

ADDITIONAL UNDOTTED IDENTITY

What are our likes and dislikes about Neighborhood IDENTITY? – Cedar Rapids Neighborhood Event – January 31, 2009

(Dislikes are in italics and red font)

Preserving and Renewing Historical Assets	Neighborhood Destination	Pedestrian Friendly Streetscapes That Build Relationships	Using Design To Distinguish Character of Neighborhoods	Valuing Relationship Between Nature & Neighborhood	Pride and Ownership
<ul style="list-style-type: none"> • Unique lighting • Preserve architectural style • Clock towers • Architecture • Bridges w/character • Historical architecture • Similarity to St. Wence • Use of historic buildings • #10 Features a landmark/retail space in historic building look/feel • #12 Reuse of space, keeping historical character • <i>No new façade on old buildings</i> • <i>#14 Not CR style of it</i> • <i>#14 Don't feel like C.R. (too slick)</i> 	<ul style="list-style-type: none"> • Identifies place • Looks like older type neighborhood – porches • Signage/ neighborhood identity/character • Amenities around church • #10 Looks like Czech Village, walk-able • #11 Define/identity/place, directional signs, welcoming gateway • <i>Didn't see "our" neighborhood in any pictures</i> • <i>Not unique-lack of character</i> • <i>Has no identity</i> • <i>#15 No connectivity, too many driveway, cookie-cutter suburbia, no transportation options, no affordable housing, some newer housing – no character</i> 	<ul style="list-style-type: none"> • Lights • Wide sidewalks • Walker friendly • #9 Wide spaces, absence of cars • <i>Narrow sidewalks</i> • <i>Downtown not pedestrian friendly</i> • <i>Not about pedestrians</i> • <i>No street intersection</i> • <i>#22/23 Second level takes people off street/safety</i> 	<ul style="list-style-type: none"> • Metro look with housing • Simple/straight forward • Signage fits environment • Archway • Dramatic gateway • Architectural features • Diversity of buildings • Interesting rooftops • Like gateway look • Fits in with style of area • #9 Lighting • #9 Well-defined design • #9 Lo Do -cheerful, open space scenery, lights, decorations • #11 Arch-defined neighborhood • #11 Intimate, defines neighborhood • <i>Looked too same</i> • <i>Looks the same-people are never going to talk to each other</i> • <i>Not cliché</i> • <i>Lack of design</i> • <i>Not appealing</i> • <i>Dislike design – lack of character</i> • <i>Architecture out of character w/existing</i> • <i>#3 buildings too close to street, blah, no identity</i> 	<ul style="list-style-type: none"> • Interactive • Green, spacious inviting • Connected/integrated w/River • Close to river • Trains + green space • #12 Connection to river • <i>Too close to rivre store</i> • <i>No trees</i> • <i>Needs more grass/green</i> • <i>Empty "warehouse" building (safety issues) along river</i> • <i>#12 Open to river, could be unsafe area</i> • <i>#10 Needs more trees</i> • <i>#14 Too much like mall, isolated</i> • <i># 14 Not attractive/too modern/no human appeal/hard to read/no connection</i> • <i>#14 Cold; not warm/more of a landmark, not identity</i> • <i>Too modern for character of neighborhood</i> • <i>#14 Just not attractive</i> • <i>#14 Not connected to people, poor design, no history/character</i> 	<ul style="list-style-type: none"> • Trash cans – attractive • Locally owned • Downtown alive • <i>No parking near front door</i>

UNDOTTED IDENTITY - NEW CATEGORIES

Use of Art	General Design Comments	
<ul style="list-style-type: none"> • Uses art for signage • Incorporate art into landscape • Street sculpture • Artistic directional signs • Art should be fun & connected w/history • “Functional art” – trash cans & bike racks • Interesting design/artwork • Public art-enjoy in spaces • Photography opportunities • Art showing activity • Public art • #13 Public art & statues, remind of old times • #13 Public art • #13 Artist community, making mundane artistic (bike rack) • #13 Sculpture from cultural perspective • <i>Public \$ on bad art</i> • <i>#13 Not a fan of statues</i> 	<ul style="list-style-type: none"> • Farmer’s Market • Sustainable design (full meaning of term) • Craftsmanship • Multi use • Defines an area/reference point • Good scale of structures • Visual appeal/adds texture • Interactive aspect • #9 Open • #9 ‘Now vibe’ clock tower/well lighted/modern • #9 More modern feel • #14 Modern • <i>High maintenance</i> • <i>Lighting terrible</i> • <i>Parking ramps are scary</i> • <i>Too avant-garde</i> • <i>Too big</i> • <i>Don’t understand, looks like a parking lot</i> • <i>If have lot of small pieces, too cluttered</i> • <i>Sterile</i> 	<ul style="list-style-type: none"> • <i>Rows of stores</i> • <i>Miss Armstrong’s (old-fashioned department stores)</i> • <i>Bombed out</i> • <i>Too busy, chaotic</i> • <i>Default design for Cedar Rapids</i> • <i>Dreaming too big for Cedar Rapids</i> • <i>Too much concrete</i> • <i>Too much concrete</i> • <i>Boring</i> • <i>Too much pavement</i> • <i>Sterile</i> • <i>Didn’t get it – too modern</i> • <i>Tall signage</i> • <i>Non-used buildings – empty</i> • <i>#4 Industrial look</i> • <i>#10 crowded, dark</i> • <i>#11 Sign too dominating</i> • <i>#14 Not impressed, like tree of five seasons</i> <i>#14 Don’t like the look/design, looks like tree of 5 seasons</i>
<p>Not Sure Which Column – especially without picture reference</p>		
<ul style="list-style-type: none"> • #11 Better than rest • <i>Overkill</i> • <i>Didn’t like it</i> • <i>Dislike architecture</i> • <i>Art should be more exciting</i> • <i>Can’t identify with weird art</i> • <i>#11 Lacks creativity</i> • <i>#17/18 Residential zoning</i> • <i>#9, #10, #12 Mall - hard to get to</i> 		