

Design and Placemaking

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The Walking Realm – the dynamic experience

- **Feet First**
- **Quality First**
- **Sequence of Active Experiences**
- **Path, Edges and Sightlines**

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The Immediate Perspective – Within Thirty Feet

- **Scale and Proportion**
- **Vertical and Horizontal**
- **Public and Private Transitions**
- **Care and Detail**

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Right Sized Parking

- Land use
- One form of transportation
- Location
- Scale

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Light

- **Shade and shadow**
- **Scale and Relationship**
- **Curating Light**
- **Day and Night**

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Understand the choice of mobility

- The best form of transit is being there
- Being clear about the desired hierarchy of transit
- Inside every vehicle is a pedestrian
- Punctuating Transitions between transit modes with space
- Over time, now and someday

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Don't get too enamored with “T” in TOD

- The scale and character and spatial requirements of transit modes
 - In relation to development
 - How big and how much?
 - How close is too close?
 - Integrated vs. Associated Development
 - The Hole in the Donut
 - Understanding Business Cycles

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Understand Time and Likelihood

- Visualize time
- Create an Urban Framework not a Masterplan
- Authentic Timeless Objectives and Guidelines
- Early Wins
- Concentrate exemplary experiences
- Create as much quality great public realm early
- Partner, Curate and Program