



MULTIFAMILY & MIXED-USE

OBJECTIVE DESIGN STANDARDS

CITY OF HESPERIA | CA

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ACKNOWLEDGEMENTS



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TABLE OF CONTENTS

Chapter 1. Purpose	5
1.1 Introduction	6
1.2 Purpose	6
1.3 Who Is This Document For?	7
1.4 Where Do these Standards Apply?	7
1.5 Document Organization.....	8
1.6 Administration	8
1.7 Deviations	8
1.8 Development Scale Definitions	9
Chapter 2. Site Planning	10
2.1 Site Layout.....	11
2.2 Building Orientation.....	12
2.3 Pedestrian Circulation.....	13
2.4 Vehicular Circulation.....	13
2.5 Parking.....	15

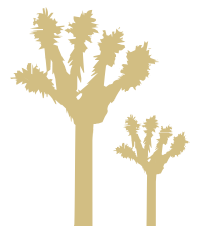
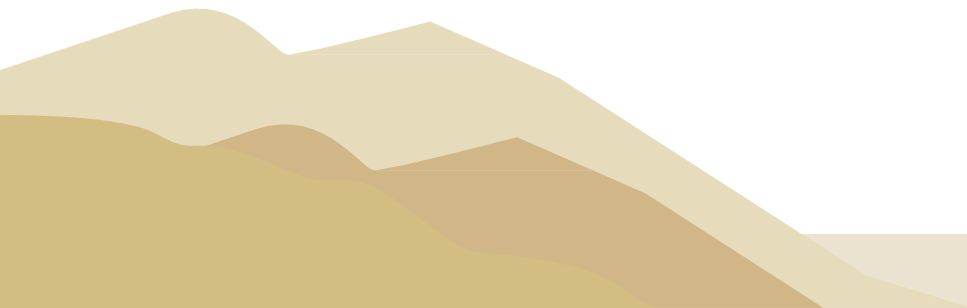


TABLE OF CONTENTS

Chapter 3. Open Space	17
3.1 General	18
3.2 Amenities	19
3.3 Private Open Space	21
Chapter 4. Mass and Scale	22
4.1 Modulation.....	23
4.2 Height and Roof Lines	24
4.3 Corner Elements	25
4.4 Terminating Vistas.....	26
Chapter 5. Materials and Details	27
5.1 Materials.....	28
5.2 Façade Details	29
5.3 Color and Texture	31
5.4 Unit Entrances	32
5.5 Doors and Windows	33
Chapter 6. Utilities, Services, Lighting, and Fences.....	34
6.1 Fences, Walls, and Gates.....	35

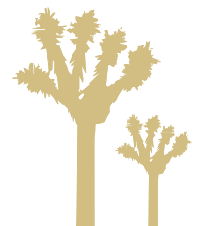
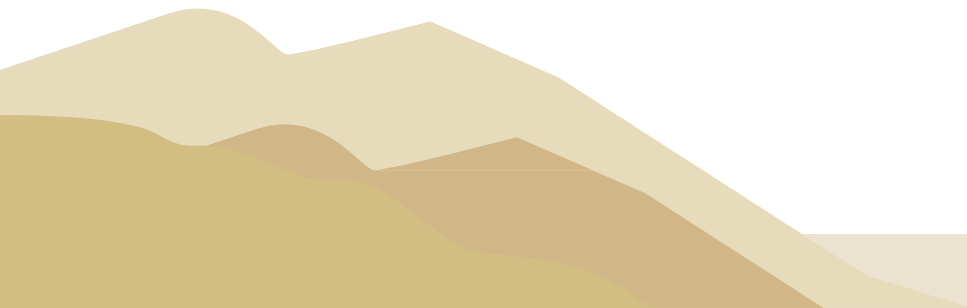


TABLE OF CONTENTS

6.2 Exterior Lighting.....	36
6.3 Utility and Mechanical Storage.....	37
6.4 Refuse and Storage Areas.....	38
Chapter 7. Mixed-Use.....	39
7.1 Vertical Mixed-Use.....	40
7.2 Horizontal Mixed-Use.....	43
7.3 Structured Parking	44
Chapter 8. Definitions	45



1.0

PURPOSE

- 1.1 Introduction
- 1.2 Purpose
- 1.3 Who Is This Document For?
- 1.4 Where Do These Standards Apply?
- 1.5 Document Organization
- 1.6 Administration
- 1.7 Deviations
- 1.8 Development Scale Definitions





1.1 INTRODUCTION

Development and design standards regulate development intensity, style, size, and orientation. Objective design standards (ODS) are measurable, verifiable, and quantifiable, supporting consistent housing design in the community. Ultimately, the standards contained in this document will provide for a predictable and equitable path for new multifamily and mixed-use developments in the City of Hesperia.

1.2 PURPOSE

The State of California continues to experience a housing crisis and the availability and affordability of housing remains a key issue. This document provides the required, objective standards for housing development, streamlining design review and increasing transparency. Additionally, this document complies with Senate Bill (SB) 35 and SB 330, which require jurisdictions to review new multifamily and mixed-use residential housing projects ministerially or streamlined, guided by objective design and development standards. These new laws prevent cities from denying approvals for certain multifamily housing projects based on discretionary design guidelines.

This document provides clear and useful guidelines and standards for the design, construction, review, and approval of multifamily residential and mixed-use development in Hesperia. With this document applicants, developers, and City staff have a clear and concise reference for the City's minimum design expectations. These standards are written as minimum standards for site and structure design but also offer various recommendations and guidelines for quality and character. However, this document does not replace the City's existing development standards. Proposed projects must also comply with all applicable building permit requirements, zoning code requirements, and other development standards found in the City of Hesperia's Development Code.

SB 35

- A streamlined approval process for housing projects with a specified amount of affordable housing.
- Applies to jurisdictions that haven't made enough progress in meeting their Regional Housing Needs Allocation (RHNA).
- Applications must be for infill sites and comply with existing General Plan or Zoning provisions.
- Can only apply objective zoning, subdivision, or design review standards to determine consistency.
- <https://www.hcd.ca.gov/policy-research/docs/sb-35-guidelines-update-final.pdf>

Fundamentally, this document serves to provide baseline design standards for the City of Hesperia. These standards may be expanded or revised by the City in the future. Additional design standards may be included on top of these standards to account for the distinct character of specific neighborhoods and communities throughout Hesperia.



1.3 WHO IS THIS DOCUMENT FOR?

Developers

This document will provide clear guidance for both renovation and new construction projects. The required checklist will act as a tool for property owners, developers/designers, and staff throughout the review process, ensuring that key aspects of quality design are addressed.

Property Owners

This document will provide property owners with a clear understanding of the design elements required for development projects in Hesperia. It will complement the General Plan and the Hesperia Municipal Code, establishing a set of expectations and responsibilities for property owners.

City Staff

City staff will utilize these standards to assist applicants and their representatives in the project review and approval process. The document and checklist will serve as a foundation for evaluating design quality in submitted proposals.

Review Bodies and Decision Makers

This document will provide a framework for the City of Hesperia Planning Commission, City Council, Development Review Committee, Director of Development Services, and other review bodies to assess the quality of design in development applications.

1.4 WHERE DO THESE STANDARDS APPLY?

These standards apply to new construction for multifamily and mixed-use developments. For developments spanning multiple lots, these standards apply to all lots proposed for multifamily housing, mixed-use developments, and any associated amenities, open space, or utilities that would serve multifamily or mixed-use units.

These standards do not apply to the new construction of single-family dwellings, or to single-family dwellings within a development containing more than one housing type.

These standards do not apply to renovations and routine maintenance of residential (single-family, multifamily, and mixed-use) developments.

If an applicant chooses, they may request in writing to opt out of the objective design standards in lieu of their project being reviewed against the City's architectural and site design guidelines for multifamily developments.

These standards are in addition to the standards of the underlying base zone. In the event of conflicting standards between these standards and the base zone, the more restrictive standard shall apply. For projects located in a Specific Plan or Planned Community, and there is a conflict between these standards and the Specific Plan's or Planned Community's standards, the Specific Plan or Planned Community standards shall prevail.

Proposed projects must also comply with all other applicable local and state ordinances and codes.



1.5 DOCUMENT ORGANIZATION

These Objective Design Standards serve as a stand-alone illustrated document, empowered by appropriate reference within Hesperia's City Code. These standards have been designed in a modular fashion, with differing sets of standards applying to projects at different scales. For instance, a small development would be subject to less complex standards, while a larger project would be subject to more intensive standards.

This document is organized in a site-focused manner. Key site development standards are discussed at the beginning of the document. These include site access, building orientation, pedestrian and vehicular circulation, mixing of uses, and parking. Open space standards for both common and private open space follow.

This way, the design of the buildings subject to objective design standards follow the site planning standards. With regard to buildings, these objective design standards focus on height modulation, horizontal modulation, transitional massing, as well as a building's materials and details. Finally, this document provides standards for both vertical and horizontal mixed-use development.

1.6 ADMINISTRATION

The Planning Division shall be responsible for the administration of these objective design standards. If ambiguity arises concerning the meaning or appropriate application of provisions of these objective design standards, the Director of Development Services, or his/her designee shall make the appropriate determination.

1.7 DEVIATIONS

Applicability. The Objective Design Standards apply to residential projects that, under State law, are subject to City review solely for compliance with objective standards. This includes "housing development projects" as defined in Government Code § 65589.5(h)(2).

Compliance is Optional. Applicants may choose not to apply the Objective Design Standards to their project, even if the project otherwise qualifies under State law for objective review. In such cases, the applicant must submit a written request to opt out. The written request shall include findings for how the project meets the purpose and intent for each topic in the Objective Design Standards Checklist. The project will then be reviewed against the City's architectural and site design guidelines for multifamily developments.

Note: By opting out, the project will not be subject to the protections or provisions of the Housing Accountability Act that apply to projects reviewed only against objective standards. In addition, the project may be subject to review by the Planning Commission.

Deviations. Deviations from the Objective Design Standards are allowed in two ways:

1. **State Density Bonus Law:** Projects may request waivers, concessions, or incentives pursuant to Government Code § 65915.
2. **Limited Dimensional Deviations:** Projects may deviate from up to three dimensional standards (e.g., height, length, width, depth) by no more than 10% for each standard.

Example:

Standard 2.4.3.a.i states:

Auto courts shall not exceed 150 feet in length.

A project may increase this maximum by 10%, up to **165 feet**, by utilizing the allowable deviation.

All deviations are subject to review and approval or denial by the Director of Development Services or their designee.



1.8 DEVELOPMENT SCALE DEFINITIONS

Development occurs at various scales and intensities and therefore requires variations to ensure that standards are both appropriate and do not create unnecessary constraints or unachievable development. This section defines the different scales of development and how to use this document accordingly for each.

In the event that a project includes criteria falling under two or more development scales, the project will be subject to the standards associated with the greater scale. For example, if a project is two stories and proposes 30 dwelling units, it would be classified as Medium Development. Alternatively, if a project is situated on 1.8 acres and proposes 108 dwelling units, it would be classified as Large Development.

Table 1.1: Development Scales			
	Small	Medium	Large
Site Size	Under 1 acre and	1 - 5 acres or	Larger than 5 acres or
Unit Count	3 - 10 units and	11 - 30 units or	31+ units
Height	Up to 2 stories	Up to 3 stories	n/a

Table 1.2: Applicability Chart				
	Standard	Small	Medium	Large
Site Planning	Site Layout	X	X	X
	Building Orientation	X	X	X
	Pedestrian Circulation	X	X	X
	Vehicular Circulation	X	X	X
	Parking	X	X	X
Open Space	General	X	X	X
	Amenities	X	X	X
	Private Open Space	X	X	X
Mass and Scale	Modulation	X	X	X
	Height and Roof Lines	X	X	X
	Corner Elements		X	X
	Transitional Massing		X	X
Materials and Details	Materials	X	X	X
	Facade Details	X	X	X
	Color and Texture	X	X	X
	Unit Entrances	X	X	X
	Doors and Windows	X	X	X
Mixed Use	Vertical Mixed Use	X	X	X
	Horizontal Mixed Use	X	X	X
	Structured Parking			X

2.0

SITE PLANNING

- 2.1 Site Layout
- 2.2 Building Orientation
- 2.3 Pedestrian Circulation
- 2.4 Vehicular Circulation
- 2.5 Parking





2.1 SITE LAYOUT

- a. Buildings adjacent to a public street shall have a strong street presence with public entrances oriented towards the street. Building entries shall face the primary public street with pedestrian access provided from sidewalks to all building entries, parking areas, and common open space areas. For larger sites with multiple buildings, building entries may also be oriented to face internal open spaces, paseos, and recreation amenities.
- b. A minimum of 60 percent of the street frontage shall be devoted to buildings located behind the minimum setback line. The remaining 40 percent may be devoted to parking, landscaping, and driveways.
- c. If the development contains multiple buildings, the minimum distance between buildings shall be 10 feet. However, for multiple story buildings, the distance between buildings shall be increased to 15 feet if the sides of the building that face each other include openings such as windows and doors with a direct line of sight into adjacent units.
- d. On sites with four or more residential buildings, buildings shall be clustered into groups of at least two or more buildings. Clustering can be achieved through:
 - i. Siting the longest façade of each clustered building up to 30 feet of another building.
 - ii. Siting secondary façades of each clustered building within 20 feet of another building.
 - iii. Siting corners of a building within 20 feet of the corner of another building.
- e. The design and location of the access drive(s) shall be subject to the review and approval of the City Engineer or his/her designee.



Figure 2.1. Site Layout

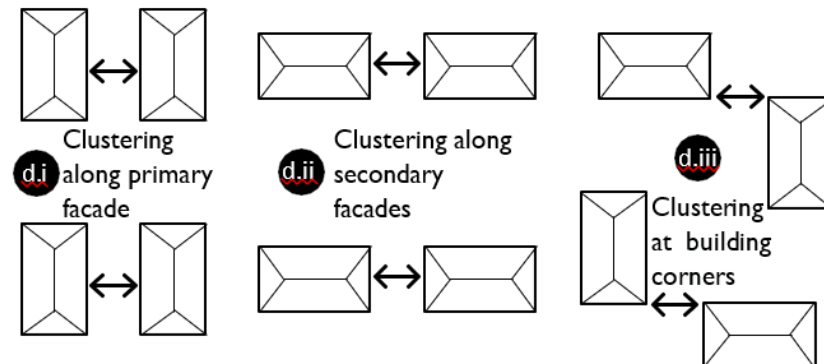


Figure 2.2. Building Clustering



- f. The setback area shall primarily be used for planting landscape screens to protect the privacy of the ground floor units.
- g. If adjacent to an existing commercial or industrial use, a residential project shall locate its required parking along edges common with commercial or industrial uses. A landscaped buffer at least 5 feet in width with 6-inch curbing shall be utilized to separate the parking spaces from the property line.

2.2 BUILDING ORIENTATION

- a. Primary ground-floor common entries or individual unit entries shall be oriented towards the primary street unless the primary street is an arterial (of any type).
- b. Front doors shall orient towards and be visible from the street.
- c. Building front elevations shall emphasize entries, porches and other living areas.
- d. Buildings located along an arterial street shall provide at least two of the following:
 - i. Pedestrian level articulation with ground floor specific colors and materials (Refer to Section 5.1).
 - ii. Ground floor activation adjacent to the sidewalk through leasing office, common space, gym/recreation room etc.
 - iii. Enhanced landscaping with at least 4-foot-tall shrubs and evergreen trees in the front setback.
- e. All buildings within 15 linear feet of an adjacent building within and outside of the project shall orient all windows, balconies, or similar openings so as not to have a direct line-of-sight into adjacent units or onto private patios or backyards. This can be accomplished through:
 - i. Offset windows at least 1 foot from any windows in adjacent buildings on site within 15 feet; or
 - ii. Use of clerestory windows, glass block, or opaque glass.
- f. New multifamily development shall be designed to shield residents from the heat of the sun. This shall be accomplished through at least one of the following methods:
 - i. Use of 3-foot roof overhangs on the southeast, south, southwest, and west facing façades to shade units below.
 - ii. Planting 24-gallon trees in front of windows facing southeast, south, southwest, and west, up to 20 feet from the building façades.
 - iii. Covered patios and porches for all units on the ground floor.



2.3 PEDESTRIAN CIRCULATION

- a. General.
 - i. Multifamily projects shall include pedestrian walkways. Pedestrian walkways shall link dwelling units with common open space and recreation areas, parking areas, and the street.
 - ii. Multifamily projects shall plan for and incorporate pedestrian connections to adjoining commercial projects in the project's design.
- b. Safety and Design.
 - i. Pedestrian entrances and walkways shall be adequately separated from vehicular traffic and clearly identified by landscaping and lights and easily accessible to minimize pedestrian/vehicle conflict.
 - ii. Walkways shall be constructed of firm and slip-resistant materials, such as poured-in-place concrete (including stamped concrete), permeable paving, or concrete pavers. The use of asphalt for pedestrian walkways is prohibited.
 - iii. Decorative paving shall be used to delineate pedestrian crossings in parking areas.
- c. Width.
 - i. Pedestrian walkways shall be a minimum of 4 feet in width.
 - ii. If combined with a bicycle path, as a part of a dedicated public path/paseo, the minimum total walkway width shall be 14 feet.

2.4 VEHICULAR CIRCULATION

2.4.1 VEHICULAR ACCESS

- a. Vehicular entrances shall be clearly identified and easily accessible to minimize pedestrian/vehicle conflict.
- b. Principal vehicular access into multifamily developments shall be through an entry drive rather than a parking aisle.
- c. The number of site access points or driveway aprons shall be minimized for aesthetic purposes, to achieve efficient and productive use of paved accessways, and to eliminate traffic hazards.
- d. Textured paving or stamped concrete shall be used to cover the full length of each driveway entrance for the project not to include the public right of way.
- e. For properties containing more than 150 feet of street frontage, landscaped islands shall be incorporated into the driveway entry area to separate driveway lanes for ingress and egress. Each driveway lane shall have a minimum width of 20 feet. Continuous driveways, uninterrupted by landscaping are not permitted.
- f. Alley improvements shall coincide with site planning to minimize alleyway deterioration and address problems such as debris, safety, and any nuisance odors or hazards.

2.4.2 VEHICULAR CIRCULATION

- a. Continuous circulation shall be provided throughout the site to the greatest extent possible.
- b. Dead-end driveways shall be minimized.
- c. Adequate areas for maneuvering, stacking, and emergency vehicle access shall be provided.
- d. The use of asphalt for driveways and walkways is prohibited.



2.4.3 AUTO COURTS AND COMMON COURTS

- a. Auto Courts provide vehicular access to multiple residences via a common driveway fronted with garages. Front doors to residences are not permitted on auto courts.
 - i. Auto courts shall not exceed 150 feet in length and shall have a minimum width of 26 feet.
 - ii. Auto courts shall not serve more than 12 individual residences. Separate pedestrian access may be provided to other auto courts.
 - iii. Primary pedestrian entrances are not permitted on auto courts.
 - iv. Auto courts shall have no through street access.
- b. Common courts provide both vehicular and pedestrian access to multiple residences. Front doors to residences and garages open to common courts.
 - i. Common courts shall not exceed 150 feet in length, unless provided with a connecting pedestrian access way, and shall have a minimum width of 26 feet.
 - ii. Common courts shall not serve more than 8 individual residences. Separate pedestrian access may be provided to other common courts.
 - iii. Common courts shall feature enhanced paving, such as patterned and/or colored pavers, brick, decorative colored concrete, stamped concrete, or permeable materials.
 - iv. A minimum of 5 percent of the common court shall be landscaped.

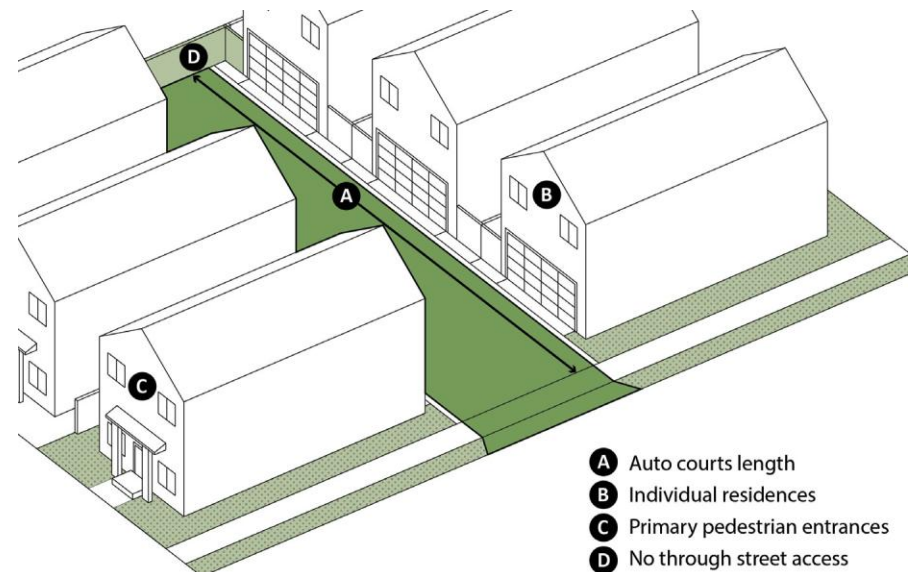


Figure 2.3. Auto Courts

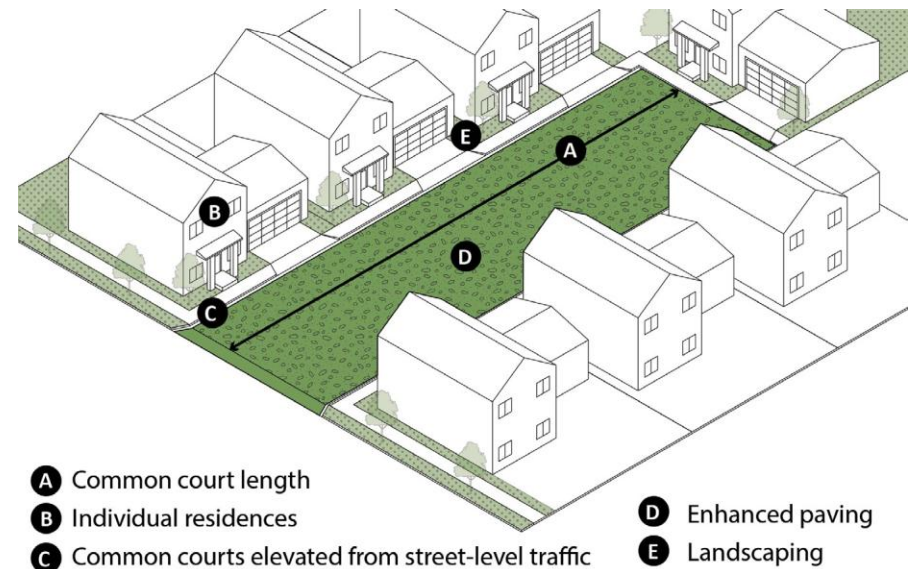


Figure 2.4. Common Courts



2.5 PARKING

- a. Parking for multifamily developments shall be provided on site in on-grade or underground structures, parking courts, carports, or attached garages. These standards are in addition to the parking and loading standards found in Chapter 16.20, Article 4 of the Hesperia Development Code.
- b. Parking lots shall be connected to all building entrances by means of internal pedestrian walkways.
- c. Parking shall not occupy more than 40 percent of any linear street frontage.
- d. Parking areas, driveways, and pedestrian areas shall contain automatically controlled lighting.



Figure 2.5. Example Carport

2.5.1 PARKING COURTS

- a. Parking courts shall be separated from buildings by a walkway with a minimum of 4 feet wide and a landscape strip with a minimum of 7 feet wide. Continuous 6-inch concrete curbs shall be provided as wheel stops where parking adjoins landscaping.

2.5.2 CARPORTS

- a. Carport structures shall utilize the same colors, architectural finishes, and roofing materials as the main building(s) in the project.
- b. Flat aluminum carport structures are prohibited.
- c. Carports shall meet setback and building separation requirements.

2.5.3 TUCK-UNDER PARKING

- a. If tuck-under parking is provided, the first floor of the residential units shall not be more than 4 feet above the finished street/sidewalk grade level.
- b. Tuck-under parking shall not be visible from the street.



2.5.4 GARAGES, INDIVIDUAL

- a. Garage doors may occupy no more than 40 percent of a building's street frontage and shall be recessed a minimum of 18 inches from a street-facing wall plane.
- b. Street-facing garage doors serving individual units that are attached to the structure must incorporate two or more of the following so that the garage doors are visually subservient and complementary to other building elements:
 - i. Enhanced materials, such as faux wood or opaque glass.
 - ii. Decorative features on garage doors composed of steel or aluminum.
 - iii. Garage door windows or architectural detailing consistent with the main dwelling.
 - iv. Arbor or other similar projecting features above the garage doors.



Figure 2.6. Private Garages



Figure 2.7. Private Garages

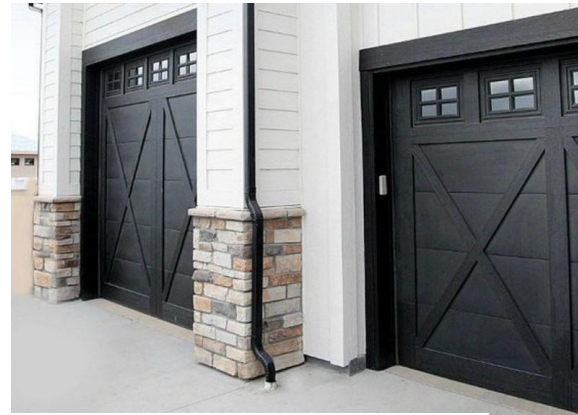


Figure 2.8. Private Garages

3.0

OPEN SPACE

3.1 General

3.2 Amenities

3.3 Private Open Space





3.1 GENERAL

- a. Residents of multifamily developments shall have safe and efficient access to usable open space for recreation and social activities. Open space areas shall be provided in large, meaningful, and usable areas, pursuant to the requirements of Article VII of the Hesperia Development Code. All common open spaces shall include seating and lights. Site furniture shall use graffiti-resistant materials and/or coatings and skateboard deterrents. Pedestrian walkways shall connect the common open space to a public right-of-way or building entrance.
- b. All recreation areas or facilities required by this section shall be maintained by private homeowners' associations, property owners, or private assessment districts subject to the reviewing authority's approval.
- c. Open space areas shall not be directly adjacent to arterial streets, service areas, or commercial development to ensure that they are sheltered from the noise and traffic of streets and incompatible uses. Alternatively, a minimum of 10-foot wide, dense landscaping shall be provided as screening, in addition to tubular fencing with masonry pillars.
- d. At least 200 square feet of common usable open space shall be provided per dwelling unit.
- e. Areas counting toward common open space shall be a minimum of 1,000 square feet and have no dimension less than 25 feet.
- f. Common usable open space may be divided into more than one area.



Figure 3.1. Common Open Space Size



3.2 AMENITIES

- a. Common amenities are shared by individual units on the same lot or within the same development, which may be located on roofs, parking podiums, or at grade.
- b. The following listed major and minor amenities satisfy the common open space requirements. For projects with less than 60 units, repeating the same amenity twice will not satisfy the requirement; however, additional amenities are encouraged. Projects with more than 60 units may use the same amenity twice. Projects with more than 120 units may use the same amenity three times.

Table 3.1: Required Common Amenities

Number of Units	Option 1	Option 2	Option 3
3 – 10	1 major or minor amenity	--	--
11 – 30	1 major amenity	2 minor amenities	--
31 – 60	2 major amenities	1 major and 2 minor amenities	--
61 – 90	3 major amenities	2 major and 3 minor amenities	1 major and 4 minor amenities
91 – 120	4 major amenities	3 major and 4 minor amenities	2 major and 5 minor amenities
121 – 150	5 major amenities	4 major and 5 minor amenities	3 major and 6 minor amenities
151 or more	6 major amenities	5 major and 6 minor amenities	4 major and 7 minor amenities

c. Major Amenities:

- i. Private Parks (minimum of 50 percent of the area shall be landscaped) shall have a minimum area of 1,000 square feet. Other amenities or features that can be combined with a park may include, but are not limited to, recreational courts, pools, barbecue areas, commercial playground equipment, community gardens, and gazebos. However, each individual amenity's minimum size must be met.
- ii. Clubhouses shall have at least 750 square feet accessible and usable for residents. Features may include, but are not limited to, event spaces, community kitchens, conference rooms, business centers, or game rooms. A clubhouse may be combined with other amenities, provided that each amenity's minimum size is met. Clubhouses may also serve adjacent pools.
- iii. Rooftop terraces shall have a minimum area of 750 square feet. Similar features found in a park may also be utilized on a rooftop terrace.
- iv. Swimming pools shall have a minimum dimension of 15 feet by 30 feet.
- v. Gymnasiums shall have a minimum area of 625 square feet.
- vi. Spas/hot tubs shall be installed in the ground with a minimum of 8-person seating.
- vii. Other recreational amenities deemed adequate by the Director.



d. Minor Amenities:

- i. Barbeque areas shall have a minimum of 2 permanent grills, a shade structure, and 2 picnic tables.
- ii. Tennis, pickleball, basketball (half court and/or full court), or volleyball courts.
- iii. Tot lots with commercial playground equipment shall have a minimum area of 625 square feet with a minimum dimension of 20 feet in each direction. Children's play areas shall be protected from any adjacent streets or parking lots with a fence or other barrier at least four feet in height.
- iv. Gazebos or covered seating areas shall have a minimum of 8 permanent seats
- v. Community gardens shall have a minimum of 250 square feet of decorative raised beds with a minimum of 4 feet by 4 feet each with irrigation.
- vi. Courtyards shall have a minimum area of 625 square feet.
- vii. Above ground decorative gas fire pits shall be surrounded by a minimum of 4 permanent seats within a minimum area of 100 square feet.
- viii. Community rooms shall have a minimum area of 500 square feet.
- ix. Other recreational amenities deemed adequate by the Director.



Figure 3.2. Example Major Amenity (Park) featuring a Minor Amenity (Playground)



Figure 3.3. Example Major Amenity - Pool



Figure 3.4. Example Minor Amenity - Fire Pit



3.3 PRIVATE OPEN SPACE STANDARDS

- a. Private open spaces may include, but are not limited to, balconies, terraces, roof decks, and patios, and may overlook the street, side yards, and internal courtyards.
- b. Private open spaces shall be accessible directly from the living unit and screened to a minimum height of 42 inches by use of walls and/or fences. All private open spaces shall be outdoors.
- c. Private open space that is provided on a balcony or roof deck that fronts a public street shall have opaque balcony/railing enclosures to screen items being stored on the balcony or patio.
- d. The required amount of private open space is as follows:
 - i. Each dwelling unit shall have a minimum private usable open space of 100 square feet with no dimension less than 8 feet. Private open space on the ground floor shall have no more than 50 percent of the ground level space covered by an overhang balcony or patio roof.
 - ii. Each unit shall also be provided with a minimum of one hundred (100) cubic feet of lockable, private storage space. This space may be provided at the dwelling unit, accessible from the outside on a private patio or balcony for the unit. A storage area is not required if each unit is served by an enclosed garage in lieu of a carport.

3.3.1 BALCONIES

- a. All balconies shall be recessed into the building façade. The maximum projection shall be 50 percent of the balcony's full depth or 6 feet, whichever is less.
- b. The underside of the projecting balconies shall be finished with building material that matches or is otherwise compatible with the building.
- c. No balconies shall overhang into the public right-of-way or sidewalk and shall not encroach more than 3 feet into the building setback.
- d. Balconies and patios shall be enclosed by a decorative solid wall or fence designed as an integral part of the architecture of the project, to screen items being stored outdoors.

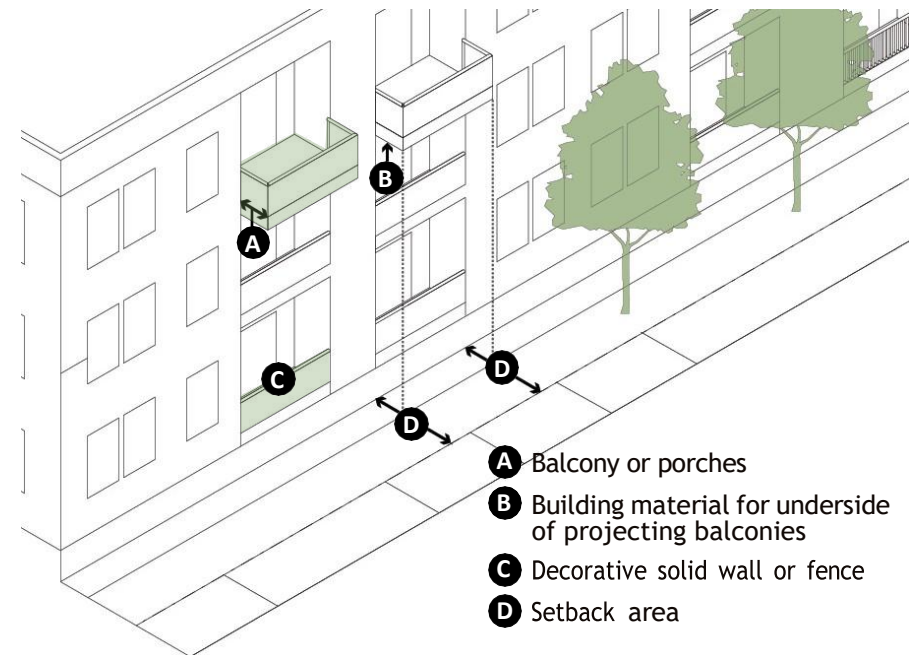


Figure 3.5. Balconies

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MASS AND SCALE

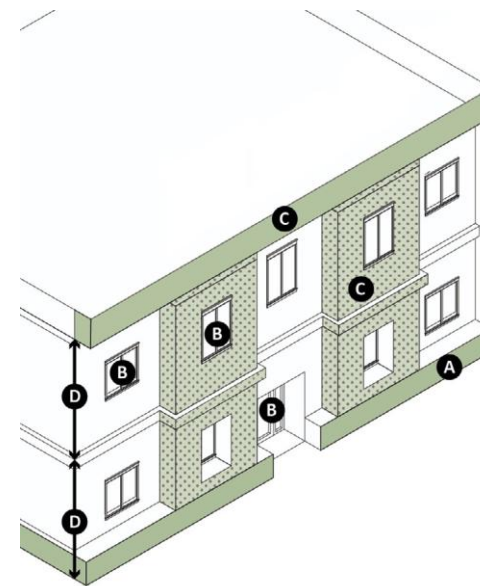
- 4.1 Modulation
- 4.2 Height and Roof Lines
- 4.3 Transitional Massing
- 4.4 Corner Elements





4.1 MODULATION

- a. Building design shall avoid large monotonous façades, long straight-line building fronts, plain box shapes, and barren exterior treatment through the methods listed below.
- b. Vertical Façade Modulation. All buildings two or more stories in height shall achieve vertical modulation through at least two of the following:
 - i. A change in façade materials, textures, and colors between the ground floor and the second floor.
 - ii. For buildings with three or more stories, a change in façade materials, textures, and colors between the uppermost floor and the floor below.
 - iii. Use of functional and/or decorative horizontal façade projections or recesses at transition lines above the ground floor or below the uppermost floor.
 - iv. Changes in floor-to-floor heights at the second floor or above.
- c. Horizontal Façade Modulation. All design proposals shall comply with the following horizontal modulation standards:
 - i. For every 60 feet of façade, a minor modulation that is a minimum of 10 feet in width and 3 feet in depth from the primary façade plane shall be provided. Façade area used to meet this standard may be recessed behind, or project out from the primary façade plane, and may be in one continuous section or a combination of sections across the façade.
 - ii. For every 120 feet of street-facing façade, a major modulation that is a minimum of 6 feet in depth and 20 feet in length shall be provided. The major modulation shall extend from grade to the highest story.



- A Changes in facade materials, textures, and colors
- B Changes in type, size, number, and arrangement of façade doors and windows
- C Functional and/or decorative horizontal façade projections or recesses at transition lines.
- D Changes in floor-to-floor heights at the second floor or above.

Figure 4.1. Example of a modulated façade



4.2 HEIGHT AND ROOF LINES

- a. **Roofline Variation.** Variation in roof height of at least 3 feet for every 50 linear feet. Rooflines shall be vertically articulated at least every 50 feet along the street frontage, though the use of architectural elements such as parapets, varying cornices, reveals, clearstory windows, and varying roof height and/or form.
- b. **Height Modulation.** Buildings over three stories tall shall have major massing breaks at least every 100 feet along any street frontage, through the use of varying setbacks, and/or building entries. Major breaks shall be a minimum of 30 inches deep and four feet wide and extend the full height of the building.
- c. **Roofline Articulation.** Rooflines greater than 50 linear feet shall be articulated with at least one of the following techniques:
 - i. Change in the height of the roof ridge and/or parapet;
 - ii. Change in the shape of the roof form;
 - iii. Change in the angle of the roof slope.

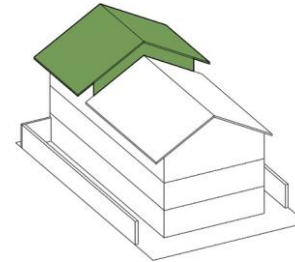


Figure 4.2. Ridgeline Change

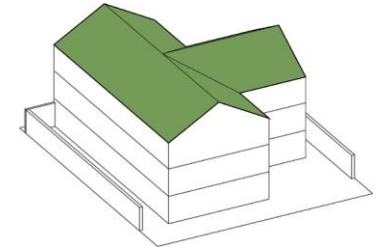


Figure 4.3. Cross Ridgeline

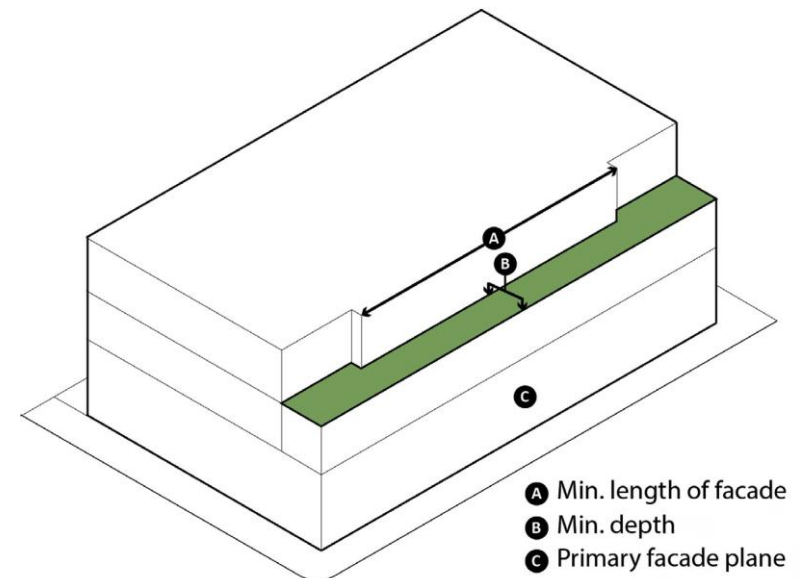


Figure 4.4. Massing Breaks Along Uppermost Floor



4.3 TRANSITIONAL MASSING

- a. If adjacent to a single-family residential zone, buildings shall be designed so as not to have a direct line-of-sight into adjacent units or onto private patios or backyards adjoining the property line. This shall be accomplished through a solid wall at least 6 feet in height and at least two of the following:
- Increased Setback. An increased interior setback adjacent to the single-family zone of 5 feet.
 - Stepback. Minimum depth of 10 feet for entire adjacent façade for the third floor and above.
 - Windows. Offset all windows facing a single-family zone by at least 1 foot from any windows in adjacent low-rise residential buildings within 20 linear feet to avoid direct line-of-sight.
 - Transitional Height. All buildings within 100 feet of an adjacent single-family zone do not exceed the height limit of the adjacent zone or exceed more than one story above surrounding developments.

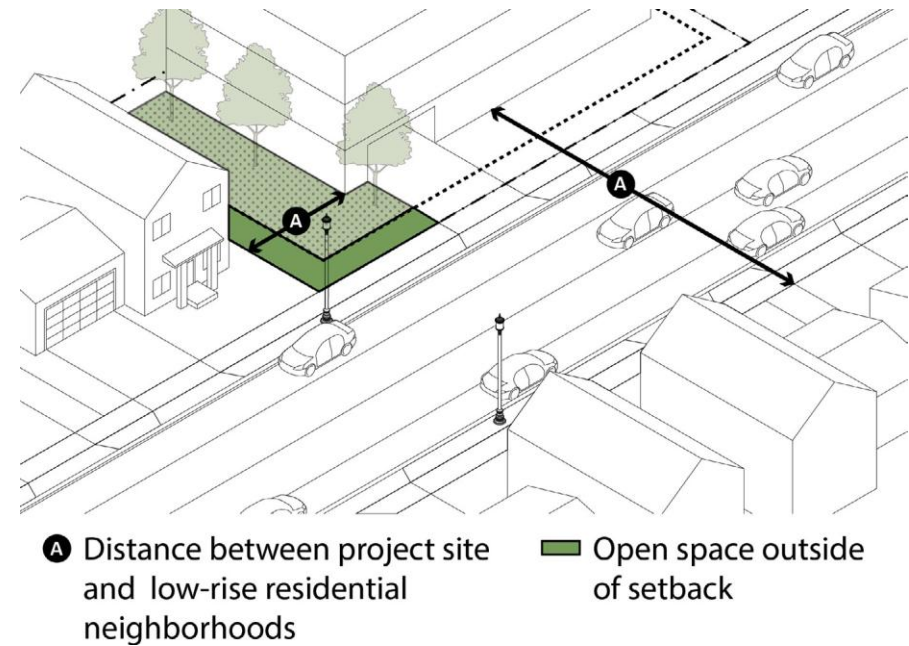


Figure 4.5. Transitional Massing



4.4 CORNER ELEMENTS

- a. All multifamily residential sites located on a corner shall incorporate at least one of the following corner elements:
 - i. Decorative features such as monument signage or public art;
 - ii. Pedestrian entrance into site.
- b. A structure located on a corner lot shall incorporate at least two of the following corner elements:
 - i. Corner feature, such as a spire, tower, or dome, with a greater height than adjacent building façades by a minimum of 10 feet; for a horizontal area of a minimum of 20 feet by 20 feet;
 - ii. Corner feature with a minimum of 5 feet recess or projection from the primary façade for a minimum of 20 feet by 20 feet and extend from grade to building height;
 - iii. A corner entry-oriented diagonal to the intersection;
 - iv. Unique corner features, wraparound balconies, or terraces above the ground floor;
 - v. Diagonal or curved walls at the intersection;
 - vi. Color and material variation from the primary façade with an area at least 20 feet by 20 feet.

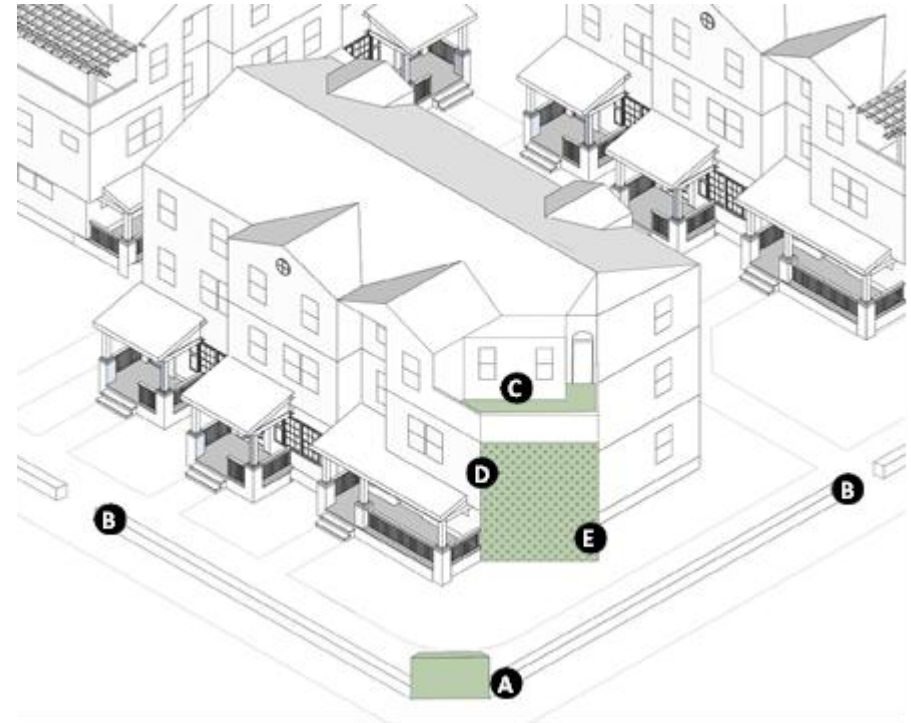


Figure 4.6. Corner Elements

- A** Monument signage
- B** Pedestrian entrances into site
- C** Wraparound balcony/terrace
- D** Diagonal walls
- E** Material and color variation

5.0

MATERIALS AND DETAILS

- 5.1 Materials and Finishes
- 5.2 Façade Details
- 5.3 Color and Texture
- 5.4 Unit Entrances
- 5.5 Doors, Windows and Walls





5.1 MATERIALS AND FINISHES

- a. All building façades, including alley-facing elevations, shall be treated with the same materials.
- b. All building façades shall be constructed with durable materials rated for residential construction, such as stucco, natural stone, brick, siding, and precast concrete. Exterior siding/cladding may include manufactured, composite, or veneer stone/brick. Trim and accent materials permitted include metal, tiles (ceramic, porcelain, stones) or similar materials that can withstand significant deterioration, decay, or discoloring due to wear or weathering.
- c. Materials such as brick or stone shall be left in their natural colors.
- d. A minimum of two complementary building materials, excluding glass, shall be used on any façade facing a public right-of-way.
- e. Changes in material or color shall occur at inside corners of intersecting walls or at architectural features that break up the wall plane, such as columns.
- f. The same material and finishes must be uniformly applied on the building exterior elevations to create 4-sided architecture.
- g. For buildings with three or more stories, material, texture, and color variations shall distinguish a building's base, and/or middle, and/or top.
 - i. If a distinct building base is provided (as delineated in Table 5.1), the building's middle and top may feature the same materials and textures.
 - ii. No more than 60 percent of a multistory building's façades may feature materials, colors and textures which extend uninterrupted from the ground to the roofline.

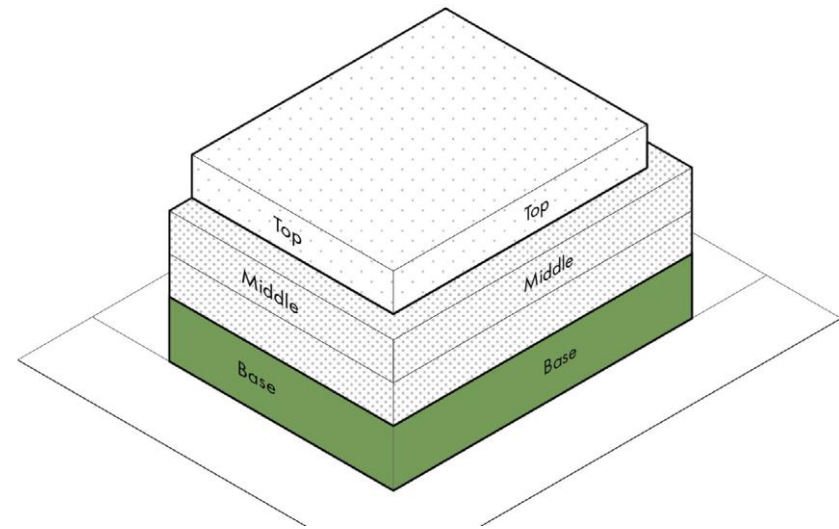


Figure 5.1. Building Materials

Table 5.1: Material Variation	
Number of Stories	Distinct base height, extending up from grade
3	3 feet
4	10 feet
5+	12 feet



5.2 FAÇADE DETAILS

- a. All building façades facing a street or public open space shall be articulated for at least 80 percent of each façade length. All other building façades shall be articulated for at least 60 percent of each façade length. Façade articulation shall be achieved through at least four of the following architectural elements:
 - i. Minimum of 2 fenestration type and/or size variation; or
 - ii. Window details such as moldings, decorative trim, and wood frames; or
 - iii. Balconies and/or porches; or
 - iv. Decorative veneer; or
 - v. Decorative light fixtures; or
 - vi. Decorative attic/gable vent; or
 - vii. Decorative moldings and/or cornices; or
 - viii. Trellis and/or arbor structures.
- b. Accessory and service buildings/structures, such as carports, detached garages, recreational buildings, laundry facilities, and storage buildings/structures, shall feature the same materials, colors, and details as to the primary buildings.
- c. Blank Façades. A blank façade is a portion of a façade without a window, balcony, ground floor windows, and/or doorways more than 30 feet in any direction. Where a blank façade is unavoidable, architectural treatments (such as trellises, screens, or changes in materials) shall cover at least 50 percent of the blank façade surface.
- d. Expansion Joints. If employed on stucco façades, expansion joints shall reinforce the grid pattern created by fenestration openings by aligning with:
 - i. Window and/or door jams, sills, and/or headers; or
 - ii. The centerlines of windows and/or doors; or
 - iii. Wall breaks such as recesses and/or soffits created by balcony openings.

Figure 5.2 Façade Details

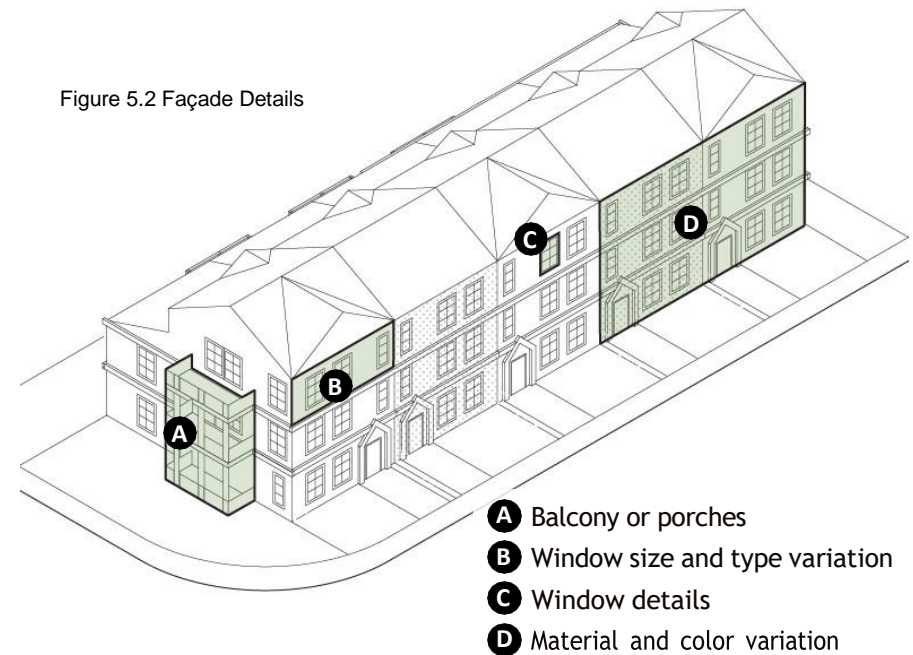


Figure 5.3 Example Expansion Joint Alignment



e. Exterior Details.

- i. Exterior stairways shall be designed as an integral part of the architecture of a project and shall incorporate solid wall portions, columns, and/or a decorative balustrade. They shall be of the same materials, color and detail of the building. Thin-looking, open metal, prefabricated stairs shall not be used.
- ii. Exterior columns for trellises, porches or colonnades shall utilize the same materials and colors of the adjacent building.
- iii. Gutters and downspouts shall be concealed, unless designed as a decorative architectural feature.
- iv. Balconies and patios shall be enclosed by a decorative solid wall or fence designed as an integral part of the architecture of the project, to screen items being stored outdoors.

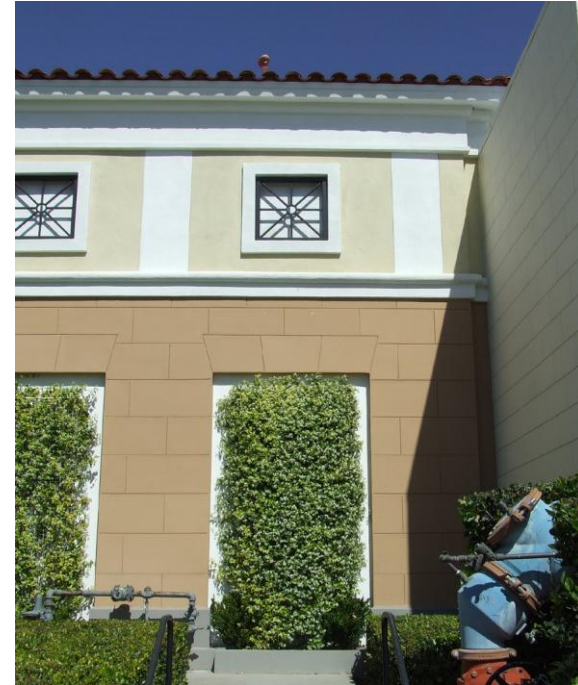


Figure 5.4. Blank Façade Treatment



5.3 COLOR AND TEXTURE

a. Colors

- i. Primary colors shall be utilized on a building's façades.
- ii. Primary colors shall be earth-toned.
- iii. Accent colors shall be reserved for window and door frames, recesses and projections, expansion joints, plane brakes, material breaks, as well as other decorative trim and exterior architectural features.
- iv. Accent colors may be a different color to accentuate and contrast with the building's façades. The use of strong or bright, unnatural colors shall be avoided.

b. Color Schemes – Single Structure

- i. Structures shall have at least one primary color and one accent color, in addition to roof color.
- ii. Structures shall have a maximum of two primary colors and three accent colors, in addition to roof color.

c. Color Schemes – Multiple Buildings

- i. Residential developments between 3 and 24 habitable buildings shall provide a minimum of two distinct color schemes. A single-color scheme shall be dedicated to no less than 30 percent of all residential buildings.
- ii. Residential developments with 25 or more habitable buildings shall provide a minimum of three distinct color schemes. A single-color scheme shall be dedicated to no less than 30 percent of all residential buildings.
- iii. Clubhouses and other buildings may utilize a separate complimentary color scheme from the residential buildings.

EARTH TONES

- An earth tone color draws from a color palette of browns, tans, warm grays, greens, oranges, whites, and some reds, and some blues.
- The colors in an earth tone scheme are muted and flat in an emulation of the natural colors found in dirt, moss, trees, and rocks. Many earth tones originate from clay earth pigments, such as umber, ochre, and sienna.
- In case of doubt, the following definition shall be applied to determine whether a color is an earth tone:
“Earth tone means a color with a lightness (light reflective) value of 25 to 60 that is composed of a mixture of any shade of brown and any shade of any other color or colors.”



5.4 UNIT ENTRANCES

- a. Where individual unit entrances are provided, transitional spaces in the form of stoops, overhangs and porches shall be provided, subject to the dimensions below:
 - i. Front porches shall have a minimum depth of 5 feet and a minimum width of 8 feet.
 - ii. Stoops shall have a minimum depth of 3 feet and a minimum width of 5 feet.
 - iii. Overhangs shall have a minimum depth of 3 feet and a minimum width of 5 feet.
- b. Exterior primary dwelling unit entries, fronting the public right of way, shall incorporate at least 3 of the following architectural treatments consistent with the primary dwelling unit.
 - i. Façade projection or recess with a minimum depth of 5 feet;
 - ii. Projecting element above the entrance with a minimum depth of 2 feet; or
 - iii. Window detailing;
 - iv. Decorative veneer or siding;
 - v. Porches or stoops; or
 - vi. Material and/or color variation.

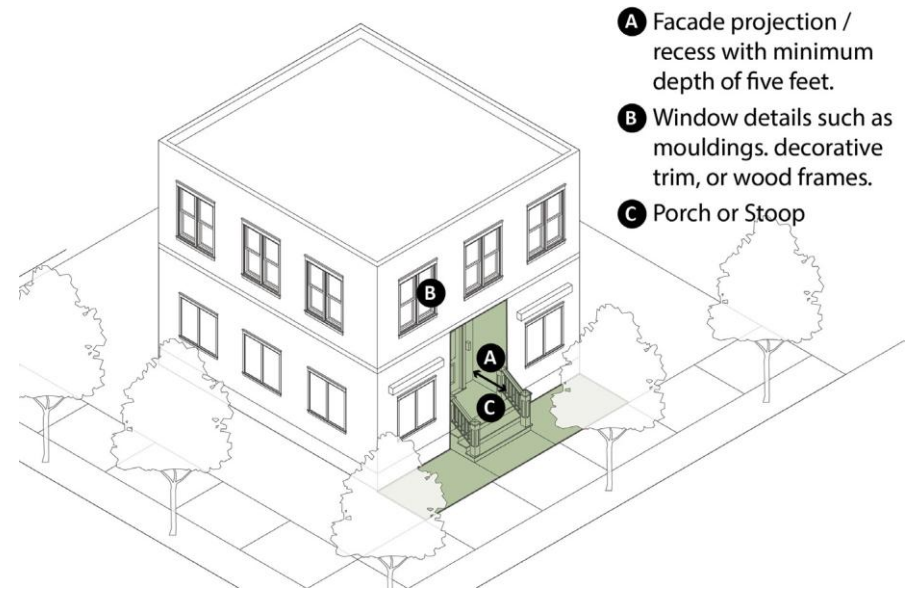


Figure 5.5. Unit entrance requirement



5.5 DOORS, WINDOWS, AND WALLS

- a. All windows shall be offset at least 1 foot from any windows in adjacent buildings within 15 linear feet to avoid direct line-of-sight.
- b. All doors and window frames shall be composed of consistent material. All windows shall either be recessed at least 3 inches from the plane of the surrounding exterior wall or shall have a trim or windowsill at least 1 inch in depth.
 - i. When trim is used, a minimum of 1 inch by 4 inch wide trim is required.
 - ii. With stucco walls, a minimum of 1 inch deep, raised relief around the window is required.
 - iii. With brick, a minimum 2-inch wide brickmold is required around windows.
- c. All windows facing a public street shall feature at least two of the following treatments:
 - i. Variation in window types and/or sizes; or
 - ii. Moldings; or
 - iii. Mullions; or
 - iv. Wood frames; or
 - v. Decorative trim; or
 - vi. Shutters.
- d. Additional window standards include:
 - i. For new multifamily developments, double glazing shall be used consistent with energy code requirements.
 - ii. Openable windows shall feature screens.
 - iii. Raw or clear anodized aluminum window frames are prohibited.
- e. Additional door standards include:
 - i. Doorbells shall be provided on doors or within the main entrance.
 - ii. Entry doors for individual multifamily units shall include viewers.
- f. Units within a project shall be insulated to protect residents from noise intrusion from adjoining units. In addition to insulation between common walls, vertical insulation on exterior walls and from floor-to-floor shall be provided.



6.0

UTILITIES, SERVICES, LIGHTING, AND FENCES

- 6.1 Fences, Walls, and Gates
- 6.2 Exterior Lighting
- 6.3 Utility and Mechanical Storage
- 6.4 Refuse and Storage Areas





6.1 FENCES, WALLS, AND GATES

- a. The design of walls, as well as the materials and colors used, shall be consistent with the overall development's design.
- b. Walls and fences shall be constructed with durable materials that can withstand significant deterioration, decay, or discoloring due to wear or weathering. Acceptable materials are as follows:
 - i. Ornamental metal
 - ii. Grillwork
 - iii. Wrought iron
 - iv. Tubular steel
 - v. Vinyl fencing
 - vi. Decorative masonry
 - vii. Stone and brick
- c. Both sides of all perimeter walls shall be architecturally treated.
- d. The wall or fence height shall not exceed 6 feet. View-obscuring walls or fences shall not exceed 3 feet in height when located within front and street side yard setbacks. These areas may incorporate a non-view-obscuring estate-type fence as follows:
 - i. Solid masonry pillars with ornamental metal fencing between.
 - ii. Masonry pillars shall not be more than thirty (30) inches in width.
 - iii. Masonry pillars shall not be placed less than eight feet apart.
- e. Wall/fence sections greater than 50 feet in length fronting a street shall incorporate at least 2 of the following design features, in proportion to the length of the wall:
 - i. A minimum 2-foot change in horizontal plane for at least 10 feet.
 - ii. A minimum 18-inch change in height for at least 10 feet.
 - iii. A minimum 18-inch-high raised planter for at least half the length of the wall.
 - iv. Use of pilasters at 25-foot maximum intervals and at changes in wall planes.
- f. Required fencing around a basin shall consist of a combination wall with 2 feet of split face block and 4 feet of tubular steel.
- g. Internal fencing, not viewable from public right of way, to separate private rear yards may be vinyl.
- h. Gates shall be provided in perimeter walls or fences to allow emergency access and facilitate convenient pedestrian access to activity areas and adjacent uses.
- i. Walls shall be curved or angled at corner locations along street frontages and at vehicular entrances to allow sight line views around the corner. In no event shall any fence, wall obscure any clear sight triangle.



Figure 6.1 Example Fencing



6.2 EXTERIOR LIGHTING

- a. Every multifamily project shall have adequate lighting to provide security and visibility.
- b. Site lighting throughout the development shall be a minimum of 0.1 foot-candles but shall not exceed 0.5 foot-candle at residential property lines and the right-of-way.
- c. The design of all exterior light fixtures shall be compatible with the building's architecture. All lighting fixtures must be shielded to confine light spread on-site and to prevent nighttime light pollution.
- d. Pedestrian-scale lighting shall be located along all walkways within the development.
- e. Lighting of pedestrian walkways shall illuminate changes in grade, path intersections, seating areas and any other uses along the movement path that, if left unlighted, would create an unsafe situation.
- f. The maximum height of walkway lighting shall be 15 feet.
- g. Open spaces shall be adequately lit with durable low maintenance fixtures.
- h. Night lighting of buildings shall be used to highlight special building features, such as building entrances and addresses, emphasize repeated or decorative features, and articulate the building façades.

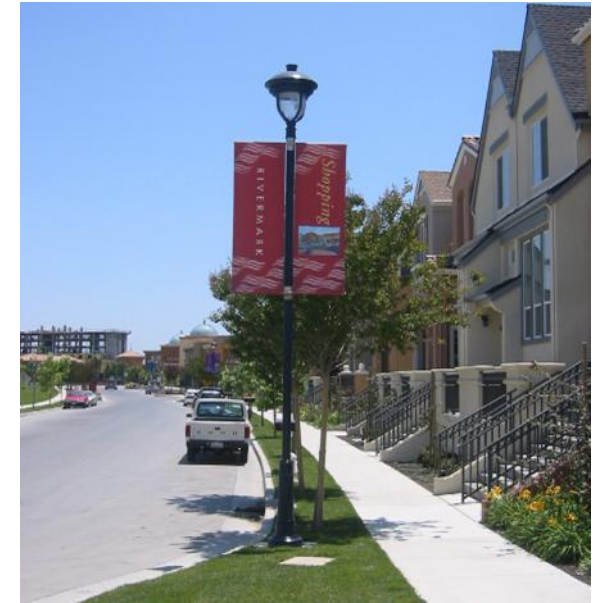


Figure 6.4. Example Outdoor Lighting



Figure 6.3. Example Pedestrian Lighting



6.3 UTILITY AND MECHANICAL EQUIPMENT

- a. All utility equipment shall be screened from view on all sides
- b. All screening devices shall be compatible with the architecture and color of the building.
- c. Ground mounted screening shall be accomplished with one or more of the following:
 - i. Landscaping
 - ii. Solid masonry walls
 - iii. Permanent buildings/enclosures
- d. Mechanical equipment shall not be permitted on any exposed portion of a pitched roof.
- e. Roof-mounted screening shall be accomplished with the following:
 - i. Roof mounted equipment shall be screened through the use of parapets, screening walls, mechanical room enclosures and similar design features. Screening devices other than parapet walls shall be designed as an integral element of the building massing.
 - ii. The top of screens shall be at least as high as the top of the equipment being screened.
 - iii. Mechanical equipment shall not be permitted on any exposed portion of a pitched roof.
- f. Electric and other metering equipment and panels shall be painted to match adjacent building and wall surfaces.



Figure 6.5. Example Utility Screening



6.4 REFUSE AREAS

- a. All trash enclosures shall meet the solid waste management standards found in Chapter 8.04 of the City of Hesperia Health and Safety Code.
- b. All trash enclosures shall be per the City of Hesperia Trash Enclosure Detail.
- c. The collection area(s) shall be enclosed on three sides by a minimum six-foot tall masonry wall consisting of split-faced or treated with finish material that matches the architectural style and color of the development they serve. The fourth side of the enclosure shall be enclosed with an opaque, self-latching metal gate. Enclosures shall feature decorative trellis and screened gates.



Figure 6.7 Trash Enclosure



Figure 6.8 Trash Enclosure



7.0 MIXED-USE

- 7.1 Vertical Mixed-Use
- 7.2 Horizontal Mixed-Use
- 7.3 Structured Parking





7.1 VERTICAL MIXED-USE

7.1.1 BUILDING SITING, ORIENTATION AND SETBACKS

- a. The placement and design of buildings shall facilitate and encourage pedestrian activity and convey a visual link to the street and sidewalks. The building(s) and main entrance(s) shall be oriented toward the primary street frontage.
- b. Retail uses in mixed-use developments shall front onto the street at the ground-floor level, with parking generally located in the rear or side of buildings.
- c. Buildings shall avoid visible blank walls along interior side property lines.

7.1.2 VEHICLE CIRCULATION, ACCESS, AND PARKING

- a. Common driveways for the different portions of mixed-use developments shall be provided. Driveway entry locations shall be coordinated with existing or planned median openings and driveways on the opposite side of the roadway.
- b. Separate parking facilities shall be provided for residential uses and commercial uses.
- c. Site access and internal circulation shall promote safety, efficiency, and convenience. Vehicular traffic shall be adequately separated from pedestrian circulation. Vehicular entrances shall be clearly identified and easily accessible to minimize pedestrian/vehicle conflict.
- d. Non-residential uses in a mixed-use project may utilize 75 percent of the required parking listed in Table 16.20.080(B) of Chapter 16.20, Article IV, Parking and Loading Standards, of the Hesperia Municipal Code.

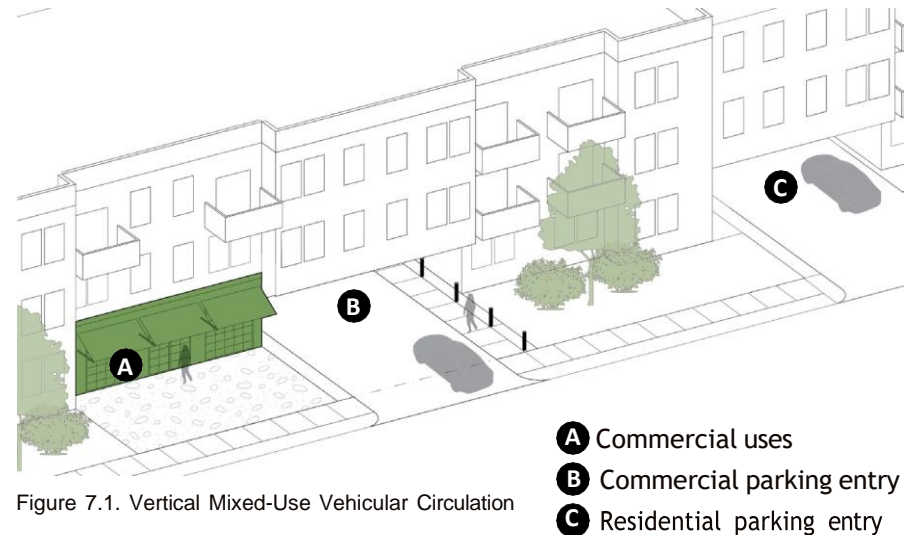


Figure 7.1. Vertical Mixed-Use Vehicular Circulation



7.1.3 PEDESTRIAN CIRCULATION

- a. Mixed-use developments shall be oriented and designed to enhance pedestrian movement within the development and to adjacent uses.
- b. Well-marked pedestrian links between parking areas and buildings shall be provided. Pedestrian connections shall be clearly identified and easily accessible to minimize pedestrian/ vehicle conflict.
- c. Pedestrian walkways shall be a minimum of 4 feet wide and shall link dwelling units with commercial uses in the mixed-use development, as well as with common open space, plazas and courtyards, and public sidewalks. Pedestrian connections shall also be provided between buildings and adjoining residential and commercial sites.
- d. Pedestrian connections shall include design cues to help demarcate the transition between public and private spaces, such as decorative pavers or stamped concrete. Design cues may also include a change in colors, materials, landscaping, or the dimensions of the walkway.

7.1.4 BUILDING ORGANIZATION

- a. Vertically mixed-use buildings shall be designed with commercial storefronts or offices on the ground floor and residential units above.
- b. A ground floor retail or office use shall have a minimum floor-to-ceiling height of 12 feet.

7.1.5 ARCHITECTURAL STYLE

- a. The architectural style and use of materials shall be consistent throughout the entire mixed-use development.

Differences in use of architectural details may occur where the intent is to differentiate between the residential and commercial scale and character of the structure(s).

- b. The buildings shall present an “active” building elevation including entrances and windows to the street, not blank walls or parking.
- c. All building façades shall be designed with the same level of architectural detailing, material variation, and coloration.

7.1.6 MODULATION, ARTICULATION AND DETAILING

- a. Use building form to emphasize individual units within a building, larger units and/or anchor stores within retail projects, and foyers, lobbies, and reception areas within non-retail commercial projects. Use building form and articulation to emphasize public entrances and de-emphasize service areas, and to define and shelter (i.e. give a sense of invitation and enclosure) pedestrian walks and exterior spaces.
- b. Building façades shall be designed so as to give individual identity to each vertical module of residential units, using techniques such as providing a deep notch between the modules; varying architectural elements between units (e.g., window color, roof shape, window shape, stoop detail, railing type); providing porches and balconies; varying color or materials of each individual module within a palette of colors and materials, etc.
- c. Buildings shall incorporate architectural details and elements visible from the public right-of-way, such as awnings, canopies, arbors, trellises, etc.



7.1.7 SITE AND BUILDING ENTRANCES

- a. Separate building entrances shall be provided for residential and commercial uses.
- b. Main entries to ground-floor retail uses shall be clearly demarcated, visible and accessible from the street and/or pedestrian walkways. Secondary entries may be from parking areas.
- c. Entrances to residential, office, or other upper story uses shall be clearly distinguishable in form and location from retail entrances.
- d. Building entries shall be integrated with the overall building form. Variation in building height, wall plane, roof treatment, window placement, architectural detailing, etc. shall define and emphasize public entries. Variation in material, texture, and/or color is also recommended as a means of identifying building entries.
- e. Entries shall be highly visible and shall not be recessed more than 3 feet from the main façade.

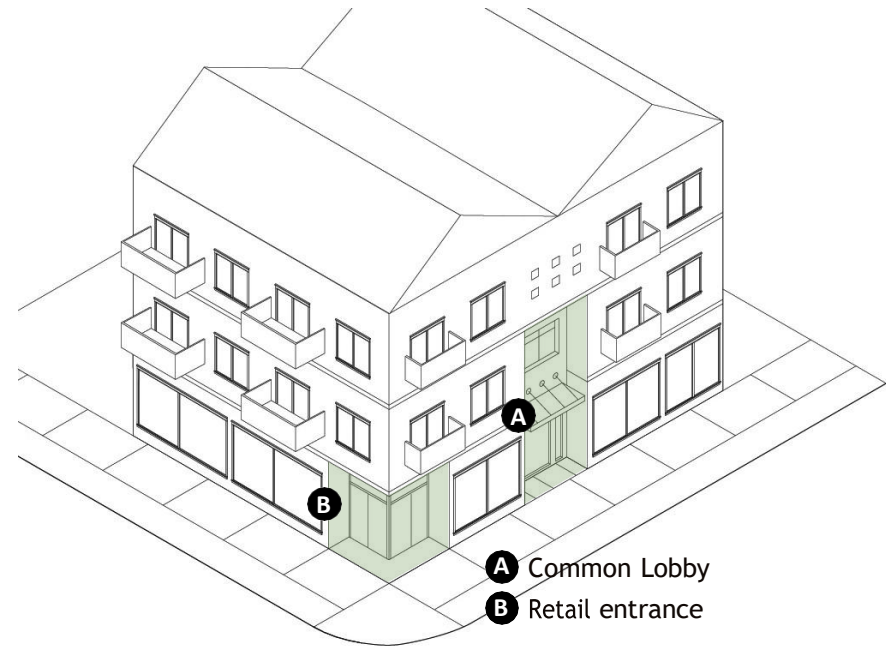


Figure 7.2. Common lobby, separated from retail uses.

7.1.8 PRIVACY FOR RESIDENTIAL UNITS

- a. Buildings shall be oriented to promote privacy to the greatest extent possible. In mixed-use developments, residential windows shall face away from loading areas and docks.
- b. Windows, balconies, or similar openings shall be oriented so as not to have a direct line of-sight into adjacent units within the development. In addition, units above the first story shall be designed so that they do not look directly onto private patios or backyards of adjoining residential property or units.



7.2 HORIZONTAL MIXED-USE

7.2.1 BUILDING SITING, ORIENTATION AND SETBACKS

- a. Ensure that commercial buildings face public streets or internal paseos or plazas that engage the public realm to create an active and enjoyable pedestrian environment.
- b. Locate residential uses at the rear or side of the site.
- c. Locate parking for on-site commercial uses at the center of the site, allowing parking to provide a buffer from on-site residential uses.
- d. Dedicated private residential parking areas shall be located in private areas away from public commercial parking.

7.2.2 CIRCULATION, ACCESS, AND PARKING

- a. All commercial, residential, and open space areas shall be linked by internal pathways.
- b. Screen surface parking from residential uses to reduce the visual impact of large parking areas.
- c. Non-residential uses in a mixed-use project may utilize 75 percent of the required parking listed in Table 16.20.080(B) of Chapter 16.20, Article IV, Parking and Loading Standards, of the Hesperia Municipal Code.

7.2.3 OPEN SPACE

- a. Common residential open space as part of a horizontal mixed-use project shall not be publicly accessible.

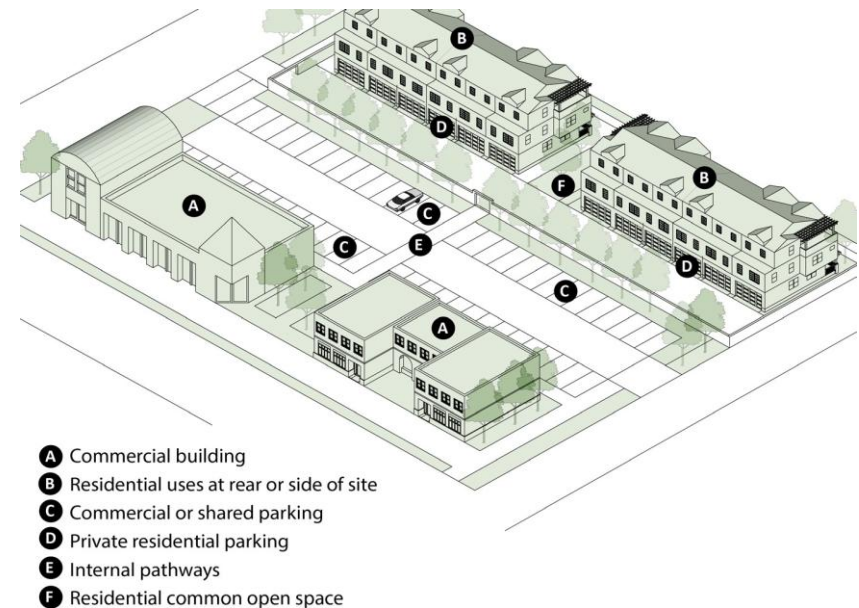


Figure 7.3. Horizontal Mixed Use Example

7.2.4 BUILDING ORGANIZATION

- a. Service entries, loading areas, and trash areas associated with commercial uses shall not be within 50 feet of residential uses.
- b. The windows, doors, and other access points of commercial use shall be oriented so as not to have a direct line-of-sight into residential uses.



7.3 STRUCTURED PARKING

- a. Ramps within a parking garage must be screened by spandrels or architectural treatments that create a level appearance from the exterior.
- b. Pedestrian and vehicular entrances must be distinctly marked with signage and differentiated by color or material treatment that contrasts with the primary façade.
- c. The parking garage must provide design details to reduce a monolithic appearance for all street-facing façades. This must include, at minimum, two of the following methods:
 - i. Façades incorporating alternating projections and recesses, at least 2 feet in depth and 2 feet in length, applied every 80 feet horizontally, or for every level above the ground level.
 - ii. Vehicular and pedestrian entrances utilizing the architectural elements of the adjacent buildings served by the parking structure.
 - iii. Elevators and covered stairwells which project at least 5 feet from the edge of the ground level of the parking garage.
 - iv. Active uses on the ground floor, such as commercial or office uses.
 - v. Setting back upper floors of the parking garage, if active uses are provided on the ground level, by a minimum of 5 feet.



Figure 7.4. Example Parking Structure

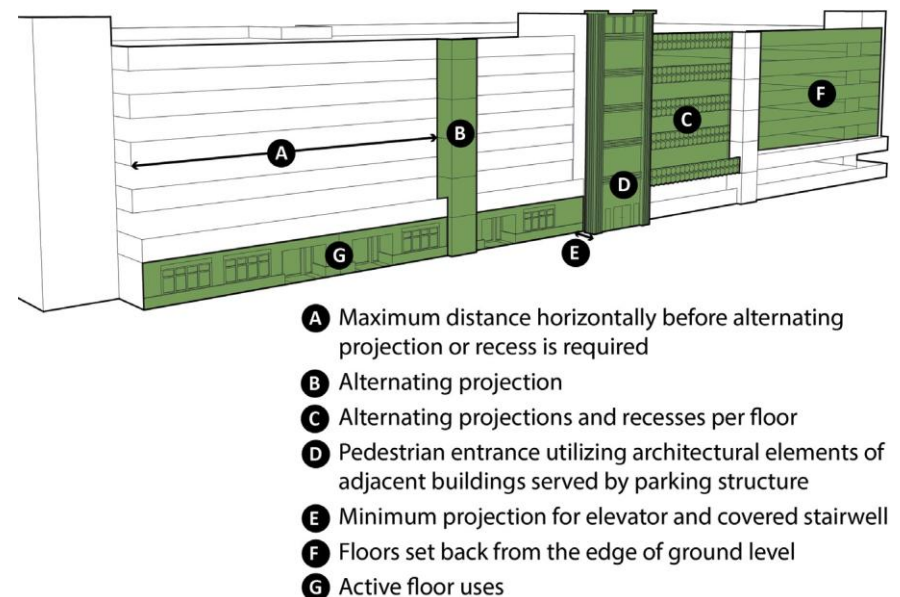


Figure 7.5. Parking Structure Features

8.0

DEFINITIONS





8.1 DEFINITIONS

Alley- A public or private roadway, generally not more than thirty feet wide that provides vehicle access to the rear or side of parcels having other public street frontage, that is not intended for general traffic circulation.

Articulation- The process of stepping and recessing external walls of a building in plan and in section. This process essentially creates more corners and edges to a building, which reduces the potential for the presentation of large expanses of blank walls.

Awning- An architectural fabric or metal projection that provides weather protection, building identity, or decoration, and is wholly supported by the building to which it is attached. An awning consists of a lightweight frame structure over which a cover is attached.

Block- All property fronting upon one side of a street between intersecting and intercepting streets, or between a street and a waterway, dead end street, park, or city boundary. An intercepting street shall determine only the boundary of the block on the side of a street which it intercepts.

Building Mass (Massing)- Mass refers to the general shape and form as well as size of a building.

Carport- An attached or detached accessory structure enclosed on no more than two sides.

Clerestory Windows- Vertical windows placed high on a wall, often above eye level.

Commercial Use- A non-residential use such as retail, service, automotive, medical, food service, hospitality, and office uses.

Cornice- A horizontal moulding projecting along the top of a wall, building, etc.

Corner Element- A distinct architectural treatment, expressed through a change in form, mass, decoration, or any combination thereof, located on the corner of a building or site.

Courtyard- An extent of open ground partially or completely enclosed by walls or buildings.

Detail- An element of a building such as trim, moldings, other ornamentation, or decorative features.

Dormer- A structure projecting from a sloping roof, usually housing a vertical window in a small gable or a ventilating louver.

Driveway- A paved area of a lot located between the public right-of-way and the garage, carport, or required parking space designed and intended as an access way between a private or public road and the garage, carport, or required parking space.

Driveway, Primary- A driveway providing both ingress and egress from a property.

Driveway, Secondary- A driveway providing either ingress or egress from a property.

Dwelling- A room or group of internally connected rooms that have sleeping, cooking, eating and sanitation facilities, but not more than one kitchen, which constitutes an independent housekeeping unit, occupied by or intended for one household on a long-term basis.

Earth Tone- A color with a lightness (light reflective) value of 25 to 60 that is composed of a mixture of any shade of brown and any shade of any other color or colors.

Easement- A grant of one or more of the property rights by the property owner to and/or for use by the public, a corporation or another person or entity.

Elevation- An orthographic view of the vertical features of a building (front, rear, side, interior elevation).

Exterior Architectural Feature- The architectural elements embodying style, design, general arrangement, and components of all the outer surfaces of an improvement, including, but not limited to, the kind, color and texture of the building materials and the type and style of all windows, doors, lights, signs, and other fixtures



appurtenant to such improvement.

Façade- The entire exterior side of a building; especially the architectural front, sometimes distinguished from the other sides by elaboration of architectural or ornamental details.

Fenestration- The stylistic arrangement of windows in a building.

Frontage or Fronting- The portion of a parcel which abuts a street right-of-way.

Gable Roof- A roof having a gable at one or both ends; a roof sloping downward in two opposite directions from a central ridge, forming a gable at each end.

Garage- An attached or detached accessory structure with a door, enclosed on at least three sides.

Glass Blocks- Thick blocks of glass, typically hollow, used as a building material.

Glass, Opaque- Glass that blocks the passage of light.

Hardscape- The non-living, structural elements of a landscape, such as patios, walkways, driveways, and decks.

High-Quality Materials- Treated wood, stone, brick, stucco, fiber cement or other cementitious material, or composite wood or stone, with no unfinished edges.

Hipped Roof- A roof that slopes upward from all four sides of a building, requiring a hip rafter at each corner.

Lot- Means an area shown on and created by a final map, official map or parcel map recorded with the county recorder.

Lot Line- Any recorded boundary of a lot.

Maintenance- The work of keeping something in proper condition; upkeep.

Mixed-Use- A project allowing for a combination of residential and nonresidential uses in a single building site.

Mixed-Use, Horizontal- A project allowing for a combination of residential and nonresidential uses on separate portions of a single building site.

Mixed-Use, Vertical- A project allowing for a combination of residential and nonresidential uses in the same building, typically with commercial uses on the ground floor, and residential dwellings above.

Modulation, Major- An articulation which extends from the ground level to roofline of a building.

Modulation, Minor- An articulation which does not extend from the ground level to the roofline.

Multifamily dwelling(s)- A building or a portion of a building used and/or designed as residences for three or more families living independently of each other. Includes: triplexes, fourplexes (buildings under one ownership with three or four dwelling units, respectively, in the same structure) and apartments (five or more units under one ownership in a single building); townhouse developments (three or more attached single-family dwellings where no unit is located over another unit) and senior citizen multifamily housing.

Parapet- A retaining wall at the edge of a roof, porch, or terrace.

Parcel- See *Lot*.

Parking- To put or leave (a vehicle) for a time in a certain location.

Parking Court- A parking area open to the sky.

Pedestrian Paseos- Landscaped passageways that serve as midblock crossings and may additionally provide access to interior courtyards.

Rooflines- Various forms to a roof, such as pitch, ridge, hip, etc., often at different angles.



Setback- The distance a building is recessed from the property line, curb of the street, or the edge of the sidewalk.

Shade Trees- A twenty-four (24) inch box tree or larger.

Shutter- Each of a pair of hinged panels, often louvered, fixed inside or outside a window that can be closed for security or privacy or to keep out light.

Sidewalk- A paved walkway along the side of a street.

Sill- The horizontal exterior member at the bottom of a window or door opening, usually sloped away from the bottom of the window or door for drainage of water and overhanging the wall below.

Site- A parcel or adjoining parcels under single ownership or single control, considered a unit for the purposes of development or other use.

Softscape- The living elements of a landscape, primarily plants, such as trees, shrubs, flowers, grass, groundcover, and mulch.

Spire- A tall, pointed structure on top of a building.

Stepback- The recess of the upper part of the façade due to the smaller area of the upper floors.

Street- A public thoroughfare accepted by the City, which affords principal means of access to abutting property, including avenue, place, way, drive, lane, boulevard, highway, road, and any other thoroughfare except an alley.

Structure- Anything constructed or erected, the use of which requires attachment to the ground or attachment to something located on the ground.

Yard- An area between a lot line and a setback, unobstructed and unoccupied from the ground upward, except for projections.