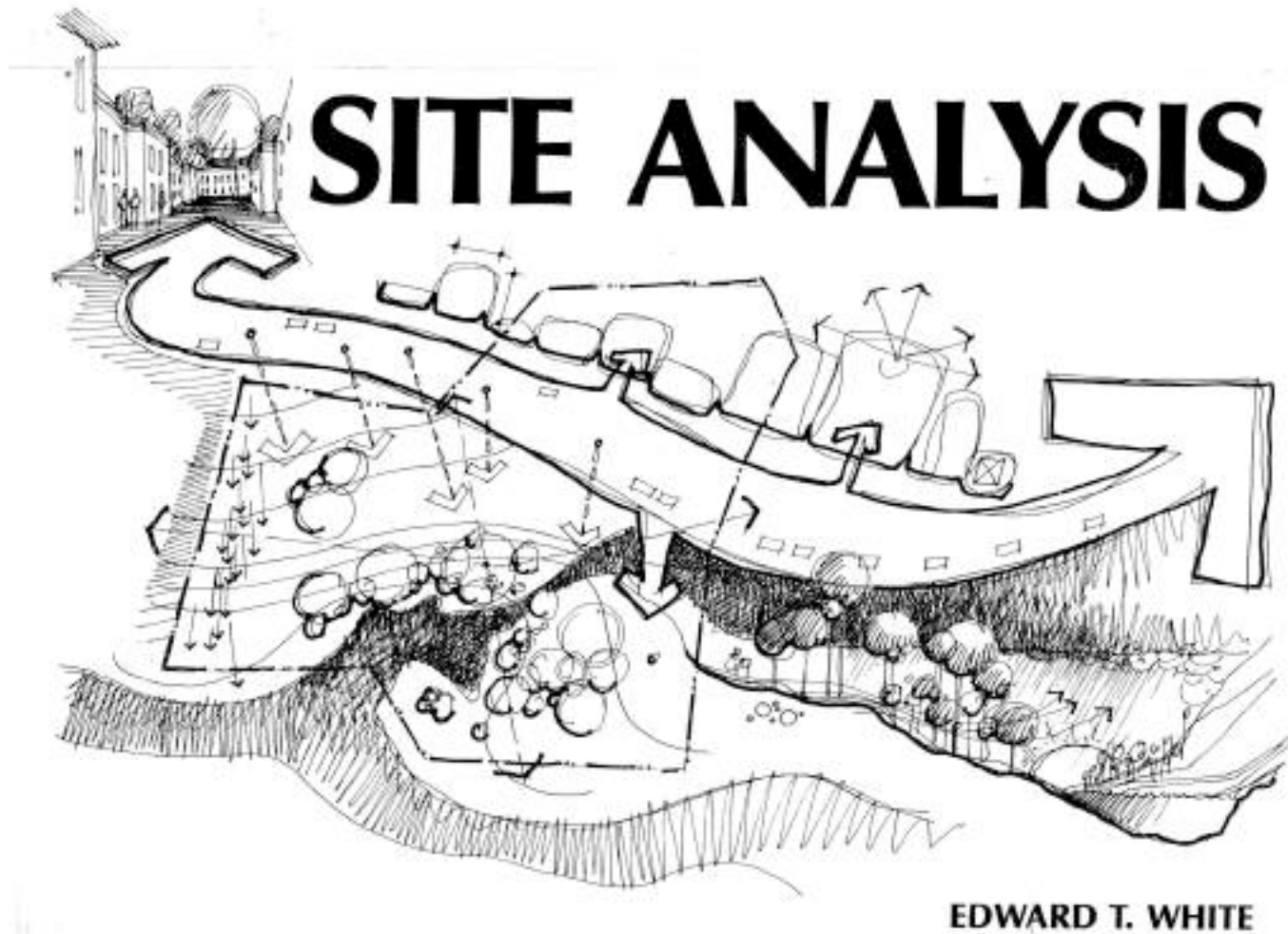
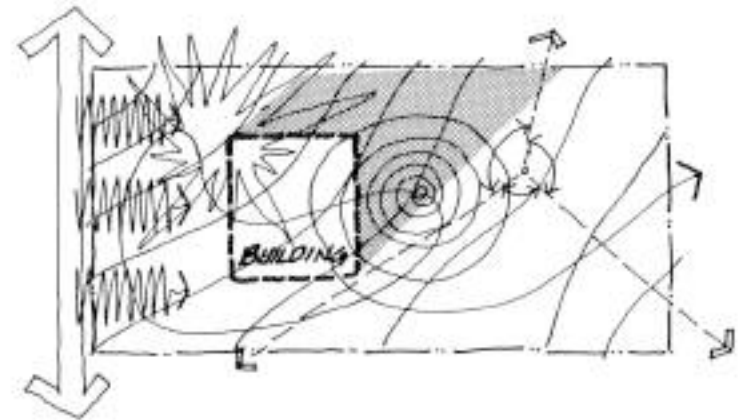
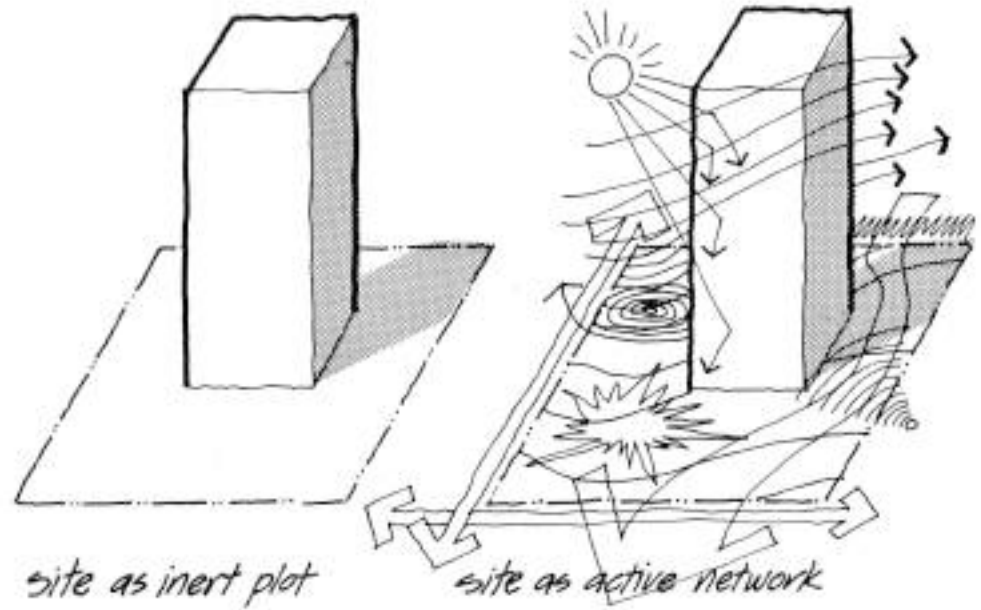


- A presentation of Edward T. White by Professor Welty



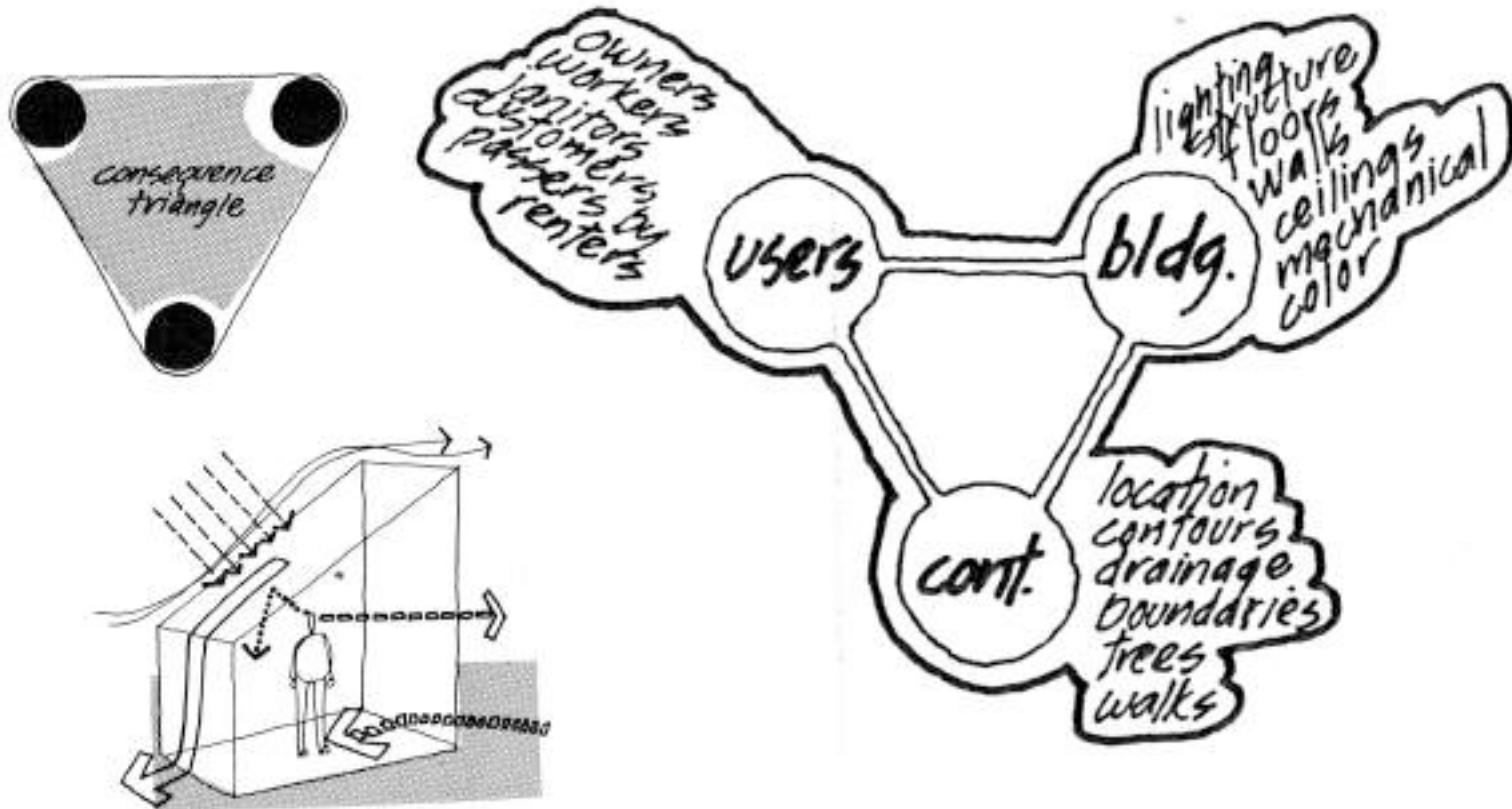
## Site Analysis

- Site As Active Networks



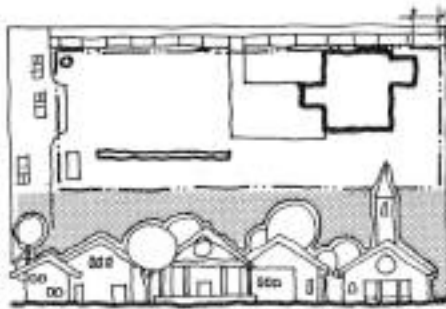
# Site Analysis

- Consequence Triangle

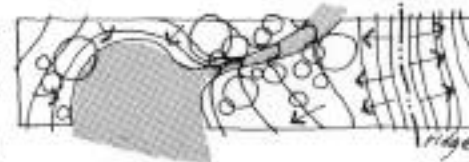


## Site Analysis

- Influences

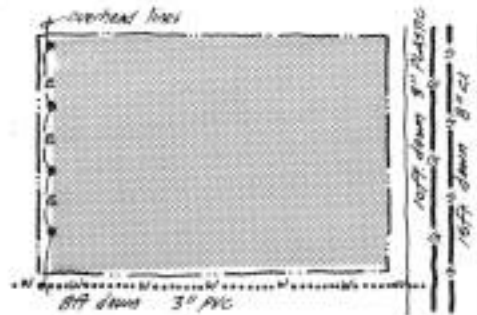
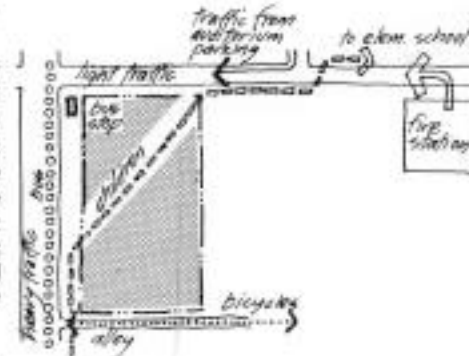


**NATURAL PHYSICAL FEATURES** Includes contours, drainage patterns, soil type and bearing capacity, trees, rocks, ridges, peaks, valleys, pools and ponds.



**MAN-MADE FEATURES** Documents on site conditions such as buildings, walls, drives, curb cuts, hydrants, power poles and paving patterns. Off site features may include characteristics of surrounding development such as scale, roof forms, fenestration patterns, setbacks, materials, colors, open spaces, visual axes, paving patterns, landscaping materials and patterns, porosity and assertiveness of wall forms and accessories and details.

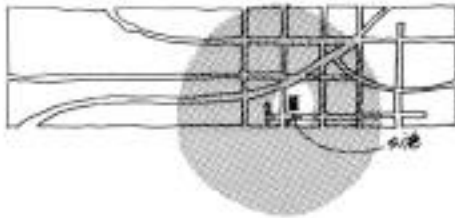
**CIRCULATION** Presents all vehicular and pedestrian movement patterns on and around the site. Data includes duration and peak loads for surrounding vehicular traffic and pedestrian movement, bus stops, site access edges, traffic generators, service truck access and intermittent traffic (parades, fire truck routes, concerts at nearby auditorium). Traffic analysis should include future projections insofar as they can be made.



**UTILITIES** This category deals with the type, capacity and location of all utilities on, adjacent to and near the site. Typical utility types include electricity, gas, sewer, water and telephone. Where utilities are some distance from the site, those dimensions should be given. It is useful to document the depths of utilities when they are underground as well as the pipe material and diameter.

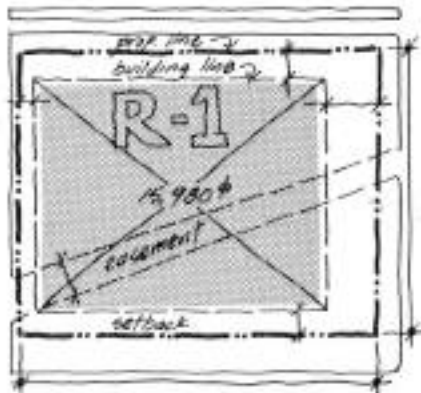
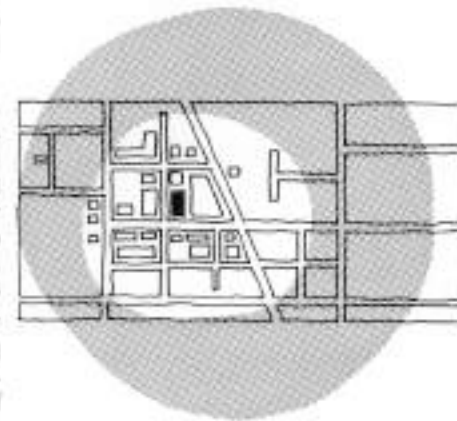
# Site Analysis

- Influences



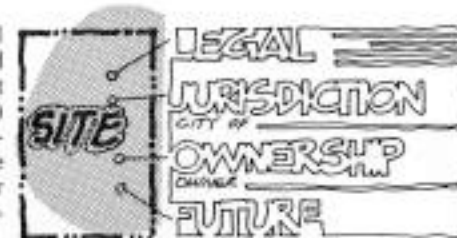
**LOCATION** May include state map and city map showing location of site in relation to city as a whole. City map may also show distances and travel times to related functions in other parts of the city.

**NEIGHBORHOOD CONTEXT** Presents the immediate surroundings of the site for perhaps three to four blocks beyond the site boundary. This may be extended further to include an important factor or because of the scale of the project. Map may show existing and projected uses, buildings, zoning and any other conditions that may have an impact on our project.



**SIZE AND ZONING** Documents all the dimensional aspects of the site including boundaries, location and dimension of easements and present zoning classification with all its dimensional implications (setbacks, height restrictions, parking formulas, allowed uses, etc.) and buildable area (land available for the project after all setbacks and easements have been subtracted). Analysis should also document the present and projected zoning trends, plans by the city transportation department to widen roads (change rights of way) and any other trend that might affect our project in the future.

**LEGAL** This category presents the legal description of the property, covenants and restrictions, present ownership, present governmental jurisdiction (city or county) and any future projections that may influence the project (such as the fact that the site is in a future city urban renewal area or within the boundaries of eventual university expansion).



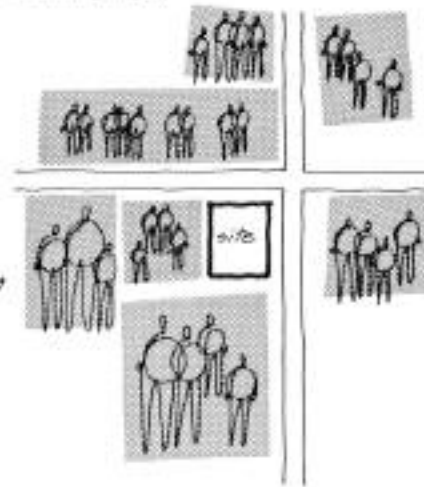
# Site Analysis

- Influences

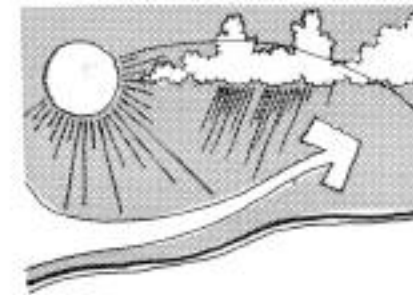
**SENSORY** Documents the visual, audible, tactile and olfactory aspects of the site. Typical issues are views to and from the site and noise generated around the site. It is of value to record the type, duration, intensity and quality (positive or negative) of the sensory issues. As discussed earlier, this often involves making some judgments about the relative desirability of the different sensory conditions on and around the site.



**HUMAN AND CULTURAL** Includes an analysis of the surrounding neighborhood in terms of cultural, psychological, behavioral and sociological aspects. This category is different from "Neighborhood Context" listed earlier in that the latter addresses the physical while this category deals with the activities, human relationships and patterns of human characteristics. Issues here might involve population age, ethnic patterns, density, employment patterns, values, income and family structure. Also of importance are any scheduled or informal activities in the neighborhood such as festivals, parades or crafts fairs. Vandalism and crime patterns, although not pleasant, are of value to designers when conceptualizing site zoning and building design.

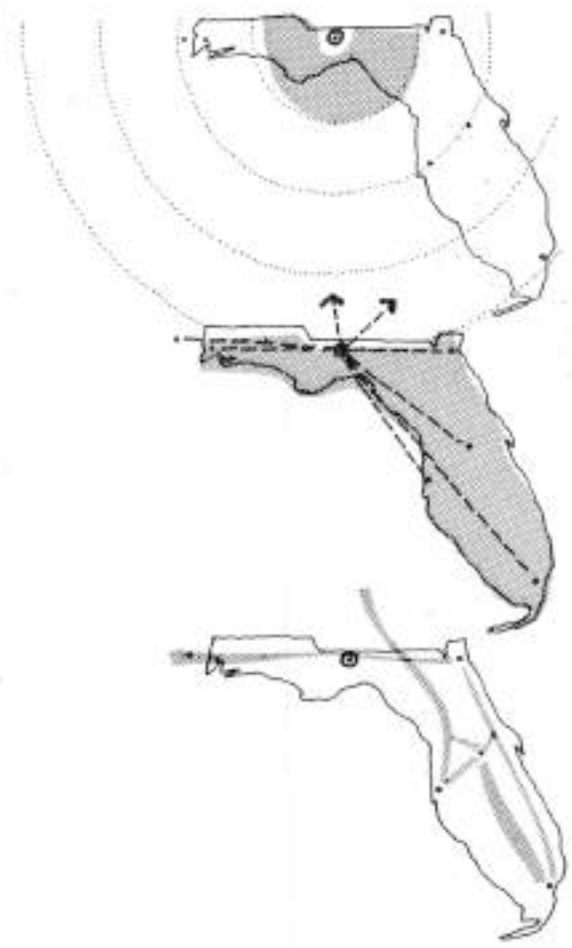
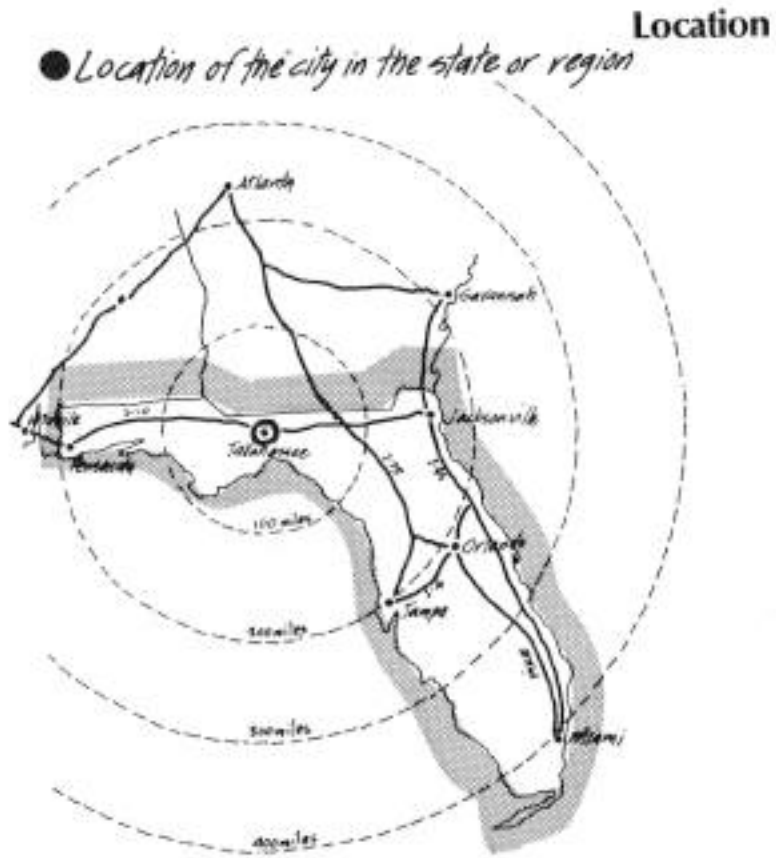


**CLIMATE** Presents all the pertinent climate conditions such as rainfall, snowfall, humidity and temperature variations over the months of the year. Also included are prevailing wind directions, sun-path and vertical sun angles as they change over the year and potential natural catastrophes such as tornados, hurricanes and earthquakes. It is helpful to know not only how climate conditions vary over a typical year but also what the critical conditions might be (maximum daily rainfall, peak wind velocity).



# Site Analysis

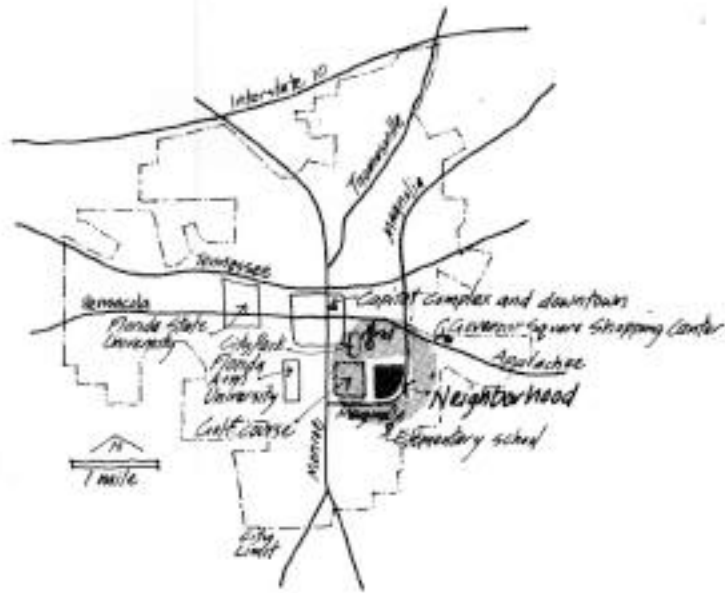
Location of the city in the state or region



# Site Analysis

## Location of the neighborhood in the city

● *Location of the neighborhood in the city*

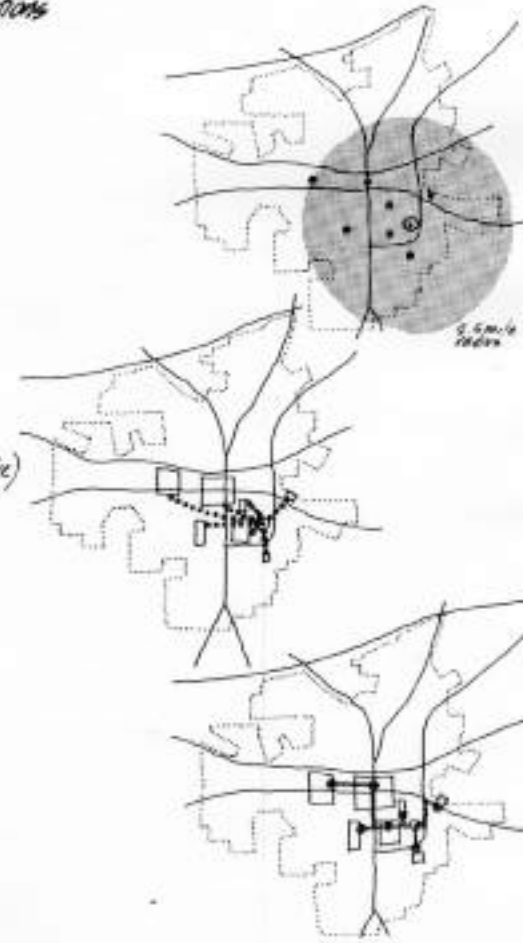
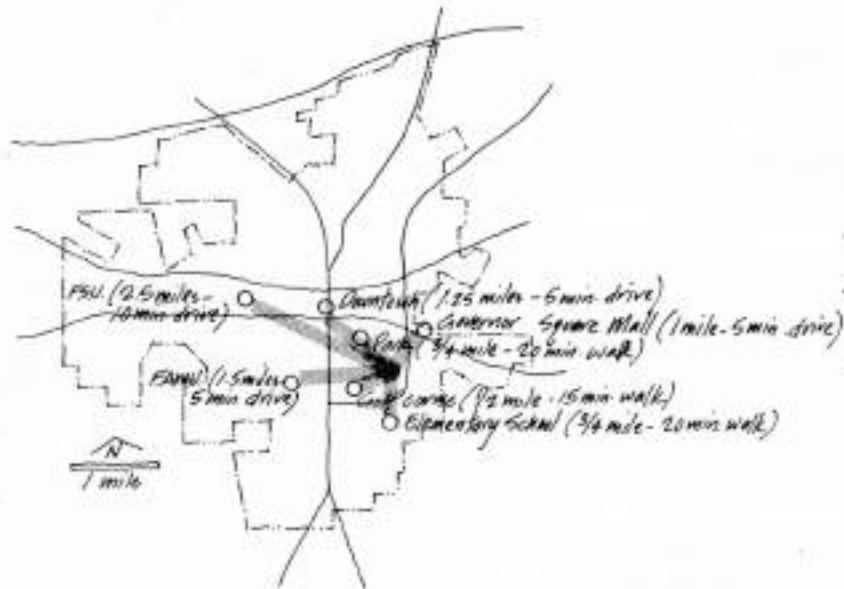


## Site Analysis



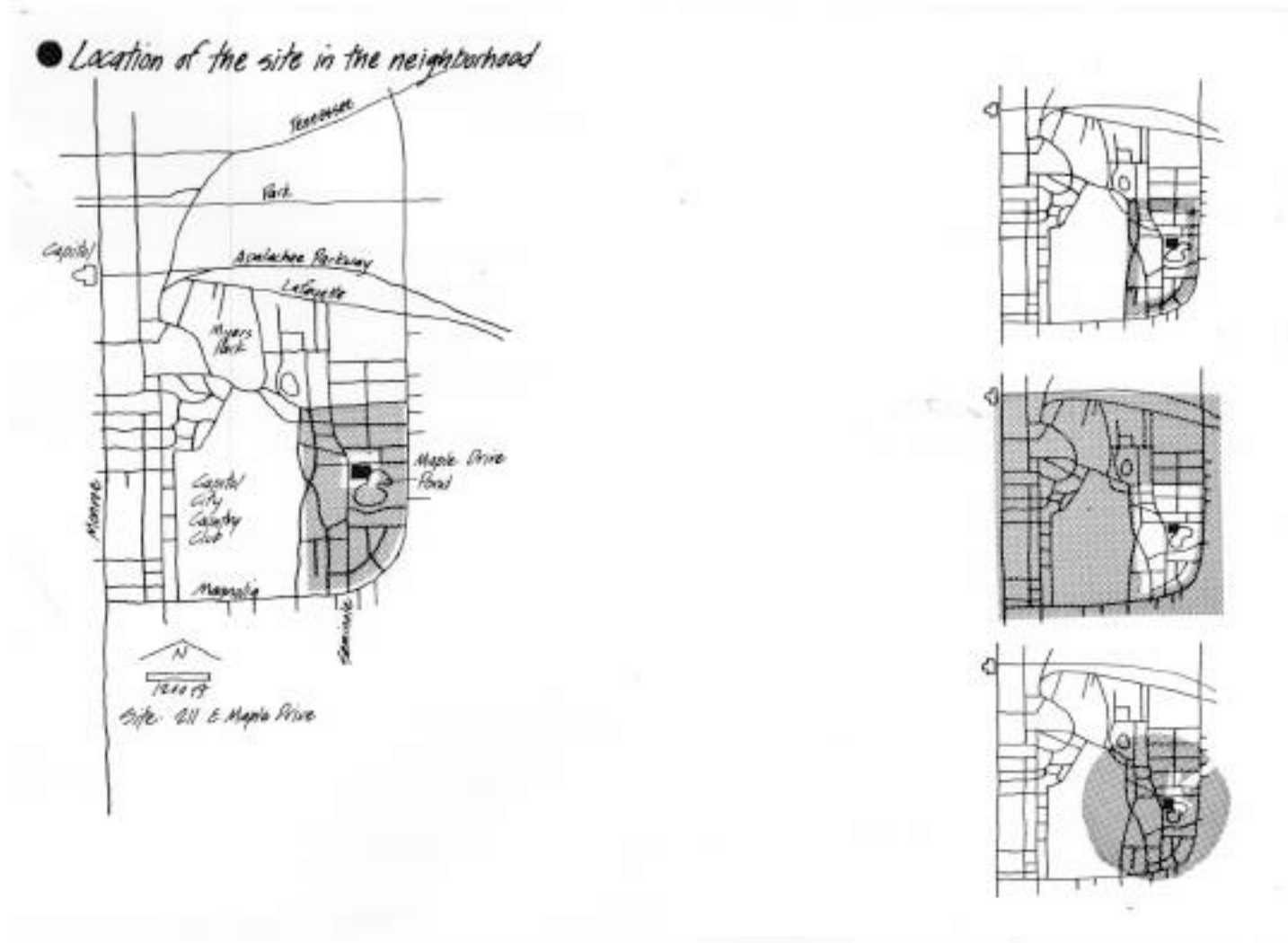
# Distances and travel times between site and related locations

● Distances and travel times between site and related locations



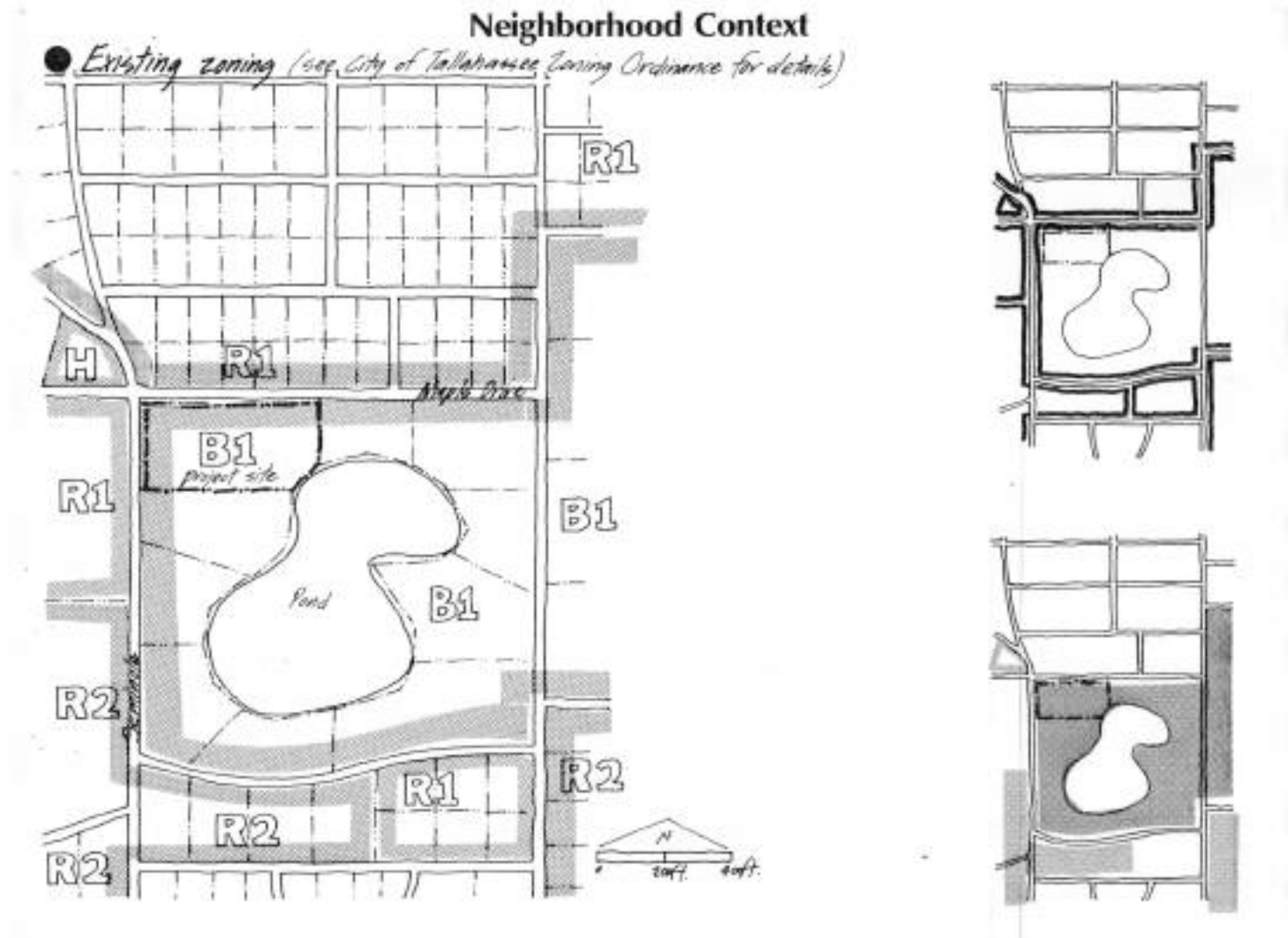
# Site Analysis

## Location of the site in the neighborhood



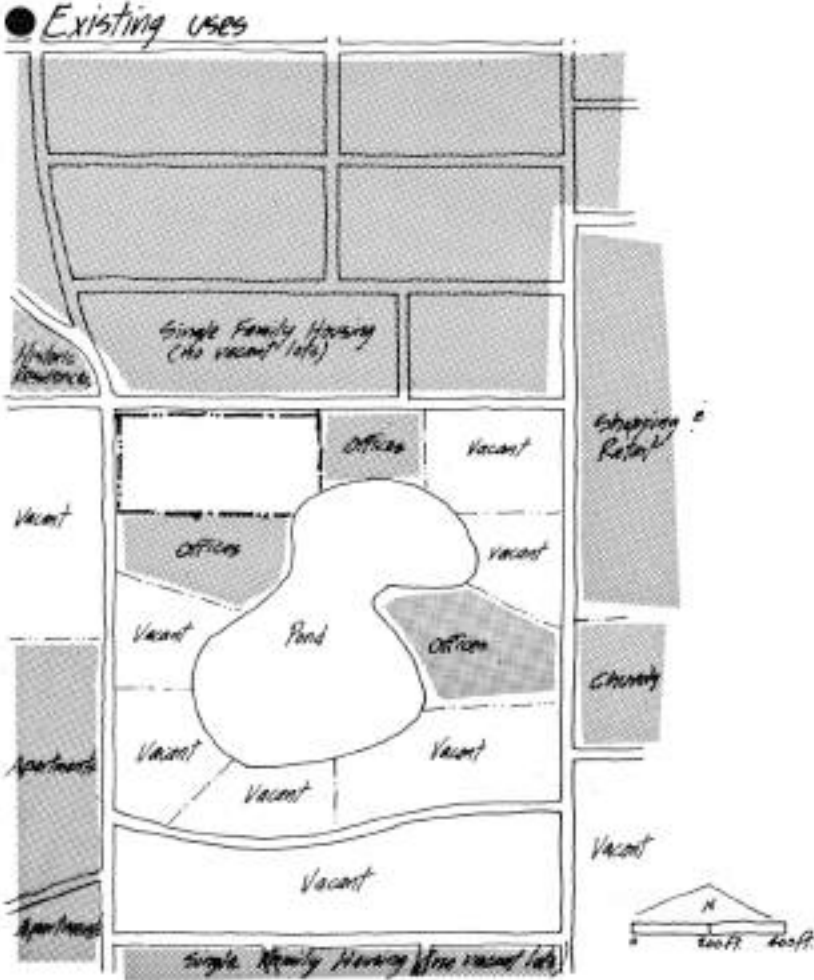
## Site Analysis

# Existing zoning



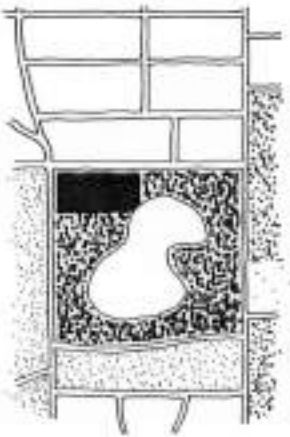
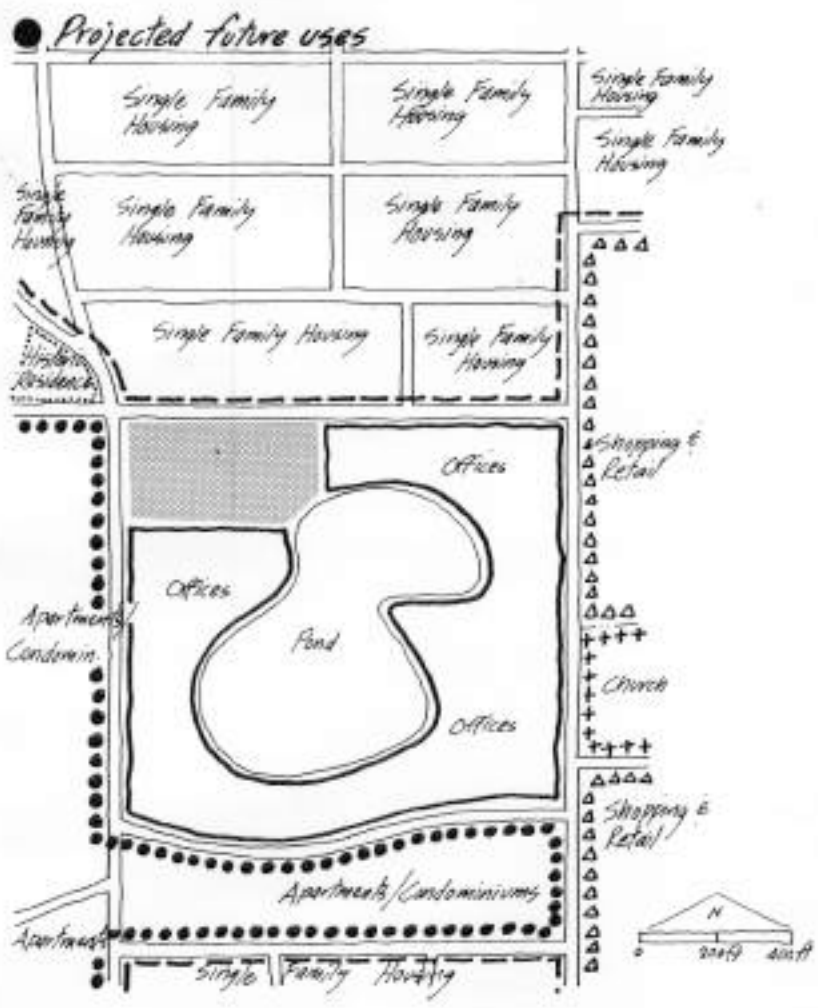
# Site Analysis

Existing uses



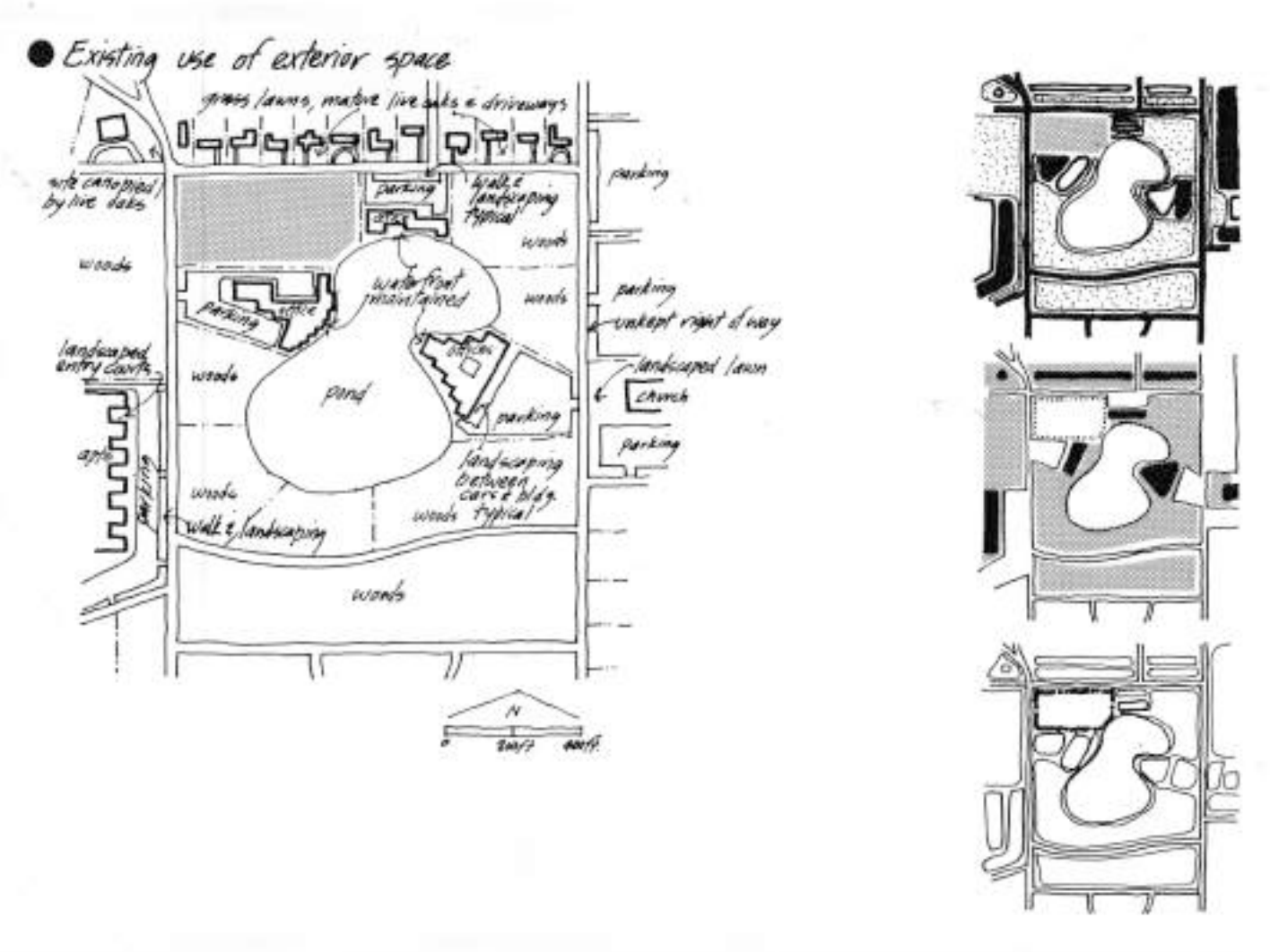
Site Analysis

# Projected future uses



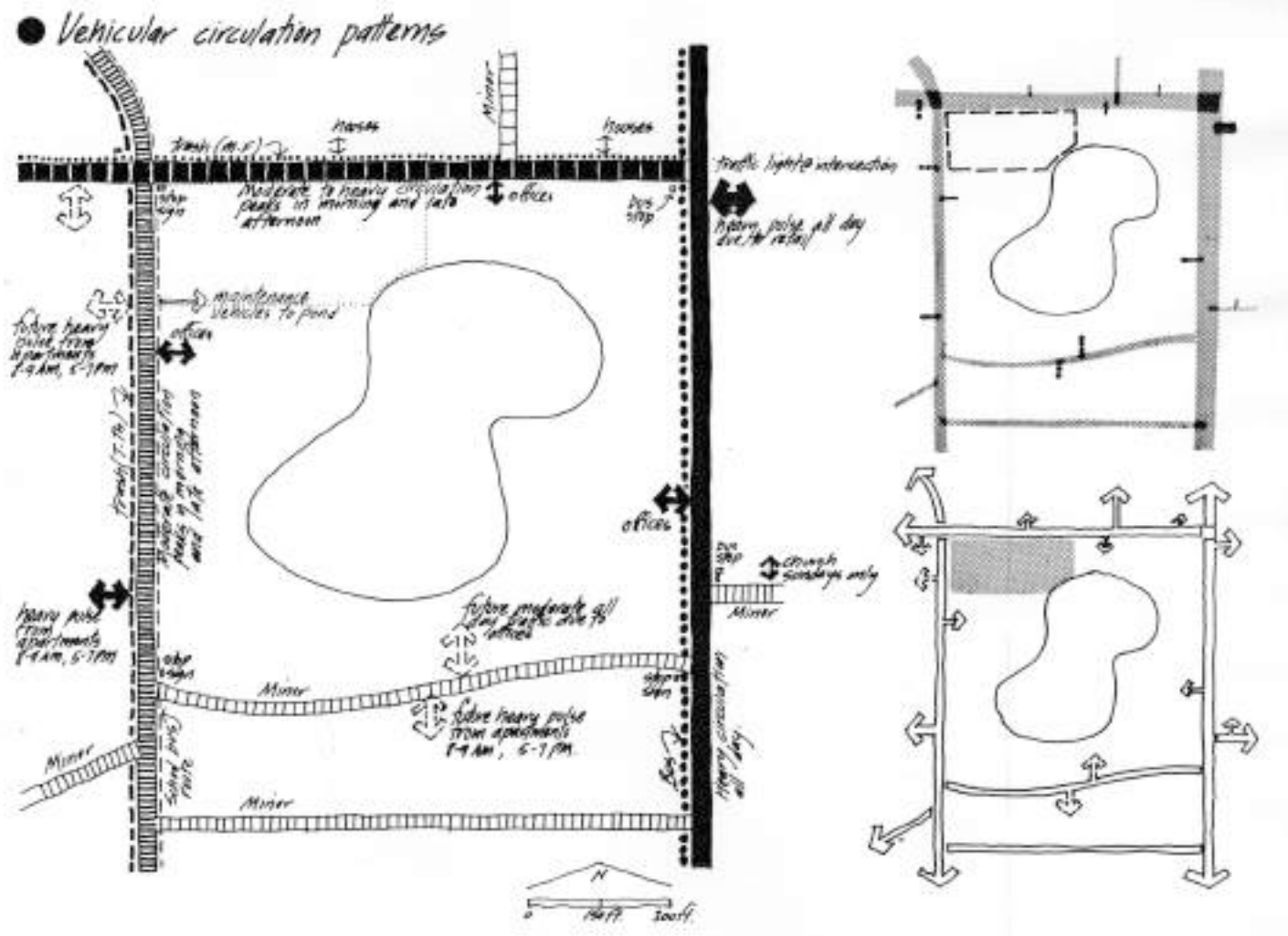
# Site Analysis

# Existing use of exterior space



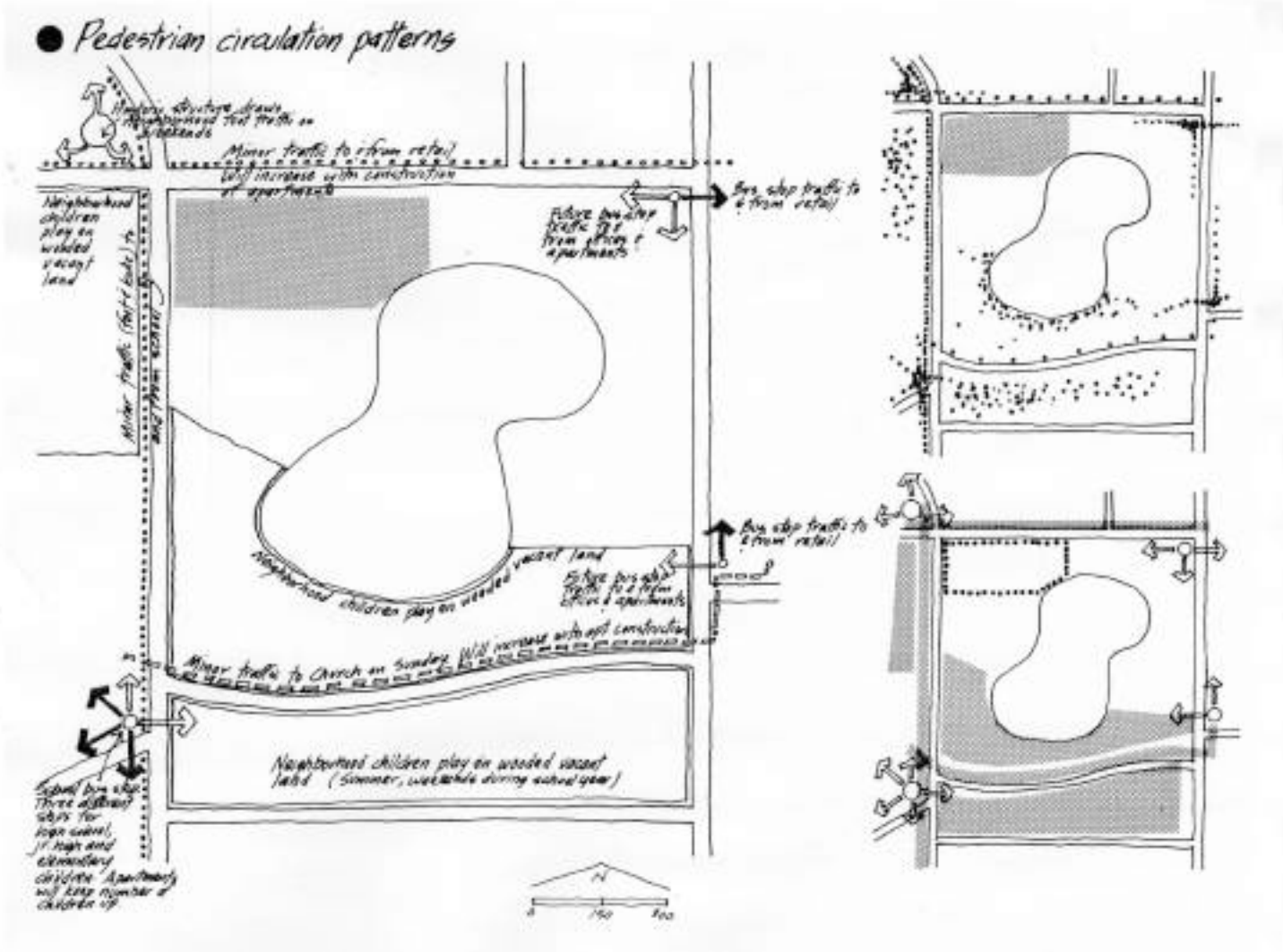
# Site Analysis

# Vehicular circulation patterns



# Site Analysis

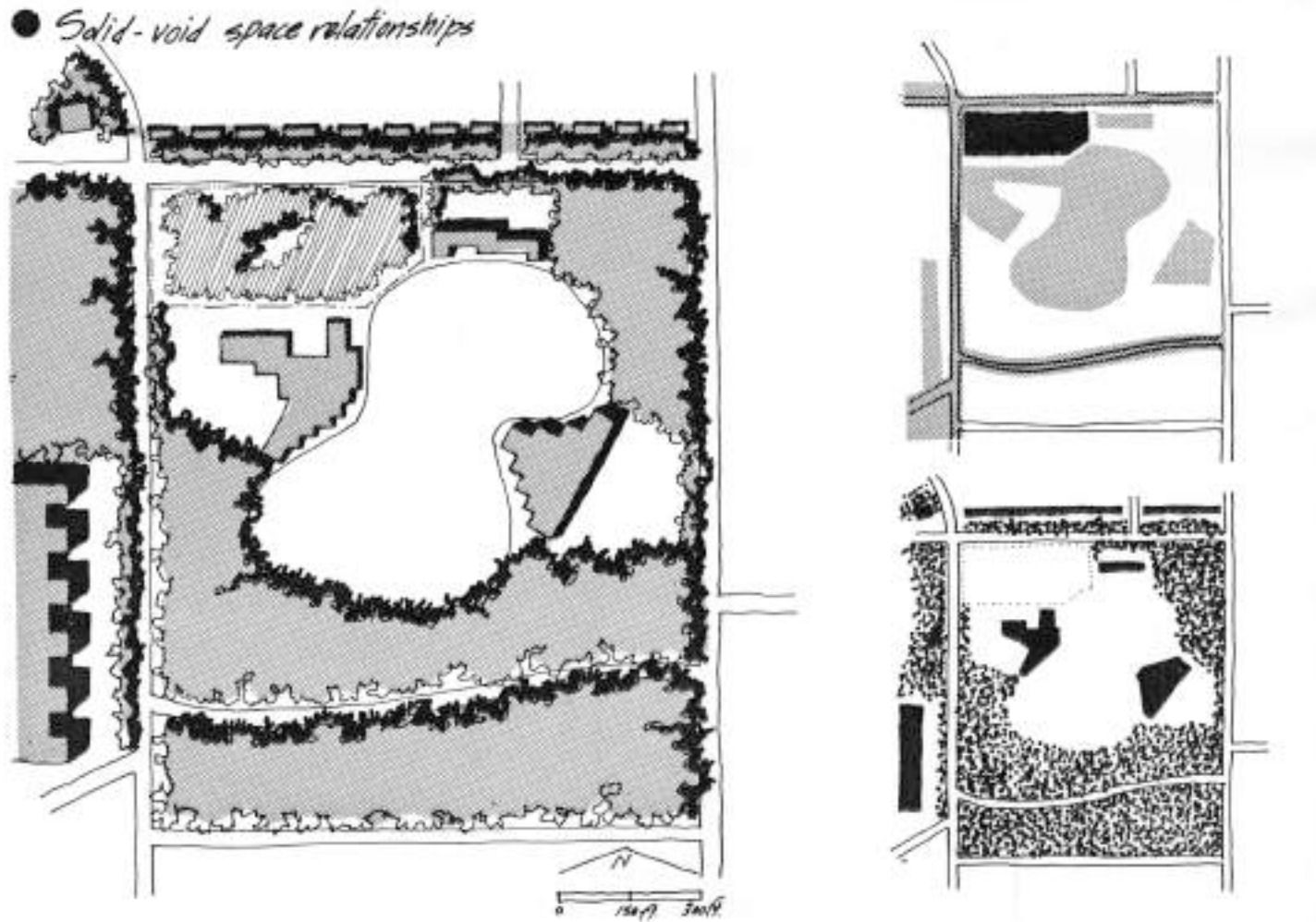
# Pedestrian circulation patterns



# Site Analysis

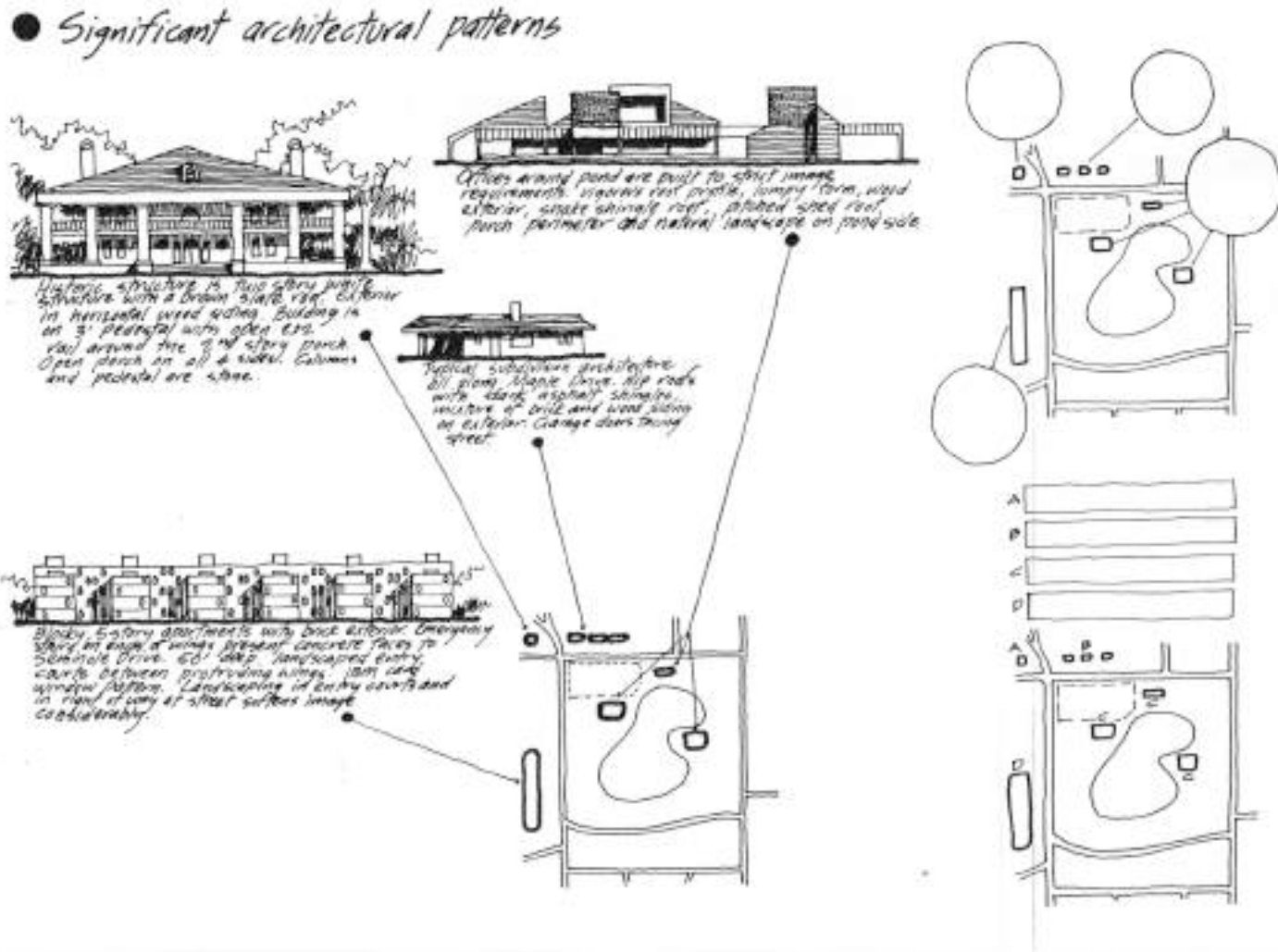


# Solid - void space relationships



# Site Analysis

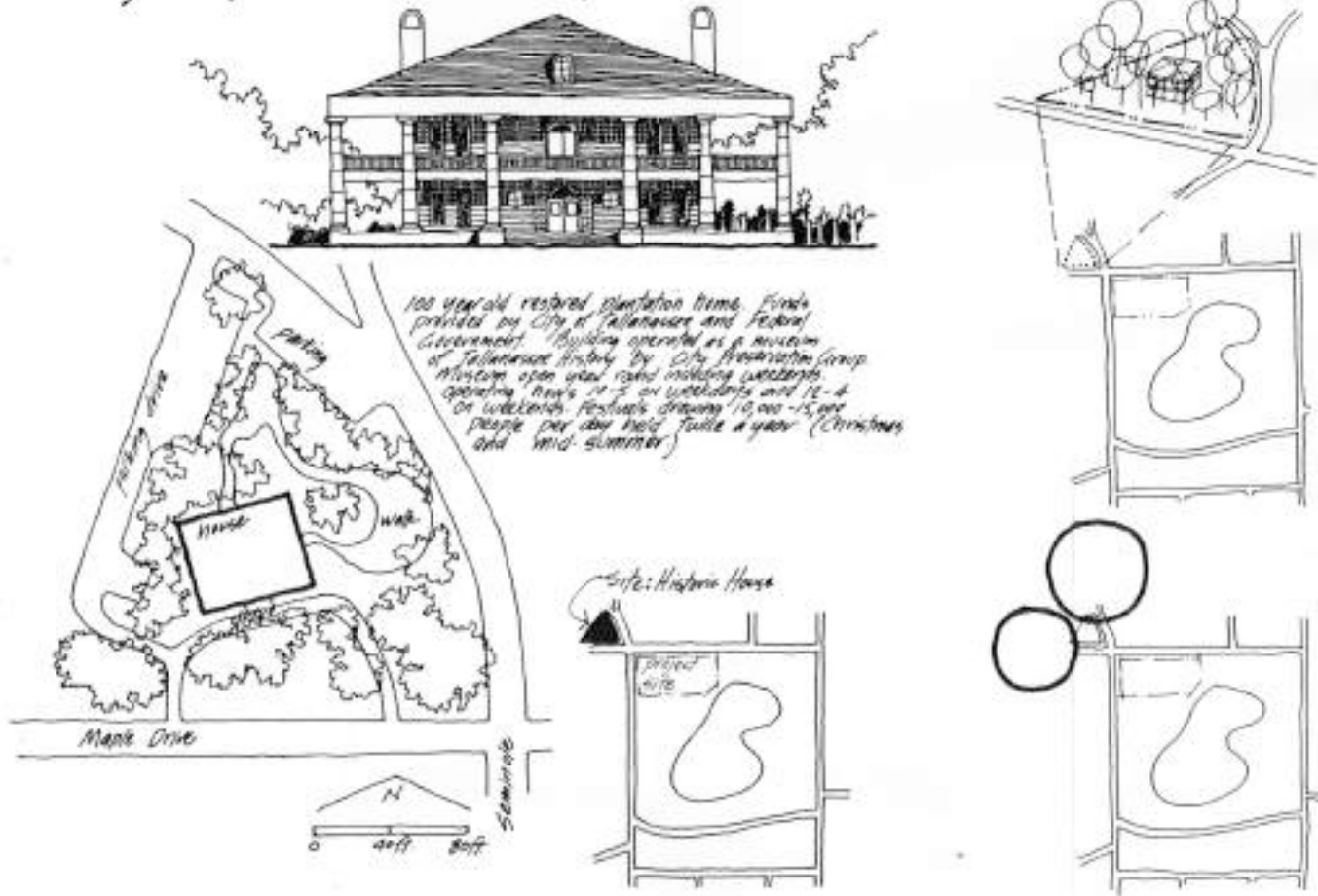
# Significant architectural patterns



# Site Analysis

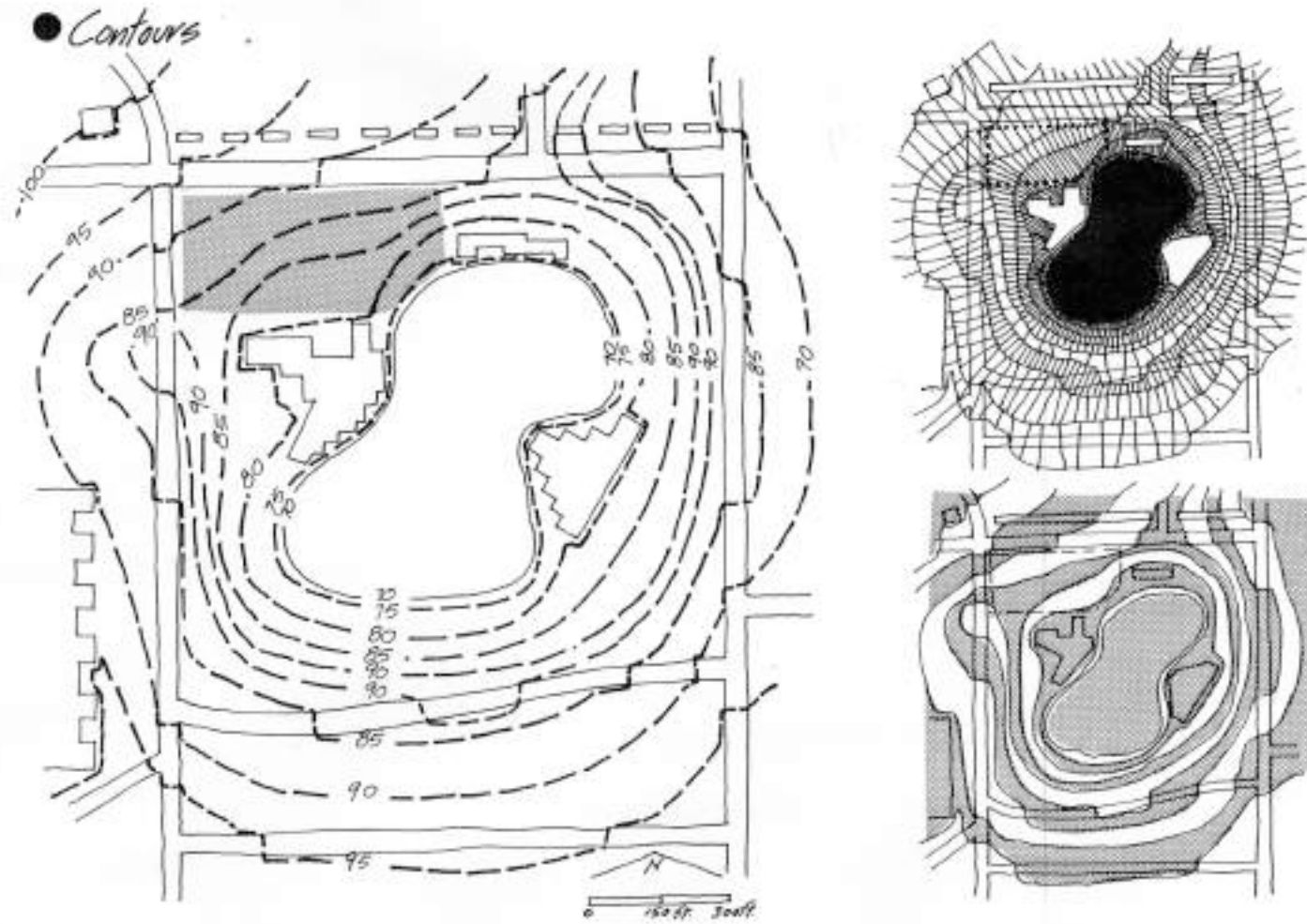
# Nearby buildings of particular value or significance

● *Nearby buildings of particular value or significance*



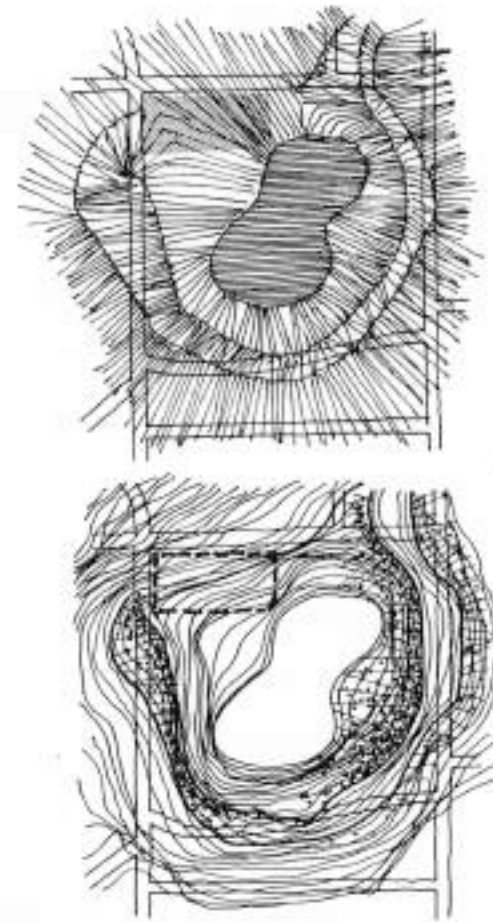
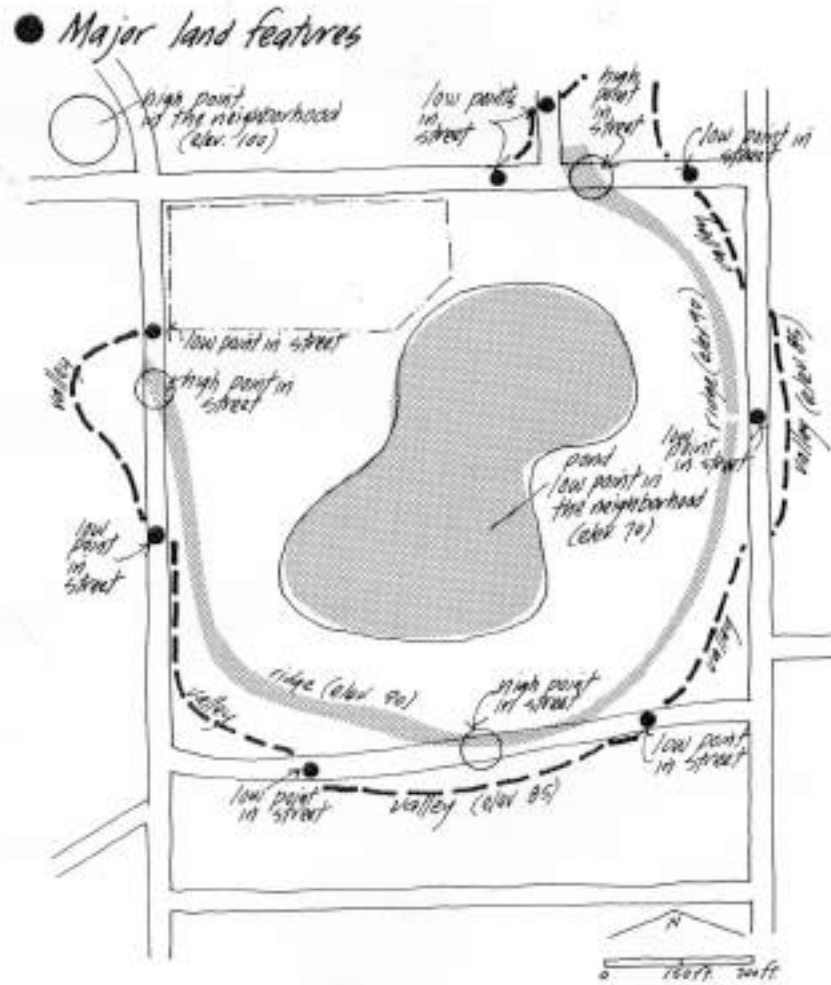
# Site Analysis

## Contours - (site model)



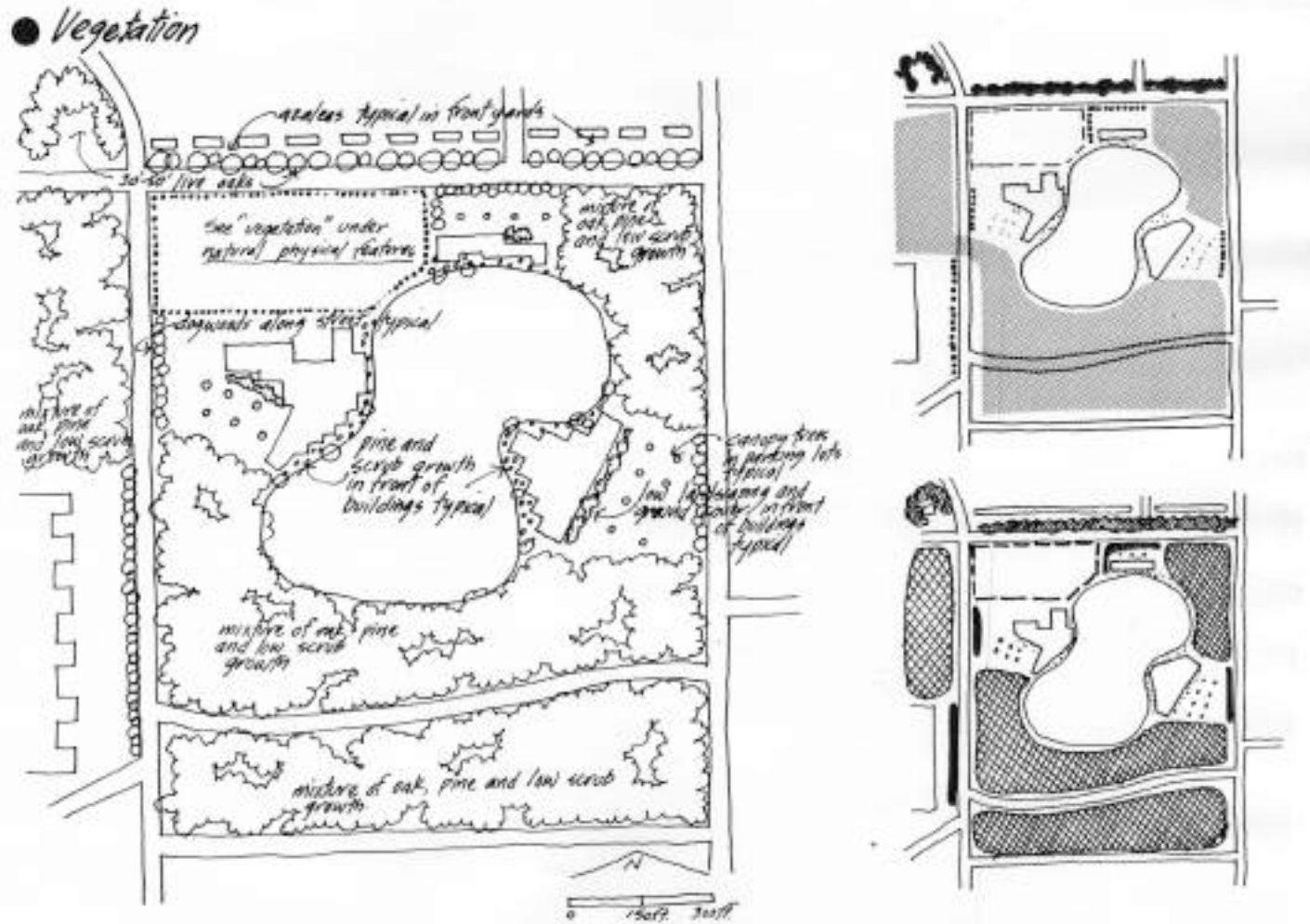
## Site Analysis

## Major land features - (site model)



## Site Analysis

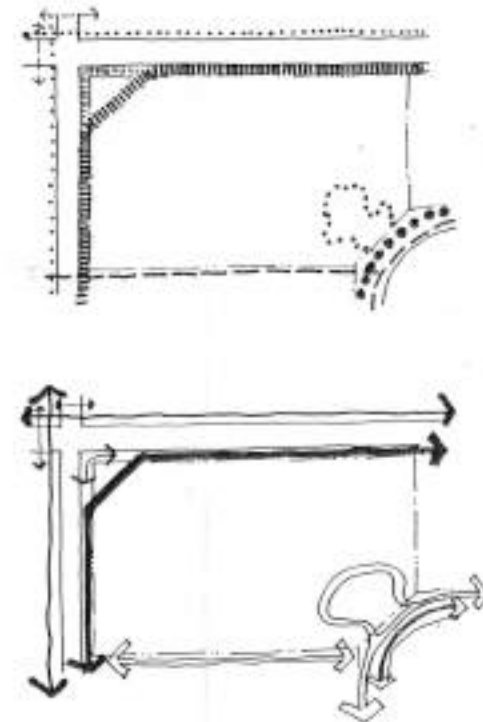
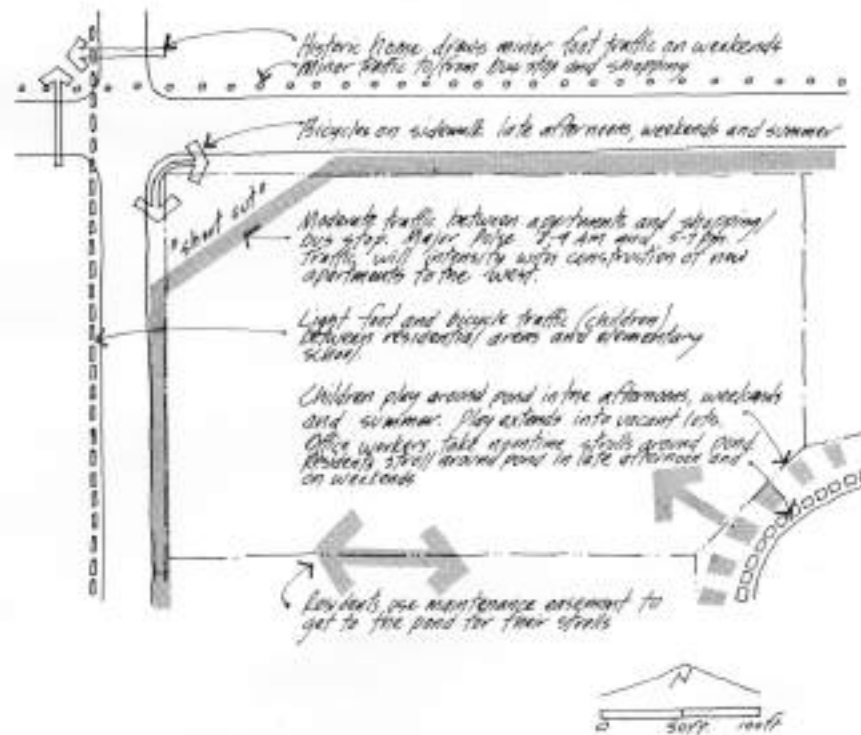
## Vegetation - (site model)



## Site Analysis

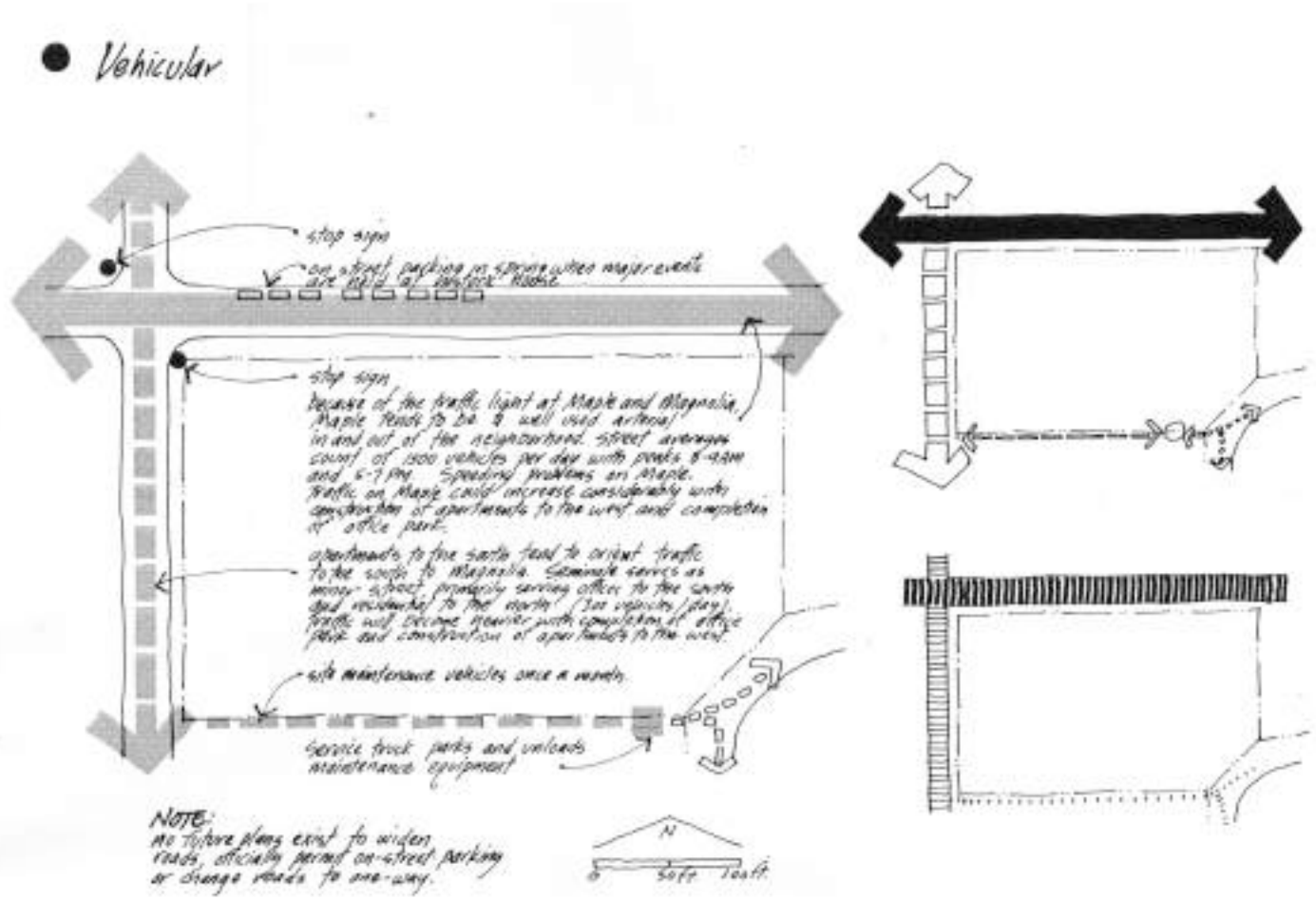
# Site circulation pedestrian

## ● Pedestrian Circulation



# Site Analysis

# Site circulation vehicular



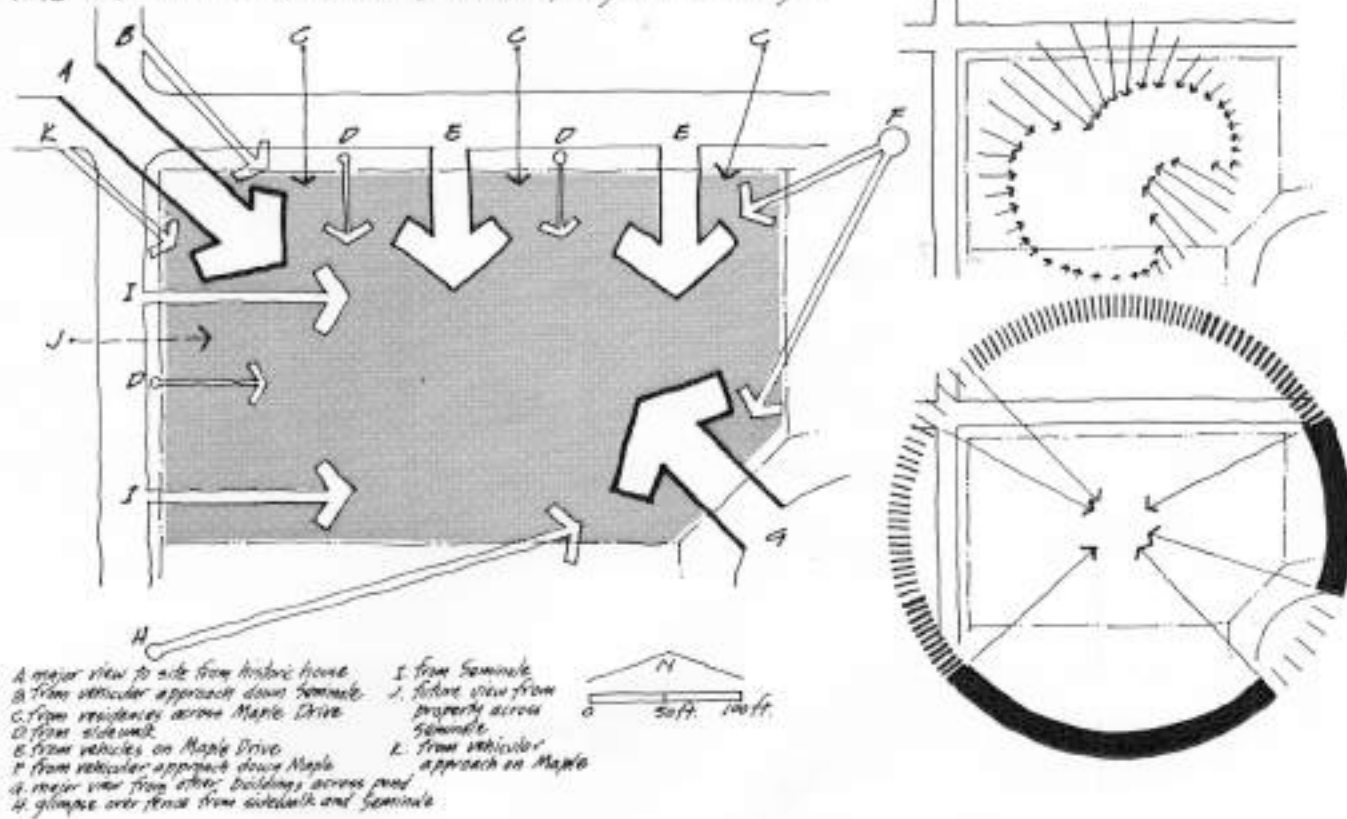
# Site Analysis



# Site sensory - views into the site

- Views into the site Sensory

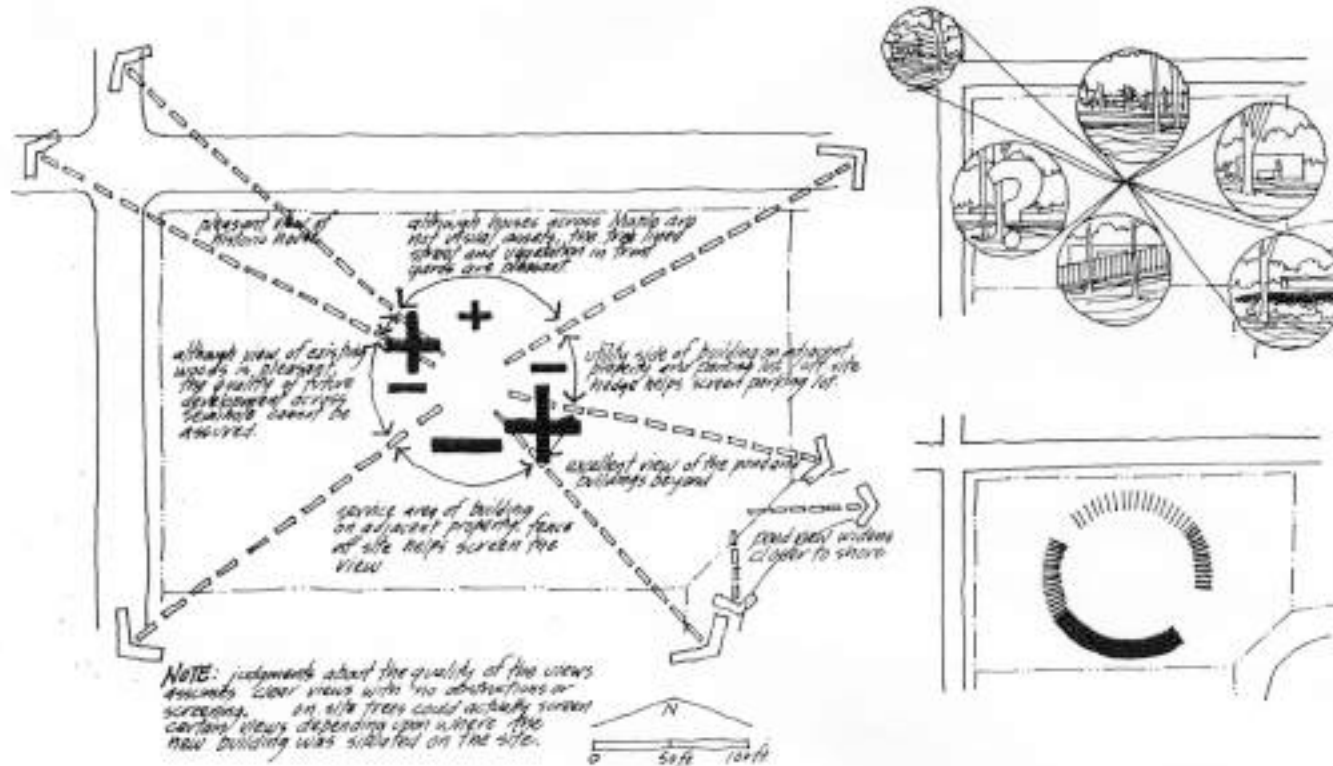
NOTE: width of arrow indicates relative importance of responding to views in design



# Site Analysis

# Site sensory - views from the site

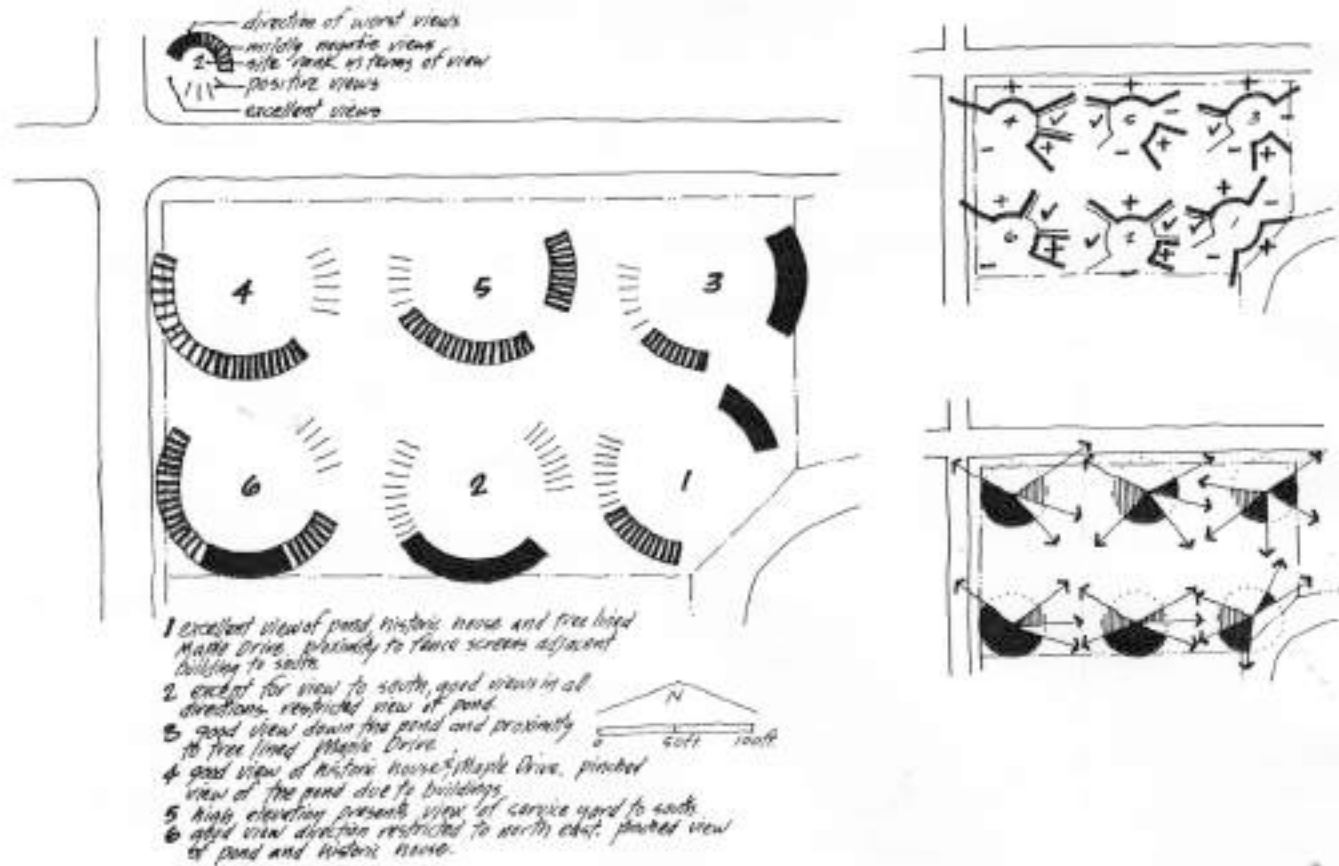
- Views from the site



# Site Analysis

# Site sensory - view quality

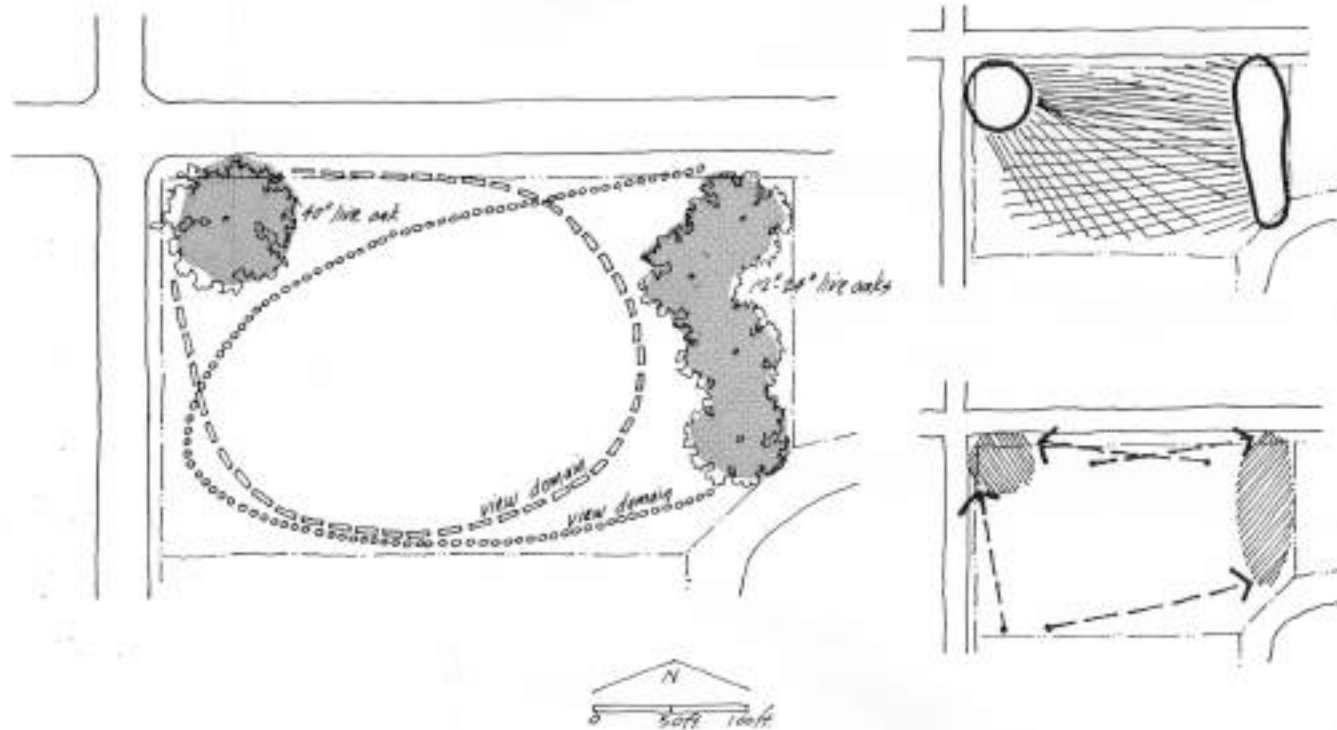
- *View quality from various site positions*



# Site Analysis

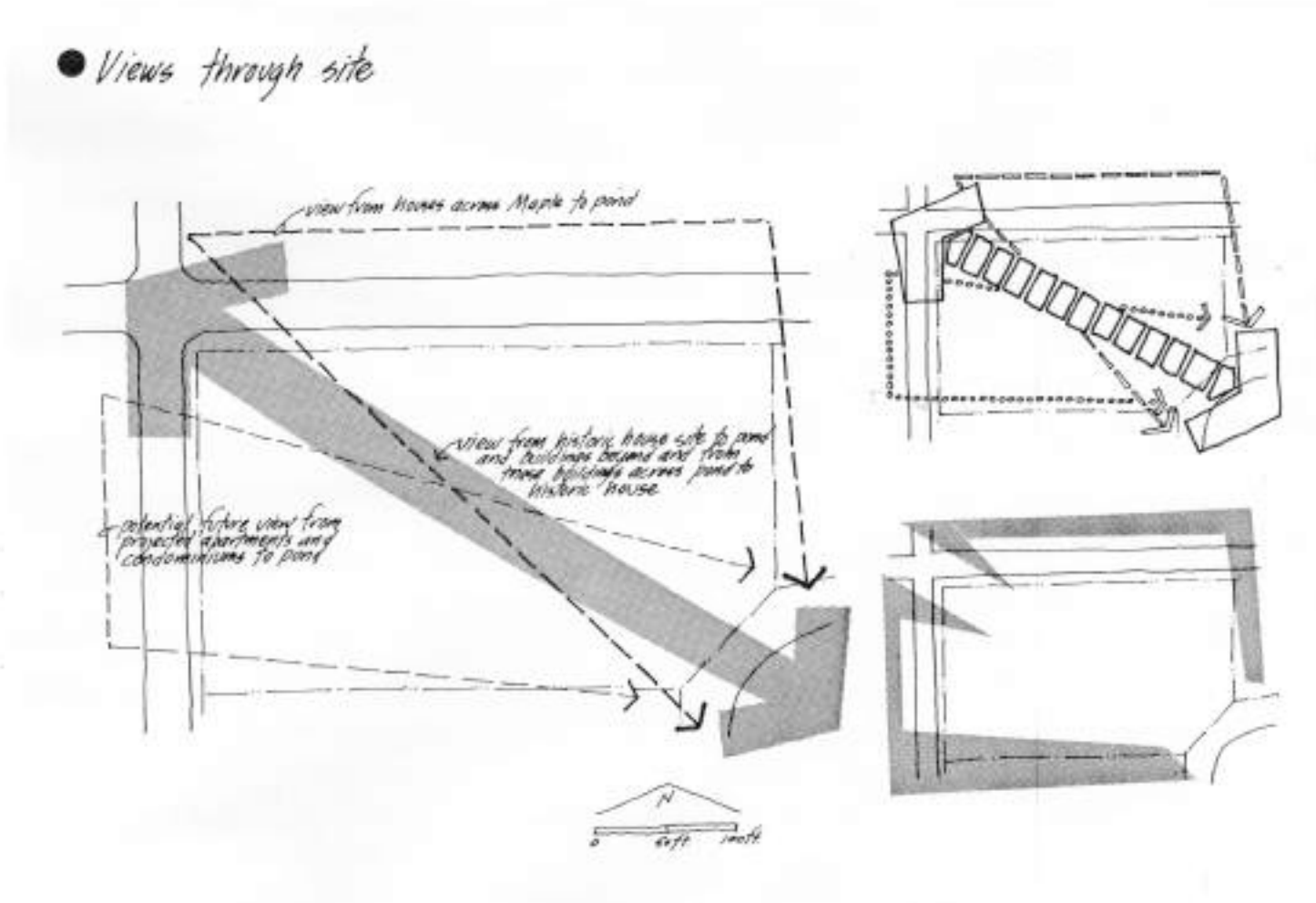
## Site sensory - points of interest

- *Points of interest on site*



## Site Analysis

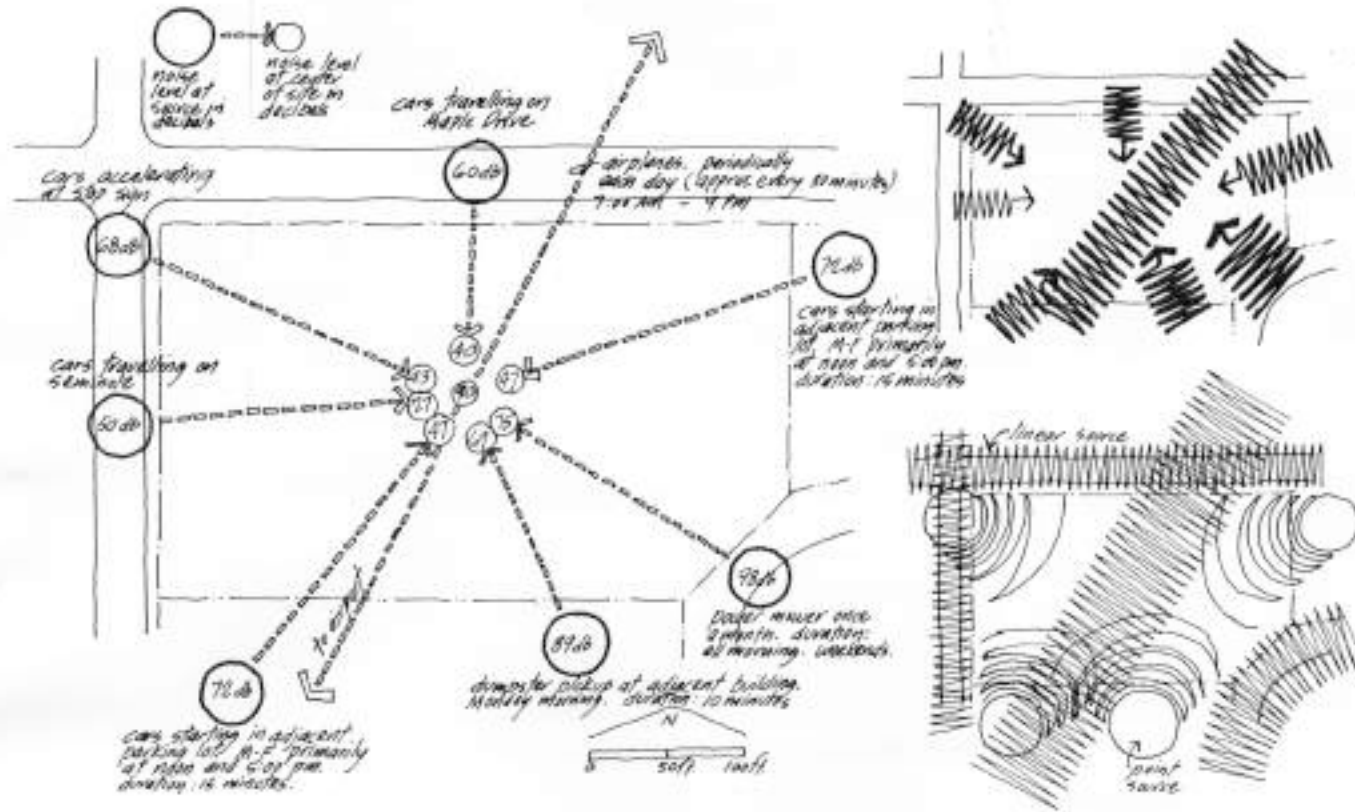
## Site sensory - views through the site



## Site Analysis

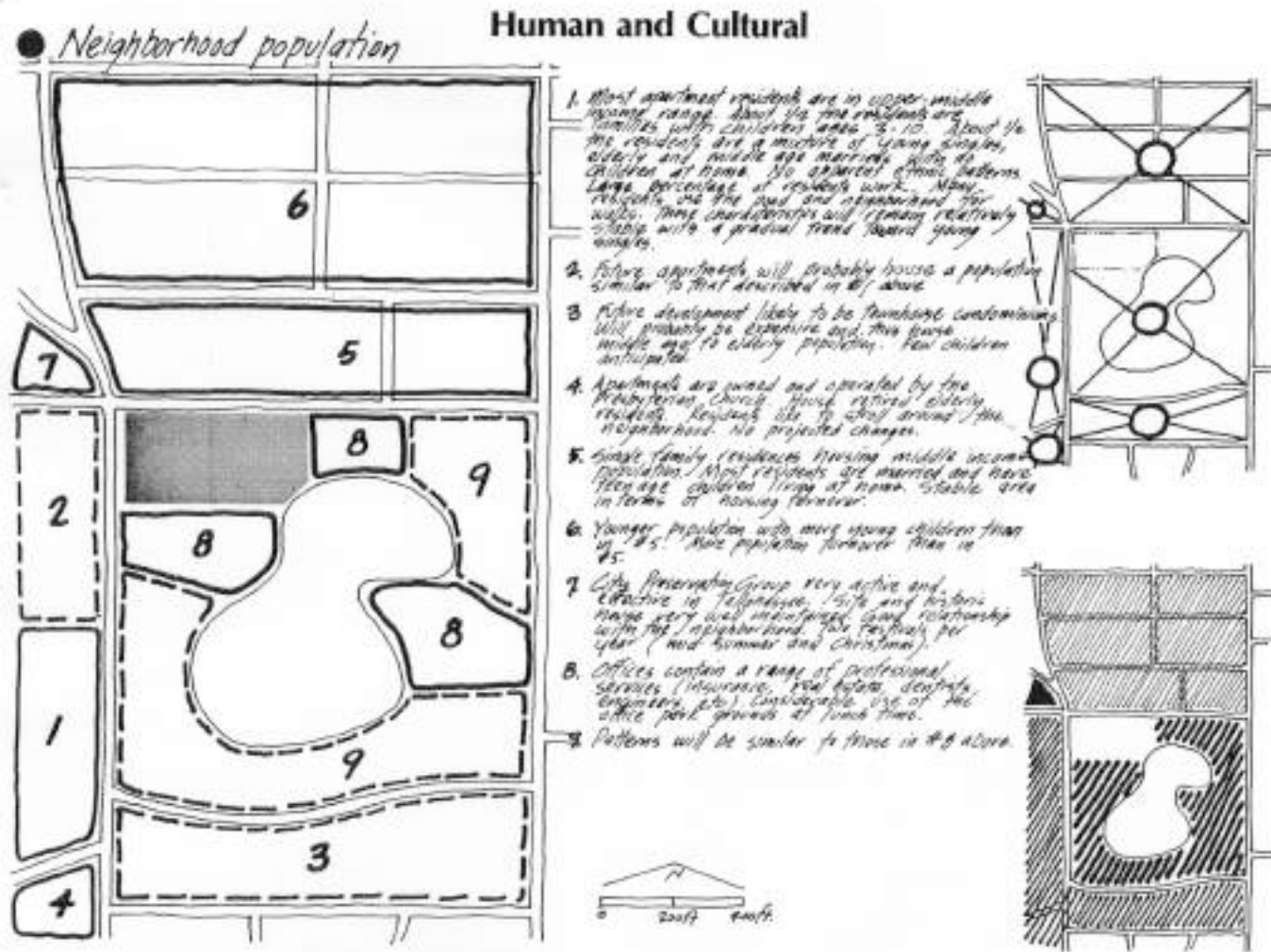
# Site sensory - noise

## ● Noise



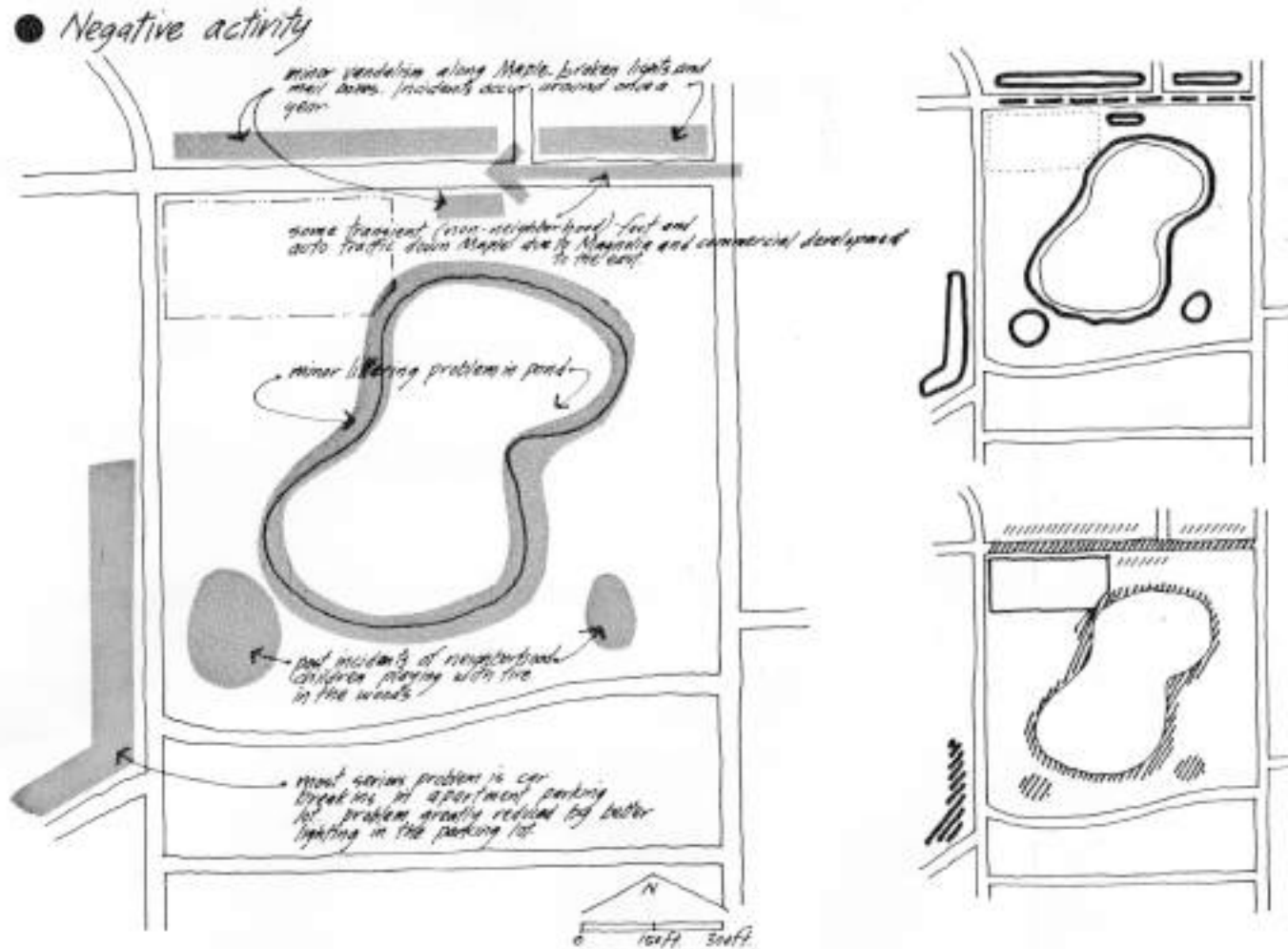
# Site Analysis

# Human and cultural - neighborhood population



# Site Analysis

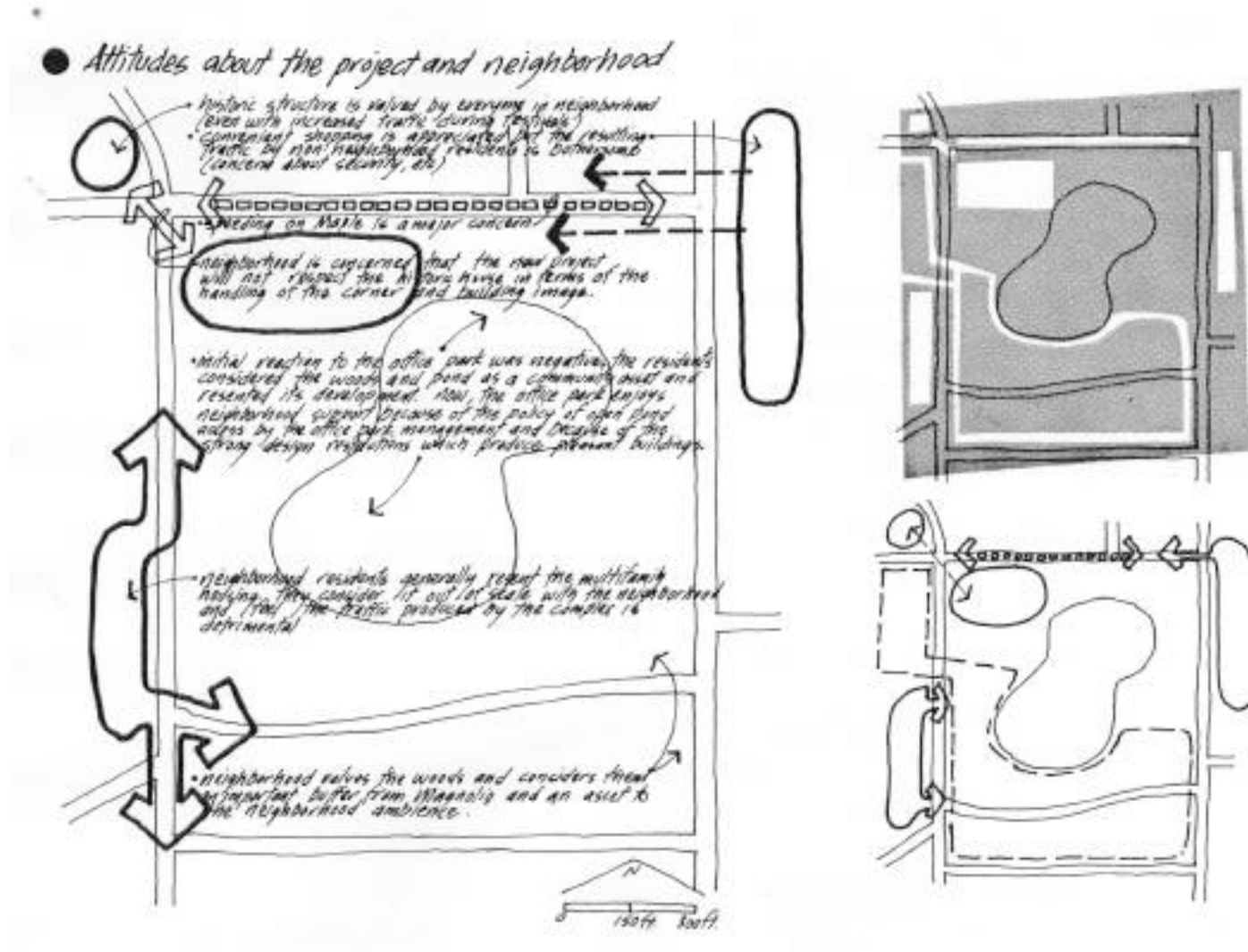
# Human and cultural - negative activity



# Site Analysis

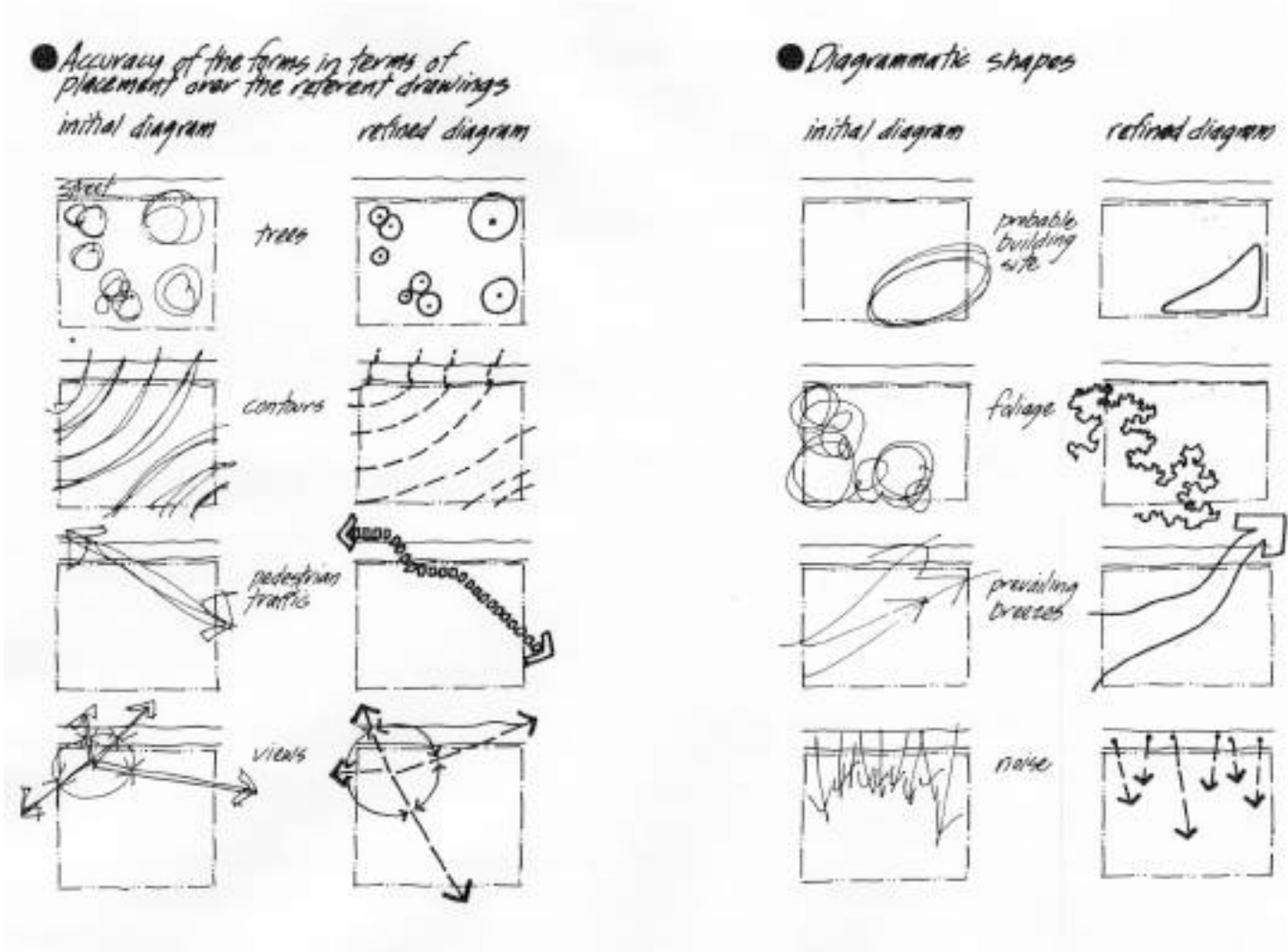


# Human and cultural - attitudes about the project and neighborhood



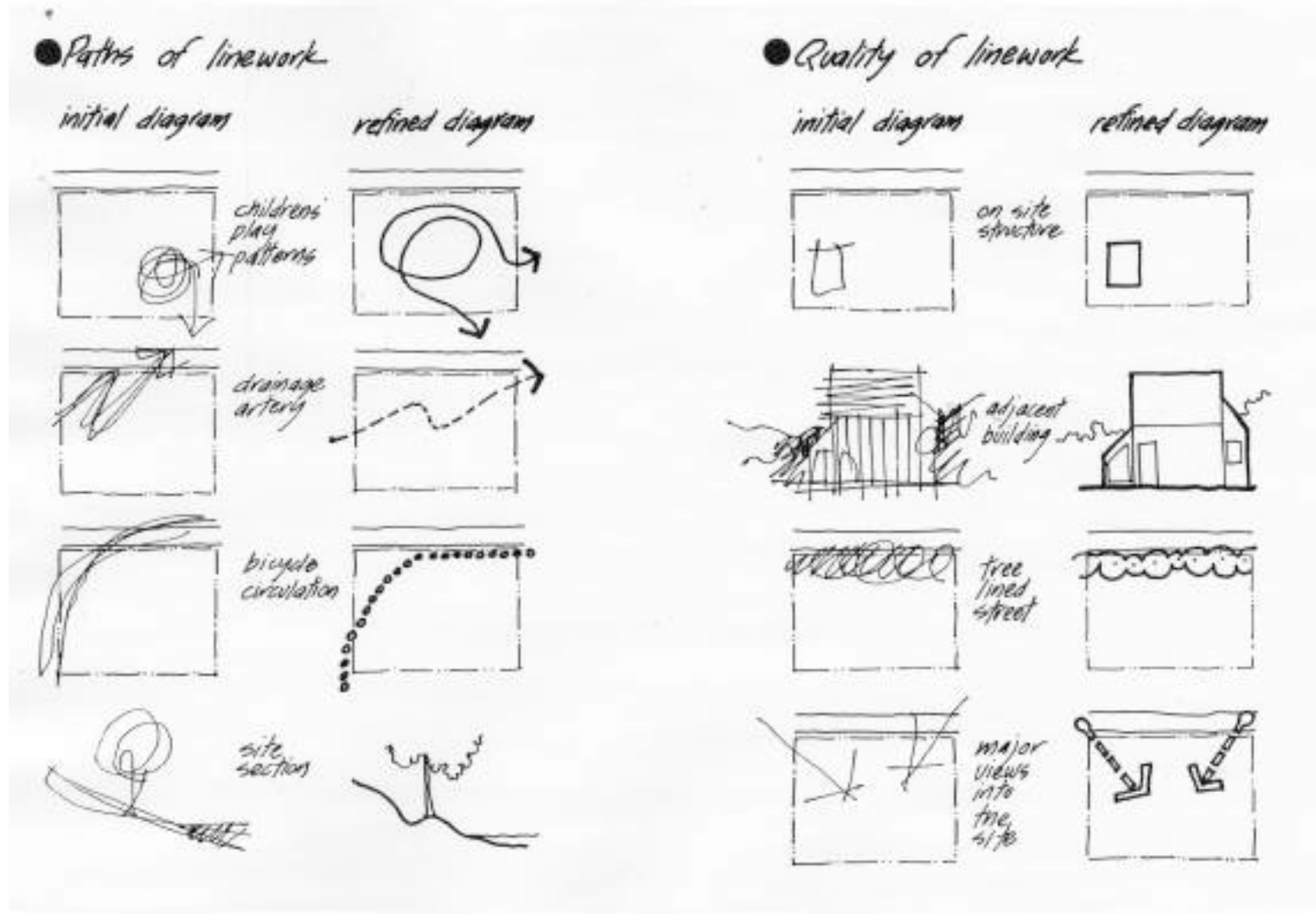
# Site Analysis

# Examples



# Site Analysis

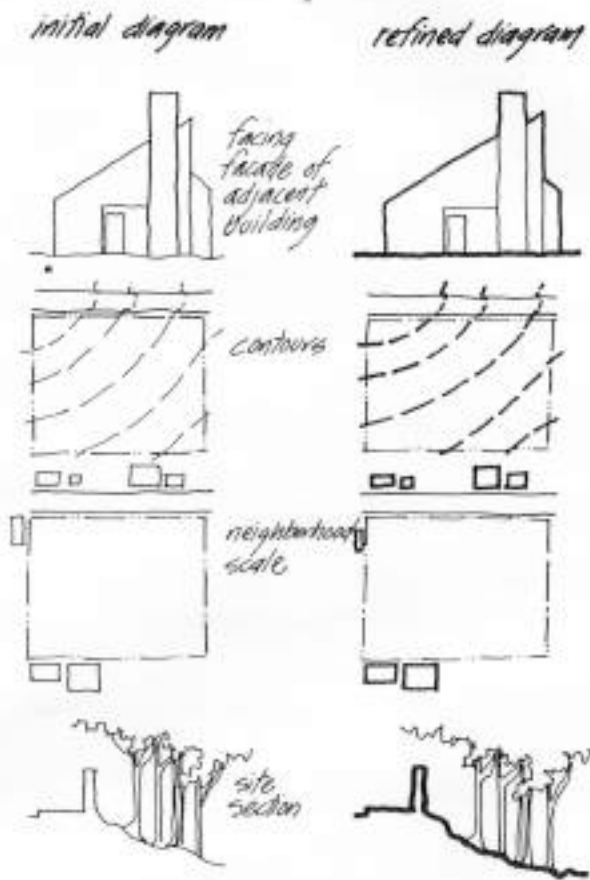
# Examples



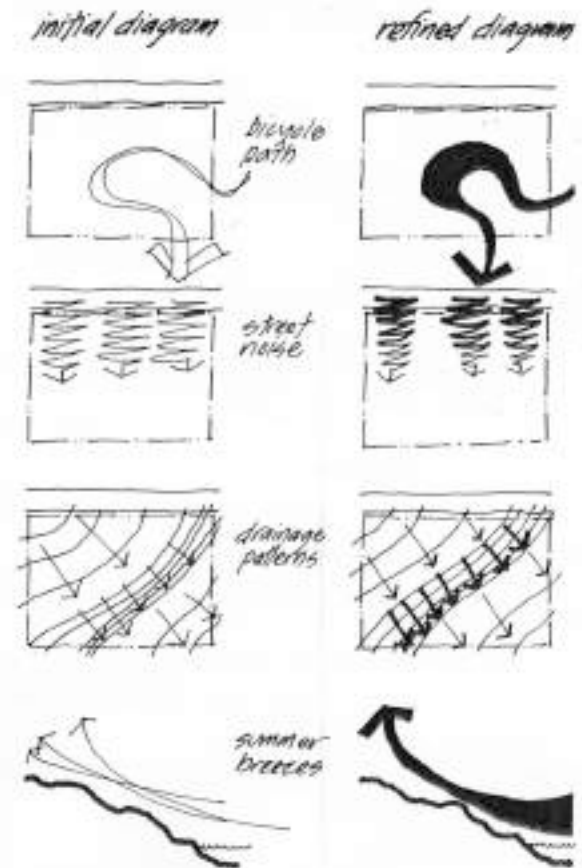
# Site Analysis

# Examples

## ● Line thickness



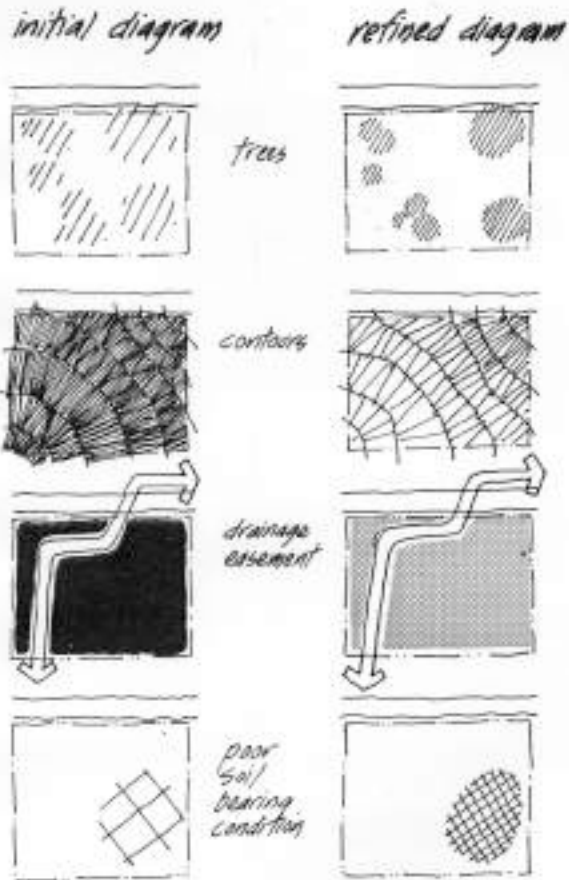
## ● Variation in line thickness



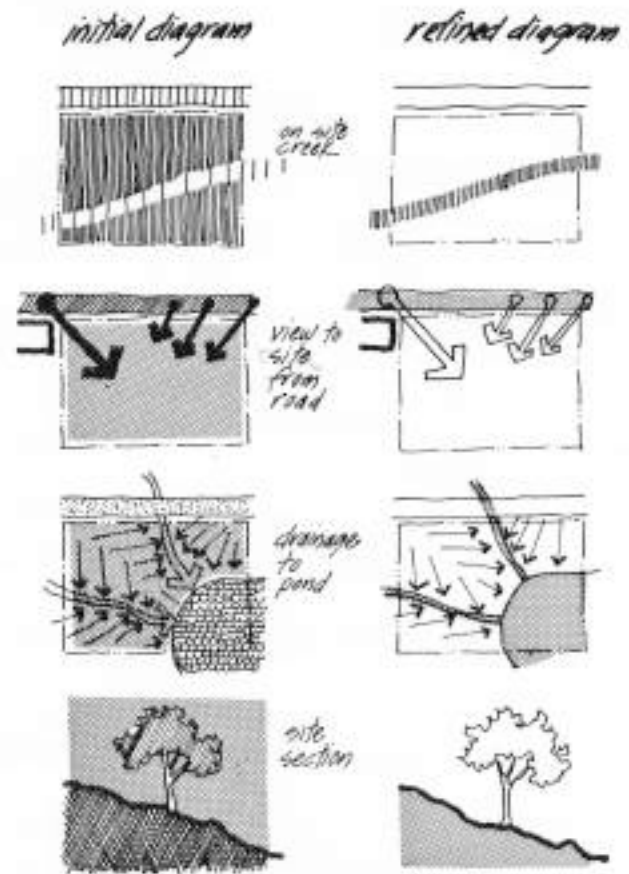
# Site Analysis

# Examples

## ● Choice of tone or color



## ● Number of tones or colors



# Site Analysis

# Examples

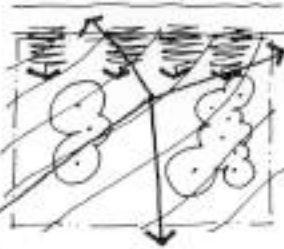
## ● Diagram size

initial diagram



composite diagram

refined diagram



on-site structure



historic structure

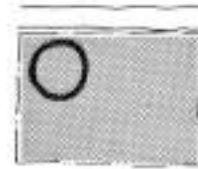


street elevation across from site

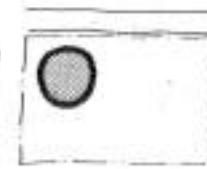


## ● Placement of tone or color

initial diagram



preferable building site



path through site



street elevation



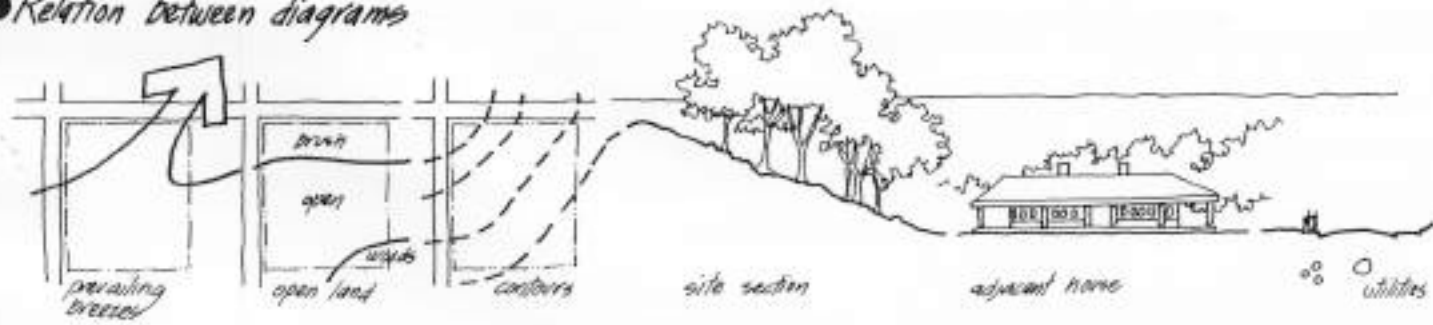
street traffic



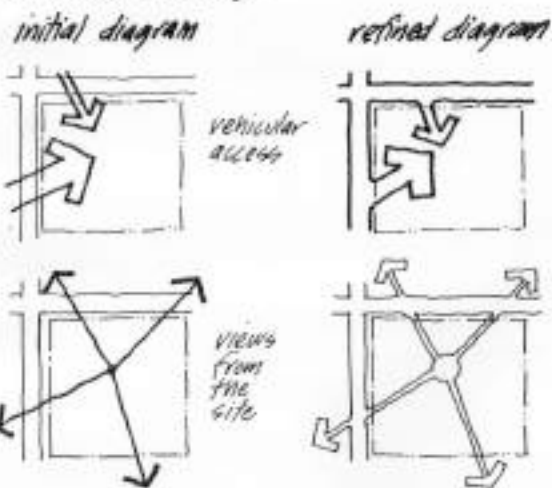
# Site Analysis

# Examples

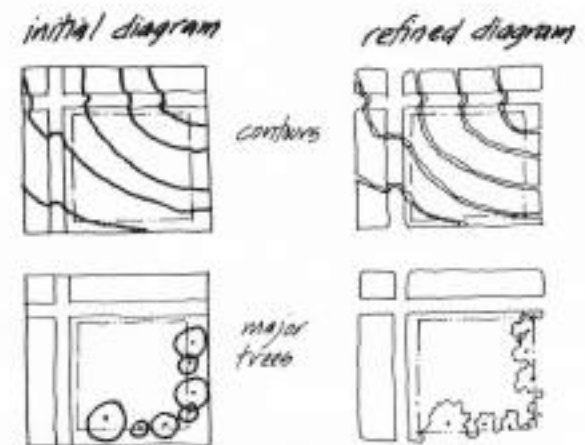
## ● Relation between diagrams



## ● Relation between diagram and referent drawing



## ● Relation between diagram and border

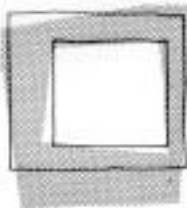
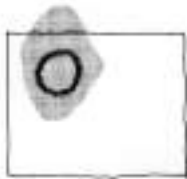


# Site Analysis

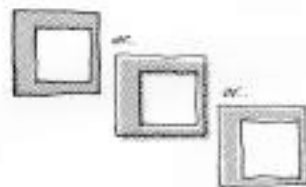
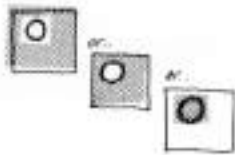
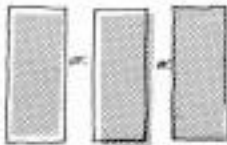
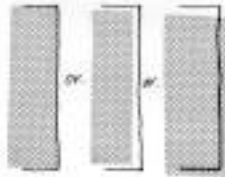
# Examples

## ● Relation of tone to line

*initial diagram*

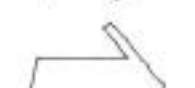


*refined diagram*

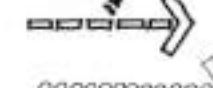


## ● Arrowheads

*initial diagrams*



*refined diagrams*

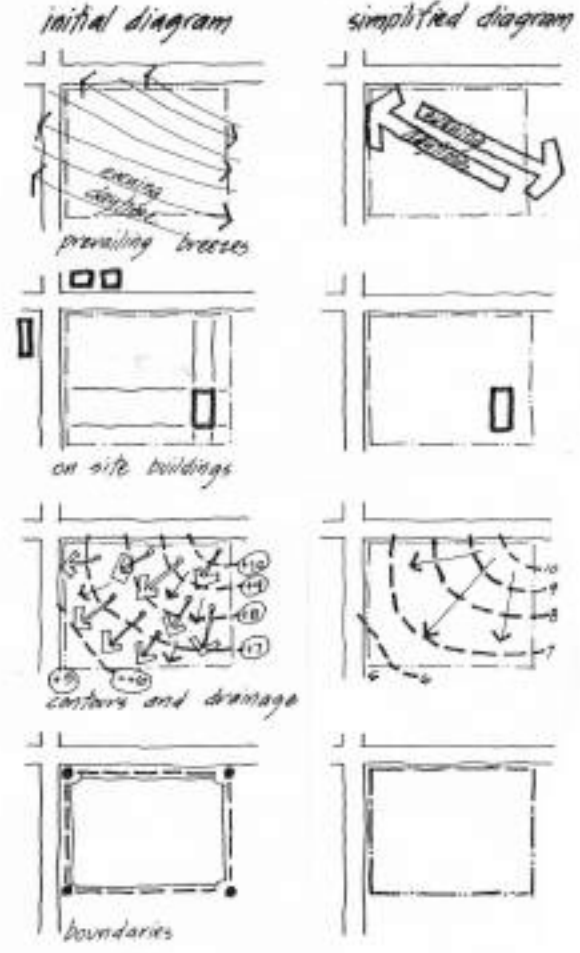
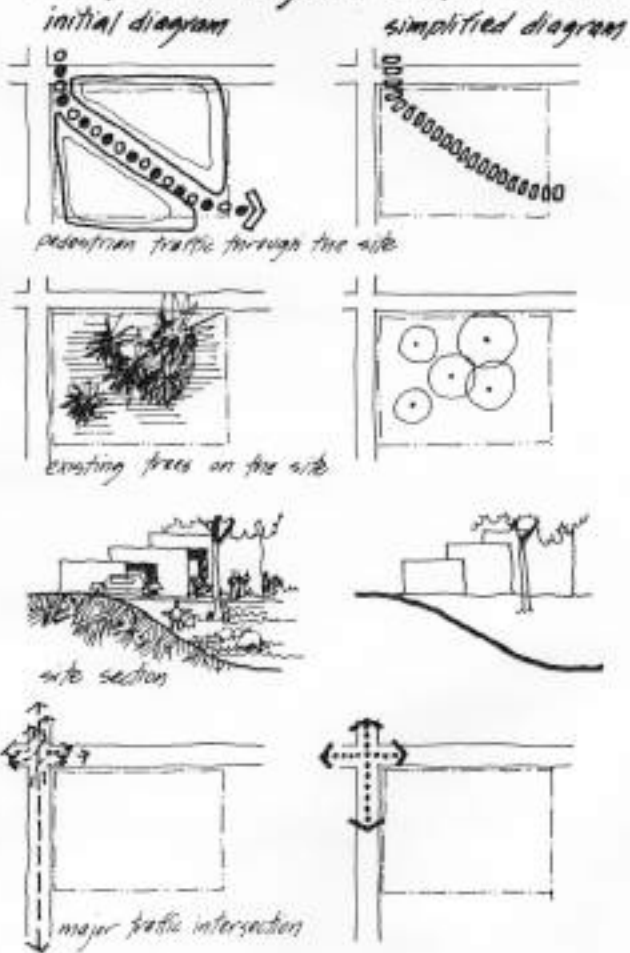


# Site Analysis



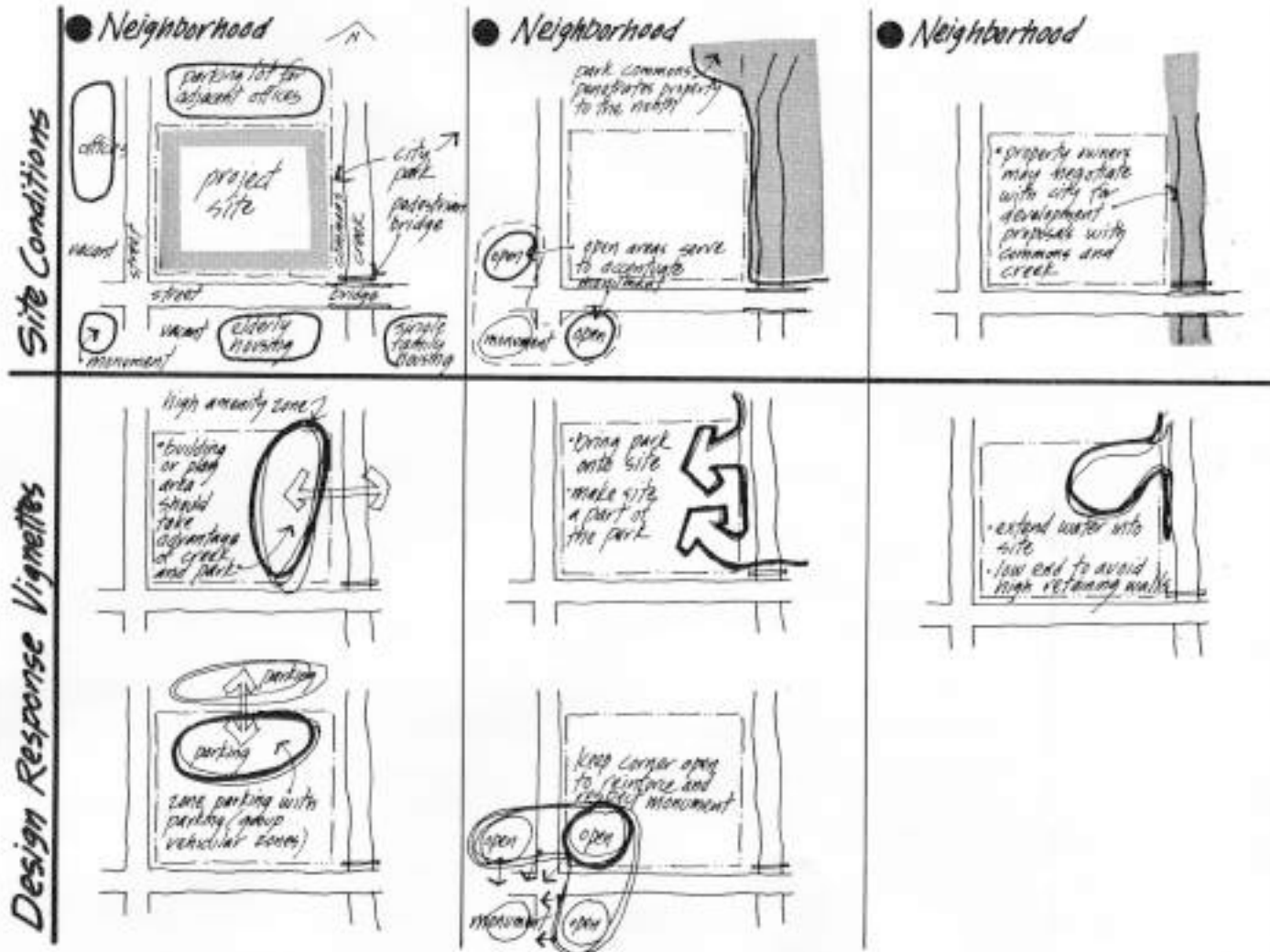
# Examples

## ● Examples of diagram simplification




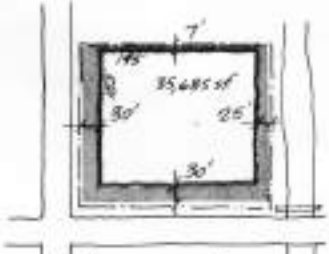
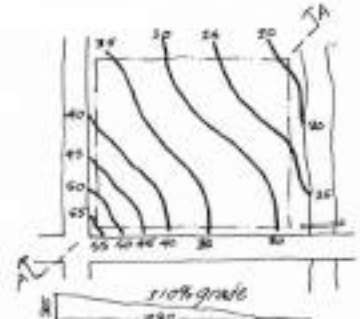



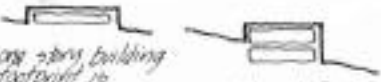
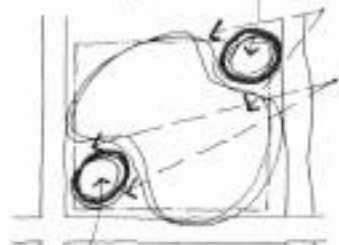
# Site Analysis

# Architectural responses



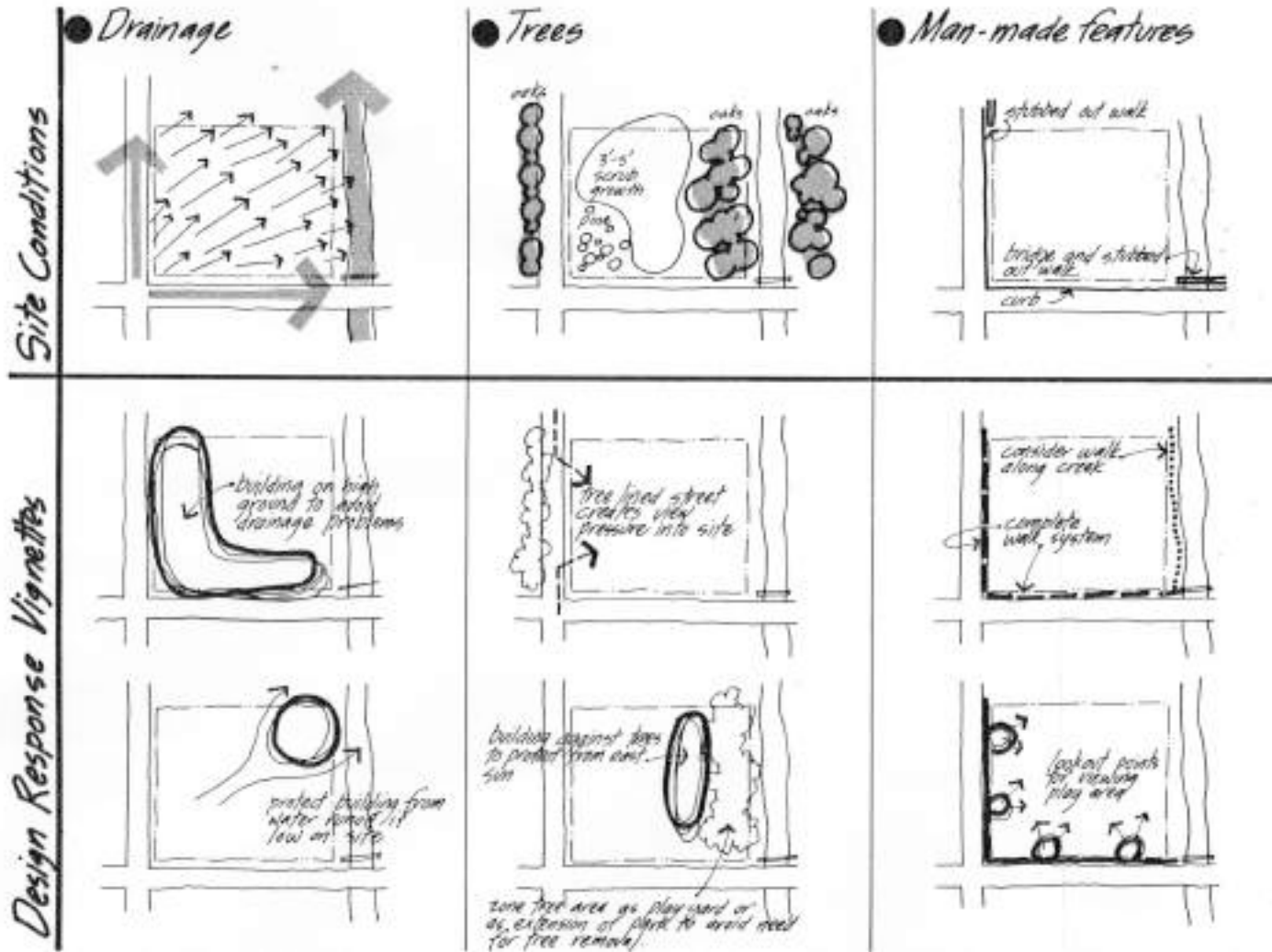
# Site Analysis

# Architectural responses

Site Conditions	<p>● Size/Area</p> 	<p>● Setbacks/Easements</p>  <p>(no easements)</p>	<p>● Contours</p> 
Design Response Vignettes	<p>           b. building footprint = 5928 sqf            pk. parking (14 cars @ 350 sqf) = 5250 sqf            pl. play area = 5000 sqf            s. service area = 2000 sqf            do. drop off - pick up area = 1300 sqf (800 sqf covered)            cp. covered play area = 1000 sqf         </p>  <p>19,778 sqf of programmed development</p>  <p>"loose" site situation means building can remain and there must be concepts for use of "left over" land.</p>	 <p>area within setback zone may be used for:</p> <ul style="list-style-type: none"> <li>• parking</li> <li>• play yard</li> <li>• extension of city park onto site</li> <li>• extending creek into site</li> <li>• landscaped buffer</li> </ul>	 <p>one story building footprint is preferable because..... internal functions don't lead themselves to a two story solution</p> <p>building low uses rest of site as background in view from park</p>  <p>building high uses rest of site as foreground in view from park</p>

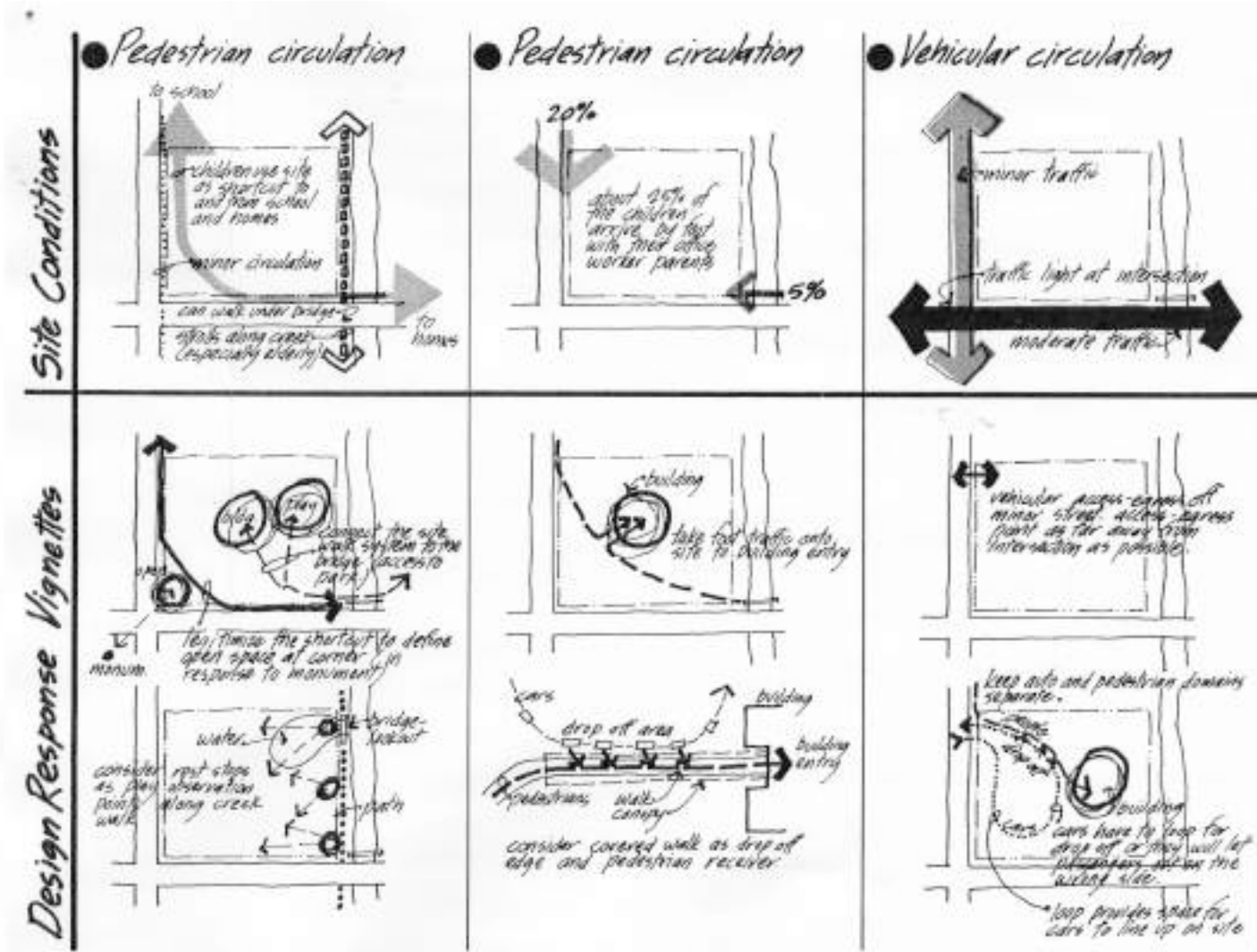
# Site Analysis

# Architectural responses



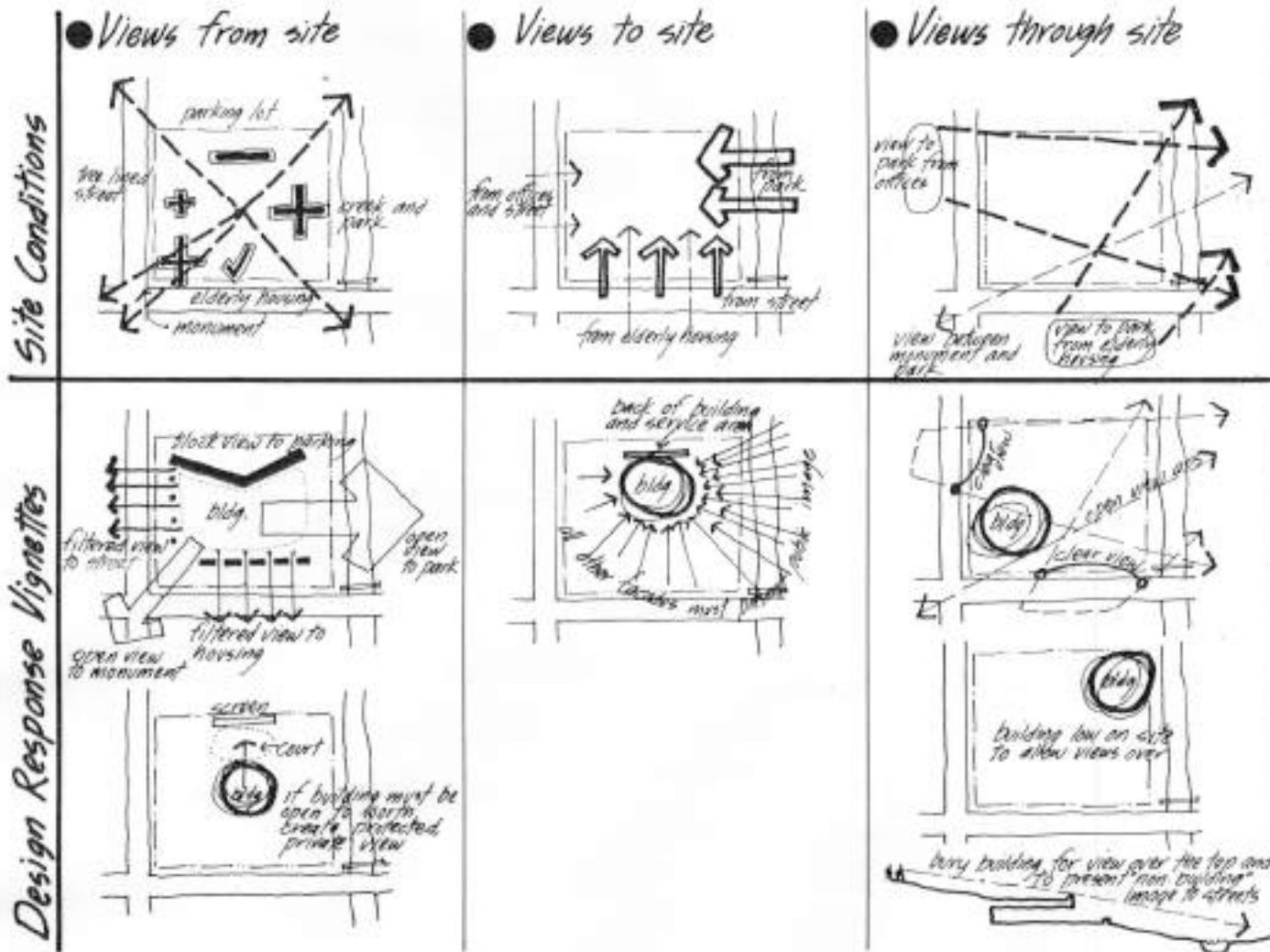
# Site Analysis

# Architectural responses



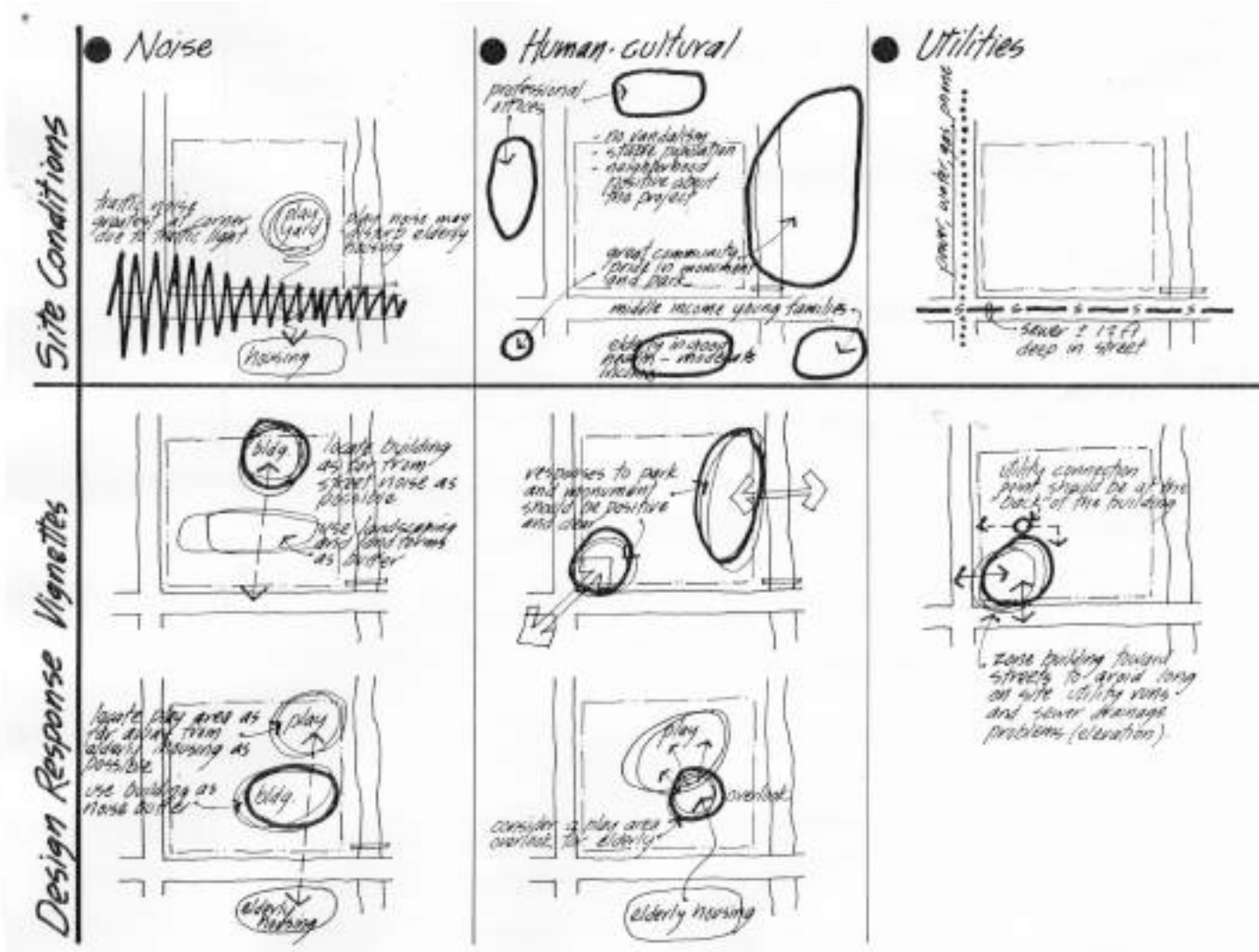
# Site Analysis

# Architectural responses



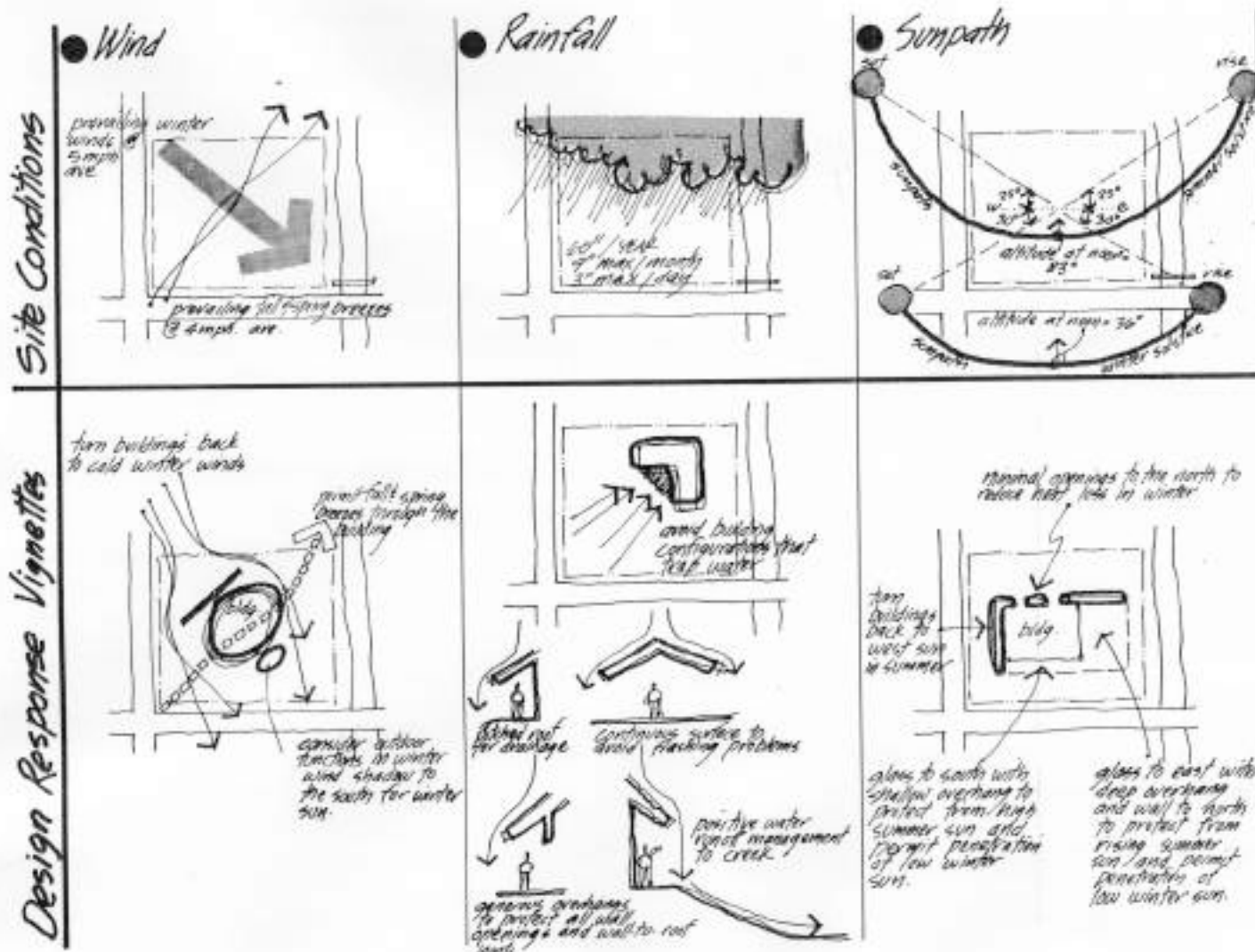
# Site Analysis

# Architectural responses



# Site Analysis

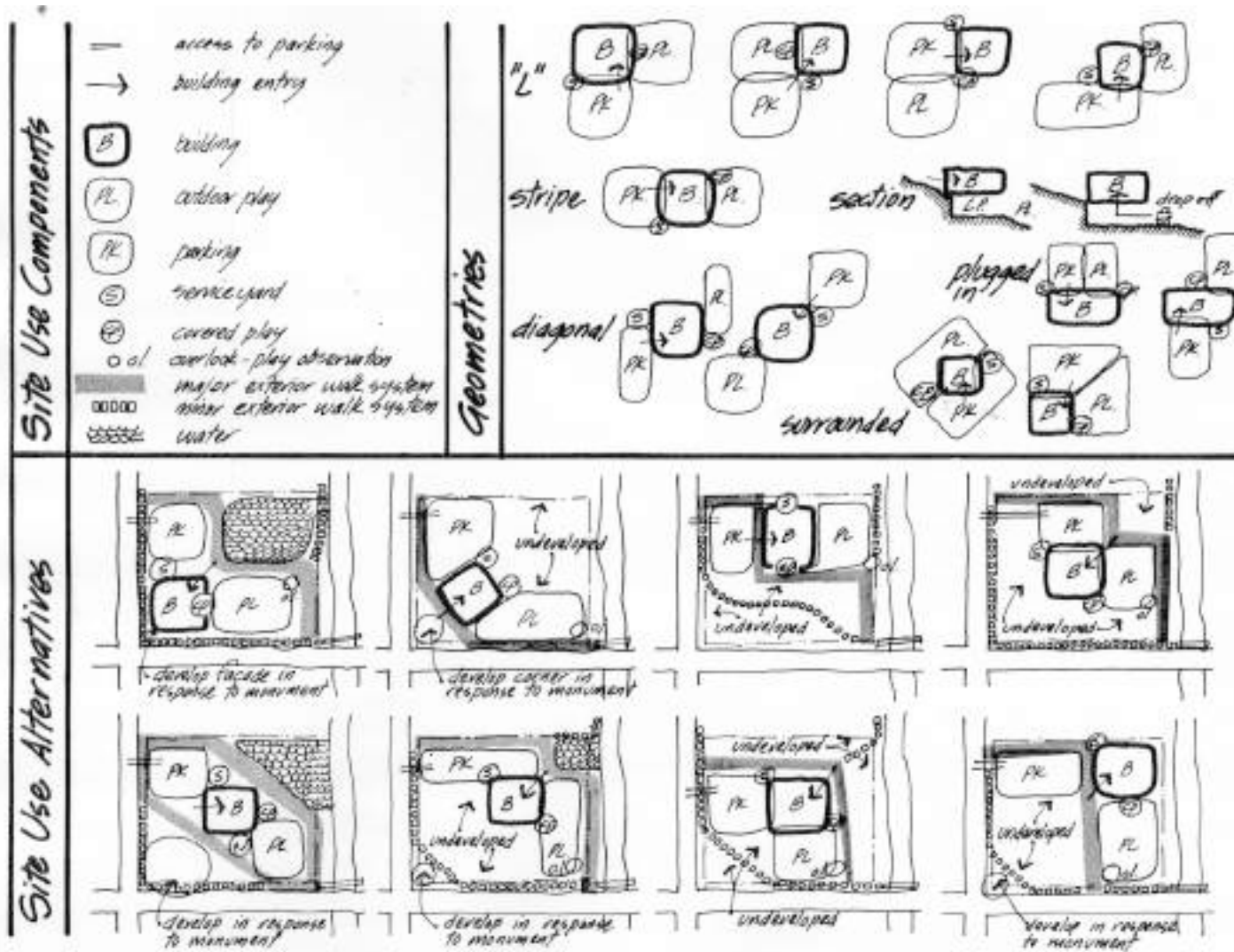
# Architectural responses



# Site Analysis



# Architectural responses



# Site Analysis