Tonight:

- Introductions
- Project Overview
- Architecture 101
- Urban Design 101
- Discussion
Design Guidelines for Downtown Dover

- Developing a resource document
- Address Missing Middle Housing
- Potential exists to update land use regulations
- Will require outreach and engagement
Outreach

- Media – Print, Digital, Social
- Meeting with Planning Board
- Stakeholder Interviews
- Visual Preference Survey
  - In person and online
- Community Forum
Elements of Buildings
that Impact a City

- **Height** – The vertical dimension of a building.
- **Form** – The shape and organization of building volumes.
- **Mass** – The general volume and size of a building.
- **Scale** – The size relationships between building elements and how they relate to the street experience.
Height
Form
Mass
Scale
Districts of Dover

- TOD (transportation oriented design)
- Gateway
- Residential
- Commercial
- Mixed
## Permitted Uses

### Permitted Uses - Central Business District

<table>
<thead>
<tr>
<th>Uses</th>
<th>General</th>
<th>Mixed Use</th>
<th>Residential</th>
<th>Downtown Gateway</th>
<th>TOD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential</td>
<td>Permitted, but not on ground floor, except in an existing use</td>
<td>Permitted, but not on ground floor except in existing structures</td>
<td>Permitted</td>
<td>Permitted, buildings of four or more units on ground floor allowed only if Architectural Standards are followed.</td>
<td>Permitted but not on ground floor, except as an existing use.</td>
</tr>
<tr>
<td>Lodging</td>
<td>Permitted</td>
<td>Permitted, up to 12 rooms w/stays up to 14 days</td>
<td>Permitted, up to 12 rooms w/stays up to 14 days</td>
<td>Permitted, up to 12 rooms, 13+ rooms if Arch Standards followed.</td>
<td>Permitted</td>
</tr>
<tr>
<td>Professional Services &amp; Offices</td>
<td>Permitted</td>
<td>Permitted</td>
<td>Via CUP</td>
<td>Permitted</td>
<td>Permitted</td>
</tr>
<tr>
<td>Eating and Drinking Establishments</td>
<td>Permitted</td>
<td>Not Permitted</td>
<td>Not Permitted</td>
<td>Permitted</td>
<td>Permitted</td>
</tr>
<tr>
<td>Retail/ Personal Services</td>
<td>Permitted</td>
<td>Permitted</td>
<td>Via CUP</td>
<td>Permitted</td>
<td>Permitted</td>
</tr>
<tr>
<td>Industrial</td>
<td>Not Permitted</td>
<td>Not Permitted</td>
<td>Not Permitted</td>
<td>Permitted on Broadway via CUP</td>
<td>Not Permitted</td>
</tr>
<tr>
<td>Civic</td>
<td>Permitted</td>
<td>Permitted</td>
<td>Permitted</td>
<td>Permitted</td>
<td>Permitted</td>
</tr>
<tr>
<td>Other</td>
<td>Via CUP</td>
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<td>Via CUP</td>
<td>Via CUP</td>
</tr>
</tbody>
</table>

*For Conditional Use Permit (CUP) criteria see section 170-20 B*
General

- Anything commercial or mixed
- Residential upper floors only
- New construction should reflect heritage of Dover
- Public space has importance
Mixed Use

- Large Victorian structures from mill era of Dover
- Commercial conversions, some remaining residential
- Public and private landscaping has importance
Residential
Residential

- Small scale housing
- New construction should maintain scale and placement
Downtown Gateway

- Transitionary between low and high development
- Some residential, typically above first floor
- Low height commercial
Transit Oriented Design (TOD)

- Repurposing existing rail line for transportation
- Intended to be high density, residential above commercial and retail
Roof Types

- Flat
- Gable
- Hip
- Mansard
- Gambrel
Dormers/Canopies

Porch

Entry canopy

Canvas canopy

Shed dormer

Gable dormers

Mansard window
Glazing and Fenestration

Double hung

Picture

Double hung inside picture

Curtain wall

Storefront
Doors and Entries
Doors and Entries
Steps and Setbacks
Trim – Heads/Sills/Bands
Secondary Details

- Objects which reduce scale
  - Signage
  - Brackets
  - Lights
Material Types

- Painted clapboard
- Stone
- Brick
- Metal panel
- Painted brick
Corners
Streetscape

Private yard

Urban edge

Public plaza

Street furniture
Streetscapes
Streetscapes
Urban Design – Why is it Important?

- Urban design that considers the quality, functionality and sustainability of the urban fabric, contributes to the livability and quality of life of Dover.

- A beautiful, diverse, and sustainable city encourages thriving neighborhoods, commercial districts, healthy housing development, and the growth of educational and cultural institutions.
Urban Design – What is the Benefit?

- Approval Agencies
  Provide a framework with which assess and approve projects. Ensures best practices and creates the link between Dover’s vision and implementation.

- Developers and Designers
  Creates a framework for design and sets expectations. Gives certainty of investment and provides consistency. Establish an accountable and transparent process for urban design.

- Land Owners
  Ensure quality of surrounding development and property values.

- Community
  Ensures an aesthetically pleasing, safe and equitable public realm.
Urban Design – What is it About?

- Building Social Capital
- Character – Context sensitive
- Connectivity & Development Patterns
- Walkability
- Traffic/parking
- Safety
- Green Infrastructure
- Street Furniture
- Way Finding
- Sustainable Site Design
WHAT MAKES A GREAT PLACE?

PLACE

ACCESS & LINKAGES

COMFORT & IMAGE

USES & ACTIVITIES

SOCIABILITY

KEY ATTRIBUTES
INTANGIBLES
MEASUREMENTS

STREET LIFE
EVENING USE
PODOCIDUS
FRIENDLY
INTERACTIVE
WELCOMING

CONTINUITY
PROXIMITY
CONNECTED
READABLE
WALKABLE
CONFIDENT
ACCESSIBLE

TRANSIT USAGE
WALKING PATHS
PARKING lodge
ATTRACTION
CHARMING
SPIRITUAL
SUSTAINABLE
GREEN
SAFETY
CLEAN
SITTABLE
POLICING
CRIME STATISTICS

PROJECT FOR PUBLIC SPACES
Recognize and Respond to Urban Patterns

- Enhance existing land use.
- Enhance the fabric of streets, sidewalks, alleys, and open space.
- Create mid-block alleys and or plazas and courtyards that connect to other streets to reduce scale of large blocks.
Urban Design - Objective 2

Unify Relationship Between Buildings, Streets and Open Spaces

- Consider scale and massing of existing buildings to be compatible with context.

- Respect existing open spaces and green spaces. New open spaces should support existing.

- Consider impacts of new structures may have on microclimate of streetscape, open spaces and neighboring buildings.
Urban Design - Objective 3

Complement the Public Realm

- Encourage POPS –Privately Owned Public Spaces
- Minimize number of curb cuts to reduce impacts on pedestrian, bicycle traffic.
- Use landscaping, screening and other barriers to minimize pedestrian/vehicle conflicts
- Enhance existing green infrastructure.
- Maintain existing back-of-sidewalk edge with vertical elements where building façade does not exist.
Urban Design - Objective 4

- Respect and Protect Natural Elements and Systems
  - Design site elements to highlight natural features.
  - Use green infrastructure best practices to enhance health and well-being of people (clean air, water, shade) protect natural ecosystems and provide wildlife habitat.
Urban Design - Objective 5

Recognize and Enhance Unique Conditions

- Optimize design opportunities to recognize irregularities and unique settings or features.
- Celebrate identity of place
Urban Design - Objective 6

Create and/or Protect View Corridors

- Use massing, pathways and terminus elements to reinforce or create view corridors and visual connections.
Urban Design – Objective 7

- Support Public Art
Thank you

- Questions and Discussion