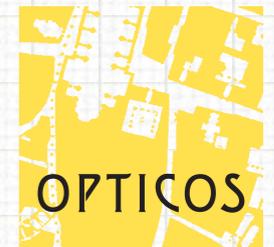


CODE NEXT

SHAPING THE AUSTIN WE IMAGINE



Introduction to Community Character

Presented by:

John Miki, Associate

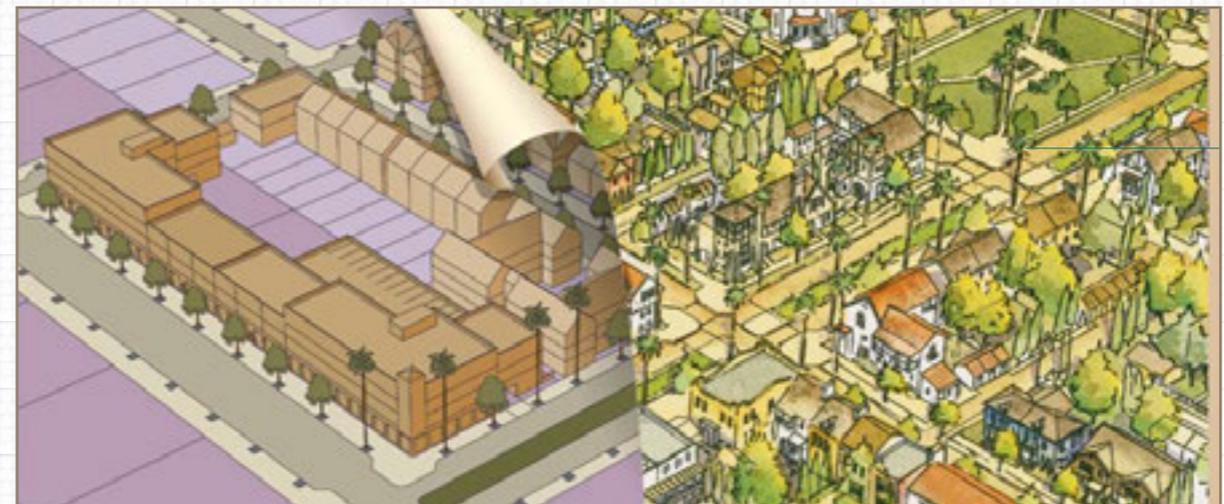
Opticos Design, Inc.

John.Miki@opticosdesign.com

Presented to:

Cracking the Code Event:

May 19, 2014



Outline of Presentation

Community Character in a Box



Community Character Manual



1

Community Character in a Box

Documenting the Existing Character of Austin's
103 Neighborhood Reporting Areas

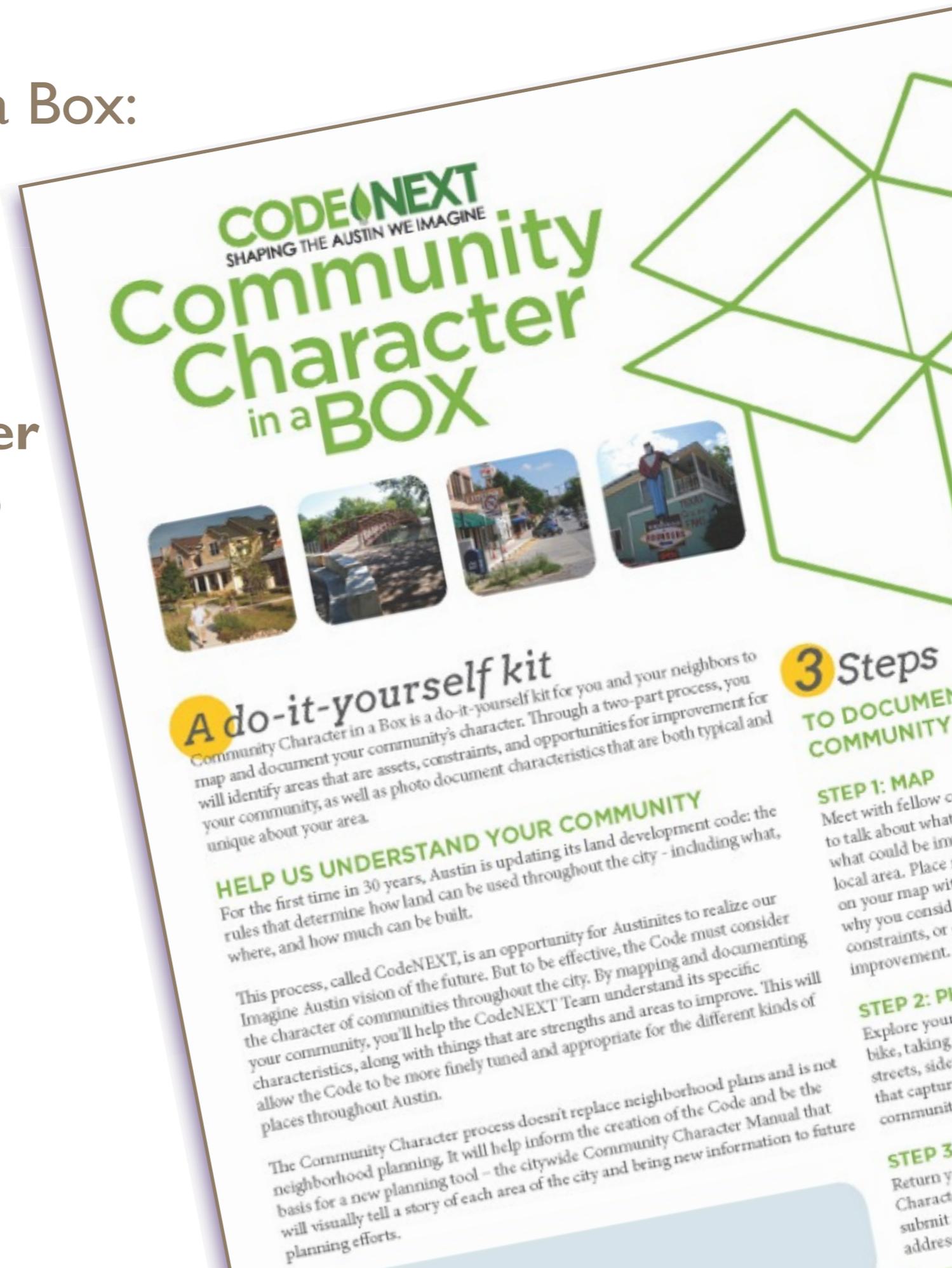
Community Character in a Box: **Overview**

A box containing instruction, maps and other materials for Austinites to **Document Neighborhood Reporting Areas in three Steps:**

1. Map

2. Photograph

3. Return



Community Character in a Box: **Outreach**

Community Character in a Box Testing:

- **December 15**

Community Character Workshops:

- **January 15** — Crockett High School
- **January 16** — Murchison Middle School
- **January 25** — ACC Eastview Campus

CodeNEXT Community Ambassador Training:

- **February 21** — One Texas Center and the Asian American Resource Center
- **May 3** — One Texas Center
- **May 13** — Webinar

Community Character in a Box:

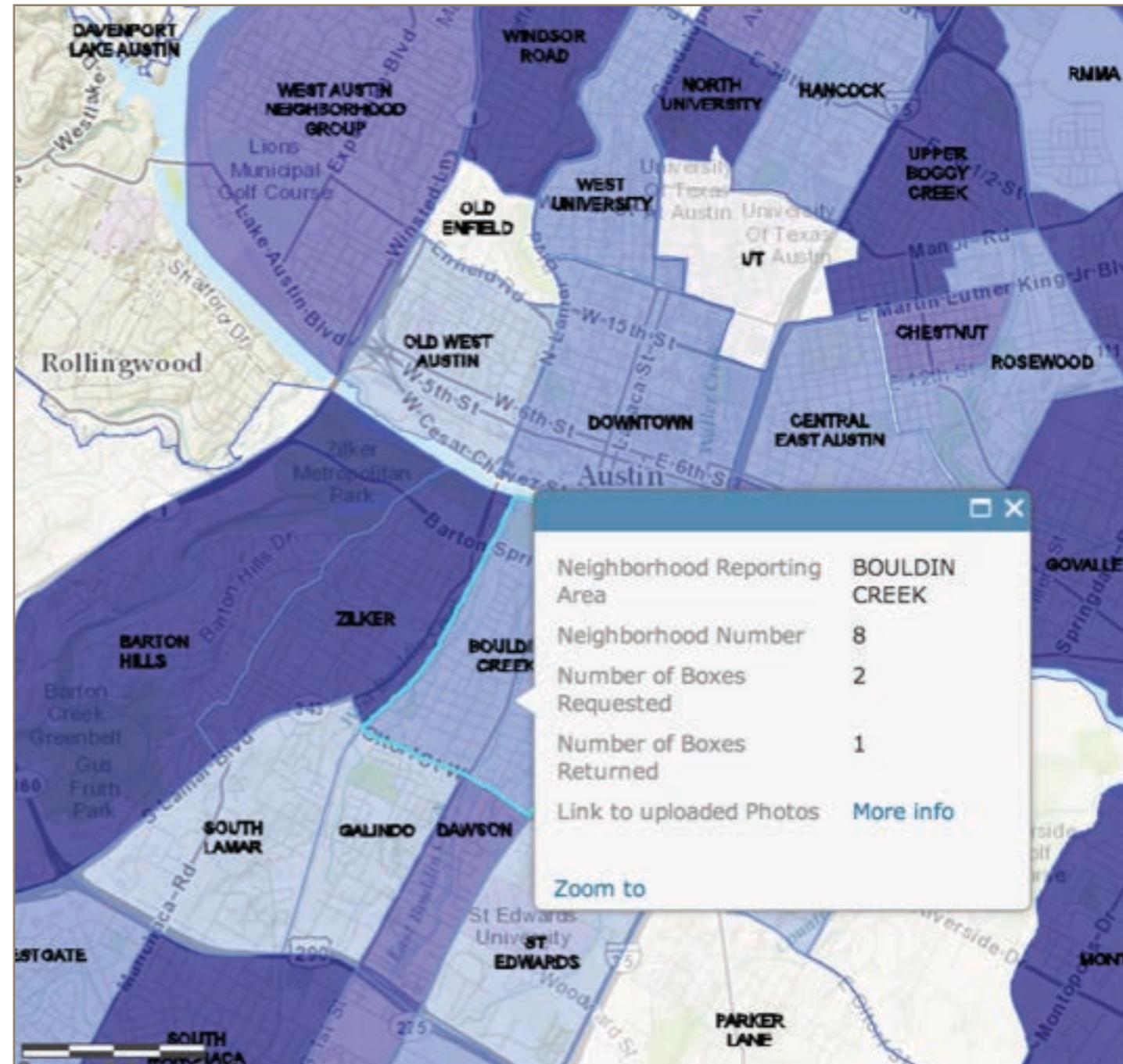
100+ Boxes

- **Over 100 Boxes** were sent to participants.
- Representing **53 different Neighborhood Reporting Areas**
- **Every day more boxes** are being requested.

400+
Austinites
participated in
completing
boxes

Community Character in a Box: Online Map

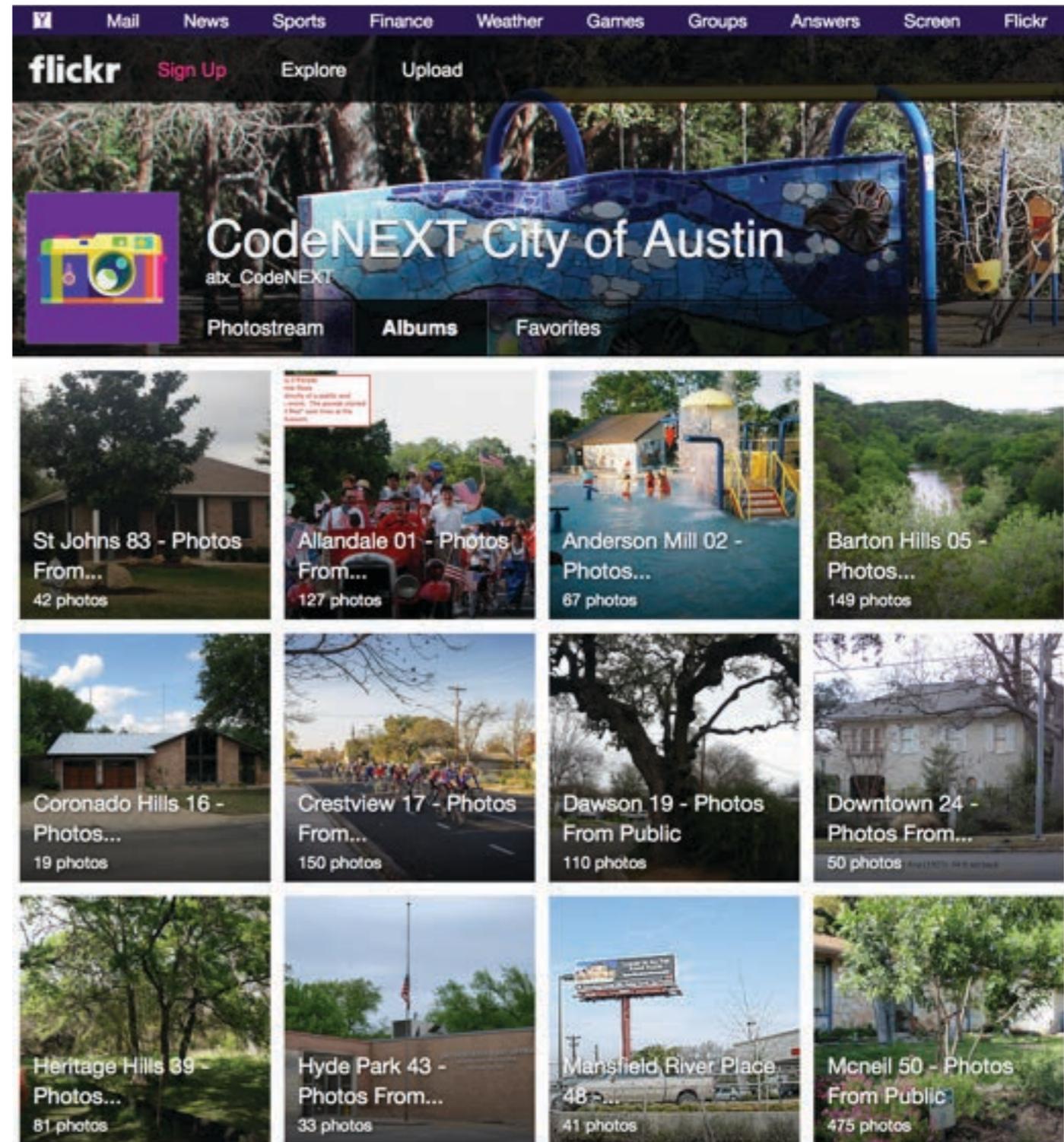
- The CodeNEXT website now has an **interactive map**.
- See what neighborhood reporting areas have **requested boxes**.
- See what neighborhood reporting areas have **returned boxes**.
- See what neighborhood reporting areas have **submitted photos**.



Community Character in a Box: **3,000+ Photos**

- **Over 3,000 photos** have been submitted by the **Community Character in a Box** participants.
- **Twice as many photos** as the **CodeNEXT** consultant team has taken to date.
- Photos by participants are online on the **CodeNEXT** site.

<http://austintexas.gov/codenext>



Community Character in a Box: **Round Two**

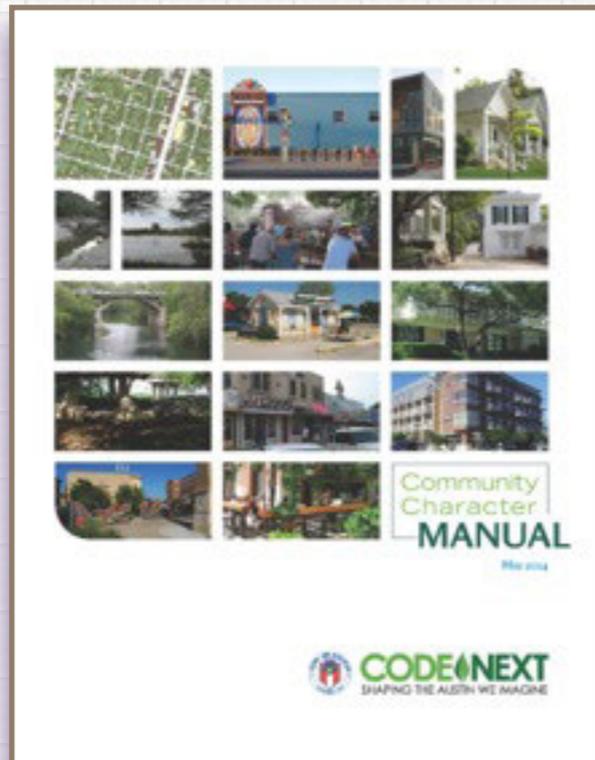
- **Help get the word out to neighborhood reporting areas that have not completed a kit.**
- **The second of three rounds of Community Character in a Box kits is **due July 31st.****

July 31 marks next round for c

The next round of "Community Character in a Box" submissions er
"Community Character in a Box" is a do-it-yourself kit to capture the
for improvement in your neighborhood — documented both with pho
If you have yet to return your boxes, this deadline allows you the oppo
unique opportunity to document your community's character. Please r
photos prior to uploading them. [Check out some of the images here.](#)
We still have neighborhood areas in need of documentation. For those
can host or join an existing group by [registering here](#). To learn more abo
Box" exercise, [click here](#).

Community Character in a Box: **Efforts of Many**

Thank you to all those who have participated, all those who have helped guide the process and thanks to those who helped print, plot, package and ship the **Community Character in a Box** kits.

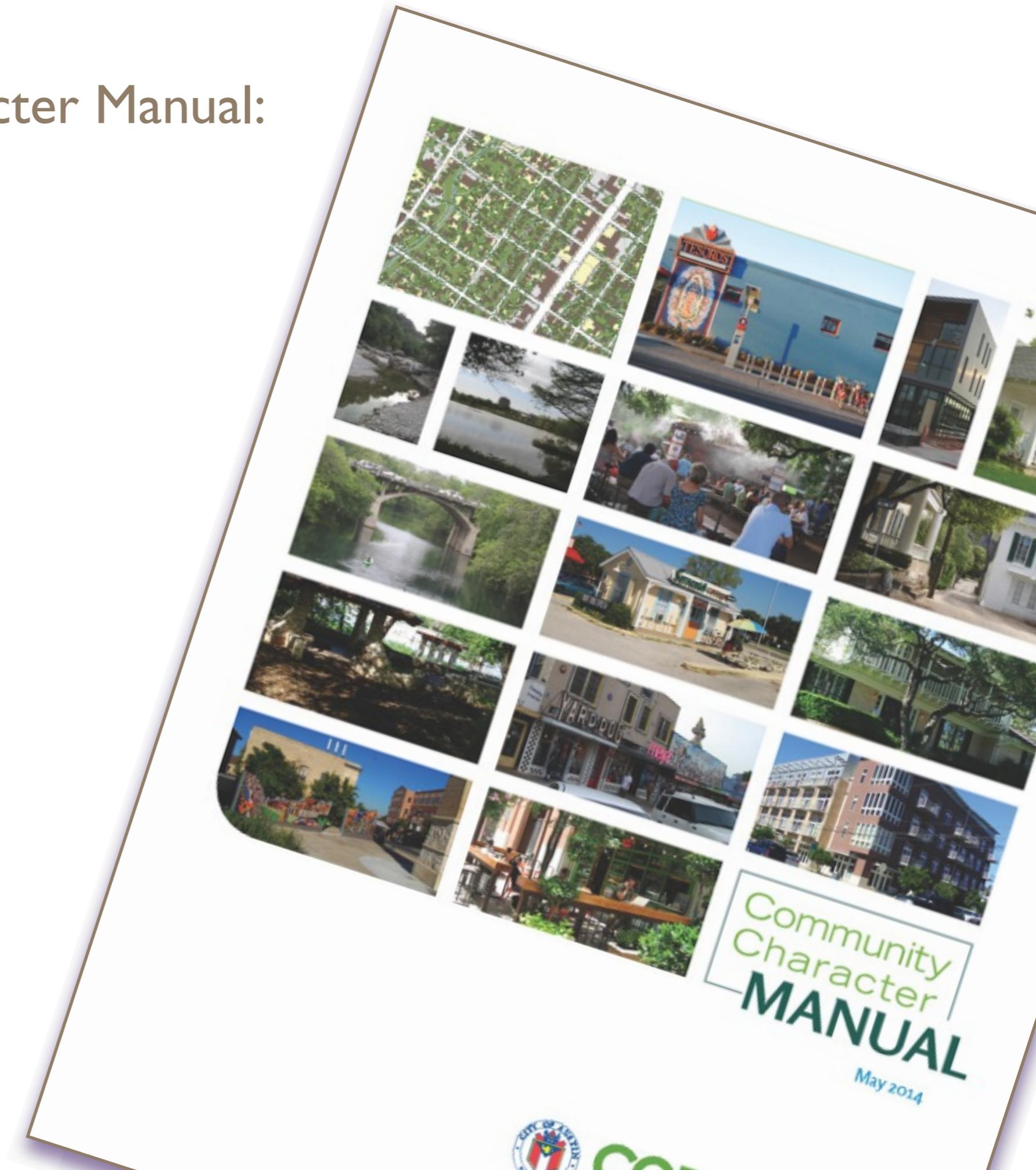


2

Community Character Manual

Building a common vocabulary of Austin, for and from Austinites

Community Character Manual: **Overview**



Community
Character
MANUAL
May 2014



COA

Community Character Manual: **Intent**

A Tool for Effective Planning

- **Provide an understanding of the range of different types of places that exist throughout Austin.**
- **Establish a common foundation and vocabulary for CodeNEXT and future planning efforts in the City of Austin based on Community Character.**

Community Character Manual:

Intent

A Living Document

- As Austinites or Staff complete additional documentation, neighborhood reporting areas can be updated.

Writing a Code that's Right for Austin

- Helps ensure that revisions to the Land Development Code take into account the specific character of Austin's neighborhoods.

Community Character Manual: **Ways to Use**

- A** Reference Document
- B** Visual Glossary
- C** Atlas
- D** Character Catalog

Community Character Manual: What's Inside

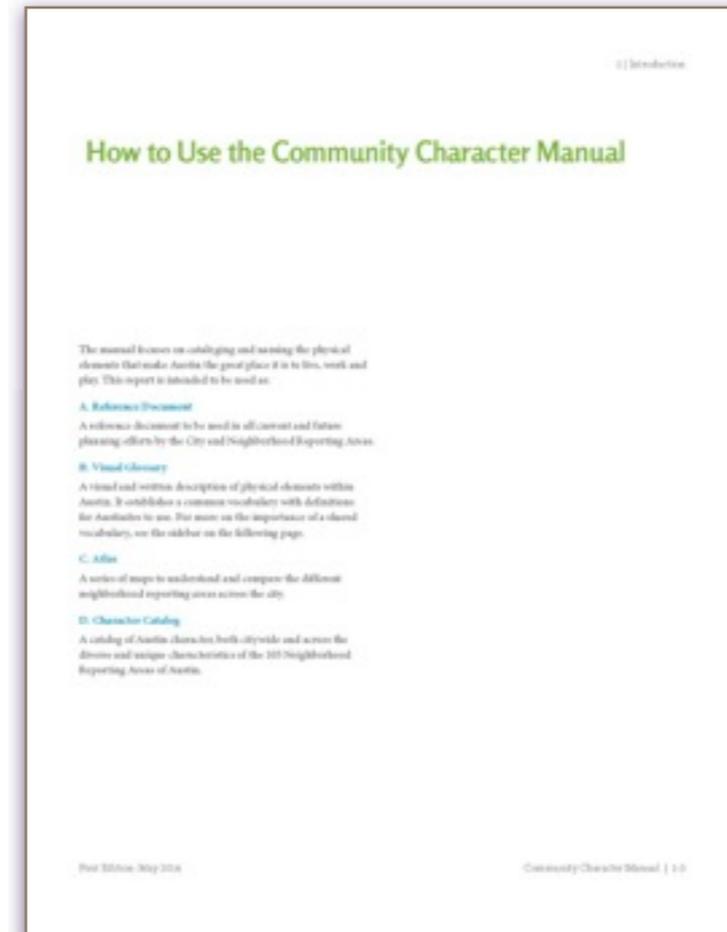
Six chapters



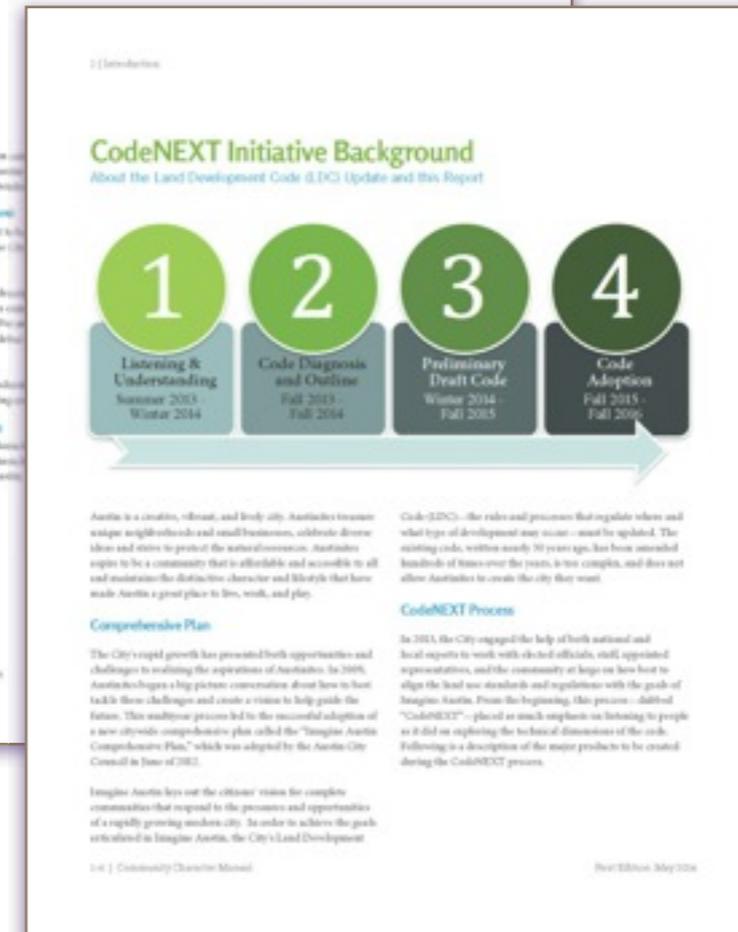
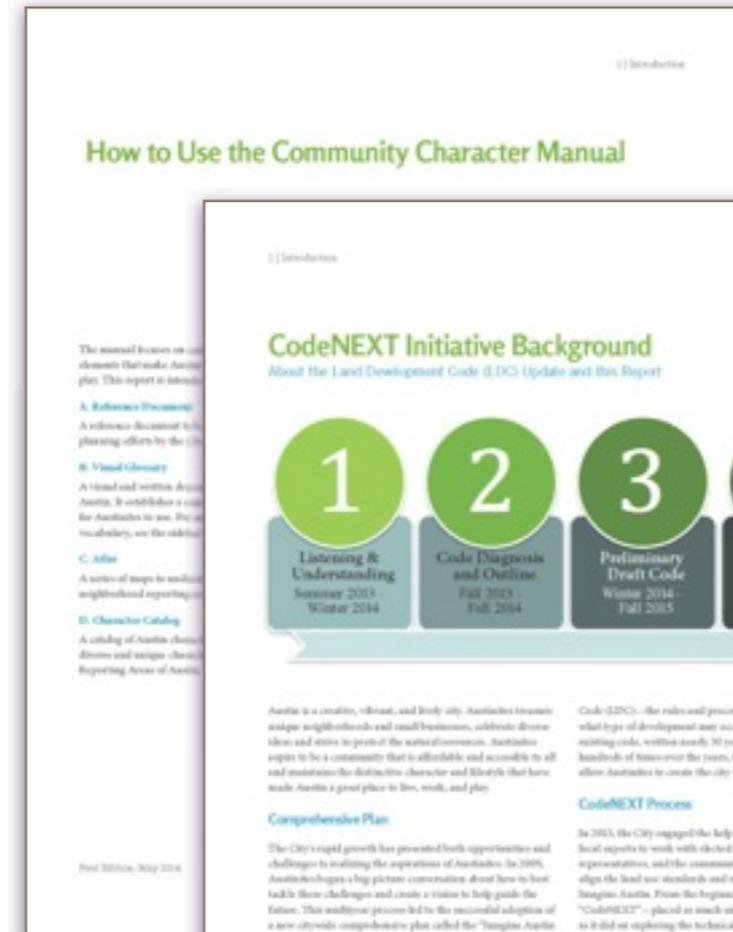
Community Character Manual: Chapter I: Introduction



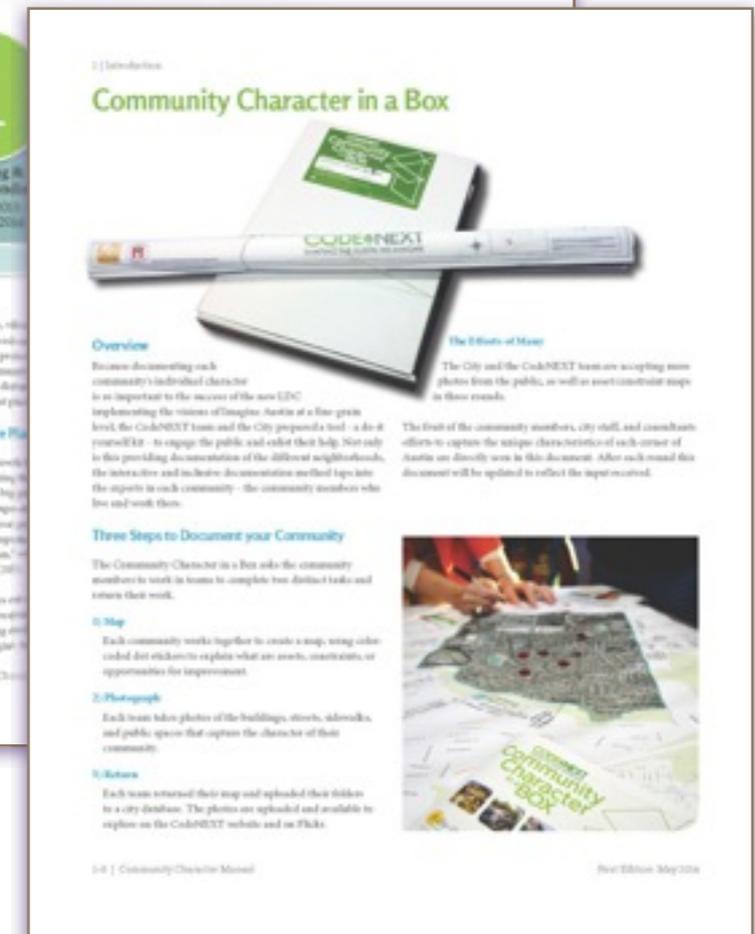
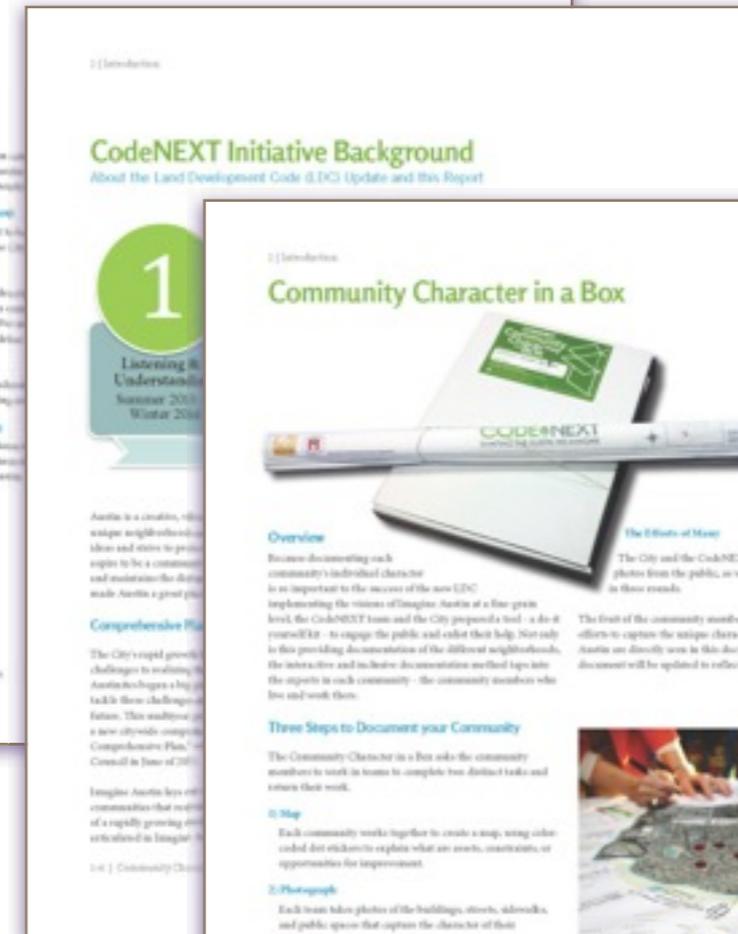
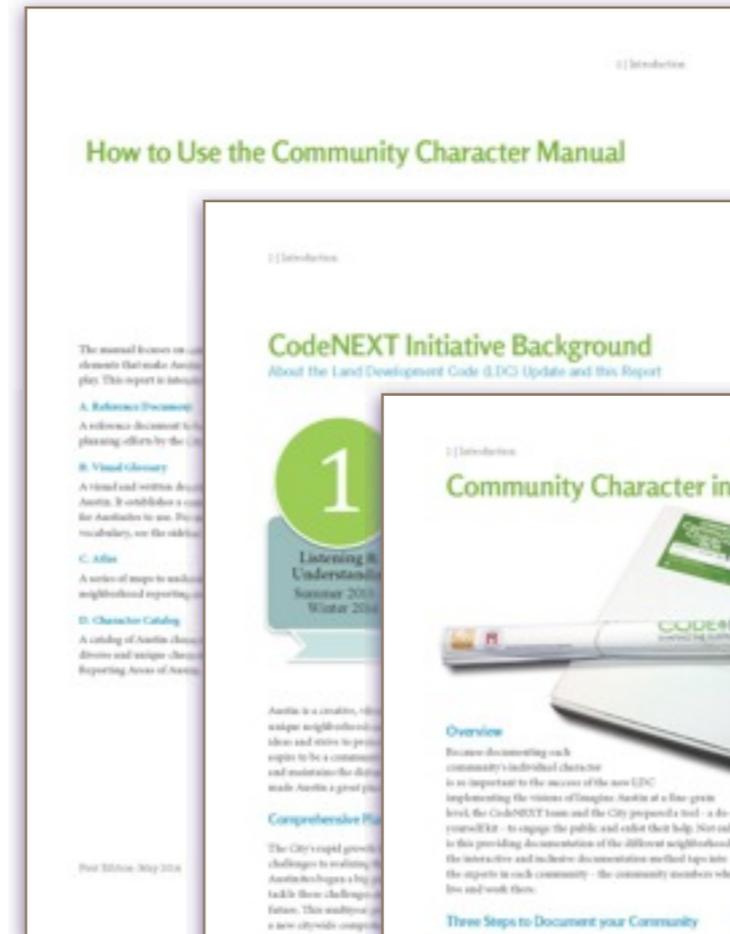
Community Character Manual: Chapter I: Introduction



Community Character Manual: Chapter I: Introduction



Community Character Manual: Chapter I: Introduction



Community Character Manual:

Chapter 2: Types of Places



Types of Places: Overview

What are Place Types?

Place Types are categories that attempt to capture the unique characteristics that contribute to making a "place" — a location that is distinct from the area around it. For the purposes of establishing community character, the place types identified in this manual encompass entire neighborhoods.

Though many different factors influence an area's unique sense of place, many of the components of the Place Types identified in this manual are physical characteristics such as street pattern, building form, and the location of different land uses within an area.

The built environment can be categorized into different places that show common characteristics.

Types of Place

A built environment consists of a range of places, from more natural to more developed built environments. This range has been studied and classified into five categories from one end of the spectrum and three on the other. Places in the two categories on the natural end of the spectrum are better understood, so are the mechanisms for protecting them from inappropriate development. However, the variety and character of the places in the developed built environment requires more study, which is the focus of this

component, whether it be a building or a street design, and is more and more appropriate for that specific context.

With regards to pedestrian-oriented areas, recommendations will allow the LDC to implement policies that strengthen and build upon existing walkable neighborhoods, encourage other areas to evolve or transition into walkable neighborhoods, and guide walkable patterns in areas that might develop in the future.

Introduction Overview

Introduction Overview

2-2 | Community Character Manual

Community Overview

Community Overview



Neighborhood Reporting Area Details: Atlas and Boards

Neighborhood Reporting Area Details: Atlas and Boards

Neigh. Reporting Area Details: Allandale



Neigh. Reporting Area Details: Allandale



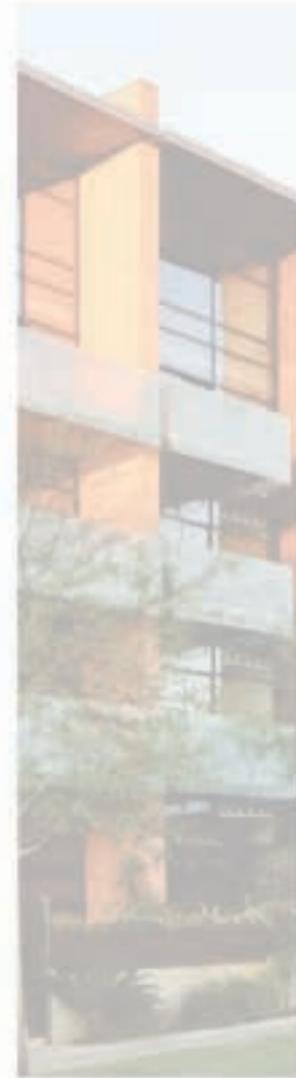
Types of Places: Natural

Natural areas consist of undeveloped land, in which a person's experience is dominated by nature, although this may include an occasional building or man-made feature.



Characteristics	
Land Use	Preserved land
Organization	
Transportation Options	
Walking	0.0
Biking	0.0
Transit	0.0
Automobile	0.0

Manual: Types





Types of Places: Natural

Natural areas consist of undeveloped land, in which a person's experience is dominated by nature, although this may include an occasional building or man-made feature.

Characteristics	
Land Use Organization	Preserved land
Transportation Options	
Walking	0/0
Biking	0/0
Transit	0/0
Automobile	0/0

Manual:

Types

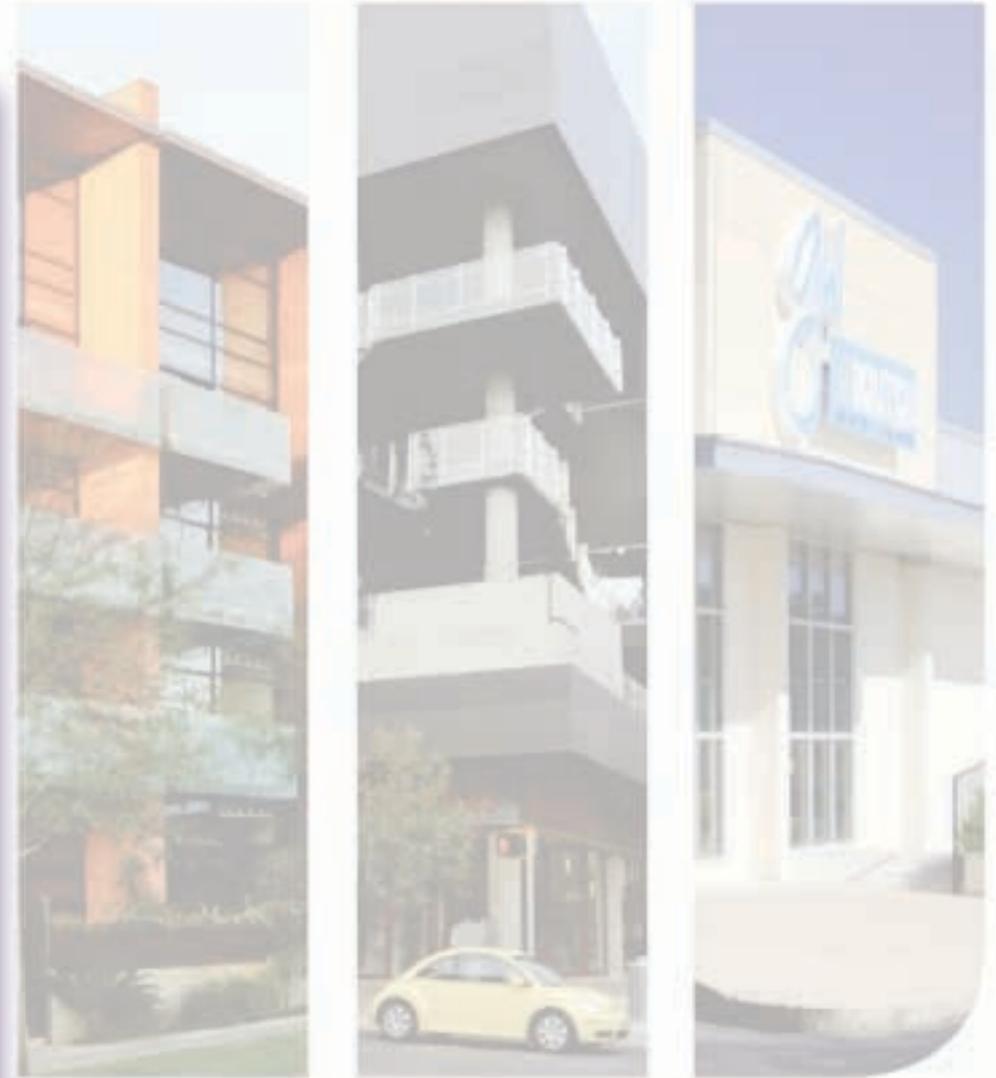


Types of Places: Rural/ Agricultural

Agricultural areas describe places where land is largely undeveloped and predominately dedicated to crop cultivation and/or the raising of animals. Buildings are scarce and mostly connected to the land's agricultural use.



Characteristics	
Land Use Organization	Mostly agricultural
Transportation Options	
Walking	Not Supported
Biking	Not Supported
Transit	Not Supported
Automobile	Supported





Types of Places: Natural

Natural areas consist of undeveloped land in which a person's experience is dominated by nature, although this may include an occasional building or man-made feature.

Characteristics	
Land Use Organization	Preserved land
Transportation Options	
Walking	0/0
Biking	0/0
Transit	0/0
Automobile	0/0



Types of Places: Rural/

Agricultural areas describe places where land is largely undeveloped and predominately dedicated to crop cultivation and/or the raising of animals. Buildings are scarce and mostly connected to the land's agricultural use.

Characteristics	
Land Use Organization	Mostly agricultural
Transportation Options	
Walking	Not Supported
Biking	Not Supported
Transit	Not Supported
Automobile	Supported

Manual:



Types of Places: Walkable Urban

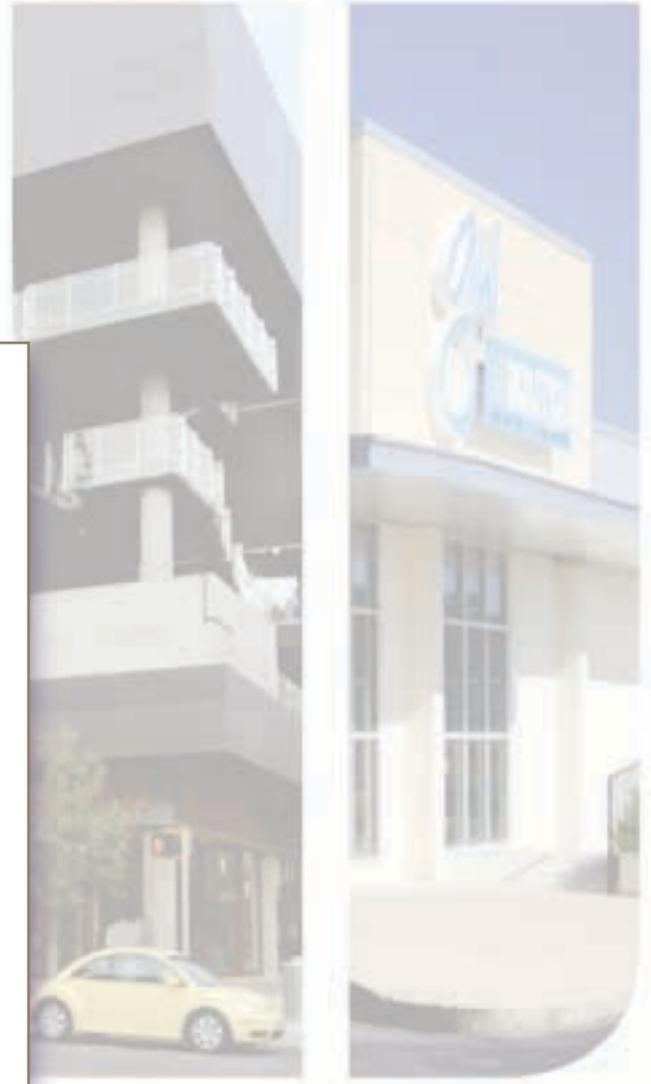
"Walkable Urban" denotes those places in which a person can (easily) walk or bike to home, work, and to fulfill most daily needs, including shopping and recreation. The compact form readily supports public transit, thereby affording flexibility and multimodal access throughout the area. This was the standard model of development prior to the 1940s. These environments allow for the use of automobiles but do not require the use of a vehicle to accommodate most daily needs.

"Leidbergen, Christopher. The Options of Urbanism: Investing in a New American Dream, 2008. Island Press, Washington D.C."



Development patterns in Walkable Urban neighborhoods make walking and biking convenient and support robust public transit.

Characteristics	
Land Use Organization	Highly mixed, often vertically
Transportation Options	
Walking	Supported
Biking	Supported
Transit	Supported
Automobile	Supported



2 | Types of Places



Types of Places: Natural

Natural areas consist of undeveloped land in which a person's experience is dominated by nature, although this may include an occasional building or man-made feature.

Characteristics

Land Use Organization Preserved land

Transportation Options

Walking	0/0
Biking	0/0
Transit	0/0
Automobile	0/0

2-4 | Community Character Manual



Types of Places: Rural/

Agricultural areas describe places where land is largely undeveloped and predominately dedicated to crop cultivation and/or the raising of animals. Buildings are scarce and mostly connected to the land's agricultural use.

Characteristics

Land Use Organization Mostly agricultural

Transportation Options

Walking	Not Supported
Biking	Not Supported
Transit	Not Supported
Automobile	Supported

First Edition: May 2014

2 | Types of Places



Types of Places: Walkable Urban

"Walkable Urban" denotes those places in which a person can (easily) walk or bike to home, work, and to fulfill most daily needs, including shopping and recreation. The compact form readily supports public transit, thereby affording flexibility and multimodal access throughout the area. This was the standard model of development prior to the 1940s. These environments allow for the use of automobiles but do not require the use of a vehicle to accommodate most daily needs.

"Leidsegen, Christopher. The Options of Urbanism: Investing in a New American Dream, 2008. Island Press, Washington, D.C."

Characteristics

Land Use Organization Highly mixed, often vertically

Transportation Options

Walking	Supported
Biking	Supported
Transit	Supported
Automobile	Supported

2-6 | Community Character Manual

2 | Types of Places



2 | Types of Places



Types of Places: Transitional Urban-Suburban

Urban-Suburban Transitional places are those which are neither completely walkable nor entirely car-dependent. The less intense density of these neighborhoods make public transit impractical outside of major arterials and collector streets, however wide neighborhood streets include bike and pedestrian facilities. Uses are not mixed, but many daily errands can be completed at retail nodes and corridors that are within walking or biking distance from home or work. Transitional Urban-Suburban neighborhoods accommodate car use, but do not require the use of a car for most daily trips.

Characteristics

Land Use Organization Highly segregated, no mixed use

Transportation Options

Walking	Semi-Supported
Biking	Semi-Supported
Transit	Supported
Automobile	Supported





Types of Places: Natural

Natural areas consist of undeveloped land in which a person's experience is dominated by nature, although this may include an occasional building or man-made feature.



Types of Places: Rural/

Agricultural areas describe places where land is largely undeveloped and predominately dedicated to crop cultivation and/or the raising of animals. Buildings are scarce and mostly connected to the land's agricultural use.

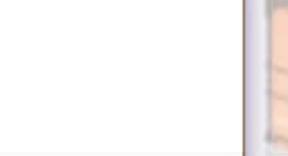


Types of Places: Walkable Urban

"Walkable Urban" denotes those places in which a person can (easily) walk or bike to home, work, and to fulfill most daily needs, including shopping and recreation. The compact form readily supports public transit, thereby affording flexibility and multimodal access throughout the area. This was the standard model of development prior to the 1940s. These environments allow for the use of automobiles but do not require the use of a vehicle to accommodate most daily needs.

"Leiberg, Christopher. The Option of Urbanism: Investing in a New American Dream, 2008. Island Press, Washington, D.C.

Characteristics	
Land Use Organization	Highly mixed, often vertically
Transportation Options	
Walking	Supported
Biking	Supported
Transit	Supported
Automobile	Supported



Types of Places: Transitional



Urban-Suburban Transitional places are those which are neither completely walkable nor entirely car-dependent. The less intense density of these neighborhoods make public transit impractical outside of major arterials and collector streets, however wide neighborhood streets include bike and pedestrian facilities. Uses are not mixed, but many daily errands can be completed at retail nodes and corridors that are within walking or biking distance from home or work. Transitional Urban-Suburban neighborhoods accommodate car use, but do not require the use of a car for most daily trips.

Characteristics	
Land Use Organization	Highly segregated, no mixed use
Transportation Options	
Walking	Semi-Supported
Biking	Semi-Supported
Transit	Supported
Automobile	Supported

Manual:

Types



Types of Places: Drivable Suburban

"Drivable Suburban" areas are those in which a person is mostly dependent on the automobile to travel to home, work, or other destinations (such as shopping or recreation). The built environment is designed to accommodate a vehicle and therefore has fewer, but larger, roads and fewer transit options, and often a separation of uses further requiring an automobile to complete daily functions. These environments may have areas where it is sometimes possible to walk or ride a bike for recreational purposes, but due to the lack of connectivity or nearby amenities, are not favorable for walking or biking as a primary mode of transportation on a day-to-day basis.

"Leiberg, Christopher. The Option of Urbanism: Investing in a New American Dream, 2008. Island Press, Washington, D.C.



Characteristics	
Land Use Organization	Preserved land
Transportation Options	
Walking	0/0
Biking	0/0
Transit	0/0
Automobile	0/0

Characteristics	
Land Use Organization	Mostly agricultural
Transportation Options	
Walking	Not Supported
Biking	Not Supported
Transit	Not Supported
Automobile	Supported

Community Character Manual:

Chapter 3: Components of Place



Components of Place: Overview of Components of Place

Place Types are made from a mixture of different components.

Components

There are many elements, both physical and cultural, that go into defining the character of place. This Chapter goes in depth to describe six of these physical elements that define the character of a place.

Street Network and Civic Spaces

Streets, parks and civic spaces are twenty to thirty percent of a City's land area. They form the backbone of the public realm and have an important impact on the character places.

Retail Types and Private Frontage Types

While streets, parks and civic spaces describe the public realm, building types and private frontage types describe how the private realm relates to the public realm.

Building types are custom given to different building forms that help to identify characteristics that make buildings and the neighborhoods in which they are located distinct from one another. Building types are defined by the physical form of a building and by the use

Introduction Overview

The scope of the Community Character Manual is to define the visual and physical character of the City of Allandale. This manual is intended to guide the development of new projects and the renovation of existing projects in a way that maintains and enhances the City's unique character.

Types Overview

What are Place Types?

Place Types are categories that describe the physical form and function of buildings and spaces in a neighborhood. They are defined by their physical characteristics, such as their form, height, and materials. Place Types are used to identify and describe the visual and physical character of a neighborhood.

Place Overview

3-2 | Community Character Manual

Neighborhood Reporting Area Atlas and Character Boards

Introduction

This report is a compilation of the information and data that captures the neighborhood reporting area characteristics. Each neighborhood reporting area is defined by its geographic boundaries and is described in detail in the Neighborhood Reporting Area Character Board. The information and data presented in this report is intended to provide a comprehensive overview of the reporting area's physical characteristics, such as its form, height, and materials. The information and data presented in this report is intended to provide a comprehensive overview of the reporting area's physical characteristics, such as its form, height, and materials.

Neigh. Reporting Area Details: Allandale

1

Neighborhood Reporting Area

Neighborhood Reporting Area: Allandale

Neighborhood Reporting Area: Allandale

Neighborhood Reporting Area: Allandale

Components of Place: Street Network Types



What is meant by 'Street Network' and 'Connectivity?'

"Street network" refers to the way in which different streets connect to one another to form a system that allows people to get from one place to another. The way these streets connect, and the frequency at which they connect with one another determines a network's "connectivity."

Street networks with high connectivity make it easy to get from one place to another quickly by providing many different route options between two points. Higher connectivity generally makes walking and biking more convenient and makes public transit more effective.

Definition of Street Network or Connectivity

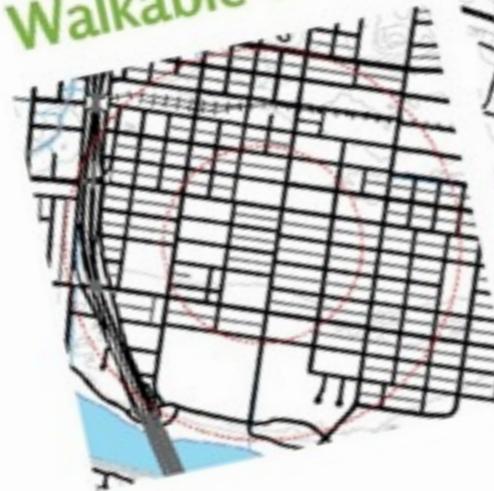
Connectivity patterns are considered a component of place because they heavily influence the way that spaces within a place are organized. A city's street network functions as the skeletal structure to which all the buildings, parks, and other spaces that make up a neighborhood are attached. The layout of the street network dictates the general layout of buildings and public spaces, and the way those streets are connected — the connectivity pattern — controls how easy it is to get from each place to the other.

This range of street network types is provided to create a common language for the CodeNEXT process to use, as well as other planning efforts.

The range of street network patterns presented here is not all inclusive, and is just one way of classifying the various patterns that can be found in cities. The typologies developed here are derived from vocabulary used in Mitch Southworth's *Streets and the Shaping of Towns and Cities*. Though the typologies listed in this section have

been reality types of code Street Agric larger of use and are th this d
Addi Inter Office street area inters walk

Walkable Urban Street Network Types



Gridiron

A gridiron street network consists of two sets of parallel streets overlaid to form intersections that mostly occur at right angles. In general, the gridiron network creates small city blocks, and a high number of intersections, making for a highly walkable place, and a variety of routes to reach different destinations.



Traditional Neighborhood Design (TND) Transit-Oriented Development (TOD)

Traditional neighborhood design is an approach to planning that builds upon the way neighborhoods were planned and built prior to the 1940s. TNDs provide a mix of residential dwellings and retail uses in a compact and connected form.

A transit-oriented development is (new) development that responds to a nearby form of transit (bus, light rail, etc.), and tries to build on the advantages afforded by transit.

Gridiron Characteristics

Street Pattern Characteristics Hierarchy of streets; multiple routes to destination; sometimes alleys.

Intersection Density High

Block Length and Pattern Small blocks, sometimes with mid-block alleys

TND/ TOD Characteristics

Street Pattern Characteristics Hierarchy of narrow streets; multiple routes to destinations; alleys.

Intersection Density High

Block Length and Pattern Small blocks with mid-block alleys

Pedestrian Activity High; can be isolated from other walkable centers

Gridiron (far left) and TOD/TND (left) street networks in Austin, showing quarter and half-mile radii.

What makes a place 'walkable?'

Walkable* denotes those places in which a person can (easily) walk or bike to home, work, and to fulfill most daily needs, including shopping and recreation.

Typically, walkable places consist of a network of interconnected streets, with smaller block sizes and a mix of commercial and residential uses. Their compact form readily supports public transit, affording flexibility and multimodal access throughout the area. This was the standard model of development prior to the 1940s.

*Leinberger, Christopher. *The Option of Urbanism: Investing in a New American Dream*, 2003. Island Press, Washington D.C.

Components of Place: Civic and Open Space Types



What are 'Civic and Open Space Types?'

Civic and open spaces are important components within a city's overall inventory of outdoor public space. These include metropolitan parks, downtown squares, pocket parks and natural preserves, among other types of public spaces.

Access to outdoor public space is an important determinant of an area's quality of life, and establishing a shared vocabulary to identify civic and open spaces will make it possible to discuss the variety and liveliness of Austin's public space typologies and how they contribute to the particular character of different place types.

Park Type	PARD Classification and Service Areas	PARD Code
Regional or City Serving		Metropo
Metropolitan Park		District
District Park		District
Greenway Park*		
Neighborhood Serving		Neighbo
Neighborhood and School Park		Special
Green*		Special
Square*		Special
Plaza*		
Sub-Neighborhood or Block Serving		Neighbo
Pocket Plaza*		Neighbo
Pocket Park		
Service Area Varies		Special
Nature Preserve		Special
Special Function Park		

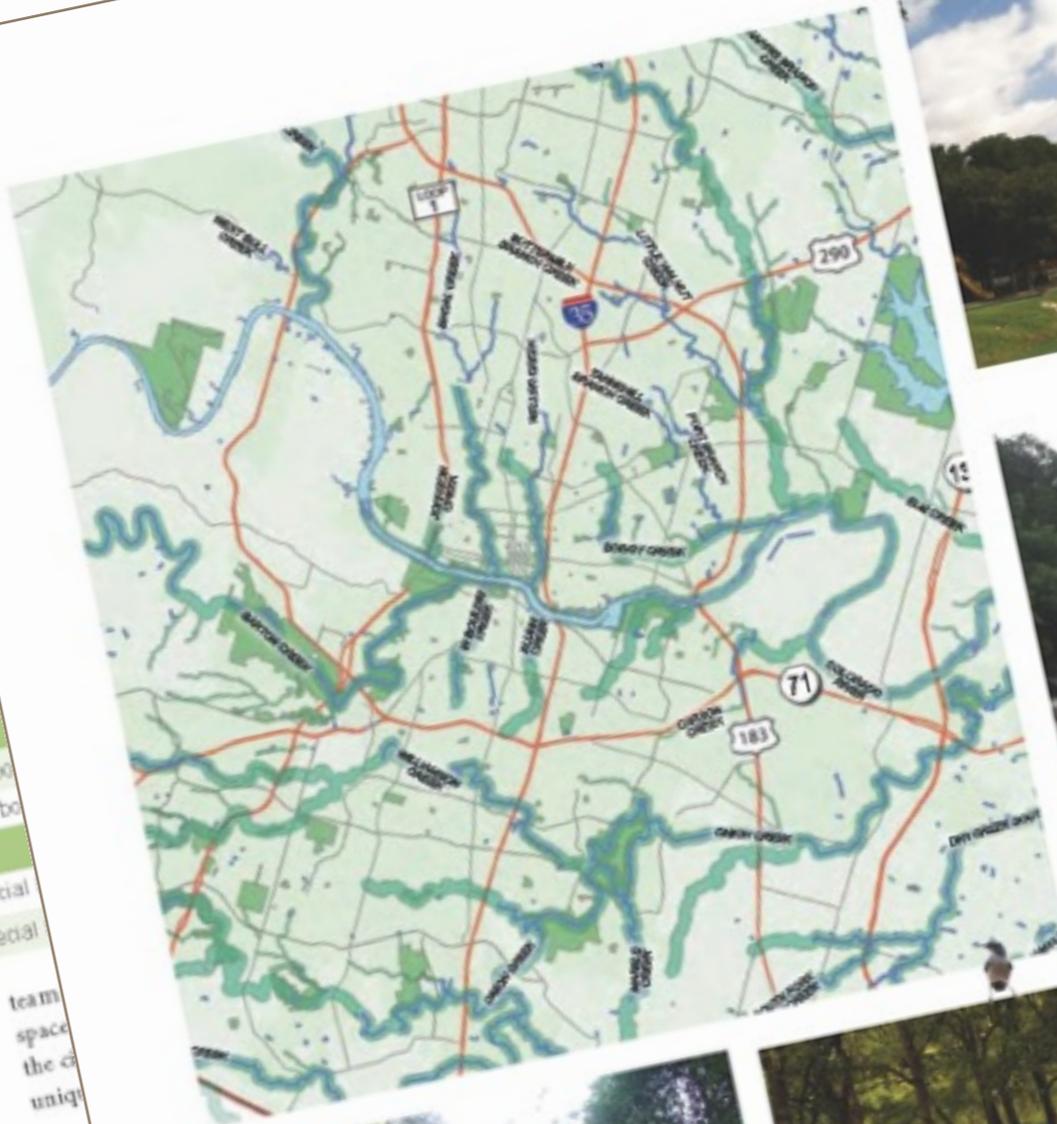
Austin's variety of civic and open space types is a unique characteristic of the city and is a point of pride for Austinites. The city is richly endowed with natural preserves, trails, and parks, which environmental efforts over the years have strengthened and protected.

The CodeNEXT team combed through the vast inventory of photographs taken by members of the public, City of Austin staff and members of the CodeNEXT

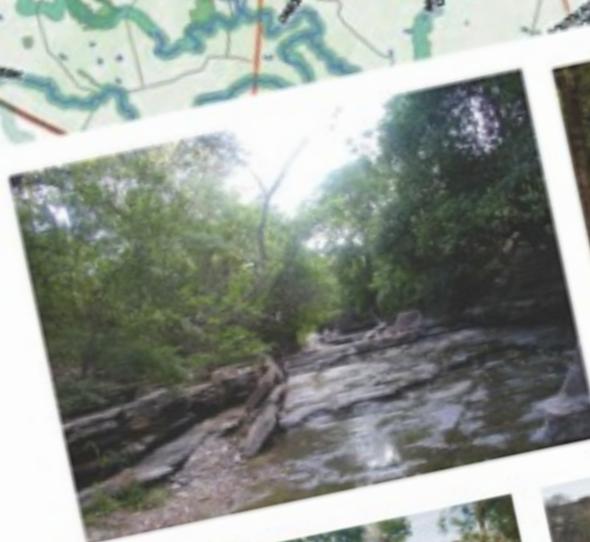
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3 | Components of Place



Components of Place: Retail Center Types



Why not just call them 'shopping centers?'

The retail center types identified in this manual are all places that people can go to shop, but that doesn't mean they're all the same. While the types of stores located in each type may vary, the most important points of differentiation between the different retail center types include the size and location of buildings, the transportation options available to access them, and the amount and location of parking relative to buildings.

While "shopping center" is included among the retail center types identified in this manual, that term alone isn't enough to encompass the array of retail environments found in Austin.

The City's current Land Development Code defines commercial services as including "the sale, rental, servicing, and distribution of goods, and the provision of services, other than those classified as industrial or civic uses." For the purposes of identifying community character, the retail center types identified below were derived by examining more than just use; building form and scale, the number of businesses in an area, how buildings and parking areas are situated on a lot and the modes of transport available to retail patrons were used to identify the following retail center types.

Corner Store

This is a single business that makes it convenient for neighbors to walk down the street to make quick, incidental purchases.

Neighborhood Crossroads

This is a small group of neighborhood-service businesses located on just one side of a street intersection.

Neighborhood Main Street

This is a group of businesses that form a node within a neighborhood that is distinct from but harmonious with surrounding residential blocks.

Neighborhood Main Street

An area of the surrounding residential blocks.

Drivable Suburban

This is a commercial building with parking located in a residential neighborhood.

Walkable Urban

This is a commercial building with parking located in a residential neighborhood.

Transitional Urban Suburban

This is a commercial building with parking located in a residential neighborhood.

Drivable Suburban

This is a commercial building with parking located in a residential neighborhood.

This is a commercial building with parking located in a residential neighborhood.

Walkable Urban

This is a commercial building with parking located in a residential neighborhood.

Transitional Urban Suburban

This is a commercial building with parking located in a residential neighborhood.

3 | Components of Place

Neighborhood Main Street

A neighborhood main street is a group of neighborhood-oriented businesses, located at two or more corners of a prominent intersection, accessible by foot, bike, car or transit. Parking, if provided, is located behind buildings in small lots or as a single row in front of buildings. A neighborhood main street encourages walkability by providing a limited range of neighborhood-oriented goods and services and some employment in primarily residential neighborhoods. Buildings in a neighborhood main street are located at the sidewalk or behind a single row of parking and are of an appropriate scale to create a sense of place that is distinct from but harmonious with nearby single-family homes.



- Typical
- Semi-typical
- Not typical

Characteristics

How Accessed Foot, bike, transit, car

Building Forms Multiple detached and attached buildings

Building Placement At sidewalk, behind row or parking



Components of Place: Building Types



3 | Components of Place

What are 'Building Types?'

Building types are names given to different building forms that help to identify characteristics that make buildings and the neighborhoods in which they are located distinct from one another. Building types are defined by the physical form of a building.

For example, a "carriage house" — a building type identified in this manual — is an accessory unit on a lot that may in fact be a second dwelling unit or someone's home office. However its scale and relationship to the structures around it denotes it as a "carriage house."

Building types are a component of place because they speak directly to the character that sets one neighborhood apart from another. The fabric of a place is based directly on the building types and the variety of those building types; they speak to an area's scale, density and walkability among other components of character.

The CodeNEXT team combed through the vast inventory of photographs taken by members of the public, City staff, and members of the CodeNEXT team to define building types that can be found in Austin, which are unique to different places within Austin.

This range of building types is provided to create a CodeNEXT process and other planning efforts.

It should be noted that the range of building types includes building types that are not typically found in walkable neighborhoods. Office parks and industrial buildings are not an important part of the overall City of Austin, but they are nuanced, and at times best handled on a case-by-case basis.

Carriage House



Duplex





Components of Place: Private Frontage Types

What are Private Frontage Types

Private frontage types categorize the different physical elements of a building that mediate the way in which the interior private realm meets the exterior public realm. In other words, frontage is how a building interacts with the sidewalk, street, plaza or park onto which its front doors and windows open.

The nature of the interaction between the public and private realms contributes significantly to the character of a place, fostering a lively, public atmosphere or a quieter, more private environment. Building frontages mediate this interaction.

The range of frontage types is provided to create a common language for the CodeNEXT process to use, as well as other planning efforts.

The range of frontage types presented here is not a inclusive, and focuses primarily on those types that have been designed to prioritize car travel. Those types with the private realm while in a car are visual rather than the public realm. Frontage type speed, scale, and perspective, viewing a front porch a windshield is a different experience than walking frontages in drivable suburban place types tend to exist as characteristic ways of experiencing the built places.

3 | Components of Place

Shopfront



Arcade



Gallery



Components of Place: Intangibles- Local Flair

How do you capture the 'intangibles?'

Lot sizes, front setbacks and parking lot dimensions are easy to measure. But some of the things that make Austin great can hardly be described, much less measured; a beloved work of public art, a favorite taco stand, or a backyard stage where local musicians play under green oak branches and starry skies. But it's exactly those indescribable, intangible places and experiences that make Austin such a great place, and no documentation of the city would be complete without them.

Through the Community Character in a Box program the CodeNEXT team has received thousands of photos from community members. Many of those photos document Austin's local flair, capturing Austin's uniquely weird intangible spirit. A selection of these photos have been included on the following pages.

Local flair might be likened to the unique 'vibe' or energy of a place. Sometimes it is that indescribable quality of a certain neighborhood, as if the place had its own personality.

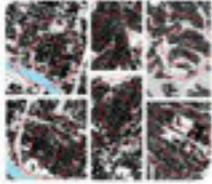
Even if two neighborhoods in a city could be classified with the same components of place—similar building types, identical frontage types, streetscapes, same type of retail, etc.—these two areas would still not be the same place. Along with the form of the built environment—that can be broken down, analyzed, and named, recreated—each place carries its own energy within the form.

This energy, vibe, or unique flair can be the summation of many factors. For example, the specific demographics of the resident population, the political environment, interests and hobbies shared among neighbors, and the diversity or sameness of value sets meeting and interacting. This personality of place can often become a point of pride for communities, or even cities at large.

3 | Components of Place



Community Character Manual: Chapter 4: Places in Austin



Places in Austin: Overview

In the previous chapters, the different types of places were described and the components, or elements of an area's physical form, were broken down and defined. The established vocabulary from both chapters go hand in hand, as the various components additively combine to create the different "Place Types".

Even with the elements of place defined, the variety of place types is great. Similar to a recipe, the various ingredients can create unique dishes. Even within the place types - natural, rural, walkable urban, transitional, desirable suburban - there are different, more nuanced, types of places. For example, both *Desertstone Austin* and *Old West Austin*

Neighborhood Reporting Area Details: Allandale

Each neighborhood reporting area has an associated map and a set of descriptive information. This report is available in the Neighborhood Reporting Area Details page. The map shows the geographic location of the reporting area and the City of Austin's jurisdiction over the area.

Neighborhood Reporting Area Details:

- Neighborhood Reporting Area: Allandale
- City of Austin Jurisdiction: Yes
- Neighborhood Reporting Area: Allandale
- City of Austin Jurisdiction: Yes

Neighborhood Reporting Area Details: Allandale

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- Neighborhood Reporting Area: Allandale
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Introduction Overview

The scope of the Community Character Manual is to provide a comprehensive overview of the City of Austin's community character and to provide a framework for the development of future community character plans.

Community Overview

The Community Character Manual is a comprehensive overview of the City of Austin's community character and to provide a framework for the development of future community character plans.

Community Character Manual:

Chapter 4: Places

in Austin

Places in Austin:

Downtown

Compilation of Photographs



Place Type Description:

Downtown is the densest and most connected part of Austin, interconnected streets, small block

of route and mode. Robust transit and bike routes, along with a range of land uses nearby—many mixed vertically—

Alleyways hide service and parking areas from the street, maintaining a continuous frontage at the sidewalk



Street network



Building footprints



Aerial photograph

Characteristics of Place	
Street Pattern Characteristics	Hierarchy of streets; multiple routes to destinations; alleys
Intersection Density	High
Lot Shape	Variety of deep rectangular lots
Form	
Residential	Attached, mid-rise, high-rise
Commercial	Ground floor in mixed-use and main street buildings
Parking, General Location	
Residential	Structured
Commercial	On-street, structured

Example Neighborhoods:

- Downtown



Community Character Manual: Chapter 4: Places in Austin

4 | Places in Austin

Places in Austin:

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Comp

Places in Austin: Walkable Urban Grid 1

Compilation of Photographs



4 | Places in Austin



Street network



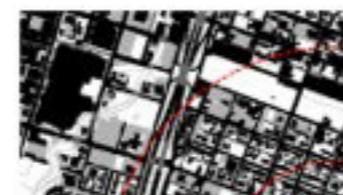
Building footprints



Aerial photograph

Characteristics of Place

Street Pattern Characteristics	Hierarchy of streets; multiple routes to destinations; alleys
Intersection Density	High
Lot Shape	Narrow and deep rectangular lots
Form	
Residential	Attached multi-family; detached single-family
Commercial	Ground floor in mixed-use and main street buildings; adaptive reuse of former detached single-family homes along commercial corridors
Parking, General Location	



Place

Down

Community Character Manual: Chapter 4: Places in Austin

4 | Places in Austin

4 | Places in Austin

Places in Austin: Transitional 1

Compilation of Photographs



Street network



Building footprints



Aerial photograph

Characteristics of Place

Street Pattern Characteristics	Good connectivity, less frequent intersections, increased speed and number of lanes
Intersection Density	Medium
Lot Shape	Wide and deep rectangular lots

Community Character Manual: **Chapter 4: Places** **in Austin**

4 | Places in Austin

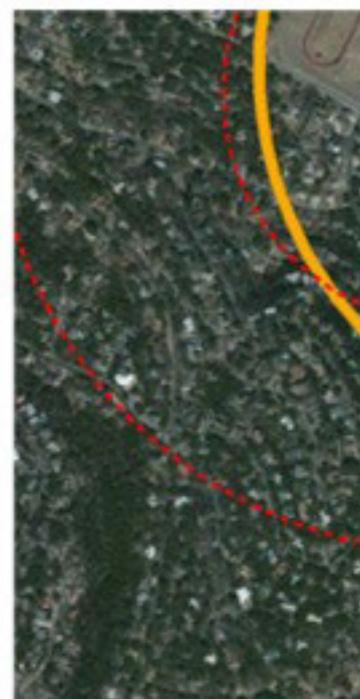
4 | Places in Austin

Places in Austin: **Driveable Suburban 1**

Compilation of Photographs



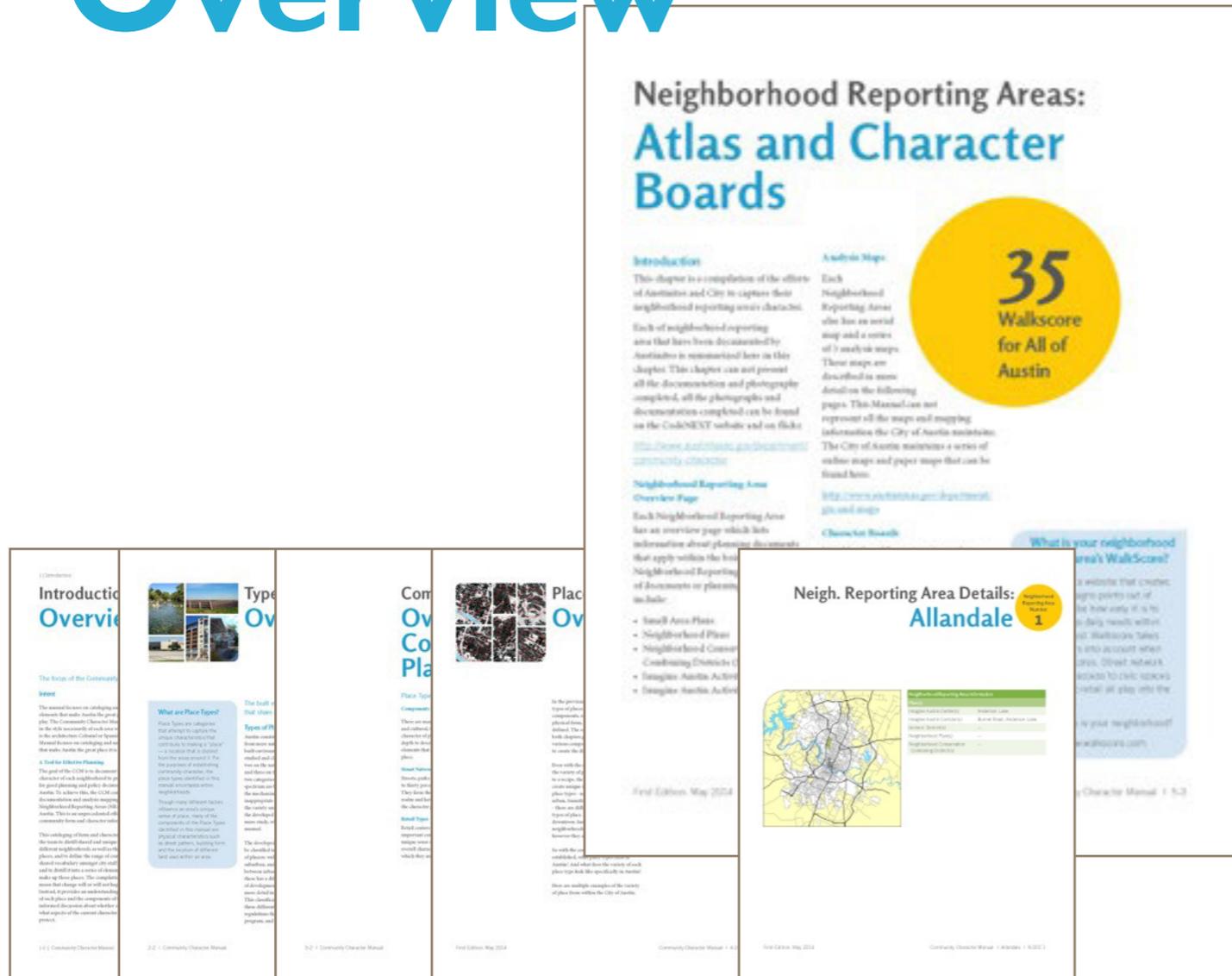
Street network



Aerial photograph

Community Character Manual:

Chapter 5: Neighborhood Reporting Areas Overview



Chapter 5: Neighborhood Research



Overview of Analysis Maps

Street Network

A street network diagram is a map of the existing roadways; oftentimes the types of streets, or importance of streets will be differentiated by color or line thickness.

Street network diagrams are analyzed to understand the existing connectivity (or fragmentation) of a place, and it demonstrates the potential for increased connectivity where it could be possible.

Figure Ground

Figure/Ground maps are black and white diagrams, where the black is the existing buildings, and the white is the "ground" or negative space between the buildings.

Figure/Ground patterns are studied because they communicate the concentration(s) of density and intensity of development in a community. They also help to demonstrate where nodes or community centers might exist or emerge.

Zoning

are color-coded diagrams that locate where the regulations apply, telling what can or cannot be done there and therefore

FLUM

A Future Land Use Map (or FLUM) is a diagram used to suggest a vision and intended direction of growth for a city or neighborhood.

Topography

Topography is a map that shows the geographical change in elevation. Usually, the change in elevation is indicated with a color ramp: green signifying flat land, and orange or red indicating high elevations.

From a topography map, it can be inferred/studied if and how geography plays a role in the layout of the street grid. It also indicates what barriers to connectivity exist, and where development may be constrained.

Bicycle and Transit Facilities

A bicycle and transit diagram will often indicate existing and future bicycle amenities, (such as bicycle trails, boulevards, and lanes), and it will also show bus and/or light rail routes and stops.

Bicycle and Transit facilities are analyzed to indicate where connectivity is strong within the City, and where necessary infrastructure could be improved.

This type of diagram is often telling when combined with the Zoning map, so as to study if alternative modes of transportation are provided to important community amenities.



Community Character Manual

Chapter 5: Neighborhood Reporting

Reporting



Overview of Analysis Maps

Street Network

A street network diagram is a map that oftentimes the types of streets, or differentiates by color or line (thick or thin). Street network diagrams are analyzed for connectivity (or fragmentation) and the potential for increased connectivity.

Figure Ground

Figure/Ground maps are black and white maps where black is the existing buildings, and white is the negative space between the buildings. Figure/Ground patterns are studied to understand the concentration of density in a community. They also help to identify community centers that might exist.

Zoning

are color-coded diagrams that show the relationships between



Overview of Character Boards

General Residential Character

The CodeNEXT team and City Staff have compiled the photographs that best express the residential character of each Neighborhood Reporting Area. These character boards should give a general sense of:

- Is the neighborhood housing mostly single family, multifamily, or a mix? If mixed, are they carefully integrated or specifically separated?
- What is the general sizes of lots?
- What is the scale of the buildings? Is the scale of buildings similar throughout, are there a disparity?
- What is the general streetscape character of the neighborhood around residential? Are the streets rectilinear or winding? Are there trees and sidewalks?



General Commercial Character

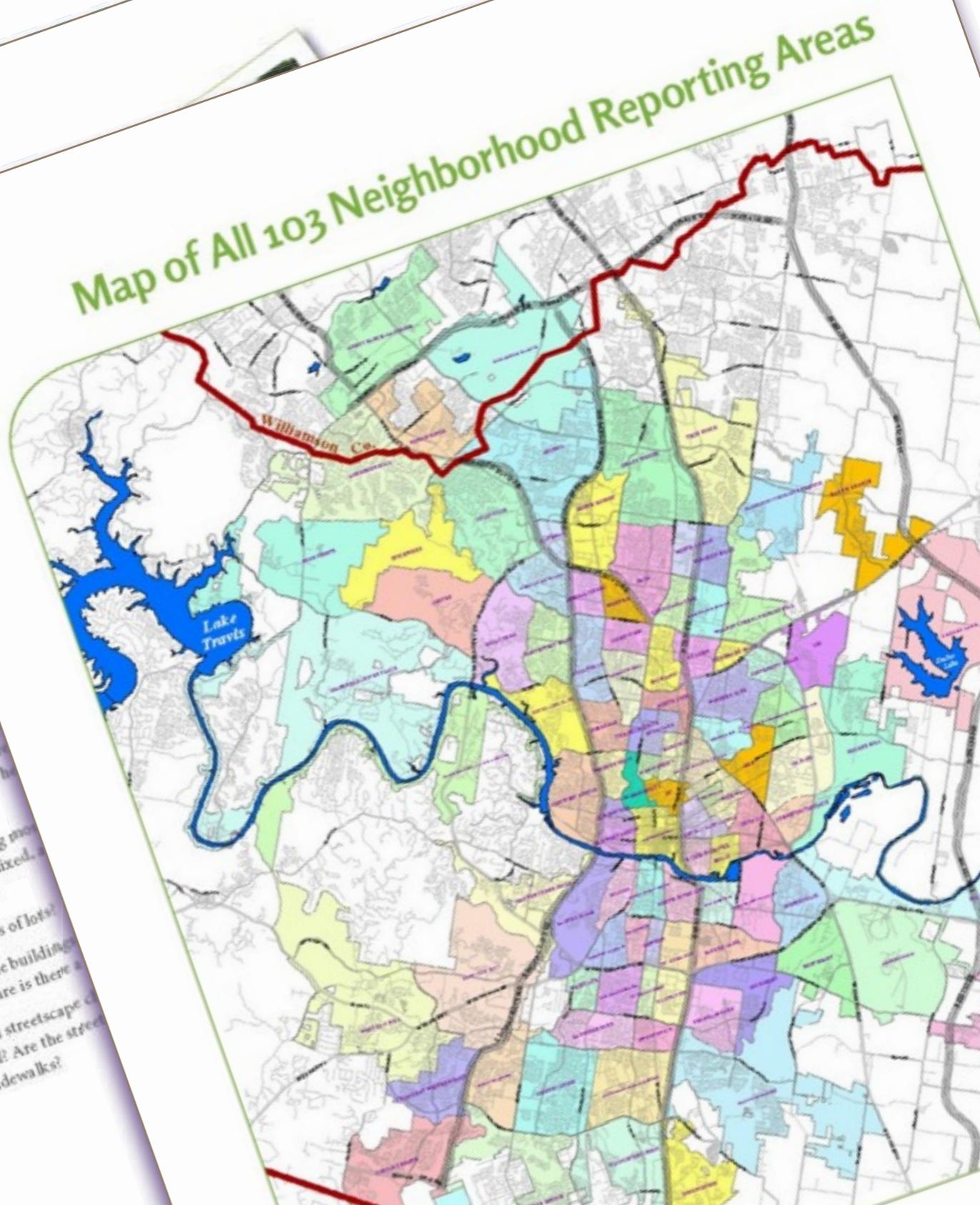
Similar to each neighborhood's residential character, the CodeNEXT team and City Staff have sifted through the many photos taken by team members, or submitted by community members through the Community Character in a Box exercise. They have created a character board to capture the commercial character of each neighborhood reporting area, showcasing:

- What form is the commercial amenities? For instance, is it a neighborhood main street or more of a strip shopping center?
- Is the retail and commercial services regionally or locally serving or both?
- What is the general scale of the commercial buildings? All the photographs submitted by participants of the Community Character in a Box kits can be viewed on the CodeNEXT flickr site. (Flickr website address)

Community Character Manual

Chapter 5: Neighborhood Reporting

Report



Overview of Analysis Map

Street Network
A street network diagram is a map that often times the types of streets, and is differentiated by color or line thickness. Street network diagrams are a map that show the connectivity (or fragmentation) of a street network and the potential for increased connectivity, if possible.

Figure Ground
Figure/Ground maps are black and white maps where black is the existing buildings, and white is the negative space between the buildings. Figure/Ground patterns are studied to understand the concentration(s) of density in a community. They also help to identify community centers that might exist in a community.

Overview of Character Board

General Residential Character
The CodeNEXT team and City Staff use photographs that best express the general character of a Neighborhood Reporting Area. They give a general sense of:

- Is the neighborhood housing primarily single-family, multifamily, or a mix? If mixed, are the units specifically separated?
- What is the general size of lots?
- What is the scale of the buildings? Are they similar throughout, or are there variations?
- What is the general streetscape character? Are there trees and sidewalks?



Community Character Manual:

Chapter 6: Neighborhood Reporting Areas Details

Neigh. Reporting Area Details: Allandale

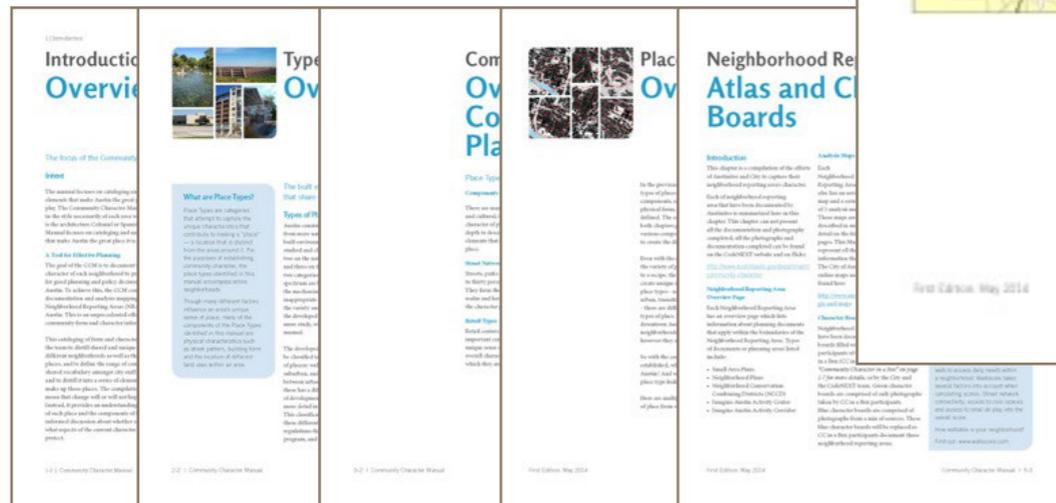
Neighborhood Reporting Area Number 1



Neighborhood Reporting Area Information	
City	North Las Vegas
Wagner Field's Centers	Arden Lake
Wagner Field's Centers	Burnet Road, Arden Lake
Water District	-
Neighborhood Plan	-
Neighborhood Governance	-
City District	-

First Edition: May 2014

Community Character Manual | Allandale | 6.002.1



1.1 Introduction Overview

1.2 Types Overview

1.3 Community Overview

1.4 Place Overview

1.5 Neighborhood Reporting Atlas and Boards

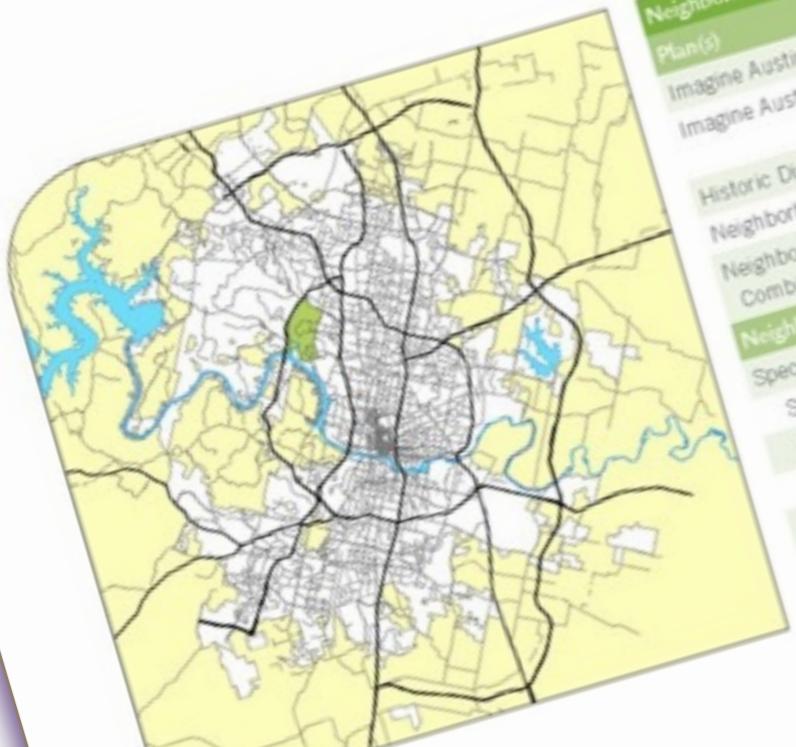
Community Character Manual:

Chapter 6: Neighborhood

Reporting Area Details

Neigh. Reporting Area Details: Bouldin Creek

Neighborhood
Reporting Area
Number
8



Neighborhood Reporting Area Information

Plan(s)	--
Imagine Austin Center(s)	South First, South Congress, Riverside Drive
Imagine Austin Corridor(s)	--
Historic District(s)	Bouldin Creek
Neighborhood Plan(s)	--
Neighborhood Conservation Combining District(s)	--
Neighborhood Plan Tool(s)	--
Special Uses	--
Small Lot Amnesty	--
Cottage Lot	--
Urban Home	--
Secondary Apartments	--
Corner Store	--
Design Tools	--
Impervious Cover & Parking Placement	--
Garage Placement	--
Front Porch Setback	--



Community Character Manual:

Chapter 6: Neighborhood

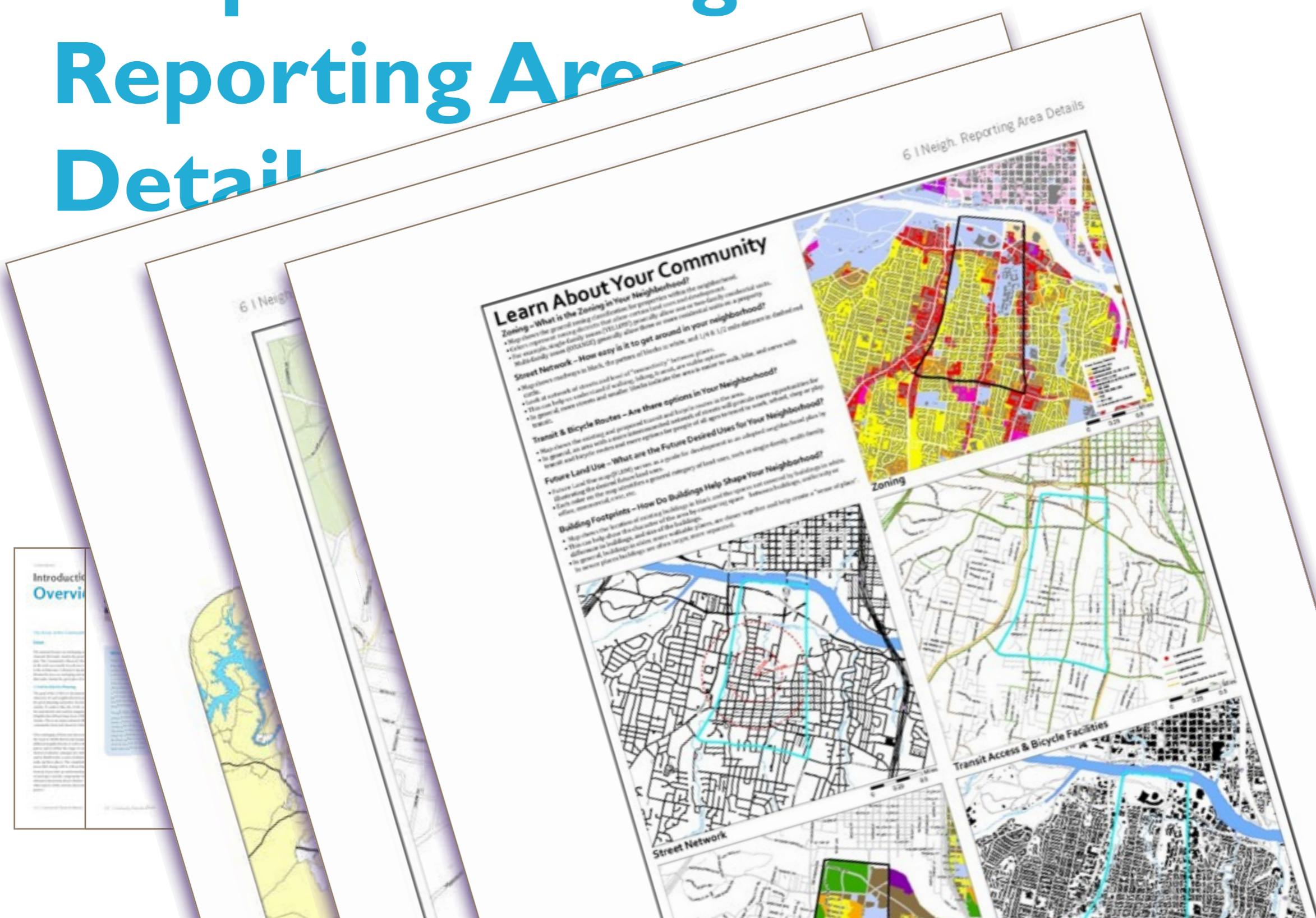
Reporting Area

Details



Community Character Manual:

Chapter 6: Neighborhood Reporting Area Details



Community Character Manual:

Chapter 6: Neighborhood

Reporting Area

Details



Introductory Overview

6 | Neigh.

6 | Neigh. Reporting Area Details

Bouldin Creek:
Residential
Character

Green Posters: All photographs taken in Austin by Austinites who participated in the Community Character in a Box effort.

Blue Posters: All photographs taken in Austin by the City, the CodeNEXT team and/or Austinites who participated in the Community Character in a Box effort. Blue posters will be replaced as more photos are submitted by Austinites who participated in the Community Character in a Box effort.

To see all photos taken as part of the CodeNEXT initiative visit:
<https://www.flickr.com/photos/19725186@No6/>

08

NEIGHBORHOOD REPORTING AREA

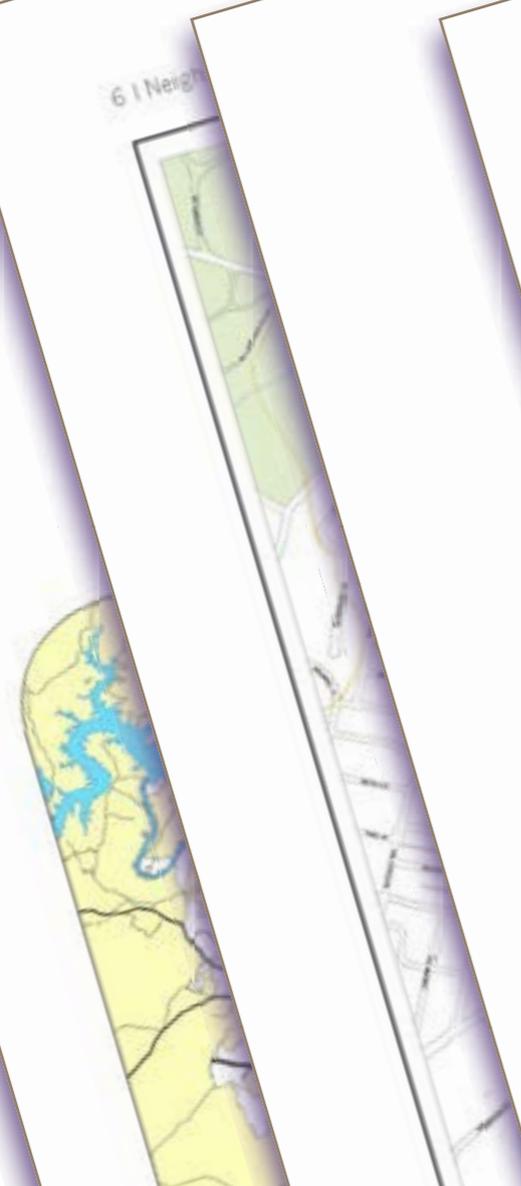
Community Character Manual:

Chapter 6: Neighborhood

Reporting Area

Details

Introduction
Overview



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**Bouldin Creek:
Commercial
Character**



08
NEIGHBORHOOD
REPORTING AREA
NUMBER

Green Posters: All photographs taken in Austin by Austinites who participated in the Community Character in a Box effort.

Blue Posters: All photographs taken in Austin by the City, the CodeNEXT team and/or Austinites who participated in the Community Character in a Box effort. Blue posters will be used as more...



6 | Neigh. Reporting Area Details



Community Character Manual:

Chapter 6: Neighborhood

Reporting Areas

Details

Neighborhood Reporting Areas

- **28 Neighborhoods
Reporting Area
Posters Started**

Anderson Mill

Barton Hills

Bouldin Creek

Brentwood

Central East
Austin

Chestnut

Coronado Hills

Crestview

Dawson

Downtown

East Oak Hill

Gracy Woods

Heritage Hills

Hyde Park

Mansfield River
Place

McNeil

NACA

North Shoal
Creek

North
University

Onion Creek

South Lamar

South River
City

Saint John

Upper Boggy
Creek

West Oak Hill

Windsor Park

Windsor Road

Zilker

Discussions Around Boards

Opportunity to walk around to the various posters up around the room and talk to the CodeNEXT team.

CODE NEXT

SHAPING THE AUSTIN WE IMAGINE

<http://www.austintexas.gov/codenext>