Design and Placemaking

What design elements are crucial to “get right” in a TOD?
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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