

**WESTMINSTER DESIGN STANDARDS AND GUIDELINES
IN-PROGRESS SAMPLE PAGES
Draft: May 14, 2019**

SECTION I: USE PATTERNS

A. Introduction to Use Patterns

This section provides descriptions of the various use patterns in Westminster. Use patterns are ways of describing components of neighborhoods that have shared characteristics. These include land uses and the range of building prototypes that are associated with them. Use Patterns are distinguished by the degree of similarity or diversity that exists in these variables.

The intent is to describe how combinations of properties should combine to create a sense of place and to function in a coordinated manner. The descriptions indicate how buildings, landscapes and site features should vary by these differing contexts. In that respect, standards and guidelines for site and building design will vary by Use Pattern.

The Use Patterns are different from, but related to, the Land Use CATEGORIES that appear in the Comprehensive Plan. The Land Use Categories describe a somewhat finer-grained level of use. For example, the Land Use Categories indicate the appropriate level of density for various classifications of residential areas. As such, a Use PATTERN may contain more than one Land Use Category.

Organization of the section

A series of ten Use Patterns appears in this section. For each, there is a page that describes the general character intended. An aerial view sketch illustrates the intent for it.

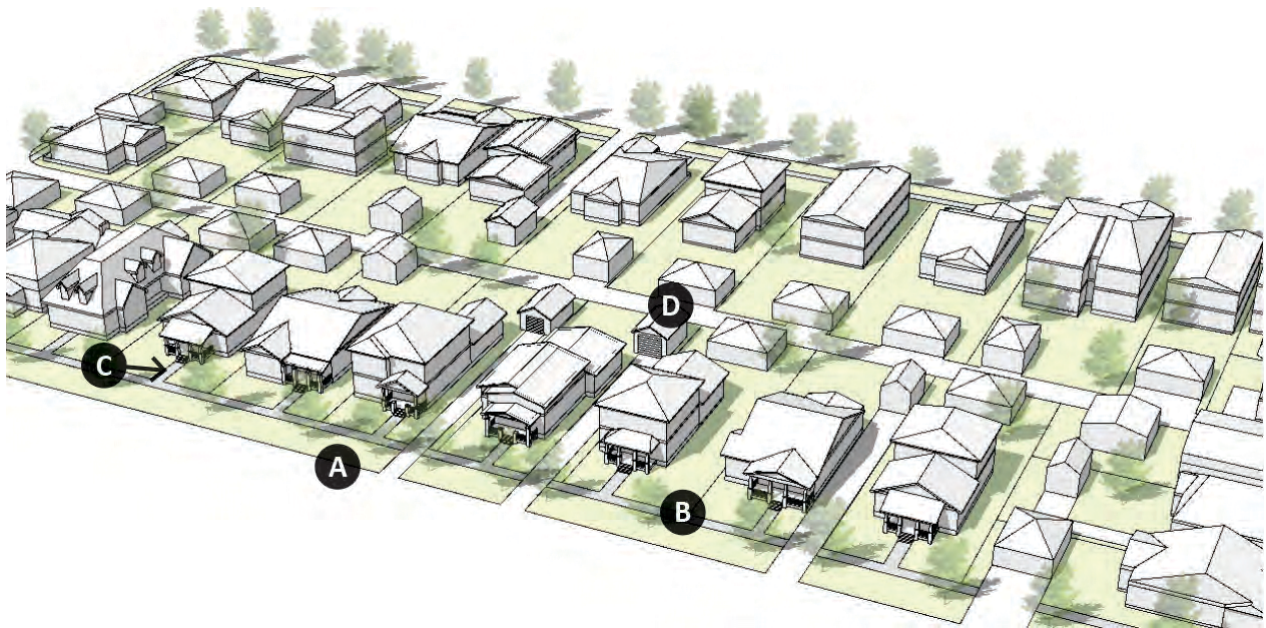
A table of Permitted Building Types follows the descriptions of the individual Use Patterns. This table indicates which building types are appropriate in each Use Pattern. (Building Types are defined in Section III of these sample pages.).

B. Description of Individual Use Patterns

This section provides descriptions of the various use patterns. They correspond with certain building types that are particularly appropriate to the use pattern.

1. Single-Family

This use pattern is composed of detached single-family homes located near the street. The building placement creates a connection between the street and the building, which promotes public, semi-private and private realms. There are two variations of this use pattern, this includes: new development, and established development. Buildings are located on the site to allow for front and rear yards. Shared open space is integrated into new development. Sidewalks and paths are provided near the street and connect to existing sidewalks, trails and open space. New development also provides pedestrian, bicycle and vehicular connections to existing systems. Parking is visually subordinate on the site. Buildings are located to respect mature trees and other significant natural resources. Landscaping is incorporated within the site to enhance visual appeal.

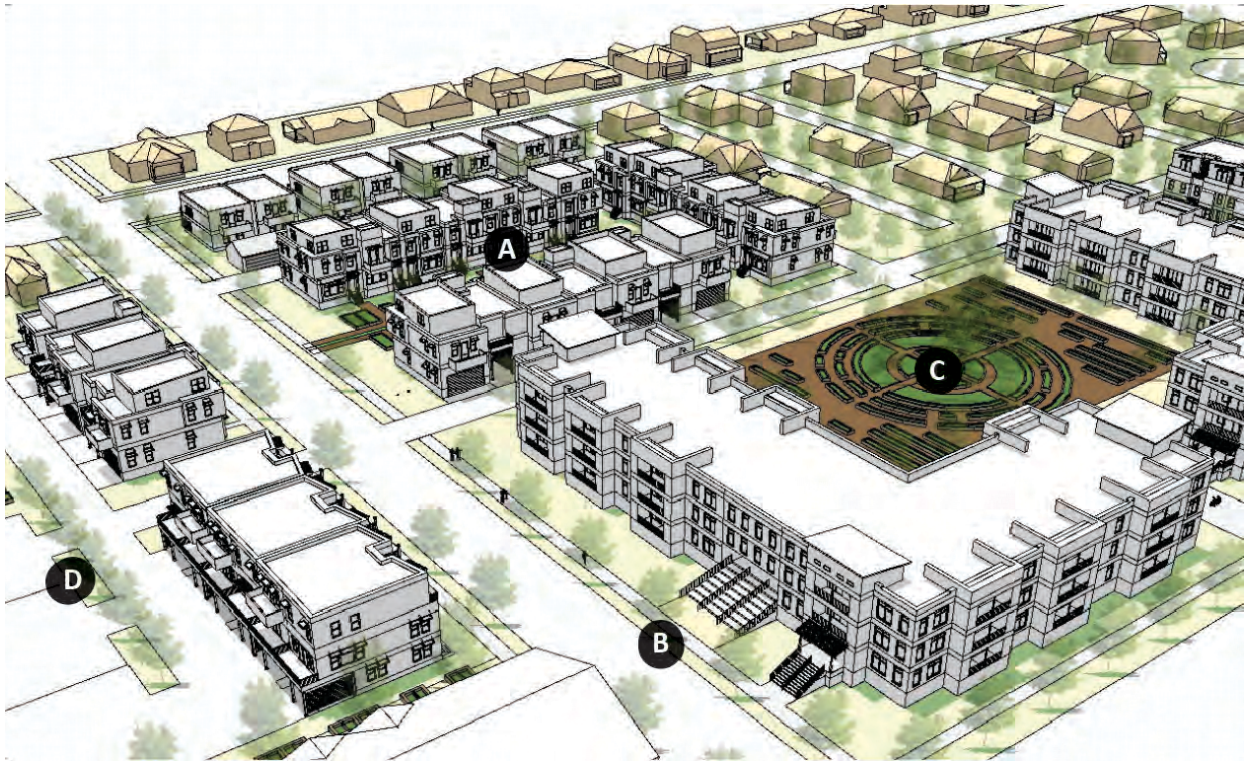


- A** Single-family homes are located near the street.
- B** Shared open space is integrated into new development.
- C** Sidewalks and paths that connect to existing systems are provided.
- D** Parking is visually subordinate.

Westminster Design Standard Example

2. Mixed Housing

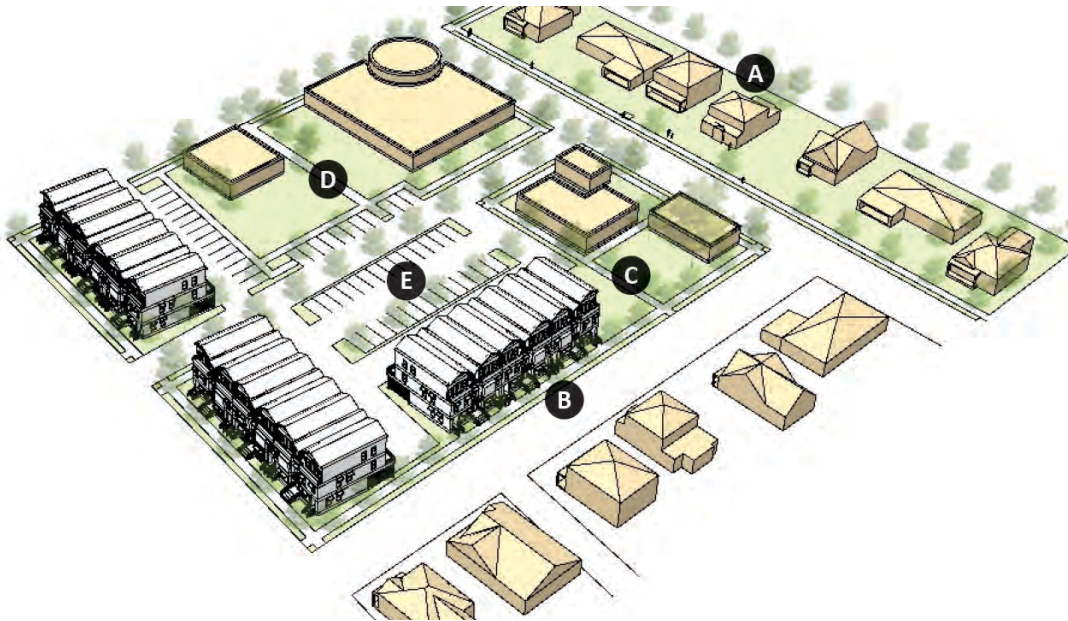
This use pattern is a residential neighborhood of moderately higher density with a range of housing types. A strong street presence is a key component of all housing types in this use pattern. Shared amenity spaces are incorporated in development, and are easily accessible to pedestrians. Internal connections are a focus of this use pattern, and connections extend beyond to adjacent developments and existing trails and pathways. Where taller buildings are located adjacent to existing low-scale residential development, a transition is provided (i.e., landscape buffer, building step down, etc). Parking within buildings and surface parking lots is attractive and visually subordinate to the street and the site. Buildings are located to respect mature trees and other significant natural resources. Landscaping is incorporated into surface parking lots, along the street and within a site, which enhances visual appeal.



- A** Single-family homes are located near the street.
- B** Shared open space is integrated into new development.
- C** Sidewalks and paths provide internal connections and also connect to existing external systems.
- D** Parking is visually subordinate.

3. Neighborhood Centers

This use pattern is a commercial node for adjacent residential neighborhoods. It includes a variety of uses that provide goods and services to neighborhood, and it fosters an active pedestrian-oriented environment with a distinct identity. Buildings in this use pattern are placed at, or near the sidewalk or street edge to create a strong relationship between the public and private realms. This use pattern is often located on a corner site. Small setbacks are appropriate in some cases to accommodate outdoor public spaces. Shared amenity spaces are incorporated and are easily accessible to pedestrians. Pedestrian and bicycle connections link the surrounding residential neighborhoods to the neighborhood center. While vehicular connections are necessary, the neighborhood center is designed to favor the pedestrian and to make the automobile subordinate. Where taller buildings are located adjacent to existing low-scale residential development, a transition is provided (i.e., landscape buffer, building step down, etc). Parking within buildings and surface parking lots is attractive and visually subordinate to the street and the site. Buildings are located to respect mature trees and other significant natural resources. Landscaping is incorporated into surface parking lots, along the street, and within the site, to enhance visual appeal.



- A** Commercial uses serve adjacent residential neighborhoods.
- B** Buildings are placed at or near the sidewalk or street edge.
- C** Shared amenity spaces are incorporated in development.
- D** Connections link residential areas to commercial areas.
- E** Parking is visually subordinate.

Westminster Design Standard Example

4. Mixed Use Neighborhoods

This use pattern includes a range of uses at a higher density that are generally more compact and create a sense of place. Uses are often vertically mixed, but may also be horizontally mixed. While some variation in building placement relative to the street edge occurs, buildings are located close to the sidewalk and street edge to create a strong street wall. Amenity spaces such as outdoor dining areas, pocket parks, dog parks or larger civic spaces are also incorporated. While vehicular connections are necessary, the Mixed Use Neighborhood is designed to favor the pedestrian and to make the automobile subordinate. This use pattern also connects to adjacent or nearby development with pedestrian, bicycle and vehicular connections, when feasible. Where taller buildings are located adjacent to existing low-scale residential development, a transition is provided (i.e., landscape buffer, building step down, etc). Parking within buildings and surface lots is attractive and visually subordinate to the street and the site. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.

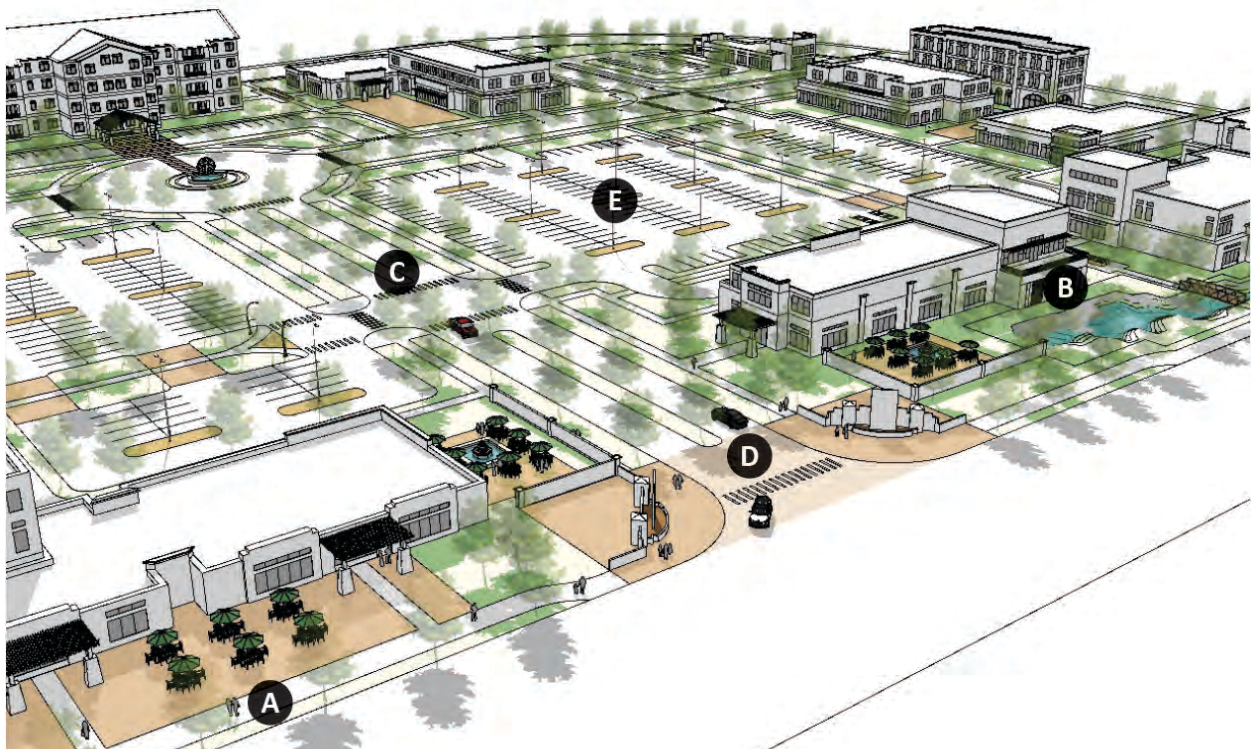


- A** Commercial uses are mixed with residential uses.
- B** Buildings in this use pattern are placed at or near the sidewalk or street edge.
- C** Shared amenity spaces are incorporated.
- D** Connections link residential areas to commercial areas.
- E** Parking is visually subordinate.

Westminster Design Standard Example

5. Retail Corridors and Centers

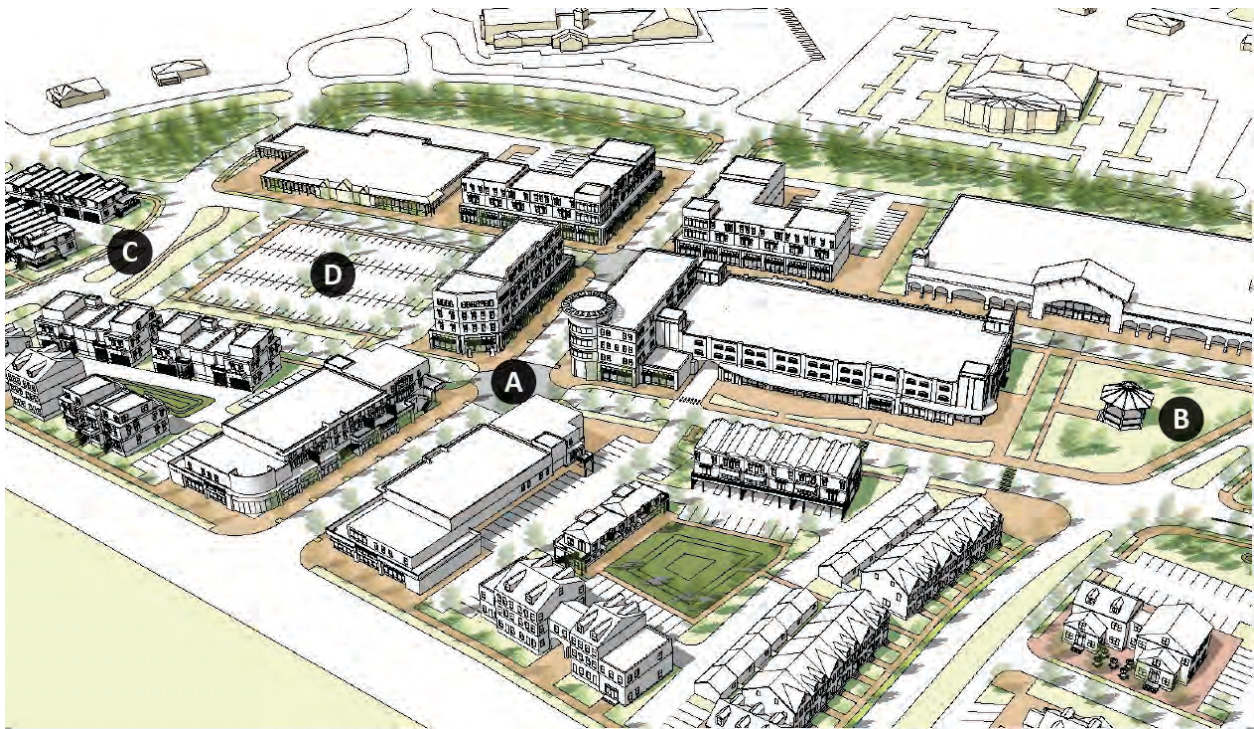
This use pattern creates retail areas consisting primarily of commercial, retail, office, and drive-through buildings that are visually appealing, despite the focus on access via car. While some variation in building placement relative to the street edge occurs, buildings are located close to the sidewalk and street to define this edge. This use pattern incorporates public plazas and outdoor use areas, which are often located to connect with pedestrian pathways and buildings. Internal vehicular connectivity is provided in order to minimize the need to drive back onto the street to access another area. Pedestrian connections are provided around and across the development in order to increase pedestrian safety and enhance walkability. This use pattern creates connections to adjacent or nearby development with pedestrian, bicycle and vehicular connections, when feasible. Where taller buildings are located adjacent to existing low-scale residential development, a transition is provided (i.e., landscape buffer, building step down, etc). Parking is concentrated and located internally to the development, with buildings located along the streets. Where buildings are set back from the street, parking is minimized to one bay along the street edge. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.



- A** Buildings are placed at or near the sidewalk or street edge.
- B** Shared amenity spaces are incorporated.
- C** Internal vehicular connectivity is provided.
- D** Parking is visually subordinate.

6. Commercial Retrofit

This use pattern focuses on the redevelopment of existing shopping centers, big-box retail sites and other sites that are characterized by large expanses of surface parking. The resulting pattern is a more dense, visually attractive, urban development that incorporates a variety of uses, including housing. Redevelopment also reduces the predominance of automobiles. Although many people may still access these areas by car, this use pattern is designed to be pedestrian-friendly by locating buildings close to the sidewalk and street to define this edge. Amenity spaces such as pocket parks and other outdoor site amenities are incorporated in this use pattern. Pedestrian connections are provided throughout the development in order to increase pedestrian safety and enhance walkability. This use pattern also connects to adjacent or nearby development with pedestrian, bicycle and vehicular connections, when feasible. Where taller buildings are located adjacent to existing low-scale residential development, a transition is provided (i.e., landscape buffer, building step down, etc). Parking is located internally within blocks, with the exception of on-street parking where new block configurations allow for it. Parking within buildings and surface lots is attractive and visually subordinate to the street and the site. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.

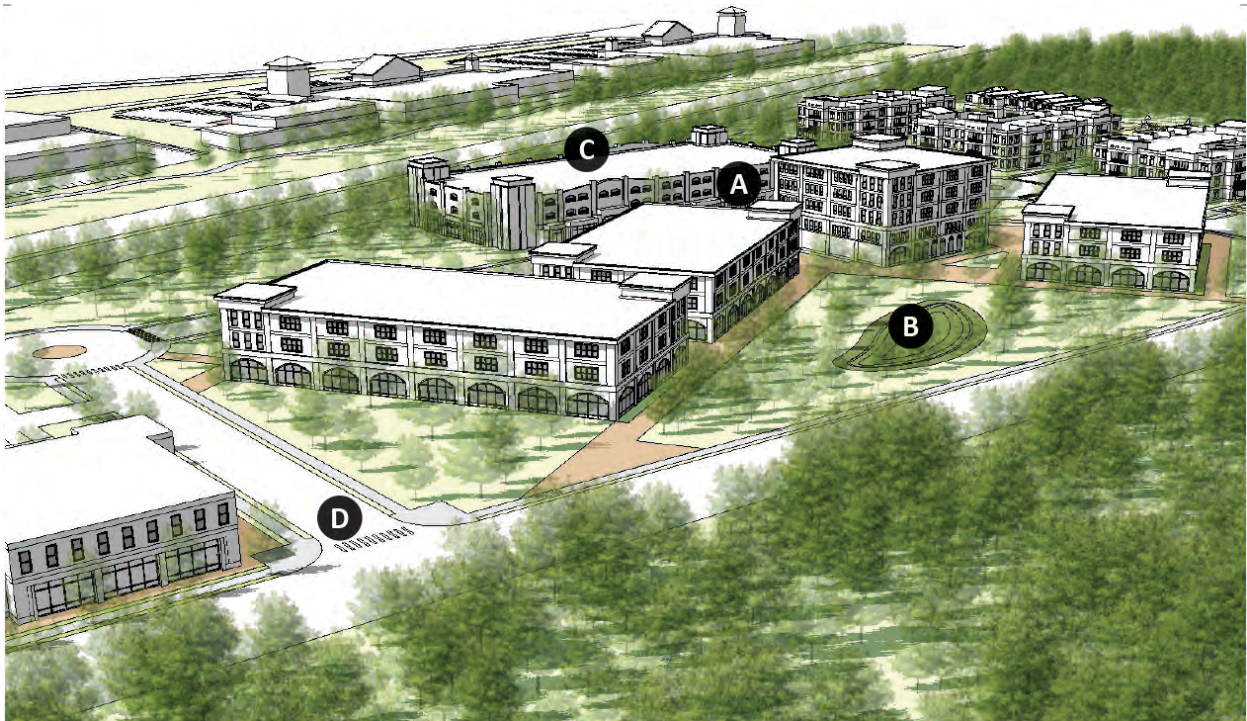


- A** The Commercial Retrofit use pattern is designed to be pedestrian friendly.
- B** Shared amenity spaces are incorporated.
- C** Transition in building scale is provided.
- D** Parking is visually subordinate.

Westminster Design Standard Example

7. Office and Employment Campus

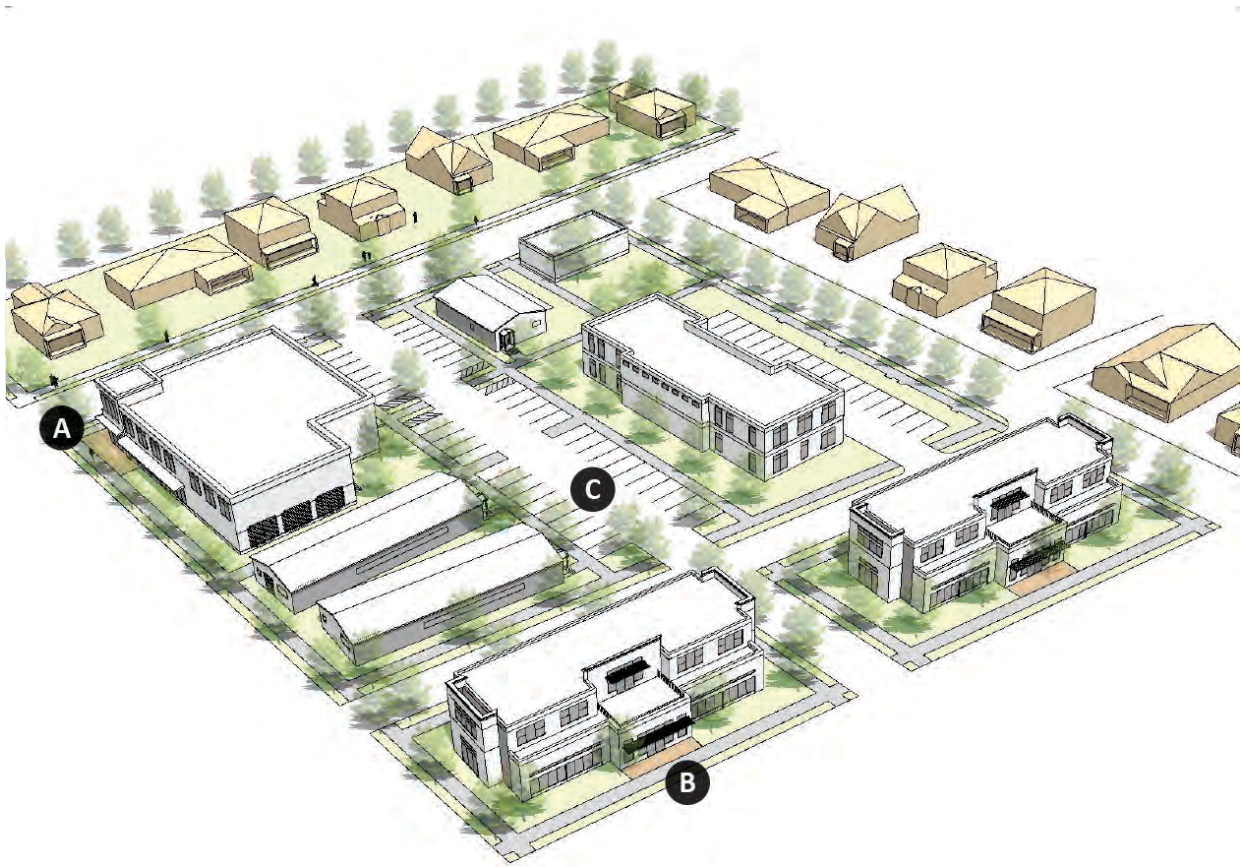
This use pattern creates an office and employment campus with a sense of place. Generally, development reflects a campus-like setting; however, buildings are also located along the street and sidewalk edge, creating a more urban edge. Amenity spaces such as larger expanses of open space, pocket parks, and/or other outdoor site amenities are incorporated. Parking within buildings and surface lots is attractive and visually subordinate to the street and the site. This use pattern also connects to adjacent or nearby development with pedestrian, bicycle and vehicular connections, when feasible. Taller buildings are located away from existing residential development. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.



- A** Development reflects a campus-like setting.
- B** Shared amenity spaces are incorporated.
- C** Parking is visually subordinate and attractive.
- D** This use pattern provides connections to adjacent developments.

8. Industrial/Flex Use

This use pattern provides a visually appealing outward aesthetic, despite the internal orientation that is often a key component of industrial, warehouse and flex centers. A portion of each building provides an active front-of-house use and face to the street, which creates a pedestrian-friendly environment. Where possible, buildings are placed to minimize the amount of parking along the street edge. More industrial related buildings are located away from existing residential development and are buffered. Parking within buildings and surface lots is attractive and visually subordinate to the street and the site. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.



A A portion of each building provides an active front-of-house use.

B Buildings are placed to minimize the amount of parking along the street edge.

C Parking is visually subordinate and attractive.

9. Conventional Industrial Use

This use pattern provides a visually appealing outward aesthetic, despite the internal orientation that is often a key component of industrial development. A portion of each building provides an active front-of-house use and face to the street, which creates a pedestrian-friendly environment, when feasible.

Where possible, buildings are placed to minimize the amount of parking along the street edge. These buildings are located away from existing residential development and other sensitive areas, and are buffered. Parking within buildings and surface lots is attractive and visually subordinate to the street and the site. Landscaping is incorporated into surface parking lots, along the street, and within the site to enhance visual appeal.

C. Tables of Permitted Building Types by Land Use Patterns

Appropriate Building Types in the Residential Use Pattern Areas

The following building prototypes are permitted in the Single Family, Mixed Housing, and Neighborhood

Permitted Building Prototypes									
	SF	MH	NC	MUN	RCC	CR	OEC	IFU	CIU
Single Family Residence	✓	✓	✓	✓					
Secondary Structures & Accessory Dwelling Units	✓	✓	✓	✓					
Bungalow Court		✓	✓						
Rowhouses		✓	✓	✓					
Townhomes		✓	✓	✓					
Apartment			✓	✓					
Live-Work				✓					
Commercial				✓					

Center Use Pattern Areas.

Westminster Design Standard Example

Appropriate Building Types in the Commercial Use Pattern Areas

Permitted Building Prototypes									
	SF	MH	NC	MUN	RCC	CR	OEC	IFU	CIU
Rowhouses		✓	✓	✓	✓	✓			
Townhomes		✓	✓	✓	✓	✓			
Apartment			✓	✓	✓	✓		✓	
Mixed-Use				✓	✓	✓	✓	✓	
Commercial				✓	✓	✓	✓	✓	✓
Live-Work			✓	✓	✓	✓		✓	
Drive Thru					✓	✓		✓	✓
Office				✓	✓	✓	✓		
Hospitality					✓	✓	✓	✓	✓
Industrial								✓	✓

**WESTMINSTER DESIGN STANDARDS AND GUIDELINES
IN-PROGRESS SAMPLE PAGES
Draft: May 10, 2019**

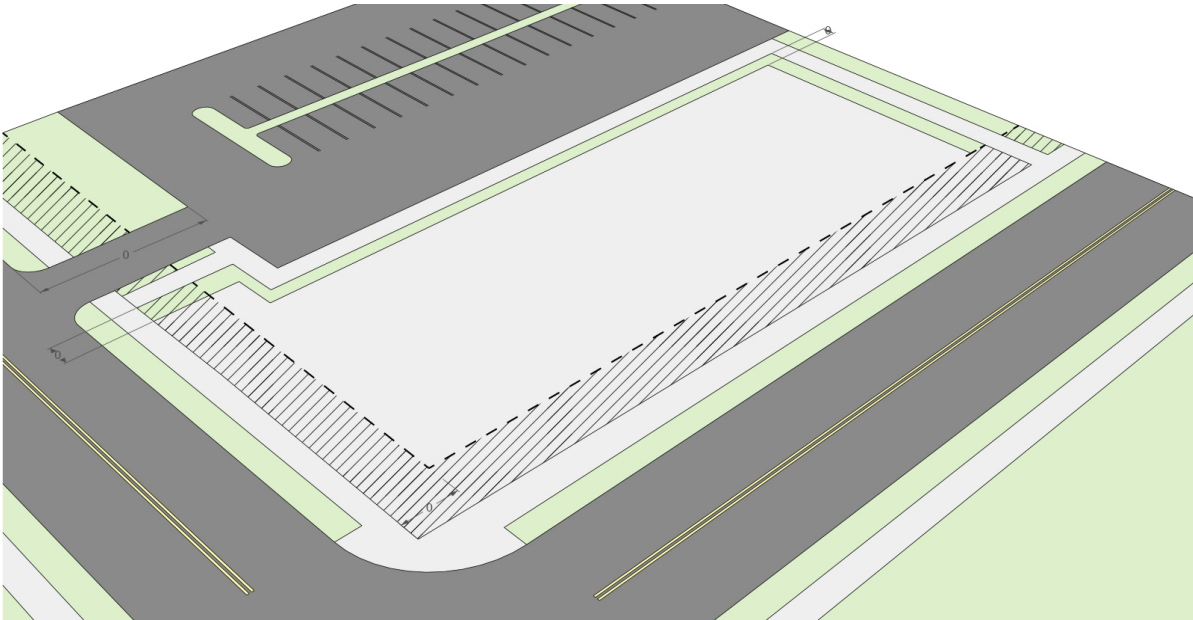
SECTION II: SITE DESIGN BY LAND USE CATEGORIES

A. Introduction to Site Design Section

This section presents standards and guidelines for site design. It includes requirements for building placement and orientation as well as buffering and transitions to sensitive areas. These vary by Land Use Category. (Land Use Categories are defined in the Comprehensive Plan.) Note that standards for other site design topics which are “universal” appear in another section of the code. For example, the requirements for screening service areas are consistent throughout the city and appear in Section xxxx.

Measurable or prescriptive standards appear in chart form. For many of the design topics, a graphic menu of options is included, along with a table indicating which of these is appropriate for individual land use categories. Design guidelines follow for these topics. The design guidelines provide more information about ways in which the standards may be met.

B. Design Standards by Land Use Category - Mixed Use Center

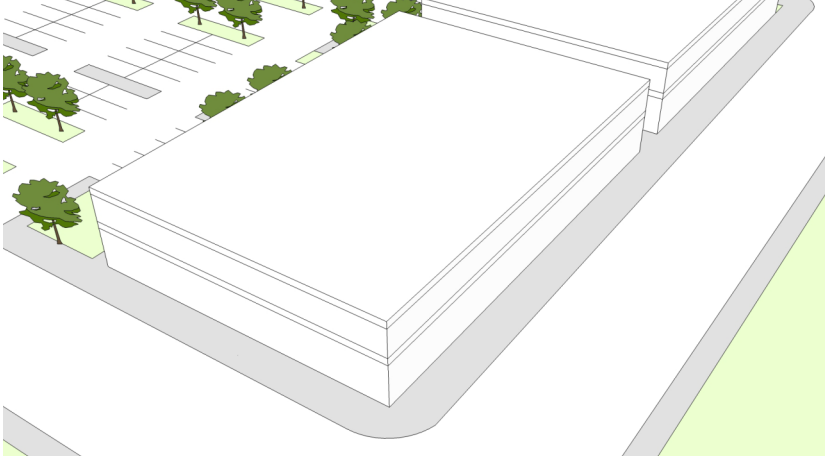

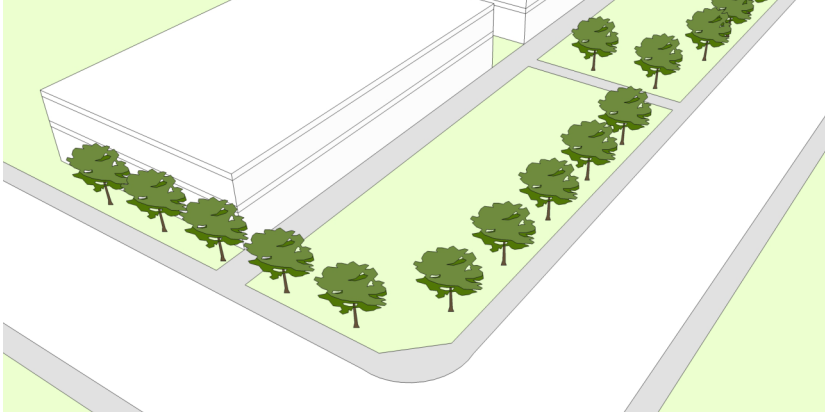


Setbacks		
A.1	Front Setback	Required-See setback table <i>(In progress)</i>
A.2	Side Setback	Required-See setback table <i>(In progress)</i>
A.3	Rear Setback	Required-See setback table <i>(In progress)</i>
A.4	Parking Setback	Required-See setback table <i>(In progress)</i>
Frontages		
A.5	Frontage Required	Types A.5a, A.5b, A.5c, A.5d -See Frontage Type menu options
Transitions		
A.6	Transition Required	Types A.6a, A.6b, A.6c -See Frontage Type menu options
Connectivity		
A.7	<i>In progress</i>	<i>(In progress)</i>
Open Space		
A.8	<i>In progress</i>	<i>(In progress)</i>
Parking Location		
A.9	<i>In progress</i>	<i>(In progress)</i>

Westminster Design Standard Example

A. 5 Menu of Options for Frontages – Mixed Use Center

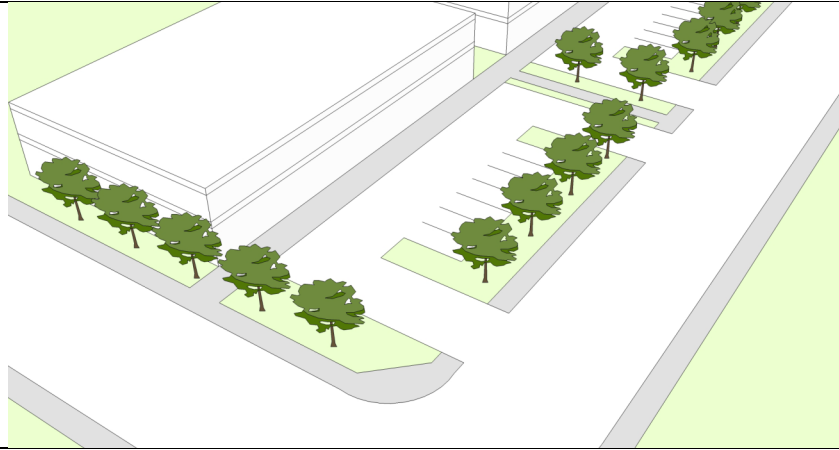
Buildings in a mixed use center are required to provide a frontage treatment. The following options are potential frontage design approaches.

<p><i>A.5a Building Edge at Sidewalk</i> Building is placed at the edge of the sidewalk and directly opens up to the street.</p>	 <p>A 3D architectural rendering showing a white rectangular building with a grey sidewalk and a grey street. The building's edge is flush with the sidewalk, and it opens directly onto the street. There are some trees and a parking lot in the background.</p>
<p><i>A.5b Minimal Setback with Landscaping</i> Building is setback slightly from the street, with landscaping and street trees in the setback area.</p>	 <p>A 3D architectural rendering showing a white rectangular building with a grey sidewalk and a grey street. The building is setback slightly from the street. The setback area is landscaped with a row of green trees along the sidewalk.</p>
<p><i>A.5c Moderate Setback with Landscaping</i> A larger setback with landscaping and street trees in the setback area.</p>	 <p>A 3D architectural rendering showing a white rectangular building with a grey sidewalk and a grey street. The building is setback further from the street than in the previous options. The setback area is landscaped with a row of green trees along the sidewalk.</p>

Westminster Design Standard Example

A.5d Moderate Set-back with Limited Parking

A moderated set-back with a single row of parking in front of the building buffered with landscaping and street trees.



Westminster Design Standard Example

A. 6 Menu of Options for Transitions

Transitions are necessary to create sensitive edges between different land uses. The following are options for transition design.

<p><i>A.6a Step Down in Height</i> The more intense development steps down in height towards the sensitive property.</p>	
<p><i>A.6b Increased Setback</i> The more intense development is set back further than the minimum setback requirement.</p>	
<p><i>A.6c Landscaped Buffer</i> The more intense development is buffered with landscaping.</p>	

**WESTMINSTER DESIGN STANDARDS AND GUIDELINES
IN-PROGRESS SAMPLE PAGES
Draft: May 10, 2019**

SECTION III: BUILDING DESIGN SECTION

A. Introduction to Building Design

This section presents design standards and guidelines for buildings. These are tailored to a series of building prototypes that are appropriate in various Use Patterns. Building prototypes vary in function and scale, depending upon their use in different Land Use Categories (as defined in the Comprehensive Plan).

For each building prototype, these materials appear:

1. A definition of the building prototype, including an illustration with notes identifying some key features
2. A page of photographs of examples of the building prototype
3. A table indicating requirements by design topic
4. A detailed table establishing dimensional requirements for the preceding design topics, tailored to individual Land Use Categories.

A set of design menu charts follows the standards for the individual building prototypes. Design guidelines follow these charts. They describe ways in which the intent may be met while applying the menu of options.

Westminster Design Standard Example

B. Design Standards by Building Type

7. Mixed-Use

This is a descriptive paragraph to explain what this mixed-use section has within it. For instance, “This section provides design standards for appropriate development of mixed-use buildings. A measurable illustration of a mixed-use building is show on page xx with labels indicating how standards are measured. The chart below the measurable illustration provides the design standard and which table or menu of design options the viewer needs to follow in order to accurately meet the standard....

Placeholder text for an introduction descriptive paragraph that points to the overall design standards and guidelines that a mixed-use building should incorporate. For example, a mixed-use building shall have an easily identifiable entrance that connects the street with the building ect....



A An easily identifiable entrance to the building.

B Step back the upper floors of the building to reduce perceived mass at the pedestrian level.

C Provide transparency at the ground level of the building to engage the pedestrian into in-door activity.

D xxx

Westminster Design Standard Example



An entry to a mixed-use building should be easily identifiable and use a focal feature such as a rounded tower element.



Activating the ground floor of a mixed-use building with outdoor dining is appropriate.



Mixed-use buildings that are adjacent to existing commercial or residential context should relate to the surroundings with materiality and building form.



xxx



xxx



xxx

Description

Mixed Use buildings include commercial uses on the ground floor and residential or office uses on upper floors. They are configured much like the apartment prototype, with common entrances and corridors. Parking is provided either in surface lots or underground, whenever feasible. Tuck-under parking can also be incorporated when site constraints make parking difficult.

Permitted Use Patterns

- Neighborhood Center
- Mixed Use Neighborhood
- Retail Corridors and Centers
- Commercial Retrofit
- Industrial/Flex Use

Westminster Design Standard Example

A. Measureable Graphic



Mass & Scale		
A.1	Height (max.)	Required-See height table
A.2	Building Volumes	Required-See Design Guide-lines
A.3	Wall lengths	Required-See wall length ta-ble
A.4	Horizontal and Vertical Articulation on Primary Facade	Required-See A.4 menu op-tions
Façade Expression		
A.5	4-sided design	Required-See menu options
A.6	Transparent Glass on Primary Facade (min.%)	Required-See transparency table
A.7	Blank Wall Techniques	Required-See menu options
Street Level Interest		
A.8	Building Entries	Required-See menu options
Architectural Character		
A.9	Compatible Building Design	See design guidelines for compatible building design
A.10	Roof Form	Required-See menu options
A.11	Building Materials/Color	Primary Facade
Transitions to Sensitive Uses		
A.12	Transition types	

Westminster Design Standard Example

Height (max.)						
	UC	MU	RC	CC	NC	SC
Building Height (min./max. feet)	20' / 65'					
Floor Plate Height (min./max. feet)	8' / 11'					
Storefront Height (min./max. feet)	11' / 16'					
Wall Lengths						
Front wall (max. feet before 3' min articulation)						
Side wall (max. feet before 3' min articulation)						
Articulation						
Front wall (# of techniques req.)	4					
Side wall (# of tech- niques req.)	3					
Rear wall (# of techniques req)	2					
4-Sided Design						
Front wall (req.)	Required					
Side wall (req.)	Required					
Rear wall (req.)	Required					
Transparency						
Ground Floor (min.% of front wall area)	66%					
Upper Floors (min.% front wall area)	33%					
Building Entries						
Front Entry (1 per X feet req.)	120'					
Plaza Entry (1 per x feet req.)	150'					
Building Materials						
Front wall(min. % from category 1/max. % from category 2)	60%/40%					
Side wall(min. % from category 1/max. % from category 2)	50%/50%					

Westminster Design Standard Example

Rear wall (min. % from category 1/max. % from category 2)	20% / 80%					
Roof Form						
Type permitted	1, 2, 3, 4	1, 2, 3, 5	4, 5, 6, 7	5, 6, 7	5, 6, 7	6, 7,
Transitions to Sensitive Uses						
MU to SF Use						
Parking						

Westminster Design Standard Example

Table XX Permitted Building Materials by Category	Materials Category 1	Materials Category 2	Materials Category 3
Masonry			
Brick, solid			
Brick, solid			
Brick, solid			
Brick, solid			
Stone, modular			
Stone, veneer			
Stone, synthetic			
Stucco, genuine, detailed			
Stucco, synthetic/panels			
Concrete (poured/cast), detailed			
Concrete masonry unit, flush, plain			
Concrete masonry unit, split-faced			
Concrete masonry unit, burnished			
Cement fiber board (prefab panels)			
Metals			
Architectural metal (extruded, cast, panels)			
Corrugated metal			
Standard metal lap siding			
Aluminum siding			
Glass			
Clear glass			
Architectural panels			
Architectural block			
Mirror glass			
Opaque glass			
Wood			
Heavy Timber			
Wood lap			
Other synthetics			
Synthetic stucco/EIFS			
Synthetic stucco/EIFS/detailed			
Vinyl siding			
Composites/fiberglass (columns, details, etc.)			
Vinyl/plastic (columns, details, etc.)			

Westminster Design Standard Example

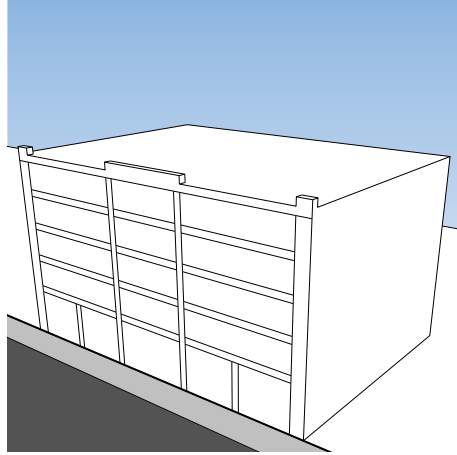
C. Menus and Design Guidelines

A. 4 Menu of Articulation Tools for Mixed Use Buildings, Commercial Buildings, Office Buildings,
Mixed Use Buildings must incorporate horizontal and vertical articulation into the primary façade.

A.4a Accent Lines

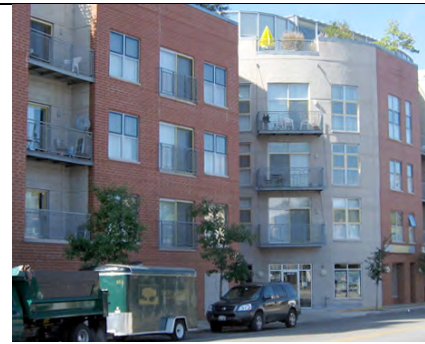
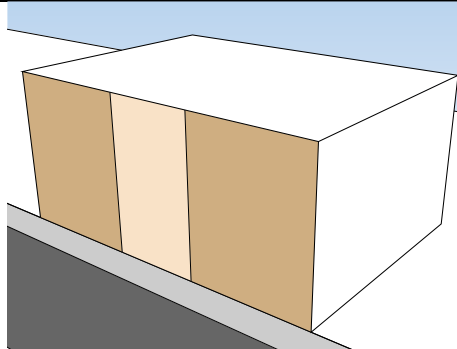
Accent lines include vertical and horizontal expression lines on a building wall. An accent line often projects slightly from the face of a wall. Examples include:

- Moldings
- Sills
- Cornices
- Canopies
- Spandrels



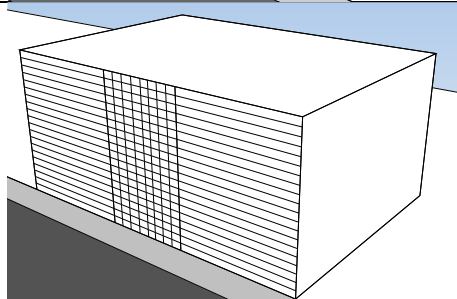
A.4b Color Changes

Color changes include significant vertical or horizontal changes (15'-30' min.) in color on a building wall.



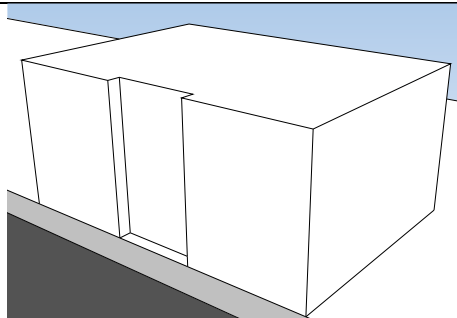
A.4c Material Changes

Material changes include significant vertical or horizontal changes (15'-30') in material on a building wall.



A.4d Minor Wall Offsets

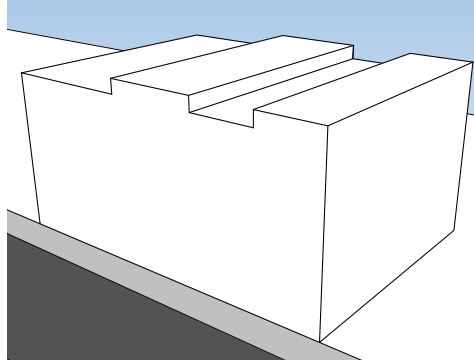
A minor wall offset is a vertical expression line created by notching a building wall for its full height. Minor wall offsets are typically a minimum of 2-4'.



Westminster Design Standard Example

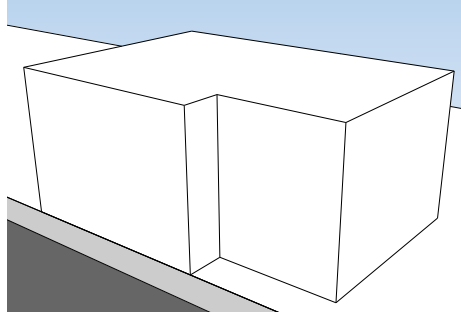
A.4e Variation in Height as viewed from the street

A variation in building or parapet height of at least 2' (or 4' for buildings greater than two stories in height).



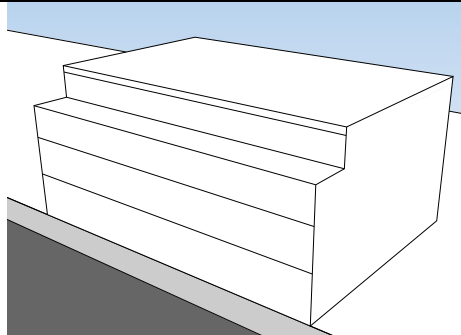
A.4f Increased Setbacks

An increased setback is similar to a minor wall offset, but with a larger dimension. It is established by providing a larger setback on a portion of a wall for its full height.



A.4g Upper Floor Stepback

An upper floor stepback is similar to an increase setback, but it only occurs on an upper floor(s). It is created by setting back an upper story building wall relative to those on a lower story. A stepback of 8-12" in depth is suggested.



Building Articulation

The overall size, height and form of a building can help determine how large it appears, and can relate to its compatibility with surrounding character. Although new development may be larger than adjacent traditional buildings, it should not be monolithic in scale or jarringly contrast with neighboring development. A larger building mass should be broken down into smaller components to establish a sense of human scale, add visual interest, prevent monotonous walls and enhance access to light and views. Human scale is used to describe how a person perceives a building element or a group of building elements in relation to themselves. A person relates better to building features that are of a size and scale similar to that of a human.

Wall articulation includes vertical or horizontal changes in materials, color, fenestration, minor wall offsets or other elements that do not significantly change a building's volume but reduce perceived building mass. Articulation should be used to break down a building into human-size components and express a sense of vertical and horizontal scale.

Mass variation reduces actual building mass and scale by modulating building volume. Variations in floors or walls should be used to create physical relief in an architectural form to express a human scale, reduce the bulkiness of a building and increase solar access at the street.

For a larger building, wall articulation and mass variation may be more critical. On parcels that are constrained in size or depth, options to vary a building's mass may be more limited.

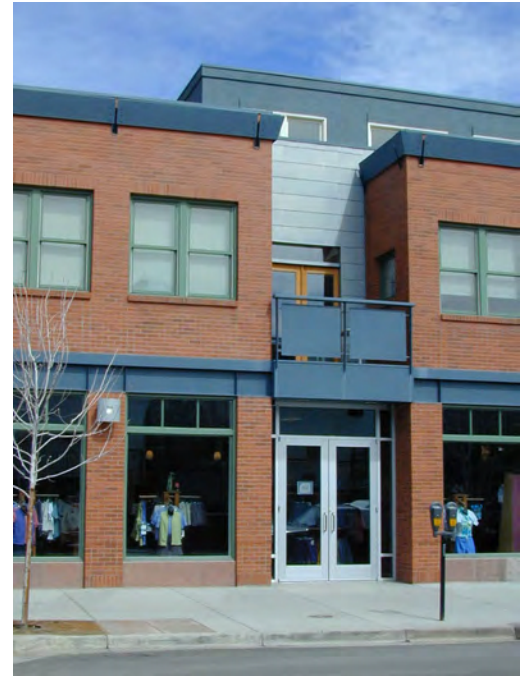
1.1 Articulate a building wall to create human scale components and express a sense of vertical and horizontal scale. Options include:

- Accent lines, fenestration or other techniques that provide vertical or horizontal expression.
- Vertical or horizontal variations in material and/or color
- Wall plane offsets such as notches or projections such as columns, moldings or pilasters
- Awnings, canopies or other features that help define the ground floor of a building.



Articulate a building wall to create human scale components and express a sense of vertical and horizontal scale.

- 1.2 Vary the mass of a building to express a human scale, reduce the bulkiness of a building and increase solar access at the street. Options include:**
- Height variation
 - Increased setbacks
 - Upper floor stepback
- 1.3 Maintain a consistent “street wall”, allowing for variations in articulation and changes in plane, while maintaining general alignment and repetition of key architectural features and patterns such as:**
- Ground floor height,
 - Storefront details, such as the base, windows, transoms (the window above a door or large window) and entries,
 - Parapet and cornice lines, and
 - Roof lines and proportions
- 1.4 Ensure that building design is not plain and massive. Provide vertical and horizontal articulation in building mass with:**
- Step-backs at upper levels,
 - Ground floor arcades and second-floor galleries or balconies,
 - Pronounced recesses and projections. For example, recesses can include entries and plazas at strategic locations.
 - Changes in materials, color and transparency,
 - Building modules defined by color, height and massing, and
 - Variations in roof form and height.
- 1.5 Differentiate base walls from the wall materials above by:**
- Offset plane, such as a thicker wall or material,
 - Change in texture, pattern, material or color, and/or
 - Significant visual reveal, ledge or sill
- 1.6 Accentuate building corners to highlight gateways, key intersections, plazas and parks through changes in massing, façade orientation and location of primary building entries.**
- 1.7 Ensure that large developments that extend over a block appear to be multiple buildings to provide visual interest.**



Ensure that building design is not plain and massive. Provide vertical and horizontal articulation in building mass with step-backs at upper levels and changes in materials, color and transparency, as shown above.



Accentuate building corners to highlight gateways, key intersections, plazas and parks through changes in massing, façade orientation and location of primary building entries.

- 1.8** *Linear “strip” development must incorporate variation in building height, building mass, roof forms and changes in wall planes in the architectural design to mitigate the linear effect of linear “strip” development. In some instances a physical separation of one building into two or more buildings may be required.*
- 1.9** *The following items are prohibited or highly restricted: design elements that may function as signage, roof lights, exposed neon lighting, exposed neon signage, illuminated trim of buildings or building elements, translucent awnings or illumination of translucent awnings, or any other undesirable design element, as determined by the City.*
- 1.10** *Design building façades and include elements to provide shade in summer.*
- 1.11** *Use changes in building materials and colors to accentuate articulation, building base, parapets, bays, arcades and structural elements.*



Ensure that large developments that extend over a block appear to be multiple buildings to provide visual interest.

Westminster Design Standard Example

A.10 Roof Form

The forms shown below represent the recommended roof forms for each Character Area. However, other roof forms may be compatible with the context that still meet the Roof Form intent statement above. Consult with City staff about alternative roofs.

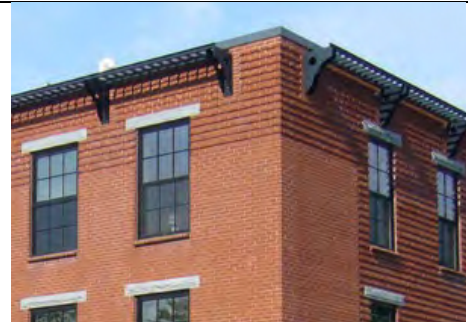
A.10a Flat Roof

Flat, with very low parapet



A.10b Parapet Roof

Conceals a hip, gable, barrel vault or other roof form.



A.10c Gable Roof

xxx



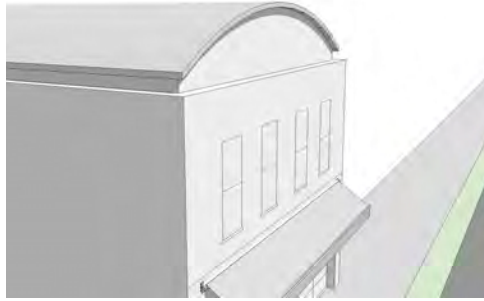
A.10d Hipped Roof

xxx



Westminster Design Standard Example

*A.10e Barrel Vault
Roof*
xxx



Roof Form

Roof form addresses the visible characteristics of a building's roof, which contribute to the character of a building. New development should incorporate roof forms that convey compatible mass and scale, add visual interest and are appropriate to a building's use.

- 1.12 Design a roof to be architecturally consistent with the overall architectural design and detailing of the structure in terms of form and material.**
- Use angles, pitches and materials that coordinate with a building's overall design.
- 1.13 Ensure roof forms reflect and follow building massing and articulation. Roofs should be a combination of gables, flat/parapet and hips (not encouraged for Pedestrian-Oriented Street Frontage) to provide visual interest, particularly as they may be visible from higher elevations to the north.**
- 1.14 Encourage flat and low-pitch roof forms along Pedestrian-Oriented Street Frontage and commercial/mixed-use areas. Ensure that parapets at flat roofs have strong cornice detailing, to provide scale, depth and visual interest.**
- 1.15 Three-dimensional rooftops are encouraged. Variation in roofline is suggested to reduce the scale of large buildings. Overhanging eaves, sloped roofs, and three or more roof planes may be required.**
- Parapets must conceal flat roofs.
- 1.16 Incorporate a roof form that provides a "cap."**
- Define a flat roof form with a distinct parapet or cornice line. This can help reinforce a vertical base, middle and cap building articulation, and contribute to a sense of iconic design.
 - Use an overhang on sloped roof forms on multi-family buildings. This helps to define the roof as a building cap.
- 1.17 Where compatibility is important, design a roof to be compatible in massing and form to traditional buildings in the surrounding character.**



Design a roof to be architecturally consistent with the overall architectural design and detailing of the structure in terms of form and material. Use angles, pitches and materials that coordinate with a building's overall design.



Define a flat roof form with a distinct parapet or cornice line. This can help reinforce a vertical base, middle and cap building articulation, and contribute to a sense of iconic design.

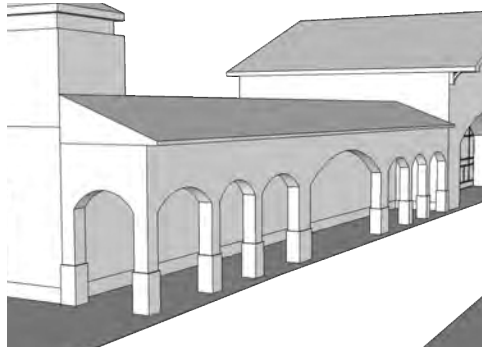
Westminster Design Standard Example

A.7 Menu Blank Wall Techniques for Mixed Use Buildings, Commercial Buildings, Office Buildings,

In some cases where a transparency requirement does not apply, a building may have windowless facade areas where the interior contains parking, retail shelving, storage or other inactive uses. The design options illustrated below are appropriate methods of meeting the intent of xxx on page xx by promoting an active appearance on a windowless facade area facing a sidewalk, parking area or other public frontage.

A.7a Arcades

An arcade or loggia can help create a more transparent appearance on an otherwise windowless facade while also adding visual interest.



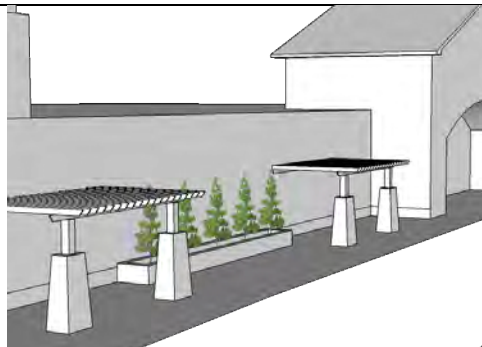
A.7b Architectural Details/Screens

Details such as architectural screens or patterned materials can help create a more active appearance and add visual interest on a windowless facade.



A.7c Pergolas/Structures

Pergolas or other landscape structures can help soften the view of a windowless facade and help create a more active appearance.



Westminster Design Standard Example

*A.7d Vertical Trellis/
Landscaping*

A vertical trellis allows vines and plants to cover blank wall areas and provide visual interest. A vertical trellis may work in combination with a raised planting bed.



Ground Floor Design

Ground floor building design should incorporate features that help create a pedestrian-friendly street level. In a commercial or mixed use area, it is especially important to incorporate active features such as ground floor storefront windows. Blank or featureless walls on the ground floor level can diminish interest and reduce the quality of the pedestrian experience. A building should be designed to promote pedestrian interest at the street-level.

1.18 Limit blank walls facing onto residential streets, parks, plazas and streets designated with Pedestrian-Oriented Street Frontage. Reduce the prominence of blank walls with architectural details and/or changes in materials or massing.

1.19 Design a building to provide interest at the street level adjacent to the public realm.

- a. Preferred methods include:
 - Entries and windows
 - Storefronts
- b. Alternative methods include:
 - Architectural detail
 - Display windows or display cases
 - Outdoor dining space
 - Landscaped planter
 - Vertical wall landscaping
 - Wall art

1.20 Design a building to create street level interest. Enhance ground floors by incorporating active uses and design elements.

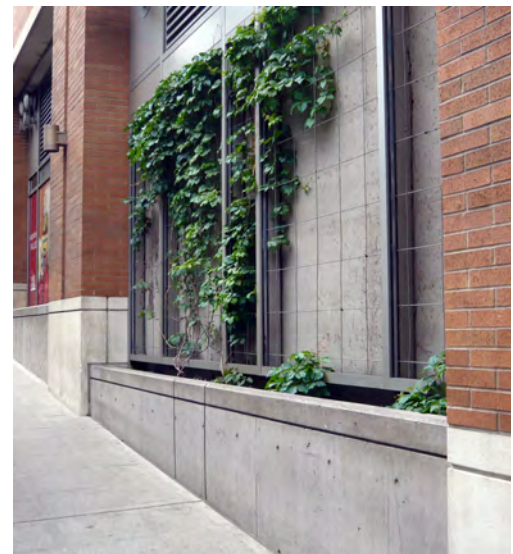
- a. Locate active uses, such as shops and restaurants, at the ground floor level.
- b. Incorporate variations in the building wall location, such as recessed entries or other indentations, in the ground floor façade.
- c. Incorporate windows and display areas on the ground floor that increase the transparency of the ground floor to create pedestrian interest.
- d. Incorporate clear, untinted glass at the ground floor level as the primary transparent material. Tinted glass may be used as an accent material.
- e. Avoid long blank walls on the ground floor level. If a blank wall is unavoidable, consider the use of one or more of the blank wall techniques.



Design a building to create street level interest. Enhance ground floors by incorporating active uses and design elements.



Incorporate windows and display areas on the ground floor that increase the transparency of the ground floor to create pedestrian interest.



Design a building to provide interest at the street level adjacent to the public realm. Vertical wall landscaping as shown above is one method to provide street level interest.