##### [00:00:02.350] - Speaker 1

Welcome to this Community Viz Video Tutorial. This tutorial and follow up videos will teach you about running a standard build out analysis using the Scenario 360 Built Out Wizard. In planning terms, build out is a commonly performed analysis in which you calculate how many buildings could be built on an area of land according to current land use and or zoning regulations. There are three main phases to a Community Viz build out analysis numeric how much development is possible under rule specified spatial, where might this development be located under rule specified and visual what might this development look like? These steps are sequential, so you need to complete them in order.

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You can launch the Build Out Wizard from the Scenario 360 Decision Tools toolbar or from the Scenario 360 Drop Down Tools.

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You can see on the Navigator that there are several steps to numeric build out. For the bare minimum, you'll need to specify your land use layer and assign density rules for each land use designation. The remaining substrates are optional. Refinements clicking on Numeric gets you started. We'll select the Redevelopment Area land use layer, which is a layer which shows our various land use types as area polygons.

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These land use types are specified in the conceptual land use attribute. By selecting these from the dropdowns, the wizard provides a preview of the designations found in this attribute. Clicking next will take us to the heart of our buildout analysis. Density rules. Each land use can have dwelling unit density, typically defined as dwelling units per acre and or floor area of nonresidential use, typically defined as floor area ratio.

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You'll want to determine these numbers prior to running the wizard. Once on this screen, it's a simple matter of typing in the values associated with each land use type.

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The remaining numeric steps provide ways to refine the results. We're going to simply accept the defaults in this simple numeric build out run. From here, we'll click Finish and then run. Build out once this runs, we can look at our layers to see what the Build Out Wizard outputs. There's a layer grouping called Build Out, which contains three layers, buildable area buildings, and building footprints.

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Since we've only run numeric only, the Buildable area layer has features associated with it. Currently, the other layers are placeholders for future spatial runs. The buildable area layer is populated with Numeric results based on the land use designations from the parent layer and our density rules. Each polygon now has numeric dwelling units, numeric buildings, and numeric floor area. These are the core attributes from the numeric data we entered on this run.

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Other attributes will become useful later with a more advanced Builder run. We can also pull up charts to review our results. These display the totals from our entire study area in numeric dwelling units, numeric buildings, and numeric floor area. As with the layers and attributes, there are placeholder indicators for future spatial runs we now know what's possible to build in our city area. Given the features, our land use designations and our density rules.

##### [00:03:17.870] - Speaker 1

In follow up videos, you can learn about some of the more advanced options for build out analysis. Thank you for watching this community Vis video Tutorial. For more video tutorials and Community Viz resources, please visit our website.