

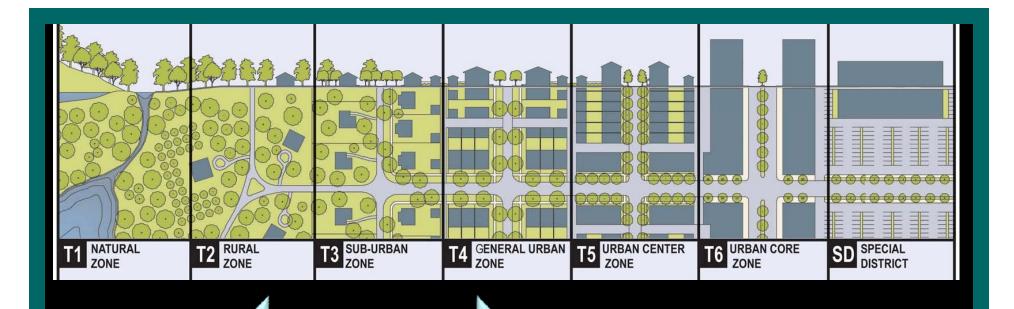
Mobility Elements:

- Travel moving over distances
- Circulation moving within areas
- Access getting in the door

AUTOMOBILES

- Design Speed
- Lane Widths

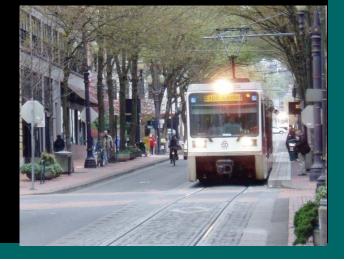


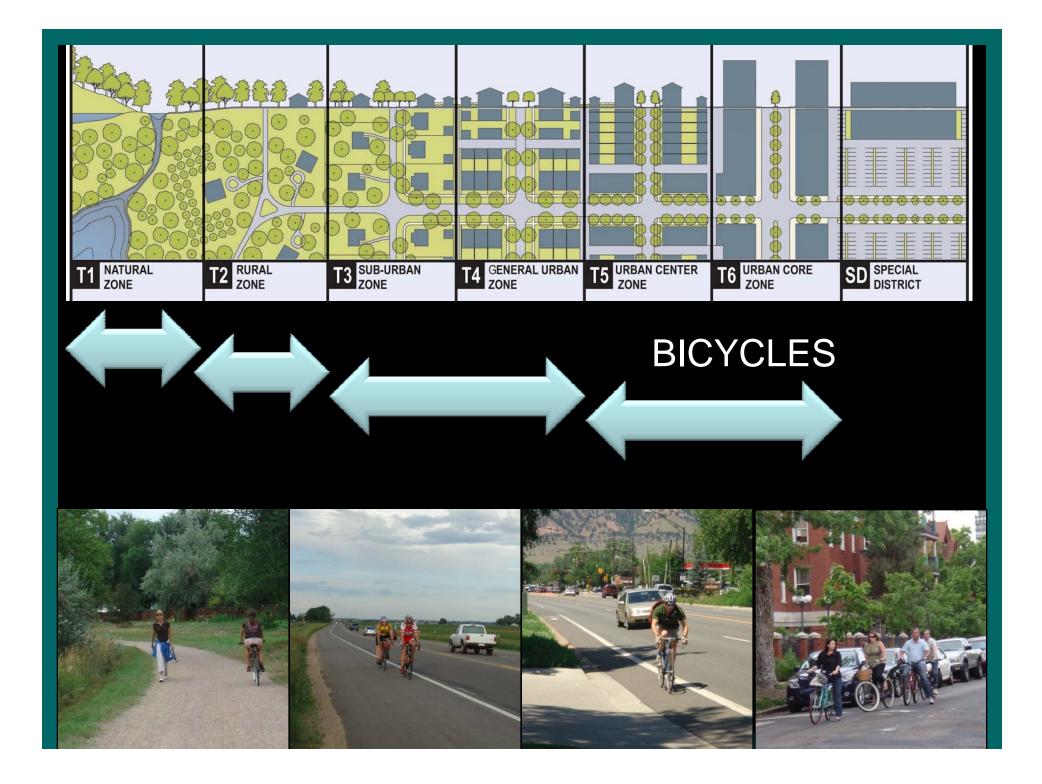


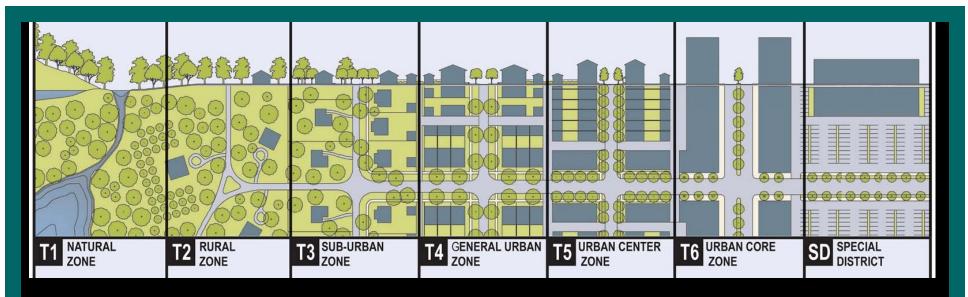


TRANSIT

- Type
- Level of Service
- Mix & Density

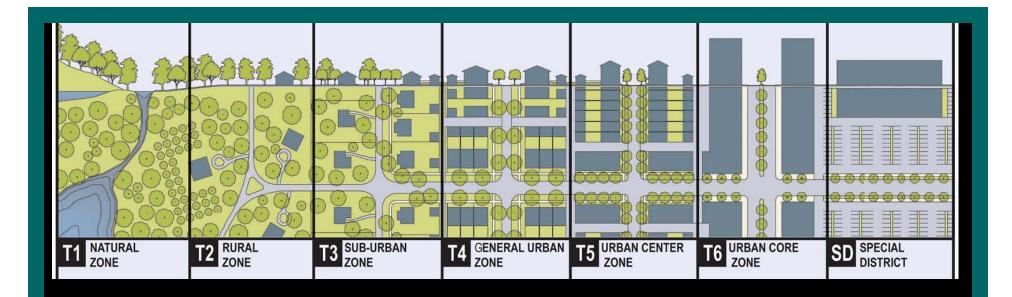






BICYCLES - Type of Cyclist - Type of Corridor - Type of Place







PEDESTRIANS

Type of WalkingType of WalkingEnvironment



Types of Walking



People walk for a variety of reasons

- Utilitarian
- Rambling
- Strolling
- Lingering
- Promenade
- Special Events





Strolling, Lingering





Types of Walking Environments

- Different standards are appropriate for different place types
 - Pedestrian Intolerant
 - Pedestrian Tolerant
 - Pedestrian Supportive
 - Pedestrian Place

Pedestrian Environment Continuum



Pedestrian Intolerant

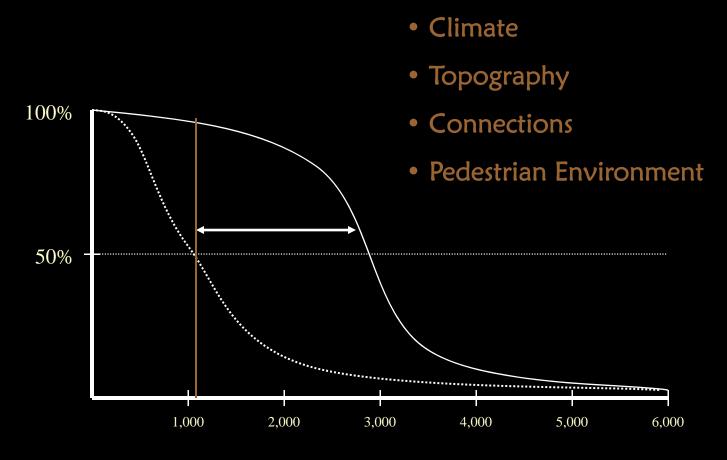
Pedestrian Tolerant

Pedestrian Supportive

Pedestrian Place

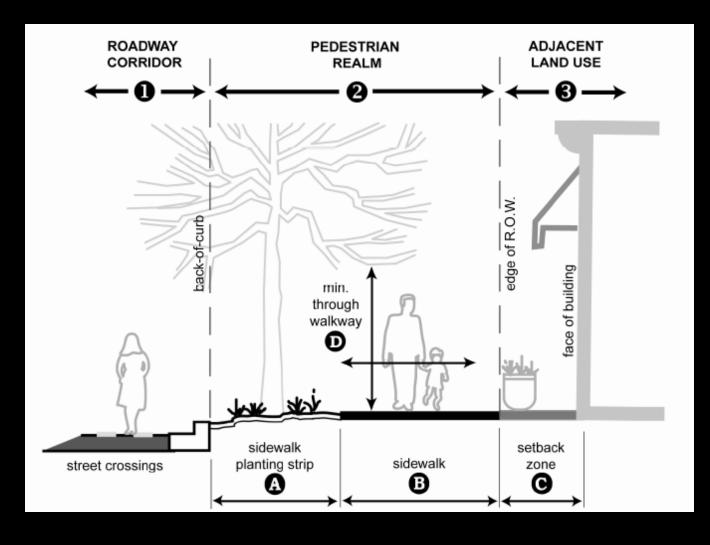
Pedestrian Friendliness

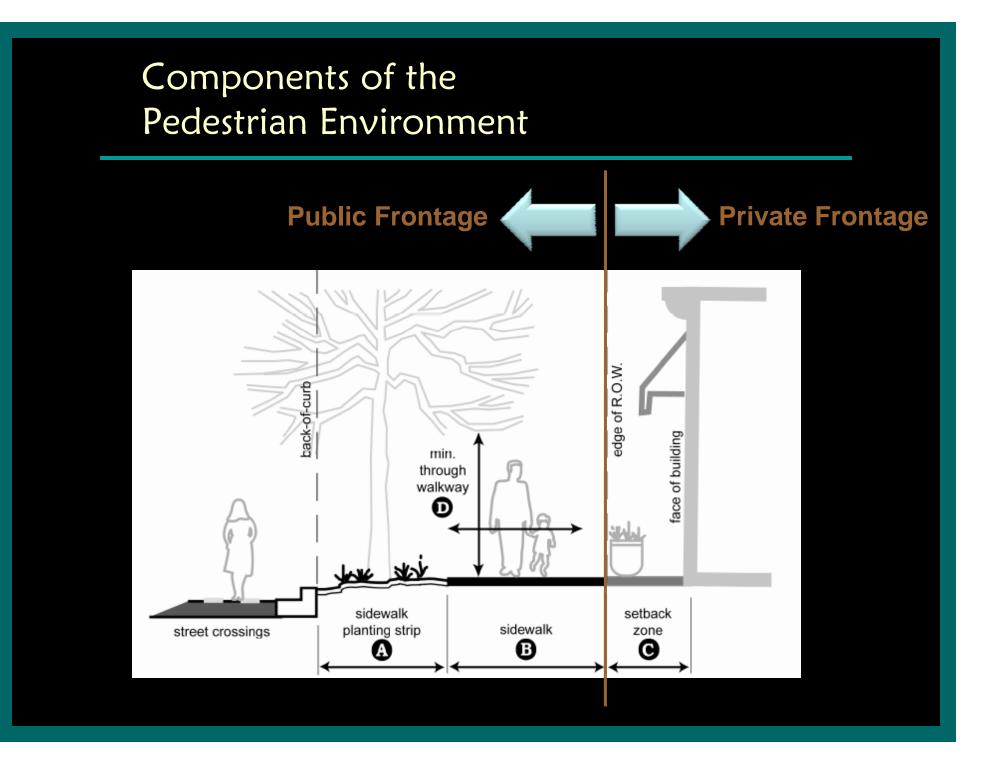
Pedestrian Walk Distance

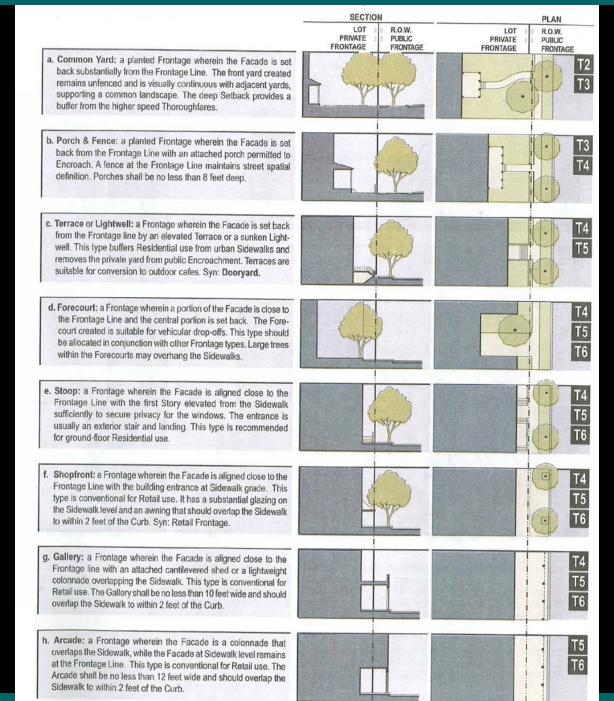


Distance in Feet

Components of the Pedestrian Environment







Private Frontages

SmartCode 9.0

• Private Frontages



Setbacks

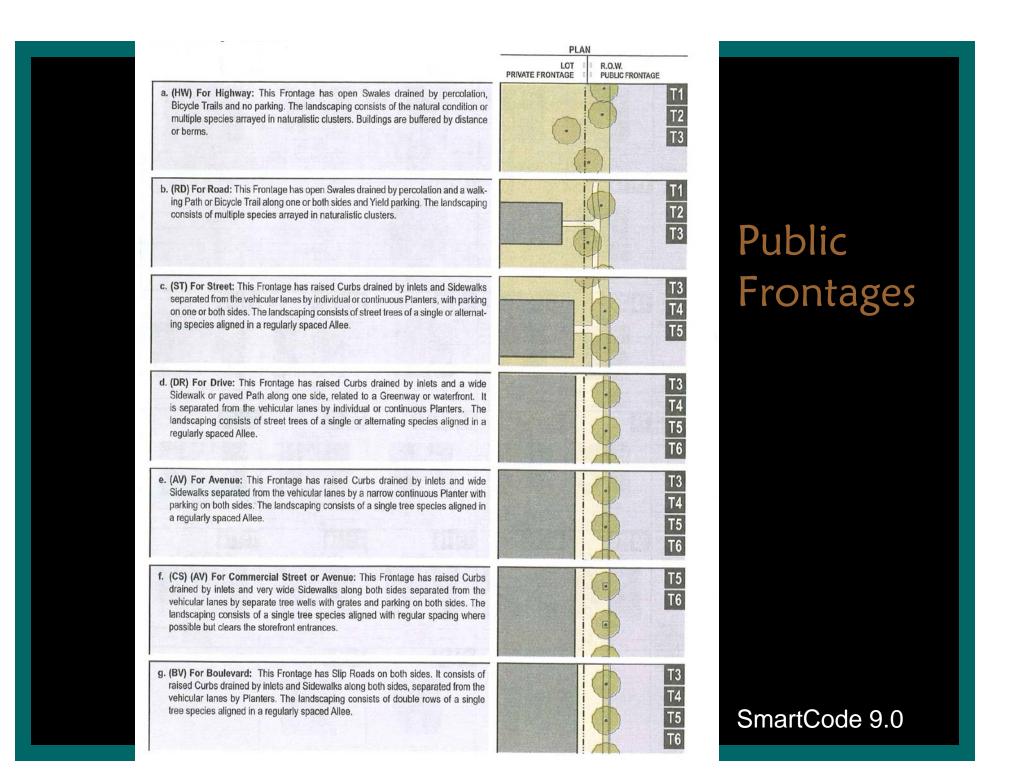
Building Facades

• Private Frontages



Setbacks

Building Facades



• Relationship of Buildings to Street



Setbacks & Parking Treatments

Street Widths & Travel Speeds

First Floor Land Use



Grassy Planting Strip Residential Frontages Paving with Tree Wells Commercial Frontages

• Width of Sidewalk



Desired Levels of Pedestrian Activity Commercial Frontages

• Width of Buffer Planting Strip

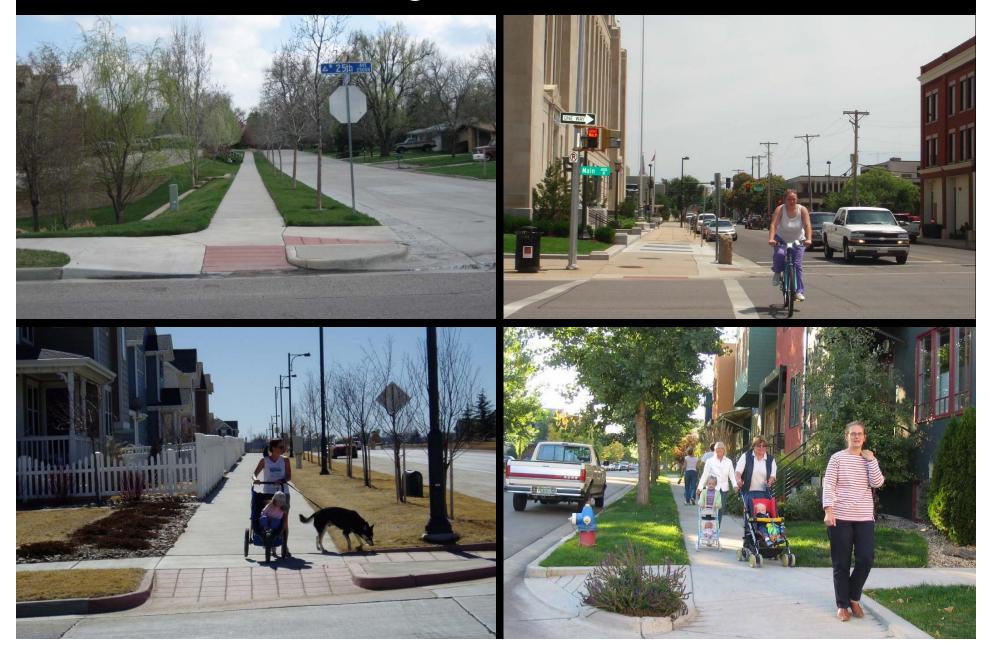


Desired Separation from Vehicular Traffic Travel Speeds and On-Street Parking

Corners and Crossings



Corners and Crossings





Location Efficiency

- also how we reduce auto dependency -

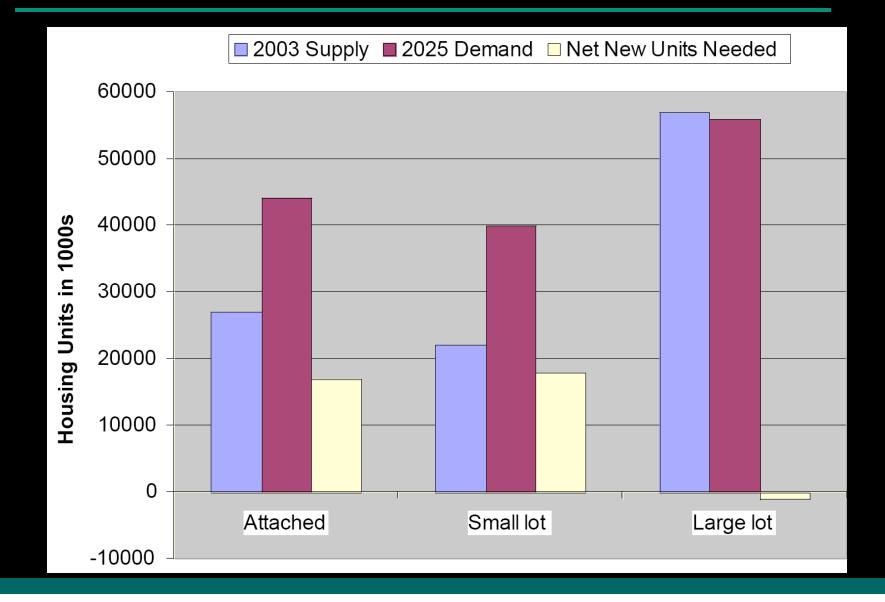
Build for New Choices

In a national survey, 6 out of 10 prospective homebuyers chose a higherdensity, mixed use community.



Source: Smart Growth America & National Association of Realtors

Housing Supply & Demand



Well Designed Density

It is not this:

