

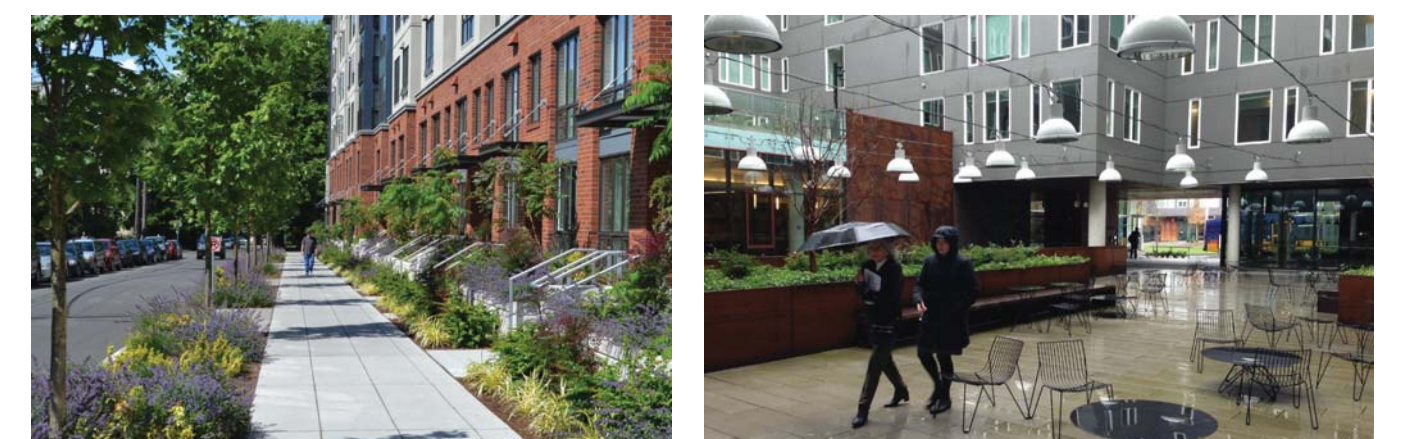
1. Context & Site

- **CS1. Natural Systems and Site Features**
 - Energy Use
 - Sunlight and Natural Ventilation
 - Topography
 - Plants and Habitat
 - Water
- **CS2. Urban Pattern and Form**
 - Location in the City and Neighborhood
 - Adjacent Sites, Streets, and Open Streets
 - Relationship to the Block
 - Height, Bulk, and Scale
- **CS3. Architectural Context and Character**
 - Emphasizing Positive Neighborhood Attributes
 - Local History and Culture



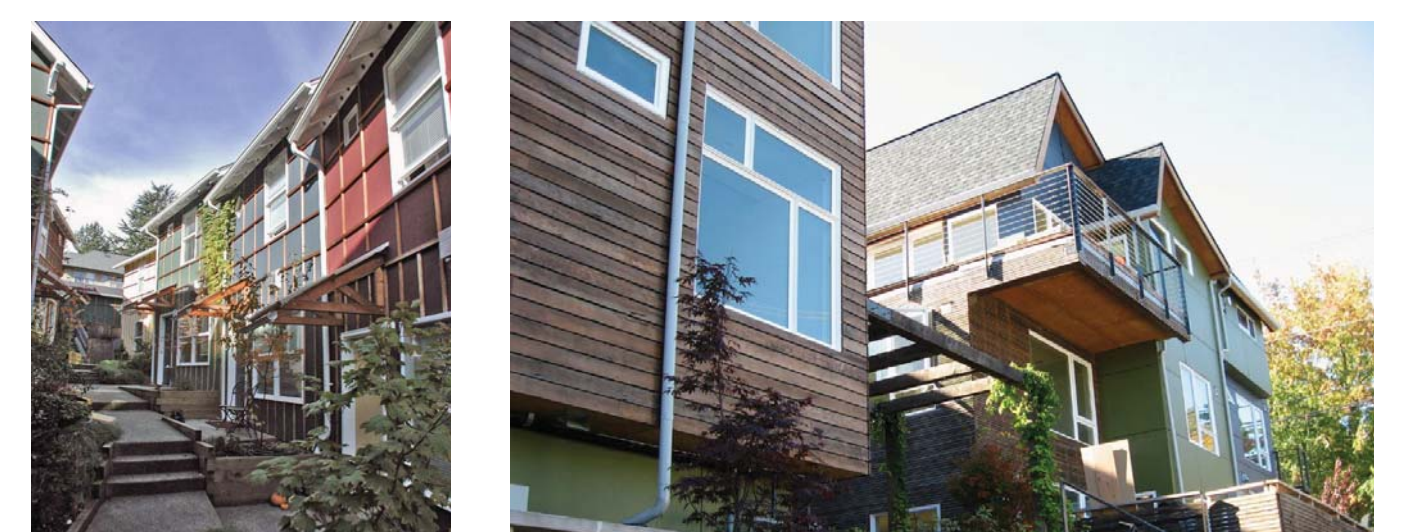
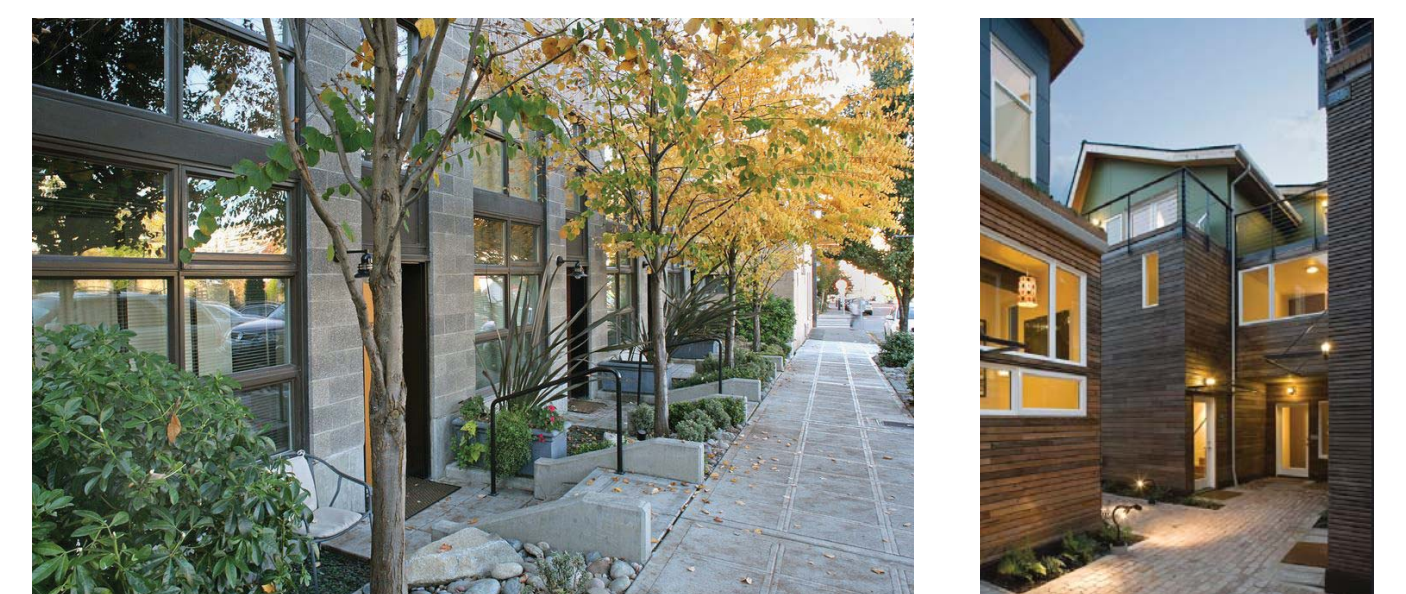
2. Public Life

- **PL1. Open Space Connectivity**
 - Network of Open Spaces
 - Walkways and Connections
 - Outdoor Uses and Activities
- **PL2. Walkability**
 - Accessibility
 - Safety and Security
 - Weather Protection
 - Wayfinding
- **PL3. Street-Level Interaction**
 - Building Entries
 - Retail Edges
 - Residential Edges
- **PL4. Active Transportation**
 - Entry Locations and Relationships
 - Planning Ahead for Bicyclists
 - Planning Ahead for Transit



3. Design Concept

- **DC1. Project Uses and Activities**
 - Arrangement of Interior Uses
 - Vehicular Access and Circulation
 - Parking and Service Uses
- **DC2. Architectural Concept**
 - Massing
 - Architectural and Facade Composition
 - Secondary Architectural Features
 - Scale and Texture
 - Form and Function
- **DC3. Open Space Concept**
 - Building-Open Space Relationship
 - Open Space Uses and Activities
 - Design
- **DC4. Materials**
 - Exterior Elements and Finishes
 - Signage
 - Lighting
 - Trees, Landscape, and Hardscape Materials





Central Area Design Guidelines

Community Workshop Agenda
January 28, 2017

10:45 am - 11:10	Mingle & Refreshments
11:10 - 11:25	Attendee Introductions
11:25 - 11:30	CA DGC Introduction
11:30 - 12:00 pm	Consultant Presentation
12:00 - 12:10	Questions, Instruction for Breakout Groups, & Relocation into Groups
12:10 - 1:00	Breakout Groups
1:00 - 1:30	Report Back & Next Steps

Thank you for your
participation!

What design guidelines CAN do...

- Help reinforce neighborhood character.
- Help protect visual aspects of the neighborhood.
- Address the visual impact of growth.
- Indicate which approaches to design the community wants to encourage or discourage.
- Be used as a tool by the Design Review Board and City to provide an objective basis for recommendations.
- Identify the most important features of neighborhood character.
- Serve as a tool for architects and developers in making preliminary design decisions.
- Increase public awareness of design issues and options.
- Increase community involvement in the design review process.
- Be applied in tandem with the citywide guidelines.

What design guidelines CANNOT do...

- Require design changes.
- Limit growth or regulate where growth takes place.
- Change Zoning of property or resolve disputes about Zoning.
- Control uses of property or how space within a building is used.
- Significantly reduce a project's height, bulk, scale, or density.
- Require community benefits.
- Change the design review process.
- Change the design review thresholds (i.e. change the zones in which design review is required).