Setback

The orientation of a building in relation to a property line, intended to maintain continuity along a streetscape.

Step Back

A recess of taller elements of a building in order to ensure an appropriate built form presence on the street edge.

Street Wall

The consistent edge formed by buildings fronting on a street.

Street Furniture

Municipal equipment placed along streets, including light fixtures, fire hydrants, benches, bike racks, mailboxes, newspaper boxes and kiosks.

Sustainability

Developing with the goal of maintaining natural resources and reducing human impact on ecosystems.

View Terminus

The end point of a view corridor, often accentuated by landmarks.

Vista

Direct and continuous views along straight streets or open spaces.

Wayfinding

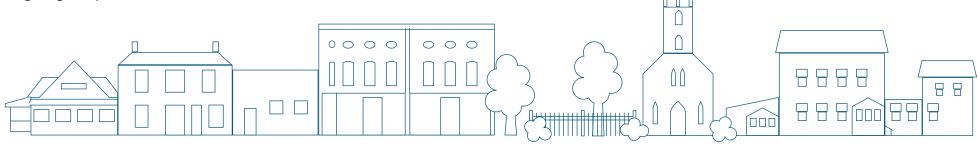
Design elements that help people to navigate through an area (e.g., signs, spatial markers).



Community Improvement Plan & Urban Design Guidelines

Community Open House November 26, 2025

Hosted by the Township of Puslinch, Facilitated by D.ura



URBAN DESIGN GLOSSARY

Accessibility

Providing for ease, safety, and choice when moving to and through places.

Adaptive Reuse

Converting an existing building into a new use.

Angular Plane

A geometric measurement that maintains solar access and height transition.

Branding

The consistent use of a community's visual identity through signage, furnishings, materials, and design elements to create a recognizable sense of place.

Character

The look and feel of an area, including activities that occur there.

Circulation

The movement patterns of people and vehicles through a site or community.

Compatibility

Similar size, form and character of a building relative to others around it.

Connectivity

The ease of movement and access between a network of places and spaces.

Facade

The exterior wall of a building exposed to public view.

Figure Ground

The visual relationship between built and unbuilt space.

Focal Point

A prominent feature or area of interest that can serve as a visual marker.

Gateway

A signature building or landscape to mark an entrance or arrival to an area.

Landmark

Highly distinctive buildings, structures or land areas that provide a sense of place and orientation.

Massing

The effect of modifying the height or bulk of the form of a building or group of buildings.

Node

A place where activity and circulation are concentrated.

Pedestrian-Oriented

An environment designed to ensure pedestrian safety and comfort for all ages and abilities.

Public Realm

Public spaces between buildings including boulevards and parks; where pedestrian activities occur.

Rhythm and Pattern

The repetition of elements such as materials, details, styles & lines; that provide visual interest.

Scale

The proportion and size of buildings, streetscape elements, and public spaces designed to support comfort, usability, and a positive human experience.