



URBAN DESIGN

FROM HURDLE TO HELP

Napier NZPI Conference, 4 April 2019

Wayne Bredemeijer

Urbanismplus

Hurdle

- Another box to tick
- Confusing, inconsistent
- Expensive or unfeasible
- Not related to RMA issues
- Contradicting Council policy

Help

- Process
- Priorities

Process

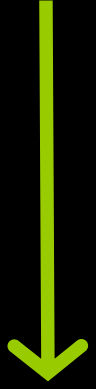
- Integration with planners, other specialists
- Refer to urban design policy and guidelines
- Clear language
- Encourage site and context study
- Pre-application input
- Know public and private sectors
- Hands-on design advice, viable alternatives

Priorities

- Most strategic to least strategic
- Responding to imperatives and development drivers

Most strategic to least strategic

1. Right activity, right intensity, for this location
2. Contribution to urban structure
3. Bulk and location effects on public realm
4. Bulk and location effects on private neighbours
5. Activation of public realm
6. Internal amenity
7. Design aesthetics



Imperatives and drivers

- Affordability
- Commercial viability
- Intensification
- Supporting centres
- Supporting PT
- Technical constraints, e.g. landform, hydrology, ecology, traffic, etc.

EXAMPLES OF IMPERFECTION

EXAMPLES OF PERFECTION

For the sake of affordability

 Units with poor public realm interface

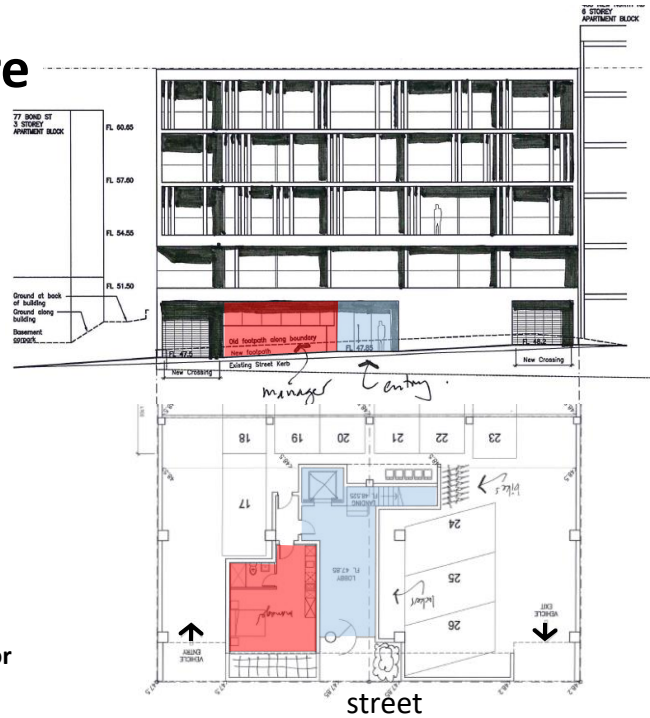


Mixed-use
won't fly
here

Before

Street
elevation

Ground floor
plan



Mixed-use
won't fly
here



After

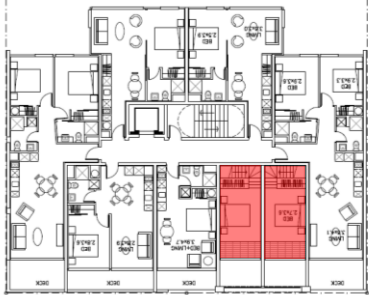
Street
elevation

Ground floor
plan



**Street
elevation**

First floor plan



street

The figure consists of two aerial photographs of a coastal area. The top photograph shows a wide view of a green field and a road, with a red dashed line indicating a boundary. The bottom photograph is a closer view of the same area, showing a red dashed line and a yellow dashed line, with a red arrow pointing to a specific location.

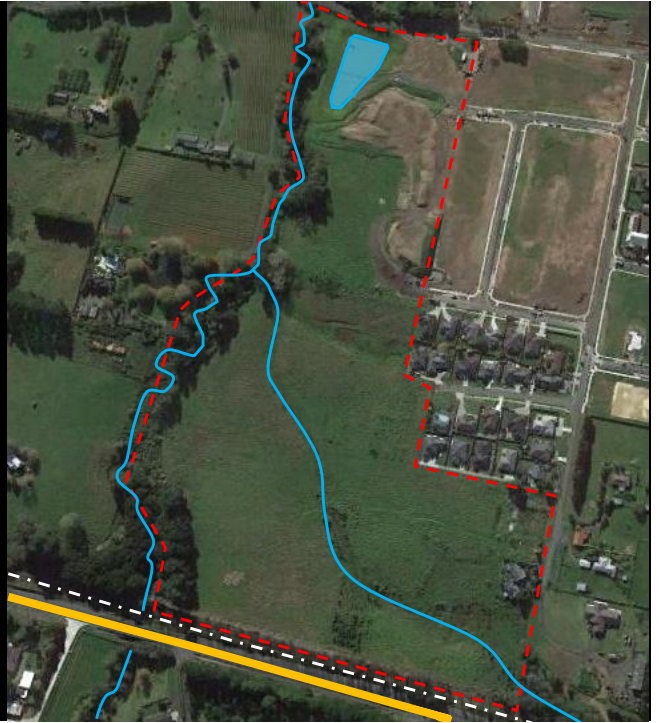
Informed
by the
landform



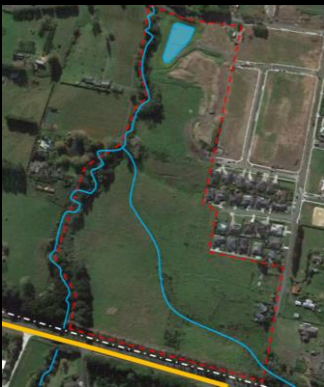
Informed
by the
landform



Hydrology happens



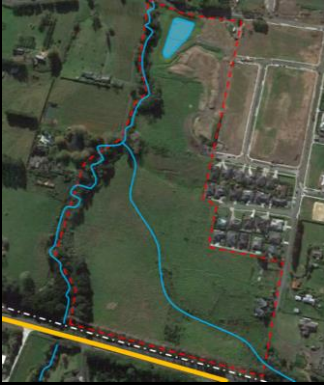
Hydrology happens



Before



Hydrology happens



After



No way



No way



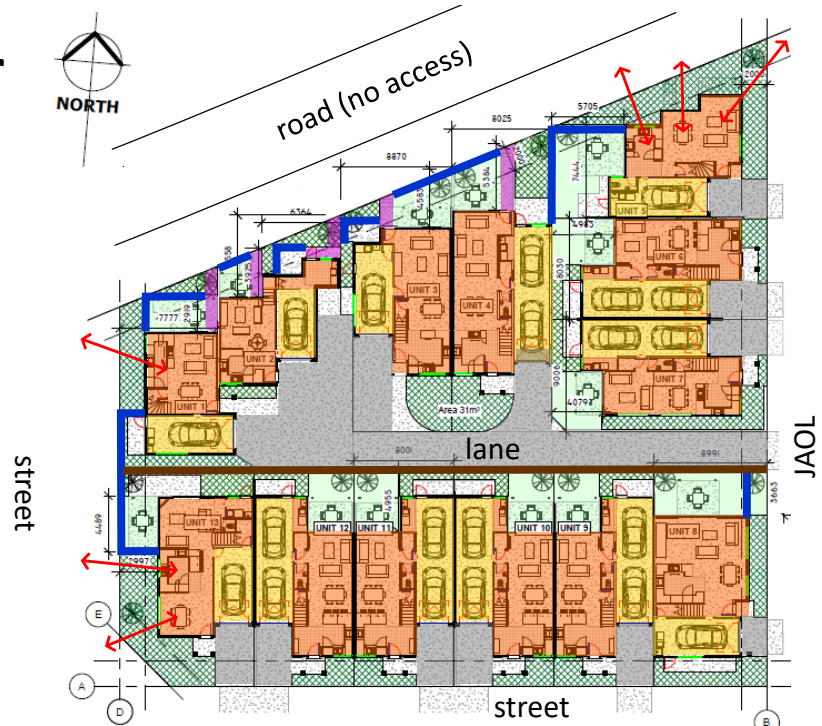
No way

Before



No way

After



Conclusions

- Know your place and scope
- Get hands-on, back up criticism with viable alternatives
- Major on the majors, minor on the minors
- Balance urban design outcomes with higher-order drivers