PUBLIC REALM PLAN KEY POINTS

General:
1. Green edges and internal tree plantings soften the site and enhance the surrounding park-like quality of the neighborhood.
2. The Mews terminates in a public square providing a strong connection between the new community and the surrounding neighborhood and park.
3. Streetscapes are well-defined through a more formal landscape character.

APPENDIX D Page 2 of 11
PUBLIC REALM PLAN KEY POINTS

Arbutus Mews:

1. A wider streetscape is provided on the north side of the Mews to take advantage of the south facing space.
2. Special paving and alesh street is provided where pedestrians and vehicles merge.
3. A variety of restaurant and cafe outdoor spaces are created as gathering places off the parking and vehicle paths.
4. Basques of columnar street trees frame paces for people to sit.

ARUBUS Mews PLAN APRIL 2015
PUBLIC REALM PLAN KEY POINTS

Public Square:

1. A community gathering place with animated edges including retail, restaurant, community recreation center and residential lobbies.
2. A feature water element is included that can be turned off for larger gatherings or on public market days.
3. Restaurant and cafe spill out into square.
4. The Square aligns with Mews and leads the public to neighboring residential areas and A-bout Village Park.
5. Covered seating structures offer places to sit under cover and out of elements.
6. A variety of other seating opportunities are created in the sun and/or shade.
7. The Square will include a significant public art component, featuring the glass canopies.
8. The water feature can be centrally turned off. The square is flexible for other activities.

ARBOUBE CENTRE PUBLIC REALM PLANS
Vancouver, British Columbia