COTTONWOOD HEIGHTS FORM-BASED CODE

SITE PROTOTYPE EXAMPLE

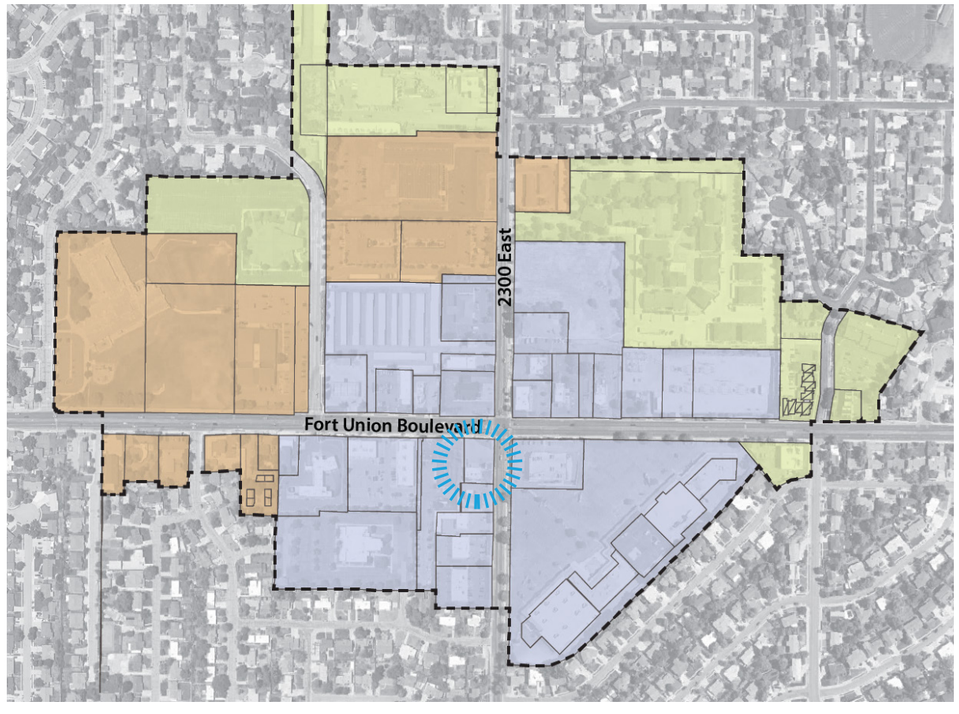

Figure 1.0 Prototype site at the southwest corner of Fort Union Boulevard & 2300 East.

The form-based code focuses design choices for property owners and city officials alike. Priority is given to site planning choices and architectural form, while giving property owners a great deal of flexibility around architectural style and building use.

This prototype document is intended to illustrate how a single parcel and its redevelopment might play out. Options are illustrated to show how building placement, building setback, architectural transparency and articulation come together to create a development that will add to the broader vision of development of of these areas in Cottonwood Heights.

In no way is this prototype intended as an actual development proposal, but will show property owners across the city which elements of an application are of interest to the city during a planning process. The protype illustrates a parcel at the corner of 2300 East and Fort Union Boulevard in order to illustrate how a corner parcel will be required to meet certain requirements of the code.

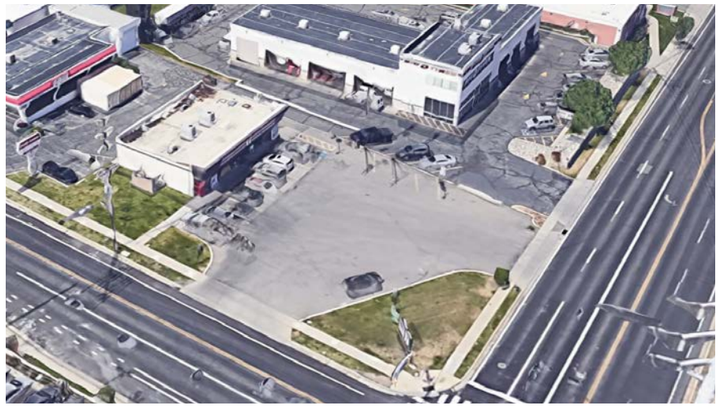

Figure 2.0 Prototype site at the southwest corner of Fort Union Boulevard & 2300 East.

Not all of the requirements of the prototype are illustrated in this prototype, but the primary considerations are outlined. Applicants must refer to the full form-based code ordinance as adopted by Cottonwood Heights.

The graphics in this protype are intended to illustrate the basics of the form-based code, but specific requirements for each form district are located in the tables and requirements of the full document.

The intention of the form-based code is to develop a more uniform pattern of development in these areas of the city, and more broadly create a more desirable and walkable community space. Pulling development up to the street, investing in high quality pedestrian spaces, and focusing engaging uses on the ground floors of new development will all work together to accomplish this.

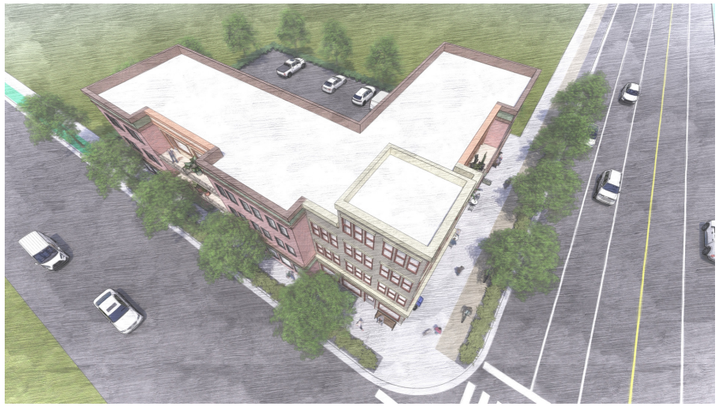

Figure 3.0 One example of how the prototype site could develop under the form-based code.

Any questions or clarifications with the prototype or the form-based code should be directed to Cottonwood Heights City planning staff.

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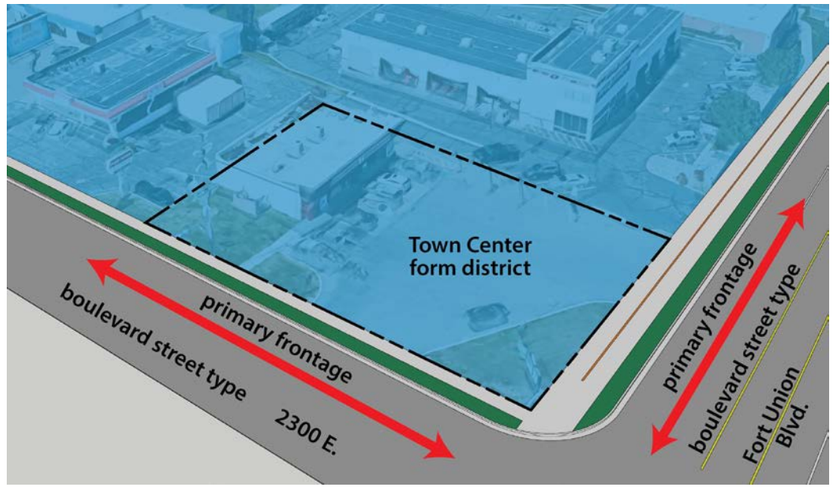

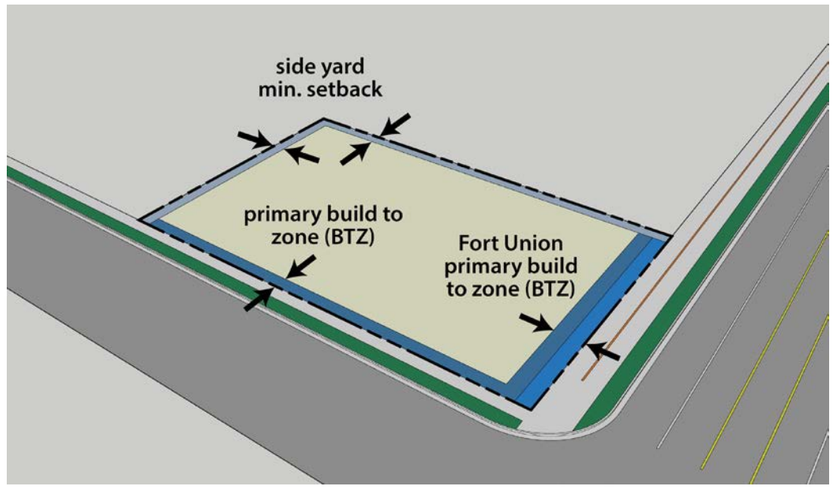

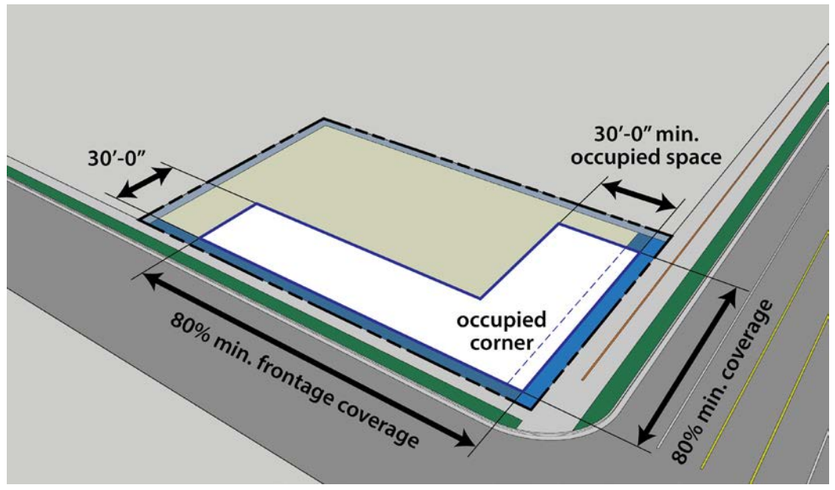

SITE SPECIFIC PARAMETERS

These parameters are determined by the site's location and are used throughout the FBC process.

The FBC provides an area map for three of these parameters. **Refer to the maps** to find the value of each parameter for any given site.

Lot type is also a site specific parameter but does not have its own set of maps.

Prototype Site

Form District: Town Center

Street Type: Boulevard/Boulevard

Frontage Type: Primary/Primary

Lot Type: Corner (corner lots have two frontages and two side property lines, no rear property lines)

BUILDING LOCATION

The buildable area within the site is determined by setback and build to zone (BTZ) parameters. These define the potential maximum size of a building footprint.

Setbacks are used along side and rear property lines. The setback value is the minimum distance that the building must be set back from these property lines. There is no maximum.

The **BTZ, or build to zone**, is used along street facing property lines. BTZ is expressed as a range of distances from the property line. The front of the building facade must be located somewhere within that range. A special primary frontage BTZ is used along Fort Union Boulevard.

Prototype Site

Side Yard Setback: 5'-0" min.

Primary Frontage BTZ: 0'-0" to 5'-0"

Fort Union Primary Frontage BTZ: 5'-0" to 10'-0"

INITIAL MINIMUM BUILDING FOOTPRINT

The minimum size of the building footprint is determined by two parameters. This initial footprint may need to be adjusted later.

The length of the building along the street is determined by the **frontage coverage** parameter. It is expressed as a percentage of the length of the property line along the right of way.

The depth of the building is determined by the **required occupied space** parameter. It is expressed as a minimum distance, measured along a line perpendicular to the facade.

Buildings on a corner lot must occupy the corner.

Prototype Site

Primary Frontage Coverage: 80% min.

Required Occupied Space: 30'-0" min.

The footprint is shown at the inner limit of the BTZ on 2300 E. and the outer limit of the BTZ on Fort Union Blvd. (where the inner limit is marked with a dotted line).

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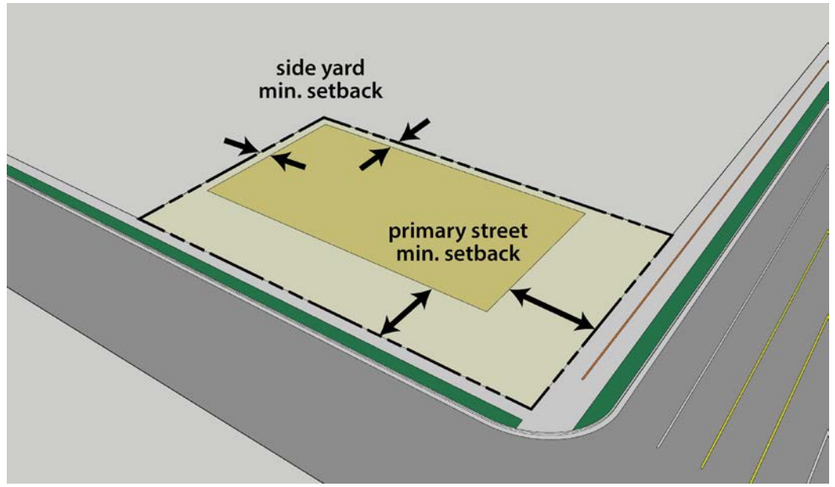


PARKING LOT LOCATION

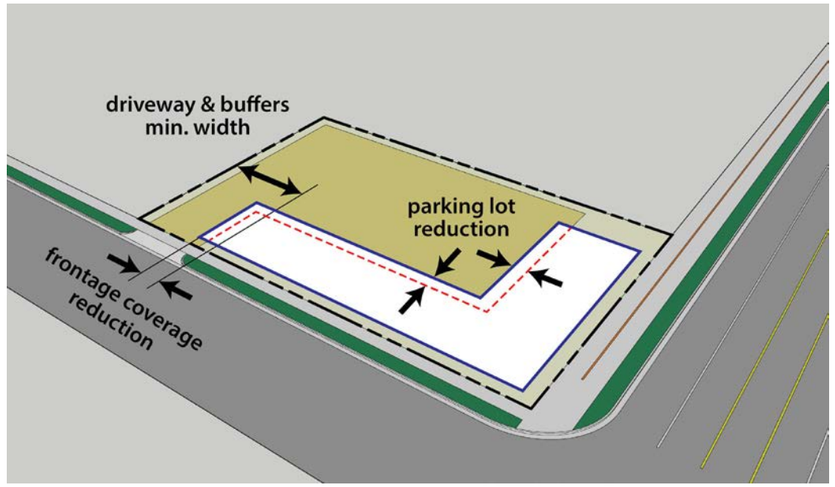
The parking lot location and size is determined by four parameters. These describe the potential maximum size of the parking lot, which may need to be adjusted later.

The **four parameters are all setbacks**, expressed as a distance from the property line. Lot type determines which of these parameters are applied to any given site.

Prototype Site

Primary Street Setback: 30'-0" min.

Side Yard Setback: 5'-0" min.



BUILDING & PARKING LOT CONFLICTS

Adjustments need to be made when conflicts between different parameters and requirements occur. These can involve site specific parameters and/or requirements for building and parking lot size and location, driveway requirements, etc.

Any conflicts will be unique to each project so all adjustments are made on a per-project basis.

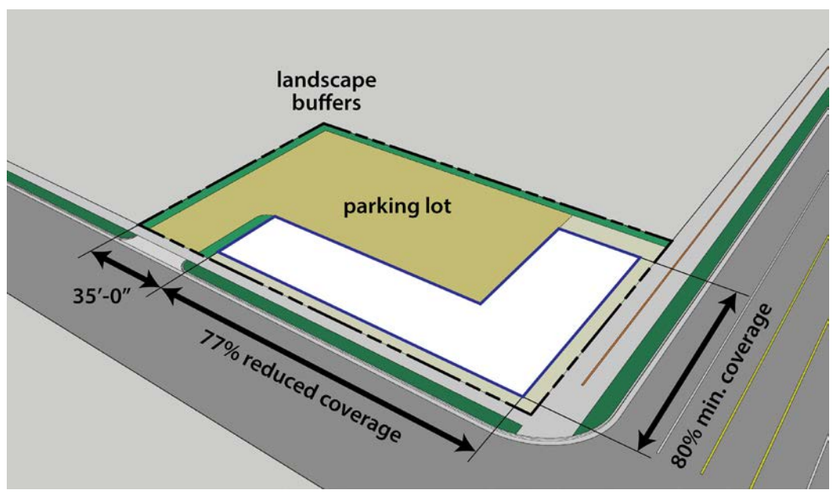
Prototype Site

Conflict 1: parking lot primary street min. setback / required min. occupied space

Adjustment 1: parking lot reduction to allow for the minimum required occupied space of the building

Conflict 2: min. facade frontage coverage / min. driveway width

Adjustment 2: frontage coverage reduction to allow for the minimum driveway and buffer width



ADJUSTED BUILDING & PARKING LOT LAYOUT

Prototype Site

In the adjusted layout the building facade is located along the inner limit of the BTZ. Building depth is the 30'-0" required occupied space minimum.

The 80% frontage coverage provides a narrow space with access from the sidewalk to the rear parking lot. The reduced 77% frontage coverage allows for the minimum driveway width.

Parking lot landscape buffers are provided along both of the side property lines and the driveway.

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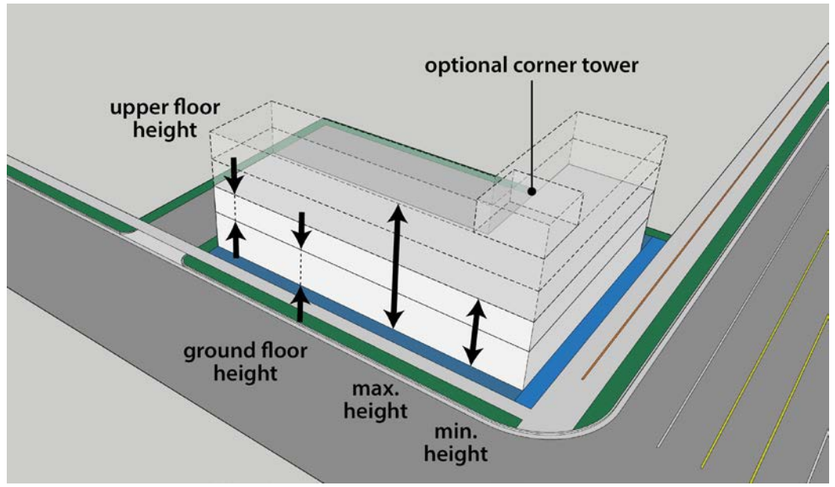


BUILDING HEIGHT

Building height is determined by two parameters.

The **number of floors** is expressed as a range between a minimum and maximum. People identify and experience buildings by number of floors and floor height rather than by the linear distance of total building height.

Floor height is expressed as a range between a minimum and maximum distance as measured from finished floor to finished floor. One floor height range is used for the ground floor and a second height range is used for all floors above the ground floor.

Buildings on a corner lot have the option to include a tower.

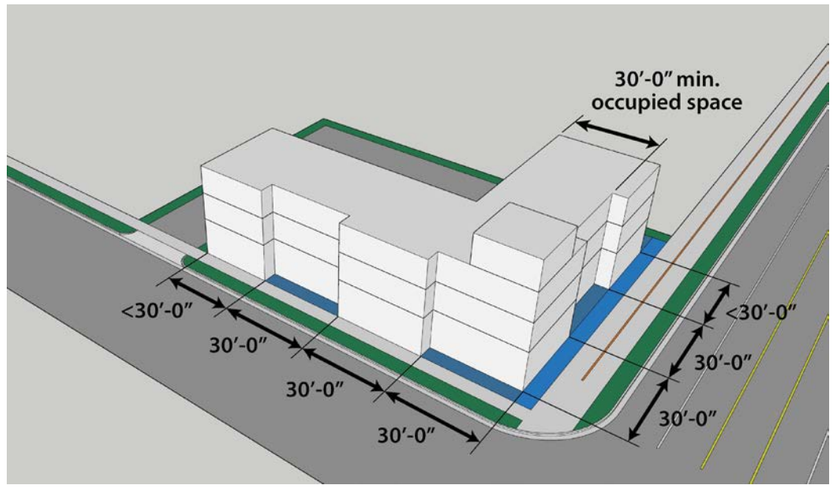
Prototype Site

Minimum Building Height: 2 stories

Maximum Building Height: 4 stories

Ground Floor Height: 12′-0″ min. / 24′-0″ max.

Upper Floor(s) Height: 9′-0″ min. / 12′-0″ max.



FACADE ARTICULATION

Facade articulations divide large facades into smaller sections so that large buildings are less visually imposing, mimicking a group of smaller buildings that are more compatible with the neighborhood character.

Vertical facade divisions break the facade up into sections that run the entire height of the building. Some building requirements are applied to each section of a vertical facade division.

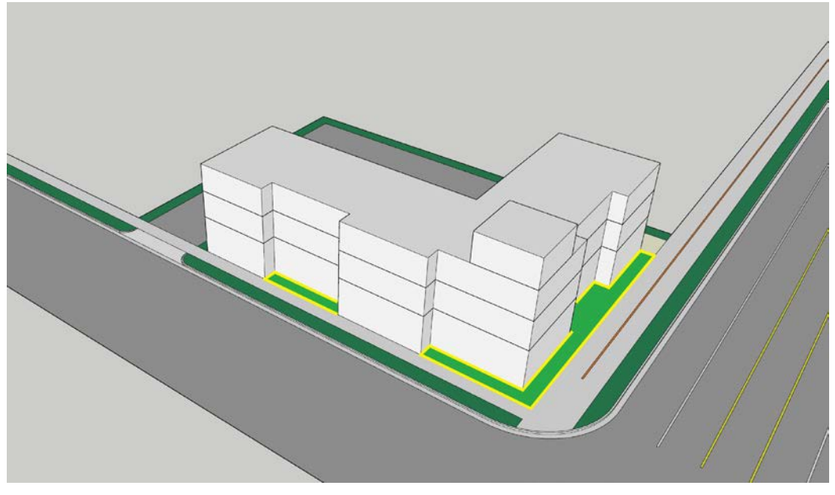
Horizontal facade divisions break the facade up into sections that run the entire length of the building.

Prototype Site

Vertical Facade Divisions: 1 for every 30′-0″ of facade (30′-0″ max.)

The divisions are made by extending or retracting 30′-0″ sections of the facade within the BTZ.

The recessed facade articulation encroaches into the building's required occupied space so the rear facade is moved back to maintain the minimum required occupied space.



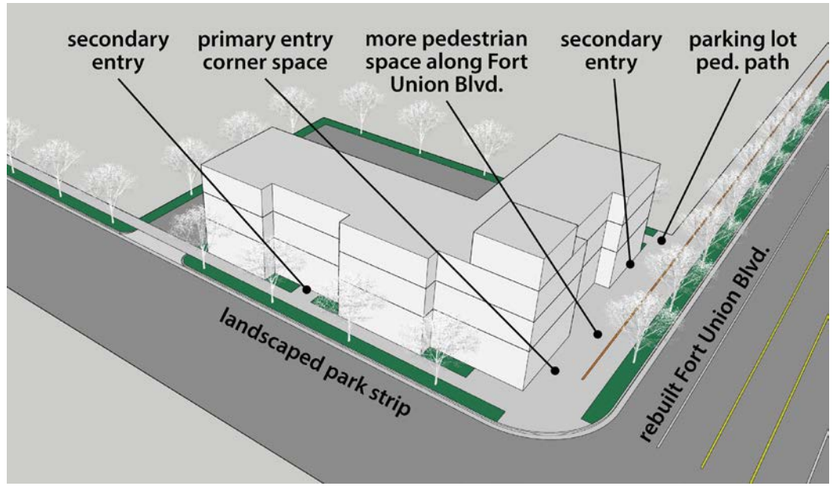
BTZ PEDESTRIAN SPACE

Areas within the BTZ (build to zone) that are not occupied by the building are pedestrian spaces. These spaces help the building facade interface with the streetscape.

BTZ pedestrian spaces increase the size of publicly accessible space along the streetscape. They can be used for entrance plazas, gathering spaces, outdoor dining, art installation, ornamental landscaping, etc.

Prototype Site

Two BTZ pedestrian spaces are created by the vertical facade articulations. Pedestrian spaces along Fort Union Blvd. are larger than those along 2300 E.



PEDESTRIAN AREA IMPROVEMENTS

Pedestrian area improvements include the ground level pedestrian spaces in both the project site and public right of way. These are the most visible areas of a development project and should enhance the character and usefulness of the building, street, and neighborhood.

Prototype Site

Primary entrance at corner with paved BTZ for an enlarged sidewalk/entrance plaza and small ornamental planters. Larger pedestrian spaces along Fort Union Blvd. are paved. Smaller pedestrian spaces along 2300 E. are mostly planted.

Pedestrian pathway to connect parking lot and street, can also be used for bike parking, screened trash enclosure, etc.

Planted park strips along 2300 E.

Rebuilt Fort Union Boulevard with planted park strip, bike lane, and sidewalk.

GENERAL BUILDING EXAMPLE

Some of the building parameters control basic elements of the building's street facing facade(s). These parameters begin to affect the architectural style of the building.

General Building

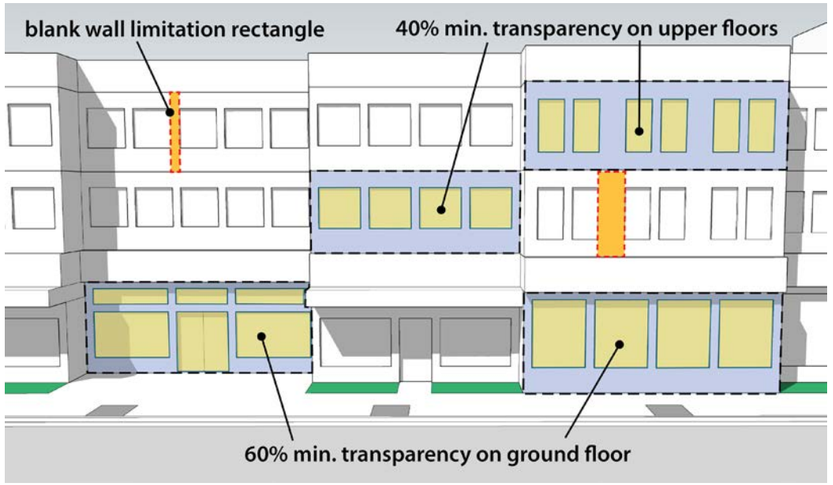
Building Height: 3 stories (2 stories min. / 3 stories max.)

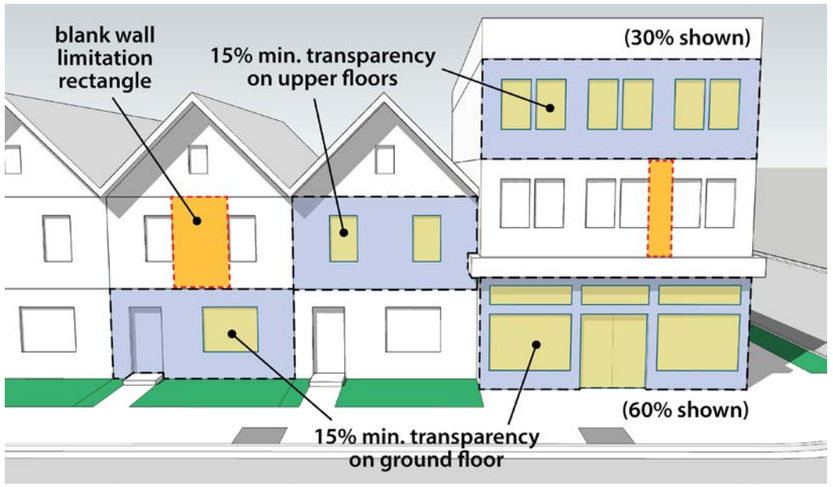
ROW BUILDING EXAMPLE

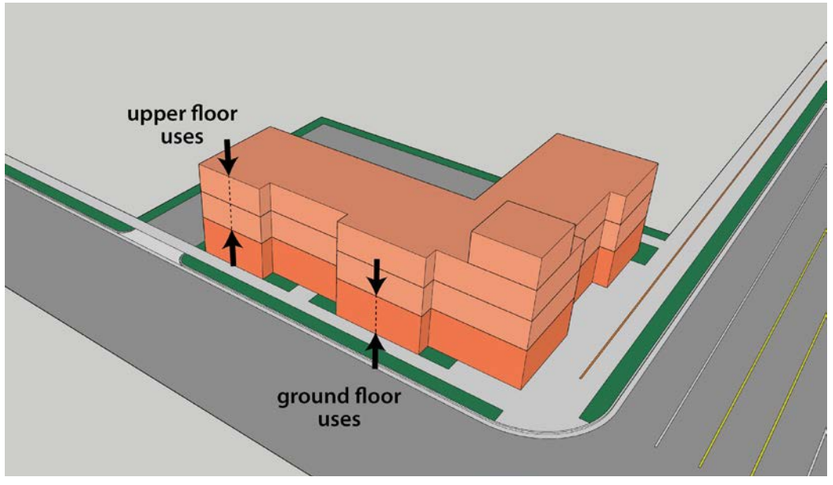
The form based code parameters are designed to produce a variety of building sizes and styles.

Row Building

Building Height: 2 and 3 stories (2 stories min. / 4 stories max.)







FACADE TRANSPARENCY

The facade transparency parameter controls how much of a building's facade is transparent. It is expressed as a percentage of the given facade area and is used as a minimum value.

The facade transparency calculation is made per floor and per unit or per facade division (building bay). The total area of windows and glass doors, shown in yellow, is divided by the total area of the floor/unit, shown in blue.

The ground floor and upper floor transparency requirements may be different and can vary by building type.

General Building Example (shown)

Ground Floor Transparency: 60% min.

Upper Floor Transparency: 40% min.

Row Building Example (next image)

Ground Floor Transparency: 15% min.

Upper Floor Transparency: 15% min.

BLANK WALL LIMITATION

The blank wall limitation requirement is designed to limit the size of contiguous windowless areas on a street facing facade. The limitation uses two parameters. Both parameters use a rectangle measured vertically from floor to floor and horizontally from window to window, shown in orange.

The first parameter is expressed as a percentage of the total area of the floor/unit and is used as the maximum area that may be windowless.

The second parameter is expressed as a horizontal distance and is used as the maximum width of any windowless area.

The parameters are used together and vary by building type.

General Building Example (previous image)

Windowless Rectangle Area: 30% max.

Windowless Rectangle Width: 15'-0" max.

Row Building Example (shown)

Windowless Rectangle Area: 30% max.

Windowless Rectangle Width: 15'-0" max.

USE

Permitted uses are separated into ground floor and upper floor categories. This allows for a diverse mix of uses that can change as needed over the lifespan of the building.

Prototype Site

Ground Floor Uses: retail, office, service

Upper Floor(s) Uses: residential, lodging, retail, office, service

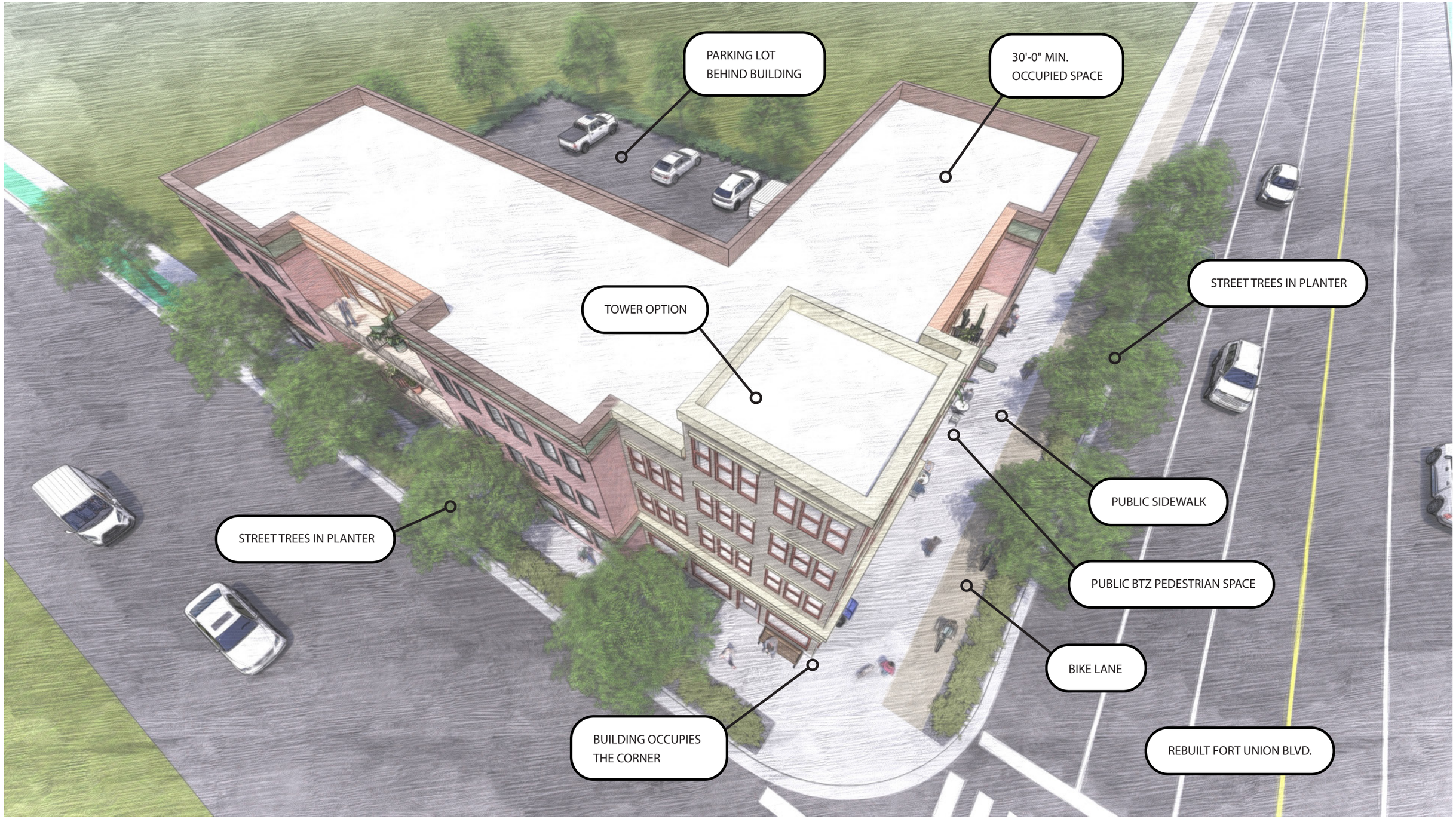


Figure 4.0 General Building type example on the site.

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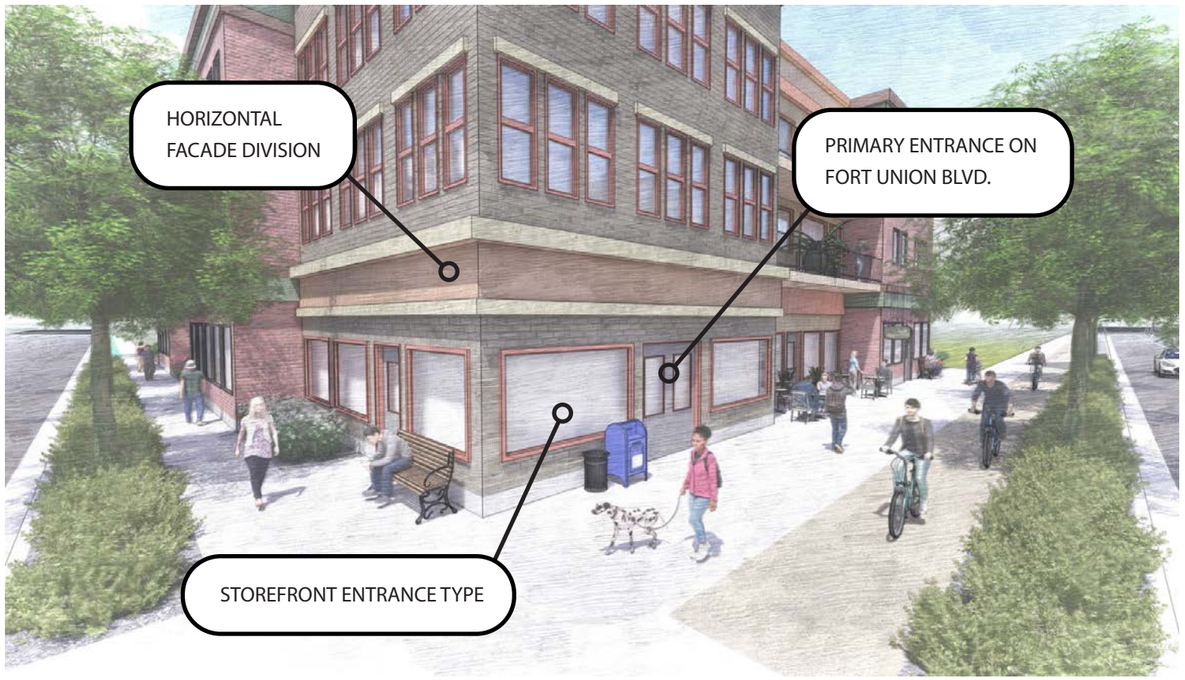

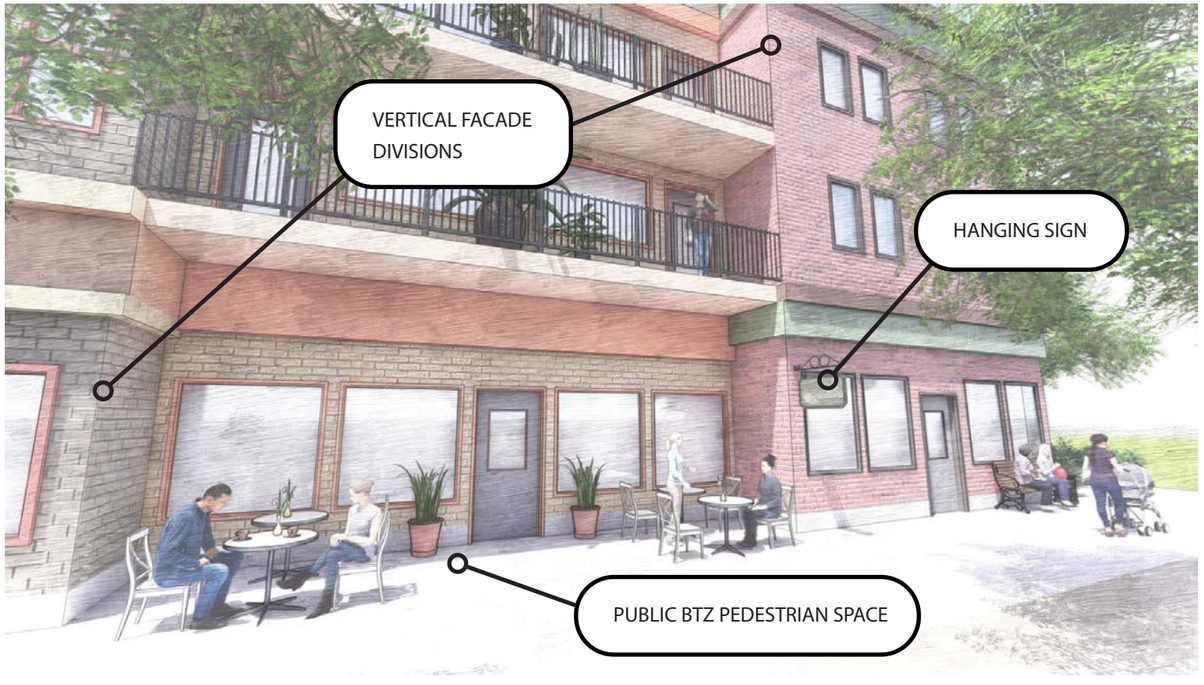

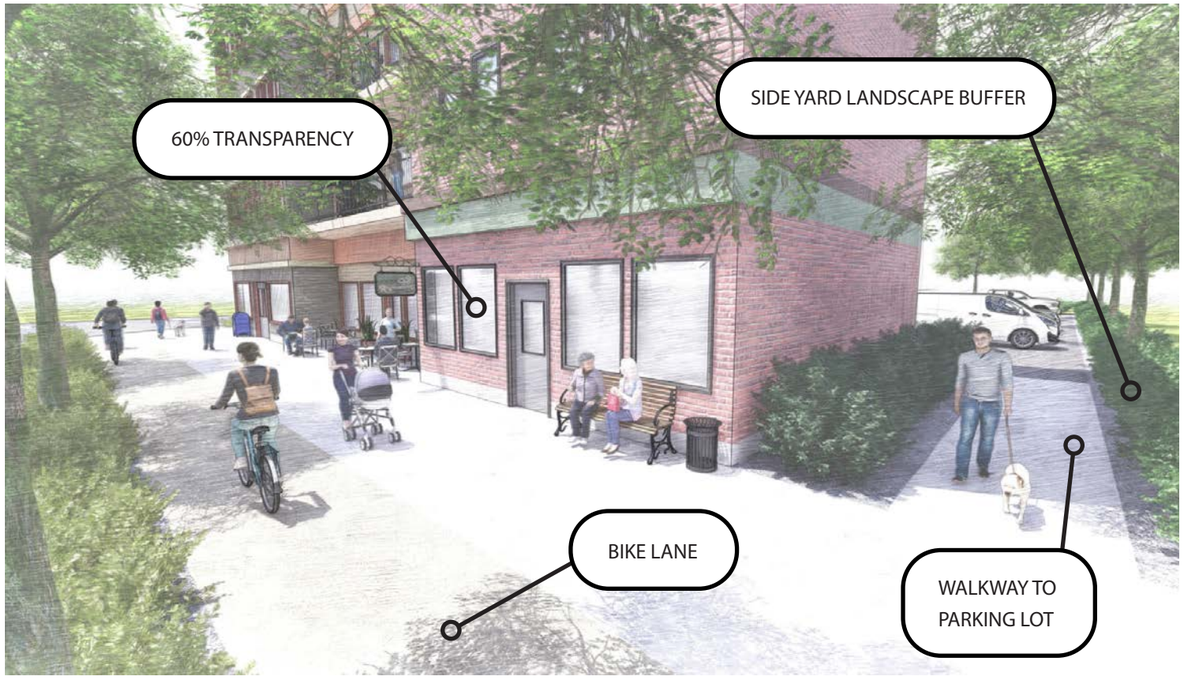

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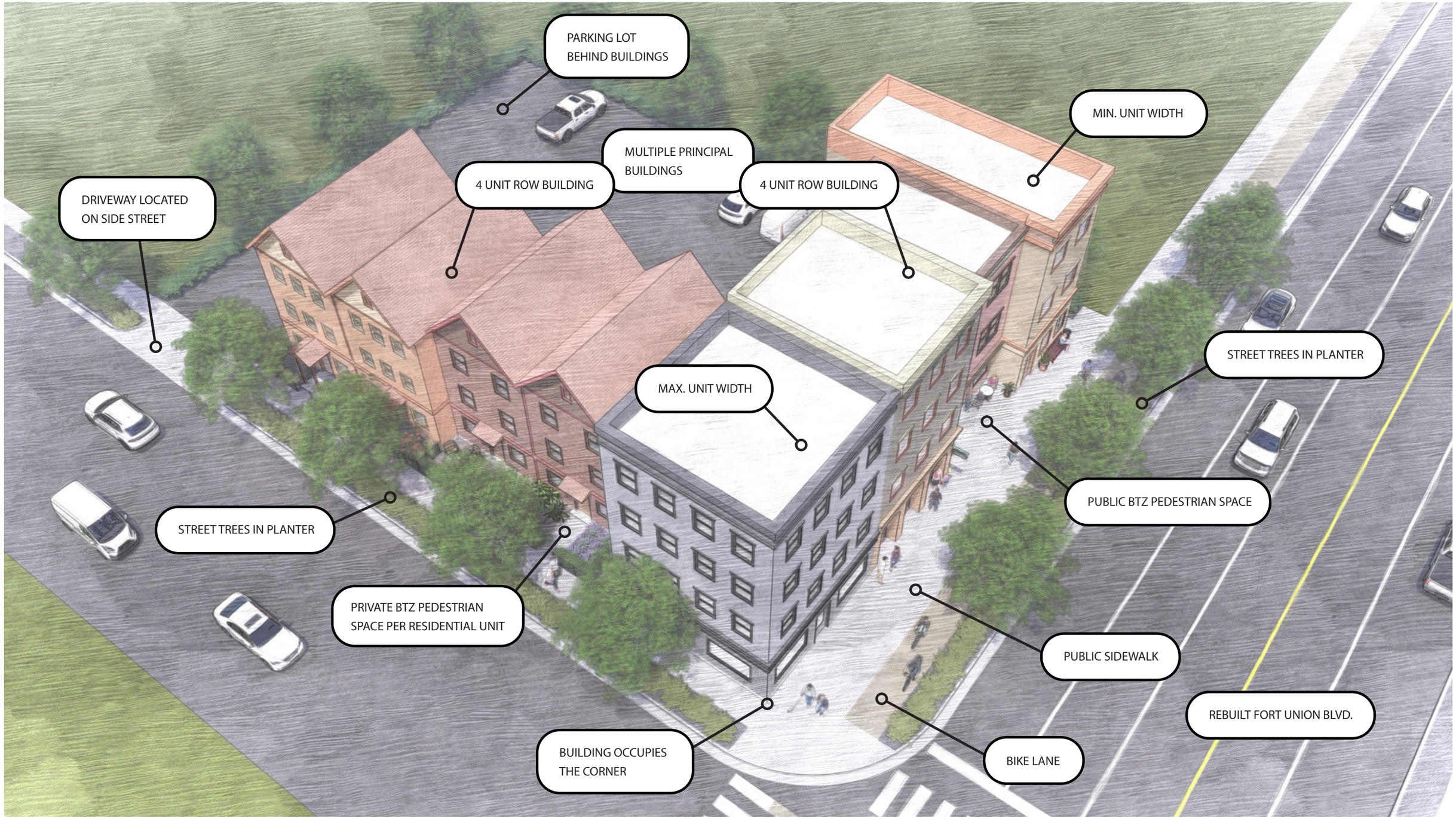

Figure 5.0 Row Building type example on the site.

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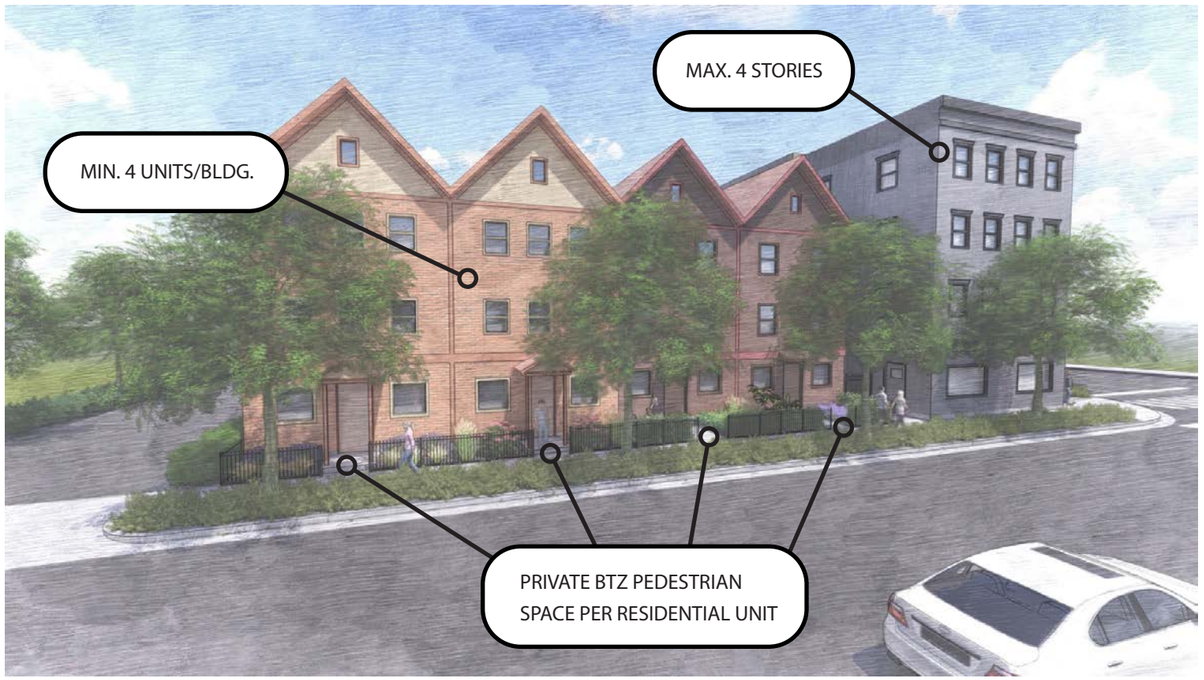

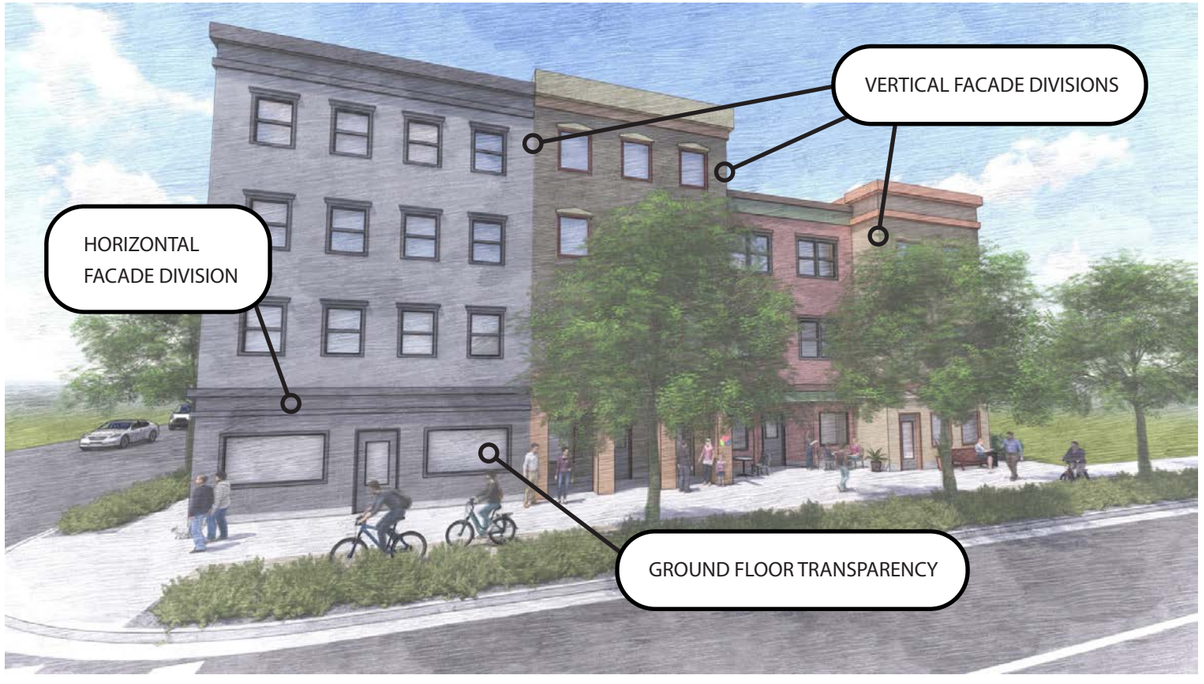

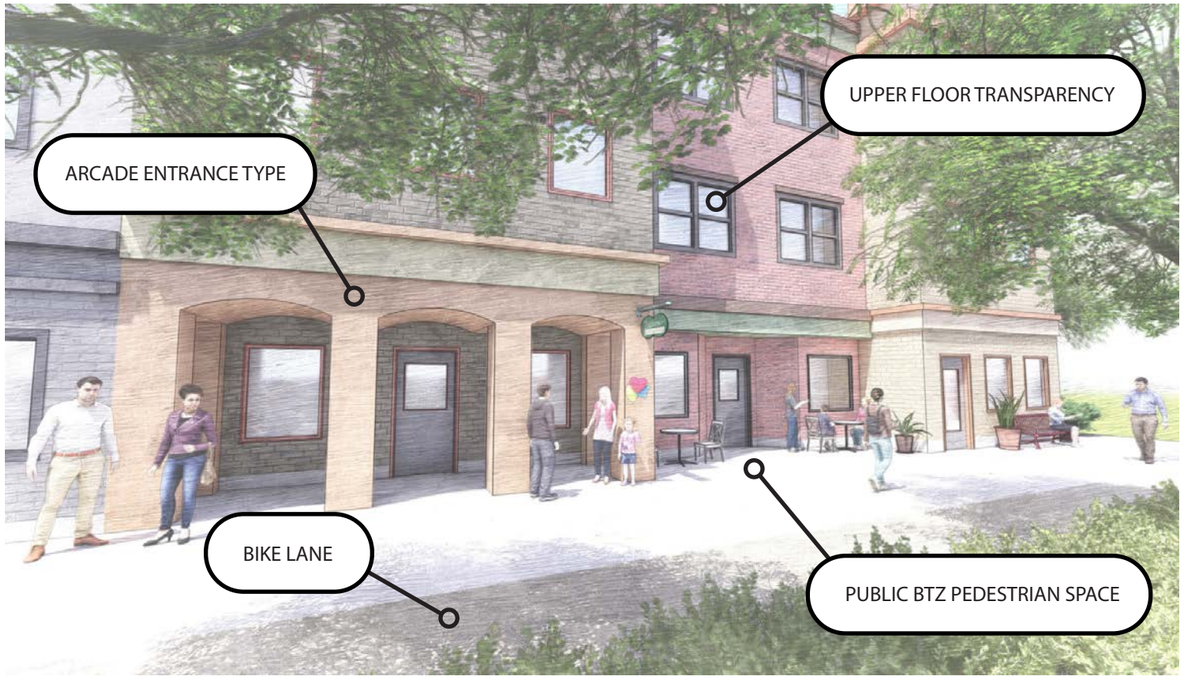

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