

SUPPLEMENTAL AGENDA MATERIAL

Meeting Date: March 23, 2021

Item Number: 17

Item Description: Objective Standard Recommendations for Density, Design and Shadows

Supplemental/Revision Submitted By: Alene Pearson, Secretary, Joint Subcommittee for the Implementation of State Housing Laws (JSISHL)

"Good of the City" Analysis:

The analysis below must demonstrate how accepting this supplement/revision is for the "good of the City" and outweighs the lack of time for citizen review or evaluation by the Council.

JSISHL's recommendation for objective design standards references a set of proposed standards for review by other City Commissions. This supplemental communication provides the matrix of proposed objective design standards, for benefit of Council and public while discussing this item.

[from page two of the staff report]

To aid JSISHL in making a recommendation, staff created a matrix of design guidelines to identify design goals, introduced objective language to reflect desired design outcomes, and test-fit approved projects to double-check objective language. JSISHL recommended the proposed objective design standards be reviewed by the Design Review Committee and further refined by Planning Commission.

Consideration of supplemental or revised agenda material is subject to approval by a two-thirds roll call vote of the City Council. (BMC 2.06.070)

A minimum of **42 copies** must be submitted to the City Clerk for distribution at the Council meeting. This completed cover page must accompany every copy.

Copies of the supplemental/revised agenda material may be delivered to the City Clerk Department by 12:00 p.m. the day of the meeting. Copies that are ready after 12:00 p.m. must be delivered directly to the City Clerk at Council Chambers prior to the start of the meeting.

Supplements or Revisions submitted pursuant to BMC § 2.06.070 may only be revisions of the original report included in the Agenda Packet.

bjective Standards for Section	Subsection	Proposed Objective Design Standards	Definitions	
1. Neighborhood Context	and massing.	Differentiate the base. A base shall visually carry the weight of the building. A base is defined as a plane or material change between the ground floor and the upper floors and can be made by thickening the walls or a change in material and color and shall extend at least 75% of each individual building facade. Buildings over three stories tall shall have major massing breaks at least every 100 feet along every building frontage through the use of varying setbacks, building entries, and recesses, courtyards or structural bays. Major breaks shall be a minimum of 5 feet deep and 10 feet wide and shall extend at least two-thirds of the height of the building.		
	Materials Goal: Provide texture and visual interest while minimizing glare.	At least two materials shall be used on any building face visible from the street or adjacent parcel in addition to glazing and railings. Any one material must comprise at least 20% of street facing building facade. Materials shall not cause glare on the public right of way or adjacent parcels.		
2. Building Design	Rooflines Goal: Vertically break up building mass at the roofline.	Rooflines shall be <u>articulated at least every 50 feet along the street frontage, through</u> the use of architectural elements such as cornices, clerestory windows, canopies, or <u>varying roof height and/or form.</u>	Roofline - Top termination of the massing.	
	Façade Design Goal: Give depth to the building façade.	Provide balconies or upper facade projections or recesses every 25 to 30 feet. Blank walls on side and rear facades shall not exceed 30 ft in length.	Upper façade projection or recess - Any balcony, window box, window articulation that either creates a recess in or projects out from the building face. Blank wall - A length of untinterupted wall space that does not include a window, door, material change, or plane change.	
	Windows Goal: Give depth to the building façade.	Windows shall not exceed 75% of upper facades. Windows set in wall surfaces shall be recessed a minimum of 2 inches unless in a continguous vertical bay, in which case the recess may be substituted with a vertical fin or projection.	onango.	
3. Ground Floor Design	Residential Lobbies Goal: Create a focal point for residents and pedestrians.	A primary building entrance shall be visible from the street. Direct pedestrian access shall be provided between the public sidewalk and such primary entrance. A primary building entrance must have a roofed projection in the form of either a canopy or the extension of a vertical bay, or recess with a minumum depth of 5 feet and a minimum area of 60 sq. feet. Entrances to upper floors shall be distinguished with either plane changes, material transitions, or building signage.		
	Ground Floor Height Goal: Enhance ground floor experience.	Ground floor commercial spaces shall have a minimum interior height of 13 feet.		
	Storefronts Goal: Enhance pedestrian experience and provide visual	Retail spaces shall be accessed directly from the sidewalk, rather than through lobbies or other internal spaces. Clear glass shall comprise at least 60% of the street facing façade where it is between 3 feet and 8 feet above elevation of adjacent sidewalk. Maintain the typical rhythm of 15-30 foot storefronts at ground level. Provide at least one of the following architectural features to protect pedestrians from inclement weather: A) awnings B) canopies C) recessed entries Except for recessed entries, a majority of storefront glazing shall be at the property line.		

Objective Standards for Section	Subsection	Proposed Objective Design Standards	Definitions	- #
3. Ground Floor Design	Public Service Street Frontages Goal: Activate the public street.	At least one publicly-accessible street-level entrance shall be provided for every 40 feet along a streetfacing property line. Any remainder exceeding 30 feet shall also have a publicly-accessible street-level entrance. No two entrances shall be separated by more than 50 feet. ~ Downtown only *reference Figure 43: Public Serving Frontages on page 61 of the Downtown Design Guidelines for applicability.		a
4. Parking Lots, Garages and Driveways		Locate parking structures underground or behind buildings or provide either		9
	General Guidelines	landscape or architectural elements to screen view of parking from the street.		
	Goal: Reduce visual impact of parking on the street frontage.			
				10
	Surface Lots	Perimeter landscaping shall include trees and shrubs. In addition to required screening, parking area shall have trees which achieve a canopy coverage of at least		
	Goal: Screen surface lots from view of the street while providing shade and landscaping.	50% within seven years.		11
	Ventuation	All parking garage lighting shall be shielded so that light does not shine through vents at night and headlights are not visible from the street and adjacent parcels. If forced venting is required for the garage, air shall not vent directly onto the sidewalk or podium courtyards.		11
	Goal: Reduce impact of garages on neighboring parcels.			12
5. Building Accessories	Lighting	All lighting shall be downcast and not cause glare on the public right of way or neighboring parcels.		
	Goal: Prevent glare on public right of way.			13
		Security devices and grillwork visible from the street shall be integrated into the overall building design.		
	Security and Fences	Perimeter fencing utilized along public street shall be constructed of decorative iron,		
	Goal: Reduce visual impact.	pre-painted welded steel, or wood picket material.		
	Trash Service, Mechanical and Utilities	Garbage receptacles, utility meters and mechanical and electrical equipment at rooftop and ground shall be screened from the view of pedestrians.		14
	Goal: Reduce visual impact.			
		Existing street trees shall be retained and protected if determined to be healthy by the		15
6. Street Trees	Goal: Preserve and/or add street trees.	<u>Urban Foreste</u> r. Work with Berkeley's Urban Forestry Department and Public Works to determine preferred locations for new street trees.		10
7. Signs and Awnings		Coordinate the design and alignment of signs and awnings on buildings with multiple		16
		storefronts in order to achieve a cohesive appearance to the base of the building.		
	that is in keeping with the	Signs and awnings shall not obscure architectural elements such as clerestory windows or columns.		
	building design	All front faces shall be opaque.		