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1. Seattle Center City Plan

Seattle, USA

Overarching strategy
Transportation
Local revitalization

Seattle's Center City Strategy Incorporates a number of component   projects into an overarching strategy to make Seattle's city center more liveable. Projects focus on transportation linkages and local revitalization projects. "The Blue Ring" is an open space strategy for the center city.

http://www.seattle.gov/dpd/Planning/Center_City

Seattle Center City Strategy includes:

Central Waterfront
The Alaskan Way viaduct and the seawall along the central waterfront have been damaged and weakened, thrusting the central waterfront towards yet another major milestone in its evolution. City planners are working to take advantage of this once-in-a-century opportunity to create a waterfront that will meet Seattle's challenging needs.

Light Rail
This initial 14-mile light rail line will serve downtown Seattle, the industrial area south of downtown, and residential and commercial neighborhoods in Beacon Hill, the Rainier Valley, Tukwila, and SeaTac. Sound Transit is working with neighborhoods, artists, and cities to ensure that the light rail system and stations are an asset to each community. When the system is completed, Link trains will take riders to a number of destinations, providing greater access to jobs and services and increased choices for housing.

Monorail
Integrating the Monorail is a City of Seattle program to help shape the Seattle Monorail Green Line Project and ensure that Seattle's newest transit option is designed and built to provide the greatest benefit to Seattle's communities. While the responsibility for developing the monorail falls to the Seattle Popular Monorail Authority, the City of Seattle is both the local regulatory agency for the project and the owner of much of the property and right- of-way along the proposed Green Line route.

The Seattle Monorail Project is charged by voters with building a 14-mile monorail Green Line connecting neighborhoods with downtown. The Green Line will carry millions of people each year, above traffic with easy connections to buses, ferries, light rail and trains.

The Blue Ring
The Blue Ring is Seattle's open space strategy for Center City, which grew out of strong community activism and a commitment to creating urban vitality, eclecticism, sustainability and social equality at the core of Seattle and the Puget Sound region. The Blue Ring is being

developed by CityDesign, the City of Seattle's office for urban design, with the help of a planning and design team led by Mithun.

South Lake Union
Creating more housing and employment opportunities, building a street car, and creating a new waterfront park are all part of the Mayor's Action Agenda for South Lake Union. DPD planners are contributing to the Mayor's Action Agenda to create more housing and employment opportunities with two sets of land use and zoning changes in South Lake Union (see website).

Broadway Retail Revitalization
Strengthening the Broadway business district by improving the retail mix and creating redevelopment opportunities is the focus of a strategy that includes providing storefront improvement grants, addressing public safety concerns, and changing land use and zoning regulations.

First Hill Revitalization
Creating redevelopment opportunities and strengthening the First Hill business district is the focus of a proposal which includes changes in parking and open space requirements to remove obstacles to new housing development in the First Hill neighborhood.

Downtown Height and Density
Alternative proposals to provide additional housing by increasing height and density limits in specific areas of downtown Seattle are being evaluated.

2. The Blue Ring

Seattle, USA

Comprehensive open space strategy
Long range plan
Water

The Blue Ring is Seattle's open space strategy for the Center City, which grew out of strong community activism and a commitment to creating urban vitality, eclecticism, sustainability and social equality at the core of Seattle and the Puget Sound region. The Blue Ring is being developed by CityDesign, the City of Seattle's office for urban design. A unique component of the work is its incorporation of water into the public realm as a way to highlight regional identity and watershed area awareness.

http://www.ci.seattle.wa.us/dclu/CityDesign/DesignLeadership/Conn_n_Places/The_Blue_Ring.htm

The Blue Ring is Seattle's open space strategy for the Center City. The Center City is composed of 10 diverse neighborhoods in and around downtown Seattle. The project grew out of strong community activism and a commitment to creating urban vitality, eclecticism, sustainability and social equality at the core of Seattle and the Puget Sound region. The Blue Ring is being developed by CityDesign, the City of Seattle's office for urban design. Blue Ring now consists of two draft documents released on June 25, 2002: The 100-year Vision and The Next Decade, a 10-year implementation strategy.

The Blue Ring: 100 Year Vision is filed after Tab #2
The Blue Ring: The Next Decade is filed after Tab #2

3. Marcy-Holmes Neighbourhood Public Realm Plan   Minneapolis, USA

Neighbourhood plan
Public involvement

-reports on the goals and objectives of public realm planning within a neighbourhood district. The report also highlights residents concerns and provides visions for possible public realm improvements. This is one chapter in an overall neighborhood plan.

The planning process began with general community meetings that allowed the participants to declare what they liked or disliked about the neighbourhood, what they wanted to preserve, what they wanted to achieve, and what they wanted to avoid. The cumulative results of this input formed the objectives of this plan.

It is important to note that "public realm," in this case, has been kept separate from issues of "character and design"

www.ci.minneapolis.mn.us/master-plans/marcy-holmes/5publicrealm.pdf
www.ci.minneapolis.mn.us/master-plans/marcy-holmes/8design.pdf

Chapter 5: Public Realm can be found after Tab #3
Chapter 8: Character and Design can be found after Tab #3
Chapter 10: Implementation can be found after Tab #3

4. Oxford Public Realm Strategy

Oxford, England

Comprehensive plan
Primarily physical environment

The Oxford Public Realm Strategy arose from major traffic pattern changes in the city and, as a result, primarily focuses on streetscape elements and physical features.

The strategy was carried out by independent consultants and was based on public consultation. The six parts of the strategy include policy background, townscape structure and character, public realm framework, public realm guidelines, demonstration of the strategy, and phasing and priorities.

The *Oxford Public Realm Strategy* is available after Tab #4
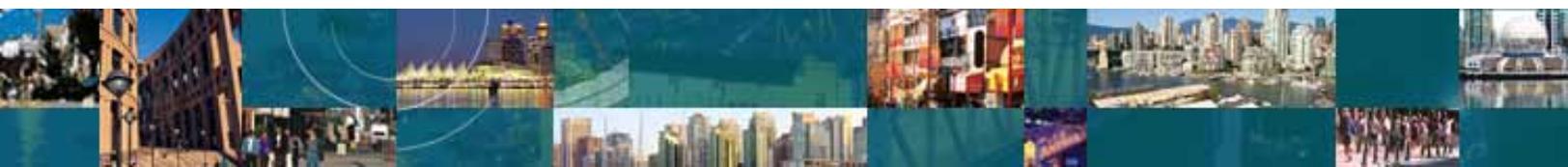
5. Fort York Neighbourhood Public Realm Plan   Toronto, Canada

Neighbourhood Plan
Brownfields Re-development
Exclusively physical/architectural

The Fort York Neighbourhood Public Realm Plan is the next step in the planning and design for the Fort York Neighbourhood. The document forms a set of guidelines, endorsed by City Council, which outline the principles and overall vision for the emerging neighbourhood. It builds on the approved policies of the Official Plan and the zoning by-laws that set out the location of public spaces, density, height and built form. The Public Realm Master Plan is intended to define the character of streetscapes, open spaces, parks and pedestrian connections throughout the neighbourhood and will guide the detailed design of buildings, streets, public and private open spaces as development proceeds.

http://www.city.toronto.on.ca/planning/fortyork_master.htm

The *Fort York Neighbourhood Public Realm Plan* is provided after Tab #5

6. Adelaide, "Public Spaces and Public Life"

Adelaide, Australia

City Centre Plan
Pedestrianisation

Jan Gehl's Public Spaces and Public Life emphasises the connection between quality, pedestrian friendly places and positive urban environments. The study draws on observed data in Adelaide to create a statistical argument for the improvement and "re-conquering" of the city.

The study includes valuable examples of charts and graphics which portray relevant data for improving the public realm; charts indicate attractive street-frontages, evening activities, recreational opportunities, visual connections, conflicts with pedestrians, locations of heavy traffic, and quality of bicycle routes.

The study focuses on the human qualities of a space and while the approach (ensuring a more pedestrian friendly environment) is not unique, the inclusion of extensive amounts of data /observations is significant. This study emphasises the importance of striking a balance between appropriate infrastructure / programming and actual use.

This document is provided after Tab #6

> ## 7. The Humbolt Greenway
> **Minneapolis, USA**
>
> *Greenway*
> *Public realm planning as economic stimulus*
>
> The Humboldt Greenway aimed to revitalize the housing market and long-term livability in two post-war neighborhoods—Lind-Bohanon and Shingle Creek—in Minneapolis, Minnesota. The project used public road and park investments to spur private housing investment, combining a number of elements: the transformation of a county minor arterial roadway into a signature parkway; 280 new housing units that diversify the local mix and add a new product type to the metropolitan mix; a new two-acre Minneapolis park; a new regional trail; a pedestrian greenway; and creek improvements and storm water protection.
>
> www.designcenter.umn.edu/projects/pre2000/humbolt_greenway.html

This project was carried out by the Metropolitan Design Center of the University of Minnesota.

The case study report for this project, *Creating a Community Parkway* is included after Tab#7

8. Bassett Creek Wetland Park   Minneapolis, USA

Urban redevelopment
Wetland ecosystem
Public realm as environmental education

A project of the Metropolitan Design Center, this work looks at urban redevelopment on a site containing wetland soils. It draws on historical knowledge of the wetland ecosystem on the site and demonstrates how the re-creation of the wetland can create community and amenity form.

www.designcenter.umn.edu/projects/pre2000/crystal_bassetts.html

This project report, *Basset Creek Wetland Park: Redevelopment in a Landscape of Wetland Soils* is part of the larger report: *Crystal Greenway Neighborhood and Bassett's Creek Wetland Park Case Studies: Wetland Restoration to Create Community Amenity and Form.* The Basset Creek report can be found after Tab #8

9. Center City Urban Design Forum   Seattle, USA

Public participation

The Center City Urban Design Forum took place on June 1-3, 2000. Sponsored by the Seattle Design Commission and Seattle Planning Commission, the Forum brought together nearly 300 participants, including residents, developers, architects, and City staff to learn about Center City Seattle from a wide range of speakers (Day One), develop ideas for the design of the Public Realm (Day Two), and present those ideas to the Mayor and members of City Council (Day Three).

Eight themes emerged from the Forum: four Principles and four Opportunities for Actions. These themes have since guided the work of CityDesign around the Center City, and were the direct impetus for the preparation of an Open Space Strategy for Center City.

http://www.ci.seattle.wa.us/dclu/CityDesign/DesignLeadership/Conn_n_Places/CenterCity_Urban_Design.htm

The document, *Center City Urban Design Forum* summarises the Forum events of June 1-3, 2000. The first document recounts the presentations of Day One, when 38 speakers presented a range of ideas and information about Center City. The second document, *A Summary of Keynote Presentations and Reports* recounts Day Two and Three, and summarizes the recommendations in the eight Themes.
These documents can be found after Tab #9

10. Settlement   **Charleston, USA**

Public participation

Settlement: Raising Civic Discourse
Settlement is an initiative to develop a new element of the public realm that supports
alternative modes of transportation in the downtown area.

An ongoing two-year program led by a consortium of five cultural/civic institutions and
involving 15 organizational partners, Settlement applies creative resources to resolving key
challenges facing the Charleston region. This diverse consortium identifies issues that
impact development in the area and strives to inspire a positive discourse for attaining a
sustainable future. Grounded in concrete problems, the program seeks responsive actions
and solutions through a process of linking local organizations with talented and visionary
architect/artist teams.

From
http://www.ci.charleston.sc.us/dept/content.aspx?nid=344&cid=203

11. Watch This Place - Public Art Strategies   **Adelaide**

Public art
Cultural Programming

Watch This Place is a five-year policy that is reviewed and reported on annually. The policy vision—"Adelaide's City's public realm will speak of the city's creativity through a diversity of quality public artworks that engage, please or challenge the viewer."—indicates the linkage with public art, the public realm, and the city's vitality.

Watch This Place can be found after Tab #12 of this binder

12. 2002 Public Art Report and Fact Sheet   Minneapolis, USA

Public art
Cultural Programming

The 2002 Public Art Report, "A Framework for Public Art and Design" argues that there is no guiding framework to help public libraries, parks, government entities, and other agencies which often have overlapping and uncoordinated efforts. The "Center 4 Neighborhoods" worked to produce this framework under the belief that public art and "cultural ambience" contributed to "sense of civic pride." Includes commentary on "Why public art is a vital element of a civic life?" and pushes for a broad definition of public art (emphasizing that public art is more than just sculpture but also involves a "wide spectrum of products, activities, and processes."

www.center4neighborhoods.org/2002_Public_Art_Report.pdf

The Public Art Fact Sheet defines public art, public places, design, design team collaboration, public improvement project. Offers a national (American) overview of public art programs and funding opportunities. States that "public art evokes meaning in the public realm."

www.center4neighborhoods.org/2002_Public_Art_Factsheet.pdf

A Framework for Public Art and Design can be found after Tab #11

The *2002 Public Art Report* and the *Public Art Fact Sheet* can be found after Tab #12

13. Downtown East-North Loop Master Plan   Minneapolis, USA

Public realm and circulation
pedestrianisation

"The primary goal of the downtown east-north loop Master Plan is to develop a vision and framework for how new growth should occur in the underdeveloped districts of Downtown Minneapolis." Chapter 5 deals with the Urban Design Plan and includes case studies of planning for the public realm. The plan expresses a desire to improve the public realm through improvements in circulation, transit corridors, pedestrian environments, and a more readable street hierarchy. (refers to the City of Vancouver's policy to maintain a resident/open space acreage ratio.)

www.ci.minneapolis.mn.us/master-plans/downtown-east-north-loop/chapter_5.asp

The *Downtown East-North Loop Master Plan* can be found after Tab #13

Vancouver City Planning Commission

14. Sidewalk Café Ordinance   Charleston, SC

Experiential quality informing public realm planning

The sidewalk ordinance is significant in that it was a form of public realm planning born out of a public desire for a particular type of experience: eating outdoors. Though it refers to necessary changes in standards and regulations which would allow for such an activity, the emphasis is on the *quality* of activity in the public realm.

http://www.ci.charleston.sc.us/dept/content.aspx?nid=345&cid=608

"The development of a new Sidewalk Cafe Ordinance for Charleston demonstrates a desire to activate the public realm in a positive manner while upholding expectations of public safety, proper regulation, and aesthetic quality.

"A new ordinance must establish standards that define allowable uses, identify appropriate locations and hours of operation, and effectively regulate the design and activities of sidewalk dining franchises.

"We as a community are committed to making Charleston a world-class city. We have so many great assets….great restaurants, spectacular historic architecture, a wonderfully livable city…..but there is something missing, something that keeps us from attaining the quality of life of some of the world's greatest cities.

"We have such great climate, that even in the dead of winter, we have a climate where it is possible to live outdoors comfortably….yet we still lack some things that even cities in the most inhospitable climates enjoy…LIKE SIDEWALK CAFES!

"When we think of great urban experiences--cities like Paris, Barcelona, Venice--we invariably think of sitting out in a sidewalk café, sipping a drink, eating a great meal, watching the life of the city pass by. It is not just a part of being a tourist; it is a tradition of city life, one that is embedded in our psyche as the quintessential "good life." It's not about nostalgia, at least not always, but it is about enjoying daily life. In cities like Paris and Barcelona, sitting in a sidewalk café is a part of life for every segment of society, old and young, rich and poor, resident and tourist.

"So important is it to our experience of cities that it carries on into today in the great cities of the world, even in the fast-paced 21st Century, the desire to take a moment, to take a coffee, to just meet someone for a bit of conversation over a light meal in the sun endures. Sidewalk cafes around the world give city dwellers the opportunity to take full advantage of the pleasures of city life, to relish in the vitality of life in the public realm.

"And it isn't just in Europe that Sidewalk Cafes thrive. In American cities, sidewalk cafes can be found in every part of the country and in every type of city….from Miami Beach, to Chicago, even in Greenville, South Carolina…..but not in Charleston! MSN.COM recently did a survey of

the best places in America to eat outdoors. Alas Charleston, so often at the top of the list as a leader and exemplar of the Livable City, Charleston is not even on the list, while cities like Buffalo, Charlotte, Detroit are there.

"We ought to be at the top of the list! Charleston has its place in the pantheon of world class cities, but we can do better….we can revitalize our city life by making possible the use of our sidewalks to make places for people to sit and linger, to take a moment to enjoy the good life, to meet friends, to sit in the shade of an umbrella and sip a drink. Sidewalk cafes can invigorate our public places with activity, enjoyment and civic life."

Text from the website

15. Center on Urban Environment Awards   Minneapolis, USA

Awareness raising on public realm issues

CUE Awards. CUE Awards are given to recognize excellence in urban, architectural, or environmental design, historic preservation, streetscapes, neighborhood improvement, parks and open spaces, public art, special events, and personal achievement. The CUE, a volunteer committee of the Minneapolis Planning Department, hosts the awards ceremony to honor projects that have been nominated and to announce the winning projects that best capture the urban spirit and enrich the City's landscape.

http://www.ci.minneapolis.mn.us/cue/CUE_Awards.asp#TopOfPage

A full list of award winners from 2001 and 2002 (with short descriptions of each project) is provided after Tab #14. Many of these projects are examples of innovation in public realm planning and projects, although they do not occur on a comprehensive level.

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16. Center on Urban Environment   Minneapolis, USA

Educating on the public realm

CUE is a value added citizen advisory committee working to recognize and promote urban quality, beauty, and livability.

The Mayor and City Council formed the Committee on Urban Environment (CUE) in 1968 to foster improvement of the natural and built environment in Minneapolis. CUE is housed within the Minneapolis Planning Department in the Minneapolis City Hall. CUE is a citizen advisory committee with 29 voting members from a diverse array of backgrounds such as architecture, landscape architecture, community planning, urban design, politics, heritage preservation, library board, school board, and park board.

http://www.ci.minneapolis.mn.us/cue/What_is_CUE.asp#P1_12

Center on Urban Environment is involved in a wide-ranging selection of topics relevant to the public realm. These include:

- On Cue: a television program which "looks at the diverse people, issues, trends, and physical elements that influence-and are affected by- our built and natural surroundings."
- Shade Tree is the branch of CUE responsible for the protection and enhancement of the city's open spaces and urban landscapes. It offers expertise to both public and private sectors on urban forestry issues, sponsors annual tree plantings for Arbor Day, monitors Dutch Elm Disease and recognizes and protects "heritage trees," which are specifically mature, unusual varieties.
- Urban Design Committee: grants CUE Awards and sponsored the Front Porch Project:
  "Front Porches become the stage of some of our favorite life's memories. They connect us to not only our outdoor environment but also to the social realm that surrounds us.
  This unique transitional space of a front porch adds value and livability to existing homes, character to the streetscape, and makes neighborhoods safer by placing more eyes on the street. In response, the Urban Design committee of CUE has launched this project.
  Through a citywide application process, 57 Minneapolis homeowners in need of a front porch applied to have their home chosen as the competition site. This process called for the applicant to be creative and expressive with their submittals. From the wide array of applications, one home was chosen as the site for the design competition.

17. Metropolitan Design Center   Minneapolis, USA

The Metropolitan Design Center (MDC) is an endowed center that investigates how design can be used to make the metropolitan landscape more livable and sustainable. It examines urban design across metropolitan areas in three ways.

- As a community design center, MDC links university resources to regional needs, particularly the needs of populations and places with the fewest resources.
- MDC's research or think tank program brings together university faculty and students with others from around the region and the country to generate and disseminate research.
- The Design Center's clearinghouse or public education arm disseminates information in ways that can make a difference in practice — for cities, nonprofits, citizens, and professionals.

Recent projects have examined issues of urban redevelopment, suburban redesign, collaborative planning, urban place making, and metropolitan coordination, in cooperation with communities, public agencies, students, and the private sector.

The Design Center staff is an interdisciplinary team of researchers with backgrounds in architecture, landscape architecture, planning, and history. The Design Center was established with a grant from the Dayton Hudson Foundation and is housed within the College of Architecture and Landscape Architecture (CALA) at the University of Minnesota.

www.designcenter.umn.edu

18. City Design: Seattle's Design Commission   Seattle, USA

Seattle is a dynamic and evolving urban landscape. As part of its commitment to ensuring our exceptional quality of life, the City of Seattle has established CityDesign to be a catalyst for design excellence in all aspects of the public realm. In partnership with the Seattle Design Commission and Design Review Program, CityDesign provides the design leadership, project review, and design education to reach this goal as we step into the 21st century.

CityDesign is committed to shaping the civic character of Seattle's built and natural environment by:
     Developing and maintaining an Urban Design Vision for Seattle.
     Upholding standards of design excellence in the City's review of public and   private development.
     Collaborating with other City commissions and agencies responsible for the public realm.
     Facilitating citizen dialogue on urban design issues, policies, and actions affecting the public realm; and
     Serving as a public resource on urban design issues for a variety of constituencies.

 http://www.seattle.gov/dpd/citydesign/projectreview/sdc/

19. Civic Design Center   **Charleston, USA**

Public involvement

   The role of the CCDC is to enhance the quality of life in Charleston by engaging the community in creating a dynamic urban design direction for the city. The Center collaborates with citizens, neighborhood organizations, property owners, developers, interest groups, design professionals, city departments and elected officials to build upon the city's progressive traditions and to promote the highest standards for community design. The CCDC helps to guide citizen involvement towards a productive definition of Charleston's identity, promoting a forum for public dialog by sponsoring lectures, symposia, exhibitions, and design workshops. It engages difficult urban design challenges for the future of the city, with an integrated urban design studio that works across disciplines to foster innovation and sensitivity in promoting the best Charleston possible.

   The center features a "storefront" type space which houses urban design workshops, youth education seminars, year-long discussion series, photography exhibits of precedents and examples of positive public realm improvements, etc.

   http://www.ci.charleston.sc.us/dept/content.aspx?nid=338&cid=187

The role of the CCDC is to enhance the quality of life in Charleston by engaging the community in creating a dynamic urban design direction for the city.

The Charleston Civic Design Center serves the community as an advocate for excellence in the design of the civic realm. The CCDC provides educational resources to make positive urban design accessible to the community, promotes a collaborative environment for citizen participation in the making of the city, and initiates innovative responses to the challenges and opportunities facing the city. Charleston is recognized as an exemplar of good city-making, and its traditions guide our efforts to inspire a progressive future for the city.

The Charleston Civic Design Center is an urban design initiative of the City of Charleston to promote a positive vision for the future of the city. The CCDC is the result of the leadership of Mayor Joseph P. Riley, Jr. to elevate the discourse on urban design in the city, and was a major recommendation of the Downtown Plan and the Downtown Partnership as a means to implementing the plan's urban design goals.

The role of the CCDC is to enhance the quality of life in Charleston by engaging the community in creating a dynamic urban design direction for the city. The Center collaborates with citizens, neighborhood organizations, property owners, developers, interest groups, design professionals, city departments and elected officials to build upon the city's progressive traditions and to promote the highest standards for community design. The CCDC helps to guide citizen involvement towards a productive definition of Charleston's identity, promoting a forum for public dialog by sponsoring lectures, symposia, exhibitions, and design workshops. It engages difficult urban design challenges for the future of the city, with an integrated urban

design studio that works across disciplines to foster innovation and sensitivity in promoting the best Charleston possible.

The Center aims to demonstrate in concept and in detail how civic discourse can bridge often divergent commitments: historic preservation and urban progress; neighborhood stabilization and gentrification; quality of life and economic development; continuity and change. In this way, a more inclusive and integrative approach to making the city can flourish, raising the processes of urban design and community development in Charleston to a new level of civic art.

A brochure is provided in the back pocket of this binder.

20. Library at the Technical University   **Delft, Netherlands**

Broad definition of public realm

A sloping rooftop of a university library was designed with a grass roof and has quickly been embraced as public space

Architect's web-site
 www.menacoo.com

21. Patrick Condon   **Landscape Architecture, UBC**

Patrick Condon holds the UBC James Taylor Chair in Landscape and Liveable Environments. He agreed to share his opinions on public realm planning with me on October 28, 2004. The ideas below are not direct quotes but summaries of the main points and ideas.

On hierarchy of place or place "type" as a framework for a public realm plan: There needs to be a hierarchy as long as it does not work to exclude the lower ranked places. It is important not to be specialists at the "x" scale, we should be working at all scales. Mr. Condon uses an analogy of body to talk about the regional landscape: nobody would argue that the head is less important to somebody than the fingertip, but it is important to understand how the head and the finger work together and relate. From the website: "Just as the health of the human body is dependent on the health of the individual cells in it, so too is the urban region dependent on the health of the individual sites that comprise it. Yet this self evident fact has received little attention within a research culture more focused on problems than on places. We hope to partially redress this imbalance. As such we are exploring how site and neighbourhood design can influence the ecological, social, and economic health of the region."

On public involvement: Charrettes are reliable processes which enable the synthesis of a great deal of knowledge and expertise. They are "a four to five day intensive design workshop that allows the wider community to work with a team of architects [/professionals] to develop detailed designs of how a project would be integrated into the existing and future elements of the community."

On Vancouver: A key public realm planning issue in Vancouver is in regard to the "under-celebrated arterial roads." Non-downtown residents spend the majority of their "public-life" along commercial arterials outside the city centre. These streets should see more investment and improved programming.

22. Larry Beasley   **City of Vancouver**

Larry Beasley is co-director of planning at the City of Vancouver. He agreed to share his opinions on public realm planning with me on November 18, 2004. The ideas below are not direct quotes but summaries of the main points and ideas.

On hierarchy of place in public realm planning: A hierarchy is needed to ensure that a variety of experiences can be accommodated for. Is it a place for quiet contemplation? Is it a place for mass gatherings? More importantly, a "basic ecology" between public and private places needs to exist. This means, for example, that a complete understanding of the issues surrounding a place needs to be resolved before appropriate planning can occur. Moreover, even before programming, the appropriate furnishings need to be in place (electricity, lighting, seating, etc.).

On the danger of citing American examples for Canadian cities: many planning departments in the US have considerably less clout than in Canada and are, therefore, less able to be proactive in the planning of the public realm. Also, there exists a culture of philanthropy in the US that enables sudden redesigns/upgrades to specific locations. In Canada, a strong, comprehensive strategy brings wealth to plans.

Vancouver City Planning Commission

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23. Andy Schwarz
Project for Public Spaces

Andy Schwarz represents the project for public spaces based in New York City. He agreed to share his opinions on public realm planning with me on October 19, 2004. The ideas below are not direct quotes but summaries of the main points and ideas.

On comprehensive public realm planning: The Project for Public Spaces (PPS) advocates for a phased and incremental process of public realm planning. Indeed, the process itself is something that should be enjoyed. A slow incremental approach, both over the short and long term, is the preferred method. A place should be perceived as "never finished."

On the importance of public involvement: PPS helps shape public processes, products, deliverables, workshops, and facilitates meetings. Design should not drive the product, the process should.

Website is available for this organisation at
www.pps.org

24. Layne Cubbell   Seattle's CityDesign

Layne Cubbell represents the Seattle's City Design. She agreed to share her opinions on public realm planning with me on October 24, 2004. The ideas below are not direct quotes but summaries of the main points and ideas.

On the bureaucratic landscape of public realm planning: Though Seattle's City Design focuses on the public realm in Seattle, there are 54 boards within the city that, in some way, bear an influence on the public realm. Five or six of these boards really pertain to the physical realm. The Design Commission and Planning Commission are the most noteworthy, dealing with capital improvements and comprehensive planning. Other boards include the landmarks board and the arts commission (now the office of Arts and Cultural Affairs). The Department of transportation governs right-of-ways, so the design commission primarily looks at public projects.

On comprehensive planning: Through Seattle's Center City Strategy and its Blue Ring plan (linking public spaces) planning has occurred both at the discrete level (project by project) and comprehensively. In all cases, however, there is a neighbourhood based design review program.

On inspiration for public realm planning/unique qualities of Seattle's Blue Ring plan: Seattle's Blue Ring plan begins with a recognition of Cascadia, the regional context, and situates Seattle's city center within that context. It seeks to address issues of water management and ecosystem repair through the incorporation of water as a key element in the public realm and through initiatives in the central waterfront planning area.

25. Michael Maher   **Charleston's Civic Design**

Michael Maher represents the Charleston's Civic Design Center. He agreed to share his opinions on public realm planning with me on October 24, 2004. The ideas below are not direct quotes but summaries of the main points and ideas.

On the term "civic design" rather than "public realm": the term "civic design" is more about how a community engages with the public realm and use the public realm. It implies more than just the physical environment.

On public involvement and collaboration: Civic Design encourages public involvement through design workshops, public meetings (involving diverse stakeholders: architects, developers, community members), by hosting public events such as an evening of video art installations.

On the Civic Design Center's involvement: The Civic Design Center does also run an urban design studio focusing on typical public realm interventions. However, its other endeavours—such as holding a large-scale meeting with an arts organisation—is considered by them to be as much of an "outcome" as physical interventions.

On the facility itself: The Civic Design Center has a "storefront" facility in Charleston which allows the public to enter and view exhibits on public space in other cities or as a venue for an open house. Michael Maher regrets that it is not as well used as they would like it to be.