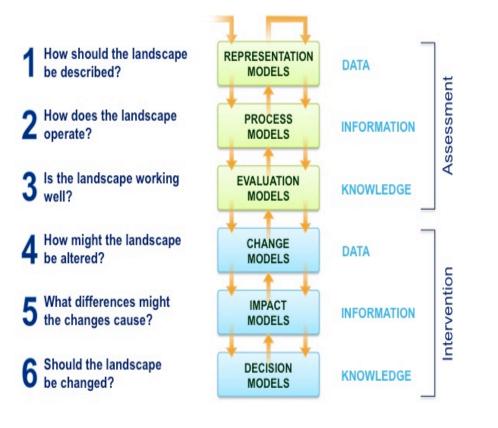
Enabling Technology

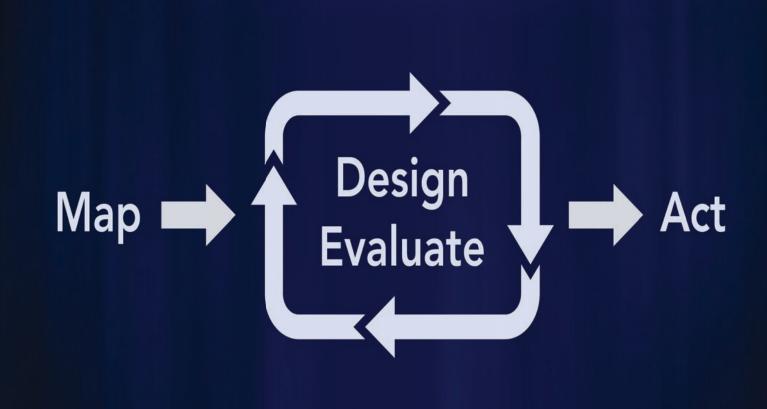
Matthew Baker

A Model for GeoDesign



The geodesign framework – by Carl Steinitz





By Matt Artz, Esri

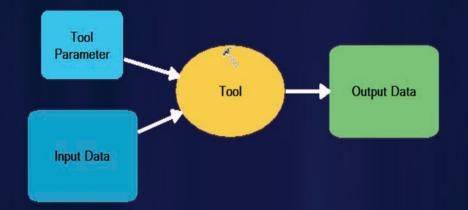
GeoDesign Workflows



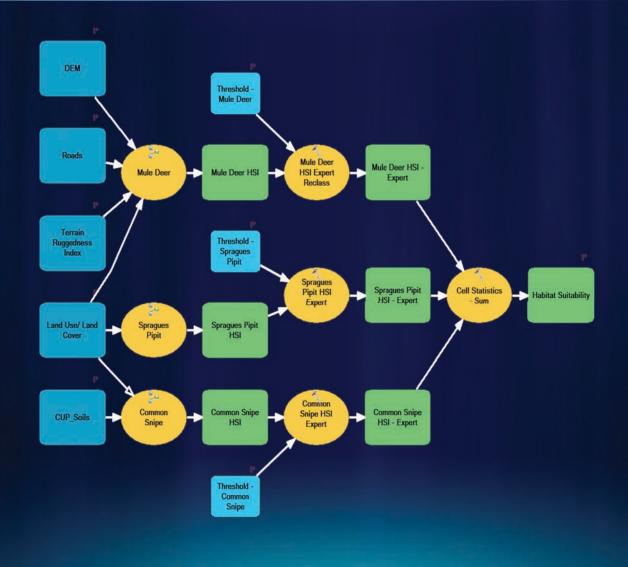
02 Planning and Design



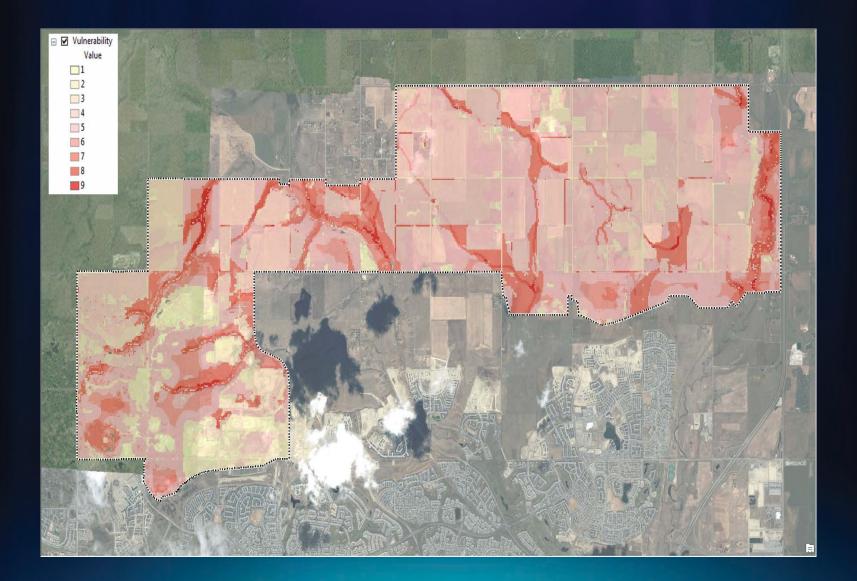
Model Builder



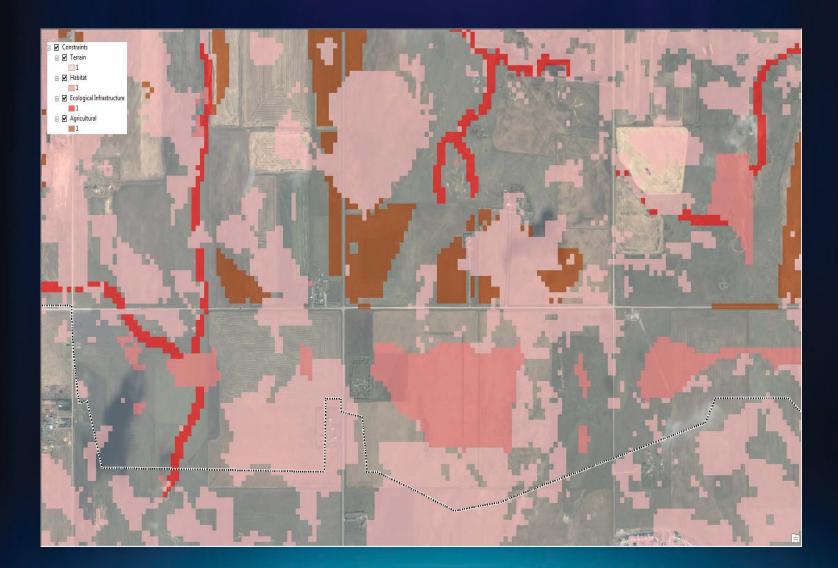
Model Builder and Suitability Analysis

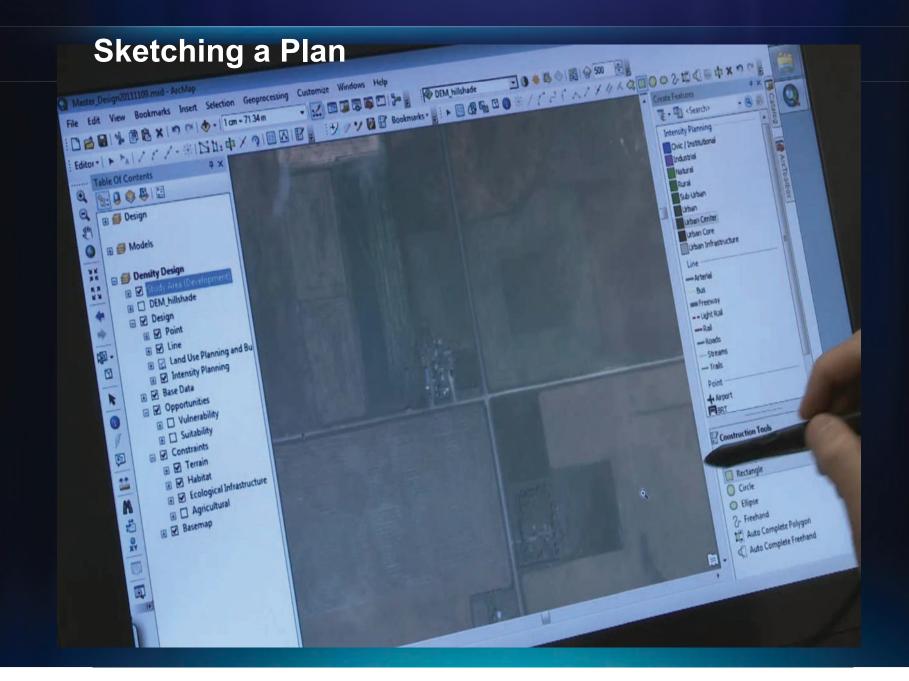


Opportunity and Vulnerability Analysis



Development Constraints

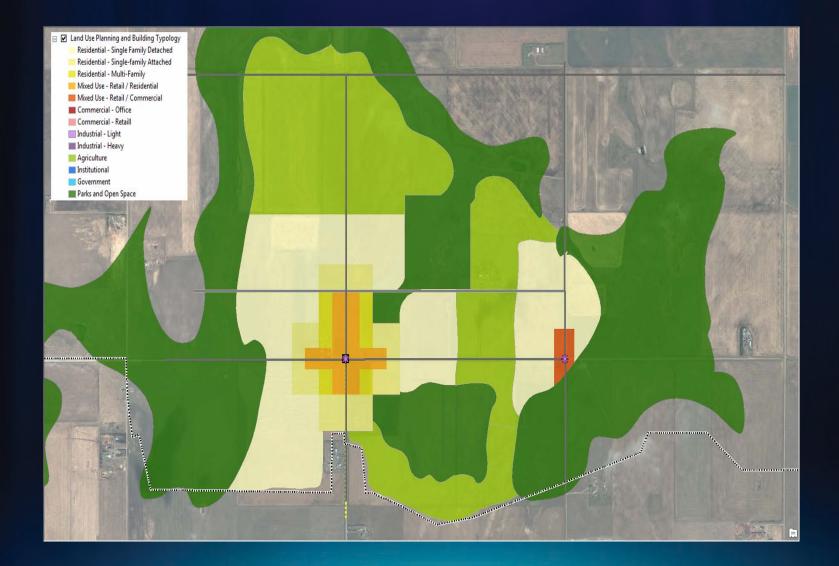




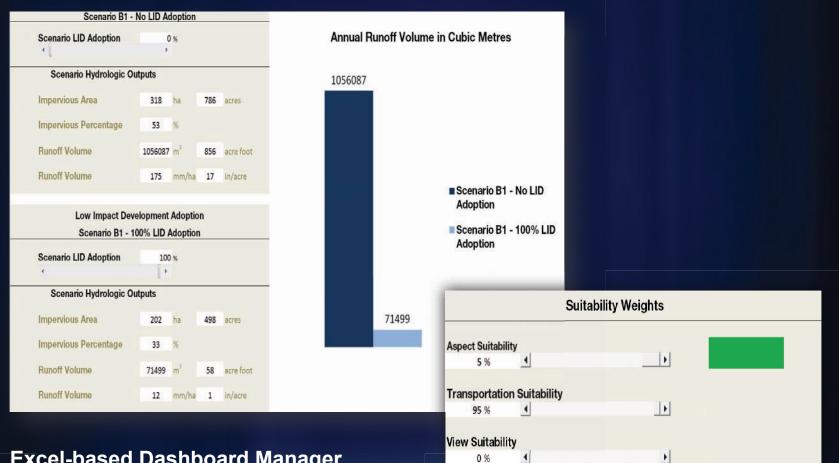
Intensity Plan



Land Use Plan



Evaluating Your Design

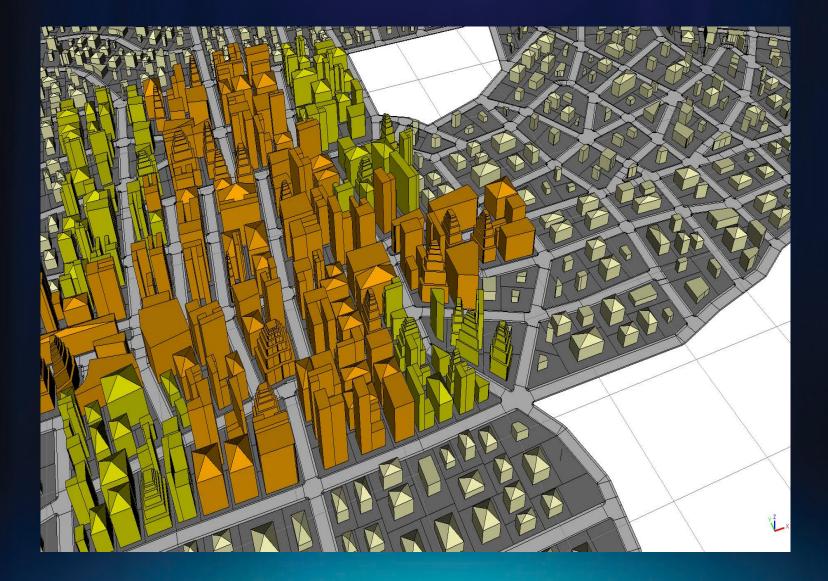


Excel-based Dashboard Manager

City Engine Integration



Generating Buildings and Parcels



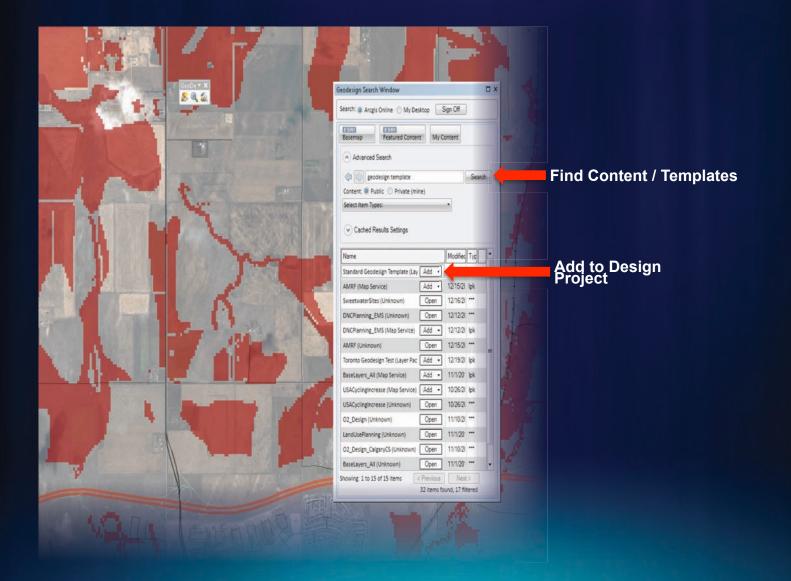
Land Use and Intensity drives Color and Height



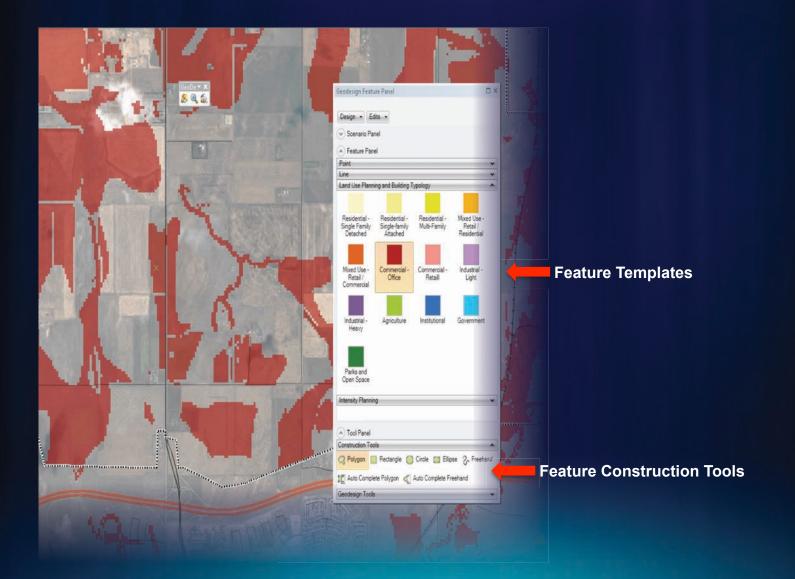
GeoDesign Tool Development



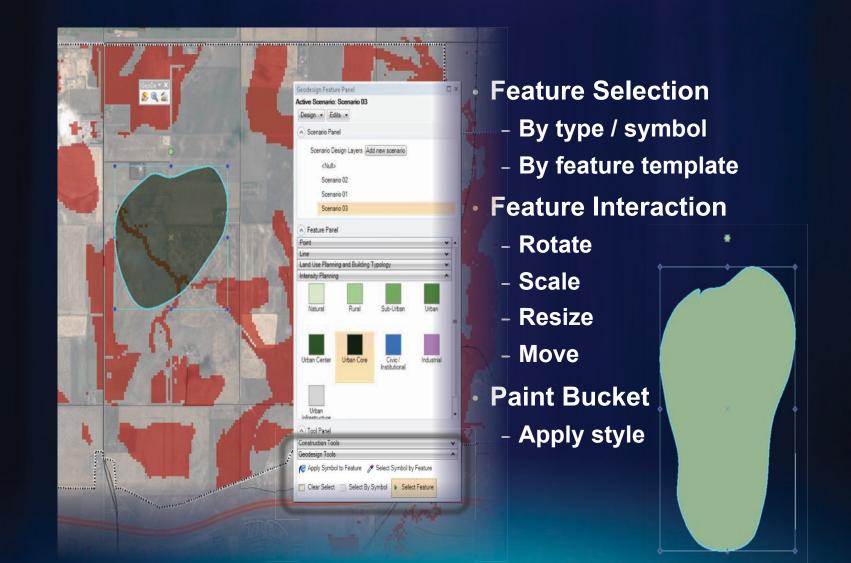
GeoDesign Window for ArcMap



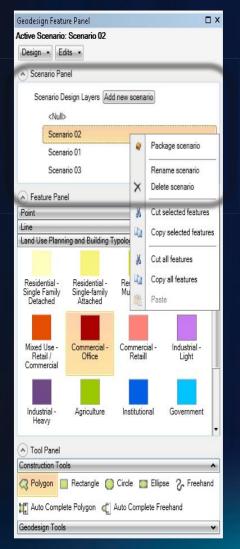
Sketching Features



GeoDesign Sketching Tools



Scenario Management

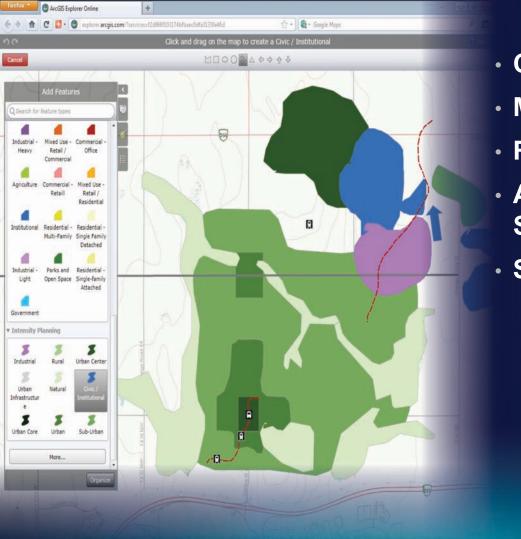


- What is a Scenario?
 - Text: "Scenario A"
- Scenario Manager
 - Create / delete / rename scenario
 - Manage features between scenarios
 - Toggle between scenarios
- Stored in single feature class
 - Ease of storage
 - Sharing

GeoDesign and the Web



Collaborative Design with ArcGIS Server



- Centralized data
- Multi-User Design
- Real-Time Updates
- ArcGIS Hosted Services
- Simple Interface

What's Next?

- Feedback!
 - Users drive software development
- Sketching Ideas Lab
 - Friday 1:30 Room D
- ArcGIS.com Group
 - GeoDesign with ArcGIS

Thank you! Matthew Baker matt_baker@esri.com