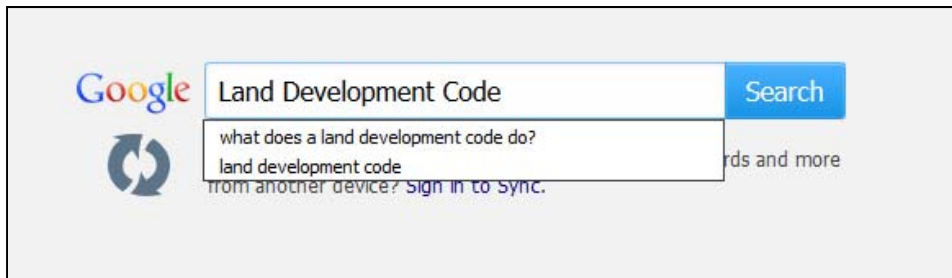




Compact + Connected

Coding for Success

June 22, 2015



Most prevalent Tool for
addressing land use =
Land Development Code (LDC)

[PDF] **LAND DEVELOPMENT CODE - City of Prescott**
www.cityofprescott.net/_d/ldc.pdf ▾ Prescott ▾
City of Prescott **Land Development Code** (Amended November 25, 2008) i. Table of Contents. Article 1 / Introductory Provisions .

Land Development Code Amendments - Hillsborough ...
www.hillsboroughcounty.org ▾ ... ▾ Development Services ▾ Zoning ▾
Land Development Code Amendments, 2014 Round 1, BOCC Workshop April 8, 2014
· **Land Development Code** 14-0471. Update the **Land Development Code** ...

Land Use Services > Planning > Development Code - San ...
cms.sbcounty.gov/lus/.../DevelopmentCode.aspx ▾ San Bernardino County ▾
The San Bernardino County **Development Code** implements the goals and policies of the General Plan by regulating **land** uses within the unincorporated areas ...

View Reno Land Development Code - Municipal Code ...
www.municode.com/library/NV/Reno/Land_Development_Code ▾
A description for this result is not available because of this site's robots.txt – learn more.

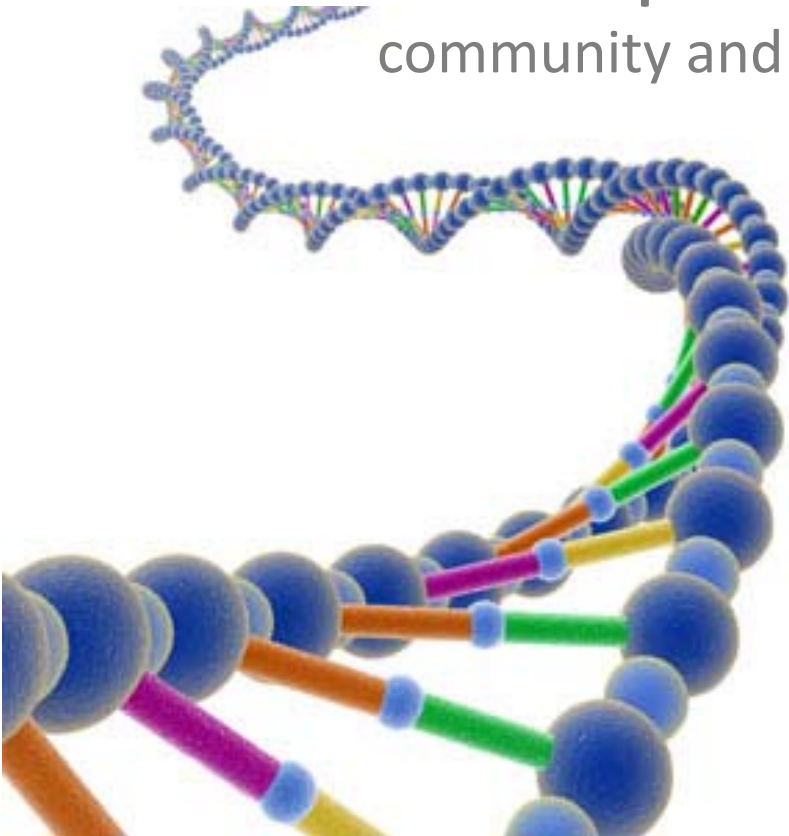
City of Medford Oregon - Land Development Code
<https://www.ci.medford.or.us/Page.asp?NavID=447> ▾ Medford ▾
City of Medford Oregon / Planning / **Land Development Code** ... Therefore, we recommend that you search by keyword to find all relevant sections of the code.

Land Development Code (ULDC) - Department of Growth ...
growth-management.alachuacounty.us/land_developme... ▾ Alachua County ▾
Oct 9, 2012 - The **Land Development Code** (ULDC) is a collection of zoning, subdivision and other regulations that implement the policies of the ...

Unified Land Development Code (ULDC) - Palm Beach ...
www.pbcgov.com/pzb/ePZB/pdfarticles.htm ▾
Jan 30, 2014 - UNIFIED LAND DEVELOPMENT CODE (ULDC). * Disclaimer *. ULDC SUPPLEMENT 16 - Last Updated 03/03/2014. The PDF Articles have ...

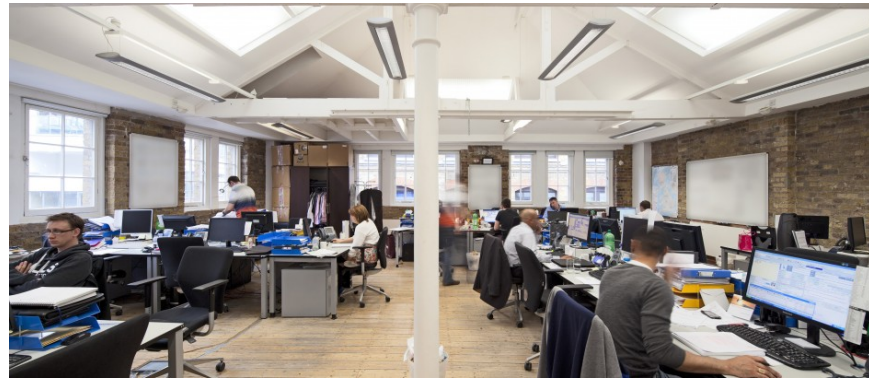
Pinellas County, Florida - Land Development Code
www.pinellascounty.org/plan/codeupdate/default.htm ▾
Unincorporated Pinellas County **Land Development Code** Project. News & Updates: Code Update Workgroup - Meeting Information ...

Land Development Codes are like the **DNA** of our community and **shape the form of our cities**.





REGULATE.....



....the kinds of acceptable activities in a place.

REGULATE.....



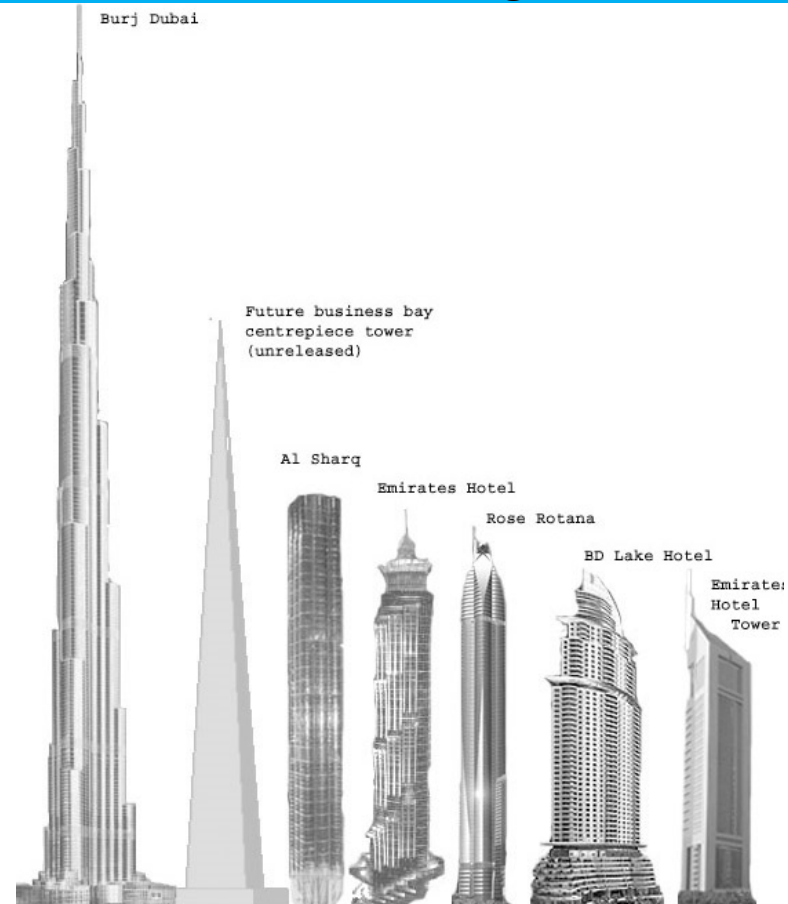
.....the intensity of those activities.

REGULATE.....



Texas State Capital

Tallest building in the world



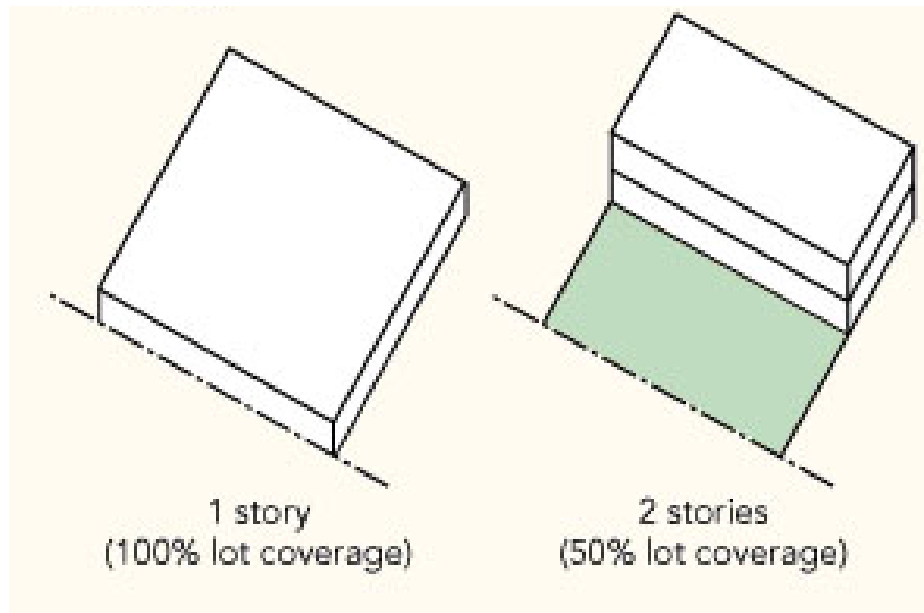
.....heights of structures.

REGULATE.....



.....proportion of hardscape to landscape.

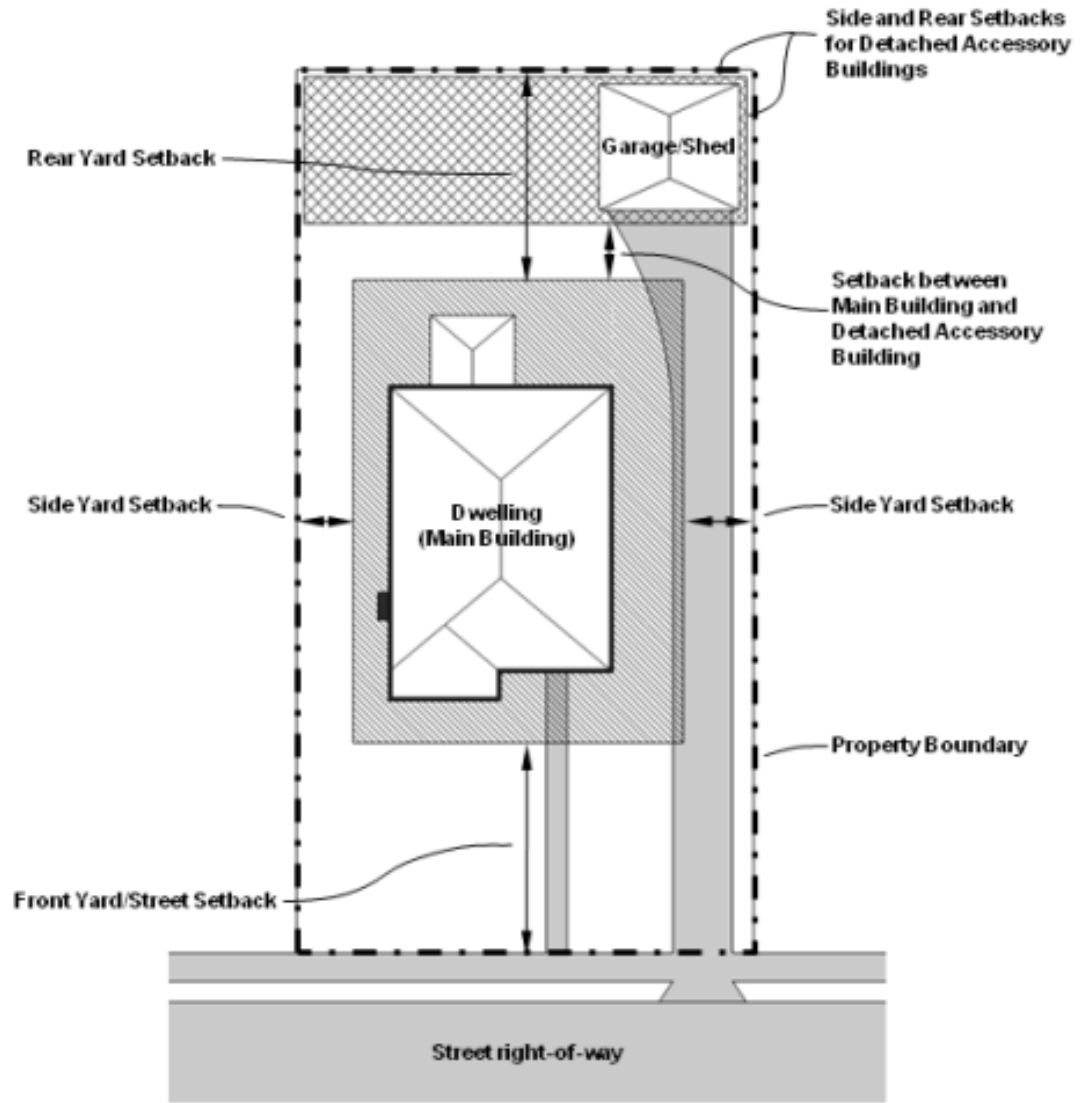
REGULATE.....



.....amount of space that a structure may occupy.

REGULATE.....

(setbacks)



.....location of that structure on a lot.

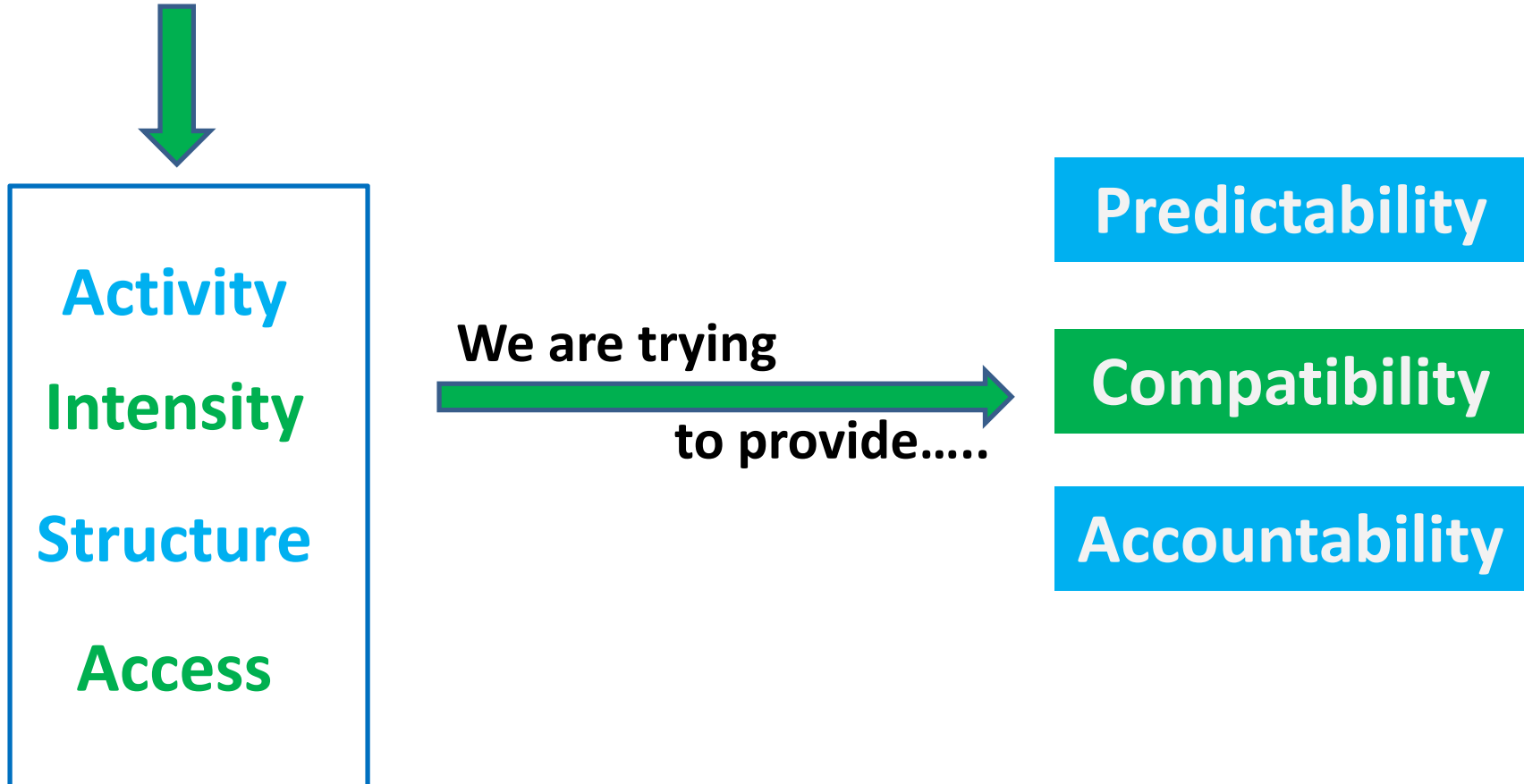
REGULATE.....



.....how an activity is accessed.

What are we trying to accomplish?

By regulating these issues.....



What are common types of land development codes in the US?

EUCLIDEAN

(Conventional)

FORM-BASED

(Non-Conventional)

HYBRID

(Combination of the above)

Euclidean

(Conventional)

EUCLIDEAN ZONING IS NOT.....



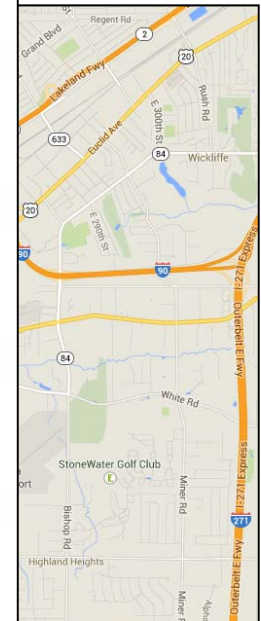
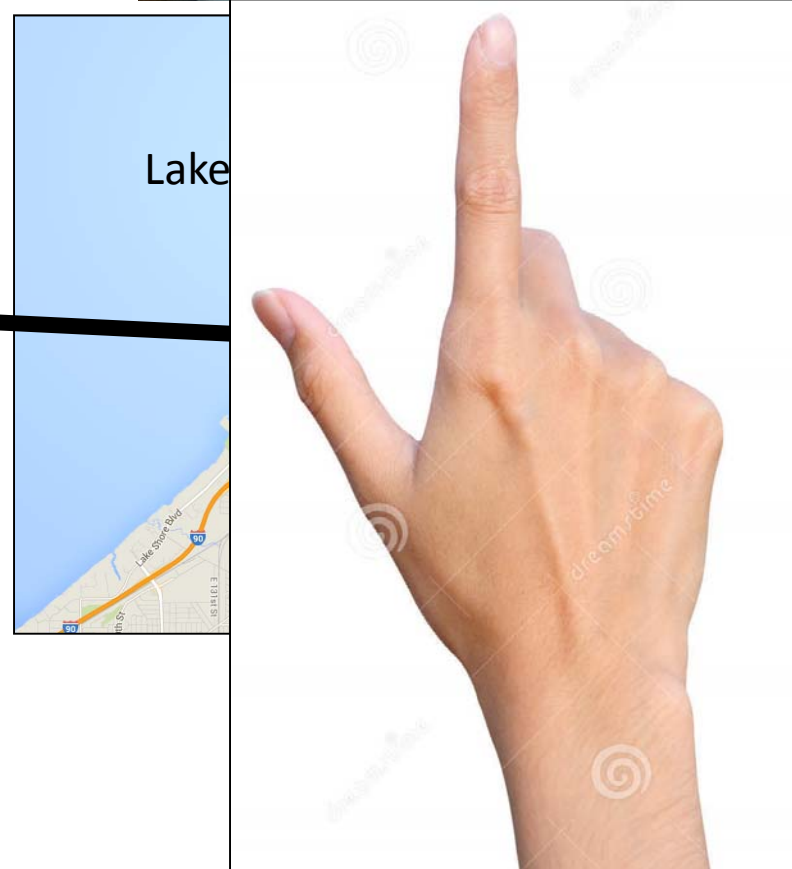
$$a^2 + b^2 = c^2$$

Ἐν τοῖς ὀρθογωνίοις τρίγωνοις τὸ ἀπὸ τῆς ῥῆθῆν γωνίαν ὑποτείνουσας πλευρᾶς τετράγωνον ἰσὸν ἐστὶ τοῖς ἀπὸ τῶν ῥῆθῆν γωνίαν περιχομισῶν πλευρῶν τετραγώνοις. Ἐπεὶ τὸ ἀπὸ τῆς ῥῆθῆν γωνίας τετράγωνον ἰσὸν ἐστὶ τοῖς ἀπὸ τῶν BA, ΑΓ τετραγώνοις. Ἀναγεγράφθω γὰρ ἀπὸ μὲν τῆς ΒΓ τετραγώνον τὸ ΒΔΕΓ, ἀπὸ δὲ τῶν ΒΑ, ΑΓ τὰ ΗΒ, ΘΓ, καὶ διὰ τοῦ Α ὀπίστέρα τῶν ΒΔ, ΓΕ παράλληλος ἡ ΑΑ: καὶ ἐπελεύθουσιν αἱ ΑΔ, ΖΓ, καὶ ἐπει ὀρθή ἐστὶν ἑκάτερα τῶν ὑπὸ ΒΑΓ, ΒΑΗ γωνιών, πρὸς δὲ τῶν εὐθείᾳ τῆ ΒΑ καὶ τῷ πρὸς αὐτῇ σημείῳ τῷ Α δύο εὐθεῖαι ΑΑ, ΑΗ μὴ ἐπὶ τὰ αὐτὰ μέρη κειμεναι τὰς ἐφεξῆς γωνίας δισὶν ὀρθαῖς ἰσῶν ποιῶσιν: ἐπὶ εὐθείας ἄρα ἐστὶν ἡ ΓΑ τῆ ΑΗ, διὰ τὰ αὐτὰ δὴ καὶ ἡ ΒΑ τῆ ΑΘ ἐστὶν ἐπὶ εὐθείας, καὶ ἐπει ἰση ἐστὶν ἡ ὑπὸ ΔΒΓ γωνία τῇ ὑπὸ ΖΒΑ: ὀρθὴ γάρ ἑκάτερα: κοινὴ προσκείμεθω ἡ ὑπὸ ΑΒΓ: ὁμοίᾳ ἄρα ἡ ὑπὸ ΔΒΑ ὅλη τῇ ὑπὸ ΖΒΓ ἐστὶν ἰση, καὶ ἐπει ἰση ἐστὶν ἡ μὲν ΔΒ τῇ ΒΓ, ἡ δὲ ΖΒ τῇ ΒΑ, δύο δὴ αἱ ΔΒ, ΒΑ δύο τοῖς ΖΒ, ΒΓ ἴσαι εἰσὶν ἑκάτερα ἑκάτερα: καὶ ἐπει ἡ ὑπὸ ΔΒΑ γωνία τῇ ὑπὸ ΖΒΓ ἰση: βάσις ἄρα ἡ ΑΔ βάσει τῇ ΖΓ [ἐστὶν] ἰση, καὶ τὸ ΑΒΔ τρίγωνον τῷ ΖΒΓ τριγώνῳ ἐστὶν ἰσόν: καὶ [ἐστὶ] τοῖς μὲν ΑΒΔ τρίγωνον διπλάσιον τὸ ΒΑ παραλληλόγραμμον: βάσις τε γὰρ τὴν αὐτὴν ἔχουσι τὴν ΒΔ καὶ ἐν ταῖς αὐταῖς εἰσι παράλληλοις ταῖς ΒΔ, ΑΑ: τοῖς δὲ ΖΒΓ τρίγωνον διπλάσιον τὸ ΗΒ τετράγωνον: βάσις τε γὰρ αὐτὴν τὴν αὐτὴν ἔχουσι τὴν ΖΒ καὶ ἐν ταῖς αὐταῖς εἰσι παράλληλοις ταῖς ΖΒ, ΗΓ. [τὰ δὲ τῶν ἰσῶν διπλάσια ἰσα ἀλλήλοισ ἐστὶν:] ἰσὸν ἄρα ἐστὶ καὶ τὸ ΒΑ παραλληλόγραμμον τῷ ΗΒ τετραγώνῳ, ὁμοίως δὲ ἐπιτεταγμένον τῶν ΑΕ, ΒΚ δεχθήσεται καὶ τὸ ΓΑ παραλληλόγραμμον ἰσὸν τῷ ΘΓ τετραγώνῳ: ὅλον ἄρα τὸ ΒΔΕΓ τετράγωνον δισὶ τοῖς ΗΒ, ΘΓ τετραγώνοις ἰσῶν ἐστὶν, καὶ ἐστὶ τὸ μὲν ΒΔΕΓ τετράγωνον ἀπὸ τῆς ΒΓ ἀναγραφέν, τὰ δὲ ΗΒ, ΘΓ ἀπὸ τῶν ΒΑ, ΑΓ, τὸ ἄρα ἀπὸ τῆς ΒΓ πλευρᾶς τετράγωνον ἰσὸν ἐστὶ τοῖς ἀπὸ τῶν ΒΑ, ΑΓ πλευρῶν τετραγώνοις. Ἐν ἄρα τοῖς ὀρθογωνίοις τρίγωνοις τὸ ἀπὸ τῆς ῥῆθῆν γωνίας ὑποτείνουσας πλευρᾶς τετράγωνον ἰσὸν ἐστὶ τοῖς ἀπὸ τῶν ῥῆθῆν [γωνίαν] περιχομισῶν πλευρῶν τετραγώνοις, ὅπερ εἰ δεῖξει.

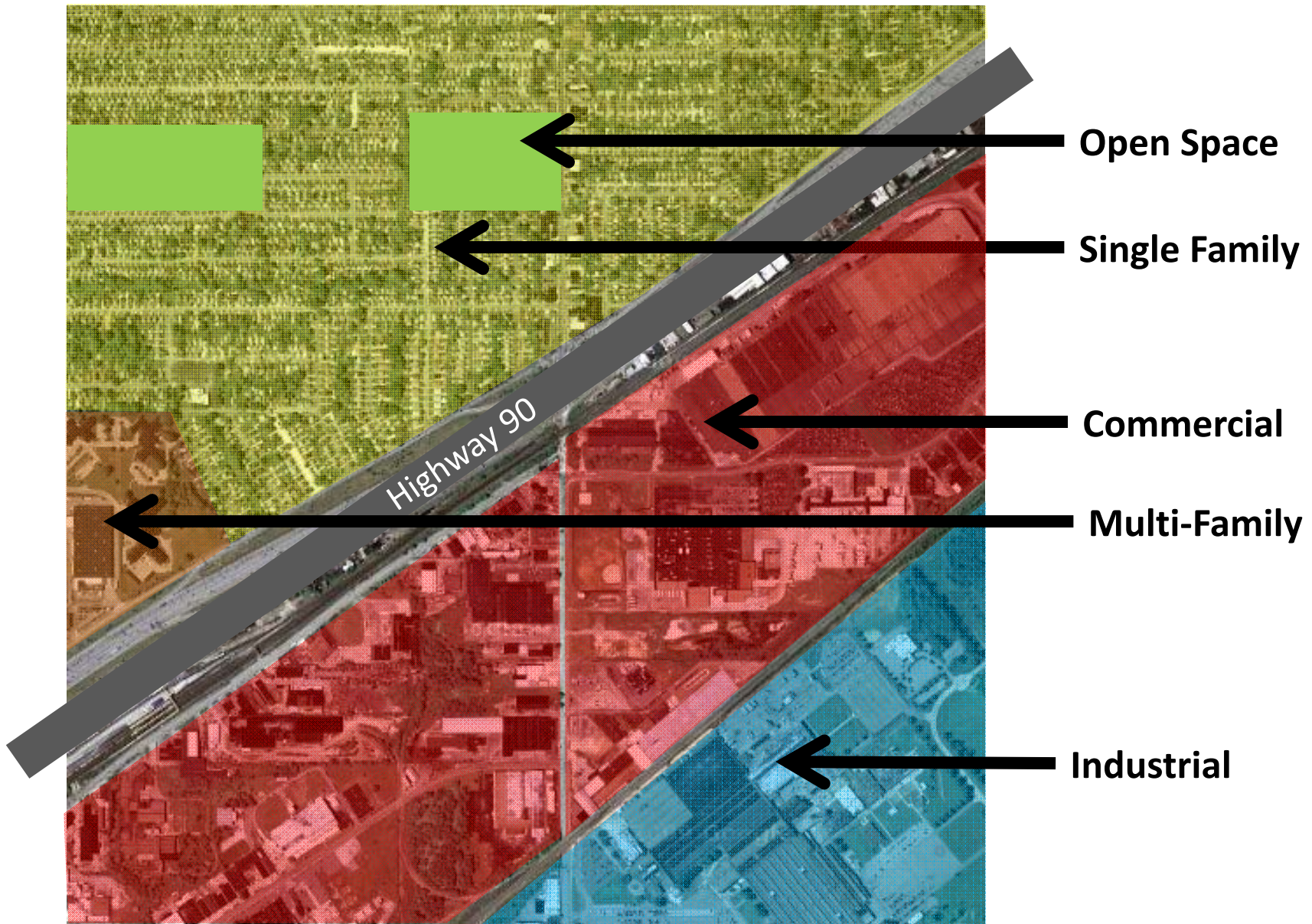
Euclid, *Elements*, Book I, Proposition 47 (300 B.C.)

THIS GUY, but

.....THIS VILLAGE.



Euclid, Ohio





Village of Euclid v. Ambler Realty Co.
(1926)

.....With particular reference to **APARTMENT HOUSES**, it is pointed out that the development of detached house sections is greatly retarded by the coming of apartment houses, which has sometimes resulted in **DESTROYING** the entire section for **PRIVATE HOUSE** purposes.....

.....very often the **APARTMENT** is a mere **PARASITE**, constructed in order to **TAKE ADVANTAGE** of the **OPEN SPACES** and **ATTRACTIVE** surroundings created by the residential character of the district.....

.....Moreover, the coming of **ONE** apartment house is followed by **OTHERS**.....

.....and bringing, as their necessary accompaniments, **THE DISTURBING NOISES INCIDENT TO INCREASED TRAFFIC** and business, and the occupation, **BY MEANS OF MOVING** and **PARKED AUTOMOBILES**, of larger portions of the streets, thus detracting from their safety and depriving children of the privilege of quiet and open spaces for play, enjoyed by those in more favored localities -- until, finally, the **RESIDENTIAL CHARACTER** of the neighborhood and its desirability as a place of detached residences are **UTTERLY DESTROYED**.

Form Based

(Non-Conventional)



Same activity,
so what's different?





Same activity,
so what's different?



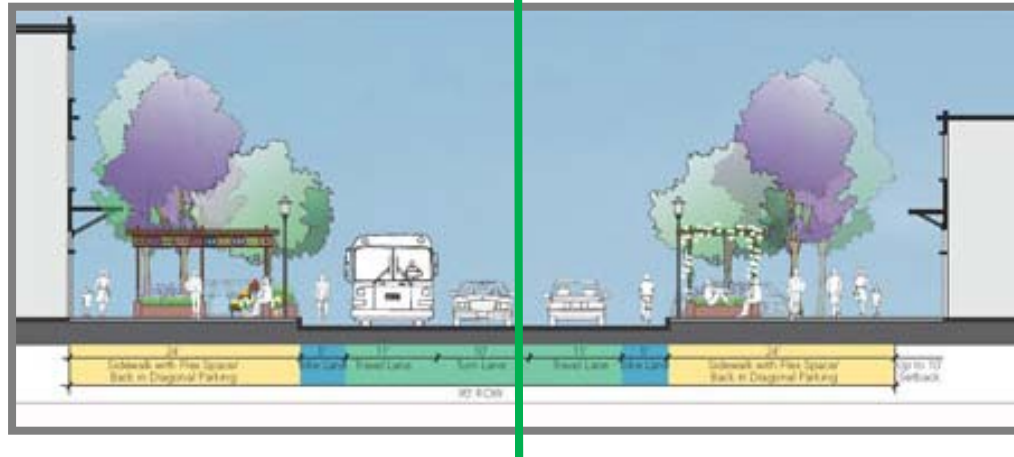
What goes here?



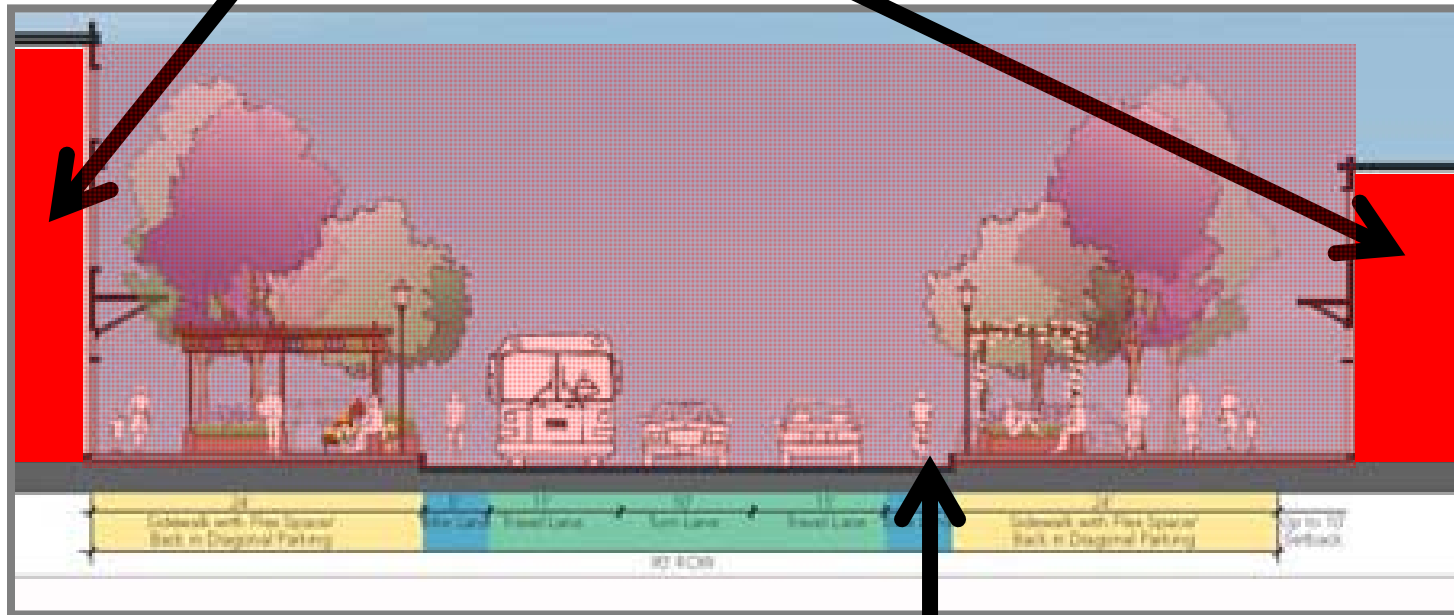
Private

FORM

Public

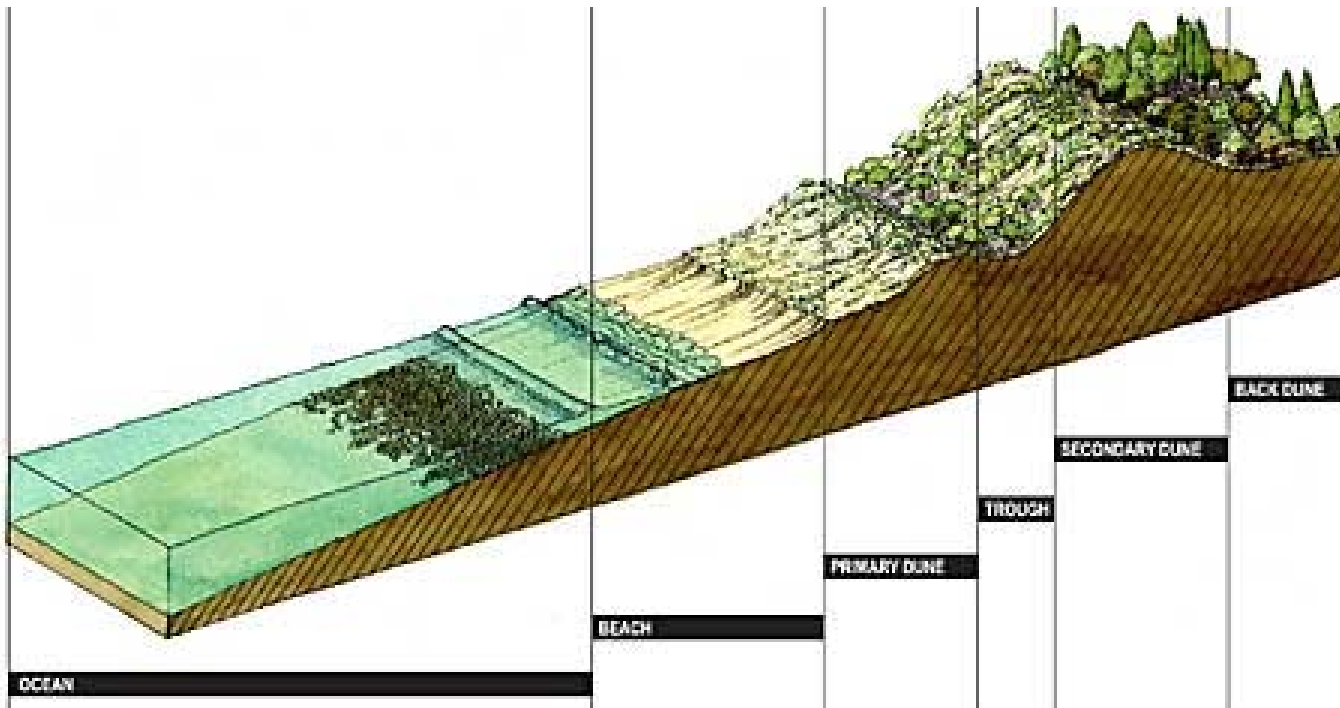


Less concerned about what is in here.



More concerned about what shapes the city here.





TRANSECT

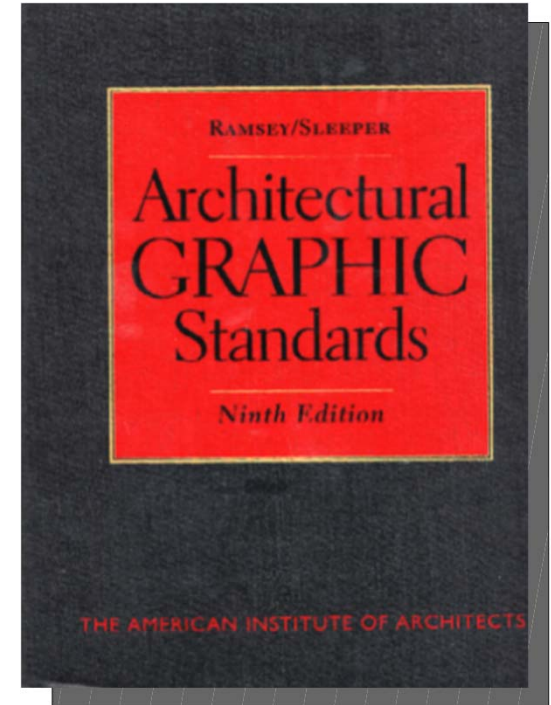
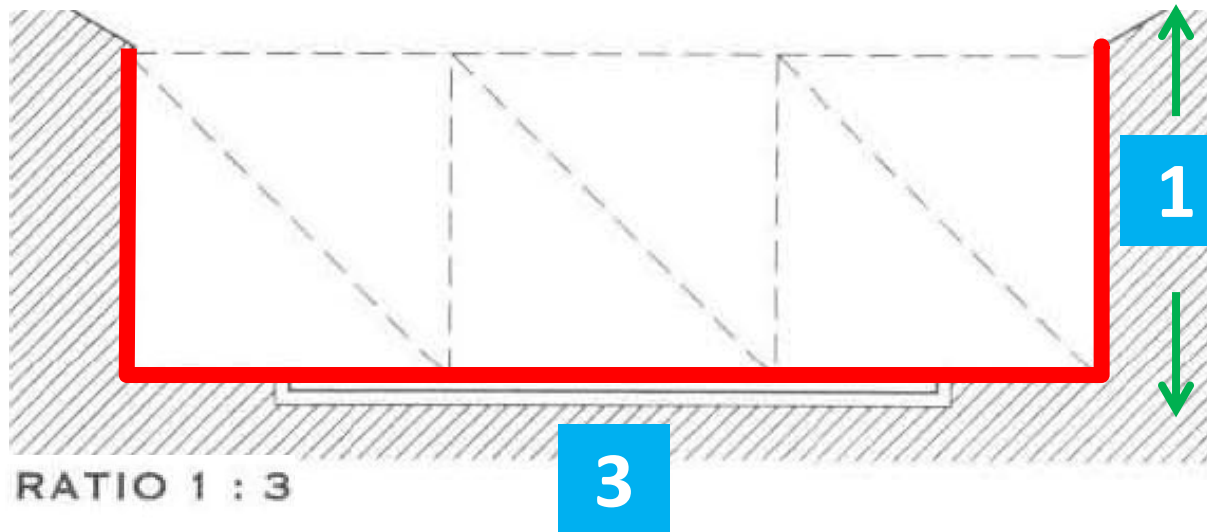
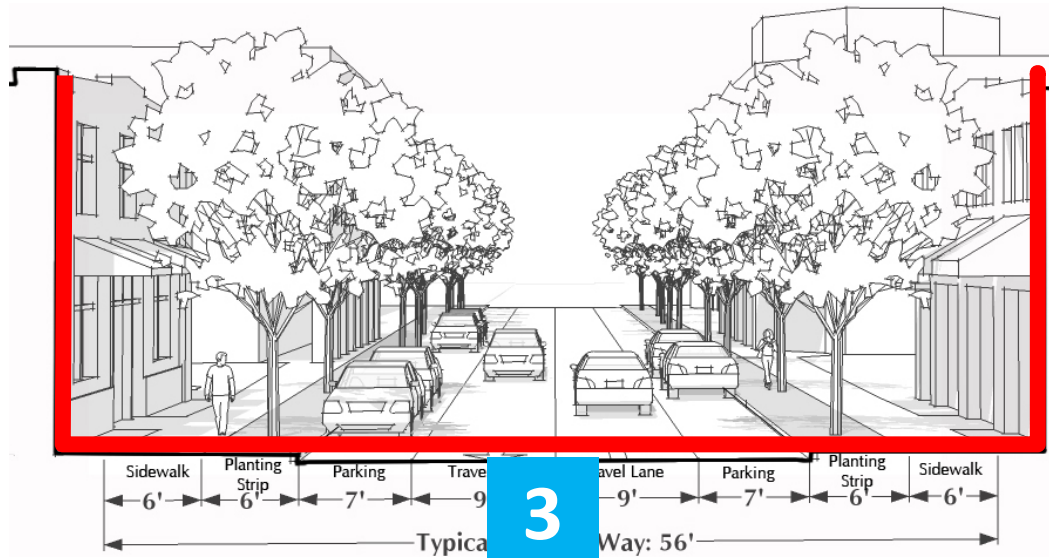


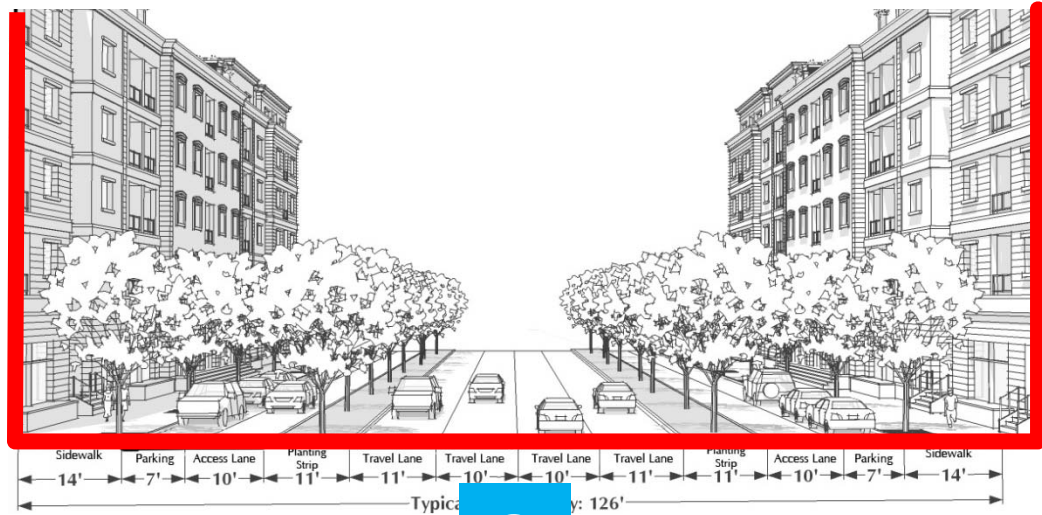
INTRODUCTION

Outline of the SmartCode

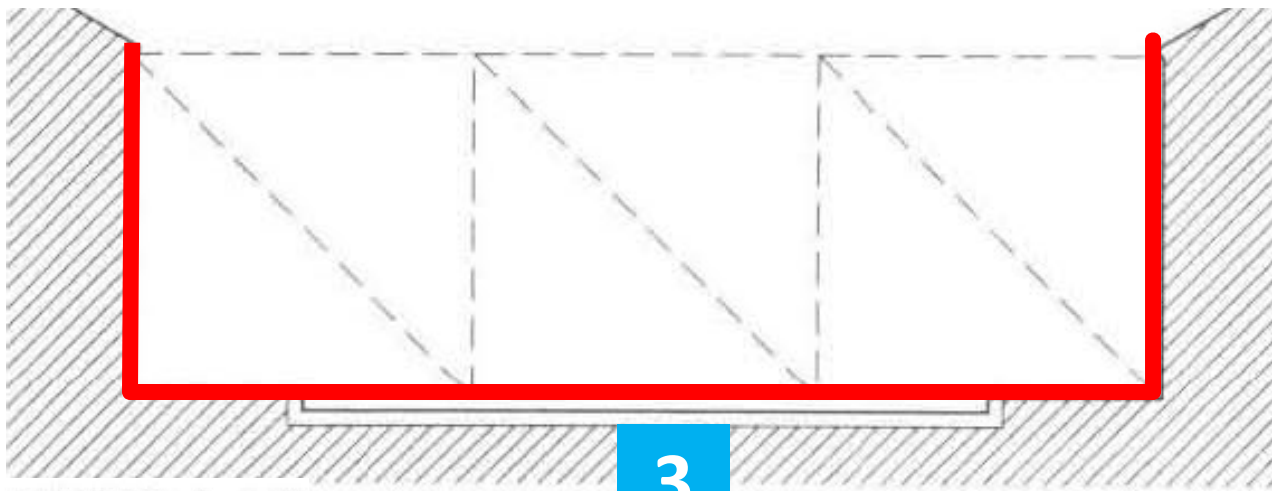
	ARTICLE 2 REGIONAL SCALE PLANS	ARTICLE 3 & ARTICLE 4 COMMUNITY SCALE PLANS	ARTICLE 5 BUILDING SCALE PLANS
	A. Regional Sectors	B. Community Units	C. Transect Zones
			Standards
Open Lands	01 Preserved Open Sector	None	T1 Natural Zone
	02 Reserved Open Sector	None	T2 Rural Zone
New Development	G1 Restricted Growth Sector	CLD Clustered Land Development	T2 Rural Zone T3 Sub-Urban Zone T4 General Urban Zone
	G2 Controlled Growth Sector	CLD Clustered Land Development TND Traditional Neighborhood Development	T2 Rural Zone T3 Sub-Urban Zone T4 General Urban Zone T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone
	G3 Intended Growth Sector	TND Traditional Neighborhood Development RCD Regional Center Development	T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone T4 General Urban Zone T5 Urban Center Zone T6 Urban Core Zone
	G4 Infill Growth Sector	INFILL TND Traditional Neighborhood Development	T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone
	G5 Sprawl Repair Sector	INFILL RCD Regional Center Development	T4 General Urban Zone T5 Urban Center Zone T6 Urban Core Zone
Other		SD Special District	CB Civic Building CS Civic Space SD Special District







3



3





Hybrid

(Combination)





Geographic Boundary of Land Development Code

Area of the Geographic Boundary where Hybrid Code is applied.

Hybrid Codes are typically applied:

1. As an overlay or,
2. Remove or partially remove a particular area to apply a new set of regulatory standards.

WHY?

Activity

Intensity

Structure

Access

Predictability

Compatibility

Accountability

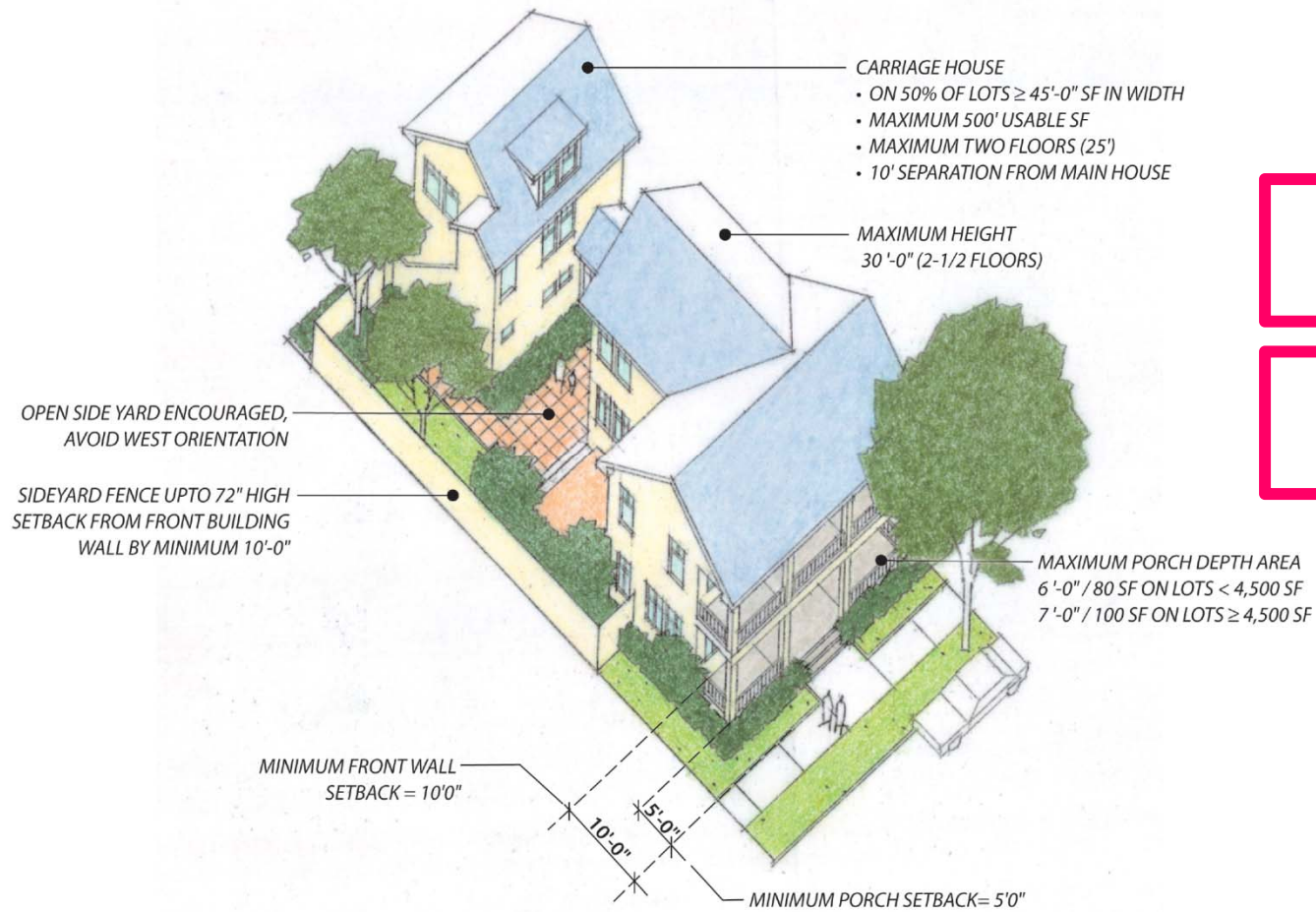
MUELLER REDEVELOPMENT (Removed and modified)

- Has a discrete boundary within the Austin City limits.
- Utilizes Form Based Code Principles.
- Has an adopted Plan and accompanying Design Book.



The information contained in this site plan is subject to change without notice. Catellus Development Corporation, their affiliates and representatives makes, and expressly disclaims any representations or warranties as to the accuracy of the site plan or that the site plan will not change. Each party receiving this site plan acknowledges it is relying on its own investigations in connection with the Mueller property and not on any statements in the site plan or on the site plan not changing.

MUELLER modifies....



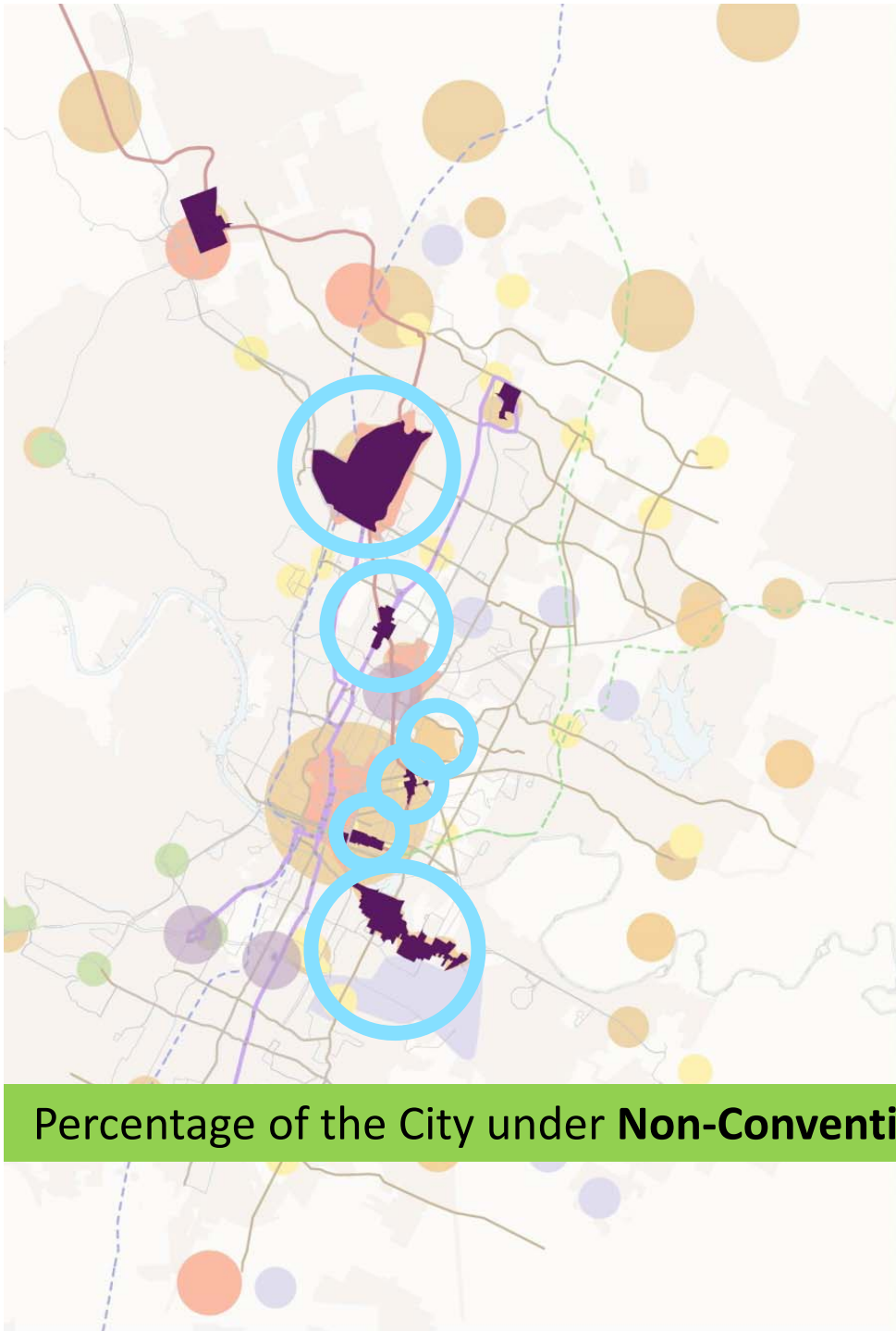
Activity

Intensity

Structure

Access

**Where else do we have
Form-Based or
Non-Conventional Zoning?**



North Burnet/Gateway = 1,443 acres

Lamar/Justin TOD = 178 acres

Mueller = 700 acres

MLK TOD = 85 acres

Plaza Saltillo TOD = 88 acres

East Riverside Corridor = 825 acres

TOTAL = 3,319 acres

City of Austin = 401,390 acres

Percentage of the City under **Non-Conventional Zoning** =

0.8%

What governs the other 99.2%?

City of Austin Land Development Code

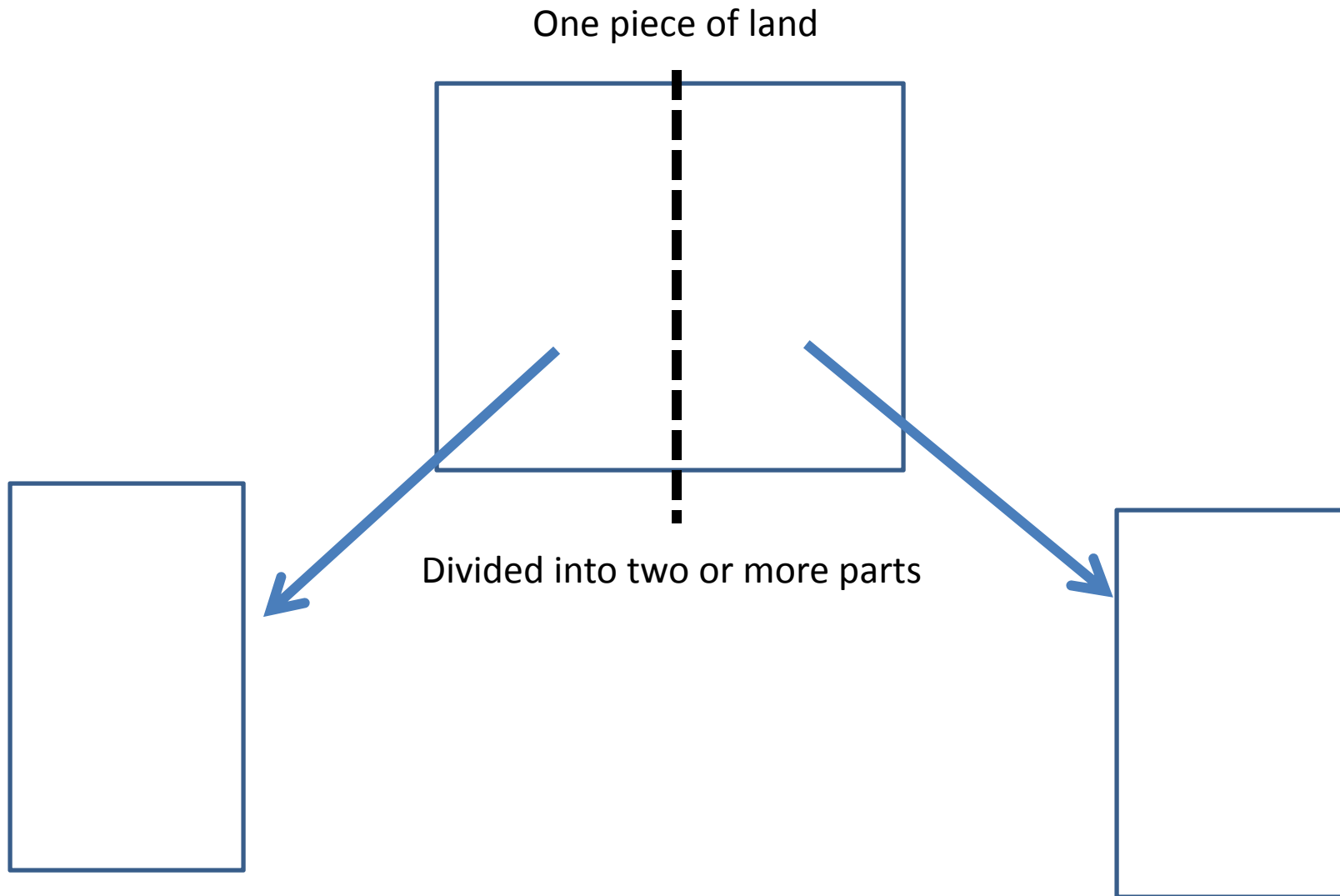
(Euclidean or Conventional Code)

Subdivision

Zoning

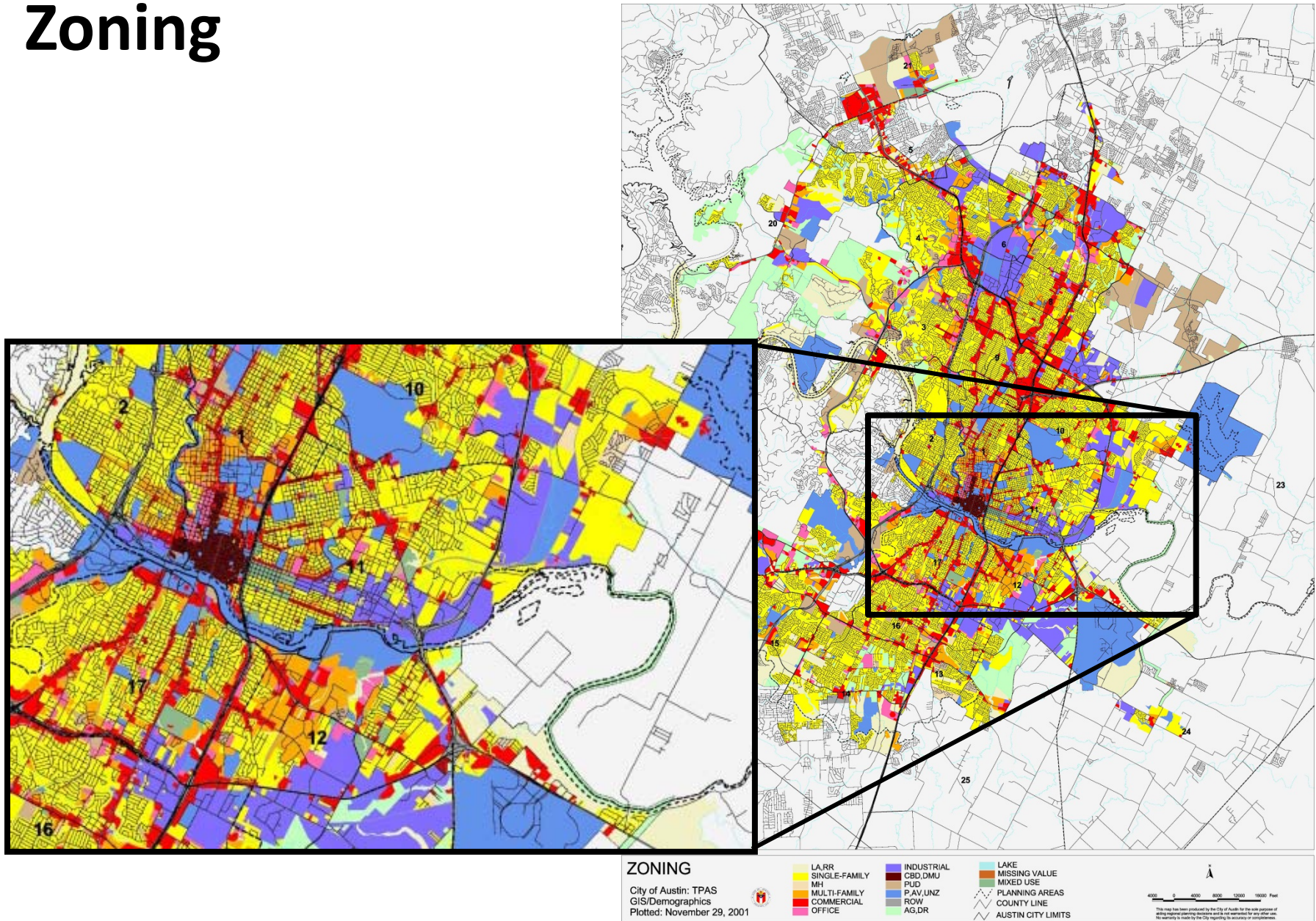
Criteria Manuals

Subdivision



Is NOT zoning.

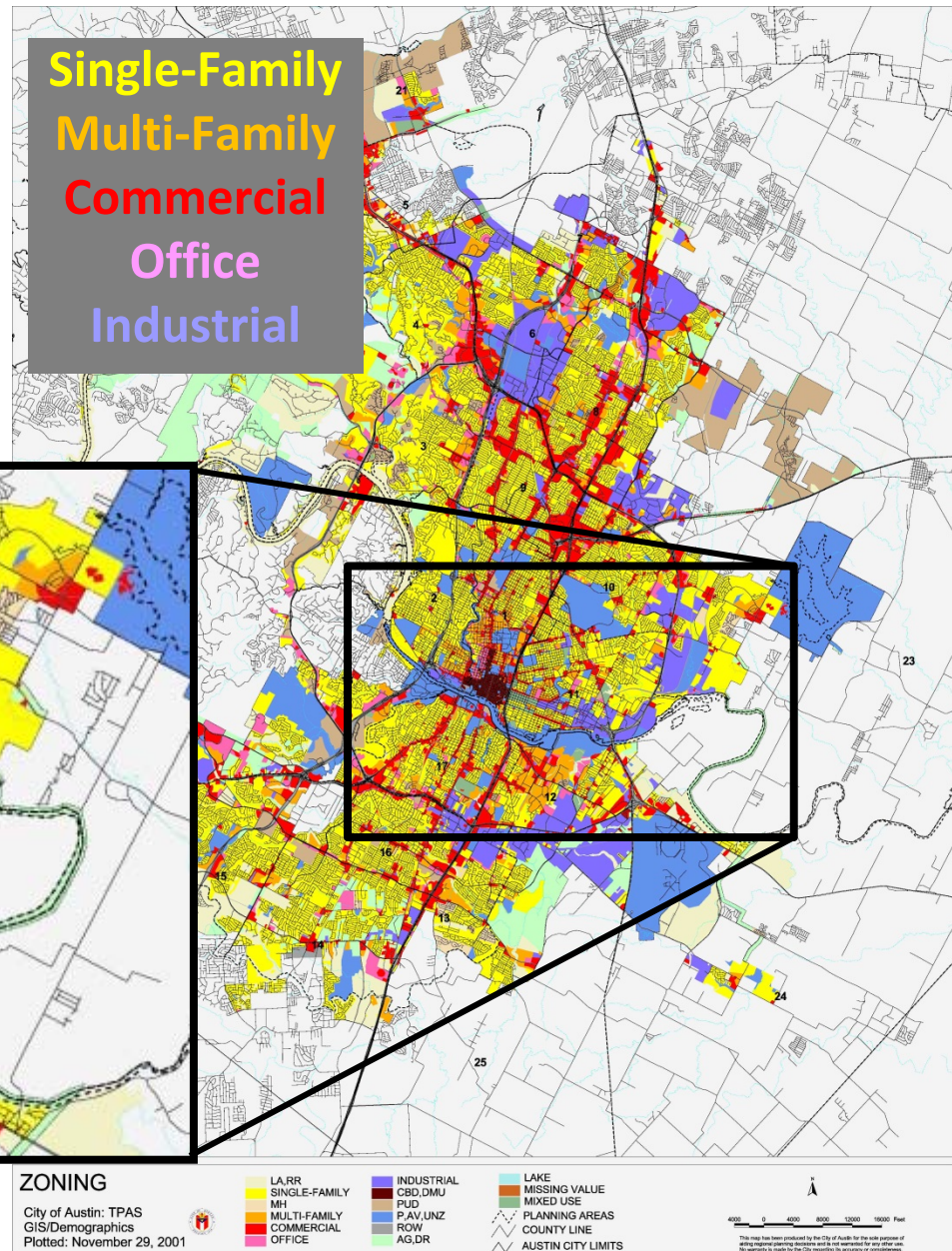
Zoning



Zoning:

1 Allowed Uses

Zoning takes different types of uses and collects them into land use categories.



Zoning:

2 Site Development Standards

§ 2.3. FRONT YARD SETBACK.

A. Minimum Setback Required. The minimum front yard setback required for development subject to this Subchapter is the lesser of:

1. The minimum front yard setback prescribed by the other provisions of this Code; or
2. The average front yard setback, if an average may be determined as provided in subsection B. below.

B. Average Front Yard Setback. The following rules apply for purposes of the setback calculation required by paragraph A.2:

1. A front yard setback is the distance between the front lot line and the closest front exterior wall or building façade of the principal residential structure located on the lot.
2. Except as provided in paragraph 3, average front yard setback is determined using the front yard setback of the four principal residential structures that are: (a) built within fifty feet of the front lot line; and (b) closest to, and on the same side of the block, as the property subject to the setback required by this section.
3. **If less than four structures satisfy the criteria in paragraph B.2, average front yard setback is calculated using the number of existing residential structures on the same side of the street block as the property subject to the setback required by this section.** If there are no structures on the same side of the block, average front yard setback is calculated using the front yard setbacks of the four structures on the opposite side of the block that are closest to the property subject to the setback required by this section. If there are less than four structures on the opposite side of the block, the lesser number of structures is used in the calculation. **See Figure 1.**

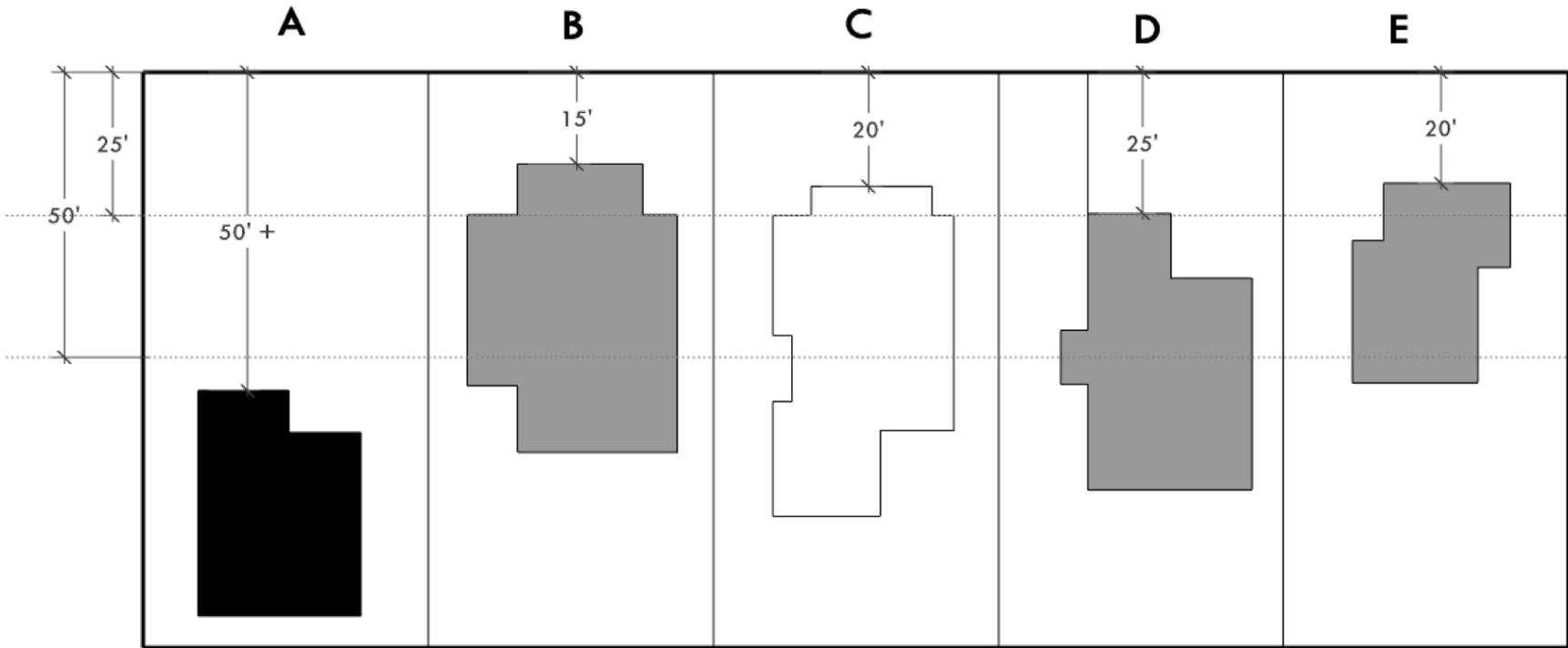


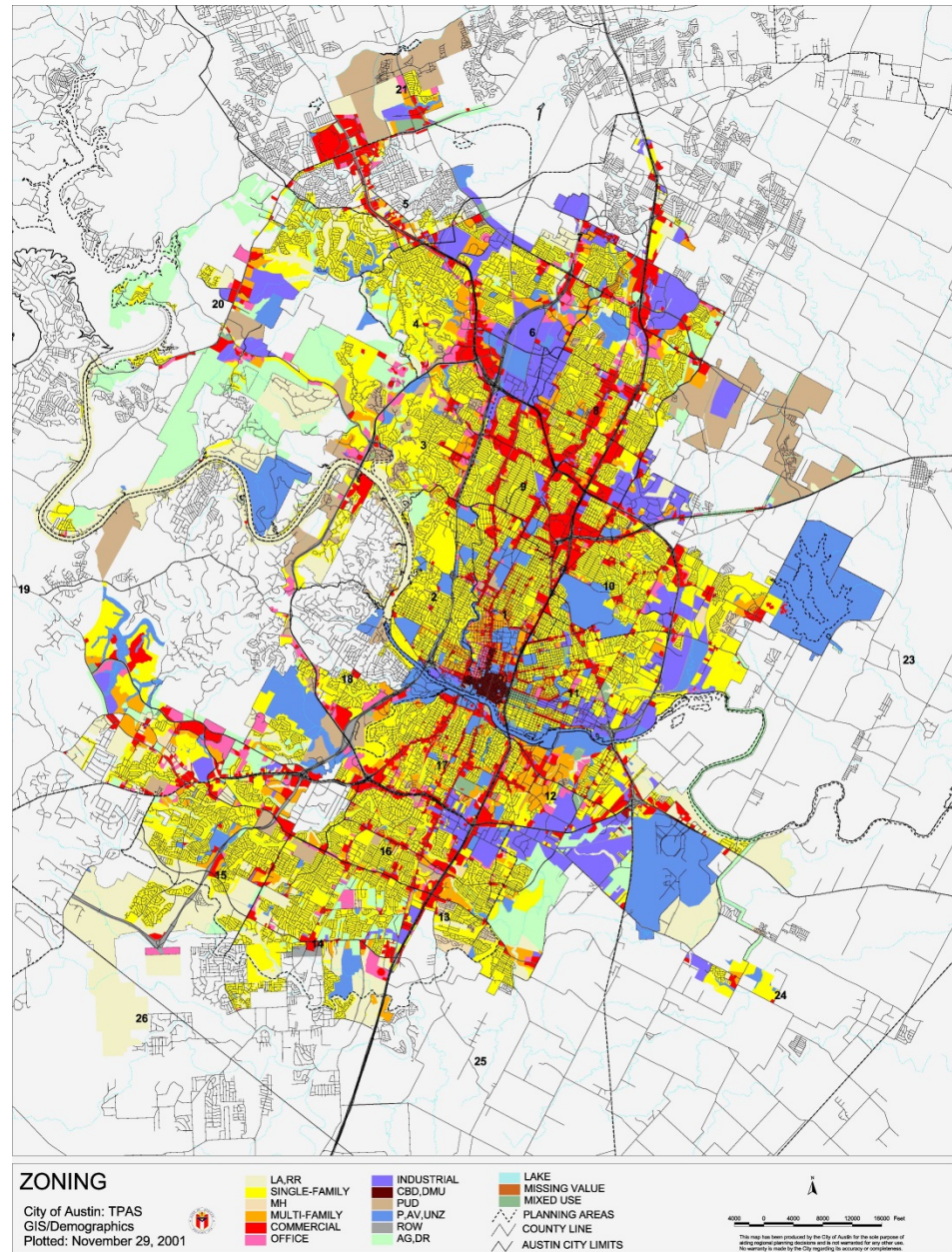
Figure 1: Average Front Yard Setback

In this example, the minimum required front setback in the underlying zoning district is 25 feet. However, because of the variety in existing setbacks of buildings on the same block face, new development on lot C may be located with a setback of only 20 feet, which is the average of the setbacks of lots B, D, and E. The building on lot A is not included in the average because it is located more than 50 feet from the property line.

Zoning:

3 Geography

Establishes a boundary of where these rules apply.



Criteria Manuals

- Building Criteria Manual
- Drainage Criteria Manual
- Environmental Criteria Manual
- Fire Protection Criteria Manual
- Standard Specifications
- Transportation Criteria Manual
- Traditional Neighborhood District Criteria Manual
- Utilities Criteria Manual

Much of the existing LDC was created by asking.....

What **DON'T** we want?

&

How do we **STOP** it?

Instead of asking.....

What DO we want?

&

How do we MAKE IT POSSIBLE?

for example.....

New three-story
single family house

Existing one- story
single family home



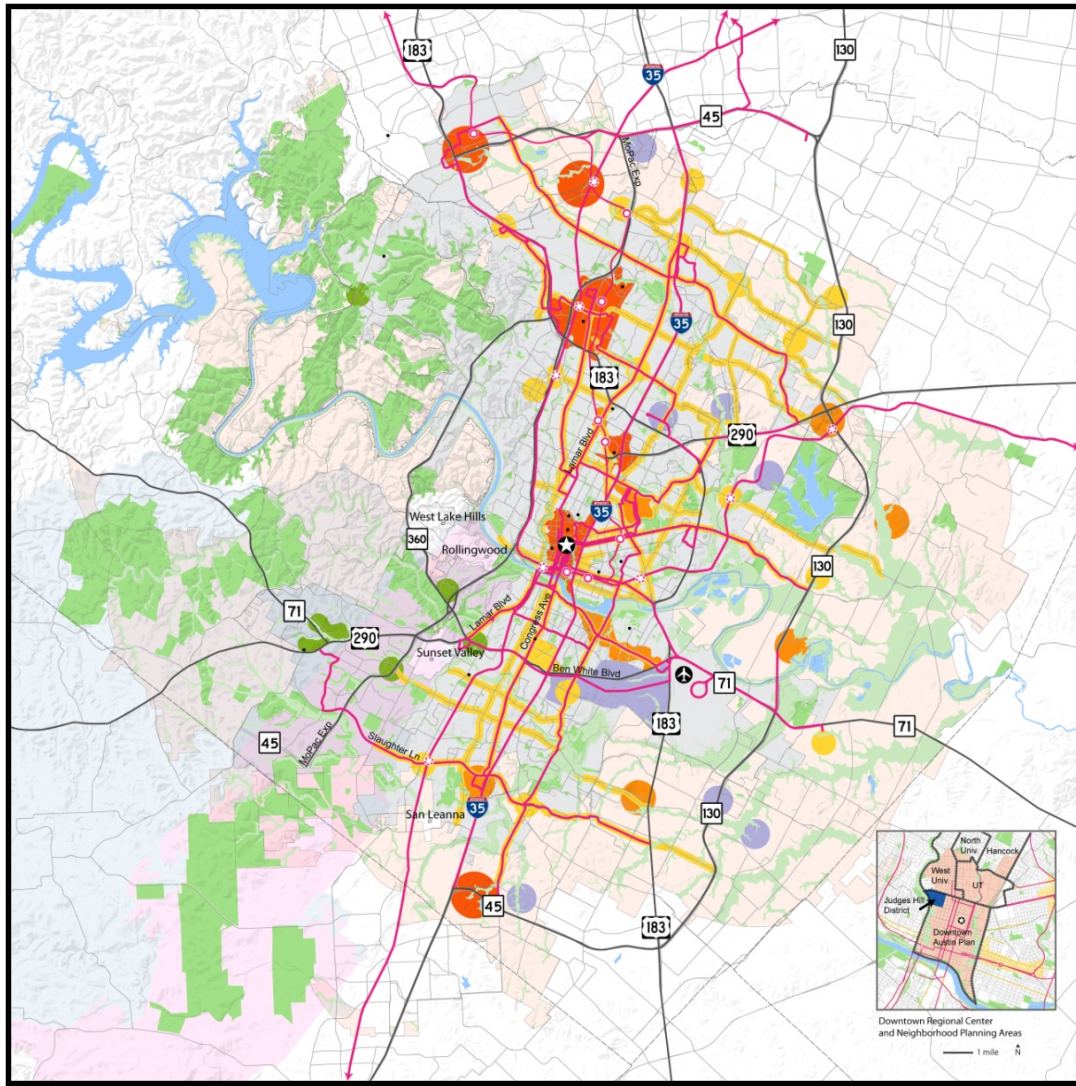






What DO we want?

Imagine Austin Goals



**Grow as a compact,
connected city**

Integrate Nature into the City

Provide paths to
prosperity to all

Develop as an affordable
and healthy community

Sustainably manage water
and other
environmental resources

Think creatively &
Practice civic creativity

What are some tools for encouraging
Imagine Austin goals?

INFILL can be.....

Adaptive Reuse



G's Deli – South First

INFILL can be.....

Incremental Development



INFILL can be.....

Reimagining Vacant
or
Underutilized Sites



INFILL can be.....

Underutilized Sites



MIXED USE can be.....

Corner Store:

- Allows short trips and daily needs to be provided within a neighborhood.
- Limits automobile trips out of neighborhoods and provides a place for neighbors to meet.



Fresh Plus – Clarksville

MIXED USE can be.....

Live/Work and Shared Work Spaces:

- Home office within residential units
- Flexible work centers where residents can share the costs office expenses, equipment, and meeting rooms



MIXED USE blends.....

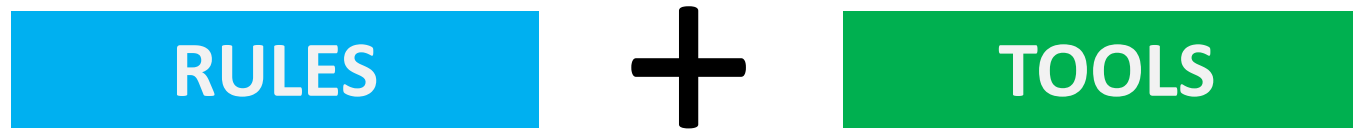
Civic Buildings:

- So that they are integrated not separated into the neighborhoods.
- Allows civic uses to be accessible by foot (ex. Neighborhood elementary school should not be more than a 15-minute walk or 1.5 miles from any home).
- Provide connections for neighboring communities.





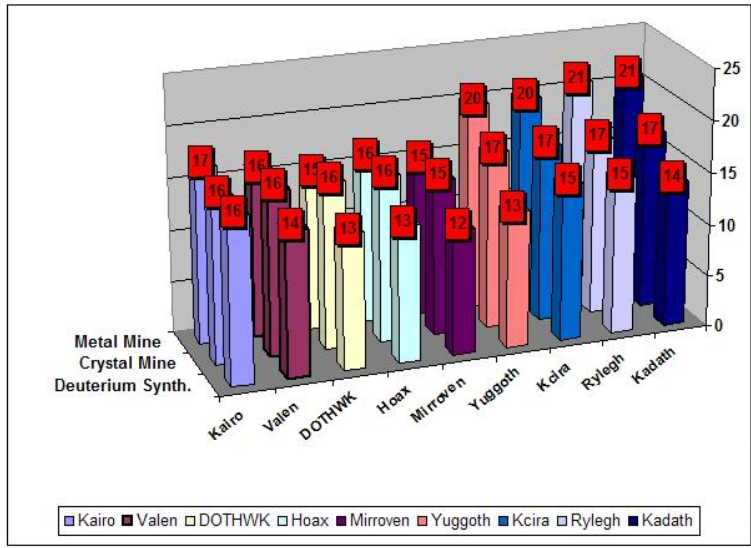
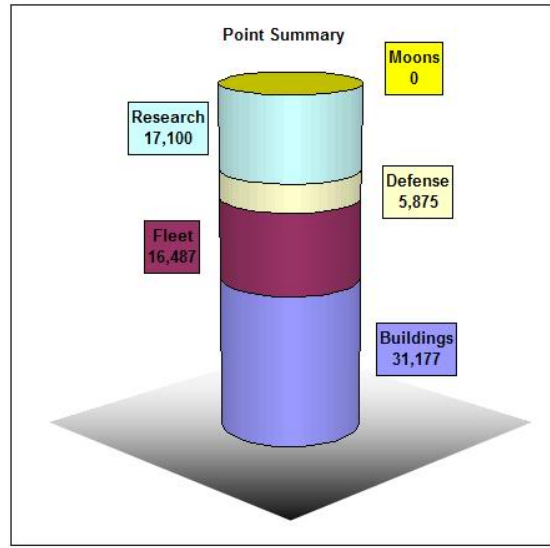
Provides a set of.....



....under which to create something.

Universe #		Total Points					70639		Reset all		Import Data								
Planetname	Coords.	Nat. Size	Real Size	Used	Free	max. T.	Metal Mine		Crystal Mine		Deuterium Synthesizer		Energy Calculation						
							Metal/h	Metal/d	Crystal/h	Crystal/d	Deut/h	Deut/d	En. needed	En. total	En. avail.	Fusion Lvl.			
Kairo	3:66:4	163	163	129	34	64	100%	2577	61,848	100%	1470	35,280	100%	846	20,304	3064	3180	116	0%
Valen	3:67:15	126	126	74	52	-45	100%	2205	52,920	100%	1470	35,280	100%	728	17,472	2533	2540	7	0%
DOTHWK	3:64:7	141	141	81	60	41	100%	1879	45,096	100%	1470	35,280	100%	537	12,888	2258	2301	43	0%
Hoax	3:68:8	116	116	73	43	35	100%	2205	52,920	100%	1470	35,280	100%	543	13,032	2367	2393	26	0%
Mirroven	3:66:12	111	111	68	43	14	100%	1879	45,096	100%	1253	30,072	100%	471	11,304	2005	2231	226	0%
Yuggoth	3:59:8	183	183	88	95	35	100%	4036	96,864	100%	1718	41,232	100%	543	13,032	3101	3110	9	0%
Kcira	2:384:9	203	203	112	91	36	100%	4036	96,864	100%	1718	41,232	100%	756	18,144	3457	3543	86	0%
Rylegh	8:133:4	311	311	121	190	67	100%	4662	111,888	100%	1718	41,232	100%	718	17,232	3666	3761	95	0%
Kadath	3:66:6	302	302	115	187	59	100%	4662	111,888	100%	1718	41,232	100%	617	14,808	3476	3581	105	0%
Total Production								28,141	675,384		14,005	336,120		5,759	138,216	Insert Data			

Color Code Function on 100% 50% 0% *Deuterium consumed by Fusion Plants is considered



Created by Dannik Jerriko
 Contact: DannikJerriko@gmx.net

We know that



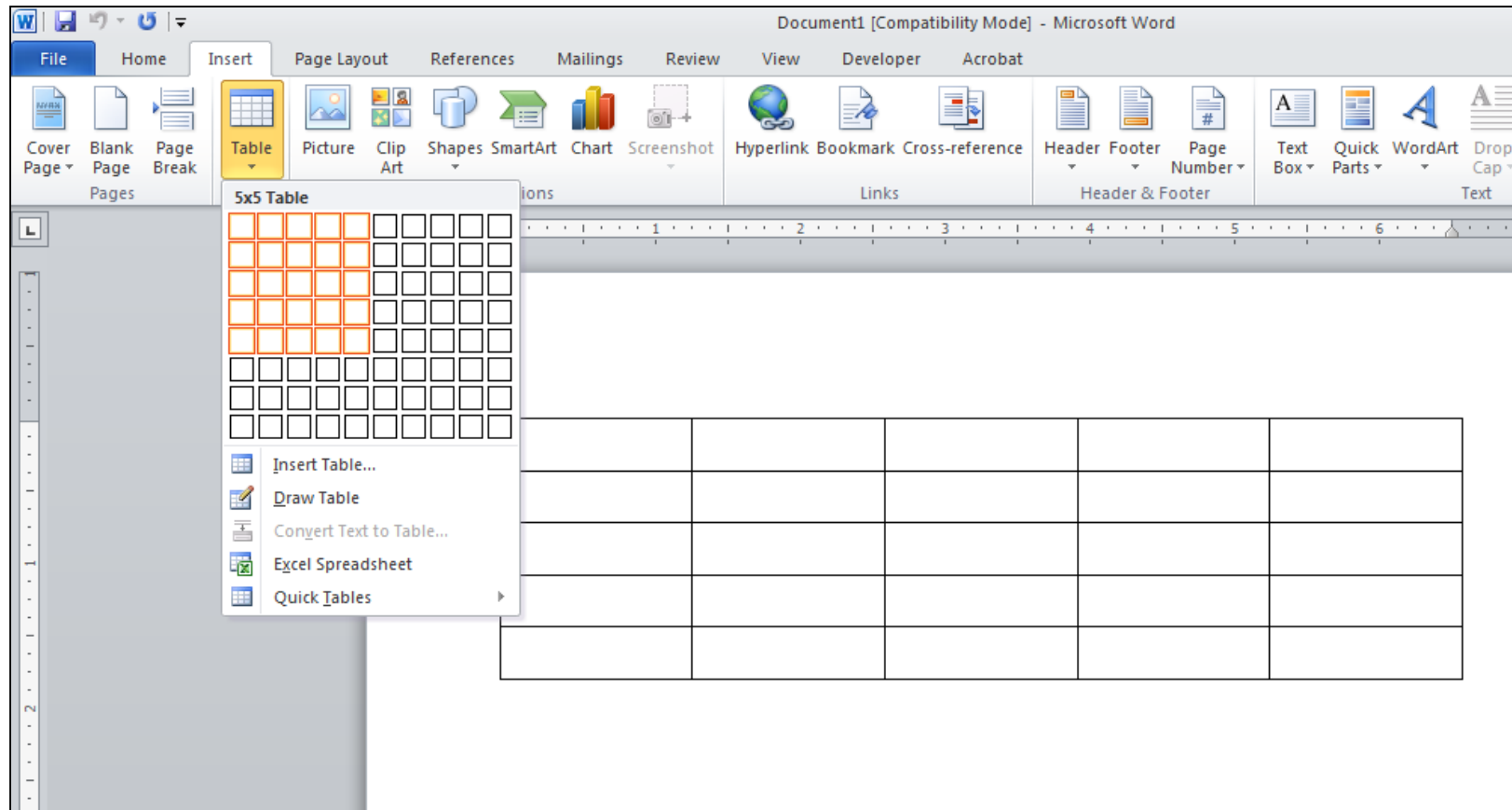
BUT.....



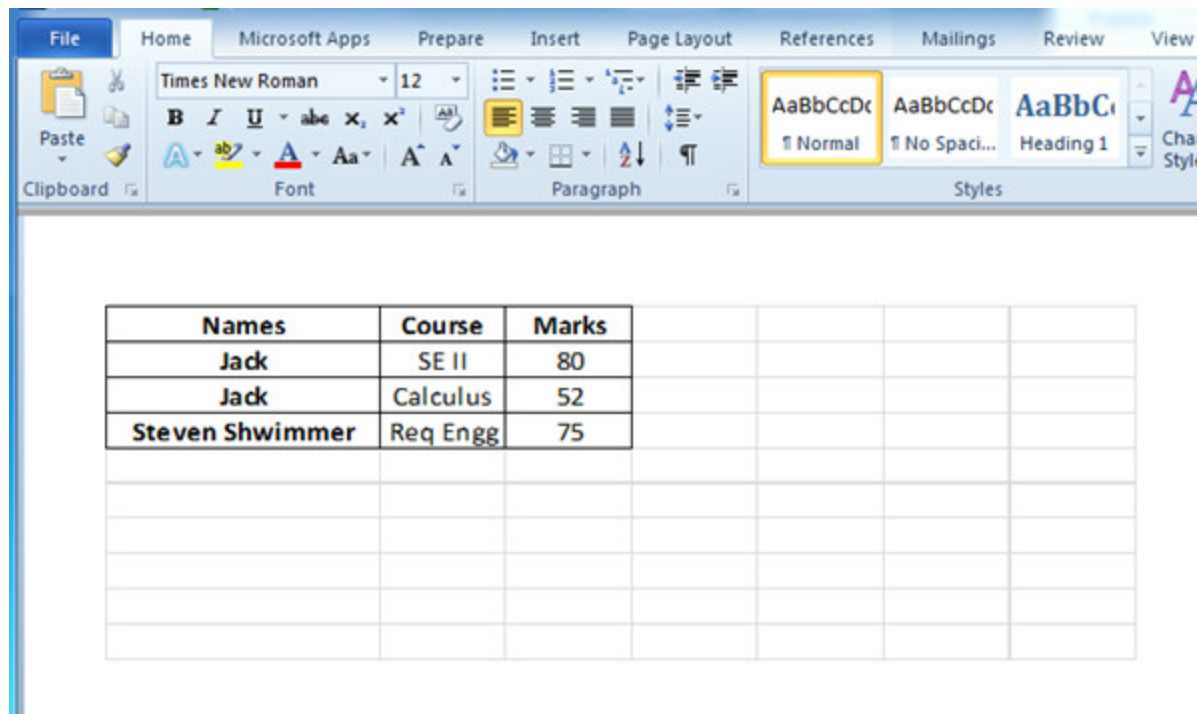
This set of **RULES & TOOLS** is probably the most appropriate.

We have this set of **RULES & TOOLS** available to us.

So what do we do?..... We make do.....

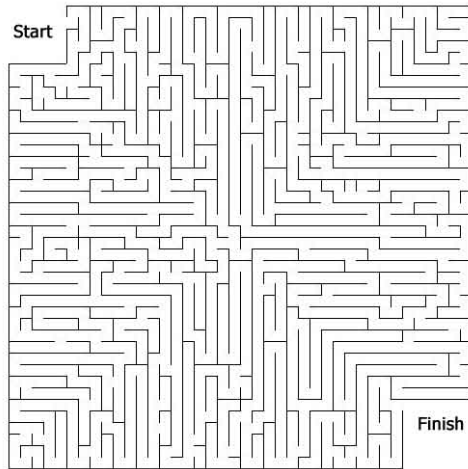


In the **END**...



We may get something that looks and operates similar to what we set out to do.....

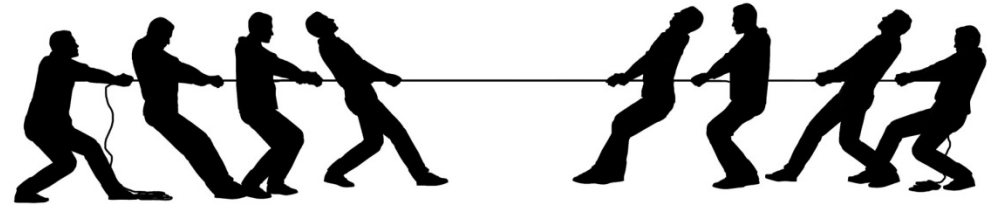
BUT IT....



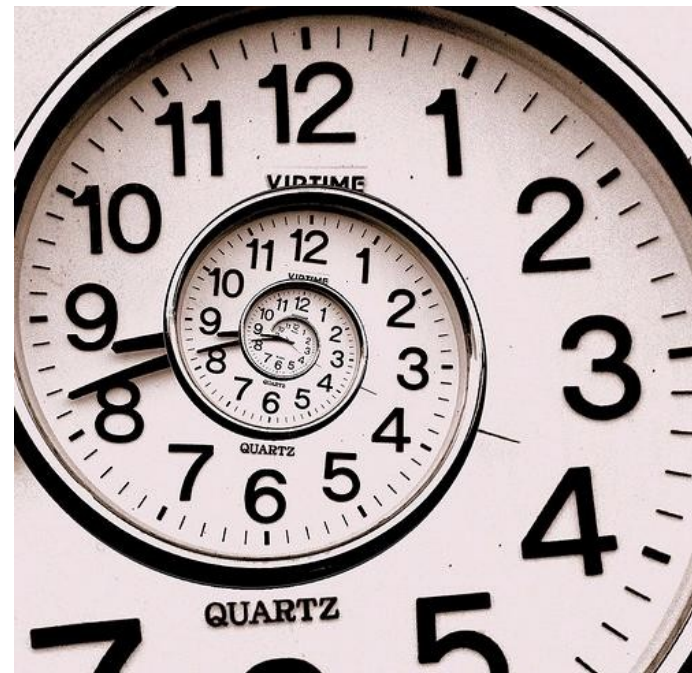
....caused more steps.



....was frustrating.



.....was more difficult.



.....took more time.

What are the **RULES & TOOLS** we're using

.....Compared to what we're trying to get?

CODE NEXT

SHAPING THE AUSTIN WE IMAGINE

CodeNEXT Brown Bag: The Basics of Form-Based Code

Tuesday, June 23, 2015: 12 to 1:30 PM

Mexican American Cultural Center (600 River Street)

Dan Parolek, *Opticos Design*

Lisa Wise, *Lisa Wise Consulting*

Peter Park, *Peter J. Park, LLC*

Matthew Lewis, *Asst. Dir. PZD*

As the City of Austin pursues making Austin’s land development code more flexible and easier to use, this event will shed light on one of the tools – form-based coding – being considered for designing places around local character. What is form-based code? Traditionally cities set broad rules for land uses in various parts of town. “Form-based code” is a more modern way to design each place in our city around local character.

RSVP at <http://www.eventbrite.com/e/codetalk-brown-bag-the-basics-of-form-based-code-tickets-17375854649>.