



Working Group Meeting #3

High Park Apartment Neighbourhood Area Character Study

Elisabeth Silva Stewart, Community Planning Allison Reid, Urban Design Jennifer Renaud, Community Planning February 27, 2018





Agenda

- 6:00 2D Workshop Continued and Draft Guiding Principles
- 6:30 Presentation
- 6:50 3D Workshop and Draft Guiding Principles
- 7:35 Discussion
- 8:00 Next Steps





Study Purpose

To evaluate existing area characteristics and identify appropriate policies, principles and guidelines that will guide change and compatible infill development in the High Park Apartment Neighbourhood.





2D Workshop

Help Us Identify within the Study Area:

- potentially significant natural features
- pockets of trees or mature specimens
- · infiltration areas
- well-used outdoor spaces
- important through-connections (vehicular, pedestrian, visual)
- significant views from the public realm
- other noteworthy aspects related to the 2D plan view







Natural Features & Environment

Protect, preserve and enhance the natural environment within and adjacent to the study area.

DRAFT Guiding Principles

- Recognize the sensitivity and proximity of significant natural features and ecological functions and appropriately assess, protect and mitigate impacts on those features and functions.
- 2. Protect and preserve existing mature trees, vegetation and wildlife habitat wherever possible.
- 3. Introduce more native tree and plant species, biodiverse landscapes and green roofs, and low impact development strategies into the design of streets, parks and private properties.
- Promote innovative, energy-efficient and sustainable design.
- 5. Maintain and where possible increase opportunities for groundwater infiltration.
- Avoid deep underground structures that disturb natural groundwater flows.
- Preserve unencumbered land area to support mature trees, water infiltration and parkland dedication opportunities.
- 8. Integrate bird-friendly measures throughout all aspects of site and building design, including retrofit opportunities.



Public Realm

Provide a high quality, well-connected, safe and comfortable public realm which balances all modes of transportation and supports people of all ages and abilities.

DRAFT Guiding Principles

- 1. Maintain and enhance views from the public realm to parks, open spaces, natural features and local landmarks.
- Maintain sunlight and provide comfortable wind conditions for streets, sidewalks, parks and open spaces.
- Increase public parkland within the study area through the development of new parks and expansion of existing parks.
- 4. Recognize High Park Avenue as the central promenade of the neighbourhood and gateway to High Park.
- 5. Provide green streets with tree-lined, landscaped boulevards, generous sidewalks, bicycle parking and places to sit.
- Prioritize a safe, pedestrian-oriented environment with a network of well-connected parks and open spaces and frequent midblock routes.
- Promote safe and direct pedestrian and cycling routes and crossings, particularly for access to schools, parks, public transit, local shops and community amenities.
- 8. Reinforce the sense of place, history and community, through engaging elements and features within the public realm.



Open Space

Preserve and enhance the park-like setting, generous open space amenity and green landscape character of the study area.

DRAFT Guiding Principles

- 1. Provide open spaces that feel safe, aesthetically pleasing, inviting and promote health and well-being.
- 2. Maintain and provide centralized open green spaces within the block, which include trees and gardens, good access to sunlight, protection from wind and places to sit, play and gather.
- 3. Respect and reinforce the open landscaped character between buildings and along street frontages.
- Design and program open spaces to support year-round use, a sense of community and a range of activities and amenities for residents of all ages and abilities.
- Maintain and create child-friendly spaces and features.
- Designate and design spaces for pet relief, gathering and play.
- 7. Coordinate the location, design and programming of open spaces and amenities according to sun, wind and seasonal conditions.
- Provide well-lit, clearly demarcated and visible pedestrian connections through open spaces.
- Minimize impervious surfaces and maximize soft landscape areas and tree planting.



Existing Conditions





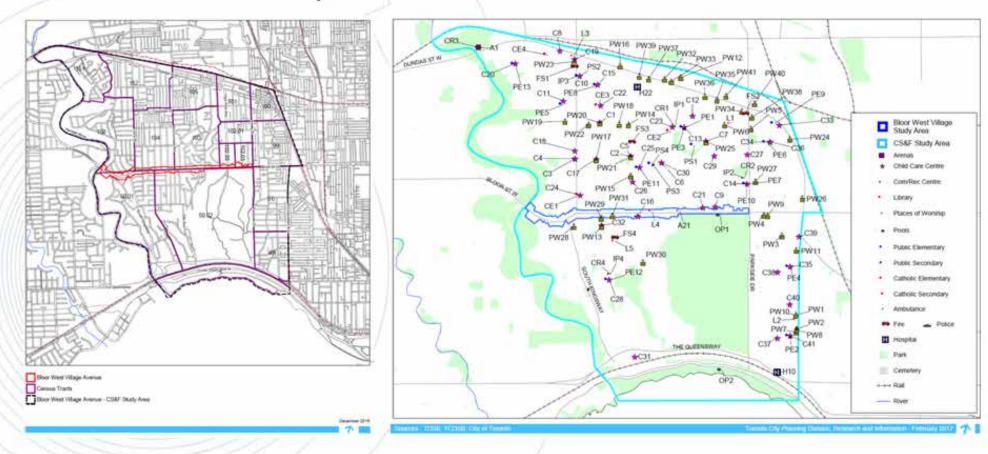
Study Area

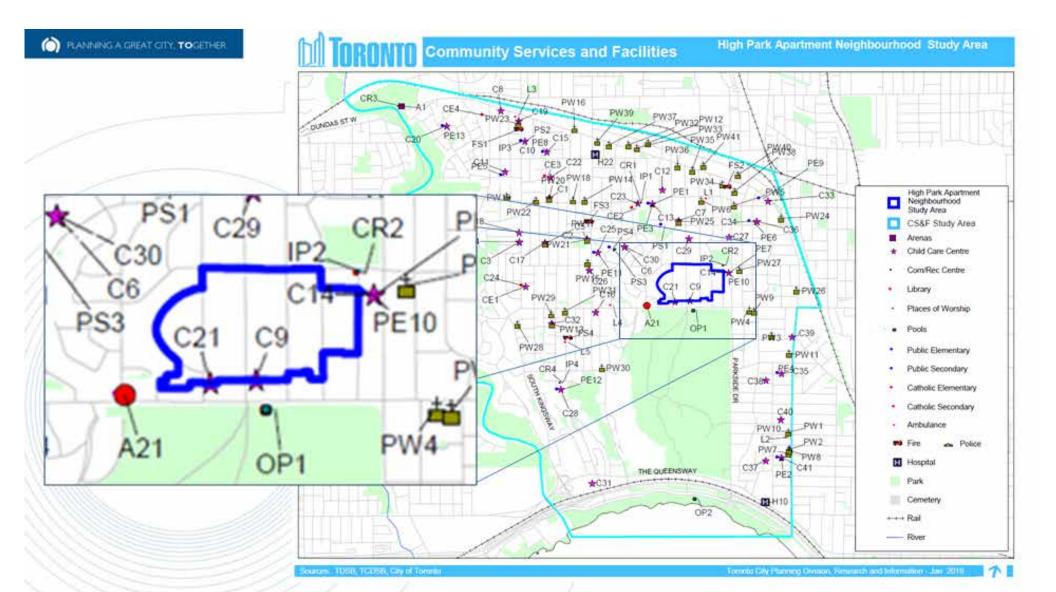
- 19.6 Ha
- 7 Public Streets
- 5 Blocks
- Bennett Park & New Park
- High Park TTC subway station





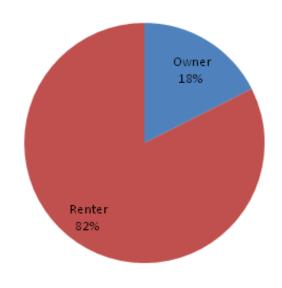
Community Services



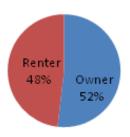




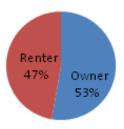
Dwellings by Tenure, 2016 High Park



Dwellings by Tenure, 2016 CS&F



Dwellings by Tenure, 2016 Toronto







Rental Housing

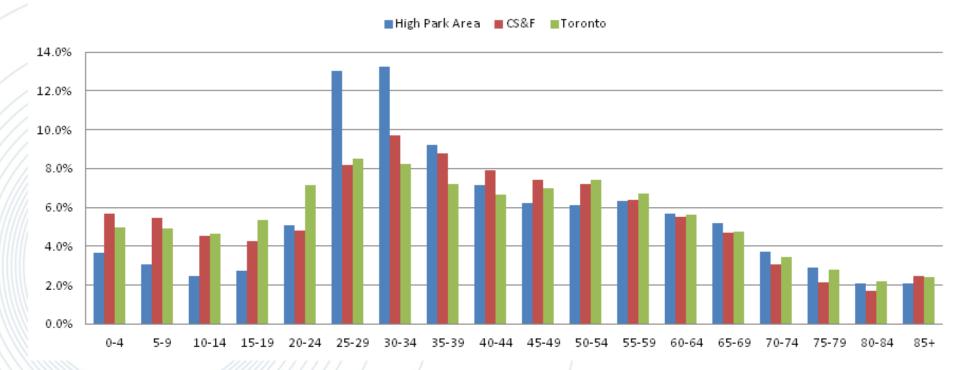
- More affordable rental housing
- Retaining and improving existing rental housing
- Replacing demolished rental housing







Population by Age, 2016 Census

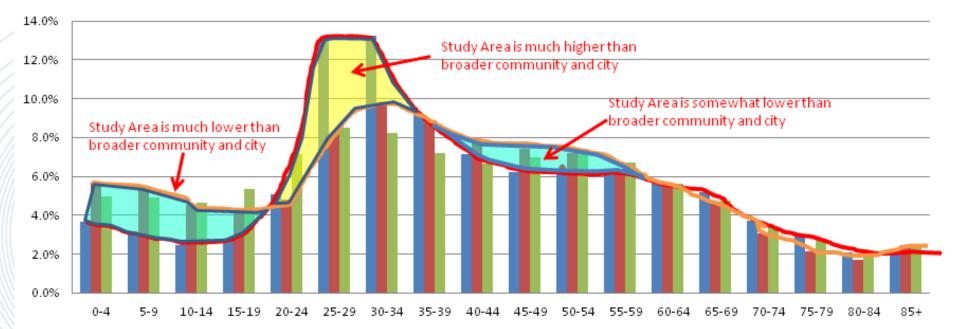




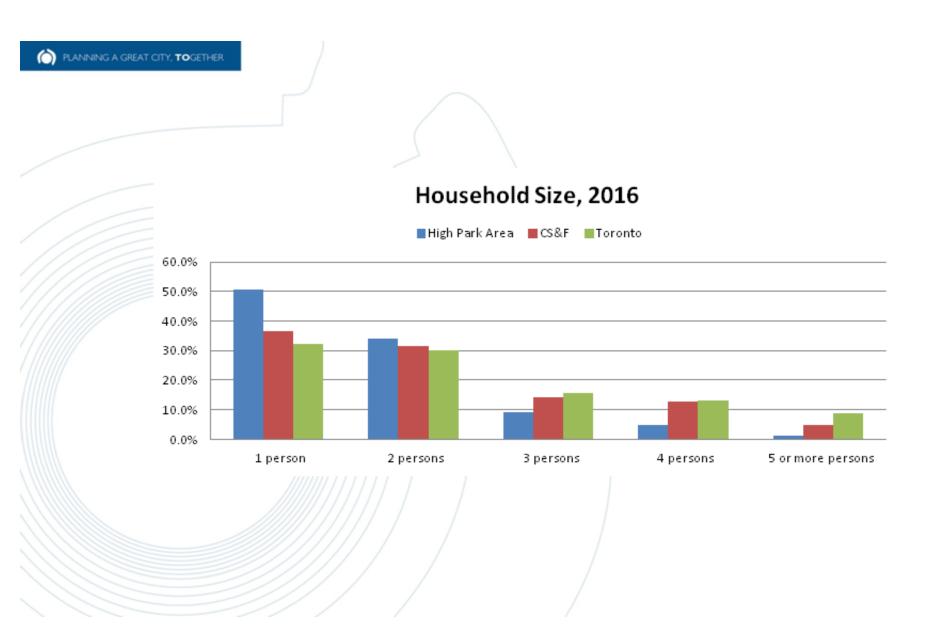


Population by Age, 2016 Census





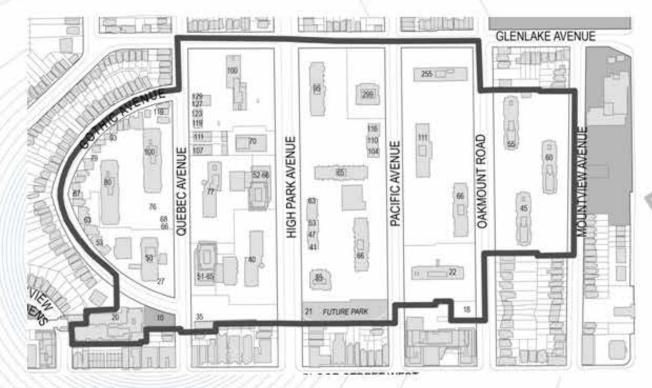








Density - Study Area



Site Area – 149,746.23m2

GFA (Gross Floor Area) -505,426.47 m2

FSI (Floor Space Index) – 3.4 times the area of the lot

Coverage - 23%





Density - Davisville Comparison



Davisville Apartment Neighbourhood

Site Area – 101, 022 m2

GFA (Gross Floor Area) -367,883 m2

FSI (Floor Space Index) – 3.35 times the area of the lot

Coverage - 20.6%





Density – St. James Town Comparison



St James Town Apartment Neighbourhood

Site Area - 160, 415 m2

GFA (Gross Floor Area) - 727, 972 m2

FSI (Floor Space Index) – 4.54 times the area of the lot

Coverage - 22%

Note – Sidewalks and some streets are included in the site area because they are privately owned.



DRAFT Character Defining Elements

Natural Features

- Natural Heritage Features
- Water (Infiltration, Hydrogeology)
- Topography
- Trees and Vegetation
- Birds and Wildlife Habitat

Built and Cultural Heritage

- Indigenous History and Interests
- Built Form Evolution
- Heritage Properties
- Cultural Heritage Resources

Public Realm

- Views and Vistas
- Parks and Public Open Space
- Streets and Blocks
- \ Streetscapes
- Pedestrian Amenity
- Cycling Amenity
- Mid-Block Connections

Open Space

- Open Space Within the Block
- Outdoor Amenity Areas
- Private Gardens and Landscapes
- Child-friendly Spaces
- Pet Areas





DRAFT Character Defining Elements Built Form

- Surrounding Context
- Building Types
- Building Placement and Orientation
- Density (fsi)
- Corner and Interior Lots
- Building Setbacks
- Address and Entrances
- Ground Floor Uses (Residential, Retail/Shopping)
- Building Heights
- Transition
- Separation Distances
- Sunlight and Shadow
- Pedestrian Level Wind
- Building Design and Materials

Servicing

- Driveways and Loading Areas
- ullet \ Parking (on-site, on-street, and bicycles)
- Waste Management (storage and pick-up)
- Wayfinding (signage and traffic control)





Towers in the Park



Radiant City - Le Corbusier

Le Corbusier 1930s vision to reform the polluted industrial city by building "towers in a park" where workers might live high above the streets, surrounded by green space and far from their factories.



Design Vision

- Superblocks
- Generously spaced towers surrounded by landscaped open space
- Promise of the private automobile
- Separated buildings and pedestrians from streets and vehicles

Challenges

- Disconnected from streets, neighbourhoods, walking distances
- No mix of uses, small retail and frontages to animate public realm
- Open spaces fragmented, inaccessible and anonymous
- Windy conditions
- Safety concerns, lack of "eyes on the street"





Figure Ground

High Park Apartment
 Neighbourhood – Tower in the
 Park on a traditional street grid







Building Types

Low-Rise Buildings

- Single/Semi-Detached Houses
- Townhouses
- Multiplexes
- TTC Subway Station

Taller Buildings

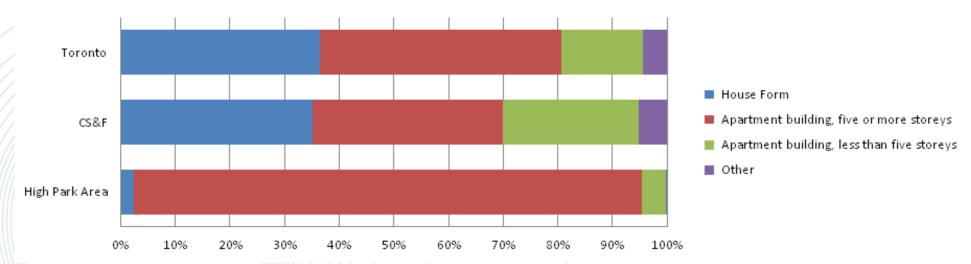
Residential Apartments











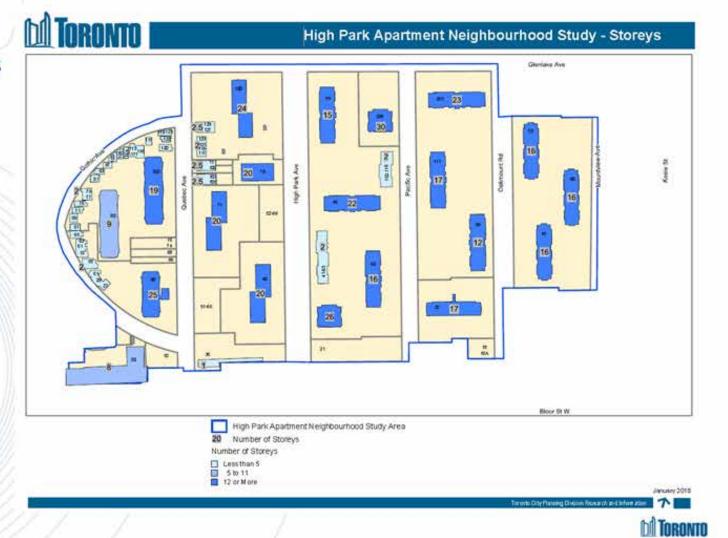




Building Heights

Height ranges

- 4 storeys or less
- 5 to 11 storeys
- 12-30 storeys





Tall Building Heights in Storeys



- range 9-30 storeys
- average height is
- 20 storeys



Building Types and Height Low-Rise

- 4 storeys or less
- 2 to 2.5 storey single/semi-detached house forms (Gothic, Quebec)
- 2 storey townhouses (Quebec, High Park, Pacific)
- 2.5 storey multiplexes, "walk-up" apartments (Quebec)











House Form

Multiplex/Walk-up

Townhouses



Building Types and Height Taller Buildings

- 5-11 storeys
- 12 or more storeys
- 22 taller buildings (8-30 storeys)
- includes two new (25 storeys)
- 18 buildings with "slab" form 👢
- 4 point towers



Slab Form



Point Tower



5 56 11

Towns Challeng Chairs Stones published

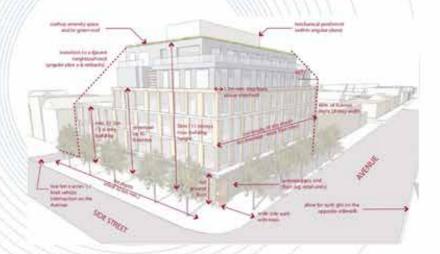




Taller Building Types Today

Mid-rise Buildings

- street proportion (1:1 max.)
- range 5-11 storeys
- pedestrian scale base



Tall Buildings

- taller than street width
- range 7-12+ storeys
- · base, middle, top
- pedestrian scale base
- slender tower
- 750m² max floor plate









DRAFT Block Analysis



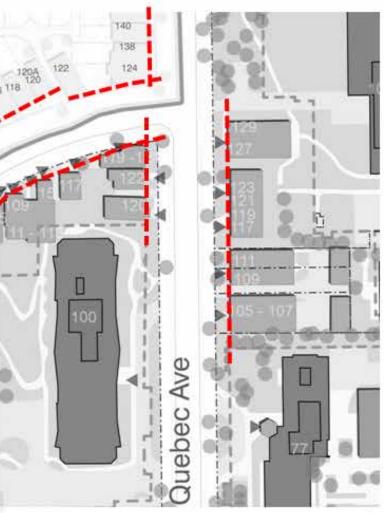




DRAFT Block Analysis Low-rise Setbacks from Streets

- 0-7m house forms (including surrounding neighbourhood properties)
- 5-6m townhouses and multiplexes
- · lawns, trees, gardens, porches, amenity









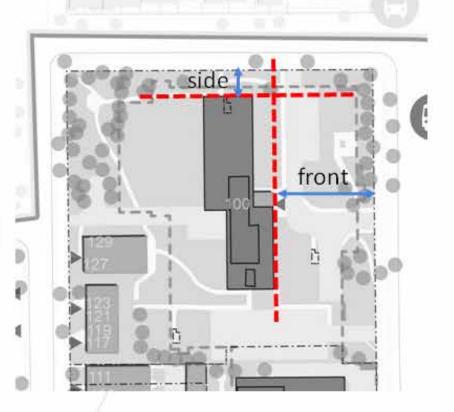
DRAFT Block Analysis Taller Building Setbacks from Streets

Taller Building Front Yards

- 18 instances
- smallest 8m, largest 45m
- 16-19m typical
- lawn, trees, gardens, some amenity, walkways, driveways, parking

Taller Building Side Yards

- 11 instances
- smallest 6m, largest 24m
- 11m-13m typical
- · lawn, trees, gardens, walkways







DRAFT Block Analysis Open Space Breaks

Separation between low-rise and taller buildings along street frontages

- smallest 9m, largest 27m
- 19-22m typical
- lawn, trees, gardens, amenity, walkways, driveways, parking







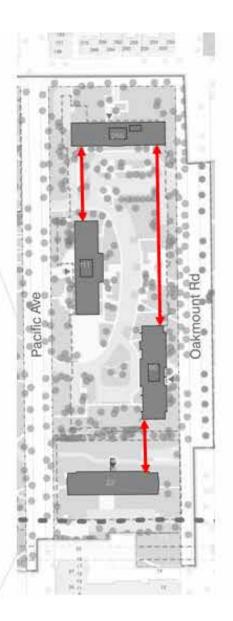


DRAFT Block Analysis Open Space Breaks

Separation between taller buildings along street frontages

- smallest 29m, largest 130m
- 53-63m typical
- lawn, trees, gardens, amenity, walkways, driveways, parking



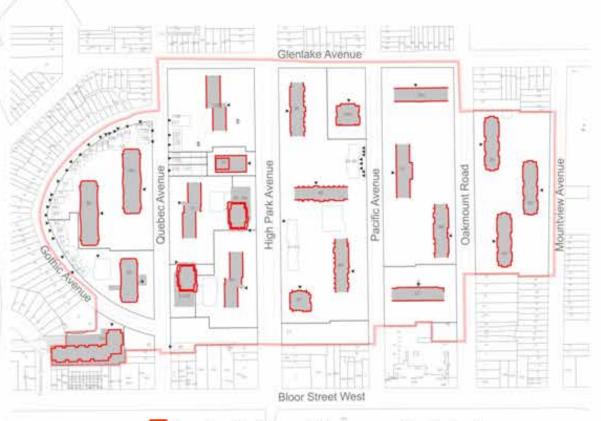






DRAFT Block Analysis Building Orientation, Address and Entrances

- Front doors most often face a public street (3 exceptions)
- Secondary entrances within the block (through-lobbies)
- Perpendicular building orientation and tower offsets
- Primary windows and balconies positioned for long views, daylight and privacy



Façade with Primary Windows and/or Balconies



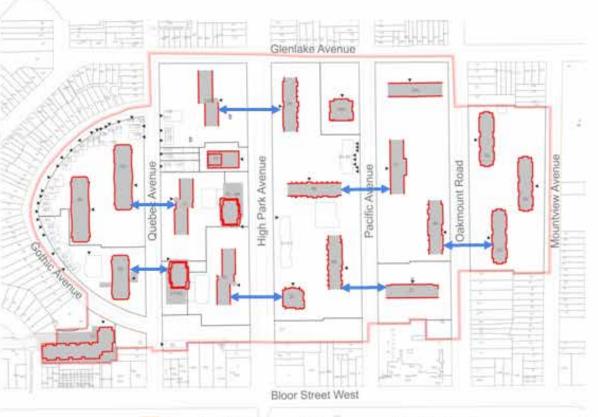


DRAFT Block Analysis Separation Distances

Tower Separation across a Street

- smallest 52m, largest 81m
- 61m typical





Façade with Primary Windows and/or Balconies



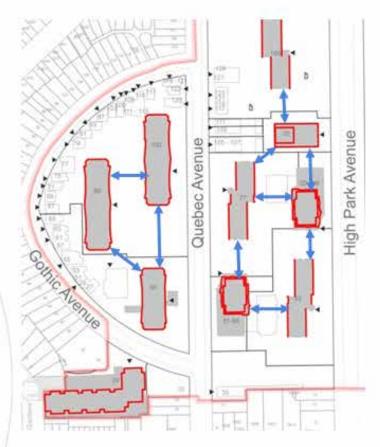


DRAFT Block Analysis Separation Distances

Tower Separation within the Block

- Primary Facing 35-43m typical
- Secondary Facing 42-43m typical
- Offset/Diagonal 30-32m typical





Façade with Primary
 Windows and/or Balconies





DRAFT Transition Analysis

- Generous landscaped building setbacks and open spaces.
- Retention of house forms along Gothic.
- Many abrupt changes in scale and general lack of gradual transition down to Neighbourhoods and Parks.

Current Transition Strategies

• Landscaped setbacks, Change in building types and scale, Stepping height limits, Minimum horizontal separation distances (proportion), Angular planes (45 degrees)













DRAFT Sun/Shadow Analysis





Shadow study analysis of existing conditions – September 21st 10:18am (EDT)





DRAFT Sun/Shadow Analysis – Cumulative Mapping



Shadow study analysis of existing conditions – September 21st (EDT)





3D Workshop





2D Workshop

Help Us Identify within the Study Area:

- potentially significant natural features
- pockets of trees or mature specimens
- · infiltration areas
- well-used outdoor spaces
- important through-connections (vehicular, pedestrian, visual)
- significant views from the public realm
- other noteworthy aspects related to the 2D plan view







Cumulative 10 hour Sun/Shadow Analysis









Scales of Infill Development

Parkway Forest, North York



Low-rise Buildings



Mid-rise Buildings



Tall Buildings





3D Workshop

Help Us Identify within the Study Area:

- important open space areas
- positive built form relationships
- ideas about building setbacks, types, heights and transition
- infill opportunities and possible scale
- other noteworthy aspects related to the 3D axonometric view







Next Steps





Upcoming Meetings

			-15			
				1	2	3
4	S WG	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27 WG	28			

				1	2	3
4	5	6	7	8 EM	9	10
11	12	13	14	15	16	17
18	19	20	21 WG	22	23	24
25	26	27	Ŵ	29	30	31

APRIL						
1	2	3	4	5	6	7
8	9	10	11 wg	12	13	14
15	16	17 DRP		19	20	21
22	23 WG	Y	25	26	27	28
29	30					

WG = WORKING GROUP

CM = COMMUNITY MEETING

DRP = DESIGN REVIEW PANEL

