



**City Council Worksession**

**February 28, 2006**

**Alexandria**

# Visitors

View the City as a collection of neighborhoods with a significant and diverse history.

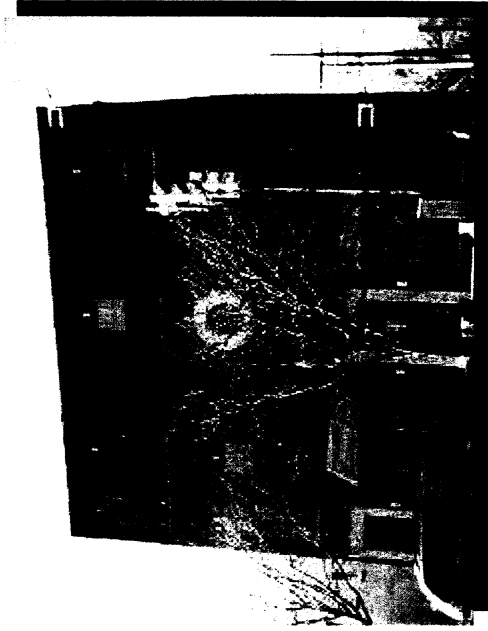


- Historic Character
- Unique Shopping
- Dining/Entertainment
- A Destination

**Alexandria**


# Alexandria Residents

*View the City as a wonderful place to live and work*



- Historic Character
- Distinct & Intact Neighborhoods
- Urban living with quality open space
- Quality Lifestyle
- Unique Retail, Dining & Entertainment
- Open Space/Recreation

**Alexandria**



# Alexandria is Rooted in the Past with a Vision of the Future

Alexandria's challenge is not how to grow  
to achieve a vision, but rather, how to  
continue with smart growth while  
maintaining its existing character and  
qualities.

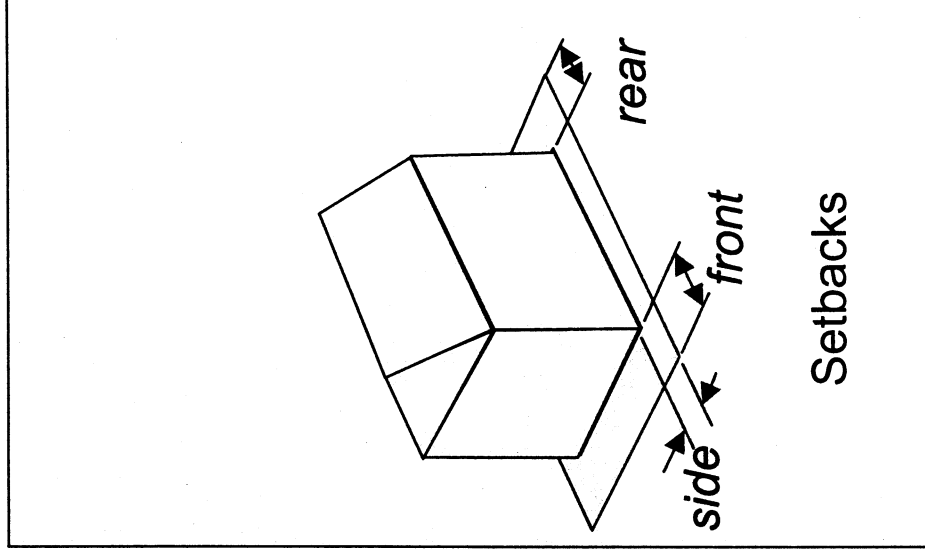
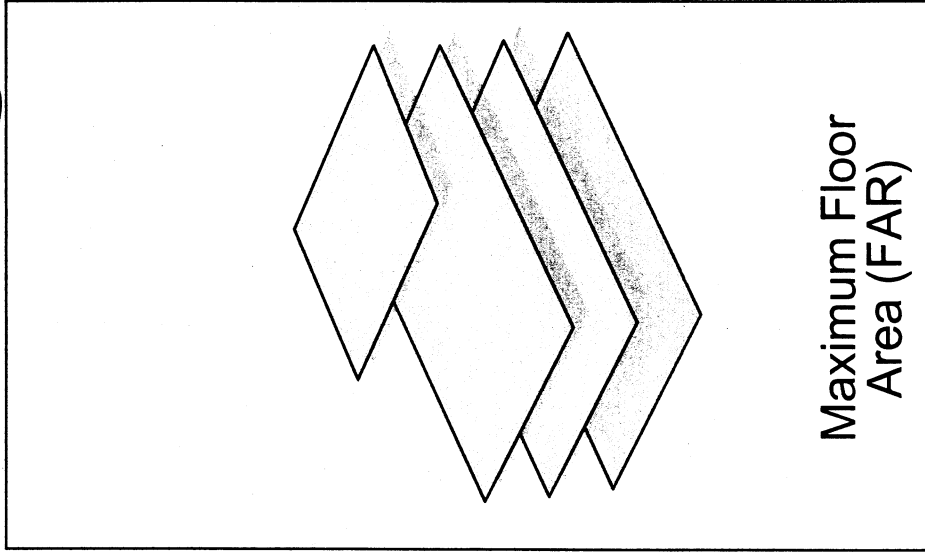
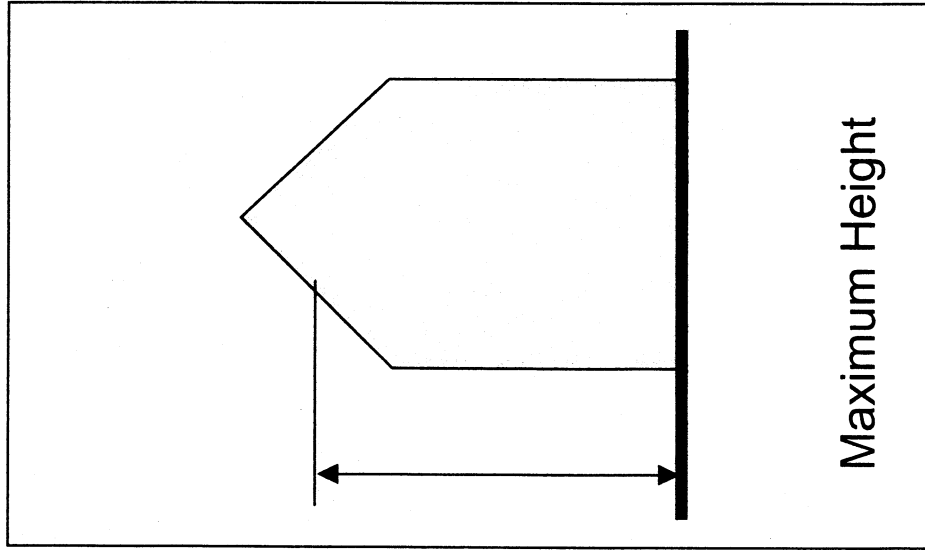
**Alexandria**

# How Does Alexandria do it?

- Continuing to seek community input for neighborhood and desired neighborhood
- Implementing the vision of the Plans;
- Maintaining the integrity of the historic districts; AND
- Identifying and conforming to basic design principles

**Alexandria**

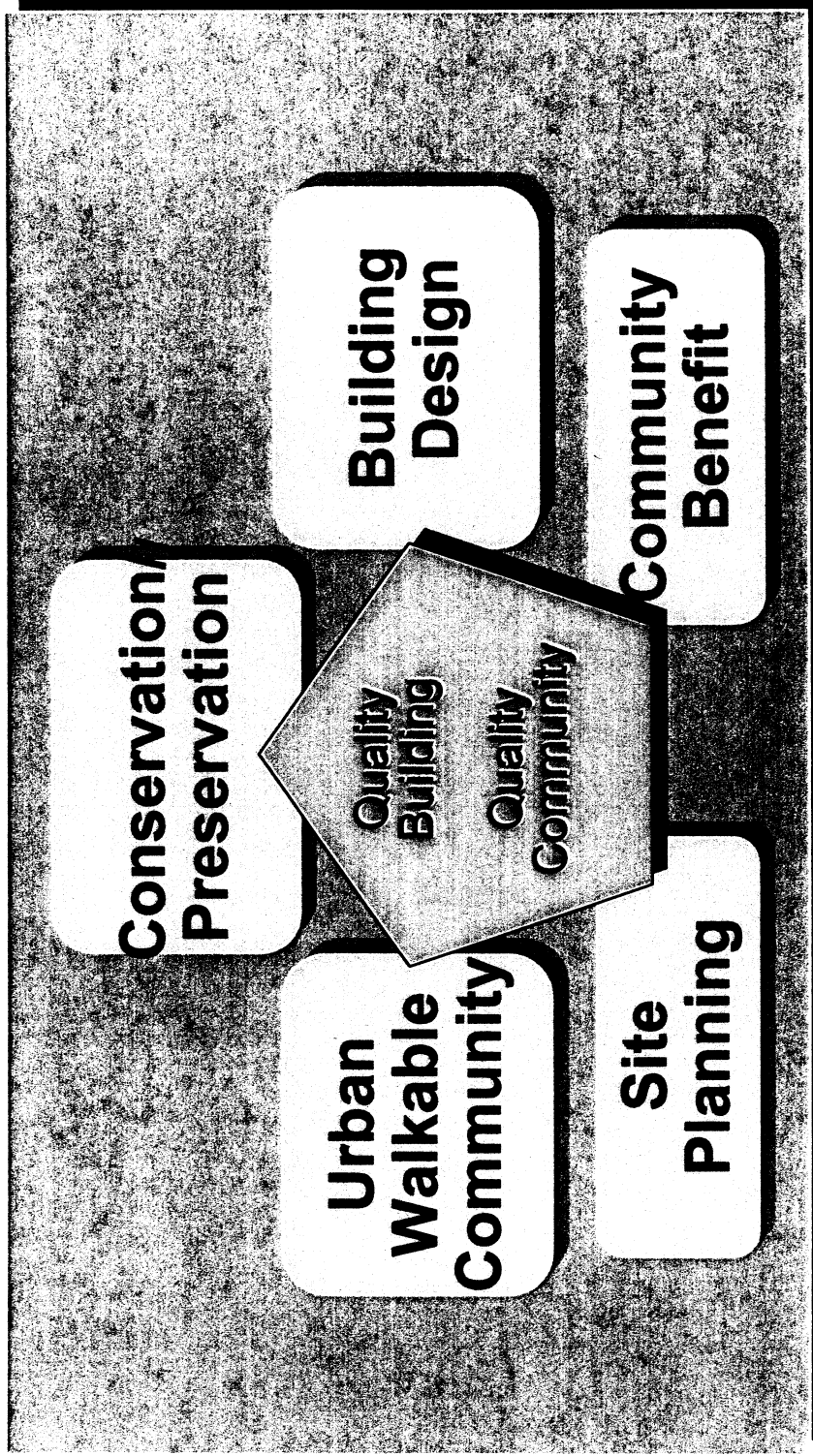
# Zoning



*The Zoning establishes the use and the basic physical parameters*

**Alexandria**

# The Design Principles



A Balanced Response to the Principles  
is Required to Create a Quality Building

**Alexandria**

**CONSERVATION/  
PRESERVATION  
PRINCIPLES**

**Alexandria**



# Conservation/Preservation Principles



- Preserve the existing man-made historical and cultural assets

- Preserve the existing natural community amenities, e.g. trees, wetlands, open space



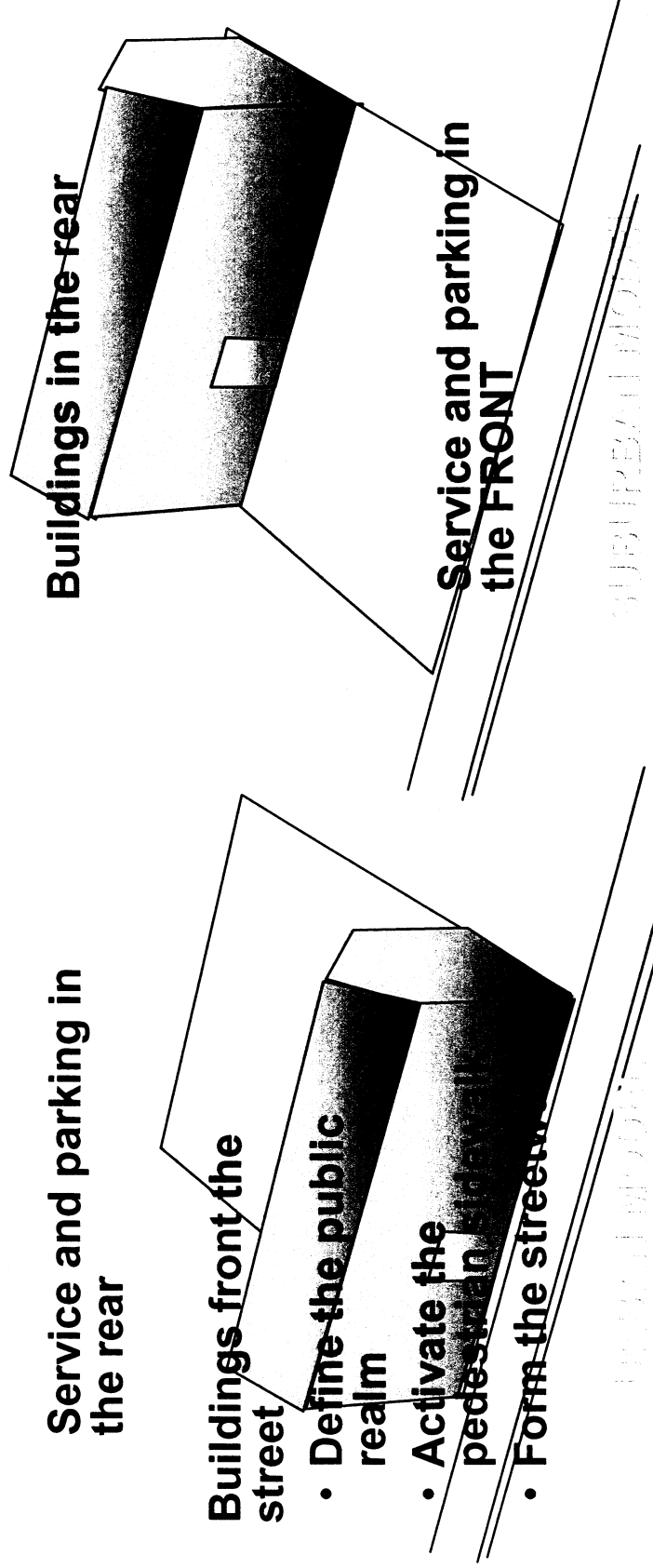
**Alexandria**

**URBAN WALKABLE  
COMMUNITY  
PRINCIPLES**

**Alexandria**

# Urban Walkable Community/ Principles

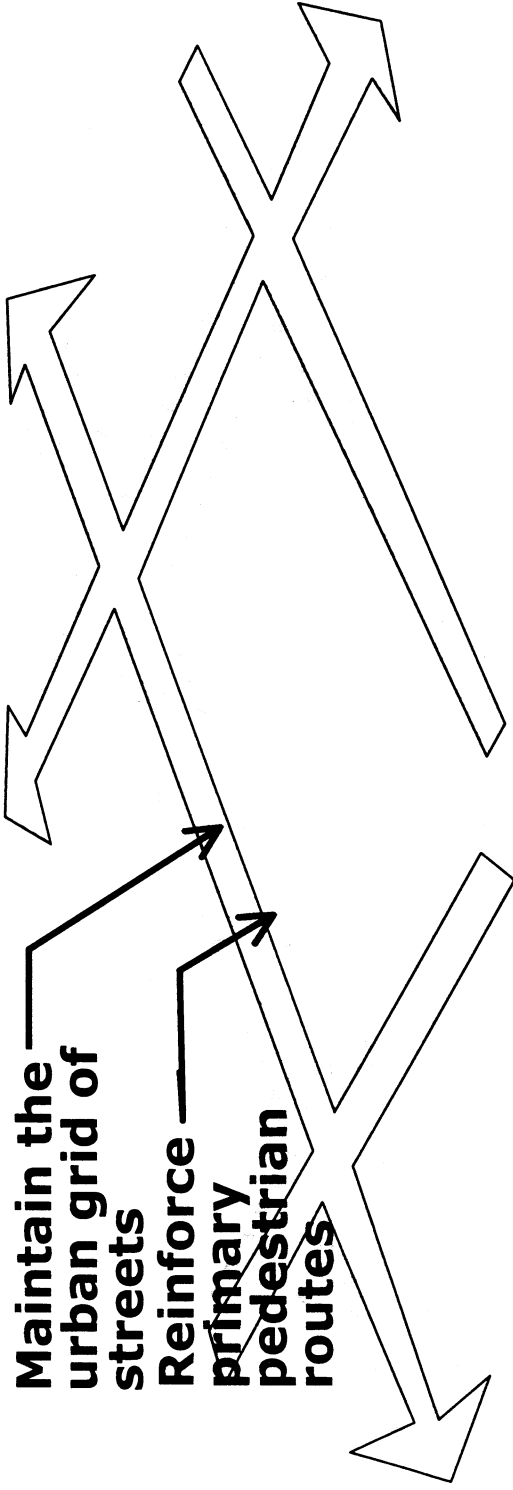
- Maintain Alexandria's urban/walkable (pedestrian first) community
- Ensure an urban rather than suburban form



**Alexandria**

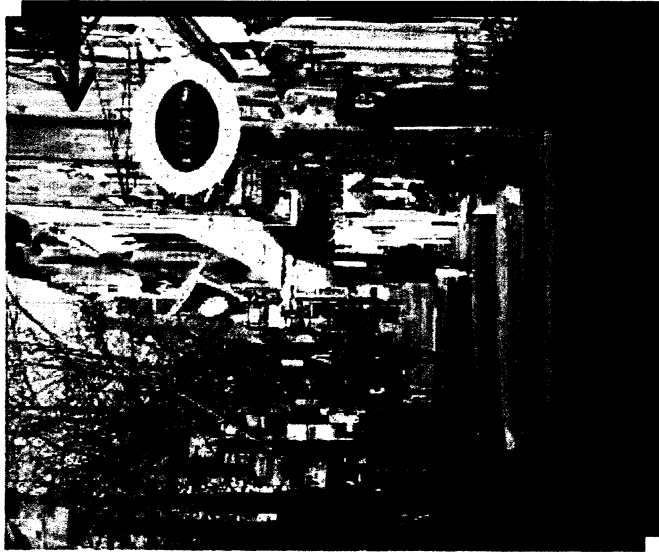
# Urban Walkable Community/ Principles

- **Maintain/Reinforce the street grid/Old Town block size**
- **Establish principal pedestrian streets, circulation patterns**



# Urban Walkable Community Principles

- Concentrate active uses on the ground floor



Encourage active uses –adjacent to sidewalk

Discourage ground floor office & service

Site residential entries and living areas on street

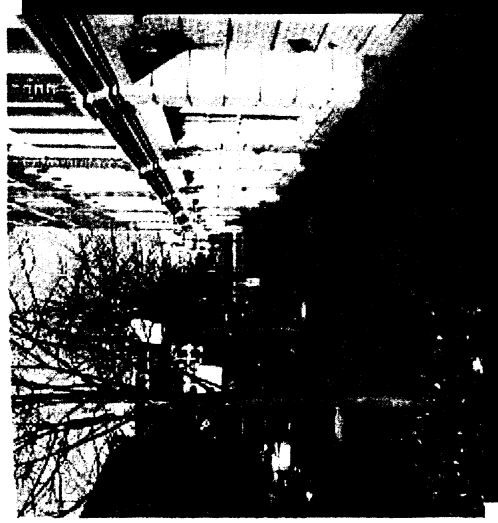
Discourage “mews” entries

Discourage auto access & service from primary streets



# Urban Walkable Community Principles

- Scale the buildings to the sidewalk and street
- Scale the sidewalks for the pedestrian



**Alexandria**

# Urban Walkable Community Principles

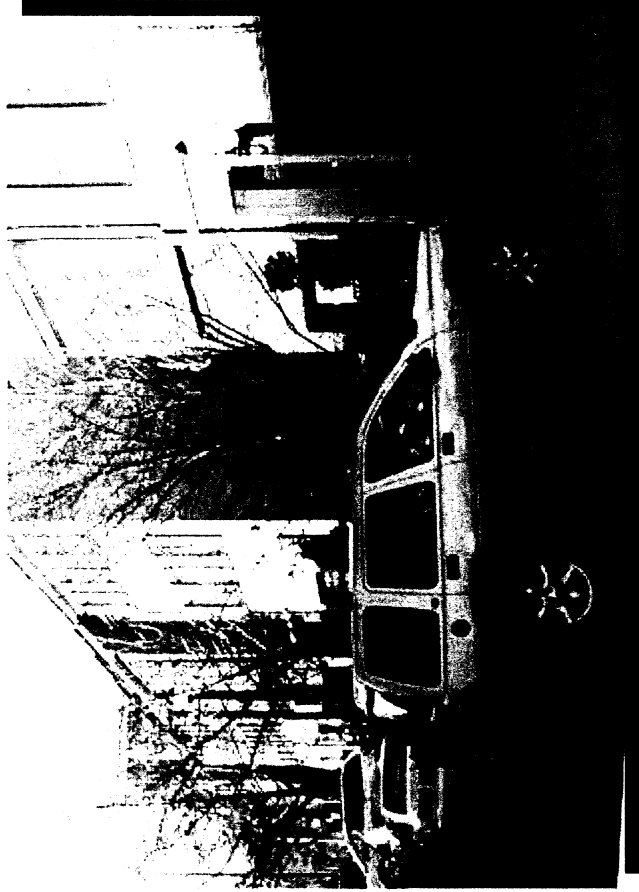
- Provide a landscaped pedestrian environment;
- Provide pedestrian amenities and scale factors (benches, awnings, planters, drinking fountains, etc.)



**Alexandria**

# Urban Walkable Community Principles

- Auto dominated environment detracts from the pedestrian experience



**Alexandria**



# **SITE PLANNING PRINCIPLES**

**Alexandria**

# Site Planning Principles

## Establish / Maintain the "Streetwall"

Streetwall defines the "public realm;"

Streetwall is generally continuous;

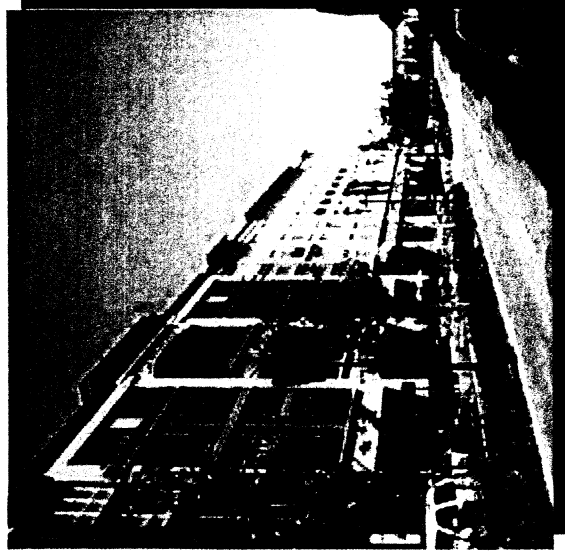
Streetwall is typically located on the front property line; and

Streetwall focuses active uses at the ground levels



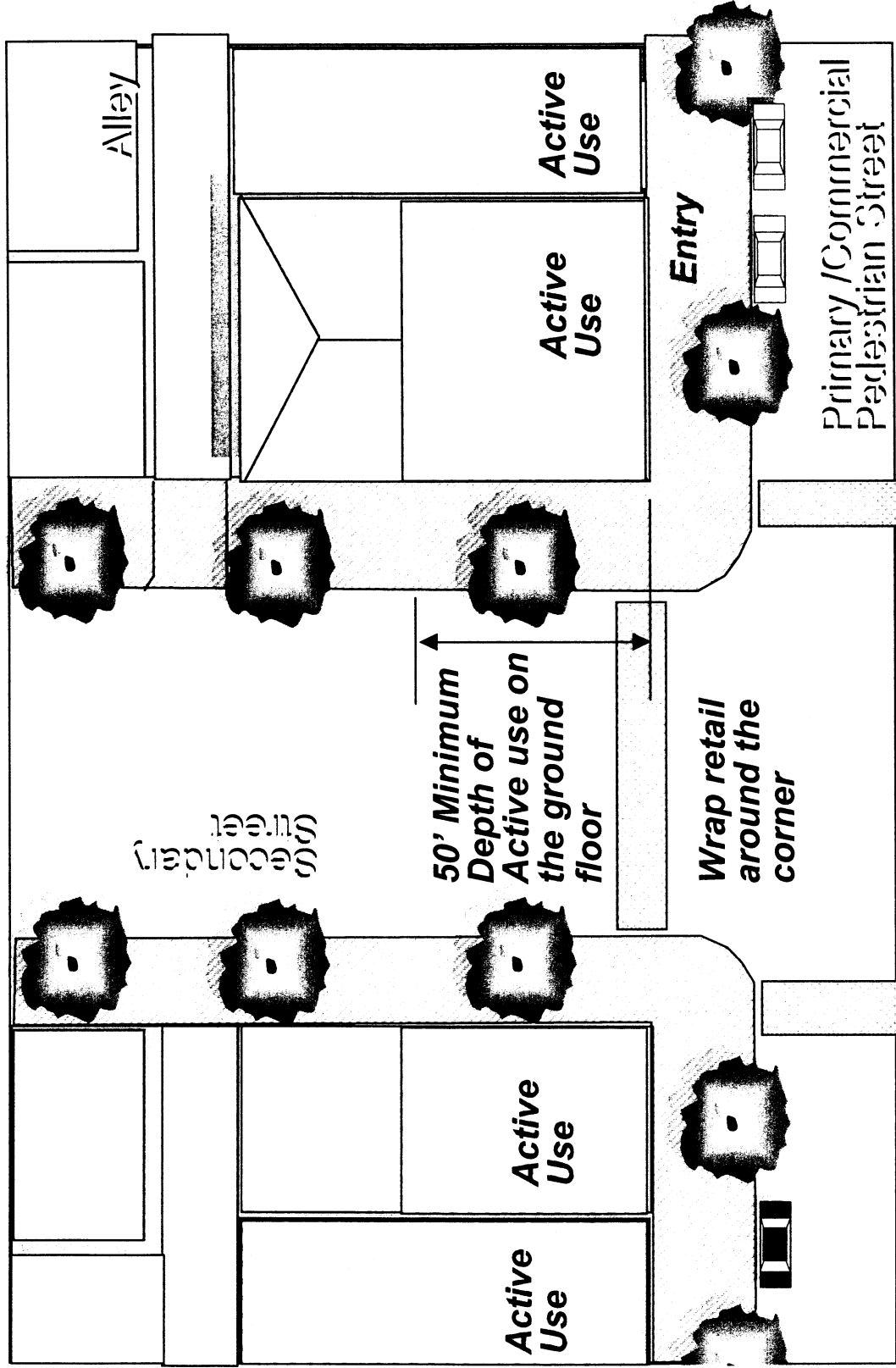
# Site Planning Principles

Street width proportioned to building height



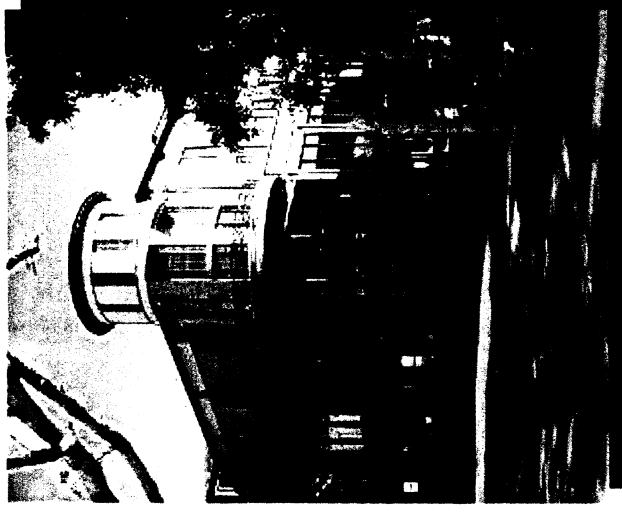
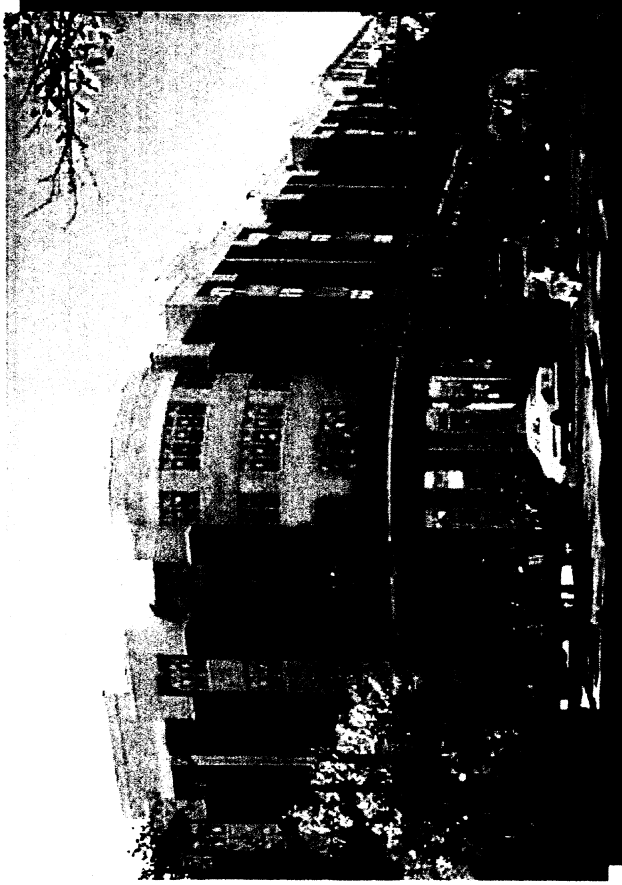
# Site Planning Principles

## Active Uses at Ground Level



# Site Planning Principles

## Corner Elements



Corner Sites are special places where entries should be located and where appropriate, the corner recognized with special architectural features to extend the pedestrian zone into the neighborhood.

Ground floor “active uses” should be extended from the primary street onto the secondary street a minimum of 30’ .

**Alexandria**

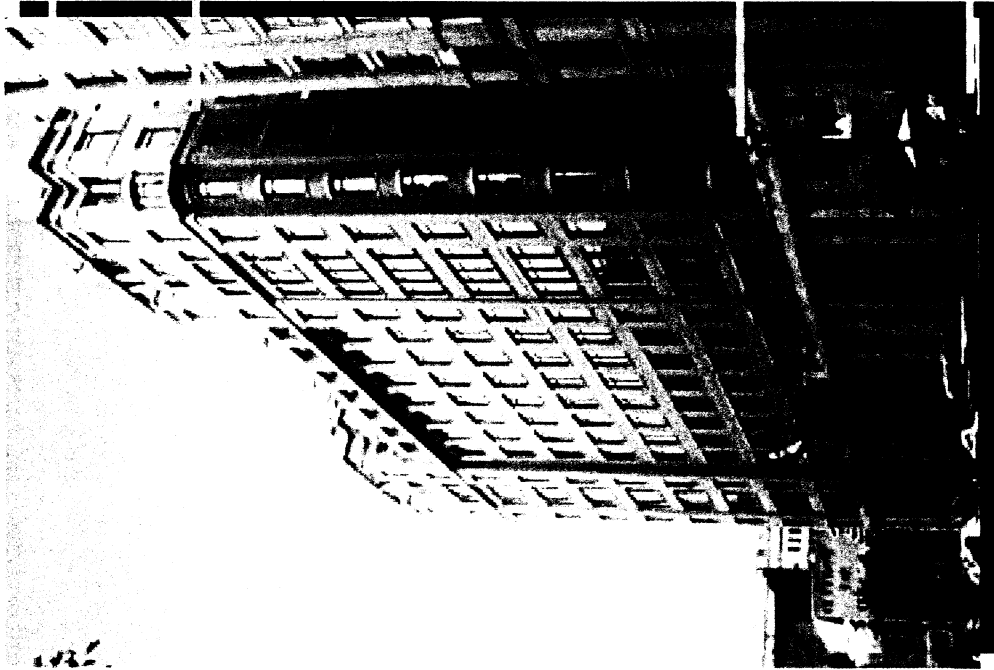
"SPOOKY PINK"

# BUILDING DESIGN PRINCIPLES

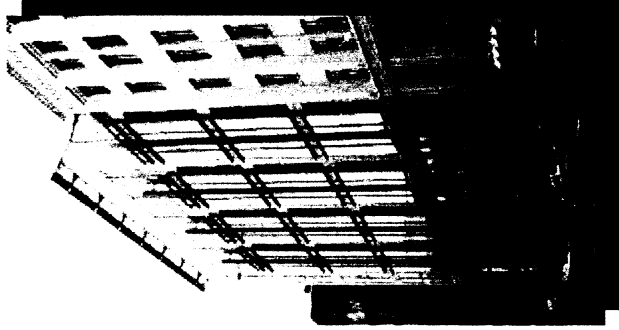
**Alexandria**

# Building Design Principles

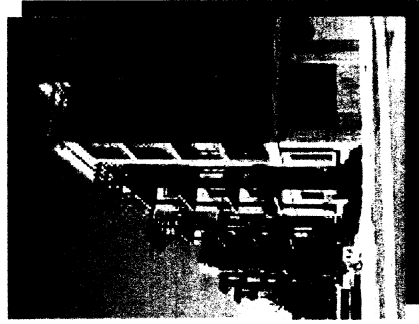
Base Middle Top



TOP



MIDDLE



BASE

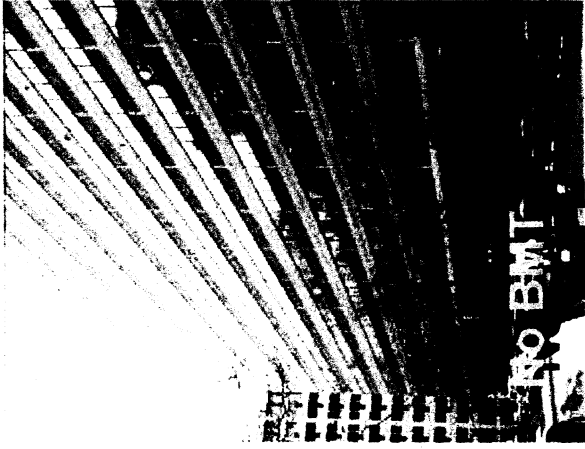
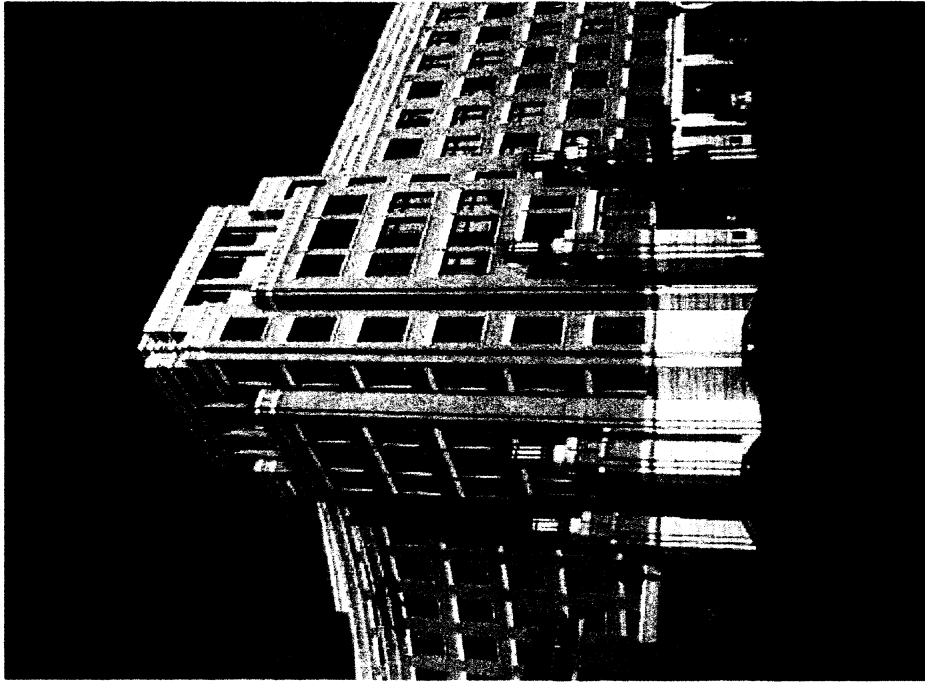


Buildings and the Streetwall should include a "Base, Middle & Top"

**Alexandria**

# Building Design Principles

## Base Middle Top



The base grounds the building to the earth and the top terminates the building at the sky

**Alexandria**



# Building Design Principles

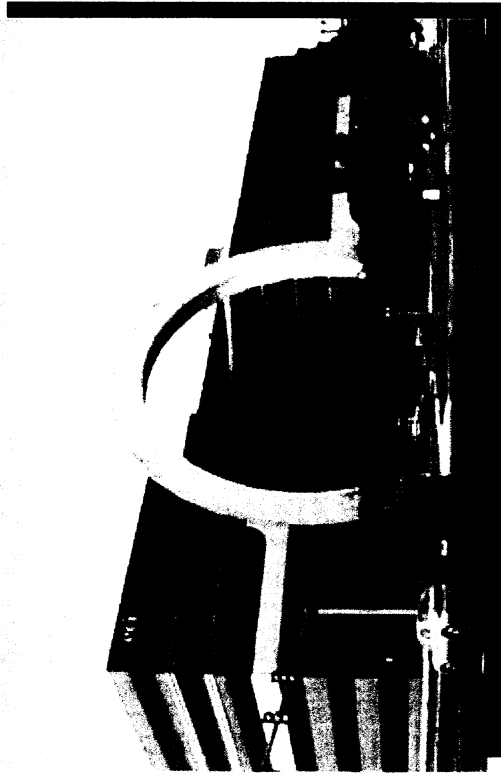
## The Building Base



- The base typically incorporates building entries, porticoes, show windows, awnings, landscaping and other elements to establish interest at the ground level
- Best most durable materials, highest level of detail should be reserved for the building base, where pedestrian contact is direct and durability is most important

**Alexandria**

# Pedestrian Scale Entrance

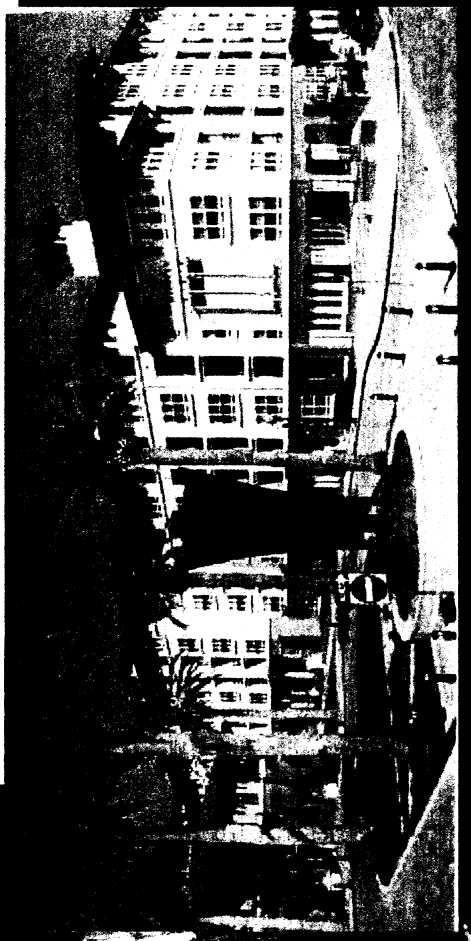
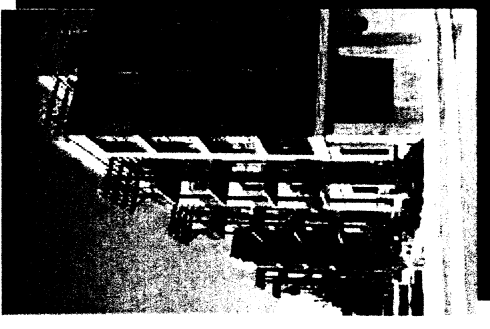


- **Scale the building entries to the pedestrian**

# Building Design Principles

## Building Tops

- The building tops should be designed to create an interesting terminus with the sky

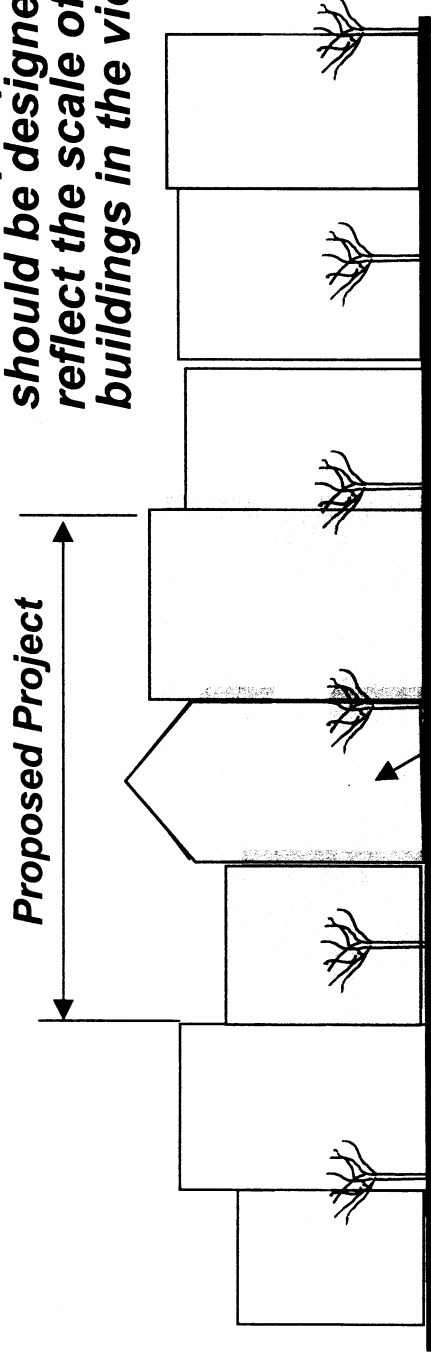


**Alexandria**

# Building Design Principles

## Appropriate Building Transitions

*The Streetwall for large building sites assembled from multiple parcels should be designed to reflect the scale of typical buildings in the vicinity*



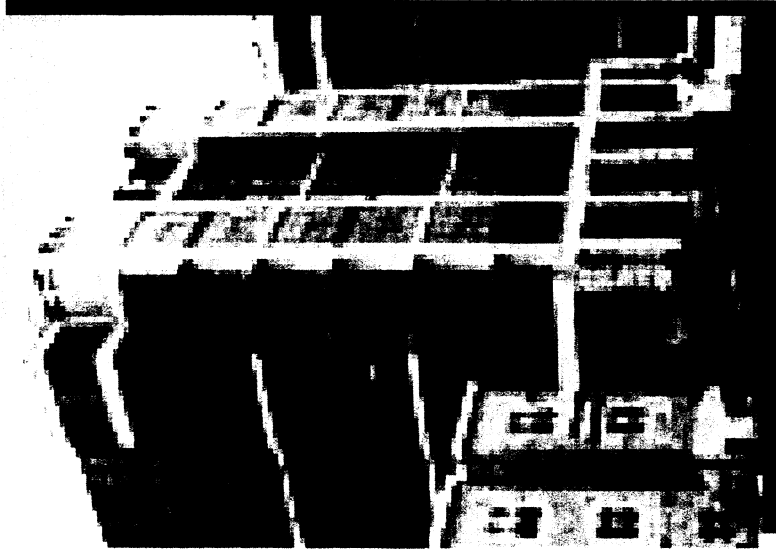
*One project reflecting the scale of the neighborhood*



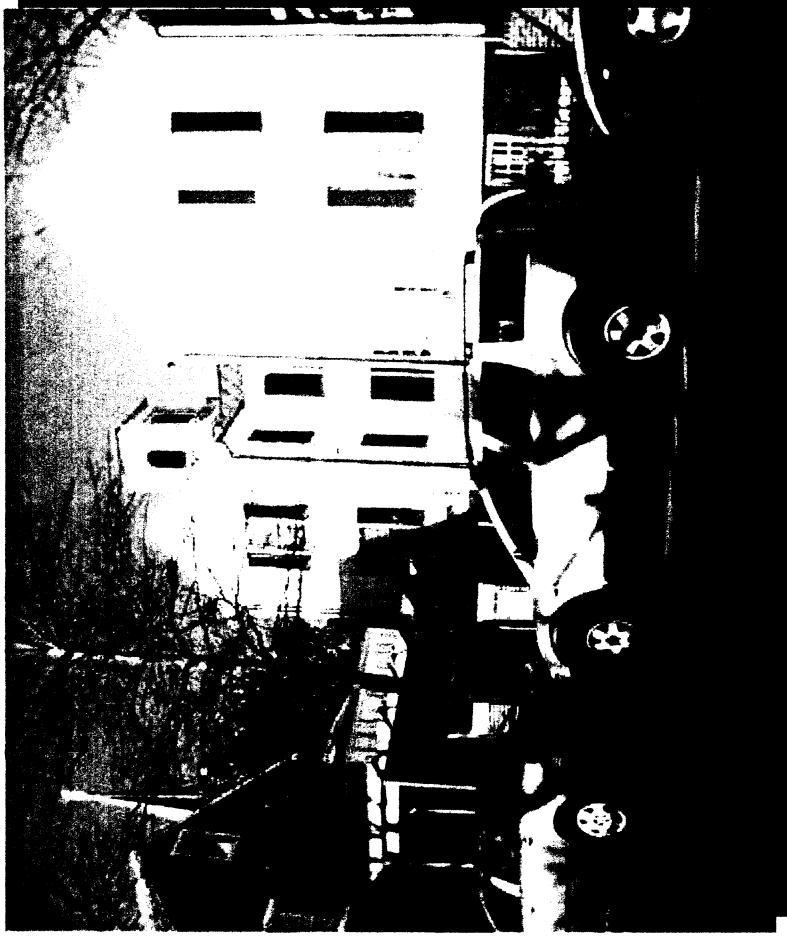
**Alexandria**

# Building Design Principles

## Appropriate Building Transitions



Inappropriate  
Transition



Appropriate  
Transition

*Alexandria*

# Building Design Principles

## Appropriate Building Transitions

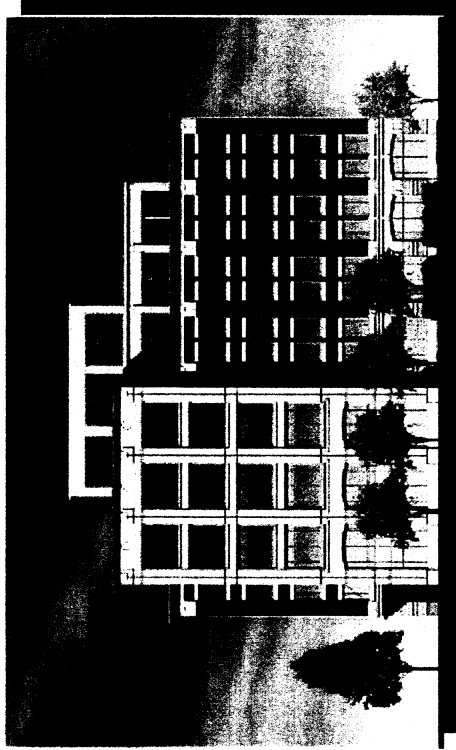


No transitions

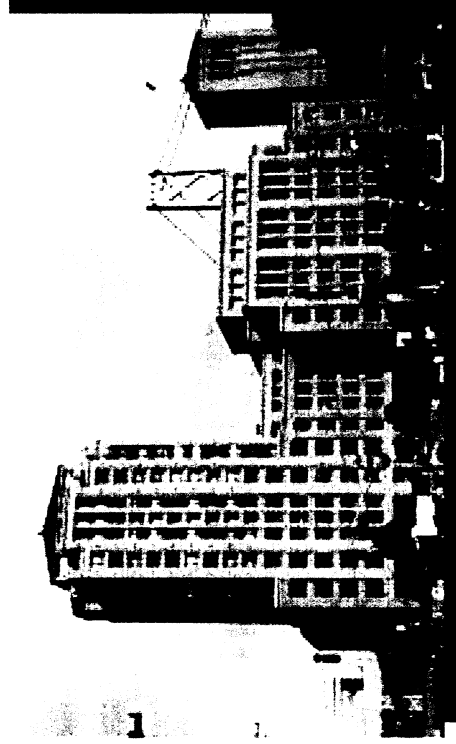
*Alexandria*

# Building Design Principles

## The Ratio of Solid to Void



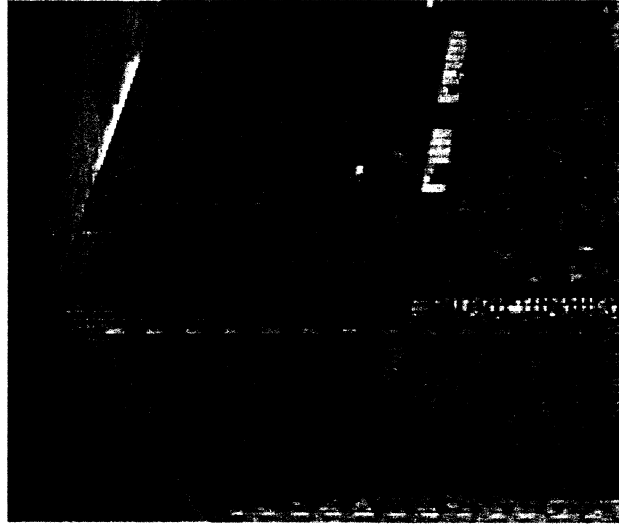
- Buildings should generally be designed with walls of a solid material in which individual or groups of windows are placed.
- There typically should be more solid wall than window open to maintain the Alexandria character
- Mirrored and/or deeply colored glass should be avoided



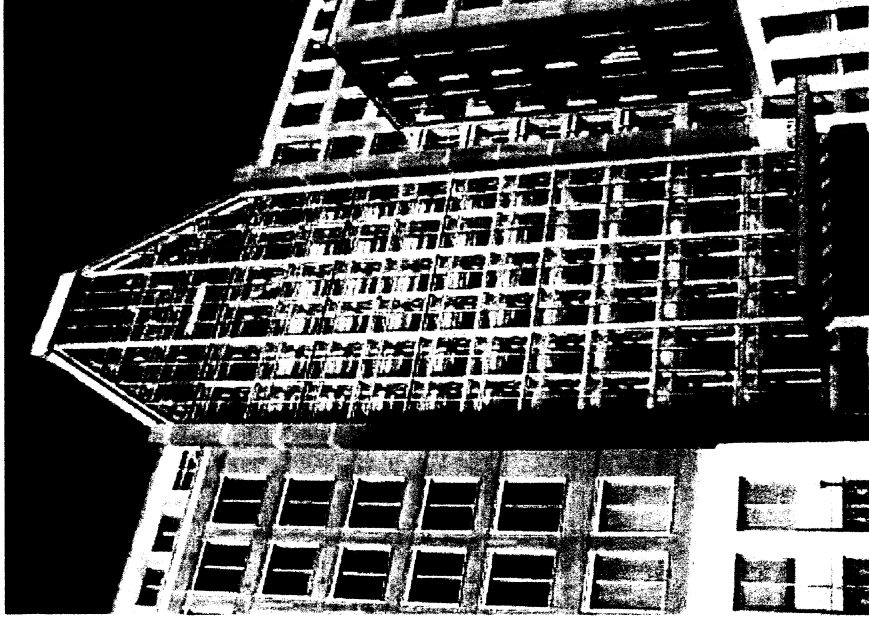
**Alexandria**

# Building Design Principles

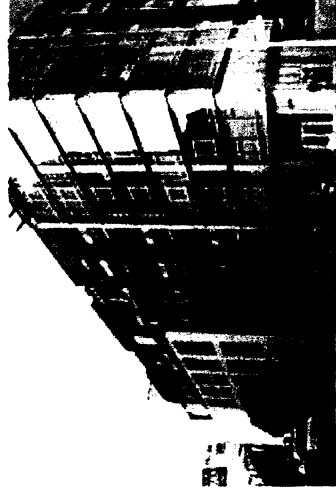
## The Ratio of Solid to Void



All void



- Glass curtain walls or metal walls panels should be used as accents in the overall design.



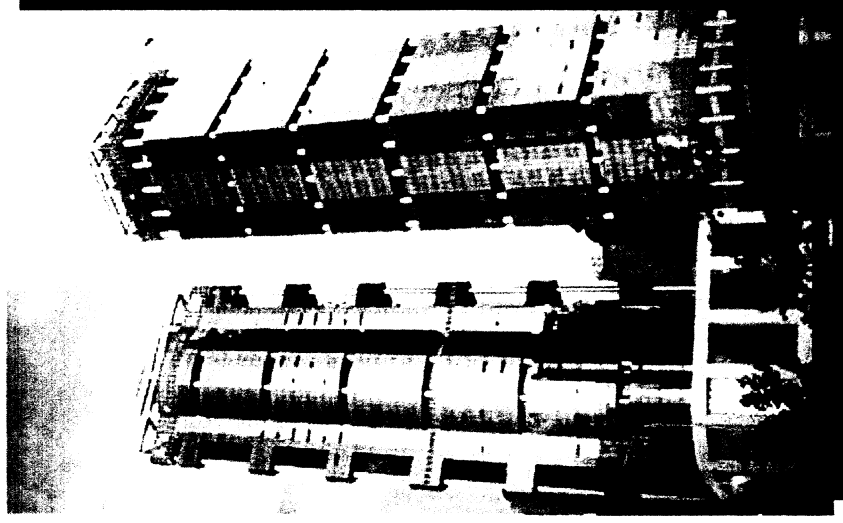
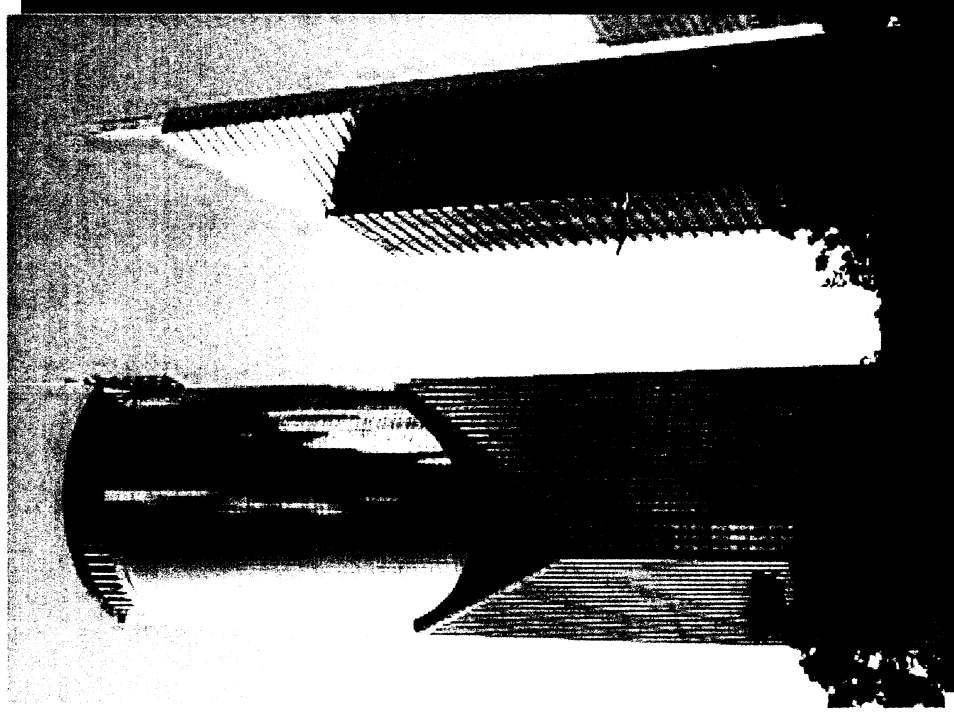
*Appropriate examples of glass accents*

**Alexandria**



# Building Design Principles

The Ratio of Solid to Void



All void +  
mirrored glass

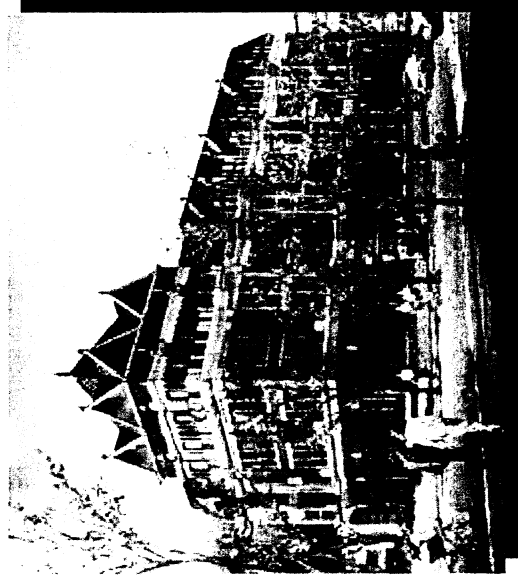
**Alexandria**

# Building Design Principles

## Maintain Small Building Scale



- Maintain the small parcel scale in the Streetwall
- Building facades should reflect the traditional neighborhood small lot scale and neighborhood context



**Alexandria**

# Building Design Principles

## Establish Multiple Architectural Rhythms

The "middle" of the building should include multiple architectural rhythms

### Utilize:

- **stepbacks**
- **changes in plane**
- **changes in materials or colors**
- **window types**
- **window sizes, pairing or multiples of windows**
- **oriel & bay windows**
- **shutters and other detailing**

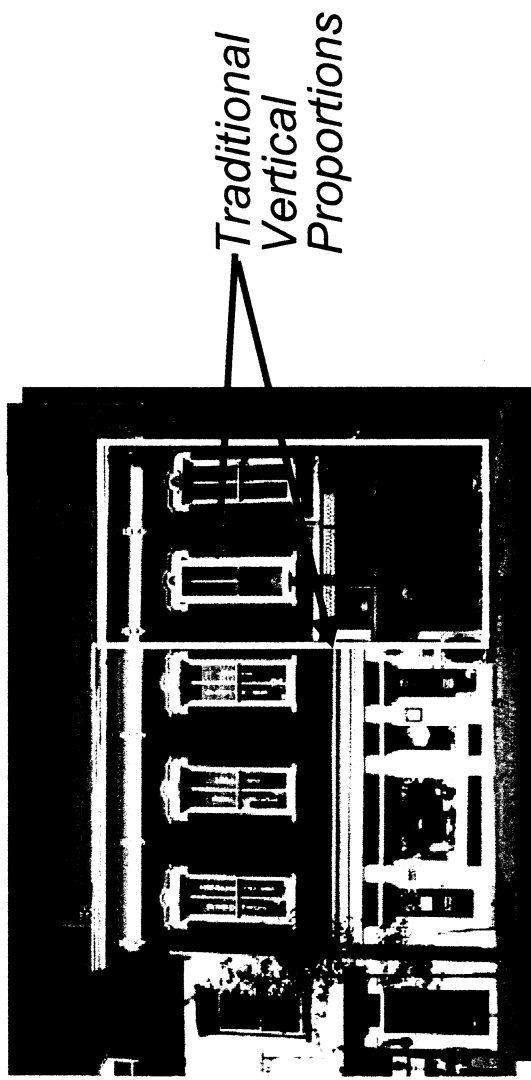


**Alexandria**

# Building Design Principles

## The Vertical Proportions

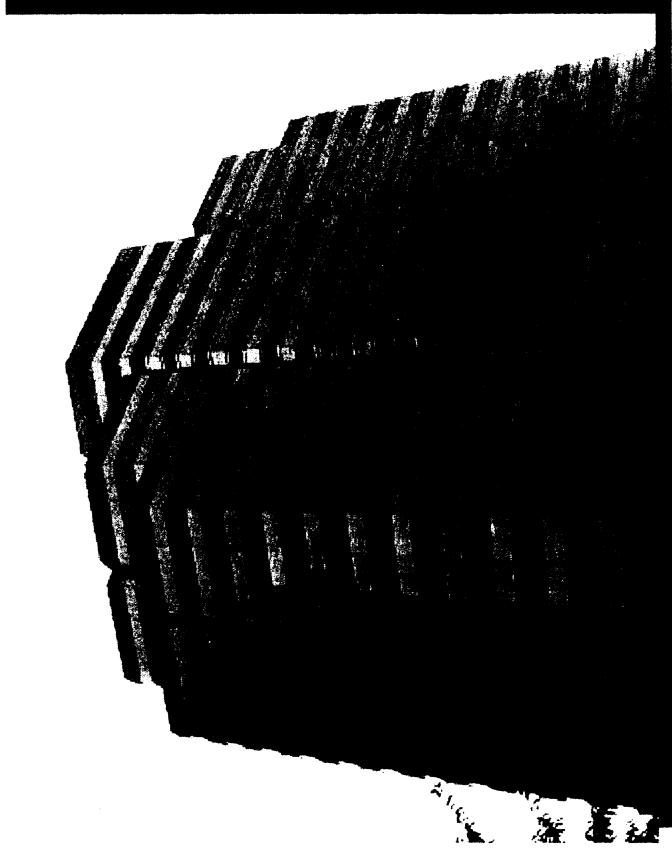
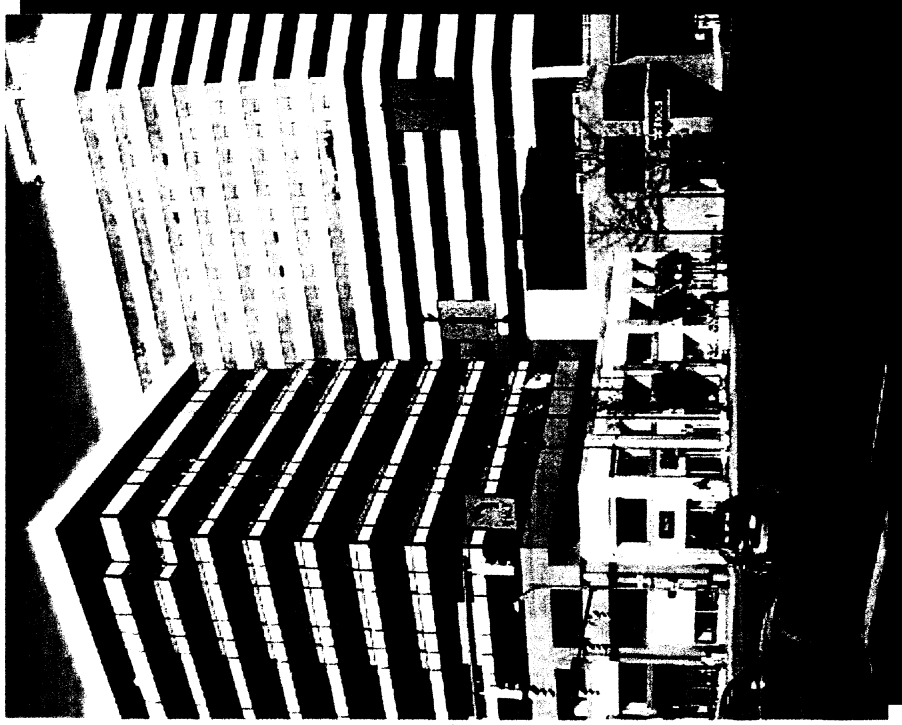
- The classic window proportion of windows in Alexandria are a vertical proportion.
- Windows and the resultant muntin and mullion proportion should generally be vertical.



**Alexandria**

# Building Design Principles

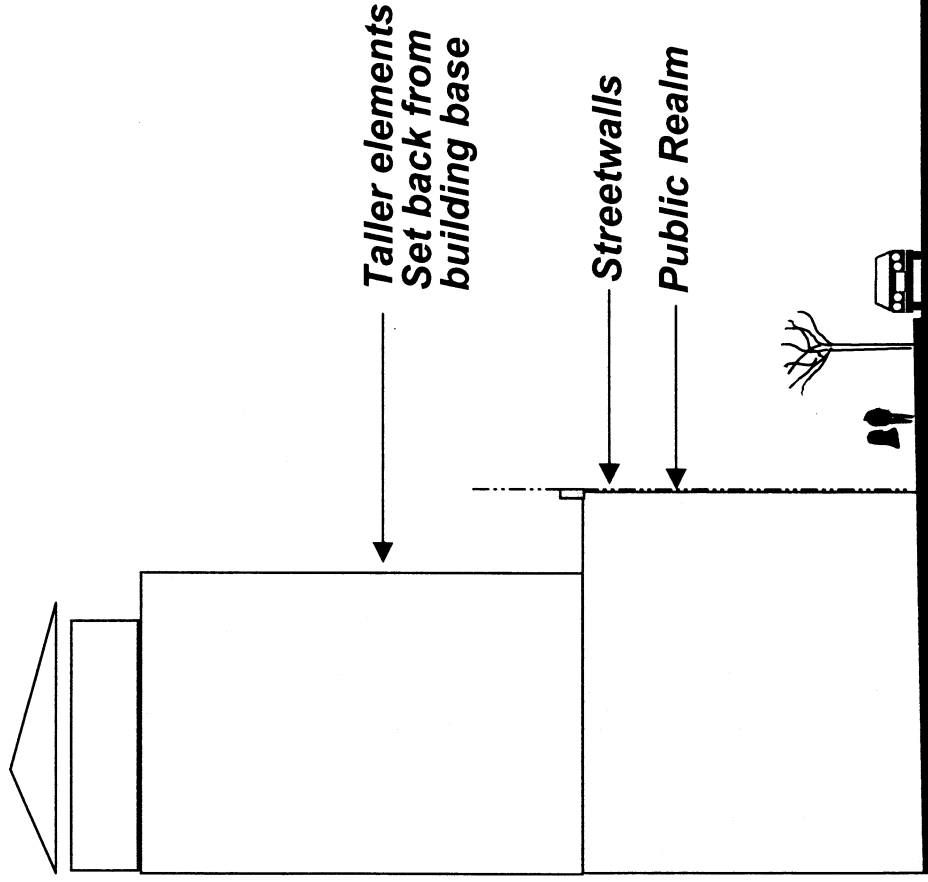
## The Vertical Proportions



- Horizontal banding of windows or a regular horizontal expression of floor slabs should be avoided.

# Building Design Principles

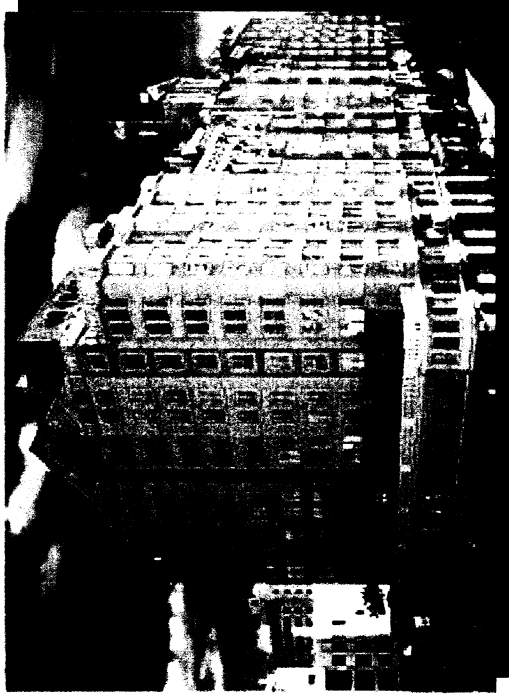
## Tower or Vertical Elements



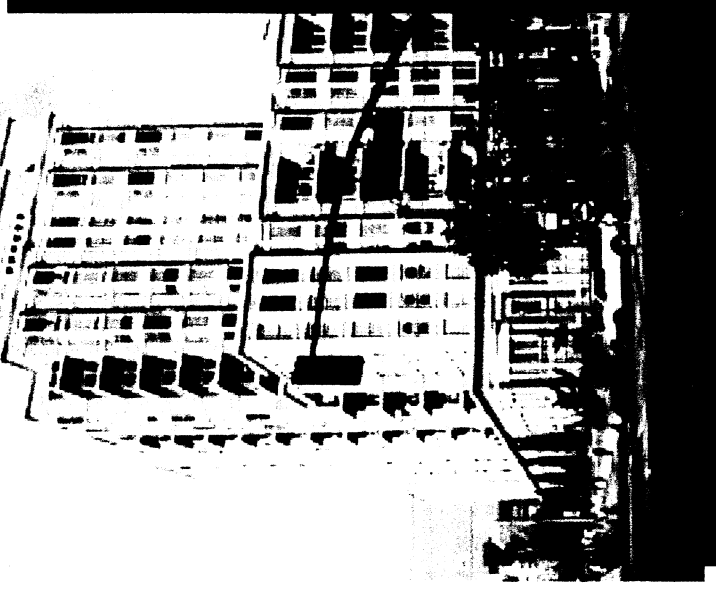
- Building elements taller than the streetwall should generally be setback from the base to reduce the visual mass of the taller building from the street and the sidewalk
- Tower Elements should be planned to minimize shadows cast on public spaces and on adjacent towers

# Building Design Principles

## Tower or Vertical Elements



- Tall building elements setback from the base to reduce the visual mass

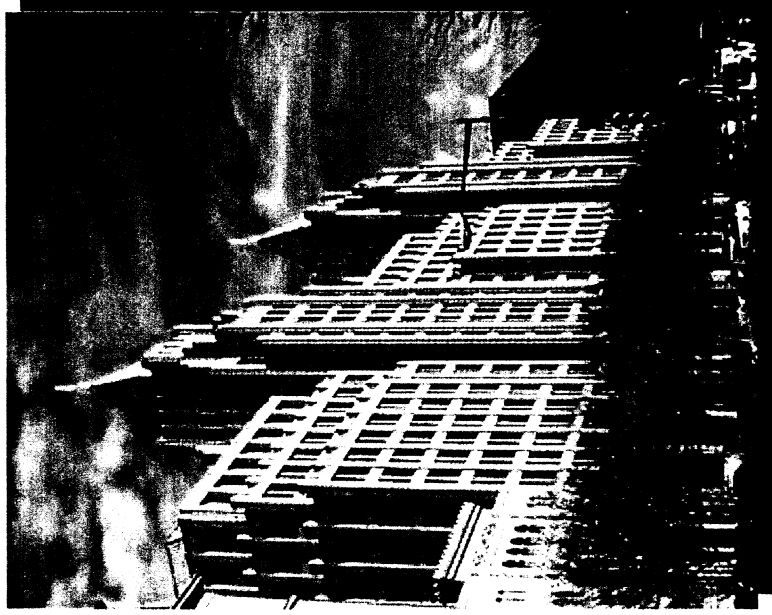
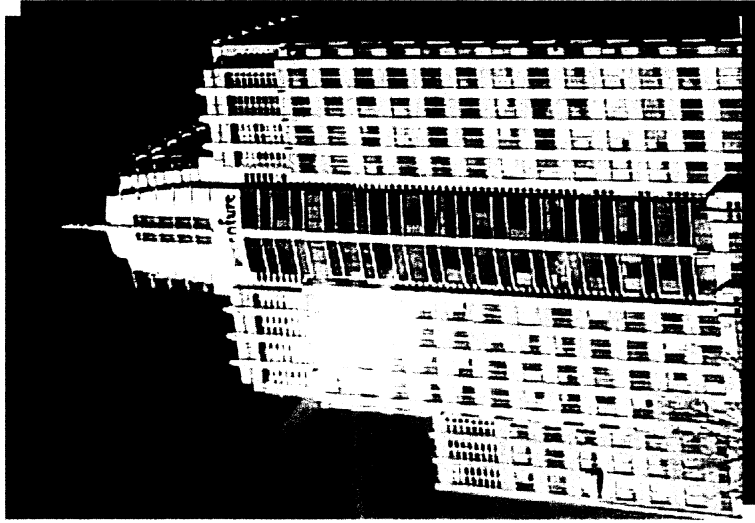


**Alexandria**

# Building Design Principles

## Articulated Tower Tops

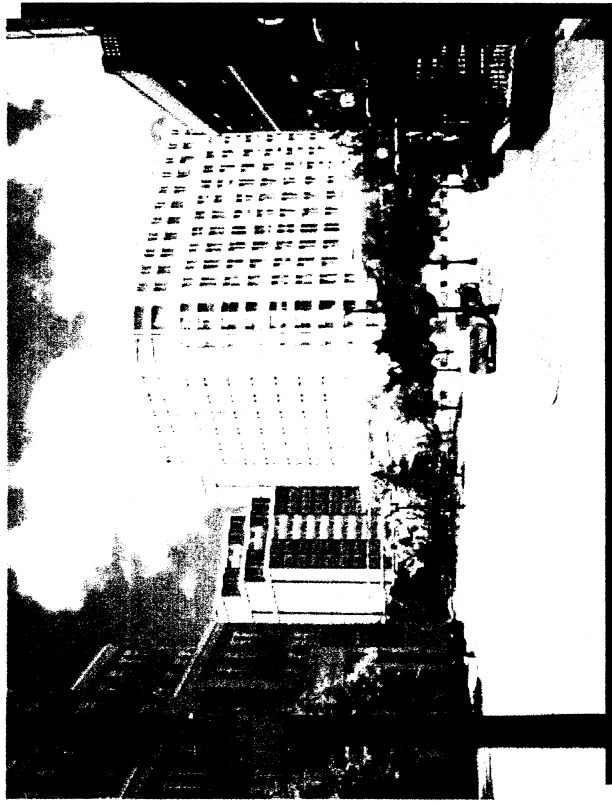
- The top terminates the building at the sky. Creates a terminus to the middle of the building, the street wall or a tower element.
- Towers should be designed to create views between towers and allow sunshine to penetrate
- The top achieves its character through cornices, setbacks, changes in scale, materials or textures



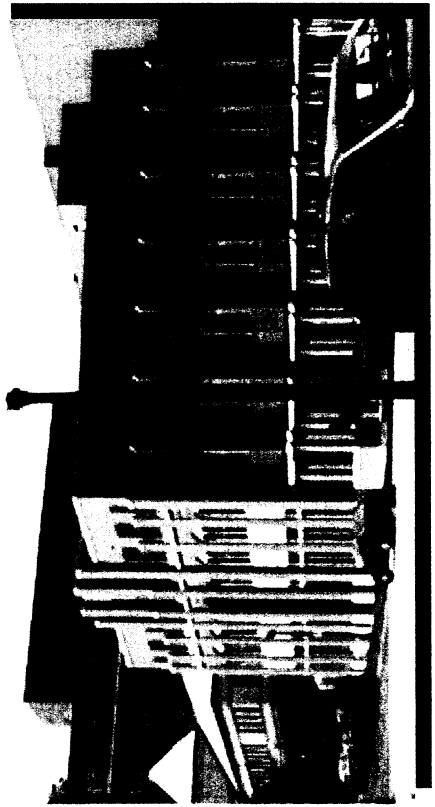
**Alexandria**



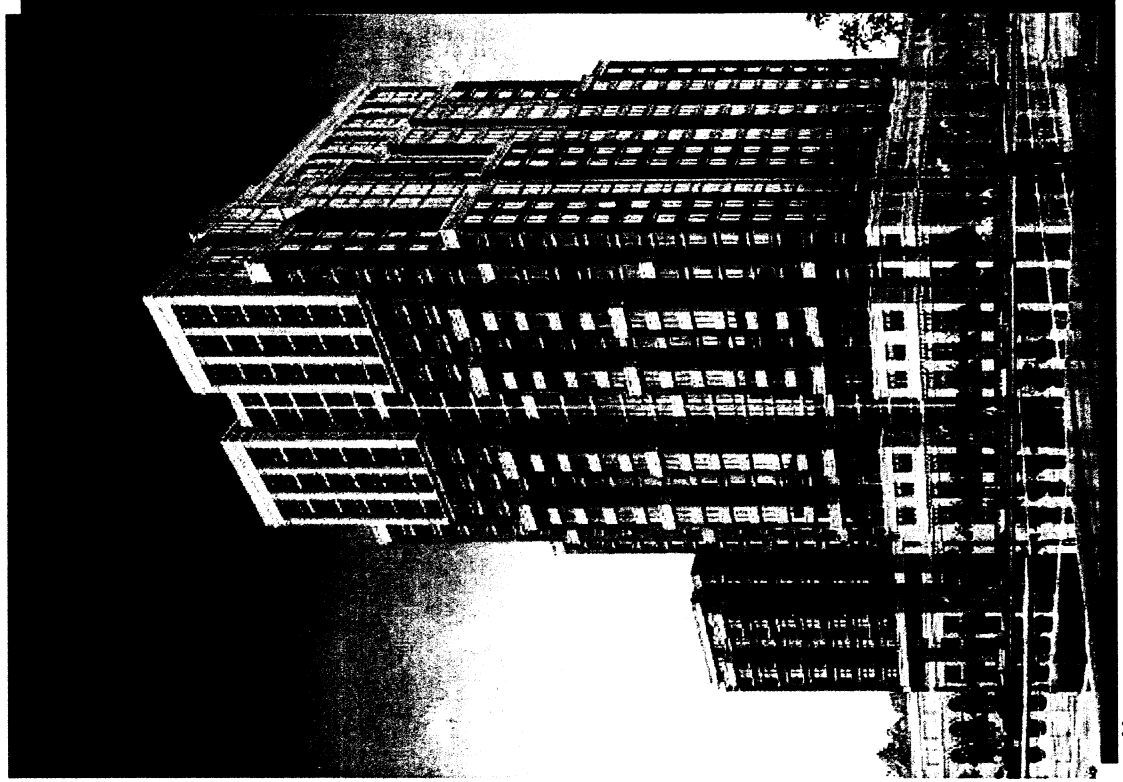
# Buildings Reviewed Utilizing Design Principles



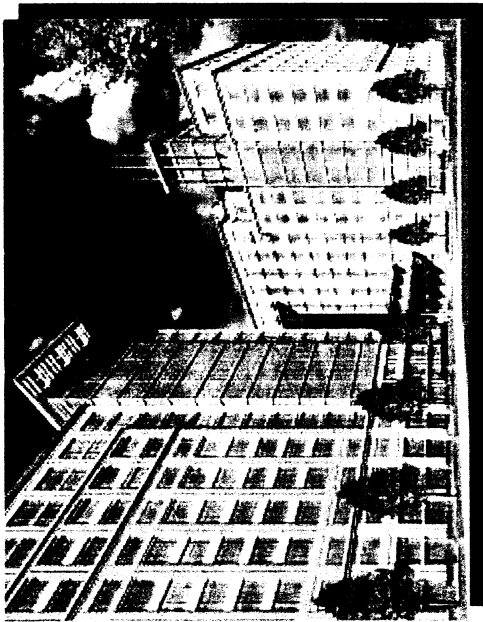
Carlyle Trammell Crow Office



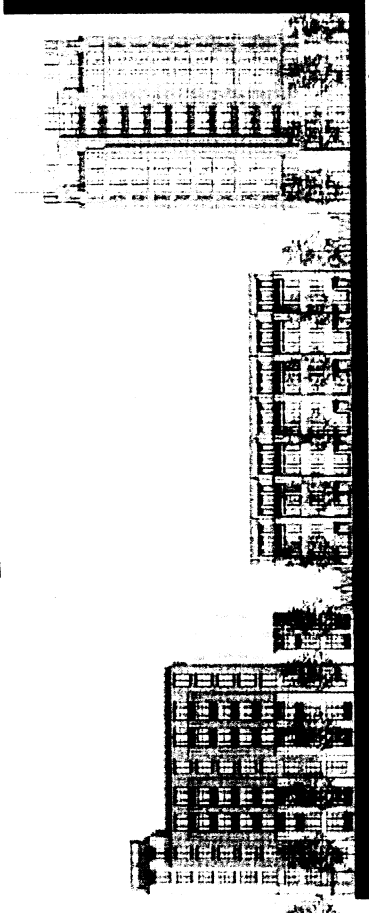
Milrace



# Buildings Reviewed Utilizing Design Principles



Mark Center



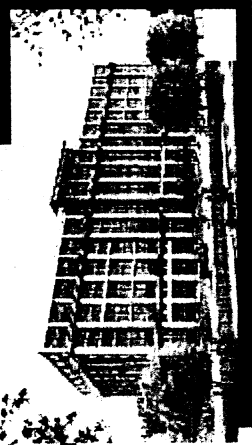
Block O



Lincolnia



Hennage



Victory Center

# Summary

ALEXANDRIA

ALEXANDRIA

DESIGN  
PRINCIPLES

DESIGN  
PRINCIPLES

Define the urban design and building design parameters embodied in Alexandria's form, character and scale

Encourage creative architectural design and styles while preserving Alexandria's urban form, character and scale

**Alexandria**