

TASK 3.2

Urban Design

1: Timeline Update and Project Approach

2: City Form

3: Public Realm

4: Next Steps



TASK 3.2

Urban Design

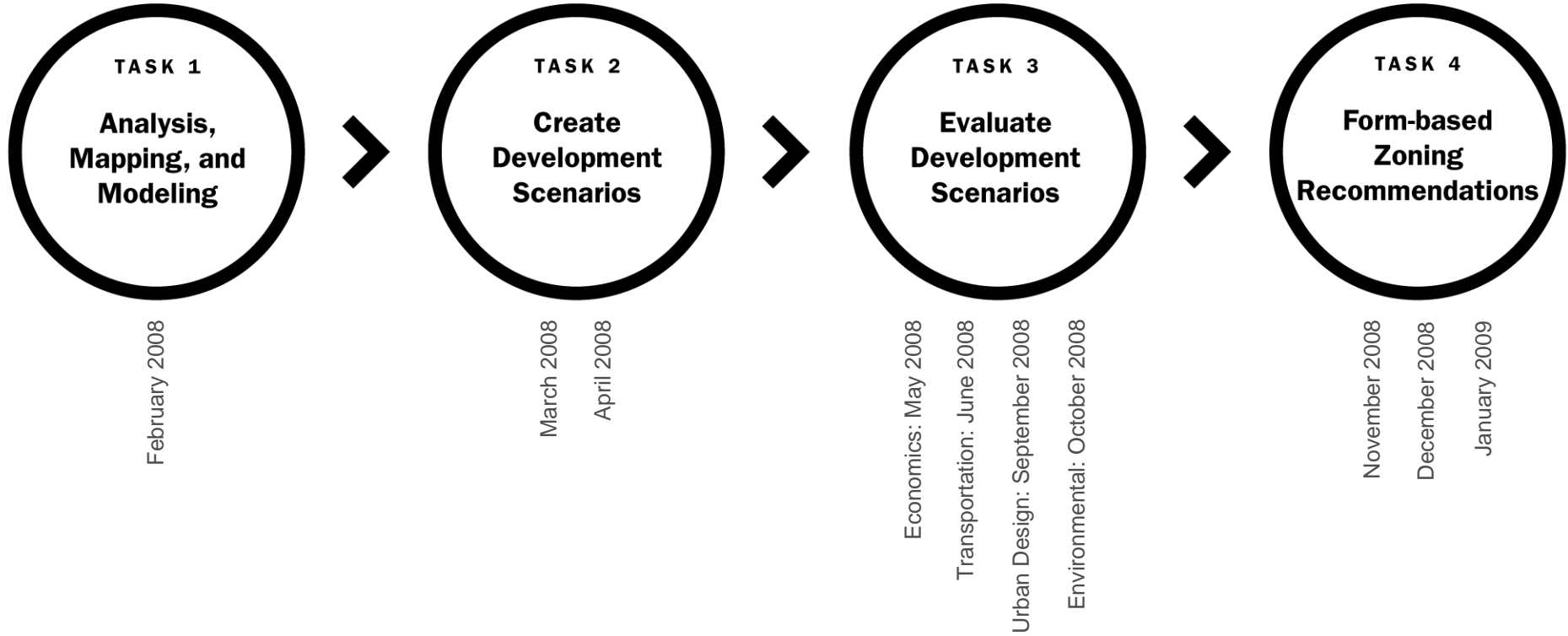
1: Timeline Update and Project Approach

2: City Form

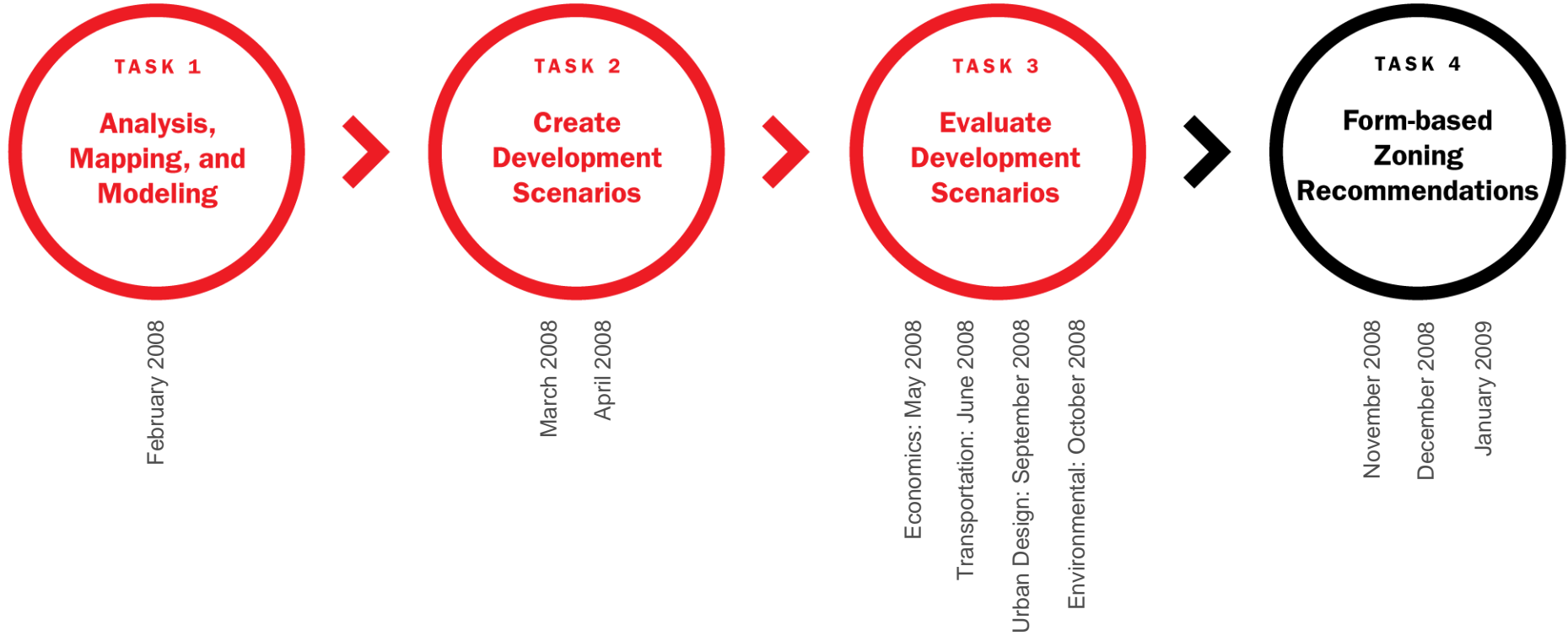
3: Public Realm

4: Next Steps





Project Timeline



Project Timeline

Environmental Impacts

- Wind
- Shadows
- Utility Infrastructure
- Groundwater

Economics and Real Estate

- Financial Viability: Total GSF
- Financial Viability: Floorplates
- Retail Capacity

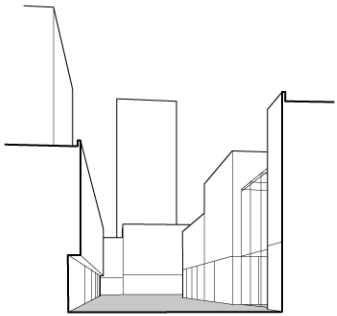
Transportation

- Public Transit Access
- Automobile Traffic
- Loading and Servicing
- Parking

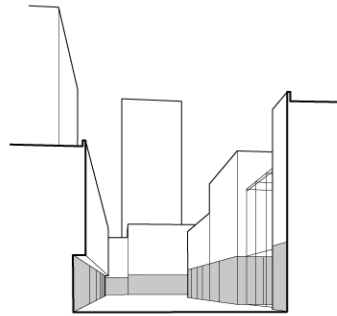
Task 3.2 (today)

Urban Design

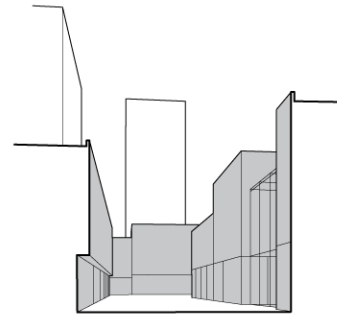
- Public Realm Contribution
- Pedestrian Connectivity
- Ground-Level Active Uses
- Streetscape Definition
- View Corridors
- Skyline Design and Composition
- Program and Use Mix



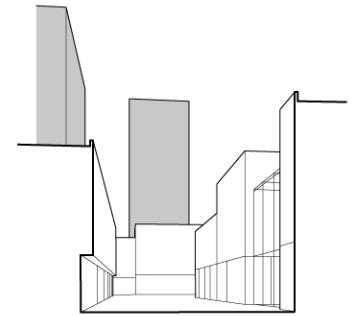
Street



Ground Floor

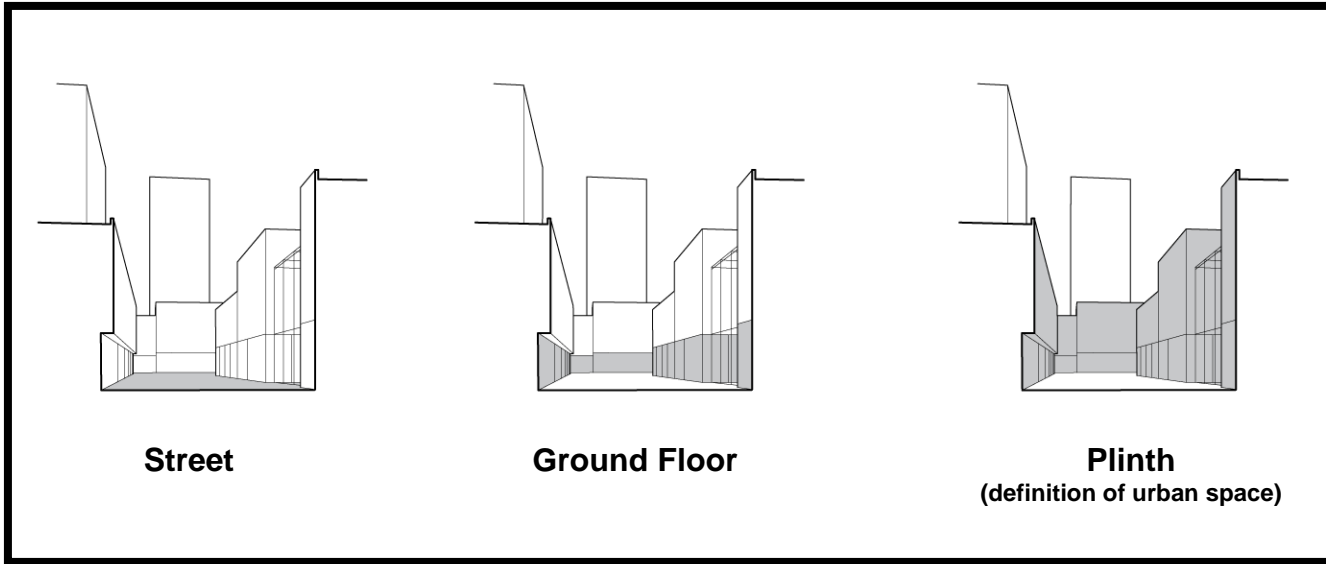


Plinth
(definition of urban space)

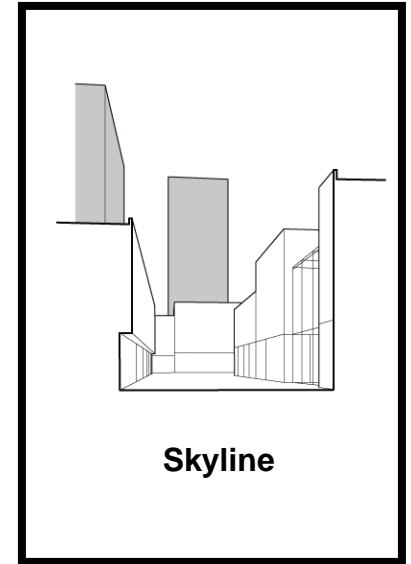


Skyline

Public Realm



City Form



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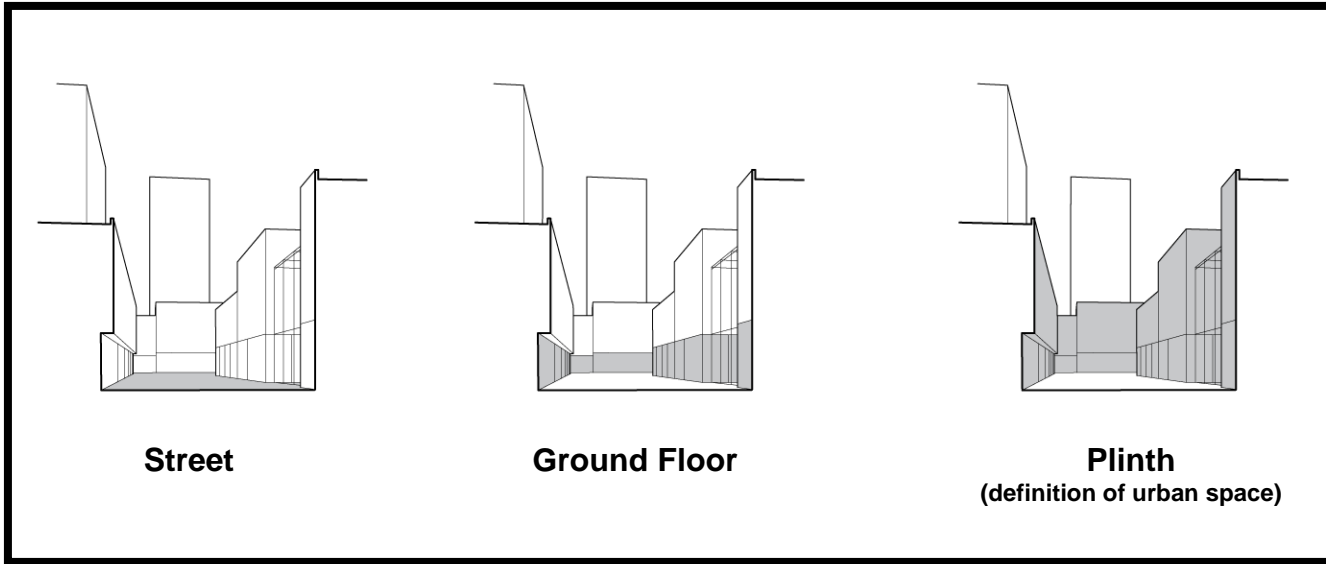
2: City Form

3: Public Realm

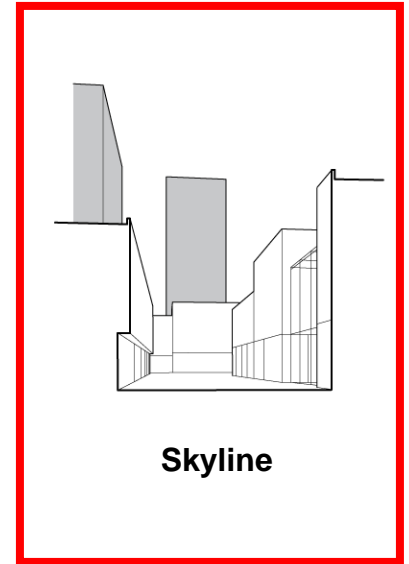
4: Next Steps

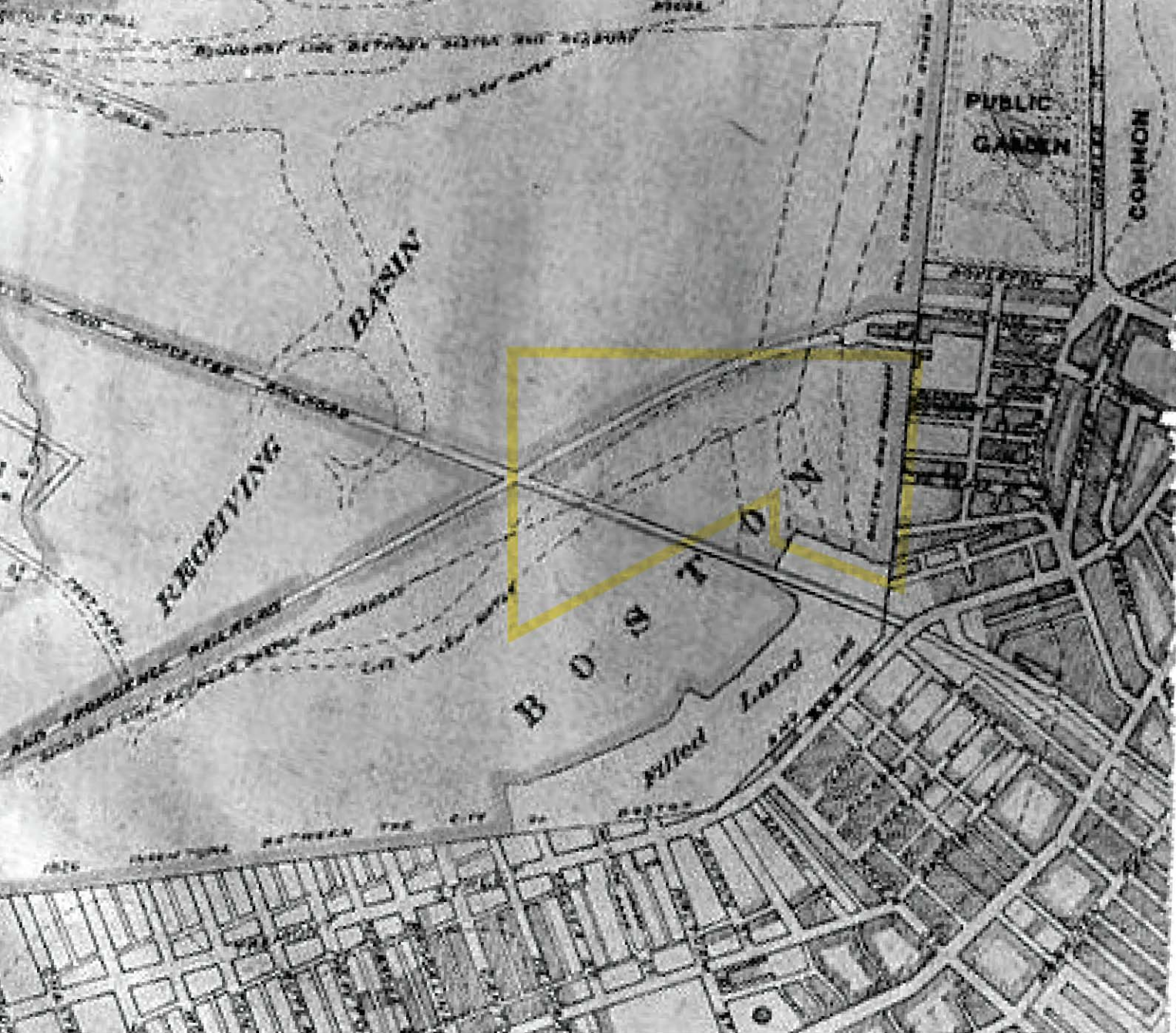


Public Realm



City Form

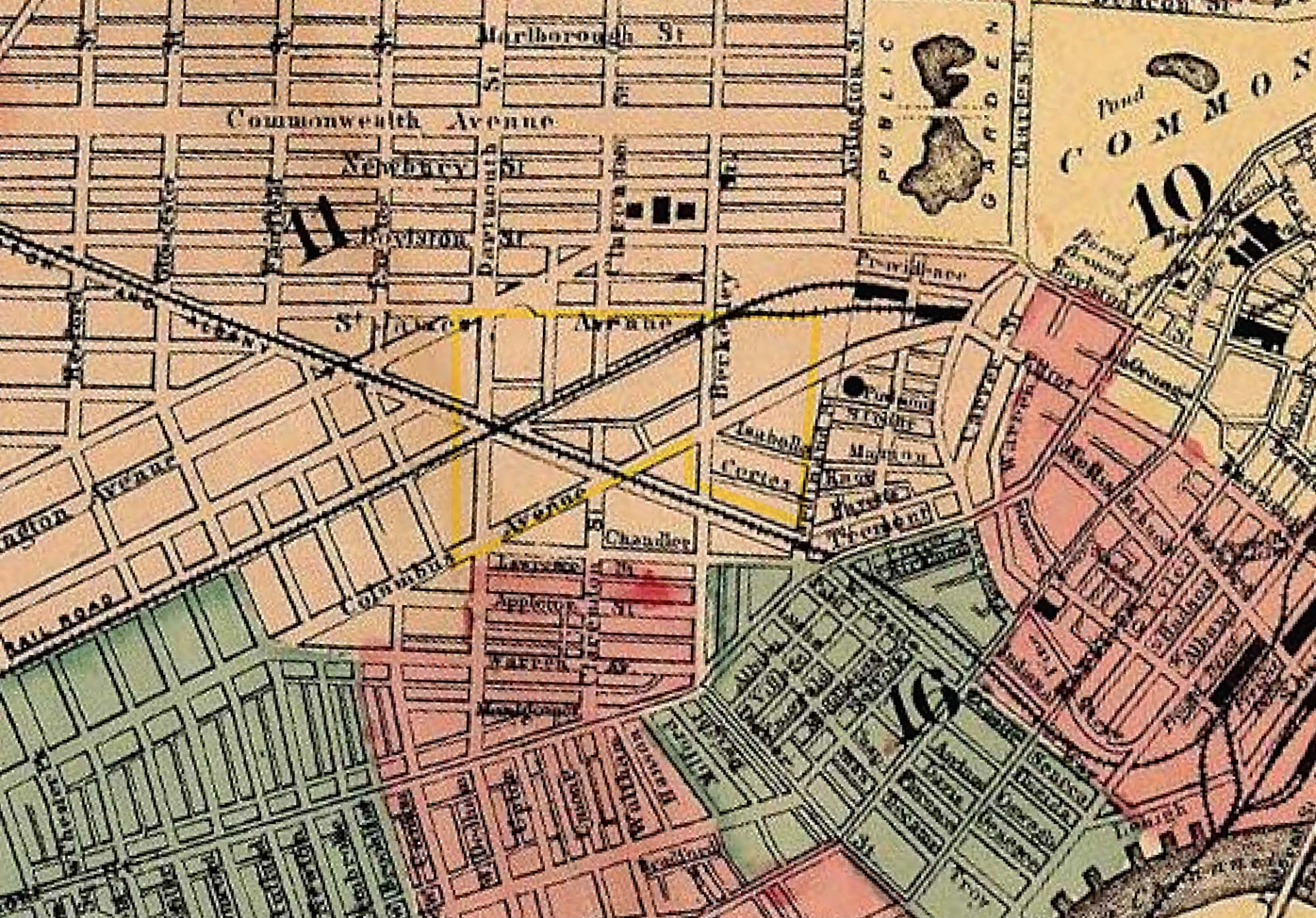




1851

Source: The Boston Atlas; Boston Public Library

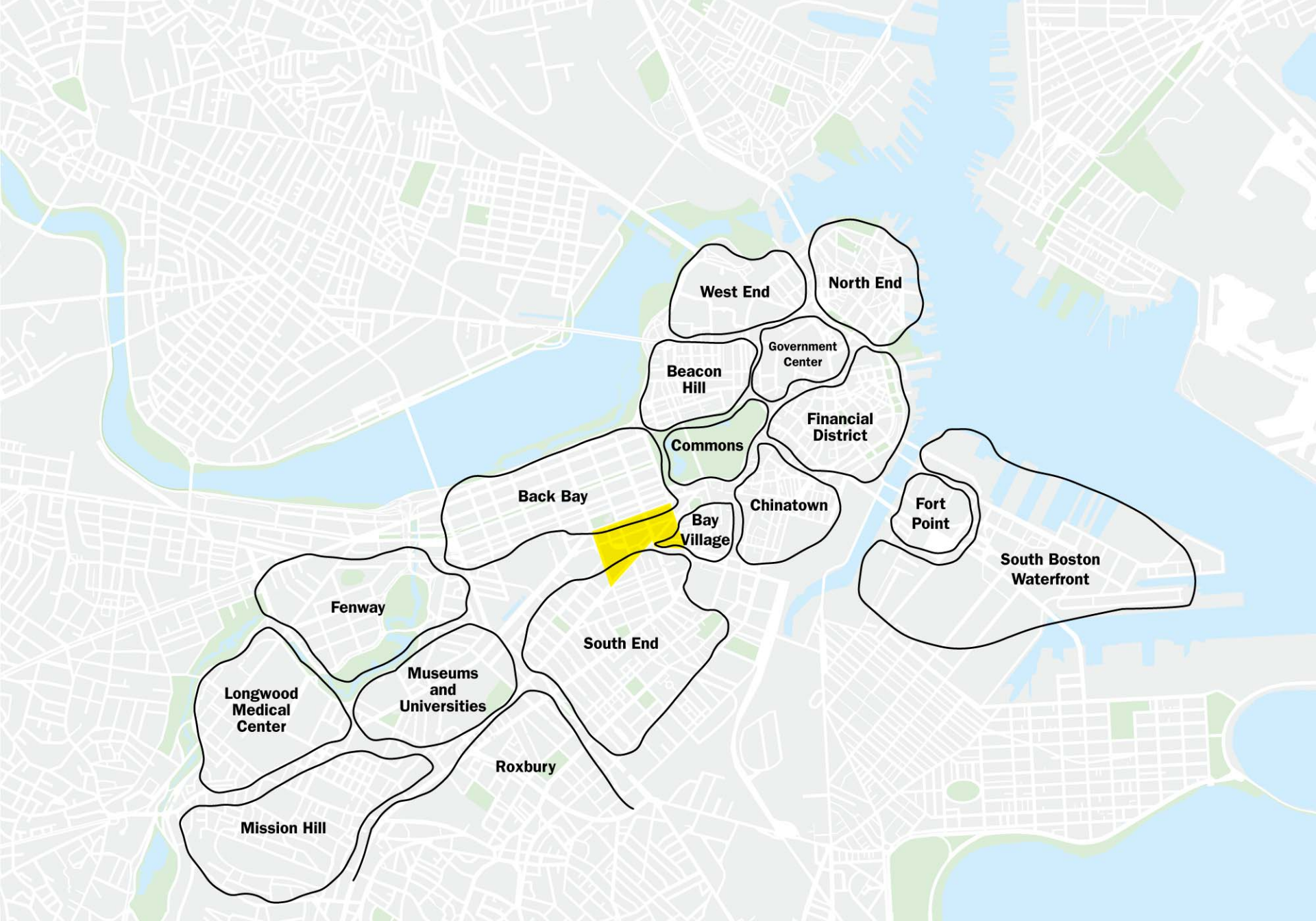




1881

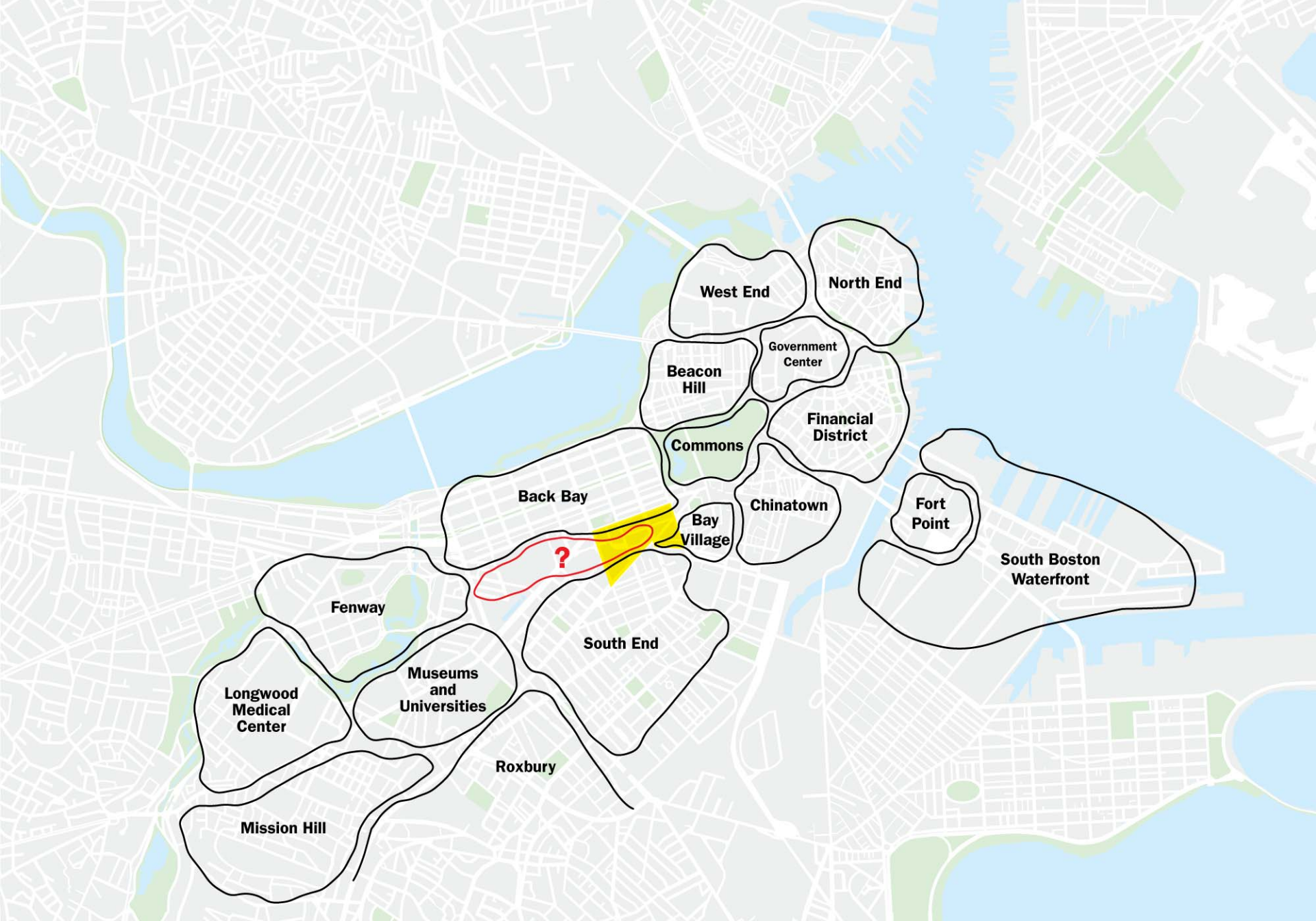
Source: The Boston Atlas





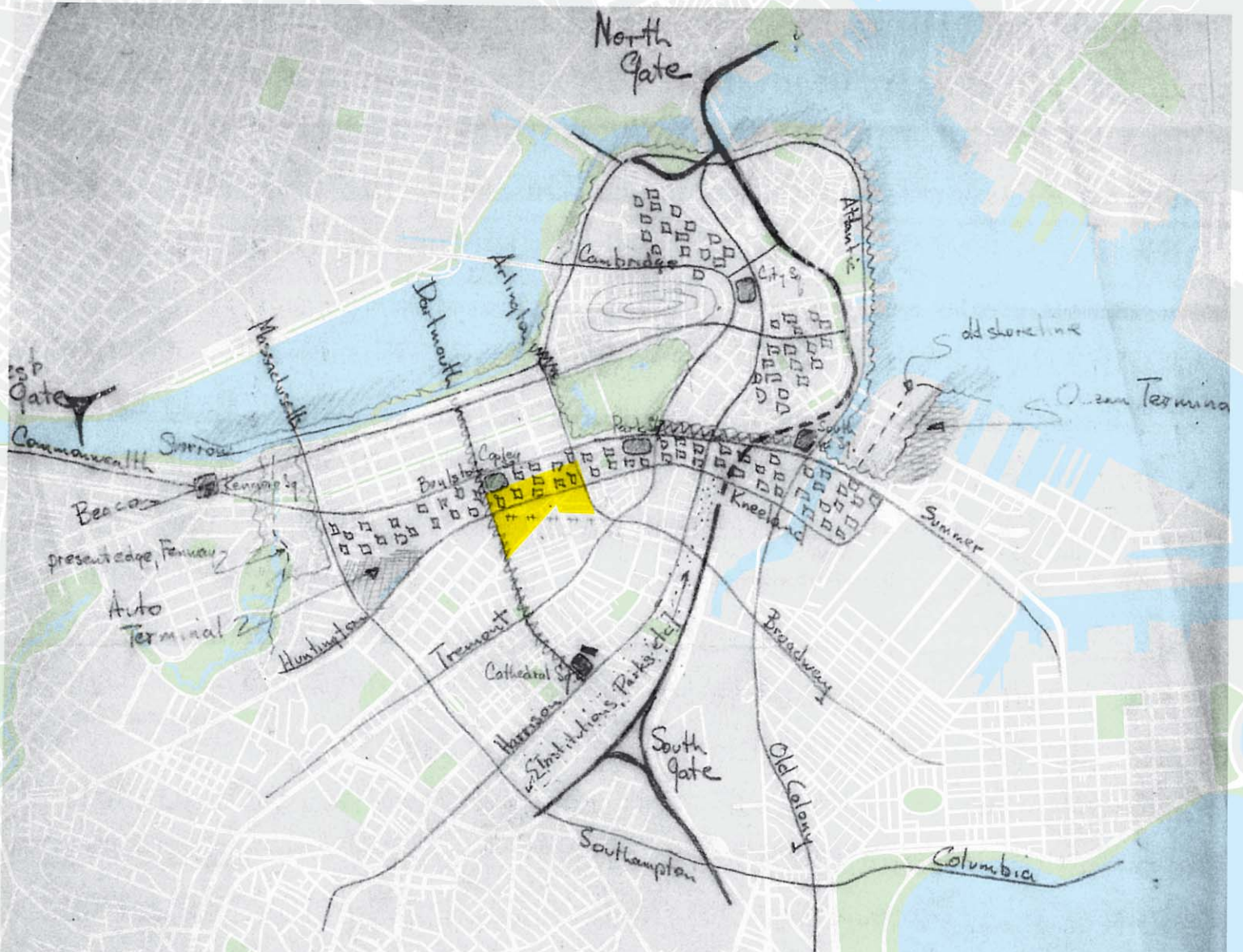
Assets near study area

Note: Neighborhood boundaries are intended as cognitive map.



Assets near study area

Note: Neighborhood boundaries are intended as cognitive map.

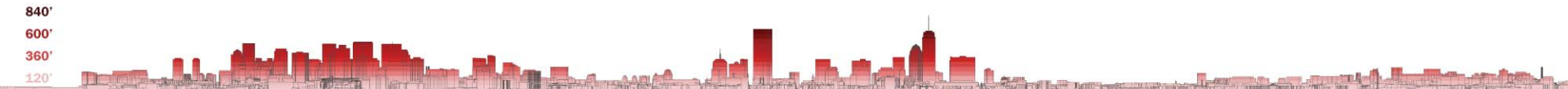


High Spine Concept Sketch

Source: Kevin Lynch

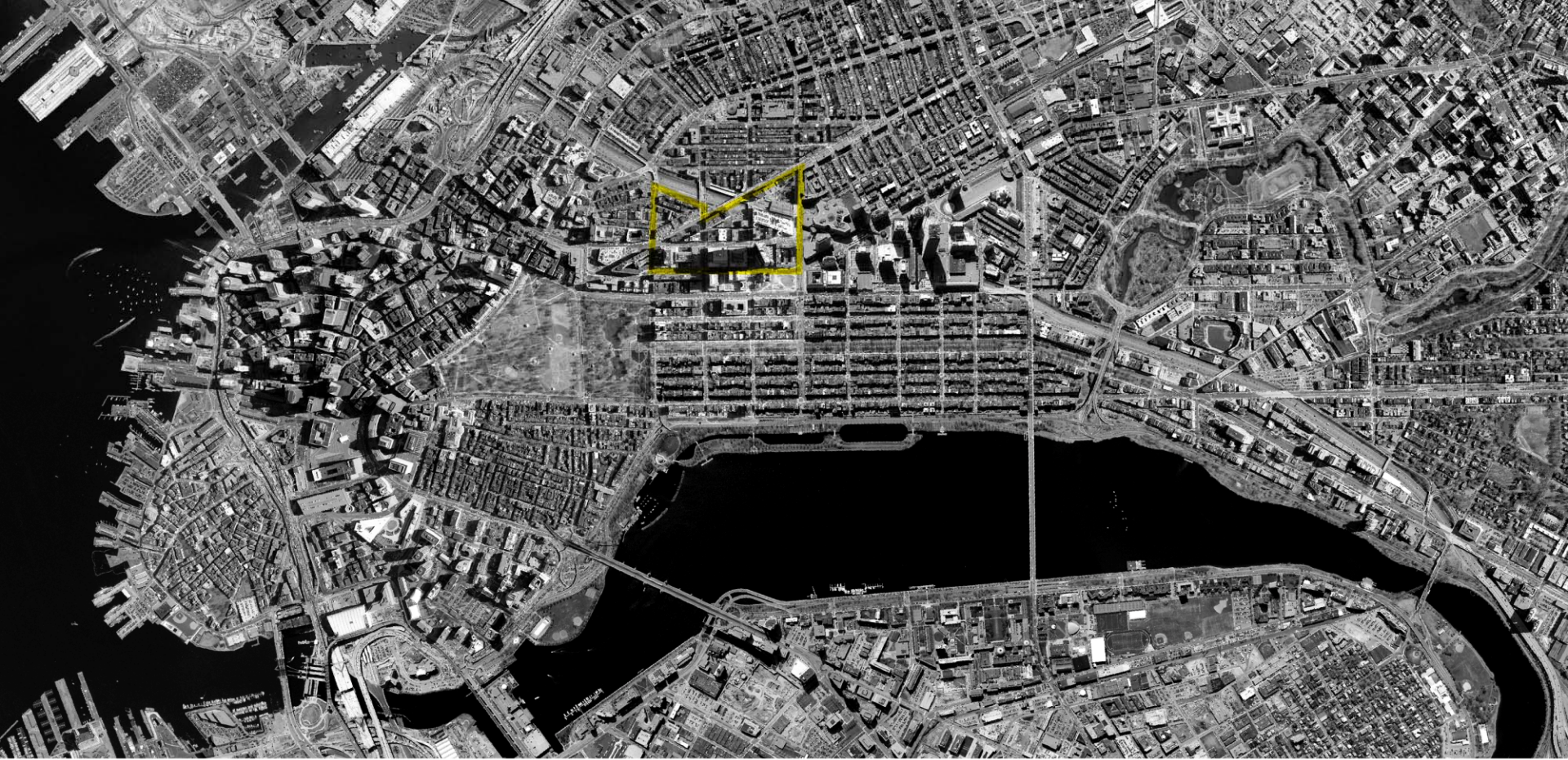


840'
600'
360'
120'

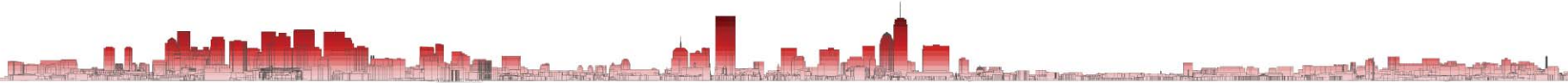


Building Heights





840'
600'
360'
120'

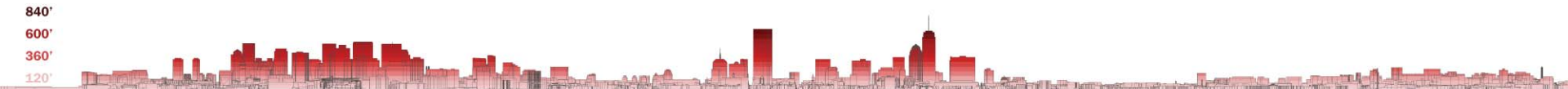


Building Heights



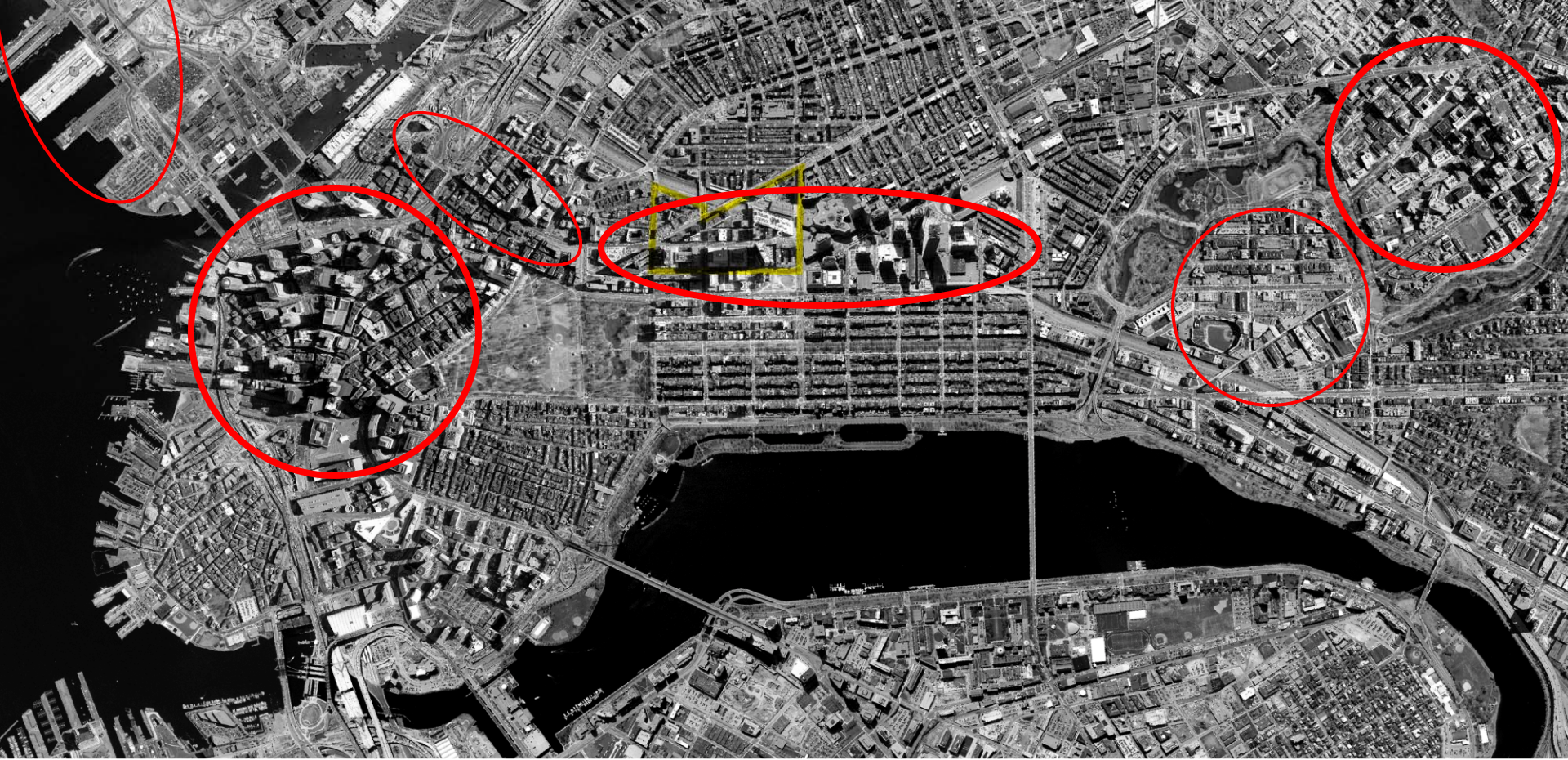


840'
600'
360'
120'

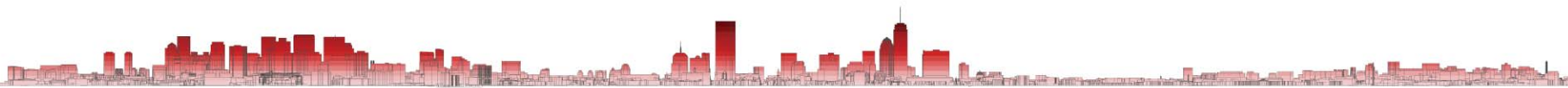


Building Heights





840'
600'
360'
120'



Building Heights



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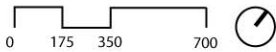
Urban Design: Public Space

Encourage a network of passages, atriums and winter gardens; area is well-served by public outdoor spaces.



Outdoor Public Spaces

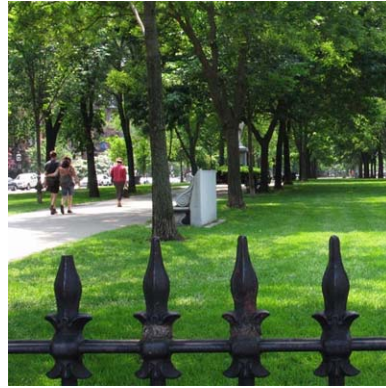
Source: City of Boston Zoning Code Note: Includes publicly accessible private spaces at the Prudential Center and Hancock Tower



Public Outdoor Spaces within 5-minute walk:



Boston Public Gardens



Commonwealth Mall



Copley Square



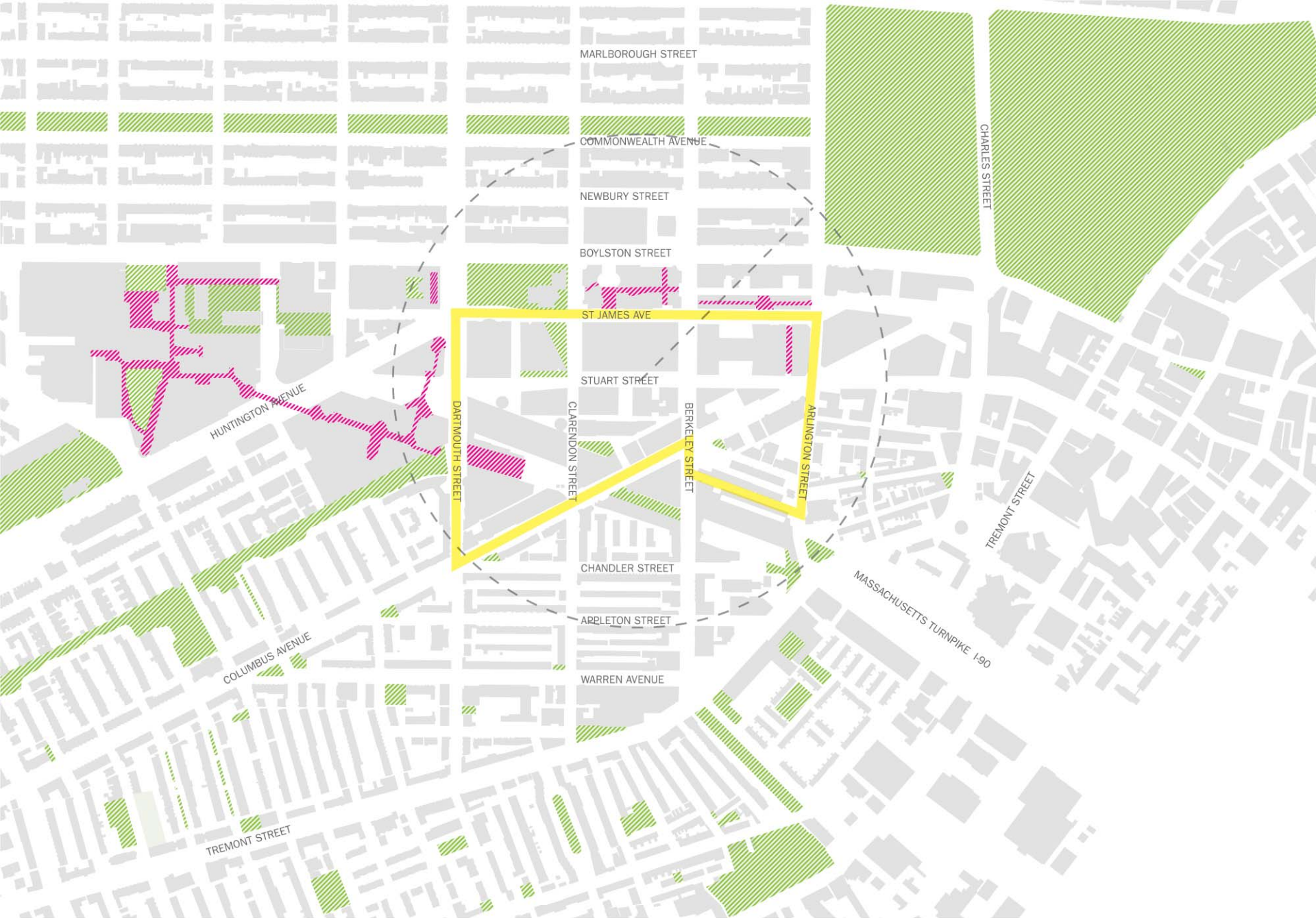
Boston Public Library



Columbus Center



Southwest Corridor



Indoor Publicly-Accessible Arcades and Atriums



Public Indoor Spaces within 5-minute walk:

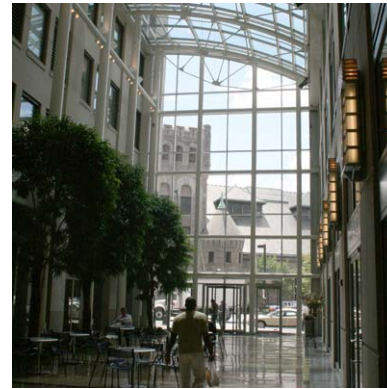
(Includes private spaces that are accessible to the public)



Copley Place Mall



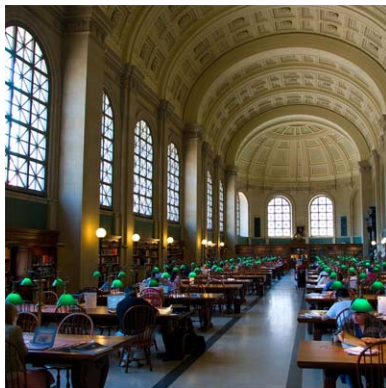
Berkeley-Arlington



10 St. James



Westin Hotel



Boston Public Library



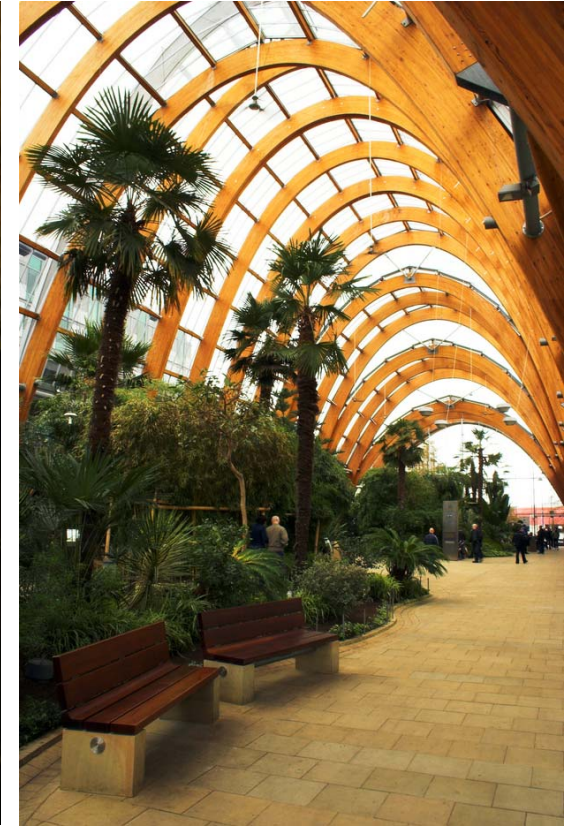
Back Bay Station



Brussels

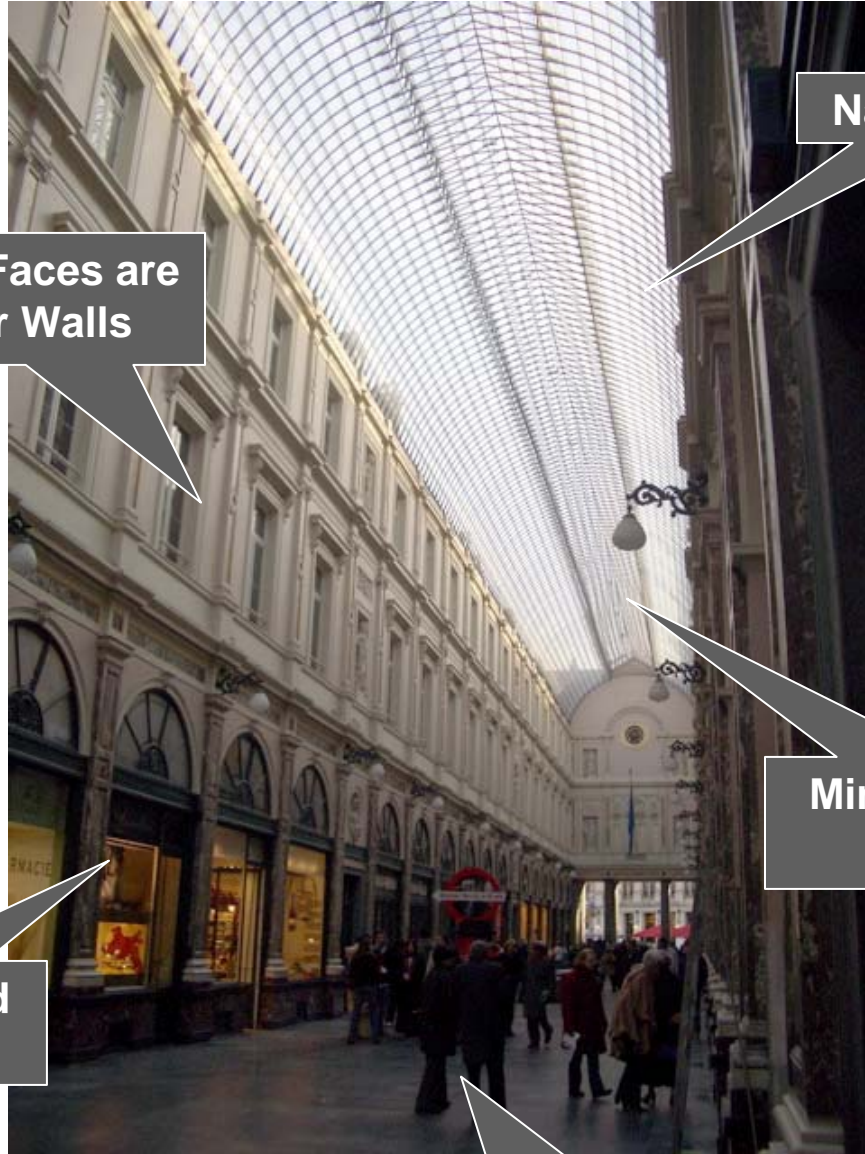


Ann Arbor



Sheffield

Successful arcades and winter gardens



Natural Light

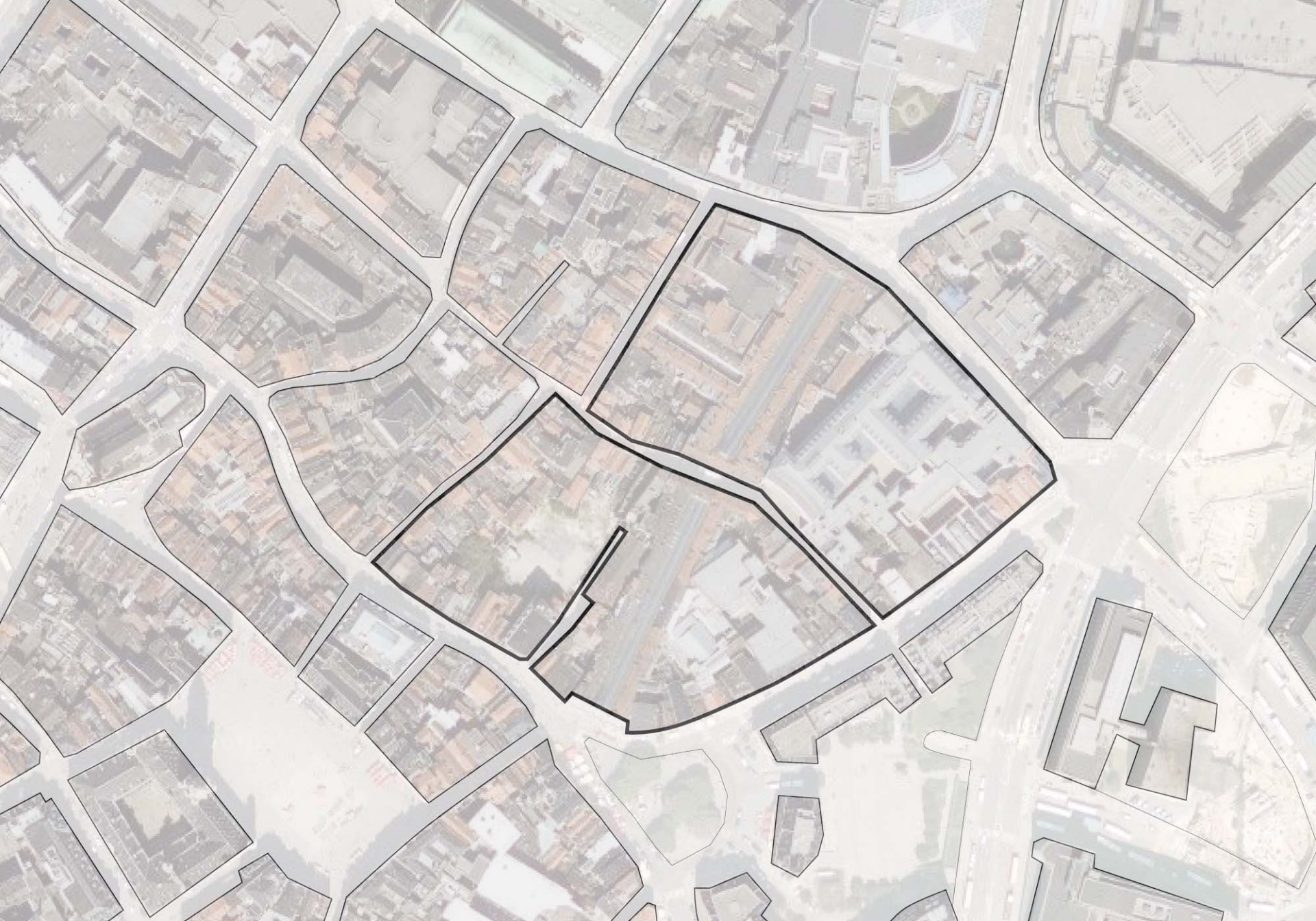
Building Faces are Exterior Walls

Minimum 2-story Space

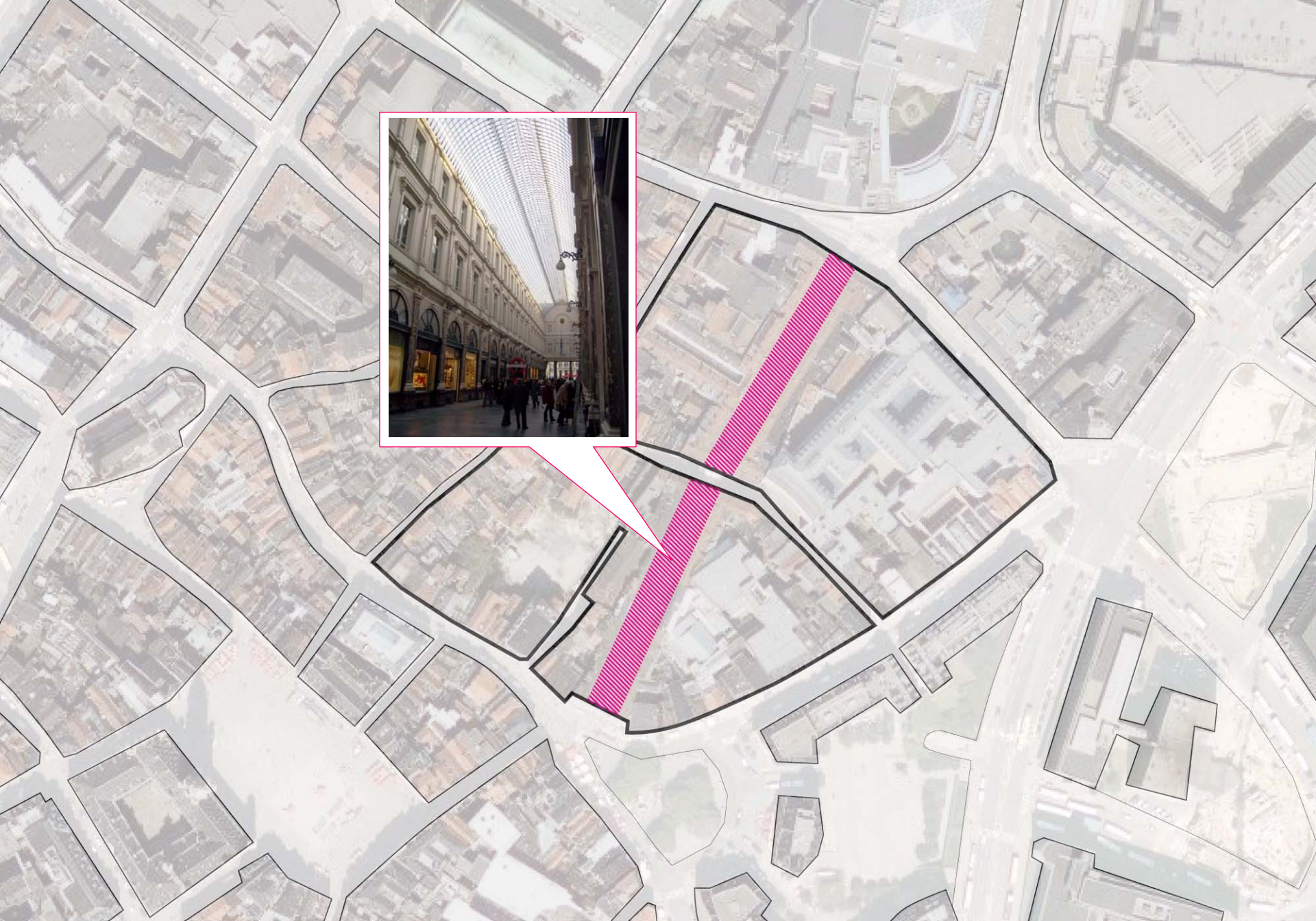
Active Ground Floor Uses

Pedestrian Shortcut

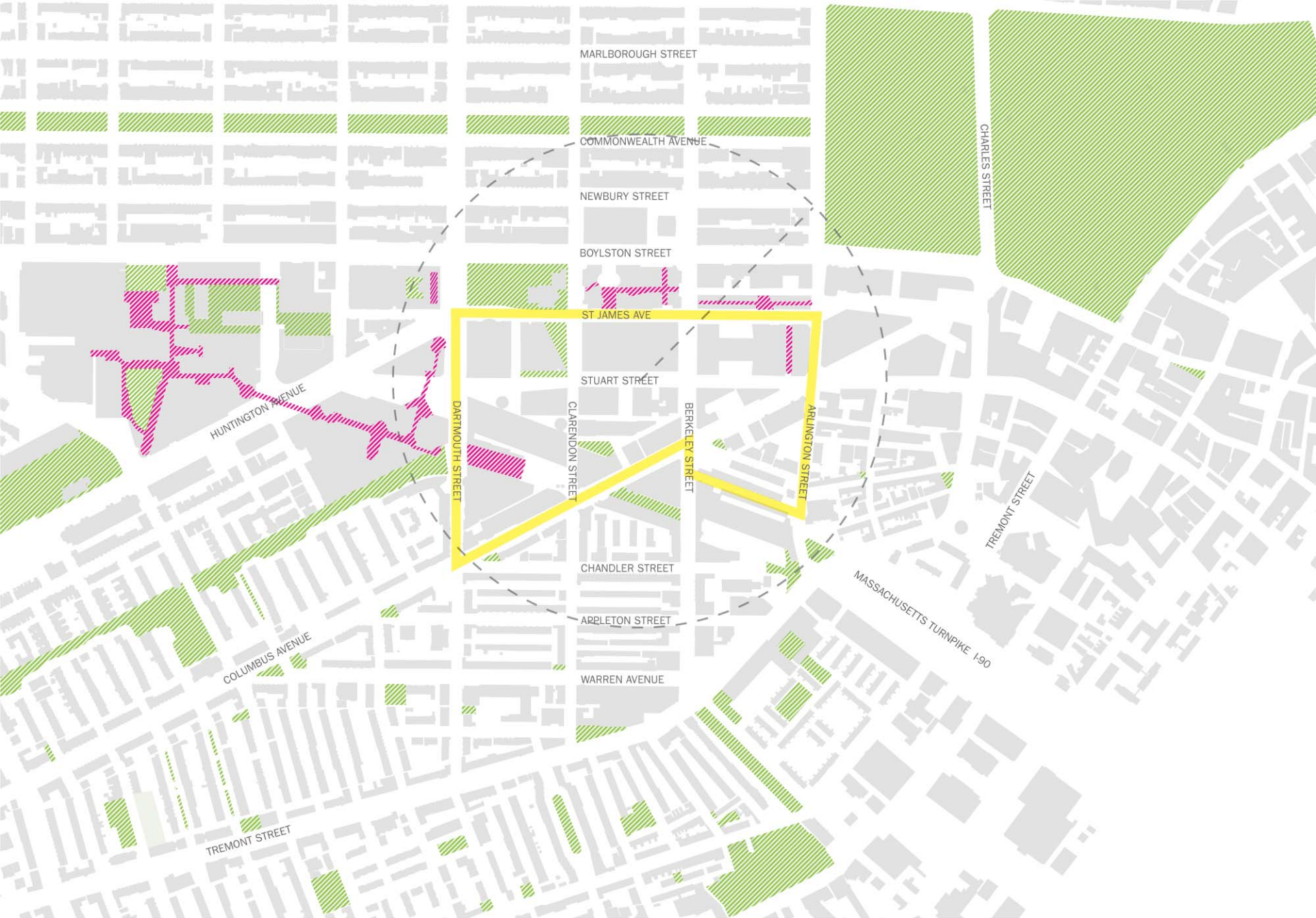
Key Characteristics



Key Characteristics



Key Characteristics



MARLBOROUGH STREET

COMMONWEALTH AVENUE

NEWBURY STREET

BOYLSTON STREET

ST JAMES AVE

STUART STREET

CLARENDON STREET

CHANDLER STREET

APPLETON STREET

WARREN AVENUE

HUNTINGTON AVENUE

COLUMBUS AVENUE

TREMONT STREET

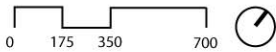
DARTMOUTH STREET

CHARLES STREET

TREMONT STREET

MASSACHUSETTS TURNPIKE I-90

Existing arcades





Boylston Street

St James Avenue

Huntington Avenue

Dartmouth Street

Clarendon Street

Berkeley Street

Stuart Street

Arlington Street

Columbus Avenue

Chandler Street

Existing arcades





Boylston Street

St James Avenue

Huntington Avenue

Dartmouth Street

Clarendon Street

Berkeley Street

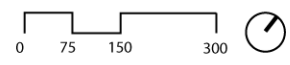
Stuart Street

Arlington Street

Columbus Avenue

Chandler Street

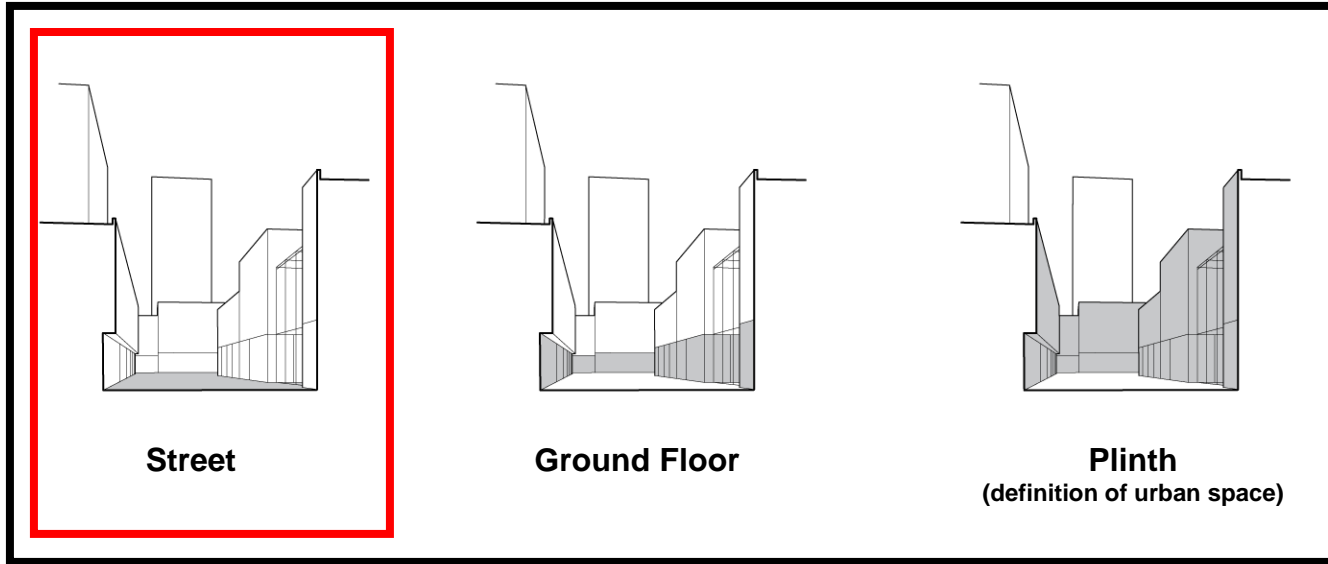
Ideal locations for new arcades or winter gardens



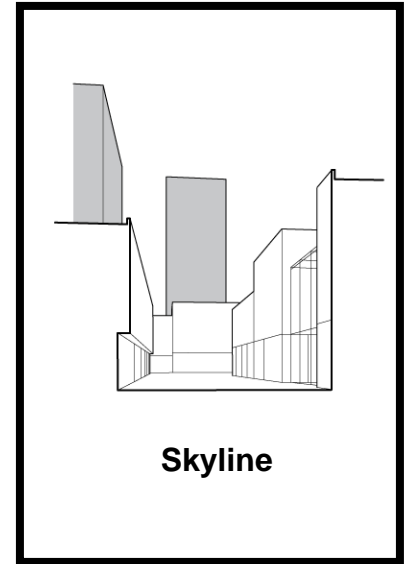
Urban Design: Streets

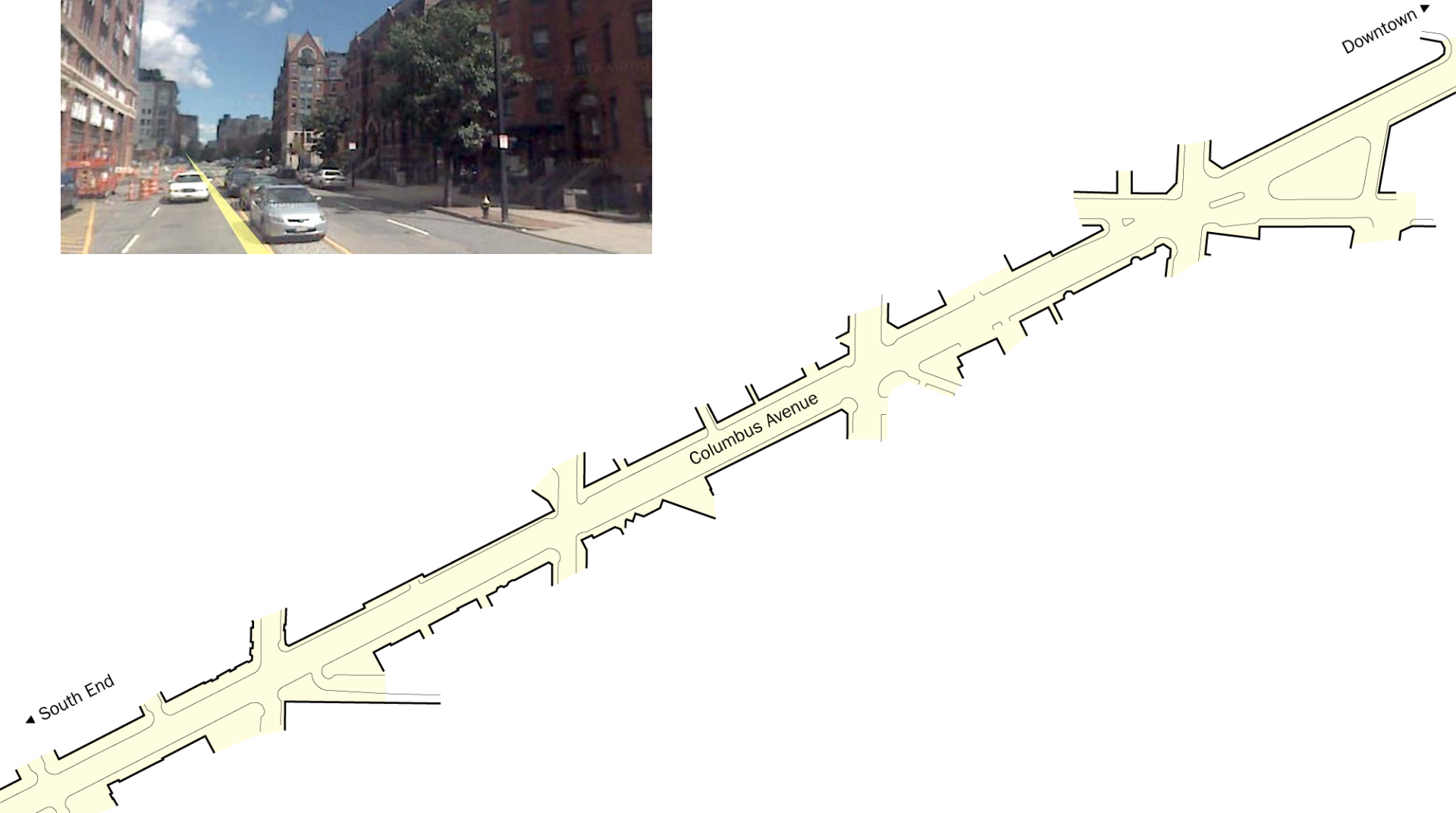
Recommendations for
improving streets in the district

Public Realm

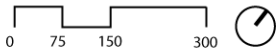


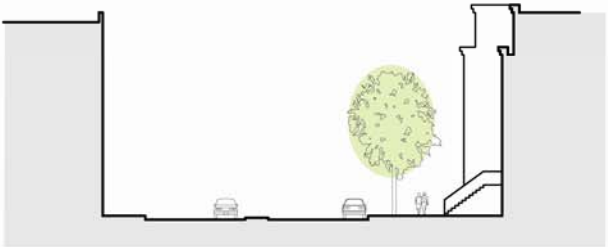
City Form



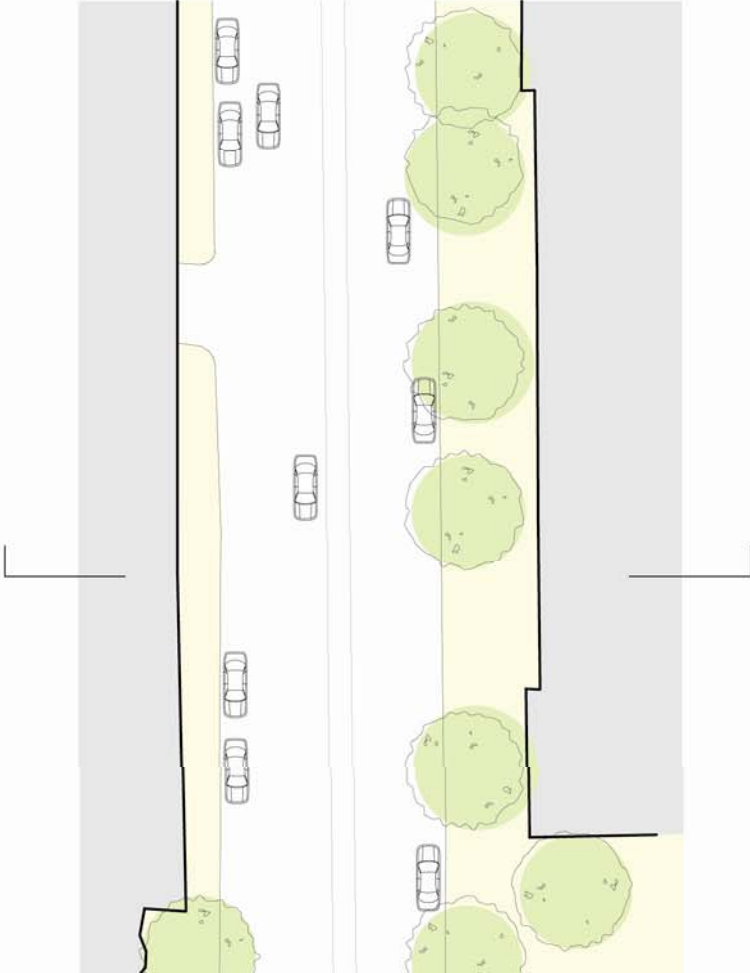


Columbus Avenue: A pedestrian-oriented boulevard

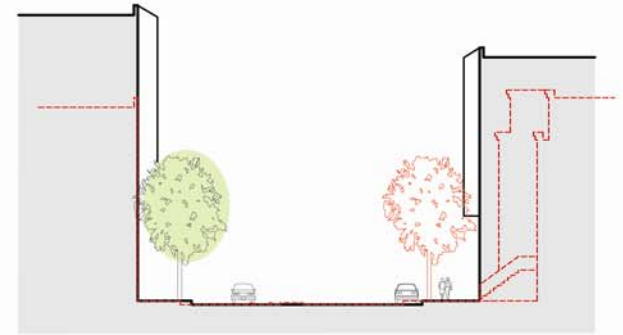




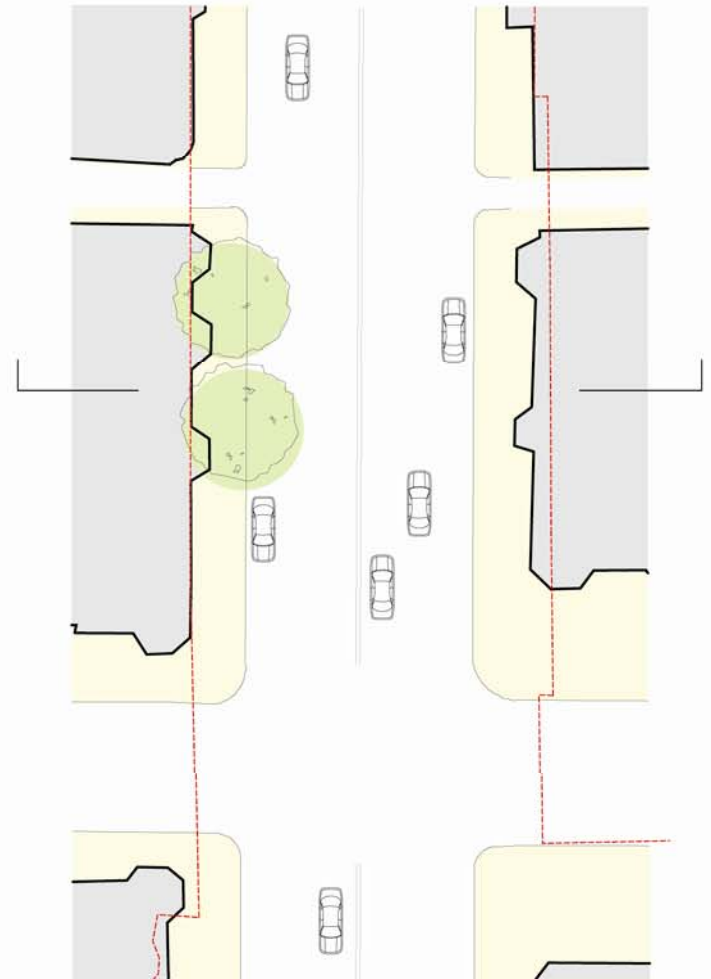
|11'6"|10'|10'6"|10'|10'6'| 20' | 15' |



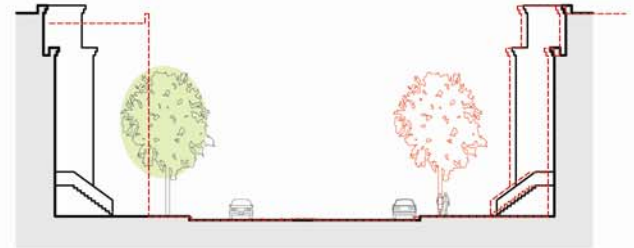
Columbus Avenue



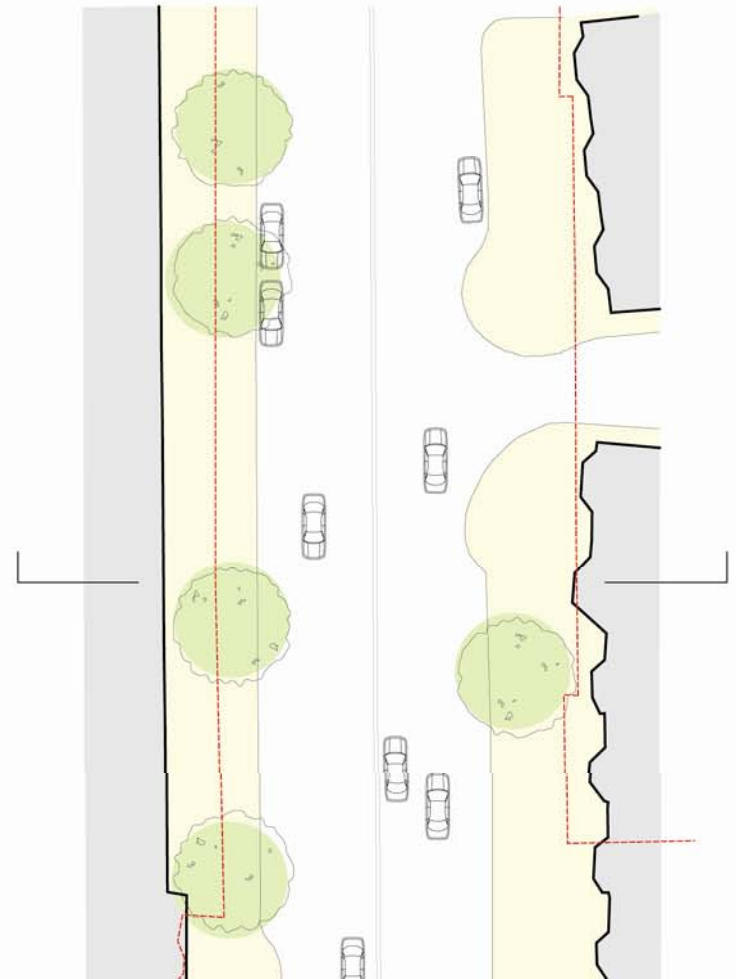
| 14' | 8' | 11' | 11' | 11' | 11' | 8' | 15' |



Comparison: Massachusetts Avenue



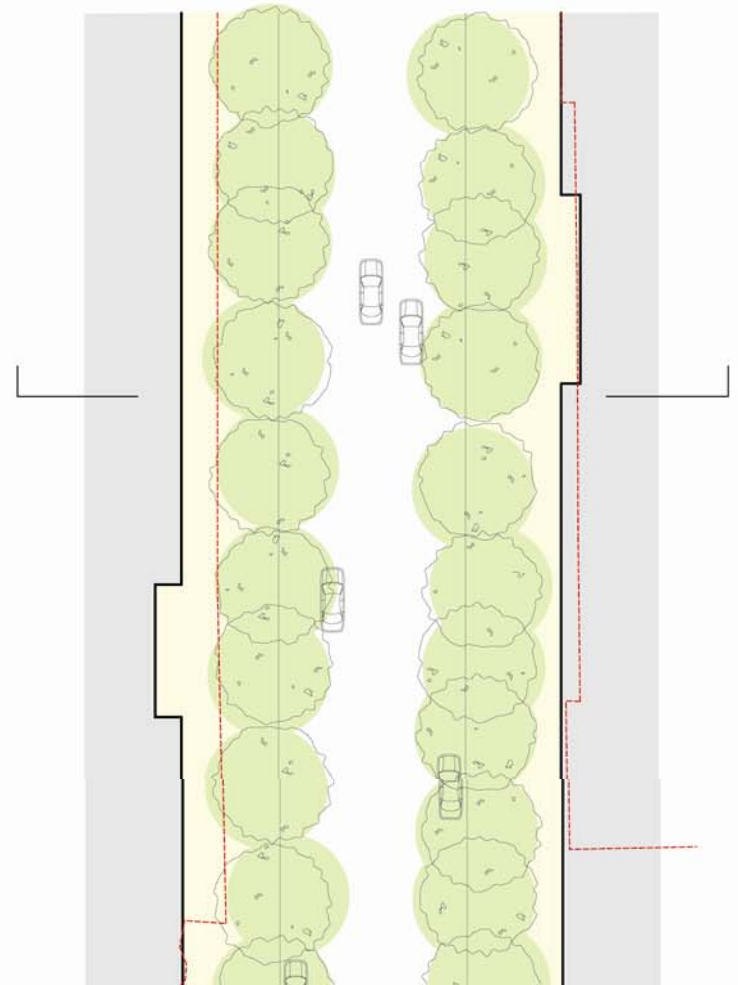
| 15' | 20' | 8' | 11' | 11' | 11' | 11' | 8' | 20' | 15' |



Comparison: Tremont Street



| 24' |10'|10'|10'|10'|10'| 24' |



Compariosn: Boulevard Saint-Michel

Street Trees

Continuous Building Edge

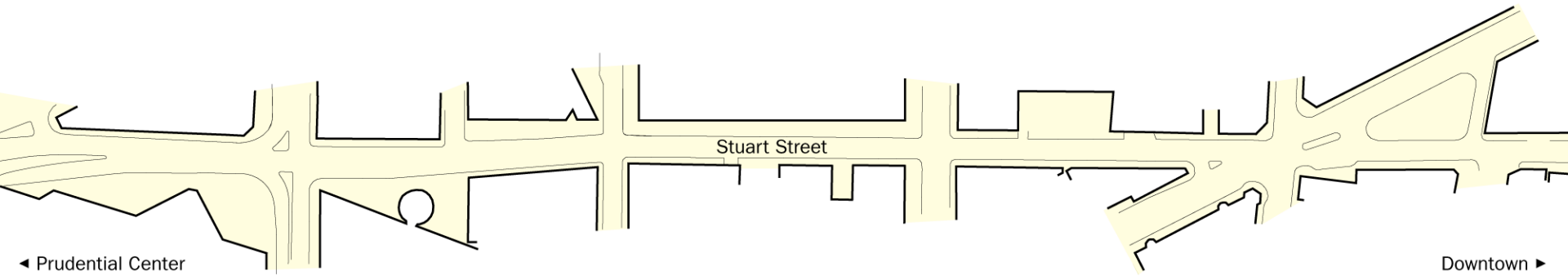


Active Uses

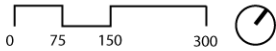
Deep Sidewalks (15-24 ft)

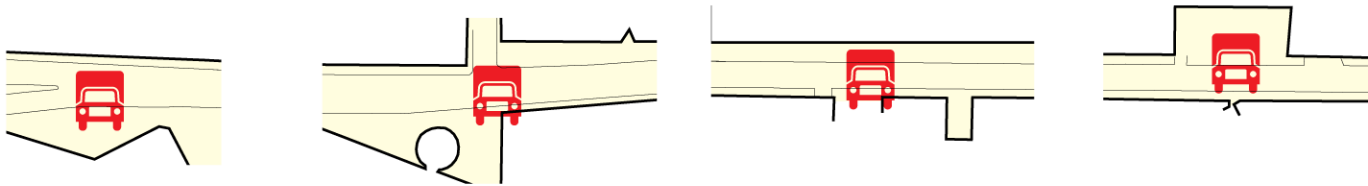
Pedestrian Refuge

Key Characteristics



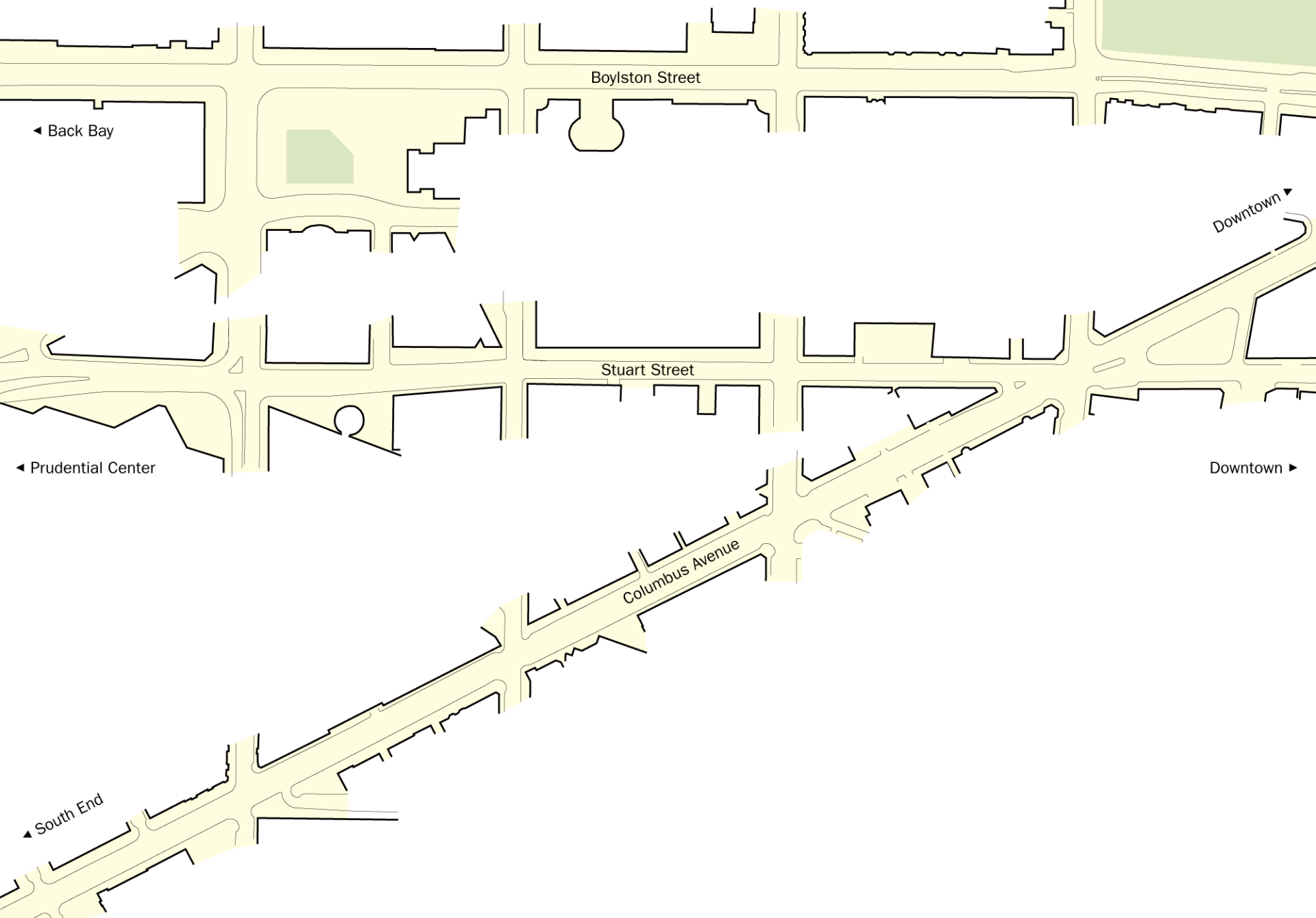
Stuart Street: A service-oriented boulevard



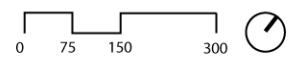


Stuart Street: Service and garage entries in the mid-block

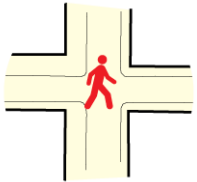




Challenge: How to improve the connection between the South End & Back Bay



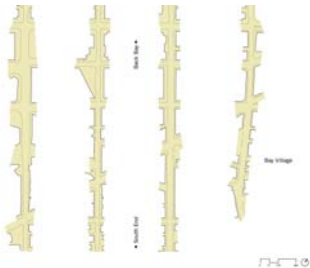
Three strategies for connecting the South End and Back Bay:



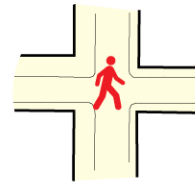
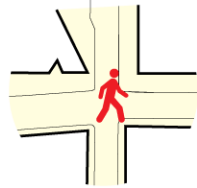
01 Improve Stuart Street intersections with pedestrian amenities and active uses



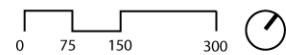
02 Encourage arcades



03 Improve north-south streets with pedestrian amenities and active uses

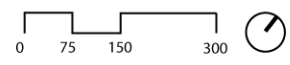


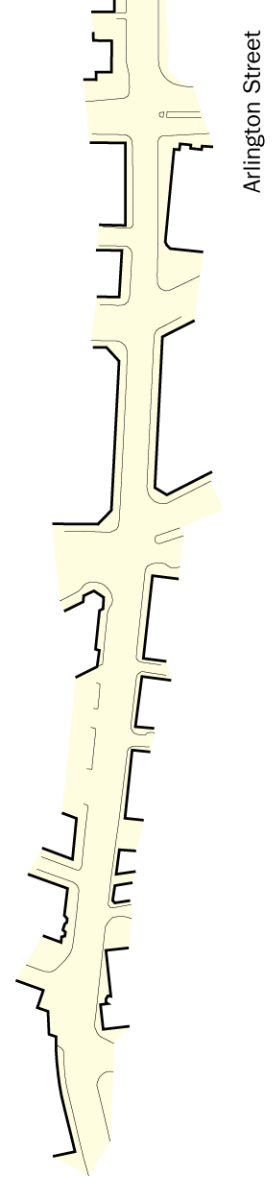
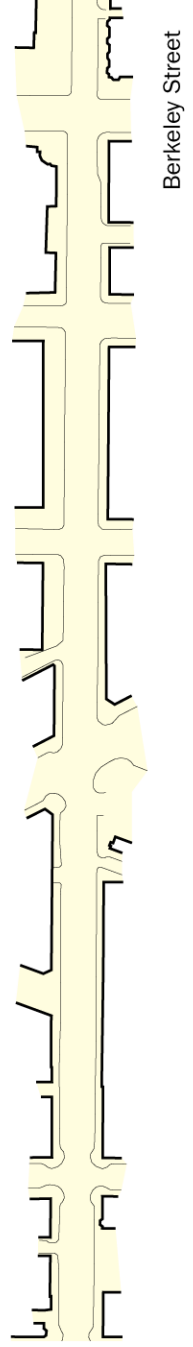
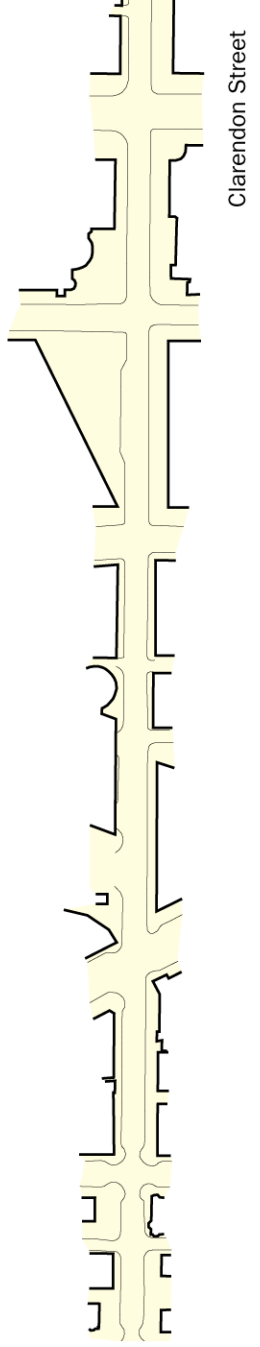
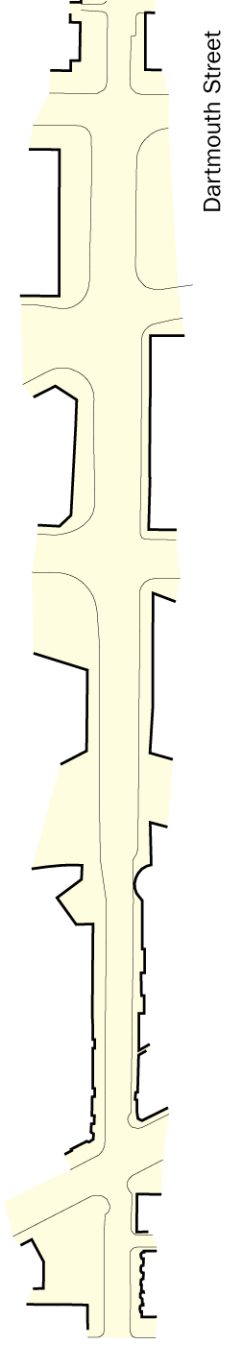
Stuart Street: Pedestrian amenities and active uses at the intersections



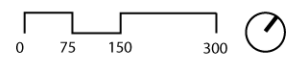


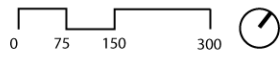
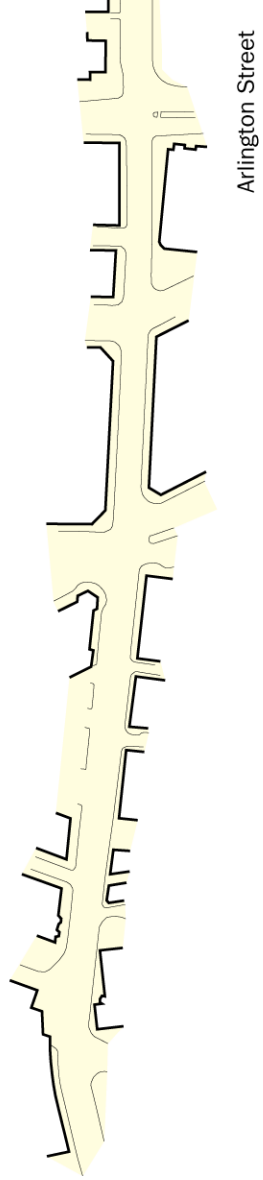
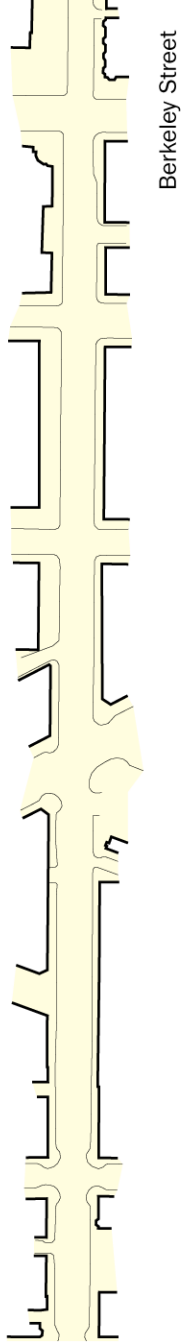
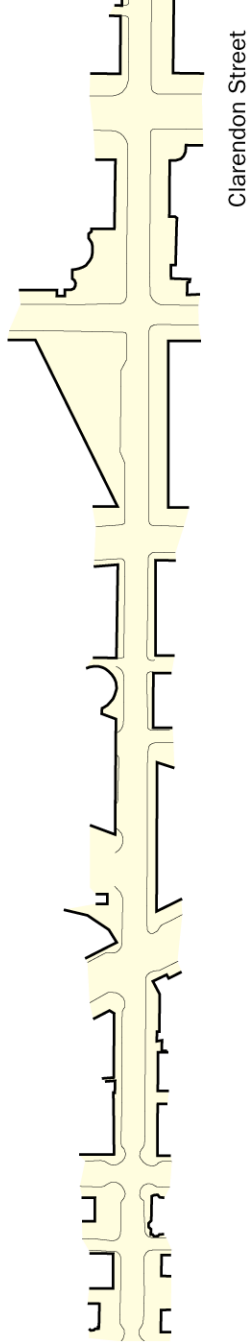
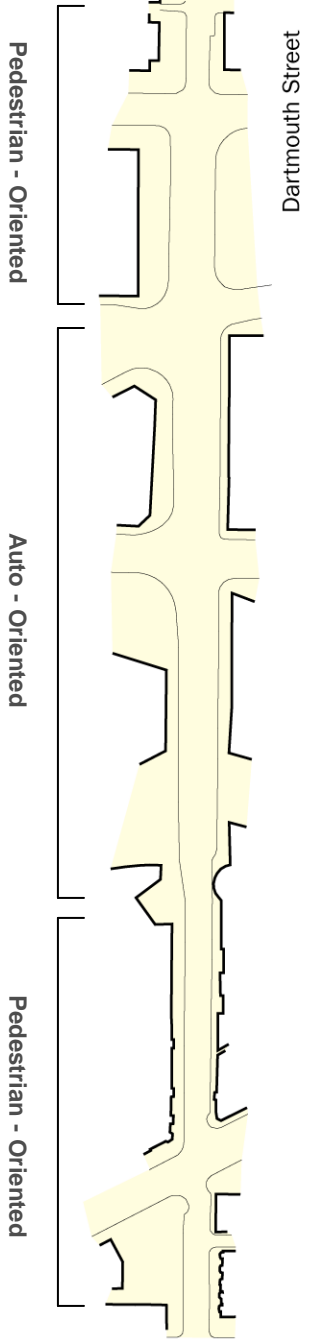
Ideal locations for new arcades or winter gardens





North-South Streets: Primary pedestrian connections between neighborhoods





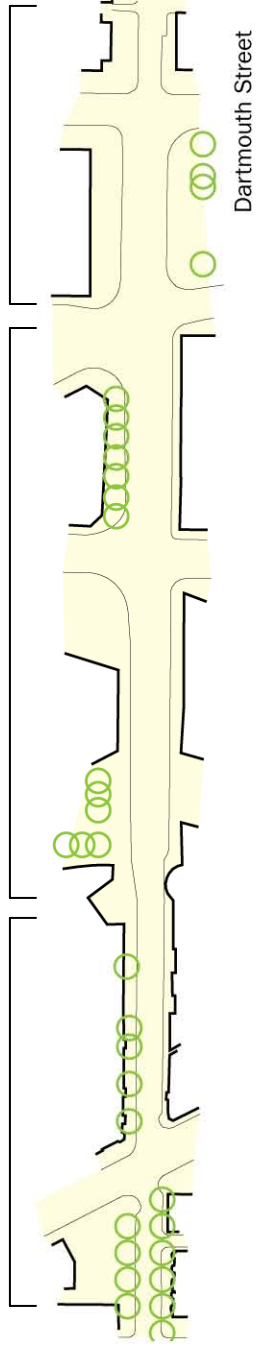
Character of streets changes through district

Street Trees

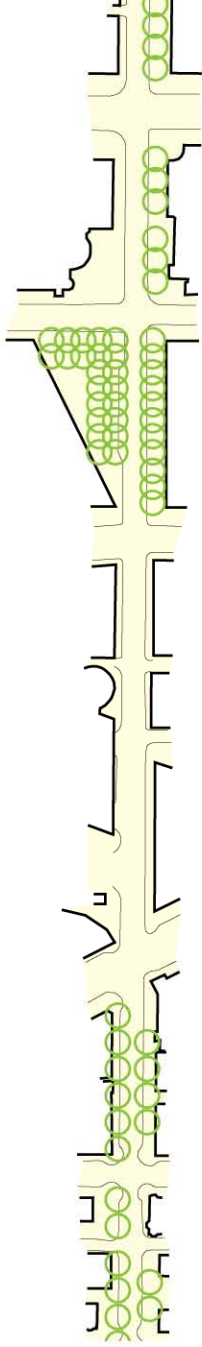
Pedestrian - Oriented

Auto - Oriented

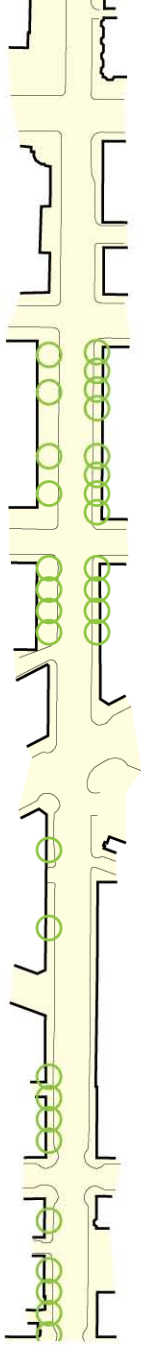
Pedestrian - Oriented



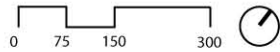
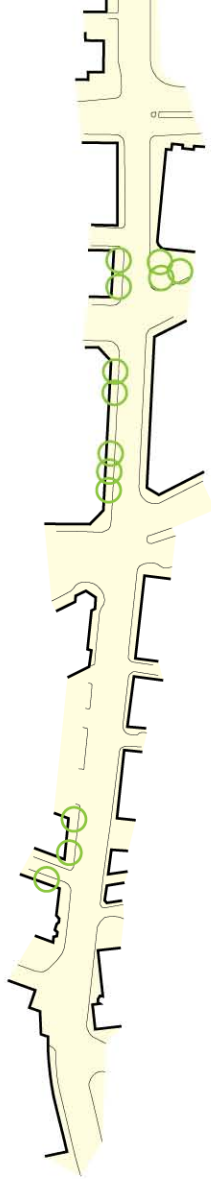
Clarendon Street



Berkeley Street

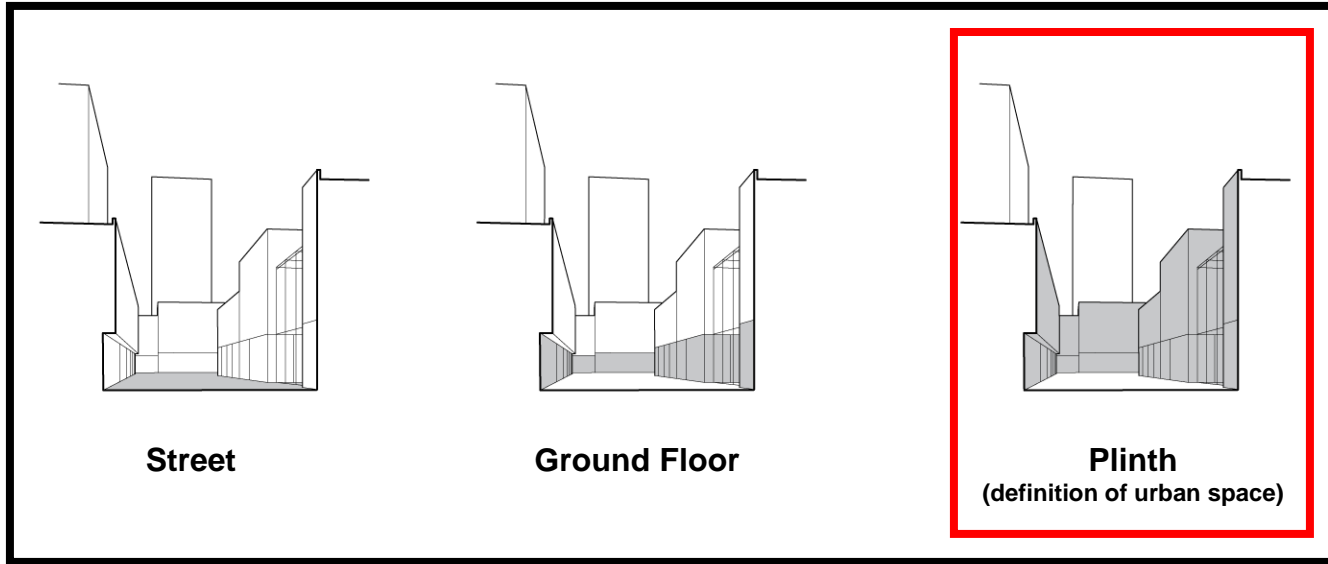


Arlington Street

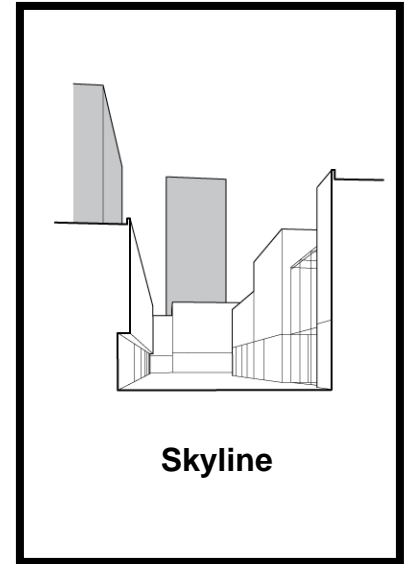


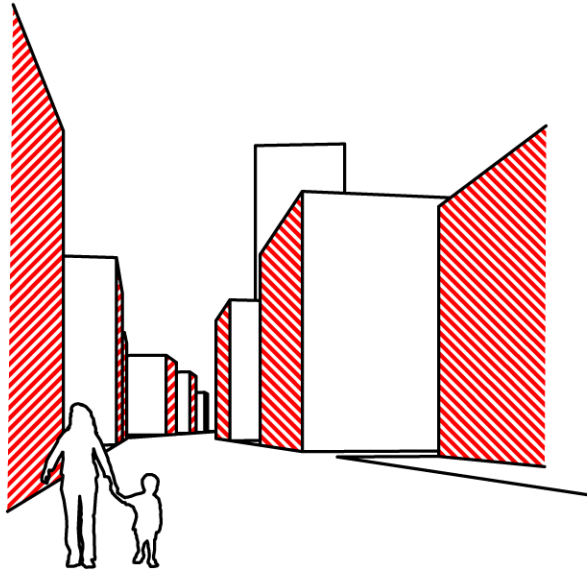
Urban Design: Defining the space between buildings

Public Realm

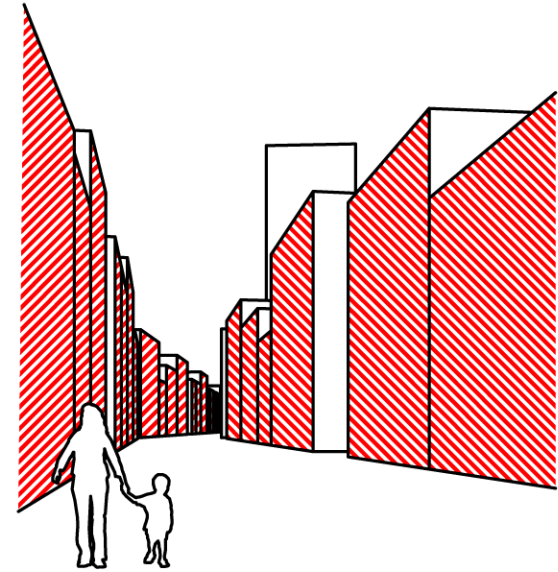


City Form



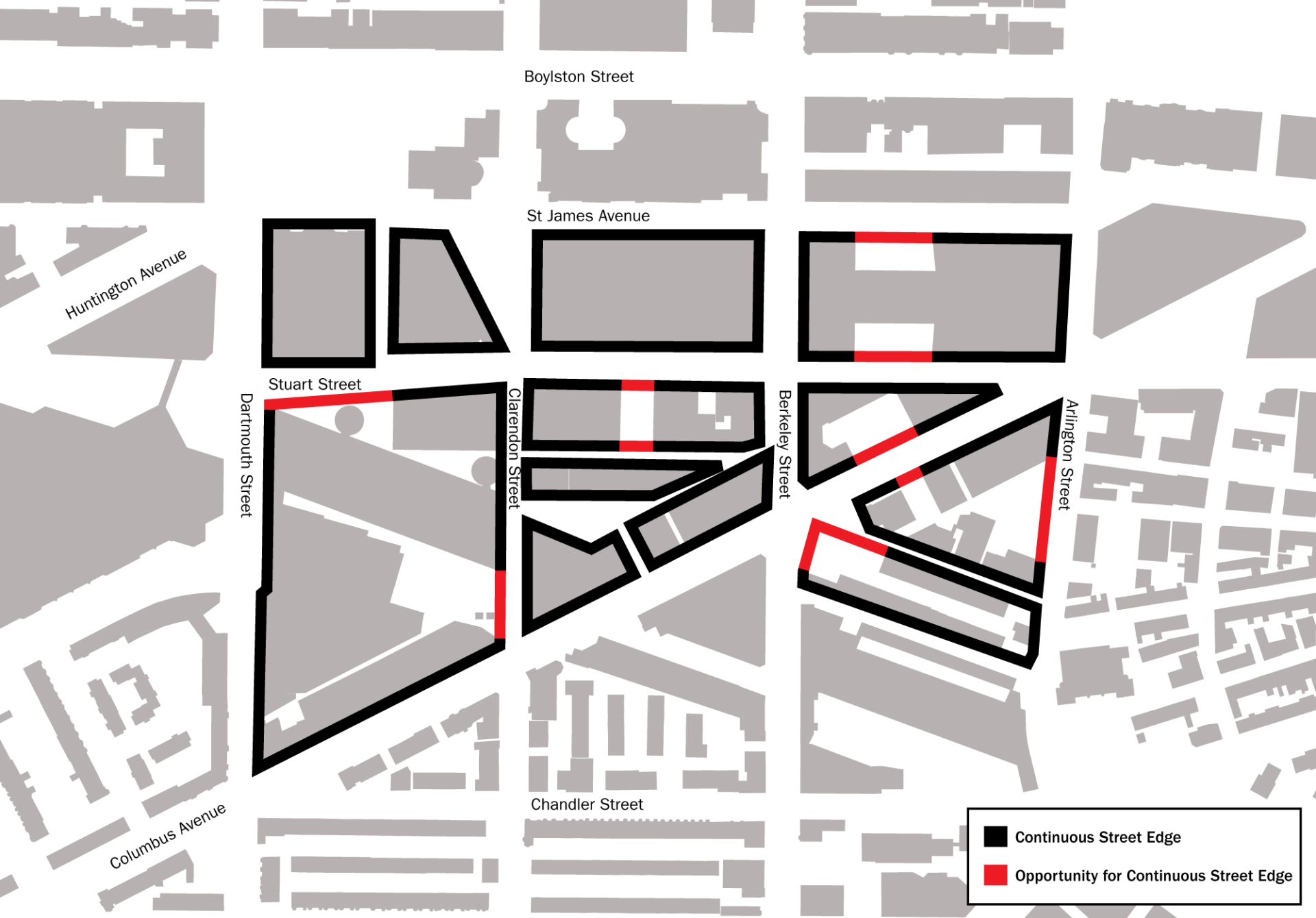


Discontinuous Street Edge



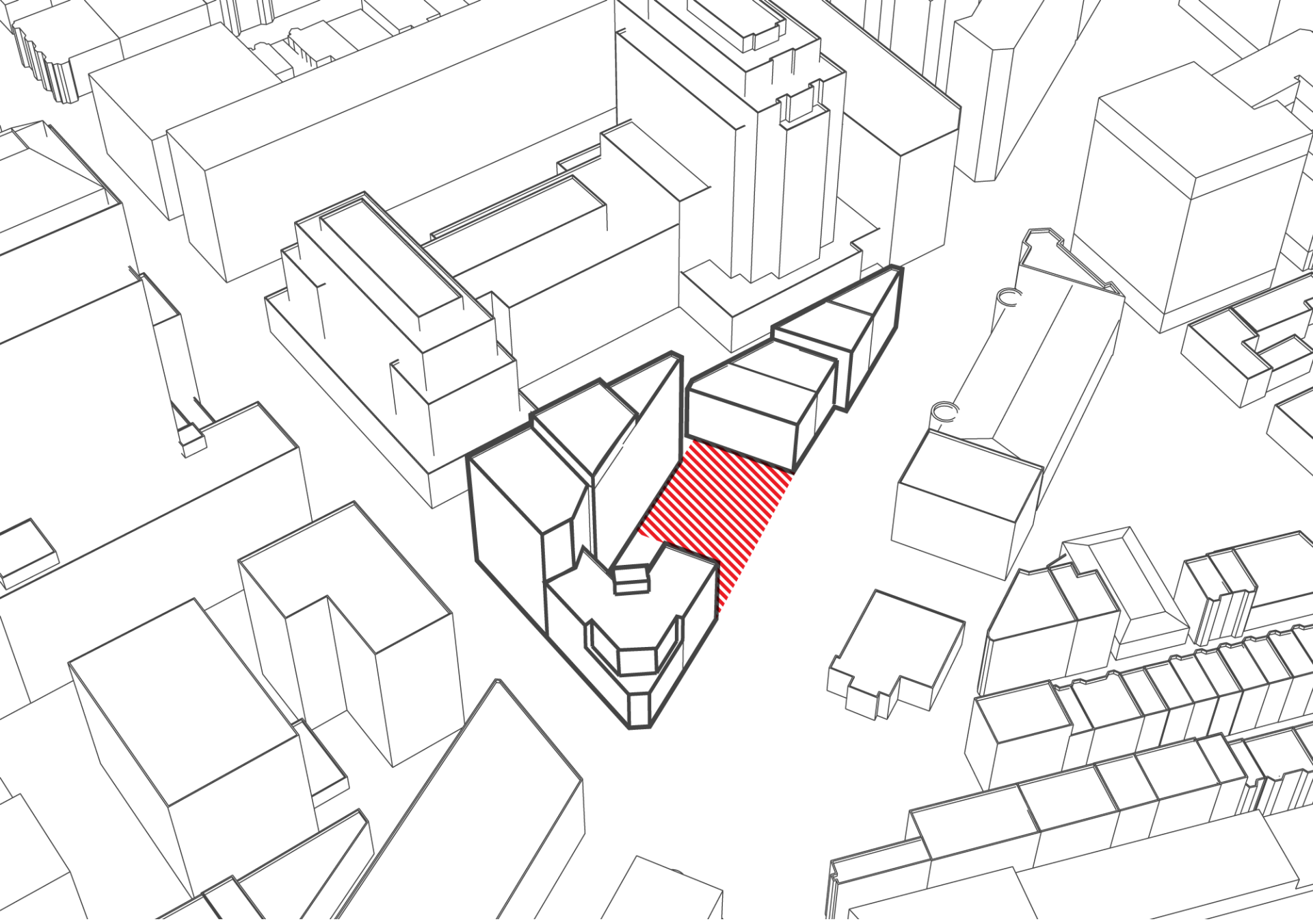
Continuous Street Edge & Improved Spatial Definition

Opportunity: Extend urban fabric to fill gaps

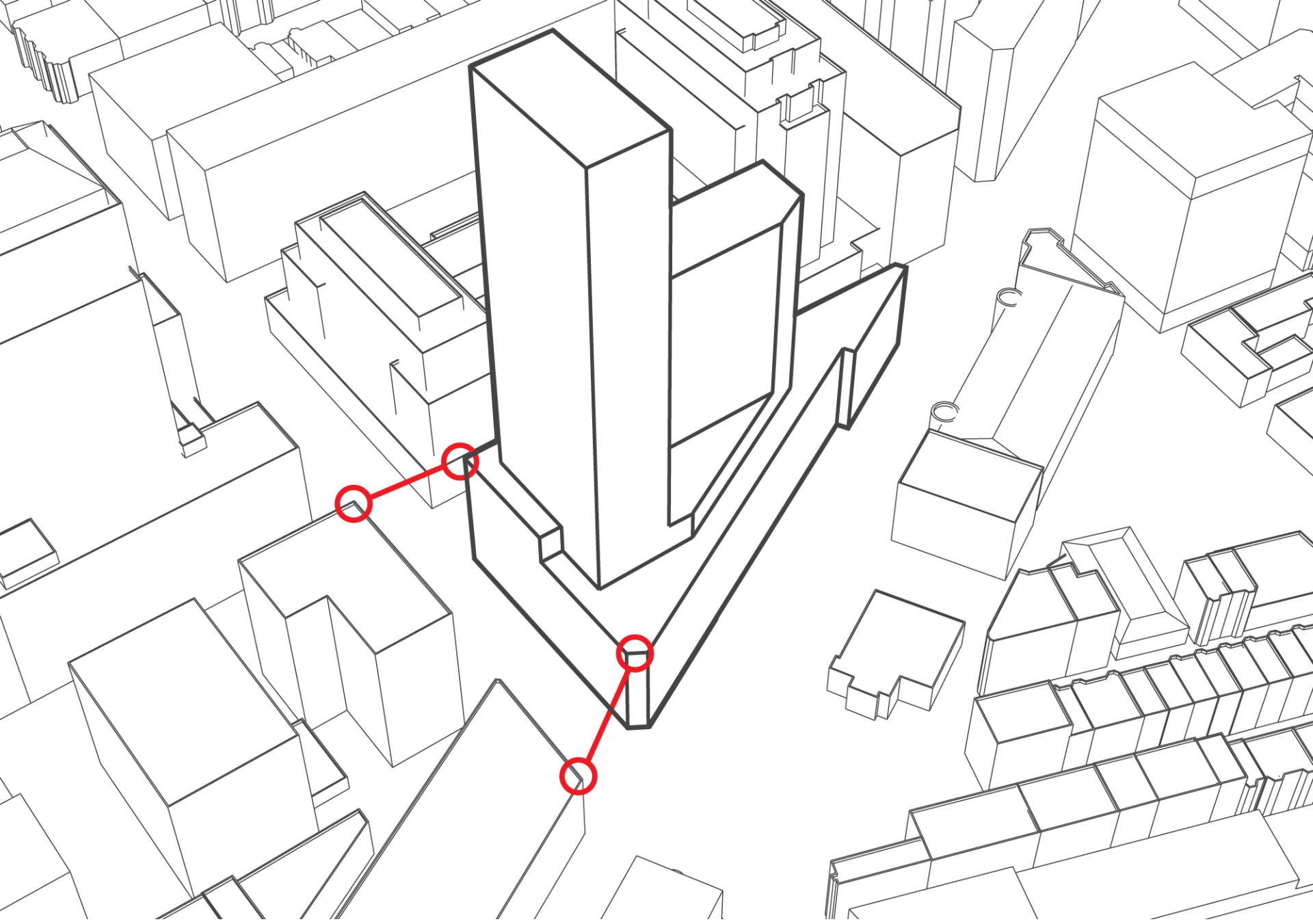


Opportunity: Extend urban fabric to fill gaps

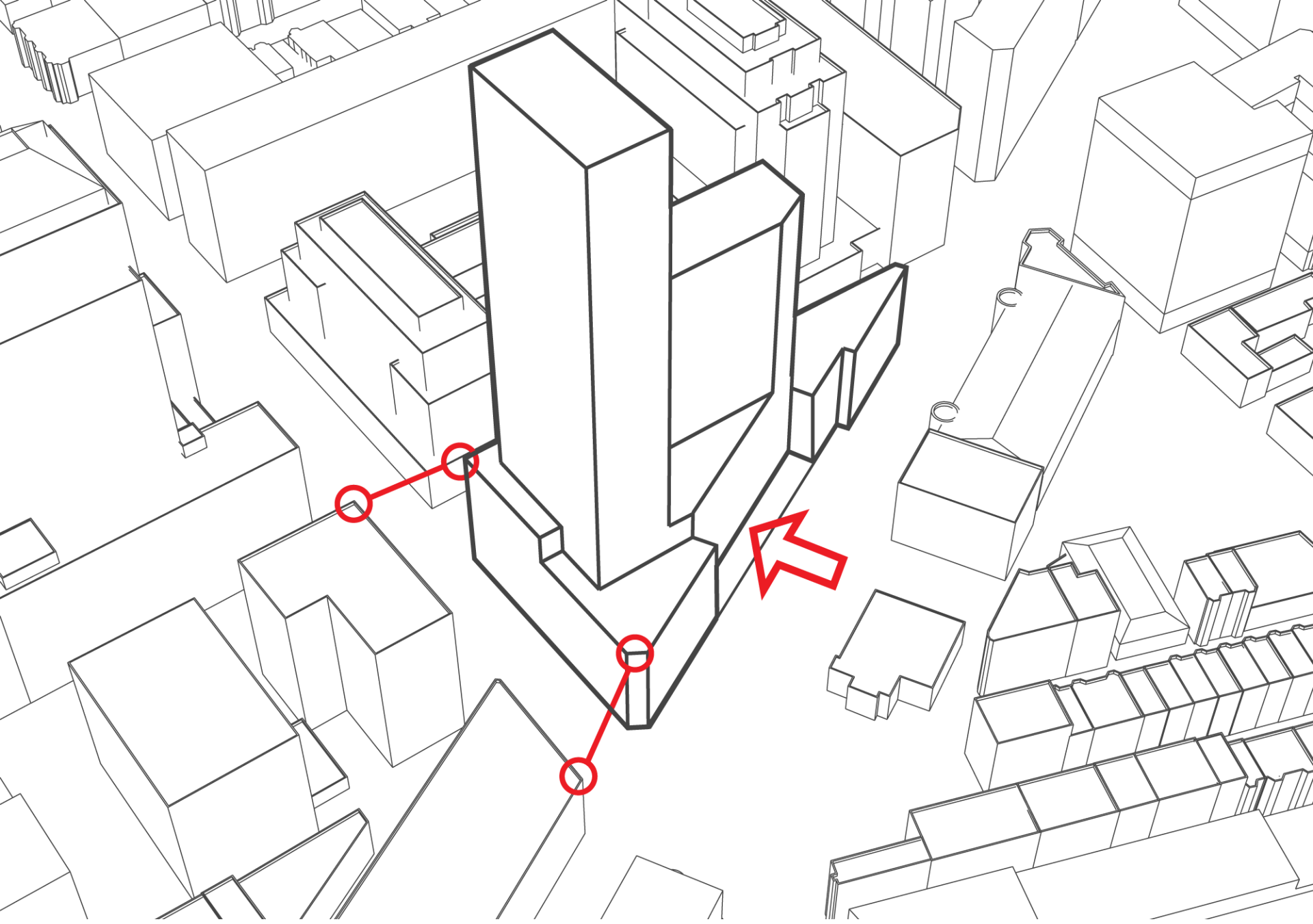




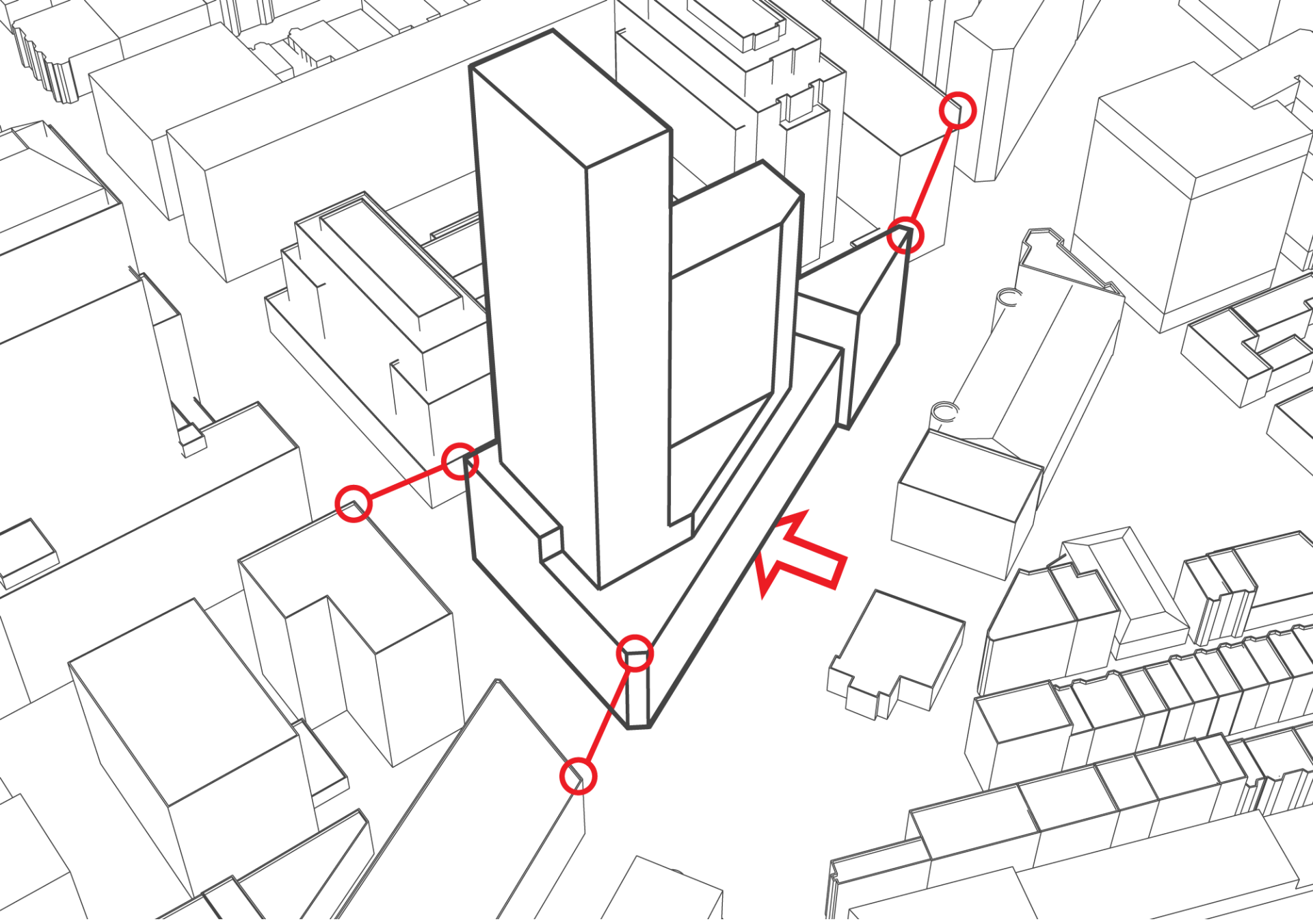
Opportunity for continuous street edge



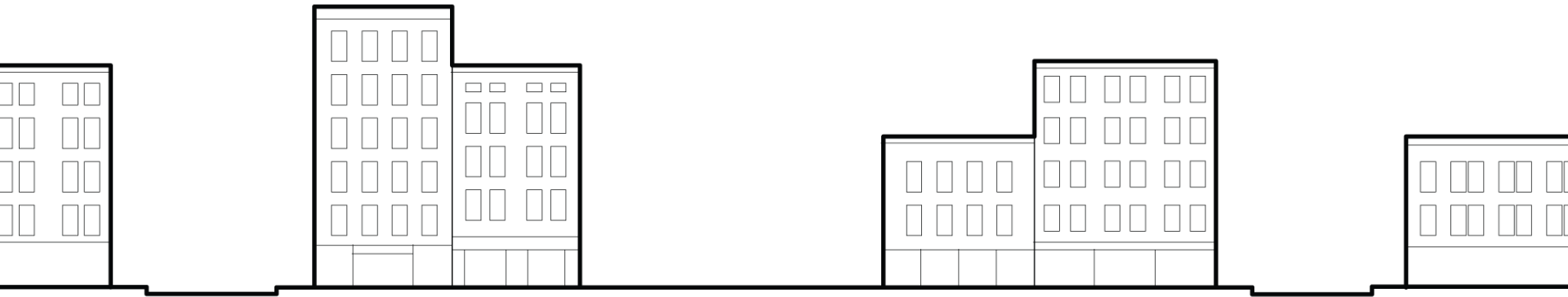
Opportunity for continuous street edge



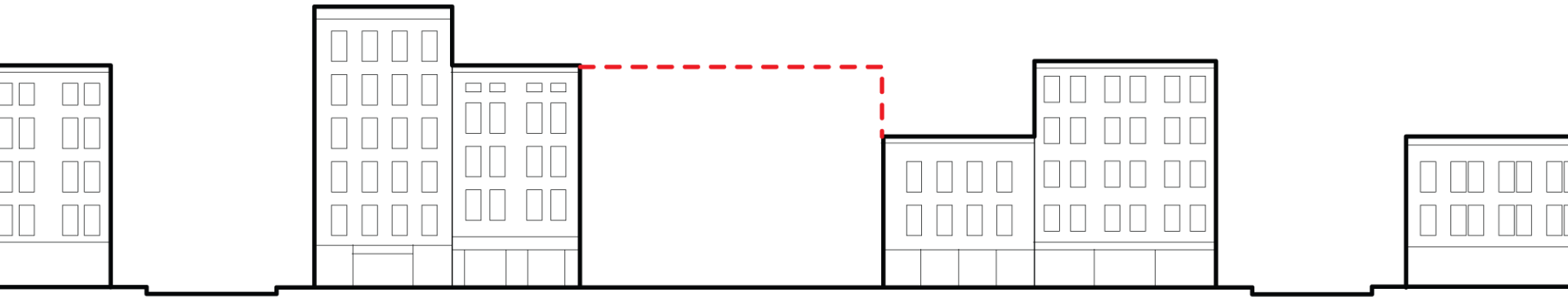
Opportunity for continuous street edge



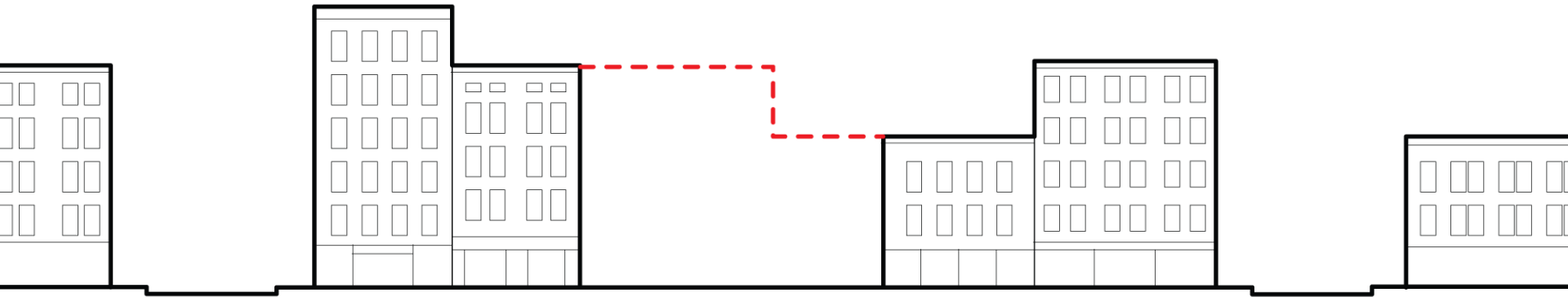
Opportunity for continuous street edge



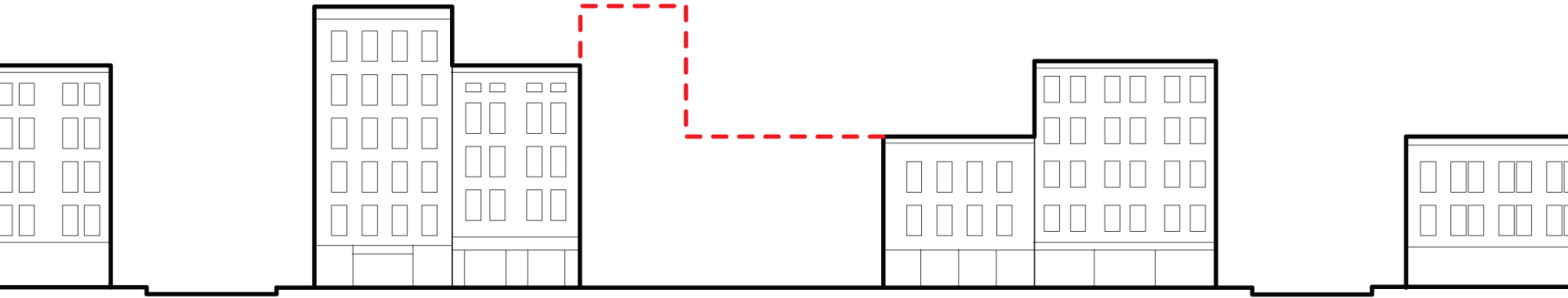
Plinth



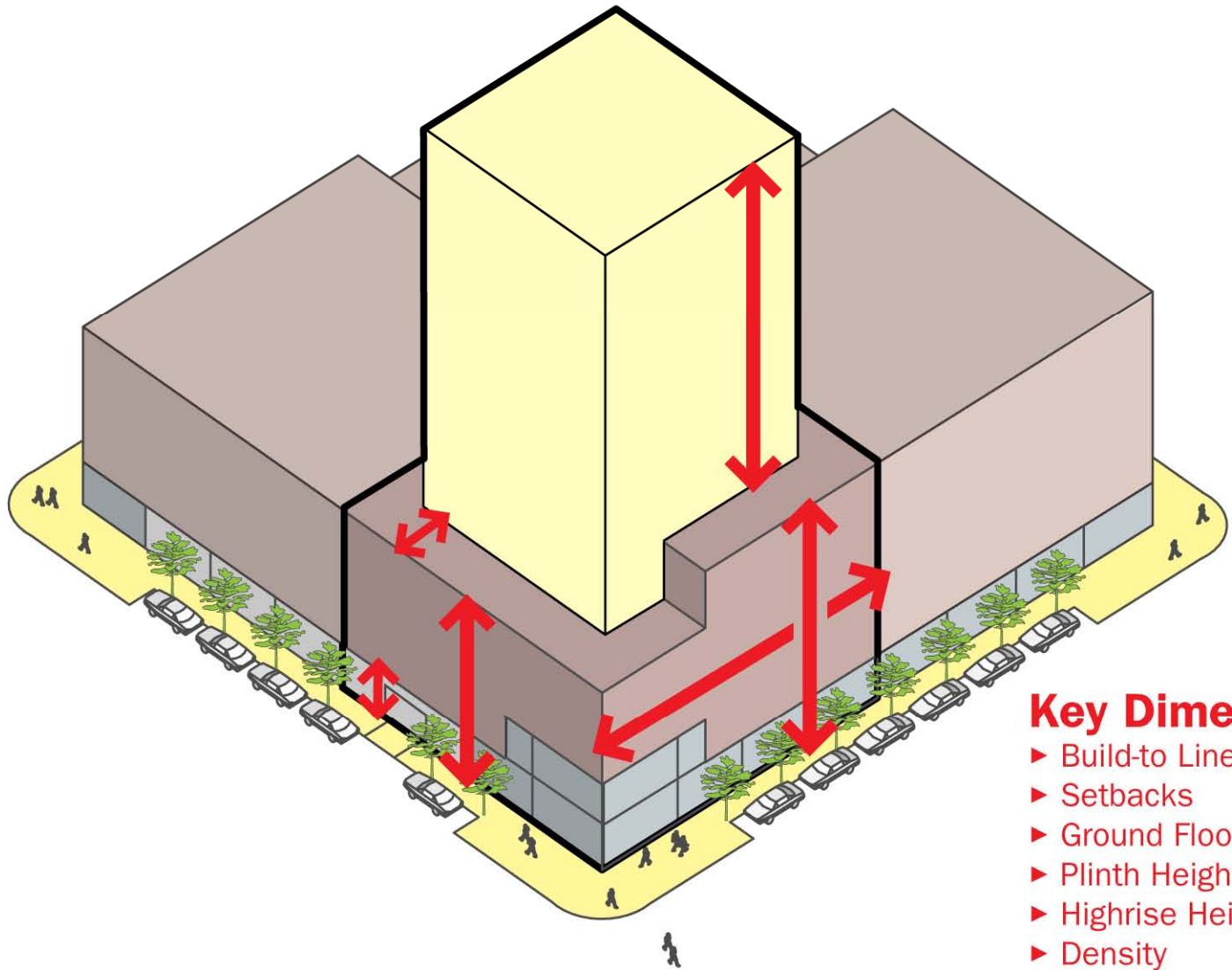
Plinth



Plinth



Plinth



Key Dimensions

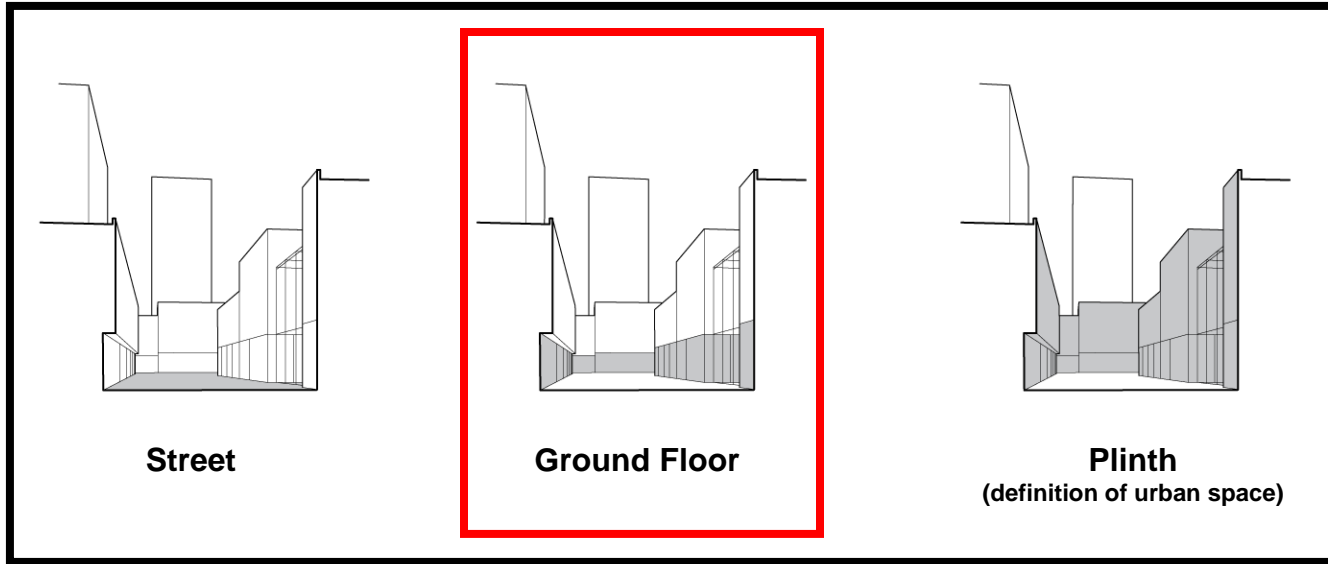
- ▶ Build-to Line
- ▶ Setbacks
- ▶ Ground Floor Height
- ▶ Plinth Height
- ▶ Highrise Height
- ▶ Density
- ▶ Floorplate size
- ▶ Length of continuous facade

Attributes that new zoning code can address

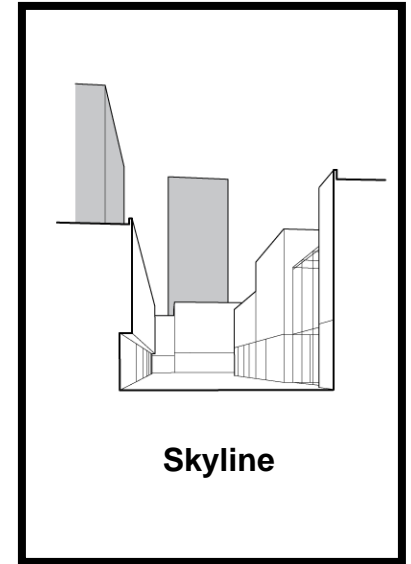
Urban Design: Ground Floor Activity

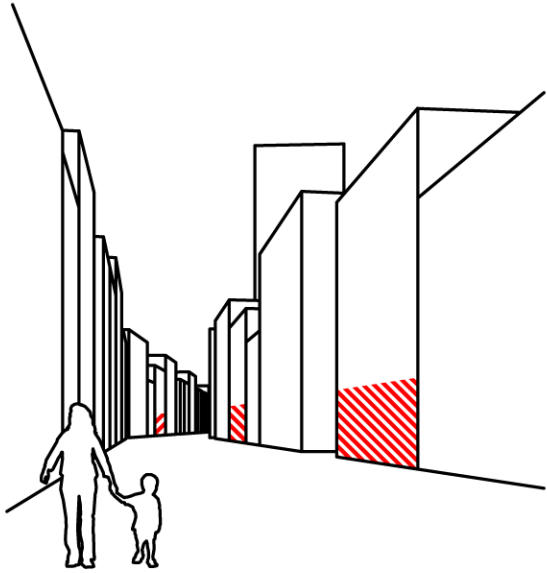
Recommendations for
encouraging active pedestrian
uses

Public Realm

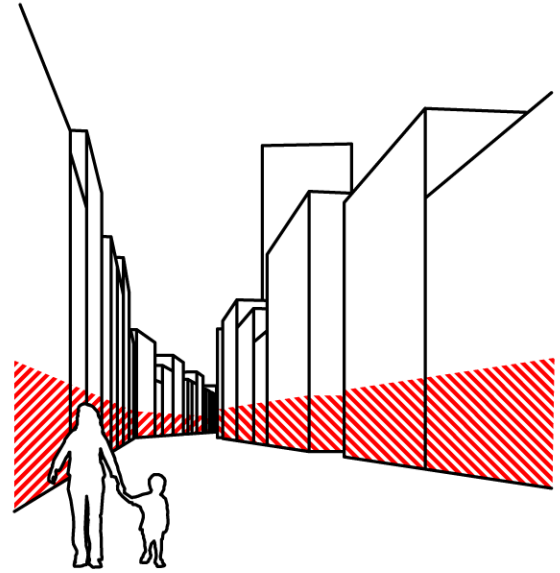


City Form





Blank Storefronts



Active Storefronts

Opportunity: Activate ground-floor uses



Blank Storefronts



Active Storefronts

Opportunity: Activate ground-floor uses



Boylston Street

St James Avenue

Huntington Avenue

Stuart Street

Dartmouth Street

Clarendon Street

Berkeley Street

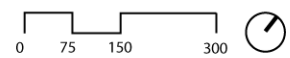
Arlington Street

Columbus Avenue

Chandler Street

Existing Active Ground Floor
 Opportunity for Active Ground Floor

Opportunity: Activate ground-floor uses



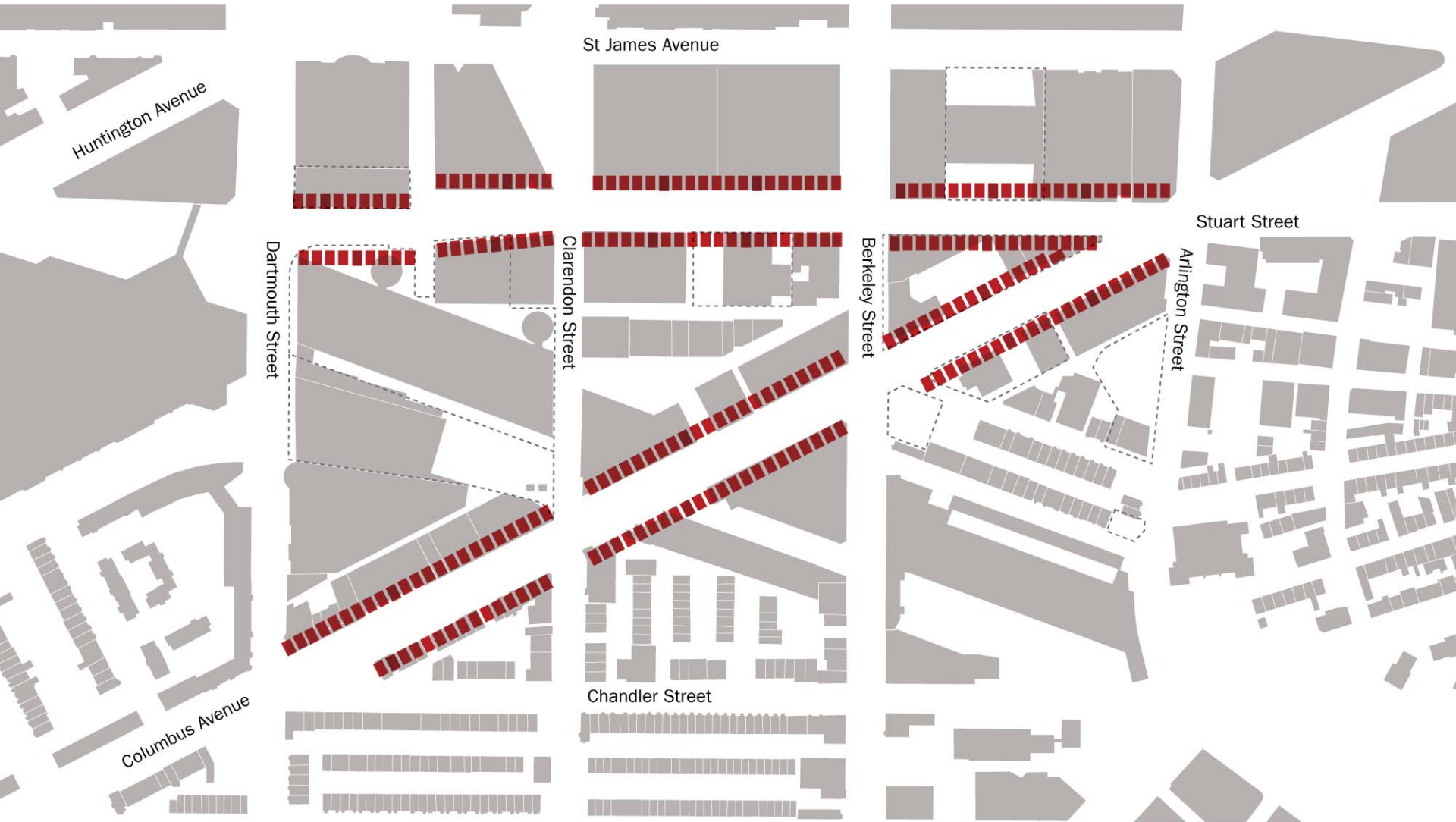
MICRO



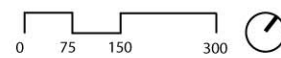
CVS/pharmacy



600 SF



Retail Sizes



BOUTIQUE



1200 SF



St James Avenue

Huntington Avenue

Dartmouth Street

Clarendon Street

Berkeley Street

Stuart Street

Arlington Street

Chandler Street

Columbus Avenue

Retail Sizes



RESTAURANT



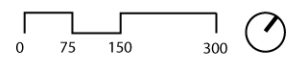
CVS/pharmacy



5000 SF



Retail Sizes



BIG RETAIL



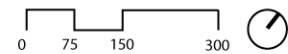
CVS/pharmacy



10,000 - 20,000 SF



Retail Sizes



SUPERMARKET / BIG BOX



CVS/pharmacy



30,000 SF

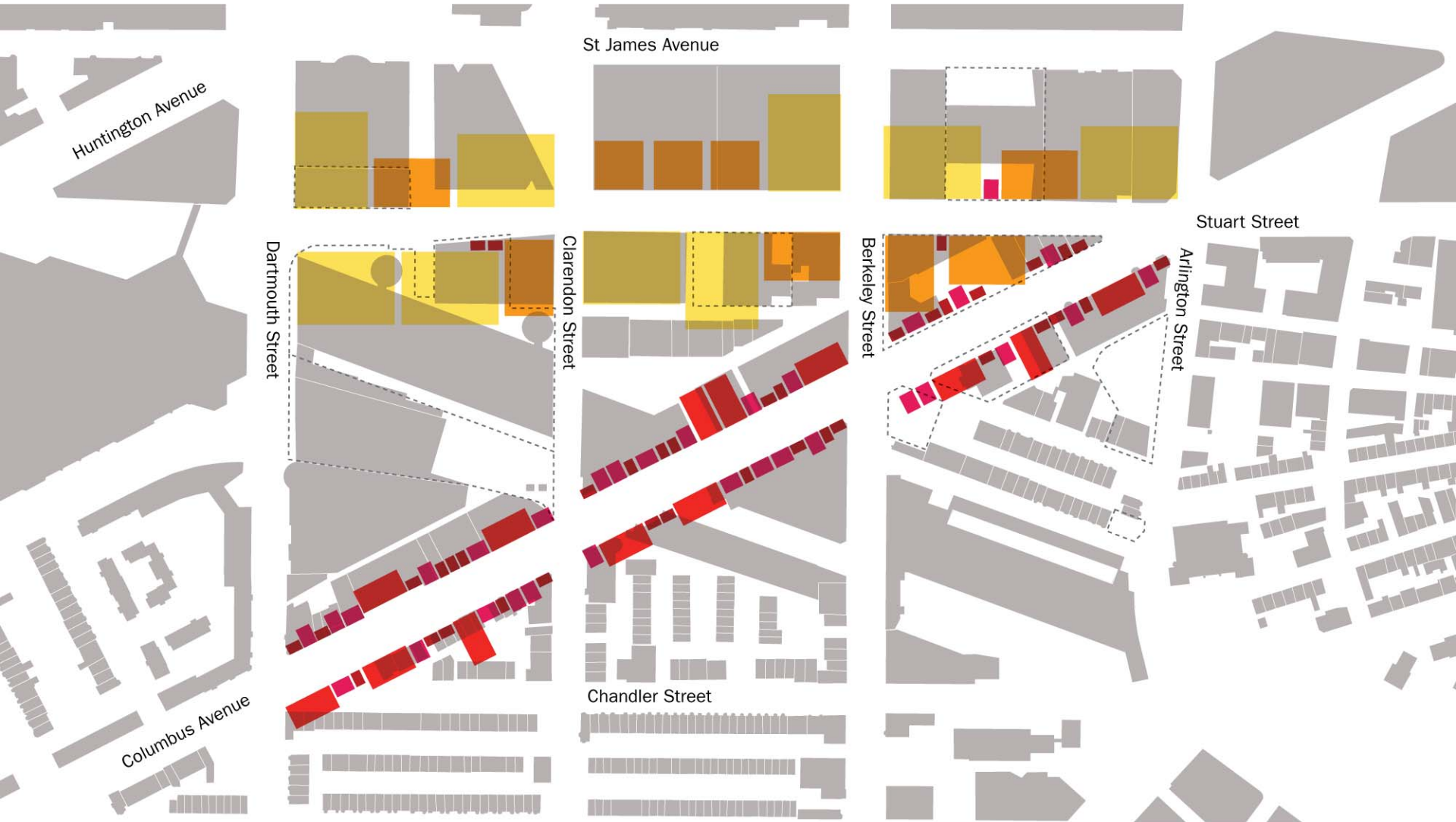


Retail Sizes

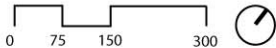




CVS/pharmacy



Retail Sizes



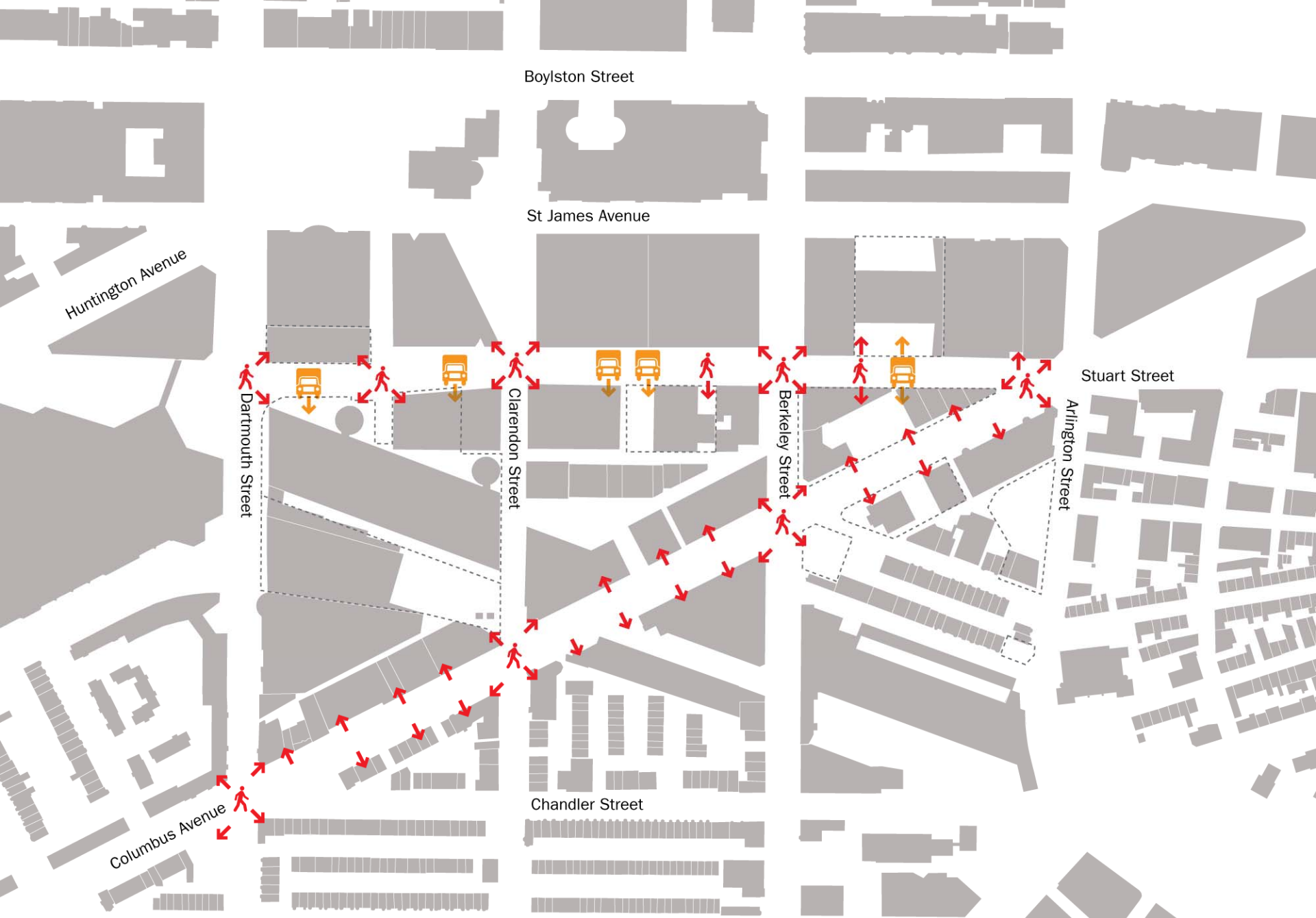
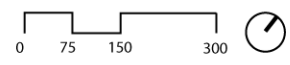


Diagram of building-entrance and service-entrance strategy



TASK 3.2

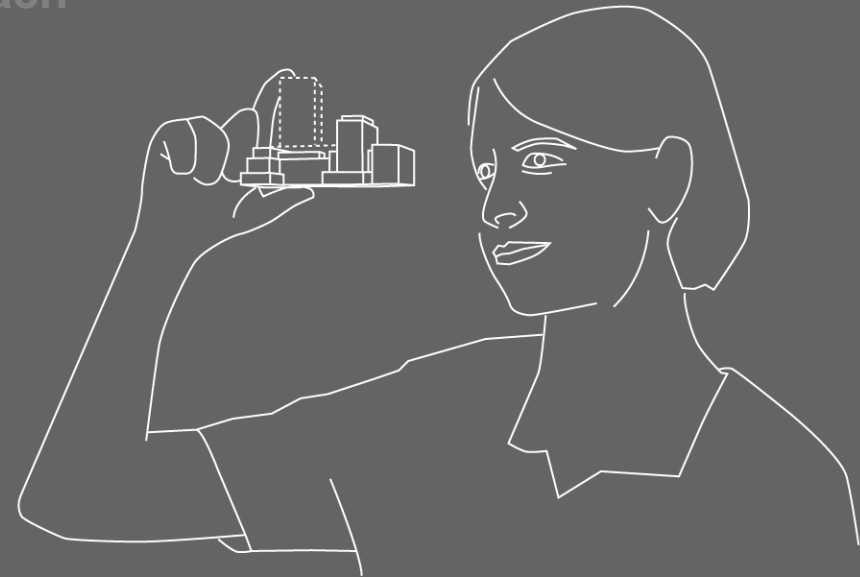
Urban Design

1: Timeline Update and Project Approach

2: City Form

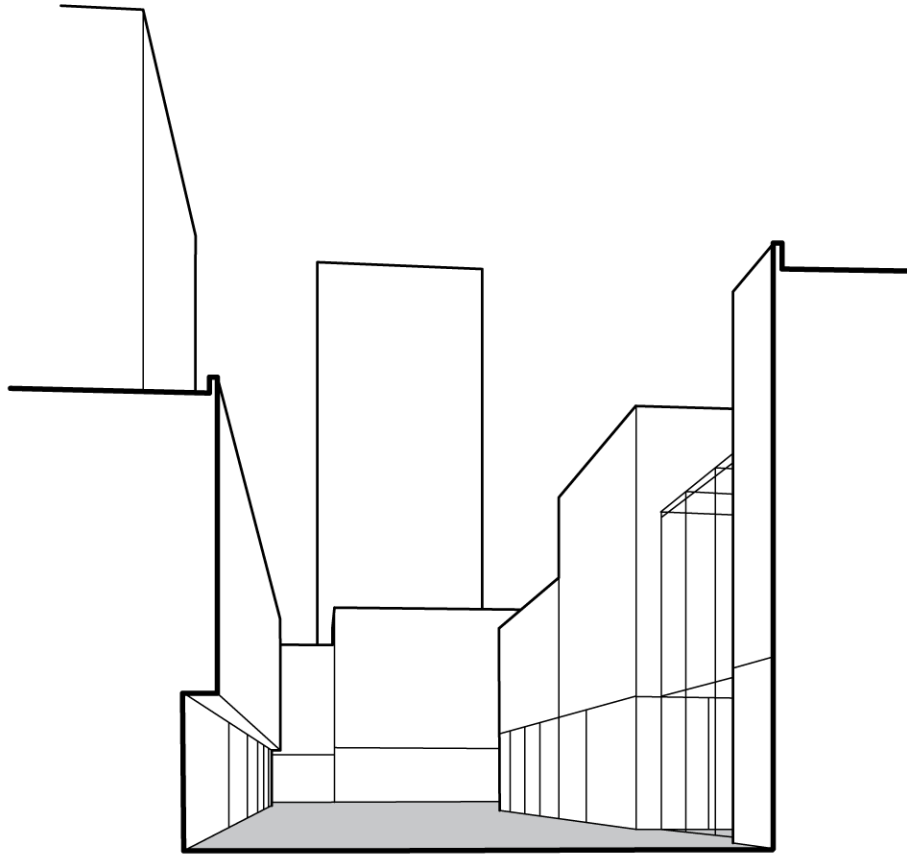
3: Public Realm

4: Next Steps



Street

- 1) Location of service and garage entries
- 2) Location of lobby and arcade entries
- 3) Location of retail entries
- 4) Street tree and sidewalk paving standards

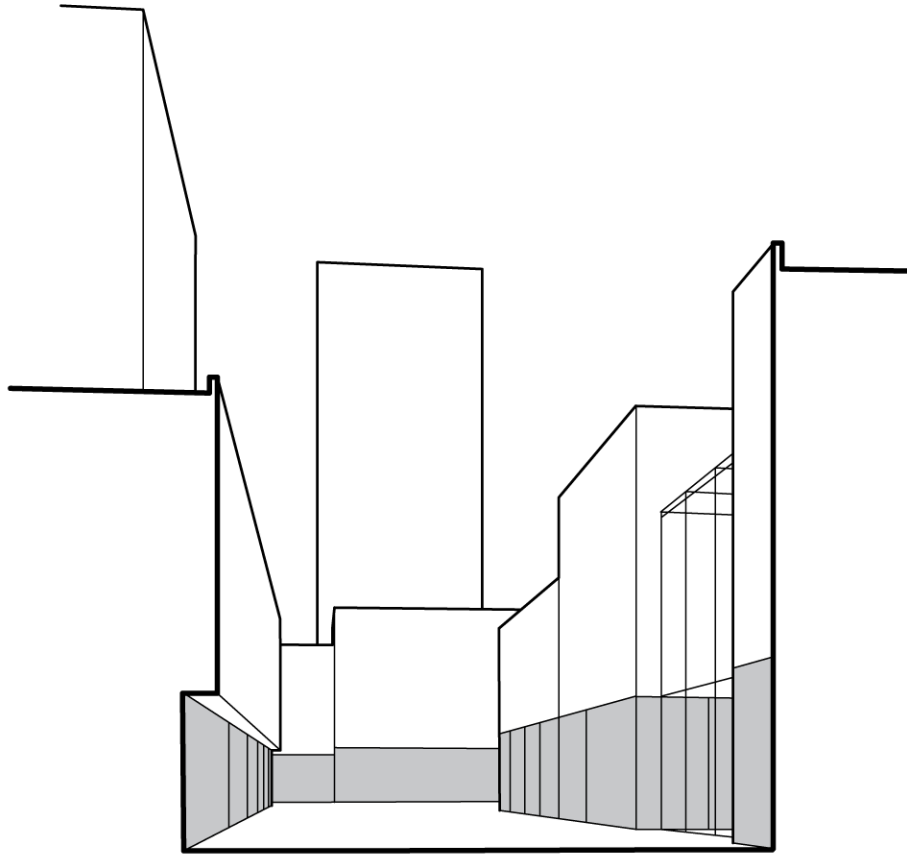


Street

- 1) Location of service and garage entries
- 2) Location of lobby and arcade entries
- 3) Location of retail entries
- 4) Street tree and sidewalk paving standards

Ground Floor

- 1) Retail size maximum (GSF)
- 2) Distance between retail and lobby entries
- 3) Maximum store frontage (FT)
- 4) Transparency standards for storefronts

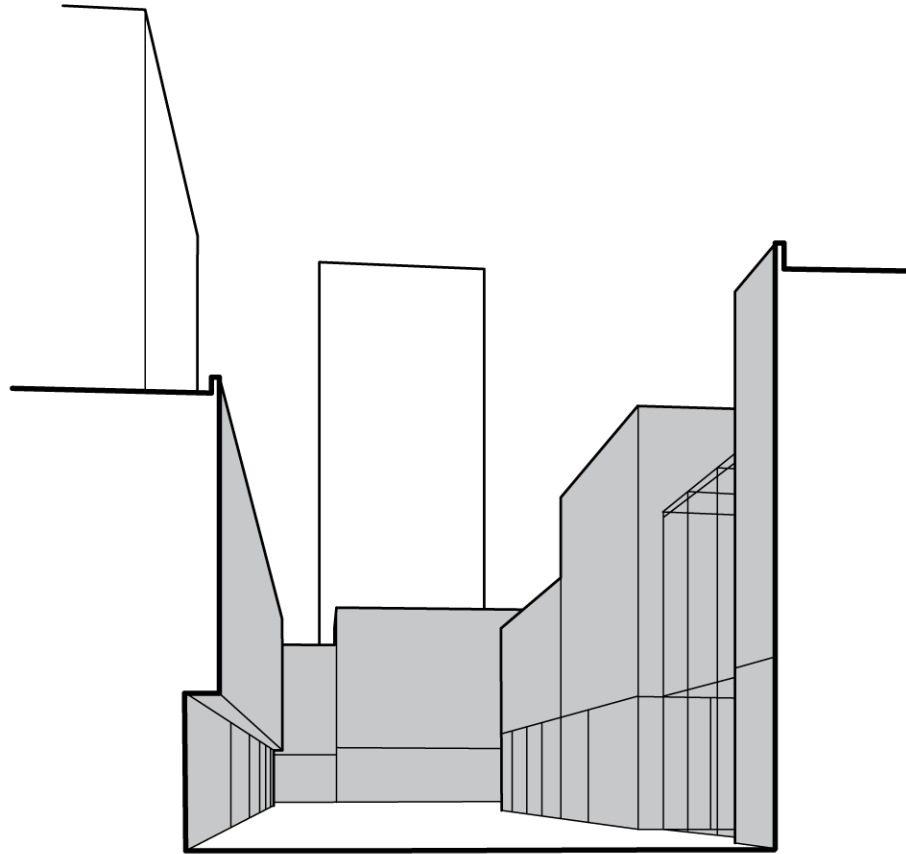


Street

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Ground Floor

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Plinth

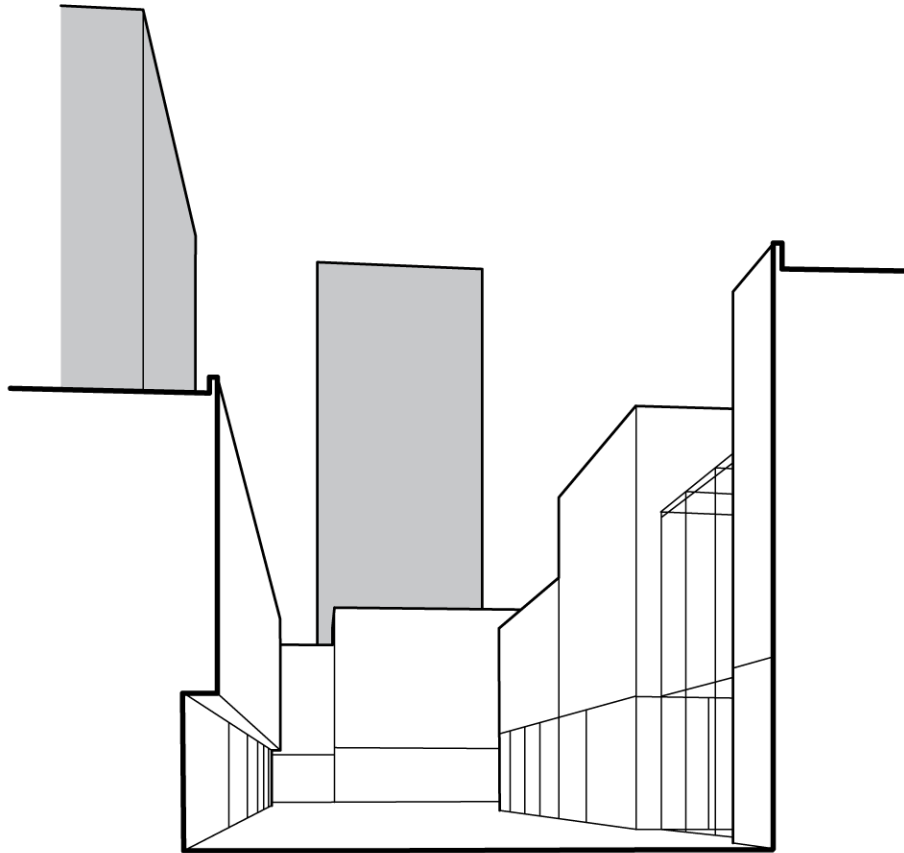
- 1) Height determined by formula (modal height)
- 2) Height determined by adjacencies
- 3) Parking setbacks

Street

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Ground Floor

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- 2) Distance between retail and lobby entries
- 3) Maximum store frontage (FT)
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Plinth

- 1) Height determined by formula (modal height)
- 2) Height determined by adjacencies
- 3) Parking setbacks

Towers

- 1) Shadow and wind
- 2) Maximum height
- 3) FAR
- 4) Setback
- 5) Parking ratios (?)
- 6) Bonus opportunities