

ROSELLE ZONING UPDATE: SECTION 9: DESIGN GUIDELINES

SECTION 9: DESIGN GUIDELINES

9-1: PURPOSE

9-2: HOW TO USE THE DESIGN GUIDELINES

9-3: DESIGN DISTRICT: TOWN CENTER DESIGN GUIDELINE OVERLAY

9-4: DESIGN DISTRICT: COMMERCIAL DISTRICTS

9-5: DESIGN DISTRICT: INDUSTRIAL DISTRICTS

9-6: GLOSSARY

9-1 PURPOSE

9-1-A. These Design Guidelines define and convey Roselle’s vision for the character and quality of development in the Village. In applying such design standards, new buildings and renovations will contribute to Roselle’s sense of place. These standards for defining physical form of development are additive to foundational land use and building bulk regulations in the Zoning Code. The Design Guidelines are a useful tool for: The Public: Members of the community who have an interest in its built environment and development decisions within the Village. Local Elected and Appointed Officials and Village Staff: Officials whose decisions influence the character and quality of the Village’s built and natural environments. Business and Property Owners: Those who invest in Roselle and support its economic development and resilience. Design + Development Professionals: Persons who help bring life to the Village’s vision by designing developments, redevelopments and property improvements.

9-1-B. Applicability These Design Guidelines will be applicable to: 1. New development in the Town Center Design Guideline Overlay (see map in section below) 2. New development in other Business Districts (B-2, B-4, B-5) 3. New development in Industrial Districts (ORI and M-1) 4. Building permits that result in changes to exterior facades, parking lots, site improvements requiring said building permit, or landscaping within any of the areas noted in 1, 2, and 3 above.

1. **For the purposes of these Design Guidelines**, “New Development” shall be defined as “ground up construction on a vacant site, or site on which an existing structure has been razed”.

2. **In the instance of items 1, 2, and 3 above being applicable**, a determination as to whether proposed development meets these Design Guidelines shall be made by the Planning and Zoning Commission. Should developments requiring review related to Design Guidelines also require a Special Use Permit, Planned Unit Development review, or other zoning entitlement, consideration of Design Guidelines may be conducted concurrently to those review processes. A determination by the Planning and Zoning Commission that a proposed development does not meet these Design Guidelines may be appealed to the Village Board. Such appeal may be considered concurrent to a Special Use or Planned Unit Development review. If no such zoning entitlement process is involved, an applicant appeal to a determination by the Planning and Zoning Commission shall be made within 35 days of receiving written confirmation of denial.

3. ***In the instance of item 4 above being applicable***, a determination as to whether proposed development meets these Design Guidelines shall be made by the Zoning Administrator. A determination by the Zoning Administrator that a proposed construction element does not meet these Design Guidelines may be appealed in keeping with procedures spelled out in Section 4 of this Chapter: Interpretations, Appeals, and Variations.

4. ***Single Family Dwellings (attached or detached) shall not be subject to review related to these Design Guidelines***, even if part of a Special Use or Planned Unit Development. In the case of a Planned Unit Development, these Design Guidelines shall be applicable to all common structures and landscape areas.

9-2 HOW TO USE THE DESIGN GUIDELINES

9-2-A. Design Districts

Design Guidelines spelled out in this Section vary based on the Design District in which a property is located. The three districts are: 1) Town Center Design Guideline Overlay, 2) Business Districts (B-2, B-4, B-5) and 3) Industrial Districts (M-1 and ORI). The guidelines for each Design District will help property owners and designers understand Village expectations as they consider a site's location, relationship to the surrounding areas, and unique characteristics.

9-2-B. Design Elements

The Design Elements below describe overarching themes applied to each of the Design Districts. These points relate to major components of any development and define the place being created. A Glossary of terms related to design and design elements can be found at the end of this document.



1. Design Element: Site Planning

Site planning addresses the arrangement and design of buildings, accessory structures, parking and drive areas, bicycle and pedestrian mobility, and supporting facilities. Site Planning Design Guidelines help to establish a functional and pleasing environment through a mixture of urban design elements to ensure buildings, paths, roadways, and public spaces are beneficial for all users.

Objectives

- a. Combine and coordinate various site elements.
- b. Design multiple building developments logically and efficiently.
- c. Install screening between uses or activities that may be incompatible as needed to mitigate impacts between differing uses.
- d. Create interactive areas by including outdoor furniture, plazas, pocket parks, wayfinding signage, art, informational kiosks, landscaping, etc. when possible.
- e. Use lighting to assure safety and as an aesthetic design element.



2. Design Element: Landscaping

Plant material enhances a property by creating visual interest, highlighting architecture and site features, offering shade, promoting environmental benefits, screening unattractive functions from public view and providing buffers between properties.

Objectives:

- a. Use landscape features to create visual interest, break up appearance of blank walls, and enliven unexciting building views.
- b. Apply vegetation to soften views of and within parking lots and other vehicle areas.
- c. Complement landscaped areas with streetscape amenities (awnings, bike racks, furniture, art, lighting, signs).
- d. Employ an environmentally sustainable landscape palette in support of stormwater management practices, as well as more efficient ongoing maintenance.
- e. Complement and be additive to landscape purpose, applicability, and requirements defined in the Village Code.



3. Design Element: Building Design + Form

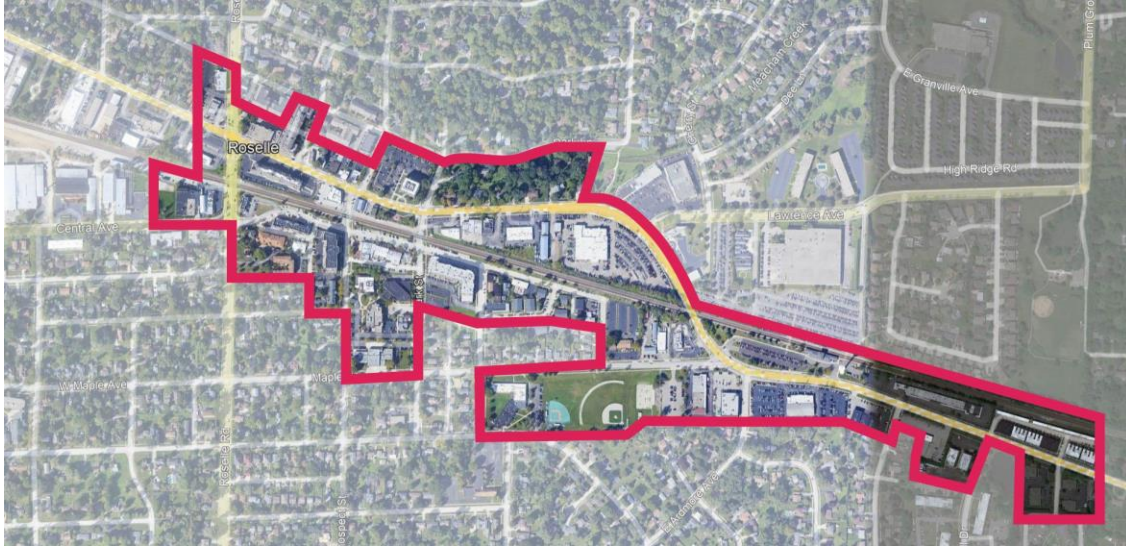
Architectural elements define the scale, context, texture, materials, and color of developments. These characteristics articulate the quality and spirit of a space by enhancing its appearance, relationship to the street and sidewalk, and respect for surrounding structures and activities.

Objectives

- a. Develop attractive new buildings that present a diversity of architectural styles and respect existing character within the Design District.
- b. Enhance property by highlighting primary site and building features.
- c. Create a cohesive and pleasant character by mitigating potentially adverse impacts between different uses and establishing logical transitions between buildings.
- d. Improve developments by considering and prioritizing pedestrian use and mitigating potential impact of vehicles and impervious surfaces.

9-3 DESIGN DISTRICT: TOWN CENTER DESIGN GUIDELINE OVERLAY

The guidelines for the Expanded Town Center District are drawn from the Village of Roselle's Comprehensive Plan. This Design District contains guidelines for the following categories of development: 1. multifamily, 2. row house and rear loaded townhomes, 3. mixed-use, and 4. commercial. New development located in the Expanded Town Center Area, defined in the map below, will be considered as to whether they are in keeping with the guidelines for that development type.



9-3-A. Design Standards Applicable to All Developments in the Expanded Town Center

- Place building along the street with parking to the rear to create a comfortable pedestrian environment.
- Maximize street level transparency to highlight activity level of the district.
- Face front doors towards the streets, connecting directly from the sidewalk, to be inviting to pedestrians.
- Incorporate articulated façade elements such as corner features, varied roof forms, well defined base, upper level setbacks, and interesting cornice lines to present interesting designs.
- Ensure awnings and canopies add shade for pedestrians and add color to the street level façade.
- Use high quality materials, including brick and stone to convey longevity of the district.
- Avoid fake architectural treatments, including fake upper stories, windows and other elements.
- Maintain visual interest of the district by not having blank walls facing the streets.
- Provide landscape buffers when adjacent to existing single family homes to mitigate adverse views or noise.
- Incorporate special corner treatments, including corner entrances, architectural corner elements, or small corner plazas and landscaping to present interesting designs.
- Install streetscape elements consistent with the Village's streetscape palette of landscaping, decorative lighting, paving, seating, etc.
- Facilitate places for outdoor seating with widened sidewalks and small pocket plazas.

9-3-B. Multifamily Residential Development

New multifamily residential developments can add more population to the Town Center, especially near the train station. These can include high quality apartments, condominiums, and senior housing products.

BUILDING SETBACKS	
Typical Front Setback	5' to 20' max
Permitted Amenities in Front Setback	Landscaped areas Plazas and streetscape amenities
Landscaped Buffer from rear or side lot lines	10' min from adjacent residential or non-residential use
BUILDING HEIGHT	
Maximum Height	5 stories
PARKING	
Required Spaces for residential uses	1.5 spaces per dwelling unit, per discretion of Village Staff
Parking Location	No parking areas are allowed between the street and the building facade in the front setback area. Parking has to be provided to the rear or side of buildings, within building envelope, or below grade. Structure parking will require a special use. Facade of any enclosed parking facing the street must have articulated facades. No blank windowless walls are allowed facing the street.
MECHANICAL EQUIPMENT AND TRASH ENCLOSURES	Service, mechanical equipment and trash enclosures must be located at the rear and not along the street. Rooftop mechanical units must be screened in the architectural style of the overall building,

9-3-C. Row Houses and Rear Loaded Townhomes

Rowhouses and rear-loaded townhomes lining a street can create distinctive street walls with great pedestrian appeal. These low-rise multifamily developments are also appropriate for shallow lots and next to existing single-family homes.

BUILDING SETBACKS

Typical Front Setback	10' min
Permitted Amenities in Front Setback	Landscaped areas Plazas and streetscape amenities Front porches and stoops Paths connecting front doors to sidewalks
Landscaped Buffer from rear or side lot lines	10' min from adjacent residential or non-residential use
BUILDING HEIGHT	
Maximum Height	3 stories
GARAGE AND ACCESS	All units must be rear loaded with garages and driveways accessed from a rear alley or drive. Front Loaded Townhomes and Rowhouses with garages facing the streets are not allowed.
PARKING	
Required Spaces	2 spaces for unit
Parking Location	No parking areas are allowed between the street and the front facade in the front setback area. Visitor parking has to be provided to the rear or side of buildings

9-3-D. Mixed-Use Development

Mixed-use developments, with retail at the street level and housing or offices on the upper floors, add great vibrancy to a pedestrian oriented area. The Comprehensive Plan promotes more mixed-use projects along Irving Park Road and Main Street, extending the pedestrian oriented character to the Station Area to the east.

BUILDING SETBACKS	
Typical Front Setback	0' (Zero Lot Line Building) to 5' max
Wider Front Setback	15' max Front setback can be increased to accommodate pedestrian oriented amenities, including: <ul style="list-style-type: none"> • Outdoor seating areas for restaurants • Landscaped plazas and wider sidewalks • Outdoor art or special streetscape features
Landscaped Buffer from rear or side lot lines	10' min from adjacent residential use Not required from non-residential use
BUILDING HEIGHT	
Maximum Height	5 stories
PERMITTED USE	
Ground Floor	Permitted commercial uses per Zoning Code
Upper Floors	Permitted commercial and residential uses per Zoning Code
PARKING	
Required Spaces for Residential Uses	1.5 spaces per dwelling unit, per discretion of Village Staff
Required Spaces for Commercial Uses	No minimum requirement, per discretion of Village Staff
Parking Location	No parking areas are allowed between the street and the front facade in the front setback area. Parking has to be provided to the rear or side of buildings, or below grade. Structured parking will require a special use
DRIVE-THRU	
Drive-thru lane location	No drive-thru lanes are allowed between the street and the building facade in the front setback area. Drive-thru lanes must be located to the rear or side of buildings

9-3-E. Commercial Buildings

Small single-use commercial developments (below 6,000 SF), including restaurants, shops, and recreational uses, and offices of all sizes, are welcome additions to the Town Center area provided they comply with the design guidelines set forth in this section. Given the limited supply of large parcels available for redevelopment in the Town Center Area, it is challenging to accommodate larger commercial developments (over 6,000 SF) that require significant parking. Proposals for such developments can be allowed in areas designated Mixed-Use at the discretion of Village Staff.

BUILDING SETBACKS	
Typical Front Setback	0' (Zero Lot Line Building) to 5' max
Wider Front Setback	15' max Front setback can be increased to accommodate pedestrian oriented amenities, including: <ul style="list-style-type: none"> • Outdoor seating areas for restaurants • Landscaped plazas and wider sidewalks • Outdoor art or special streetscape features
Landscaped Buffer from rear or side lot lines	10' min from adjacent residential use Not required from non-residential use
BUILDING HEIGHT	
Maximum Height	5 stories
PARKING	
Required spaces for commercial use up to 6,000 SF	No minimum requirement
Required spaces for commercial use over 6,000 SF	5 per 1,000 SF; can be reduced per discretion of Village Staff
Parking Location	No parking areas are allowed between the street and the front facade in the front setback area. Parking has to be provided to the rear or side of buildings, or below grade. Structured parking will require a special use
DRIVE-THRU	
Drive-thru lane location	No drive-thru lanes are allowed between the street and the building facade in the front setback area. Drive-thru lanes must be located to the rear or side of buildings

9-3-F. Street Level Retail

INTENT	Like many Main Streets of Illinois, Roselle’s old Town Center showcases two to three-story mixed-use buildings with retail storefronts at the street level. New mixed-use buildings in the expanded Town Center are encouraged to incorporate traditional components of Historic Storefronts, including the following:
ARTICULATED CORNICES	<p>Typical articulated cornices are horizontal molded projections that crown or complete a building facade.</p> <p>Cornices are typically made of stone or brick, and can be articulated with details like ornamental brackets, decorative brickwork, and dentils.</p>
UPPER-LEVEL BAND OF WINDOWS	Smaller residential scaled windows and doors are encouraged for upper floor residential uses to distinguish from the large storefront windows at the street level
BASE CORNICE AND SIGNAGE AREA	<p>An articulated Base Cornice is required to distinguish the storefront base from the upper floors.</p> <p>A consistent Signage Area between the Base Cornice and Street Level Windows must be provided for the placement of signs of all commercial tenants.</p>
STOREFRONT WINDOWS	<p>Blank, windowless walls along the street frontage are not allowed</p> <p>Minimum 75% of street level facade must be transparent to allow pedestrian views and daylight into the building</p>
KICK PANEL	<p>A kick panel below the window area was a typical feature of traditional storefronts and is encourage for storefronts</p> <p>Panels must not be more than 2 feet 6 inches in height</p>

9-3-G. Awnings and Canopies

INTENT	Awnings and canopies are a part of traditional storefronts in the Chicago region. These encroachments provide a shading device over windows to reduce solar gain, provide shelter for pedestrian in snow and rain, and add visual interest and color to facades, which significantly enhances the pedestrian scale.
PLACEMENT	Awnings and canopies are not required. If they are used, the following requirements must be followed:
	<p>Awning</p> <ul style="list-style-type: none"> • Awnings may project up to 5' into the public right of way over a sidewalk • Awnings must be located over a window or door and cannot be located over fake windows or doors or along a blank wall • Awnings must be properly placed within a window or door frame and not placed artificially high over a window or door
	<p>Canopy</p> <ul style="list-style-type: none"> • Canopies may project up to 8' max. into the public right of way over a sidewalk • Canopies must be cantilevered and cannot be supported with columns or poles
DESIGN	<ul style="list-style-type: none"> • The shape, design and color of awnings and canopies must be consistent with the architectural vocabulary of the building • Retractable canvas awnings are strongly encouraged • Backlit and vinyl awnings are strongly discouraged

9-3-H. Entrances

INTENT	Entrances are encouraged to be articulated to add interest to a building mass and create a strong identity for a building.
CORNER ENTRANCE	<ul style="list-style-type: none"> • Corner entrances are required for buildings located on corners at street intersections • Corner entrances can be recessed up to 5 feet to allow for a wider sidewalk area for pedestrians at the street corner • Canopies and awnings over corner entrances are strongly encourage to provide shade and shelter for pedestrians, and to articulate the entrance
RECESSED ENTRANCE	<ul style="list-style-type: none"> • Entrances may be recessed up to a maximum of 5 feet • Recessed entrances are encourage to provide a wider room for pedestrians and to distinguish the entrance from the remained of the storefront facade
ARTICULATED ENTRANCE	<ul style="list-style-type: none"> • Entrances are encouraged to be articulated by a vertical element that can break up the building mass, especially for large buildings • Vertical articulation can include roof forms, canopies, change in material or other elements that are consistent with the overall architectural style and vocabulary of the building
MULTIPLE ENTRANCES	Multiple public entrances that connect to both the sidewalk and the parking area to the rear are strongly encouraged. If a parking lot is located to the rear of a building there should be a rear and a front entrance to the building
STOREFRONT ENTRANCE	All storefront entrances must be located at the sidewalk level

9-3-I. Articulated Base and Corner

ARTICULATED BASE	<p>A well defined building base can help break up the large mass of taller buildings and create a stronger pedestrian scale along the streets.</p> <p>The Building Base can be articulated with horizontal elements like a base cornice, by a change of materials, and by setting back the upper floors.</p>
ARTICULATED CORNER	<p>Adding a unique corner element facing street intersections is a hallmark of classic Chicago buildings.</p> <p>Corner articulation, in the form of a vertical architectural feature, is required for all buildings located at street corners.</p>

9-3-J. Architectural Style

- The appeal of a vibrant Town Center is not in one predominant architectural style, but rather in the richness of diverse architectural vocabularies, with an emphasis on quality materials and careful attention to detail. Architects and developers are encouraged to choose from established historic styles, and/or to create contemporary interpretations of these styles.
- Where a specific style is selected, the overall design of facade, roofs, architectural details, and materials selected must be consistent with the vocabulary of that style
- Random mixing of eclectic styles in one building is strongly discouraged

9-3-K. Exterior Finish Materials

INTENT	The Village is committed to High Quality Materials in all new buildings. These are materials that are long lasting, add long term value and permanence to a building, and have high energy efficiency
STANDARDS	<ul style="list-style-type: none"> • At least 75% of all building facades shall incorporate Primary Materials • The remaining 25% may incorporate other “Accent Materials” to add texture and interest to the facade • Other new materials that meet the characteristics of high quality materials as outlined below will be considered by the Village on a case by case basis
GUIDELINES	<ul style="list-style-type: none"> • Environmentally friendly materials that have high LEED rating are strongly encourage, along with materials that have high recycled content, local availability, thermal insulations, low construction waste, and potential for reuse. • The natural color of masonry should be retained. Painted brick or stone is not allowed for any new construction.
PRIMARY MATERIALS (75% OF BUILDING FACADE)	<p>Primary materials are high quality materials that are characterized by:</p> <ul style="list-style-type: none"> • Permanence and durability • Low maintenance costs • Energy efficiency <p>Primary Building Materials:</p> <ul style="list-style-type: none"> • Brick • Stone • Cast stone • Glass and curtain walls • Metal cladding • Copper and stainless steel • Fiber cement siding (e.g. Hardie Board) <p>Primary Roofing Materials:</p> <ul style="list-style-type: none"> • Cedar • Slate • Asphalt Shingle
ACCENT MATERIALS (MAXIMUM 25% OF BUILDING FACADE)	<ul style="list-style-type: none"> • Fiber cement siding, e.g. Hardie Board • EIFS (Exterior Insulation and Finish System) – shall only be allowed when the application is at least 10 feet above grade • Stucco • Wood (not plywood) • Decorative block • Concrete panels, smooth or textured • Synthetic plaster • Standing seam roof (muted tones)
PROHIBITED MATERIALS	<ul style="list-style-type: none"> • Cinder block • Smoothface Block • Mirrored or reflective glass • Plywood

9-4 DESIGN DISTRICT: COMMERCIAL DISTRICTS

Commercial corridors in Roselle provide a range of retail, dining, and service business that serve community residents and surrounding communities. The Design Guidelines below define a development standard that enhances the day-to-day function and experience for employees and visitors along the corridors. These design guidelines are applicable in the B2, B-4, and B-5 zoning districts.

9-4-A. District Design Objectives

1. Inviting commercial corridors and business areas where retail, service and office developments are attractive, distinctive and easy to access for pedestrians, cyclists, and motorists.
2. Enhanced commercial vitality, economic growth, and support for businesses, through thoughtfully developed physical surroundings.
3. Safe and efficient auto access, as well as bicycle and pedestrian movement within and between developments.

9-4-B. Design Guidelines: Site Planning

1. Size and orient buildings to create a positive visitor experience in terms of safety, views, and access within and beyond the site, and walkability.
2. Provide seating, waste receptacles, resting spaces, walking areas, bike paths and parking, and other amenities that create a comfortable and familiar environment.
3. Design walls, fences and accessory structures to be compatible with the design, character, and style of the overall development.
4. Minimize visibility and impact of loading docks and storage areas by locating them away from the primary building access and out of view from roadways and main drives.
5. Install lighting to minimize glare by using recessed or cut off fixtures.
6. Design signage in accordance with sign code and to provide information clearly and legibly to pedestrians and motorists without dominating the site, architecture or character of the building, block, or corridor.
7. Design parking lots with a logical layout configuration, easily identifiable traffic circulation, and clearly identifiable paths for pedestrians to the front door of stores.
8. Minimize large open parking areas by incorporating enhanced landscaping or architectural design elements (like garden walls) to parking lot interiors and perimeters when parking is provided between buildings and adjacent roadways.



Size and orient buildings to create a positive visitor experience.



Design parking lots with clearly identifiable paths for pedestrians.



9-4-C. Design Guidelines: Landscaping

1. Install a variety of weather resistant and environmentally appropriate landscaping to create visual interest, highlight pedestrian paths, and accent buildings.
2. Use landscaping to highlight a building entry, walkway or other feature.
3. Apply foundation landscaping to enhance building appearance.
4. Install perimeter landscaping to screen parking lots from view of passing traffic.
5. Install landscape areas of refuge for pedestrians in parking lots; these areas can also be used to minimize water runoff and provide additional outdoor amenity areas.
6. Include at least one ornamental tree and living weather resistant and environmentally appropriate ground cover in landscape islands – mulch or stone are discouraged but may be acceptable in areas where ground cover planting survival is unlikely.
7. Install landscaping strips between parking rows, where feasible.
8. Break up view of large building surfaces facing the public right-of-way or main drive aisles using landscaping features.
9. Select landscape treatments to provide seasonal plantings and color variety throughout at least 3 seasons.
10. Disperse trees and plantings throughout the parking lot to maximize shade and visual relief.
11. Use native vegetation for perimeter landscaping, foundation landscaping, and parking islands to reduce maintenance costs and contribute to environmental sustainability.
12. Minimize large open parking areas by incorporating enhanced landscaping or architectural design elements (like garden walls) to parking lot interiors and perimeters when parking is provided between buildings and adjacent roadways



Use perimeter landscaping to screen parking lots.



Disperse plantings throughout the parking lot.

Source: CreativeCommons.org



Use a variety of landscaping to create visual interest, highlight pedestrian paths, and accent buildings.



9-4-D. Design Guidelines: Building Design

1. Minimize unattractive views of large balance walls with changes in color or building materials, placement of windows, placement of building detailed.
2. Use moldings, awnings, roof lines, cornices, windowsills, lintels or vertical-horizontal expression lines to create more visual interest in buildings.
3. Use durable primary materials such as stone, steel, masonry, and textured concrete on visible facades.

4. Use different building materials that do not clash in color or finish; a logical and attractive family (palate) of colors should be applied. Material that provides highlight colors may be appropriate.
5. Apply setbacks of building facades that are varied and add dimension and depth to site.
6. Renovate facades on older centers with durable materials that present a modern character and attractive appearance.
7. Design masonry buildings with brick sizes in keeping with the building scale. Larger utility bricks or concrete masonry units (CMUs) are not appropriate on smaller square footage buildings, but can be appropriate on “big box” or other larger structures if applied with banding and texturing that breaks up the appearance of large facades.
8. Design rear elevations of buildings visible from public rights of way or residential areas to reflect the design character of the building’s front elevation.
9. Design awnings and signs to be consistent in character, size, and profile along a building façade.
10. Screen views of ground/roof mounted mechanical equipment from adjoining properties and the public right-of-way with landscaping or building elements.
11. Use lighting to highlight architectural elements and increase overall pedestrian and vehicular safety. Lighting should not produce glare or areas of excessive brightness out of character with the overall site nor project light into the sky.
12. Avoid using plain (flat grey and untextured) CMU blocks which are not acceptable under these Design Guidelines. CMU blocks with a color or split face finish, or both, are acceptable.



Avoid clashing building materials.



Use lighting that highlights architecture and prevents glare.



Larger bricks or concrete masonry units (CMUs) with color and texture can be appropriate for “big box” or larger buildings.

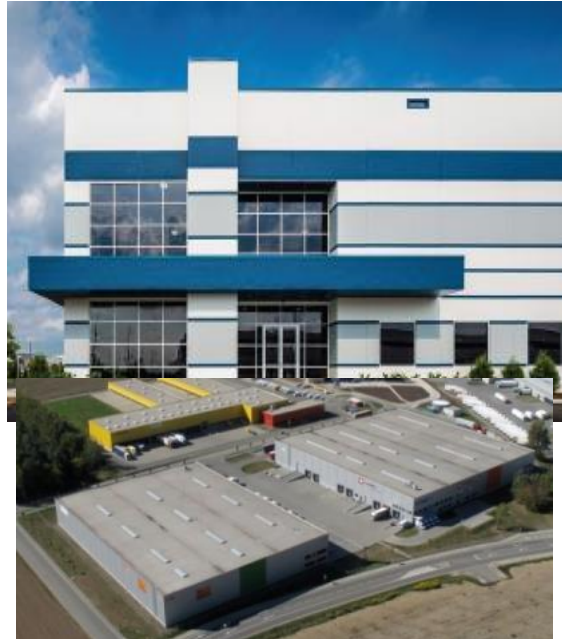
9-5 DESIGN DISTRICT: INDUSTRIAL DISTRICTS

Roselle’s industrial and business park uses support a variety of manufacturing, warehousing, distribution, logistics, and office uses. While this Design District includes a range of buildings with varying functions, these guidelines define an attractive and cohesive business environment that unifies and enhances the area. These design guidelines are applicable in the M-1 and ORI zoning districts.

9-5-A. Design District Objectives

1. A safe, functional, and cohesive business park environment that promotes economic expansion in Roselle.

2. Attractive building and landscaping design to create inviting and aesthetically pleasing industrial parks.
3. Site design to minimize unattractive often monotonous common with larger scale buildings.



Orient buildings to minimize views of loading, mechanical and storage areas from rights of way.

9-5-B. Design Guidelines: Site Planning

1. Orient buildings to minimize views of loading, mechanical and storage areas from rights of way.
2. Design building access, visibility, connections, and circulation to create safe and efficient travel through and beyond the site for trucks, passenger vehicles, bicyclists and pedestrians.
3. Encourage shared parking facilities.
4. Incorporate signage to label visitor and vehicular movement between buildings and parking areas of multiple building developments.



9-5-C. Design Guidelines: Landscaping

1. Incorporate landscaping to mitigate views of large blank walls common with large industrial buildings.
2. Locate landscaping to highlight main entrances to industrial buildings.
3. Install landscaping to soften views of parking lots from rights of way and to highlight pedestrian paths to and from main and employee entrances of buildings.
4. Utilize native vegetation for perimeter landscaping, site foundation, and parking islands to reduce maintenance costs and contribute to environmental sustainability.



9-5-D. Design Guidelines: Building Design

1. Avoid large expanses of undifferentiated blank surfaces and focus on façade diversity, pattern, texture, color and detail that contributes to visual interest:
 - a. Use architectural elements or creative color variation for vertical and horizontal relief over large areas as an effective way to break up a building façade.
 - b. Use functional elements – such as windows and vents – to break up building façades.
 - c. Use color banding to break up long stretches of building facades.
2. Light pathways, entryways/exits, service areas, and other frequent visitor access points to increase safety and use cut off light fixtures to minimize glare.
3. Enhance building entry areas to be easily identifiable.
4. Minimize visibility of loading docks from adjacent roadways. Where docks must face roadways, landscaping or other intermittent screening can be used to limit such views.





Avoid large expanses of undifferentiated blank surfaces.



Use architectural elements or creative color variation to break up a building façade.

9-6 GLOSSARY

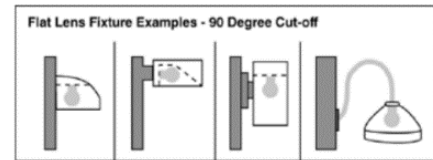
Accessory Structure: Structure supportive of and secondary to the primary building or activity (as defined by the Village Zoning Ordinance).

Architectural Elements: Various aspects of a structure that are functional and/or aesthetic in nature (such as windows, doors, and roof lines moldings, awnings, roof lines, cornices, windowsills, fenestrations or lintels.)

Business Park: An industrial / office area developed to reflect a consistent design character for common areas and rights-of-way.

Character: The unique sense of place created by the various elements of a particular business district or neighborhood.

Cut Off Fixtures: Light fixtures designed to limit the direction that created illumination shines and to reduce glare.



Cut Off Fixtures

Environmental Sustainability (as relates to these Design Guidelines): Practices related to design, construction, and maintenance of development that seeks to avoid harmful impacts to the environment in order to preserve natural resources and quality of the natural environment into the future.

Façade: The visible portion of a building.



Foundation Landscaping

Foundation Landscaping: Plantings located along the base of a building that are designed to enhance building appearance.

Glare (Light Pollution): A visual characteristic resulting from too much brightness from a light source or not controlling (focusing) the light source; considered a form of light pollution.

Ground Cover: Living plants designed to grow low to the ground, intended to create an attractive appearance and protect against soil erosion.

Hardscape: Elements of landscape and site design that are solid, not plants, and long term in nature; includes items such as walkways, retaining walls, pavers, patios and decks.

Landscape Islands: Small medians set into parking and drive areas used to provide aesthetic enhancement, additional green areas, pedestrian safety, and to define driving and pedestrian paths.

Landscaping Strip: A continuous landscaped area located between two facing rows of parking.



Landscaping Strip



Glare minimized



Landscape Island

Native Vegetation: Plant species found naturally in a local habitat that are typically well-suited to the environment of the area, making them resilient and in some cases useful for stormwater management.

Open Space: A landscaped or hardscaped area often used for active or passive recreation, providing visual relief and areas of respite within a city, neighborhood, or development.

Ornamental Trees: Trees with a highly aesthetic appearance based on their flowers, aromas, shape, color or combination of such features.

Perimeter Landscaping: A form of screening that combines lawn, shrubs and trees located around the edge of development or part of a development (such as a parking lot) designed to provide aesthetic benefit and lessen the view of less attractive elements such as parked cars or utilities.

Public Right-of-Way: That part of the built environment commonly owned and maintained by the community (roads, parkways, sidewalks, and alleys).

Scale: The perception created by a building's mass and height in relation to its surroundings. In regard to an area intended for pedestrian use, the notion of "pedestrian scale" relates to the pedestrian's perceived comfort and interactions with a building (or buildings).

Screen (or Screening): A barrier (either landscaping or structural) designed to limit visibility of areas, activities or structures that may diminish the appearance or character of an area.

Setbacks. The distance between a property line and principal building, accessory structure, or defined activity. Setbacks may be defined by zoning regulation or applied for specific purposes.

Wayfinding: The series of signs used to help visitors know their location in and find other areas of a development, business district or city.

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Screening



Wayfinding