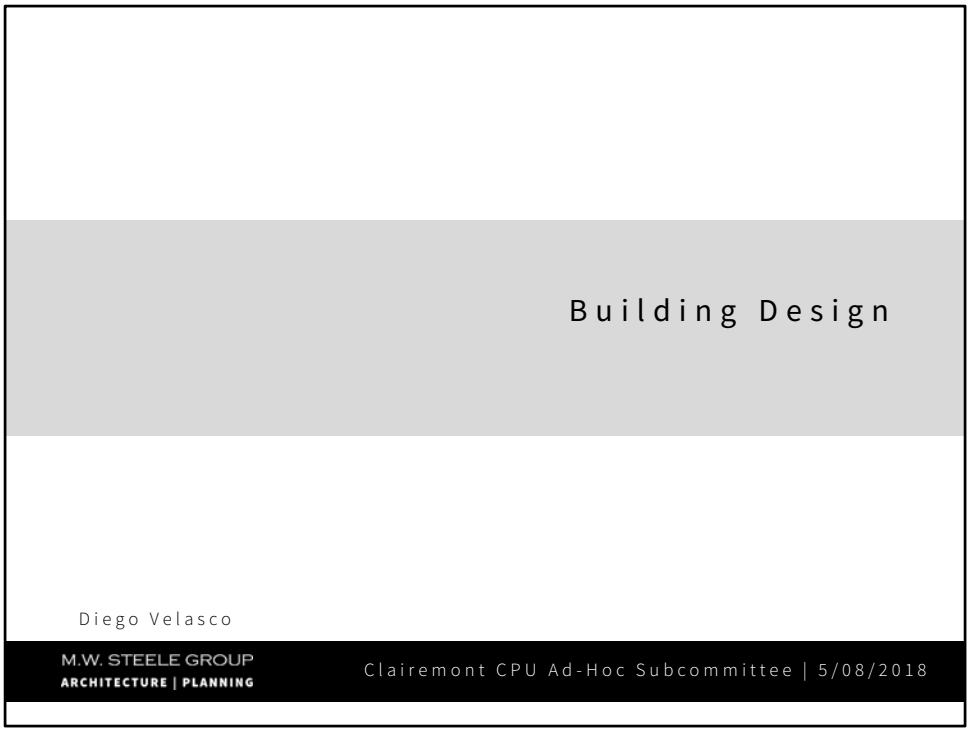

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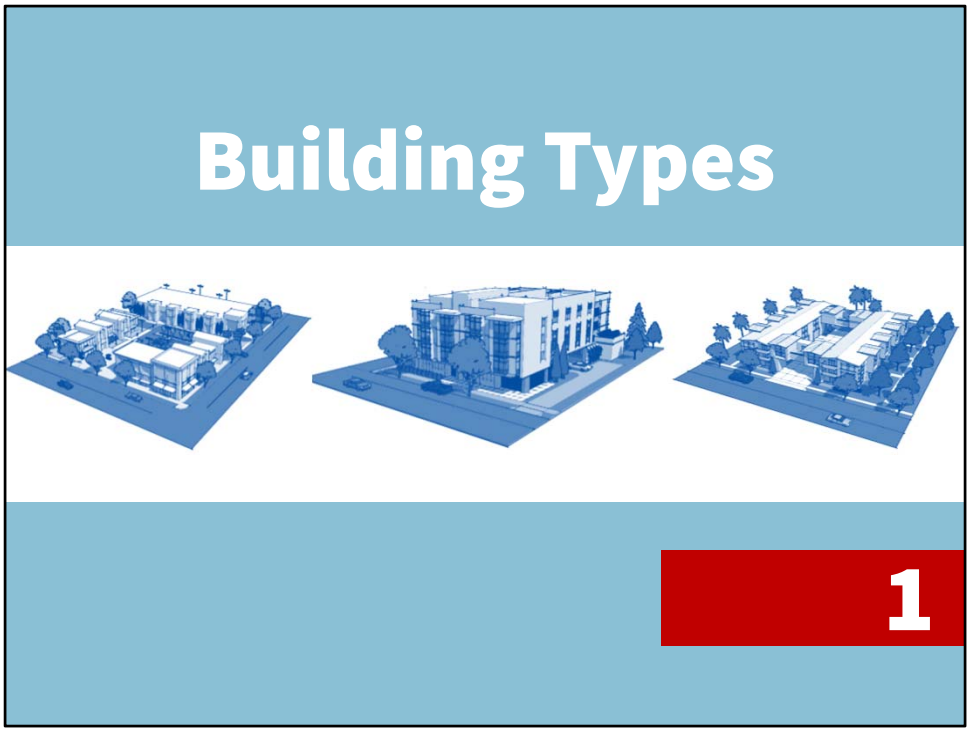
Today I will talk about 3 key elements of building design and try my best to tie them Clairemont

Recap of Topic 1: Public Realm

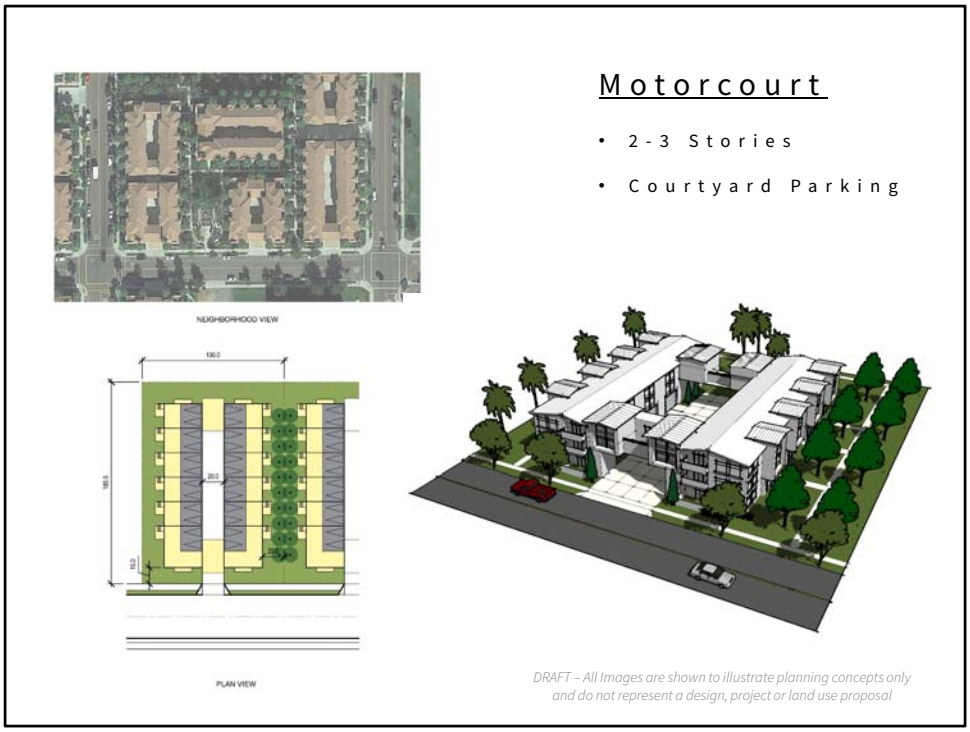


Most residential development is based on a handful of building types and formats. I'd like to expose you today to some of the primary building types that may be feasible for Clairemont. The focus will be on multi-family and mixed-use, with a couple of examples of office. This is likely the predominant development use in the future, with some amount of retail center revitalization (which we discussed in our last session).

This is a sampling of what you have in the community today; you can see there is quite a variety of building types, formats and scales

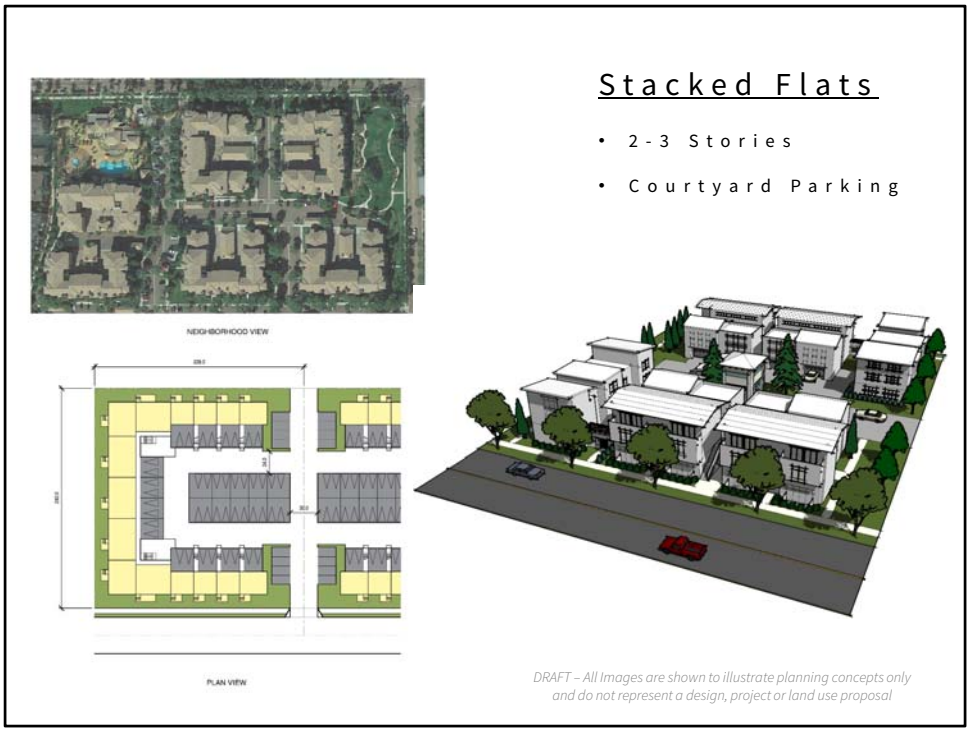
Rowhome Building Type Typical Plan and 3D view

Row Home Examples



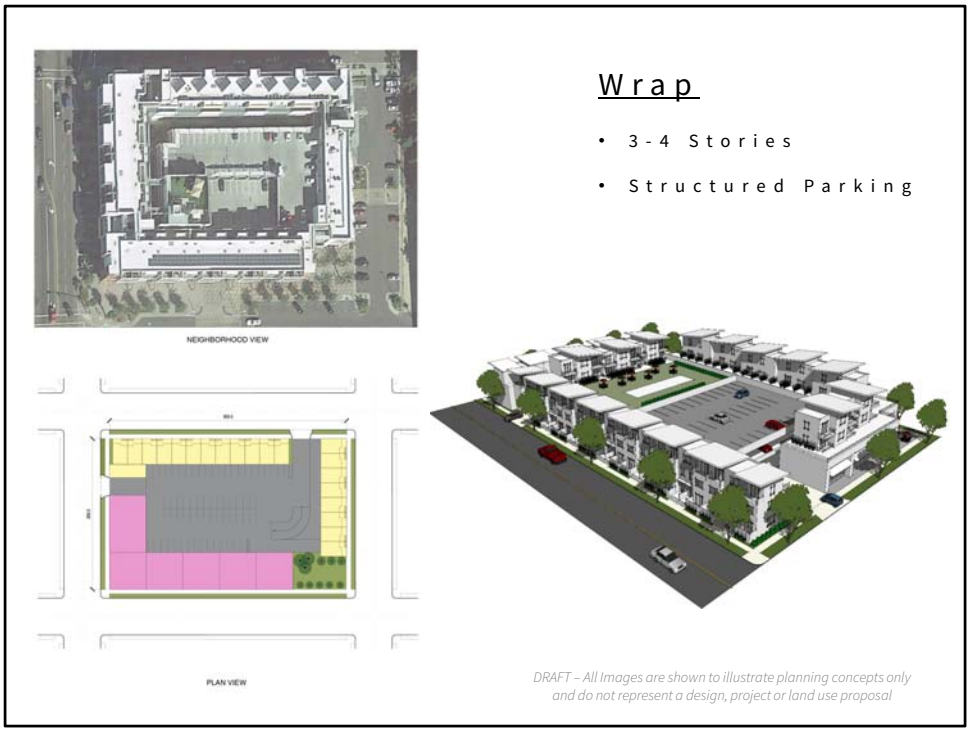
Motorcourt Building Type Typical Plan and 3D view

Examples of Motorcourt



Stacked Flat Building Type Typical Plan and 3D view

Examples of Stacked Flats



Wrap Building Type Typical Plan and 3D view

Examples of Wrap Buildings

Podium Building Type Typical Plan and 3D view

Examples of Podium Buildings

This is a sampling of what you have in the community today; you can see there is quite a variety of building types, formats and scales

Low-Rise Office Building Type Typical Plan and 3D view

Examples of Low-Rise Office Park

Examples of Low-Rise Office Park

Building Types

Rowhome

Motorcourt

Stacked Flats

Wrap

Podium

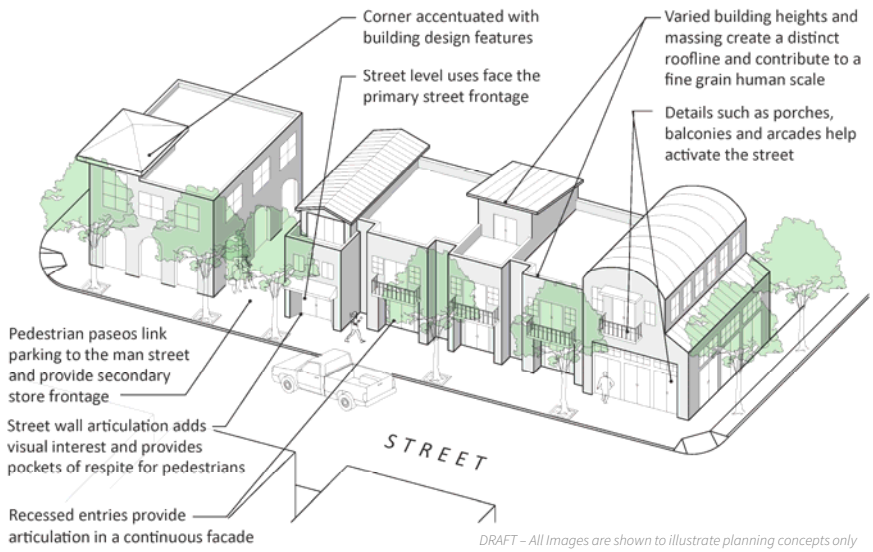
Business Park

Beyond Building Types, there are elements of building design that should be considered in particular when thinking about how buildings can be made to be compatible with neighborhood character

1. Building Orientation & Placement
2. Access & "Eyes on the Street"
3. Scale, Massing, Form & Articulation
4. Transitions & Step Backs
5. Roofline Variation
6. Corners
7. Materials, Colors & Details

Today, I will talk about 7 key elements of building design that help make buildings compatible with their neighborhood context and result in buildings that "give back" to the community

1. Building Orientation & Placement



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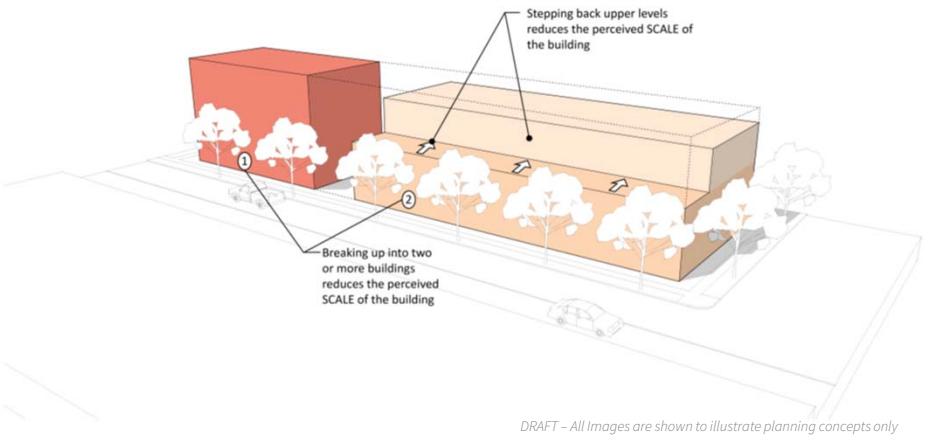
2. Access & “Eyes on the Street”

3. Scale, Massing, Form & Articulation



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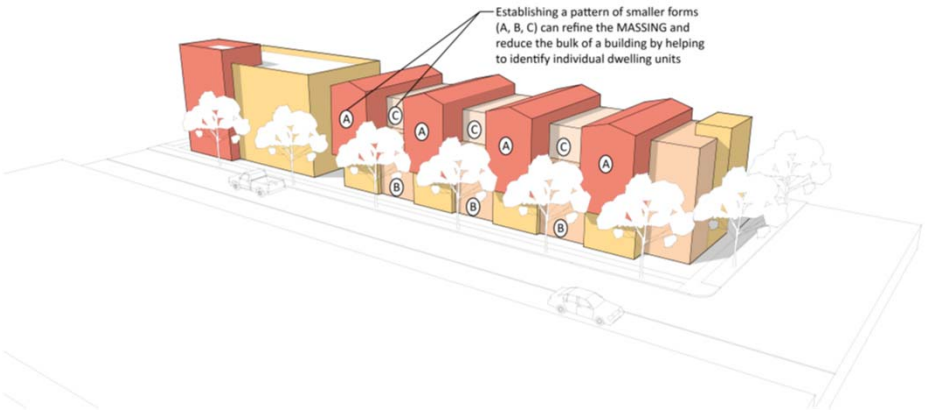

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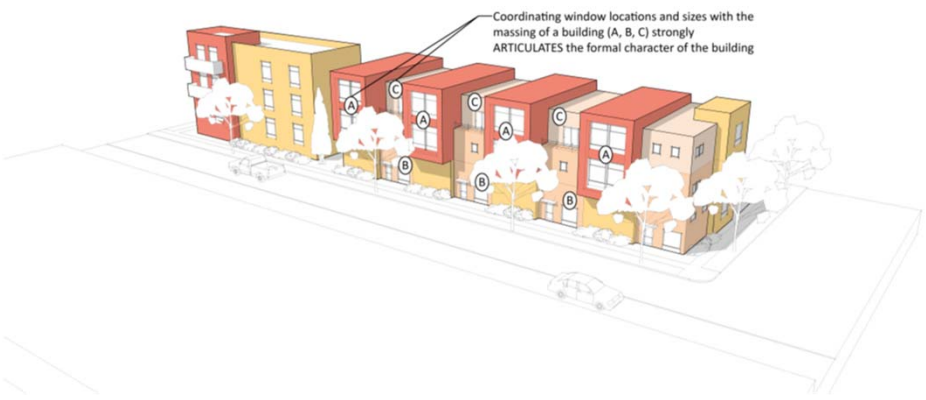

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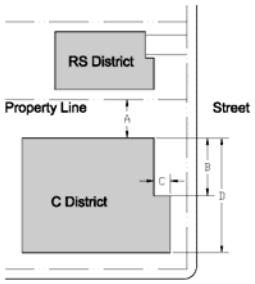
New single-family residential in the community is of a significantly larger scale than the immediate existing context, yet same number of dwelling units/ lots

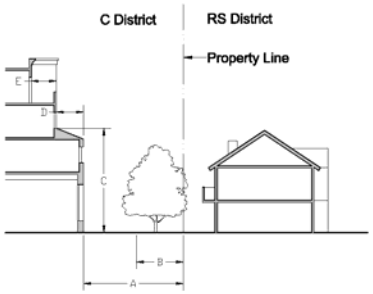
Existing single-family across the street; it is not always about the number of units or the building type – massing, scale and form matter too – perhaps more?

4. Transitions & Step Backs



PLAN VIEW

A = Min. 20 ft. side and rear yard setback
B = 50% of D or 50 ft. (whichever is shorter)
C = Match the Required Front Yard Setback of the abutting Residential District
D = Total Building Frontage Length



SECTION VIEW

A = Min. 20 ft. side and rear yard setback
B = Min. Required 10 ft. Landscaped Zone
C = 2 Building Stories or 35 ft. (whichever is shorter)
D = Min. 10 ft. Upper Story Stepback Required at 3rd floor
E = Min. 10 ft. Upper Story Stepback Required at 4th floor for a min. 50% of the Building Facade

Height transition from existing one-story dwelling to new two-story development

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5. Roofline Variation

- Pattern
- Pitch
- Variation

6. Corners

- Gateway Feature
- Plaza
- Expressive Form

7. Materials, Colors & Details

Example

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Now, let's consider a hypothetical example and demonstrate how each of the 7 design elements can be implemented in one project

Building Orientation & Placement

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Access & "Eyes on the Street"

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Scale, Massing, Form & Articulation

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Transitions & Step Backs

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Transitions & Step Backs

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Roofline Variation

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Corners

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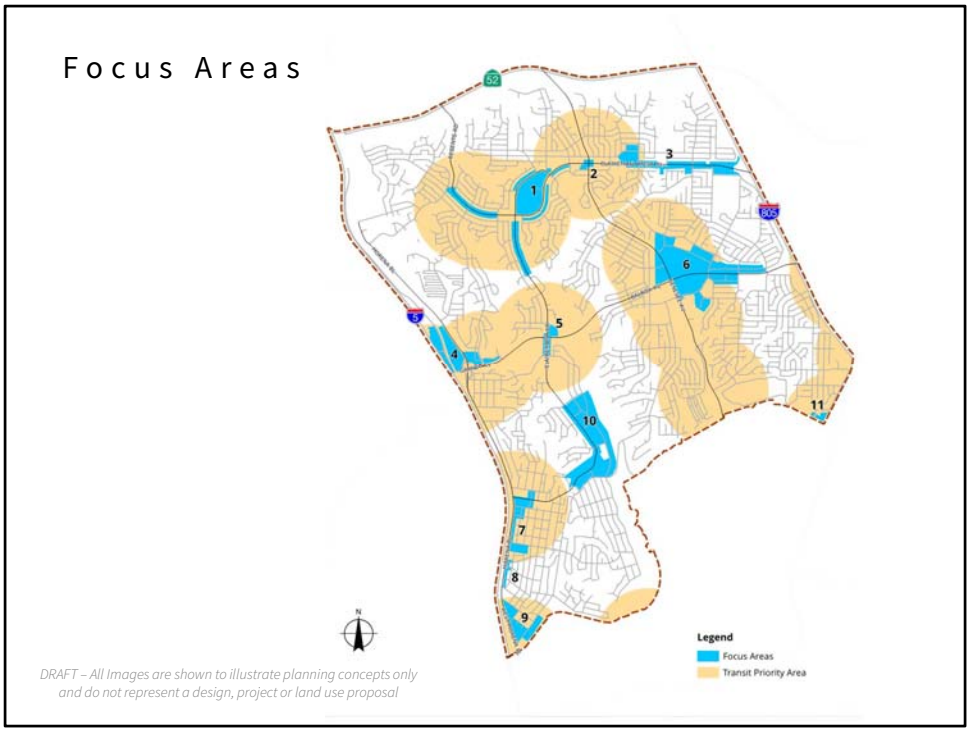
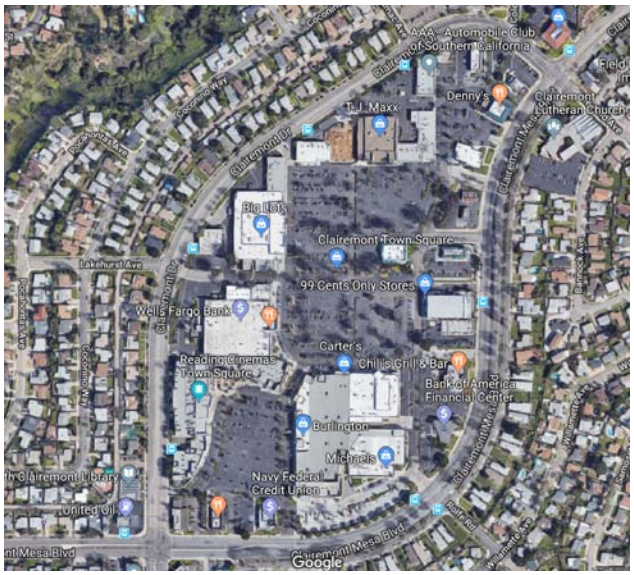
Intro to the next session and what we will be covering



Next session we will review opportunities for three of the areas highlighted in blue on this map

C e n t e r

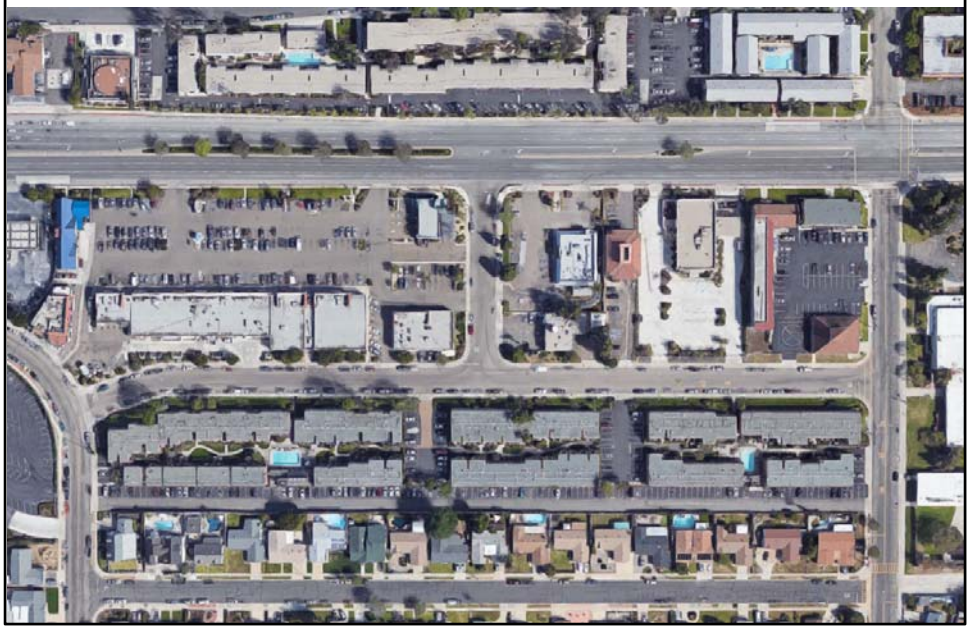


One area will be a center

N o d e

Another a property in a node

Corridor



And the third will be a property along a corridor