A Model for GeoDesign
The geodesign framework – by Carl Steinitz

1. How should the landscape be described?
2. How does the landscape operate?
3. Is the landscape working well?
4. How might the landscape be altered?
5. What differences might the changes cause?
6. Should the landscape be changed?
GeoDesign Workflows
02 Planning and Design
Model Builder
Model Builder and Suitability Analysis
Opportunity and Vulnerability Analysis
Development Constraints
Sketching a 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

Find Content / Templates

Add to Design Project
Sketching Features

Feature Templates

Feature Construction Tools
GeoDesign Sketching Tools

- Feature Selection
  - By type / symbol
  - By feature template
- Feature Interaction
  - Rotate
  - Scale
  - Resize
  - Move
- Paint Bucket
  - Apply style
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!
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