## SITE PLANNING

## Circulation

## Streets and Roads

 because of their good roads.

## Considerations:

All elements of a site must be well serviced by appropriate circulation. Not equal.
2. Design of circulation must relate to the tempo of movement it accommodates, as well as to the general nature of its surroundings. cars fast, pedestrian slow.
3. Layout must satisfy functional demands of program.
4. Flexible for future development
5. In harmony with surroundings.


## Influenced by

-concentration and density of population
-topography
-built environment


# Types of vehicular circulation patterns 


-Grid pattern
-Radial pattern
-Linear pattern
-Curvilinear pattern
-Switchback road


## Grid Pattern

Grid pattern equally spaced streets, perpendicular to each other.


## Radial Pattern

## 으양 Radial pattern <br> Central starting point <br> Growth in several directions. <br> Network connects multiple centers



## Linear Pattern

Linear pattern of circulation occurs along a series of straight lines. frontier town, and suburban strips



## Types of Streets

- Way
- Loop street
- Intersection
- Collector Street
- Interchange
- Network


Types of Streets - Way

Way is a street, alley, or other
thoroughfare or easement permanently established for passage of persons or vehicles.


## Types of Streets - Loop street



## Types of Streets - Intersection



## Types of Streets - Collector

Collector Street is a street into which minor streets empty and which leads to a major arterial. Tillary, Jay/Smith Streets


## Types of Streets - Interchange

Interchange is the junction of a freeway with entering or exiting traffic.


## Types of Streets - Network

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Network is a
system of
circulation channels
which covers a large area.


## PARKING

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-On street parking - Off-street parking is space provided for vehicular parking outside the dedicated street right-of-way. -At-grade parking lot - Parking garages


## Parking Dimensions 90 deg.

```
90 deg, Angle
(20' x 9' stalls)
- 11.1 Cars for each
        1000 lineal ft. of
        curb
    - }290\mathrm{ Square Ft. per
        car area
        requirement
    - Accommodates
        most Cars
    - Permits 2 way
        Traffic
    - More difficult to
        maneuver
```



## Parking Dimensions 60 deg.



## Parking Dimensions 45 deg.

## 45 deg, Angle (20’ x 9' stalls)

- 7.8 Cars for each 1000 lineal ft. of curb
- 333 Square Ft. per car area requirement
- Easy access
- 1 way Traffic aisles
- Relatively economical



## Turning Radius

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16' sub-compact
25' for full sized cars
45-50' for trucks, fire engines.


## Wheel stops

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## Accessibility issues



## Handicapped Parking

Handicapped parking is a space designated for the physically handicapped persons, consisting of a typical space with an adjacent aisle no less than five feet wide and with the ability to reach an accessible route.


## Pedestrian Circulation

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PEDESTRIAN CIRCULATION

## Pedestrian Circulation -Space

- average adult male 24 " wide x 18 " deep
- Easy movement requires 13 sq ft or a space of 4 '4" x $3^{\prime}$
- Crowd movement 7 sq ft or a space of $3^{\prime}-6{ }^{\prime \prime} \times 2^{\prime}$
- more space is required on ramps and even more on stairs



## Pedestrian Circulation -Capacity

varies with the characteristics of crowd and psychology (concert vs football) (cars vs subway)

- straight line vs random vs diagonal vs curving
- rule of thumb one way sidewalks-
5' wide; collector walks 6'-10' or more



## Pedestrian Circulation -Direction

- People tend to walk in the line of least resistance direct path more curvilinear than straight.



## Pedestrian Circulation -Distance

people willing to walk about $1 / 2$ mile or about 12 minutes

- influences spacing of subway stops;
- size of university, commercial
developments
- radius of $1 / 4$ mile covers 125 acres



## Pedestrian Circulation - Surfaces

required characteristics: stable and firm; relatively smooth in texture, nonslip.

1. Soft (gravel, soil, soil and plants).
2. Variable (cobblestones, river stone, exposed aggregate, flagstone, sandlaid brick, wood decking)
3. Hard (asphalt, concrete, tile or brick in concrete


## Pedestrian Circulation -Walkway gradients



## Pedestrian Circulation -Drainage

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PITCHED

## Pedestrian Circulation Curb cuts

```
- maximum curb height
    should be 6 to 6-1/2
    inches
    - curb ramps should not
    exceed should not
    exceed 8% or a 1:12
    gradient
- nonslip surfaces but not
    corrugated which
    collects ice and snow
    and become slippery
```



## Flared Sides - Curb Ramp



FLARED SIDES

## Returned Curb - Curb Ramp

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## Built-Up - Curb Ramp



```
DUILT-UP

\section*{Parallel - Curb Ramp}

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PARALLEL

\section*{Pedestrian Circulation - Stairs}
- minimum of 3 risers NO 1 or 2 risers
- if more than 4 risers, provide handrail
- if more than 8' wide, provide center handrail for every multiple of 8'
- exterior stairs have different proportions than interior


\section*{Pedestrian Circulation - Stairs}

exterior typically risers of \(5-1 / 2\) tread of 15 " or \(6 "\) riser to 14 " tread
- monumental stairs \(3^{\prime \prime}\) riser \& 19" tread or \(4^{\prime}\) riser \& 17" tread; do not use in heavy traffic areas
- exterior stair rule 2 risers + tread = 26" to 27"
- public stairs never more than 50\% gradient


\section*{Bicycle Circulation}

NYC defines 3 types of bicycle paths
1. Protected bicycle path, protected separation from cars (green).
2. Bicycle lane, marked separate lane (red).
3. Bicycle route, shared lanes (gold).

See map next slide


\section*{Lighting}

1. Pedestrian
2. Vehicular


TYPICAL LIGHTING STANDARDS

\section*{Low Pedestrian Lighting}

Purpose: to provide safety and security after dark
Should occur at building
entrances, at intersections,
stairs, ramps, abrupt changes in grade, dead ends and remote walks
pedestrian lighting varies from
\(1 / 2\) to 5 foot-candles (building entrances, steps and
intersections
LED, incandescent or mercury
 vapor

\section*{Pedestrian Lighting Malls and Walkway}
- 10-15' light
- Multi use because of extreme variety of light fixtures
- Incandescent and Mercury Vapor
- Susceptible to vandalism


\section*{Special Purpose Lighting}
- 20'-30' height average
- Recreational, commercial, residential, industrial
- Metal halide, mercury vapor


\section*{Vehicular Lighting}

For drivers OK to use mercury vapor, metal halide and high-pressure sodium; poor color rendition but economical
Street light 30-50 foot high, spaced 150-250' apart (1/2 foot candle at local roads and parking areas


\section*{Vehicular Lighting Parking and Roadway}
- 30'-50' height average
- Large area lightingrecreational, commercial, highway, industrial
- Mercury vapor, high pressure sodium


\section*{Vehicular Lighting High Mast}


\section*{Lamp Types and Characteristics}

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\section*{Light Pollution}


\section*{Signage}

Four principal functions
1. to regulate or control -STOP, emergency exit, no parking. Most common; involve health \& safety
2. to give directions - IN, OUT, To parking. Accompanied by directional graphics arrows
3. to provide information - You are here large scale maps of universities orientating
4. to give identification

Voorhees, Faculty parking
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