

Planning Eden

Public Spaces: Streets

- Traffic calming design
 - Narrower lanes.
 - “Bulb-outs” at intersections and crosswalks.
 - Decorative median separator at intersections and crosswalks.
- Safe bike lane with minimal conflict with vehicles.

Public Spaces: Streets

- Wide sidewalks at building frontage for pedestrians, street art, wayfinding, sidewalk sales, and outdoor dining.
- Multi-use pathway on Park-side of street.
- Street trees.
- Signage standards that increase visibility of signs through treed areas (projections from building).
- Street-side angled parking.

Public Spaces: Streets

- Walkable and inviting to pedestrians.
- Pedestrian connectivity for all businesses.
- Obvious and safe street crossings.
- Decorative street furniture and plantings.
- Fourway stops at main intersection(s).

Public Spaces: Building Fronts

- Historic mine-town architecture.
- Late 1880's – early 1910's.
- No more than two stories.
- Retail, restaurant, or exhibit at ground level.
- Residential and office space on second level.
- Boardwalks with rustic timbers ok but not req'd.
- Diversity in building design, but balanced with similar features germane to a cohesive mine-town look.

Public Spaces: Park

- Small community amphitheater
- Concession area
- Horse arena
- Sports fields
- Utilize irrigation ditch as water feature
- Wandering path with power outlets near benches

Phasing

- Short term and long term goals.
- Not too much too fast
- Phased from a center outward. Not leapfrogged.
- Focus on north and west sides of park BEFORE east and south sides of park.
- Achieve build-out of a phase before looking to phase more land.

How could that look?

Old Town Eden







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Implementation

Form based regulation

- Focused more on design features of the public realm than parcel uses.
- Sees the street, parks, plazas, AND building fronts as being a part of and framing the public realm. (Building fronts still private, but designed within context of public realm.)

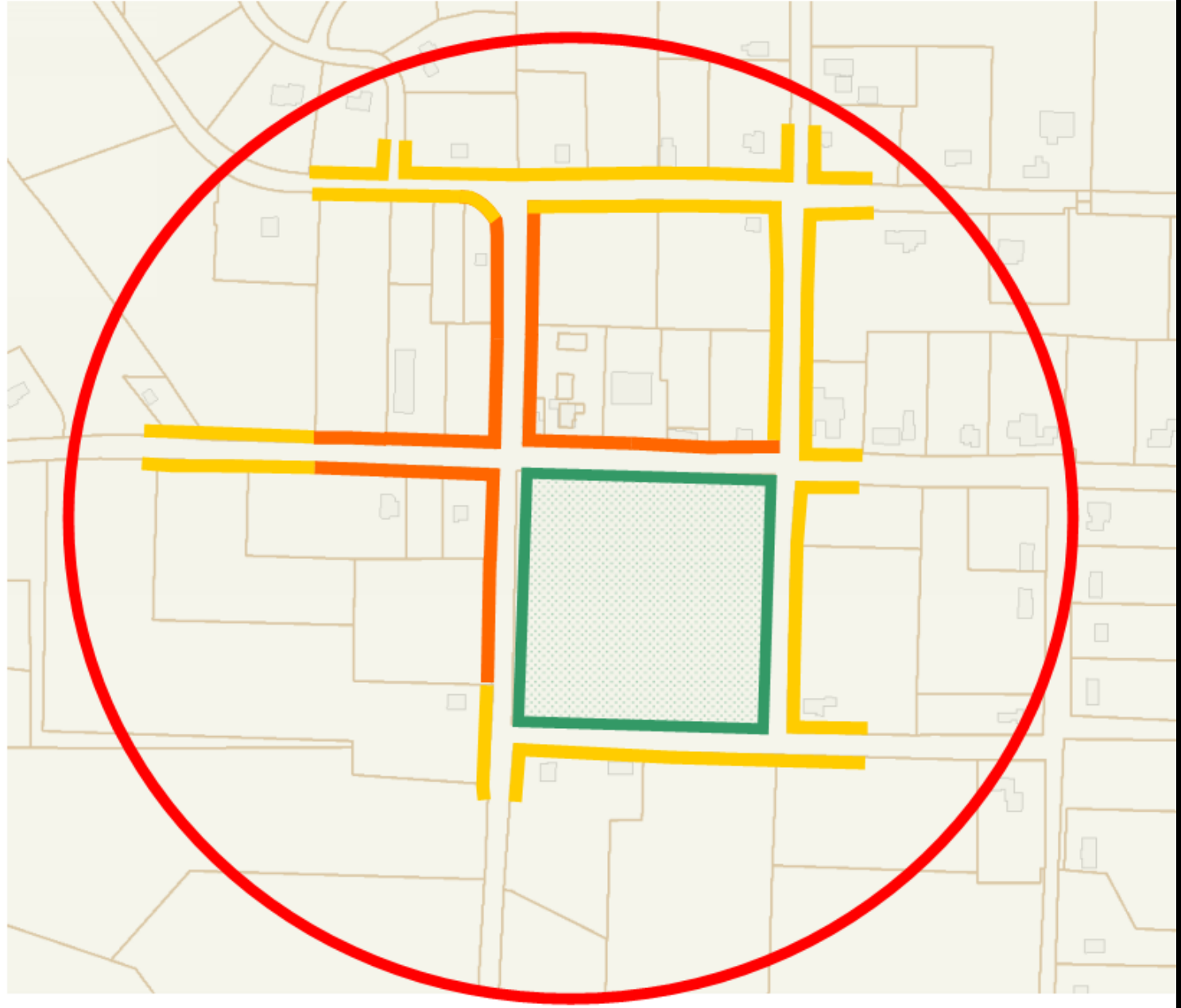
Form based regulation

- Regulating plan that focuses on the street area instead of parcels...

Current Zoning

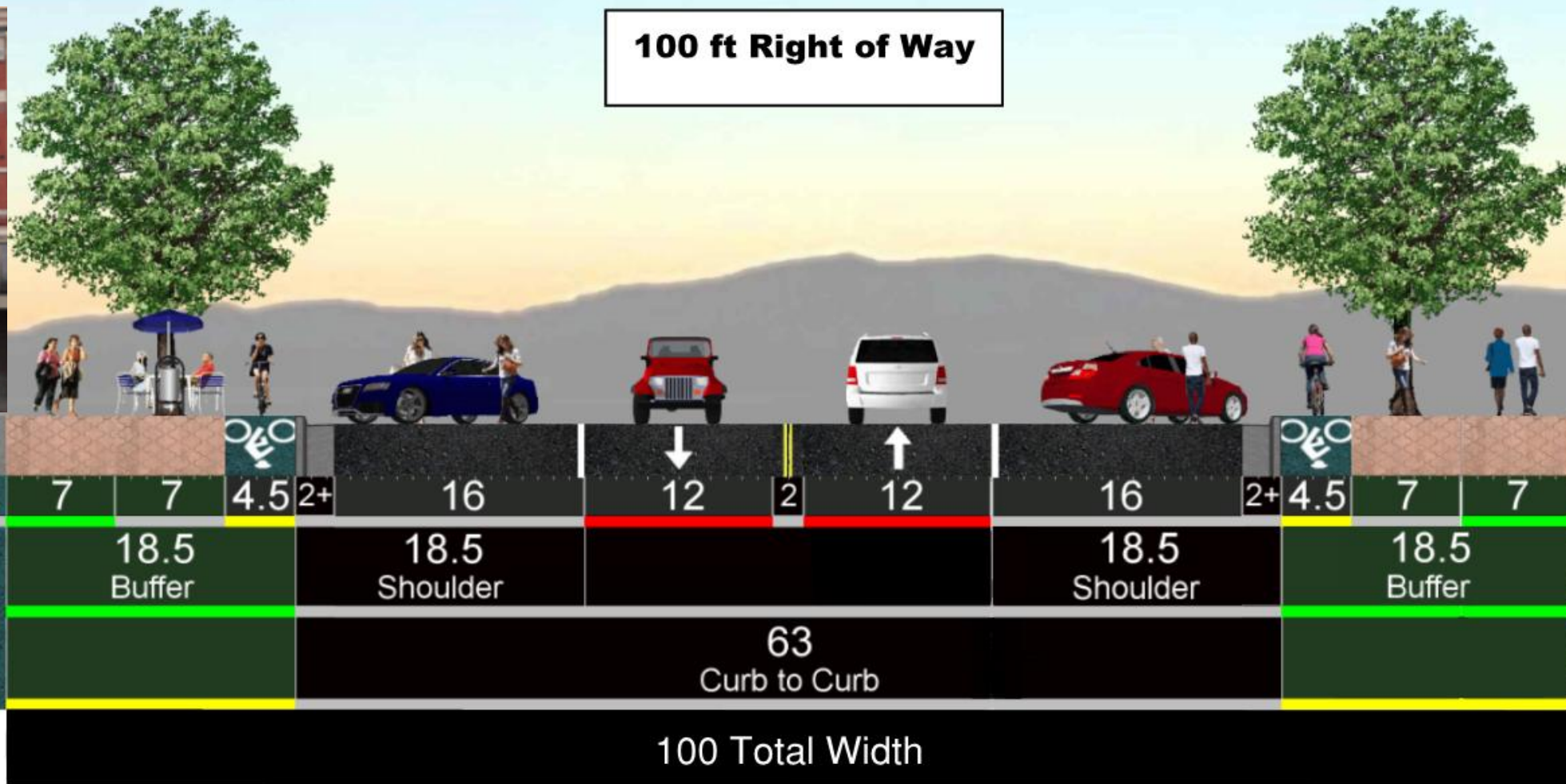


-  Village Area Boundary
-  One story buildings
-  Two story buildings
-  Public Space



Street
regulating
plan concept

100 ft Right of Way



Old Town Eden Village Area Phasing Plan

Phase 1 -
Buildings at street front on
both sides of Right of Way,
except on park property

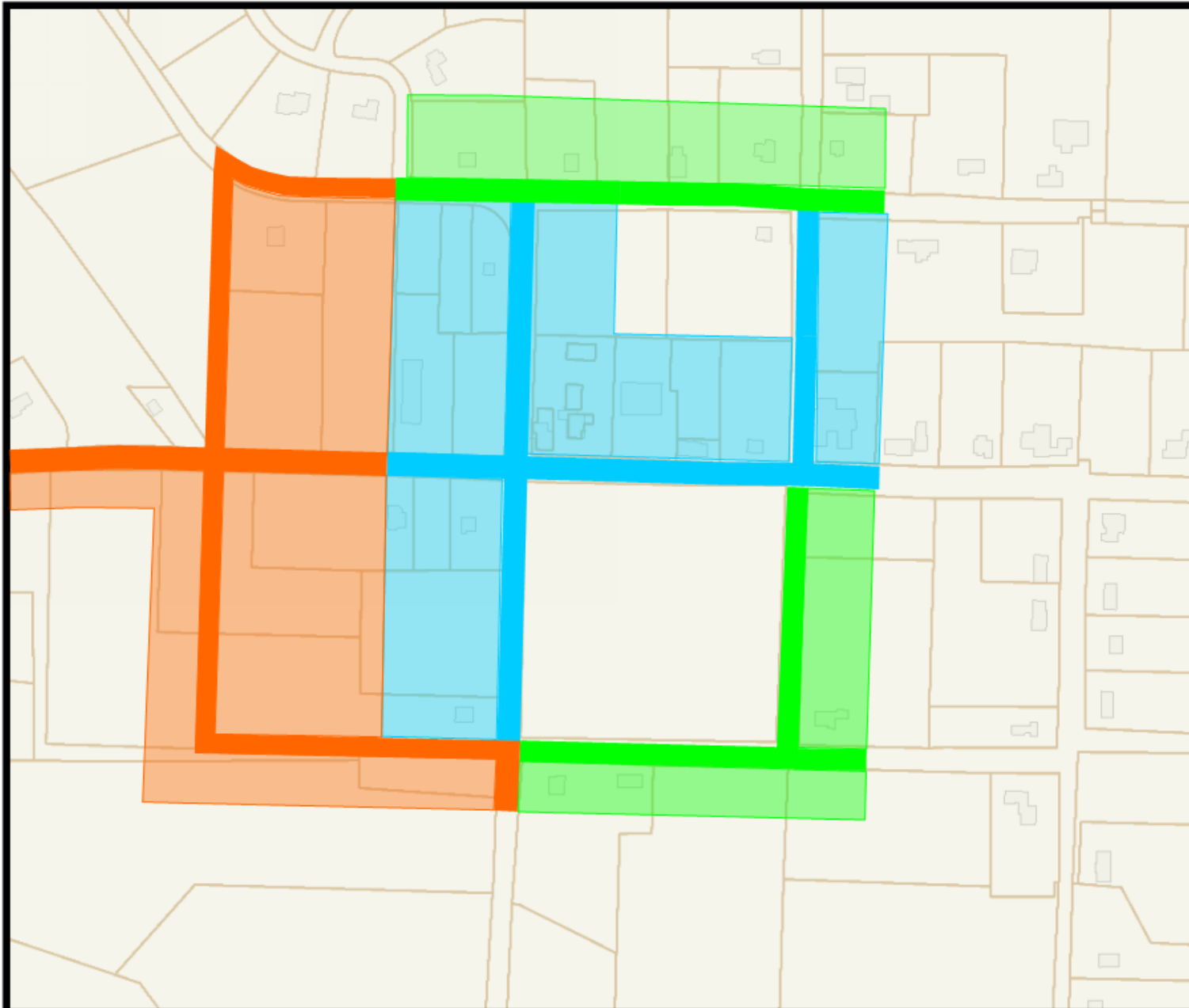
2 story buildings at
intersections; 1 story buildings
everywhere else

Phase 2 -
Buildings at street front on
both sides of Right of Way,
except on park property

1 story buildings

Phase 3 -
Buildings at street front on
both sides of Right of Way

1 story buildings



Develop
performance
metrics to
“trigger”
next phase.

Not just an
arbitrary
timeframe.