

Village Mixed Use (VMU)

This section of the Guidelines and Standards applies to areas between the Village Core Downtown and the Village Residential districts surrounding the Village, as shown on the Design Overlay map including the Public Facilities district. The Village Mixed Use district is intended to provide space for intensified mixed use projects compatible with adjoining commercial or residential districts. The Guidelines and Standards for this area are intended to enhance these transitional areas.

An objective of the Village Mixed Use district is to maintain and develop mixed uses in a manner that allows a transition from the intense commercial character of the Village Core Downtown to the surrounding traditional Village Residential neighborhoods. Adaptive re-use of existing houses is encouraged to accommodate new uses while maintaining the historical residential heritage. The Village Mixed Use district should enhance pedestrian accessibility and activity and minimize the visual impact of automobiles.

EXISTING CHARACTER



The Village Mixed Use districts contain a combination of commercial, office and residential uses rather than exclusively residential or commercial character evident in adjoining areas. Generally, the character of existing development reflects the period of the late 19th Century, however, it derives its diversity from the combination of residential and commercial uses over time.

Diversity in Scale

Many of the buildings surrounding the Village Core Downtown are small residential structures that are being used as homes, offices, or small retail stores. The lot sizes and building types are more consistent with Village Residential areas. Most of the buildings are one story, however, some two story homes and offices exist proximate to the Village Core Downtown. Generally, the scale of the Village Mixed Use neighborhood is smaller with moderate sized separated buildings.

Similarity of Material

Building materials used in the Village Mixed Use district generally reflect those used in Village Residential neighborhoods rather than Village Core Downtown commercial buildings. The most common cladding material is either weatherboard or clapboard wood siding. Other popular materials include stucco or plaster, and shingles of various designs are often seen as accent materials or ornamentation, especially on gable ends. The most common roofing material is composition shingle, and

to a lesser extent wood shingle. Yellow indigenous sandstone, which is a distinct building material in the Village Core Downtown, is not as common for Village Residential and Village Mixed Use buildings, but it is sometimes used as a foundation material or a trim material along with stone or brick. Window frames are almost exclusively wood, and door materials incorporate wood panels with glass, in varying proportions.

Sense of Experimentation

Most Village Mixed Use districts exhibit a Village Residential rather than Village Core Downtown commercial character. Use of similar building materials, colors, or styles with individual building design or unique ornamentation brings out a more eclectic nature within Village Mixed Use districts. Such diversity is encouraged.

Variety in Building Form



Buildings are single and two-story with varying architectural styles and sizes. Varying setbacks and distinct wing arrangements create a unique streetscape. Landscaping adds character by screening and accenting the buildings in the Village Mixed Use district. Variety in building form is due to historic mixed uses and diversity of individual infill developments between the Village Core Downtown and Village Residential areas over time. Materials and building styles incorporate details from both residential and commercial building types.

DESIGN GUIDELINES AND STANDARDS

The following building elements shall **NEITHER** overpower the project or detract from the visual continuity of the streetscape or neighborhood **NOR** produce redundancy in feature or pattern that is discordant with the historic character of the district:

- Building scale
- Building form
- Building façade
- Building entrance
- Roofline
- Fencing, rails or trellis
- Archways, columns or towers
- Doors and windows
- Signage or feature designed for sign placement
- Colors

Site Design

All new projects or substantial alterations and additions are required to adhere to site development standards of the Development Code.

Front Setbacks in the Village Mixed Use district should be in line with traditional houses along the block generally ten to twenty feet (10' –20'). Where setbacks vary, a new building shall fit within the range of setbacks of the block.

When a structure is built in or altered in or is facing a predominantly residential block, it should take on a residential design character regardless of its proposed use.

For a Village Mixed Use district project that is predominantly residential in use, the design of the project should reflect a residential character.

Residential and mixed use buildings in the Village Mixed Use district shall comply with the design standards for the Village Mixed Use district, unless otherwise approved by the ARC and Planning Commission. Exceptions may include retail commercial uses in close proximity to the Village Core Downtown.

Connective elements such as walkways, common landscaped areas, building orientation, and unfenced property lines are encouraged.

Particular care should be taken to assure convenient pedestrian and bike circulation through all parts of a project and to adjoining properties in the Village Mixed Use district.

Any surface parking should be provided in well-screened parking lots at the rear or sides of projects. Parking that is intended to support commercial or office uses should be placed in convenient proximity to such uses. At least one on-site parking space shall be provided for each dwelling unit, regardless of dwelling size.

New outbuildings, including garages and enclosures for service areas, trash or recycle containers, or storage structure should be compatible with materials, textures and colors of the principal buildings. Projects that propose potential newspaper racks shall include a designated area consistent with the building architecture. Vending machines in public view shall be placed within an enclosing structure. Plans for the structure shall be subject to ARC approval.

Existing trees should be retained where possible. A Tree Removal Permit may be required "Municipal Code 12.16). Judicious pruning and shaping will be allowed. Street trees and other sidewalk area landscaping shall be incorporated if pedestrian circulation will not be obstructed. (Streetscape improvements within the public right-of-way require an Encroachment Permit from the Public Works Department.) Front yards should be landscaped compatible with the majority of neighboring properties and maintained on a regular basis. Each residential unit shall provide a private outdoor patio, courtyard, atrium or balconies, regardless of unit size.

Street furniture and fixtures shall complement the existing sidewalk paving, lighting schemes, and street furniture within the Village Core Downtown.

A site plan incorporating the project within adjacent development shall be submitted as part of the application for Architectural Review.

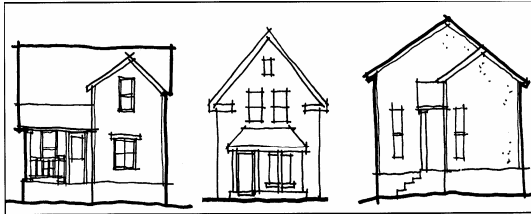
Building Design

The height of new buildings shall not exceed Development Code standards: generally one and two stories are allowed. New building additions and alterations should be compatible with the adjoining area and not exceed height, lot coverage and floor area ratio requirements of the Development Code.

The use of consistent architectural styles from the years 1870 to 1940 is strongly encouraged rather than additions or alterations from more recent or different design styles (see Architectural Styles for examples).

New construction should include elements such as cladding, roofing material, roof structure and ornamentation common to the district.

The existing pattern of building facades generally respecting pedestrian or human scale design should be incorporated into new development projects. Façade designs that incorporate either brick or stone elements and parapets are appropriate for commercial structures. Roof types generally associated with residential buildings such as gable, hip or gambrel are also appropriate for structures within the Village Mixed Use district.



Preferred: Design a façade to appear similar in scale and character to neighboring houses.

Established Context

Avoid: Large areas of blank wall that face the street appear more bulky and fail to provide a sense of human scale.

A building front should provide visual interest and a sense of human scale.

All decorative fixtures, including awnings, signs and lighting, shall be integrated with other design elements of the structures.

Building elevations shall be submitted as part of the application for ARC review. Perspectives, accurate sections or a model of the project may be required to depict the height, mass and scale of the proposed project with respect to its setting and adjacent development.

Construction Materials

Clapboard, weatherboard cladding, and cement plaster, including stucco, are building materials used in the Village Mixed Use district. Cement plaster is most prevalent in more recent designs and on Spanish Eclectic style buildings. All cladding or wood materials should be painted or treated to preserve the wood, and to give the structure a more finished look. New roofing materials should incorporate composition shingles or other nonflammable material that simulates the appearance of

wood. For Spanish Eclectic or Pueblo styles, the use of mission tiles is appropriate.

New or replacement door frames and window sashes should be made of wood or an approved substitute material that approximates the appearance of original materials.

Some existing buildings incorporate materials that do not reflect historic styles such as synthetic siding, concrete block and aluminum, which are the result of prior additions or remodels. Further use of these materials is not permitted unless necessary for minor changes to elevations already composed of such elements. Additions or alterations to buildings shall use the original building materials where possible, or approved materials that simulate original materials.

Original decorative details should be retained where possible. If original historic materials have deteriorated and must be removed, they shall be replaced with materials that match the original design, color and texture.

Sample materials shall be submitted as part of the application for ARC review.

Building Colors

Building colors should be compatible with the historic character of the area, and should not conflict with other colors in the surrounding areas. The building colors in the historic districts primarily include tones that match the natural environment such as earth tones. Some Victorian homes in the Village Residential and Village Mixed Use portions of the Village use brighter colors to accent the style of these buildings.

Neon or day-glow colors are not appropriate. Bright colors, such as those on the Victorian homes, shall be limited to accent details or portions of the buildings. Color samples shall be submitted as part of the application for ARC review.

Signs, Awnings and Rear Entries



SIGNS

General

1. Signs shall meet all requirements of the Development Code, and the provisions of these Guidelines and Standards for the district in which it is located. If a conflict arises between the Development Code and these Guidelines and Standards, the most restrictive requirements shall apply.
2. All signs, except Community Development Director approved window signs, shall be subject to review by the Architectural Review Committee (ARC).
3. Signs shall be oriented to pedestrians and slow moving vehicle traffic. This means that signs shall be smaller and on more of a human scale than signs in other commercial districts.



4. Painted wall signs are not appropriate on facades of unpainted brick or stone. Signs painted directly on unpainted or unfinished walls are not appropriate for the Village Core Downtown and Mixed Use districts. Wall signs painted on finished wood and/or painted brick, stone or stucco surfaces are allowed subject to ARC recommendation. Removing or altering painted signs can cause damage to the surface material.



Size

1. Signs shall not completely cover kick plates or window transoms.
2. All signage is included in the sign area allowed in the Development Code. This includes window and awning signs, logos and graphic representations that identify the business, product sold, or service offered.
3. Window signs shall not exceed twenty percent (20%) of the window area in which they appear.
4. Sign materials and lettering styles shall be consistent with the historic period.

Location

1. Signs shall be located in relation to the bays on the façade. Signs shall not

obscure architectural features of the building.



2. Wall signs shall be located near the entry to the building to better relate to pedestrian traffic.
3. Window and door signs shall be applied where they will not obstruct visibility.
4. Signs on awnings or canopies shall be placed where pedestrians can see them. Under-canopy signs are encouraged in the Village Core Downtown District to enhance pedestrian orientation, and shall be counted as part of the total allowable sign area.



Materials

1. Signs shall be built of wood, metal or other materials that simulate the appearance of wood or metal.
2. The use of wood-simulating recycled plastic material is subject to Architectural Review Committee (ARC) approval.
3. High gloss, shiny or reflective surfaces may be used as accents, but shall not be used as the predominant sign material.
4. Signs may use raised images or painted images in their design.
5. Sign materials shall complement the building material, and shall be in keeping with the historic character of the Village.
6. Signs painted on a signboard or other thin material shall be framed on all sides to provide depth and a finished look to the sign. Sign frames shall include carved or routed details or otherwise be designed to complement the architectural design of the building or district.
7. Interior lit and metal canister, plastic and vacuum-formed letters or sign faces are not permitted unless specifically recommended by the Architectural Review Committee (ARC).

Colors

1. Sign colors shall complement the building color scheme.
2. Bright, intense colors are inappropriate including the use of fluorescent, "neon" or "day-glo" colors on signs.
3. All applications for sign permits shall include a sample of the intended color palette.

Sign Illumination

1. Signs may be externally illuminated with incandescent lights, or other lighting that does not produce glare and is designed to conserve energy.
2. Wall, canopy, or projecting signs may be illuminated from concealed sources or exposed ornamental fixtures that complement the building's architecture.
3. Window signs and window displays may be illuminated from concealed sources.
4. Neon tubing signs that approximate the appearance of historic neon are subject to approval of the Architectural Review Committee. All neon tubing shall be covered with transparent or translucent material to prevent rupture or shall be certified by the manufacturer for safety.

AWNINGS AND CANOPIES



1. Under-awning or under-canopy signs oriented to pedestrian traffic are encouraged as part of the overall signage in the Village Core Downtown and Mixed Use districts.
2. All graphics, logos, and signs contained on awnings or canopies shall be considered part of the total allowed sign area as defined in the Development Code.

3. Awning or canopy color and design should be compatible with that of the building on which it is attached and complement those of adjacent buildings, both in style and color.



4. Canopies and awnings shall be consistent with the historic period in regard to size, shape, and materials. Aluminum, fiberglass and plastic awnings or canopies are not appropriate. The use of loose valances and traditional vintage-stripped awning material is encouraged. Canopies and awnings consisting of materials stretched taut over a rigid framework are not appropriate.

REAR ENTRIES



1. Rear entries are traditionally plain and unadorned. Common materials include brick, stone, boards and battens and wood siding, and these are acceptable for new construction or renovation.