

# Boulder Junction: Pilot Form-Based Code



# image preference survey **results**

May 21, 2015

The results within this report summarize the image preference surveys conducted with the Joint Board on May 14, 2015, and a public community workshop on May 16, 2015.

An Image Preference Survey (IPS) is a powerful tool used for eliciting group preferences on community character and appearance. It can help create a visual vocabulary to enhance discussion of image and definition of place. In our IPS, participants were shown a series of PowerPoint slides, each containing photographs related to geographic areas within the station areas. To offer a full range of options, images were drawn from local, regional, and national examples. Participants scored each image from -5 to +5 (most negative to most positive), and then images with the highest and lowest overall scores were discussed at smaller table gatherings.

This summary shows the average score for each image, as well as comments from participants recorded during the discussions following the survey. Average scores and comments are colored coded per the key at the top of each page. These results, in combination with stakeholder interviews, input from the FBC Pilot Working Group, relevant boards and commissions, and Council, will be used to help inform building and streetscape design issues that need to be addressed through the pilot form-based code for Boulder Junction.

## **Boulder Junction: Pilot Form-Based Code**

image preference

survey **results**

# **Mixed-Use Buildings**

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



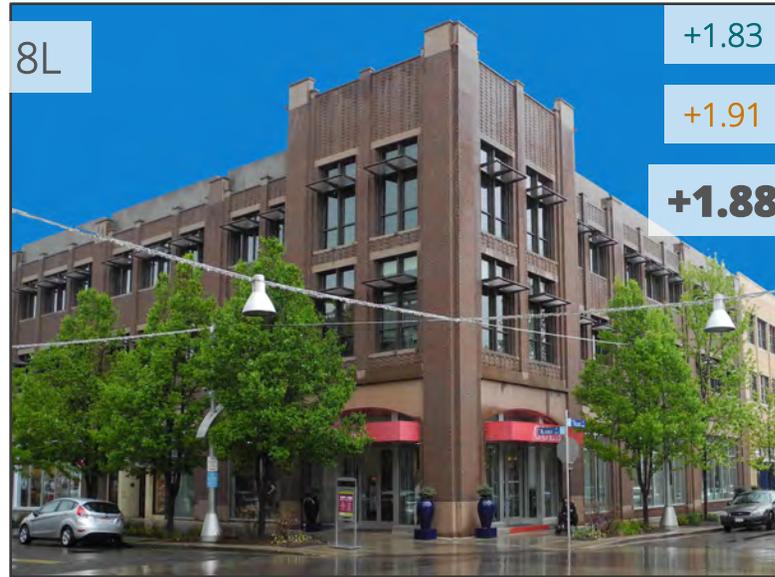
20L

+2.61

+1.65

**+2.07**

- Taller corner as punctuation to corner
- Variety
- Good openings
- Obvious storefront
- Lots of doorways on street
- Like scale, materials, articulation
- Not enough shade or street proximity in high summer sun
- Shorter buildings feel more "human scale"
- This works well – holds corner well



8L

+1.83

+1.91

**+1.88**

- Elegant proportions
- Lots of windows/depth despite being massy
- Holds corner
- Windows set in
- Street trees
- Depth
- Awnings
- Like corner presence
- Like recess of windows in the buildings



12R

+1.56

+1.45

**+1.50**

- Approachable
- Good pedestrian scale
- Kick plate better than floor to ceiling windows
- Like - Balcony extended, not recessed
- Friendly pedestrian zone
- Like - Base bays extend
- Don't like static form
- Balconies are strange



15R

+1.44

+1.48

**+1.46**

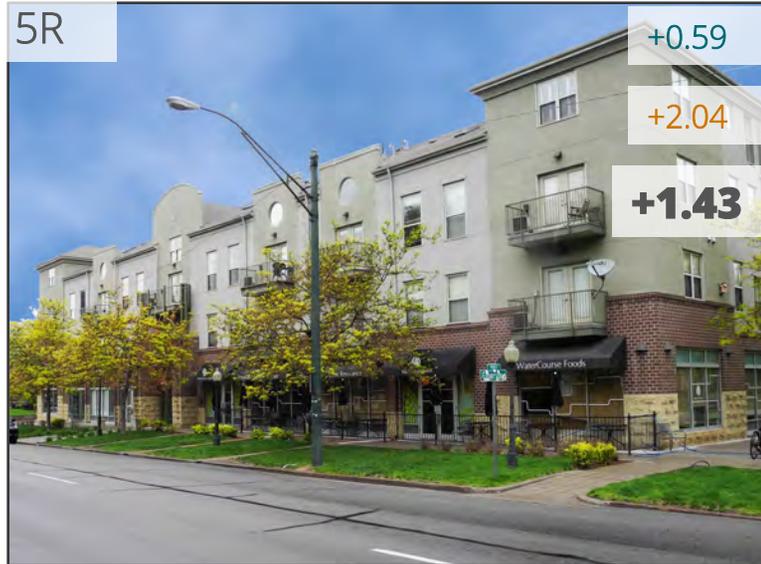
- Stronger corner would be good
- Store front
- Balconies varied, not roof lines – also help with depth and shadow
- Exposed balcony is bad, compared to protected balconies or setback balconies

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Like public space and stepping down towards it



- Not enough
- Looks cheap – materials and way the building is done
- Disneyland-ish
- Flimsy
- Windows too high



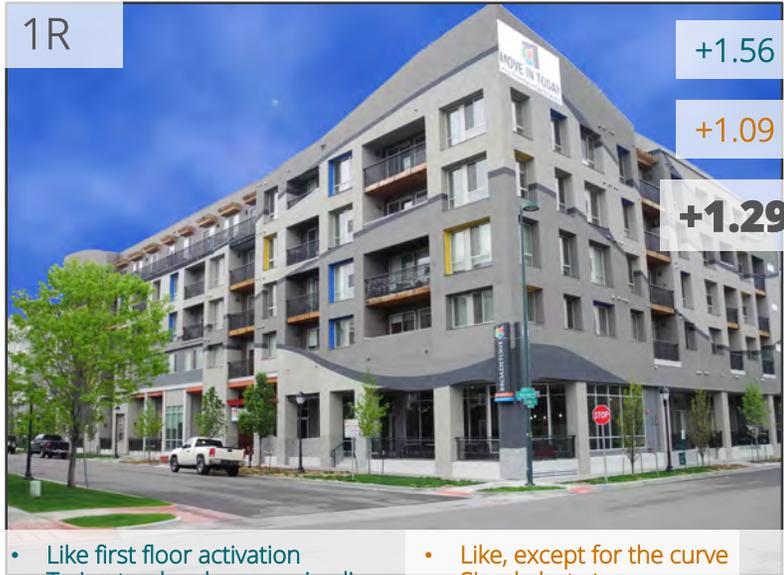
- Public space is important for mixed-use
- Safe but inviting place is important
- Has some private space
- Façade material too homogenous



- Jumbled
- Too much
- Like lines
- Like depth
- Like setback

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



1R

+1.56

+1.09

+1.29

- Like first floor activation
- Trying too hard – swooping lines
- Like – holds corner
- Like symmetry
- Like, except for the curve
- Simple but strong
- Like balconies for weather protection
- Like balconies to open up facade



11R

+1.06

+1.48

+1.28

- Balconies give outside access, like windows – lots of natural light
- Looks too “busy” – varied materials, textures, windows
- Not pedestrian-friendly
- Too “square”
- Like warm feel of material – higher quality
- Nice proportion of features (windows)
- Decoration at smaller scale is nice (window details)
- Strong corner
- Simpler
- Good retail on ground



18R

+0.83

+1.55

+1.23

- Very tall first floor – feels like traditional retail
- Rhythm on façade
- Quality materials
- Urban and traditional
- Windows indicate use
- Identifiable entrances



9R

+0.83

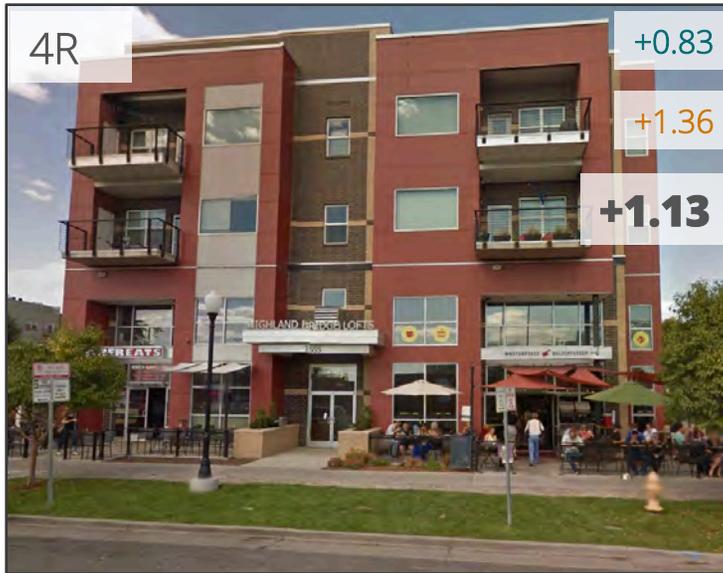
+1.50

+1.20

- Great because it has people
- Opening on streets, uses make or break a place
- Important corner; gateway
- Like materials and scale
- Like doors
- Authentic corner

# Mixed-Use Buildings IPS Results

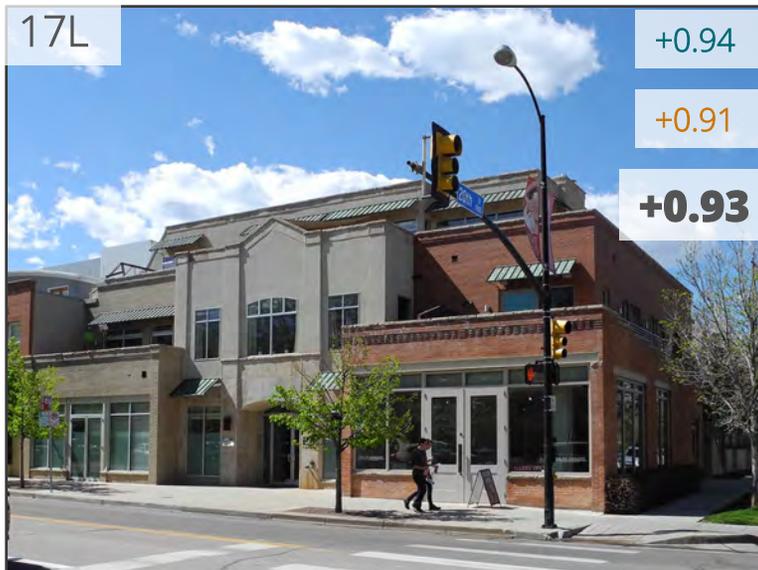
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



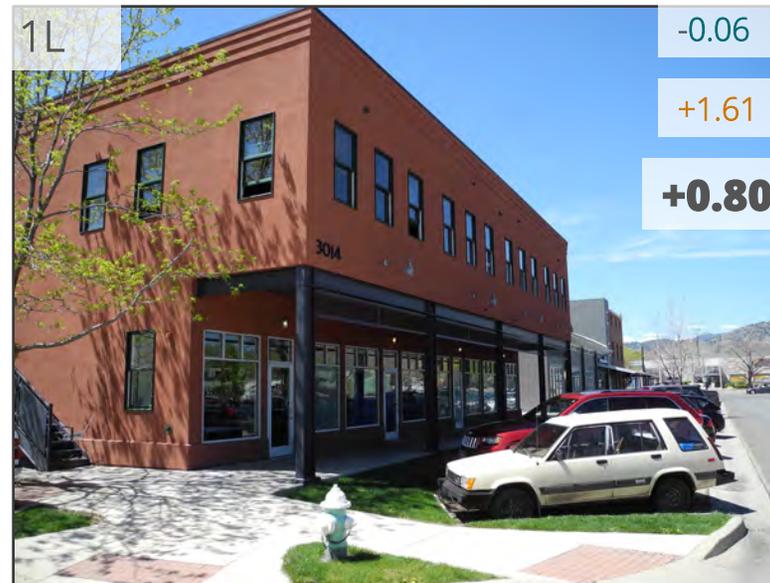
- Good activation at ground level
- Strong middle & top
- Like dimension and depth
- Like entry
- Too plain
- Safe and inviting to pedestrians



- No relationship between top and bottom
- Successful mixed-use building
- Wish corner had more going on
- Should not dishonor building
- Feels like simple commercial



- Industrial materials – metal materials
- Boxy
- Do not know what it is
- Like alternating facades



- Shadowy, looming
- Street activation
- Nice depth
- Like accessibility to the street – pedestrian friendly windows
- 2<sup>nd</sup> story overhang is pedestrian friendly – provides shade
- Don't like plainness – it fulfills FAR, not visually interesting
- Like that brick matches many Boulder buildings
- Width of overhang walkway is narrow but acceptable for use, but too low

# Mixed-Use Buildings IPS Results

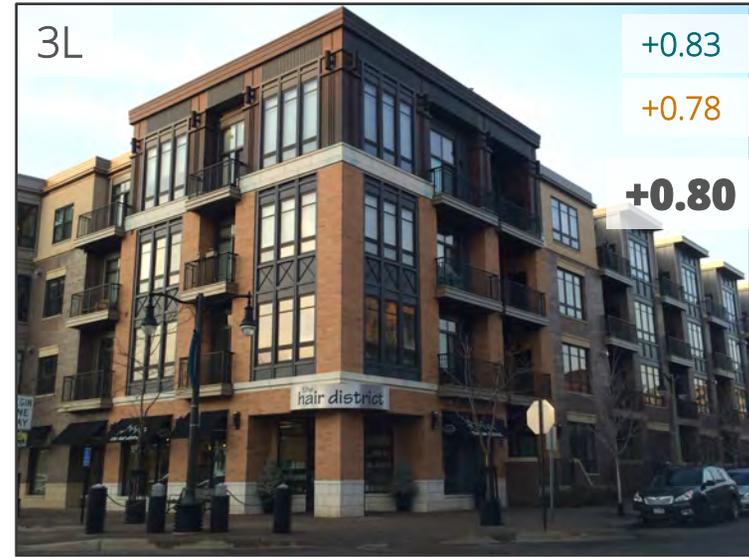
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Like modern architecture
- Although a flat façade, small variations in decoration and variation in fiber cement façade color help it not feel flat
- Scale/proportion feels contemporary/ European – good for the Junction
- 1<sup>st</sup> story might not work for pedestrians
- 1<sup>st</sup> story windows help lessen

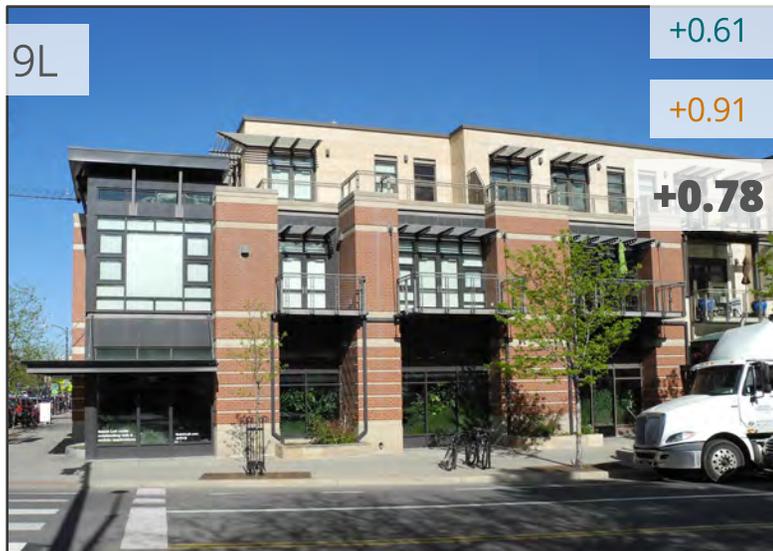
- “heaviness” of red materials
- Like materials, but not roof – flat rooflines are boring
- No cornice
- Strange protrusion
- Square glass – bad!

- Too much ground floor transparency
- Recessed balcony gives depth
- Building is light and airy – floats



- Don't like – too many materials
- Like traditional proportion of windows – window shape, simple and symmetrical
- Like strong corner anchor
- Very transit-oriented
- Like variety of forms, but to a certain degree
- Like strong cornice
- Like industrial feel
- Love industrial modern with traditional elements, and metal

- Decent streetface
- Defined top, middle, and bottom
- Good balance
- A little too much
- Columns keep pedestrians away



9L

+0.61

+0.91

+0.78



7L

+0.22

+1.04

+0.68

- Like scale, that it is so close to street
- Architecture could be better

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



10L +0.83

+0.22

**+0.49**

- Tower complements the rest of the building
- Reminds of Walgreens (negative)
- Don't like balconies enclosed by walls



24L

+0.82

+0.17

**+0.45**

- Like arch, varied windows, variation in façade color
- But no relationship to the street (overhang, etc.)



24R

+1.06

+0.00

**+0.45**

- Looked active – had people
- Tall ground floor scale
- Highly constrained
- Simple palette
- Bright
- Deep set windows
- Protected entrance
- Like artistic varied panels (“so Boulder”)
- Like porch-like walkways, possibility of rooftop gardens
- Functional busy-ness is okay
- Height of 2<sup>nd</sup> story overhang is good
- Vertical outdoor space (multilevel porch) is good – feels integrated



6R

-0.24

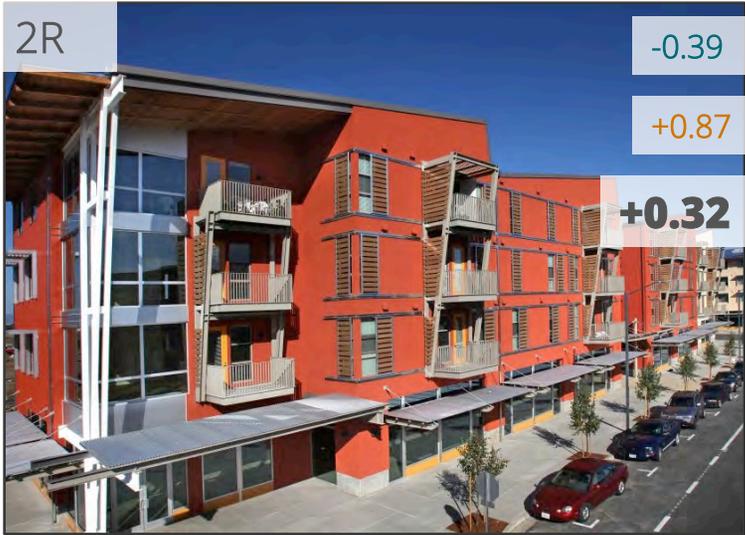
+0.87

**+0.40**

- Do not like parking orientation – people will drive
- Like corner
- Simplicity glass corner

# Mixed-Use Buildings IPS Results

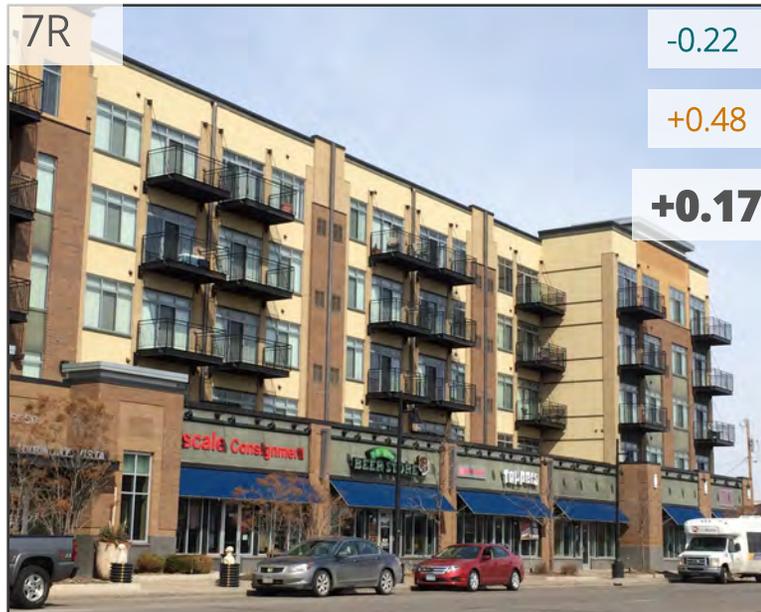
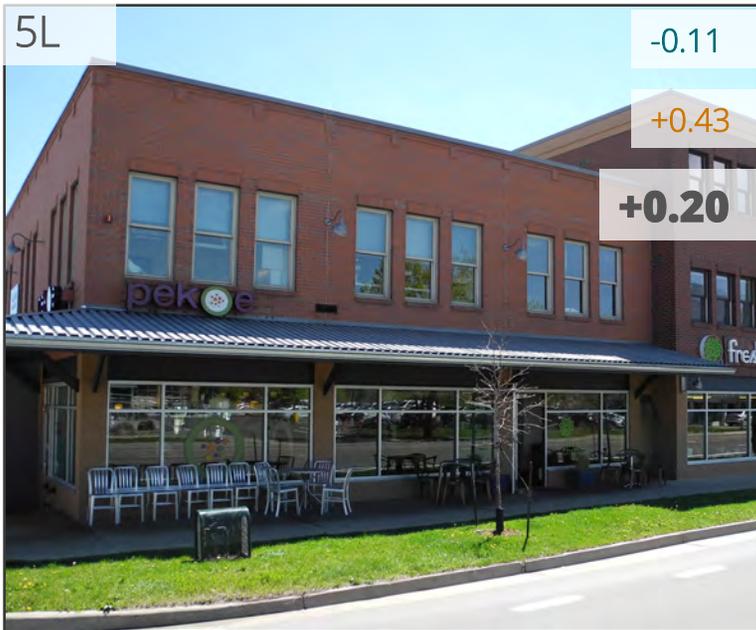
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- No comfortable space for eyes
- Didn't work as a whole
- Imbalanced
- Flimsy
- Like canopy, arched passages (arcade)
- Like modern architecture
- Color is too bright
- Like shade
- Like form, connects to street
- Busy
- If it was simpler and had less ins/outs, would work better



- Varied, non-square shapes are better than square shapes
- No easy pedestrian access



- Like architecture and color palette
- Maybe not good for Boulder Junction
- Open storefronts on bottom floor is more inviting

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



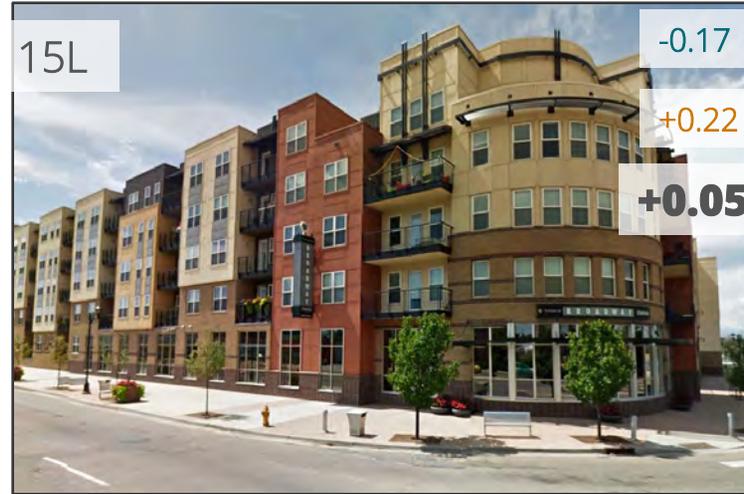
3R

-1.06

+1.00

**+0.13**

- Nice color
- Like pop of color, but too many colors overall
- Uncharming
- Not activated at ground level
- Too contrasting
- Green is too bright



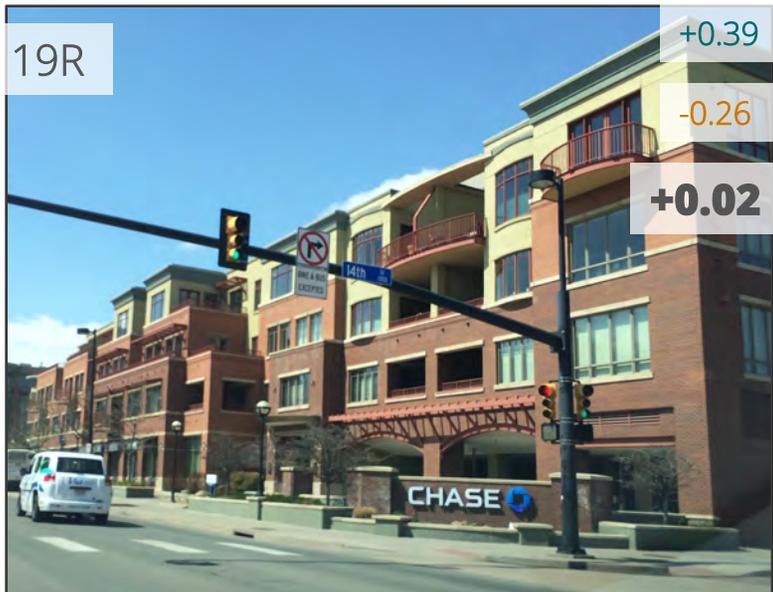
15L

-0.17

+0.22

**+0.05**

- Negative – rounded corners
- Looks bad – be a punctuation, rather than not
- Don't like – too massive
- Absolute biggest scale allowable
- Variation breaks the flatness of the building



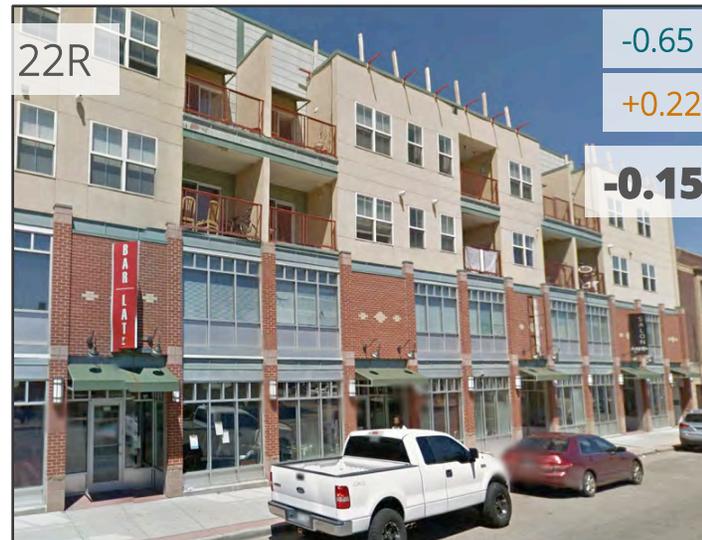
19R

+0.39

-0.26

**+0.02**

- Prefer varied façade setback depth and shadow



22R

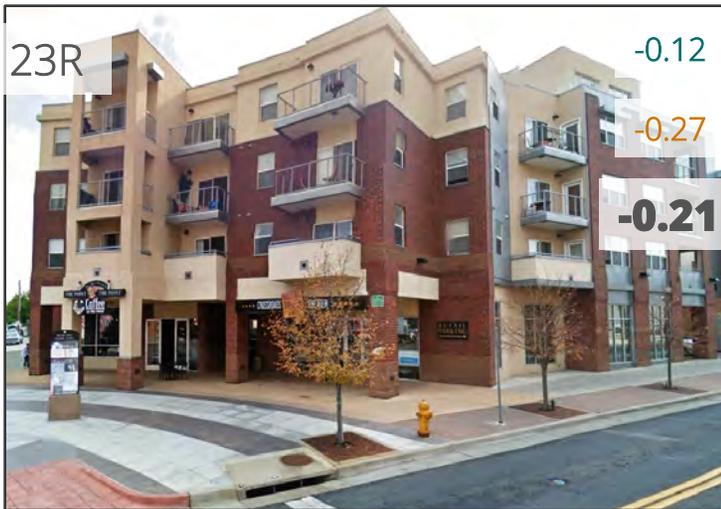
-0.65

+0.22

**-0.15**

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Too many ins/out



- Separation is too abrupt
- Scaling – different context on diferent roads. It would be helpful to do by typology



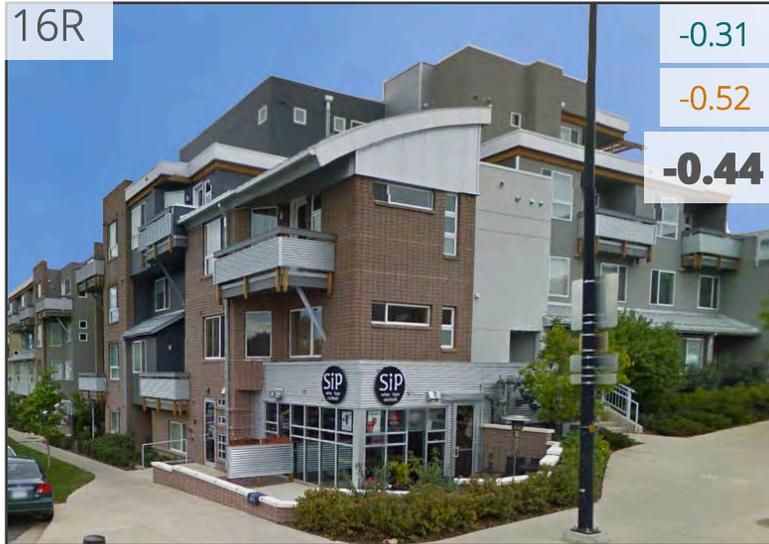
- Needs more entrances
- Feels like office building
- Totally dead
- Too uniform



- Like ground level & overhang
- Overwhelming top – like wedding cake
- Looks like a chain motel
- EIF
- Single ground floor tenant
- Parking lot-oriented
- Monochromatic; flat

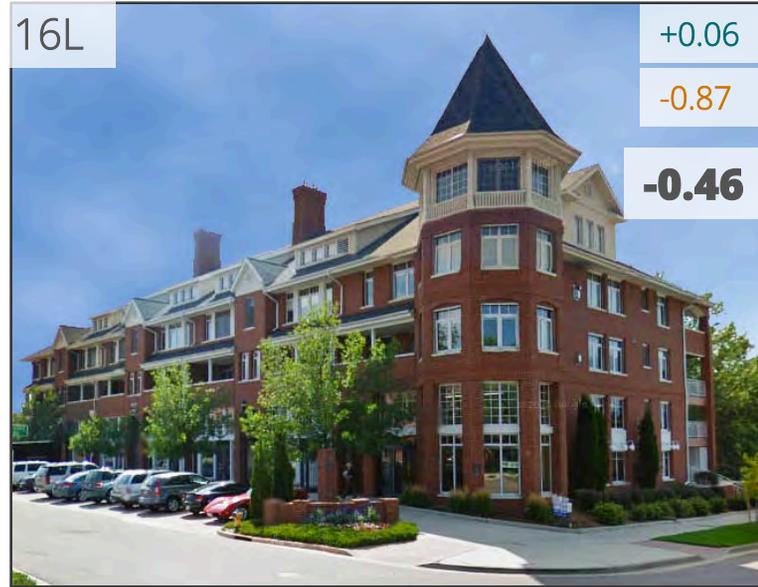
# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



16R  
-0.31  
-0.52  
**-0.44**

- “random note building” – form is random
- Inviting way in
- Overdone articulation
- Too chaotic; busy
- Where do I go? – confusing
- Sunken in – bad
- Too busy
- Good palette
- Sick of arcs
- Balconies on front of building are nice



16L  
+0.06  
-0.87  
**-0.46**

- Like trees
- Cheesy tower, abrupt
- Bad to see on each corner
- Don't like corner – looks like Disneyland
- Do not like architecture
- A lot of cars parked along the street



13R  
-0.94  
-0.22  
**-0.54**

- Because windows are sunken and in brick, not enough texture in façade
- Need atmosphere to bring interest



23L  
-1.11  
-0.17  
**-0.59**

- Suburban looking – car-oriented
- Like rhythm
- Like arcade
- Mixed use on 2<sup>nd</sup> story could change over time; might be timeless
- Receives good sun through windows
- 1<sup>st</sup> story proportions work well for pedestrians
- 2<sup>nd</sup> story walkway overhang height feels too high; walkway too narrow
- Like roof overhang
- Good transparency
- Don't like fake gables

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



13L

-0.17

-1.00

**-0.63**

- Militant looking (black metal)
- Negative – rounded corners
- Crown of thorns
- Chaotic
- Drab colors
- Too much corner
- Building is designed for lighting to come in
- Spinner top feels like building will take off and isn't grounded



6L

-0.61

-0.91

**-0.78**

- Like industrial roots
- A little too big
- Needs more interesting storefronts
- Façade materials are too homogenous
- Busy with push-ins/outs
- Confined
- Sterile; like a hospital



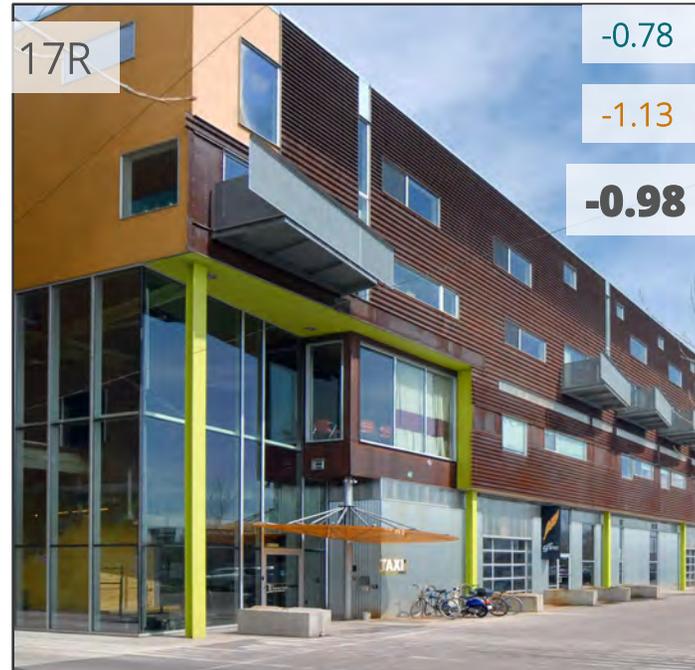
19L

-0.61

-1.00

**-0.83**

- Too bold/expansive color expression; works better in smaller-scale decoration



17R

-0.78

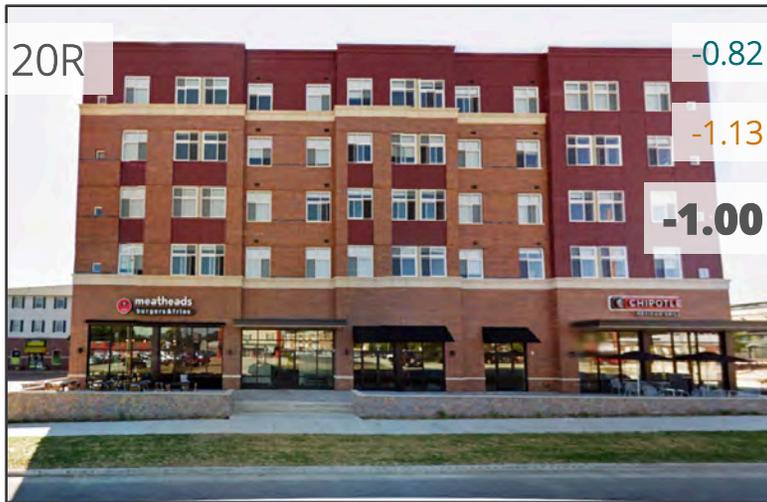
-1.13

**-0.98**

- Nice use of color as accents
- Lack of overhang for balconies feels too exposed
- Very random materials not good
- Like the variations in color

# Mixed-Use Buildings IPS Results

KEY: Joint Board Average Score/Comments    Community Average Score/Comments    Overall Average Score



- Strange roof lines; poor roofline
- No relationship between top and bottom of building
- Roof line bugs me, but base works
- Arbitrary roofline is no good
- Looks too indicative of east coast/seaport style; should feel more agrarian (should reflect local vernacular)
- Looks out of place



- Would like mass on corner rather than void
- First floor is squat
- Dropped out of the 1960s
- White material choice looks shoddy – panels might look better



- Artful and well done
- Pedestrian experience not great
- No depth to façade
- Monolithic
- Boxy
- Looks like legos
- Color scheme is problematic
- Too separated from sidewalk

## **Boulder Junction: Pilot Form-Based Code**

image preference

survey **results**

# **Residential Buildings**

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score

48L

+2.28

+1.87

**+2.05**

- Visually interesting
- Not too repetitive
- Good social spaces
- Railings look out of place
- Don't like the ornamentation of brick – draws eye up in the wrong way
- Porches are great
- Like traditional brick façade
- Good proportion, scale, and windows
- Not urban enough; porch is country-look

44R

+0.83

+2.83

**+1.95**

- Porches are great to interact
- Seems urban enough

28R

+1.50

+2.13

**+1.85**

- Nice stoops
- Friendly/ inviting
- Traditional flare
- Windows are dimensioned appropriately
- Like tree line
- Too much brick facade

26R

+1.44

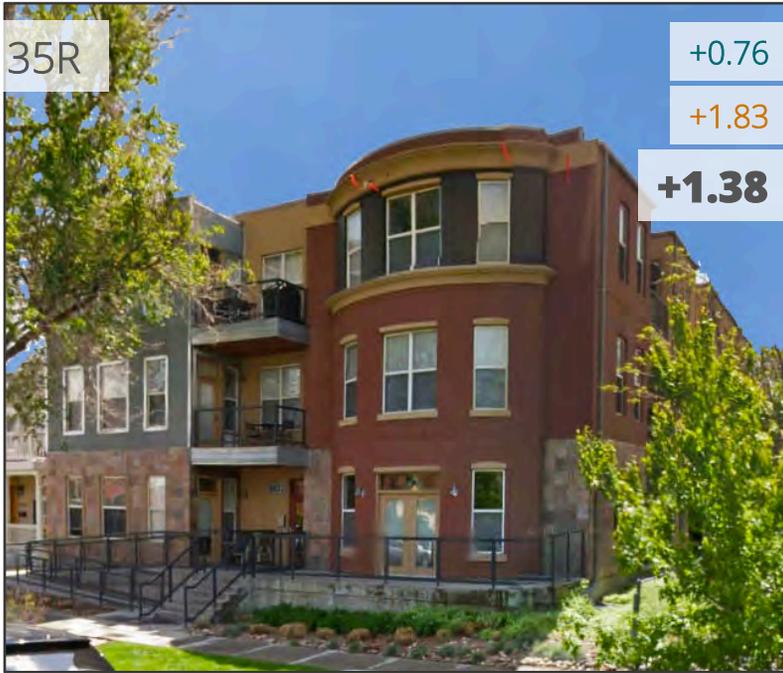
+1.83

**+1.66**

- Kentucky or New Orleans cottage; does not mix with TOD or modern transit development
- Materials are the problem, not concept or composition
- Porches
- Small scale
- Mix of shapes
- Opportunity to create new precedent – more urban
- Differentiation between the units/entry ways
- Roofing inappropriate
- Elements of traditional housing
- Amateur
- Form is good
- Colors are appealing
- Like mix of color – playful
- Like articulation

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



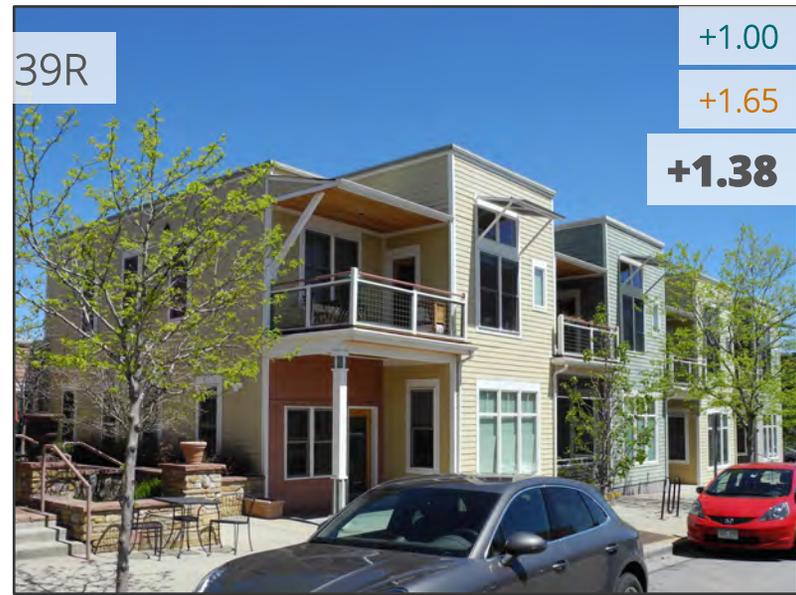
35R

+0.76

+1.83

**+1.38**

- Too many materials
- Traditional



39R

+1.00

+1.65

**+1.38**

- Like the seating congregation spaces
- Balconies are good
- Great proximity to transit
- Walkable
- Old-town feel
- Small scale, overhang/awning



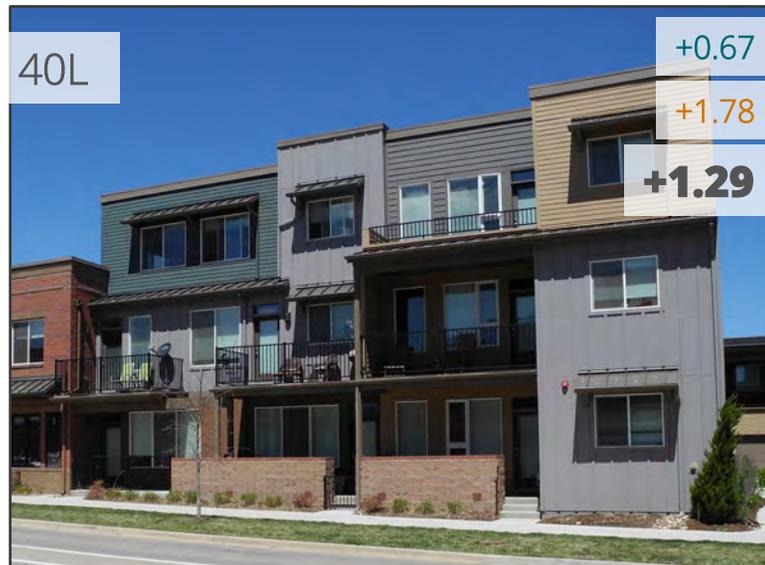
27L

+0.83

+1.70

**+1.32**

- Good window proportions



40L

+0.67

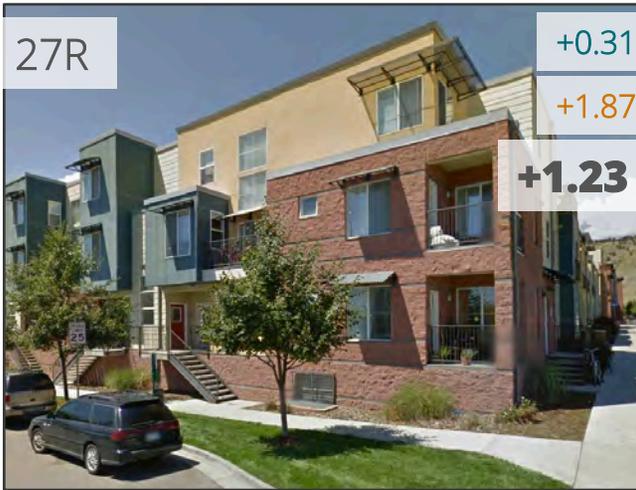
+1.78

**+1.29**

- Haphazard materials and colors
- Too chaotic
- No rhyme or reason
- Looks cheap
- Too many colors and too many materials
- Not transit-oriented
- Not welcoming
- Top floor is great; lower floor doesn't work well (dark and uninviting), but overall really like the building

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



27R

+0.31

+1.87

+1.23

- Looks livable
- Negative – stark
- Dimensions of shapes



45L

+1.39

+0.96

+1.15

- Positive – limited palette of materials
- Like ins and outs, but consistent plane without being busy
- Like transparent
- Unifying elements throughout
- Don't like dark color
- Like stores on street, activity on sidewalk
- Too large of scale for Boulder Junction
- Tall – like big blocks of matching materials
- Simple and holds its pieces as unique and separate instead of commingling
- Multiple materials feel like a “trick” to break down the scale
- 3 stories would be good
- Enjoy corner feature – strength on the corner, clocktower or some element



36L

+0.78

+1.35

+1.10

- Like rhythm
- Like richness of materials
- Stoops engage the street
- Good street presence
- Negative – reads more like office, don't like flatness of roof
- Pedestrian-friendly
- Good interface with street
- Looks lived-in
- Good materials
- Negative – hiding upper story?
- Good material palette
- Recessed balcony
- Durability and maintenance of façade will be expensive, but looks better than the bright wood
- Quality of materials, simplicity, and spacing



42L

+1.53

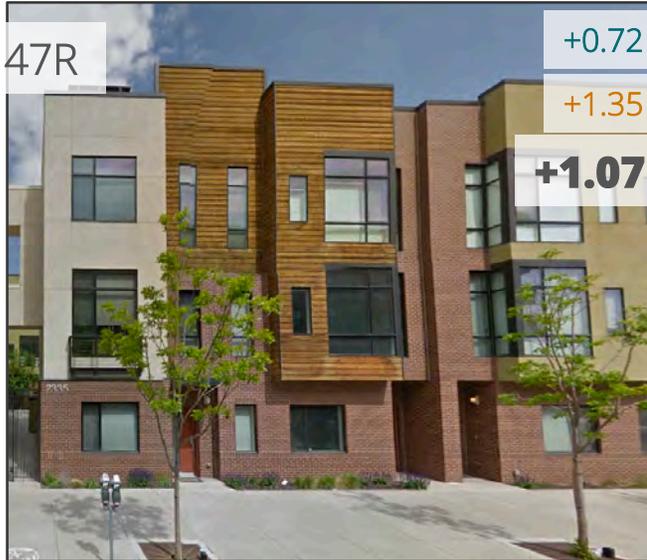
+0.74

+1.08

- Good materiality – looks durable, simple, two dominant materials
- Like vertical elements
- Like compact, efficiency
- Like discernible pattern – not random, but enough variation
- Roofline is interesting
- Like rhythm, repeating forms
- Like richness of materials
- Strong streetscape, like street trees
- Like distinct top and bottom
- Negative – dated (could be)
- Really like the 2 materials – stucco and red; like 2 colors – not too many
- Vertical proportions feel compact and efficient – appropriate for Boulder Junction
- Glass looks “market rate” not “low-income” – is there enough privacy? Glass is interesting. Like glass.
- Like multiple entrances – articulates façade
- Roof is interesting
- Simple, progressive, but modest
- Tower, roof lines are too stark
- Stairs are good
- Like towers.
- Hat[?] is hideous – for lighting?

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



47R

+0.72

+1.35

**+1.07**

- Lack of green elements on street
- Like wood/organic materials

- 2<sup>nd</sup> and 3<sup>rd</sup> floor façade should extend to first floor
- Too much concrete
- Needs furniture and light
- Like wood façade
- Materials important – should reflect younger generation
- Typical modern
- Well done balance, colors, materials, put well together



46L

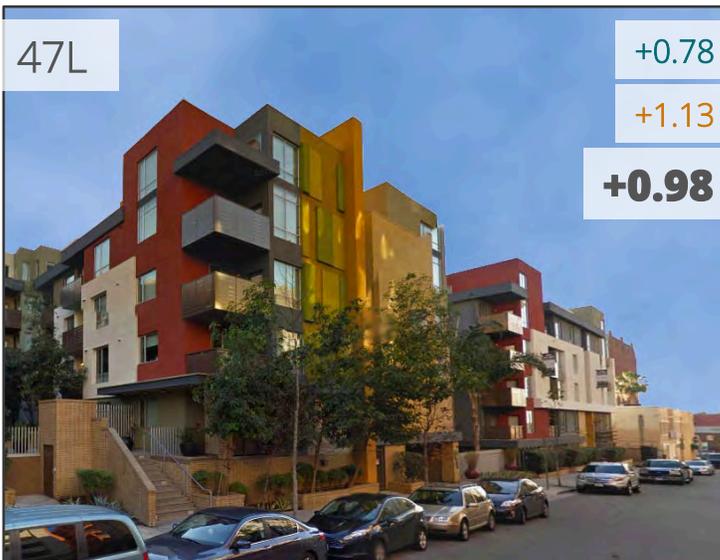
+1.22

+0.87

**+1.02**

- Like attached gutter – it is efficient
- Don't like material change on side; different siding is bad
- Don't like "brick retro legacy transit feel"
- Like façade
- Like landscaping
- Need functional porch
- Easy to get in and out of – makes it feel communal so people can talk
- Engaging transition and welcoming entrance; much more accessible
- Love colored doors
- Human scale

- Good materials, not busy
- Like style/good repetition
- Looks relatable
- Kind of plain/boxy
- Stairs – no transition to inner-space, no porch
- Negative – material changes at corners



47L

+0.78

+1.13

**+0.98**

- Tries to be too funky
- Don't like dark red and mustard colors together
- Not opposed to metal or brick



37L

+0.56

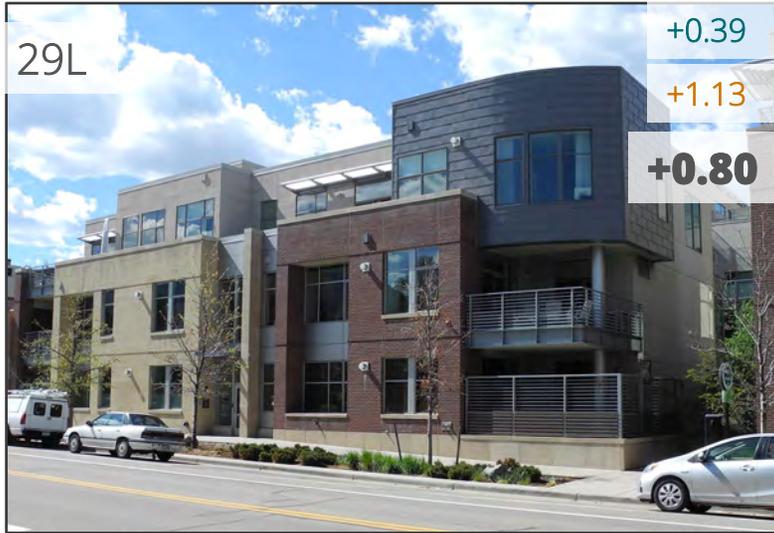
+1.22

**+0.93**

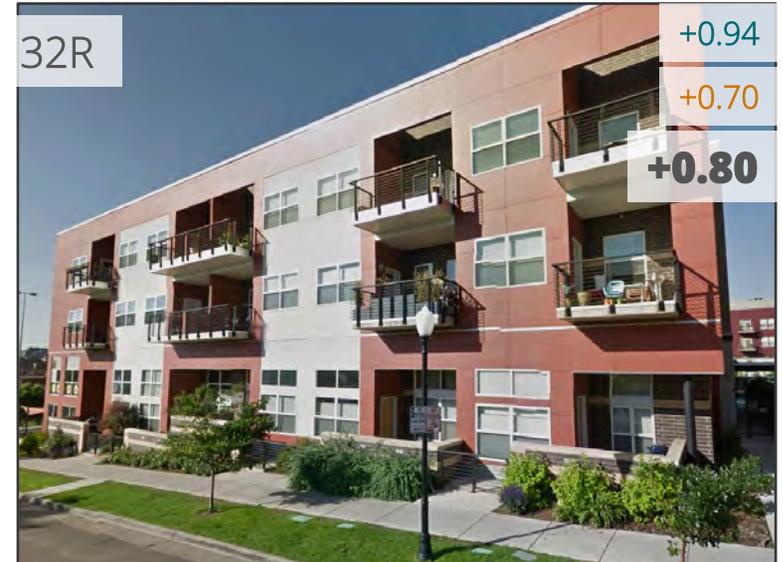
- Lost space in middle
- Looks livable for residential – not trying to be NY or somewhere super urban
- Out of context – smaller-scale neighborhood
- Better for multifamily – much better scale
- Like traditional peaked roofs
- Charming, pleasant, lovely
- Good materials
- Reads residential
- Easily understood spaces
- Separate entrances

# Residential Buildings IPS Results

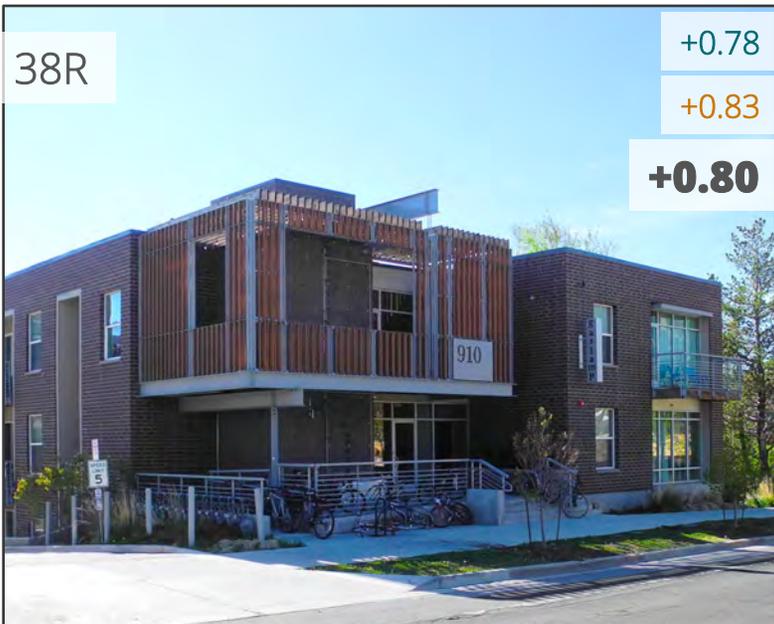
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Good – not a monolith
- Simplest pieces work together well
- Porches understated and subtle
- Proportions are well done
- Meaningful use of materials
- Texture and variety and subtle progression



- Simple recessed balconies – clean



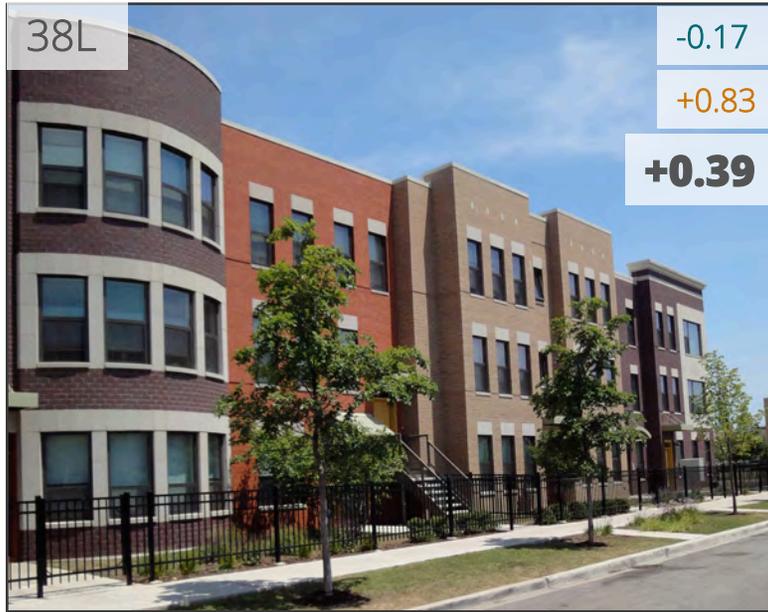
- Appropriate materials to Boulder Junction
- Too heavy
- Looks inviting
- Heavy and light
- It is super fun – like the mixed materials, feel appropriate for Boulder Junction
- Lots of bike parking is great
- Want more windows, but big windows are good
- Do not like the materials
- Cool, open



- Separate entrances
- Articulation, smaller scale
- Porches/entry way

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



38L

-0.17

+0.83

**+0.39**

- Like cohesion within building
- Don't like gate in front
- Like the resident court
- Like the transition and fence
- Like the rounded façade; good facade



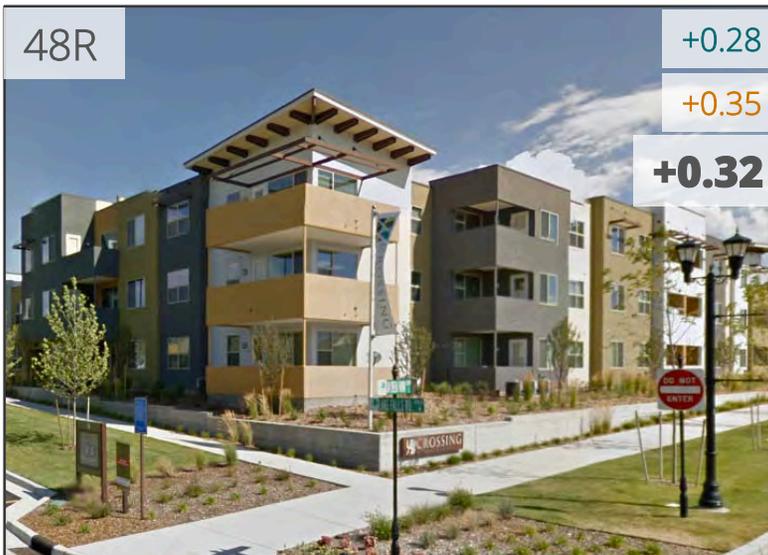
33L

+0.44

+0.30

**+0.37**

- Like balconies – integrated clean shapes and transparency
- Don't like ground floor
- Interesting – a good palette alternative to brick
- Industrial feel fits Boulder Junction
- Feels a little “cold”
- Would pick a different warmer brick – or maybe dark?
- More engagement on street front (mixed use)
- Materials are contemporary
- More likely to be enduringly “cool”
- Higher quality construction, materials, and detailing
- Extends into a long and monotonous building; scale is too large
- Needs more pop-out façade elements
- Simple, urban, modern, clean, not cluttered



48R

+0.28

+0.35

**+0.32**

- Like mulch, but need a way to get up these? But depends on how public/private you want it
- Bring it to street
- 50's architecture



37R

-0.12

+0.59

**+0.28**

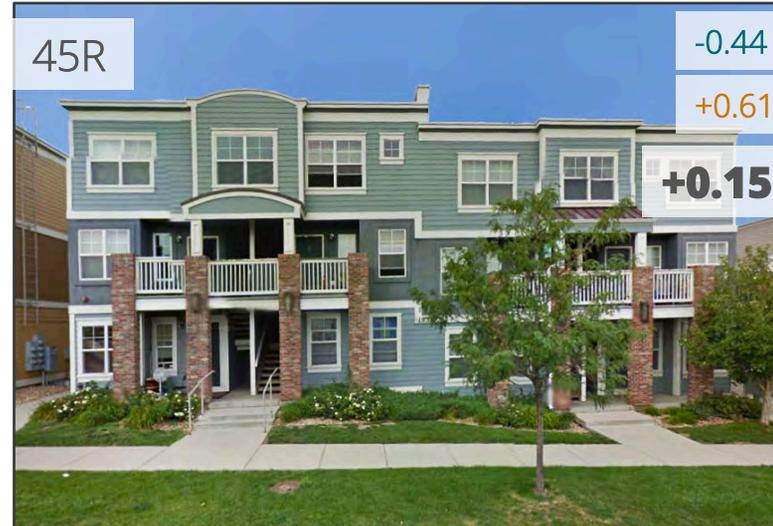
- Density/scale is good
- Like 1<sup>st</sup> floor retail; mixture of uses

# Residential Buildings IPS Results

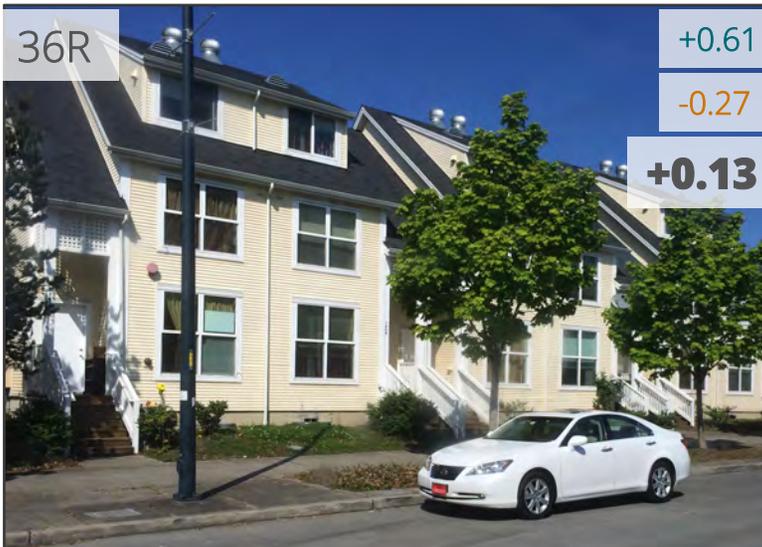
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Too many colors and too many materials
- Like the way the balconies work



- Negative – too detached
- Not suitable for anywhere
- Too random!
- Odd materials
- Cheap and cheesy
- Chaotic form
- Nice entrances
- Too generic
- No vibrancy
- How many materials are too many? It depends on what they are – typical cottage siding from the 1950s
- Columns are awful
- Doesn't fit into context – need more modern look



- Too many colors/materials
- Too busy
- “lost potential” – but the small gardens are nice – brings beds closer to street for protected pedestrian area but would be better if bottom floor was commercial, not residential
- Haphazard, incoherent, although broken up

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



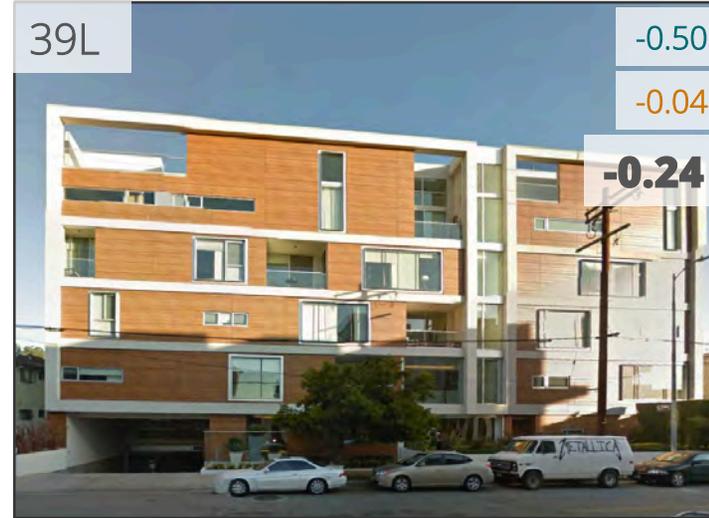
41R

0.00

-0.39

-0.22

- Like windows reflect underlying structure
- No way – too goofy!
- Dot façade/art is good – need more public art
- Slick but has façade layers
- Like the modern façade and colors
- Don't like dots; look like a bathroom
- Not artistic – not for a building



39L

-0.50

-0.04

-0.24

- Like materiality
- Architectural interest
- Interesting window placement
- Like linear terraces
- Negative – parking access, unsafe
- Negative – lack of ornamentation
- Negative – dated
- Bad how it meets the ground
- Don't like this – feels weird and retro
- Okay if it is a small structure, not if it goes on for blocks
- Playful proportions
- Nice but powerlines



41L

-0.33

-0.26

-0.29

- Like angled roof
- Placement of solar panels is strange
- No rationale, no connection for colors and shapes
- Like the dual-function solar panels; like how these are incorporated – wonderful feature



30R

-1.11

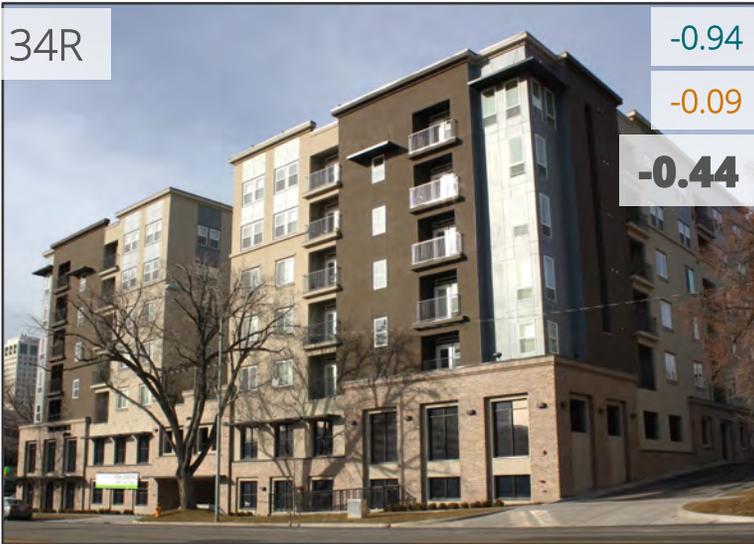
+0.13

-0.41

- Don't like "moat" (wall)
- Top portion is strange
- Complicated
- Top heavy
- Arbitrary design moves
- Tall windows are great, especially on top floors, helps create diverse price points
- Scale, seems never-ending complex broken into separate buildings
- Site relationship is okay, but depends on the site
- Like separation between private and public realm
- Like separation of buildings, instead of one long row – easier to manage an emergency
- Windows on the sides of the home; pattern language lights in 2/3 bedrooms

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



34R

-0.94

-0.09

**-0.44**

- Too tall/boxy/monolithic
- Looks anonymous/unlivable
- Like street interface
- Height is okay
- Parking not great
- Materials are okay-ish



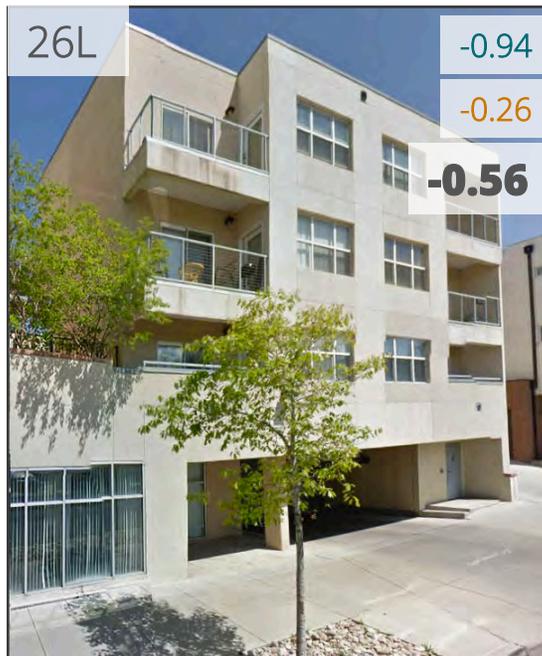
44L

-0.33

-0.65

**-0.51**

- Strong looking
- Like presence on corner
- Ground level is strange



26L

-0.94

-0.26

**-0.56**

- Monolithic with no life
- No pedestrian scale
- Boxy and a lot of concrete
- Has broken façade variation
- Looks like it has community activity area
- Street environment is not great
- Factory-ish
- Downtown Denver feel – lack of detail



25L

-1.00

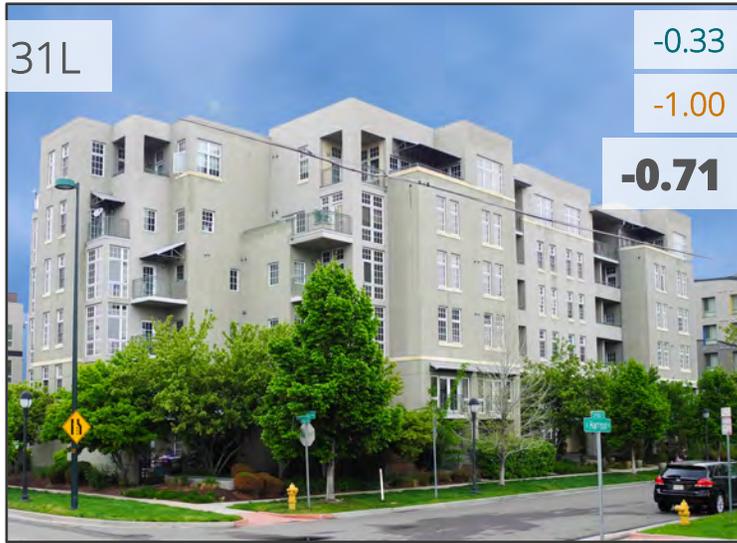
-0.48

**-0.71**

- Bottom structure feels stable
- Negative street relationship
- Materials look cheap

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



31L

-0.33

-1.00

**-0.71**

- Good window proportions, but very flat façade
- Too much going on – mullions are too much with the amount going on
- Paint or materials could be better used to simplify and articulate façade
- Good maximum urban look
- Impersonal; imposing



43L

-0.44

-1.17

**-0.85**

- Too much green lawn – not appropriate for Boulder Junction
- Too much grass/landscape to maintain; very tricky
- No enclosure
- No public/community space



46R

-0.89

-1.26

**-1.10**

- Looks like a prison
- Uninviting
- Useless courtyard
- Disconnected from street
- Should have hedges, not fence
- Like landscaping and seating areas, but not the fence; privacy is good, but the material is bad
- "this is where you go for rehab"
- "electric fence"
- No chainlink fence and landscape
- Modern looking courtyard
- Need more seating areas
- Good open space
- A lot of concrete
- Like variety and colors of façade



29R

-1.33

-1.09

**-1.20**

- Garage creates gaping hole in sidewalk
- The worst of LA – materials, color, boxy balconies look cheesy and cheap
- Underground parking looks like a hotel
- Like colors, façade; colors are appealing
- Car entrance okay

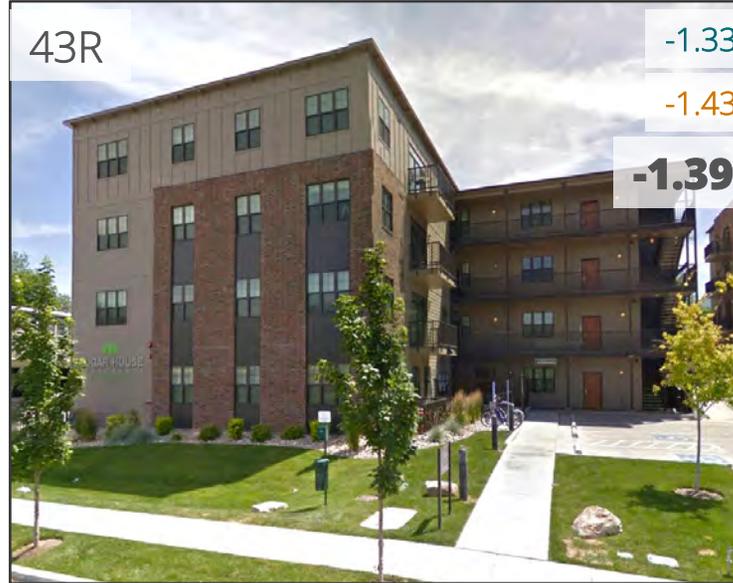
# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



30L  
-1.22  
-1.50  
**-1.38**

- Boring – too much of the same
- Bad pedestrian-scape – lack of street activity
- Wasted space by fence
- Material change at corner
- Cheap
- This scares me!
- Terrible roof, colors, street front
- Like this one – inside color gives more light; good combination of colors



43R  
-1.33  
-1.43  
**-1.39**

- Looks like student housing – not appropriate for Boulder Junction
- Like scale
- Like residential public space
- Calm peaceful colors, facade



35L  
-1.44  
-1.39  
**-1.41**

- No interface with street
- Nice simplicity, materials

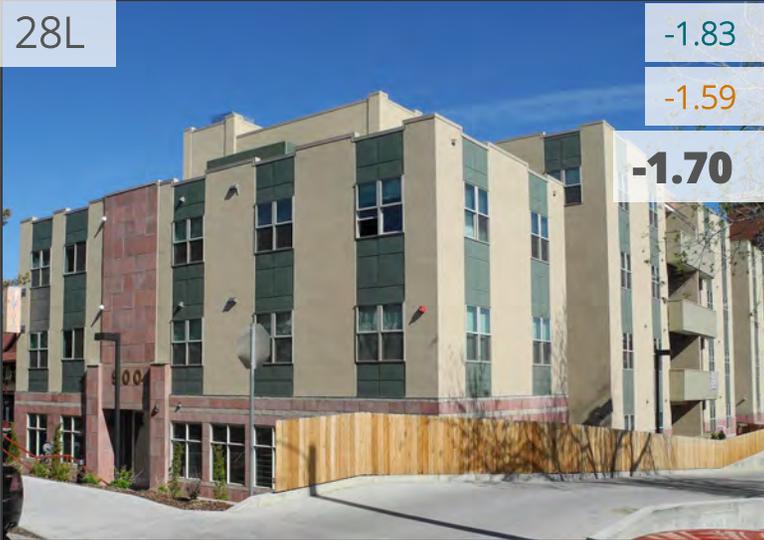


42R  
-0.65  
-2.17  
**-1.53**

- Looks like senior housing
- Negative – suburban, not inviting
- Generic, but not offensive
- Enclosed porches
- Too suburban
- Looks like a Hampton Inn
- Hip roof not urban
- Monochromatic
- Balconies are good

# Residential Buildings IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



28L

-1.83

-1.59

**-1.70**

- Materials look dated
- Too many colors/materials
- Too 2-dimensional
- Looks like wallpaper
- Why cut off with fence



34L

-1.29

-2.13

**-1.78**

- Horrific; blocky
- Reads industrial
- Poor details; zero ornamentation
- Feels temporary
- Prefer vertical windows to horizontal
- Landscape is bad
- Use industrial materials
- Rocks are bulky and weird
- Doesn't fit, feels cheap
- Rip rock foundation walls – materials are good, modern
- Fits the street traffic on 28<sup>th</sup>
- Do not like covered stairway
- Lacks appeal because it looks cheap, window construction and simplistic building overly styled and will not stand the test of time – not an enduring cool



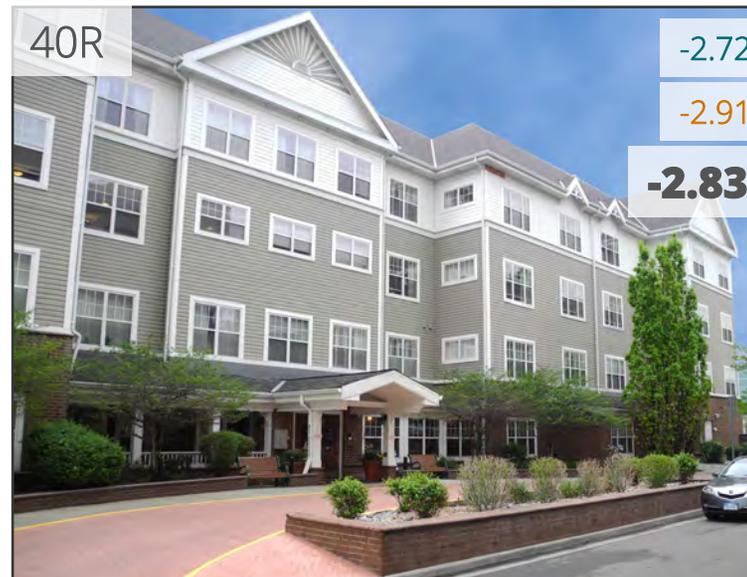
32L

-1.67

-2.48

**-2.12**

- Too suburban
- Set back too far
- Visual clutter
- Too many white elements
- Like green in front of building
- This scares me!
- “visual noise”
- Ghastly; looks cheap and decorated
- Lacks site specificity and integration
- Roof line not good; too peaked
- Didn't like scale
- Reminds me of Westminster



40R

-2.72

-2.91

**-2.83**

- Looks institutional
- Not pedestrian friendly
- Suburban/cookie-cutter
- Not Boulder character
- Not progressive
- Window proportion is too small
- Very flat, cheap façade
- Feels institutional
- Do not like the secluded car-oriented entrance
- White trim needs to be contextual
- Dining hall
- Shouldn't be duplicated

## **Boulder Junction: Pilot Form-Based Code**

image preference

survey **results**

# **Pedestrian Realm**

# Pedestrian Realm IPS Results

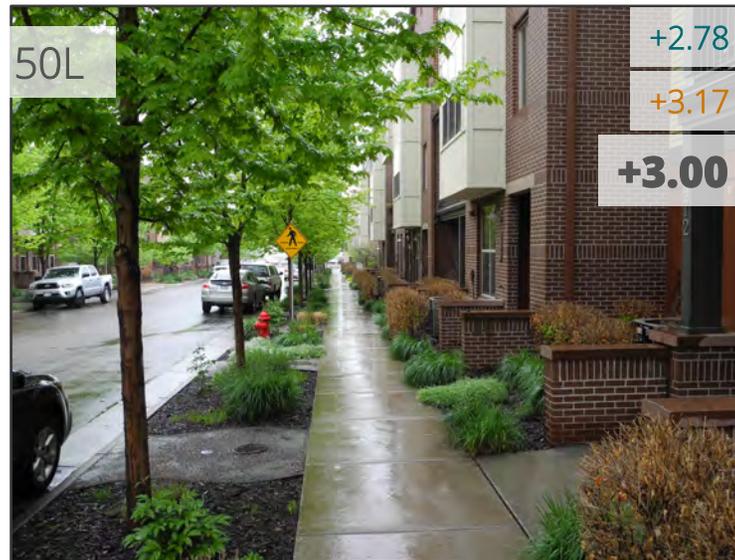
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Positive – hide sidewalk, but interesting
- Tall windows – transparency
- Like simplicity of materials
- Building has variation, but not overly
- Like interest on both sides of walk
- Sidewalk feels narrow
- Feeling of enclosure

- Like building design
- Like light fixture, planters, width of sidewalk
- Awning feeling good
- Narrow sidewalk
- Active space
- Inviting building entrances
- Love this – recessed doors, varied landscape, glass
- Like the transparency of the windows
- Overhang of façade extending into street

+2.94  
+3.30  
**+3.15**



- Inviting; like landscaping
- Good setback
- Is tree or planting bed better? – can tree thrive?
- Sidewalk is narrow – should be wider
- Appropriate for residential
- Greenery
- Front is set back, but not a place to stop; building has a social space – set back
- Shade and green overwhelmed with too much concrete
- Not bike friendly
- Sense of enclosure – mature trees
- Too close with branches; safety issue with snow and branches falling down
- Narrower sidewalk perhaps more efficient for lower traffic areas
- Should use separated bike lanes
- Porches toward pedestrian streets are good – not toward car streets
- Love narrow width – feels urban and comfortable
- Like break between sidewalk and street
- Transition is great with help of vegetation

+2.78  
+3.17  
**+3.00**

# Pedestrian Realm IPS Results

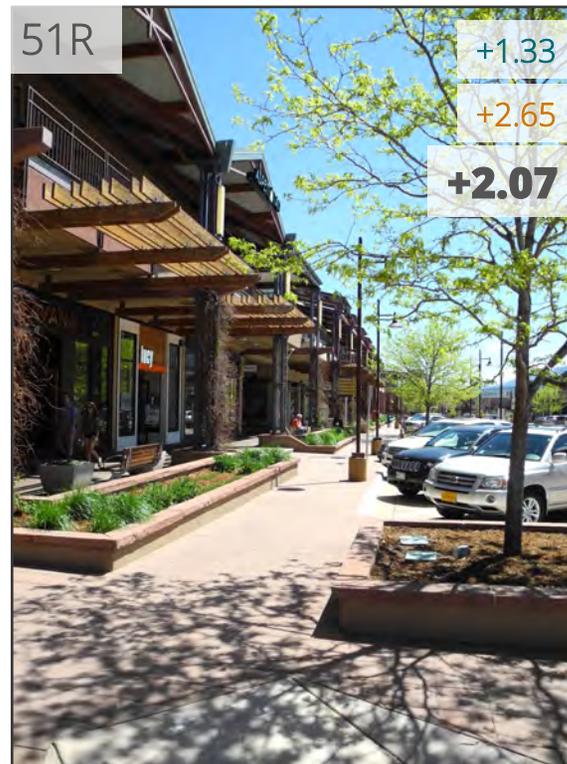
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Like seating, but needs to be interesting
- Building face is pleasant; like articulation
- Like mixture of plants
- Like width of sidewalk-scape
- Like staggered depths of buildings
- Narrow sidewalk makes more cozy and width of street
- Like buffer between parking and walk – room for street furniture
- Attractive place to linger – slanted parking, trees need to grow up
- Like seating, parking
- Good for pedestrians
- Angle parking has more mass
- Variation of building materials at ped level is good; material change; in and out of façade; differing articulation
- Planter not good; too small to be useful, and feels in the way
- Tree grates better than grass – raised beds okay too; mulch or rocks okay
- Love – feels interesting
- Proportion of width in walkway is nice



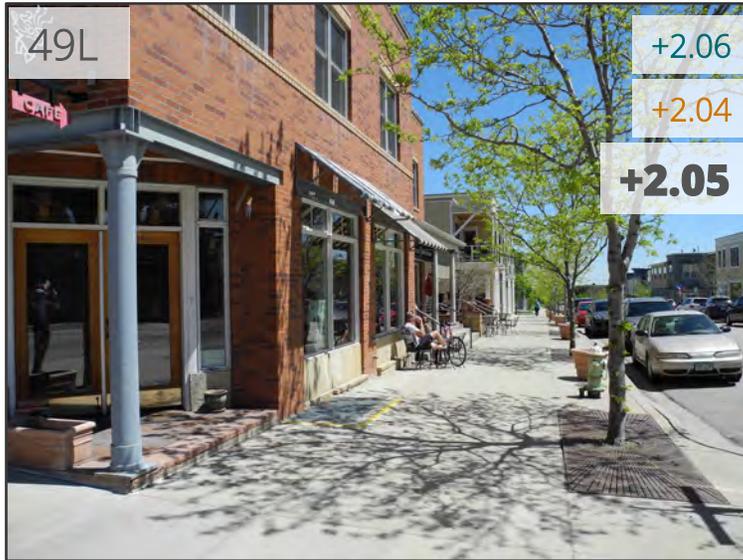
- Like tree/landscaping separation
- And is long enough buffer
- Wide sidewalk
- Good landscaping
- Elevation change
- Not drawing in, no access points
- Landscape, buildings feel good
- Street trees
- Like awnings and flags



- Negative – Pull-in is more aggressive than parallel parking
- Like head-in parking
- Like cars and landscaping and seating
- Seating is key
- Overhangs are very pedestrian-friendly
- Like canopy overhead
- Like materials, shape, and landscaping
- Very attractive space
- Okay for retail only – like overhangs
- Having 2 walking areas is weird
- Too much grade change
- Flower bed rather than ground cover is more inviting

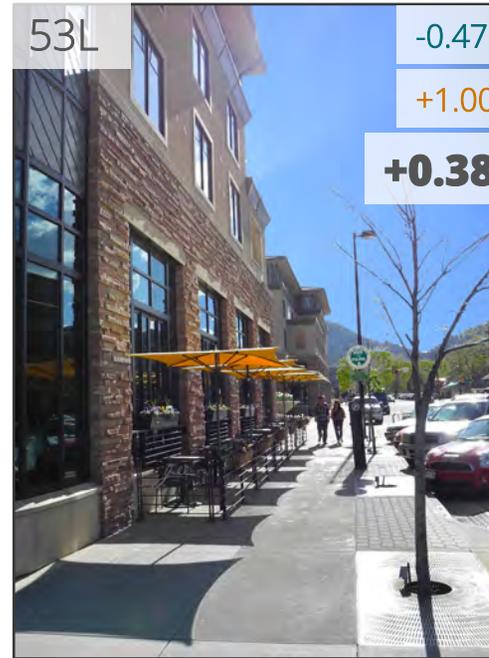
# Pedestrian Realm IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



49L  
+2.06  
+2.04  
**+2.05**

- Like traditional, and simple palette
- Shops were visible
- Trees and interesting and wide entryway
- Wide sidewalk, but not too wide
- Like close to street, like trees
- Too wide
- People congregate here
- Familiarity
- Wise ped area is good for varied ped use



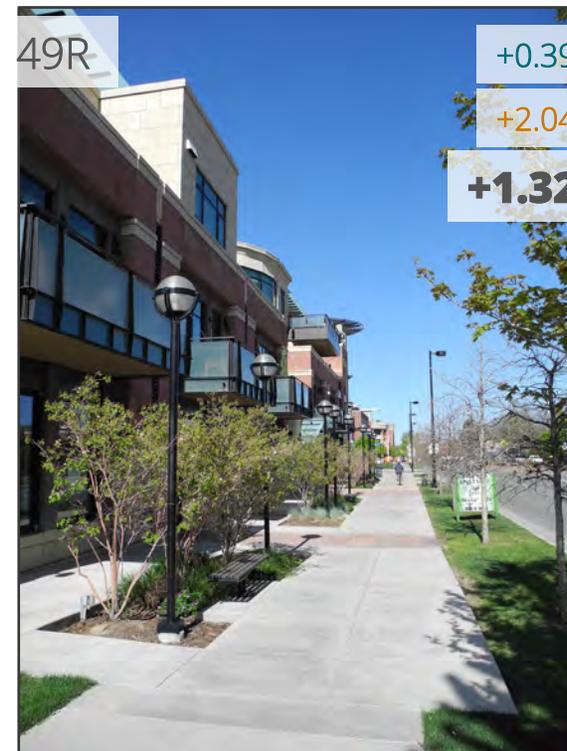
53L  
-0.47  
+1.00  
**+0.38**

- Like outdoor seats, trees, cars help protect sidewalk
- Architecture is bad
- Like street furniture & trees
- Like sidewalk dining, though may be narrow
- Texture variation good
- Like café zone
- There are going to be people – umbrellas make it feel like people
- Single-person wide sidewalks ruin pedestrian experience



57R  
+1.06  
+2.27  
**+1.74**

- Like open space
- Like separation from street
- Little separation between street and buildings
- Very exposed – doesn't feel like a cozy room
- Inaccessible to hang out in space
- Need to activate space
- Sign is overkill
- Public art and sidewalk is great that connect different places
- Plaza adds great element – creates interest

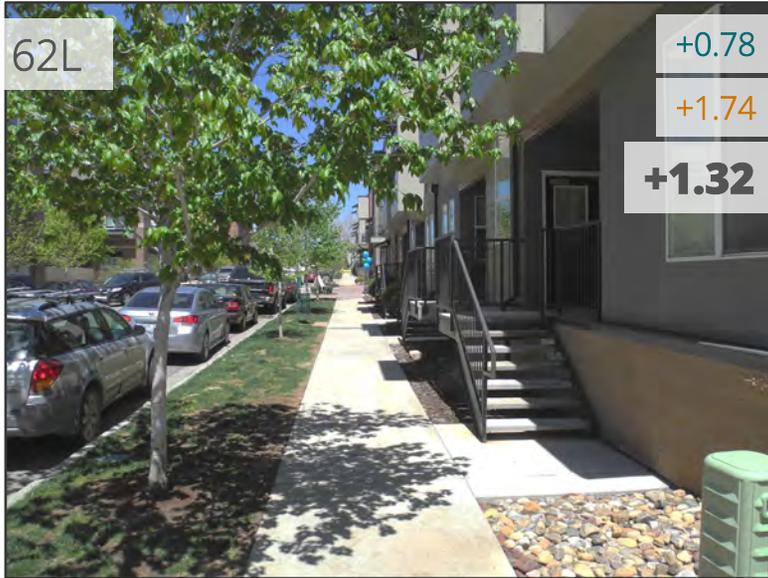


49R  
+0.39  
+2.04  
**+1.32**

- Like landscaping
- Like scale of buildings and light fixtures
- Looks nice, but area is dead because of heavy canyon traffic and lack of uses
- Do not like shrubs
- Needs more places for people to go – too loud
- Too much exposed space in bright sun

# Pedestrian Realm IPS Results

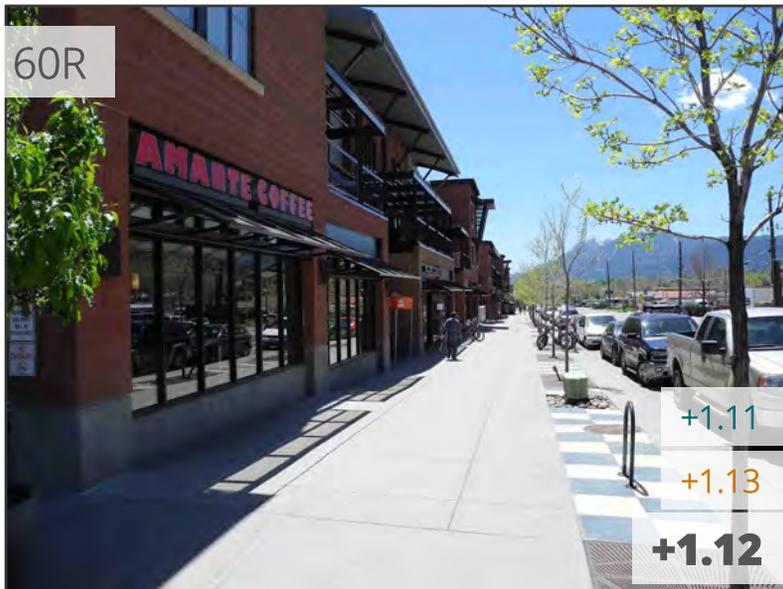
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



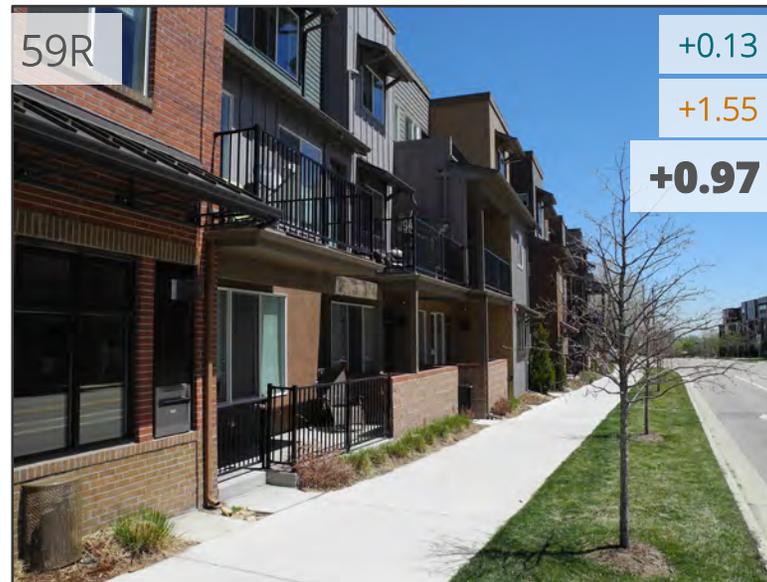
- This works if moved Uptown to Boulder Junction



- Not inviting to go down into space
- View may be good from shop, and may like view going by
- Looks complicated and uninviting, but looks nice if you are a resident
- Slower traffic next to sidewalk
- Back from traffic and noise
- Sunken committed space is okay (like this one), but don't like sunken passive spaces



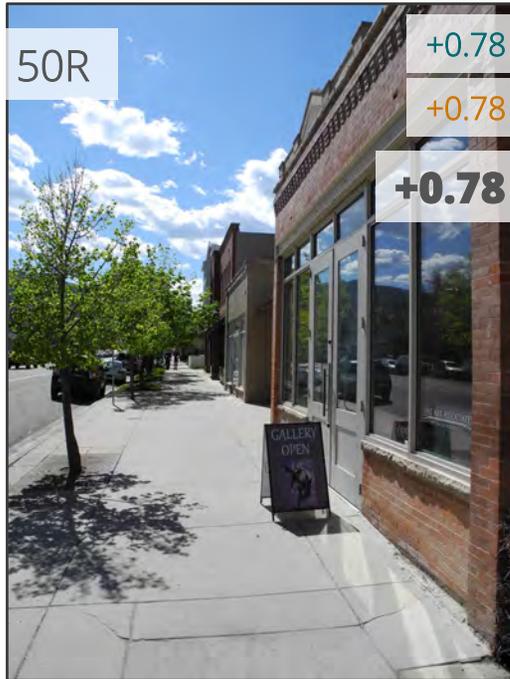
- Sidewalk feels too wide; and not enough interest
- Bike parking helps reduce parking congestion where not planned (e.g. restaurant porch fence)
- Like the proportion of street width and building
- Large sidewalks!



- Like orderly trees – all lined up
- Very good proportions and transitions
- Communication of public/private

# Pedestrian Realm IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



50R

+0.78  
+0.78  
**+0.78**

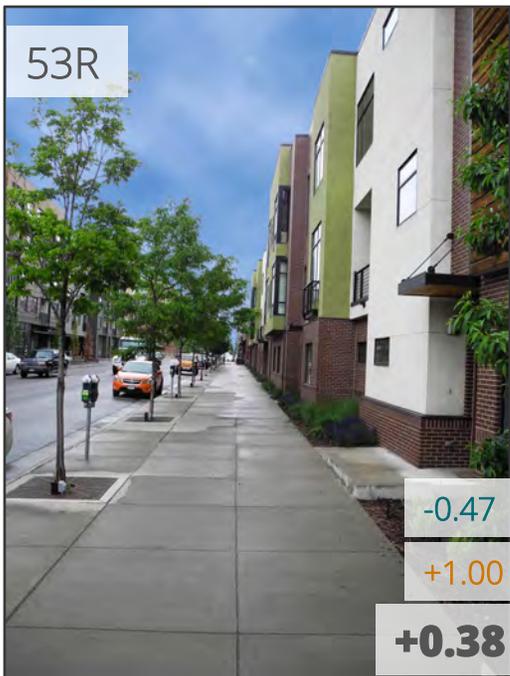
- Negative – bleak street
- Need width between street and building, but not stark
- Trees in grates without landscaping feel lonely



61R

+0.13  
+0.91  
**+0.59**

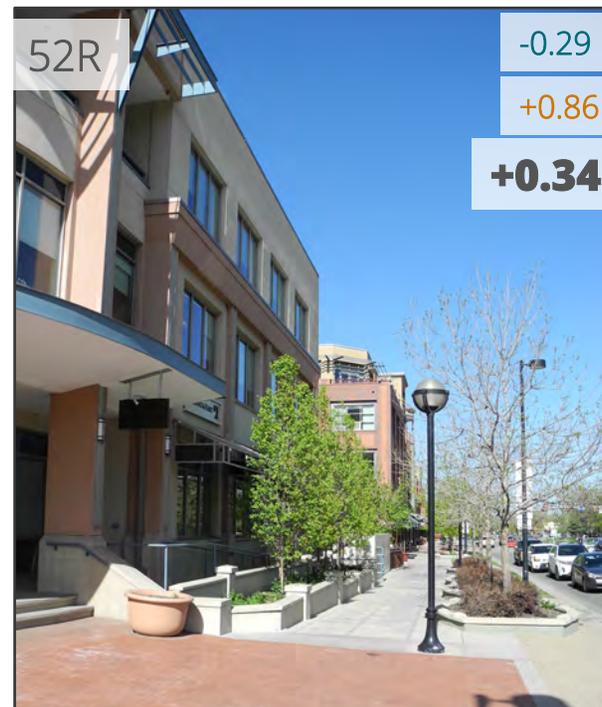
- Never sit there; not inviting
- Close to freeway
- Like overhang
- No grass



53R

-0.47  
+1.00  
**+0.38**

- Negative – sidewalk is way too wide
- Tiny planters – eye catches street harshness
- Bad buildings that don't intercut with street, such as shops, signs
- Negative – no eyes on streets
- Don't like trees in grates
- Had to tell where to go in?
- Need relationship between street and building



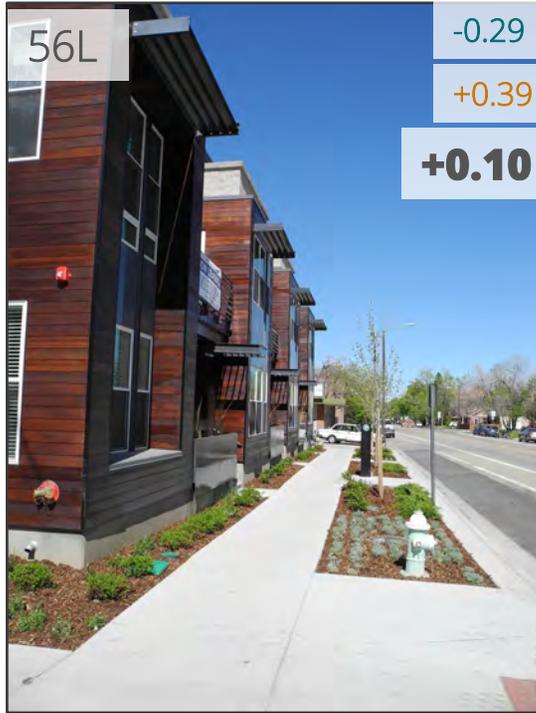
52R

-0.29  
+0.86  
**+0.34**

- Like sidewalk close to building
- Privacy trees might be a necessary evil
- Allows public space
- Sidewalk not integrated into retail/building
- Raised beds work great!
- Large sidewalks
- Variations of different vegetation

# Pedestrian Realm IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



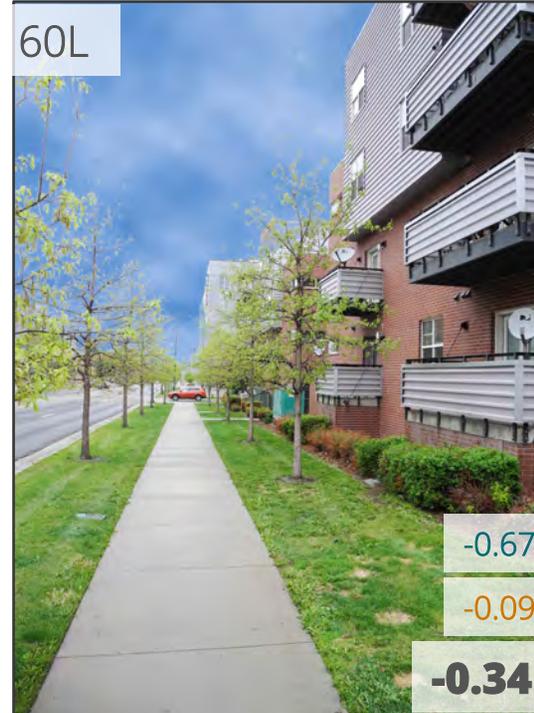
56L

-0.29

+0.39

**+0.10**

- Like the void and solid rhythms of building
- Like dual side planters between building and sidewalk
- Like the little bit against the building
- Trees growing will help
- Like light fixture
- For modern style
- Wider sidewalk generally best – invites more people; good, big and wide enough
- Like the stoops – good transition
- Created interaction
- Less organic to have divided gardens
- Great eyes on street and right depth



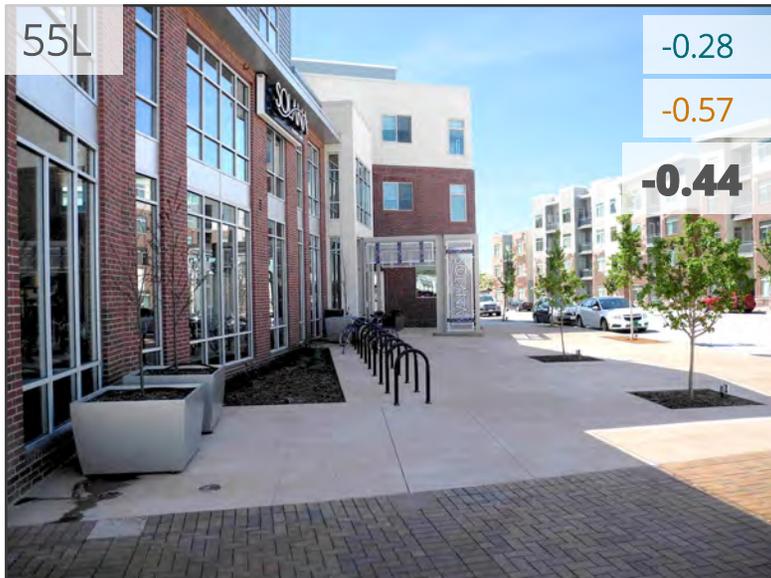
60L

-0.67

-0.09

**-0.34**

- No parking, too sterile, vacant space, vacant space, no character
- Sidewalk is too far from building, not commanding with entryway to sidewalk
- Back end of building to street, no energy from people entering
- No relationship of walk to buildings and lack of access
- Good balance
- Like seeing balcony
- No front doors
- Small sidewalks
- Underutilized



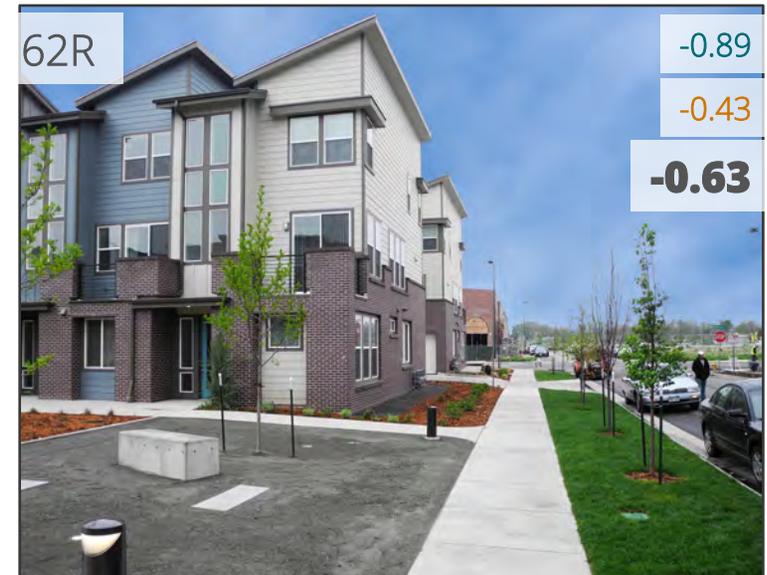
55L

-0.28

-0.57

**-0.44**

- Too wide
- Too wide
- No transition between sidewalk and building
- Bike parking nearby but not in front is great. Covered is even better.
- Simple, but some decoration on bike structures
- Dead plaza with bike racks cluttering it up



62R

-0.89

-0.43

**-0.63**

- Roof line doesn't match junction style
- Too grey – needs trees
- Weird dead space – no grass

# Pedestrian Realm IPS Results

KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



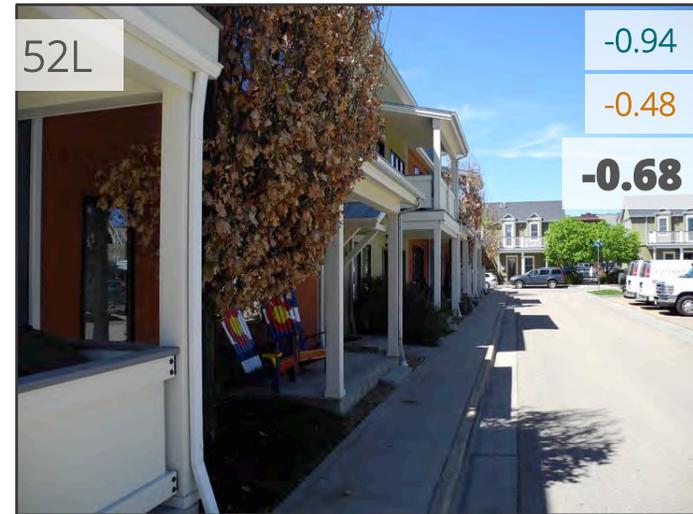
51L

-1.33

-0.13

**-0.66**

- Poor pedestrian experience, looking down and see entrance far away
- Don't like that building is below sidewalk
- Sloping landscape is bad
- Odd to go down to entrance – prefer to go up
- If residence, gives privacy
- Bike not like it
- Sinking off of sidewalks detracts from public use
- Grade separation makes it uncomfortable and divisive



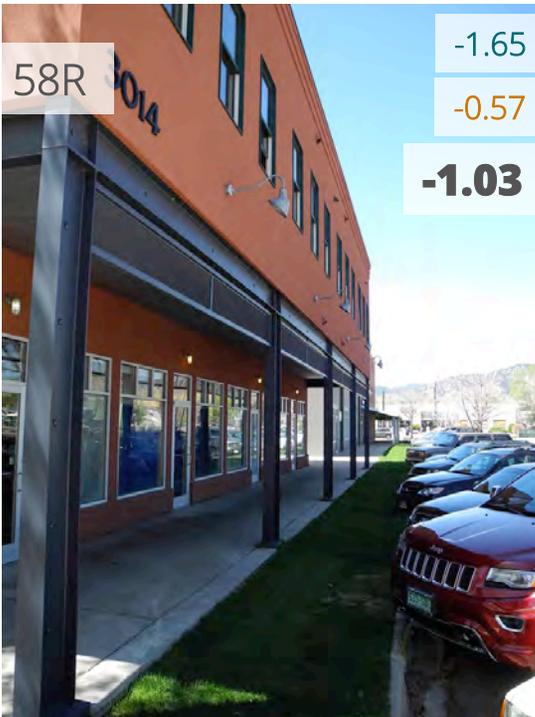
52L

-0.94

-0.48

**-0.68**

- Close to street, trees, column
- Looks a little cheap
- Weird sidewalk feels like you will fall off onto street
- Design of building does not give a strong residential feel
- Building is very enclosed



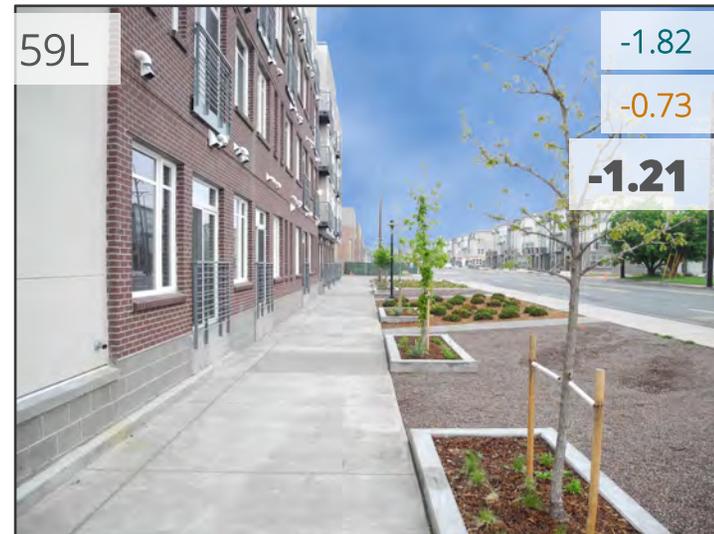
58R

-1.65

-0.57

**-1.03**

- Feels weird with building, overhang feels overbearing
- Like arcade but is narrow, and has hard edge
- Proportion is off too much for parking – need more people
- Needs parallel parking
- Black/brown nice
- Nice if there were plants
- Has to interact with other place and people – needs to connect more
- Windows should be set in
- Tasteful modern design
- Quality building
- Needs more human scale
- Arcade is okay, but needs landscaping
- Feel like sitting in parking lot; cars too close
- Not inviting; dark, unsafe looking; arcade is cave-like
- Canopy & seating can help
- Arcade coverage good to provide shade/multiuse, but must be wide/high enough for multiple use



59L

-1.82

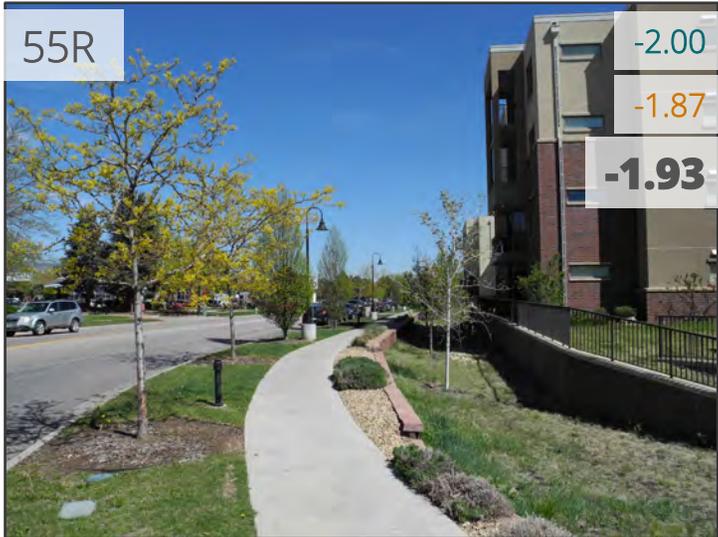
-0.73

**-1.21**

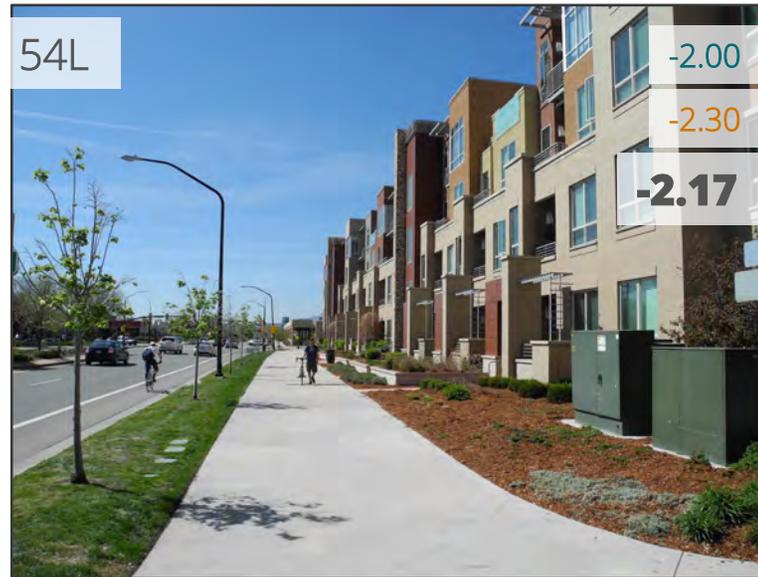
- Hard to activate space, too big of setback and dead space
- Barren, no landscaping
- Big windows, but no doors
- Very little awnings (negative)
- Trying to add variation in landscaping, but fails
- Barren and straight
- Materials are good, but façade is still boring
- Don't like zero setback – too harsh
- Like planting area and space with trees and benches
- Strange depth too far from street – lonely and exposed

# Pedestrian Realm IPS Results

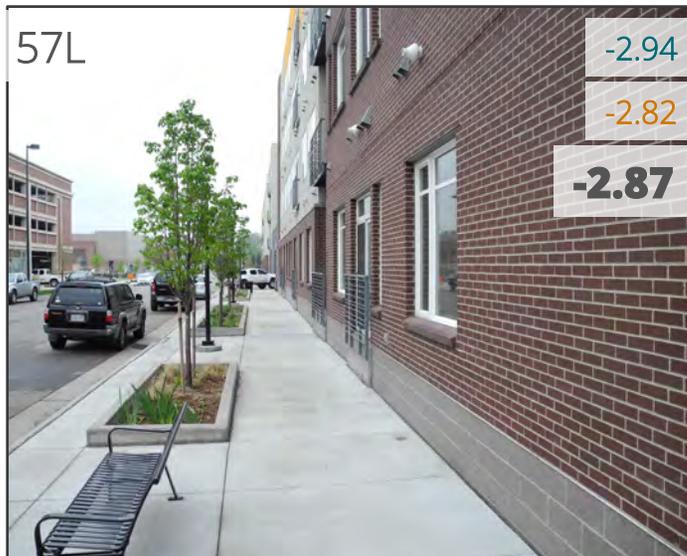
KEY: Joint Board Average Score/Comments Community Average Score/Comments Overall Average Score



- Too much setback
- No relationship to street
- Street is too far – dividing private/public
- Fence is a barrier
- Should not separate public and commercial
- Building set back too far; don't see people using area
- Poor connectivity
- Don't like wall and fence
- Walking freeway
- Narrow sidewalk – like space between sidewalk & building
- Kid can move
- Moat condition is impenetrable



- Ugly transformers along sidewalk – don't have utility boxes along street
- Has too much void and solid articulation
- Too much space between building and street edge
- No trees
- Building façade too busy
- Light fixtures are not pedestrian scale or anything
- human scale
- Street speed is too fast to make intimate space
- Like street parking along 30<sup>th</sup> and remove traffic lanes
- However, not terrible and functional sidewalk but transit-only (bike)
- Have to endure to go through buildings
- Too stark and no access to buildings
- Like wide sidewalk
- Not inviting – too wide
- Invites bike because it's too wide
- Sidewalk not tied to building
- Don't like lawn on urban street; ugly, too much water needed



- Façade is flat, boring, institutional
- Street is not pedestrian friendly
- Planting strips "in center" of sidewalk
- Sitting there doesn't feel nice
- Building ruins streetscape and pedestrian experience
- Zero setback; no soft edge – is too harsh
- Don't like lack of base
- Not enough variation – blank wall, monolithic
- Windows do not invite
- No entries, activity, or awning
- Lack of shape and form