

Item 4a



# Streetscape Design

Taskforce Meeting  
August 16, 2016

# Presentation Agenda

- Planning Process  
*What are the steps?*
- Inputs  
*What are the building blocks?*
- Staff Draft  
*What needs more attention?*



# Planning Process, Context

	April	May	June	July	Aug	Sept	Oct	Nov	Dec	Jan
<b>Charter Group</b> - Set scope - Set timeline		5/9								
<b>Joint Learning</b> - What is Streetscape? - What are other places doing? - What does City want?										
<b>Develop Draft</b> - Respond to Charter - Incorporate Joint Learning info									12/13	
<b>Council Action</b> - Coordination with Boards and Commissions - Positive action from Council						9/13				1/23

# Building from the Charter: Streetscape Goals

- **Branding:** Use streetscape elements to brand the City;
- **Community Identity:** Create identity different from the rest of the region;
- **Economic Activity :** Promote economic activity in the City's commercial areas; and
- **Access and Safety:** Provide accessibility and safety for street users



# Taskforce Input Mind Map – June 14

## What do we want the street to be?

### Branding

- History
- Progressive
- Green

### Vibrant

- Gathering spaces
- Events

### Economic Activity

- Functional Spaces
- Multiple Elements

### Geography

- Broad vs Washington
- Main Streets vs Side Streets

### Flexibility

- Guidance
- Priorities

### Safety

- Multi-modal

### Elements

- Sidewalks, furniture, public art, café spaces, bike racks, bus shelter

# Taskforce Input

## What works, What doesn't – July 12

### How are things working (or not) along W Broad Street?

#### Cross Sections

- Promote walkability
- Increase pedestrian space

#### Tree Plantings

- Maintain a green look
- Add plantings along buildings
- Using edging to protect trees
- Remove planter edging

#### Street Furniture

- Add more furniture
- Don't need furniture everywhere

#### Materials

- Keep traditional brick look
- Use patterns/colors to denote changing areas

#### Flexibility and Maintenance

- Allow business to maintain streetscape
- Need for maintenance funding
- Allow for diversity

# Learning From Other Places



Old Town,  
Alexandria



Shirlington,  
Arlington



Mosaic,  
Fairfax County

# Best Practices

What makes a vibrant space?

- Imageability
- Enclosure
- Human Scale
- Transparency
- Complexity

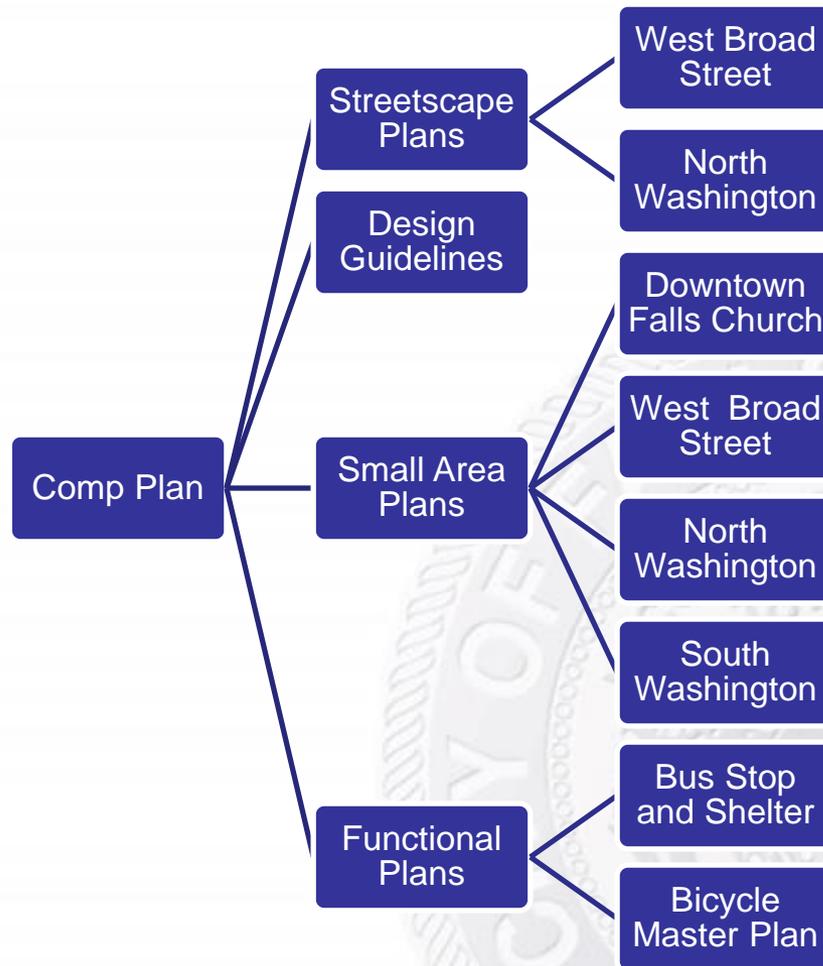


Isolation vs Connectivity

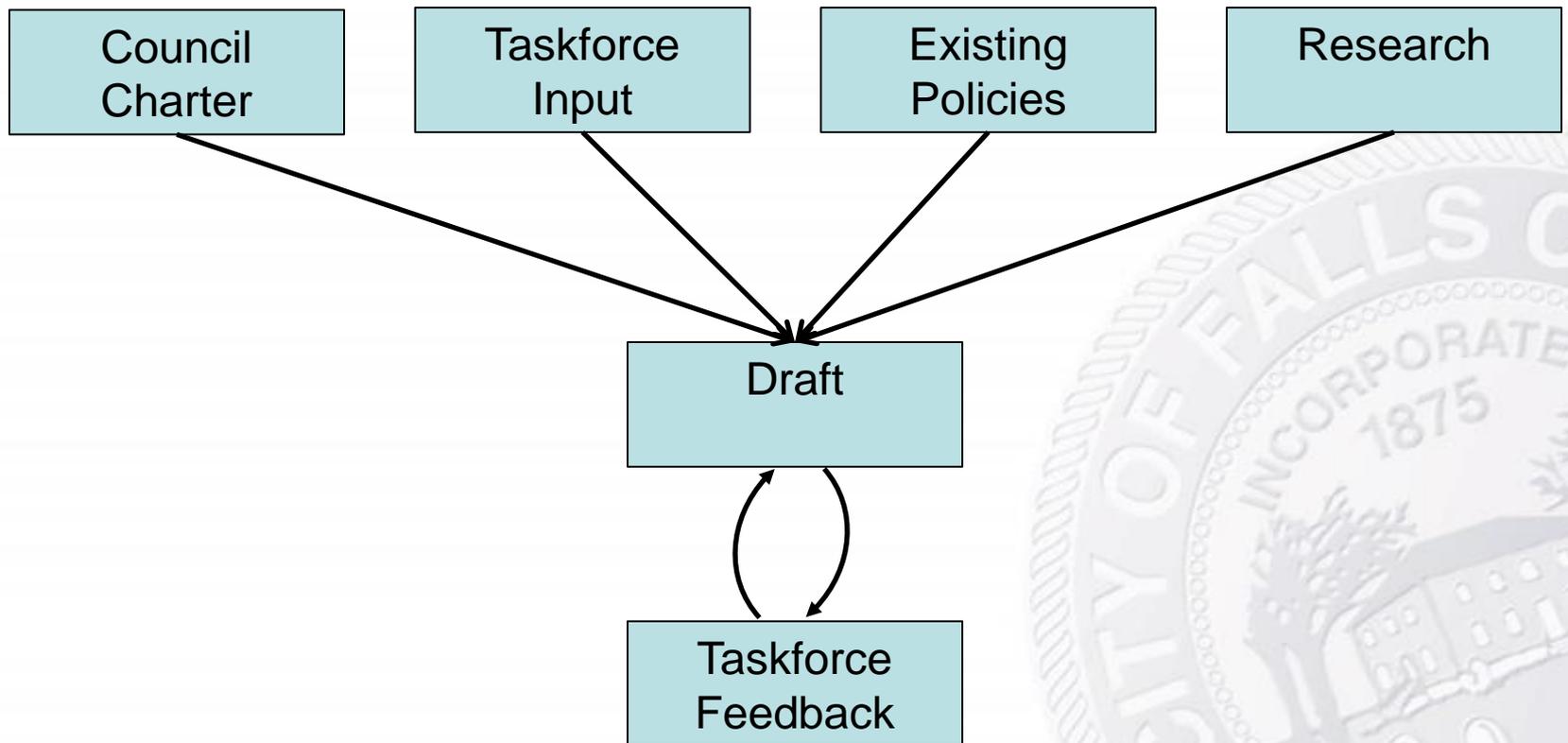


# Building From We Have

- Policies and recommendations
- Design and implementation



# Developing the Draft



# Crosswalk, from input to draft Council Charter

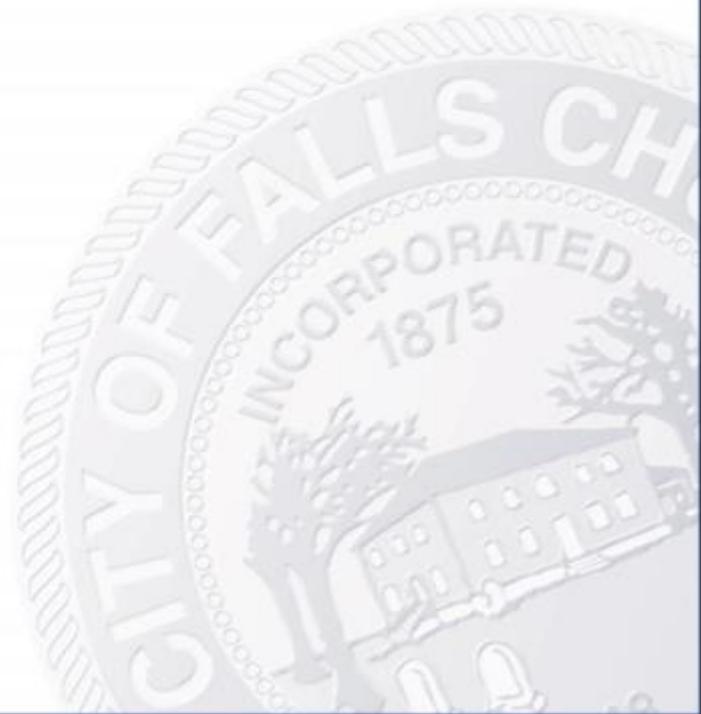
Council  
Charter



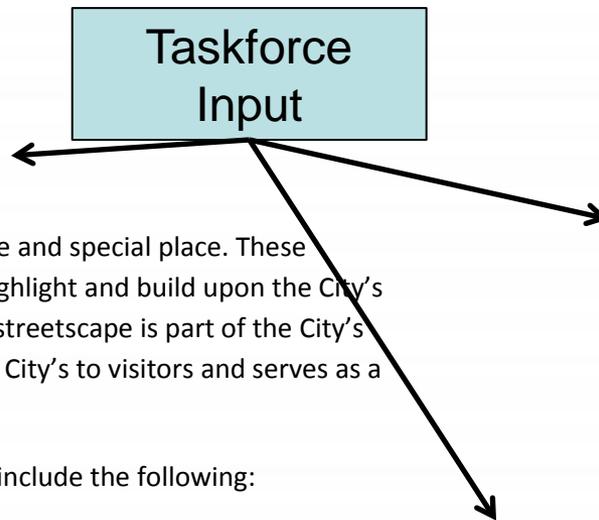
## Streetscape Goals

The City's streetscape is part of the public realm and serves many purposes. In particular, the design and implementation of the City's streetscape should accomplish the following goals:

1. Use streetscape elements to **brand the City**;
2. **Create an identity** that is different from the rest of the region;
3. **Promote economic activity** in the City's commercial areas;
4. Provide **accessibility and safety** for street users.



# Crosswalk, from input to draft Taskforce Input



## Building the City's Brand

The City of Falls Church is a unique and special place. These streetscape guidelines serve to highlight and build upon the City's special characteristics. The City's streetscape is part of the City's brand. Streetscape advertises the City's to visitors and serves as a point of pride for residents.

Things that make the City special include the following:

- The City's unique **history**
- High use of street **trees** and other **greenery**
- **Progressive transportation**, including alternatives to automobile transportation
- A **family friendly** place



## Brick Pavers

Brick pavers are an attractive, durable material. They have been the traditional material of choice for commercial sidewalks in the City. Brick and concrete banding patterns can be used on side streets to transition to residential areas, where concrete is the typical sidewalk material.

# Crosswalk, from input to draft Existing Policies

Existing Policies

## Street Furniture

Well-designed street furniture contributes to a functioning streetscape. First, street furniture provides functionality, comfort, and convenience. Second, attractive furniture enhances branding efforts. Lastly, standard furniture design creates continuity.

## Street Lights and Traffic Signals



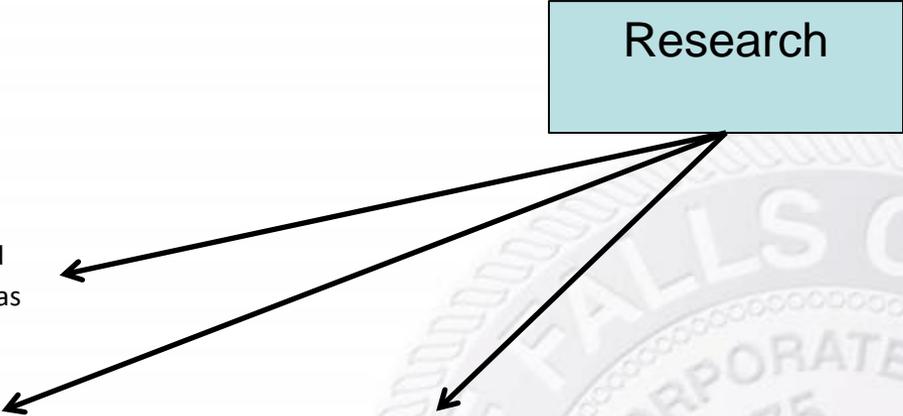
## Trash and Recycling Cans



# Crosswalk, from input to draft

## Research

Research



### Spacing

Research into streetscape design shows good streetscapes blend functionality and vibrancy. This means providing spaces to walk as well as spaces for activity and amenities.

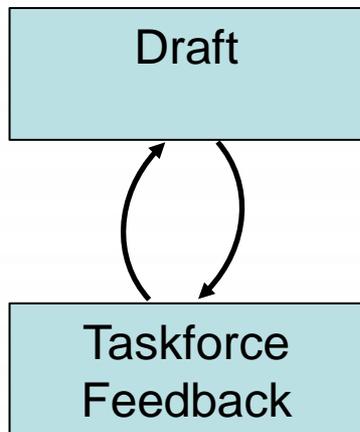
### Tree Health and Planter Dimensions

To survive and thrive, trees require access to non-compacted soil and adequate amounts of water. These needs can be quantified by soil volume and open surface area. In order to accommodate canopy tree, planters should provide a minimum soil volume of 1,000 ft<sup>3</sup> feet per tree, a minimum open surface area of 60 ft<sup>2</sup> per tree, and have a minimum width of 6 feet.

### Passable and Impassable Spaces

Streetscape elements can be passable, like the pedestrian zone and areas between amenities. Or they can be impassable, like tree planters, dining areas, and bus shelters. When the pedestrian space is relatively narrow, then the other areas of the street must be more passable to allow for easier passage. When the pedestrian space is relatively wide, then the other areas of the street can be less passable. Examples from other places suggest the following guides.

# Developing the Draft Taskforce Feedback



Guidelines Element	Page(s)
<b>Setting the Course</b> - City Branding	3 – 4
<b>Fitting Things Together</b> - Cross Sections - Street Furniture - Tree Planters - Streetscape Districts	14 – 18 8 – 11 12 – 13 6 – 7
<b>Making It Work</b> - Flexibility - Maintenance	4 22
<b>Other?</b>	