##### [00:00:01.330] - Speaker 1

Welcome to this Community Viz Video Tutorial. This tutorial will teach you about some additional options for running a standard numeric buildout analysis using the Scenario 360 Buildout Wizard. To get started, we'll launch the Buildout Wizard from Scenario 360 60 Dropdown Tools build Out Wizard In the previous video Build Out Wizard standard analysis, we showed you the most basic inputs necessary to run a numeric build out, a land use layer, and density rules. In this video, we'll look at some of the additional options, including mixed use, land area, efficiency factors, constraints to development, and existing buildings. First, let's look at mixed use land area.

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Any land use designation can be mixed use, as in there is both residential and nonresidential development allowed. To account for this in the Buildout Wizard, we will start on the density rule screen. I'll scroll down to the land use designation transit mixed Use, in which we've entered both a dwelling unit density and a floor area ratio. This tells the wizard this land area will allow both uses clicking next. I see I now have the option to specify what percent of the total land area applies to these densities.

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I can choose up to 100% of the land area for both uses, or I can specify smaller percentages. In this example, I'll set my residential percent to 80 and my nonresidential percent to 20. Next, we'll look at incorporating efficiency factors into our analysis. Oftentimes, maximum allowable density is not commonly achieved, or you may want to reduce the ultimate yield by a certain percentage. For example, roads, open space, drainage areas, parking requirements, and other public dedications can be limitations on achieving maximum allowances.

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In early planning stages, you may simply just want to account for an overall loss in yield without having those areas all mapped out. We'll set some of our designations here to less than 100% efficient to factor some of those losses and then click next. Sometimes you have mapped out constraints to development. Constraints are any areas where no development will occur. Typically, this can include water bodies, 100 year floodplain, protected wildlife habitat, wetlands, and steep slopes, amongst other considerations.

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These areas will get clipped out of the buildable area layer entirely. For our Urban Redevelopment project, we have proposed a future greenway zone, and we'll use this as a constraint. Finally, we have the ability to reduce our development allowance based on what's already on the ground. If you provide a point layer of existing buildings in your study area, build out will account for those in the numeric results and reduce accordingly. Here we'll use the layer existing building points.

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We're now ready to click, finish and run our refined numeric build out. Since we've already run Build out, we can choose to overwrite our last run, repopulating the results with our changes, or we can make a new scenario allowing us to compare different runs. We'll choose the second option, naming our new scenario Urban Fabric Refined. After this runs, Community Vis automatically switches you to the second scenario. On our map we can see where the greenway area was clipped out of the buildable area layer.

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Our charts are set to display the active scenario, but we can toggle to display them as compare by all scenarios to understand the differences from our changes. Not surprisingly, our refinements result in slightly less potential for dwelling units, buildings and floor area. This video explored the potential refinements to run a standard numeric build out analysis. Follow up videos will look at the next phases spatial and visual buildout options as well as even more advanced steps in the Community Viz build out wizard. Thank you for watching this Community Viz tutorial.

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