URBAN DESIGN GUIDELINES FOR HIGH DENSITY, SOCIAL AND AFFORDABLE HOUSING

George Municipality

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GEORGE
THE CITY FOR ALL REASONS

URBAN DESIGN GUIDELINES FOR HIGH DENSITY, SOCIAL AND AFFORDABLE HOUSING

Document prepared by Zutari for the George Municipality

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Georgie Municipality:

LYNETTE GROENEWALD

Senior Spatial Planner: Directorate: Human Settlements, F

T: 044 8019436

E-mail: lgroenewald@george.gov.za

Zutari:

RUDOLF SCHRODER

Associate Specialist

E-mail: Rudolf.Schroder@zutari.com

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1. Introduction

1.1. Purpose

The purpose of this document is to provide a series of urban design guidelines to assist in the consistent provision of medium to high density housing developments within restructuring, densification and intensification zones in George Municipality, Western Cape.

For the purpose of these guidelines the same principals and criteria will be applied to social, affordable and free-market high density developments and will be referred to as 'affordable housing'.

The guidelines are not prescriptive but rather provide a series of guiding principles which will assist in ensuring the development of high quality residential opportunities that create thriving communities within safe and comfortable living environments.

This document is concerned with the development as a whole and will address both the built form as well as the common 'public' environment of the development, but not the specific architecture of each building (see *SHRA Norms and Standards for Social Housing*).

1.2. What is Affordable Housing?

Affordable housing is a broad term that is used to describe housing provision, both rented and owned, for households earning between R3500 and R25 000 per month. These households earn too much to qualify for a housing subsidy and too little to access a traditional home loan.

Affordable housing includes affordable rental units (private developments or social housing) as well as bonded (owned) homes that are either purchased by way of savings, private bonds or FLISP subsidies or through a combination of these mechanisms (see Figure 1).

Social housing is defined as rental or co-operative housing at a level of scale and built form which requires institutionalised management and which is provided by social housing institutions or other delivery agents of approved projects with the benefit of public funding.

1.3. Who is it for?

This document provides guidance for both the design and assessment of both affordable and high density, bonded developments within restructuring zones.

It can be used by those involved in design such as developers and architects as well as by Municipal officials responsible for the assessment of applications to ensure the desired outcome of these developments.

1.4. How is it used?

The Urban Design Guidelines for High Density, Social And Affordable Housing document should not be ready in isolation but rather within a broader regulatory environment.

The South African Human Settlements policy environment is illustrated in Figure 2 overleaf and indicates where these *Urban Design Social Housing Guidelines* fit within the policy context. While the *SHRA Norms and Stands for Social Housing* largely address built and architectural detail elements of social housing, this document provides guidance on the courser grain, urban design elements, giving guidance to built form as a totality and the public realm.

The guidelines can be applied at three different stages within the planning process:

- Rezoning application
- Site development application
- Building development application

	NO SUBSIDY	SUBSIDY
OWNERSHIP	Savings / Private Bond	FLISP
RENTAL	Private developer 'sub-market' rentals	Social Housing

Figure 1 - Affordable Housing Diagram

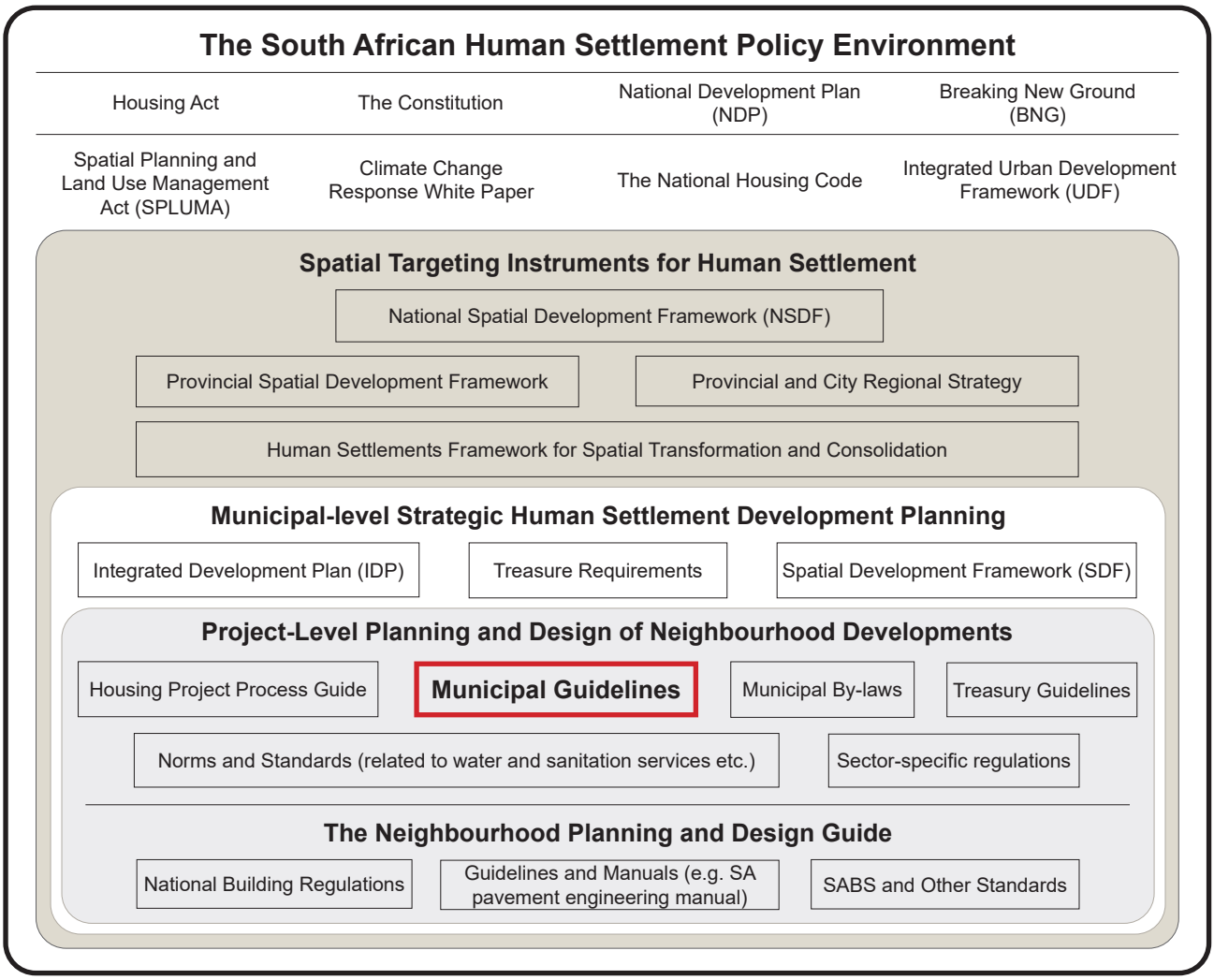


Figure 2 - Positioning the Guidelines within the Broader Regulatory Environment

1.5. Document Structure

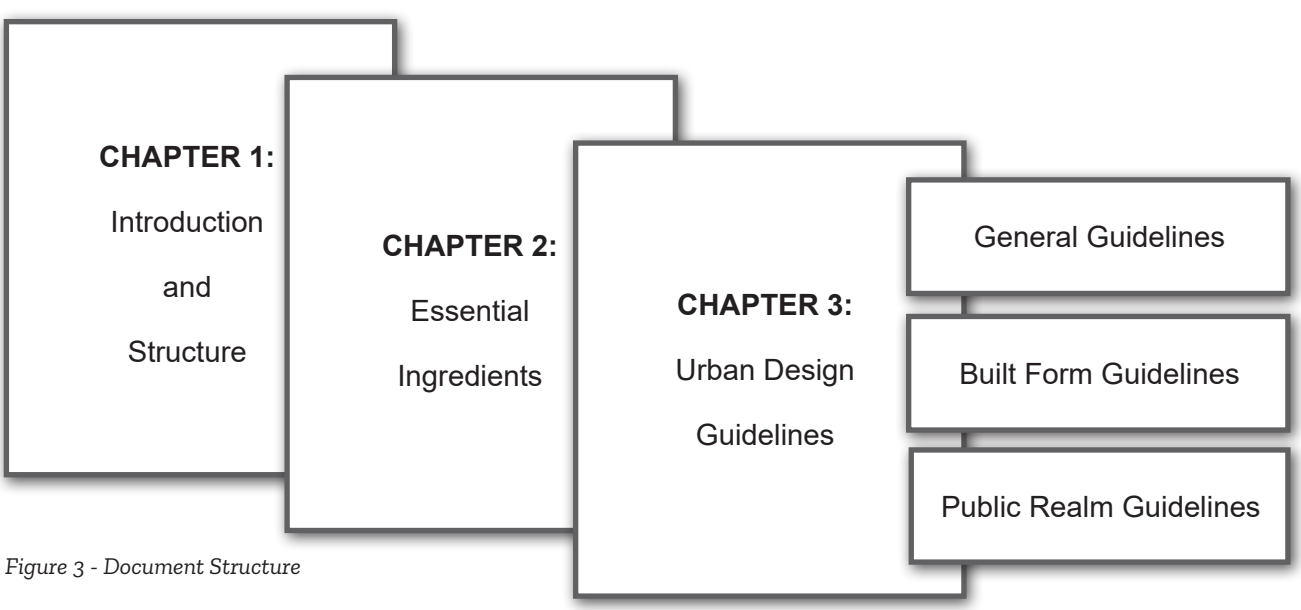


Figure 3 - Document Structure

2. Essential Ingredients

Safety and security

- Combating crime and reducing insecurity is essential for any successful living environment. Safety and security should be a guiding design factor in the public realm and built form of any development, promoting surveillance and activity to create safe and vibrant places.

Integration

- A development that is integrated into its surrounding context through streets and access points, built form grain and massing contribute to the ability to connect residents to essential daily needs –public transport, supporting services, public amenities and employment.

Inclusive & Adaptive

- An inclusive development values the needs of all people equally. It is a place where people feel comfortable and part of a community. Spatial integration and consideration to public spaces that accommodate a variety of daily activities is a key ingredient in the pursuit of an inclusive place. Universal access should be considered across the site creating ease of access for all. Residential units should be designed to adapt to specific needs of residents.

Sense of Place

- High quality public spaces can greatly enhance the dignity and pride of citizens. A place that is responsive to local and contextual character, respectful of heritage, enhance and protect the natural environment, appreciate view and vistas all embed a sense of place and local identity.

Balance

- Fiscal viability, quality living environments, homes for a range of residents, natural environment, heritage and access are some of the competing demands that need to be considered holistically to create a balanced and successful development.

People Orientated

- People orientated developments promote a public environment that is people rather than vehicle focused. Buildings and spaces are scaled to the pedestrian with consideration to landscaping and natural environment enhancing mental and physical health while diminishing crime.

3. Urban Design Guidelines

3.1. Introduction

The proportion, scale and interface conditions of buildings can contribute to a number of factors that make a place more livable, pedestrian scaled, vibrant and safe. The orientation and design of buildings can create and define spaces, with the primary role of all buildings to clearly delineate public and private space. Further, the quality of public spaces that surround buildings has an impact on the quality of the urban environment, which in turn dictates the sense of place of the urban environment.

The purpose of the urban design guidelines is to define and develop an appropriate design language for the various built elements, as well as the public realm surrounding the buildings. The guidelines are not intended to be overly prescriptive, but are rather high-level guidelines aimed at promoting a built form and standard of public spaces that will facilitate the creation of a high quality urban environment, while at the same time being appropriate and sensitive to the local context.

Unless otherwise specified, these guidelines do not overrule the Municipal Zoning By-law. Departures from the zoning scheme can be motivated for in terms of the guideline principles.

The guidelines are structured into three groups - general, built form and public realm guidelines.

3.2. General Guidelines

3.2.1. Location

Locate housing developments:

1. Within restructuring, densification and intensification zones and nodes noted in strategic Municipal documents
2. Within appropriate locations which promote access to daily needs.
3. In close proximity to public transport and employment opportunities

3.2.2. Maintenance and Management

Ensure the long-term maintenance and efficient management of a development by:

1. Formulating a long-term maintenance plan that is reviewed every 5 years for both buildings as well as the public realm of the development. This plan should be included in the planning submission and will form part of the condition of approval.
2. Development Manager / Body Corporate to ensure maintenance plan is implemented.
3. Ensuring funding for a maintenance budget, aligned to the maintenance plan is secured from the start of the development.
4. Efficient tenant management as well as development management. Ensure the safety and maintenance of the public realm of any development is maintained through appropriate management tools.
5. Ensuring the safety, security and maintenance of the public realm (public walkways, pavements and open spaces) directly abutting the development and its buildings is the responsibility of the managing Social Housing Institution / Body Corporate through an adopt a spot agreement.
6. In the instance where a long term lease is in place on the property/development, the lease binds the developer to the maintenance responsibilities aligned to the above guidelines.

3.3. Built Form Guidelines

Place-making should be the focus of any housing development design. The key elements that can contribute to this include:

- Development blocks,
- Height and massing,
- Land use,
- Building placement and coverage,
- Interface and street frontage
- Approach to security
- Utility elements

The collective role of these various elements is to maximise walkability, define spaces for people, activate buildings and spaces with appropriate land use and accommodation, provide high quality housing opportunities, maximise developable area and create a aesthetically pleasing and safe living environment.

The following guidelines provide the tools to achieve these objectives.

3.3.1. Development blocks

A housing development site should be divided into appropriate development blocks (cadastral unit) which provide a comfortable walking environment for pedestrians, efficient use of space and which are adaptable to change over time. Appropriate residential and land use typologies should be considered when establishing block dimensions to ensure maximum flexibility.

1. The layout of blocks should promote a grid street network to maximise connectivity, accessibility, flexibility and efficiency.

2. Block widths should not be overly wide or very narrow. Block widths should be approximately 50m wide to accommodate building typologies ranging from multi-story row houses, residential and mixed-use apartments as well as public facilities.

3. Block widths of approximately 100m long to encourage pedestrian accessibility and easy movement through the development. Blocks longer than 120m decrease pedestrian permeability and shorter than 60m increase service runs and inefficiencies.

4. Development block sizes should be flexible to accommodate changing site requirements and changes in the markets in differing economic climates.

5. Avoid oversized development blocks which promote monotonous environments dominated by the car.

3.3.2. Height and massing

Building height and massing contributes to the character of a place and determines the scale of buildings, the enclosure of the street space / public realm and has an impact on the density of the development. Building heights per zone are stipulated in the Municipal Zoning by-law and parameters of the land use apply. On a project specific basis, additional height can be motivated for using the following guidelines:

1. Building height must be appropriate within the site context. Height and scale of buildings should respect, respond and contribute to the surrounding neighbourhood character and sense of place.

2. Building height and massing should aim to enhance and protect scenic views and vistas specific to the site.

3. Buildings should be a minimum of 2 storeys.

4. The form, scale and height of developments should aim to establish a more sustainable development pattern by relating density and uses to accessibility and provision of infrastructure.

5. Site density should be balanced and distributed appropriately by locating and organizing open space to reduce dominant massing.

6. Taller buildings on corner or gateway sites are encouraged to promote legibility orientation.

7. Taller buildings are used to define space and are located along the structuring routes and around public space.

8. A development located within a low rise, low density suburban environment should locate lowest height closest to this context with taller buildings either centre to the development or along higher order routes.

9. Vary heights of buildings to mitigate monotony to create more visually appealing and attractive developments.

10. Ensure building heights are appropriate to allow for maximum natural light.

3.3.3. Land use

A mix of use contributes to a more diverse development providing residents with choice and interest. The following guidelines apply:

1. Land use and site activities must align with the permissible use of the site in terms of the Municipal Zoning By-law.

2. In a predominantly residential development, provision of commercial activity or social facilities can be accommodated on the ground floor of residential buildings or in appropriate, functional locations on the site.

3. A mix of use (commercial and public) is recommended in developments which occur in primary and secondary nodal areas.

4. Commercial activity should occur on the ground floor of buildings located in the CBD and designated nodal areas, along accessible streets and pedestrian focused routes to create extroverted development blocks.

5. Retail and commercial uses should always occur along the street edge creating extroverted development blocks.

6. Clustering of complementary uses is encouraged for example social facilities with public space and public transport to ensure maximum and efficient use.

3.3.4. Building placement and coverage

The placement of buildings on an individual property has a significant impact on the public environment. Buildings that are located in the centre or to the back of properties/ development blocks provide little to no sense of enclosure to streets or spaces, as well as limiting surveillance opportunities overlooking the public realm.

Zoning parameters relating to building placement and coverage should be adhered to. If required, the following guidelines can assist to motivate the relaxation of these regulations on a site to site basis:

1. Position buildings to the front of plots/development blocks along the street edge promoting a courtyard / perimeter block typology.

2. Ensure that buildings are configured to enable development to front onto and define the public realm and for secondary, service and private functions to be located to the backs of plots.

3. For both residential and commercial/ retail uses, locate parking to the rear of the plot with the building along the street edge.

4. Maximize coverage by minimising at-grade parking requirements.

5. Create homes that are comfortable for residents' use - creating maximum privacy and minimise impact on neighbours.

6. Wherever possible orientate buildings north to maximise natural sunlight opportunities.

7. Avoid monotony and promote accessibility and integration by ensuring a single building is not longer than 70m.

3.3.5. Interface and street frontage

The interface between the public street space and the development that edges it is fundamental to the functioning and success of the street, which in turn impacts the social, economic and environmental functioning of the place overall. Built form that has a positive interface with the public realm helps to promote safety through surveillance and a sense of place. To create a positive public realm, the following guidelines should be applied:

1. Building facades fronting onto the public realm should be visually active and include windows, doors and transparent walls.

2. Bring life to the street by maintaining visual connections between inside and outside, especially on the frontages of public buildings.

3. Building entrances should be placed on the street front.

4. Ground floor units should have ground floor access to promote activation of the facade and adjoining public realm.

5. The use of level changes is useful to demarcate the public and private realm: front stoeps, steps, low walls, colonnades, overhangs and planting are all elements which can be used to create a sense of privacy from the public street, whiles still providing surveillance

6. Provide protection from the elements with overhangs, colonnades, shading elements and strategic tree planting

7. Balconies should be incorporated to ensure that there is passive surveillance overlooking the public realm.

8. Articulate facades of larger, longer buildings by avoiding repetitive fenestration. Include protruding elements, changes in materials and shadow lines.

3.3.6. Security

The approach to security can affect the sense of place of a development and its integration into context.

1. Ensure that the development is considered as an integrated, piece of the neighbourhood. No gated developments or complexes.

2. Avoid a solid blank boundary wall with one guarded access point.

3. Address security at an internal superblock or building level. Make use of technology where possible to enhance security e.g. security cameras, key cards, fingerprint sensors etc.

4. Security cameras must be linked to CCTV to increase security for surrounding neighbourhood.

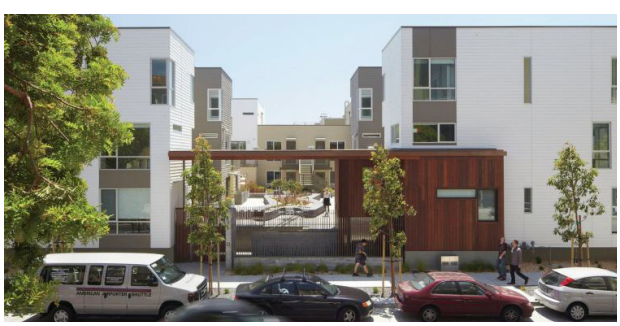
5. Create multiple entrance points to increase connectivity.

6. Perimeter fences should be kept to a minimum, but when unavoidable fences must be visually permeable (ClearVu (or equal product). No palisade fencing.

7. Courtyard or perimeter block buildings are secure development typologies where access can be easily monitored.

8. Improve surveillance opportunities from buildings onto public space to provide more 'eyes on the street'

9. The safety, security and maintenance of the public realm (public walkways, pavements and open spaces) directly abutting the development and its buildings is the responsibility of the managing Social Housing Institution.



3.3.7. Development Aesthetics

The aesthetic quality of buildings within a development contribute character, identify and sense of place of any development. To ensure a positive outcome the following guidelines apply:

1. Use a consistent materials pallet of a minimum of 2 colours, textures or materials across the development. A muted colour scheme is preferred while a variety of bold colours is discouraged.

2. Vary and articulate building facades to create interest and avoid monotony.

3. Visual design of street art and communal spaces to comply with the council's adopted policies and by-laws e.g. Visual Art Management Policy, Outdoor Advertising Management and control By-Law.

4. Where solar panels are included, avoid visual dominance by locating panels appropriately away from public spaces and structuring pedestrian routes.

5. Security elements such as gates and bars should be the same across the development. A muted colour scheme should be used minimise the visual affect.

3.4. Public Realm Guidelines

The public realm within a development provides an opportunity for the expression of sense of place and identity. Public space is defined as any open space within the development. Specific elements to be considered in the design and definition of the public realm relate to the following:

- Streets
- Spaces (squares/parks/courtyards)
- Parking
- Hard and soft landscaping;
- Lighting, furniture and signage
- Stormwater management

The collective role of these various elements is to contribute to the active use of the public environment and enhance the quality and comfort of these spaces by inter alia:

- Accentuating the human scale;
- Providing a place to play, socialise and relax;
- Providing shelter and shading; and
- Providing information, direction and way-finding.

3.4.1. Streets and Spaces

Public space includes streets and functional open spaces (recreation and sport). These should be hierarchical and part of an integrated network serving different roles and functions. The following guidelines apply:

1. Provide a series of functional, open spaces that provide recreational opportunities differing in size and character.
2. Locate open spaces at accessible places where they are overlooked, defined and activated by surrounding buildings.
3. Provide elements of activity such as outdoor gyms, play equipment and picnic facilities within function open spaces to

ensure activity and usage.

4. Cluster activities with a public nature with spaces and along structuring routes.

5. Provide an integrated movement network connected with the surrounding street network.

6. Design streets and spaces to be multi-functional. Streets should be people focused accommodating both vehicle and people related functions.

7. All streets and public spaces should be visibly unified and have a cohesive rhythm created by landscape elements (e.g. paving, trees, furnishings, lighting and signage / way-finding)

8. Safe and comfortable NMT access should be supported in the provision of generous sidewalks (minimum 2m) and cycleways on all the structuring routes within the development.

- Provide well-lit pathways, entrances and communal spaces.
- Narrow pathways between building should be avoided. Where necessary they should be a minimum of 4m. Establish clear lines of sight along pathways, avoiding concealed spaces. These areas should be well lit and surveilled by security cameras.
- In very dense developments with maximum coverage provide recreational spaces on rooftops, podiums and balconies.

3.4.2. Parking

Parking is a functional element that can easily dominate a development. The following guidelines apply:

1. Minimise the impact of parking by creating smaller parking courts or when possible semi basement or basement structured parking.

2. Accommodate parking within multi-functional, landscaped parking courts to avoid large expanses of parking

3. Balanced approach to development yield, parking requirements and the public environment

4. Motivate for a reduced parking ratios, especially in developments within close proximity to public transport.

5. Locate parking to the of back of blocks within landscaped parking courts. Avoid parking courts on the street edge.

6. Integrate tree planting and landscaping into parking courts. Provide a minimum of 1, 100litre tree per 6 parking bays.

3.4.3. Hard and soft Landscaping

Landscape elements should represent a common design language and style that improve the legibility and continuity of the public realm throughout a development. The treatment of hard surfaces (e.g. streets, pavement, pathways etc.), as well as the differentiation between different surfaces, plays a vital role in defining the public realm and establishing continuity of the urban environment.

The **hard landscape** elements should:

1. Use robust and functional materials where possible.

2. Use different materials, texture and colour to differentiate between hard surface functions, improve place-making aesthetics, contribute to way finding within the precinct and enhance pedestrian safety.

3. Use hard landscaping (e.g. paving) as traffic calming measures to create pedestrian priority areas, especially when crossing streets and high vehicle traffic areas

4. Use materials that are non-slip and avoid kerbs, steps and uneven surfaces where possible to allow maximum accessibility for all users.

Soft landscaping (i.e. vegetation and grass) has a vital role to play in the urban environment in terms of softening spaces, creating shade and contrast. Trees and planted elements can contribute greatly to the attraction and character of a space. Guidelines in relation to soft landscaping are listed below:

5. Plant indigenous / water wise trees and plants to reduce maintenance and irrigation needs.

6. Retain existing trees wherever possible as they provide critical shade to urban street scape and public open space.

7. Introduce trees and greening to create shade, define space, improve place-making aesthetics and soften the urban environment. Provide a minimum of 1 x 100litre tree for every 10 units. Trees must be evenly spaced within the development and not grouped in one area.

3.4.4. Lighting and Furniture

Lighting and street furniture should be simple in design and cost-effective, as well as robust, durable and vandal proof. The following guidelines apply:

1. Seating should, wherever possible, be built into the public realm using materials such as concrete (i.e. materials that can't be dismantled and requires minimum maintenance)

2. If seating is located on the sidewalk it should be orientated such that it will not impede pedestrian movement.

3. Seating should be placed in public open spaces and parks where there is heavy pedestrian movement to encourage their use.

4. Position seating to allow passive observation of public spaces (people watching).

5. Street furnishings should not clutter the public realm and pedestrian environment, but rather occupy consistent, well-defined zones parallel to the pedestrian walking zone

6. Maintenance, safety and comfort should be primary considerations in the type, design and placement of street furniture and landscape elements.

7. Adequate quantities of street furniture should be evaluated and used in all public areas, including seating, bicycle parking, lighting and rubbish bins.

8. Materials used should respond to climatic conditions, be durable and vandal proof.

9. Lighting should ensure that primary streets, pathways and public spaces are well illuminated during hours of darkness to ensure visibility and enhance safety in the public realm.

10. Integrate lighting into the public realm to promote comfortable, safe pedestrian activity at night, as well as provide aesthetic appeal.

11. Lighting should be appropriately designed for the function of the space (i.e. the light fitting and lamp will differ depending on whether the type and nature of the public realm element).

12. Light posts should wherever possible be scaled to the pedestrian.

13. Design development lighting to have a minimal effect on neighbours and the night scale. Careful consideration should be given to lighting location, scale and lumen strength.

14. Edges of parks and public plazas should be well lit helping to define and identify the interior space.

15. Illuminate public facility buildings and building entrances to increase safety and security of these facilities, as well as to identify these buildings as places of prominence

16. Ensure public transport facilities (e.g. bus stop and taxi rank) are well lit so that users of these services feel secure.

17. Reduce energy consumption by opting for energy saving light fittings timing of lighting levels and solar power for public realm lighting.

3.4.5. Signage

The successful performance of signage depends on the placement, the designed graphic and the material used. Signage should be:

1. Part of a coordinated system of way-finding that uses the same style of graphics throughout the development

2. Consistent, integral and complementary to the character of the public realm.

3. Incorporated with buildings or with landscape elements (e.g. lighting, rubbish bins) so as to not clutter the public realm.

4. Be simple, legible, part of a family and easy to understand

3.4.6. Stormwater management

Water sensitive urban design is an approach which seeks to ensure that development in urban areas is holistically planned, designed, constructed and maintained so as to reduce negative impacts on the natural water cycle and protect aquatic ecosystems.

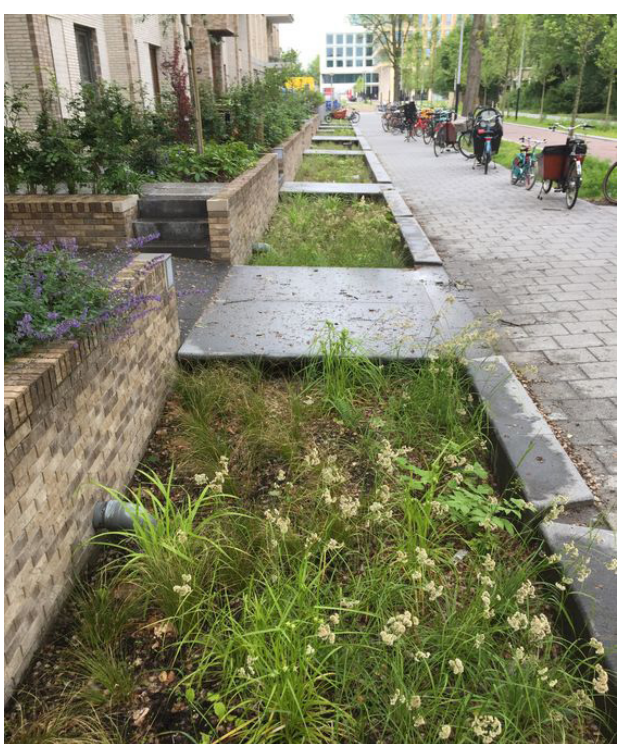
Sustainable drainage systems (SUDS) are designed to manage stormwater locally (close to source), to mimic natural drainage and encourage its infiltration, attenuation and passive treatment.

Undesirable impacts associated with stormwater runoff from developed areas can be minimized by introducing water sensitive urban design guidelines to development planning and stormwater:

1. Design sustainable urban drainage systems (SUDs) into the street section and create a linear system to avoid large attenuation and detention ponds which sterilise large pieces of developable land.

2. Rainwater harvesting and grey water systems should be integrated into the development design. Rainwater from roofs and grey water from non-toilet plumbing systems can be used for irrigation, laundry and toilet flushing. Sufficient budget should be assigned in the Development Maintenance Plan for the long term upkeep of these systems.

3. To avoid excess run-off from hard landscaped areas permeable paving may be used where appropriate. The maintenance and up keep of permeable paving is essential for its functionality. Sufficient budget should be assigned in the Development Maintenance Plan.



3.4.7. Utility Areas

Washing lines and refuse bins can negatively impact the public realm of a development if not designed and located appropriately. While not a glamorous element to a functioning development, these elements are necessary and their design has a large impact. Although different in nature refuse and washing hanging areas have similar guidelines:

1. Provide smaller more frequent areas for refuse and hanging washing to minimise their visual impact. Associate these areas with each development block or small group of buildings to increase security and accessibility. Should washing lines be included on balconies it should be screened from sight from the street or public space.

2. Create visual screening to mitigate visual impact of utility areas.

3. Located utility areas in safe, accessible locations closed to buildings rather than in secluded areas of the site. Use courtyards areas where possible.

4. Provide access control to utility areas to minimise vandalism and security issues.

5. Where possible provide screened, washing hanging areas on building roofs.

6. Rainwater storage tanks should be visually screened and located on roofs or next to buildings.

4. CHECK LIST

The 10 essential ingredients and associated design guidelines have been summarised to provide project teams with an accessible checklist to guide decision making and provide a useful resource for project discussions, meetings and project reviews.

General Guidelines

Location

- ☐ Locate developments within nodes, restructuring, densification intensification zones
- ☐ Locate developments close to daily needs

Maintenance and Management

- ☐ Formulate a long-term maintenance plan
- ☐ Ensure budget for maintenance is secured and aligned to the maintenance plan
- ☐ Include maintenance for public realm immediately abutting the site as part of the development costs.

Built Form Guidelines

Development blocks

- ☐ Promote maximum connectivity and flexibility through block layout that forms street grid
- ☐ Provide appropriately dimensioned development blocks, avoid oversized development blocks
- ☐ Ensure development blocks can accommodate a range of uses

Height and massing

- ☐ Ensure context appropriate building heights and massing
- ☐ Enhance and protect views by appropriately located buildings and appropriate massing
- ☐ Buildings should be a minimum of 2 storeys
- ☐ Balance distribution of density across the site
- ☐ Located taller buildings at points of gateway
- ☐ Define public space and structure routes with taller buildings
- ☐ Vary heights of buildings to mitigate monotony
- ☐ Maximise natural light through appropriate building heights

Land use

- Align development land use and activities with Municipal Zoning By-law
- Encourage mix use, especially in primary and secondary nodal areas
- Promote safety and activity with ground floor commercial
- Create extroverted development blocks relating to streets and open spaces
- Cluster complementary uses

Building placement and coverage

- Promote a courtyard / perimeter block typology
- Define public realm by locating buildings to the street edge of the property
- Located parking to the rear of the plot
- Maximize coverage by minimising at-grade parking requirements where possible
- Layer privacy
- Orientated buildings north to maximise natural light opportunities
- Promote accessibility and integration by ensuring a single building is not over 70m long

Interface and street frontage

- Locate building facades fronting onto the public realm
- Create visual connections between inside and outside
- Locate buildings entrances along the street front
- Provide ground floor unit access with direct access
- Demarcate public and private realm
- Provide protection from the elements to pedestrians
- Incorporate balconies to provide passive surveillance
- Articulate facades of long, large buildings

Security

- No gated developments or complex
- Address security at an internal superblock or building level
- Link security cameras to CCTV

- Create multiple entrance points to increase connectivity.
- Minimise perimeter fences

Development Aesthetics

- Use a consistent, muted colour scheme with a minimum of 2 colours and textures
- Vary and articulate building facade
- Comply with council adopted policies and by-laws
- Avoid visual dominance of solar panels
- Minimise impact of security features

Public Realm Guidelines

Streets and Spaces

- Provide a series of functional, open spaces
- Locate open spaces at accessible places where they are overlooked, defined
- Activate open spaces
- Cluster activities with a public nature with spaces and along structuring routes
- Provide an integrated movement network
- Design streets and spaces to be multi-functional
- Create visually unified developments using landscape elements
- Provide sidewalks with a minimum width of 2m
- Provide pedestrian lighting on all streets and spaces
- Create recreational areas on roofs on high density sites

Parking

- Minimise the impact of parking and vehicles
- Accommodate parking within multi-functional, landscaped parking courts
- Balance development needs
- Motivate for reducing parking ratios
- Locate parking to the back of properties away from streets and spaces
- Integrate landscaping with parking areas and streets

Hard and soft Landscaping

- Use robust and functional materials
- Use hard landscaping as traffic calming measures
- Plant indigenous / water wise trees
- Plant indigenous / water wise trees
- Improve place-making aesthetics with landscaping

Lighting and Furniture

- Implement robust street furniture, built into the public realm
- Locate street furniture in consistent, well-defined zones
- Ensure sufficient, people scaled lighting in public spaces and places
- Integrate lighting into public realm design
- Illuminate key buildings and entrances
- Reduce energy consumption
- Provide a well coordinated way-finding system with a family of signage

Stormwater management

- Integrated SUDs into the street section
- Harvest rainwater and grey-water
- Make use of well-maintained permeable paving if appropriate

Utility Areas

- Provide smaller more frequent areas for refuse and hanging washing
- Create visual screening to mitigate visual impact of utility areas.
- Located utility areas in safe, accessible locations closed to building
- Provide access control to utility areas