What Makes a Village?

- **#** What is a Village and what makes it different from other places?
- ₩ Why do some village-type areas exude charm and a sense of place?
- **36** What is it about some villages that make people want to work, shop, live and play there?



Village Elements

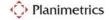
- 1. Configuration
- 2. Use
- 3. Streetscape Design
- 4. Building Design
- 5. Vehicular Configuration
- 6. Infrastructure Systems
- 7. Qualitative Considerations



Planimetrics

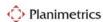
1. Configuration

- Location A village should be centrally located at or near the intersection of major roads
- b. Size Villages work best when they are "pedestrian-friendly". People are prepared and willing to walk when destinations are nearby, which for most people is about 1/4 of a mile.
- **c. Market Support** A village needs to be supported by the market both in terms of sales, investment, and opportunity.
- Traffic Traffic volumes and speeds need to support but not overwhelm the village.



2. Appropriate Uses

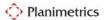
- a. **Critical Mass** There must be a critical mass of uses to create a focal point of activity.
- **Intensity** A village needs an appropriate intensity of uses to create a dynamic environment.
- c. Variety There must be a variety of uses in a pedestrian scale, including but not limited to:
 - Shopping, restaurants, offices
 - Residential
 - Recreational
- d. Complementary There must also be complementary activities
 - Social
 - Cultural
 - Civic



3. Streetscape Design

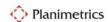
- Pedestrian Friendly All parts of a village must contribute to creating a pedestrian friendly environment.
- b. Building-Street Relationship The buildings must be oriented to the sidewalk, rather than the street or the parking lot. A village should have as continuous a façade as possible along the street to maintain the rhythm of the streetscape.
- Focal Point A village should contain a compact core area as a focal point

 a discernable center or core of higher intensity mixed uses, surrounded
 by lower intensity uses such as residential and/or open space.
- d. Streetscape Amenities Streetscape amenities help promote the village as a place to congregate and include:
 - street trees / planters / benches / lighting
 - display windows / outdoor dining / awnings/canopies



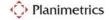
4. Building Design

- Scale and Design Building scale and design must be appropriate for the Village setting.
- b. Materials and Details Building materials and designs must be:
 - harmonious
 - complement the streetscape
 - inviting with interesting windows, welcoming entrances and sidewalk activities such as dining areas or sidewalk displays.
- c. Variations on a Basic Form A variety of basic patterns should be encouraged to prevent sameness in the village and to promote visual interest.



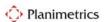
5. Vehicular Configuration

- Interconnected Street Systems Through streets and a hierarchy of street users, placing the pedestrian at the top of the hierarchy.
- **b. On-Street Parking** Ample parking, both visible on the street and coordinated to the rear of buildings, is important for villages.
- c. Rear Parking/Service Areas Deliveries and the bulk of the parking should occur at the rear of buildings. Shared parking strategies should be used to place the parking in the rear.
- d. Parking Standards A village must have enough, but not too much, parking for the activities conducted there.



6. Infrastructure Systems

- a. Utilities Adequate infrastructure is needed to support the village. Water, sewer, cable, telephone must be available to all property owners and tenants.
- **b. Transit Linkages** Bus, rail, bicycles, ride-sharing and other forms of transit and transportation should be integrated into the village core.



7. Qualitative Considerations

- **a. Personality** Successful village areas also have a strong personality a unique "sense of place".
- **b. Organization** Successful villages often have organizations that help to coordinate activities and maintain the public-private partnership that is critical for the long term success of the Village.

