

Central Area Design Guidelines Process



1. Context & Site: community notes

> History & Heritage

- African and African American presence (ex: create pockets of culture to represent African American culture in CA)
- Retention and respect for existing neighborhood character
- Honor all heritages from the CD's past

> Zone Transitions

- At edge of more intense zones, ground related entrances, stoops, etc. should be provided
- Provide density at commercial cores (ex: 23rd and Jackson, and 23rd and Union)

> Connection to Nature

- Consider solar access
- Push buildings back from street so sunlight reaches pedestrian level
- Provide more green space, ex: vertical green walls (also gives acoustic buffer)

2. Public Life: community notes

> Livability for Families & Elderly

- Provide areas for children to play
- Provide opportunities to garden in multifamily
- Preserve alleys

> Streetscape Treatment

- Specific concern with how buildings meet the street and their entrances
- Encourage a quality pedestrian environment with pedestrian furniture

> Streetscape Treatment (continued)

- Avoid grade separations (Storefronts should step along with the grade (ex: 30' max length)
- Promote transparency and "eyes on the street"
- Allow businesses to express themselves onto the sidewalk (ex: cafés, produce markets)
- Encourage shared public walkways to multiple building/-campus (network of walkways)
- Encourage cluster of local businesses together
- No solid walls/fences connecting to the sidewalk (encourage landscaped buffers instead)

> Gathering & Social Spaces

- Provide open spaces at ground level for gathering (not all open spaces need to be vegetated)
- Provide opportunities for neighbors to connect and walk/talk together on the sidewalk
- Discourage rooftop/private gated open spaces
- Enhance gathering points so that the scale of the art in public spaces is commensurate with scale of new development
- Provide amenities appropriate to the community (ex: bike racks not as necessary)
- Provide shared P-patches

3. Design Concept: community notes

> Layout & Massing

- Encourage courtyard housing/bungalow court with landscaping instead of fences
- Smaller, more broken up and varied building forms (discourage monoliths)
- Suggest second floor setbacks in NC zones and above
- Suggest further setbacks from the street (for wider sidewalks and plaza spaces)

> Building Details

- Provide operable windows
- Pay attention to scale
- Human scale engagement in build process – ex: brick
- Provide guidance for signage

> Materiality

- More use of color
- Encourage variation in building materials with emphasis on high quality materials

Outside of Scope: to be championed by other community groups

Microhousing

- Provide access to parks, schools, affordable housing, and 2 – 3 bedroom living for families
- Require parking even in high transit areas to make it easier for people to get to the CD
- Shopping (shops) should be relevant to the community
- Provide services/housing for middle low class
- Provide opportunities for cultural services within neighborhood for residents and outsiders
- Promote African American ownership (community land trust as vehicle)
- Provide pedestrian crossings
- Affordability

Opportunity to satisfy needs without traveling out of neighborhood

- Provide shared P-patches
- Small commercial spaces for small businesses
- Stop HALA blanket upzones in certain areas to protect parts of the CD we want to preserve (zoning concerns at nodes)
- Require signage review
- Provide incentives for smaller community-based businesses (over big box)
- Uncle Ike/inequitable treatment of people selling pot