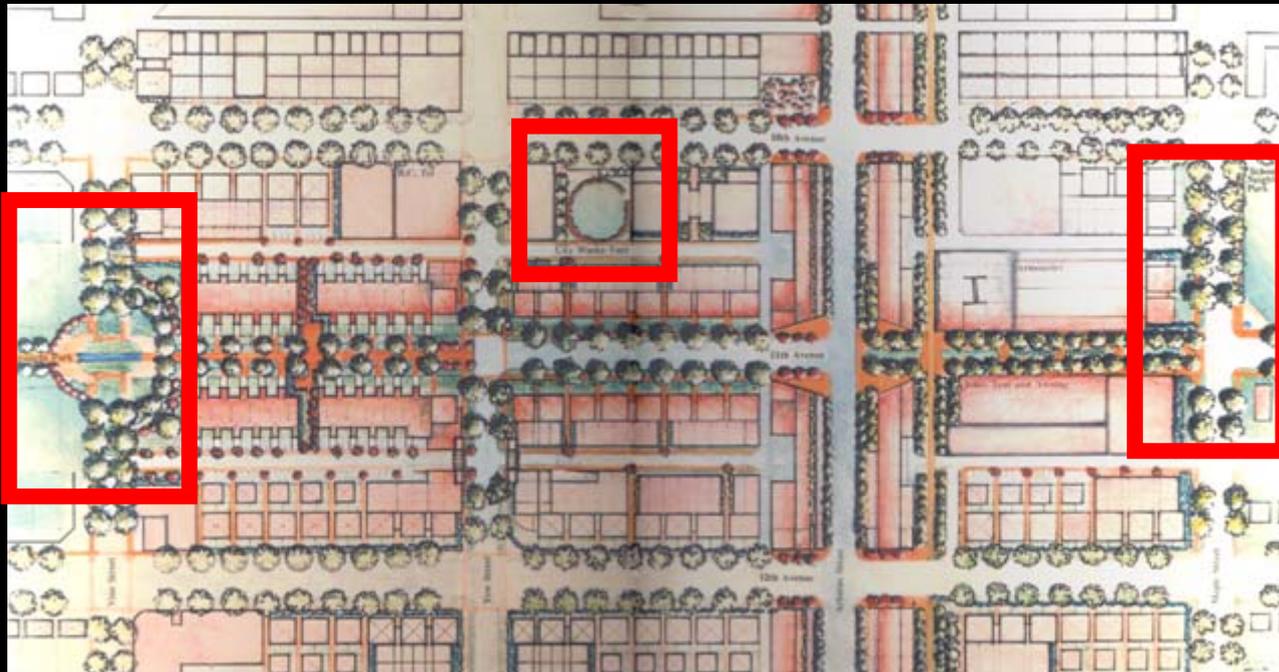
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1.0 Urbanism Context

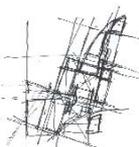
1.5 Meaningful Advice - Arbutus Lands

Historical Retrospective - open space system



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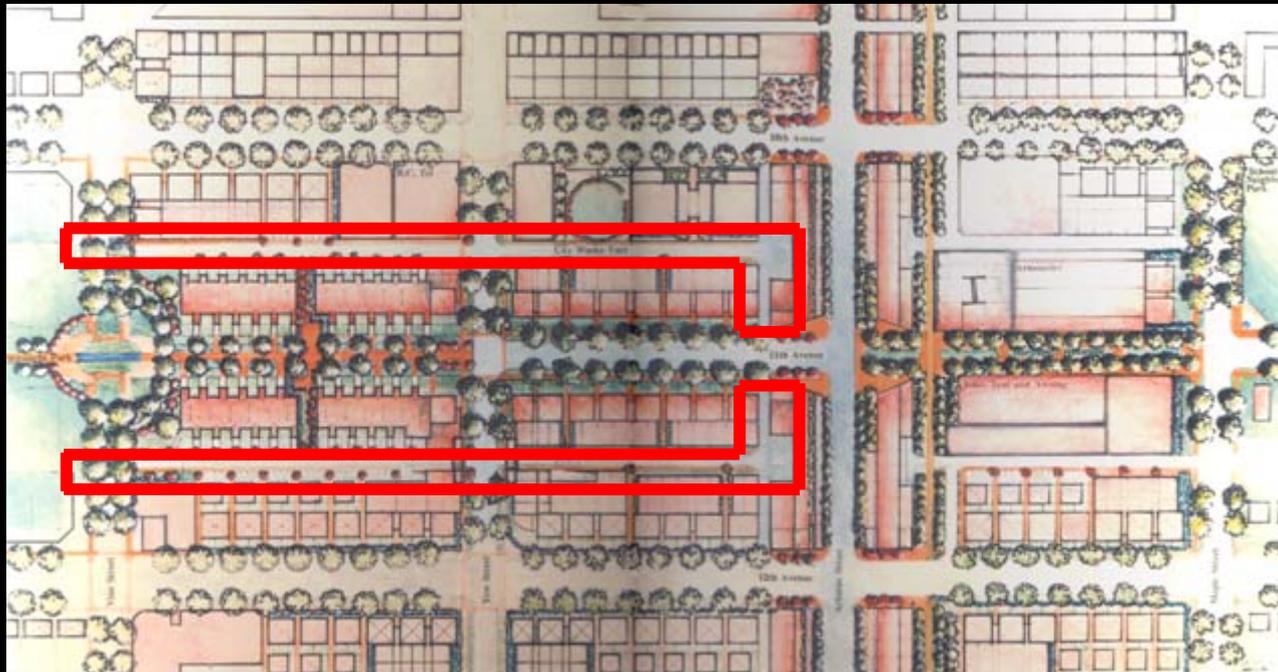
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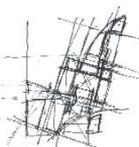
1.5 Meaningful Advice - Arbutus Lands

Historical Retrospective - woonerf



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1.0 Urbanism Context

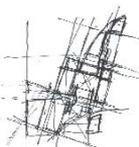
1.5 Meaningful Advice - Arbutus Lands

Historical Retrospective - permeable frontage



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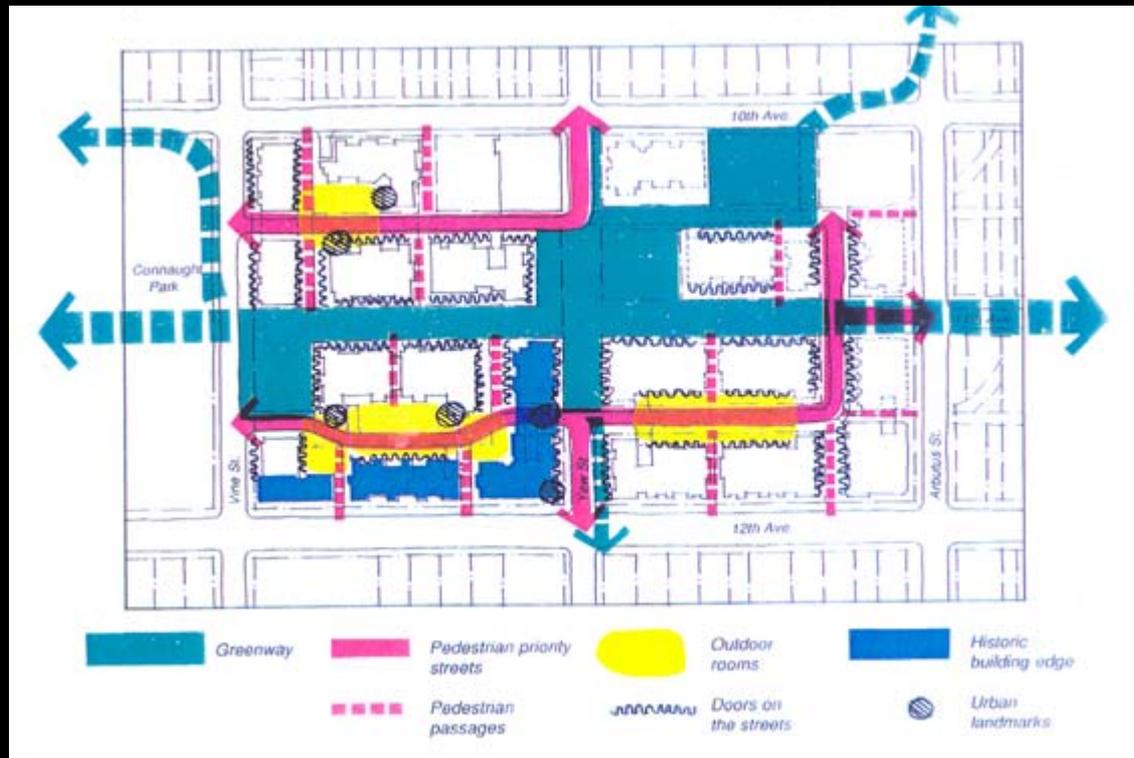
CITY OF
VANCOUVER



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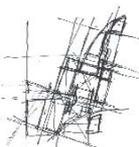
1.5 Meaningful Advice - Arbutus Lands

Overall Urban Structure



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STUDIO

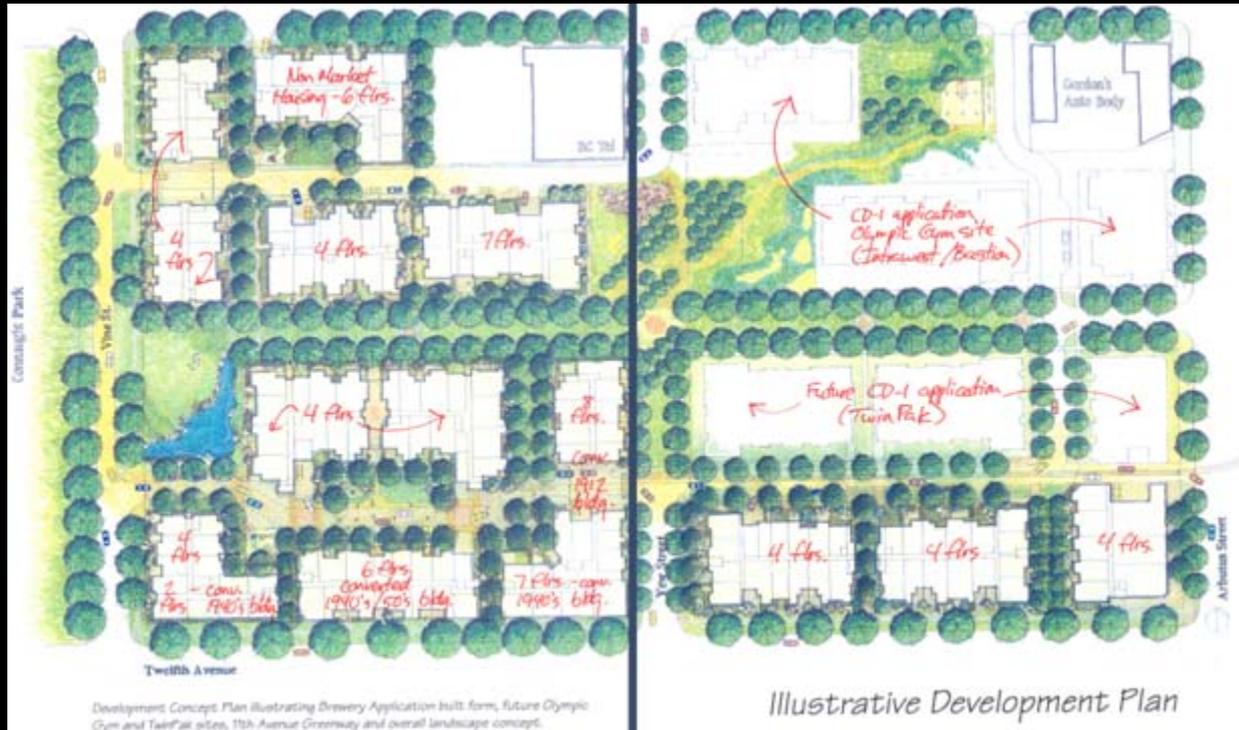
CITY OF
VANCOUVER



1.0 Urbanism Context

1.5 Meaningful Advice - Arbutus Lands

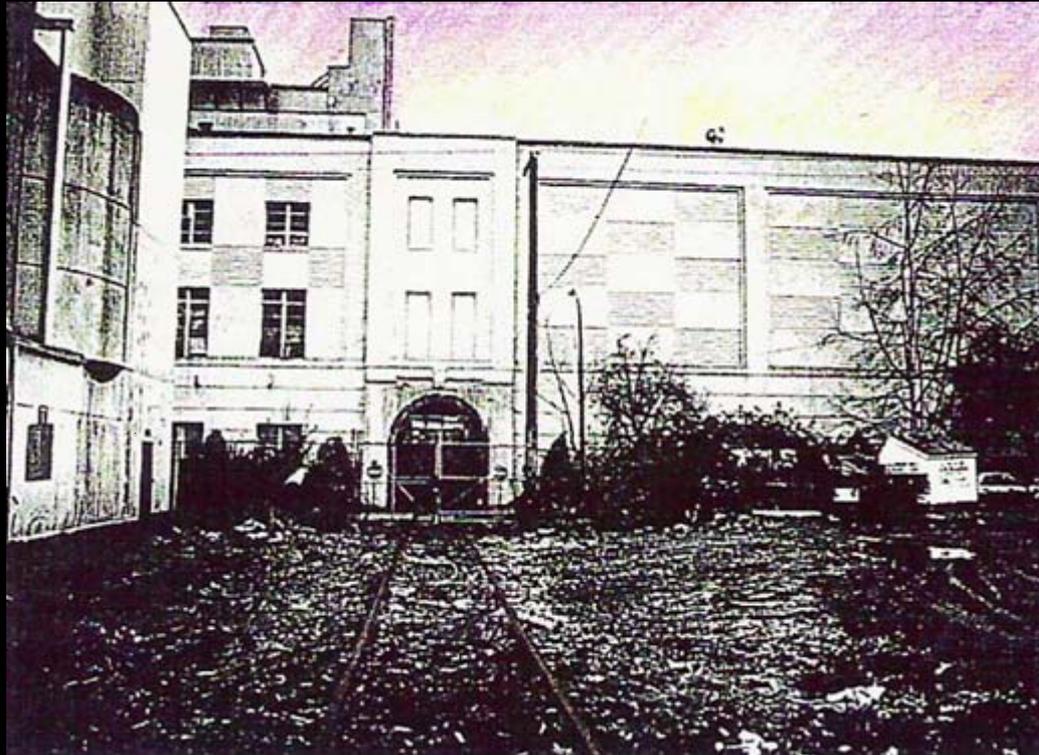
Illustrative Development Plan



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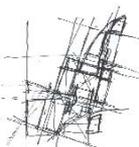
1.5 Meaningful Advice - Arbutus Lands

Vision and Implementation



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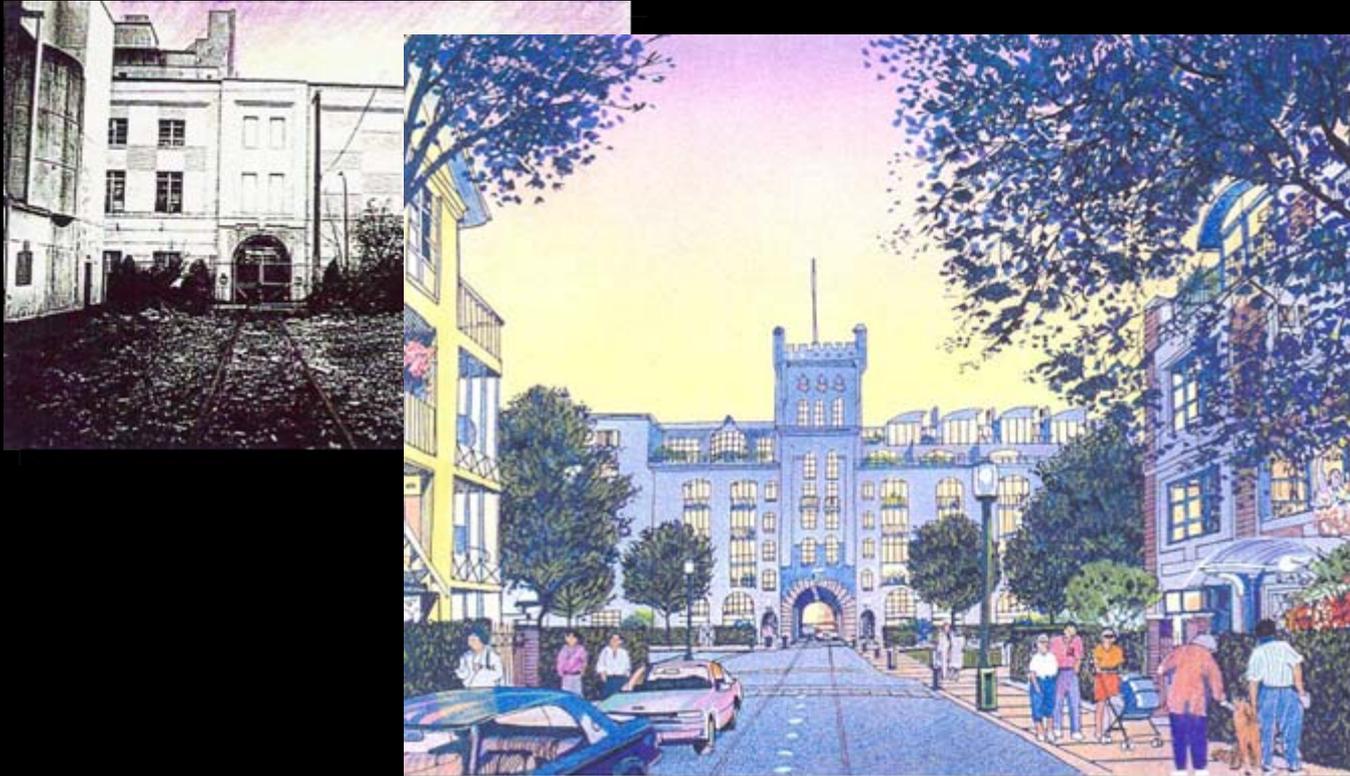
CITY OF
VANCOUVER



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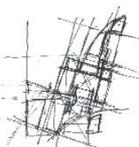
1.5 *Meaningful Advice - Arbutus Lands*

Vision and Implementation



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CITY OF
VANCOUVER



1.0 Urbanism Context

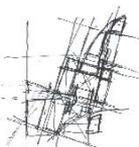
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Vision and Implementation



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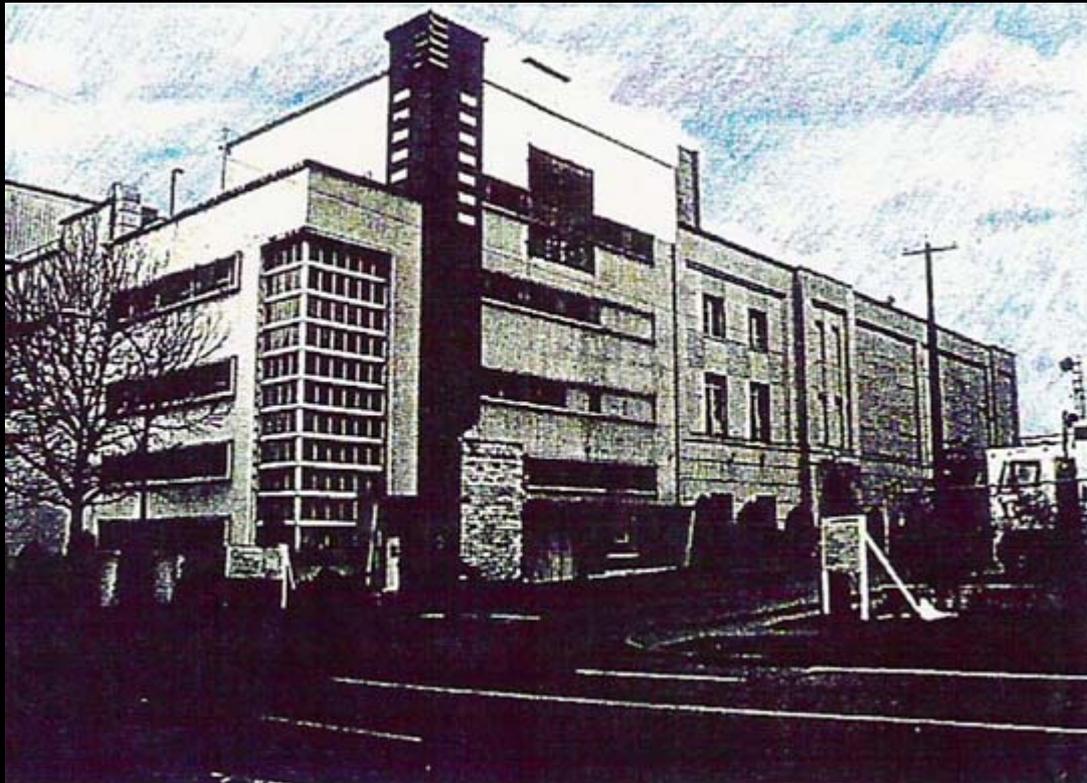
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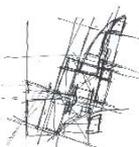
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Vision and Implementation



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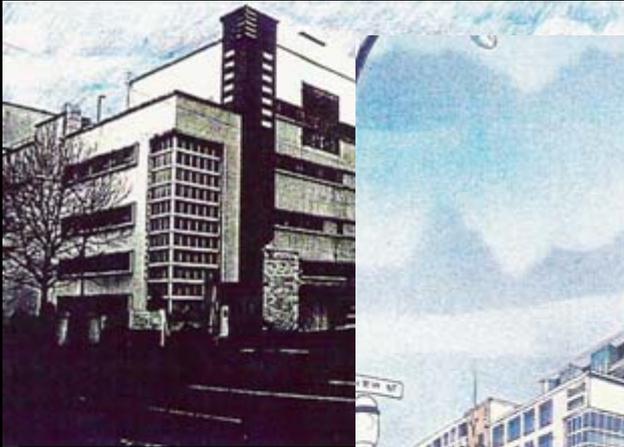
CITY OF
VANCOUVER



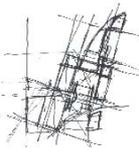
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1.5 Meaningful Advice - Arbutus Lands

Vision and Implementation



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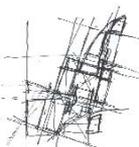
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Vision and Implementation



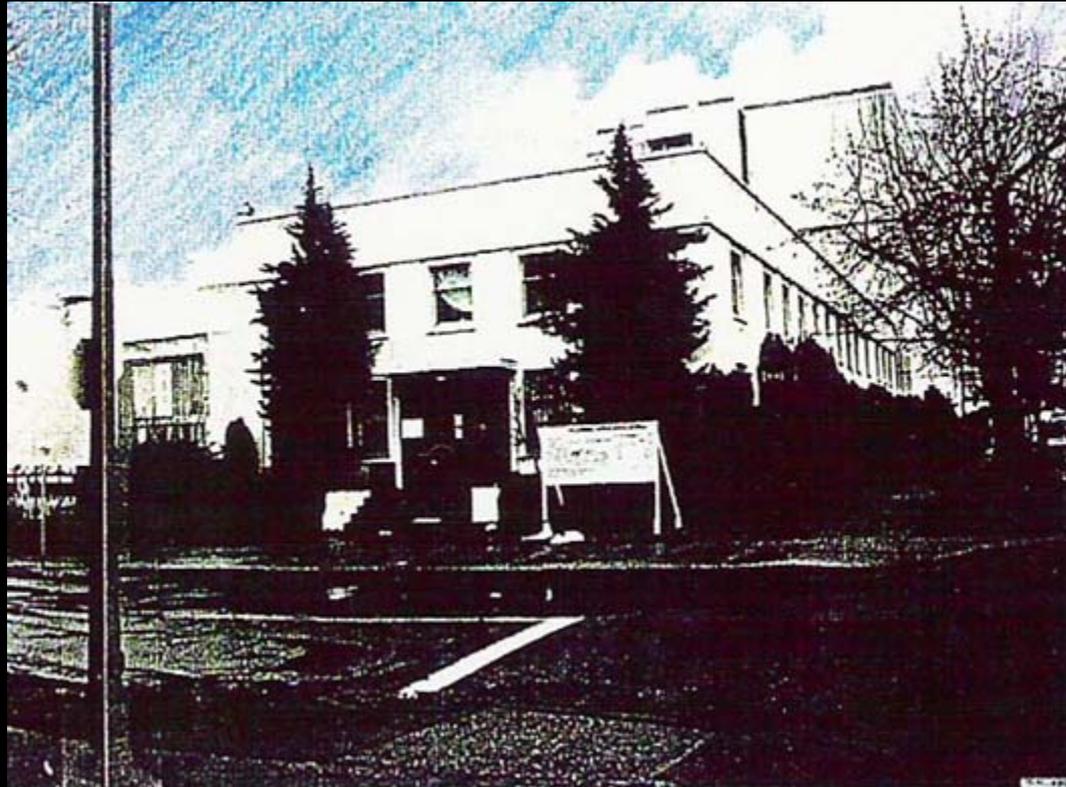
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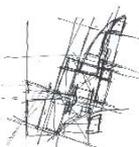
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Vision and Implementation



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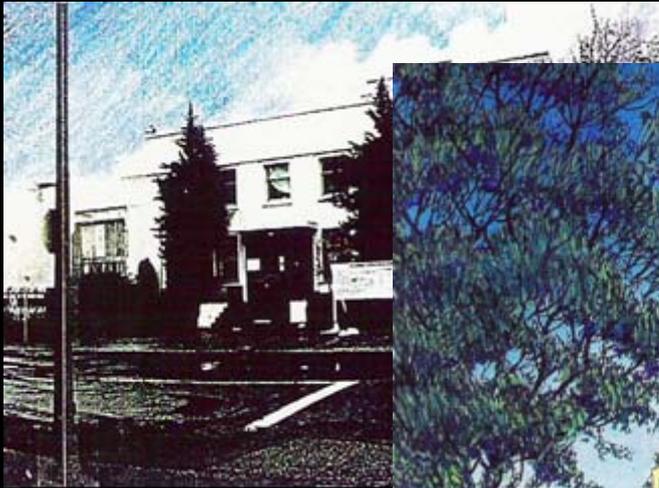
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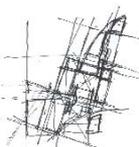
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Vision and Implementation



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CITY OF
VANCOUVER



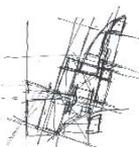
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1.5 *Meaningful Advice - Arbutus Lands*

Vision and Implementation



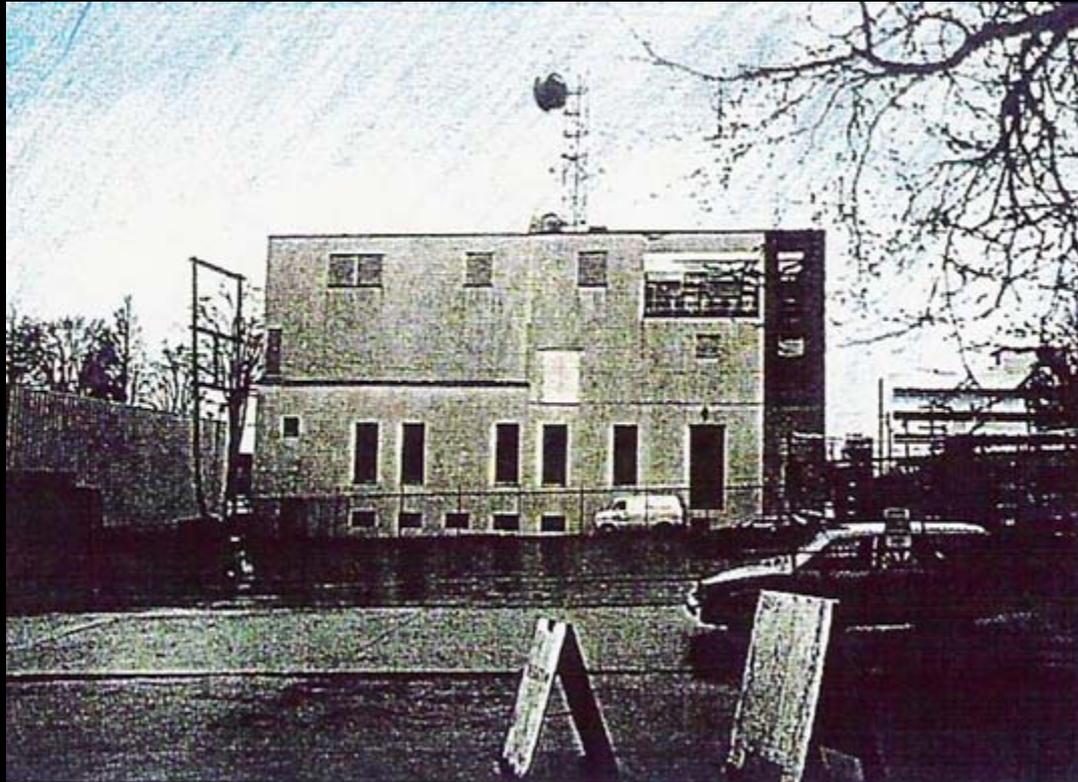
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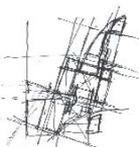
1.5 Meaningful Advice - Arbutus Lands

Vision and Implementation



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CITY OF
VANCOUVER



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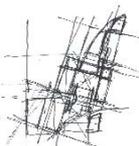
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Vision and Implementation



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STUDIO

CITY OF
VANCOUVER



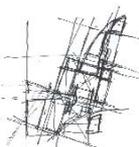
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1.5 *Meaningful Advice - Arbutus Lands*

Vision and Implementation



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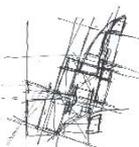
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Vision and Implementation



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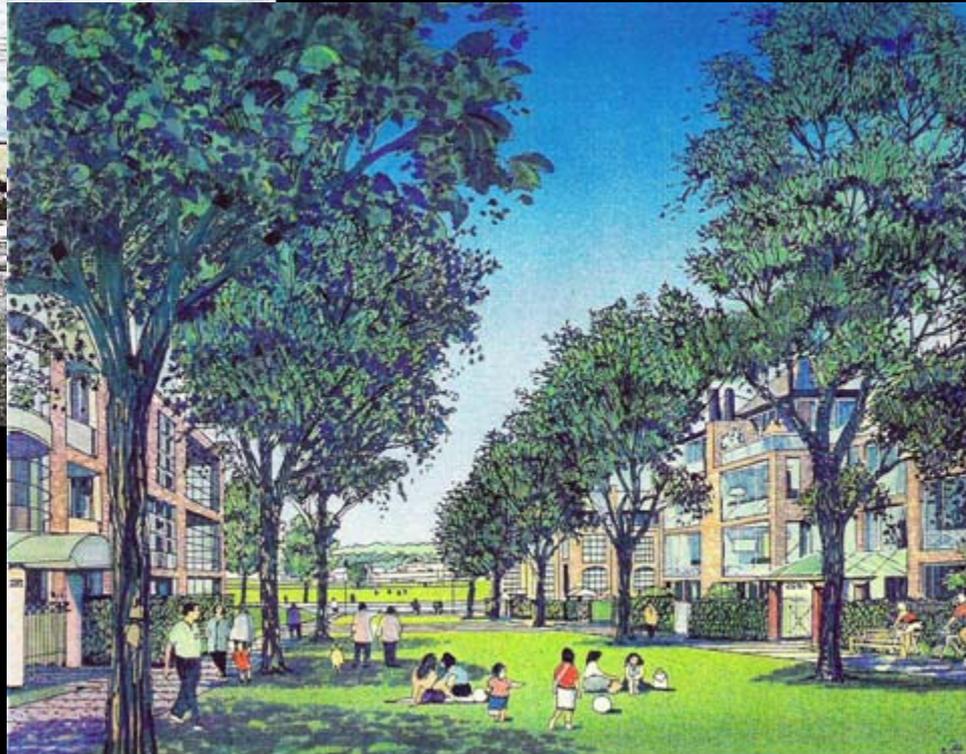
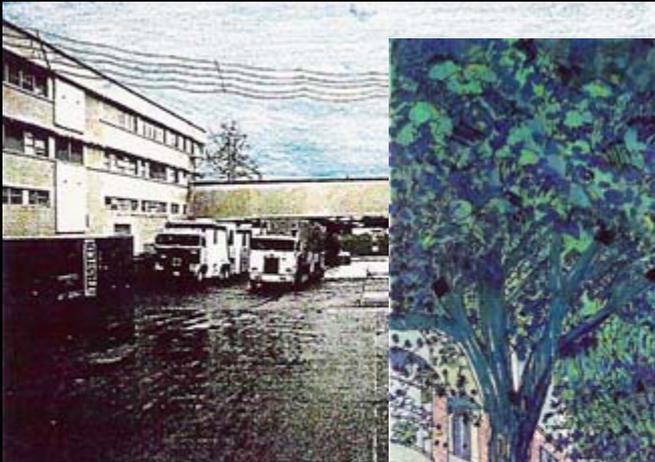
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VANCOUVER



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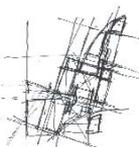
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Vision and Implementation



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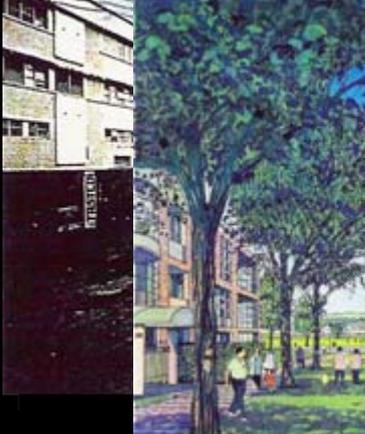
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VANCOUVER



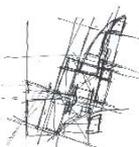
1.0 Urbanism Context

1.5 *Meaningful Advice - Arbutus Lands*

Vision and Implementation



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1.0 Urbanism Context

1.6 Regulatory Tools



Southeast False Creek Policy Statement

*Toward a Sustainable Urban Neighbourhood
and a Major Park in Southeast False Creek*

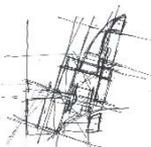


Adopted by Vancouver City Council, October 1999

City of Vancouver
Planning Department

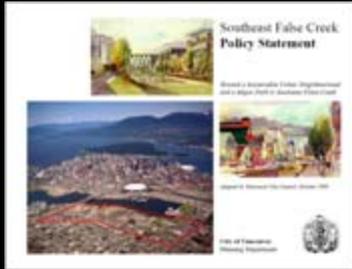


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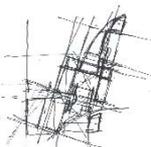


1.0 Urbanism Context

1.6 Regulatory Tools

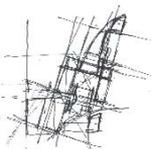
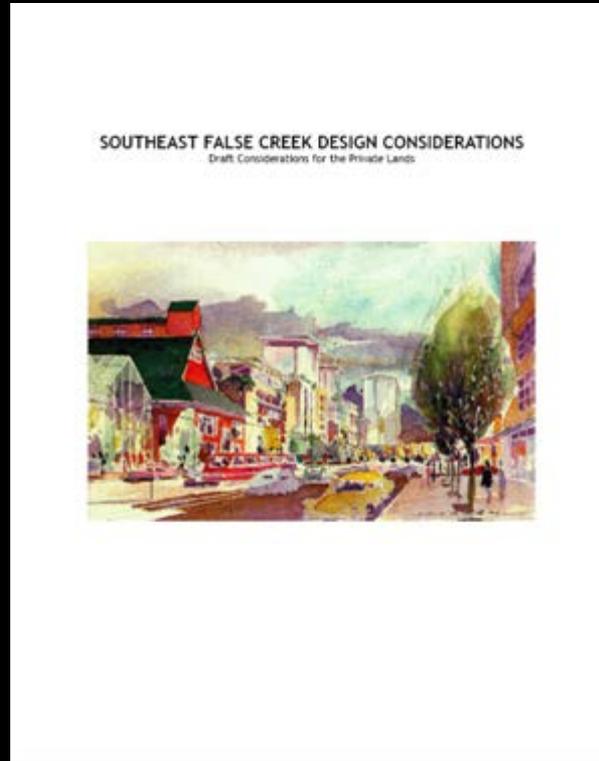
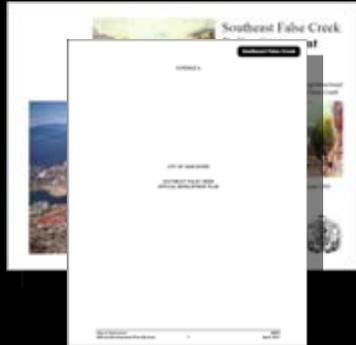


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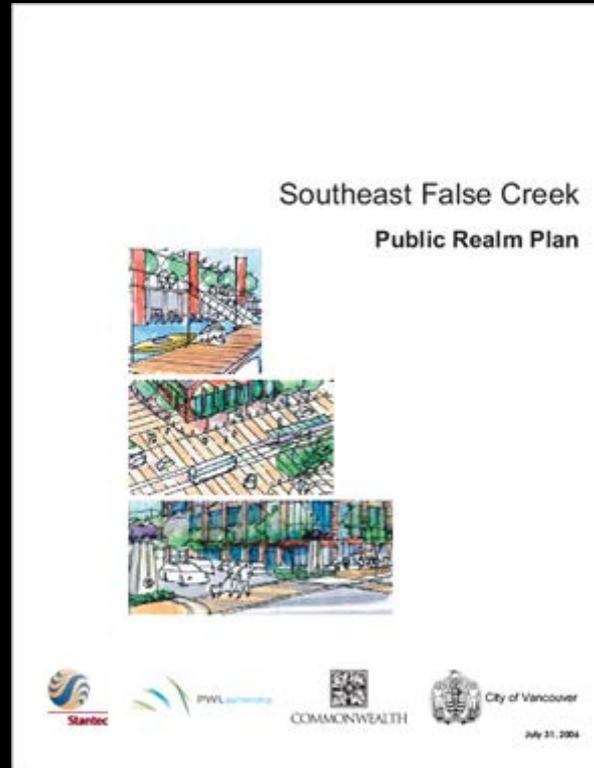
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1.6 Regulatory Tools

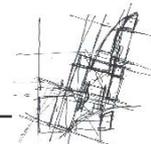


1.0 Urbanism Context

1.6 Regulatory Tools

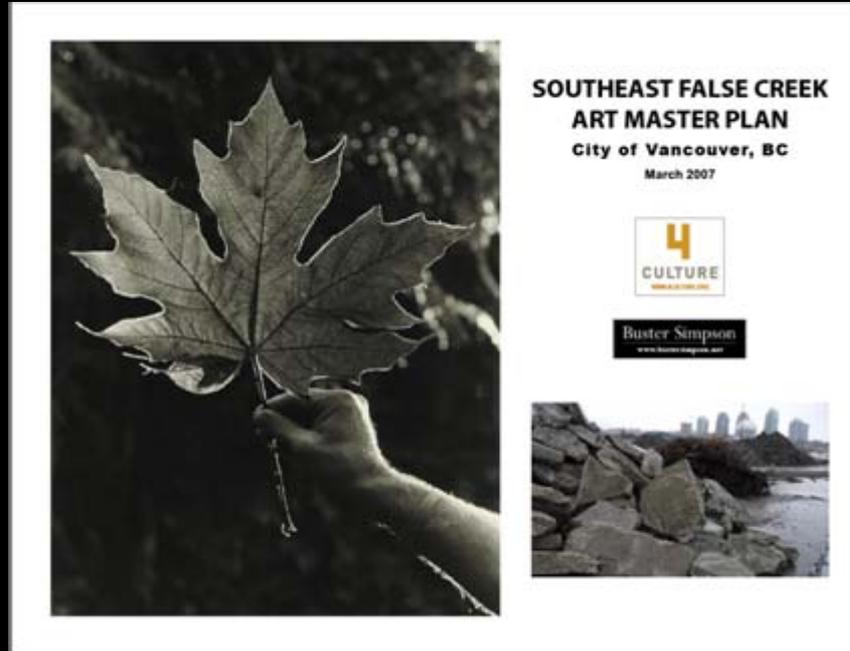


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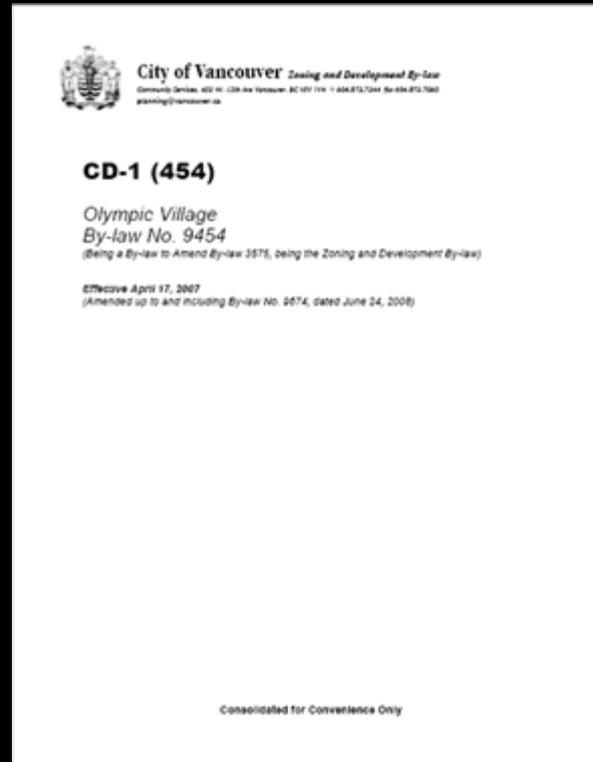
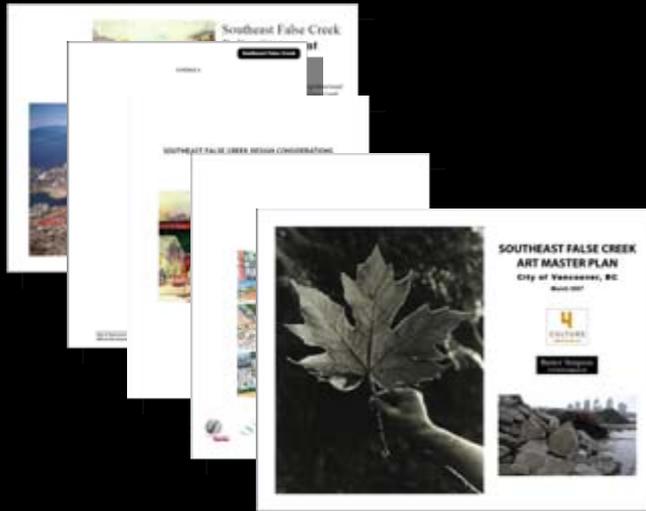
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1.6 Regulatory Tools

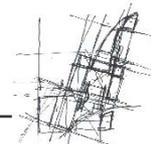


1.0 Urbanism Context

1.6 Regulatory Tools

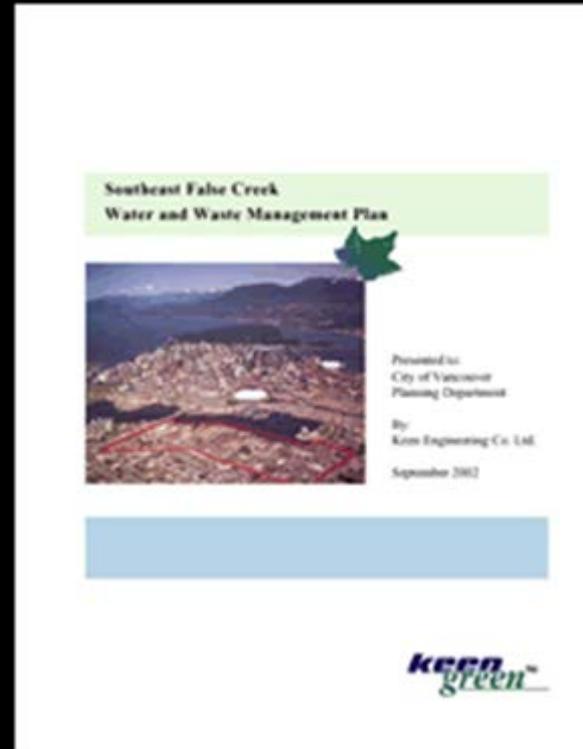
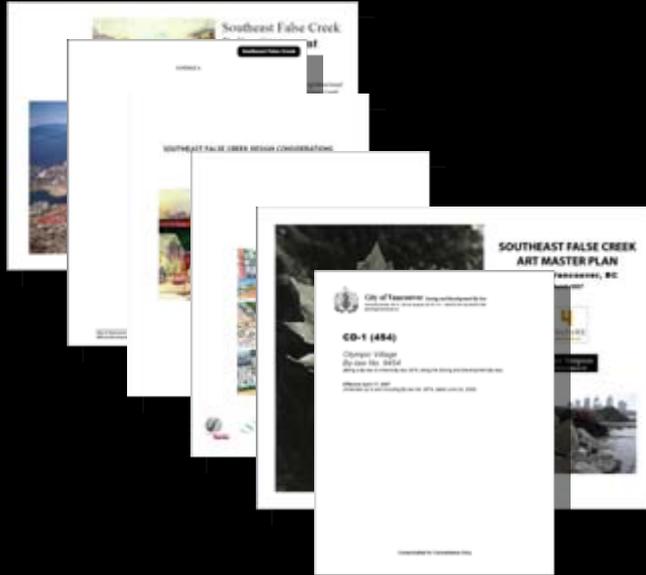


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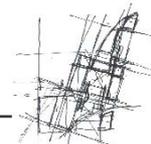


1.0 Urbanism Context

1.6 Regulatory Tools

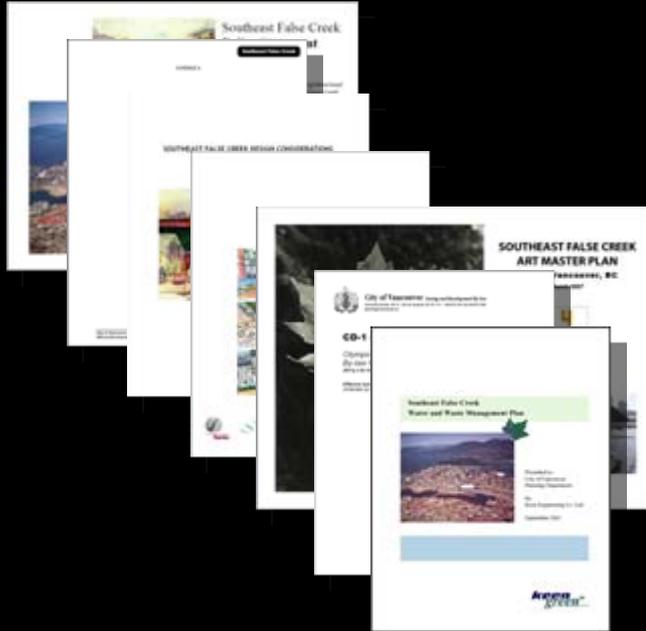


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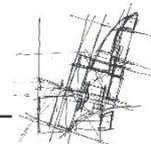


1.0 Urbanism Context

1.6 Regulatory Tools

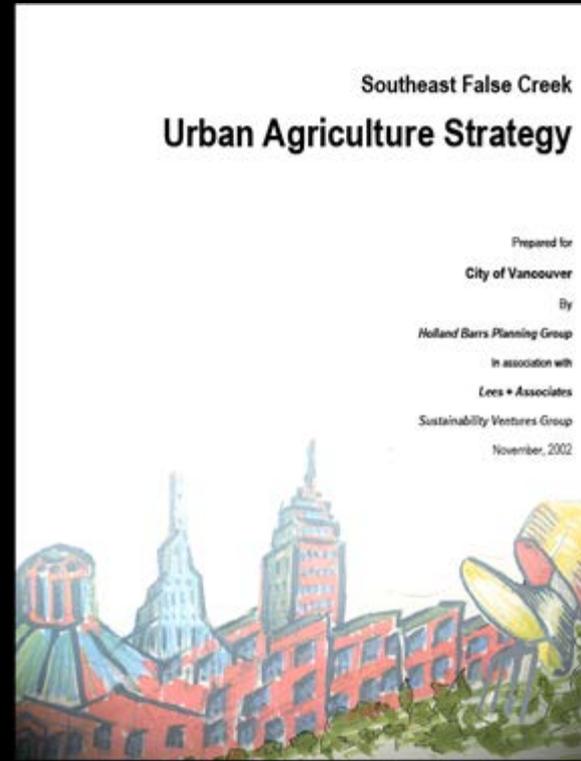


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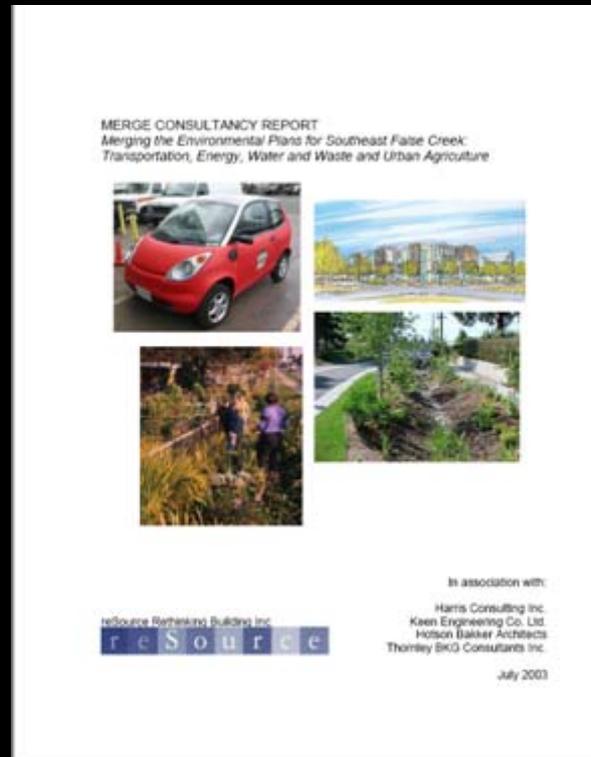
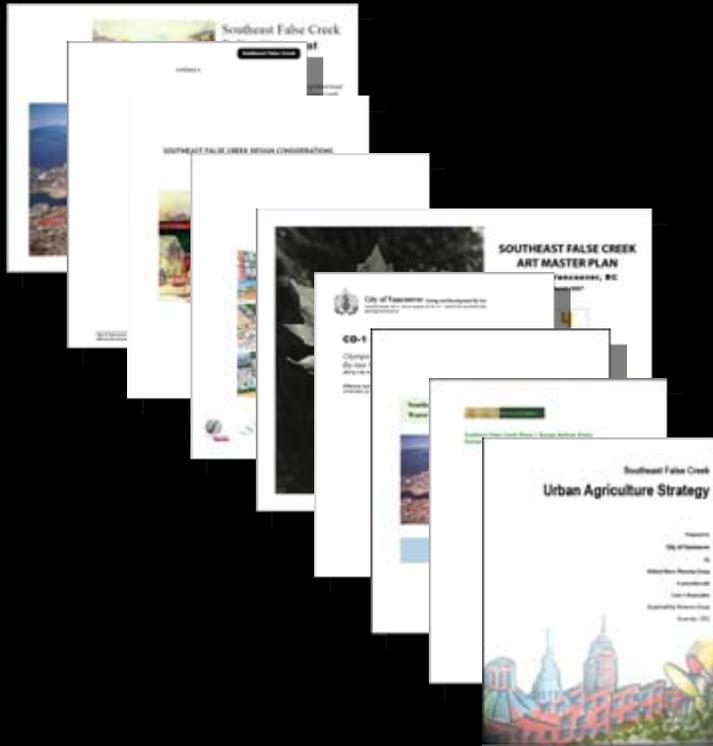
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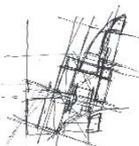


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1.6 Regulatory Tools

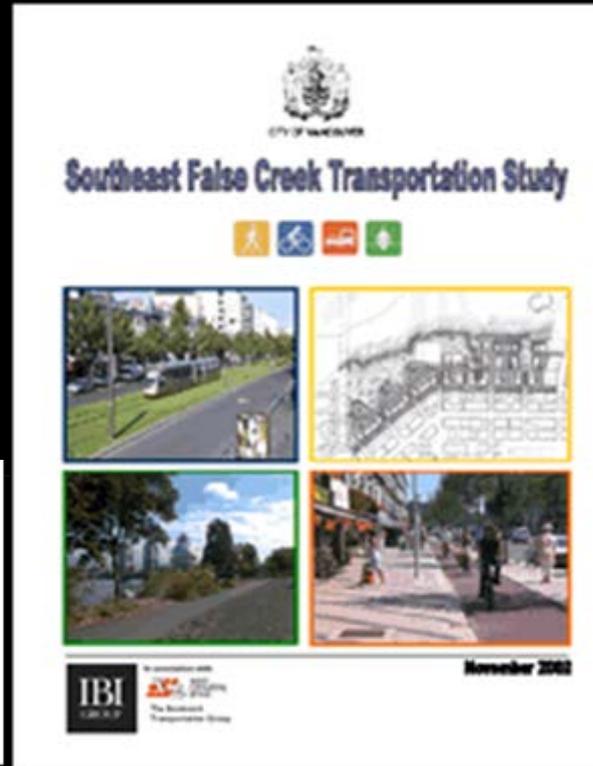
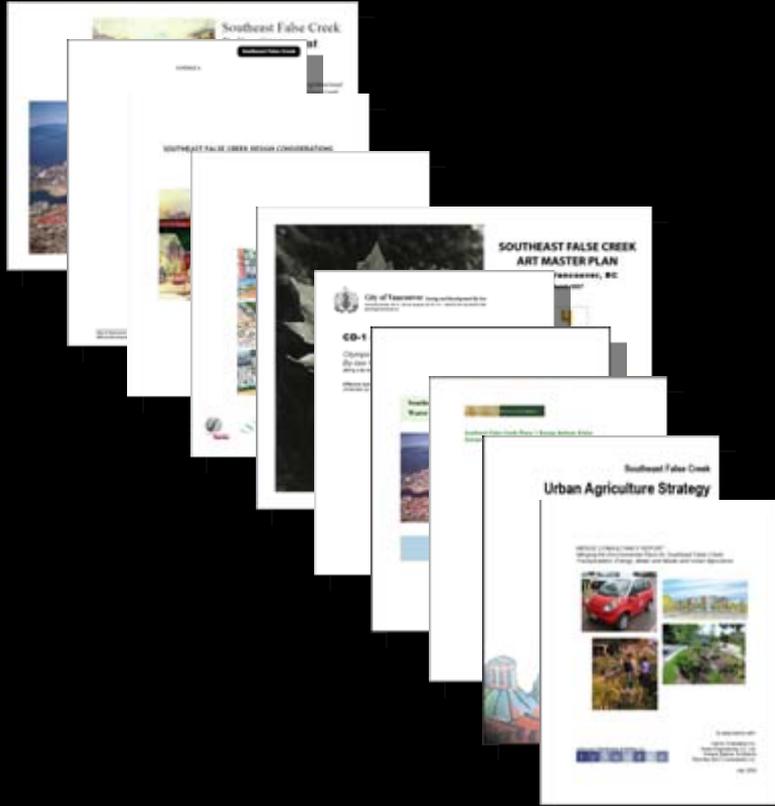


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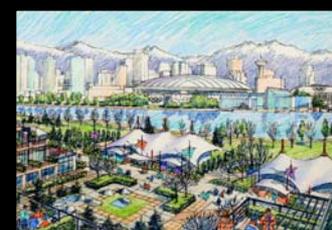
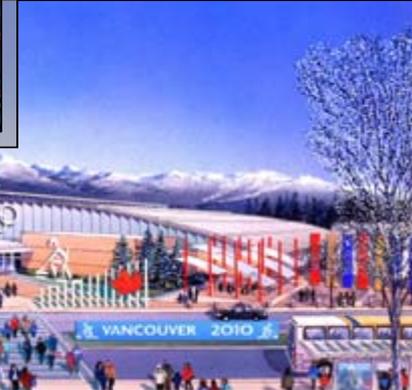
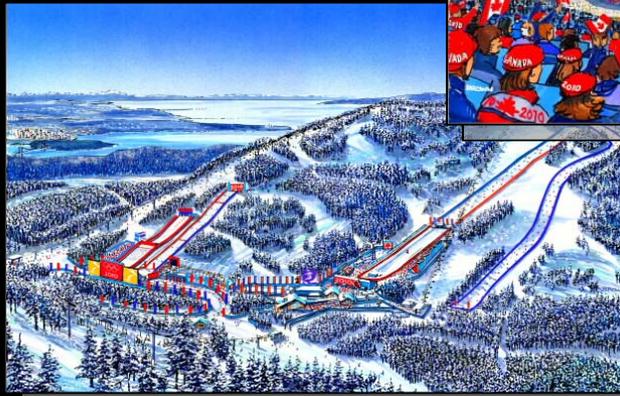
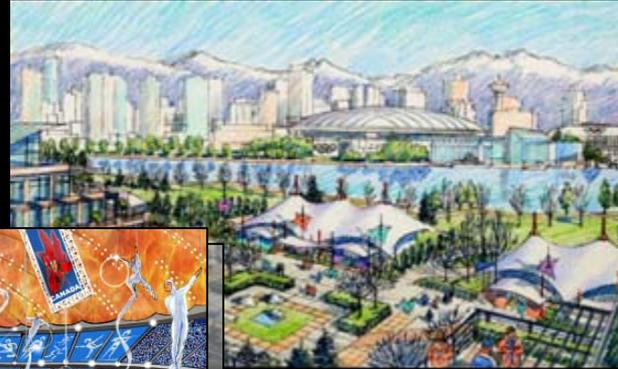
1.0 Urbanism Context

1.6 Regulatory Tools



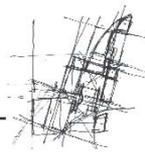
2.0 The Creative Process

Southeast False Creek and the 2010 Olympic Village



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CITY OF
VANCOUVER



PRACTICING SUSTAINABLE URBANISM

Southeast False Creek, Vancouver, Canada





**Building for the
future**



7 new public art installations

Historic preservation

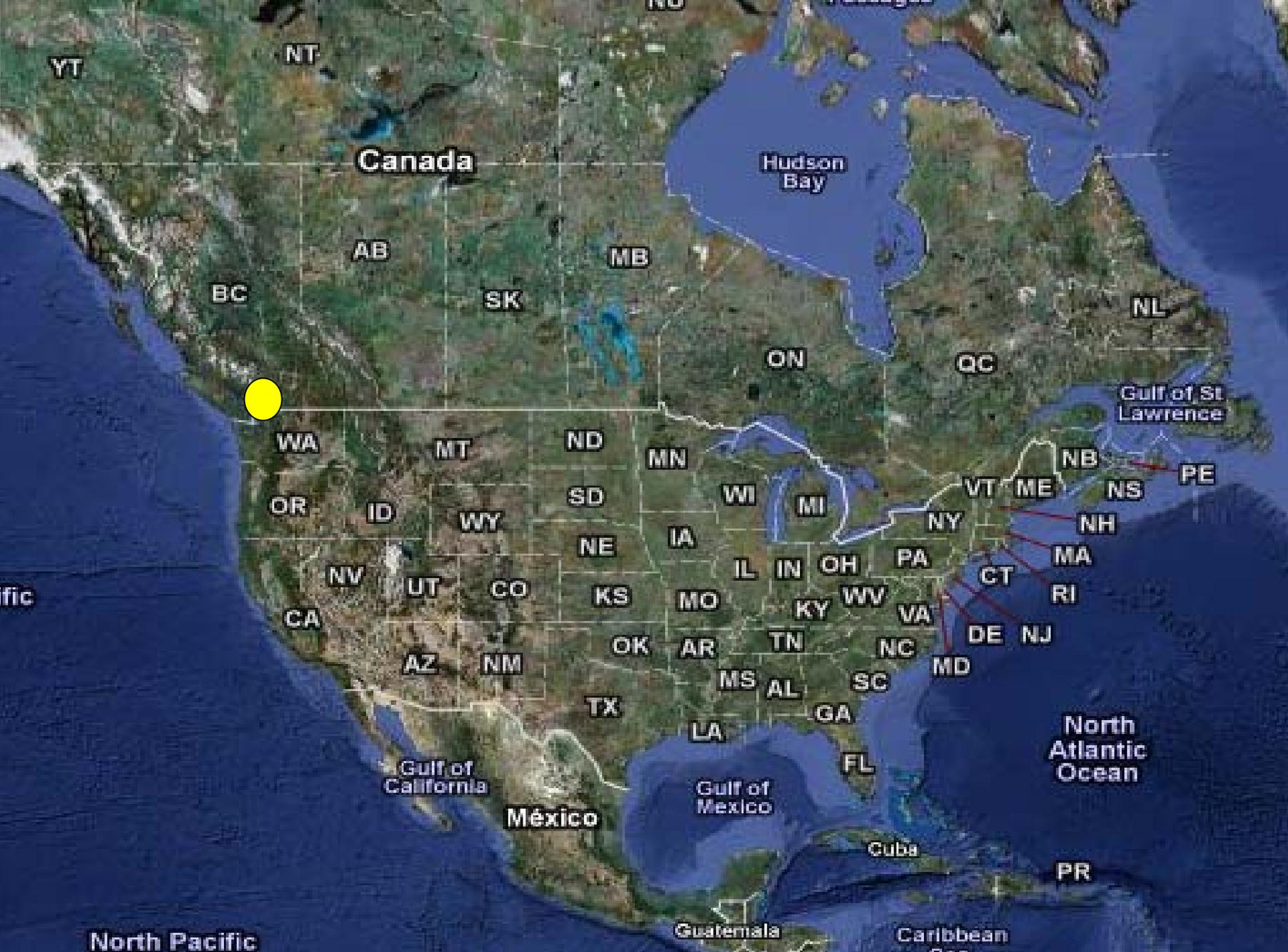


An aerial photograph of a modern urban development, likely in Vancouver, Canada. The image shows several multi-story residential or commercial buildings with extensive green roofs. The roofs are covered with various plants, including grasses and small trees, and some have decorative elements like a large mural of a figure. In the background, the city skyline is visible, including the Science World dome and the Vancouver Convention Centre. The text "110,000 sqft. of green roof..." is overlaid in large white font across the center of the image.

**110,000 sqft. of
green roof...**

An aerial photograph of a city skyline across a wide river. A multi-lane bridge spans the river in the middle ground. In the foreground, there is a park area with green grass, a paved path, and a rocky shoreline. The city skyline in the background consists of numerous high-rise buildings of varying heights and architectural styles. The sky is clear and blue.

historic ecology



YT

NT

Canada

Hudson Bay

AB

MB

BC

SK

NL

ON

QC

Gulf of St Lawrence



WA

MT

ND

MN

NB

PE

OR

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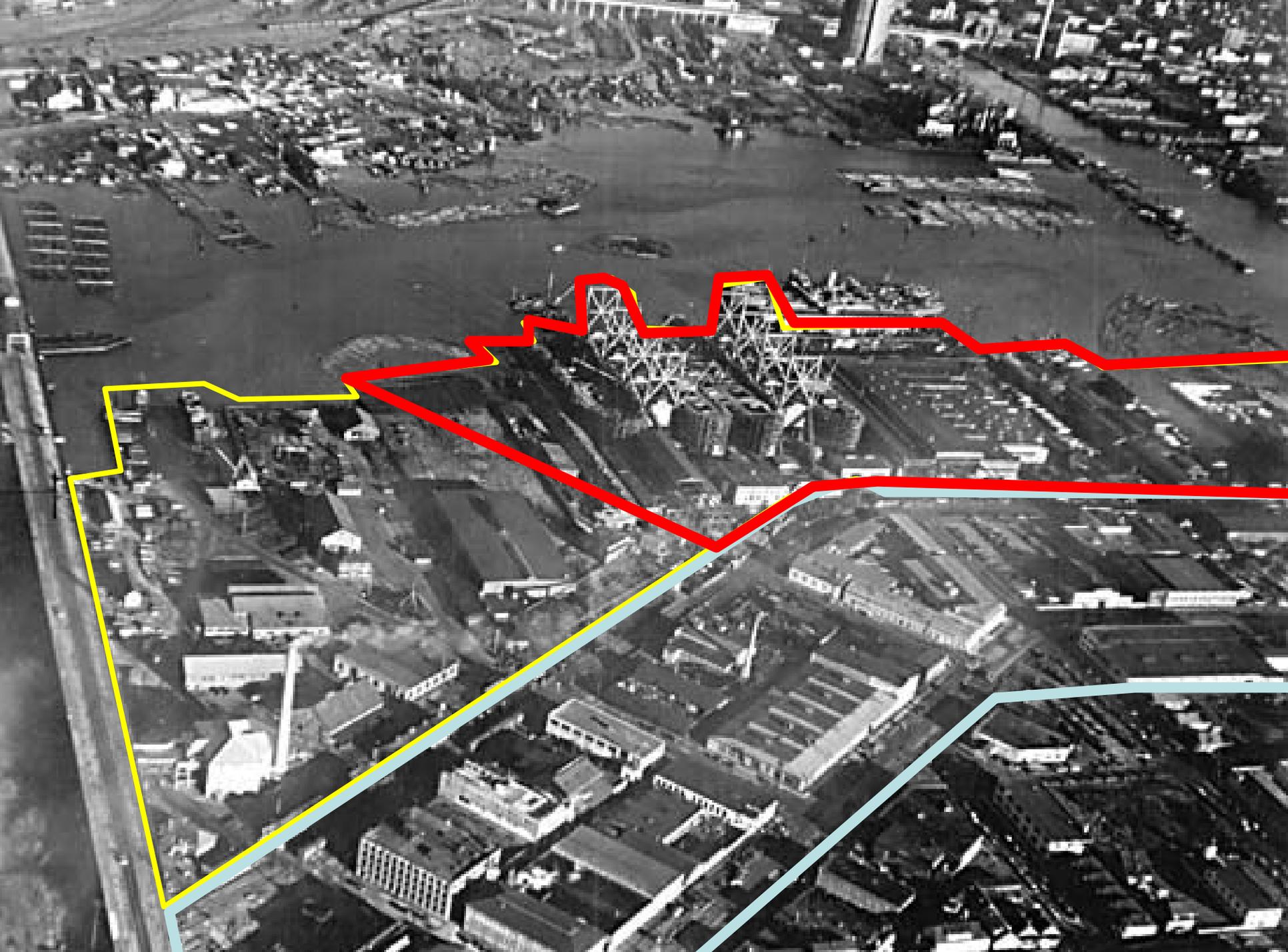
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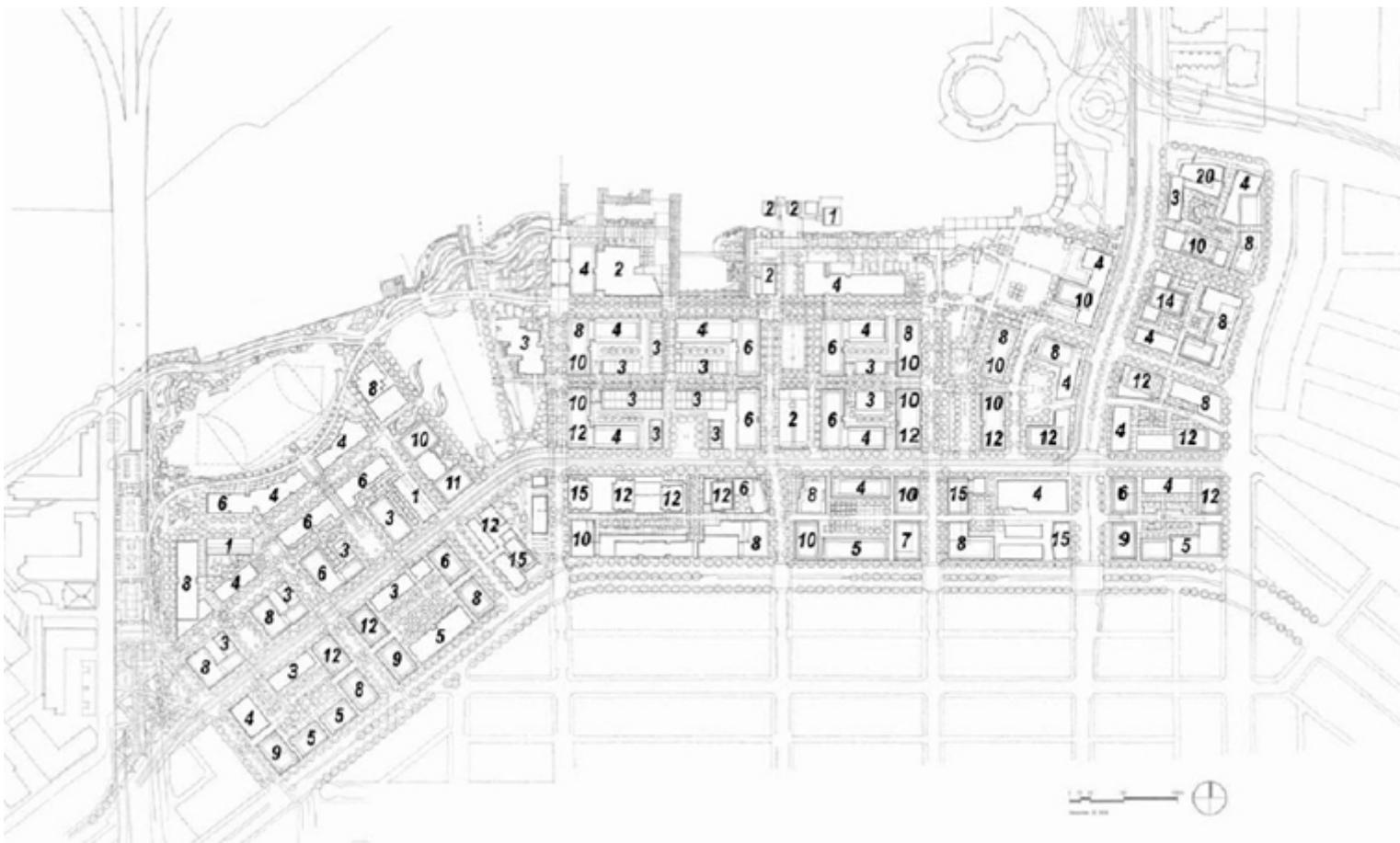


SOUTHEAST FALSE CREEK
107-200
Urban Design
City of Vancouver Planning

Strategic Planning



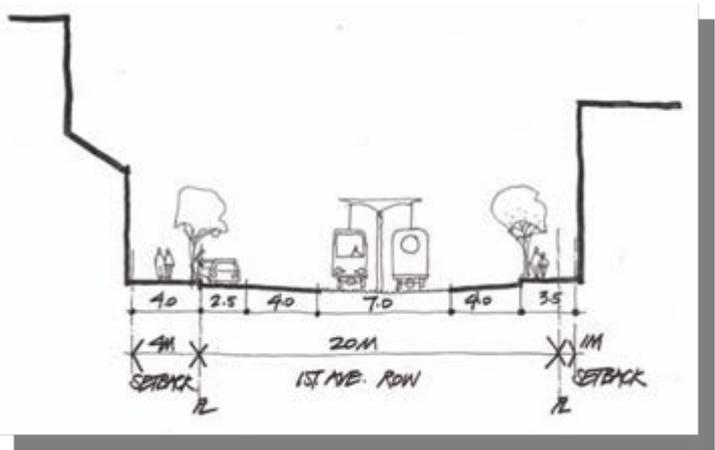
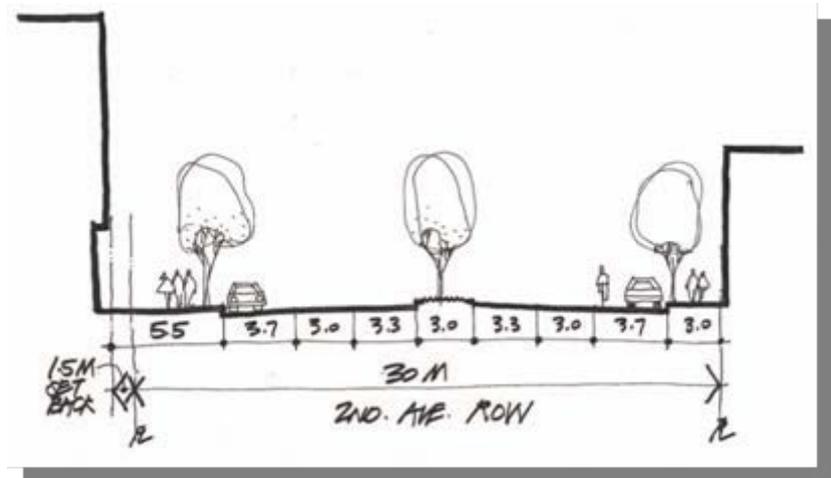
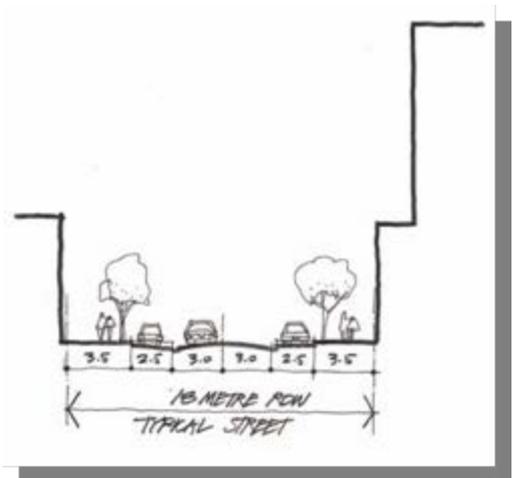
Ambient Scale



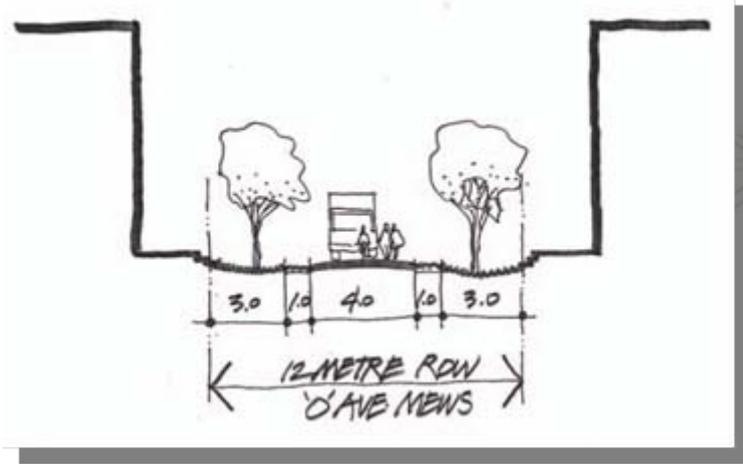
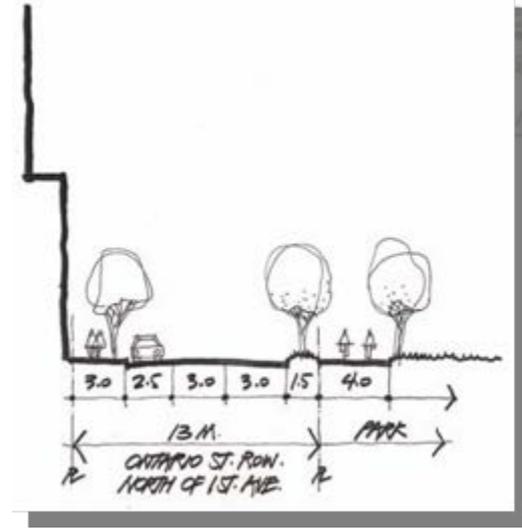
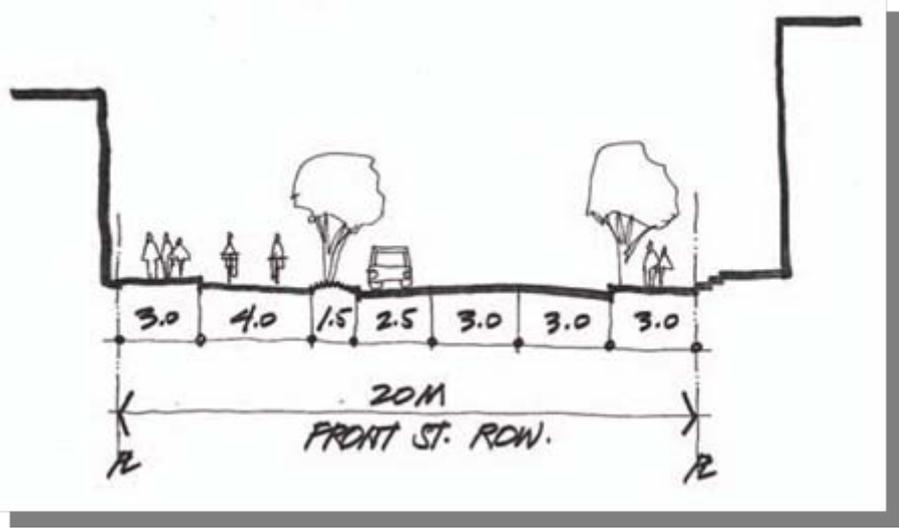
Strategic Planning



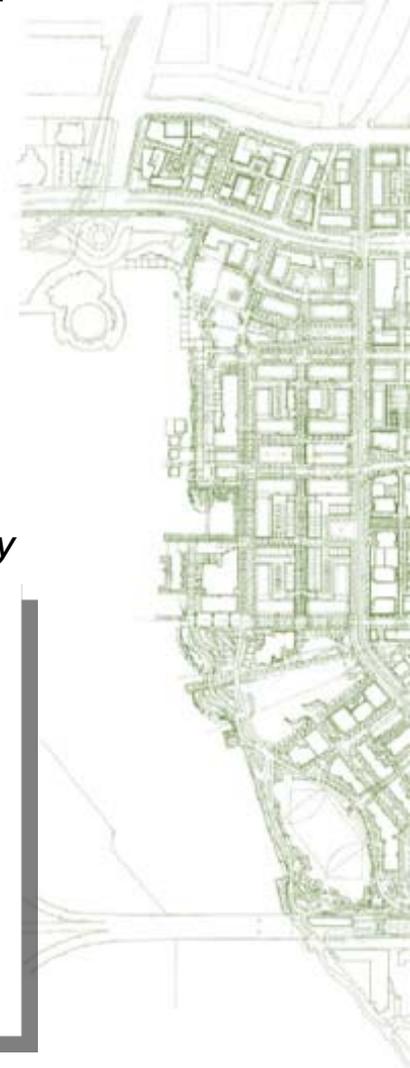
Streets as Amenity



Streets as Amenity



Diagramming Intentions



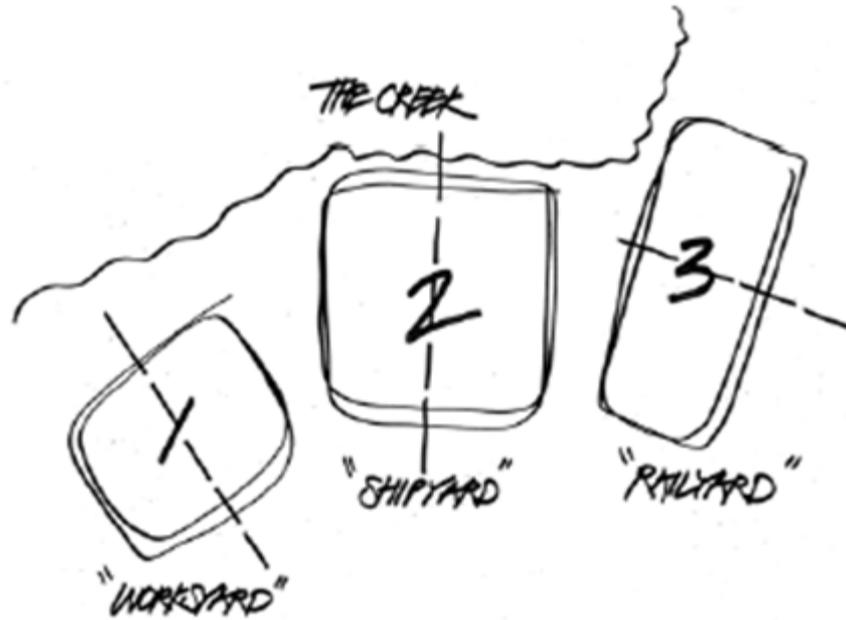
Overall Basin Form Legibility



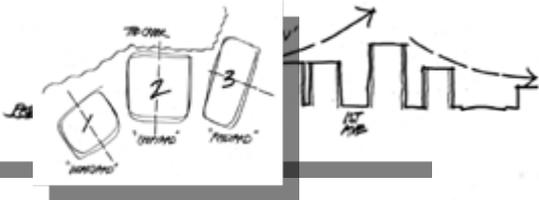
Diagramming Intentions



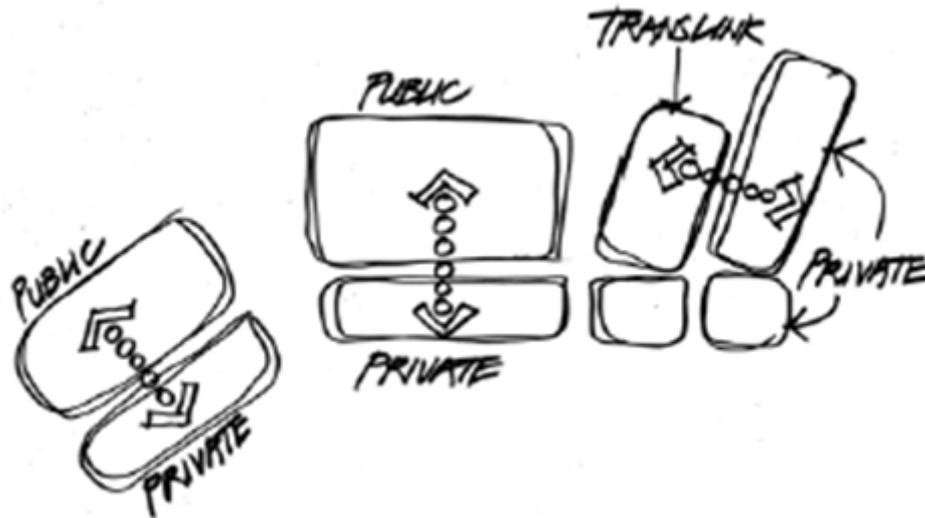
Distinct Neighbourhood Precincts



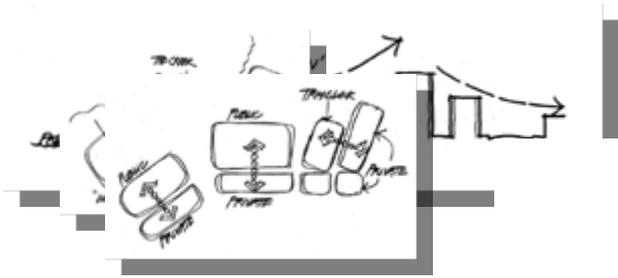
Diagramming Intentions



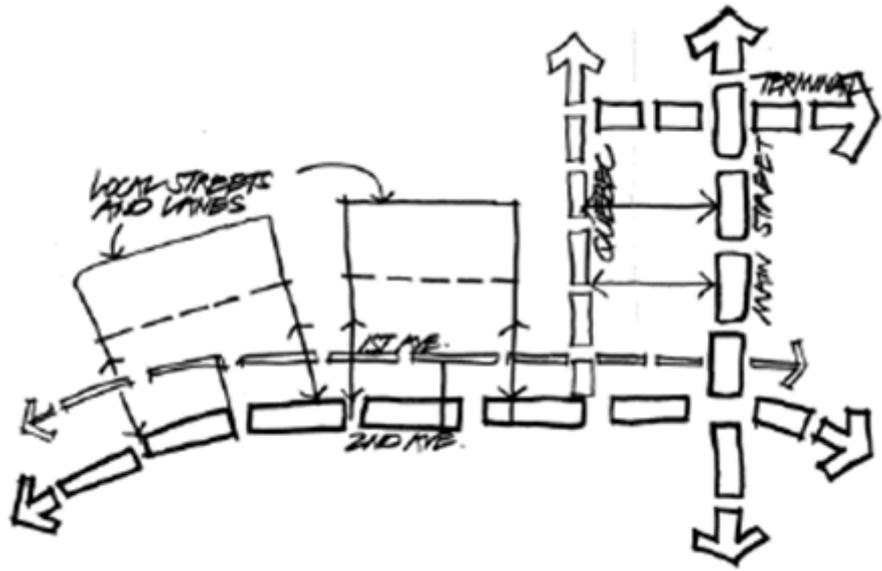
Public and Private lands



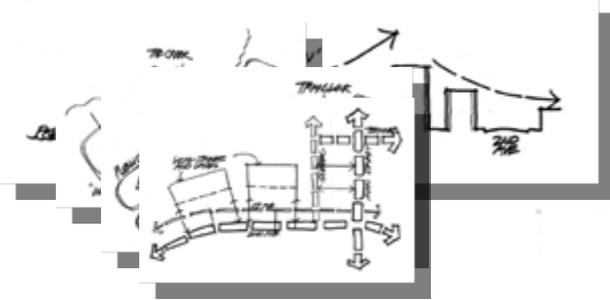
Diagramming Intentions



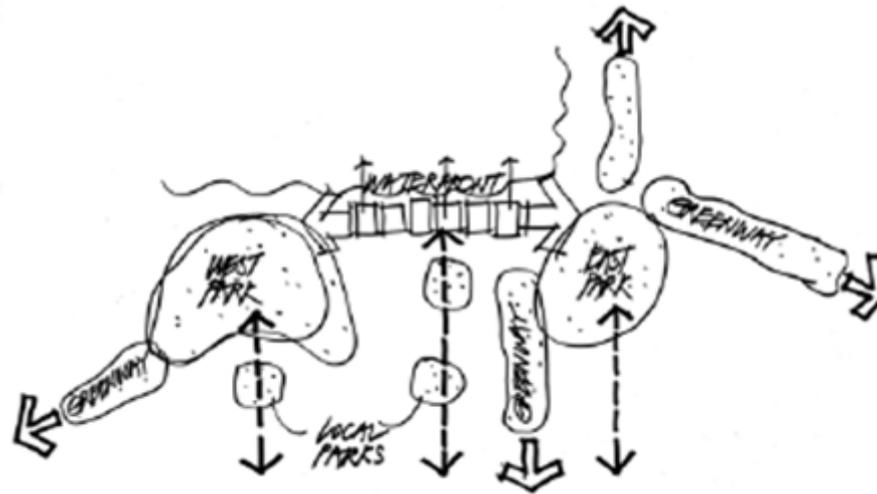
Street Hierarchy



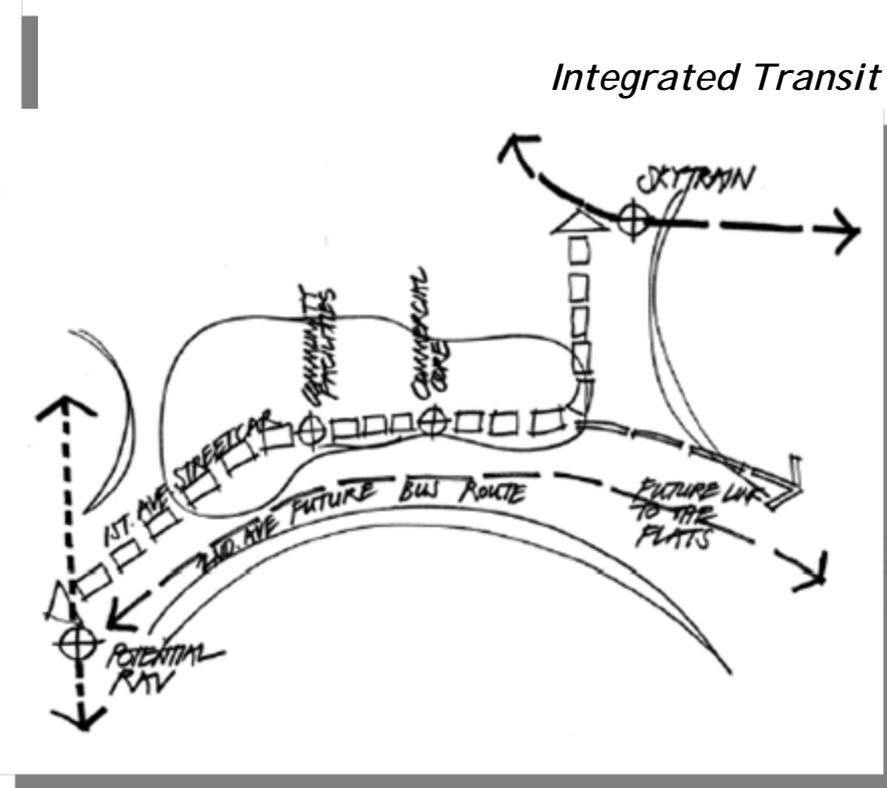
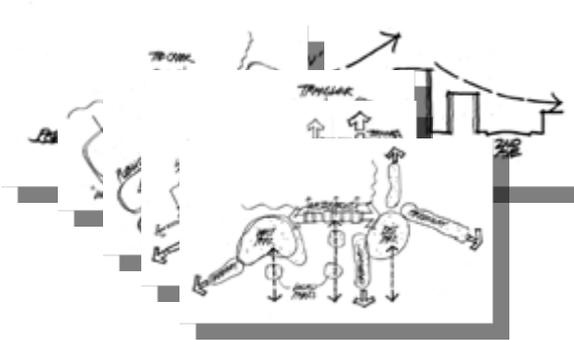
Official Development Plan Diagrams



Connected Public Open Spaces and Parks



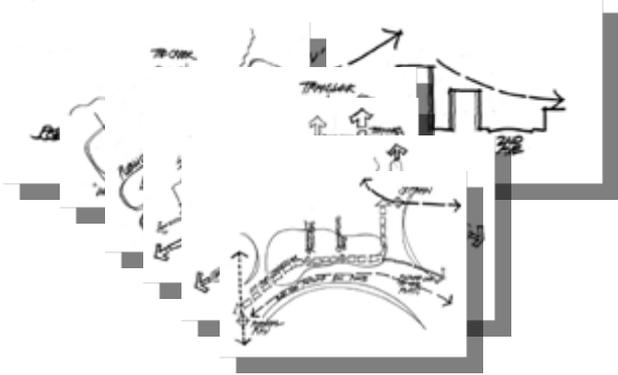
Official Development Plan Diagrams



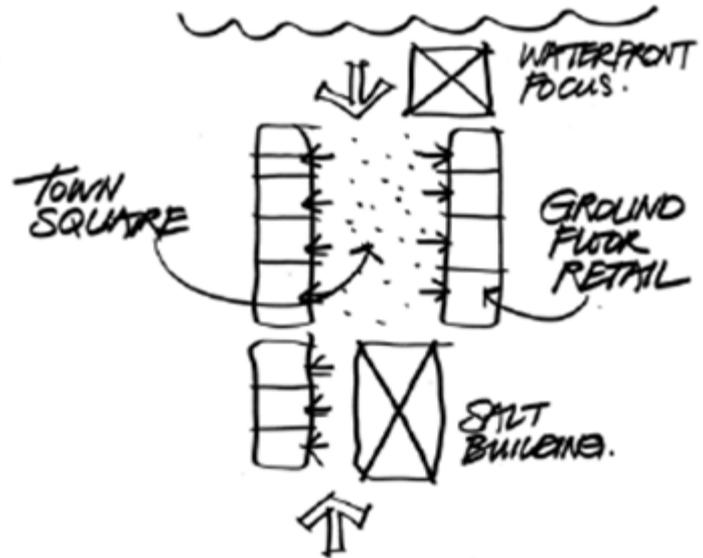
Strategic Planning



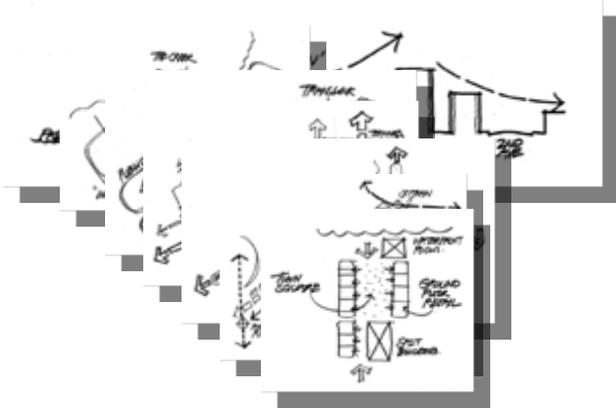
Diagramming Intentions



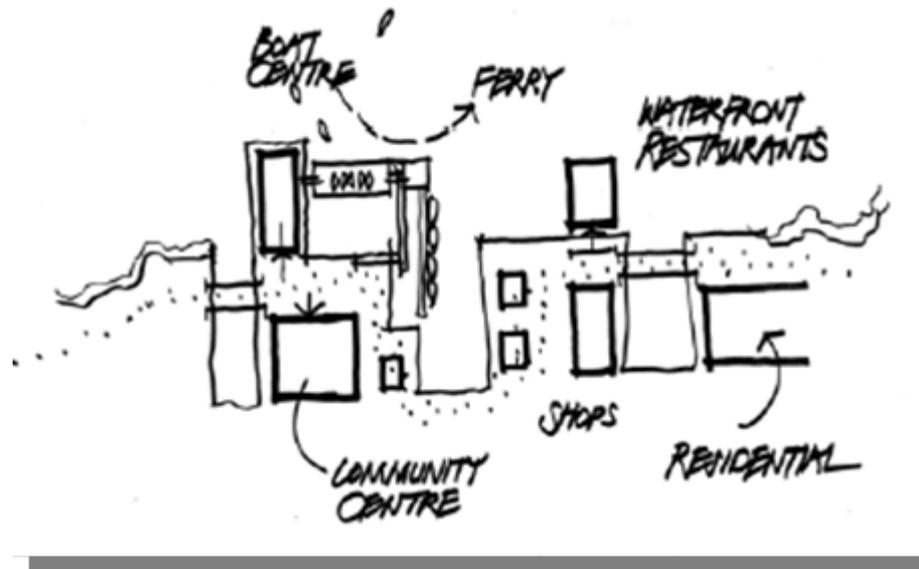
Vibrant Commercial Heart



Diagramming Intentions



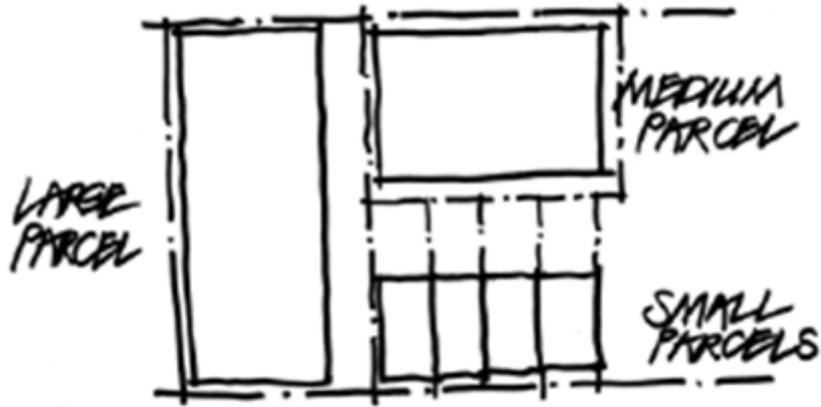
Waterfront Animation



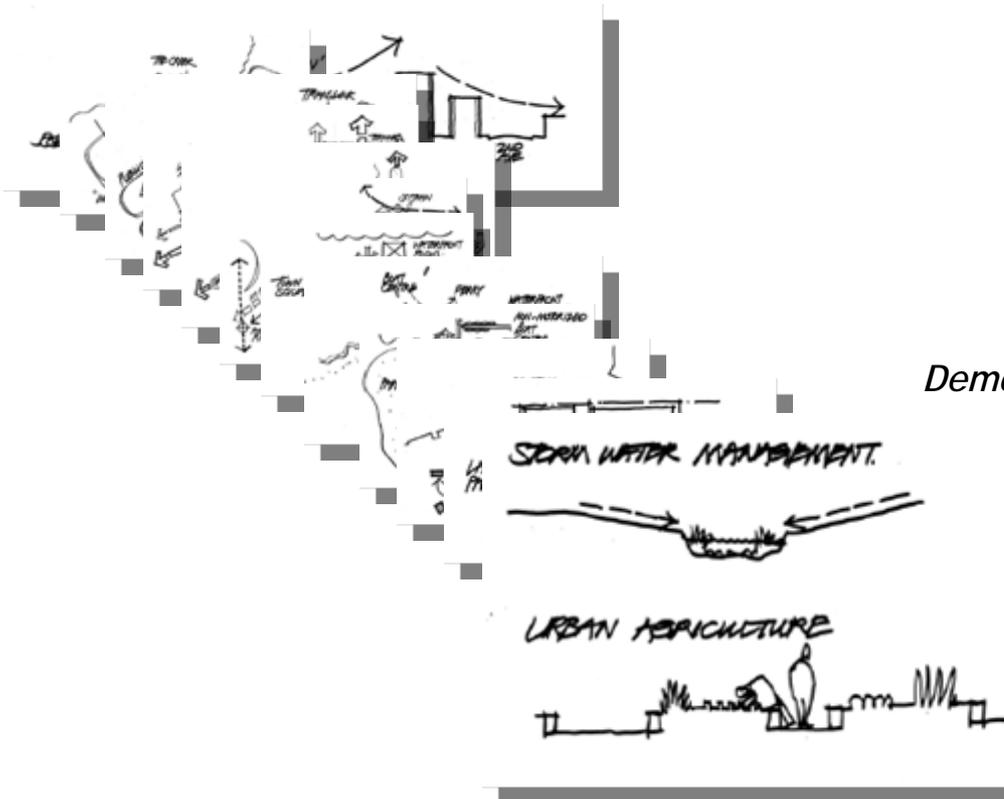
Diagramming Intentions



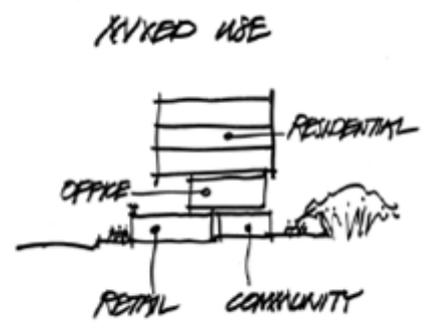
Incremental Varied Development



Diagramming Intentions



Demonstrated Sustainability



Practicing Sustainable Urbanism



Regulatory Tools

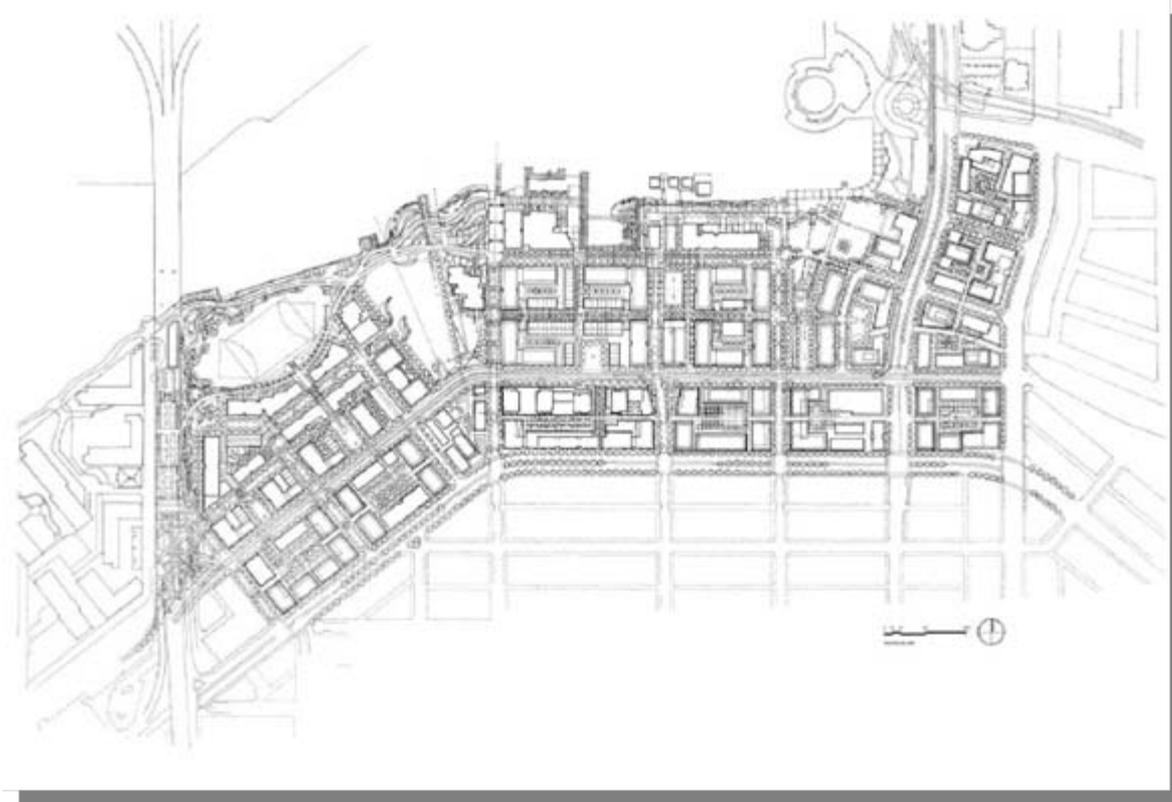


Strategic Planning



Official Development Plan Diagrams

Generic Illustrative Plan



Strategic Planning



Official Development Plan Diagrams
Market Focused Illustrative Plan



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Shipyards Precinct Plan / Olympic Village



Strategic Planning



Use, Density and Form of Development



Strategic Planning



Who are we?



South East False Creek
Built Form Character References

June
2006

Strategic Planning



A Creative Framework

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 stairs
- 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 view
- differences between bottom and top

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

- interior 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

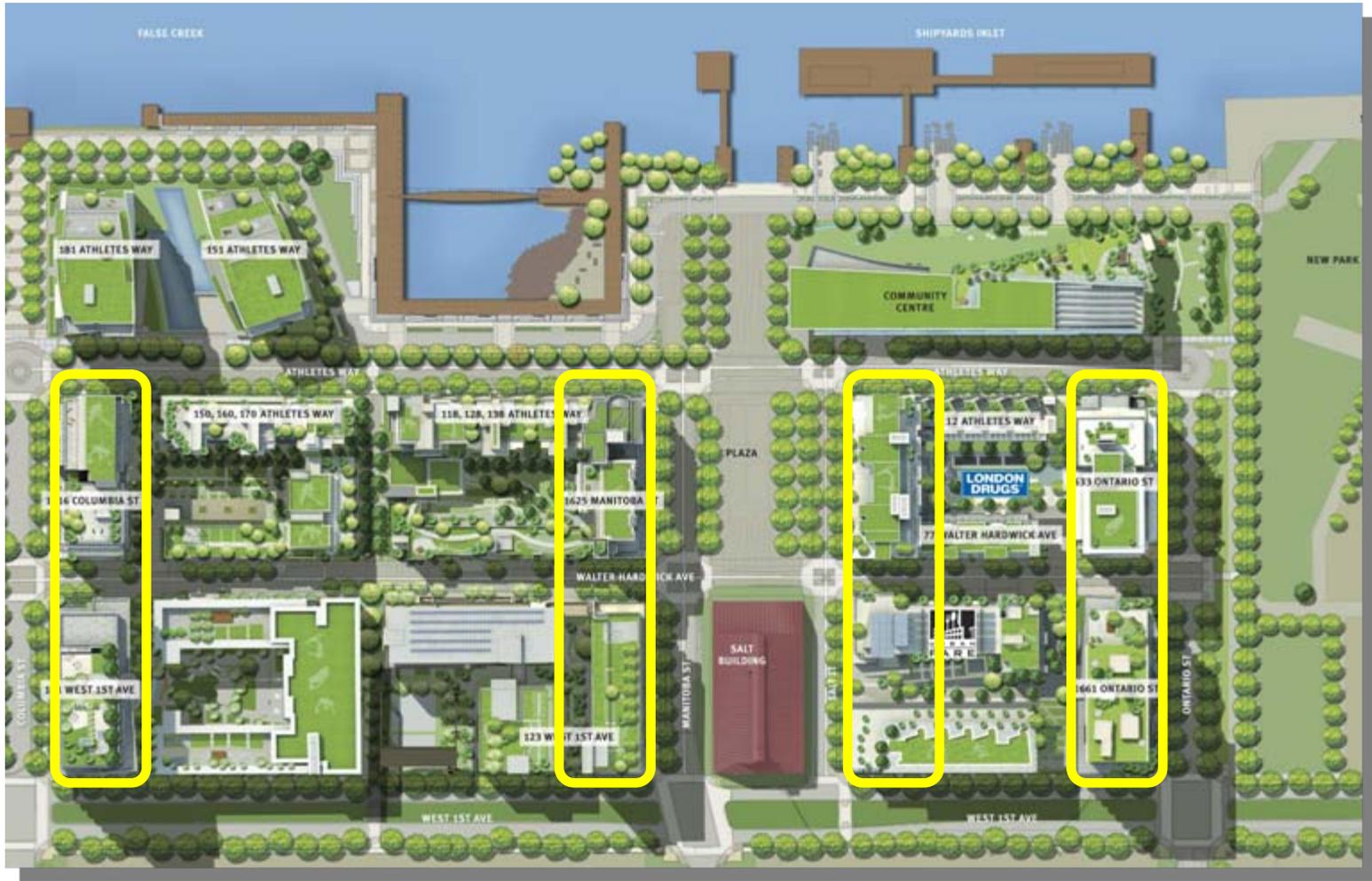
- every floor in every building should have a common outlook over outdoor green space in concert with common access to natural daylight

10 DAYLIGHT TO UNDERGROUND SPACES

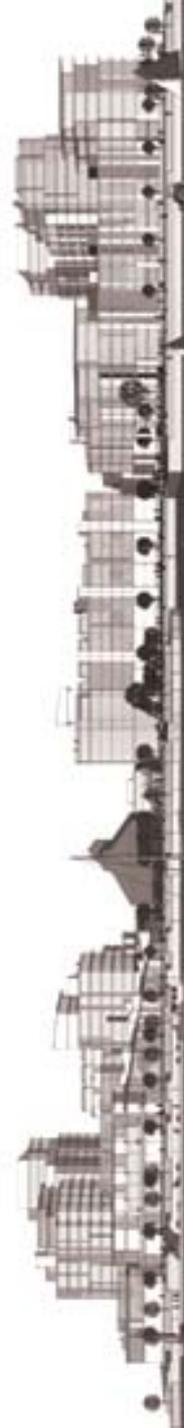
- daylighting via skylights, stairs, and light wells should be provided to underground areas wherever possible



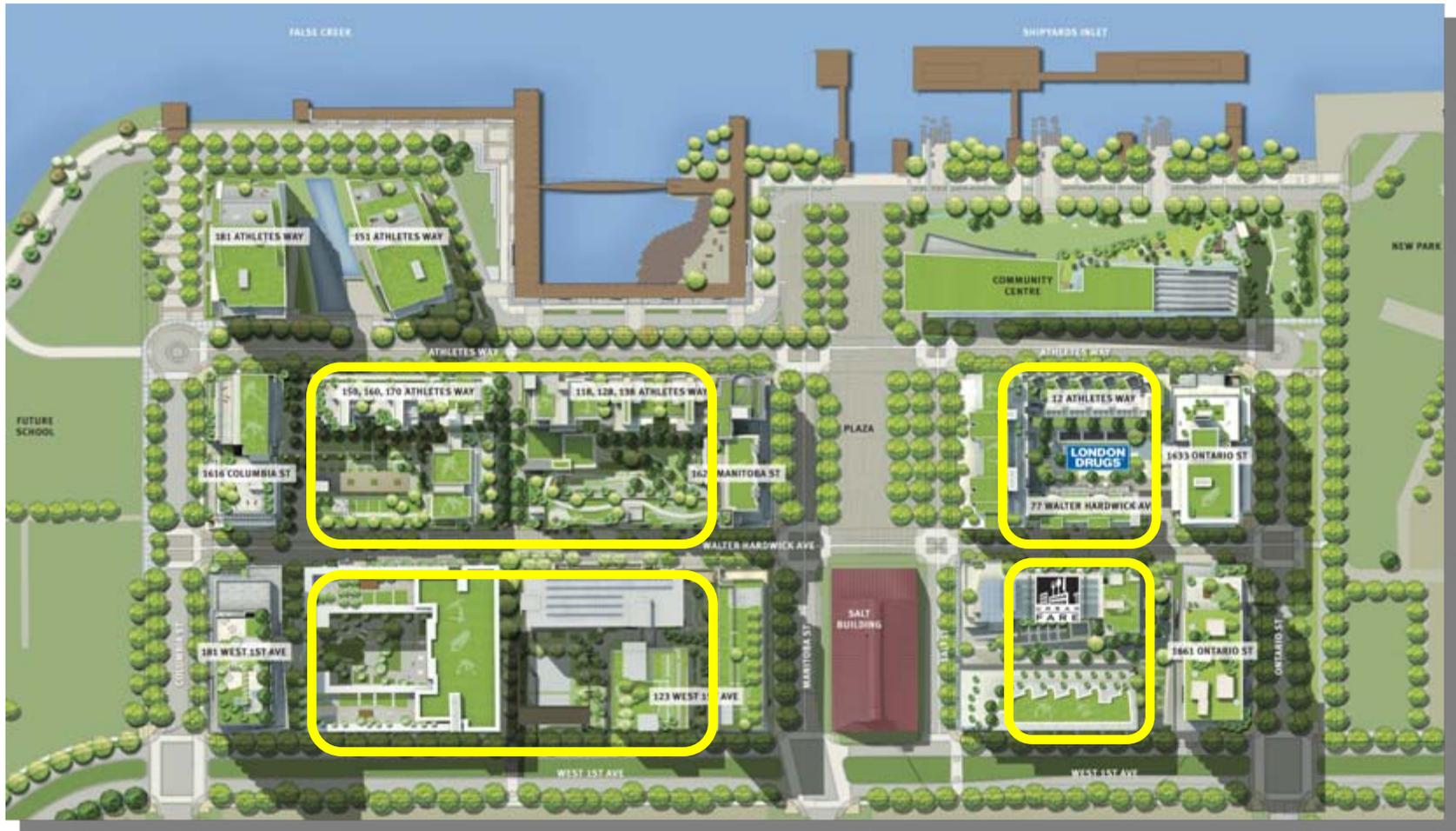
"Edge" Buildings



Strategic Planning



"Glue" Buildings



Strategic Planning



"Signature" Buildings



Strategic Planning



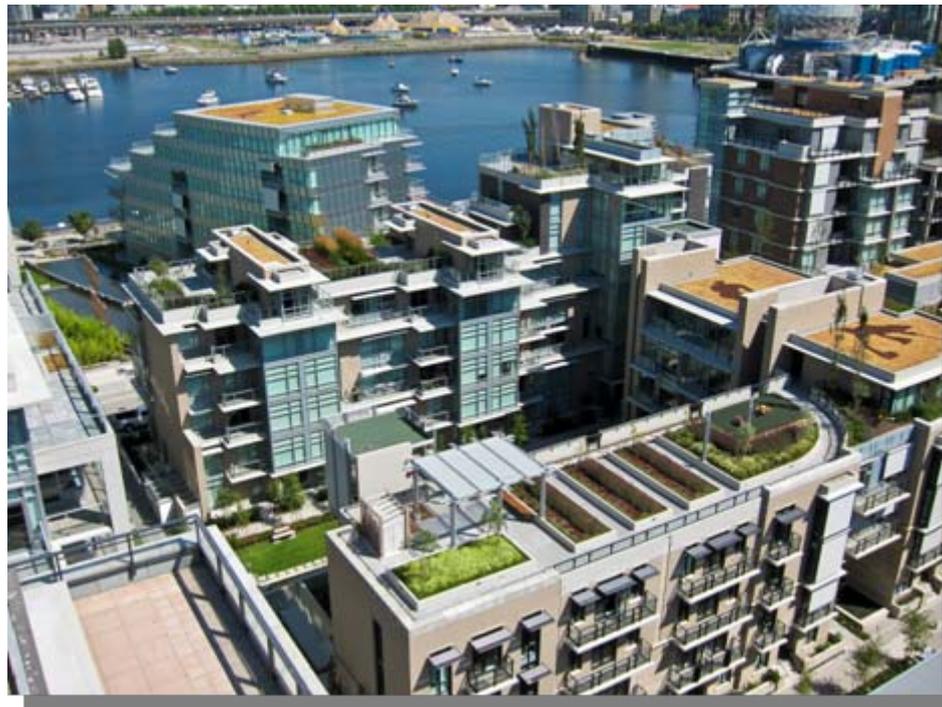
The Urban Fabric



Practicing Sustainable Urbanism



Complex Urban Fabric



Enhancement of the Built Environment



Signature Buildings



Enhancement of the Built Environment



Sewer Heat Recovery and Expressive Architecture



Enhancement of the Built Environment



Urban Wetland



Enhancement of the Natural Environment



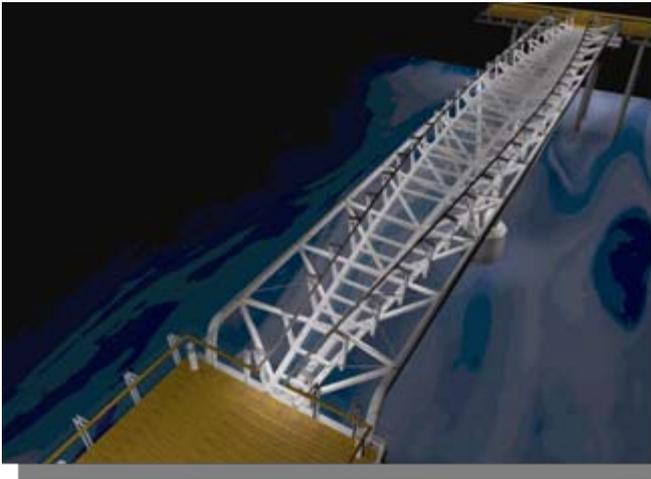
Habitat Island



Enhancement of the Natural Environment



Places for People



Enhancement of the Natural Environment



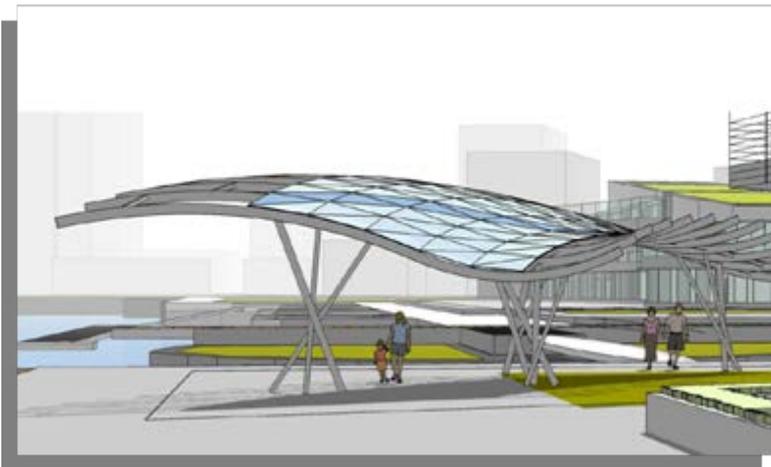
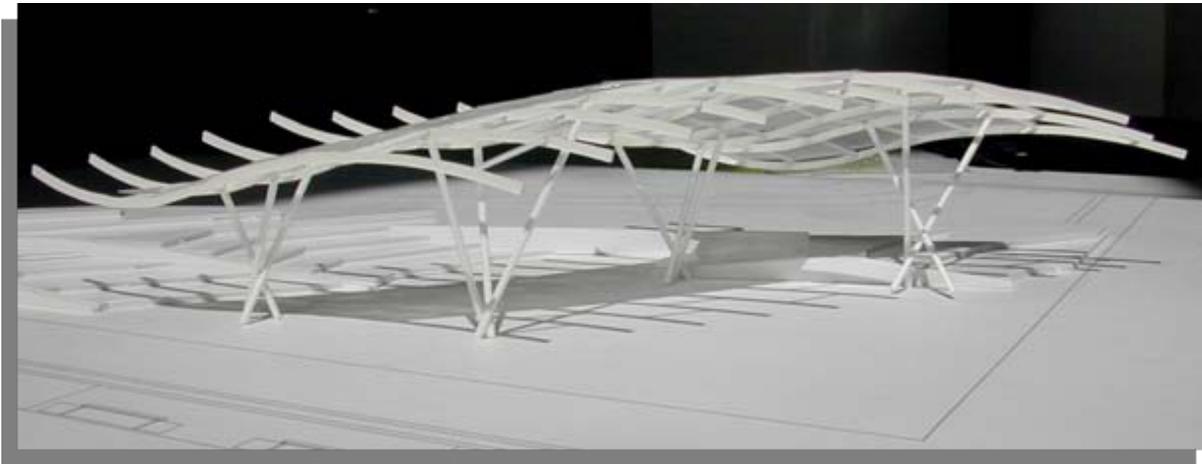
Repurposed artifact for family play



Enhancement of the Built Environment



Attention to Detail



Practicing Sustainable Urbanism



The Heart of the Community



The Community Plaza



Practicing Sustainable Urbanism



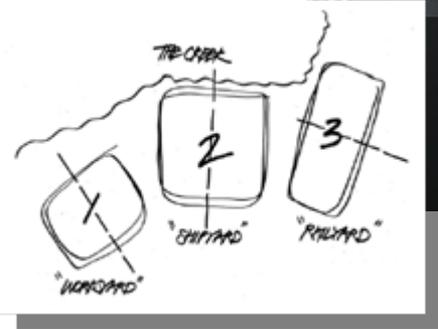
The Creation of Place



Strategic Planning



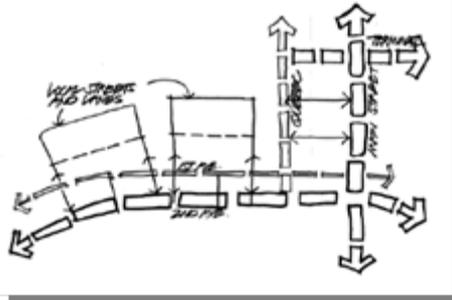
The Creation of Place



Practicing Sustainable Urbanism



The Creation of Place



Practicing Sustainable Urbanism



The Creation of Place



Practicing Sustainable Urbanism



The Creation of Place



Practicing Sustainable Urbanism



The Creation of Place



Practicing Sustainable Urbanism



The Creation of Place



Practicing Sustainable Urbanism



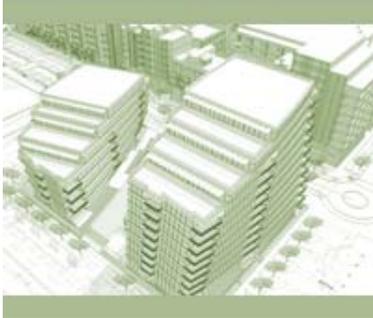
The Creation of Place



Practicing Sustainable Urbanism



The Celebration of Place



Practicing Sustainable Urbanism



The Celebration of Place

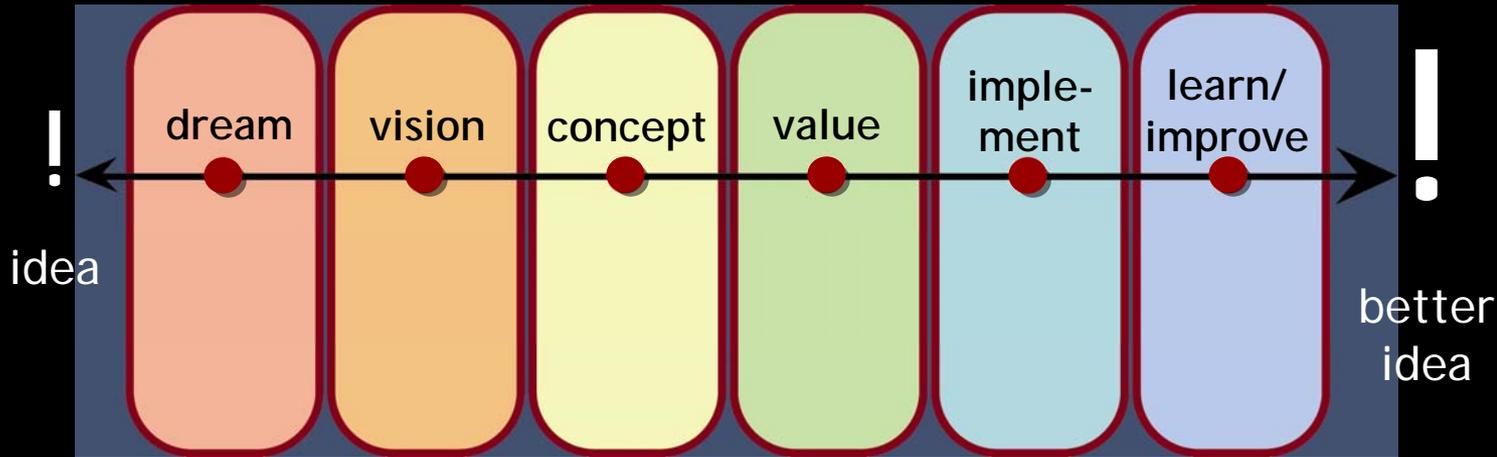


Practicing Sustainable Urbanism



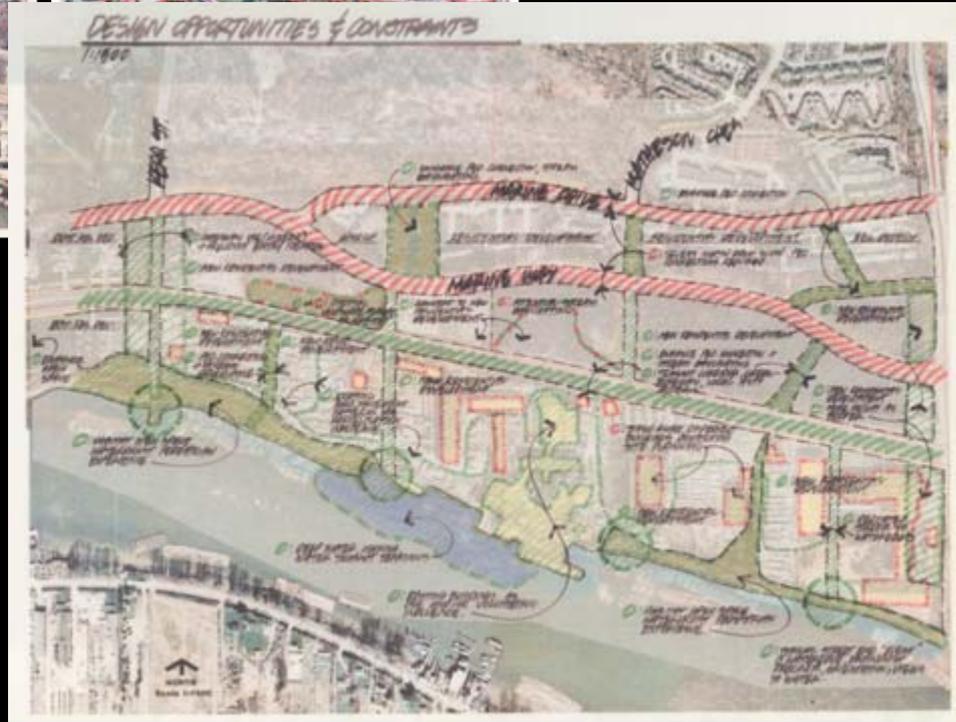
3.0 Achieving Quality

Idea to Better Idea

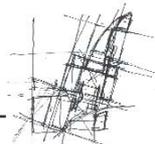


3.0 Achieving Quality

Idea to Better Idea - Dream

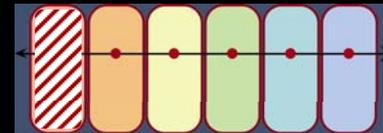


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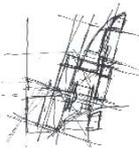


3.0 Achieving Quality

Idea to Better Idea

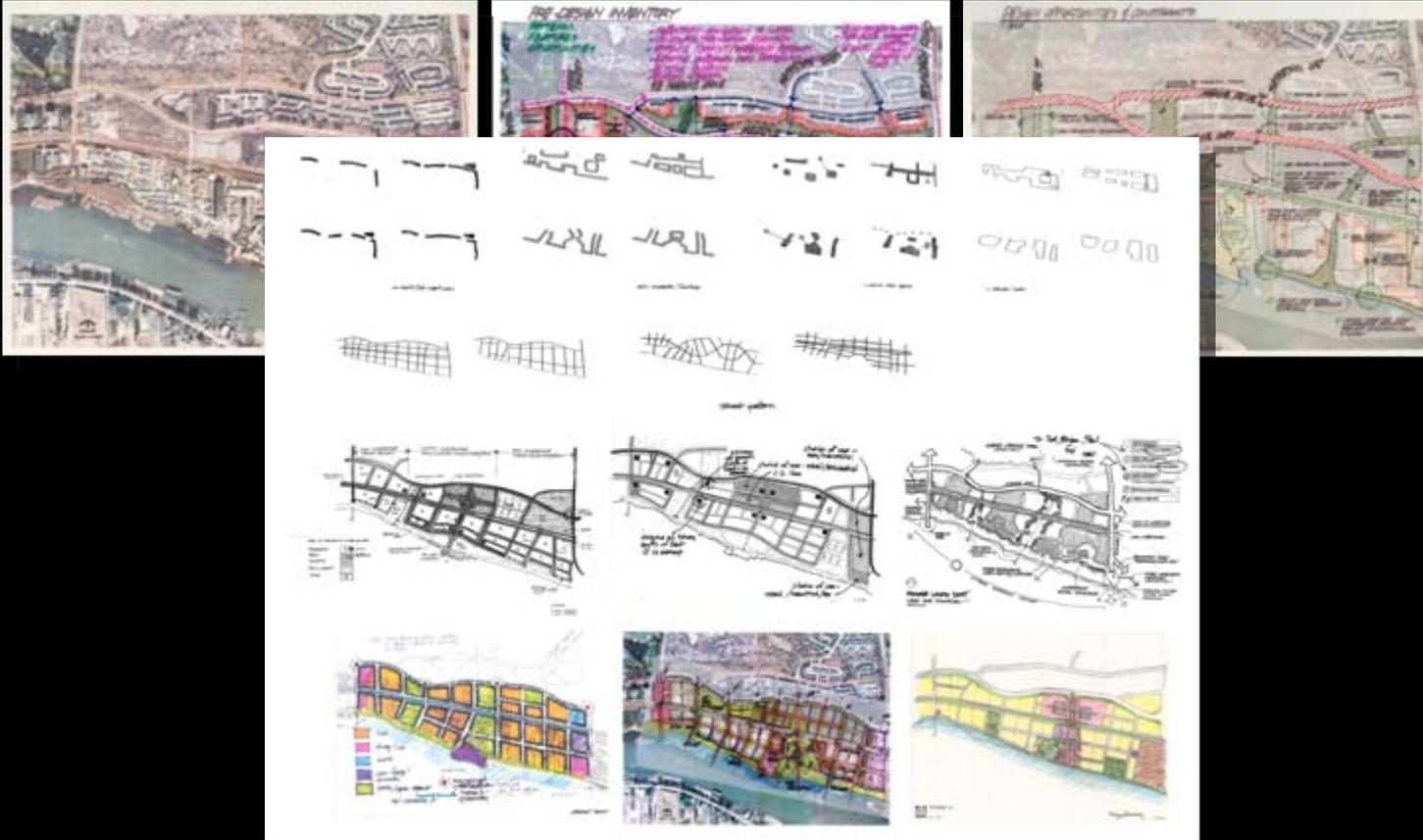


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3.0 Achieving Quality

Idea to Better Idea - Dream

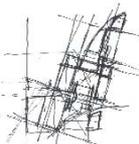


3.0 Achieving Quality

Idea to Better Idea - Dream



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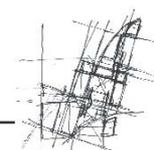


3.0 Achieving Quality

Idea to Better Idea

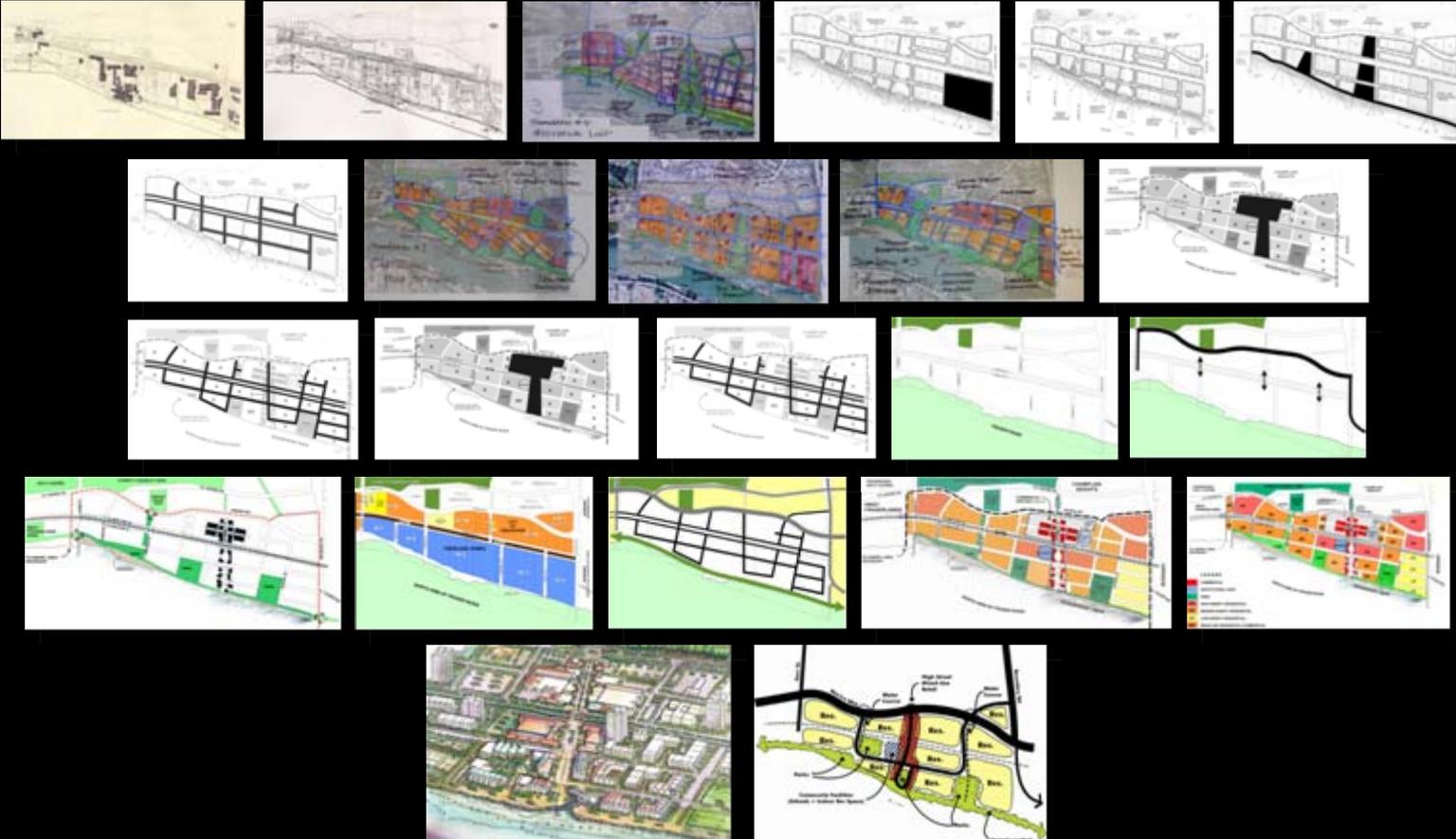


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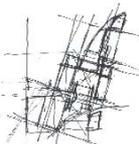


3.0 Achieving Quality

Idea to Better Idea - Vision



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3.0 Achieving Quality

Idea to Better Idea - Vision

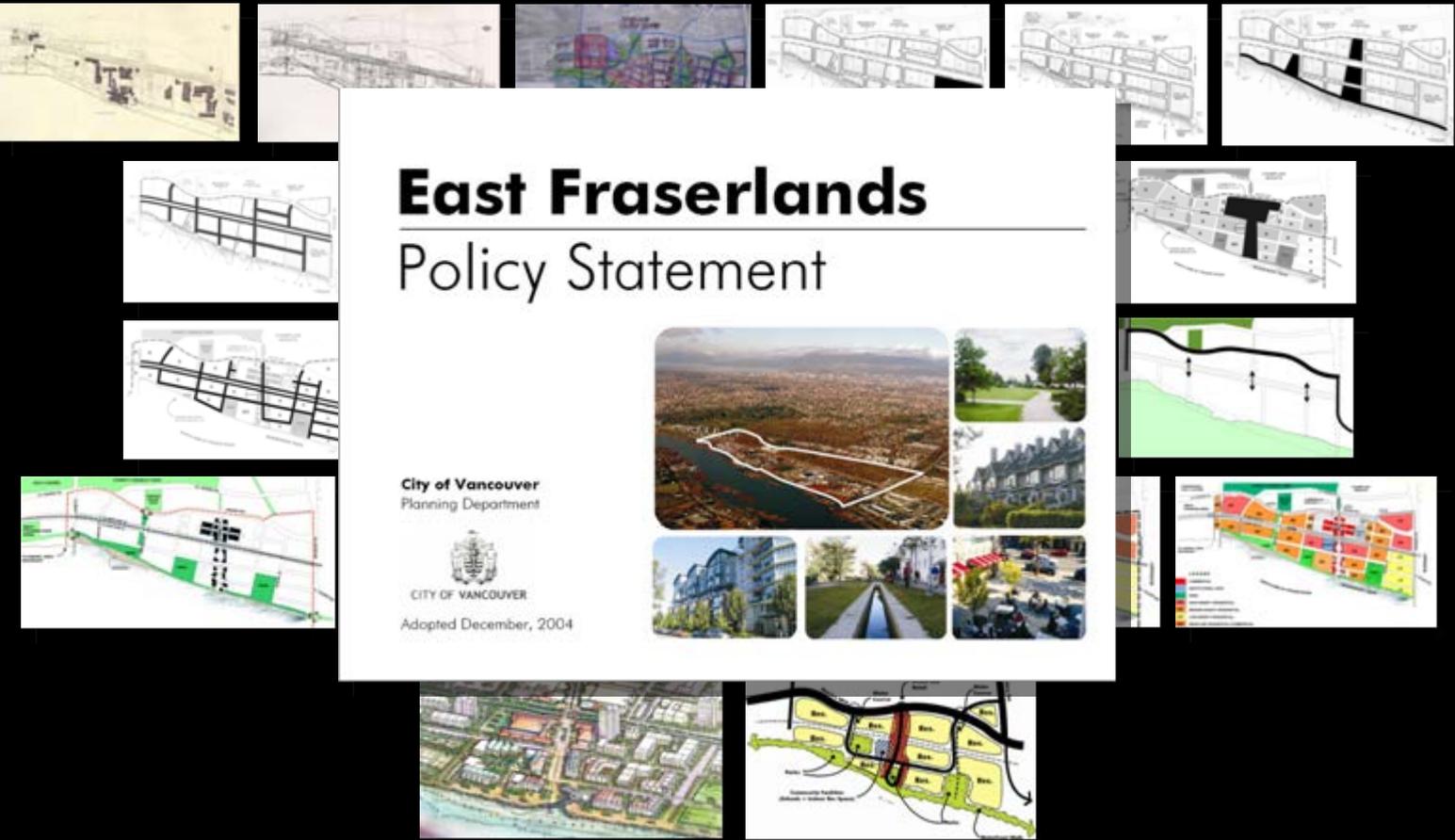


East Fraserlands Policy Statement

City of Vancouver
Planning Department

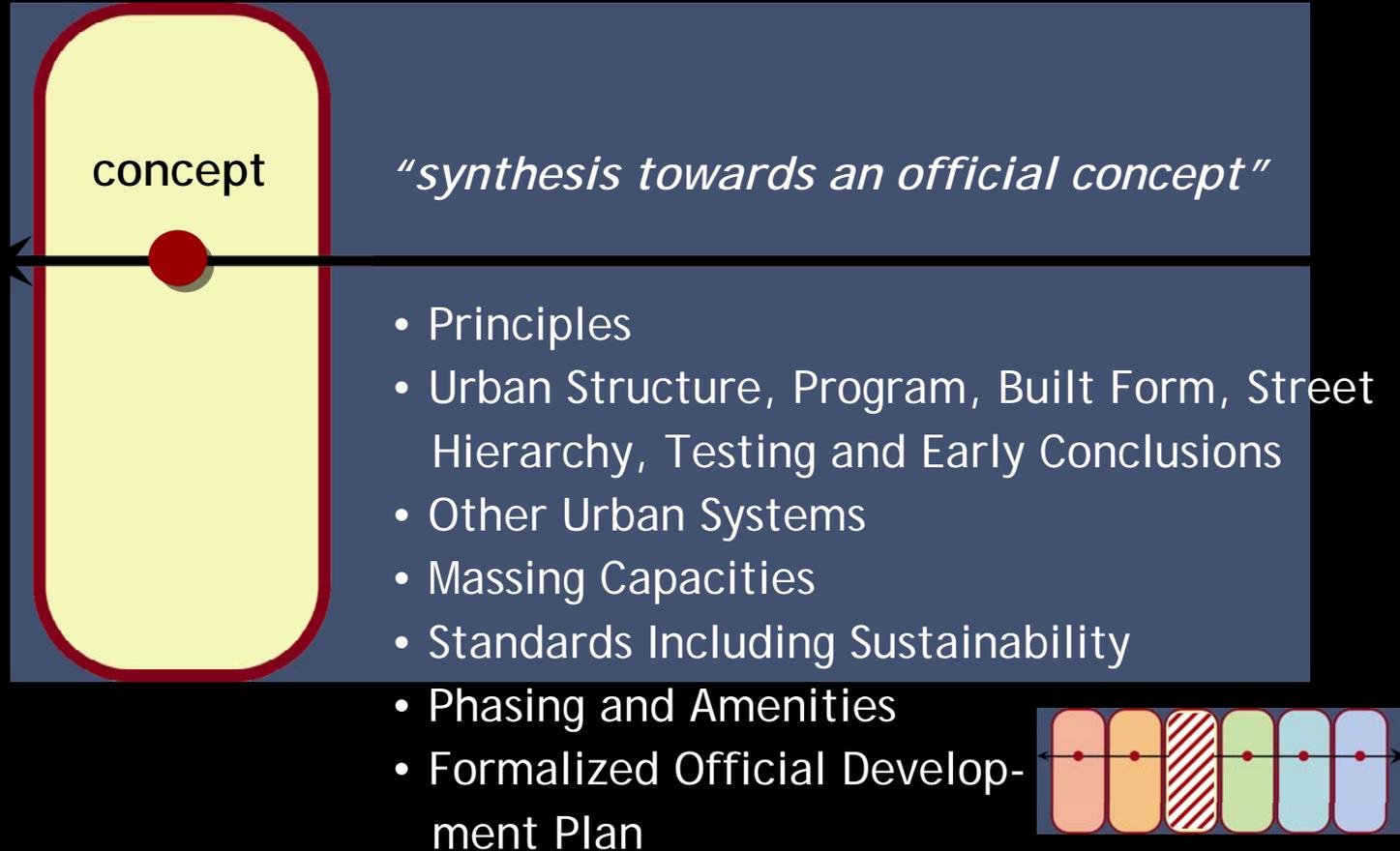


CITY OF VANCOUVER
Adopted December, 2004



3.0 Achieving Quality

Idea to Better Idea



3.0 Achieving Quality

Idea to Better Idea - Concept



3.0 Achieving Quality

Idea to Better Idea - Concept

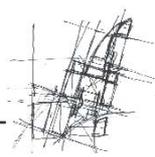


3.0 Achieving Quality

Idea to Better Idea - Concept

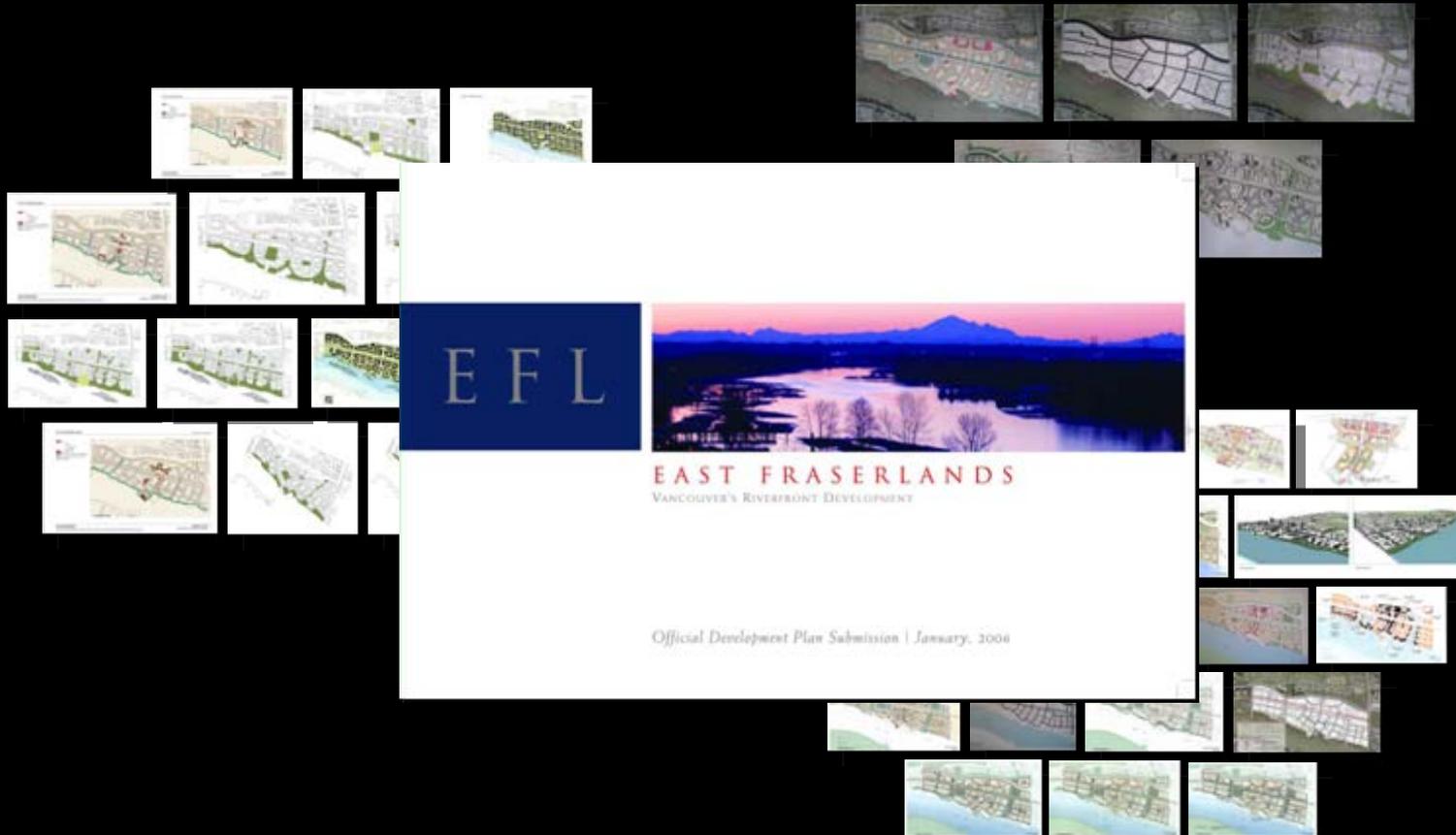


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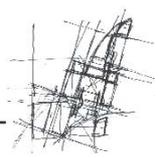


3.0 Achieving Quality

Idea to Better Idea - Concept

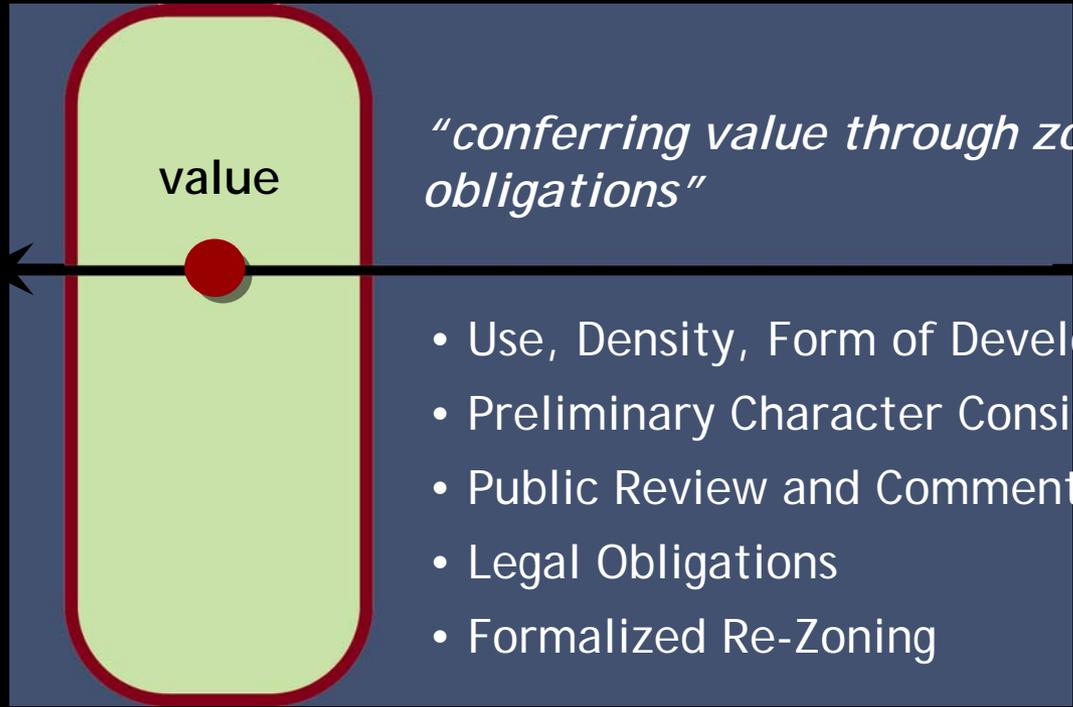


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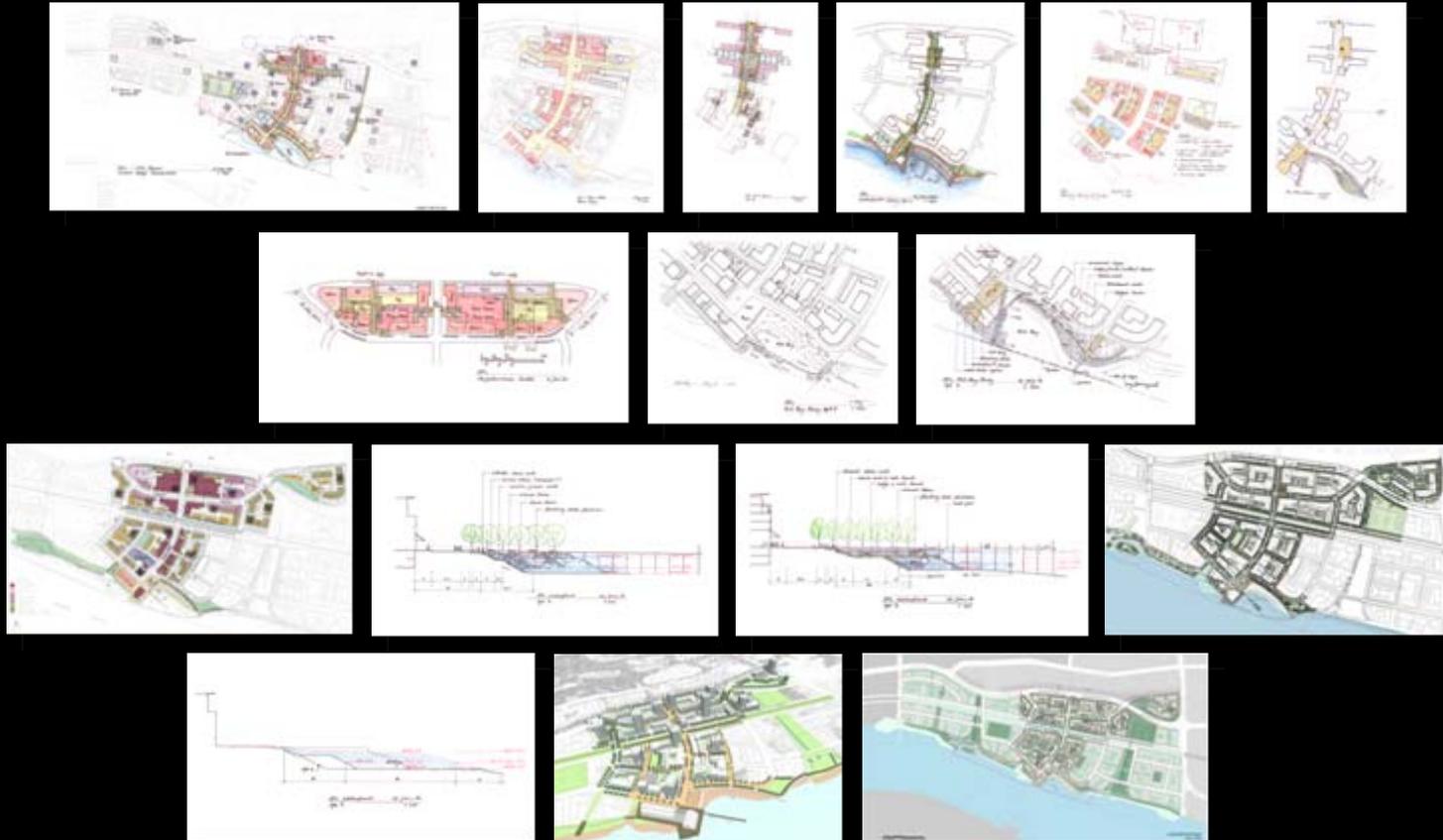
3.0 Achieving Quality

Idea to Better Idea



3.0 Achieving Quality

Idea to Better Idea - Value

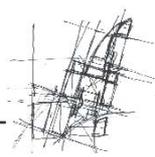


3.0 Achieving Quality

Idea to Better Idea - Value

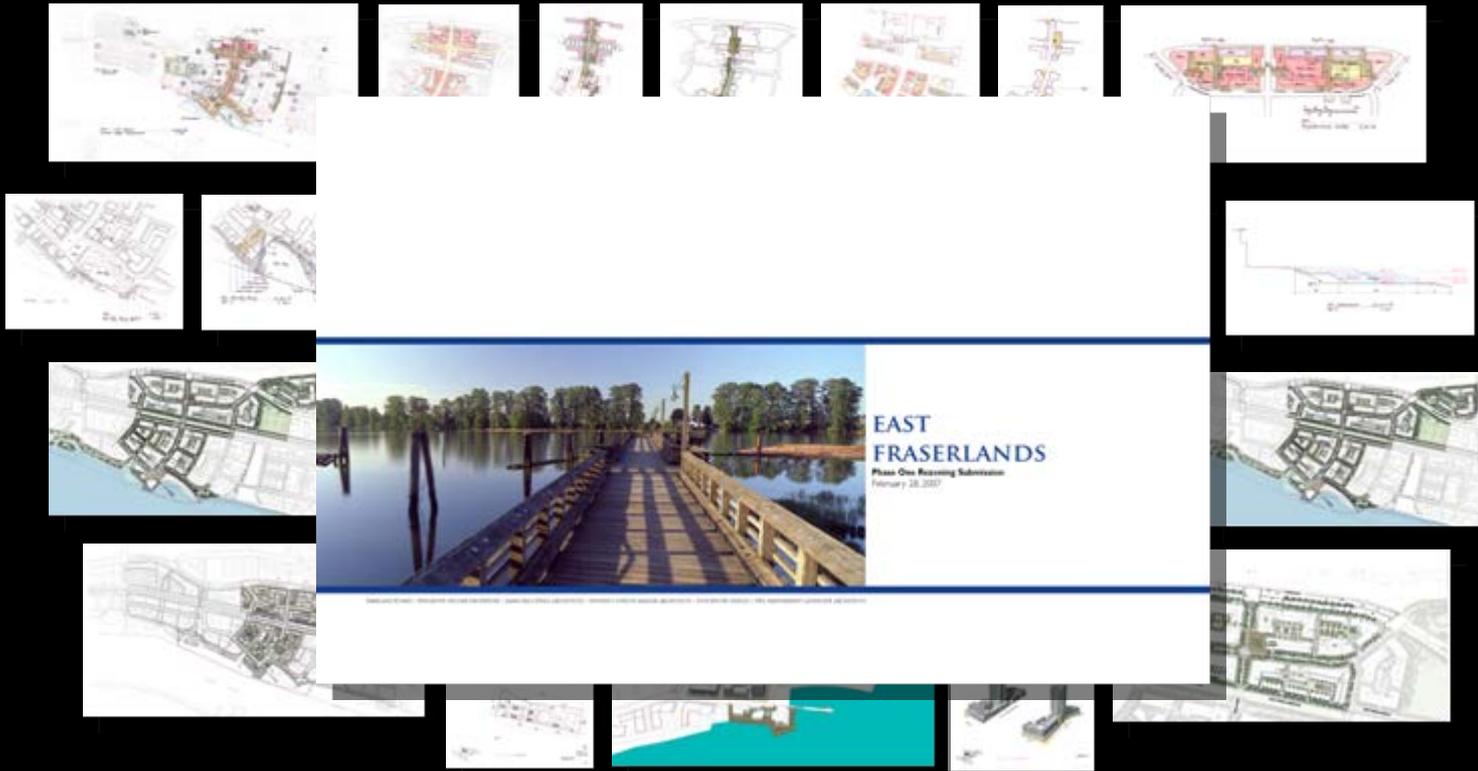


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3.0 Achieving Quality

Idea to Better Idea - Value

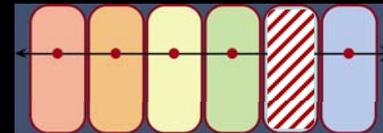


3.0 Achieving Quality

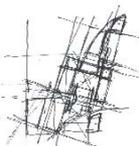
Idea to Better Idea



- 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

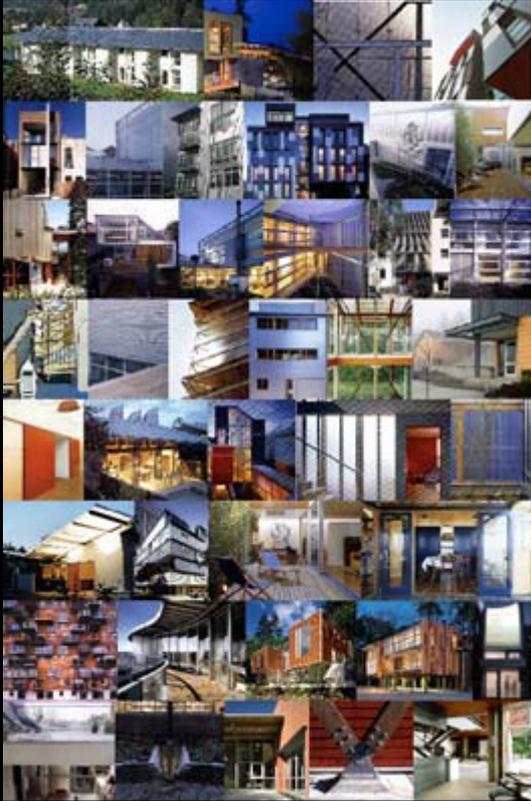


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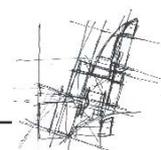


3.0 Achieving Quality

Idea to Better Idea - Implement



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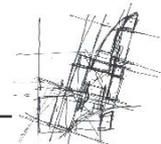


3.0 Achieving Quality

Idea to Better Idea - Implement

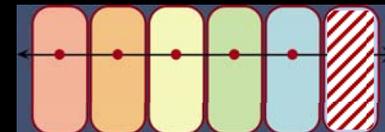


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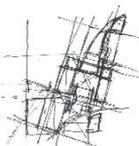


3.0 Achieving Quality

Idea to Better Idea

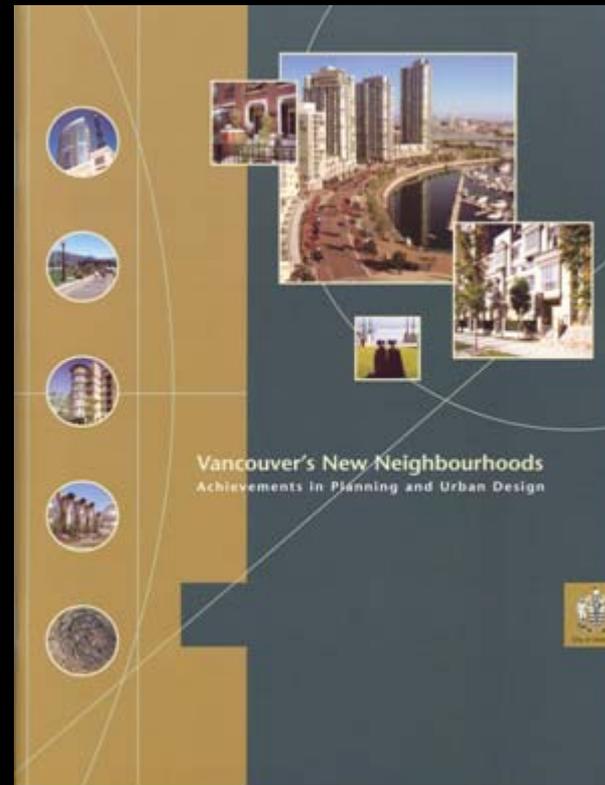
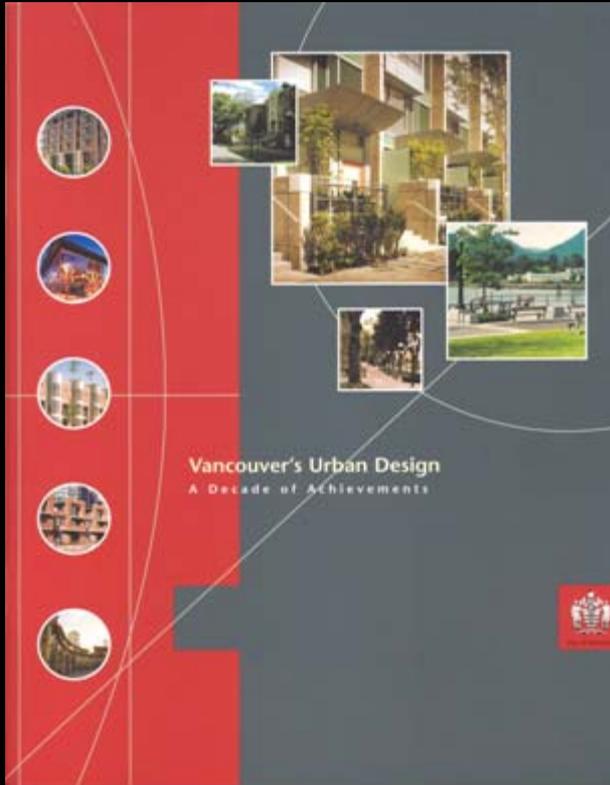


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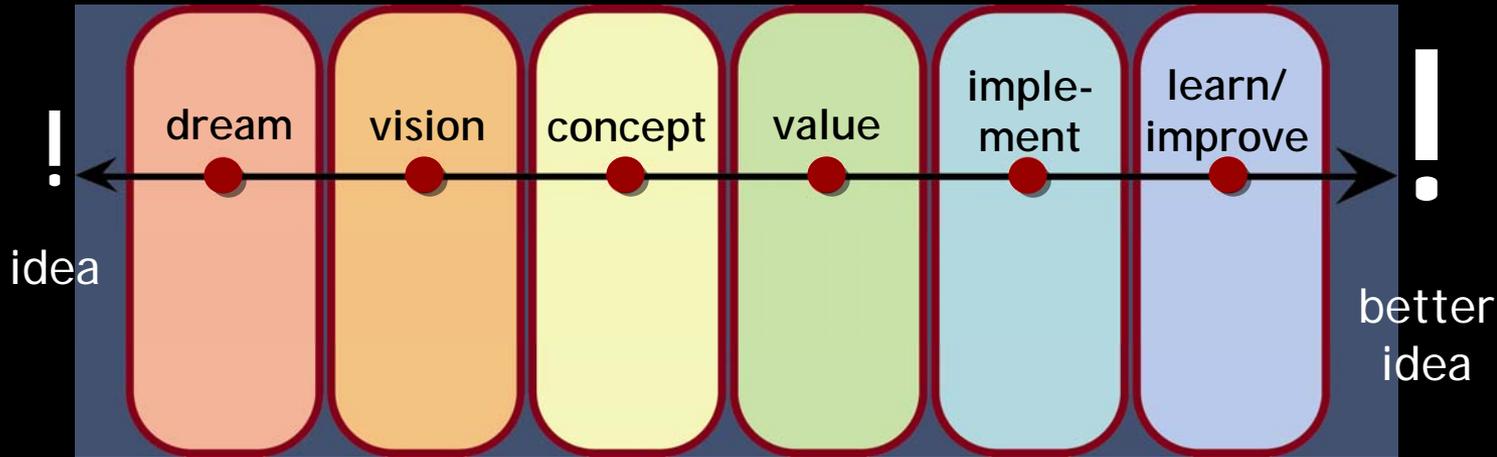
3.0 Achieving Quality

Idea to Better Idea - Better Idea

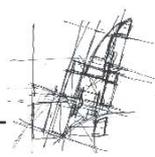


3.0 Achieving Quality

Idea to 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



leadership/governance
regulatory framework
best practices



3.0 Achieving Quality

Towards Urbanism Excellence



3.0 Achieving Quality

Towards Urbanism Excellence

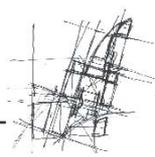


3.0 Achieving Quality

Towards Urbanism Excellence



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3.0 Achieving Quality

Towards Urbanism Excellence



leadership/governance
regulatory framework

best practices

systematic and site specific opportunities and innovation

market take-up

creative capacity/skill sets

on the ground achievements



3.0 Achieving Quality

Towards Urbanism Excellence



3.0 Achieving Quality

Towards Urbanism Excellence



collective
advocacy

success
recognition/
education

on the ground
achievements

creative
capacity/skill sets

leadership/governance

regulatory framework

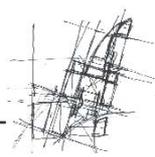
best practices

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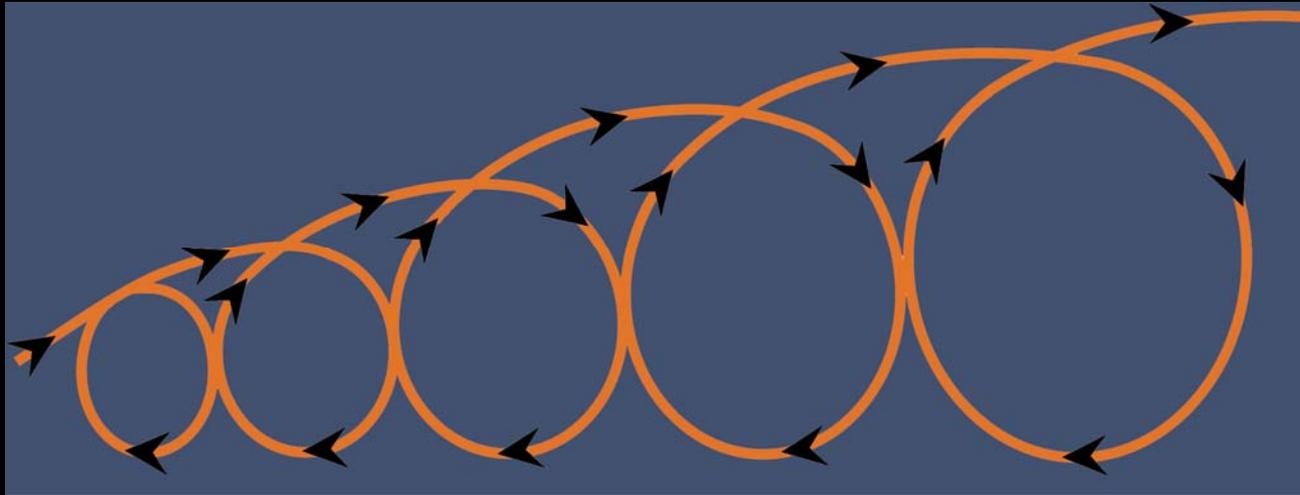


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3.0 Achieving Quality

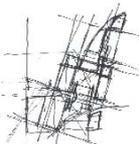
Towards Urbanism Excellence



“A perfect storm for urbanism quality”



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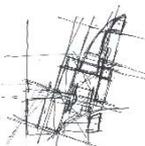


3.0 Achieving Quality

Awareness and Advocacy

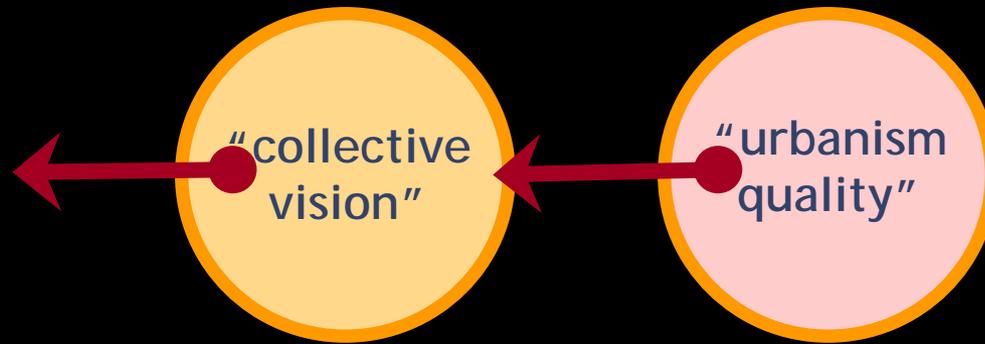


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3.0 Achieving Quality

Awareness and Advocacy



3.0 Achieving Quality

Awareness and Advocacy

