

University of British Columbia

MASTER OF URBAN DESIGN PROGRAM

UD 502 Studio - *Design of the Urban Region.*

ASSIGNMENT 4: DETAIL DESIGN PROTOTYPES

Review dates: Refer to course calendar

OVERVIEW

Each of you now get to choose an urban design project to execute at a site from within your quadrant to develop in detail. . We are thinking of these as prototypes to be deployed with variations widely throughout the city and in conformance with your assignment 3 master plans. The choice of blocks is broadly up to you as long as your design prototypes solve for affordability as well as make specific reference to one of the following

:

- 1) commercial/jobs/housing mixed use prototypes,
- 2) inserting medium density (30 - 50 du per acre) compatibly into neighbourhoods with minimum lot assembly,
- 3) green infrastructure and multi modal movement, creation of viable local neighbourhood social centres.

Choose at least one of the three issues as the secondary focus (after affordability) of concern while not ignoring the other two.

Minimum requirements.

1. Detailed site plan for at least a 20 acre area (4 standard urban blocks) that would show buildings and explain land uses and tenancies,
2. Axonometric view using elements DB or carefully detailed shape files to place buildings including indications of streets, street trees, etc.
3. At least one ground level perspective view including buildings, greenery and entourage.
4. A project proforma for at least one of your buildings as per your learning in UD 501.

Issues that may also be addressed. These are given as examples.

1. Commercial/jobs/housing mixed use prototypes. This is about exploring prototypes for tighter integration of jobs, commerce and housing in a presently more single use context. It suggests altered building types and activity trajectories within the neighbourhood.
2. Housing fabric retrofit for affordability. This is about understanding the affordability challenges and fashioning proposals that accommodate the constrained financial circumstances we have discussed and the difficult issue of fair access to urban land - an issue that plagues the world.
3. Inserting medium density (30 - sdu per acre) compatibly into neighbourhoods with minimum lot assembly. An issue here and in many parts of the world is how to add substantial density in a way that is respectful of the existing sense of place. It can be done. It's not always easy.
4. Green infrastructure and multi modal movement, creation of viable local neighbourhood social centres. This is largely an issue of school sites, streets and rear lanes. Your focus area can be a few blocks but the presumption is that your prototype would cover the whole study area and beyond.

Choosing your site.

You may choose a site anywhere within your area. The Gentle Infill design charrette (<http://sensitiveinfill.blogspot.com/>) provides a good model. You might look at that project to see what that group felt to be a reasonable strategy to deploy over the 50 year planning horizon of this investigation.

Learning Objectives: To give you an idea of what we consider important for this exercise we provide the learning objectives that will become the basis for your final grade.

Learning objective 1: To understand the connection between urban design scale moves and human scale details. 10%

Learning objective 2: To understand how urban designers can respond to and establish a sense of place. 10%

Learning objective 3: To understand the issues of urban land affordability and associated issues of social equity. 30%

Learning objective 5: To demonstrate your competence with the Elements tool. 10%

Learning objective 4: To demonstrate your ability to work with the basic kit of parts of urban design.

- a. Public private space shaping. 5%
- b. Social relationships between private realm and the public realm. 5%
- c. Use of buildings to shape volumetric spaces. 5%
- d. Understanding buildings and districts as responsive to changing demographics and resilient with regard to this and other changes. 5%

Learning objective 5: To demonstrate basic competence in depicting urban design proposals graphically and in text. 20%

Requirement A (due date in calendar)

A **100 word proposal and site diagram** for review and approval. Proposal should tell me what your primary objective(s) are and your first impressions in a sketch or diagram of how you would accomplish this. I suggest that it be in the form of a diagram to scale on trace to overlay on a map. You can print your own maps or sections of maps at the same scale at:

http://www.sxd.sala.ubc.ca/9_resources/gvrd_mosaic/gvrd_mosaic.htm. **Submit as a one page .pdf.**

Final submission requirement B (due date in calendar)

1. **Final edited four page spread submitted electronically** as Illustrator file to Niloo and as .pdf to Patrick for review.. The one four page spread must include at least **one plan, one axonometric view, one section/elevation and one street level perspective view with entourage**.Diagrams may be helpful.
2. You will be required to demonstrate your facility with **elements DB or equivalent 3D modeling tool**, and include basic statistics (FSR, unit count, total common space, total habitable space, etc) for your design as part of your text. Summarize unit sizes and give an indication of the demographic mix (families, with children, couples, elderly, etc)
3. For one of your more important buildings provide a project proforma as in UD 501 indicating level of affordability achieved.
4. Provide a **location key** indicating where your project is located on your site.
5. All illustrations include **50 to 100 word descriptive captions**.
6. **A 300-500 word description of your idea** that explains the concept and how it meets the objectives alluded to in the learning objectives above.
7. Check out work of previous studio for examples of how these pages should look at <https://docs.google.com/file/d/0B0WWDVvOPcoVWVoYnhPTnlnR0k/edit?resourcekey=0-bZPPQ5PY1-7PD0NolX1MIA>