At the Department of City Planning?

WHAT IS GOOD URBAN DESIGN...
We start with people...
Seeing the city from their perspective...
As they move through the city...
Or stop to linger...
Or come together.
This is our civic commons...
This is our public realm...
WHAT IS THE PUBLIC REALM?

Streets
Queens, W. Queens Transportation Study

Parks + Plazas
Manhattan, Vanderbilt Plaza

Waterfronts
Staten Island, North Shore

Privately Owned Public Spaces (POPS, others..)
Manhattan, Water Street POPS

Infrastructure
The Bronx, Kingsbridge Armory

Brooklyn, Red Hook Transportation Study
OUR PARKS & PLAZAS

Manhattan, Vanderbilt Plaza
OUR PRIVATELY OWNED PUBLIC SPACES

Manhattan, Water Street POPS
OUR INFRASTRUCTURE

Brooklyn, Red Hook Transportation Study
URBAN DESIGNERS HELP SHAPE OUR BUILDINGS + PUBLIC REALM
Study Model for St Nicks in Harlem
GUIDELINES & REGULATIONS

LIC WATERFRONT DESIGN GUIDELINES

The ‘LIC Waterfront Design Guidelines’ are a set of principles and strategies intended to foster an overall sense of place and ensure the creation of a cohesive character for this emerging section of LIC. Each building developed along this key portion of the Waterfront should aspire to reflect the ‘industrial and creative character’ of Long Island City’s past and present, thereby, enabling the future establishment of a distinct waterfront district connecting Queensbridge Park to Anable Basin that complements surrounding portions of the neighborhood.

This document begins by outlining four design principles, and it then explains the existing mix of uses and building types that comprise the Neighborhood Context. Next, it gives an overview of the Industrial Character represented by images of notable LIC loft buildings which should inform the design of new waterfront development. It also addresses activating the Public Realm and notes how new open space near the shoreline should be embedded with flood resilient strategies critical for protecting future waterfront development and the upland neighborhood. It provides examples of Ground Level Vocabulary elements to spur a lively mix of materials, lighting and building components. Lastly, it outlines an inter-related building massing and programming approach to achieve a distinct, sturdy yet harmonious Architectural Form.

ARCHITECTURAL FORM

The building forms and massing to a major extent are subsumed by the buildings that successfully connect the waterfront and the neighborhood, and to a lesser extent by the buildings themselves. These forms and masses combine to create a distinct identity for the Waterfront District, which can be experienced in a variety of ways. The building forms and massing are designed to complement the landscape context and create a sense of place.

INDUSTRIAL CHARACTER

Though traditional American industrial architecture is the hallmark of LIC’s history, new development must respect the unique industrial character of LIC while adding to the diversity of the neighborhood’s fabric. Buildings should be designed to be integrated with the historic and industrial context of LIC. For example, new buildings should be designed to be compatible with the scale and massing of existing structures.

NEIGHBORHOOD CONTEXT

Development within the LIC Waterfront District is designed to maximize the permeability of important neighborhood connections. The Waterfront District is bounded by the East River to the north, the 81st Street Bridge to the south, 10th Street to the west, and 16th Street to the east. The Waterfront District includes a range of residential, commercial, and institutional uses.

OVERALL DESIGN PRINCIPLES

The guidelines establish strategies for waterfront development that reflect a balance of housing, work, and recreation. The guidelines also encourage a diverse mix of uses, ranging from high-density residential to lower-density mixed-use developments. The guidelines emphasize the importance of neighborhood connections, and the Waterfront District is designed to accommodate a variety of uses and activities, including retail, restaurants, and entertainment.

DYNAMIC & ACTIVE PUBLIC REALM

Future development should not only create a new waterfront but also ensure that it is well-connected to the neighborhood. The Waterfront District is designed to be a vibrant and active public realm that includes pedestrian-friendly streets, parks, and plazas. The Waterfront District is designed to accommodate a range of uses, from residential to commercial, and to provide a sense of place.

GROUND LEVEL VOCABULARY

Building forms should be designed to reflect the character of LIC’s historic industrial waterfront, and active public space. However, it is important to note that waterfront design is not limited to a single style or form. Buildings should be designed to be compatible with the scale and massing of existing structures.

Queens, LIC Waterfront Design Guidelines
ADVOCACY

Public Workshop, AIA Center for Architecture
WHAT IS GOOD URBAN DESIGN?

1. PLACE: CREATES AND REINFORCES A SENSE OF PLACE

2. EQUITY: IS OPEN AND ACCESSIBLE TO EVERYONE

3. DETAIL: PAYS ATTENTION TO THE DETAIL

4. COMFORT: MAKES PEOPLE FEEL GOOD
WHAT IS GOOD URBAN DESIGN?

1. PLACE: Creates and reinforces a sense of place
2. EQUITY: Is open and accessible to everyone
3. DETAIL: Pays attention to the detail
4. COMFORT: Makes people feel good
1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE

Brooklyn, Coney Island, The Bowery
1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE

Brooklyn, Coney Island, The Bowery
1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE

Brooklyn, Coney Island, Coney West Neighborhood
1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE

Brooklyn, Coney Island, Wonder Wheel Way
1. GOOD URBAN DESIGN CREATES + REINFORCES A SENSE OF PLACE

Brooklyn, Coney Island, Wonder Wheel Elevation
WHAT IS **GOOD** URBAN DESIGN?

1. **PLACE**: Creates and reinforces a sense of place
2. **EQUITY**: Is open and accessible to everyone
3. **DETAIL**: Pays attention to the detail
4. **COMFORT**: Makes people feel good
2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE
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Brooklyn, East New York Neighborhood Study, Callahan Kelley Park
2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE

Brooklyn, East New York IBZ, Streetscape Improvements
2. GOOD URBAN DESIGN IS OPEN AND ACCESSIBLE TO EVERYONE
WHAT IS GOOD URBAN DESIGN?

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3. GOOD URBAN DESIGN IS PLANNED AND DESIGNED WITH CARE AND ATTENTION TO DETAIL

Manhattan, East Harlem, 125th Street Station
3. GOOD URBAN DESIGN IS PLANNED AND DESIGNED WITH CARE AND ATTENTION TO DETAIL

Bronx, Jerome Ave Neighborhood Study
3. GOOD URBAN DESIGN IS PLANNED AND DESIGNED WITH CARE AND ATTENTION TO DETAIL
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Manhattan, Hudson Yards + the High Line
WHAT IS GOOD URBAN DESIGN?

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4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

ACTIVE DESIGN
SHAPING ACTIVE SIDEWALKS

Citywide, Active Design, Shaping the Sidewalk Experience
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

Citywide, Active Design, Shaping the Sidewalk Experience

* These elements are affected by zoning regulations
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

Citywide, Active Design, Shaping the Sidewalk Experience

- Lighting/signage poles
- Street trees (tree pits)*
- Mail/newspaper boxes
- Street vendors/ Kiosks
- Parked cars
- Fire hydrants
- Green strips (planters)*
- Trash cans
- Bike racks
- Bike lanes
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

* These elements are affected by zoning regulations

Citywide, Active Design, Shaping the Sidewalk Experience
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

- Fire escapes and balconies*
- Building height and setback*
- Lighting
- Shading devices*
- Signage*
- Canopies/awnings*
- Entrances*
- Security gates*
- Transparency*
- Architectural articulation*
- Outdoor uses*
- Land use*
- Length of lots/frontages*
- Front yard planting*
- Off-street parking*
- Ground floor setback*

* These elements are affected by zoning regulations

Citywide, Active Design, Shaping the Sidewalk Experience
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

Citywide, Zoning for Quality and Affordability
4. GOOD URBAN DESIGN MAKES YOU FEEL GOOD

Citywide, Zoning for Quality and Affordability
HOW DO WE **MAKE** GOOD URBAN DESIGN?

1. **SITE:** GET TO KNOW THE PLACE
2. **ENGAGE:** ENGAGE THROUGH VISUALIZATION
3. **SCALE:** THINK ACROSS SCALES
4. **ANTICIPATE:** THINK LONG TERM AND SHORT TERM
5. **PROJECT:** QUESTION THE STATUS QUO
HOW DO WE MAKE GOOD URBAN DESIGN?

1. SITE: GET TO KNOW THE PLACE

2. ENGAGE: ENGAGE THROUGH VISUALIZATION

3. SCALE: THINK ACROSS SCALES

4. ANTICIPATE: THINK LONG TERM AND SHORT TERM

5. PROJECT: QUESTION THE STATUS QUO
1. SITE: GET TO KNOW THE PLACE

Visiting + Sketching

Bronx, Jerome Avenue Neighborhood Study
1. **SITE:** GET TO KNOW THE PLACE

**Surveying**

*Brooklyn, Gowanus Canal, Industrial Mixed-Use Street*
1. Site: Get to Know the Place

Measuring

Resilient Retail Study
HOW DO WE MAKE GOOD URBAN DESIGN?

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5. PROJECT: QUESTION THE STATUS QUO
2. **ENGAGE: ENGAGE THROUGH VISUALIZATION**

**Visioning**

*Bronx, Jerome Avenue Neighborhood Study*
2. **ENGAGE: ENGAGE THROUGH VISUALIZATION**

Engaging

*Manhattan, Inwood Study*
2. **ENGAGE: ENGAGE THROUGH VISUALIZATION**

**Mapping**

- **Flood Elevations within Zoning District**
- **Ground Elevations**
- **Surge Extents and Effected Properties**

West Chelsea, Resiliency Study
2. ENGAGE: ENGAGE THROUGH VISUALIZATION

Give & Take

Lower Manhattan, Shared Streets

Staten Island, North Shore Study
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PLACES study areas

Brooklyn, East New York Neighborhood Study
3. SCALE: THINK ACROSS SCALES

Queens, LIC Waterfront Design Guidelines
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COASTAL CLIMATE RESILIENCE

Designing for Flood Risk
4. ANTICIPATE: THINK LONG TERM AND SHORT TERM

Citywide, “What if NYC... Post-Disaster Interim Housing Playbook”
4. ANTICIPATE: THINK LONG TERM AND SHORT TERM

Citywide, “What if NYC... Post-Disaster Interim Housing Playbook
4. ANTICIPATE: THINK LONG TERM AND SHORT TERM

Post Disaster Housing Prototype Built in Brooklyn, July 2014
HOW DO WE MAKE GOOD URBAN DESIGN?

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5. PROJECT: QUESTION THE STATUS QUO
How big is a micro-unit?
5. PROJECT: QUESTION THE STATUS QUO

adAPT NYC: Micro-unit Pilot Project
5. PROJECT: QUESTION THE STATUS QUO

Credit: Curbed.com

adAPT NYC: Micro-unit Pilot Project