CITYWIDE DESIGN GUIDELINES

CITY OF LIVE OAK

2011

TABLE OF CONTENTS

Downtown Live Oak

I. User Guide to the Design Guidelines

A. Introduction and Background

Named for the beautiful groves of live oak trees, Live Oak was first settled in 1866 by A.M. McGrew. The town grew with the advent of the California-Oregon Railroad in the 1870s and was incorporated in 1947.

Live Oak is a friendly agricultural community located in the heart of the beautiful, fertile Sacramento Valley. Rich farmlands and verdant orchards surround this quiet, clean, rural community, and the Feather River and the majestic Sutter Buttes are nearby.

The timing of these guidelines seems appropriate given the growth of surrounding areas. Live Oak is just minutes north of the rapidly growing Yuba City/Marysville area, an hour north of the capital city of Sacramento, and about 40 minutes south of the expanding Chico metropolitan area.

As development approaches Live Oak, it is important for that development to be well designed and respectful of the development patterns and characteristics present in the community.

1. Purpose

The Design Guidelines are intended to promote a desired level of future development quality in Live Oak that will:

- Provide diversity in building design as well as improve the character of streetscapes.
- Provide guidance for the orderly development of the City and promote high-quality development.
- Implement the goals, objectives, and policies of the General Plan.
- Supplement the contents of the Live Oak Zoning Regulations on matters of design and aesthetics.
- Stimulate investment in and strengthen the economic vitality of areas within Live Oak.
- Ensure quality building design for residential, commercial, and industrial buildings, as well as enhance the surrounding environment.

The interpretation and implementation of the Design Guidelines should be based on the above points. Projects that are reviewed for compliance with the Design Guidelines should also meet the intent of these points.

The guidelines acknowledge the prevailing rural architectural character and development patterns in the Live Oak region today. The Design Guidelines do not seek to impose an overriding style, a limited color palette, or an artificial theme. However, they do seek to assist in promoting the positive design characteristics found in the region.

It is not the intent of the guidelines to eliminate design freedom or discourage innovative design. The goal is to promote quality designs that have been carefully considered. The Design Guidelines are intended to promote designs that have well-integrated features rather than tacked-on details. The guidelines complement the City's Zoning Regulations by providing good examples of appropriate design solutions and by providing design interpretations of the various mandatory regulations. The guidelines are, however, less quantitative than mandatory development standards and may be interpreted with some flexibility in their application to specific projects.

In some cases, the guidelines are mandatory versus discretionary. Mandatory guidelines contain language such as "shall," "must," or "will." When this type of language is encountered, the desired design direction is mandatory.

When the words "should," "encouraged," or "preferred" are used, the design direction is discretionary and subject to some interpretation. This concept will be covered in more detail in this chapter.

2. Applicability

The provisions of the Design Guidelines are applicable to development within the City of Live Oak. Any new residential subdivisions, buildings, additions, major exterior alterations, or landscaping and any modification to an approved landscaping plan or parking lot design will adhere to these Design Guidelines, as applicable. It is important to note, however, that these Design Guidelines do not affect existing buildings, particularly existing single-family homes.

3. Exemptions

When in compliance with all other City ordinances, the following projects are exempt from design review:

- Construction underground that will not leave any significant permanent structure at or above grade level upon completion. Utility boxes, pipes, and poles shall be considered significant permanent structures.
- Roof maintenance and repair. Roof reconstruction or use of different materials is subject to design review as determined by the Community Development Director or designee.
- Routine maintenance of buildings, landscaping (including relatively minor replacement of plants other than trees), or grounds (including parking lots) that does not significantly alter the appearance or function of the building, landscaping, or grounds.
- Temporary uses and structures and signs as defined by the City of Live Oak Zoning Regulations or other applicable codes and ordinances.
- Interior remodeling.
- Single-family homes (not part of a master planned development of three or more units).

4. Relationship to the Design Review Process

The Design Guidelines will be utilized during the City's development review process, which occurs prior to the issuance of building permits, to implement the highest level of design quality. At the same time, the guidelines will provide the flexibility necessary to encourage creativity on the part of project designers in response to existing site conditions.

The design review process in the City of Live Oak is relatively straightforward. If the Zoning Regulations allow a use as permitted, City staff will conduct design review as part of the building permit process.

If a proposed project requires Planning Commission review for an item such as a Use Permit or Variance, the Planning Commission will also conduct design review as part of deliberations on the Use Permit/Variance.

For projects requiring Planning Commission review, City staff will conduct design review as part of the pre-hearing process and will advise and make recommendations to the Planning Commission in the Planning Commission staff report.

Applicants of new development or rehabilitation must follow a development review process in order to complete site and building improvements. Design review is one element of the overall process.

All design review decisions made by the Community Development Director are appealable to the Planning Commission and all decisions of the Planning Commission are appealable to the City Council.

At the onset of any project and prior to undertaking significant design efforts, it is strongly recommended that applicants meet with a staff member from the Community Development Department. At this meeting, City staff can provide information on permits, processing timelines, required steps for project approval, and City codes and ordinances that may affect or apply to a particular project. In addition, the meeting can be useful to better understand project-specific design objectives.

5. Goals

The Design Guidelines are established in order to achieve the following goals:

- Provide distinct guidance for the orderly development of redeveloped or newly constructed structures.
- Promote high-quality development by implementing the goals, objectives, and policies of the General Plan.
- Enhance Live Oak's unique identity and help maintain its character.
- Maintain and protect the value of property.
- Maintain a high quality of life without causing unnecessary high public or private costs for development or unduly restricting private enterprise, initiative, or innovation in design.

The interpretation and implementation of the Design Guidelines will be based on the above goals. Projects that are reviewed for compliance with the Design Guidelines shall also meet the intent of these goals.

6. Organization

The Design Guidelines are organized in chapters according to major land use categories. A brief description of each chapter is provided below.

Chapter I – User Guide to the Design Guidelines

Contains an introduction and background to the Design Guidelines and how the guidelines are used. In addition, Chapter I contains a glossary of terms.

Chapter II – Single-Family Detached Residential Guidelines

Contains general design guidelines that are common to single-family detached residential subdivisions with three or more units. Topics include site planning, architectural, and traditional neighborhood design guidelines.

Chapter III – Multi-Family Residential Guidelines

Contains general design guidelines that are common to multi-family residential. Topics include site planning, architecture, landscaping, and other miscellaneous subjects.

Chapter IV – General Commercial Guidelines

Contains general design guidelines that are common to commercial development. Topics include site planning, architecture, storefront design, parking and circulation, landscaping, lighting, and public space guidelines.

Chapter V – Downtown Commercial Guidelines

Contains design guidelines that are applicable to commercial development in the downtown. Topics covered include design objectives, site planning, storefront design, building type and frontage type.

Chapter VI – Special Consideration Commercial Guidelines

Addresses special design characteristics that are found in specialized development types (mini-malls, service stations and car washes, hotels and motels, drive-through and drive-in businesses, and big box retail. Not only are these guidelines intended to help improve overall design quality, but because they are project-type-specific, they will also help emphasize the distinguishing characteristics of each commercial development type. Topics include use descriptions and building type challenges, site planning, and building design.

Chapter VII – Business and Industrial Guidelines

Contains general design standards that are applicable to business park or industrial developments. Topics covered include site planning, parking and circulation, loading facilities, landscaping, lighting, and architecture.

B. Interpretation

To aid in the interpretation of these guidelines, a development applicant should understand the meaning of "should," "encouraged," and "discouraged." Guidelines that employ the word "should" are intended to express the City's desire and expectation. An alternative measure may be considered, however, if it meets or exceeds the intent of the guideline. Guidelines using the words "encouraged" or "discouraged" are meant to express a more or less desirable design solution. Standards using the words "shall" or "must" are meant to express an absolute minimum and are required.

1. Qualitative Guidelines

The majority of guidelines in this manual are qualitative. They provide, through descriptions and graphic illustrations, the manner in which design should be carried out in relationship to a given land use, building type, or spatial setting. By their nature, qualitative guidelines allow for considerable flexibility and interpretation so long as the intent of the guidelines is upheld.

2. Quantitative Guidelines

Throughout this manual, some guidelines are written with a specific numerical component to them. In some instances, design guidelines may include a certain measurement (e.g., sidewalk width). In other instances, a number may be included in a design guideline that specifies a preferred quantity (e.g., ratio of trees to parking spaces). Quantitative guidelines, while more specific in nature than qualitative, still provide flexibility in design.

C. How To Use the Design Guidelines

These guidelines are intended to be used to generally influence the design of development/redevelopment of residential and nonresidential land uses. The guidelines are organized and written to help achieve an envisioned design quality throughout the City of Live Oak.

People judge a place by the quality of the physical spaces they see around them in terms of function and attractiveness. The areas within the City of Live Oak are not only places for residential, commercial, governmental, and employment activities but are also statements about the community. Many areas in the City have been neglected, poorly designed, or are outdated. The role of the Design Guidelines is to help new and old development become points of pride and identity for Live Oak residents.

These guidelines should be used as a starting point for the creative design process and should not be looked upon as the only solution for design. Owners of properties should strive to be creative and innovative, and should be encouraged to look beyond franchise or boilerplate architectural and landscape architectural design treatments. It is encouraged that property owners involve City staff, community groups, and affected merchants and business owners in the design process prior to making a significant investment in design.

D. Glossary of Terms

The following glossary of terms is provided for those involved with design review. This document does not contain all of the words in this glossary; rather the list is provided for the non-designer to better understand the terminology used in the language of design review and architectural design. These definitions do not supersede the definitions contained in the Zoning Regulations.

access. The place or way by which pedestrians or vehicles have safe, adequate, and usable ingress and egress to a property or use.

accessory building or structure. A detached building or structure not for human habitation to which the building or structure is incidental to the principal use or facility and located on the same lot.

addition. Any construction that increases the size of a building, dwelling, or facility in terms of site coverage, height, length, width, or gross floor area, occurring after the completion of the original.

aesthetics. The science and philosophy of beauty. If something is aesthetic, it has beauty or is artistic.

alignment (architectural). The visual alignment and subsequent placement of architectural elements such as windows, cornice elements, soffits, and awnings from one structure to adjacent structures in order to promote blockscape continuity.

alley. Any public or private thoroughfare not more than 30 feet wide for the use of pedestrians or vehicles.

alteration. Any construction or substantial change in the exterior appearance of any building or structure.

arcade (architectural). An arched roof or covered passageway.

arch. A curved structure supporting its weight over an open space such as a door or window.

arterial street. The major street in the hierarchy. An arterial provides connections with major state and interstate roadways.

articulation. Describes the degree or manner in which a building wall or roofline is made up of distinct parts or elements. A highly articulated wall will appear to be composed of a number of different planes, usually made distinct by their change in direction (projections and recesses) and/or changes in materials, colors, or textures.

artifact. An object produced by workmanship or construction.

asymmetry. Lack of symmetry. (See symmetry.)

awning. A fixed cover, typically comprising cloth over a metal frame, that is placed over windows or building openings as protection from the sun and rain.

awning sign. A sign painted on, printed on, or attached flat against the surface of an awning.

balcony. A railed projecting platform found above ground level on a building.

baluster. The upright portion of the row of supports for a porch railing.

balustrade. A series of balusters surmounted by a rail.

bay (structural). A regularly repeated spatial element in a building defined by beams or ribs and their supports.

berm. A mound or embankment of earth.

blade/bracket sign. A small, pedestrian-oriented sign that projects perpendicular from a structure (bracket sign) or is hung beneath a canopy (blade sign).

blockscape. The aggregated facade wall composed of uninterrupted placement of individual urban-oriented structures located side by side along an entire block as opposed to individual buildings located within the block.

bollards. A series of short posts of metal or wood set at intervals to delimit an area or to exclude vehicles.

breezeway. A roofed passageway, open at two opposite ends, which connects two buildings.

building. The principal structure or structures of any site, including all projections or extensions thereof, and any ancillary structures and facilities.

building frontage. The building elevation that fronts a public street where customer access to the building is available.

building shadow. Shadow that is cast by a building.

bulkhead. The space located between the pavement/sidewalk and the bottom of a traditional storefront window.

bus or transit shelter. A small structure that has a roof and usually two or three sides designed for the protection and convenience of waiting transit passengers.

business frontage. The portion of a building frontage occupied by a single tenant space having a public entrance within the building frontage. For businesses located on the interior of a building without building frontage, the building elevation providing customer access shall be considered the business frontage.

cabinet sign (can sign). A sign that contains all the text and/or logo symbols within a single enclosed cabinet, which may or may not be illuminated.

caliper. The diameter in inches of the tree trunk 3 feet above the base of the tree.

canopy. A projection over a niche or doorway; often decorative or decorated. The overhead spread of branches of a tree.

cantilever. A projecting beam or other structure supported only at one end.

carport. A permanent roofed structure, open on one or more sides, used or intended to be used for vehicle parking.

casement window. A window with hinges to the side and a vertical opening either on the side or in the center.

changeable copy sign. A sign designed to allow changing of copy manually.

channel letters. Three-dimensional individually cut letters or figures, illuminated or unilluminated, affixed directly to a structure.

civic event sign. A temporary sign, other than a commercial sign, posted to advertise a civic event sponsored by a public agency, school, church, civic-fraternal organization, or similar noncommercial organization.

collector street. Functions to conduct traffic between major arterial streets and/or activity centers. It is a principal traffic artery within residential areas and carries relatively high traffic volume.

colonnade. A row of columns supporting a roof structure.

color. The aspect of things that is caused by differing qualities of the light reflected or emitted by them; usually used in terms of paint, die, or ink that imparts color onto a surface.

column. A vertical support, usually cylindrical, consisting of a base, shaft, and capital, either monolithic or built of drums the full diameter of the shaft.

common open space. Outdoor space provided for the use and recreation of all residents of a project.

concave. Curved inward.

convex. Curved outward.

copy. Words, letters, numbers, figures, designs, or other symbolic representations incorporated into a sign.

corbelling. A projection from the face of a wall used to support a cornice or an arch.

cornice. The horizontal projection at the top of a wall; the top course or molding of a wall when it serves as a crowning member.

cupola. A small, usually domed, structure surmounting a roof.

curb cut. The elimination of a street curb to enable vehicles to cross sidewalks and enter driveways or parking lots.

curtain wall. A thin subordinate wall between two piers or other supporting members.

double-hung window. A window with an upper and lower sash arranged so that each slides vertically past the other.

dripline. The imaginary line surrounding a tree or shrub that is delineated where the rain would drip off the canopy of the tree. The outline cast by the shadow of a tree at high noon (when the sun is directly above the tree or shrub).

drystack. The placement (or stacking) of stones, bricks, or other hardened masonry materials on top of one another without the use of mortar. Also used to mean the placement (or stacking) of stones, bricks, or other hardened masonry materials on top of one another without the appearance that mortar was used.

eaves. The lower edge of a sloping roof; that part of a roof of a building which projects beyond the wall.

external illumination. The lighting of an object from a light source located a distance from the object.

facade. The exterior face of a building that is the architectural front, sometimes distinguished from other faces by elaboration of architectural or ornamental details.

fascia. The outside horizontal board on a cornice.

fenestration. The arrangement and design of windows in a building.

figurative sign. A sign that employs the use of a three-dimensional object to communicate the business product or services.

fixture. A design element considered to be permanently established or fixed in its built or natural environment.

focal point. A building, object, or natural element that stands out and serves as a point of focus, catching and holding the viewer's attention.

foundation. The base or substructure that supports a building.

frieze. Any long and narrow, nearly horizontal, architectural member, especially one that has a chiefly decorative purpose.

ghost sign. A painted wall sign that has purposely been made to look very old.

glare. Excessive brightness.

glazed brick. A brick that has been glazed and fired on one side.

hardscape. The use of hardened surfacing materials to create unique patterns of color, design, and texture in order to create visual interest. Also used to mean those areas that have received such improvements.

hip roof. A roof with four uniformly pitched sides.

infill. A newly constructed building or neighborhood within an existing developed area.

internally illuminated sign. A sign whose light source is located in the interior of the sign so that the rays go through the face of the sign or that is attached to the face of the sign and is perceived as a design element of the sign.

keystone. The central wedge-shaped stone of an arch that locks its parts together.

landscape. To improve the appearance of a piece of ground by contouring and planting. Also used to mean those areas that have received such improvements.

light trespass. Extraneous light on adjacent property, typically produced by stray light from outdoor lighting systems.

lintel. A horizontal support member that supports a load over an opening (as a window or door opening) usually made of wood, stone, or steel; may be exposed or obscured by wall coverings.

loading space. An area used exclusively for the loading and unloading of goods from a vehicle in connection with the use of the site on which such space is located.

lot. A parcel of land (in single or joint ownership) occupied or to be occupied by a main building and accessory buildings, or by a dwelling group and its accessory buildings, together with such open spaces and having its principal frontage on a street, road, highway, or waterway.

lumen. The rate of flow of light used to express the overall light output of a lamp.

mansard. Traditionally, a roof with two slopes on each side, the lower slope being much steeper. In contemporary commercial development, the second portion of the roof is replaced with a flat roof or an equipment well; these are referred to as mansard roofs but bear little resemblance to the original.

masonry. Wall construction of such material as stone, brick, and adobe.

mass. Describes three-dimensional forms, the simplest of which are cubes, boxes (or "rectangular solids"), cylinders, pyramids, and cones. Buildings are rarely one of these simple forms, but generally are composites of varying types of assets. This composition is generally described as the "massing" of forms in a building.

During the design process, massing is one of many aspects of form considered by an architect or designer and can be the result of both exterior and interior design concepts. Exterior massing can identify an entry, denote a stairway, or simply create a desirable form. Interior spaces (or lack of mass) can be designed to create an intimate space or perhaps a monumental entry. Interior spaces create and affect exterior mass, and exterior mass can affect the interior space.

Mass and massing are inevitably affected by their opposite, open space. The lack of mass, or creation of perceived open space, can significantly affect the character of a building. Architects often call attention to a lack of mass by defining the open space with low walls or railings.

Landscape architects also use massing in design such as in grouping of plants with different sizes and shapes. These areas are intended to be perceived as a whole rather than as individual trees or shrubs. Plant masses can be used to fill a space, define the boundary of an open area, or extend the perceived form of an architectural element.

molding. An ornamental strip used to decorate a surface.

monolithic. A single large flat surface (facade) without relief; a massive unyielding structure.

monument sign. Permanent signs where the entire bottom of the sign is affixed to the ground, not to a building.

mullion. The vertical framing member or divisional piece in a multi-paned window.

muntins. A thin framing member that separates the panes of a window sash or glazed doors.

neon sign. Glass tube lighting in which a combination of gas and phosphors is used to create a colored light.

ornamentation. Details added to a structure solely for decorative reasons (i.e., to add shape, texture, or color to an architectural composition).

parapet. A low wall generally running around the perimeter of a flat roof.

parkway. The public area between the curbing and the sidewalk.

pattern. The pattern of material can texture and can be used to add character, scale, and balance to a building. The lines of the many types of brick bonds are examples of how material can be placed in a pattern to create texture. The natural texture of rough wood shingles exhibit texture by the nature of the material and by the pattern in which the shingles are placed.

pediment. The low triangular gable following the roof slopes over the front and rear of a building; also used to crown features such as doors and windows.

pergola. An arbor or a passageway of columns supporting a roof of trelliswork on which climbing plants are trained to grow.

perimeter walls. All walls surrounding a parcel shall be considered a perimeter wall.

permanent sign. A sign constructed of durable materials and intended to exist for the duration of time that the use or occupant is located on the premises.

pier. A stout column or pillar.

pilaster. A column attached to a wall or pier.

pitch. The slope of a roof expressed in terms of ratio of height to span.

plant-on. The attachment of materials to a surface as an afterthought; usually implying that such instances do not appear integrated within the original context.

pole sign. A sign mounted on a free-standing pole or other support so that the bottom edge of the sign face is 6 feet or more above finished grade.

pop-out. Applied to exterior walls, pop-outs create shadow patterns and depths on the wall surfaces.

portico. A porch or vestibule (lobby or passage between entrance and lobby) roofed and partly opened on at least one side.

primary building facade. The particular facade of a building that faces the street to which the address of the building pertains.

projecting sign. A sign that protrudes. (See blade/bracket sign.)

proportion. Deals with the ratio of dimension between elements. Proportion can describe height-to-height ratios, width-to-width ratios, and width-to-height ratios, as well as ratios of massing. Landscaping can be used to establish a consistent rhythm along a streetscape, which will disguise the lack of proportion in building size and placement.

pylon. A monumental gateway.

rake. A board, molding, or eave along the sloping edge of a gable roof.

recess. An indentation, as in a wall.

reconstitution. The piece-by-piece reassembly of a building. Reconstitution on the original site replaces buildings damaged by disasters such as war, earthquake, or flood, where most of its parts remain; reconstitution at a new site is usually the result of changes in land use and redevelopment programs.

reconstruction. The construction, on its original site, or a replica of a building or facility that no longer exists, based upon archeological, historical, documentary, and physical evidence. Both modern and traditional construction techniques may be used.

recycling, adaptive reuse. The reuse of older structures that would have otherwise been demolished, often involving extensive restoration or rehabilitation of the interior and/or exterior to accommodate the new use.

rehabilitation, renovation. The modification of or changes to an existing building in order to extend its useful life or utility through repairs or alterations, while preserving the features of the building that contribute to its architectural, cultural, or historical character.

relief. Carving raised above a background plane, as in bas-relief.

remodeling. Any change or alteration to a building that substantially alters its original state.

restoration. The careful and meticulous return of a building to its appearance at a particular time period, usually on its original site, by removal of later work and/or replacement of missing earlier work.

retaining wall. A wall that retains a differential of 2 or more feet of earth.

return. A surface turned back from a principal surface, such as the side of a pilaster or the jamb of a window or door opening.

reveal. The vertical side section of a doorway or window frame.

rhythm (horizontal, vertical). The regular or harmonious recurrence of lines, shapes, forms, elements, or colors, usually within a proportional system.

ridge. The highest line of a roof where sloping planes intersect.

right-of-way. A strip of land that has been established by reservation, dedication, prescription, condemnation, or other means and is occupied by a road, walkway, railroad, utility distribution or transmission facility, or other similar use.

roofscape. The collective image of rooflines and roof styles of adjacent buildings and structures as seen against the sky.

rustication. A method of forming stonework with recessed joints and smooth or roughly textured block faces.

sash. The framework into which window panes are set.

scale (human). The measurement of the relationship of one object to another object. The scale of a building can be described in terms of its relationship to a human being. All components of a building also have a relationship to each other and to the building as a whole, which is the scale of the components. Generally, the scale of the building components also relate to the scale of the entire building.

The relationship of a building, or portions of a building, to a human being is called its relationship to human scale. The spectrum of relationships to human scale ranges from intimate to monumental. Intimate usually refers to small spaces or detail, which is very much in keeping with the human scale, usually areas around 8 to 10 feet in size. These spaces feel intimate because of the relationship of a human being to the space. The distance of 8 to 10 feet is about the limit of sensory perception of communication between people including voice inclination and facial expression. This distance is also about the limit of an upstretched arm reach for human beings, which is another measure of human scale. The components of a building with an intimate scale are often small and include details that break those components into smaller units.

At the other end of the spectrum, monumental scale is used to present a feeling of grandeur, security, timelessness, or spiritual well-being. Building types that commonly use the monumental scale to express these feelings are banks, churches, and civic buildings. The components of this scale also reflect this grandness, with oversized double-door entries, 18-foot glass storefronts, or two-story columns.

Landscape or hardscape elements can also bring human scale to a large building by introducing features such as a tree canopy, leaf textures, and fragrance.

Plants can complement the scale of the architecture, as when large trees are used next to tall buildings or small trees are used to accent a building component such as an entry.

screening. A method of visually shielding or obscuring a structure, or portion of, by a fence, wall, berm, or similar structure.

setback. The minimum horizontal distance between the lot or property line and the nearest front, side, or rear line of the

building (as the case may be), including porches or any covered projection thereof, excluding steps.

shade (as related to color). The degree to which a color is mixed with black or otherwise darkened.

shake. Split wood shingles.

shed roof. A roof of only one slope (usually by extension)

siding. The finish covering on the exterior of a frame building (with the exception of masonry). The term cladding is often used to describe any exterior wall covering, including masonry.

sign. An object, device display or structure, or part thereof, situated outdoors or indoors, which is used to identify, display, or direct or attract attention to an object, person, institution, organization, business, product, service, event, or location by any means, including words, letters, figures, design symbols, fixtures, colors, illumination, or projected image.

sill. The framing member that forms the lower side of an opening, such as a door sill. A windowsill forms the lower, usually projecting, lip on the outside face of a window.

skyline. The upper outline or silhouette of a building, buildings, or landscape as seen against the sky.

soffit. The underside of a structure, such as the underside of a staircase, archway, or colonnade.

special event sign/banner. A temporary sign or banner that is intended to inform the public of a unique happening, action, purpose, or occasion (i.e., grand opening or community event).

specimen tree. A tree with a trunk diameter of 3 inches as measured 4.5 feet above the root crown of the tree (normally transported in a 48-inch box), which is large enough to make an immediate, significant contribution to a landscape planting.

storage yard. An open area adjacent to a principal service commercial or industrial use, intended for the keeping of equipment or materials incidental and necessary to the off-site conduct of such use.

storefront. The traditional "Main Street" facade bounded by a structural pier on either side, the sidewalk on the bottom, and the lower edge of the upper facade on top, typically dominated by retail display windows.

street wall. The edges created by buildings and landscaping that enclose the street and create space.

stucco. An exterior finish, usually textured, composed of Portland cement, lime, and sand, which are mixed with water.

surface materials. Can be used to create a texture for a building; textures range from the roughness of stone or a ribbed metal screen to the smoothness of marble or glass. Some materials, such as wood, may be either rough (such as wood shingles or re-sawn lumber) or smooth (such as clapboard siding).

symmetry. In architecture and landscape architecture, the balance of part by part, which may be precise repetition, or repetition in counterpart, of one element of a building or landscape in relation to another.

temporary sign. Any sign intended to be displayed for a limited period of time and capable of being viewed from any public right-of-way, parking area, or neighboring property.

texture. Refers to variations in the exterior facade and may be described in terms of roughness of the surface material, the patterns inherent in the material, or the patterns in which the material is placed. Texture and lack of texture influence the mass, scale, and rhythm of a building. Texture also can add intimate scale to large buildings by the use of small detailed patterns, such as brick masonry.

three-dimensional signs. Signs that have a depth or relief on their surface greater than 6 inches.

tone (as related to color). A color or shade of color.

transom. The horizontal division or cross-bar in a window; a window opening above a door.

trellis. A lattice on which vines are often trained.

trim. The decorative finish around a door or window; the architrave or decorative casing used around a door or window frame.

use. The purpose for which the land or a building is arranged, designed, or intended to be used or for which it is or may be used.

wall sign. A sign that is attached to or painted on the exterior wall of a structure, with the display surface of the sign approximately parallel to the building wall.

window sign. A sign posted, painted, placed, or affixed in or on a window exposed to public view. An interior sign that faces a window exposed to public view that is located within 3 feet of the window is considered a window sign for the purpose of calculating the total area of all window signs.

xeriscape. A landscaping concept, which is intended to transform typical landscaping techniques, began in Denver, Colorado. Xeriscape is a water-efficient landscape concept that involves landscaping with drought-tolerant plants that are either native to the region or suitable to the climate and then irrigating those plants appropriately.

Z-lot. A z-lot line development is similar to a zero lot line development; the only difference is that the property line is drawn as a "Z."

zero lot line. A zero lot line development provides for the placement of a detached single-family dwelling on one interior side yard with a zero required setback while maintaining a minimum 10-foot setback on the other side.

II. SINGLE-FAMILY DETACHED RESIDENTIAL GUIDELINES

A. Introduction

In this chapter, the Design Guidelines are intended as a guide to assist residential project designers and property owners in understanding and implementing the City's goals for attaining high-quality residential development in Live Oak. The provisions of this chapter apply to all new residential development projects over three single-family residences. The guidelines will be used during the development plan review process as criteria against which to review projects requiring approval.

The intent of these guidelines is to allow maximum flexibility in the design of new residential subdivisions and to encourage a variety of product types while providing for enhancement of the community character. The Design Guidelines may be interpreted with some flexibility in their application to specific residential projects, as not all design criteria may be appropriate for each project. In all instances, however, the intent and spirit of the guidelines must be maintained. The ultimate goal of the development plan review process is to attain the best possible design that contributes to an overall sense of community, facilitates compatibility between diverse types of residential neighborhoods, and embodies the quality and character desired for Live Oak.

The objective of these guidelines is to encourage well-designed residential development that:

- Mitigates the dominance of the automobile by creating more human-scale, interconnected neighborhoods.
- Promotes pedestrian activity.
- Creates functional and visual diversity, thus avoiding a cookie-cutter look.
- Provides community open space.
- Recognizes the different physical, social, and economic needs of residents.

The design guidelines in this chapter are presented in five sections:

- General Site Planning Guidelines
- Architectural Guidelines
- Landscaping Guidelines
- Wall Design
- Traditional Neighborhood Design Guidelines

The City's development plan review process for single-family residential projects will consider the following criteria:

- Proportional size, mix, and arrangement of lots
- Placement of dwelling unit on lot
- Varied garage placement and orientation
- Provisions of amenities (entrance treatment, landscaping, open space, etc.)
- Preservation of natural features
- Treatment of graded drainage courses
- Treatment of walls and fences and their relationship to the public sidewalk

B. General Project Requirements

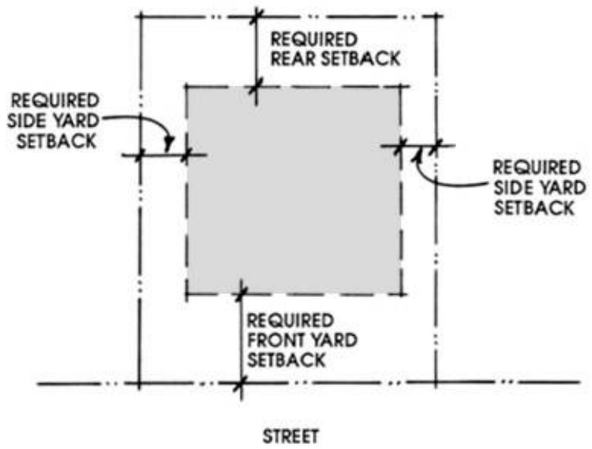
All new single-family detached residential development shall comply with the applicable City of Live Oak Zoning Regulations and other applicable codes and regulations while reflecting the intent of the Design Guidelines contained herein.

Required setbacks, building heights, lot coverage, street designs, and other applicable minimum requirements are not addressed here. These guidelines seek to set a higher degree of design excellence than the minimum Zoning Regulations.

C. General Site Planning Guidelines

1. Setbacks and Lot Coverage

Setback and lot coverage standards shall comply with the City of Live Oak's Zoning Regulations. Refer to Part 2, Chapter 17.02 of the Zoning Regulations or as otherwise provided in the property's approved zoning.

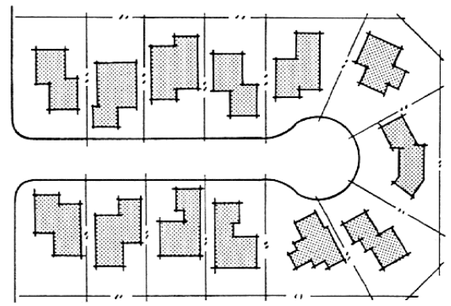


2. Site Planning

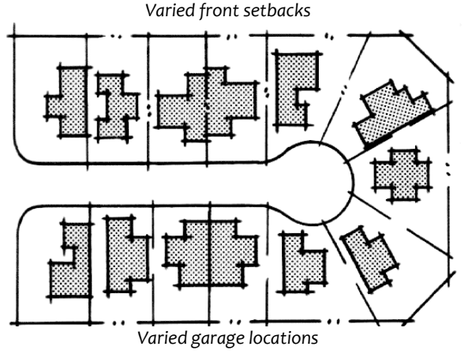
Whenever possible, building locations should vary in siting and orientation, which avoids the cookie-cutter appearance prevalent in mass produced suburban subdivisions.

Variation of siting and orientation in new subdivisions is essential to achieve visual diversity and avoid monotony. One or more of the following techniques could be incorporated into the project's design to help achieve visual diversity:

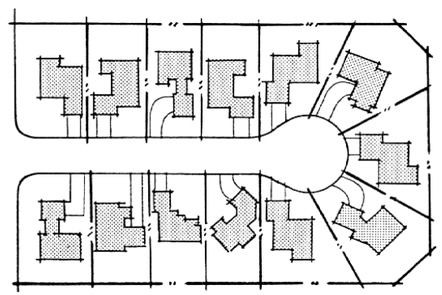
- Varied Front Setbacks. Placement of homes and garages at variable setbacks establishes different patterns of visible open spaces and creates a visually interesting streetscape. Varied front setbacks are encouraged.
- Varied Side Yard Setbacks. Varying the distance between adjoining homes, or between homes and fences, results in different types/sizes of yards and private patio areas, maximizing use of land and/or enhancing dwelling privacy.
- Varied Lot Widths. Making some lots wider, and some narrower than the average can provide different amounts of open area between structures.
- Varied Garage Placement and Orientation. Angled or side-entry garages can be used to break up the monotony of all garage doors facing the street. When lot size permits, garages can be on the front and rear side of the house and can be entered from the front or side. Vary driveway locations whenever possible to add variety to the street scene and to reduce the view of garages facing the street.



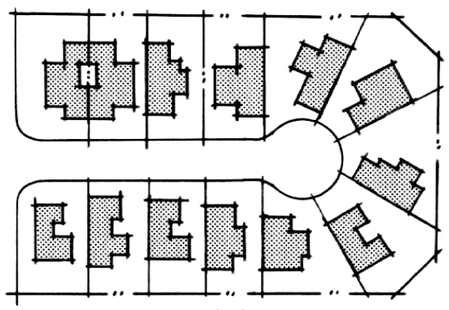
Varied front setbacks



Varied garage locations



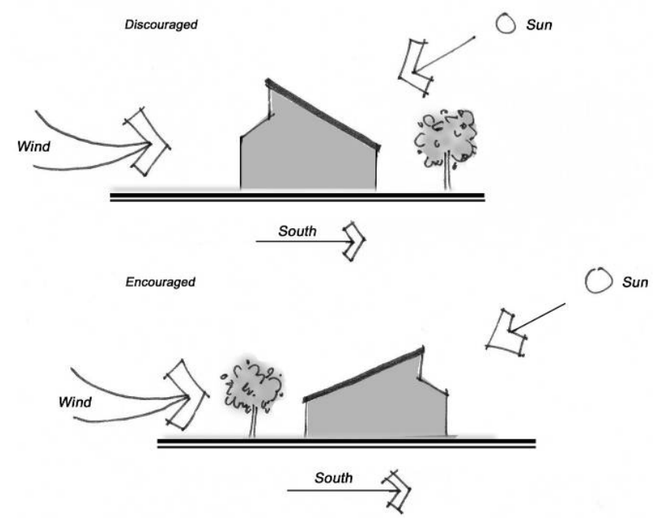
Varied garage placement and orientation



Zero lot line

The siting of homes that respect prevalent environmental conditions—sun, wind, terrain, views, existing drainage, trees, and other vegetation—is encouraged.

Siting of homes that take advantage of appropriate passive solar and wind design techniques so as to achieve an efficiency of energy use is encouraged. Homes should be sited so that south-facing windows are maximized and east- and west-facing glass is minimized.



Homes that are oriented so that a majority of primary living spaces receive sunlight and are positioned to minimize the impact of wind are encouraged.

When siting homes, great care should be taken to provide for view corridors from streets to the desired local views.

Whenever possible, avoid placing lots centered on "T" intersections.

3. Building Footprint Shapes

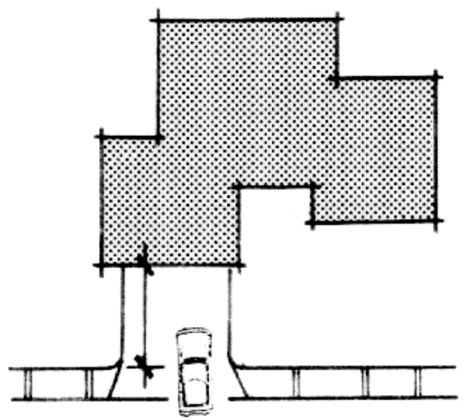
The footprint and roof overhang determine the uniqueness of a residential floorplan and should work together to provide variety and interest along the street.

Creative plan shapes increase the sense of individuality. Plan shapes should vary in both the front and back.

4. Off-Street Parking

Single-family residential developments shall have a minimum of two off-street parking spaces per dwelling unit or as modified by the Zoning Regulations, Chapter 17.25.

There shall be a minimum distance of 20 feet between the garage door and the front property line if off-street parking is to be provided in a driveway. See Zoning Regulations, Table 17.02.030.



A minimum distance of 20 feet between the garage door and the front property line is required by code.

5. Side and Rear Yard Setbacks

To soften the effects of neighborhood massing, rear yard setbacks shall be a minimum of 20 feet or 20% of lot depth. Side setbacks must be a minimum of 5 feet on one side and 10 feet if the side yard faces a street.

Encroachment of patios, heat pumps, air conditioning units, pop-outs, bay windows, fireplaces, and other architectural details may be allowed no closer than 3 feet to the side property line.

6. Streets and Alleys

The proposed circulation system shall respect the hierarchy of street classifications. New project streets shall connect with adjacent existing public streets to form a continuous neighborhood network whenever possible and practical.

Through traffic on minor residential streets should be avoided. Neighborhood street layout should be designed to prevent or discourage the use of local streets as shortcuts for through traffic.

Streets shall be planned to be continuous through adjacent residential developments so as to weave the different subdivisions together and simplify traffic circulation patterns. Modified grid patterns are encouraged.

Streets that run generally east and west are encouraged because they maximize the number of lots with boundaries running north and south, thereby increasing the likelihood and desirability of houses sited with solar access to the south.

The planned layout should minimize the overall length of streets. The length of blocks within single-family subdivisions should not exceed 900 feet and meet minimum City design requirements.

All collector and lower classified streets in excess of 600 feet shall be designed to reduce high speed and cut-through traffic. Such measures may include a modified grid with some curvilinear design combined with traffic circles, landscape planters, on-street parking, small curb radii, stop signs, or other similar devices.

Curvilinear streets, looped streets, circles, and other site-planning devices to reduce a rigid linear character and create an interesting streetscape are encouraged.

Residential street layouts that incorporate alleys with access to rear garages are allowed. Alleys should be at least 20 feet in width. Alleys should not be used for storage or parking. Garbage bins should be stored within the property until trash day, when the bins are allowed to be placed in the alley.

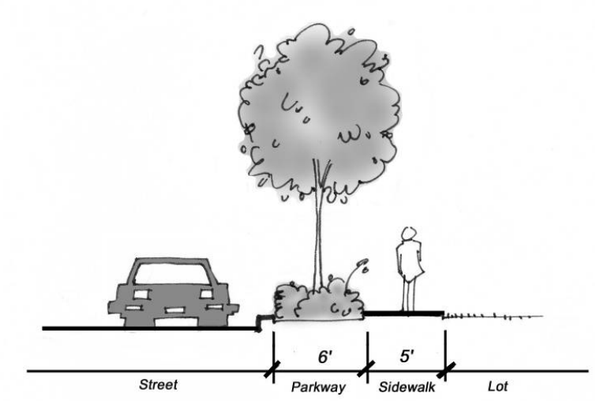
Use traffic circles to reduce high speed.

Alleys with access to rear garages are encouraged.

7. Sidewalks

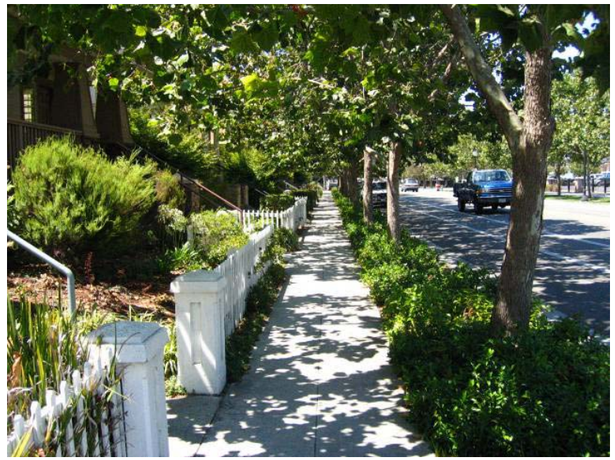
Sidewalks should be provided on both sides of collector and local streets.

Sidewalks should be designed for the ease and convenience of residents and visitors. At a minimum, sidewalks should be 4 feet in width. Sidewalks on collector or higher classified streets are encouraged to be separated from streets by a parkway or planting strip.



Sidewalks separated from streets by a parkway are required.

Common area sidewalks should be safe, visually attractive, and well defined by landscaping and lighting.



Sidewalks separated from streets by a parkway are encouraged.

Decorative paving at intersection crosswalks is encouraged. Corner crossings should be located where there is good sight distance along the road.

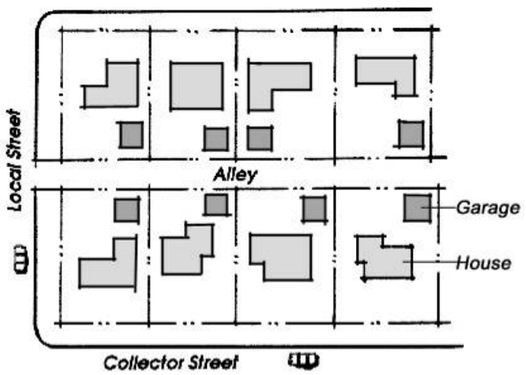
Decorative paving at intersection crosswalks is encouraged.

8. Garage Location

Garage design and location should reduce the visual impact of garage doors along street frontages. Garage doors should not dominate the streetscape.

Garage doors that dominate the streetscape are discouraged.

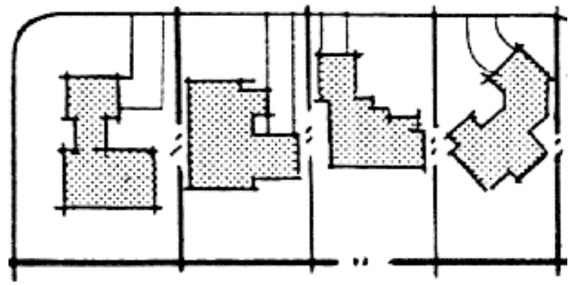
Locating the garage back behind the front facade of the house or locating the garage to the rear of the residence is highly encouraged.



Garages accessed through rear alleys are encouraged.

Locating the garage behind the front facade of the house is encouraged.

Garages that are varied in location are encouraged to provide additional variety and interest to the street.



Varied garage design and location is desirable.

Homes with three-car garages should be designed so that the third garage is architecturally (pier, column wall) separated from the other two garages.

Three-car garages should be designed so that the third garage is architecturally separated.

D. Architectural Guidelines

1. Character-Defining Elements

There is no specific architectural "style" required for residential structures in Live Oak. In general, residential architecture should consider compatibility with surrounding context, including building style, form, size, color, material, and roofline.

Architectural elements should be incorporated into the design of houses through the treatment of windows, doors, entries, porches, balconies, columns, and chimneys.

Architectural elements should create a rhythmic composition, taking into consideration scale, style, and proportion of architectural elements.

Deep-set or pop-out windows and doors, along with other architectural projections and recesses, are strongly encouraged when visible from public streets.

Poorly articulated window design, as shown here, is discouraged.

Pop-out features are encouraged around the exterior of windows and doors.

Arched, bay, projecting, transom, and clerestory windows are appropriate architectural details. Exterior shutters, window balconies, and window grilles are also encouraged.

The entry shall be the focal point through the use of roof elements, columns, porticos, recesses or pop-outs, or other architectural features.

Front porches are encouraged to create an attractive interface with semi-public front yard areas.

This home's design includes numerous architectural elements, including arched and deep-set windows, exterior shutters, window grilles, a balcony, and a front porch entry.

Entries should be the focal point through the use of porticos, pop-outs or other architectural features.

Front porches are encouraged to create an attractive interface with the front yard.

2. Massing

Proposed homes shall be limited to a maximum of two stories or 30 feet above grade. See Table 17.02.030 of the Zoning Regulations.

Two-story residences should contain a single-story element to provide an architectural transition in two-story massing. Architectural elements that facilitate a transition from single- to two-story are encouraged.

These homes feature porches, a single-story element that provides a transition in two-story massing.

The height, mass, and appearance of residential homes shall include some variation to provide visual interest to the streetscape. Vary the articulation of the lower floor of a two-story house by using different textures, materials and/or color.

The height, mass, and appearance of residential homes should include some variation. Use texture and color to vary the articulation of the lower floor of a two-story house.

The same elevation, floor plan, or exterior colors for homes in a subdivision should not be placed side by side unless the elevation is fundamentally different as determined by the Community Development Director or designee. Dwelling units directly across the street from one another, that are the same floor plan, shall use an alternative elevation whenever possible and must utilize a different exterior paint color and roof tile color.

Two-story houses should have a single-story element closest to the front of the house and/or next to the street. Homes that express a two-story element over a garage that projects out from the main body of the home are discouraged.

Two-story houses should have a single-story element closest to the front of the house.

Avoid creating a two-story structure where window placement/design at rear half of upper floor may directly overlook into neighboring backyards. Privacy is encouraged as much as possible.

3. Building Facade

Building facades shall be varied to create variety and visual interest. Variation in building facades shall be addressed by providing elevations that are broken with reveals, trim elements, and other architectural treatments.

Long, unbroken facades are prohibited. Building masses broken up by stepping back from front and rear minimum setbacks or by using fenestration or similar architectural treatments are encouraged.

This house's front facade appears varied, creating variety and visual interest, and is broken up by setbacks, fenestrations, and architectural elements.

4. Roof Articulation

Variation in ridgeline height and alignment should be utilized to create visual interest.

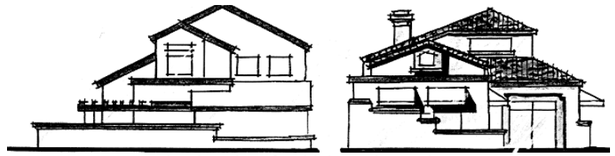
Vary ridgeline height and alignment to create visual interest.

Full, sloped roofs (hip or gable) are strongly encouraged. Flat roofs appropriate to the style or architecture may be considered acceptable.

Full sloped hip and gable roofs are strongly encouraged.

Roof articulation may be achieved by changes in plane of no less than 2 feet and the use of traditional roof forms such as gables, hips, and dormers.

Second-story roof plane lines stepped back from the first-story elevations to reduce building mass are strongly encouraged.



Multi-planed roofs add desired articulation.

5. Materials/Colors

Use materials, color, and other architectural treatments to create visual unity, continuity, and an identifiable character.

Exterior materials and architectural details should complement each other. For example, heavy materials should appear to support lighter ones.

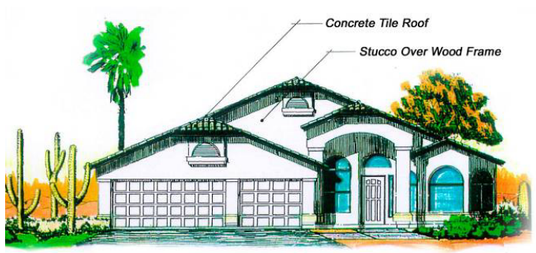
Heavy materials should appear to support lighter materials.

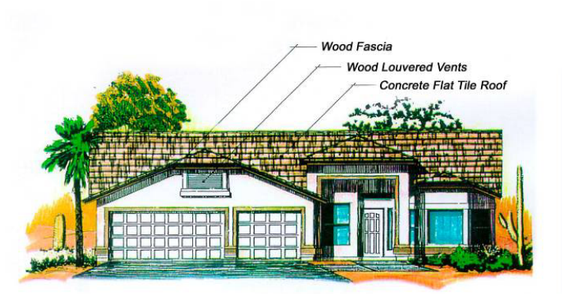
Acceptable exterior building materials may include brick, masonry, stucco, adobe, stone, and wood.

Use of wood (or similar) as trim or accent material is encouraged. Wood products should be of sufficient quality and should be substantial in proportion and appearance.

The use of wood as trim or accent material is encouraged.

Acceptable roof materials include composition, clay tile, slate, or flat concrete tile. Combustible materials are prohibited.





Roof materials should exhibit muted earth-tone colors. Roof material palettes should contain more than one color to achieve a multicolored appearance throughout the subdivision. A wide variety of roof colors throughout the neighborhood is encouraged.

Exposed gutters and downspouts, unless designed as an outstanding architectural feature of the overall theme, should be colored to match fascia or wall material.

Colors should be non-reflective in muted tones that recall the hues of the ground plane, surrounding earthforms, and plant materials. The use of bright and primary colors is discouraged.

The roofs on these houses feature a variety of muted earth-tone colors.

Colors should be non-reflective, in muted tones that recall the hues of the surrounding environment.

6. Miscellaneous Items

The design of ancillary structures should be architecturally tied with the main structure through the use of the same architectural treatment when visible from the public street.

Vents and flues should be located to occur on the least prominent side of the ridgeline whenever possible and should be painted to match the color of the roof.

Outdoor lighting used for security, landscaping, or building illumination should be shielded so as not to reflect onto adjacent homes or streets.

E. Landscaping Guidelines

1. General Design Guidelines

Landscaping should be used to frame, soften, and embellish the quality of the residential environment and to buffer units from noise or undesirable views.

The builder is responsible for providing landscaping in all planted areas within the front yards of single-family detached house lots. This landscaping should include trees and/or shrubs as well as groundcover. The Community Development Director may adjust this guideline in accordance with lot size.

The State of California Water Efficient Ordinance is hereby adopted by reference.

The use of drought-tolerant trees, shrubs, and groundcovers is encouraged. Drought-tolerant plants are acclimated to the weather and soil conditions of the area and therefore have a higher transplant success rate and require less maintenance.

Limit turf areas used in conjunction with other landscaping design elements to a maximum of 25%. Reduction in turf reduces maintenance time and expense.

Drought-tolerant plants are encouraged.

Turf areas used in conjunction with other landscaping elements should be limited.

All right-of-way landscaping should utilize low-water-use plant material whenever feasible, with a view toward ease of maintenance.

Inorganic landscape features, such as granite groundcovers and boulders, should be limited to materials indigenous to the area or to materials similar in color and appearance to these materials.

Irrigation should be designed so overspray does not occur.

Landscaping should tie into existing streetscape and public rights-of-way, utilizing similar plant varieties.

Landscaping should tie into existing streetscape and public rights-of-way, utilizing similar plant varieties.

F. Wall Design

1. Perimeter Walls

Perimeter walls should be designed in such a manner as to create an attractive appearance to the street and to complement the style and character of the homes and the neighborhood.

Perimeter walls should be designed to create an attractive appearance to the street and to complement the style and character of the homes and neighborhood.

Perimeter walls should be architecturally enhanced and should use materials and colors that complement the project's architecture.

Perimeter walls should be architecturally enhanced and use materials and colors that complement the project's architecture.

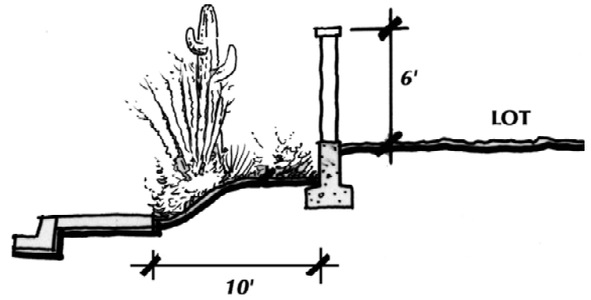
Plain concrete walls not otherwise articulated by form, materials, or alignment are not permitted.

Plain concrete walls and razor wire is prohibited.

The proportion, scale, and form of the walls adjacent to homes should be consistent with the building's design.

The maximum height of any perimeter wall or fence in the rear and side yards should be 6 feet measured from the high side elevation. Specialty walls such as screen walls, sound walls, and retaining walls should have a maximum height dependent on necessity and location.

Rear yard and interior side yard walls shall be no higher than 6 feet.



Maximum heights are measured from the high side finished elevation.

Perimeter walls adjacent to major arterials are required to be of masonry construction and should have a minimum 10-foot landscaped setback.

Perimeter walls adjacent to major arterials must be of masonry construction and should have a minimum 10-foot landscaped setback.

All walls should be designed to be compatible with the total surrounding environment and should not block natural views.

Whenever possible, homes adjacent to common open space areas should have wrought iron grillwork and view fences to provide visual access to open space.

Homes adjacent to common open space should have wrought iron grillwork and view fences to provide visual access to open space.

Perimeter walls should incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls.

Long continuous perimeter walls are discouraged. Perimeter walls should be broken up by pillars or staggered setbacks. The maximum run of a perimeter wall without pilasters or variation should be 50 feet.

Perimeters walls should incorporate various textures, staggered setbacks, architectural elements, and variations in height in conjunction with landscaping to provide visual interest and to soften the walls' appearance.

Wall design shall employ, at a minimum, 12-inch vertical and horizontal plane undulations per every 50 feet. The use of wall pilasters for this purpose is required.

Walls and fences should not be used as community barriers to open space. Open space must exhibit some "window" upon the greater neighborhood. Walled-in open spaces are not desirable.

Sound walls, if required, shall not be any higher than is absolutely necessary to adequately abate the adjacent noise.

2. Interior Side Yard and Rear Yard Walls

Side yard and rear yard walls shall be no higher than 6 feet, measured from the finished grade high side elevation. Front yard party walls shall be a maximum height of 3 feet. See Zoning Regulations, 17.24.020

Interior side yard walls should be constructed of wood, masonry or masonry and wrought iron for view purpose, consistent with the materials and architecture of homes.

G. Traditional Neighborhood Design Guidelines

1. Introduction

Through the first quarter of this century, the United States was developed in the form of compact, mixed-use neighborhoods. This pattern began to change with the emergence of modern architecture and zoning and ascension of the automobile. After World War II, a new system of development was implemented nationwide, replacing neighborhoods with a rigorous separation of uses that has become known as conventional suburban development, or sprawl.

Traditional Neighborhood Design is a reaction to sprawl. Traditional Neighborhood Design is based on the belief that a return to traditional neighborhood patterns is essential to restoring functional, sustainable communities. Traditional Neighborhood Design (a.k.a., neotraditional design, transit-oriented development, or new urbanism) has specific development characteristics that result in pedestrian-friendly communities.

Although the following set of guidelines is contained in this chapter (Single-Family Detached Residential), it is not intended that all residential development must comply with these guidelines. The guidelines contained in this section are intended to provide alternative design concepts to more conventional design solutions.

2. Key Guiding Principles

Traditional Neighborhood Design is guided by key guiding principles, which are listed below:

- Community size should be designed so that housing, jobs, daily needs, and other activities are within easy walking distance of each other.
- As many activities as possible should be located within easy walking distance of transit stops.

- A community should contain a diversity of housing types to enable citizens from a wide range of economic levels and age groups to live within its boundaries.

- The community should have a center focus that combines commercial, civic, cultural, and recreational uses.

- The community should contain an ample supply of specialized open space in the form of squares, greens, and parks whose frequent use is encouraged through placement and design.

- Streets, pedestrian paths, and bike paths should contribute to a system of fully connected and interesting routes to all destinations. Their design should encourage pedestrian and bicycle use by being small and spatially defined by buildings, trees, and lighting and by discouraging high-speed traffic.

- Wherever possible, the natural terrain, drainage, and vegetation of the community should be preserved with superior examples contained within parks or greenbelts.

- The street orientation, the placement of buildings, and the use of shading should contribute to the energy efficiency of the community.

The following Traditional Neighborhood Design guidelines seek to create neighborhoods that are compact, pedestrian-friendly, and transit-friendly. The following guidelines are organized into three basic subsections: site planning, circulation, and architecture.

3. Site Planning

Neighborhoods should include various types of street hierarchies that provide equitably for pedestrian comfort, multimodal transportation, and vehicular movement.

The neighborhood should have a discernible center, which is often a shared open space and may include a transit stop located at the center.

Most of the dwellings should be within a comfortable walking distance of the center. A five-minute walk or an average of roughly 1,500 feet has been determined to be a comfortable walking distance.

There should be a variety of housing types to meet the needs of the citizens of Live Oak.

A neighborhood should have a discernable center, such as this shared open space. Most of the neighborhood's dwellings should be within easy walking distance to the center.

There should be retail shops and offices, within walking distance, of sufficiently varied types to supply the weekly needs of a household.

Residences and other structures should be sited to define the street environment and the transition between public and private space. Buildings in the neighborhood should be placed close to the street, creating a strong sense of place.

All buildings should be oriented to the adjacent street grid except for flag lots. The narrowest part of the flag lot (pole portion) should be a minimum of 20 feet in width. Variations may be considered if they result in an improved relationship of building to street and open space.

All buildings, excluding those on flag lots, should be placed close to the street and oriented to the adjacent street grid.

4. Circulation

Streets should be designed to balance multiple purposes such as automobile traffic, transit, pedestrian and bicycle activities, and streetscape.

Streets should look inhabited through the presence of street trees and parkways, pedestrian-scale lighting, separated sidewalks, on-street parking, and appropriate relationships between the street width, setbacks, and adjacent residential building heights.

Pedestrian access to schools, shopping, and public transportation should be convenient. Pedestrian, bicycle, and vehicular conflicts should be minimized.

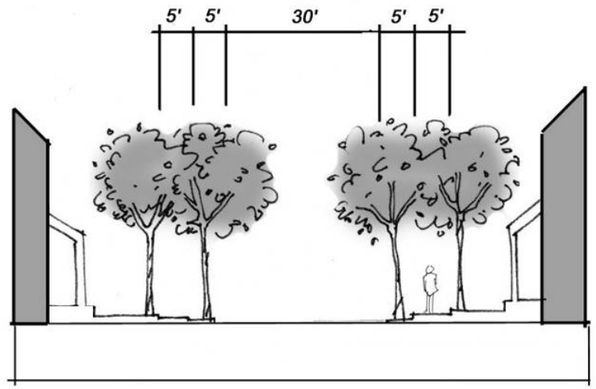
Local streets should be designed with a 25- to 30-foot paved curb-to-curb section. A 36 foot width is appropriate when on-street parking is provided.

The streets should be as narrow as possible and shaded by rows of trees. This slows traffic, creating an environment suitable for pedestrians and bicycles. The applicant may need to seek a modification of City engineering standards.

Narrow tree-lined street

Street trees, pedestrian-scale lighting, a separated sidewalk, and on-street parking help to inhabit this street.

Streets bordered with minimum 5-foot parkways/planter strips and a minimum 5-foot sidewalk are encouraged.



The streets should be relatively narrow and shaded by rows of trees.

Streets should provide access to all tracts and lots. T-turnarounds, cul de sac's (not more than 10% of all street lengths) and/or dead-end streets should be discouraged, except where the location or configuration of the parcel to be subdivided will not permit a through street to be used or a significant natural or cultural feature can be more effective if preserved.

The streets within the neighborhood should be connected networks, providing a variety of pedestrian and vehicular routes to any destination, which disperses traffic.

To avoid garages fronting along the street, they should be recessed behind the dwelling or accessed through an alley.

III. MULTI-FAMILY RESIDENTIAL GUIDELINES

A. Introduction

The multi-family design guidelines are intended to foster quality developments and to provide a pleasant residential environment within the context of higher density.

The multi-family design guidelines are developed to supplement the Live Oak Zoning Regulations for development in the R-3 (Medium Density Residential) and R-4 (Multiple Family Residential) zone districts.

Multi-family buildings in Live Oak should contribute to the sense of community by carefully relating to the scale and form of adjacent properties and by designing street frontages that create architectural and landscape interest for pedestrians and neighboring residents. As defined for purposes of this section, multi-family includes all attached dwelling units. Cluster townhomes and attached court-homes are considered multi-family units. Garden apartment complexes are also included as multi-family.

B. General Project Considerations

a. All new multi-family development in Live Oak should be compatible with the character of existing quality development and should respect the context of project sites.

b. Existing site amenities should be preserved and incorporated within new multi-family projects whenever feasible.

c. Views, mature trees, and other vegetation unique to the site should be preserved and incorporated into development proposals whenever possible.

d. New landscaping should complement existing landscape materials, location, and massing on adjacent established developments where appropriate.

Multi-family residential development

C. Site Planning

1. Building Orientation and Massing

a. Buildings should be generally oriented parallel to streets with varying setbacks to provide visual interest and varying shadow patterns.

b. Buildings should be oriented to promote privacy from other units to the greatest extent possible.

c. Clustering of multi-family units should be a consistent site-planning element. Large projects should be broken up into groups of structures. Continuous elements of various heights in building clusters are encouraged.

Units clustered to appear as one large continuous element are undesirable.

2. Parking/Vehicle Circulation

a. There are generally three means of accommodating parking: parking along entry drives, small parking lots, and garages within multi-family residential buildings. Projects with either long, monotonous parking drives or large, undivided parking lots are not recommended.

b. Parking lots should be treated as an important public space whose character is clearly and coherently delineated by landscaping, lighting, building massing, and pedestrian/vehicular circulation.

c. Multi family parking lots should be screened from public view by placing buildings in front of them.

Large expanses of parking are discouraged.

Landscaped parking courts and small clusters of parking spaces are encouraged.

d. Where garages are utilized, garage doors should appear set into walls rather than flush with the exterior wall. Their design should be simple and unadorned.

e. Carports and detached garages shall be designed as an integral part of the architecture of projects. They should be similar in material, color, and detail to the buildings of a development. Flat metal roofs are prohibited, unless they are articulated to contain similar elements found in the buildings they serve.

f. Fabric and prefabricated metal carports are strongly discouraged. Carports may be designed as pergolas as long as they are designed and planted in such a way that the vine will act as a full-coverage roof for the structure.

Carports should be designed as an integral part of projects.

3. Site Entries

a. The site entry driveway location should be coordinated with existing or planned median openings. Driveways should also line up with driveways on the opposite side of the public roadway.

b. Vehicular entries provide a good opportunity to introduce and identify multi-family developments. The site entry should be treated with special landscape elements that will give individual identity to the project (specimen trees, shrubs, flowering plants, etc.).

c. Special entry features, such as entrance paving, landscape treatment, planters, special wall treatment, gates, specialty lighting, and any other entry features, should be used to generate visual interest at entries.

d. The main site entry design should incorporate rough-textured concrete, textured paving, or interlocking pavers to delineate the site.

Special entry features such landscaping and signs are encouraged.

An attractively designed pedestrian entry gate

4. Pedestrian Circulation

a. All multi-family developments should incorporate pedestrian connections to adjoining residential, commercial projects, and other compatible land use facilities.

b. Gated pedestrian access is discouraged. If gates are used at multi-family building entries, they should be attractively designed as an important architectural feature of the building or complex.

c. All multi-family developments should incorporate pedestrian path connections between parking lots and on-site amenities.

Pedestrian path connection that is landscaped and well lit.

5. Land Use Buffering

a. New multi-family residential development should respect the development in the immediate area through the use of setbacks, complementary building arrangements, and avoidance of overwhelming building scale and visual obstructions to views.

b. Appropriate setbacks and landscaping should be used to buffer the edges of multi-family projects and adjacent land uses.

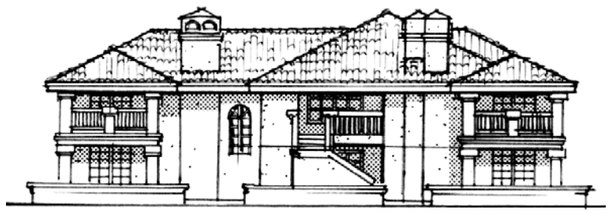
The new apartment complex on the left does not complement the scale of existing structures on the right.

D. Architectural Guidelines

1. General Guidelines

a. The maximum number of attached units per building should be eight. Variations with mixtures of six, seven, and eight units per structure are encouraged and should be developed throughout a project. If this cannot be attained, the structure should appear to be broken into smaller unit sizes.

b. Boxy and monotonous facades and large expanses of flat wall planes are strongly discouraged.



Attached units that appear as one large custom home are desirable.

c. All mechanical equipment, whether mounted on the roof or the ground, should be screened from public view. Utility meters and equipment should be placed in locations that are not exposed to view from the street or should be suitably screened. All screening devices are to be compatible with the architecture and color of the adjacent structures.

d. Simple, clean, bold projections of stairways are encouraged to complement the architectural massing and form of the multi-family structure.

e. Stairways should be of smooth stucco or plaster, with accent trim to match the main structure. Thin-looking, open metal, prefabricated stairs are discouraged.

Appropriate design of stairway

2. Character-Defining Elements

a. There is no particular architectural style proposed for multi-family residential structures in Live Oak. The primary focus should be on constructing a high-quality residential environment.

b. A visual balance or rhythm should be created by the dimensional ratio of multi-family buildings, their parts, and spaces around them.

c. Architectural elements such as bays, bay windows, recessed or projecting balconies, verandas, , porches, patios and other elements that add visual interest, scale, and character to the neighborhood are needed. These elements are required to break up large wall masses, offset floor setbacks, and add human scale to structures.

Projecting balconies and changes in color and material add interest and break up large facades.

3. Building Scale and Height

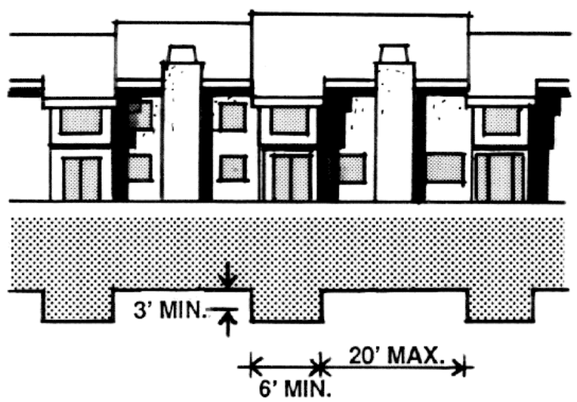
a. The scale of these projects should be considered within the context of their surroundings. Structures with greater height may require additional setbacks so as not to dominate the character of the neighborhood. Large projects should be broken up into groups of structures.

b. Building heights should be varied and building facades should provide relief to offset and give the appearance of a collection of smaller structures.

c. Multi-family residential buildings should incorporate at least one of the following:

- A change in wall plane of at least 3 feet for at least 20 feet for each two units.

- For each dwelling unit, at least one architectural projection not less than 3 feet from the wall plane and not less than 6 feet wide should be provided. Projections should extend the full height of single-story buildings, at least one-half the height of a two-story building, and two-thirds the height of a three-story building.



Architectural projections

d. Awnings, moldings, pilasters, and comparable architectural embellishments are encouraged. Arcades and other types of overhangs should be used to provide a human-scale relationship between facade and sidewalk.

e. In some cases, it may be desirable to step back the upper stories of new multi-family buildings in order to scale down facades that face the street, common space, and adjacent residential structures.

Architectural embellishments add interest and variations in the facade give the appearance of a collection of smaller structures.

4. Materials/Colors

a. Building materials should be durable, require low maintenance, and relate a sense of quality and permanence. Frequent changes in materials should be avoided.

b. The building and its elements should be unified by textures, colors, and materials.

c. Exterior columns for trellises, porches, or colonnades should utilize materials and colors that are compatible with the adjacent building.

d. Color is an important element in establishing the character of a structure's design. The predominant color

of the dwelling units and accessory structures should be a muted neutral tone.

e. Materials such as brick, stone, copper, etc., should be left in their natural colors.

f. Bright or intense colors should be reserved for more refined or delicate detailing, such as grillwork, as well as for more transient features such as awnings, signs, and utility doors.

5. Roofs

a. Rooflines should be segmented and varied within an overall horizontal context. Varying heights are encouraged.

b. Combinations of one- and two-story units create variation and visual interest and are encouraged.

c. Hipped or gabled roofs covering the entire mass of a building are preferable to mansard roofs or segments of pitched roof applied at the structure's edge.

d. Use of vertical elements such as towers may be used to accent the predominant horizontal massing and provide visual interest.

e. Roofs should reflect a residential appearance through pitch and use of materials. Flat roofs are discouraged in favor of full roofs.

f. Carport roofs should incorporate roof slope and materials to match adjacent buildings. Flat carport roofs appear to be an afterthought and are discouraged.

E. Landscape Guidelines

Attractive landscaping unifies a housing development.

1. General Guidelines

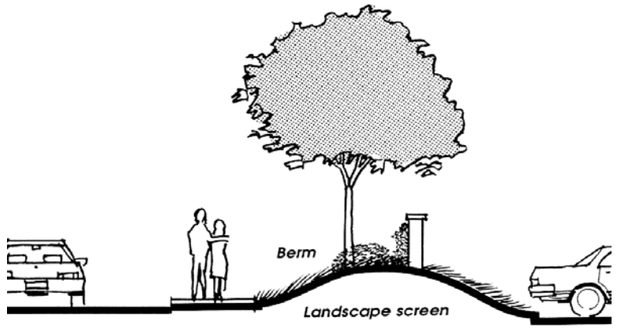
a. Landscaping should be used as a unifying element within a project to obtain a cohesive appearance and to help achieve compatibility of a new project with its surroundings.

b. Landscaping should emphasize water-efficient plants. Native and drought tolerant plants should be the landscape concept for the City of Live Oak.

c. The following planting design concepts are encouraged within each multi-family residential project:

- Use planting to create shadow and patterns against walls.
- Use planting to soften building lines and emphasize the positive features of the site.
- Use trees to create canopy and shade, especially in parking areas and passive open space areas.
- Use berms, plantings, and walls to screen parking lots, trash enclosures, storage areas, utility boxes, etc.

d. Landscaping should be protected from vehicular and pedestrian encroachment by raised planting surfaces and the use of curbs.



Provide berms to screen parking lots.

e. Landscaped areas shall not obstruct visibility of motorists or pedestrians in the vehicular and pedestrian travelways.

f. Landscaped areas should provide sufficient clearance to fire protection features (i.e., connections, hydrants, and backflow preventers). In areas where hydrants are located, the lower canopy height of trees should be a minimum of 6 feet and the clearance radius around the hydrant should be a minimum of 3 feet.

2. Landscaped Area Ratio, Spacing, and Size

a. All areas not covered by structures, drives, parking, or hardscape shall be appropriately landscaped with a variety of materials.

b. Plant materials should be placed so that they do not interfere with lighting of the premises or restrict access to emergency equipment such as fire hydrants or fire alarm boxes.

c. Trees or large shrubs should not be planted under overhead lines or over underground utilities if their growth might interfere with such public utilities.

d. Trees and large shrubs should be placed as follows:

- All perimeter trees planted at 30 feet on center
- Parking lots to achieve 50% shade coverage in 15 years.

3. Wall Design

a. Perimeter walls should be designed in such a manner as to create an attractive appearance to the street and to complement the style and character of the multi-family developments in the area.

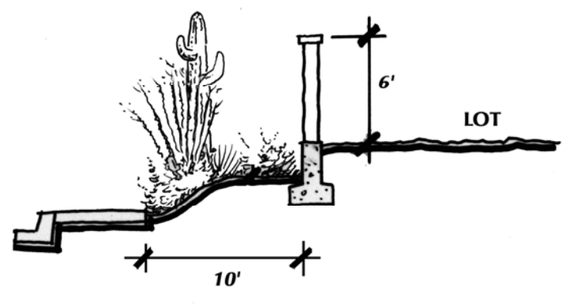
b. Perimeter walls should be architecturally enhanced and should use materials and colors that complement the project's architecture.

c. Plain concrete or unfinished concrete block walls not otherwise articulated by form, materials, or alignment are strongly discouraged.

Wall materials, proportion and scale should compliment building design.

d. The proportion, scale, and form of the walls adjacent to residential units should be consistent with the building's design.

e. The maximum height of any perimeter wall or fence in the rear and side yards should be 6 feet measured from the high side elevation. Specialty walls such as screen walls, sound walls, and retaining walls should have a maximum height dependent on necessity and location.



Maximum heights are measured from the high side elevation.

f. Perimeter walls adjacent to major roads are required to be of masonry construction and should have a minimum 10-foot landscaped setback. Further, the maximum length of a wall without pilasters or variation should be 50 feet.

g. All walls should be designed to be compatible with the total surrounding environment and should not block natural views.

h. Whenever possible, residential units adjacent to common open space areas should have wrought iron grillwork and view fences to provide visual access to open space.

i. Perimeter walls should incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls.

j. Long continuous perimeter walls are discouraged. Perimeter walls should be broken up by pillars or staggered setbacks. The maximum run of an unbroken perimeter wall should be 50 feet.

k. Wall design shall employ, at a minimum, 12-inch vertical plane undulation per every 50 feet. The use of wall pilasters for this purpose is highly recommended.

l. Walls and fences should not be used as community barriers to open space. Open space must exhibit some "window" upon the greater neighborhood. Walled-in open spaces are not desirable.

m. Sound walls shall not be any higher than is absolutely necessary to adequately abate the adjacent noise.

F. Miscellaneous Subjects

1. Trash and Storage Areas

a. Trash bins shall be in accordance with the Zoning Regulations found in Chapter 17.29. Trash enclosures for multi-family housing should be located within a 6-foot masonry structure or other approved solid trash enclosure. Gates should be self-locking and should be constructed of solid metal, painted to match adjacent building design.

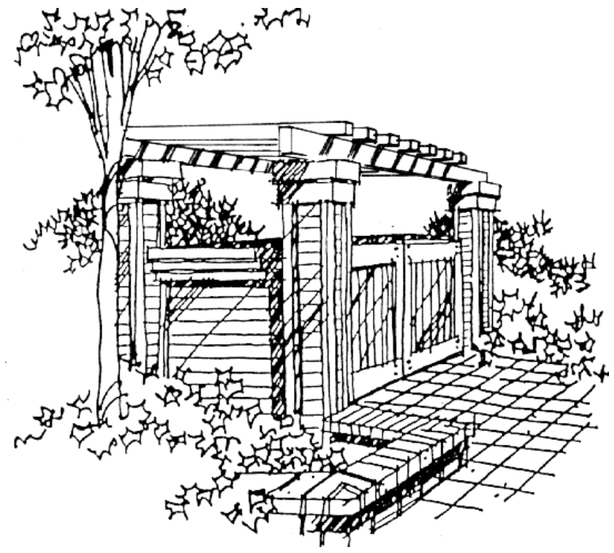
b. Trash enclosures should be well screened with landscaping and fortified so as to protect adjacent uses from view and odors. All trash enclosures should be covered with a trellis when within 25 feet of a second-story structure.

c. Landscaping and architectural screening elements should be constructed of the same materials and finishes as the primary building.

d. Trash enclosures should be located inside parking courts or at the end of parking bays.

e. Trash receptacles should be adequately located so as to provide refuse disposal vehicle access and not conflict with parking or through traffic.

Trash enclosures should complement the architecture of the main building.



2. Support Facilities

All support structures within multi-family residential developments (e.g., mail center, laundry facilities, recreation buildings, and sales/lease offices) should be compatible in architectural design with the rest of the complex.

Support facilities that are compatible in architectural design with the rest of the complex are desirable.

IV. General Commercial Guidelines

A. Introduction

This chapter provides design guidelines and concepts that are applicable to commercial projects in Live Oak, including retail, service, and office uses, to ensure the creation of good community design and quality development.

It should also be noted that the general commercial guidelines found in this chapter will also be utilized for review of the special use projects found in Chapter VI, Special Consideration Commercial Guidelines.

Neighborhood commercial center

B. Site Planning

1. Land Use Buffering

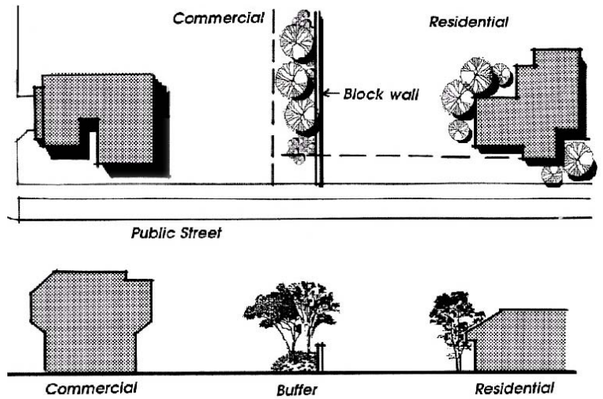
a. Loading areas, access and circulation driveways, trash and storage areas, and rooftop equipment should be located as far as possible from adjacent residences and properly screened from view.

b. Nonresidential uses should be separated from residential uses as is necessary to maintain a stable living environment for the residents. This separation may be achieved with distance between buildings, masonry walls, landscaping, berms, building orientation, and activity limitations.

Landscaping is an effective buffer between land uses.

c. When adjacent commercial and residential uses can mutually benefit from connection, appropriate linkages (e.g., walkways, common landscape areas, building orientation, and unfenced property lines) are recommended.

d. Trees should be planted no further apart than 40 feet on center, but may be required to be planted closer together depending on species, to screen parking lots and large commercial building walls in order to provide a visual barrier between commercial and residential uses.



Required commercial/residential buffer

2. Building Siting

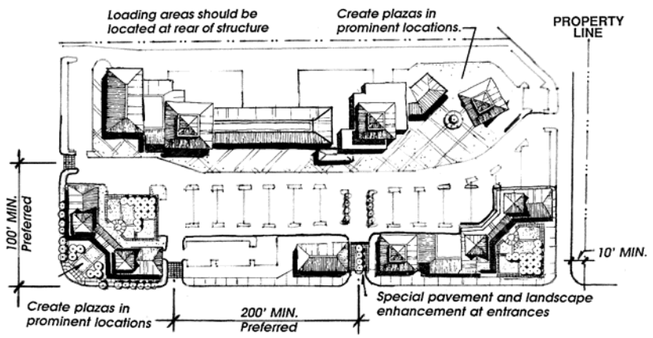
a. On all multi-building commercial sites, over 10 acres, a minimum 15% of the total building frontage (of the entire project) should be located at the front setback line to strengthen the street wall.

b. Corner buildings should have a strong tie to the setback lines of each street. Angled or sculpted building corners or open plazas are encouraged at corner locations.

Building located at the front setback line and attractive promenade located in front of shops.

c. On larger commercial sites over 5 acres, multiple buildings should be clustered to augment pedestrian activity. Plazas and pedestrian walkway areas are required within shopping centers.

d. When clustering of buildings is impractical, a visual and physical link should be established between buildings. These links can be accomplished through architecture, landscaping, and/or site planning.



Open plazas are encouraged at corner locations.

3. Site Utility and Mechanical Equipment

a. Utility and mechanical equipment (e.g., electric and gas meters, electrical panels, junction boxes) should be screened from view of public streets and neighboring properties and nearby noncompatible uses.

b. Mechanical equipment should be concealed by building elements that were designed as an integral part of the building design, unless local utilities prohibit this practice.

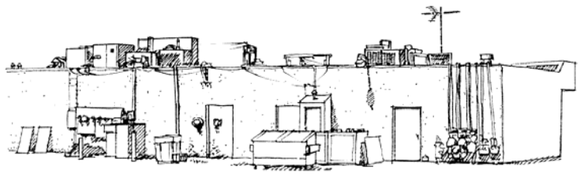
c. Mechanical equipment should be located and operated in a manner that does not subject adjacent occupants and activities to noise that is disturbing by virtue of its volume or nature.

d. All trash enclosures and garbage bins should be screened from public view as much as possible.

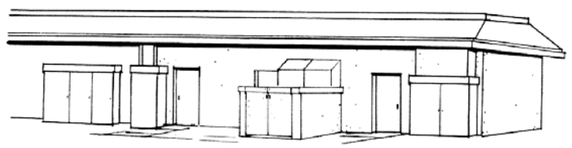
e. Trash enclosures should be located away from sensitive uses to minimize nuisance for the adjacent property owners.

f. All trash enclosures should be located outside the minimum setback requirements when they are located adjacent to residential units, open spaces, schools, and any other sensitive uses.

g. Trash enclosures should be constructed with masonry walls and metal doors and should be architecturally compatible with the project.



Unscreened rooftop equipment and utilities are strongly discouraged.



Screened equipment and screened utility meters are required.

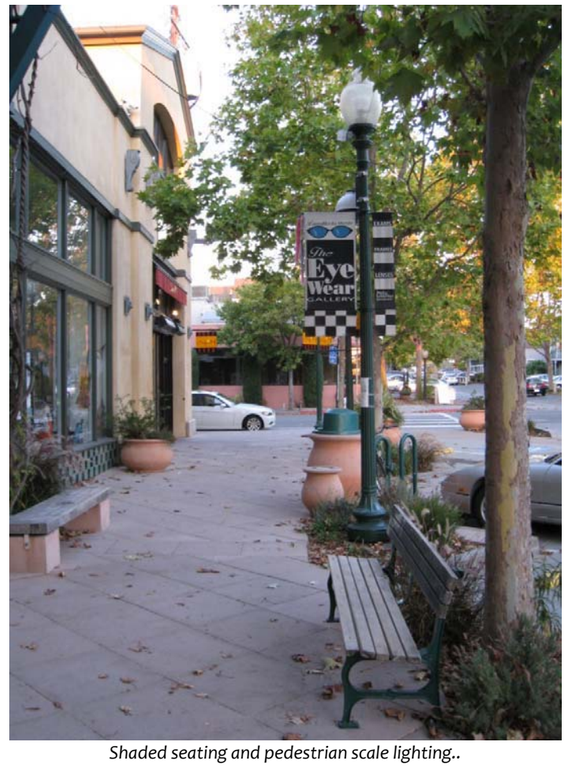
4. Site Amenities

a. Site amenities form elements of commonality, which help to establish the identity of a commercial area and provide comfort and interest to its users. Individual site amenities within a commercial setting should have common features, such as color, material, and design, to provide a cohesive environment and a more identifiable character.

b. Seating is an important amenity that should be provided throughout Live Oak's commercial areas. Seating in the public right-of-way and on private property should coordinate with other streetscape furnishings.

c. Walls and fences are generally used for security purposes, to define ownership, to mitigate nuisances such as noise, and to screen areas from public view. Walls and fences should be kept as low as possible while performing their functional purpose.

d. Landscaping should be used in combination with walls to soften otherwise blank surfaces. Vines planted on walls are strongly encouraged to hide flat wall surfaces and to help reduce graffiti.



Shaded seating and pedestrian scale lighting..

e. Pedestrian-scale outdoor lighting is strongly encouraged. The style and color of lighting should relate to the overall architectural design of the primary commercial structure.

f. Bollards are intended to separate pedestrians from vehicular traffic areas and to light sidewalk surfaces. Bollard design should coordinate with other streetscape furnishings. In locations where emergency access may be necessary, removable bollards are encouraged.

g. Trash receptacle design should coordinate with other streetscape furnishings.

h. Pots and planters should be located where pedestrian flow will not be obstructed.

i. Pots and planters should be durable and have natural color tones that complement the adjacent structures.

Compatible tree grate and guard are desirable.

j. Directories should be provided near pedestrian entrances of commercial centers to assist visitors in orienting themselves.

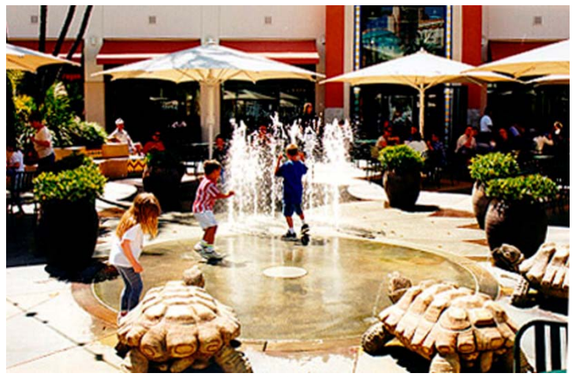
k. Kiosks that serve as information booths and/or shelter for small vendors are encouraged. Kiosks should be located where pedestrian flow will not be obstructed.

l. Bicycle racks should be selected that are durable and visually subdued. Based on their performance, loop racks and ribbon bars are encouraged and should be sized according to parking requirements.

m. The design of newspaper boxes should be consolidated into one rack. The rack should be attractive on all sides and properly anchored.

n. Bus stops should be as transparent as possible to increase unobstructed visibility from the ground level up in all directions.

o. Visual features, such as fountains, should be incorporated into commercial developments to attract pedestrians.



Fountains attract people..

C. Architectural Standards

1. Building Form and Mass

a. Height and scale of infill developments should complement existing adjacent structures while providing a sense of human scale and proportion.

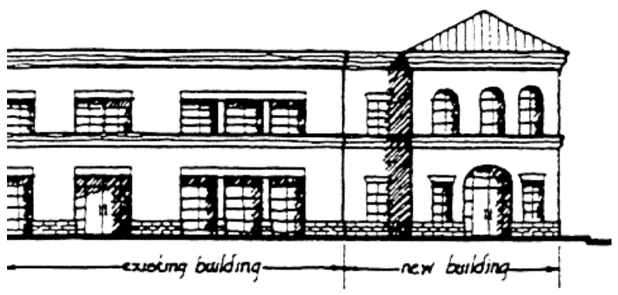
b. New structures should be designed to avoid blank facades, instead providing storefront windows, doors, entries, transoms, awnings, cornice treatments, and other architectural features designed to add visual interest.

c. Building mass/height should relate to adjacent sites to allow maximum sun and ventilation, as well as protection from prevailing winds, and to enhance public views and minimize obstruction of views from adjoining structures.

d. Building heights should vary so that the building appears to be divided into distinct components.

2. Facade Proportion

Whenever a building is proposed, the facade should be broken down into a series of appropriately proportioned structural bays or components typically segmented by a series of columns, masonry piers, or other architectural treatments.



New buildings should be consistent in form and height.

3. Wall Articulation

a. Long, blank, unarticulated wall facades that face public view are discouraged and should be divided into a series of structural bays (e.g., characterized by masonry piers that frame window and door elements).

b. Monolithic wall facades should be "broken" by vertical and horizontal articulation (e.g., sculpted, carved or penetrated wall surface defined by recesses and reveals) characterized by: (a) breaks (reveals, recesses) in the surface of the wall itself; or (b) placement of window and door openings; or (c) the placement of balconies, awnings and canopies.

c. Storefronts with no windows and small doors are strongly discouraged. Large window and door openings on commercial storefronts are very desirable, as they are more inviting. Commercial storefronts should exhibit a minimum of 45% void (openings) to 55% solid (wall) ratio.

d. Flat, monolithic facades are strongly discouraged. A building facade shall employ both vertical and horizontal articulation. To ensure a minimal amount of horizontal articulation/undulation, no building wall on the primary building façade shall run more than 50 feet without employing one or more of the following:

- A 12-inch offset in wall plane
- A column or pier at least 1 foot wide and 8 inches deep
- A building corner or projection

Wall facades employing both vertical and horizontal articulation.

Gabled and hipped roofs.

4. Roofs

a. Full gabled, hipped, and shed roofs are encouraged.

b. Continuous mansard roofs or tacked-on brow mansard roofs are discouraged.

c. Long, unbroken, monotonous, horizontal rooflines are strongly discouraged. No roofline ridge or parapet shall run unbroken for more than 75 feet. Vertical or horizontal articulation is required.

d. Radical roof pitches that create overly prominent or out-of-character buildings such as A-frames, geodesic domes, or chalet-style buildings are discouraged.

e. The visible portion of sloped roofs should be sheathed with a roofing material complementary to the architectural style of the building and other surrounding buildings.

f. Interior rooftop access is encouraged.

g. Cornice lines of new buildings (horizontal rhythm element) should be aligned with buildings on adjacent properties to avoid clashes in building height.

h. Shade is an important and desirable feature. Roof overhangs which create useable shade on sidewalks areas are desirable. Clipped rooflines, which do not extend outward from the exterior walls, are discouraged in Live Oak.

5. Materials/Colors

a. Materials that contribute to good quality architecture are as follows:

- Stucco, smooth, sand, or light lace finish
- Clay or concrete roof tiles
- Native fieldstone
- Sandstone and flagstone
- Brick, as an accent material
- Wrought iron (rust-proof; anodized aluminum)
- Tile, as an accent material
- Slumpstone garden walls
- Split-face concrete block
- Wood
- Slump block (for building walls)
- Metal accents

A variety of high quality and attractive materials and accents.

b. Materials that detract from quality architecture are as follows:

- Wood shingle on walls
- Log cabin look
- Plywood siding, including T-111
- Plastic tile
- Pipe railings
- Metal/concrete stairs
- Precision architectural concrete block
- Unlimited, bare aluminum window frames
- Faux rock work applied vertically on walls. Horizontal, or structural appearance is acceptable (see Applebee's example below)

c. Color is one of the primary theme-conveying elements. In general, building background wall colors that are bright and reflective are discouraged.

d. Primary colors used on accents may be used to impart a festive quality to the buildings, especially in commercial areas.

e. Franchise/corporate businesses should incorporate the architecture and color theme of the overall commercial project to form a consistent theme throughout.

Franchise businesses should incorporate the color and architectural theme of the overall commercial project.

6. Equipment and Utility Screening

a. All mechanical equipment should be concealed from view of public streets and neighboring properties. Concealment of the elements behind walls or landscaping or underground is encouraged.

b. Rooftop-mounted equipment should be screened on all four sides by a structural feature that is an integral part of the building architectural design.

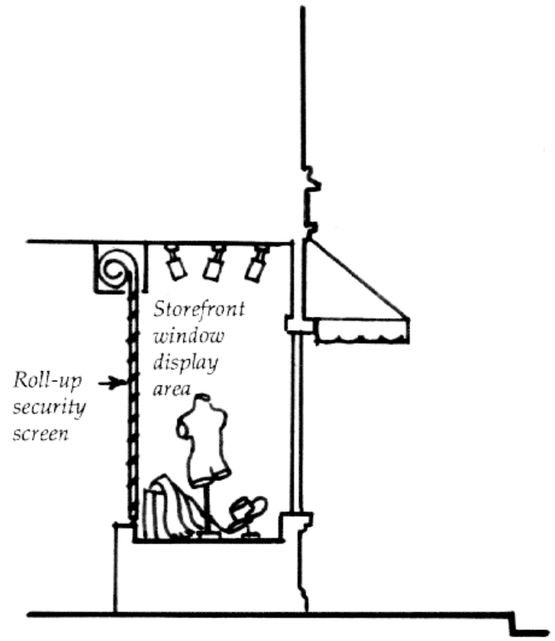
c. Ground-mounted equipment should be screened from view by a decorative wall or landscape feature that is compatible with the architecture of the development site or placed in underground vaults.

d. Electronic surveillance equipment and alarm hardware should be as invisible or unobtrusive as much as possible.

7. Security Grilles

a. Permanent, fixed security grilles in front of windows are discouraged. If security grilles are necessary, they should be placed inside the building behind the window display area.

b. The use of scissor grilles is discouraged since they communicate a message of high crime and cannot be integrated visually into the overall design of a building or storefront.



Place security grilles behind display areas.

D. Storefront Design Guidelines

1. Introduction

Although the storefront is only one of the architectural features of a commercial development, it is the most important visual element to pedestrians. Emphasis should typically be placed on the display windows and their contents. The rest of the storefront should be designed in a simple manner in order not to compete with the displayed items, but rather to clearly project the product or service being offered inside.

Storefronts should be visually pleasing.

2. Storefront Proportion

a. Overall commercial projects should have details that are repeated across the face of the building (e.g., structural bays, transoms, bulkheads), integrating the storefront into the character of the entire facade of the commercial project.

Entrance should be emphasized.

b. The main entry into a store should be emphasized at the street to announce a point of arrival in one or more of the following ways:

- Flanked columns, decorative fixtures, or other details
- Recessed within a larger arched or cased decorative opening
- Covered by means of a portico (formal porch) projecting from or set into the building face
- Punctuated by means of a change in roofline, a tower, or a break in the surface of the subject wall

c. Buildings situated at the corner of a public street should provide a prominent corner entrance to retail shops.

d. Commercial storefront entries are typically recessed and/or sheltered by a covered arcade structure, canopy, or awning. This provides more area for display space and a sheltered transition area to the interior of the store, and emphasizes the entrance. The recessed entry should be well illuminated 24 hours a day.

e. Doors to small retail shops should contain a high percentage of glass in order to view the retail contents. A minimum of 50% glass area is encouraged.

Shop doors should contain glass

Large storefront windows maximize visibility.

f. Storefront windows should be as large as possible to maximize the visibility to the storefront displays and retail interior. Maximum bulkhead heights for new construction should be 36 inches.

g. Use of clear glass (at least 88% light transmission) on the first floor is required.

Commercial storefront entries should employ shelter by utilizing a covered arcade, canopy, or awning.

3. Architectural Elements

a. Window appearance is an important characteristic of good architectural design. Attention should be paid to materials, placement, depth of recess, and ornamentation such as window grilles.

b. The incorporation of balconies or tower elements onto or within the building form is strongly encouraged for both practical and aesthetic value. Balconies should be integrated to break up large wall masses, offset floor setbacks, and add human scale to buildings.

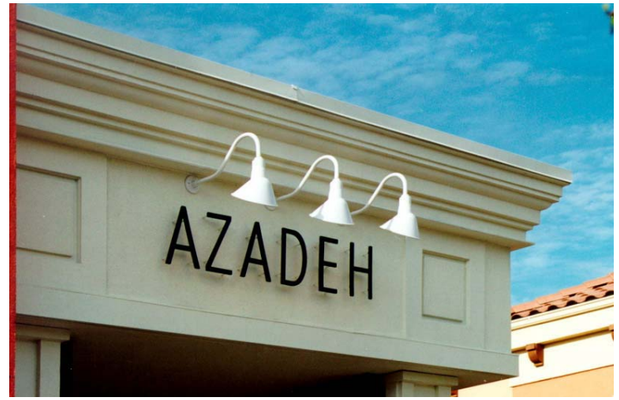
c. Door treatment influences the perceived architectural quality of commercial buildings and the businesses within. Doors should be designed and constructed to be an integral part of the architecture of the building. Simple, clean, doors that complement the architectural massing and form of commercial buildings in Live Oak are encouraged.

d. Lighting sources should be shielded, diffused, or indirect to avoid glare to pedestrians and motorists. To minimize the total number of free-standing pedestrian-scale lighting fixtures, decorative wall-mounted lights are encouraged.

e. All project exterior lighting, with the exception of lighting for public streets, should be consistent with the architectural style of the commercial building. On each commercial project site, all lighting fixtures should be from the same family of fixtures with respect to design, materials, color, fixture, and color of light.

f. Lighting should be designed to satisfy both functional and decorative needs.

g. As a security device, lighting should be adequate but not overly bright. All building entrances should be well lit.



Quality wall-mounted lights are desirable.

E. Parking and Circulation Guidelines

Properly functioning parking areas are beneficial to property owners, tenants, and customers. They contribute to the design success of a commercial development. Parking lots need to allow customers and deliveries to reach the site, circulate through the parking lot, and exit the site easily. The following guidelines should be incorporated into the design of commercial projects in Live Oak.

1. General

a. Parking space and aisle dimensions shall conform to City of Live Oak Zoning Regulations.

b. Parking lots should be designed with a clear hierarchy of circulation: major access drives with no parking; major circulation drives with little or no parking; and then parking aisles for direct access to parking spaces.

c. A vehicle entering any commercial parking area in Live Oak shall not be required to enter a street to move from one location within the same parking facility or premises.

d. Reciprocal access between adjacent commercial developments may be required to reduce the number of curb cuts along Live Oak Boulevard.

Well-landscaped parking lots are desirable.

e. Parking lots should be screened from the major street, behind buildings when possible.

f. Parking lots should be divided into a series of connected smaller bays utilizing raised landscape strips at least 4 feet in width and raised walkways.

g. Parking spaces shall be separated from the sides of buildings by a raised walkway (with a minimum 6-foot width).

2. Commercial Entry Design

a. A main entry drive should extend from the public street to the front cross aisle and should:

Entry drives should be flanked by an entry moment, sidewalks and landscaping

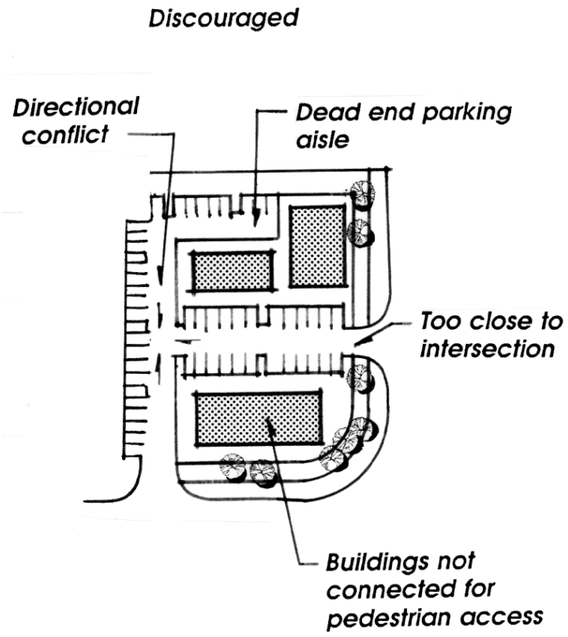
- Include a minimum 10-foot-wide landscaped area located between the public street to the first bisecting parking aisle;

3. Vehicular Circulation

a. Commercial developments with over 50 parking spaces should coordinate access/egress points with median openings and existing driveways on the opposite side of the roadway.

b. Entry drives should be located a minimum of 200 feet apart and at least 100 feet from any street intersection.

c. Access drives on side streets are encouraged to maintain efficient traffic flow on Live Oak Boulevard.



4. Pedestrian Circulation

a. Encourage parking lot design so that pedestrians walk parallel to moving cars in parking aisles. Minimize the need for the pedestrian to cross parking aisles and landscape islands to reach building entries.

b. Emphasis on pedestrian crossings of driveways and major circulation aisles should be accentuated at building entries by extending pedestrian walkways into the parking aisle/lane and by using a different material such as decorative concrete or unit pavers.

c. All commercial projects should connect the on-site pedestrian circulation system to the public sidewalk. At a minimum, this connection should:

- Be located on one side of the main entry drive aisle;
- Be a minimum of 4 feet wide at all points including locations where signs, poles, fire hydrants, etc., are placed in the walkway;
- Be raised and protected from the drive aisle by a 6-inch-high curb; and
- Be constructed of concrete or interlocking paving stone systems; asphalt sidewalk solutions are prohibited.

The design of pedestrian walkway should be framed by landscaping.

5. Screening

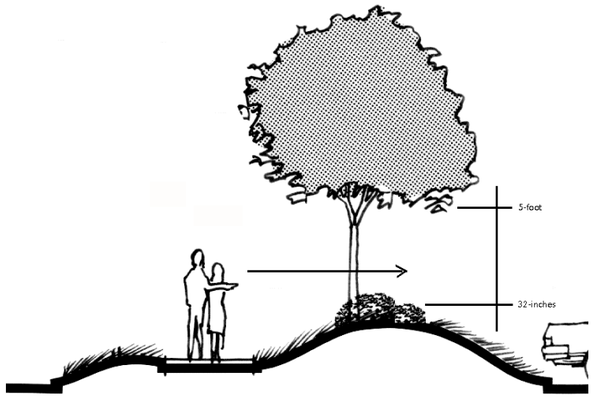
a. Parking lot screening should utilize a maximum 36-inch-high evergreen hedge that creates a solid hedge or utilize a high screen wall at a maximum of 36 inches (minimum 26 inches) that incorporates vertical or horizontal undulation at least every 75 feet.

Landscaped berms and walls screen vehicles.

b. Screen walls or landscaping should not be located where they block the sight lines of drivers entering, leaving, or driving throughout the site.

c. Screening at driveways shall meet the clear vision triangle required by the Parking Regulations.

d. All parking lots should incorporate screening at the street periphery. Screening should maintain a clear visual zone between 32 inches and 5 feet above grade.



6. Parking Lot Landscaping

Continuous landscape strips provide shade

a. Parking lots should include landscaping that accents the importance of driveways from Live Oak Boulevard, frames the major circulation aisles, and highlights pedestrian pathways.

b. Parking lot landscaping in island areas with fire hydrants shall include a minimum canopy of 6 feet and a minimum clearance of 3 feet around the apparatus.

7. Parking Lot Lighting

a. The type and location of parking area lighting should preclude direct glare onto adjoining property and streets or skyward.

b. The style of lighting standards in a parking lot should relate to the overall architectural design of the commercial uses.

Pedestrian-scale parking lot lighting is encouraged.

c. The color of the parking lot lighting poles should be black, brown, bronze, hunter green, or midnight blue. Loud distracting colors of poles such as white, yellow, pink, and orange are discouraged.

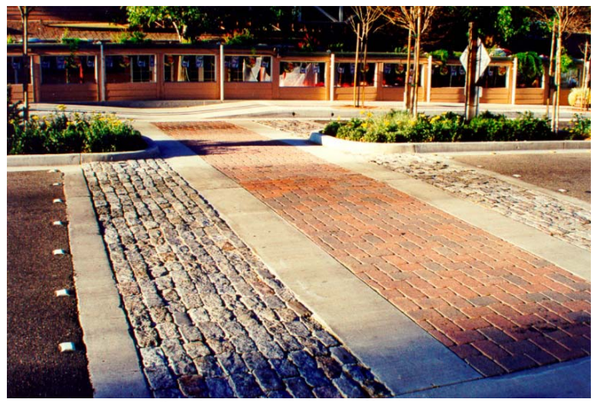
d. Lighting systems designed for two levels are encouraged, with one system to be on during normal operational hours and one to be on at a reduced intensity level throughout late nonoperational hours (for security purposes).

8. Paving

a. Decorative paving treatments are encouraged to be incorporated into parking lot design, driveway entries, and pedestrian walkways.

b. The design, materials, and colors of paved pedestrian areas should complement the architectural style of the primary buildings and should make a positive contribution to the aesthetic and function of the site.

c. The use of stamped concrete, stone, brick or granite pavers, exposed aggregate, or colored concrete should be utilized to serve as a traffic calming function to promote pedestrian safety and to minimize the negative impact of large expanses of black asphalt pavement on parking lots.



Rough paving will slow traffic down.

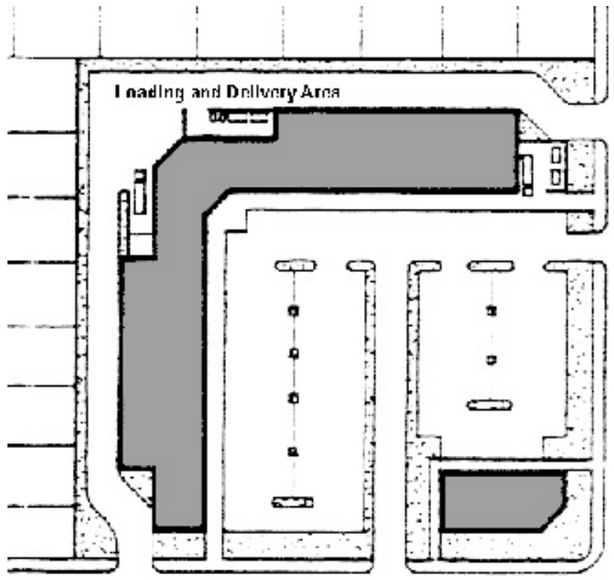
Decorative paving treatments should be encouraged for pedestrian walkways.

9. Loading and Delivery

a. Loading facilities should not be located at the front of buildings where it is difficult to adequately screen them from view. Such facilities are generally more appropriate at the rear of the site.

b. When commercial buildings back to residential properties, loading and delivery should be planned so that it will occur at the side of the building away from residences.

c. Appropriate setback and landscaping is encouraged to screen loading facilities from sensitive uses.



Loading and delivery at side and rear of building is encouraged.

F. Landscape Guidelines

1. General

a. Landscape areas are used to frame and soften structures, to define site functions, to enhance the quality of the environment, and to screen undesirable views. Landscaping should continue patterns of landscaping in the surrounding area.

b. Landscaped areas should generally incorporate a three-tiered planting system: (1) grasses and groundcovers, (2) shrubs, and (3) trees. All areas not covered by structures, service yards, walkways, driveways, and parking spaces should be landscaped.

Landscaping contributes to the aesthetics of the site.

c. Existing mature trees and other existing vegetation should be preserved and incorporated into landscape plans.

d. Site design should minimize the removal of mature trees and other mature vegetation. Where removal is necessary, all natural vegetation should be salvaged and replaced where possible.

e. Landscaping should be protected from vehicular and pedestrian encroachment by raised planting surfaces, depressed walks, or the use of 6-inch vertical-faced curbs. Simple concrete mow-strips separating turf and shrub areas are encouraged.

f. Landscaping around the entire base of buildings is encouraged to soften the edge between the parking lot and the structure. Landscaping should be accented at entrances to provide focus. Pots and planters are encouraged for this purpose.

g. The proposed plant materials should be drought-tolerant and hardy species. Proposed landscape treatment should consider the site's character and landscape.

h. All new trees should be double-staked and secured with a rubber or plastic strip or other approved commercial tie material. Wire ties should not be used.

i. Water conservation should be important criteria for plant material selection. Low-water plants that reflect and enhance the image of Live Oak are encouraged.

j. Landscaped areas should provide sufficient clearance to fire protection features (i.e., connections, hydrants, and backflow preventers). In areas where hydrants are located, the canopy height of trees shall be a minimum of 6 feet and the clearance radius around the hydrant should be a minimum of 3 feet. In addition, plantings around fire apparatus shall be a minimum of 7 feet clear to allow for plant growth.

Landscaping that makes a positive contribution to the aesthetics and function of both the specific site and the area is encouraged.

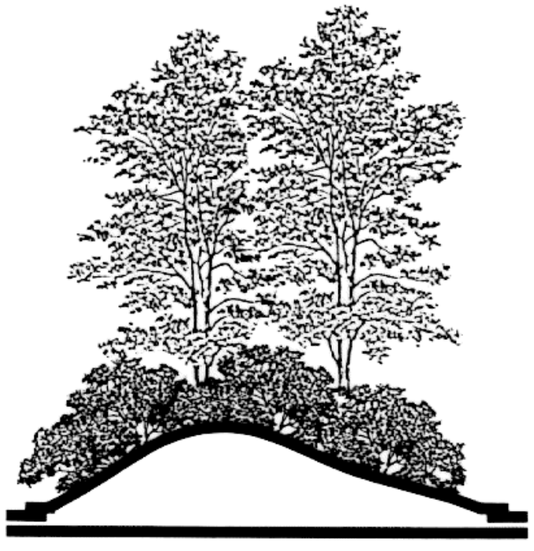
2. Highway 99 Landscape Buffer

a. With Highway 99 transecting Live Oak, a need for addressing developments' aesthetic impact adjacent to the highway is important.

b. Parking lots or structures may be provided adjacent to, but should be placed in the minimum front setback area.

c. The landscape buffer should contain, at a minimum, one 24-inch box tree and one 15-gallon tree for every 50 feet of highway-adjacent lot line.

d. Whenever possible, earth berming should be incorporated into the highway landscape buffer. The berm slopes should be gentle slopes of less than 3:1. Berms should not exceed 5 feet in height.



Landscaping should be utilized along the highway to buffer commercial development.

3. Irrigation

a. Permanent and automatic landscape irrigation systems shall be provided for all newly planted landscape material

b. The landscape irrigation system should be designed to prevent runoff and overspray.

c. Deep root irrigation is required for all trees whose top of root crown is higher than any adjacent paved areas. This requirements includes street trees planted in tree wells. A separate bubbler head to each tree is required.

G. Public Space Standards

1. Plazas and Courtyards

a. Plaza design should be incorporated into commercial developments whenever possible. Retail shops, restaurants, offices, or other activity-generating uses should be located at the edges of plazas.

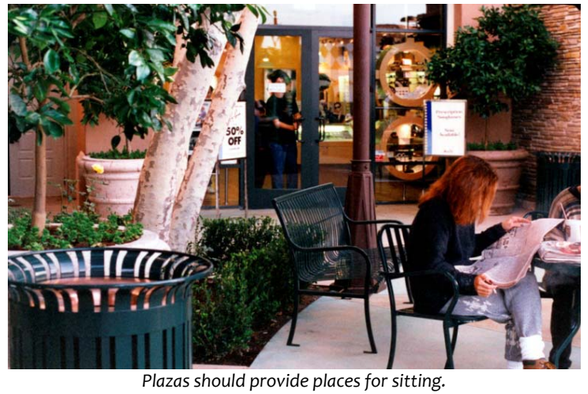
b. Plazas should provide at least one sitting place for each 400 square feet of plaza in addition to any permitted outdoor dining. Simple sitting niches with a view of the activities within the space are encouraged.

c. Entries to the plaza, and the overall plaza, should be well lighted so they do not create hiding places.

d. A focal element, simple plantings, fountain, public art, etc., should be incorporated into the courtyard design.

e. Courtyards should be landscaped with a variety of plant materials. Shade trees or other elements providing relief from the sun are encouraged.

A fountain in this plaza provides seating and visual interest.



Plazas should provide places for sitting.

V. Downtown Commercial Guidelines

A. Introduction

The purpose of this chapter is to present design guidelines for new development and redevelopment of older structures within the downtown commercial area of Live Oak. The downtown commercial area boundary is depicted as the General Commercial (C-G) or Commercial-Mixed Use (C-MU) zone districts and the Downtown Combining District (D) found on the City's official Zoning Map. The guidelines are intended to promote high standards in architectural design and the construction of good-quality buildings.

Downtown Live Oak

In an effort to promote aesthetically pleasing buildings and enhance economic vitality, the following objectives provide a framework for the guidelines presented:

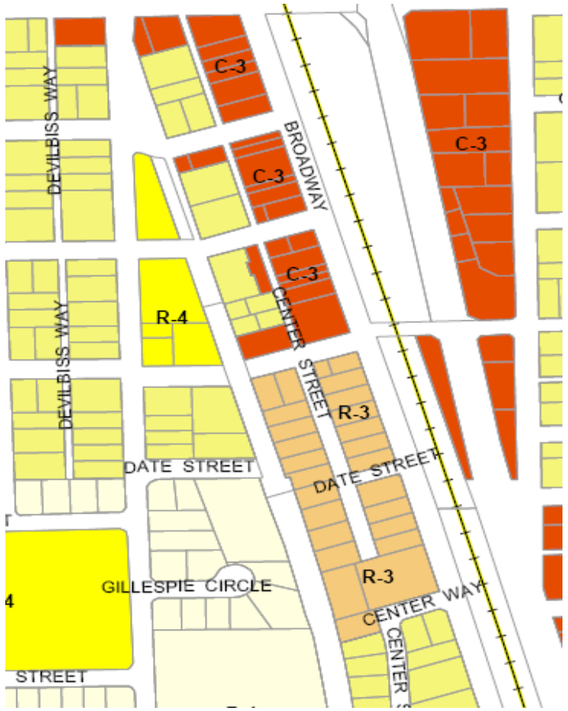
Development should be scaled to a pedestrian level with passive activities.

The overall form and shape of all development in the downtown commercial area should provide plenty of landscaping, shade, and interesting public spaces whenever possible.

B. Design Objectives

1. Preservation of the Original Facades/Storefronts

Historically, building modifications were made as needs changed. Many of these alterations were sympathetic to the original character of the structure and may have taken on historical significance themselves. Others were unsympathetic changes that eroded the historic integrity of the facade.



Live Oak Zoning Map showing downtown area.

Changes to structures will, and need to, occur over time. The concern is that these changes not damage the existing historic building fabric and that the results of building renovation enhance the building's overall design integrity.

2. Architectural Style

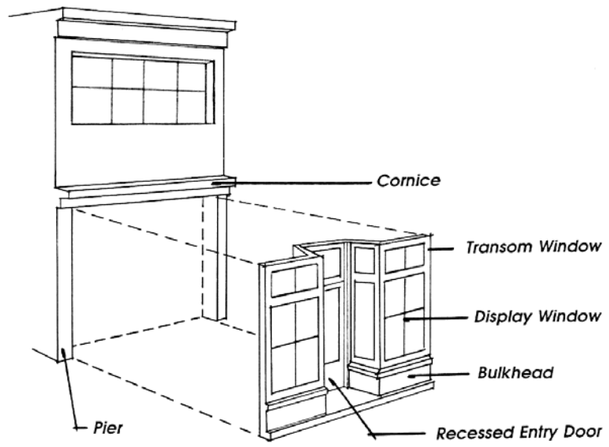
If an overall positive ambiance is to be created and historic integrity is to be preserved, new infill development and renovation to existing structures must be respectful of the surroundings. Designs that are compatible and respectful of historic buildings in the area are encouraged. Historic replications are not encouraged. Some designs may use historic ornament in new "revival" interpretations of older styles. These designs may be appropriate as long as the result is visually compatible with its surroundings and the design is distinguishable as new.

3. Use of Traditional Facade Components

Traditional storefront features include bulkheads, display windows and recessed entries.

Repetition of traditional facade components creates patterns and alignments that visually link buildings within a block while allowing individual identity of each building. These elements are familiar to the pedestrian and help establish a sense of

scale. The use of traditional facade components is encouraged. Some traditional facade components include bulkheads, arches, large display windows, prominent doorways, recessed entries, arcades, plazas, and balconies.



Storefront components

4. Rhythm of Facade Widths

The historical commercial/mercantile lot width resulted in buildings of relatively uniform width that create a familiar rhythm. This pattern helps tie the street together visually and provides the pedestrian with a standard measurement of his progress. Reinforcement of this facade rhythm is encouraged.

5. Perceived Scale of Structures

Human-scale buildings are most suitable to the atmosphere of the downtown commercial area. Human-scale buildings are comfortable and create a friendly atmosphere that respects the historic scale of the district while enhancing its marketability as a special commercial and residential area.

6. Distinction Between Upper and Lower Floors

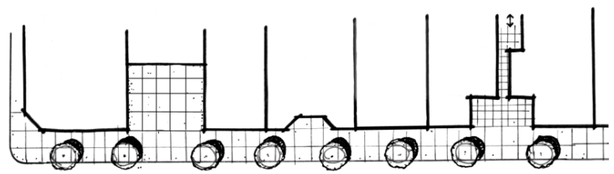
Typically, the first floor of commercial buildings should be predominantly transparent (windows), with a high ratio of void (windows) to solid (wall). This transparency helps to define the first floor as more open to the public. The line established by uniform storefront heights also helps to establish a sense of scale for pedestrians. New buildings should include these same elements and ratio of void to solid.

7. Building Heights

In the downtown area, new development infill should be compatible with the height and scale of surrounding buildings. Per zoning requirements, the building height maximum is four stories or 65 feet. New buildings proposed at this height will need to demonstrate how the facade is stepped back and protects the pedestrian atmosphere.

8. Pedestrian-Oriented Activity at the Sidewalk

Most structures provide visual interest to pedestrians through the goods and activities that are visible through windows. Not only is this a historically significant characteristic, it is also important in promoting the area as a lively, pedestrian-oriented commercial center. Therefore, windows should be located in a way that enhances pedestrian visibility of goods and activities. Windows should be kept free of advertising and non-product-related clutter (e.g., backs of display cases).



Pedestrian-oriented sidewalks are encouraged.

C. Site Planning

Siting a project is one of the most important determinants of the feel and look of the downtown commercial area. Siting involves a project's relationship to the street (its street edge condition) and adjacent buildings. The following siting guidelines intend to reinforce the character desired in the downtown area.

a. A zero front setback building siting is the required.

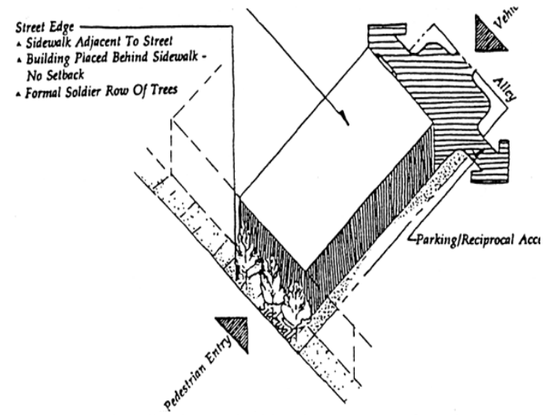
b. Place ground-level front elevation of the building on the front property line and at the sidewalk edge to maintain the continuity of the street wall.

c. Create continuous pedestrian activity in an uninterrupted sequence by minimizing gaps between buildings.

d. Storefronts should orient to the major street frontage. While side or rear entries may be desirable, the predominant major building entry should be oriented toward the major street.

e. Corner cutoffs for buildings should be provided on prominent intersections.

f. Buildings on corners should include storefront design features for at least 50% of the wall area on the side street elevation.



Sidewalk adjacent building location is preferred.

D. Building Design Guidelines

The purpose of this chapter is to present design guidelines for new development and rehabilitation of older structures. The standards are intended to promote high standards in architectural design and the construction of high-quality buildings. The standards will give the downtown area a stronger, recognizable physical image and identity.

It is extremely important that new buildings be somewhat compatible with the existing more traditional "Main Street" downtown buildings but not duplicate them. The design of an infill building, particularly its front facade, shall be influenced by the other facades on the street, but shall not attempt to copy them. The contemporary infill structure shall be sympathetic and compatible with the surrounding buildings in terms of mass, scale, height, facade rhythm, placement of doors and windows, color, and use of materials without duplicating a dated architectural style from the past.

Components to be discussed in this chapter include:

- Building Form and Mass/Height
- Facade Proportion
- Proportion of Openings
- Horizontal Rhythms/Alignment of Architectural Elements
- Wall Articulation
- Roofs and Upper-Story Details
- Color

1. Building Form and Mass/Height

Specific standards related to infill building architecture include the following:

- Height and scale of new infill developments in the downtown area shall complement existing structures while providing a sense of human scale and proportion.
- New infill structures shall be designed to avoid blank facades, instead providing storefront windows, doors, entries, transoms, awnings, cornice treatments, and other architectural features designed to complement existing structures without exactly duplicating a past architectural style.
- Building heights shall relate to adjacent sites to allow maximum sun and ventilation, as well as protection from prevailing winds, and to enhance public views and minimize obstruction of views from adjoining structures.
- Two- to four-story structures with multiple uses, commercial on lower floors with residential on upper floors, are encouraged.
- Franchise/corporate architecture is prohibited in the downtown area. Franchise/corporate architecture shall be designed to be consistent with the form and mass/height of adjacent buildings.

2. Facade Proportion

- Whenever an infill building is proposed that is much wider than the existing characteristic facades on the street, the infill facades shall be broken down into a series of appropriately proportioned structural bays or components typically segmented by a series of columns or masonry piers that frame window, door, and bulkhead components.
- Downtown commercial buildings are generally in the two- to four-story range. An infill building shall not be much higher or lower than the height of surrounding structures.

3. Proportion of Openings

- Maintain the predominant difference between upper-story openings and street-level storefront openings (windows and doors). Typically, there is a much greater window area (70%) at the storefront level for pedestrians to have a better view of the merchandise displayed, opposed to upper stories that have smaller window openings (40%).
- Whenever an infill building is proposed that has two adjacent commercial structures, every attempt shall be made to maintain the characteristic rhythm, proportion, and spacing of existing door and window openings.

4. Horizontal Rhythms/Alignment of Architectural Elements

- If maintaining a horizontal rhythm or alignment in an infill building is very difficult or otherwise impossible, the use of canopies or awnings or other horizontal devices shall be required to establish a shared horizontal storefront rhythm.
- Whenever an infill building is proposed, identify the common horizontal elements (e.g., cornice line, window height/width and spacing) found among neighboring structures and develop the infill design utilizing a similar rhythm or alignment.

5. Wall Articulation

- Long, blank, unarticulated wall facades that face the street are prohibited and shall be divided into a series of structural bays (e.g., characterized by masonry piers that form window and door elements).

- Monolithic street wall facades over 75 feet long shall be "broken" by vertical and horizontal articulation (e.g., sculpted, carved, or penetrated wall surface defined by recesses and reveals) characterized by (a) breaks (reveals, recesses) in the surface of the wall itself; (b) placement of window and door openings; or (c) placement of balconies, awnings, and canopies.

6. Roofs and Upper-Story Details

- Roofs may be flat or sloped. The visible portion of sloped roofs shall be sheathed with a roofing material complementary to the architectural style of the building and other surrounding buildings.

- Cornice lines of new buildings (horizontal rhythm element) should be aligned with buildings on adjacent properties to avoid clashes in building height.

- Radical roof pitches that create overly prominent or out-of-character buildings, such as A-frames, geodesic domes, or chalet-style buildings, are not allowed.

- Access to roofs shall be restricted to interior access only.

- Roof-mounted mechanical equipment shall be screened by a parapet wall or similar structural feature that is an integral part of the building's architectural design.

7. Color

The color(s) used by franchise/corporate buildings shall be considered carefully. Color has a considerable value for franchise/corporate establishments for visual communication. Color is used to catch the eye and/or to communicate ideas. The appropriateness of any given color or combination shall depend on a number of factors including adjacent buildings. Below are standards that should be considered when addressing appropriate color(s).

- Avoid using colors that are not harmonious with colors found on adjacent buildings.

- Franchise/corporate colors shall relate to the architectural style or period of the building.

- Finish materials with natural colors, such as brick, stone, and copper, shall be used where applicable.

- Symbols and logos shall be used in place of bright or intense franchise/corporate colors.

- Bright or intense colors are prohibited, unless used on appropriate architectural styles and reserved for more refined detailing and transient features.

- Lighting of logos shall be compatible with the primary building and shall respect adjacent buildings. Bright and intense lighting is prohibited.

E. Specific Storefront Design Guidelines

Although the storefront is only one of the architectural features of the facade, it is the most important visual element in downtown. The storefront traditionally has experienced the greatest amount of change during a building's life and holds the most potential for creative alterations affecting both the character of the building and the streetscape. Once inappropriate additions are removed, the storefront's original design is the best guideline for any refurbishment or alteration. Historically, the traditional storefront had few decorative elements other than simple details that were repeated across the face of the building (e.g., structural bays, transoms, bulkheads), integrating the storefront into the character of the entire facade. Emphasis was typically placed on the display windows and their contents. The rest of the storefront was designed in a simple manner so as not to compete with the displayed items, but rather to clearly project the product or service being offered inside.

Ground floors were designed to be what is now referred to as a traditional storefront and sales floor. Upper floors commonly were used for office space, residential units, or storage. Traditional storefront buildings can be small individual or mid-block structures that accommodate a single business or large buildings designed to provide space for two or more businesses, separated by masonry columns or piers forming distinct storefront structural bays.

- Components to be discussed in this chapter include:

- Storefront Composition

- Exterior Walls/Materials

1. Storefront Composition

a. Entries/Doorways

- The main entry to a building, leading to a lobby, stair, or central corridor, shall be emphasized at the street to announce a point of arrival in one or more of the following ways, but not limited to:
  - Flanked columns, decorative fixtures, and other details.
  - Recessed within a larger arched or cased decorative opening.
  - Covered by means of a portico (formal porch) projecting from or set into the building face and punctuated by means of a change in roofline, a tower, or a break in the surface of the subject wall.
- Buildings situated at the corner of a public street in downtown shall provide a prominent corner entrance to street-level shops or lobby space in a manner consistent with main entries, as described above.
- Commercial storefront entries are typically recessed and/or sheltered by a covered arcade structure, canopy, or awning. This design provides more area for display space and a sheltered transition area to the interior of the store, and emphasizes the entrance. The recessed entry shall be well illuminated 24 hours a day.

b. Awnings and Canopies

Awnings and canopies are encouraged.

- Where the facade is divided into distinct structural bays (sections defined by vertical architectural elements such as masonry piers), awnings shall be placed within the vertical elements rather than overlapping them. The awning design shall respond to the scale, proportion, and rhythm created by these structural bay elements and nestle into the space created by the structural bay.
- Awnings are encouraged and shall have a single color or two-color stripes. Lettering, trim, and use of other colors is allowed but will be considered as sign area.
- Awning shape shall relate to the window or door opening. Barrel-shaped awnings are only to be used to complement arched windows, while square awnings should be used on rectangular windows.
- Aluminum awnings or brow canopies are allowed when consistent with the original design character of the building.
- Misting systems are allowed and encouraged as part of brow canopies and awning frames.
- Glossy finish vinyl or similar awning material is prohibited.

2. Exterior Walls/Materials

Material for exterior walls will incorporate two aspects: color and texture. If the building's exterior design is complicated, with many ins and outs, columns, and design features, the wall texture shall be simple and subdued. However, if the building design is simple (perhaps more monolithic), a finely textured material, such as patterned masonry, shall be used to enrich the building's overall character.

Storefront materials shall be consistent with the materials used on adjacent buildings. The following materials are considered appropriate for buildings within the downtown area. However, the number of different wall materials used on any one building shall be kept to a minimum, ideally two.

- Glass block (transom)
- Stucco/exterior plaster (smooth troweled)
- New or used face-brick
- Cut stone, rusticated block (cast stone)
- Terra cotta
- Ceramic tiles (bulkhead)
- Masonry
- Textured, treated, decorative concrete roofs (where visible)
- Standing seam metal roofs
- Class "A" composition shingles (limited to refurbishment of residential structures)
- Crushed stone

The following building materials are considered inappropriate in downtown and are prohibited:

- Reflective or opaque glass
- Imitation stone (fiberglass or plastic)
- Rough-sawn or natural (unfinished) wood
- Pecky cedar
- Used brick with no fired face (salvaged from interior walls)
- Imitation wood siding
- Plastic panels
- Metal

F. Building Addition and Renovation Guidelines

The renovation/restoration of older structures provides an excellent means of maintaining and reinforcing historic character. Renovation and expansion not only increase property values in the area, but also serve as an inspiration to other property owners and designers to make similar efforts.

When an existing structure is proposed to be renovated or added to, the work should respect the original design character of the structure. The appropriate design guidelines in this section are to be implemented whenever a structure is to be renovated or expanded. In addition, renovation of all structures of historic significance should follow The Secretary of the Interior's Standards for Rehabilitation and Guidelines for Rehabilitating Historic Buildings, published by the U.S. Department of the Interior, National Park Service.

1. Preserve Traditional Features and Decoration

a. Existing materials, details, and proportions, as well as patterns of materials and openings, should be considered when any additions or building renovations would affect the appearance of an existing building's exterior.

b. Many times in the remodeling of storefronts, original decorative details are left intact as visual leftovers or simply covered up with previous construction. If the building is to be refurbished, these forgotten details should not be wasted. If enough of them remain, decorative details can be restored as part of the original design. If only a few remain, they can be incorporated as design features in a new storefront. In either case, the design of any improvements should grow out of the remaining traditional details and create a harmonious background that emphasizes them.

c. All existing historic decoration should be preserved. It reinforces the traditional character and adds a richness of detail that is often irreplaceable at today's costs. At the same time, the details of the decoration lend a unique character to individual buildings and to the downtown commercial area as a whole.

2. Removal of Elements Inconsistent with Original Facade

a. Buildings are often altered over time in an effort by owners or shopkeepers to keep up with changing times or to remake a tired image. Unfortunately, such changes often result in gradual but severe erosion of the original character and cohesion of the core area. Restoration of buildings that have been substantially or carelessly altered is strongly encouraged.

b. Existing building elements incompatible with the original facade design of the building should be removed. Incompatible elements include excessive use of exterior embellishments and modernized elements such as metal grilles or rusticated materials.

c. Metal aluminum canopies have a thin, unsubstantial and tacked-on appearance that is inconsistent with the desirable design concept for the downtown commercial area. Existing metal canopies should be removed and, if appropriate, replaced with fabric awnings, consistent with the architectural style of the building.

3. Storefront Renovation

a. Where the original storefront remains (little or no remodeling has occurred), it should be preserved and repaired with as little alteration as possible.

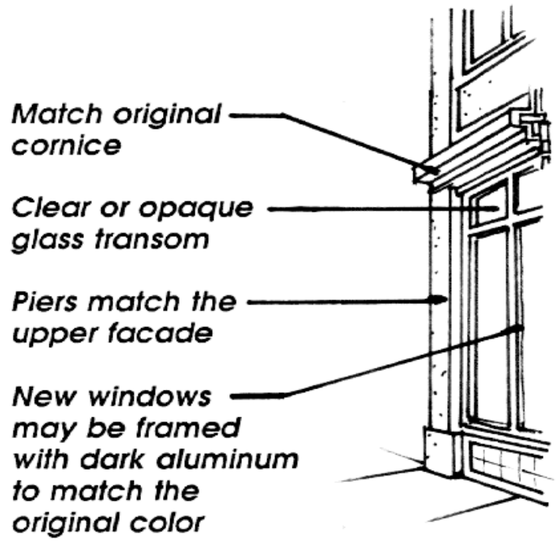
b. Where only part of the original storefront remains (limited remodeling has occurred), the storefront should be repaired, maintaining historic materials where possible, including the replacement of extensively deteriorated or missing parts with new parts based upon surviving examples of transoms, bulkheads, pilasters, signs, etc.

c. Where the original storefront is completely missing (extensive remodeling has occurred), the first priority is to reconstruct the storefront based on historical, pictorial, and physical documentation. If reconstruction is not practical, the design of the new storefront should be compatible with the size, scale, proportion, material, and color of the existing structure.

4. Window Replacement

a. The impact of windows on the facade is determined by the size, shape, pattern of openings, spacing, and placement within the facade. When altering or reconstructing windows, it is crucial to retain the structure's original architectural balance and integrity.

b. Wherever possible, the original window openings should be retained. If the existing ceiling has been lowered, the dropped ceiling should be pulled back from the original window.



c. If possible, the original windows and frames should be saved and restored. Missing, rotting, or broken sash, frames, mullions, and muntins should be replaced with similar material.

d. If the original window openings have been altered, the openings should be restored to their original configuration and detail. Blocking or filling window openings that contribute to the overall facade design should be avoided.

e. When replacing windows, consideration should be given to the original size and shape detailing and framing materials. Replacement windows should be the same operating type as the original window.

5. Door Replacement

a. Original doors and door hardware should be retained, repaired, and refinished, provided they can comply with Americans with Disabilities Act (ADA) requirements.

b. If new replacement doors are necessary, they should be compatible with the historical character and design of the structure.

6. Awnings

a. Original awning hardware should be used if it is in working order or is repairable.

b. The traditional canvas, slanted awning is most appropriate for older storefronts and is encouraged over contemporary hooped or box styles.

7. Painting

a. All the facade materials to be painted should be catalogued. Materials of different properties may require different paints or procedures. A local expert should be consulted for advice.

b. Any necessary repairs should be made to surfaces before painting (e.g., replace rotten wood, repaint masonry mortar joints, remove rust from metal). Each surface should be carefully prepared according to the manufacturer's instructions. Preparation will include scraping, sanding, and thorough cleaning. This surface preparation is extremely important step in achieving a good finish.

c. Paint should be applied per the manufacturer's instructions. Paint only in satisfactory weather and use a primer as a first coat for better surface adhesion. Follow with two coats of the final color.

8. Repair and Cleaning

d. Surface cleaning should be undertaken with the gentlest means possible. Sandblasting and other harsh cleaning methods that may damage historic building materials should not be undertaken.

e. Waterproofing and graffiti-proofing sealers should be used after cleaning and repair.

9. Replacement of Unavailable Components

Care should be taken to match the original pattern, thickness, color, and texture as closely as possible with available materials. In general, simulated replacement materials (artificial stone, simulated "aged" brick) are discouraged.

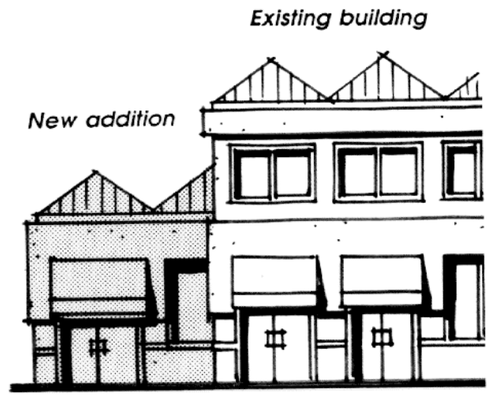
10.Additions to Existing Structures

a. The design of a proposed addition should follow the general scale, proportion, massing, and detailing of the original structure, yet be harmonious, not a stark contrast.

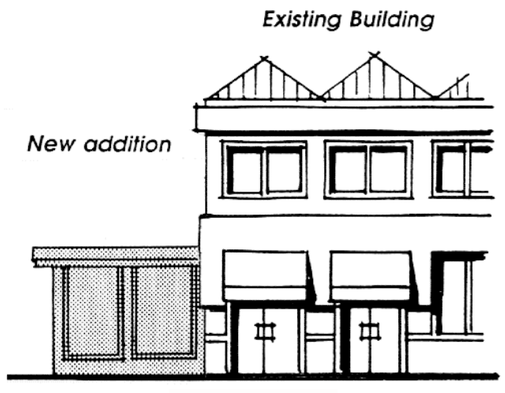
b. New additions should be interpretations of the existing buildings wherein the main characteristics of the existing structure are incorporated using modern construction methods. This may include the extension of architectural lines from the existing structure to the addition, repetition of window and entrance spacing, use of

harmonizing colors and materials, and the inclusion of similar architectural details (i.e., window/door trim, lighting fixtures, tile/brick decoration).

c. New additions should be designed so that if the addition were to be removed in the future, the essential form and integrity of the original structure would be unimpaired.



Encouraged



Discouraged

G. Rear/Side Façade Design Guidelines

a. The design of a rear/side facade should follow the general scale, proportion, and detailing of the front facade.

b. Signs should be modestly scaled to fit the casual visual character of the alley or rear parking area.

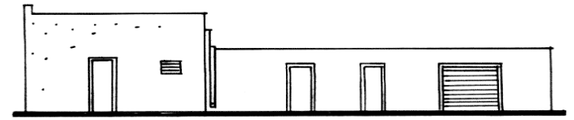
c. An awning can soften rear facades and provide a pleasant protected space.

d. The rear/side entry door should be similar to the front door. Special security glass (i.e., wire embedded) is allowed.

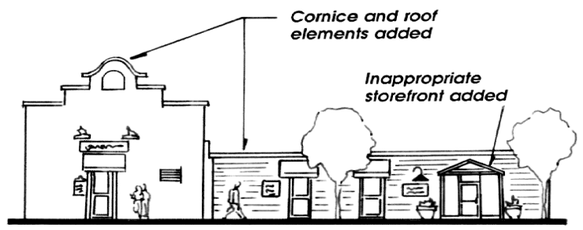
e. Security lighting should be modest and should focus on the rear/side entry door.

f. Selective use of tree planting, potted plants, and other landscaping can subtly improve a rear/side facade.

g. Refuse containers and service facilities should be screened from view by solid masonry walls with metal doors. Use landscaping to screen walls and help deter graffiti.



CLEAN UP, FIX UP ENCOURAGED



DON'T OVER IMPROVE DISCOURAGED

VI. Special Consideration Commercial Guidelines

A. Introduction

The design guidelines contained in this chapter are specifically written to address some of the more challenging—from a design perspective—commercial development types anticipated in Live Oak. For each of the commercial development types, the guidelines focus primarily on site organization and building design, but also include other specific guidance as appropriate. The following special consideration development types are included herein:

- Mini-Malls (or small neighborhood retail center)
- Service Stations
- Drive-Through Businesses
- Hotels and Motels
- Big-Box Retail

The commercial guidelines contained in Chapter IV, General Commercial, are applicable to the specific commercial types contained in this chapter. Therefore, each one of these specific development types shall meet both sets of guidelines/standards.

Mini-mall

B. Mini-Malls

1. Description

The typical mini-mall development pattern is composed of a series of commercial tenants of varying sizes and types, in rectangular, single-story structures. The mini-mall building typically faces the street and is oriented to the parking lot, which is located adjacent to the street. This section will apply to small and medium mini-mall commercial development, under 5 acres. These guidelines encourage a certain amount of building placement at the front setback line in order to better define the street.

Building to the front setback line along streets is encouraged.

2. Site Organization

a. For corner lots, a building frontage facing a public street should be placed directly at the corner abutting the front or side setback lines (as applicable).

b. If possible, a portion of the mini-mall building should be built to the front setback line along streets. When these buildings become double frontage (direct relationship to street on one side, parking lot on the other), they should be carefully designed to ensure that all sides of the building appear to be active and functional.

c. Parking should be distributed along the sides and rears of the buildings and should be minimized between the building and the street. Parking lots along Live Oak Boulevard that separate the buildings from the street right-of-way shall be minimized to the greatest extent possible.

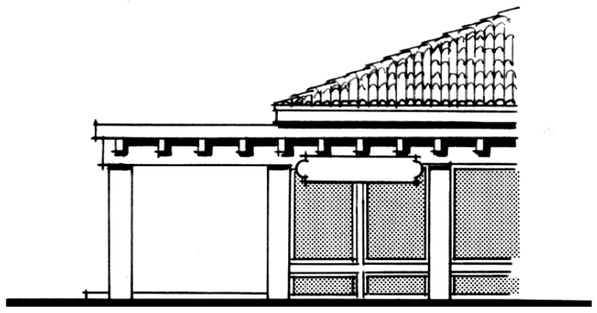
d. Parking lots should be shared with adjacent commercial uses where improved circulation can be achieved or excessive driveway cuts can be avoided by shared driveway openings.

3. Building Design

a. Building walls that are blank or of bland architecture are strongly discouraged.

b. Building design throughout the mini-mall should express a single architectural theme.

c. A raised pedestrian/walkway arcade should be provided immediately adjacent to the storefront. The walkway/arcade should be a minimum of 6 feet wide.



A raised pedestrian walkway adjacent to the storefront is encouraged.

C. Service Stations

1. Description

Service stations are intensive uses that are characterized by large areas of paving that permit vehicles to maneuver freely. In recent years, service stations have grown beyond the simple gas station and now include car washes and convenience stores and restaurants. These uses have the potential to create significant adverse impacts for adjoining streets and properties. Service stations, in particular, have historically enjoyed several points of access from adjacent streets to maximize maneuvering flexibility for vehicles. When weighed against the safety risk inherent in multiple driveways, fully flexible circulation clearly can no longer be accommodated, particularly along Live Oak Boulevard. Driveway cuts need to be limited, and circulation needs to be channeled and paved areas reduced.

Although reduced in area, substantial paving can still be expected and should be compensated for by perimeter landscaping. Convenience stores that sell gas shall meet the standards contained in this section.

Service Station

2. Site Organization

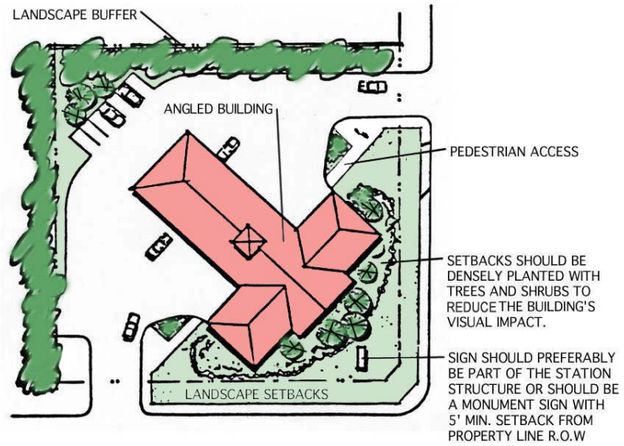
a. Structures on the site should be spatially related; buildings should be organized into a simple cluster.

b. The site shall be designed to accommodate all legitimate, anticipated circulation patterns, but those patterns should be defined by reduced areas of paving and well-placed landscaped areas. All circulation proposals shall meet with the approval of the City Engineer.

c. In areas developed with a strong street presence (reverse building orientation), service stations and car washes should be oriented adjacent to the sidewalk, placing any service bay door and car wash openings on the rear of the structure.

d. Service and car wash bays should not face residential properties or the public street. Bay door and car wash openings should be oriented so as to reduce visibility from public view and should be oriented away from any adjacent sensitive uses.

e. The site design for projects located at street corners should provide some structural or strong design elements to anchor the corner. Reverse orientation service stations are encouraged, particularly along Live Oak Boulevard.



Reverse-oriented service stations are encouraged.

3. Building Design

a. The roofline and architecture of the pump canopies shall be stylistically consistent with the other buildings on the site.

b. The length of pump canopies should be minimized as much as possible. If the site allows, pump canopies shall be broken into two separate locations. This division reduces the effect of pump canopies dominating other buildings on the site.

c. Pump canopies shall not be internally illuminated. Light fixtures should be recessed into the canopy and no glare should be visible from the fixture.

d. All structure bays should be provided with roll-up (or similar) doors, with all operating mechanisms located in the interior of the structure.

4. Special Requirements

a. Areas should provide self-service station sites to allow patrons to service vehicles with water and air. These facilities will need to be located where they do not obstruct the main circulation patterns of the site.

b. Car wash facilities should be designed to minimize machinery and blower noise levels. Facilities should be oriented away from adjacent sensitive uses.

c. On automatic car wash sites, facilities should provide for vacuuming and drying of vehicles upon exiting the car wash building. These areas should be carefully oriented to avoid being a nuisance to adjacent uses.

d. Where possible, landscape areas should provide a three-tier system of groundcovers, shrubs, and trees. The use of landscaped berms and/or low screening walls adjacent to sidewalks is encouraged.

D. Drive-Through Businesses

1. Description

Drive-through businesses have become a common element along Highway 99. The major design issues related to these types of establishments are site plans that promote efficient and well-organized vehicular access and on-site circulation while adequately buffering adjacent uses.

Drive-through business

2. Site Organization

a. The primary presence along the major street, such as Live Oak Boulevard, should be the building, not parking lots or the drive-through lane.

b. Drive-through aisles should provide adequate on-site queuing distance to accommodate three cars (90 feet) before the first stopping point (e.g., menu board, cashier window, automatic teller machine).

c. Drive-through aisles should have a minimum 25-foot interior radius for any curve.

d. Drive-through aisles should be screened from the view of street frontage and adjacent parking areas.

e. Pedestrian walkways should not intersect the drive-through aisle. Where walkways cannot be avoided, they should have minimum 15-foot clear visibility and should be emphasized by enriched paving.

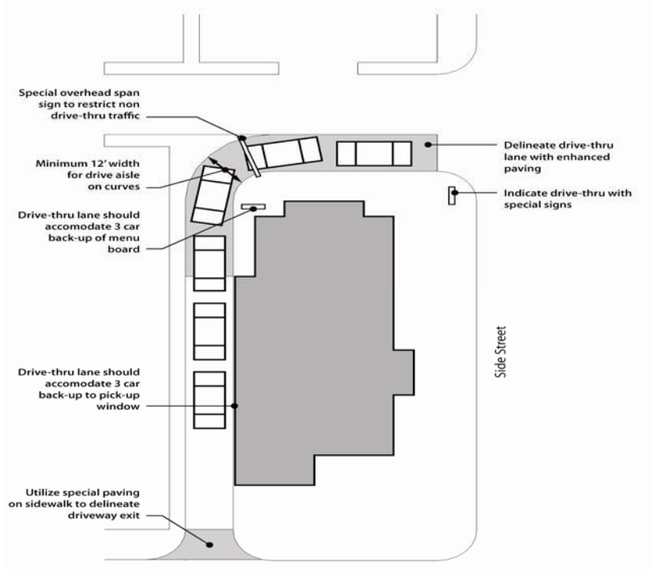
f. Menu board speakers should be located so as to protect adjoining residential areas from excessive noise.

3. Building Design

a. All building elevations facing public streets, whether such elevations function as the front, side, or rear of the building, should be architecturally detailed and landscaped.

b. Buildings should incorporate some roof articulation. Flat roofs are discouraged.

c. Drive-through businesses should be architecturally detailed in favor of standard franchise/corporate design. Franchise/corporate architecture and color theme should reflect the surrounding agricultural, small-town atmosphere of Live Oak.



Building design should reflect the surrounding environment.

Architecturally detailed drive-through businesses are preferred over standard franchise/corporate design.

E. Hotels and Motels

1. Description

Hotels and motels are quasi-residential uses and should be designed and sited to minimize the effect of noise from Highway 99. Although they are quasi-residential, the scale of and activities associated with hotels and motels often make them problematic neighbors for adjacent residential properties. If a residential interface cannot be avoided, it should be carefully designed to mitigate any potential adverse impacts on existing or future adjacent residents.

Hotel/Motel

2. Site Organization

a. The primary presence along the Highway 99 frontage should be the building or drive-under canopy and driveway approach, not a massive parking lot with the building set back a considerable distance from the road.

b. Some short-term parking spaces should be provided near the office for check-ins and check-outs.

c. Delivery and loading areas should be screened to minimize impact on sensitive uses.

d. Mechanical equipment of all types, including swimming pool equipment, should be screened from public view.

e. Recreational facilities such as swimming pools should be designed to offer privacy to facility users. Avoid putting the pool between the building and Highway 99.

f. Avoid locating driveway, garage ramps, or loading and service areas where they interfere with the flow of pedestrian movement or impact the privacy of guestrooms.

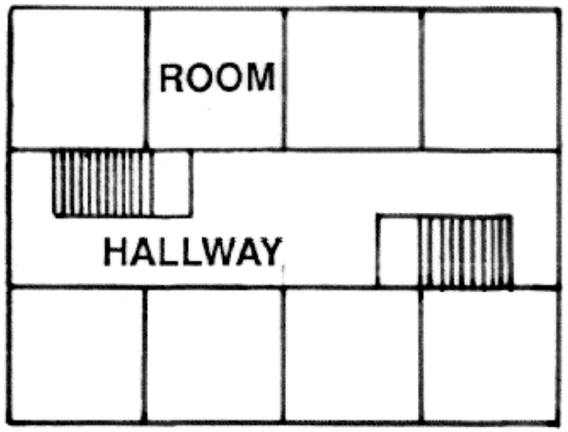
g. Utilize parking lots and other open spaces on the site to help buffer the hotel/motel from any adjacent incompatible uses.

The primary presence along Highway 99 should be the building and/or drive-under canopy.

3. Building Design

a. Long unarticulated wall facades are discouraged and should be divided into structural bays.

b. Walkway, stairway, and balcony railings and other similar details should be visually and stylistically consistent with the basic building design.



Guestrooms accessible from hallways within the hotel are desirable for hotel/motel structures over two stories.

4. Special Requirements

a. Exterior corridors are prohibited on buildings over two stories located adjacent to residential uses.

b. For structures over two stories, all guestrooms shall be accessible from hallways within the hotel. Avoid room entrances directly adjacent to parking lots or exterior walkways.

c. Landscaping is encouraged in all street-front setback areas, along the building base, adjacent to entrances to hotels and motels, and along property lines visible from off site or from customer access areas.

F. Big-Box Retail

1. Description

Big-box retail outlets are typically housed in large single-story structures more reminiscent of warehousing than retail. Due to their positive economic impact on communities like Live Oak, they are becoming more prolific along local highways and at major intersections.

The primary design issues related to big-box retail are the need to successfully accommodate large parking areas and how to provide architectural interest to an otherwise plain, unadorned big-box structure.

Big-box retail

2. Site Organization

a. Parking lots for big-box retail should not occur entirely in front of the building. Place a minimum of 15% of the overall parking to the side of the structure.

b. The base of the big-box building, except loading and/or service areas, should be completely surrounded on all four sides by landscaping or enhanced pedestrian pathways.

c. Align the major site entry drive with the architectural facade of the most prominent on-site building.

3. Building Design

a. The big-box building should contain an identifiable base, extending 2 or more feet up from the finished grade. This base may incorporate texture variations or a projection or break in the wall color or material.

Base of building incorporates change in color and material.

b. The base material should be highly resistant to damage, defacing, and general wear and tear. Precast decorative concrete, stone masonry, brick, and commercial-grade ceramic tile are examples of acceptable base material.

Exterior wall treatments such as arcades, porticos and colonnades are encouraged.

c. A variety of roof types are permitted. Distinct and interesting rooflines instead of flat-roofed structures are encouraged. A substantial cornice should be used at the top of a parapet wall or roof edge, providing a distinctive cap to the building facade.

d. Building wall articulation is required on the big-box store. Exterior wall treatments such as arcades, porticos, insets, colonnades, lower shed-roof structures, and wing walls can be used to successfully mitigate the appearance of the typical big-box building appearance.

e. Big-box buildings designed with linear shops with entrances from the interior and exterior of the big-box buildings to create a more human-scale setting are encouraged.

f. Outdoor storage areas at big-box retailers such as Home Depot, Lowe's, and K-Mart should be incorporated into the architecture of the primary building. Screening materials and colors should be consistent with the overall theme of the building.

The building material on the base of the building should be resistant to damage. Masonry is suggested.

Outdoor storage areas should be incorporated into the architecture of the primary building.

VII. Employment and Industrial Guidelines

A. Introduction

These guidelines include both non-retail (office, light assembly, wholesaling and distribution) and industrial buildings. The following guidelines seek to assure high-quality development in employment/office/industrial uses by:

- Achieving well-planned, quality designed non-retail development.
- Ensuring compatibility between non-retail development and existing community character.
- Creating environments in which non-retail activities and operations may be conducted with minimal impact on the natural environment and surrounding land uses.

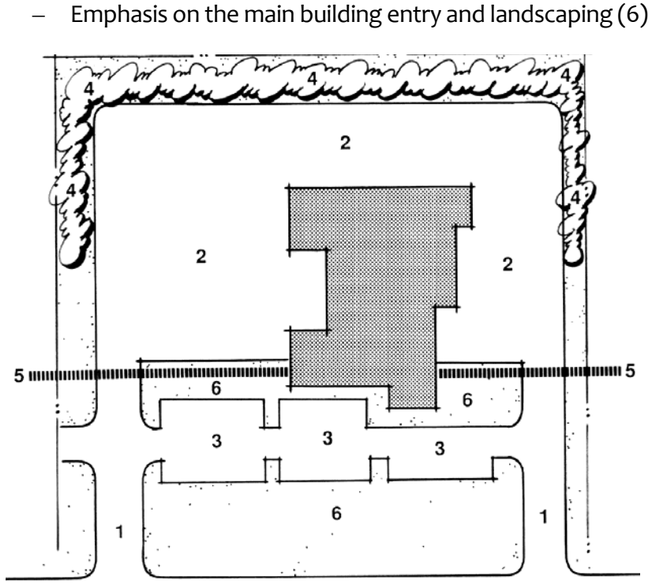
Employment center

B. Site Planning Guidelines

1. General Guidelines

a. The main elements of a good employment and industrial site design, as illustrated on the graphic on this page, include:

- Controlled site access (1)
- Service areas located at the sides and rear of buildings (2)
- Convenient public access and visitor parking (3)
- Screening of storage, work areas, and mechanical equipment (4)
- Storage and service area screen walls, as required by the Zoning Regulations (Chapter 17.24.030) (5)
- Emphasis on the main building entry and landscaping (6)



Appropriate business park site layout

b. A variety of building and parking setbacks should be provided in order to avoid long monotonous building facades and to create diversity.

c. Auxiliary structures associated with employment and industrial buildings or complexes, such as trash enclosures, phone booths, vending machines, and storage areas, should be compatible with and integrated into the overall design of a business park (if applicable).

d. Storage areas containing hazardous materials should be sited separate from flammable/highly combustible liquids.

2. Site Access/Entries

a. Pedestrian access should be incorporated into the overall design of business/industrial parks.

b. The entry to each development area should be clearly visible to pedestrians and motorists.

c. Business/industrial parks should be marked by entry features such as a monument sign, decorative paving, special lighting, or landscaping.

d. Low groundcovers should be used at intersections to maintain proper visibility.

Clear entrance and pedestrian access.

3. Views and Screening

a. Buildings should not detract from the scenic and visual quality of the community and should not impair views from major public roads, trails, or vehicular turnouts.

b. In scenic areas and areas dominated by landscaping, buildings should incorporate natural materials and otherwise "fit into" the natural topography.

c. Landscape screening and walls should be used to minimize the visual impact of new development.

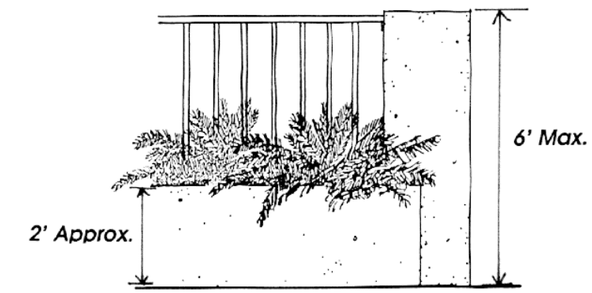
d. Screening is required between non-compatible land uses.

Landscaping should be used to minimize visual impact.

4. Screen Wall Guidelines

a. If walls are not required for a specific screening or security purpose, they should not be utilized. The intent is to keep walls as low as possible while fulfilling their screening and security functions.

b. When security fencing is required, it should be a combination of solid pillars, short solid wall segments, and wrought iron grillwork.



Short solid wall segments and wrought iron break up flat surfaces and add visual interest.

Perimeter walls with landscaping and materials that complement the project.

c. Long expanses of fence or wall surfaces should be offset and architecturally designed to prevent monotony. Landscape pockets (12 feet wide by 3 feet deep) should be provided at 70-foot minimum intervals along the wall. Walls must be placed behind required landscape setbacks.

d. Design of screen walls/fences should take into account fire apparatus passage and clearance to fire protection features.

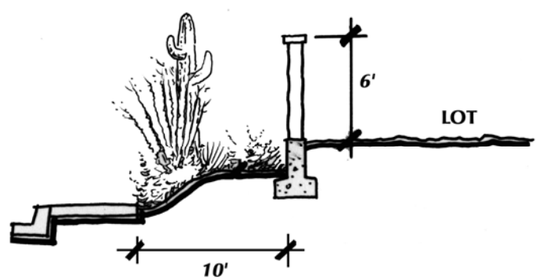
e. Perimeter walls should be designed in such a manner as to create an attractive appearance to the street and to complement the style and character of adjacent development types.

f. Perimeter walls should use materials and colors that complement the project's architecture.

g. Plain concrete walls not otherwise articulated by form, materials, or alignment are not permitted.

h. The maximum height of any perimeter wall or fence in the rear and side yards should be 6 feet measured from the high side elevation. Specialty walls such as screen walls, sound walls, and retaining walls should have a maximum height dependent on necessity and location.

i. Perimeter walls adjacent to major arterials are required to be of masonry construction and set back behind the required landscape setback.



Maximum heights are measured from the high side elevation.

j. Whenever possible, buildings adjacent to common open space areas should have wrought iron grillwork and view fences to provide visual access to open space.

k. Perimeter walls should incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls.

l. Long continuous perimeter walls are discouraged. Perimeter walls should be broken up by pillars or staggered setbacks every 50 feet.

m. Wall design should employ, at a minimum, 12-inch vertical and horizontal plane undulations per every 50 feet. The use of wall pilasters for this purpose is highly recommended.

n. Sound walls shall not be any higher than is absolutely necessary to adequately abate the adjacent noise.

C. Parking and Circulation Guidelines

a. Parking lots should not be the dominant visual elements of the site. Large expansive paved areas located between the street and the building should be avoided in favor of smaller multiple lots separated by landscaping and buildings.

b. The circulation system should be designed to reduce conflicts between vehicular and pedestrian traffic, provide adequate maneuvering and stacking areas, and include consideration for emergency vehicle access and security gating systems.

c. Entrances and exits to and from parking and loading facilities for semitrailers should be provided in compliance with applicable Live Oak Zoning Regulations (see Chapter 17.25.100).

d. A vehicle entering the parking facility should not be required to enter a street to move from one location to any other location within the parking facility or premises.

e. Parking adjacent to and visible from the public street should be screened from view through the use of rolling earth berms, low screen walls, changes in elevation, landscaping, or combinations thereof.

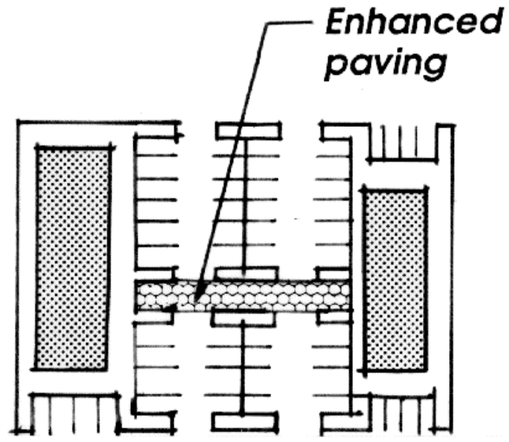
Parking lots should not be the dominant visual elements of the site.

Screen parking from view of public street with the use of landscaped berms..

f. Safe and convenient pedestrian walkways should be provided between buildings and building entrances and parking areas.

g. Pedestrian walkways shall be accessible, safe, visually attractive, and well defined by decorative pavement, landscaping, and low-level lighting.

h. Pedestrian access should be made to adjoining areas where the potential for interaction with the activities or services within these areas is likely.



Provide clearly paved pedestrian walkways within parking lots.

Pedestrian walkways should be landscaped and well-defined.

D. Loading Facility Guidelines

1. Location

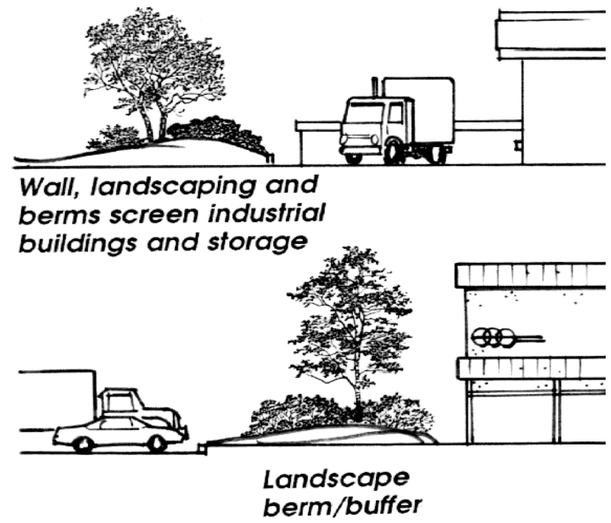
a. To alleviate the unsightly appearance of loading facilities for non-retail/industrial uses, loading areas should not be located at the front of buildings where it is difficult to adequately screen them from view. Such facilities should be on the side or rear of the site.

b. When it is physically not possible to locate loading facilities at the rear of the building, loading docks and overhead doors should not dominate the building frontage and should be screened from the street. Offset loading facilities from driveway openings.

2. Screening

a. Where screening is required by applicable Zoning Regulations, a combination of elements should be used, including solid masonry walls, berms, and landscaping.

b. The method of screening should be architecturally integrated with the adjacent building in terms of materials, colors, shape, and proportion.



E. Landscaping Guidelines

a. Landscaping should be used to define areas such as entrances to buildings and parking lots, provide transition between neighboring properties (buffering), and provide screening for outdoor storage, loading, and equipment areas.

b. Landscaping should be in scale with adjacent buildings and be of an appropriate size at maturity to accomplish its intended purpose.

c. Use of landscape elements adjacent to walls is encouraged in non-retail/industrial areas to reduce their visual impact and opportunities for graffiti.

d. Landscaping around the base of the building softens the edge between the parking lot and building and is strongly encouraged.

e. Landscaping should be protected from vehicular and pedestrian encroachment by raised planting surfaces, depressed walks, or the use of curbs.

f. New planting around fire apparatus shall be a minimum of 7 feet clear to allow for plant growth.

g. A 6-foot or larger landscape strip should be provided between parking areas and the office (front) portion of a non-retail structure, including a 6-inch curb and 12-inch mow strip. The use of water-efficient trees, shrubs, and groundcovers is encouraged.

h. Landscaped areas should provide sufficient clearance to fire protection features (i.e., connections, hydrants, and backflow preventers). In areas where hydrants are located, the canopy height of trees should be a minimum of 6 feet and the clearance radius around the hydrant should be a minimum of 3 feet.

Landscaping should be used to soften the visual impact of buildings.

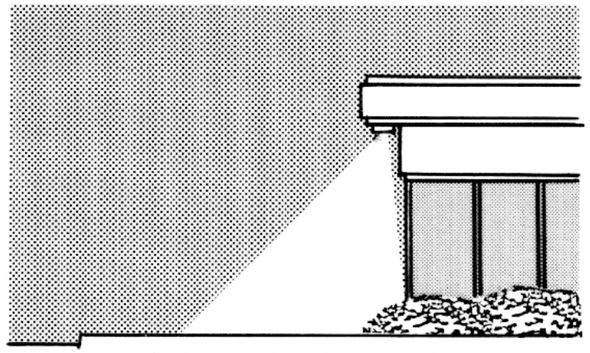
F. Lighting Guidelines

a. Minimize the visual impact and amount of spillover light onto surrounding uses. High-mounted, widely spaced pole fixtures that illuminate large areas from a single source are discouraged.

b. Lighting fixture placement should provide the best illumination for outdoor areas such as parking, shipping and receiving, pedestrian walkways, and work areas.

c. The design of lighting fixtures and their structural support should be of a scale and architectural design compatible with on-site buildings. If possible, a light standard theme should be provided throughout the business park.

d. If non-retail/industrial activities and operations occur during the night, low-level lighting versus high-mast lighting should be provided at driveway entrances.



Confine light spread to within site boundaries.

G. Architectural Guidelines

1. General Guidelines

a. Each non-retail/industrial building or business park should have a distinct architectural concept that is consistent in theme but rich in subtle variation. Buildings within the same business park should be designed to provide a clear, unified, and easily identifiable image. Methods to achieve this include using similar architectural styles and materials, complementary roof forms, signs, colors, and decorative pavement.

Example of a quality business park building

b. The architectural qualities and design elements for non-retail/industrial buildings that are encouraged are:

- Building modulation
- Façade articulation, indentations and architectural details
- Building entry accentuation
- Screening of equipment and storage areas
- Landscaping to soften building exteriors and buffer between uses

c. The design elements for non-retail/industrial buildings that are discouraged include:

- Large blank, flat surfaces
- Exposed, untreated concrete block walls (except split face)
- Unscreened loading doors facing the street
- Exposed roof drains

2. Height and Mass

a. The height and mass of non-retail/industrial buildings should consider the visual and physical relationship to adjacent uses. A structure that dominates its environment by its relative size is strongly discouraged.

b. Varying building heights/massing and setbacks to define different functions such as offices and warehousing are encouraged.

Facade articulation and landscaping

3. Building Design

a. Employ variety in building forms to create visual character and interest.

b. Do not employ long unbroken building facades. Facades with varied front setbacks are encouraged to provide visual interest.

c. Rear and side wall elevations should provide building offsets and architectural details similar to the front facade.

d. Entrances to individual buildings should be readily identifiable to visitors through the use of recesses or pop-outs, roof elements, columns, or other architectural elements.

Varied rooflines integral to the architectural theme add visual interest.

4. Roofs

a. Rooftop equipment should be screened from view on all four sides by architectural features integrated with the design of the building.

b. Roofs should be integral to the architectural theme of buildings. Rooflines of non-retail buildings should include variations to avoid long, continuous planes.

5. Materials/Color

a. High maintenance materials such as stained wood, clapboard, or shingles are strongly discouraged.

b. Materials should be chosen to withstand abuse by vandals or accidental damage by machinery. False facades and other simulated materials and ornamentation are discouraged.

c. The use of various siding material, e.g., masonry, concrete texturing, cement, or plaster, to produce effects of texture and relief that provide architectural interest is encouraged.

Various siding materials that provide architectural interest are encouraged.

d. Metal buildings shall be architecturally treated on all four exterior sides of the building.

e. Metal buildings should employ a variety of building forms, materials, colors, and other architectural treatments to add visual interest. Exterior materials should include stucco, plaster, glass, stone, brick, or decorative masonry. Stock metal buildings with over 30% on each elevation are strongly discouraged as the primary structure.

f. The use of compatible colors in a single facade or composition is required. Compatible colors add interest and variety while reducing building scale and breaking up plain walls.

g. Light, neutral colors should be used on non-retail buildings to help reduce their perceived size. Contrasting trim and color bands that help break up the vertical monotony of flat walls are encouraged.

h. Brightly colored and highly reflective roof surfaces, including unpainted galvanized metal roofing and illuminated roofing, are prohibited.