



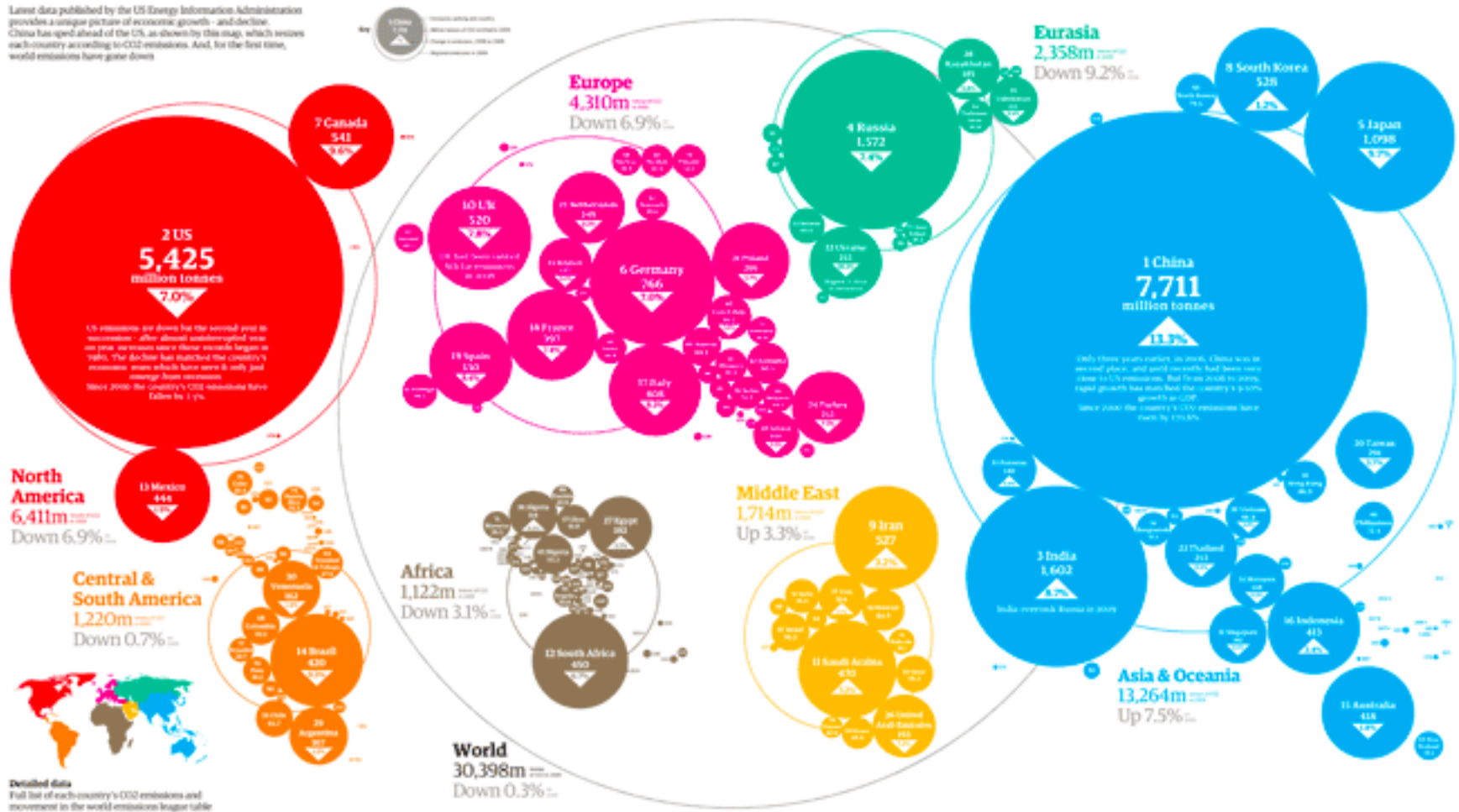
peter calthorpe

urbanism

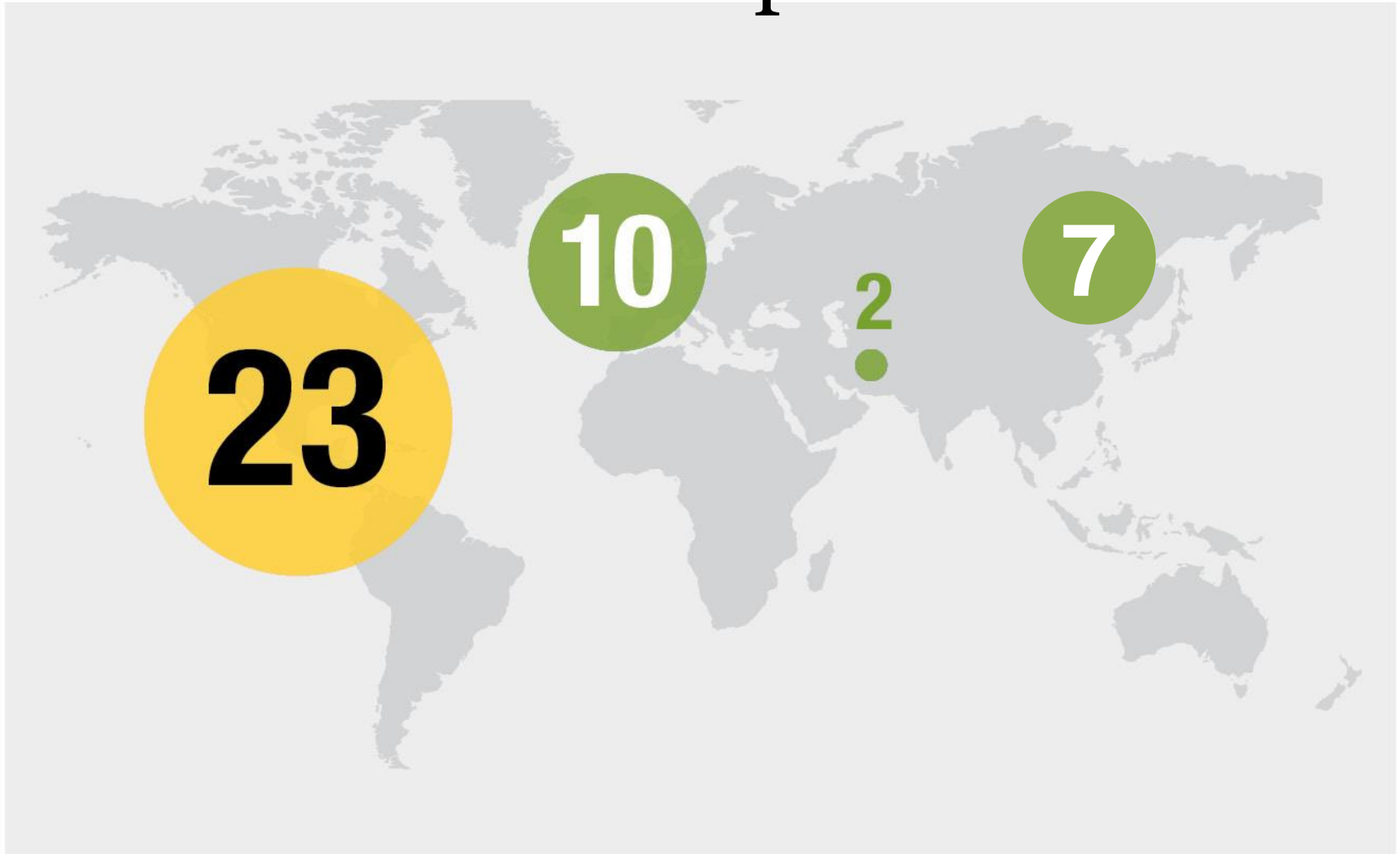
in the age of
climate change

Global CO2 by Country

Latest data published by the US Energy Information Administration provides a unique picture of economic growth – and decline. China has edged ahead of the US, as shown by this map, which revises each country according to CO2 emissions. And, for the first time, world emissions have gone down.



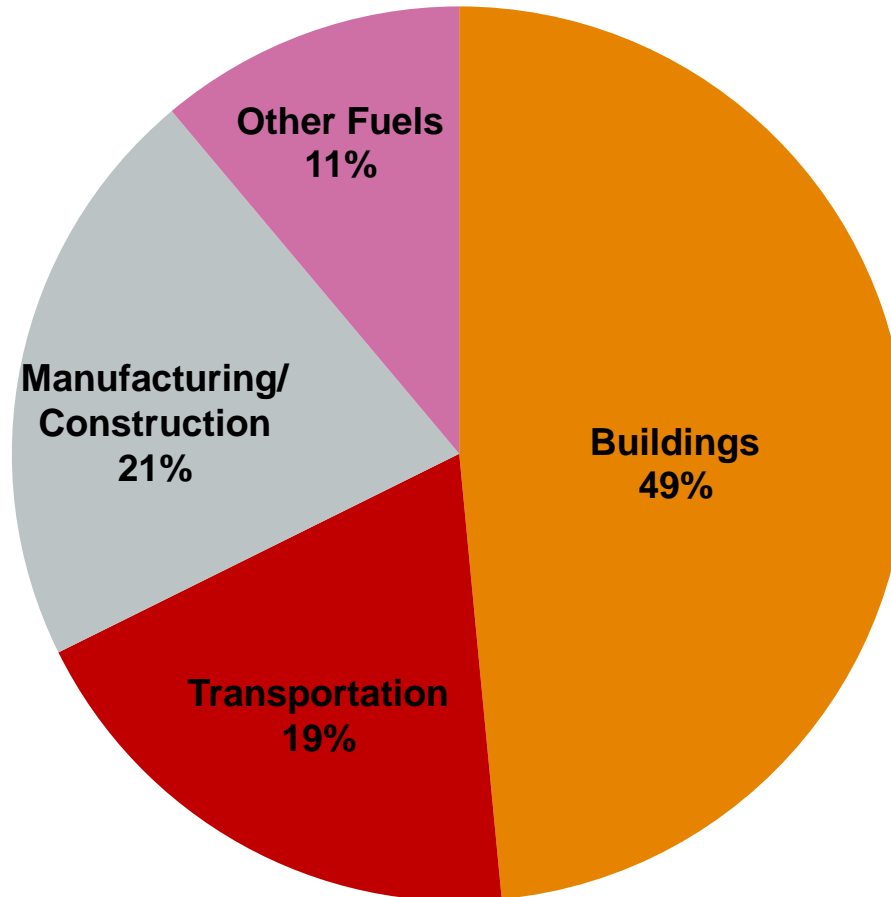
Global CO₂ Per Capita



The US emits 5x the world average of 4.5 metric tons per capita.

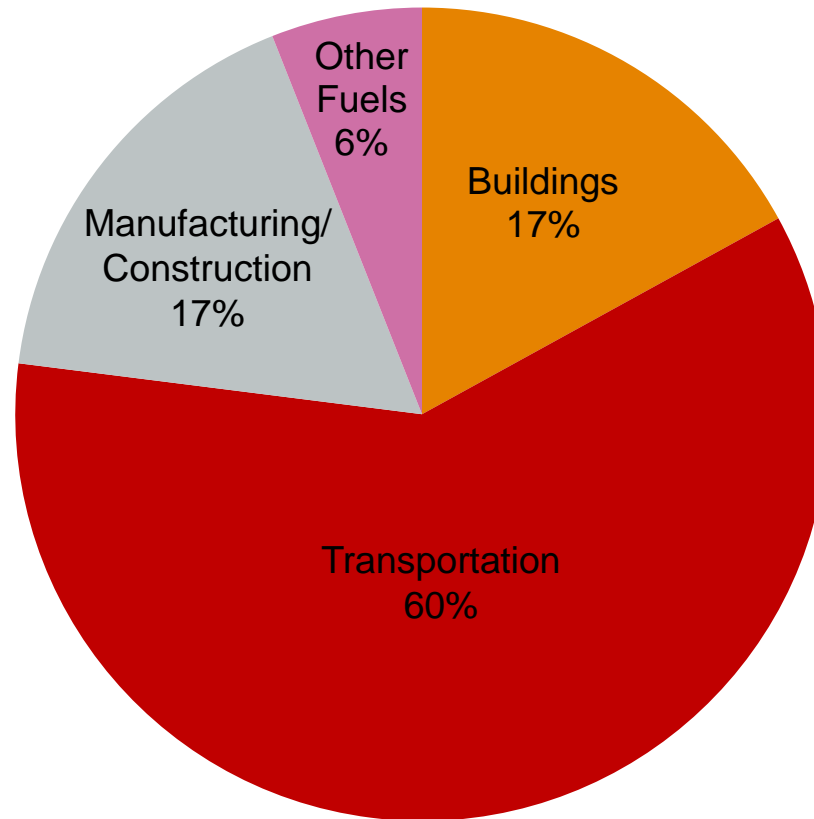
CO₂ Energy Emissions per Capita

World – 4.4 tons



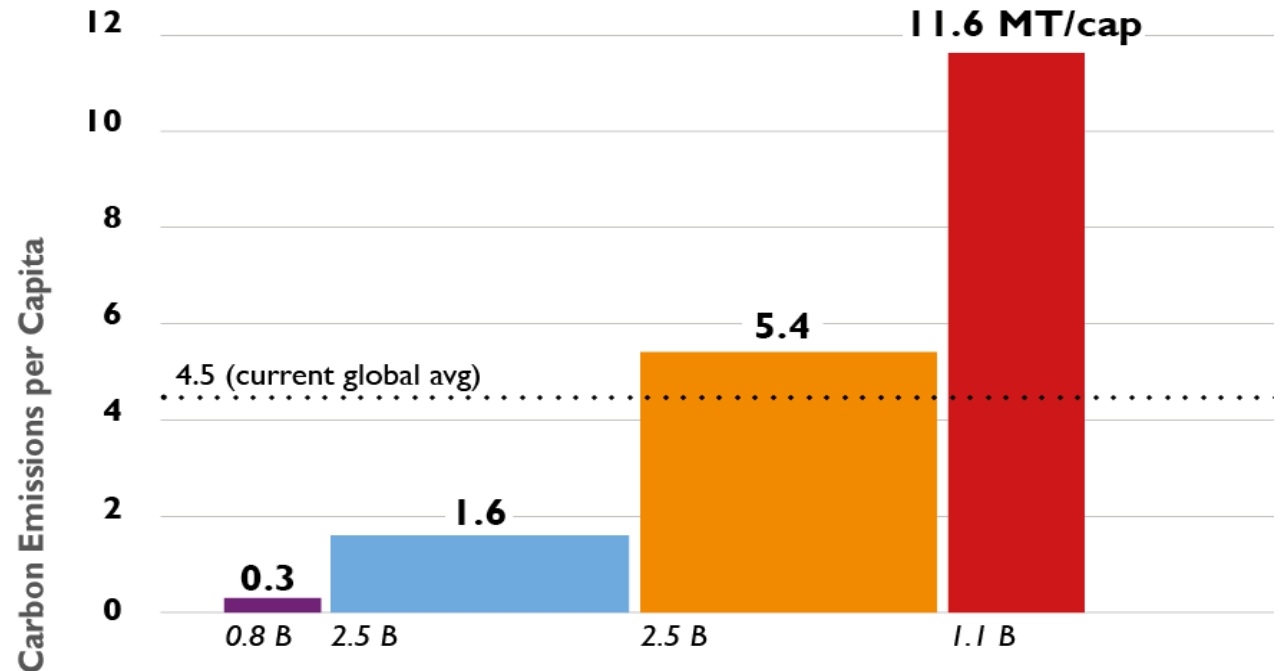
CO₂ Emissions per Capita

California – 10.4 tons



Global CO₂ by Income 2010

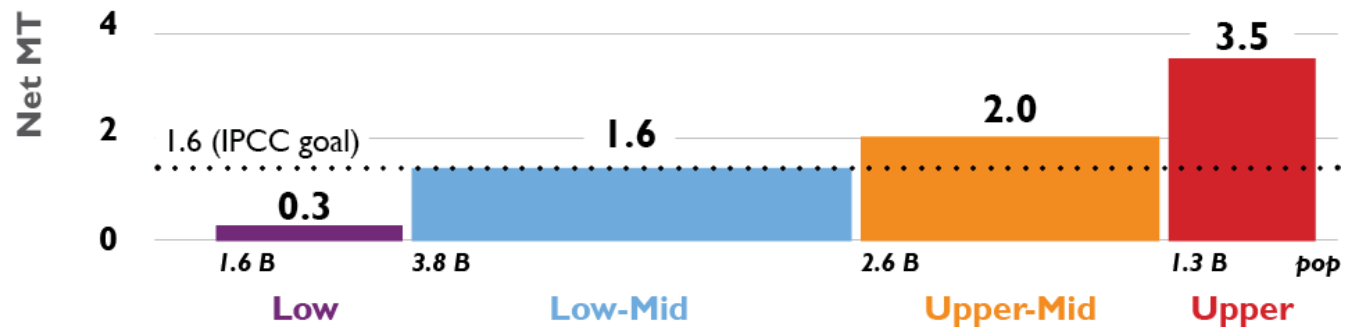
**2010 Existing
31.9 BMT**



Upper Income 86%

Global CO2 2050 Goal

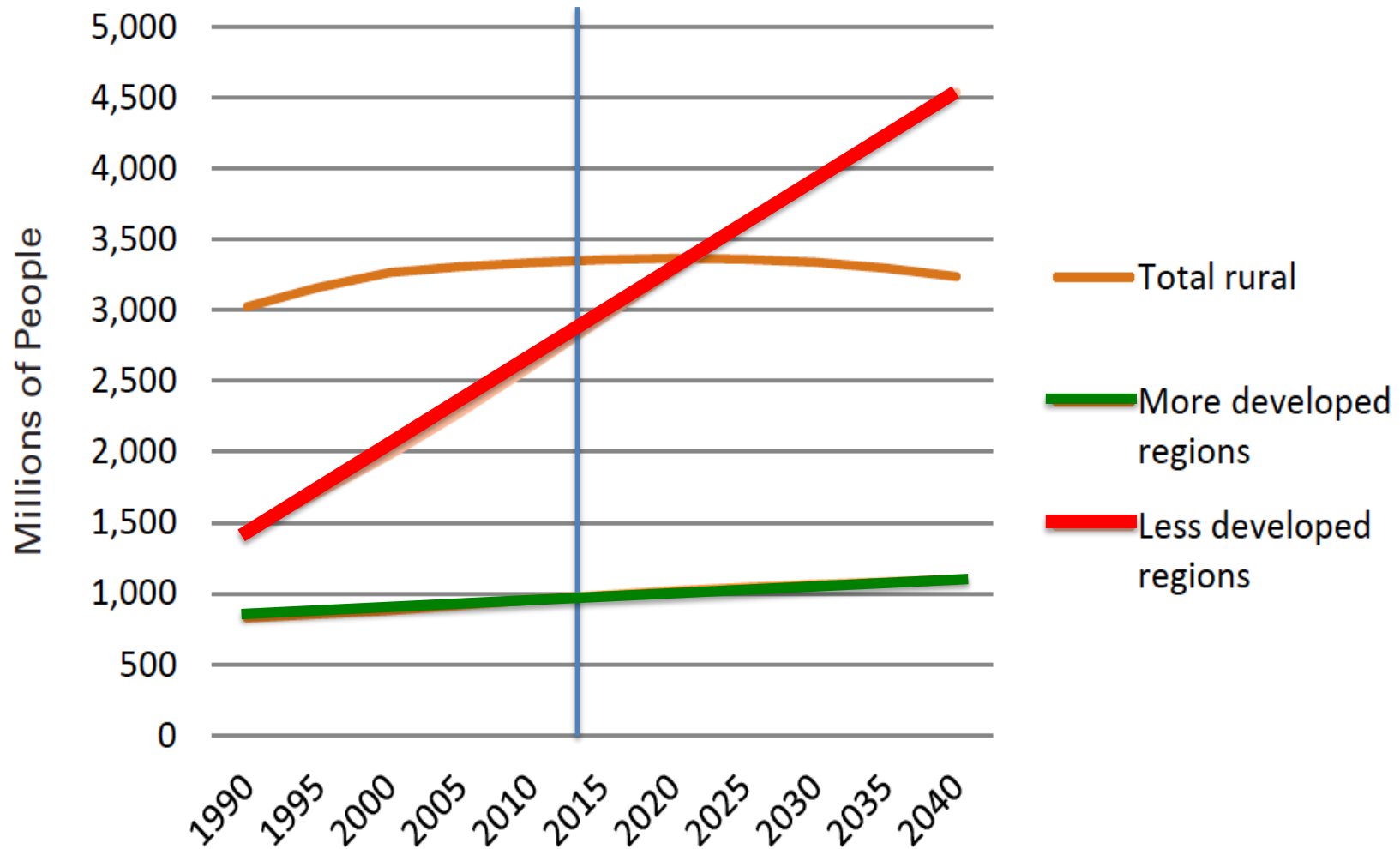
**2050 IPCC
15.4 BMT**



Upper Income 60%

Sweden- 4.8 France- 5.6 Norway- 7.9 California 2011- 10.4 California 2050-3.3

Rich Urban, Urban Poor, Rural



An aerial photograph of a city, likely Columbus, Ohio, serves as the background. The image shows a dense urban area with a complex network of highways and roads. Overlaid on this image are various text elements in different colors and sizes, representing different challenges facing the USA. The text is arranged in a somewhat circular pattern around the center, with the main title 'USA Challenges' in the middle.

Climate Change

Health Care Costs

Failing Schools

Energy Security

Housing Costs

Budget Shortfalls

USA Challenges

Oil Dependency

Water Shortages

Energy Prices

Political Gridlock

Failing Infrastructure

Obesity

China – High Density Sprawl



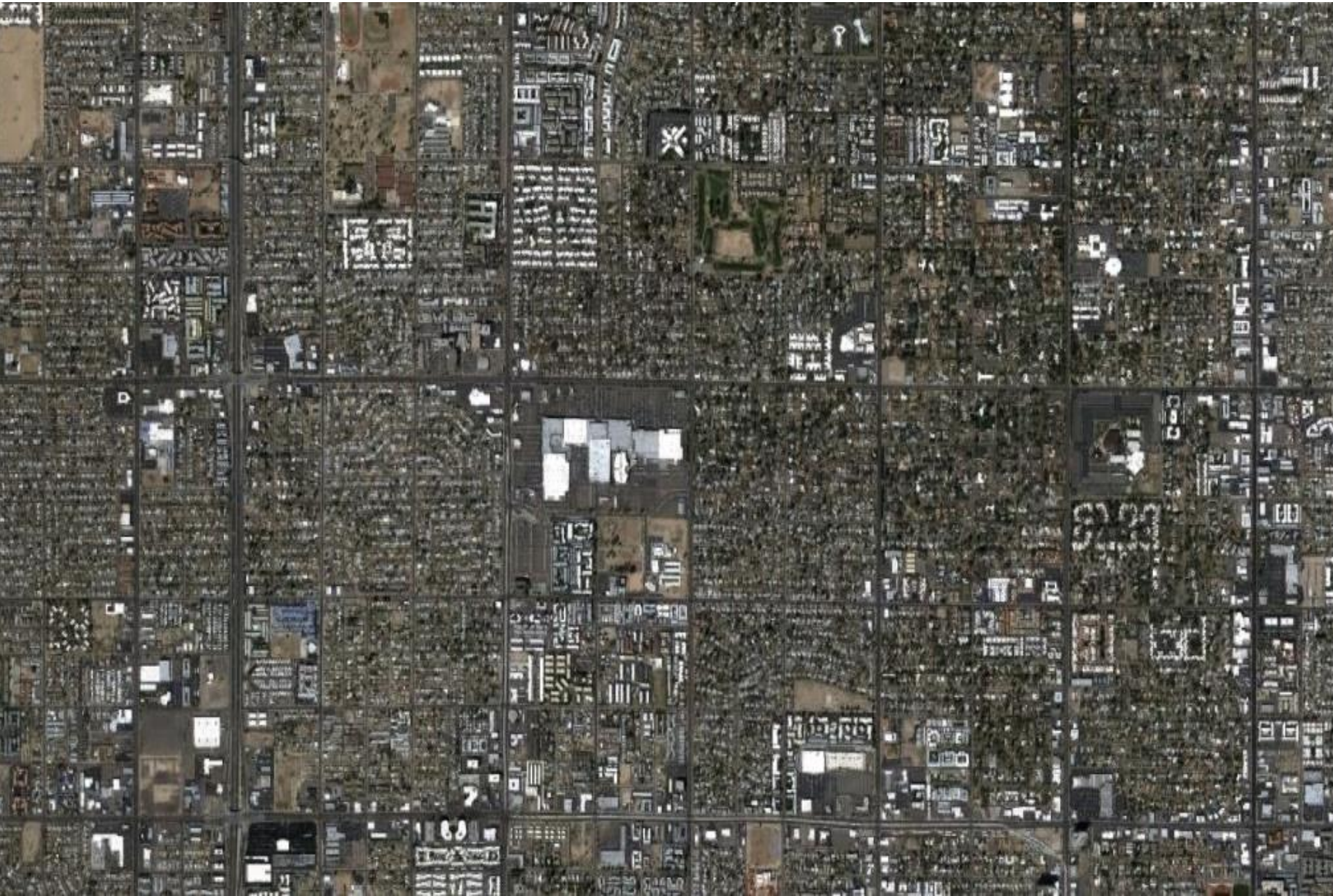


Mexico – Low Income Sprawl





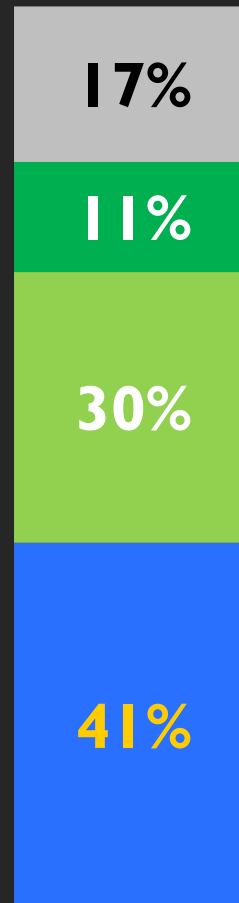
USA – Middle Income Sprawl



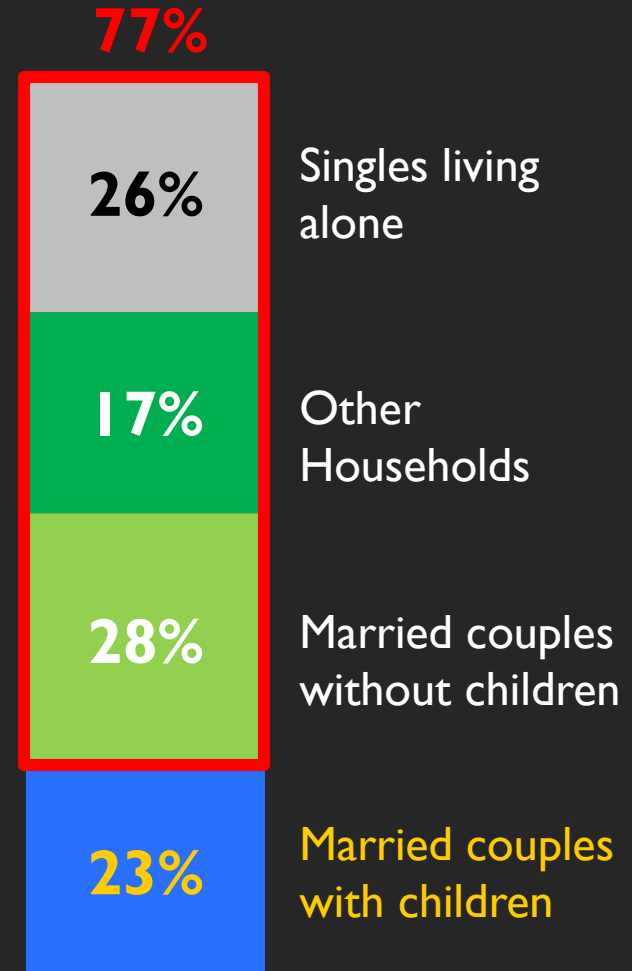




Who We Are (Really)



1970



2005



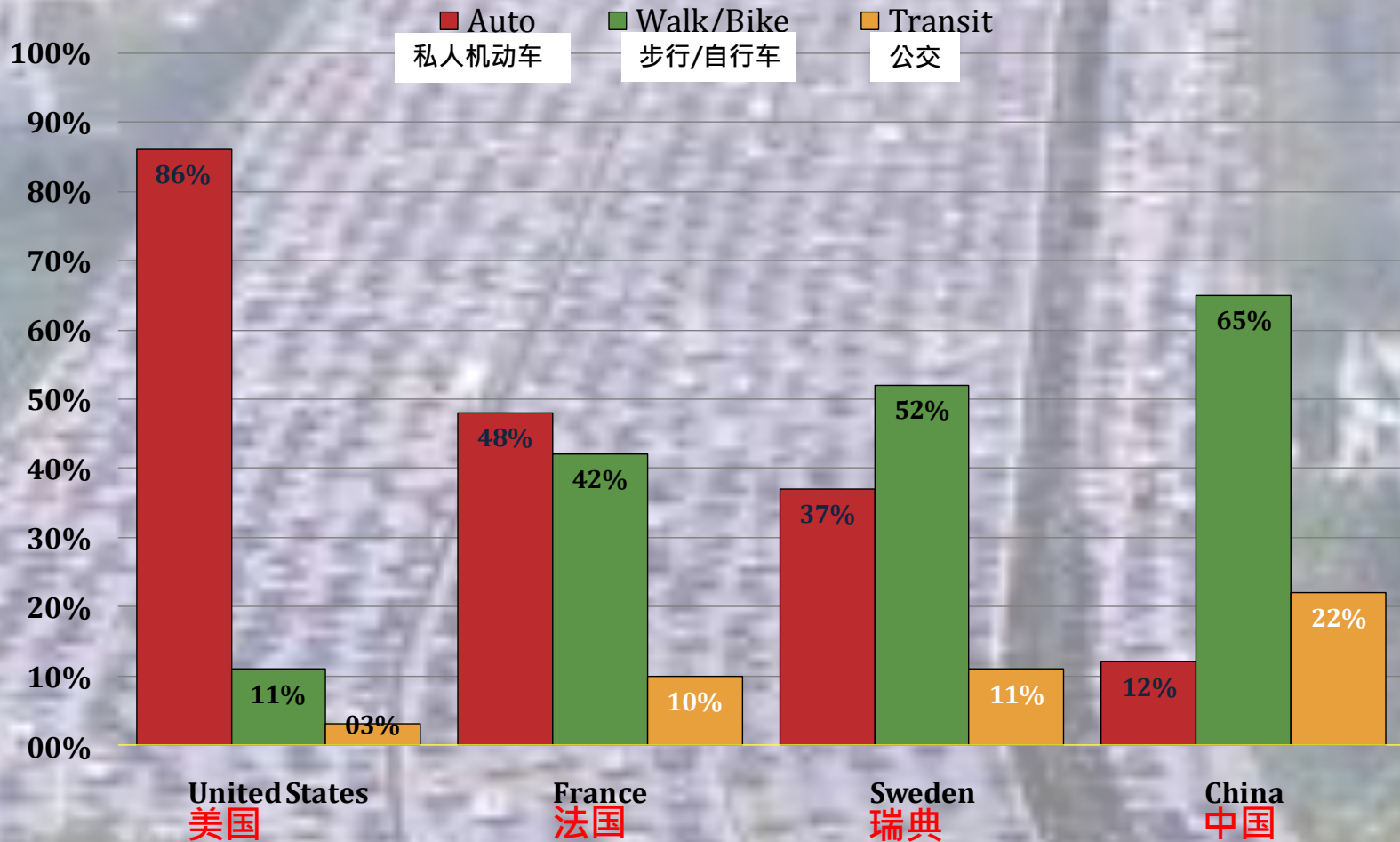


75
Tamiami Trail
101 W exit

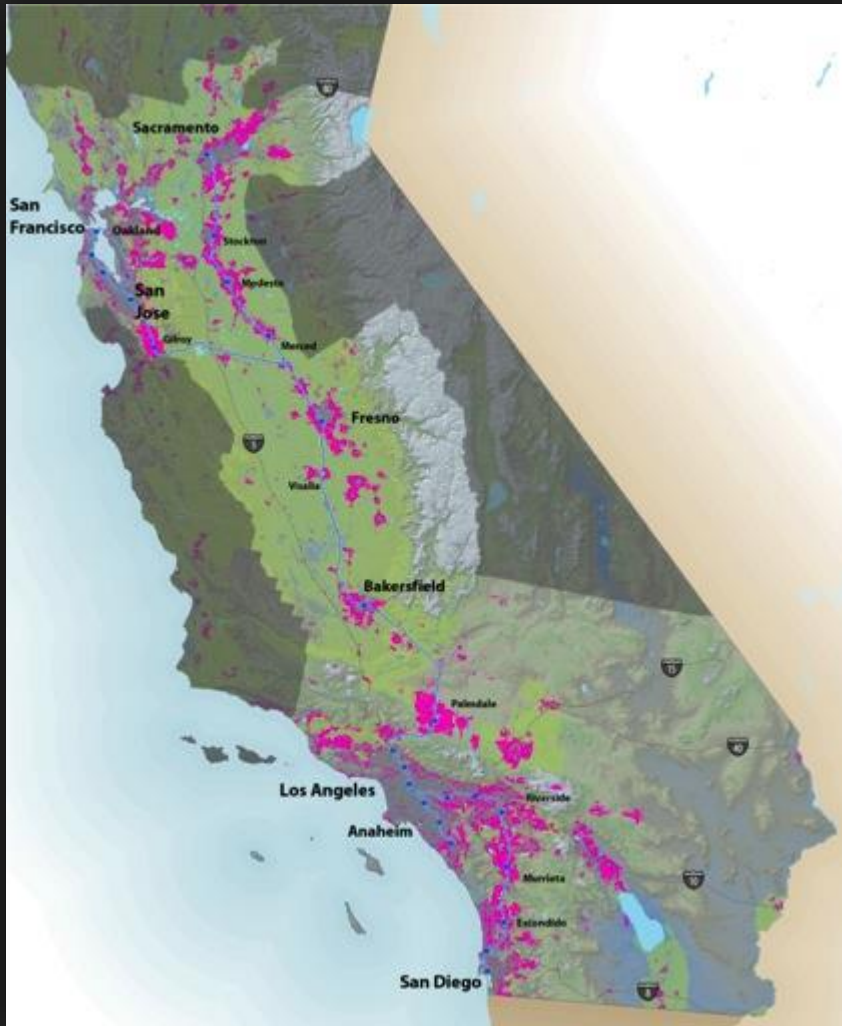
75
Flagler St
W exit
101 W exit

Transportation Mode By Country

各国出行模式分担率



Vision California



Trend



Blueprints

UrbanFootprint Scenario Ecosystem

Data Development and Organization



Scenario Development

Existing Plan Translation

Scenario Painting / Editing



Analysis



Three Urban Types: SF Bay Area



The map displays the San Francisco Bay Area with three distinct urban types highlighted by red dots. The background is a topographic map showing elevation and water bodies. The labels are in bold black text.

**San Francisco
Urban**

**Rockridge
Compact**

**San Ramon
Sprawl**

San Ramon - Sprawl



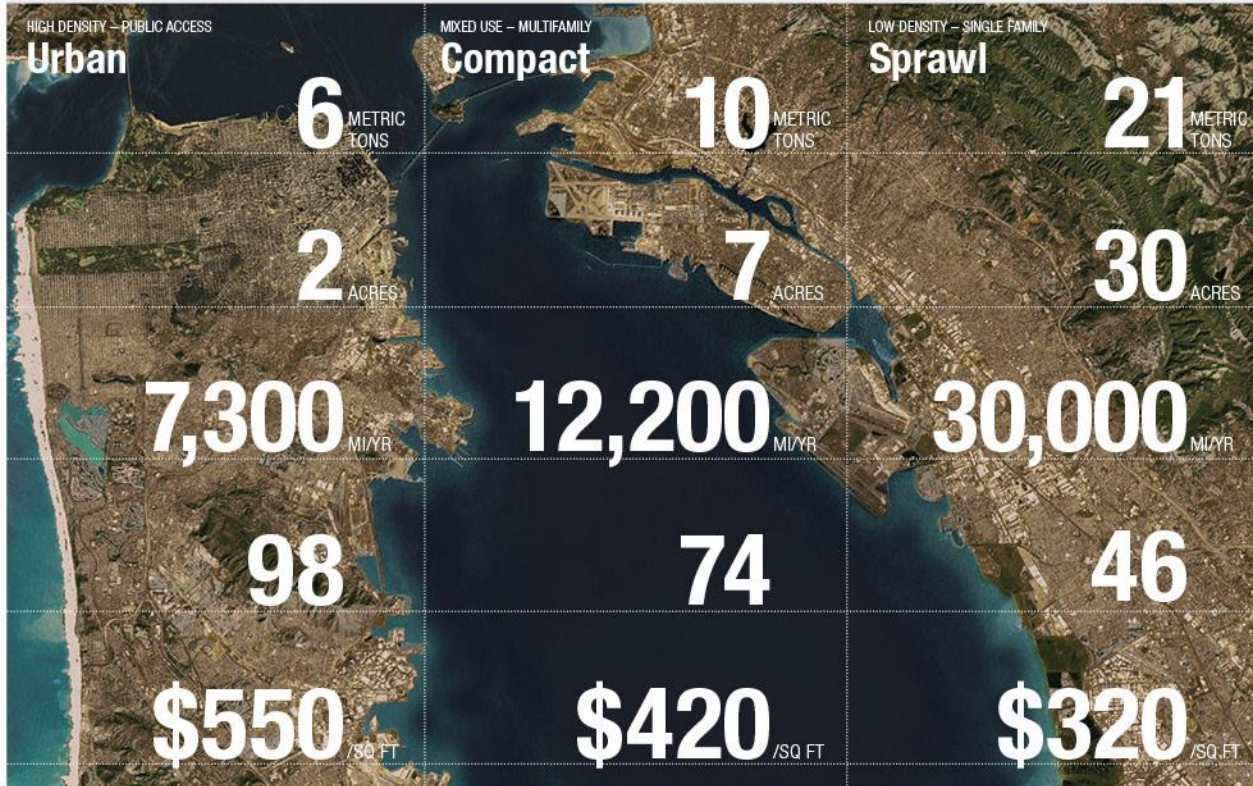
Rockridge - Compact



San Francisco - Urban



Comparing Neighborhoods



Annual Carbon emissions

Land Consumption

Household VMT

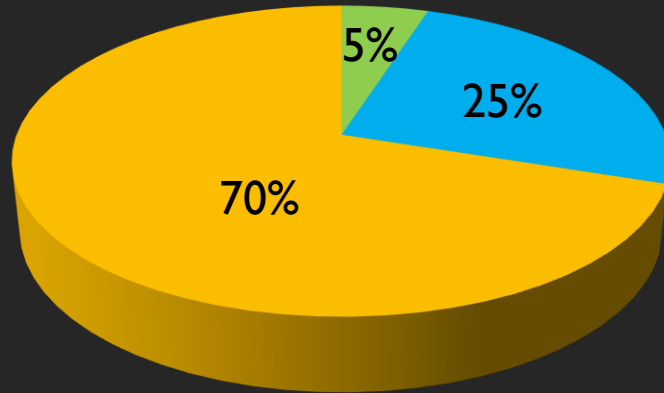
Walk Score

Property Value

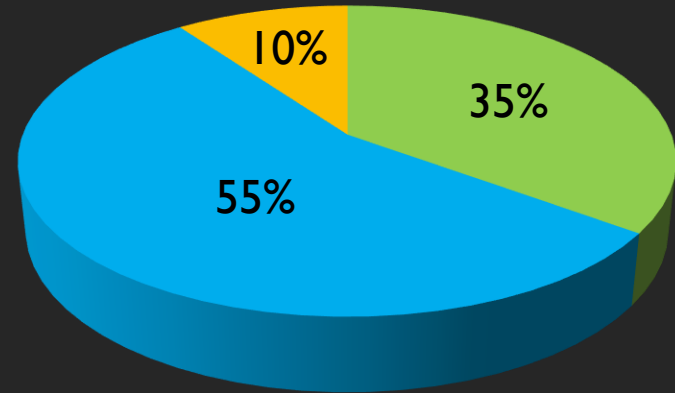
California Rapid Fire Scenarios

Land Use Mix for Growth Increment (2005-2050)

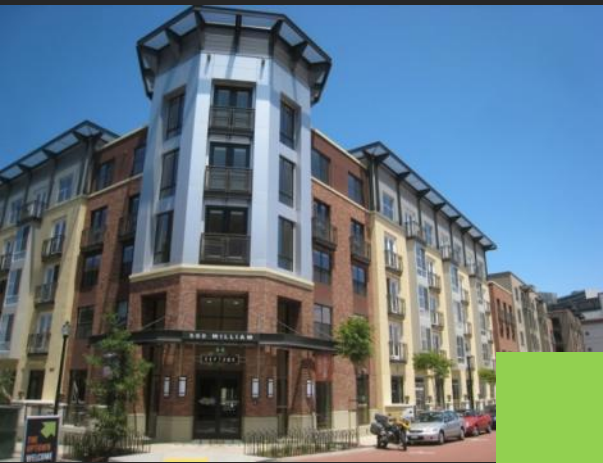
Urban Compact Standard



Business As Usual



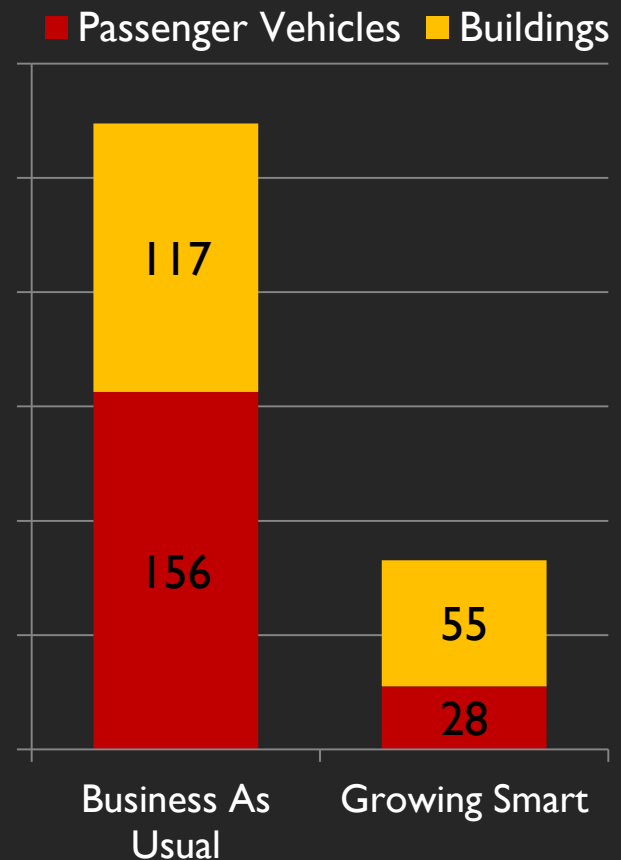
Growing Smart



Greenhouse Gas Emissions

Annual in 2050

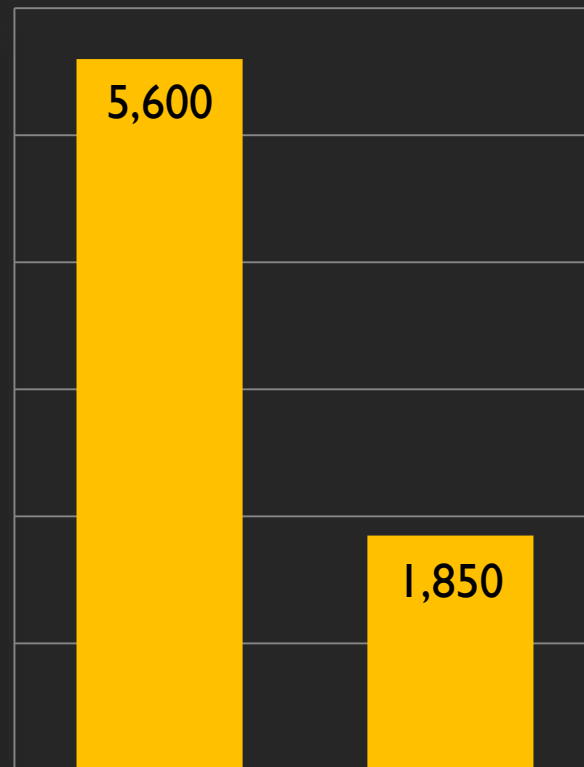
Equal to Emissions offset of a forest covering more than 1/2 of California.



Land Consumed

For New Growth to 2050 (mi²)

More land than Delaware and Rhode Island combined



Business As Usual Growing Smart

Infrastructure Cost for New Growth

Capital Costs for New Growth to 2050

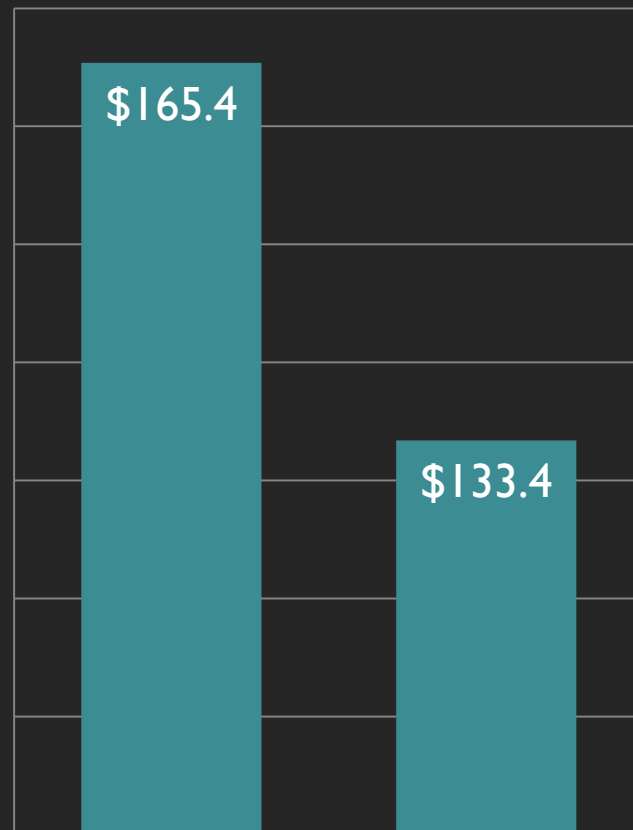
\$4,000 Saved per New Housing Unit : \$710 Million/Year



Flickr: sl-engineer

*Includes local roads, waste water and sanitary sewer, water supply, and parks & recreation

Dollars Billions



Business As Usual Growing Smart

O&M Costs for New Growth

Engineering & Public Works Costs for New Growth to 2050

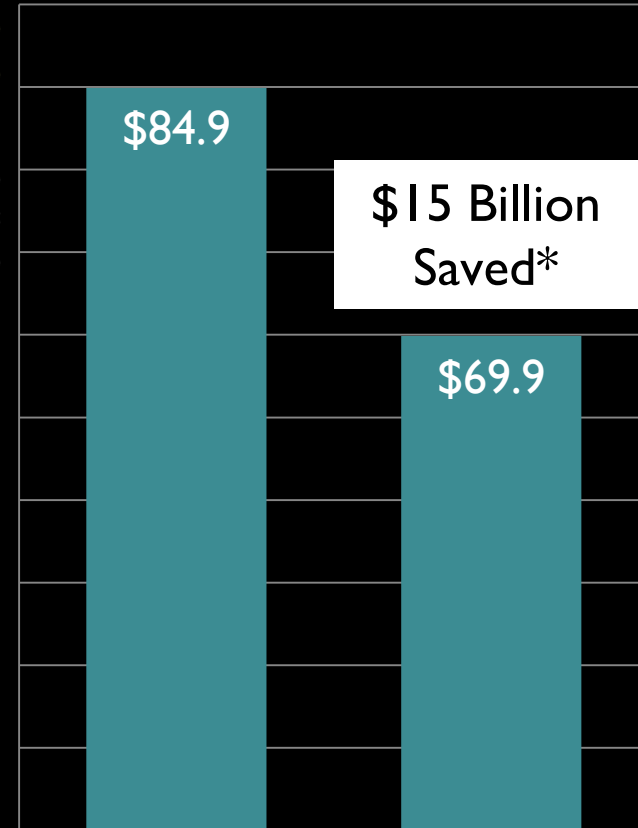
\$15 Billion Saved : \$334 Million Per Year



Flickr: watchlooksee

*Includes City General Fund engineering and public works functions

Dollars Billions

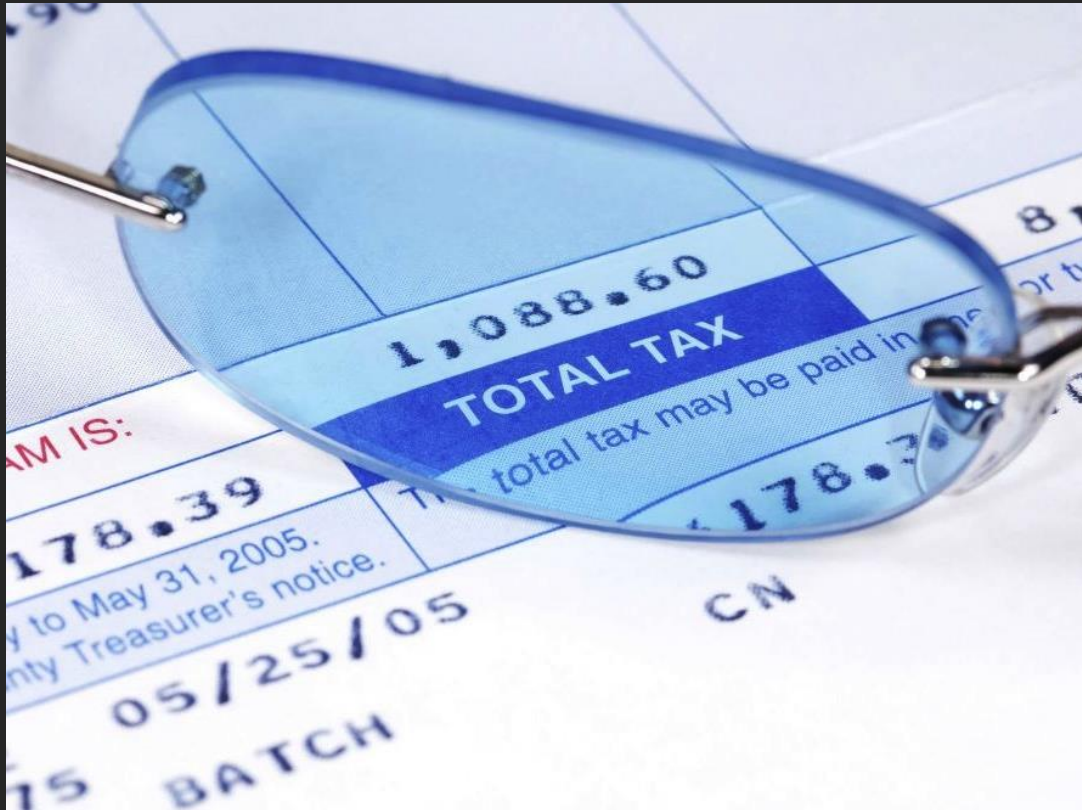


Business As Usual Growing Smart

Revenues from New Growth

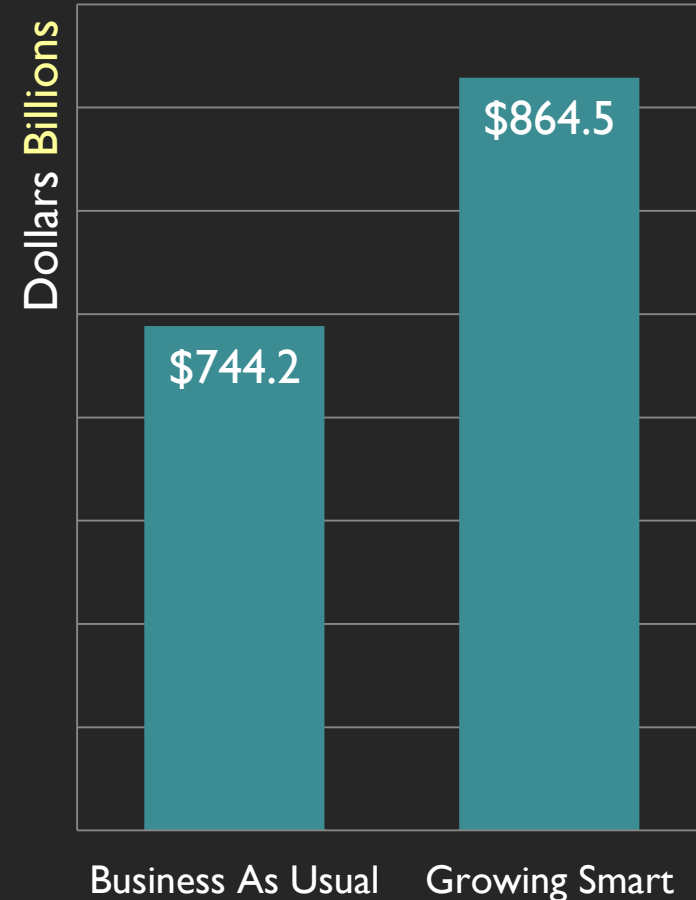
City Tax and Fee Revenue from New Growth to 2050

\$2.7 Billion/Year in Additional Revenue to Cities



www.livinginplainfield.com

*Includes City revenues from Vehicle License Fees, Property Tax, and Sales Tax



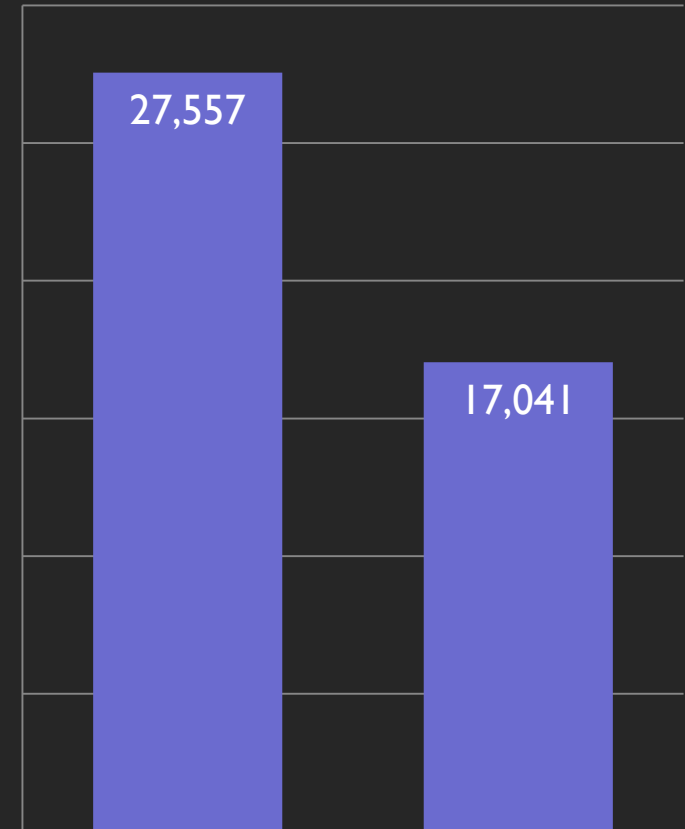
Vehicle Miles Traveled (VMT)

Miles Per Household in 2050

10,500 Fewer Miles Per Household



Flickr: trash-photography



Business As Usual

Growing Smart



SCAG
2008
VMT/HH
UrbanFootprint



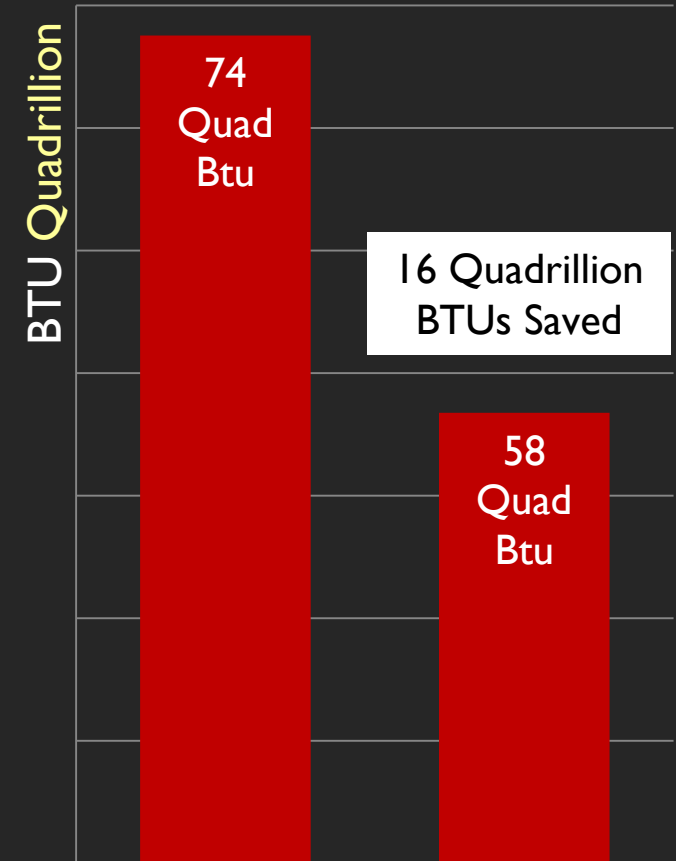
Building Energy

Cumulative to 2050

Would Power ALL Homes in California for 20 Years



Flickr: arbyreed



Business As Usual Growing Smart

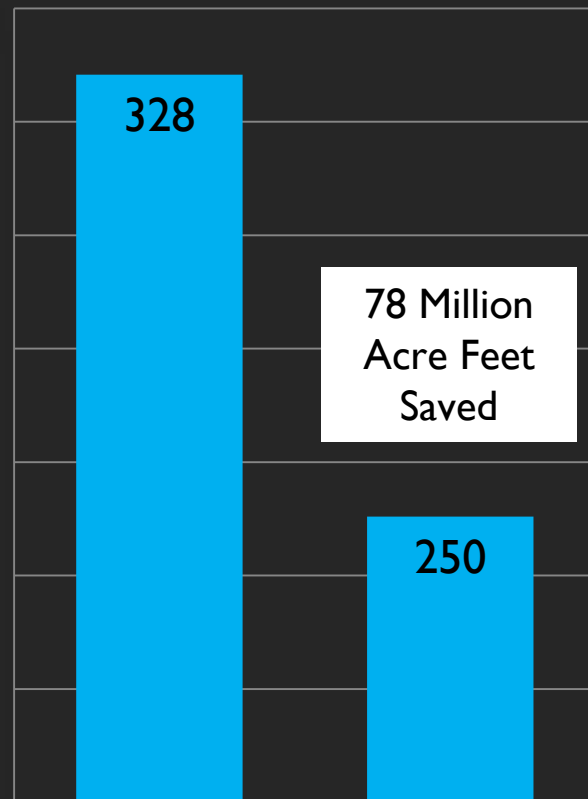
Residential Water Use

Cumulative to 2050

Water Savings Could Fill the San Francisco Bay 15 Times



Acre Feet Millions



Business As Usual Growing Smart

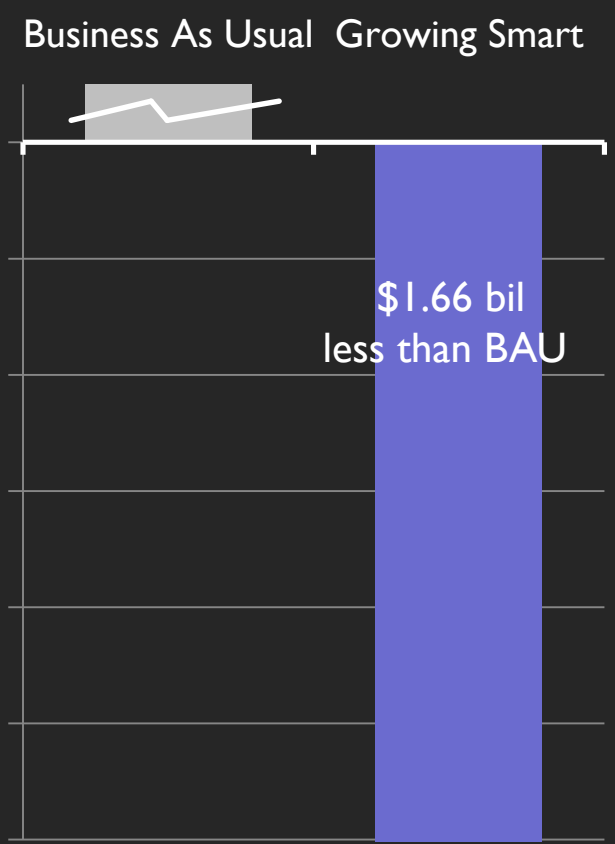
Respiratory Health Costs

Total Annual in 2035

Saves \$1.66 billion annually by 2035

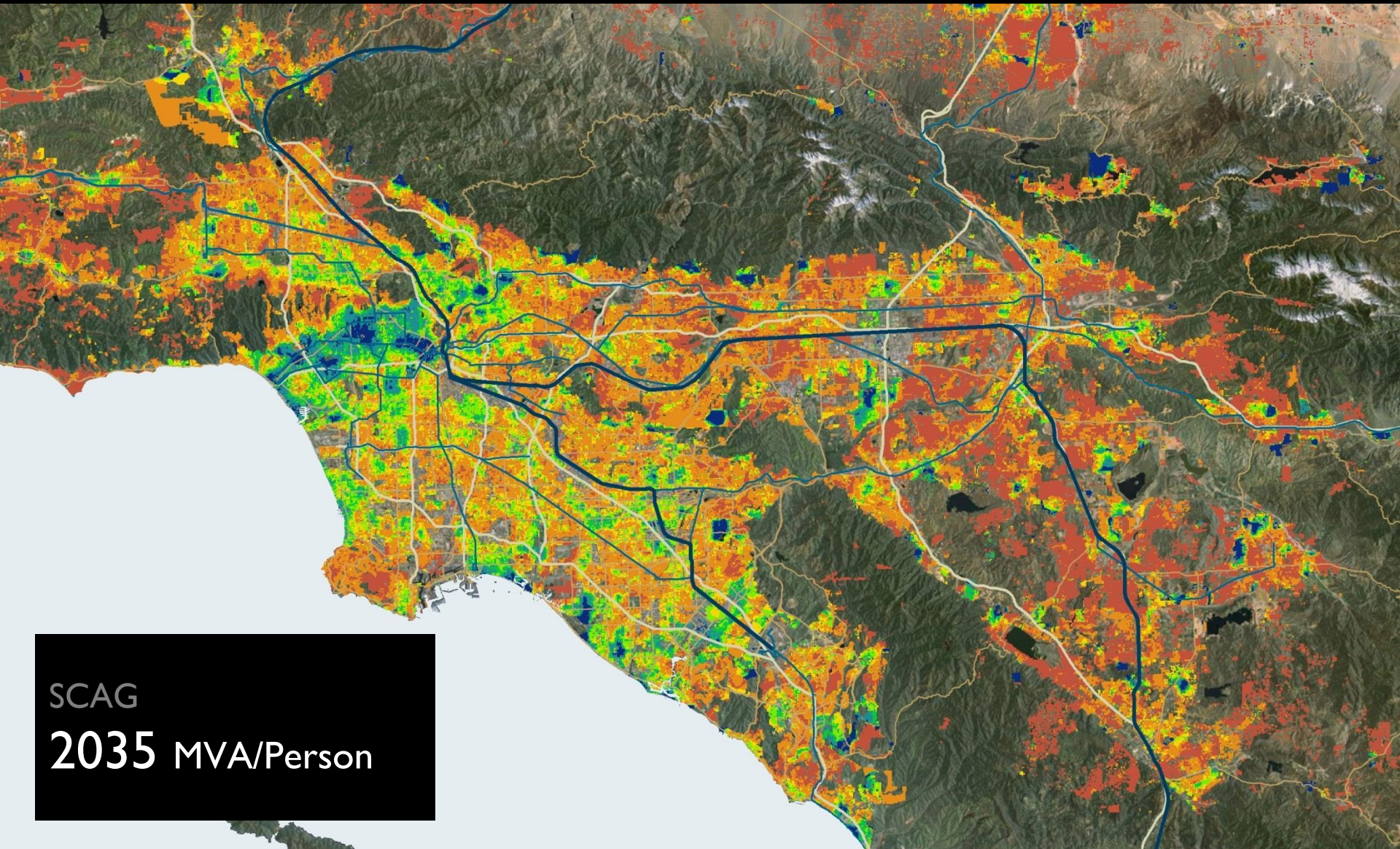


Flickr: Lance Page



Based on Analysis of Vision CA Results by TIAx, LLC

Activity-Related Health Indicators



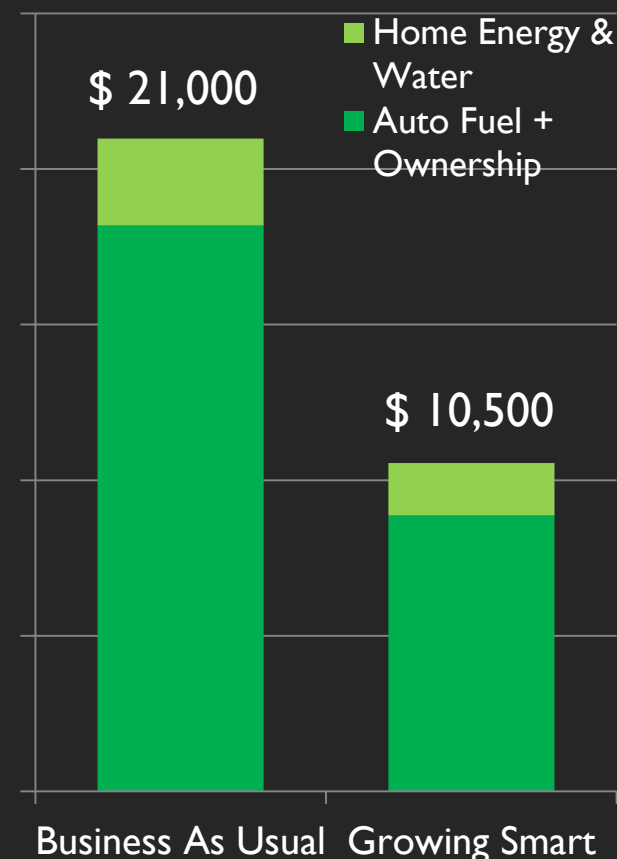
Annual Household Costs

Per Household Annual in 2050

\$10,500 Savings Per Household in 2050

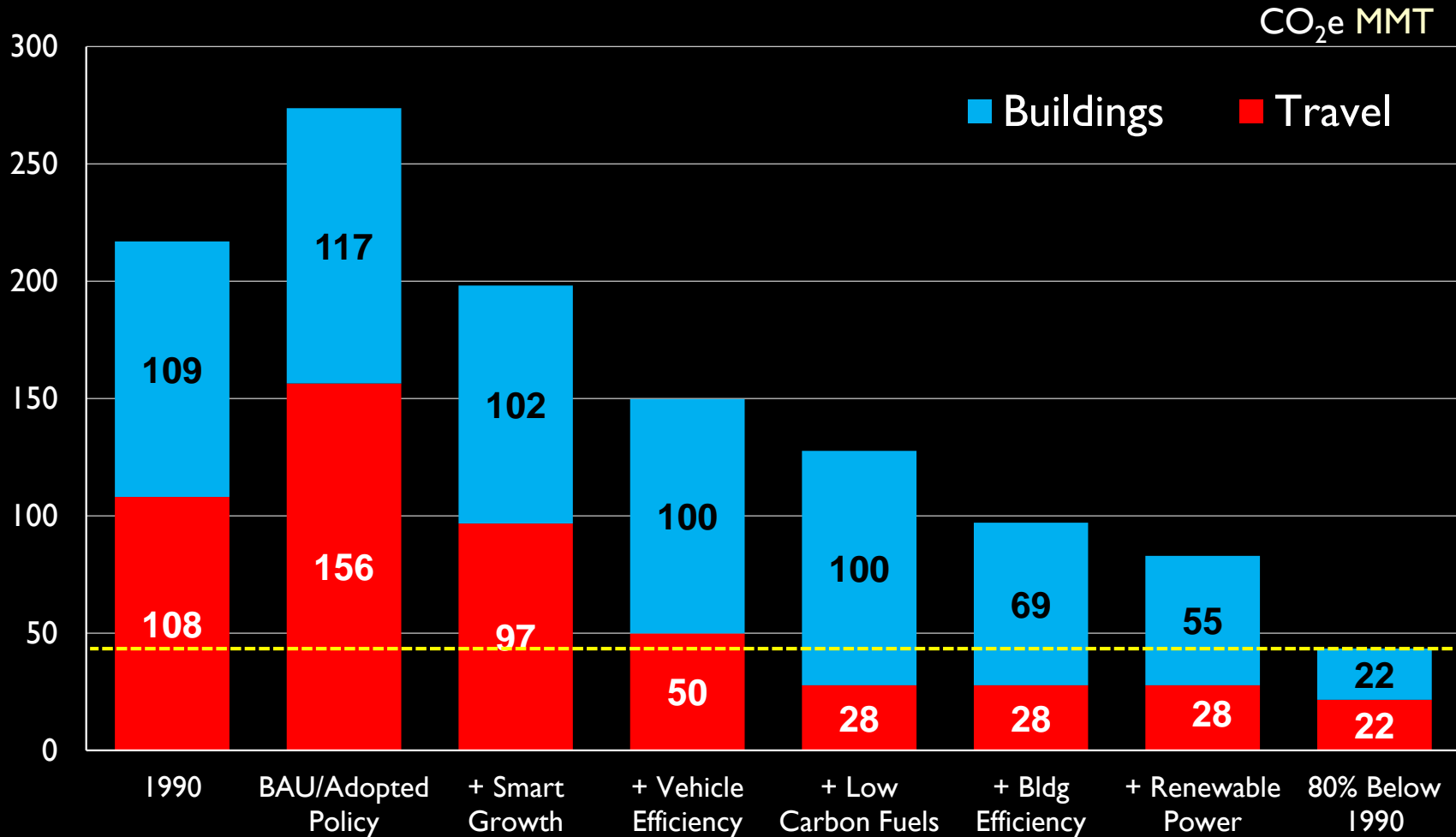


Flickr: Diablo_Solar

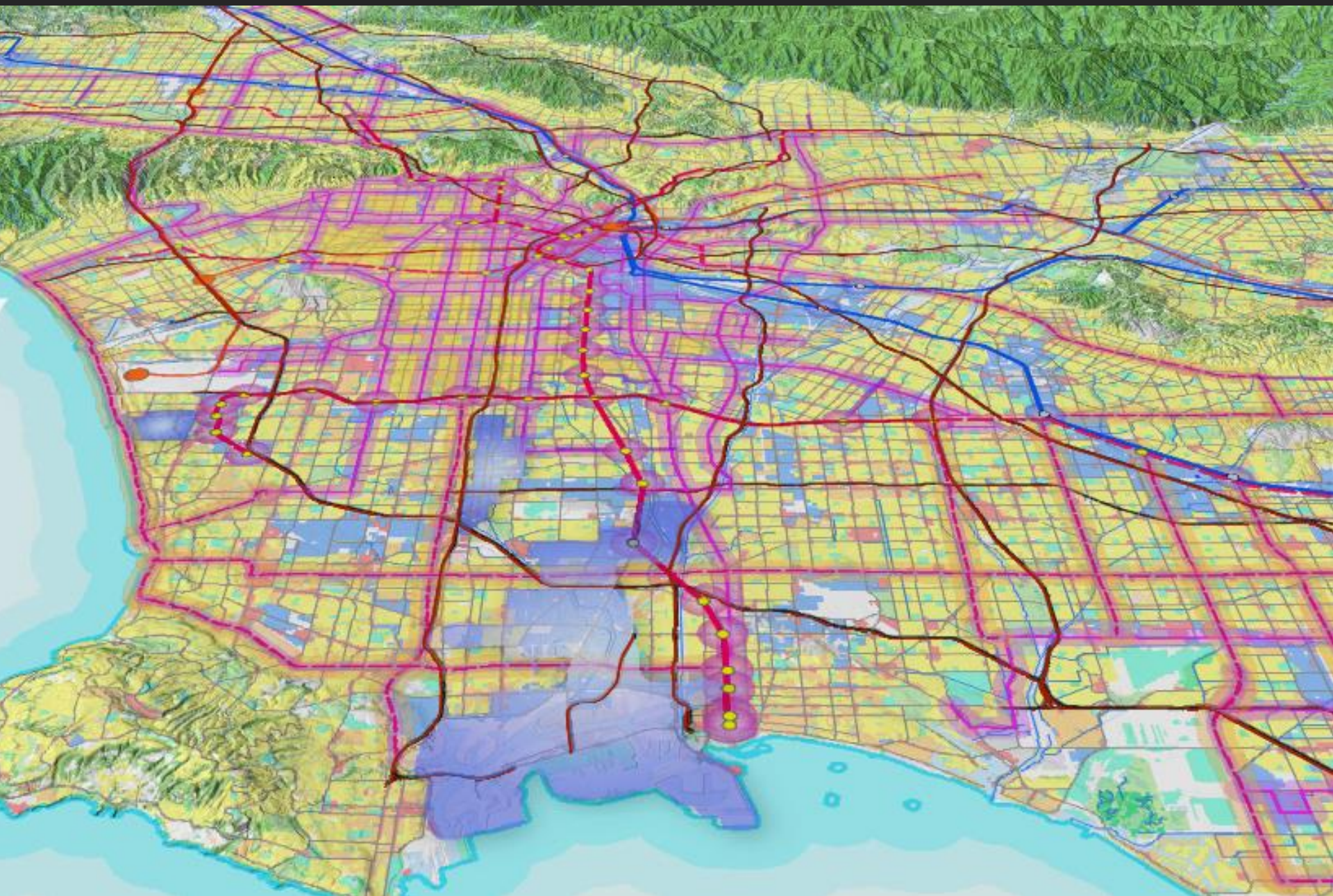


California 2050 GHG Emissions

Getting to 80% Below 1990

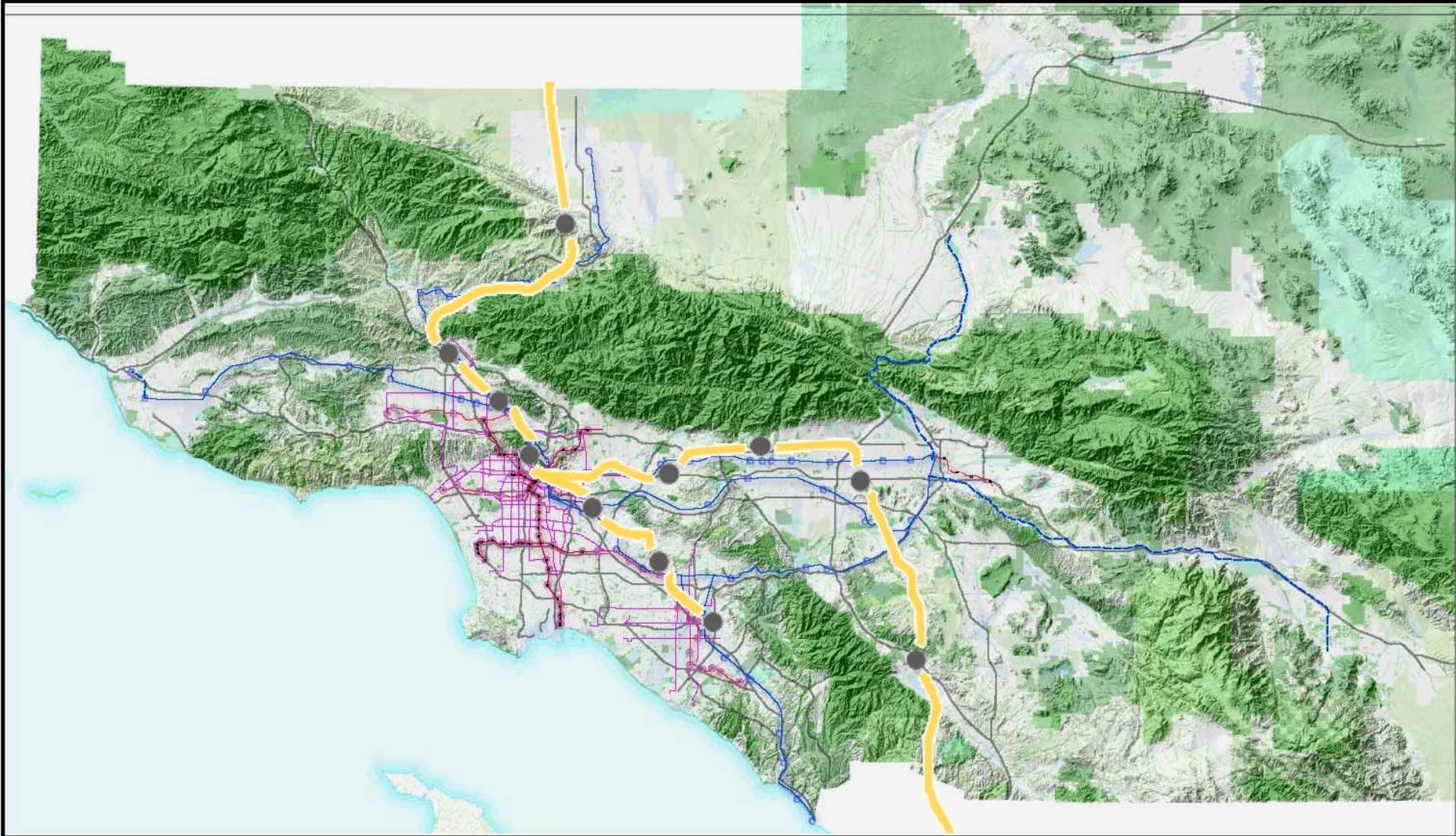


Los Angeles Regional Plan



Mobility

Transit Systems



Growth that Supports Transit

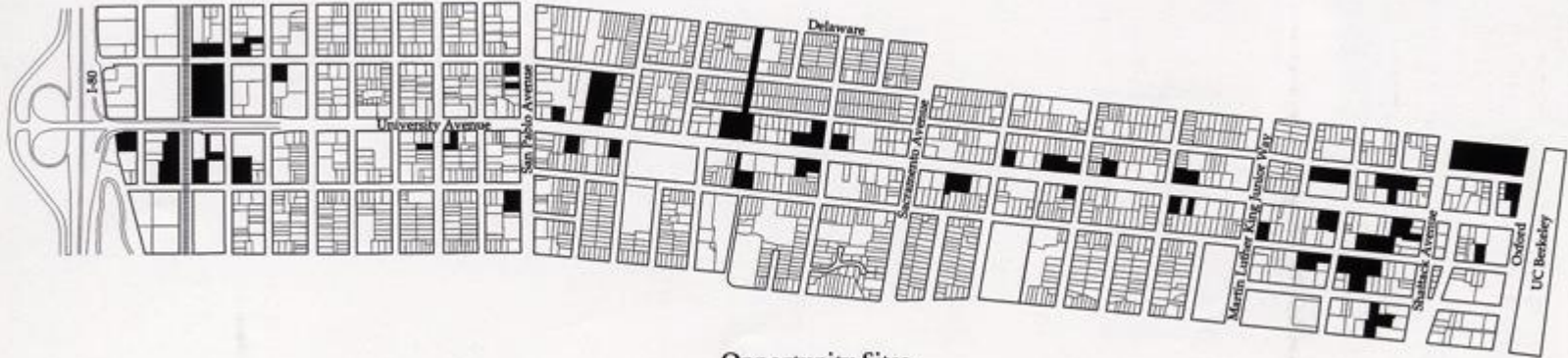


Urban Infill - Oakland Uptown





University Avenue



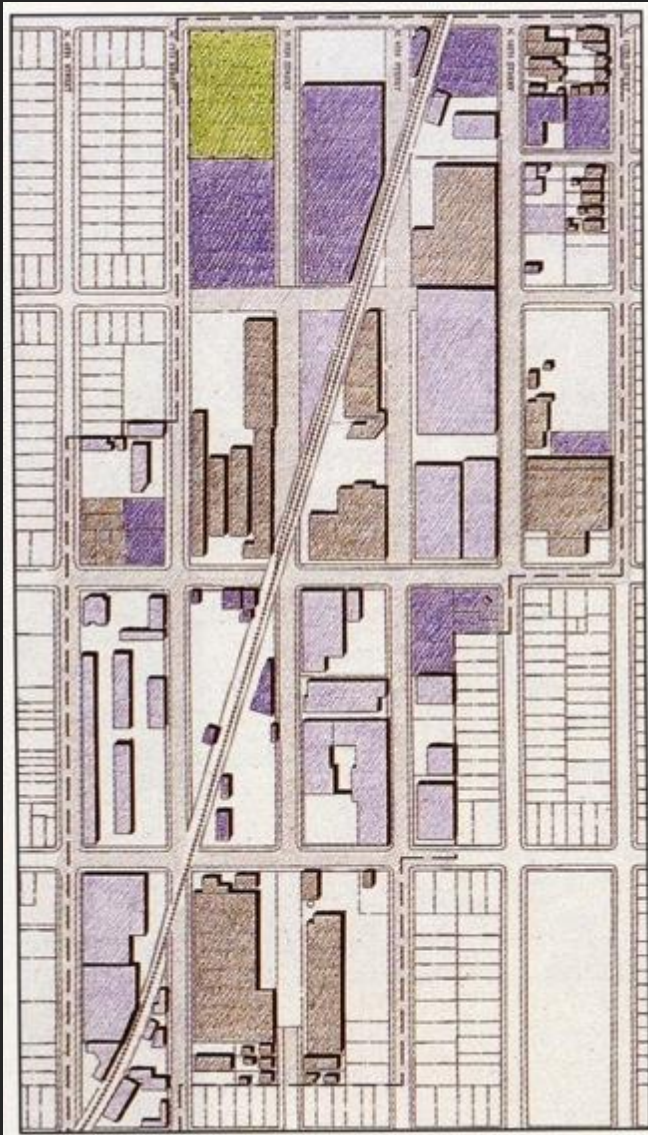
Opportunity Sites





Jackson Taylor Neighborhood

San Jose, CA

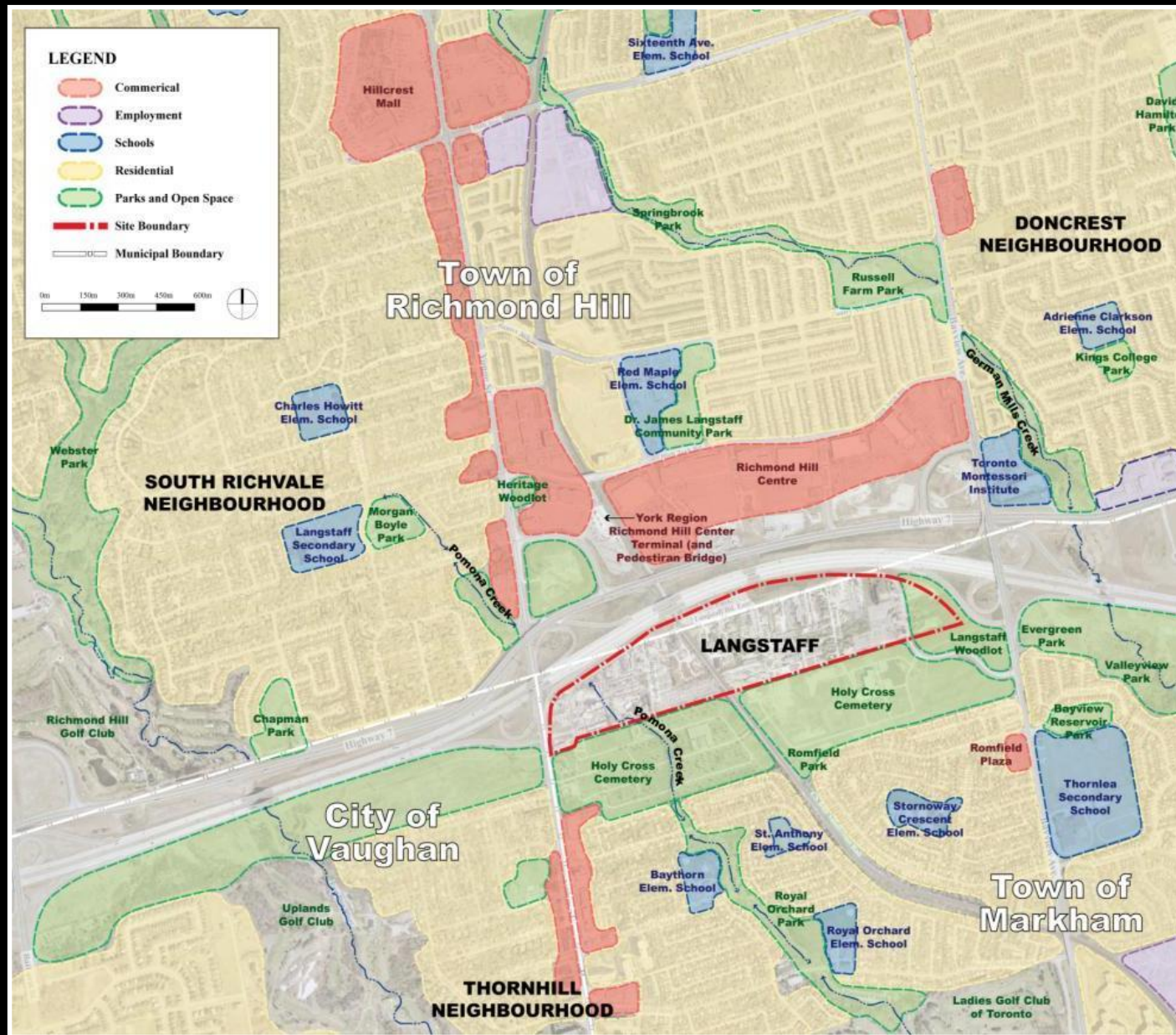




Toronto: Places to Growth Plan



Existing Conditions: Land Use





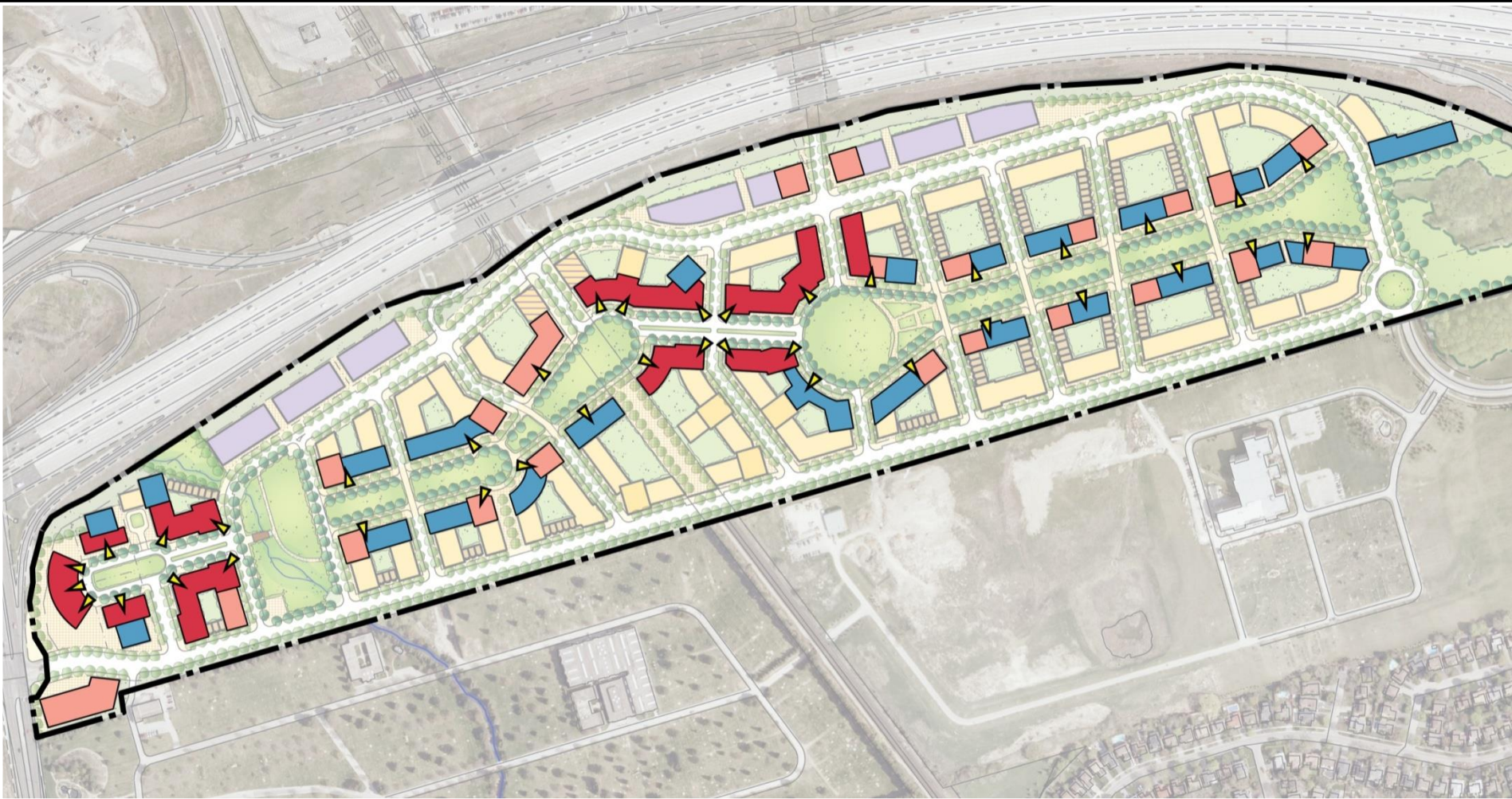
Preferred Concept Plan



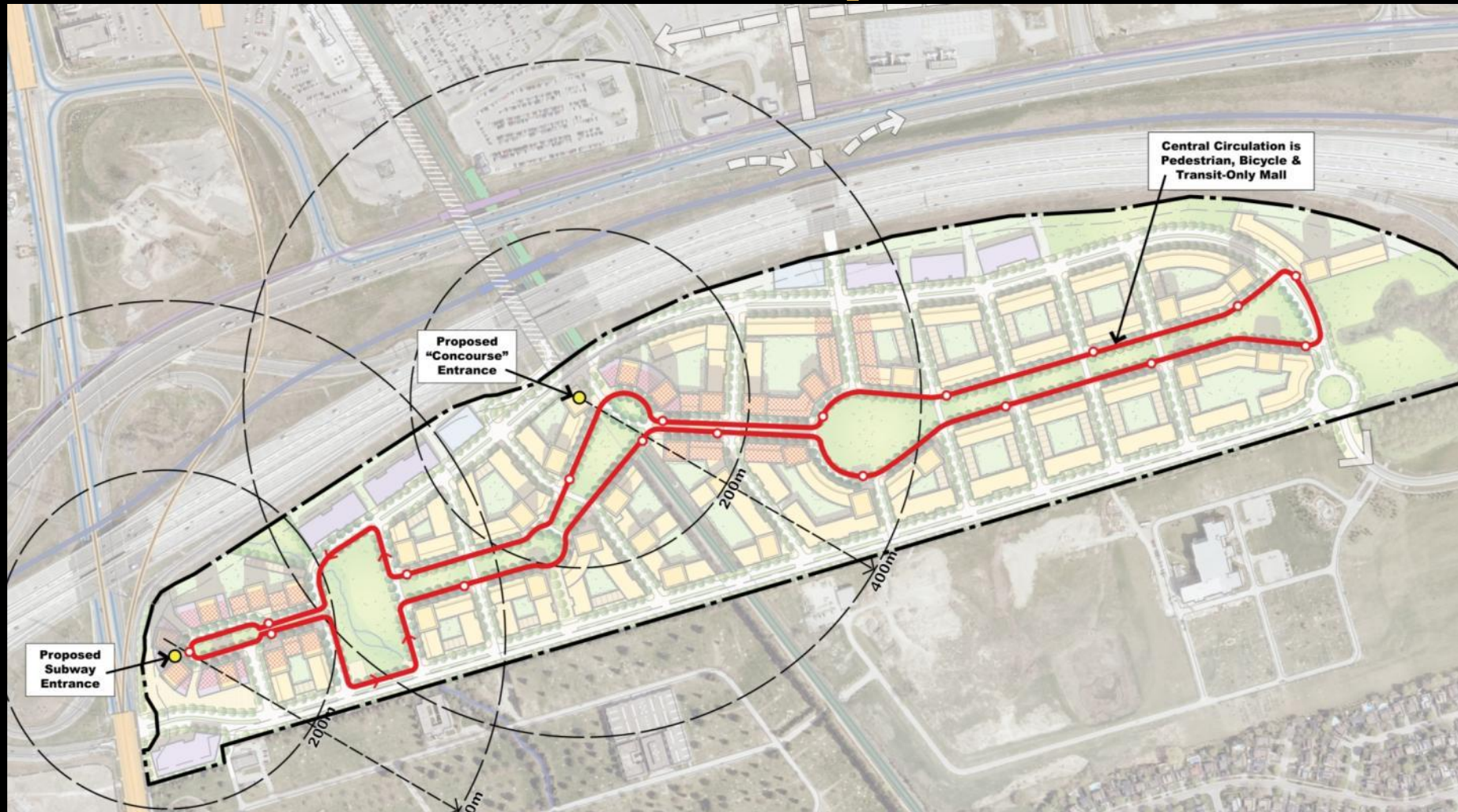




Livability & Urbanism: A Vibrant Mixed-Use Public Realm

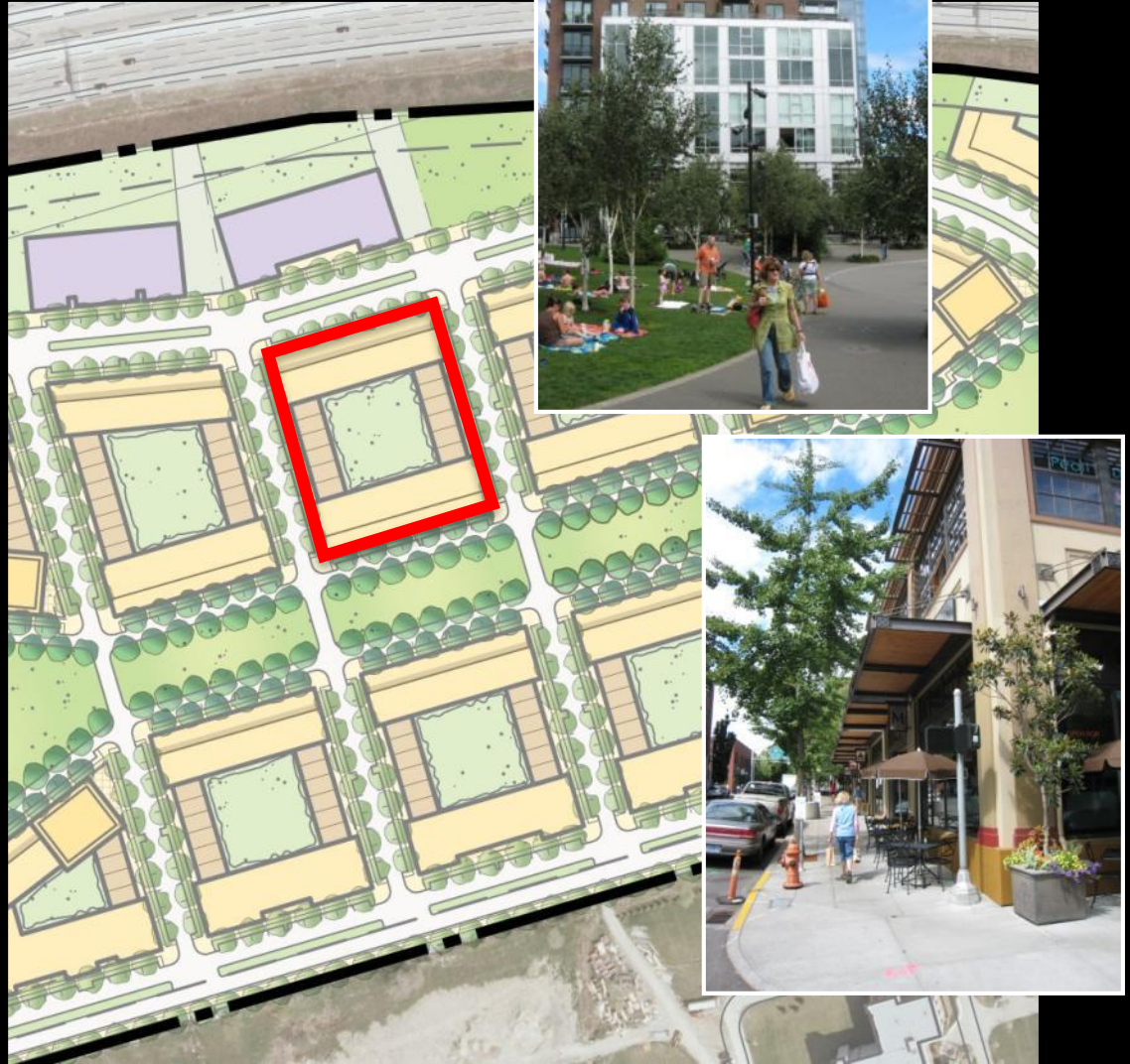


Transit & Transportation: “Transit Mall” Concept



Livability & Urbanism: Small Blocks

- Small, varied blocks create good pedestrian environment
- Size varies, but typical dimension is 70m by 85m (0.6 ha)
- Compare with Portland, OR: typical Portland block is 60m x 60m.



Livability & Urbanism: Streets for People

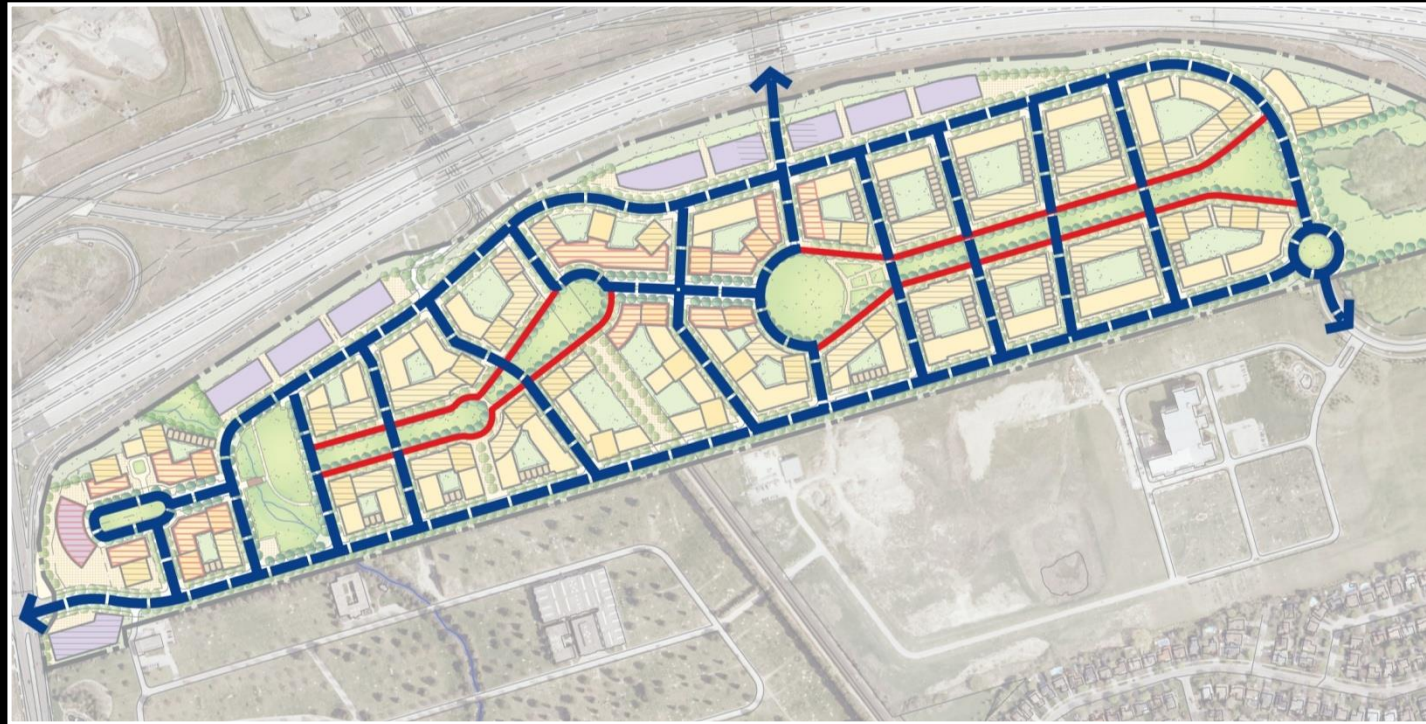
- Corner sidewalk “bulbouts” favor pedestrians
- Plentiful street trees
- Varied building setbacks



Livability & Urbanism:

Interconnected Street Grid

- Network of streets is framework for good urbanism
- Some streets are ped only, others for people and cars
- More street connections makes walking easier



Design Guidelines: Tower Placement & Control

- Tower placement specified in certain locations
- Tower placement suggested in other locations
- Criteria: axial vistas & urban design statements
- Minimum distance between towers is 20 m

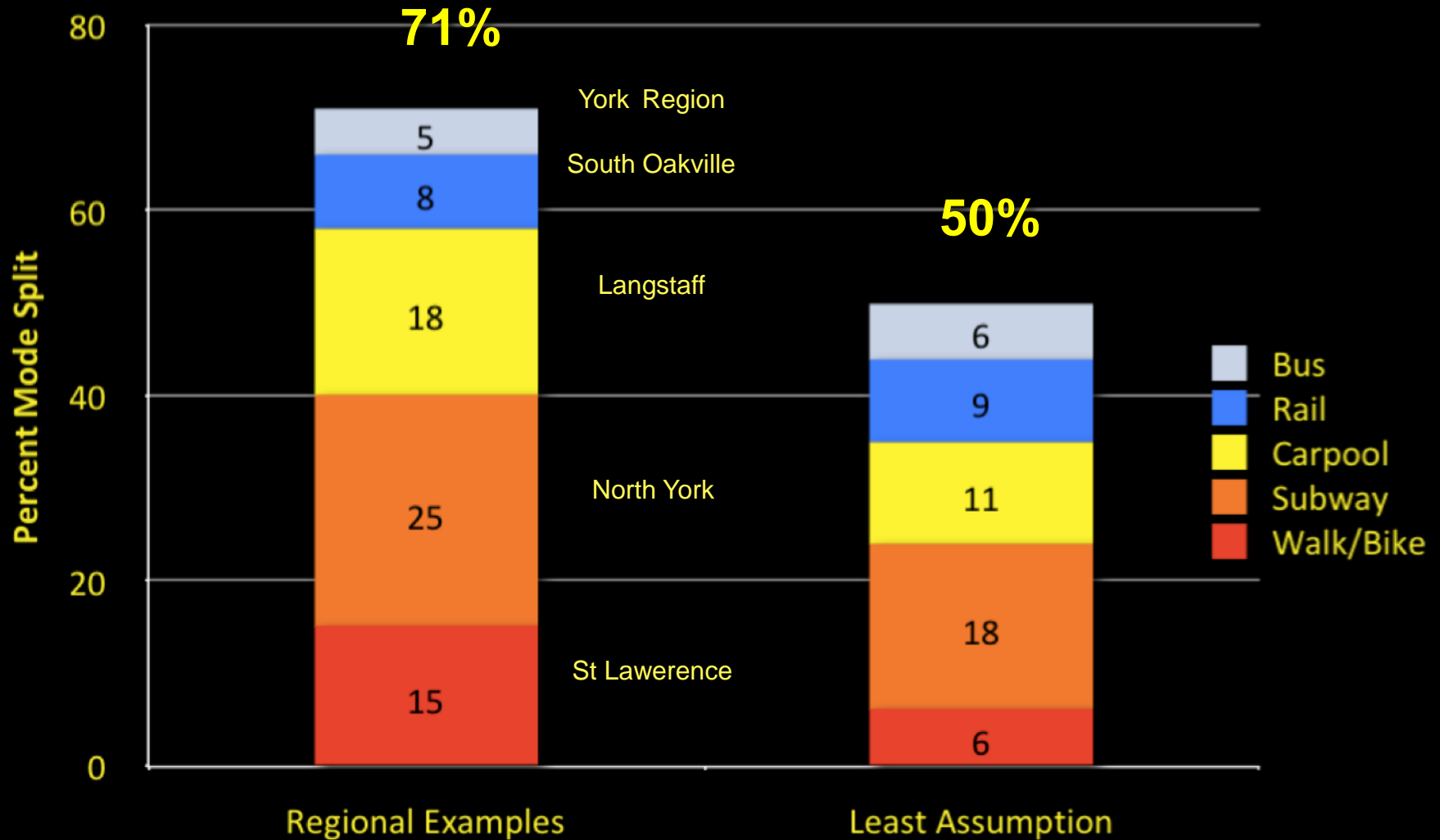








Non-Auto Mode Split



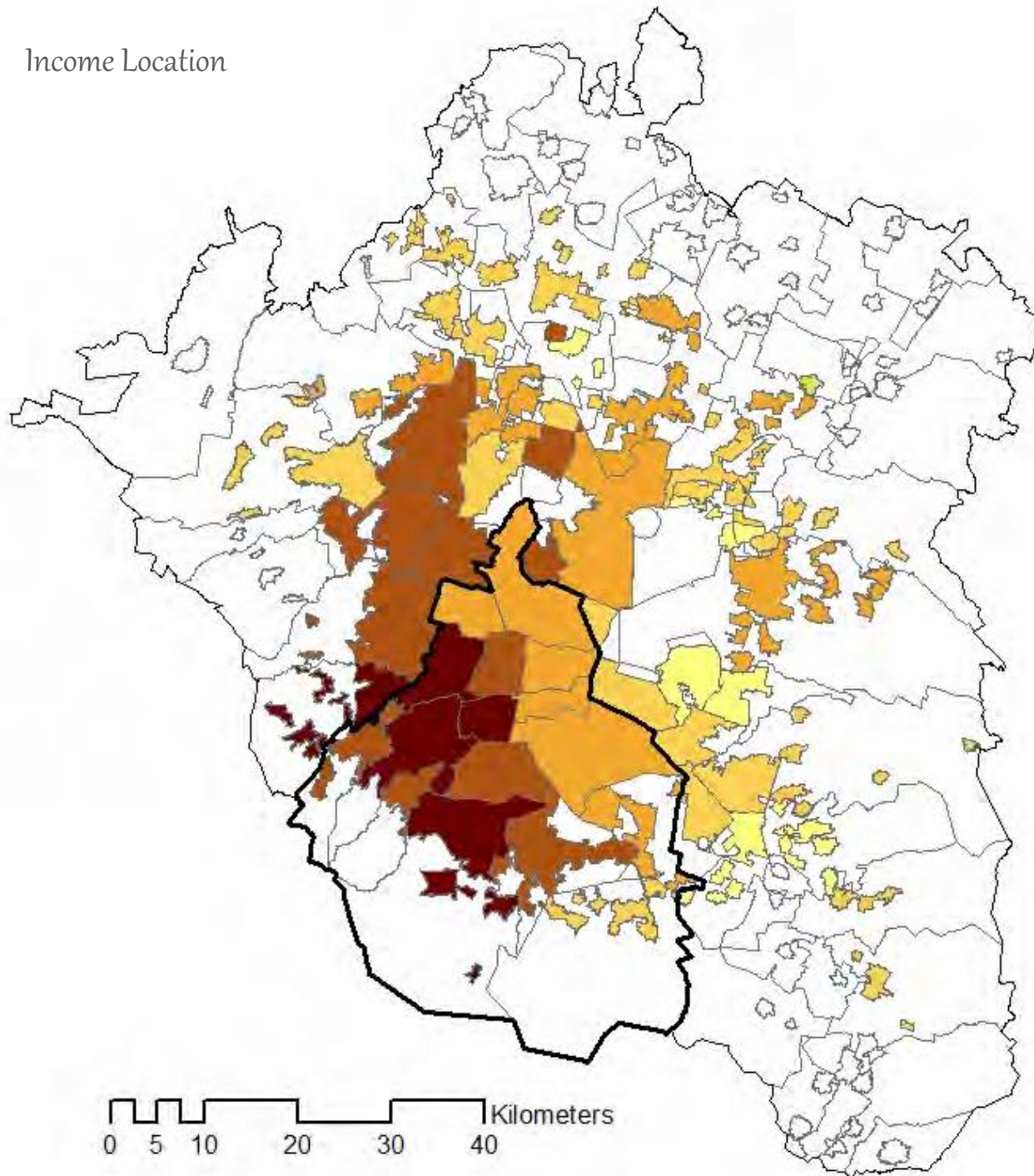


Mexico – Low Income Sprawl







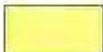




Income Location



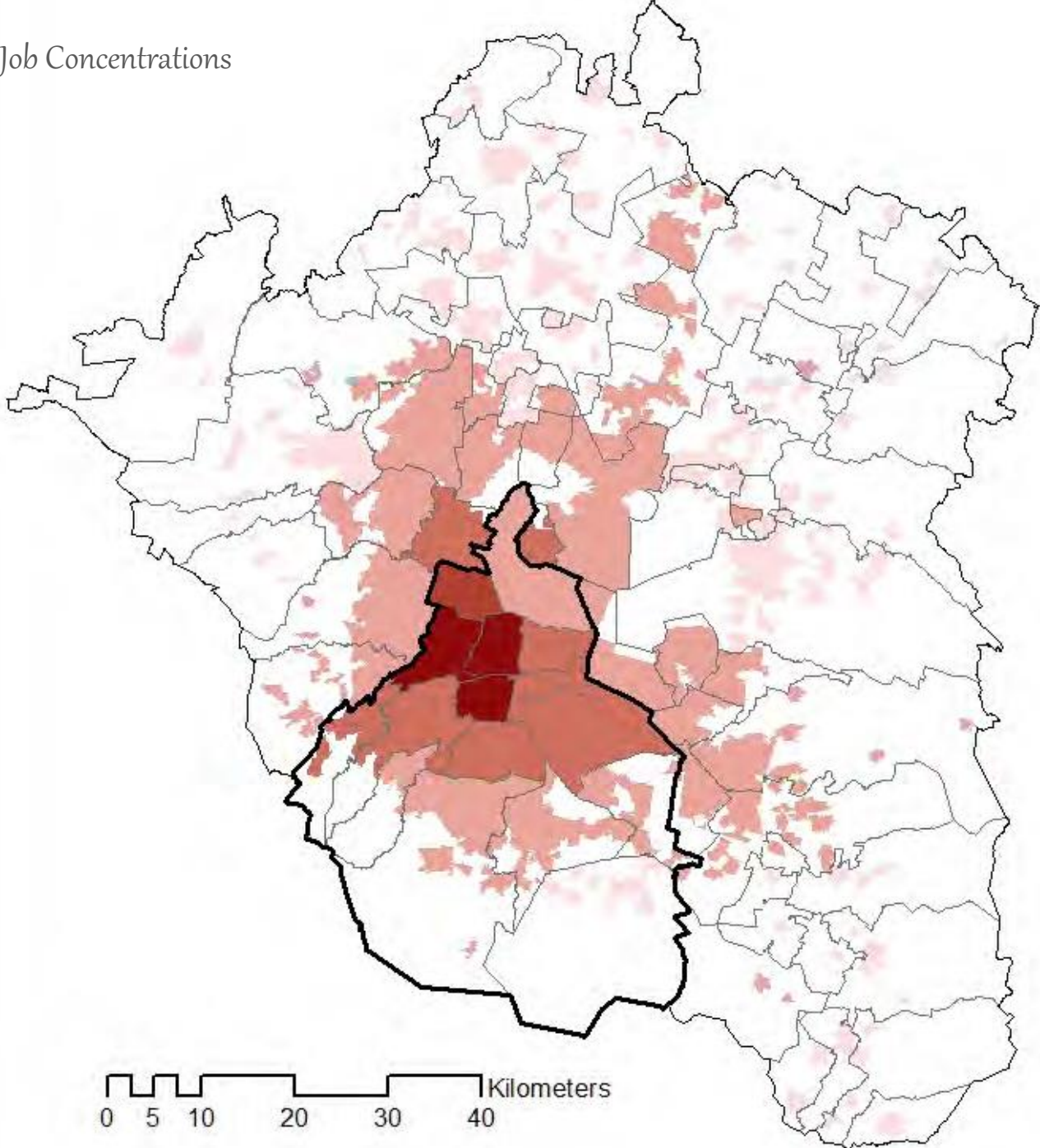
Legend

-  Federal District
-  Municipal Boundaries


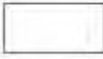
2007 U.S. Dollars

-  4,000 - 7,000
-  7,000 - 8,500
-  8,500 - 10,500
-  10,500 - 15,000
-  15,000 - 23,500



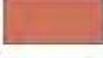

Job Concentrations



Legend

-  Federal District
-  Municipal Boundaries

Jobs Density (2008)
Jobs per Hectare

-  1 - 5
-  5 - 25
-  25 - 50
-  50 - 100
-  100 - 189

Modeling Framework

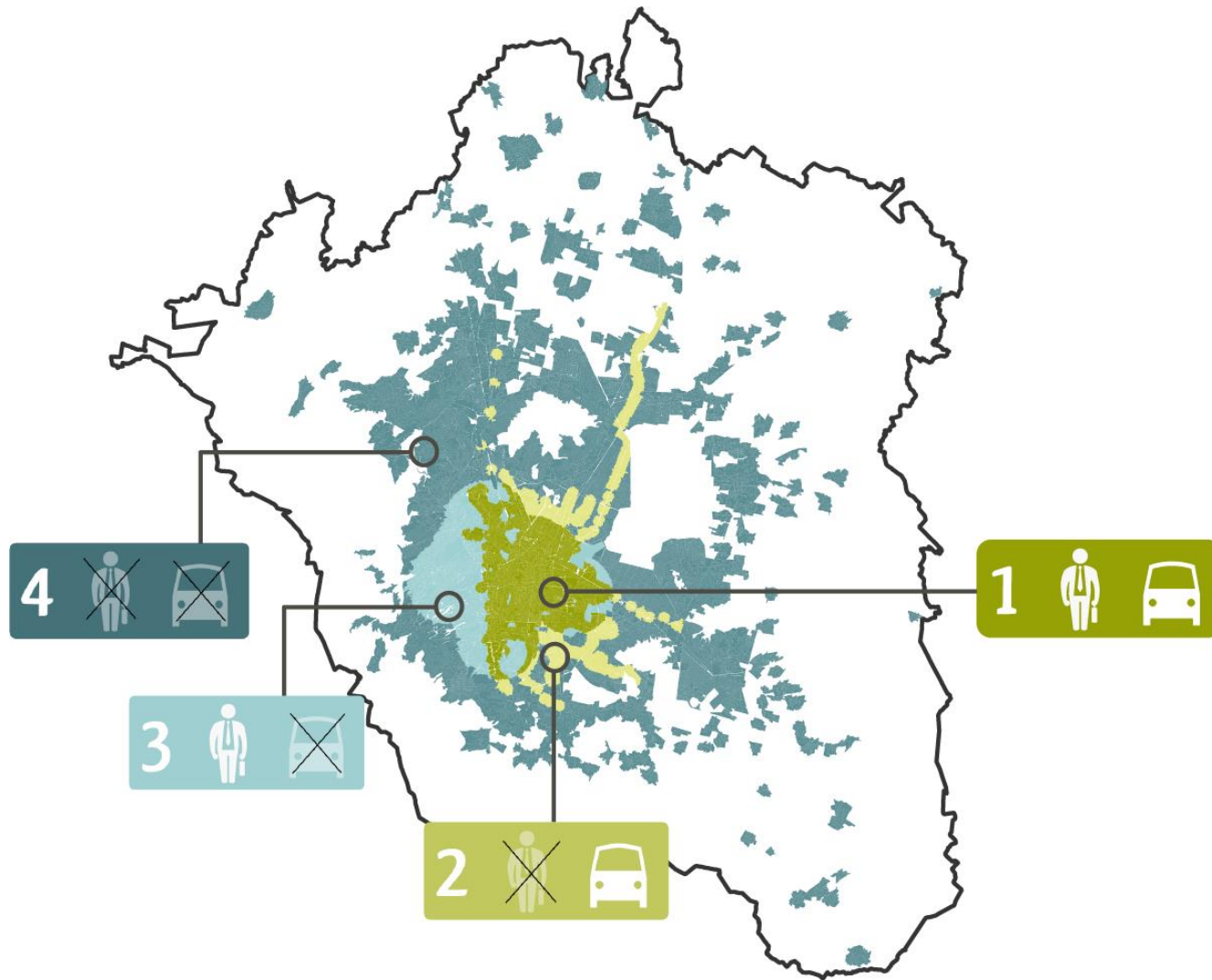
Regional location



Job proximity



Transit proximity



 26%

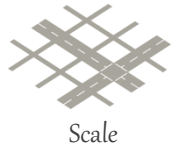
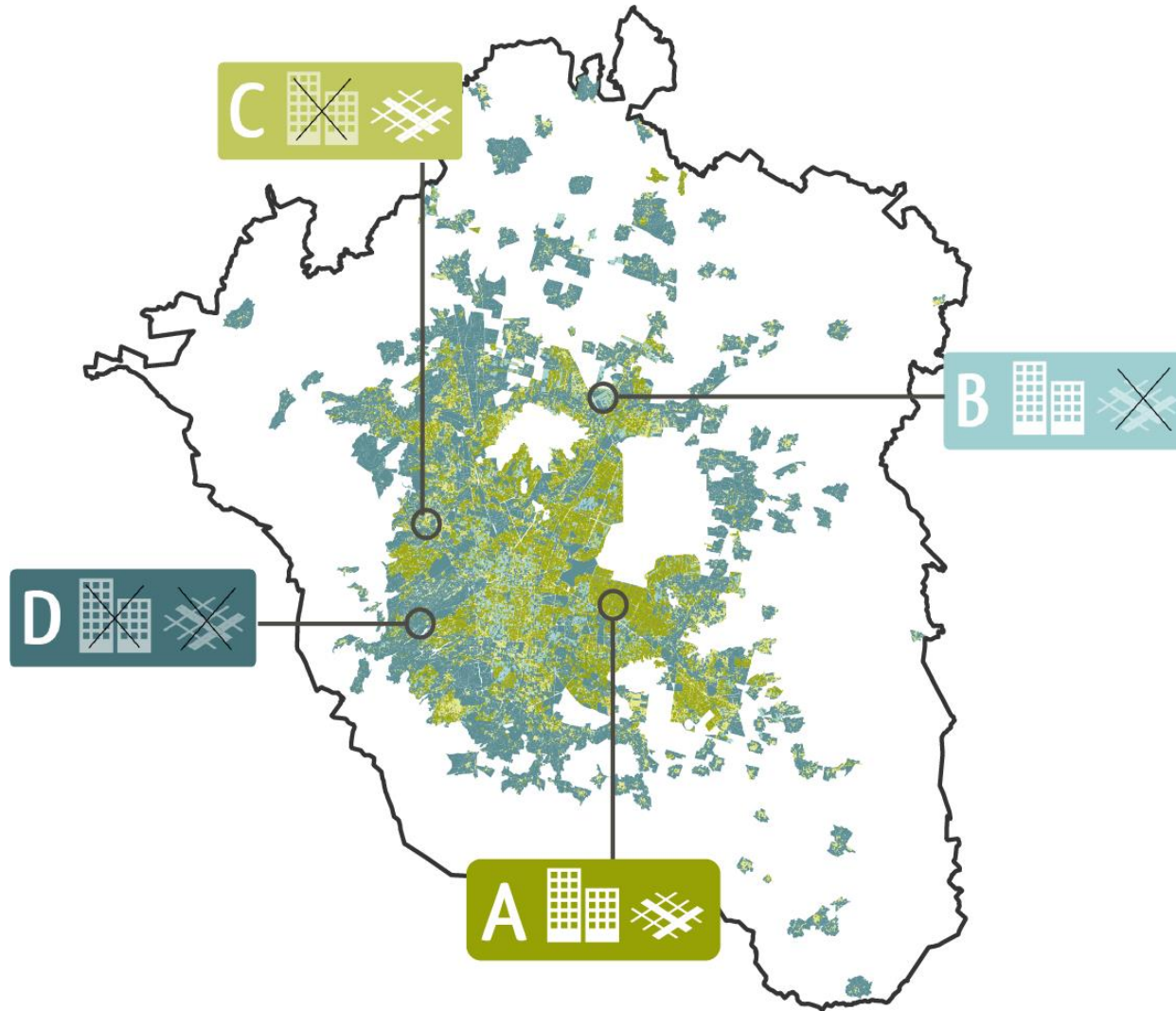
 9%

 9%

 67%

Modeling Framework

Urban configuration











Place type definition

16 Possible combinations

URBAN CONFIGURATION

REGIONAL LOCATION

	A 	B 	C 	D 
1 	10% 1A	1% 1B	4% 1C	1% 1D
2 	6% 2A	1% 2B	1% 2C	1% 2D
3 	6% 3A	1% 3B	1% 3C	1% 3D
4 	37% 4A	8% 4B	7% 4C	15% 4D

X 3 socioeconomic strata = 48 typologies

Metrics analysis



LAND
CONSUMPTION



INFRASTRUCTURE
COSTS



ENERGY
CONSUMPTION



WATER
CONSUMPTION



PUBLIC
TRANSPORT



PRIVATE
TRANSPORT








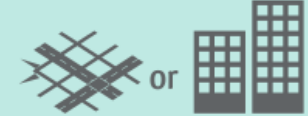






GHG EMISSIONS

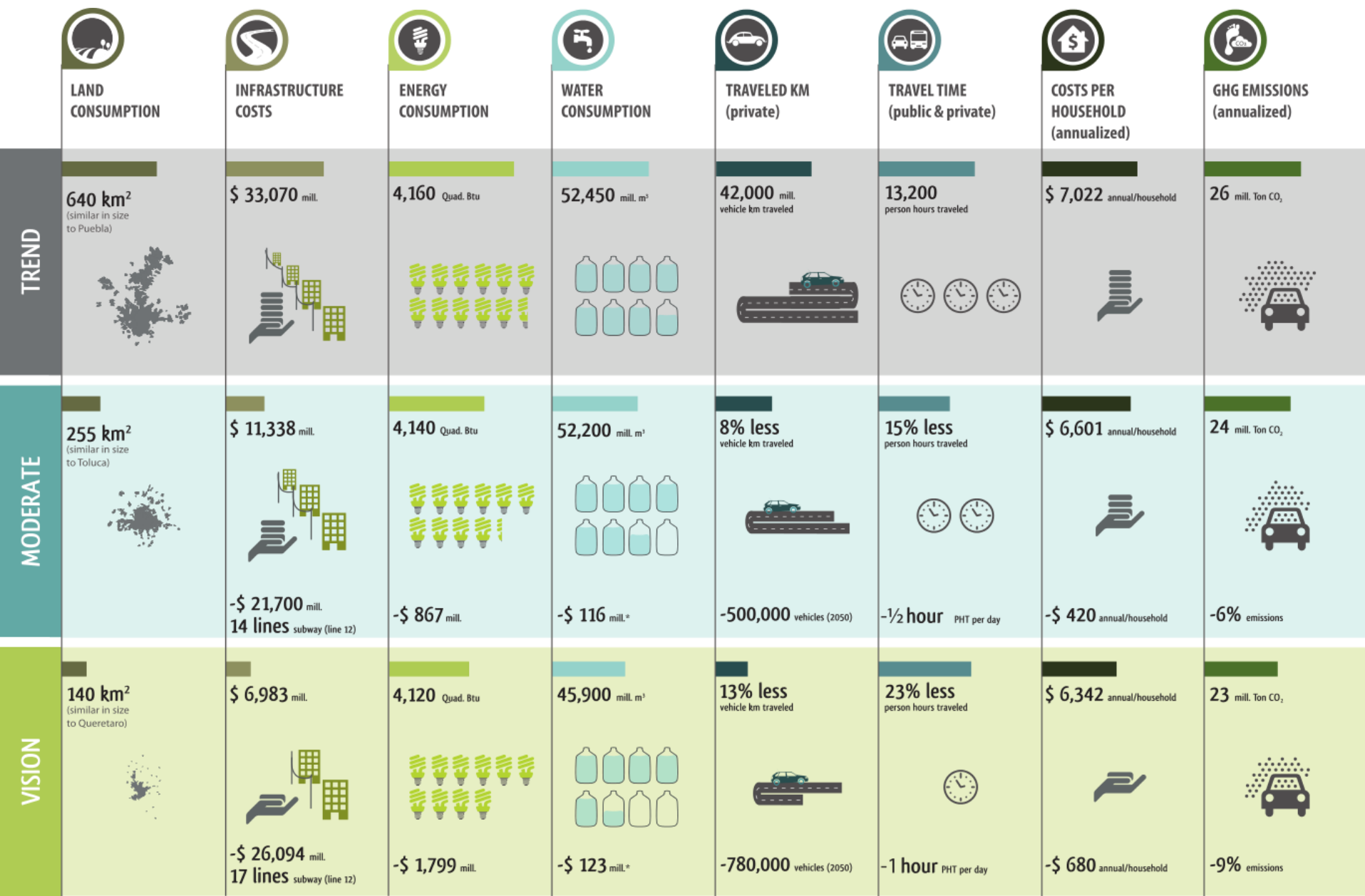


COSTS PER
HOUSEHOLD

Scenario definition

	LAND	EMPLOYMENT	TRANSPORT	URBAN CONFIGURATION	
TREND	<p>Expansion</p> 	<p>Disproportionate housing (centralized)</p> 	<p>Moderate extension</p> 	<p>Without scale nor density</p> 	INEFFICIENT LAND CONSUMPTION
MODERATE	<p>Moderate infill</p> 	<p>Partially aligned with housing</p> 	<p>BRT & subway extension</p> 	<p>With scale or with density</p> 	INVESTMENT IN TRANSPORT
VISION	<p>Smart consolidation</p> 	<p>In proportion with housing</p> 	<p>Regional connectivity (megapolopolis)</p> 	<p>With scale and density (complete communities*)</p> 	BALANCED CONSOLIDATION

Metrics analysis

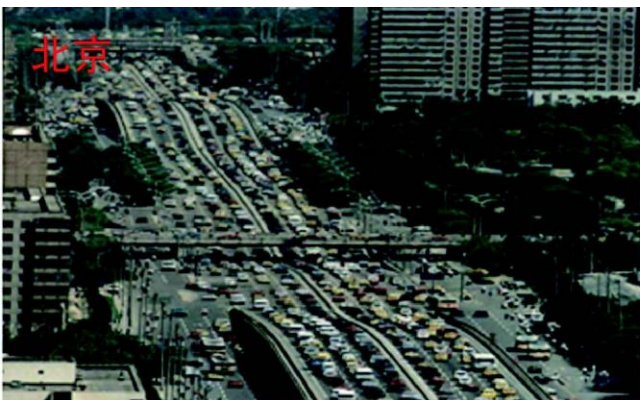


China's Development Challenge

中国城市开发的挑战



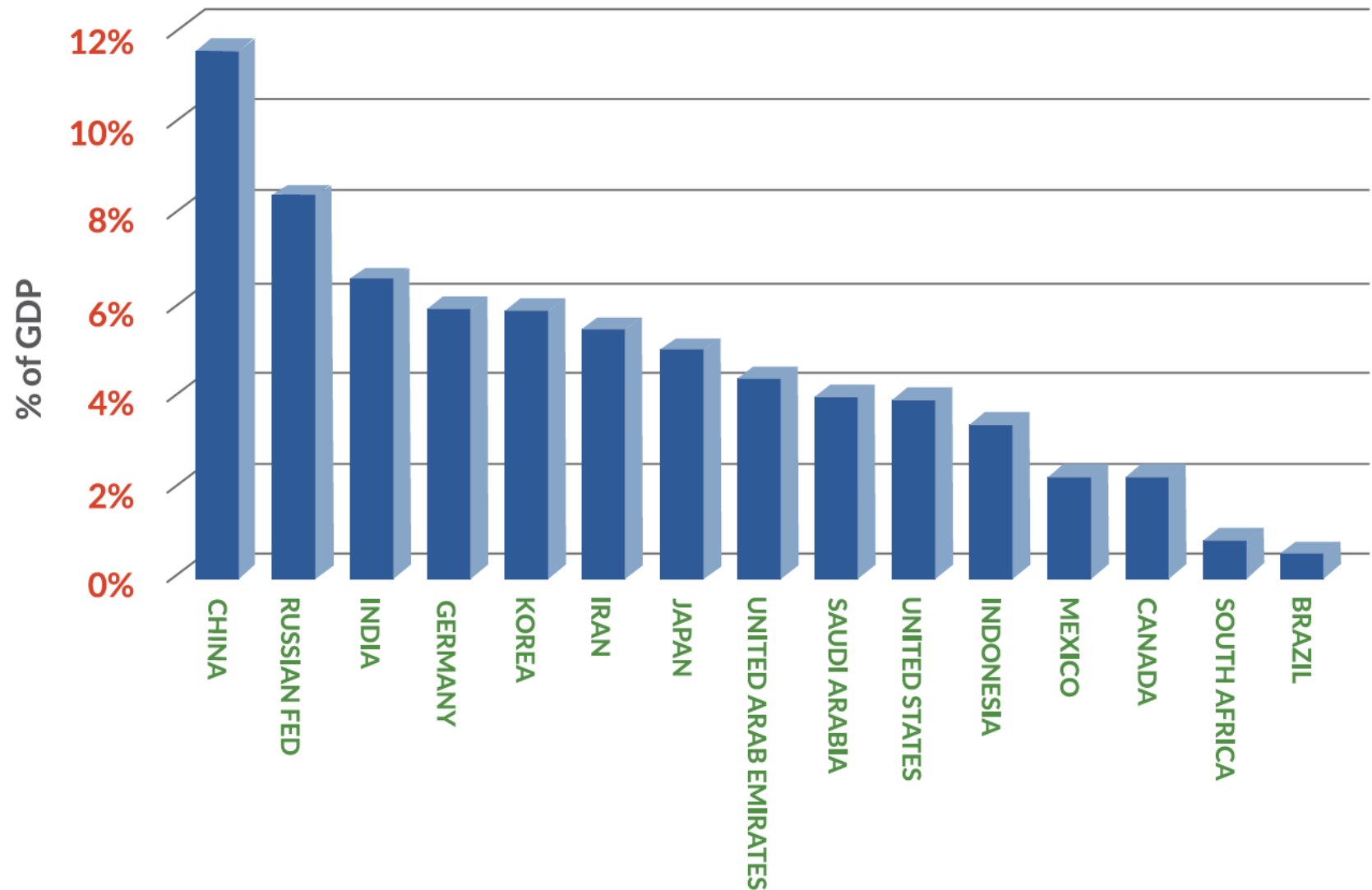


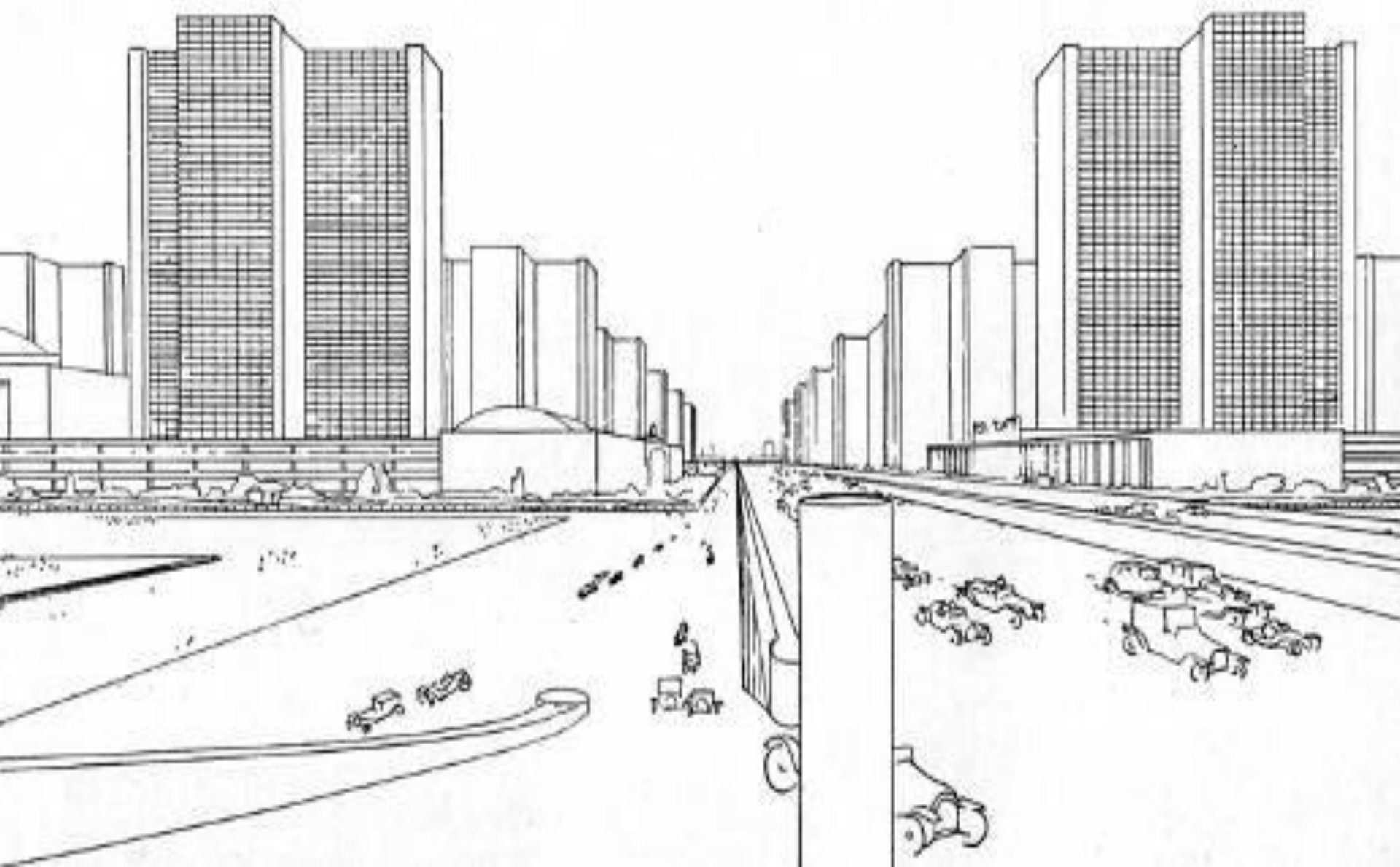


Congestion in big cities (Beijing, Shenzhen, Chongqing, Shanghai)
大城市的拥堵问题严重



**COST OF MORTALITY FROM OUTDOOR PM_{2.5} EXPOSURE
AS % OF GDP (MEDIAN ESTIMATES), 2010, 15 LARGEST CO₂ EMITTERS**







新業特嘉園

LET'S
火熱招商中



金發凍肉平價市場
Kam Fat Food Market
特設旅行野火燒烤 凍肉海產零售批發
2394 5193 2390 5687

豐裕燒味

恒昌凍肉食品
HANG CHONG FROZEN MEAT
金寶出入口凍肉 海產批發

德興合利肉店
行街燒臘 海產

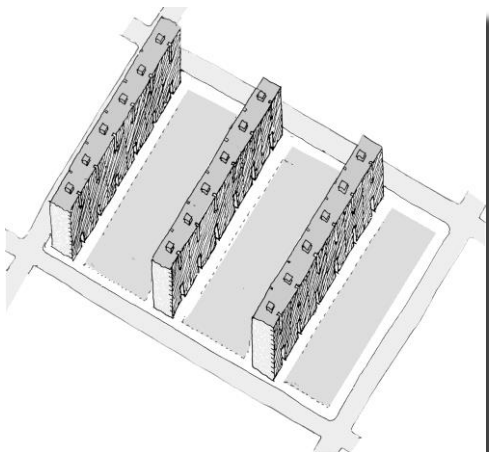
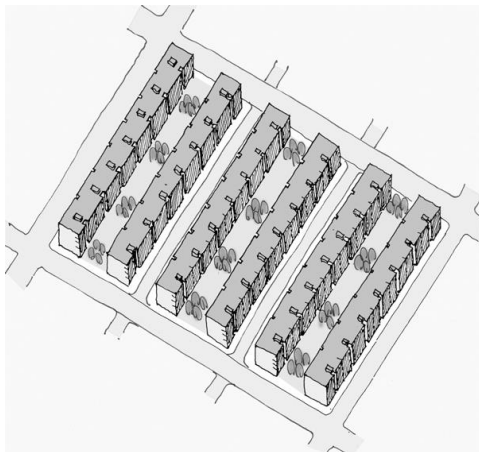
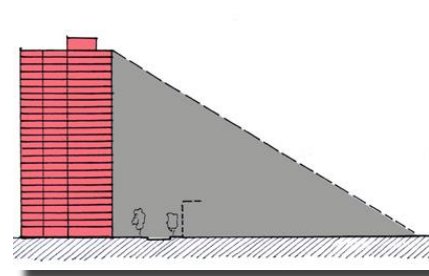
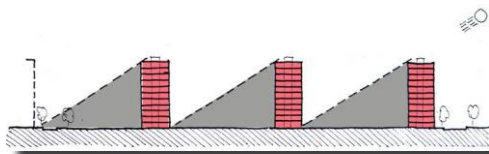
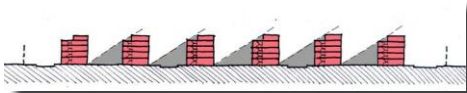
利超市
HOP

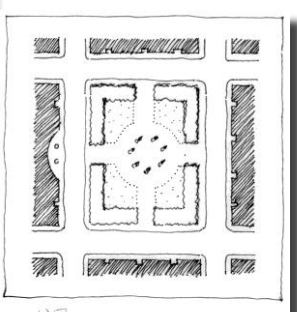
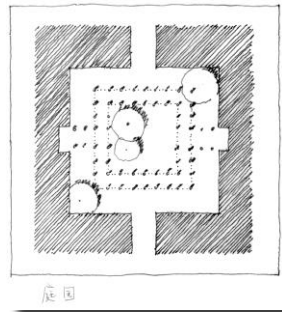
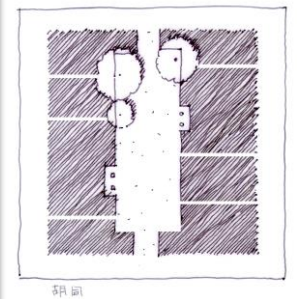
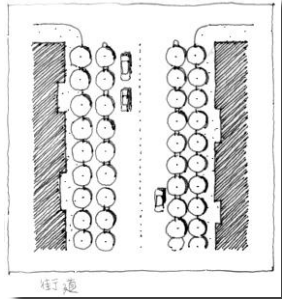
95折

10元
2個

無籽
西瓜
10元
2個







《城市形态是否影响能耗》



Traditional
传统社区



Grid
紧致格网



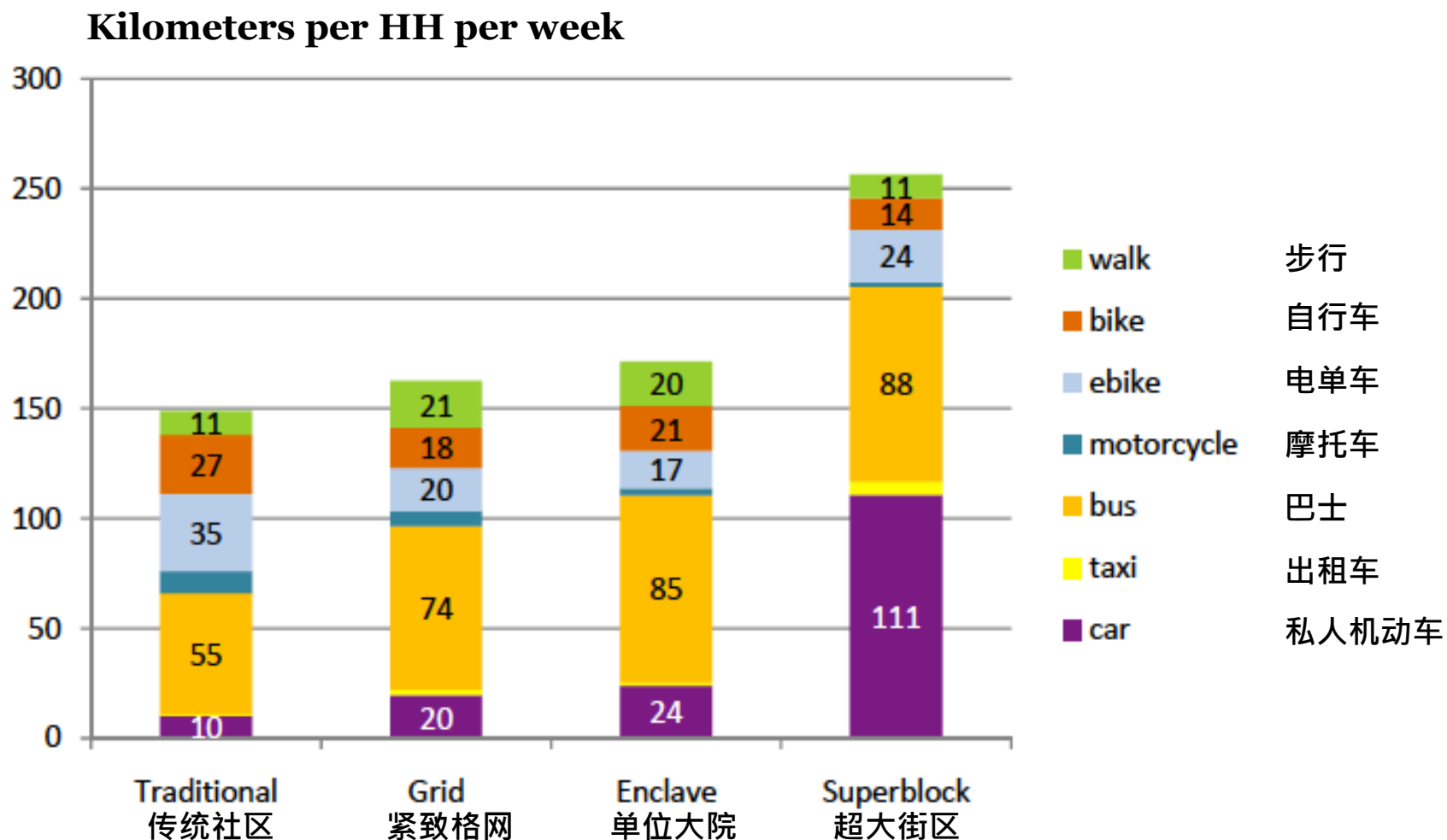
Enclave
单位大院

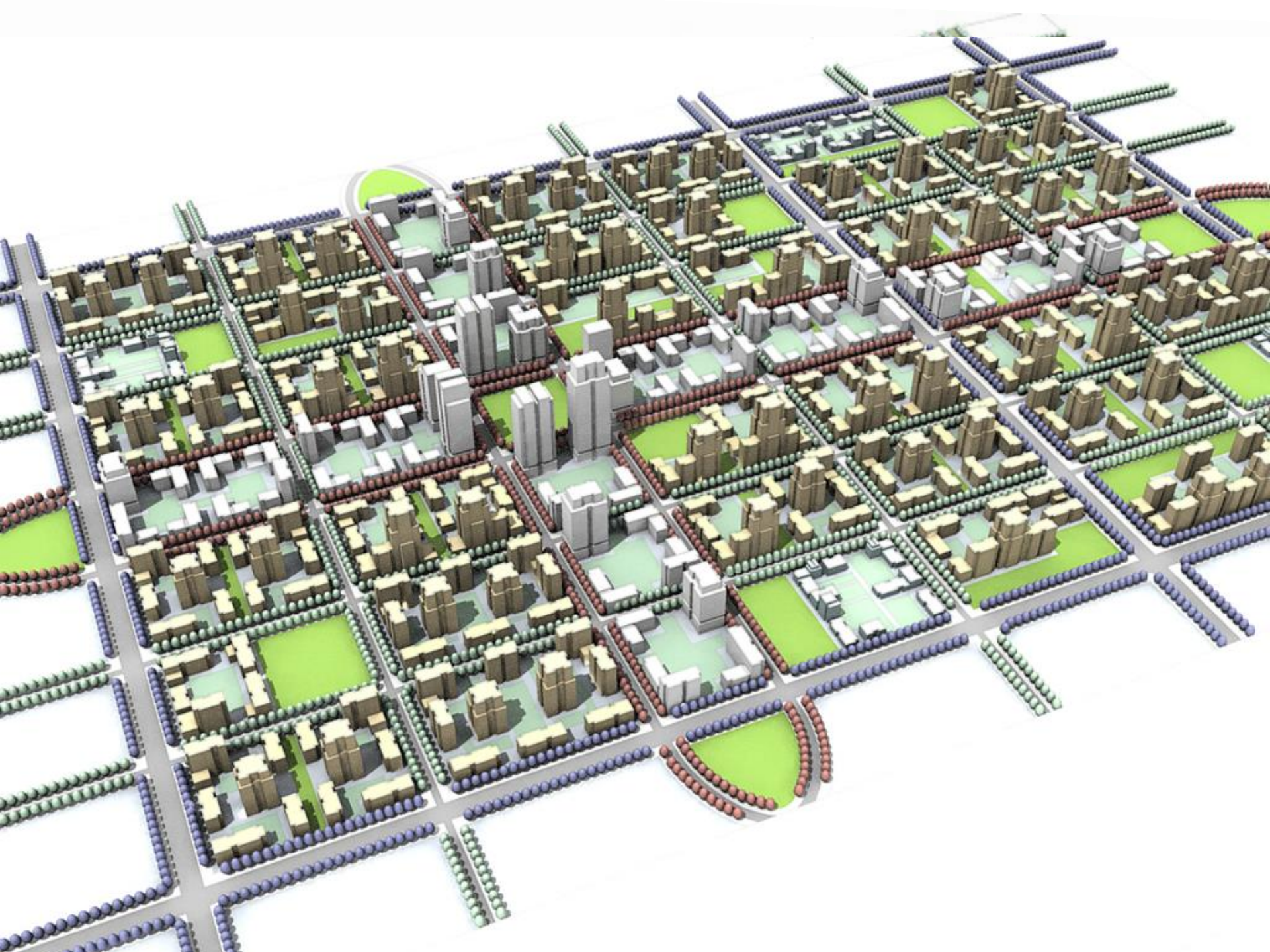


Superblock
超大街区

Travel Distance by Neighborhood Types

不同类型社区的出行距离





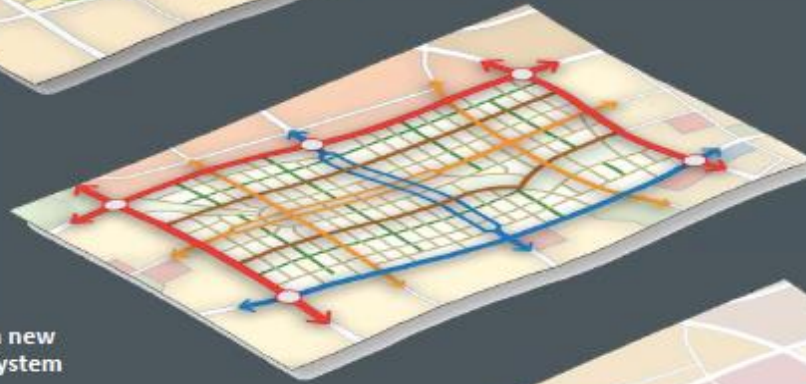
TOD Design Steps

公交先导区设计步骤

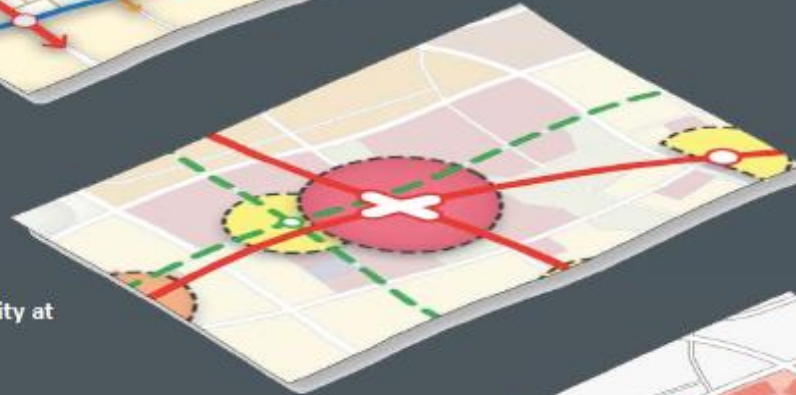
D Zoning for mixed-use with 'Small Blocks'



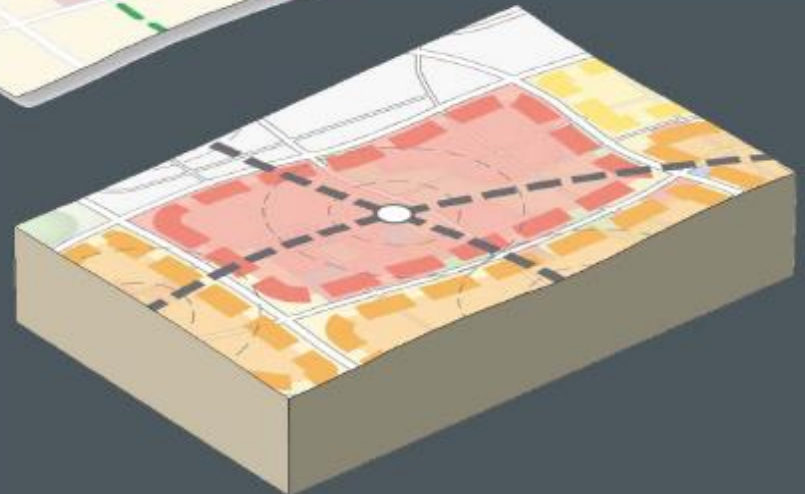
C Developing a new Circulation System



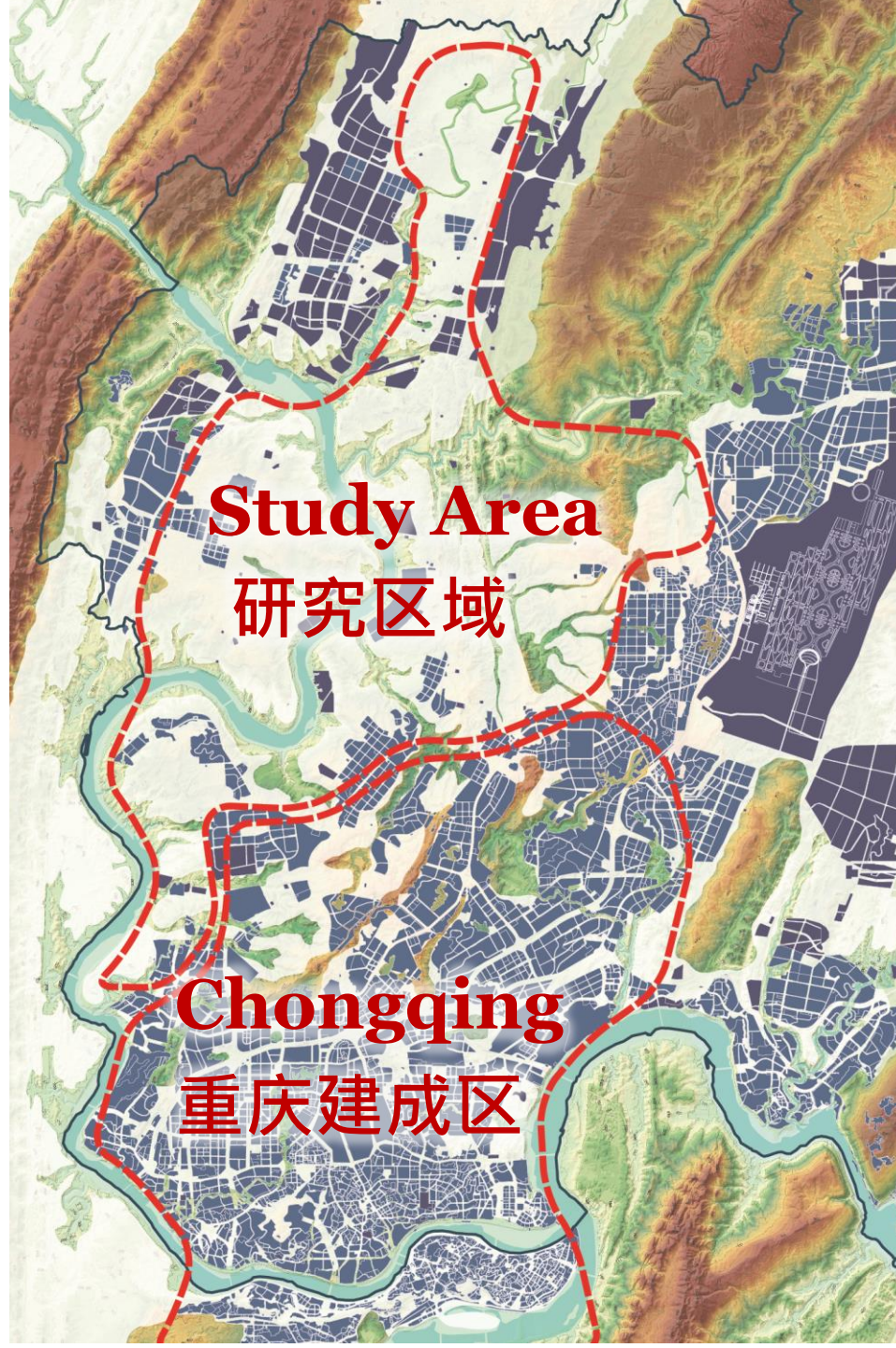
B Concentrating density at Transit Stations



A Locating Transit Oriented Districts

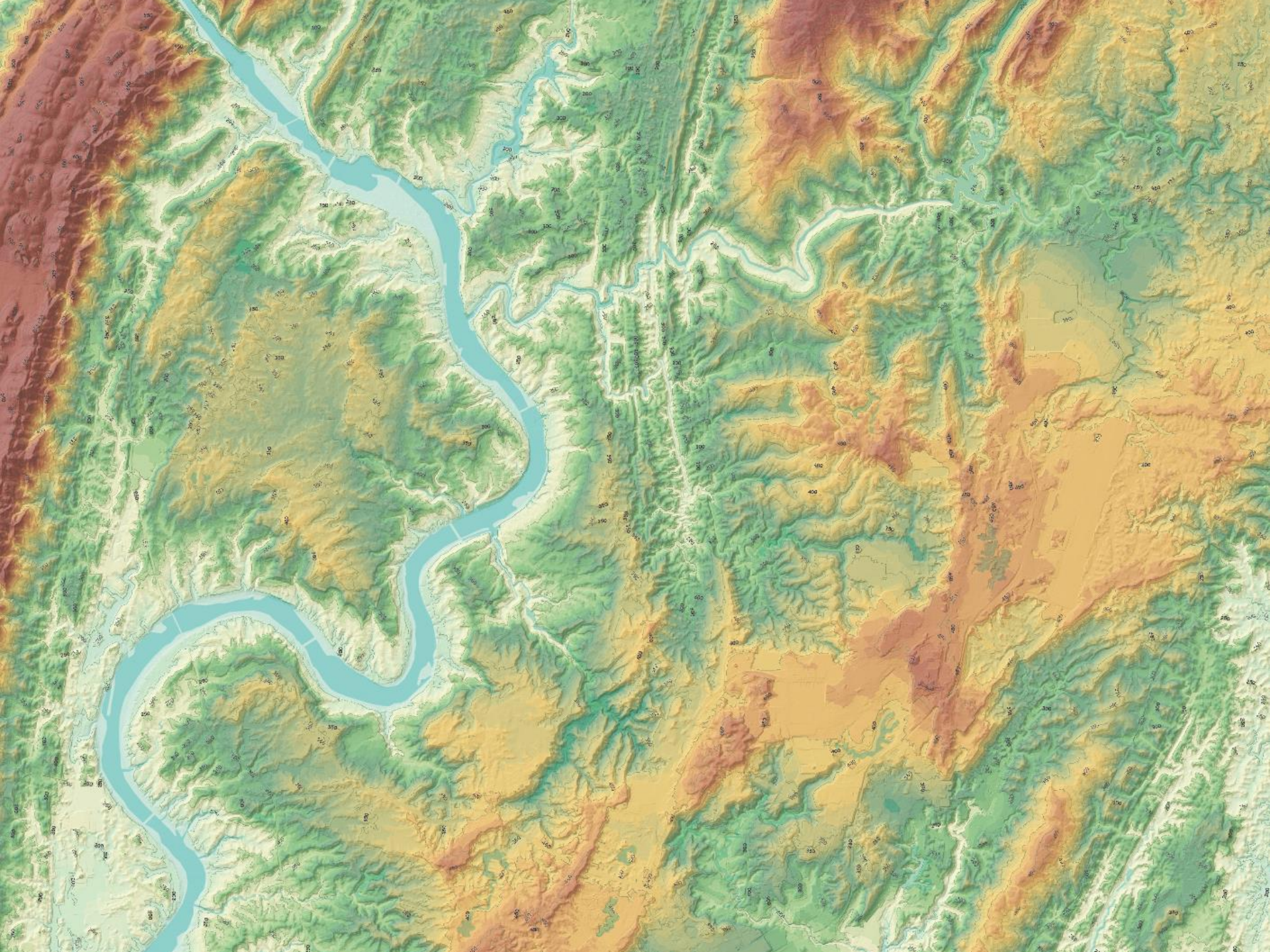


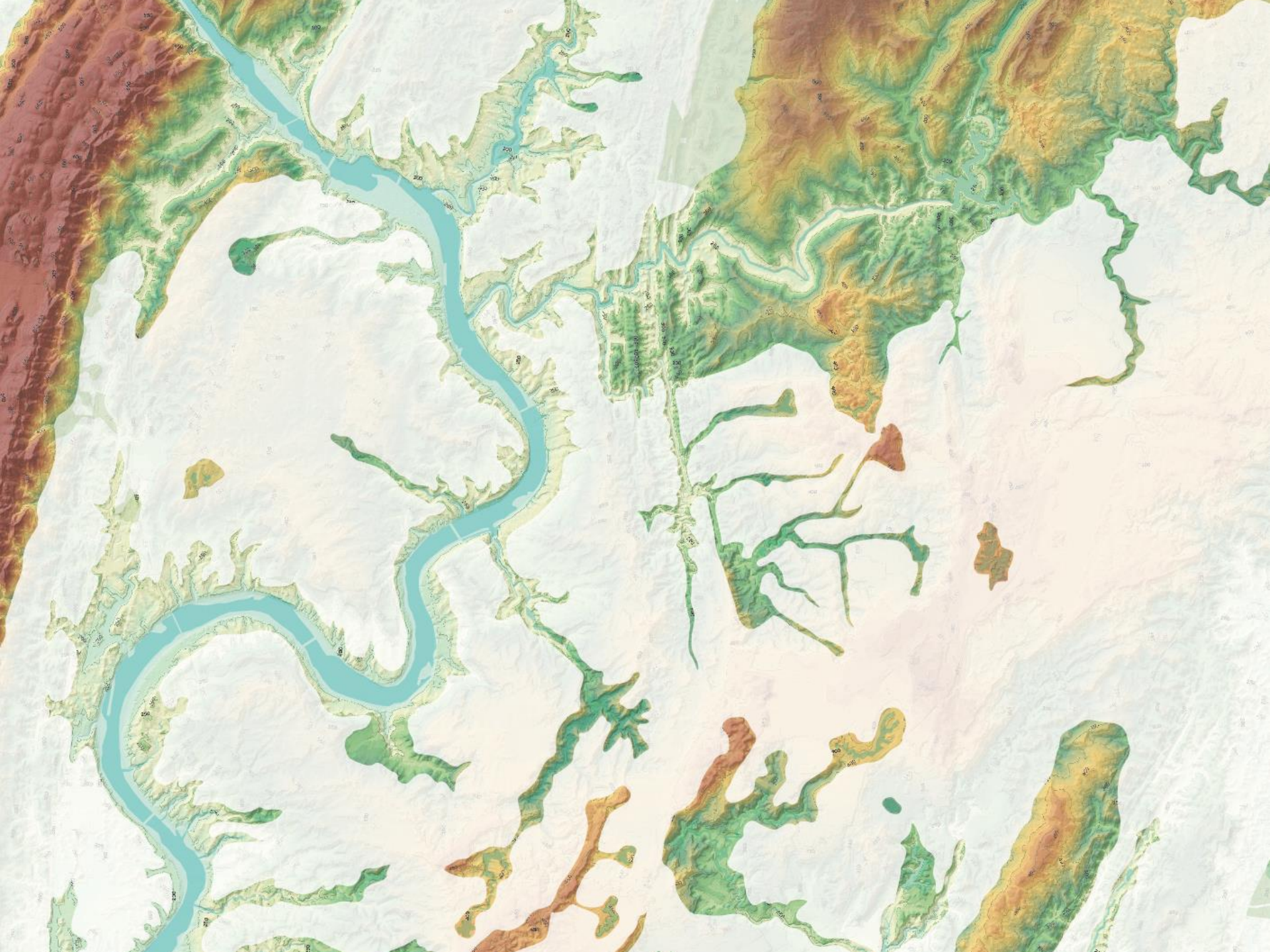
TRANSFORMATION OF A SUPERBLOCK PLAN



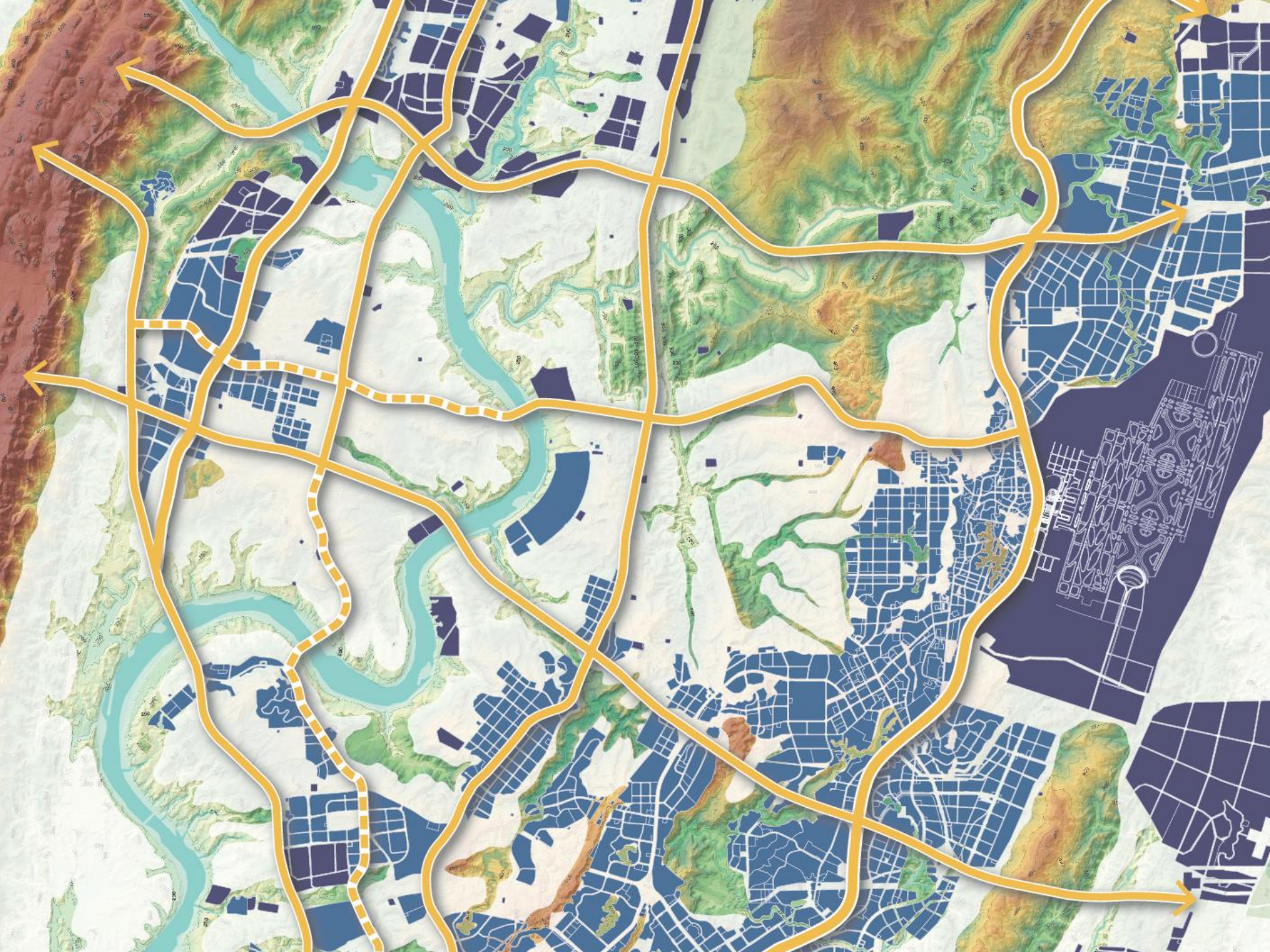
Study Area
研究区域

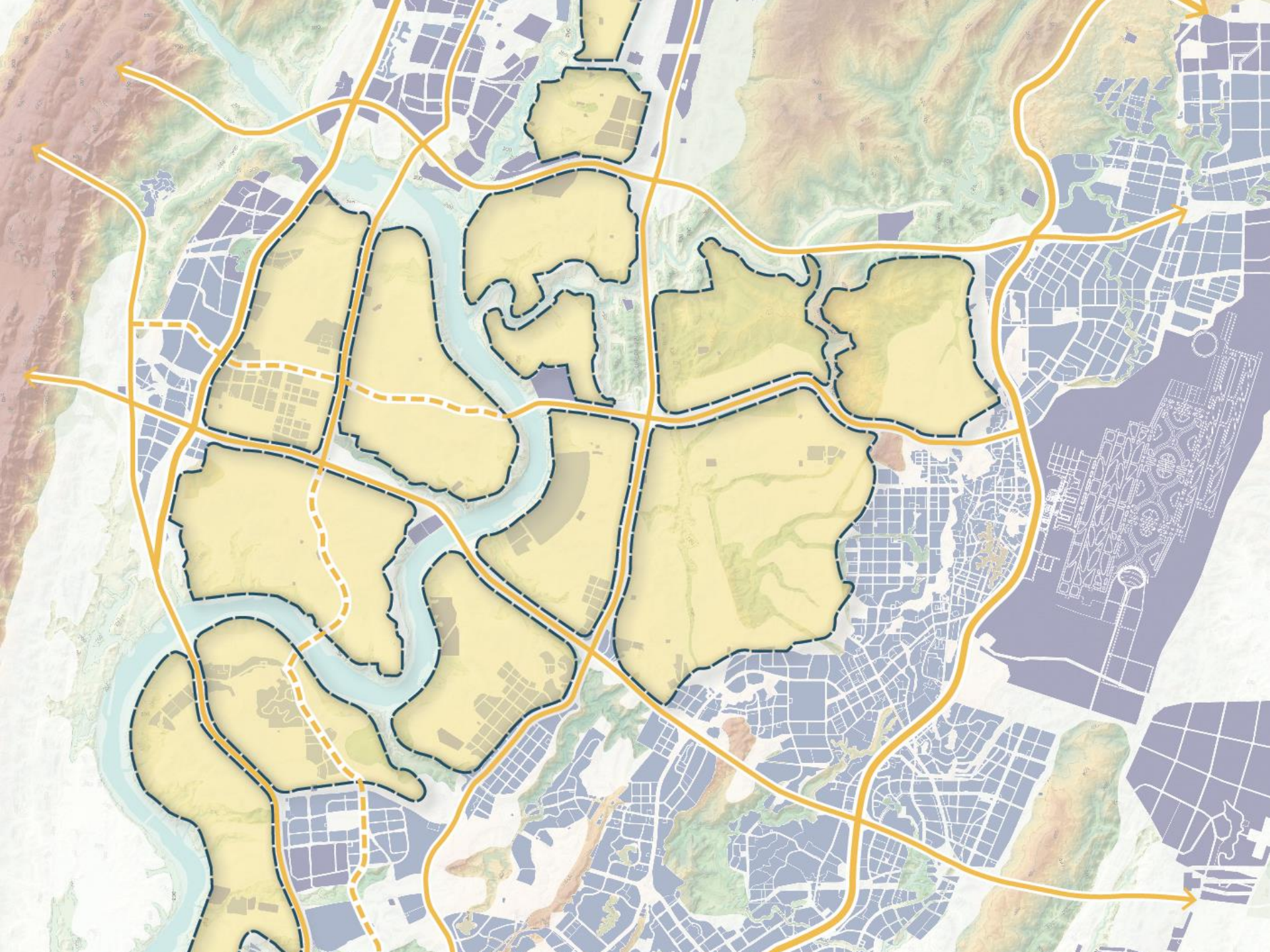
Chongqing
重庆建成区

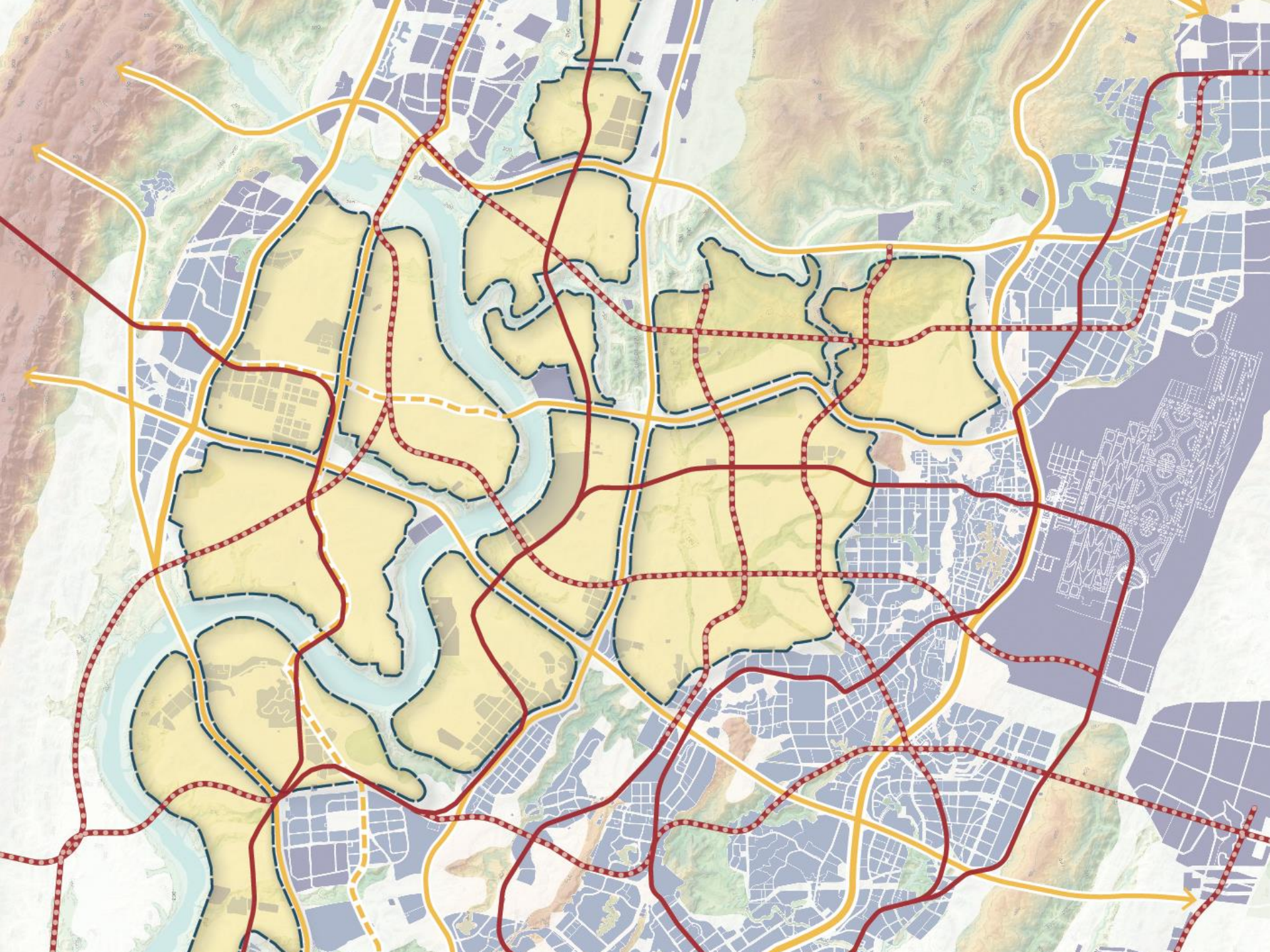


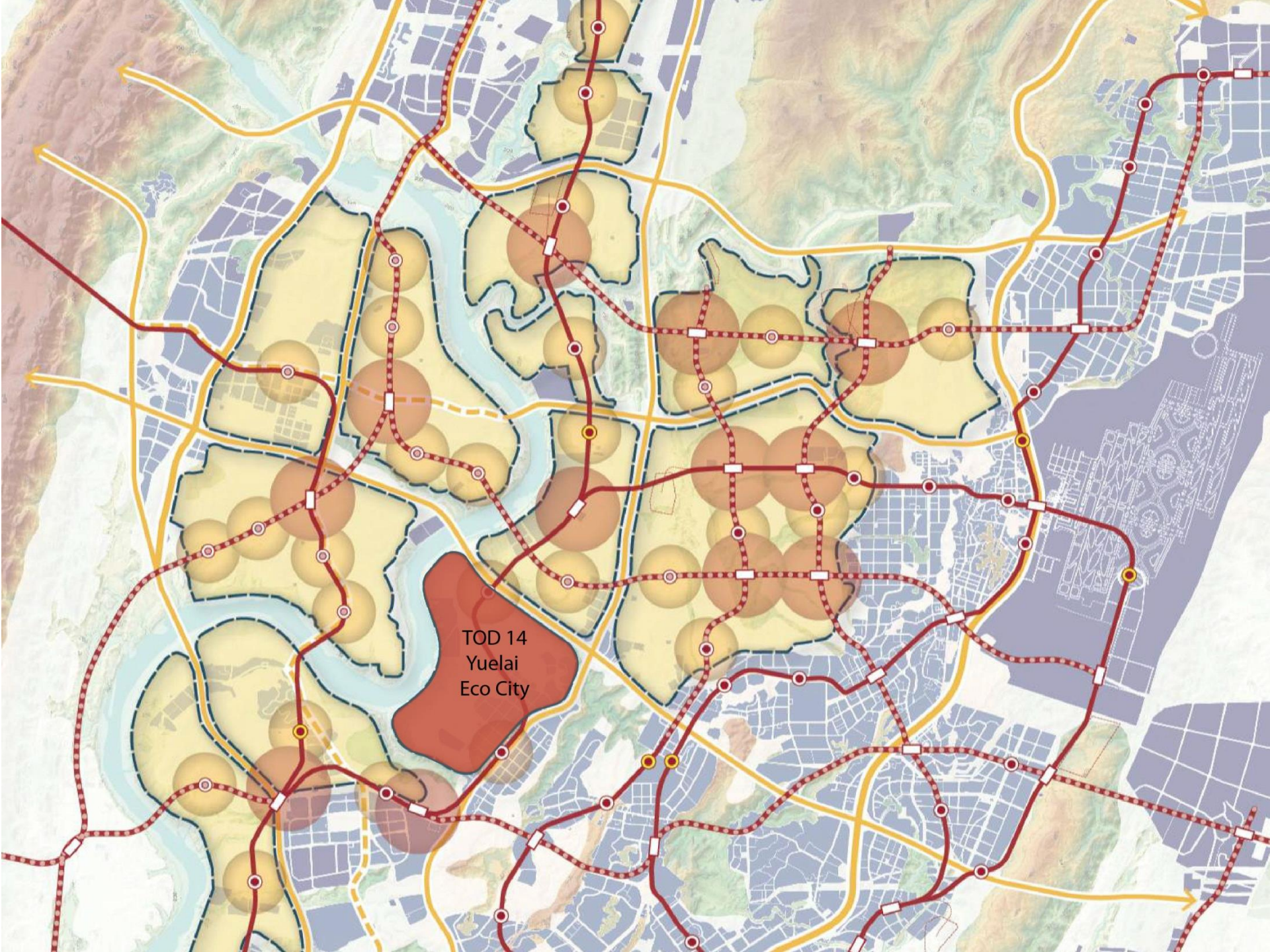












TOD 14
Yuelai
Eco City



Current Plan

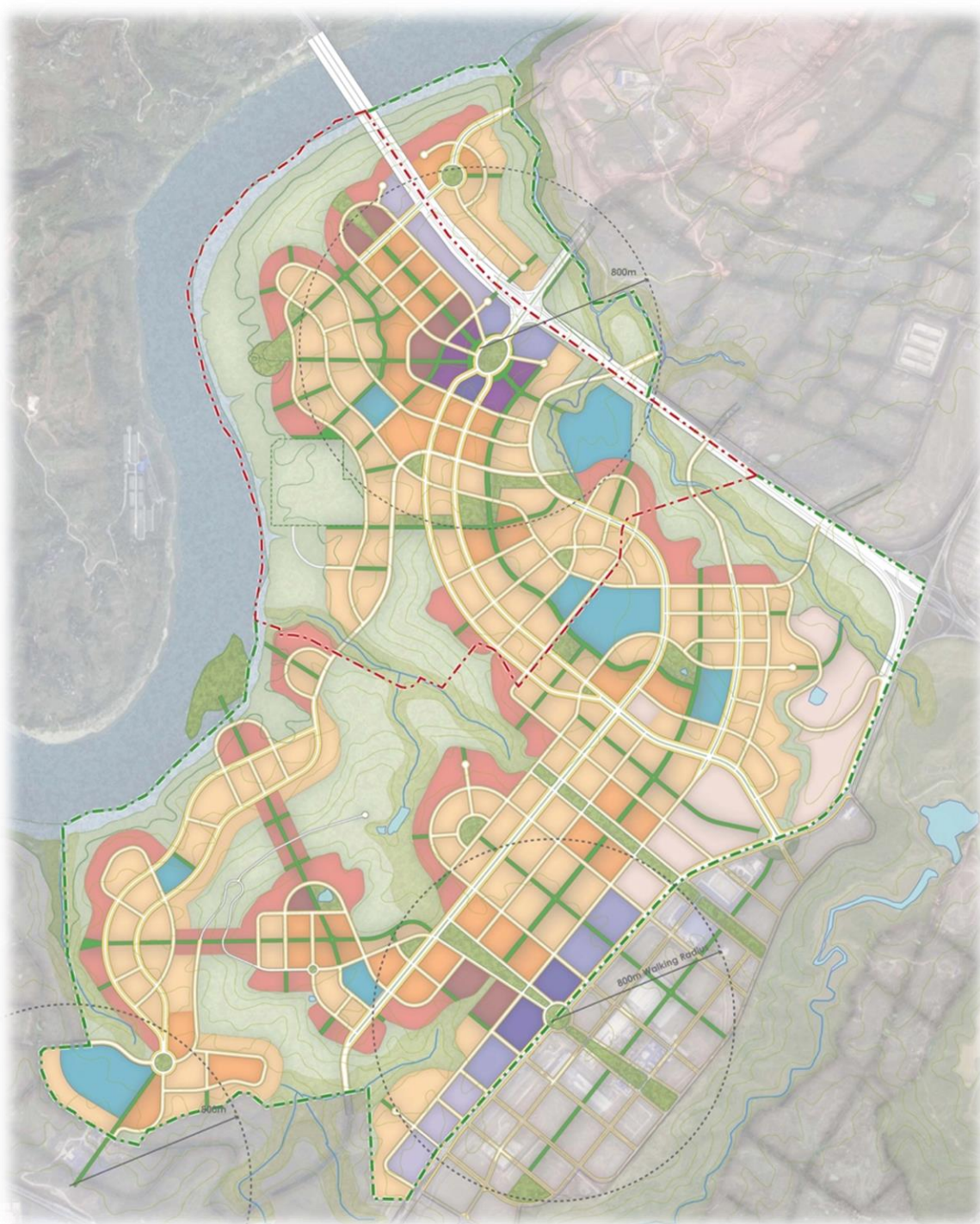
现有规划



Yuelai : Superblock
悦来生态城：超大街区

Proposed Plan

新版规划



Yuelai : Urban Network
悦来生态城：城市格网











Yuelai Urban Network Comparison

悦来前后路网对比

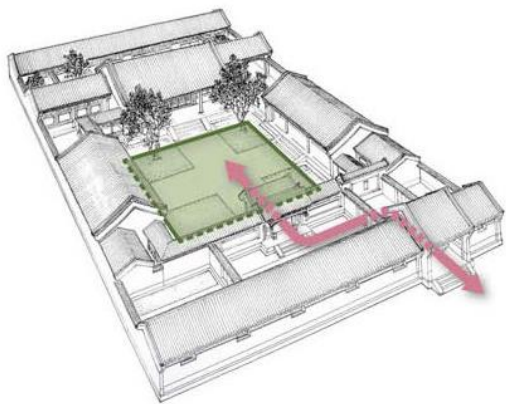


Yuelai : Superblock
悦来生态城：超大街区



Yuelai : Urban Network
悦来生态城：城市格网

SMALL BLOCK NEIGHBORHOODS 小尺度街区



INTERIOR COURTYARD VIEW 街区内部庭院渲染



PRESERVE

Preserve natural ecologies, agrarian landscapes and cultural heritage sites

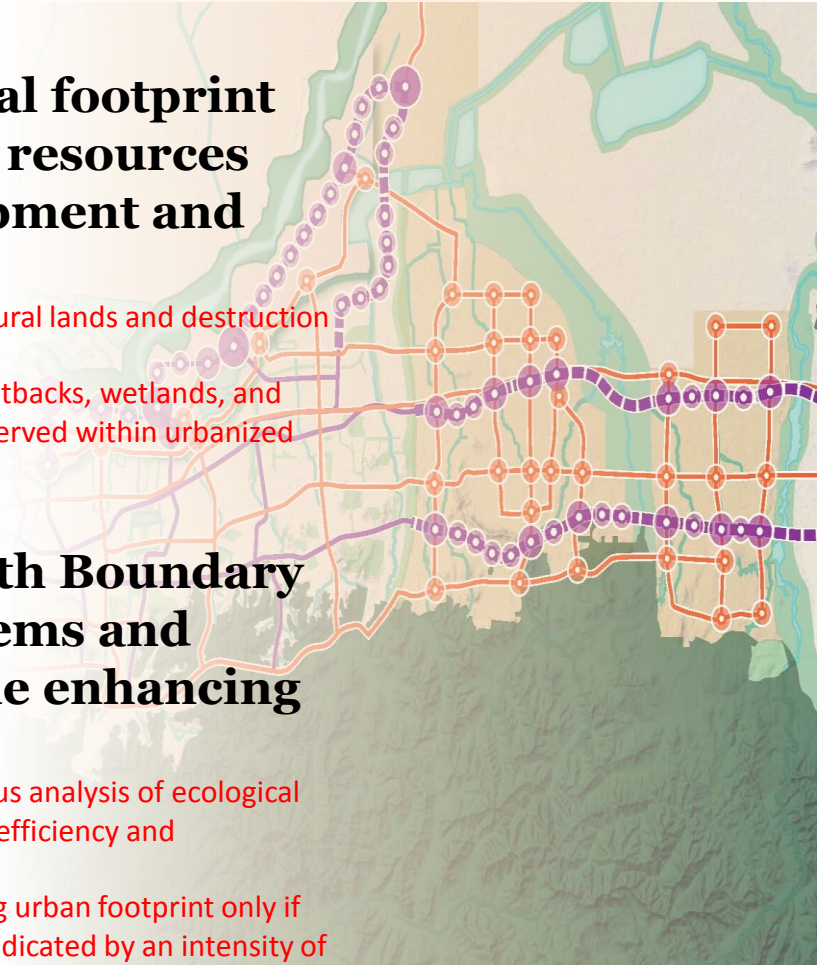
1

Seek a compact regional footprint that conserves natural resources and employs redevelopment and revitalization

- New development should avoid agricultural lands and destruction of natural resources.
- Steep slopes of 20% or more, riparian setbacks, wetlands, and other unique landscapes should be preserved within urbanized areas.

Create an Urban Growth Boundary that preserves ecosystems and agricultural lands while enhancing compact development

- The UGB should be based upon a rigorous analysis of ecological assets, environmental capacity, and the efficiency and productivities of various land uses.
- The UGB can expand beyond the existing urban footprint only if there are no suitable infill locations as indicated by an intensity of urban land use of at least 10,000 residents per square kilometer.



2

Focus

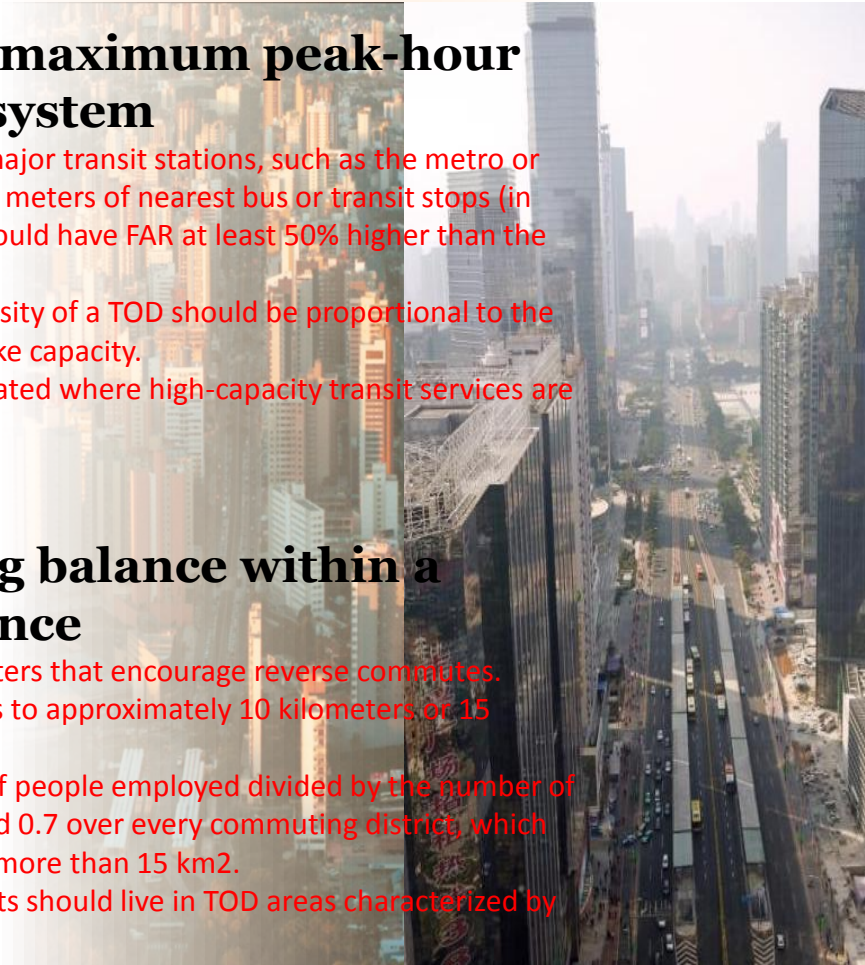
Match density and mix to transit capacity in TODs

Match density to the maximum peak-hour capacity of a transit system

- The area within 500-800 meters of major transit stations, such as the metro or bus rapid transit (BRT), or within 500 meters of nearest bus or transit stops (in case BR or Metro is not available) should have FAR at least 50% higher than the average of the district
- Both residential and commercial density of a TOD should be proportional to the area's peak-hour transit, walk and bike capacity.
- Major job centers should only be located where high-capacity transit services are available.

Create a jobs/housing balance within a short commute distance

- Create smaller decentralized job centers that encourage reverse commutes. Locate job centers to limit commutes to approximately 10 kilometers or 15 minutes on transit.
- The job-resident ratio (the number of people employed divided by the number of residents) should be between 0.5 and 0.7 over every commuting district, which should have a spatial area that is no more than 15 km².
- For big cities, at least 70% of residents should live in TOD areas characterized by convenient mass transit service.



MIX

Create mixed-use neighborhoods and districts

3

Encourage an optimal of balance of housing and services in each residential district

- Housing options should accommodate a mix of income levels and age groups.
- Shops and local services should line the ground floor of most streets fronts within easy walking distance of housing and jobs.
- Residential units should be close to at least six kinds of amenities within 500-meter radius of building entrance (amenities include schools, post offices, banks, retails, clinics, activity centers, restaurants, etc.).

Provide a variety of accessible parks, civic clusters and open space

- Neighborhood parks should be located within 500 meters of housing; large regional parks within 1 kilometer.
- Publicly accessible and usable green space should comprise 20-40% of the construction areas (residential area should be at the higher end of this range).
- Clusters of schools and civic destinations should form neighborhood centers within 500 meters of residential buildings. This includes age-specific services, such as day care.



4

CONNECT

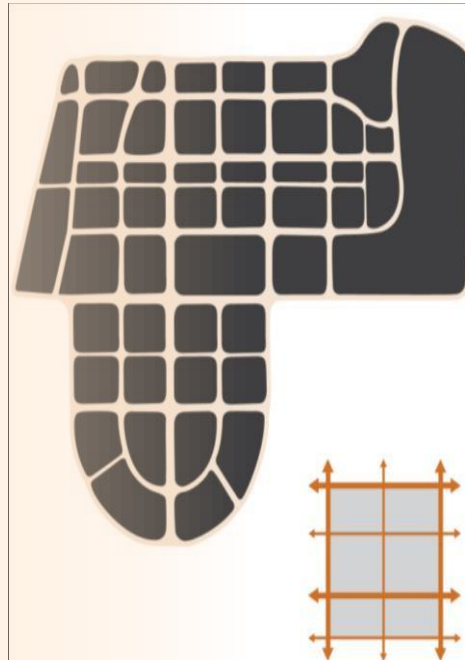
Increase density of road network and limit block size

Create dense street networks that enhance walking, bicycling, and vehicle traffic flow

- Plan for a minimum of 50 intersections per square kilometer or at least 70% of blocks shall be 2ha or less
- Limit traffic speeds on local streets to 40 km/hour.
- Design local streets with traffic-calming features to help enforce speed limits.

Disperse high traffic volumes over narrow, parallel routes

- Create a grid of varied street types to provide multiple parallel routes for all types of traffic.
- Incorporate through-roads that connect adjacent neighborhoods at least every 300 meters.
- Replace major arterials wider than 45 meters with efficient one-way couplets (a pair of two narrower one-way thoroughfares).



5

WALK

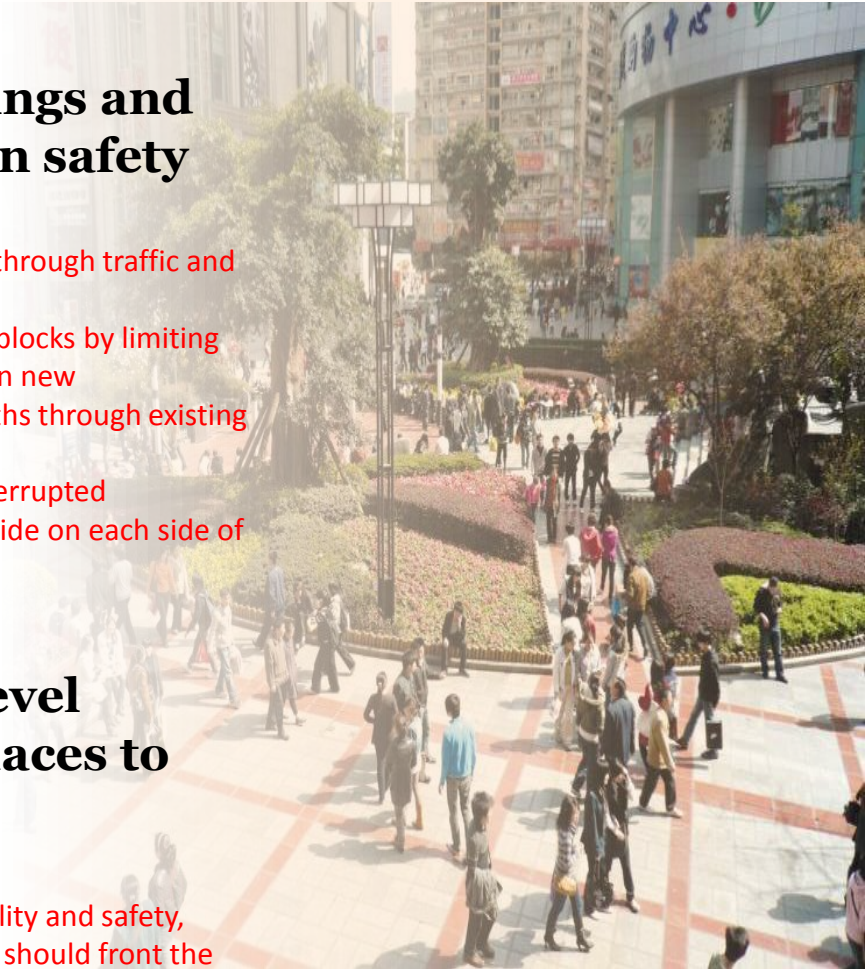
Design walkable streets and human scale neighborhoods

Shorten street crossings and emphasize pedestrian safety and convenience

- Limit street widths to 45 meters for through traffic and 25 meters for local access.
- Create direct routes and permeable blocks by limiting average block length to 150 meters in new development and creating public paths through existing superblocks.
- Provide safe, well-defined and uninterrupted pedestrian zones at least 4 meters wide on each side of every major street.

Encourage ground-level activity and create places to relax along primary pedestrian routes

- To encourage sidewalk activity, visibility and safety, buildings with public uses and shops should front the sidewalk where feasible
- Residential developments should have multiple access points along sidewalks
- Limit the setback between buildings and the sidewalk



6

BIKE

Prioritize bicycle networks and auto-free streets

Design streets that emphasize bike safety and convenience

- Create dedicated and protected bike lanes, at least 3 meters wide in each direction, on all streets except low-speed local streets.
- Provide secure bike parking in buildings, on streets and at transit stations.

Create auto-free streets and greenways to encourage non-motorized travel

- Establish car-free corridors across the city grid, no more than 800 meters apart. These should accommodate biking paths of least 10 km in length per square kilometer



7

Ride

Develop high quality transit and affordable BRT

Ensure frequent and direct transit service

- Establish a grid of high-capacity, high-speed transit corridors approximately every 1000 meters with dedicated transit lanes.
- Provide an integrated multi-modal system and ensure seamless transfers to all available transit options. Minimize the number of transfers needed for most passengers.
- Create multiple high capacity transit connections to all new development areas.

Locate transit stations within walking distance of homes, jobs, and services

- All major housing and job centers should be within 500 meters of a local transit station and 1000 meters of regional transit service.
- For the city as a whole, at least 90% of developments should be within 800-meter radius of a public transit station.



8

SHIFT MODE

Increase mobility by regulating parking and road use

Limit parking in key employment districts to discourage driving during peak traffic periods

- Limit parking ratios in employment areas to 0.2 stalls per worker.
- Eliminate long-term street parking to ease congestion and reduce street width.
- Remove all parking-space minimums for residential buildings and establish city-wide parking-space maximums consistent with targets for private car use.

Adjust car fees by time of day and destination

- Institute a congestion-management system that limits auto use in key urban and employment districts at peak traffic hours.
- Charge tolls for use of overloaded roads and bridges and use the fees to support transit.
- Vary parking charges by time of day and location to insure high turnover.



9

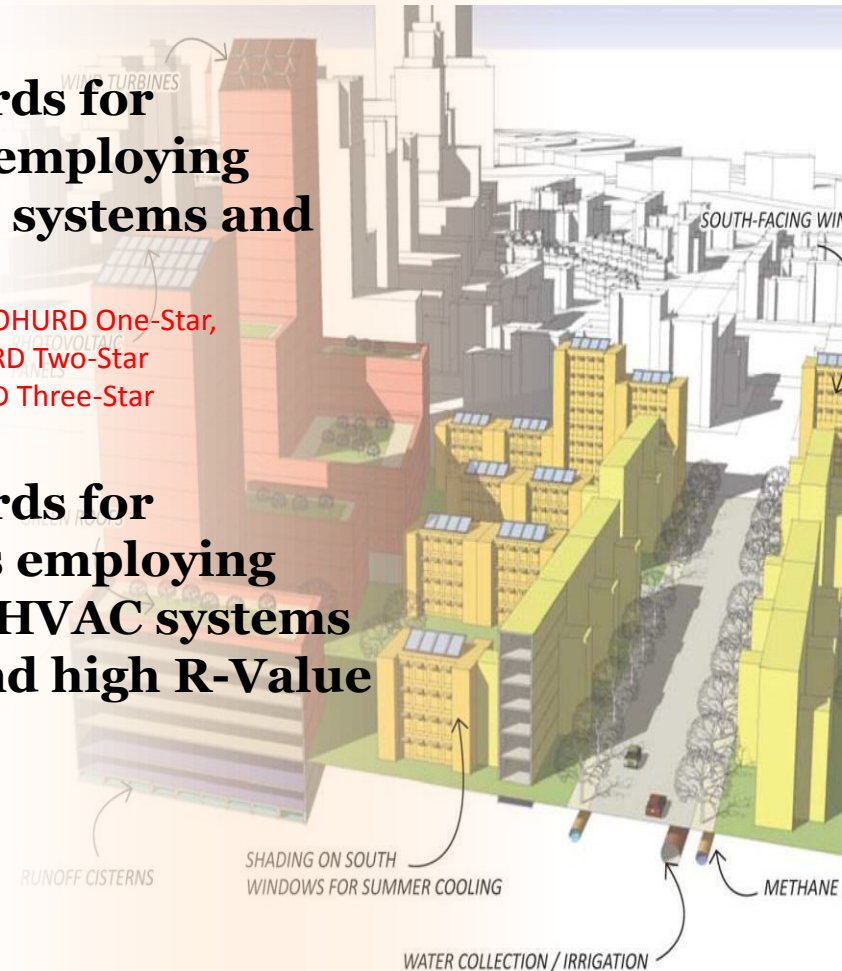
GREEN BUILDING

Employ best practice in building conservation

Create energy standards for residential buildings employing conservation, natural systems and renewables

- At least 70% of buildings should be MOHURD One-Star,
- 20-40% of buildings should be MOHURD Two-Star
- 5-15% of buildings should be MOHURD Three-Star

Create energy standards for commercial buildings employing efficient lighting and HVAC systems along with shading and high R-Value skins



10

SUSTAINABLE INFRASTRUCTURE

Community systems should be based on conservation, renewables and recycling

Deploy Renewable and District Energy energy systems for heat and electricity

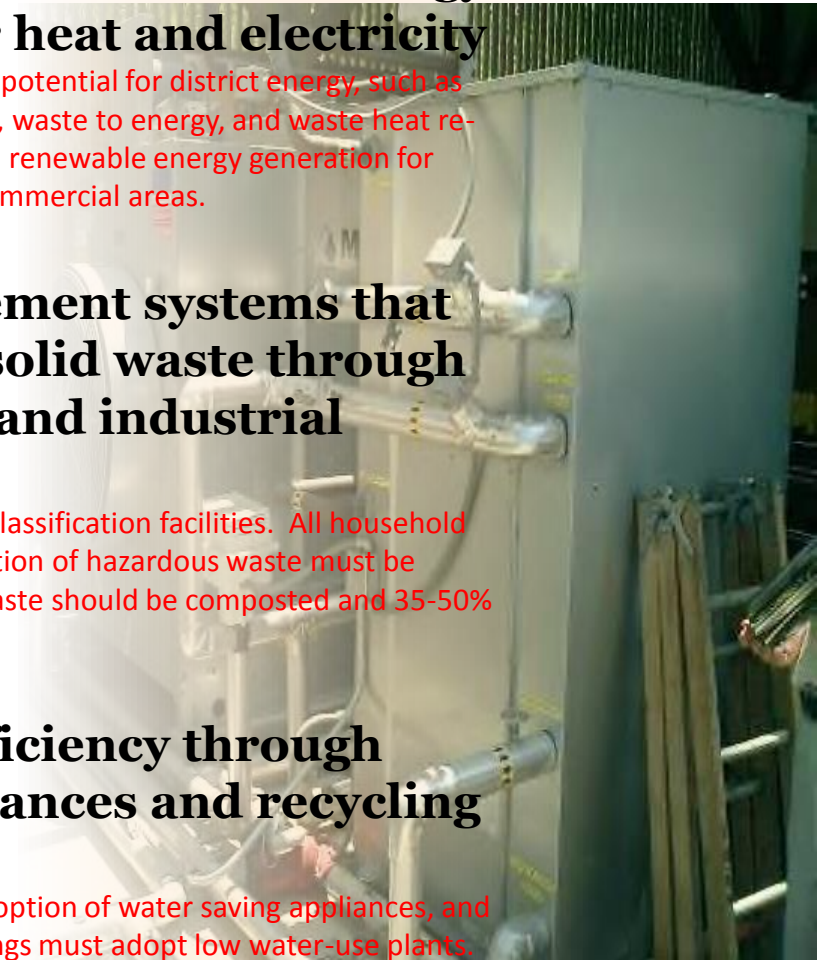
- Every project should analyze the potential for district energy, such as combined heat and power (CHP), waste to energy, and waste heat re-use. There should be 5-15% local renewable energy generation for residential areas and 2-5% for commercial areas.

Use Waste management systems that recycle and reuse solid waste through on site separation and industrial capture

- All buildings should have waste classification facilities. All household waste must be sorted and collection of hazardous waste must be prioritized. At least 30-50% of waste should be composted and 35-50% recycled or re-used

Enhance Water efficiency through conservation appliances and recycling greywater

- All buildings must have 100% adoption of water saving appliances, and green spaces surrounding buildings must adopt low water-use plants. All water consumption should be metered and at least 20-30% of water supply must be recycled from either wastewater or rainwater.





China's urban policy unit just met for the first time in 38 years. Here's what it recommended

By Wade Shepard and CC Huang

