Set out below is a summary of some key aspects of urban design which run throughout this Compendium. These have been developed with specific reference to regeneration and development issues and provide a basis for starting to think about a site or area - whether an empty brownfield or greenfield site, or for the refurbishment of an existing urban area. As such they differ in emphasis although not in broad policy direction, from design principles or objectives published in other design documents.

**Table 1.1 – Key Aspects of Urban Design**

**Places for People**

For places to be well-used and well-loved, they must be safe, comfortable, varied and attractive. They also need to be distinctive, and offer variety, choice and fun. Vibrant places offer opportunities for meeting people, playing in the street and watching the world go by.

**Enrich the Existing**

New development should enrich the qualities of existing urban places. This means encouraging a distinctive response that arises from and complements its setting. This applies at every scale - the region, the city, the town, the neigbourhood, and the street.

**Make Connections**

Places need to be easy to get to and be integrated physically and visually with their surroundings. This requires attention to how to get around by foot, bicycle, public transport and the car - and in that order.

**Work with the Landscape**

Places that strike a balance between the natural and man made environment and utilise each site's intrinsic resources - the climate, landform, landscape and ecology - to maximise energy conservation and amenity.

**Mix Uses and Forms**

Stimulating, enjoyable and convenient places meet a variety of demands from the widest possible range of users, amenities and social groups. They also weave together different building forms, uses, tenures and densities.

**Manage the Investment**

For projects to be developable and well cared for they must be economically viable, well managed and maintained. This means understanding the market considerations of developers, ensuring long term commitment from the community and the local authority, defining appropriate delivery mechanisms and seeing this as part of the design process.

**Design for Change**

New development needs to be flexible enough to respond to future changes in use, lifestyle and demography. This means designing for energy and resource efficiency; creating flexibility in the use of property, public spaces and the service infrastructure and introducing new approaches to transportation, traffic management and parking.