



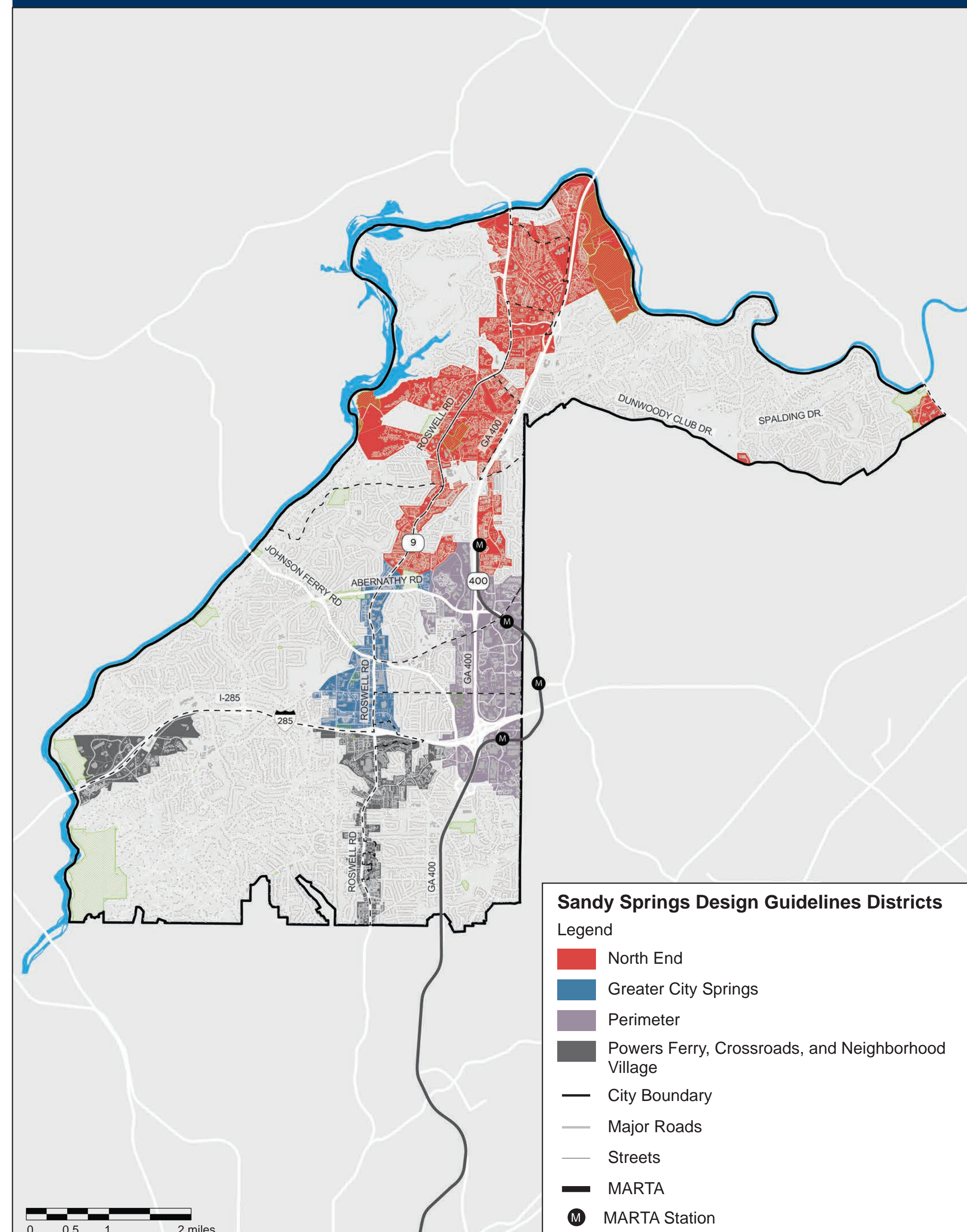
# WELCOME

## SANDY SPRINGS DESIGN GUIDELINES

### FOR COMMERCIAL DISTRICTS - STAGE 1 OPEN HOUSE

MAY 19, 2025

#### DESIGN GUIDELINES: STAGE 1 FOCUS AREAS



#### TODAY'S ACTIVITIES

##### SIGN IN

(SEE HANDOUT & INSTRUCTIONS)

##### ATTEND PRESENTATION

(AT EXHIBIT STATIONS)

##### PROVIDE FEEDBACK

(ACTIVITIES AT EXHIBIT STATIONS)

#### LIST OF STATIONS

##### 1 BACKGROUND, PROCESS, AND FEEDBACK TO DATE

*An explanation of how design guidelines work and a summary of feedback and takeaways to date.*

##### 2 DESIGN GUIDELINES FRAMEWORK

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

##### 3 STAGE 1 FOCUS AREAS

*An activity to understand your preferred design approach for a range of building and site elements in the focus areas*

##### 4 ADDITIONAL THOUGHTS

#### MEETING AGENDA

**6:00 – 6:15PM:** SIGN-IN + BROWSE EXHIBITS

**6:15 - 6:35PM:** PRESENTATION (Q&A AT STATIONS)

**6:35 – 8:00PM:** BROWSE EXHIBITS + PROVIDE INPUT AT ACTIVITY STATIONS

**CONTACT THE PROJECT TEAM  
FOR MORE INFORMATION**

**MATTHEW ANSPACH**  
MANSPACH@SANDYSPRINGSGA.GOV



# BACKGROUND

WELCOME - SANDY SPRINGS DESIGN GUIDELINES OPEN HOUSE

## 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.

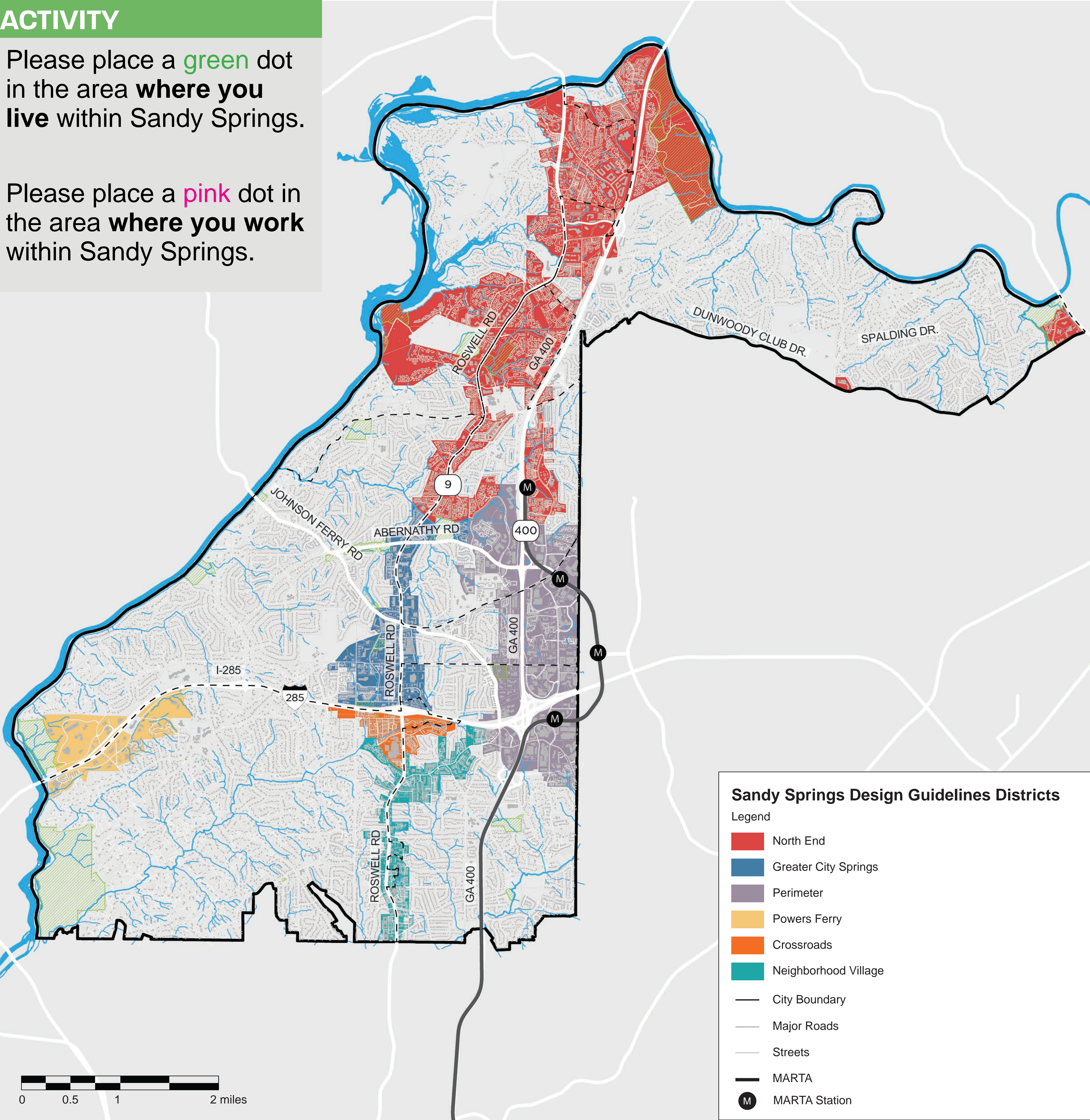
The guidelines will build on standards included in the Development Code and Technical Manual by providing additional design direction for building features, building sites, landscaping, streetscapes, and other elements that shape the appearance and experience of Sandy Springs’ commercial and mixed-use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

## SANDY SPRINGS DESIGN GUIDELINES FOCUS AREAS

### 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.





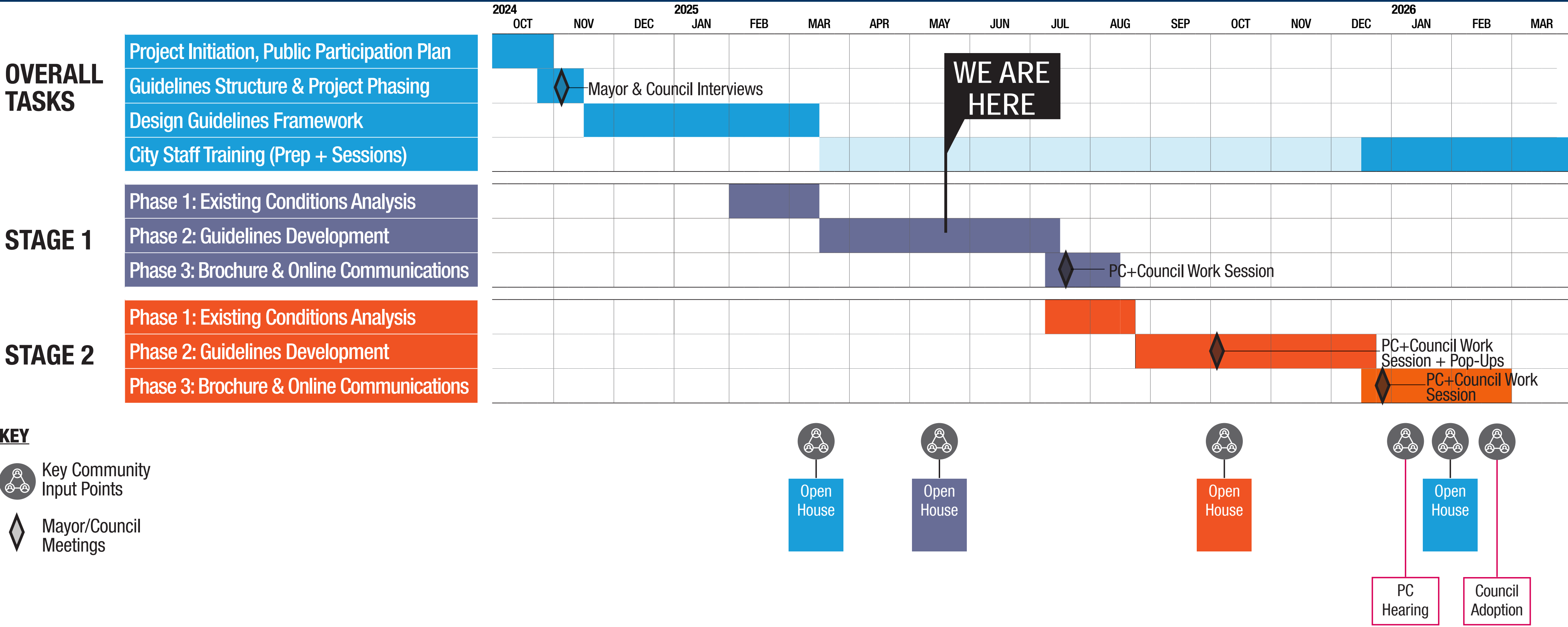
# PURPOSE OF TODAY'S MEETING

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

## PURPOSE OF TODAY'S MEETING

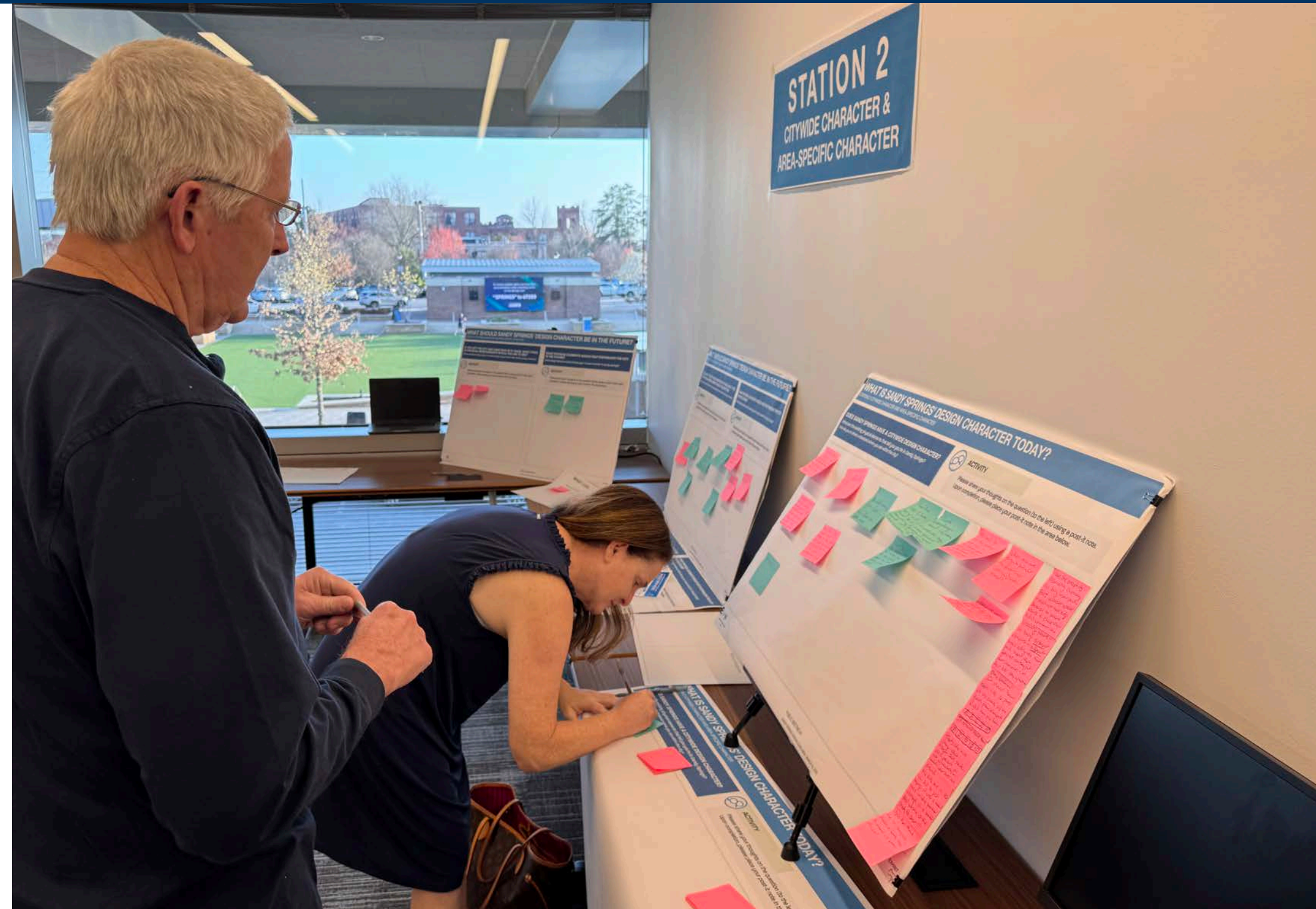
- 1. Share feedback from first round of engagement during Stage 1.
- 2. Share draft approach to design guidelines elements for Stage 1 areas.
- 3. Receive feedback on and confirm direction of draft design guidelines approach for Stage 1 areas

## TIMELINE OF DESIGN GUIDELINES PROCESS



## HOW THIS MEETING BUILDS ON PREVIOUS PUBLIC ENGAGEMENT

- During the March open house and accompanying online survey, we heard from the Sandy Springs community about the design character they envision for the city as a whole.
- Today's meeting will focus more specifically on defining the design character of three focus areas of the design guidelines--City Springs, Perimeter, and the North End. We will explore how the physical character and identity of these areas can be expressed through the design of buildings and sidewalk areas.





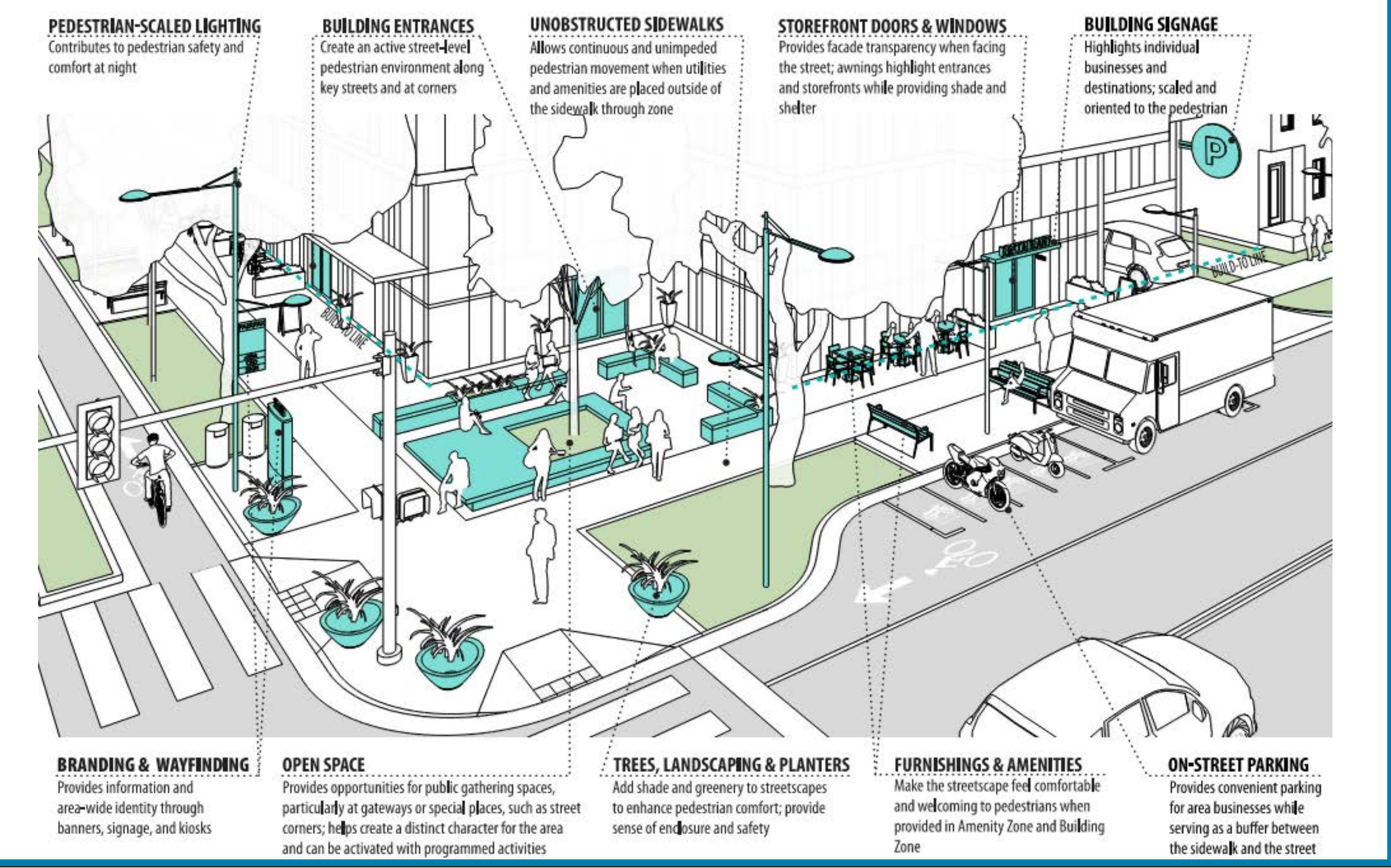
# DESIGN GUIDELINE EXAMPLES

## STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

### 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

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.



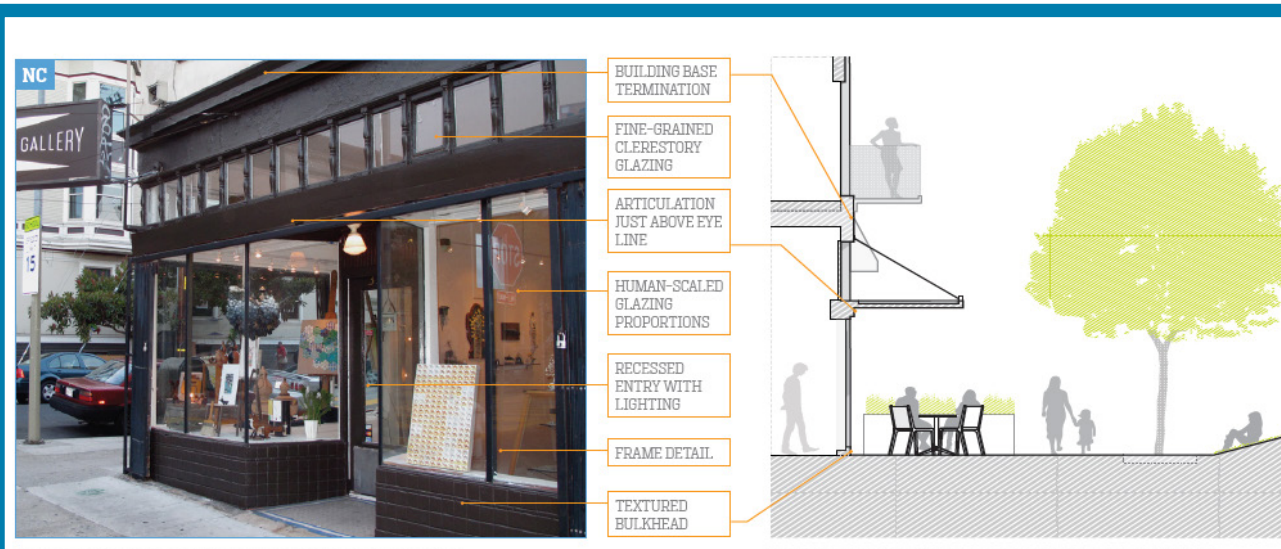
Neighborhood commercial areas typically express a strong residential character above the ground floor.

#### 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 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.



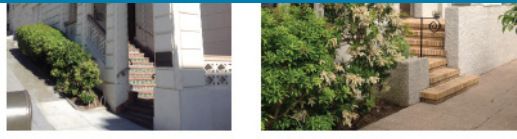
Window and doorway systems should be similar in proportion, scale, and amount to nearby structures.



#### 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)

- 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.



Lincoln Park, IL

##### 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>• 48", 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>

3-20 RICHMOND HIGHWAY DISTRICT DESIGN GUIDELINES

#### 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

##### RESIDENTIAL



- Landscaped buffer between sidewalk and building
- Grade separation of residences from street provides privacy
- Stoops and overhangs highlight entrances and add rhythm to the streetscape



- Ground floor windows and entrances add transparency and activate the street
- Prominent entrance and lobby highlighted by facade treatment and clearly delineated from rest of building
- Entrance design accentuates the importance and visibility of the street corner

##### RETAIL

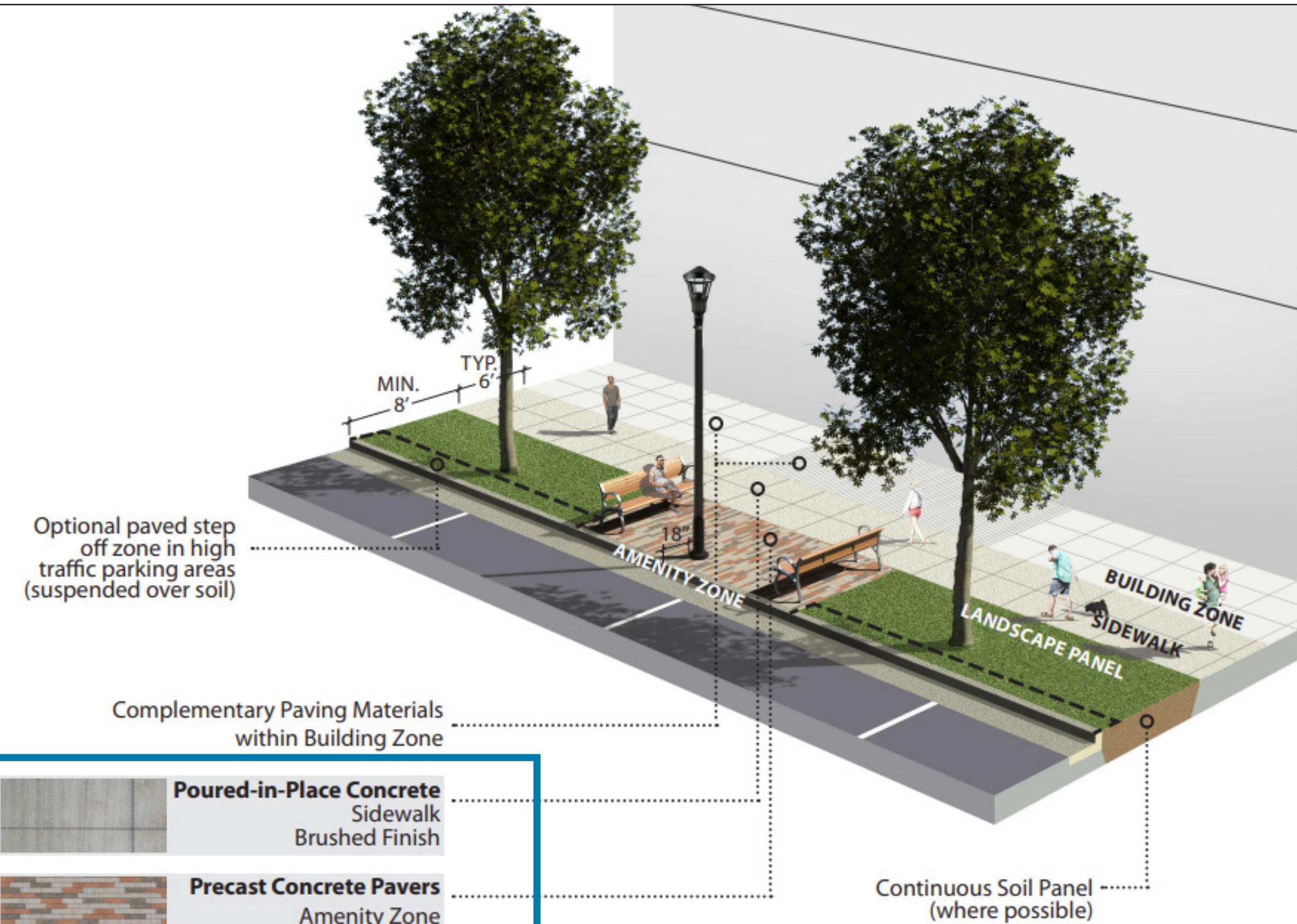


- Storefronts distinguished from other uses above by facade treatment
- Storefronts with large, pedestrian-oriented windows provide transparency and activate the street



- Large windows, glazing and open storefront provide transparency and activate the streetscape
- Pedestrian-scaled signage

#### STRATEGIES & PRECEDENT IMAGES

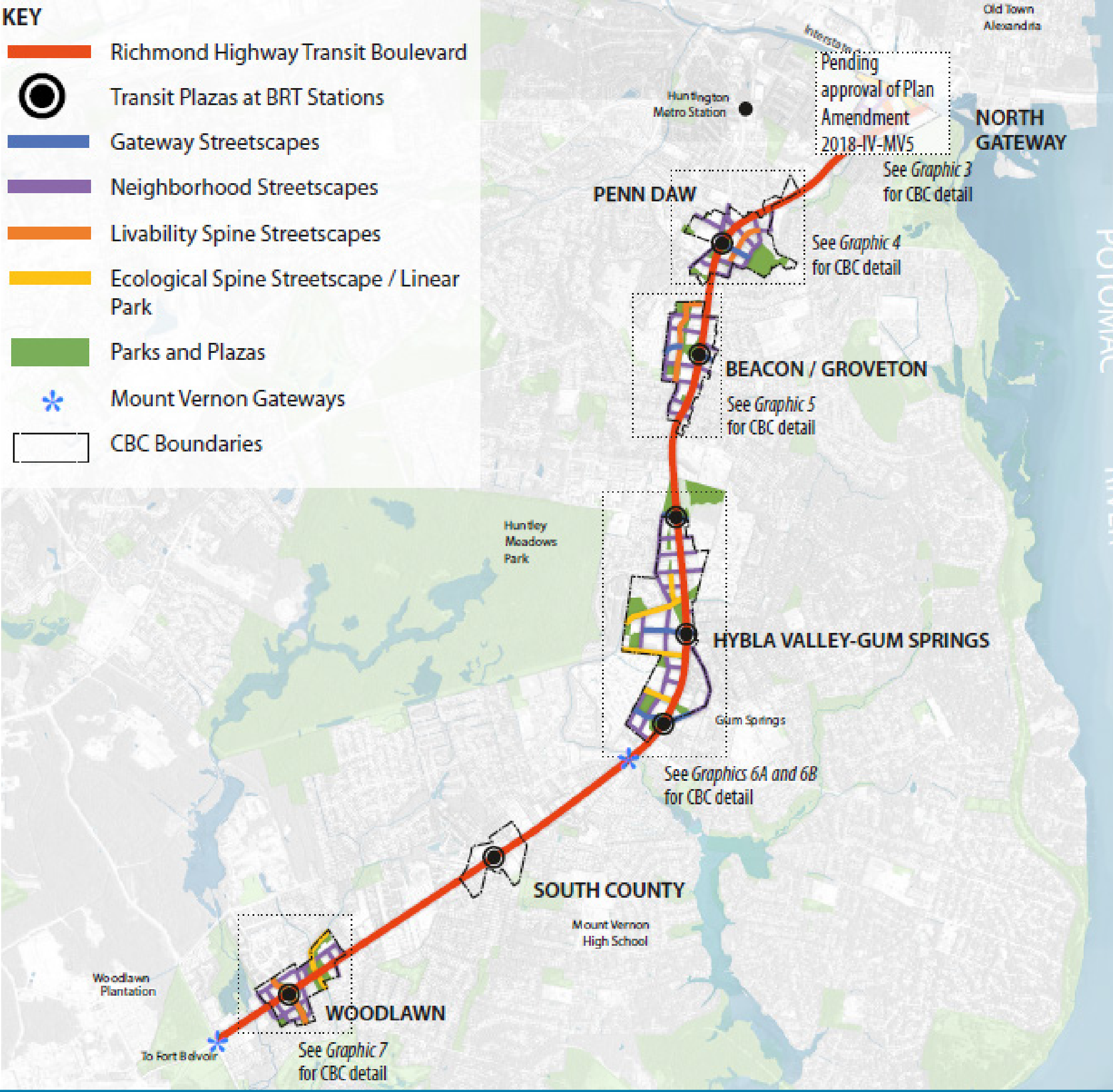


#### MATERIALS & SPECIFICATIONS

#### DESIGN GUIDELINES FOR INDIVIDUAL DISTRICTS

##### KEY

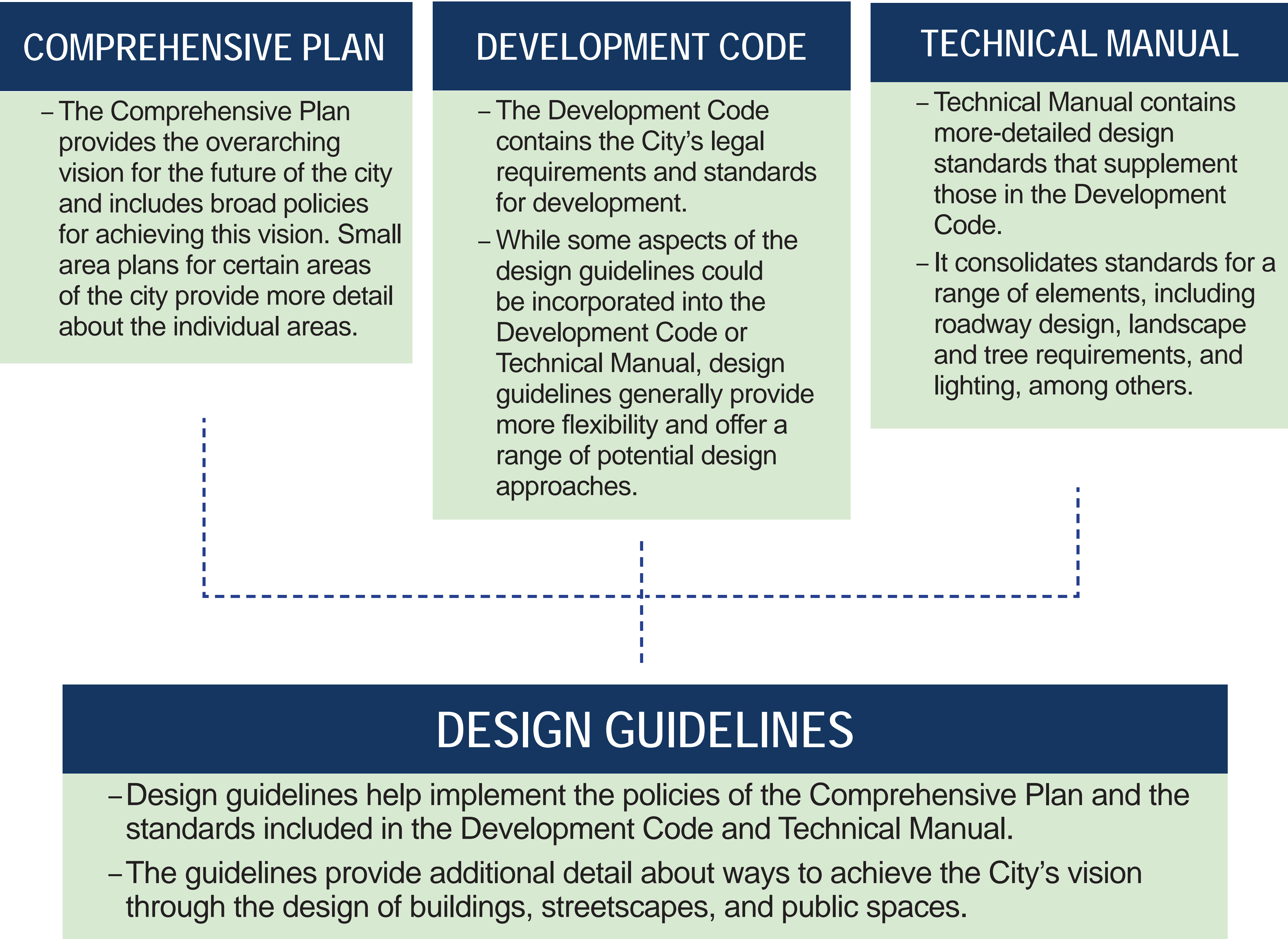
- Richmond Highway Transit Boulevard
- Transit Plazas at BRT Stations
- Gateway Streetscapes
- Neighborhood Streetscapes
- Livability Spine Streetscapes
- Ecological Spine Streetscape / Linear Park
- Parks and Plazas
- Mount Vernon Gateways
- CBC Boundaries





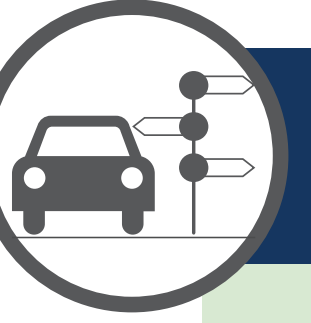


WHAT ARE DESIGN GUIDELINES?

COMPARED TO COMPREHENSIVE PLAN + DEVELOPMENT CODE + TECHNICAL MANUAL



DESIGN GUIDELINES ELEMENTS

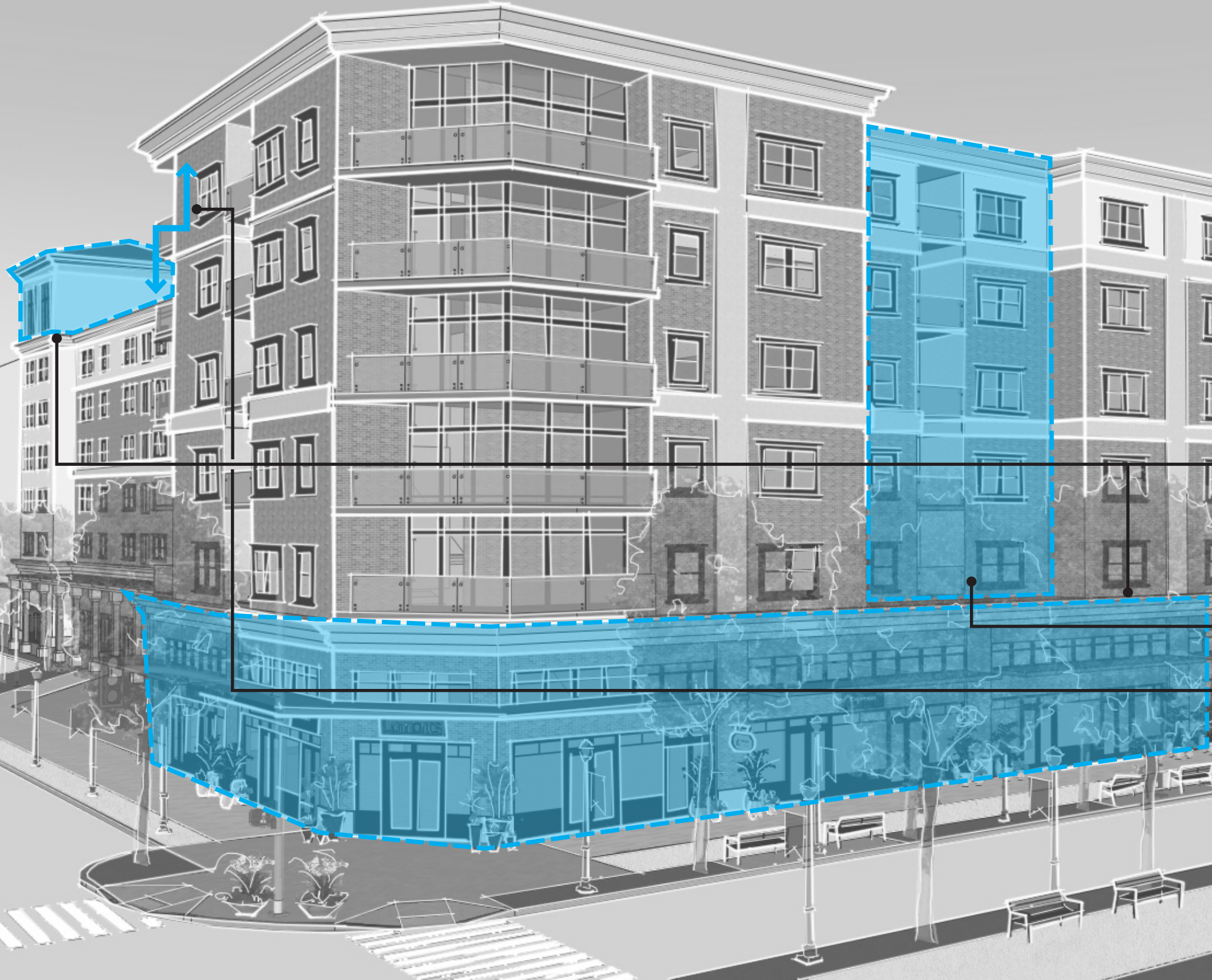
- **BUILDINGS**
  - Architectural Style
  - Massing
  - Articulation
  - Materiality
  - Transparency
- **PRIVATE REALM**
  - Privately-owned open spaces
    - Parks/ Plazas
    - Parking
    - Alleys/ walkways
  - Building Zone
    - Streetscape elements in front of buildings
- **PUBLIC REALM**
  - Sidewalk Paving
  - Furnishings
  - Landscaping
  - Lighting
  - Signage



# BUILDING ELEMENTS & TERMINOLOGY

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

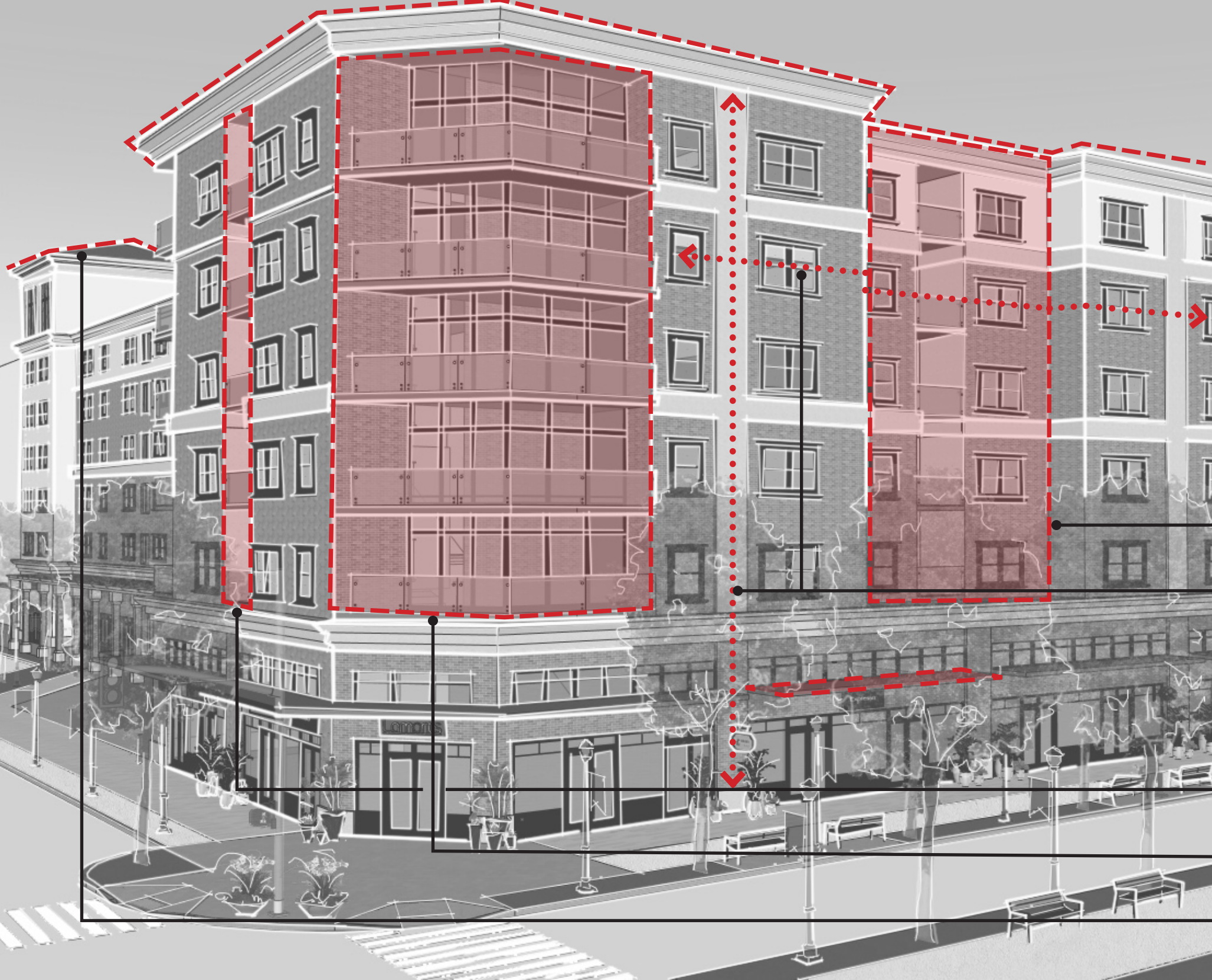
## MASSING



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 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

## TERMINOLOGY

### Interface Area Between Private and Public Realm

- Seat Walls
- Planting

### Outdoor Amenity Space

- Seating
- Public Art Feature

### Landscaping

## PRIVATE REALM ELEMENTS



## TERMINOLOGY

### Furnishings

- Bench
- Planter
- Light Pole

### Landscape Panel / Amenity Zone

### Paving

- Standard Paving
- Special Paving

## PUBLIC REALM ELEMENTS





# WHAT WE HEARD: PUBLIC MEETING #1 & SURVEY

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

## PRELIMINARY FEEDBACK



22

Public Meeting #1  
Participants



31

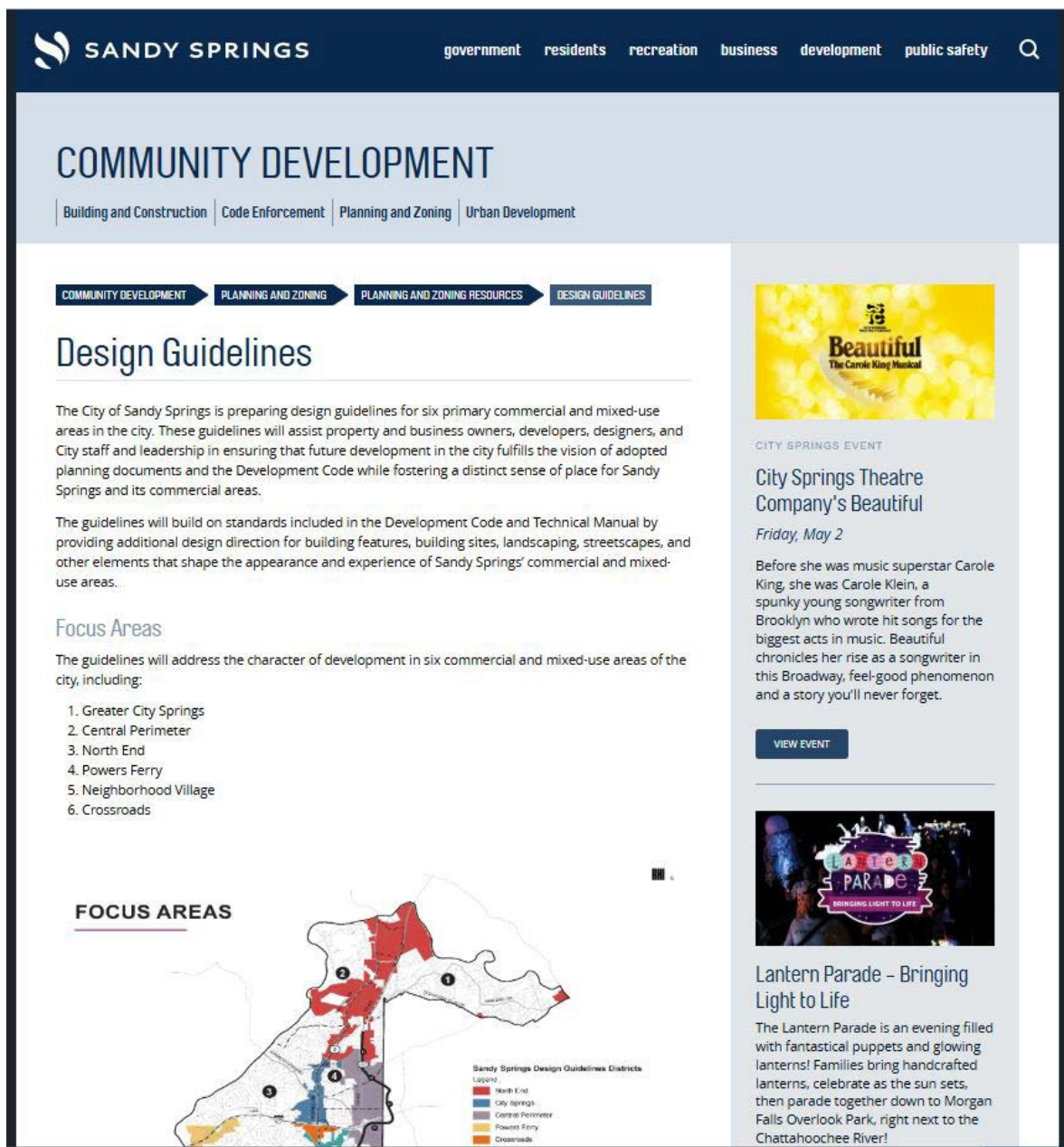
Survey #1  
Respondents



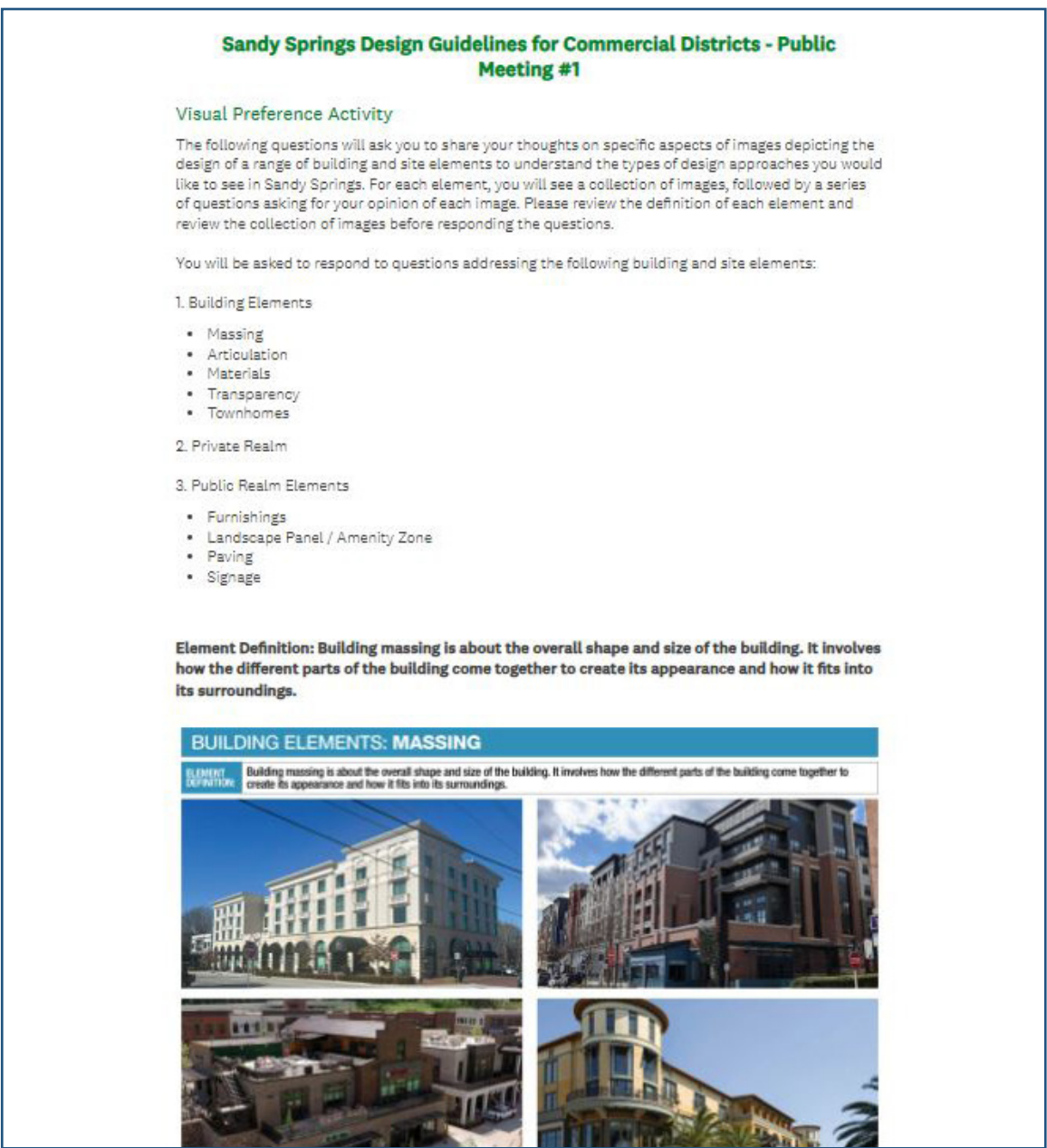
53

Stakeholder  
Meeting  
Participants

## INTERACTIVE AND ENGAGING PROCESS



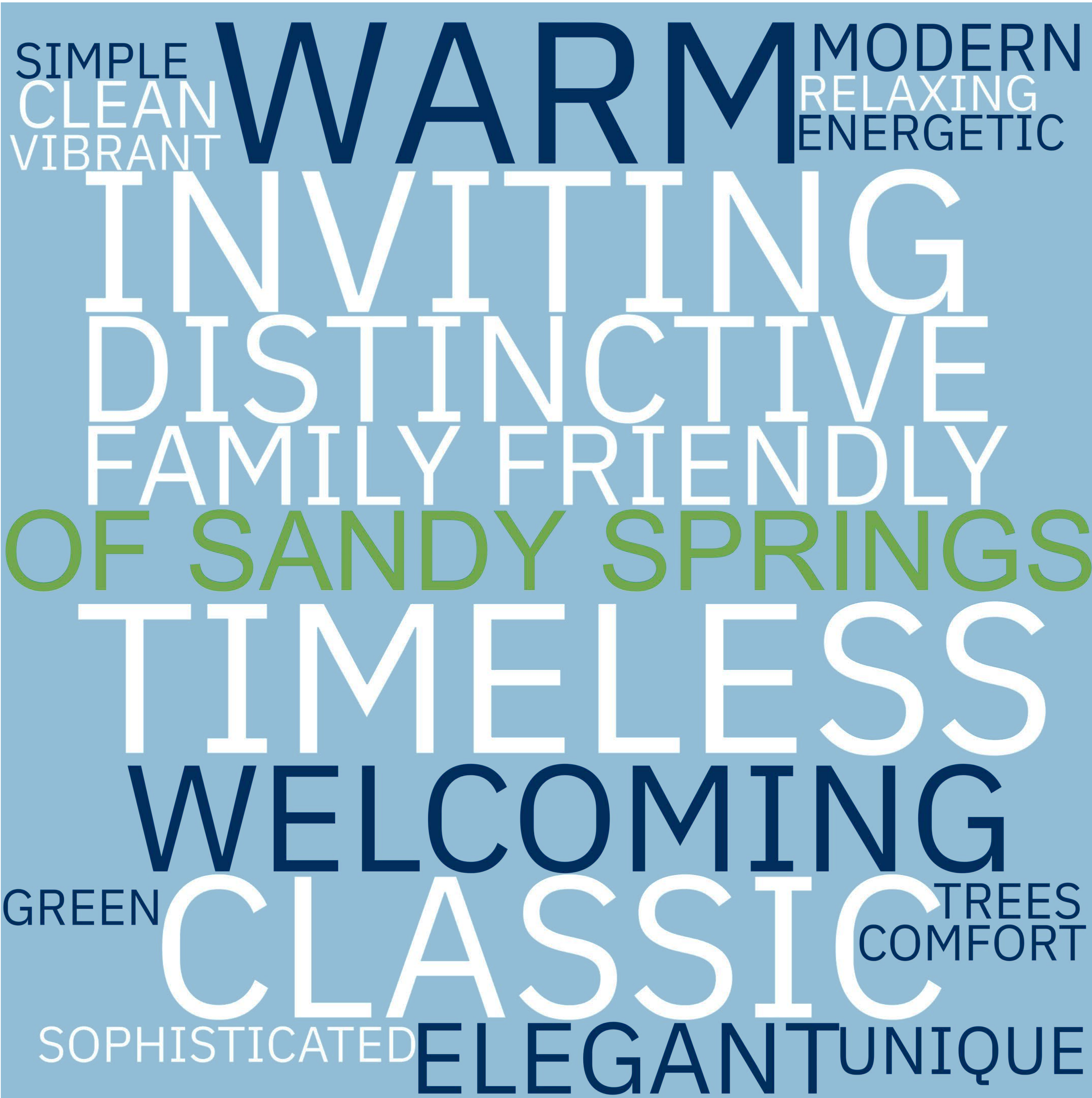
Website: [spr.gs/design](https://spr.gs/design)



Online Survey

## RECURRING THEMES FROM COMMUNITY FEEDBACK

*Design characters favored by meeting participants and survey respondents*





# WHAT WE HEARD: SURVEY RESPONSES

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

## PREFERRED CHARACTERISTICS FROM VISUAL PREFERENCE SURVEY

### BUILDING ELEMENTS

#### MASSING & ARTICULATION

Full-height contrast  
Variation between floors

Break at roofline  
Depth  
Variation in height

Rhythm:  
• Cohesion  
• Variety of colors  
• Large Windows  
• Balcony

Step backs add interest & depth; Visual relief

Simple, clean horizontal lines

Corner activation

Unified base  
Defined storefront  
Inviting to pedestrians

**AVOID:** Monotonous repetition; use of too many elements; over-reliance on glass; top-heavy; boxy form

#### MATERIALS

Brick & Stone

Lighter colored materials with variations

Contribute to feeling of:  
• Clean look  
• Timelessness  
• Inviting  
• Warmth  
• Welcome  
• Drama

Contrasting material at corner  
Variety of materials

**AVOID:** Use of too many materials, dark / heavy materials, monochromatic / bland

#### TRANSPARENCY

Lots of glass  
Natural lighting indoors

High transparency at ground level  
Inviting

Varied transparency across levels

**AVOID:** Over-reliance on glass, bird strikes, busy appearance, incoherence with rest of building

### SITE ELEMENTS

#### PRIVATE REALM

Lighting

Trees & planting

Separation of seating & walking space

Variety of social gathering areas; ground level or on roof top

Planted separation from sidewalk; potential stormwater management

**AVOID:** Planting areas that block visual/physical access to storefront, noise into protected neighborhoods

#### PUBLIC REALM

Trees for shade & to soften building facade

Pedestrian focus

Benches facing each other

Defined planter edge

Opportunity for stormwater management

Support multiple modes of transportation

Appropriate sidewalk width

**AVOID:** Too narrow / wide sidewalk, cluttering, too much hardscape, too much emphasis on benches, not enough seating

#### FURNISHING

Metal, traditional style

Wood, natural, warm

Considerations needed:  
• Consistent style across family of furnishings  
• Comfort: physical, thermal, texture  
• Maintenance & durability

Potential branding, be selective in location, don't over do

#### PAVING

Brick is great but expensive, maintenance concerns

Scored concrete, clean appearance

Variation in materials, texture. Break up large areas of pavement.

Considerations needed:  
• Potential for trip hazards  
• Avoid monotonous paving  
• Permeability  
• Contrast between materials  
• Balance with building



# DESIGN GUIDELINES PRELIMINARY FRAMEWORK

## STATION 2 | FRAMEWORK

### FRAMEWORK PLAN

This design guidelines framework highlights how different areas of Sandy Springs are acquiring distinct identities, functions, and design characters. City Springs and Perimeter are destination areas with their own distinct characters. Other areas have a design character that is emerging and are still evolving into identifiable places. Corridors such as Roswell Road, Peachtree Dunwoody Road, and east-west connecting roads provide continuity and coherence as they pass through multiple areas. Together, these areas and corridors provide a framework for establishing design approaches for buildings, the public realm, and private realm.

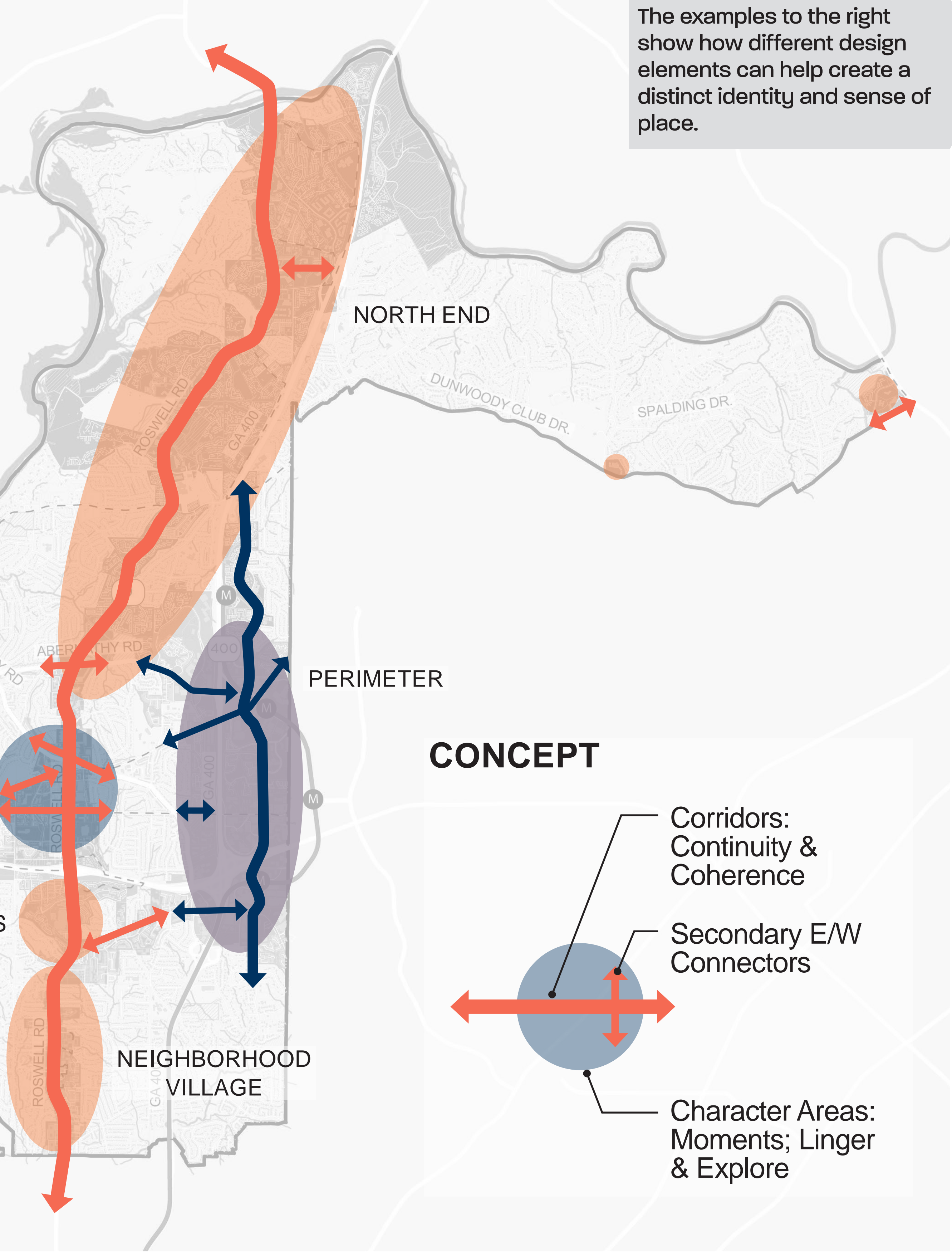
#### Character-Defining Nodes

- Greater City Springs
- Perimeter

#### Emerging Identifiable Places

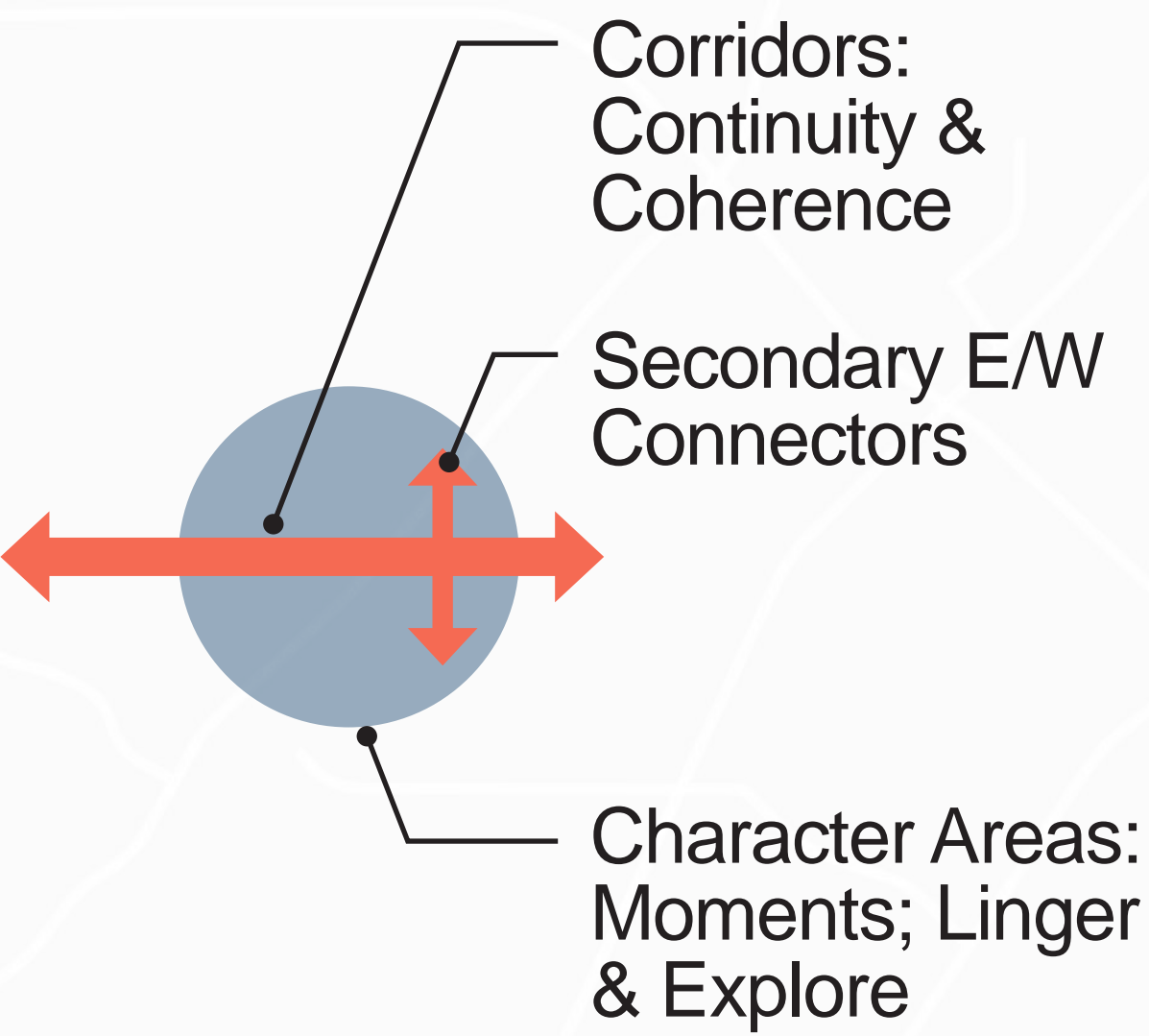
- North End, Crossroads, Neighborhood Village, Powers Ferry

Corridors: Continuity & Coherence



The examples to the right show how different design elements can help create a distinct identity and sense of place.

### CONCEPT



### CHARACTER DEFINING ELEMENTS

#### BUILDING

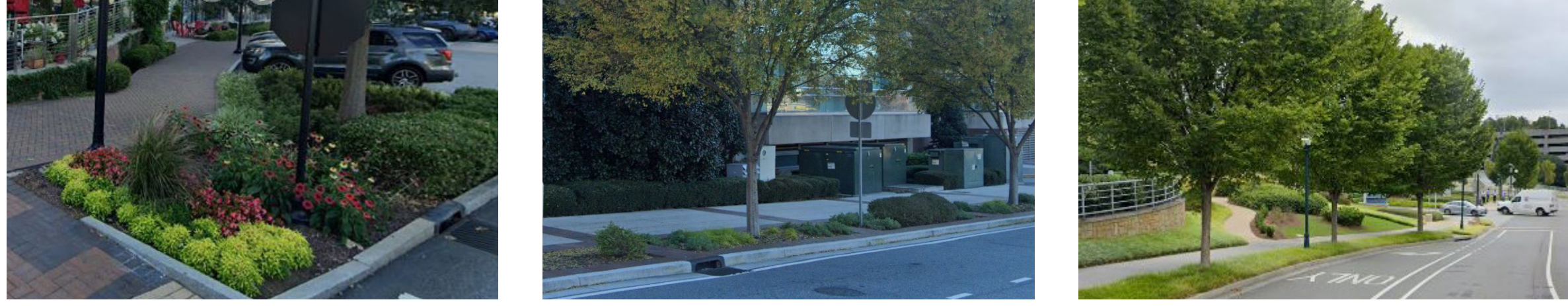


#### SITE ELEMENTS

##### Lighting



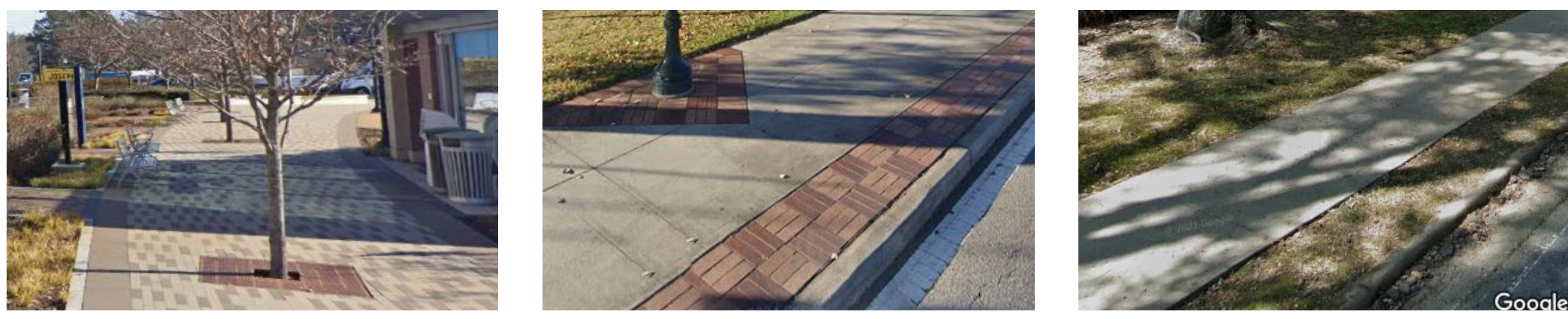
##### Planting



##### Furnishings



##### Paving

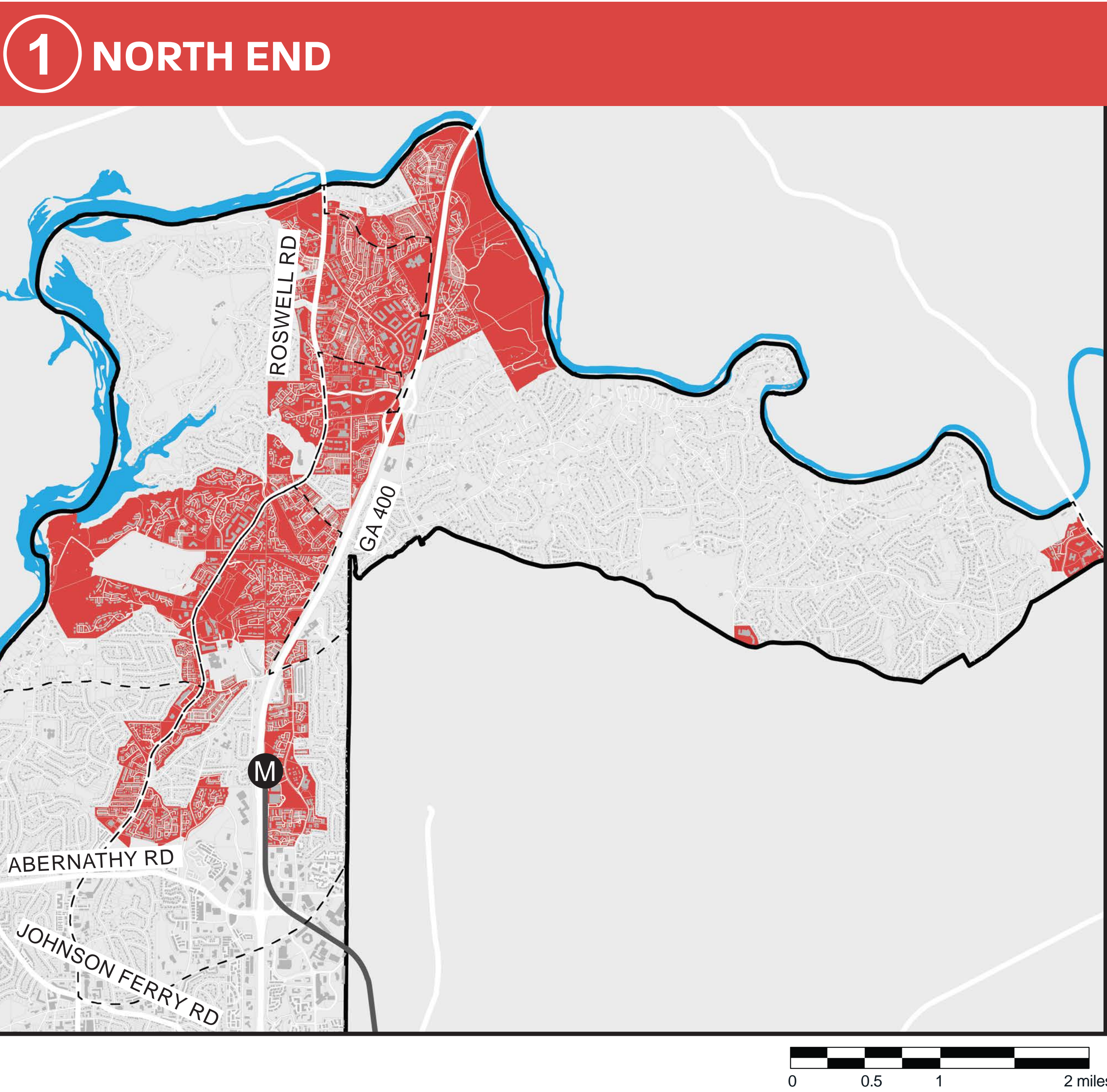
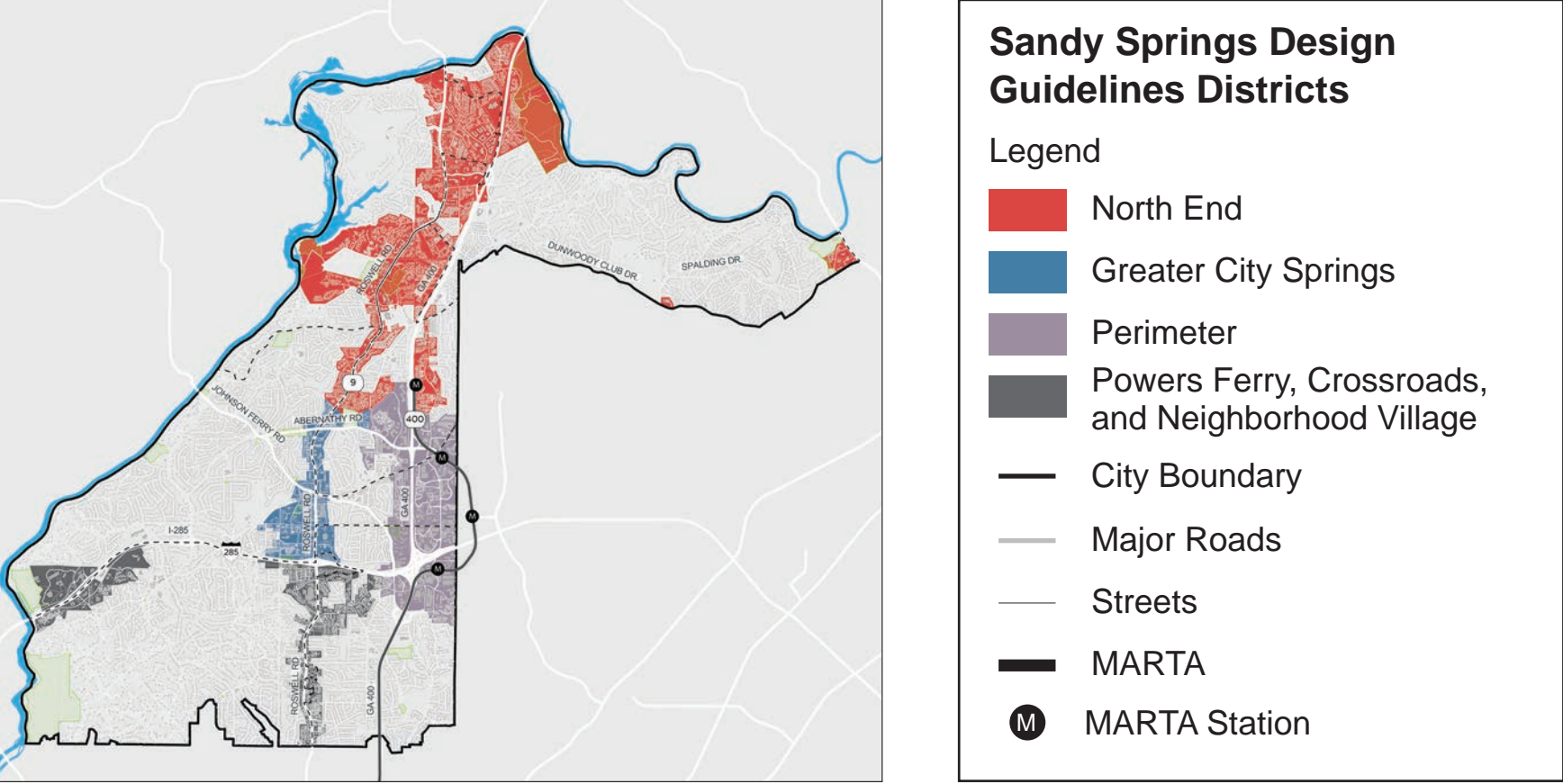




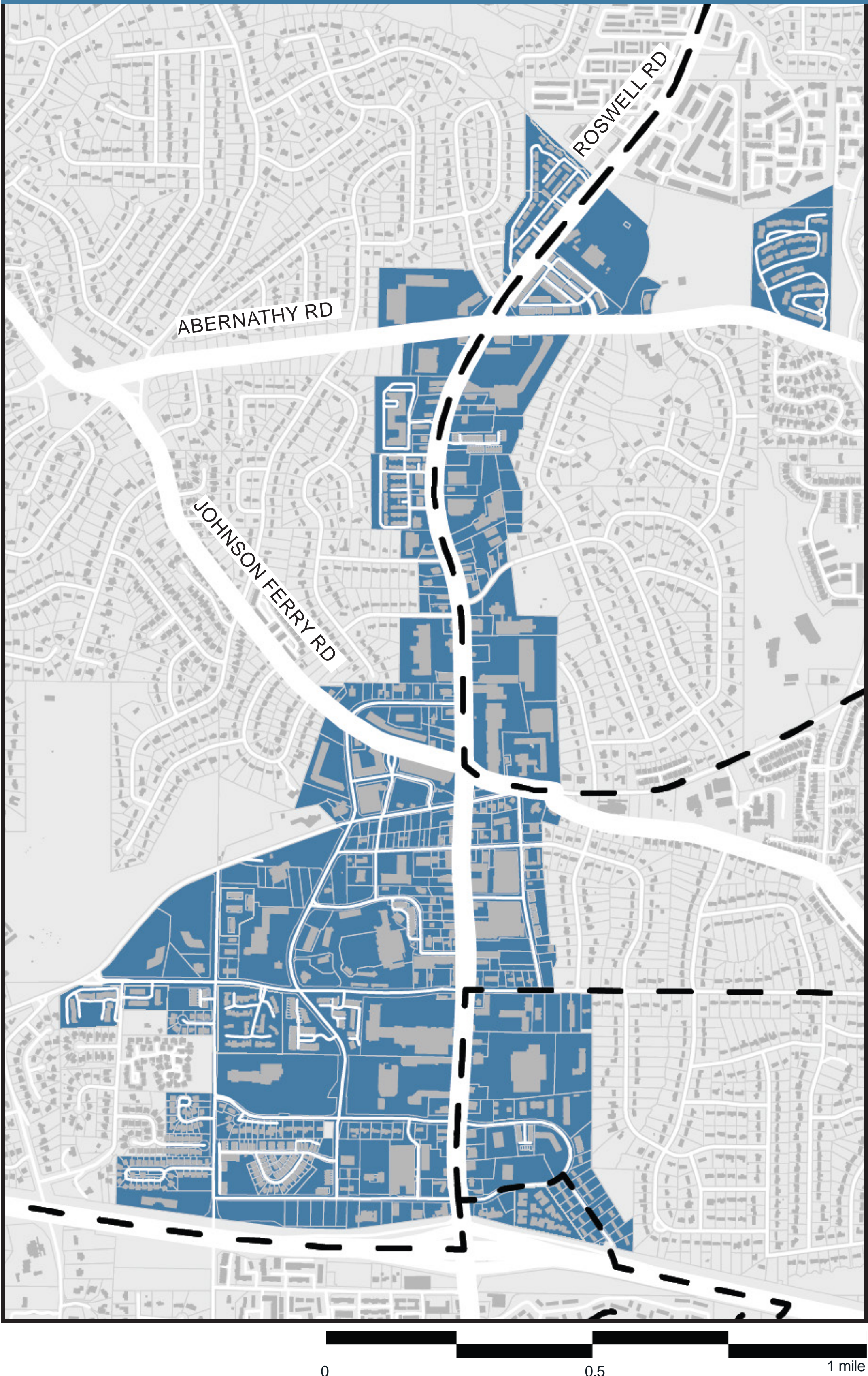
# STAGE 1: FOCUS AREAS MAPS

STATION 3 | STAGE 1 FOCUS AREAS

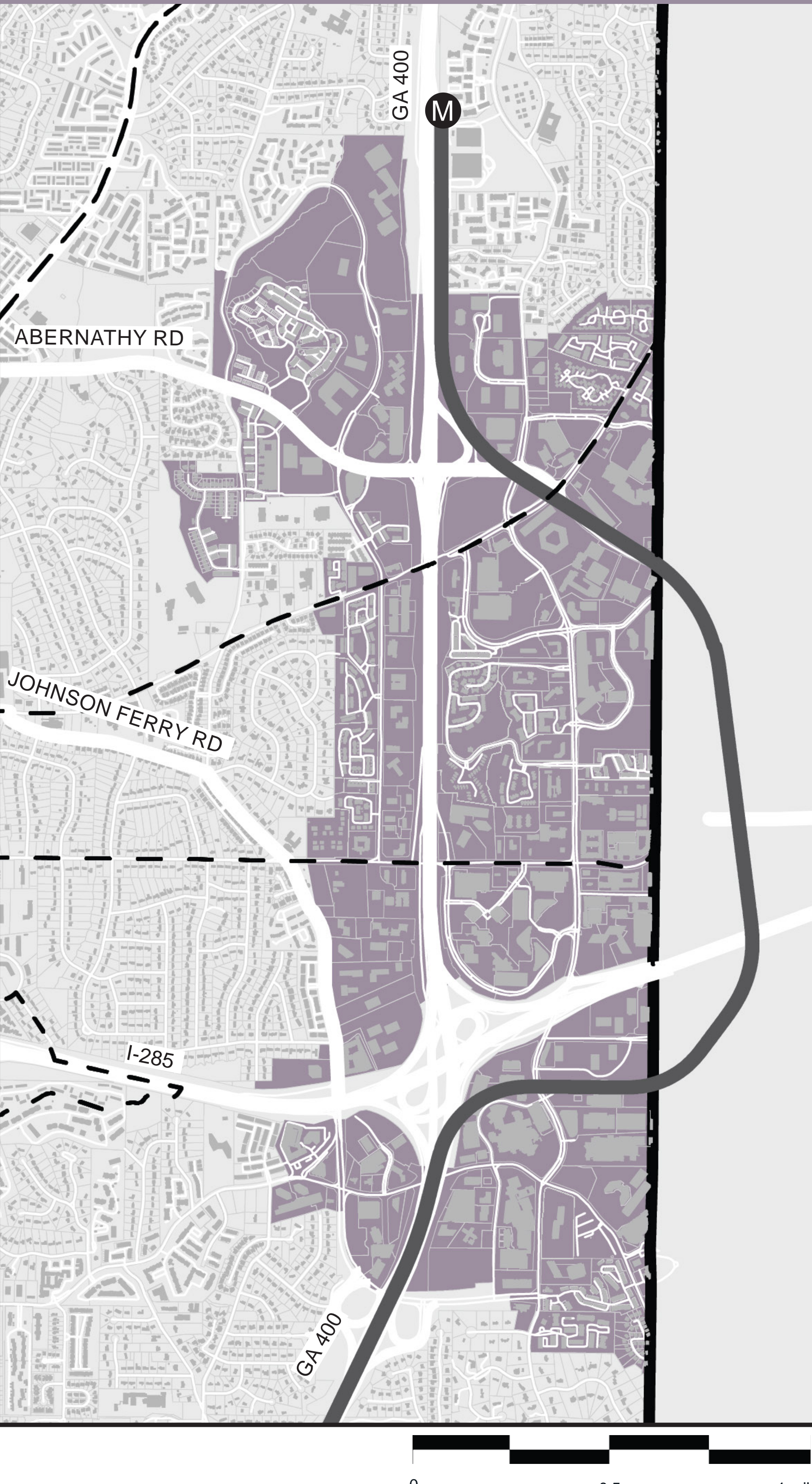
## DESIGN GUIDELINES FOCUS AREAS- KEY MAP



### 2 GREATER CITY SPRINGS



### 3 PERIMETER

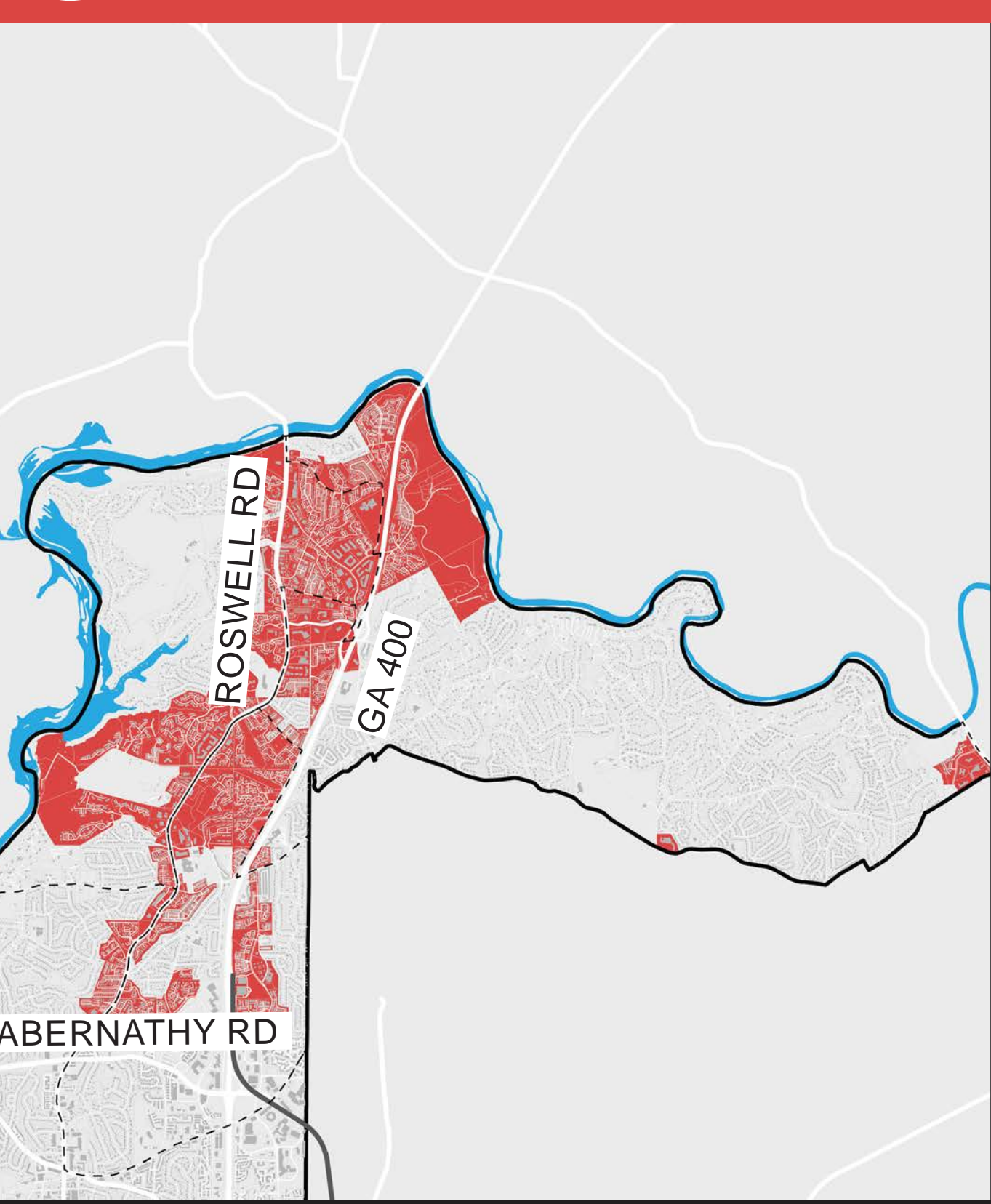




# FOCUS AREA DESIGN CHARACTER: EXISTING CHARACTER

STATION 3 | STAGE 1 FOCUS AREAS

## 1 NORTH END

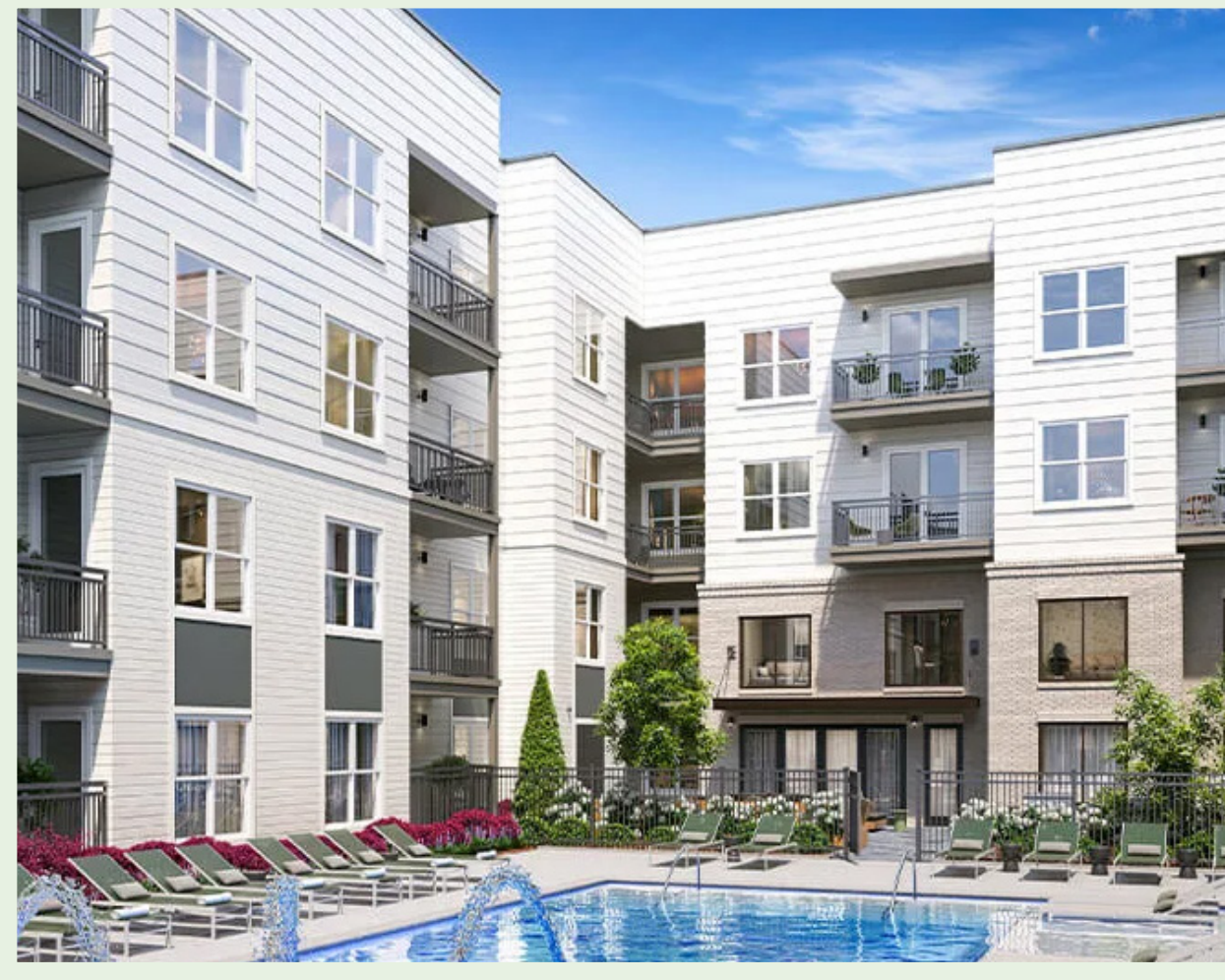


### ACTIVITY

Place a dot on any images that you LIKE (e.g., design approaches that you would like to see continue in this area).

If you would like to share what you LIKE or DISLIKE, please feel free to add your comments on a post-it note and place it next to the relevant image.

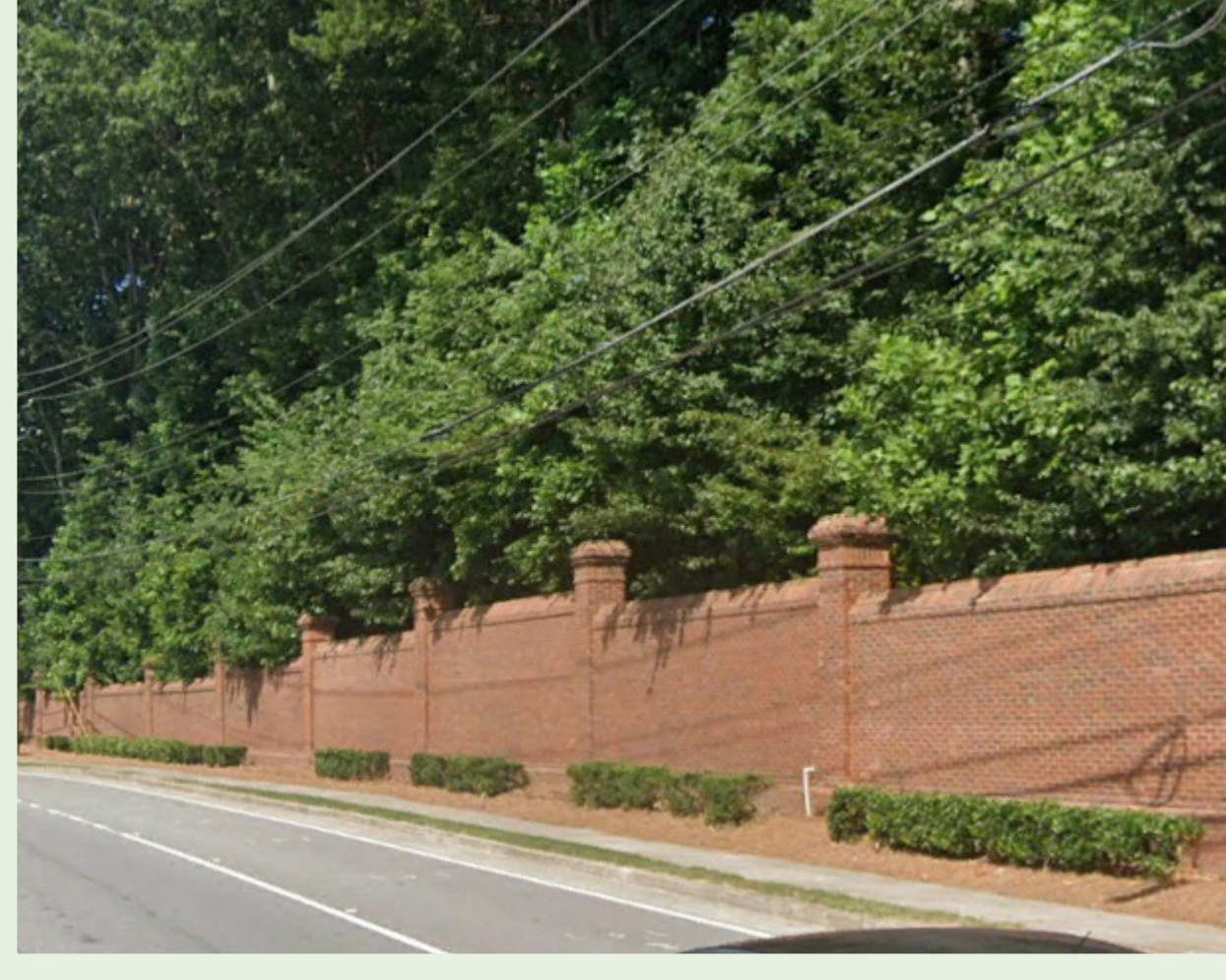
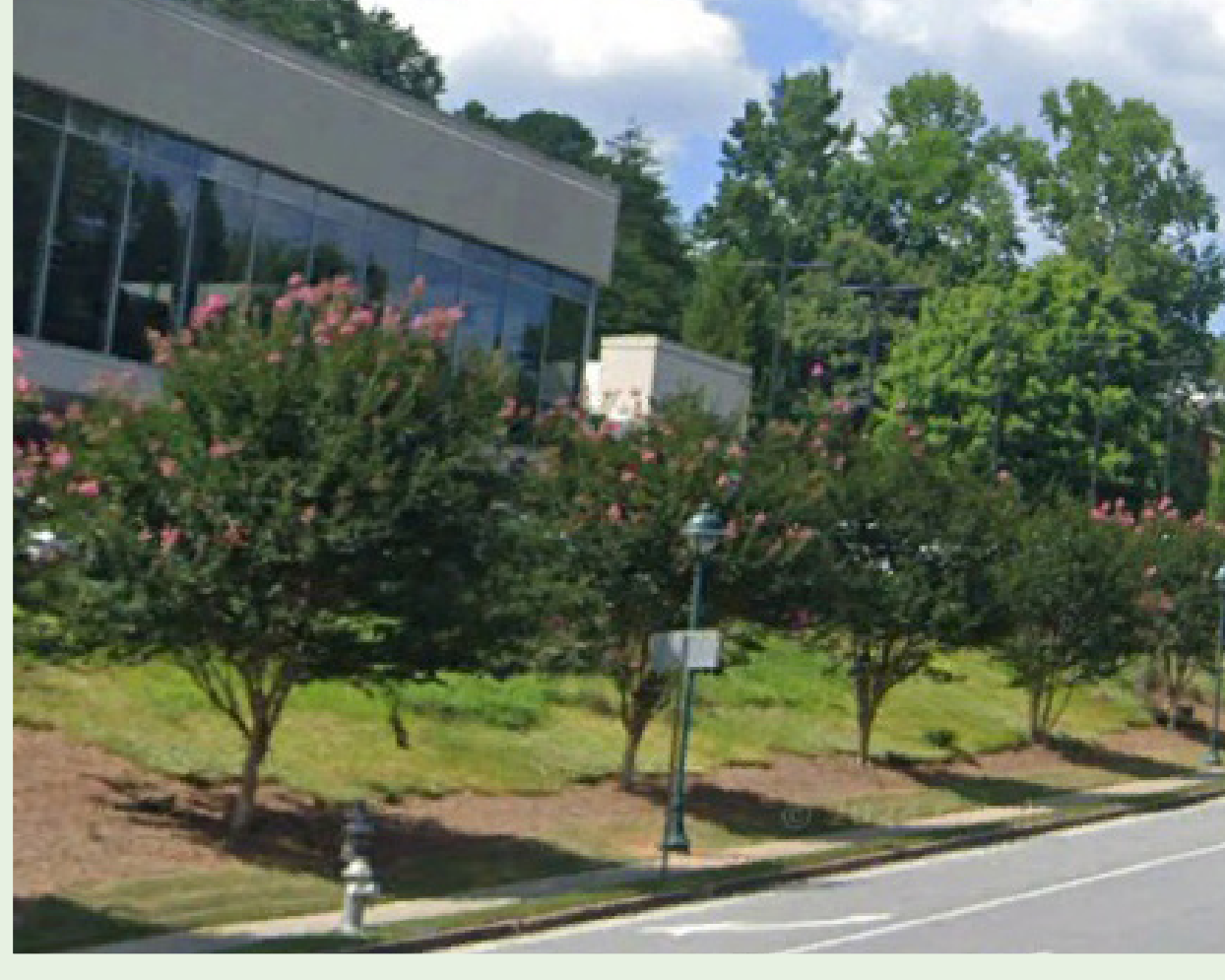
### BUILDING ELEMENTS



### PRIVATE REALM



### PUBLIC REALM







# NORTH END: BUILDING ELEMENTS

## ELEMENT DEFINITION:

Building elements include massing, articulation of facades, transparency (doors and windows), and material application.

## 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



Simple masking and 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



Simple massing but transparent and thoughtfully articulated building with the use of large windows and openings

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Traditional articulation with classical details, variation in the roofline, and a combination of brick and wood siding materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Modern building with simple massing and a facade characterized by straight lines and vertical elements

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Traditional articulation with prominent breaks in the roofline and distinctive features at the entry corners

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



# NORTH END: 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



Restaurant with open storefront that engages the sidewalk and activates the streetscape

PLACE DOTS HERE

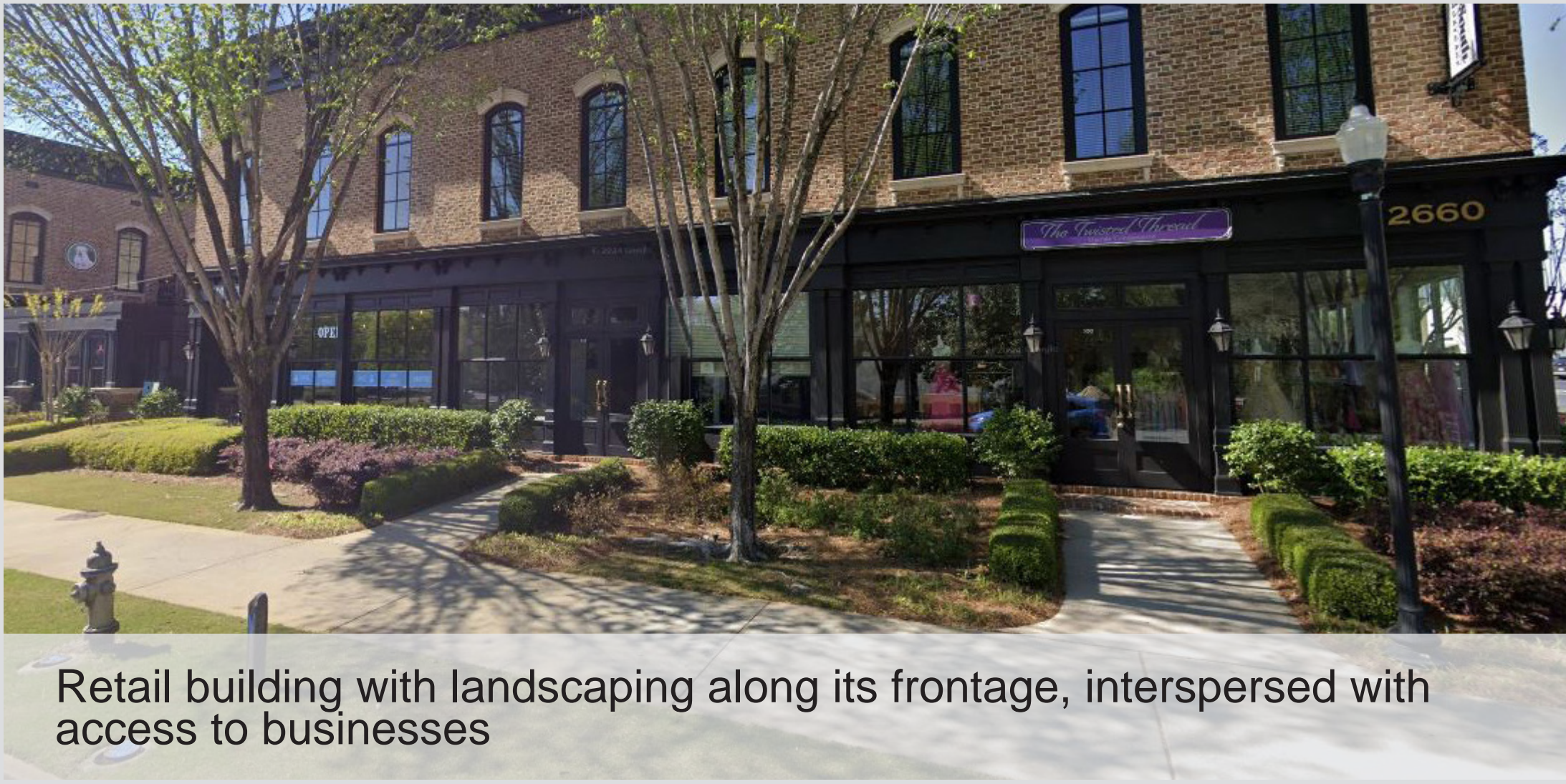
<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
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Restaurant with outdoor seating and plantings in private space

PLACE DOTS HERE

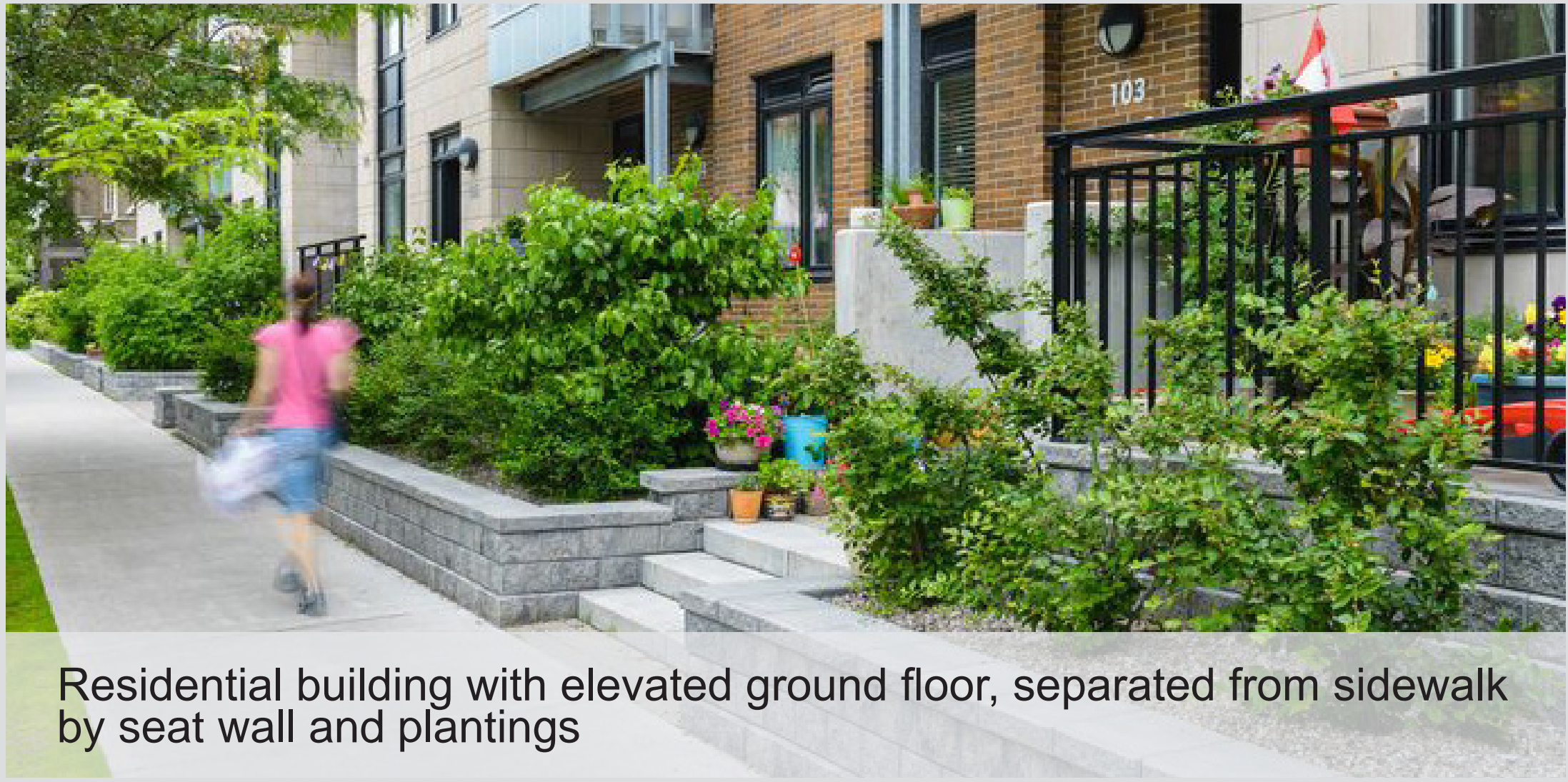
<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
---	---



Retail building with landscaping along its frontage, interspersed with access to businesses

PLACE DOTS HERE

<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
---	---



Residential building with elevated ground floor, separated from sidewalk by seat wall and plantings

PLACE DOTS HERE

<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
---	---



Outdoor seating area set back from the sidewalk and above street level behind a retaining wall

PLACE DOTS HERE

<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
---	---



Storefront with recessed entrance, seating, and planters

PLACE DOTS HERE

<div>WHAT I LIKE...</div> <div>Write your thoughts here</div>	<div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div>
---	---



# NORTH END: PUBLIC REALM - LANDSCAPE PANEL

**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**



Ornamental trees in seatwall planter; outdoor seating

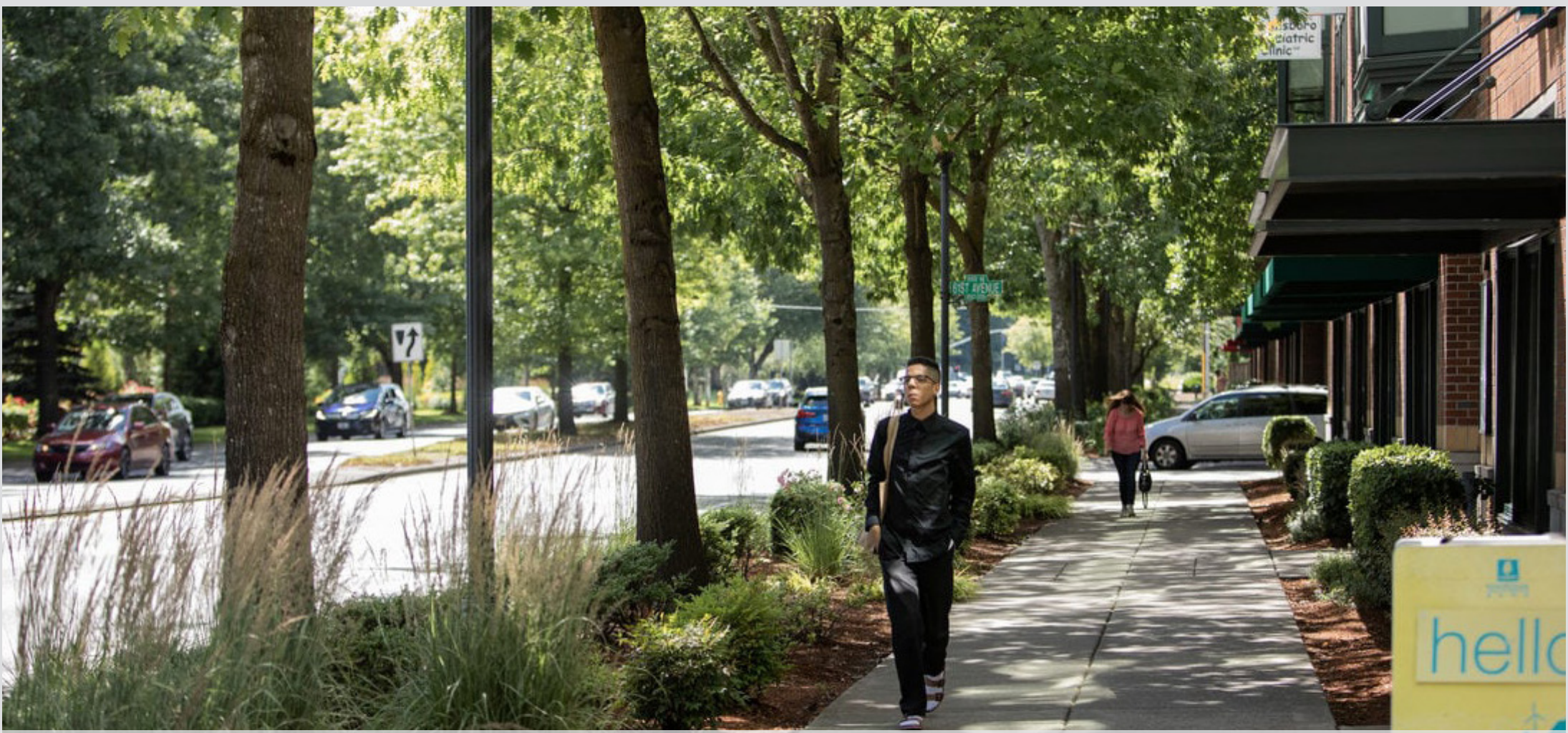
PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

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

Write your thoughts here



Continuous planter with trees and understory planting

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

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

Write your thoughts here



Planting buffer between sidewalk and street

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

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

Write your thoughts here



Seasonal planters and outdoor seating at street curb

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

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

Write your thoughts here



Sidewalk planted on both sides

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here

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

Write your thoughts here



Street furnishing and potted planters

PLACE DOTS HERE

**WHAT I LIKE...**

Write your thoughts here


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


Write your thoughts here



# NORTH END: PUBLIC REALM - FURNISHINGS

**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**



Black transitional style bench and trash receptacle

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Transitional style light pole

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Green traditional style bench and trash receptacle

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Pendant light pole

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Black classic style bench

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Green traditional style light pole



PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



# NORTH END: PUBLIC REALM - 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**



Concrete sidewalk with brick step-out zone

PLACE DOTS HERE

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

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



Warm-toned exposed aggregate concrete sidewalk with brick border

PLACE DOTS HERE

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

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



Broom finish concrete with tooled joints

PLACE DOTS HERE

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

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



Brick panels in concrete sidewalk

PLACE DOTS HERE

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

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



Saw-cut joint concrete with brick border and accent bands

PLACE DOTS HERE

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

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



Concrete sidewalk with brick border and accent bands

PLACE DOTS HERE

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

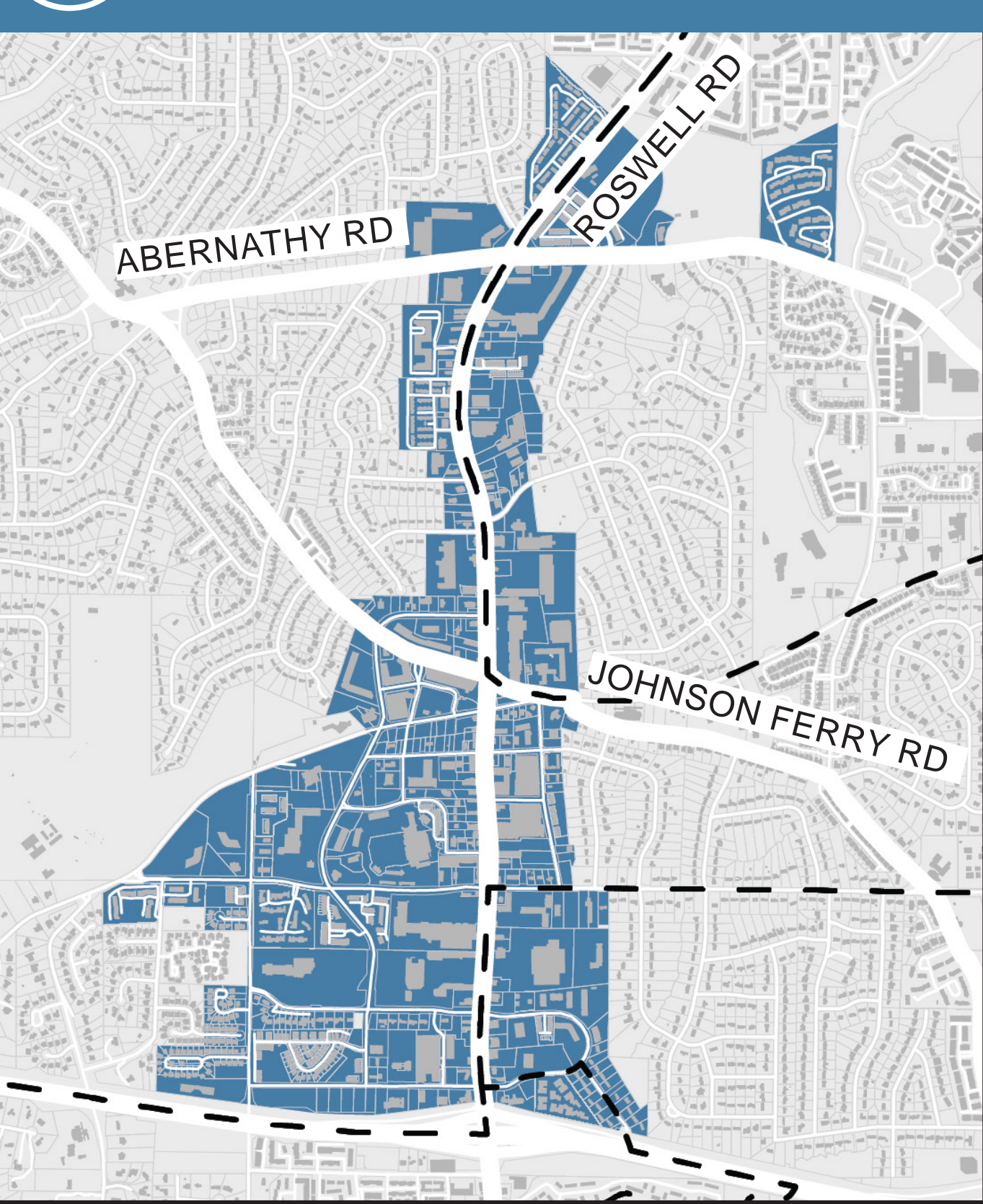
**WHAT I DON'T LIKE...**  
Write your thoughts here



# FOCUS AREA DESIGN CHARACTER: EXISTING CHARACTER

STATION 3 | STAGE 1 FOCUS AREAS

## 2 GREATER CITY SPRINGS



### BUILDING ELEMENTS



### PRIVATE REALM

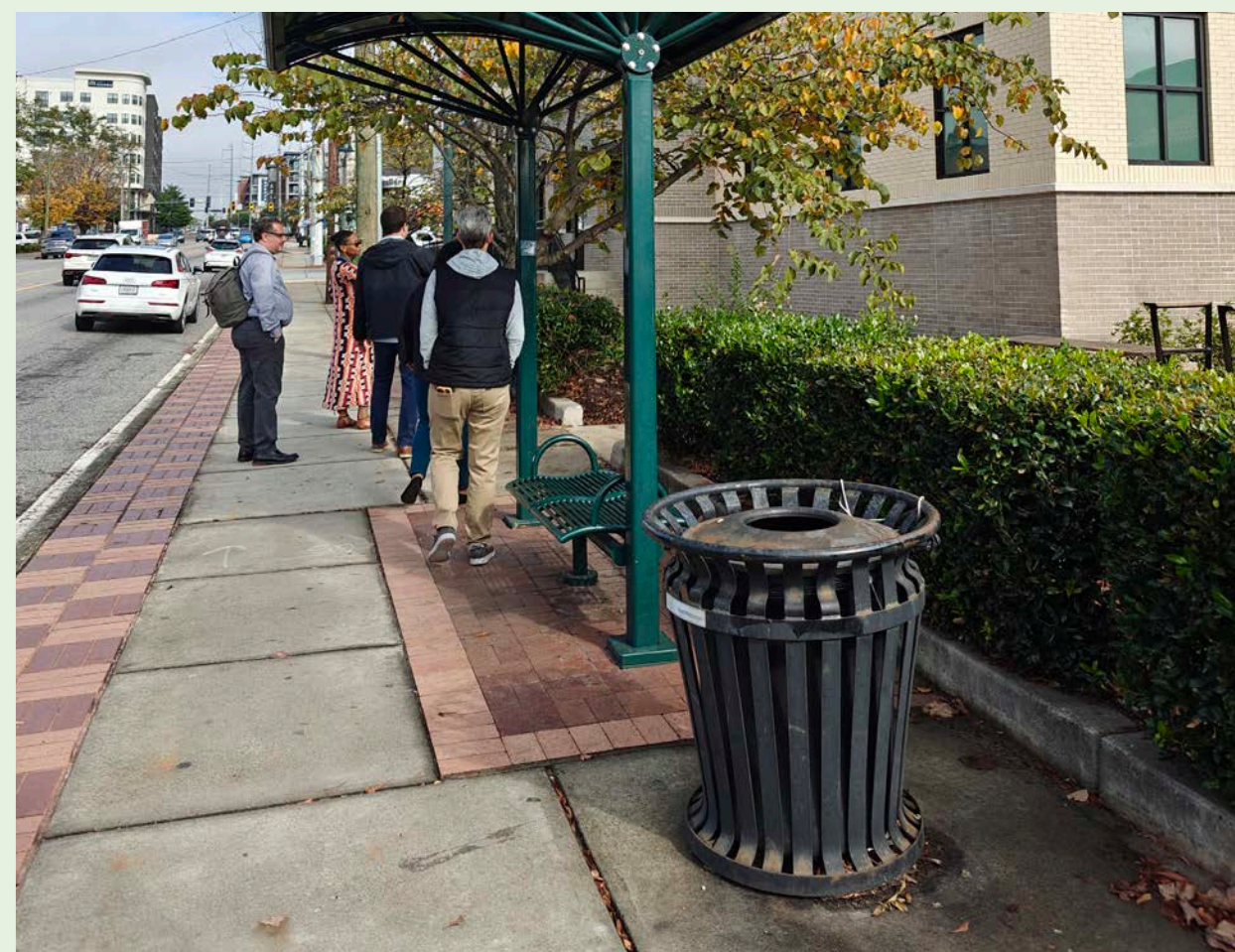
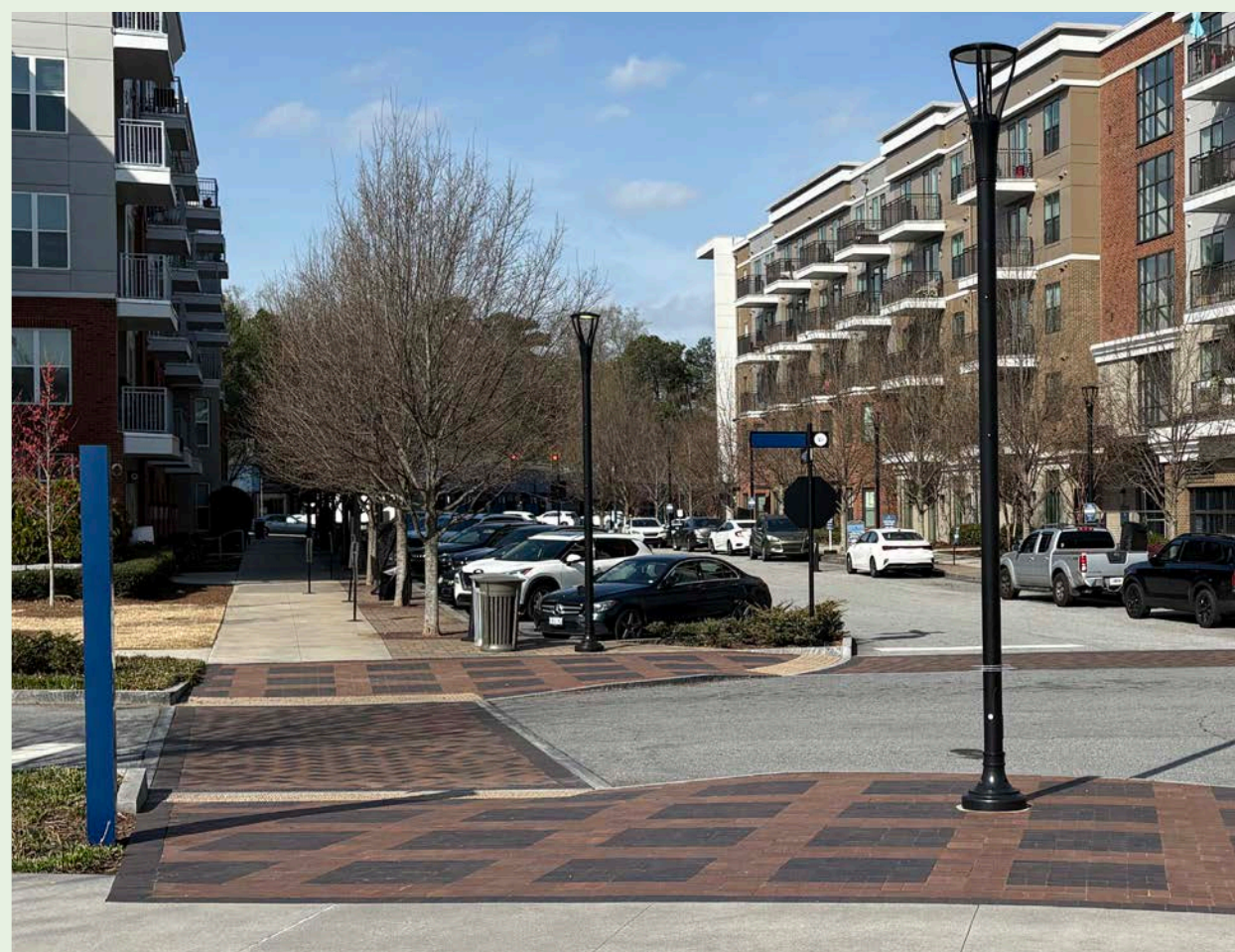


### ACTIVITY

Place a dot on any images that you LIKE (e.g., design approaches that you would like to see continue in this area).

If you would like to share what you LIKE or DISLIKE, please feel free to add your comments on a post-it note and place it next to the relevant image.

### PUBLIC REALM





# CITY SPRINGS: BUILDING ELEMENTS

## ELEMENT DEFINITION:

Building elements include massing, articulation of facades, transparency (doors and windows), and material application.

## 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

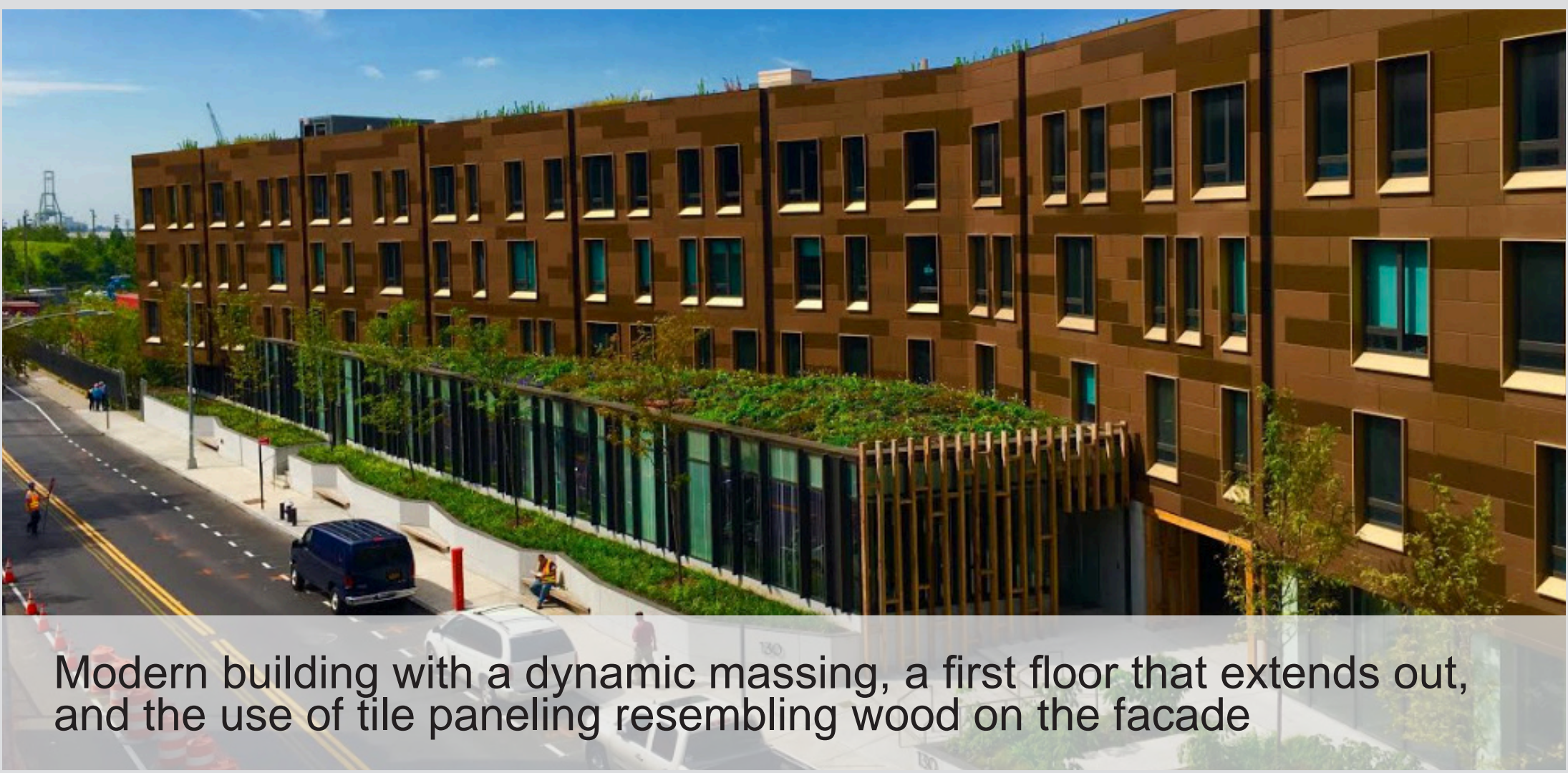
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Modern building with a dynamic massing, a first floor that extends out, and the use of tile paneling resembling wood on the facade

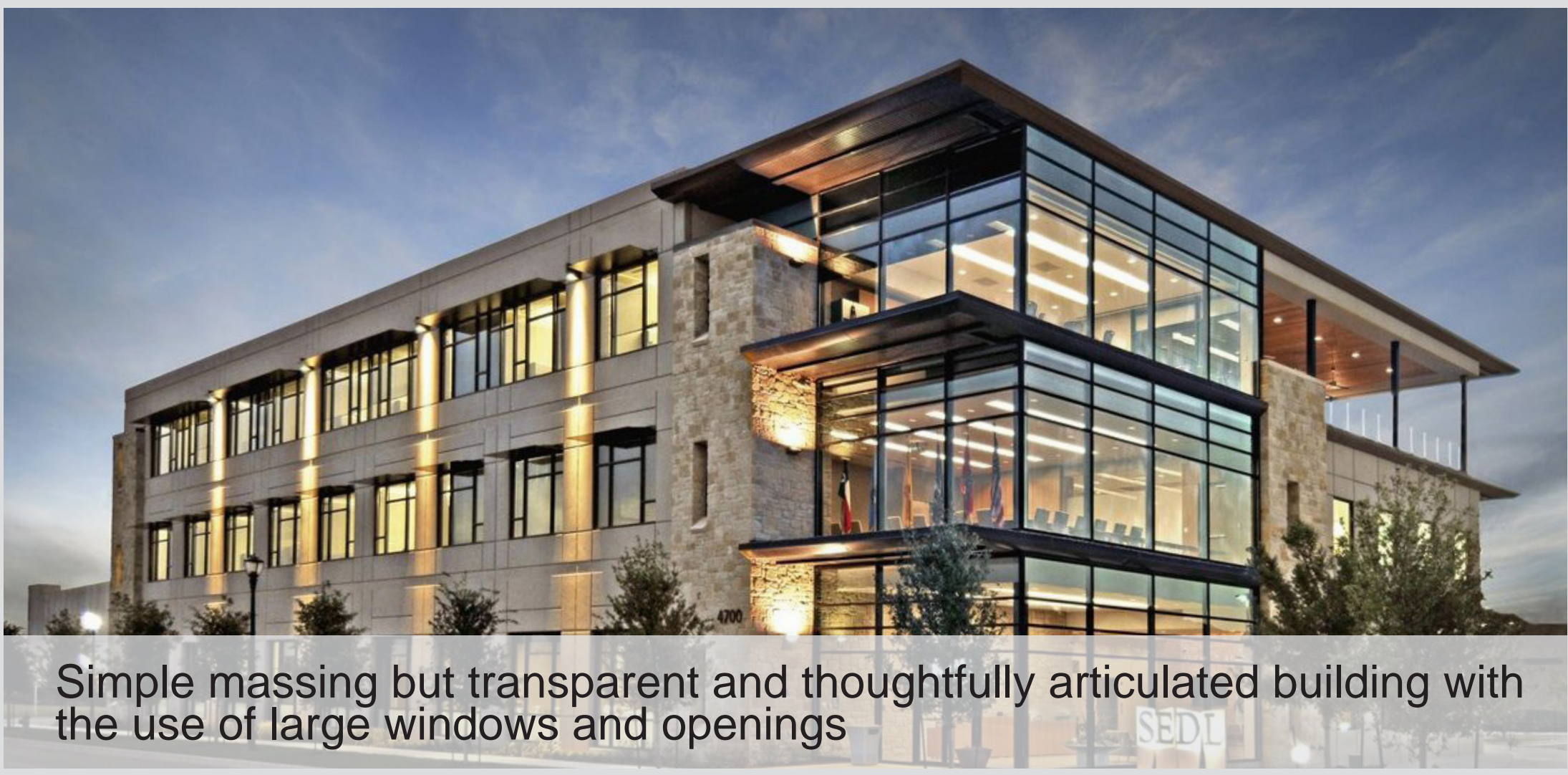
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Simple massing but transparent and thoughtfully articulated building with the use of large windows and openings

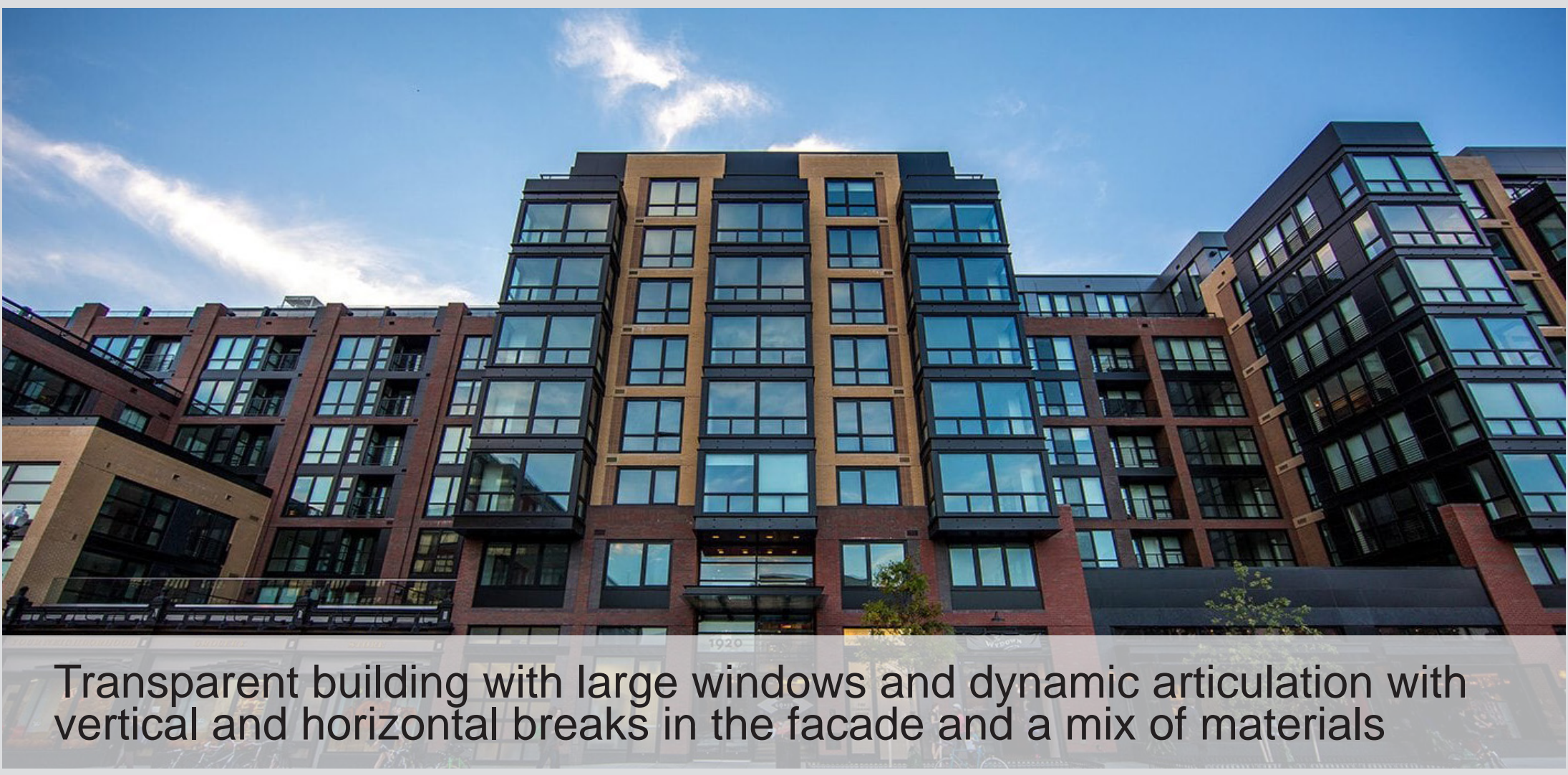
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Transparent building with large windows and dynamic articulation with vertical and horizontal breaks in the facade and a mix of materials

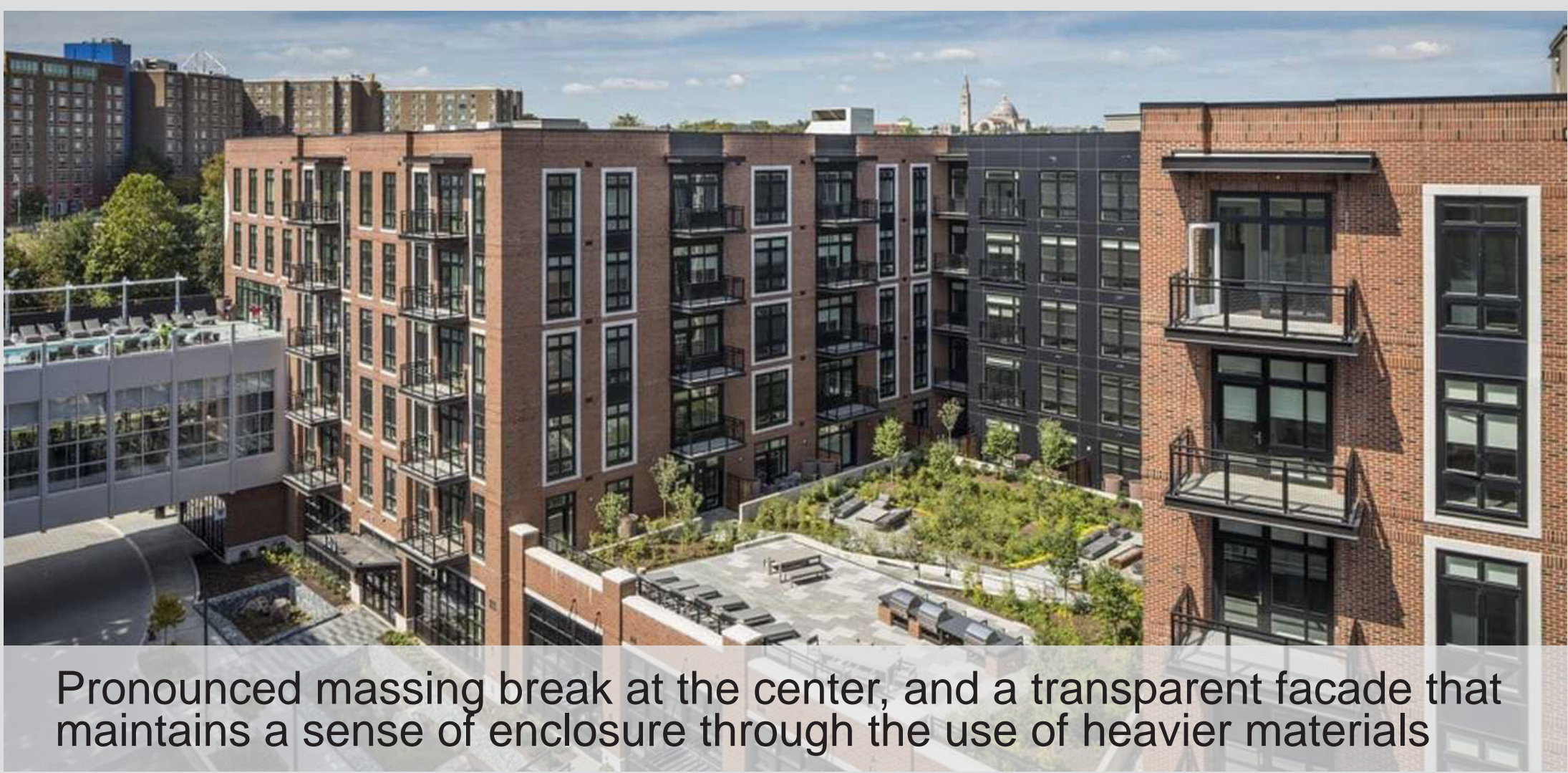
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Pronounced massing break at the center, and a transparent facade that maintains a sense of enclosure through the use of heavier materials

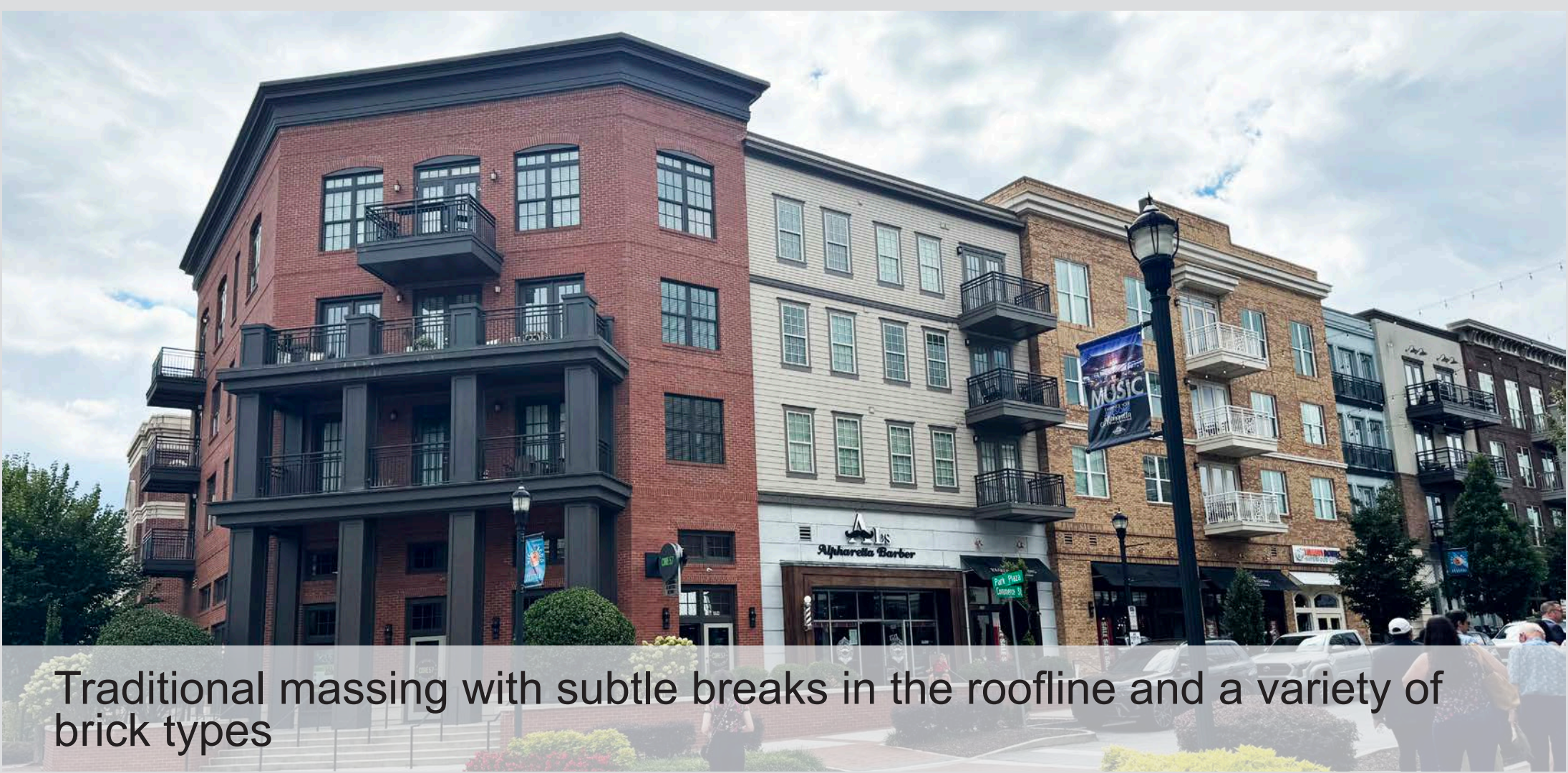
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Traditional massing with subtle breaks in the roofline and a variety of brick types

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



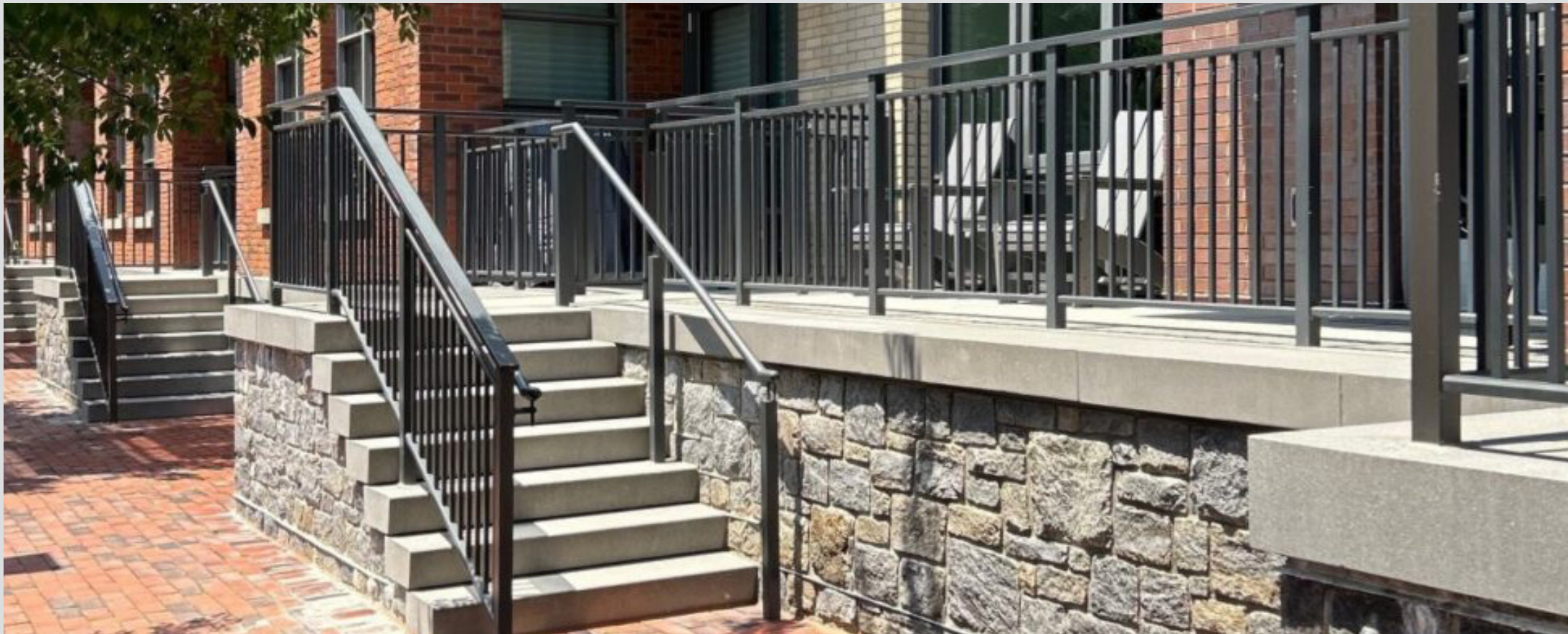
# CITY SPRINGS: PRIVATE REALM

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



Residential building with ground floor that is elevated from the street; front steps and balcony engage the sidewalk

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Residential building with elevated ground floor, separated from sidewalk by seat wall and plantings

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Open storefront with recessed entrance, awnings, and seating engage with the sidewalk

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Storefront with outdoor dining area and awnings adjacent to the sidewalk

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Outdoor amenity space with movable seating, planters, lighting, and access to sidewalk

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Seating nook with outdoor dining space and plantings

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



# CITY SPRINGS: PUBLIC REALM - LANDSCAPE PANEL

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



Street tree with understory planting; seasonal planters

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Ornamental trees in seatwall planter

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Planters and outdoor seating at street curb

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Table seating and planter

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Extended seatwall along street tree planter

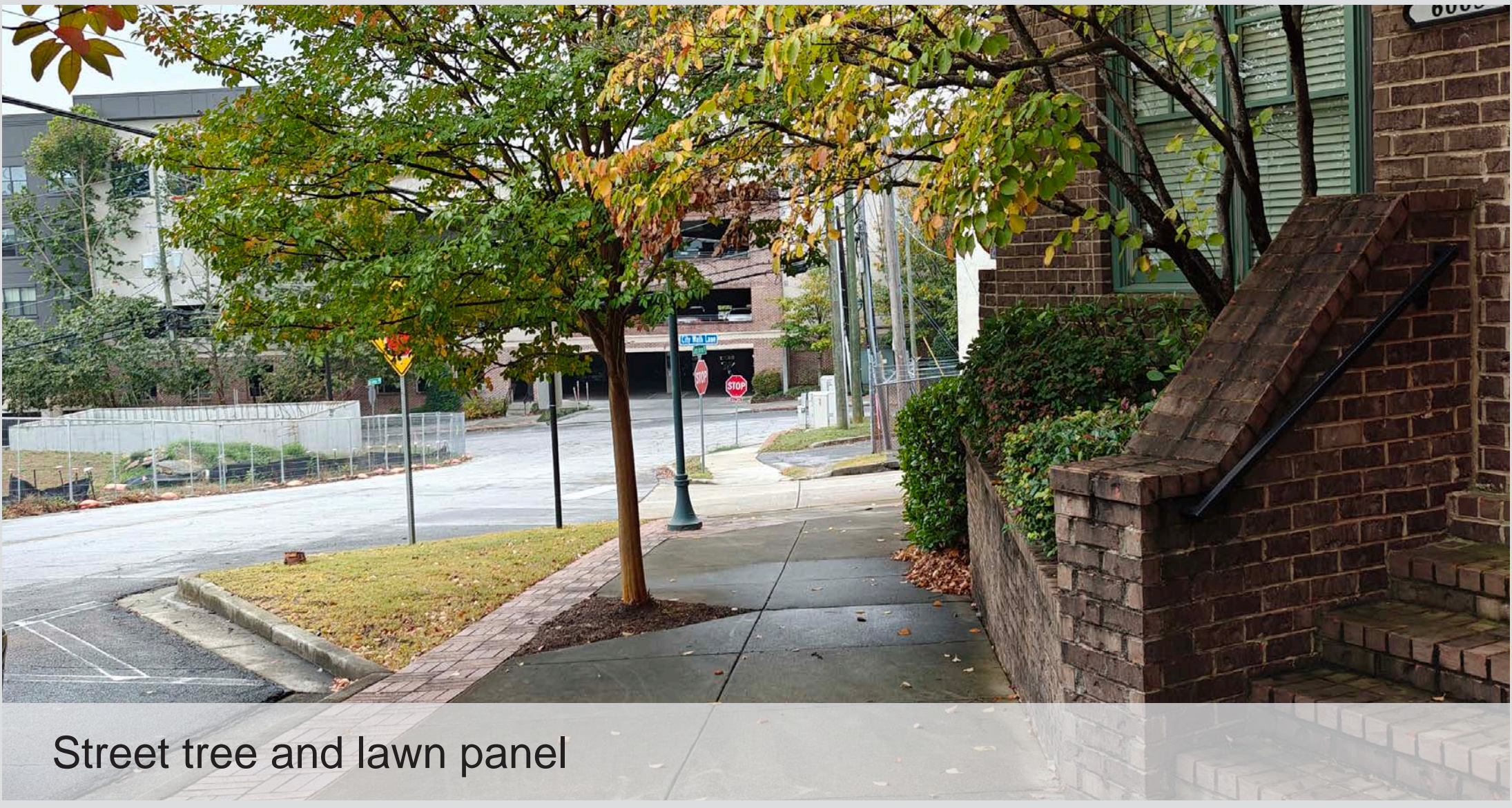
PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Street tree and lawn panel

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



# CITY SPRINGS: PUBLIC REALM - FURNISHINGS

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 style bench

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Contemporary style light pole

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Black classic style bench

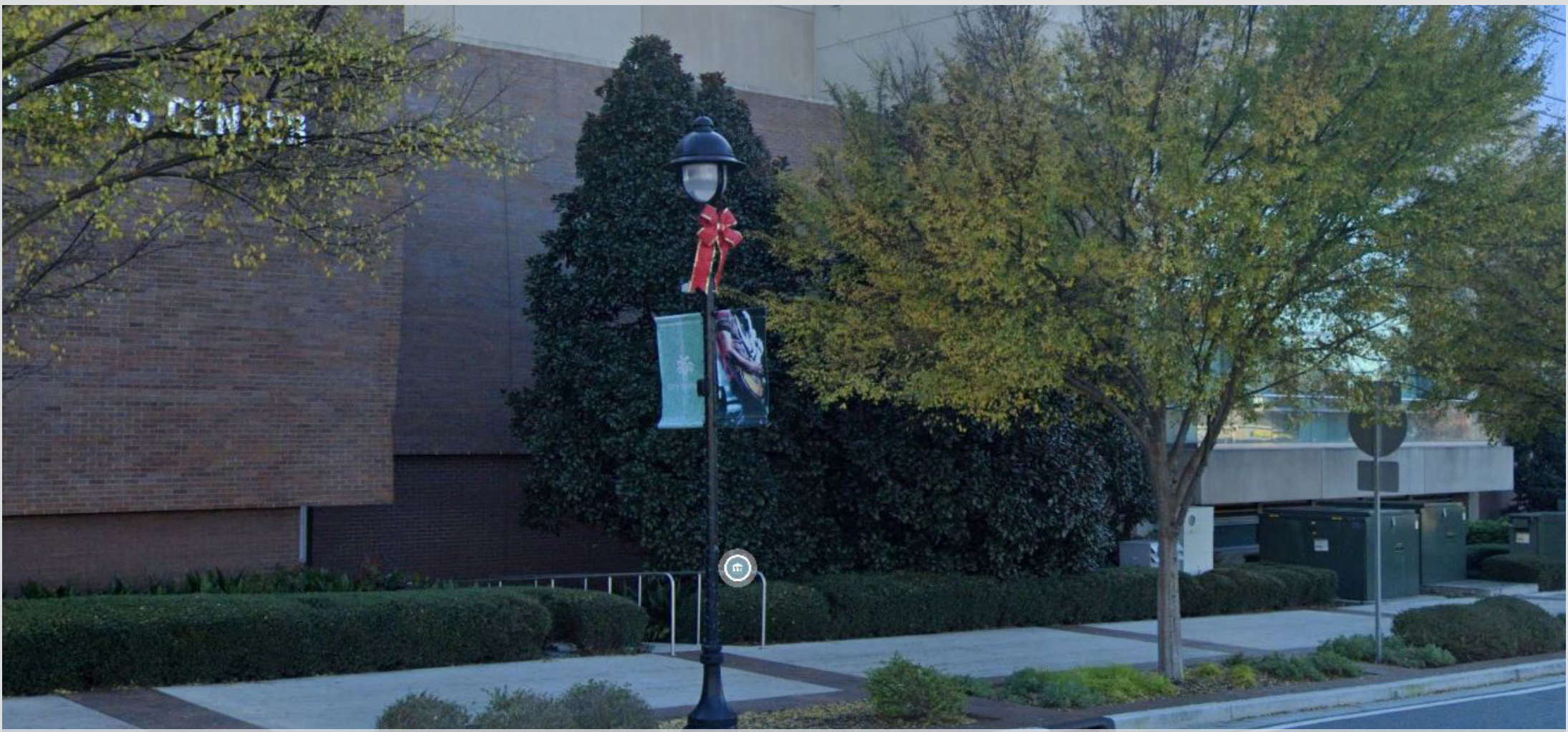
PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Black traditional style light pole with banners

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Black transitional style bench and trash receptacle

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Black traditional style light pole

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here



WHAT I DON'T LIKE...

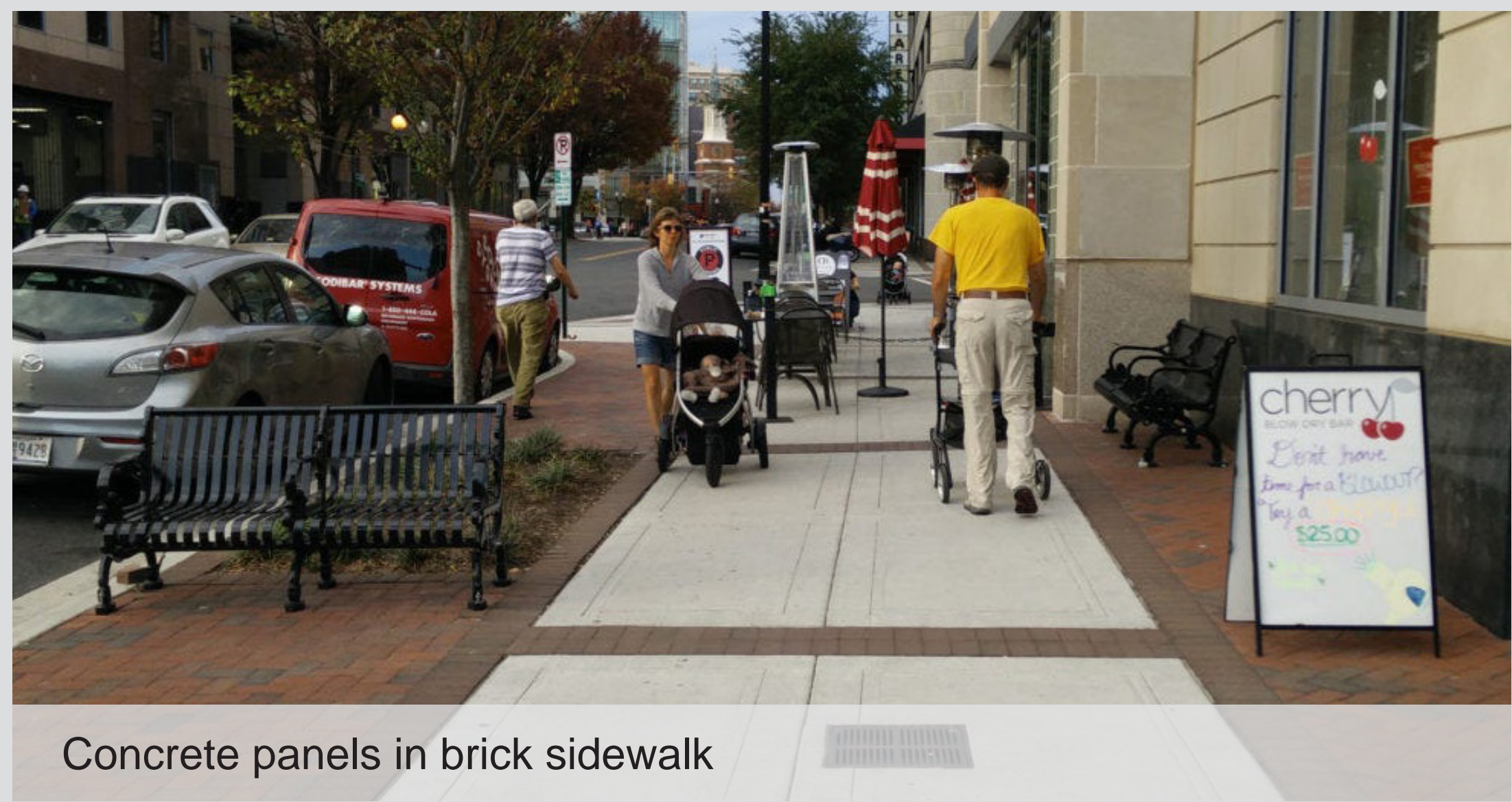
Write your thoughts here



# CITY SPRINGS: PUBLIC REALM - 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**



Concrete panels in brick sidewalk

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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Mixed, warm-tone linear unit pavers

PLACE DOTS HERE

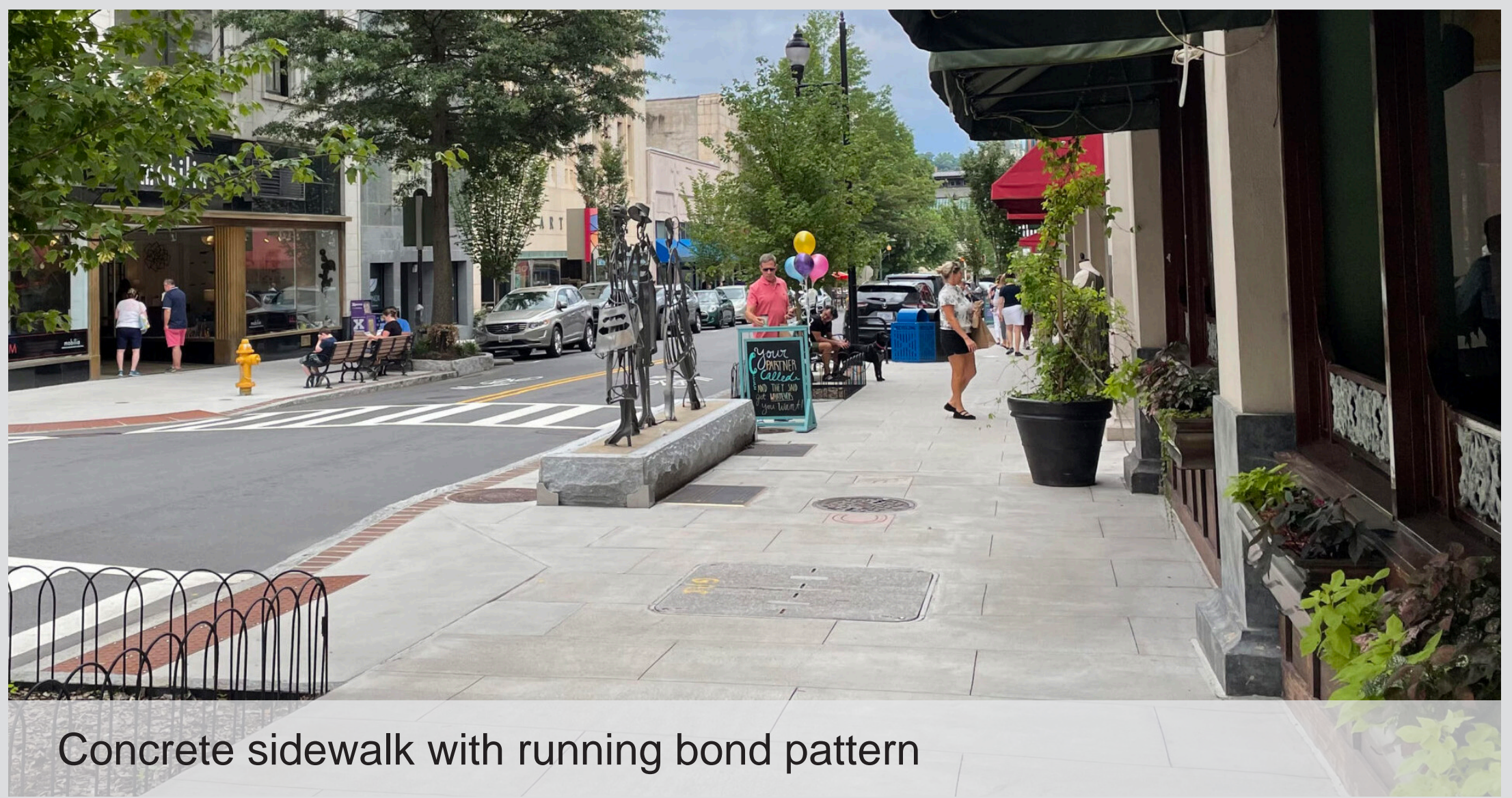
<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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Concrete sidewalk with brick border band and accent

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Concrete sidewalk with running bond pattern

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



Brick panels in concrete sidewalk

PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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Saw-cut joint concrete with brick border and accent bands

PLACE DOTS HERE

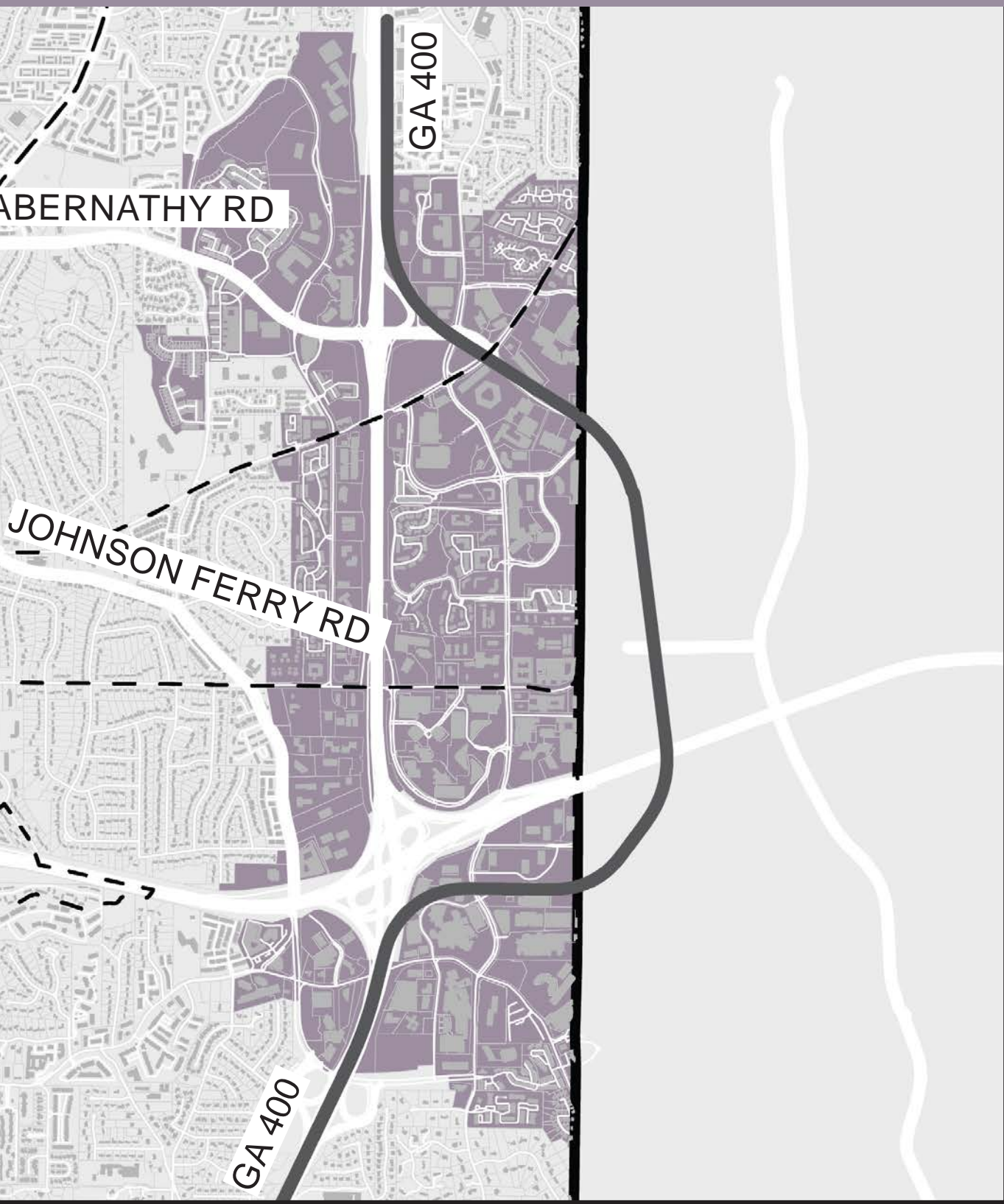
<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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# FOCUS AREA DESIGN CHARACTER: EXISTING CHARACTER

STATION 3 | STAGE 1 FOCUS AREAS

## 3 PERIMETER



## ACTIVITY

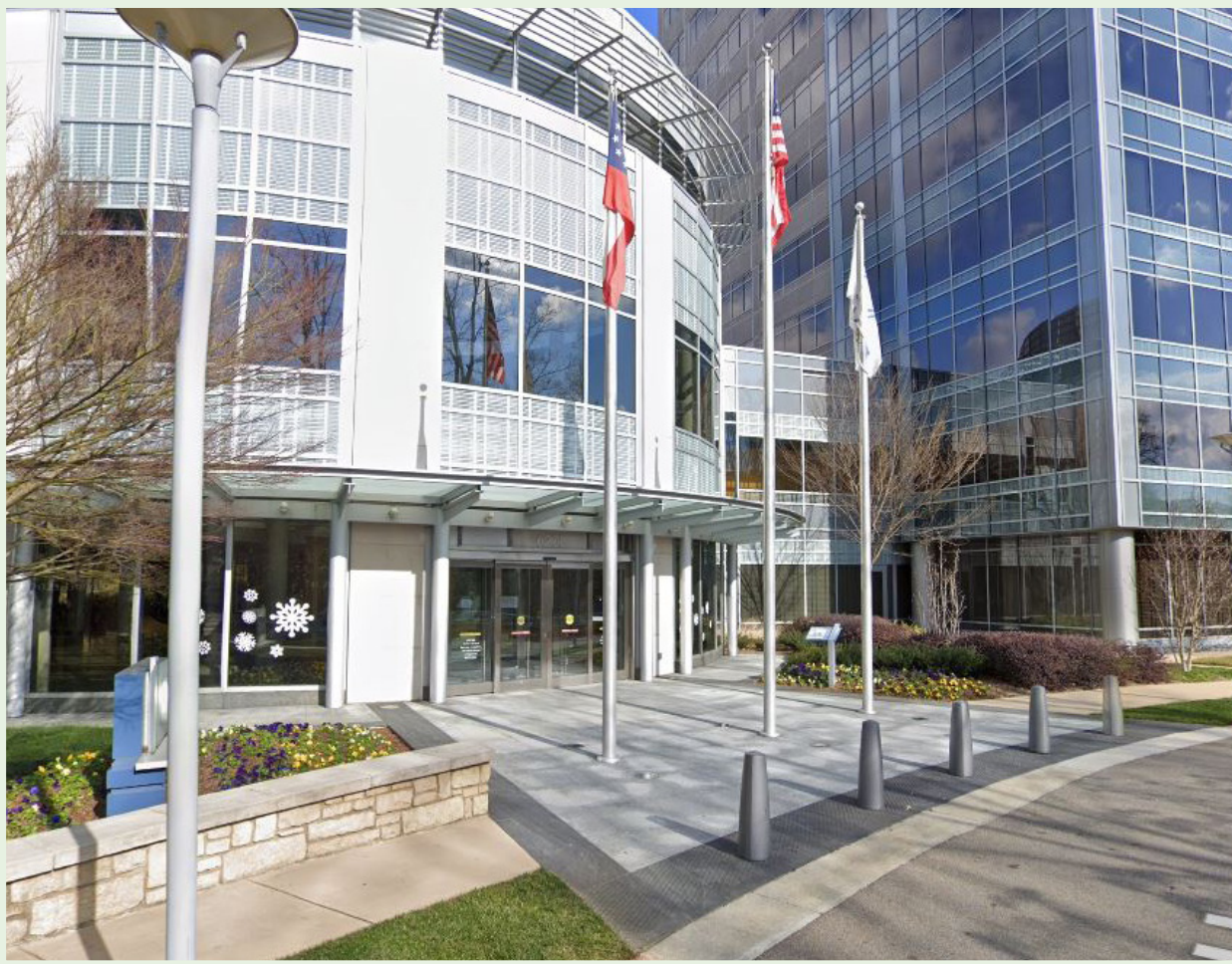
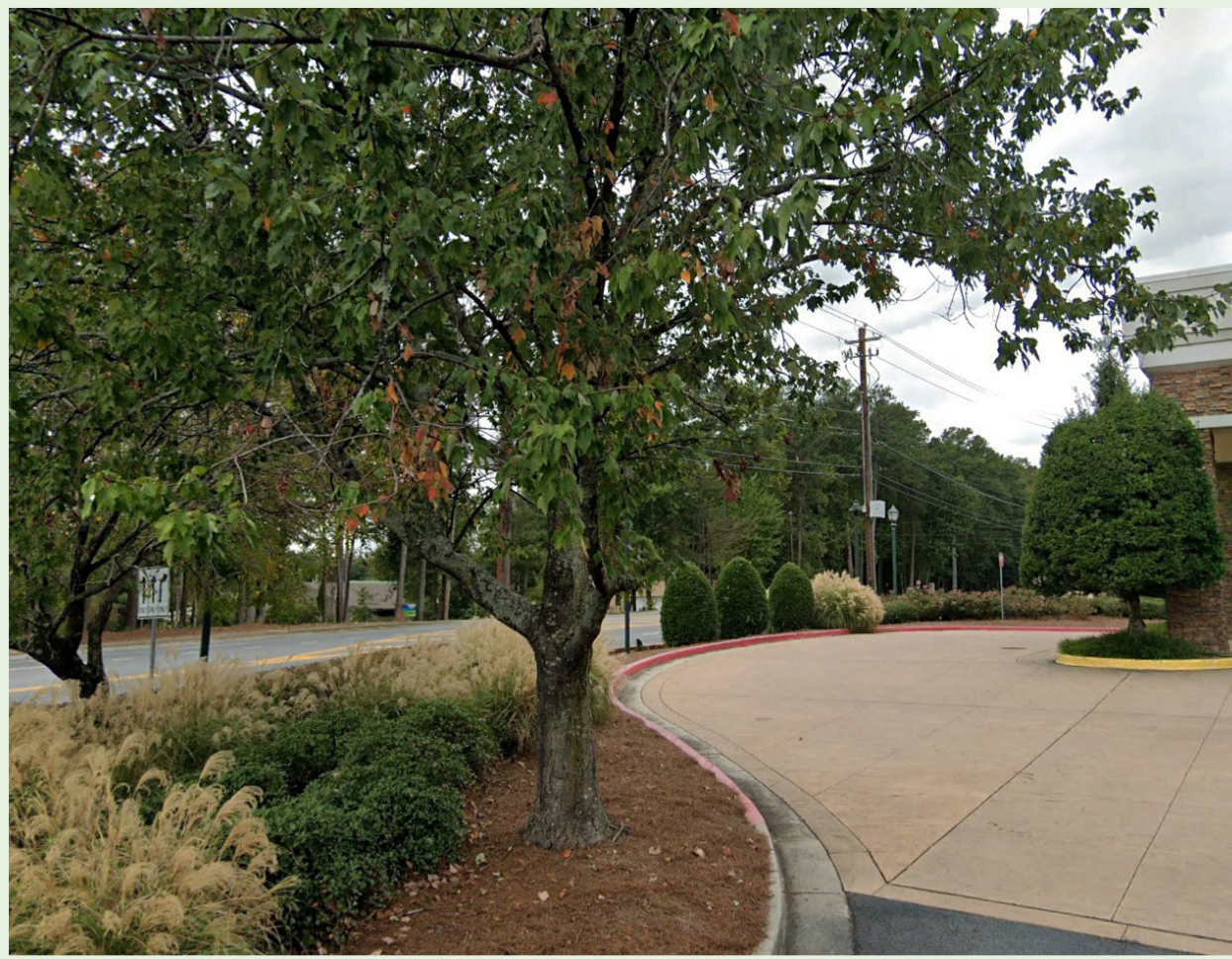
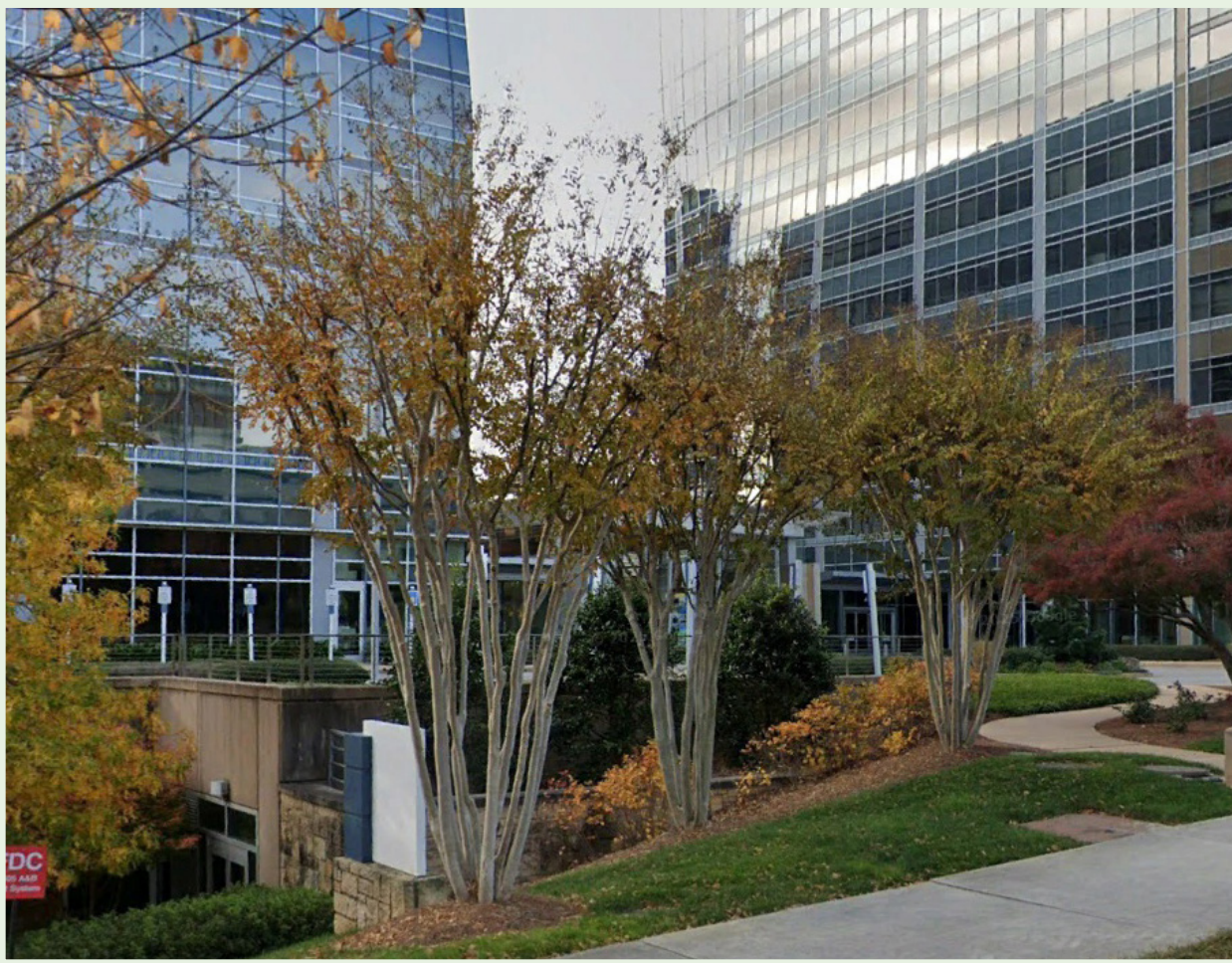
Place a dot on any images that you LIKE (e.g., design approaches that you would like to see continue in this area).

If you would like to share what you LIKE or DISLIKE, please feel free to add your comments on a post-it note and place it next to the relevant image.

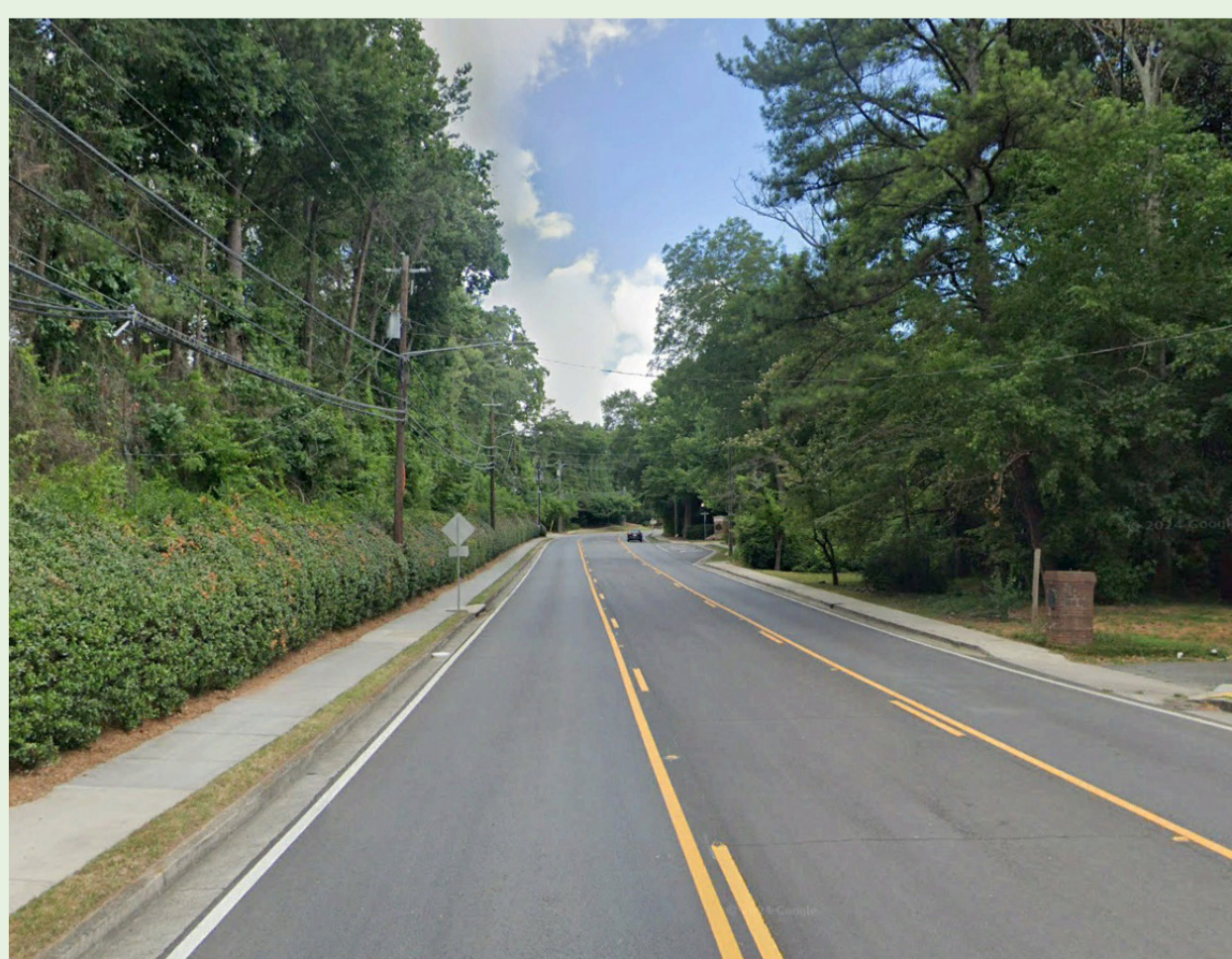
## BUILDING ELEMENTS



## PRIVATE REALM



## PUBLIC REALM





# PERIMETER: BUILDING ELEMENTS

## ELEMENT DEFINITION:

Building elements include massing, articulation of facades, transparency (doors and windows), and material application.

## 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

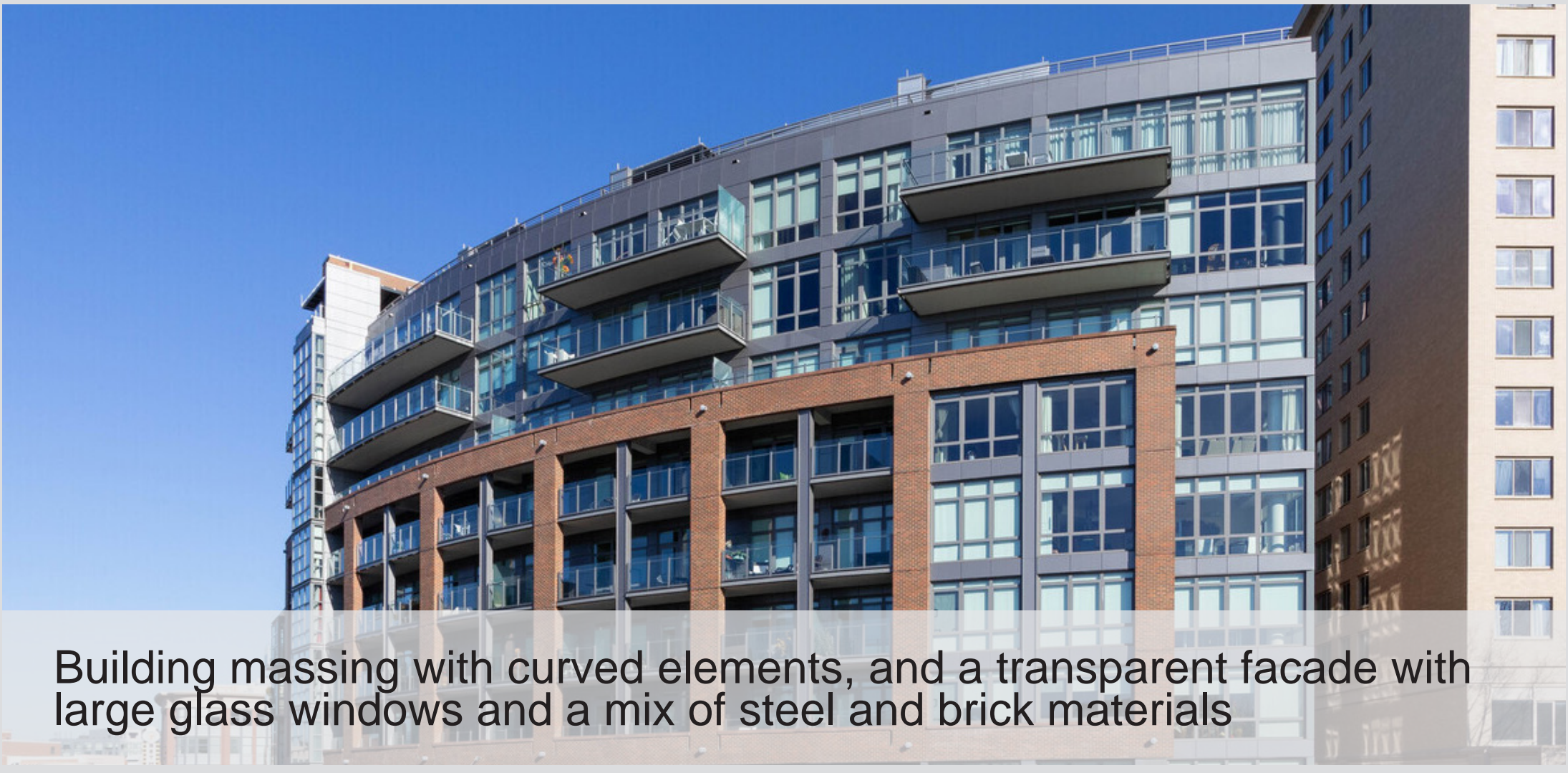
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Building massing with curved elements, and a transparent facade with large glass windows and a mix of steel and brick materials

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Simple massing but transparent and thoughtfully articulated building with the use of large windows and openings

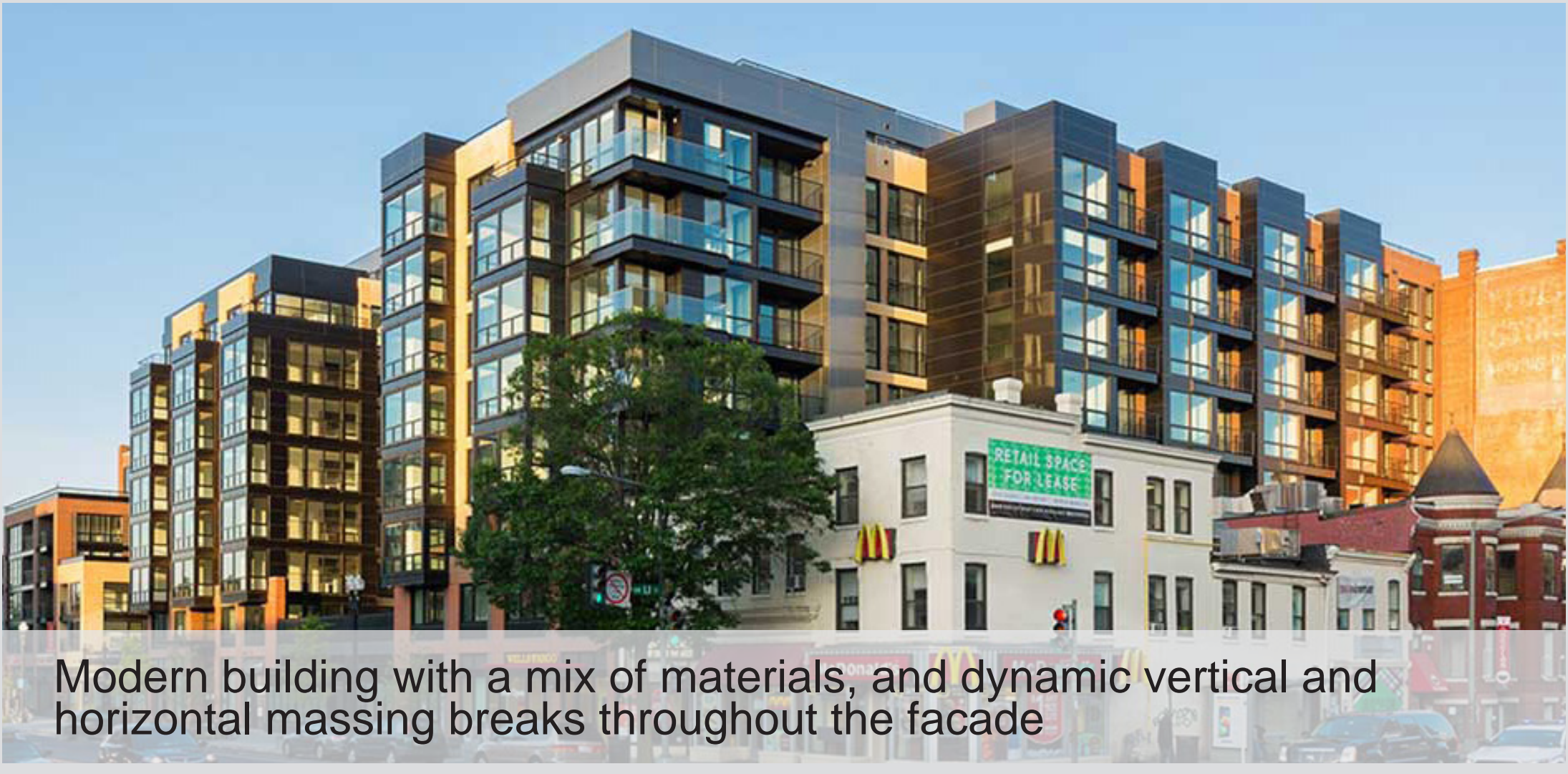
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Modern building with a mix of materials, and dynamic vertical and horizontal massing breaks throughout the facade

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Highly transparent modern building with a mix of steel, glass and wood materials and featuring sleek vertical and horizontal elements.

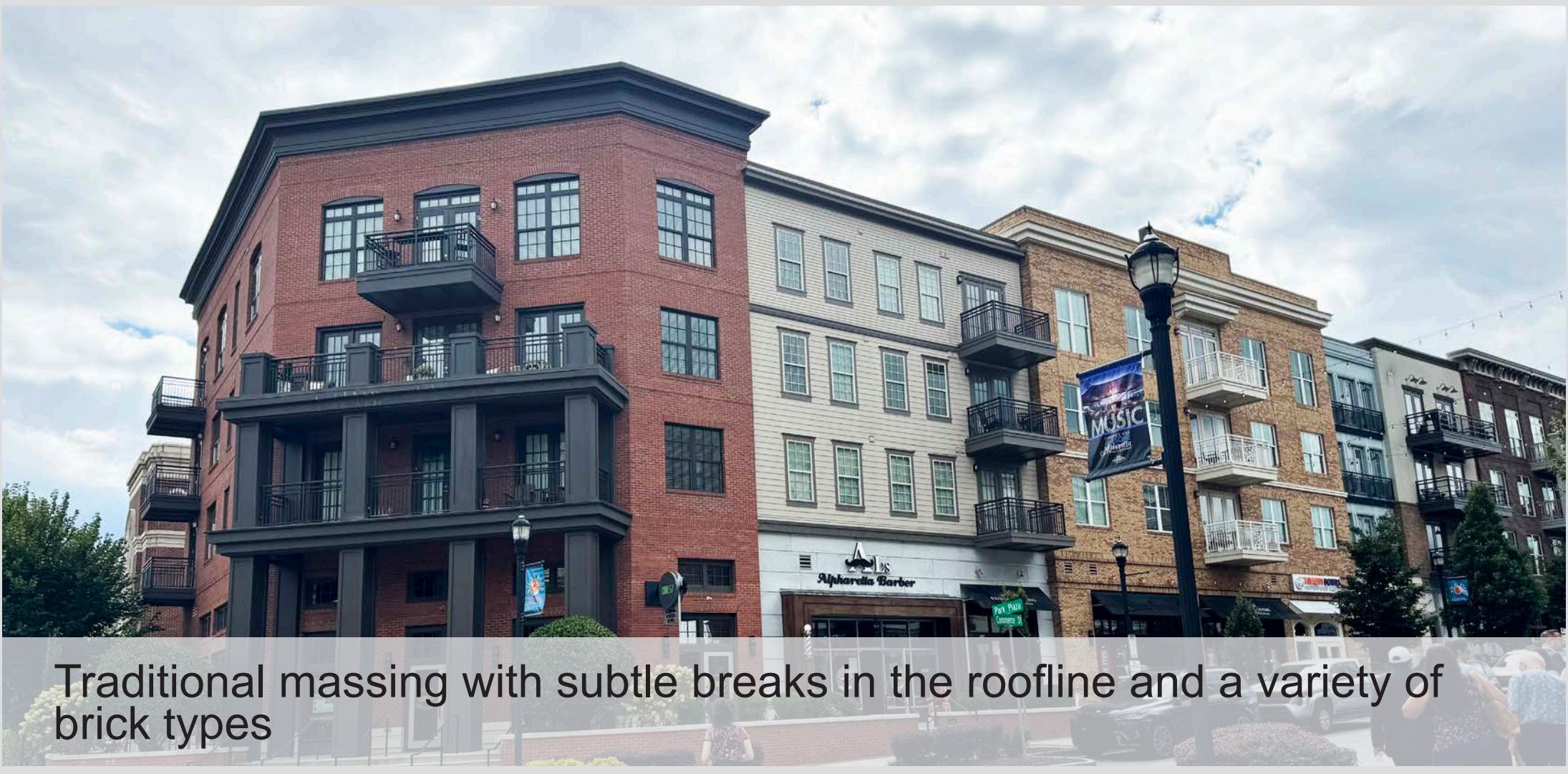
PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



Traditional massing with subtle breaks in the roofline and a variety of brick types

PLACE DOTS HERE

### WHAT I LIKE...

Write your thoughts here

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

Write your thoughts here



# PERIMETER: 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

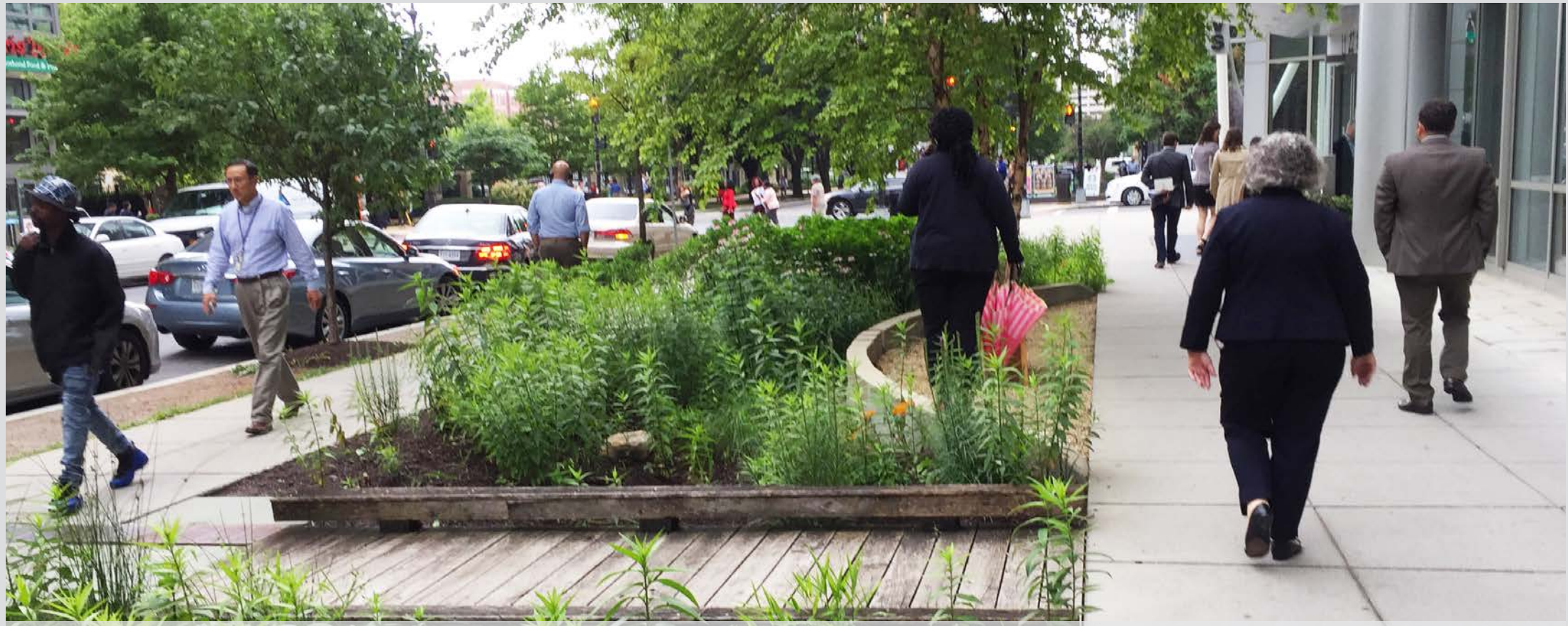


Building zone plantings along sidewalk

PLACE DOTS HERE

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

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



Pedestrian pathway and stormwater plantings, with connections to sidewalk

PLACE DOTS HERE

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

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



Seat walls and plantings separating building frontage from sidewalk

PLACE DOTS HERE

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

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

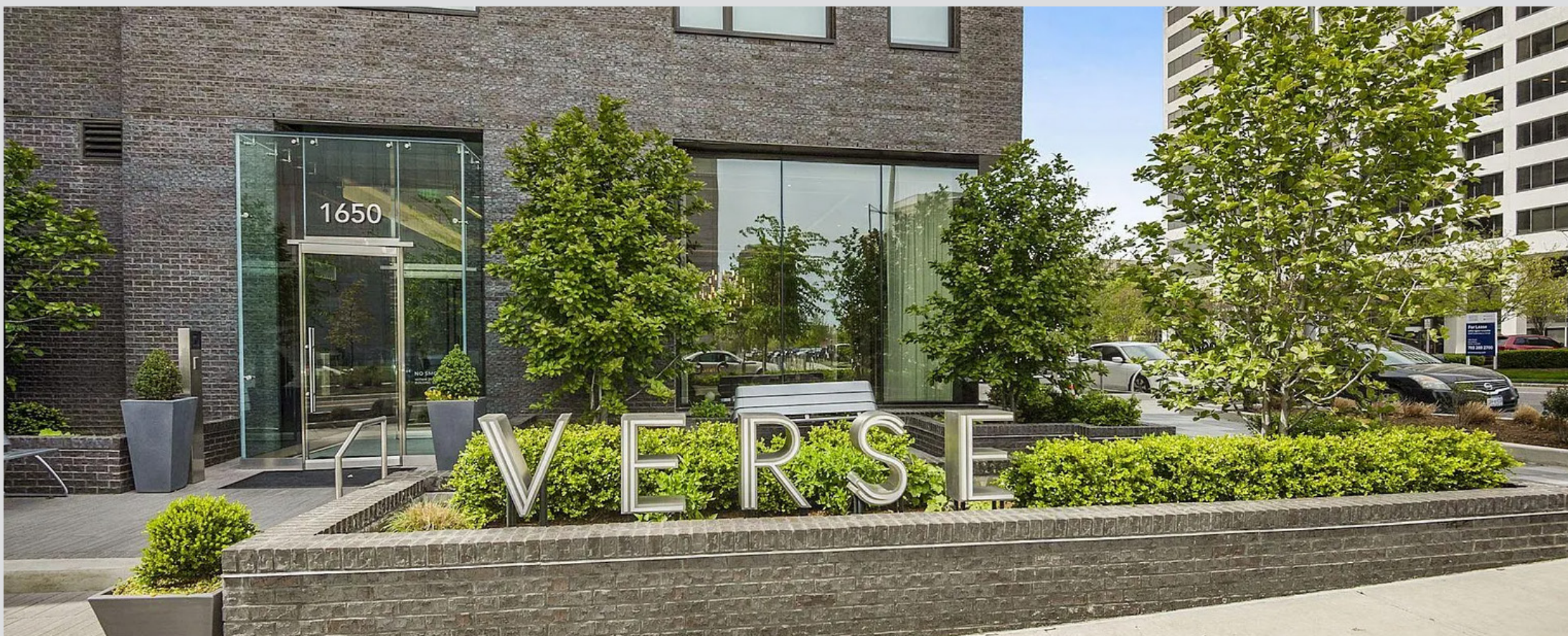


Open storefront with recessed entrance, awnings, and seating adjacent to the sidewalk

PLACE DOTS HERE

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

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



Residential building set back from the sidewalk with seat wall, plantings, and signage adjacent to the sidewalk

PLACE DOTS HERE

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

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



Seating nook with outdoor dining space and plantings

PLACE DOTS HERE


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


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

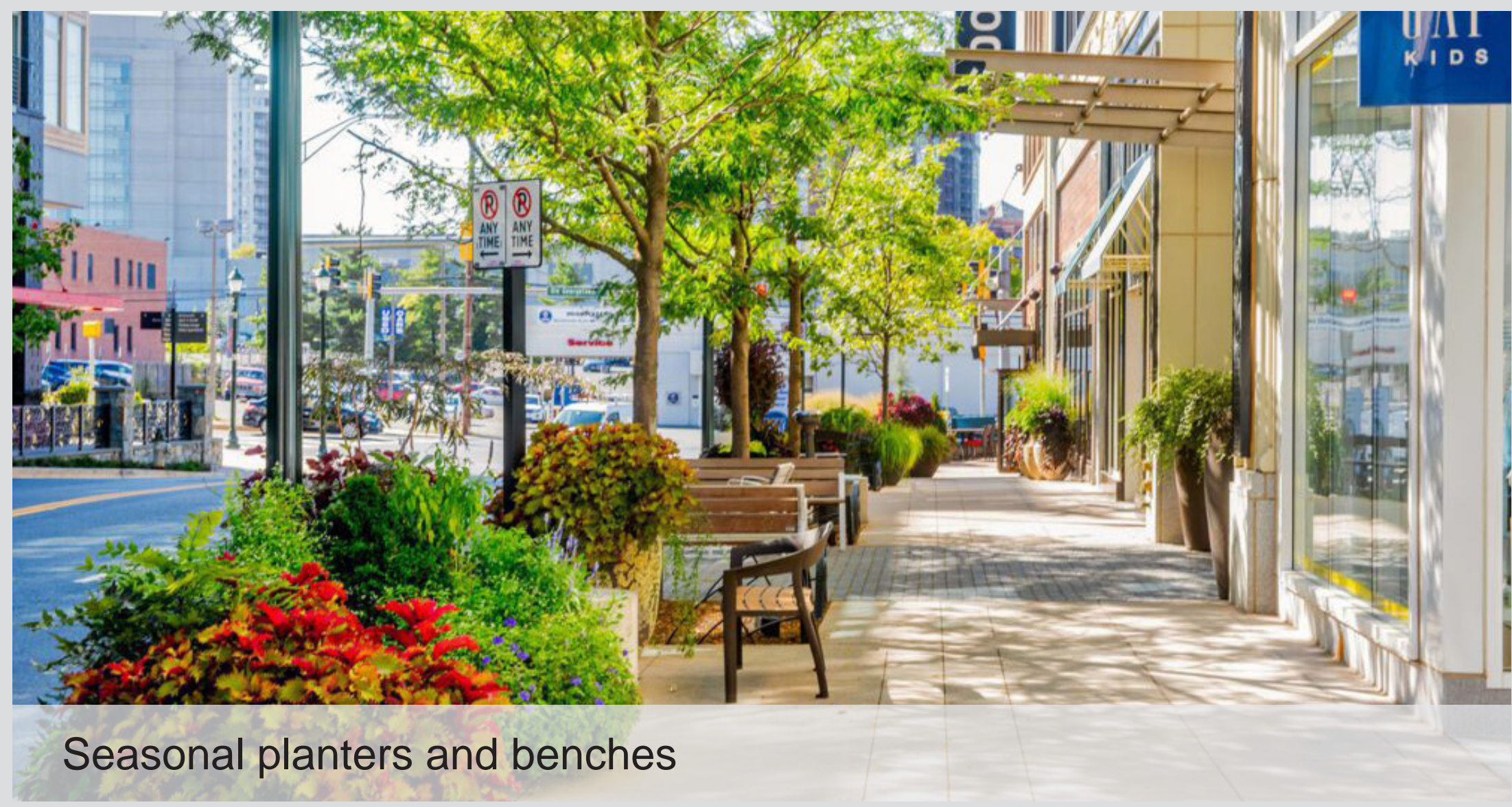


# PERIMETER: PUBLIC REALM - LANDSCAPE PANEL

**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**



PLACE DOTS HERE

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

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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# PERIMETER: PUBLIC REALM - FURNISHINGS

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**



Black classic style bench

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Transitional style light pole

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Black transitional style bench

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Contemporary style light pole

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Silver transitional style bench and trash receptacle

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Green traditional style light pole

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here



WHAT I DON'T LIKE...

Write your thoughts here



# PERIMETER: PUBLIC REALM - 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**

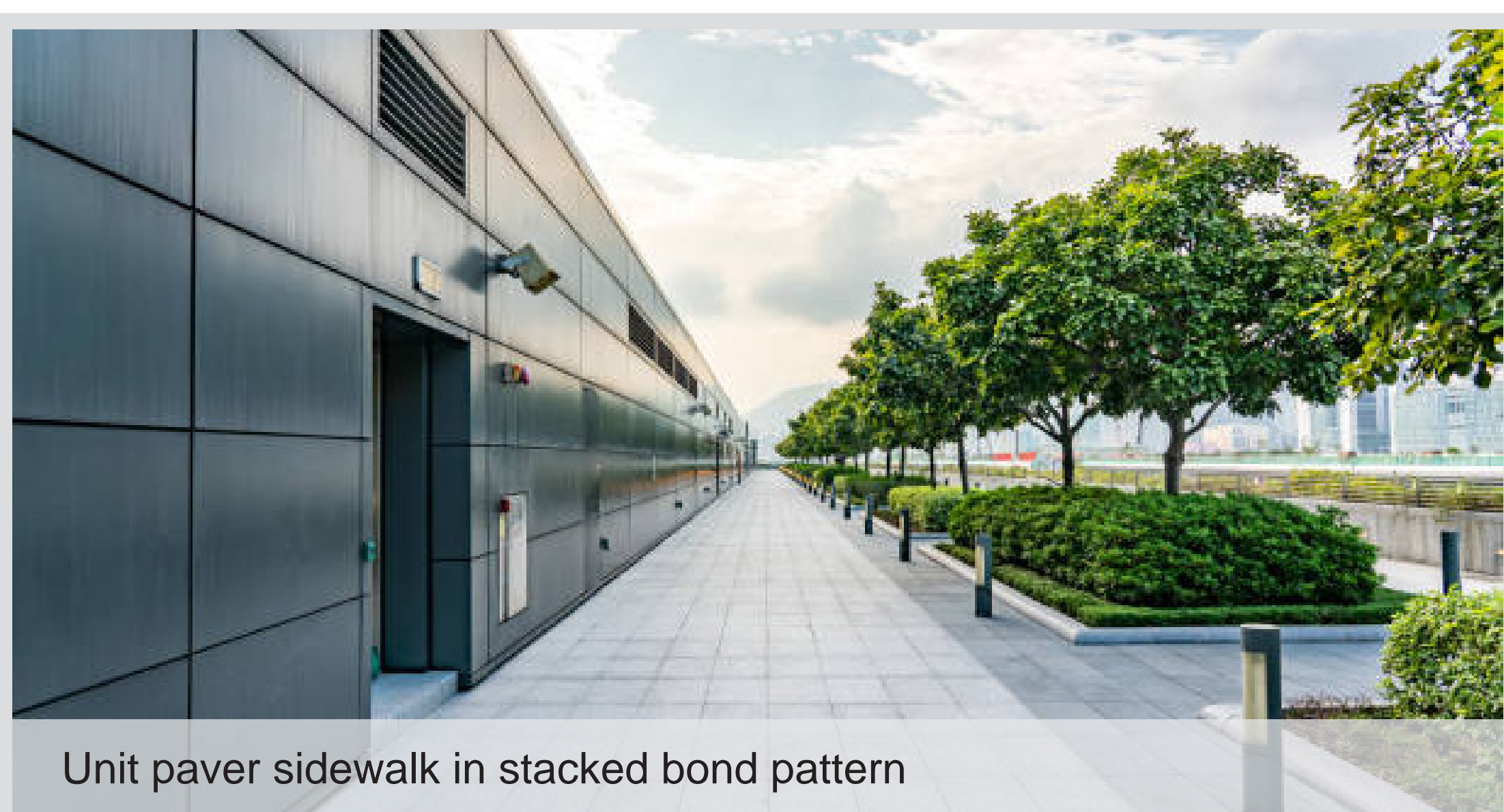


PLACE DOTS HERE

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

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---

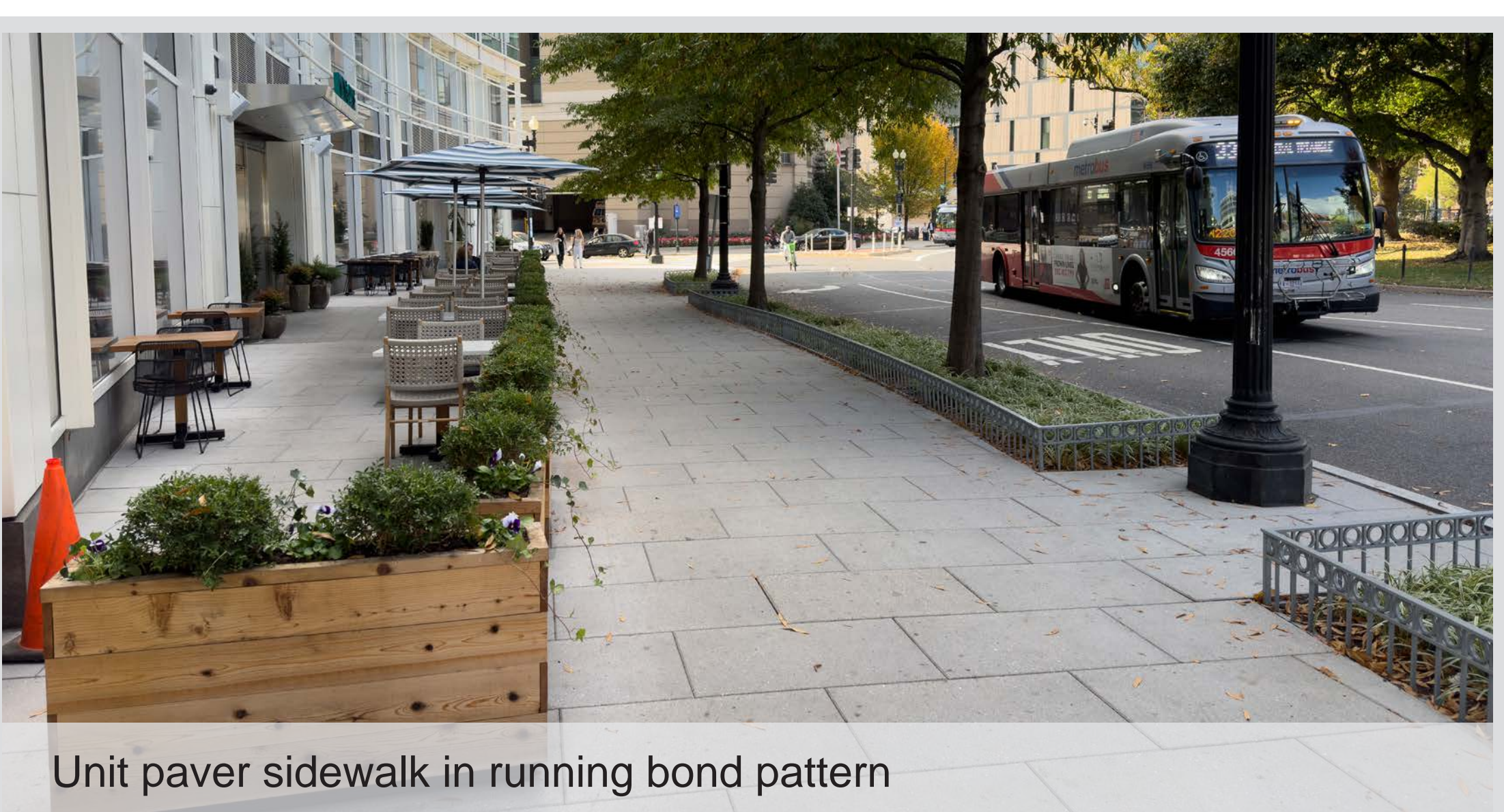


PLACE DOTS HERE

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

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
---	---



PLACE DOTS HERE

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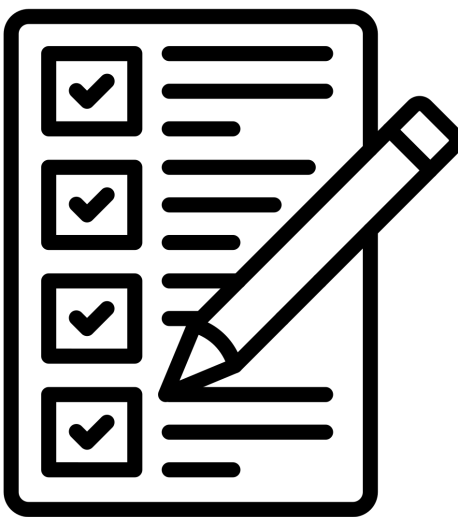
PLACE DOTS HERE

<b>WHAT I LIKE...</b> Write your thoughts here	<b>WHAT I DON'T LIKE...</b> Write your thoughts here
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# WHICH DESIGN ELEMENTS WOULD YOU PRIORITIZE?

STATION 4



WHICH ELEMENTS DO YOU THINK ARE THE MOST IMPORTANT IN DEFINING THE CHARACTER OF SANDY SPRINGS? IF COST/BUDGET WERE AN ISSUE, WHICH ELEMENTS WOULD YOU PRIORITIZE OVER OTHERS? PLEASE REVIEW THE DESIGN ELEMENTS BELOW AND FILL OUT THE SECOND PAGE OF YOUR HANDOUT IN ORDER OF YOUR PRIORITIES.



## BUILDING & PRIVATE REALM ELEMENTS

A



### BUILDING MASSING & ARTICULATION

Overall size and shape of building, and how they are broken up. Includes step-backs, corner treatments, roofline variation, vertical and horizontal elements, etc.

B



### BUILDING MATERIALS

Colors and textures of brick, stone, wood, metal panels, concrete, glass, etc. that define the character of a building.

C



### BUILDING TRANSPARENCY

Elements that let light into a building. It helps create a sense of openness and connection between the inside and outside of the building.

D



### PLANTING AROUND BUILDINGS

Planting / landscaping adjacent to buildings on private property adjacent to the sidewalk.

E



### OUTDOOR AMENITY SPACE / SITE FURNISHING

Publicly-accessible amenity space adjacent to buildings (may include tables and chairs, seating areas, planters, trees, trash receptacles, art features, etc.)



## PUBLIC REALM

A



### LANDSCAPE PANEL / AMENITY ZONE

Area adjacent to the curb for street trees, planting, seating, etc.

B



### STREET FURNISHING

Benches, trash receptacles, bike racks, etc.

C



### LIGHTING

Street lights.

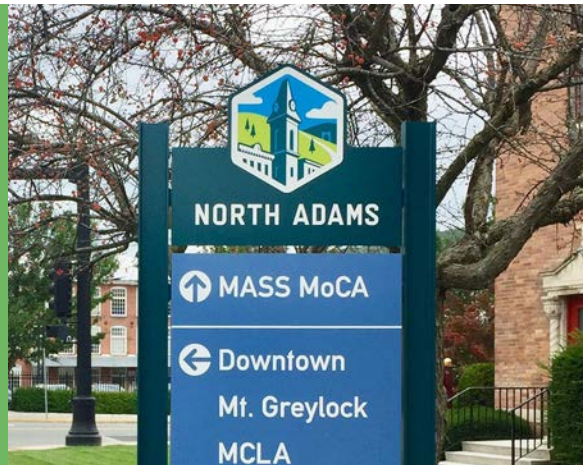
D



### PAVING

Sidewalk paving materials.

E



### SIGNAGE

Wayfinding and gateway signs.



# ADDITIONAL THOUGHTS?

STATION 4

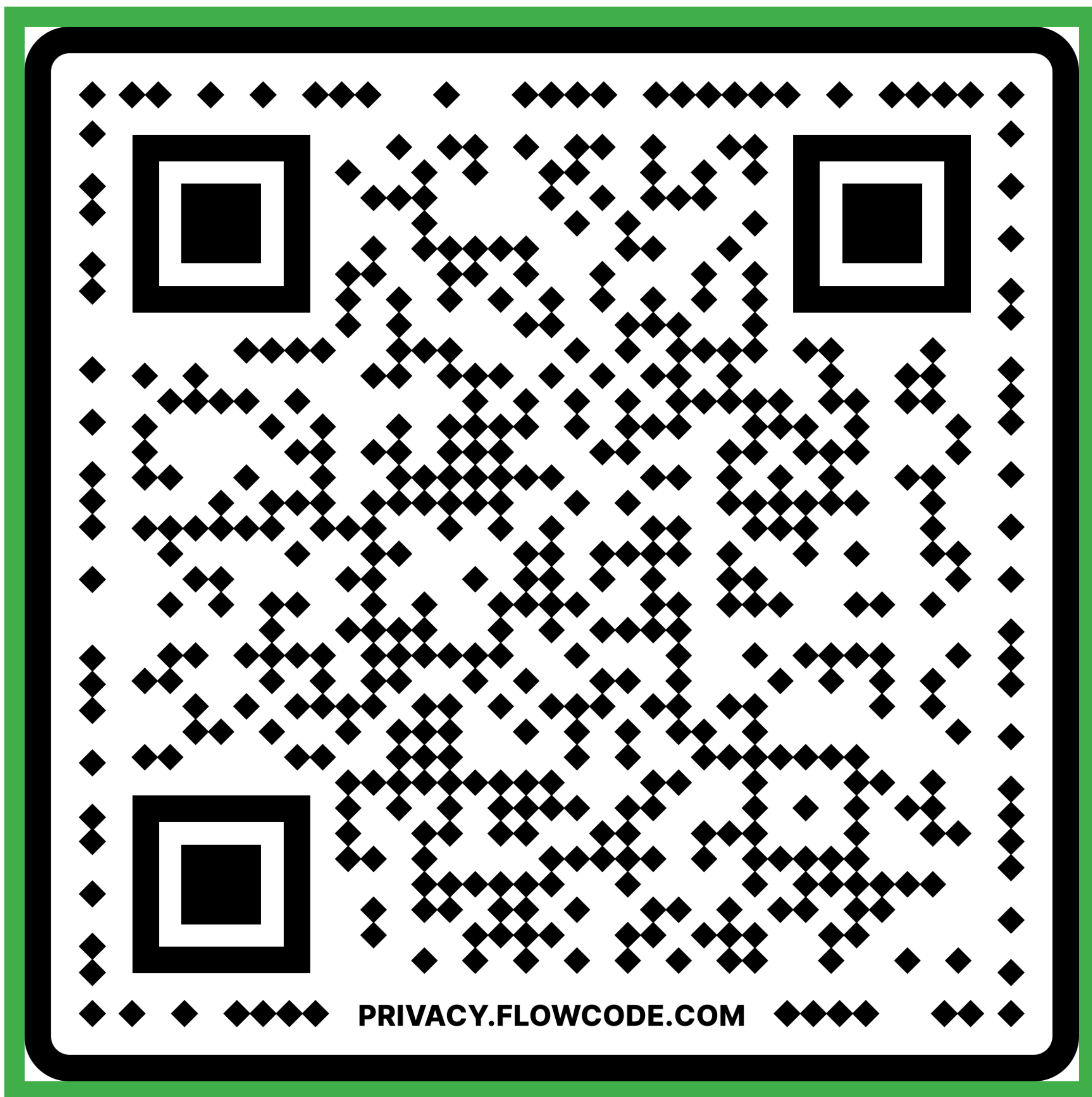
**IF YOU HAVE ADDITIONAL COMMENTS/THOUGHTS FOR THE DESIGN GUIDELINES PROJECT, PLEASE WRITE THEM ON A POST-IT/STICKY NOTE AND PLACE THEM BELOW**

- Additional comments about what you would like to see
- Examples from other places that you would like to share for potential models for Sandy Springs.....



# ADDITIONAL FEEDBACK?

To provide additional feedback on today's activities, please **add your feedback to the online survey** by scanning the QR code below.



THANK YOU FOR ATTENDING TONIGHT'S OPEN HOUSE

**website: [spr.gs/design](https://spr.gs/design)**

## FOR ADDITIONAL INFORMATION & COMMENTS:

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