

Planning 101

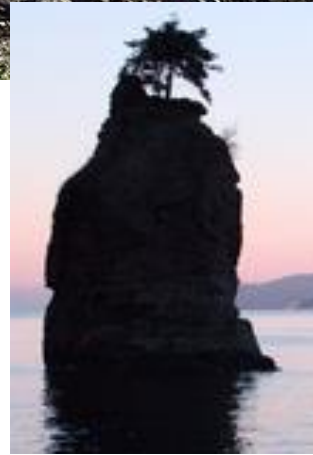


City Policy and
Planning Issues

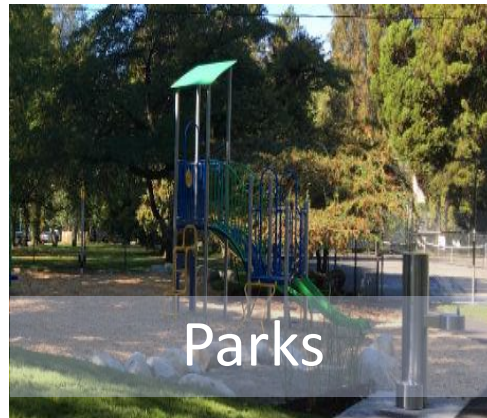
What Makes a City?



Landscape/Ecology



Public Realm



Built Form



Activities or Programs



Public Art and Community Activation



Public Art and Community Activation

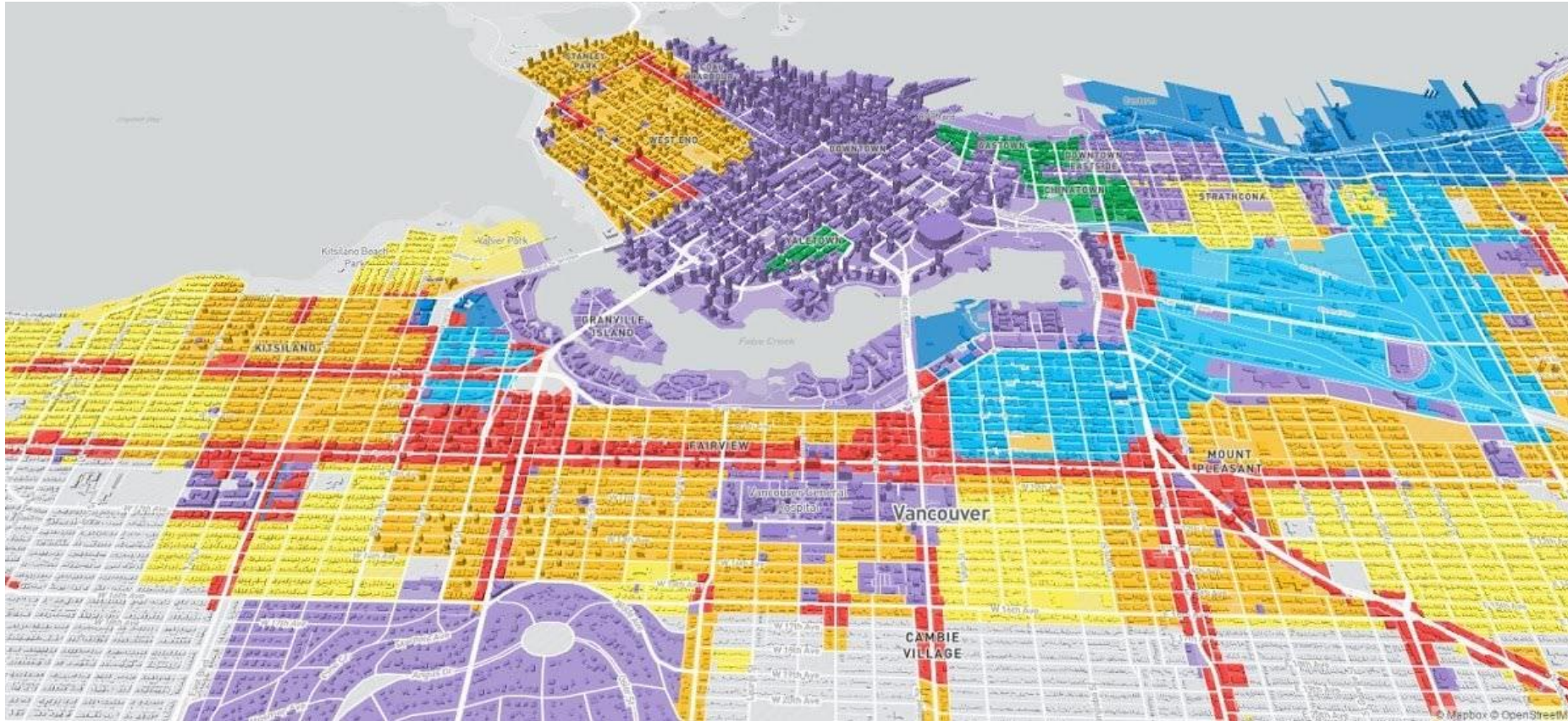


What is Planning?

Planning explores and attempts to bring these components together to create the places we live

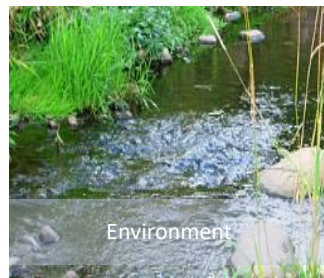
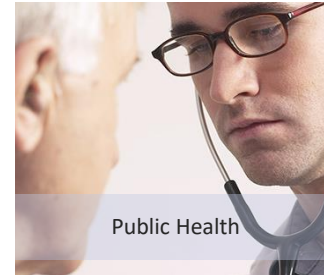


Things Can Get Complicated!



Zoning Map of Vancouver

What Does the City of Vancouver Do?



Types of Planning

Housing

Environmental

Social Planning

Transportation Planning

Heritage Planning

Approval/ Development Process

Urban Design

Rezoning

Community Planning

Policy Planning

Planning For the Future...

Existing City-wide Policy:



Housing Vancouver Strategy



City of Reconciliation Framework



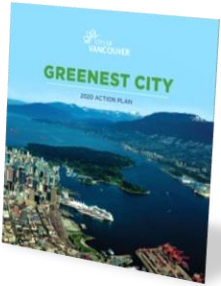
Transportation 2040



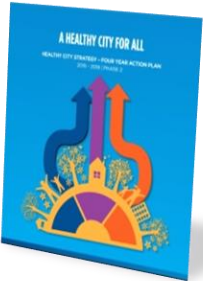
Climate Emergency Response



Resilient Vancouver Strategy



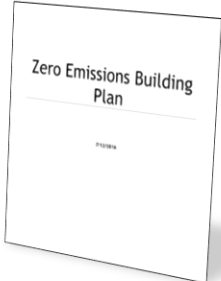
Greenest City Action Plan



Healthy City Strategy



Integrated Rainwater Management Plan



Zero Emissions Building Plan



Culture | Shift



City Policy and Planning Issues

Planning For the Future...

Emerging City-wide Policy:



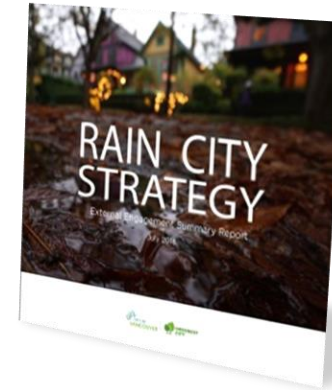
City-wide Plan



Employment Lands and
Economy Review



Social Infrastructure Plan



Rain City Strategy



VanPlay



We Are Looking Far Into The Future! 30 Years...

How old will you be in 30 years?

Where do you want to live?

How do you want to get around?

What will you do for fun?

What services do you think you'll need?

Designing Spaces To Move People



Planning For A Strong Competitive Economy That Creates Jobs and Opportunities



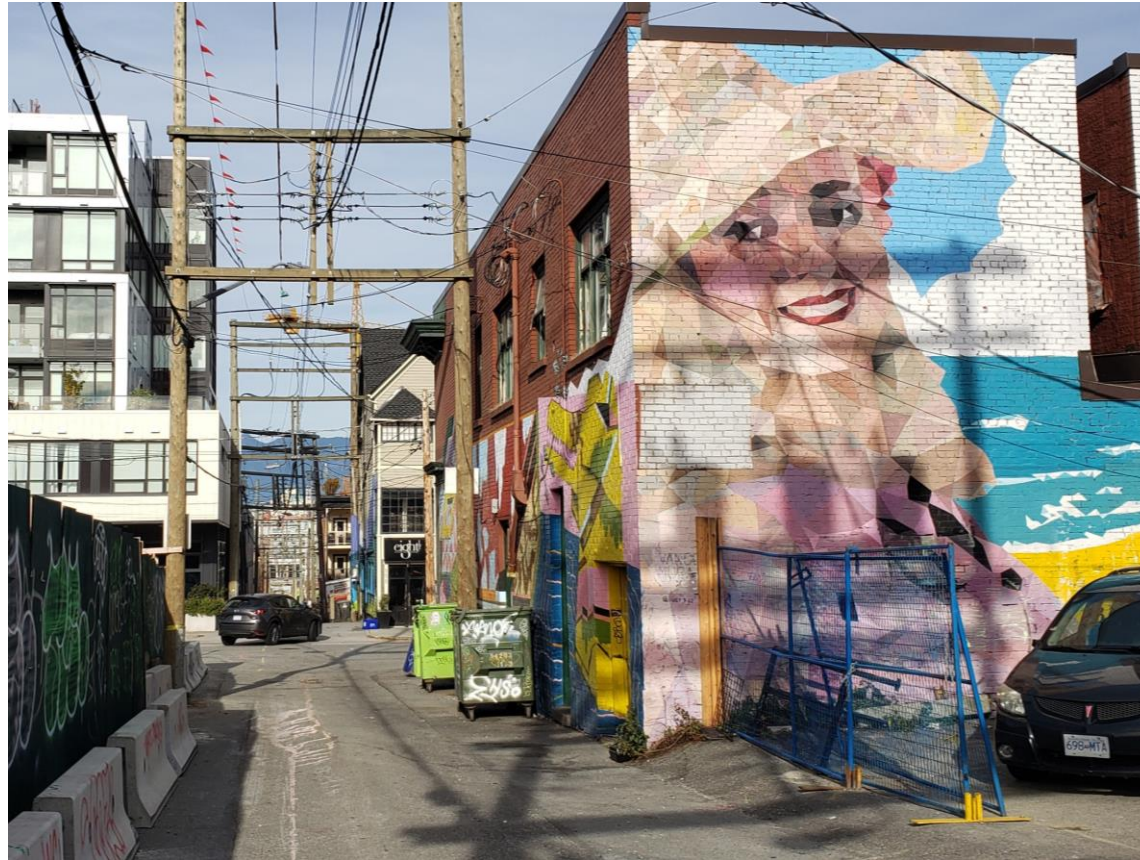
Creating Affordable Inclusive Housing



Designing New Public Spaces



Reimagining Existing Spaces



Providing Opportunities to Experience Arts & Culture



Addressing Climate Change Through Resiliency



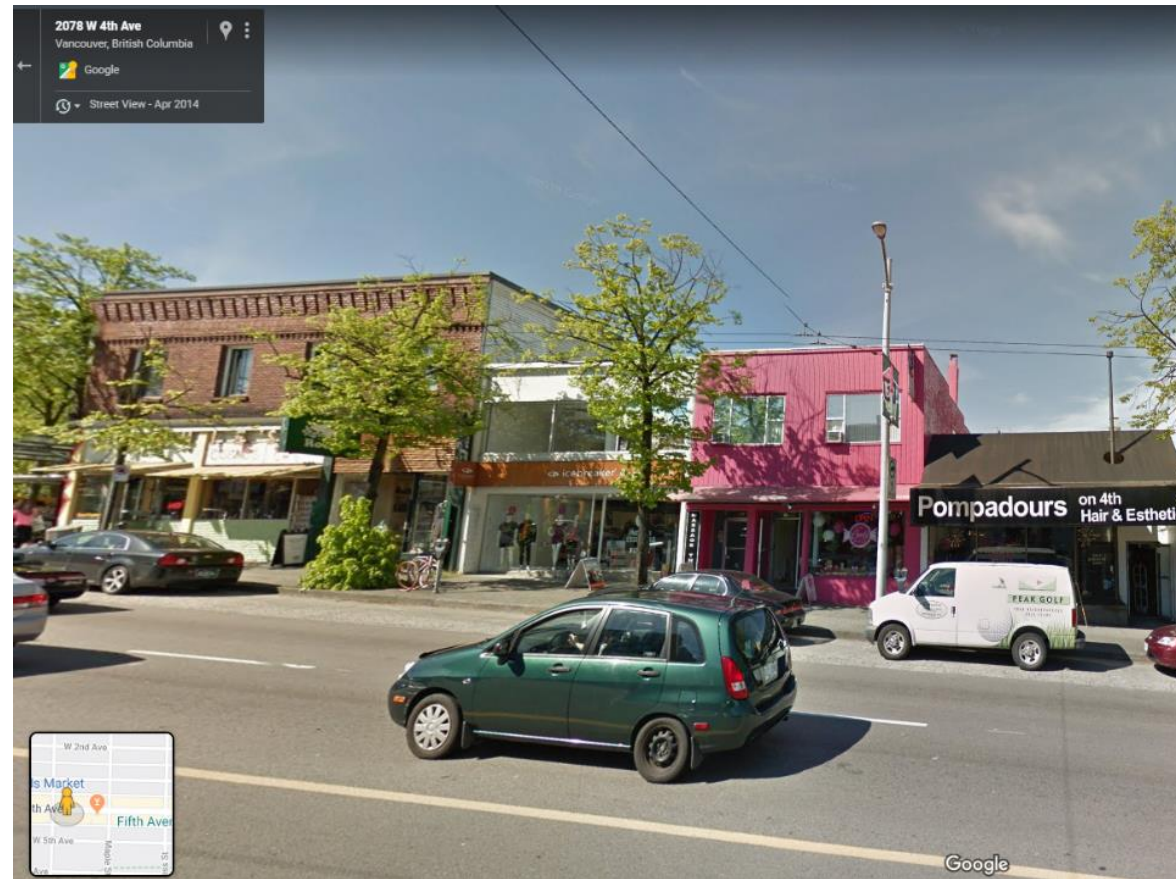
Creating Places For Social Gathering & Interaction



Facilitating Access and Connections To Nature



Encouraging Good Urban Design



Ex. rhythm/scale/entrances