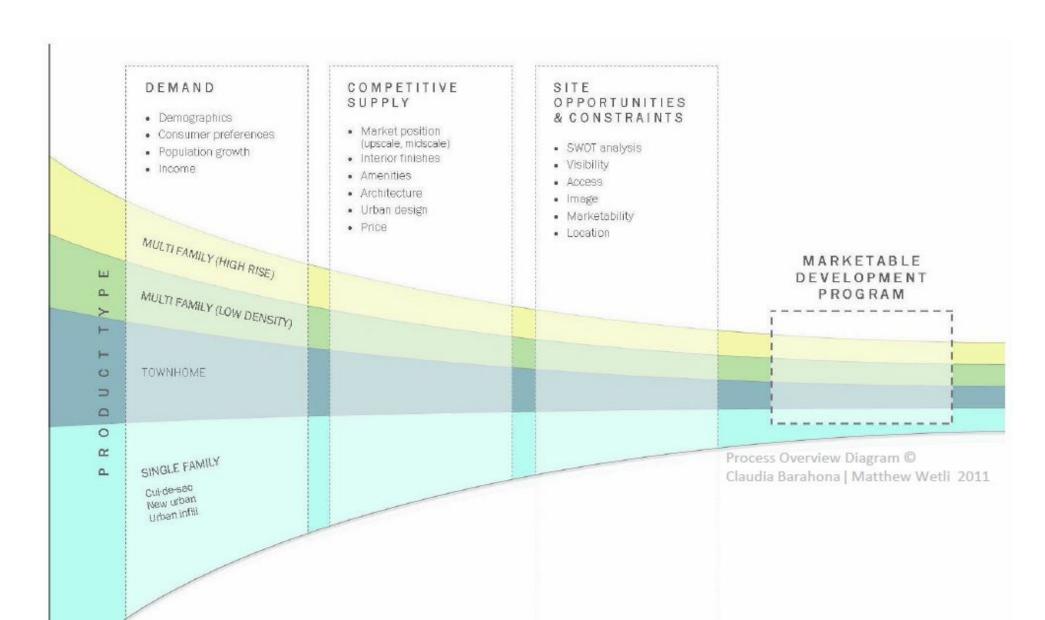
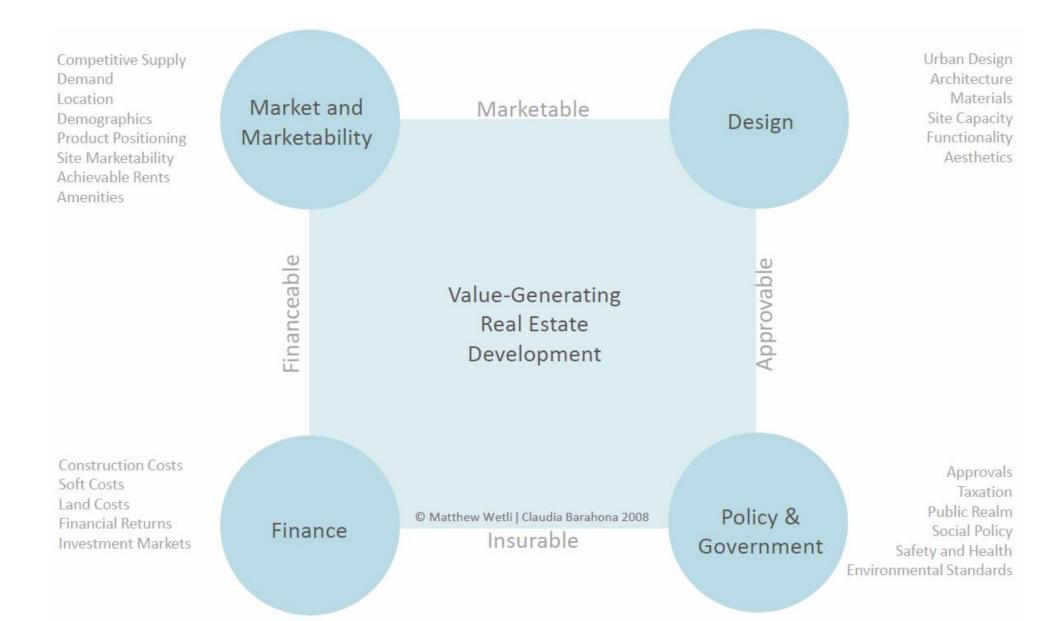
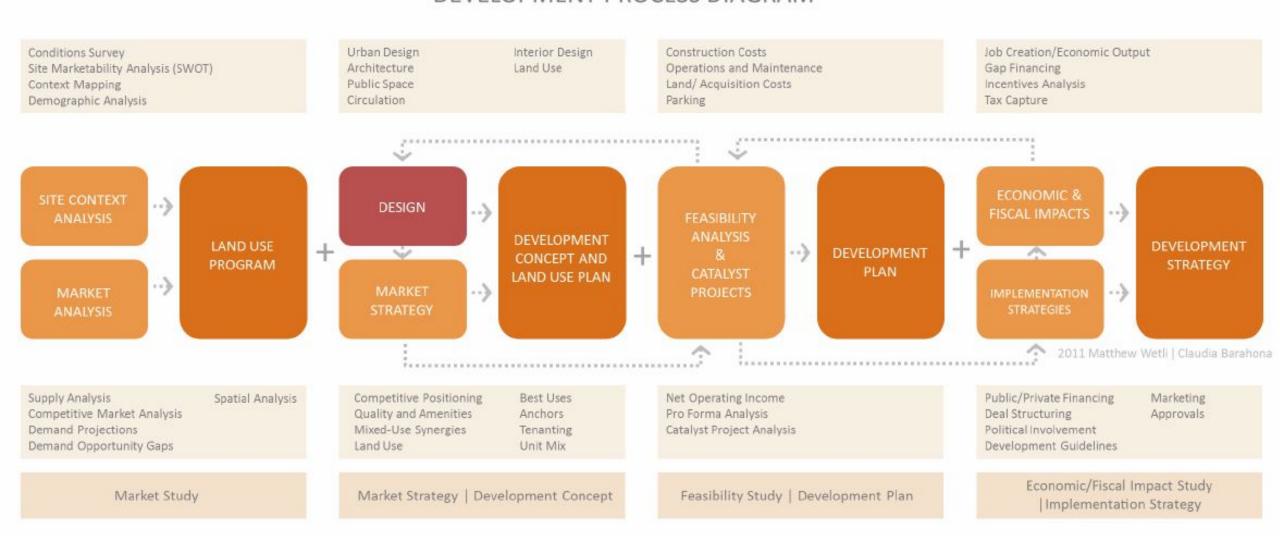
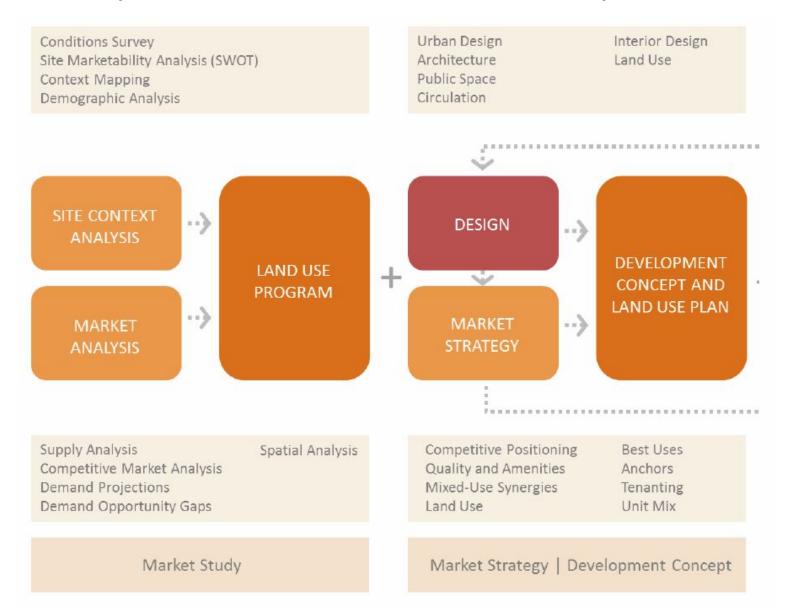
# Site Review



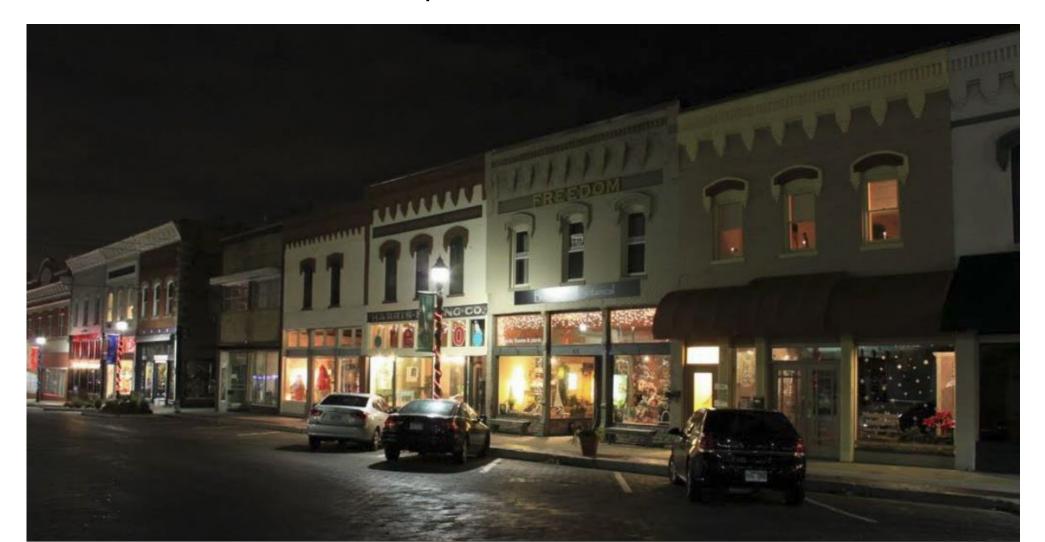


### DEVELOPMENT PROCESS DIAGRAM®





What can it be? | What do we want it to be?







# Site Analysis: ULI Book

### Factors in Site Selection Zoning . Legal use of the site · Restrictions on density and layout Contiguous land uses Likelihood of obtaining variances Physical Features · Size \* Soils \* Topography Hydrology (floodplains, subsurface water) Utilities • Sewage · Water Telecommunications (fiberoptic lines, computer lines, cable television, telephone lines) · Gas \* Oil Electricity Transportation Transportation linkages and access . Traffic patterns and level

\* Availability of public transportation

· Access to airport, mass transit

#### Parking

- Spaces required by zoning and market
- . Surface parking vs. parking deck or garage

#### Location

- \* Preximity to other office/employment centers
- \* Proximity to amenities (hotels, restaurants,
- \* Proximity to customers/users
- · Market perception of location

#### Environmental Impact

- Adverse impacts on air, water, and noise
- · Amount and type of waste that the project will generate
- · City or county compliance with federal/ state standards for air and water quality
- Other areas of concern, including historic districts, parks, open space, trees, wildlife habitats, wetlands
- Existing environmental hazards

### **Government Services**

- ment services
- Impact fees, property taxes, and permit fees.

#### Local Attitudes

- . Defensive (How powerful are antidevelopment forces?)
- · Neutral (What social costs does the project impose? What are the benefits to the locality? is the project in the public interest?)
- Offensive (What are local attitudes toward) growth and how can they be used to help. shape and refine the project to be built?)

#### Land

- Cost of land and development costs
- Lease vs. purchase
- Offsite costs (if any)
- · View or scenic amenity

#### Demand

- Population growth (trends and projection)
- Income distribution and probable change
- Employment growth (trends and projection)

#### Supply

- · Existing and planned supply
- Competitive environment
- Amenities offered by competitors

- · Police and fire service (levels and cost)
- · Garbage collection
- · Schools, health facilities, and other govern-

## Site Marketability Analysis: Access

### Access

- Vehicle
- Pedestrian
- Water

### Visibility

- Single Family
- Multifamily
- Office
- Retail
- Hotel

### Traffic

- Vehicle (Trips Per Day)
- Pedestrian

Image/Imageability



## Site Marketability Analysis: Visibility

### Access

- Vehicle
- Pedestrian
- Water

### Visibility

- Single Family
- Multifamily
- Office
- Retail
- Hotel

### Traffic

- Vehicle (Trips Per Day)
- Pedestrian

Image/Imageability







# Site Marketability Analysis: Traffic

### Access

- Vehicle
- Pedestrian
- Water

### Visibility

- Single Family
- Multifamily
- Office
- Retail
- Hotel

### Traffic

- Vehicle (Trips Per Day)
- Pedestrian

Image/Imageability



## Site Marketability Analysis: Image

### Access

- Vehicle
- Pedestrian
- Water

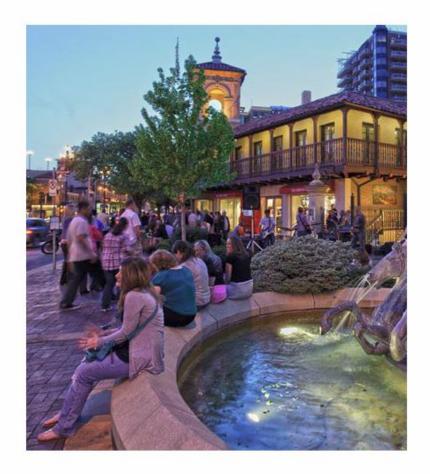
### Visibility

- Single Family
- Multifamily
- Office
- Retail
- Hotel

### Traffic

- Vehicle (Trips Per Day)
- Pedestrian

Image/Imageability



...that quality that
evokes a strong image
in an observer. It is that
shape, color, or
arrangement which
facilitates the making of
vividly identified,
powerfully structured,
highly useful mental
images of the
environment.

-Kevin Lynch

## Site Marketability Analysis: Design

### Design

- Architecture
- Urban Design
- Streetscape
- Attractive?
- Functional?

#### Character

- History
- Warm or Sterile?
- Population
- Urban/Urban/Suburban/Exurban /Rural

### Amenities

- Parks
- Shops
- Anchors

### Walkable Neighborhood Design\*

- Mix of Uses
- Short Block Lengths: 300 to 500 feet lengths are considered ideal
- · Continuous, wide sidewalks
- Calm traffic (with few exceptions)
- · Street-oriented buildings



# Site Marketability Analysis: Character

### Design

- Architecture
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- Streetscape
- Attractive?
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### Character

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### Amenities

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# Site Marketability Analysis: Character



Cool Industry

(Rehab Potential)

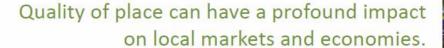


Functional Industry

(No Office Rehab Potential)

## Site Marketability Analysis: Character & Place











## Site Marketability Analysis: Amenities

### Design

- Architecture
- Urban Design
- Streetscape
- Attractive?
- Functional?

### Character

- History
- Warm or Sterile?
- Population
- Urban/Urban/Suburban/ Exurban/Rural

### **Amenities**

- Parks
- Shops
- Anchors















# Site Marketability Analysis: Amenities







Property premiums for parks in new developments range from 2 to 50 percent, depending largely on urban design, park development, and access and visibility\*

# Site Marketability Analysis: Amenities

### Design

- Architecture
- Urban Design
- Streetscape
- Attractive?
- Functional?

### Character

- History
- Warm or Sterile?
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### **Amenities**

- Parks
- Shops
- Anchors

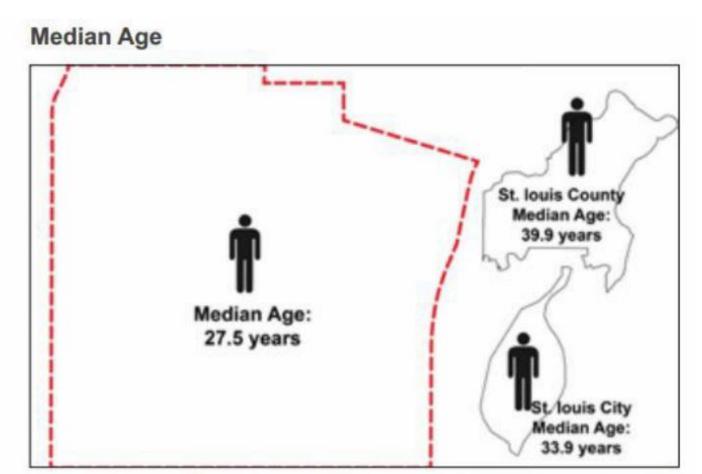




## Site Marketability Analysis: Metrics

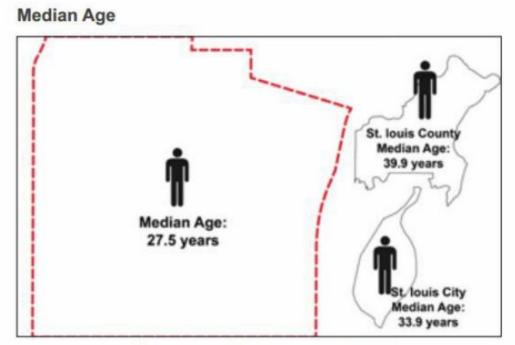
### Demographics & Metrics

- Ethnicity
- Age
- Crime
- Schools
- Attitudes
- Ownership
- Conditions
  - Building
  - Street
  - Public Space



Compared to the City of St. Louis and St. Louis County

## Site Marketability Analysis: Metrics



St. louis Gaunty
Median Income
\$50,500

St. louis City
Median Income
\$27,700

St. louis City
Median Income
29,150

Compared to the City of St. Louis and St. Louis County

Compared to the City of St. Louis and St. Louis County

- Lots of singles and couples
- Fewer families
- High per capita incomes, lower median household incomes
- Lots of young people: 20-35
- Highly educated

## Site Marketability Analysis: Conditions

Demographics & Metrics

- Ethnicity
- Age
- Crime
- Schools
- Attitudes
- Ownership
- Conditions
  - Building
  - Street
  - Public Space





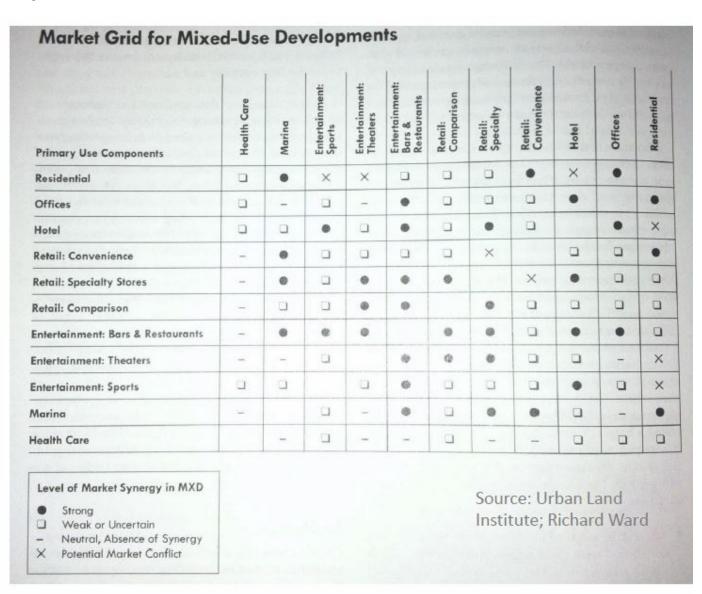
## Site Marketability Analysis: Mixed Use

### Mixed Use Synergies and Conflicts

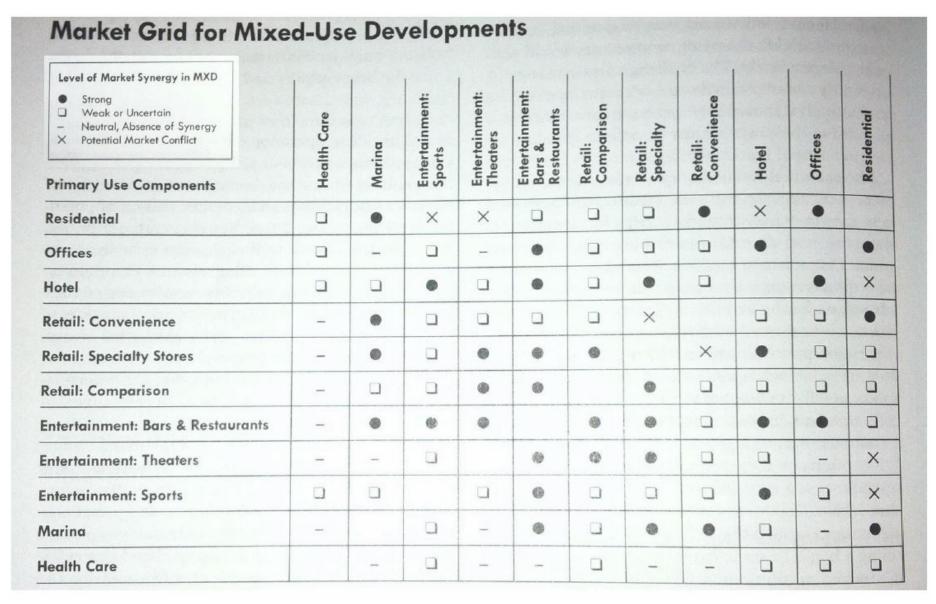
- Residential and Retail
- Office and Retail
- Hotel and Office
- Industrial and Residential
- Entertainment and Residential

### Adjacencies

- Water
- Schools
- Parks
- Highways
- Railroads
- Gas Stations
- Industry



## Site Marketability Analysis: Mixed Use



## Site Marketability Analysis: Adjacencies

### Mixed Use Synergies and Conflicts

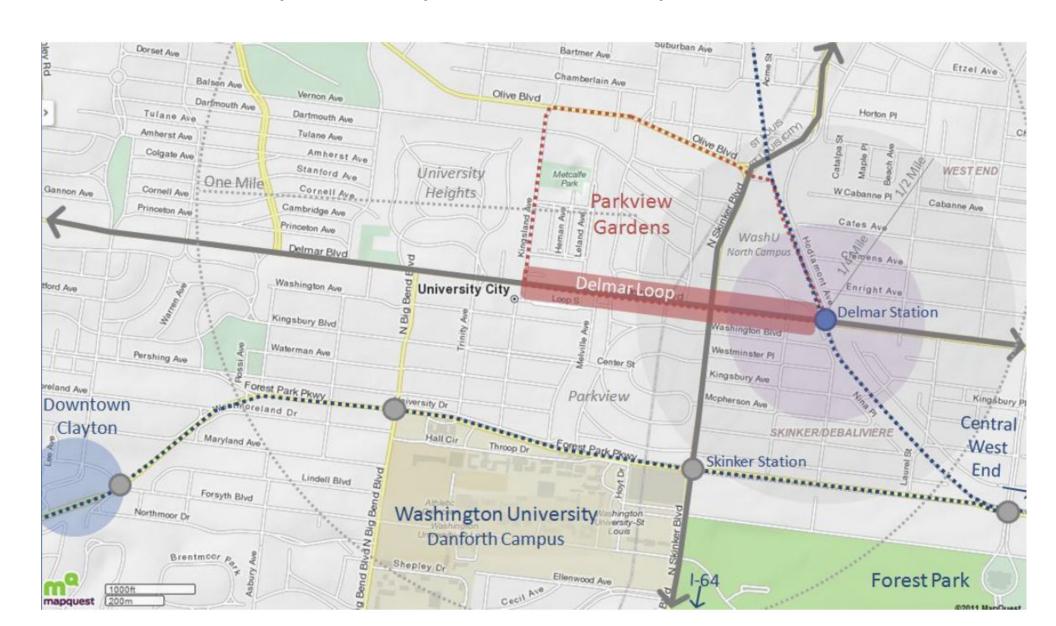
- Residential and Retail
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- Industrial and Residential
- Entertainment and Residential

### Adjacencies

- Water
- Schools
- Parks
- Highways
- Railroads
- Gas Stations
- Industry







- WashU
- Delmar Loop
- Forest Park
- T.O.D.
- Visibility
- Anchors
- Design
- Scale
- Historic Character
- Demographics



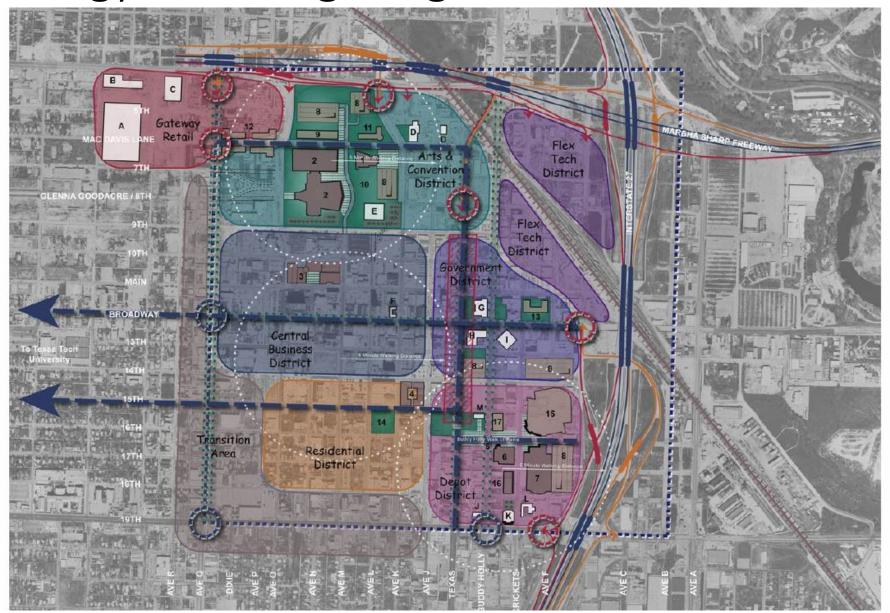
- Perception of crime
- Northern and eastern edges
- Lack of n'hood Retail
- Perception of Schools
- Gateways
- Bad Infill
- Deterioration of neighborhood character
- Building maintenance



- Midrise Housing
- N'hood Services
- T.O.D.
- Loop Trolley
- Homeownership
- Building Rehab
- Gateway
- N'hoodCommercial



# Market Strategy: Defining Neighborhoods and Districts



## Market Strategy: Defining Neighborhoods and Districts

