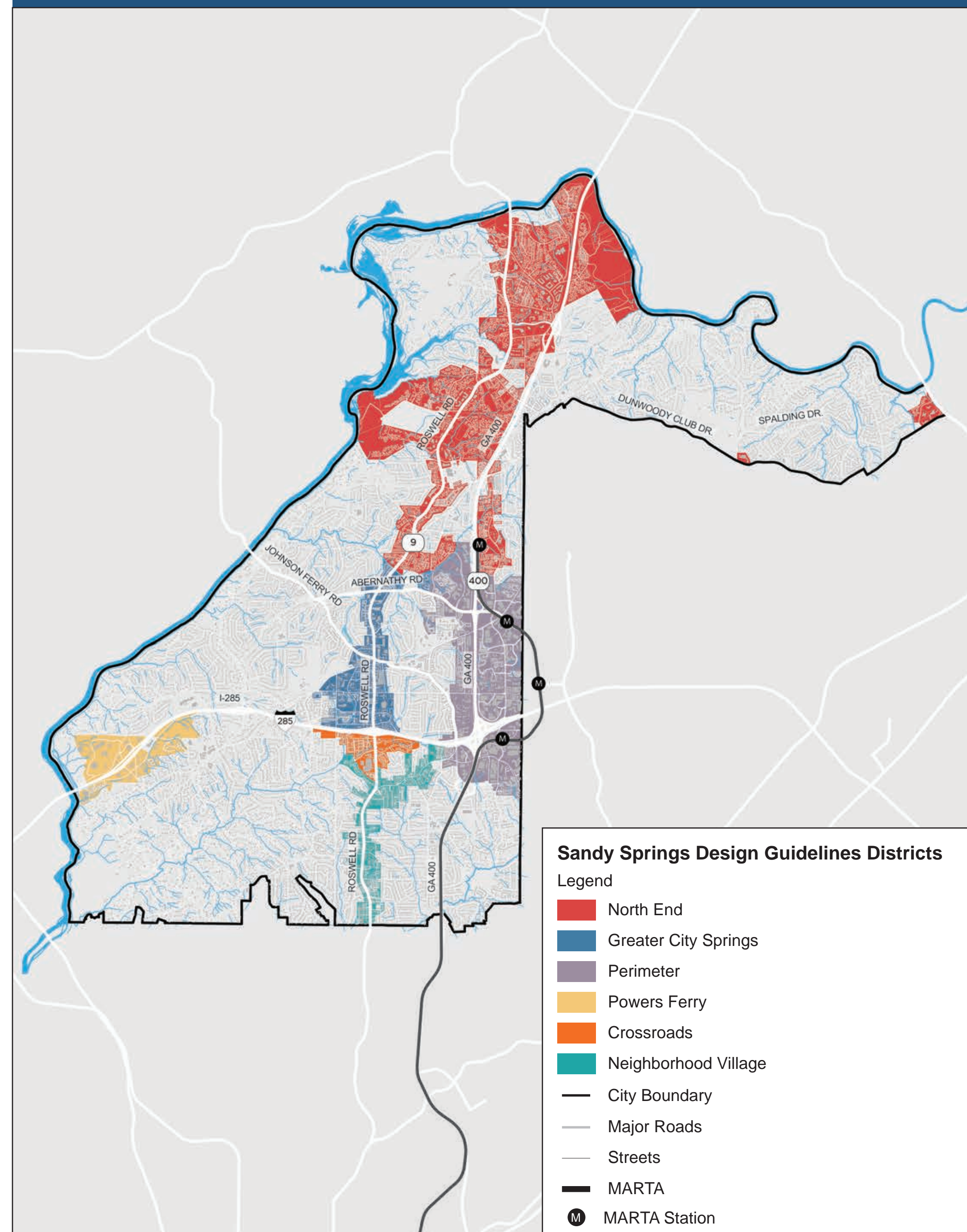


WELCOME

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

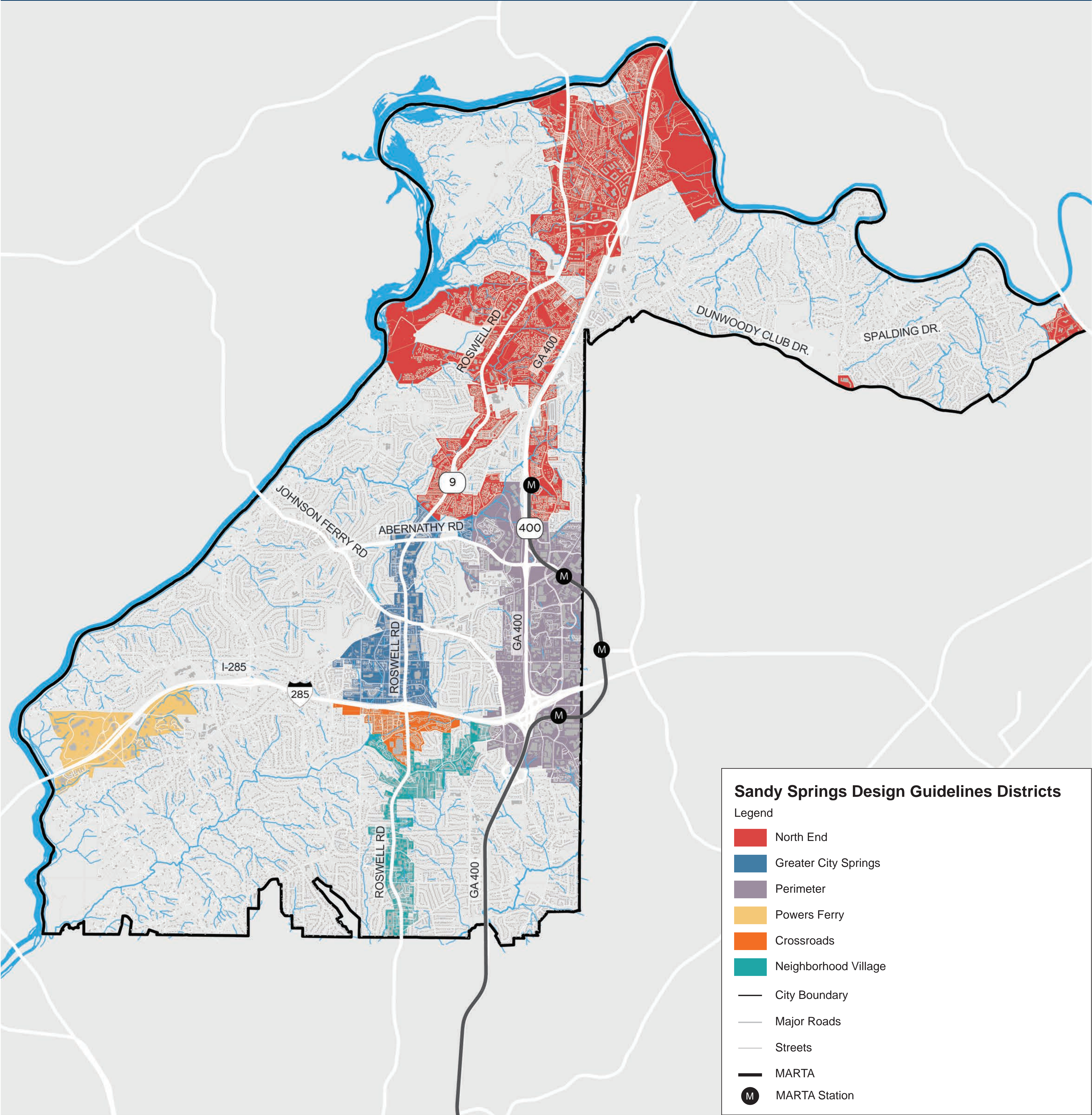
Brief informal presentations will be provided to introduce the project and outline the meeting activities

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

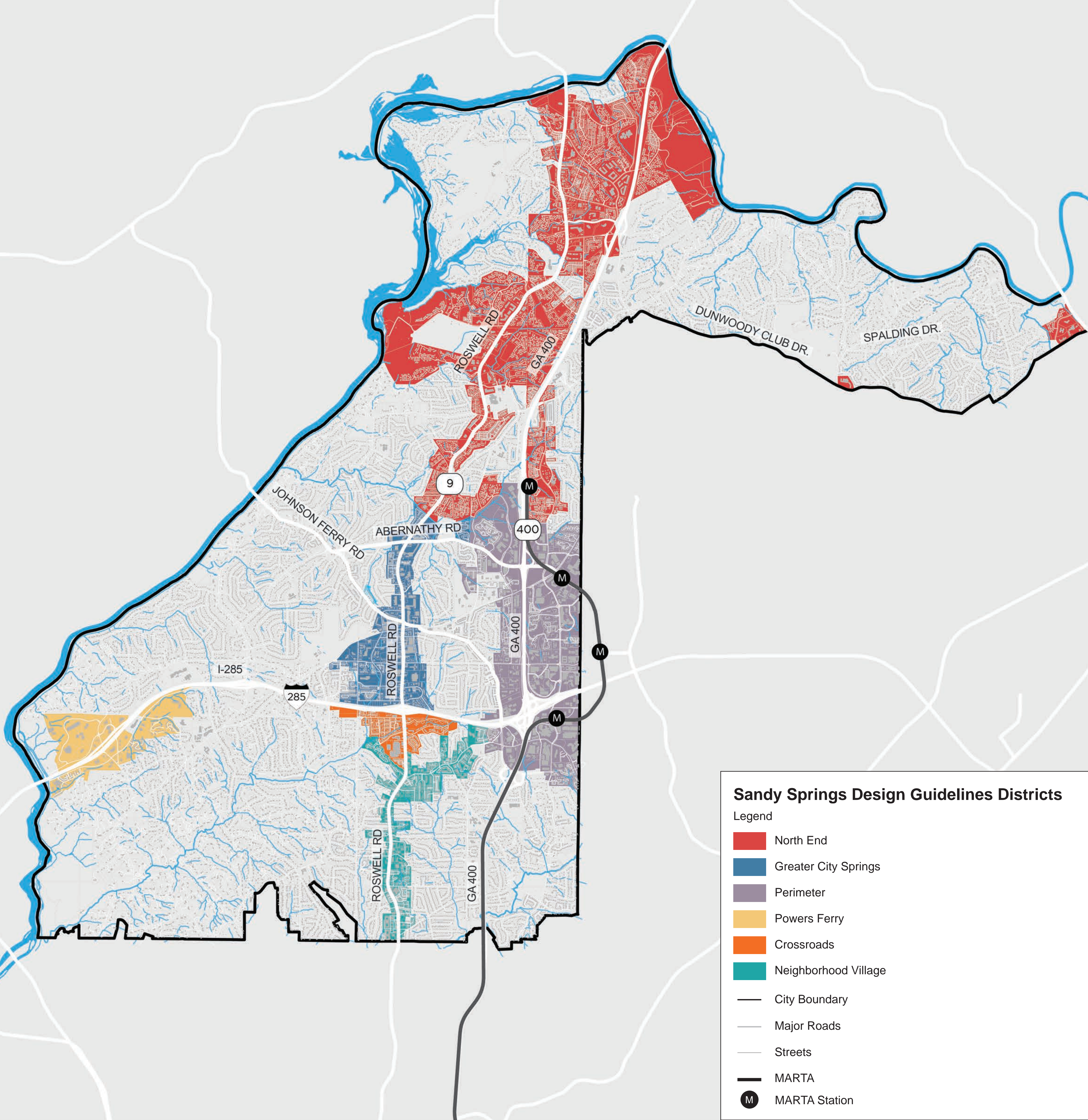
STATION 1 | DESIGN GUIDELINES & BACKGROUND PROCESS

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.

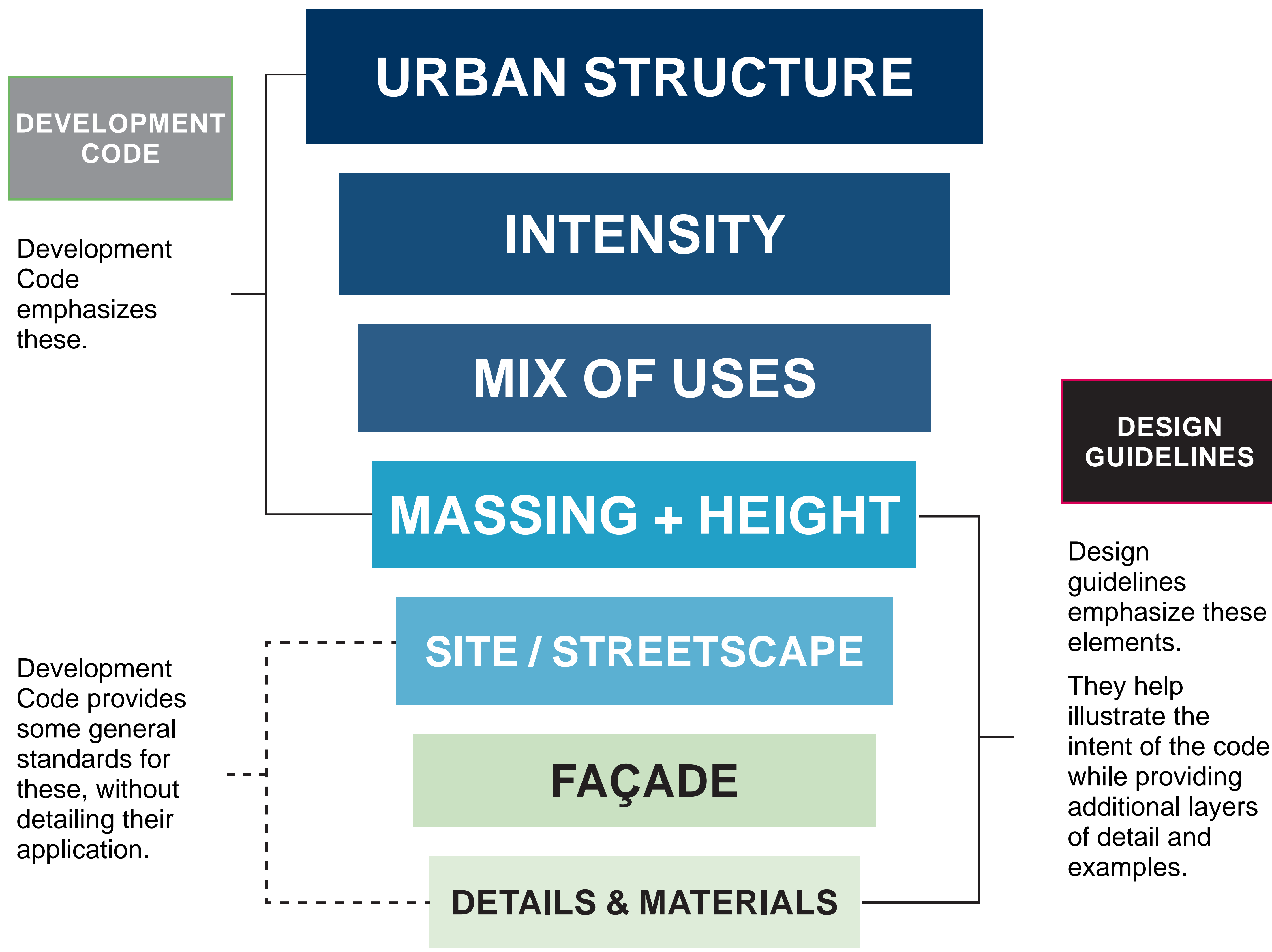
DEVELOPMENT CODE

- 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

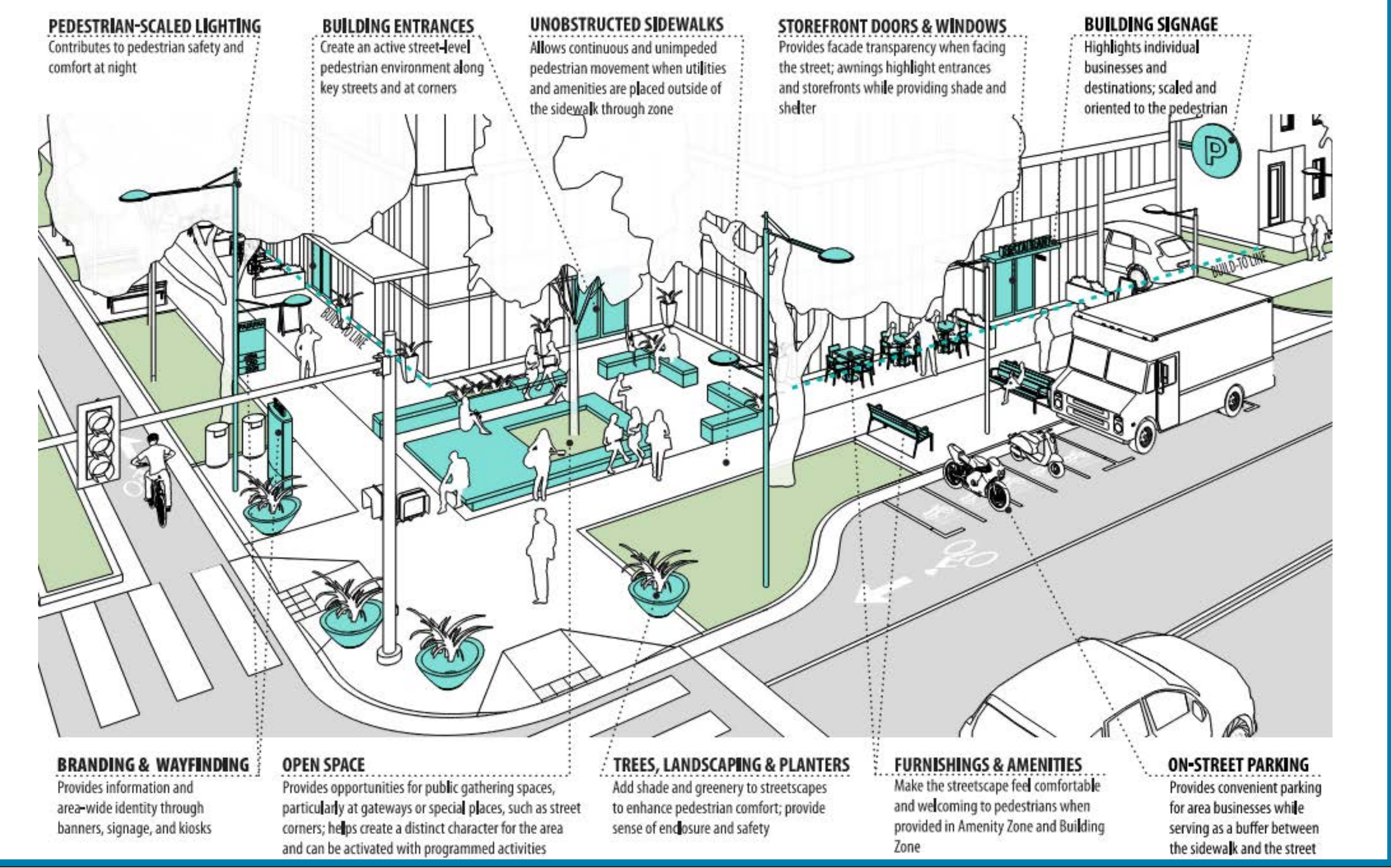
DESIGN GUIDELINE EXAMPLES

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 MATERIALS

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 effect of the bay. Strong contrast draws attention and importance to a building and should be reserved for public facilities.



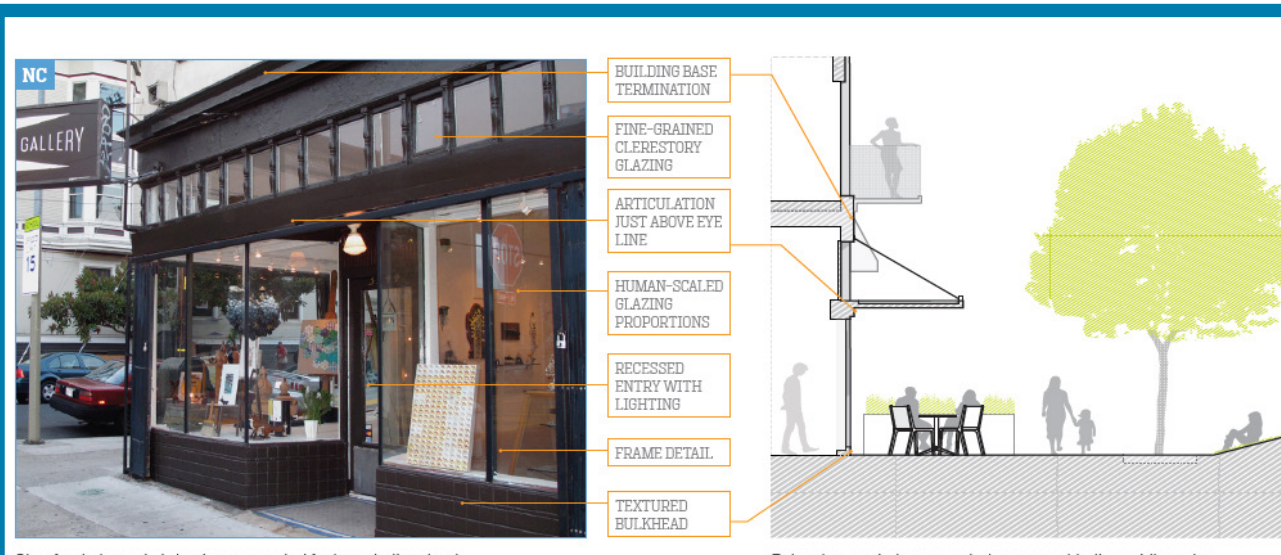
Neighborhood commercial areas typically express a strong residential character above the ground floor.

BUILDING DIAGRAMS

- 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 in a visual and three dimensional fabric that demonstrates appropriate scale and clear ideas 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 planar 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)

- 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.
- 2. RESIDENTIAL GROUND FLOORS**
- 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.
 - 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.
 - 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.
 - 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.
 - When grade separation cannot be achieved, a landscaped or landscaped space should be provided between residential use and the public sidewalk.
 - 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.
- 3. CORNER BUILDINGS**
- The ground floors of corner buildings should be designed to anchor and activate street corners.
 - Building entrances should face and open directly onto the corner.
 - The ground floors of buildings should be predominately transparent to strengthen the relationship between the building and adjacent streets.
 - Building design should incorporate large windows, canopies, and building signage.
 - 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.
 - 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)
Benches (Fixed Seating)	MATERIAL: <ul style="list-style-type: none">• Metal (powder coated), hardwood, synthetic wood COLOR: <ul style="list-style-type: none">• Black, natural wood FORM: <ul style="list-style-type: none">• Curvilinear with horizontal slats, ornamental accents LENGTH: <ul style="list-style-type: none">• 48", 72", 75", 96" or 98" LOCATION: <ul style="list-style-type: none">• Within the Amenity Zone and in clusters as specified in Design Strategy 2: Placement
Trash Receptacles (Including Recycling Receptacles)	MATERIAL: <ul style="list-style-type: none">• Metal (powder coated) COLOR: <ul style="list-style-type: none">• Black FORM: <ul style="list-style-type: none">• Cylindrical with vertical slats and lid CAPACITY: <ul style="list-style-type: none">• 24 to 36 gallons LOCATION: <ul style="list-style-type: none">• Within the Amenity Zone and in clusters as specified in Design Strategy 2: Placement• Recycling receptacles should be co-located with trash receptacles
Bike Racks	MATERIAL: <ul style="list-style-type: none">• Metal (powder coated) COLOR: <ul style="list-style-type: none">• Black FORM: <ul style="list-style-type: none">• Hoop rack with ground-mounted anchor points SPACING: <ul style="list-style-type: none">• 36" (minimum); also, see Fairfax County Bicycle Parking Guidelines for additional spacing standards LOCATION: <ul style="list-style-type: none">• Within the Amenity Zone without encroaching on sidewalk areas; at major street intersections

STREET FURNISHINGS

SAMPLE OPTIONS:
• (LEFT & MIDDLE) Victor Stanley: FMBF-324 & FB-324 | (RIGHT) Forms & Surfaces: Trio



SAMPLE OPTIONS:
• (LEFT) Forms and Surfaces: Urban Renaissance | (RIGHT) Landscape Forms: Poe



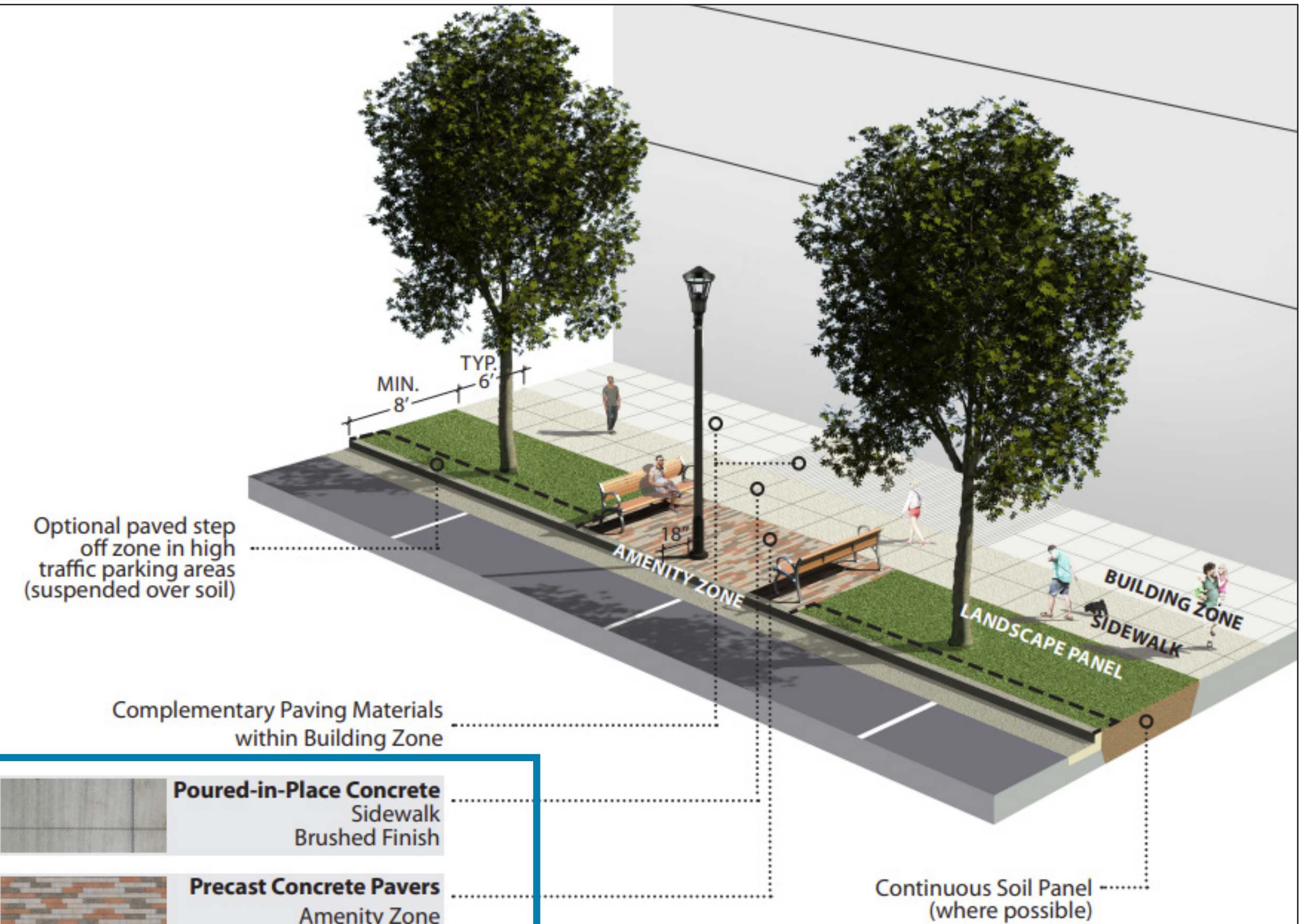
SAMPLE OPTIONS:
• (LEFT) Victor Stanley: BRWS-101 | (RIGHT) Landscape Forms: Ring



BUILDING DESIGN

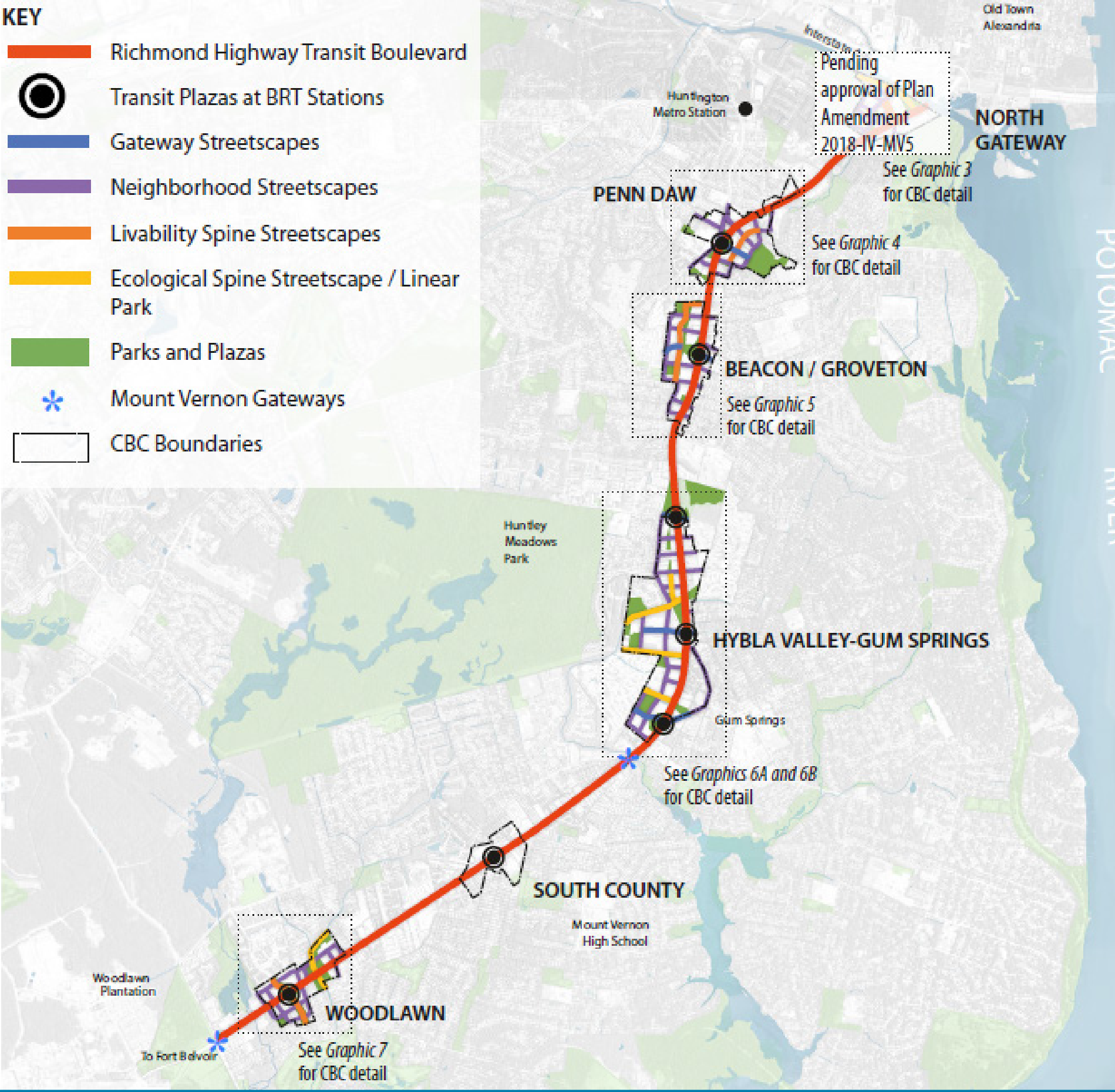


STRATEGIES & PRECEDENT IMAGES



MATERIALS & SPECIFICATIONS

DESIGN GUIDELINES FOR INDIVIDUAL DISTRICTS



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.

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

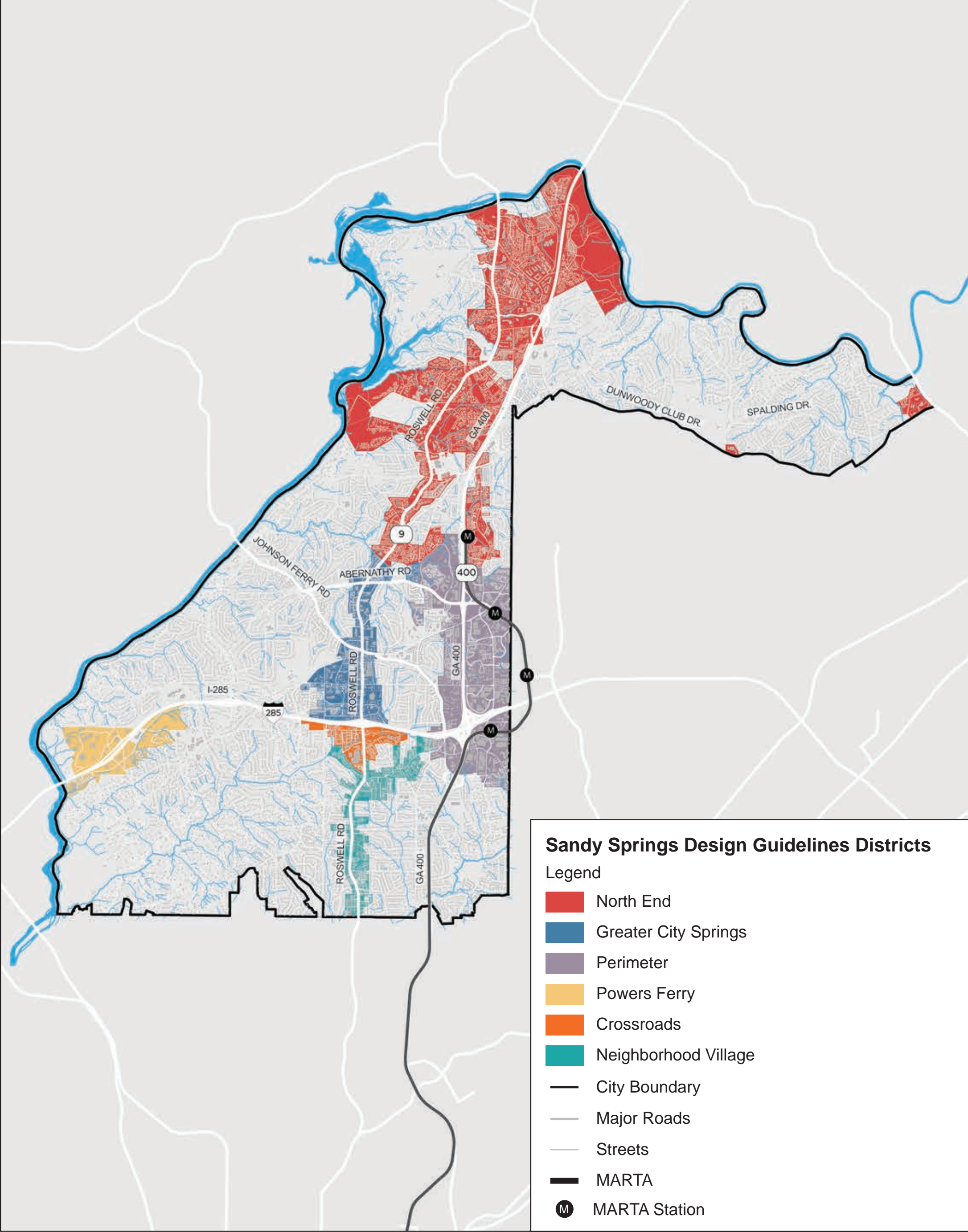
STATION 2 | CITYWIDE CHARACTER AND AREA-SPECIFIC CHARACTER



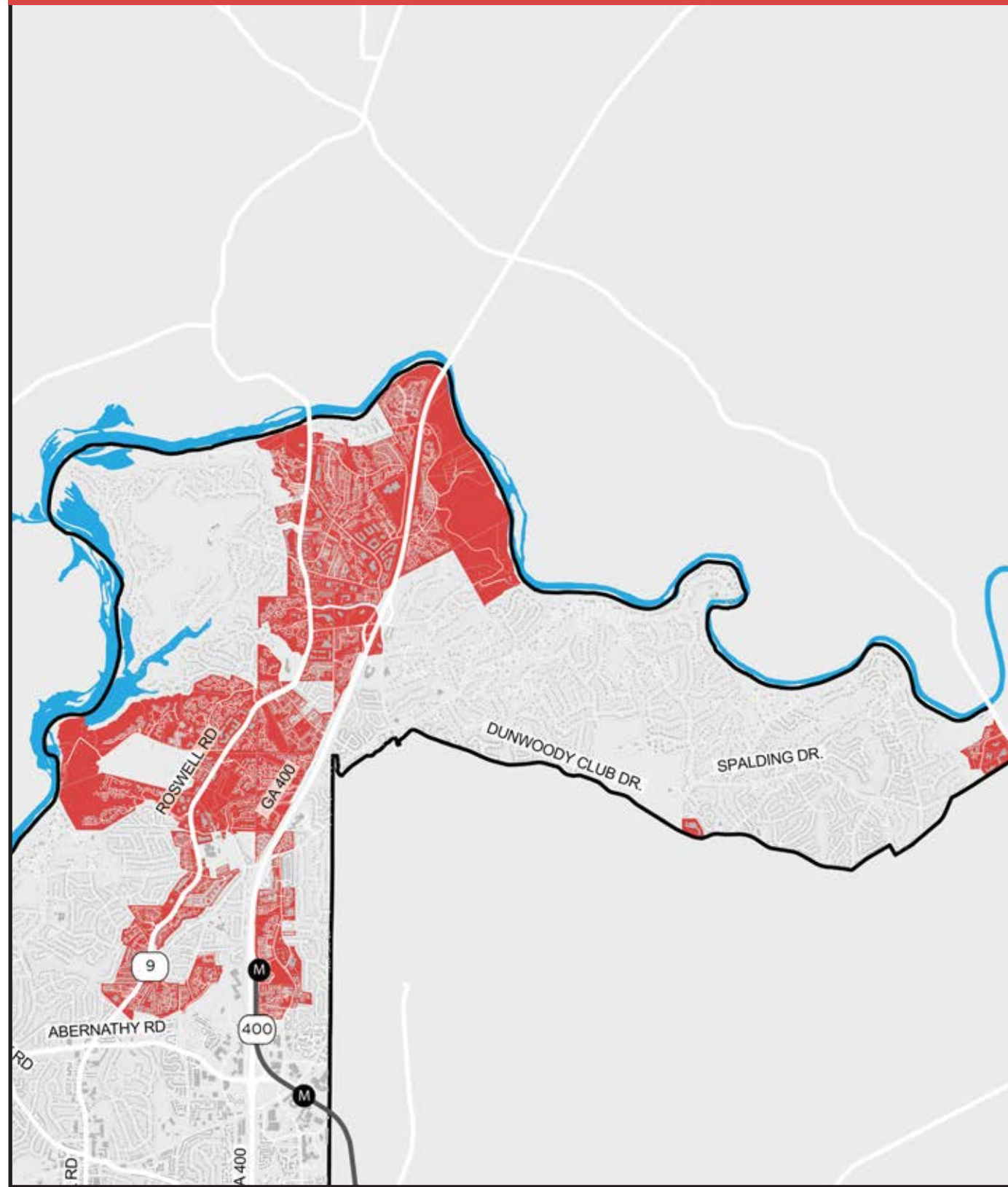
ACTIVITY

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.

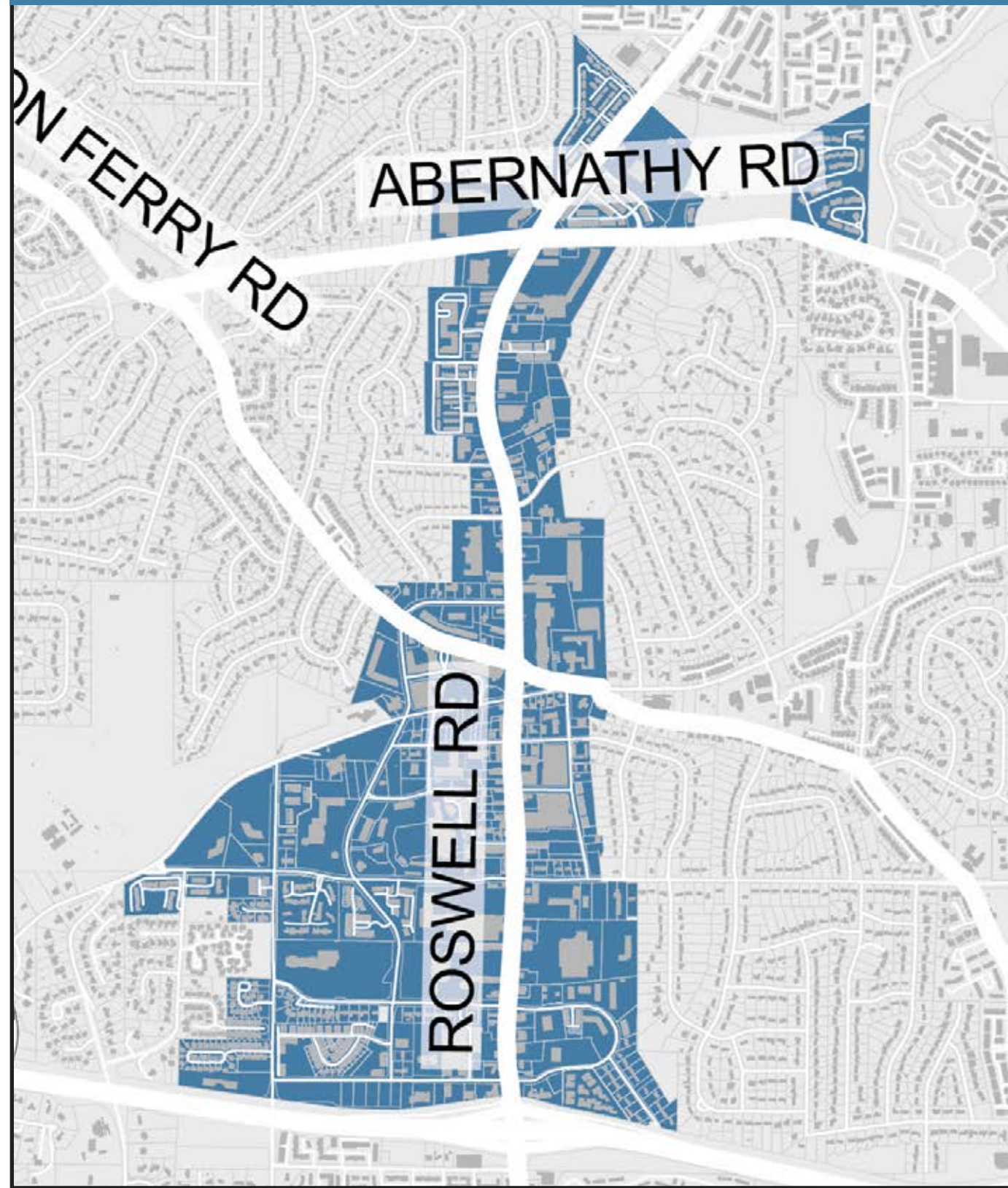
DESIGN GUIDELINES FOCUS AREAS



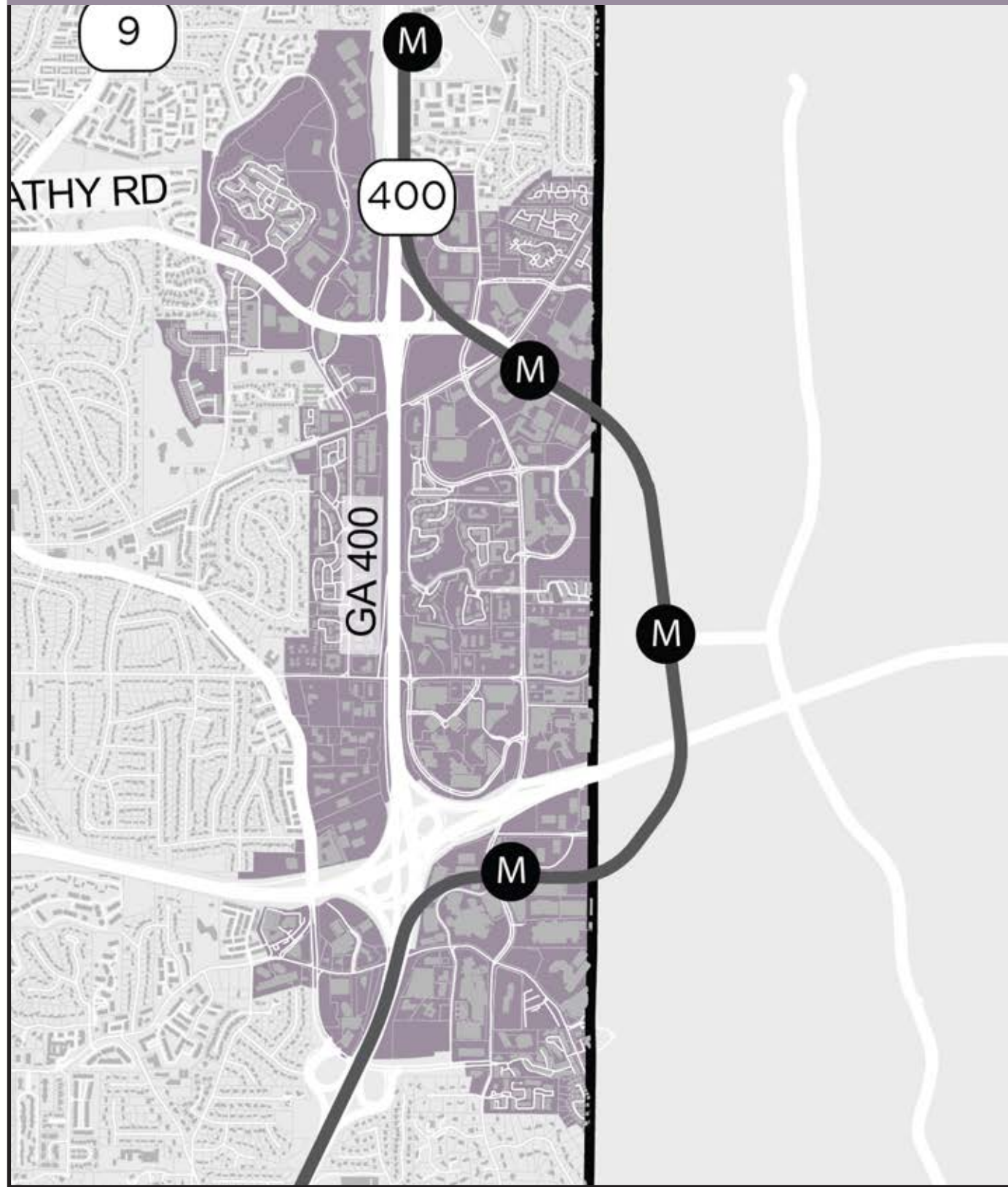
1 NORTH END



2 GREATER CITY SPRINGS



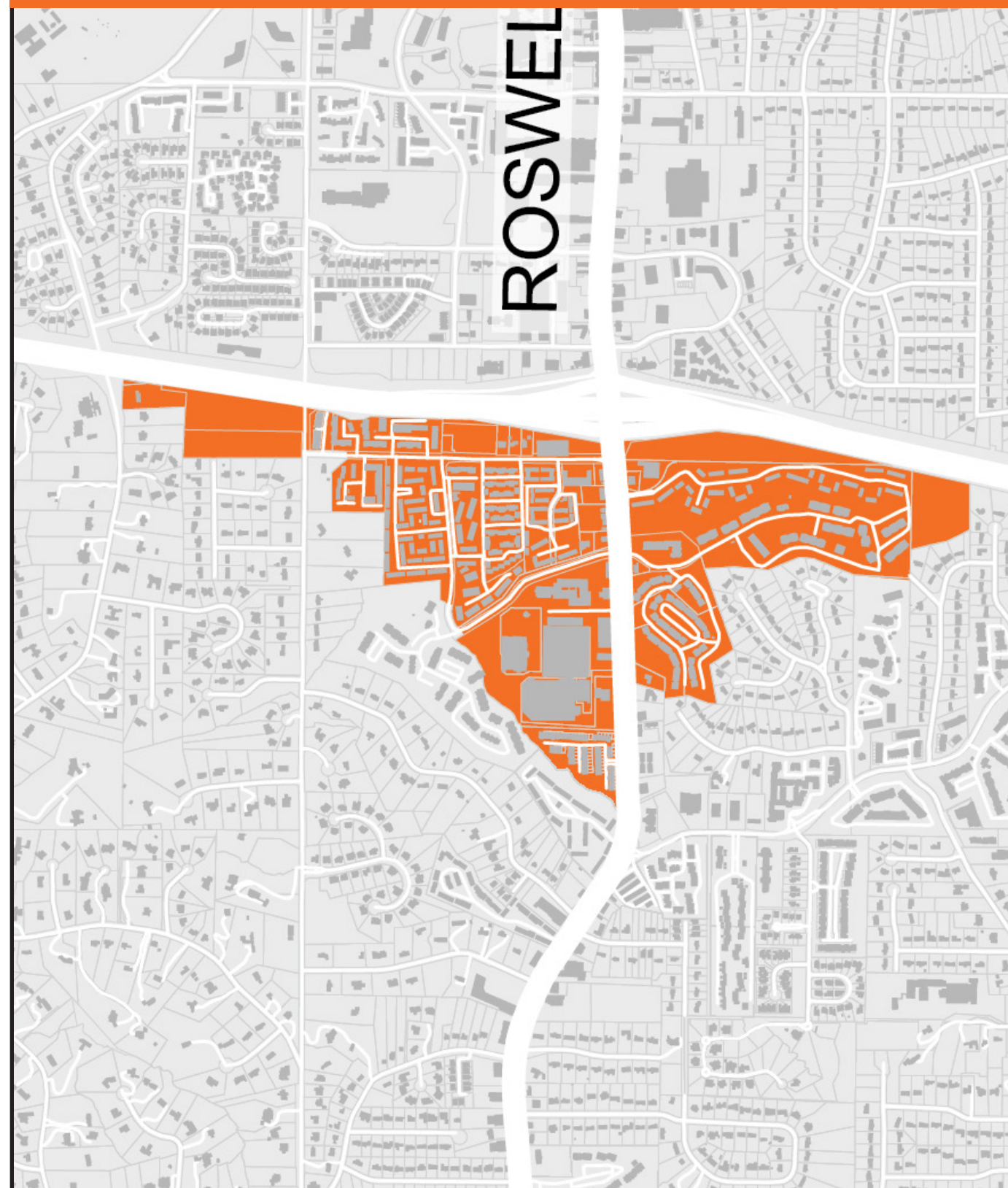
3 PERIMETER



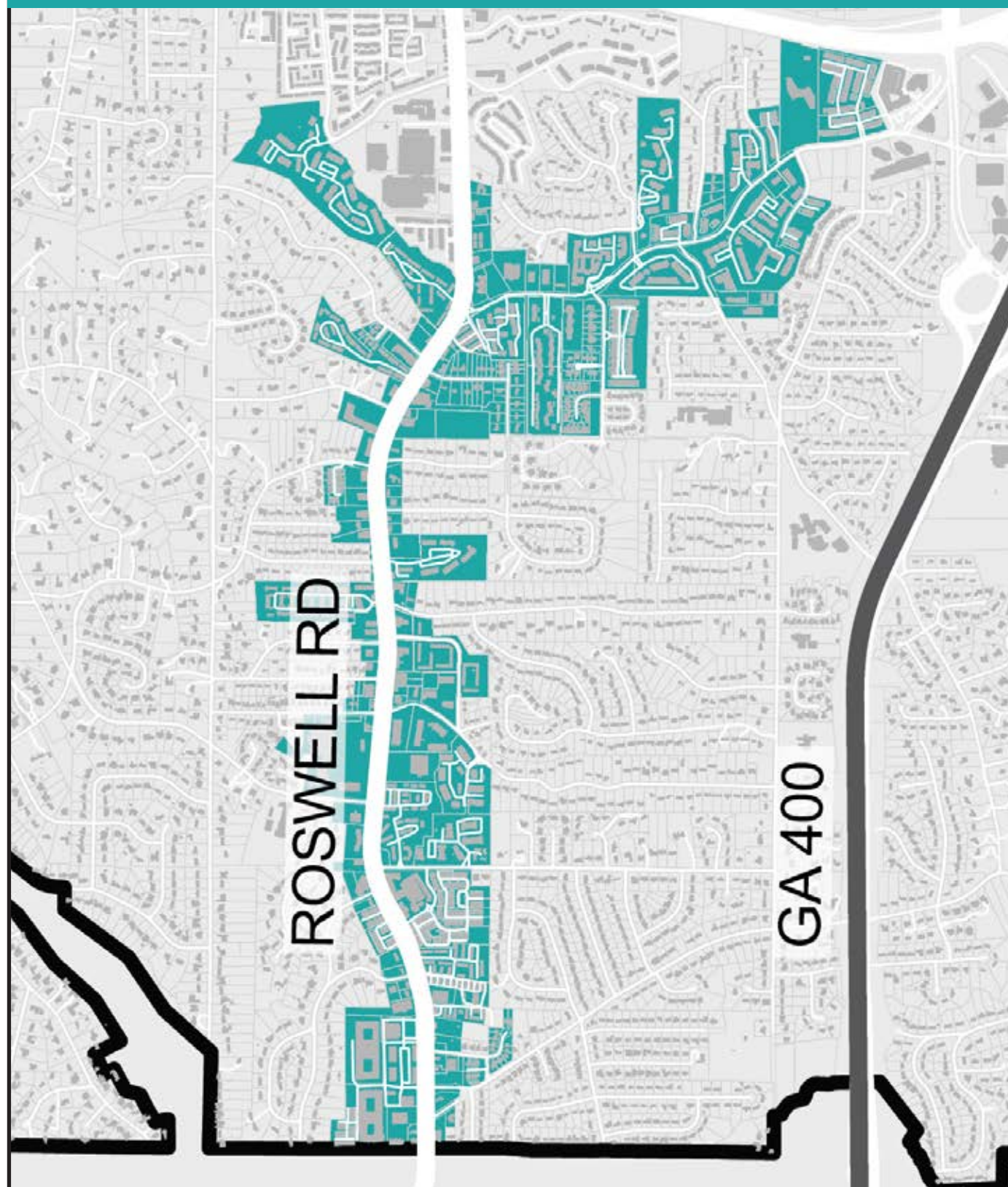
4 POWERS FERRY



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

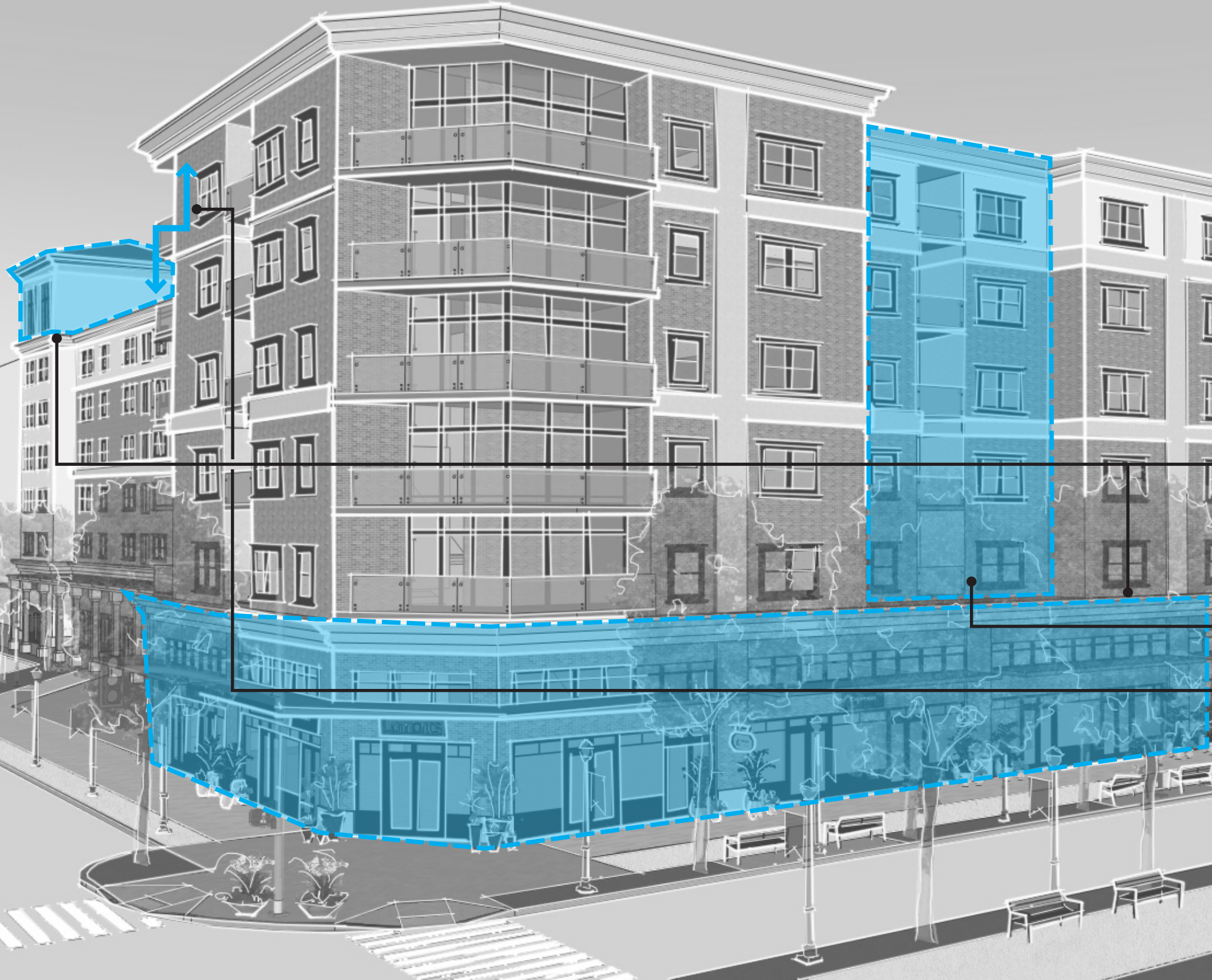
Please share your thoughts on the question using a post-it note. Please refer to the previous board to respond to the question for the numbered areas.

<div>1 NORTH END</div> <div></div>	<div>2 GREATER CITY SPRINGS</div> <div></div>	<div>3 PERIMETER</div> <div></div>
<div>4 POWERS FERRY</div> <div></div>	<div>5 CROSSROADS</div> <div></div>	<div>6 NEIGHBORHOOD VILLAGE</div> <div></div>

BUILDING ELEMENTS & TERMINOLOGY

STATION 3 | VISUAL PREFERENCE

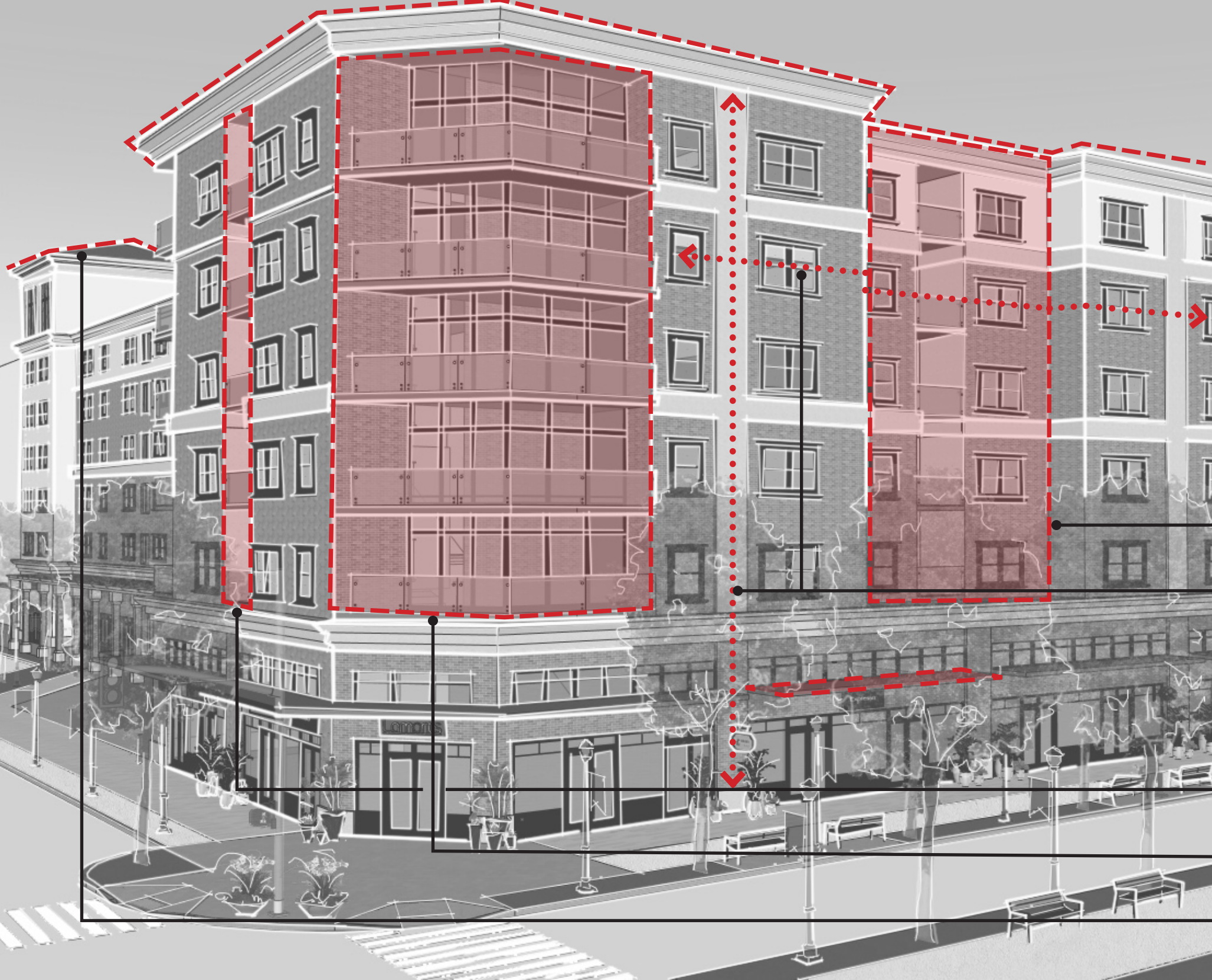
MASSING



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

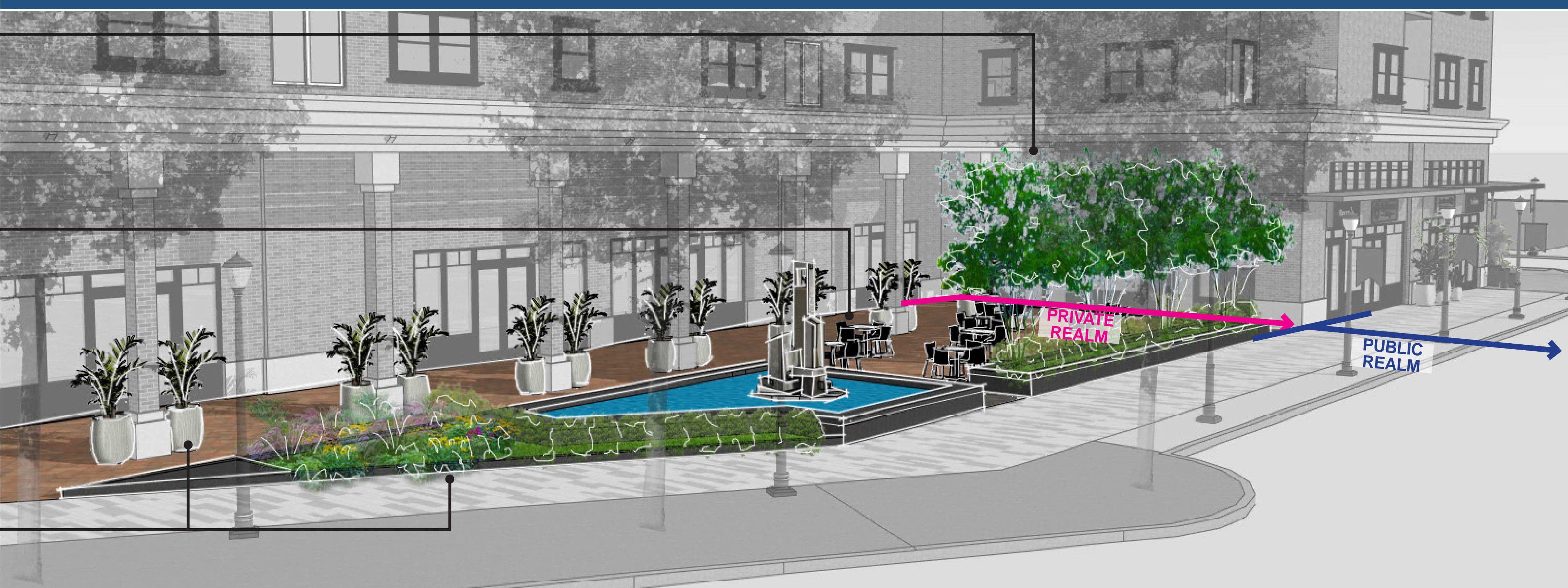
- Seat Walls
- Planting

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...

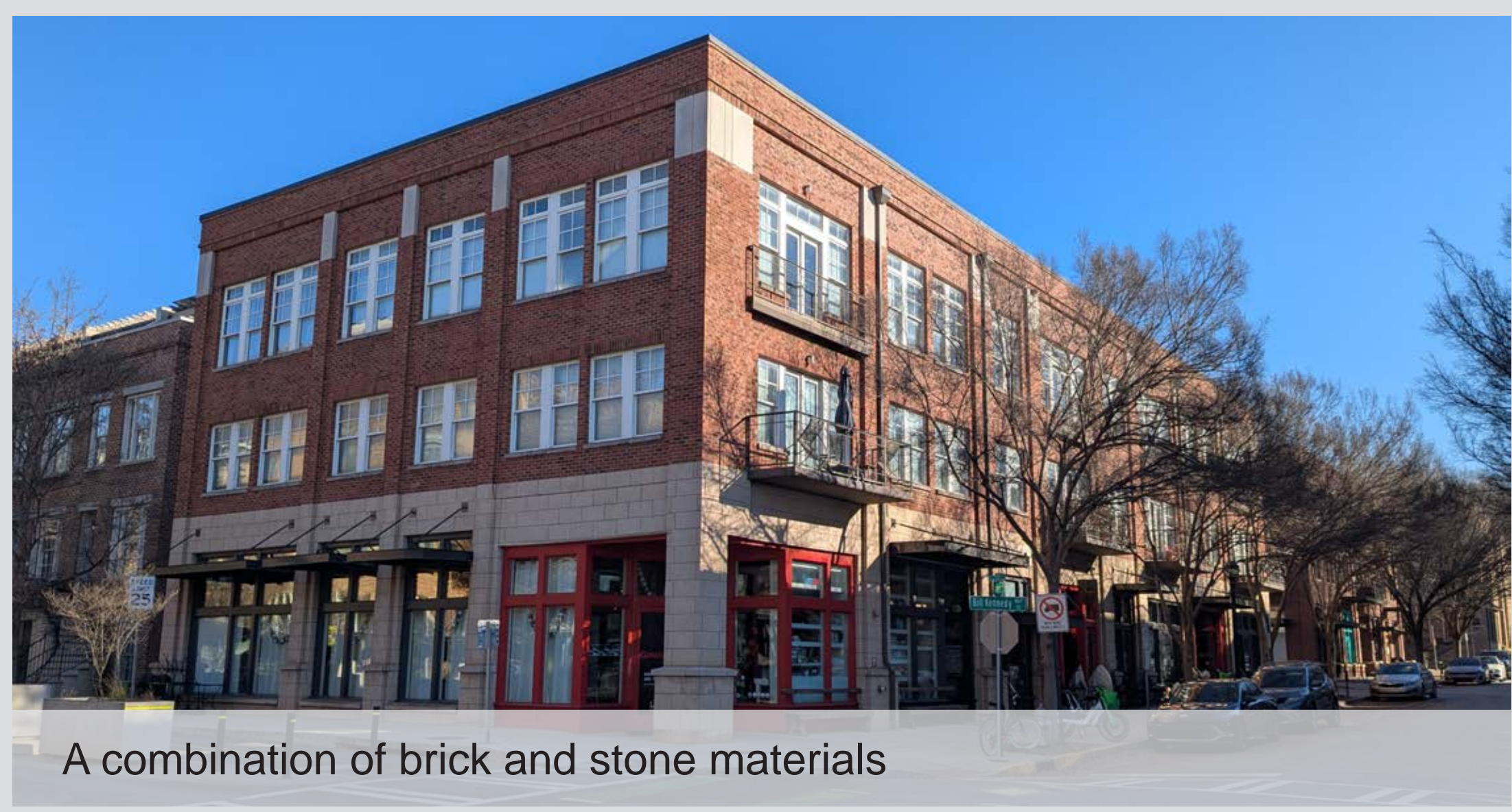
Write your thoughts here

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

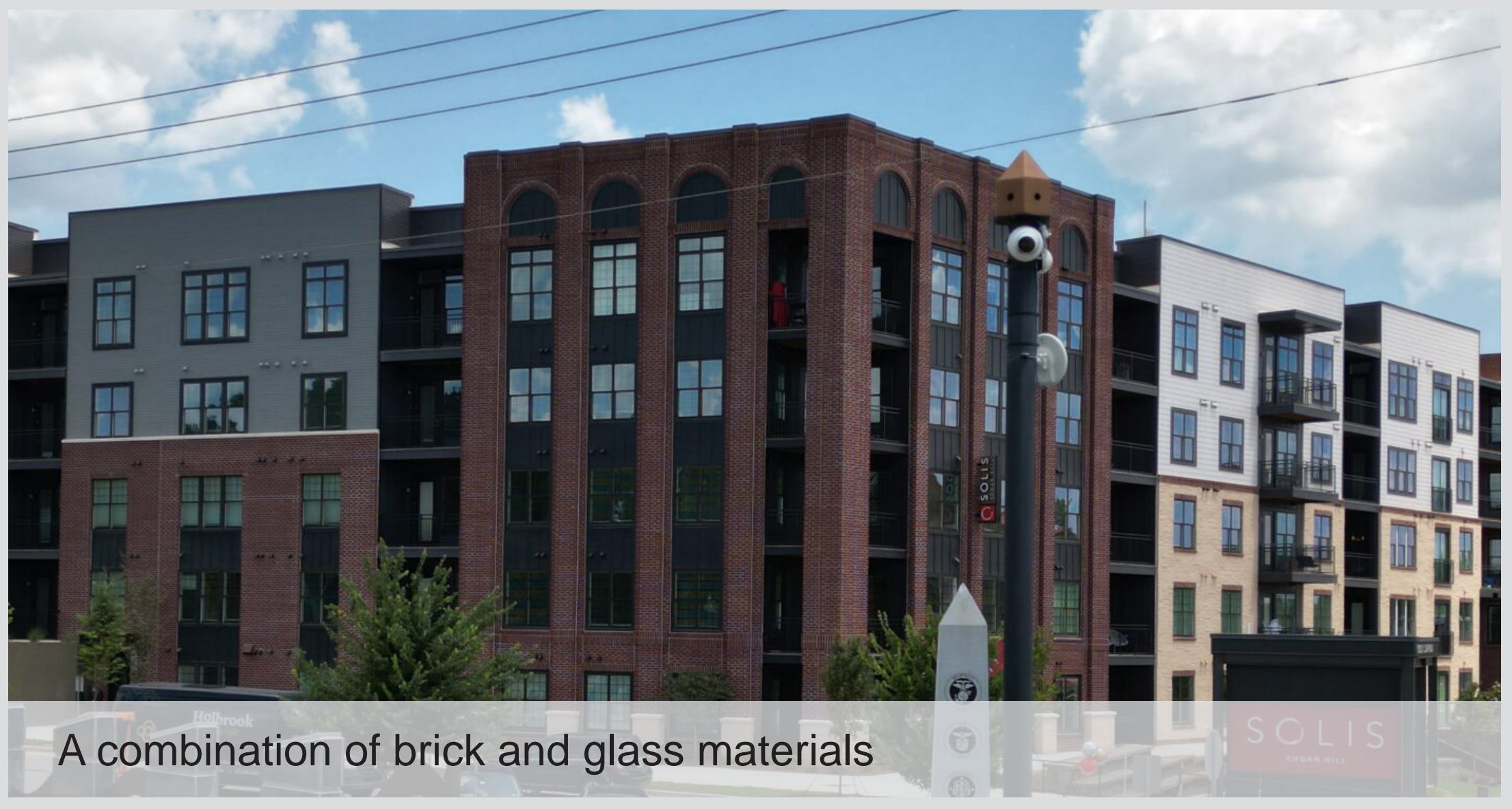
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here
---	---



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

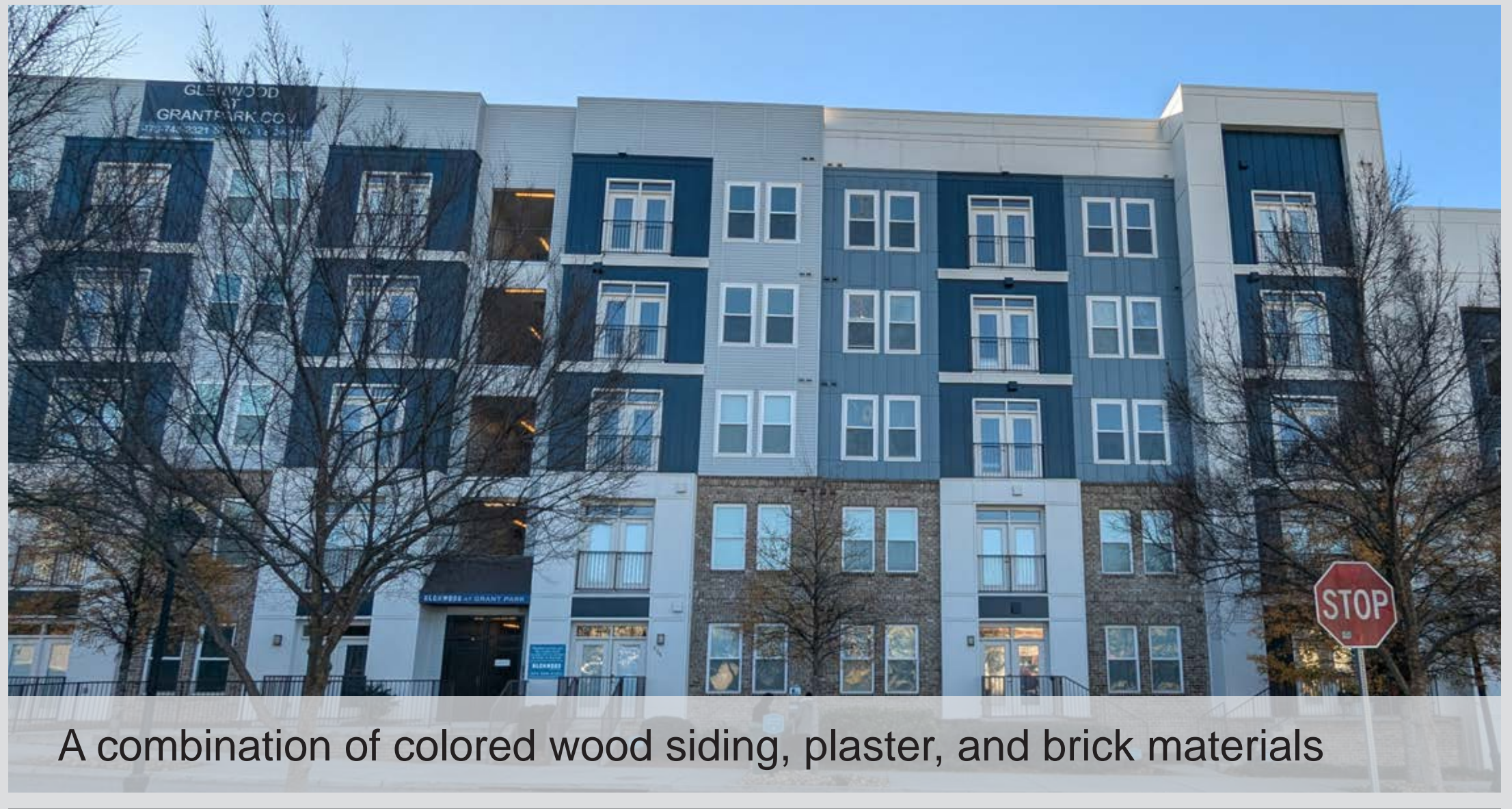
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here
---	---



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 empasizing 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**

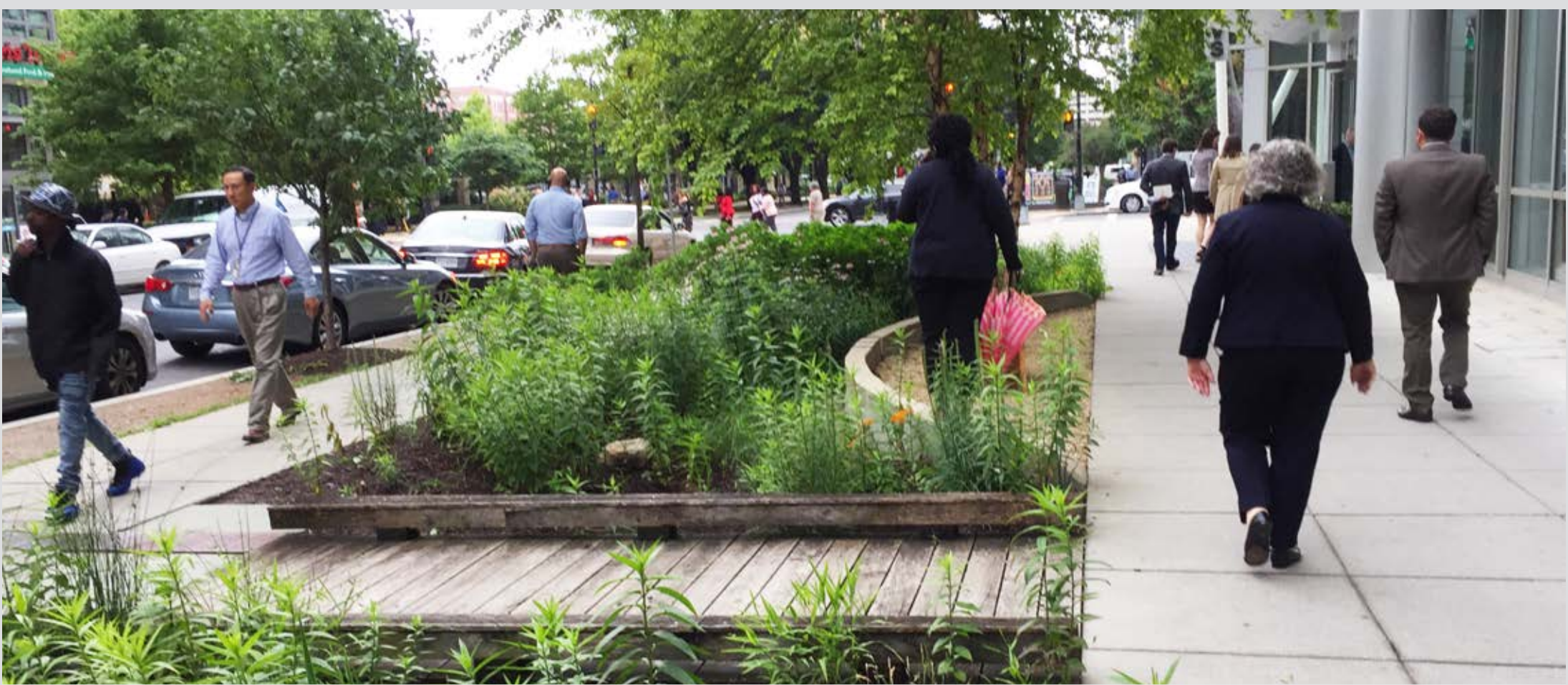


Building zone plantings

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

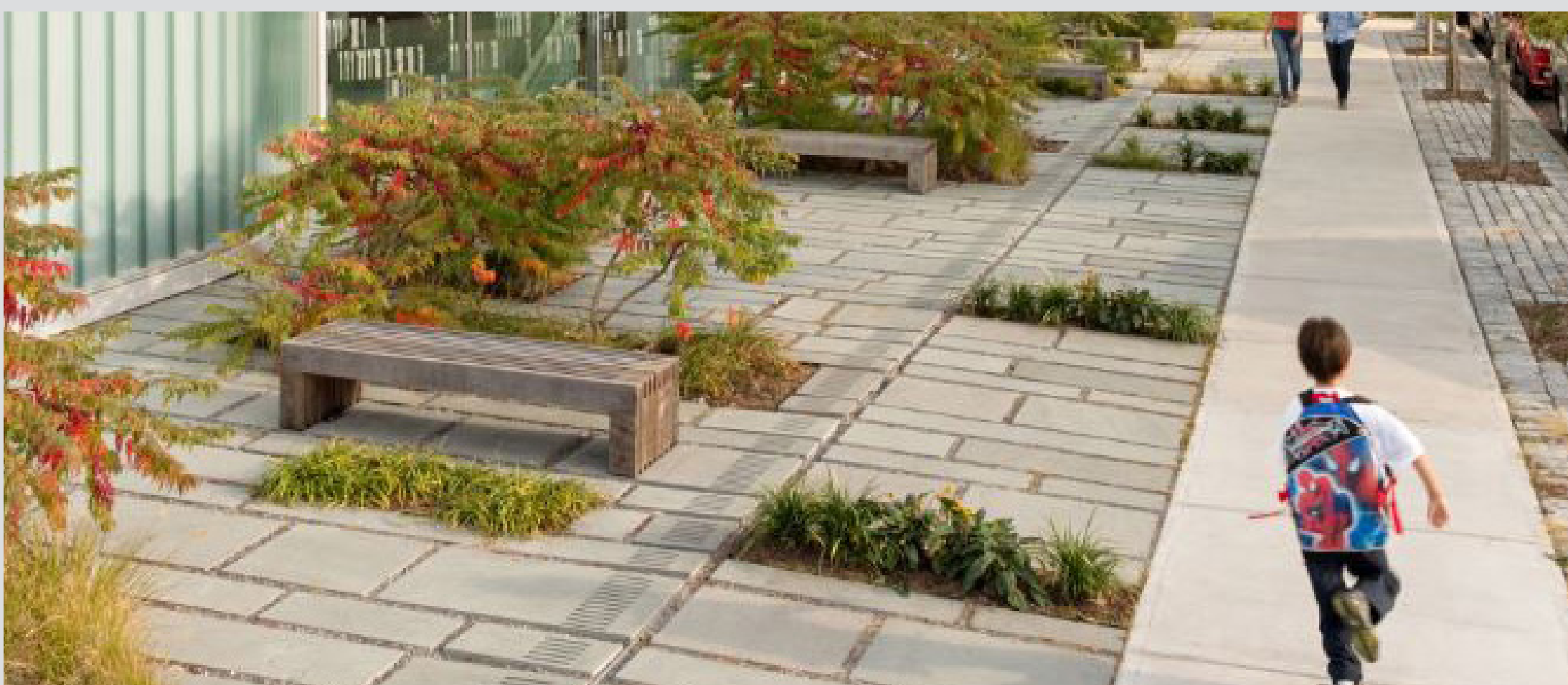


Outdoor amenity space with moveable seating

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...

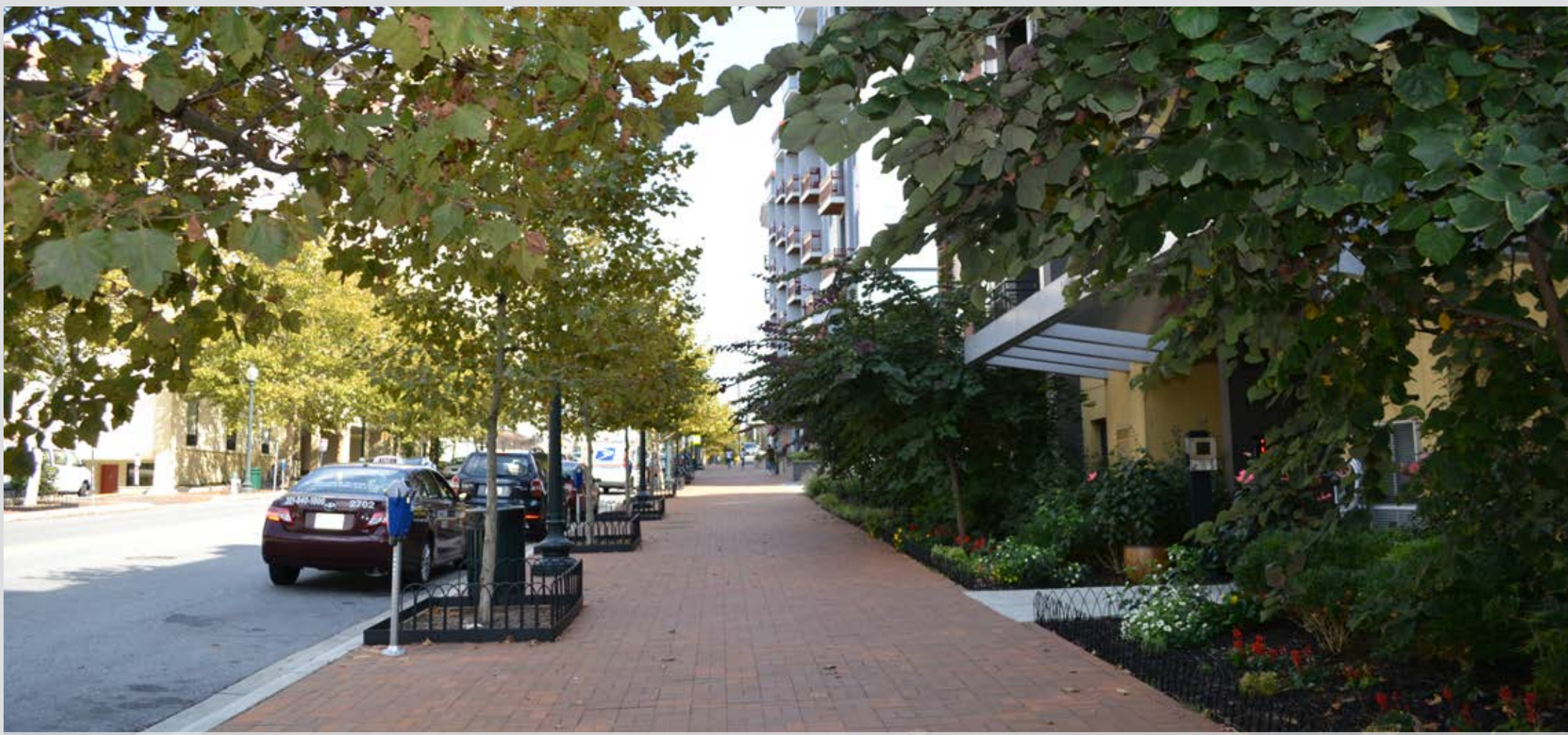
Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

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

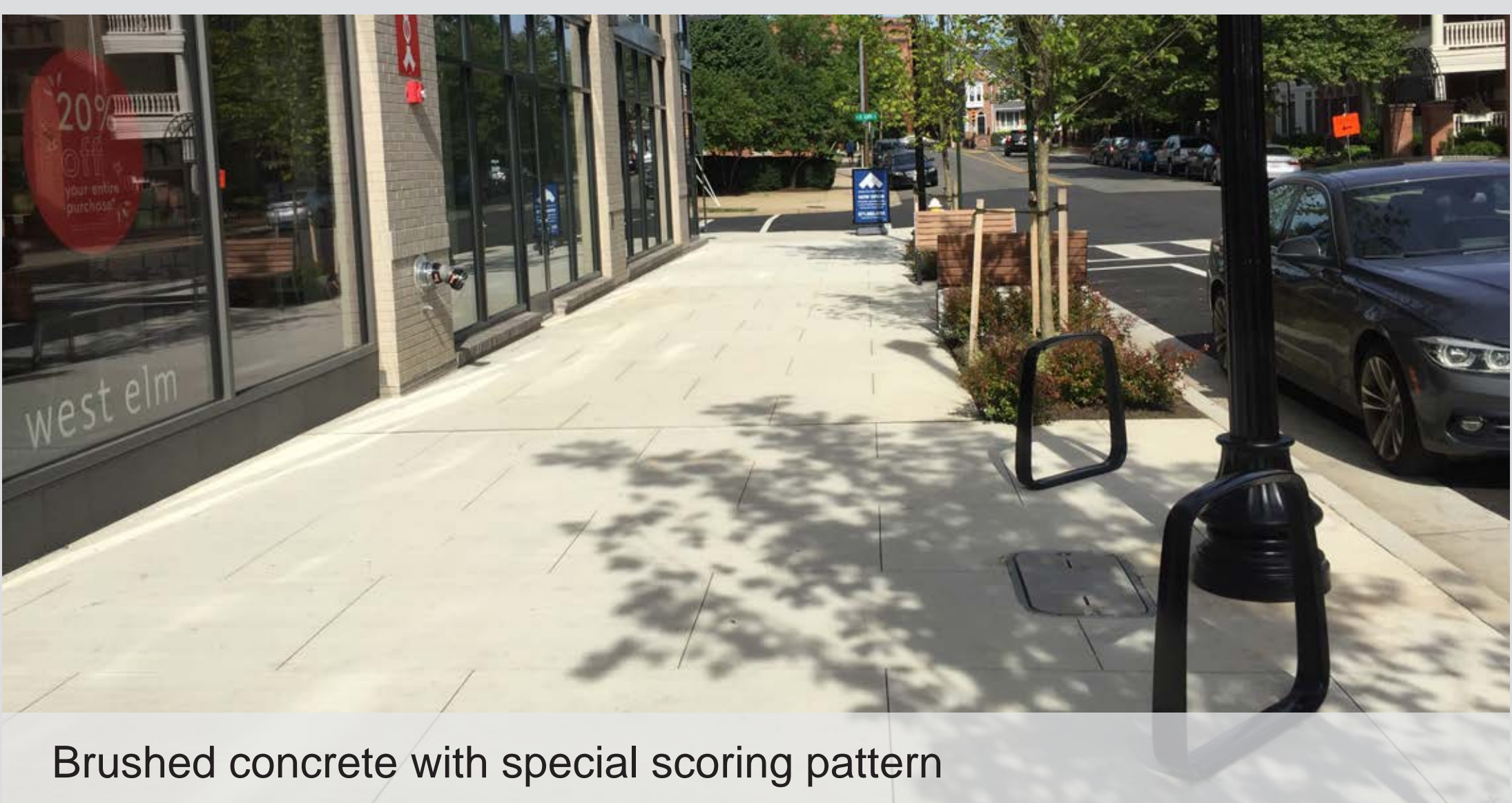


Scored concrete sidewalk with grey-toned unit pavers; concrete with special scoring in building zone

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

ACTIVITY:

[illegible]

B

Pole-mounted wayfinding signage

PLACE DOTS HERE	
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here

PLACE DOTS HERE	
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here

A

NORTH ADAMS

MASS MoCA

Downtown
Mt. Greylock
MCLA

BMC Health
& Emergency

B

NORTH ADAMS
MASSACHUSETTS

The Clark
Art Institute

C

NORTH
ADAMS

Family of signage: wayfinding, street banners, gateway

PLACE DOTS HERE	
<p>WHAT I LIKE...</p> <p>Write your thoughts here</p>	<p>WHAT I DON'T LIKE...</p> <p>Write your thoughts here</p>

A modern, white, rectangular wayfinding sign is shown at an angle. It features four yellow arrow-shaped cutouts on its left side, each pointing in a different direction (right, left, up, and up-right). To the right of these cutouts are four black arrows pointing in the same directions. Further to the right, the following destinations are listed in a sans-serif font: Warehouse District, U.S. Bank Stadium, Target Center, and Loring Park. The background is a blurred view of a building with large windows.

Warehouse District
U.S. Bank Stadium
Target Center
Loring Park

Modern wayfinding signage

PLACE DOTS HERE	
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here

A

Metal street pole banner with area-specific branding

B

Gateway signage for city district

B

parksville
downtown

Gateway signage for city district

PLACE DOTS HERE	
WHAT I LIKE... Write your thoughts here	WHAT I DON'T LIKE... Write your thoughts here

The image displays four examples of wayfinding signage for different districts in Portland, Oregon, arranged in a row and labeled A, B, C, and D.

- A:** A signpost for the ARTS district (green top) and Waterfront district (blue bottom). The ARTS section lists Government Square, Longfellow House, Historical Society, Metro, and Portland Stage. The Waterfront section lists Monument Square and Civic Center.
- B:** A signpost for the Waterfront district (blue top) and Old Port district (black bottom). The Waterfront section lists Waterfront Trail, Eastern Promenade, Ferry Center, and Ocean Gateway. The Old Port section lists Old Port Market, ARTS district, Government Square, Burnside Park, and Monument Square.
- C:** A signpost for the Government district (yellow top) and Old Port district (black bottom). The Government section lists Arts district, Monument Square, Metro, and Public Library. The Old Port section lists City Hall and Merrill Auditorium.
- D:** A signpost for the Old Port district (red top) and Waterfront district (black bottom). The Old Port section lists Waterfront Market, Old Port Market, Government Square, Ferry Center, Ferry's Park, and Cumberland City Garage. The Waterfront section lists Temple Street Garage and Public Library.

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!

