Data-Driven Design

DM II Week 10

DES 212| Winter Term 2 | 2026 | 3 Credits
Instructor: Xun Liu

Content

1. What Is Site Data?
1. Climate Data
3. Human Movement and Behavior
4. Regulation and Program

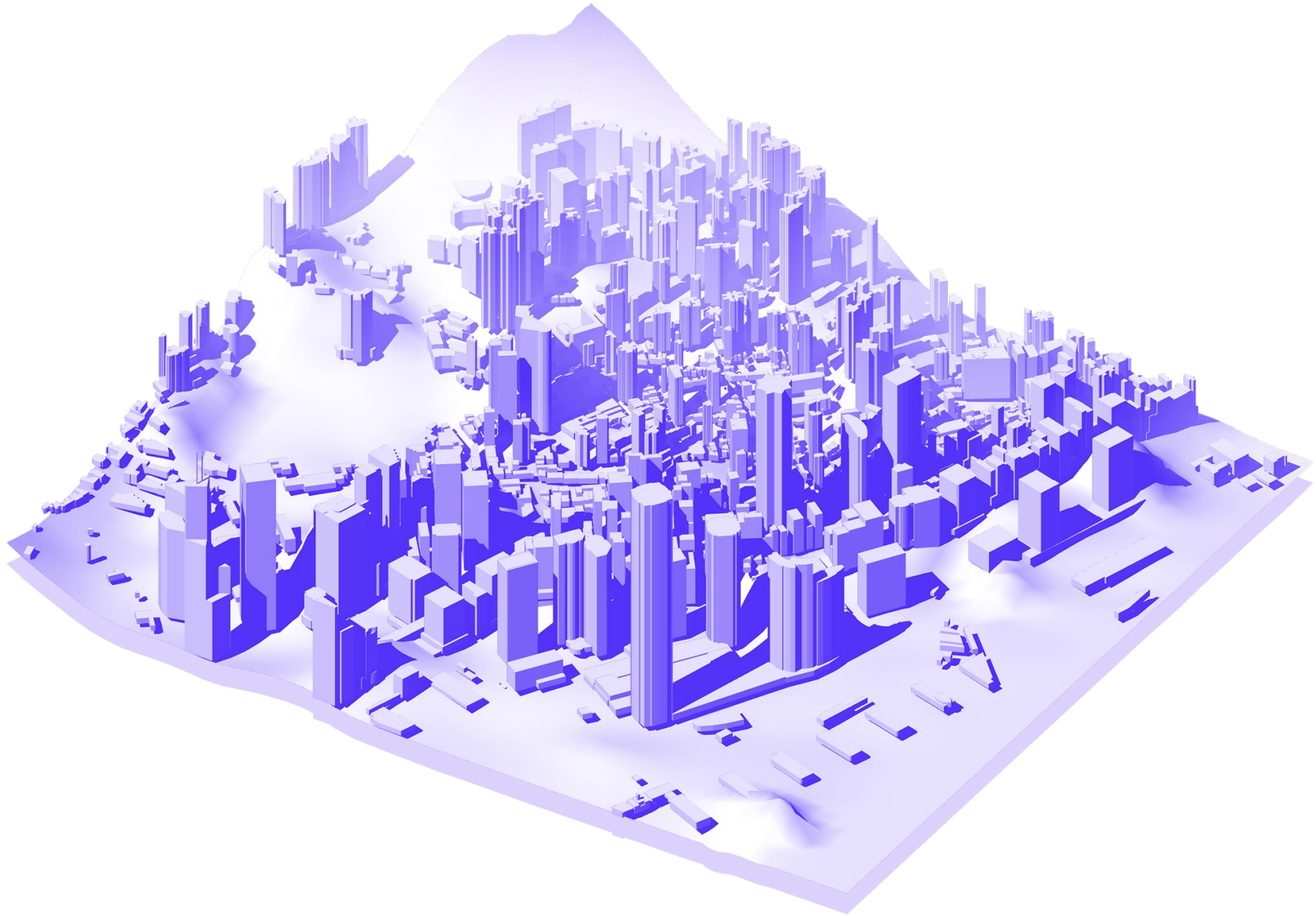
What Is Site Data?

Spatial Data

has a location attached; can be mapped or placed in 3D space

- *Site & Terrain*
- *Urban & Infrastructure*
- *Environmental*
- *Human Behavior*

Tools: @it, Heron, Elk, Bison, Mosquito, Ladybug, etc.



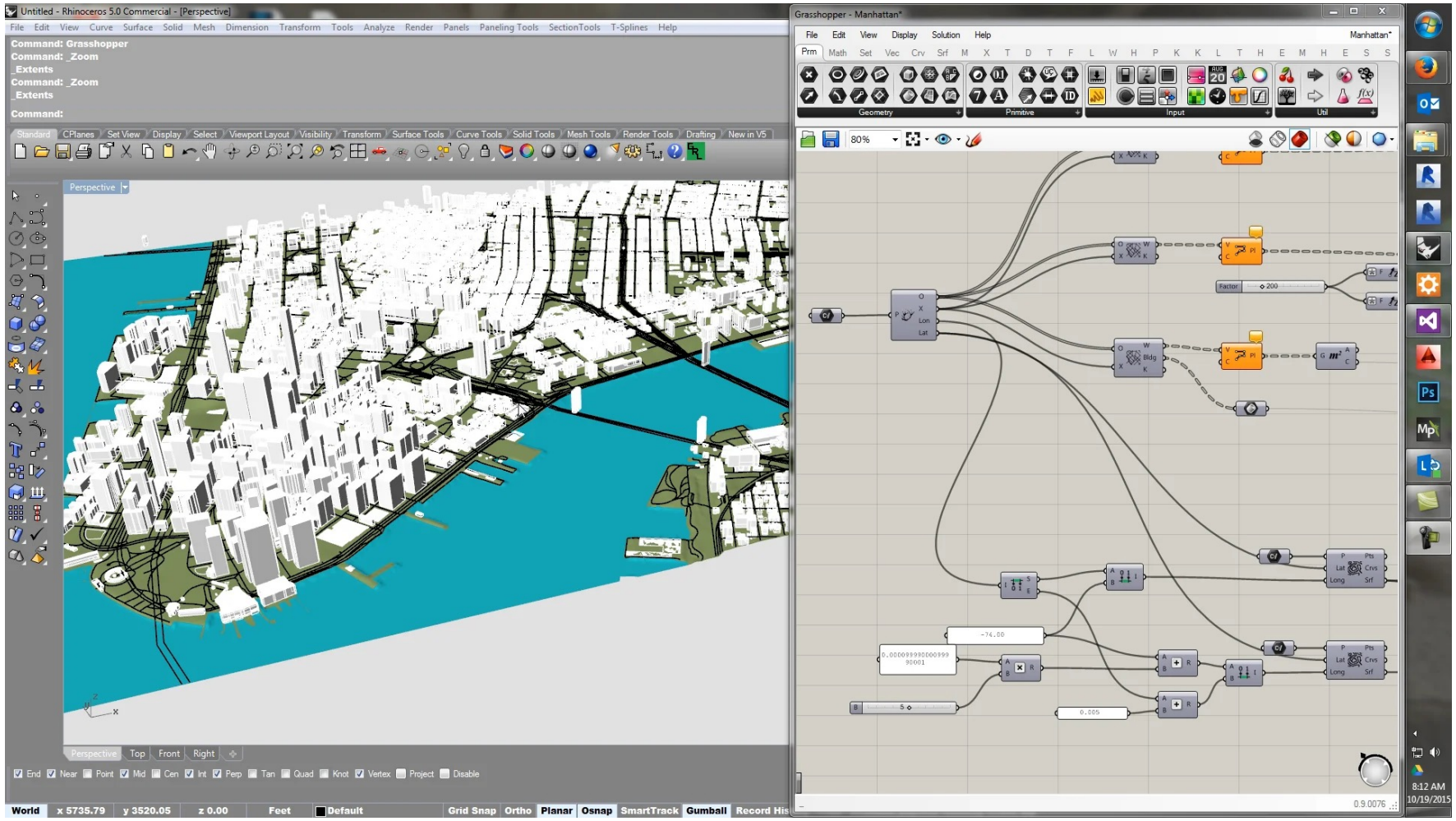
Resource: Cadmapper.com

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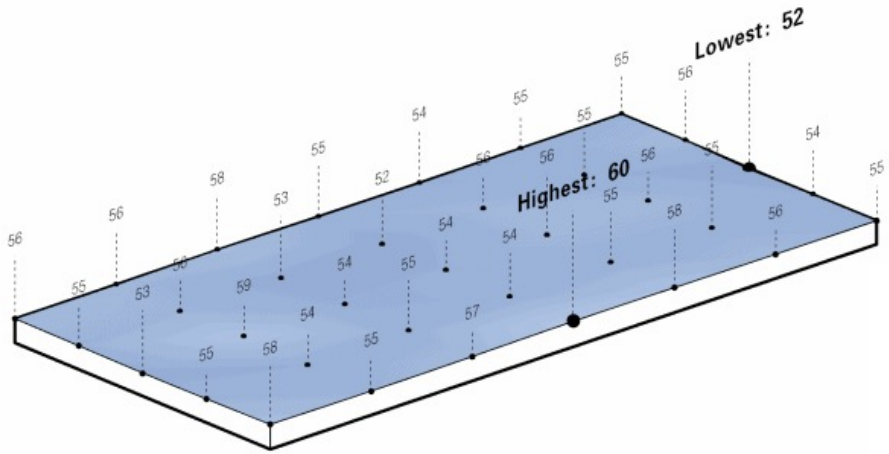
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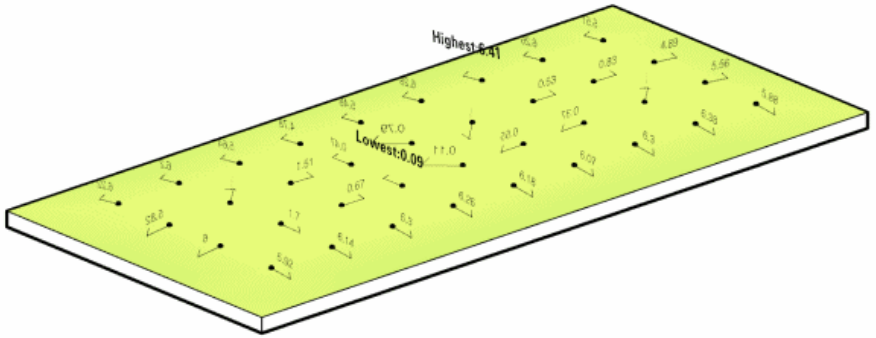
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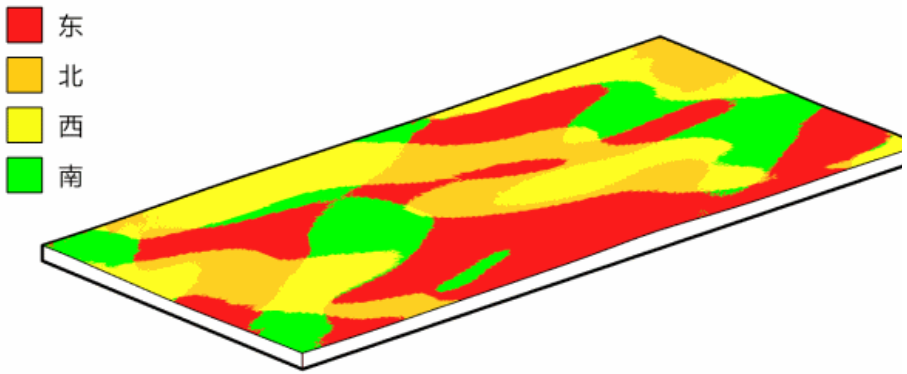


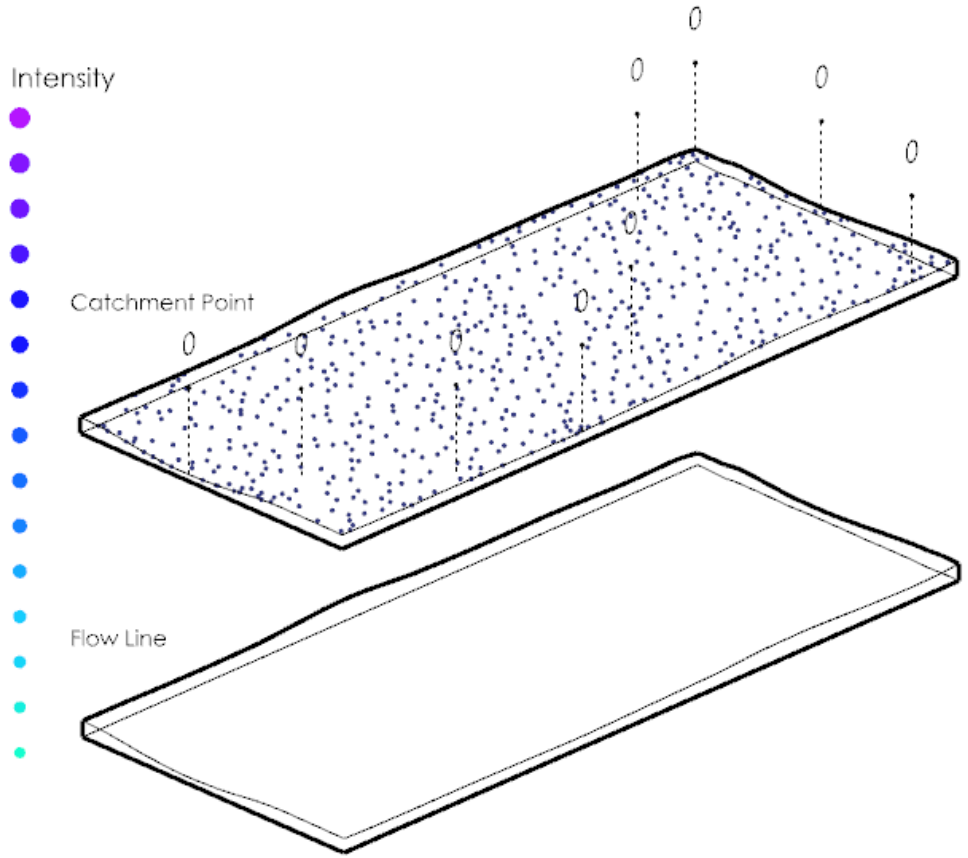
Resource: Elk

Spatial Data



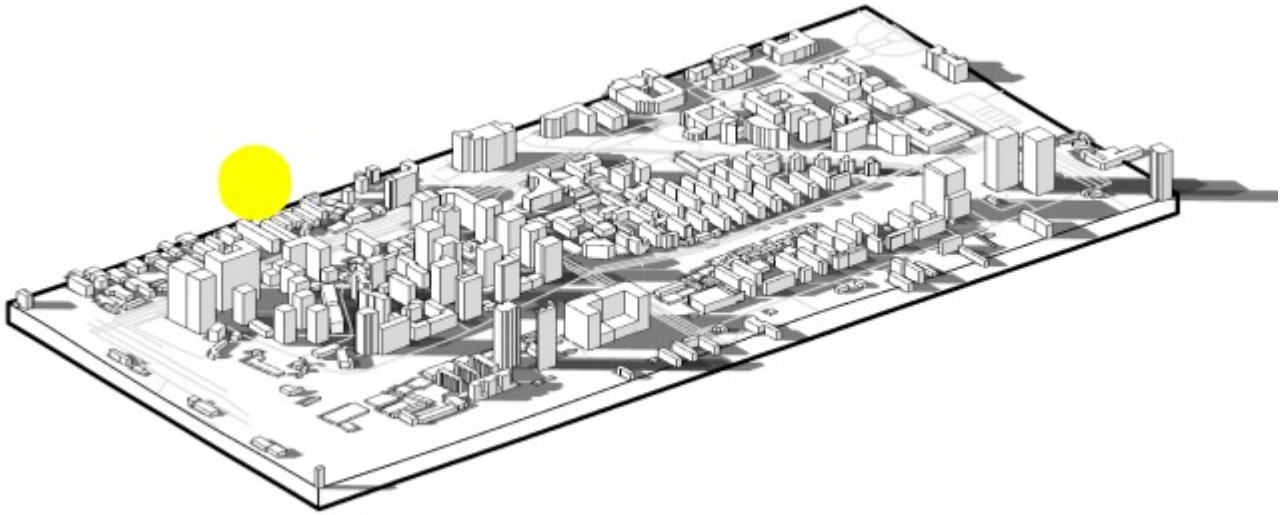


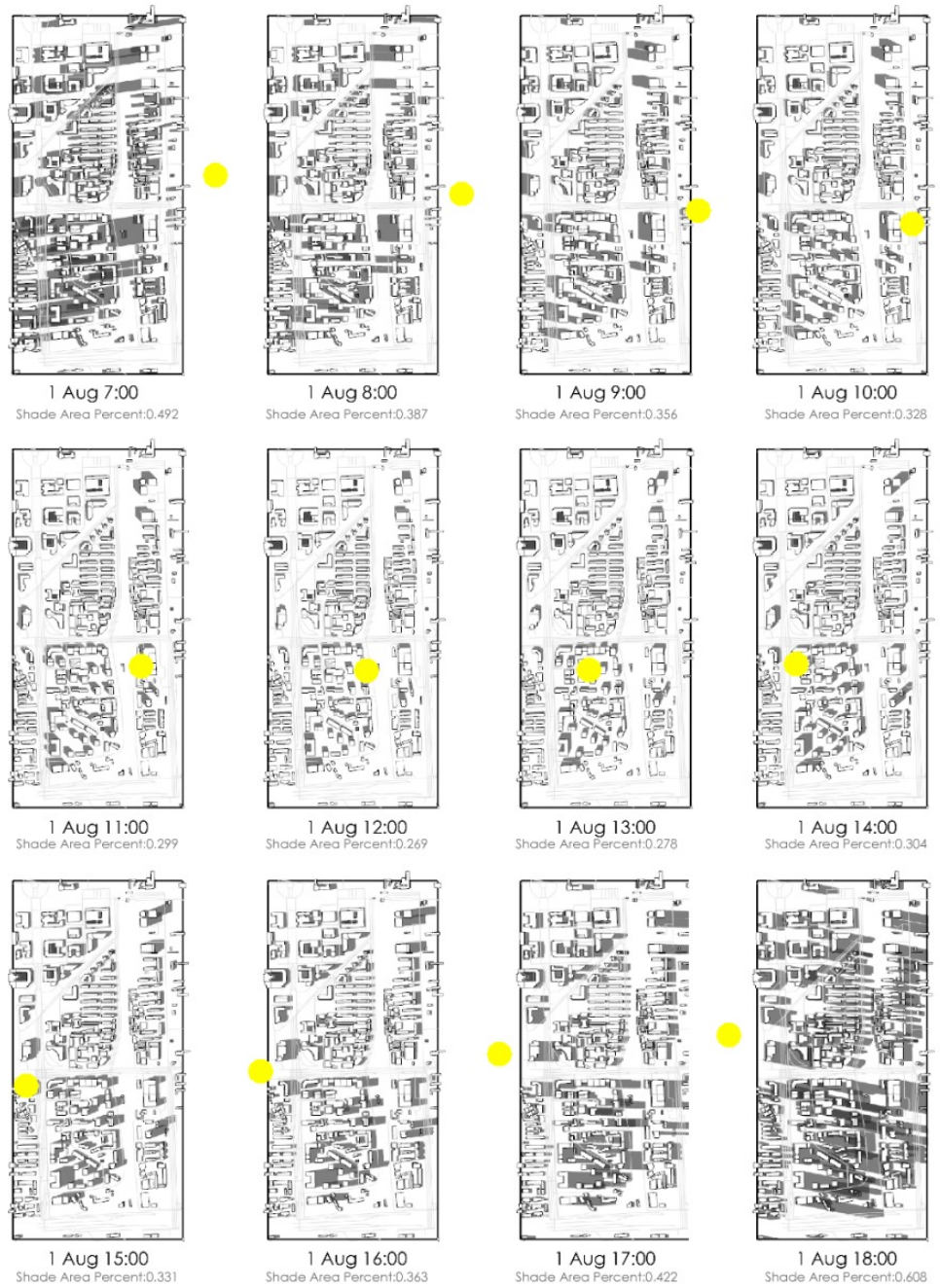




Topographic Analysis - Bison

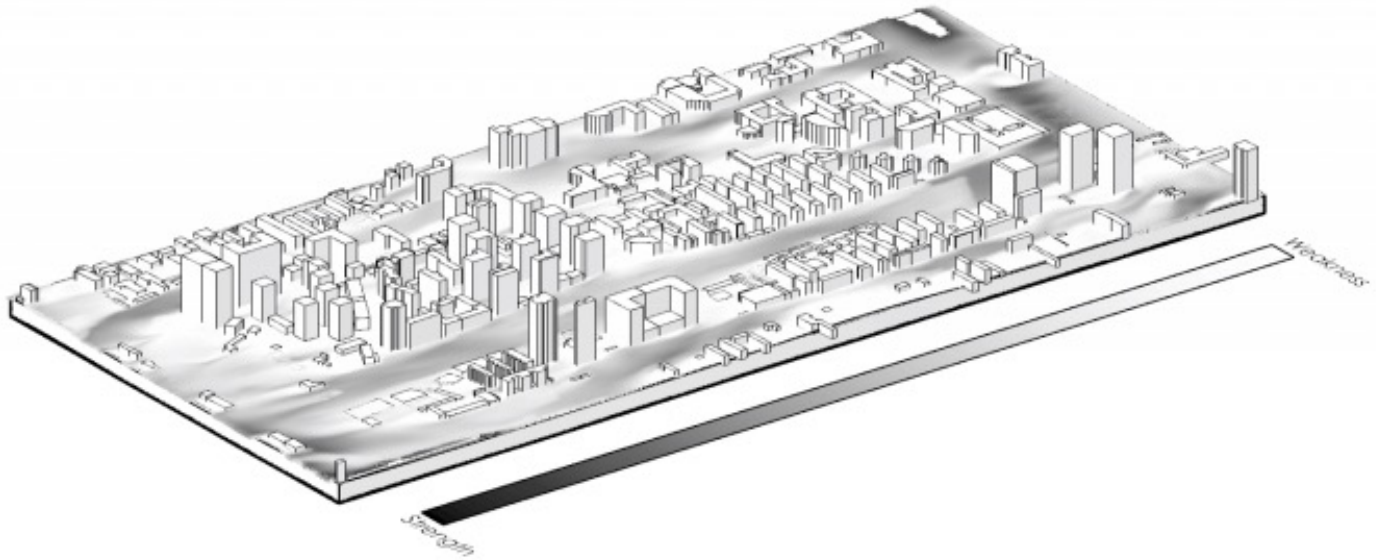
Spatial Data

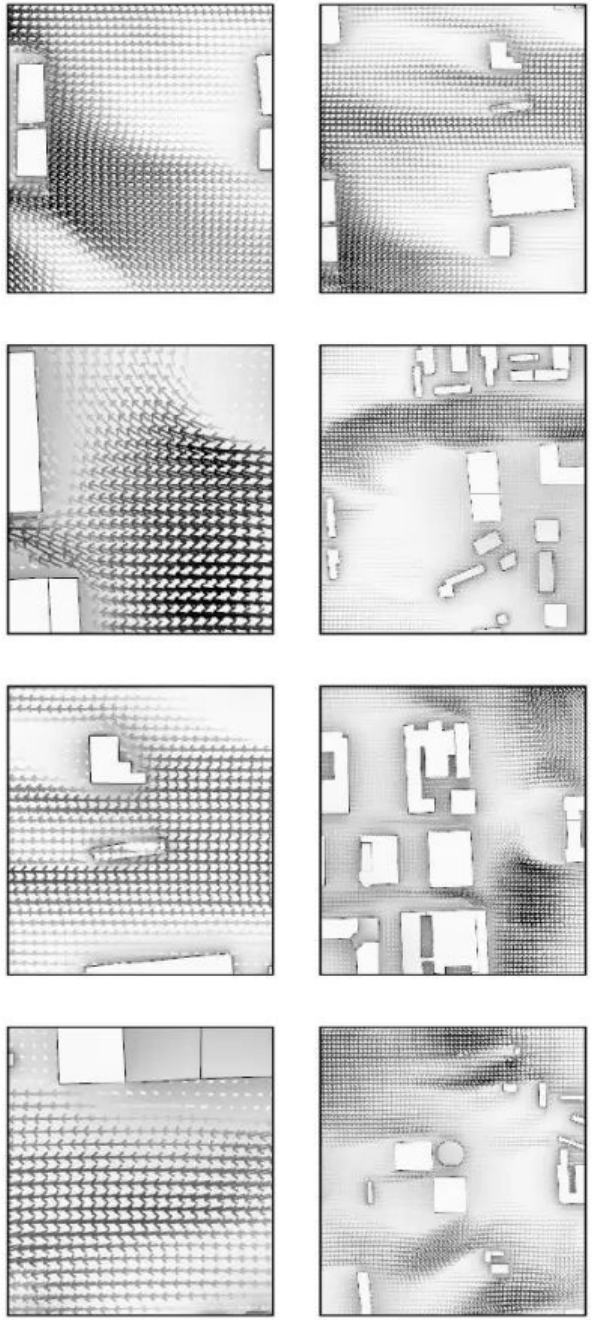




Shadow Analysis - Ladybug

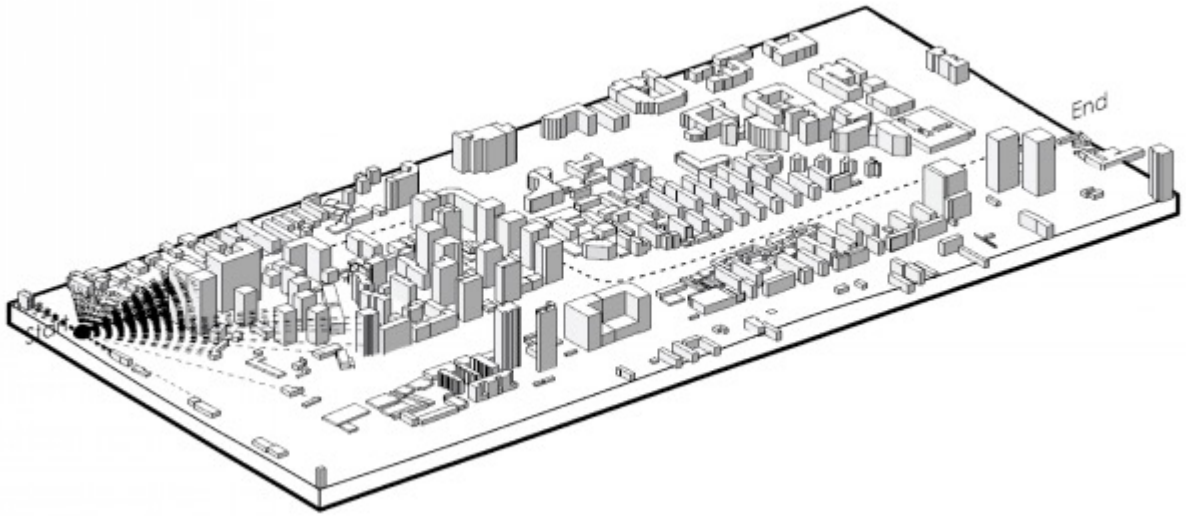
Spatial Data

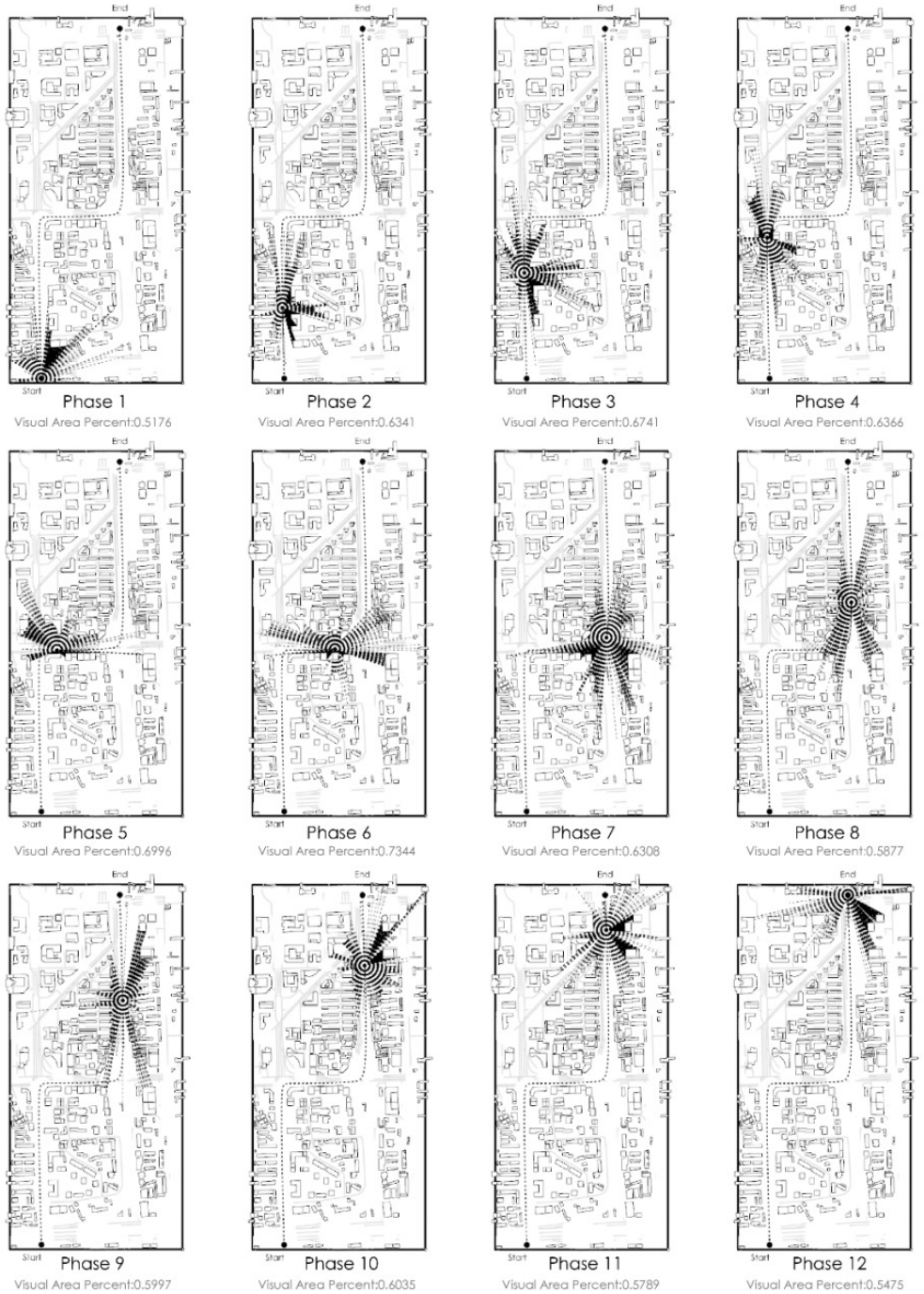




Wind Simulation – Eddy 3D

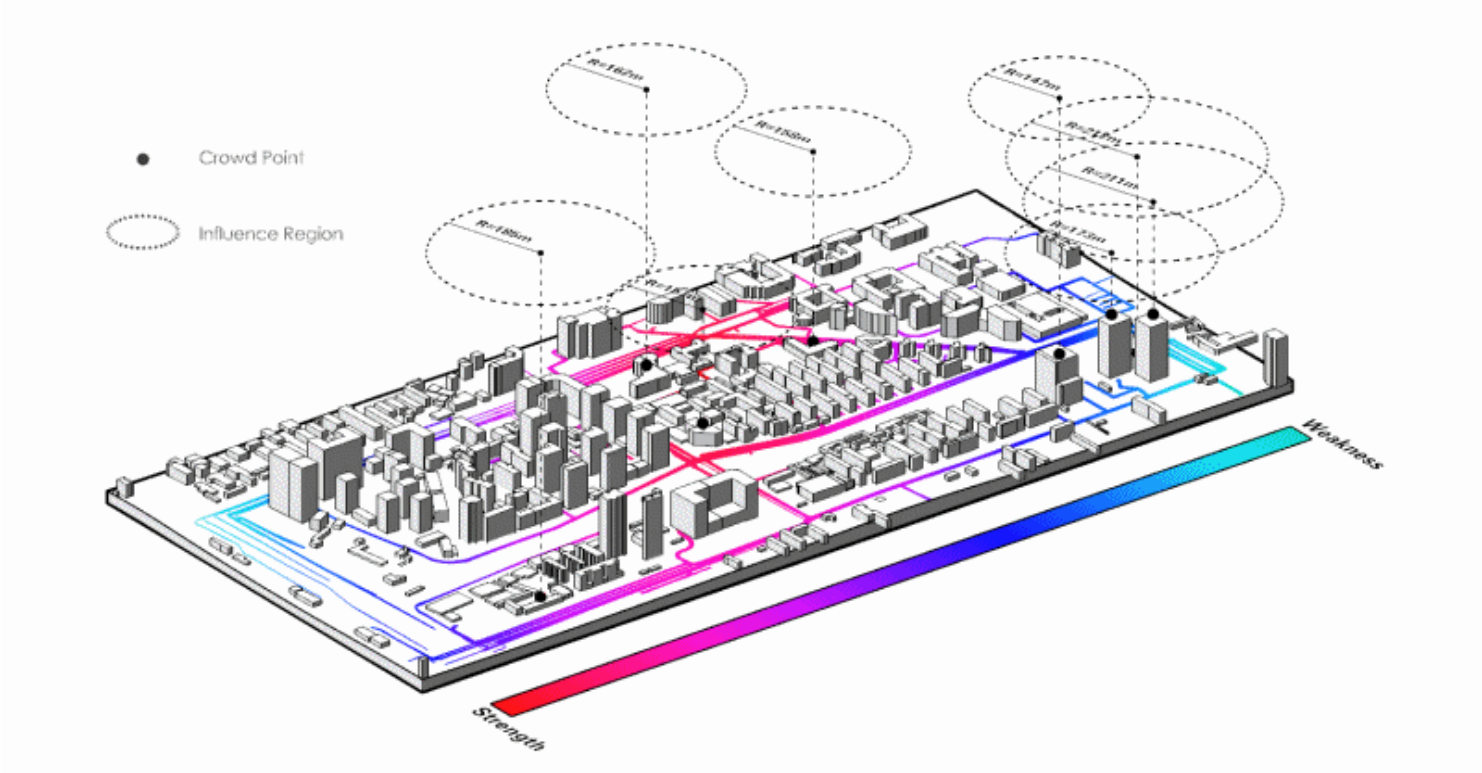
Spatial Data





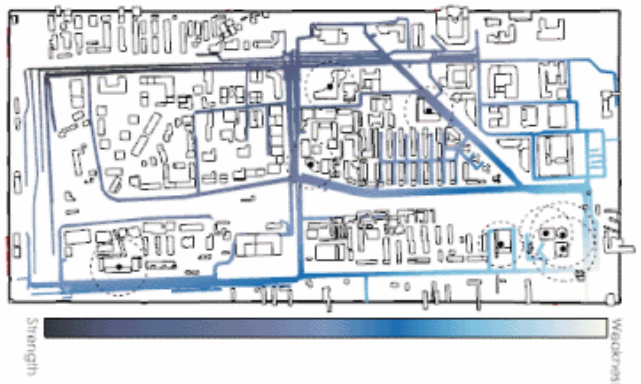
Viewshed Analysis – Decoding Space

Spatial Data







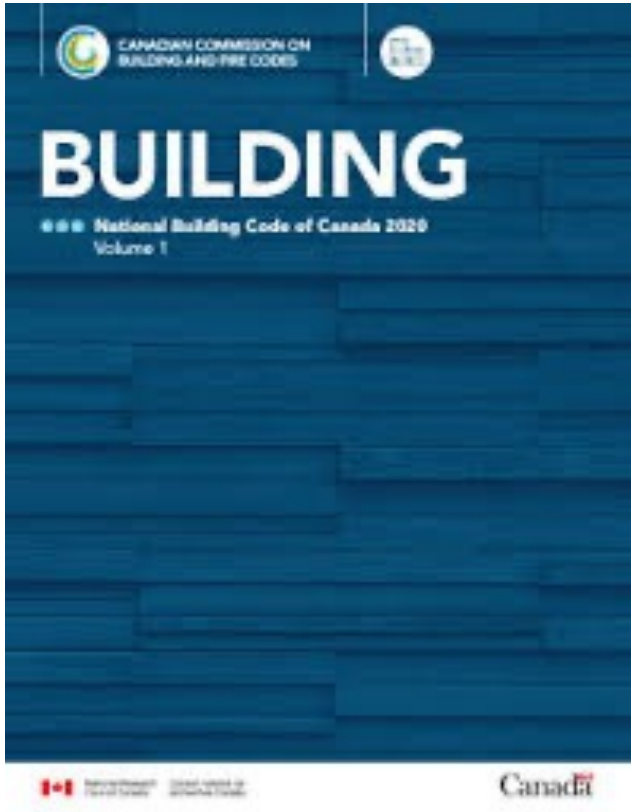


Road Capacity – Shortest Walk

Non-Spatial Data

numbers, lists, or records without a built-in location; needs to be given a location to be mapped

- *Program & Brief*
- *Performance Metrics*
- *Behavioral & Social*
- *Sensor Readings (raw)*
- *Economic & Regulatory*



2024
British Columbia
BUILDING CODE

BRITISH COLUMBIA | Ministry of Housing

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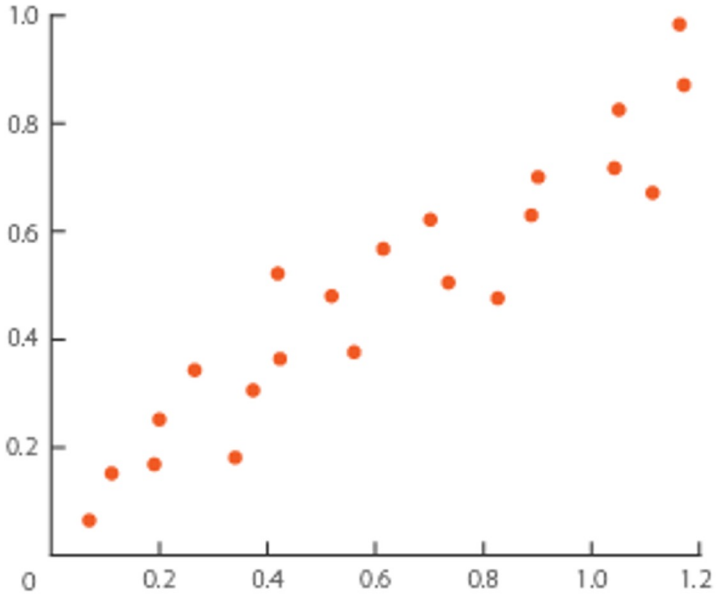


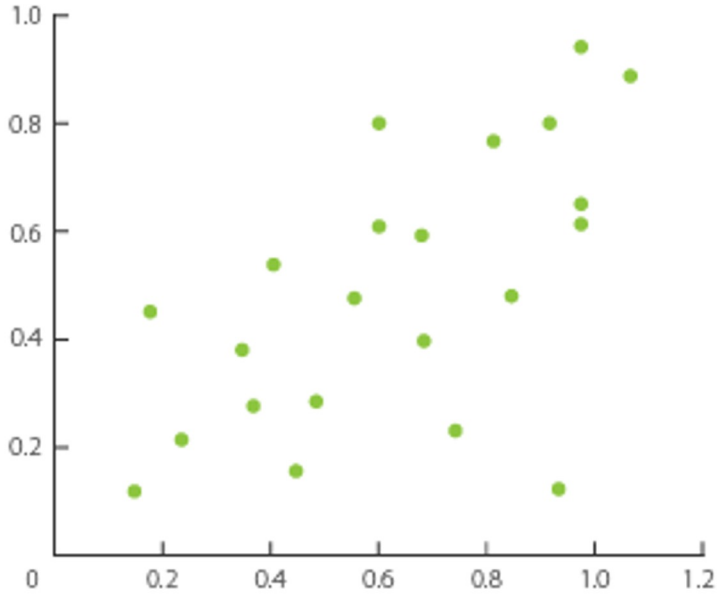
datavizcatalogue.com/

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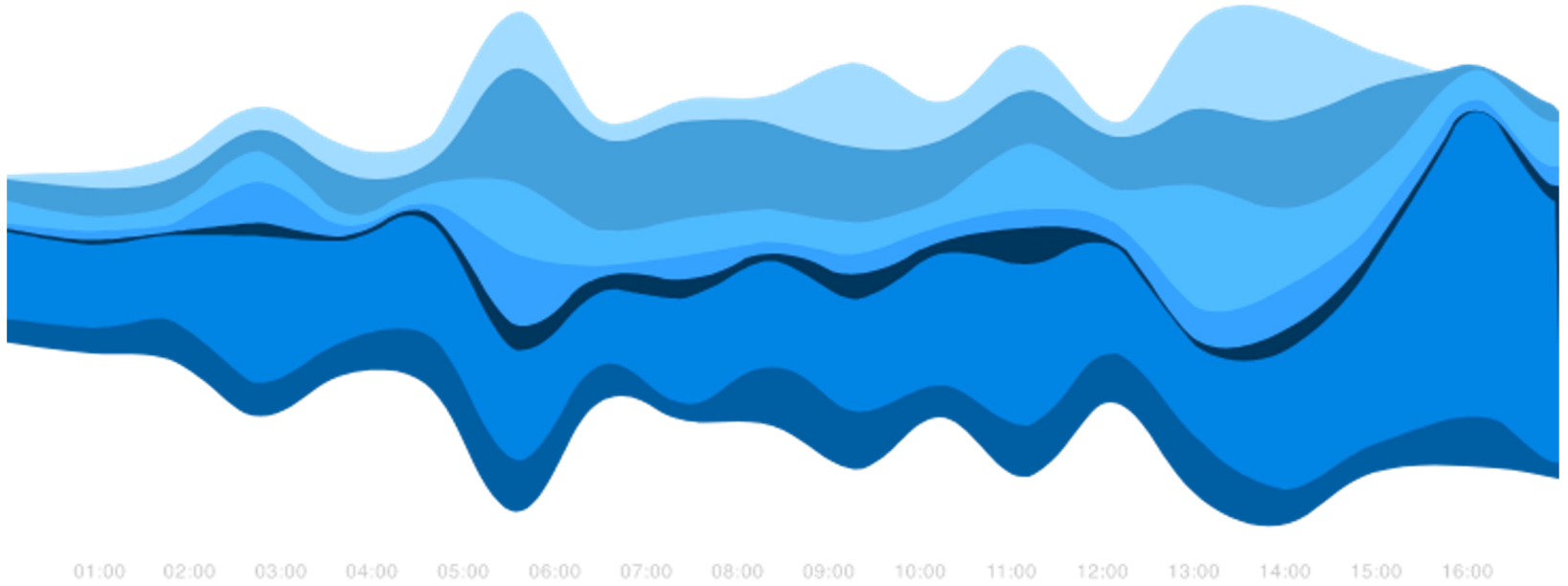
Scatter Plot

datavizcatalogue.com/

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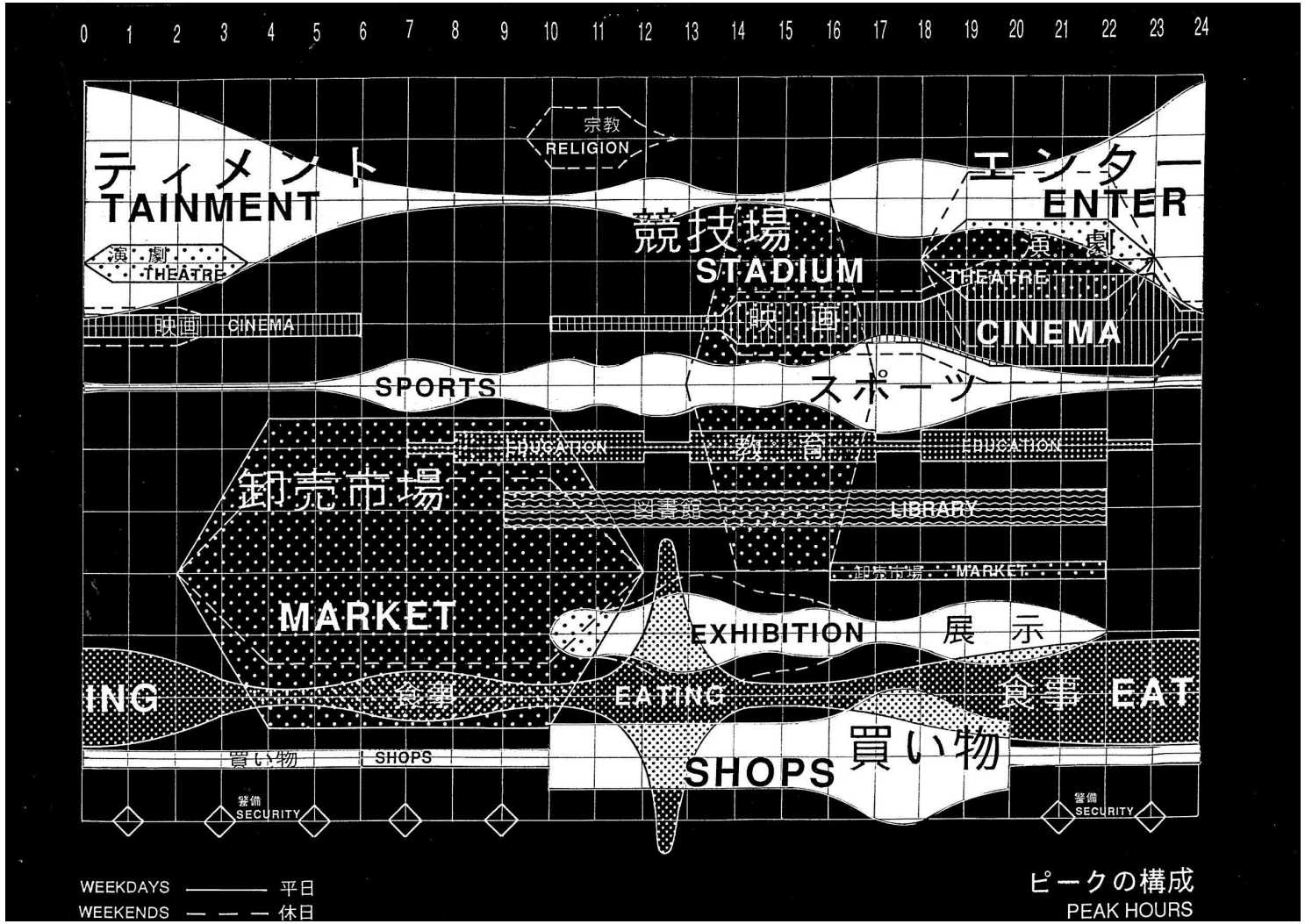
Stream graph

datavizcatalogue.com/

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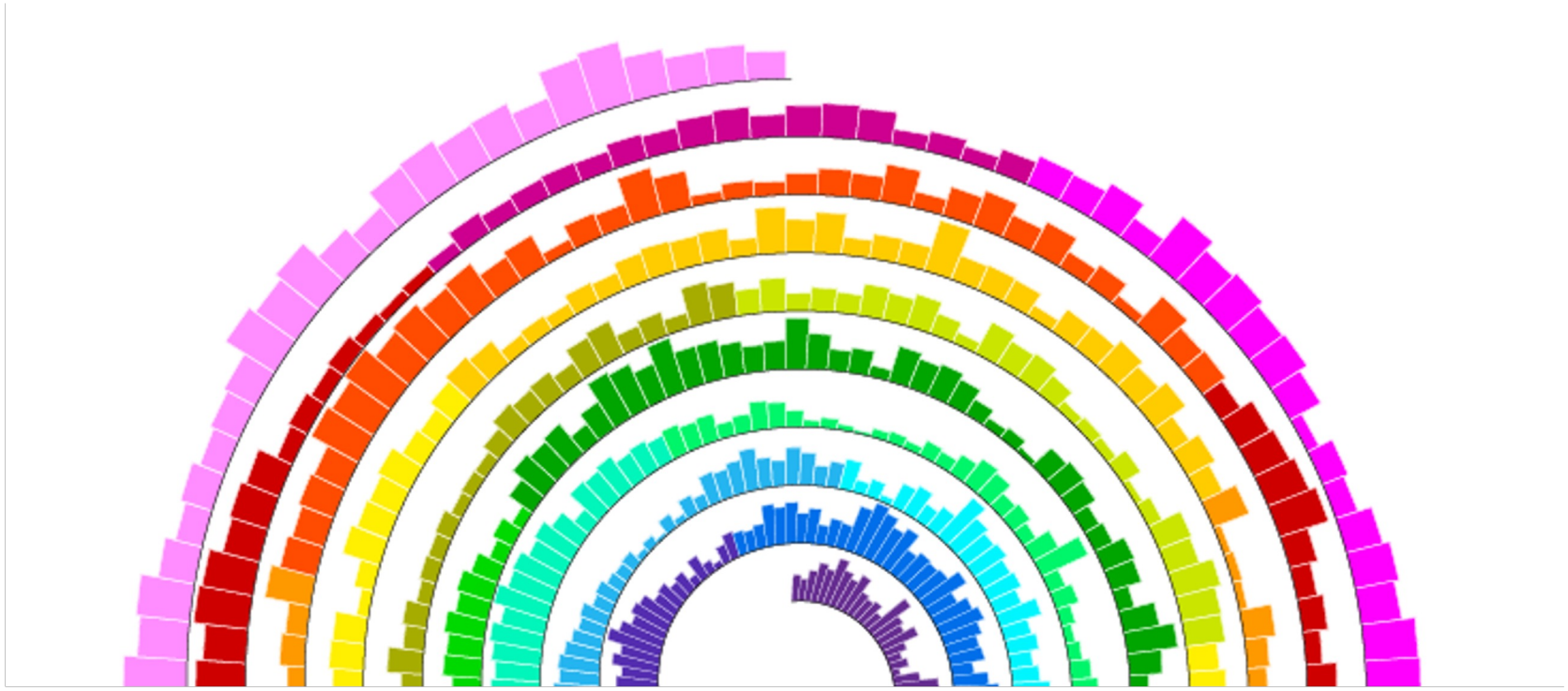


OMA, Yokohama Masterplan, 1991

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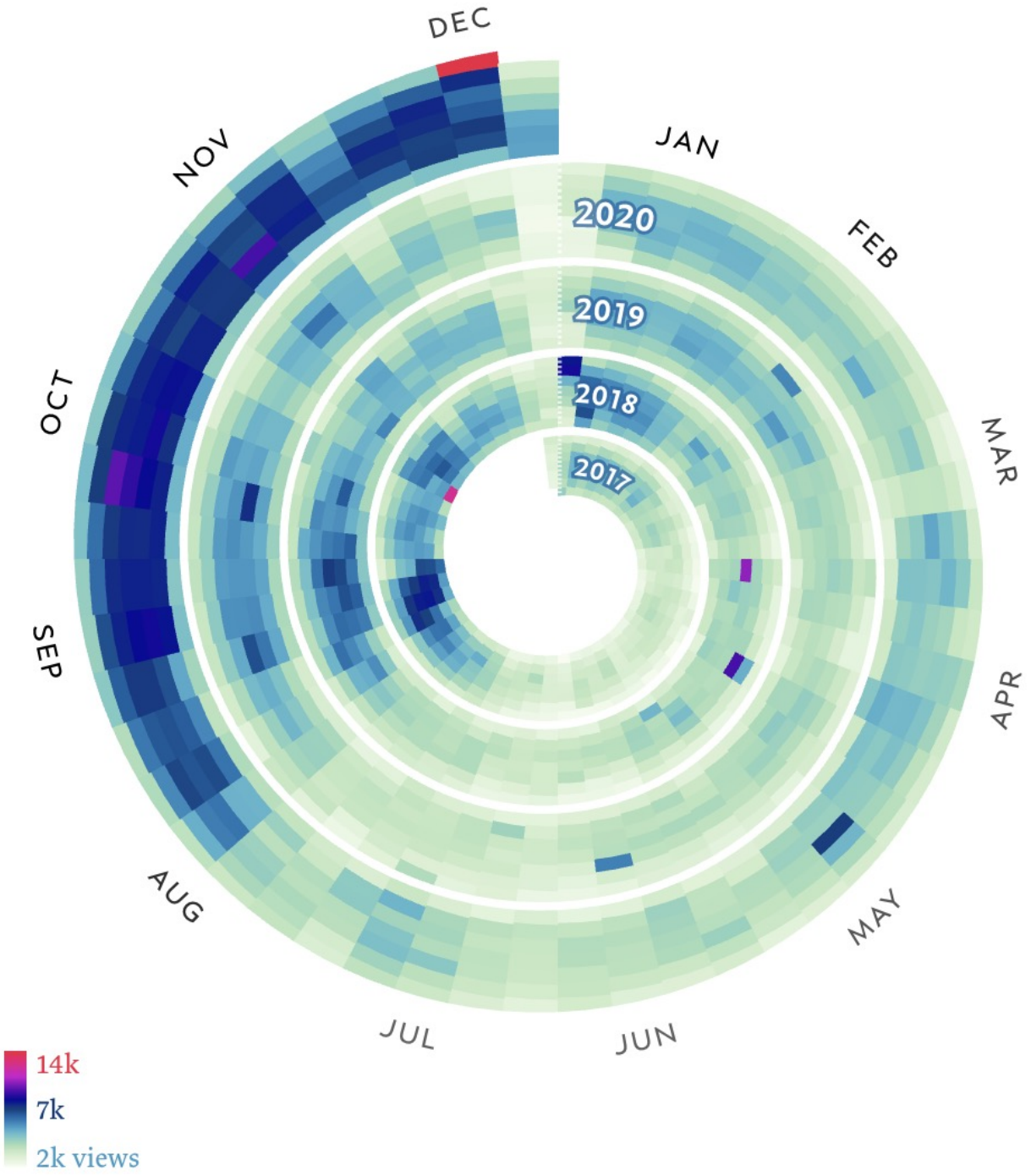
Spiral Plot

datavizcatalogue.com/

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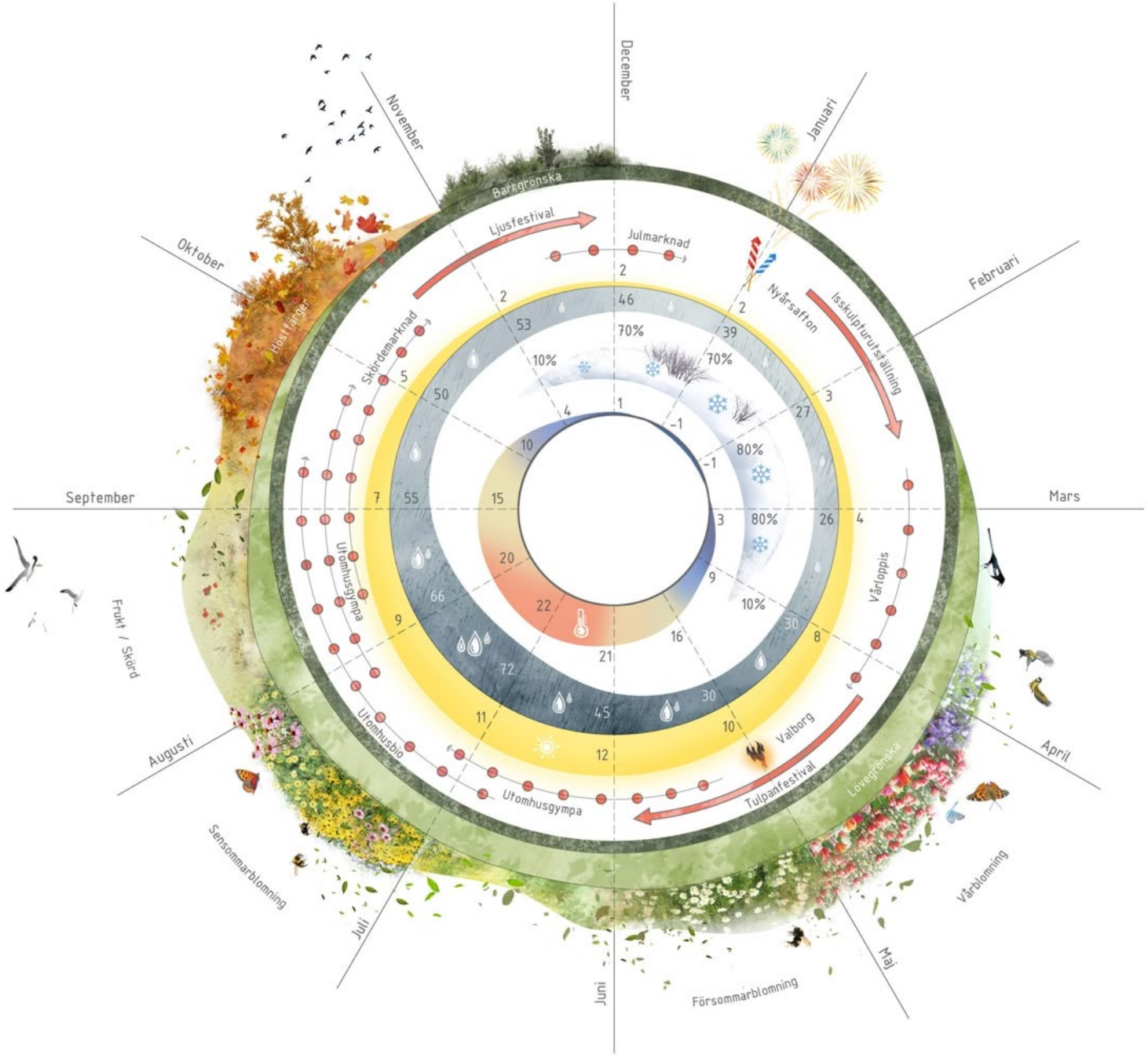
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Sensing
Reading
Shaping

Climate Data

Climate Data

Sun angle at each point = brick depth + tilt.
South: extend for shading + PV.
Pure data output, no composition.



Endesa Solar Pavilion
IAAC, Barcelona, 2011

Resource: iaac.net/project/endesa-pavilion

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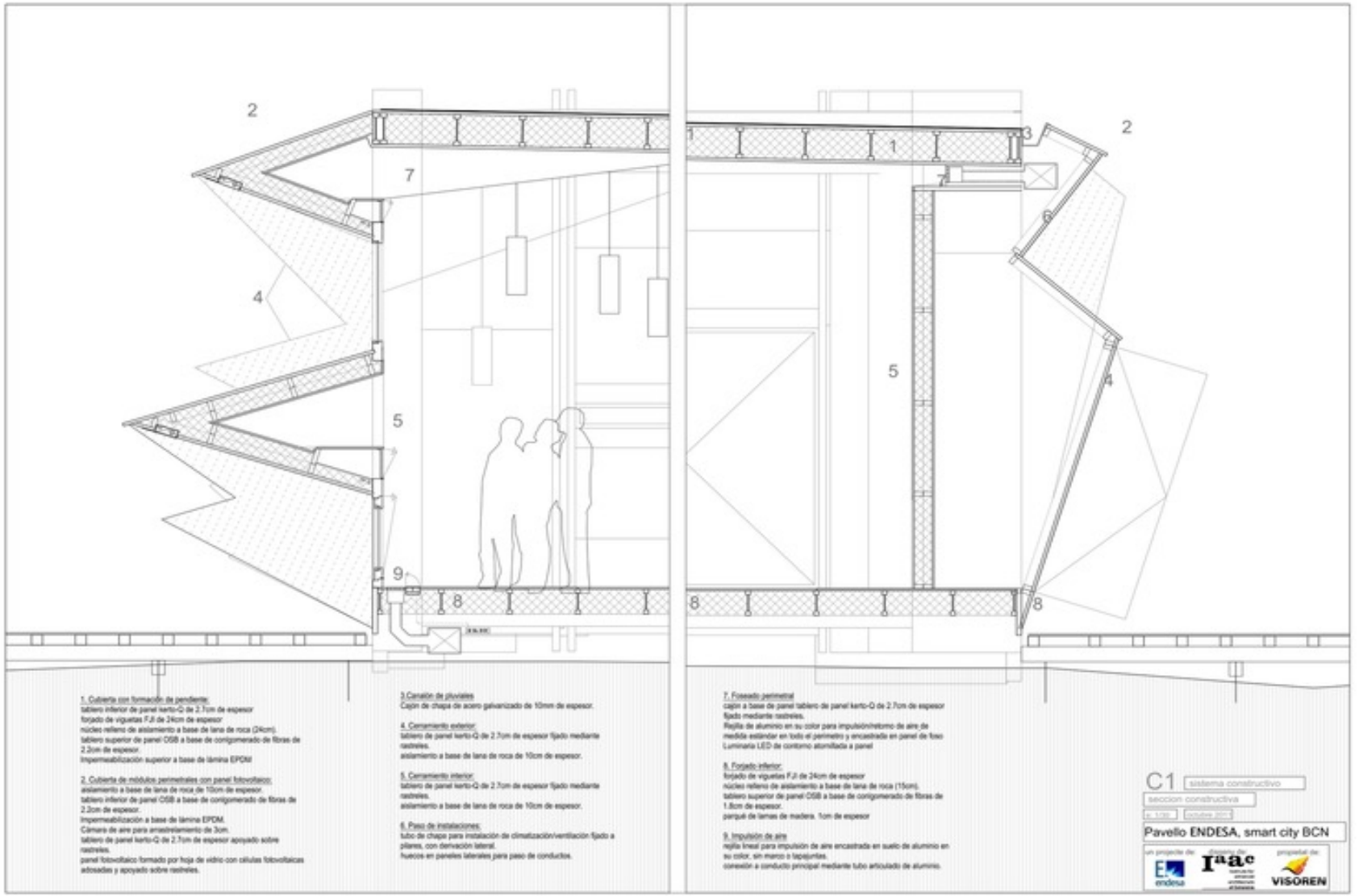


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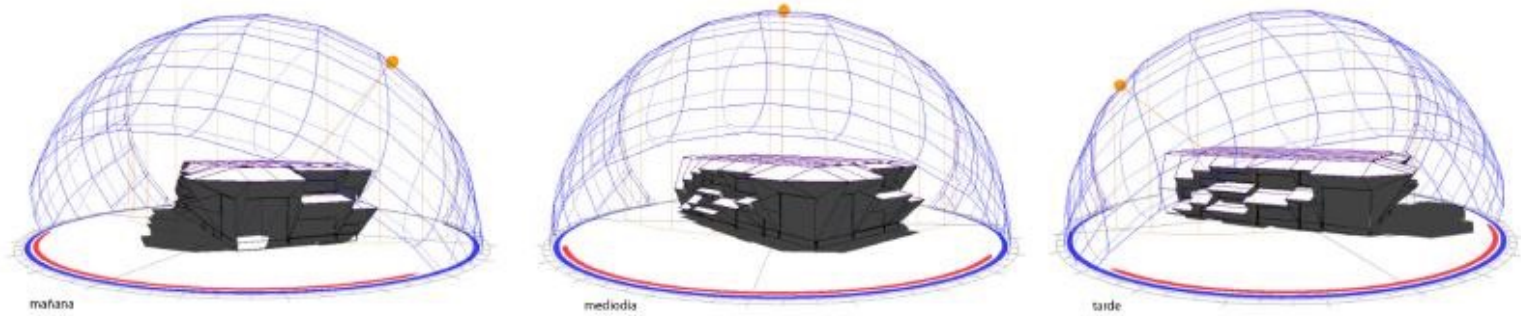


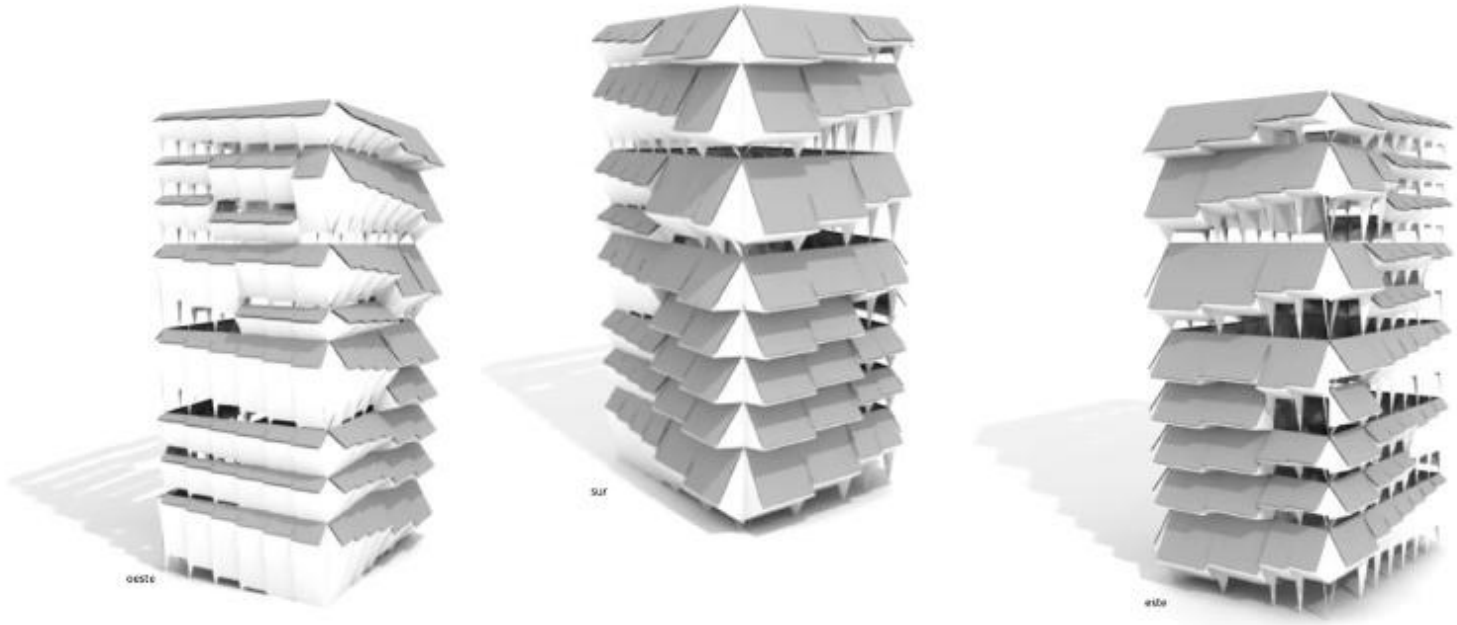
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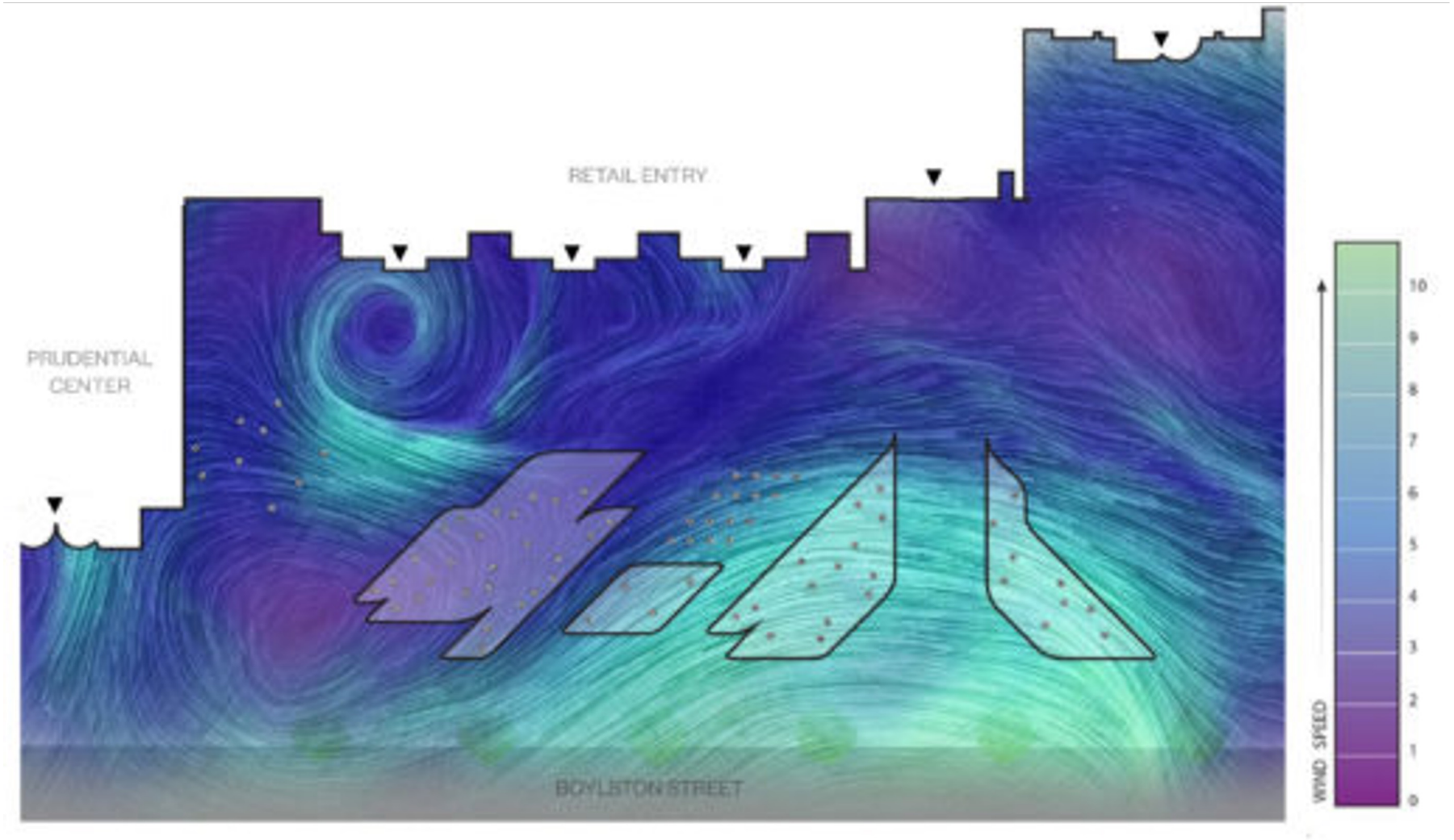
Climate Data



The Prudential Exchange
Mikyoung Jim, 2019

Resource: https://myk-d.com/case-study-prudential-center-plaza/

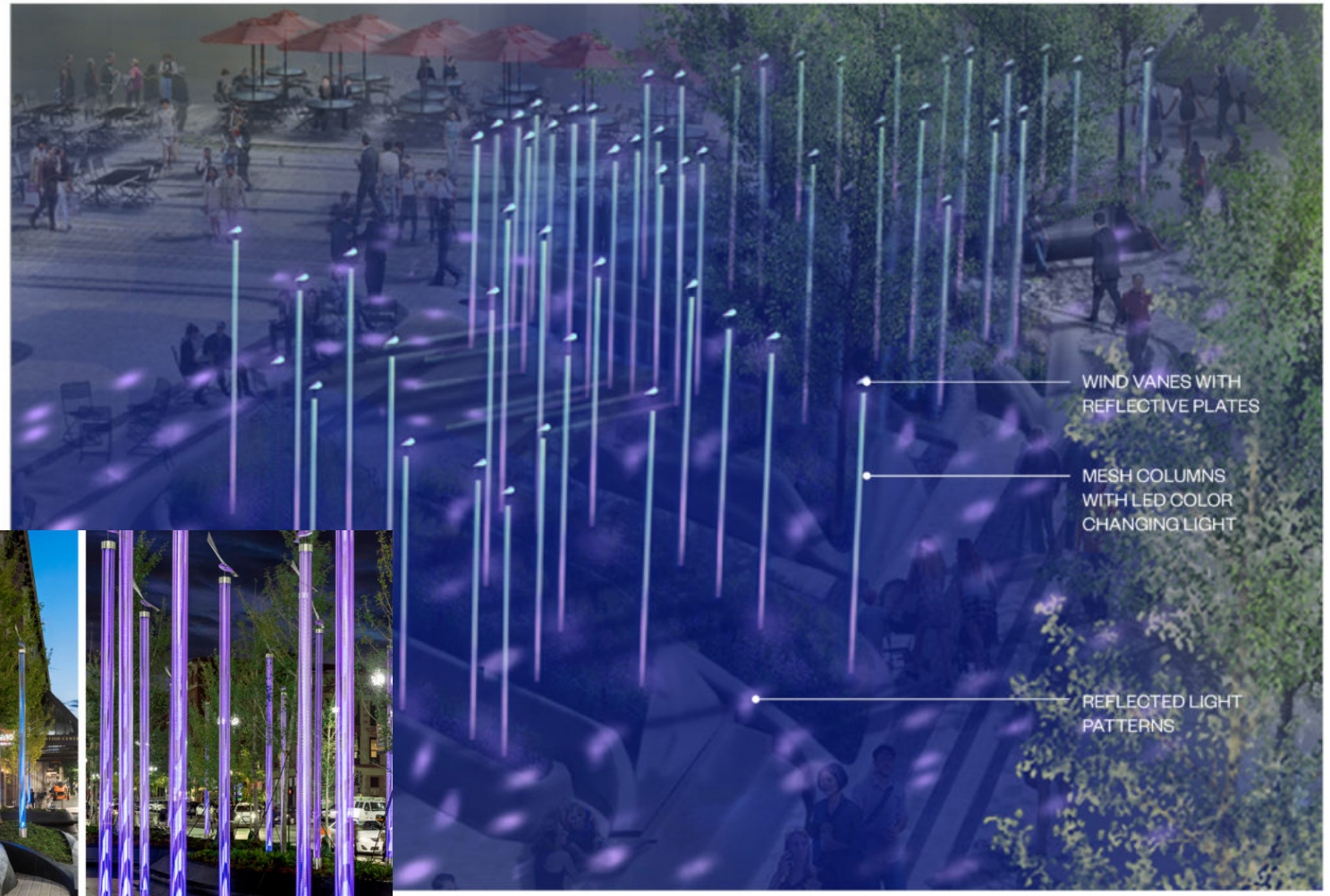
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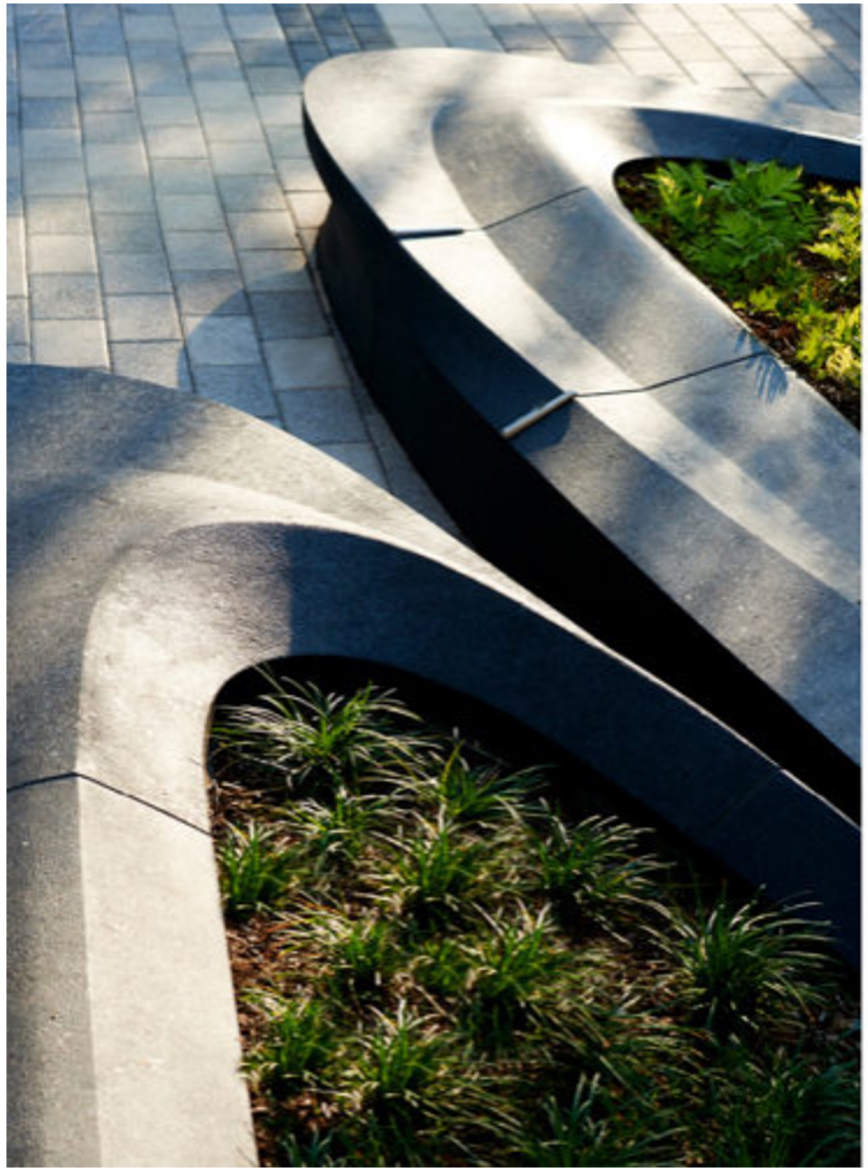




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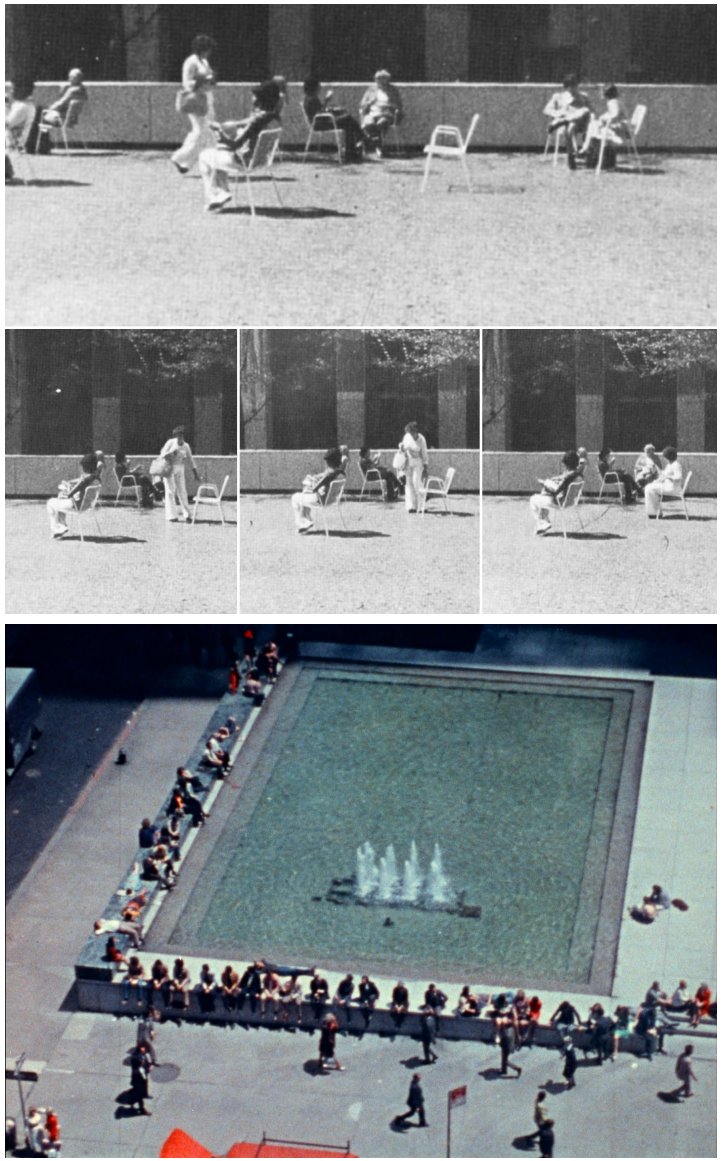
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Human Behavior

Human Behavior

Cameras on rooftops, midtown Manhattan.
People sit near people, not away.
One finding rewrote NYC zoning law.





Social Life of Small Urban Spaces
William Whyte, 1969-1980

Resource: pps.org/article/wwhyte

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ML on video = dwell-time heat maps.
Infrared video captures evening usage.
25 behavioral patterns as design toolkit.

Plaza Life Revisited
SWA Group, 2019

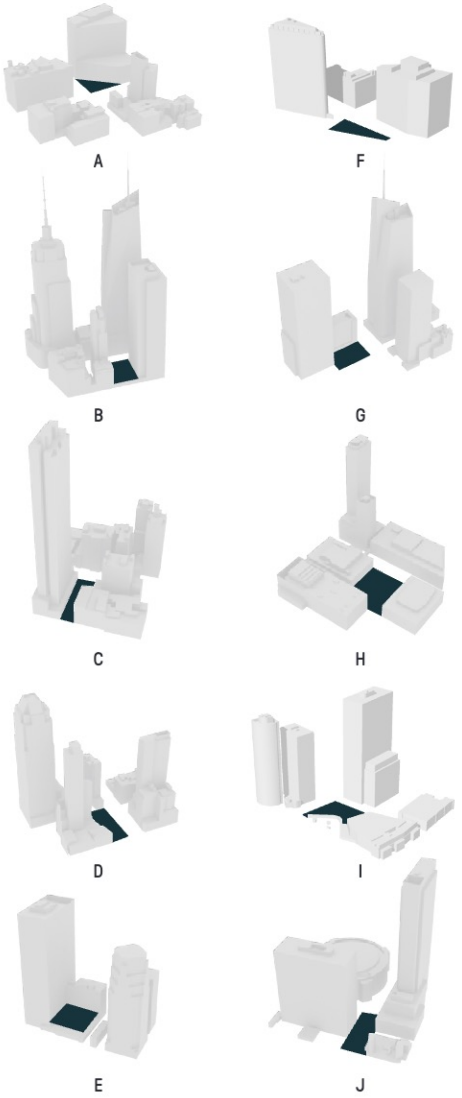
Fieldwork Equipment



10-foot tripod
GoPro camera
Measuring tape
DSLR camera
Clipboard

Sites

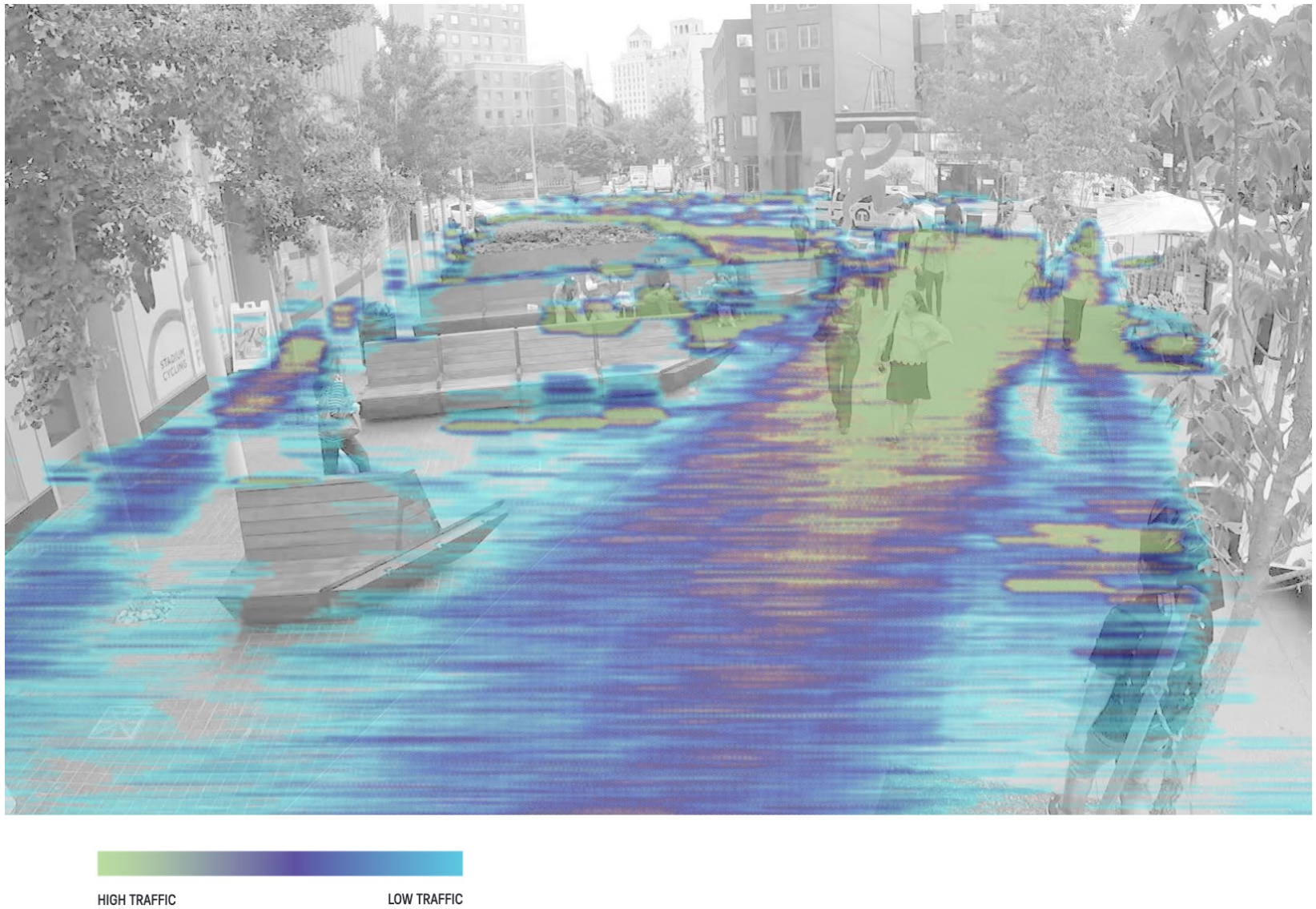
A - 51 Astor Place
B - 120 West Ave 42nd St
C - 839 Sixth Ave
D - Duffy Square
E - Elevated Acre
F - Flatiron Plaza
G - Grace Plaza
H - Hearst Plaza
I - Peter Minuit Plaza
J - Plaza 33



Resource: swagroup.com/idea/plaza-life-revisited

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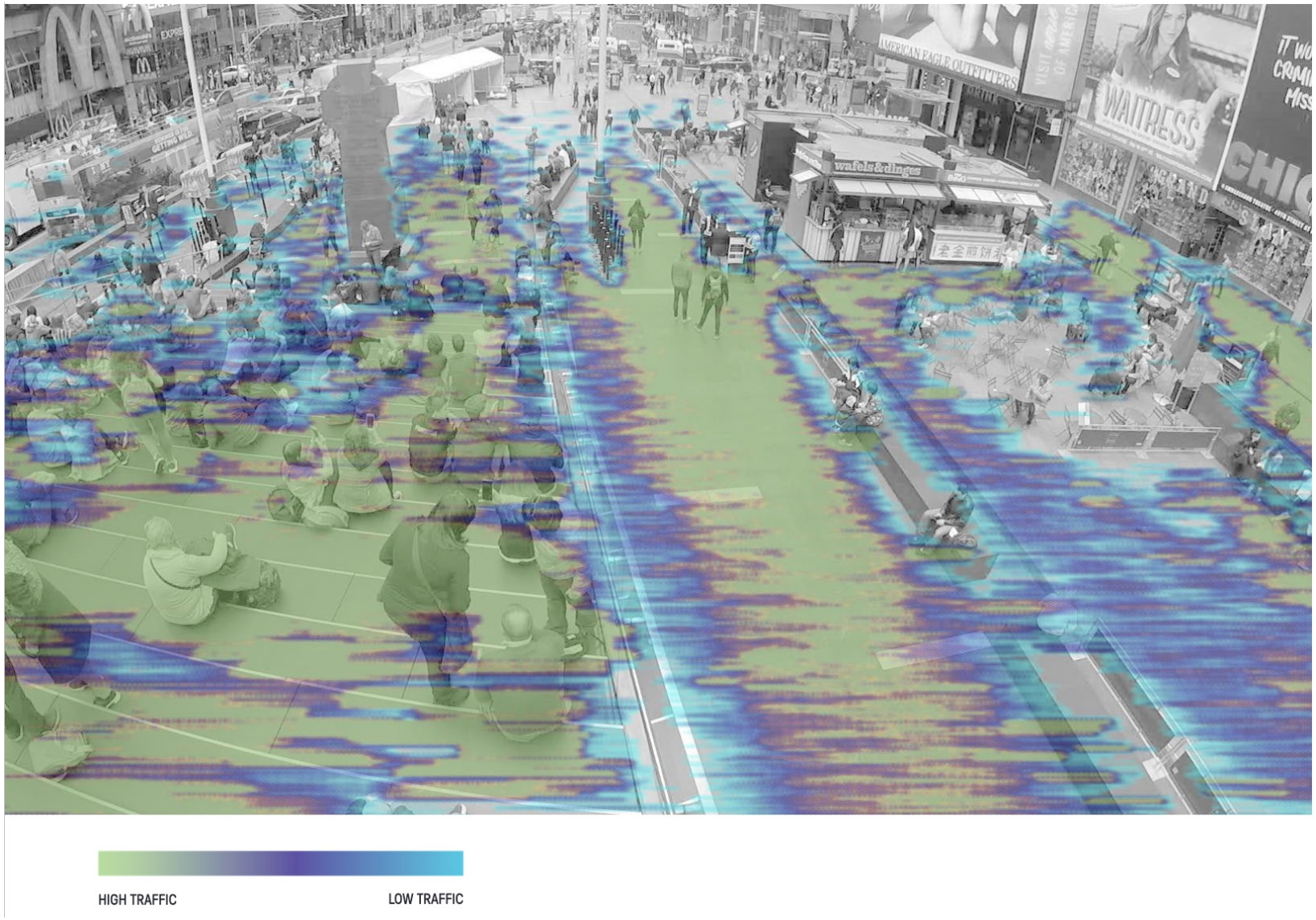


Plaza Life Revisited
SWA Group, 2019

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Human Behavior

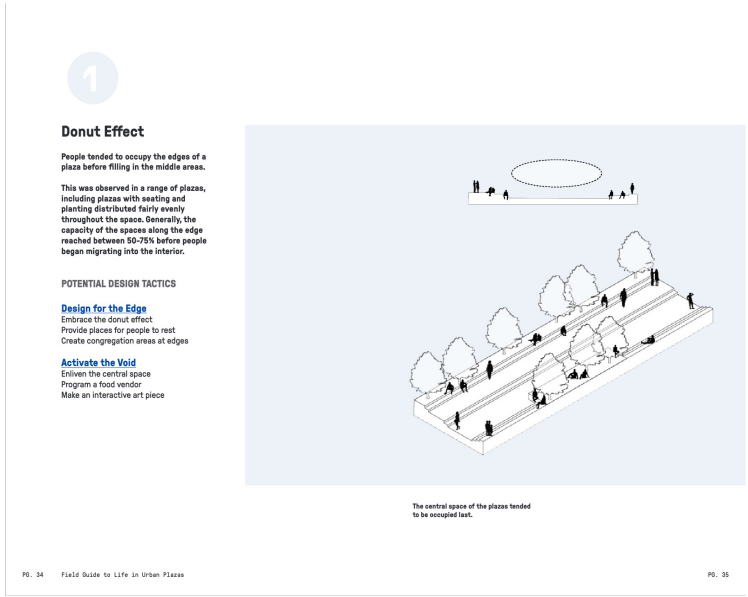
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Plaza Life Revisited
SWA Group, 2019

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Human Behavior



1

Donut Effect

People tended to occupy the edges of a plaza before filling in the middle areas.

This was observed in a range of plazas, including plazas with seating and planting distributed fairly evenly throughout the space. Generally, the capacity of the spaces along the edge reached between 50-75% before people began migrating into the interior.

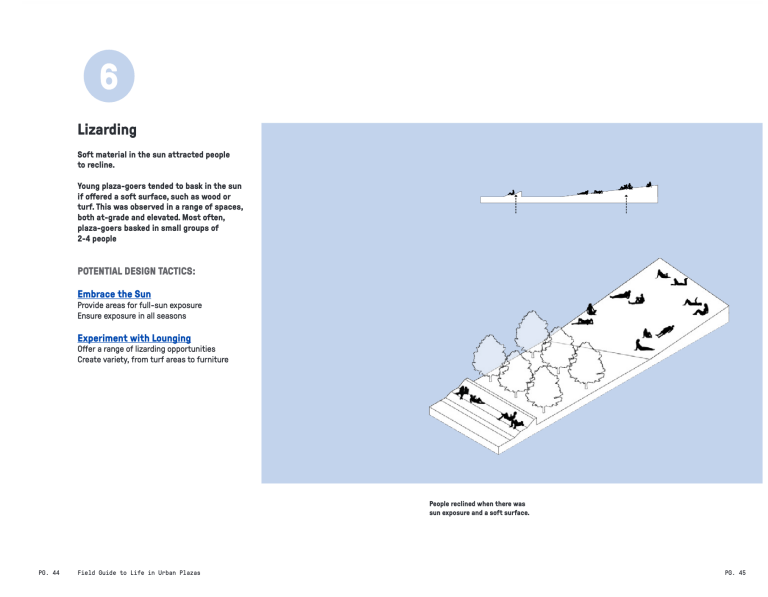
POTENTIAL DESIGN TACTICS

Design for the Edge
Embrace the donut effect
Provide places for people to rest
Create congregation areas at edges

Activate the Void
Enliven the central space
Program a food vendor
Make an interactive art piece

The central space of the plazas tended to be occupied last.

PG. 34 Field Guide to Life in Urban Plazas PG. 35



6

Lizarding

Soft material in the sun attracted people to recline.

Young plaza-goers tended to bask in the sun if offered a soft surface, such as wood or turf. This was observed in a range of spaces, both at-grade and elevated. Most often, plaza-goers basked in small groups of 2-4 people

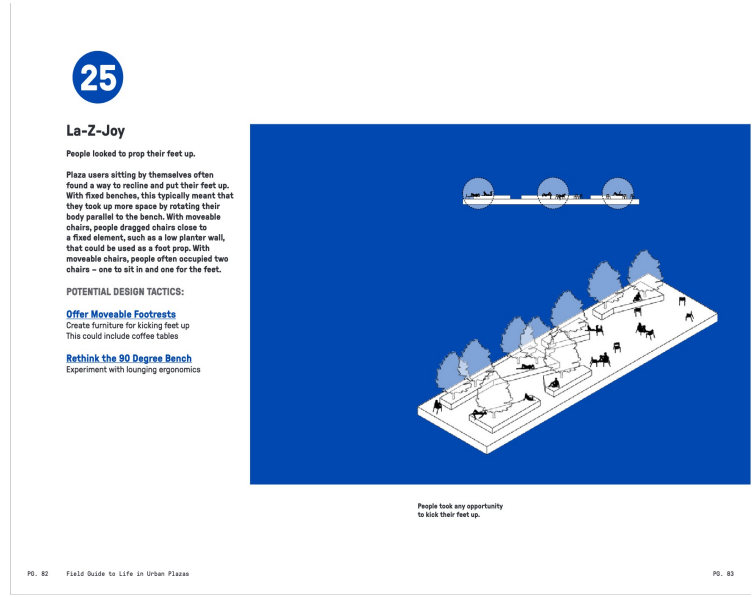
POTENTIAL DESIGN TACTICS:

Embrace the Sun
Provide areas for full-sun exposure
Ensure exposure in all seasons

Experiment with Lounging
Offer a range of lizarding opportunities
Create variety, from turf areas to furniture

People reclined when there was sun exposure and a soft surface.

PG. 44 Field Guide to Life in Urban Plazas PG. 45



25

La-Z-Joy

People looked to prop their feet up.

Plaza users sitting by themselves often found a way to recline and put their feet up. With fixed benches, this typically meant that they took up more space by rotating their body parallel to the bench. With moveable chairs, people dragged chairs close to a fixed element, such as a low planter wall, that could be used as a foot prop. With moveable chairs, people often occupied two chairs – one to sit in and one for the feet.

POTENTIAL DESIGN TACTICS:

Offer Moveable Footrests
Create furniture for kicking feet up
This could include coffee tables

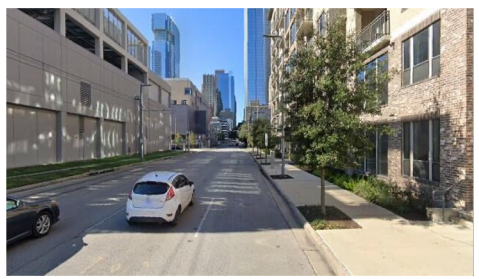
Rethink the 90 Degree Bench
Experiment with lounging ergonomics

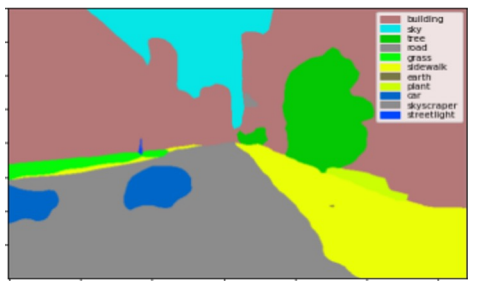
People took any opportunity to kick their feet up.

PG. 82 Field Guide to Life in Urban Plazas PG. 83

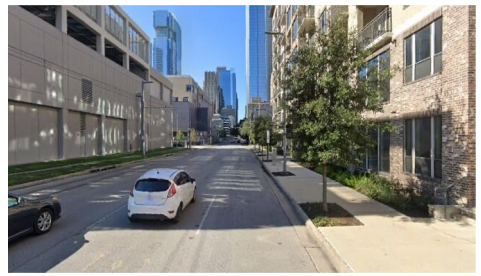
Plaza Life Revisited
SWA Group, 2019

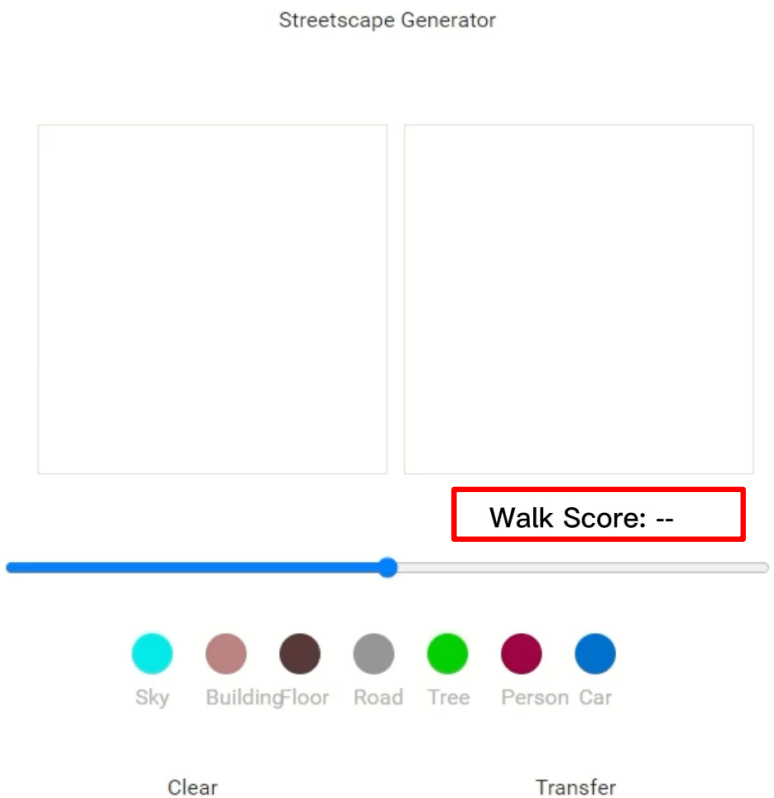
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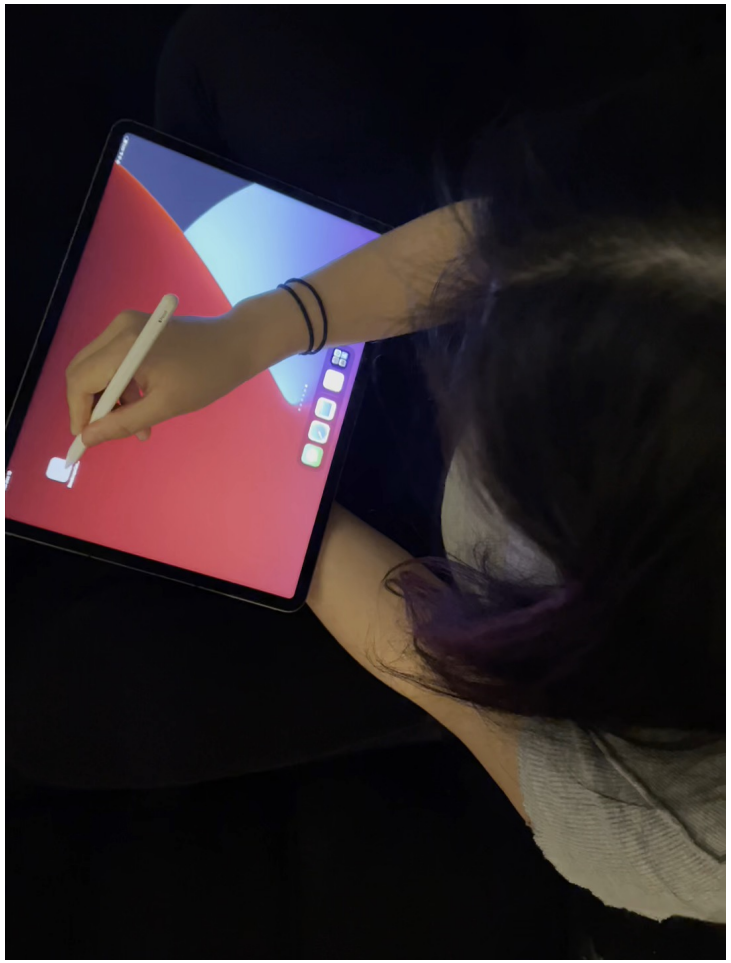



building
sky
tree
road
grass
sidewalk
earth
plant
car
skyscraper
streetlight

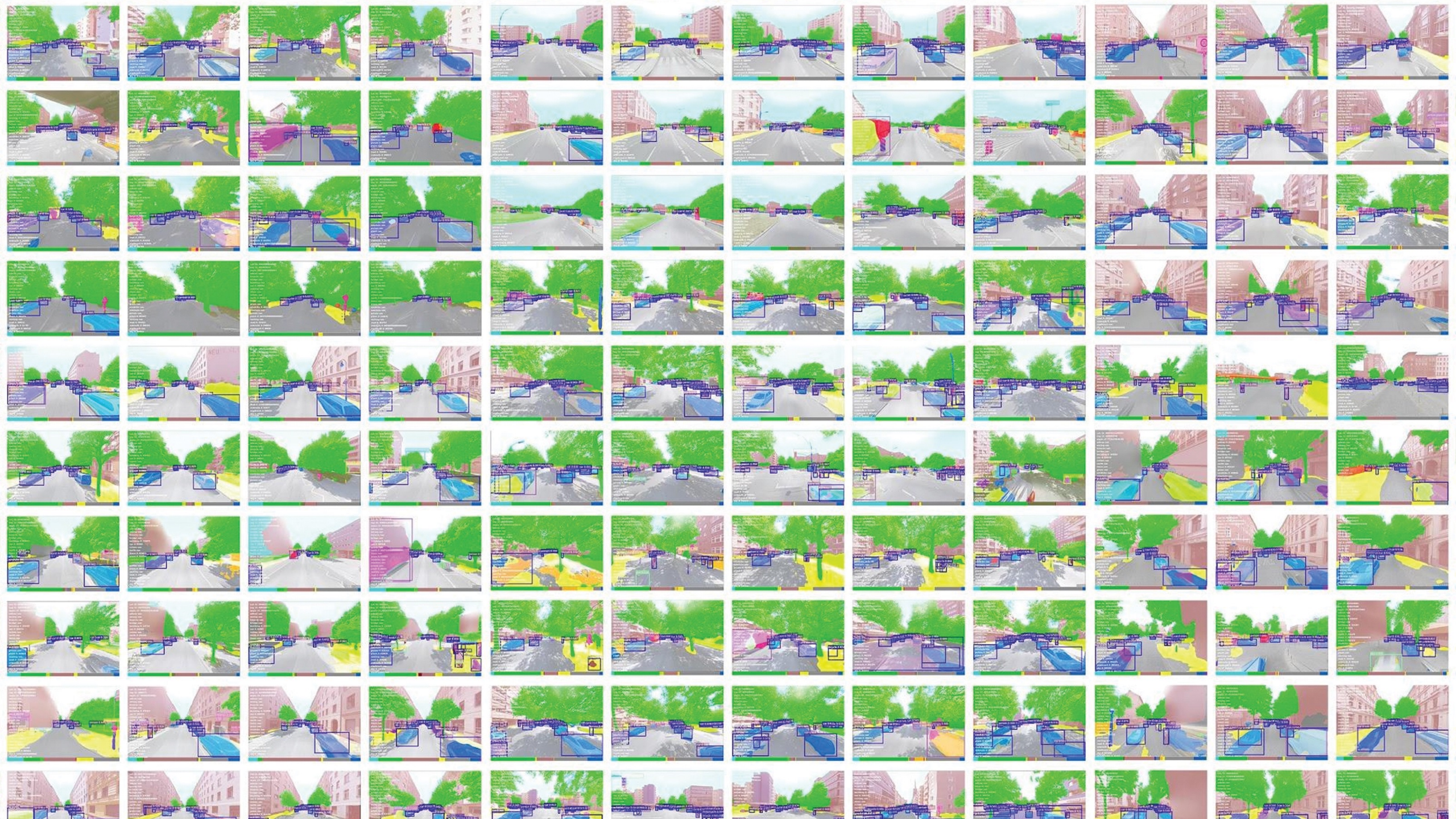

building
sky
tree
road
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sidewalk
earth
plant
car
skyscraper
streetlight



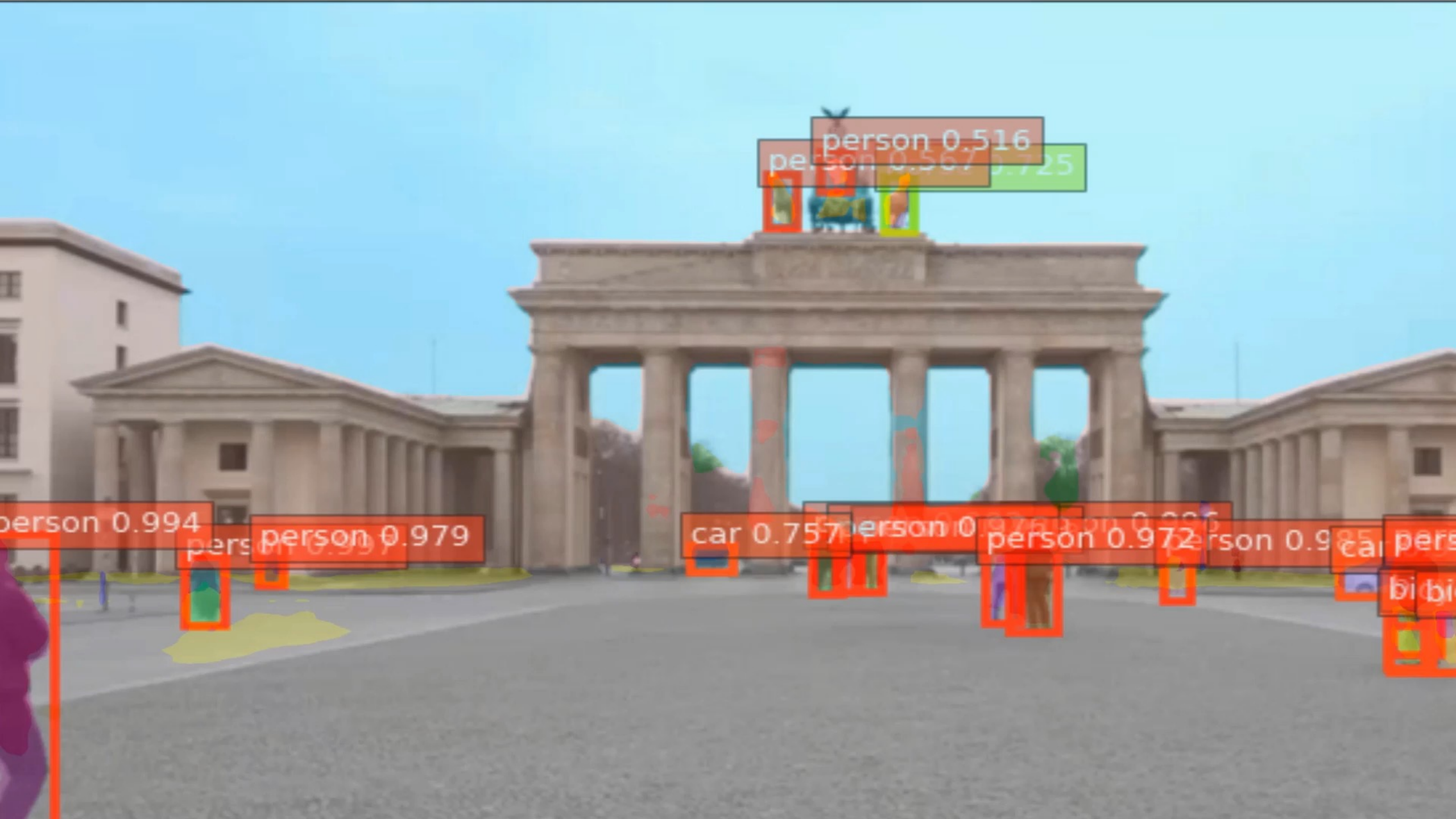




Credit: Xun Liu, developed for SWA Group




METRO
Wind Walk Travel Video


person 0.516
person 0.994
person 0.979
car 0.757
person 0.972
car

Human Behavior

Circulation + access + sun + trees in GH.
Weighted hierarchy = path geometry.
Each path width is a data output.

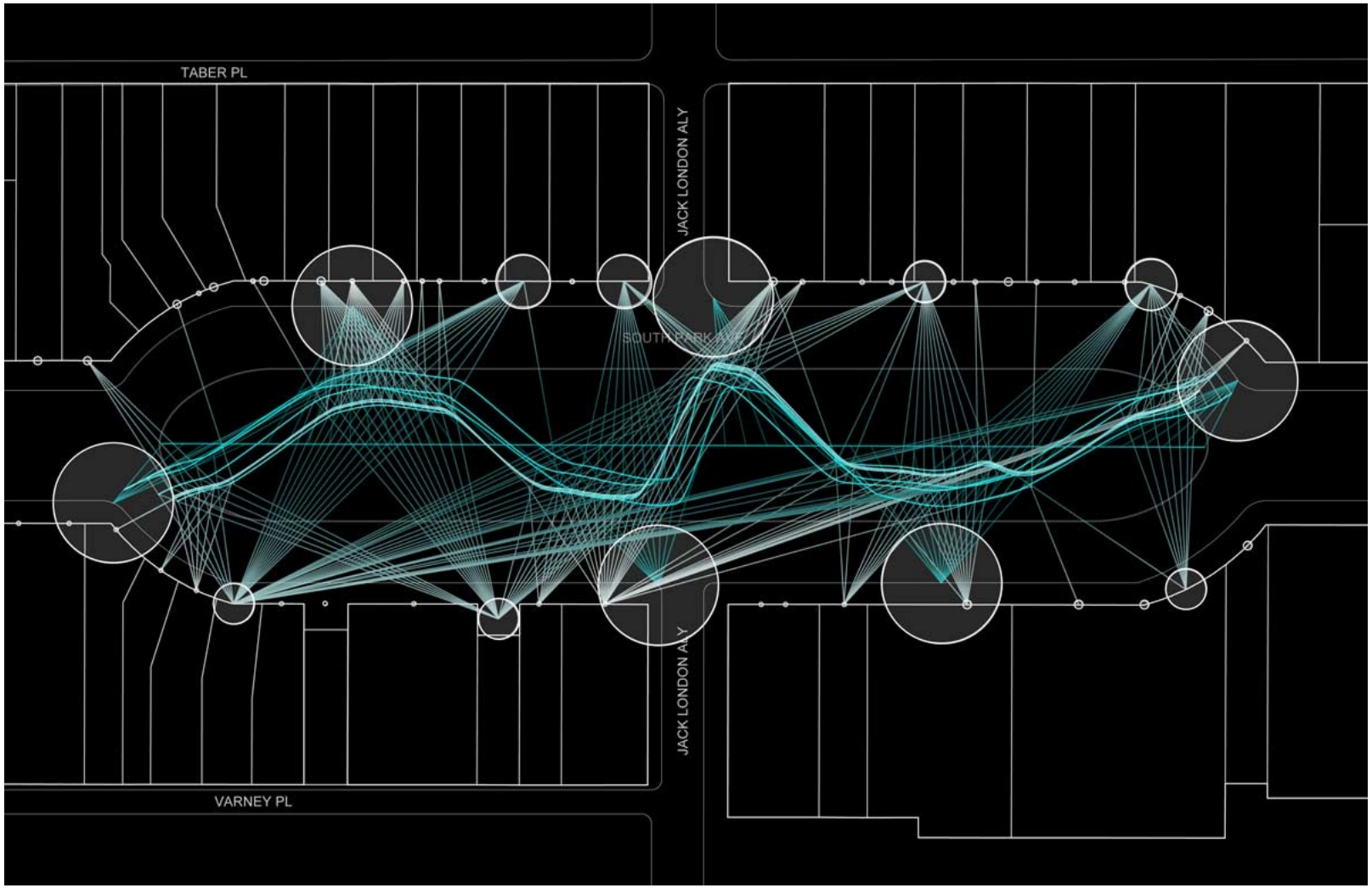


South Park, San Francisco
Fletcher Studio, 2017

Resource: landezine.com/south-park-san-francisco-by-fletcher-studio

Human Behavior

Circulation + access + sun + trees in GH.
Weighted hierarchy = path geometry.
Each path width is a data output.

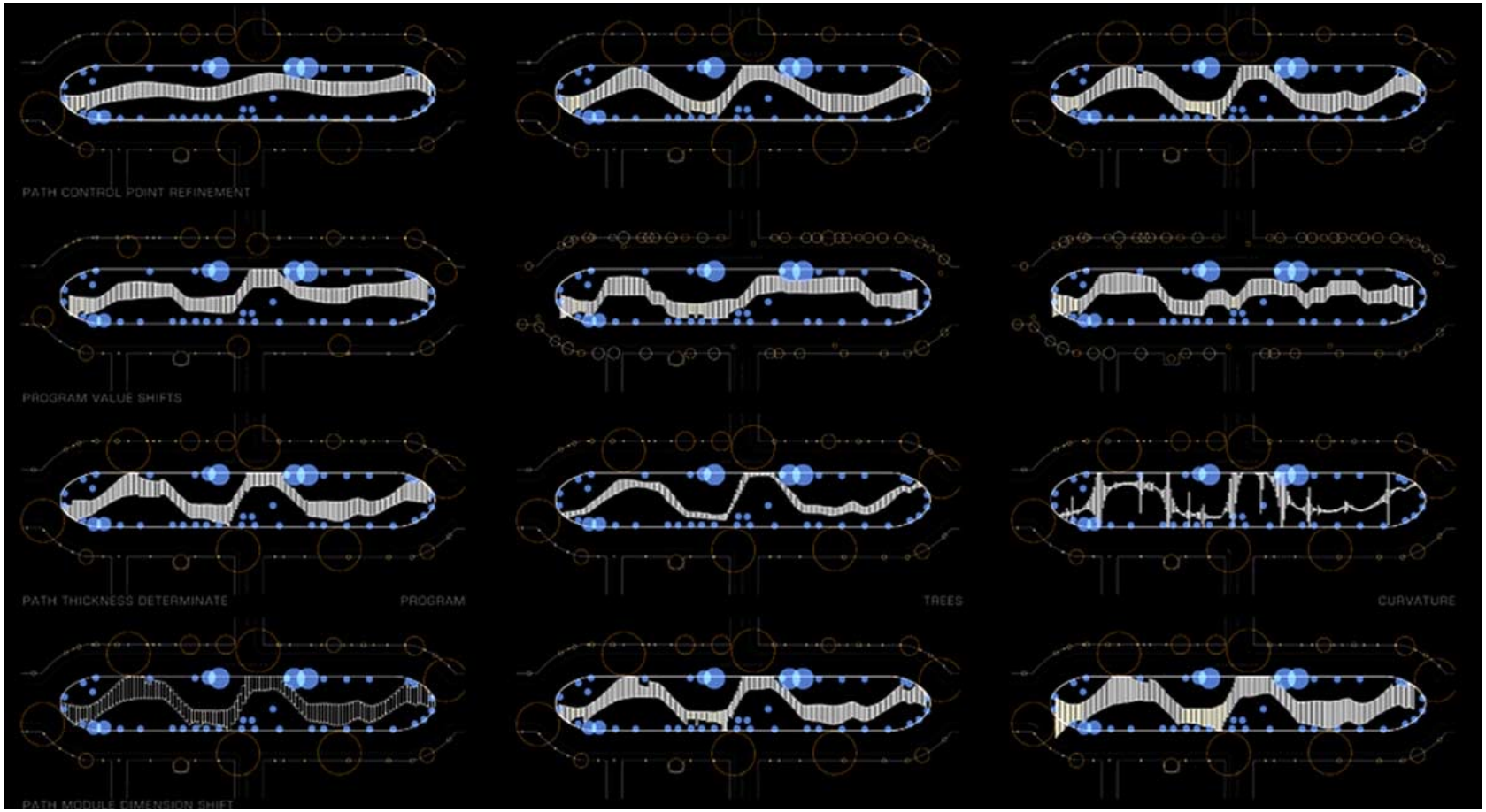


South Park, San Francisco
Fletcher Studio, 2017

Resource: landezine.com/south-park-san-francisco-by-fletcher-studio

Human Behavior

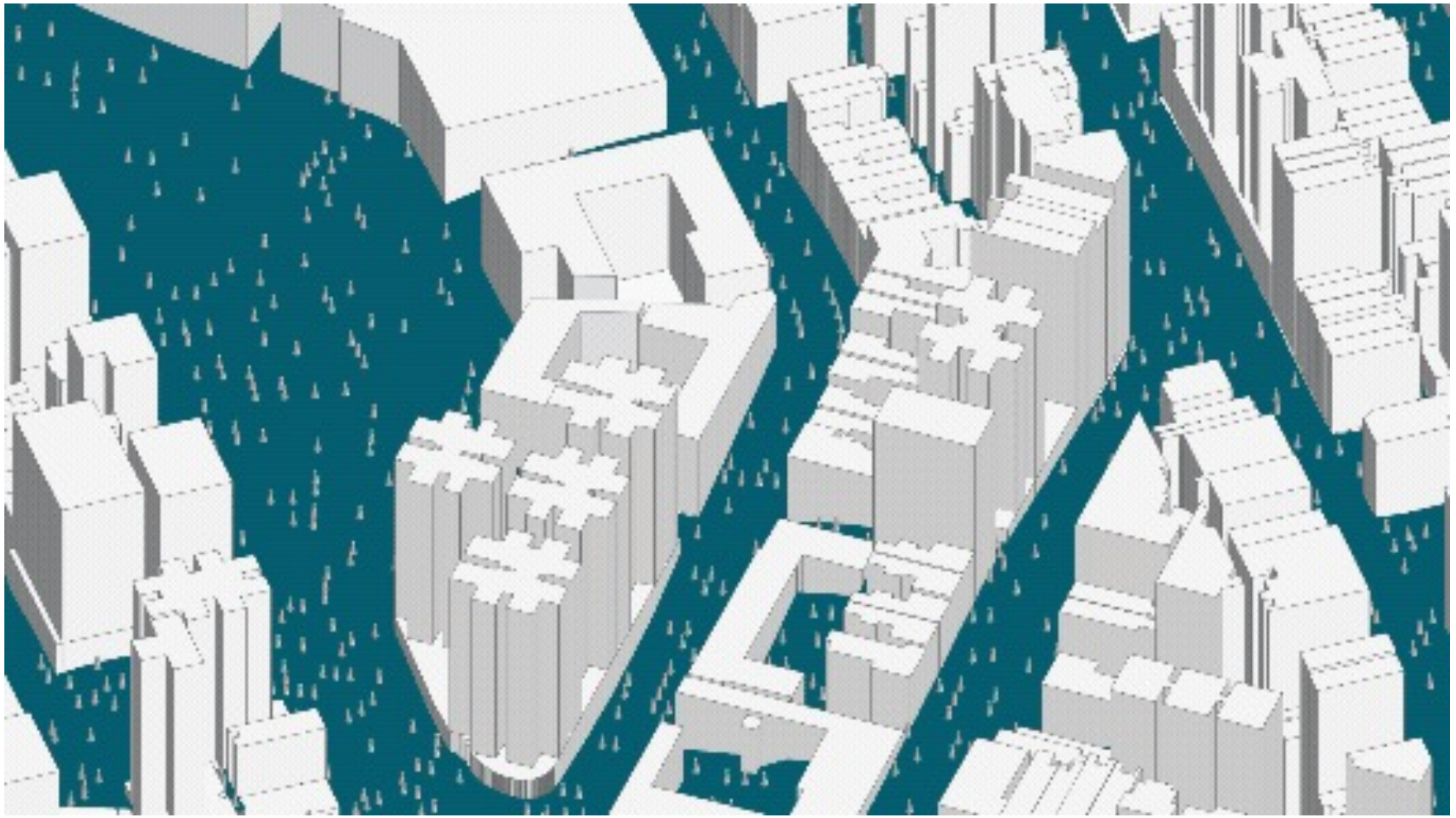
Circulation + access + sun + trees in GH.
Weighted hierarchy = path geometry.
Each path width is a data output.



South Park, San Francisco
Fletcher Studio, 2017

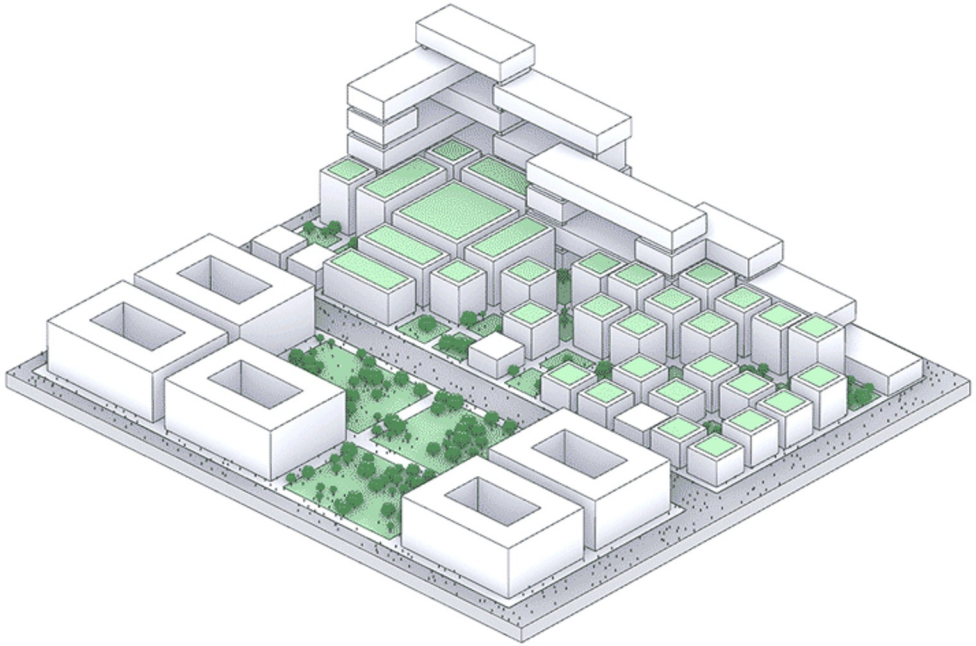
Resource: landezine.com/south-park-san-francisco-by-fletcher-studio

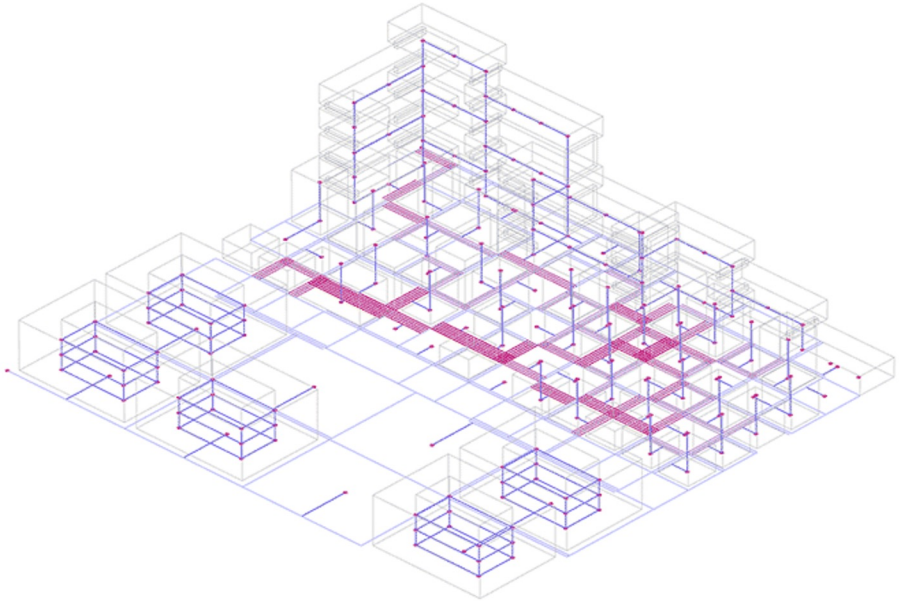
Human Behavior



PedSim for GH

Human Behavior





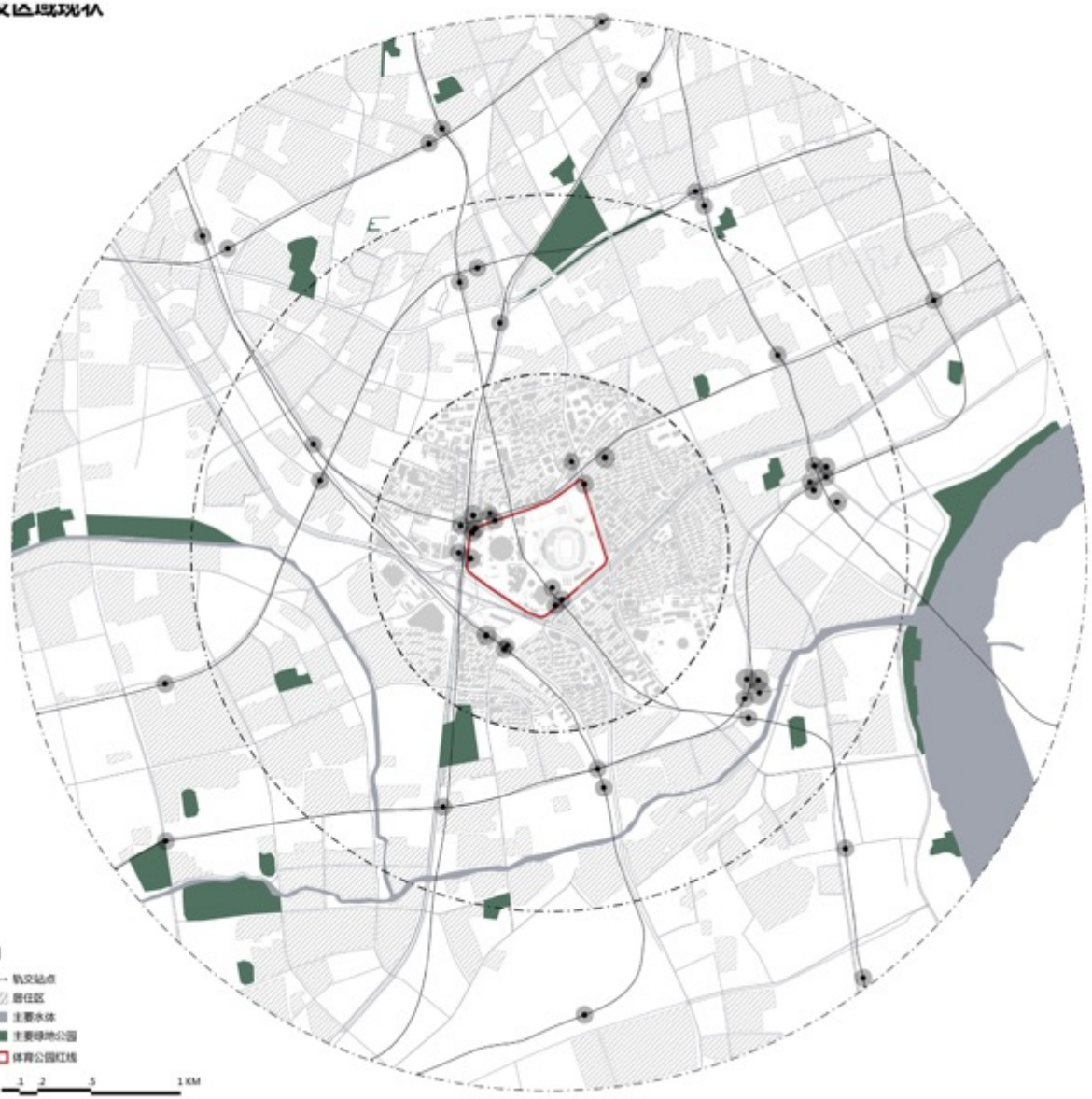
PedSim for GH

Resource: KPF UI

2.1 大、中、小三个尺度的研究范围

以徐家汇体育公园为中心，确定最大半径3公里的研究范围，获取其用地，特别是居住用地和绿地信息，以及轨交站点信息，作为分析通过公共交通到达的大型集会活动时人群流向、以及平日日常锻炼的市民流向的依据。

基地及区域现状



大尺度
3公里半径，串联徐汇滨江，
衡复文化区等



中尺度
2公里半径，重点考虑地铁站
轨交站点步行至基地的网络



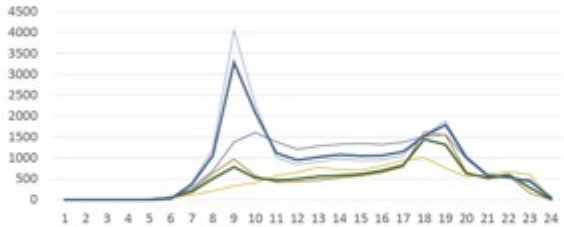
小尺度
1公里半径，对动线和基地功
能分区着重分析



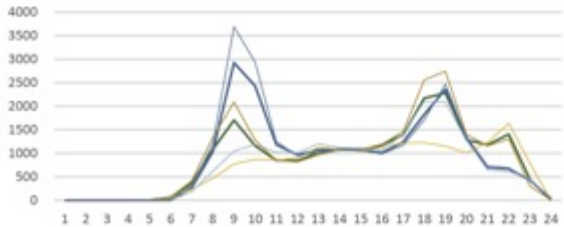
2.2 路网密度和轨交站点流量

轨交站点流量分析

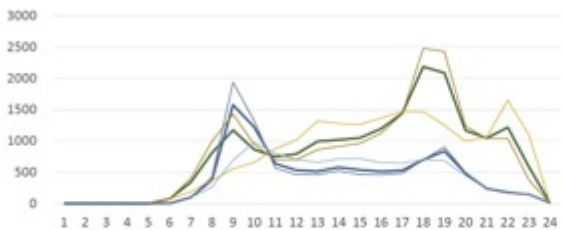
1号线上海体育馆 | 小时平均客流量



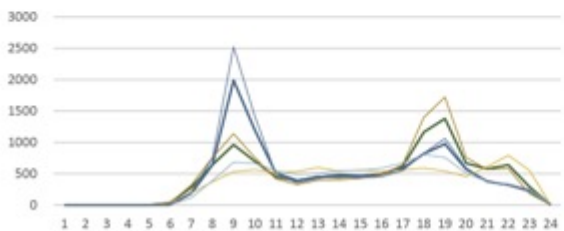
4号线上海体育场 | 小时平均客流量



4号线上海体育馆站 | 小时平均客流量



11号线上海游泳馆 | 小时平均客流量



大街区路网密度

半径1KM：6.81KM/KM²
半径2KM：6.42KM/KM²
半径3KM：5.72KM/KM²



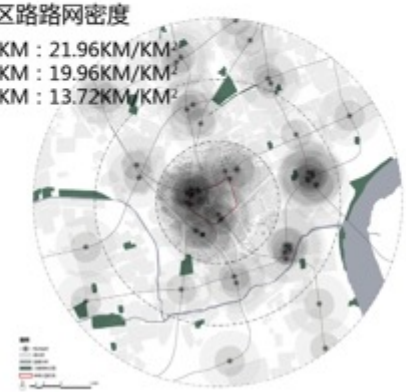
地铁站密度

半径1KM：1.27/KM²
半径2KM：0.95/KM²
半径3KM：0.81/KM²

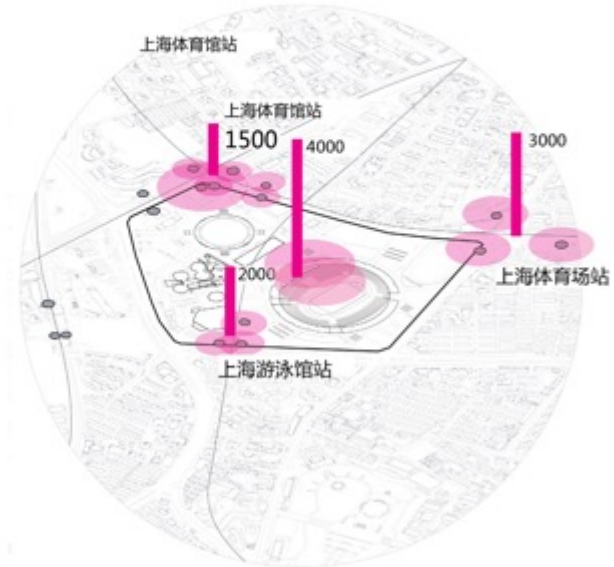


含小区路路网密度

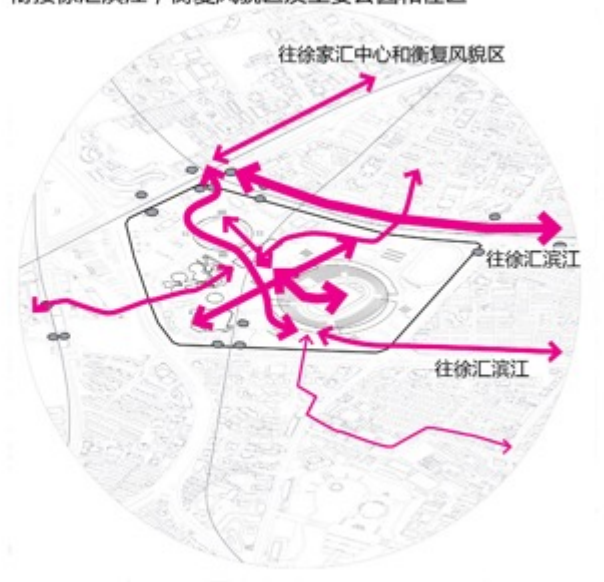
半径1KM：21.96KM/KM²
半径2KM：19.96KM/KM²
半径3KM：13.72KM/KM²



大型赛事和集会：衔接轨道交通



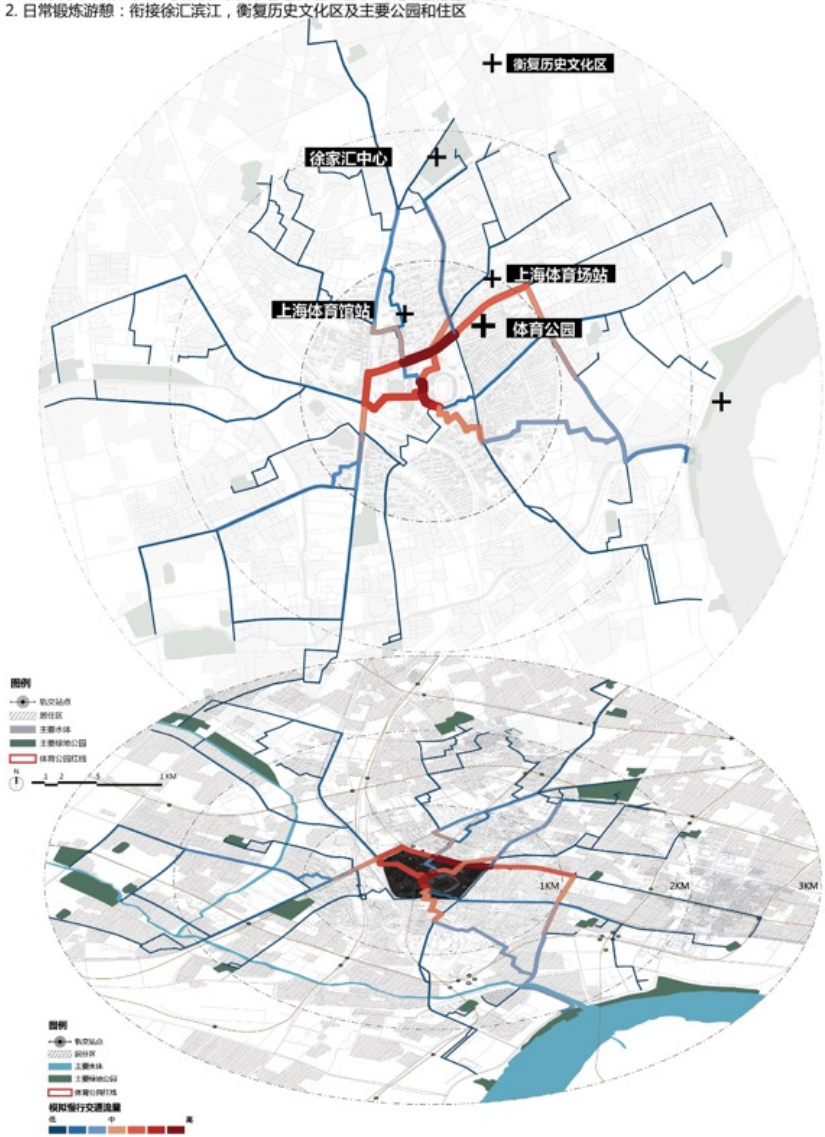
日常锻炼游憩:
衔接徐汇滨江，衡复风貌区及主要公园和住区



2.4 综合重要体育赛事及居民日常运动考虑的综合路径

徐汇区尺度慢行系统空间结构

1.大型赛事和集会时，主要服务对象为通过轨道交通等公共交通到达的人流
2. 日常锻炼游憩：衔接徐汇滨江，衡复历史文化区及主要公园和住区

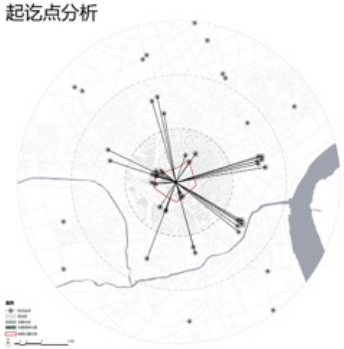


2.3 慢行交通最短路径模拟和打开大街区的模拟

通过python networkx的最短路径算法，模拟基于最短路径原则的不同人群路径选择结果，从而为动线设计提供指导。同时，基于现状大街区和假设能够部分打开小街坊的两种情景模拟，为日后落实小街坊的规划策略提供了重要依据。

地铁站到体育公园

起讫点分析



大街区情景模拟

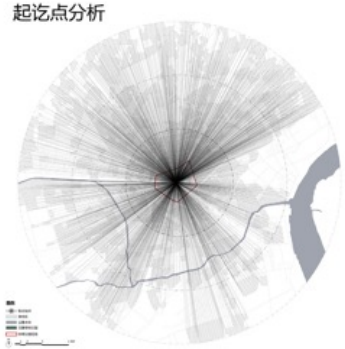


小街坊情景模拟



居民区到体育公园

起讫点分析



大街区情景模拟

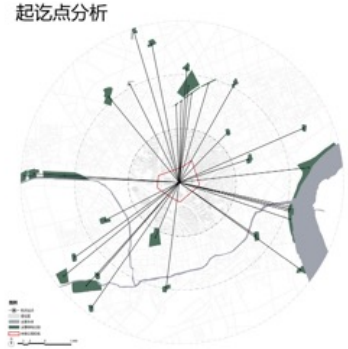


小街坊情景模拟



主要绿地公园到体育公园

起讫点分析



大街区情景模拟



小街坊情景模拟



串联徐汇滨江，衡复街区和体育公园

起讫点分析



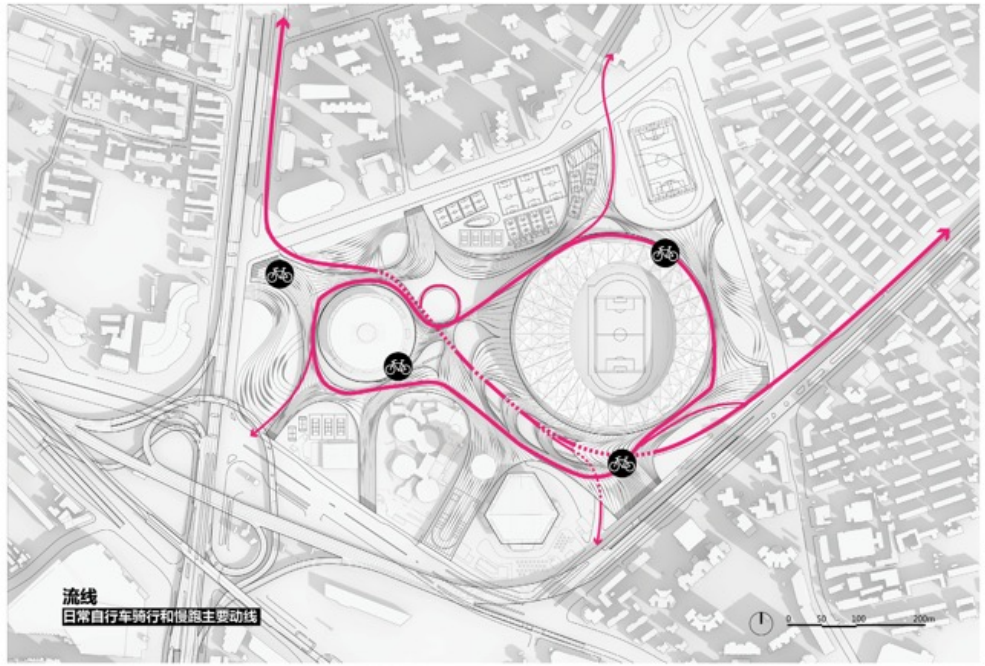
大街区情景模拟

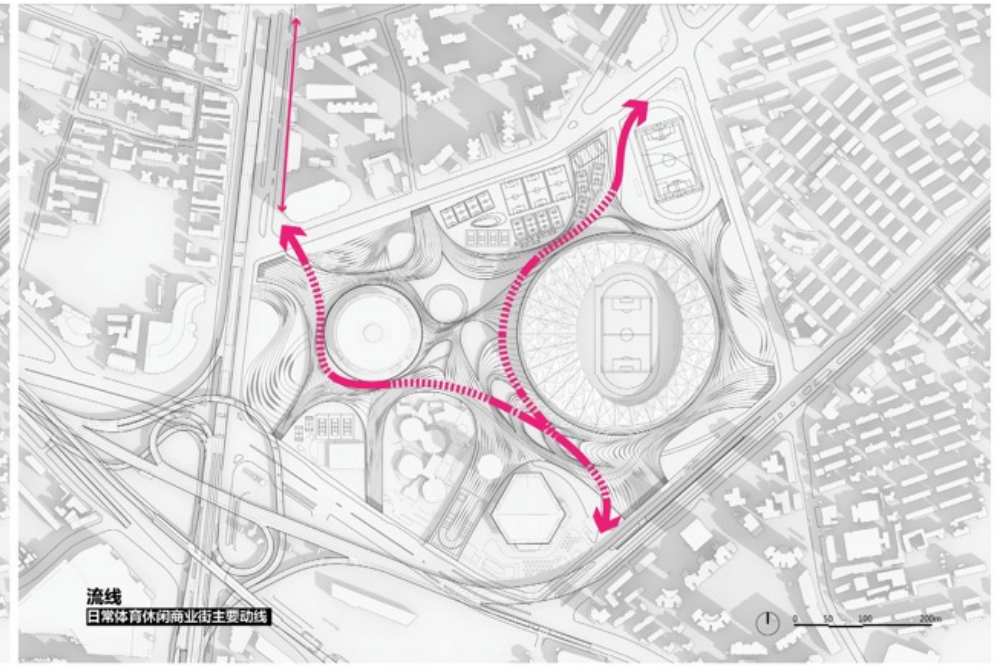


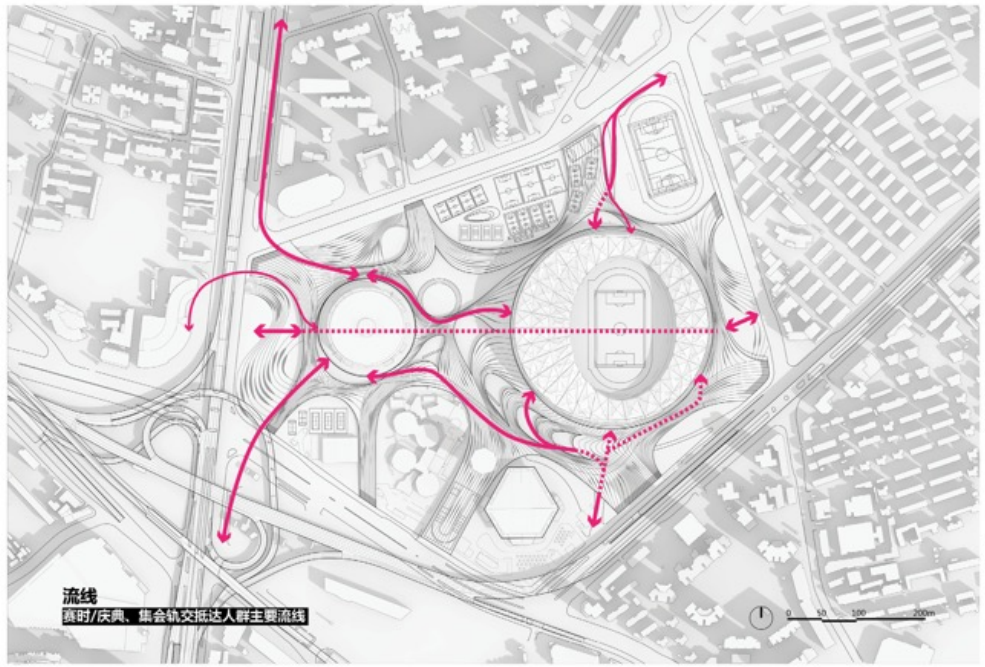
小街坊情景模拟

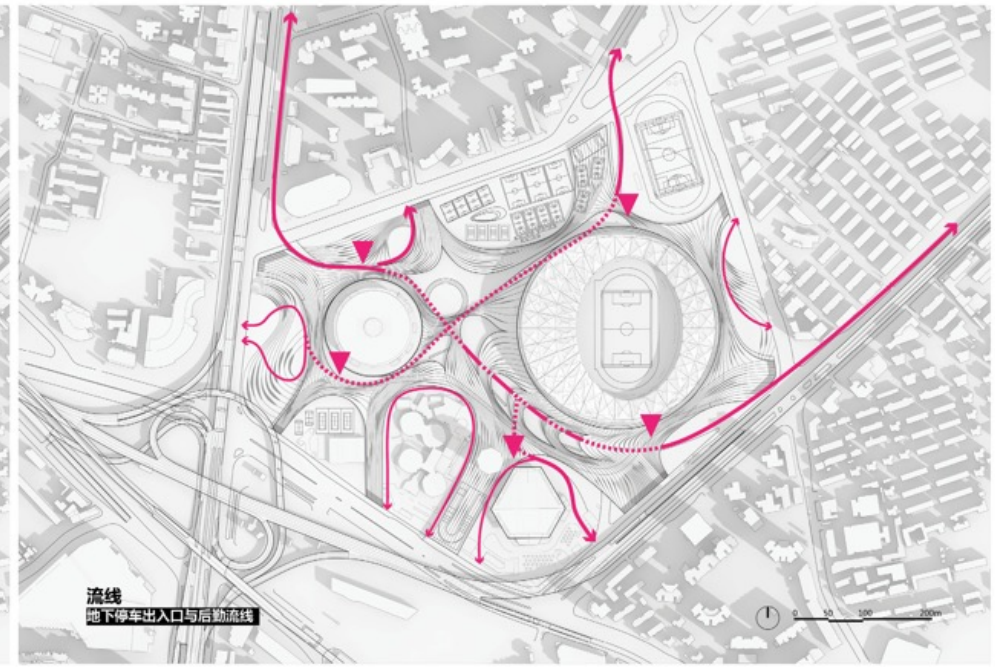


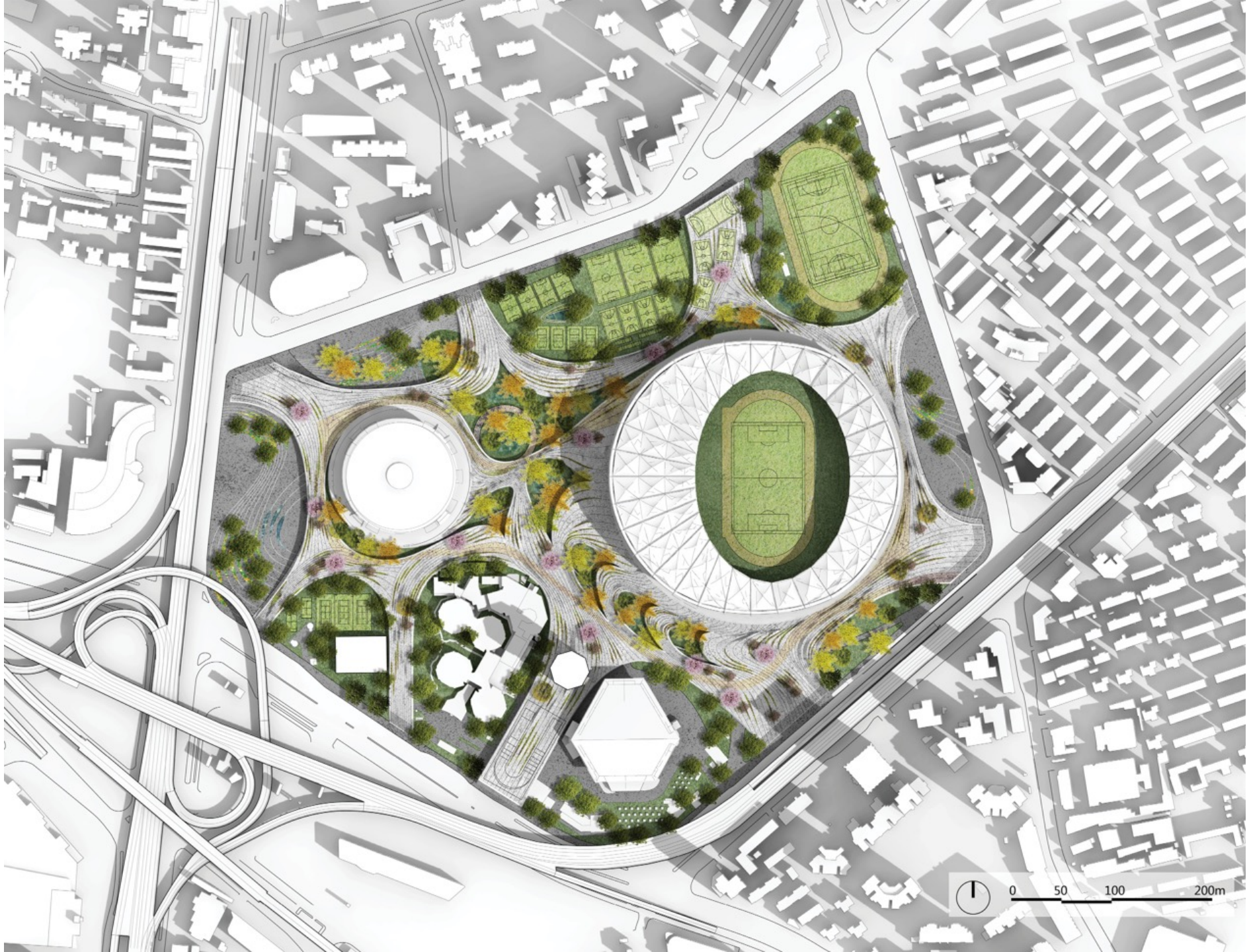
流线分析


流线
日常自行车骑行和慢跑主要动线


流线
日常体育休闲商业街主要动线


流线
赛时/庆典、集会轨交抵达人群主要流线

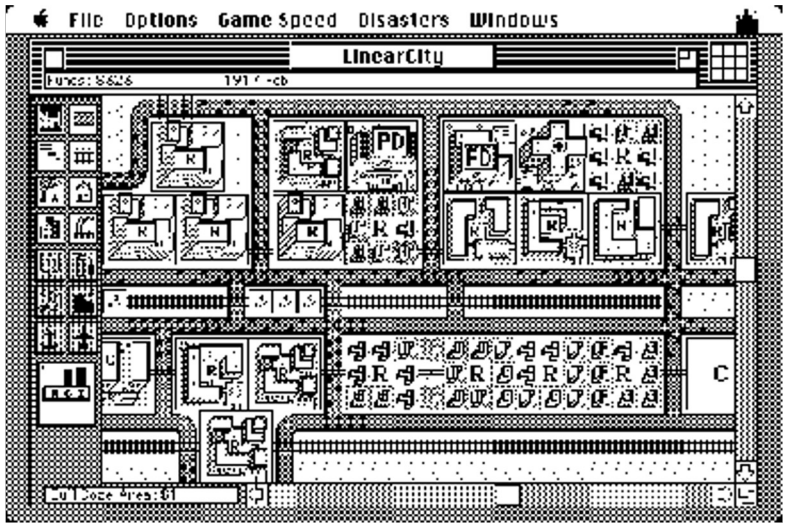

流线
地下停车出入口与后勤流线


0
50
100
200m

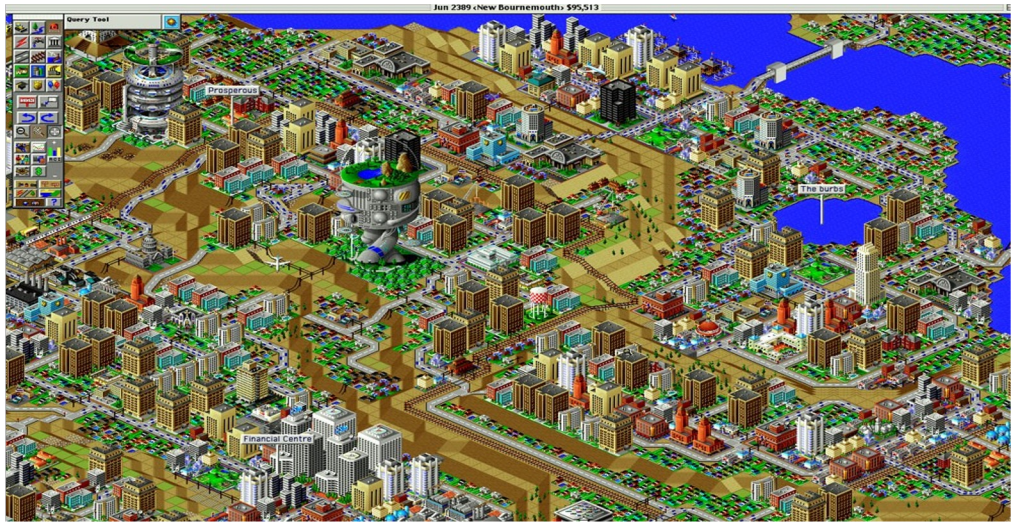


Regulation and Program

City Simulation



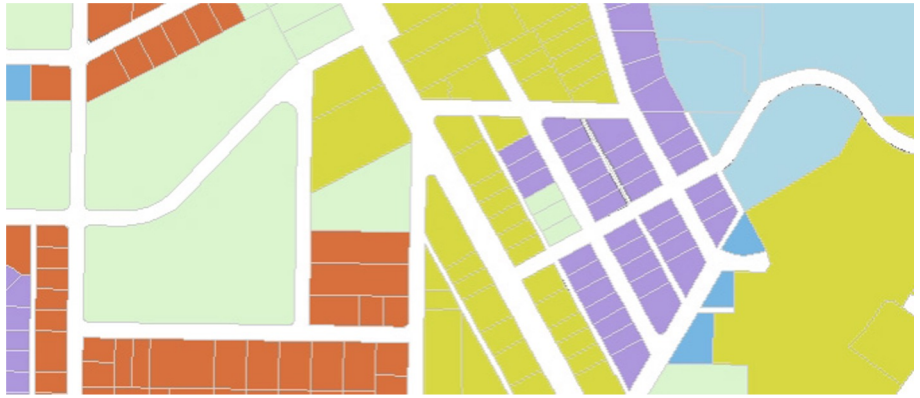


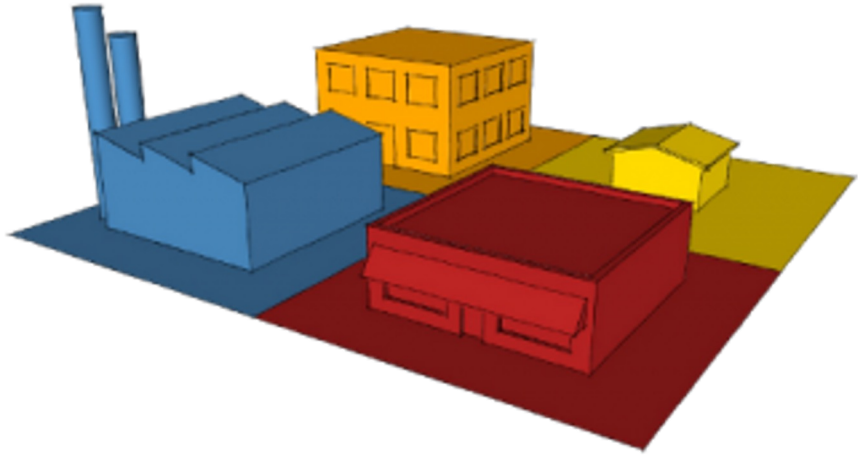




History of SimCity (1989-2013)
source: https://en.wikipedia.org/wiki/SimCity

Zoning





Zoning is the process of dividing land in a municipality into zones (e.g. residential, industrial) in which certain land uses are permitted or prohibited. In addition, the sizes, bulk, and placement of buildings may be regulated.

(source: wikipedia)

1916 NYC Zoning



120 Wall Street, 1930



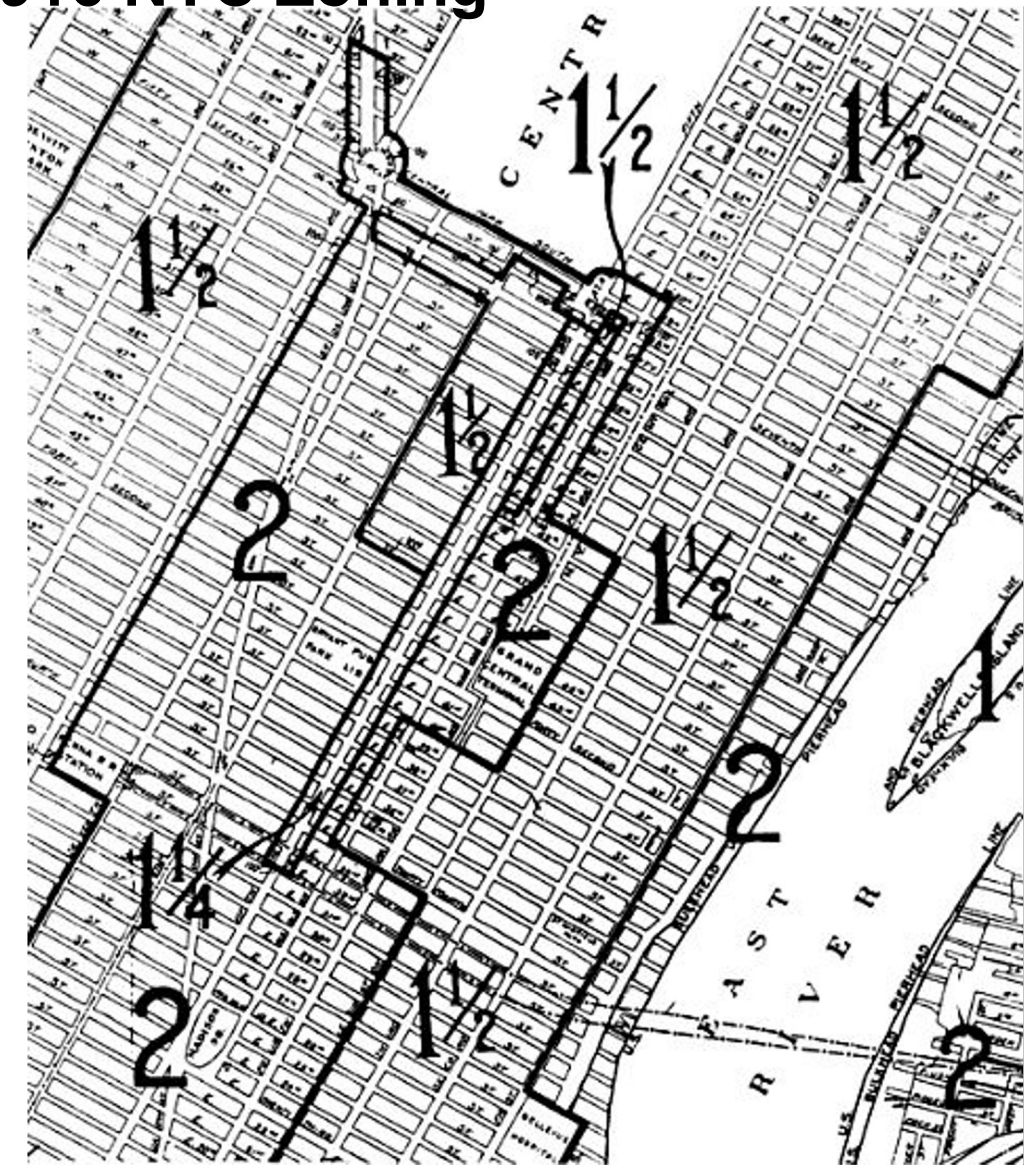
Look building, 1950

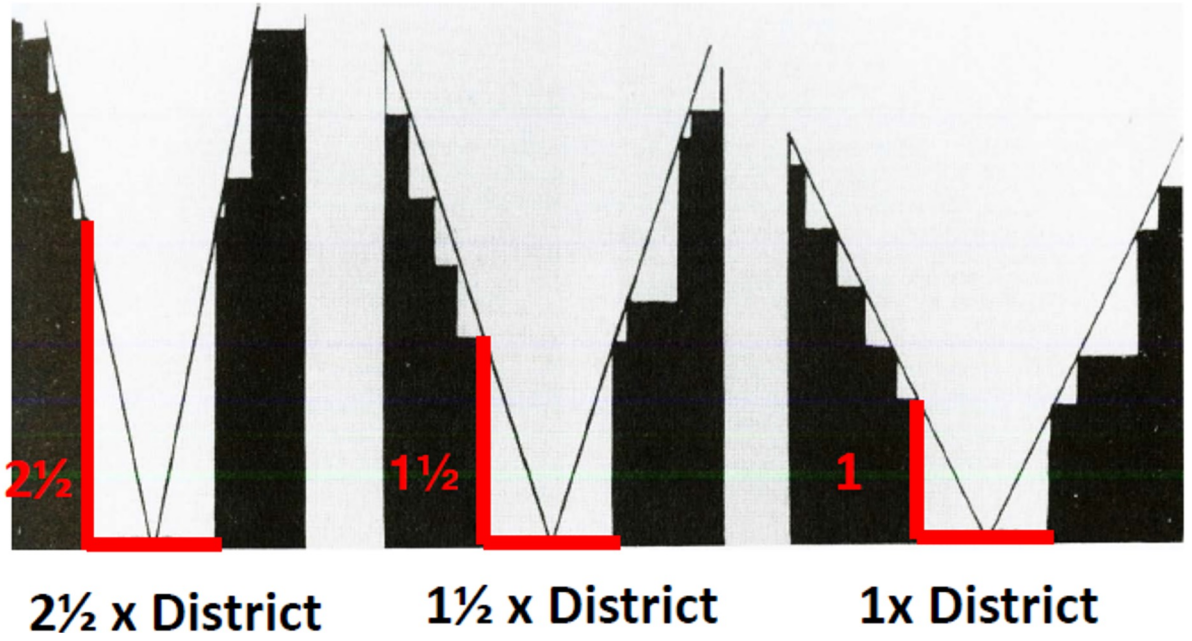


GE building, 1931

NYC Buildings 1916-1961
(source: NYC DCP)

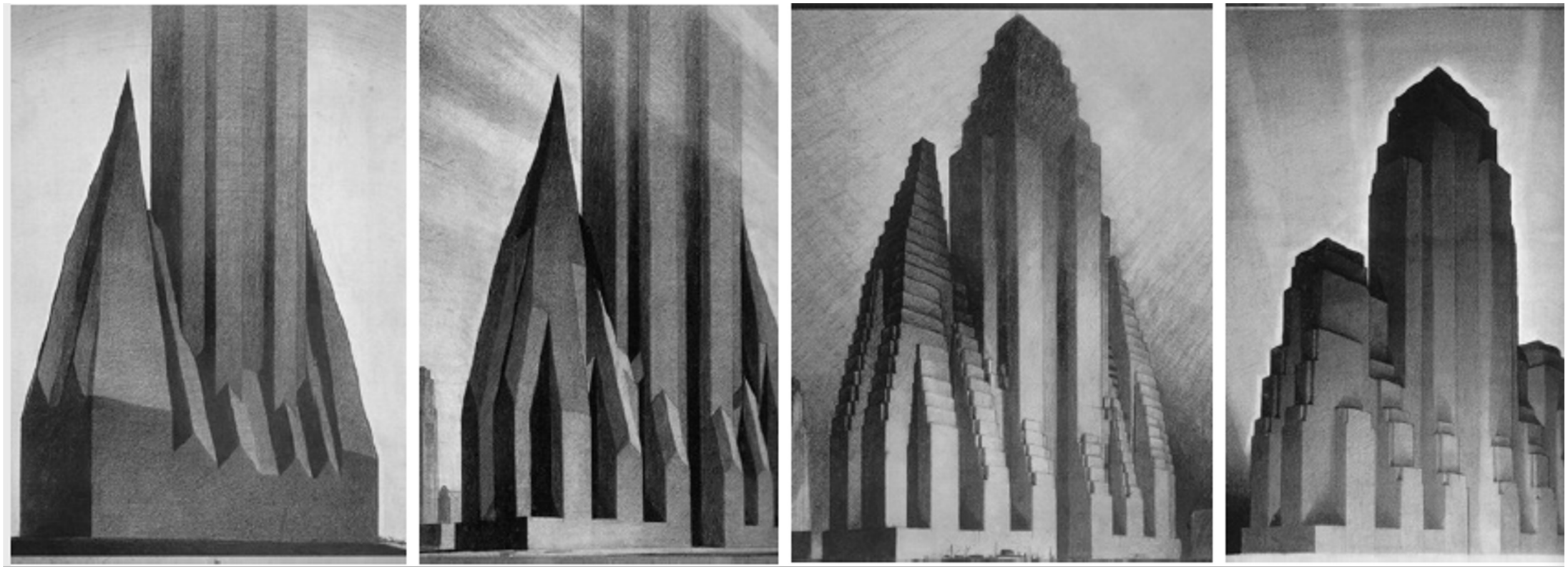
1916 NYC Zoning





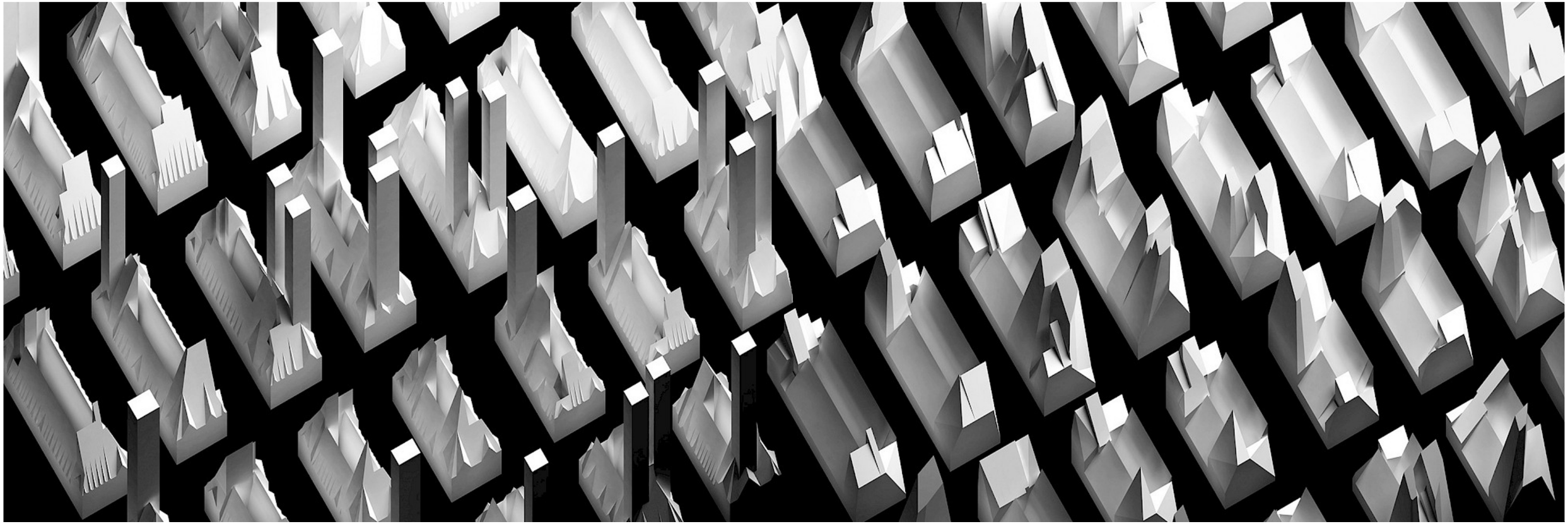
Zoning map and zoning

1916 NYC Zoning



Evolution of a City Building Under the Zoning Law 1922
(source: The Metropolis of Tomorrow, Hugh Ferriss)

1916 NYC Zoning



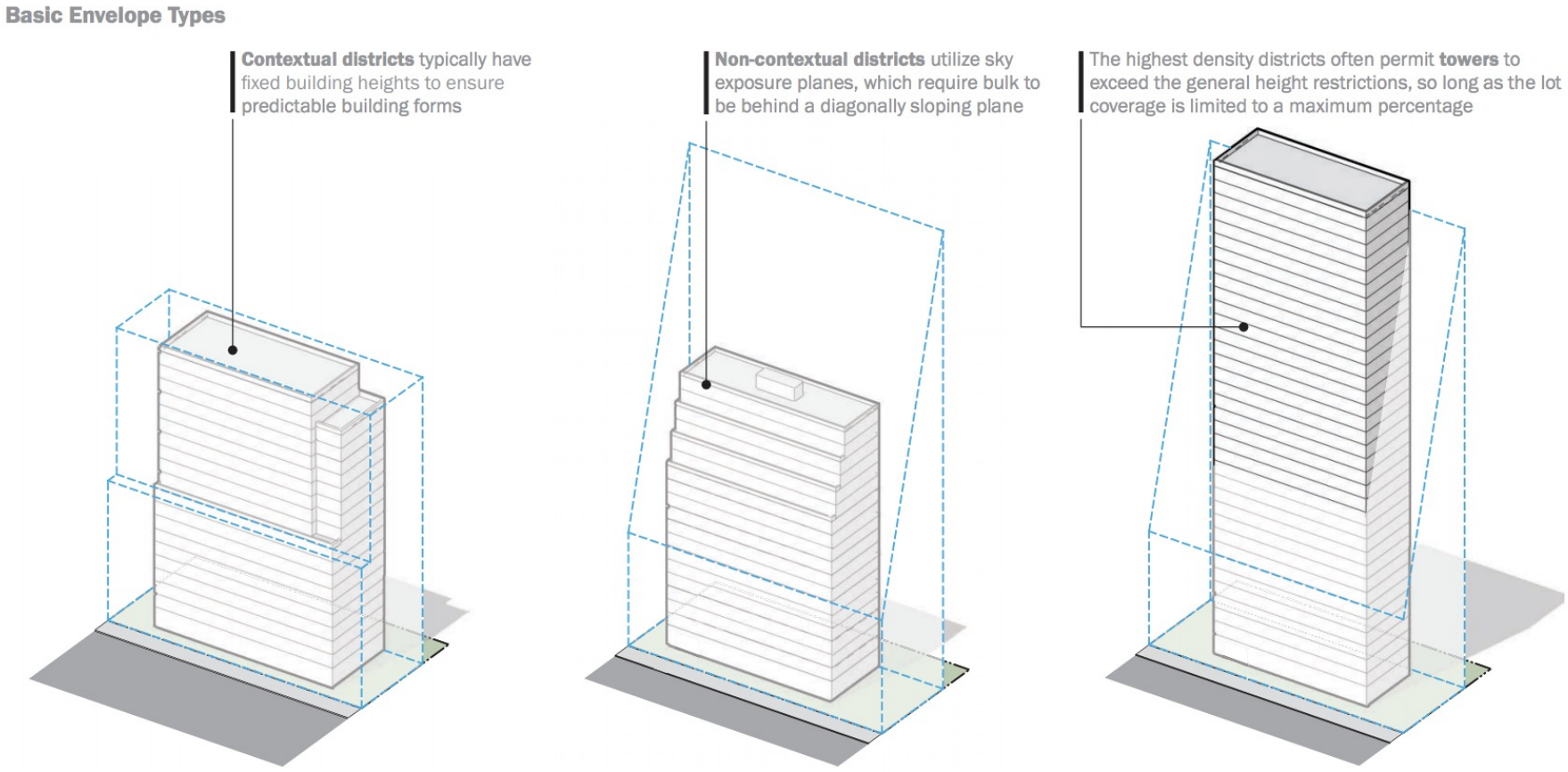
Heliomorphic Manhattan
(source: GSD Office for Urbanization)

Current NYC Zoning



Current Zoning Map
(source: https://zola.planning.nyc.gov/about/)

Envelope



Quality Housing
(Contextual Districts in R)

Height Factor
(Non-Contextual District of R, C, M)

Towers
(R9,R10)

Basic Envelope Types
(source: NYC Zoning Handbook)

Reasonable Worst Case Development Scenarios (RWCDSs)

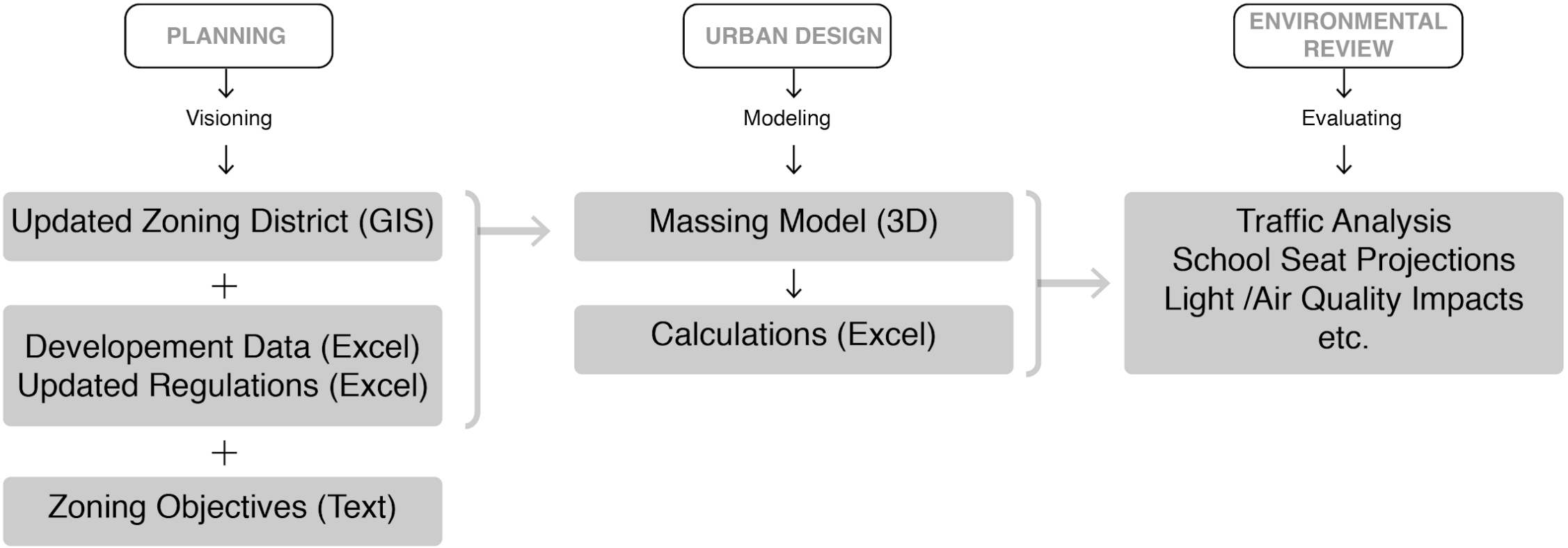


East Harlem RWCDS Study
(source: DCP)



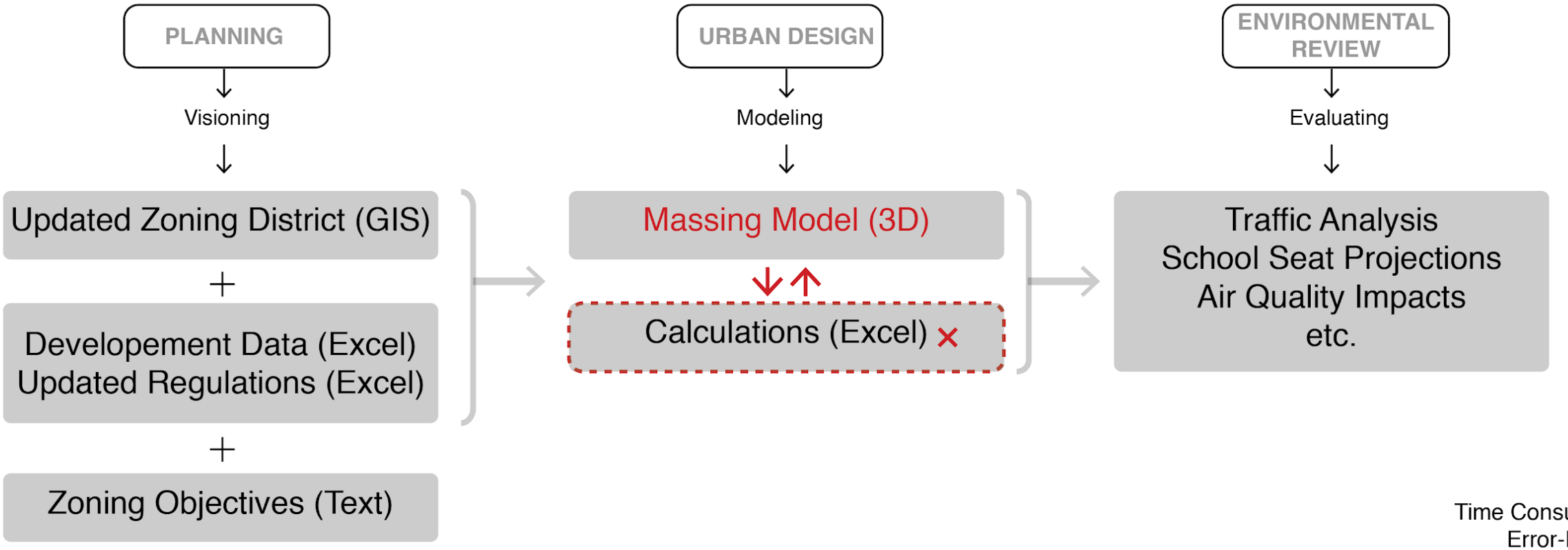
North Brooklyn RWCDS Study

Reasonable Worst Case Development Scenarios (RWCDSs)



Manual Workflow

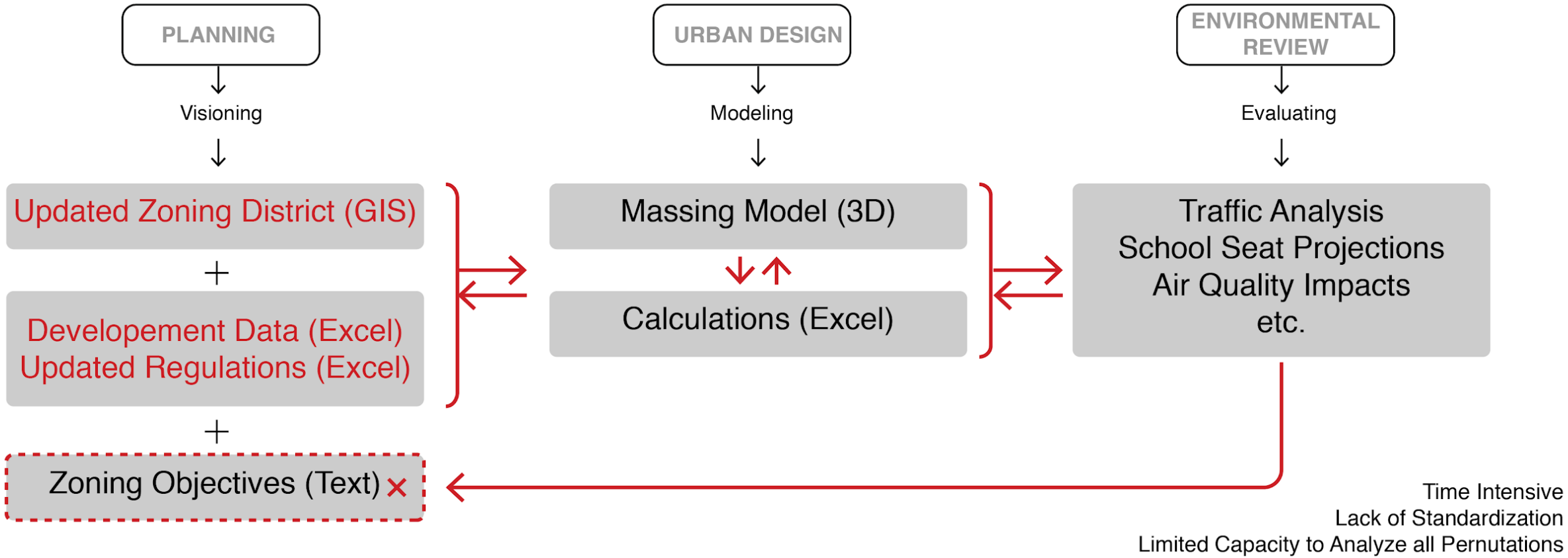
Reasonable Worst Case Development Scenarios (RWCDSs)



Time Consuming
Error-Prone
Limited Capacity for Large Scale Analysis

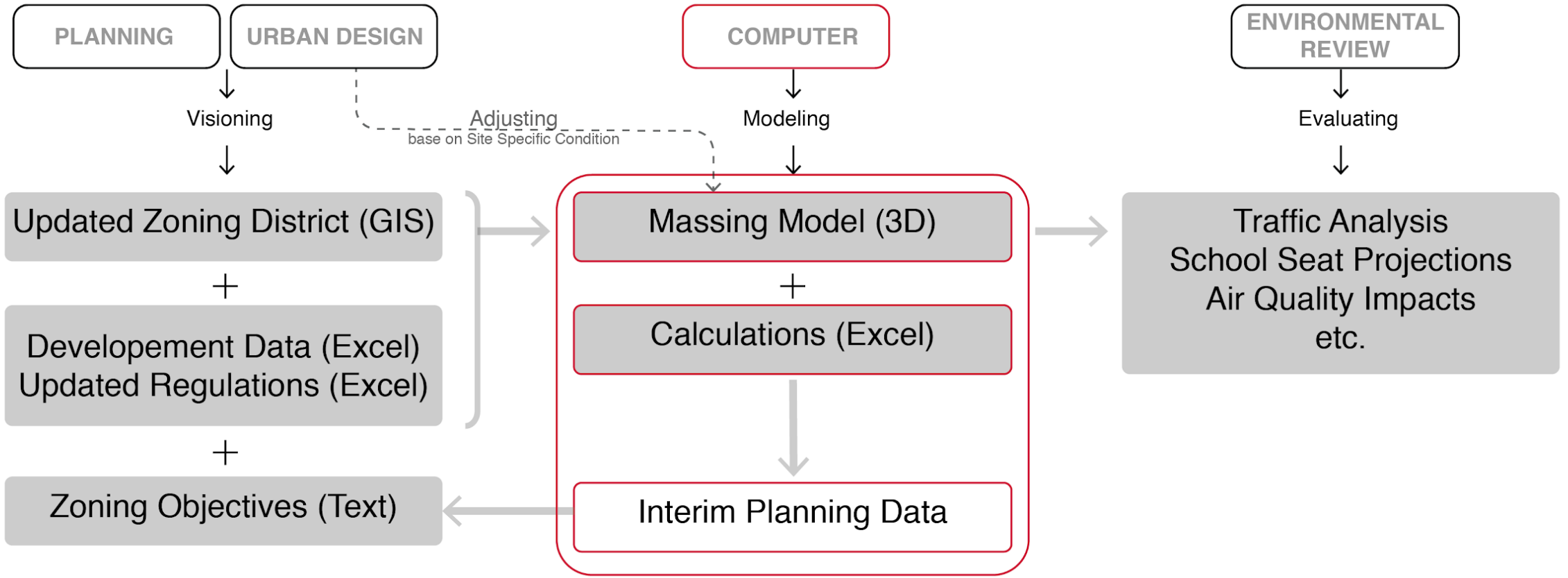
Manual Workflow

Reasonable Worst Case Development Scenarios (RWCDSs)



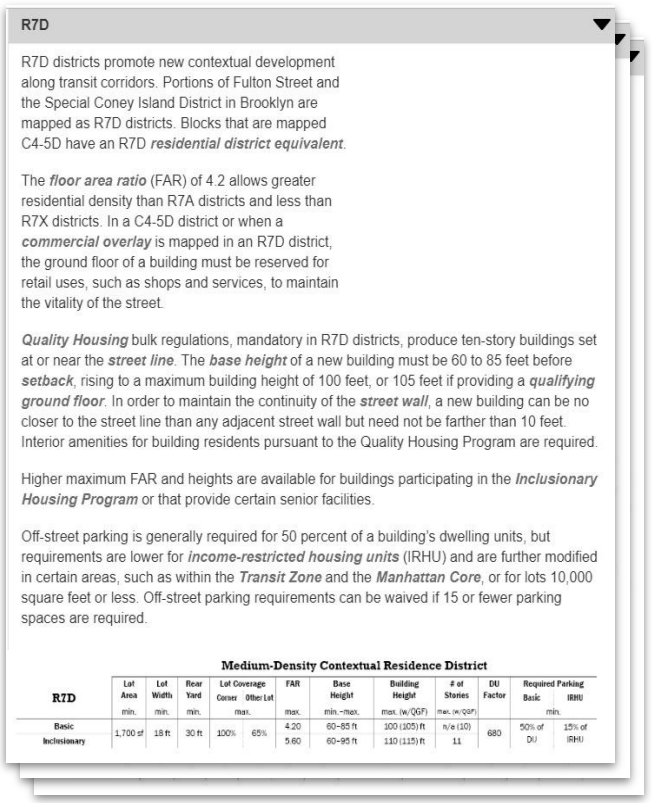
Manual Workflow

Reasonable Worst Case Development Scenarios (RWCDSs)



Computational Workflow

Zoning is Inherent Parametric



R7D

R7D districts promote new contextual development along transit corridors. Portions of Fulton Street and the Special Coney Island District in Brooklyn are mapped as R7D districts. Blocks that are mapped C4-5D have an R7D ***residential district equivalent***.

The ***floor area ratio*** (FAR) of 4.2 allows greater residential density than R7A districts and less than R7X districts. In a C4-5D district or when a ***commercial overlay*** is mapped in an R7D district, the ground floor of a building must be reserved for retail uses, such as shops and services, to maintain the vitality of the street.

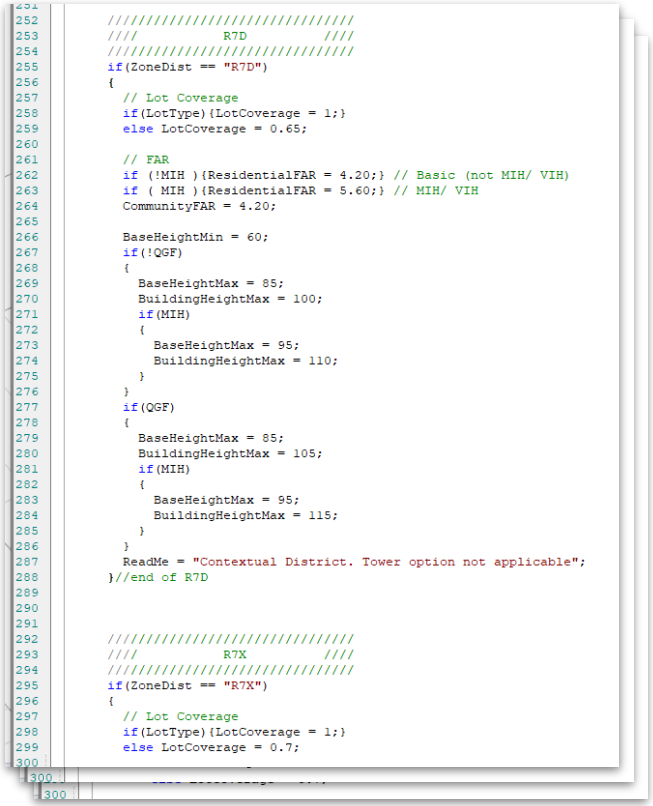
Quality Housing bulk regulations, mandatory in R7D districts, produce ten-story buildings set at or near the ***street line***. The ***base height*** of a new building must be 60 to 85 feet before ***setback***, rising to a maximum building height of 100 feet, or 105 feet if providing a ***qualifying ground floor***. In order to maintain the continuity of the ***street wall***, a new building can be no closer to the street line than any adjacent street wall but need not be farther than 10 feet. Interior amenities for building residents pursuant to the Quality Housing Program are required.

Higher maximum FAR and heights are available for buildings participating in the ***Inclusionary Housing Program*** or that provide certain senior facilities.

Off-street parking is generally required for 50 percent of a building's dwelling units, but requirements are lower for ***income-restricted housing units*** (IRHU) and are further modified in certain areas, such as within the ***Transit Zone*** and the ***Manhattan Core***, or for lots 10,000 square feet or less. Off-street parking requirements can be waived if 15 or fewer parking spaces are required.

Medium-Density Contextual Residence District

R7D	Lot Area min.	Lot Width min.	Rear Yard min.	Lot Coverage Corner max.	Lot Coverage Other Lot max.	FAR max.	Base Height min.–max.	Building Height max. (w/QGF)	# of Stories max. (w/QGF)	DU Factor	Required Parking Basic min.	Required Parking IRHU min.
Basic	1,700 sf	18 ft	30 ft	100%	65%	4.20	60–85 ft	100 (105) ft	n/a (10)	680	50% of DU	15% of IRHU
Inclusionary						5.60	60–95 ft	110 (115) ft	11			

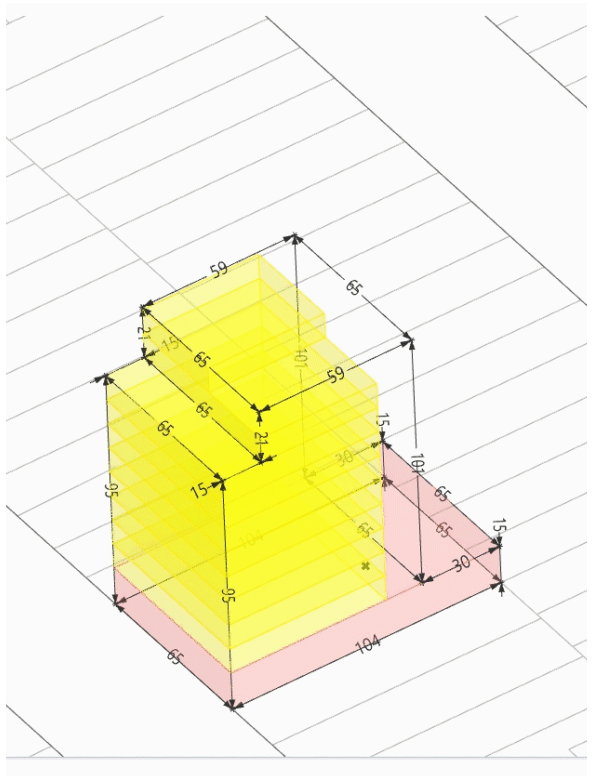


```
////////////////////////////////
////           R7D          ////
////////////////////////////////
if(ZoneDist == "R7D")
{
  // Lot Coverage
  if(LotType){LotCoverage = 1;}
  else LotCoverage = 0.65;

  // FAR
  if (!MIH ){ResidentialFAR = 4.20;} // Basic (not MIH/ VIH)
  if ( MIH ){ResidentialFAR = 5.60;} // MIH/ VIH
  CommunityFAR = 4.20;

  BaseHeightMin = 60;
  if(!QGF)
  {
    BaseHeightMax = 85;
    BuildingHeightMax = 100;
    if(MIH)
    {
      BaseHeightMax = 95;
      BuildingHeightMax = 110;
    }
  }
  if(QGF)
  {
    BaseHeightMax = 85;
    BuildingHeightMax = 105;
    if(MIH)
    {
      BaseHeightMax = 95;
      BuildingHeightMax = 115;
    }
  }
  ReadMe = "Contextual District. Tower option not applicable";
}//end of R7D


////////////////////////////////
////           R7X          ////
////////////////////////////////
if(ZoneDist == "R7X")
{
  // Lot Coverage
  if(LotType){LotCoverage = 1;}
  else LotCoverage = 0.7;
```



Zoning Code

Computational Code

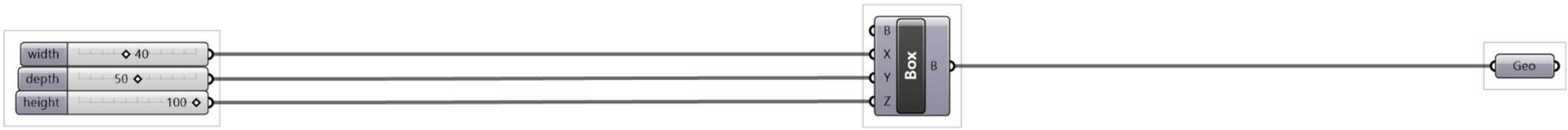
3D Visualization

Project “Code to Code” Diagram

INPUT

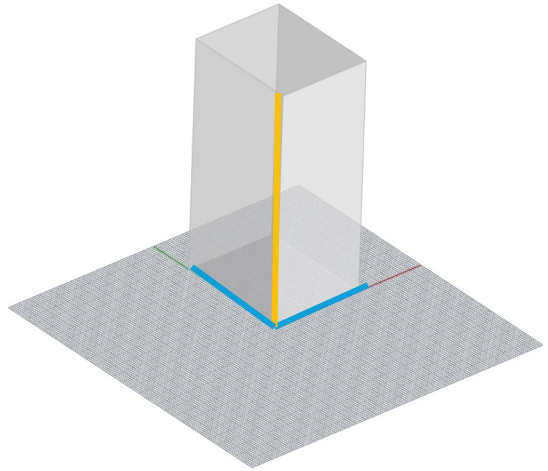
DEFINITIONS

OUTPUT

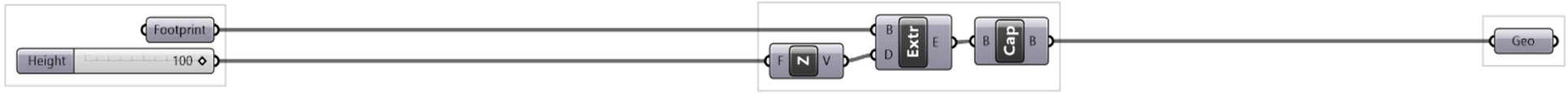


Width
Depth
Height

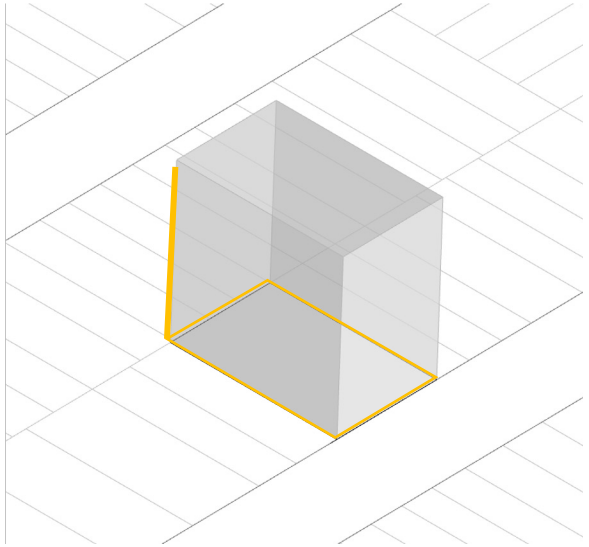




INPUT DEFINITIONS OUTPUT



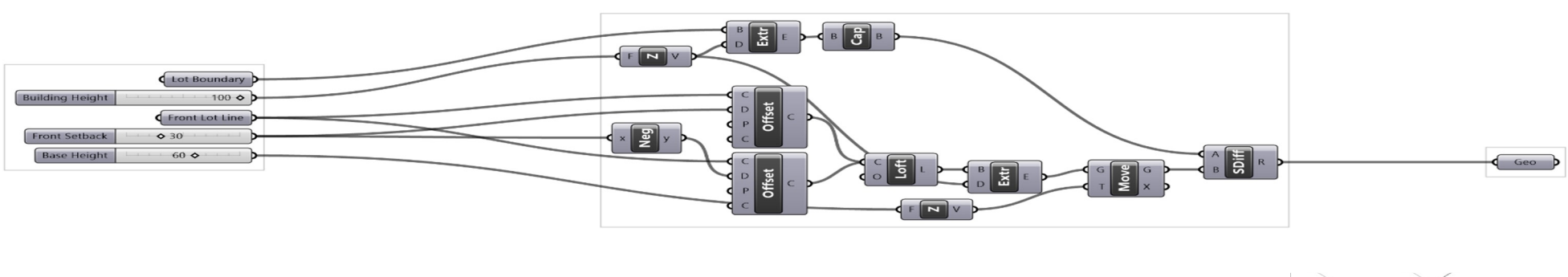
Footprint
Height



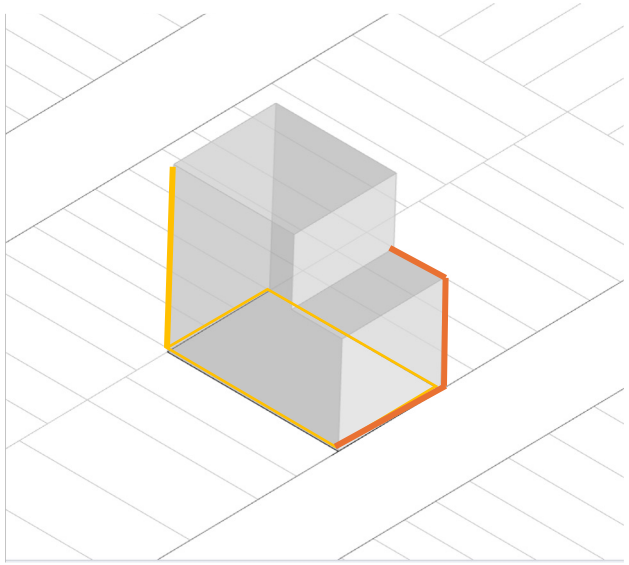
INPUT

DEFINITIONS

OUTPUT



Footprint
Height
Front Line
Front
Setback
Base Height



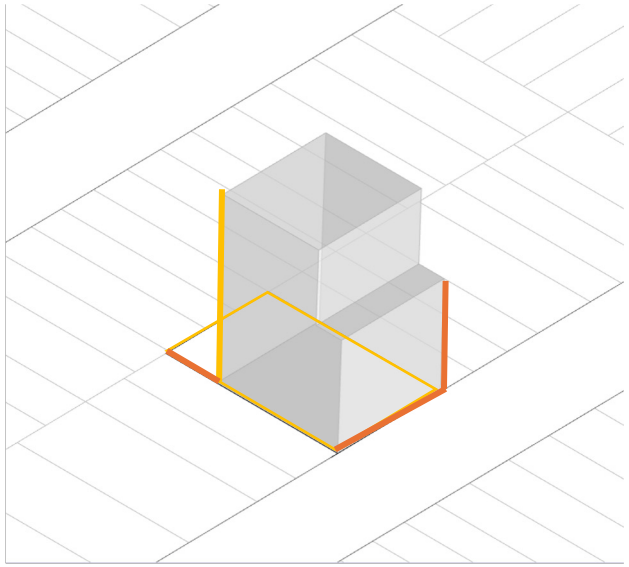
INPUT

DEFINITIONS

OUTPUT



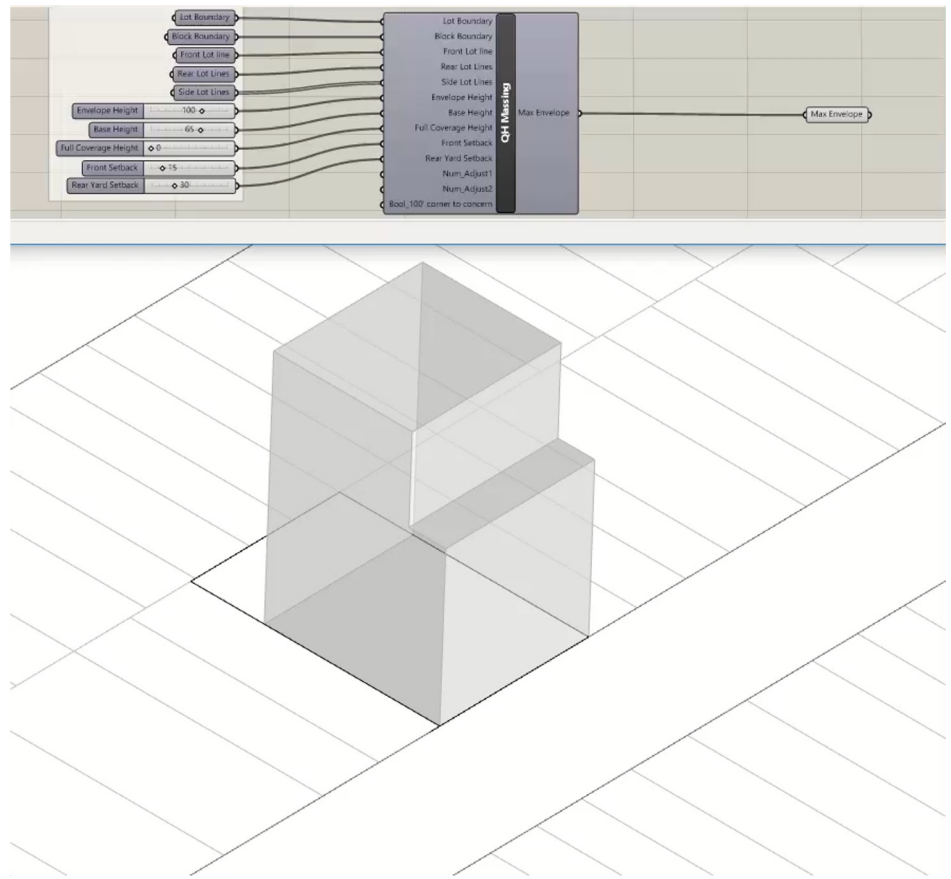
Lot Boundary
Block Boundary
Front Lot Lines
Rear Lot Lines
Side Lot Lines
Building Height
Base height
Full Coverage Height
Front Setback
Rear yard Setback



INPUT

DEFINITIONS

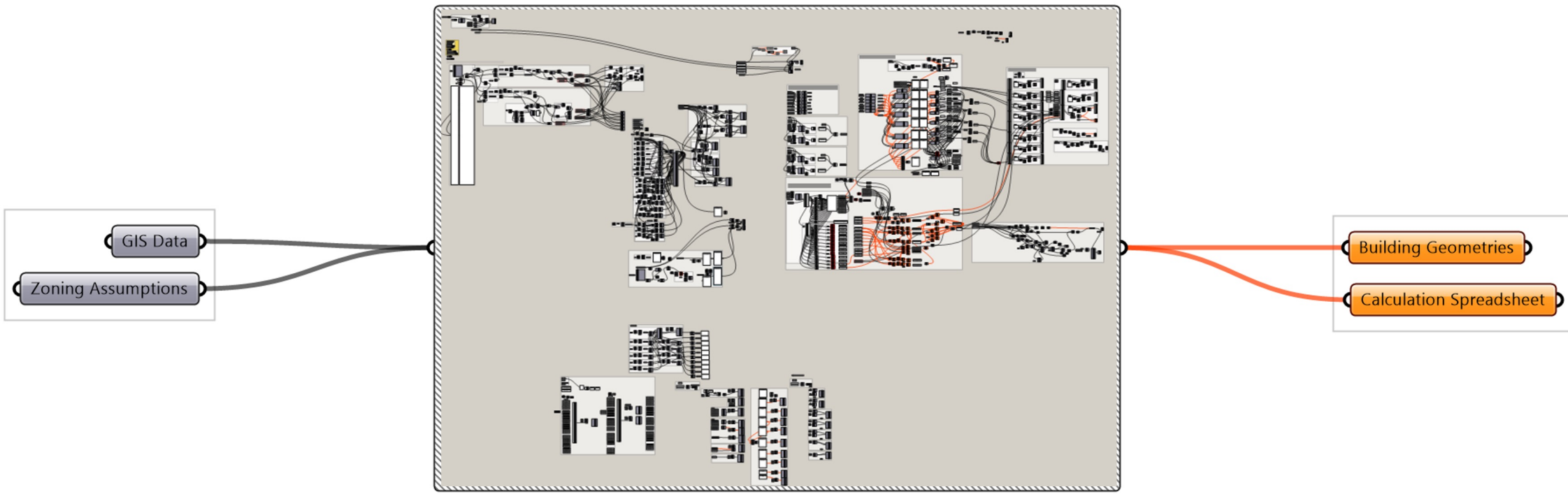
OUTPUT



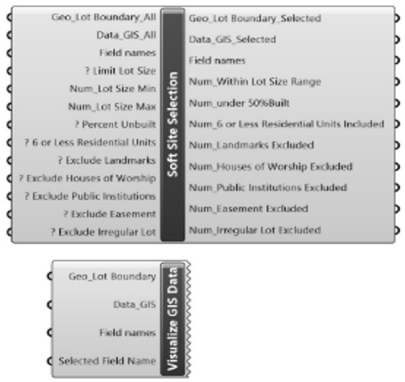
INPUT

DEFINITIONS

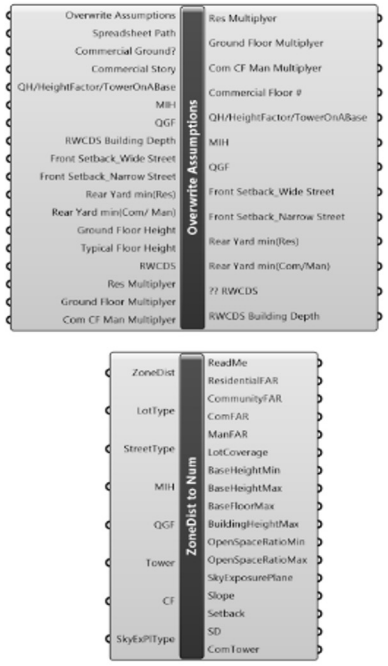
OUTPUT



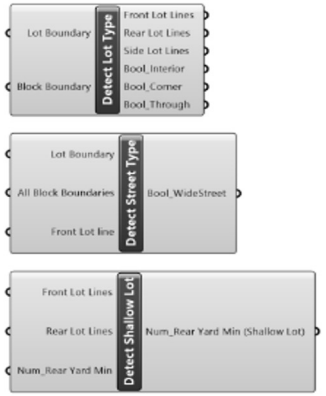
Customized DEFINITIONS



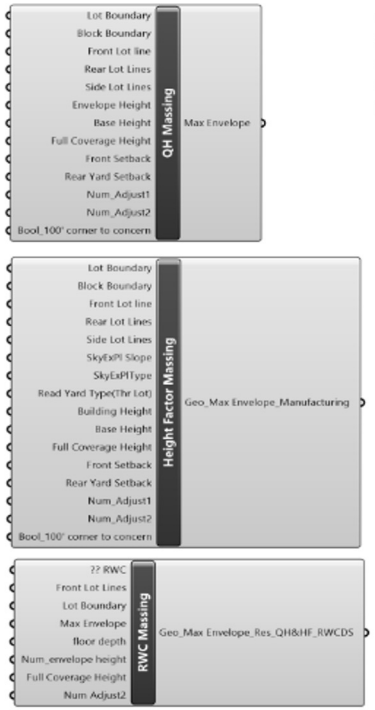
GIS Data Import
Soft Site Selection
...



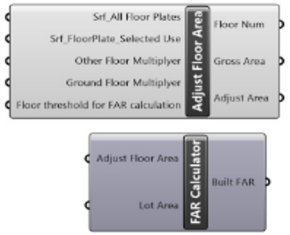
Zoning District
Overwrite Zoning Assumptions
...



Detect Lot Type
Detect Street Type
Detect Shallow Lot
...

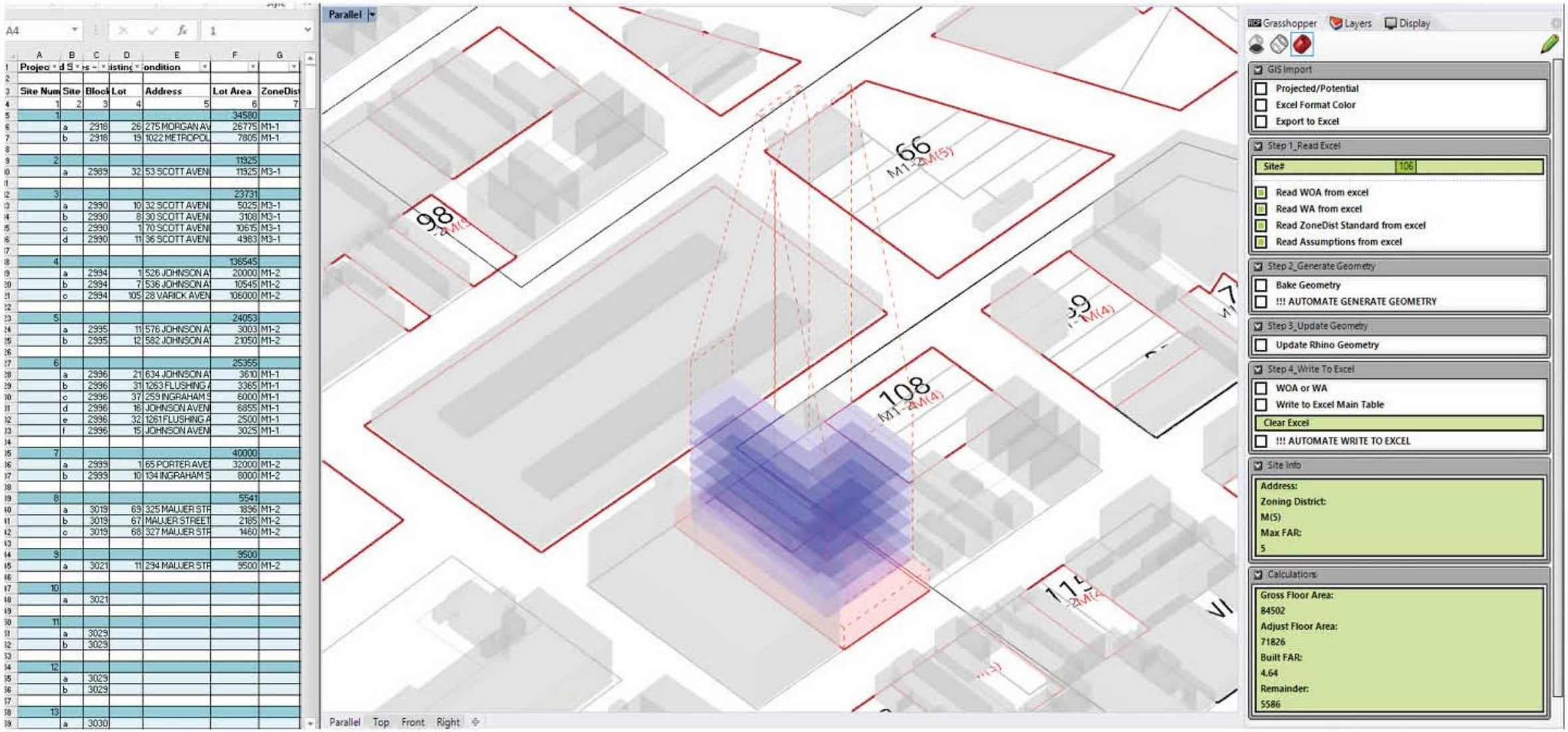


QH Massing
HF Massing
RWC Massing
...



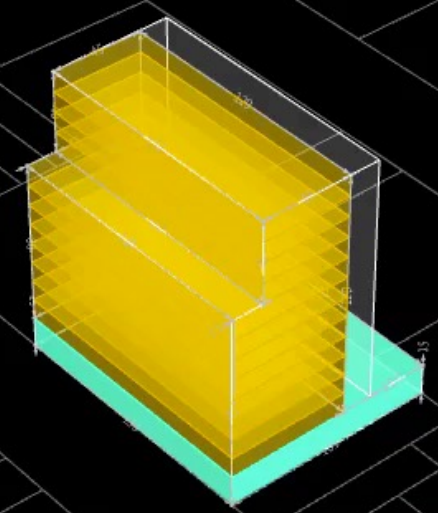
Adjust Floor Area Calculator
FAR Calculator
...

“Code to Code” V1.0



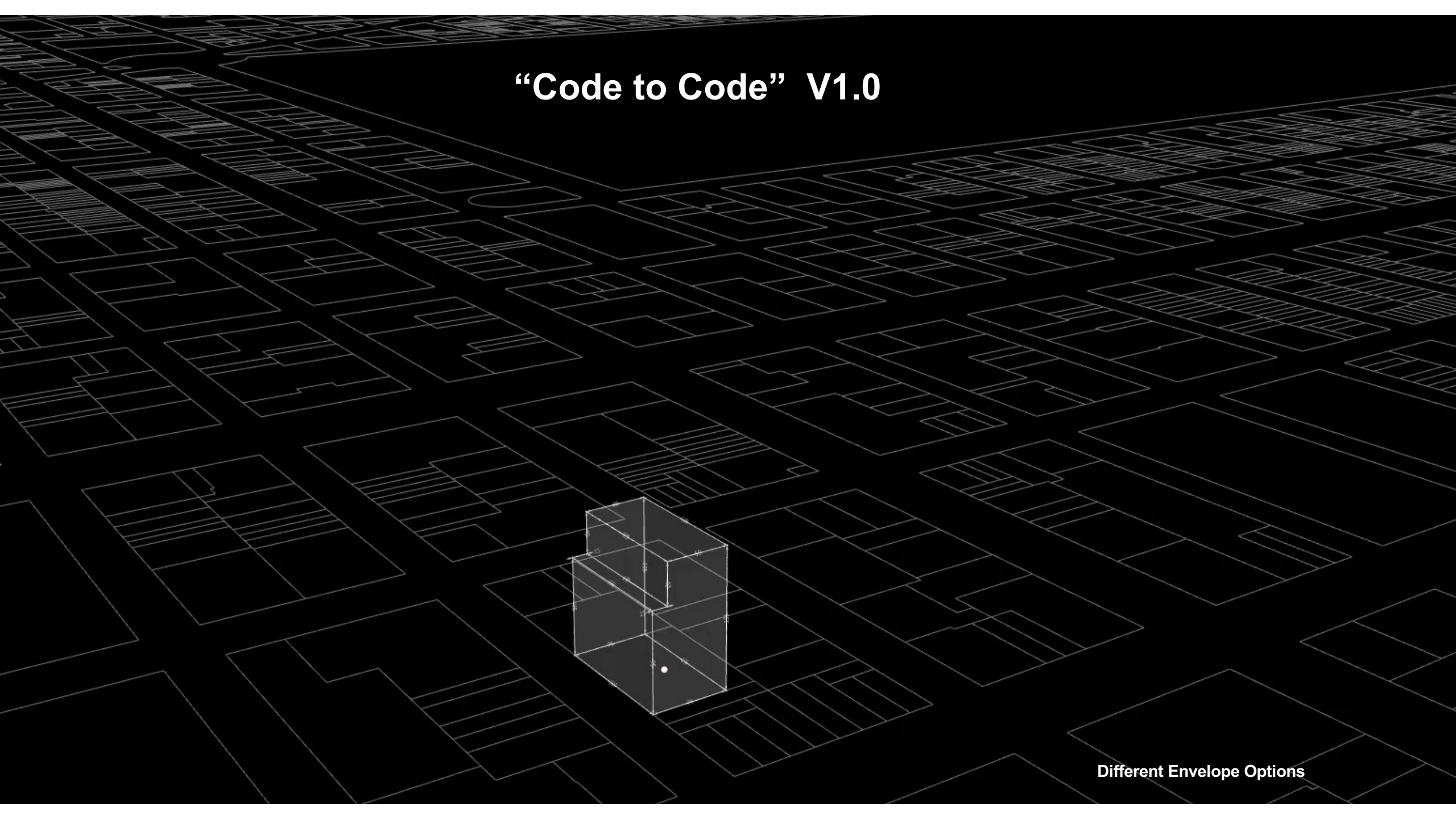
“Code to Code” Test Version

“Code to Code” V1.0



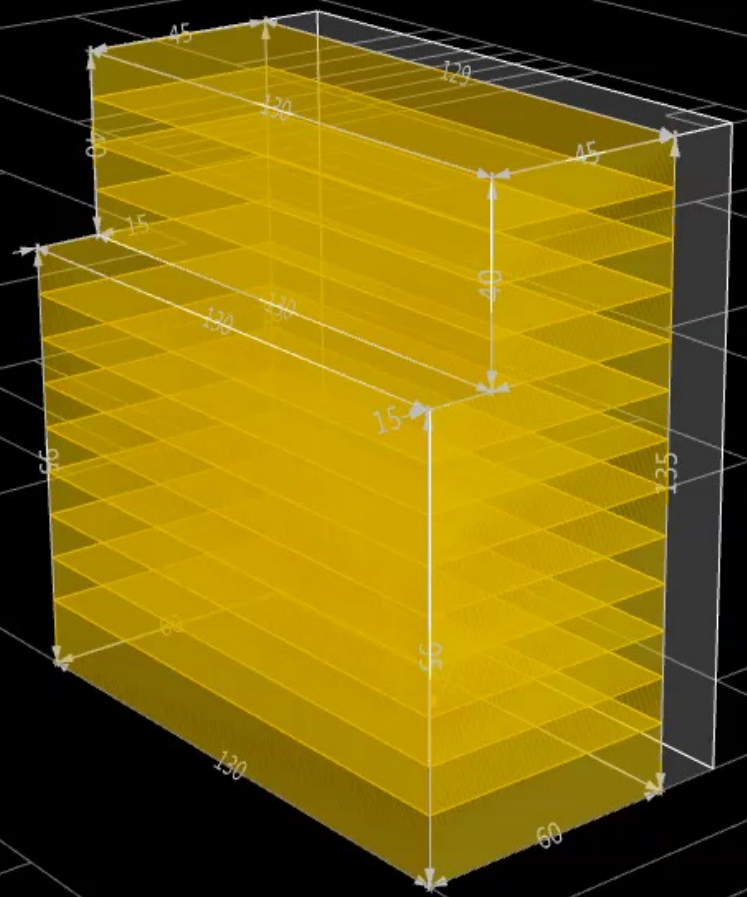
Real-time 3D Visualization

“Code to Code” V1.0



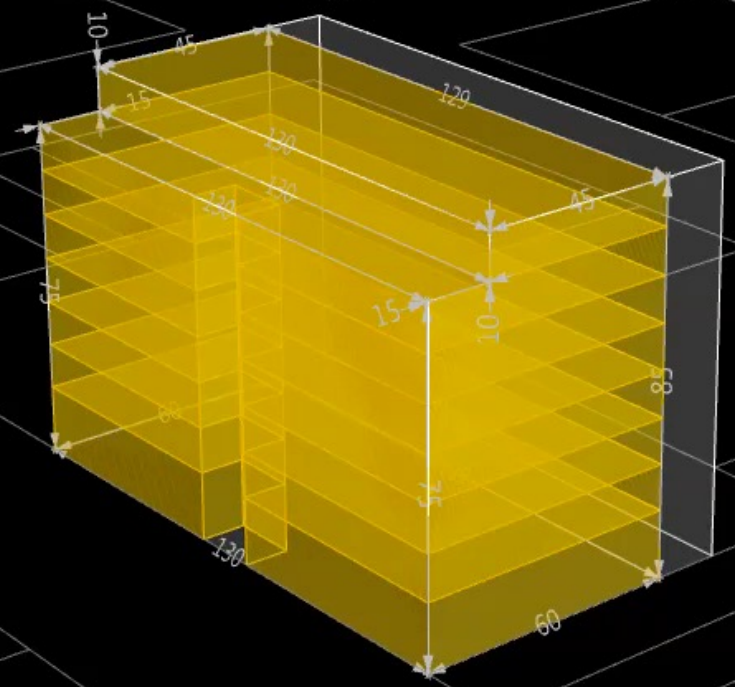
Different Envelope Options

“Code to Code” V1.0



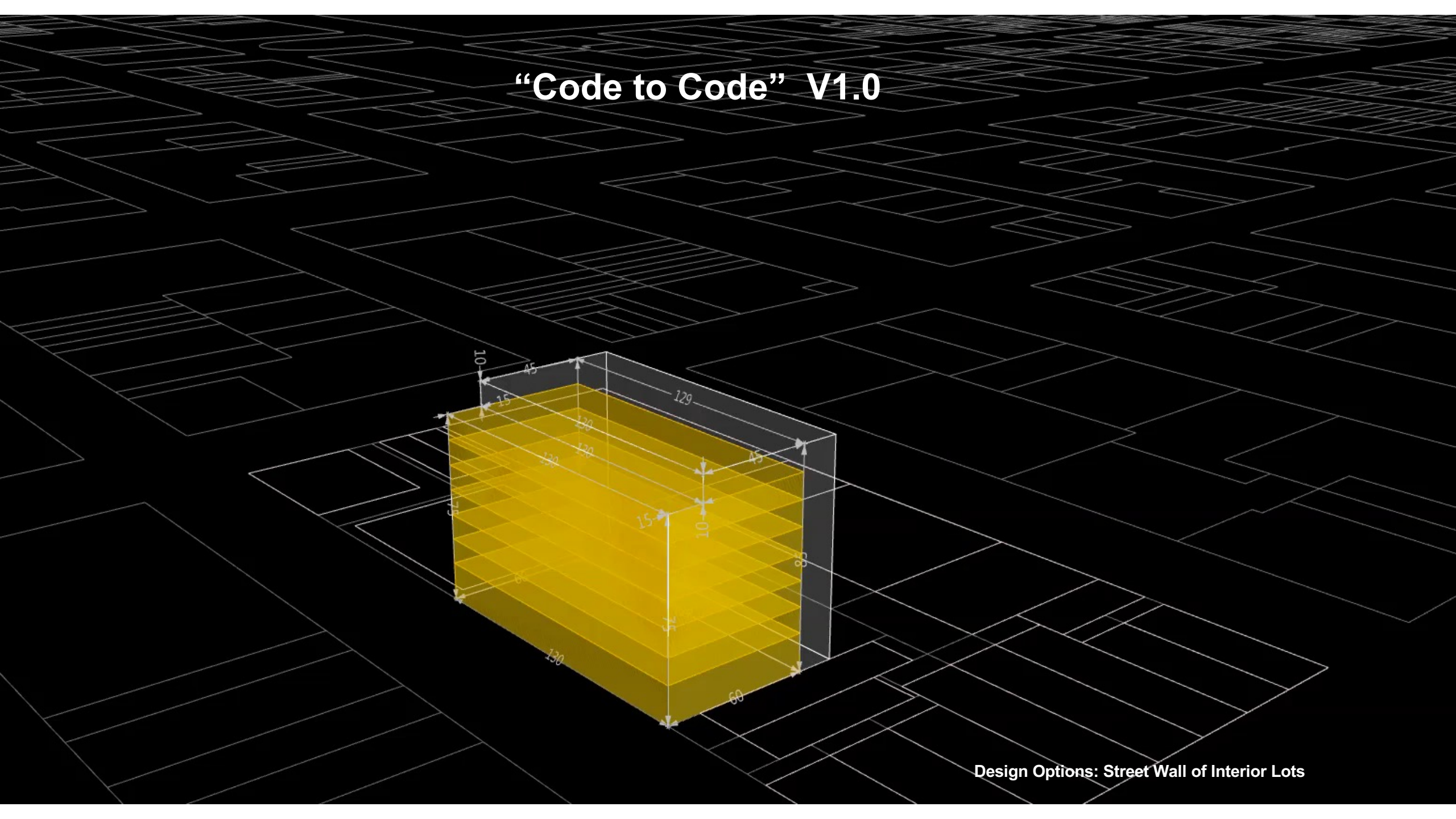
Design Options: Dormers

“Code to Code” V1.0



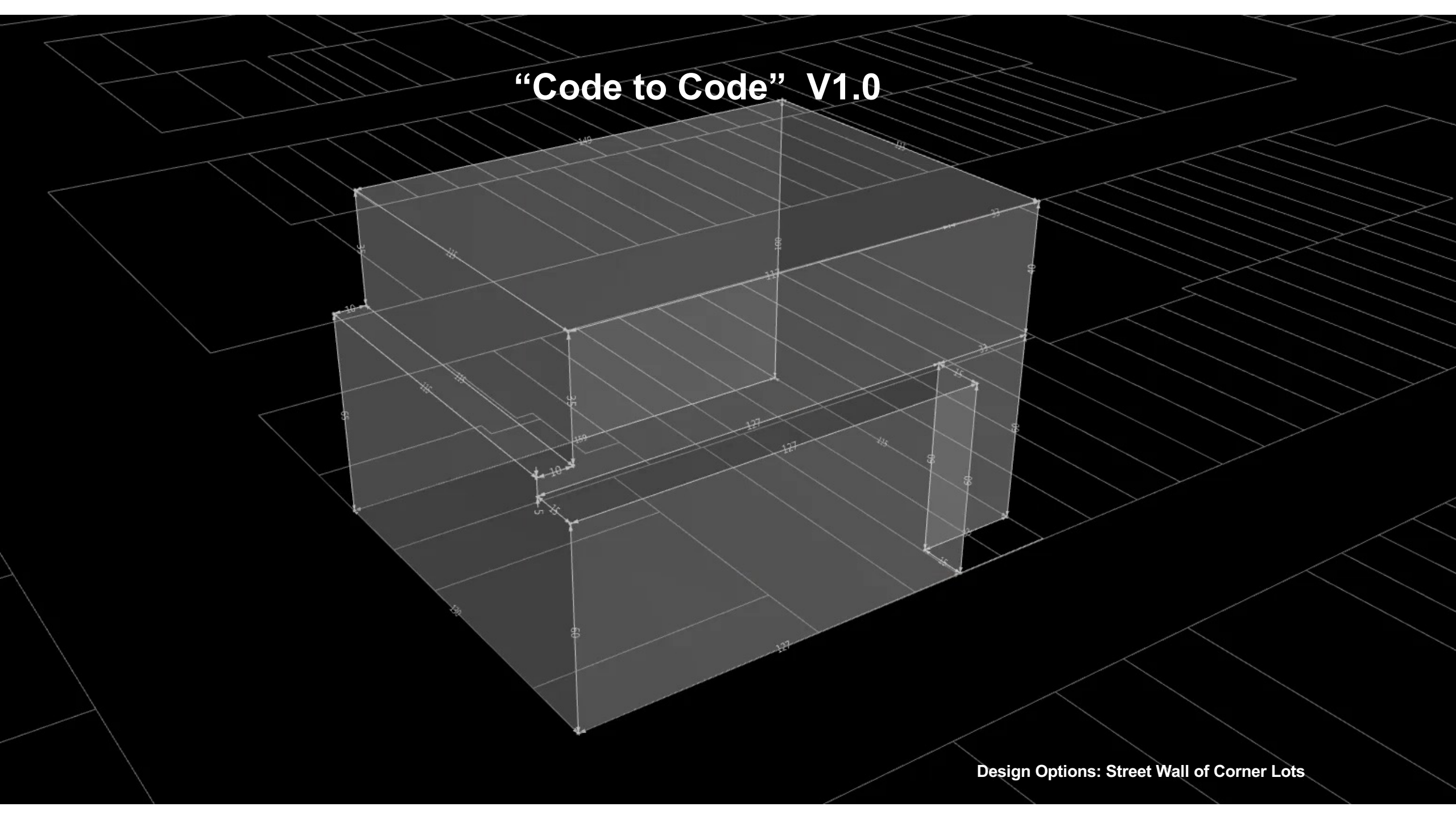
Design Options: Courts

“Code to Code” V1.0



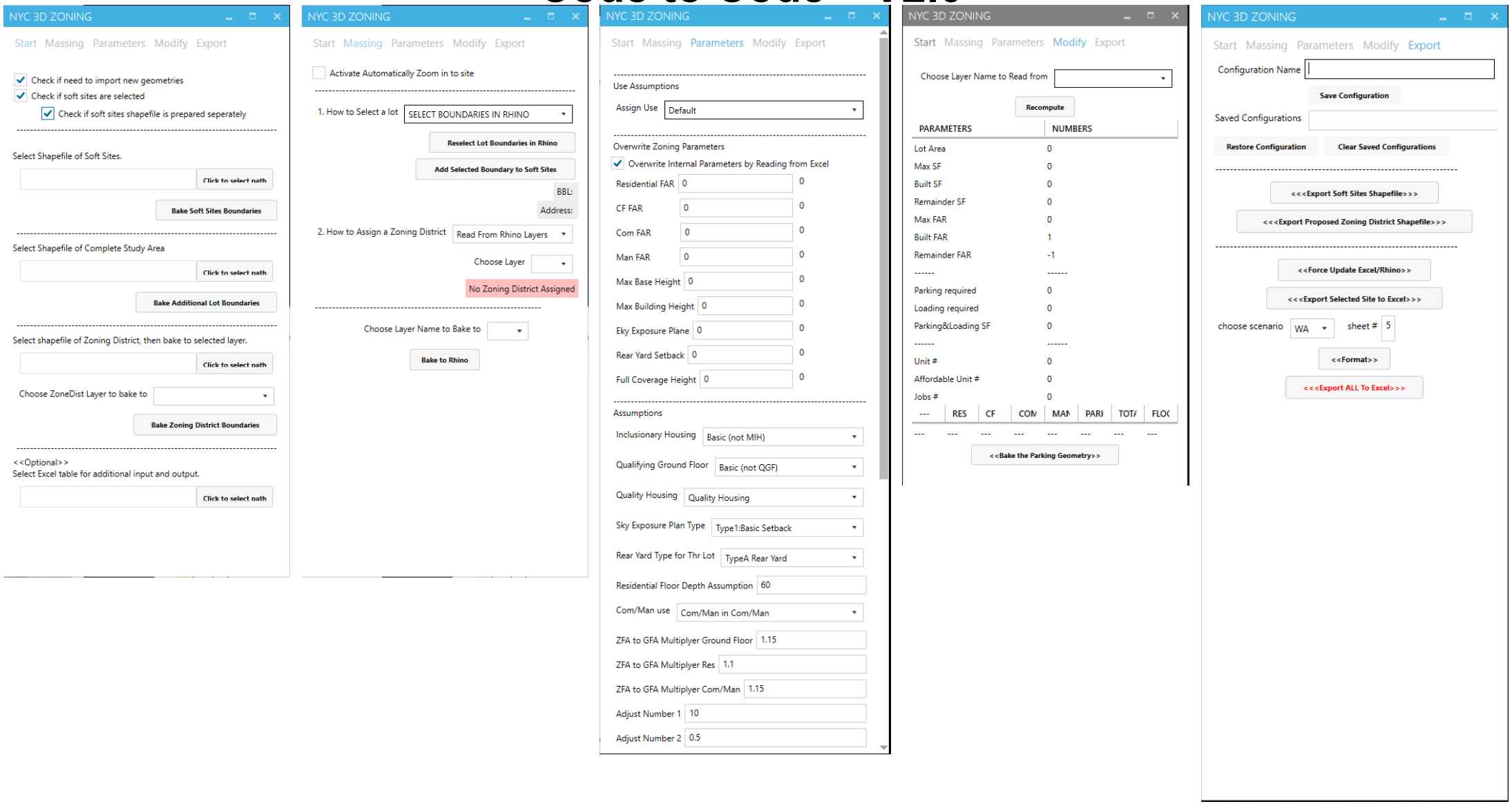
Design Options: Street Wall of Interior Lots

“Code to Code” V1.0

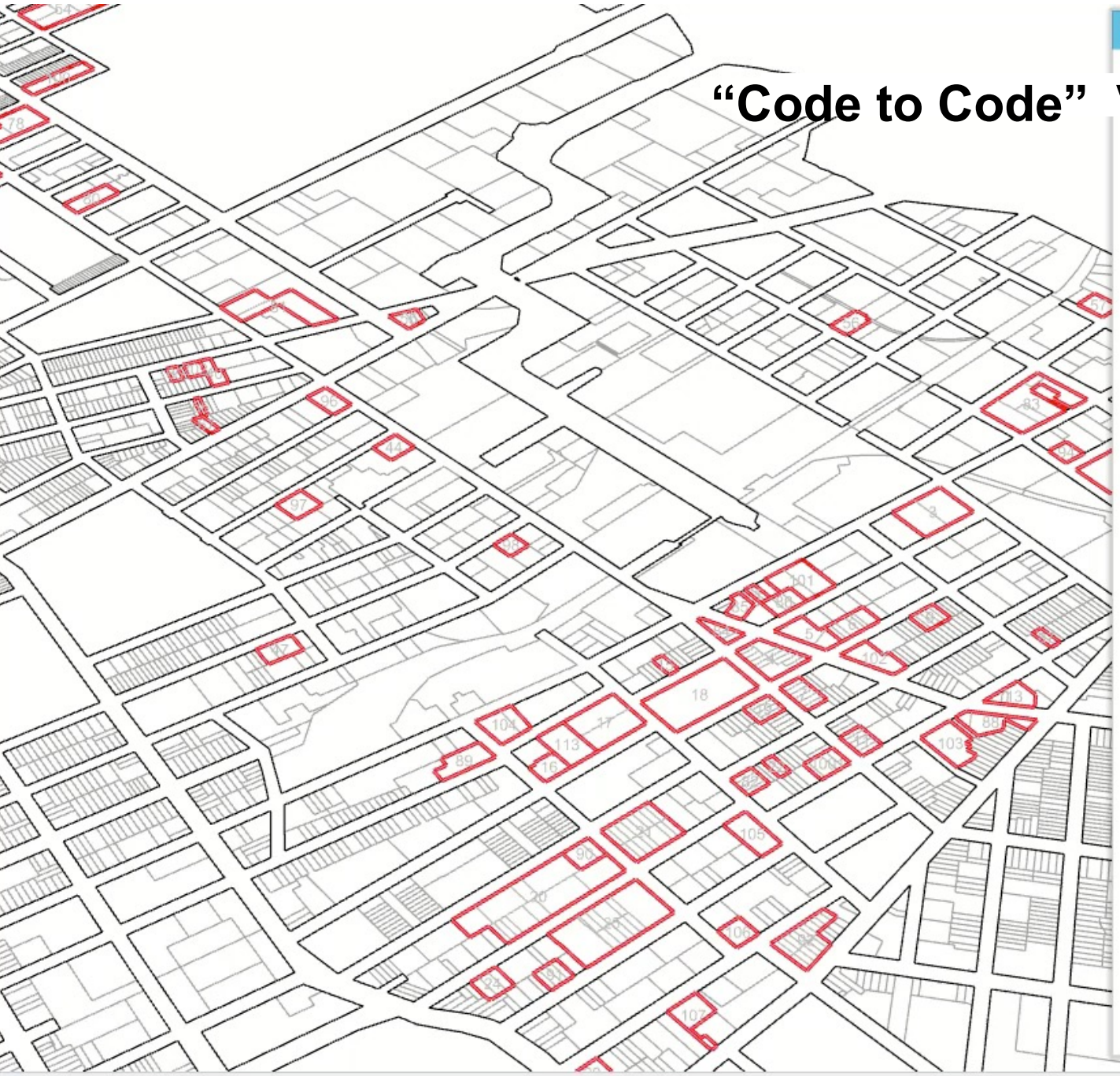


Design Options: Street Wall of Corner Lots

“Code to Code” V2.0



User Interface



“Code to Code” V2.0

NYC 3D ZONING

Massing Parameters Modify Export

Show Insturctions

Show Step by Step Example

Check if need to import new geometries

Check if soft sites are selected

Check if soft sites shapefile is prepared seperately

Select Shapefile of Soft Sites.

C:\Users\Xun\Desktop\190718_nbk rwc mode

Click to select path

Bake Soft Sites Boundaries

Select Shapefile of Complete Study Area

Click to select path

Bake Additional Lot Boundaries

Select shapefile of Zoning District, then bake to selected layer.

Click to select path

Choose ZoneDist Layer to bake to ZoneDist_Existing

Bake Zoning District Boundaries

<<Optional>>

Select Excel table for additional input and output.

C:\Users\Xun\Desktop\NBK_20190731.xlsx

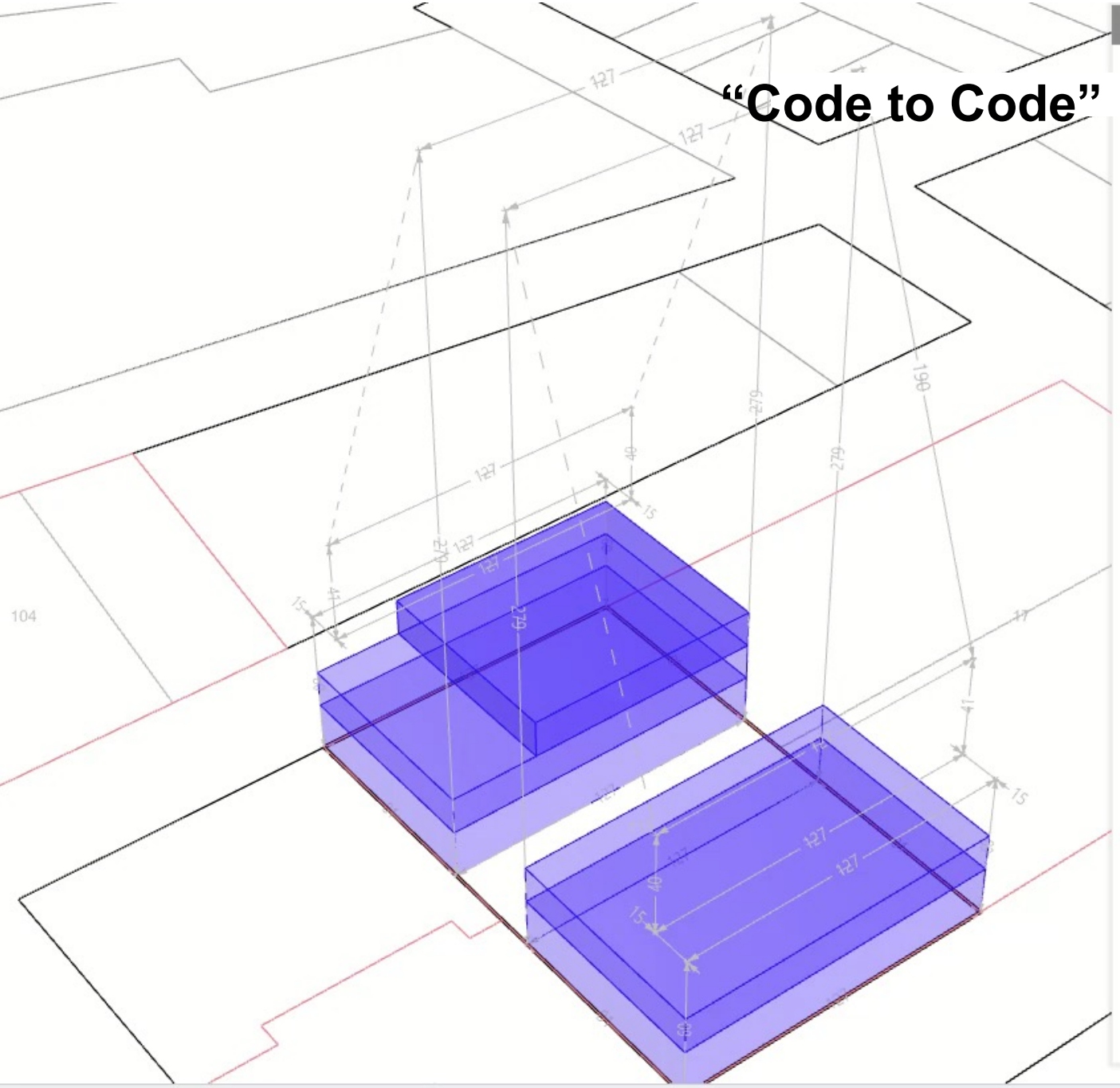
Click to select path

Layers Prope... Name... Display

Name Print

- Block Boundary
- Lot Boundary
- Soft Sites
- WA_01
- WOA_01
- WOA_Existing
- ZoneDist_Existing
- ZoneDist_Propose...
- ZoneDist_Proposed...
- Site Number
- Layer 01

“Code to Code” V2.0



NYC 3D ZONING

Start | Massing | Parameters | Modify | Export

Activate Automatically Zoom in to site

1. How to Select a lot: SEARCH BY SSID

type in SSID: 113

BBL: 3030830011

Address: 318 BOERUM STREET

2. How to Assign a Zoning District: Read From Excel

Choose Column Name: WOA

Zoning District: M1-2

Choose Layer Name to Bake to: WOA_01

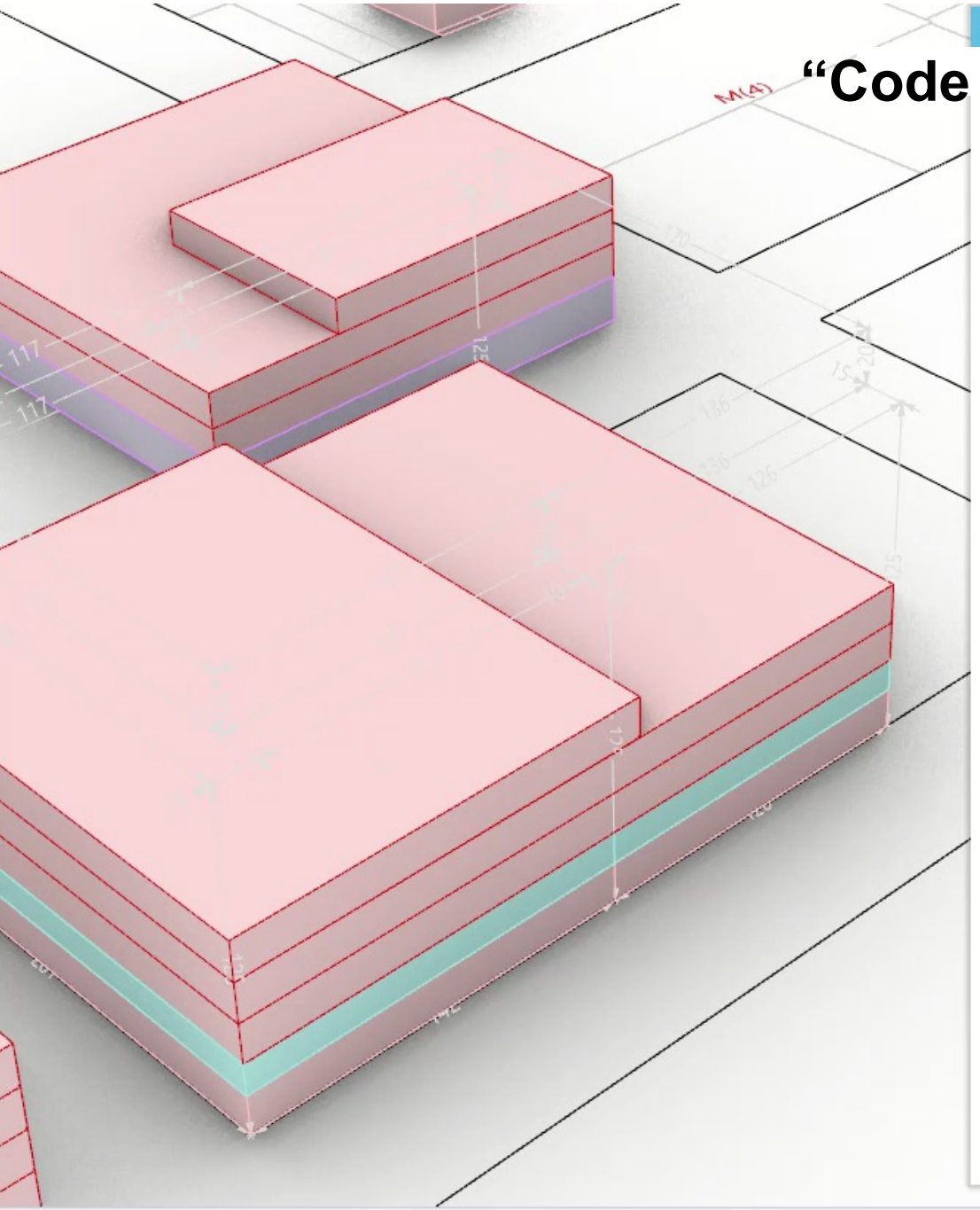
Bake to Rhino

Layers | Prope... | Name... | Display

Name | Print

- Block Boundary
- Lot Boundary
- **Soft Sites**
- WA_01
  - CF
    - Other CF
    - House-of-Wo...
  - Com
    - Hotel
    - Local Retail
    - Office
    - Other Comm...
    - Supermarket
  - Man
    - Other Manuf...
    - Warehouse
  - Parking
  - Res
  - Envelope
- WOA_01
- WOA_Existing
- ZoneDist_Existing
- ZoneDist_Proposed...
- ZoneDist_Proposed...
- Site Number
- Layer 01

“Code to Code” V2.0



NYC 3D ZONING

Choose Layer Name to Read from: WA_01

Recompute

PARAMETERS	NUMBERS
Lot Area	53705
Max SF	214820
Built SF	213639
Remainder SF	1181
Max FAR	4
Built FAR	3.98
Remainder FAR	0.02
------	------
Parking required	0
Loading required	5
Parking&Loading SF	7500
------	------
Unit #	0
Affordable Unit #	0
Jobs #	656

---	RES	CF	COM	MAN	PARKIN(	TOTAL	FLOOR H
Gross Area	0	53705	191980	0	0	245685	
Adjust Area	0	46700	166939	0	0	213639	
Built FAR	0	0.87	3.11	0	0	3.98	
Max FAR	0	4	4	4	------	4	
------	------	------	------	------	------	------	------
1	0	0	53705	0	0	53705	15
2	0	53705	0	0	0	53705	12
3	0	0	53705	0	0	53705	15

Layers | Prope... | Name... | Display

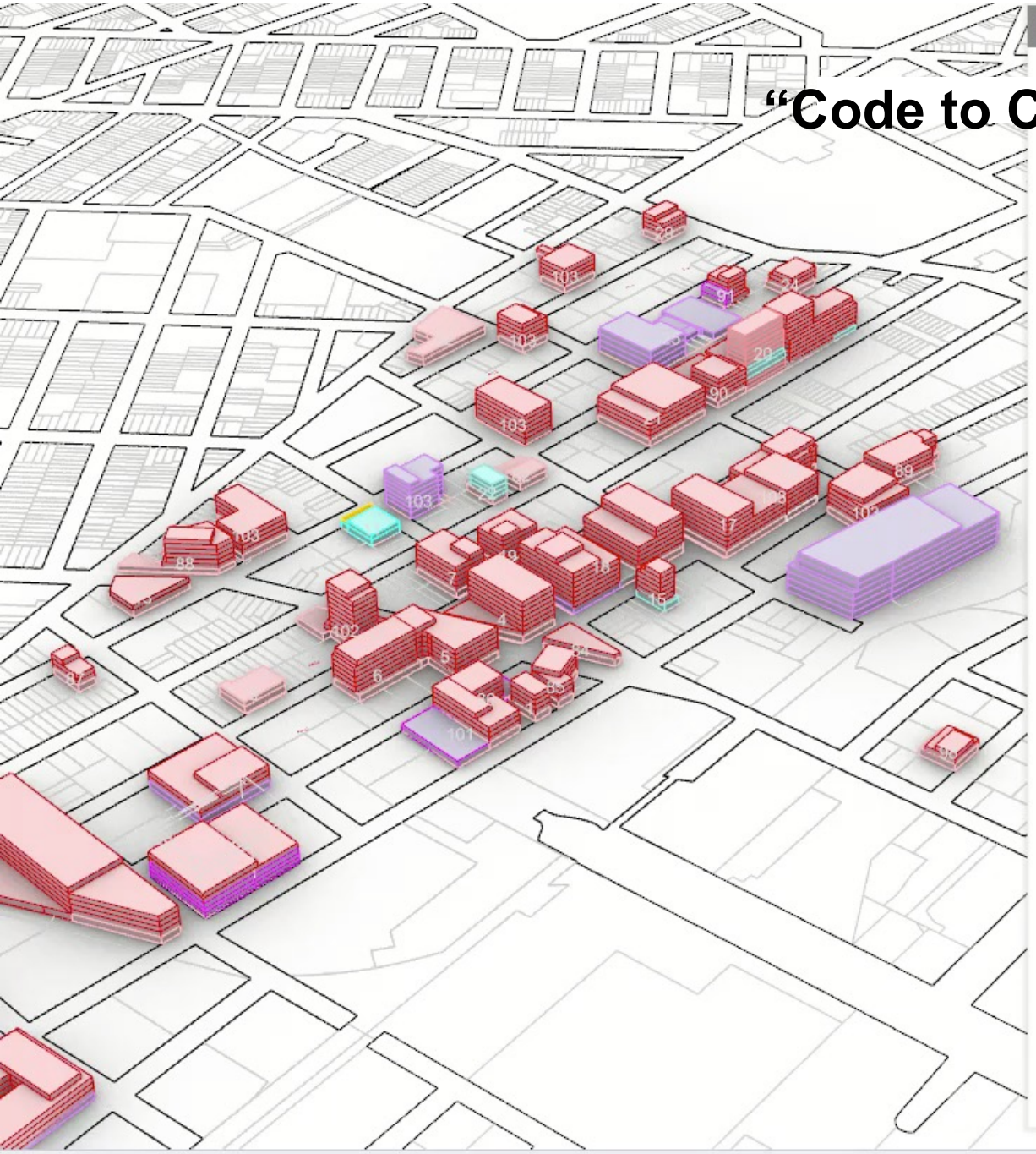
Name

- Block Boundary
- Lot Boundary
- **Soft Sites**
- WA_01
  - CF
    - Other CF
    - House-of-Wo...
  - Com
    - Hotel
    - Local Retail
    - Office
    - Other Comm...
    - Supermarket
  - Man
    - Other Manuf...
    - Warehouse
  - Parking
  - Res
  - Envelope
- WOA_01
- WOA_Existing
- ZoneDist_Existing
- ZoneDist_Proposed...
- ZoneDist_Proposed...
- Site Number
- Layer 01

“Code to Code” V2.0



“Code to Code” V2.0



NYC 3D ZONING

Start Massing Parameters Modify Export

Configuration Name

Save Configuration

Saved Configurations

Restore Configuration | Clear Saved Configurations

<<<Export Soft Sites Shapefile>>>

<<<Export Proposed Zoning District Shapefile>>>

<<Force Update Excel/Rhino>>

<<<Export Selected Site to Excel>>>

choose scenario WA | sheet # 5

<<Format>>

<<<Export ALL To Excel>>>

Layers | Prope... | Name... | Display

Name | Print

- Block Boundary
- Lot Boundary
- **Soft Sites** ✓
- WA_01
  - CF
    - Other CF
    - House-of-Wo...
  - Com
    - Hotel
    - Local Retail
    - Office
    - Other Comm...
    - Supermarket
  - Man
    - Other Manuf...
    - Warehouse
  - Parking
  - Res
  - Envelope
- WOA_01
- WOA_Existing
- ZoneDist_Existing
- ZoneDist_Proposed...
- ZoneDist_Proposed...
- Site Number
- Layer 01