



NEXT GENERATION VISUALIZATION

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OVERVIEW

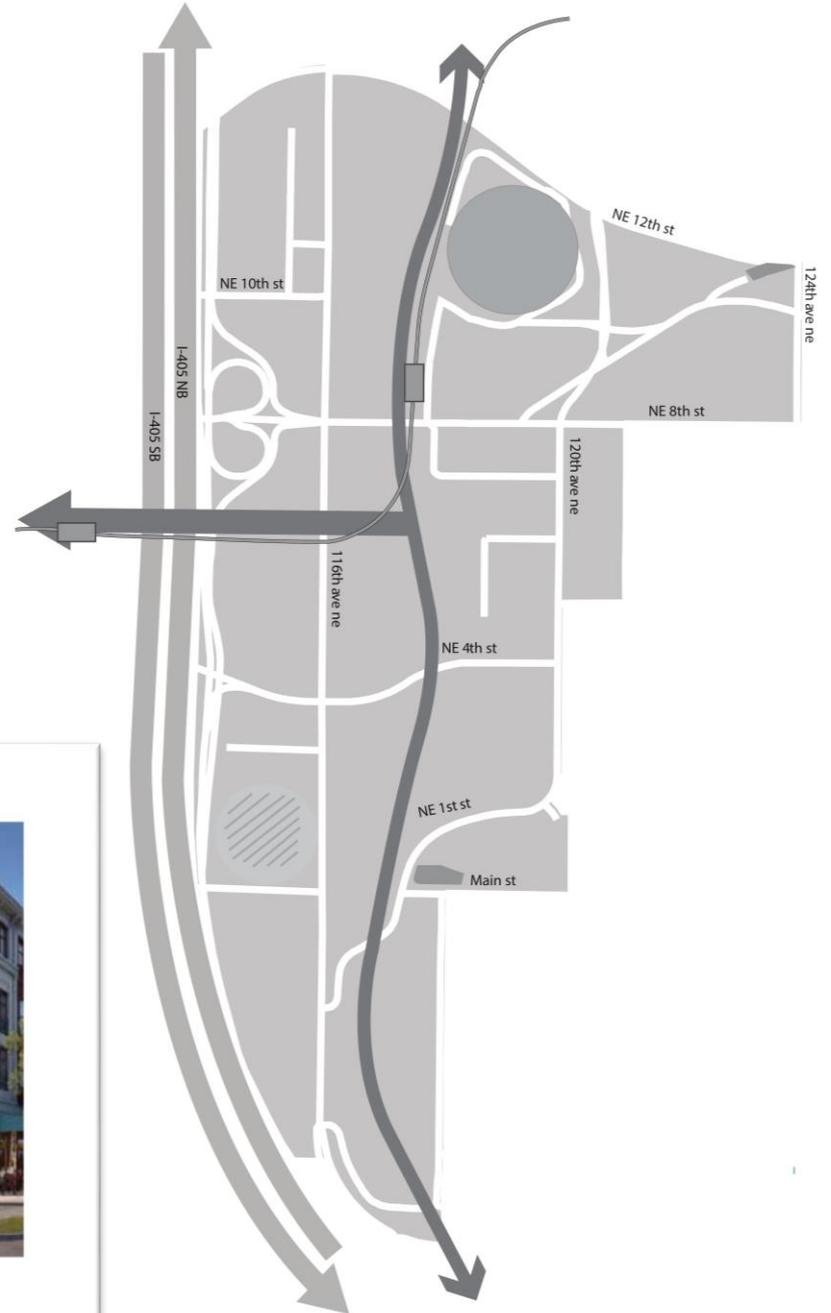
- Traditional methods of input and visualization
 - Individual preference surveys
 - Static models
 - Static renderings
- New methods of input and visualization
 - Engaging method of identifying precedents
 - Live computer modeling
 - Virtual Reality
 - Improving accessibility and storytelling



VISIONING - STANDARD PREFERENCE SURVEY

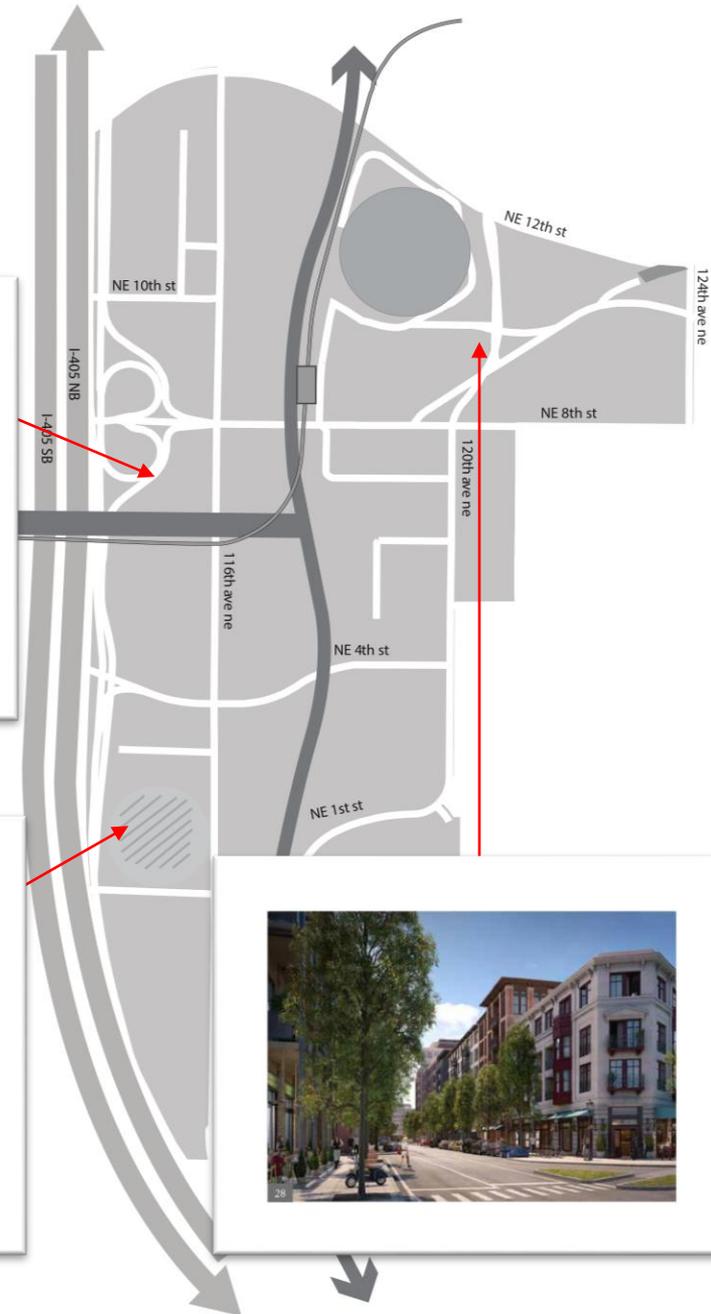
- Pose a question
 - Ex. *“What kind of character do you think a new urban neighborhood should have?”*
 - Answer: *“I would like to see a local coffee shop.”*
 - Character means different things to different people
 - Buildings
 - Businesses
 - Residential Types
 - Parks and Open Space
 - History, Culture, Heritage
- Limited examples provided
- Various interpretations of the question
- Doesn't encourage conversation or consideration of new ideas
- What do we want this place to feel like? What is the experience?

VISIONING

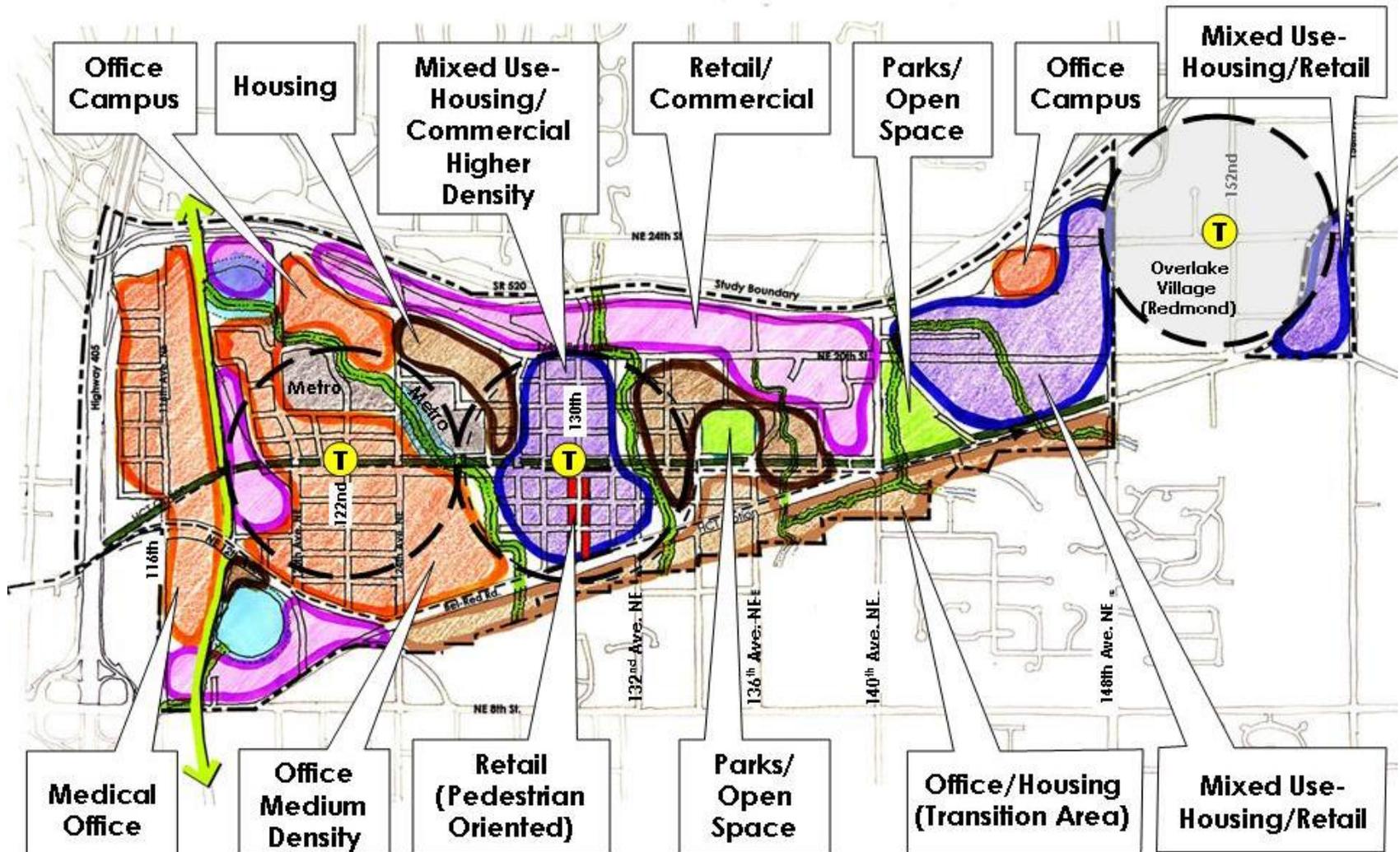


VISIONING

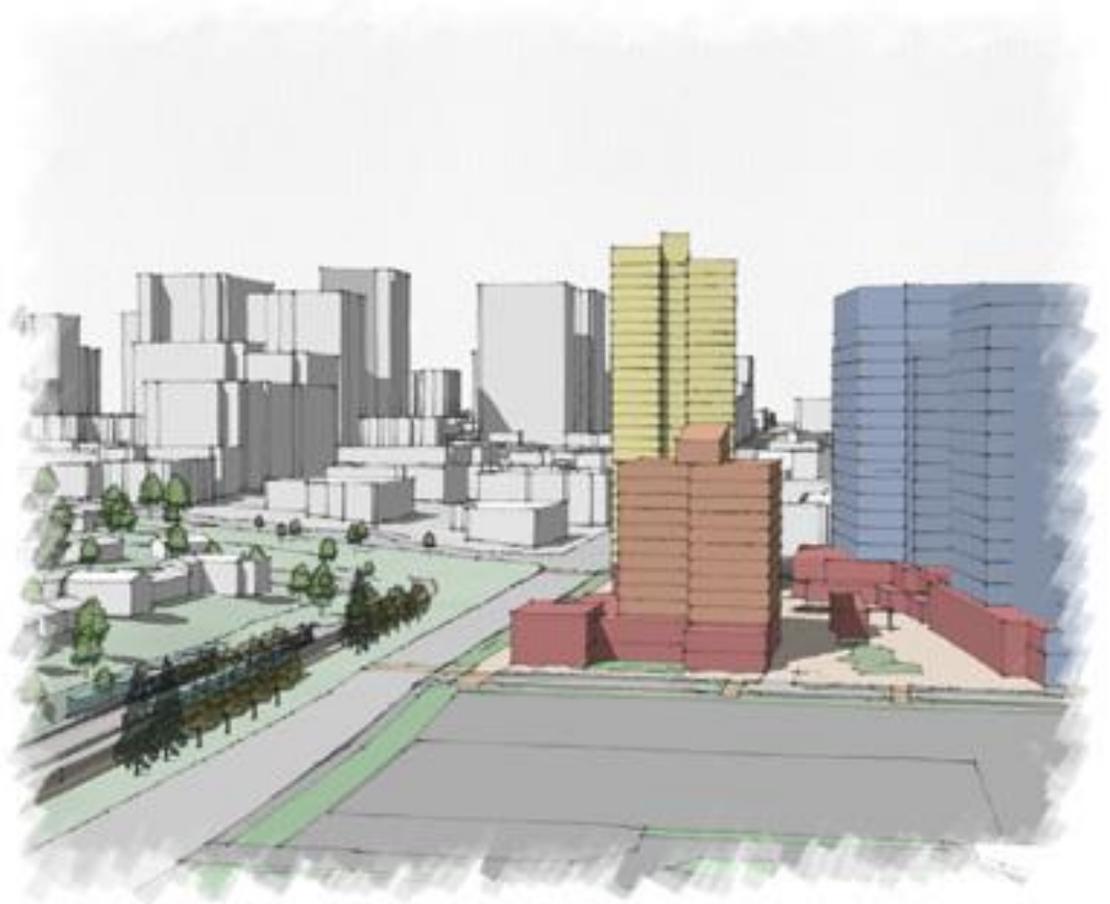
- Diversity in provocations
- Can consider context
- Invites a more nuanced discussion
- Exchange of ideas and emotional responses
- How do residents and stakeholders want a place to look and feel



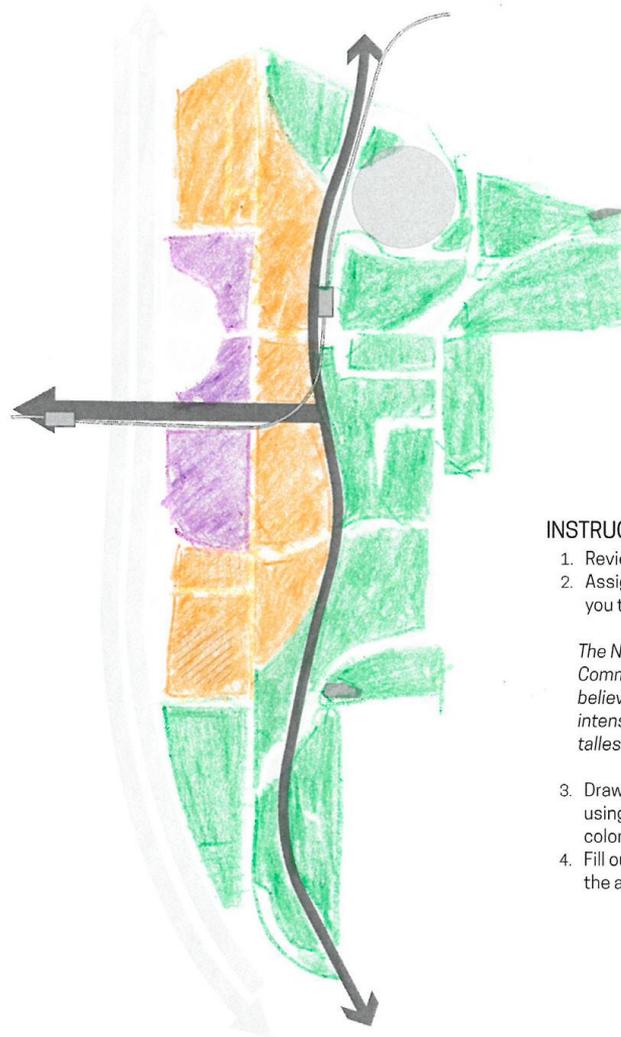
VISIONING – BUBBLE DIAGRAMS



VISIONING — STATIC MODELS/GRAPHICS



VISIONING

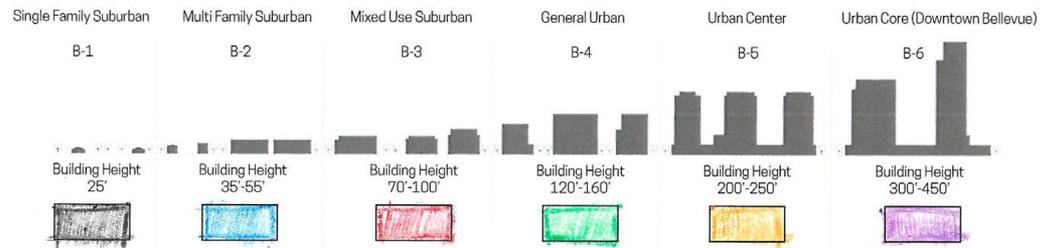


INSTRUCTIONS

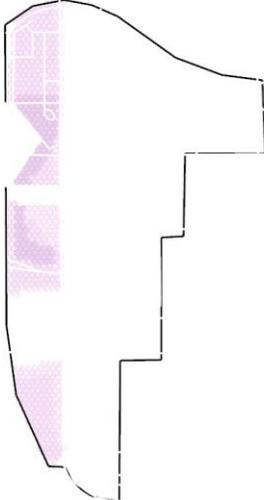
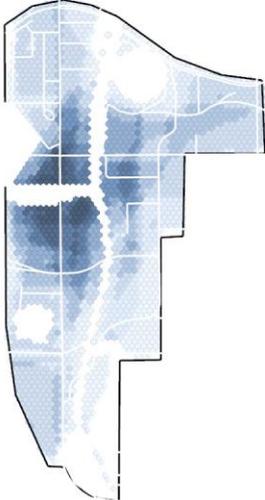
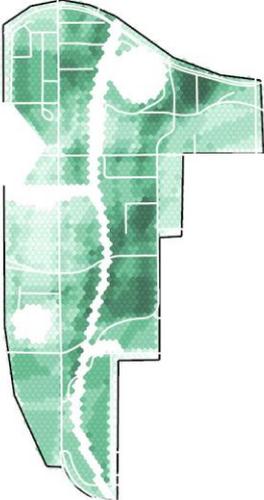
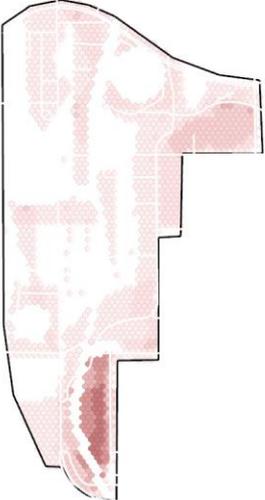
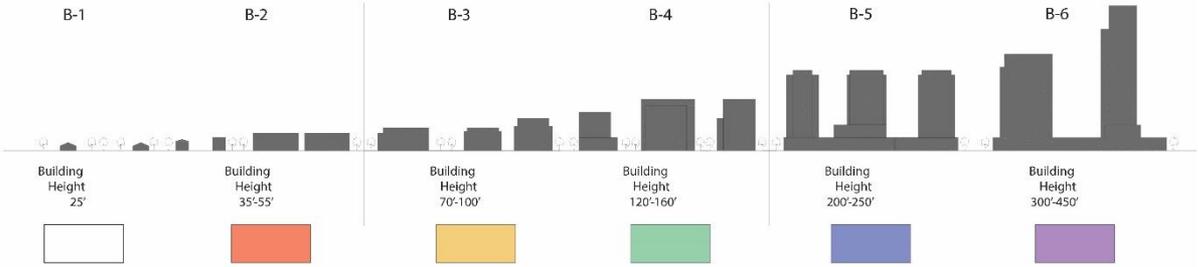
1. Review the Bellevue Urban transect diagram.
2. Assign a color to each environment (below) that you think should be in the Wilburton study area.

The Neighborhood Core for the Wilburton Commercial Area will reflect what you believe should be the highest density and intensity of uses (greatest mix of uses and tallest structures).

3. Draw the Neighborhood Core on the map using the corresponding color. Be sure to fill in colored area completely.
4. Fill out the rest of the map with the applicable colors.



VISIONING



STUDY AREA PARAMETERS (INPUT)

COMMON TOOLS

CONTEXT	VIEWS	DEV. ASSUMPTION	SCENARIO
<input checked="" type="radio"/> ON	<input checked="" type="radio"/> VIEW 1	<input checked="" type="radio"/> URBAN ENVELOPE	<input checked="" type="radio"/> NONE
<input type="radio"/> OFF	<input type="radio"/> VIEW 2	<input type="radio"/> HIGH	<input type="radio"/> EXISTING
	<input type="radio"/> VIEW 3	<input type="radio"/> MEDIUM	<input type="radio"/> SCENARIO A
		<input type="radio"/> LOW	<input type="radio"/> SCENARIO B
			<input type="radio"/> SCENARIO C

STREET NETWORK

EASEMENTS

ZONES

SHOW/HIDE ZONE COLORS

PARCEL PARAMETERS

FAR 6.3

MIN. PARCEL WIDTH 11.1 feet

LOWER SETBACKS

FRONT 5.0 feet

SIDE 5.0 feet

REAR 5.0 feet

UPPER SETBACKS

FRONT 5.0 feet

SIDE 5.0 feet

REAR 5.0 feet

HEIGHT 70.7 feet

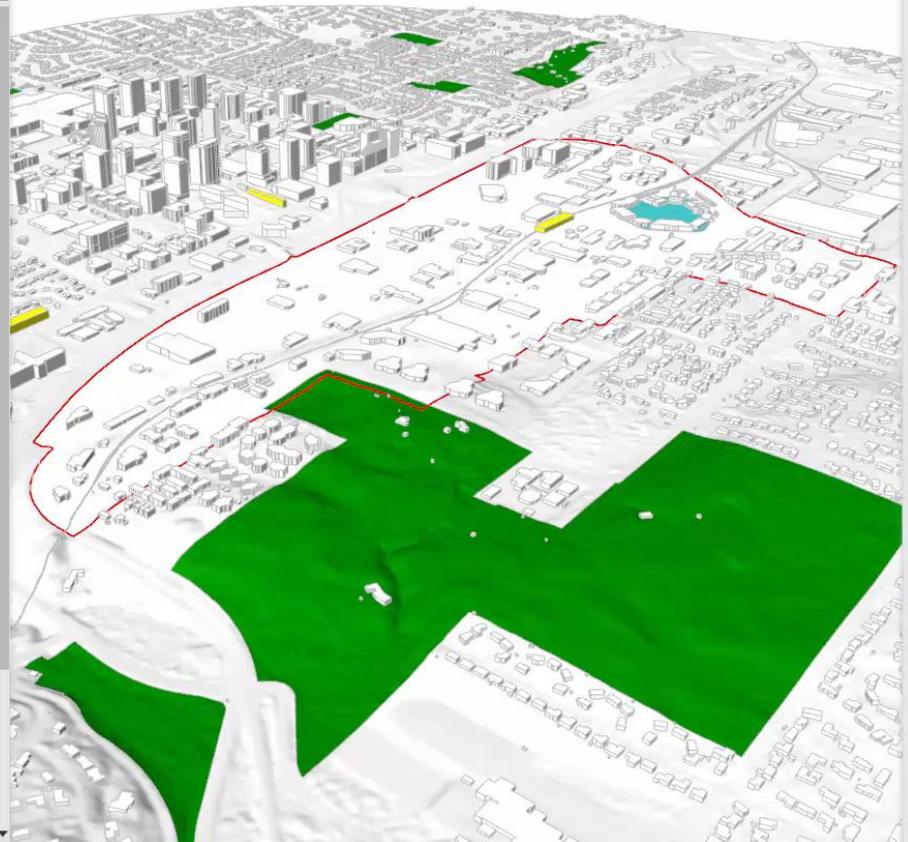
BUILDING PARAMETERS

BUILDING USE (OUT OF 100%)

RESIDENTIAL OFFICE HOTEL TOTAL: 100 %

PARKING (SPACES PER 1,000 SF)

RESIDENTIAL OFFICE HOTEL RETAIL



STUDY AREA METRICS (OUTPUT)

FILTERS

ZONES: All None X N/A N/A N/A N/A N/A N/A N/A N/A N/A

GENERAL METRICS

PROPERTY METRICS

ECONOMIC METRICS

PARKING METRICS

NATURAL SYSTEMS METRICS

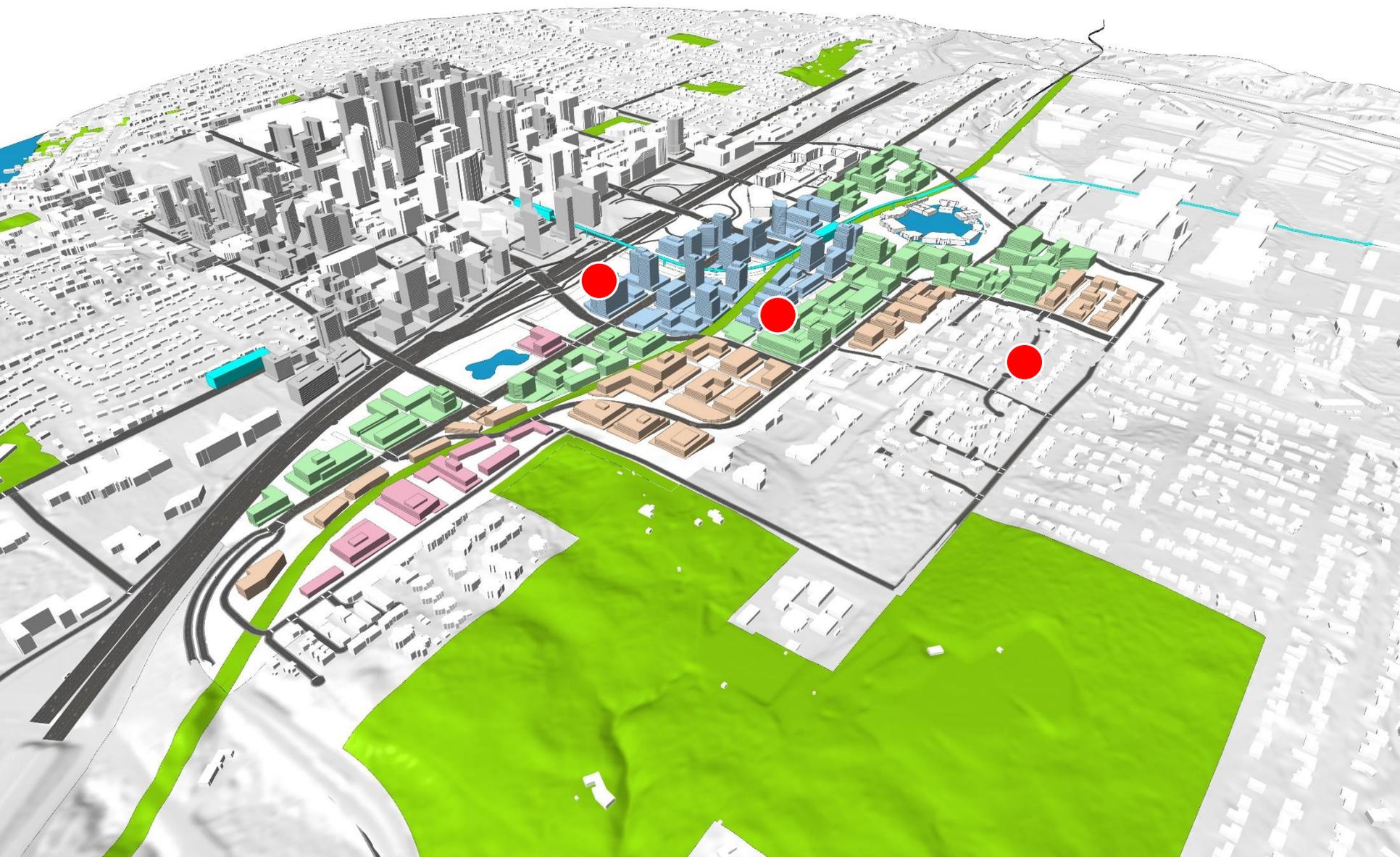


TABLE WORKSHOP

Buildings



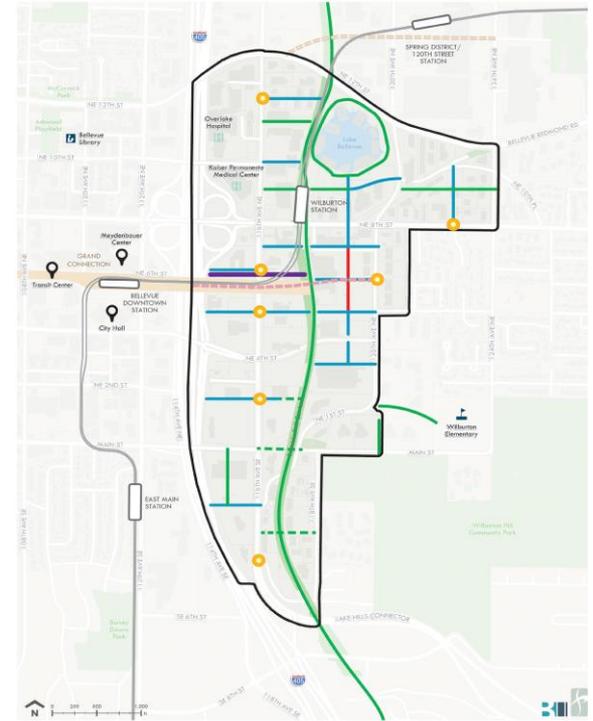
Priorities:

Parks & Open Space



Priorities:

Streets & Connectivity



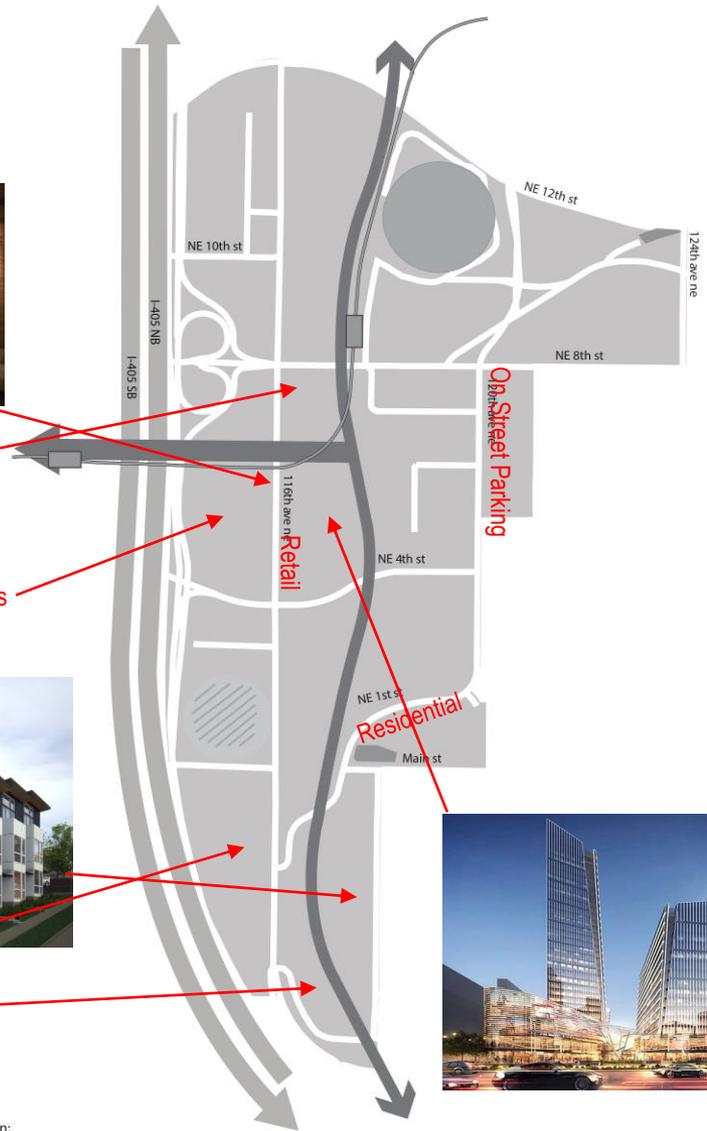
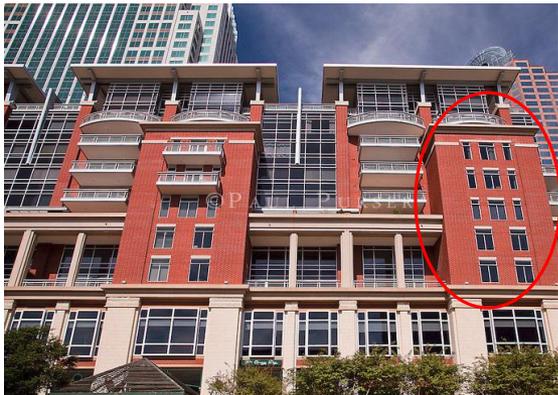
Priorities:

TABLE WORKSHOP





TABLE WORKSHOP



Priorities and Vision:

TABLE WORKSHOP

- Things to keep in mind
 - Not shopping for buildings, streets, parks
 - Find elements that you like
 - Look for things that provide an emotional response on how a place should, or shouldn't feel
 - How could that translate to a new urban neighborhood
 - Make notes
 - On the back of the cards
 - On the maps
- What will we do with this information
 - Compare it to prior exercises
 - Survey results



QUESTIONS?

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