

# Complete Drawing Prototypes For Urban Complete Streets

by

James Ira Winder

Submitted to the Department of Architecture in Partial  
Fulfillment of the Requirements for the Degree of

Bachelor of Science in Art and Design  
in Architectural Design

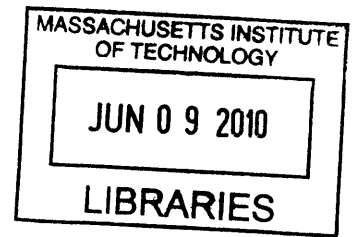
at the

Massachusetts Institute of Technology

June 2010

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## ABSTRACT

A study was performed to determine how drawings for streets may be tailored to a broad range of viewers and agendas, yet still be viewed as a credible design tool for architects. With a growing number of cities designing their own guidelines according to the Complete Streets movements, it's necessary to develop a graphic style that not only appeals to the typical engineering aspect of streets, but is also robust enough to include details for various design components and spatial qualities not before considered in street design.

New drawings and information graphics were invented to better describe multi-modal streets, spatial qualities, and a fully conceived taxonomy of urban street types. It was discovered that three drawing types are especially useful for conveying this type of information: Perspective-Sections, Overhead Views, and Transects.

Thesis Supervisor: John A. Ochsendorf  
Title: Associate Professor, Building Technology



How can street drawings be tailored to a broad range of viewers and agendas, yet still be a credible design tool?

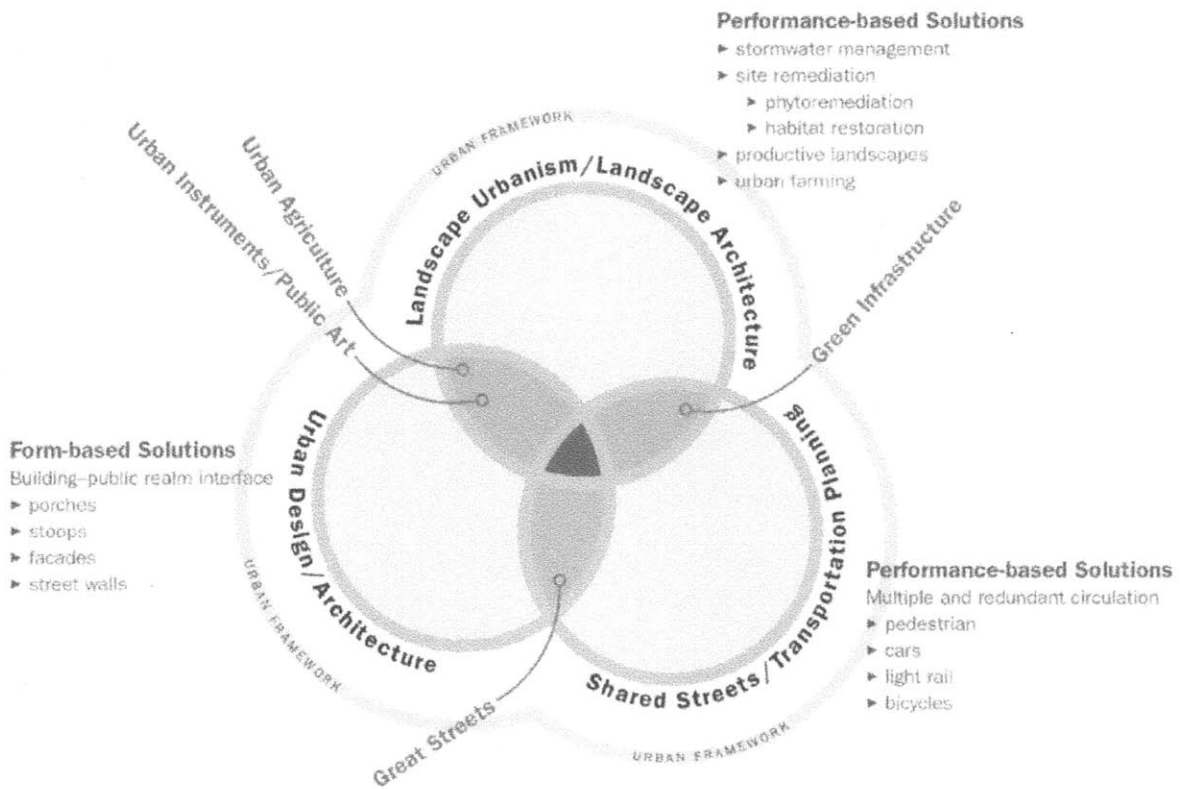
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This study began as a work-study with Utile Design Inc. in February of 2010. With the Boston Transportation Department as its client, Utile was commissioned to design the booklet and graphics for the new Boston Complete

Streets Guidelines. In order to complete the task, a research-based analysis of appropriate street graphics seemed an appropriate way to ensure Boston's complete streets guidelines outshined that of any other city.

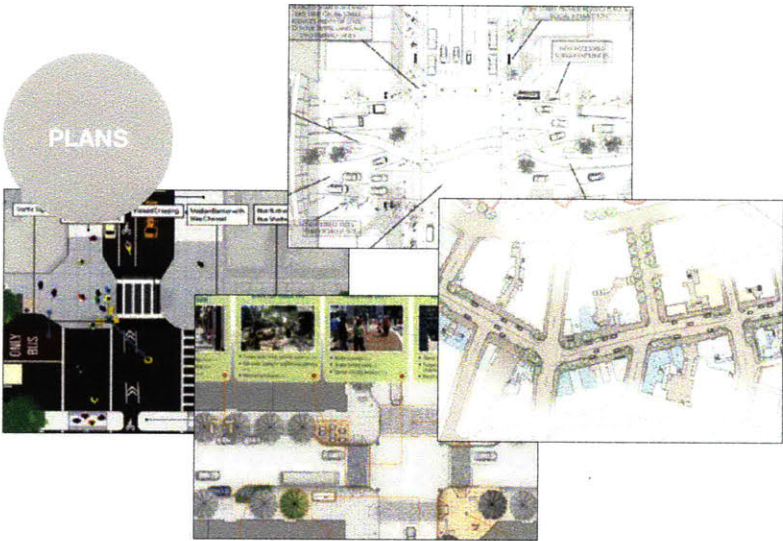
# COMPLETE DRAWINGS introduction

## what are complete streets?

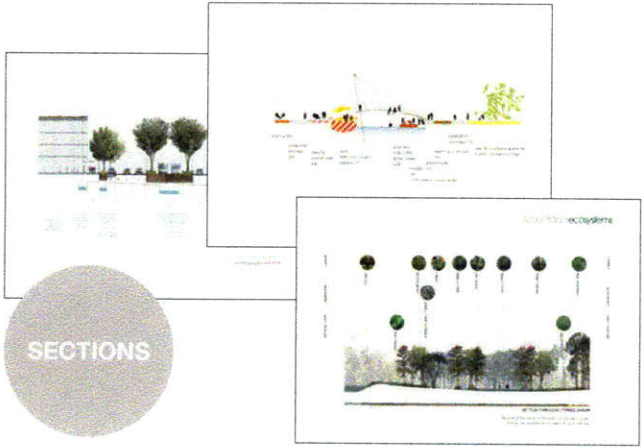
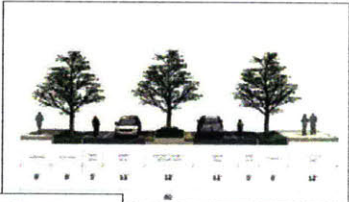
As defined by the BTDC, complete streets are multimodal, green, and smart. Essentially, it means that all mode-types, ecological methods for storm water drainage, and real-time traffic sensing are utilized in street design.

## what are complete drawings?

Complete drawings are robust enough to handle all the different kinds of data and spatial information of streets. They are also accessible enough to be legible to a broad audience of designers, engineers, lobbyist, politicians, and every-day street users.



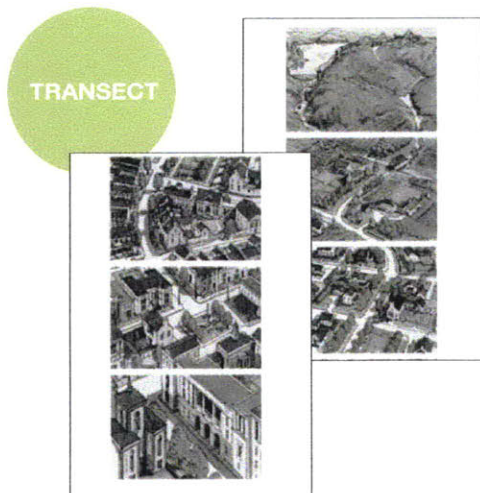
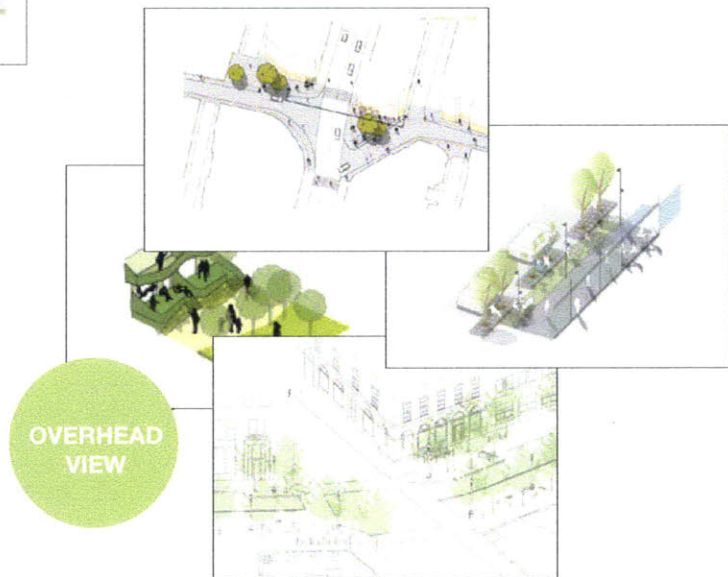
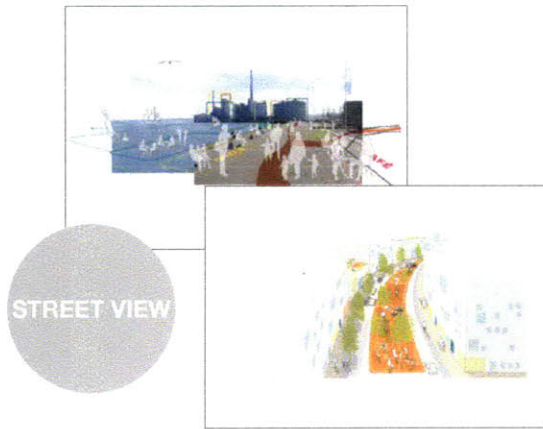
PERSPECTIVE SECTIONS





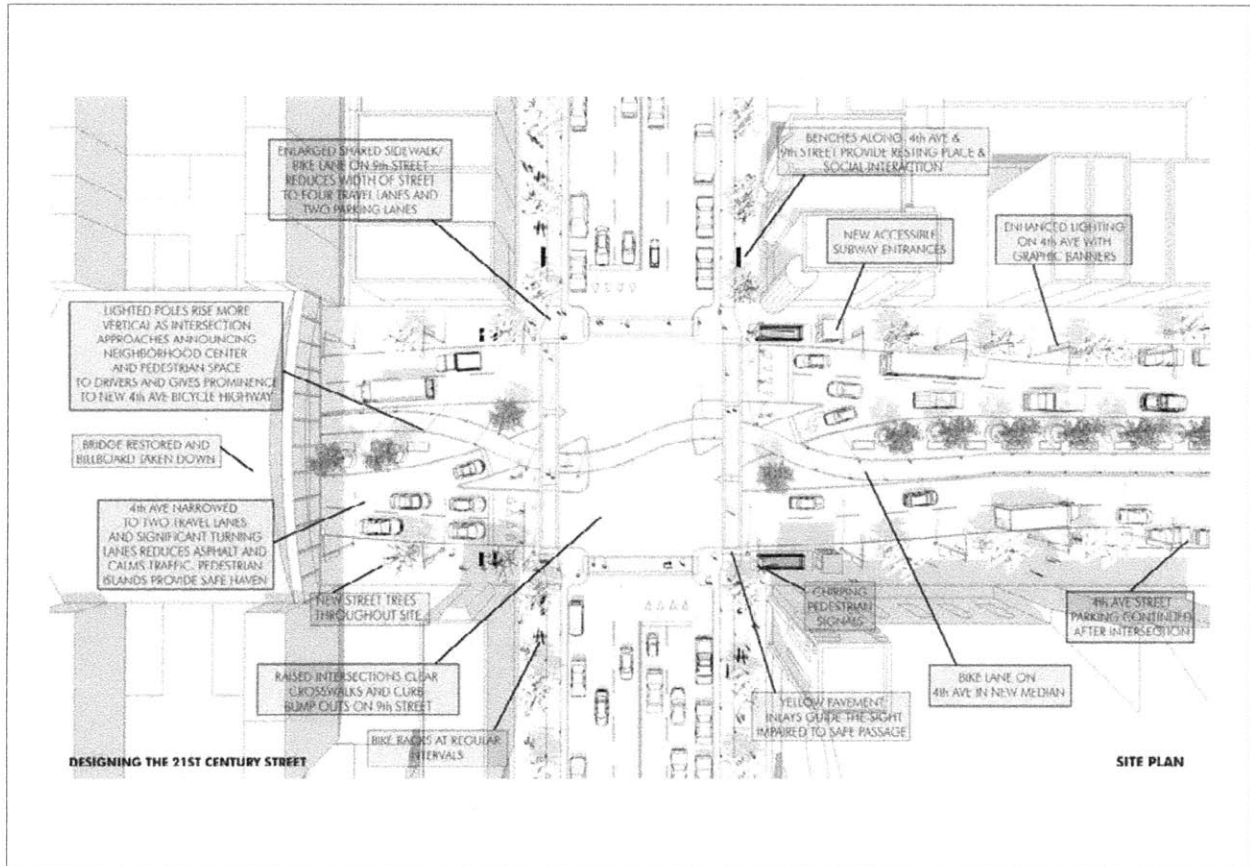
# GRAPHIC PRECEDENTS research

Initially, a number of existing graphic precedents are researched to identify the current scope of street representation. These include plans, sections, street perspectives, icons, section perspectives, overhead views, and transects. Green dots denote drawings especially useful for representing complete streets.



## Level of detail must be appropriate to the drawing's scale

Linework should be avoided due to legibility and printing issues. Simplify linework radically and use fields as much as possible.





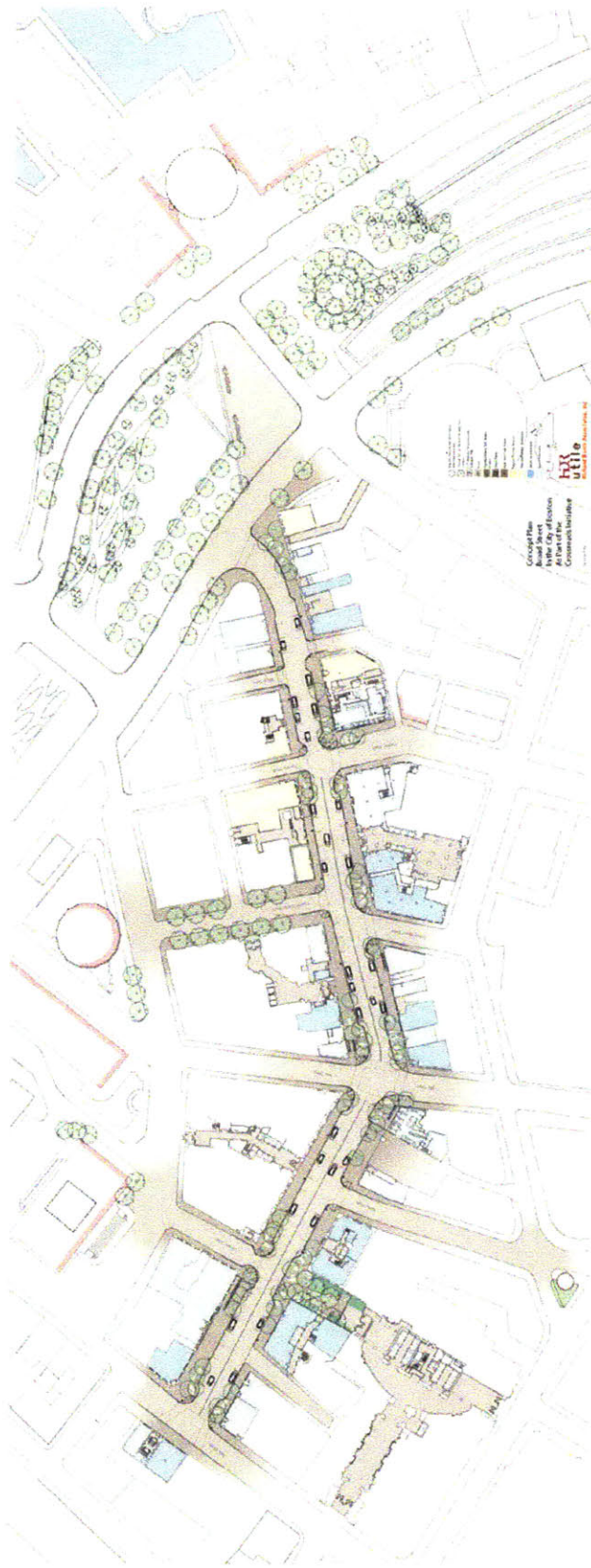
PLAN HIGHLIGHTS



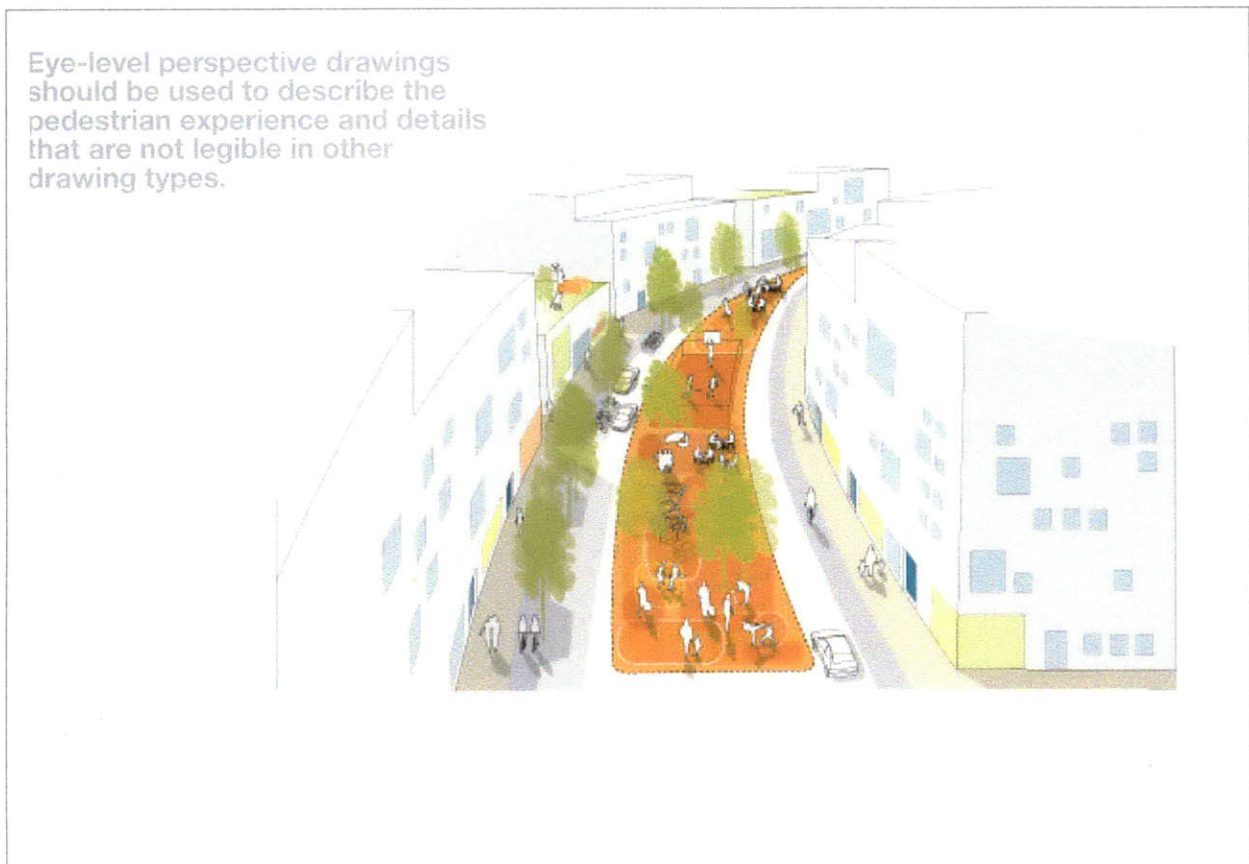
CHAPTER 10



PLANS







SECTIONS

Superior drawing type for describing underground features such as drainage

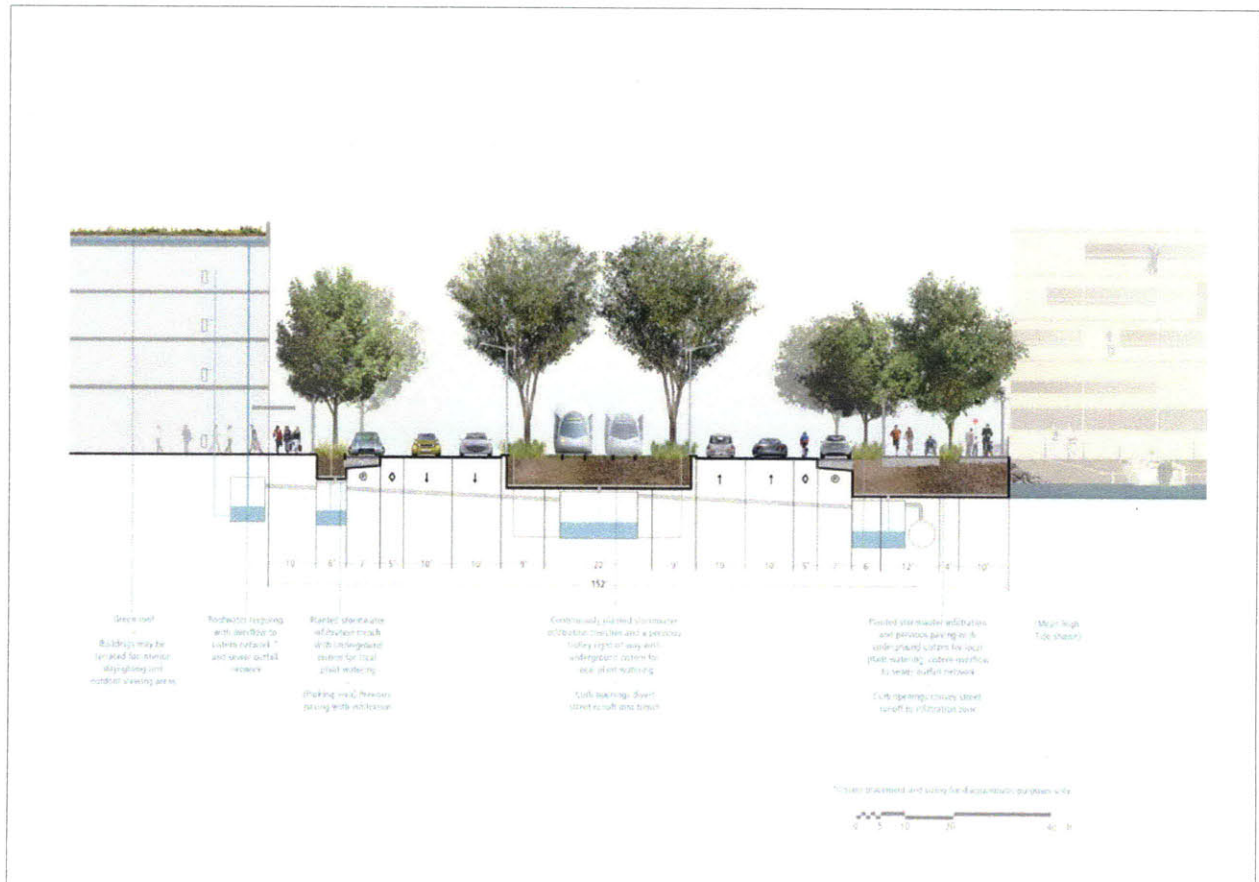
Detail and color should be used to focus on the drawing's primary content, all other elements should be radically simplified (but are critical for orienting the reader)

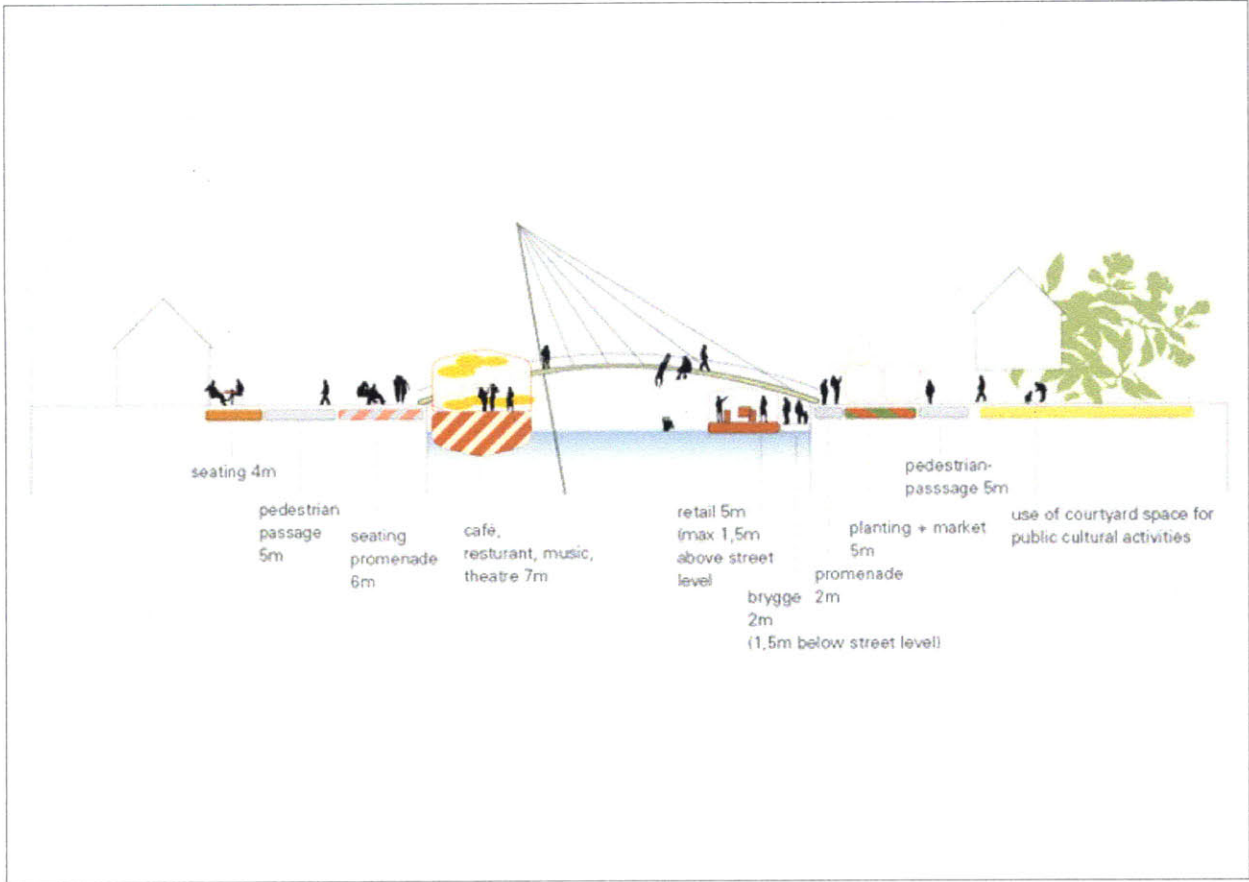
## Most valuable drawing type for describing the defining characteristics of a street



Markers and icons can be used in conjunction with a section drawing to organize the entire document

Simple, diagrammatic sections of multiple streets, aligned vertically, enable quick comparison of street types.





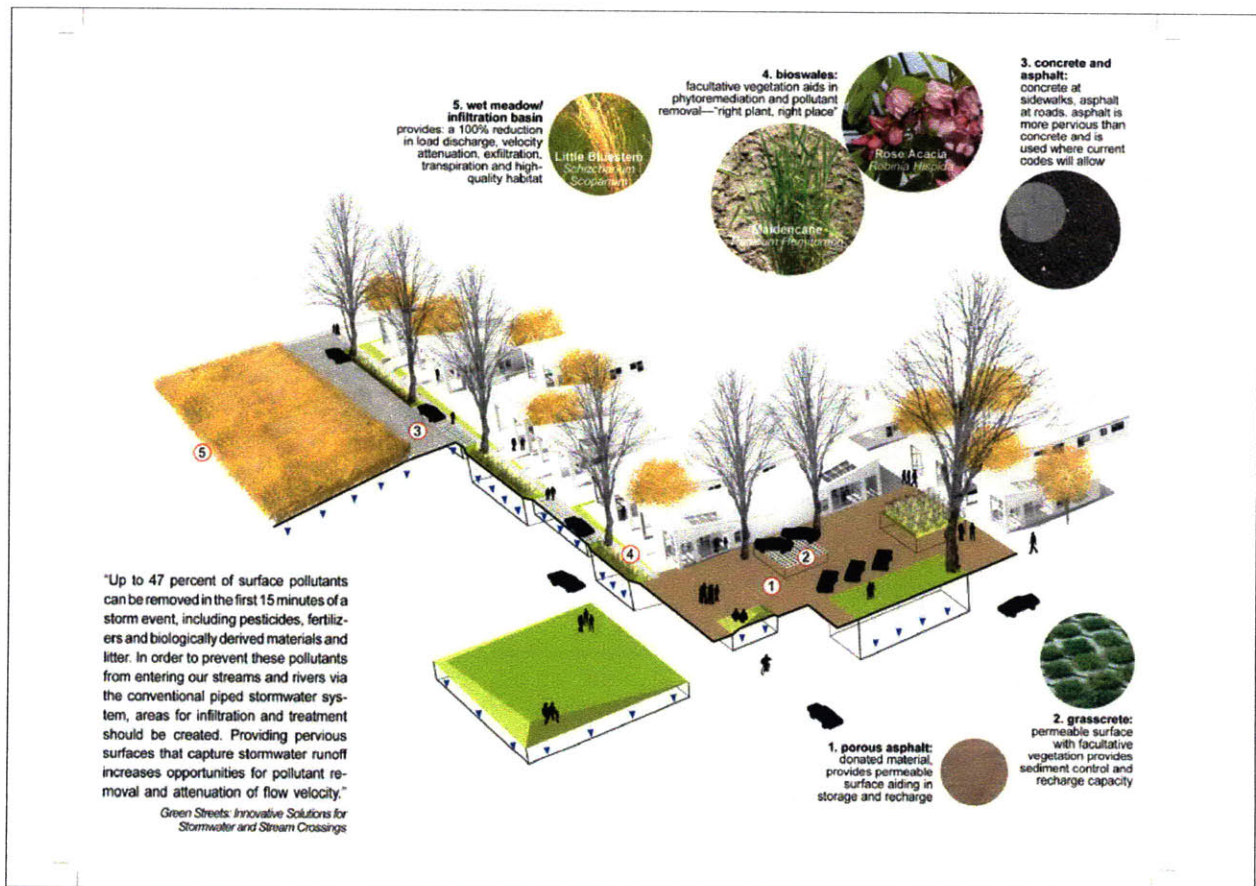


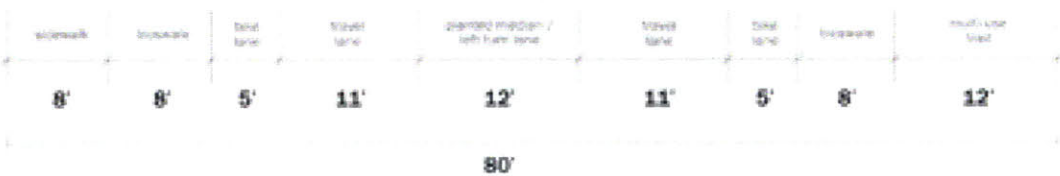
# Even a minimal amount of receding space can have a significant impact in aiding legibility

Use lineweights, color and masks to  
create hierarchy and highlight the  
drawing's primary content

Orient dimension strings and  
numbers with the perspective

Enables the reader to orient  
themselves more easily; less  
abstract than traditional section





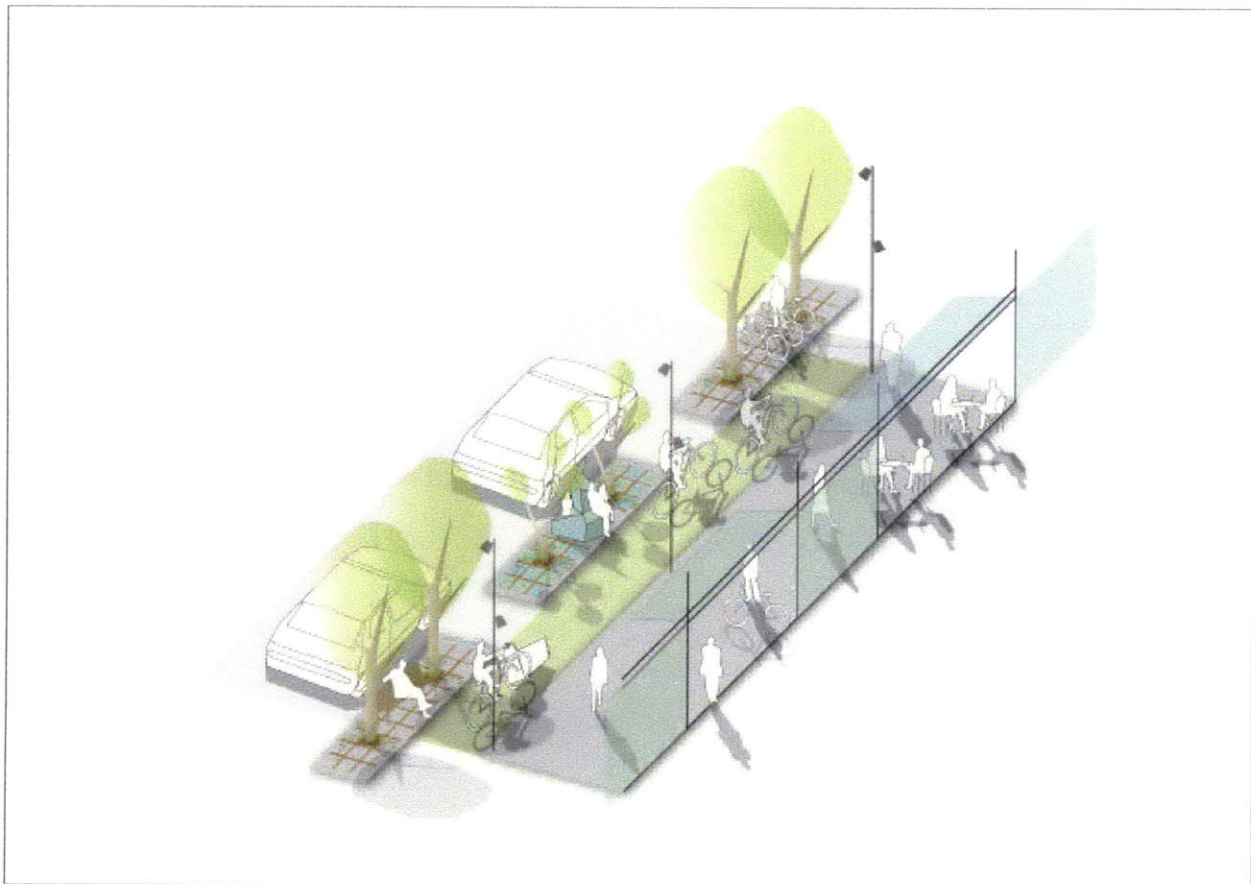
OVERHEAD  
VIEW

Drawings in 3D tend to be more interactive and captivating because they can contain more information than 2D drawings

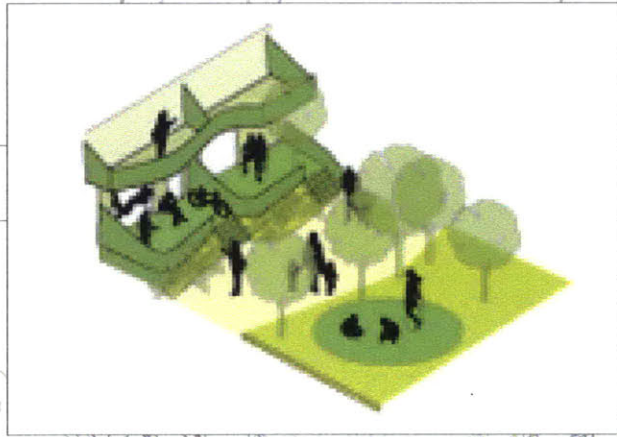
## Choose a view/angle that maximizes exposure of ground plane

Especially useful for describing intersections

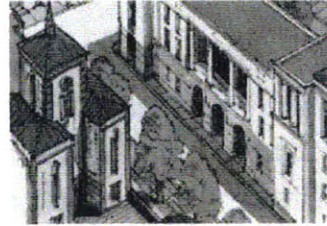
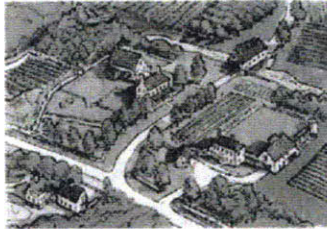
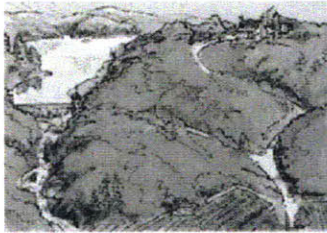
Simple three-dimensional representations can allow reader to orient themselves much more quickly









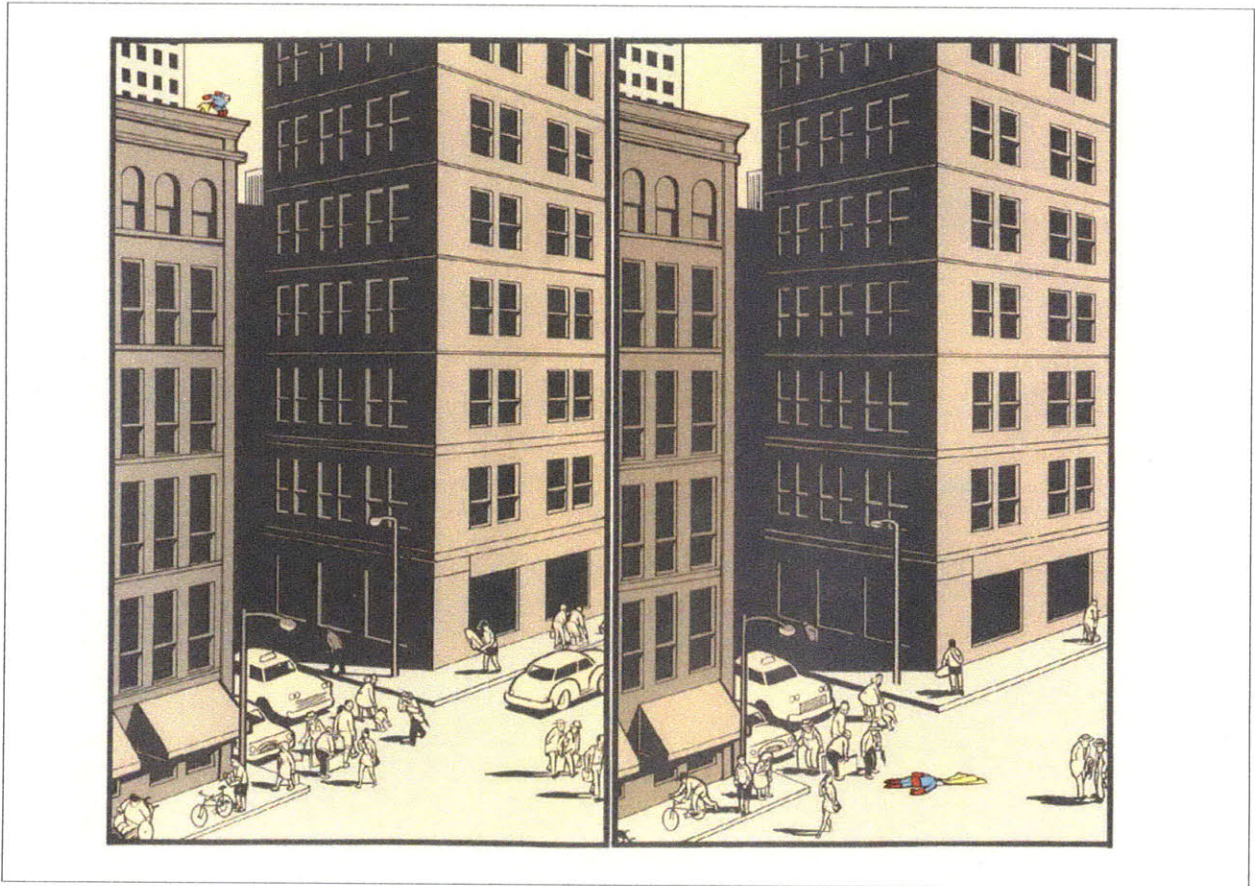


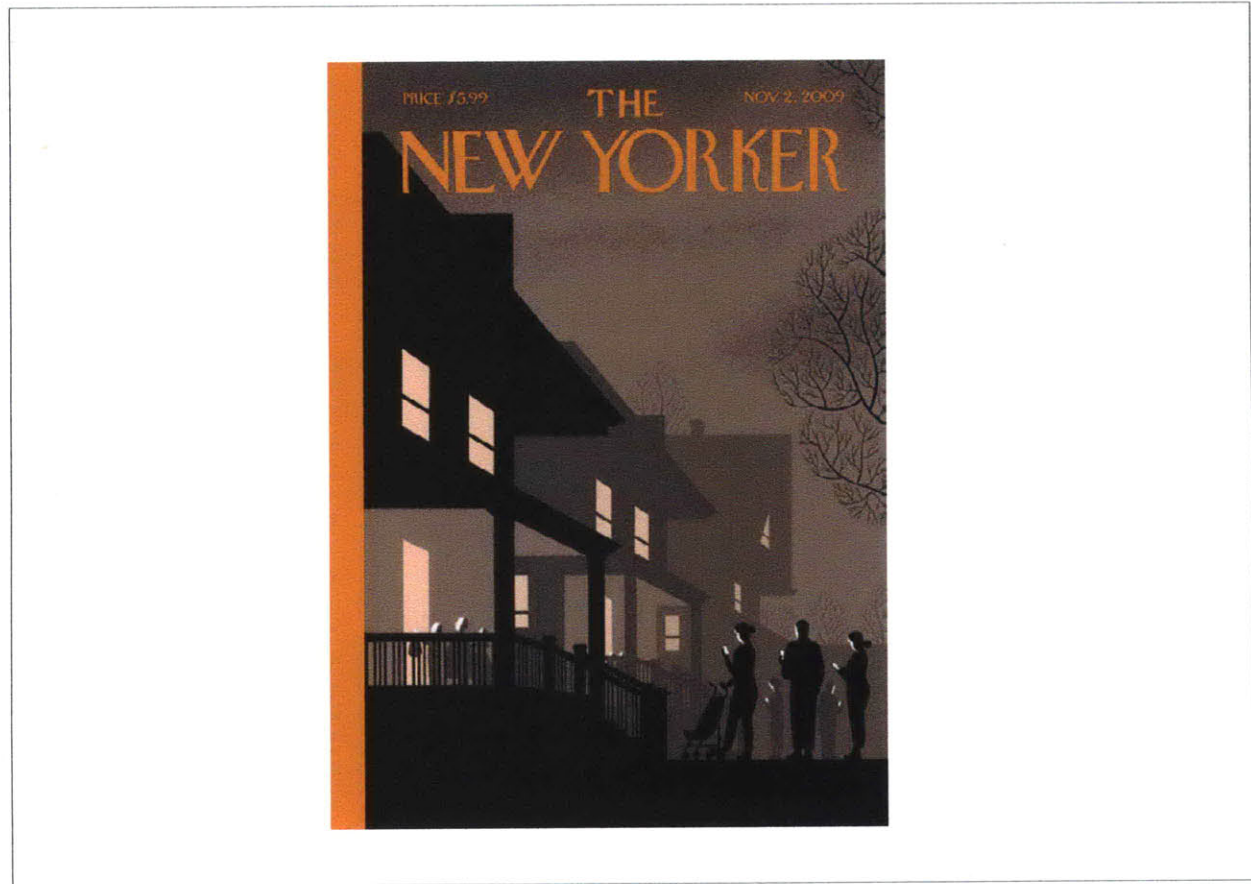
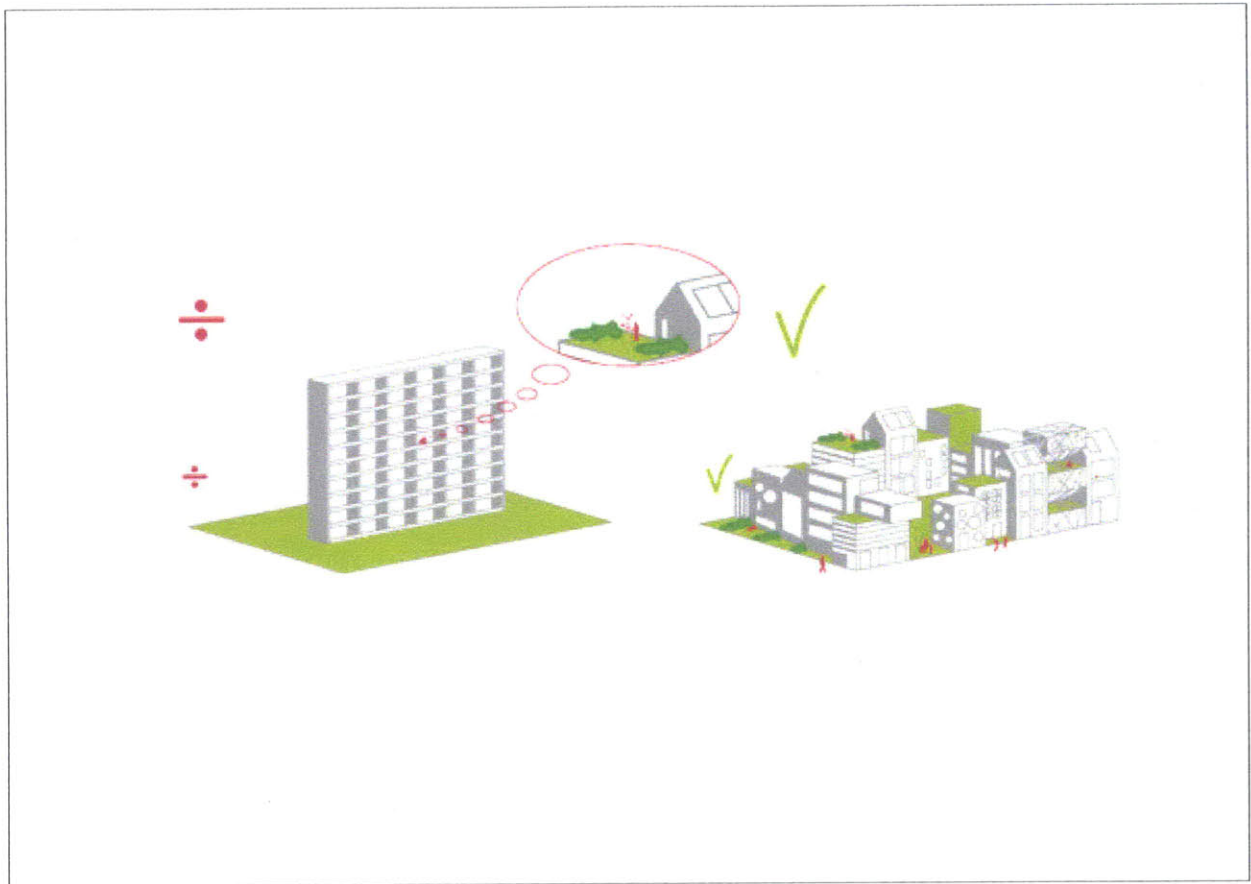
**Seek out opportunities to represent systems, networks and processes visually in order to enhance the reader's comprehension**

**Minimize cross-referencing**



STYLE  
EFFECTS

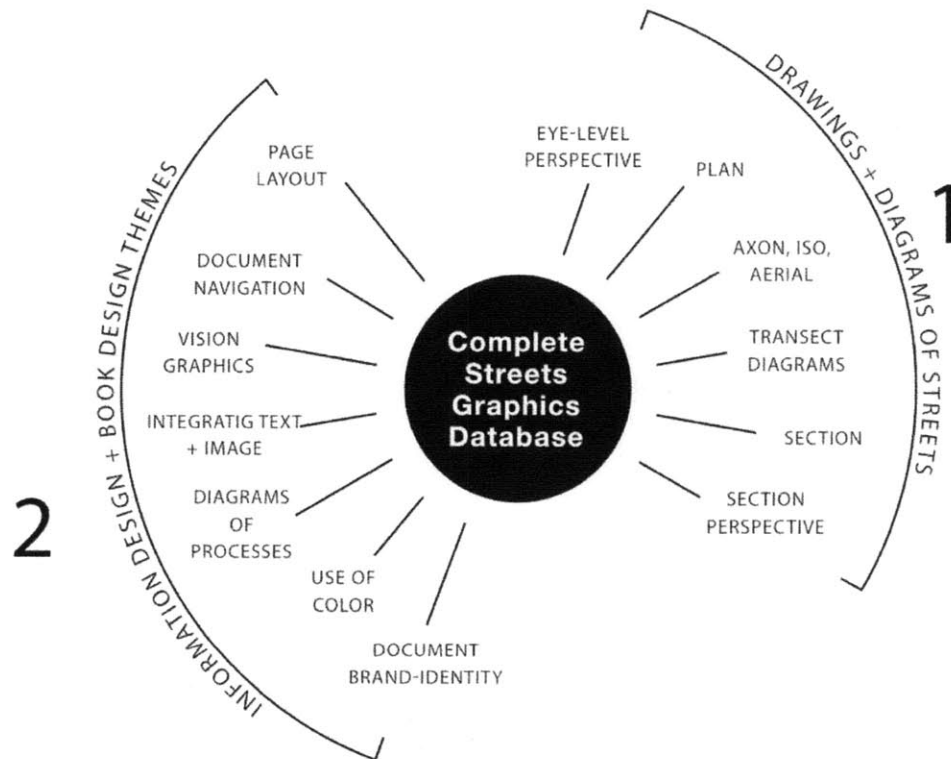




# GRAPHIC PRECEDENTS observations

Below - When designing the guideline book for complete streets, it's important to note the following organizational hierarchies. The focus of this study will be on section 1, the drawings and diagrams of streets.

Right - The infographic Describes the various lessons learned concerning design of graphics for streets.



**Use color and/or page tabs to aid frequent readers in navigating the document. Integrate these elements with the table-of-contents and/or index.**

**Minimize cross-referencing**

**Seek out opportunities to represent systems, networks and processes visually in order to enhance the reader's comprehension**

**Use color to help articulate the brand identity of the entire document**

**The document should be engaging and easy-to-use; it should not look like a manual or final report. It must function as both a storytelling piece and a reference guide.**

Eye-level perspective drawings should be used to describe the pedestrian experience and details that are not legible in other drawing types.

Photographs are useful for showing that innovative practices have been implemented, BUT they are too expensive to use in large quantities. Drawings, site drawings or photography techniques instead.

**Level of detail must be appropriate to the drawing's scale**

Detail and color should be used to focus on the drawing's primary content, all other elements should be radically simplified but are critical for orienting the reader.

**Choose a view/angle that maximizes exposure of ground plane**

Drawings in 3D tend to be more interactive and captivating because they can contain more information than 2D drawings.

**Most valuable drawing type for describing the defining characteristics of a street**

**Even a minimal amount of receding space can have a significant impact in aiding legibility**



- PAGE LAYOUT
- DOCUMENT NAVIGATION
- VISION GRAPHICS
- INTEGRATING TEXT + IMAGE
- DIAGRAMS OF PROCESSES
- USE OF COLOR
- DOCUMENT BRAND-IDENTITY
- SECTION PERSPECTIVE
- SECTION
- TRANSECT DIAGRAMS
- AXON, ISO, AERIAL
- PLAN
- EYE-LEVEL PERSPECTIVE

Especially useful for describing intersections.

Use line weights, color and masks to create hierarchy and highlight the drawing's primary content.

Markers and tools can be used in conjunction with a section drawing to organize the entire document.

Section drawings are a good type for describing features such as drainage.

Enables the reader to orient themselves in a complex, abstract urban environment.

Use a consistent graphic brand that is simple, bold and has to unite the illustrations throughout the document and reinforce its brand identity.

Use sustainable materials and practices such as recycled paper, soy-based ink to help minimize the environmental footprint of your streets.

Use color to call attention to important information.

Use color to make the document more visually appealing.

Diagrams should be simple, abstract, and visually engaging.

Use the content to determine the appropriate scale for the drawing. Consider the audience and the intended use of the drawing.



PLANS



SECTIONS



What is Everyone's Graphic Common Ground?

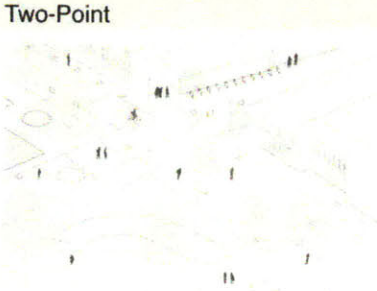


**2D Space**  
Accurate Dimension Specification  
Engineering and Design Tool

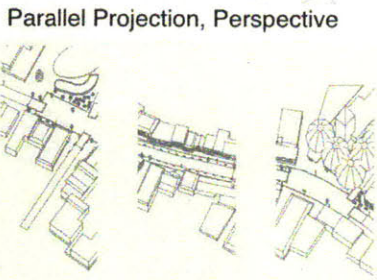
PERSPECTIVE SECTIONS



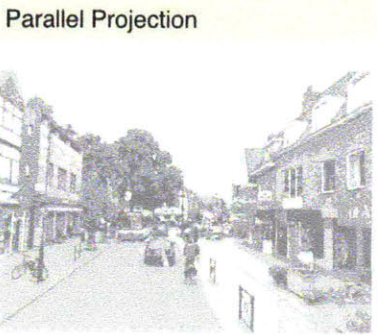
OVERHEAD VIEW



TRANSECT



STREET VIEW



COMPLETE DRAWING

**3D Space**  
Immediate Experiential Street View  
Enticing Spatial Understanding



# Viewing Preferences

PLANS



SECTIONS



Cyclist  
Pedestrian  
Motorist

PERSPECTIVE SECTIONS



OVERHEAD VIEW

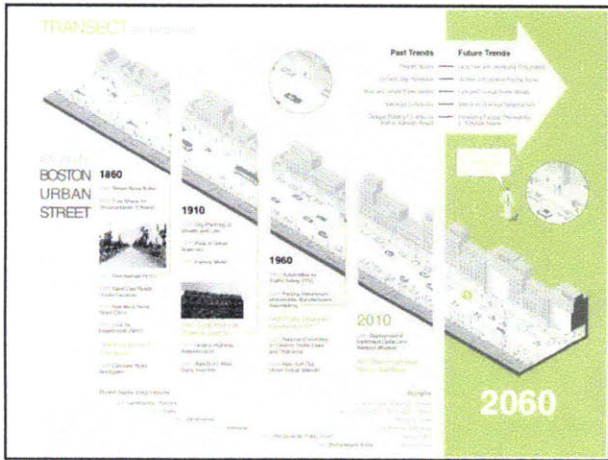
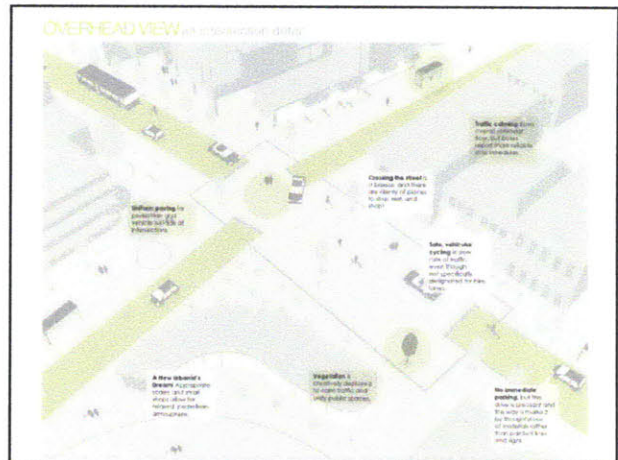
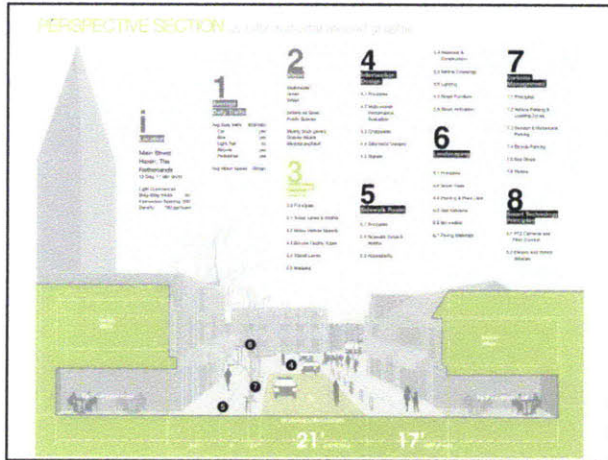


TRANSECT



STREET VIEW

Urban Planner  
Architect  
Transit  
Engineer  
Landscape  
Urbanist



# COMPLETE DRAWINGS prototypes

The following graphics demonstrate isolated, hypothetical representations of different street configurations, all tailored to show different information regarding streets. The drawings are derived from the lessons learned from the precedent studies. (Graphics were created with Google Sketchup 7 and Adobe Illustrator and Indesign CS4.)

## **Section-Perspective**

- minimal amount of receding space can have significant impact on legibility*
- legend shows range of possibilities for street items that could be called out*
- graphic is sensitive to facade permeability*

## **Overhead View**

- great for intersection detailing
- information called out directly on drawing
- capable of showing travel mode densities
- linework generally avoided for legibility/ scalability concerns

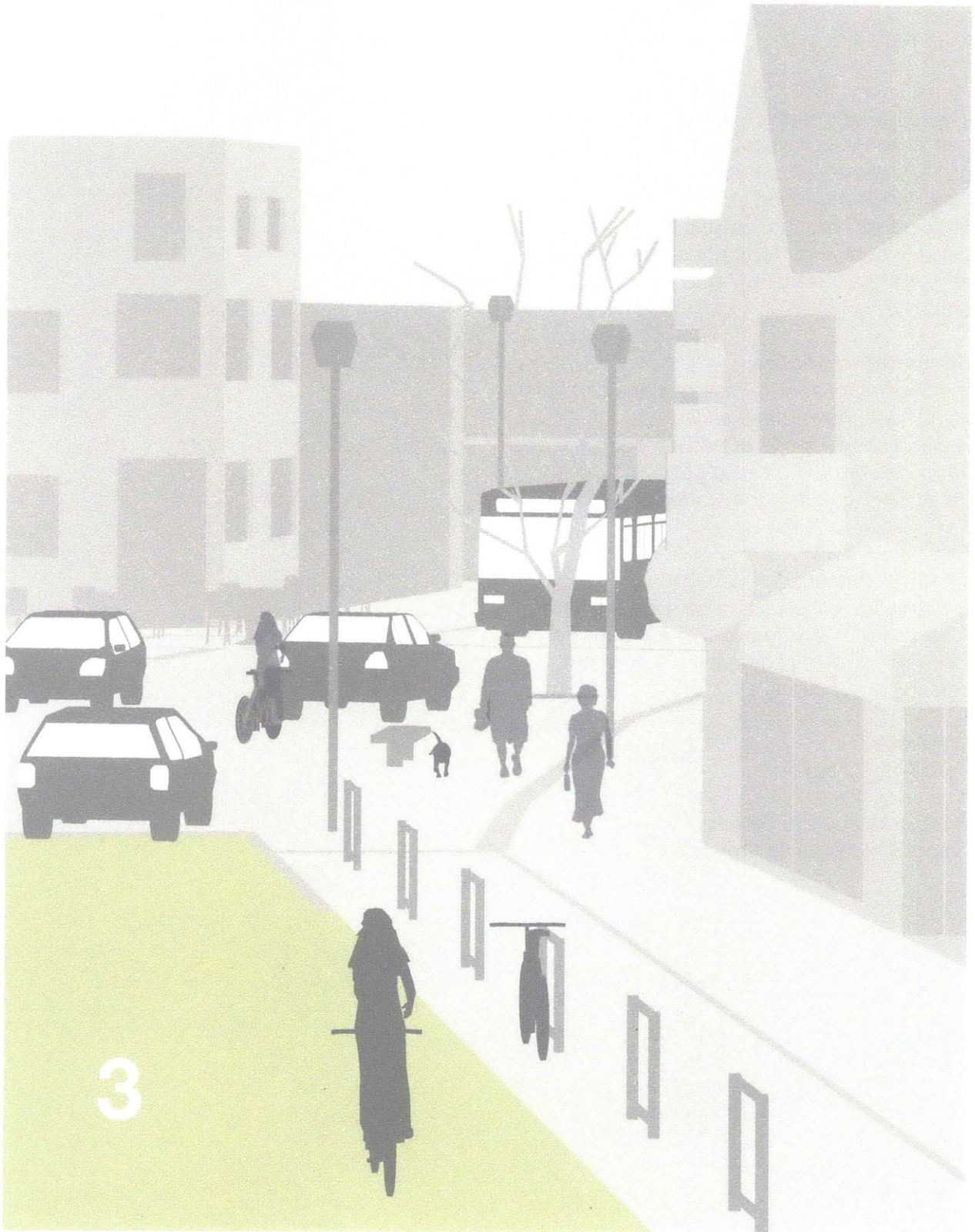
## **Transect**

- gradient across time

## **Boston Complete Streets**

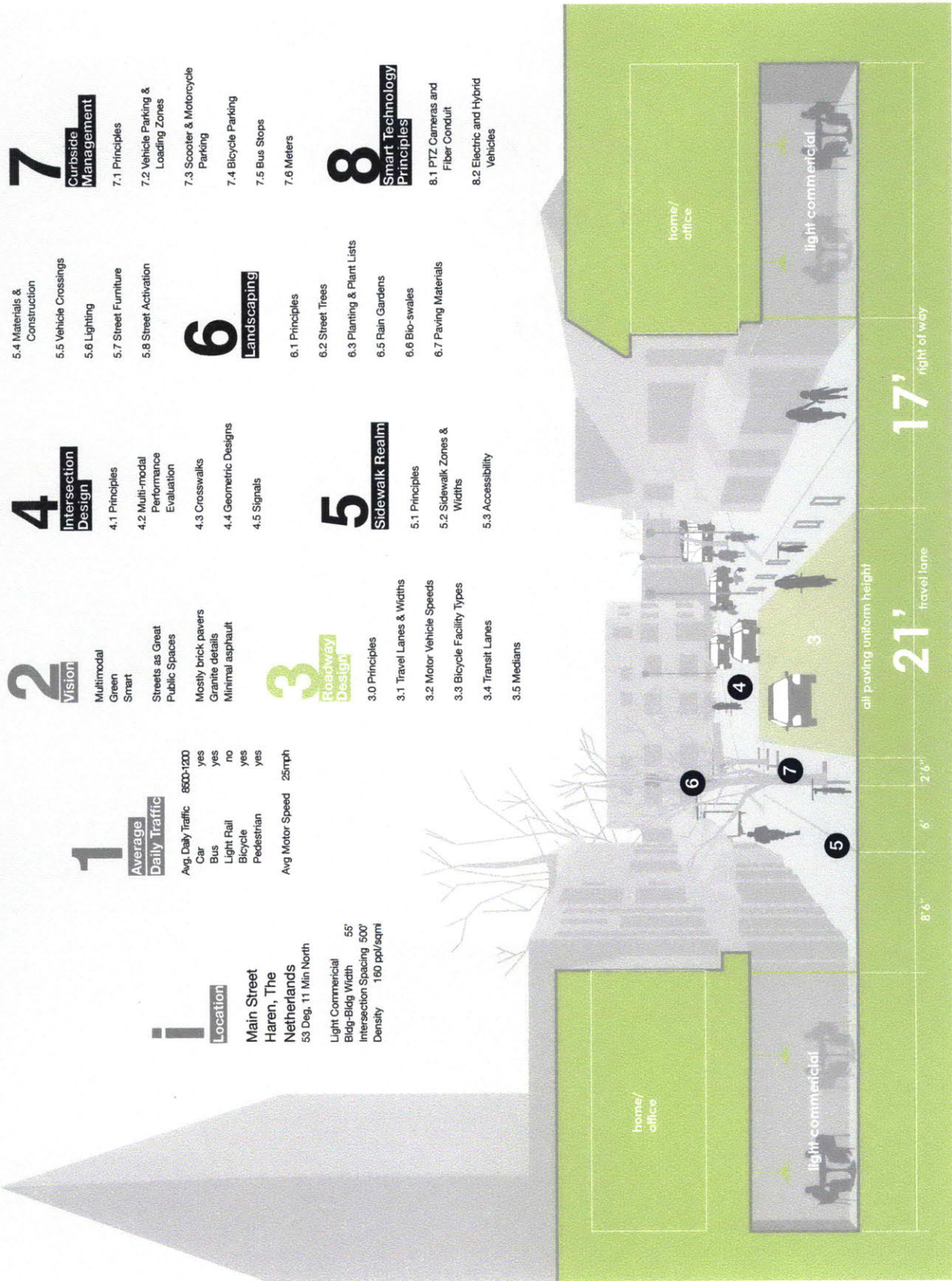
- various highlighting strategies







# PERSPECTIVE SECTION as informational legend graphic

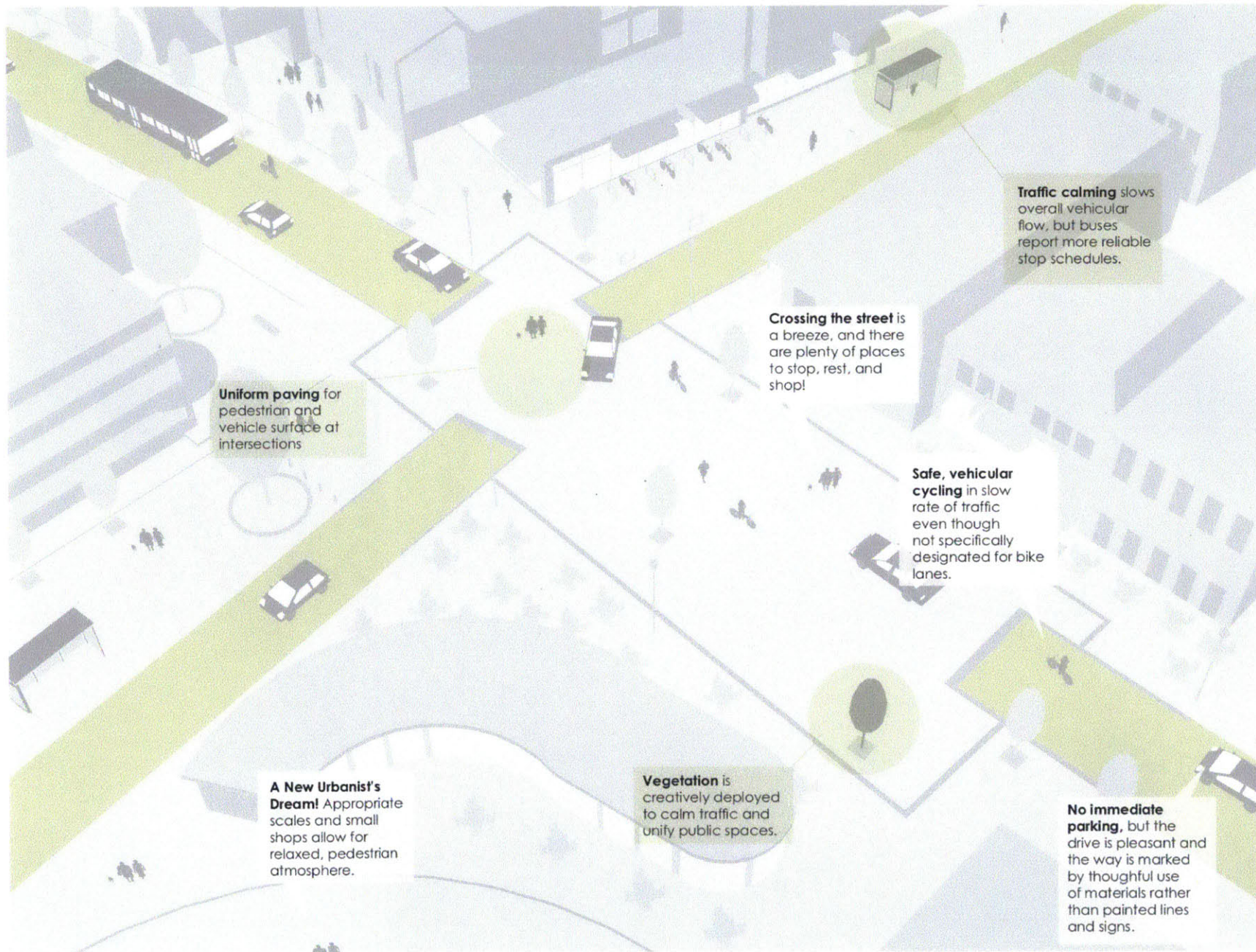








# OVERHEAD VIEW as intersection detail



**Uniform paving** for pedestrian and vehicle surface at intersections

**Traffic calming** slows overall vehicular flow, but buses report more reliable stop schedules.

**Crossing the street** is a breeze, and there are plenty of places to stop, rest, and shop!

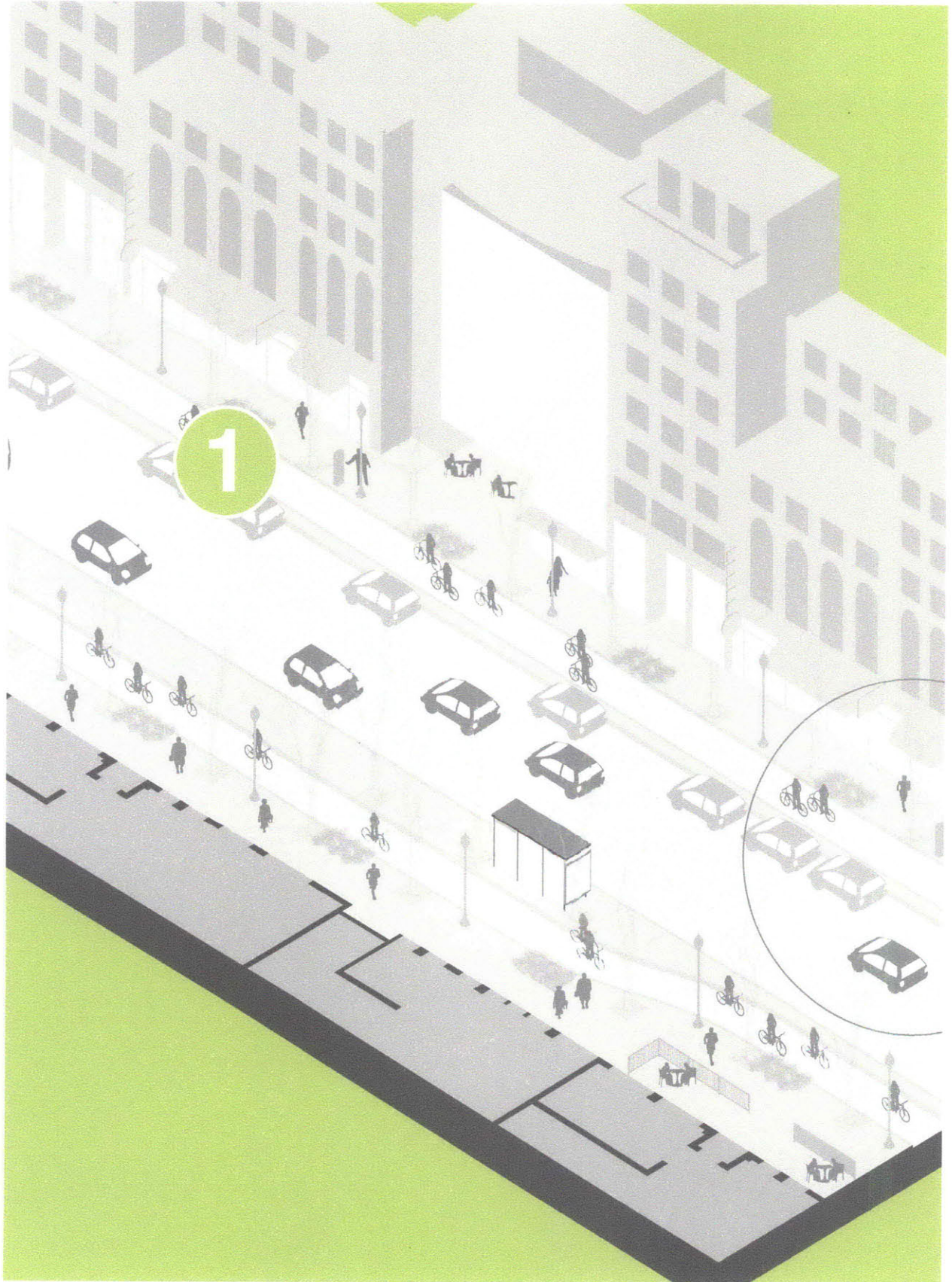
**Safe, vehicular cycling** in slow rate of traffic even though not specifically designated for bike lanes.

**A New Urbanist's Dream!** Appropriate scales and small shops allow for relaxed, pedestrian atmosphere.

**Vegetation** is creatively deployed to calm traffic and unify public spaces.

**No immediate parking**, but the drive is pleasant and the way is marked by thoughtful use of materials rather than painted lines and signs.







# TRANSECT as timeline

## 200 yrs of a BOSTON URBAN STREET

### 1860

- 1869 Steam Road Roller
- 1869 Tree Shade As Ornamentation (Ottawa)



- 1872 First Asphalt (NYC)

- 1889 Sand Clay Roads (South Carolina)

- 1893 First Brick Rural Road (Ohio)

- 1905 Coal Tar Experiments (NYC)

- 1908 Ford Model T Introduced

- 1909 Concrete Road (Michigan)

#### Street Name Inspirations

1800 Landmarks , Heroes

1850 Trees

1860 Developers

1880 Avenues



### 1943 Great American Streetcar Scandal

- 1948 Federal Highway Administration

- 1952 Walk/Don't Walk Signs Invented

### 1910

- 1916 City Planning of Streets and Lots

- 1932 Peak in Urban Greenery

- 1935 Parking Meter

### 1960

- 1961 Subdividing for Traffic Safety (ITE)

- 1961 Parking Dimensions (Automobile Manufacturers Association)

- 1965 Traffic Engineers Handbook (ITE)

- 1967 National Committee on Uniform Traffic Laws and Ordinance

- 2006 New York City Street Design Manual

1910 Boulevards, Park, Court

1940 Picturesque Drive

### Past Trends

- Shared Streets
- Dirt and Clay Pavement
- Slow and Simple Travel Modes
- Nature as Commodity
- Opaque Building Facades as Wall to Sidewalk Realm

### Future Trends

- Lane Use and Ownership Designated
- Diverse and Durable Paving Types
- Fast and Diverse Travel Modes
- Nature as Drainage Infrastructure
- Increasing Facade Permeability to Sidewalk Realm

### 2010

- 2010 Deployment of Dedicated Cycle Lane Network (Boston)

- 2011 Boston Complete Streets Guidelines

#### Examples

- Church Street, Washington Street, Chestnut Street, Elm Street, Walnut Street, Richards Street, Commonwealth Avenue, Ontario Blvd, Starrow Drive

Alright, let's give the streets back to everyone.

# 2060



# Case Studies in BOSTON COMPLETE STREETS

Roadway design in Boston is a complex endeavor due to narrow rights-of-way and competing needs of users.

This study primarily covers street design between curbs—that is, travel lanes that are used by bicycles, automobiles, trucks, and transit vehicles.

## Principle 1

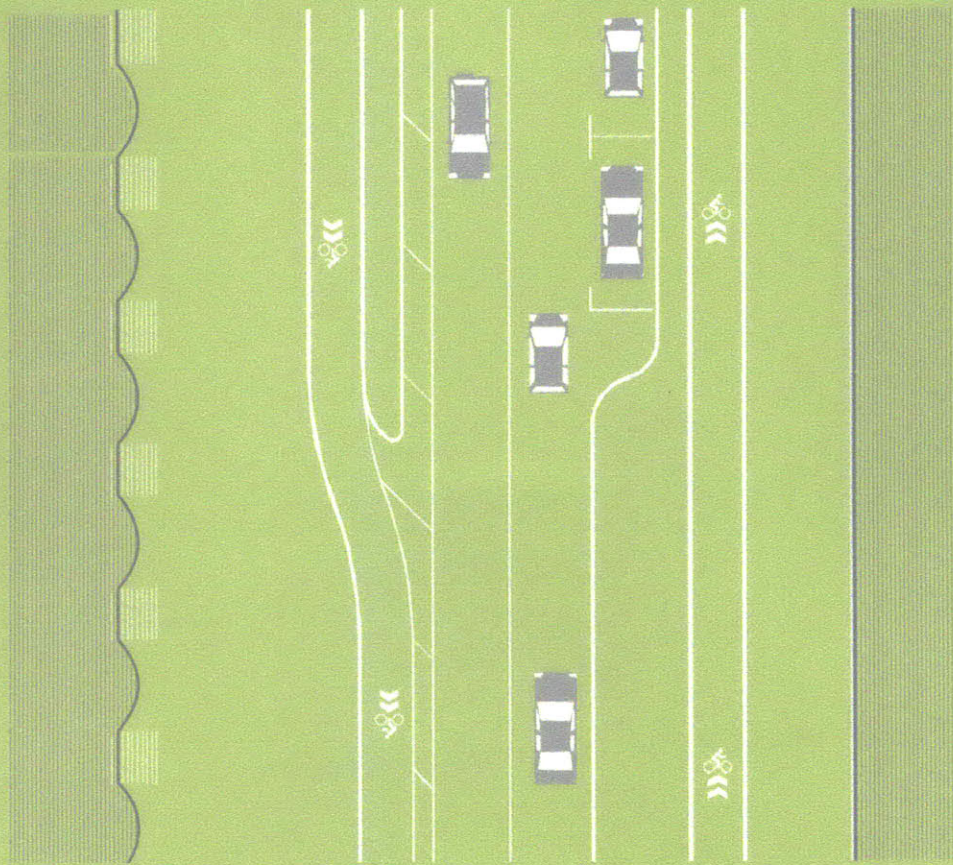
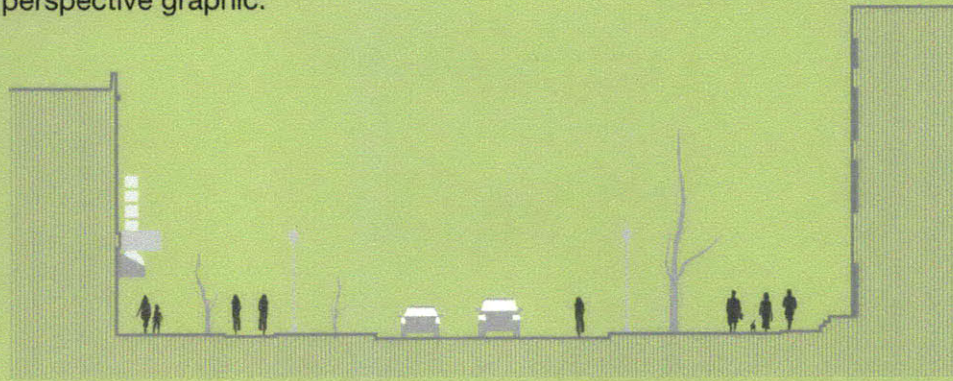
Street space shall be optimized, with a priority on reducing

## Principle 2

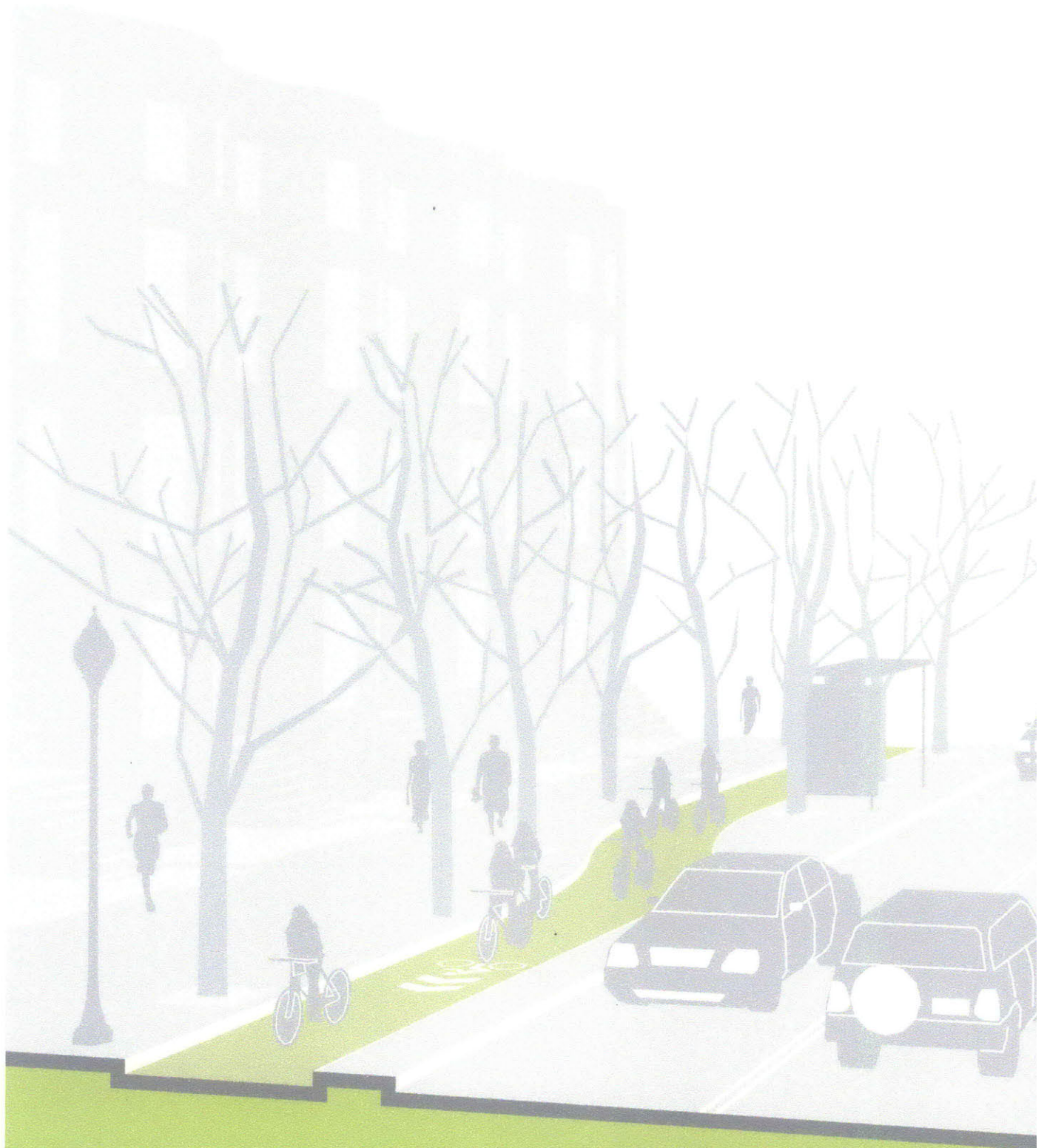
Streets will be designed to



For a standard of comparison, a boston complete street design is represented by traditional two-dimensional drawings. The next page demonstrates the same information reproduced in a single, section-perspective graphic.







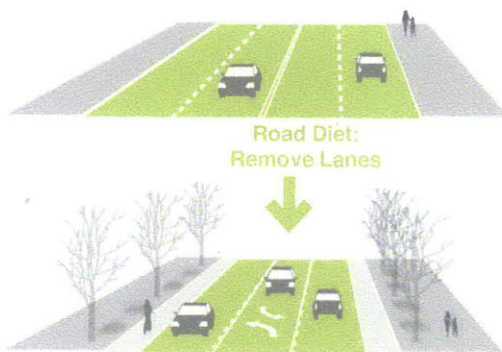
Plan and Sectional information of a hypothetical cycle track configuration in Boston



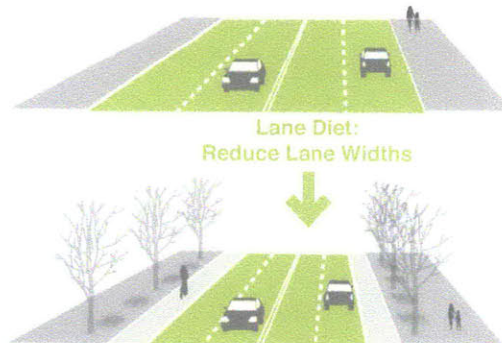


# Optimizing Use of Street Space

- 1 Determine if the street is a candidate for a **road diet**:



- 2 Determine if the street is a candidate for a **lane diet**:





# Minimum Lane Width

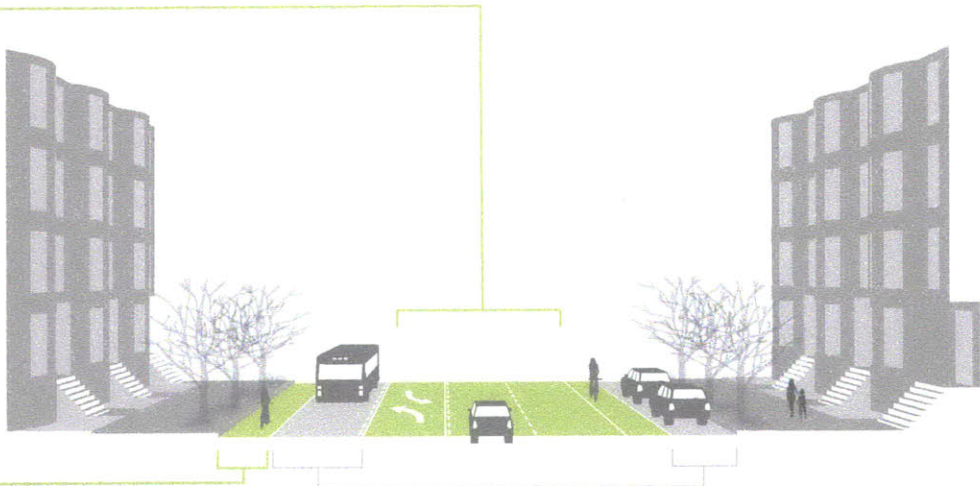
Collector / Arterial

**25**  
MILES PER HOUR

Most City streets should be designed to produce an operating speed

## Motor Vehicle Travel

Two-way left turn lane (TWLTL)	10ft / 10ft	Travel lane adjacent to on-street parking:	
		Shared use lane	10ft / 12ft
Peak hour restricted parking lane	12ft / 12ft	Adjacent bicycle lane available	10ft / 10ft
Inside travel Lane	10ft / 10ft	Travel lane adjacent to curb, no parking:	
		Shared use lane	10ft / 12ft
		Adjacent bicycle lane available	



## Bicycle Lanes

Bicycle lane - parking permitted	5ft / 10ft
Bicycle lane - parking not permitted, curb	4ft / 5ft
Bicycle lane - parking not permitted, no curb	4ft / 10ft

## Other Lanes

Parking lane	7ft / 7ft
Bus-only lanes	NA / 11ft
Bus and bicycle lanes	NA / 12ft



Mid-Block Bioswales Configuration



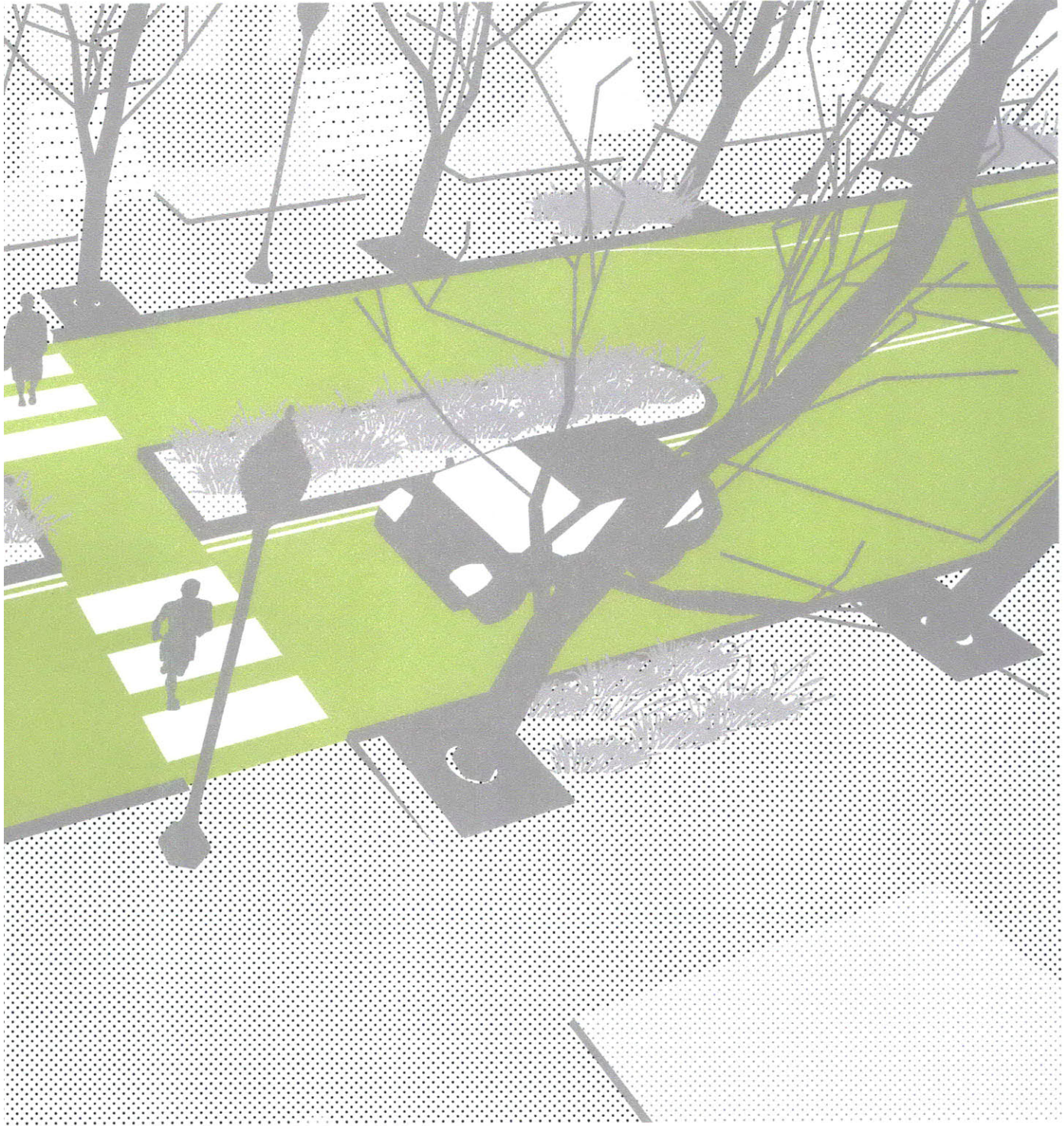






Mid-Block Center Median Configuration



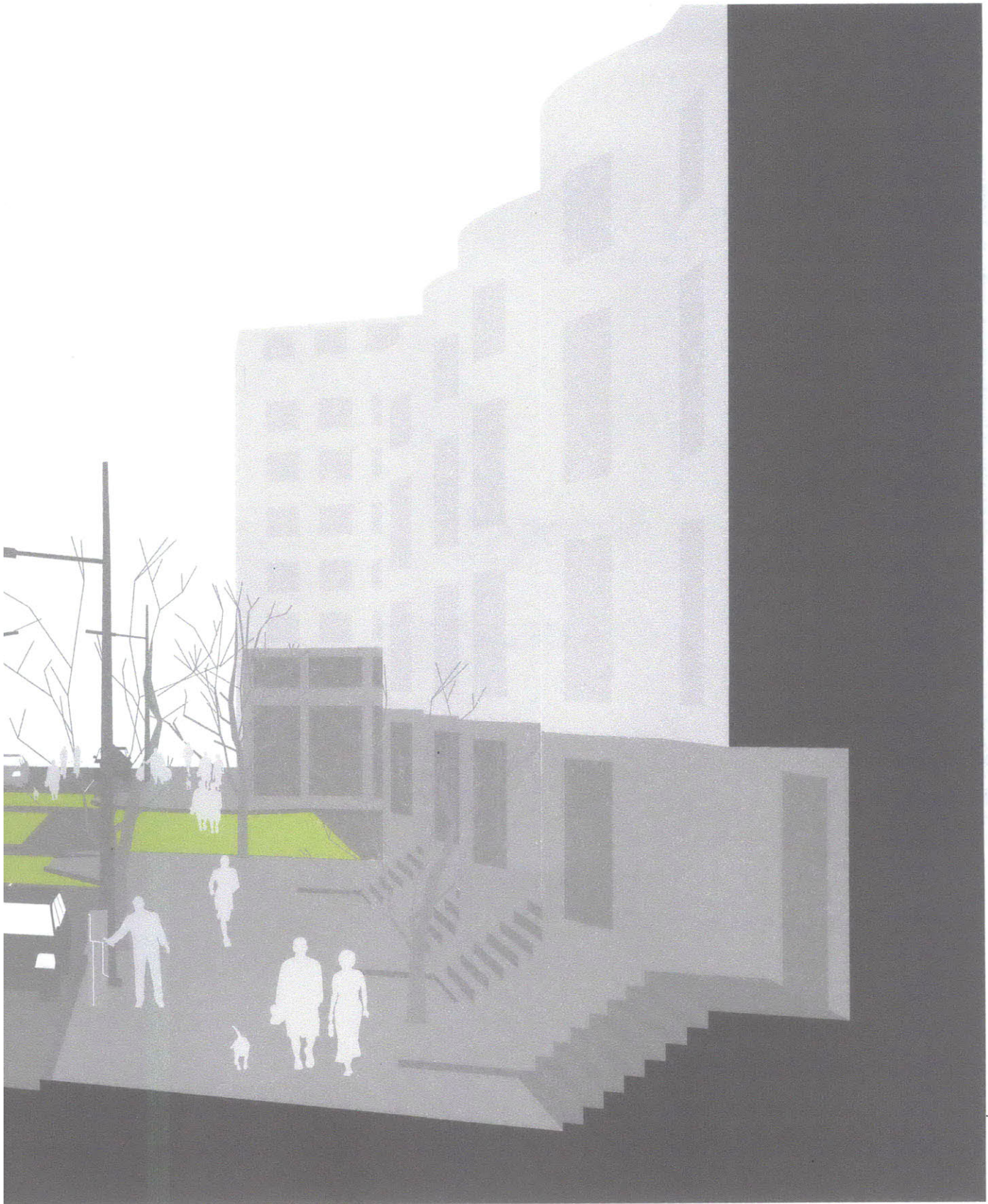






South End Intersection Configuration



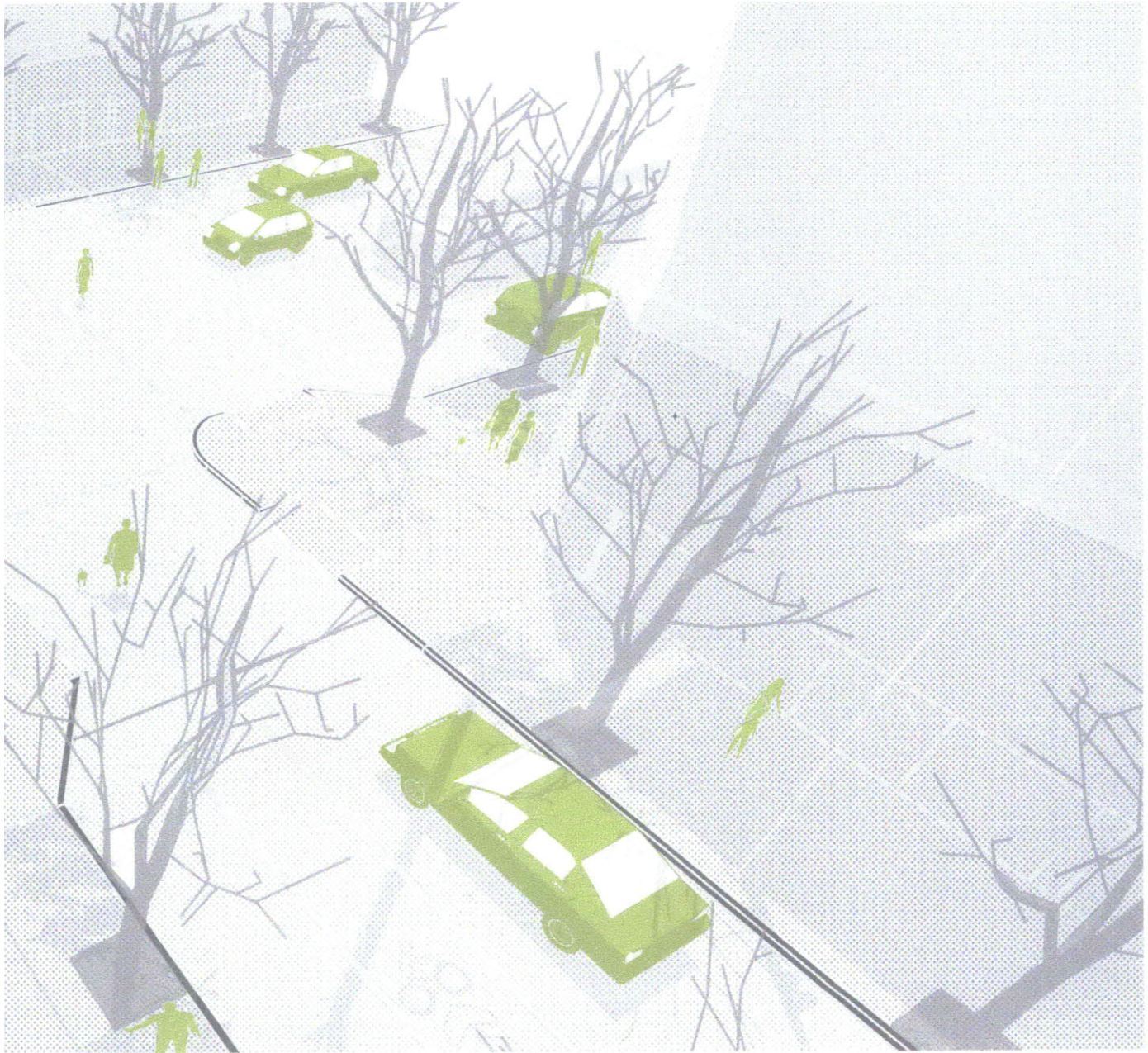






Intersection Travel Mode Study









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## CONCLUSIONS

The graphics derived in this study are useful for designers engaging in discussions about Complete Streets with any combination of other designers, engineers, politicians and street users.

Software like Sketchup and Illustrator can be used to easily swap library components and share street design ideas.

As an Architectural Design student, this street space study was incredibly useful for understanding a building's street context, an aspect often ignored in architecture education.