Citywide Design Guidelines Framework

1. Context & Site

- CS1. Natural Systems and Site Features
  - Energy Use
  - Sunlight and Natural Ventilation
  - Topography
  - Plants and Habitat
  - Water

- CS2. Urban Pattern and Form
  - Location in the City and Neighborhood
  - Adjacent Sites, Streets, and Open Streets
  - Relationship to the Block
  - Height, Bulk, and Scale

- CS3. Architectural Context and Character
  - Emphasizing Positive Neighborhood Attributes
  - Local History and Culture

2. Public Life

- PL1. Open Space Connectivity
  - Network of Open Spaces
  - Walkways and Connections
  - Outdoor Uses and Activities

- PL2. Walkability
  - Accessibility
  - Safety and Security
  - Weather Protection
  - Wayfinding

- PL3. Street-Level Interaction
  - Building Entries
  - Retail Edges
  - Residential Edges

- PL4. Active Transportation
  - Entry Locations and Relationships
  - Planning Ahead for Bicyclists
  - Planning Ahead for Transit

3. Design Concept

- DC1. Project Uses and Activities
  - Arrangement of Interior Uses
  - Vehicular Access and Circulation
  - Parking and Service Uses

- DC2. Architectural Concept
  - Massing
  - Architectural and Facade Composition
  - Secondary Architectural Features
  - Scale and Texture
  - Form and Function

- DC3. Open Space Concept
  - Building-Open Space Relationship
  - Open Space Uses and Activities
  - Design

- DC4. Materials
  - Exterior Elements and Finishes
  - Signage
  - Lighting
  - Trees, Landscape, and Hardscape Materials
Central Area Design Guidelines

Community Workshop Agenda
January 28, 2017

10:45 am - 11:10  Mingle & Refreshments
11:10 - 11:25    Attendee Introductions
11:25 - 11:30    CA DGC Introduction
11:30 - 12:00 pm Consultant Presentation
12:00 - 12:10    Questions, Instruction for Breakout Groups, & Relocation into Groups
12:10 - 1:00     Breakout Groups
1:00 - 1:30      Report Back & Next Steps

Thank you for your participation!
What design guidelines CAN do...

Help reinforce neighborhood character.
Help protect visual aspects of the neighborhood.
Address the visual impact of growth.
Indicate which approaches to design the community wants to encourage or discourage.
Be used as a tool by the Design Review Board and City to provide an objective basis for recommendations.
Identify the most important features of neighborhood character.
Serve as a tool for architects and developers in making preliminary design decisions.
Increase public awareness of design issues and options.
Increase community involvement in the design review process.
Be applied in tandem with the citywide guidelines.

What design guidelines CANNOT do...

Require design changes.
Limit growth or regulate where growth takes place.
Change Zoning of property or resolve disputes about Zoning.
Control uses of property or how space within a building is used.
Significantly reduce a project’s height, bulk, scale, or density.
Require community benefits.
Change the design review process.
Change the design review thresholds (i.e. change the zones in which design review is required).