

Public Meeting #2

# **STREETSCAPE PLAN FOR 84<sup>th</sup> STREET**

JANUARY 17, 2018



# AGENDA

1. Corridor 84
2. Schedule
3. Engagement Summary
4. Preferred Alternative
5. Preference Survey



# DESIGN TEAM

Design Workshop

Schemmer

LSC

Clanton

Water Centric

# PROJECT MANAGEMENT TEAM (CITY OF LA VISTA)

Chris Solberg, City Planner

Ann Birch, Community Development Director

Rita Ramirez, Assistant City Administrator

# *CORRIDOR* 4

CIVIC CENTER PARK



CITY CENTRE DEVELOPMENT



84<sup>TH</sup> STREETSCAPE





# NDOT RELINQUISHMENT

*Benefits and drawbacks of an application to remove 84th Street from the State Highway system*

	84 <sup>th</sup> Street <u>remains</u> part of the state highway system	84 <sup>th</sup> Street is <u>removed</u> from the State highway system
<b>Design</b>	Restricted design - no trees in the median, limited flexibility with bridge and gateway design	Trees and structures are allowed in the median, more flexibility with bridge and gateway design
<b>Liability</b>	Liability for the City of La Vista remains the same	Liability for the City of La Vista is potentially increased
<b>Funding</b>	NDOT funding would remain for maintenance (+/- \$8000/year) and periodic resurfacing (drive lanes only)	No NDOT funding would be available for maintenance
<b>Coordination + agreement</b>	No agreement required between Papillion and La Vista	Papillion must also agree to remove their portion of 84 <sup>th</sup> Street from the highway designation
<b>Review</b>	Design must be reviewed and approved by NDOT	Design does not need to be reviewed by NDOT
<b>Speed limit</b>	Speed limit of 45 miles per hour would remain	Speed limit could be changed





**NDOT COMPLIANT DESIGN (W/O TREES)**





**NDOT RELINQUISHMENT (W/ TREES)**



# PROJECT VISION

84<sup>th</sup> Street will be distinguished by its iconic and welcoming design, comprehensive access and connection to emerging frameworks, the use of the most current technologies and practices, and by its provision for a harmonious coexistence of pedestrians, bicyclists, transit, and automobiles.

# La Vista Mayor's Youth Leadership Council

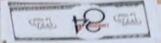
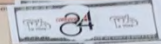
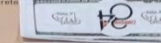
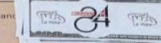
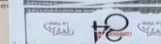
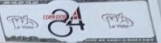


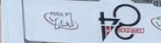


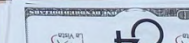






### 84TH STREET BUDGET ACTIVITY

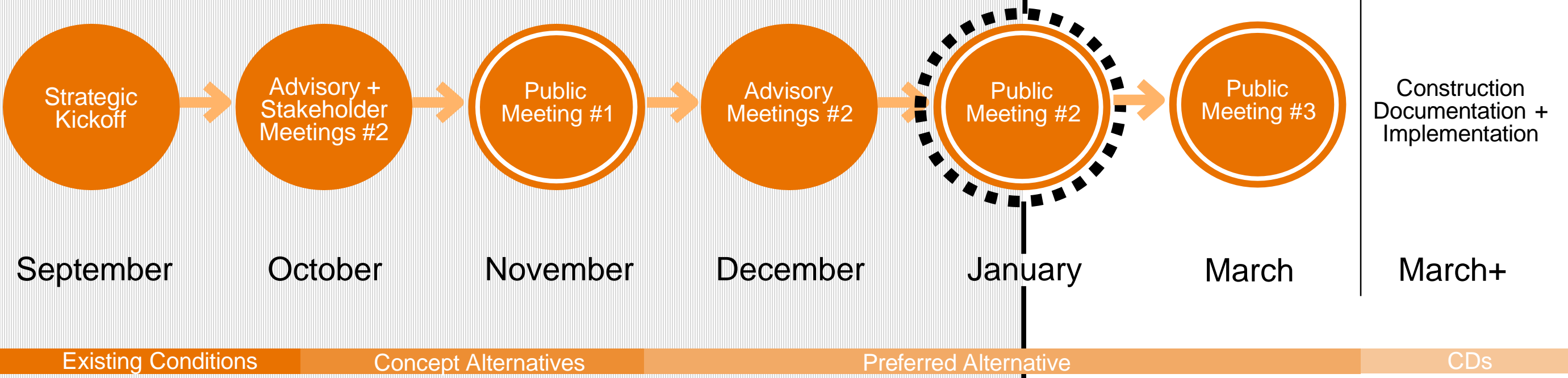
CAN YOU CREATE A SIGNATURE PROJECT FOR LA VISTA'S 84TH STREET WITHIN A BUDGET?

TASK	NONE	GOOD	COST	BETTER	COST	BEST	COST
<b>GRADING/ EARTHWORK</b> Reshaped sidewalk		emphasis only at intersections	\$500	emphasis at intersections and locations		major element throughout corridor	\$1,000
<b>PAVING/ FLATWORK</b> sidewalks		8" concrete sidewalk	\$200	8" concrete sidewalk		10" concrete sidewalk	\$400
special concrete for plazas		standard concrete	\$100	specialty concrete		specialty concrete with boardwalk	\$300
<b>WALLS</b> curved concrete feature wall		emphasis only at intersections	\$300	emphasis at intersections and locations		major element throughout corridor	\$500
raised barrier median		standard raised median at key locations	\$300	standard raised throughout		artistic raised median with integrated tree designation	\$500
<b>SIGNAGE</b> Gateway signage		standard gateway signage (like Ralston)	\$100			iconic gateway program unit 84th Street	
Wayfinding signage		standard highway wayfinding	\$100			iconic wayfinding program unique to 84th Street	\$200
<b>PLANTING</b> Tree planting		small tree stock at key locations	\$200	small tree nursery throughout		large tree nursery throughout	\$400
Shrub planting		small shrub key location		small shrub nursery stock throughout	\$200	large shrub nursery stock throughout	\$300
Grass/groundcover		hydroseeded turfgrass (not irrigated)	\$100	hydroseeded turfgrass (irrigated)	\$200	sod (irrigated)	
<b>LIGHTING</b> Roadway lighting		existing poles with LED fixtures	\$300	Standard replacement poles and LED fixtures	\$500	Premium replacement poles and LED fixtures	\$700
Pedestrian lighting		Standard pedestrian and LED				Premium pedestrian poles and LED fixtures	\$700
<b>FURNITURE</b> seating		standard benches	\$100	Premium benches	\$200	fully integrated custom seat features	
furnishings (bike, trash, etc.)		standard furnishings	\$100	Premium furnishings	\$200		
<b>BRIDGE</b> Bridge+ Tunnel		standard narrow tunnel	\$1,000	widened tunnel		widened tunnel with light well	\$1,400
Additional elements		truss or structure on top of bridge	\$500			Structure on top of bridge with catwalk/ viewpoint	\$700



PHASE 1

PHASE 2





17,736

PEOPLE REACHED  
ON FACEBOOK



3

NEWSLETTER AND  
NEWSPAPER  
ARTICLES



48

COMMENT CARDS  
RECEIVED



5

WEB PAGES ON THE  
LA VISTA CITY  
WEBSITE DEDICATED  
TO THE PROJECT



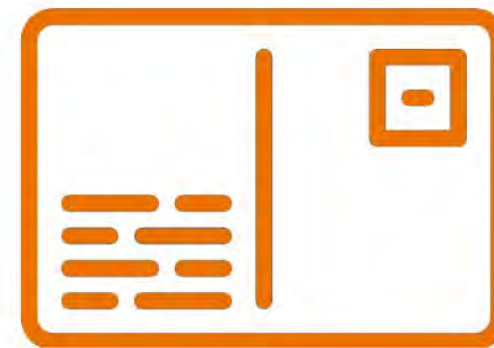
17

ADVISORY AND  
STAKEHOLDER  
MEETINGS HELD



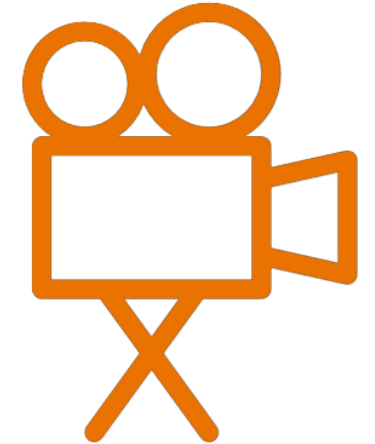
4,500

REACHED FOR  
ONLINE SURVEY



7,850

POSTCARDS MAILED  
TO NOTIFY OF  
PUBLIC MEETING #1



8,100

VIEWS OF '5 THINGS YOU  
NEED TO KNOW ABOUT  
84<sup>TH</sup> STREETSCAPE'









SCULPTED WALK

DESIGNWORKSHOP





GRAND BOULEVARD

DESIGNWORKSHOP



# COMMUNITY FEEDBACK

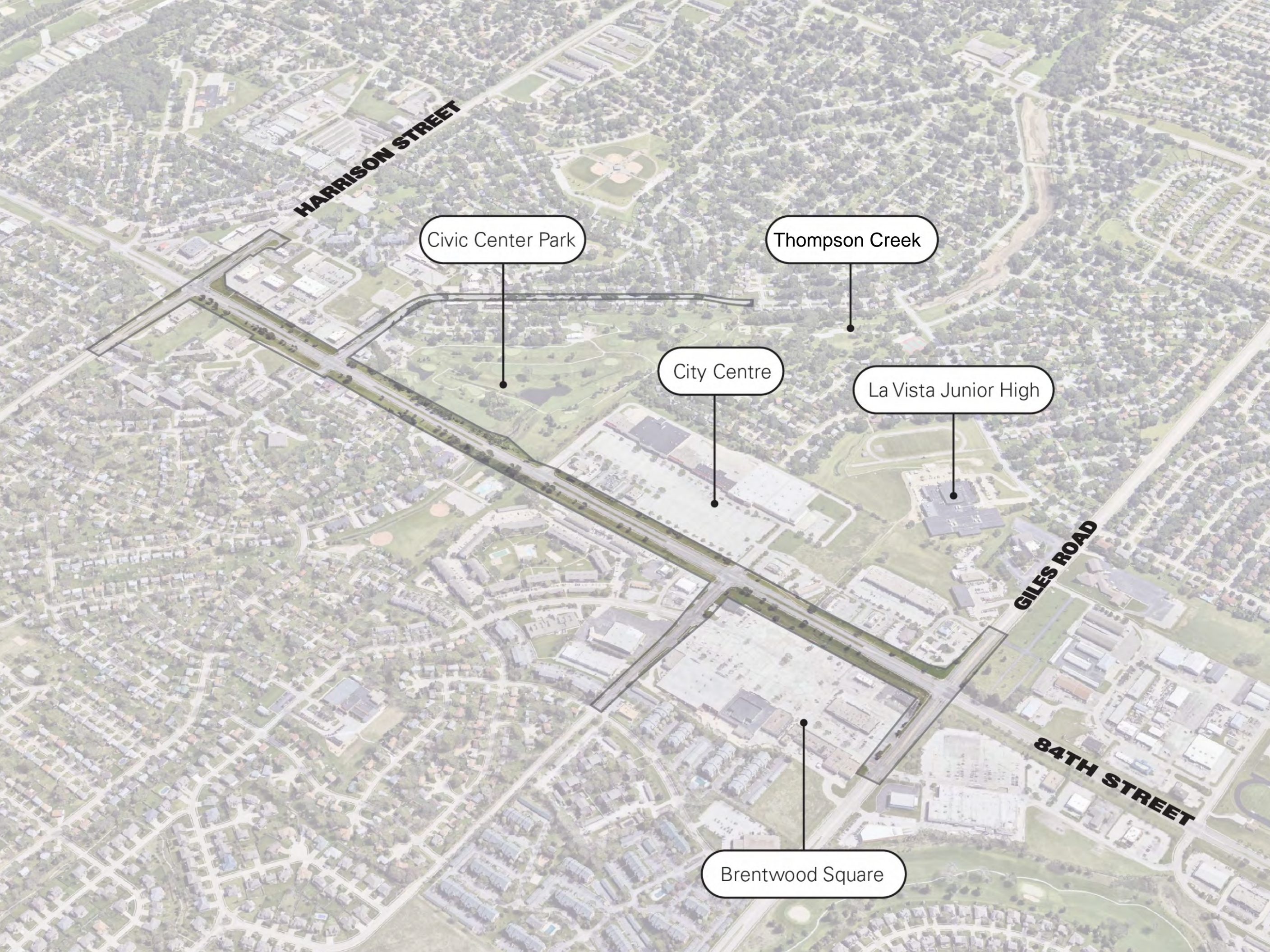
## The new 84<sup>th</sup> Street should....

- Accommodate meaningful connections to adjacent development
- Provide plaza spaces, crosswalks, increased path width, shade, and lighting to better accommodate pedestrian activity
- Serve as both conduit and a destination
- Be intentional but not overly rigid
- Emphasize multiple modes of travel
- Have a memorable identity









**HARRISON STREET**

Civic Center Park

Thompson Creek

City Centre

La Vista Junior High

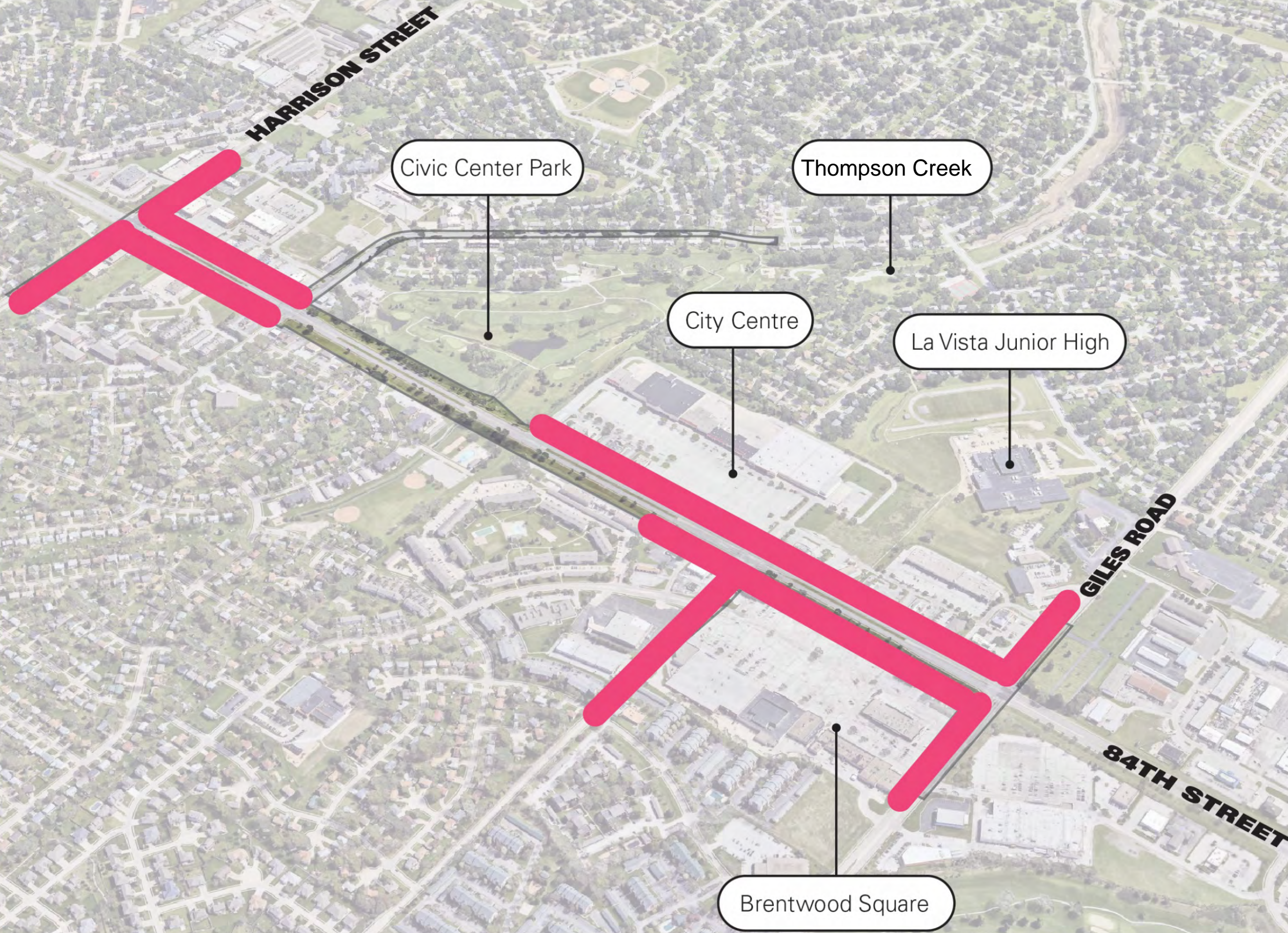
Brentwood Square

**GILES ROAD**

**84TH STREET**

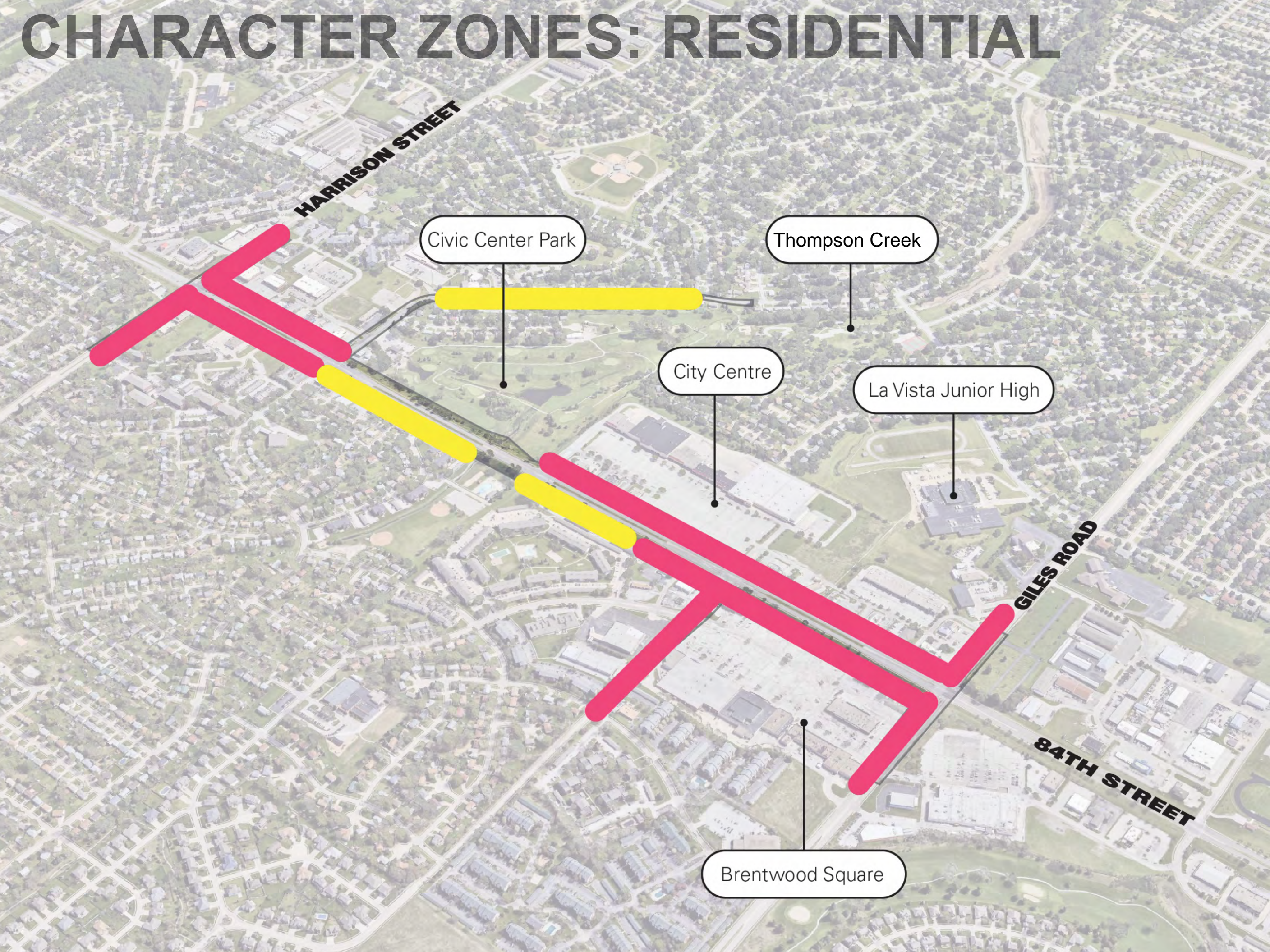


# CHARACTER ZONES: COMMERCIAL/MU





# CHARACTER ZONES: RESIDENTIAL



**HARRISON STREET**

Civic Center Park

Thompson Creek

City Centre

La Vista Junior High

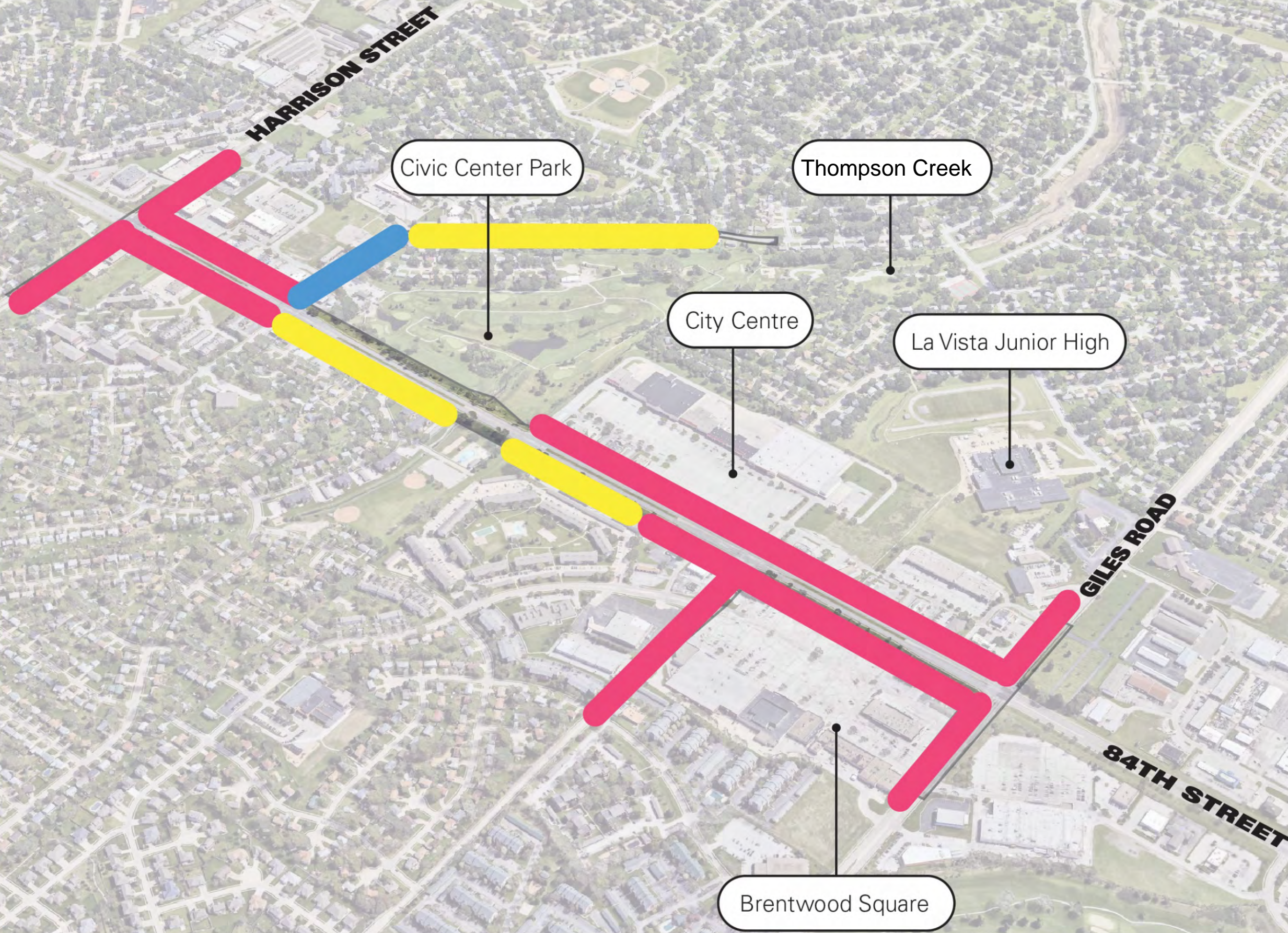
**GILES ROAD**

**84TH STREET**

Brentwood Square

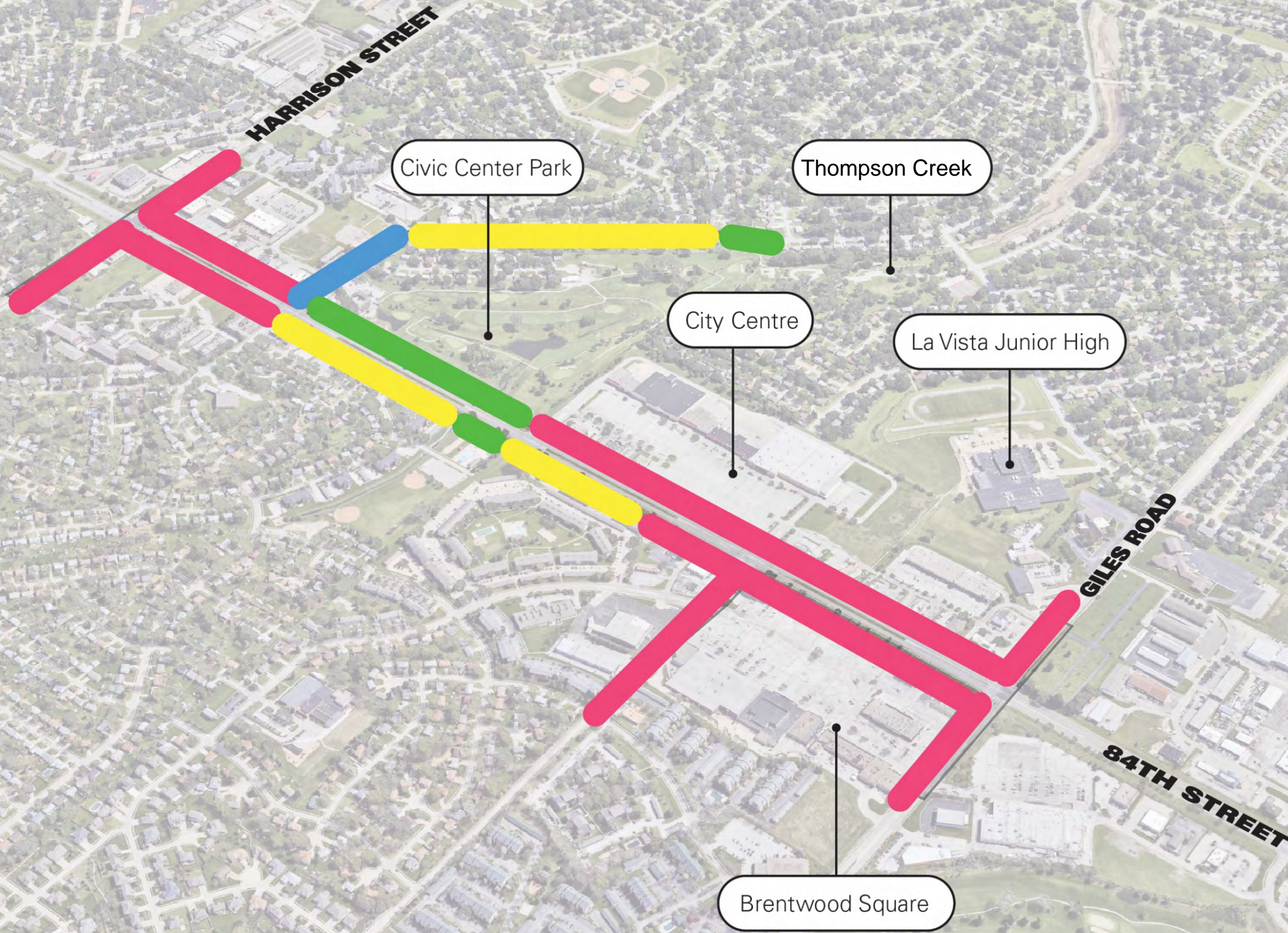


# CHARACTER ZONES: CIVIC





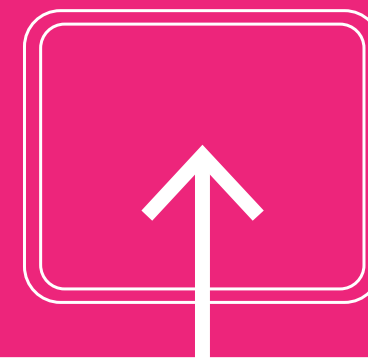
# CHARACTER ZONES: PARK





# CONGREGATE

*Gathering plazas at prominent interior intersections activated by adjacent uses*



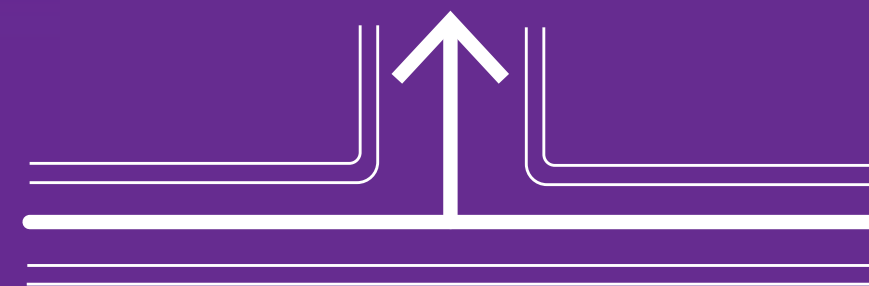
# CIRCULATE

*Extended walkways at regular intervals that provide respite for pedestrians*



# CONNECT

*Plazas at important connections to key destinations*





# CONGREGATE

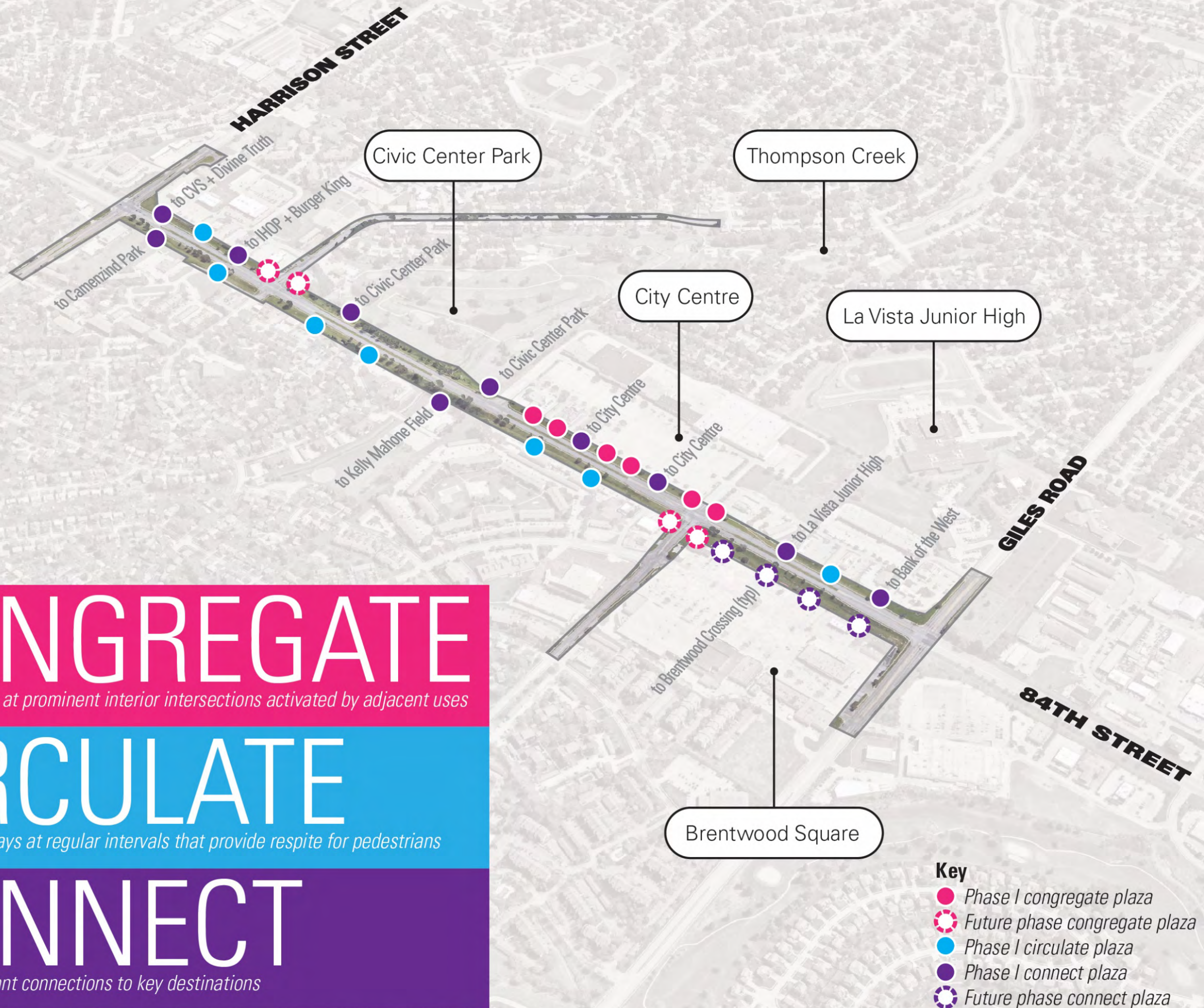
*Gathering plazas at prominent interior intersections activated by adjacent uses*

# CIRCULATE

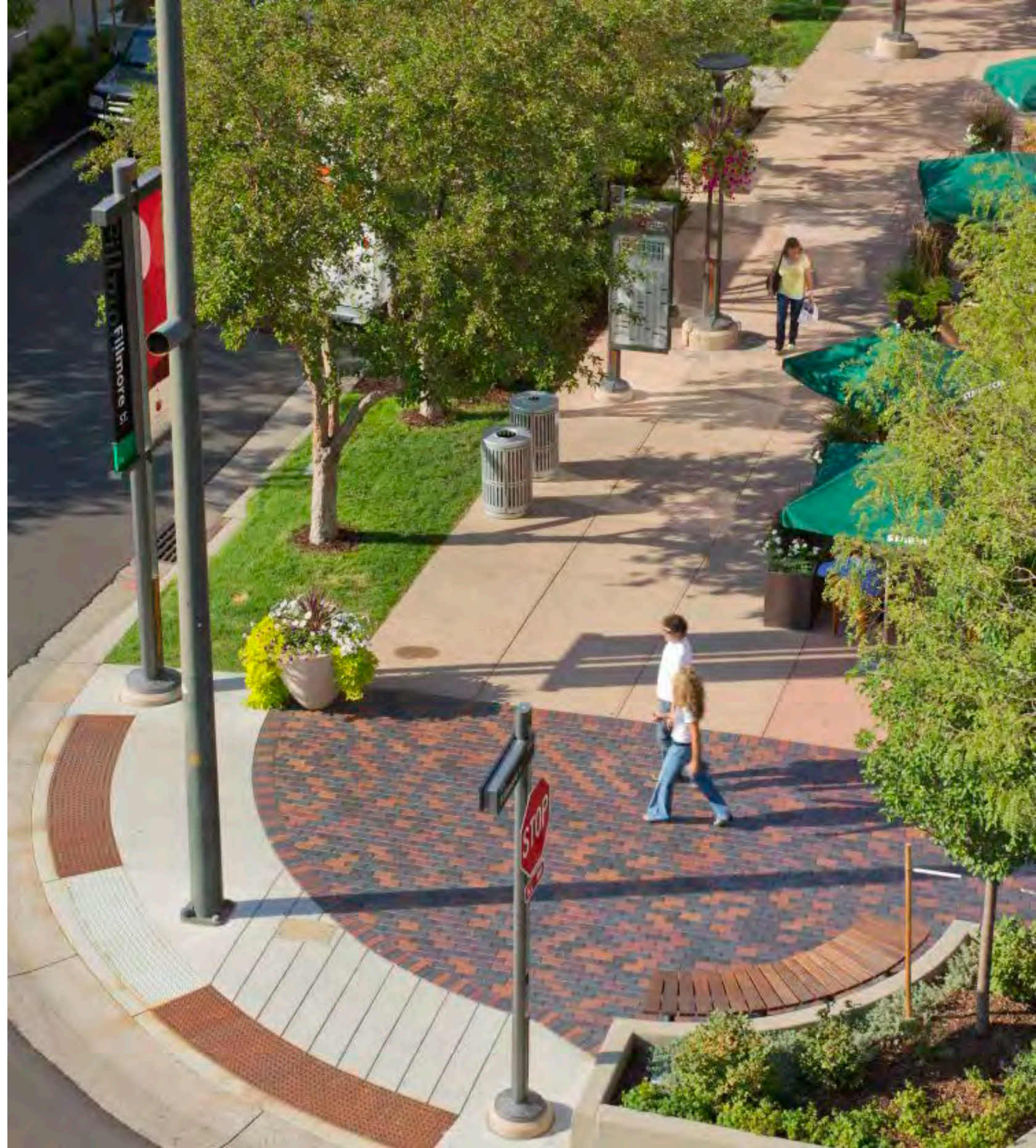
*Extended walkways at regular intervals that provide respite for pedestrians*

# CONNECT

*Plazas at important connections to key destinations*

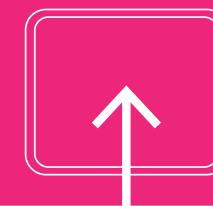




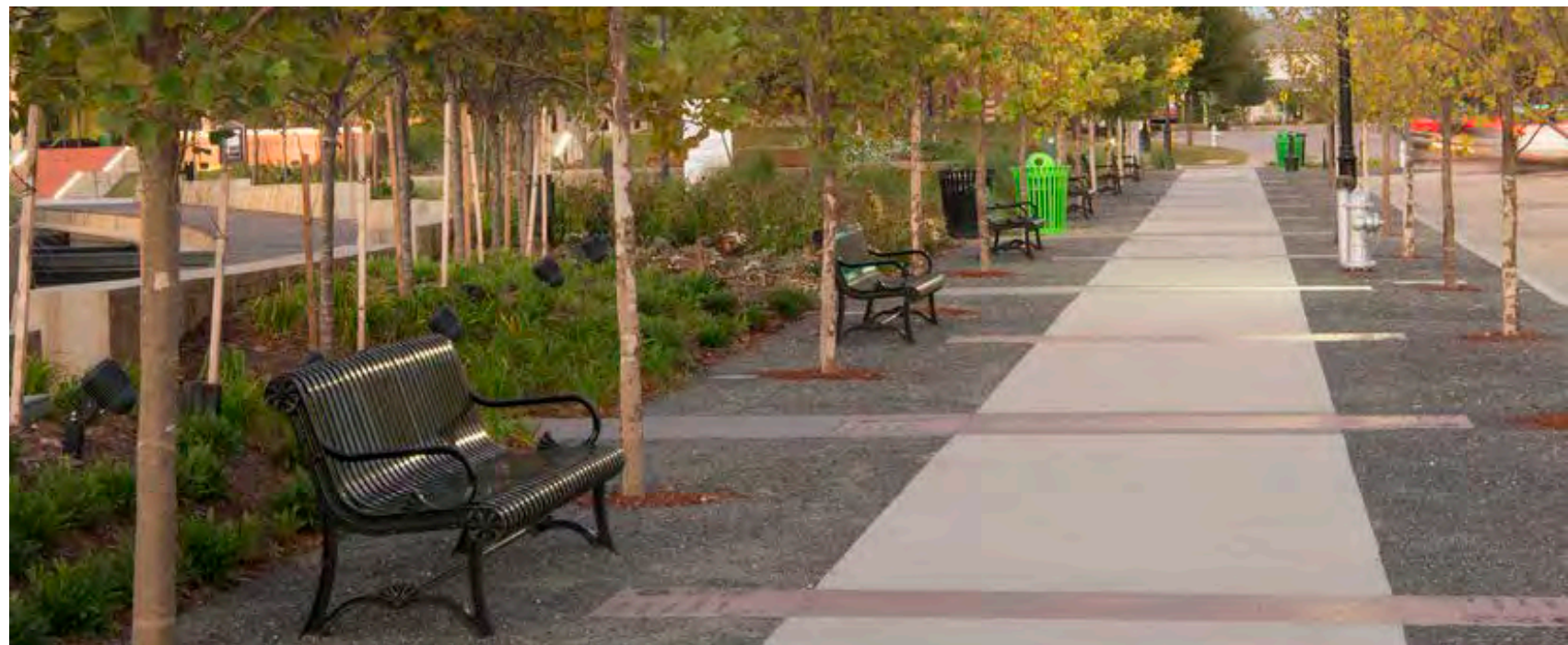


# CONGREGATE

*Gathering plazas at prominent interior intersections activated by adjacent uses*







# CIRCULATE

*Extended walkways at regular intervals that provide respite for pedestrians*

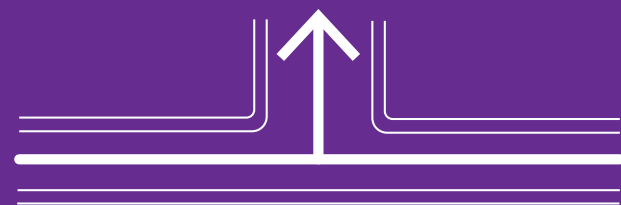




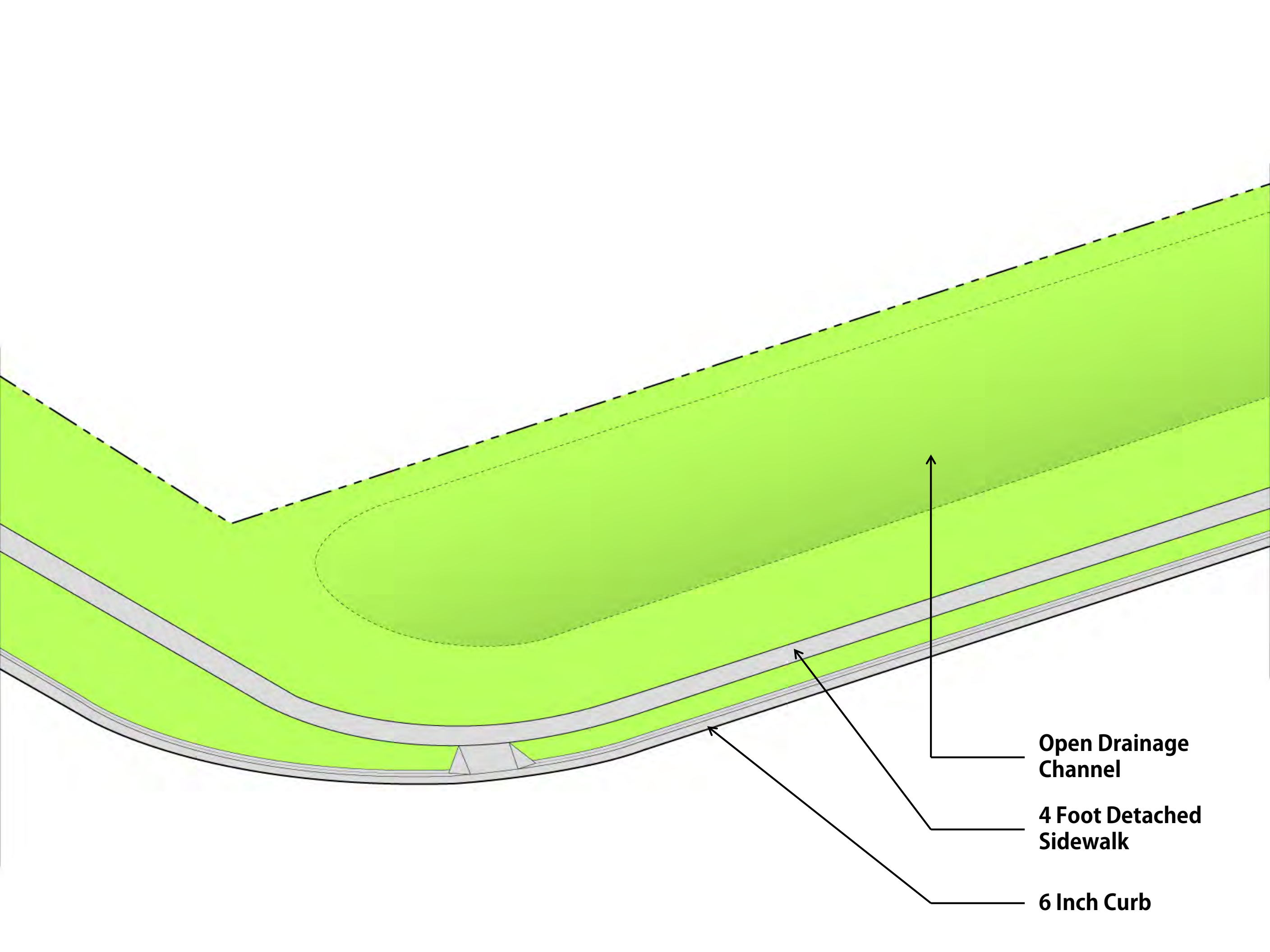


# CONNECT

*Plazas at important connections to key destinations*





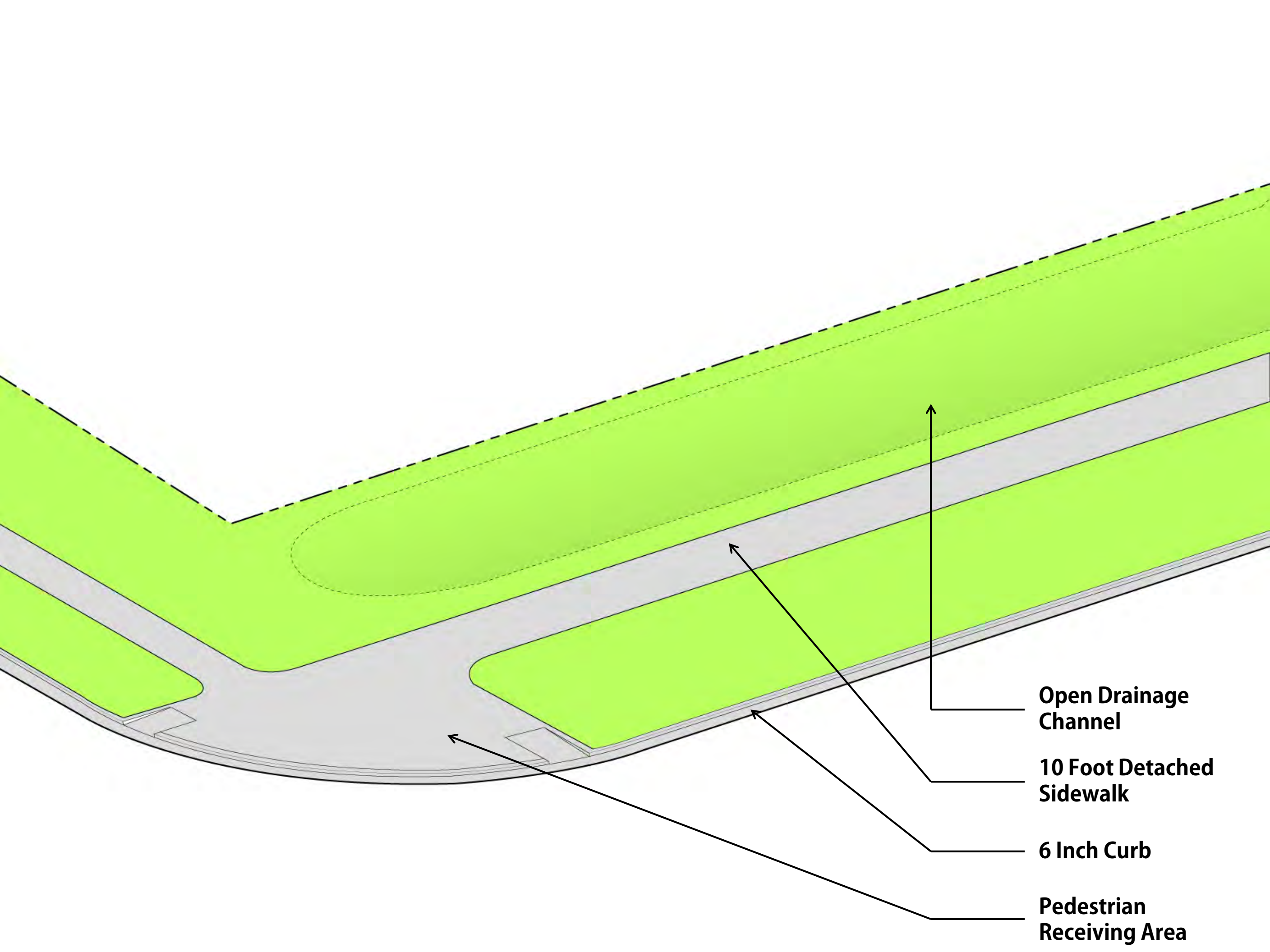


**Open Drainage  
Channel**

**4 Foot Detached  
Sidewalk**

**6 Inch Curb**





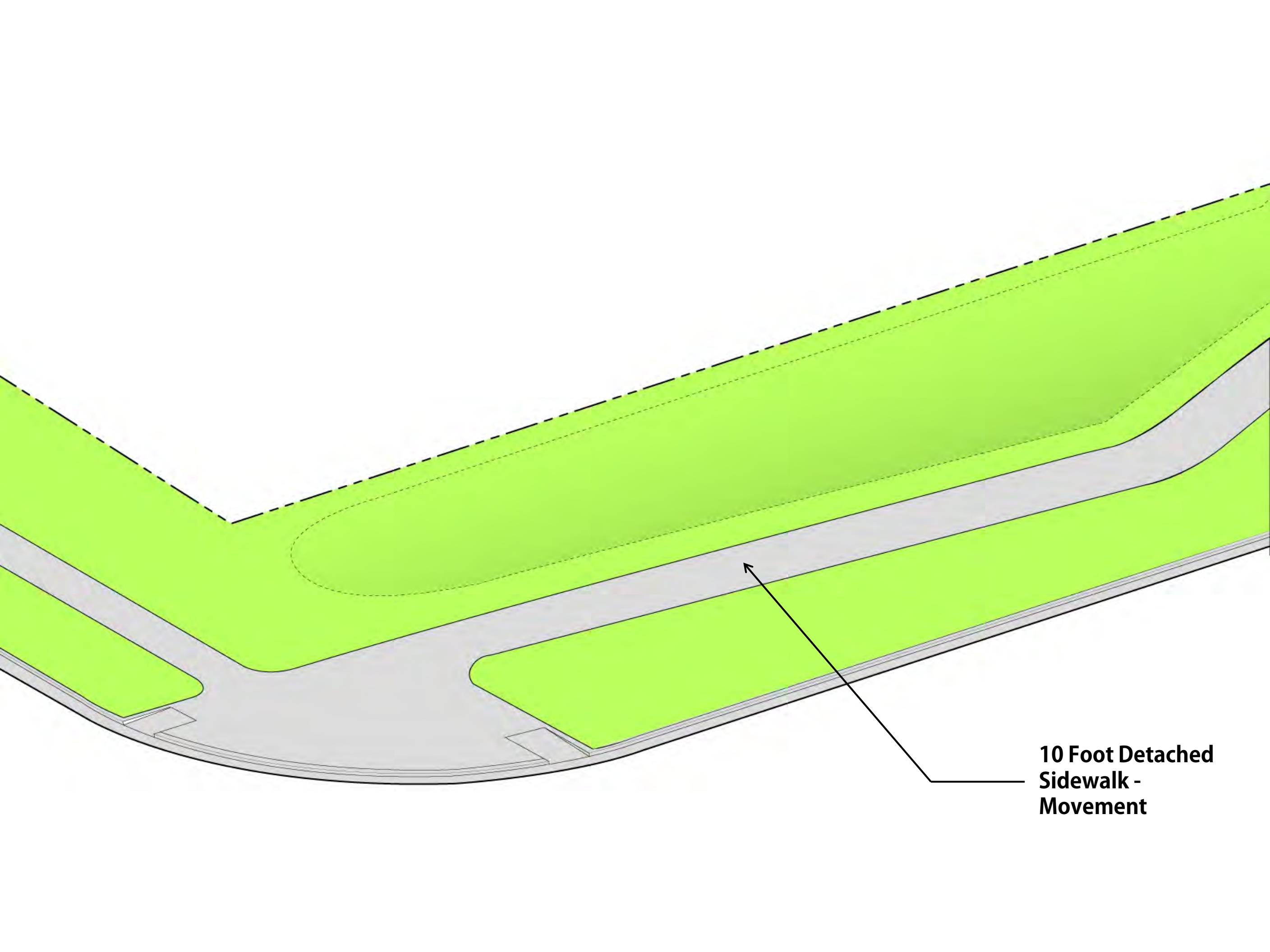
**Open Drainage  
Channel**

**10 Foot Detached  
Sidewalk**

**6 Inch Curb**

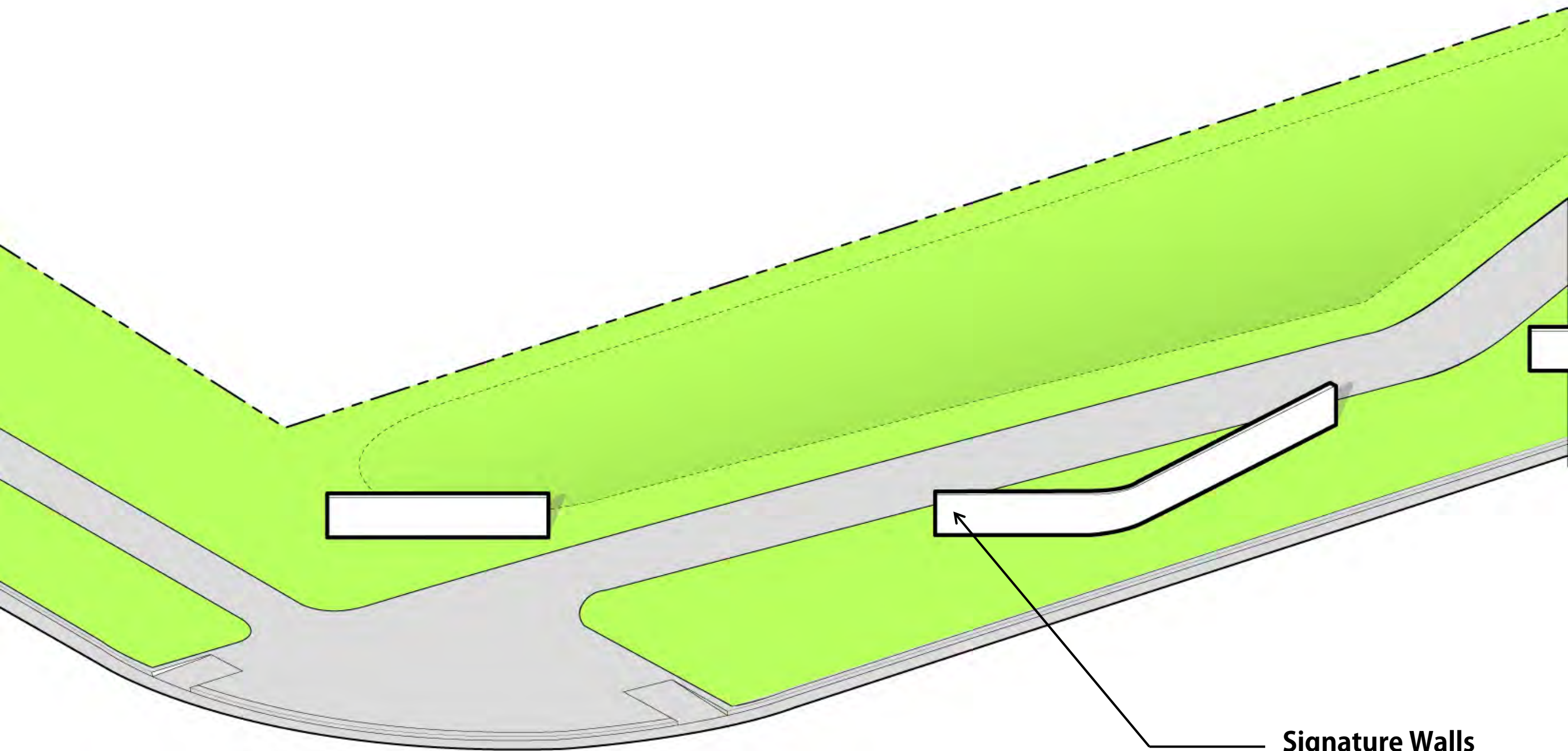
**Pedestrian  
Receiving Area**





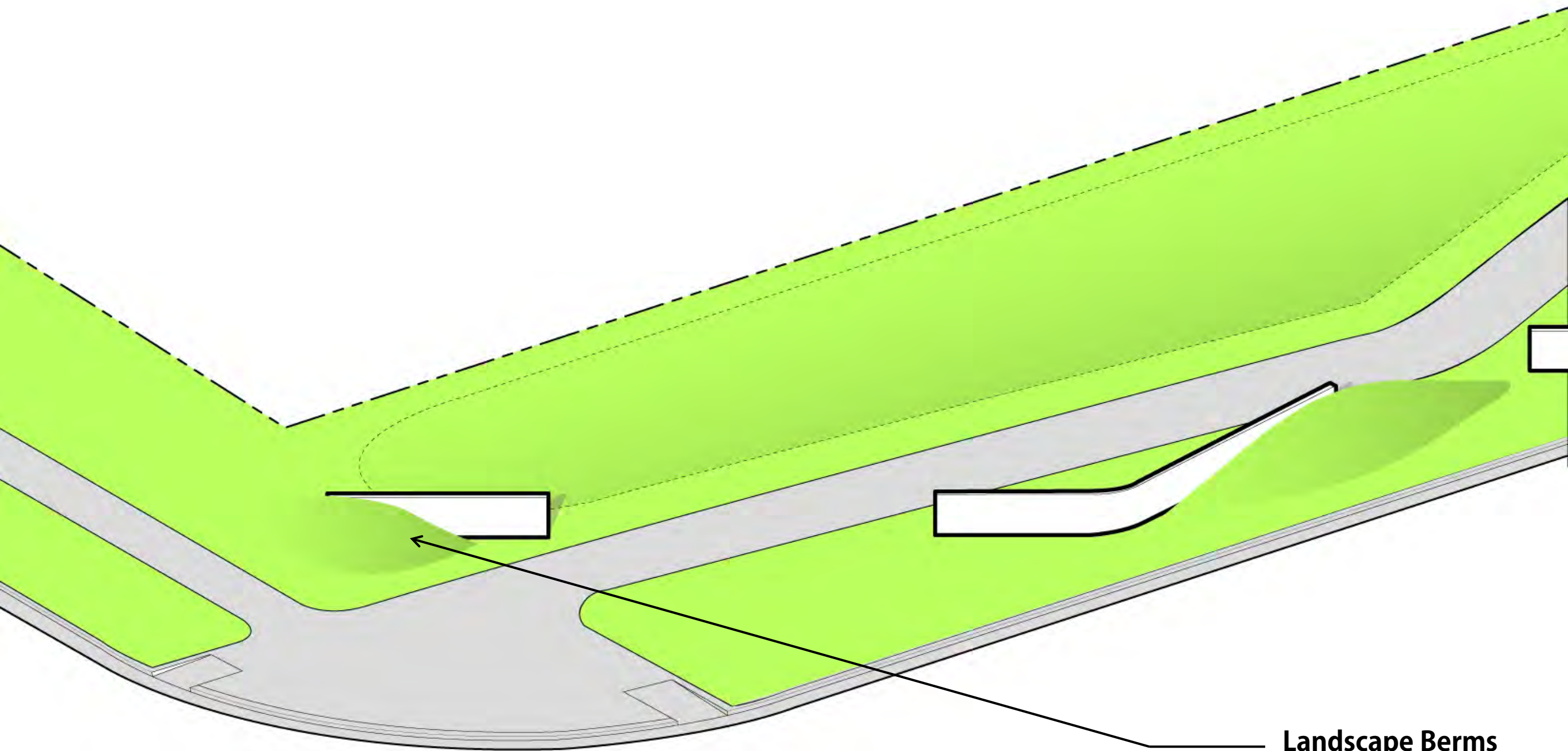
**10 Foot Detached  
Sidewalk -  
Movement**





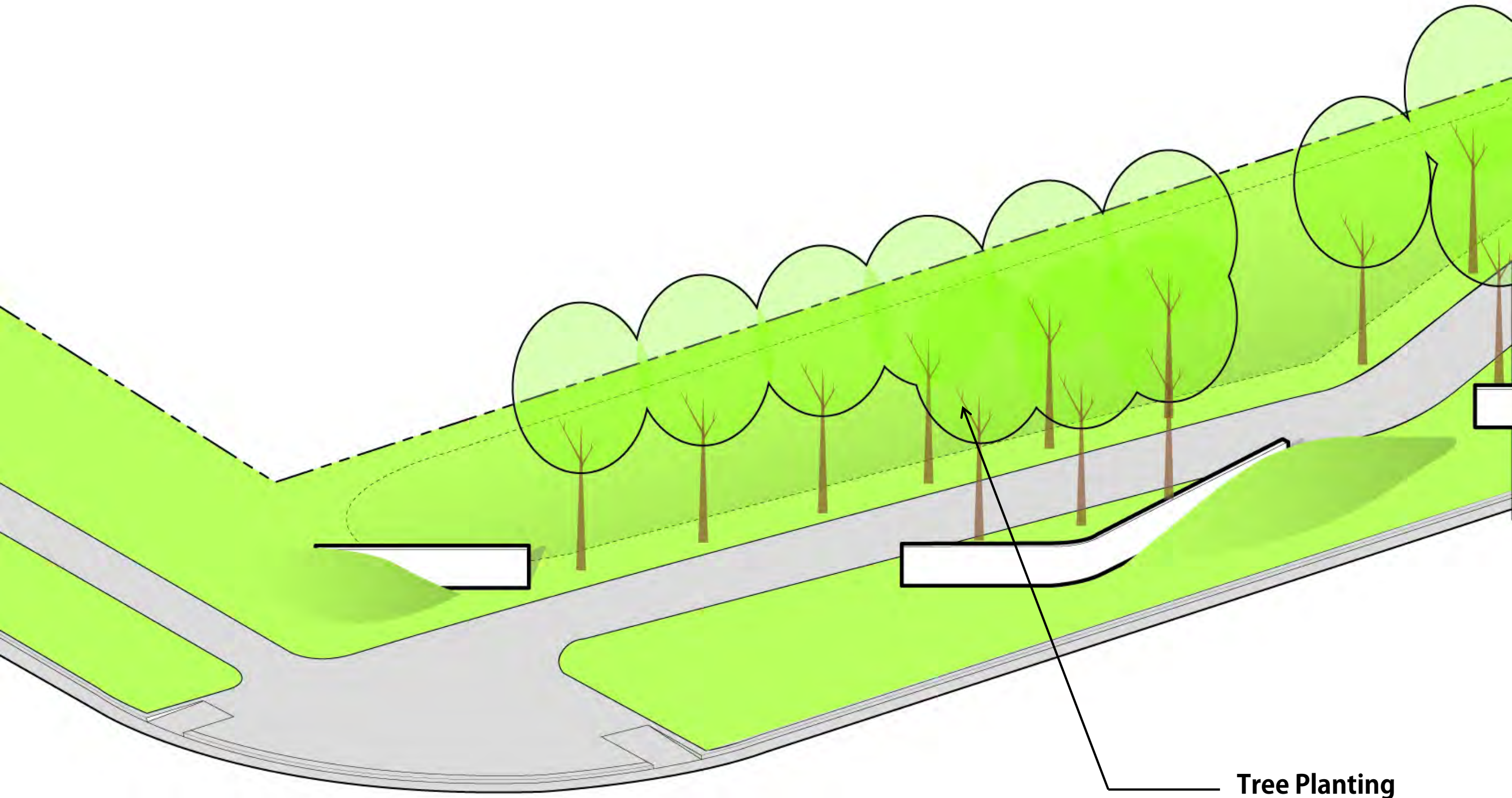
**Signature Walls**



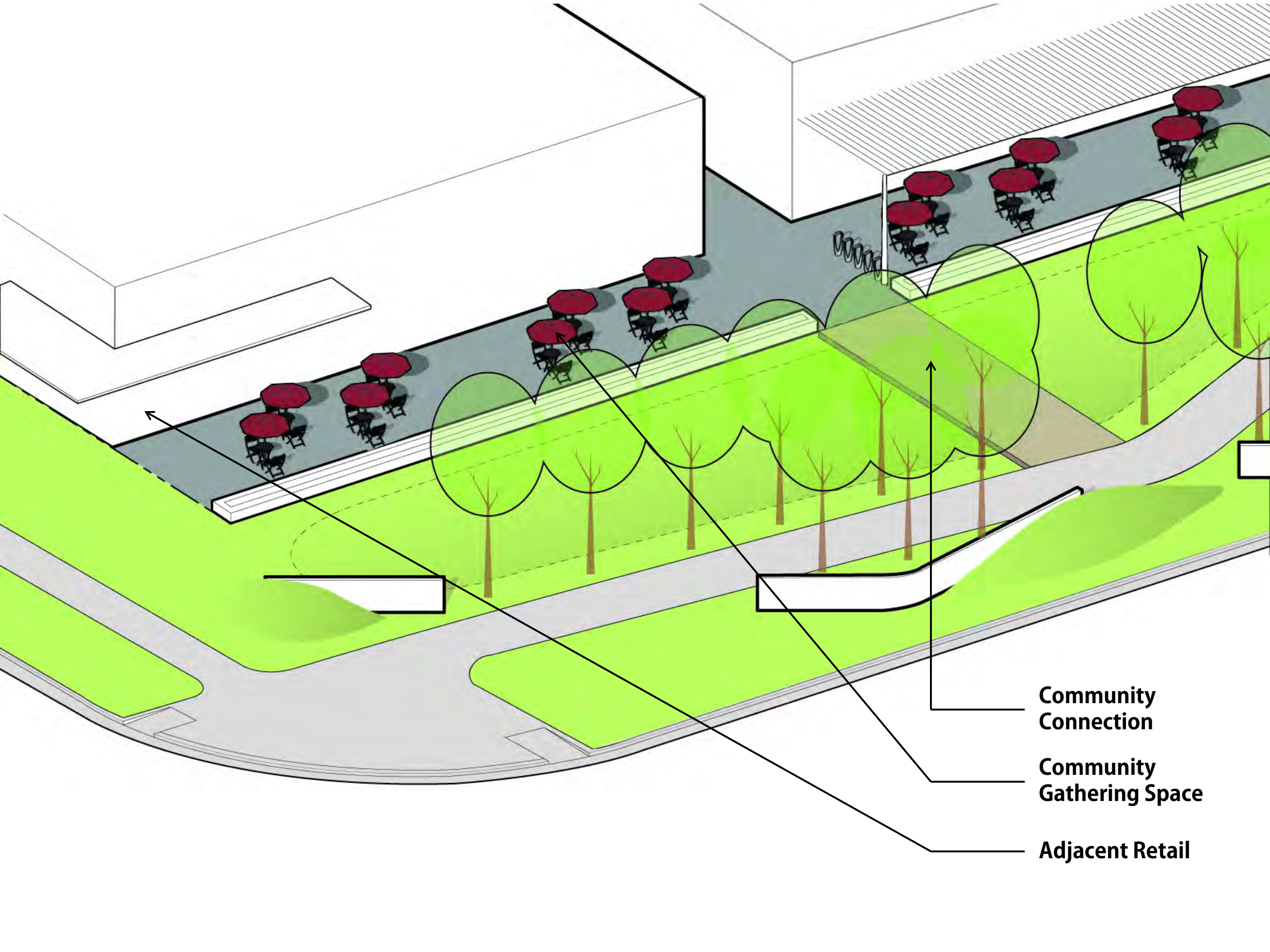


**Landscape Berms**









- Community Connection
- Community Gathering Space
- Adjacent Retail









SWALE  
Varies

TREE ZONE  
4' Min Width

SIDEWALK  
6' - 8'

TREE ZONE  
4' Min Width

PLANTED SLOPE  
Varies

CLEAR ZONE  
21'

ROADWAY  
24'

PLANTED MEDIAN  
16'

ROADWAY  
24'





SWALE  
Varies

TREE ZONE  
4' Min Width

SIDEWALK  
6' - 8'

TREE ZONE  
4' Min Width

PLANTED SLOPE  
Varies

CLEAR ZONE  
15'



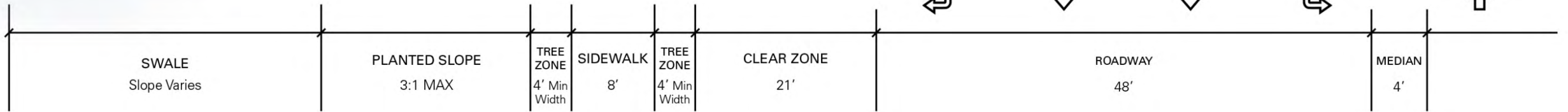
ROADWAY  
24'

PLANTED MEDIAN  
16'



ROADWAY  
24'









TREE  
ZONE  
4' Min  
Width

SIDEWALK  
8'

TREE  
ZONE  
4' Min  
Width

PLANTED SLOPE  
3:1 MAX

CLEAR ZONE  
10'

ROADWAY  
36'

MEDIAN  
4'



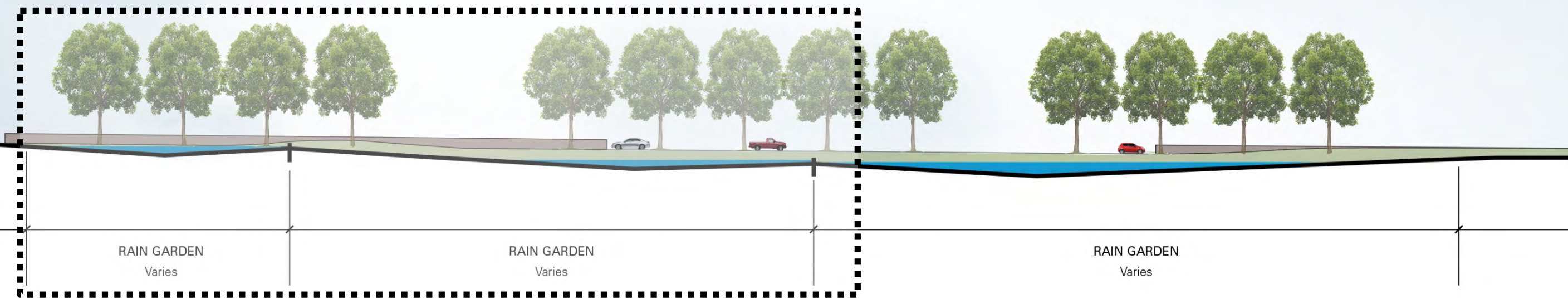
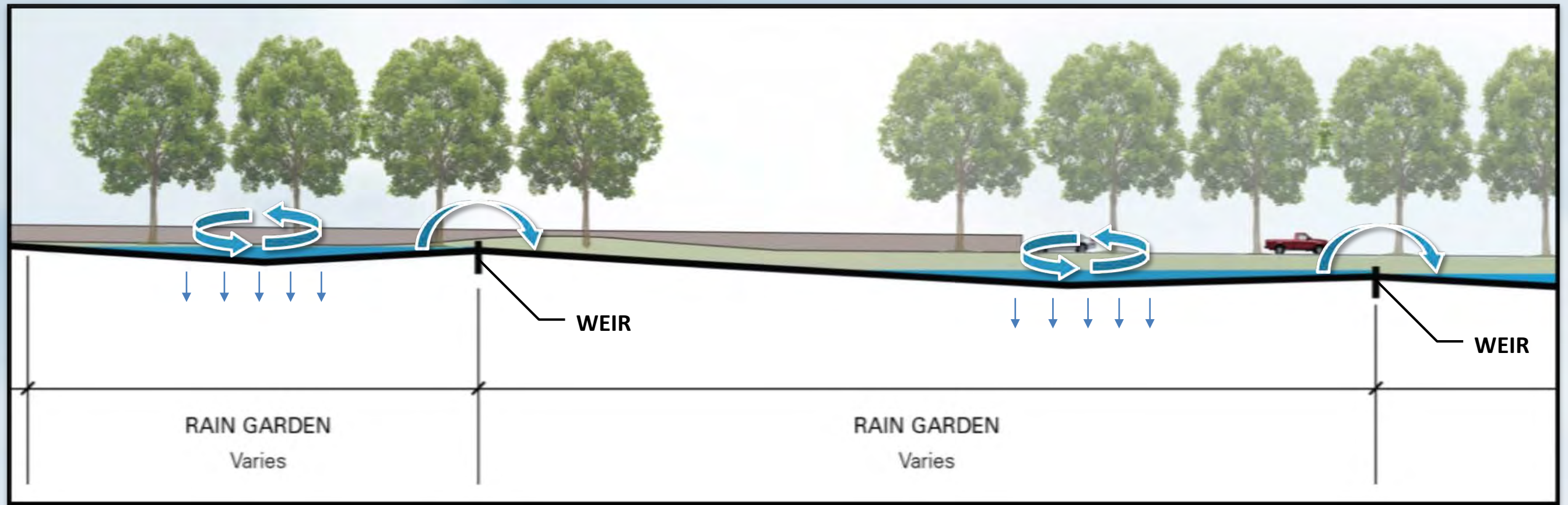


RAIN GARDEN  
Varies

RAIN GARDEN  
Varies

RAIN GARDEN  
Varies



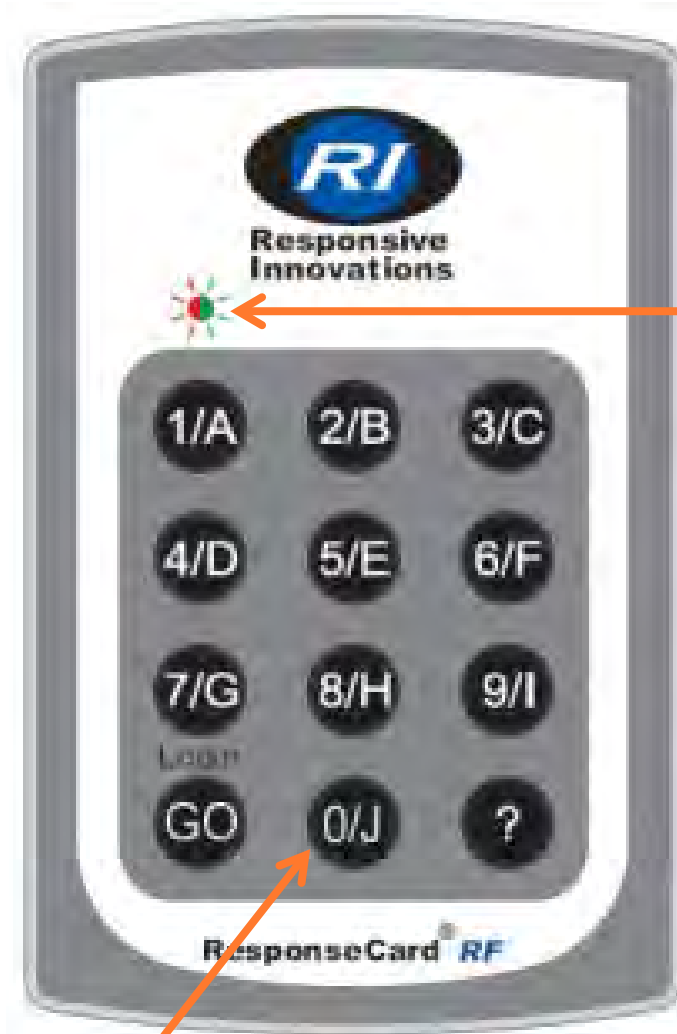








# KEYPAD POLLING



When the polling opens you will select a key and your keypad light should flash green

0 key= option 10

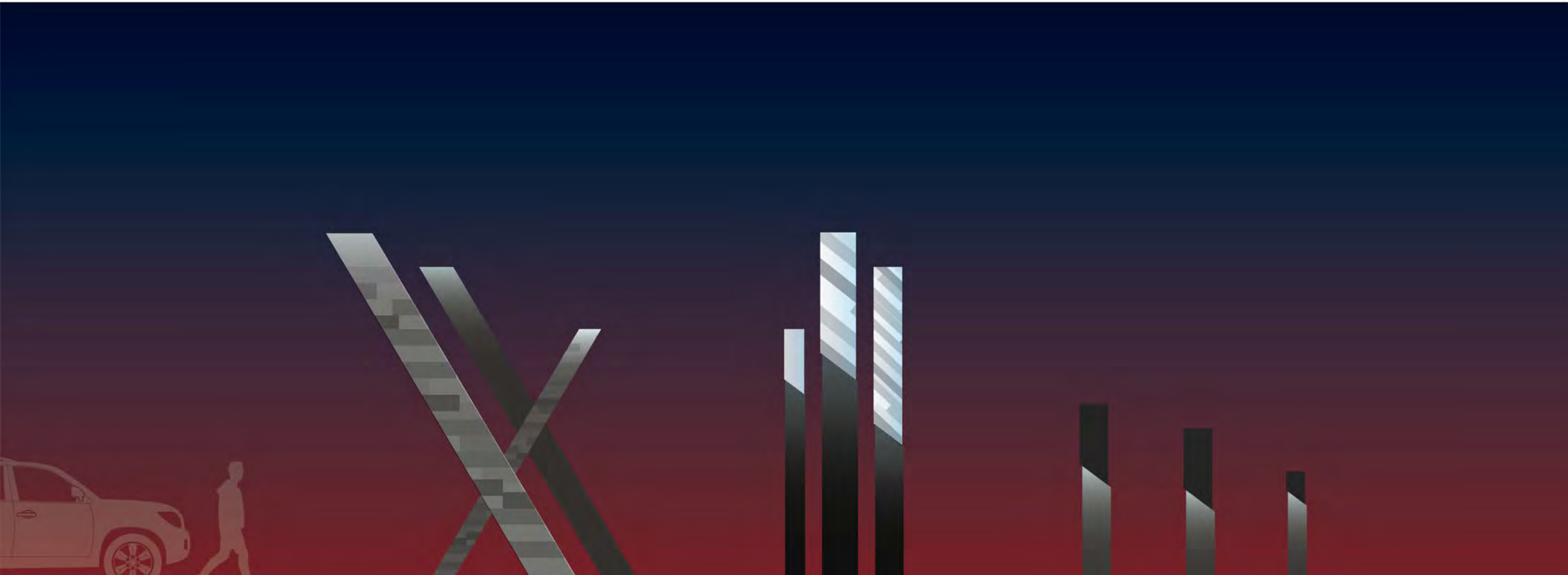
If you want to change your answer: select the buttons all over again- the last keys you select will register





LA VISTA  
ICON





LA VISTA ICON





LARGE SIGN



BACK VIEW



MEDIAN SIGN

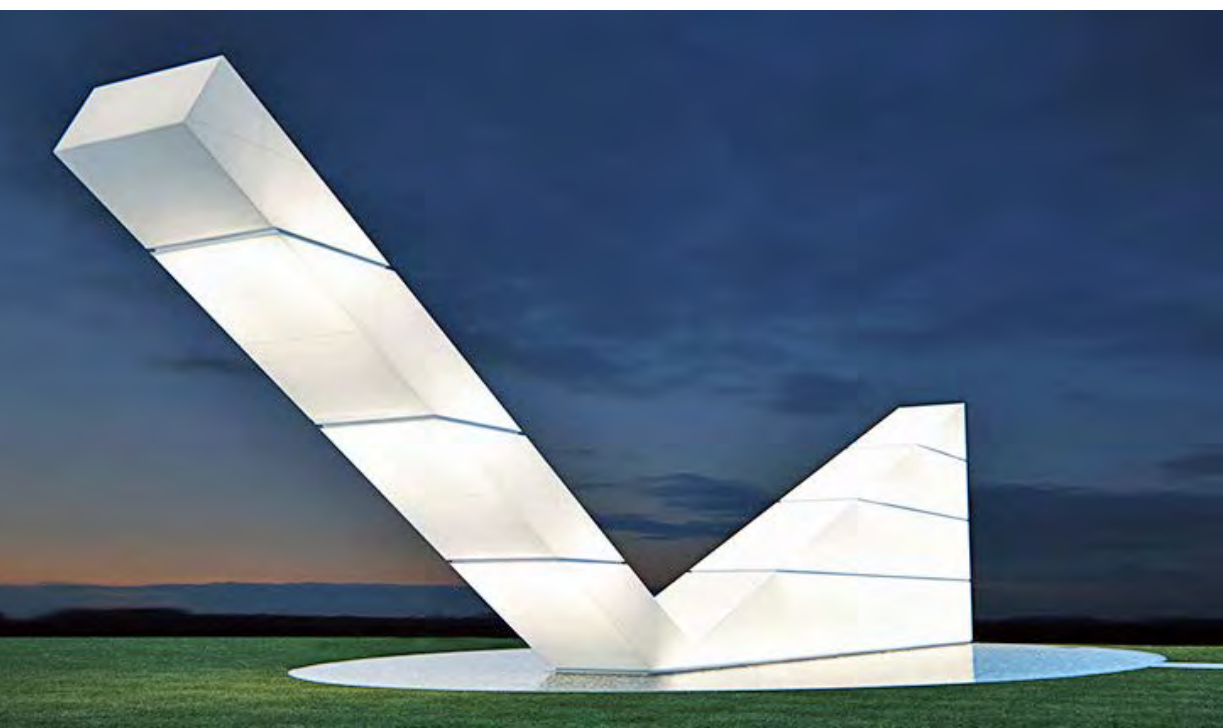


SMALL SIGN

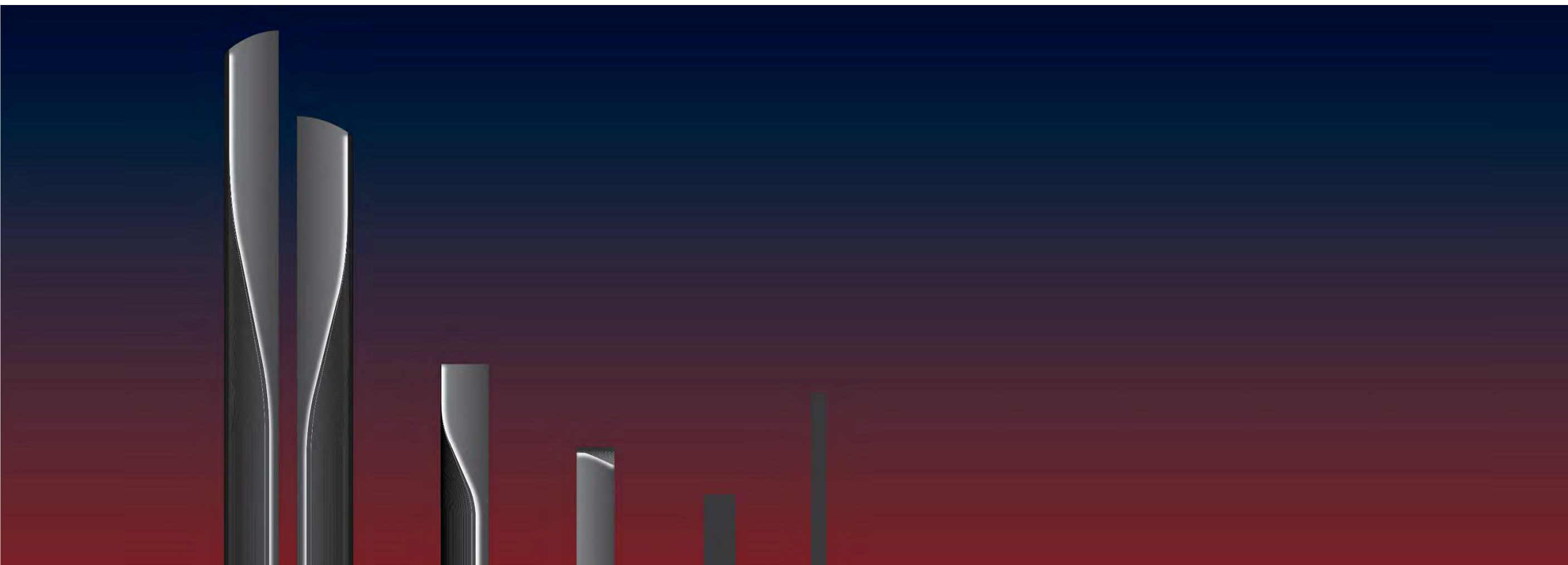


DESTINATION SIGN







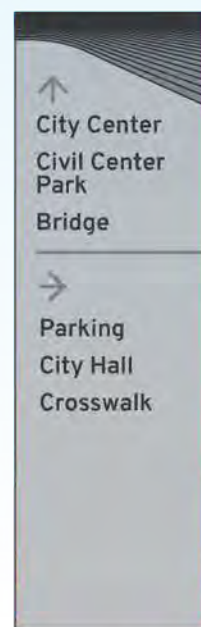


LA VISTA ICON

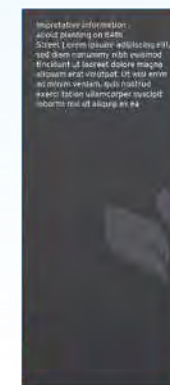




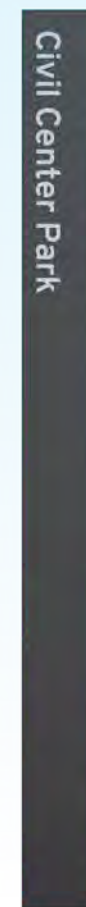
LARGE SIGN



MEDIAN SIGN



SMALL SIGN



DESTINATION  
SIGN



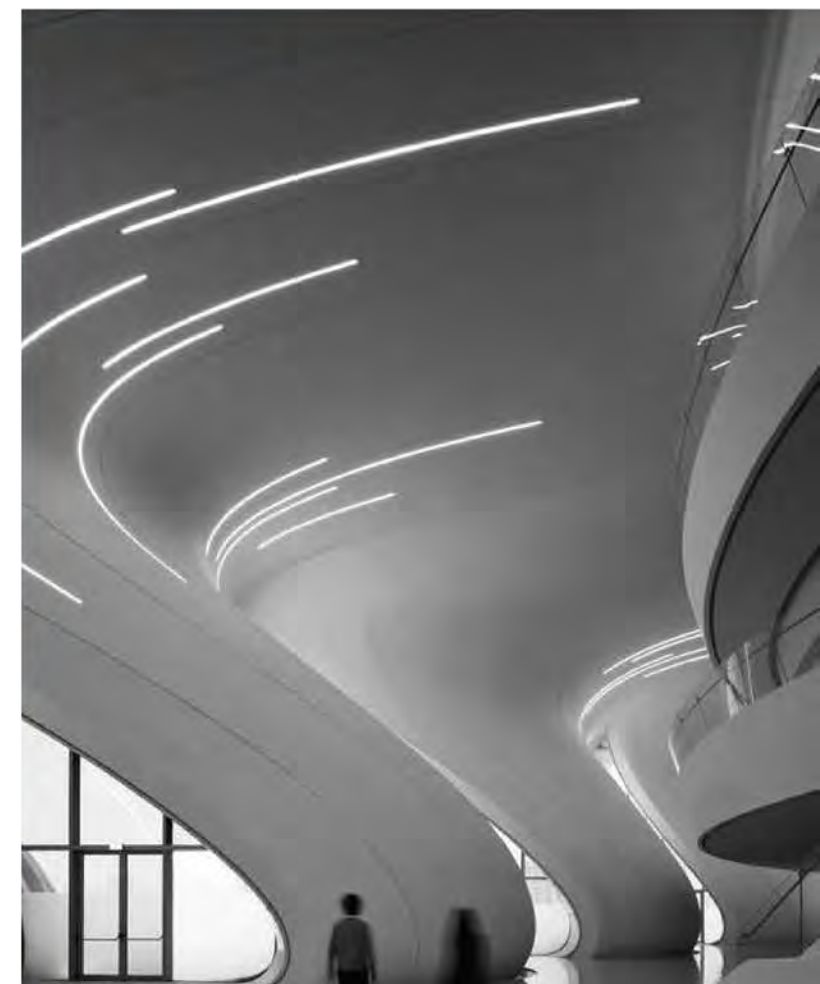
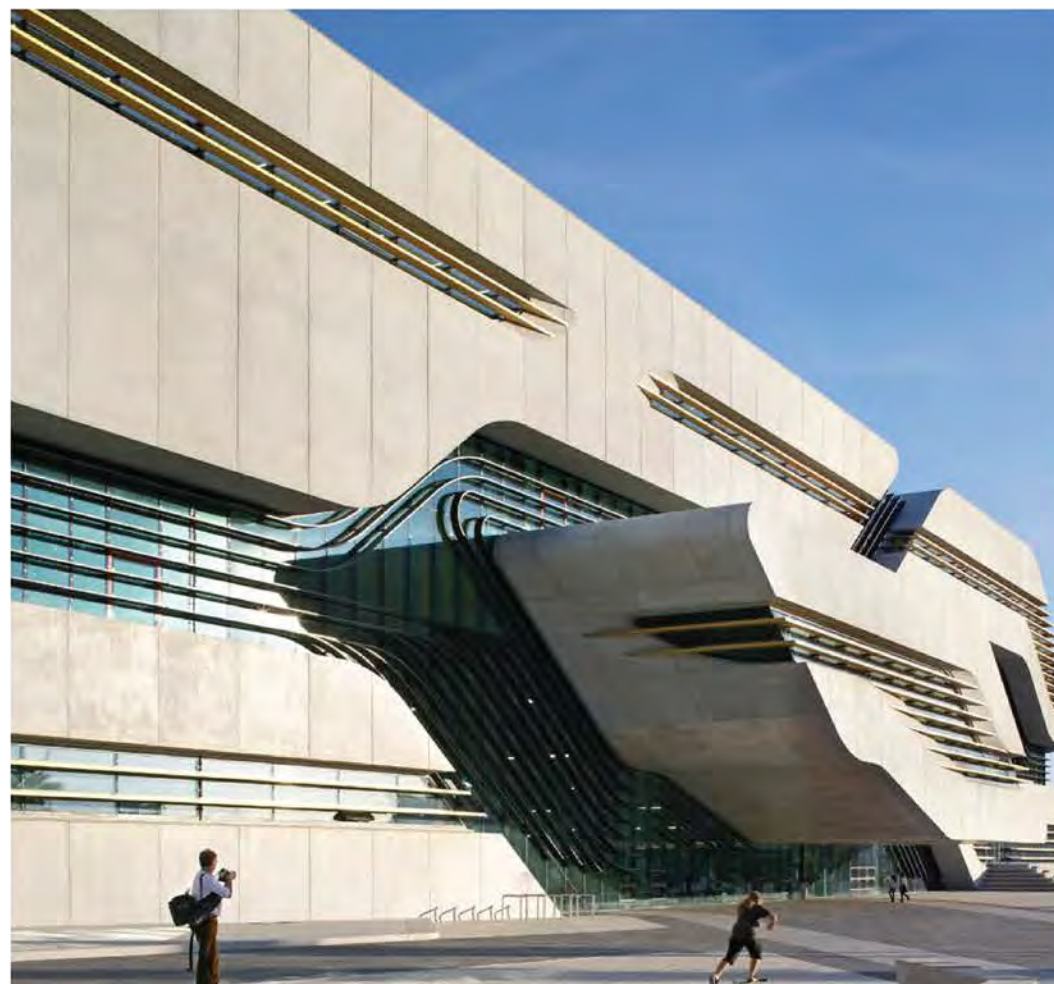
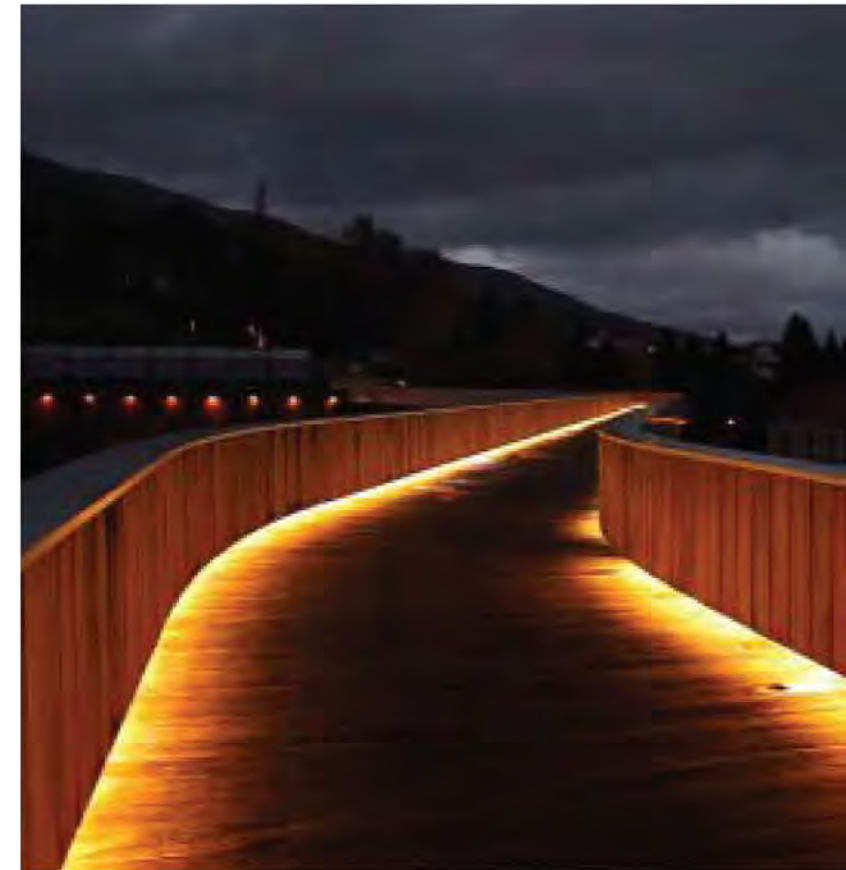




# GATEWAY WALLS

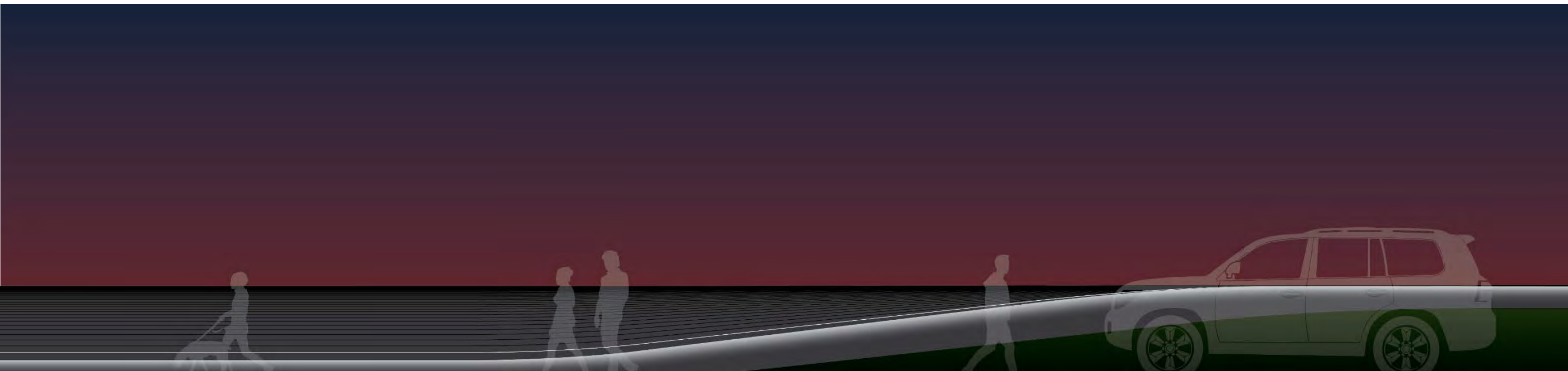
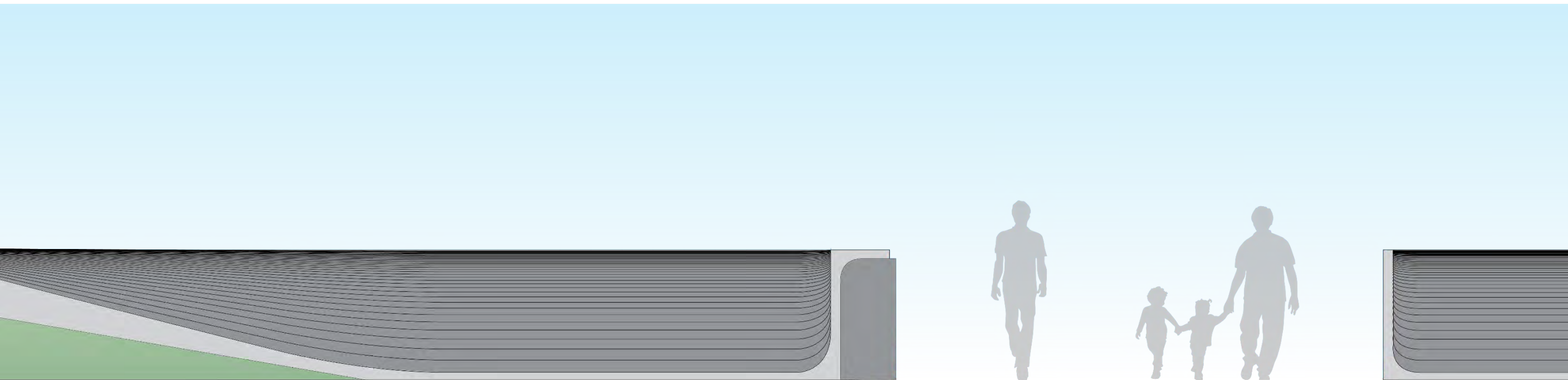
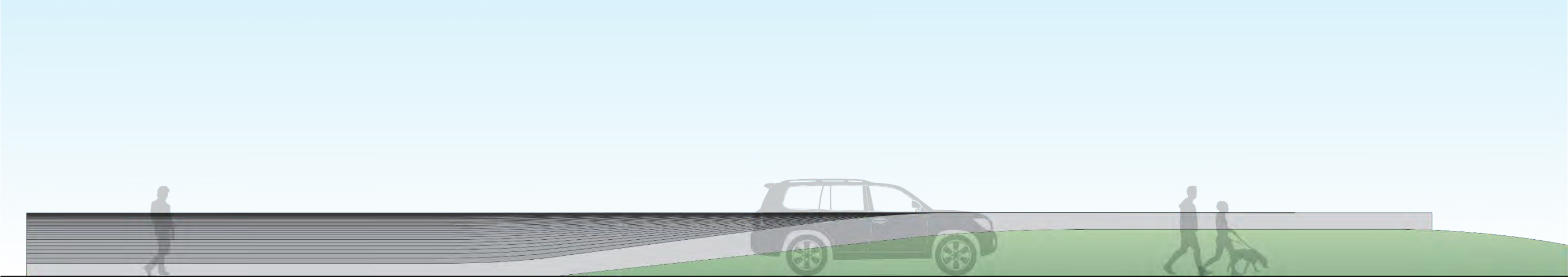






**GTWY WALLS- GRADE RESPONSIVE WRAP**





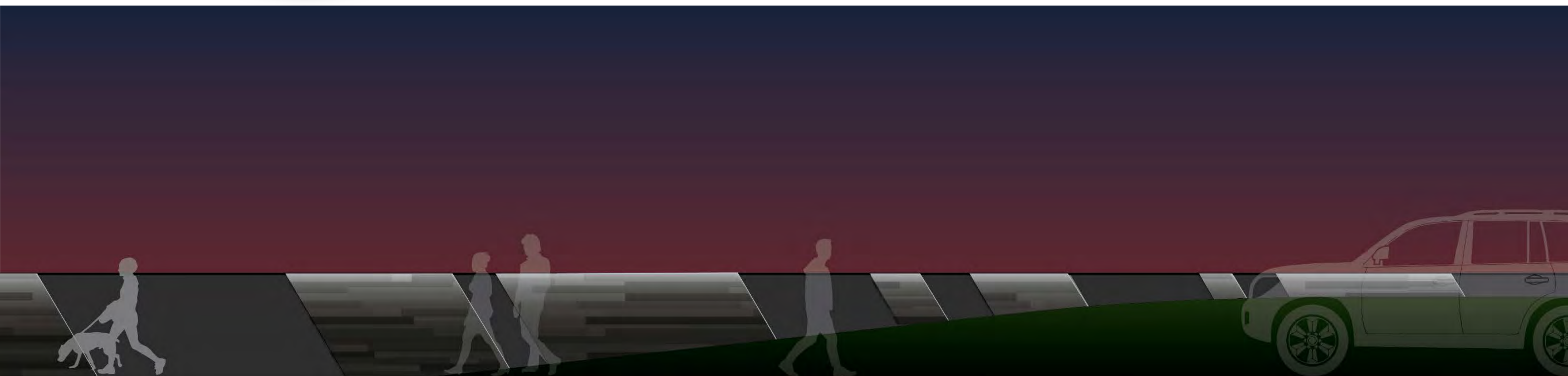
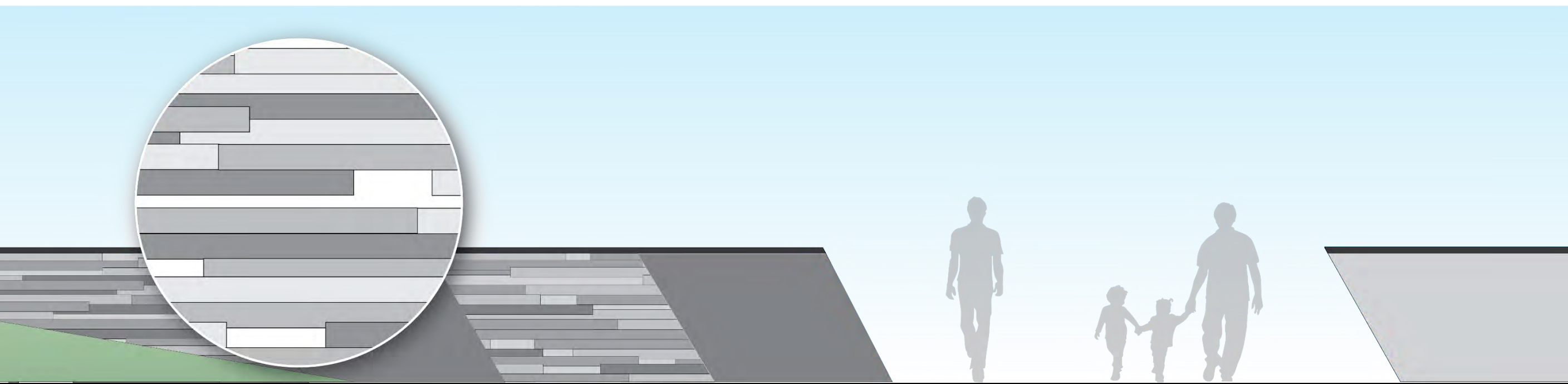
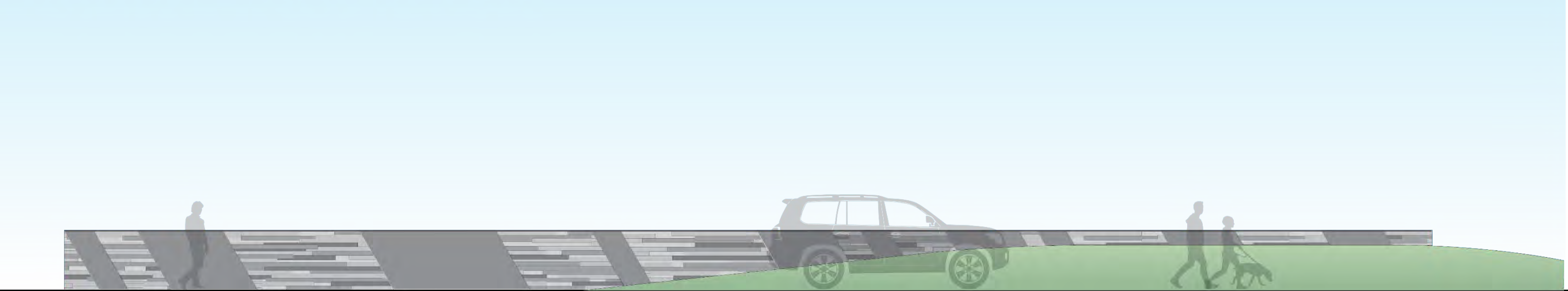
**GTWY WALLS- GRADE RESPONSIVE WRAP**





**GTWY WALLS- GEO TEXTURE**



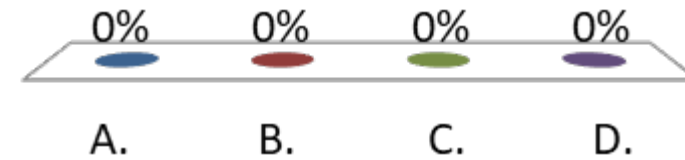


**GTWY WALLS- GEO TEXTURE**



# Which gateway option do you prefer?

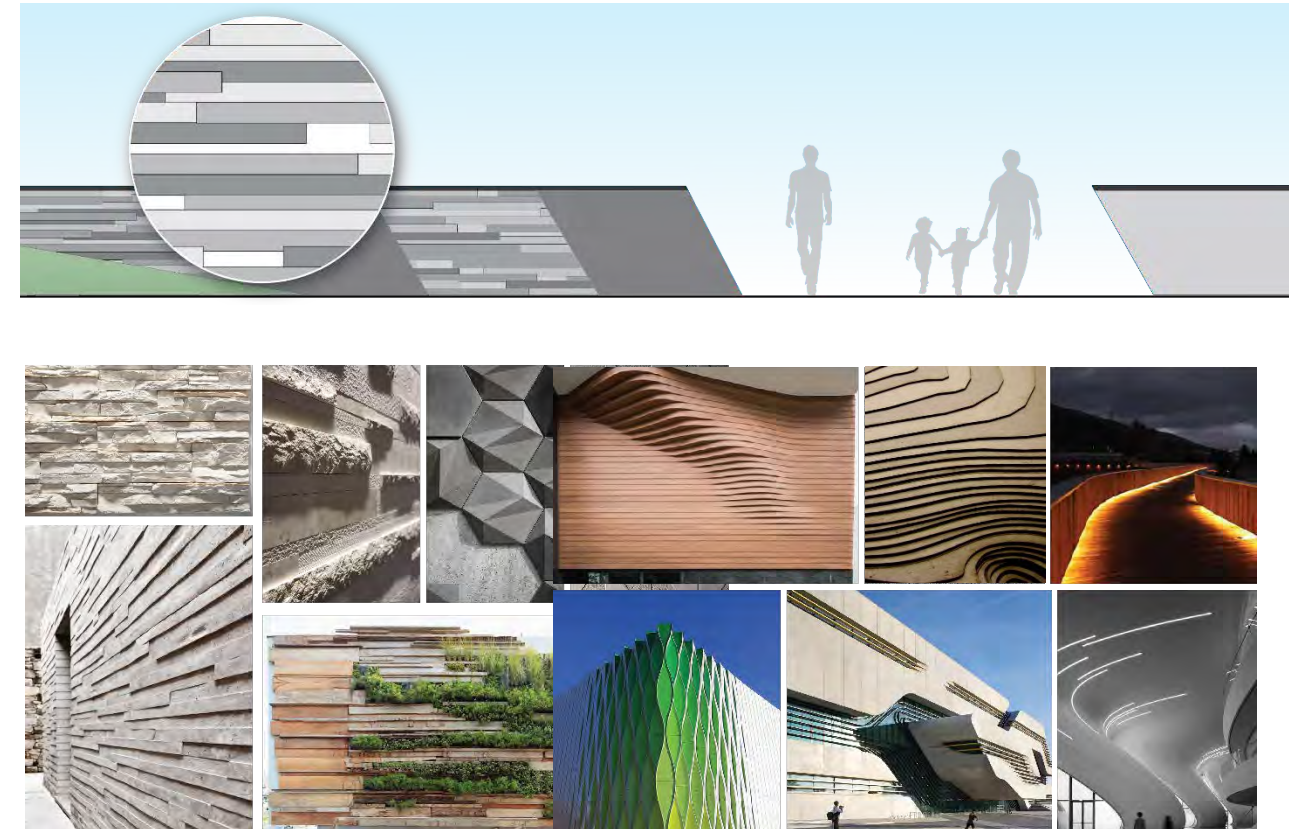
- A. La Vista Icon
- B. Gateway walls
- C. Both equally
- D. I don't know



# A LA VISTA ICON

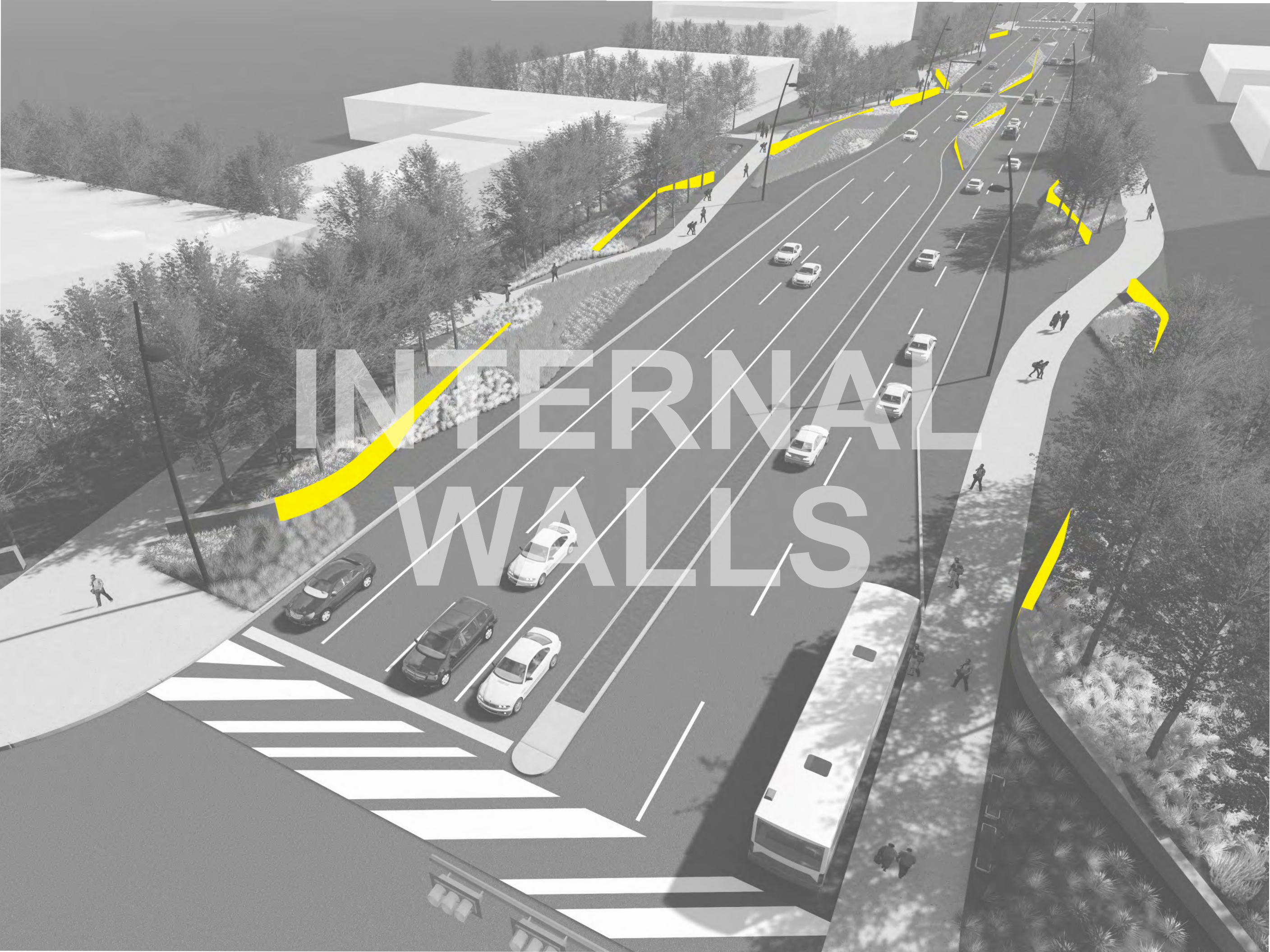


# B GATEWAY WALLS





# INTERNAL WALLS







**INTERNAL WALLS – NATURAL**



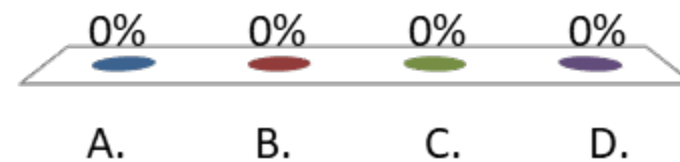


**INTERNAL WALLS – URBAN**



# Which interior wall option do you prefer?

- A. Natural
- B. Urban
- C. Both equally
- D. I don't know



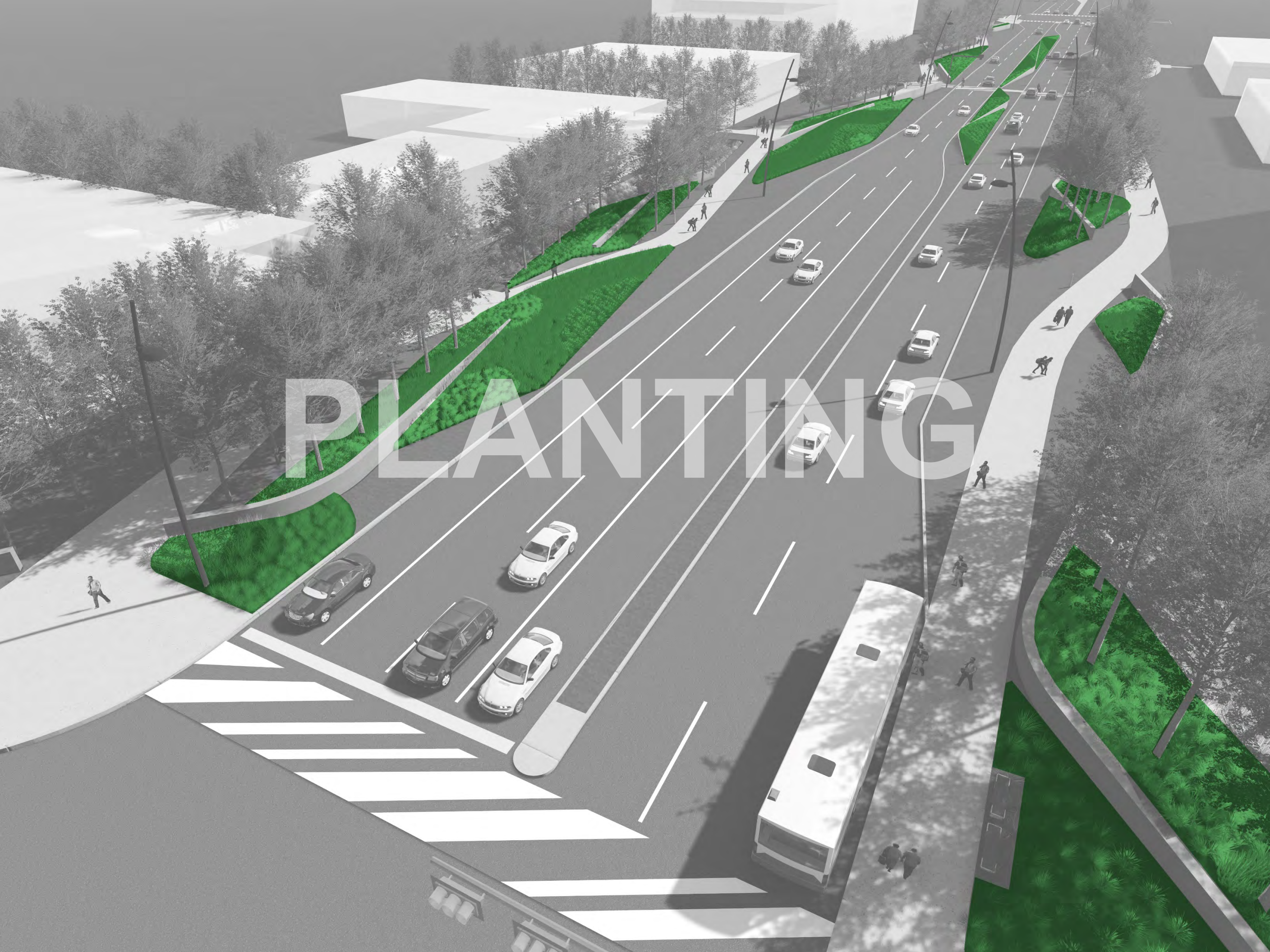
## A NATURAL



## B URBAN











# PLANTING – MASS BLOCKS



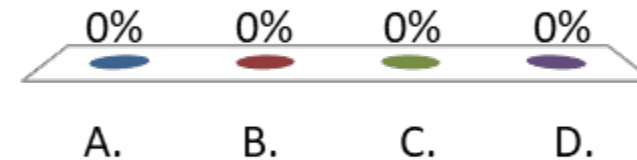


# PLANTING – VARIED DRIFTS



# Which planting option do you prefer?

- A. Mass blocks
- B. Varied drifts
- C. Both equally
- D. I don't know



## A MASS BLOCKS



## B VARIED DRIFTS

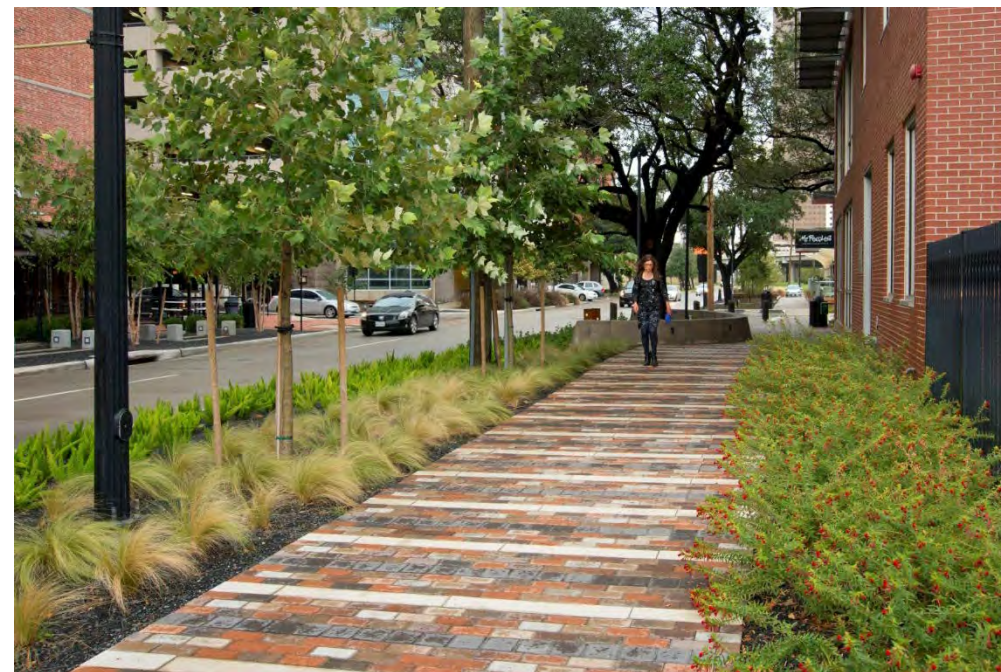
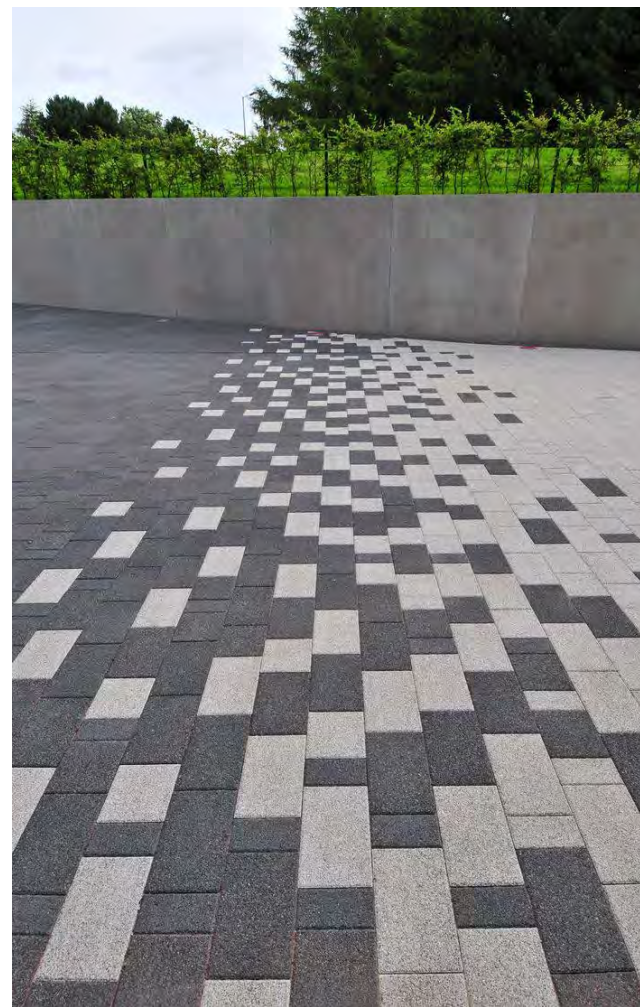




# SPECIAL PAVING

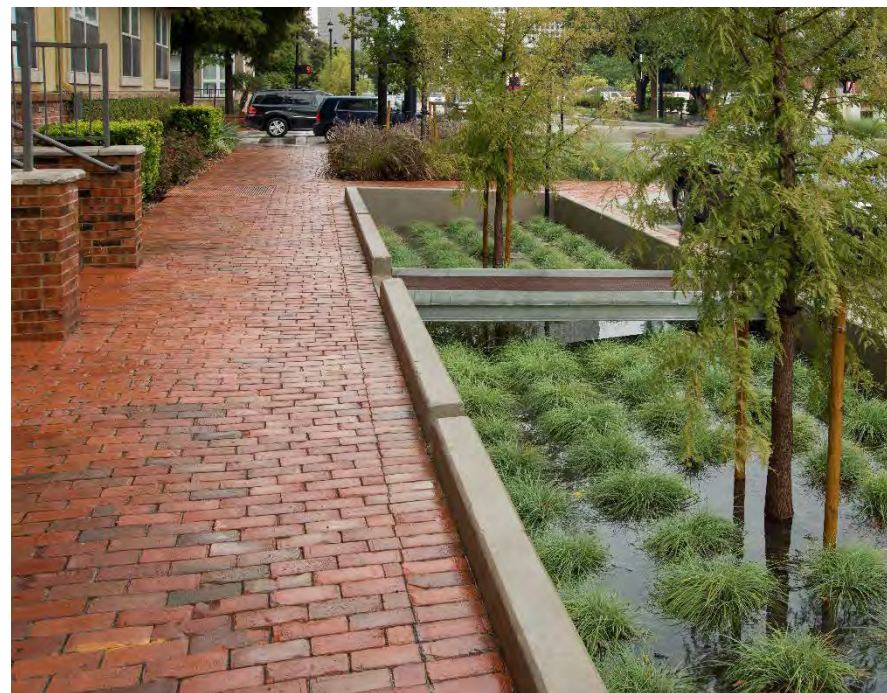
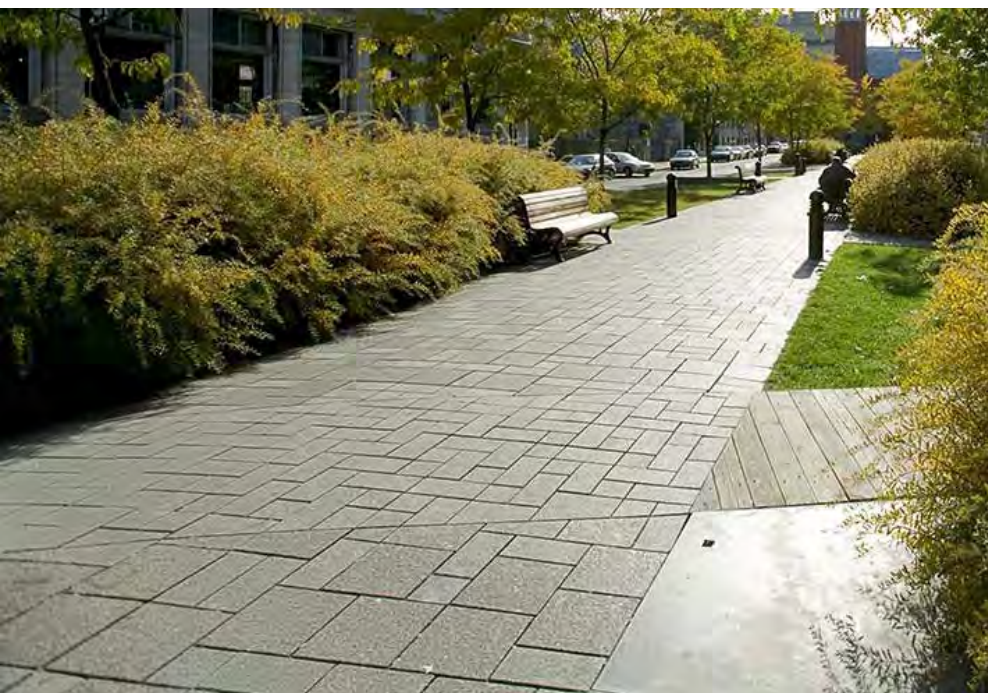






**SPECIAL PAVING – BOLD**



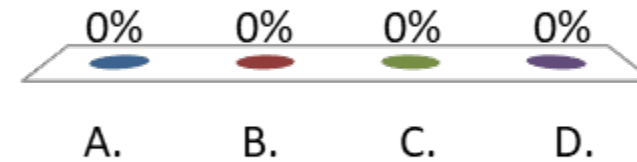


**SPECIAL PAVING – SUBTLE**

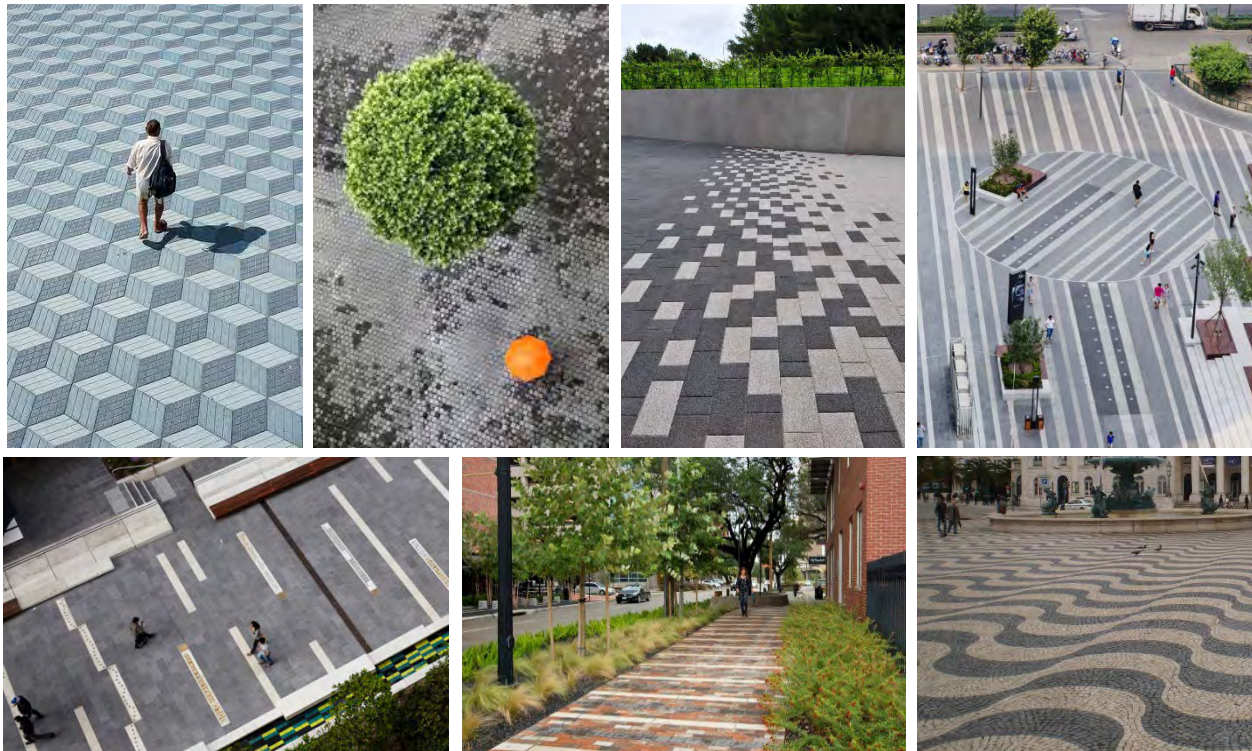


# Which special paving option do you prefer?

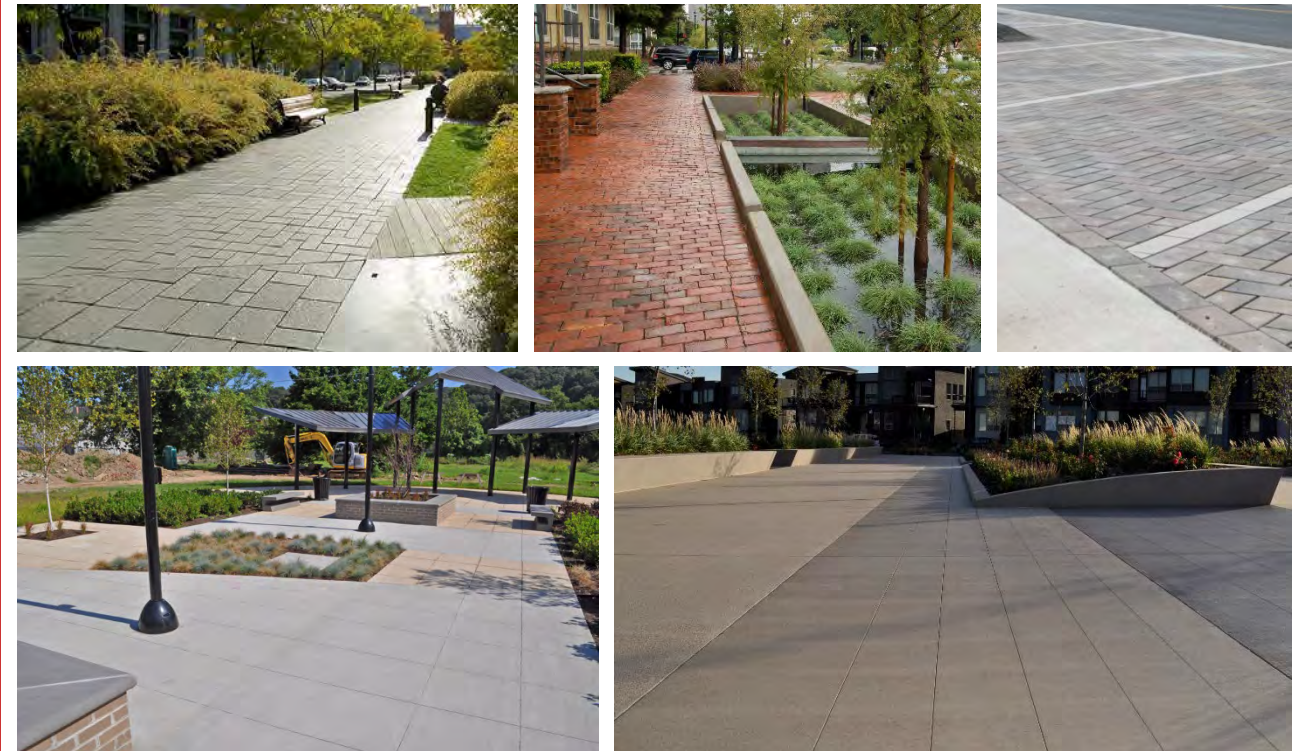
- A. Bold
- B. Subtle
- C. Both equally
- D. I don't know



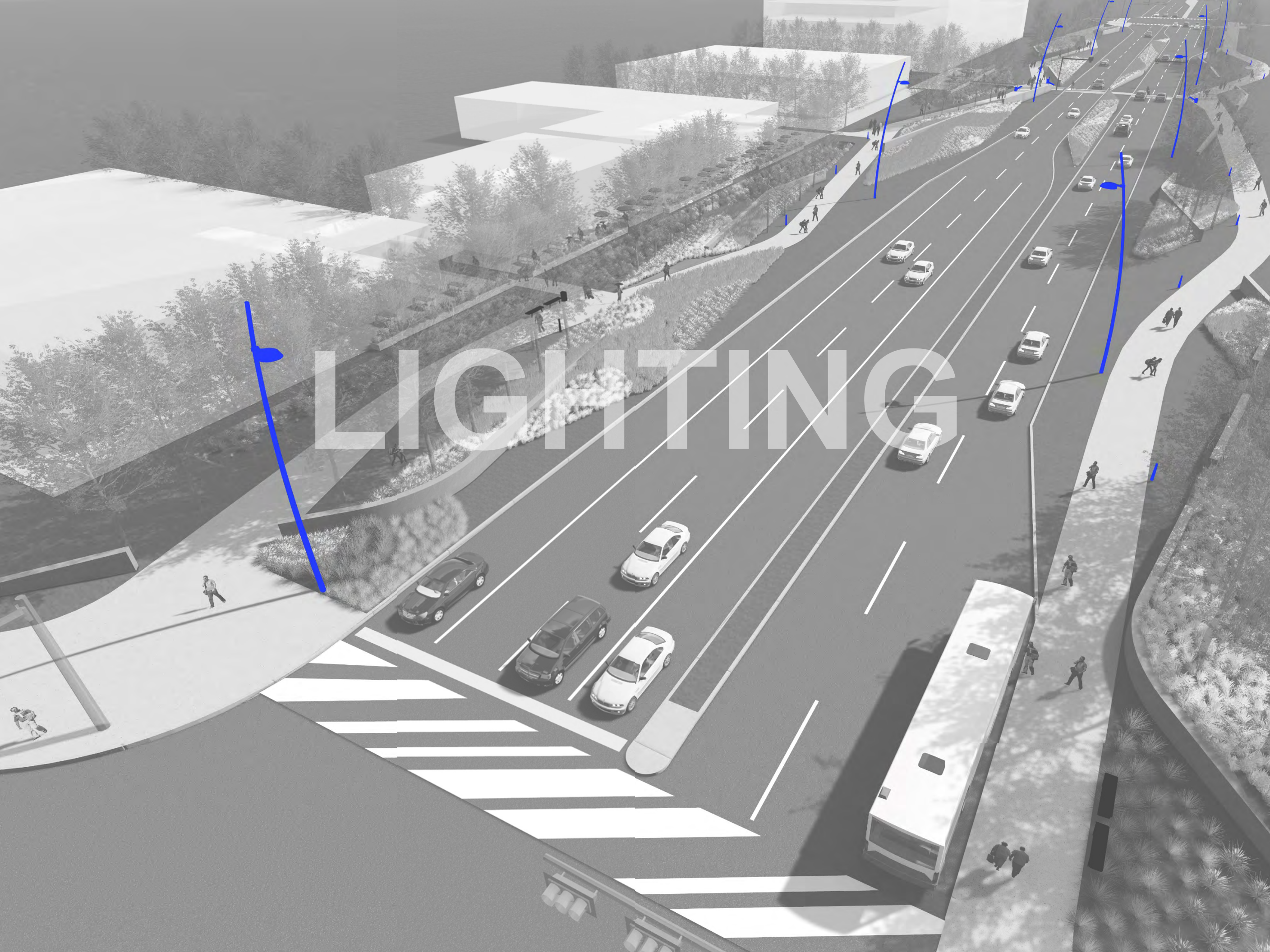
## A BOLD



## B SUBTLE







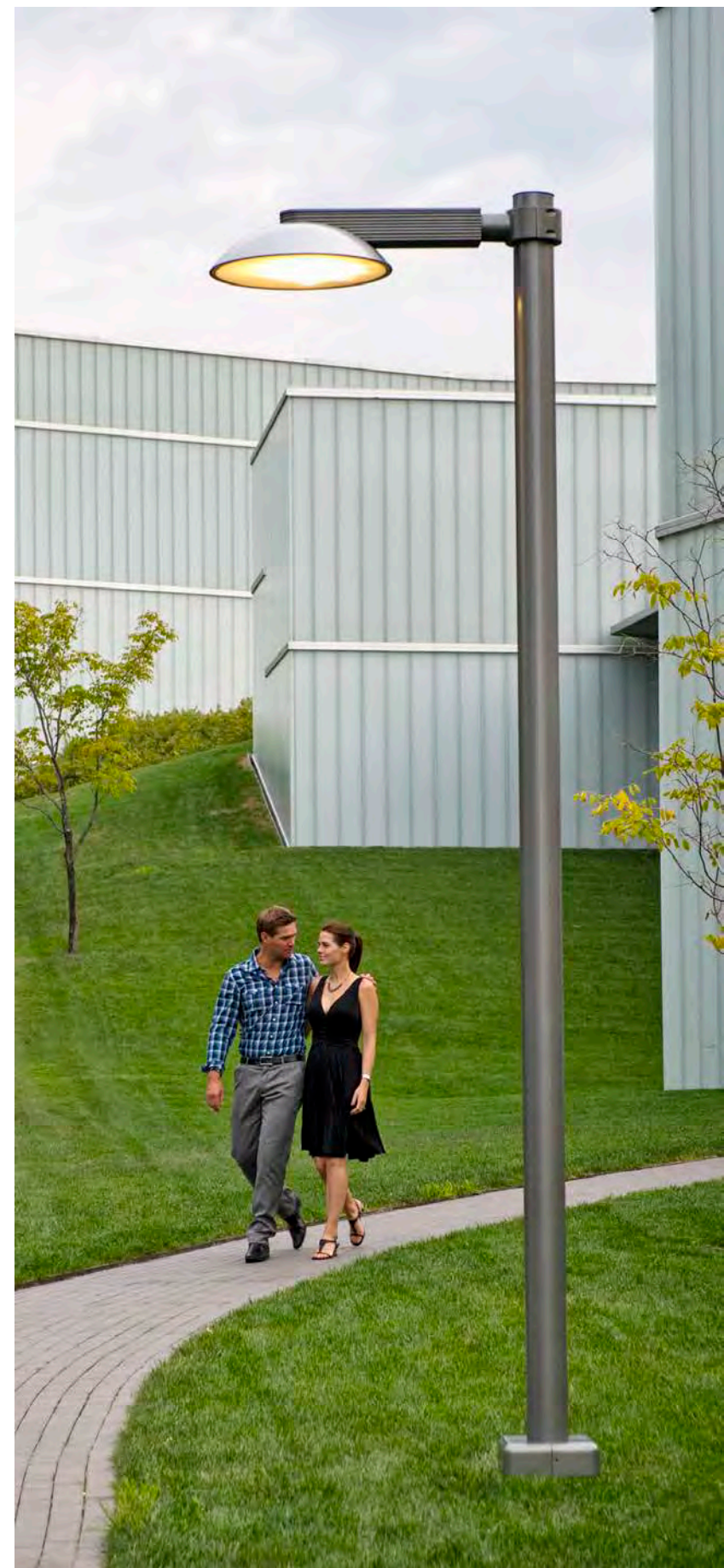
LIGHTING





# SITE LIGHTING STYLE A



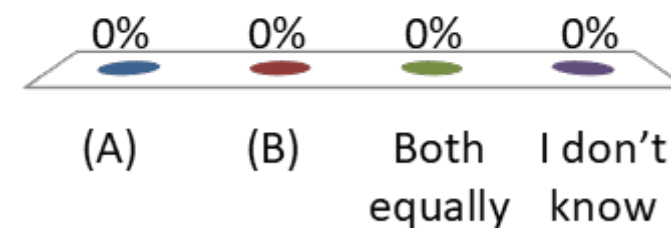


# SITE LIGHTING STYLE B



# Which lighting option do you prefer?

- A. (A)
- B. (B)
- C. Both equally
- D. I don't know



A



B





# FURNITURE







# FURNITURE A

DESIGNWORKSHOP





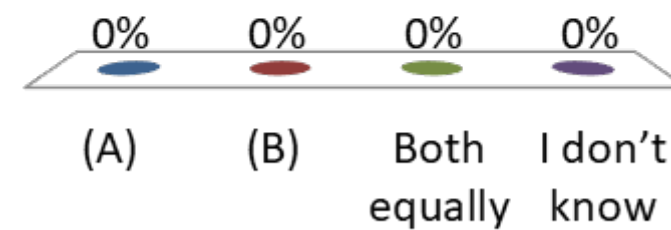
FURNITURE B

DESIGNWORKSHOP

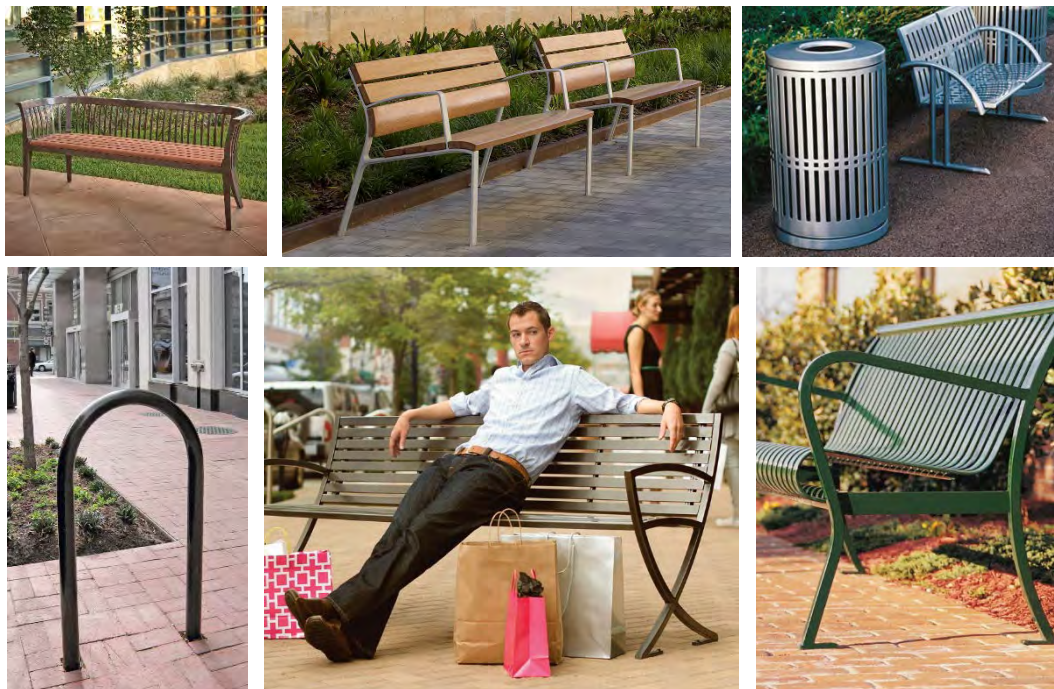


# Which furniture option do you prefer?

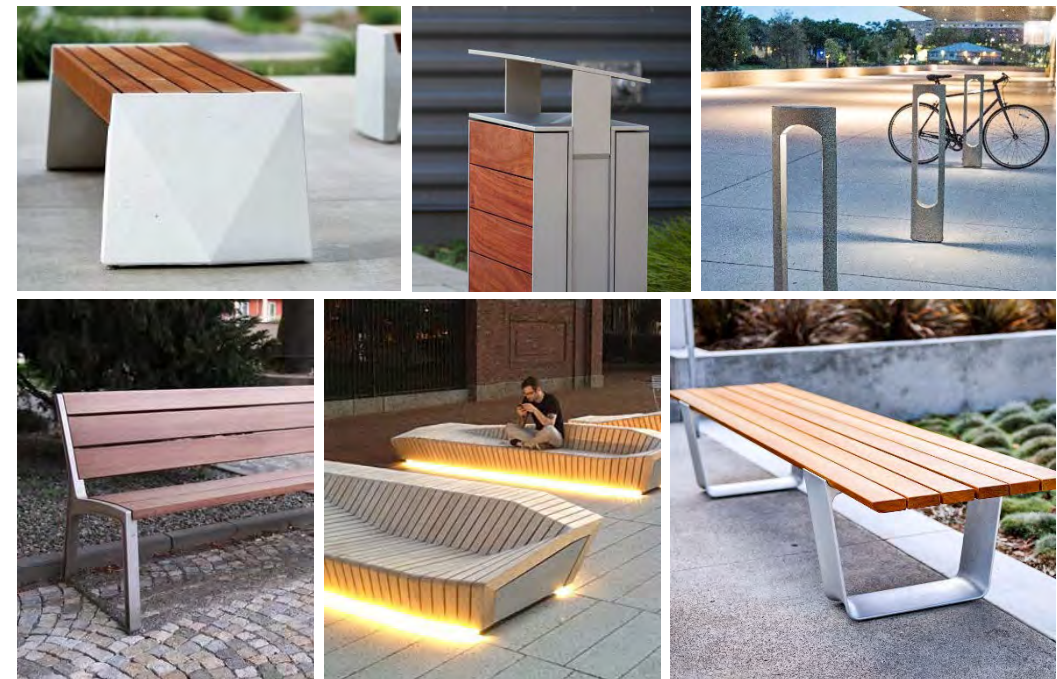
- A. (A)
- B. (B)
- C. Both equally
- D. I don't know



A



B









# THE BRIDGE







**BRIDGE CONCEPT (A): PARALLEL ARCHES**





**BRIDGE CONCEPT (A): PARALLEL ARCHES**





**BRIDGE CONCEPT (A): PARALLEL ARCHES**





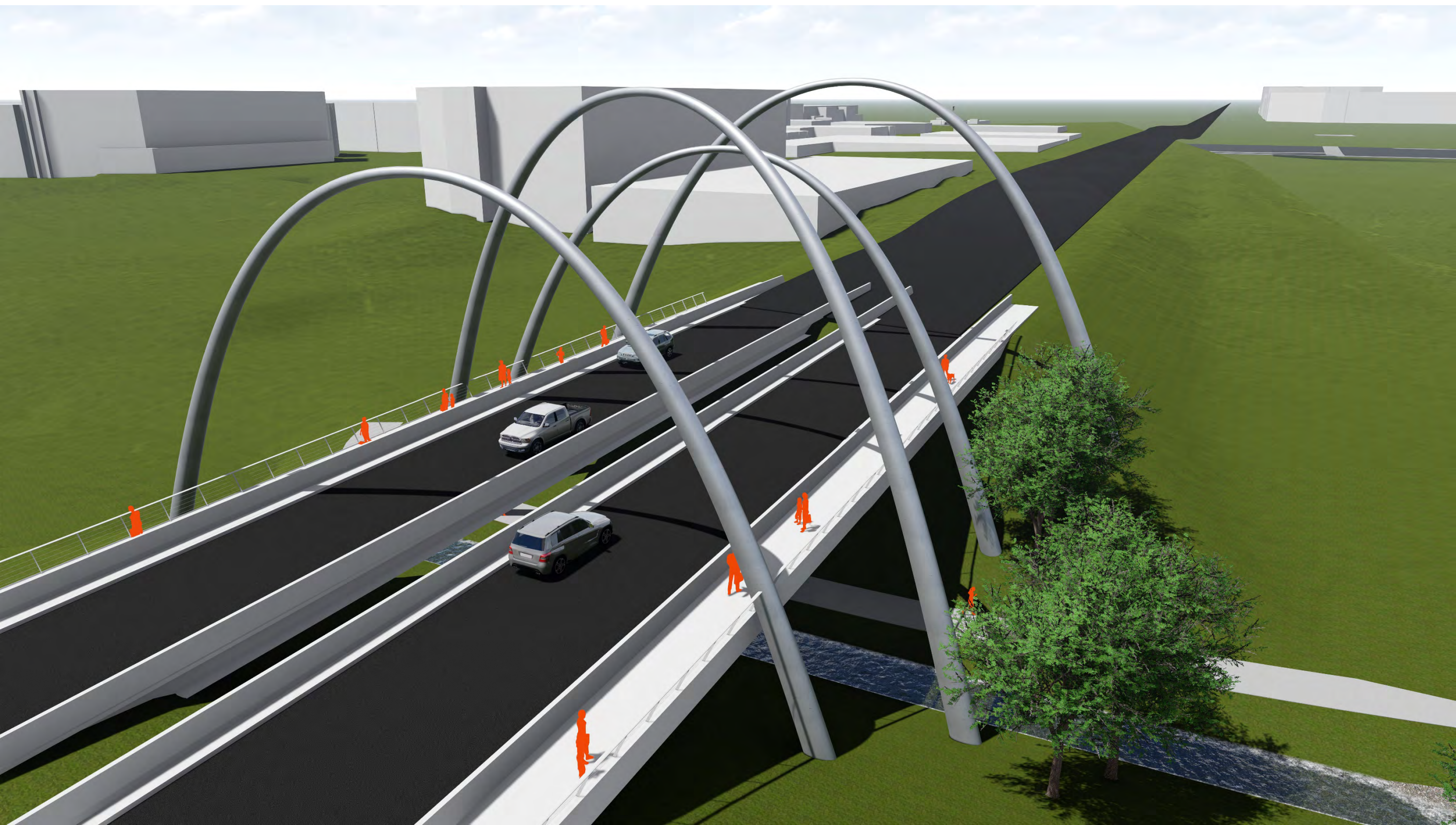
**BRIDGE CONCEPT (B): PERPENDICULAR ARCHES**





**BRIDGE CONCEPT (B): PERPENDICULAR ARCHES**





**BRIDGE CONCEPT (B): PERPENDICULAR ARCHES**





**BRIDGE CONCEPT (A): PARALLEL ARCHES**





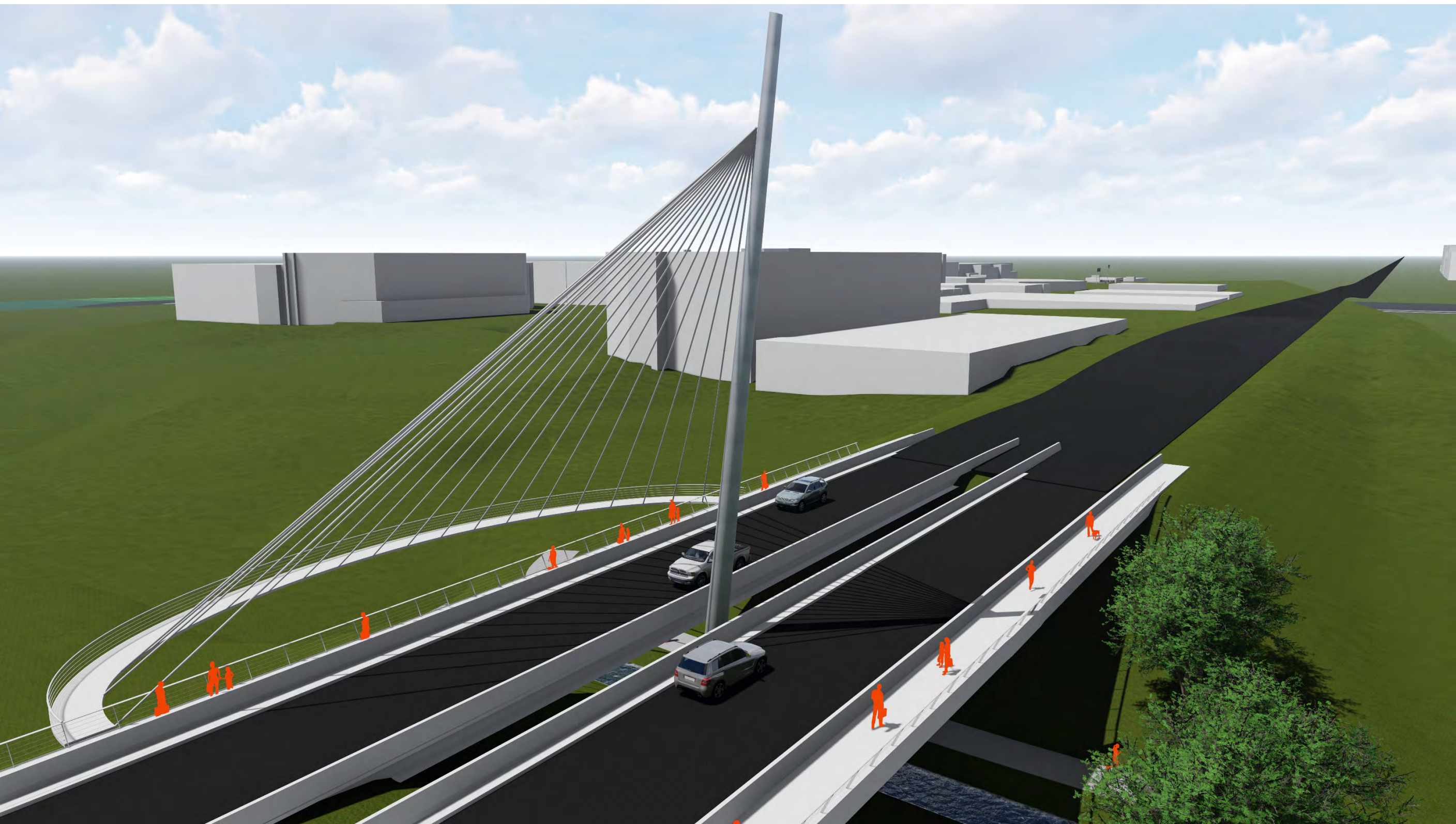
**BRIDGE CONCEPT (C): SPIRE**





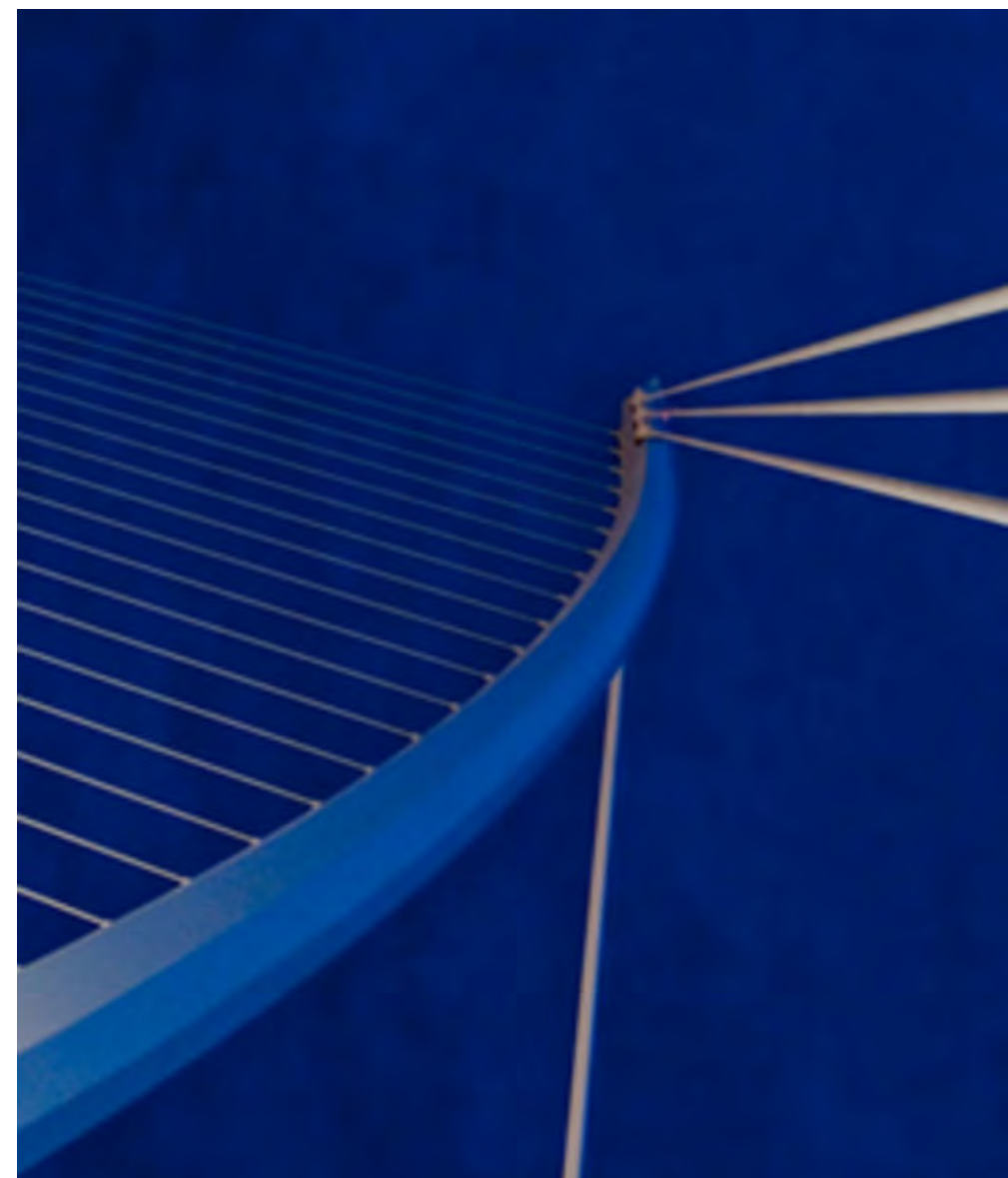
**BRIDGE CONCEPT (C): SPIRE**





**BRIDGE CONCEPT (C): SPIRE**









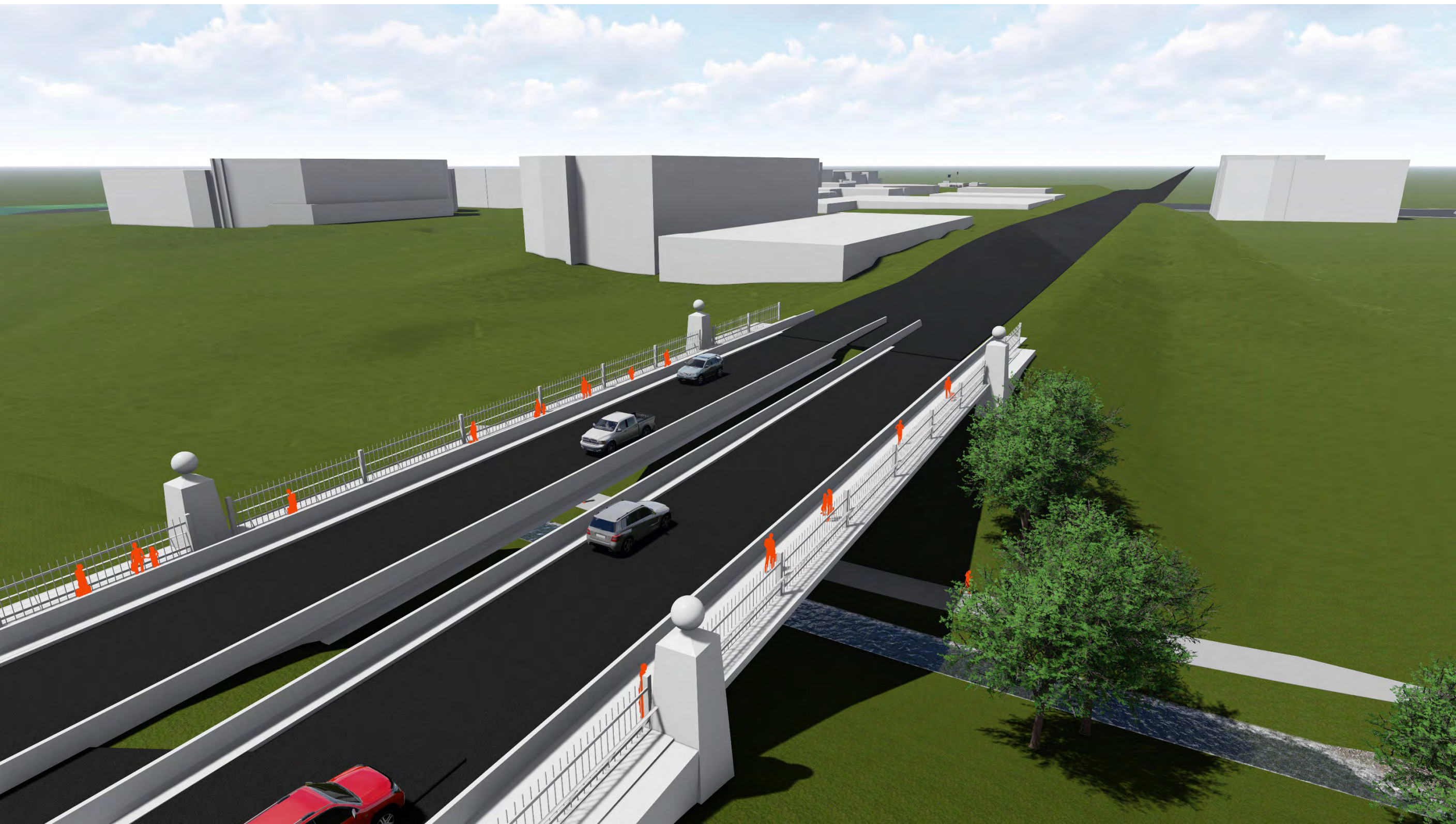
**BRIDGE CONCEPT (D): TRADITIONAL COLUMNS**





**BRIDGE CONCEPT (D): TRADITIONAL COLUMNS**





**BRIDGE CONCEPT (D): TRADITIONAL COLUMNS**







# Rank the bridge options in order from most preferred to least preferred.

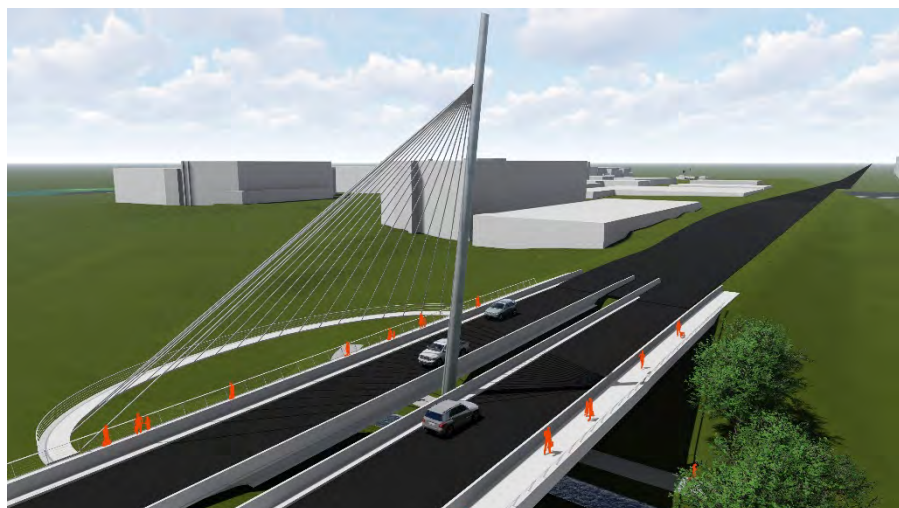
## A PARALLEL ARCHES



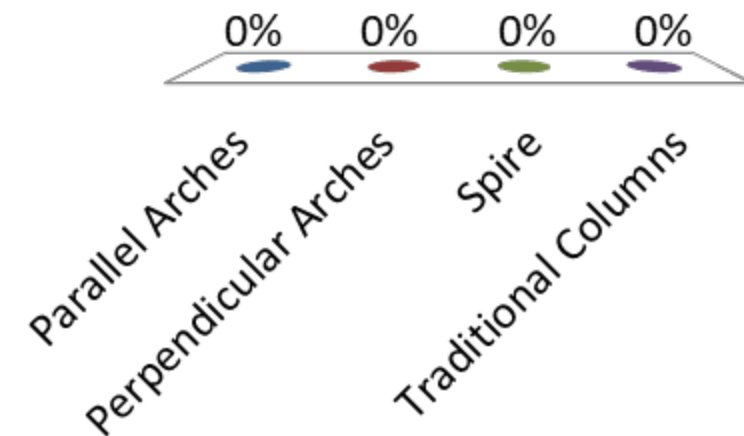
## B PERPENDICULAR ARCHES



## C SPIRE



## D TRADITIONAL COLUMNS





PHASE 1

PHASE 2

