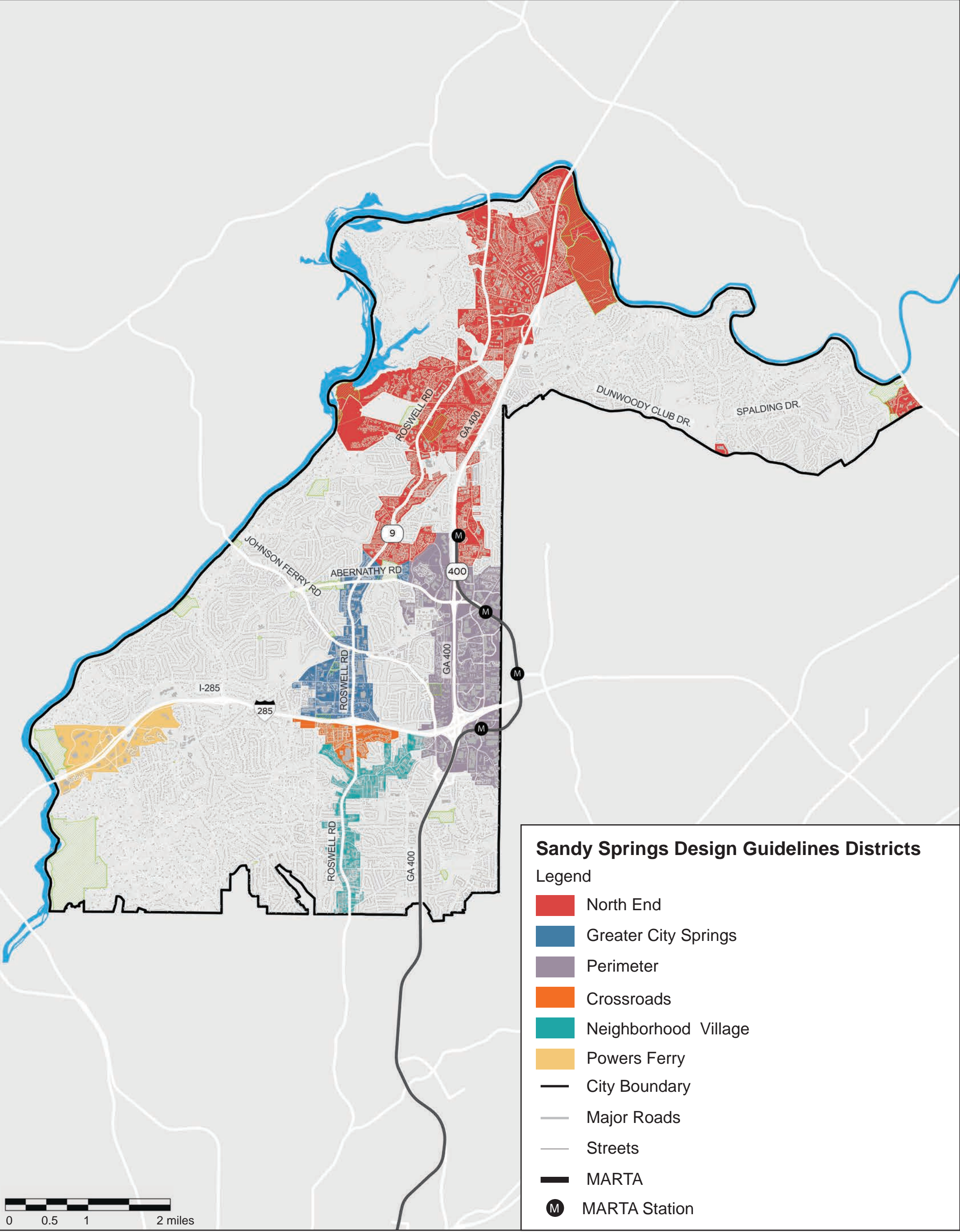


WELCOME

SANDY SPRINGS DESIGN GUIDELINES FOR COMMERCIAL DISTRICTS - OPEN HOUSE

AUGUST 21, 2025

DESIGN GUIDELINES: 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**
Overall framework and guidelines to define Sandy Spring's design character based on feedback received to date.
- 3 STAGE 1 FOCUS AREAS**
Summary of feedback received and area-specific design approach to Stage 1 Focus Areas
- 4 STAGE 2 FOCUS AREAS**
An activity to understand your preferred design approach for a range of building and site elements in the focus areas for Stage 2
- 5 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.

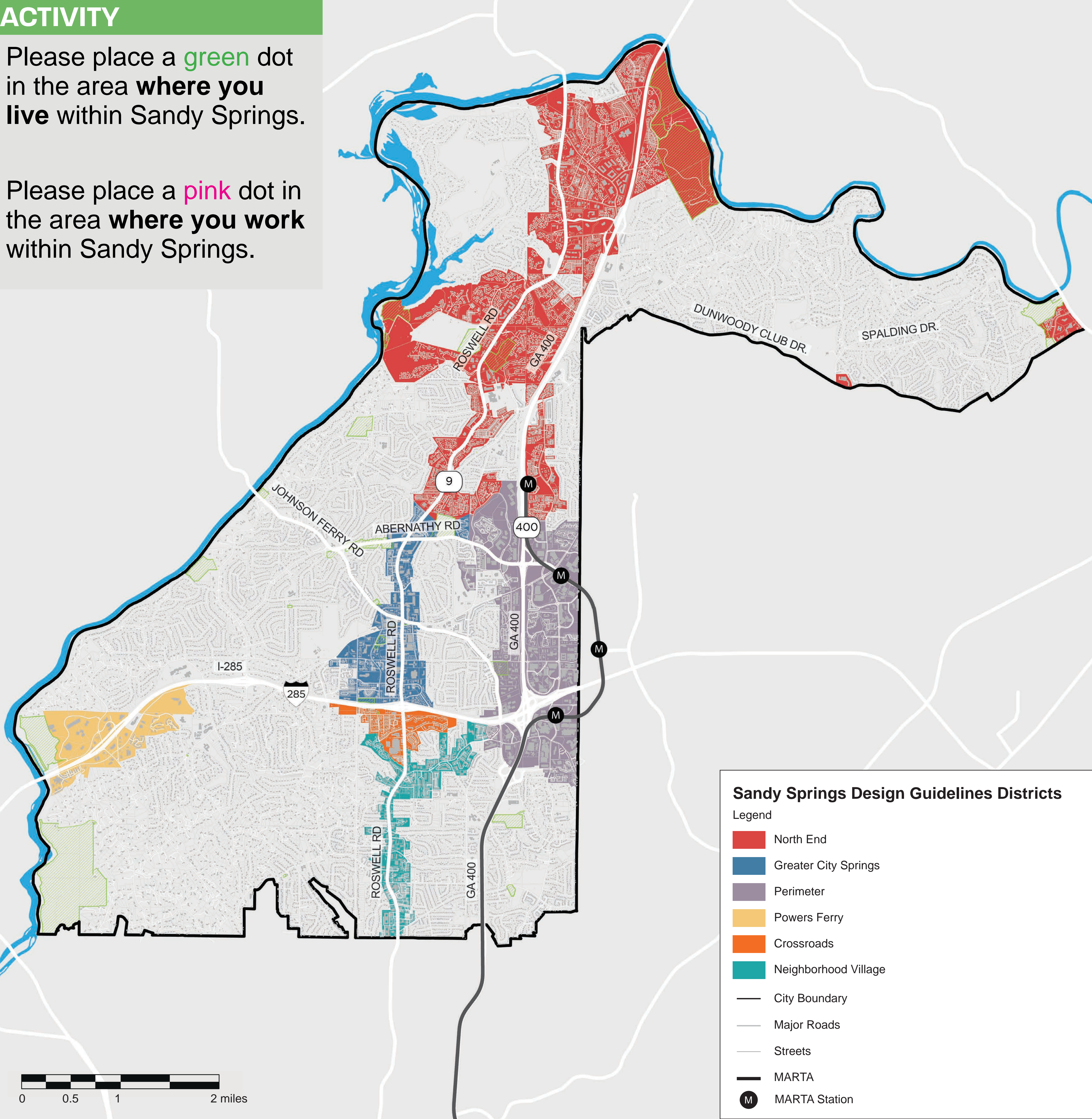
The guidelines will build on standards included in the Development Code and Technical Manual by providing additional design direction for building features, building sites, landscaping, streetscapes, and other elements that shape the appearance and experience of Sandy Springs’ commercial and mixed-use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



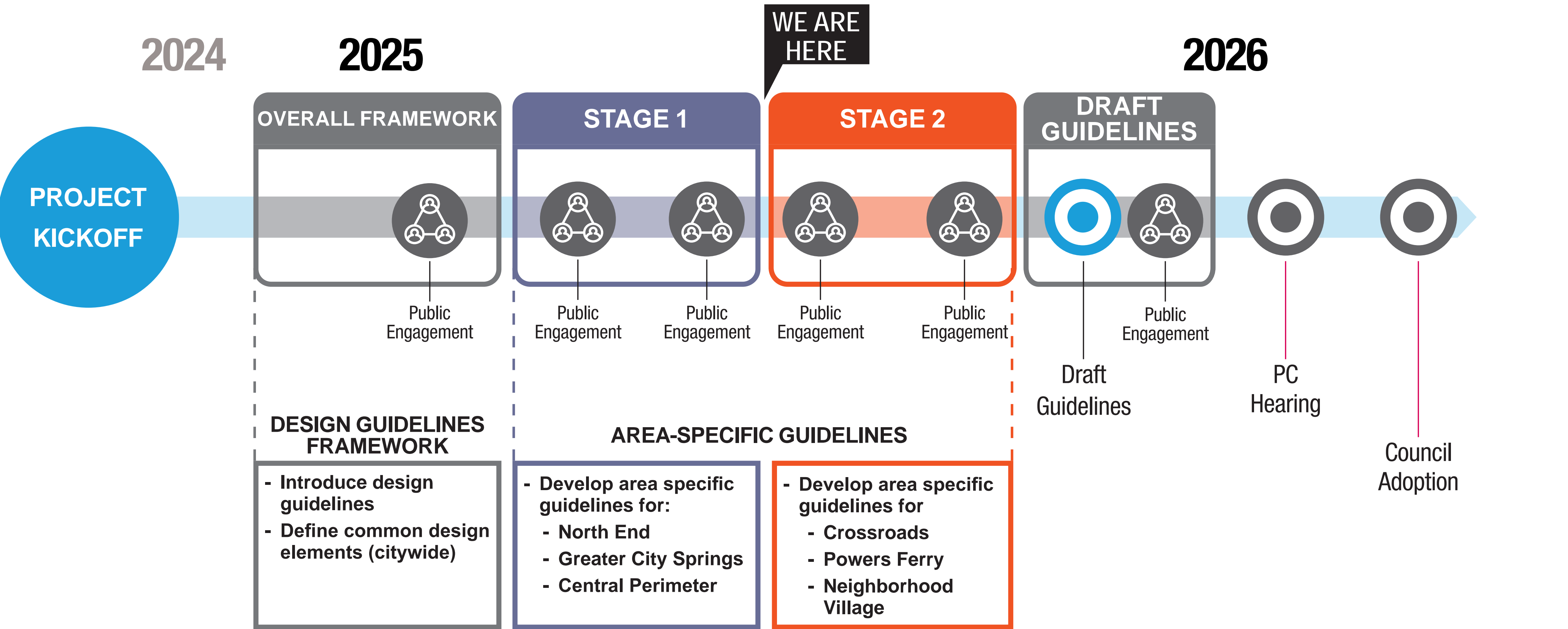
PURPOSE OF TODAY'S MEETING

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

PURPOSE OF TODAY'S MEETING

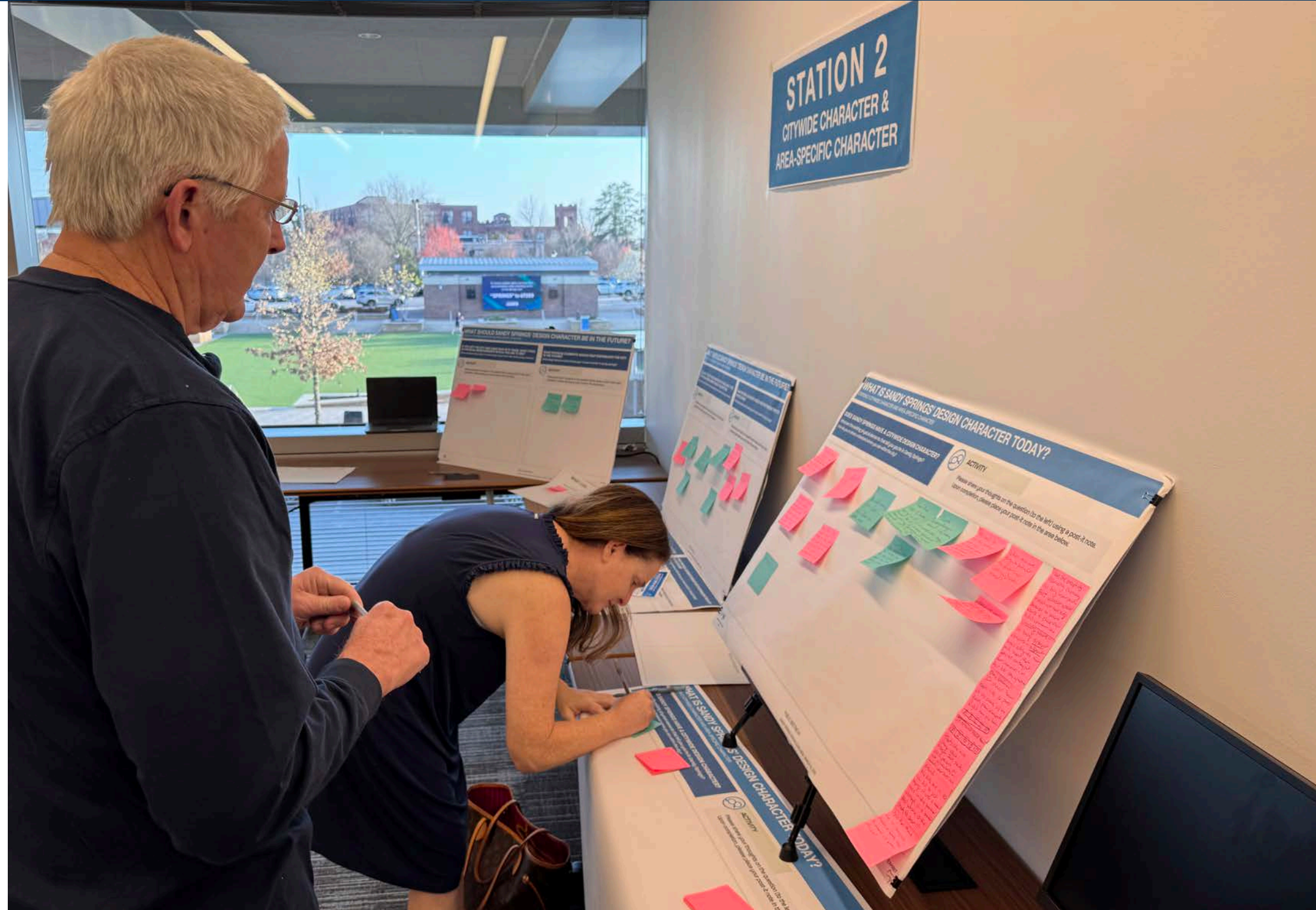
1. Share community feedback received to date on Stage 1 Areas.
2. Share progress of Design Guidelines since prior round of public engagement including:
 - Vision and Overall Framework
 - Stage 1 Areas: Draft Framework
3. Introduce Stage 2 areas and receive feedback on desired design character

TIMELINE OF DESIGN GUIDELINES PROCESS



HOW THIS MEETING BUILDS ON PREVIOUS PUBLIC ENGAGEMENT

- During the March and May open houses and accompanying online surveys, we heard from the Sandy Springs community about the design character they envision for the city as a whole as well as for Stage 1 Areas (North End, City Springs, and Perimeter).
- Today's meeting will follow up on the feedback received at the May meeting and share progress developing an overall framework for the guidelines. We will also begin defining the desired design character for the three Stage 2 focus areas (Crossroads, Neighborhood Village, and Powers Ferry), exploring how the physical character of these areas can be expressed through the design of buildings and sidewalk areas.



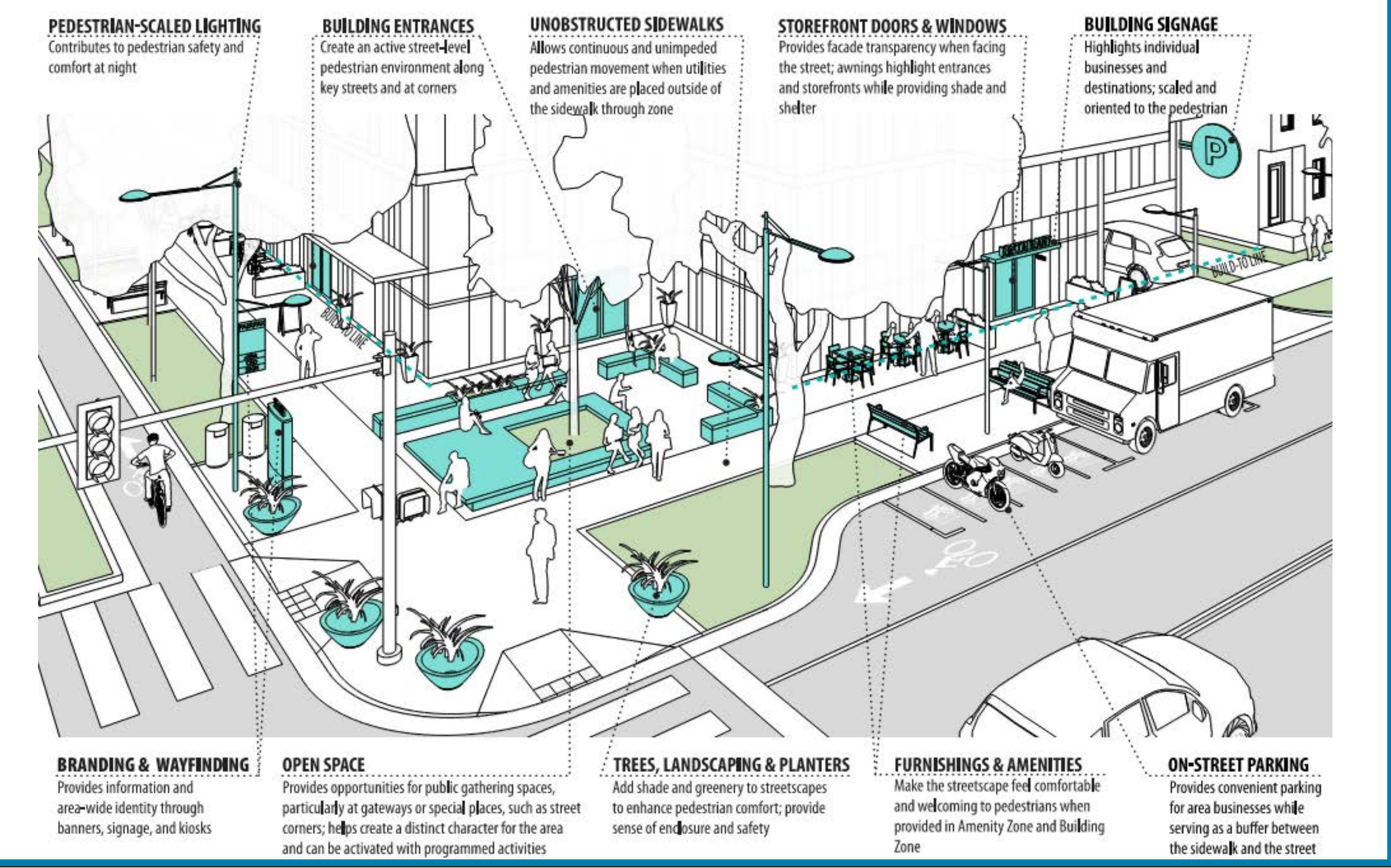
DESIGN GUIDELINE EXAMPLES

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.



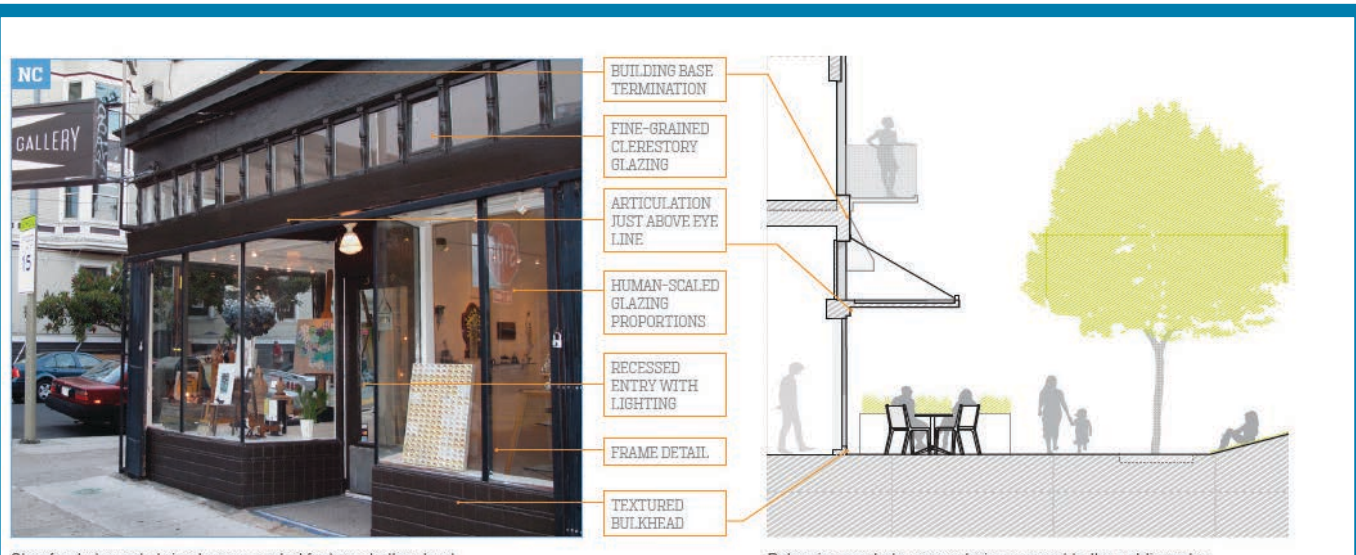
Neighborhood commercial areas typically express a strong residential character above the ground floor.

BUILDING DIAGRAMS

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



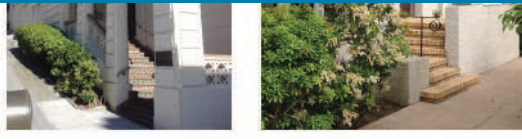
Window and doorway systems should be similar in proportion, scale, and amount to nearby structures.



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.
- 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.
 - 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



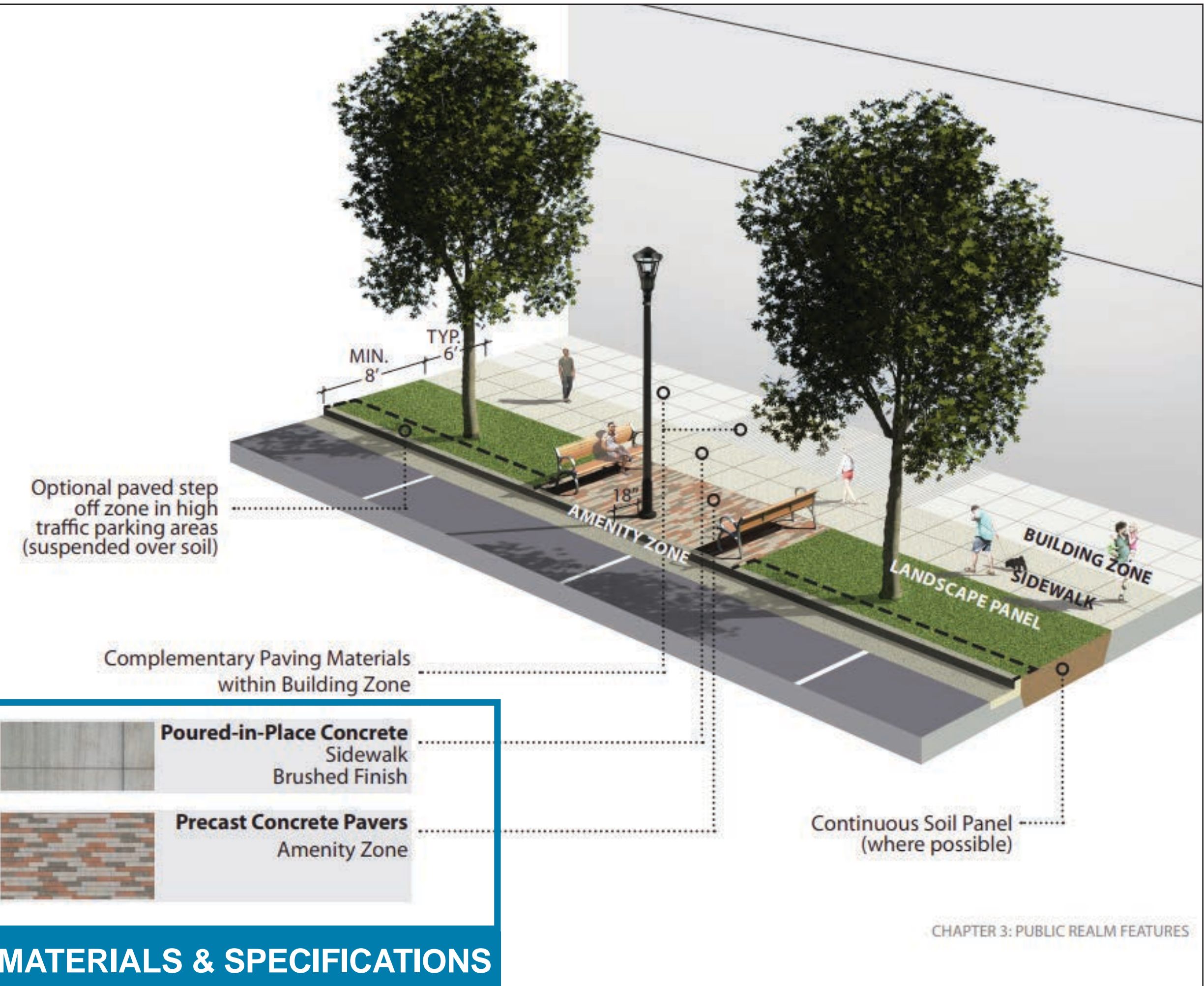
SAMPLE OPTIONS:
• (LEFT) Victor Stanley: BRWS-101 | (RIGHT) Landscape Forms: Ring



BUILDING DESIGN

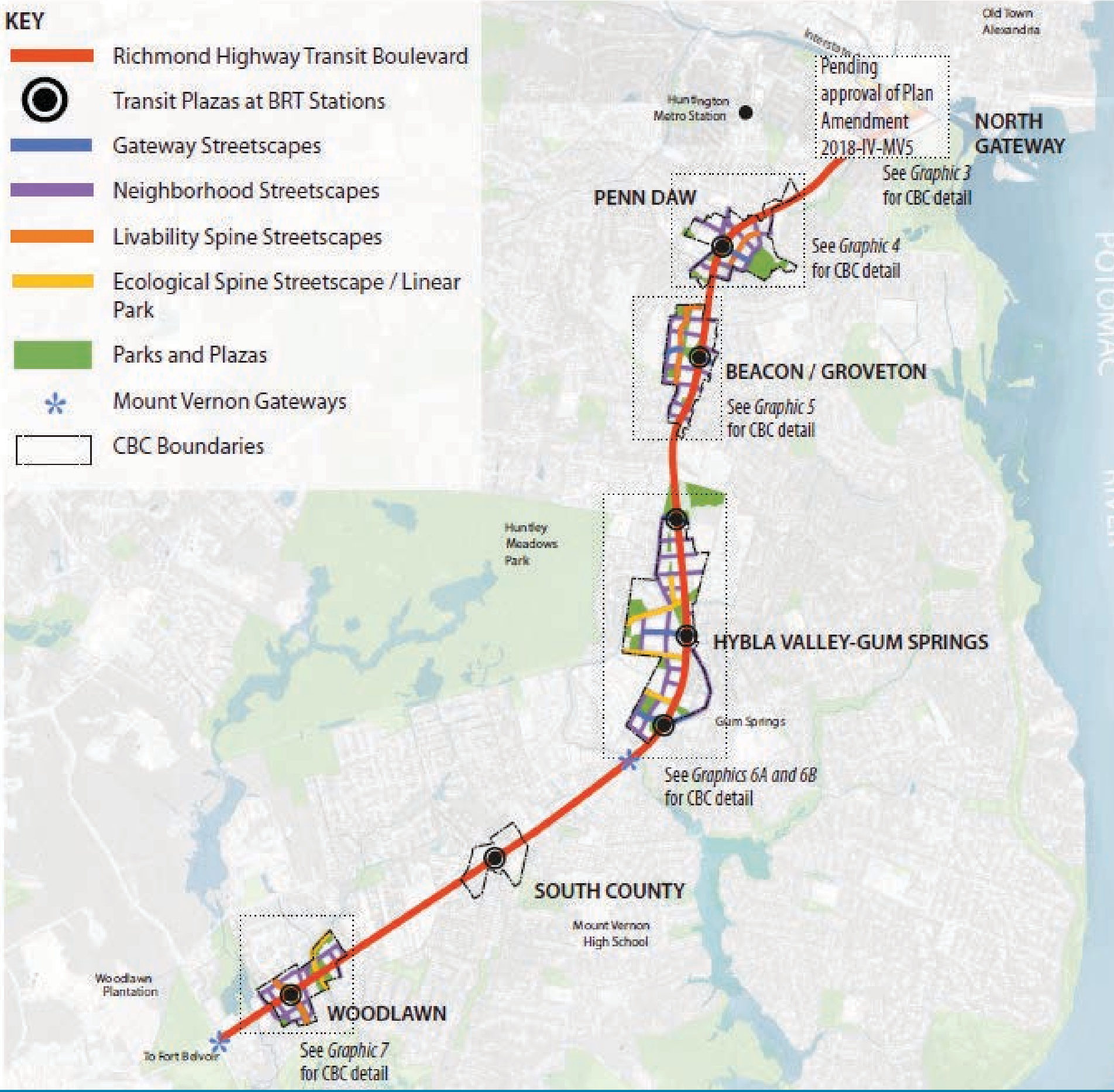


STRATEGIES & PRECEDENT IMAGES



MATERIALS & SPECIFICATIONS

DESIGN GUIDELINES FOR INDIVIDUAL DISTRICTS

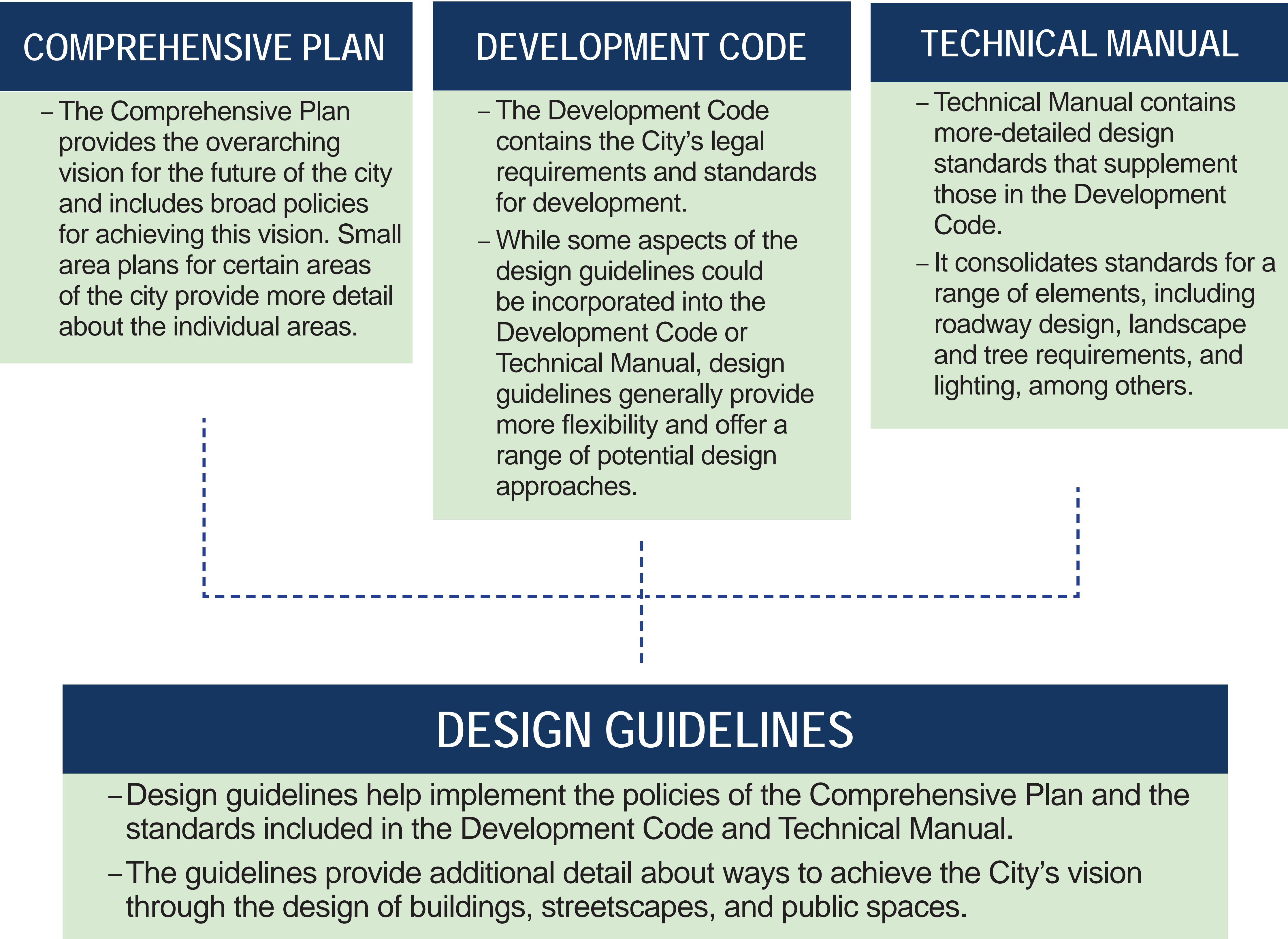


RELATIONSHIP BETWEEN DESIGN GUIDELINES, ZONING, & THE COMPREHENSIVE PLAN




STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

WHAT ARE DESIGN GUIDELINES?

COMPARED TO COMPREHENSIVE PLAN + DEVELOPMENT CODE + TECHNICAL MANUAL



DESIGN GUIDELINES ELEMENTS

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

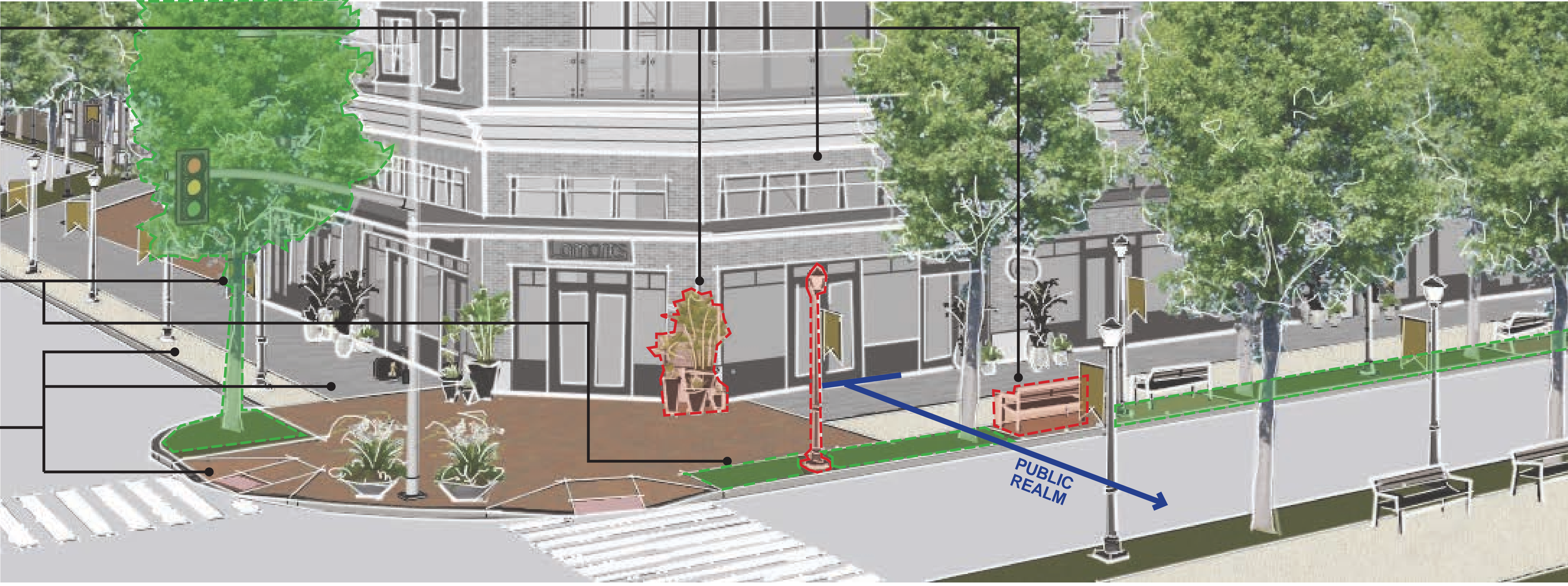
PUBLIC & PRIVATE REALM ELEMENTS & TERMINOLOGY

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

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**

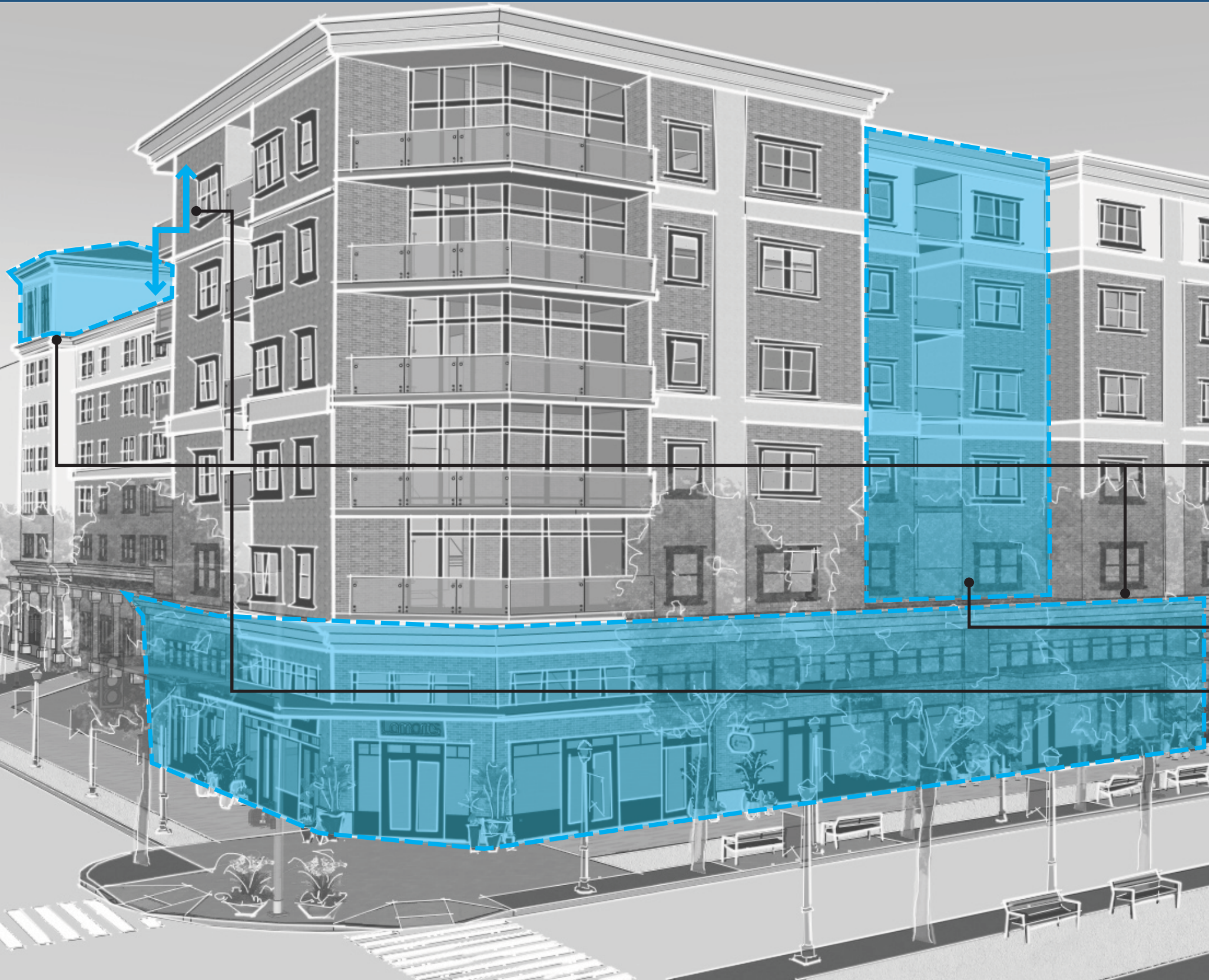
PRIVATE REALM ELEMENTS



BUILDING ELEMENTS & TERMINOLOGY

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

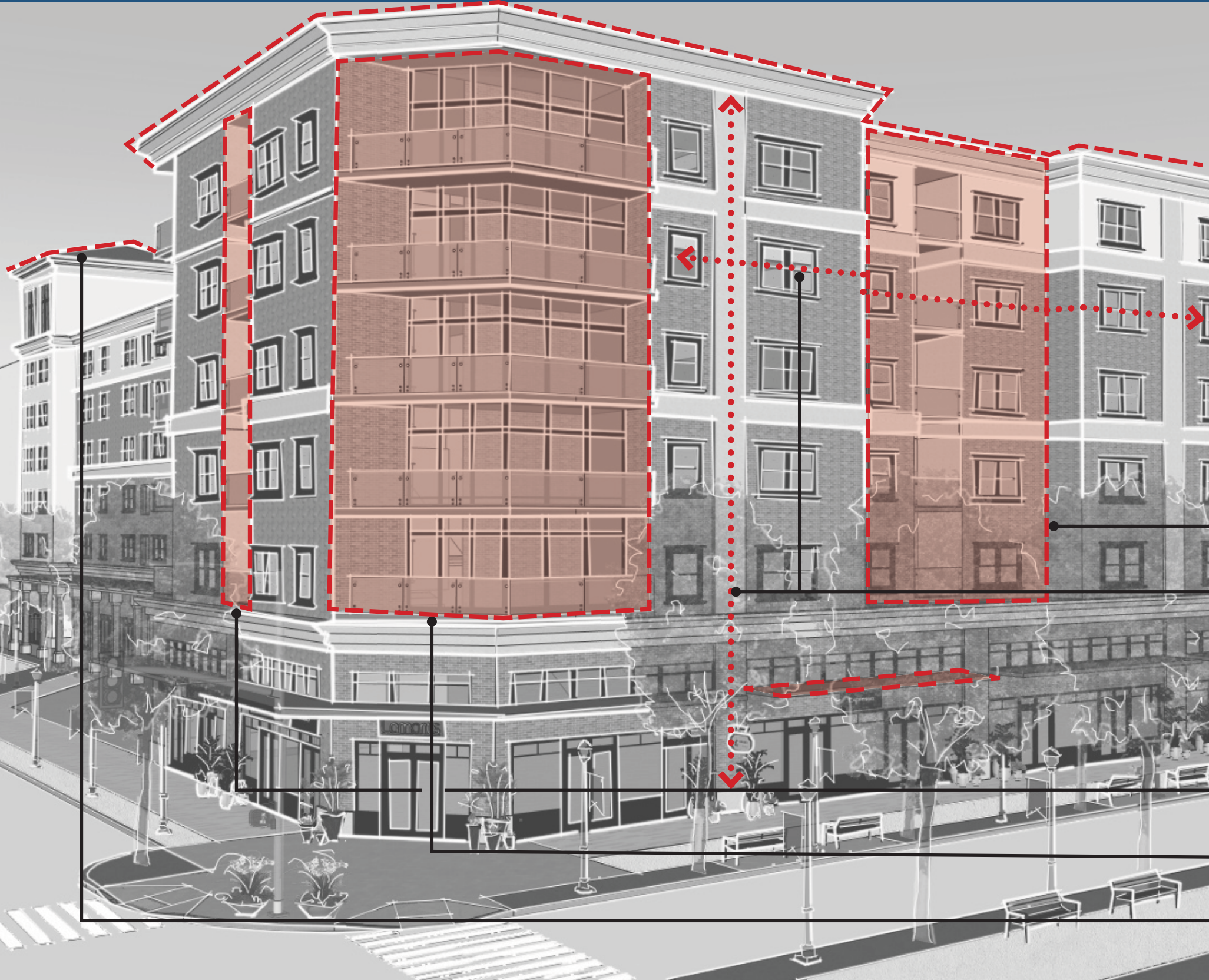
MASSING



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.

WHAT WE HEARD: PUBLIC MEETING #1 & SURVEY

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

PRELIMINARY FEEDBACK



53
Stakeholder
Meeting
Participants



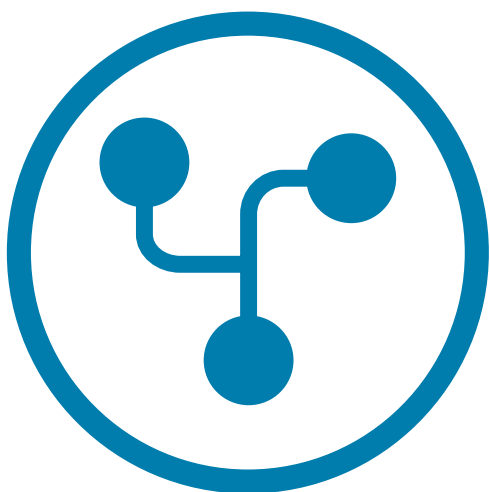
47
Public Meeting
Participants

Meeting #1: 22
Meeting #2: 25



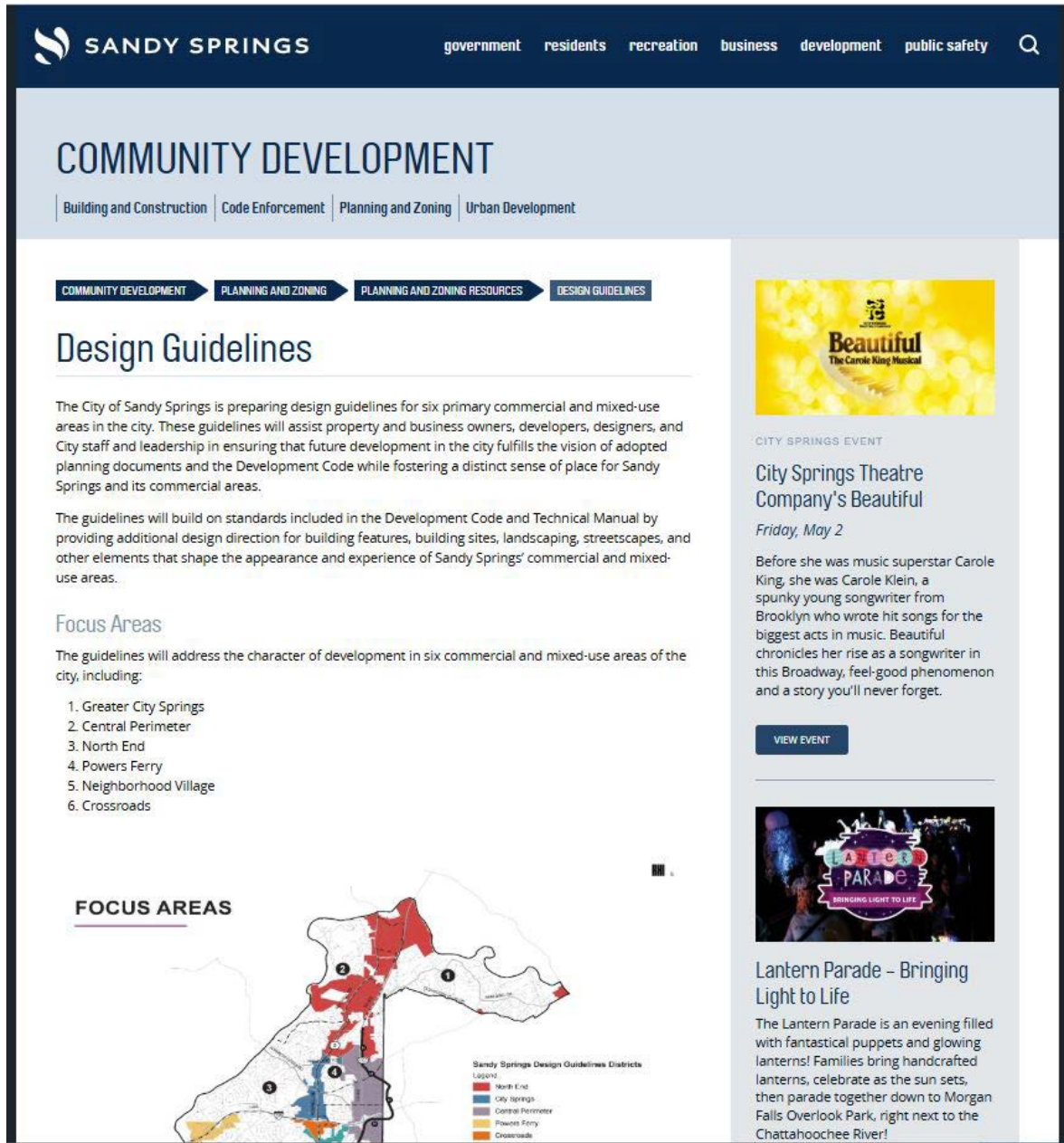
82
Survey
Respondents

Survey #1: 31
Survey #2: 51

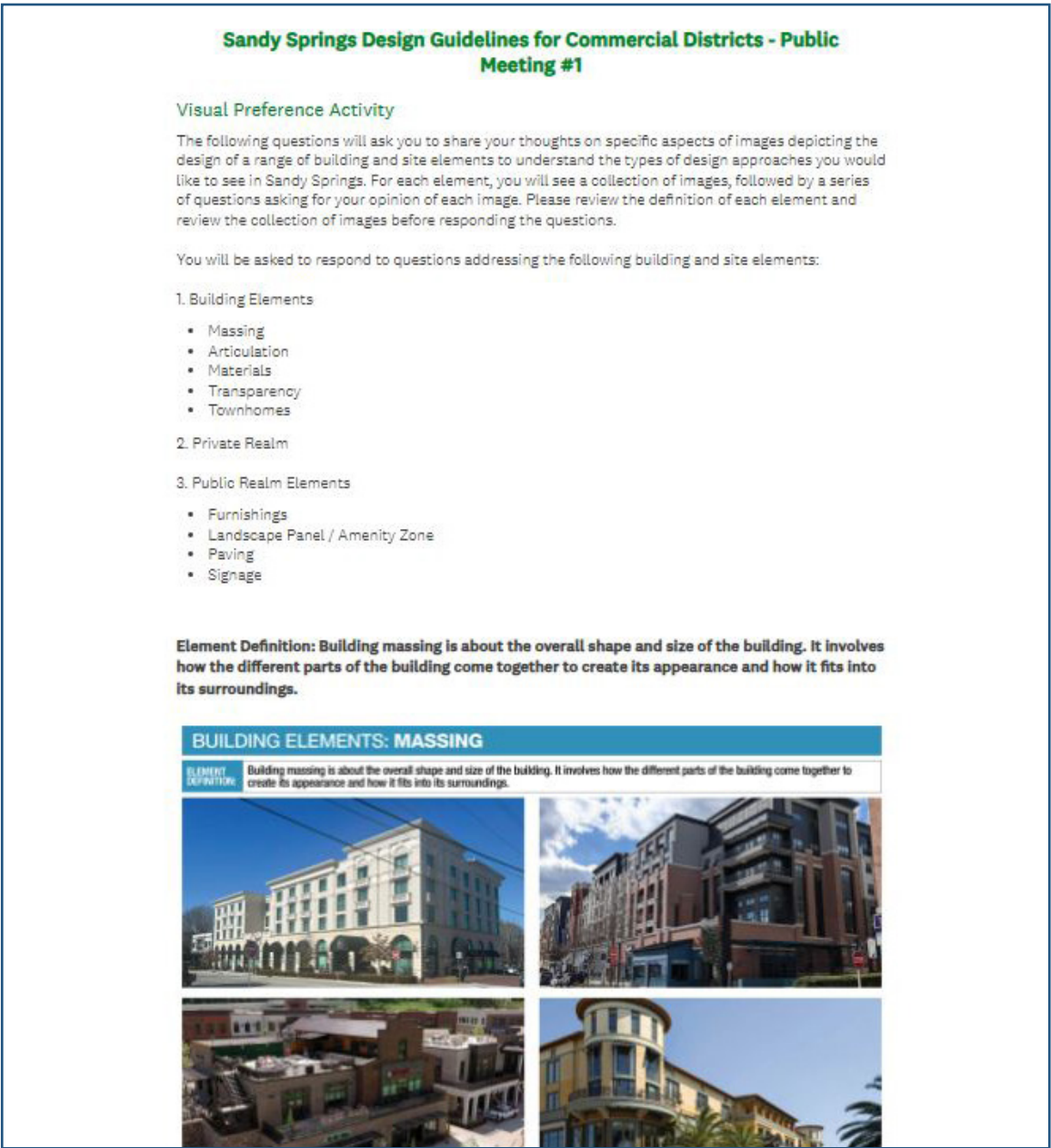


90+
Pop-Up Meeting
Participants

INTERACTIVE AND ENGAGING PROCESS



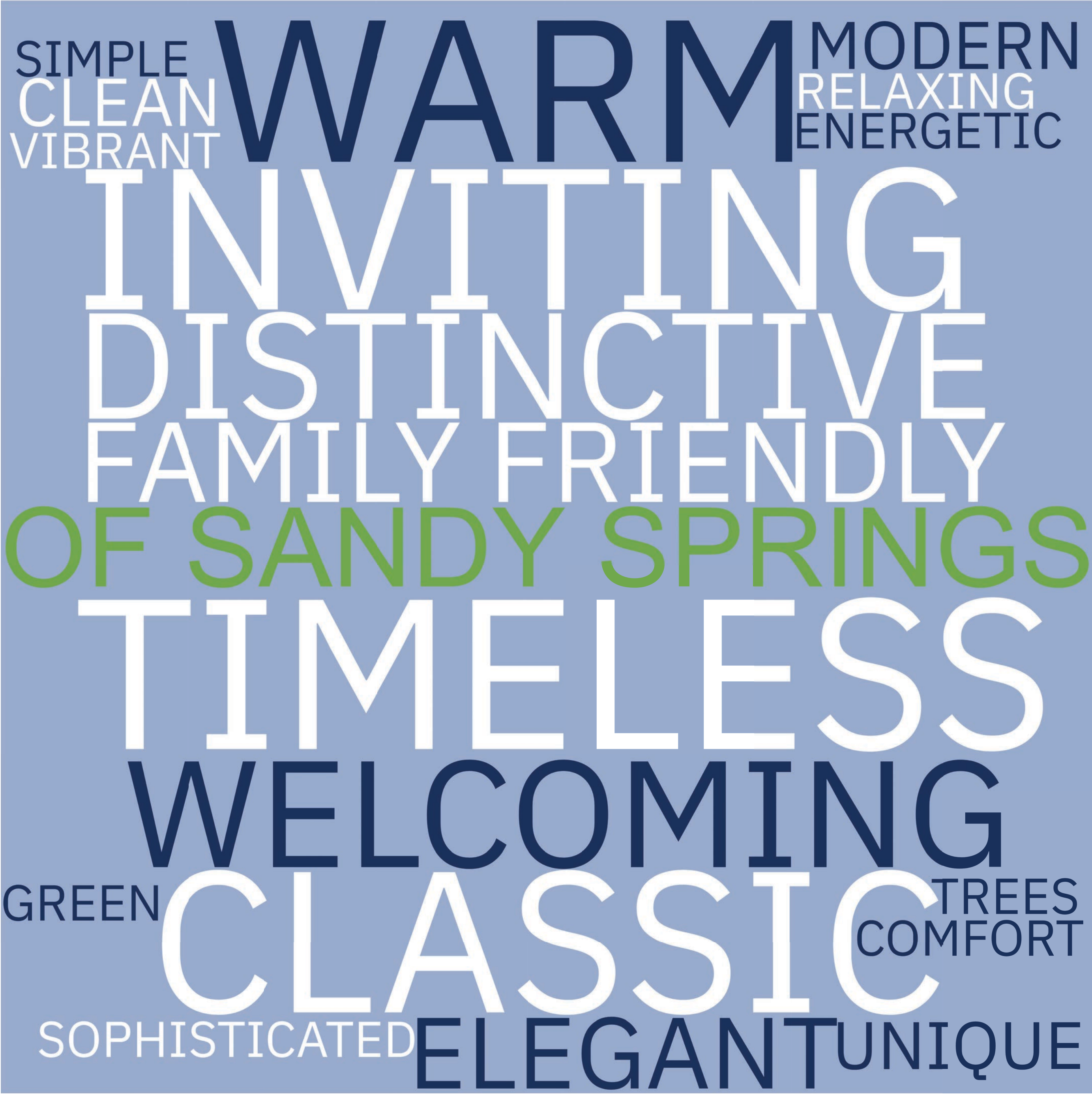
Website: spr.gs/design



Online Survey

RECURRING THEMES FROM COMMUNITY FEEDBACK

Design characters favored by meeting participants and survey respondents



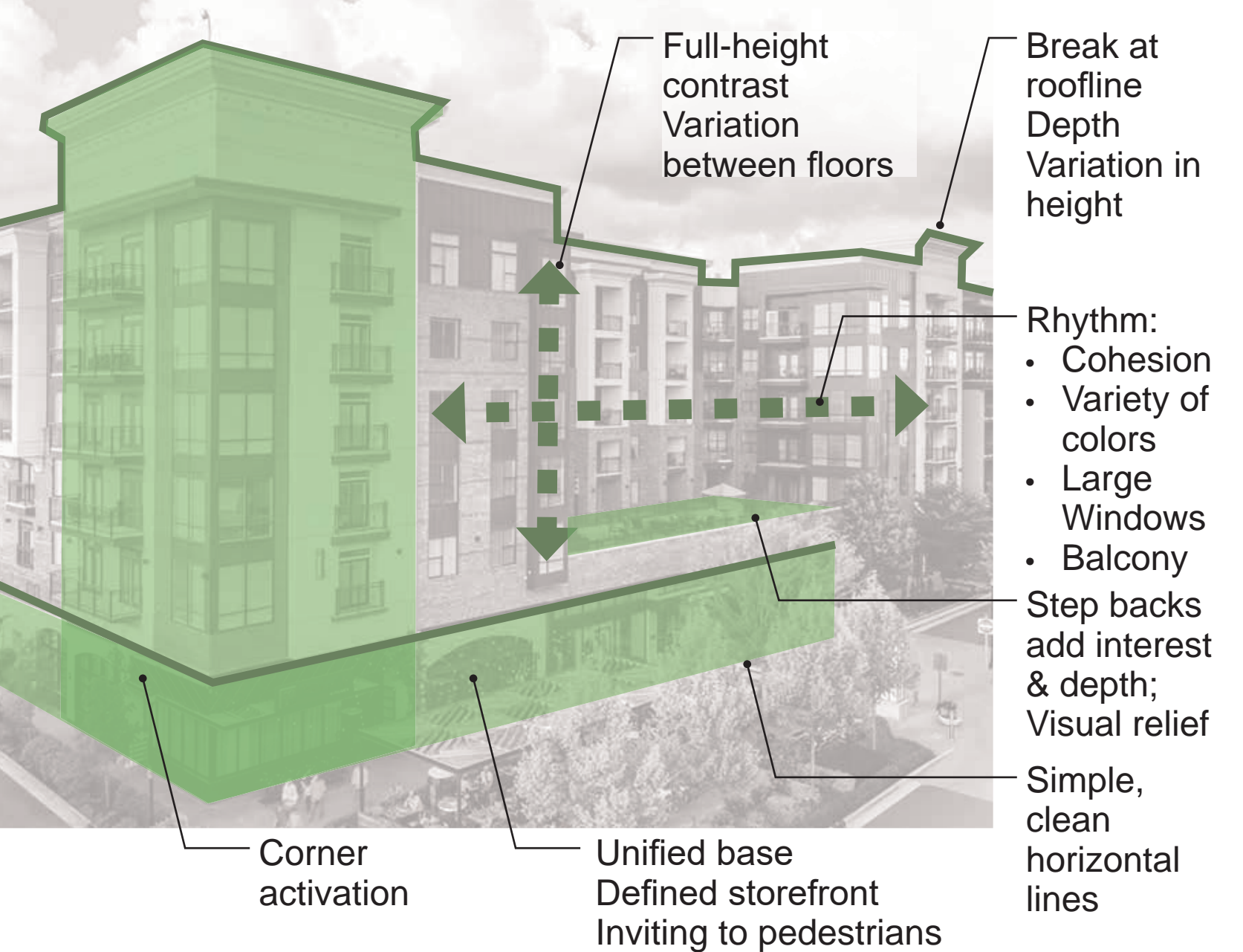
WHAT WE HEARD: SURVEY RESPONSES

STATION 1 | BACKGROUND, PROCESS, AND FEEDBACK TO DATE

PREFERRED CHARACTERISTICS FROM VISUAL PREFERENCE SURVEY

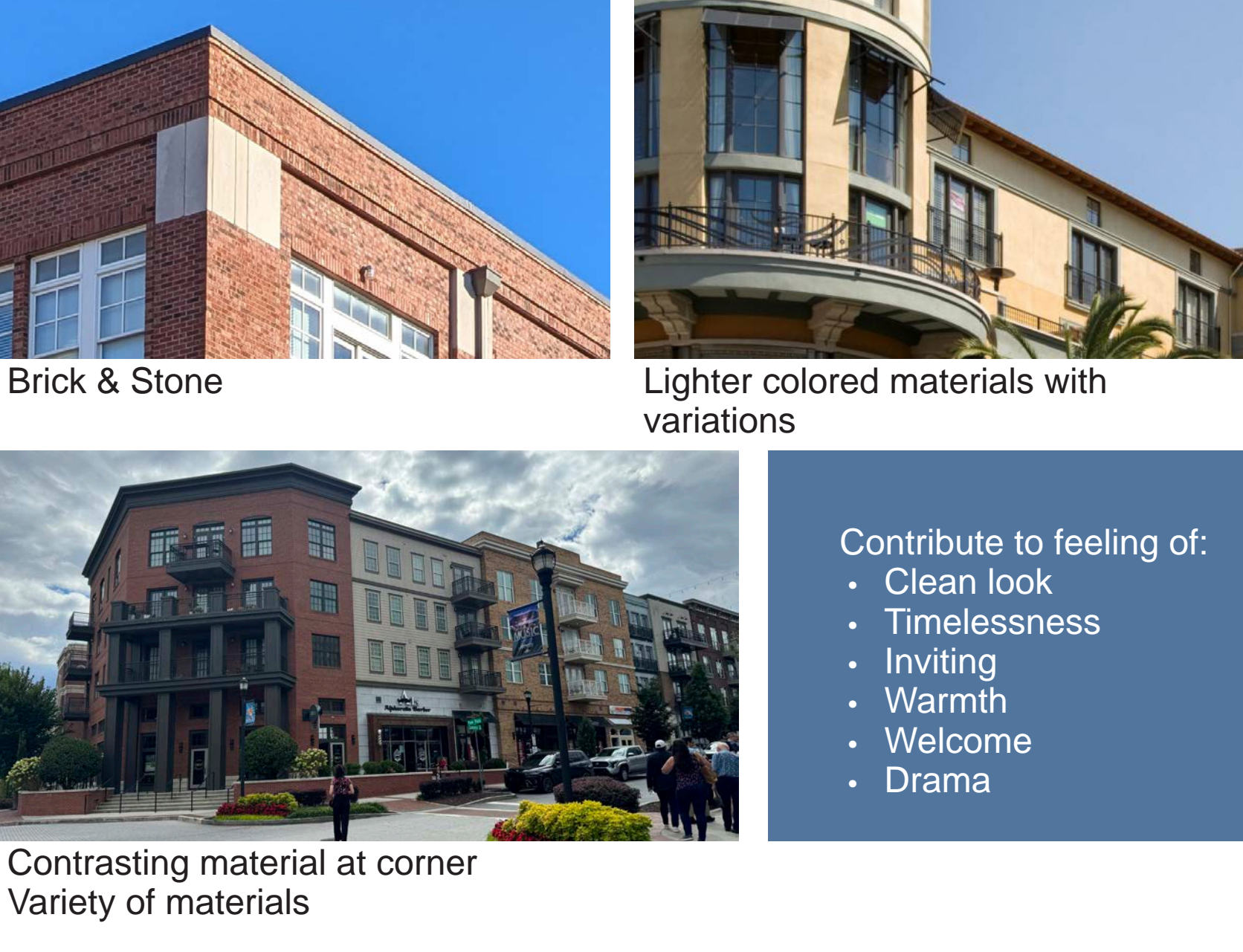
BUILDING ELEMENTS

MASSING & ARTICULATION



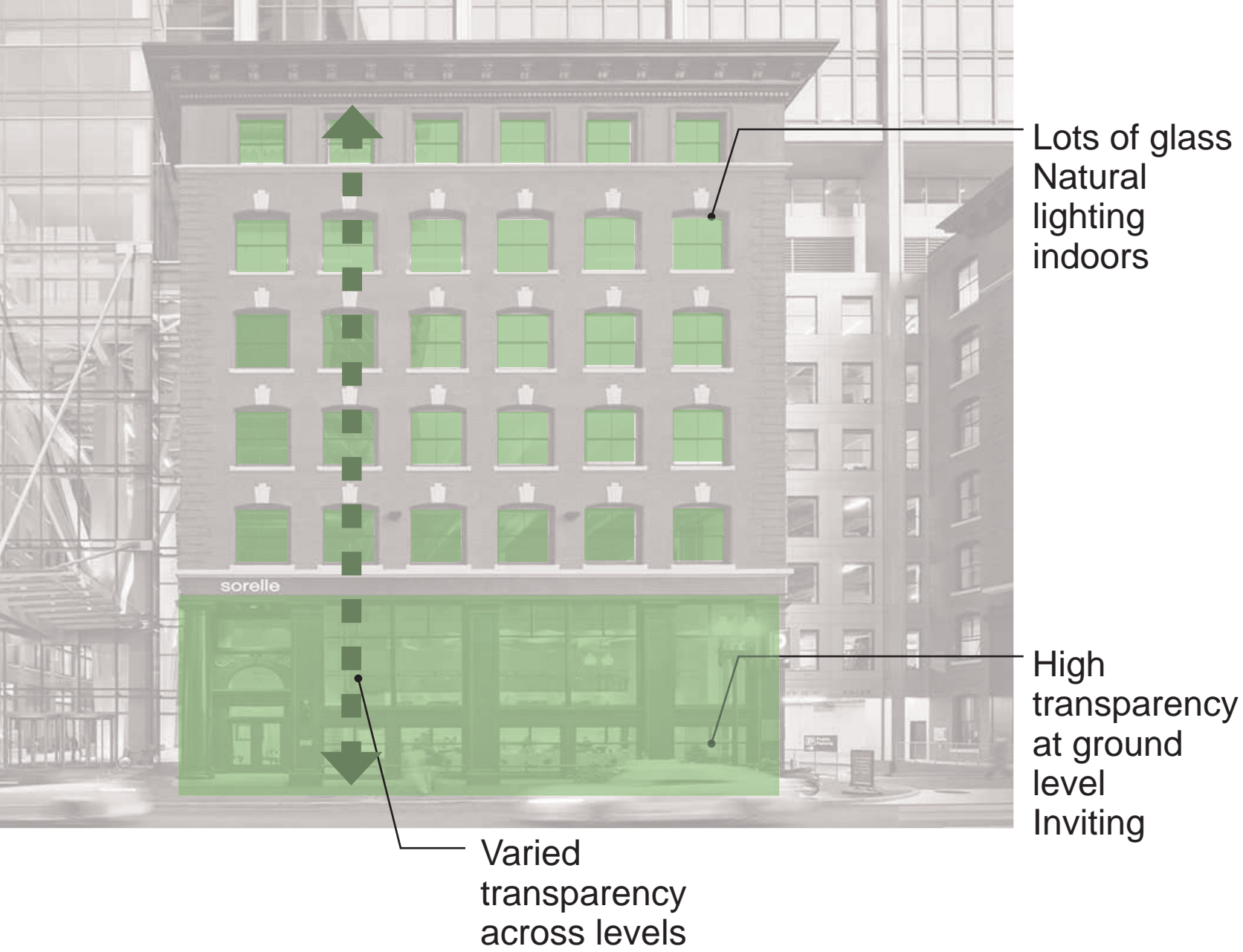
AVOID: Monotonous repetition; use of too many elements; over-reliance on glass; top-heavy; boxy form

MATERIALS



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

TRANSPARENCY



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

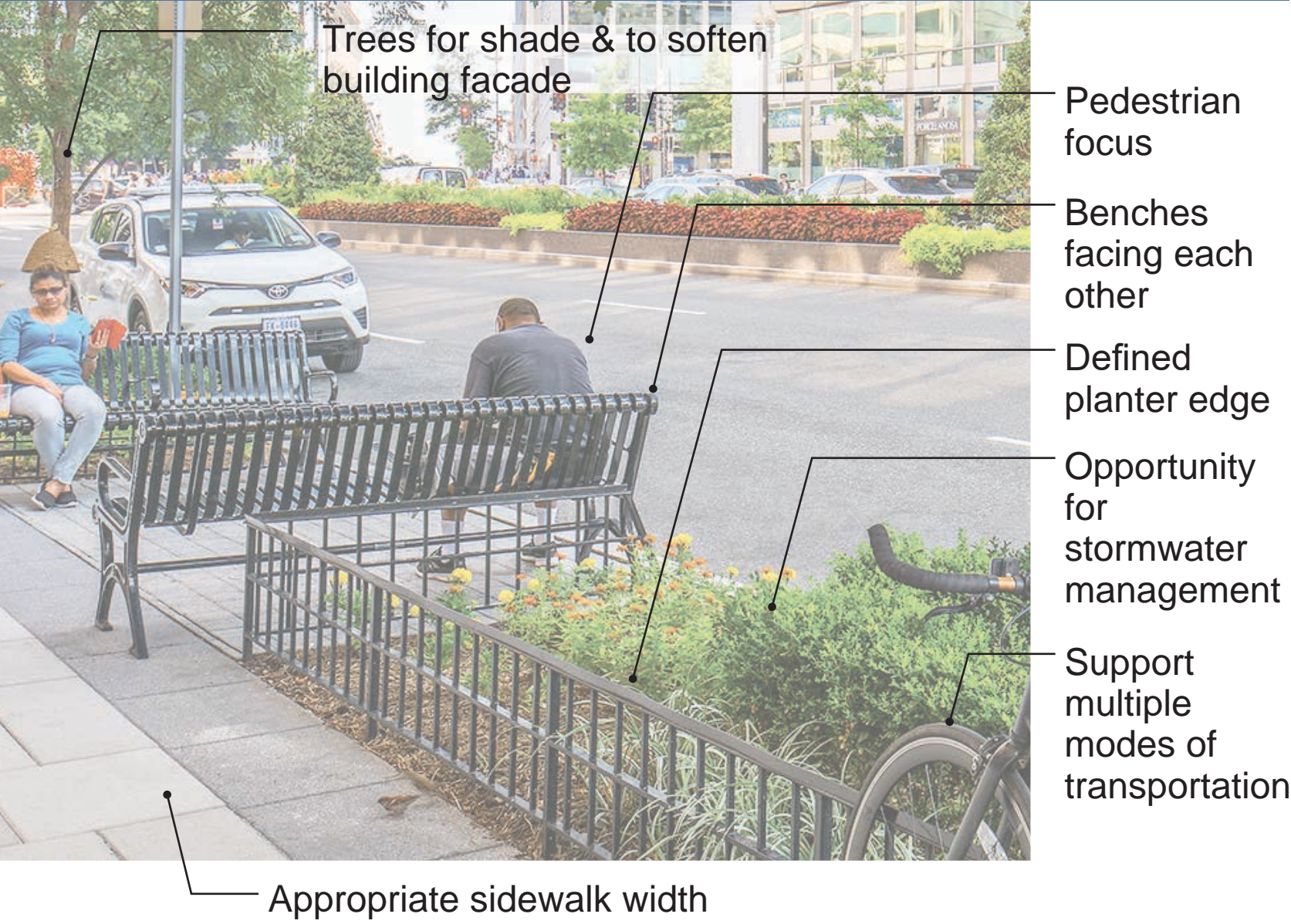
SITE ELEMENTS

PRIVATE REALM



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

PUBLIC REALM

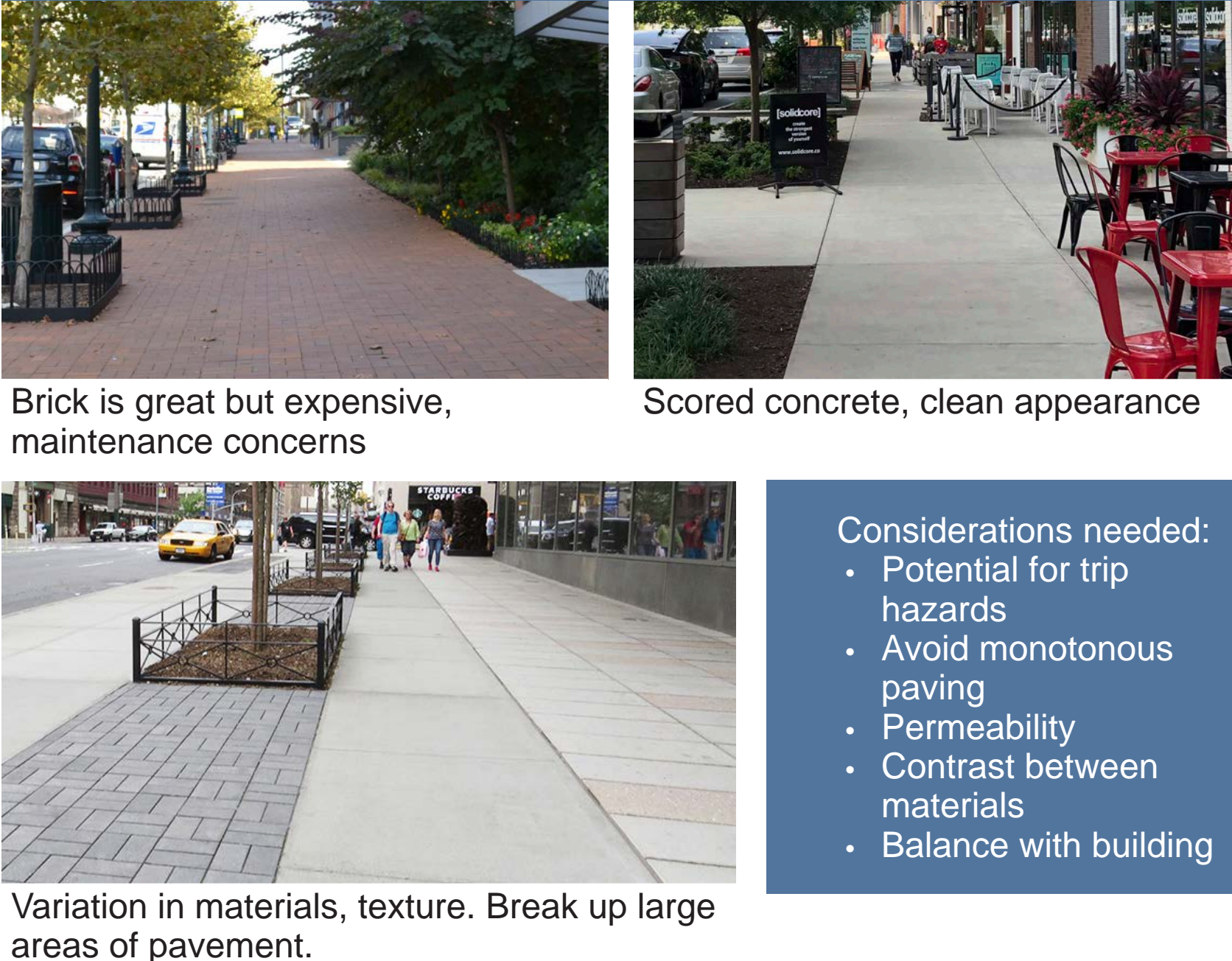


AVOID: Too narrow / wide sidewalk, cluttering, too much hardscape, too much emphasis on benches, not enough seating

FURNISHING



PAVING



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.

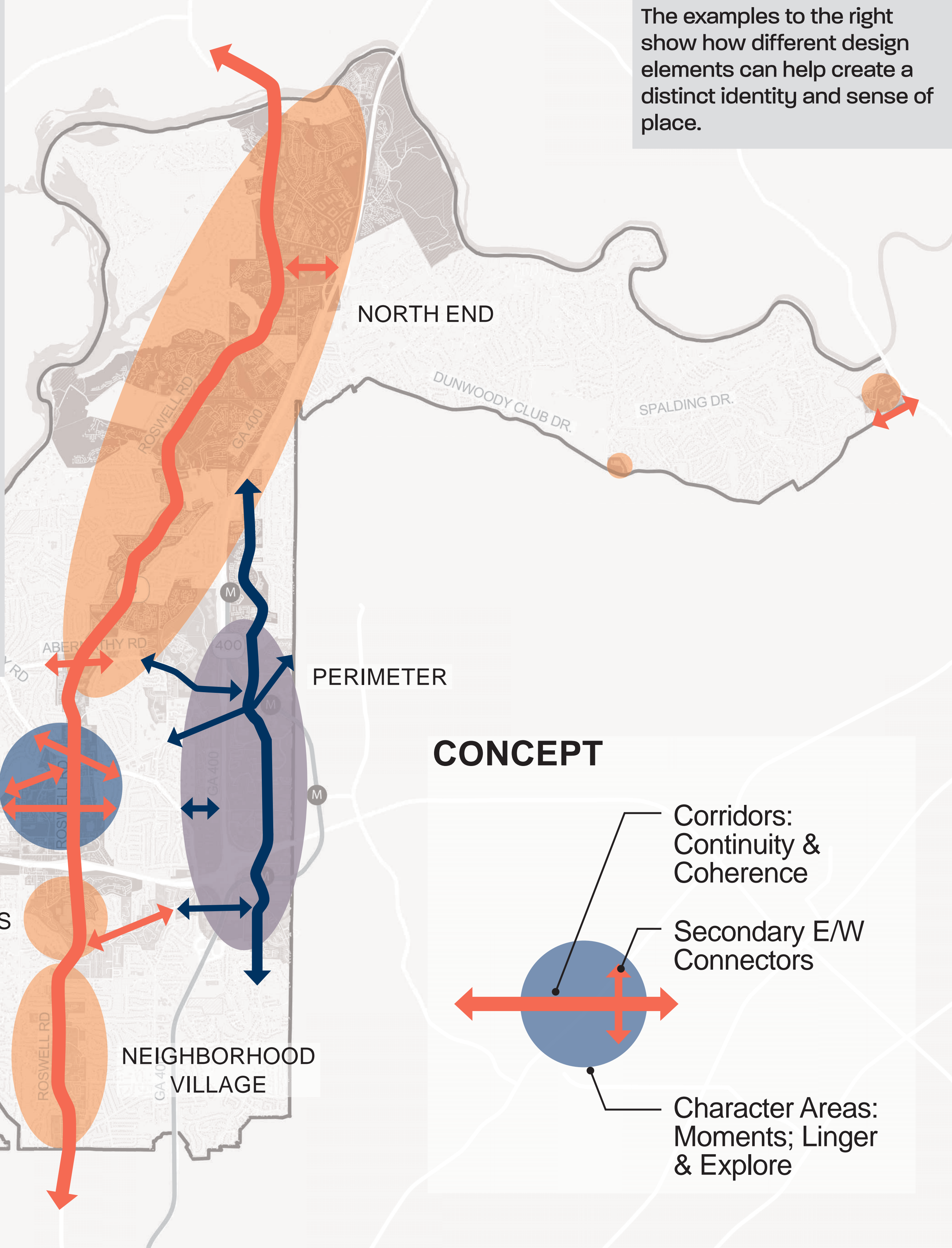
Character-Defining Nodes

- Greater City Springs
- Perimeter

Identifiable Places

- North End, Crossroads, Neighborhood Village, Powers Ferry

- Corridors: Continuity & Coherence



CHARACTER DEFINING ELEMENTS

BUILDING

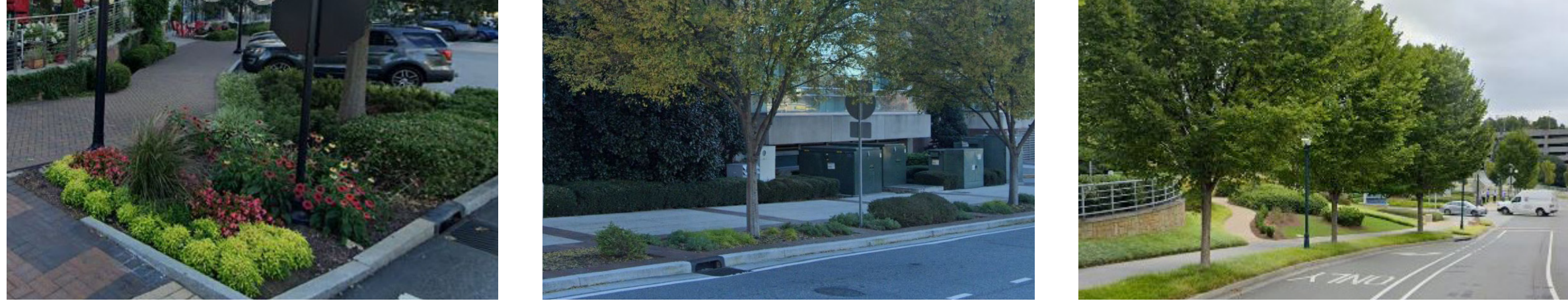


SITE ELEMENTS

• Lighting



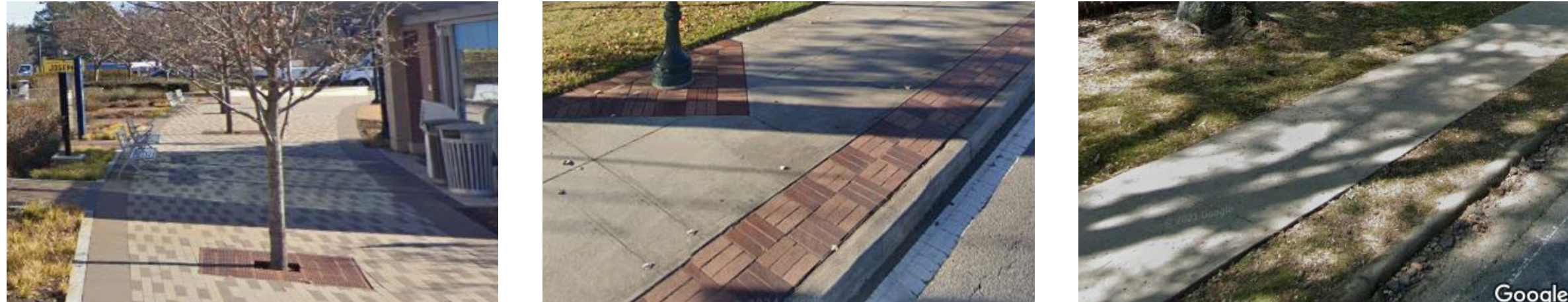
• Planting



• Furnishings



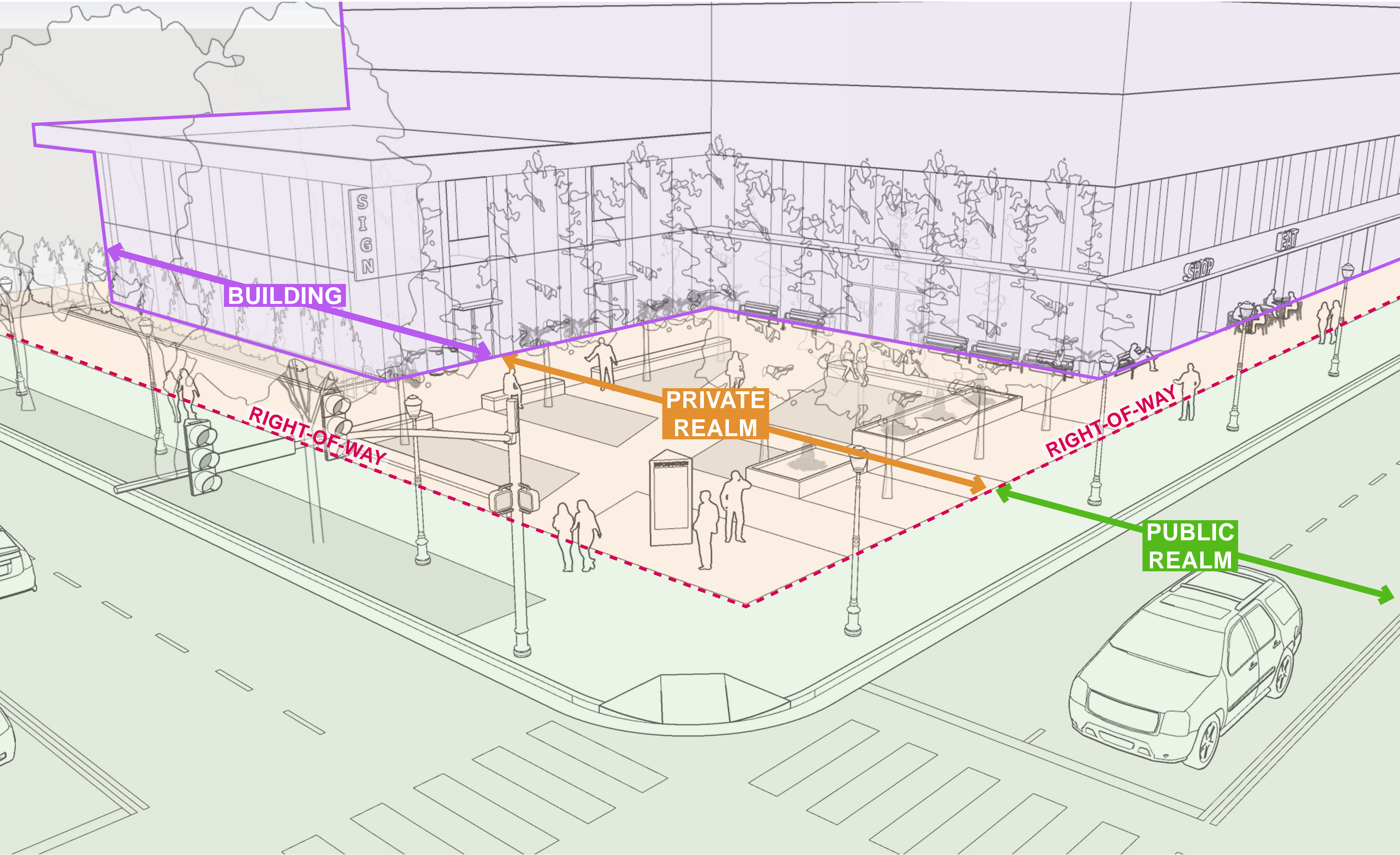
• Paving



DESIGN GUIDELINES PRELIMINARY FRAMEWORK

STATION 2 | FRAMEWORK

THE THREE REALMS IN THE DESIGN GUIDELINE



PUBLIC REALM

- Paving
- Furnishings
- Trees & Planting
- Wayfinding and Interpretative Signage
- Utilities
- Intersection Treatments
- Mid-Block Crossings
- Parking

PRIVATE REALM

- Building Zone
- Outdoor Amenity Spaces Including Publicly Accessible Plazas & Courtyards
- Alleys, Walkways, and Service Drives
- Placemaking Elements
- Signage
- Parking and Access

BUILDING

- Massing
- Articulation
- Materiality
- Transparency
- Form and Style

OVERALL GUIDELINE PRELIMINARY APPROACH - BUILDING

STATION 2 | FRAMEWORK



BUILDING ELEMENTS

- Massing
- Articulation
- Materiality
- Transparency
- Form and Style

MASSING

- Establish a cohesive visual identity
- Encourage varied design elements to create visually engaging, architecture and avoid large, monolithic forms
- Enhance the urban fabric and pedestrian experience



ARTICULATION

- Promote a sense of scale that is comfortable and relatable to pedestrians
- Highlight entrances and circulation that promote integration with the public realm
- Regulate natural light, ventilation, views, and privacy in a building facade



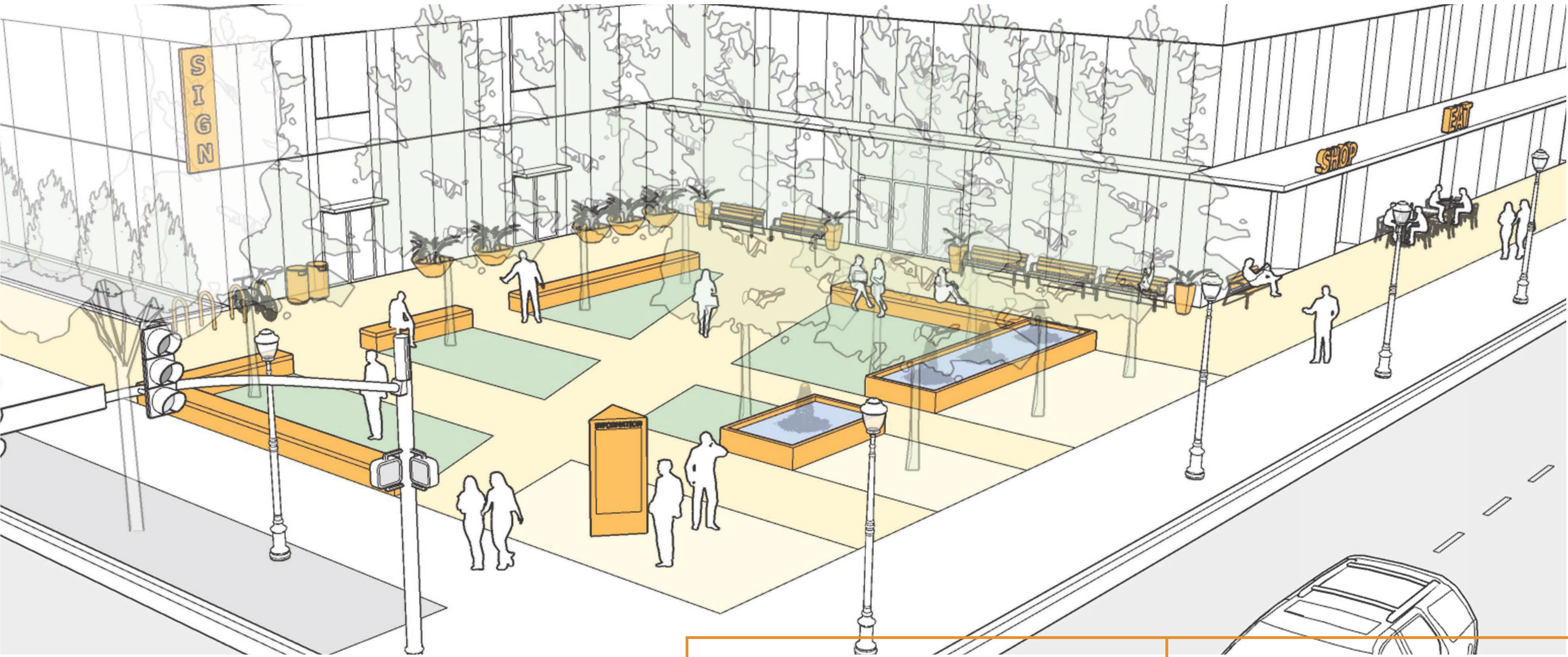
MATERIALITY

- Confirm a sense of permanence by using finishes and materials that are of high quality and durability
- Enhance the pedestrian experience with attractive materials
- Complement and enhance the surrounding context



OVERALL GUIDELINE PRELIMINARY APPROACH - PRIVATE REALM

STATION 2 | FRAMEWORK



PRIVATE REALM COMPONENTS

- Building Zone
- Outdoor Amenity Spaces Including Publicly Accessible Plazas & Courtyards
- Alleys, Walkways, and Service Drives
- Placemaking Elements (Public Art, Water Features)
- Signage
- Parking and Access

BUILDING ZONE

Commercial

- Outdoor dining / seating to activate streetscape
- Pedestrian connections between building and sidewalk
- Buffers between building zone and sidewalks



Multifamily Residential

- Buffer zones to create privacy (e.g. planting / screening / art)
- Entrances highlighted by stoops, paving & planting



OUTDOOR AMENITY SPACES

- Welcoming spaces
- Clear visual & physical connection to / from sidewalk
- Shade (from trees, landscaping, shade structures)
- Comfortable site furnishings (e.g. ergonomic and thermal comfort)
- Lighting to activate spaces
- Clear interface between public and private realms



ALLEYS, WALKWAYS, SERVICE DRIVES

- Permeable pavers for stormwater management
- Paving to demarcate pedestrian space and travel zones (e.g. woonerf)
- Durable vehicular paving to support large service vehicles (in alleys & service drives)
- Pedestrian scaled lighting
- Trees, planters & bioretention facilities

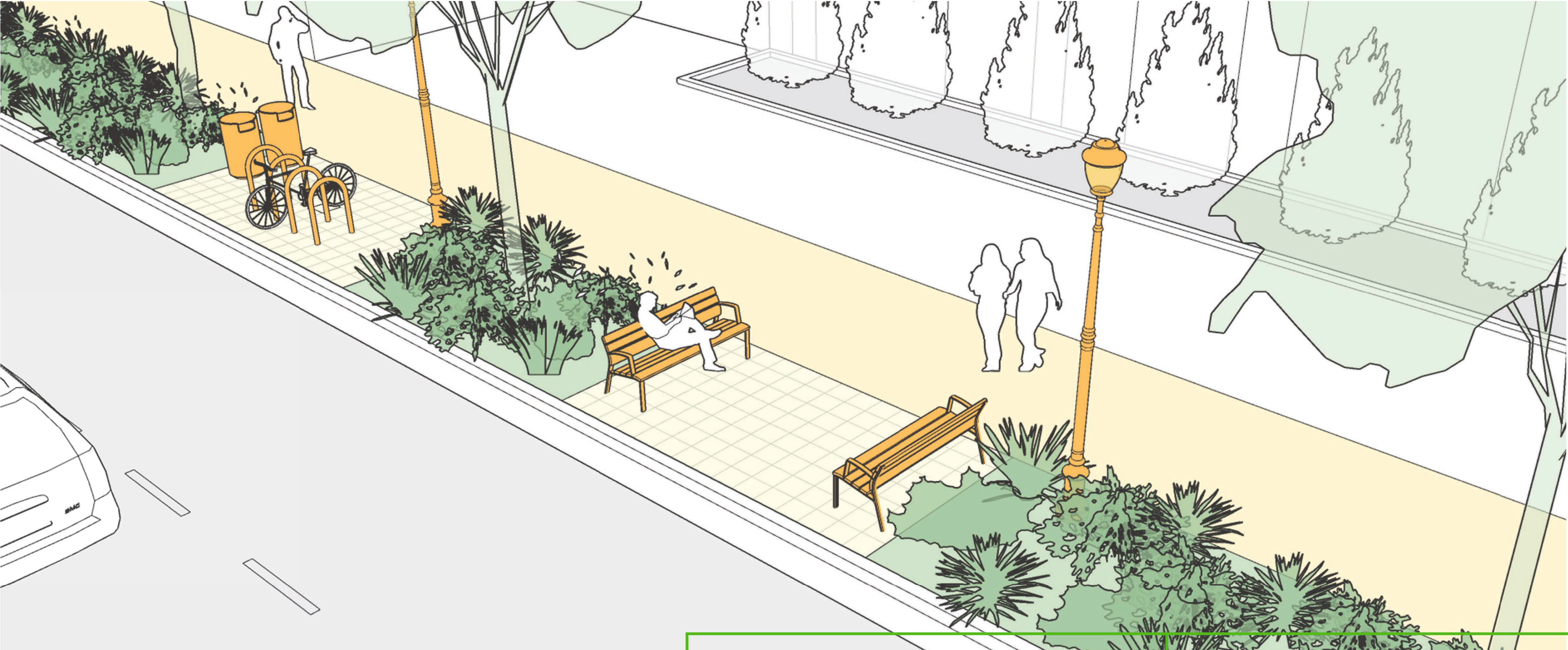


OVERALL GUIDELINE PRELIMINARY APPROACH - PUBLIC REALM

STATION 2 | FRAMEWORK

PUBLIC REALM ELEMENTS

- Paving
- Furnishings
- Trees & Planting
- Wayfinding and Interpretative Signage
- Utilities
- Intersection Treatments
- Mid-Block Crossings
- Parking



PAVING

- Citywide hierarchy of paving patterns based on location (e.g. street type, neighborhood, intersections)
- Mix of complementary paving materials to differentiate sidewalk and amenity zones
- Variation in paving colors with preference for muted or lighter colors
- Readily available and durable paving materials



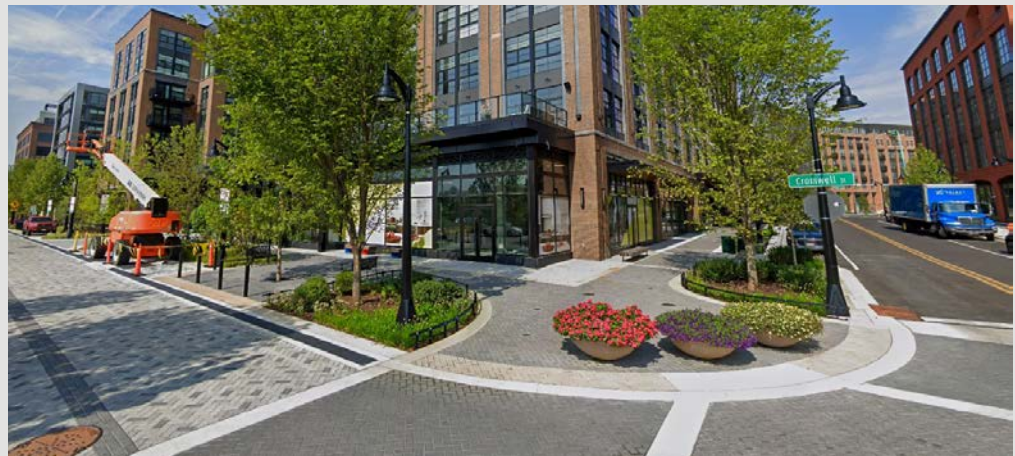
FURNISHINGS

- Consistent family of furnishings: benches, tables & chairs, trash & recycling receptacles, bike racks
- Comfortable seating (e.g. ergonomic and thermal comfort)
- Coordination with the design / colors of street lights and traffic light poles



TREES & PLANTING

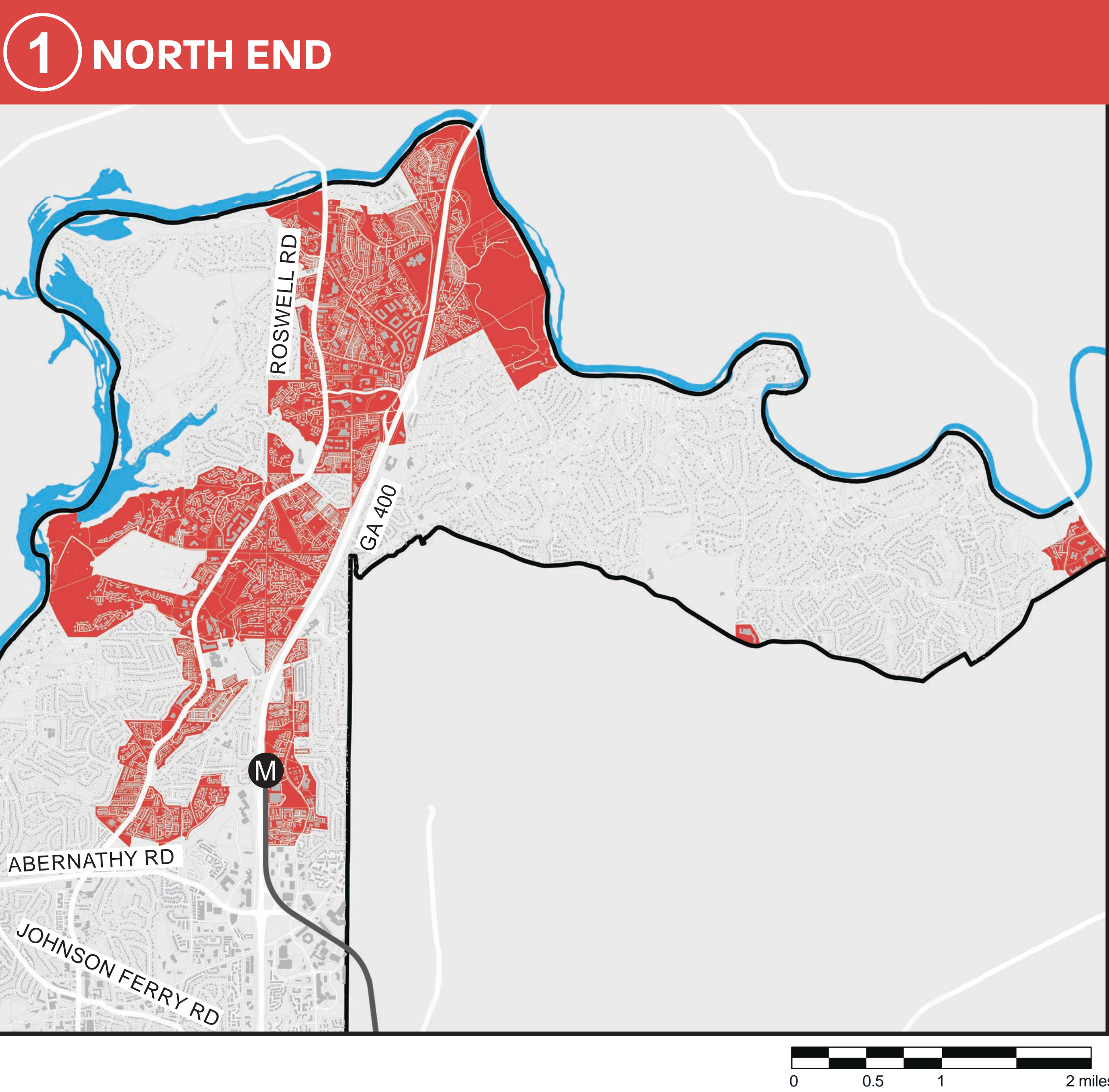
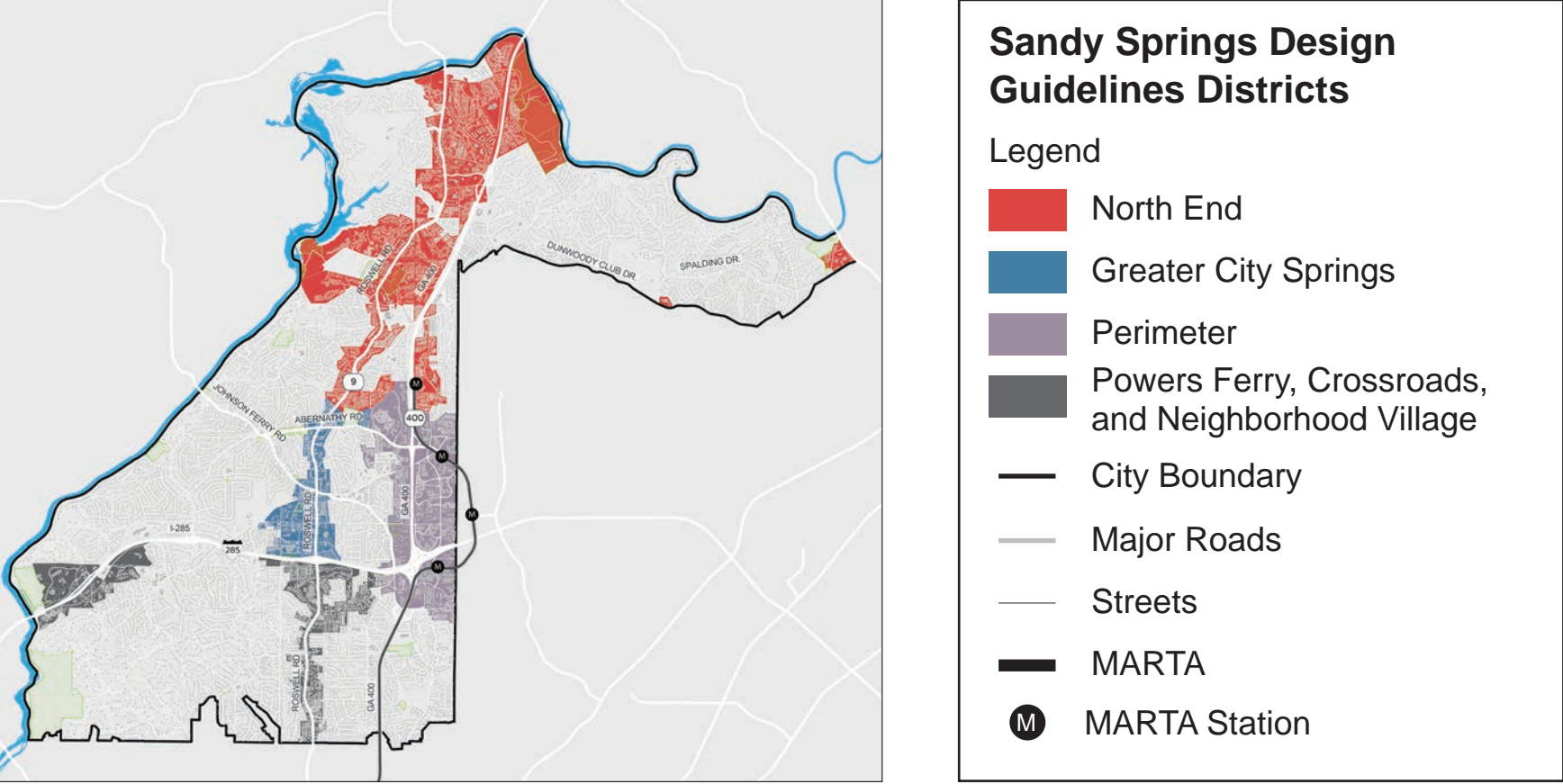
- Native plants
- Mix of species
- Trees that provide shade
- Consistent spacing and placement of trees and understory plantings
- Integration of stormwater management features in landscape panel
- Seasonal variation and colors



STAGE 1: FOCUS AREAS MAPS

STATION 3 | STAGE 1 FOCUS AREAS

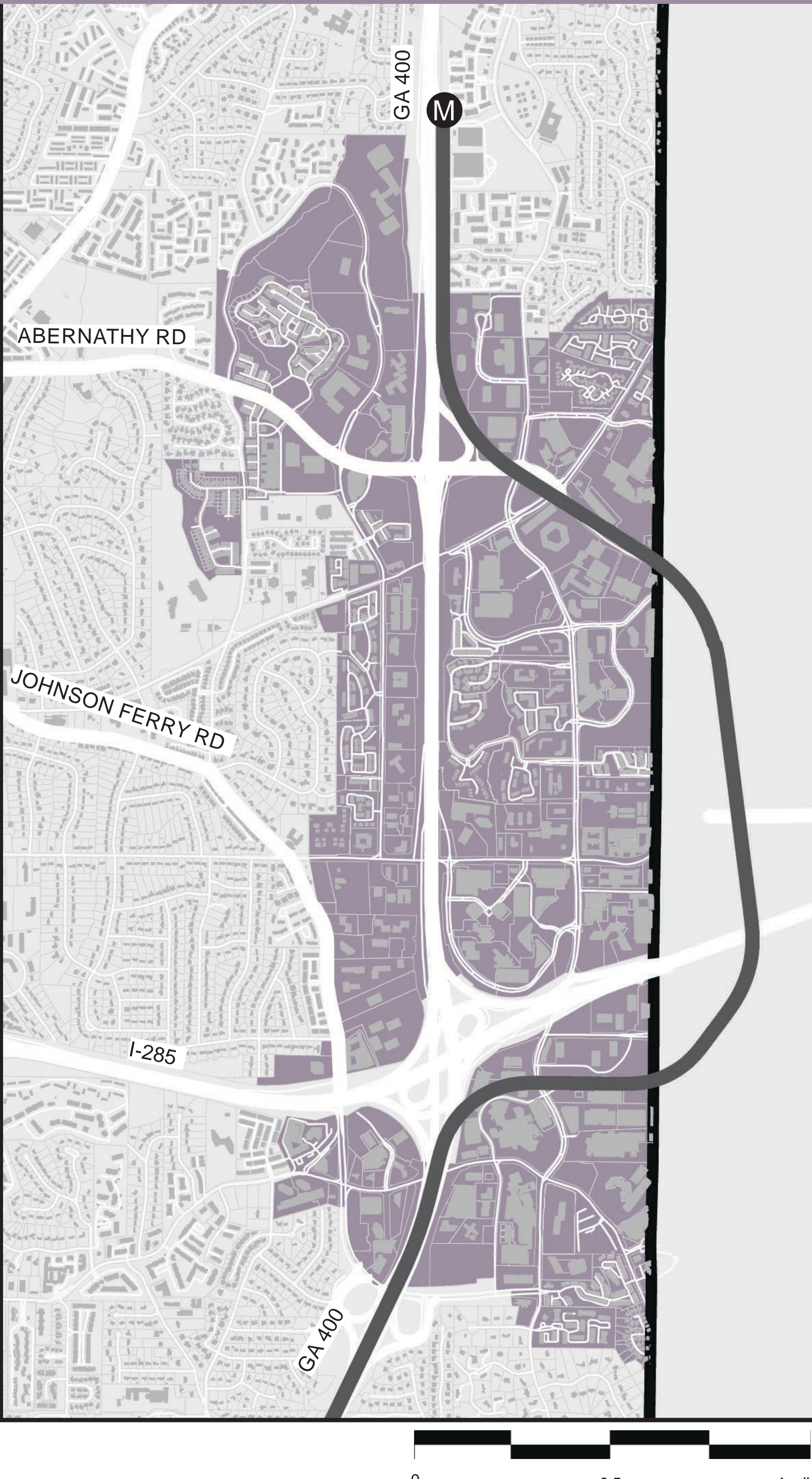
DESIGN GUIDELINES FOCUS AREAS- KEY MAP



2 GREATER CITY SPRINGS



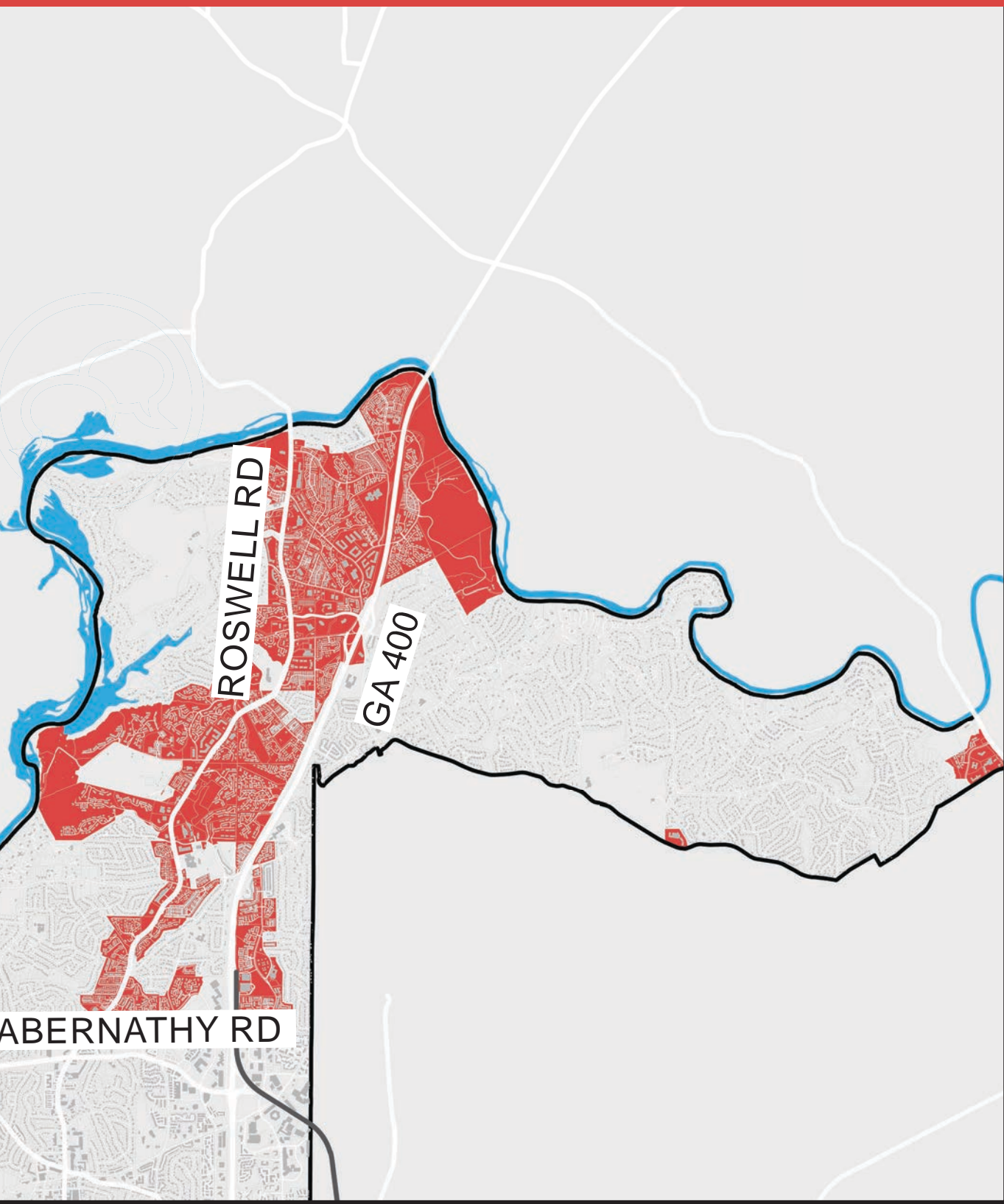
3 PERIMETER



FOCUS AREA DESIGN CHARACTER: FEEDBACK RECEIVED

STATION 3 | STAGE 1 FOCUS AREAS

1 NORTH END



OVERALL

- Create a sense of community, neighborhood feel
- Develop a unique character
- Make the areas more pedestrian friendly
- Support multimodal transportation
- Provide larger building setbacks
- Minimize signage
- Address poor conditions of some existing shopping centers

PUBLIC REALM

LANDSCAPE

- Sidewalk separation from roadway
- Trees and shade
- Greenery with diverse and seasonal planting
- Comfort (ergonomic and thermal)

FURNISHINGS

- Local character, use of green color
- Modern / not traditional
- Like banners on light pole
- Prevent light pollution

PAVING

- Defined sidewalk vs amenity zone
- Warm-tone color mix with light variation
- Avoid too much contrast in color/shades
- Consider maintenance concerns

PRIVATE REALM

- Clear connection to building entrances
- Inviting, inclusive, warmth and charm
- Outdoor seating
- Multimodal connections
- Wide sidewalk
- Sidewalk separation from private residences
- Separation of space
- Incorporate greenery
- Provide buffer between and screening of parking

BUILDING

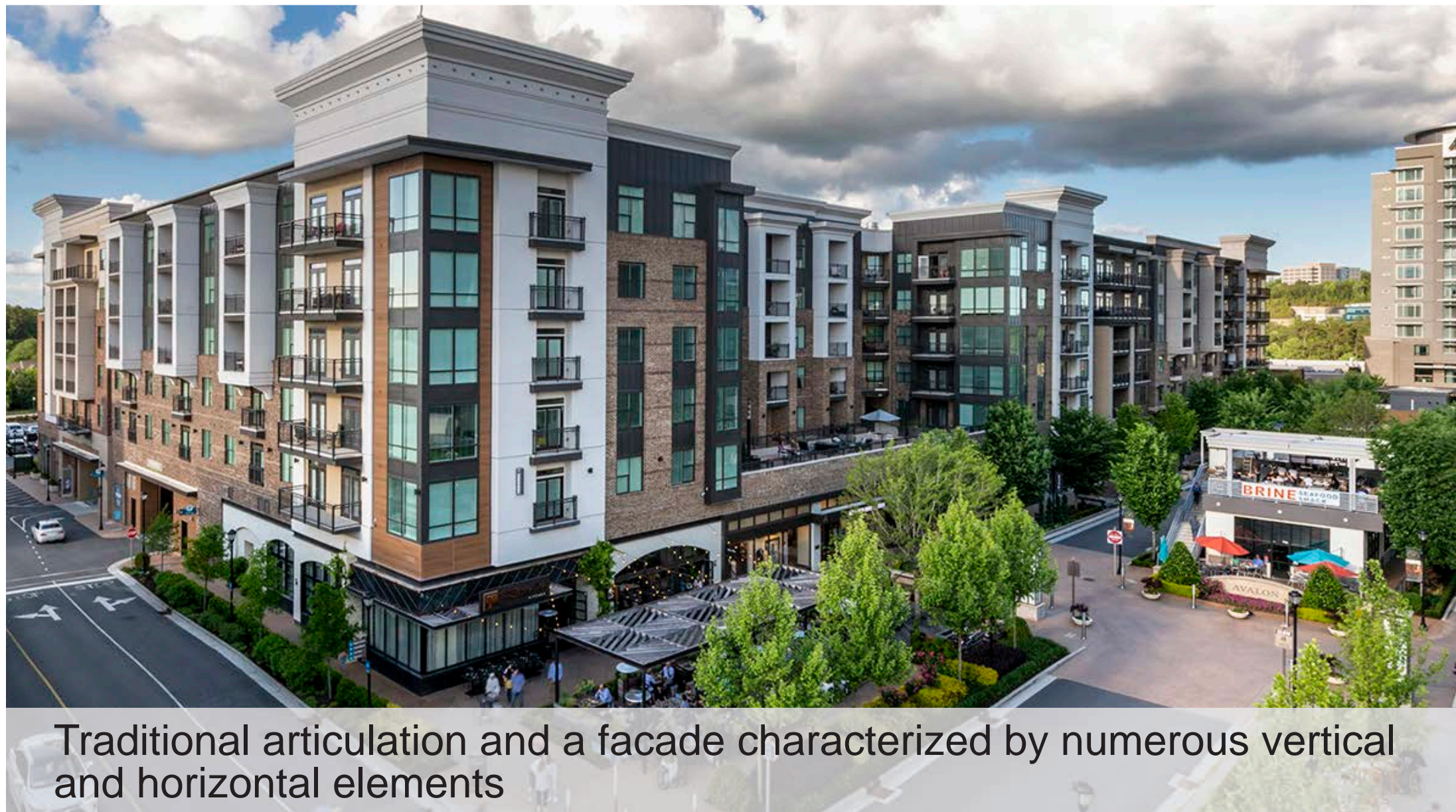
- Modern look
- Scale (not too large)
- Variation in façade materiality
- Steel and glass storefronts
- Charm
- Clean look
- Avoid bland / boring
- Large windows
- Inviting
- Warmth; avoid designs that are cold and stark
- Unique; not cookie-cutter buildings

NORTH END: PREFERRED CHARACTER IMAGES

STATION 3 | STAGE 1 FOCUS AREAS



Larger setback and clear pedestrian connections



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



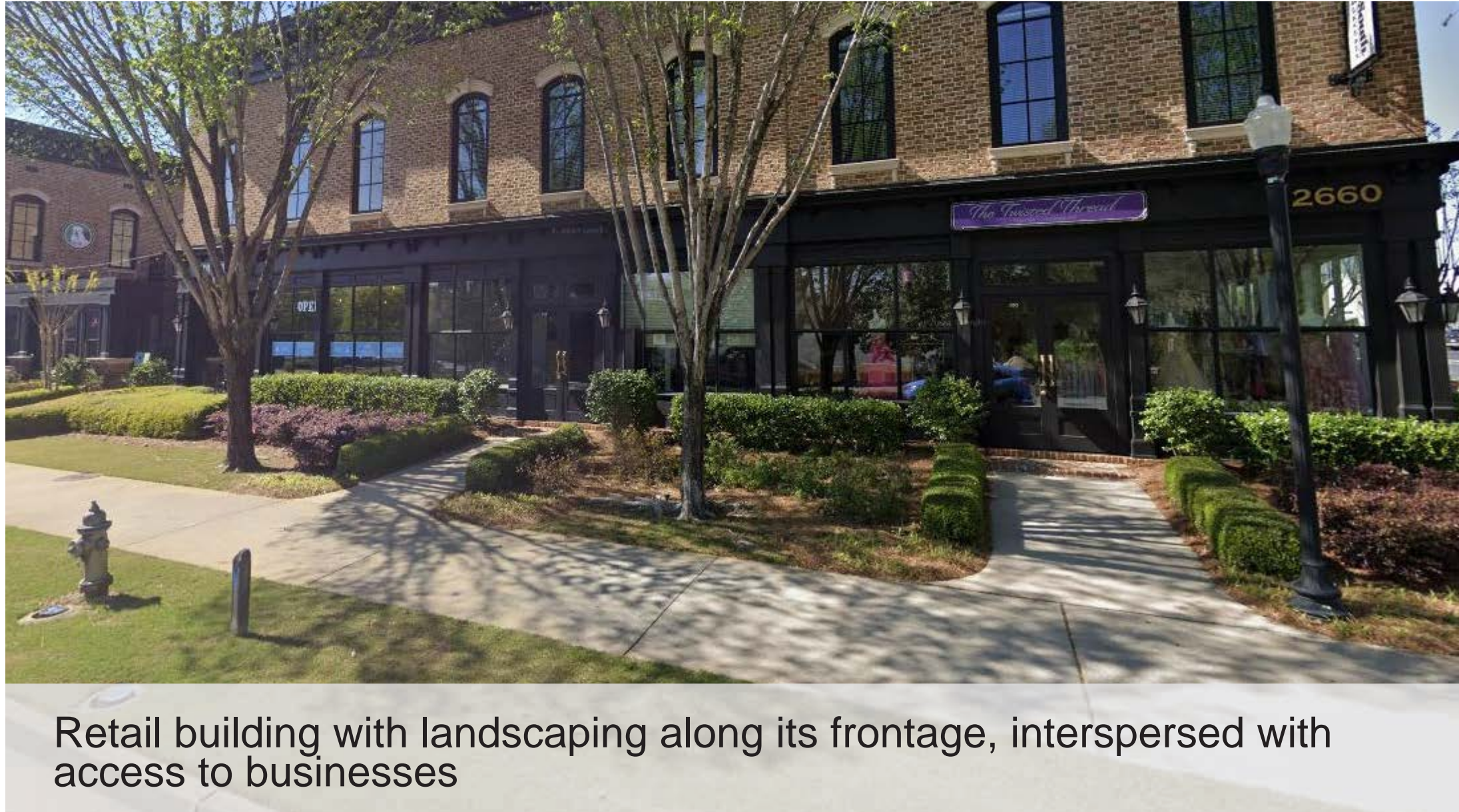
Simple massing and combination of brick and stone materials



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



Restaurant with outdoor seating and plantings in private space with continuous streetside planter with trees and understory planting



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



Black transitional style bench and trash receptacle



Pendant light pole

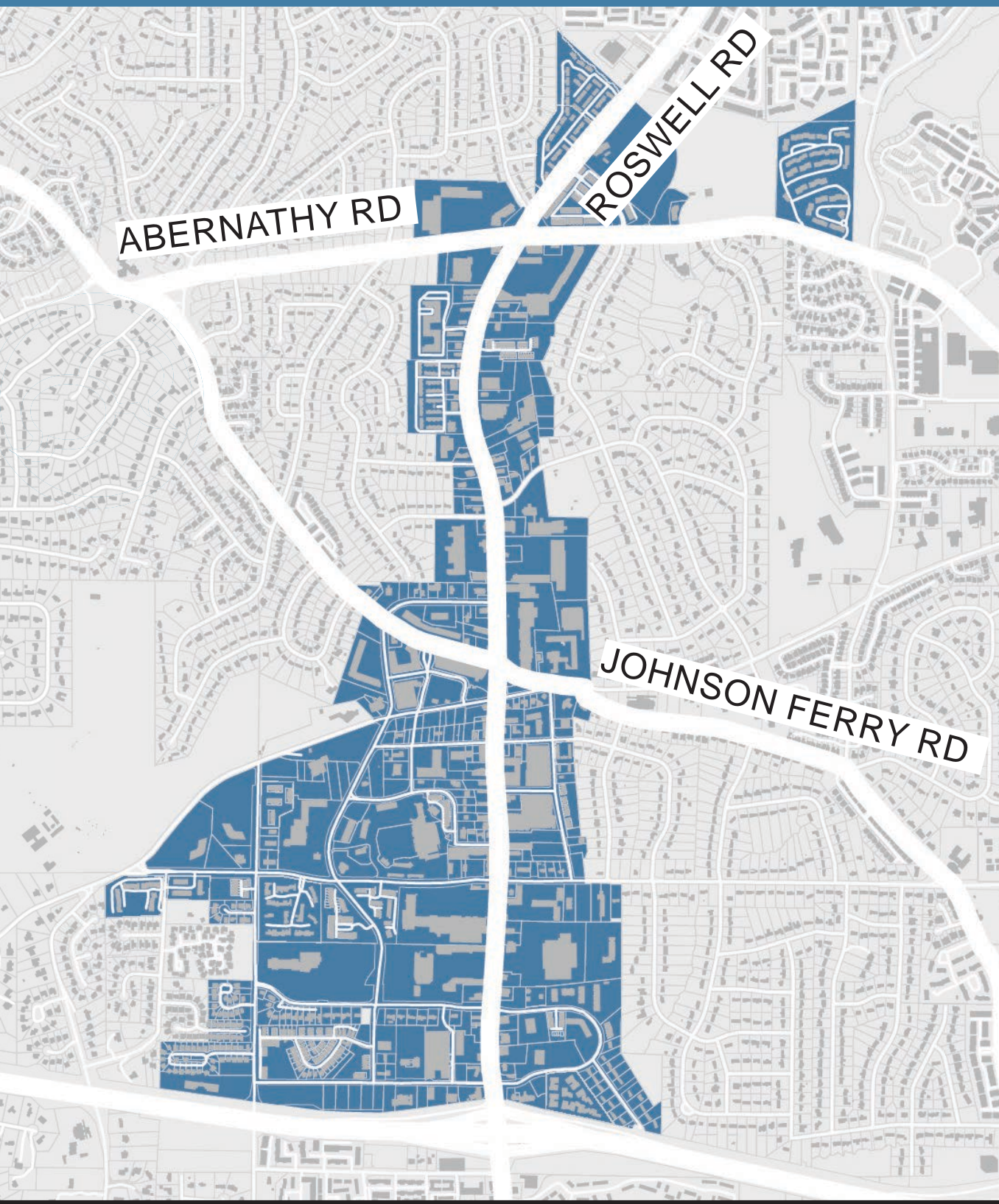


Brick panels in concrete sidewalk

FOCUS AREA DESIGN CHARACTER: FEEDBACK RECEIVED

STATION 3 | STAGE 1 FOCUS AREAS

2 GREATER CITY SPRINGS



OVERALL

- Create a sense of community and pride
- Develop a unique character
- Activate public space
- Support multimodal transportation
- Encourage lower building heights

PUBLIC REALM

LANDSCAPE

- Tree-lined sidewalk with seasonal understory planting
- Provide buffer between cars and pedestrians

FURNISHING

- Integrated seatwalls
- Modern style
- Comfort (ergonomic and thermal)
- Like banners on light poles
- Prevent light pollution

PAVING

- Delineate spaces with paving treatment
- Warm-tone paving
- Simple, clean look

PRIVATE REALM

- Accessibility
- Privacy in residential zone
- Greenspace
- Energetic, exciting, inviting commercial areas
- Promote social interaction
- Shaded seating
- Pedestrian friendly spaces
- Separation of outdoor seating area from sidewalk
- Outdoor seating with moveable seats
- Unique paving
- Use of stone walls

BUILDING

- Unique architecture
- Modern
- Inviting
- Massing stepbacks
- Human scale
- Rooftop amenities
- Mix of materials
- Lighter colors
- Transparency at ground level
- Glass
- Awnings

GREATER CITY SPRINGS: PREFERRED CHARACTER IMAGES

STATION 3 | STAGE 1 FOCUS AREAS



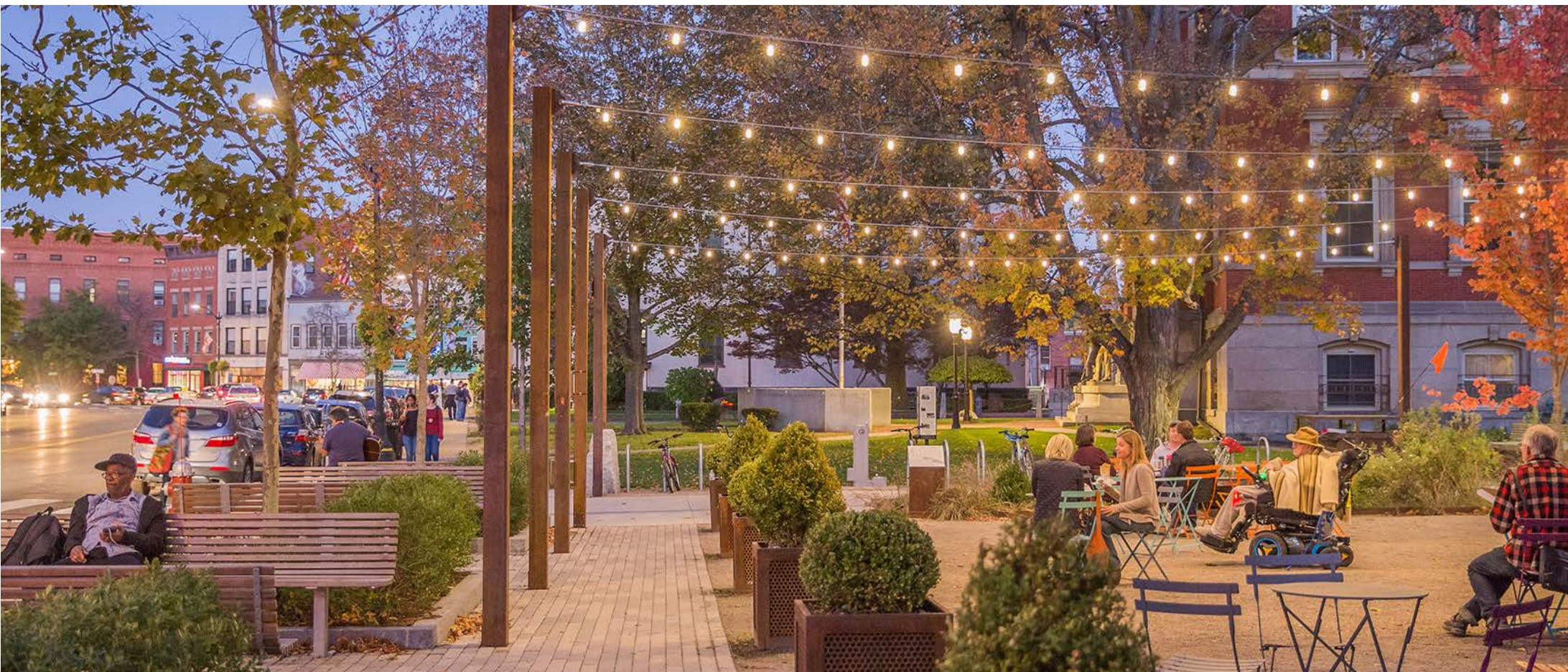
Modern building with large open windows. Vibrant openspace incorporating diverse planting and water features



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



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



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



Storefront with outdoor dining area and awnings adjacent to the sidewalk



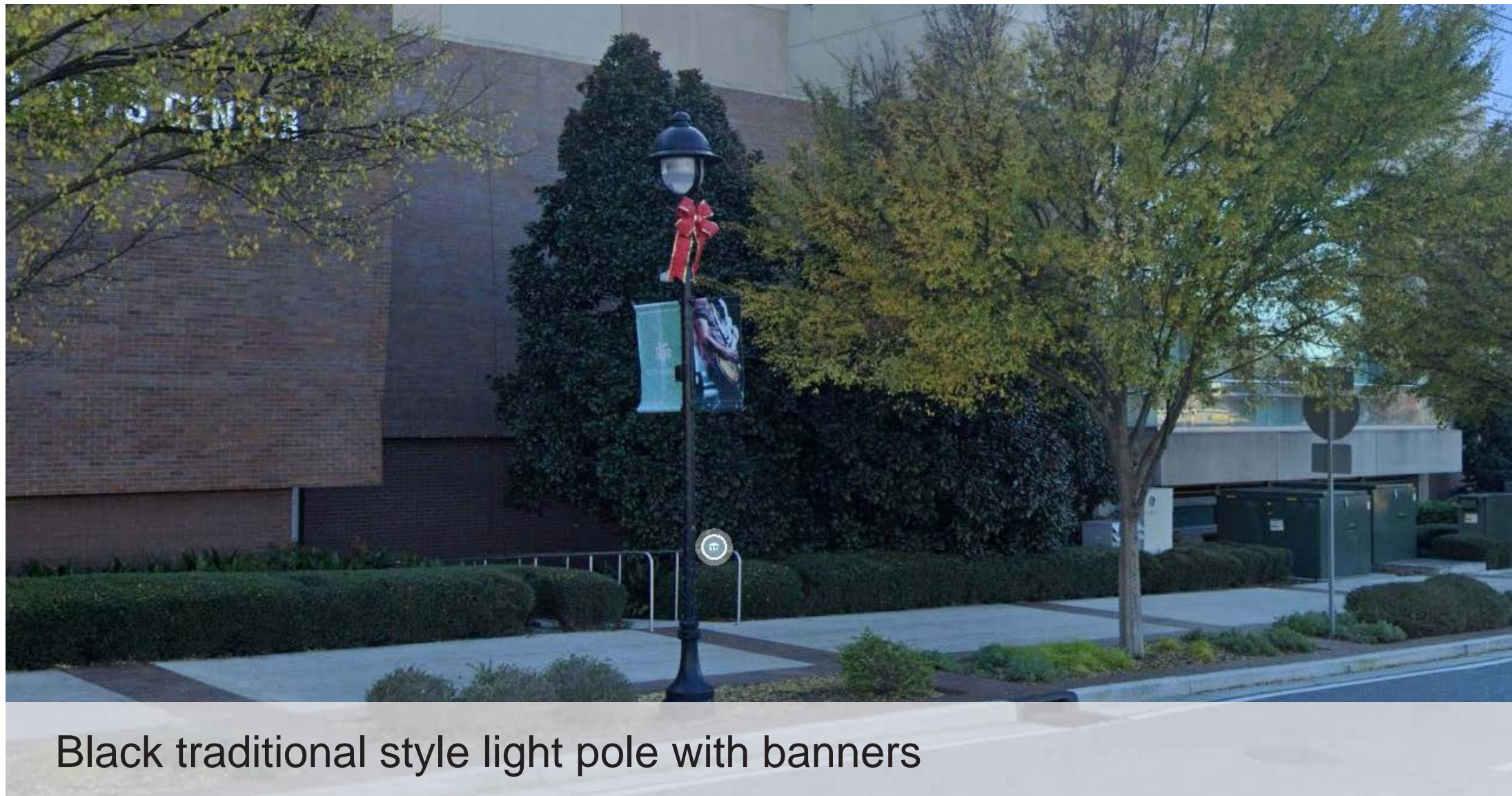
Seating nook with outdoor dining space and plantings



Extended seatwall along street tree planter



Street tree with understory planting; seasonal planters

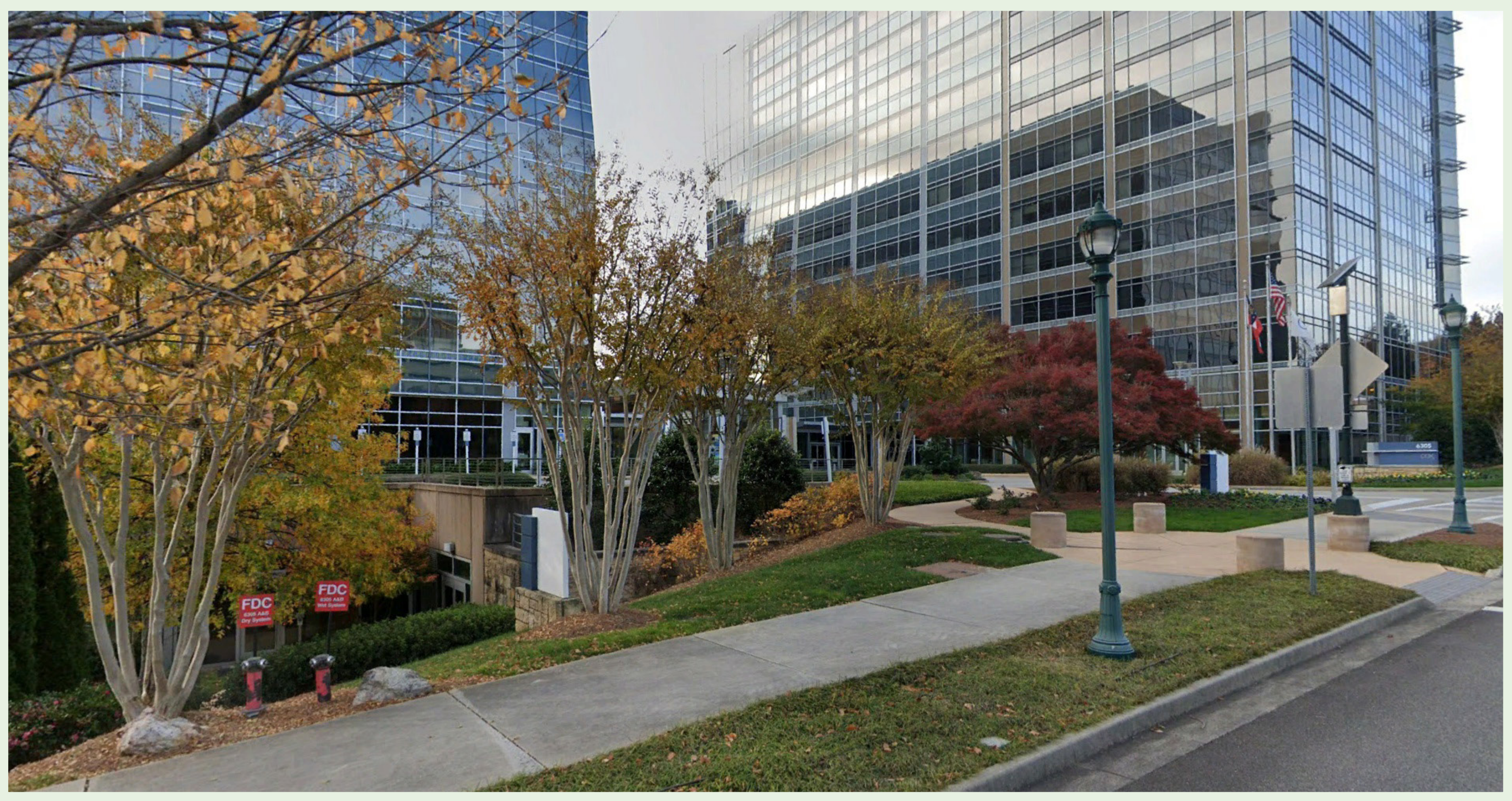
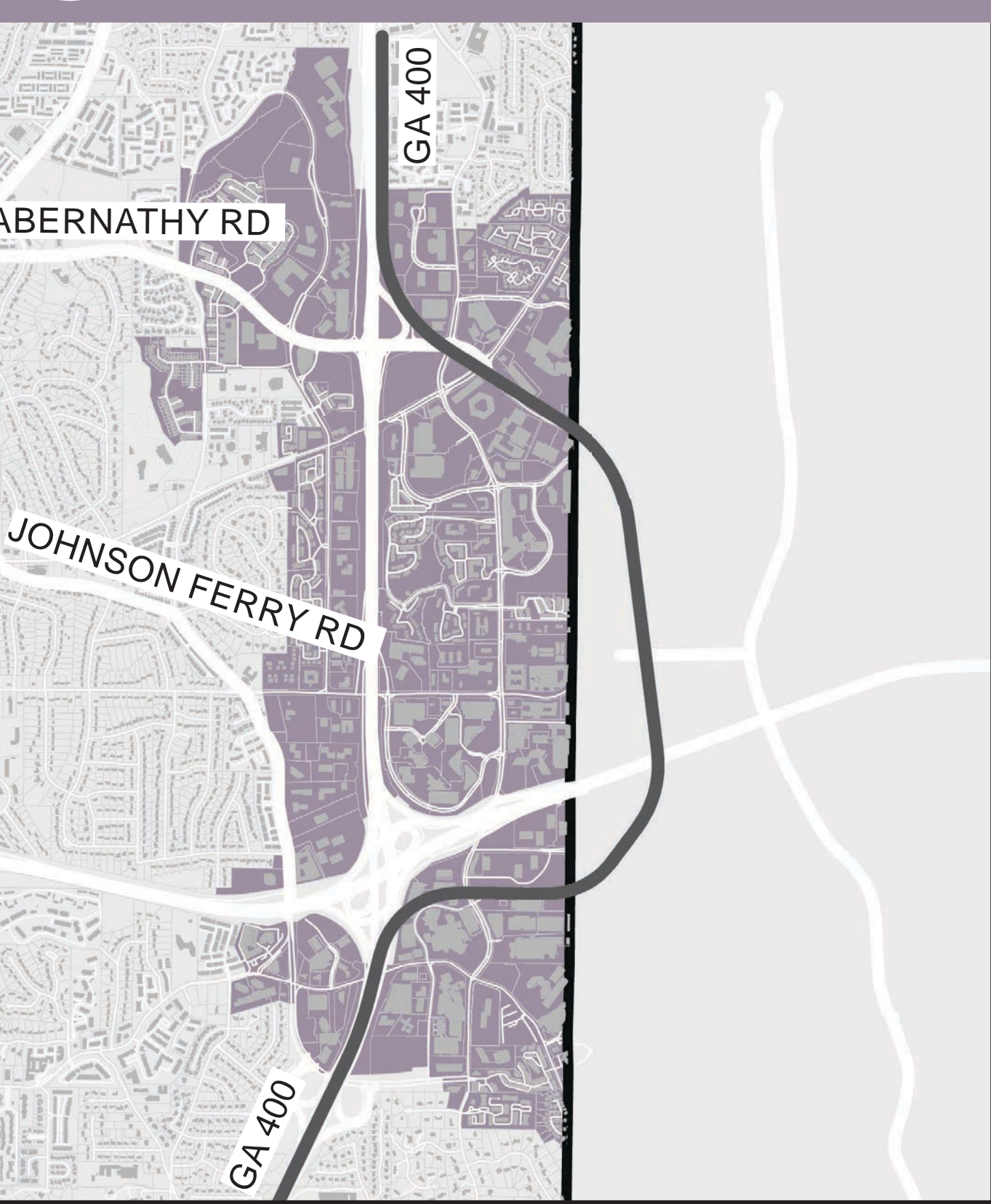


Black traditional style light pole with banners

FOCUS AREA DESIGN CHARACTER: FEEDBACK RECEIVED

STATION 3 | STAGE 1 FOCUS AREAS

3 PERIMETER



OVERALL

- An area with taller buildings
- Large open space around buildings
- Modern
- More landscape buffer needed along streets

PUBLIC REALM

LANDSCAPE

- Provide planted buffers from street
- Trees for shade
- Seasonal plantings

FURNISHING

- Comfortable (ergonomic and thermal)
- Prevent light pollution

PAVING

- Consistency and order
- Visual interest

PRIVATE REALM

- Wide walkways
- Retain open spaces
- Greenery, planting areas
- Separation of spaces for gathering areas
- Enhance walkability
- Provide outdoor seating
- Accessibility

BUILDING

- Unique design
- Variation in materials
- Simplicity
- Openness
- Do not want massive buildings

PERIMETER: PREFERRED CHARACTER IMAGES

STATION 3 | STAGE 1 FOCUS AREAS



Taller buildings with large surrounding open spaces



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



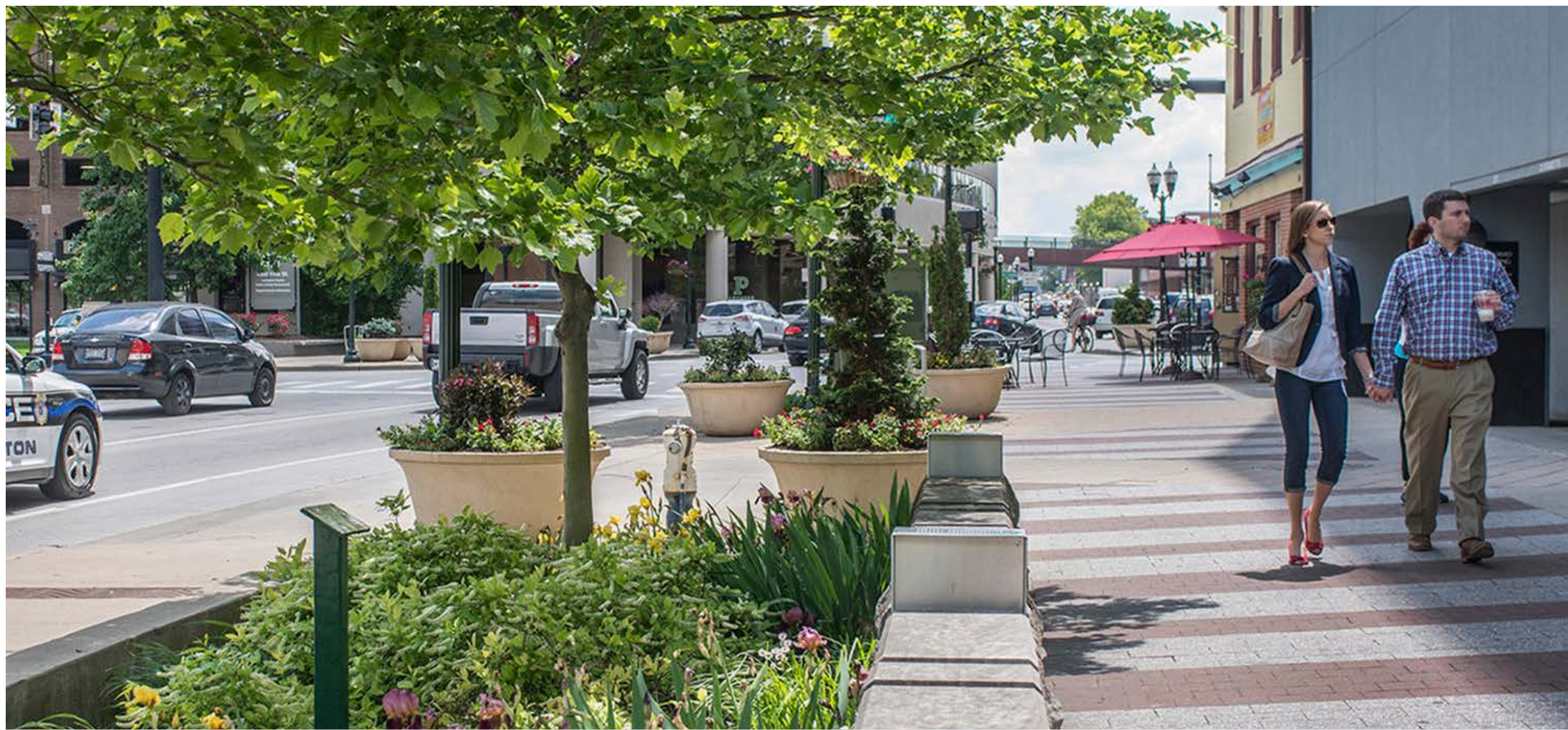
Simple massing but transparent and thoughtfully articulated building with the use of large windows and openings



Pedestrian pathway and stormwater plantings, with connections to sidewalk



Seasonal planters and benches



Stormwater management planting



Black classic style bench



Green traditional style light pole

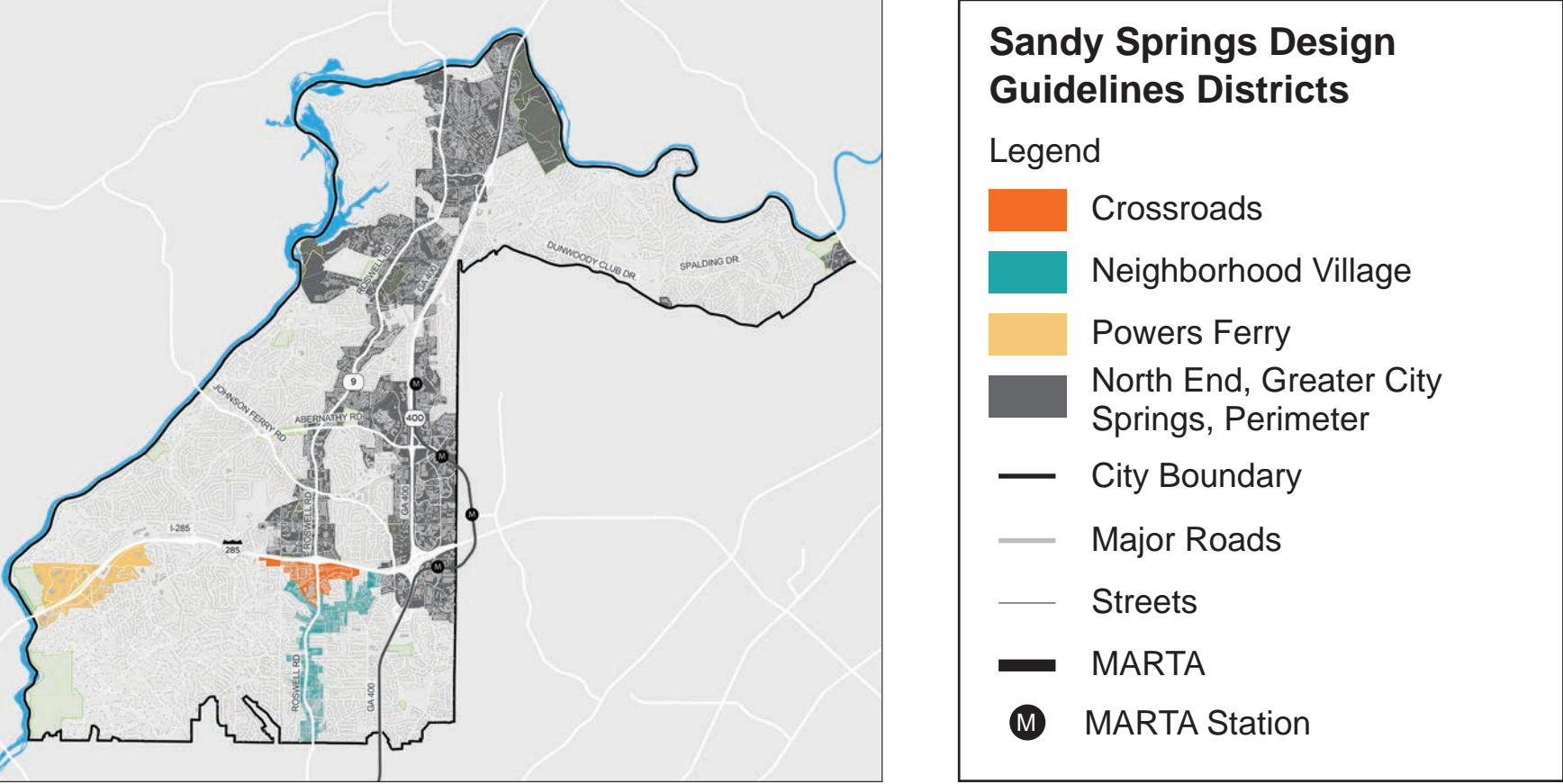


Unit paver sidewalk with border band and special seating area

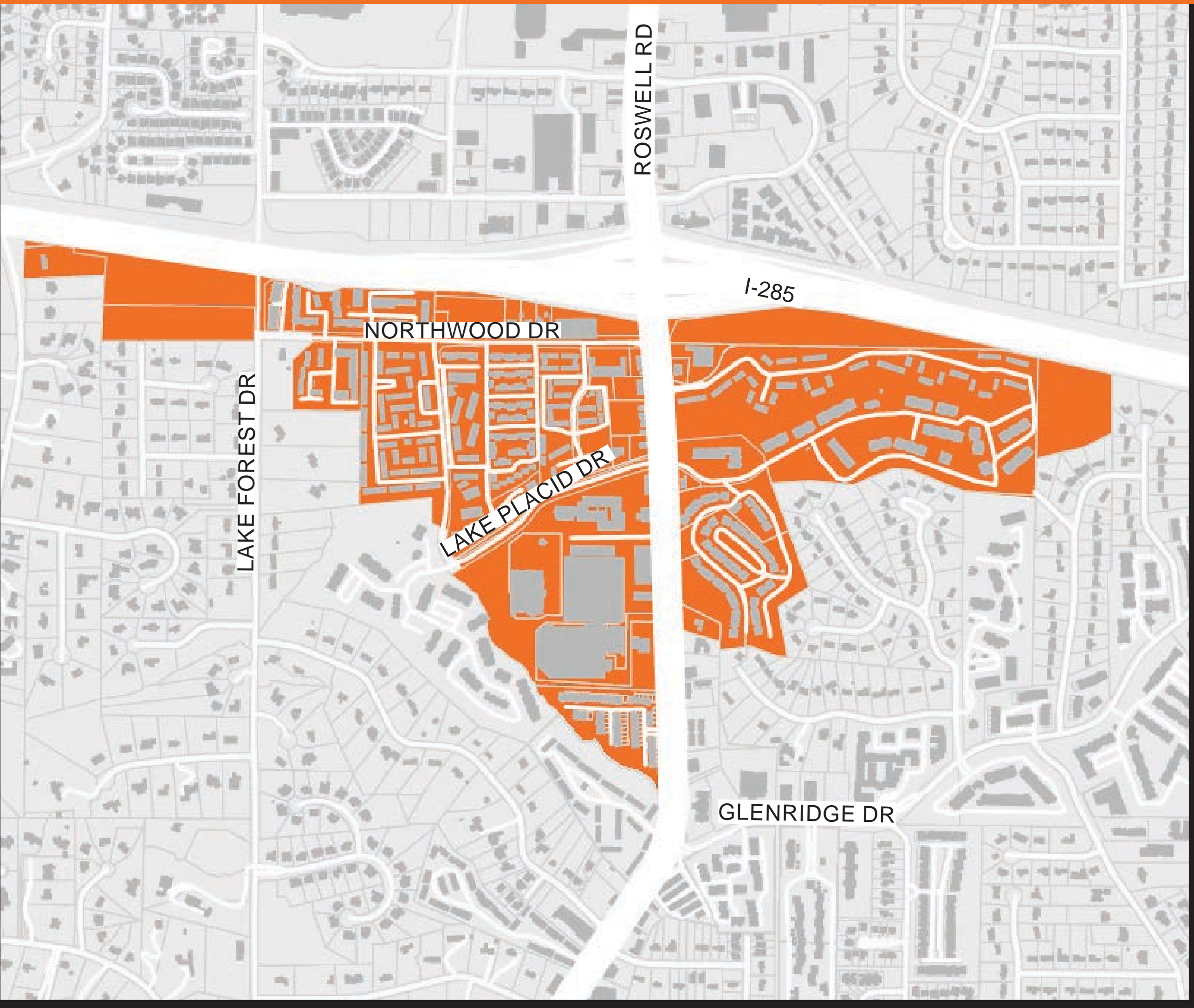
STAGE 2: FOCUS AREAS MAPS

STATION 4 | STAGE 2 FOCUS AREAS

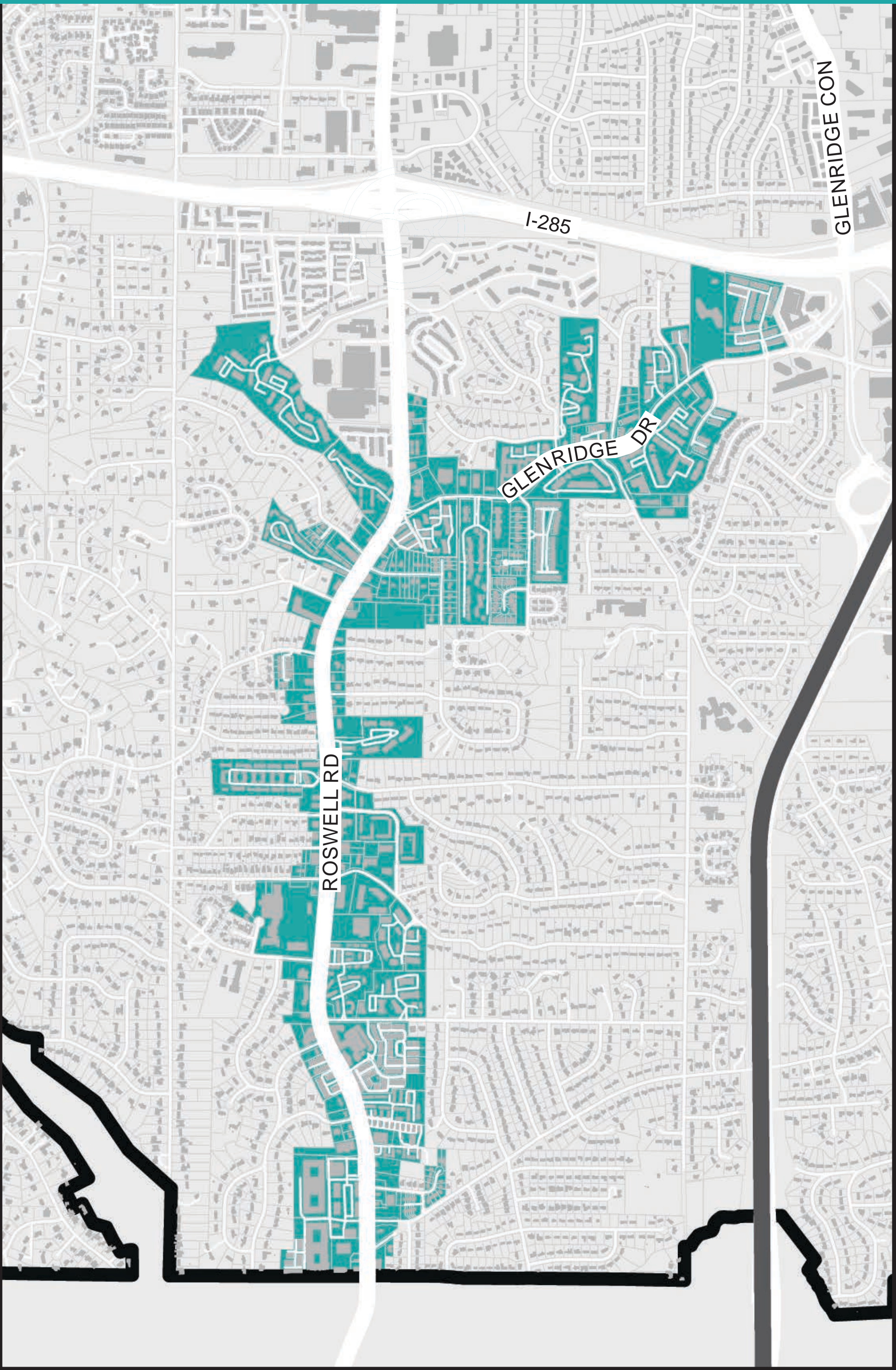
DESIGN GUIDELINES FOCUS AREAS- KEY MAP



1 CROSSROADS



2 NEIGHBORHOOD VILLAGE



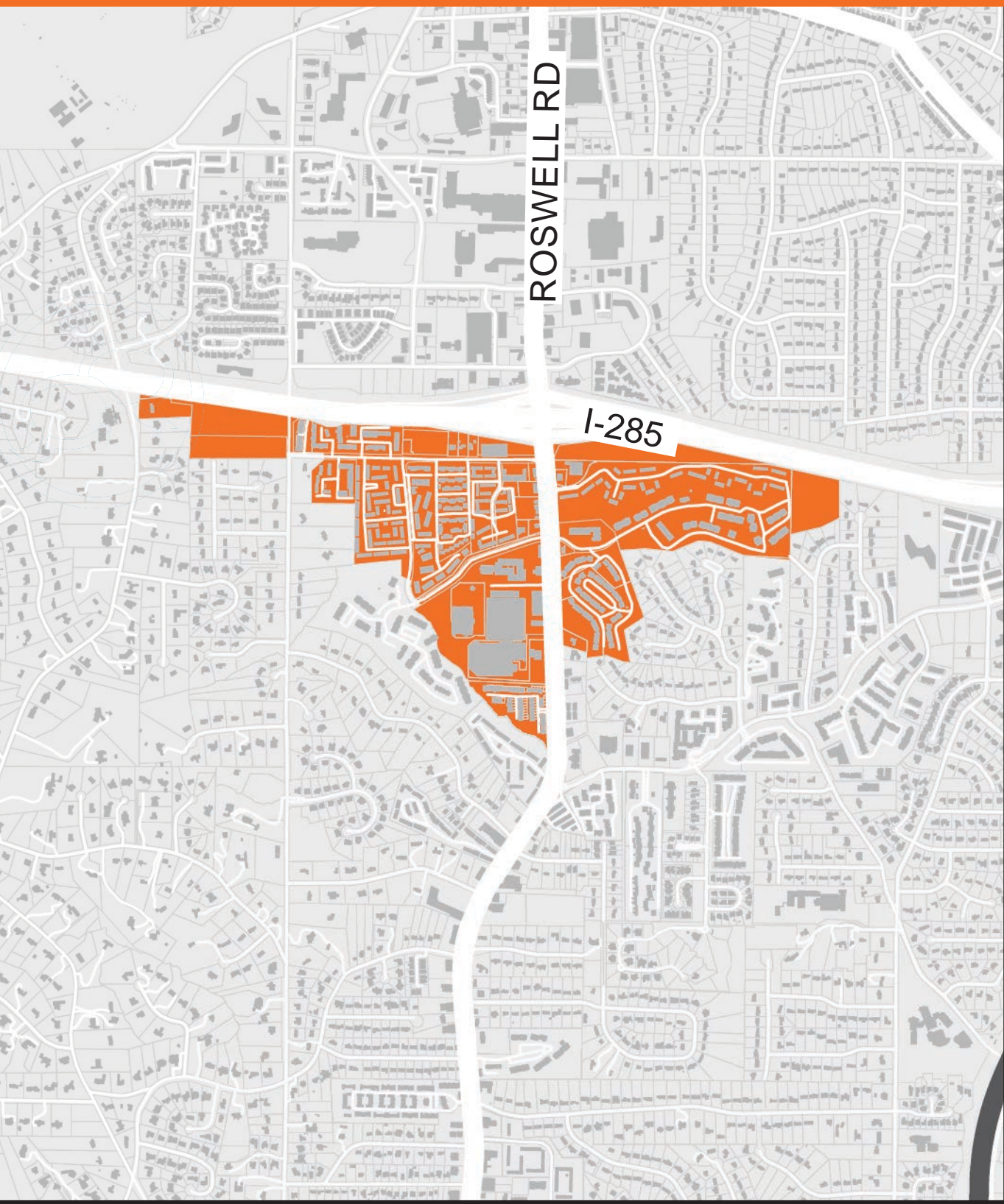
3 POWERS FERRY



CROSSROADS: EXISTING CHARACTER

STATION 4 | STAGE 2 FOCUS AREAS

1 CROSSROADS



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



PRIVATE REALM



BUILDING ELEMENTS



CROSSROADS: 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



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



Streetside bioretention facility

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



Lawn strip and larger landscape strip behind back of curb

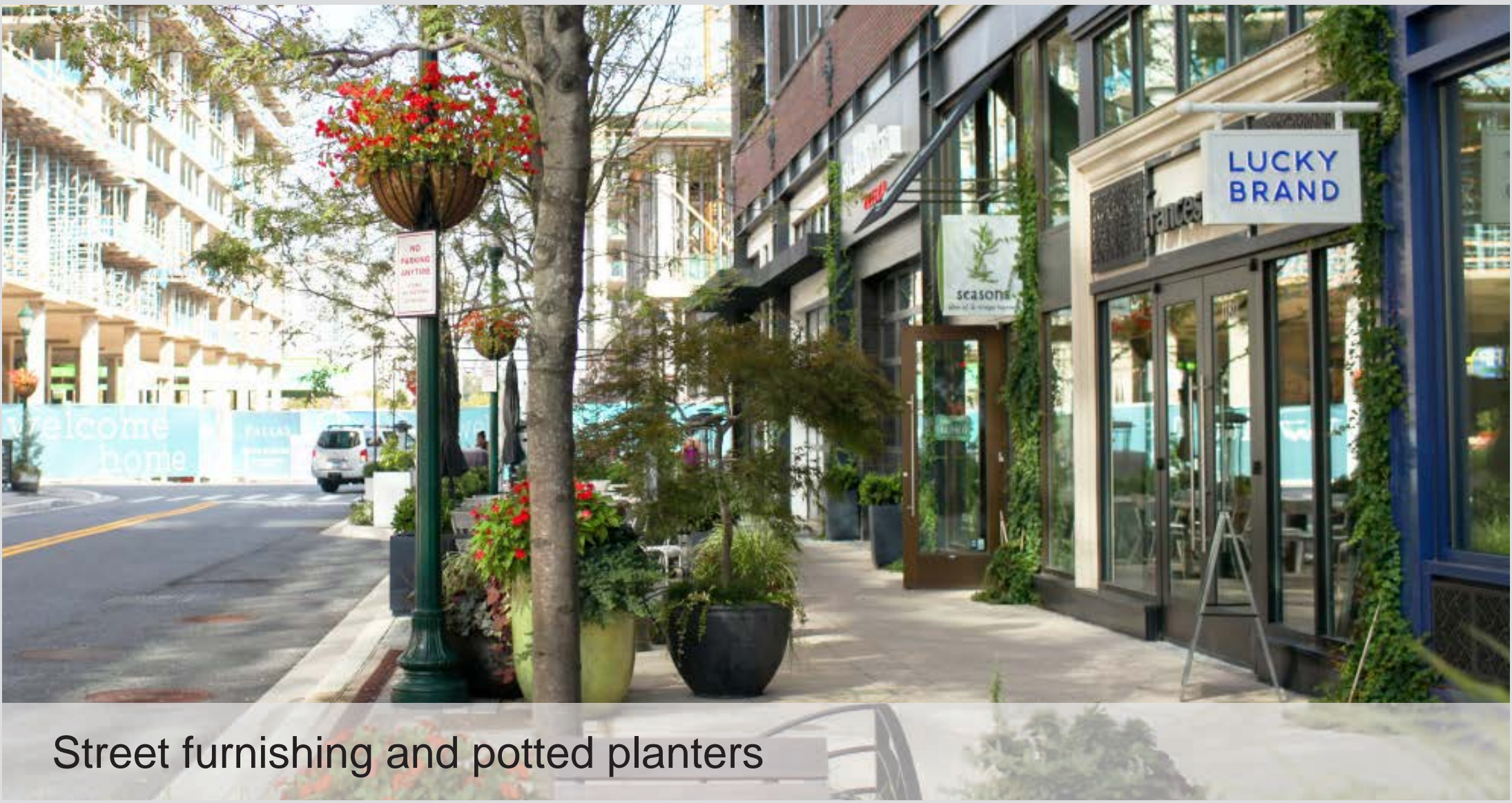
PLACE DOTS HERE

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

CROSSROADS: 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

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



Green traditional 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



Black classic 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

CROSSROADS: 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



Intersection treatment with brick paving

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Concrete sidewalk with brick border band

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

CROSSROADS: 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

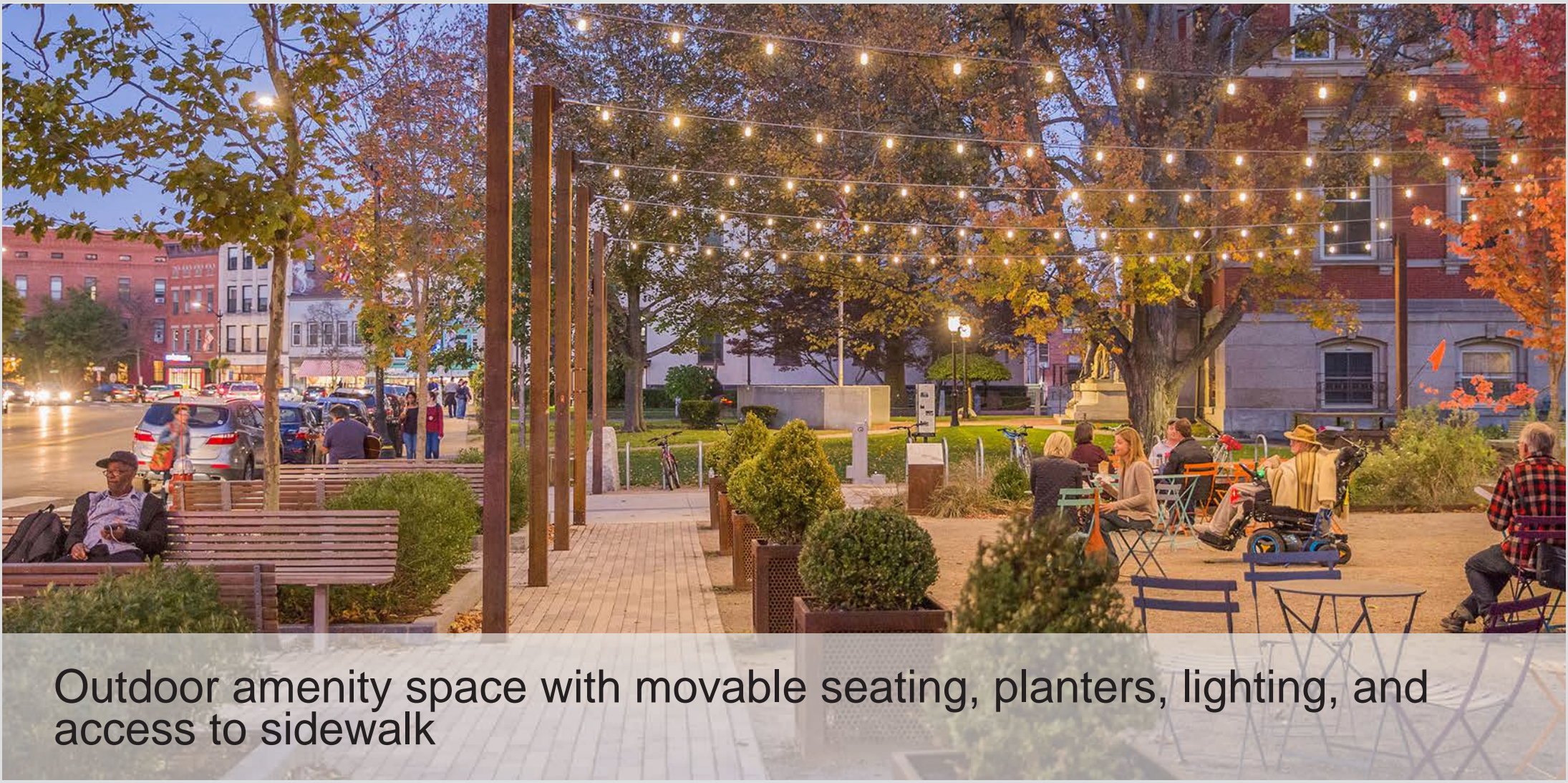


Restaurant with open storefront that engages the sidewalk and activates the streetscape

PLACE DOTS HERE

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

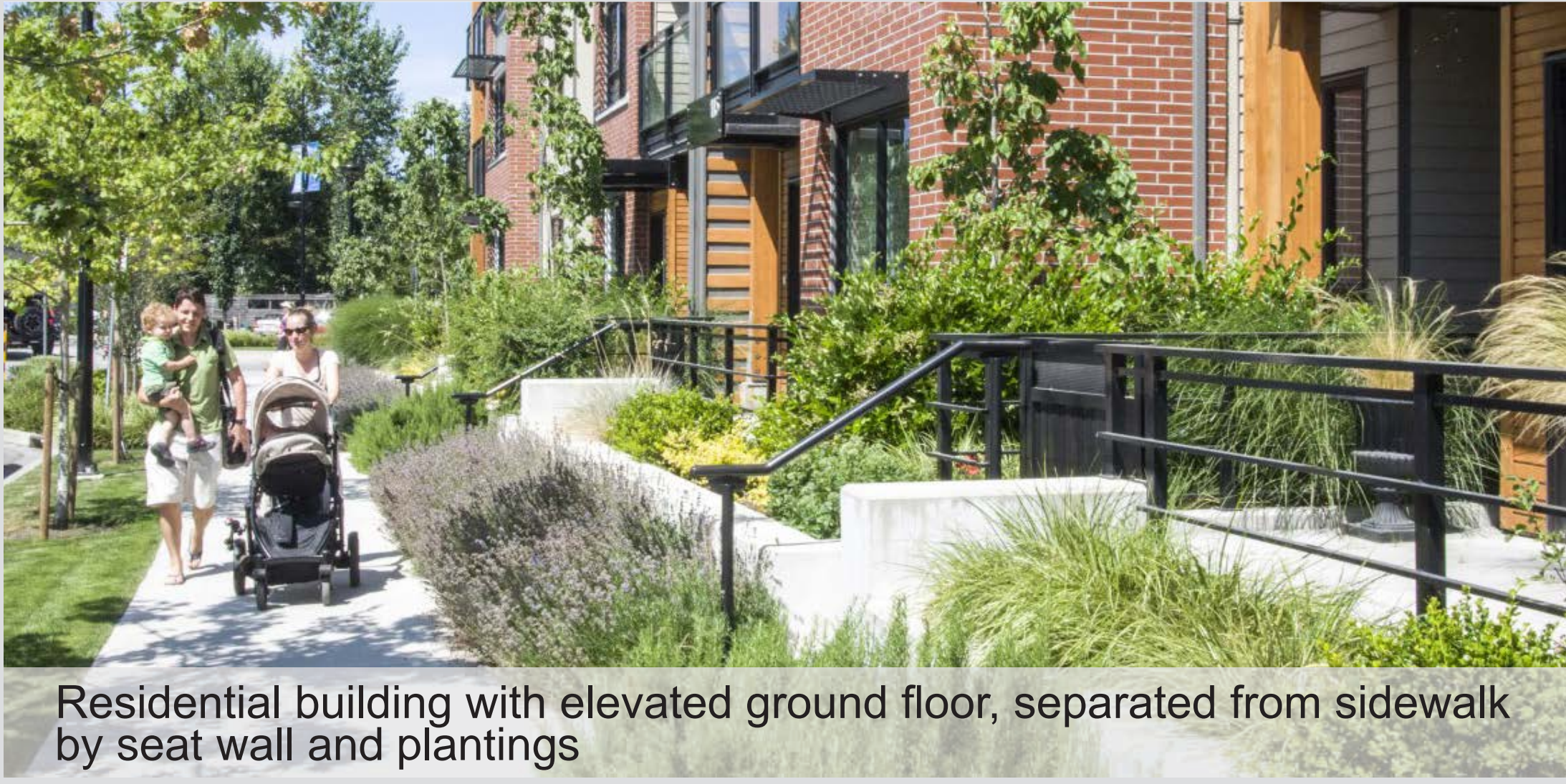


Storefront with foundation plantings

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



Shade trees in large lawn area

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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

CROSSROADS: 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



Modern building featuring clean geometric lines, large glass windows, wood paneling, and articulated by multi-level terraces with glass canopies.

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



Balanced brick building with thoughtful facade articulation and fenestrations. Slight variations in the roofline to highlight the entry corner.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Traditional articulation with classical details, a combination of brick and wood siding materials, and a varied yet muted color palette.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Modern building with simple massing, a transparent facade characterized by expansive glass windows, and a mix of brick and metal materials.

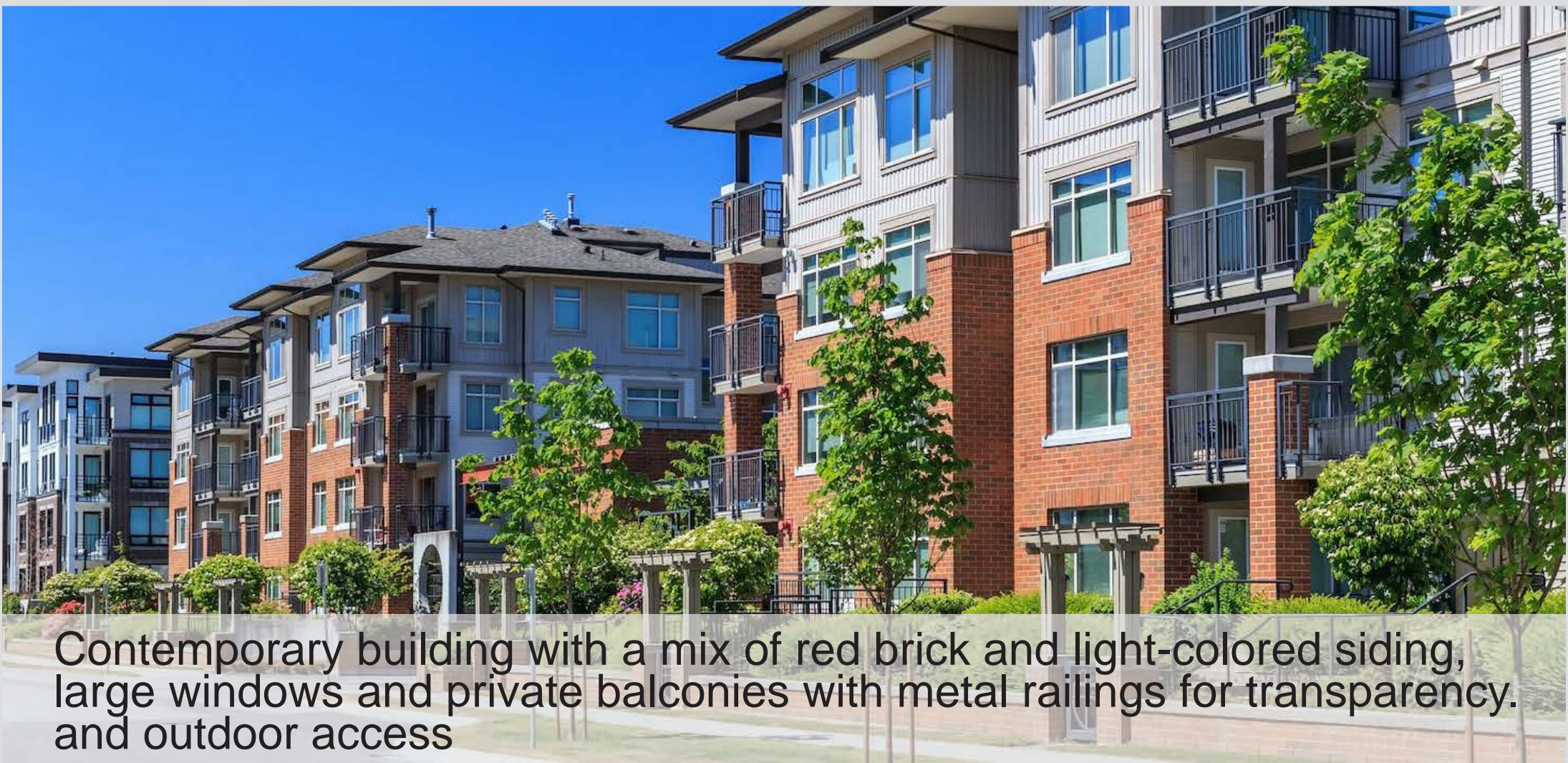
PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Contemporary building with a mix of red brick and light-colored siding, large windows and private balconies with metal railings for transparency and outdoor access

PLACE DOTS HERE

WHAT I LIKE...

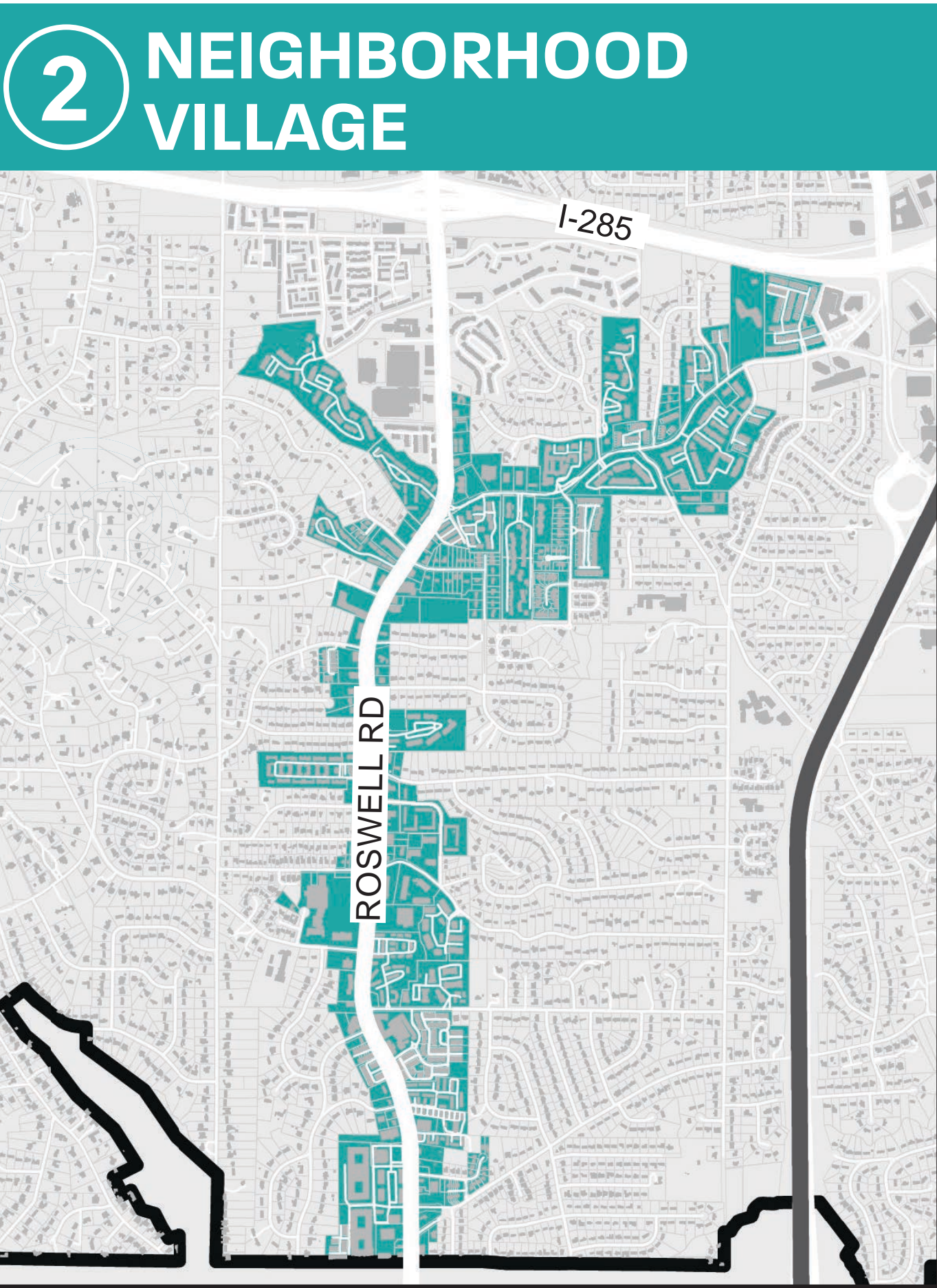
Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

NEIGHBORHOOD VILLAGE: EXISTING CHARACTER

STATION 4 | STAGE 2 FOCUS AREAS



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



PRIVATE REALM





BUILDING ELEMENTS

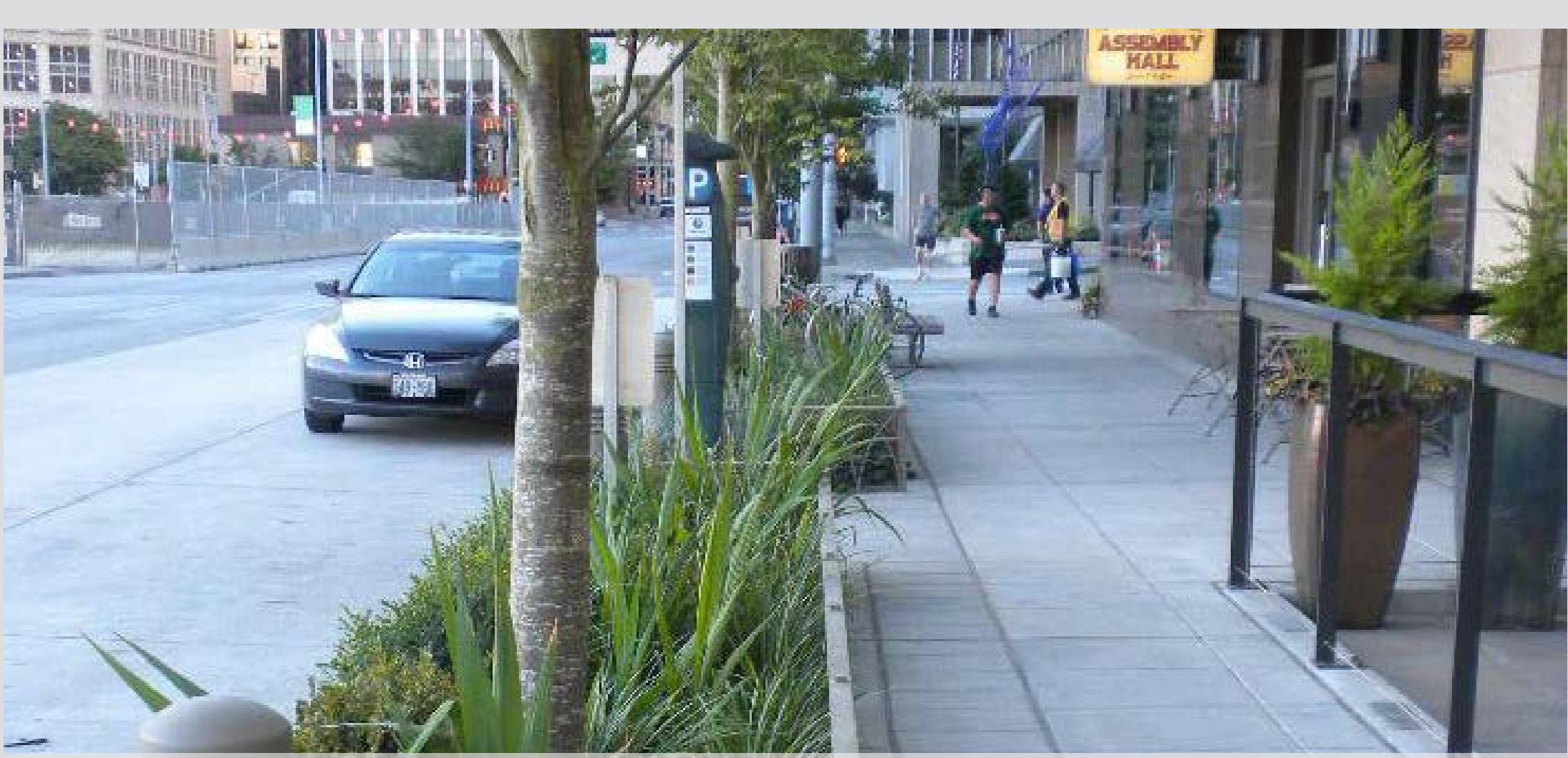


NEIGHBORHOOD VILLAGE: PUBLIC REALM - LANDSCAPE PANEL

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



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



Intermittent planters with accent plantings and trees

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



Trees in continuous lawn panel

PLACE DOTS HERE

WHAT I LIKE...



Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

NEIGHBORHOOD VILLAGE: 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**




Green traditional style bench and trash receptacle

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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



Traditional 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




Pendant 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 and trash receptacle

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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



Dark gray contemporary style light pole


PLACE DOTS HERE


WHAT I LIKE...
Write your thoughts here

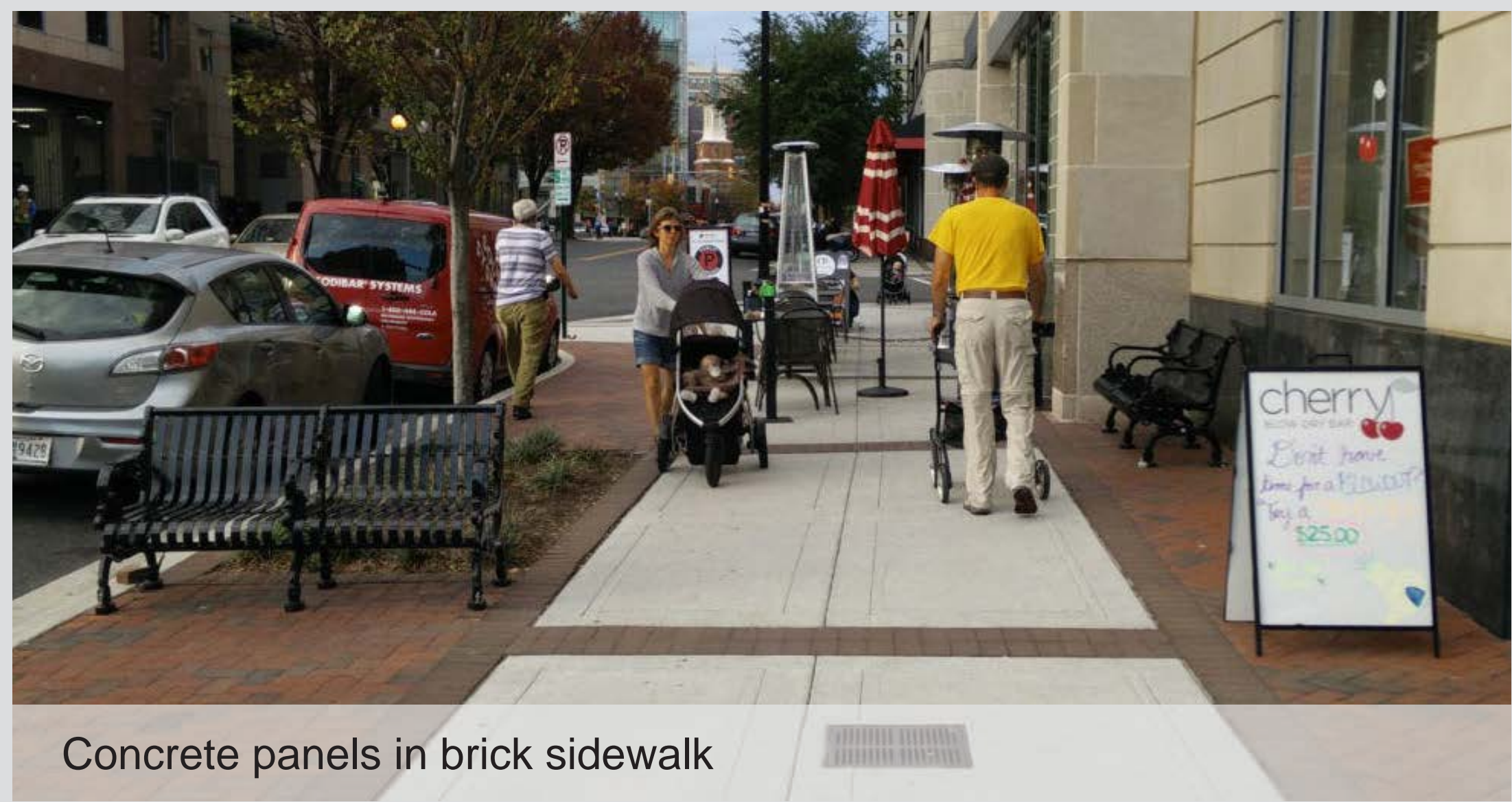
WHAT I DON'T LIKE...
Write your thoughts here

NEIGHBORHOOD VILLAGE: 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

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



Concrete sidewalk and gray unit paver amenity zone

PLACE DOTS HERE

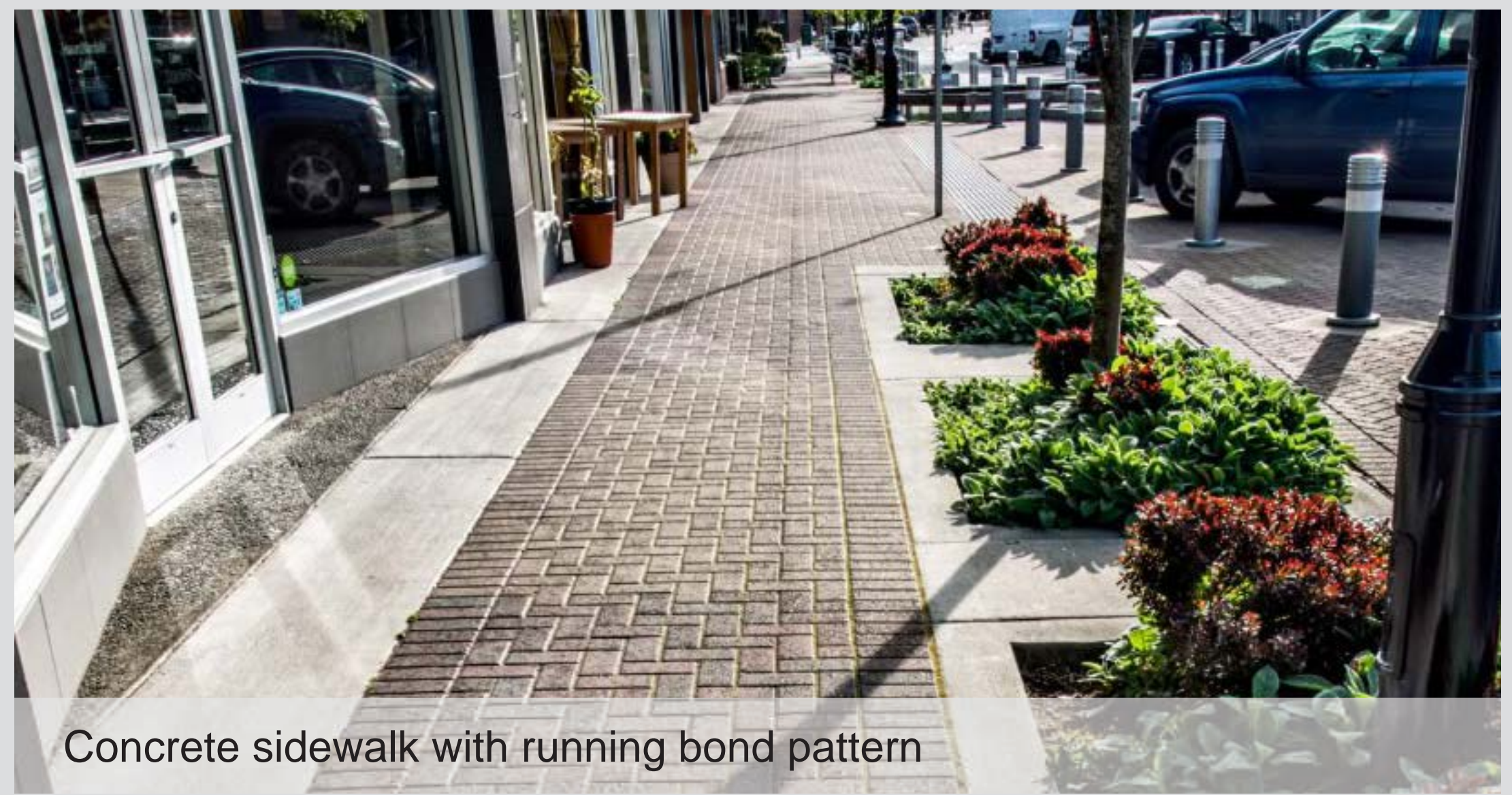
| | |
|---|---|
| WHAT I LIKE... Write your thoughts here | WHAT I DON'T LIKE... Write your thoughts here |
|---|---|



Intersection treatment with brick paving

PLACE DOTS HERE

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



Concrete sidewalk with running bond pattern

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 |
|---|---|



Tooled joint concrete with brick accent bands

PLACE DOTS HERE

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

NEIGHBORHOOD VILLAGE: 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:

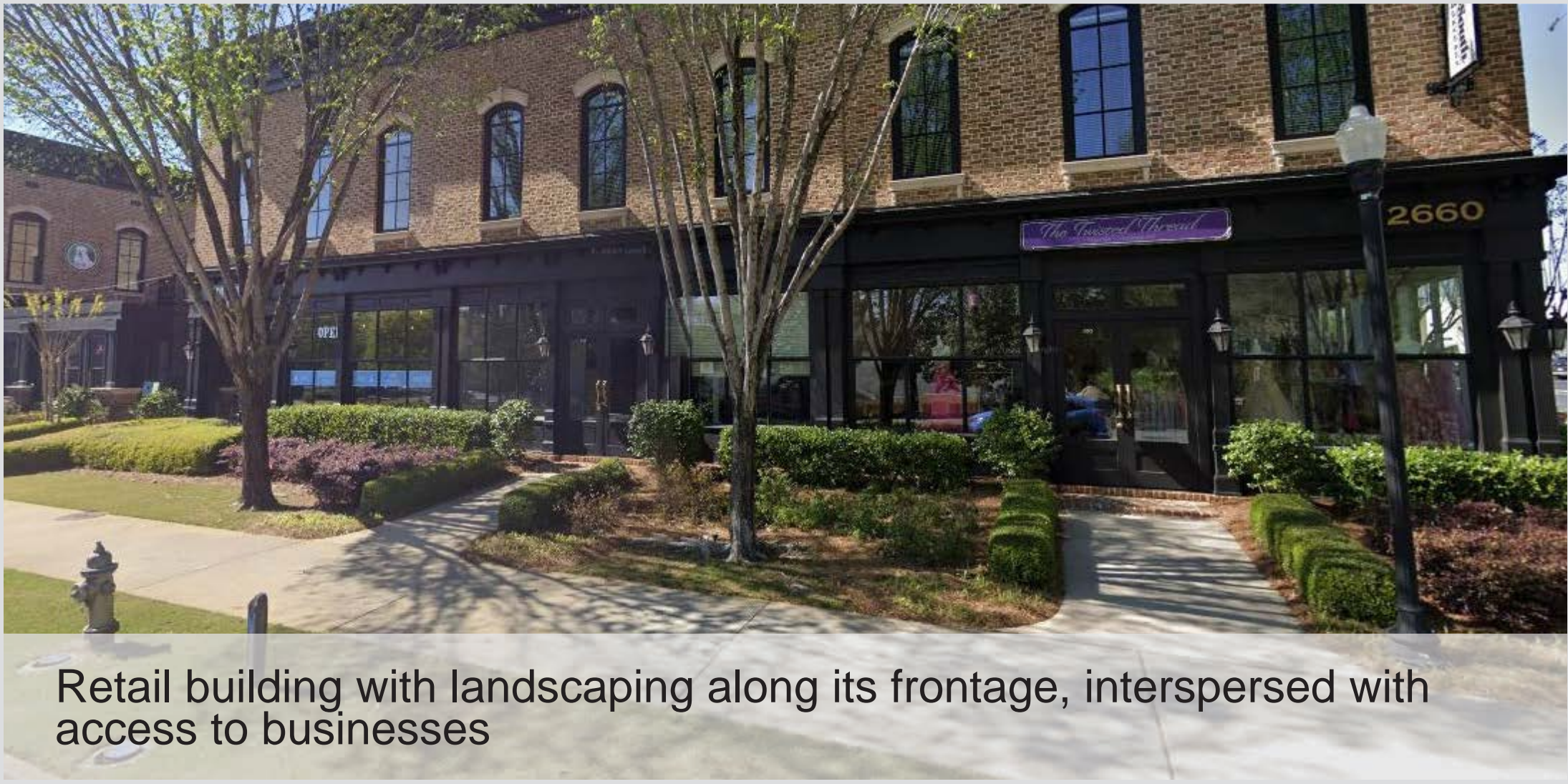
PLACE ● dots on the grey space below the images that show DESIGN character that you like
PLACE ● dots on the grey space below the images that show DESIGN character that you dislike



Storefront with foundation plantings

PLACE DOTS HERE

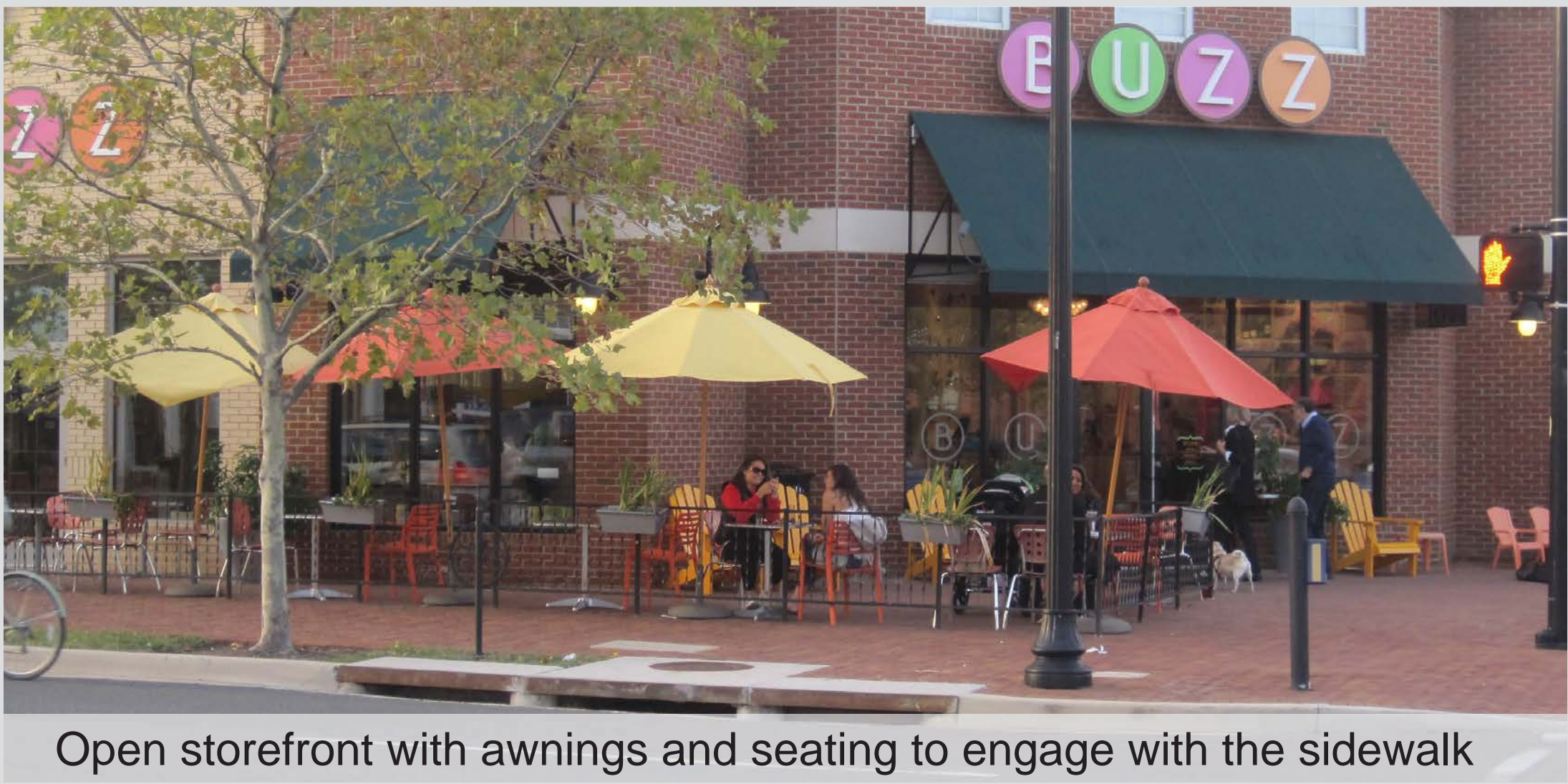
| | |
|---|---|
| <div>WHAT I LIKE...</div> <div>Write your thoughts here</div> | <div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div> |
|---|---|



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

PLACE DOTS HERE

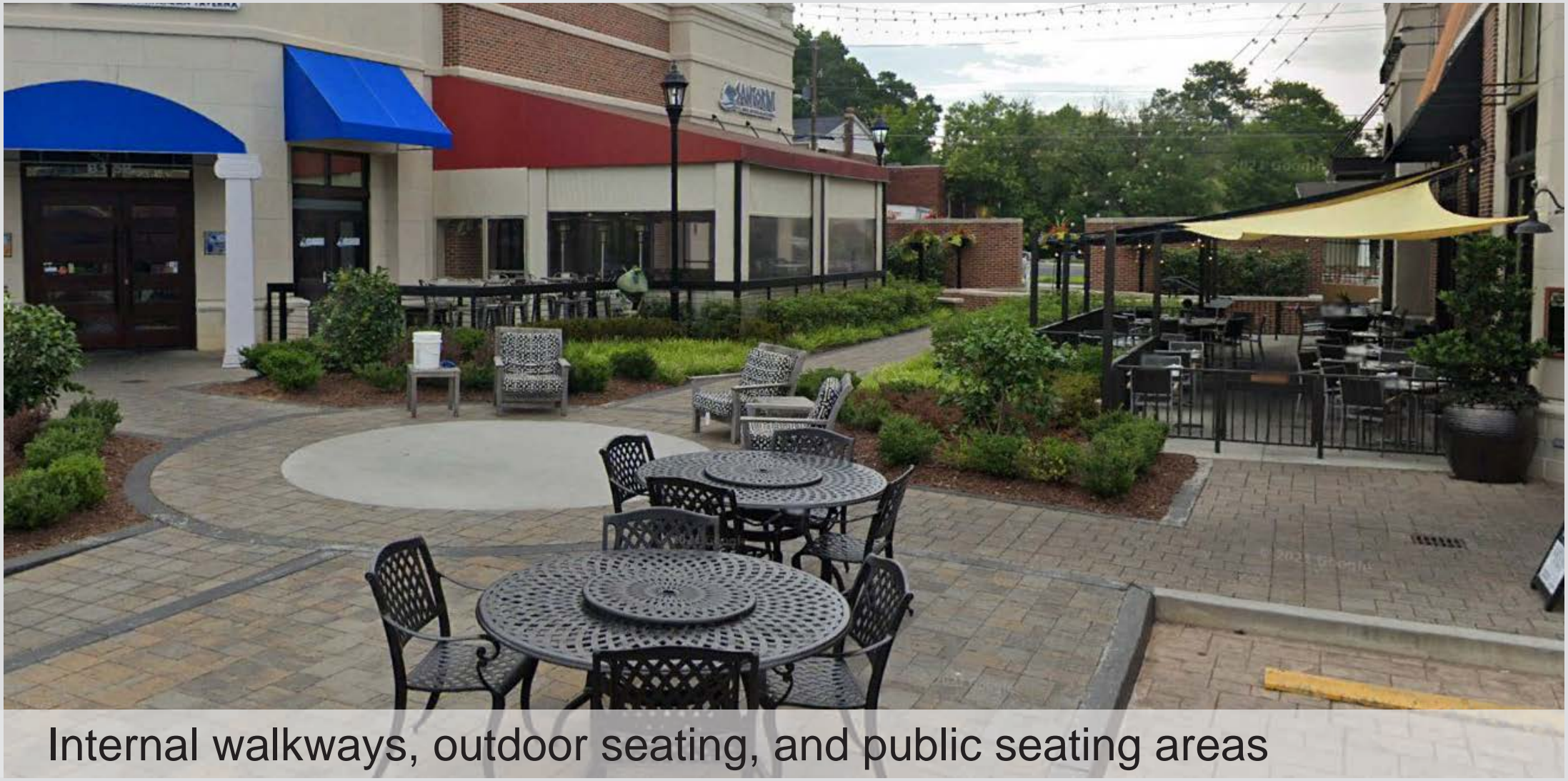
| | |
|---|---|
| <div>WHAT I LIKE...</div> <div>Write your thoughts here</div> | <div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div> |
|---|---|



Open storefront with awnings and seating to engage with the sidewalk

PLACE DOTS HERE

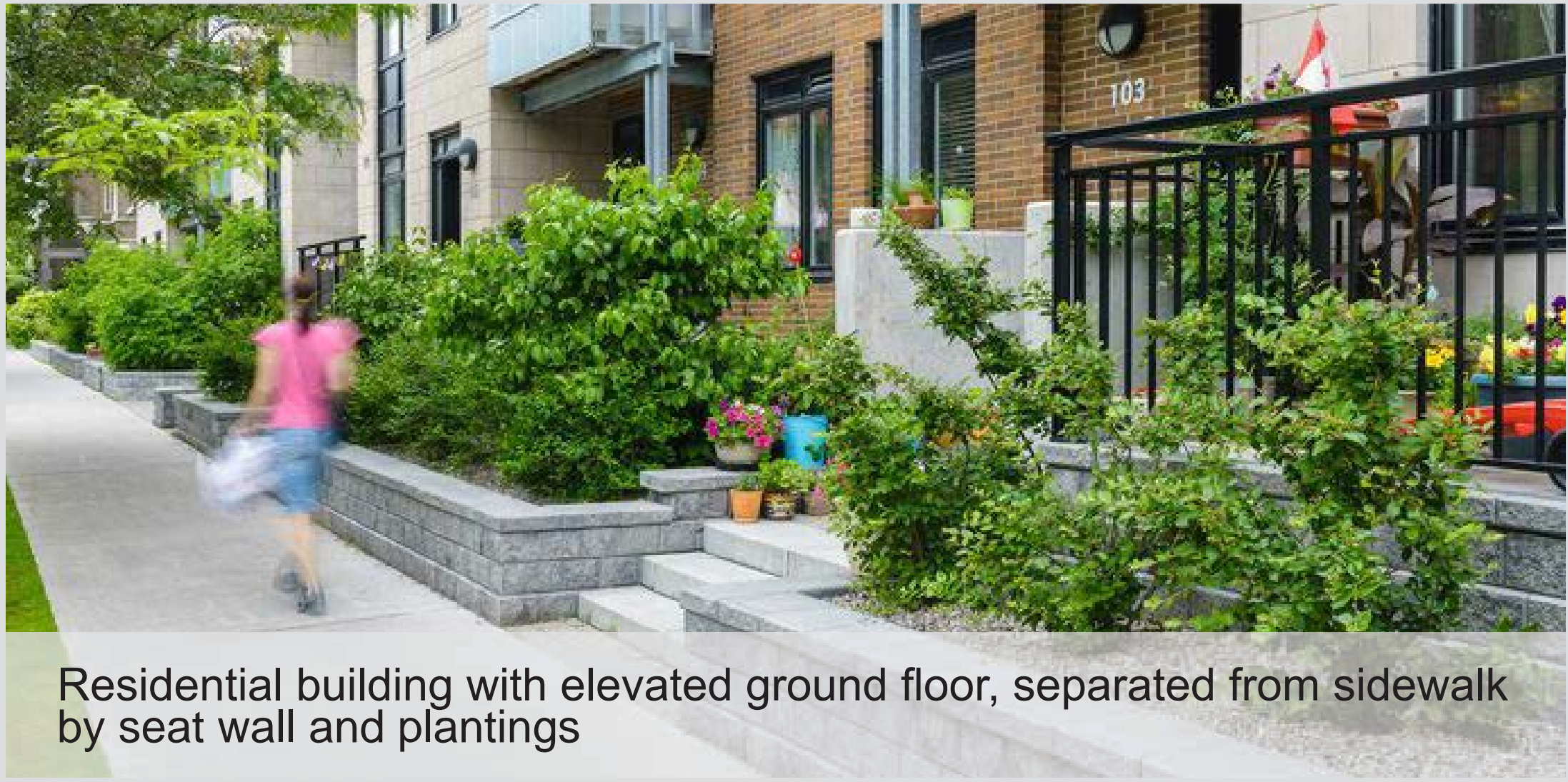
| | |
|---|---|
| <div>WHAT I LIKE...</div> <div>Write your thoughts here</div> | <div>WHAT I DON'T LIKE...</div> <div>Write your thoughts here</div> |
|---|---|



Internal walkways, outdoor seating, and public seating areas

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> |
|---|---|



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> |
|---|---|

NEIGHBORHOOD VILLAGE: 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



Building with a traditional massing and a facade articulated with balconies, and a mix of brick and stucco materials.

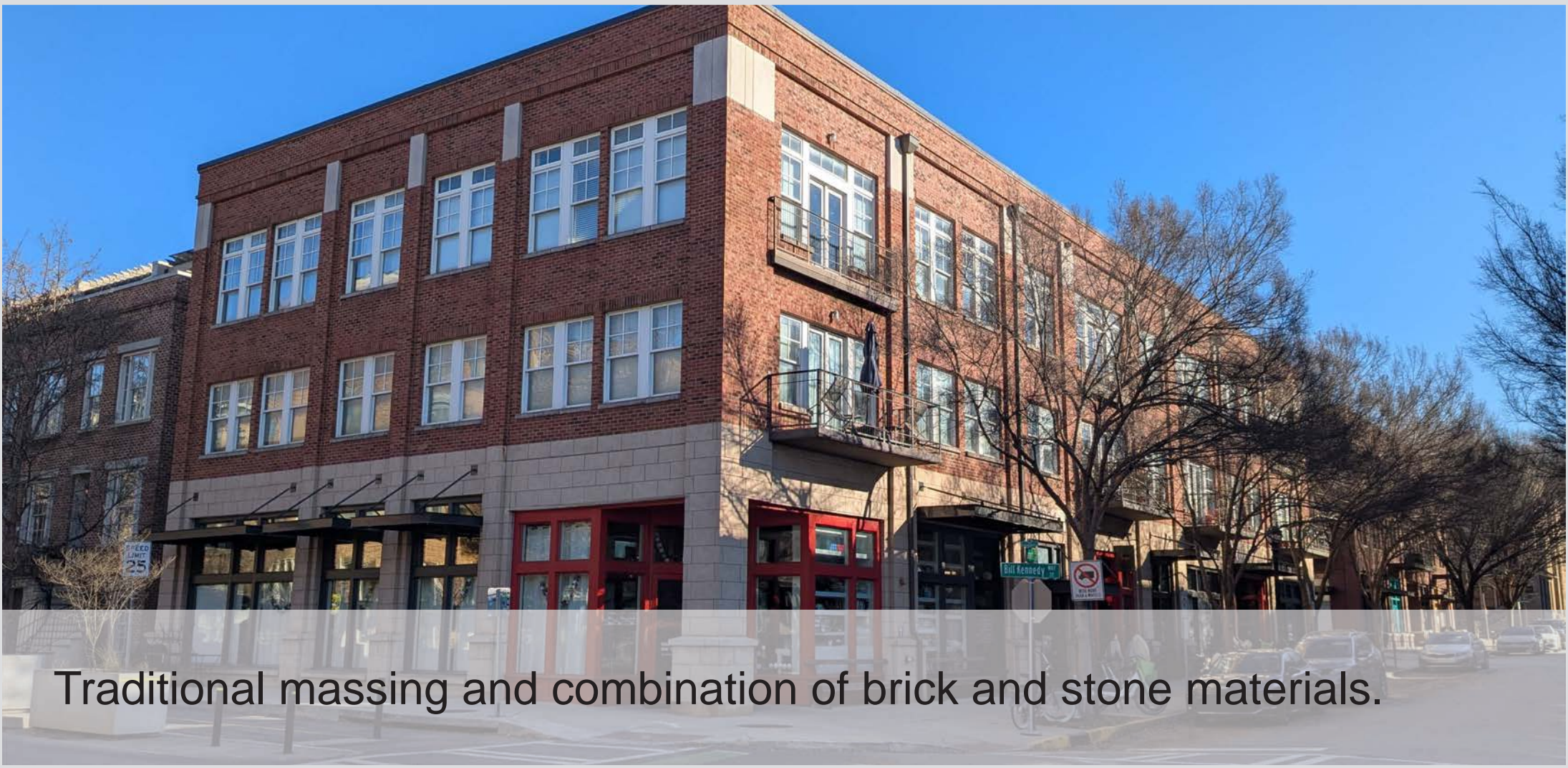
PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Traditional massing 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

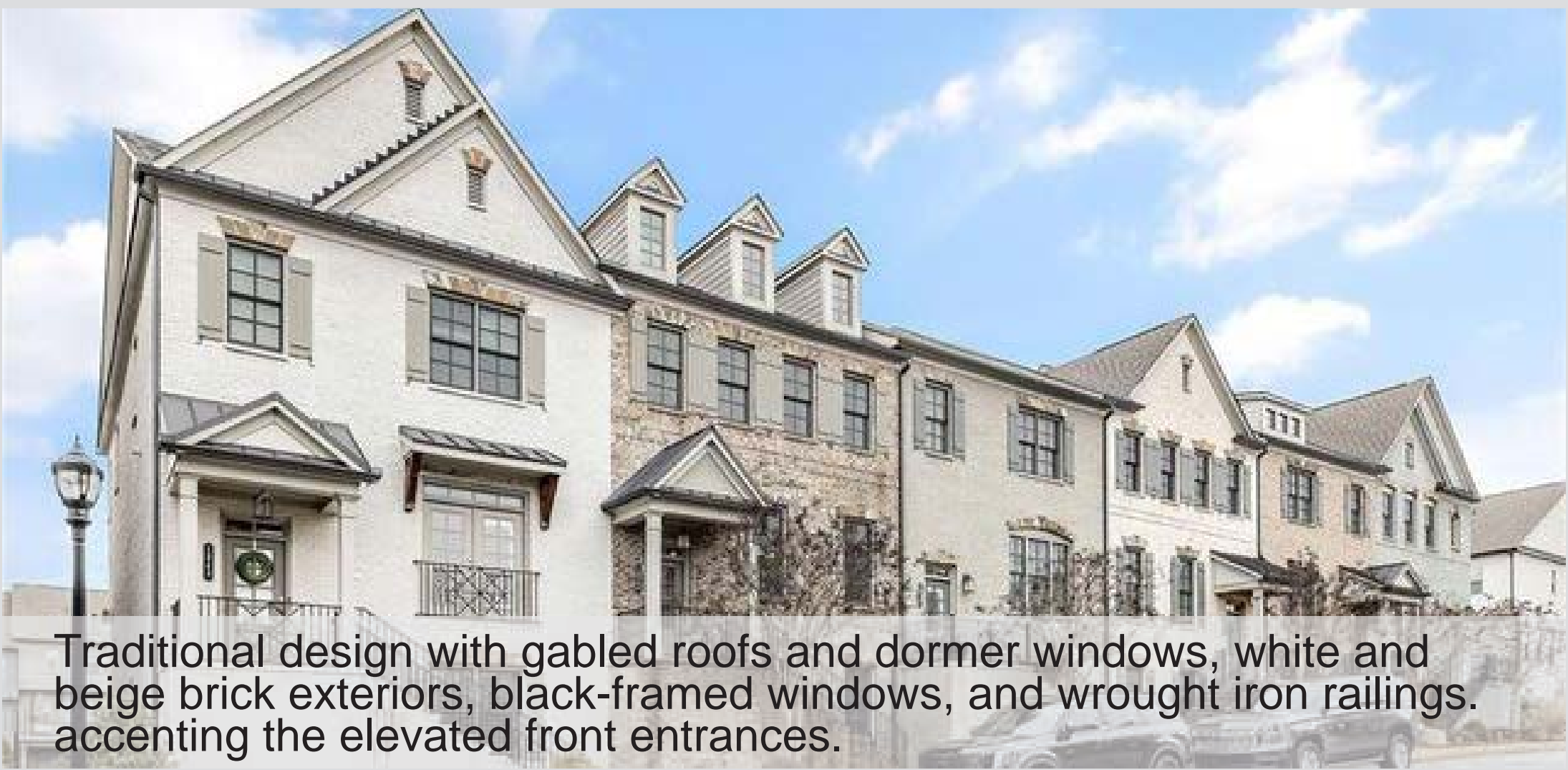
PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Traditional design with gabled roofs and dormer windows, white and beige brick exteriors, black-framed windows, and wrought iron railings. accenting the elevated front entrances.

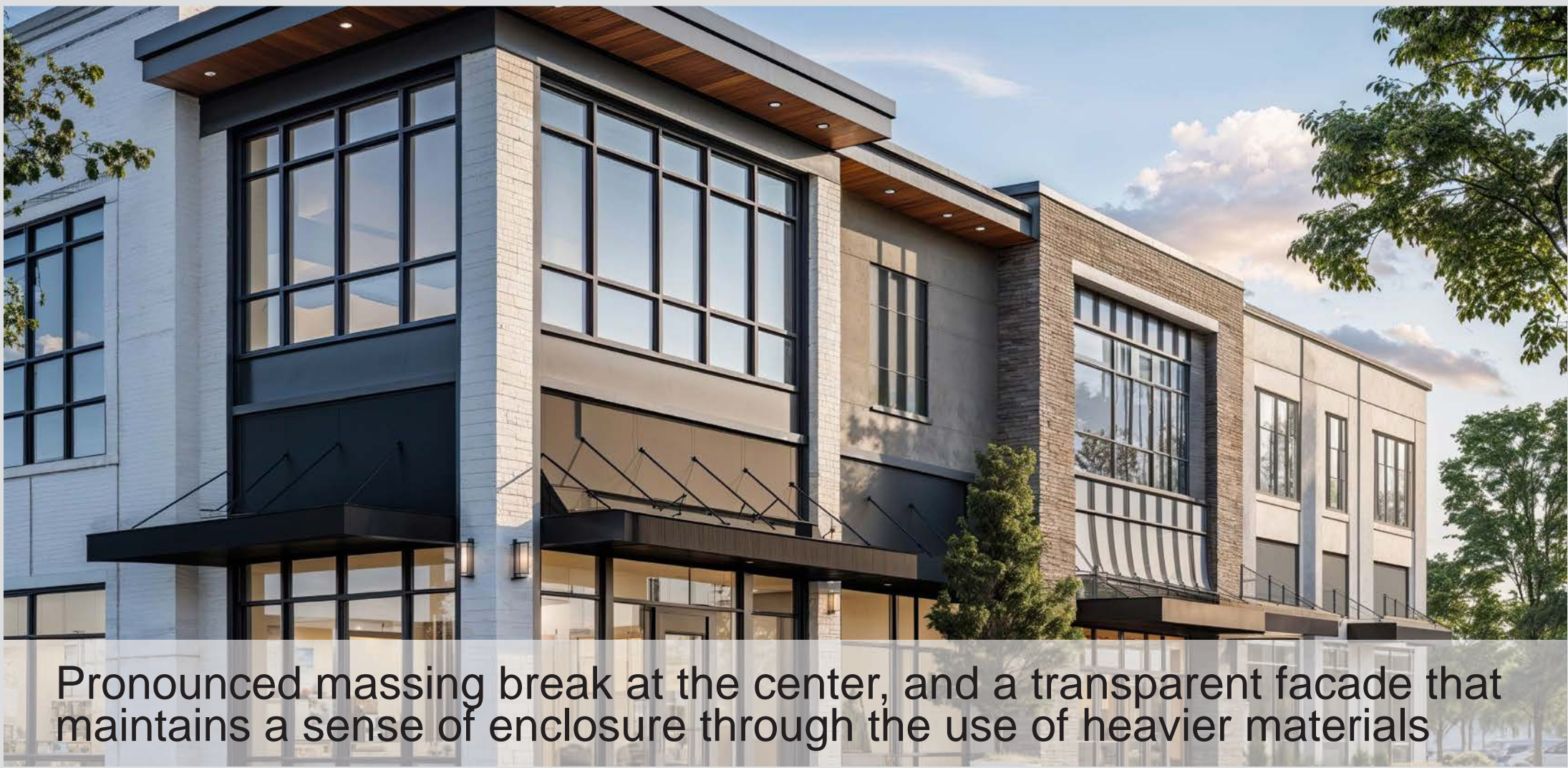
PLACE DOTS HERE

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



Classical building with arched ground-floor windows, decorative cornices, and balconies adorned with balustrades.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

POWERS FERRY: EXISTING CHARACTER

STATION 4 | STAGE 2 FOCUS AREAS

3 POWERS FERRY

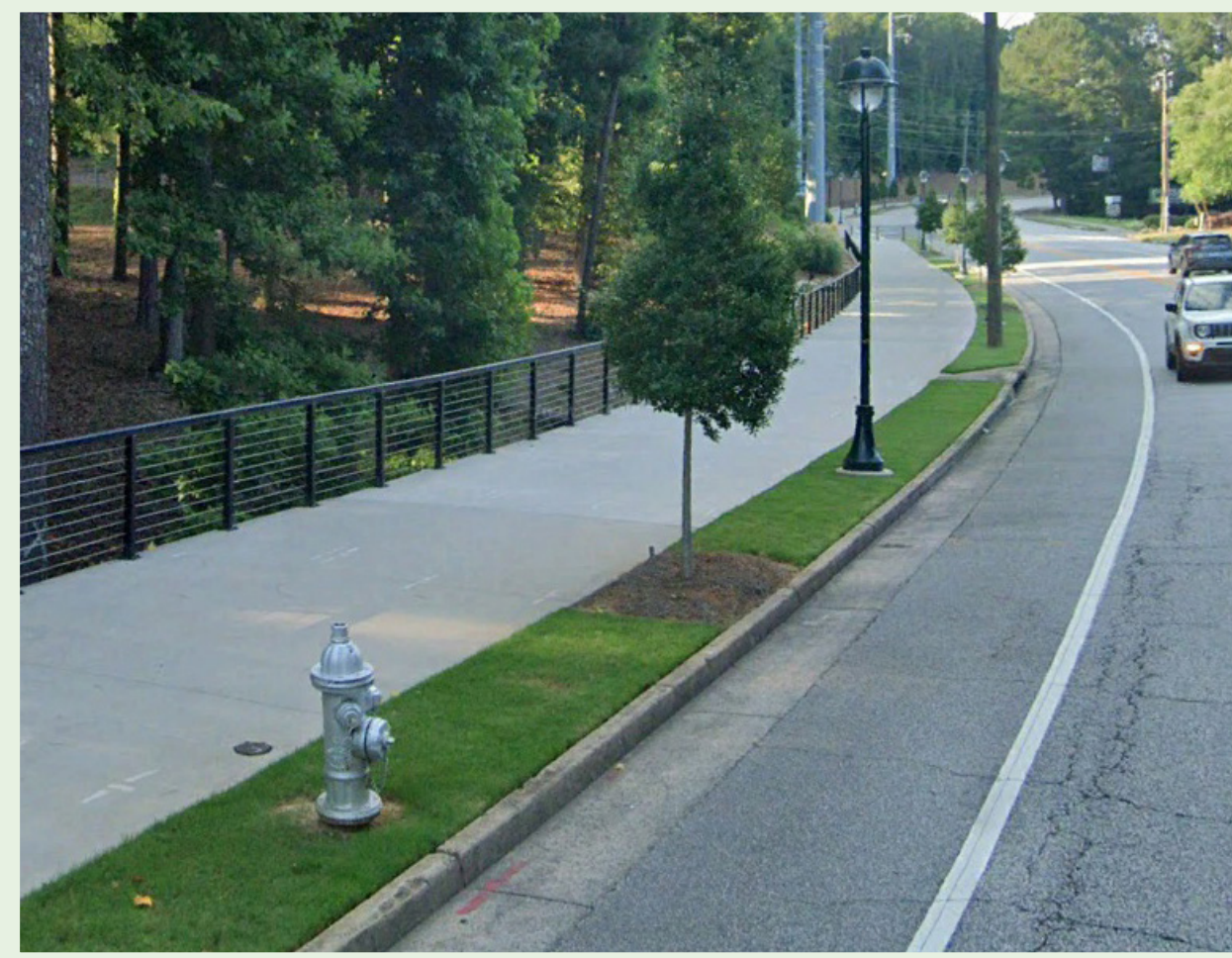


ACTIVITY

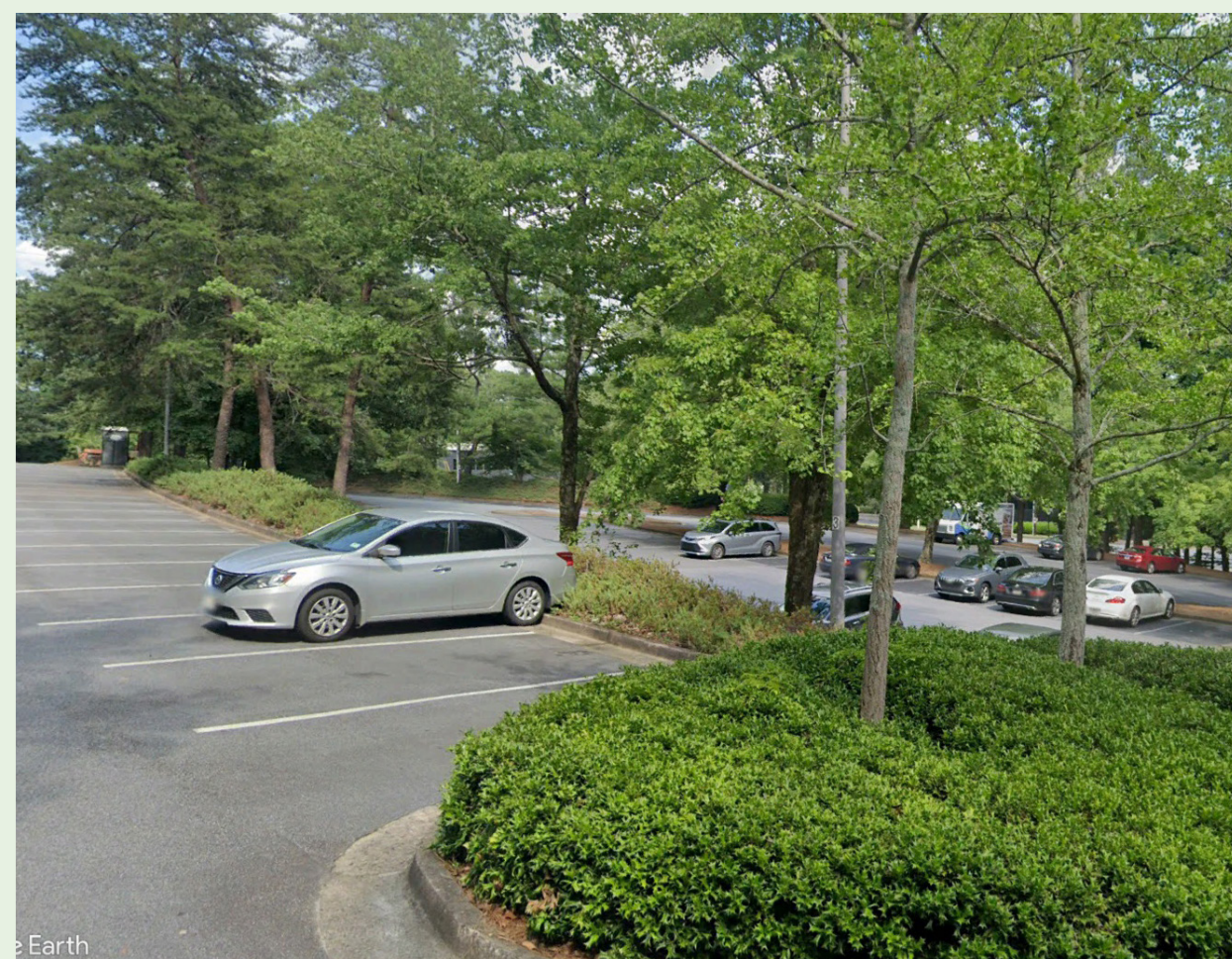
Place a dot on any images that you LIKE (e.g., design approaches that you would like to see continue in this area).

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



PRIVATE REALM





BUILDING ELEMENTS



POWERS FERRY: 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

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



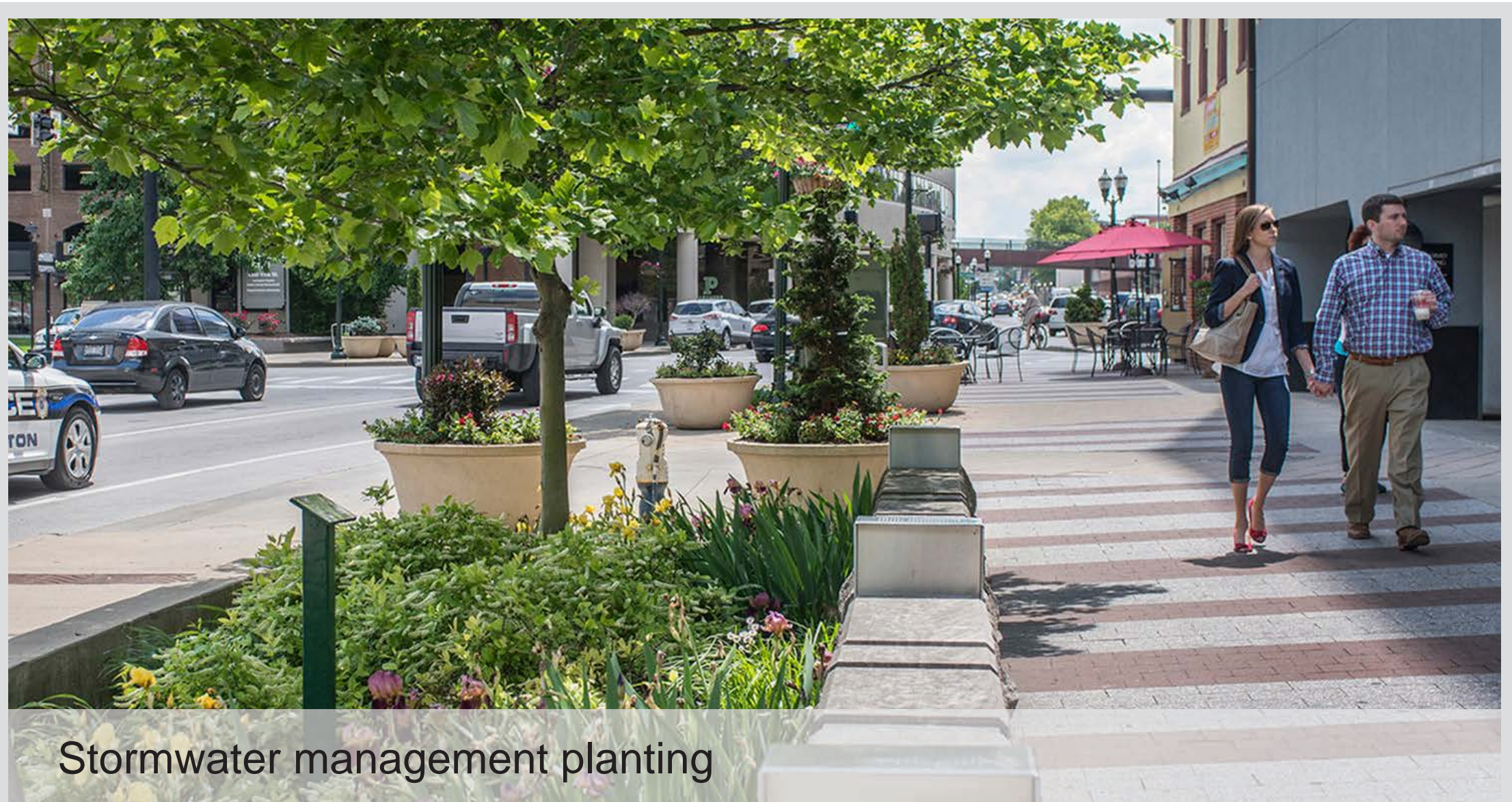
PLACE DOTS HERE

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



PLACE DOTS HERE

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



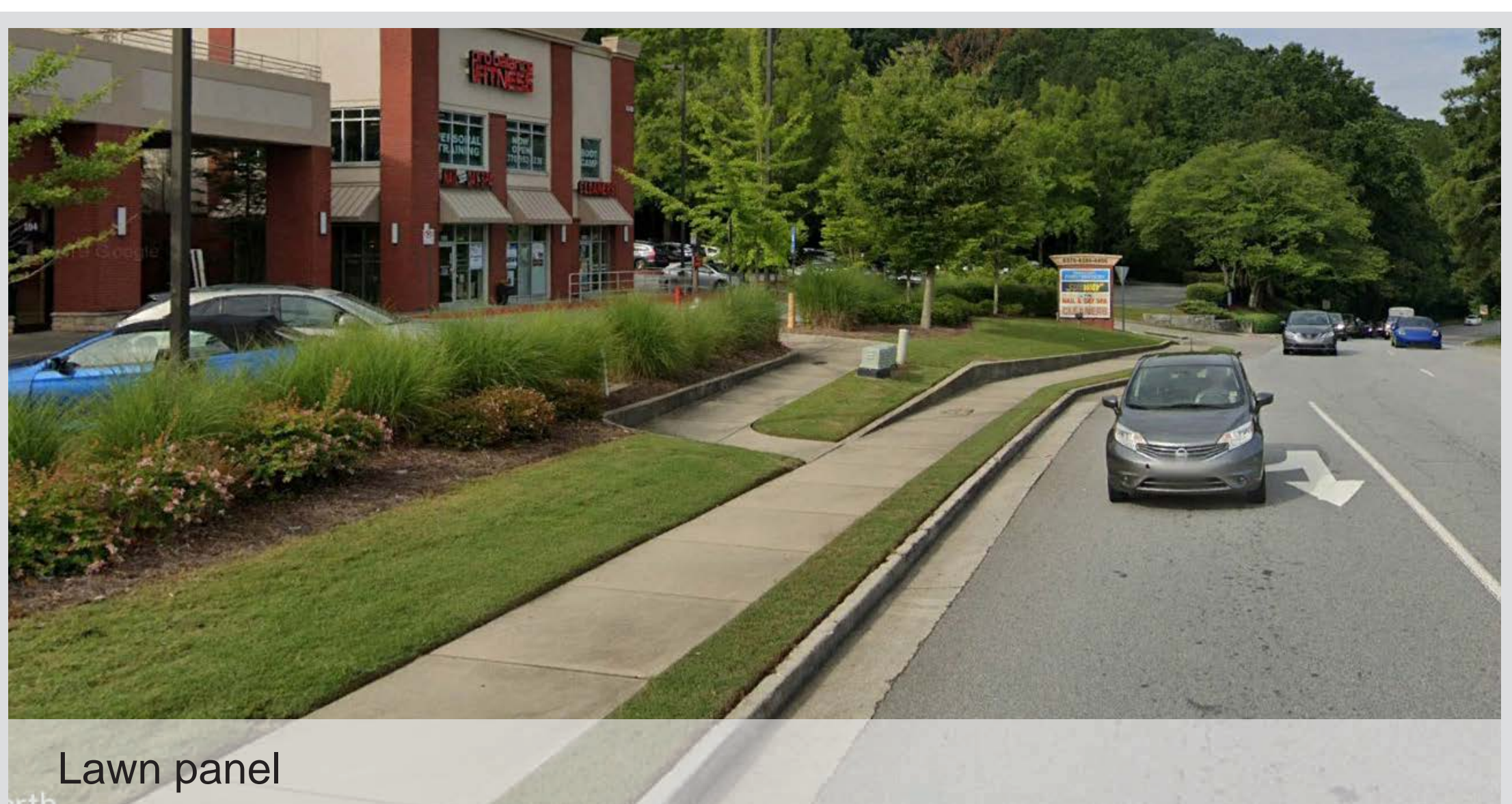
PLACE DOTS HERE

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



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 |
|---|---|

POWERS FERRY: 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



Pendant 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



Black traditional style light pole

PLACE DOTS HERE

WHAT I LIKE...



Write your thoughts here

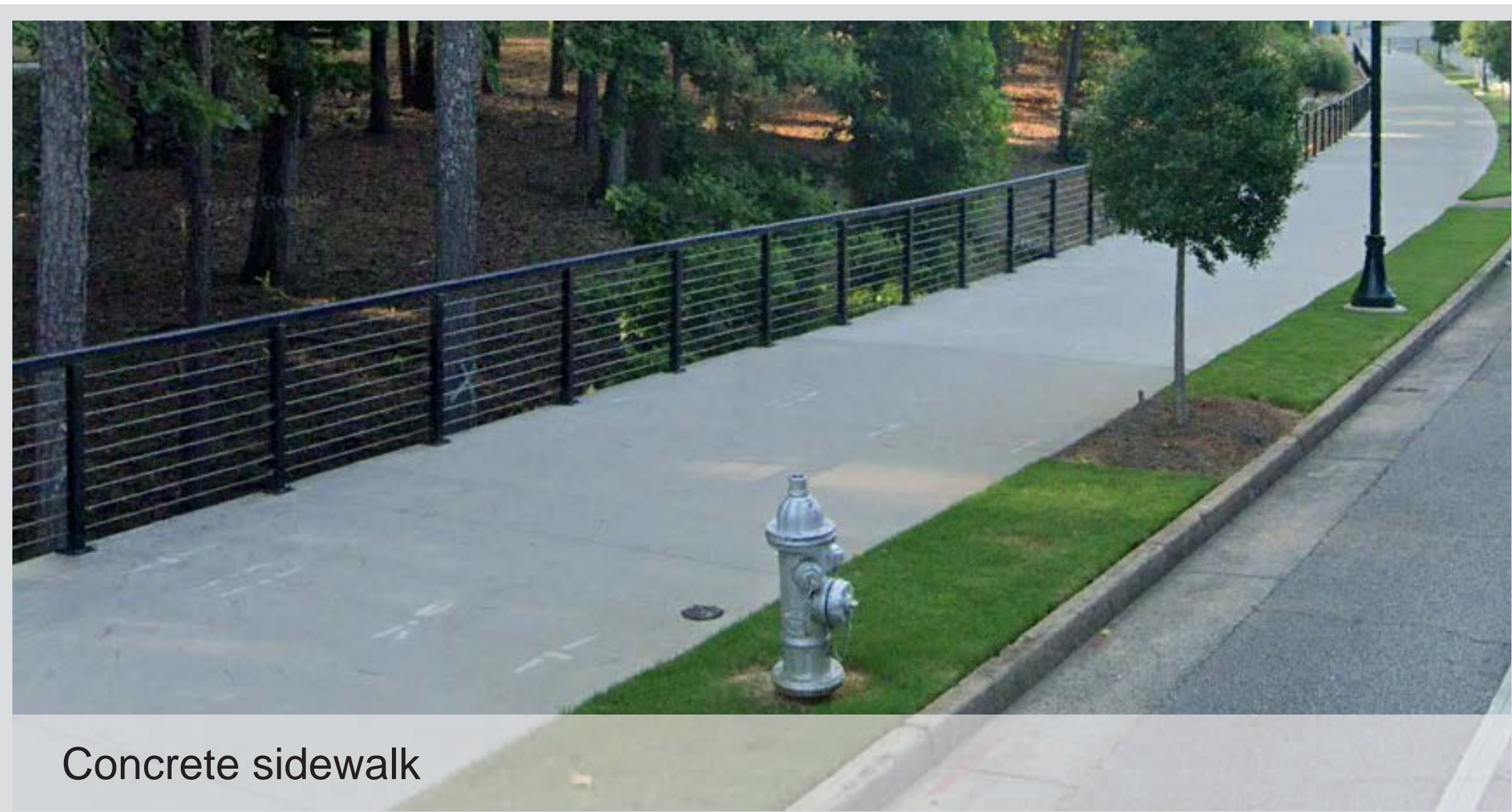
WHAT I DON'T LIKE...

Write your thoughts here

POWERS FERRY: 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

PLACE DOTS HERE

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



Tooled joint concrete with brick 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 band

PLACE DOTS HERE

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



Sawcut concrete sidewalk

PLACE DOTS HERE

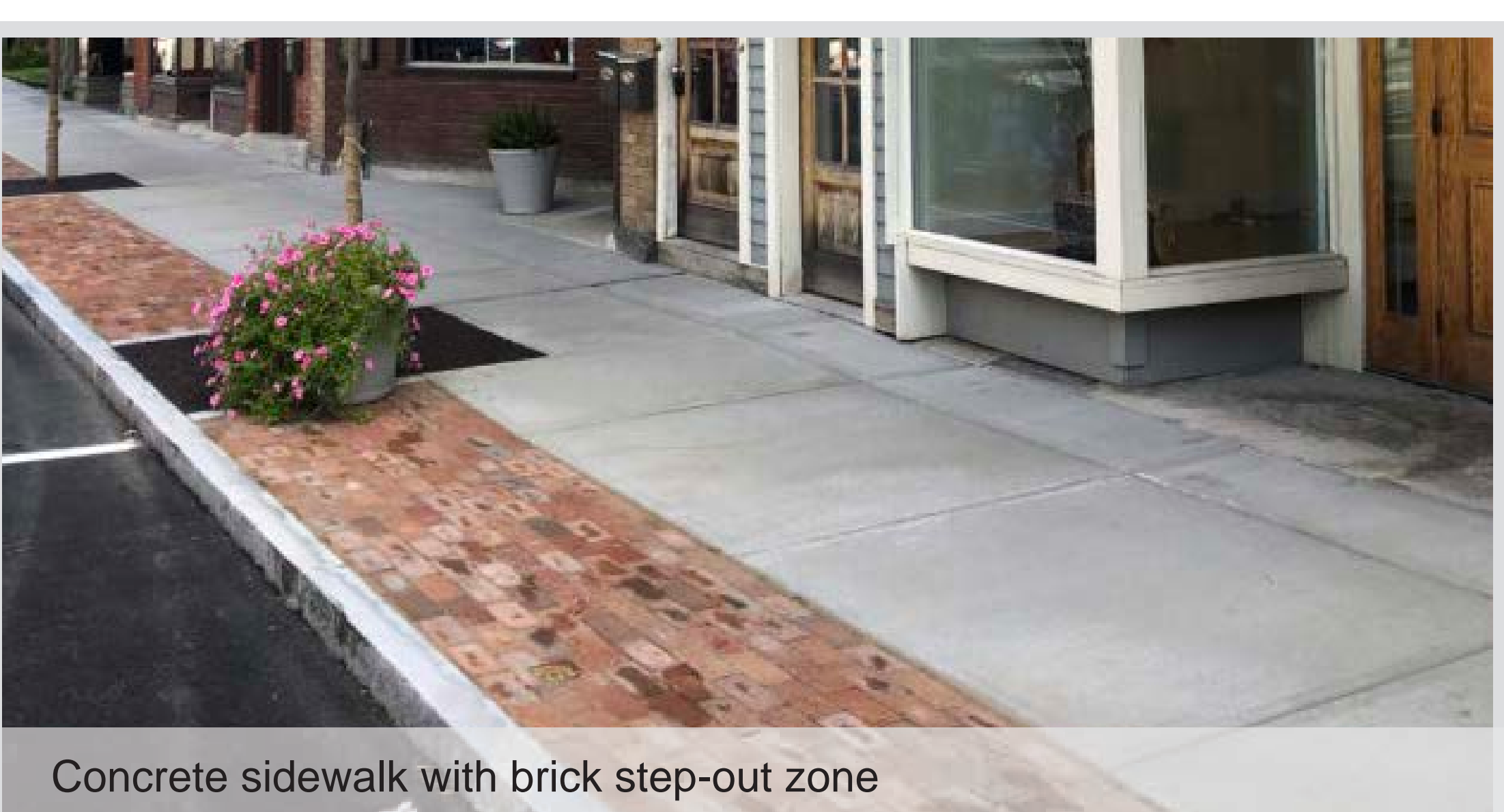
| | |
|---|---|
| WHAT I LIKE... Write your thoughts here | WHAT I DON'T LIKE... Write your thoughts here |
|---|---|



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 step-out zone

PLACE DOTS HERE

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

POWERS FERRY: 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**



Seating, lights, and walls along building zone

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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

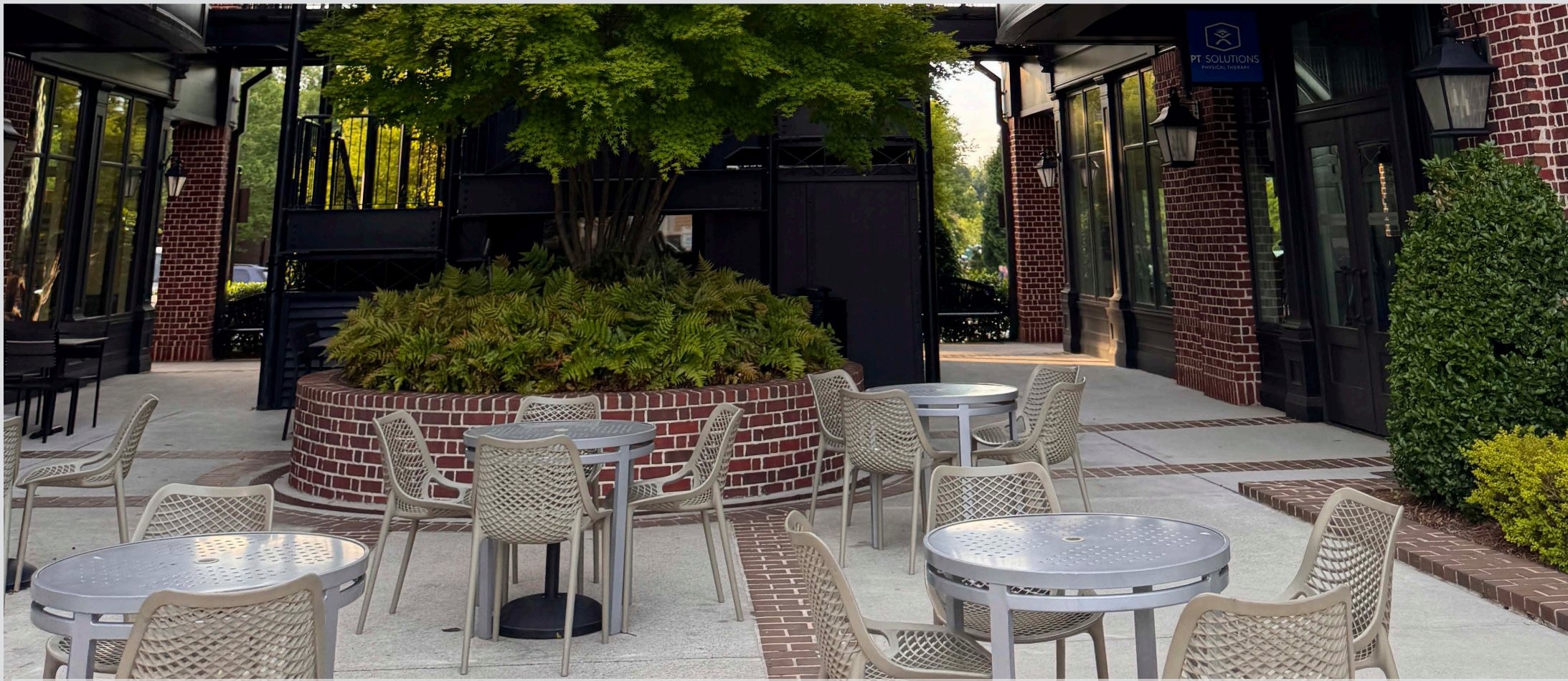


Plantings, lighting, and wayfinding signage in the building zone

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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

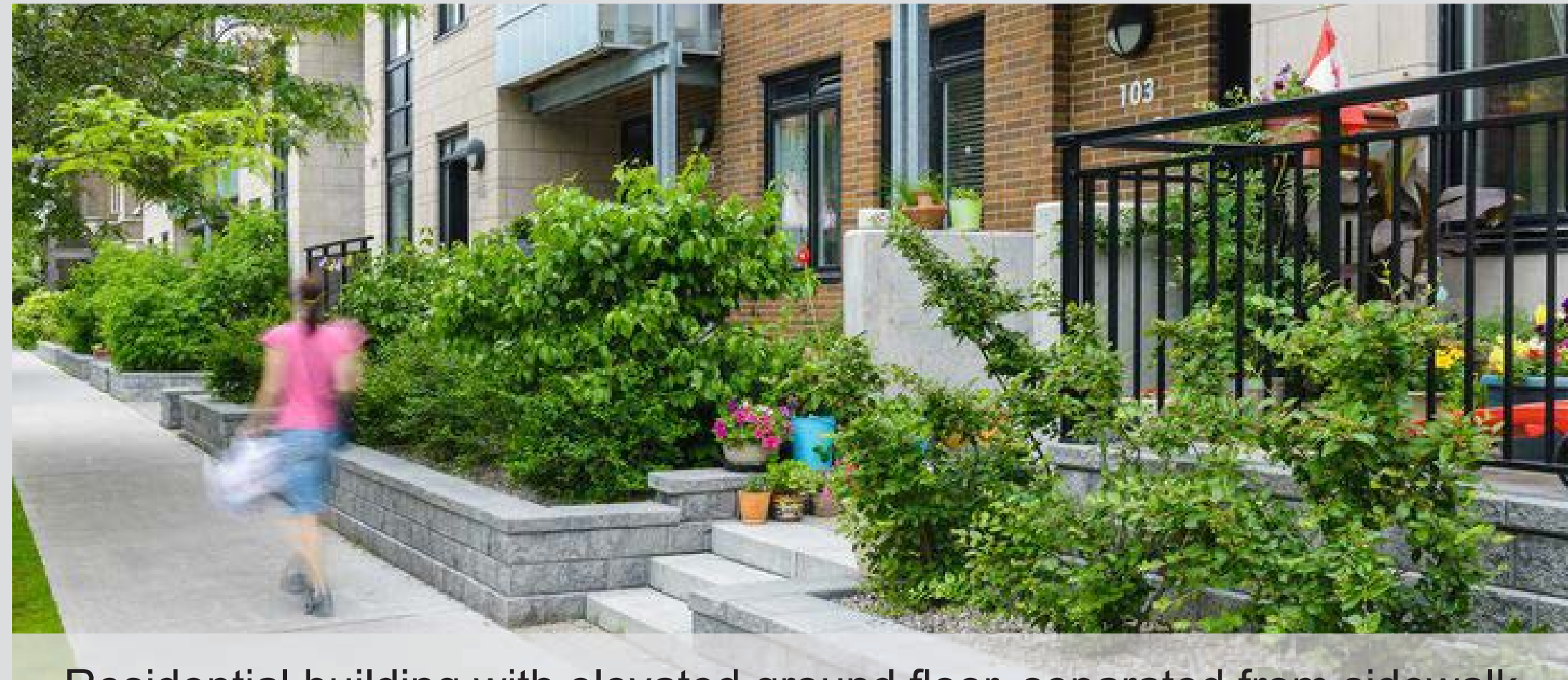


Interior courtyard with seating

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



Storefront with recessed entrance, seating, and planters

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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



Planted buffer between street and development

PLACE DOTS HERE

WHAT I LIKE...
Write your thoughts here

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

POWERS FERRY: 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**



Highly transparent building with expansive glass windows, a light-colored stone facade, and a landscaped courtyard.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Sleek modern design with a striking glass façade and sharp angular lines, featuring a step down rooftop garden, connecting the buildings from overhead.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Simple building massing featuring stone, glass, and gray-beige paneling, with large windows and balconies that emphasize the building transparency, all set against a scenic mountain backdrop.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Building massing clearly defined with a base and a tower. Facade with a mix of different brick types, and thoughtfully integrated landscaping.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Simple building massing with clean lines, expansive glass windows, and layered balconies, enhanced by a palette of light stone and dark metal accents.

PLACE DOTS HERE

WHAT I LIKE...

Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here



Modern buildings with large grid-patterned windows, a balanced combination of gray brick and warm wood paneling.

PLACE DOTS HERE

WHAT I LIKE...

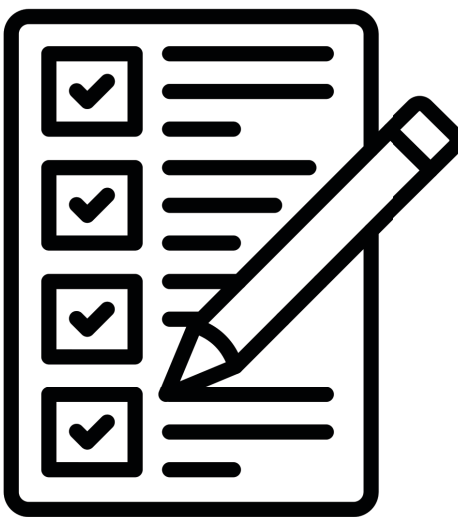
Write your thoughts here

WHAT I DON'T LIKE...

Write your thoughts here

WHICH DESIGN ELEMENTS WOULD YOU PRIORITIZE?

STATION 5



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.

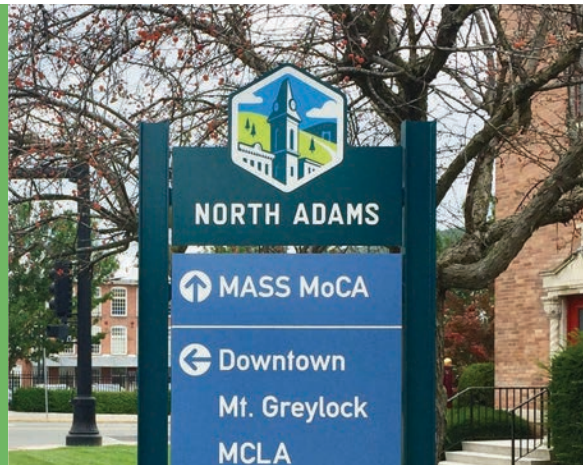
D



PAVING

Sidewalk paving materials.

E



SIGNAGE

Wayfinding and gateway signs.

ADDITIONAL THOUGHTS?

STATION 5

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

FOR ADDITIONAL INFORMATION & COMMENTS:

Matthew Anspach
manspach@sandyspringsga.gov
Planning and Zoning
City of Sandy Springs, GA