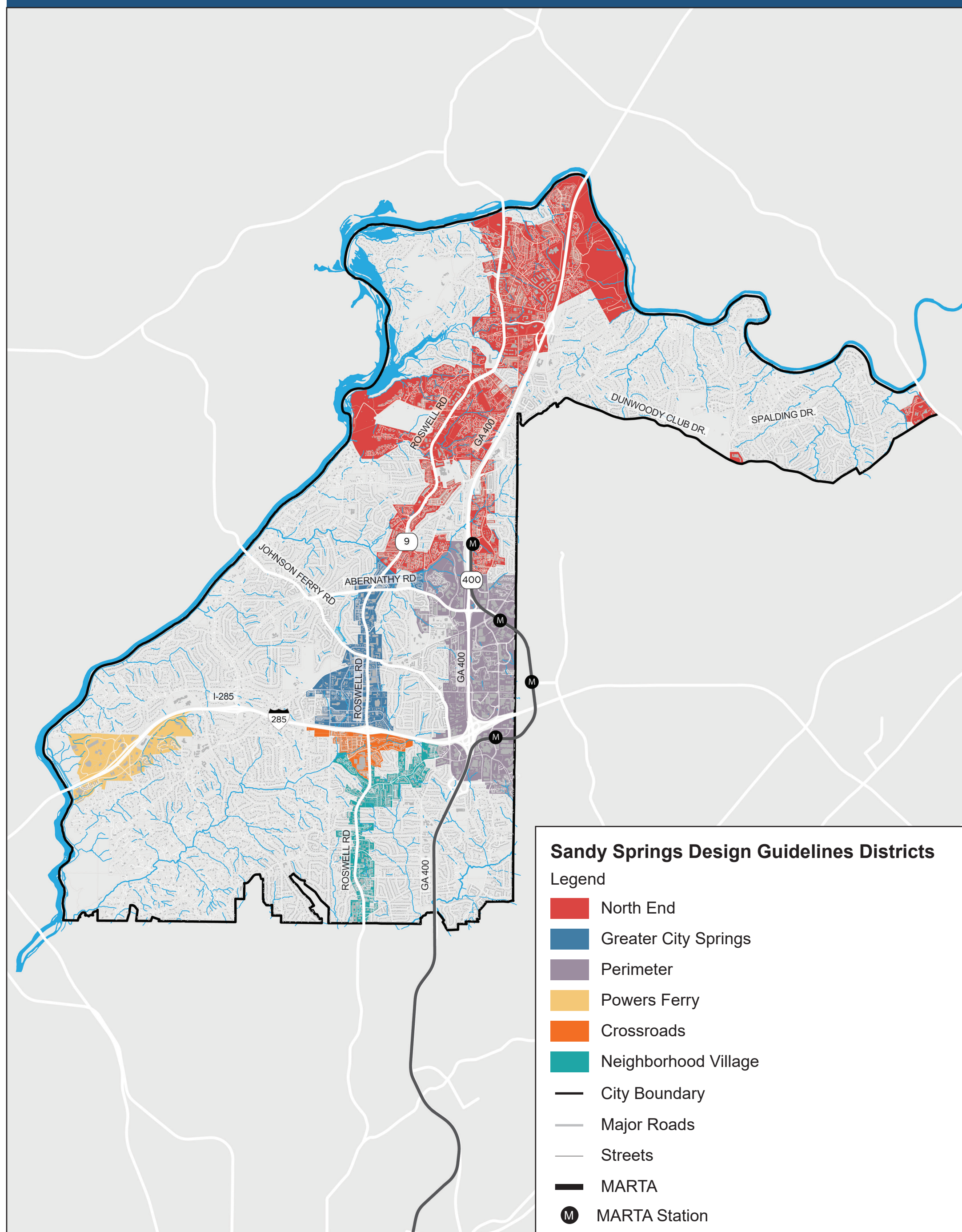


# WELCOME

## SANDY SPRINGS DESIGN GUIDELINES FOR COMMERCIAL DISTRICTS - OPEN HOUSE

MARCH 13, 2025

### DESIGN GUIDELINES FOCUS AREAS



### TODAY'S ACTIVITIES

#### SIGN IN

(SEE HANDOUT & INSTRUCTIONS)

#### REVIEW EXHIBITS

(AT EXHIBIT STATIONS)

#### PROVIDE FEEDBACK

(ACTIVITIES AT EXHIBIT STATIONS)

### LIST OF STATIONS

#### 1 DESIGN GUIDELINES: BACKGROUND & PROCESS

*An explanation of how design guidelines work and the City's process for developing the guidelines.*

#### 2 CITYWIDE CHARACTER & AREA-SPECIFIC CHARACTER

*What is--or should be--Sandy Springs' design character? What distinguishes individual areas of the city?*

#### 3 VISUAL PREFERENCE ACTIVITY

*An activity to understand your preferred design approach for a range of building and site elements.*

#### 4 YOUR FAVORITE EXAMPLES

*Share your favorite places and projects that could serve as model for Sandy Springs.*

**CONTACT THE PROJECT TEAM  
FOR MORE INFORMATION**

**MATTHEW ANSPACH**  
MANSPACH@SANDYSPRINGSGA.GOV

# LIVING & WORKING IN SANDY SPRINGS

WELCOME - SANDY SPRINGS DESIGN GUIDELINES OPEN HOUSE

## MEETING AGENDA

**6:00 – 6:15PM:** Sign-in + browse exhibits

**6:15 – 8:00PM:** Browse exhibits + provide input at activity stations

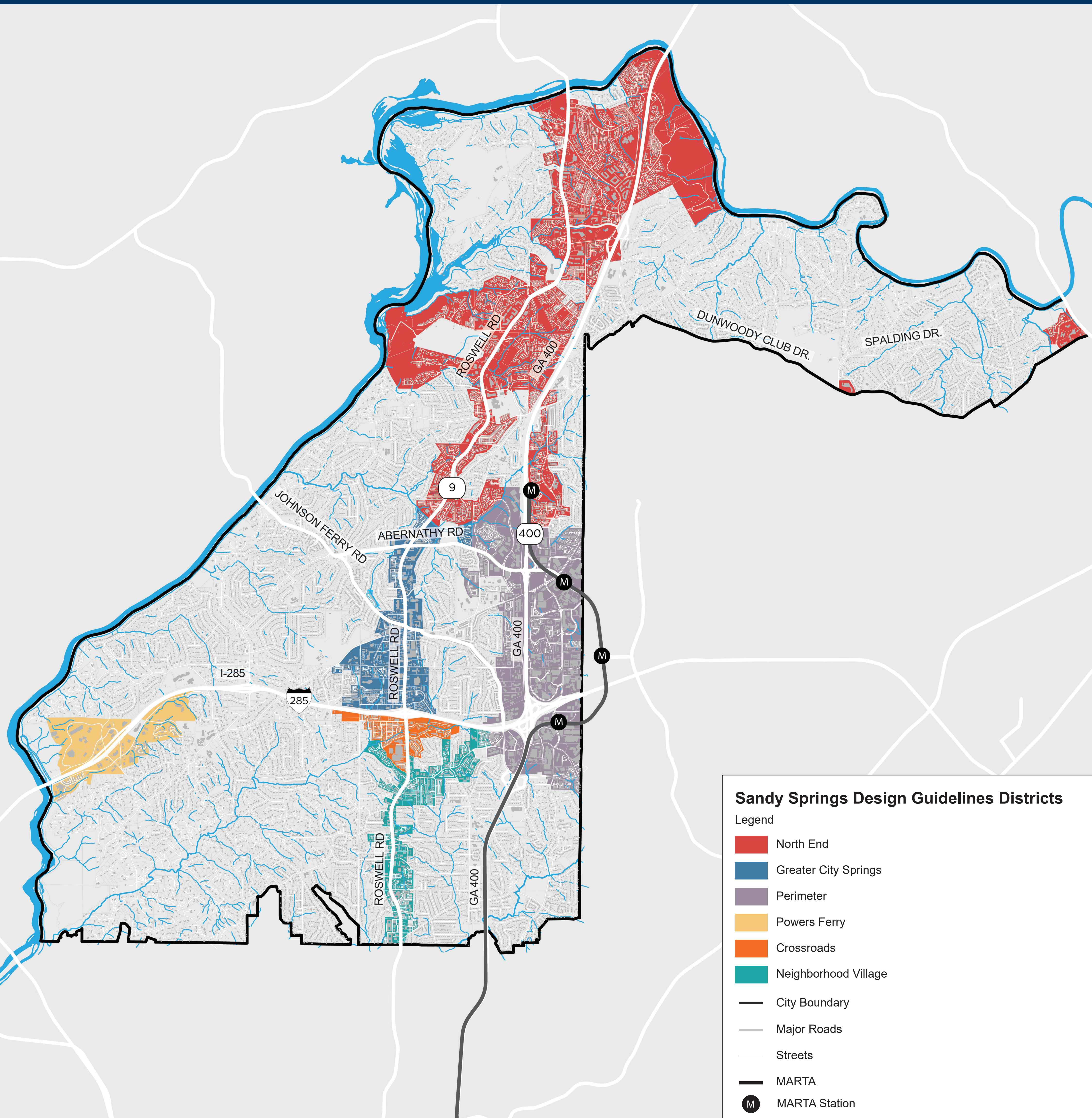
*Brief informal presentations will be provided to introduce the project and outline the meeting activities*

## ACTIVITY

Please place a **green** dot in the area **where you live** within Sandy Springs.

Please place a **pink** dot in the area **where you work** within Sandy Springs.

## SANDY SPRINGS DESIGN GUIDELINES FOCUS AREAS



# SANDY SPRINGS DESIGN GUIDELINES

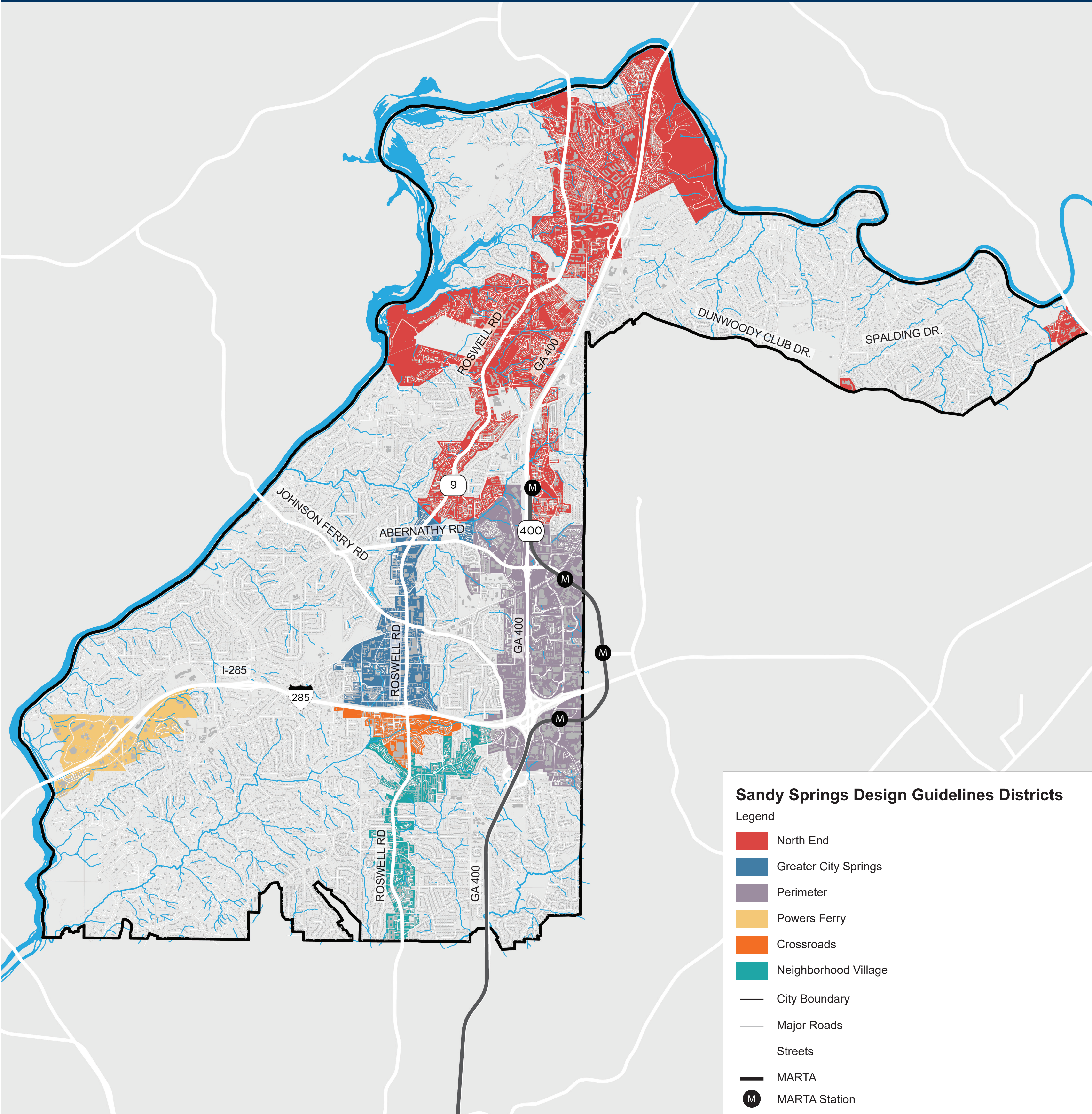
STATION 1 | DESIGN GUIDELINES & BACKGROUND PROCESS

## PROJECT BACKGROUND

The City of Sandy Springs is preparing design guidelines for six primary commercial and mixed-use areas in the city. These guidelines will assist property and business owners, developers, designers, and City staff and leadership in ensuring that future development in the city fulfills the vision of adopted planning documents and the Development Code while fostering a distinct sense of place for Sandy Springs and its commercial areas.

The guidelines will build on standards included in the Development Code and Technical Manual by providing additional design direction for building features, building sites, landscaping, streetscapes, and other elements that shape the appearance and experience of Sandy Springs' commercial and mixed-use areas.

## SANDY SPRINGS DESIGN GUIDELINES FOCUS AREAS



## WHAT ARE DESIGN GUIDELINES? COMPREHENSIVE PLAN & DEVELOPMENT CODE

### COMPREHENSIVE PLAN

- The Comprehensive Plan provides the overarching vision for the future of the city and includes broad policies for achieving this vision. Small area plans for certain areas of the city provide more detail about the individual areas.

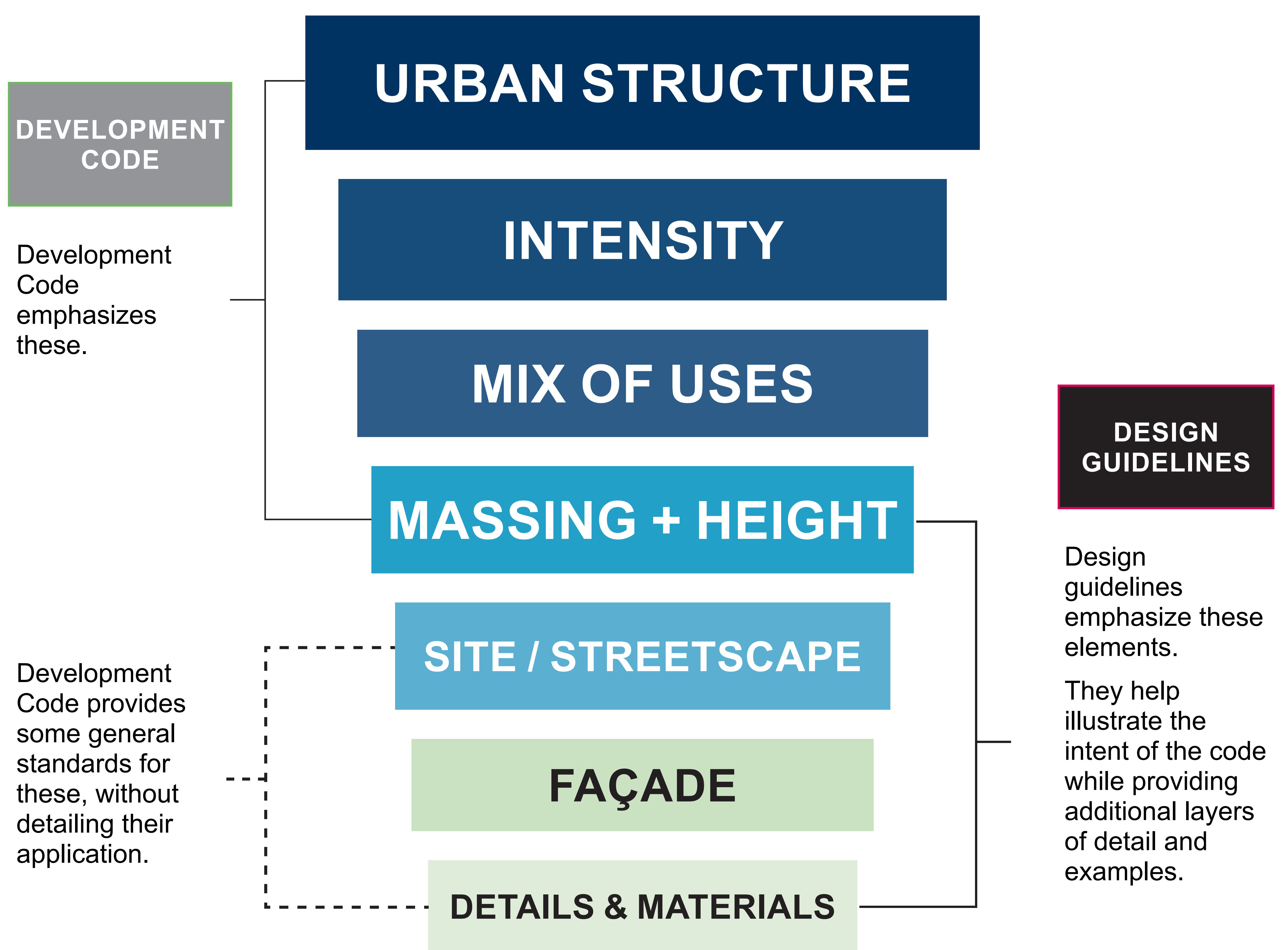
### DEVELOPMENT CODE

- The Development Code contains the City’s legal requirements and standards for development.
- Additional, more detailed standards are included in the Technical Manual.
- While some aspects of the design guidelines could be incorporated into the Development Code or Technical Manual, design guidelines generally provide more flexibility and offer a range of potential design approaches.

### DESIGN GUIDELINES

- Design guidelines help implement the policies of the Comprehensive Plan and the standards included in the Development Code and Technical Manual.
- The guidelines provide additional detail about ways to achieve the City’s vision through the design of buildings, streetscapes, and public spaces.

## HOW DESIGN GUIDELINES SHAPE PLACES



# WHAT WILL THE DESIGN GUIDELINES ADDRESS?

STATION 1 | DESIGN GUIDELINES & BACKGROUND PROCESS



## BUILDING DESIGN

- **Building Massing & Proportions**
  - Stylistic Treatments / Façade Requirements
  - Building Materials
- **Uses**
  - Retail
  - Office & Commercial
  - Multi-Unit
  - Single-Unit Attached & Detached
  - Mixed Use



## PRIVATE SITE ELEMENTS

- **Private Site Elements**
  - Building Zone
  - Site coverage/Greenspace/Plazas/Courtyards
  - Site Access & On-site Circulation
  - Landscaping & Site Lighting
  - Public Art
- **Parking**
  - Structured
  - Surface
- **Signage**
  - Materials
  - Colors
  - Lighting
  - Size & Location



## BUILDING-STREET RELATIONSHIP

- **Streetscape & Public Realm**
  - Streets & Sidewalks
  - Public Spaces
  - Public Art
- **Uses**
  - Retail
  - Office & Commercial
  - Multi-Unit
  - Single-Unit Attached & Detached
  - Mixed Use



## DISTRICTS

- **Design Guidelines for Focus Areas:** definition/delineation
- **Common & differentiating elements** (citywide and individual focus areas)



## DEFINITIONS



## ADMINISTRATION OF GUIDELINES

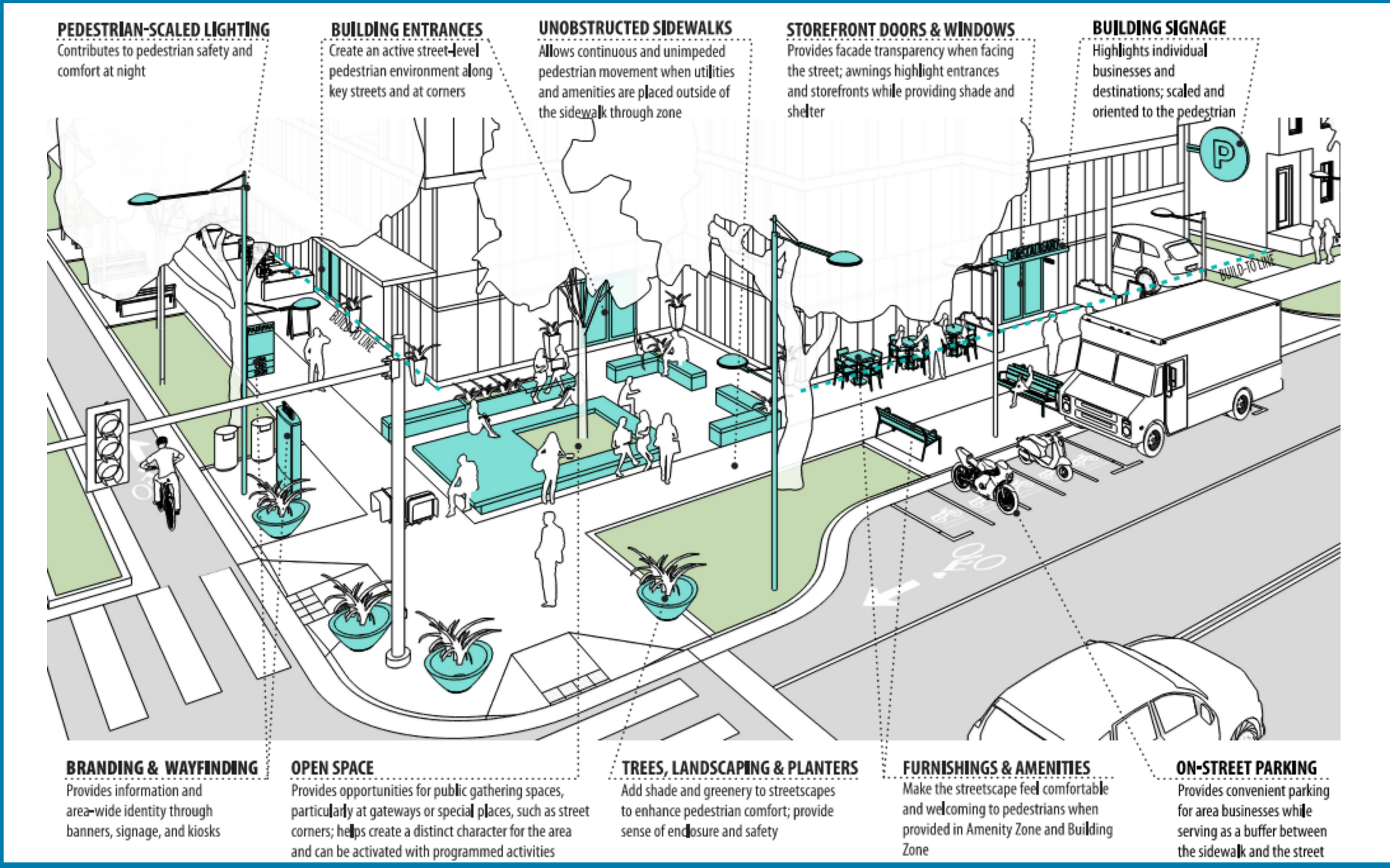
# DESIGN GUIDELINE EXAMPLES

## STATION 1 | DESIGN GUIDELINES & BACKGROUND PROCESS

### PRECEDENTS

Below are selected examples and excerpts from design guideline documents. These guidelines utilize a combination of text, graphics, diagrams, and images to illustrate the intended design outcomes in urban and semi-urban contexts. Key document elements are highlighted in blue.

#### PUBLIC-PRIVATE REALM RELATIONSHIP



#### A3 HARMONIZE BUILDING DESIGN WITH NEIGHBORING SCALE AND MATERIALITY

#### BUILDING DIAGRAMS

New buildings should recognize and respond to existing patterns of scale, form, materials, and proportion to create continuity within a neighborhood and enhance San Francisco's appealing and walkable nature.

Building materials should resonate with San Francisco's soft and diffuse light quality created by its light colored buildings and the atmospheric effects of the bay. Strong contrast draws attention and importance to a building and should be reserved for public facilities.

Either use common neighborhood material types or contemporary material strategies that complement neighborhood material characteristics.

Balance light and transparent materials with solid, durable materials.

Avoid or limit the use of dark and highly reflective materials. Large amounts of glazing may appear dark and reflective, particularly on cloudy days. Towers should be predominantly light in color.

Use high-quality and durable primary materials such as stone, steel, masonry, and concrete for on all visible facades. High-grade wood may be appropriate on larger buildings in residential areas.

Exhibit human-scaled detailing, components, and features.

Use joints, panel patterns, and cladding attachments to reinforce a finer scale of material and expression.

Consider the pattern of glazing, openings and material divisions on a building as a visual and three-dimensional fabric that demonstrates appropriate scale and clear views about the use of cladding or structural components.

Respect neighboring fenestration patterns in the design of building facades through type, proportions, scales, and frequency.

Employ the number and scale of planes and depths of walls found in the surrounding context to inform the planer variations in new development.

Window and doorway systems should be similar in proportion, scale, and amount to nearby structures.

#### BUILDING-STREET RELATIONSHIP

Furnishings and openings can connect interior and exterior uses.

Building entrances can activate the public realm.

### SPECIFIC ELEMENTS & BUILDING TYPES

#### DESIGN STRATEGIES (CONTINUED)

- iii. Awnings and canopies should be installed so that the valance is a minimum of 8-feet above the ground in the Building Zone or sidewalk and should not overhang into the Landscape Panel. Placement should avoid conflicts with mature street trees.

- RESIDENTIAL GROUND FLOORS**
  - A. Residential lobby entrances for multi-family buildings should be highlighted through overhangs, special paving, building-mounted signage, landscaping, and/or lighting. The facades of lobbies should be predominately transparent.
  - B. Individual residential entrances should be used to create breaks in the building facade and increase pedestrian interest along the street. Frequent entryways into individual units along a building's ground floor activate the street frontage by increasing access points where residents come-and-go, and provide opportunities for socializing.
  - C. Ground floor residential uses and private, individual entrances are encouraged to be grade-separated from the public sidewalk to highlight the individual units, provide privacy for residences, and reinforce the separation between the public and private realms.
  - i. To provide visual privacy, the ideal vertical grade difference between the sidewalk and the main level of the residence is approximately 3-feet. This creates the opportunity for stoops, bays, porches, or entries that establish a distinct transition between the public realm and private units.
  - ii. When grade separation cannot be achieved, a landscaped or landscaped space should be provided between residential use and the public sidewalk.
  - D. Stairs, porches, or ramps should not impinge upon the sidewalk and should be located entirely within the Building Zone so as to not limit pedestrian movement.
- CORNER BUILDINGS**
  - A. The ground floors of corner buildings should be designed to anchor and activate street corners.
    - i. Building entrances should face and open directly onto the corner.
    - ii. The ground floors of buildings should be predominately transparent to strengthen the relationship between the building and adjacent streets.
    - iii. Building design should incorporate large windows, canopies, and building signage.
  - B. Activated ground floors are encouraged to wrap around prominent building corners for added visibility, activate the streetscape on all sides of the building, and provide a visual transition between cross streets.
  - C. Ground floor retail and restaurant uses are encouraged at street corners, as are outdoor seating areas to support these businesses.

#### TABLE 2: SUGGESTED SPECIFICATIONS FOR FURNISHINGS

TYPE	SOUTH AREA (HYBLA VALLEY-GUM SPRING)
<b>Benches (Fixed Seating)</b>	<b>MATERIAL:</b> <ul style="list-style-type: none"> <li>• Metal (powder coated), hardwood, synthetic wood</li> </ul> <b>COLOR:</b> <ul style="list-style-type: none"> <li>• Black, natural wood</li> </ul> <b>FORM:</b> <ul style="list-style-type: none"> <li>• Curvilinear with horizontal slats, ornamental accents</li> </ul> <b>LENGTH:</b> <ul style="list-style-type: none"> <li>• 45", 72", 75", 96" or 98"</li> </ul> <b>LOCATION:</b> <ul style="list-style-type: none"> <li>• Within the Amenity Zone and in clusters as specified in Design Strategy 2: Placement</li> </ul>
<b>Trash Receptacles (Including Recycling Receptacles)</b>	<b>MATERIAL:</b> <ul style="list-style-type: none"> <li>• Metal (powder coated)</li> </ul> <b>COLOR:</b> <ul style="list-style-type: none"> <li>• Black</li> </ul> <b>FORM:</b> <ul style="list-style-type: none"> <li>• Cylindrical with vertical slats and lid</li> </ul> <b>CAPACITY:</b> <ul style="list-style-type: none"> <li>• 24 to 36 gallons</li> </ul> <b>LOCATION:</b> <ul style="list-style-type: none"> <li>• Within the Amenity Zone and in clusters as specified in Design Strategy 2: Placement</li> <li>• Recycling receptacles should be co-located with trash receptacles</li> </ul>
<b>Bike Racks</b>	<b>MATERIAL:</b> <ul style="list-style-type: none"> <li>• Metal (powder coated)</li> </ul> <b>COLOR:</b> <ul style="list-style-type: none"> <li>• Black</li> </ul> <b>FORM:</b> <ul style="list-style-type: none"> <li>• Hoop rack with ground-mounted anchor points</li> </ul> <b>SPACING:</b> <ul style="list-style-type: none"> <li>• 36" (minimum); also, see Fairfax County Bicycle Parking Guidelines for additional spacing standards</li> </ul> <b>LOCATION:</b> <ul style="list-style-type: none"> <li>• Within the Amenity Zone without encroaching on sidewalk areas; at major street intersections</li> </ul>

#### STREET FURNISHINGS

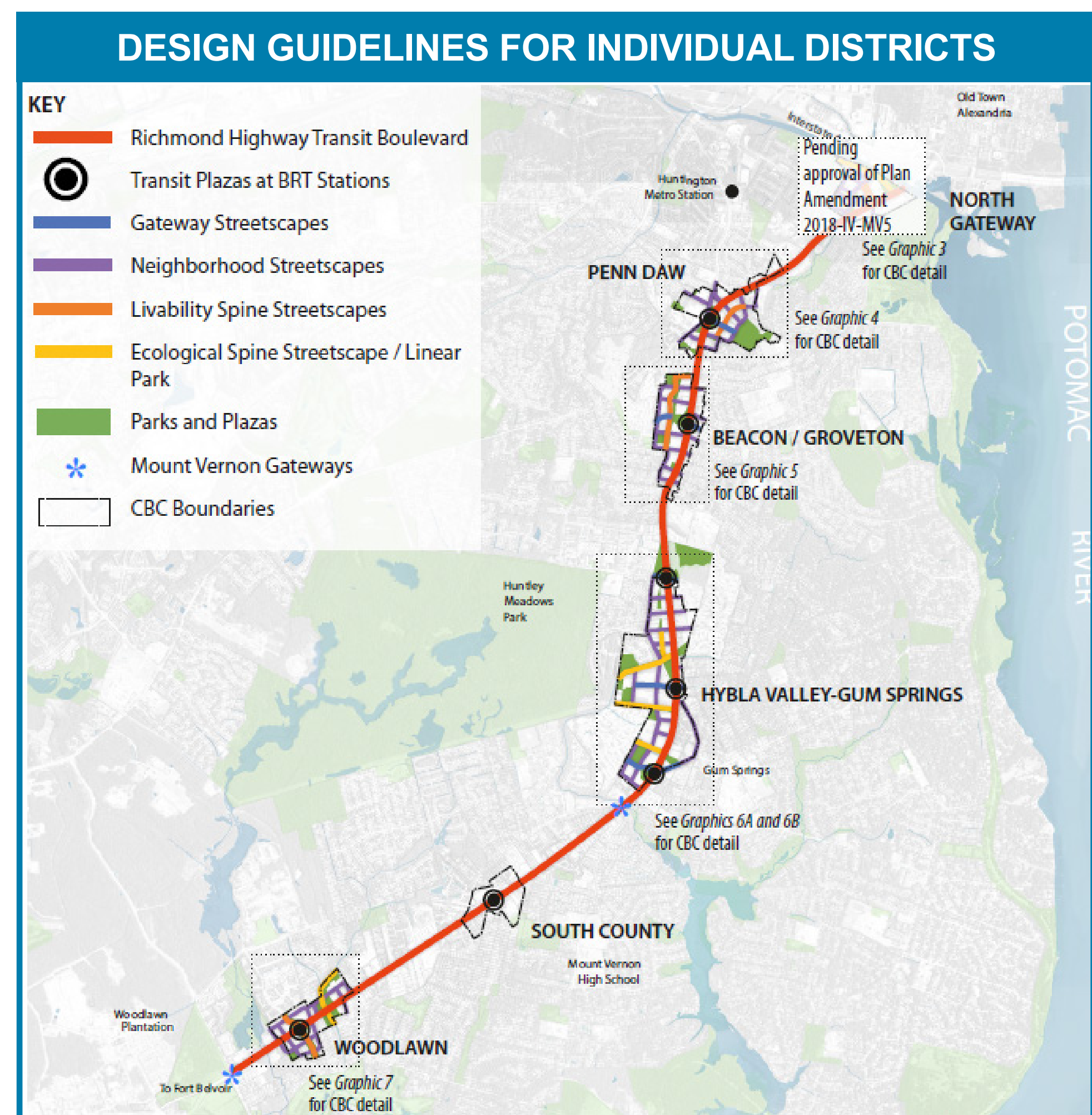
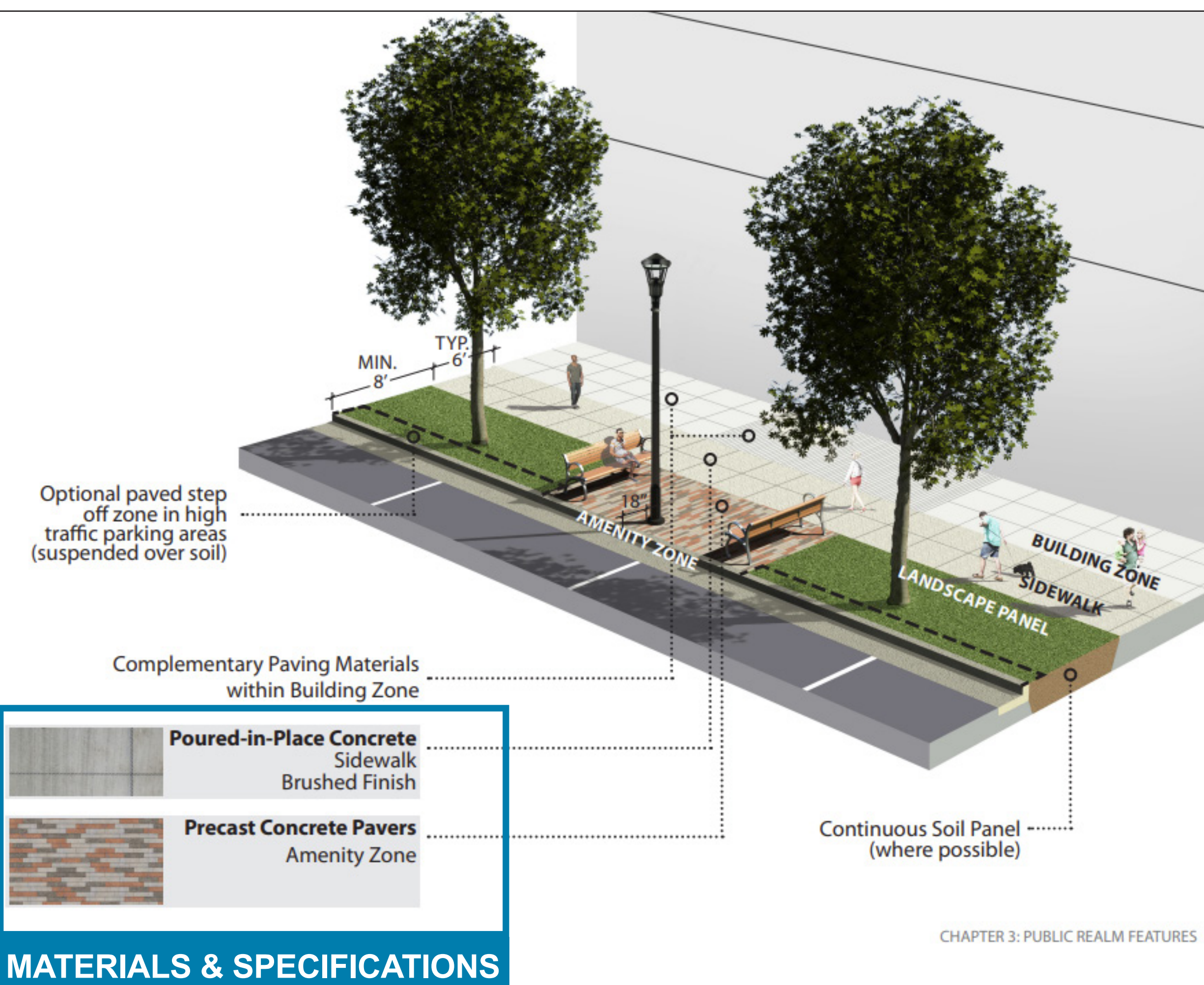
**SAMPLE OPTIONS:**

- (LEFT & MIDDLE) Victor Stanley; FMBF-324 & FB-324 | (RIGHT) Forms & Surfaces: Trio
- (LEFT) Forms and Surfaces: Urban renaissance | (RIGHT) Landscape Forms: Poe
- (LEFT) Victor Stanley; BRWS-101 | (RIGHT) Landscape Forms: Ring

3-20 RICHMOND HIGHWAY DISTRICT DESIGN GUIDELINES

#### STRATEGIES & PRECEDENT IMAGES

RESIDENTIAL	RETAIL
<ol style="list-style-type: none"> <li>1. Landscaped buffer between sidewalk and building</li> <li>2. Grade separation of residences from street provides privacy</li> <li>3. Stoops and overhangs highlight entrances and add rhythm to the streetscape</li> </ol>	<ol style="list-style-type: none"> <li>1. Storefronts distinguished from other uses above by facade treatment</li> <li>2. Storefronts with large, pedestrian-oriented windows provide transparency and activate the street</li> </ol>
<ol style="list-style-type: none"> <li>1. Ground floor windows and entrances add transparency and activate the street</li> <li>2. Prominent entrance and lobby highlighted by facade treatment and clearly delineated from rest of building</li> <li>3. Entrance design accentuates the importance and visibility of the street corner</li> </ol>	<ol style="list-style-type: none"> <li>1. Large windows, glazing and open storefront provide transparency and activate the streetscape</li> <li>2. Pedestrian-scaled signage</li> </ol>



# WHAT IS SANDY SPRINGS' DESIGN CHARACTER TODAY?

STATION 2 | CITYWIDE CHARACTER AND AREA-SPECIFIC CHARACTER

**DOES SANDY SPRINGS HAVE A CITYWIDE DESIGN CHARACTER?**  
What are the existing physical elements that tell you you're in Sandy Springs?  
How do you or others understand where you are within the city?



## ACTIVITY

Please share your thoughts on the question (to the left) using a post-it note.  
Upon completion, please place your post-it note in the area below.

A large, empty rectangular area with a light green border, intended for participants to place their post-it notes.

# WHAT SHOULD SANDY SPRINGS' DESIGN CHARACTER BE IN THE FUTURE?

STATION 2 | CITYWIDE CHARACTER AND AREA-SPECIFIC CHARACTER

**IF YOU LEFT THE CITY AND CAME BACK IN 10 YEARS, WHAT TYPES OF PHYSICAL IMPROVEMENTS WOULD YOU LIKE TO SEE?**  
Where would you bring visitors to Sandy Springs today to show them Sandy Springs' character?



## ACTIVITY

Please share your thoughts on the question above using a post-it note. Upon completion, please place your post-it note in the area below.

**WHAT PHYSICAL ELEMENTS WOULD HELP DISTINGUISH THE CITY IN THE FUTURE?**  
What design features could enhance your "sense of arrival" in Sandy Springs?



## ACTIVITY

Please share your thoughts on the question above using a post-it note. Upon completion, please place your post-it note in the area below.



# FOCUS AREA DESIGN CHARACTER

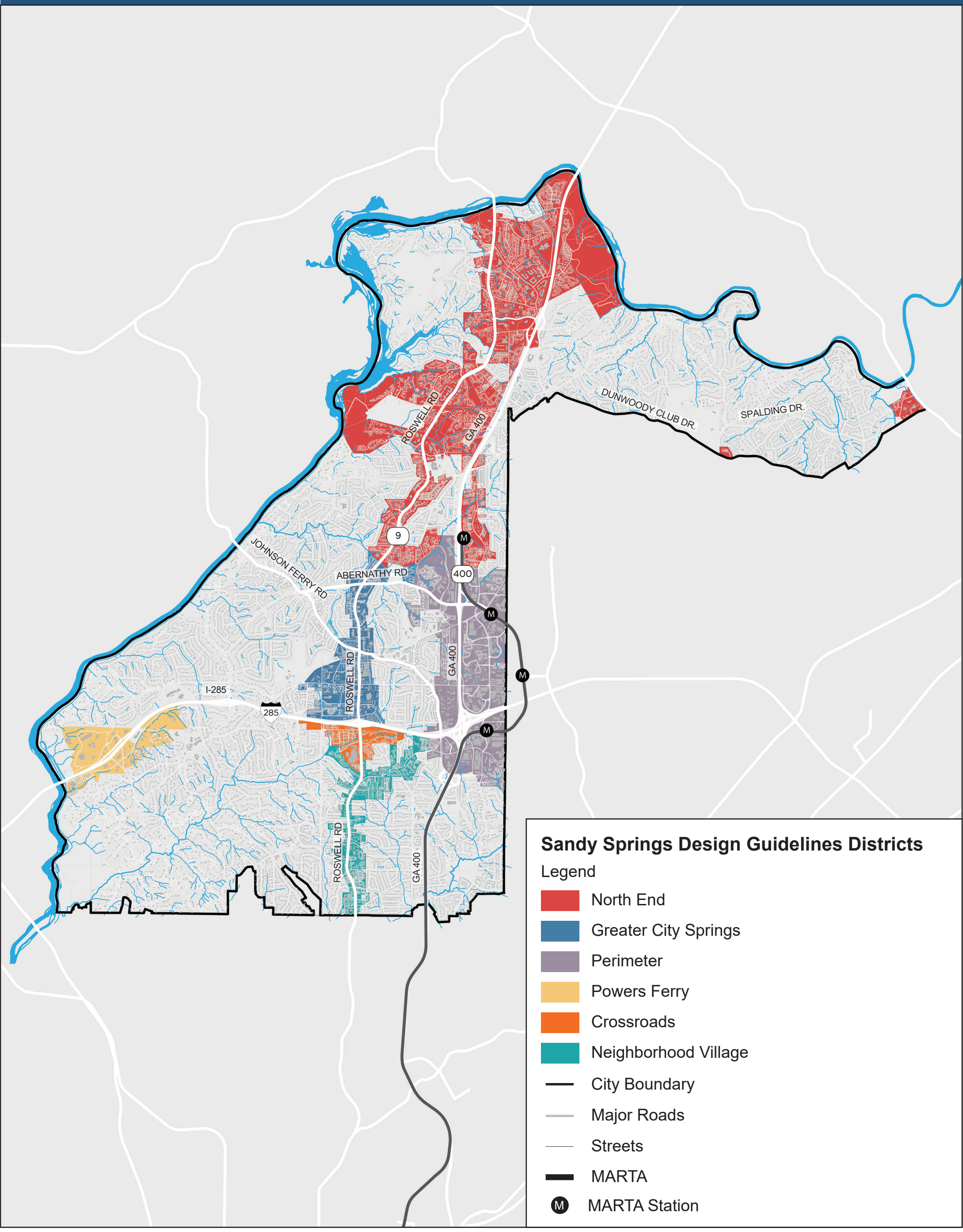
STATION 2 | CITYWIDE CHARACTER AND AREA-SPECIFIC CHARACTER



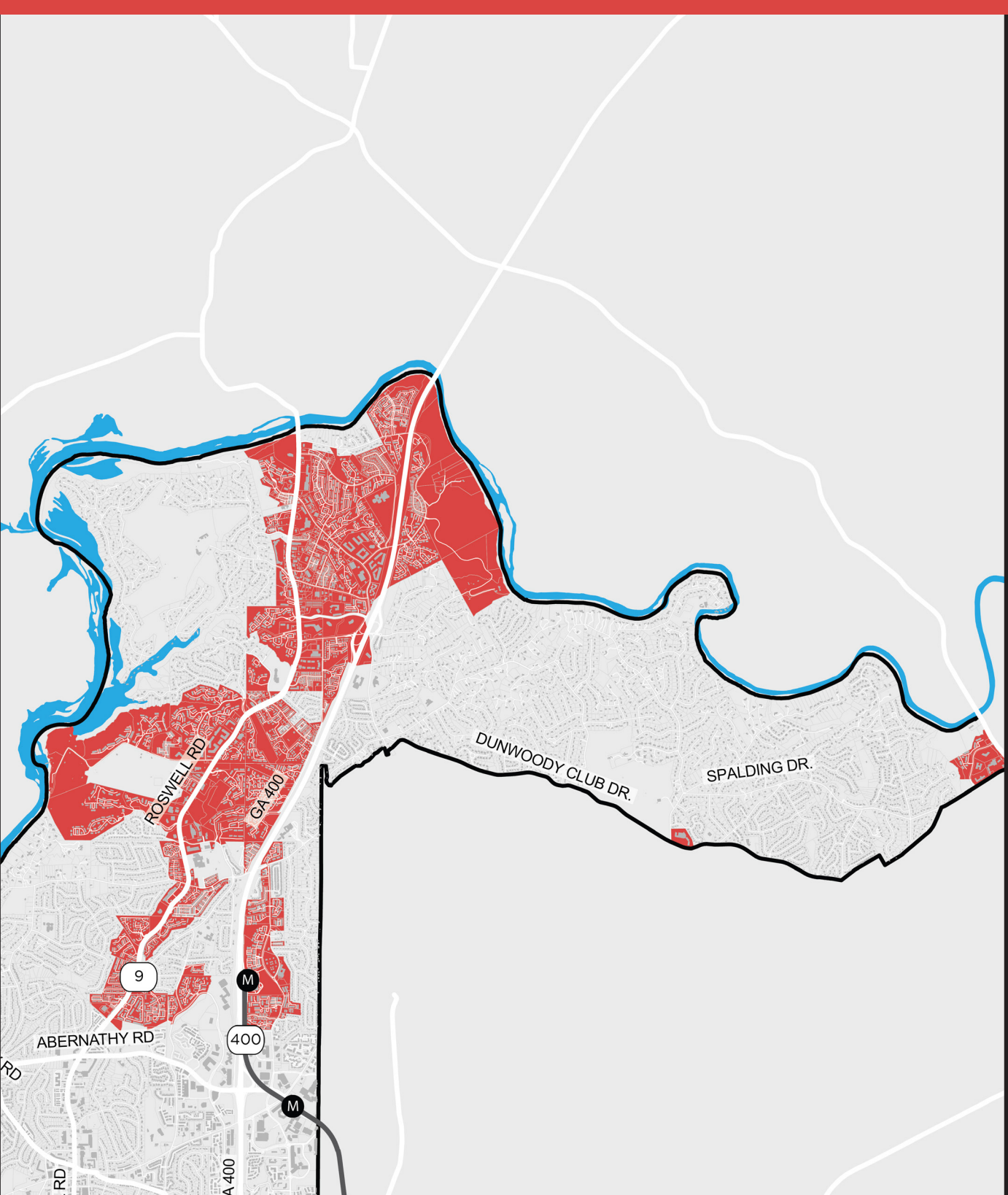
## ACTIVITY

Please use this board as a reference for providing feedback on specific focus areas covered by the design guidelines. Each map has a number that matches the feedback box on the following board.

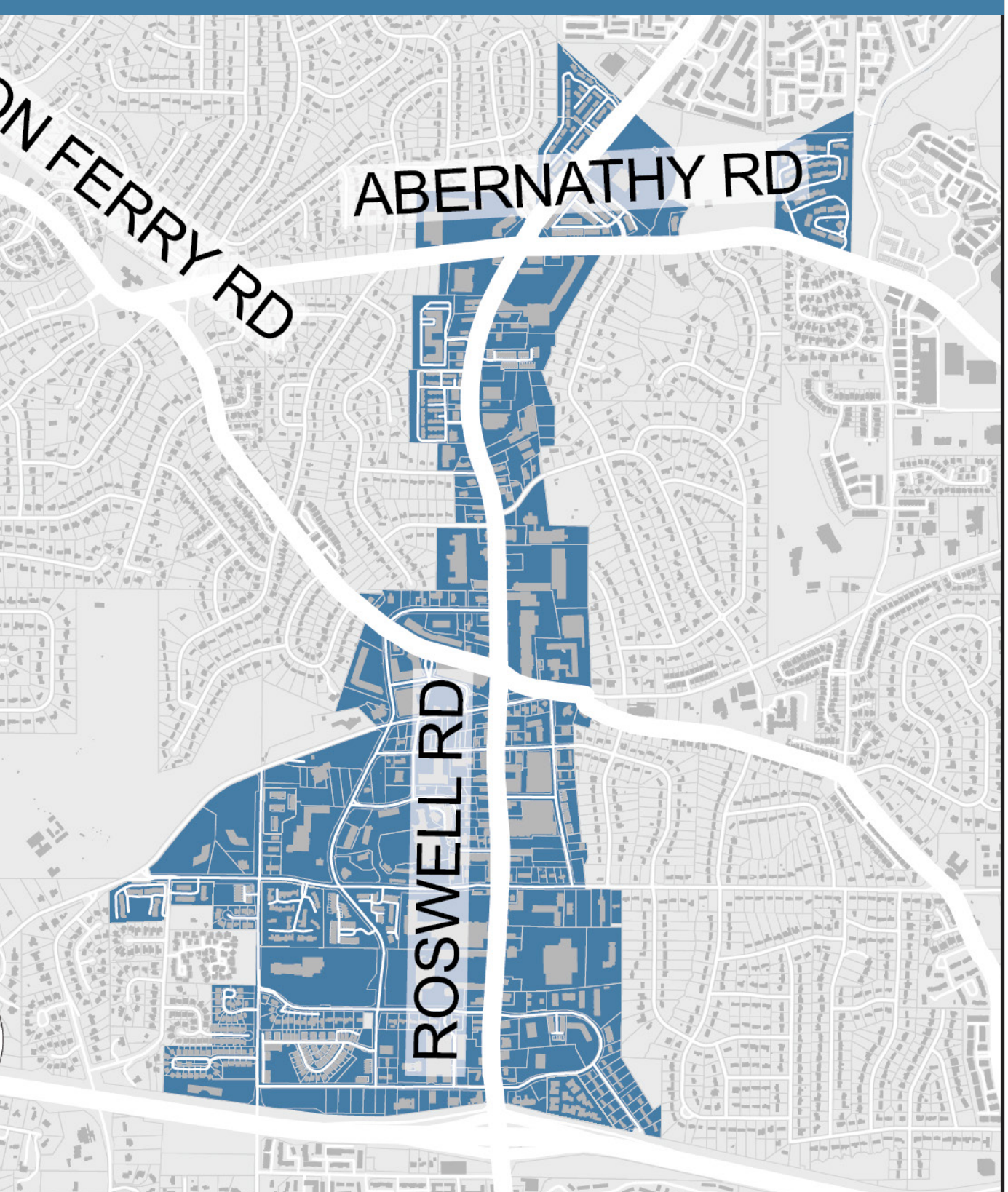
### DESIGN GUIDELINES FOCUS AREAS



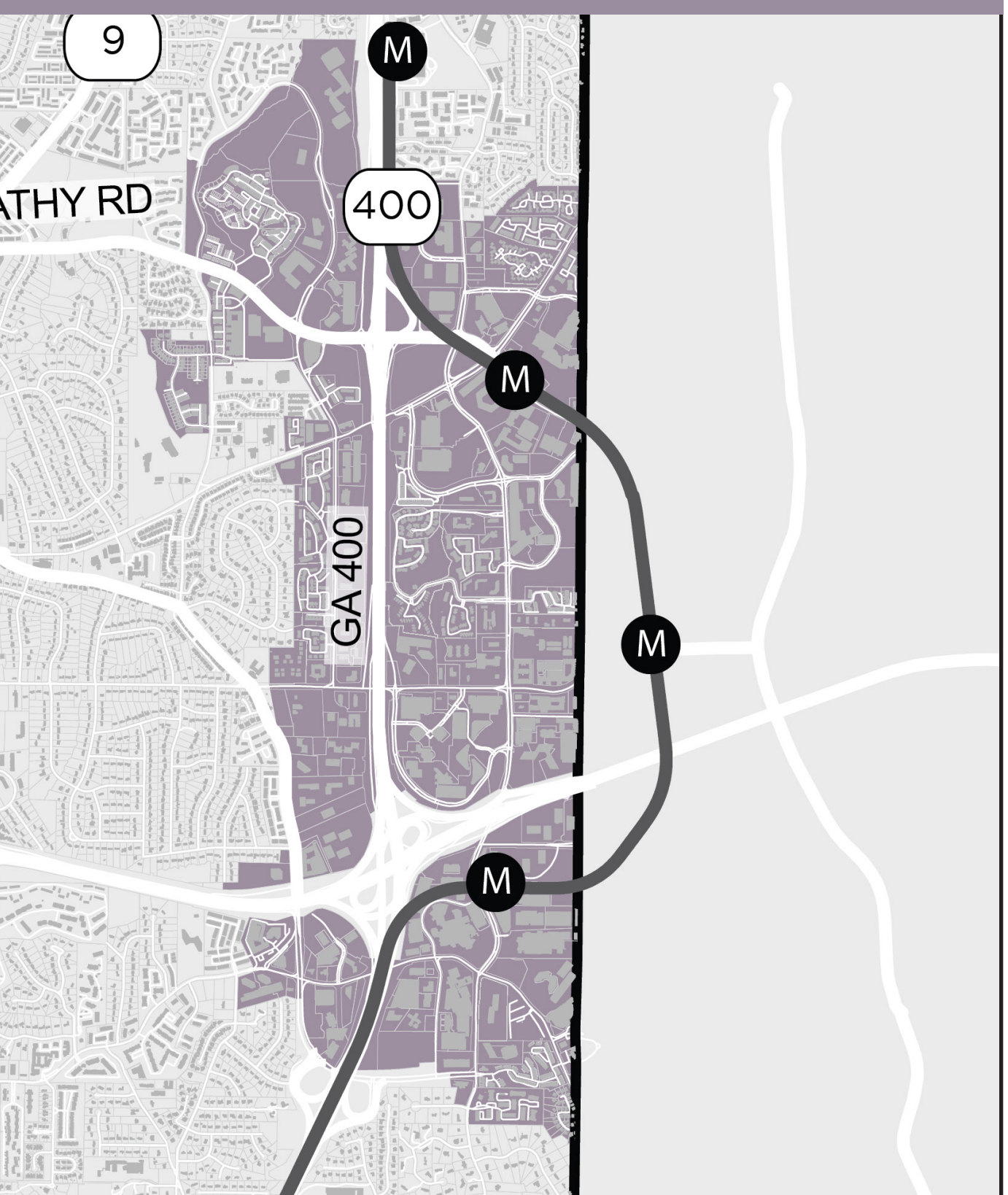
### 1 NORTH END



### 2 GREATER CITY SPRINGS



### 3 PERIMETER



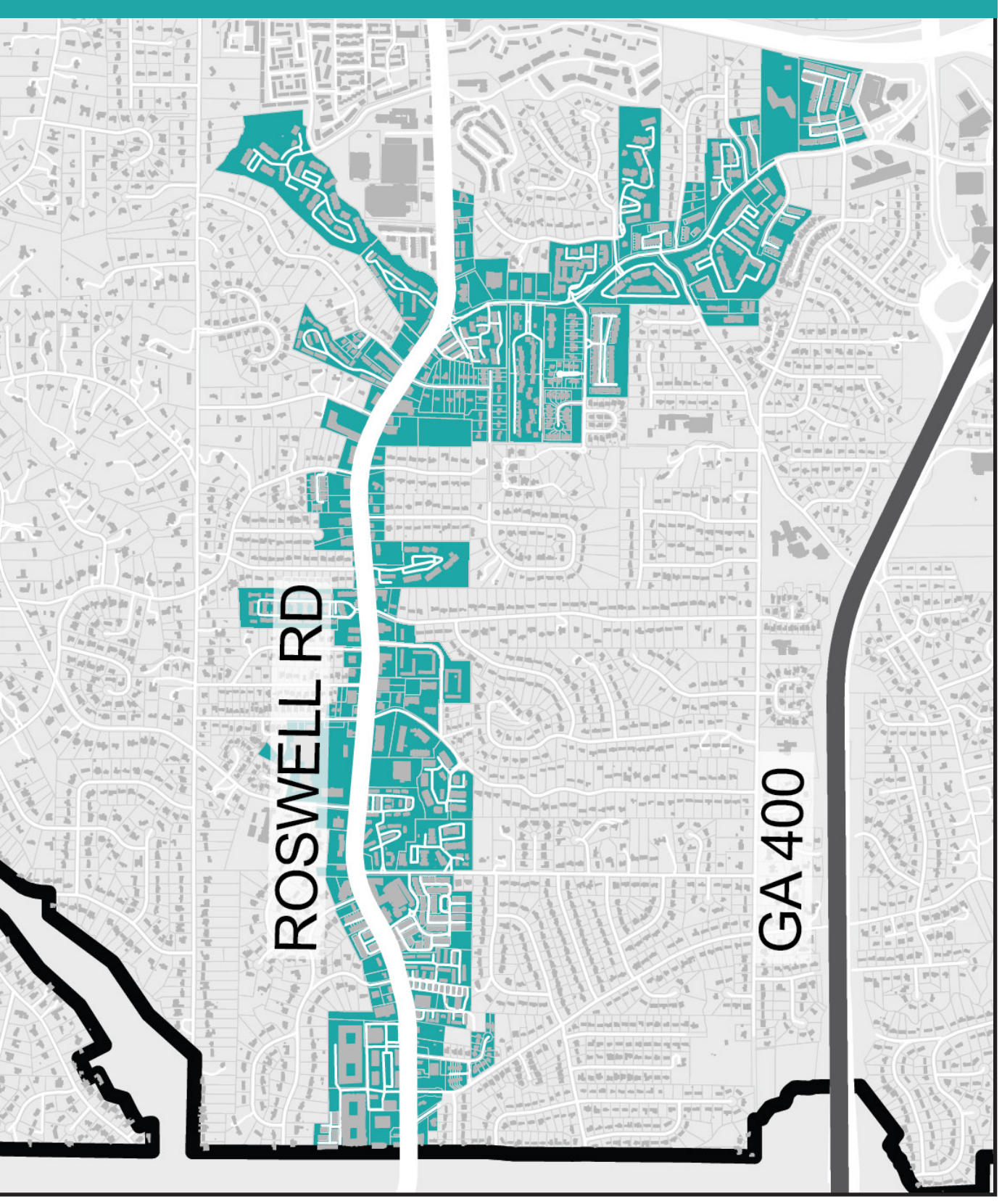
### 4 POWERS FERRY



### 5 CROSSROADS



### 6 NEIGHBORHOOD VILLAGE



# FOCUS AREA DESIGN CHARACTER: YOUR INPUT

STATION 2 | CITYWIDE CHARACTER AND AREA-SPECIFIC CHARACTER

**WHAT WORDS OR PHRASES WOULD YOU USE TO DESCRIBE THE PHYSICAL CHARACTER OF EACH AREA?**



## ACTIVITY

Please share your thoughts on the question using a post-it note. Please refer to the previous board to respond to the question for the numbered areas.

**1 NORTH END**

**2 GREATER CITY SPRINGS**

**3 PERIMETER**

**4 POWERS FERRY**

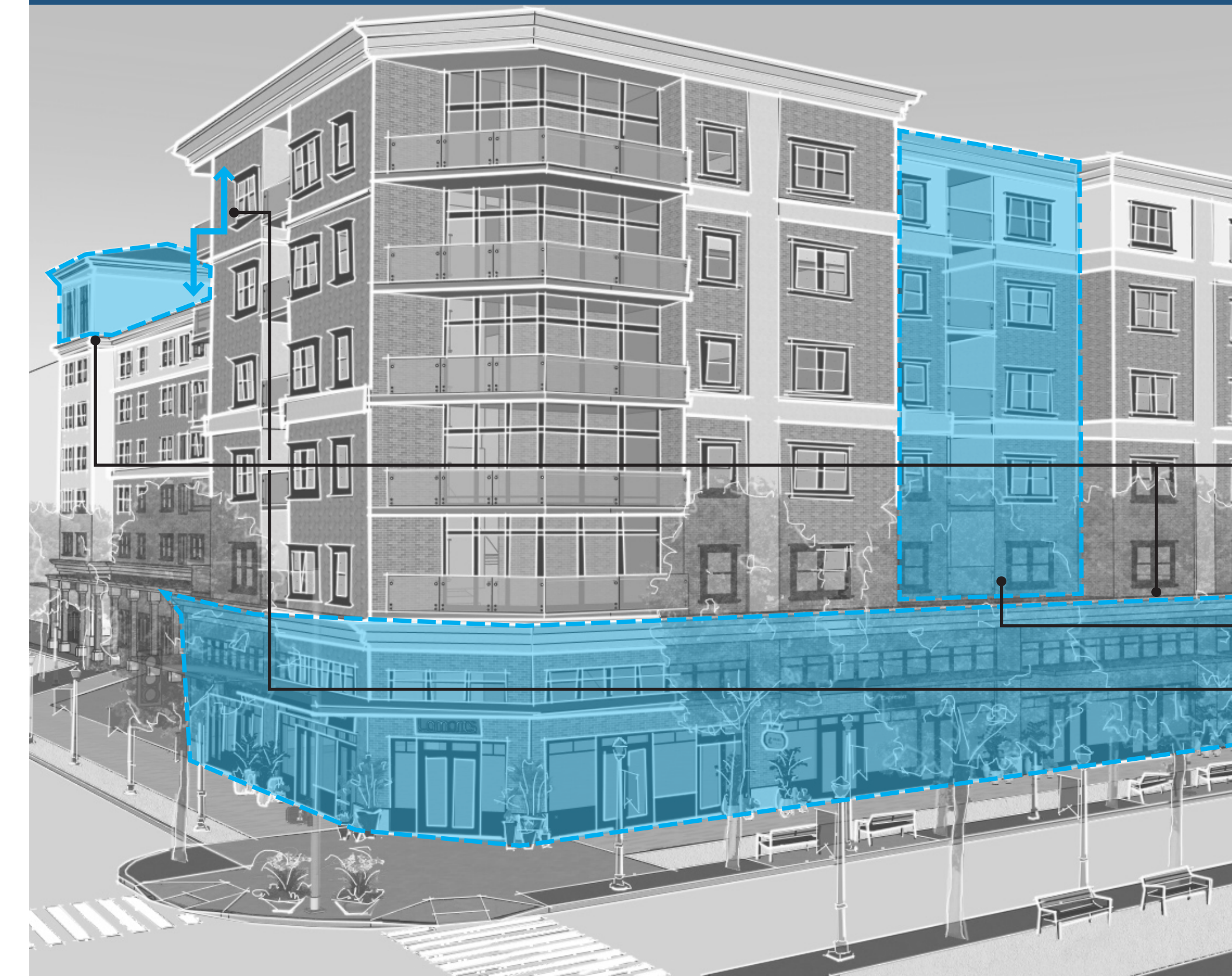
**5 CROSSROADS**

**6 NEIGHBORHOOD VILLAGE**

# BUILDING ELEMENTS & TERMINOLOGY

## STATION 3 | VISUAL PREFERENCE

### MASSING



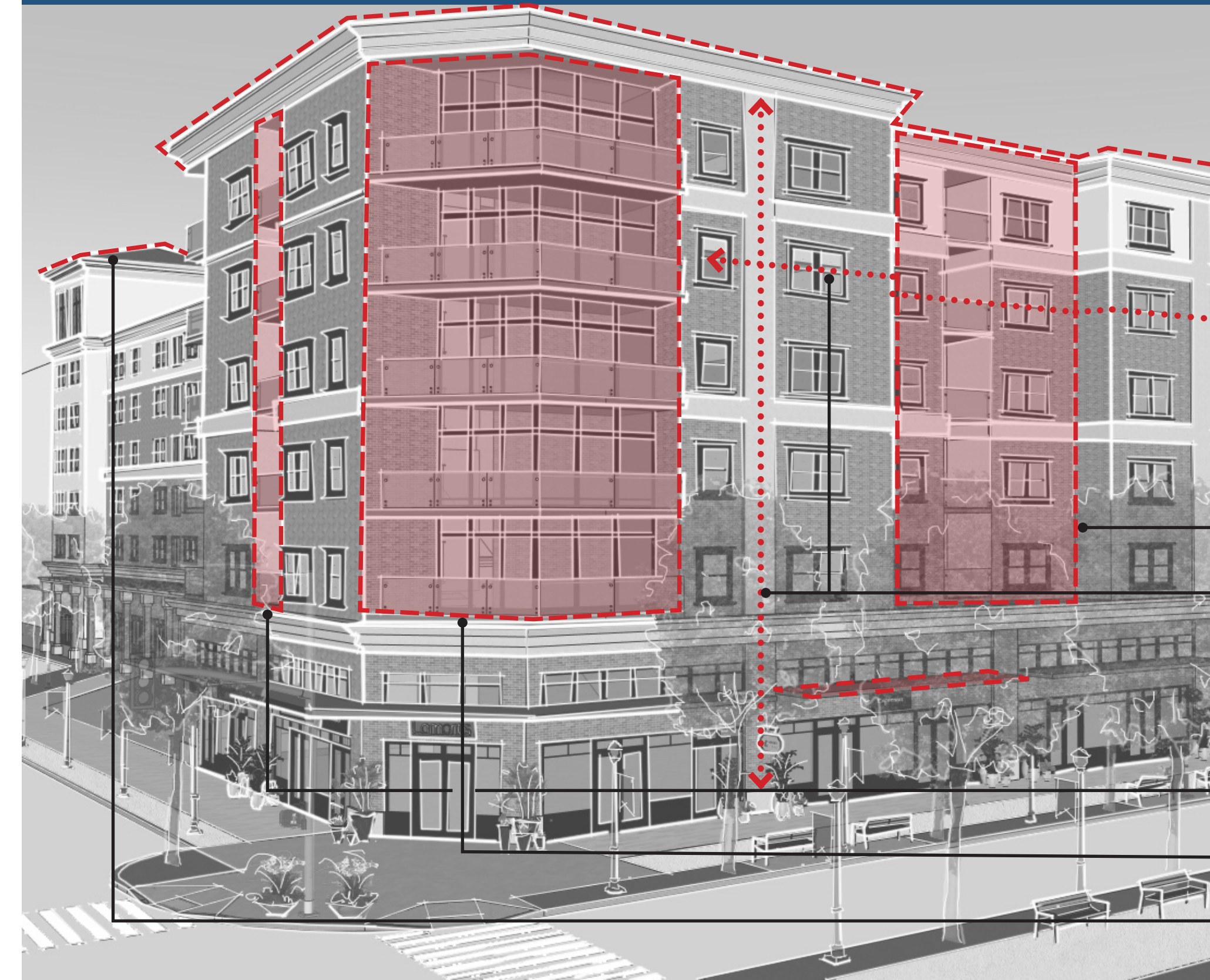
Building massing is about the overall shape and size of the building. Massing addresses how the different parts of the building come together to create its appearance and how it fits into its surroundings.

Strong Base, Defined Middle Section and Distinguished Top Section

Upper Level Step-backs

Step Downs (gradual changes in building heights to respect surrounding building)

### ARTICULATION



Building articulation is about how different parts of a building are designed to make it look interesting. The features break up large areas and highlight different sections.

Façade Relief (Recess/Inset/Projecting Features, offsets)

Offset above Ground Floor

Coordinated Vertical and Horizontal Elements (including window placements, columns, bands, canopies)

Balconies

Corner Treatments

Roofline Variations

### TRANSPARENCY



Building transparency is about incorporating elements that let light into a building. It helps create a sense of openness and connection between the inside and outside of the building.

Visual Connectivity Between Interior and Exterior

Doors and Windows

Storefronts

Curtain Walls – Exterior Glass Systems

### MATERIALS



Materials can include brick, stone, wood, metal panels, concrete, glass, etc.

# PUBLIC & PRIVATE REALM ELEMENTS & TERMINOLOGY

STATION 3 | VISUAL PREFERENCE

## TERMINOLOGY

### Furnishings

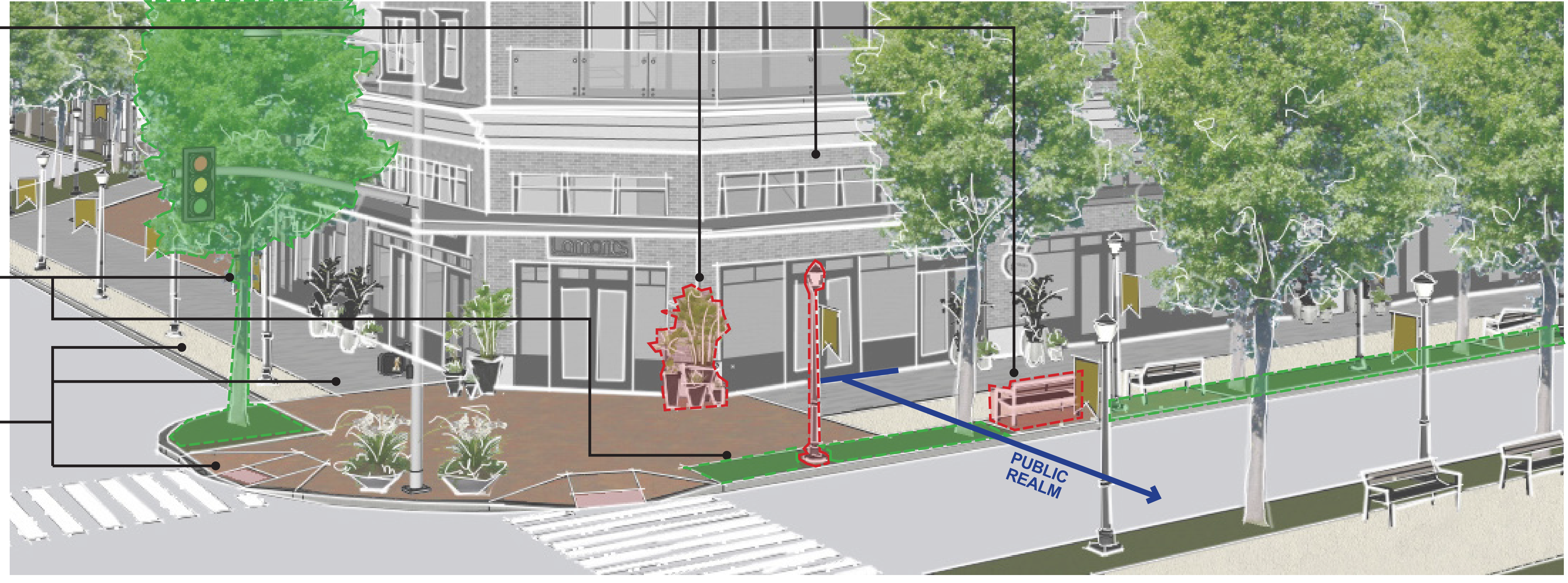
- Bench
- Planter
- Light Pole

### Landscape Panel / Amenity Zone

### Paving

- Standard Paving
- Special Paving

## PUBLIC REALM ELEMENTS



## TERMINOLOGY

### Interface Area Between Private and Public Realm

- Seat Walls
- Planting

### Outdoor Amenity Space

- Seating
- Public Art Feature

### Landscaping

## PRIVATE REALM ELEMENTS



# BUILDING ELEMENTS: MASSING

## ELEMENT DEFINITION:

Building massing is about the overall shape and size of the building. It involves how the different parts of the building come together to create its appearance and how it fits into its surroundings.

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**  
 PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Traditional massing, featuring subtle breaks in the roofline

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A modern building featuring pronounced massing breaks at the corners

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



Massing with a protruding first floor and pronounced breaks at the entry corner

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



Traditional massing, and more pronounced breaks in the roofline

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here

# BUILDING ELEMENTS: ARTICULATION

## ELEMENT DEFINITION:

Building articulation is about how different parts of a building are designed to make it look interesting. It uses features like vertical and horizontal breaks in the façade and roofline, to break up large areas and highlight different sections.

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**

PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Traditional articulation and a facade characterized by numerous vertical and horizontal elements

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Traditional articulation and a very flat facade

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Articulation with protruding balconies and facade breaks at the corners

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Articulation featuring sleek vertical and horizontal elements

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Traditional building articulation with distinctive features at the entry corner

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



A subdued façade and distinctive roofline articulation featuring dormers

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

# BUILDING ELEMENTS: MATERIALS

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you like

PLACE ● dots on the grey space below the images that show DESIGN character that you dislike



A combination of brick and stone materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A variety of brick types

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A blend of stone and plaster materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A combination of brick and glass materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A building with a predominantly glass façade

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



A combination of colored wood siding, plaster, and brick materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here

# BUILDING ELEMENTS: TRANSPARENCY

## ELEMENT DEFINITION:

Building transparency is about using elements, that let light into a building. This can include features like large windows, glass walls, and open spaces, which help create a sense of openness and connection between the inside and outside of the building.

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**  
 PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



A highly transparent retail floor complemented by more private office spaces

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



A building with reduced transparency at both the retail and residential upper floors

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



A highly transparent facade with a sense of enclosure from heavier materials

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Exuding transparency by use of large windows, openings, and light materials

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Connection to the outside while limiting transparency with heavy materials

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



High transparency while maintaining a sense of enclosure with a heavy material

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



# TOWNHOMES

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**

PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Townhomes with material variation emphasizing each unit

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Townhomes with varying roof materials to differentiate units while remaining attached

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Townhomes arranged in a non-linear fashion, adding variety to the overall massing

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Townhomes constructed with a single material, appearing as one continuous building

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Tall and narrow townhomes constructed with different yet complementary materials

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Cottage style townhomes fronting a courtyard

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

# PRIVATE REALM

## ELEMENT DEFINITION:

The private realm refers to areas that are privately owned, such as homes, businesses, or private spaces that are not accessible to the public. These spaces are typically protected and managed by individuals or property owners.

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**  
 PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Building zone plantings

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

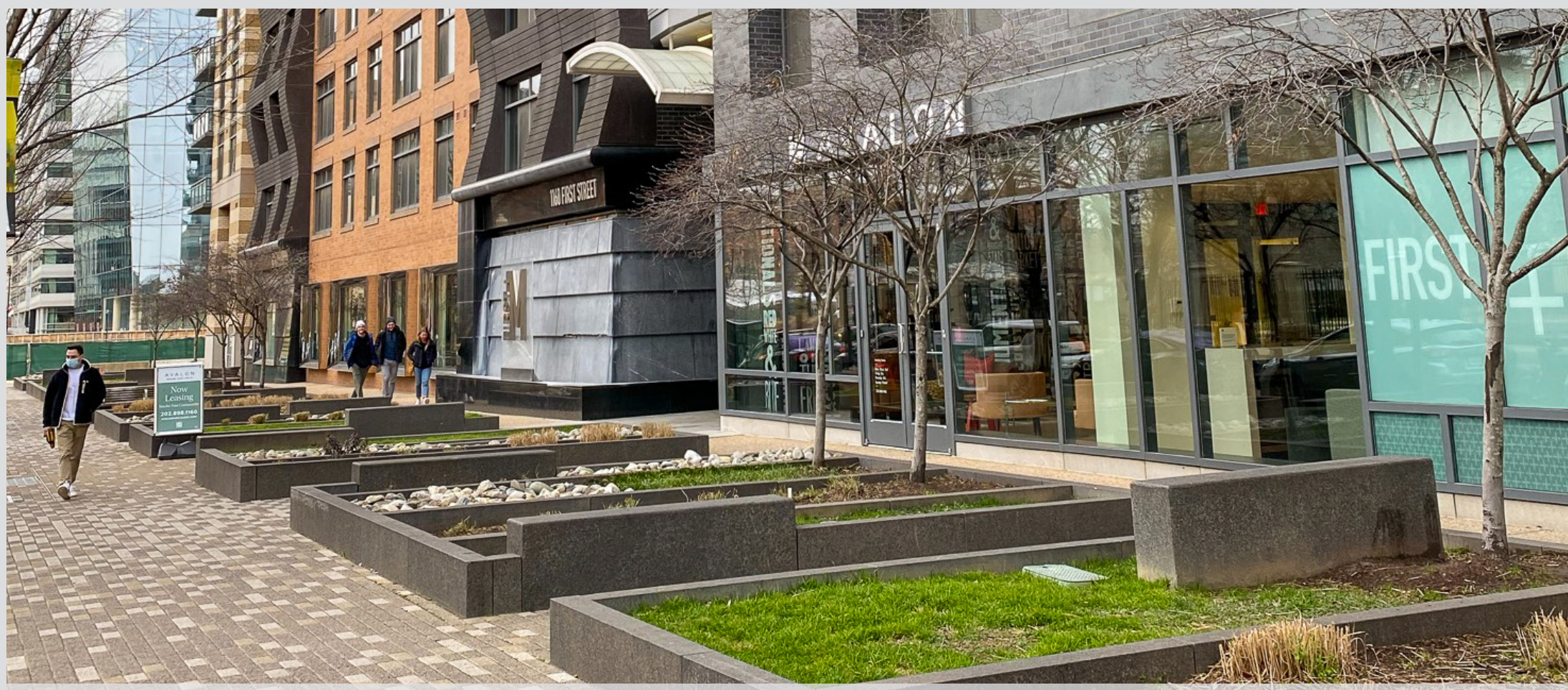


Pedestrian pathway and stormwater plantings

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Pedestrian way, seat walls, and plantings

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

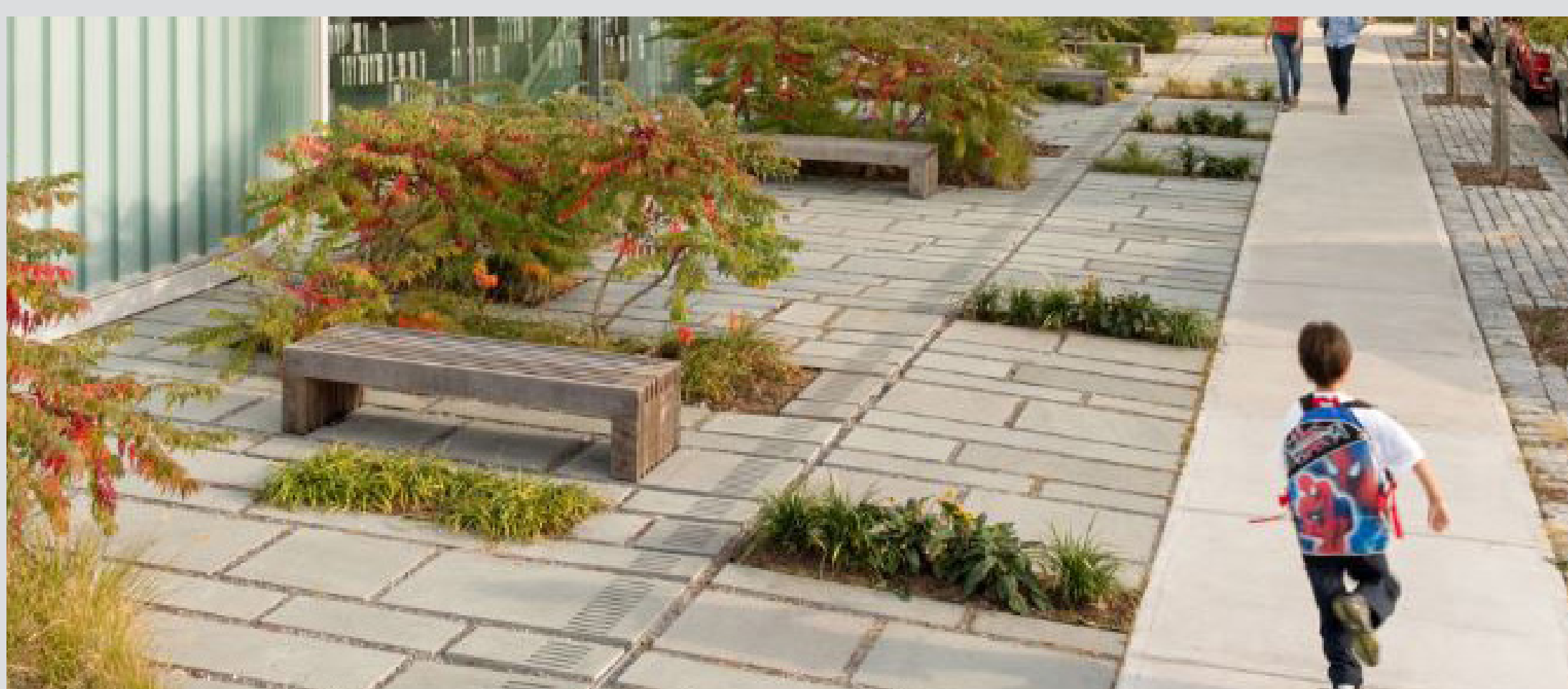


Outdoor amenity space with moveable seating

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Seating area and plantings

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Seating nook with plantings

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

# FURNISHINGS

**ELEMENT DEFINITION:**

Furnishings are the design elements in public spaces that enhance comfort, function, and aesthetics, such as benches, bike racks, lighting, and trash bins.

**ACTIVITY:**

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**  
 PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Contemporary street furnishings

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

**WHAT I DON'T LIKE...**

Write your thoughts here



Traditional iron bench

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

**WHAT I DON'T LIKE...**

Write your thoughts here



Family of branded custom street furnishings

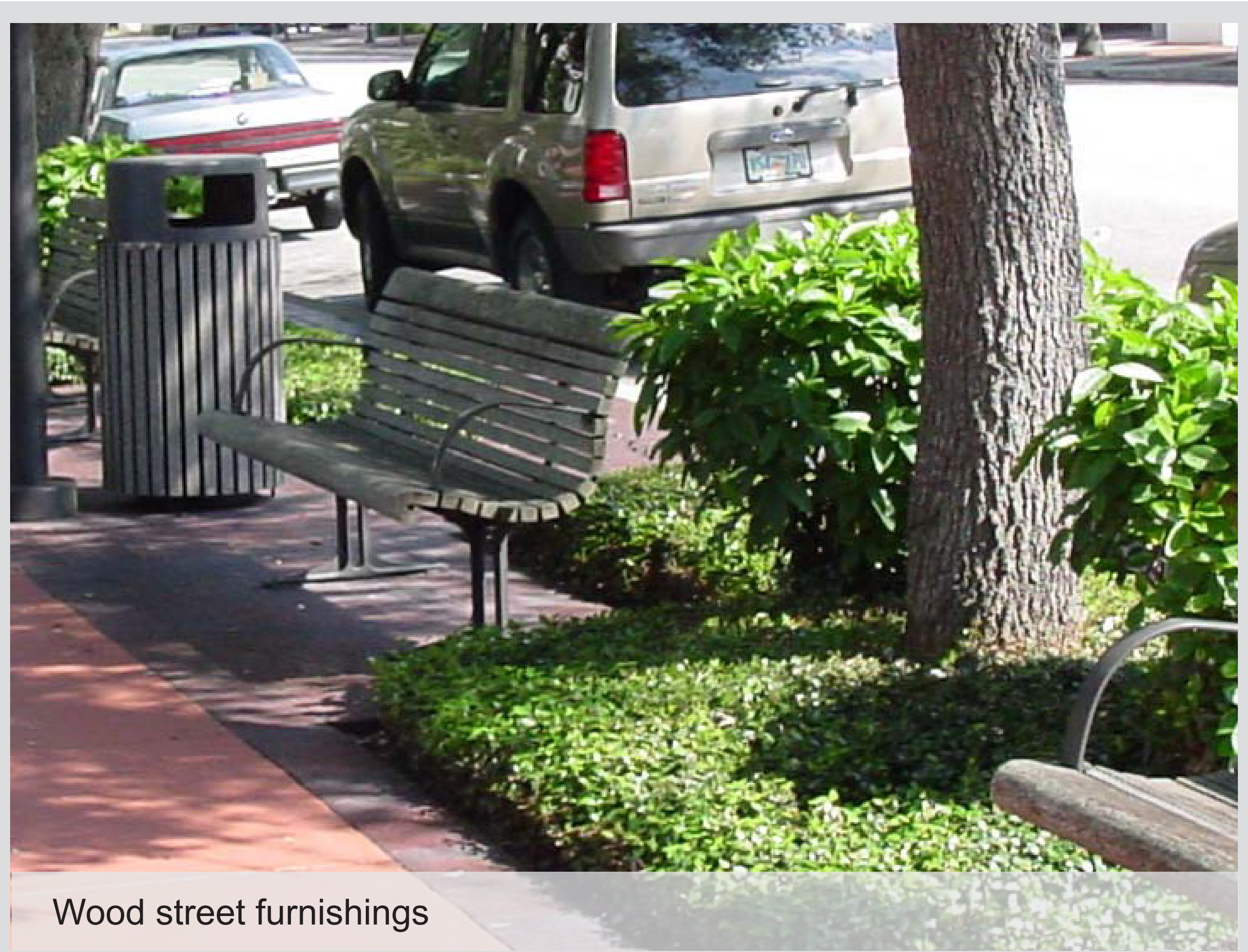
PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

**WHAT I DON'T LIKE...**

Write your thoughts here



Wood street furnishings

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

**WHAT I DON'T LIKE...**

Write your thoughts here

# LANDSCAPE PANEL / AMENITY ZONE

## ELEMENT DEFINITION:

A landscape panel or amenity zone is a designated area in urban spaces where landscaping, seating, and recreational features are provided for public enjoyment and comfort.

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**  
PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Amenity zone with street trees, tree box plantings, and seating

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



Amenity zone with natural plantings and seat wall, plus street furnishings

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



Amenity zone with seating, bicycle parking, trees, and bus shelter

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

Write your thoughts here



Amenity zone with stormwater plantings, seat walls, and curbside pedestrian access

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

### WHAT I DON'T LIKE...

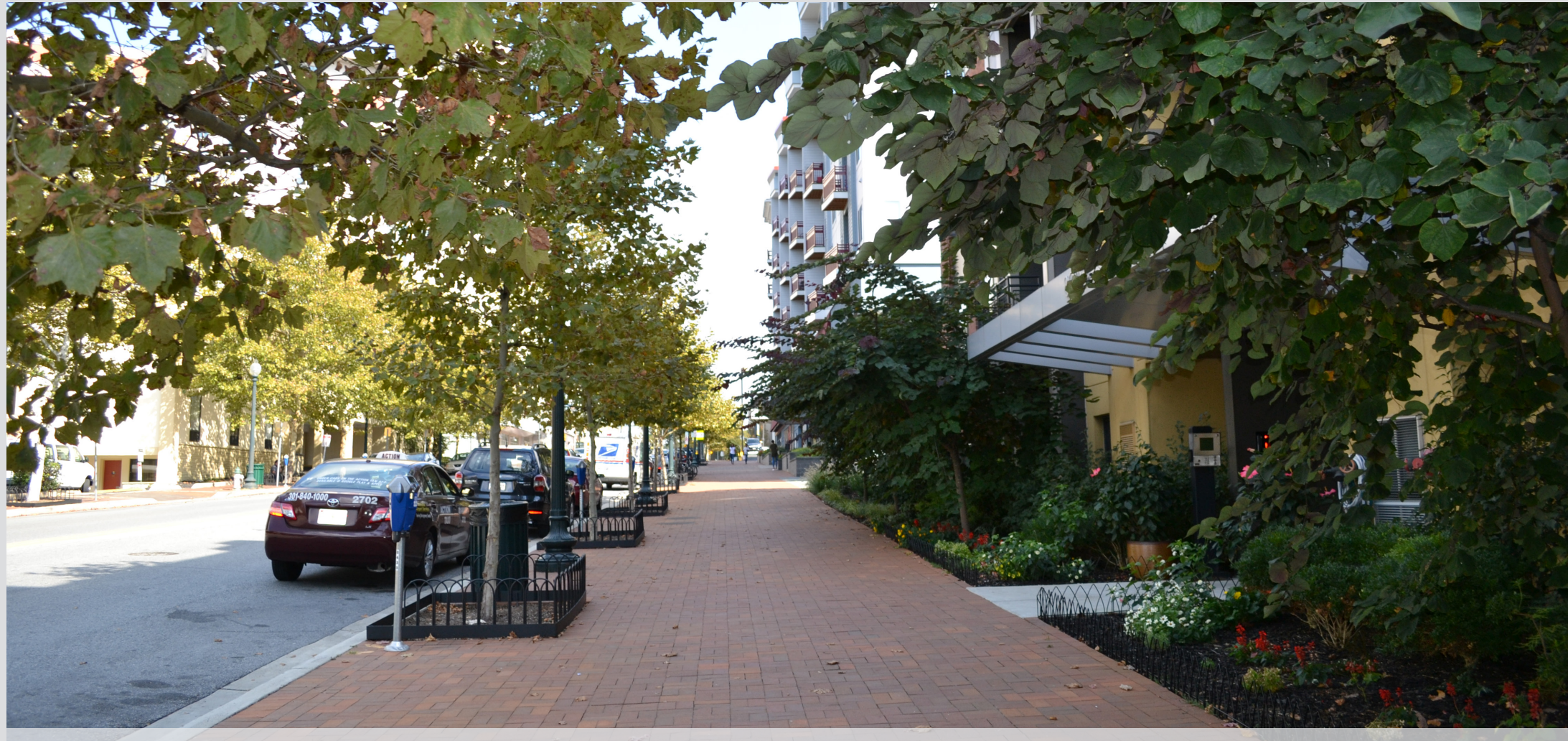
Write your thoughts here

# PAVING

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you **like**

PLACE ● dots on the grey space below the images that show DESIGN character that you **dislike**



Warm-toned brick paving

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Scored concrete sidewalk with brick amenity zone

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Concrete sidewalk with brick special paving

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Neutral-toned scored concrete sidewalk and amenity zone

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

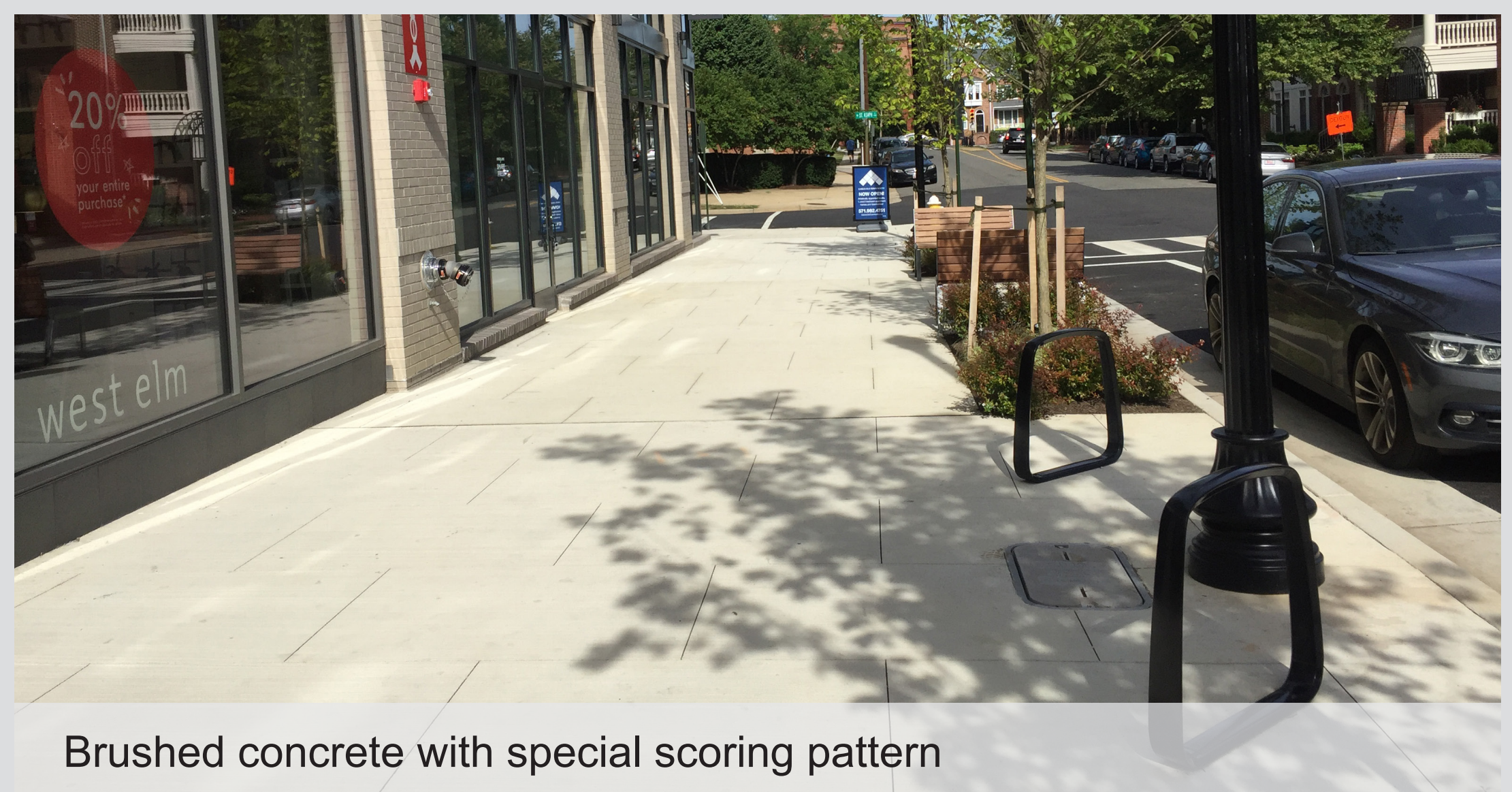


Scored concrete sidewalk with grey-toned unit pavers; concrete with special scoring in building zone

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Brushed concrete with special scoring pattern

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

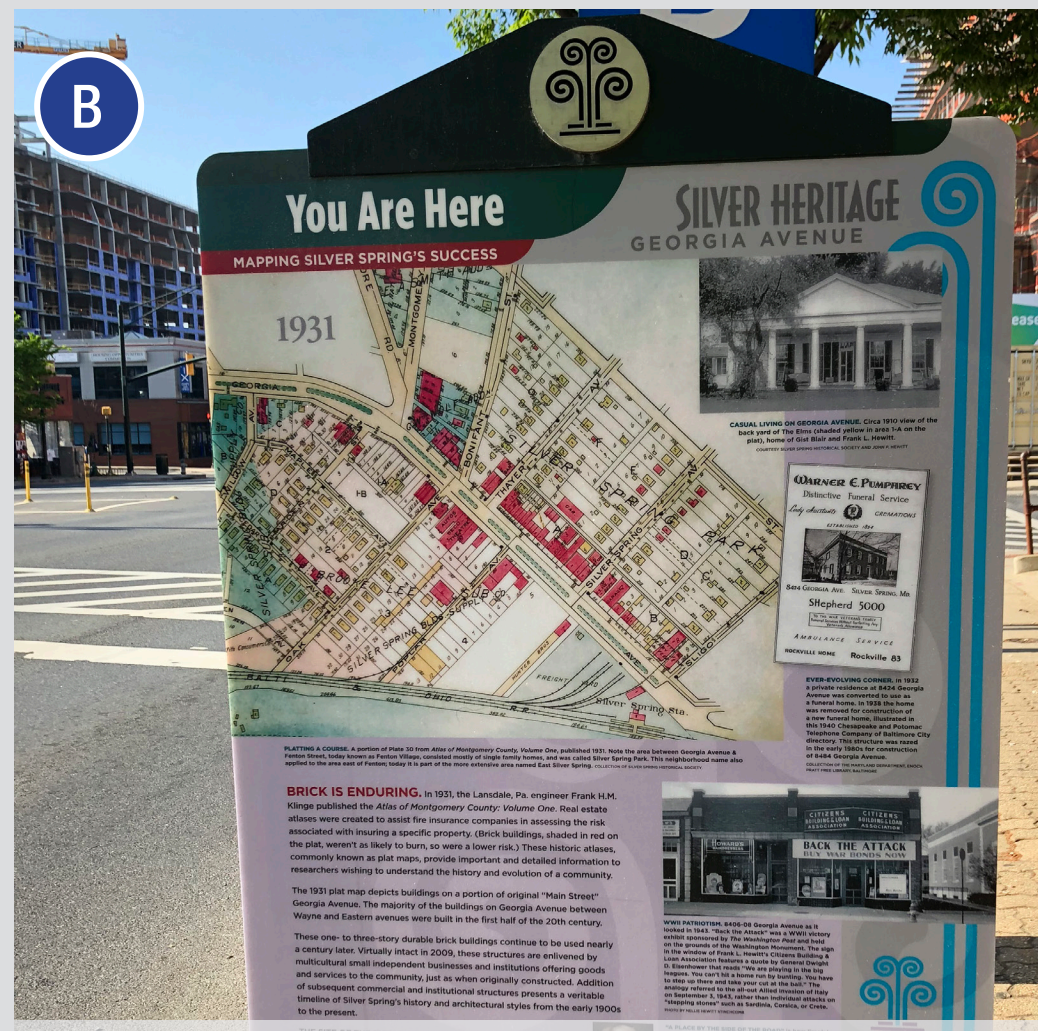
# SIGNAGE

## ACTIVITY:

PLACE ● dots on the grey space below the images that show DESIGN character that you like  
 PLACE ● dots on the grey space below the images that show DESIGN character that you dislike



Modern wayfinding signage



Interpretive wayfinding signage

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Traditional wayfinding signage



Pole-mounted wayfinding signage

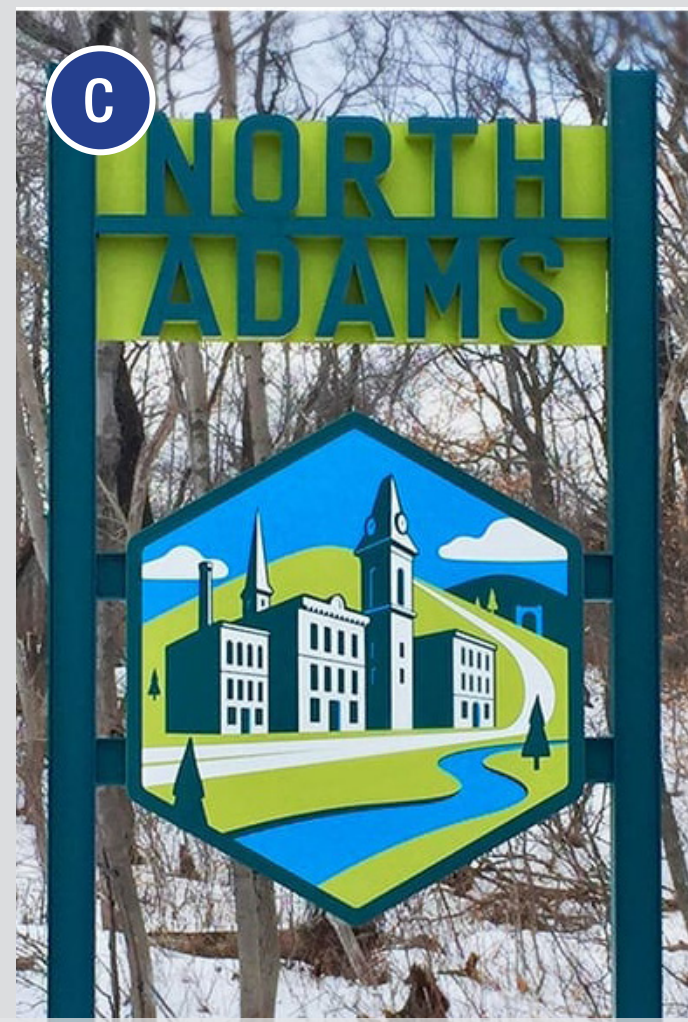
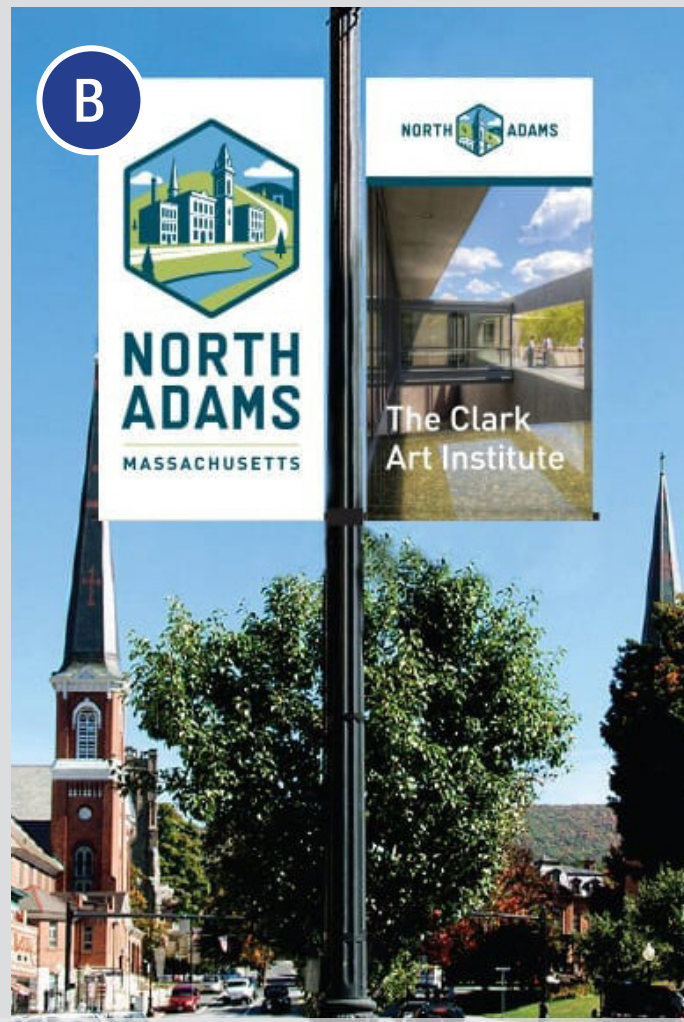
PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Family of signage: wayfinding, street banners, gateway



PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

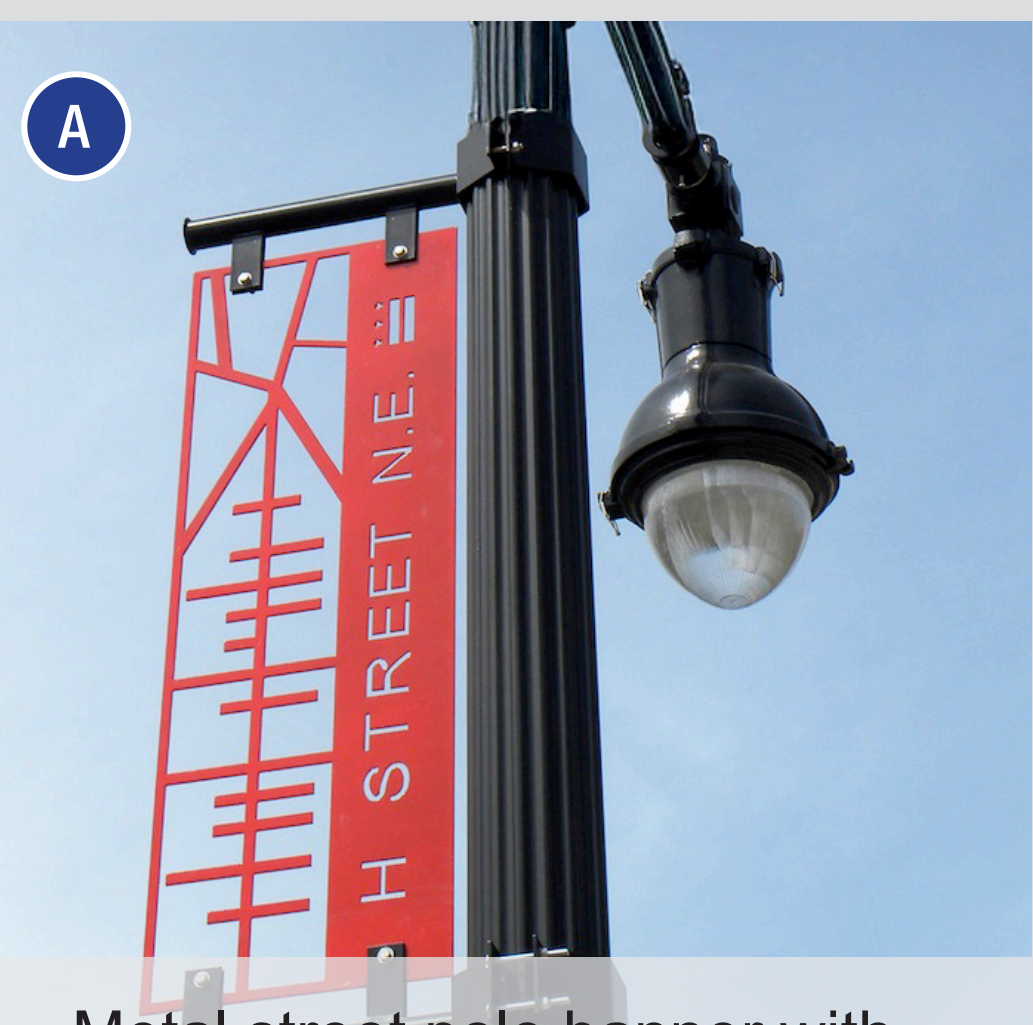


Modern wayfinding signage

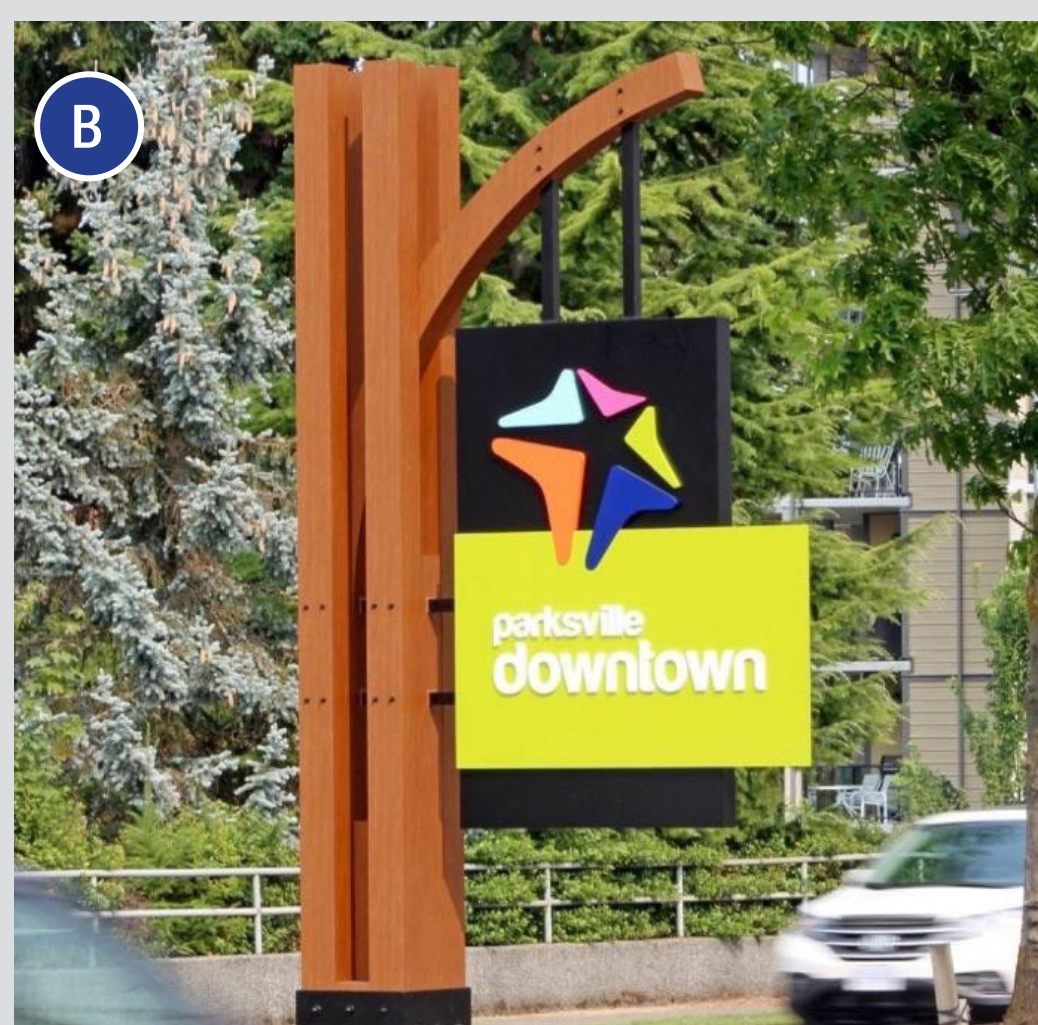
PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Metal street pole banner with area-specific branding

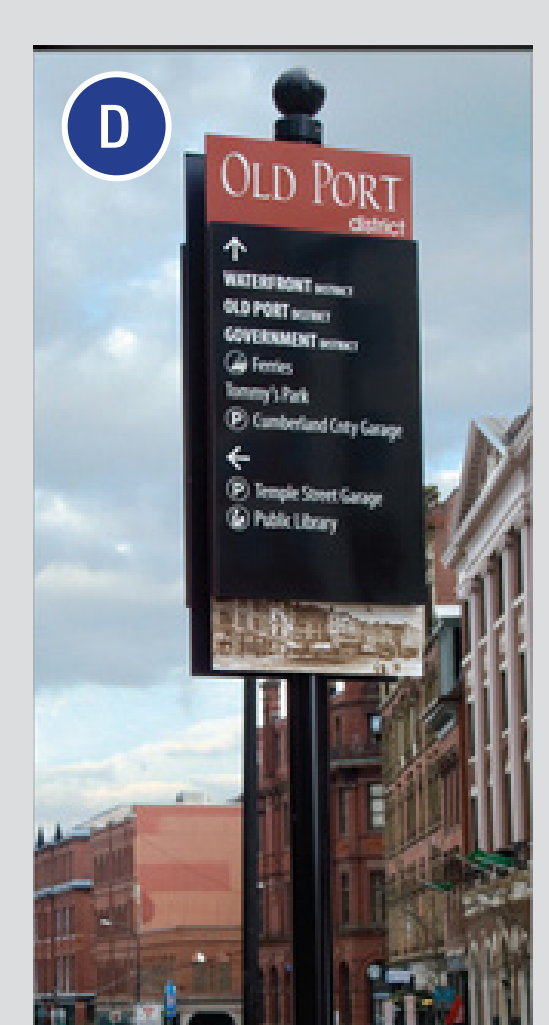
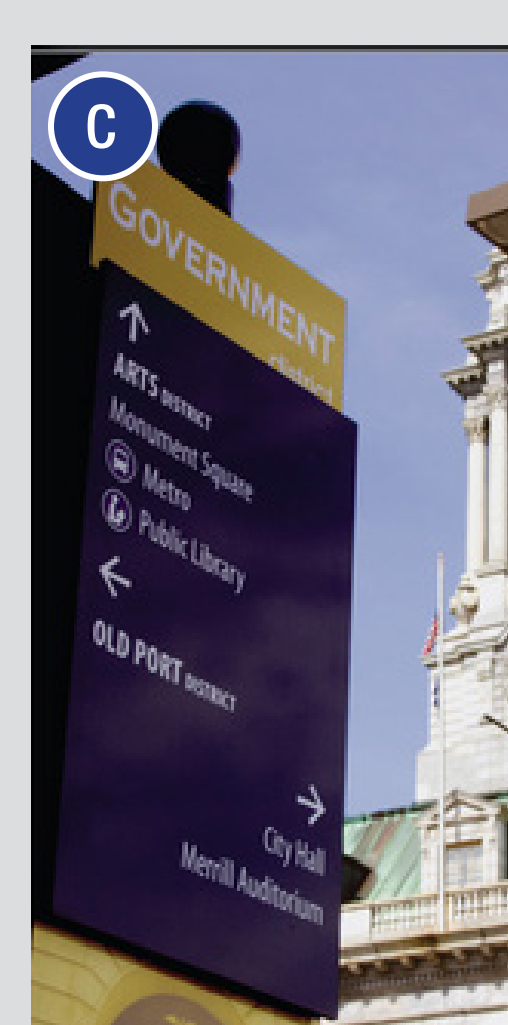
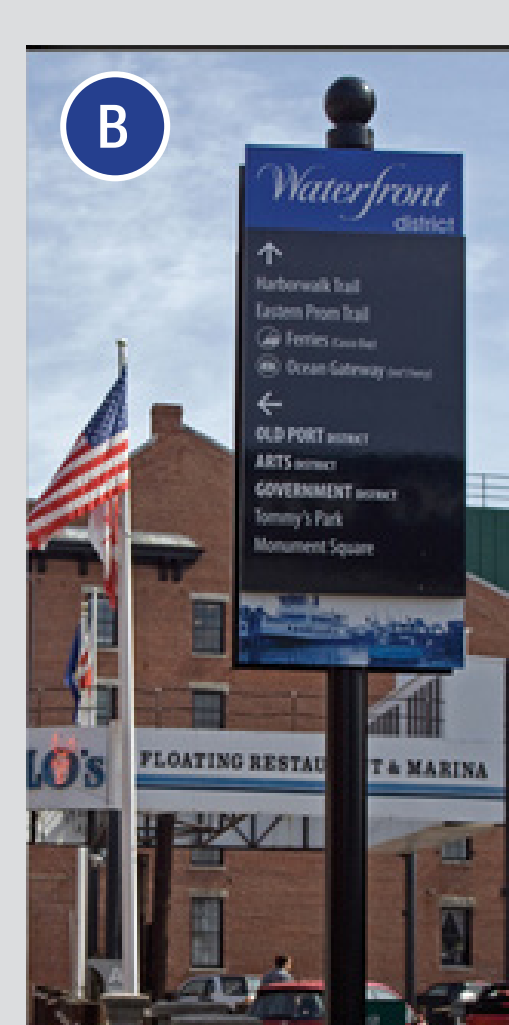


Gateway signage for city district

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here



Family of wayfinding signage for different districts

PLACE DOTS HERE

**WHAT I LIKE...**  
Write your thoughts here

**WHAT I DON'T LIKE...**  
Write your thoughts here

# YOUR FAVORITE PLACES

STATION 4 | YOUR FAVORITE EXAMPLES

**WRITE THE NAMES OF PLACES YOU HAVE VISITED THAT COULD SERVE AS INSPIRATION FOR SANDY SPRINGS**

What are the elements you liked?



## ACTIVITY

Please share your thoughts on the question above using a post-it note. Upon completion, please place your post-it note in the area below.

**DO YOU HAVE PHOTOS OF INSPIRATIONAL PLACES YOU WOULD LIKE TO SHARE?**

**UPLOAD THEM VIA THE ONLINE SURVEY USING THE QR CODE TO THE RIGHT!**



A large, empty rectangular area with a light green border, intended for participants to place their post-it notes or share photos.