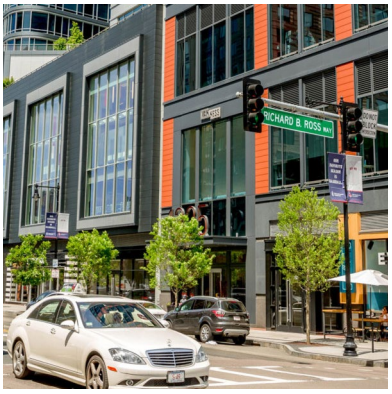

DESIGN GUIDELINES

NORTHLAND NEWTON DEVELOPMENT

Prepared by the City of Newton, MA

September 2019

NORTHLAND NEWTON DEVELOPMENT
DESIGN GUIDELINES

INTRODUCTION

This Design Guideline document was created by the City of Newton Planning & Development Department to provide a framework for the incremental execution of the Northland Newton development. Crafted in collaboration with the City's Urban Design On-Call consultant, Form + Place, Inc., the proponent Northland Investment Corporation and the proponent's design team, these guidelines were adopted by the Newton City Council during the Special Permit approvals process. This document is intended to be a tool for both the proponent, providing a degree of design flexibility to respond to evolving development realities, and the City, ensuring that the realized project matches expectations set forth in the master plan.

These Design Guidelines were formulated to embody the goals and objectives of the Needham Street Area Vision Plan, which was adopted in August of 2018. This community-driven Vision Plan provides recommended implementation strategies for development along the Needham Street corridor and in surrounding neighborhoods, identifying environmental, transportation, land use and design aspirations.

The guidelines are organized into three distinct categories - district design, block design and building design - to allow for careful consideration of the proposed development at a variety of scales. Guidelines at the district level are intended to evaluate the implementation of the project holistically, taking into consideration the overall quality of the public realm and the projects connectivity to the surrounding context. Block design and Building design criteria are intended to allow the City to take a more detailed look at the place-making and architectural qualities of the proposed development and consider its merits.

PROCESS

Following Special Permit approval, and at each phase of implementation of the master plan, the proponent will be required to file a building permit application. In each instance, the proponent will fill out the Design Guideline Evaluation Template, explaining how the proposed development responds to the recommended design criteria and is consistent with the approved Special Permit application. In addition to the written responses to the Design Guidelines, the proponent can reference site and architectural drawings required in the Building Permit application to illustrate the design intent.

The City will then undertake a consistency determination process, which will include a review and recommendation by Planning & Development Department staff and/or their Peer Review consultants. The application will then be reviewed by the Newton Urban Design Commission, followed by the Land Use Committee of the City Council, each providing input as to the consistency of the submittal, before final consideration for approval by the Commissioner of the Newton Inspectional Services Department.

NORTHLAND NEWTON DEVELOPMENT

DESIGN GUIDELINES

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REFERENCED DOCUMENTS

CITY OF NEWTON COMPREHENSIVE PLAN [2007]
http://www.newtonma.gov/civicax/filebank/documents/53304

NEEDHAM STREET AREA VISION PLAN [2018]
http://www.newtonma.gov/civicax/filebank/documents/91211

NEWTON CITY ORDINANCES, CHAPTER 30: ZONING ORDINANCE [Updated 2019]
http://www.newtonma.gov/civicax/filebank/documents/69436

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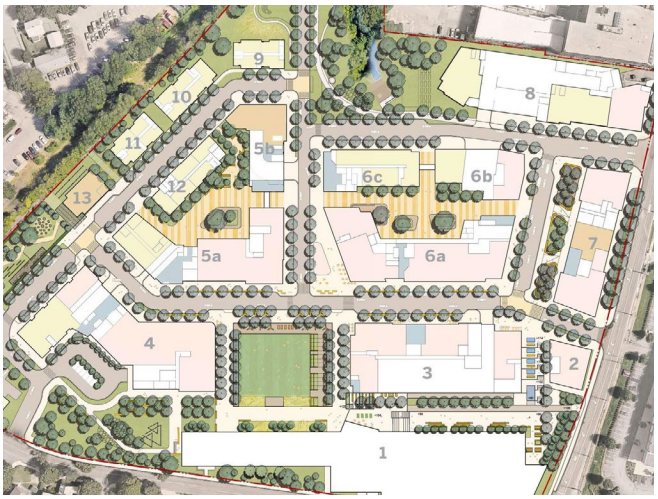
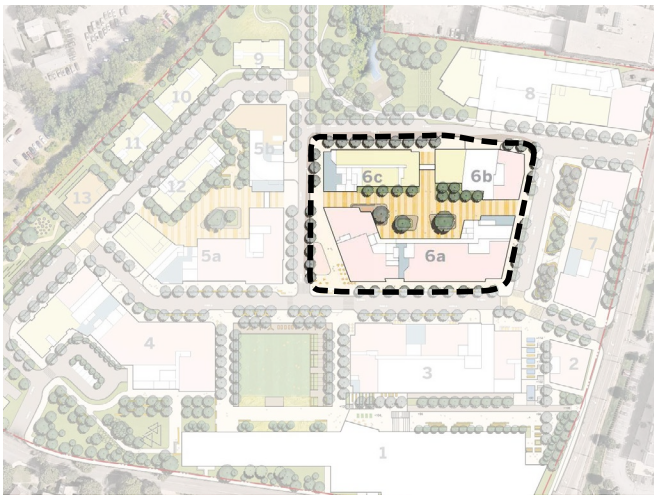
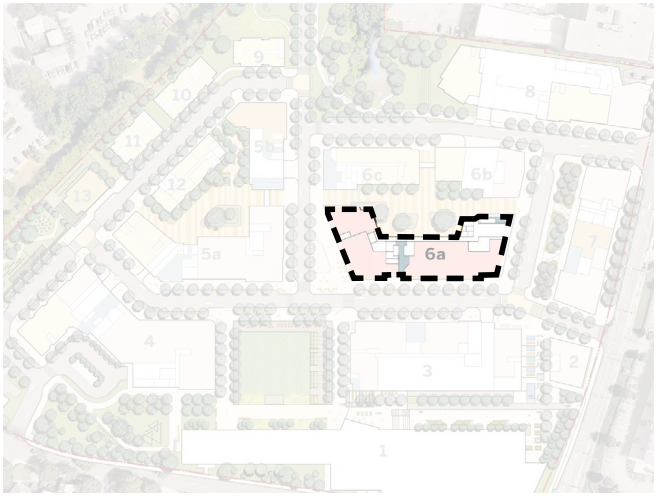
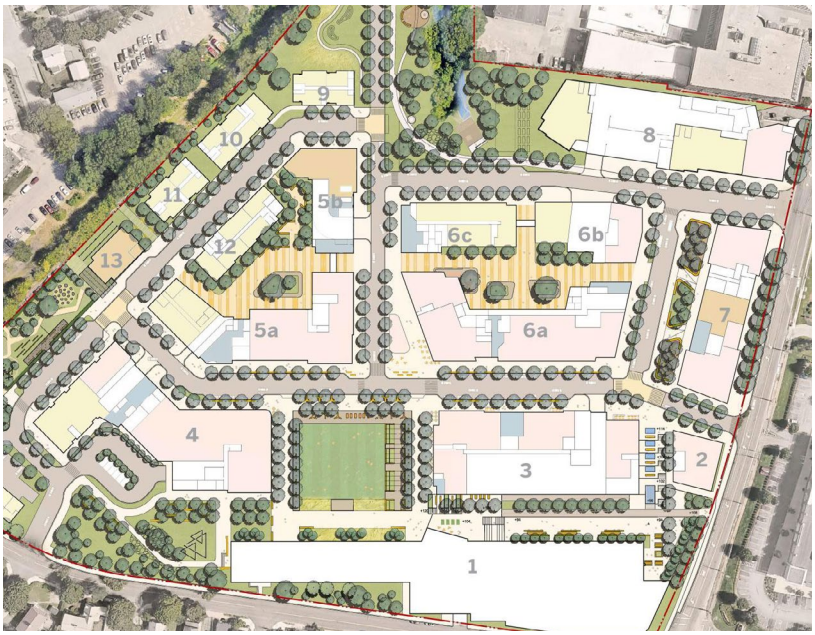








DISTRICT DESIGN

These District Design Guidelines are intended to promote development that is consistent with the City's goals, as outlined in the Comprehensive Plan and the Needham Street Area Vision Plan. Large-scale projects should utilize consistent development patterns that facilitate respectful visual and physical connections to surrounding neighborhoods. Place-making strategies that result in compact, walkable environments focus on the purposeful design of built form and its role in defining the public realm. Integrating usable open space and a hierarchy of street typologies will help achieve the goal to create a vibrant mixed-use neighborhood. Sustainable community development should minimize environmental impacts by incorporating efficient building and infrastructure systems and preserving existing natural resources.

1 | CONNECTIVITY TO SURROUNDING CONTEXT
- A. Compatibility with the Comprehensive Plan and the Needham Street Area Vision Plan
- B. Vehicular Connectivity
- C. Transit Connectivity
- D. Open Space Network: Pedestrian and Bike Connectivity
- E. Visual Connectivity
- F. Cultural / Historical Connectivity

2 | BLOCK STRUCTURE
- A. Consistency of Development Pattern
- B. Variation in Block Structure
- C. Terminating Views and Framing Views
- D. Block Massing

3 | STREET DESIGN
- A. Reinforce a Hierarchy of Streets within a Neighborhood
- B. Relationship of Buildings to Street Types

4 | PUBLIC SPACE DESIGN
- A. Place-making Goals: Function and Character of Open Space
- B. Quality of Amenities
- C. Integration of Public Art [local, historic]
- D. ADA compatibility
- E. Programming

5 | SIGNAGE
- A. Consistency
- B. Integration
- C. Aesthetics

6 | SUSTAINABILITY NEIGHBORHOOD DESIGN [LEED ND]
- A. Smart Location and Linkage
- B. Neighborhood Pattern and Design
- C. Green Infrastructure and Buildings

DISTRICT DESIGN NO. I
CONNECTIVITY TO SURROUNDING CONTEXT

GOAL | District-scaled developments should focus on addressing transitions to their abutting contexts – which can be diverse in nature – knitting together with existing fabric in ways that are sensitive to surrounding communities.

A. COMPATIBILITY WITH THE COMPREHENSIVE PLAN AND THE NEEDHAM STREET AREA VISION PLAN

A.01| Reinforcing the Vision Plan

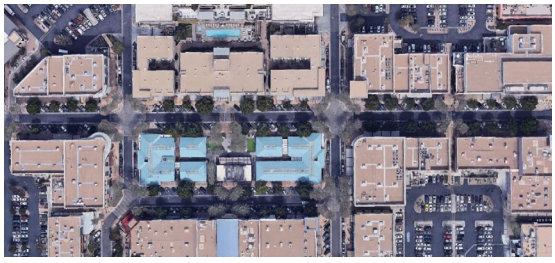
The Vision Plan reinforces the goals outlined in the City's Comprehensive Plan, placing emphasis on the most pertinent issues related to land use, transportation and environmental issues, as well as placemaking and building design. Larger developments should play a significant role in helping to realize area goals by striving to incorporate the key tenets of the Vision Plan.

Public realm connections and open space networks

B. VEHICULAR CONNECTIVITY

B.01| Connecting to Existing Street Networks

Larger developments should establish logical connections to existing area street networks in such a way as to promote compatibility with the surrounding context. This may include establishing a hierarchy of access points for various vehicle types.



Utilize a hierarchy of streets and open spaces

B.02| Varied Street Types

The purposeful layout of different street types within a district-scaled development can help shape vehicular circulation patterns and promote safer, more aesthetically pleasing pedestrian environments. This should include locating access points to parking and service close to vehicular site entries and incorporating wayfinding signage.

B.03| Street Design

Street design should support areas of higher volume and lower volume vehicular flow by utilizing design tools such as raised intersections and sidewalk bulb-outs in primary pedestrian circulation areas.

Paved raised intersections promote pedestrian safety

C. TRANSIT CONNECTIVITY

C.01| Transit Promoting Vibrancy

Transit interfaces should be carefully integrated into the overall district design to promote vibrant pedestrian environments and support local area businesses through their synergistic placement.

C.02| Public Transit Integration

Limiting public transit to certain streets can create safer and more pleasant pedestrian and bike environments.

Transit nodes can help create vibrant streetscapes

C.03| Multi-model Transfer Locations

Street sections that incorporate new multi-modal transfer locations should be designed to accommodate the anticipated flow of pedestrians and provide room to adequately integrate urban furniture and amenities.

C.04| Minimize Adverse Impacts

Proposed transportation enhancements should minimize adverse impacts on abutting neighborhoods by considering the routes, timing and drop-off points for shuttles to nearby transit nodes.

D. OPEN SPACE NETWORK: PEDESTRIAN AND BIKE CONNECTIVITY

D.01| Connect to Existing Networks

Pedestrian and bicycle environments should be designed to promote connectivity with existing networks in abutting neighborhoods.

D.02| Compatible Streetscapes

New streetscapes should incorporate design elements compatible with the surrounding context including paving, landscaping, lighting and urban furniture. In certain instances, branding a new neighborhood with a specific set of design elements can be appropriate.

D.03| Wayfinding Signage

Providing wayfinding signage at important nodes – including identifying bicycle storage facilities and public parking garages - is encouraged.

E. VISUAL CONNECTIVITY

E.01| Transition Zones

The development should incorporate transition zones along its "edges" that help mediate scale and provide visual continuity to existing areas. In addition to adjustments in height and bulk, this can also involve the finer-grain use of compatible materials and methods of architectural articulation.

E.02| Enhance Key Visual Corridors

Neighborhood edge design should also strive to preserve and enhance key visual corridors within the existing community, whether views of architectural monuments, site lines to open space or the clarity of important gateways.

F. CULTURAL / HISTORICAL CONNECTIVITY

F.01| Celebrate the Cultural Context

Celebrate the cultural and historical context of the development site and surrounding areas.

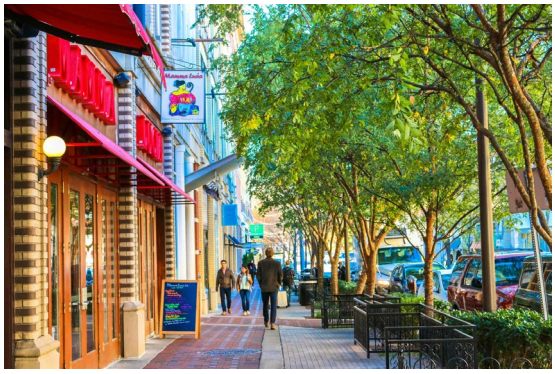
F.02| Historic Mill Building

Respect and enhance views of the historic Mill Building.

F.03| Palimpsest

Record the history of the site through the preservation of buildings, artifacts and/or development patterns whenever feasible. Embrace the educational opportunities inherent in documenting the layers of history of "place."

Connect to existing bike/pedestrian networks



Integrating paving, urban furniture and landscaping

Using mixed-use to transition from commercial centers

Preserve and record the culture and history of the site

DISTRICT DESIGN NO. 2
BLOCK STRUCTURE

GOAL | The block structure of the development should promote a thoughtfully scaled, walkable public realm where quality streetscapes and diverse open spaces are reinforced by street patterns, as well as building siting and design.

A. CONSISTENCY OF DEVELOPMENT PATTERN

A.01| Pedestrian Friendly Blocks

The scale and geometry of blocks within the development should be designed to promote a vibrant pedestrian experience and be compatible with surrounding development patterns. "Super blocks" should be avoided by introducing a secondary network of streets - such as back alleys - and by incorporating through-block pedestrian connections in larger blocks.

A.01| Blocks with Multiple Buildings

Blocks consisting of multiple buildings are encouraged. Finding a balance between buildings that have individual [yet compatible] architectural expression and elements that provide continuity [cornices, etc.] is desirable.

Multiple buildings creating a consistent streetscape

B. VARIATION IN BLOCK STRUCTURE

B.01| Influence of Existing Open Space

Variation in block structure caused by integrating existing open space networks, waterways or topography can create interesting hierarchical moments.

B.02| Focal Points can Offer Relief

Carefully planning the location of new green spaces, plazas and/or iconic buildings [such as a pavilion building] can provide needed relief from an overly consistent development pattern.

Prominent buildings relating to open space

C. TERMINATING VIEWS AND FRAMING VIEWS

C.01| Hierarchy in Design

A higher level of architectural design should be incorporated into buildings that terminate important or signature views, or will have a prominent visual location in the community.

C.02| Buildings as Gateways

Buildings that help frame views, or act as a "gateway" to a neighborhood, should be appropriately designed to introduce their larger context.

Designing transitions through gateway buildings

D. BLOCK MASSING

D.01| Transition Areas

Variation in the overall massing [bulk] of blocks within a large development and/or district is desirable when utilized to transition to abutting neighborhoods or open spaces, especially where it is important to mitigate adverse impacts such as shadows.

D.02| Block and Street Design Coordination

Variation in the massing and height of individual buildings within a block is encouraged, provided that the overall block expression is compatible with the design of the streets and/or open spaces that they are helping to define.

Varied building facades can create a unified streetscape

DISTRICT DESIGN NO. 3

STREET DESIGN

GOAL | Incorporating a clear hierarchy of streets into a neighborhood development will inform the design of street sections and, thus, guide the safe accommodation of vehicles, give priority to pedestrians and bikers, and shape the relationship of buildings to streetscapes.

A. REINFORCE A HIERARCHY OF STREETS WITHIN A NEIGHBORHOOD

A.01| Complete Streets

Identify primary, secondary and tertiary streets that each embrace the design tenets of "Complete Streets" and safely accommodate all desired forms of circulation.

A.02| Street Section Design

Street sections should incorporate dimensional standards that promote the intended functionality and placemaking character of vehicular and pedestrian environments. A typical street section should consider the accommodation of pedestrian circulation zones, amenity / landscape zones, parking lanes and travel lanes.

A.03| Mixed-use Streets

Street sections should reflect the uses, or mix of uses, that front onto them by defining an appropriate building / sidewalk interface, which may vary at building entry points.

B. RELATIONSHIP OF BUILDINGS TO STREET TYPES

B.01| Building Entry Locations

Primary building entries should be placed to enhance important pedestrian environments and should occur at a frequency compatible with the use contained within.

B.02| Ground Floor Transparency

Ground floor façade articulation and a high degree of storefront transparency reinforces a vibrant pedestrian environment.

B.03| Minimize Vehicular Impacts

Service and parking access should be located to minimize the impacts of vehicular movements on streets that are more pedestrian focused.

Street sections accommodate amenities in many ways

Landscaping, dining and storefront circulation zones

Ground floor transparency creates a vibrant street

DISTRICT DESIGN NO. 4

PUBLIC SPACE DESIGN

GOAL | Neighborhood developments should strive to incorporate a diverse range – both in scale and function - of publicly accessible open spaces for active and passive use.

A. PLACEMAKING GOALS: FUNCTION AND CHARACTER OF OPEN SPACE

A.01| Programmable Civic Space

Primary civic spaces should have the flexibility to accommodate a wide range of public gathering activities, ranging from programmed events to markets.

A.02| Flexible Recreational Spaces

Recreational spaces should consider the accommodation of both structured and unstructured activities as an amenity for the community. Recreational areas can assist with stormwater management goals.

A.03| Contemplative Spaces

Contemplative spaces are generally considered for more passive uses and can be logical places to incorporate public art, historic relics or other educational amenities.

A.04| Restored Natural Environments

Restored natural environments are often marvelous places to stroll and bike and can help meet sustainable goals for a project / neighborhood.

B. QUALITY OF AMENITIES

B.01| Integrate Amenities

As with streetscape design, the thoughtful integration of quality amenities – urban furniture, equipment, water features, etc. – as well as landscaping and hardscape into open space can greatly enhance its enjoyment.

C. INTEGRATION OF PUBLIC ART [LOCAL, HISTORIC]

C.01| Create Identity with Public Art

The strategic placement of public art should enhance the pedestrian experience, encourage the use of a public space and give it an identity.

C.02| Local Artists

Integrating local artists can strengthen ties to an existing community.

C.03| Historic Relics

The display of historic relics from the site and local areas can provide an added educational benefit.

C.04| Contextual Public Art

Public art should be complementary to its context through devices such as its meaning, style and/or materiality.

Integrate places for public gathering

Flexible space with quality design and amenities

Giving a place identity through public art

D. ADA COMPATIBILITY

D.01| Accessible Open Space

All places of public accommodation must be accessible to persons with disabilities.

E. PROGRAMMING

E.01| Programmed Public Space

The programming of public open space should be considered early in the design process and is essential to maintaining its meaningful long-term use.

The programming of public space can shape its design

DISTRICT DESIGN NO. 5
SIGNAGE

GOAL | Signage, at the District Design level, is critical for both wayfinding and branding of place and, as such, should be integrally designed to reinforce the quality of the built environment and the public realm.

A. CONSISTENCY

A.01| Sign Family

Establish a Sign Family that promotes consistency in design should be a primary consideration across the full spectrum of district / development-level signage, whether building-mounted or free-standing, such as pylons, monuments, kiosks, etc. [Note: see building design section for retail/tenant signage]

B. INTEGRATION

B.01| Placement and Compatibility

Whether branding a district or providing wayfinding, the placement, proportions and scale of signage and environmental graphics should be designed to be compatible with the public realm and/or building architecture that it references.

C. AESTHETICS

C.01| High Quality Materials

Signs should be fabricated out of high-quality materials that are both durable and consistent with landscaping features and/or building materials.

C.02| Appropriate Sign Illumination

The illumination of district level signage should complement site and building lighting goals.

Wayfinding signage integrated into the public realm

Graphic consistency throughout the sign family

District signage integrated into building architecture

DISTRICT DESIGN NO. 6

SUSTAINABILITY NEIGHBORHOOD DESIGN [LEED ND]

GOAL | Low impact development that includes restored and/or new open space, incorporates green infrastructure and promotes climate resiliency, is desirable.

A. SMART LOCATION AND LINKAGE

A.01| Minimize Environmental Impacts

Minimize the adverse environmental impacts of new development and avoid greenfield development.

A.02| Compact Development

Minimize sprawl by developing in infill locations or on previously developed sites; Provide access to transit.

B. NEIGHBORHOOD PATTERN AND DESIGN

B.01| Encourage Walkability

Design a block structure that promotes compact, walkable, mixed-use development and connects coherently to the existing, adjacent community.

B.01| Access to Usable Public Space

Create pedestrian-first environments that provide access to usable public space.

C. GREEN INFRASTRUCTURE AND BUILDINGS

C.01| Reduce Construction and Operation Impacts

Reduce the adverse environmental impacts of the construction and operation of buildings and neighborhood infrastructure.

C.02| Energy Efficiency

Utilize energy efficiency strategies for reducing pollution and green-house gas emissions.

C.03| Preserve Natural Resources

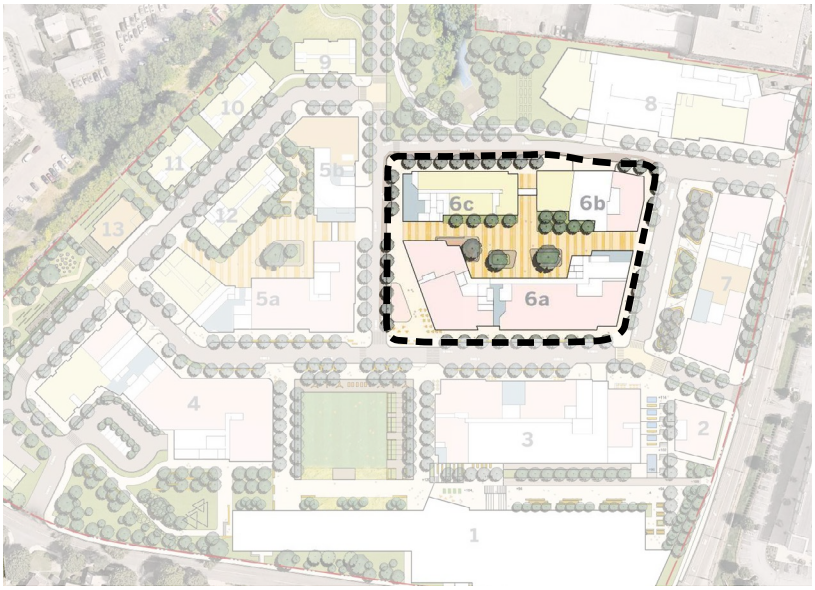
Preserve existing natural resources and minimize impacts to natural hydrology.

C.04| Avoid Heat Islands

Minimize heat island effect by mitigating large paved areas, such as surface parking lots.

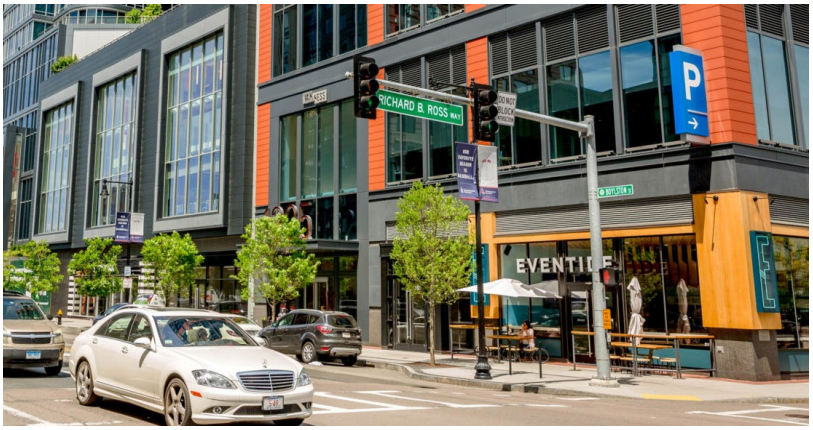
Parking below grade allows for more usable open space

Creative ways to reduce heat island effect



BLOCK DESIGN

These Site Design guidelines are intended to focus on the development of individual blocks. Foremost, it is critical that buildings are sited in such a way as to purposefully reinforce adjacent desirable development patterns. While each context has a unique set of variables, new buildings should consider appropriate alignment with abutters as they seek to promote continuity of the streetscape environment and help to define the public realm on which they front. The integration of public open space can happen at many different scales, and through-block connections [pedestrian mews], pocket parks and back alleys all play important roles in implementing a meaningful place-making strategy. A highly articulated public realm should include quality design elements, ranging from urban furniture and lighting to landscaping and paving. The location of, and access to, parking and service areas should be considered carefully to minimize visual impacts on pedestrian environments and abutters. Sustainable site design practices should be integrated in support of Newton's environmental goals.



1 | BUILDING / STREET RELATIONSHIP

- A. Programming / Use
- B. Continuity of Street Wall
- C. Mid-block Pedestrian Connections
- D. Hierarchical Moments [increased visual interest]

2 | OPEN SPACE INTEGRATION

- A. Variation of Sidewalk Widths
- B. Courtyards / Pocket parks
- C. Linear Parks, Alleyways and Through-block connectors

3 | STREETSCAPE / OPEN SPACE DESIGN ELEMENTS

- A. Urban Furniture
- B. Walls and Fences
- C. Landscaping and Street Trees
- D. Lighting
- E. Paving

4 | PARKING AND SERVICE

- A. Location and Access
- B. Screening and Landscaping

5 | SUSTAINABLE SITE DESIGN

- A. Construction Activity Pollution Prevention
- B. Site Assessment and Development: Protect / Restore habitat
- C. Open space
- D. Rainwater Management / Heat Island Reduction / Light Pollution Reduction

BLOCK DESIGN NO. I

BUILDING / STREET RELATIONSHIP

GOAL | The placemaking qualities of individual blocks starts with the siting of a building, its relationship to adjacent buildings, how its ground level shapes the pedestrian experience and by the mix of uses continued within it.

A. PROGRAMMING / USE

A.01| Ground Floor Uses

The programming of ground floor spaces within buildings should directly reinforce the street typology that they are fronting on, and provide purposeful continuity from, or transition to, adjacent blocks. Cross synergies on double-loaded streets can further embellish a vibrant pedestrian environment, especially in hierarchically important retail settings.

B. CONTINUITY OF STREET WALL

B.01| Well-defined Pedestrian Experience

Mixed-use or commercial buildings located in walkable large-scale developments should be sited to provide a well-defined pedestrian streetscape experience by generally having aligned facades with other buildings on a block.

B.02| Ground Level Facades

Depending on the width of streets and the relative height of buildings, upper levels of facades may step back to provide relief, but ground level facades should maintain a high level of consistency.

B.03| Building Alignment

Some variation in building alignment is encouraged to accommodate outdoor dining, areas for street activities and entry / drop-off.

B.04| Public-Private Transition Zones

On residentially focused streets, a well-defined zone of landscaping may be integrated between the sidewalk and the building to provide a public-private transition zone and a degree of privacy. Though set back, the alignment of building facades is still desirable.

C. MID-BLOCK PEDESTRIAN CONNECTORS

C.01| Pedestrian Mews

Pedestrian mews are encouraged to break down the scale of larger blocks and provide opportunities for connections to areas behind buildings.

C.02| Wrapping Storefronts

Wrapping the corners of pedestrian mews with transparent storefronts helps activate these secondary spaces.

Continuity of storefronts at the ground level

Variation in sidewalk width to accommodate dining

Mews add human scale to the pedestrian experience

D. HIERARCHICAL MOMENTS [INCREASED VISUAL INTEREST]:

D.01| Primary Building Entries

Primary building entries provide an opportunity to break the rhythm of a façade and introduce a forecourt, porte cochere or other variation that provides a hierarchical moment to tie together building and street.

D.02| Scale Transitions at Corners

Buildings that address a block corner play a unique role in defining a transition from one streetscape to another, each of which may have an entirely different sense of scale. Building corners are often seen from longer distances and different angles and, as such, may incorporate recessed areas or tower elements that can frame an urban gateway.

Building corners can be key transition moments

BLOCK DESIGN NO. 2

OPEN SPACE INTEGRATION

GOAL | While continuity of street wall can be critical to a well-defined block, the integration of open space at a variety of scales offers opportunities for unique environments and the accommodation of public amenities.

A. VARIATION OF SIDEWALK WIDTHS

A.01| Sidewalk Design

In mixed-use or commercial settings, the purposeful widening of sidewalks to accommodate outdoor dining, merchandising or other street activities can create a vibrant pedestrian environment. Change of paving materials can often help define clear zones for activities and circulation.

A.02| Landscaping Zones

The widening of sidewalks to include zones of landscaping can offer buffering from vehicular activity and provide protected areas for contemplation.

Well-articulated sidewalk zones

B. COURTYARDS / POCKET PARKS

B.01| Gathering Spaces

Courtyards and pocket parks are often the most enjoyable spaces found in urban / village centers as they can offer relief from a busy streetscape. These spaces can be ideal locations for intimate gatherings or outdoor dining.

B.02| Unique Pocket Park Design

Pocket Parks can accommodate water features, unique landscaping, public art and other amenities.

B.03| Human Scale Focus

Human scale is a key ingredient for creating an enjoyable pocket park space.

Pocket parks can offer a unique experience

C. LINEAR PARKS, ALLEYWAYS AND THROUGH-BLOCK CONNECTORS

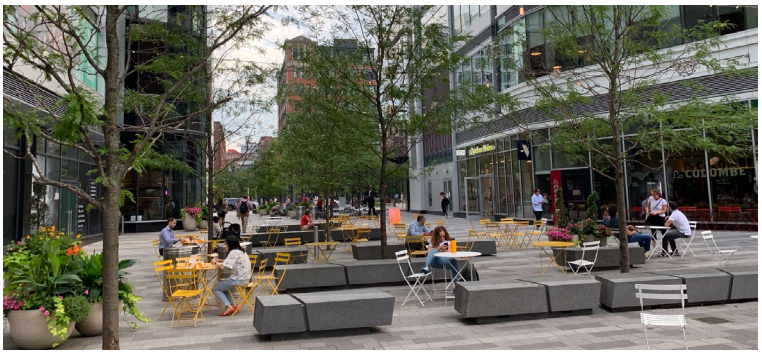
C.01| Secondary Building Frontages

In more urban settings, the connected back yards or alleys behind buildings can be another opportunity to design usable open space and create secondary, semi-public interfaces with buildings.

C.02| Designing Back Alleys

While the areas behind buildings often need to accommodate surface parking or parking garage access, loading and trash pick-up, the clustering of these functions and the thoughtful use of landscaping, screening and paving can make these spaces pleasant to walk through and look out onto.

Alleyways can be both functional and lively places



BLOCK DESIGN NO. 3

STREETSCAPE / OPEN SPACE DESIGN ELEMENTS

GOAL | An engaging public realm should offer a diverse range of highly articulated and well-appointed pedestrian environments that are functional in all seasons.

A. URBAN FURNITURE

A.01| Contextually Appropriate Style

Urban furniture should be consistent with the language and materials of the surrounding architecture and public realm.

A.02| Movable and Fixed

While built-in furniture [large benches, terraced seating] can be designed to compliment placemaking goals, movable furniture [tables and chairs, benches, lounge chairs] provide a degree of flexibility for multi-purpose spaces.

A.03| Durable Materials

Choose materials that are durable, preferably locally-sourced, four-season and weather predictably.

Combine movable and fixed furniture for flexibility

B. WALLS AND FENCES

B.01| Consistent with Context

Walls and fences should be contextually consistent with the language and materials of the surrounding architecture and public realm.

B.02| Embellish with Landscaping

Walls and fences located to provide screening or enclosure – for areas such as surface parking, mechanical equipment, trash/recycling - should be embellished with landscaping on the public side where possible.

B.03| Quality Materials

Use quality materials that are durable – avoid vinyl and chain link fences.

Site walls can be used to highlight areas or screen

C. LANDSCAPING AND STREET TREES

C.01| Indigenous Species

Use indigenous species that provide seasonal coverage and variation.

C.02| Consistent with Surrounding Context

Choose plant materials that provide continuity and consistency with the surrounding context.

C.03| Street Tree Design

Street trees provide a myriad of health and social benefits, non the least of which is reducing heat island effect in village and urban contexts. Street trees should be spaced based on their mature canopy size, generally ranging from 25'-50' on center.

C.04| Sustainable Design Features

Incorporate sustainable design features, such as stormwater management, into landscaped areas where possible.

Plantings as an integral part of placemaking

Trees lining a mixed-use street

D. LIGHTING

D.01| Activate the Ground Level

Site lighting enhances the public realm by activating the ground level. Lighting can be integrally designed into landscaped areas, site walls, bollards, etc. to provide visual interest and help highlight pedestrian walkways and gathering areas.

D.02| Coordinate Site and Building Lighting

Site lighting should be designed to compliment building mounted lighting, and should be focused adequately to minimize negative impacts on users and abutters.

Site and building lighting activating the ground plane

E. PAVING

E.01| Quality materials

High quality specialty paving can play an important role in creating a human-scaled environment, defining zones for circulation and creating focal points for activities and is, therefore, especially important to integrate into hierarchically significant pedestrian environments.

E.02| Design for All Seasons

Paving materials and installation should consider the impacts of freeze-thaw cycles and snow removal.

E.03| Consider Modular Systems

Modular systems offer the flexibility of easy maintenance and replacement, helping to preserve the original aesthetic over time.

Specialty paving in pedestrian environments

BLOCK DESIGN NO. 4

PARKING AND SERVICE

GOAL | Parking and service areas should be visually unobtrusive and designed to be accessed from specific locations that minimize impacts on key pedestrian environments and abutters.

A. LOCATION AND ACCESS

A.01| On-Street Parking

On-street parking in areas with adequately designed street sections is desirable.

A.02| Architectural Treatments / Liners

Above-grade structured parking and service areas should be sited and designed to minimize visual and functional impacts on pedestrian environments. Parking structures located behind buildings are preferable. When fronting directly on primary pedestrian streets, parking structures should incorporate significant architectural façade treatments and include active uses at the ground level.

A.03| Minimize Pedestrian Impacts

Clustering parking and service areas allows for shared access points, minimizing vehicular crossings of pedestrian environments. Access points should be located on hierarchically less important pedestrian streets and away from primary building entries, when possible.

A.04| Sidewalk Continuity

Where curb cuts are needed, they should be kept to the minimum functional width and utilize small radii.

B. SCREENING AND LANDSCAPING

B.01| Visual Buffers

The perimeters of surface parking lots and service areas should incorporate visual buffers, such as fences, walls and landscape elements to provide separation from pedestrian environments and abutters.

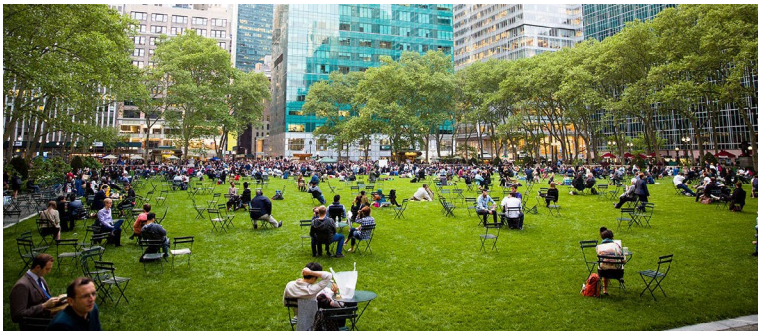
B.02| Landscaped Parking Areas

Surface parking lots should integrate internal landscaping islands and trees to help provide an environment for abutters to look out on and to reduce heat island effect.

On-street parking creates safer pedestrian environments

Artist studios / retail space line first floor garage bays

Landscaping buffers outdoor dining from parking area



BLOCK DESIGN

SUSTAINABLE SITE DESIGN

NO. 5

GOAL | Site design should employ accepted sustainable site practices consistent with achieving a LEED certifiable status.

A. CONSTRUCTION ACTIVITY POLLUTION PREVENTION

A.01| Construction Containment

Reduce pollution from construction activities by controlling soil erosion, waterway sedimentation and airborne dust

A.02| Control Plan

Implement a soil erosion and sedimentation control plan.

B. SITE ASSESSMENT AND DEVELOPMENT: PROTECT / RESTORE HABITAT

B.01| Promote Natural Habitat

Evaluate site design options for promoting natural habitat and minimizing impacts to human health

B.02| Conserve and Restore

Conserve natural areas and restore damaged areas, such as daylighting South Meadow Brook

C. OPEN SPACE

C.01| Provide Usable Outdoor Space

Provide outdoor space for active and passive use that is physically accessible.

D. RAINWATER MANAGEMENT / HEAT ISLAND REDUCTION / LIGHT POLLUTION REDUCTION

D.01| Rainwater Management

Manage on-site runoff and improve water quality by respecting the natural hydrology of the site.

D.02| Reduce Heat Islands

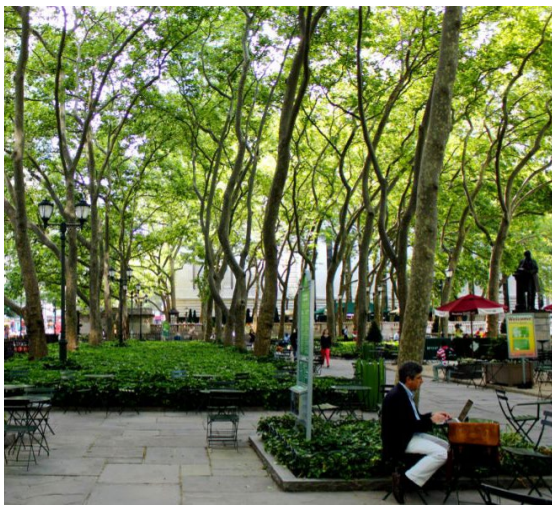
Utilize sustainable site development strategies that reduce heat island effect.

D.03| Minimize Light Pollution

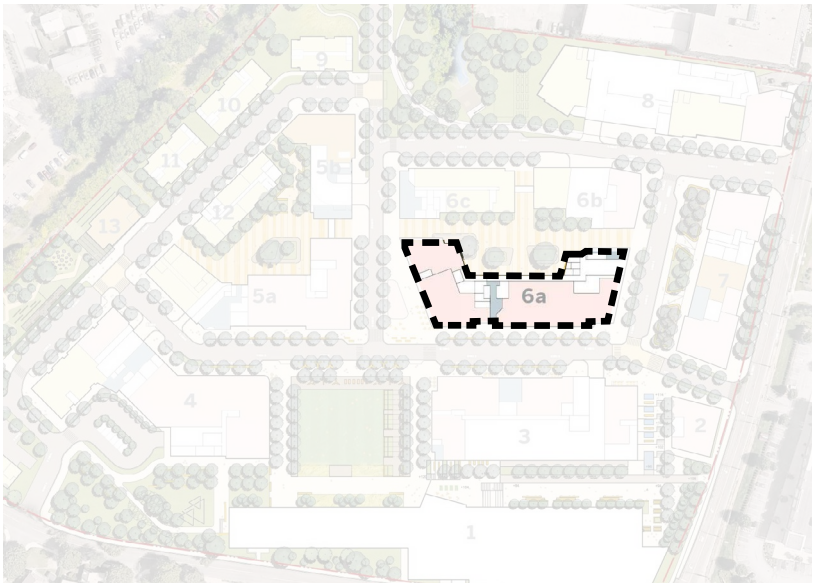
Minimize the light-polluting impacts of development by reducing up-lighting and light trespass.

Restoring natural habitat for bioretention

Green Streets help with rainwater management



Reducing heat island effect



BUILDING DESIGN

These Building Design guidelines have been developed to ensure that the architectural character of new construction, as well as adaptively reused buildings preserves and enhances the land use and design goals outlined in the Comprehensive Plan. In addition to larger scale issues that define how buildings should relate to their surrounding community context, these guidelines are intended to describe design parameters for how buildings contribute to creating highly articulated, human-scaled environments. At the immediate site context level, it is the ground floor interface that is often most critical for creating vibrant streetscapes. As such, these guidelines offer both recommendations for overall façade organization and articulation as well as specific ground floor design strategies that include transparent storefronts, high quality materials and thoughtfully integrated signage and lighting. Buildings should also strive to utilize best building practices and incorporate the tenets of green design so as to minimize adverse impacts on the environment.

1 | OVERALL ARCHITECTURAL CHARACTER
- A. Compatibility with surrounding context
- B. Holistic approach within a development

2 | BUILDING HEIGHT / MASSING
- A. Height
- B. Massing
- C. Consistency of the Base

3 | FAÇADE ARTICULATION
- A. Creating an Understandable Framework
- B. Hierarchy of Articulation
- C. Architectural Elements
- D. Fenestration

4 | GROUND LEVEL DESIGN
- A. Façade depth
- B. Transparency
- C. Continuity
- D. Entries
- E. Signage

5 | ROOFSCAPE DESIGN
- A. Roof Forms
- B. Visual Impacts
- C. Sustainable Design

6 | MATERIALS
- A. Visually Compatible with Context
- B. High Quality, Durable, Genuine
- C. Green

7 | BUILDING EXTERIOR LIGHTING
- A. Accentuate Architectural Expression
- B. Enhance Surrounding Public Realm
- C. Light Pollution

8 | SUSTAINABLE DESIGN : GREEN BUILDINGS
- A. Water Efficiency
- B. Energy and Atmosphere
- C. Materials and Resources
- D. Indoor Environmental Quality
- E. Innovation in Design
- F. Regional Priority

BUILDING DESIGN NO. 1
OVERALL ARCHITECTURAL CHARACTER

GOAL | The architectural character of a building should be judged holistically for its relatedness to its surrounding context, not purely by its style or vernacular.

A. COMPATIBILITY WITH SURROUNDING CONTEXT

A.01| Traditional Contexts

In neighborhoods with more traditional / historic architectural character, new construction and adaptive reuse projects should have a quality of design that is compatible with existing buildings of architectural merit. Innovative and current design approaches are acceptable as well, provided that they are respectful of their context through the use of architectural devices such as appropriately scaled massing, façade articulation and complimentary materials.

A.02| Evolving Contexts

In transitioning contexts, innovative and current design may be more appropriate, especially if building design helps achieve an active, human-scaled environment.

A.03| Addressing Multiple Contexts

A larger development can abut a range of surrounding contexts with varying architectural character and uses and, in these instances, the articulation of each frontage should strive to be compatible with the area that it adjoins.

B. HOLISTIC APPROACH WITHIN A DEVELOPMENT

B.01| Consistency in Design

Buildings within a larger development should have a reasonable consistency in their design approach. This may be achieved by making a connected contribution to defining a shared streetscape, for example, or through using compatible materials and detailing.

B.02| Purposeful Variation

Purposeful variation in design, such as integrating a signature building in a prominent location, can be appropriate, provided that its relationship to immediately adjacent buildings and the surrounding public realm is thoughtful.

Innovative design in a traditional context

Current design in an evolving context

Transitioning to a residentially-scaled context

A signature building in a prominent location

BUILDING DESIGN NO. 2
BUILDING HEIGHT / MASSING

GOAL | The overall height and bulk of a building, or collection of buildings, should be appropriately scaled for the public realm that it is helping to define, and make a meaningful contribution towards activating its immediate context.

A. HEIGHT

A.01| Context Appropriate Height
Concentrate areas of greater height where contextually appropriate. This may be adjacent to large open spaces, in areas with specific topographic characteristics, or to provide a focal point for an important view corridor.

A.02| Building Height Transitions
Transition the height of buildings to relate to the surrounding context such as residential neighborhoods or village centers. While this may often suggest stepping down in scale, there are instances where more height is appropriate to complete the definition of an adjacent public space or existing streetscape.

A.03| Variation in Building Height
Some variation within a development can be desirable to create visual interest. Variation in overall height should be balanced with tying together buildings with unifying architectural elements, such as intermediate cornice lines or other datums.

A.04| Building / Street Scale Relationship
Building heights should be compatible in scale with the streets that they front on. A well-defined street section consists of buildings adequate in height to define a street of a certain width.

A.05| Building Orientation
The orientation of buildings, and their relationship to open space, should be considered to minimize the negative impacts of shadows, wind, heat and other influences of nature.

B. MASSING

B.01| Relating to Human Scale
Consider breaking-down the facades of buildings with larger footprints to appear as multiple buildings that are more likely to relate to human scale and follow existing development patterns.

B.02| Major and Minor Volumes
Incorporating secondary volumes to achieve major and minor readings is one way to address overall building scale and avoid large monotonous elevations.


Context appropriate height adjacent to open space


Varied building heights helping to transition scale


Height variation with consistent base

Visual appearance of multiple buildings

B.03| Facade Step Backs

Stepping back facades at upper floors is one way to help buildings be compatible with narrower streets and minimize impacts on abutters.

B.04| Hierarchical Moments

Facades with a repetitive bay structure can provide visual interest by introducing hierarchical massing moments at important locations such as corners or building entries.

Multiple volumes and step backs create interest

C. CONSISTENCY OF THE BASE

C.01| Ground Floor Continuity

Create reasonable continuity of the ground floor environment to establish human scale and the completeness of the pedestrian environment.

C.02| Building Alignment

The alignment of adjacent buildings relative to the street [sidewalk width] should be considered, with purposeful variation integrated to announce primary entries, accommodate outdoor dining, etc.

Ground floor storefront continuity

BUILDING DESIGN NO. 3

FACADE ARTICULATION

GOAL | The articulation of facades should reinforce the qualities of a human-scaled environment by providing visual interest in ways that create both harmony as well as moments of hierarchical importance.

A. CREATING AN UNDERSTANDABLE FRAMEWORK

A.01| Use an Organizing Rhythm

Utilizing an organizing rhythm, such as the regular expression of structure or changes in materials, can help avoid the appearance of endless, unarticulated lengths of façade.

A.02| Human-Scaled Proportions

Establish human scale and proportions through devices such as the traditional vertical breakdown of façade into base, middle and top.

A.03| Dynamic Qualities

Purposeful massing shifts, plane changes and stepping volumes, including bays, can give a dynamic quality [sense of movement] to facades by providing depth and helping to establish hierarchy.

A.04| Visual Interest through Variation

Variation from traditional architectural façade design techniques, such as a unique use of scale, proportions and materials, can be acceptable, if not contextually insensitive.

Organizing rhythm

Non-traditional facade in a traditional setting

B. HIERARCHY OF ARTICULATION

B.01| Articulation on Key Frontages

A higher level of articulation should be incorporated on hierarchically more important frontages. While the level of detail can be simplified to a degree on secondary and tertiary facades, the overall quality of design and use of materials should be consistent.

B.02| Focal Points

Areas of elevated architectural expression should be incorporated at key focal points, such as building corners, primary entries and in response to surrounding urban conditions [vistas].

Visual interest through architectural elements

C. ARCHITECTURAL ELEMENTS

C.01| Additive and Subtractive Components

Include architectural elements – both additive and subtractive - that provide visual interest, depth and rhythm such as canopies, awnings, bays, balconies, pilasters, cornices, porches [residential]. These components can help to refine the scale and proportions of important facades.

Composition with varying fenestration typologies

D. FENESTRATION

D.01| Contextual Typologies

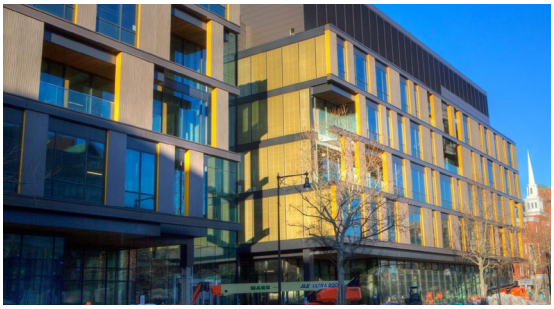
Incorporate fenestration typologies that are contextual and thoughtfully composed. As with other facade elements, avoid large, unarticulated areas of glass, or overly repetitive patterns, that do not contribute to defining a scale and proportions appropriate for the building or the larger context.

D.02| Transparency and Use

Facades, overall, should have a degree of transparency that is appropriate for the uses contained within, while helping to activate the public realm.

D.03| Detail Thoughtfully

The thoughtful detailing of windows including the style of trim, the use of mullions, the choice of color and materials, together with their depth contribute to the overall quality of a façade.



Use-appropriate transparency [lab building]

BUILDING DESIGN NO. 4

GROUND LEVEL DESIGN

GOAL | In mixed-use environments, an active and engaging ground level is essential for defining a lively pedestrian streetscape.

A. FACADE DEPTH

A.01| Engaging Storefronts

Incorporate storefront recesses [such as at entries] and pop-outs [including projecting bays] to provide a high degree of visual interest for pedestrians.

A.02| Protection from the Elements

Utilize canopies, awnings, trellises and other projecting building components that provide protection from the elements for pedestrians and allow for more façade transparency.

Protective canopies at storefront transition zone

B. TRANSPARENCY

B.01| Ground Floor Pedestrian Environments

In primary pedestrian environments, a high degree of visual transparency into ground floor spaces should be integrated, especially between 2' and 8' above grade.

B.02| Activate Secondary Spaces

Transparent storefronts should "turn the corner", including at mid-block pedestrian mews, to activate secondary spaces.

Storefronts turning the corner to enliven mews

C. CONTINUITY

C.01| Architectural Framework

Employ façade articulation elements to provide a continuous framework for the pedestrian environment as storefronts transition from lease to lease in a mixed-use environment.

C.02| Articulate Storefronts

Avoid large stretches of unarticulated storefront; Storefront continuity will reinforce an engaging pedestrian experience and make for a more successful retail environment.

Continuous bay framework for retail storefronts

D. ENTRIES

D.01| Primary Entry Design Quality

Primary building entries should incorporate a higher level of architectural design by utilizing quality materials, lighting and appropriate signage.

D.02| Primary Entry Location

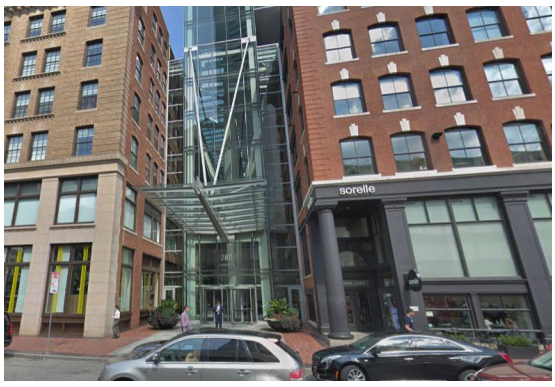
Primary building entries should be concentrated on hierarchically more important pedestrian streets to increase activation.

D.03| Separate Service Locations

Where possible, service and loading access should be located discreetly and not proximate to primary building entries and active storefronts.

D.04| Connect Interior and Exterior Spaces

Restaurant and retail spaces that open onto the street are encouraged to utilize operable storefronts to promote an active connection between interior and exterior spaces, provided that facades retain a degree of definition and negative impacts, such as noise, are properly mitigated.



Quality materials highlighting primary entrance

Opening up storefronts onto the streetscape

E. SIGNAGE

E.01| Integrate into Facade Design

Building signage should be thoughtfully integrated into the overall façade design and be appropriately scaled and located relative to the use that it is referencing.

Integrating a variety of signage into facade design

E.02| Ground Floor Signage Location

Ground floor storefront signage - wall-mounted [parallel and perpendicular], window graphics, canopy-mounted, awning - should be incorporated into the ground floor design and located, generally, below the second-floor window sill level.

E.03| Contribute to Streetscape Environment

While understanding the importance of branding, the illumination, materiality, scale and attachment of building signage should be compatible with the overall building architecture and contribute to a consistent streetscape environment.

Building-mounted signage organized in a facade zone

BUILDING DESIGN NO. 5
ROOFSCAPE DESIGN

GOAL | The design of roofs should consider the visual impact on abutters, while looking for opportunities to incorporate sustainable design features and amenities.

A. ROOF FORMS

A.01| Compliment Surrounding Context

Roof forms - flat or pitched - should be integral to the overall building composition and be complimentary to the surrounding context.

Unique roof forms where context appropriate

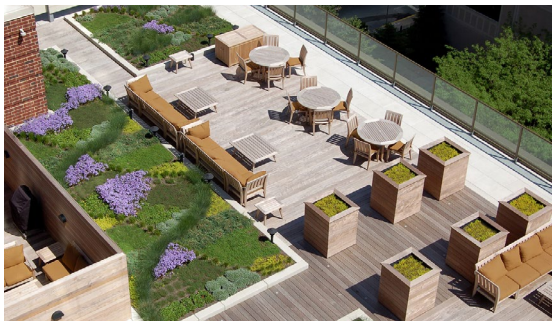
B. VISUAL IMPACTS

B.01| Low Roofs

Attention should be given to the visual impact of low roofs on abutters, including the selection of quality materials.

B.02| Cluster and Screen Equipment

Mechanical equipment should be clustered and located near the center of buildings, where possible, and adequately screened with quality materials consistent with overall building design.



Cluster roof equipment to allow for usable space

C. SUSTAINABLE DESIGN

C.01| Green Roof Technology

Sustainable design features, such as green roof technology, are encouraged.

C.02| Renewable Energy Systems

Renewable energy systems, including rooftop solar arrays, are encouraged, and should be designed to minimize visual impact on abutters.

Incorporate green roof technology

BUILDING DESIGN NO. 6
MATERIALS

GOAL | The selection of a high-quality palette of materials should be both contextual and forward-thinking in terms of design and sustainability.

A. VISUALLY COMPATIBLE WITH CONTEXT

A.01| Compliment Existing
Materials should be genuine in their appearance and application, and complement the existing context, including adjacent historic buildings and properties.

A.02| Mindful of Architectural Goals
Use materials purposefully to compliment architectural goals related to scale and proportions.

A.03| Consistent with Street and Site
Building materials should be compatible and consistent with streetscape and site design materials.

B. HIGH QUALITY, DURABLE, GENUINE

B.01| Context Appropriate
Materials should be high quality, durable and appropriate for local climatic conditions.

B.02| Authentic Detailing
Materials should be detailed in a way that is authentic [for example, wrap the corner], promotes longevity and helps maintain a high-quality finish over time.

B.03| Ground Level Importance
Ground level materials should be of the highest quality and be capable of handling physical impact while maintaining a high level of appearance.

B.04| Focus on Building Entries
Building entry areas should receive extra focus. in terms of detailing and finishes.

C. GREEN

C.01| Locally Sourced
Where feasible, incorporate materials that are locally sourced.

C.02| Renewable
Where feasible, incorporate materials that are renewable, recycled and natural.

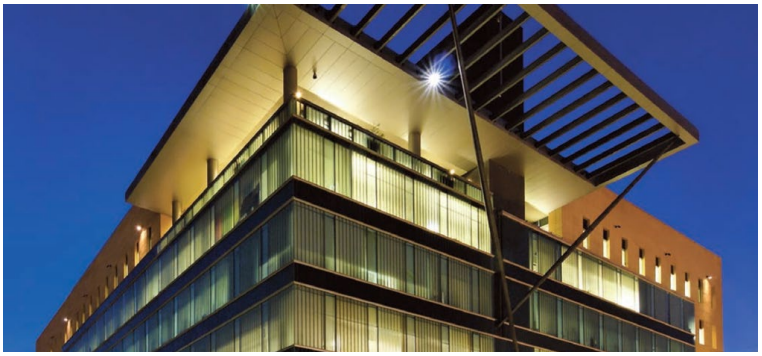
C.03| Life Cycle
Where feasible, incorporate materials that have a favorable Life Cycle Assessment, minimizing the environmental impacts over the entire life of the material.

Genuine materials that compliment the context

Materials helping define the quality of a streetscape

Added architectural detail at building entries


Incorporating renewable materials



BUILDING DESIGN NO. 7

BUILDING EXTERIOR LIGHTING

GOAL | Lighting should accentuate architectural expression and enhance the quality and safety of pedestrian environments.

A. ACCENTUATE ARCHITECTURAL EXPRESSION

A.01| Highlight Key Features

Building mounted lighting should be positioned to highlight hierarchically important features of facades – parapets, piers, corners, entries - providing a sense of scale and proportion during nighttime hours.

B. ENHANCE SURROUNDING PUBLIC REALM

B.01| Focus on Ground Plane

Building lighting should work in collaboration with site lighting to enhance the quality of the pedestrian environment by focusing on illuminating the ground plane, particularly in active use areas.

B.02| Create a Safe Environment

Lighting should help promote a safe environment by enhancing wayfinding, marking key entry points and helping vehicular traffic to see pedestrians.

C. LIGHT POLLUTION

C.01| Avoid Animation

Avoid flashing or irregular light.

C.02| Prevent Light Trespass

Follow commonly accepted guidelines for preventing light trespassing – shielding, intensity, orientation - to avoid negative impacts on the night sky and abutting parcels.

Highlighting architectural features of a building

Highlighting architectural features of a building

Site and building lighting contributing to place-making

A range of light sources creating a vibrant environment

BUILDING DESIGN NO. 8

SUSTAINABLE DESIGN: GREEN BUILDINGS

GOAL | New construction and major renovation projects should utilize best practices as required to achieve Leadership in Energy & Environmental Design [LEED] certifiability, and strive for passive house certifiability. High performance buildings have less of an impact on the environment, cost less to operate and maintain, and are healthier for those who occupy them.

A. WATER EFFICIENCY

A.01| Water Saving Strategies

Employ project-specific water-saving strategies including indoor water use, irrigation water and water metering.

B. ENERGY AND ATMOSPHERE

B.01| Energy Use Reduction

Utilize a holistic approach to energy use reduction including energy-efficient design strategies and renewable energy sources.

C. MATERIALS AND RESOURCES

C.01| Life-cycle Approach

Incorporate a life-cycle approach to improving performance and promoting resource efficiency that focuses on minimizing the embodied energy and other impacts associated with the extraction, processing, transport, maintenance and disposal of building materials.

D. INDOOR ENVIRONMENTAL QUALITY

D.01| Quality and Comfort

Address indoor air quality, as well as thermal, visual and acoustic comfort, through design strategies that enhance air quality, lighting quality, acoustic design and control over one's surroundings.

E. INNOVATION IN DESIGN

E.01| New Technologies and Strategies

Incorporate new technologies and building design strategies that represent the most current and evolving approaches to sustainable design.

F. REGIONAL PRIORITY

F.01| Focus Locally

Focus on local environmental priorities that address regional concerns and utilize environmental assets.

Quality indoor space through daylighting

Sustainable architecture that uses innovative designs

DESIGN GUIDELINES
EVALUATION TEMPLATE

NORTHLAND NEWTON DEVELOPMENT

Prepared by the City of Newton, MA

September 2019

NORTHLAND NEWTON DEVELOPMENT

DESIGN GUIDELINES

EVALUATION TEMPLATE

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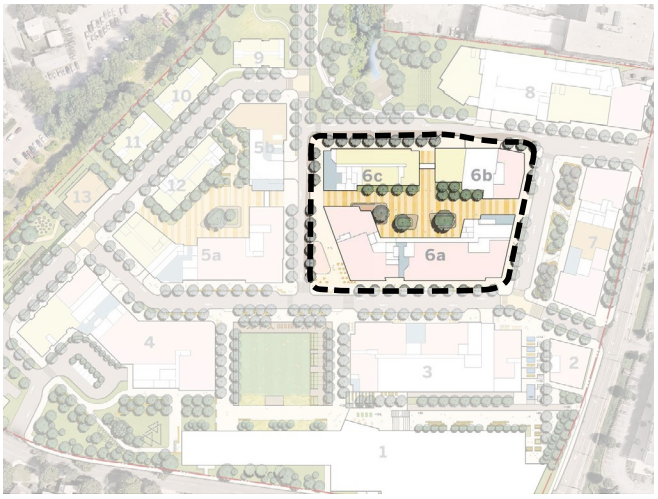

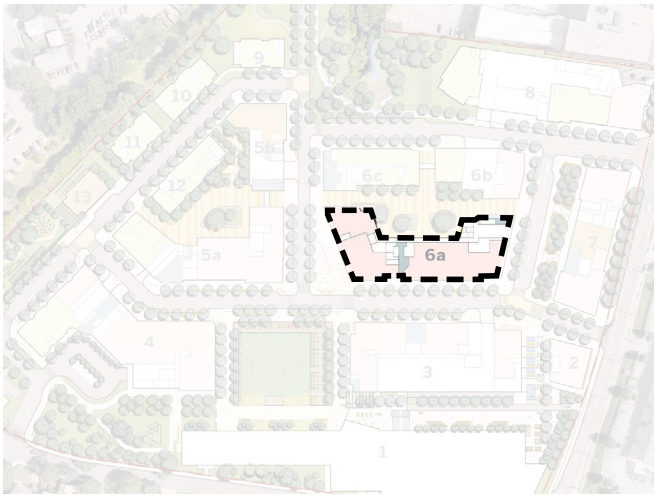

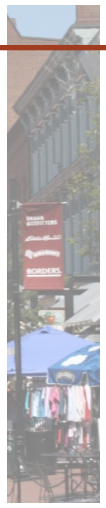

DISTRICT DESIGN

BLOCK DESIGN

BUILDING DESIGN

DISTRICT DESIGN

Applicant general comments for building design: (250 word max.)

General city comments: Consistent ☐ Not Consistent ☐

DISTRICT DESIGN NO. I

CONNECTIVITY TO SURROUNDING CONTEXT

GOAL | District-scaled developments should focus on addressing transitions to their abutting contexts – which can be diverse in nature – knitting together with existing fabric in ways that are sensitive to surrounding communities.

A. COMPATIBILITY W/ COMPREHENSIVE PLAN & THE NEEDHAM STREET AREA VISION PLAN

A.01| Reinforcing the Vision Plan

Applicant response: (100 word max.)

City Response:

Document references:

B. VEHICULAR CONNECTIVITY

B.01| Connecting to Existing Street Networks

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Varied Street Types

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Street Design

Applicant response: (100 word max.)

City Response:

Document references:

C. TRANSIT CONNECTIVITY

C.01| Transit Promoting Vibrancy

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Public Transit Integration

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Multi-model Transfer Locations

Applicant response: (100 word max.)

City Response:

Document references:

C.04| Minimize Adverse Impacts

Applicant response: (100 word max.)

City Response:

Document references:

D. OPEN SPACE NETWORK: PEDESTRIAN AND BIKE CONNECTIVITY

D.01| Connect to Existing Networks

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Compatible Streetscapes

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Wayfinding Signage

Applicant response: (100 word max.)

City Response:

Document references:

E. VISUAL CONNECTIVITY

E.01| Transition Zones

Applicant response: (100 word max.)

City Response:

Document references:

E.02| Enhance Key Visual Corridors

Applicant response: (100 word max.)

City Response:

Document references:

F. CULTURAL / HISTORICAL CONNECTIVITY

F.01| Celebrate the Cultural Context

Applicant response: (100 word max.)

City Response:

Document references:

F.02| Historic Mill Buildings

Applicant response: (100 word max.)

City Response:

Document references:

F.03| Palimpsest

Applicant response: (100 word max.)

City Response:

Document references:

DISTRICT DESIGN NO. 2

BLOCK STRUCTURE

GOAL | The block structure of the development should promote a thoughtfully scaled, walkable public realm where quality streetscapes and diverse open spaces are reinforced by street patterns, as well as building siting and design.

A. CONSISTENCY OF DEVELOPMENT PATTERN

A.01| Pedestrian Friendly Blocks

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Blocks with Multiple Buildings

Applicant response: (100 word max.)

City Response:

Document references:

B. VARIATION IN BLOCK STRUCTURE

B.01| Influence of Existing Open Space

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Focal Points can Offer Relief

Applicant response: (100 word max.)

City Response:

Document references:

C. TERMINATING VIEWS AND FRAMING VIEWS

C.01| Hierarchy in Design

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Buildings as Gateways

Applicant response: (100 word max.)

City Response:

Document references:

D. BLOCK MASSING

D.01| Transition Areas

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Block and Street Design Coordination

Applicant response: (100 word max.)

City Response:

Document references:

DISTRICT DESIGN NO.3
STREET DESIGN

GOAL | Incorporating a clear hierarchy of streets into a neighborhood development will inform the design of street sections and, thus, guide the safe accommodation of vehicles, give priority to pedestrians and bikers, and shape the relationship of buildings to streetscapes.

A. REINFORCE A HIERARCHY OF STREETS WITHIN A NEIGHBORHOOD

A.01| Complete Streets

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Street Section Design

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Mixed-use Streets

Applicant response: (100 word max.)

City Response:

Document references:

B. RELATIONSHIP OF BUILDINGS TO STREET TYPES

B.01| Building Entry Locations

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Ground Floor Transparency

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Minimize Vehicular Impacts

Applicant response: (100 word max.)

City Response:

Document references:

DISTRICT DESIGN NO. 4
PUBLIC SPACE DESIGN

GOAL | Neighborhood developments should strive to incorporate a diverse range – both in scale and function - of publicly accessible open spaces for active and passive use.

A. PLACEMAKING GOALS: FUNCTION AND CHARACTER OF OPEN SPACE

A.01| Programmable Civic Space

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Flexible Recreational Spaces

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Contemplative Spaces

Applicant response: (100 word max.)

City Response:

Document references:

A.04| Restored Natural Environments

Applicant response: (100 word max.)

City Response:

Document references:

B. QUALITY OF AMENITIES

B.01| Integrate Amenities

Applicant response: (100 word max.)

City Response:

Document references:

C. INTEGRATION OF PUBLIC ART [LOCAL, HISTORIC]

C.01| Create Identity with Public Art

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Local Artists

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Historic Relics

Applicant response: (100 word max.)

City Response:

Document references:

C.04| Contextual Public Art

Applicant response: (100 word max.)

City Response:

Document references:

D. ADA COMPATIBILITY

D.01| Accessible Open Space

Applicant response: (100 word max.)

City Response:

Document references:

E. PROGRAMMING

E.01| Programmed Public Space

Applicant response: (100 word max.)

City Response:

Document references:

DISTRICT DESIGN NO. 5
SIGNAGE

GOAL | Signage, at the Neighborhood Design level, is critical for both wayfinding and branding and, as such, should be integrally designed to reinforce the quality of the built environment and the public realm.

A. CONSISTENCY

A.01| Sign Family

Applicant response: (100 word max.)

City Response:

Document references:

B. INTEGRATION

B.01| Placement and Compatibility

Applicant response: (100 word max.)

City Response:

Document references:

C. AESTHETICS

C.01| High Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Appropriate Sign Illumination

Applicant response: (100 word max.)

City Response:

Document references:

DISTRICT DESIGN NO.6

SUSTAINABILITY NEIGHBORHOOD DESIGN [LEED ND]

GOAL | Low impact development that includes restored and/or new open space, incorporates green infrastructure and promotes climate resiliency, is desirable.

A. SMART LOCATION AND LINKAGE

A.01| Minimize Environmental Impacts

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Compact Development

Applicant response: (100 word max.)

City Response:

Document references:

B. NEIGHBORHOOD PATTERN AND DESIGN

B.01| Encourage Walkability

Applicant response: (100 word max.)

City Response:

Document references:

B.01| Access to Usable Public Space

Applicant response: (100 word max.)

City Response:

Document references:

C. GREEN INFRASTRUCTURE AND BUILDINGS

C.01| Reduce Construction and Operation Impacts

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Energy Efficiency

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Preserve Natural Resources

Applicant response: (100 word max.)

City Response:

Document references:

C.04| Avoid Heat Islands

Applicant response: (100 word max.)

City Response:

Document references:

BLOCK DESIGN

Applicant general comments for building design: (250 word max.)

General city comments: Consistent ☐ Not Consistent ☐

BUILDING / STREET RELATIONSHIP

GOAL | The placemaking qualities of individual blocks starts with the siting of a building, its relationship to adjacent buildings, how its ground level shapes the pedestrian experience and by the mix of uses continued within it.

A. PROGRAMMING / USE

A.01| Ground Floor Uses

Applicant response: (100 word max.)

City Response:

Document references:

B. CONTINUITY OF STREET WALL

B.01| Well-defined Pedestrian Experience

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Ground Level Facades

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Building Alignment

Applicant response: (100 word max.)

City Response:

Document references:

B.04| Public-Private Transition Zones

Applicant response: (100 word max.)

City Response:

Document references:

C. MID-BLOCK PEDESTRIAN CONNECTORS

C.01| Pedestrian Mews

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Wrapping Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

D. HIERARCHICAL MOMENTS [INCREASED VISUAL INTEREST]:

D.01| Primary Building Entries

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Scale Transitions at Corners

Applicant response: (100 word max.)

City Response:

Document references:

BLOCK DESIGN NO. 2

OPEN SPACE INTEGRATION

GOAL | While continuity of street wall can be critical to a well-defined block, the integration of open space at a variety of scales offers opportunities for unique environments and the accommodation of public amenities.

A. VARIATION OF SIDEWALK WIDTHS

A.01| Sidewalk Design

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Landscaping Zones

Applicant response: (100 word max.)

City Response:

Document references:

B. COURTYARDS / POCKET PARKS

B.01| Gathering Spaces

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Unique Pocket Park Design

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Human Scale Focus

Applicant response: (100 word max.)

City Response:

Document references:

C. LINEAR PARKS, ALLEYWAYS AND THROUGH-BLOCK CONNECTORS

C.01| Secondary Building Frontages

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Designing Back Alleys

Applicant response: (100 word max.)

City Response:

Document references:

BLOCK DESIGN NO. 3

STREETSCAPE / OPEN SPACE DESIGN ELEMENTS

GOAL | An engaging public realm should offer a diverse range of highly articulated and well-appointed pedestrian environments that are functional in all seasons.

A. URBAN FURNITURE

A.01| Contextually Appropriate Style

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Movable and Fixed

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Durable Materials

Applicant response: (100 word max.)

City Response:

Document references:

B. WALLS AND FENCES

B.01| Consistent with Context

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Embellish with Landscaping

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

C. LANDSCAPING AND STREET TREES

C.01| Indigenous Species

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Consistent with Surrounding Context

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Street Tree Design

Applicant response: (100 word max.)

City Response:

Document references:

C.04| Sustainable Design Features

Applicant response: (100 word max.)

City Response:

Document references:

D. LIGHTING

D.01| Activate the Ground Level

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Coordinate Site and Building Lighting

Applicant response: (100 word max.)

City Response:

Document references:

E. PAVING

E.01| Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

E.02| Design for All Seasons

Applicant response: (100 word max.)

City Response:

Document references:

E.03| Consider Modular Systems

Applicant response: (100 word max.)

City Response:

Document references:

BLOCK DESIGN NO. 4

PARKING AND SERVICE

GOAL | Parking and service areas should be visually unobtrusive and designed to be accessed from specific locations that minimize impacts on key pedestrian environments and abutters.

A. LOCATION AND ACCESS

A.01| On-Street Parking

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Architectural Treatments / Liners

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Minimize Pedestrian Impacts

Applicant response: (100 word max.)

City Response:

Document references:

A.04| Sidewalk Continuity

Applicant response: (100 word max.)

City Response:

Document references:

B. SCREENING AND LANDSCAPING

B.01| Visual Buffers

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Landscaped Parking Areas

Applicant response: (100 word max.)

City Response:

Document references:

BLOCK DESIGN NO. 5
SUSTAINABLE SITE DESIGN

GOAL | Site design should employ accepted sustainable site practices consistent with achieving a LEED certifiable status.

A. CONSTRUCTION ACTIVITY POLLUTION PREVENTION

A.01| Construction Containment

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Control Plan

Applicant response: (100 word max.)

City Response:

Document references:

B. SITE ASSESSMENT AND DEVELOPMENT: PROTECT / RESTORE HABITAT

B.01| Promote Natural Habitat

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Conserve and Restore

Applicant response: (100 word max.)

City Response:

Document references:

C. OPEN SPACE

C.01| Provide Usable Outdoor Space

Applicant response: (100 word max.)

City Response:

Document references:

D. RAINWATER MANAGEMENT / HEAT ISLAND REDUCTION / LIGHT POLLUTION REDUCTION

D.01| Rainwater Management

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Reduce Heat Islands

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Minimize Light Pollution

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN

Applicant general comments for building design: (250 word max.)

General city comments: Consistent ☐ Not Consistent ☐

OVERALL ARCHITECTURAL CHARACTER

GOAL | The architectural character of a building should be judged holistically for its relatedness to its surrounding context, not purely by its style or vernacular.

A. COMPATIBILITY WITH SURROUNDING CONTEXT

A.01| Traditional Contexts

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Evolving Contexts

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Addressing Multiple Contexts

Applicant response: (100 word max.)

City Response:

Document references:

B. A HOLISTIC APPROACH WITHIN A DEVELOPMENT

B.01| Consistency in Design

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Purposeful Variation

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 2

BUILDING HEIGHT / MASSING

GOAL | The overall height and bulk of a building, or collection of buildings, should be appropriately scaled for the public realm that it is helping to define, and make a meaningful contribution towards activating its immediate context.

A. HEIGHT

A.01| Context Appropriate Height

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Building Height Transitions

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Variation in Height

Applicant response: (100 word max.)

City Response:

Document references:

A.04| Building / Street Scale Relationship

Applicant response: (100 word max.)

City Response:

Document references:

A.05| Building Orientation

Applicant response: (100 word max.)

City Response:

Document references:

B. MASSING

B.01| Relating to Human Scale

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Major and Minor Volumes

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Facade Step Backs

Applicant response: (100 word max.)

City Response:

Document references:

B.04| Hierarchical Moments

Applicant response: (100 word max.)

City Response:

Document references:

C. CONSISTENCY OF THE BASE

C.01| Ground Floor Continuity

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Building Alignment

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO.3

FACADE ARTICULATION

GOAL | The articulation of facades should reinforce the qualities of a human-scaled environment by providing visual interest in ways that create both harmony as well as moments of hierarchical importance.

A. CREATING AN UNDERSTANDABLE FRAMEWORK

A.01| Use an Organizing Rhythm

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Human-Scaled Proportions

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Dynamic Qualities

Applicant response: (100 word max.)

City Response:

Document references:

A.04| Visual Interest through Variation

Applicant response: (100 word max.)

City Response:

Document references:

B. HIERARCHY OF ARTICULATION

B.01| Articulation on Key Frontages

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Focal Points

Applicant response: (100 word max.)

City Response:

Document references:

C. ARCHITECTURAL ELEMENTS

C.01| Additive and Subtractive Components

Applicant response: (100 word max.)

City Response:

Document references:

D. FENESTRATION

D.01| Contextual Typologies

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Transparency and Use

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Detail Thoughtfully

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 4

GROUND LEVEL DESIGN

GOAL | In mixed-use environments, an active and engaging ground level is essential for defining a lively pedestrian streetscape.

A. FAÇADE DEPTH

A.01| Engaging Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Protection from the Elements

Applicant response: (100 word max.)

City Response:

Document references:

B. TRANSPARENCY

B.01| Ground Floor Pedestrian Environments

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Activate Secondary Spaces

Applicant response: (100 word max.)

City Response:

Document references:

C. CONTINUITY

C.01| Architectural Framework

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Articulate Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

D. ENTRIES

D.01| Primary Entry Design Quality

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Primary Entry Location

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Seperate Service Locations

Applicant response: (100 word max.)

City Response:

Document references:

D.04| Connect Interior and Exterior Spaces

Applicant response: (100 word max.)

City Response:

Document references:

E. Signage

E.01| Integrate into Facade Design

Applicant response: (100 word max.)

City Response:

Document references:

E.02| Ground Floor Signage Location

Applicant response: (100 word max.)

City Response:

Document references:

E.03| Conribute to Streetscape Environment

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 5
ROOFSCAPE DESIGN

GOAL | The design of roofs should consider the visual impact on abutters, while looking for opportunities to incorporate sustainable design features and amenities.

A. ROOF FORMS

A.01| Compliment Surrounding Context

Applicant response: (100 word max.)

City Response:

Document references:

B. VISUAL IMPACTS

B.01| Low Roofs

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Cluster and Screen Equipment

Applicant response: (100 word max.)

City Response:

Document references:

C. SUSTAINABLE DESIGN

C.01| Green Roof Technology

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Renewable Energy Systems

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 6
MATERIALS

GOAL | The selection of a high-quality palette of materials should be both contextual and forward-thinking in terms of design and sustainability.

A. VISUALLY COMPATIBLE WITH CONTEXT

A.01| Compliment Existing

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Mindful of Architectural Goals

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Consistent with Street and Site

Applicant response: (100 word max.)

City Response:

Document references:

B. HIGH QUALITY, DURABLE, GENUINE

B.01| Context Appropriate

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Authentic Detailing

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Ground Level Importance

Applicant response: (100 word max.)

City Response:

Document references:

B.04| Focus on Building Entries

Applicant response: (100 word max.)

City Response:

Document references:

C. GREEN

C.01| Locally Sourced

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Renewable

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Life Cycle

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 7

BUILDING EXTERIOR LIGHTING

GOAL | Lighting should accentuate architectural expression and enhance the quality and safety of pedestrian environments.

A. ACCENTUATE ARCHITECTURAL EXPRESSION

A.01| Highlight Key Features

Applicant response: (100 word max.)

City Response:

Document references:

B. ENHANCE THE SURROUNDING PUBLIC

B.01| Focus on Ground Plane

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Create a Safe Environment

Applicant response: (100 word max.)

City Response:

Document references:

C. LIGHT POLLUTION

C.01| Avoid Animation

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Prevent Light Trespass

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 8

SUSTAINABLE DESIGN: GREEN BUILDING

GOAL | New construction and major renovation projects should utilize best practices and, at a minimum, strive to achieve Leadership in Energy & Environmental Design [LEED] certifiability. High performance buildings have less of an impact on the environment, cost less to operate and maintain, and are healthier for those who occupy them.

A. WATER EFFICIENCY

A.01| Water Saving Strategies

Applicant response: (100 word max.)

City Response:

Document references:

B. ENERGY AND ATMOSPHERE

B.01| Energy Use Reduction

Applicant response: (100 word max.)

City Response:

Document references:

C. MATERIALS AND RESOURCES

C.01| Life-cycle Approach

Applicant response: (100 word max.)

City Response:

Document references:

D. INDOOR ENVIRONMENTAL QUALITY

D.01| Quality and Comfort

Applicant response: (100 word max.)

City Response:

Document references:

E. INNOVATION IN DESIGN

E.01| New Technologies and Strategies

Applicant response: (100 word max.)

City Response:

Document references:

F. REGIONAL PRIORITY

F.01| Focus Locally

Applicant response: (100 word max.)

City Response:

Document references: