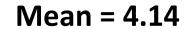


# Outdoor Dining | Storefront Adjacent (Sidewalk)

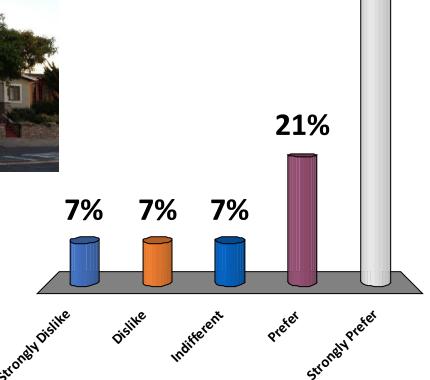












1 2 3 4 5
STRONGLY TINDIFFERENT TO STRONGLY
PREFER



## Outdoor Dining | Street Adjacent (Sidewalk)

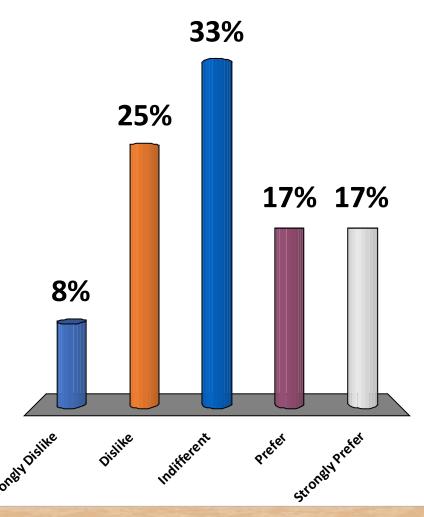




1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

PREFER

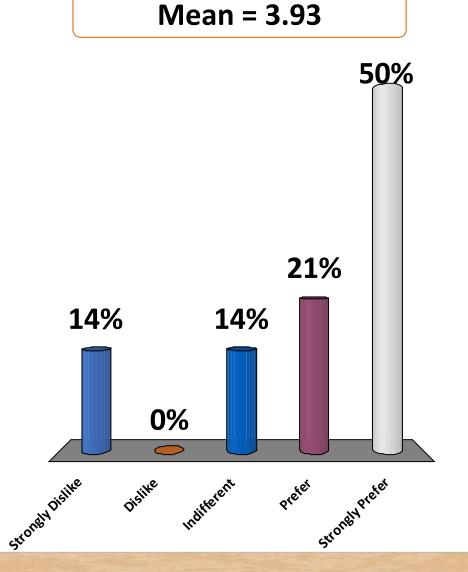






# Outdoor Dining | Alley/Building Sides/Paseo



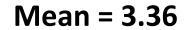


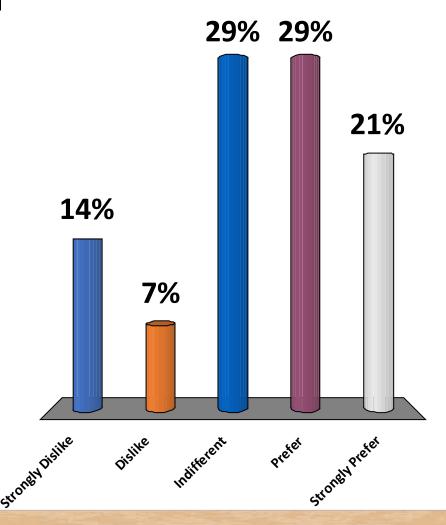


### Outdoor Dining Furniture | Metal







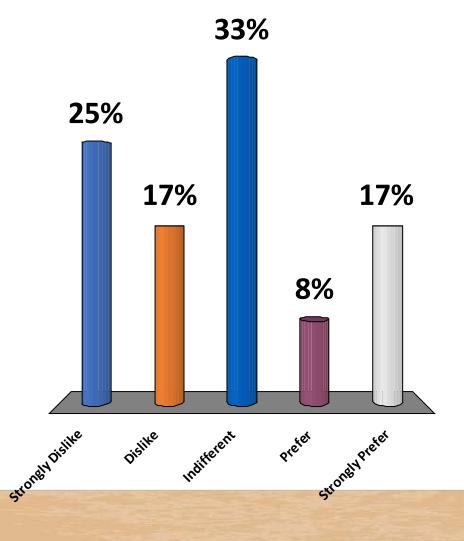




### Outdoor Dining Furniture | Wicker

Mean = 2.75





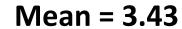
### Outdoor Dining Furniture | Wood

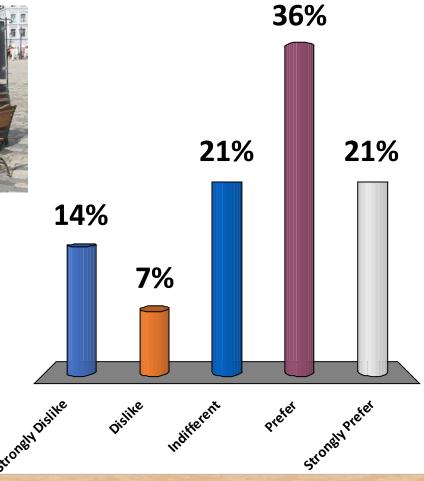










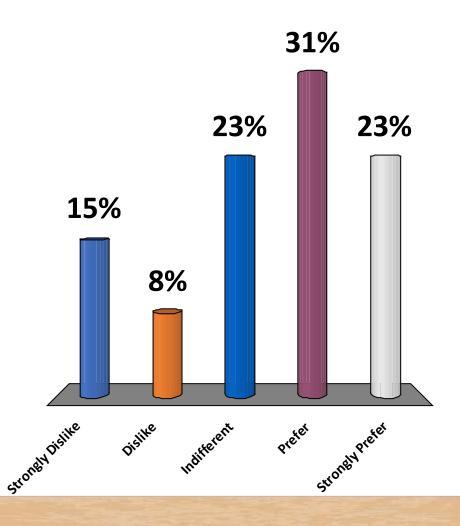




## Outdoor Dining Furniture | Concrete



Mean = 3.38







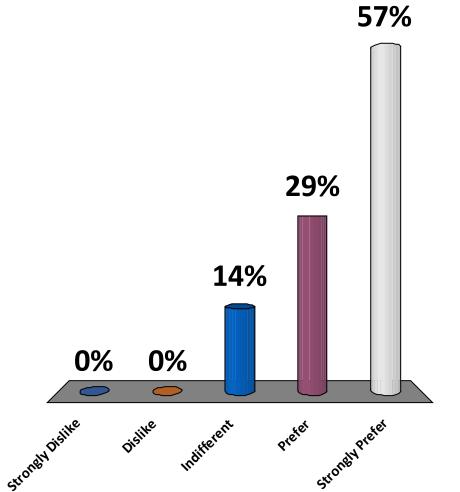
#### Gateway | Horizontal Feature









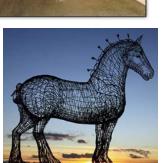


Mean = 4.43



### Gateway | Vertical Feature









**STRONGLY DISLIKE** 

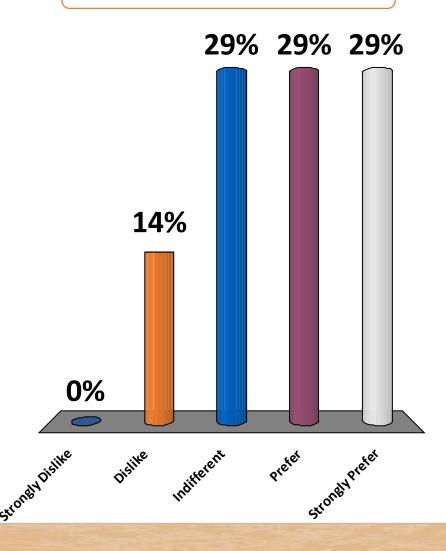


**INDIFFERENT** 

**STRONGLY** 

**PREFER** 

Mean = 3.71



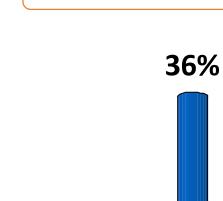


### Gateway | Welcome Sign

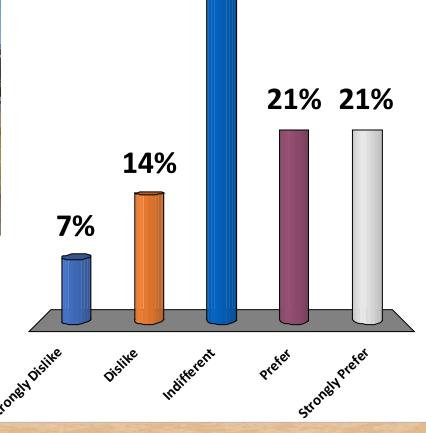












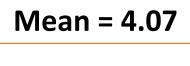
Mean = 3.36

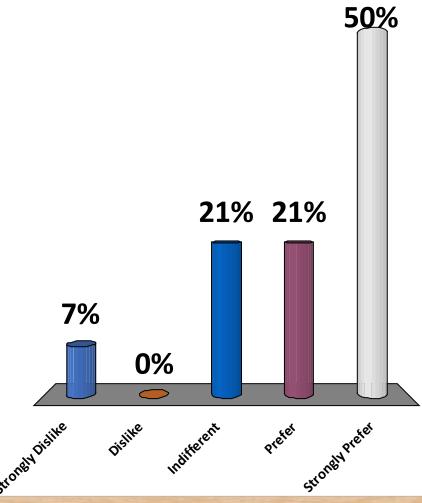


Furnishing Styles | Traditional/Historic



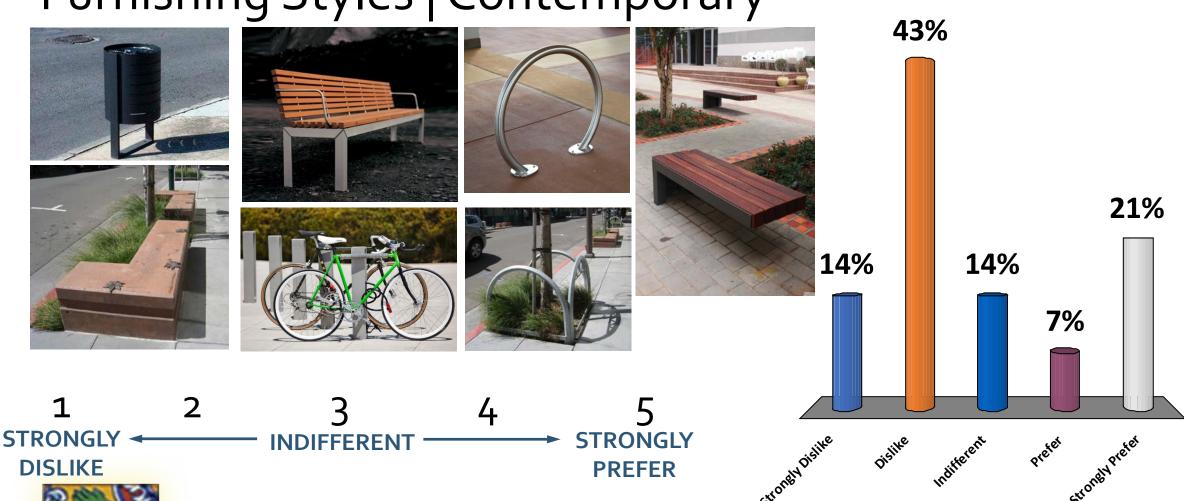








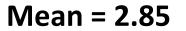
Furnishing Styles | Contemporary

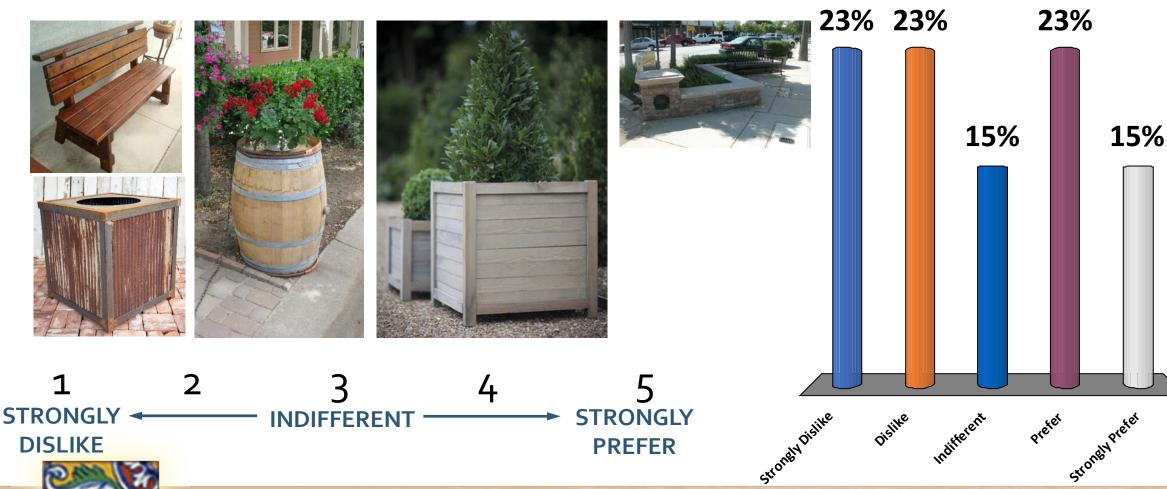


Mean = 2.79

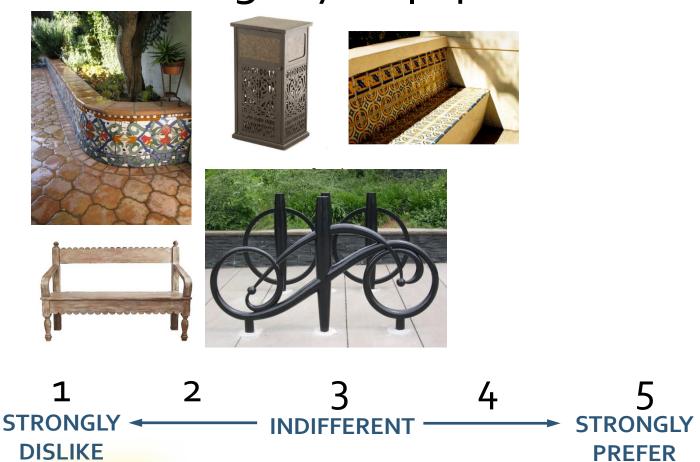


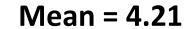
### Furnishing Styles | Rustic

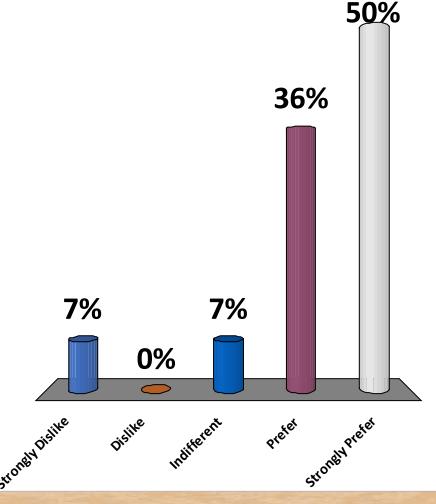




### Furnishing Styles | Spanish Colonial









### Furnishing Styles | Custom











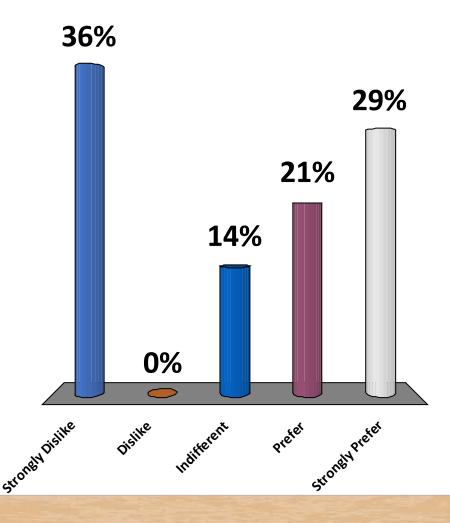


STRONGLY -**DISLIKE** 

**INDIFFERENT** 

**STRONGLY PREFER** 









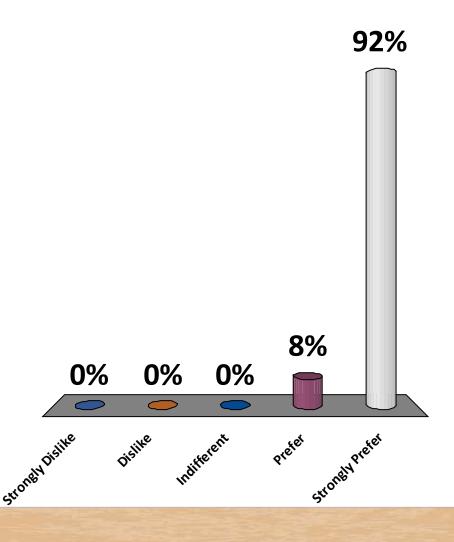
## Shade Structures | Covered Arcade





1 2 3 Z
STRONGLY — INDIFFERENT — DISLIKE

Mean = 4.92





City of Coachella Pueblo Viejo Implementation Strategy Plan

**STRONGLY** 

**PREFER** 

# Shade Structures | Awnings and Canopies







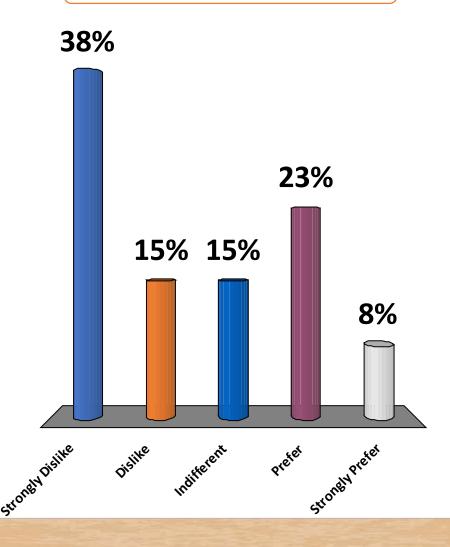


— IN

3 INDIFFERENT

4 5 → STRONGLY PREFER







### Shade Structures | Open Trellis



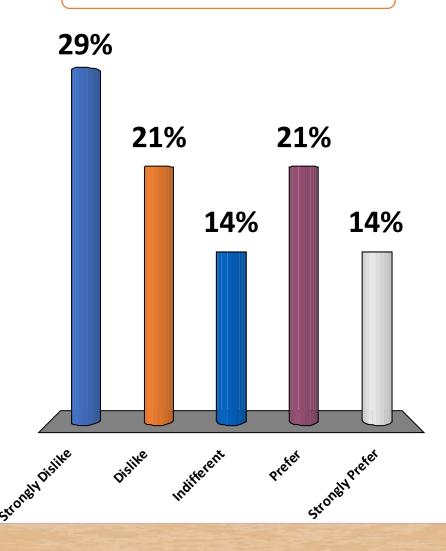






1 2 STRONGLY ← 3 INDIFFERENT

5 → STRONGLY PREFER Mean = 2.71





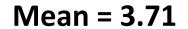


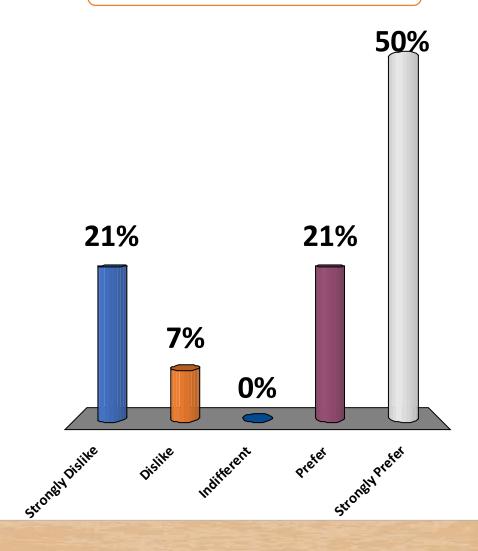
### Public Art | Wall Murals 1



1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

STRONGLY PREFER







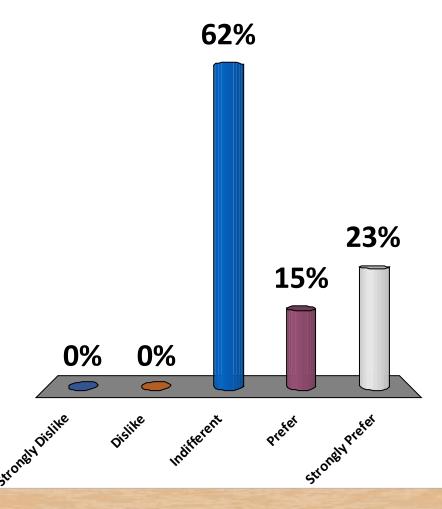
### Public Art | Wall Murals 2













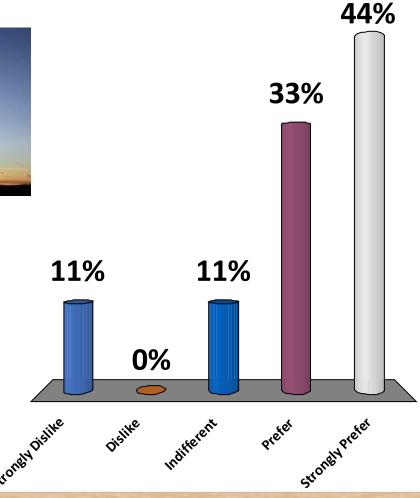
### Public Art | Sculpture











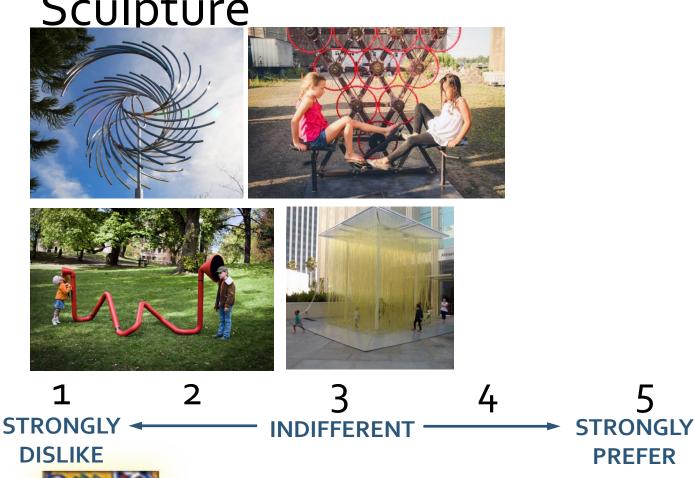
Mean = 4.00

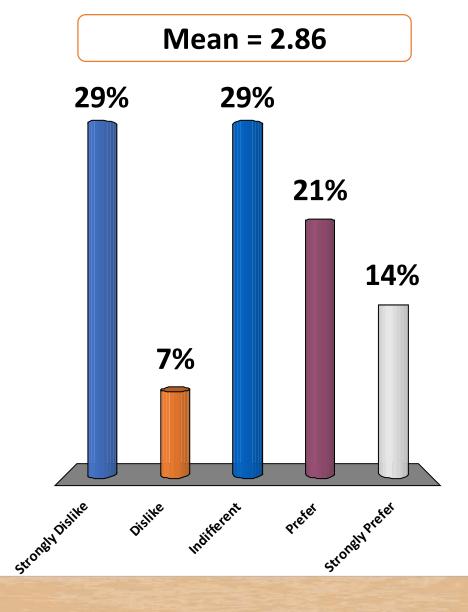
1 STRONGLY ← DISLIKE — INI

3 INDIFFERENT

+ ⊃ ----> STRONGLY PREFER

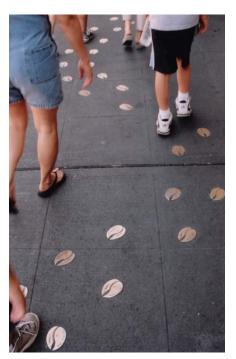
Public Art | Kinetic/Interactive Sculpture





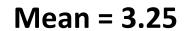


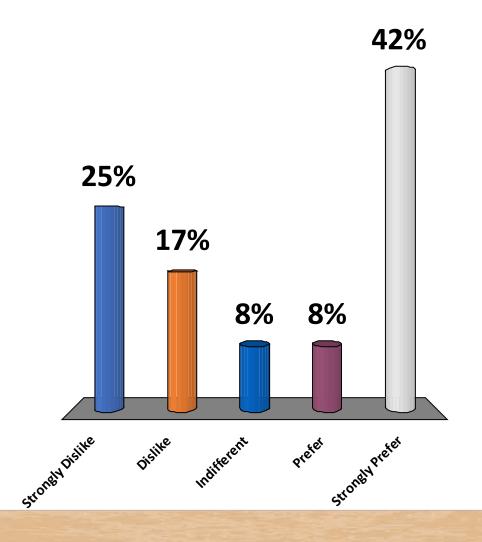
### Public Art | Pavement Details



1 2
STRONGLY ← DISLIKE









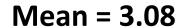
Public Art | Seating

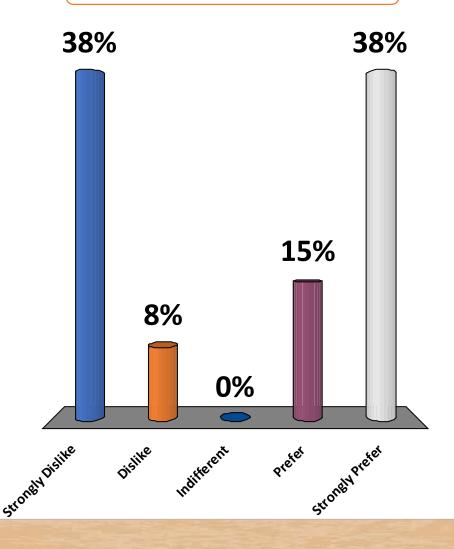










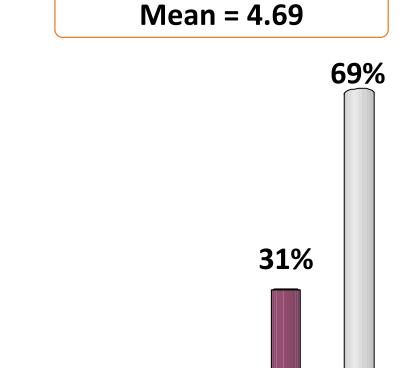




Pavement Types

### Street Pavement | Pavers





0%

0%

0%



### Street Pavement | Concrete

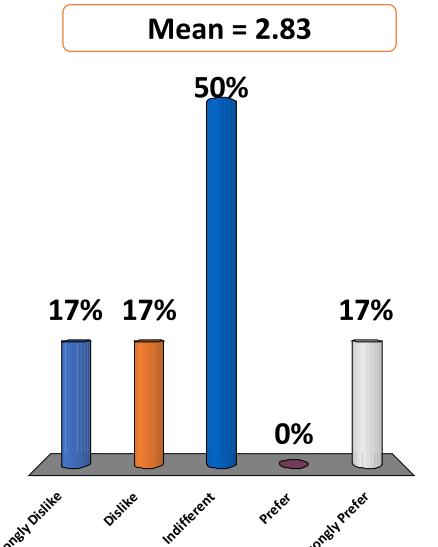






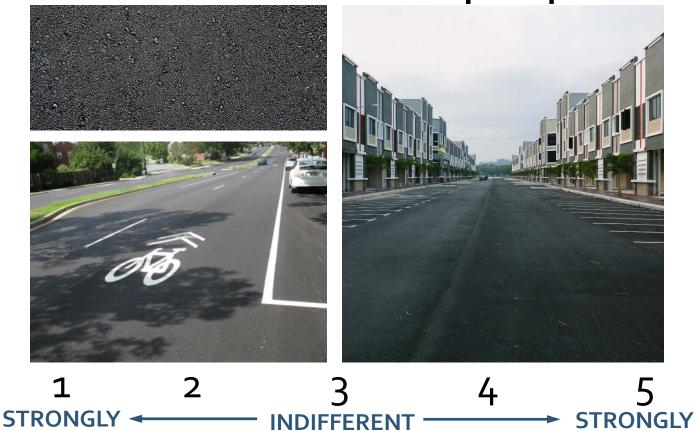
1 2
STRONGLY ← DISLIKE

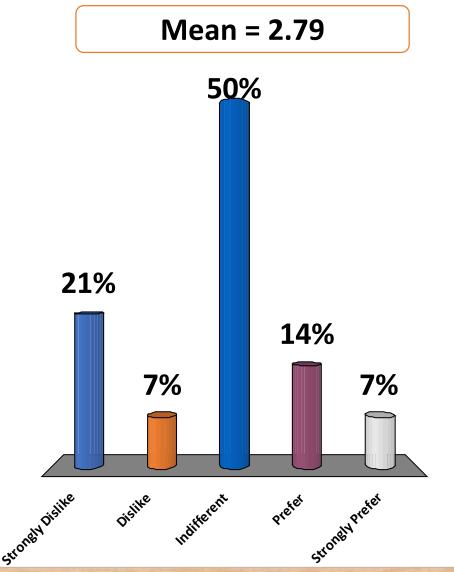
3 4 5
INDIFFERENT STRONGLY
PREFER





Street Pavement | Asphalt







City of Coachella Pueblo Viejo Implementation Strategy Plan

**PREFER** 

Street Pavement | Stamped Concrete

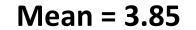


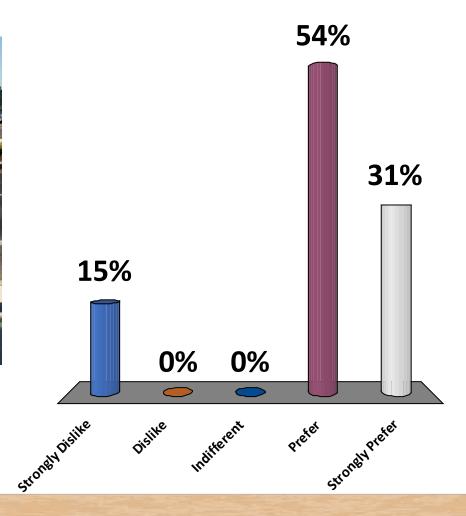










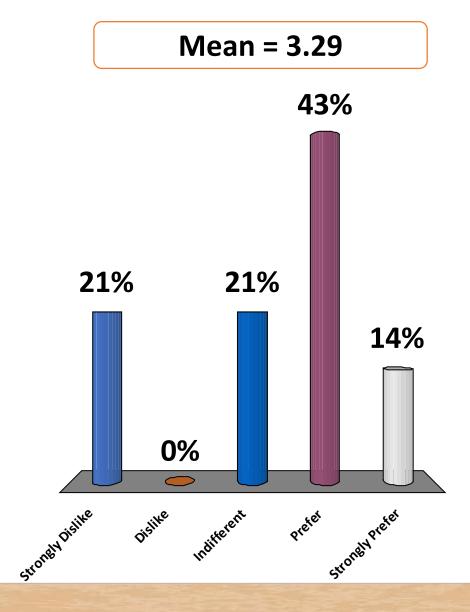




**DISLIKE** 

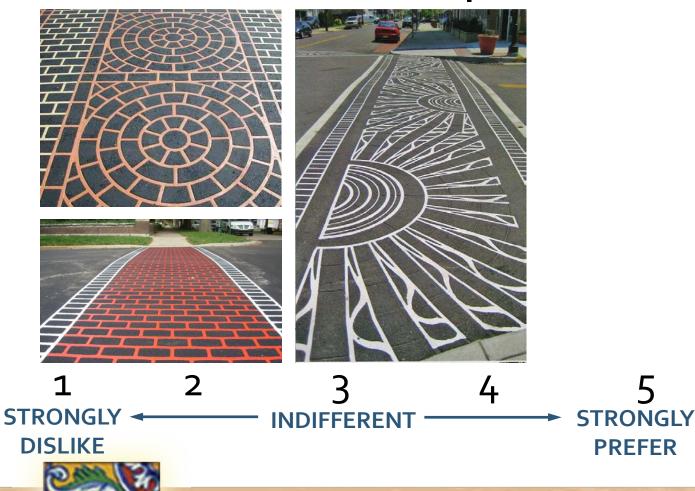
## Street Pavement | Stamped Asphalt

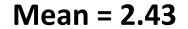


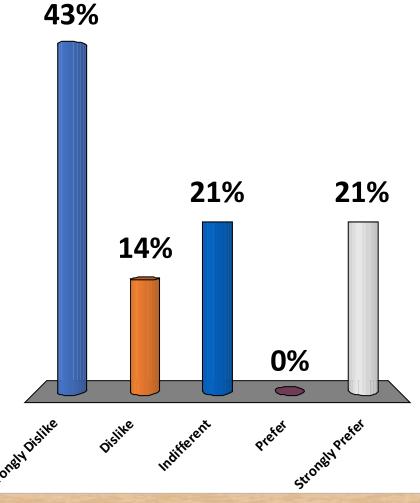




### Street Pavement | Street Print







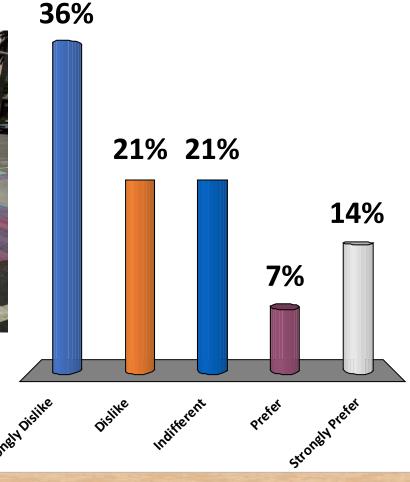
# Street Pavement | Painted/Mural





**STRONGLY STRONGLY INDIFFERENT DISLIKE PREFER** 

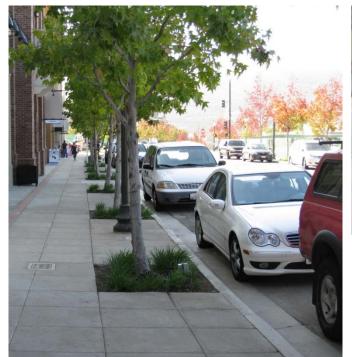
Mean = 2.43





On-Street Parking

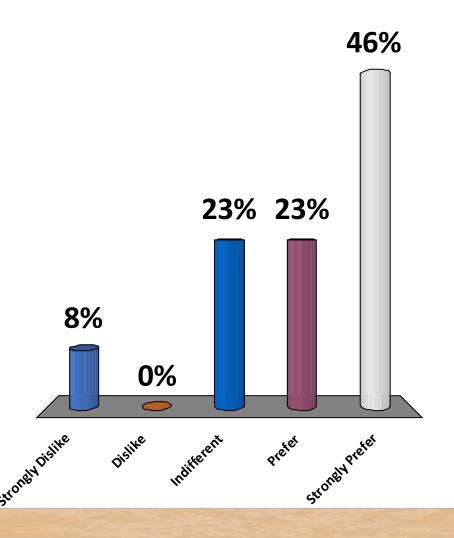
### On-Street Parking | Parallel





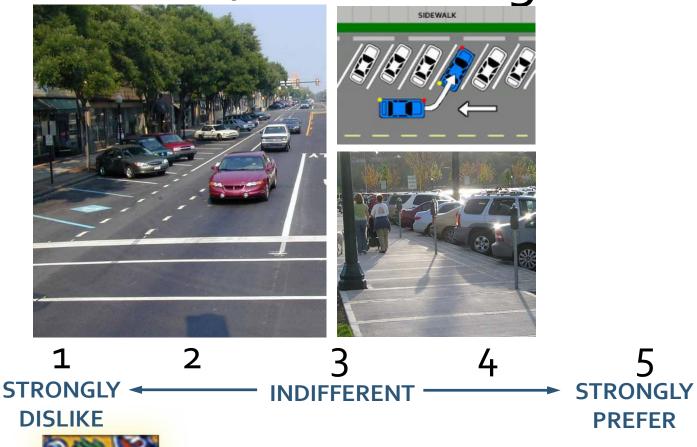


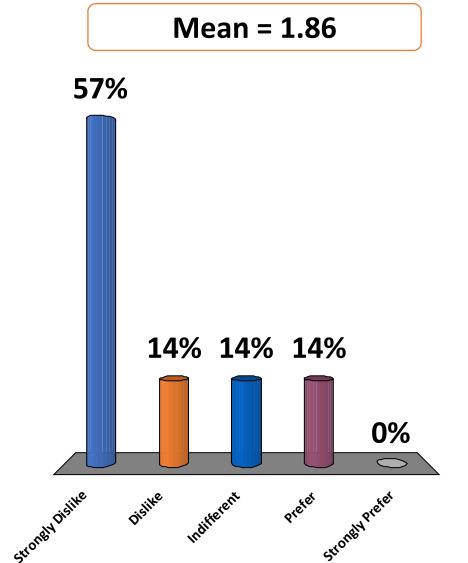
Mean = 4.00





# On-Street Parking | Reverse/Back-In Angled







# On-Street Parking | Angled



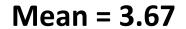


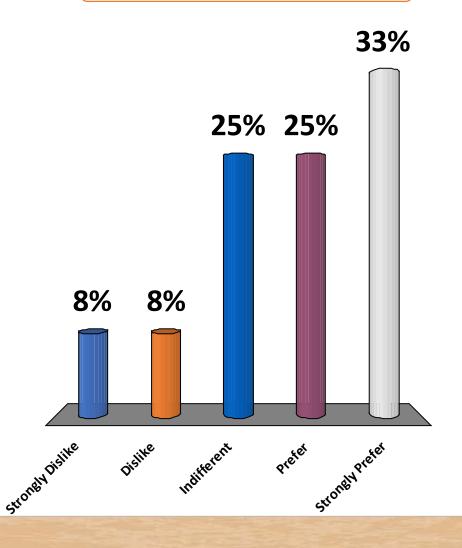


1 2
STRONGLY ← DISLIKE

3
INDIFFERENT —

5 STRONGLY PREFER

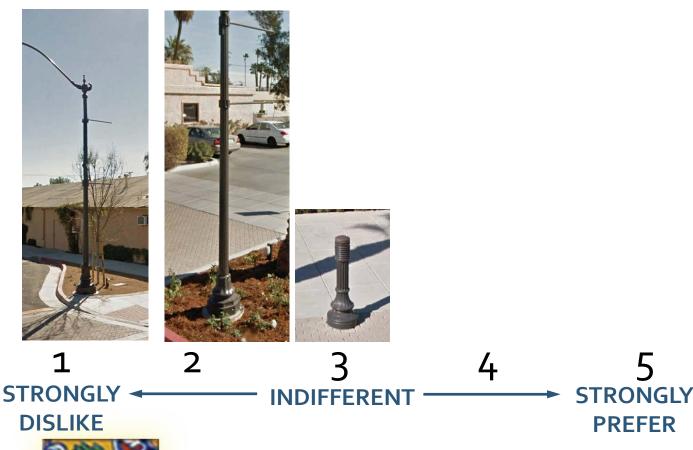




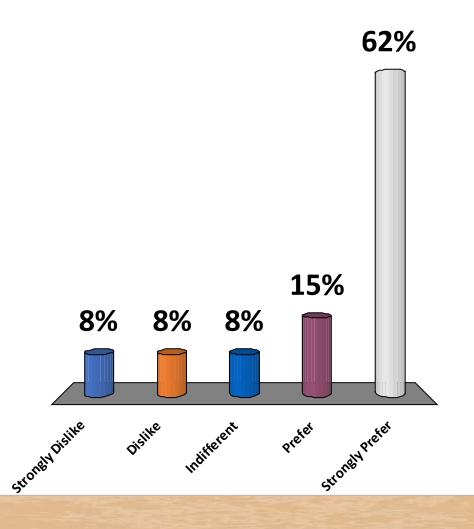




# Light Poles & Bollards | 6<sup>th</sup> Street

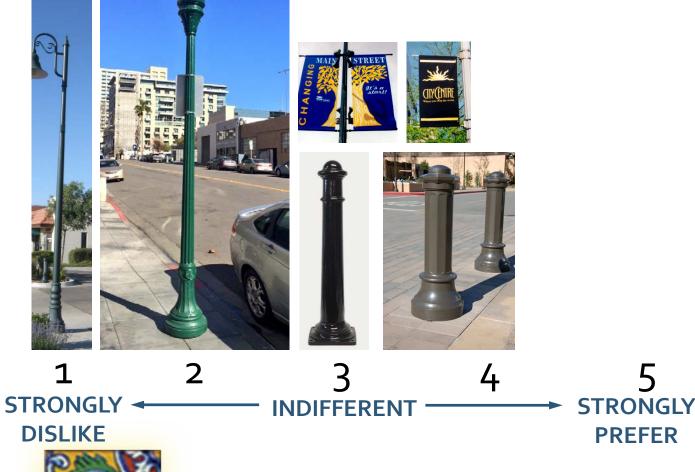


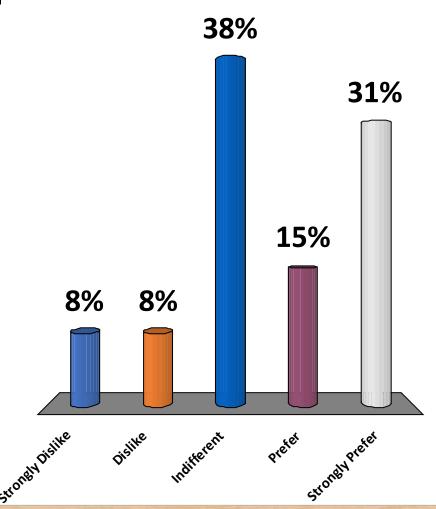
Mean = 4.15





#### Light Poles & Bollards | Traditional



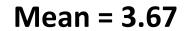


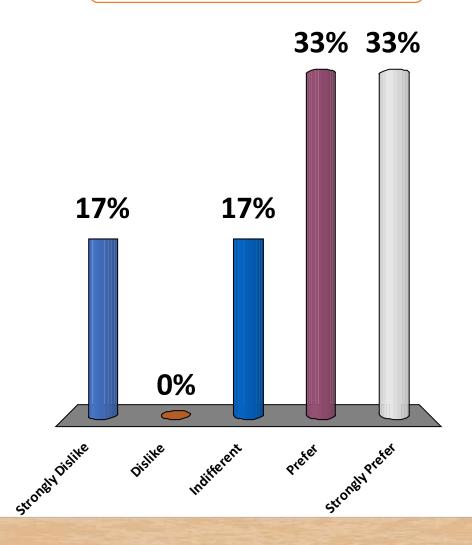
Mean = 3.54



Light Poles & Bollards | Spanish Colonial

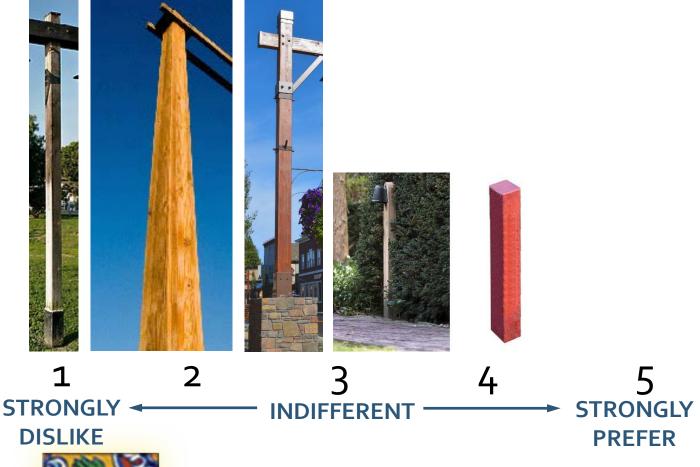




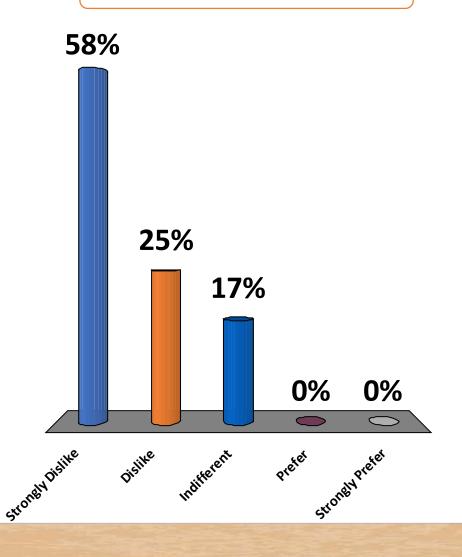




#### Light Poles & Bollards | Rustic

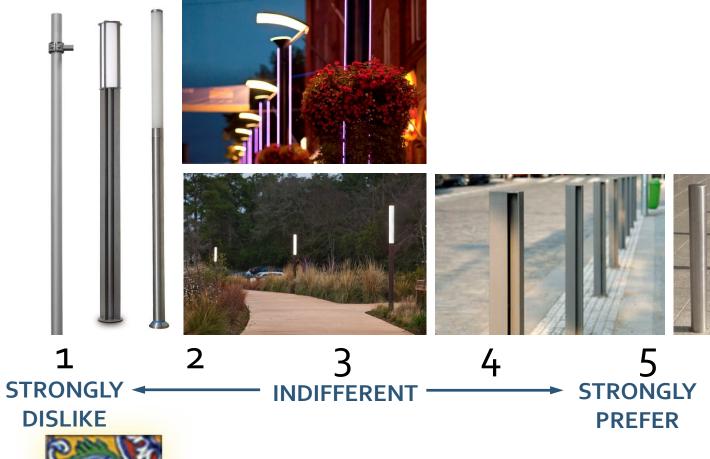


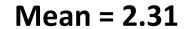


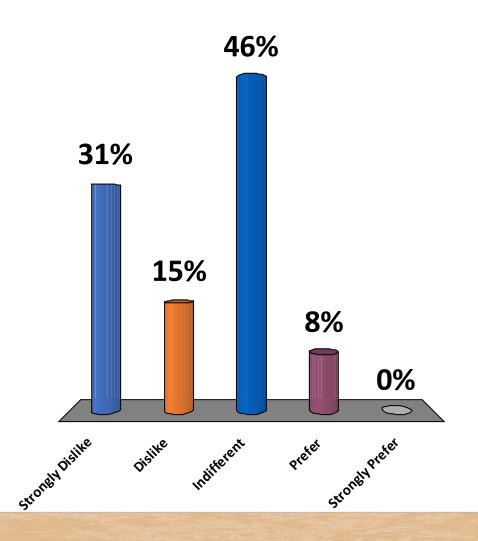




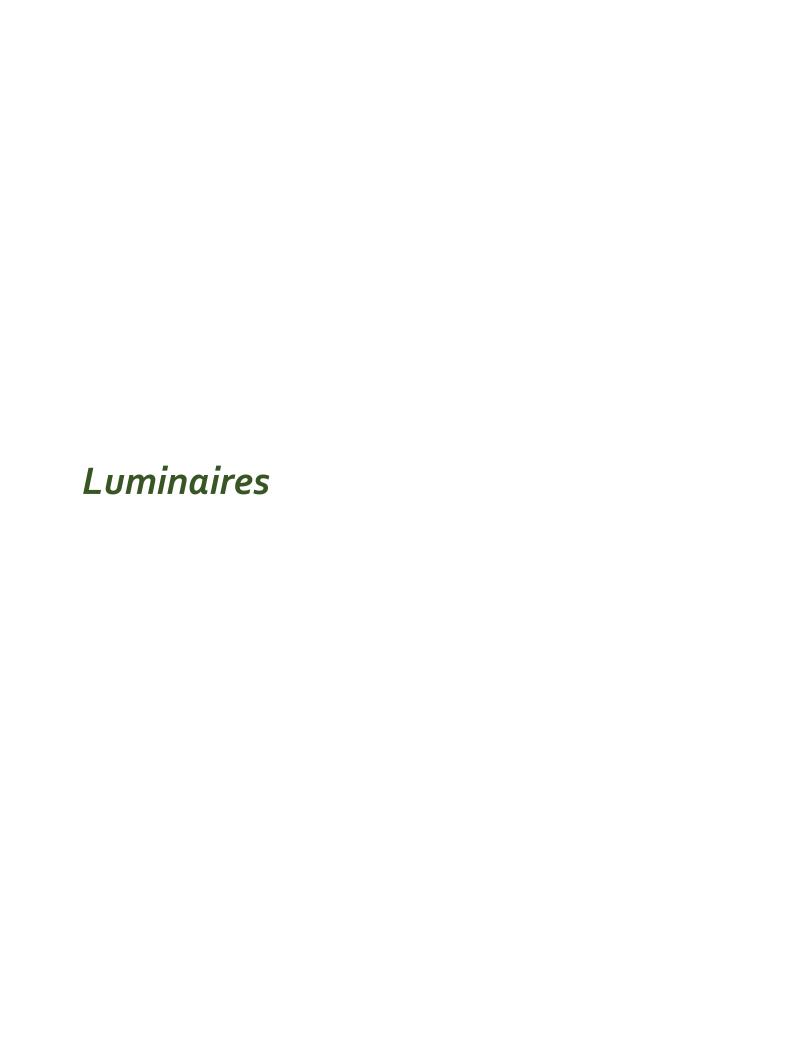
Light Poles & Bollards | Contemporary



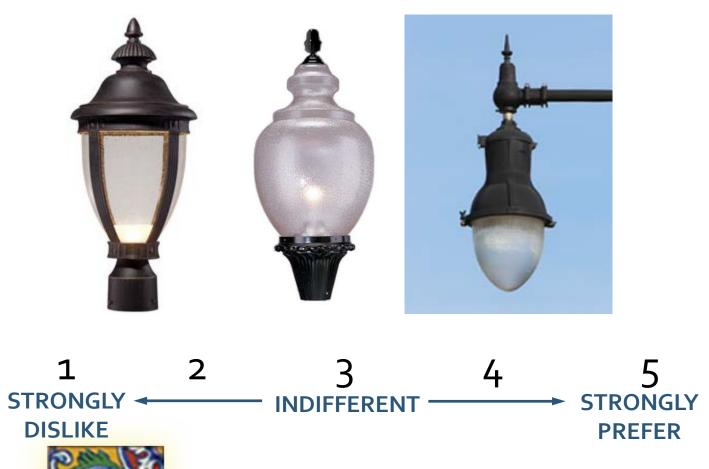




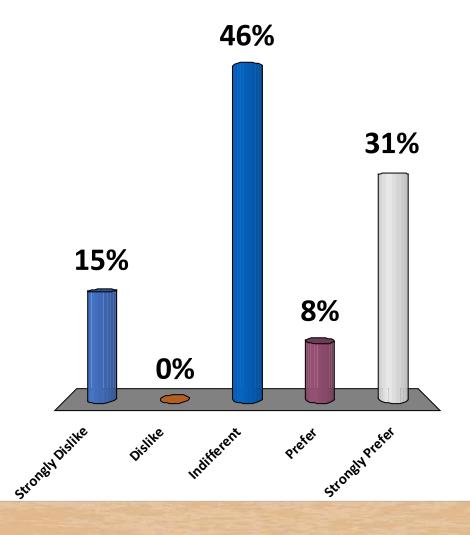


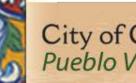


#### Luminaires | Acorn



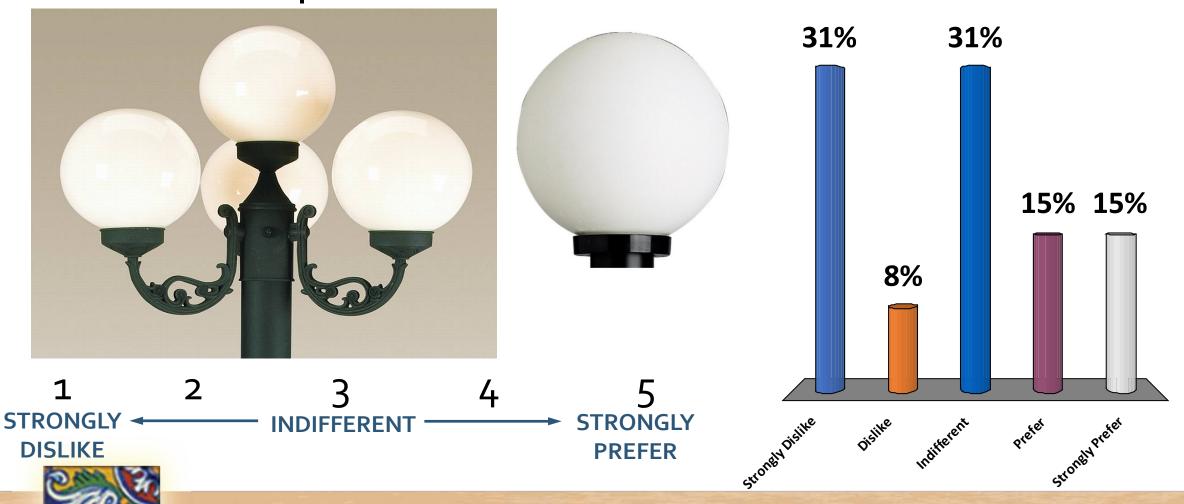
Mean = 3.38





#### Luminaires | Globe





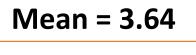
#### Luminaires | Lantern

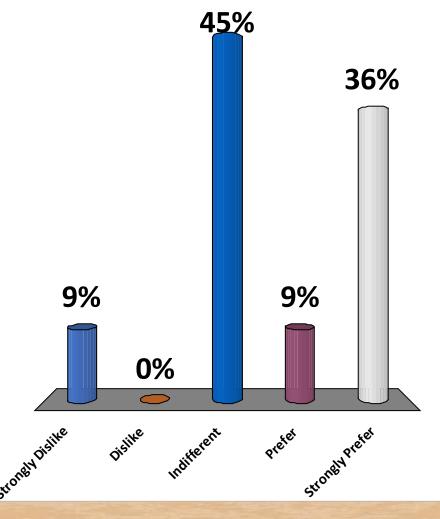












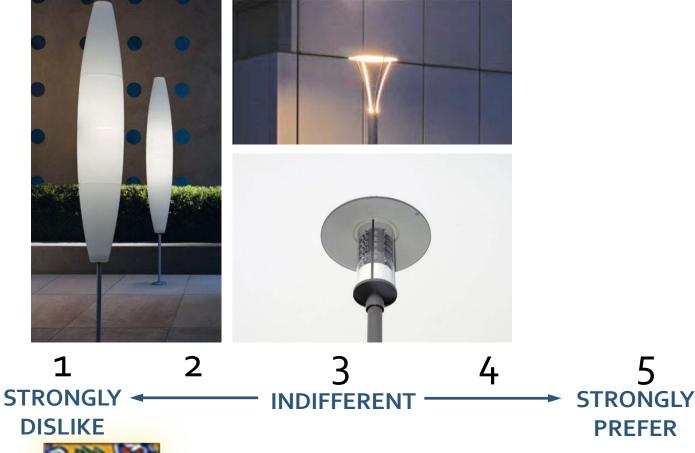


#### Luminaires | Spanish Colonial

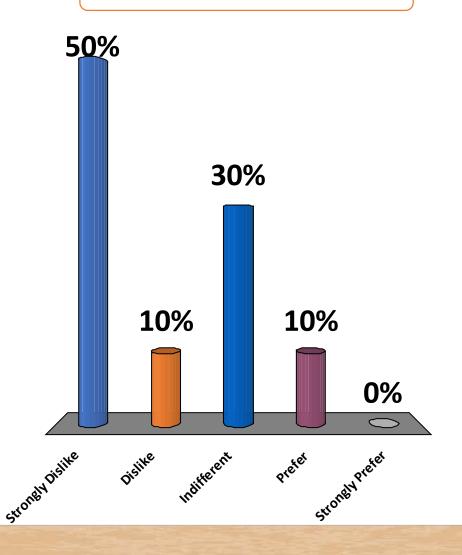




#### Luminaires | Contemporary



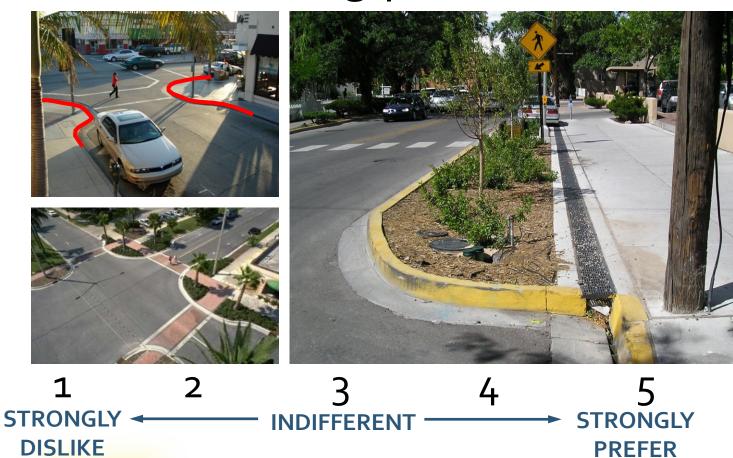


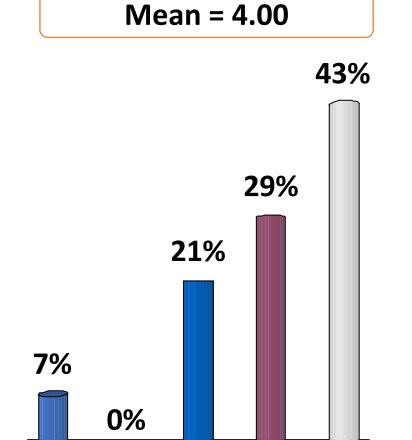






#### Traffic Calming | Bulb Outs

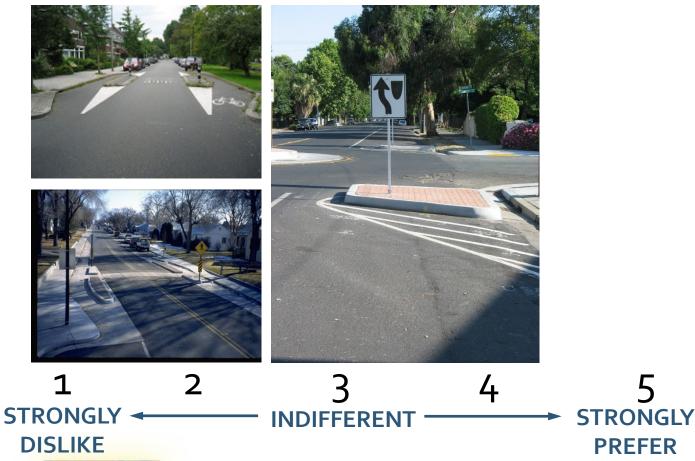




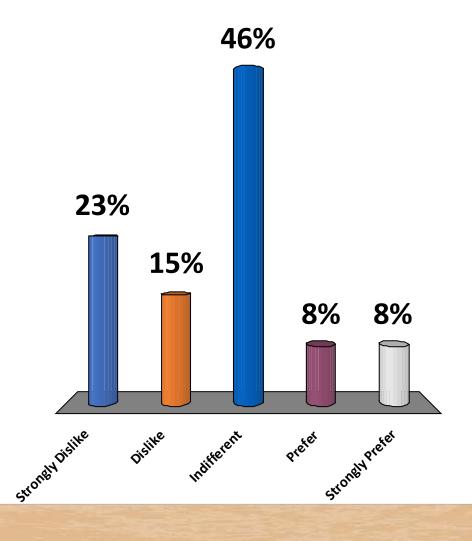
Strongly Disilike Disilike Indifferent Prefer Strongly Prefer



#### Traffic Calming | Neck Downs



Mean = 2.62





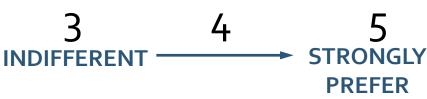
#### Traffic Calming | Mini-Roundabouts

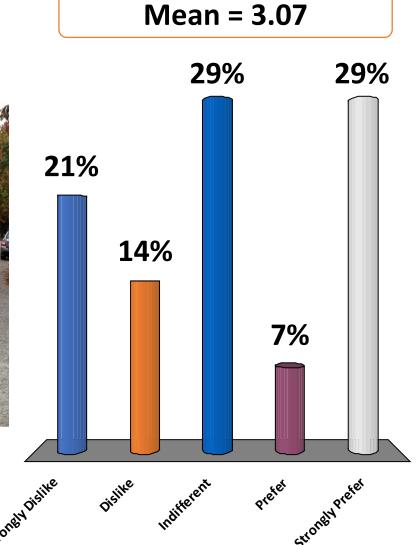












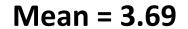


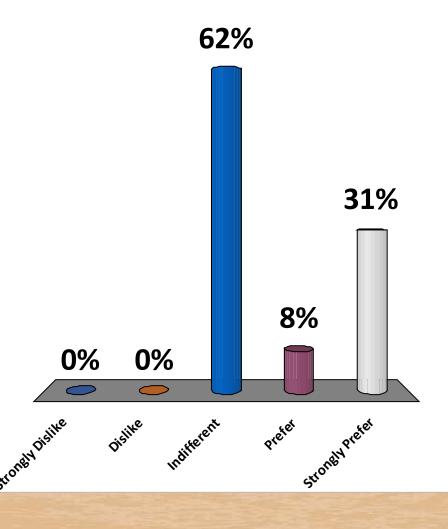
### Traffic Calming | 4 Way Stop

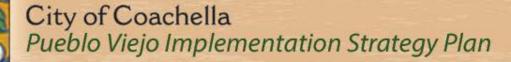








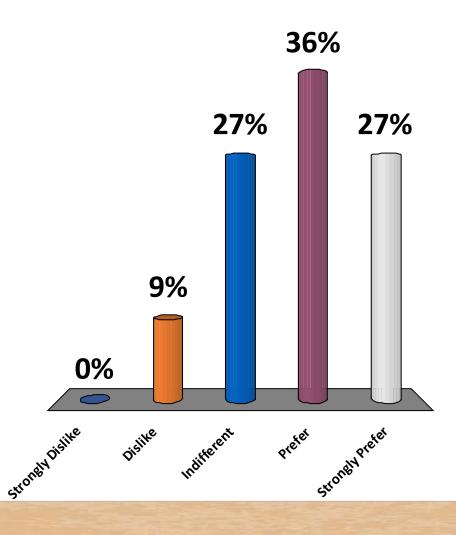




# Traffic Calming | Raised Crosswalks

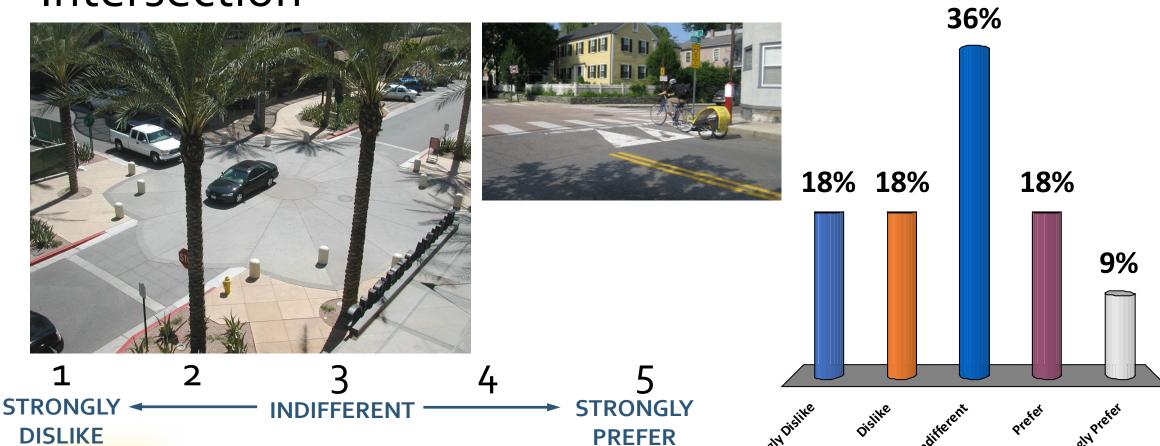


Mean = 3.82





# Traffic Calming | Raised Intersection



**Mean = 2.82** 



Traffic Calming | Speed Humps



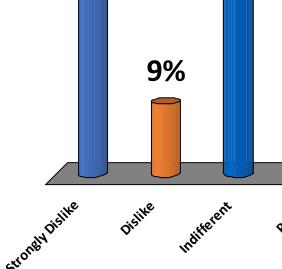
36%

9%

0%





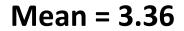


45%



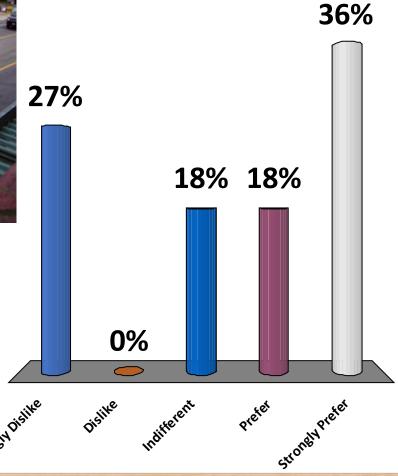


Traffic Calming | Medians





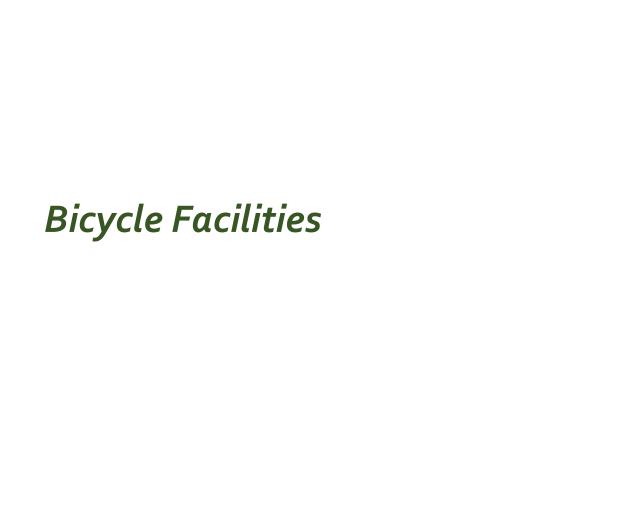




1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

TO STRONGLY PREFER

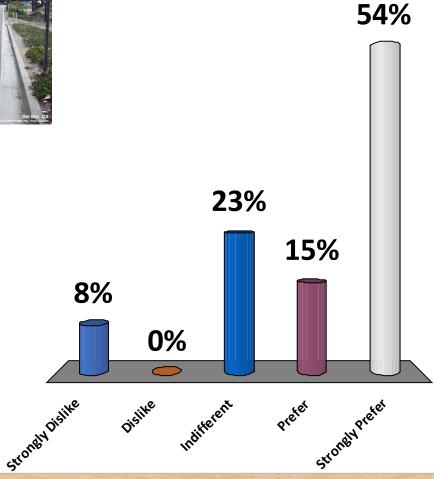




#### Bicycle Facilities | Bike Lane







Mean = 4.08

1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

STRONGLY PREFER

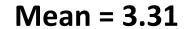


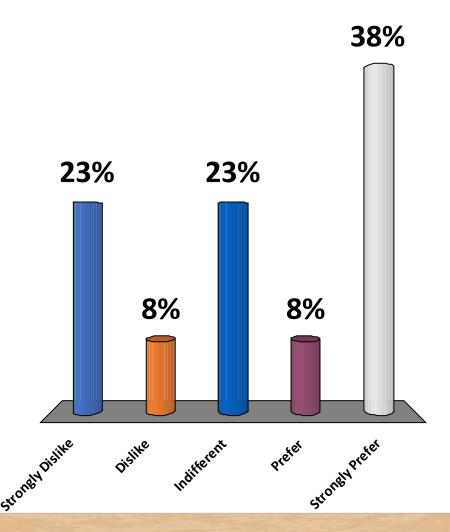
# Bicycle Facilities | Green Bike Lane













**STRONGLY** 

# Bicycle Facilities | Buffered Bike Lane

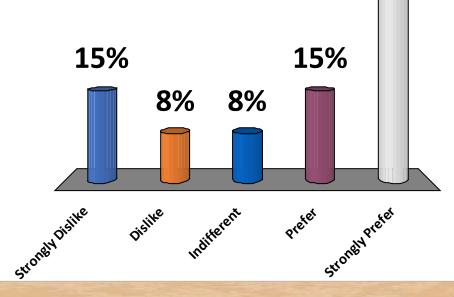
Mean = 3.85

**54%** 



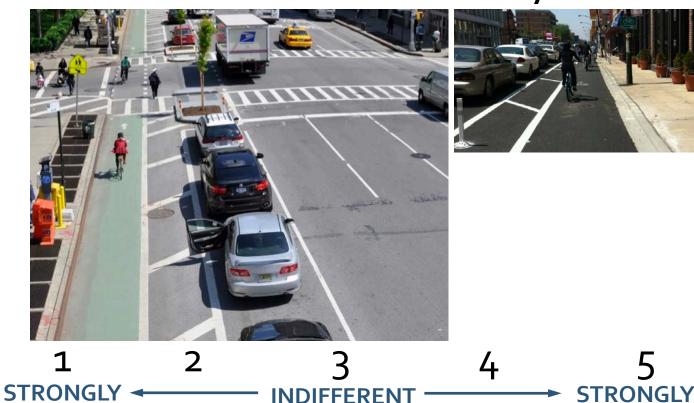


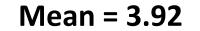


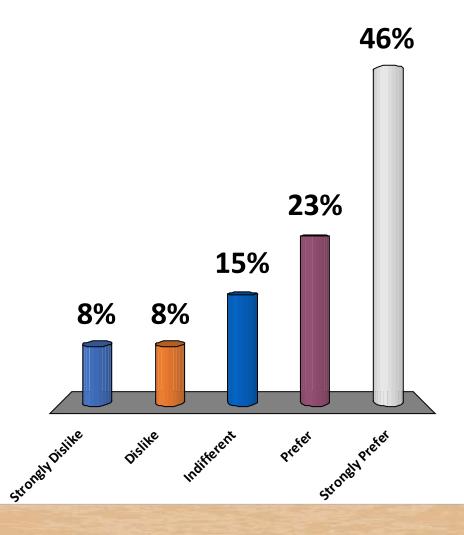




#### Bicycle Facilities | Parking Protected Bike Lane/Cycle Track









DISLIKE

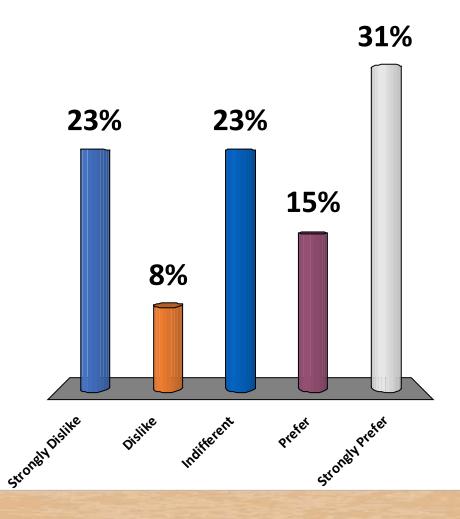
City of Coachella Pueblo Viejo Implementation Strategy Plan

**PREFER** 

### Bicycle Facilities | Planter/Curb Protected Bike Lane/Cycle Track



Mean = 3.23

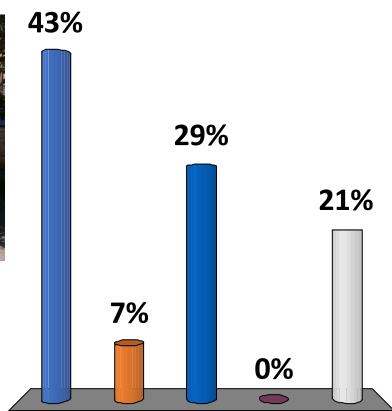




Bicycle Facilities | Sharrows





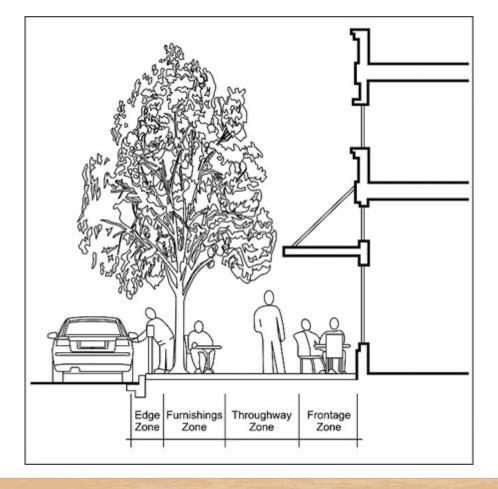


Mean = 2.50





### Components of a Sidewalk





#### Sidewalk Pavement | Pavers







Sidewalk Pavement | Concrete

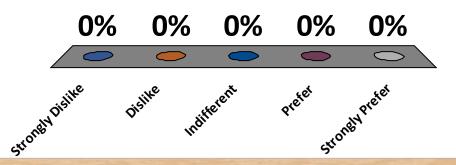




1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

PREFER







## Sidewalk Pavement | Stamped Concrete



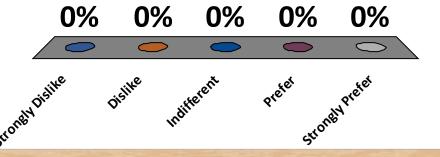














# Sidewalk Pavement | Stamped Asphalt

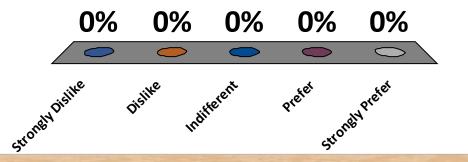








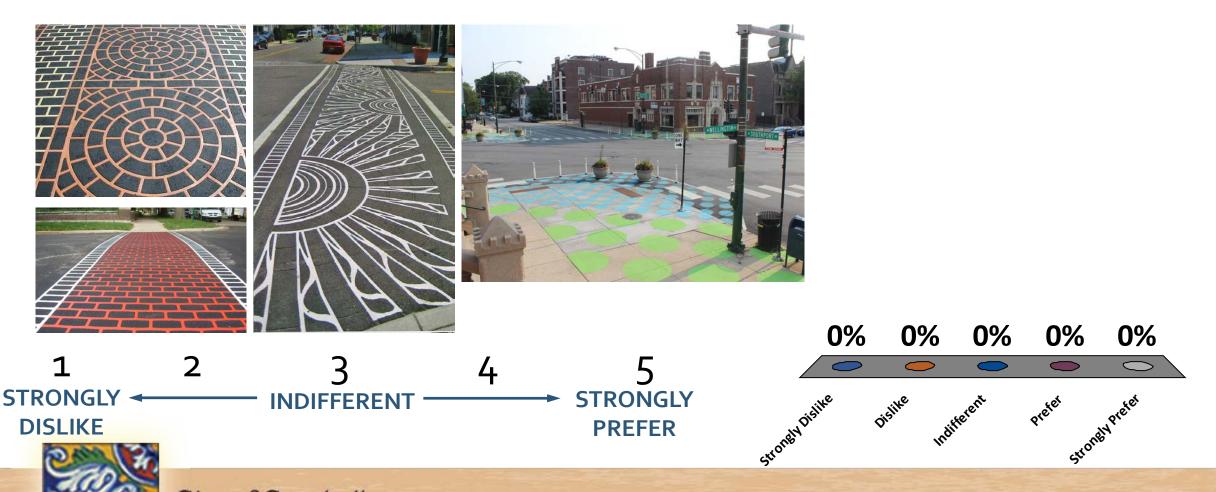




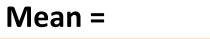


### Sidewalk Pavement | Street Print

Mean =

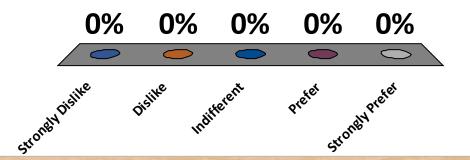


# Sidewalk Pavement | Painted/Mural













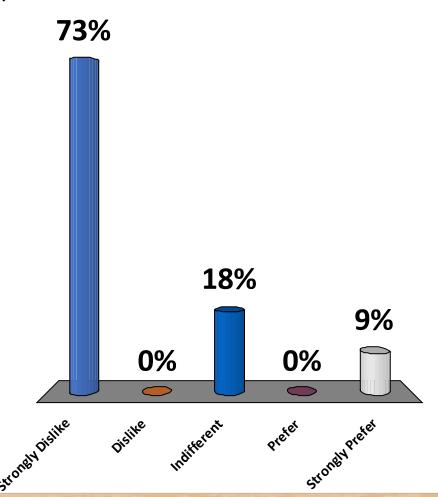
#### Bus Stop | Traditional (No Shelter)











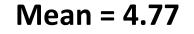


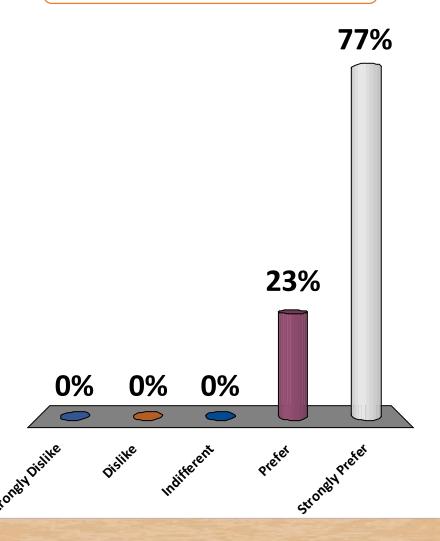
### Bus Stop | Shelter









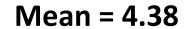


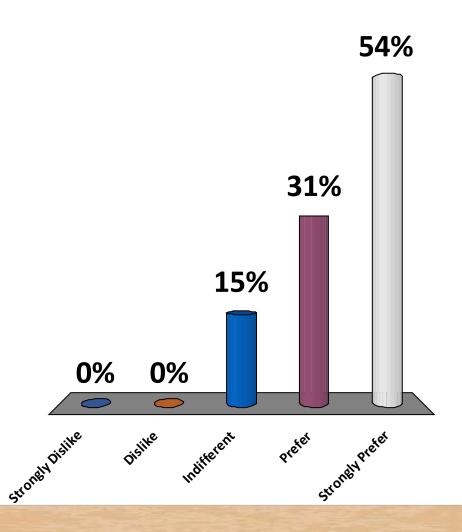


# Sidewalk Lighting | Sidewalk/Parking Lighting











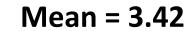
Sidewalk Lighting | Building-Mounted Lighting

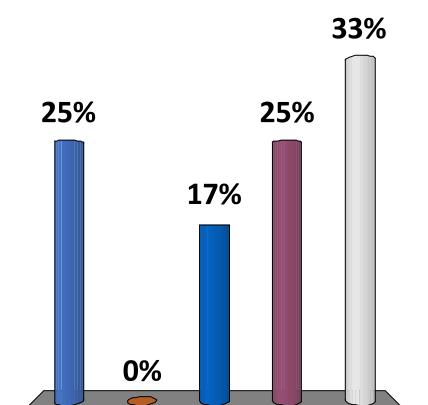












Ordin Disting Disting Halike Leut brefer



# Sidewalk Lighting | Bollard Lighting/Divider



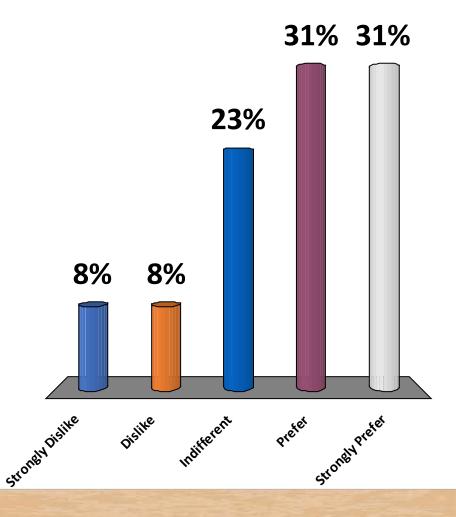




1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

TO STRONGLY PREFER

Mean = 3.69







### Bike Storage | Bike Rack







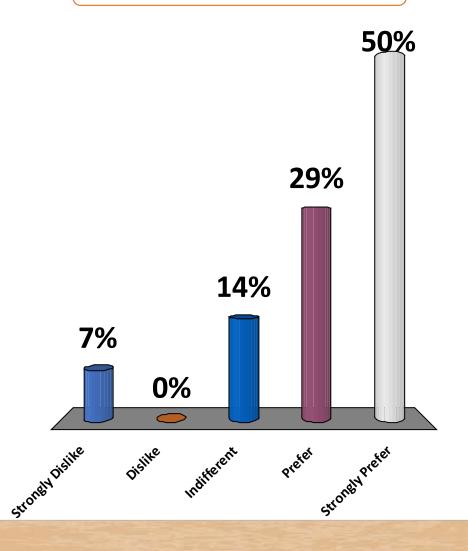


1 2
STRONGLY ← DISLIKE

3 4
INDIFFERENT ———

4 5 → STRONGLY PREFER







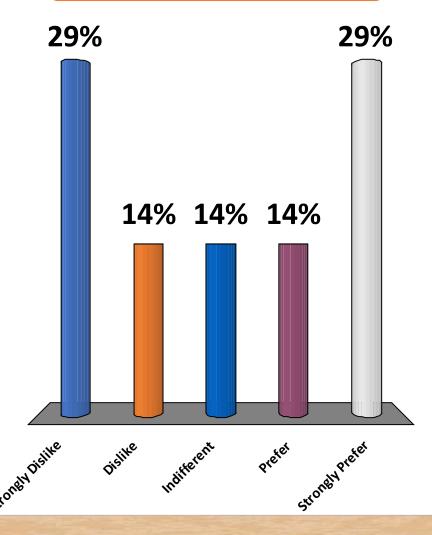
#### Bike Storage | Bike Corral











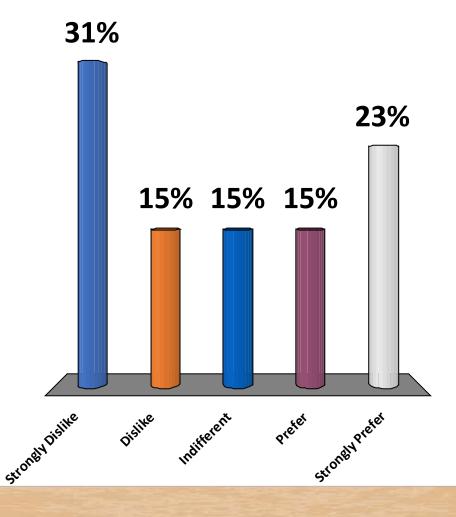




### Landscaping | Planters



Mean = 2.85





#### Landscaping | Potted Plants



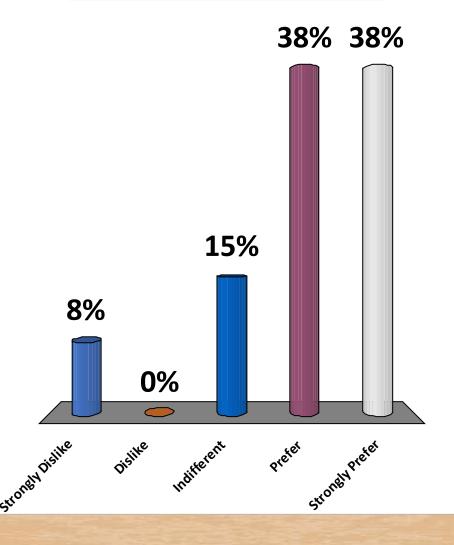




1 2
STRONGLY ← DISLIKE

3 INDIFFERENT

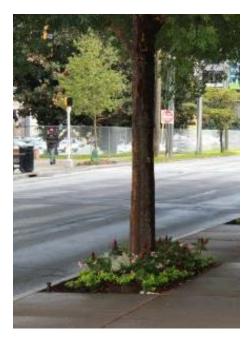
4 5 → STRONGLY PREFER Mean = 4.00

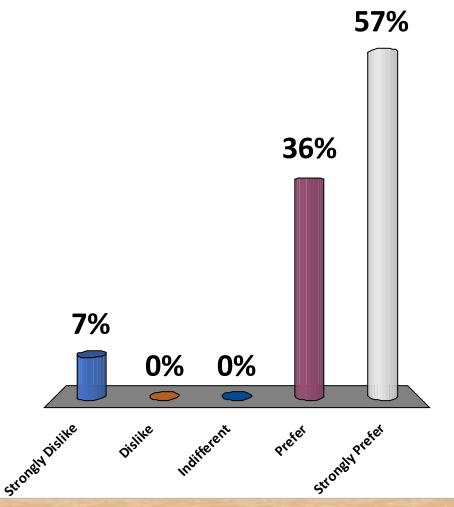






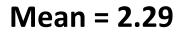




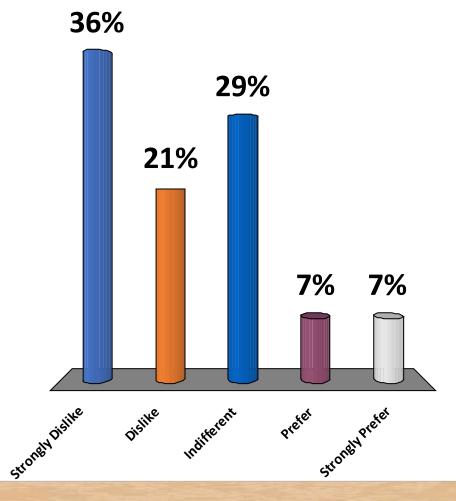




## Landscaping | Trees in Tree Wells (Solid)







1 2 3 4 5
STRONGLY TINDIFFERENT PREFER

PREFER





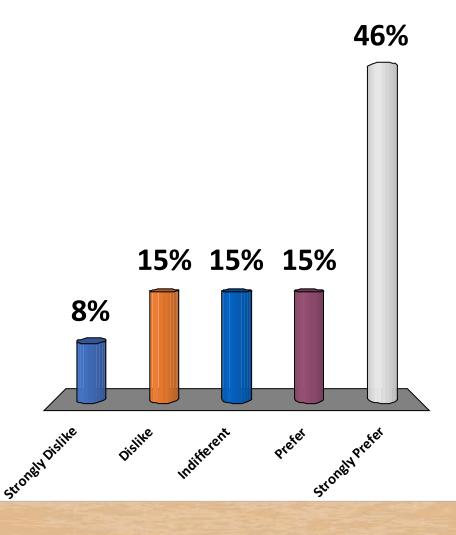
#### Water Feature | Fountains













### Water Feature | Interactive Fountains

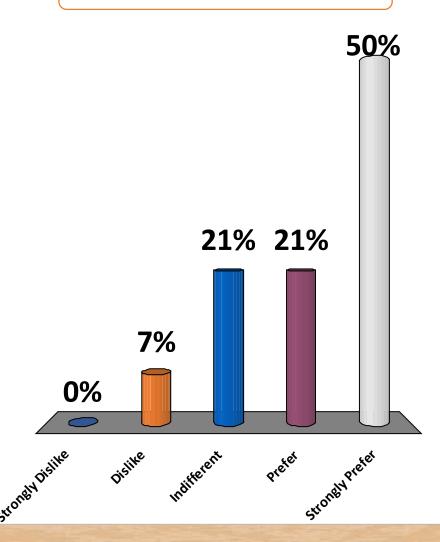










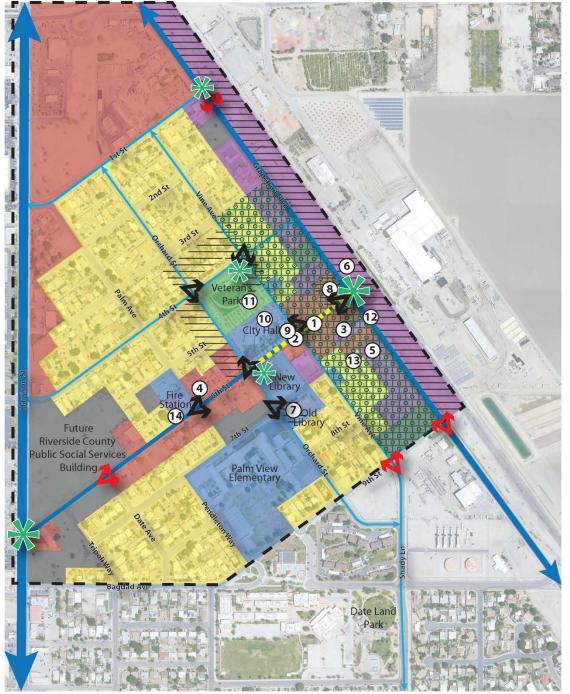




#### Charrette Overview

#### Activities

- Field Study of the Pueblo Viejo District
- Stakeholder Interviews with 10 community groups
- Technical Charrette with members of City staff
- Meet with representatives of City Council



#### SITE ANALYSIS - EXISTING CONDITIONS

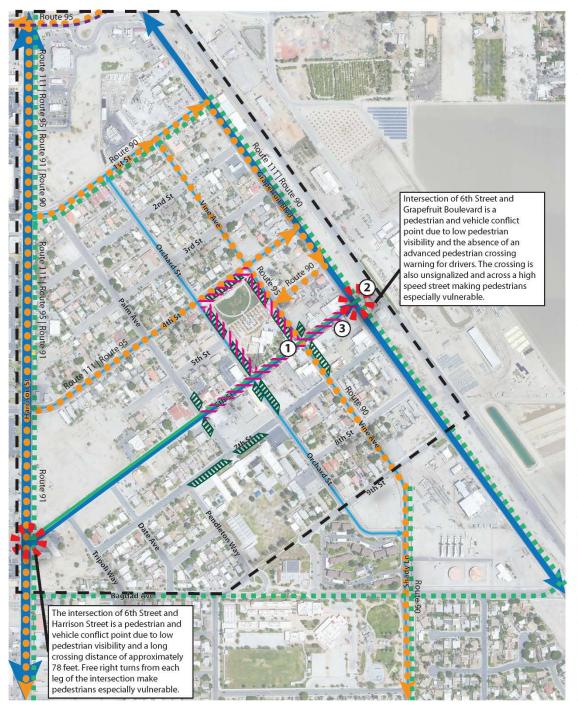












#### SITE ANALYSIS - TRANSPORTATION



\*Parallel Parking is ubiquitous throughout

the Pueblo Viejo District







A pedestrian and vehicle conflict point at













### Next Steps

- Creation of Design Guidelines for the Pueblo Viejo District
- Zoning Code Update
- Project Identification and Implementation Program
  - Conceptual Design
  - Preliminary Feasibility Analyses
  - Project Cost Opinions

### Thank you!





