

Urban Core Development & Design Standards

PROPOSED REVISIONS

Planning Services
11/10/2020

Definitions

Active Use: A category of uses in the Urban Districts that intersects the public-private realm to provide visual, cultural, and social interest to both those that are engaged in the use as well as passers-by. Uses such as commerce, recreation, institutions, and ground-story residences with primary entrances that take access from the public right of way create inviting spaces through their ability to stimulate interactivity.

Alleyway: A pedestrian passageway or path between or within buildings that is accessible to the general public and creates connectivity between rights of way, sidewalks, and other destinations.

Articulation, Vertical or Horizontal: In architecture, it is the definition of the formal elements of architectural design and expression. Through degrees of articulation, each part is united with the whole in such a way that the joined parts are put together to form a pattern. The articulation of a building reveals how the parts fit into the whole by emphasizing each part separately. Vertical articulation is the change of patterned façade elements from one vertical band to the left or right. Horizontal articulation is the change of patterned façade elements from one horizontal band or story to the stories above or below.

Building Mass: Refers to the structure in three dimensions (form), not just its outline from a single perspective (shape). Building Mass influences the sense of space which the building encloses, and helps to define both the interior space and the exterior shape of the building.

Bulkhead: The horizontal area between the bottom of the ground story to the bottom of an opening such as a window or bay.

DDRC: Downtown Design Review Committee.

Façade Composition: The arrangement and proportion of façade materials and elements (window, doors, columns, pilasters, bays). “Complete and discrete” means one part of the façade is clearly different from another to break down the perceived scale of large buildings and provide a better pedestrian experience.

Fenestration: The arrangement of windows and doors on the elevations of a building and their associated level of transparency. Fenestration is often examined as a pattern.

Forecourt: A private frontage wherein a portion of the facade is close to the frontage line and remaining facade is set back from the frontage line.

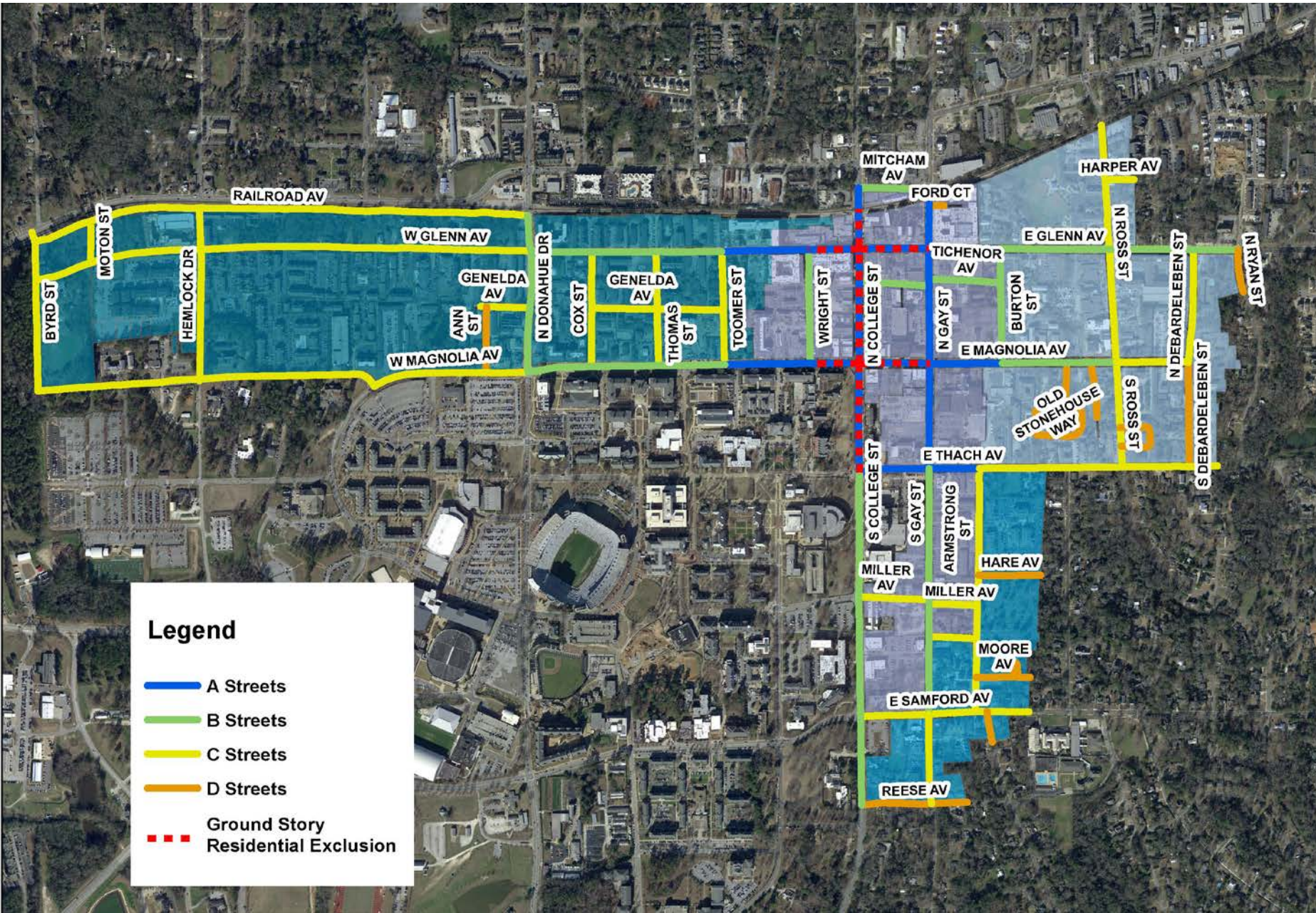
Functional Entrance: A building opening designed to be used by pedestrians and open during regular business hours or a private entrance to be used by residents of ground story residential. It does not include any entry exclusively designated as an emergency exit, entry to mechanical rooms, or a garage door not designed as a pedestrian entrance for the general public.

Spandrel: Horizontal element or infill that marks the floor level between stories and is above the fenestration of the façade.

Story Height: The vertical distance between the floor and the ceiling plus the thickness of the floors between each pane.

507.02 Street Hierarchy. Some Urban District development and design standards are based on the street(s) on which the subject property has frontage. This hierarchy is as follows:

- A. A Streets.
(specific streets, or portions thereof, are listed out here once settled)
- B. B Streets.
(specific streets, or portions thereof, are listed out here once settled)
- C. C Streets.
(specific streets, or portions thereof, are listed out here once settled)
- D. D Streets.
(specific streets, or portions thereof, are listed out here once settled)



Hierarchy Comparison

Aspect	A	B	C	D
Story Height	18/11	18/11	11/11	11/11
Fenestration	No more than 30% of any ground story façade: garage/service entry or blank walls	No more than 30% of any ground story façade: garage/service entry or blank walls	No more than 30% of any ground story façade: garage/service entry or blank walls	N/A
Ground Story Uses	Limit of 30% can be residential	N/A	N/A	N/A
Parking lot screening	Ground story parking setback of 15 feet Upper Story Screening No visible sloped ramps Façade articulation with vegetation or architecture	Ground story parking setback of 15 feet Upper Story Screening No visible sloped ramps Façade articulation with vegetation or architecture	Upper Story Screening No visible sloped ramps Screening with materials	Upper Story Screening
Functional Entrances	Minimum every 50 feet	Minimum every 50 feet	Minimum every 50 feet	N/A

Story Height

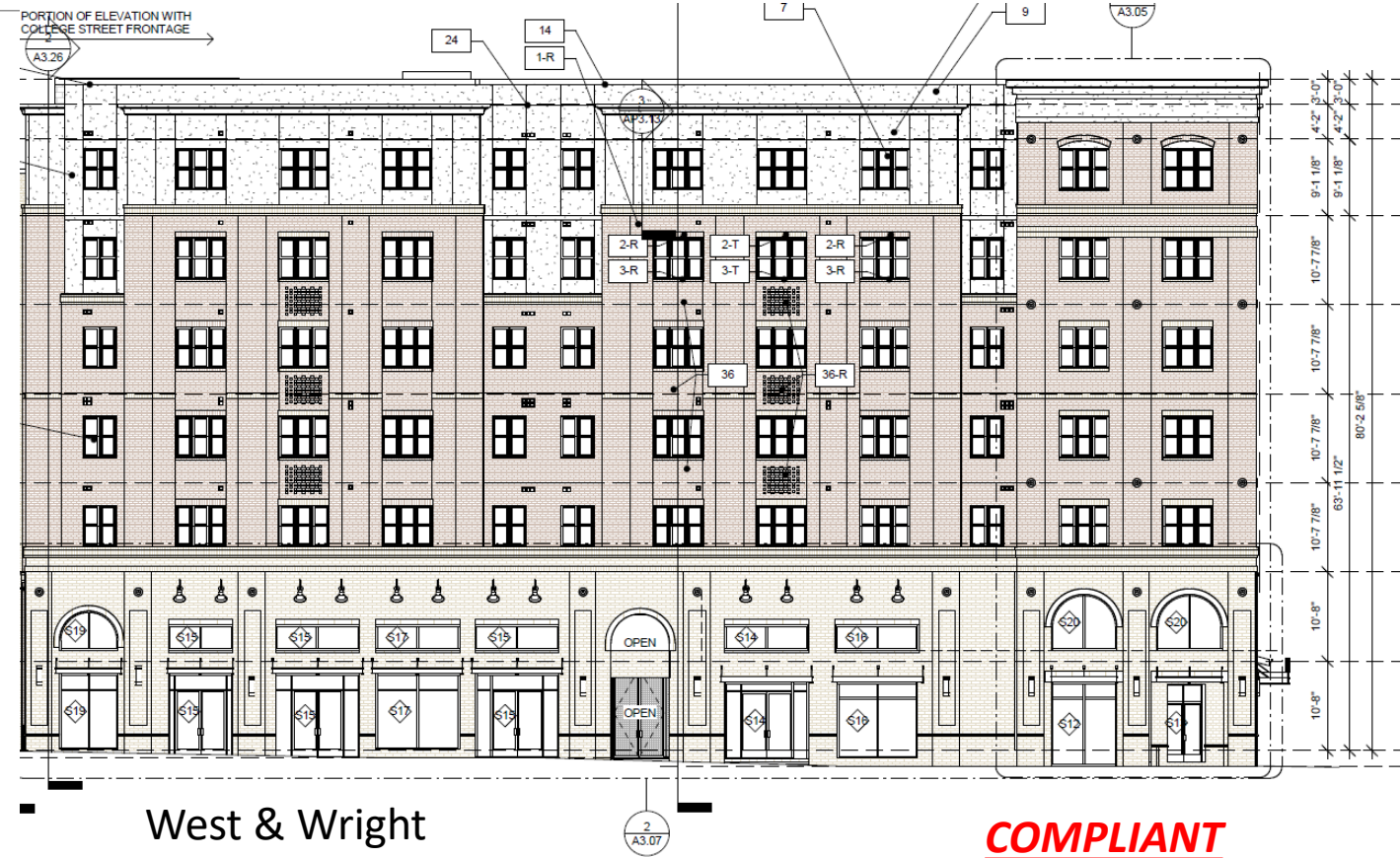
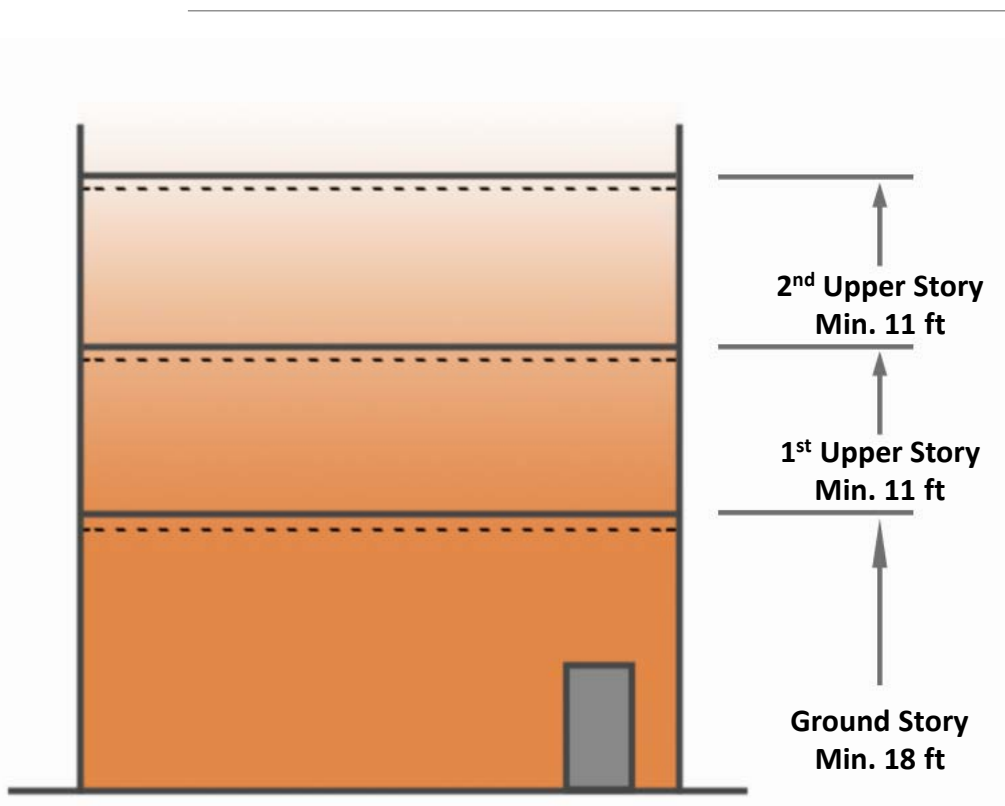
A & B Streets:

The minimum ground story height shall be 18 feet, floor to floor.

The minimum upper story height shall be 11 feet, floor to floor.

C & D Streets:

The minimum story height shall be 11 feet, floor to floor.



ELEV 1 EAST ELEVATION
3/32" = 1'-0" A3.02 NORTH COLLEGE STREET

Building Length

Building Mass	The maximum street-facing building length is 200 feet.
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Antunovich Associates

The Hub (proposed)

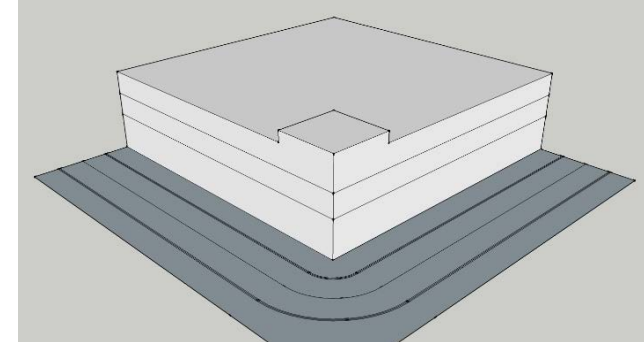
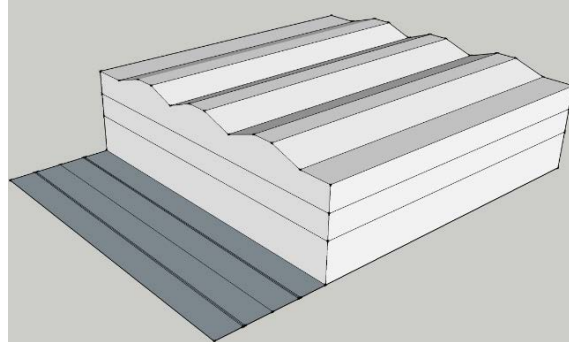
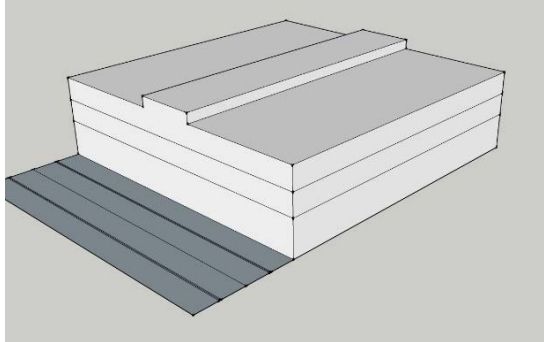


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Building Height Articulation

Building Mass	Articulation in Building Height: For buildings 150 feet or more in length, at least 30% of the street-facing roof line must have a variation in height of at least five (5) feet . On a corner lot, the variation in height must be at least ten (10) feet and be located at the corner of the building that addresses both street fronts. Parapets and other prominent architectural details visible from the street which rise above the building roofline may account for the required articulation in structure height.
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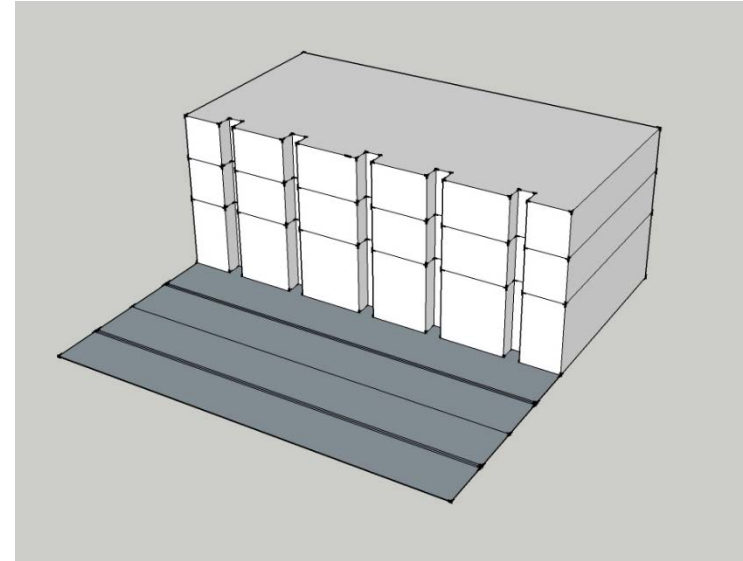
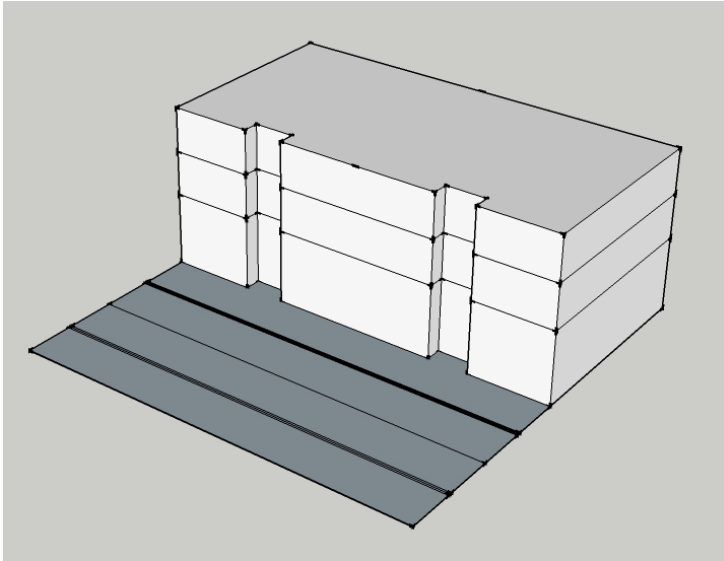
Corner Lot Roof Variation

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Articulation in Façade

Building Mass

Articulation in Building Façade: Buildings 100 feet or more in length must use **changes in the depth of building plane to create variations in the building face.**



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Alleyways

Building Mass

A public pedestrian alleyway or passageway no less than ten (10) feet wide shall be provided either between buildings or incorporated into structures every 200 feet. These corridors **shall be accessible to the general public** and shall provide one or more of the following:

1. Connect different rights of way
2. Provide access to internal public parking
3. Provide access to pedestrian path networks
4. Provide access to outdoor entrances and uses which are internal to the development



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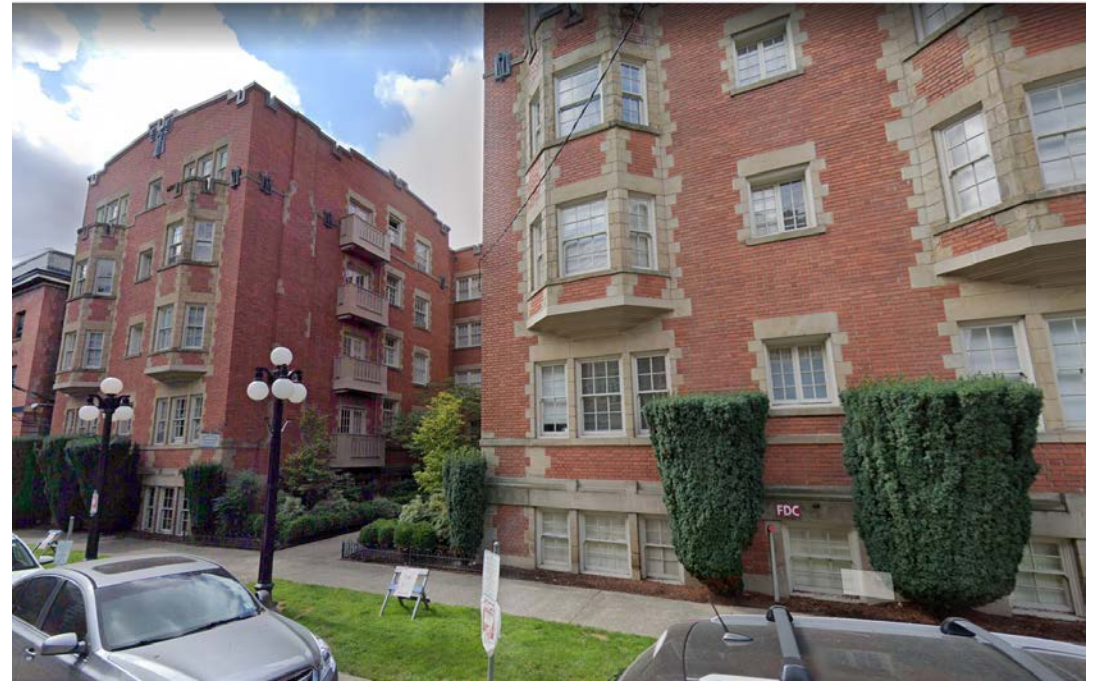


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Forecourts

Building Mass

A portion of the building, not to exceed thirty percent (30%) of the street frontage but no less than ten (10) feet in width, may be used as a recessed area along the front plane for additional entrances and amenity space. Vehicular access shall be prohibited in this space. A maximum of one forecourt is permitted per lot.



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Functional Entrances

Functional Entrances	<p>Ground story uses, including ground story residential, shall provide a functional entrance accessible to the general public or residents at least every fifty (50) feet. On corner lots, a primary entrance shall be located at the corner. Pedestrian alleyways and passages may satisfy this requirement.</p> <p>Not required for D Street frontages.</p>
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NONCOMPLIANT

Maximum Façade Length

Façade Composition

The maximum length of individual façade compositions along a required building line, generally running parallel to the fronting sidewalk, shall be 100 feet. Other façade arrangements may be considered, as deemed appropriate by the Downtown Design Review Committee (DDRC).



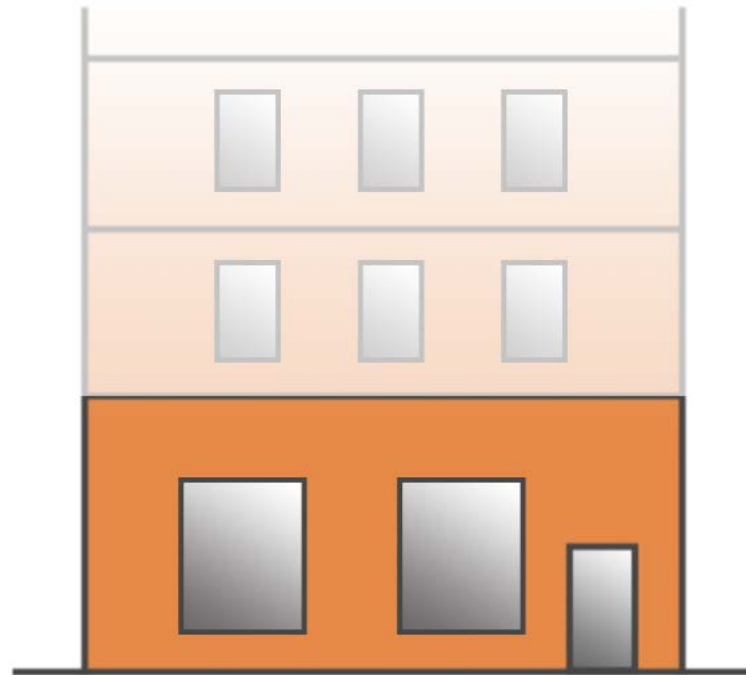
The Hub

NONCOMPLIANT

Fenestration

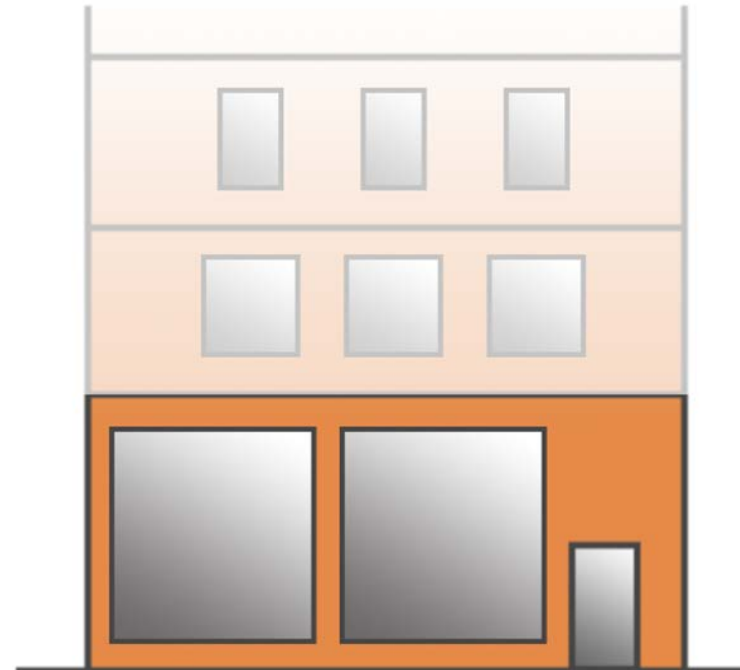
Fenestration

The percentage of openings for glass fenestration at the ground story is required to be a minimum of 50% of the total façade area measured from floor to floor.



Current

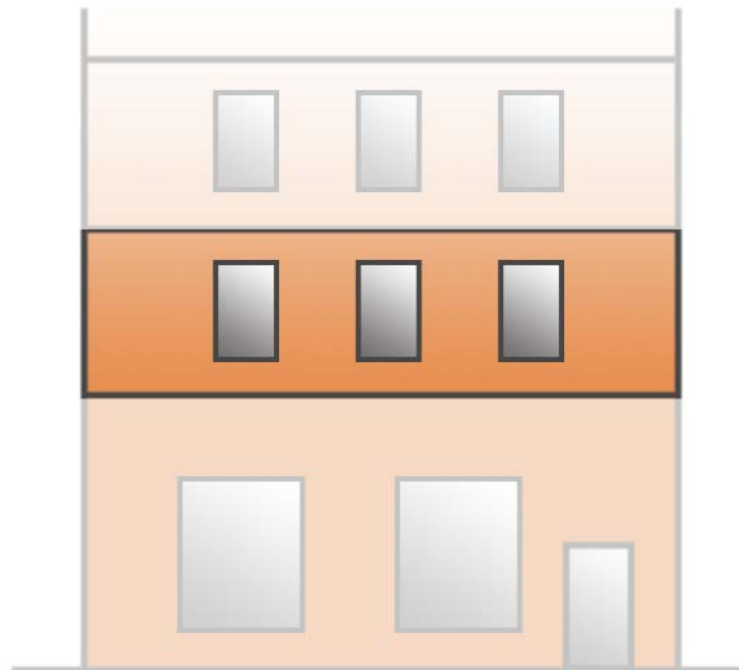
Ground Story
Min. 30%



Proposed

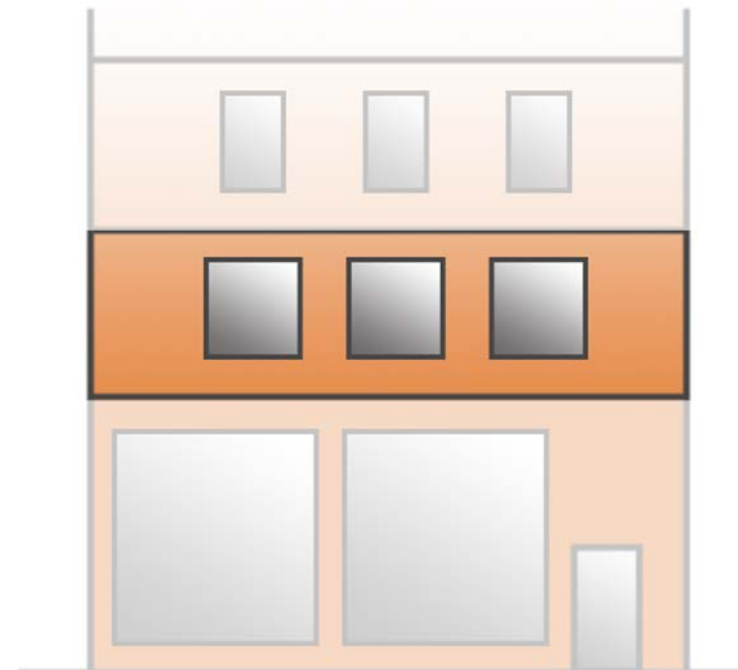
Ground Story
Min. 50%

Fenestration	The percentage of openings for glass fenestration at the second story is required to be 30% of the total façade area measured from floor to floor.
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Current

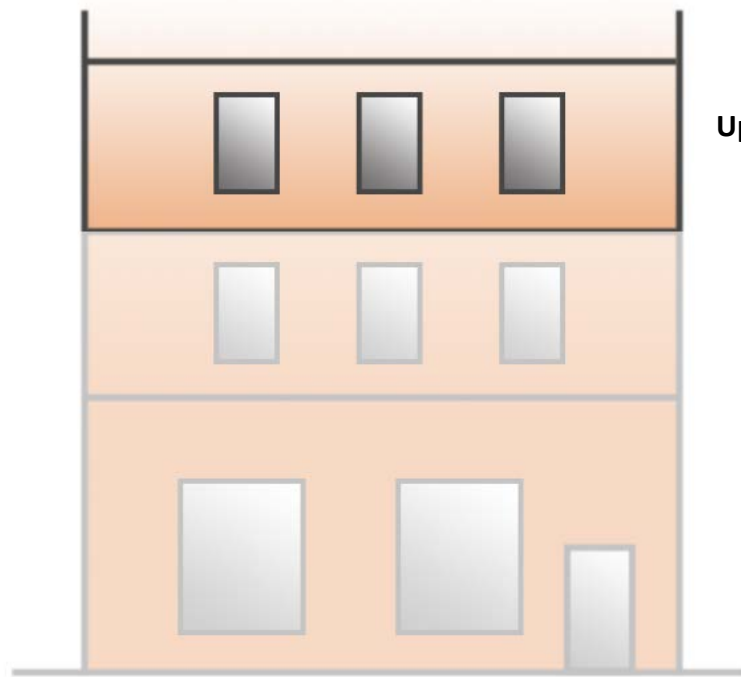
**Upper Stories
Min. 20%**



Proposed

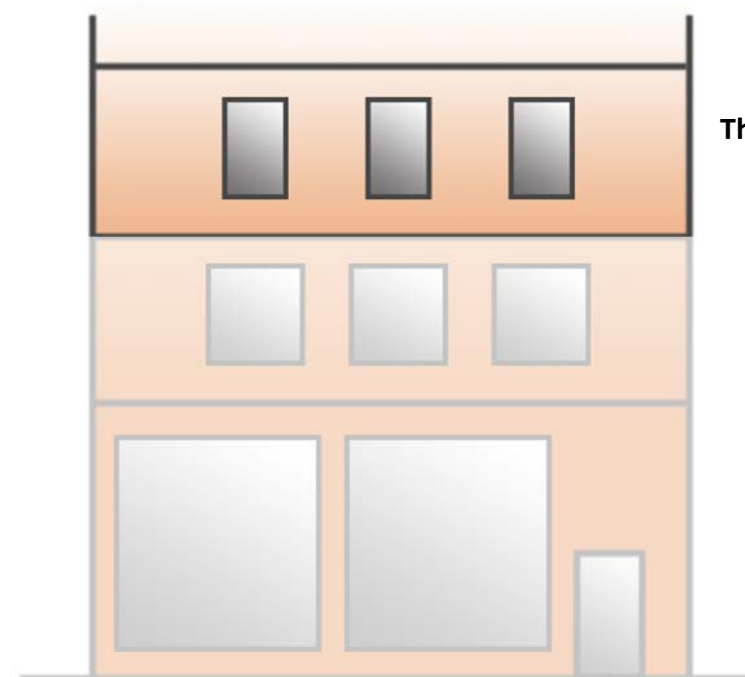
**Second Story
Min. 30%**

Fenestration	The percentage of openings for glass fenestration at the third story and above is required to be a minimum of 20% of the total façade area measured from floor to floor.
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Current

**Upper Stories
Min. 20%**



Proposed

**Third Story and Above
Min. 20%**

Fenestration

The maximum bulkhead of ground story is four (4) feet above the grade level. Spandrel area shall be no larger than six (6) feet in height for all ground story fenestration.



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3.5' bulkhead

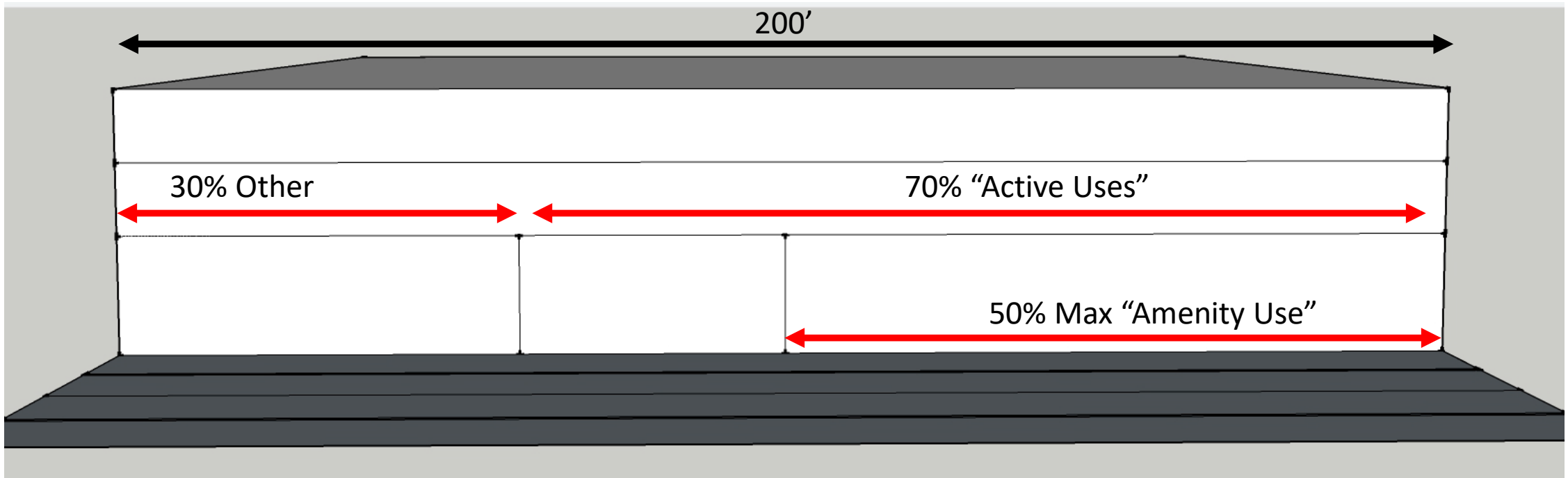


~12' spandrel

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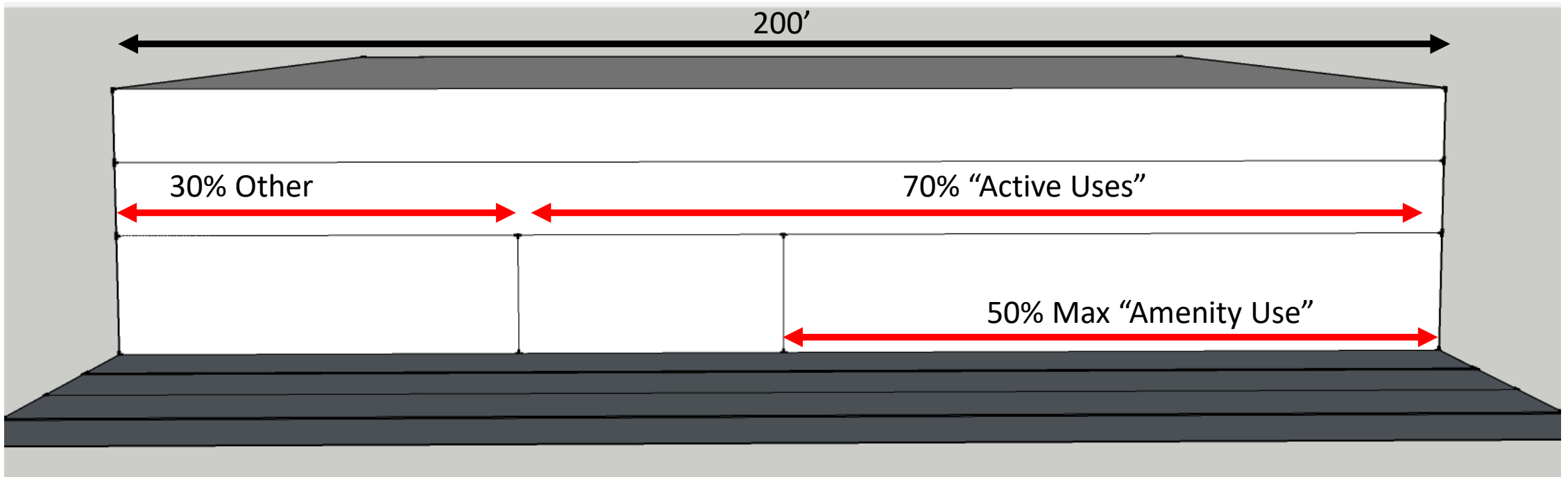
Ground Story Uses

Ground Story Uses	Ground stories must contain an active use for no less than 70% of the length of any street frontage. No more than 50% of ground story street frontage shall be used as private amenity space for exclusive use by residents of the building.
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Ground Story Uses

Ground Story Uses	<p>Additional ground story use requirements by Street Hierarchy:</p> <p>A, B, & C Streets: Garages, blank walls, service entries, or mechanical rooms shall not exceed 30% of the ground story street frontage.</p>
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Ground Story Uses

Ground Story Uses

Corner lots shall locate **any** non-residential uses at the intersection of the highest street hierarchy. Garage entrances, mechanical rooms, blank walls, and areas inaccessible to the general public are prohibited on building corners.



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Ground Story Residential Treatment

Ground Story Residential

Ground story residential units shall be designed as independent living units with a primary entrance that takes access from the public right of way or nearest sidewalk. No more than four individual units may share said entryway. Units on the 3rd story and above shall take separate access interior to the building.

Minimum unit width: 18 feet

Maximum unit width: 50 feet

Minimum front setback (in UC): 5 feet

Minimum fenestration: 30%

A Streets: No more than 30% of ground story street frontage shall be used for residential uses.*

*The Planning Director may waive this limitation. ~~if market conditions are not favorable for non-residential uses in that area.~~

Ground story residential uses are prohibited on the following streets:

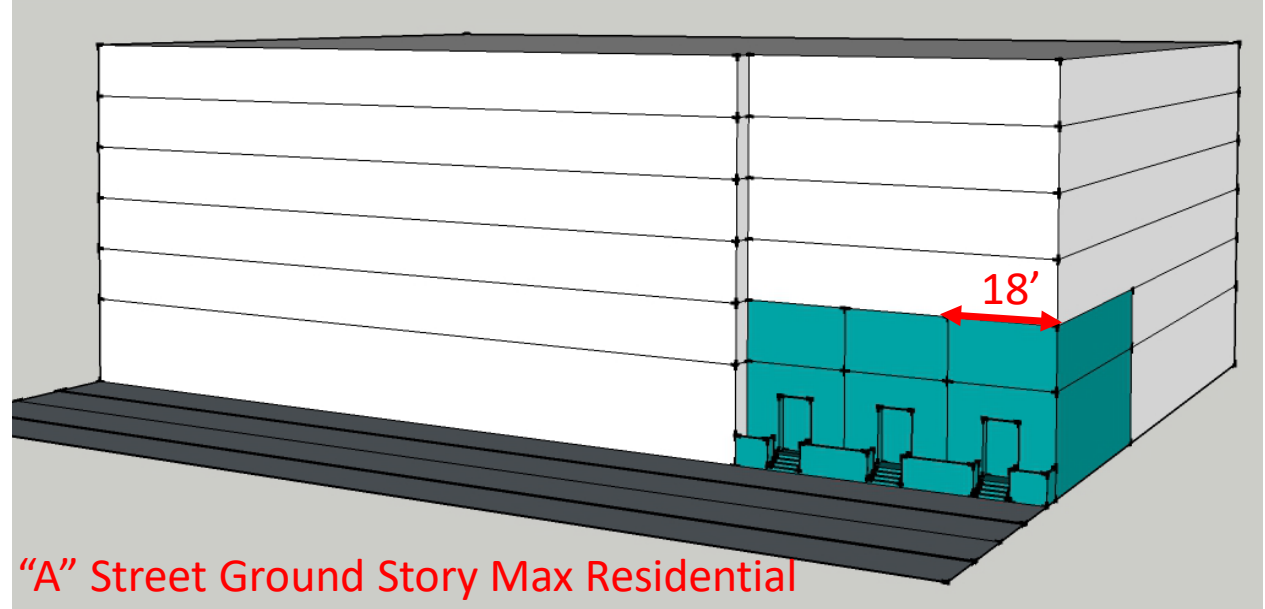
1. North College Street between East/West Magnolia Avenue and the railroad right of way between East/West Glenn Avenue and Mitcham Avenue
2. South College Street between East/West Magnolia Avenue and East Thach Avenue
3. West Glenn Avenue between Wright Street and North College Avenue
4. East Glenn Avenue between North College Avenue and North Gay Street
5. West Magnolia Avenue between Wright Street and North/South College Street
6. East Magnolia Avenue between North/South College Street and North/South Gay Street

(See Section 502.02(A.) for fee-simple Single-family detached)

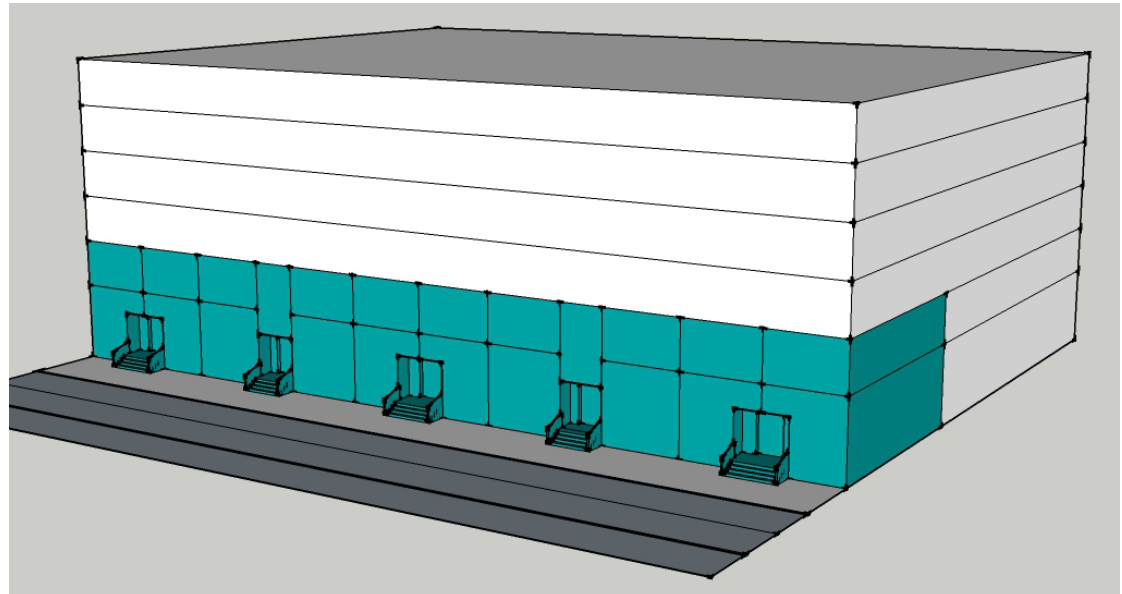
Ground Story Residential Prohibited



Ground Story Residential Treatment



"A" Street Ground Story Max Residential



"B" or "C" Street Ground Story Max Residential

Parking Lot Screening

Parking Lot Screening

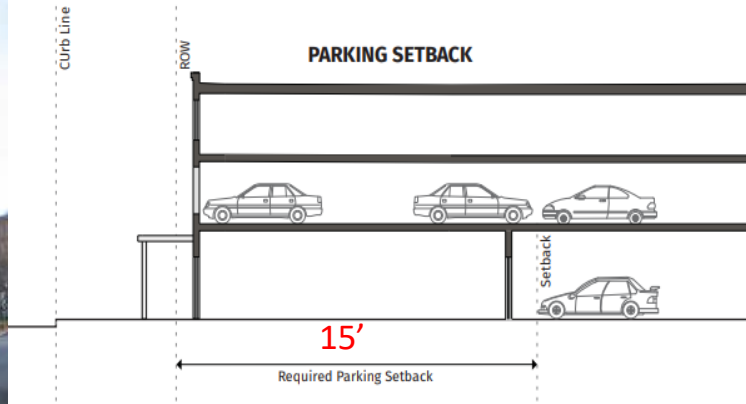
Screening Requirements by Street Hierarchy:

A & B Streets: Ground story parking shall be setback no less than 15 feet from the property line and shall be screened using an appropriate façade composition or use. Where upper stories of structured parking are located at the perimeter of a building, they must be screened so that cars are not visible from adjacent streets. Sloped ramps must not be discernable along the perimeter of the parking structure. Architectural and/or vegetative screens must be used to articulate the façade, hide parked vehicles and shield lighting. Surface parking adjacent to any street ROW shall also be screened with a Type 1, Option A fence (see Figure 4-2) with support piers that meet the Cladding Materials and Exterior Wall Palette requirements of this section.

C Streets: Where upper stories of structured parking are located at the perimeter of a building, they must be screened so that cars are not visible from adjacent streets. Screening must use approved cladding material or vegetation to hide parked vehicles and shield lighting. Sloped ramps must not be discernable along the perimeter of the parking structure. Surface parking adjacent to any street ROW shall also be screened with a Type 1, Option A fence (see Figure 4-2) with support piers that are clad with stone, brick, stucco or architecturally decorative concrete block.

D Streets: Where upper stories of structured parking are located at the perimeter of the building, walls and other screening shall be utilized to hide parked vehicles and shield lighting.

Parking Lot Screening



Acceptable for A streets.



Acceptable for B streets.



Acceptable for C streets.



Acceptable for surface parking

Parking Lot Screening

<p>Parking Lot Screening</p>	<p>Grade level parking (surface or structured) must be screened with a building. In cases where the parking cannot be screened by a building of the permitted use as determined by the Planning Director, parking adjacent to any street ROW must be separated with a planted buffer at least 15 10 feet wide on A and B streets, and at least 5 feet wide on C and D streets.</p> <p>The planting requirement shall be 1 canopy tree and 6 shrubs for every twenty-five (25) feet of ROW frontage. The planting requirements and buffer width may vary due to site conditions at the discretion of the Planning Director.</p>
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Cladding Materials

Cladding Materials, Exterior Wall Palette, Materials and Composition

Building materials shall consist of stone, masonry, ceramic tile, terracotta tile, wood (not composite), precast concrete and traditional “hard coat” stucco or other materials as deemed appropriate by the DDRC brick with accents of stucco, limestone, or wood. If synthetic materials are used, they must simulate natural materials and are limited to architectural trim and cornices as deemed appropriate by the DDRC. Applicants should meet early on with Planning staff and refer to the Downtown Design Guidelines for guidance on appropriate materials.

~~Plain concrete block (CMU), synthetic stucco (EFIS), cementitious siding, composite plywood siding, plastic and vinyl are prohibited exterior building materials.~~

~~The palette of the exterior building materials must be in a range outlined by the color palette. (See Urban Core Development Guidelines.)~~

~~Brick shall be in a range in color from red to dark reddish brown. Brick texture may be wood mold, wire cut, or smooth face. (See Urban Core Development Guidelines.)~~

~~Visible sloped roofing shall be slate, asphalt shingles, copper, or pre-finished kynar paint coated metal. (See Urban Core Development Guidelines.)~~

EFIS



CMU



Cementitious Siding

Plywood Siding

