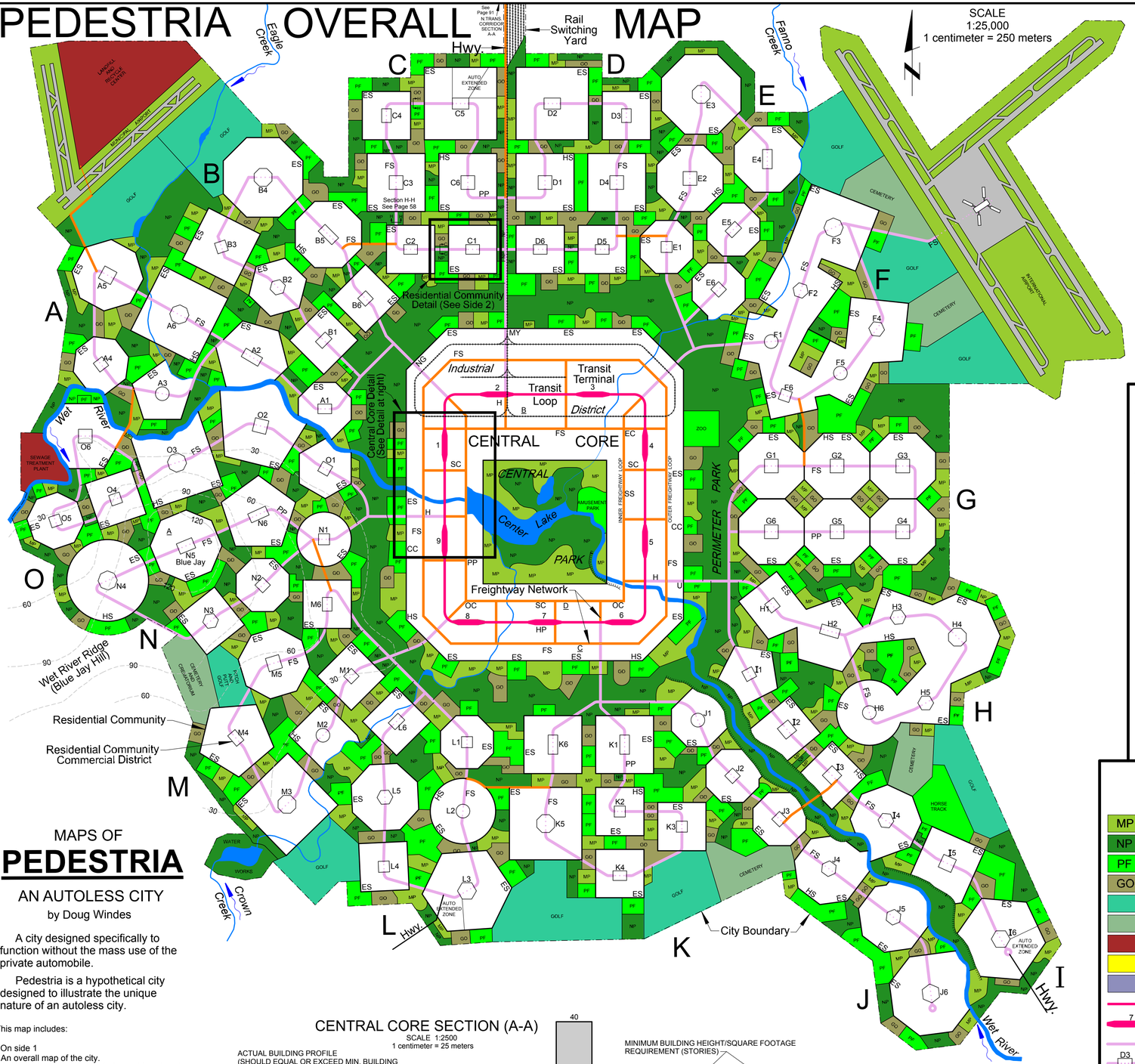
PEDESTRIA OVERALL MAP



MAPS OF

PEDESTRIA

AN AUTOLESS CITY

by Doug Windes

A city designed specifically to function without the mass use of the private automobile.

Pedestria is a hypothetical city designed to illustrate the unique nature of an autoless city.

This map includes:

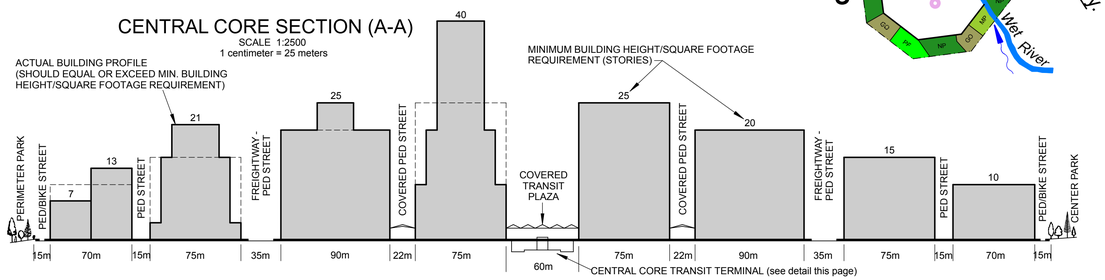
On side 1
- An overall map of the city.
- A detail of some of the central core (downtown).
- A detail of a transit terminal and major intersection
- A cross secton of the central core (downtown)

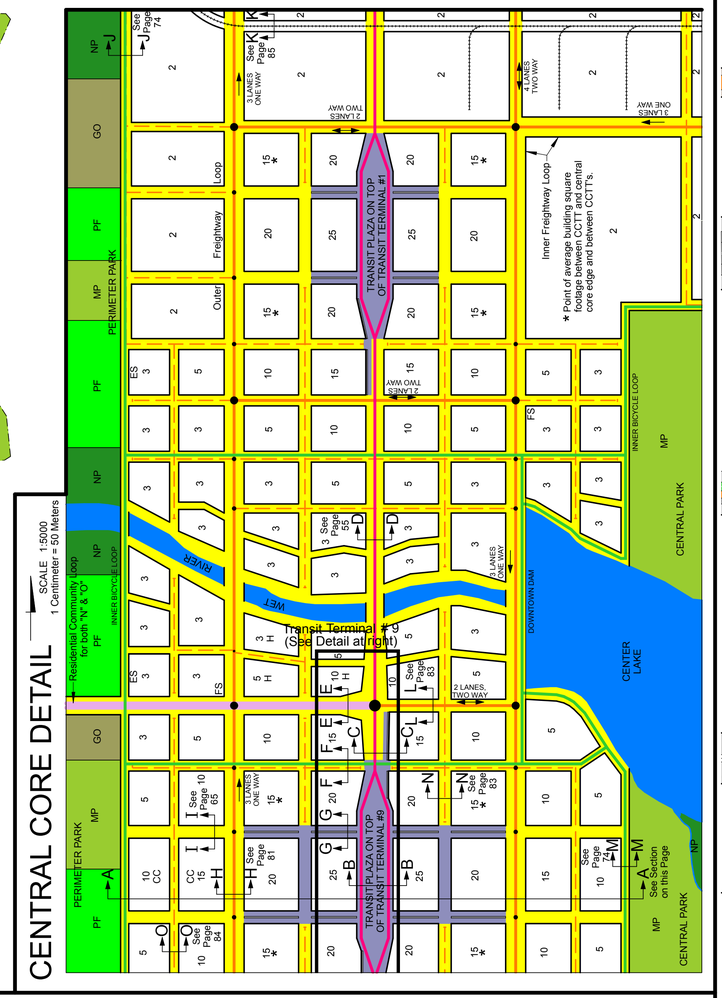
On side 2
- A detail of an entire residential community. plus surrounding open space.
- A cross section of the community's central commercial district.
- A cross section of the main roadway in and out of the community.

All scales are Metric measurements (meters, kilometers, hectares)

CENTRAL CORE SECTION (A-A)

SCALE 1:2500
1 centimeter = 25 meters



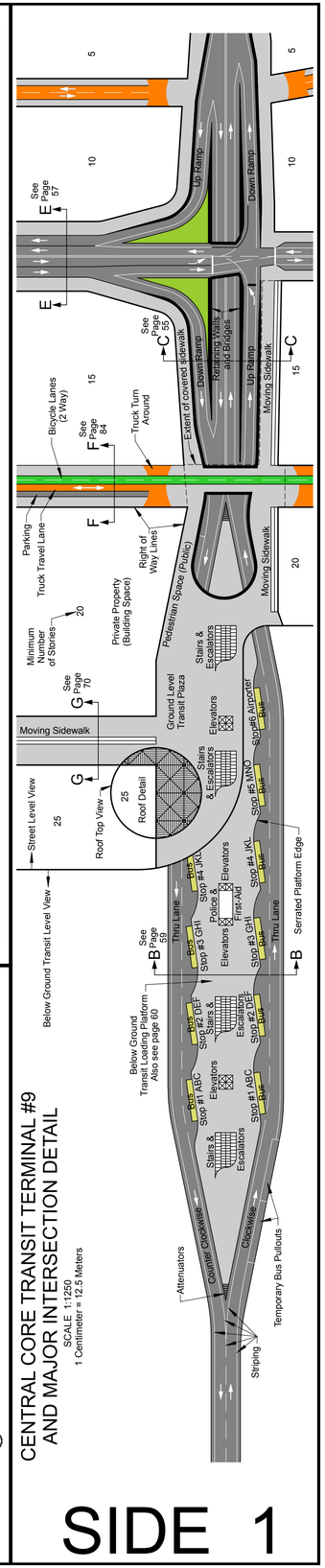


LEGEND FOR OVERALL MAP AND CENTRAL CORE DETAIL

- MP Manicured Park
- NP Natural Park (Forest)
- PF Playing Fields and other attractions
- GO Garden Plots and Orchards
- Golf Course
- Cemetery
- Treatment Plant and Landfill
- Public Rights of Way (Streets, Sidewalks, etc.)
- Covered Streets (Pedestrian Only)
- Central Core Transit Loop (Transit & Emergency only)
- 7 Central Core Transit Stop (Stop #7)
- Res. Comm. Transit Loop (Shared Transit & Freightway)
- D3 Res. Comm. Transit Stop (Stop #3 in Loop D)
- Freightway (No Transit)
- Local Access Freight Street
- Main Bicycle Street
- Hwy. Out of Town Highway
- Rail Line (Feeder or Spur)
- Moving Sidewalk
- Direction of Traffic
- Signalized Intersections - Major to Minor

- ES - Elementrary School (Grade school)
- HS - High School (Secondary school)
- CC - Community College
- U - University
- H - Hospital
- SS - Sport Stadiums Complex
- OC - Major Office Complex
- SC - Major Shopping Complex
- EC - Exposition/Convention Center
- MY - City Maintenance Yard
- NG - National Guard
- HP - Heliport
- FS - Firestation
- PP - Police Precinct Office

- City Boundary
- 30 Contours (30m intervals)
- B B Typical Cross Section
- K Residential Loop Identifier
- Bluff or Rock Outcrop
- D8 Residential Comm.(6th in Loop D)
- Detailed area
- 10 Developable Land (10 story min.)
- Pond, Lake or Reservoir
- Creek or River



SIDE 1