



# HEALTHY CITY DESIGN 2019: Designing for Utopia or Dystopia?

## RECLAIMING THE PUBLIC REALM: What does a healthy street look like?

**HEALTHY  
CITY DESIGN**  
**INTERNATIONAL**  
RESEARCH • POLICY • PRACTICE

**Perkins&Will**

Gerry Tierney, AIA LEED AP BD+C  
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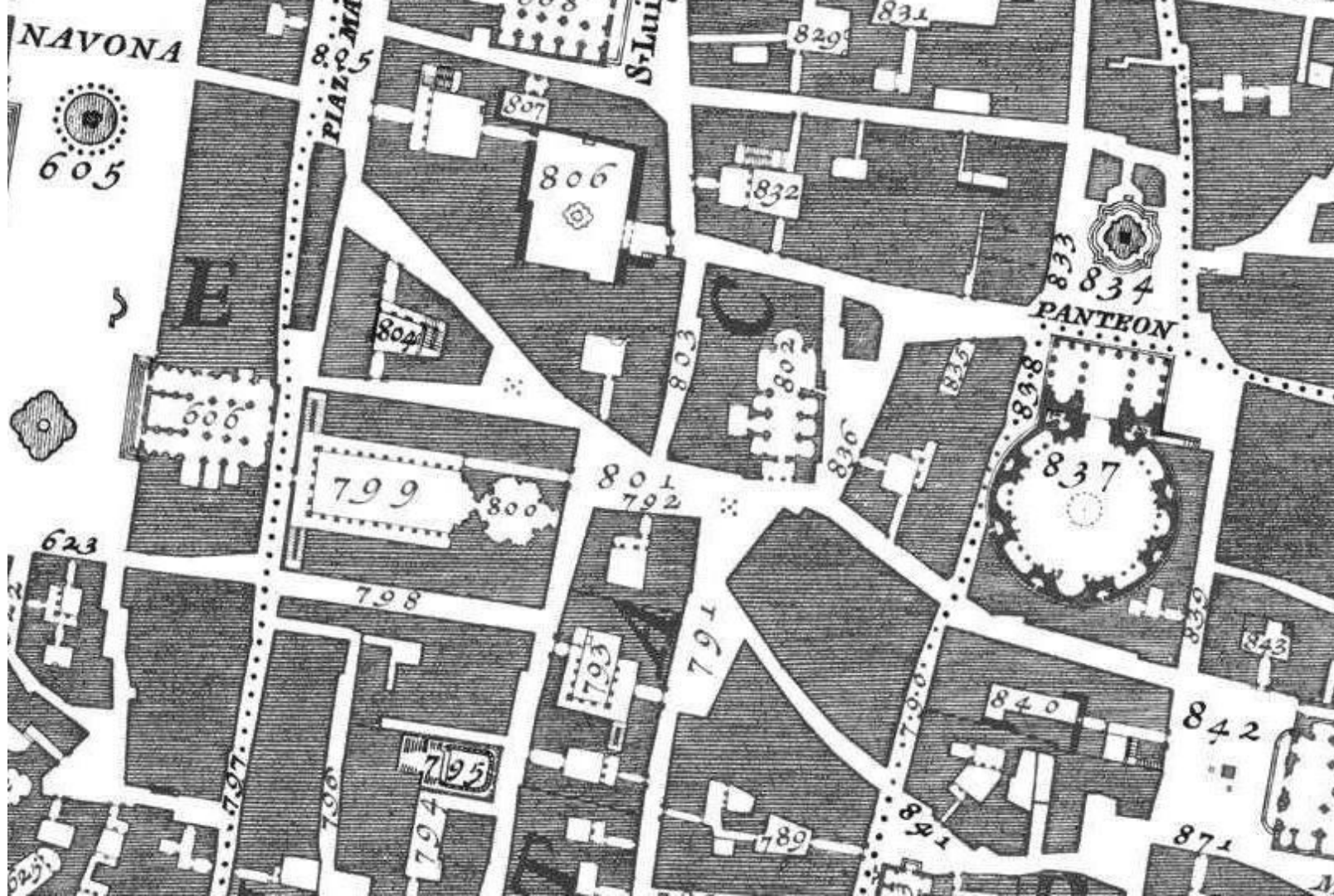
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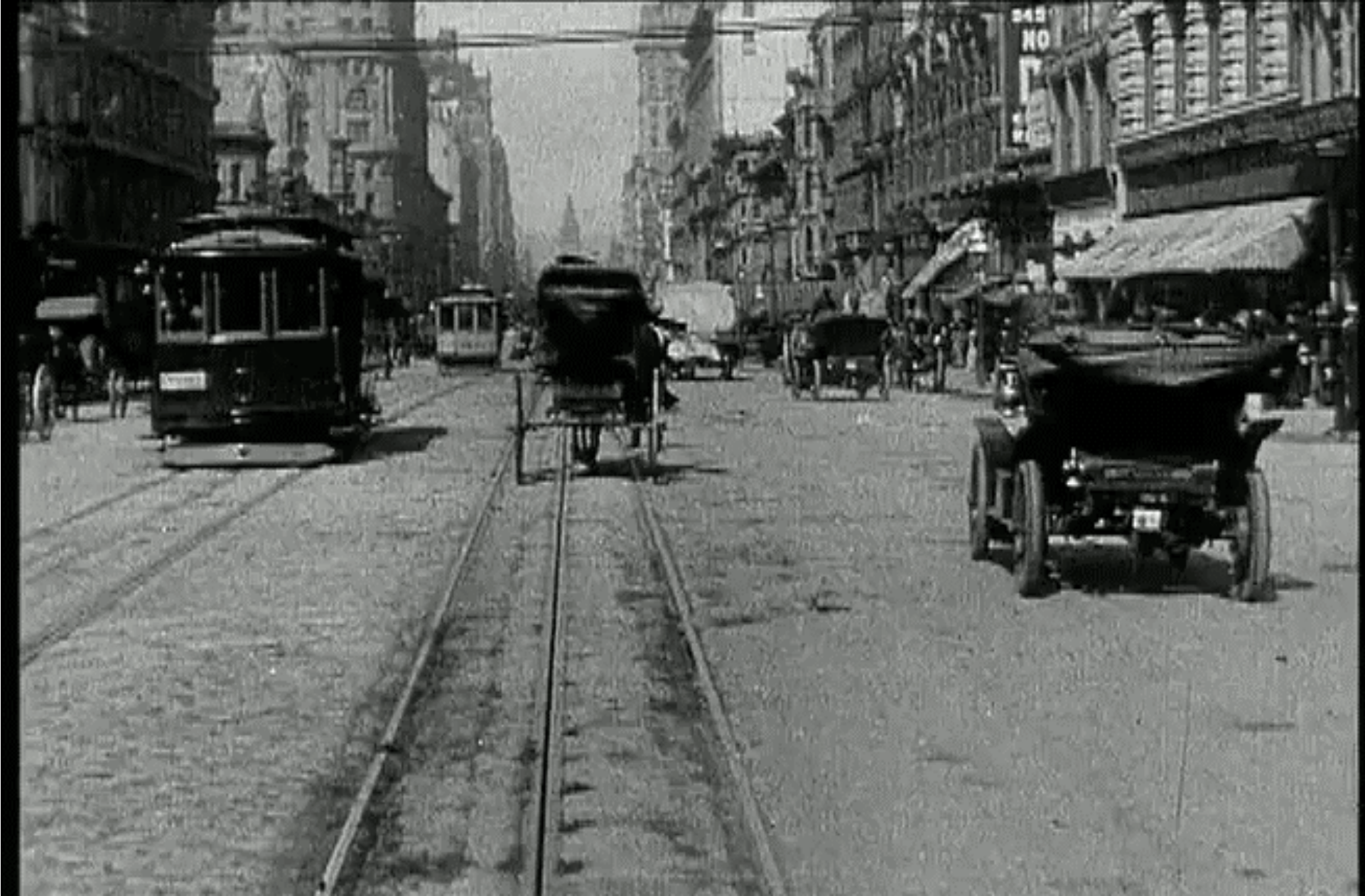
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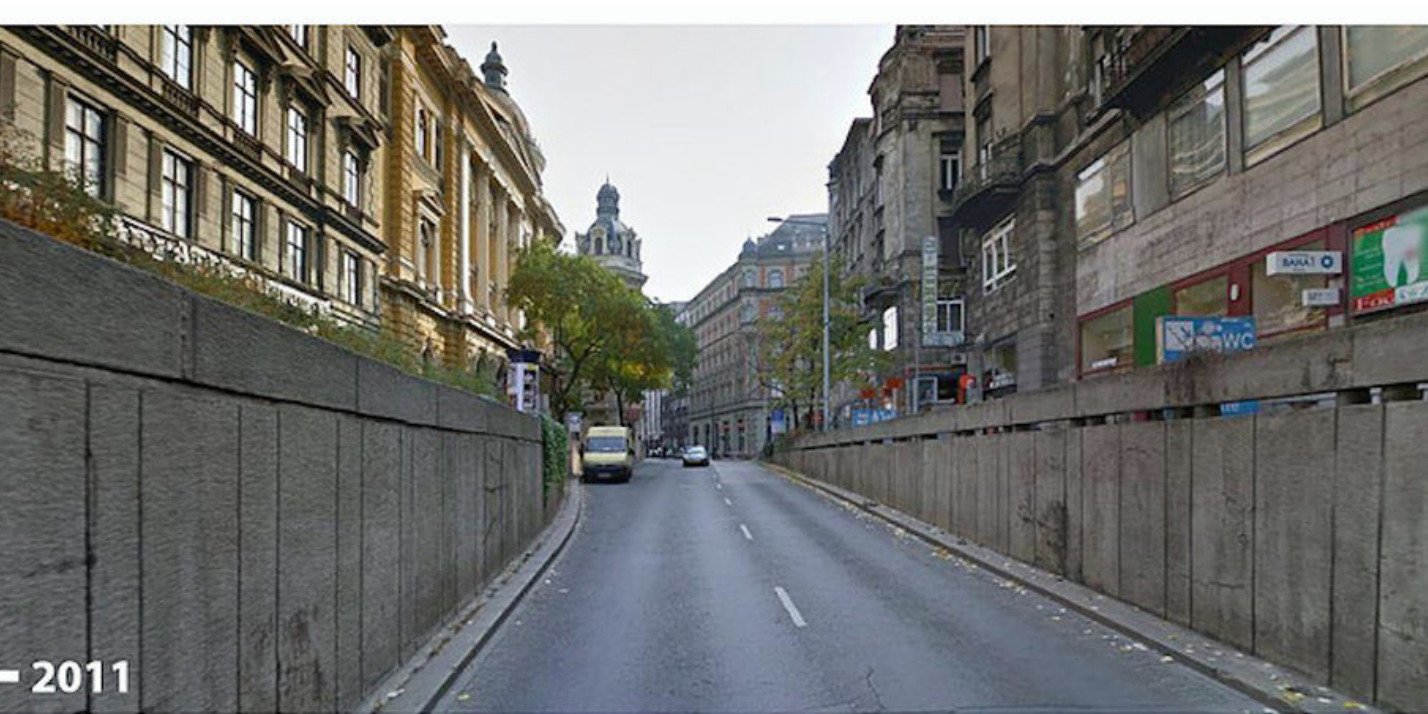
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Prior to monopolization by a single modality  
... the public realm was used for social interaction

# Space: Streets at the beginning of the automobile age





However during  
the 20<sup>th</sup> century  
the automobile  
was given priority.

But the city residents  
fought back  
demanding something  
approaching equality

... now the automobile age transitions into an experience ...







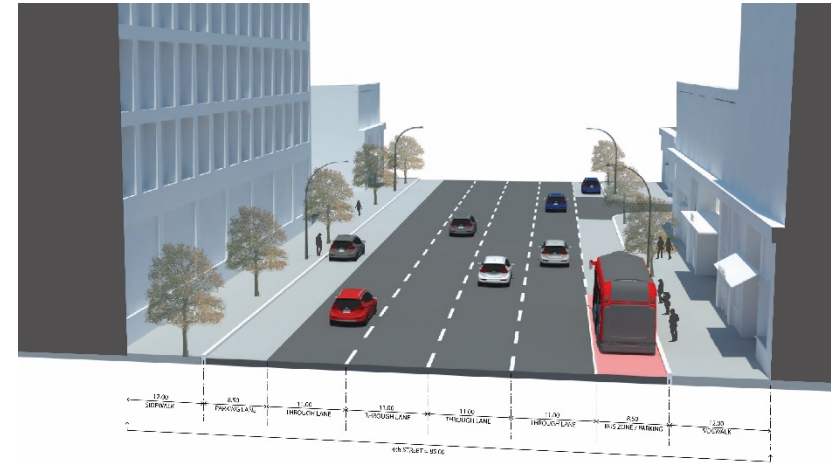
... if an experience, what are the potential impacts?



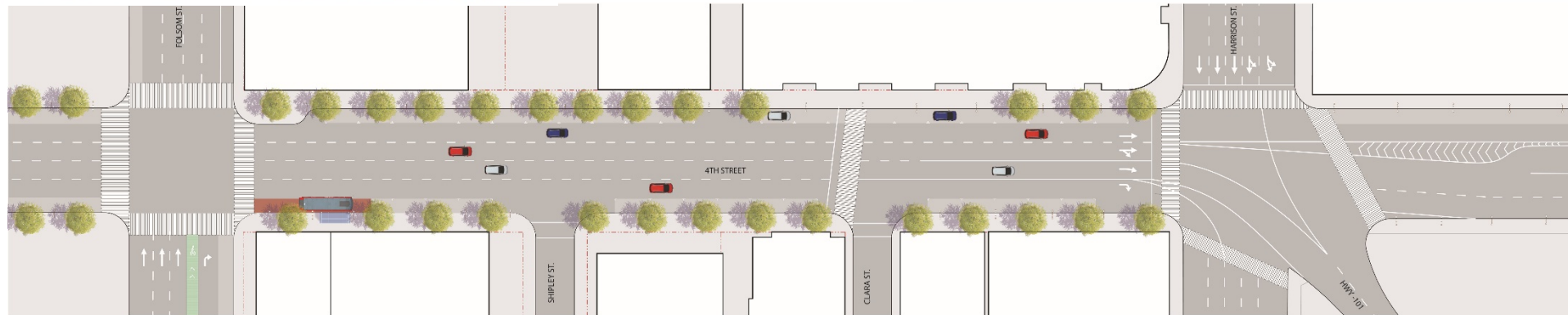
# Roads & Public Realm: Existing Curb & Street Design [4<sup>th</sup> & Folsom, San Francisco]

On-street parking with 4 travel lanes; no TNC or e-commerce pick-up or drop-off

No dedicated bike lanes; no storm water management



4TH STREET EXISTING - SECTION

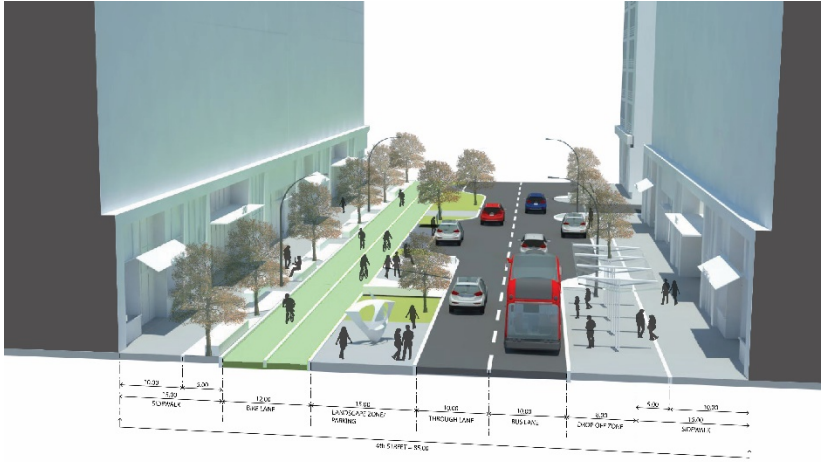


4TH STREET EXISTING - PLAN

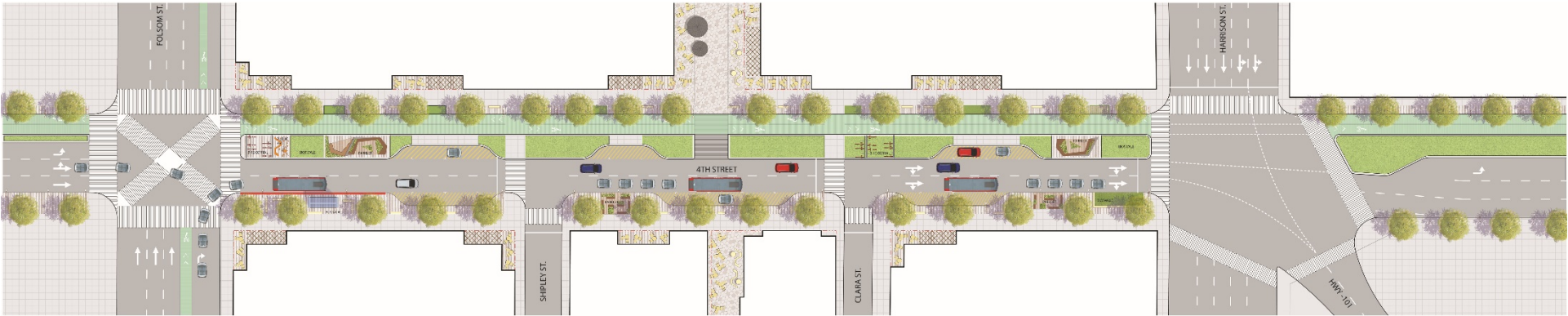
Prepared in conjunction with Arup

# Roads & Public Realm: Potential Curb & Street Design [4th & Folsom, San Francisco]

On-street parking replaced with TNC pick-up & drop-off, e-commerce unloading, storm water management, dedicated two-way bike lanes and parklets



4TH STREET PROPOSED DESIGN - SECTION



4TH STREET PROPOSED DESIGN - PLAN

Prepared in conjunction with Arup

# What could these new streets look like?

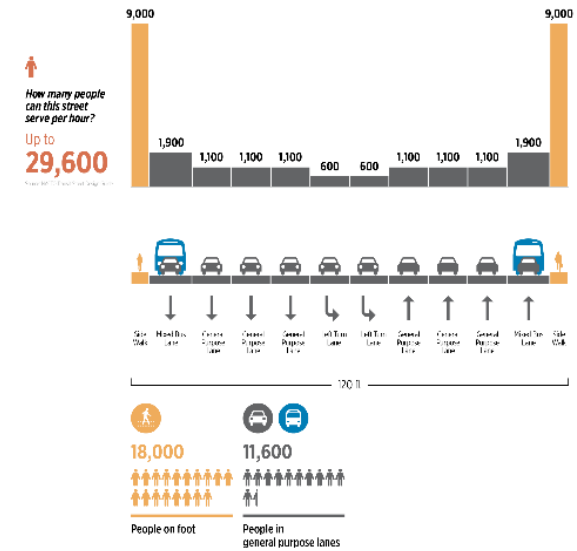
## Concept study for Lyft, Wilshire Blvd., Los Angeles



Existing:

Capacity = 29,600 people/hour  
7,400 people in SOV's

Present



# What could these new streets look like?

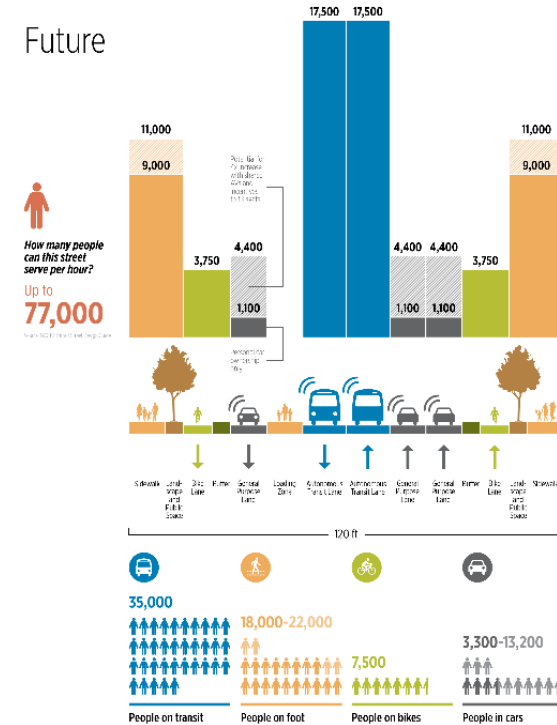
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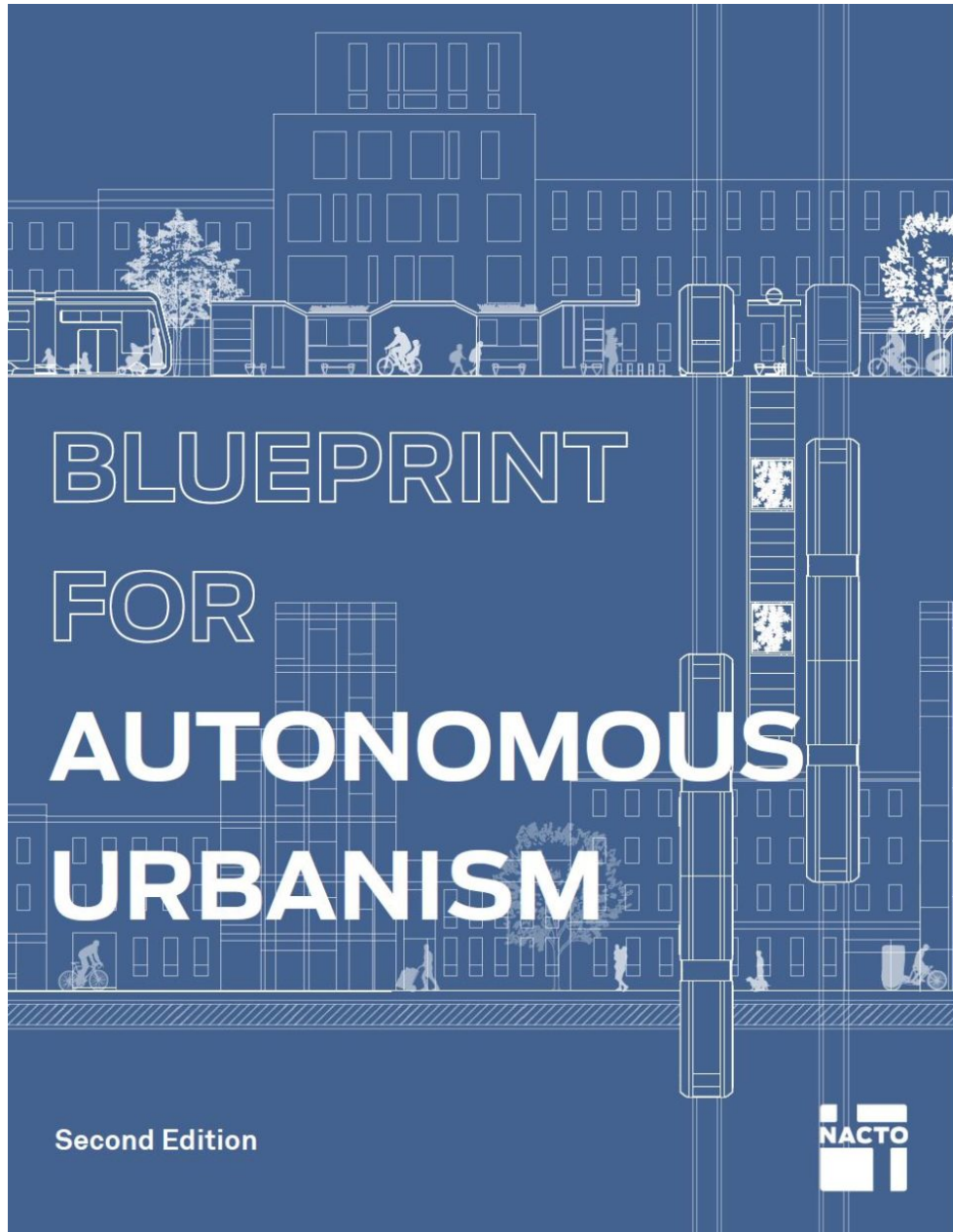
Future:

Capacity = 77,000 people/hour  
 64,500 people not in SOV's

Future



**Government needs to take the lead:**



**Leave it to chance or shape it?**

Seattle Department of Transportation

# NEW MOBILITY PLAYBOOK



**Version 1.0**

September 2017



# What do we need to be looking at?

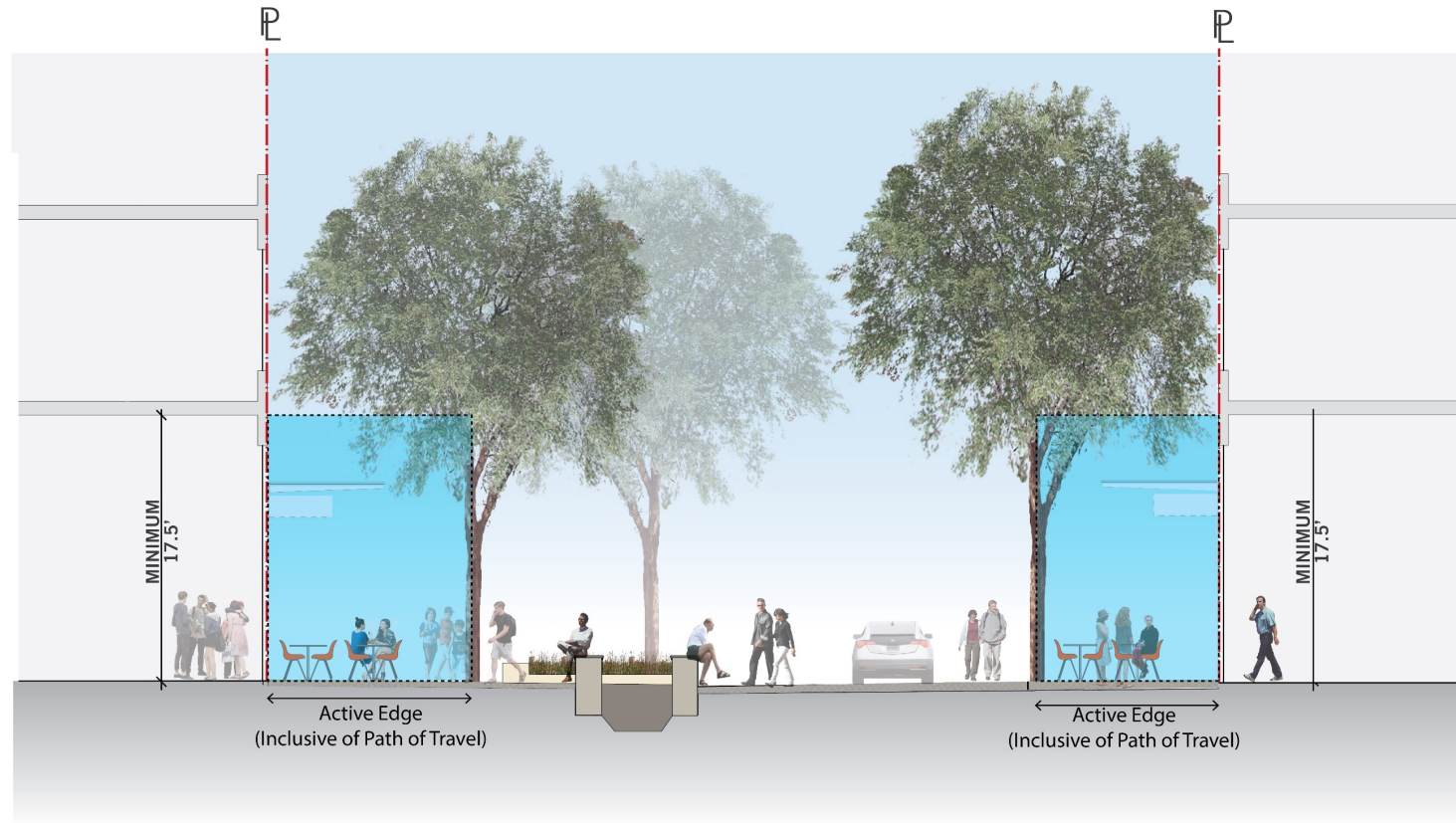
Street level design controls for building ground floor and adjacent public realm



SHARED PUBLIC WAY AT PARCEL C

# What do we need to be looking at?

Street level design controls for building ground floor and adjacent public realm





# What do we need to be looking at?

Street level design controls for building ground floor and adjacent public realm



# What could these new neighborhoods look like?

## Mission Rock San Francisco



More space for parks and recreation?



Streets shared by other uses?

# What could these new neighborhoods look like?

Already here? Patrick Street, Cork, Ireland [Beth Gali]



Patrick Street sharing space with buses, TNC's & pedestrians



Traditional streets can handle "tamed" vehicles and enhanced public realm

A shared electric connected automated  
mobility environment could allow us to  
**RECLAIM THE PUBLIC REALM:**

Let's discuss what we want to do with it.

**Thanks!**



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