Adopted 2/12/13

DESIGN GUIDELINES

Cottonwood Heights
City between the canyons

Introduction

1. Purpose

The purpose of these guidelines is to enhance the visual appeal of the city through the use of high quality and sustainable architectural and site design, and to develop a unique sense of identity in the Gateway Overlay District.

2. Goals

- To maintain, develop, and strengthen community character.
- To encourage well-designed, visually appealing non-residential development.
- To attract both local and regional clientele and increase economic activity in the city.
- To safely and equally accommodate both automobile and pedestrian traffic, and to promote a human scale to new developments.
- To define the community through the use of aesthetic and high-quality architectural design.
- To establish and maintain a high standard for architectural design.
- To create attractive, distinct and welcoming developments along main corridors of the Gateway Overlay District and through out the city.
- To create safe and environmentally friendly sites through the use of sustainable design techniques and CPTED principles.

3. Use

This document is divided into two main sections: (1) Architectural Design Guidelines and (2) Site Design Guide lines. Each page of the document refers to a different aspect of architectural or site design guidelines. Each page contains a numbered list of guidelines pertaining to each specific aspect of design (the numbers are in no indication of importance, but are simply for organization purposes). Each aspect of design also contains pictures or diagrams showing preferred examples of individual design. Pictures and diagrams found within this document are used to illustrate examples of a specific aspect of design and should be analyzed only for the relevant topic.

4. Review and Approval Process

- Locate and identify the applicable zoning district.
- Discuss the proposed project with city staff (this is an informal discussion, typically conducted before any design takes place).
- Review the design standards.
- Understand the context of the building site and inventory adjacent land uses.
- Develop the site plan and building design using the Design Guidelines, as well as the applicable chapters of the Cottonwood Heights (CWH) zoning ordinance and other applicable development regulations and policies.
- Contact city staff and schedule a pre-application meeting.
- Submit the project for formal review.

5. Standard of Compliance

This document is not legally binding. It is a set of guidelines to follow when designing non-residential sites in the Gateway Overlay District.

All potential sites are required to adhere to any relevant requirements found in the Cottonwood Heights (CWH) zoning ordinance. This document is to be used in addition to the zoning ordinance to aid in creating the most high-quality sites possible. Each submitted project will be subject to review and approval by the Architectural Review Commission (ARC).

We welcome and encourage creativity and the incorporation of all architectural styles. Any design work that is outside of these guidelines must be defended before the ARC.

6. Acknowledgement

A variety of existing design guideline manuals were referenced in the process of creating this document. Some wording and ideas expressed in this document were taken from design guideline documents from:

- Overland Park, KS
- Sandy, UT
- J - Design Manual, Brookhaven, NY
- Arcadia, CA
- Gilroy, CA
- City Center Design Guidelines, Avondale, AZ
- Crystal Mountain Resort, Westbank BC (Canada)

Introduction

Contents

Entrances

1. Entrances should be easily identifiable and evoke a sense of entry.
2. Entrance areas should have a high quality of finish and level of detail.
3. Entrances should be the prominent features of the ground floor.
4. If the building site is located on a corner lot, a corner entrance is allowed and recommended. (Fig. 1)
5. Orient entrances towards the adjacent street or main access points.
6. To make entrances stand out, implement at least two articulation techniques, such as: clerestories, oversized doors, windows flanking doors, ornamental lighting, decorative stone/masonry, a pedestrian area with seating, public art, or landscaping.
7. Building entrances should include awnings, overhangs, canopies, porches, etc. (Fig. 2)
8. Buildings larger than 60,000 square feet should include at least two public entrances.

Fig. 1

Fig. 2

Windows

Fig. 1

Fig. 2

1. Windows on upper stories of buildings should be aligned with those on the lower story. (Fig. 1)

2. Any buildings set at the back of the sidewalk will have at least 60% of the ground floor elevation shall include transparent windows, display windows, and doors to contribute to transparency and a welcoming human scale.

3. Glazing is encouraged to promote safety and human scale.

4. The light source in display windows should not be visible from the building's exterior.

5. The majority of windows on a given floor should be relatively equal in size.

6. Windows should be designed to encourage retail use by being transparent and free from excessive signage.

7. Where a building fronts a pedestrian promenade, knee walls are encouraged under windows that otherwise border the ground. (Fig. 2)

8. Windows situated in hard materials should not have trim, and the window frame shall be a minimum of 2" wide.

AWNINGS AND CANOPIES

1. Awnings are encouraged to promote visual interest and shield pedestrians from weather.

2. In developments with multiple storefronts, awnings should be complementary in size, color, and material.

3. Awnings and canopies should not obscure permanent architectural elements of the building.

4. Awnings longer than a single storefront are prohibited.

5. Awnings must function as true awnings, situated over doorways and/or windows. (Fig. 1)

6. Awnings and canopies must be fixed to a vertical wall, and must lead to the public entrance.

7. Awnings should project at least three (3) feet over a pedestrian traffic area (i.e. doorway), and at least one (1) foot over a non-pedestrian traffic area.

8. Awnings and canopies shall maintain a minimum vertical clearance of eight (8) feet above the sidewalk. (Fig. 2)

9. Backlighting of awnings is prohibited.

10. Advertisements on awnings should be secondary to functional and aesthetic design, and should be in harmony with the colors and style of the building.

11. Awnings and canopies must be made of woven cloth or architectural metal materials.

Fig. 1

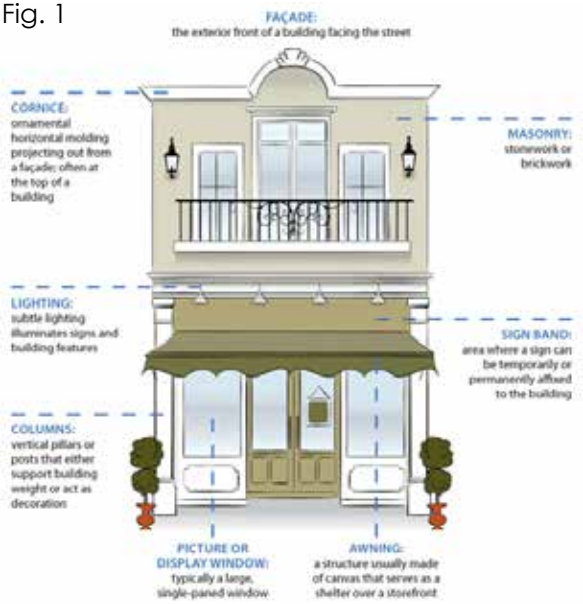


Fig. 2

FOUR-SIDED DESIGN

Fig. 1

Fig. 2

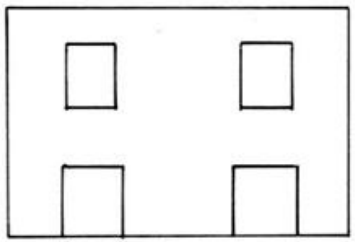
1. Architectural details and colors must be consistent on all visible walls.

2. Avoid the look of a single façade that appears to be pasted on the front of the building. (Fig. 1)

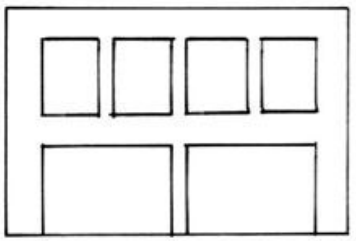
3. Monotonous building massing should be avoided through smart architectural design. (Fig. 2)

4. Buildings should not have any blank, flat walls. (Fig. 3)

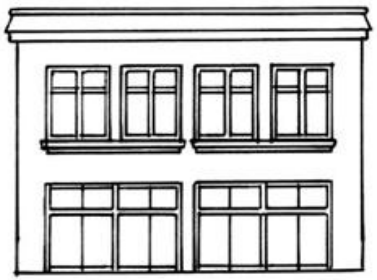
Fig. 3



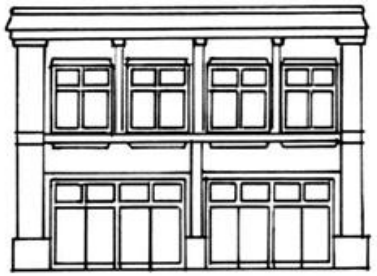
Proportion of opening sizes to building mass is too small



Increase opening sizes



Articulate openings



Break up building mass

National Franchise/Big-Box Stores

1. Prototypical signage and architecture of big-box stores is discouraged.

2. Developers should provide photos of other non-prototypical franchise buildings, at the request of the Planning Staff.

3. Architecture of franchise stores must be revised if the proposed design is not in conformance with these design guidelines.

COMPATIBILITY WITH SURROUNDINGS

Fig. 1

Fig. 2

1. Where applicable, pedestrian routes should connect with adjacent lots to make for a unified area.

2. Each site should be developed to integrate with surrounding properties, including rooflines, building height, setbacks, etc. Functional and aesthetic pedestrian and vehicular connections should be provided to evoke a sense of unity. (Fig. 1 & 3)

3. In multiple-building developments, similar materials and colors should be used and specified. (Fig. 2)

4. In multiple-building developments, individual entryways should be the source of expression of individual building character, not the surrounding facades.

5. Buildings that share a common wall must be no different in height than ten (10) feet or one story in height, whichever is less.

6. Building materials and colors should complement the natural environment, while adhering to all necessary design guidelines.

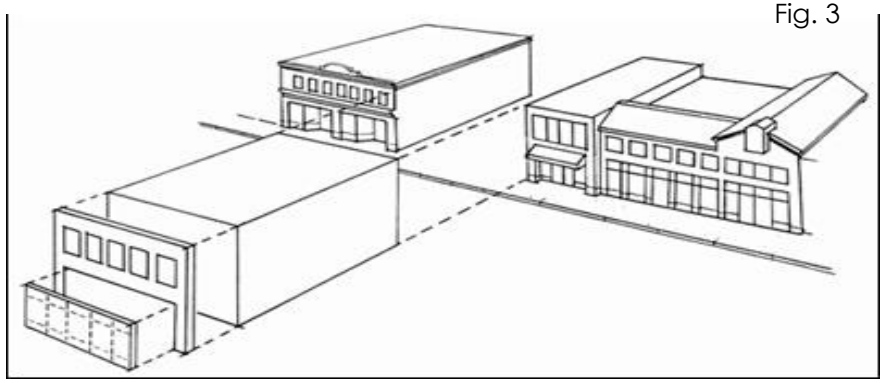


Fig. 3

ELEMENTS AND ARTICULATION

1. Buildings should include a recognizable base and top.
   - Base: Heavy material, thicker walls, vegetation (e.g. raised planters), human-scale elements.
   - Top: Medium/light materials, cornice and/or parapet treatment on flat roofs, eaves and/or brackets on sloped roofs.

2. Every forty (40) feet of horizontal facade should be broken up by building articulation.

3. Every fifteen (15) feet of vertical facade should be broken up by building articulation. (Fig. 1)

4. Overall building height should be in correspondence with the ordinance for the desired land use.

5. Building design should generally be more detailed at ground level.

6. Outdoor seating and dining areas must be clearly defined and incorporated as part of the initial design. (Fig. 2)

7. Use elements such as lighting, dormers, gables, parapets, and cornices to create visual interest and distinction between buildings.

8. In multi-unit developments, such as shopping plazas, use a varied roofline to break up the length of the top of the building and create an aesthetic feel.

9. Ensure that all aspects of articulation are in proper scale with one another and with the building as a whole. Out-of-scale elements can look as unpleasing as a long, continuous facade. (Fig. 3)

Fig. 1

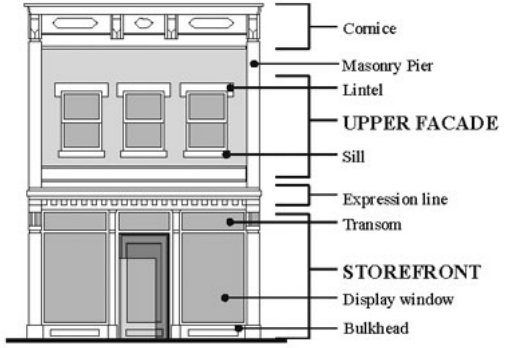


Fig. 2

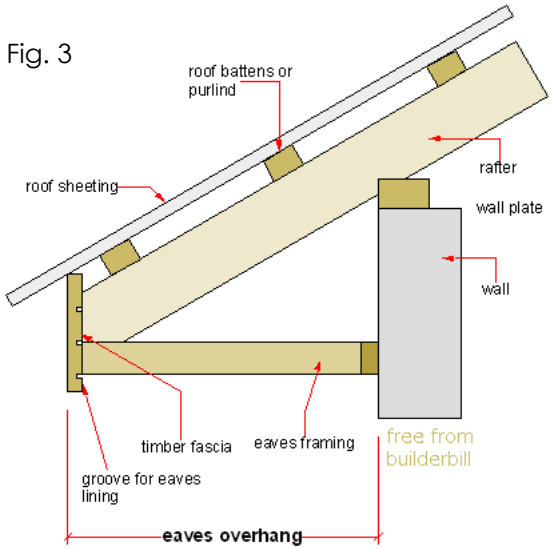
Fig. 3

Roofs

Fig. 1

Fig. 2

Fig. 3



1. A parapet and/or a cornice treatment is required on buildings with flat roofs.
2. All parapets should feature cornice treatments. (Fig. 1)
3. Parapet height should be no more than five (5) feet, and may be used as roof equipment screens.
4. Long, continuous parapets of forty (40) or more feet should include varying heights.
5. Cornices should continue around the outside of an entire building projection, and NOT stop at a corner.
6. Elements such as dormers, gables, stepped roofs, etc. are recommended to break up expansive stretches of roofing. (Fig. 2)
7. Roofs of buildings with a footprint larger than 50,000 square feet should include both pitched and flat roofs, while adhering to the guidelines set forth for both types of roofing.
8. Pitched roofs should include overhanging eaves. (Fig. 3)
9. Exposed gutters are prohibited on buildings with flat roofs.
10. External downspouts are discouraged.
11. Wooden, vinyl, or chain-link fences are prohibited from being used as rooftop equipment screens.

Building-mounted and canopy lighting

1. Any protruding lighting structures must be in accordance with the architectural character of the rest of the site.

2. Building lighting at ground level should be provided to illuminate storefronts, the public sidewalk, and the ground floor entrance to the building. (Fig. 1)

3. Accent lighting is encouraged to highlight interesting architectural features, signs, and displays, but must be shielded and oriented toward the intended feature.

4. Building lighting should be shielded and directed downward, unless part of ornamental lighting, to highlight building architecture. (Fig. 2)

5. The maximum footcandles under canopy lighting is thirty (30).

6. Appropriate fixtures for canopy lighting include recessed lighting fixtures or indirect lighting.

7. Floodlighting is prohibited. Lighting is to be used for safety or for highlighting specific architectural features.

8. Building-mounted lights should be designed to complement the architecture of the building. (Fig. 3)

9. Wall-mounted fixtures should not extend above the height of the wall to which the fixtures are mounted.

10. Down lighting and accent lighting are recommended, but the light sources should be screened from view.

11. Light sources in window displays should not be visible from outside the building.


Fig. 1


Fig. 2

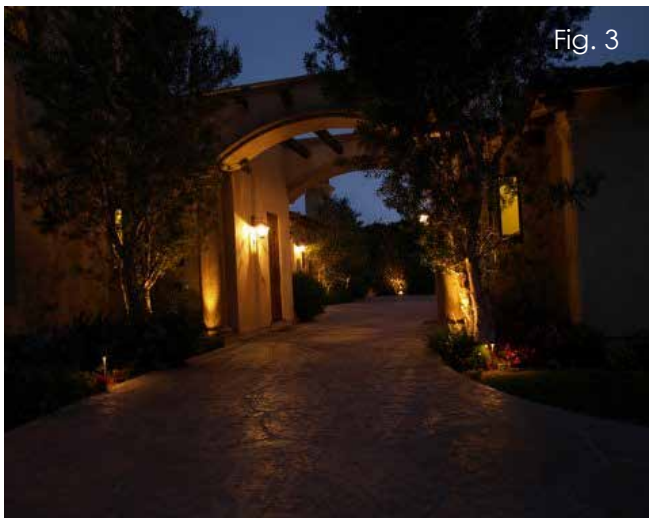


Fig. 3

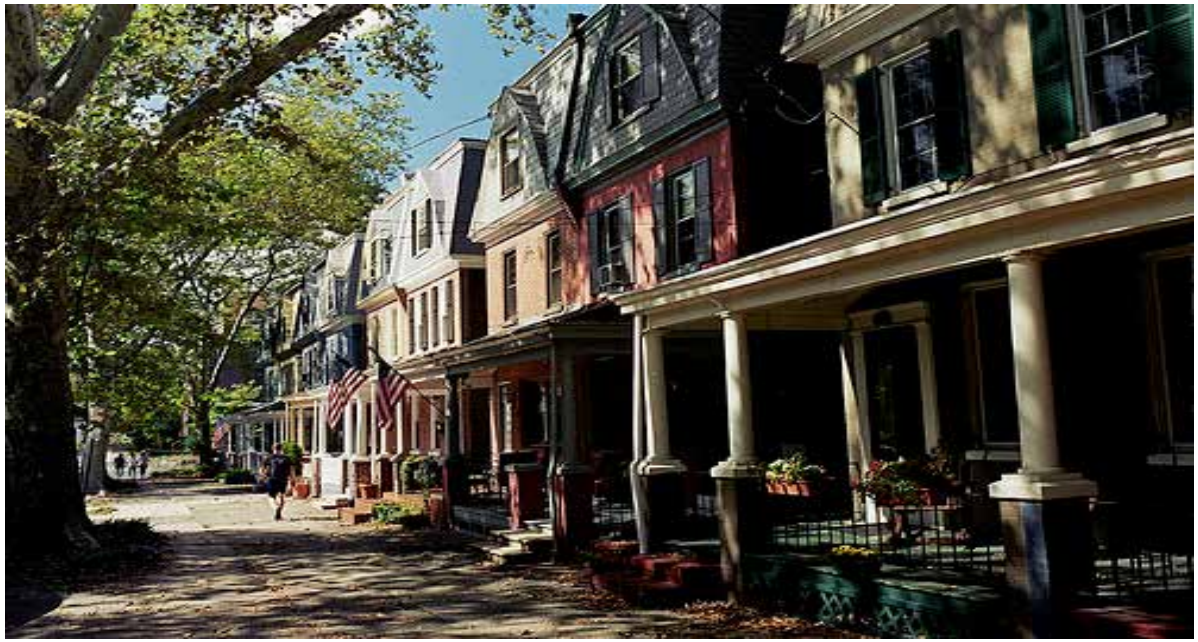
MAINTENANCE AND MODIFICATION

1. Maintenance is required to ensure an appealing, safe, environment. Immediate repair of all unsafe sidewalks/parking lot cracks, tree uproots, and any other potentially unsafe site conditions is required.

2. When applicable, use graffiti-resistant materials to make exterior walls easier to clean.

3. Any site or building development will be in harmony with these design guidelines, making every effort to comply with these design standards, with any exceptions being approved by the ARC.

4. Any modifications to the current site must adhere to both the approved site plan, and if applicable, regulations found in the city ordinances.



Mixed-use development

1. If multiple uses are to occur in the same building, there should be separate and distinct entryways for each. (Fig. 1 & 3)

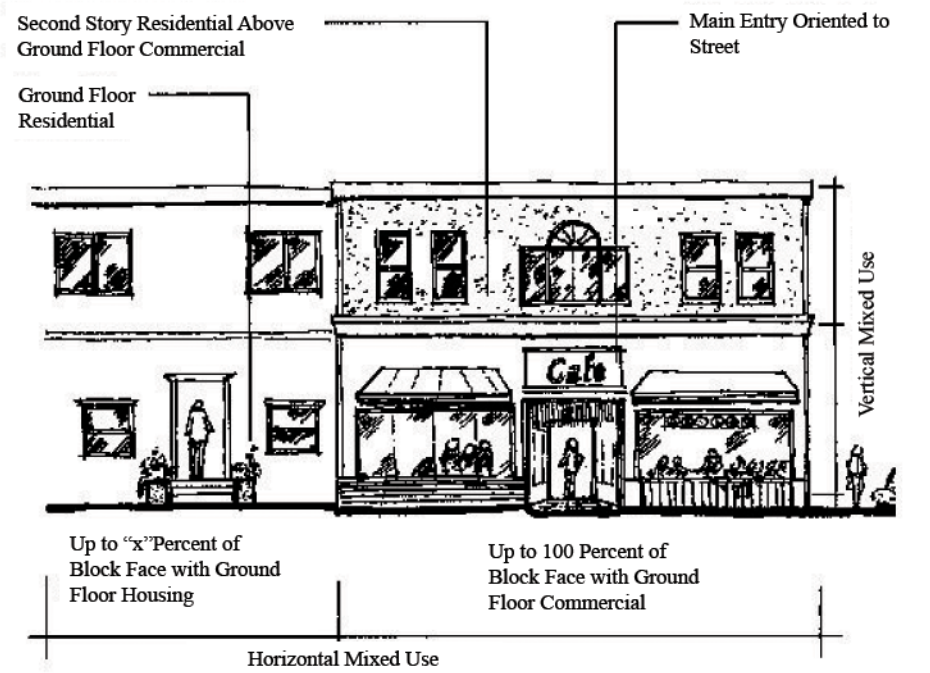
2. Overall architectural style should be consistent, but slight variations may be implemented in order to differentiate between uses. (Fig. 2)

3. Parking for residential aspects of mixed-used buildings should be well-marked and separate from commercial/business parking.

Fig. 1

Fig. 2

Fig. 3



BUILDING MATERIALS

Fig. 1 Lintel

Fig. 2 Soldier Course

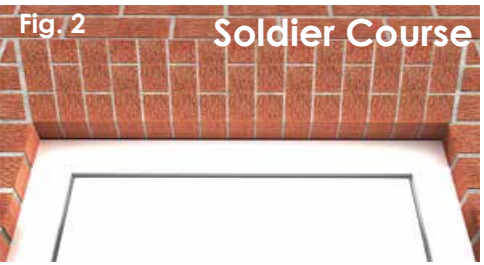
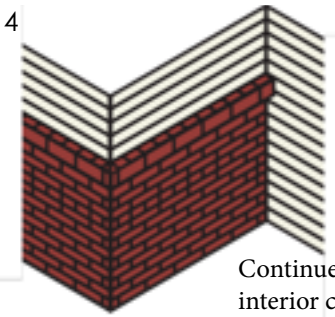


Fig. 3 Arch

Fig. 4



Continue to interior corner

1. Heavy materials should be located below medium and light materials, and medium materials should be located below light materials.
2. At least 30% of each exterior wall (excluding gables, windows, doors, trim, etc.) should be made up of heavy materials, with the balance being composed of medium and/or light materials.
3. A vertical change of materials, if needed, should occur at an interior corner.
4. Synthetic stone must be proven to be identical in appearance and equally or more durable than real stone to be permitted.
5. Openings (doors or windows) in a brick or stone façade should have a lintel, arch, or soldier course. (Fig. 1-3)
6. Stone or brick used on exterior walls should not terminate at exterior corners, but should continue to the next interior corner. (Fig. 4)
7. Horizontal change from brick or stone to another material must be done using a stone cap or brick sill that protrudes from the face of the building.
8. Use permanent, durable materials that can be easily maintained.
9. Ground floor materials should create a strong connection with the ground itself to create a solid base and an inviting human scale.
10. Materials shall be oriented to accentuate horizontal lines.
11. No more than five (5) total materials may be used throughout a building's exterior design.

Recommended Materials:
This chart is intended as a general guide. It is not comprehensive. Materials not listed may be permitted, but are subject to approval from the Architectural Review Commission.

Façade	Roof *	Other
Common brick *	Clay tile	Canvas or metal awnings
Natural or imitation stone	Slate tile	Stamped or poured concrete
Textured concrete block	Concrete tile	5 color maximum, approved colors
Stucco *	Asphalt shingle	
High-quality wood		
Pre-cast concrete panels		
*Color subject to approval	*Color subject to approval	

BUILDING COLOR

1. Colors should be used to tie the entire site together, and should complement the surrounding developments and natural environment. (Fig. 1 & 2)

2. Accessory units should match or complement the color of the surface they project from.

3. Avoid the use of bright, vivid colors, as they can create the perception of poor design and low quality.

4. Use earth tones and natural colors that complement each other. (Fig. 3)

5. Limit color use to no more than five (5) different colors per building.

6. The use of stained glass windows, murals and other colorful details is subject to approval.


Fig. 1


Fig. 2

Fig. 3

BUILDING CHARACTER


Fig. 1


Fig. 2

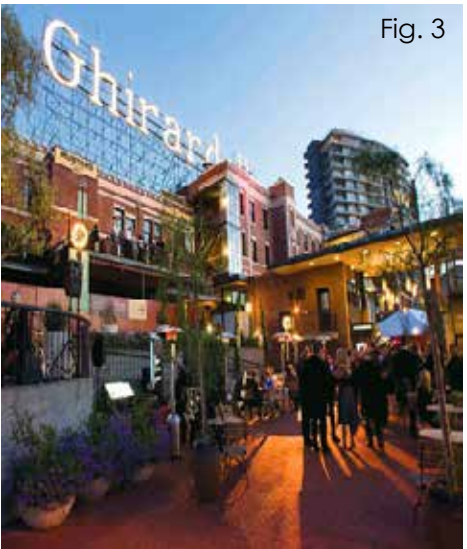


Fig. 3

1. The architectural character of the building should portray a high-quality image.

2. Individual identity and creativity are greatly encouraged; however, care must be taken to ensure that each site and building is designed in harmony with other buildings on those same sites. (Fig. 1)

3. Sites should also be designed with safety in mind, allowing for clear views of the parking lot and outdoor area from many points on the site. (Fig. 2)

4. Where bordering pedestrian paths, every aspect of design must promote pedestrian safety and aesthetic appeal. (Fig. 3)

5. All aspects of site and architectural design must be interrelated, tying the site together as a single entity.

6. Sites should be designed to hide undesirable views and draw attention towards aesthetic components of the site and surrounding environment.

7. Each aspect of the architecture should be in good proportion with the overall site and with other elements within the site.

8. Sites should be designed to incorporate as much natural light as possible, to create a welcoming feel.

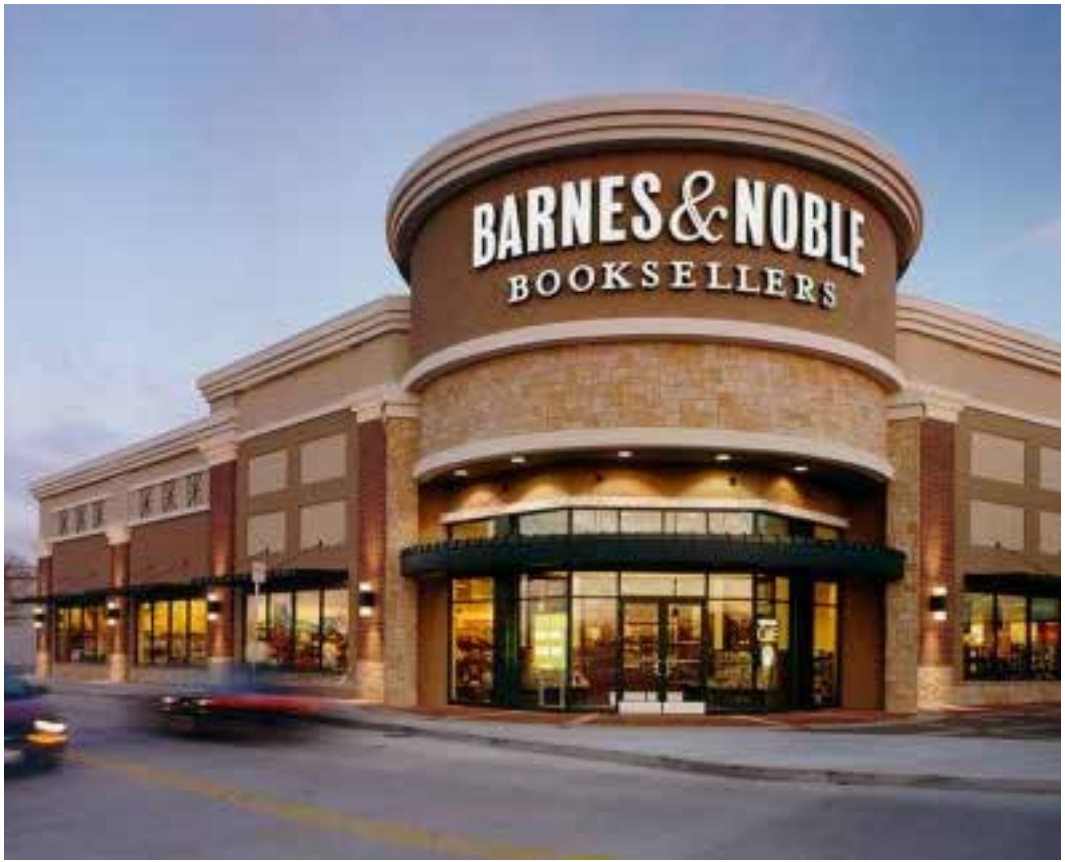
9. Buildings should include features that work to articulate building massing and scale relative to surrounding sites.

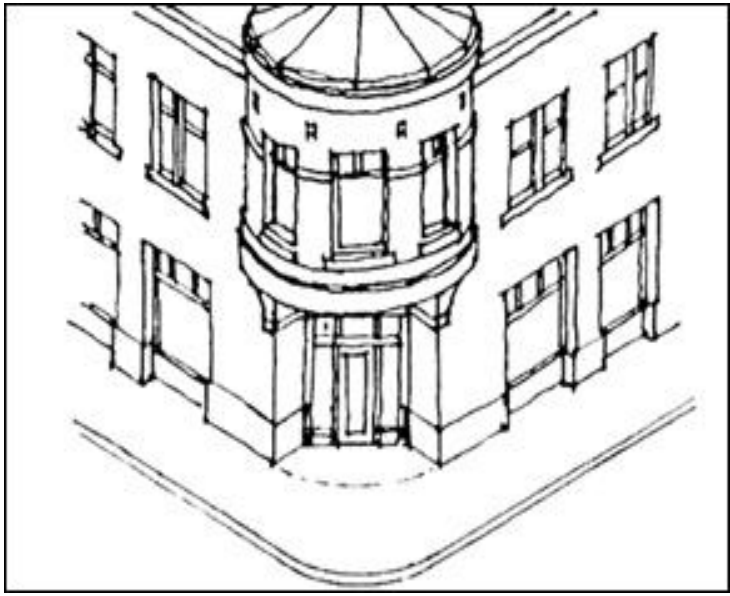
10. Roof drains, HVAC units, utilities, stairways, etc. should be internal or located away from any main facades or viewpoints. Use good design strategies to incorporate these features in "hidden" locations.

11. Buildings and sites should be designed with longevity and permanence in mind, and faciliate easy and regular maintenance.

BUILDING ORIENTATION

1. Orient buildings to integrate with adjacent developments.
2. Buildings should be located near a street or primary right-of-way to appeal to pedestrians.
3. Main entrances should be open to the primary right-of-way.
4. Orient buildings to be pedestrian-friendly in terms of safety and aesthetically pleasing site design.





SITE GRADING AND SETBACKS


Fig. 1


Fig. 2

1. Buildings should be designed to create easy pedestrian access from sidewalks, parking areas, etc.

2. Buildings should be designed to relate to existing grade conditions in order to minimize the need for extra grading and exposing foundation walls.

3. An inviting and stable appearance for pedestrian traffic should be incorporated into the site design.

4. Drainage should be taken into account so that concentrated surface drainage will not collect on any sidewalks, walkways, or other pedestrian surfaces.

5. Retaining walls, with terracing, should not exceed five (5) feet in height for each section. The minimum width between the wall and edge of the tier shall be four (4) feet. Terrace areas must be permanently landscaped. (Fig. 1 & 2)

6. Retaining walls should be faced with brick, stone, or stucco, and be architecturally compatible with primary building materials used on-site.

7. Setbacks must be in accordance with the city zoning ordinance, under the applicable zone. Any setback variations are subject to approval.

Landscape and streetscape

1. Plazas, courtyards, pocket parks, outdoor cafes, etc. should be designed in an inviting manner that encourages pedestrian use through the incorporation of elements such as trellises, fountains, art, seating, and shade trees. (Fig. 1)

2. Crosswalks should be distinctly marked for pedestrians, and constructed out of different hard material than the rest of the street.

3. Visually pleasing landscaping elements should be included as part of the original site plan, and not feel like an afterthought to fill in blank space. (Fig. 2)

4. Use vegetation that fits in naturally with the area and the surrounding developments.

5. Provide landscaping along and against all exterior building walls. (Fig. 3)

6. Include trees along all pedestrian walkways where possible.

7. Use landscaping to guide people and views to designated areas and pleasing viewpoints.

8. Landscaping should contribute to the overall appearance and function of the site as well as the streetscape.

9. Blend landscaping of a new development with the existing streetscape to tie the areas together visually.

10. Landscaping and vegetation features are required in parking lots. On doubled rows of parking stalls, one landscaped island is required at each end of the row, plus one measuring 36' x 9' placed at a minimum of every twenty (20) parking stalls. On single rows of parking stalls or where parking abuts a sidewalk, one landscaped island measuring 18' x 9' is required at a minimum of every ten (10) stalls.


Fig. 1


Fig. 2


Fig. 3

LANDSCAPE AND STREETSCAPE CONT.

Fig. 1

Fig. 2

Fig. 3

11. The use of linear landscaped medians to break up parking lot aisles is highly encouraged. (Fig. 1)

12. Landscaping can be used functionally to screen unappealing site aspects like utility boxes, dumpsters, etc. from public view.

13. Landscaping must be designed and use plants that are high-quality and easily maintained.

14. Use a variation of both deciduous and evergreen plant materials and design landscaping in a manner that will be appealing throughout all seasons of the year.

15. Provide plans for sustainable and effective irrigation.

16. Use landscaping to connect areas within a site, such as parking lot to sidewalk and sidewalk to store.

17. Features such as high-quality public art or fountains are desirable landscaping elements. (Fig. 2)

18. For a clean, finished look and durability, walls should incorporate a wall cap and pilasters at entry points. (Fig. 3)

19. Mulching materials like bark shouldn't be used as permanent ground cover alternatives to hardscape materials, but bark used for moisture retention and weed control is encouraged.

Mechanical, Trash, and Utility Screening

1. Unsightly areas, such as service yards, refuse and waste-removal areas, loading docks, truck parking areas, etc., should be screened from view by the use of walls, fences, dense planting, etc. (Fig. 1)

2. Trash receptacles and other unsightly features should be located to the rear or sides of buildings and be screened from public view on-site, from public right-of-ways, and from adjacent sites using solid enclosures and/or landscaping, where practicable. (Fig. 2)

3. Rooftop screening of mechanical equipment should be in accordance with the architectural style of the building, and no equipment shall be visible from ground level.

4. Screen walls should be of similar materials and finishes as primary buildings.

5. Noise- and odor-generating functions on any site that may create a nuisance for the adjacent properties should be avoided and mitigated as much as possible.

6. All mechanical equipment, including A/C units and heaters, should be screened from public view. Buildings with flat or low-pitched roofs should incorporate parapets, pitched facades, or architectural elements designed to screen any roof-mounted equipment. (Fig. 3)

7. Utility service areas should either be placed within architecturally conforming enclosures or painted to blend in on the rear side of buildings. Utility companies should still be able to access meters and utility equipment easily and all screening must comply with building code minimum distance requirements.

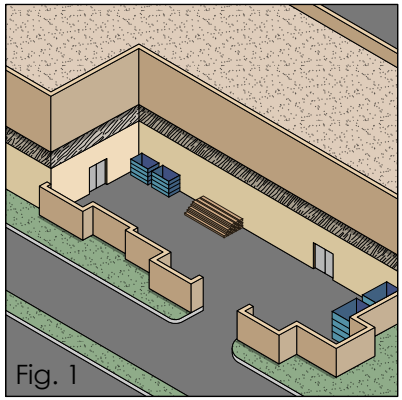


Fig. 1

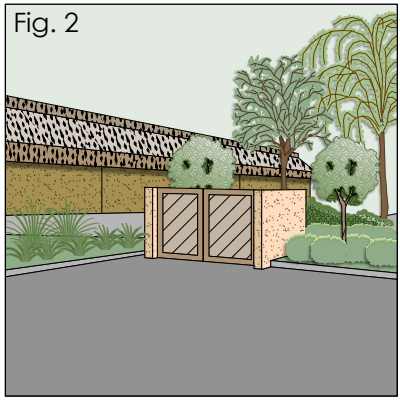
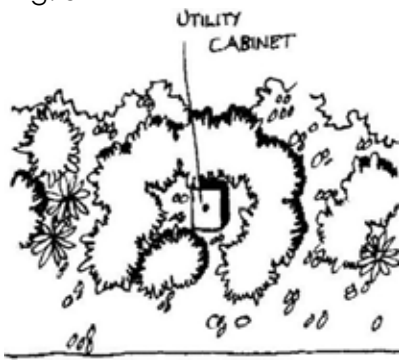


Fig. 2

Fig. 3



Mechanical, Trash and Utility Screening Cont.

Fig. 1

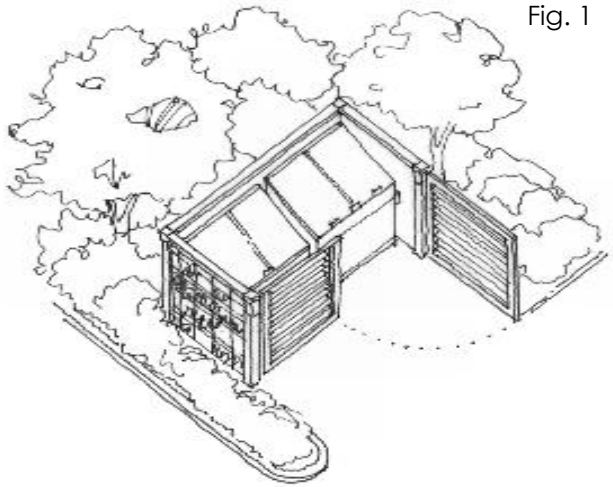


Fig. 2

10. Roof access should be provided from the interior of the building, where feasible.

11. Chain-link gates or fences are prohibited for screening materials.

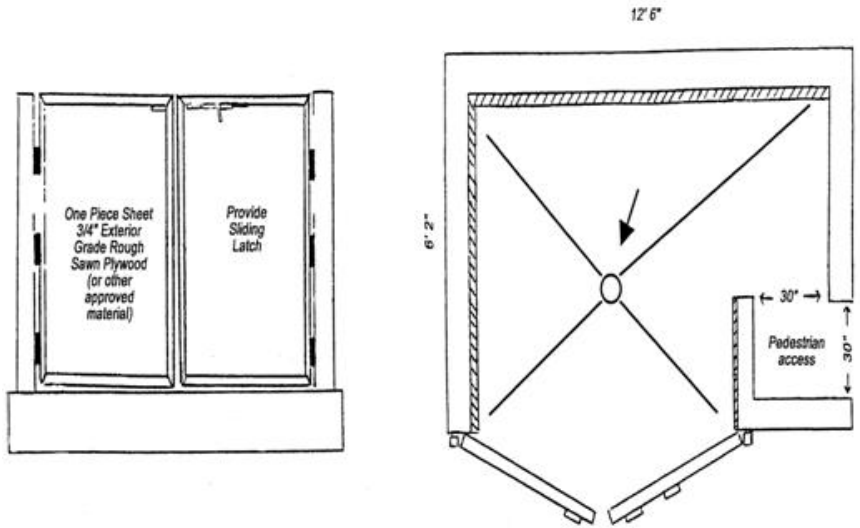
12. Combining trash enclosures among multiple sites is encouraged when possible.

13. Pedestrian gates, in addition to truck access to trash enclosures, should be provided. (Fig. 1 & 3)

14. If external stairways are necessary, they should be made of the same high-quality materials as the rest of the building. (Fig. 2)

15. Using vegetation to screen utility boxes and pedestals is encouraged.

Fig. 3



OPEN SPACE AND PEDESTRIAN ACCESS

1. Avoid using open space as "leftovers." Integrate open space into the design process with defined edges, benches, lighting, and other welcoming amenities. (Fig. 1)

2. Use high-quality architectural techniques such as trellises, benches, art, natural vegetation, etc. to create an inviting area.

3. Incorporate focal points into open space design to establish a sense of place, orientation, and flow, and use landscaping to focus views on pleasing components of the site and the nearby environment. (Fig. 2)

4. Shade trees are encouraged in pedestrian open-space areas to make the spaces more inviting.

5. A minimum of 20% of the site area in any multiple-family development should be alloted for open space.

6. Sites should include clearly marked walkways to transition from parking to sidewalk, which must be separated from any automobile-heavy areas by landscaping, buffering, etc.

7. A site must be designed with the pedestrian in mind, creating a safe, friendly, and usable human-scale environment. (Fig. 3)


Fig. 1


Fig. 2


Fig. 3

SIGNS

Fig. 1

Fig. 2

Fig. 3

1. Signs should be in scale with and in proportion to the primary building facade so that the signs do not dominate the appearance. (Fig. 1)

2. Sign colors, materials, and design should be compatible with that of the primary building facade.

3. Painted wood and metal are appropriate sign materials.

4. Signs that reflect the type of business through design, shape, or graphic form are encouraged. (Fig. 2)

5. Hanging signs are limited to six (6) square feet, and use high-quality materials. (Fig. 2)

6. The method of attaching the sign to the building should be integrated into the overall sign design. (Fig. 2 & 5)

7. Signs on canopies and awnings are allowed, but must not detract from the style or design of the awning/canopy. (Fig. 3)

8. Signs must not cover up windows or important architectural features.

9. Window signs should be pedestrian-oriented and restricted to a maximum of 40% of ground-floor window area.

10. A single development with more than five (5) users should provide a unifying sign theme.

11. Where several tenants occupy the same site, individual wall-mounted signs should be used in combination with a monument sign identifying the development and address. (Fig. 4)

12. Flush-mounted signs should be positioned within architectural features, such as the window panel above the storefront or flanking the doorways.

13. One monument sign per project street frontage is allowed, and must be consistent in design with the architecture of the building and adhere to appropriate design guidelines.

14. Painted wall signs are prohibited. (Fig. 6)

15. Surrounding landscaping should be maintained to not obscure the sign.

16. All signage designs should be submitted for approval by the Architectural Review Commission.

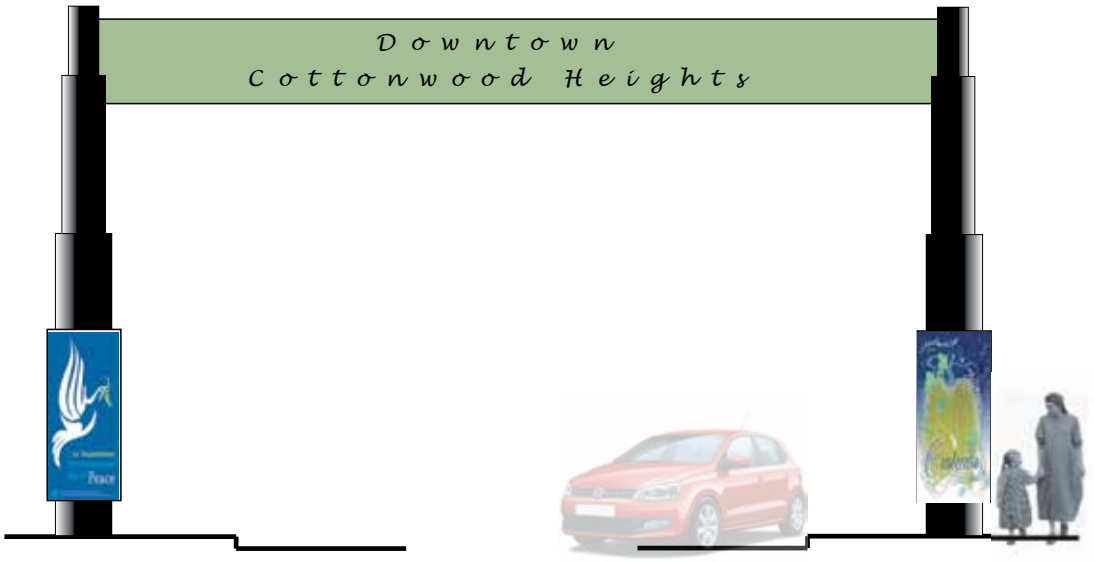


Fig. 4

Fig. 5

Fig. 6

Crime Prevention Through Environmental Design (CPTED)

Fig. 1

Fig. 2

Fig. 3

1. Every site should be designed to promote:
    - Natural Access Control - The natural layout of the site should create one or two main access points and force all traffic, auto or pedestrian, to use those points.
    - Natural Surveillance - Each site should be designed so a majority of the site is easily viewable both on-site as well as from any adjacent right-of-ways.
    - Maintenance - Sites should be regularly maintained to promote a clean, safe environment.

2. It is required that the developer considers the basic principles of CPTED and implements these principles in the site plan.

3. Landscaping should be designed to maximize visibility of public spaces and avoid the creation of "hiding places" near building entrances and walkways. All shrubs and ground cover should be maintained to a maximum height of four (4) feet. (Fig. 1)

4. Lighting should be provided at all public entrances, walkways, and courtyards.

5. Windows should be positioned to easily overlook public entrances, walkways, and courtyards in order to provide the natural security of having "eyes on the street." (Fig. 2)

6. Create spaces that allow for easy and natural surveillance. (Fig. 3)

7. It is encouraged to provide windows, balconies, decks, etc. along street-side building elevations.

8. If the site is adjacent to a street, the site should be designed in a manner that allows passing traffic to provide natural surveillance to the site.

9. Any potential problem areas, such as parking garages, staircases, sidewalks, ATMs, plazas, service areas, etc. must be well-lit.

10. Limit the number of entrances to a building or site.

11. Use structures and landscaping to direct pedestrian flow to safe and open public areas.

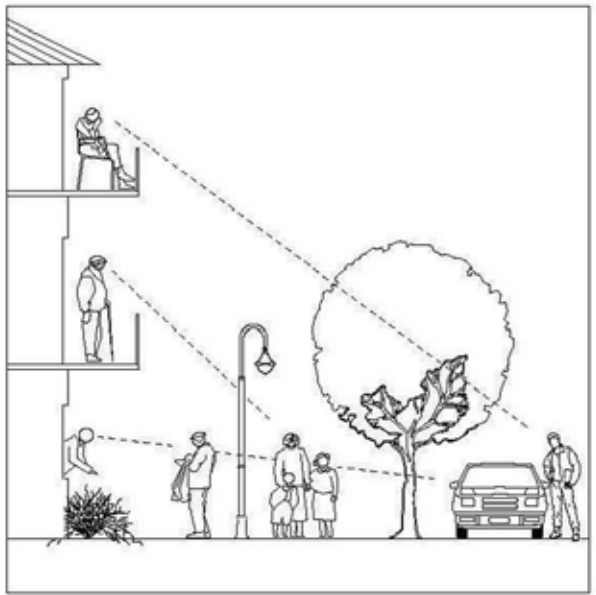
12. Design features that provide easy access to roofs or upper levels are discouraged.

13. Spaces should be constructed in a manner that feels open to multiple viewpoints at all times. (Fig. 4)

14. If areas are designed to feel safer, they usually are safer.

15. Open spaces should be designed to be utilized by multiple sites if possible, in order to promote large groups of pedestrians at all times. (Fig. 5)

16. Neglected sites create an unsafe environment. All sites should be maintained regularly and kept to a high standard to promote safety and activity.



Eyes on the street

Fig. 4

Fig. 5

SITE LIGHTING

Fig. 1

Fig. 2

Fig. 3

1. Parking lot lighting should create a continuous illuminated environment for pedestrians and motorists, while also complementing the overall design of a site. (Fig. 1)

2. Limit parking lot light poles to a maximum of eighteen (18) feet to maintain a human scale and adhere to the CWH ordinance.

3. Lighting should provide ambiance, safety, and security with no unnecessary spillover or glare onto adjacent properties. This guideline is especially important if the adjacent property is residential.

4. Energy-efficient lighting techniques are recommended, and lights must not detract from the architecture of a site. Site lighting should not be the first thing that is noticed when viewing a site.

5. Blinking and flashing lights, as well as exposed neon lighting used to outline or illuminate building facades, are prohibited.

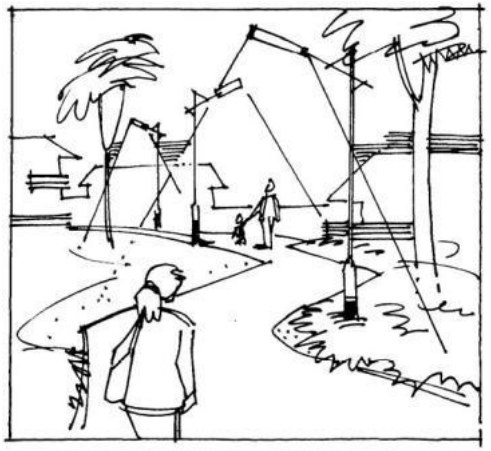
6. The use of energy-efficient lighting is encouraged.

7. Security lighting should be recessed, hooded, and illuminate only the area it is intended for, with no glare to adjacent sites.

8. Exterior lighting is to be limited to areas needed for safety and security only.

9. Bollard-style lighting is encouraged along pedestrian walkways. (Fig. 2)

10. Lighting should be shielded downward to prevent light spillover. (Fig. 3)



PARKING

1. Parking areas should be treated as well-defined spaces with landscaping, lighting, and effective pedestrian and vehicular circulation.

2. Parking should be located behind buildings when possible. (Fig. 1)

3. Parking lots should provide areas for bicycle and motorcycle parking.

4. Shared parking between adjacent businesses is encouraged.

5. When possible, avoid large expansive parking areas. Create small, connected parking lots with shared driveways located on side streets. (Fig. 2)

6. Balance the need to provide adequate vehicle access with the need to eliminate unnecessary driveway entrances.

7. Landscaping is required in parking lots to break up the monotony of continuous asphalt. For exact landscaping requirements, refer to Section 19.80 of the CWH zoning ordinance. (Fig. 3)

8. Merchandise loading areas should be screened and located to the sides or rear of a building when possible.

9. Provide decorative lighting and landscaping to enhance parking areas, as well as to reduce visual impact.

10. Landscaping should be used to partially screen the ground-level view of a parking lot from major right-of-ways and adjacent sidewalks.

11. Landscaping within a parking area should be elevated on a curb to avoid collisions.

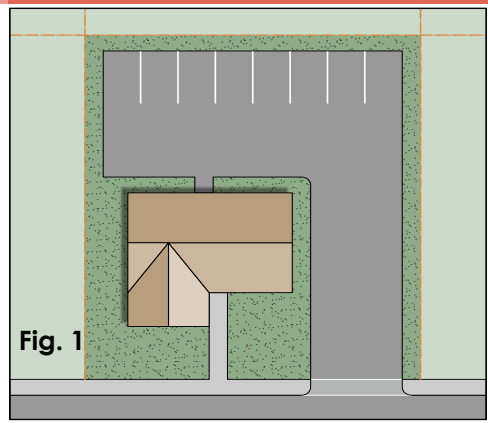


Fig. 1

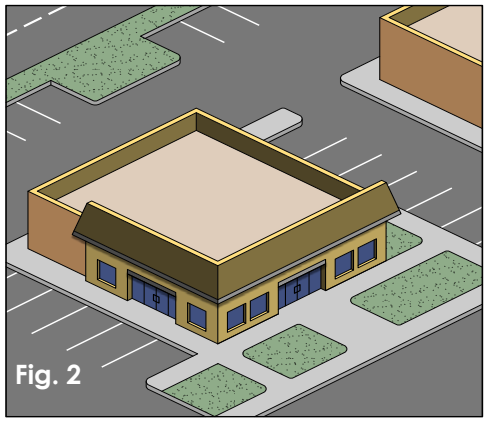


Fig. 2

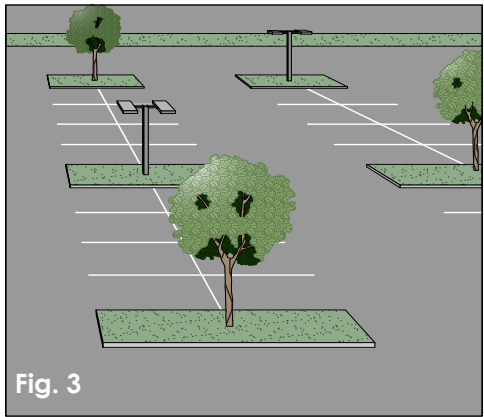


Fig. 3

Parking cont.

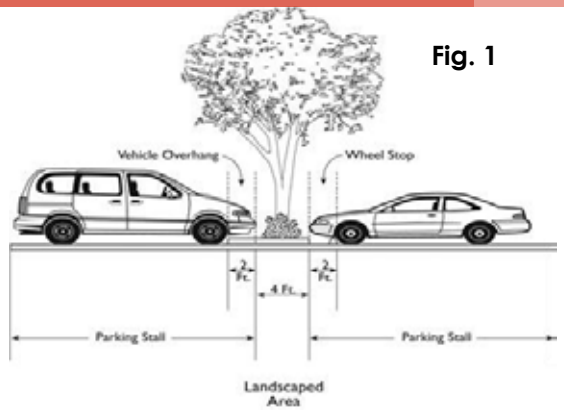


Fig. 1

Fig. 2

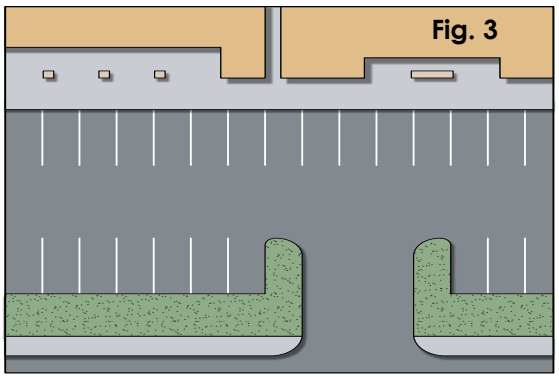


Fig. 3

13. No landscape buffer or barrier between parking lots and adjacent uses should exceed three (3) feet in height. (Fig. 1)

14. Shaded pedestrian walkways from the parking lot to the building on site are encouraged.

15. Use techniques such as aisles with angled parking to improve circulation and safety in parking lots.

16. Vehicular curb overhang must not obstruct any pedestrian walkway.

17. Provide a hardscape material or brick paver for any walkways that intersect a vehicular access drive. (Fig. 2)

18. Parking should not be provided directly along primary access driveways.

19. Parking areas should be designed to prevent conflict between service and regular vehicles, as well as between pedestrians and vehicles.

20. If a wall is used as a parking lot screen, it should be made of high-quality, attractive material, should be articulated if it exceeds 30 feet in length, and should be no higher than three (3) feet.

21. The use of different materials (cobblestone, brick, etc.) at main site entrance points is encouraged.

22. Reciprocal access easements are encouraged for internal vehicular movements between commercial developments.

23. When adjacent sites share parking, circulation through the parking lot must be uniform across both sites. (Fig. 3)

24. Parking lots should be designed with a hierarchy of circulation: major access drives without parking spots; major circulation drives with little parking; individual parking aisles for direct access to parking spots. Hierarchy should be modified to fit the size of the project.

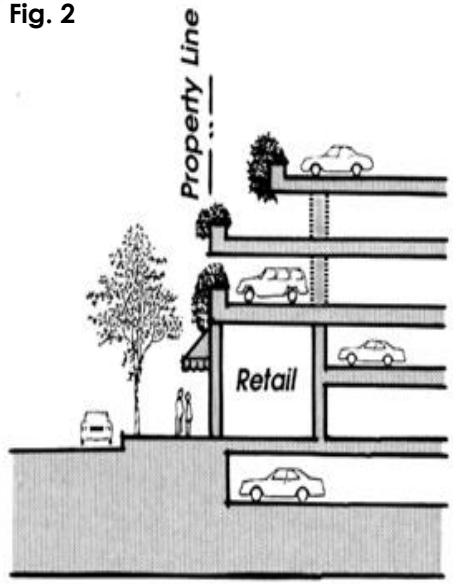
25. Landscaping at points of entry or the ends of parking rows should be minimal and well-maintained to not obscure the driver's line of sight.

Parking structures

1. Parking structures should be architecturally consistent with any on-site buildings.
2. Do not locate ground-level parking structures along main roads, unless it is unavoidable.
3. For public parking structures, ground-floor retail is encouraged. (Fig. 1-3)
4. Orient the shortest dimension of the structure along the street to minimize the visual impact of the structure.
5. When practical, include landscape elements on the top level of parking structures that are visible from public view to soften the appearance of the top of the structures, as well as to screen the view of cars on top. (Fig. 2)
6. Structures should adhere to design guidelines to create a visually-pleasing structure.

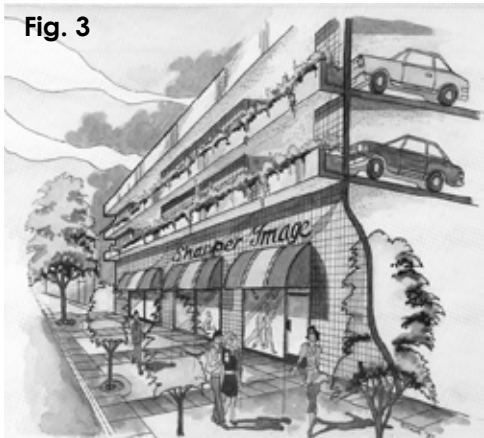
Fig. 1

Fig. 2

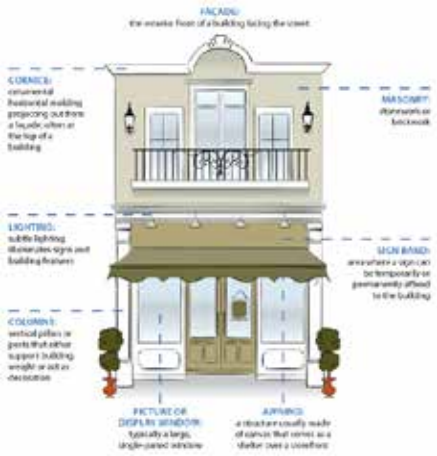


Incorporate retail or other compatible uses on ground floor whenever possible.

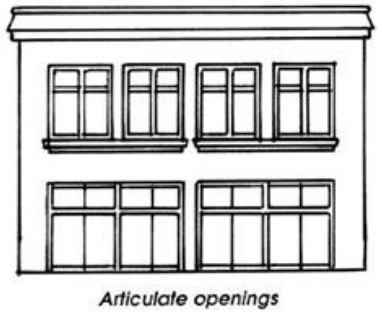
Fig. 3



GLOSSARY



Facade details



Articulation

Aesthetic - Having a sense of beauty.

Amenity - An aesthetic or functional feature of a development that increases its marketability or usability to the public.

Arch - The curved head of an opening, such as a doorway.

Architectural Metal - Metal used in building design to enhance decorative features, such as doorknobs or cladding.

Articulation - The manner in which portions of a building's form (color, texture, pattern, etc.) is expressed and comes together to define the structure.

Awning - A roof-like cover that extends over or in front of a place (e.g. window or door) as a shelter.

Bollard Lights - Short, upright, ground-mounted lights that are commonly used to light walkways, steps, etc.

Brick Sill - A common type of exterior window sill in brick walls in which bricks protrude past the wall line to allow water to fall directly to the ground, as well as enhance articulation.

Buffer - An intermediate or intervening "shield," usually composed of heavy material or landscaped vegetation, that mitigates the impact of one site on adjacent sites.

Building Floodlighting - A style of lighting in which powerful lights are projected at a building facade to illuminate the entire facade.

Building Footprint - The outline of the total area of a lot or site that is surrounded by the exterior walls of a building or portion of a building.

Building Form - The three-dimensional projection of a building footprint; how the building actually looks.

Canopy - A removable fabric or plastic covering over a public walkway.

Cast Stone - A refined architectural concrete building unit manufactured to simulate natural cut stone.

Courtyard - An area open to the sky, usually enclosed on all four sides.

Cornice- A molded or projecting horizontal feature that crowns a facade.

CPTED - Crime Prevention Through Environmental Design. It is an aspect of design that creates safety in developments through design techniques.

GLOSSARY

Deciduous – Plants that annually sheds leaves.

Design Guidelines - A set of guidelines that provides descriptions and examples of commonly used design principles. They are suggestive and advisory in nature, and are provided in addition to existing zoning regulations. They provide basic information and design criteria, but they do not attempt to address all of the design issues related to site and architectural development.

Dormer - A structural element of a building that protrudes from the plane of a sloped roof.

Downspout - A vertical pipe for carrying rainwater from a rain gutter to ground level.

Eave - The lower edge of a roof that projects slightly beyond a building's exterior walls.

Elements - Integral parts of a built environment. They includes floors, walls, beams, columns, and fenestration.

Evergreen - Plants that maintain leaves year round.

Eyes on the Street - A CPTED principle referring to surveillance derived naturally from the number of people viewing a street or public place.

Facade - Any side of a building facing a public way or space.

Footcandle - A unit used to measure illumination. One foot-candle has equal illumination as is produced by a source of one candle at one foot away.

Four-sided Design - Designing a building so that every side of a building has a similar level of architectural detail and articulation.

Gable - The triangular portion of a wall between two sloped edges of a roof.

Glass Curtain Wall - An outer covering of a building in which the outer walls are non-structural, but merely keep out the weather.

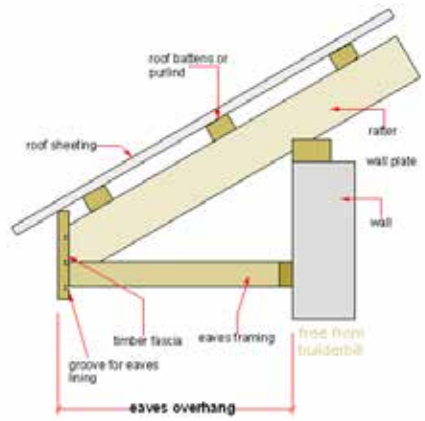
Glazing - A term used to describe glass or other transparent materials in windows.

Heavy Materials - Sturdy materials, such as masonry, stone or integrally-colored split-face block.

Human Scale - Design that is most favorable and welcoming to pedestrians rather than to automobiles.

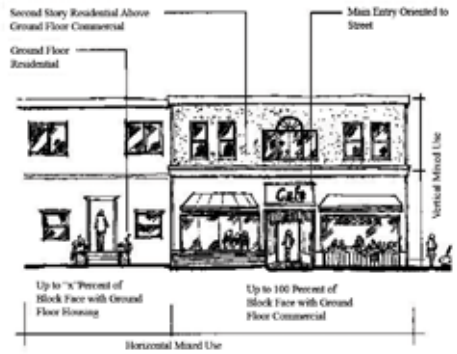
Integrally-colored Split-face Block - A cement block with a broken rock-face appearance.

Eyes on the Street



Roof detail

GLOSSARY



Mixed-use

Multiple-building development

Knee Wall - A short wall, not usually more than three feet in height. Knee walls are used as buffers between ground-floor windows and the ground.

Light Materials - Materials such as high-quality wood, cement board, metal, glass curtain wall.

Lintel - An architectural component found above an opening, used either for support or decoration.

Massing - The three-dimensional bulk of a structure (height, width, and depth).

Medium Materials - Materials such as stucco or water-managed EIFS.

Mixed-use Development - When more than one land-use type occurs on the same site, such as retail and multiple-family residential developments sharing the same site.

Monotonous - Lacking in variety.

Monument Sign- A ground sign with low overall height.

Multiple-building/Multiple-unit Development - A site that contains more than one building, either attached or detached, such as a strip mall development or apartment complex.

National Franchise/Big Box Store - A store with "iconic" architecture, recognizable nation- or world-wide (e.g. McDonald's, Walmart, etc.).

Open Space - Land (or water) with its surface open to the natural environment and largely undeveloped, that is set aside to provide recreation opportunities, to conserve natural resources, and for structuring urban form and development.

Ornamental Lighting - Lighting on a building or site with an emphasis on aesthetic rather than functional appeal.

Parapet - A wall-like barrier at the edge of a roof or balcony that often runs along the length of a building's roof.

Pedestrian - A person traveling on foot.

Pedestrian Traffic Area - Any area designed and used to circulate through a site on foot.

Pilaster- A pier attached to a wall with a shallow depth and sometimes treated as a classical column with a base, shaft and capital.

Plaza - A public square, marketplace, or similar open space.

GLOSSARY

Pocket Park - A small park accessible to the general public.

Projection - Any protrusion outward from the vertical surface of a building's facade.

Public Entrance - An entrance that can be used by anyone.

Projection - Any protrusion outward from the vertical surface of a building's facade.

Public Entrance - An entrance that can be used by anyone.

Recess - Any indentation inward from the vertical surface of a building's facade.

Recessed lighting - A light inserted into a hollow opening, giving the appearance of light coming out of the opening without seeing the actual source of illumination.

Reciprocal Access - Connected parking areas between adjacent sites.

Right-of-Way - A strip of land, including the space above and below ground, that is platted, dedicated, condemned, and established by prescription or otherwise legally established for the use of pedestrians, automobiles, or utilities.

Soldier Course - A row of bricks, all oriented the same direction, and turned sideways so the long, narrow side of the bricks are showing. They are effective as border architecture.

Stone Cap - The top stone of a structure or wall.

Storefront - The front of a non-residential building that borders a main access point and is the primary entrance for customers.

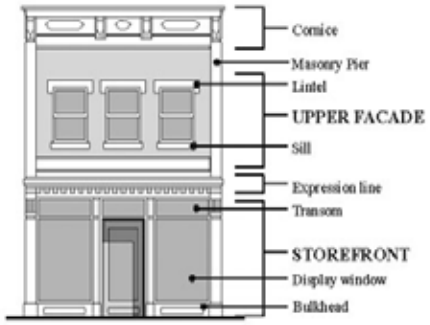
Streetscape- The visual character of a street as determined by elements such as structures, access, greenery, open space, view, etc. The scene as may be observed along a public street composed of natural and man-made components, includng buildngs, paving, planting, street hardware, and miscellaneous structures.

Stucco - Fine plaster used for coating wall surfaces or molding into architectural decorations.

Synthetic Material - Building material that is made to simulate the appearance of actual material such as brick, stone, wood, etc.

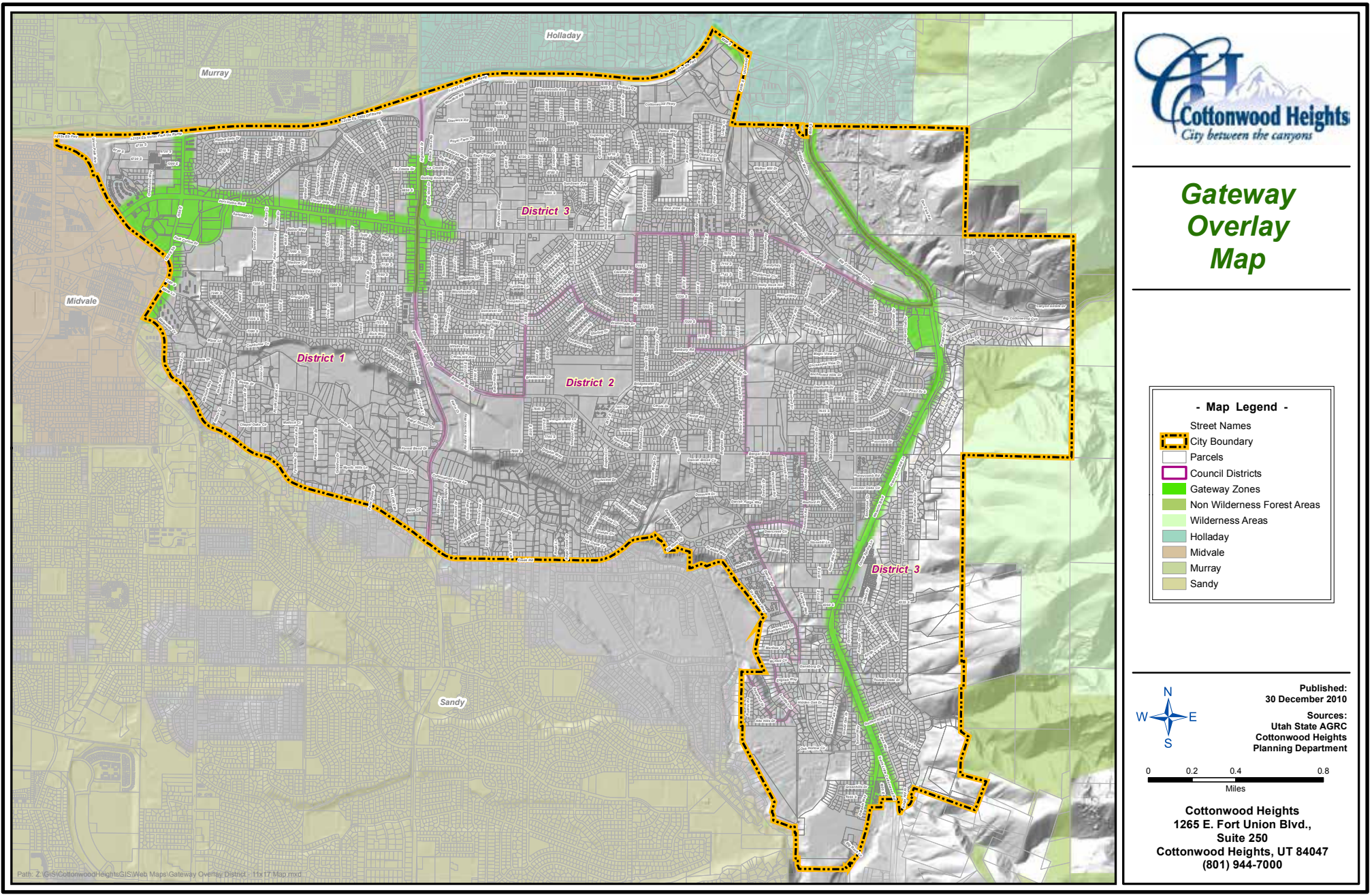
Trellis - A frame or structure of latticework.

Wall Cap - A cap used to finish off the top of a knee wall or half wall.



Storefront detail

Gateway Overlay District



Cottonwood Heights
City between the canyons

Gateway Overlay Map

- Map Legend -

- Street Names
- City Boundary
- Parcels
- Council Districts
- Gateway Zones
- Non Wilderness Forest Areas
- Wilderness Areas
- Holladay
- Midvale
- Murray
- Sandy

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Sources:
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