

Revival of The Art of Town Building



LAURENCE QAMAR
Architecture &
Town Planning

The Town of Damascus -

A rare opportunity to leave a legacy for future generations



Two paths:

Build a great town.....or.....suburban sprawl!

Suburban Sprawl - Neither town or country

Wasting land, energy, community...our nation's resources

Strip malls, parking lots, highways, office parks and housing tracts spread over the land.



Suburban Sprawl - streets made only for cars

Streets designed only for cars...pedestrians are an afterthought.



Damascus' Current “main street”

Those living in urban neighborhoods drive 50% less compared to average American family in the suburbs.

At a time of rising gas prices, many communities are completely dependent on cars to meet their daily needs.



Damascus' Current Center



Damascus' Neighborhoods

Curb tight sidewalks

Garage doors and driveways across half the house front



Damascus' Neighborhoods

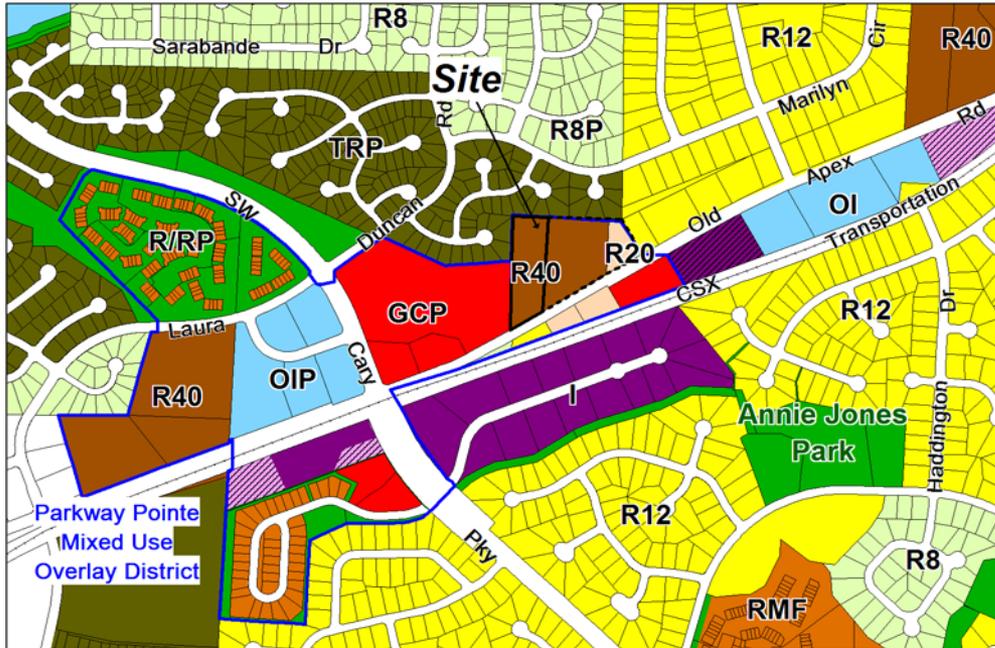
Narrow curb-tight sidewalks, and

Garage doors

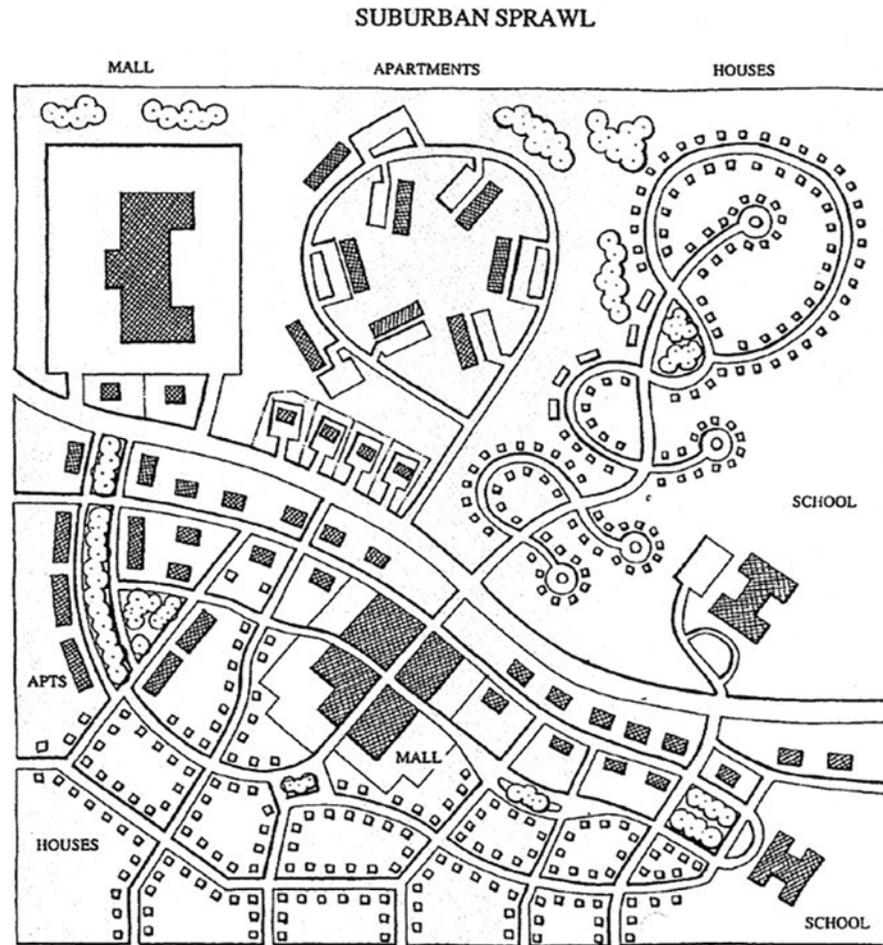


Disconnected and Segregated Zoning

When zoning, arterials and cul de sacs separates everything from everything else, driving everywhere is the only choice.



Metropolitan Growth Patterns



TRADITIONAL NEIGHBORHOOD

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An American Tradition of Town Design

Washington, DC., New England Commons,
Chicago, Portland, rail towns, company towns



Historic New Towns in the Pacific Northwest

Company Towns: Longview WA.

Settler Towns: Aurora, OR



Renewing the Tradition of Town Design

...Seaside...the first new town in 70 years



Communities for living, shopping, learning, working and walking

Daily destinations all within a short walk.

- Schools
- Homes
- Shops
- Offices



Walkable Neighborhoods are Safe, Convenient, Attractive... and Energy Efficient

Security of “Eyes on the Street”

Convenience of mixed-use

Attractive buildings enclose streets as “Outdoor Rooms”

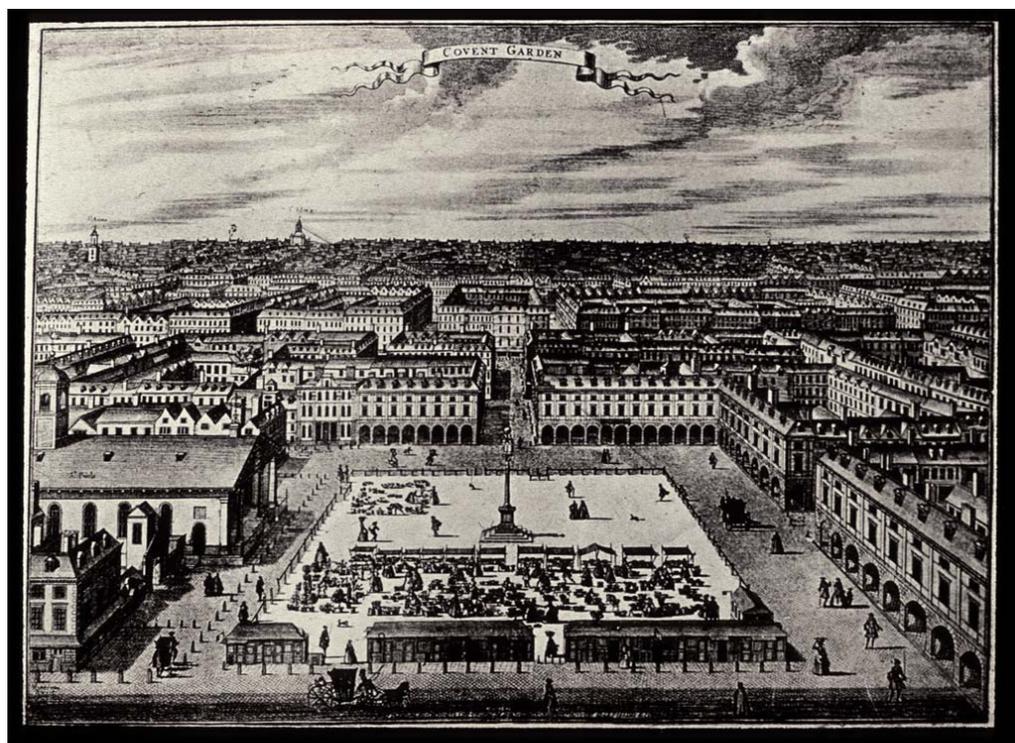


Walkable neighborhoods make life easier for kids, the elderly, and people who don't want to drive.

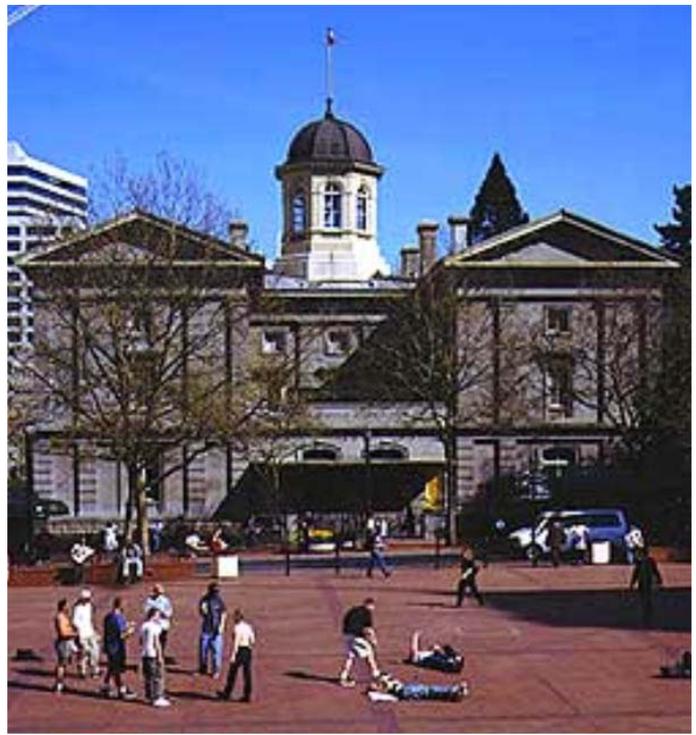
Town Center as Public Room

Squares, Greens, Commons, Piazzas, Plazas

From London to Portland.



Covent Garden, London, England



Neighborhood Parks, and Greenways

Tot Lots every few blocks

Neighborhood Parks in 5-minute walk

Regional greenways between neighborhoods and connected to schools



Active and passive recreation parks, public gardens, nature interpretative centers, allotment gardens

Schools as Dispersed Neighborhood Centers

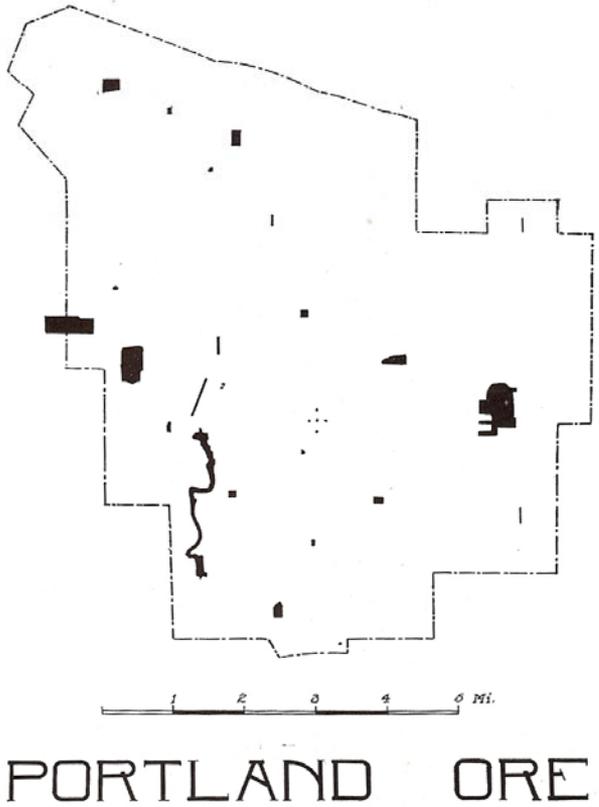
Duniway = 5.5 acres, Holy Family = 3 acres



A Green Network of Open Space

Interconnected corridors of parks, open spaces, boulevards, greenways, ridges, buttes, etc.

Map A



Black indicates the existing Park Property
Compare with Maps B and C

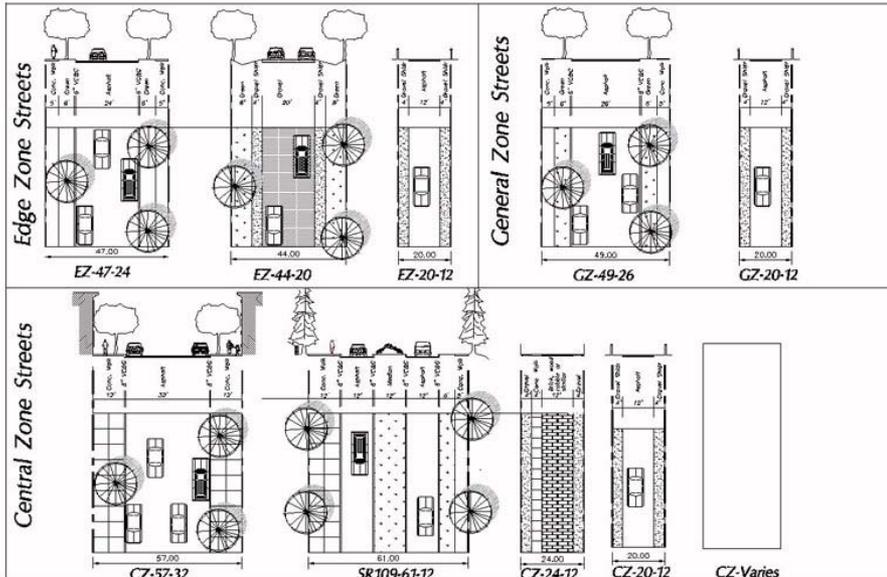
Map C



Park area proposed by Mr. E. H. Bennett in his plans for Greater Portland
(Black indicates parks)
Compare with Maps A and B



Skinny streets for people...and emergencies



Diverse building types closely mixed



Kentlands, MD

Housing choices: urban to...

Villages---Towns---Cities

Houses---Town Homes---Apartments

Traditional---Modern



Housing choices: Rural

Close, closer, closest

Large, medium and small



Housing choices

Range of Incomes and Visual Diversity

Neighborhood Center.....Neighborhood General.....Neighborhood Edge
Townhouses.....Cottages.....Large Houses



The Living Workshop

Encourage vertical mixed-use

‘Milk, eggs and bread’

Local Café, wine tasting, or pub

Social gathering place

Two story live/work up to the street



Live and Work under one mortgage payment



On street parking, and parking in the rear

The Neighborhood Convenience Store

Small corner stores with design standards

offer daily needs nearby homes



A neighborhood corner store in
Seabrook, Washington



NOT a quickie-mart with
parking lot

The Essential of Main Street Success

Main streets provide:

Continuous building faces
up to the sidewalk,

Lots of ground floor
visibility, and windows

Attractive and frequent
entrances

Parking on-street at the
curb

Parking behind in the
block interior

Shared municipal parking
management

Network of parallel streets



Clever, MO - Clark Street

By Steve Price, Urban Advantage



Clever, MO - Clark Street

By Steve Price, Urban Advantage



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By Steve Price, Urban Advantage



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Clever, MO - Clark Street

By Steve Price, Urban Advantage



New Town Centers

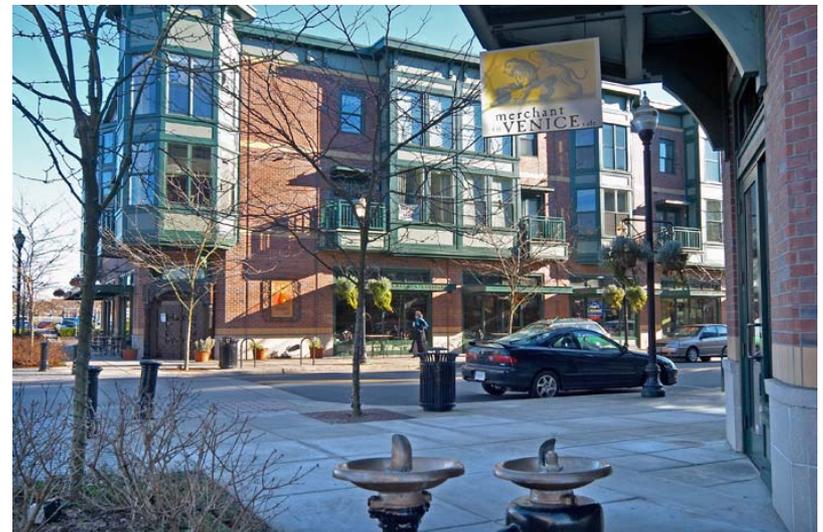
Orenco Station

Sidewalks as social gathering place with café seating, building awnings, sidewalk sales, high-touch building materials, small signs

Narrow street crossings for easy pedestrian cross-shopping

Inner block parking lots

Main Street perpendicular to arterial



New Town Centers

Clarendon, Arlington Va.

Homes, offices, hotels above stores

Drive-by easy visibility and on-street parking

Key retail buildings at corners

Retail mix - entertainment, service, restaurant, cafes, books, arts, farmer's markets



New Town Centers

Santana Row

Homes, offices, hotels above stores

Drive-by easy visibility and on-street parking

Key retail buildings at corners

Retail mix - entertainment, service, restaurant, cafes, books, arts, farmer's markets



New Town Center Example - Santana Row

Santana Row

Retail anchors on 1000' main street

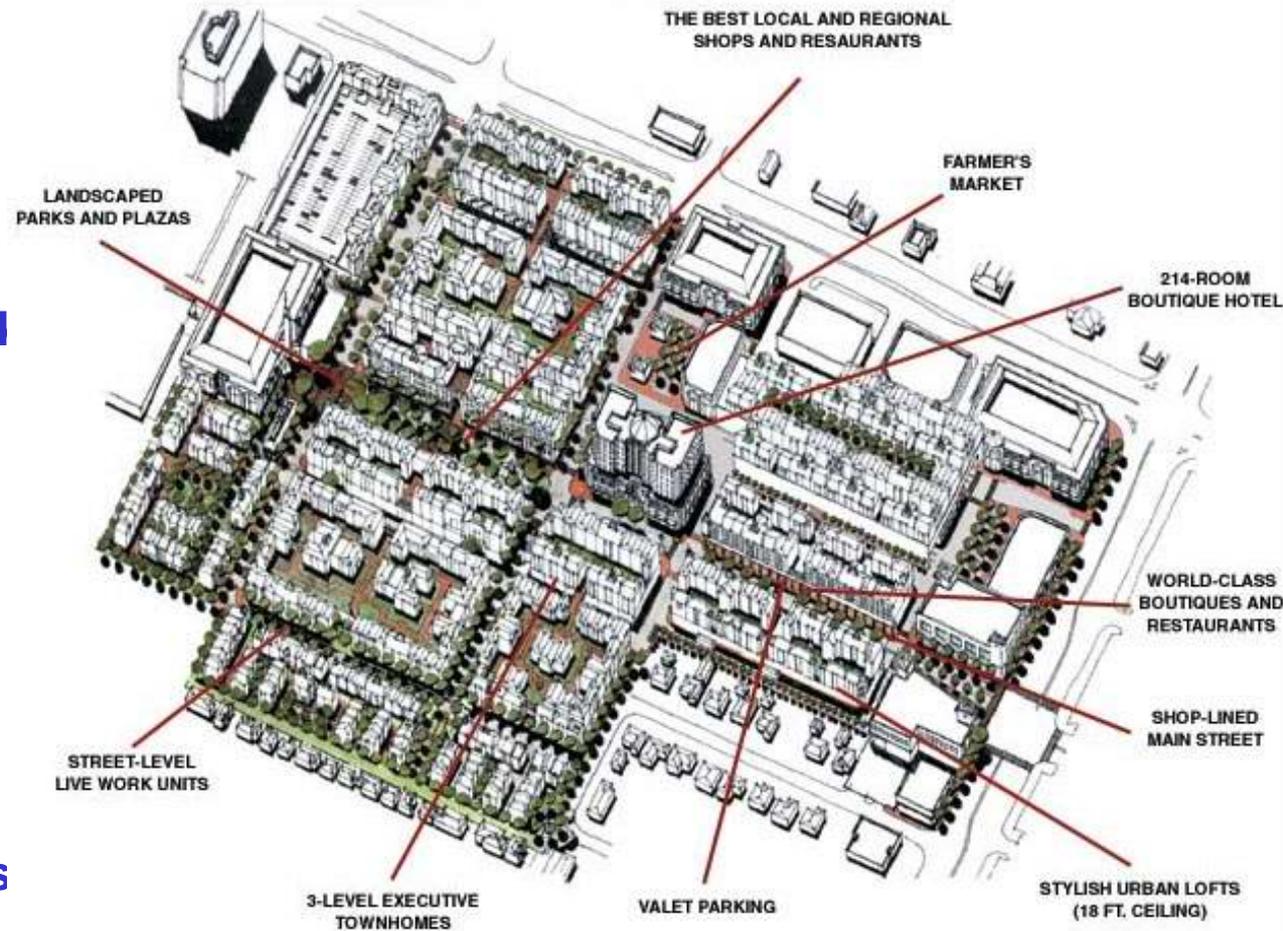
Continuous In-line retail between anchors

Housing within close wall of main street

Drive-by visibility and easy upfront parking

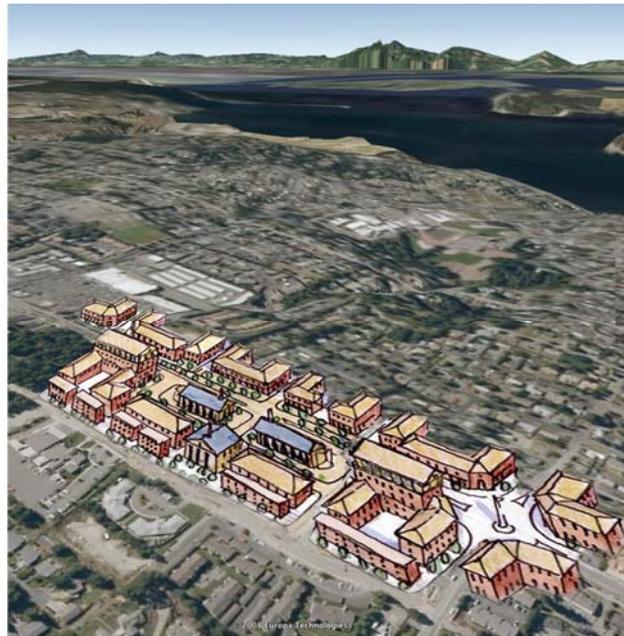
Key retail at corners

Retail mix design, i.e. entertainment, service, restaurant, cafes, books, the arts, farmer's markets



A New Town Center for University Place, WA

New mixed-use center: underground parking, new Town Square



Sustainable Urbanism's Range of Scales

Region

City

Town

Planning crosses
jurisdictional lines to
create healthy regions.

Neighborhood

District

Corridor

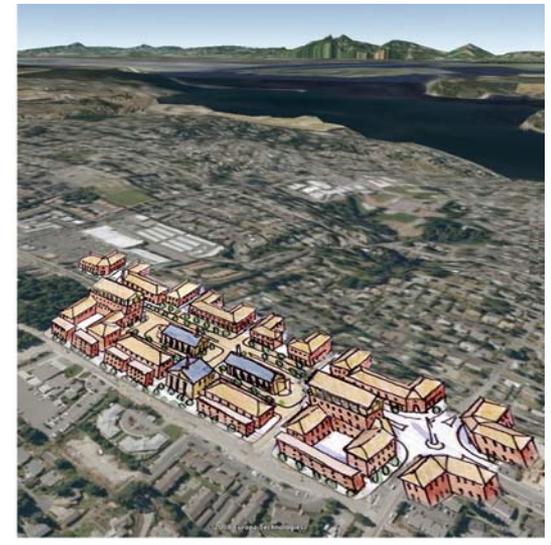
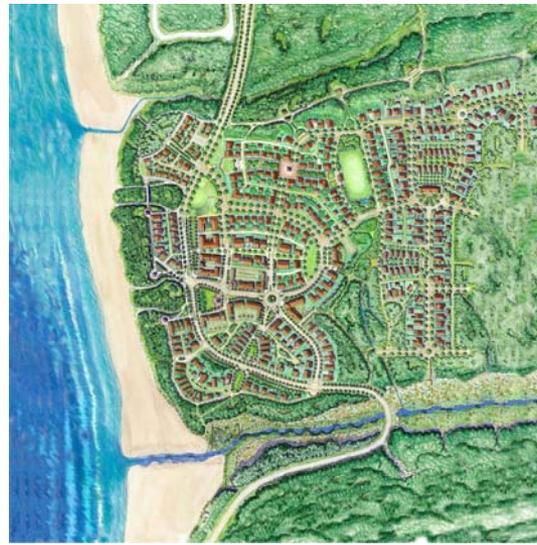
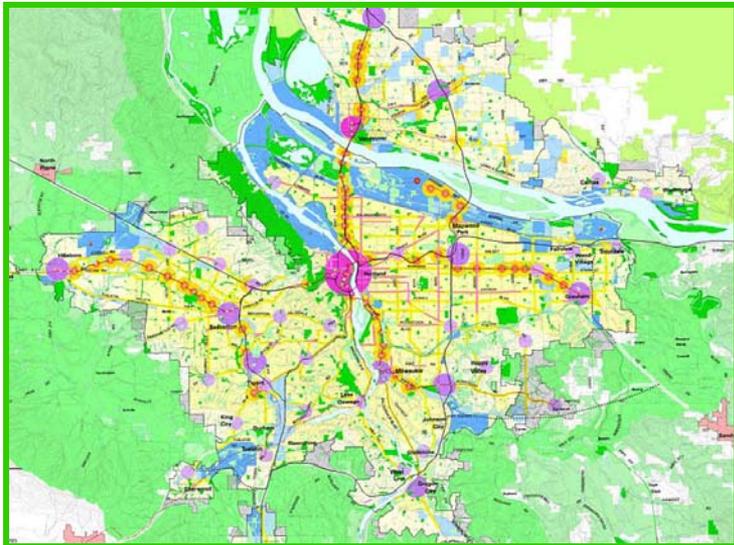
Walkable, diverse neighborhoods
Special use districts
Natural & transportation corridors

Block

Street

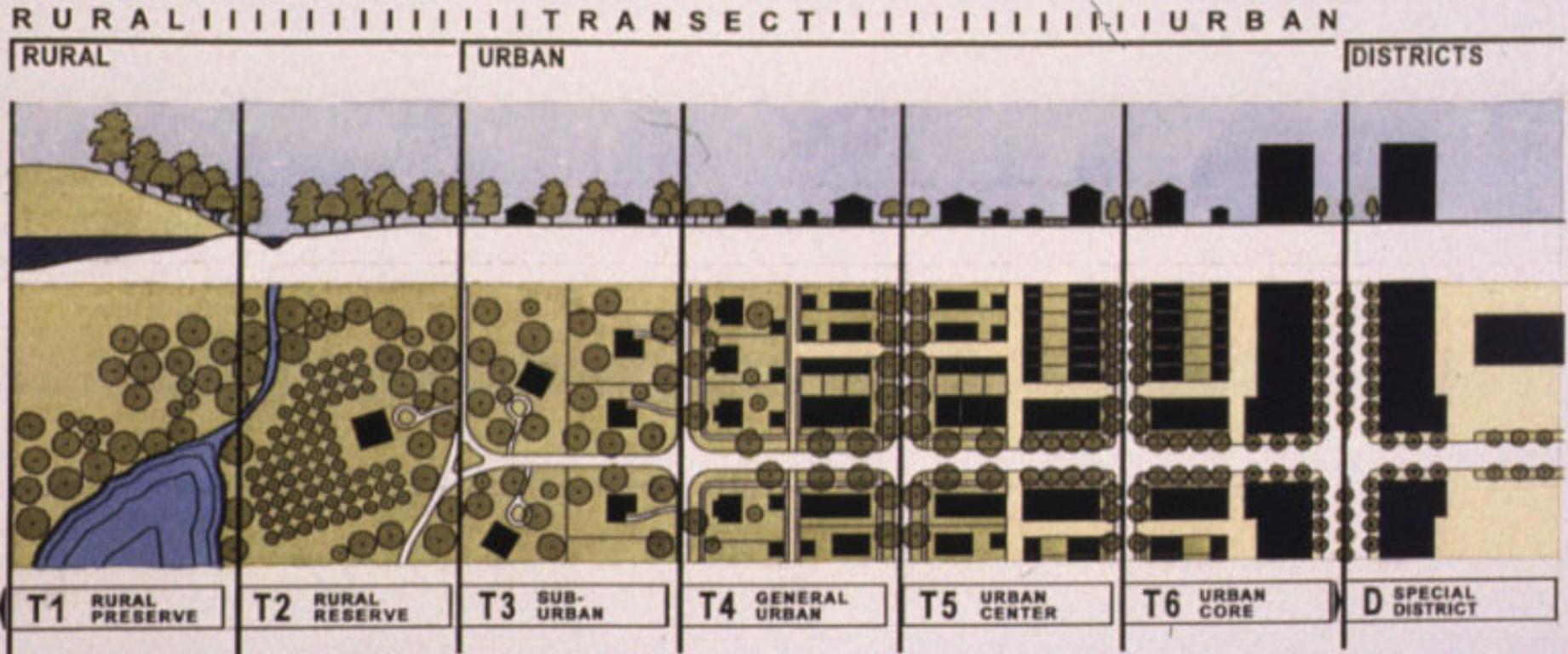
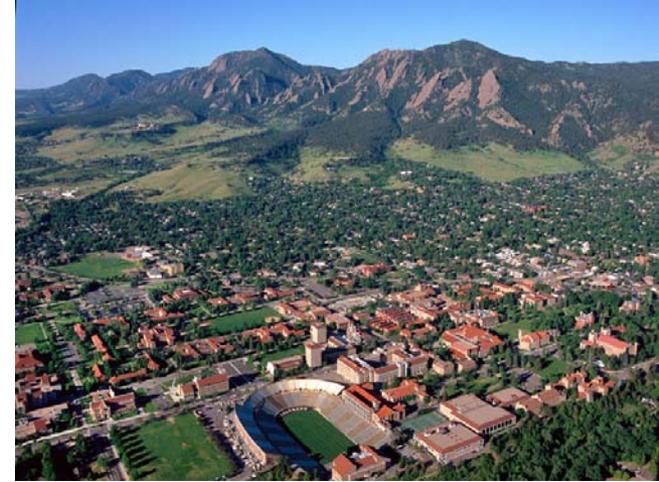
Building

Public space designed as
“outdoor rooms” of
compatible buildings,
walkable streets



Urban to Rural Context Zones

Wilderness, farmland, villages, town edges, town centers, city neighborhoods, and city centers each have their own building densities, street sizes, and appropriate mixtures of retail, residential, and other functions.

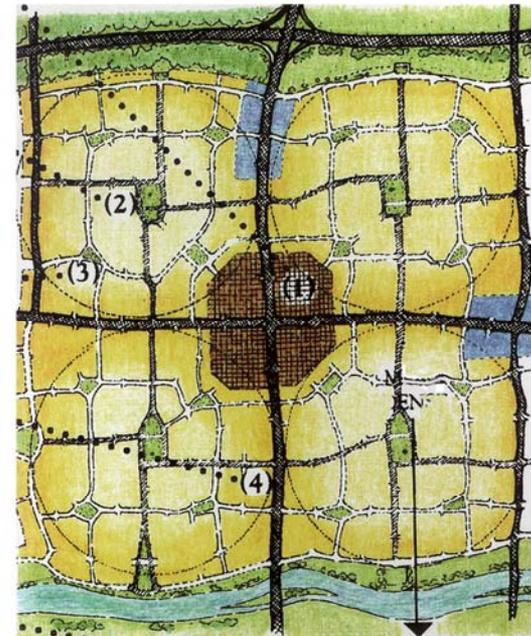
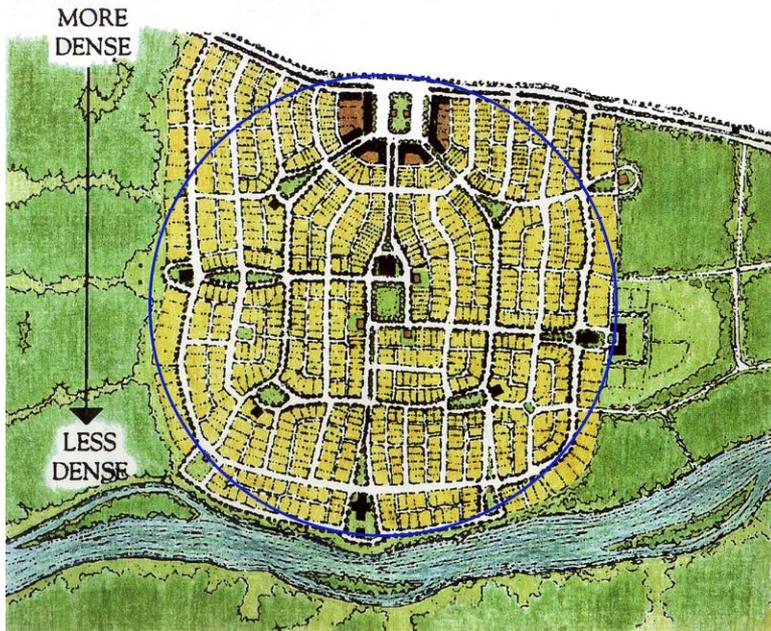
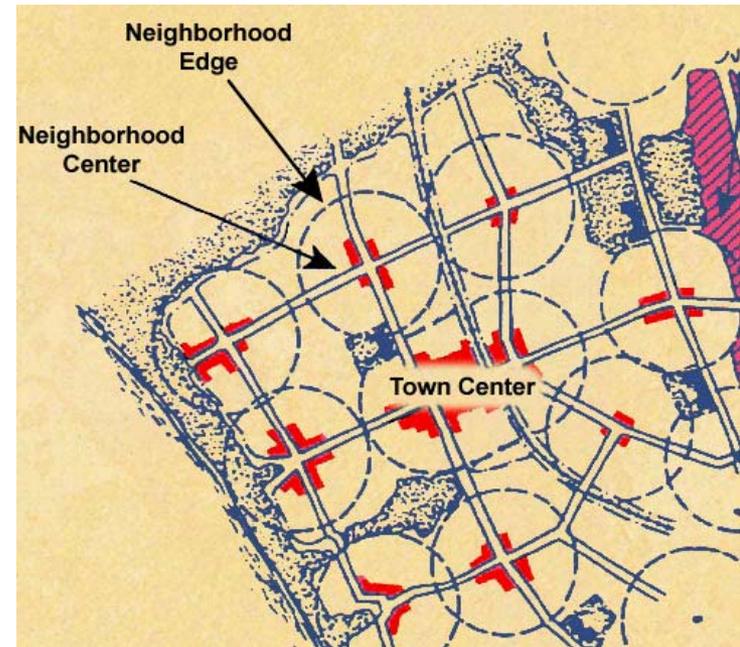


Rural to Urban Transect by Duany Plater-Zyberk & Co.

The Neighborhood

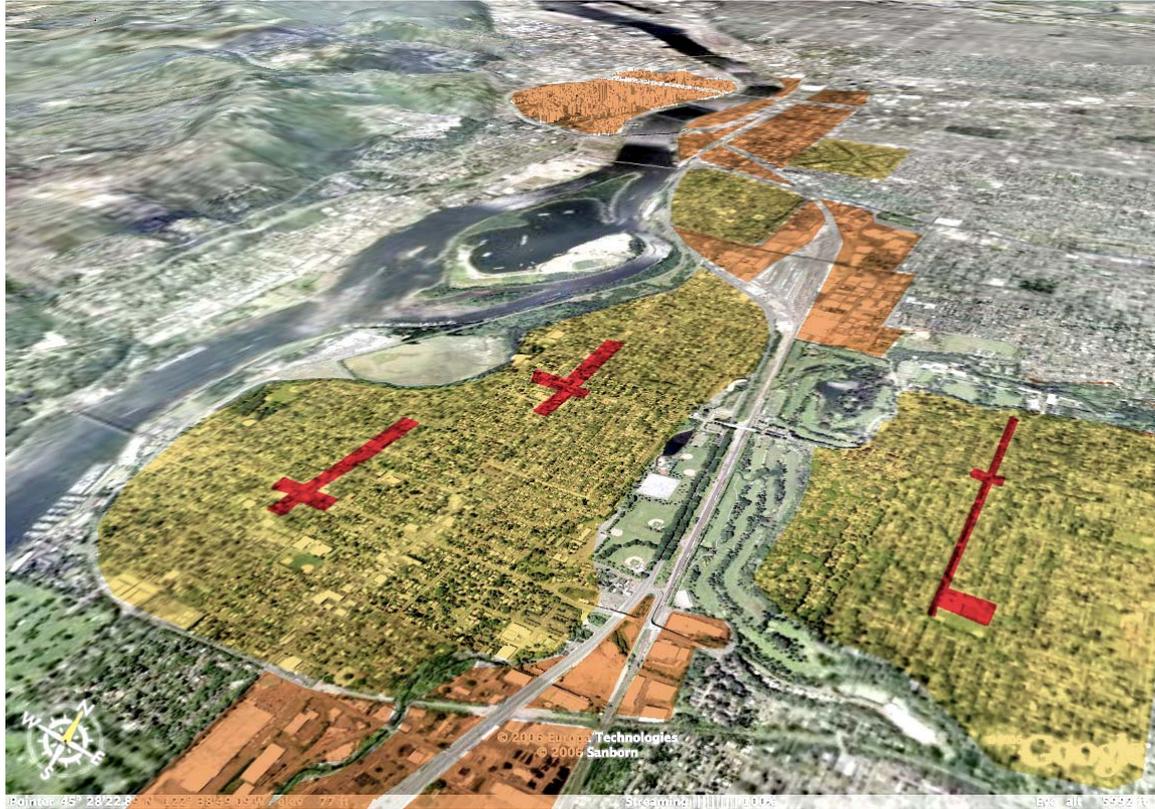
The word “neighborhood” gets tossed around a lot in real estate brochures, so it is important to be clear what it means.

Each neighborhood has a center and an edge. The center should be a public space, whether a square, a green, or an important intersection.



Neighborhoods, Districts and Corridors

Districts: central business, campus, industrial, entertainment, etc.



Neighborhoods, Districts and Corridors

Natural Corridors: Rivers, streams, greenways, campuses, golf courses, preserves



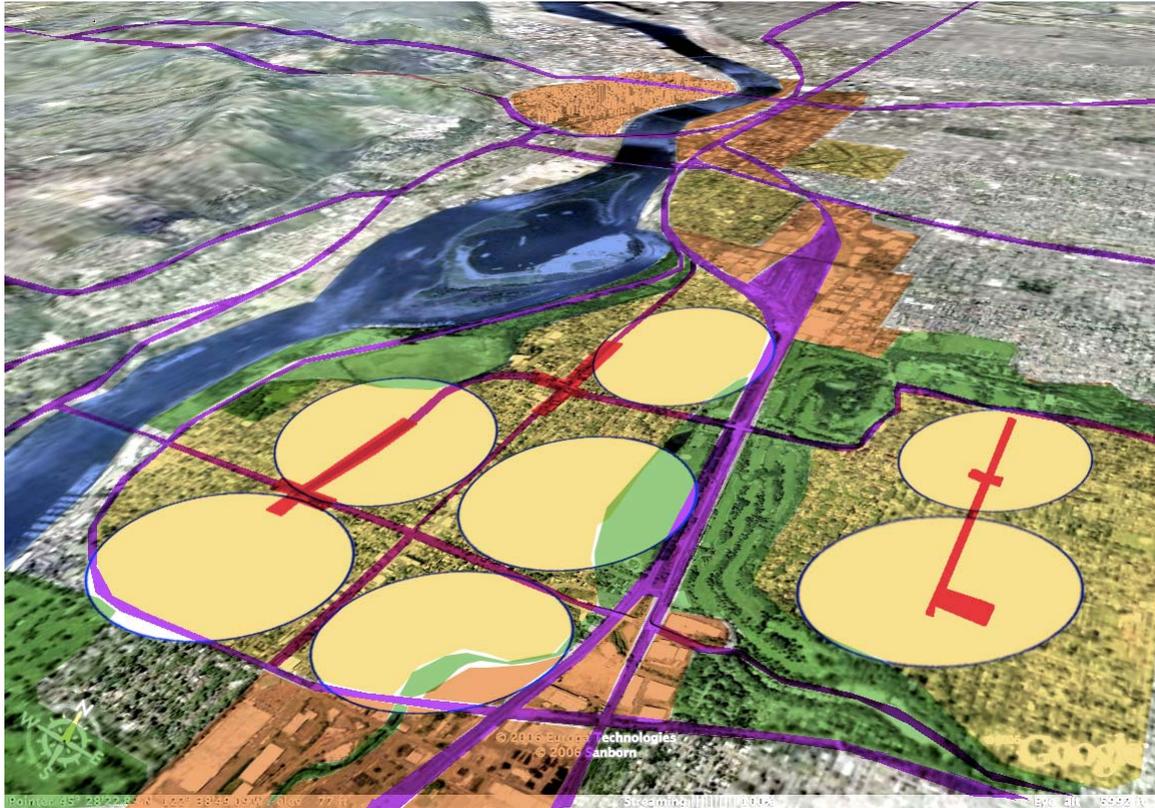
Neighborhoods, Districts and Corridors

Transportation Corridors: highways, parkways, boulevards, avenues



Neighborhoods, Districts and Corridors

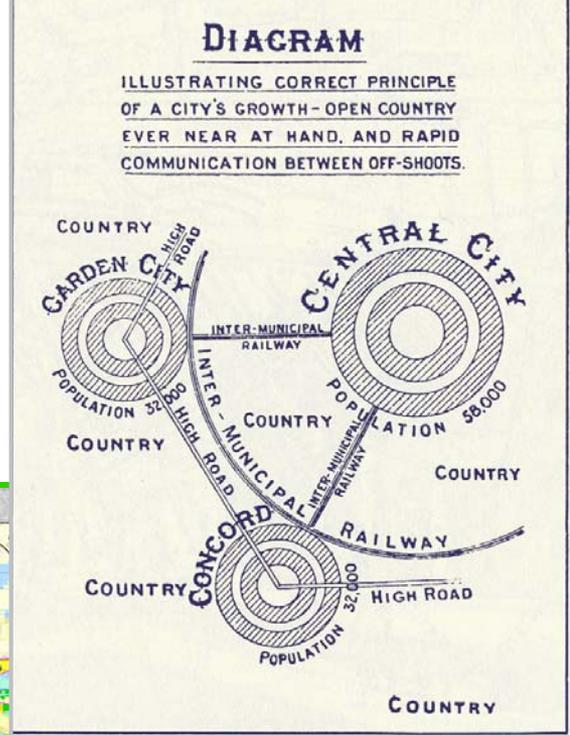
Walking Neighborhoods: 1/4 mile = 5-minute walk



Building a Sustainable Region

A region of centers: neighborhoods, villages, towns, cities, along with farm and forest

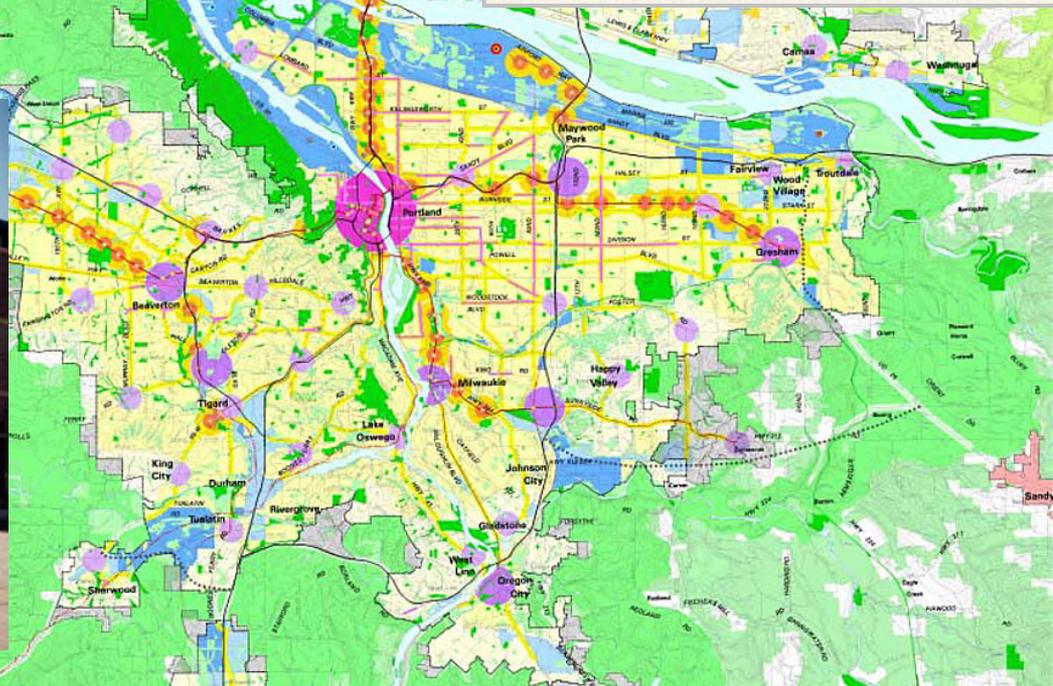
Ebenzer Howard's Garden Cities



Portland, 2040 Plan



Orengo Station, Oregon



Building a Sustainable Region

Portland planning preserves home values by growing smarter than others and cooperating regionally

	Decrease in home prices from December 2005 to December 2008
Portland region	3%
Atlanta	13%
Tampa	31%
San Francisco	40%
Las Vegas	43%

Source: Case-Shiller index

Growing market for Neighborhoods

Today, real estate investors are withdrawing from sprawl development. Every year, it grows clearer that there is a tremendous **market demand for sustainable neighborhoods**, for lively cities, and for vibrant open spaces.



Damascus - Bucolic farms & mountain views

Food production

Mountain views

Forested slopes

Streams and brooks



Damascus - Traditional small-town buildings

Historic churches, schools, farm buildings and farm houses can set the character of your new town

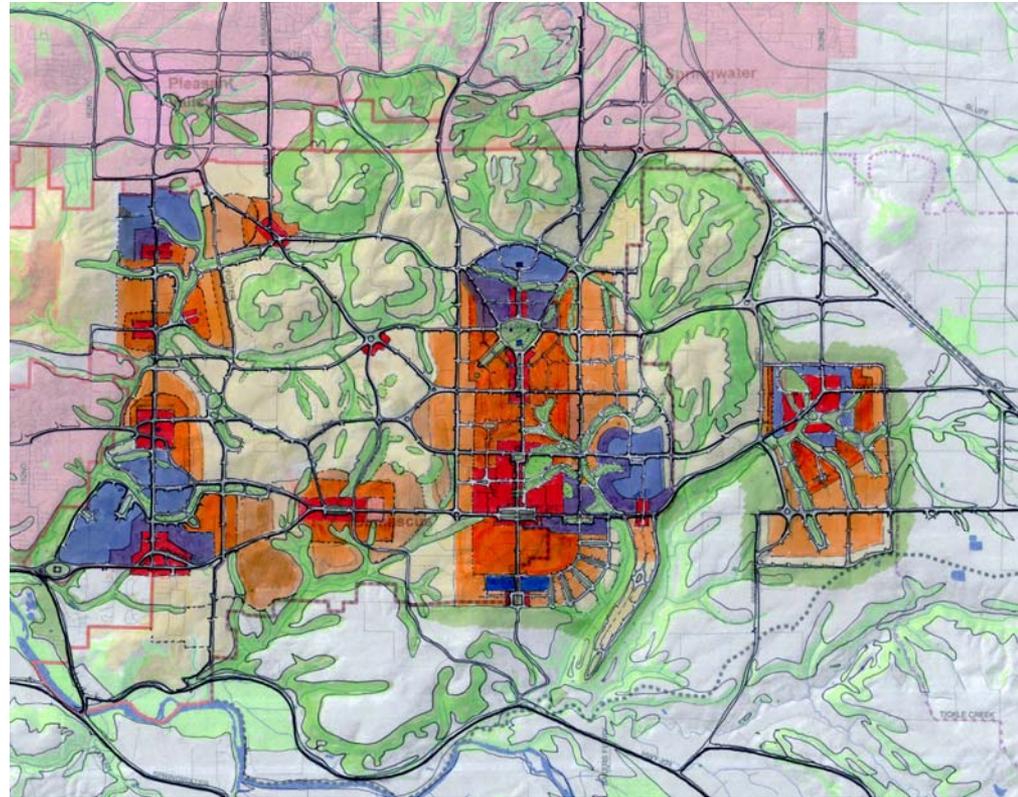


Portland UGB Expansion Areas

Damascus and Boring
Plans by Laurence Qamar with OTAK in 2004-5



Proposed new Town Center

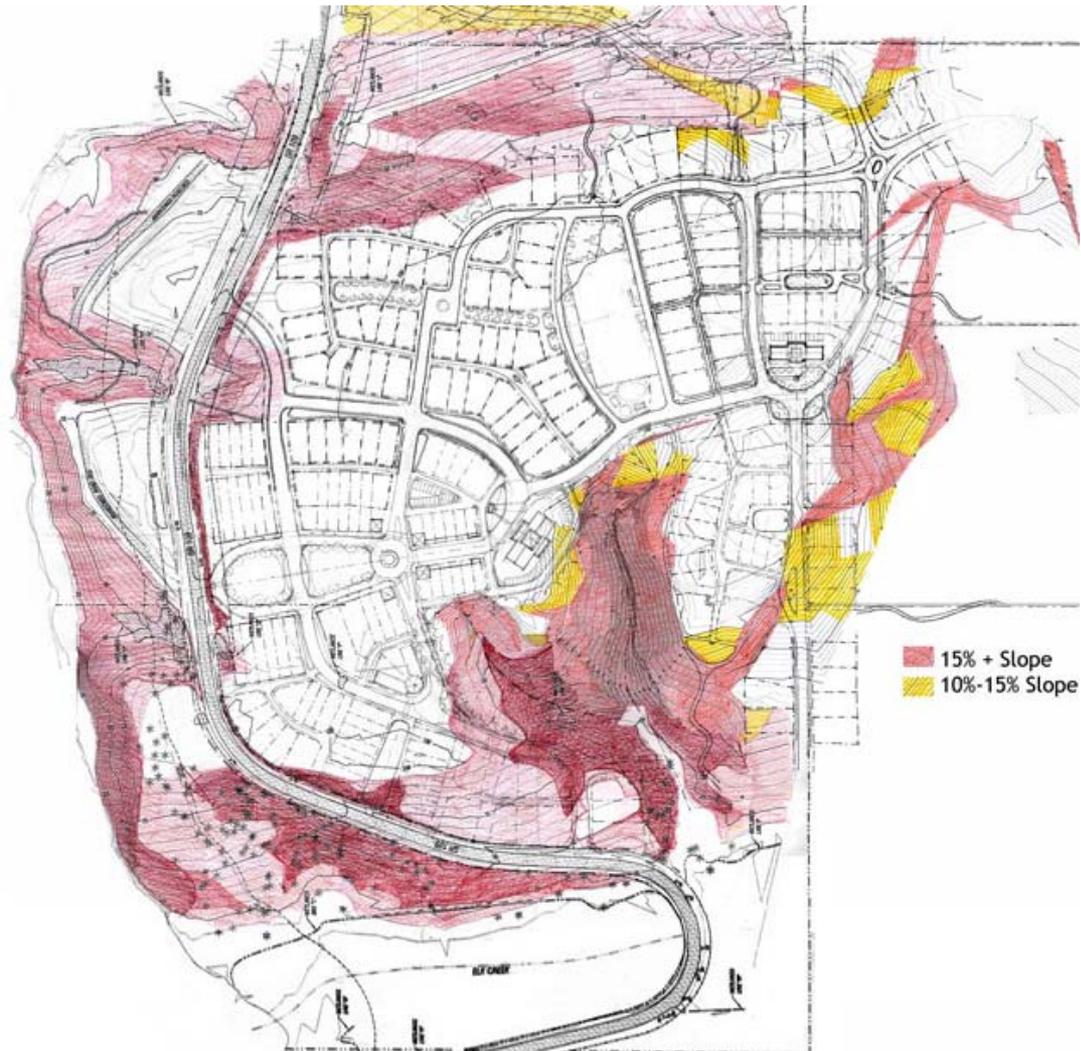


A Town of village centers and neighborhoods

Seabrook, Washington's New Beach Town



Fitting the neighborhood to the land



The Town of Seabrook

- Extend value inland with **Paths, Streets, and Parks**
- Promote community with **Civic Buildings in Parks**
- Provide daily goods and services in walking distance with a **Storefront Main Street**
- Open **Beach Accesses** for all public
- Reduce impervious surfaces with **Skinny Streets, Street Swales, and Green Streets**



Climate Change & Reducing Greenhouse Gas

Walkable neighborhoods can:

- **Walk, bike, transit more, drive less for daily needs**
- **Save energy**
- **Clean community energy** (Solar, geothermal)
- **Conserve farm, forest, streams**
- **Reduce neighborhood footprint**
- **Manage storm water** (Reduce impervious pavement, open water conveyance, green roofs)
- **Provide local food production** (Community agriculture, organic gardening)



Seabrook, Washington

Seabrook' Trails and Paths

- Trails, Paths, and Sidewalks designated for the appropriate **Context Zones**
- **On the edge** - Pervious Surfaces such as boardwalks, fine gravel, and natural earth
- **In the center** - hardscape paths sidewalks for increased pedestrian use



Building Types Matrix and Regulating Plan

Zone and Building Type Matrix Pacific Beach New Town, Pacific Beach Washington			
The Building Types	T5 Center Zone	T4 General Zone	T3 Edge Zone
1. Civic Building			
2. Mixed-use Building	Ground Floor Retail Permitted		
3. Apartment House	Ground Floor Retail Permitted		
4. Townhouse - Park Under	Ground Floor Retail Permitted		
5. Townhouse - Detached Parking	Ground Floor Retail Permitted		
6. Double House - Park Under	Ground Floor Retail Permitted		
7. Double House - Detached Parking	Ground Floor Retail Permitted		
8. Cottage - Park Under	Ground Floor Retail Permitted		
9. Cottage - Detached Parking	Ground Floor Retail Permitted		
10. Large House - Detached Parking			
11. Large House - Front parking			



Form Based Code -

Building placement, elements, use, height, parking

TYPE 9: COTTAGE

GENERAL NOTES

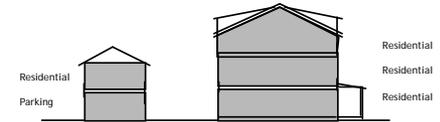
1. Variance from these Urban Regulations may be requested based on site conditions or specifications on the Regulating Plan.
2. The 'Frontage Line' is the specified setback line for the primary building wall facing streets and pathways. Other architectural features such as porches, stoops, balconies, bays, etc. may encroach into those setbacks as specified in 'Elements'.
3. Side setback requirements for corner lots are different than for interior lots as shown here.
4. Corner lots occur at the intersection of two or more streets and/or pathways.
5. The parking shall be screened from the street side of corners lots by an outbuilding, wall or fence.



TYPE 9: COTTAGE (Continued)

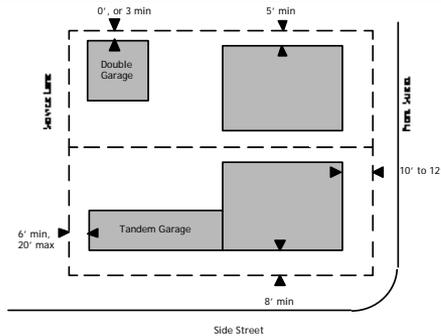
USE

1. Permitted uses within the buildings are specified here.
2. These uses are also allowed in the outbuildings: studio apartment with bath, workshop, artist studio, utility equipment enclosure, guest cottage, sauna, jacuzzi, gazebo.



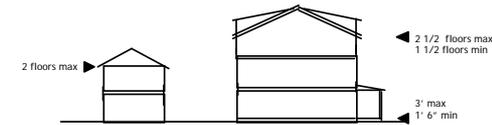
PLACEMENT

1. Buildings shall be located within the lots based on the minimum (min), maximum (max), or required (req) setbacks shown.
2. At least 75% of the front facade shall extend along the Frontage Line.
3. Max foot print for outbuilding is 500 sq. ft.
4. Fences, hedges or walls, max 3' on frontages and 6' on sides, may be built on the property lines.



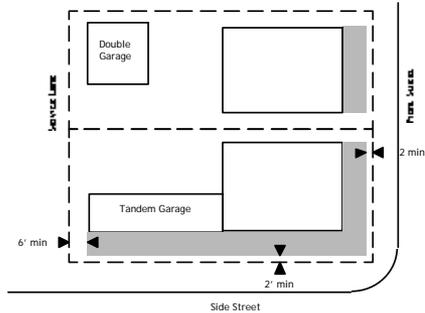
HEIGHT

1. A story height shall be between 9' to 13' measured from floor to ceiling. Occupiable space within sloped roofs may be in addition to these heights.
2. Outbuilding's story heights shall not exceed 9'.
3. Outbuilding's ground floor may be level with grade.
4. Primary building's ground floor shall be raised above the highest grade along the Frontage Line as shown.



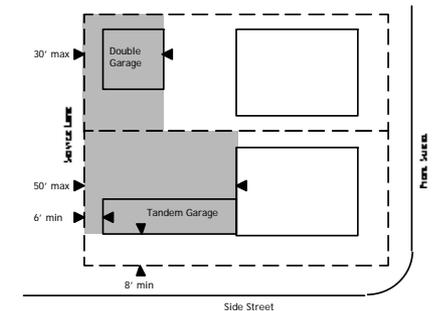
ELEMENTS

1. Porches, stoops, balconies, wheel chair ramps, and bays (max 10' wide) may extend into the setback as shown.
2. Min porch depth is 8'
3. Roof overhangs may encroach into setback to within 3' of property lines.
4. An open covered breezeway between outbuildings and primary buildings may be in a corner lot's side setback. Closed breezeways max 8'.



PARKING

1. Minimum of two parking spaces shall be on-site in the areas designated. A garage is not required to house cars.
2. Vehicle access to parking shall be from a rear service lane, unless the lot is inaccessible from a service lane.
3. Trash containers shall be located in enclosures adjacent to service lanes.



Form Based Code -

Frontage types

- Organizing building front elements of:
- Storefronts
- Porches
- Stoops
- Dooryards
- Front Yards



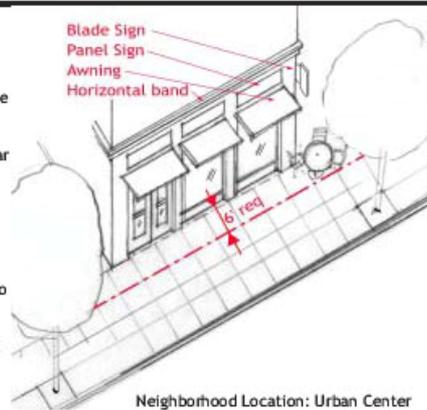
Form Based Code -

Frontage Type example - Storefront, and Stoop

TYPE 1: MAIN STREET STORE FRONT

GENERAL NOTES

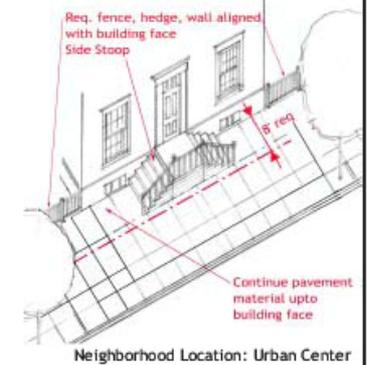
1. Front setback - Building front is close to sidewalk, often with zero front setback. Alignment with adjacent storefronts is common.
2. Windows and Doors - A high percentage of the ground floor front facade is windows and doors enabling clear visibility of shop interior. Maximum 2' high solid wall under windows, and clear story windows above display windows typical. Window coverings, reflective surfaces, solar resistant films, or other elements that block visibility into shop are not permitted.
3. Elements - Store panel signs above windows and blade signs perpendicular to the building front are permitted. Individual signs shall be no larger than 12 sq. ft. No plastic and internally lit signs are permitted. Balconies maximum 4' deep supported by diagonal brackets permitted on upper stories.
4. Cafe seating is permitted on the sidewalk in front of the store.



TYPE 2: SIDE STOOP

GENERAL NOTES

1. Front Setback - Building front is close to sidewalk, often with zero front setback. Alignment with adjacent building fronts is common.
2. Windows and doors - Entry door is raised above the sidewalk 2 to 5 feet with a double split or single side stair. Windows sill height is 5 to 7 feet above the sidewalk.
3. Elements - The side stoop is a front entry stair that runs parallel with the building front. The stoop either splits into two stairs, or is a stair to one side. Fences are sometimes aligned with the face of the building with the stoop located in front of that front building line.
4. A small upper story deck is permitted above the stoop.



Laurence Qamar, AIA, Town Planner Seabrook, Grays Harbor County 11/8/04



Laurence Qamar, AIA, Town Planner Seabrook, Grays Harbor County 11/8/04

Seabrook

Porch life and

Back-lane carriage houses



Seabrook

Nature

Conservation



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