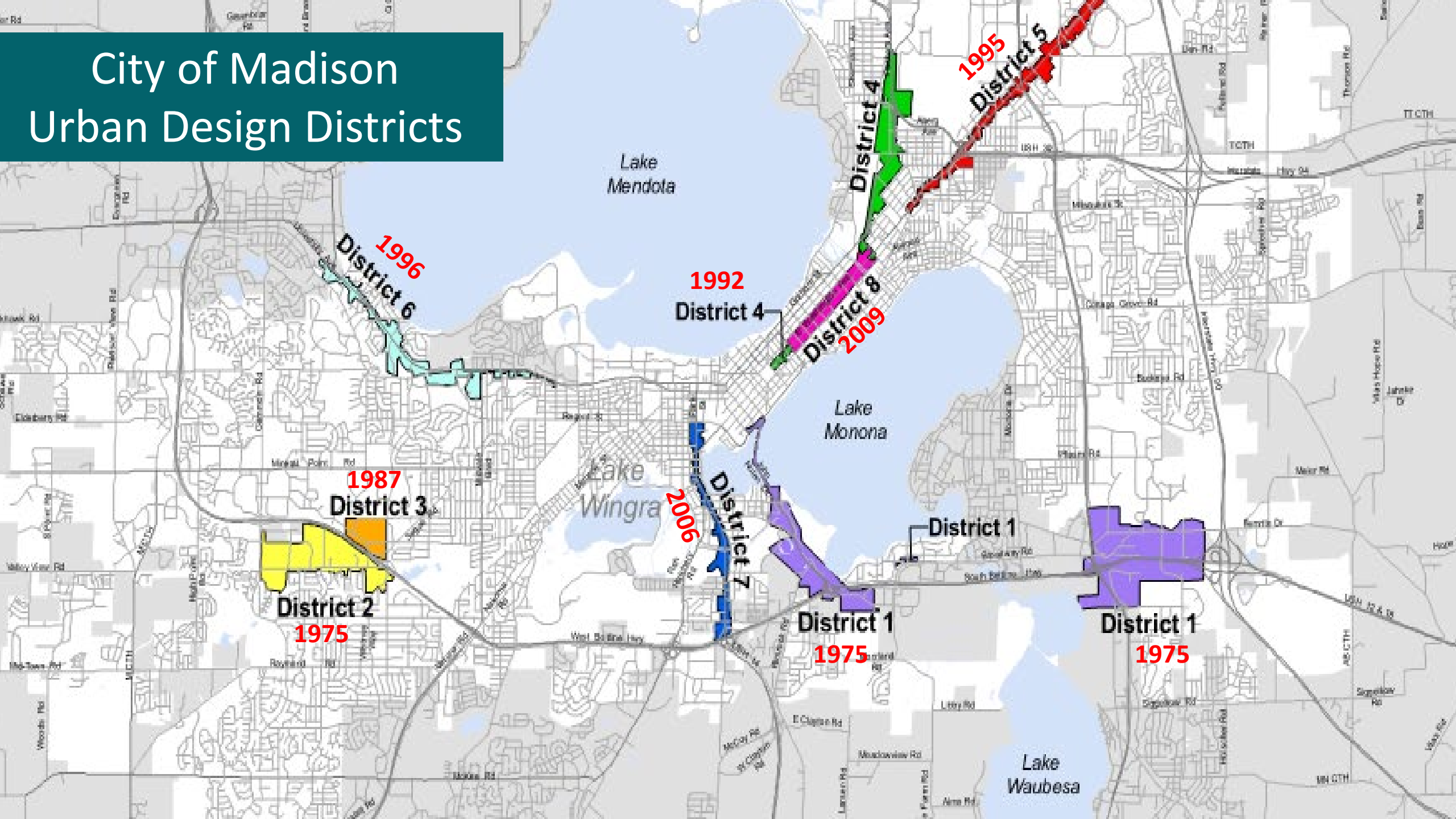




Secretary's Update UDC Code Update Project 2.0

MGO 33.24

City of Madison Urban Design Districts



Project Refresher - Overall Project Goals

- Create clarity, consistency, transparency and flexibility in process
 - Remove barriers to housing
 - Incorporate flexibility into process
 - Clarify/expand administrative roles, procedures, and purview
 - Codify UDC review/approval process
 - Clarify UDC's purview, especially when they are approving vs. advisory
 - Update policy and procedure manual

Project Refresher - Overall Project Goals

- Align with current city policies, Zoning & Sign Codes, adopted plans
 - Remove redundancies, update antiquated language, incorporate current best practices, etc.
 - Update guidelines and requirements to align with current policies, including Complete Green Streets, TOD Overlay, Area Plans recommendations, Inclusiveness and Diversity, etc.
 - Analysis of district boundaries

Retrofitting the Project - Identifying Key Urban Design Concepts

What are the city's urban design goals?

- What matters to you when you are walking down the street or enjoying a public space?
- Identification of key concepts - are there other design aspects we want to influence?
- Are there design aspects that we don't want to influence?
- Should certain design concepts be required vs. guided?

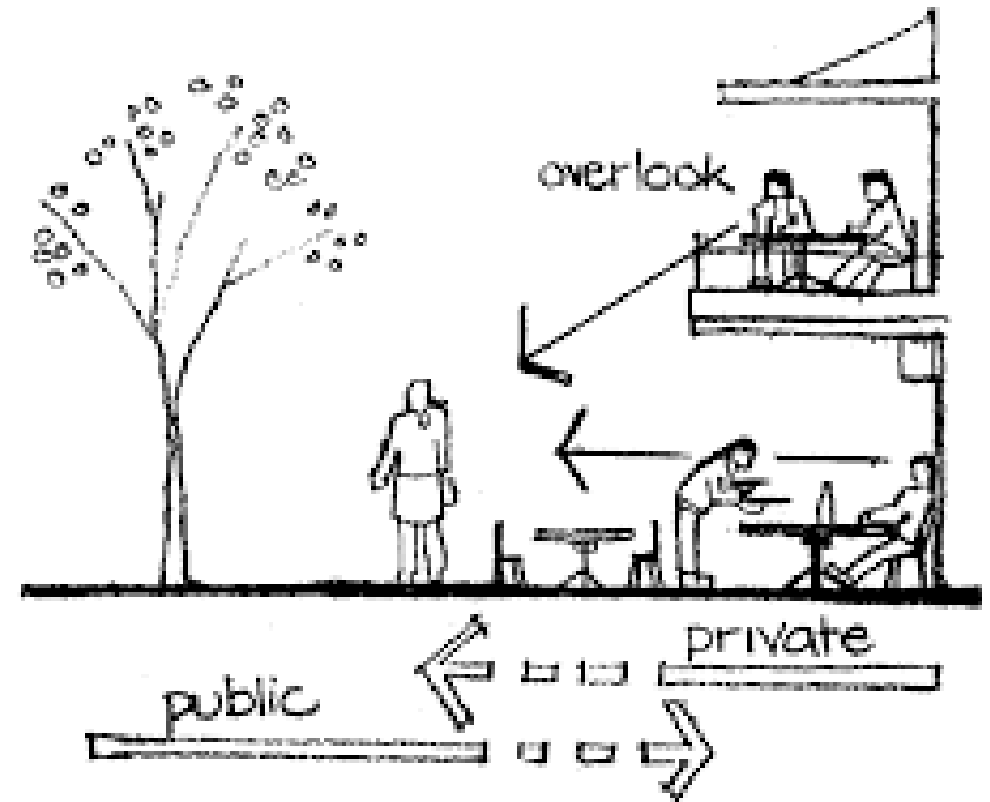
What areas of the city do we want to influence?

- City-wide?
- Targeted areas – If so, how do we identify them?
- Are there different/unique key concepts for specific areas?
- Are there specific areas that we do not want to influence?
- Public spaces?

What should we, as a city, be looking at?

Key Urban Design Concepts

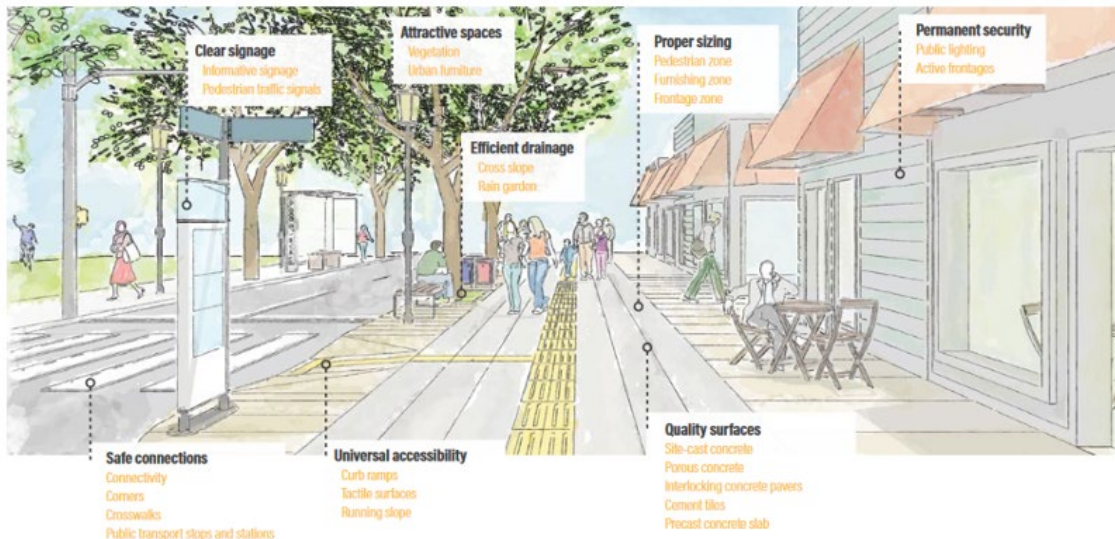
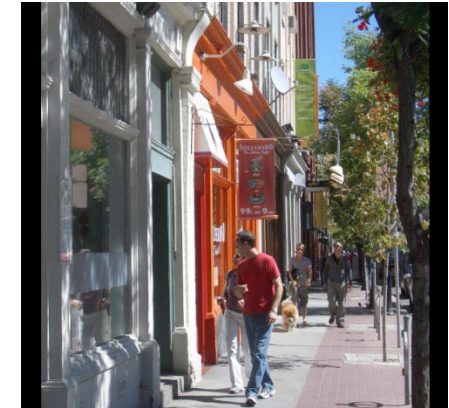
- Public/Private Interface
 - How buildings meet the street
 - Front porches/walk-up units
 - Opacity/transparency
 - Landscape
 - Site amenities
 - Connectivity
 - How the spaces between buildings are being used



What should we, as a city, be looking at?

Key Urban Design Concepts

- Further Complete Green Streets Design Principles
 - Designing public/private interface for all users
 - Designing public/private interface to be flexible
 - Designing public/private interface to be contextually appropriate

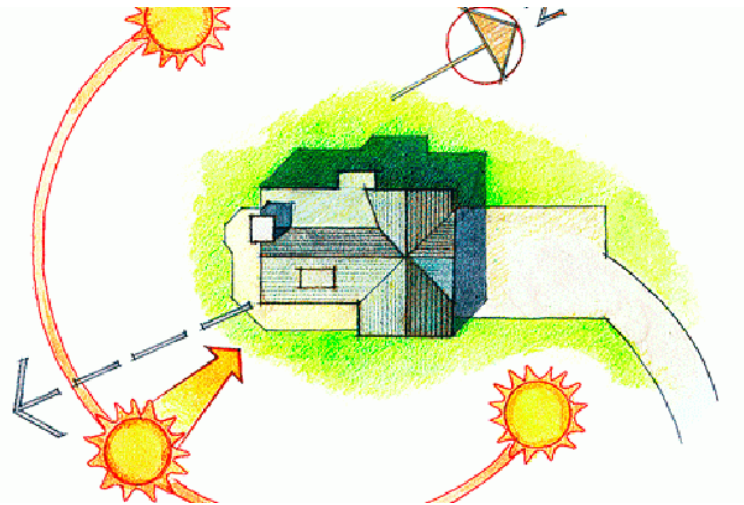


- Design quality in the built environment
 - First three stories
 - Pedestrian scale
 - Contextually appropriate – mass and scale
 - Texture, color and articulation
 - Landscape
 - Encourage diversity in building design and type

What should we, as a city, be looking at?

Key Urban Design Concepts

- Durable materials
 - Climate appropriate – weather resistant
 - Style and form appropriate
 - Yes - Metal, masonry, fiber cement/composite, wood
 - No - Stucco, clay tile, reflective metal



- Sustainability
 - Siting of buildings on a site – solar gain
 - Roof orientation
 - Shadow impacts to surrounding properties
 - Green infrastructure
 - Designing for the future - heat and rain events, growth (i.e., popping tops and building additions)

Retooling the Project - Questions & Topics

How do the design goals (key urban design concepts) impact the project process?

- How do we build internal consensus on key concepts - staff steering committee?
- How do we build external consensus on key concepts?
- Additional public outreach/engagement

Who needs to be involved in the continued discussion/project process?

- Other city agencies (i.e., Engineering, Transportation, Sustainability, BI, Zoning, etc.)
- Property owners
- Development partners
- Plan Commission and UDC

Retooling – Project Timeline

Summer 2025

- Internal engagement to explore relationship between UDC Code and other city codes and processes
- Develop stakeholder/public engagement plan

Fall 2025

- Begin discussion about how and what to regulate, and
- Explore how those items relate to the UDC process/process refinements

Winter 2025 – Year End Deliverable

- Summary of input received (i.e., design goals, process)
- Staff recommendations for code changes (i.e., design standards, process, other opportunities)

First Quarter 2026

- Introduce ordinance for legislative process

Questions?