



CREATING MIXED-USE OPTIONS &
PEDESTRIAN ACTIVITY

DESIGN-BASED ZONING

TODAY'S SPEAKERS



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ZONING APPROACHES

If we want to create places, where people live, work, and play, we need to encourage a mix of uses – focusing more on design and less on use.

Decide which zoning approach is right for your community.



ZONING APPROACHES



TRADITIONAL (EUCLIDIAN)

Separates land uses – residential is separate from office, from commercial, from industrial. More auto-dependent and less conducive for transit.



FORM-BASED CODES

Provides flexibility, encourages creative development, focuses on form and function rather than use alone

Transect | Building-Based | Street-Based
 Replace the Code | Hybrid | Optional

ZONING APPROACHES



PERFORMANCE

Regulates the impact of land uses on surrounding properties through performance standards i.e. density, vehicle trips, noise levels, etc.



HYBRID

An infinite combination of all the above techniques



ZONING APPROACHES

- Who has Mixed-Use Zoning?
- Do you apply Mixed-Use as a use?
- Types of codes – what do you use?
 - Traditional (Euclidean)
 - Form-based code
 - Performance zoning
 - Hybrid

WHAT IS MIXED-USE?

It doesn't have to be a primary and a secondary use – it can be all of them above!



BENEFITS OF MIXED-USE

- **Benefits of mixed-use:**
 - Can often make projects viable with additional revenue streams
 - Increases the viability of local shops and facilities and offers convenience to residents
 - Provides more housing opportunities and choices
 - Reduces energy use (e.g. reduced vehicular trips)
 - Reduces infrastructure costs
 - Reduces impervious surfaces
 - Improves air quality
 - Developers like it!
 - Others?

KEY DIFFERENCES BETWEEN TRADITIONAL (EUCLIDEAN) ZONING AND FORM-BASED ZONING



CONVENTIONAL ZONING (EUCLIDEAN)

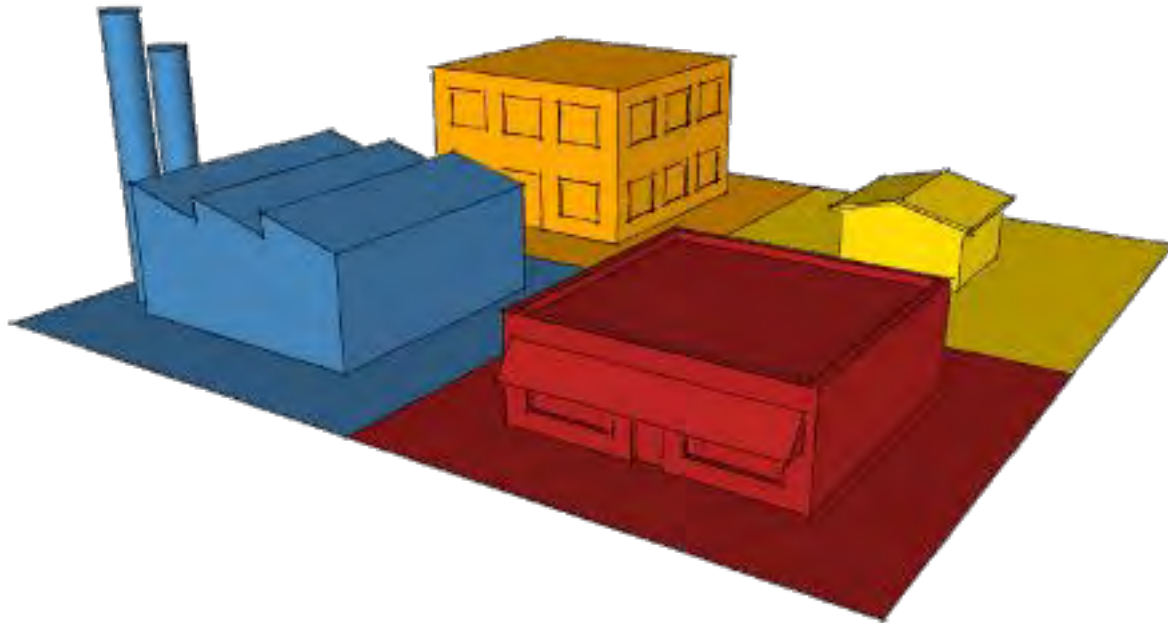
Euclidean zoning is a **zoning** by specific and uniform geographical division. It is a system of **zoning** whereby a community is divided into areas in which specific uses of land are permitted.

CONVENTIONAL ZONING (EUCLIDEAN)



- **Origin:**
 - Industrial Revolution, US urbanization, then suburbanization
 - Goal was to separate incompatible land uses
- **Goals:**
 - Group similar uses; set common standards
 - Assumes "similarity" ensures "compatibility"
 - "Place for everything and everything in its place"
- **Key Features:**
 - "Function (use) trumps performance (impact) and form (design)"
 - Limits density (units/acre, lot size)
 - Regulates bulk (height, setbacks)
 - Regulates site (access, parking, services)
 - Creates low-density horizontal development
 - Strong on "Don't Do's"
 - Weak on "How To's"
 - Intended to be Self Administering

CONVENTIONAL ZONING (EUCLIDEAN)



Strengths

- Separates incompatible uses
- Relatively easy to implement
- Everyone knows what it is
- Allows extensive citizen input
- Provides neighborhood certainty

Weaknesses

- Encourages sameness
- Inhibits creative design
- Focuses on negative
- Very process-oriented
- Politicizes development

CONVENTIONAL ZONING (EUCLIDEAN)

Critics Corner

- *“Cities have to move to a new system. They should look at the streets they like and the public spaces they like and then write the rules to get more of what they like and less of what they don't. Conventional zoning doesn't do that. It just gives a use and a density and then you hope for the best.” ~Peter Katz*
- *“Zoning is seriously ill and its physicians – the planners – are mainly to blame. ... We have unnecessarily prolonged the existence of a land use control device conceived in another era when the true and frightening complexity of urban life was barely appreciated.” - **John Reps***
- *“Just throw your existing zoning in the garbage.” - **Andrés Duany***
- *“The language of law does not resolve it; the language of design resolves it. That's the disease of the PUD ordinance: By not requiring design, it empowers the lawyers. ... Get rid of the PUD code. You can't fix it.” - **Andrés Duany***

CONVENTIONAL ZONING (EUCLIDEAN)

- By itself conventional zoning often undermines desired aesthetics.



CONVENTIONAL ZONING (EUCLIDEAN)

Reactive rather than Proactive:

- Traditional zoning tends to focus on what we don't want, rather than what we do want.
- It is typical not prescriptive so we often don't know what we'll be getting

CONVENTIONAL ZONING (EUCLIDEAN)

Can lead to this...



CONVENTIONAL ZONING (EUCLIDEAN)

But what if you want this?



EUCLIDEAN “BAND AIDS”

- Variances
- Overlay districts
- Combining districts
- Conditional uses
- Special exceptions
- Bonuses and incentives
- Planned unit developments
- Negotiated with Boards



FORM-BASED ZONING

A form-based code is a land development regulation that fosters predictable built results and a high-quality public realm by using physical form (rather than separation of uses) as the organizing principle for the code. A form-based code is a regulation, not a mere guideline, adopted into city, town, or village law. A form-based code offers a powerful alternative to conventional zoning regulation.

FORM-BASED ZONING

- Most design-based codes emphasize traditional development patterns
- Key components:
 - Proximity
 - Connectivity
 - Transportation choices
 - Etc.

Traditional Neighborhood Development

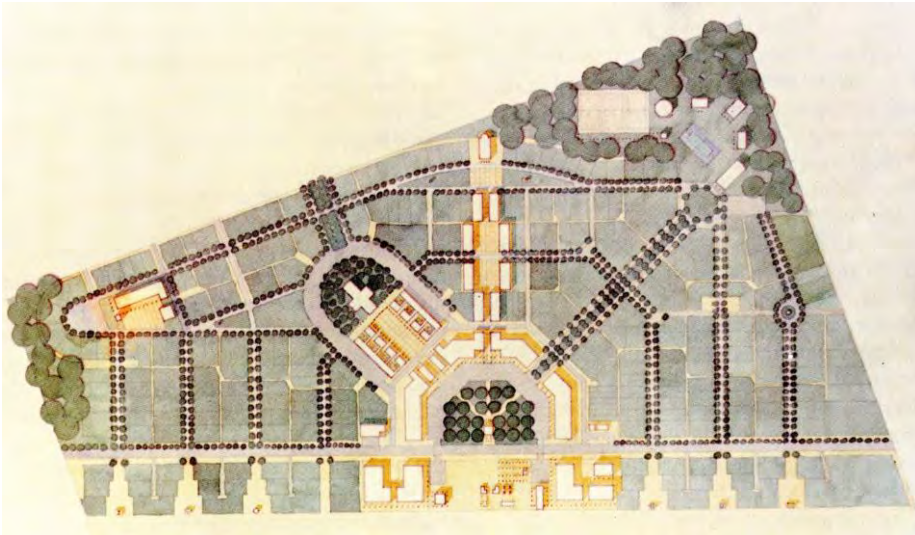


Typical Suburban Development

FUTURE URBAN DISTRICTS



FORM-BASED ZONING



Duany Plater-Zyberk

- **Origin:**
 - Garden City and New Urbanist movements
- **Goals:**
 - Promote traditional urban form
 - Link private development with public realm
 - Encourage pedestrianism and connectivity
- **Key Features:**
 - “Form (design) trumps function (use) and performance (impact)”
 - Intensive up-front public input participation
 - Strict building placement and design standards
 - Streetscape and public realm linkage specifications
 - Engenders high-density mixed-use development

FORM-BASED ZONING



Placemakers.com

Strengths

- Easy to mix and change land uses
- Promotes walkability and connectivity
- Links private uses with public realm
- Replicates vernacular building types
- Recreates “nostalgic days of yesteryear”

Weaknesses

- Overly detailed and costly process
- Natural habitat often takes back seat
- Not effective “Euclidean” substitute
- Requires design expertise to enforce and manage
- Recreates “nostalgic days of yesteryear”

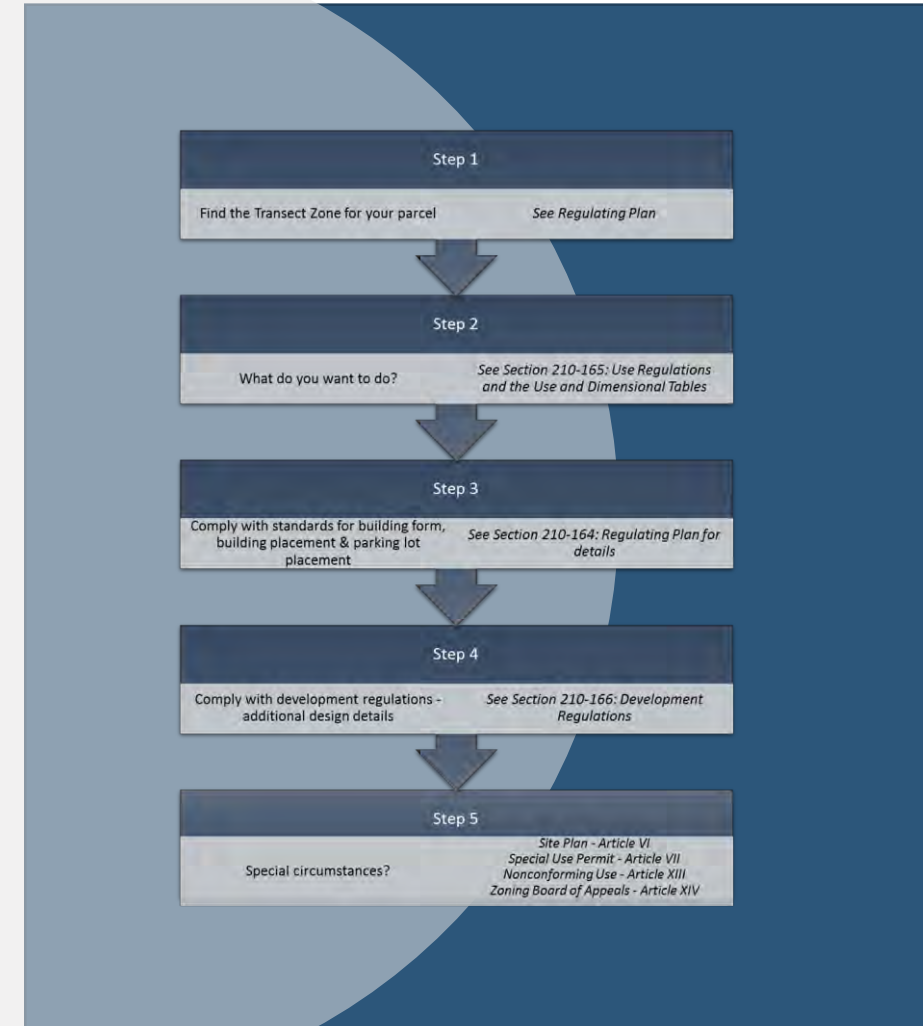
FORM-BASED ZONING

Critics Corner

- *“New Urbanism is a return to romantic ideas of the past and does not respond to current lifestyles. But it is a part of a knee-jerk, but needed reaction to irresponsible planning that produced monolithic neighborhoods without character.” - **Barry Berkus***
- *“The New Urbanists have declared their resurrection of some old, well-tested principles of town planning and architectural design to be a “New Movement,” but the emperor may want to look into the mirror of reality.” - **Dorn McGrath***
- *“We can not support adoption of ‘Miami 21’ because it uses confusing terminology, it does not protect our unique neighborhood character, it does not address adjacency issues, it does not incorporate sustainability measures, and it encourages homogeneous and monotonous urban architecture. The form-based approach will not enhance Miami’s built environment.” - **AIA Miami Chapter***

FORM-BASED CODES ARE GOING LEAN

Think about your local government capacity – who will implement the code?

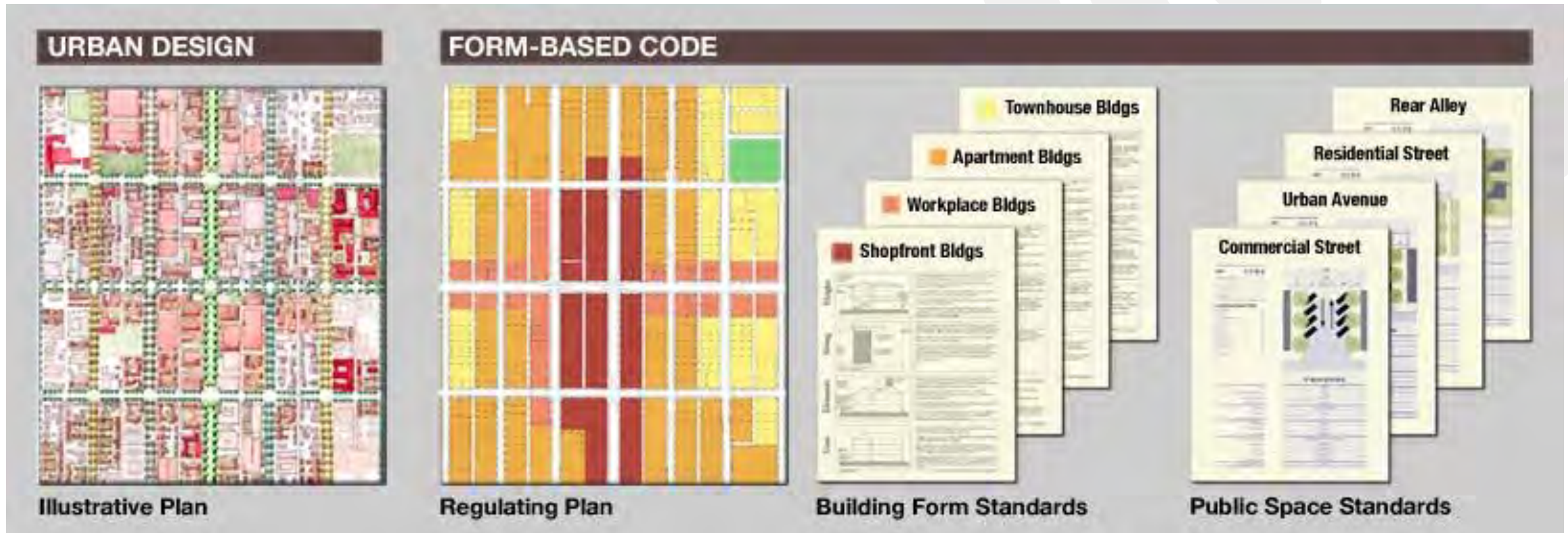


FORM-BASED ZONING

- Design and form is its most important characteristics
- Defining and improving the public realm is critical
- Form/design trumps use
- Typically preceded by a design charrette
- Weak on “Don’t Do’s”
- Strong on “How To’s”
- Regulate by building type, street type, location
- Regulating plan maps intensity, form & character rather than use
- Based on traditional development/settlement patterns, also known as the transect.

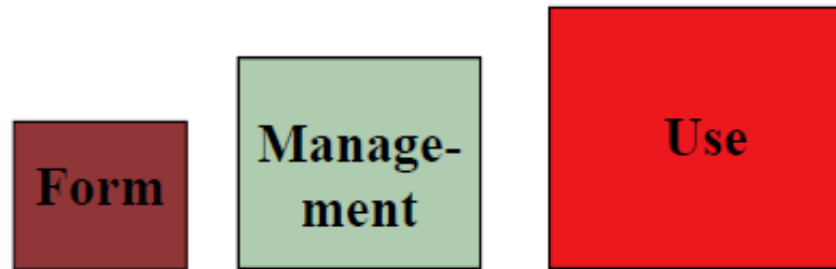


FORM-BASED CODE COMPONENTS



COMPARISON

Conventional Zoning
Prioritizes USE over
form:



Form-Based Zoning
Prioritizes FORM over
use:



❑ Not quite a revolution – but very clearly a migration



KEY DIFFERENCES

Traditional Zoning	Form Based Codes
Use-based	De-emphasize use
Districts	Neighborhoods/streets
Emphasis on individual uses of property, rigid use of lot size & building placement	Emphasis on building relationships & on fitting building to its use & surroundings
Segregation of land uses	Mixed uses
Uniformity in neighborhoods	Diversity in neighborhoods
Limited on design	Focused on building and site form
Minimum setbacks	Build to lines
Focus on site; little on right-of-way	Attention to street & streetscape

DESIGN AND MIXED-USE ARE THE COMPONENTS THAT HAVE BEEN MISSING IN CONVENTIONAL ZONING

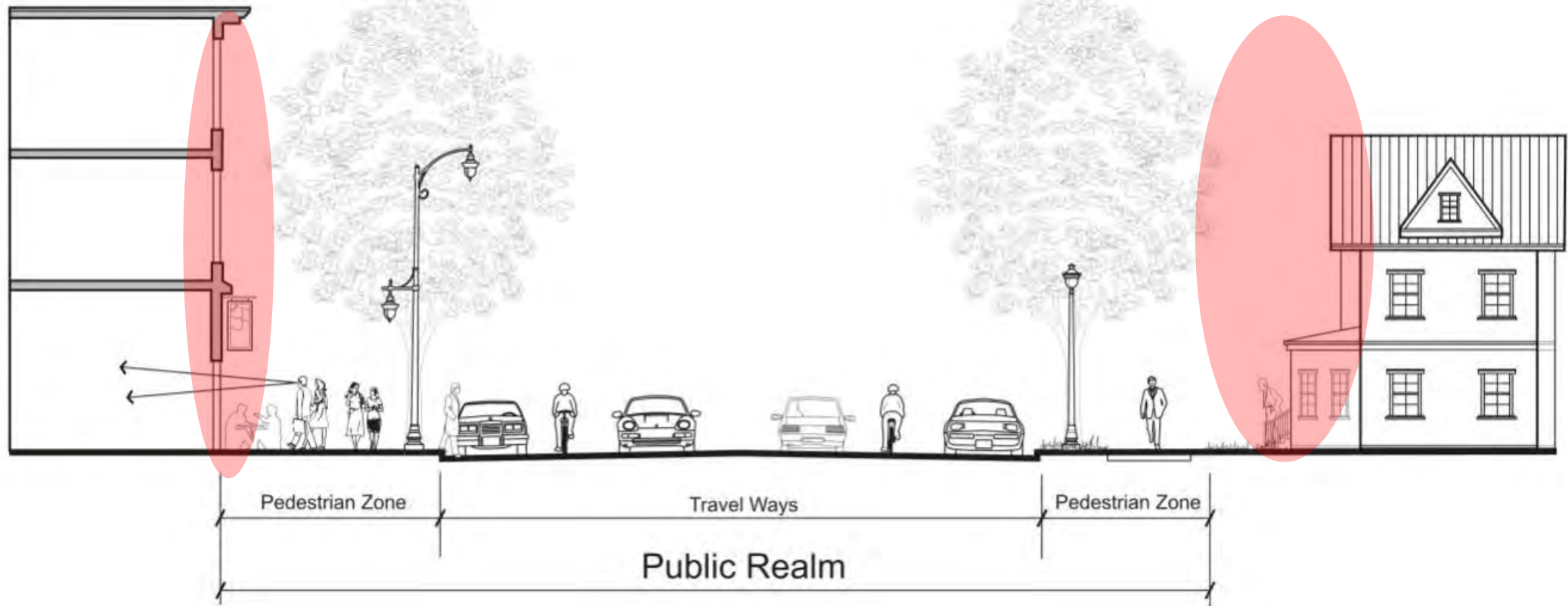
DESIGN COMPONENTS

- Attractive and memorable places are made of many characteristics working together
 - Site design
 - Building design
 - Landscaping
 - Interface between public and private realms
 - Etc.
- Codes can break this down into chunks



PUBLIC REALM

'All streets, sidewalks, rights-of-ways, waterways, parks and other publicly accessible open spaces, and public and civic buildings and facilities.'



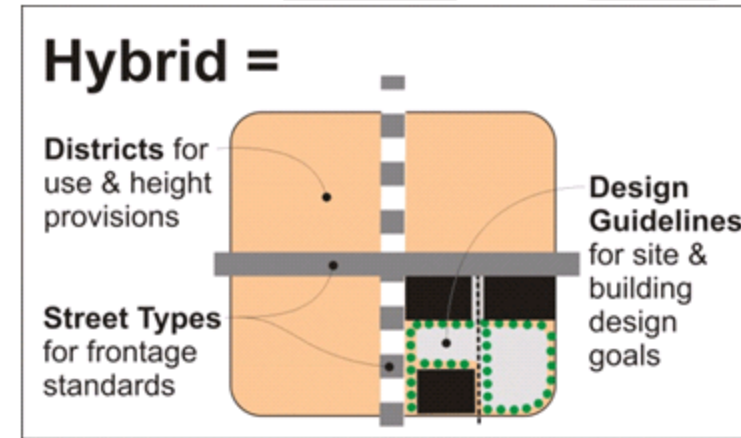
HOW CAN YOU DEVELOP A DESIGN-BASED CODE?

The zoning toolbox is much larger now

Design standards/guidelines
Design overlays
Hybrid coding (most modern codes are hybrids)
Form-based Districts

HYBRID ZONING (99% OF NEW CODES)

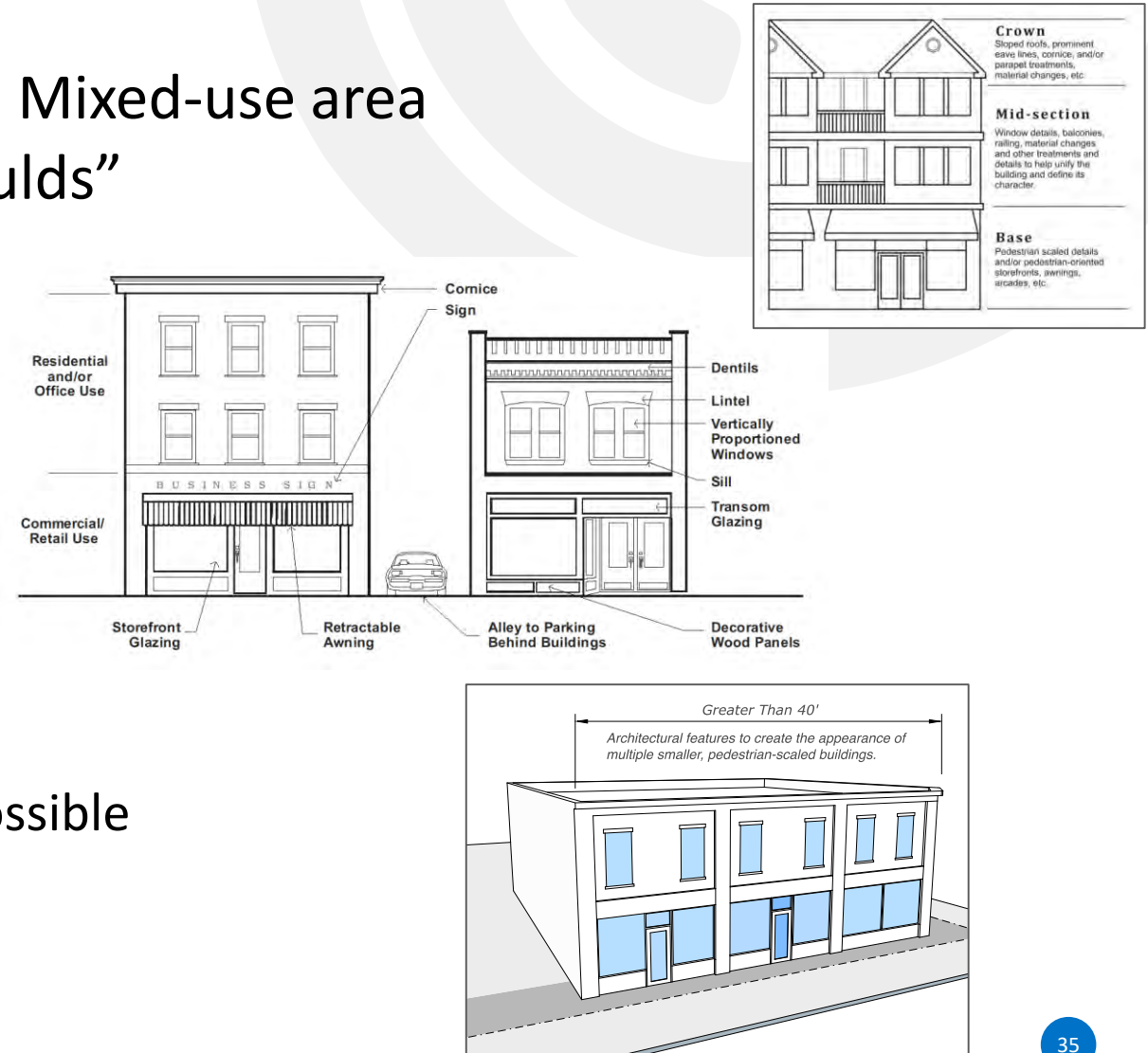
- Includes attributes from traditional zoning and from form-based zoning
 - Traditional zoning – districts, use lists, code framework, and administrative procedures
 - Form Based – built-to-lines or minimum and maximum setbacks, site and architectural design standards & guidelines, relationship to public realm, etc.



A hybrid approach can combine traditional zoning, form-based street frontage standards, and design guidelines.

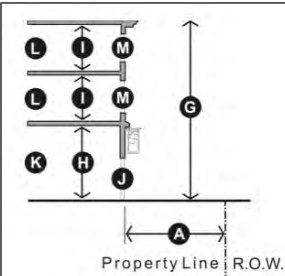
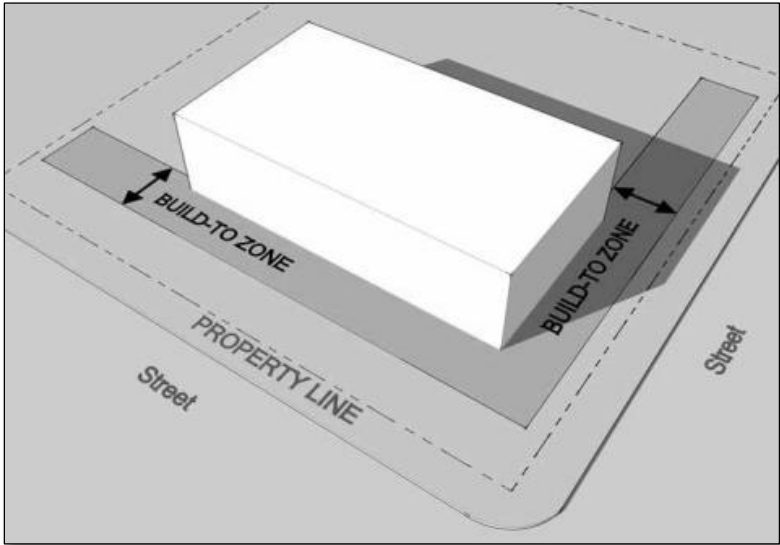
INCLUDE DESIGN STANDARDS WITHIN EXISTING TRADITIONAL CODE

- Community-wide for Commercial and Mixed-use area
- “Shalls” carry more weight than “shoulds”
- Address:
 - Vertical and horizontal mixing of uses
 - Site standards
 - Building – Street relationship
 - Walkability
 - Etc.
 - Building standards (principle based)
 - Multi-building development standards
 - Landscaping standards
 - Etc.
- Use graphics to convey regulations, when possible

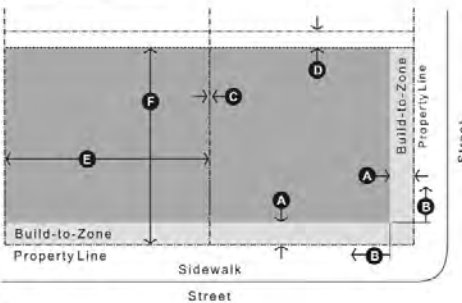


DEVELOP SPECIAL DISTRICTS FORM-BASED AND/OR MIXED-USE

- A new district within your code can address a form-based area
 - Downtowns, greenfield or greyfield development
- Prescriptive
- Graphic



Building Form		
Height		
Main Building	22' min.	G
	3 Stories max.	
Ancillary Building	3 Stories max.	
Ground Floor Commercial Ceiling	14' min. clear	H
Upper Floor Ceiling	9' min. clear	I
Transparency		
First Floor ¹ (Clear windows that allow views into the interior of the building)	60%	J
Second Floor (Clear windows that allow views into the interior of the building)	20%	K
Allowed Uses		
Ground Floor	Commercial, Service, Retail,	L
Upper Floor(s)	Residential or Office	M

F. Building Placement & Form		
		
Key		
Property Line	Setback Line	
Build-to-Zone	Building Area	
Building Placement		
Build-to-Zone (Distance from Property Line)		
Front	0' min., 15' max.	A
Building Facade at Build-to-zone	80% min.	B
On corner lots, both yards abutting streets shall be considered front yards.		
Setback (Distance from Property Line)		
Side, abutting nonresidential district	0' min., 15' max.	C
Rear, abutting nonresidential district	5' min., 22' max.	D
Side and rear, abutting residential district	15' min.	
Lot Size & Coverage		
Width	80' max.	E
Depth	150' max.	F
Lot Coverage (all impervious surfaces)	100% max.	

IT ALL STARTS WITH VISION



VISUAL PREFERENCE SURVEY

Starting the conversation about your community's preferred design and then write the regulations from there...





MIXED-USE BUILDING DESIGN

Which do you prefer?



MIXED-USE BUILDING DESIGN

Which do you prefer?



MIXED-USE BUILDING DESIGN

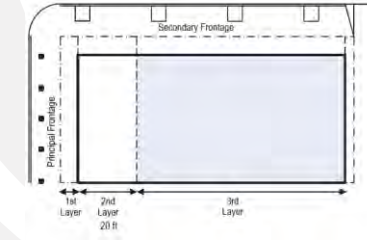
Which do you prefer?



CASE STUDIES

TOWN & VILLAGE OF STILLWATER

ROUTE 4 CORRIDOR FORM-BASED CODES



Building Placement & Parking Lot Placement

Setback	
Front	15 ft
Side	10 ft non-waterfront; 15 ft waterfront
Rear	10 ft
Front Setback Encroachments	
Open Porch	80% max
Balcony and/or bay window	
Stoop or terrace	
Sidewalk Encroachments	
Awning or gallery	Within 2 ft of curb
Parking Placement	
1st Layer	Not permitted
2nd Layer	Not permitted
3rd Layer	Permitted

ERIE STATION : A MIXED-USE COMMUNITY



ERIE STATION : A MIXED-USE COMMUNITY



ERIE STATION: VISION



THE VISION!



ERIE STATION TODAY



Konar Properties

ERIE STATION: IN THE WORKS



TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT

- Created a Mixed-use District and applied it to three nodes along the corridor
- Addressed
 - Vertical and horizontal mixing of uses
 - Site standards
 - Side and rear yard parking only
 - Building standards (principle based)
 - Multi-building development standards
 - Landscaping standards
 - Etc.



TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT

This is what's out there today



TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT



TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT



TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT

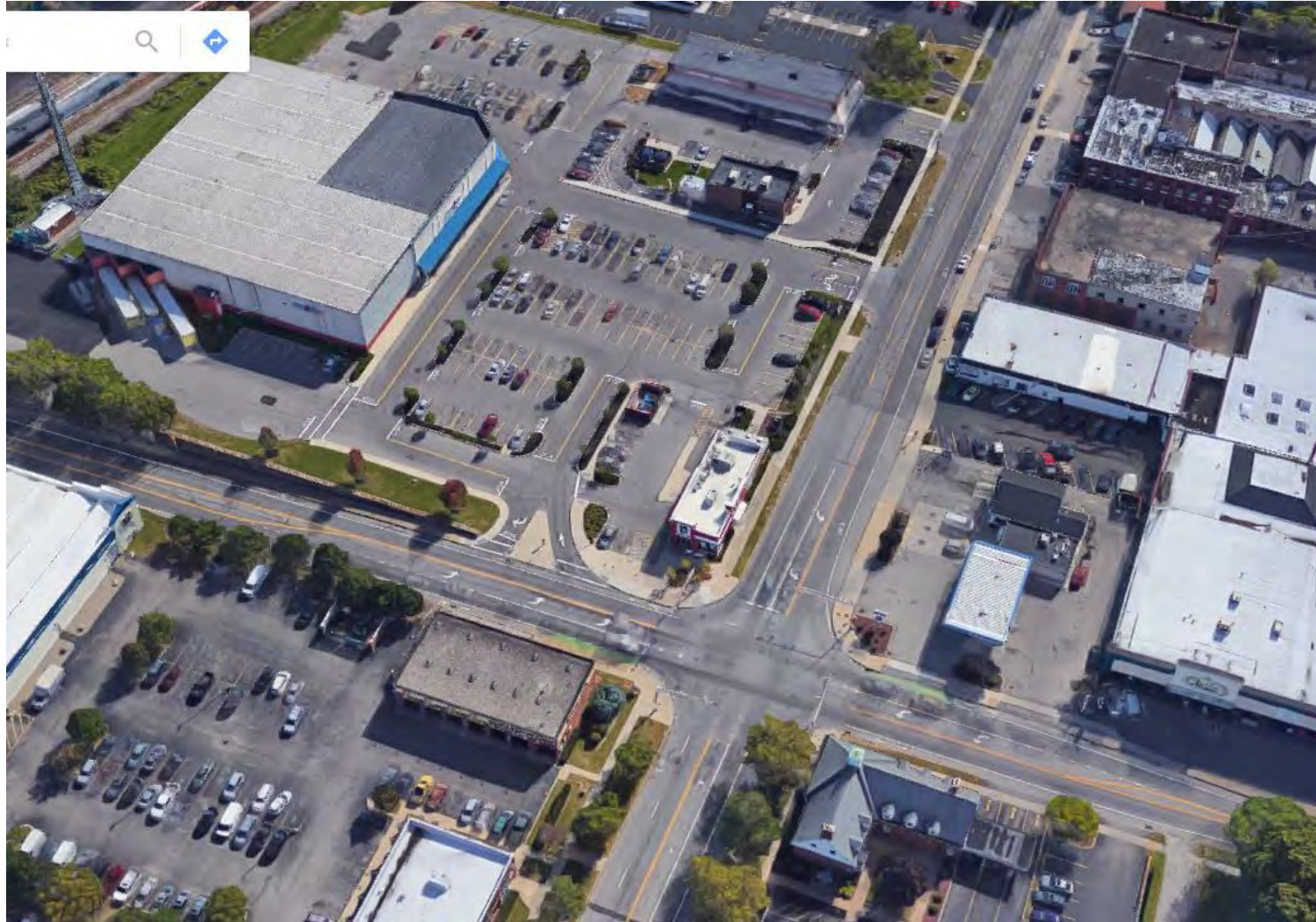
- Former Wegmans' site
 - First major project under the MUD
 - Multi-building development
 - Unified parking and circulation
 - pedestrian connections



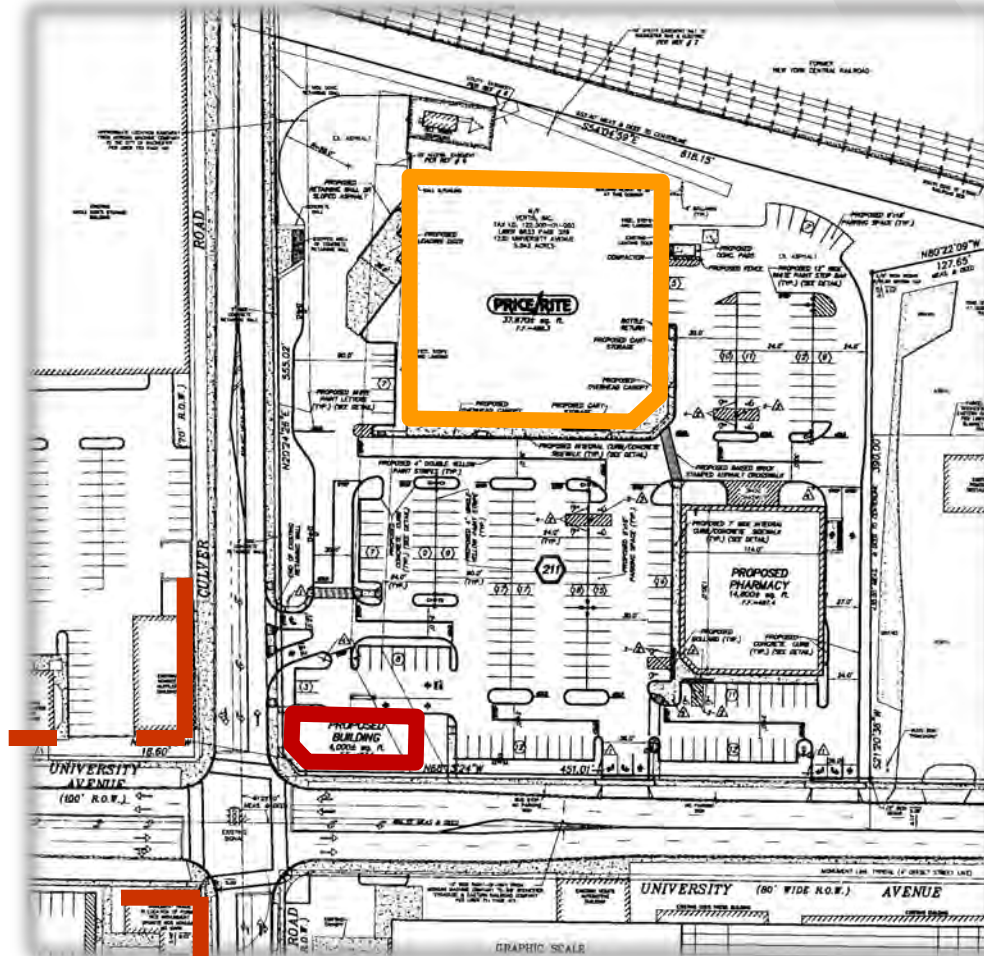
TOWN OF GREECE: DEWEY AVENUE MIXED-USE DISTRICT



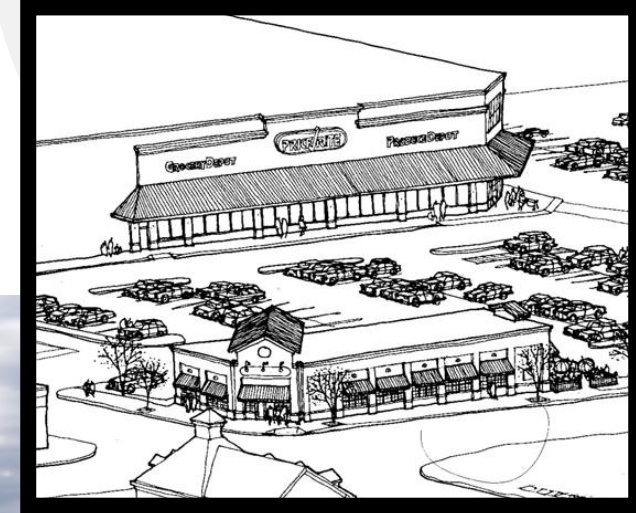
UTILIZING THE OUTPARCEL – UNIVERSITY AVENUE, ROCHESTER



UTILIZING THE OUTPARCEL – UNIVERSITY AVENUE, ROCHESTER



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UTILIZING THE OUTPARCEL – UNIVERSITY AVENUE, ROCHESTER



FROM SUBURBAN STRIP TO “MAIN STREET” – MT. HOPE AVENUE, ROCHESTER



FROM SUBURBAN STRIP TO "MAIN STREET" – MT. HOPE AVENUE, ROCHESTER


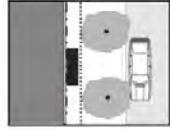


§ 120-77.1 C-V Collegetown Village District.
VARIATIONS AND DETAILS

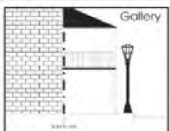

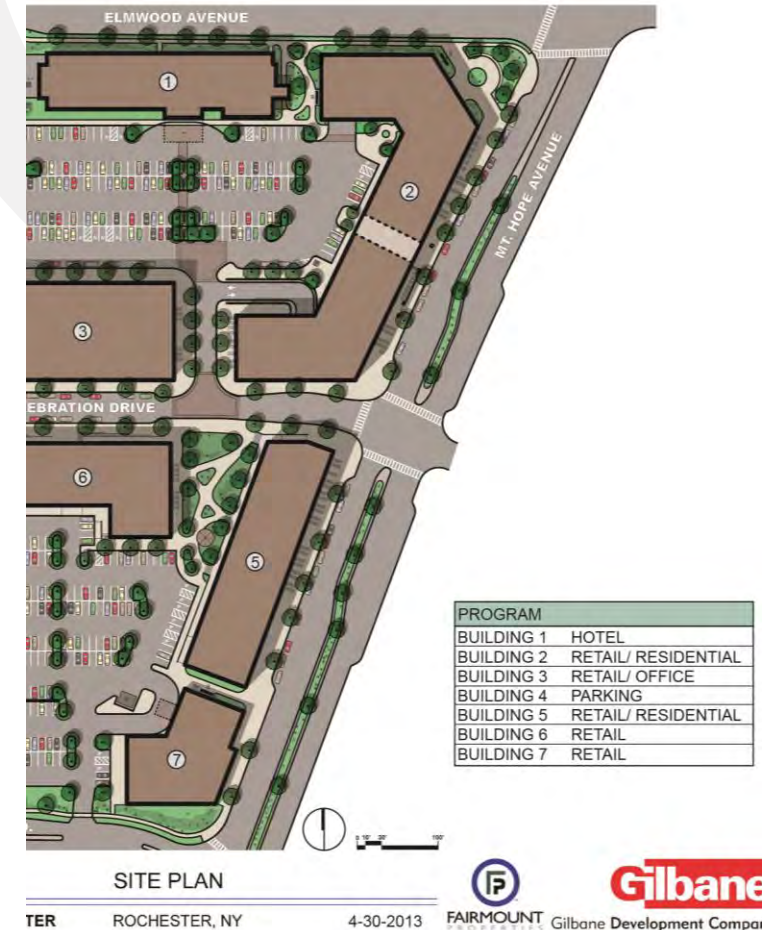
E. Building requirements:

(1) Building frontage types: The following building frontage types have been identified as appropriate in certain areas within the C-V District. Specific frontage types are permitted as set forth in §120-77.1F.

(a) Shopfront: A building frontage wherein the facade is aligned with the required build-to line and the building entrance is at sidewalk grade. This type is appropriate only for retail and commercial uses at grade level because the ground story is not raised. It has substantial glazing on the sidewalk level and may have an awning or canopy that extends far enough to provide adequate protection for pedestrians.

(b) Gallery: A frontage, similar to the shopfront type, wherein the facade is aligned with the required build-to line with an attached lightweight roof structure or balcony supported by columns. The gallery shall be no less than 10 feet wide and shall overlap the sidewalk to within two feet of the curb. This type is appropriate for retail and commercial uses at grade level.

Before



After



Before



After





THANK YOU



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