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INTRODUCTION



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1.0 Introduction

1.1 Background

The Business Center Character Area is part of the Winter Garden – Ocoee SR 429 Land Use + Economic Development Study and Master Plan (Master Plan) that was developed in 2014 that created an Economic Development Plan and Strategy for the cities of Winter Garden and Ocoee creating vibrant multi-use development with a strong pedestrian environment, an orientation toward streets and public spaces, and densities that generate a higher level of activity.

Three Character Area Design Plans were developed to reinforce the overall design objectives to further support the Master Plan. The Character Area Design Plans are:

- **The Plant Street Corridor** (including sub-districts: Packing Plant District, East Plant District and Gateway District)
- **429 Business Center**
- **Interchange Village**

1.2 Purpose

The purpose of the Character Area Plans is to provide a framework to guide development that is useful to the development community in understanding the community vision for SR429.

1.3 Underlying Zoning and Land Use

Except for the prohibited uses as described in the Development Standards Section, all underlying zoning uses and land use entitlements within a Character Area shall remain in effect for each parcel within the Character Area. Where a mix of uses is not typically permitted in the underlying Zoning district, the City may permit a mix of either horizontal and/or vertical mix between parcels. A final agreement between property owners and approval with the City should be obtained prior to the permitting of such mix of uses unless the underlying Zoning District or Land Use permits such mix as of right. It is recommended, for expediency, for an applicant to use a Planned Unit Development Process for implementation of the Development Standards.

A proposed land use within the Character Area which is inconsistent with the underlying zoning district may be permitted if it is determined by the City that such use is compatible with surrounding development and imposes no impacts on City infrastructure greater than that generated by other uses normally permitted in the underlying zoning district.

1.4 Organization of Document

Each Character Area Design Plan is organized in three sections:

- **Vision**, Section 2.0, identifies the intent and desired outcome for the entire Character Area
- **Design Principles**, Section 3.0, include the overall design intent and guidance on how a parcel of land should develop and provides the overall design intent, by a set of design principles.
- **District Standards**, Section 4.0, include the regulatory language providing for how a parcel of land must develop by Character Area and by sub-district. The Quick Reference to the right provides the location of specific standards found in the District Standard Section.

1.5 Modifications

Based on site-specific issues, modifications to the guidelines may be necessary. The natural landscape and the man-made environment may present conditions that make it difficult to comply with the Development Standards and the alternative compliance/administrative waiver appendix. The conditions shall be unique to the property and generally not prevalent to other properties in the vicinity, or have been created by the previous actions of any person having an interest in the property after the effective date of the Development Standards.

The Design Plan contains a statement of “Design Principles.” The City, at its sole discretion, may allow for deviations from the Design Standards for exceptional design concepts or unusual physical constraints if proposals achieve the described intent of the Vision and Design Principles as expressed in the Design Plan.

1.6 Quick Reference to District Standards

| District Standards | Page | Includes: |
|--|----------|---|
| Regulating Plan | 16 | Provides a summary chart of standards by sub district. |
| District Standards Summary Matrix | 17 | Provides a summary of setbacks, stories, parking location and requirements, block perimeter, frontage types, building types and additional information |
| General Standards | 18 | General site design, permitted density/intensity, signage, prohibited uses, and special exceptions. |
| Streets and Streetscapes | 19 | Options for street design and public frontage zones (sidewalk, planting areas and parking) |
| Building Types | 20 | Eight building types that provide standards for: lot, access, façade, and height |
| Facade Standards | 21 | Private frontage requirements, include a variety of designs for the interface of a building (porch, stoop, storefront, etc) to the public frontage (street sections); |
| Permitted Encroachments | 22 | Specific standards for façade elements that may encroach in the ROW |
| Architectural Styles | 24 | Four Architectural styles (main street commercial, low country, fl vernacular, and modern) that provide guidelines for mass and scale, roof types, typical materials used by style. |
| Park Standards | 26 | Required park acreage and provides a range of park types that are permitted within the Character Area |
| Landscape Palette | 27 | Provides the permitted plant species for shade trees, understory trees, and shrubs |
| Glossary of Terms | 29 | Provides common terminology used in the Character Area Plans |
| Alternative Compliance/ Administrative Waivers | Appendix | Provides flexibility to some of the District Standards and a process in which an applicant can submit alternative compliance. |

2 VISION

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2.0 Vision for the Business Center Character Area

The Business Center Character Area includes land between SR 429 and Ocoee-Apopka Road north of the Plant/Franklin interchange. The Business Center Character Area is envisioned as a district to house targeted industries. This is an opportunity to create an office and high tech manufacturing area with supporting services in an area that features access and visibility from SR 429 and can be configured to allow for increased development intensity while avoiding impacts on nearby residential uses. Targeted Uses: Targeted manufacturing is a preferred use in this Character Area. The following uses are targeted workplace uses, such as:

- Pharmaceuticals and biotech
- Medical Equipment and Supplies
- Measuring, Analyzing and Controlling Instruments – Medical and Optical
- Food and Kindred Products
- Aircraft Parts and Defense Components
- Digital Media and Design

2.3 Overall Development Themes

Four development themes that are imperative for successful development of the Character Area are shown below:

A Livable Transportation Network

People-oriented transportation focusing on a network of street and trail connections rather than a limited system of large roads



A Strong Sense of Place

Building on the existing character of these West Orange County communities



Mixed and Multi-Use Development

To create more activity at more times of the day more days of the week to ensure a vibrant level of exchange



A Robust Public Realm

Linking the community with parks, trails, and open spaces





Gateway District At-A-Glance

The Business Center Character Area is envisioned as a district to house targeted industries. This is an opportunity to create an office and high tech manufacturing area with supporting services like commercial and residential uses in an area that features access and visibility from SR 429 and can be configured to allow for increased development intensity while avoiding impacts on nearby residential uses.

Vision Plan "ideas"

- [1] Opportunity for stormwater to be in naturalized system mimicing natural pattern and creating park amenity for neighborhood.
- [2] Special buffering required for uses along SR429
- [3] Larger footprint uses appropriate for this area where connectivity is limited by expressway.
- [4] Special buffering required for industrial uses adjacent to existing neighborhood - see standards on page 23.
- [5] Area appropriate for residential use to provide density transition between existing neighborhood and new development to south along Ocoee-Apopka Road.
- [6] Area appropriate for higher density residential or mixed/ multi-use commercial and office with residential.
- [7] Area appropriate for higher density residential or mixed/ multi-use commercial and office with residential.
- [8] Opportunity to enhance and grow park amenity.
- [9] Palm Drive presents opportunity for multi-use trail connection between Downtown Ocoee and West Orange Trail; see page 23 for proposed section.
- [10] Special buffering required each side of East Crown Point Road.
- [11] Commercial and/or manufacturing use appropriate for this location.
- [12] Larger footprint uses appropriate for this area where connectivity is limited by expressway. If industrial, care must be taken to manage truck traffic access points.
- [13] While connectivity is limited, new access points should respect block length standards.

NORTH



0 300' 600'

3 DESIGN PRINCIPLES

3

3.0 Design Principles for the Business Center Area

Design Principles

The Character Area Master Plan envisions this area as a mixed use area with uses ranging from manufacturing to retail to multi-family housing to support the growth of both Winter Garden and Ocoee. Its urban form should reflect a workplace environment with larger buildings that still honors the character of the communities and their shared agrarian past and evolving small town urbanism linked by pedestrian-oriented design.

This section includes design guidelines related to the placement, orientation, and design of buildings on sites. A building’s form and scale is a key factor in the development of an aesthetically pleasing workplace environment. The design principles listed below reflect the shared commitment of each City and the character area stakeholders to create a sense of place where diverse uses can exist in a district that is linked by high quality, pedestrian-oriented streetscapes that are able to adapt to changing conditions over time. These principles are intended to ensure high quality development that facilitates a wide range of uses from light manufacturing to offices.

- 1. All site improvements and buildings should be designed to enhance the Character Area’s overall sense of place.
- 2. Building facades that are visible from the public realm should be designed to contribute to an attractive overall streetscape.
- 3. New buildings should utilize appropriate, durable exterior building materials to create a coherent urban form and promote sustainability and the reuse of buildings over time.
- 4. Parking and vehicular uses, particularly loading docks, should be designed and located to reduce its visual impact on the streetscape and its functional impact on the pedestrian.
- 5. All sites should be landscaped with the intent of softening the appearance of large building masses and easing transitions between adjacent sites.
- 6. Streets should be designed to accommodate both heavier vehicles and pedestrians in a safe manner.
- 7. Buildings should feature clean, simple massing that accentuates the office uses and minimizes the visual impact of larger industrial and warehousing elements of the building.

Design Precedents



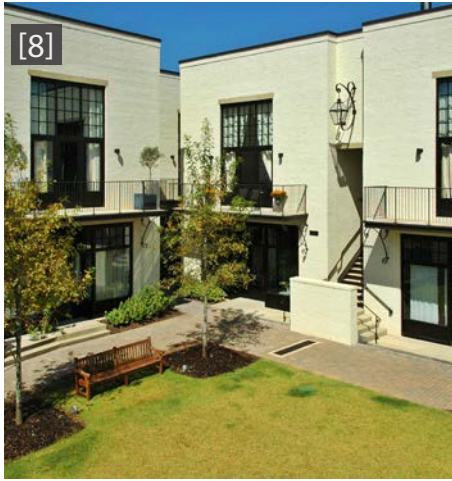
Clockwise from top left: [1] Example of industrial building with good use of materials to break up large expanse of facade; [2] Smaller scale industrial building with art-deco elements; [3] Industrial building with corner entrance emphasized; [4] Example of flex office with loading bays beyond; [5] Example of well-composed industrial building facades.



3.2 Design Samples (cont.)



Clockwise from top left: [1] Example of well-proportioned small retail building; [2] Integration between building and outdoor space in industrial character building conversion; [3] Example streetfront character for commercial use; [4] Desired sidewalk environment; [5] Example of mixed use streetfront building; [6] Higher density utilizing tuck-under parking in the back of the first floor (off camera to the right in the image); [7] Example of well-proportioned multi-family building; [8] Multi-family courtyard space; [9] Example of traditional streetfront architecture; [10] Integration between building and outdoor spaces



3.1 Building Placement and Site Orientation for Industrial and Manufacturing Buildings

Within the Character Area, industrial and manufacturing buildings should be sited, regardless of their use, in a manner that emphasizes building and landscape more than parking and service/loading areas. While there is not a requirement that buildings be placed at the edge of the sidewalk, the intent of these guidelines is to encourage a varied streetscape that allows buildings with a mix of employment uses in close proximity to each other.

Principless:

- 1. Buildings are encouraged to have a variety of front setbacks in order to avoid the creation of a constant wall of buildings. This is particularly important where proposed buildings have similar heights and massing.
- 2. Parking may be located to the side of the principal building. In this condition, special screening guidelines apply.
- 3. Building service elements (e.g., loading docks, dumpsters, etc...) shall be screened from view of SR 429 and Ocoee-Apopka Road with landscape screening and/or berming. New development is encouraged to develop a system of service drives to provide access to these areas.



Workplace example industrial building site configuration, with loading oriented away from street and limited parking in front of building



Workplace example office building with limited parking between building and street and main parking field behind building

3.2 Engaging the Public Realm: Industrial and Manufacturing Building Facades

Building facades should be composed with elements that reduce the mass of building walls, reinforce locations of entries, and create architectural interest. This can be done through variations in solid and void composition, color, material, and height.

Principles:

- 1. The front façade of every building should reflect appropriate structural elements and variation of the wall plane through the expression of:
 - Floors (banding, belt courses, etc.)
 - Vertical support (columns, pilasters, piers, quoins, etc.)
 - Foundation (watertables, rustication, etc.)
 - Variation in wall plane through the use of projecting and recessed elements
 - Changes in material or material pattern
- 2. The sides of each building on a site, particularly buildings visible from multiple streets, should be consistent in design and should be compatible with other development in the immediate vicinity.

3.3 Commercial Building Character: Awnings and Canopies

Streetfront facades that contain large, over-scaled architectural elements without elements that break down the scale of the façade to a more human scale are not conducive to a pedestrian environment. The use of elements such as canopies, awnings, balconies, arcades, and storefront windows should be utilized to break down the scale of an otherwise too massive building.

Principles:

- 1. Window awnings and canopies are encouraged consistent with the Design Standards section of this document.
- 2. Awning and canopy materials should be compatible with other materials utilized in the building façade. Plastic or vinyl awnings shall not be permitted.
- 3. These elements may overhang into the right-of-way so long as a clear pedestrian pathway is maintained.
- 4. The design of these and other building elements on private property should be coordinated with streetscape elements in the public right of way. Any encroachments into the public right of way must meet current City standards and be approved prior to installation.



Example of appropriate facade treatment in workplace area



Example use of materials in retail buildings.



Example use of contemporary materials and design of awnings and canopies.

3.4 Engaging the Public Realm: Building Facades

Building facades should be composed with elements that reinforce a pedestrian scale. These elements should be utilized create a rhythm and scale consistent with traditional architecture. Large unarticulated facades along the sidewalk are not conducive to a pedestrian experience. The streetfront facades of new buildings should be broken down into a number of smaller bays that relate to the context. Additional interest can be added through variations in solid and void composition, color, material, and height.

Principles:

- 1. All facades visible from a publicly accessible street or open space should reflect appropriate structural elements and variation of the wall plane through the expression of:
 - Floors (banding, belt courses, etc.)
 - Vertical support (columns, pilasters, piers, quoins, etc.)
 - Foundation (watertables, rustication, etc.)
 - Variation in wall plane through the use of projecting and recessed elements
 - Changes in material or material pattern
- 2. Each block of new construction should contain unique building facades to encourage architectural variety within the Character Area.

3.5 Signage

Signage is an integral part of an office or commercial business. The primary consideration in the Character Area is to create a vibrant street scene along Plant Street, in coordination with architectural standards, through the establishment of a strong identity for the corridor while allowing businesses to communicate with the public in a consistent and coordinated manner. To facilitate this goal, a master signage plan must be submitted with each overall development proposal.



Example of simple, but well-executed building massing expressing floors, columns, foundation, and wall plane variation



Example of proper building proportioning and clear delineation between ground floor and upper levels.



Example variation in building facades along street to add variety

3.6 Engaging the Public Realm: Pedestrian Access

Buildings should feature true pedestrian entrances. When parking is located to the rear of a street-facing building, entrances should be provided from both sides rather than solely from the parking lot.

Principles:

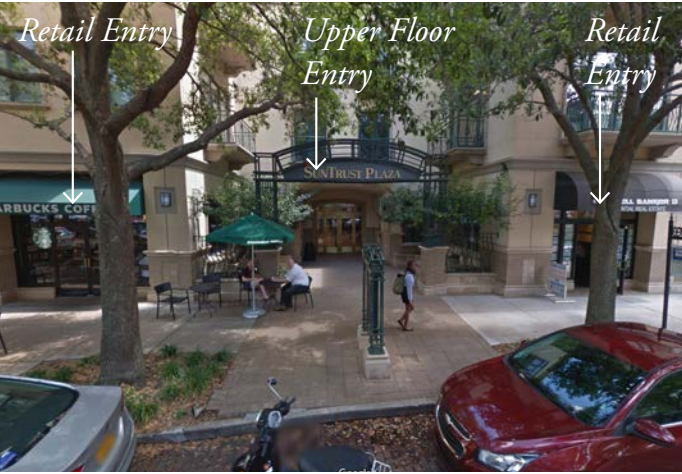
- 1. All buildings fronting Clarcona Ocoee Road and Lakewood Avenue shall have a main entrance from the public sidewalk. In addition, each retail use along these streets shall have an individual public entry from the street.
- 2. Primary entrances to corner buildings should be located at the street corner.
- 3. Primary entrances shall be both architecturally and functionally designed to demonstrate their prominence.
- 4. Entrances along a public sidewalk shall incorporate arcades, roofs, porches, alcoves or awnings that protect pedestrians from the sun and rain.

3.7 Ground Floor Residential Character

The integration of residential buildings within the Character Area is important to the mixed use nature of the district. Rather than units segregated from other non-residential uses, careful design can integrate residential uses within mixed-use streetscapes.

Principles:

- 1. Where residential occurs on the ground floor of a building, a maximum 8 foot setback is allowed, but not required, to accommodate entrance stoops, planters, canopies or landscaped areas.
- 2. Residential characteristics such as elevated stoops, entrance canopies, balconies, and other features are encouraged in all residential development.



Example pedestrian entrances, with main entrance to upper floor uses and individual entries to ground floor retail uses.



Example building entrance designed to demonstrate prominence.



Example ground floor residential character, with stoop and landscaped area providing transition to public sidewalk.

3.8 Building Character: Materials and Colors

The materials used in building facades adjacent to public streets should reflect a simplicity consistent with the City’s architectural past and serve to mitigate the effects of large expanses of building mass on the surrounding public realm.

Principles:

- 1. In general, facades should utilize one clearly dominant material and no more than three exterior building materials (in addition to glass). Selection should be based on the material’s durability and its ability to weather and age within the environment.
- 2. Street level design should reflect a direct relationship to pedestrians. Materials used at street level should reflect a higher level of finish and tactile interest to reinforce the pedestrian environment.



Workplace example of appropriate material selection and composition

3.9 Landscape, Buffers, Walls, and Fencing

Within the Character Area, there should be a focus on creating an image of buildings and landscape rather than parking and service areas. Public area landscape, between the building and public streets, is intended to be informal and create a soft appearance over time. Screening landscape is intended to mask the appearance of more industrial elements of sites to allow for integrated uses within the Character Area.

3.10 Service and Storage Yards and Loading Docks

The mix of uses in the Character Area necessitates a certain amount of service and loading areas. In order to maintain a positive image of building and landscape from the street, service and loading shall be oriented toward the interior of blocks and screened with landscape.



Workplace example of appropriate landscape screening of parking along public street

3.11 Accommodating Parking: Parking Lot Design

Parking should be designed to be safe, shaded, and easily accessible, but should not dominate the development of a site.

Principles:

- 1. Pedestrian walkways through parking areas are strongly encouraged and should be carefully defined, particularly where pedestrian and vehicle conflicts are unavoidable.
- 2. Building exposure should be maximized and parking areas minimized along all street frontages, where parking areas should be located behind buildings and be screened from direct view from the street.



Example of appropriate parking lot screening with kneewall and landscape along public sidewalk.

3.11 Parking and the Streetscape: Parking Lot Screening

Site design guidelines serve to position buildings on the street. However, on larger blocks, parking may be located to the side of, but never in front of, the building. In these cases, when parking is visible from public or private streets, walls, architectural elements, and/or landscaping materials shall be used to screen views.

Principles:

- 1. Where parking lots are located adjacent to public streets, a street wall edge to the sidewalk should be maintained in order to reduce visual impact of parking fields and headlights.
- 2. Wall materials should be consistent with the composition of the adjacent building façade.



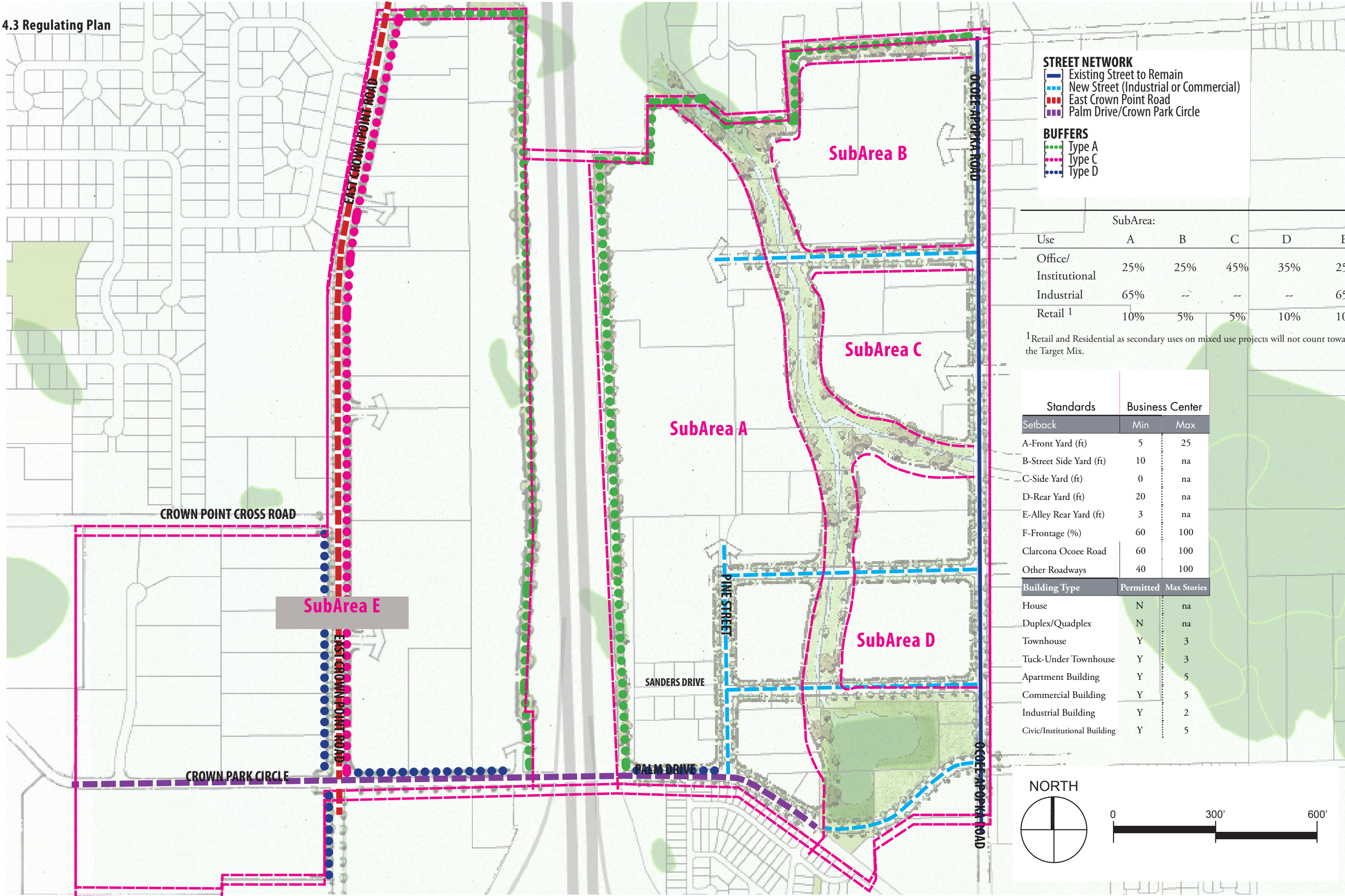
Example of appropriate parking lot screening along public streetscape.



Example of parking lot incorporating pedestrian walkways along drive aisles designed as streets, with landscape and walkways.

4 DISTRICT STANDARDS

4.3 Regulating Plan



4

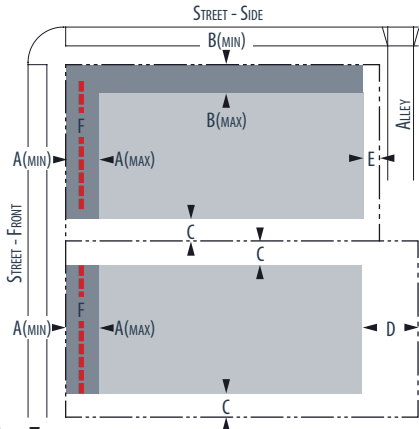
4.0 District Standards

4.1 Introduction

The development standards in this section describe the required urban design characteristics of new development within each of the Business Center Character Area. These standards are applicable to all properties within the district.

4.1.1 Building Setbacks

The placement of buildings on a lot is dictated by setbacks and frontage requirements. These requirements are consistent for a given District regardless of Building Type. In addition to setbacks, a frontage requirement is specified. This defines the percentage of a lot’s dimension adjacent to a street that must have a building’s ground floor within the street setback area. Building frontages must have ground floor Facade Types that are permitted based on its Building Type. A reference diagram of building placement standards is shown below.



4.1.2 Building Types

There are six Building Types permitted within the Character Area. Each Building Type has a schematic example, illustrative photos, regulations, and standards that are required for development within the overlay. There are five categories of standards discussed for each type, which are described as follows:

- General Standards:* Provisions for minimum and maximums; lot depth, lot size and unit size (where applicable).
- Access Standards:* Provisions for location of the pedestrian access (e.g. building entrances) and vehicular access (e.g. garages and parking). Utility service access is also addressed.
- Facade Standards:* Provisions for a variety of facade elements that are required by Building Type.
- Open Space Standards:* Requirements for private open space

associated with the building

Landscape Standards: All yards shall be landscaped consistent with the standards required according to Building Type. The Landscape Palette is provided in Section 4.11.

4.1.3 Facade Types

There are five facade types for the Character Area, each in accordance with the applicable Building Type. Each facade type has a schematic example, illustrative photos, regulations, and standards that are required for development within the overlay.

4.1.4 Block Size

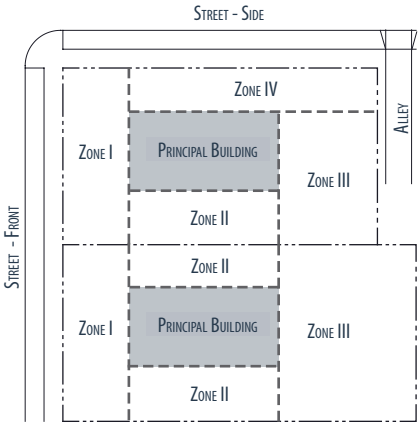
A system of connected streets and well-proportioned blocks is a key element of the vision for the Character Area. Consistent with this vision, development of certain areas will require new streets to create this block system. A minimum block size is indicated in the table to the right and standards for these new streets are included in Section 4.5.

4.1.5 Parks

Parks are used by residents, employees, and the general public for many different functions, requiring a range of sizes and types. A required park area is indicated in the table to the right and standards for new parks are included in the Section 4.10.

4.1.6 Parking Placement

Off-street parking facilities are permitted only in certain zones within a lot, depending on the character area within which the lot is located. A reference diagram for Parking Zone locations is provided below and the standards for each district are shown in the table to the right.



4.2 District Standards Table

| 4.2 District Standards Table | | Business Center District |
|---|--|--------------------------|
| Building Setbacks (See Location Diagram at Left) | | |
| Setback | Min | Max |
| A-Front Yard (ft) | 5 | 25 |
| B-Street Side Yard (ft) | 10 | na |
| C-Side Yard (ft) | 0 | na |
| D-Rear Yard (ft) | 20 | na |
| E-Alley Rear Yard (ft) | 3 | na |
| F-Frontage (%) | 60 | 100 |
| Building Types Allowed (See 4.6 for Standards) | | |
| Building Type | Permitted | Max Stories |
| House | N | na |
| Duplex/Quadplex | N | na |
| Townhouse | Y | 3 |
| Tuck-Under Townhouse | Y | 3 |
| Apartment Building | Y | 5 |
| Commercial Building | Y | 5 |
| Industrial Building | Y | 2 |
| Civic/Institutional Building | Y | 5 |
| Façade Types (See 4.7 for Standards) | | |
| Façade Type | Permitted | |
| Storefront | Y | |
| Stoop | Y | |
| Porch | Y | |
| Civic/Institutional | Y | |
| Industrial | | |
| Block Size (See 4.5 for Standards) | | |
| Block Length | 1,000' max | |
| Block Perimeter | 4,000' max | |
| Parks (See 4.10 for Standards) | | |
| Required Area | 5% of developable area | |
| Parking | | |
| Land Use Type | Required Spaces | |
| Residential | 1.5 sp/unit | |
| Live/Work | 2.5 sp/unit | |
| Commercial | 3.0 sp/1000 sf | |
| Manufacturing | 1.5 sp/unit | |
| Civic/Institutional | By study | |
| Parking Location on Site (See Location Diagram at Left) | | |
| Zone I | Not Permitted | |
| Zone II | Permitted | |
| Zone III | Permitted | |
| Zone IV | Permitted, subject to screening requirements | |

4.4 General Development Standards

4.4.1 Density Bonus

A density bonus may be requested by the developer. Approval of any bonus density will be based on the development’s application of the Design Principles shown on pages 6-10. Maximum densities including bonuses shall be 30 DU/Acre Residential and 2.0 FAR Commercial/Office.

4.4.2 Mix of Uses

The Regulating plan provides a table, by Sub Area which identifies the preferred mix for each sub area. The applicant must provide a market assessment, if requested by the City to permit the mix to be modified.

4.4.3 Building Placement and Site Orientation.

Buildings on corner parcels shall be located up to and address the corner. They are encouraged to wrap the corner where possible.

4.4.4 Outdoor Storage

No outdoor storage is permitted within the Character Area. Storage of equipment and vehicles shall be within a building or an enclosed storage yard.

4.4.5 Loading and Service Areas

- a. Building service elements (e.g., loading docks, dumpsters, etc...) shall be located at the rear of the building and screened from view of all adjacent streets. New development shall develop a system of service alleys to provide access to these areas.
- b. Loading docks should be oriented toward the interior of a block. Where no feasible option exists to orient inward, docks shall be completely screened from view of adjacent public rights of way by a fence or opaque landscape. Loading docks are prohibited within less than 150 feet from a residential use.
- c. Loading areas are not to interfere with on-site pedestrian and vehicular circulation or public streets. Loading areas must be separate from areas that are devoted to public parking and public entrances.
- d. Service yards may not be located next to properties planned or zoned for residential use.

4.4.6 Parking

- a. Surface parking within the Character Area is to be limited to the minimum required by governing code. Additional parking above code minimum is permitted provided that it is contained within the footprint of a building or in a parking structure.
- b. Where parking areas cannot be located behind buildings and are therefore adjacent to public streets, parking areas shall be screened using some combination of landscaping,

colonnades, trellises, pergolas, kneewalls, low masonry or concrete walls. The standard for a solid kneewall shall be a height o of 30” to 36” in order to reduce visual impact of parking fields and headlights. Streetscreens shall have openings no larger than is necessary to allow automobile and pedestrian access.

- c. If a parking garage is constructed, the parking structure shall have Liner Buildings at the first story or higher.

4.4.7 Building Facades

- a. All facades shall present consistent design elements that reflect appropriate structural elements and variation of the wall plane through the expression of:
 - Floors (banding, belt courses, etc.)
 - Vertical support (columns, pilasters, piers, quoins, etc.)
 - Foundation (watertables, rustication, etc.)
 - Variation in wall plane through the use of projecting and recessed elements
 - Changes in material or material pattern
- b. Facades oriented to a publicly accessible street or open space shall include clear delineation between the first or second level and the upper levels with a cornice, canopy, balcony, arcade, or other architectural feature.
- c. Each block of new construction shall contain unique building facades to encourage architectural variety within the Character Area.

4.4.8 Building Materials and Colors

- a. In general, facades should utilize one clearly dominant material and no more than three exterior building materials (in addition to glass). Selection should be based on the material’s durability.
- b. Inappropriate materials:
 - EIFS (Exterior Insulation & Finish System)
 - Applied Stone - any stone system without cavity wall construction
 - Vinyl or Aluminum Siding
 - Mirrored or Tinted Glass (on the ground floor)
- c. Colors will be reviewed and approved by City staff. No primary, overly saturated or fluorescent colors will be permitted.

4.4.9 Building Entrances

All buildings fronting Plant Street shall have a main entrance from the public sidewalk. In addition, each retail use along Plant Street shall have an individual public entry from the street.

4.4.9 Pedestrian Access

When parking is located to the rear of a street-facing building,

entrances shall be provided from the street and parking area.

4.4.10 Building Entrance requirements by Building Type

Building Type Entrances. The following standarsd are to be met, by building type.

- a. The entrance to the non-retail uses within the building shall be through a lobby accessed at street level. Alternatively, ground floor residential units may have direct sidewalk access. All ground floor retail uses shall have direct sidewalk access.
- b. Townhomes, Tuck-under apartments, House, and Duplex-Quadplx Building Types primary entrances to each residential unit shall be accedd directly from and face the street.
- c. Apartment Building Types entrance to the building shall be through lobby accessed at street level. Alternatively, ground floor units may have direct sidewalk access.
- d. Industrial Building Type. At least one pedestrian entry shall be oriented to the primary frontage, though the building may have several entrances.
- e. Civic/Institutional. The entrance to the building shall have direct sidewalk access.

4.4.11 Utility Access

All utility access, above ground equipment, and trash receptacles shall be located at the rear of the lot and accessed by alley or driveway.

4.4.12 Signage

- a. A master signage plan must be submitted with each overall development proposal.
- b. Each building tenant may have 36 square feet of copy area or a maximum of 5% of the total building frontage. The more restrictive size will be used to determine the maximum copy area permitted, per tenant.
- c. No signage is allowed above the first floor.
- d. Signs shall be designed to blend architecturally with the building and shall be an earth tone color. Section 4.8.5 Projecting Signs provides additional design criteria.
- e. Pole and/or ground mounted signs are prohibited.

4.4.13 Landscape and Buffers.

Any parcel being developed with a non-residential, multi-family or mix of uses that is adjacent to non commercial or residential- will be required to provide landscape buffers, in addition to the landscape buffers outlined on the Regulating Plan.

- a. A minimum ten-foot width landscape buffer is required for rear property boundaries and shall be planted in accordance with Table 4.4.11 Shrubs and Groundcover shall comprise at least 50 percent of the landscaped areas.

- b. A minimum five-foot width landscape buffer is required for side property boundaries and shall be planted in accordance withTable 4.4.11 Shrubs and ground cover shall comprise 50 percent of the landscaped areas.
- c. Side or rear buffers adjoining noncommercial or residential parcels, churches or institutional uses shall also require a six-foot masonry wall in addition to the minimum ten-foot wide landscape buffer requirement. The wall shall be constructed from decorative “split face” concrete masonry, “Norman” brick or standard concrete masonry clad with painted stucco or other masonry veneer. The wall shall include a continuous cap and end column features. The wall shall be placed a minimum of six inches from the adjoining property line. In addition, all active “yard and shop” spaces with open work areas or other supply areas shall be treated with a similar six-foot masonry wall. The city and applicant must mutually agree on which landscape buffer requirements are most appropriate with the submission of the development and/or site plan proposal.
- d. As an alternative to the six-foot masonry wall, a minimum 20-foot wide landscape buffer with 50 percent opacity may be permitted on application to and approval by the planning and zoning board at a duly noticed public hearing. The planning and zoning board shall review the proposed alternative buffer and approve such buffer upon determining that the buffer will (1) be planted in accordance with Table 3.4.1, (2) include additional shrubs and groundcover planting to achieve 100 percent coverage, and (3) meet all other relevant landscaping standards set forth herein.

Table 4.4.13 Side and Rear Buffer Requirements

| Standard | Rear Buffer | Side Buffer |
|--|---|--|
| Canopy Trees | | |
| Lineal feet (lf) | 2 per 100 lf | 1 per 50 lf |
| Tree CAL/Height | 2” cal, 12’ overall height | 3” cal, 12’ over-all height |
| Container size | 30 gallon | 30 gallon |
| Understory Trees | | |
| Lineal feet (lf) | 3 per lf | -- |
| Tree CAL/Height | 1 1/2”-2” cal, 7’ overall height | -- |
| Container Size | 15 gallon | -- |
| Shrub | | |
| Shrub screen (per 100 lf) quantity of shrubs | (33) three-gallon plants, 24” min. at installation to create 36”—42” high by 36”-wide hedge or continuous landscape screen with 90 % opacity within 1 year of planting. | (33) gallon plants, min 36” continuous hedge or landscape screen at time of planting with 90% opacity within 1 year. |
| Container size | 3 gallon | 3 gallon |

4.5 Streets and Streetscapes

4.5.1 Block Size

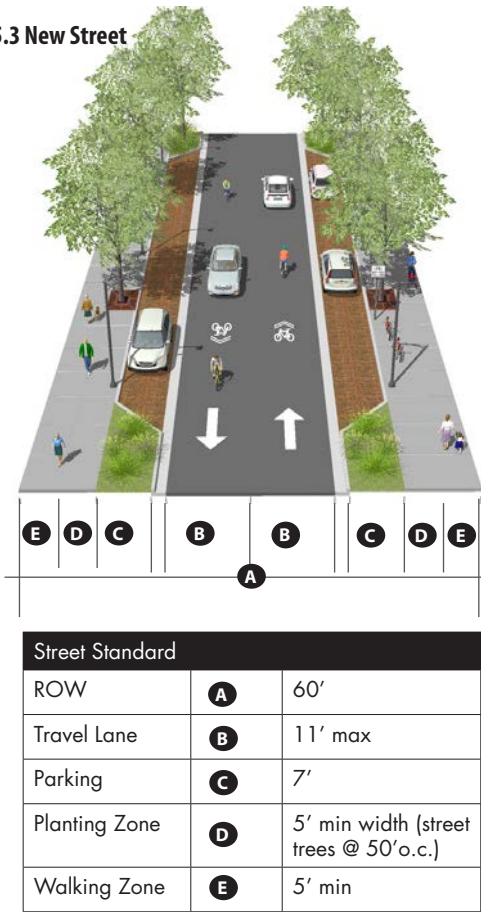
A mobility network that allows for mutli-modal circulation is an important design element of the Character Area. In addition to moving vehicles, bikes, and pedestrians throughout the area, the mobility network design is intended to facilitate higher levels of car and truck traffic in a safe and attractive environment. In order to balance a variety of land uses, the network should be designed to prevent cut-through traffic and intrusion of adverse impacts on adjacent residential neighborhoods.

4.5.2 Block Structure

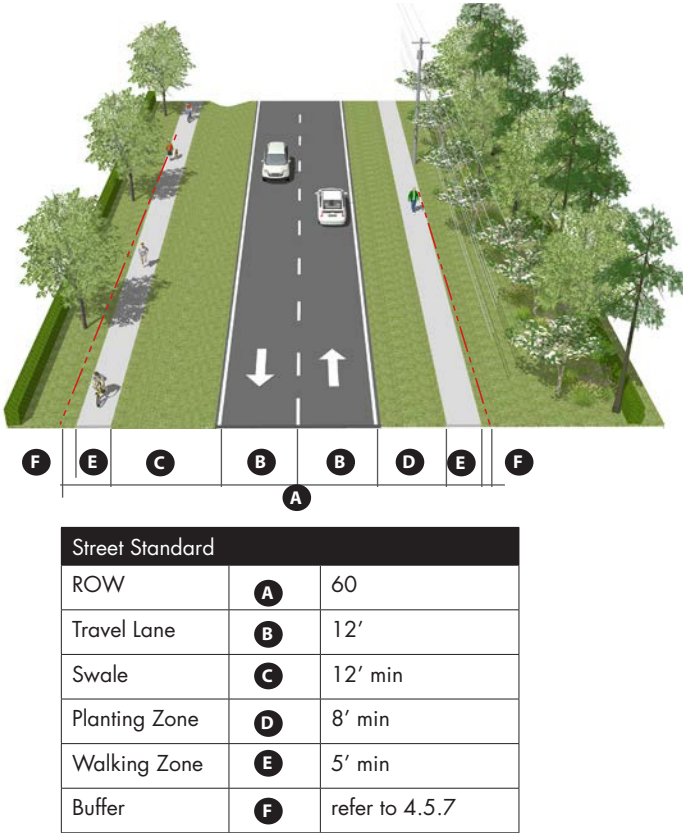
The maximum length of any block shall not exceed 1000’ feet in length with a maximum block perimeter not to exceed 4,000 feet.

Development on blocks larger than the maximum shall be required to provide a system of streets and blocks. New streets shall be designed consistent with the sections on the following pages.a 4.5.3 New Street, 4.5.4 East Crown Point Road 4.5.5 Palm Drive/Crown Park Circle.

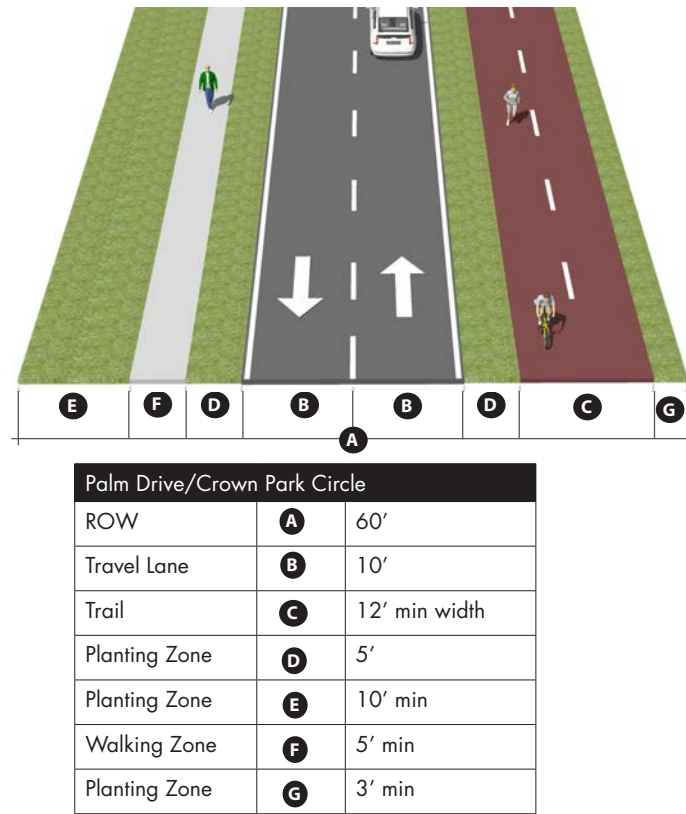
4.5.3 New Street



4.5.4 East Crown Point Road



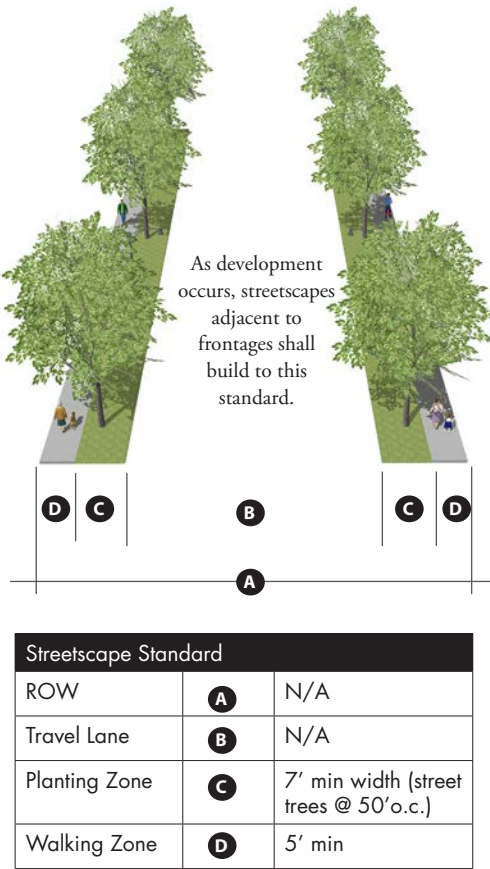
4.5.6 Palm Drive/Crown Park Circle



4.5.5 Streetscape

Regardless of the streetscape design that is used, each development site shall provide the landscape pattern every 50’ alternating the oaks and palms. A consistent plant material and design shall be used for all parcels, if there is more than one site being developed along the same block. Throughout the Character Area, development fronting any existing streets are required to provide streetscape treatments of landscape and hardscape consistent with 4.5.6, Existing Street Streetscape standards below.

4.5.6 Existing Street (Streetscape)

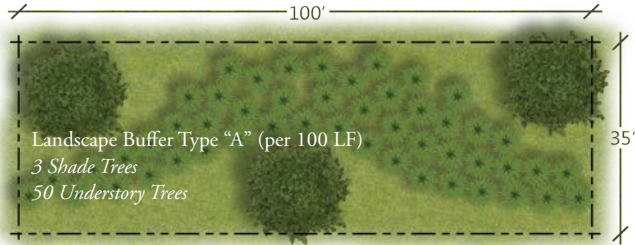


4.5.7 Buffers

Specific buffers, on key roads, shall meet the front buffers, by type,as identified in the Regulating Plan. Where buffers are not specifically assigned, Sec 4.4.11 shall be used.

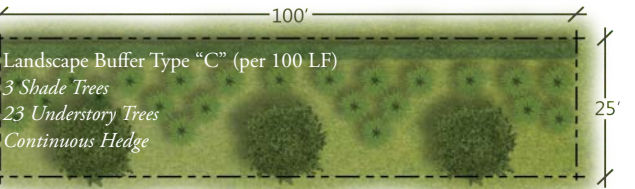
Type “A” buffer.

The Type A landscape buffer intends to partially screen industrial properties from those traveling along the SR 429 ramps and provide consistency adjacent to SR 429.



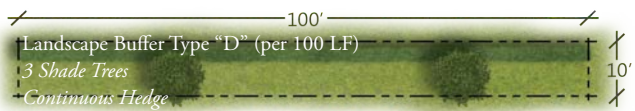
Type “C” buffer.

The Type C landscape buffer is to provide screening of industrial uses adjacent to East Crown Point Road and Ocoee Apopka Road. If commercial is developed, then Buffer Type D is to be employed, instead.



Type “D” buffer.

Type D landscape buffer is to provide positive pedestrian experience adjacent to commercial properties along East Crown Point Road and Ocoee-Apopka Road. The buffer is not required where buildings are within 10’ of the ROW.



4.6 Building Type Standards

4.6.1 :General Assembly

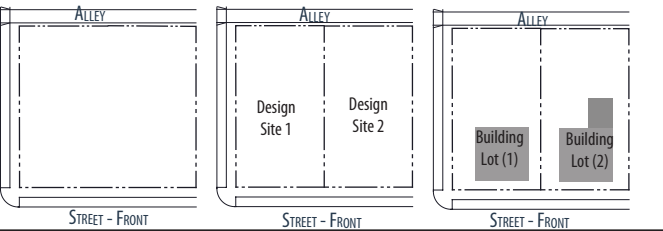
a. Overview

4.2 District Standards Table provides the permitted building types, per district and standards for setbacks and building frontages. The names of the building types are representative of a desired form and are not intended to limit uses within a building type. For example, a detached house may have nonresidential uses within it, such as a restaurant of office, as allowed by the underlying zoning district.

b. Primary Building Type

Each lot shall have one primary building types, except as follows:
1- More than one building type is allowed on a parcel if the existing parcel includes a site plan with proposed design site lines that meet all the requirements of the sub-district (setbacks, building frontage requirements) and this section (min lot width, access standards).

4.6.2. Example of mulitpe design sites on a large existing parcel.



- 1** Existing Parcel is large enough to meet min. lot dimensions (by building type) and sub-district standards.
- 2** Existing Parcel identifies two sites, both meet standards for building types/sub-district.
- 3** Two design sites with separate building footprints that meet, min lot width, and setbacks, per design site.

c. Selecting Building Lot Types

4.2 District Standards Table provides the permitted building types, by sub-district. Building types should be selected so that buildings of compatible scale and arrangement will be placed on both sides of streets. Contrasting lot types may be placed back-to-back, allowing alleys or lanes to serve as transitions. As an example, a contrasting lot type would be a House Building Lot Type next to an Industrial Building Lot type.

d. Context of Area and Building Type

Where new development will abut an existing or approved neighborhood or downtown,the new development should establish similar or compatible conditions that respect the existing character of the area.

e. Facade Standards

Every building type shall provide one facade standard. Building Type Table 4.6.2 identifies one or more permitted facades. If only one facade type is listed, there is no additional facade type to choose from unless an applicant provides an alternative design concept and it has been approved. In the event that a building type has multiple permitted facade types, the applicant shall choose one of the permitted types for that building type.

f. Stories and Minimum Height Requirement

Building types include permitted stories. The following table provides the standard height to story, by type of use within the building type.

| Maximum Height per Story | | | |
|--------------------------|-----------------|--------------------------|---------------------------|
| | Non-Residential | Multi-family Residential | Single-Family Residential |
| Single Story | 25’ max | 16’ max | 14’ max |
| Multi-Story Buildings | | | |
| Ground floor | 16’ max | 16’ max | 14’ max |
| All other floors | 12’ max | 12’ max | 14’ max |

To create a pedestrian scale in the space, along Clarecona Ocoee Road a minimum building height of 25’ is required within this Build-to-Zone. Courtyards or other interruptions in the building wall along street frontages may be permitted at the discretion of the City if they do not substantially diminish the effect of the building wall or the pedestrian character of the street.

g. Illustrative Photos

Description - The following photos illustrate the design intent of building type standards.



4.6.2 Building Type Standards

| Building Type and Description | Lot Width | | Unit Standards | | Facade Type |
|---|-----------|------|----------------|--------------------|-------------------------------------|
| | Min | Max | Min. Unit Size | Min. unit frontage | Min 1 required |
| House. A building containing one primary residence (may also accomodate commercial uses). | 200 | | | | Porch or Stoop |
| Duplex/Quadplex. A building containing two, three, or four dwellings above and/or beside each other in a building that is similar in form to a large single-family house. | | | | | Porch or Stoop |
| Townhouse. A building containing multiple dwellings beside each other in a commonwall condition. | 72’ | 150’ | 850 sq.ft. | 18’ | Porch or Stoop |
| Tuck-Under Townhouse. A building on a lot with no rear yard containing multiple dwellings beside each other in a commonwall condition where garages are located under the rear of the building and accessed by an alley. | 60’ | 150’ | 850 sq.ft. | 20’ | Porch or Stoop |
| Apartment Building. A building containing multiple dwellings above and/or beside each other. | 75’ | 200’ | 500 sq.ft. | | Porch or Stoop |
| Commercial Building. A building configured for retail, service, and/or office uses on the ground floor and upper floors configured for office or residential uses. | 50’ | 200’ | 500 sq.ft. | | Storefront |
| Industrial Building. A building that houses activities related to the manufacture, storage, or distribution of goods. | 125’ | -- | | | Industrial |
| Civic/Institutional Building. A building designed and located to accommodate public and quasi-public institutional and civic uses (e.g., governmental buildings, schools, hospitals). | 12 | -- | | | Porch, Stoop or Civic/Institutional |



4.7 Facade Type Standards

4.7.1 Storefront

Storefront facades are intended to create an enhanced pedestrian-oriented environment through design elements such as high visibility into the buildings, shade fixtures, outdoor dining spaces, architectural details and other features. These Storefront facade elements are governed by the following requirements:

General

- The facade is set back from the front property line per applicable street setback requirements typically at or near a front property line with the entrance at sidewalk grade.
- Facades shall incorporate awnings, marquees and/or arcades that cover the sidewalk and may request to extend into the right-of-way, as well as galleries.
- Recessed entrances are acceptable.
- Building facades wider than 75 feet shall incorporate vertical divisions to mimic smaller-scale development.
- All facades facing a street or open space shall incorporate architectural elements that divide the building horizontally. Single story buildings shall contain a recognizable ground floor area and cornice area. Multi-story buildings shall contain recognizable ground floor, middle, and cornice areas.

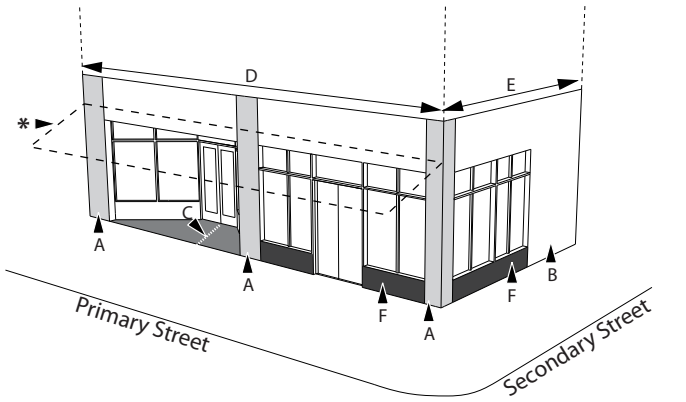
Windows and Entrances

- All glass shall be clear and non-reflective. If glass incorporates tinting, it should be transparent enough for those outside the buildings to see building occupants. Tinting should not be the primary strategy to provide privacy or reduce solar transmittance, but rather these should be accomplished through the articulation of buildings facades with awnings, wall thickness, canopies, marquees, arcades or galleries.

Transparency

- Transparency shall be calculated as the percentage (%) of clear glass between the ground and 10 feet in height.
- False windows shall not be counted toward meeting the minimum transparency requirement.

Figure 2.6.1 - Storefront Facade



| FACADE REQUIREMENTS | MIN | MAX |
|--|-----|-----|
| A - Distance between door and/or window opening on primary facade (ft) | -- | 4 |
| B - Distance between door and/or window opening on secondary facade (ft) | -- | 10 |
| C - Door recess (ft) | -- | 5 |
| D - Primary facade ground floor transparency (%) | 60 | -- |
| E - Secondary facade ground floor transparency (%) | 60 | -- |
| F - Height to bottom of window (ft) | -- | 2.5 |

4.7.2 Civic/Institutional Facade

Civic and institutional facades are intended to facilitate the functioning of government buildings, hospitals, schools, churches, and other public type uses, while maintaining a pedestrian orientation. It is acknowledged that such buildings are sometimes internally complex and uses are sensitive in nature. Flexibility in standards is warranted as follows:

General

- Facades shall incorporate awnings, marquees, porches, and/or arcades.
- Building facades wider than 75 feet shall incorporate vertical divisions to mimic smaller-scale development.
- All facades facing a street or open space shall incorporate architectural elements that divide the building horizontally. Single story buildings shall contain a recognizable ground floor area and cornice area. Multi-story buildings shall contain recognizable ground floor, middle, and cornice areas.
- Buildings should have a well defined pedestrian access on the primary facade.

Transparency

- Transparency shall be calculated as the percentage (%) of clear glass between the ground and 10 feet in height.
- Exceptions to the transparency requirements may be granted where patient privacy or employee safety would be compromised. In such situations, the building shall be designed with features that break up the mass of the building such as treated or spandrel glass, building articulations, architectural fenestrations or green wall landscape features. For these exceptions, such details shall be counted towards the transparency requirement.

| FACADE REQUIREMENTS | MIN | MAX |
|--|-----|-----|
| Primary facade ground floor transparency (%) | 25 | -- |
| Secondary facade ground floor transparency (%) | 25 | -- |

4.7.3 Industrial Facade

Industrial facades are intended to facilitate the function of warehouse, manufacturing, or flex office/industrial uses, while maintaining a high quality visual environment. Industrial facade elements are governed by the following standards:

General

- Facades may incorporate awnings, marquees and arcades.
- Building facades wider than 75 feet shall incorporate vertical divisions to mimic smaller-scale development.
- Industrial building frontages shall be broken up and/or screened with landscape at intervals of no more than 50 linear feet.
- All facades facing a street or open space shall incorporate architectural elements that divide the building horizontally. Single story buildings shall contain a recognizable ground floor area and cornice area. Multi-story buildings shall contain recognizable ground floor, middle, and cornice areas.
- No exposed, unfinished sheet metal or concrete shall be permitted on building exteriors unless used as an accent to the architectural style of the building.
- No exposed, unfinished concrete block shall be permitted on building exteriors or screen walls.
- Color palette, materials, and finishes shall be consistent on all exterior elevations of the principle building.
- Any secondary buildings, accessory structures, or screen walls shall be treated consistent with the principle building.
- Gutters, downspouts, vents, louvers, and rolling doors, shall be a color consistent with the color scheme of the building they are incorporated into.

Transparency

- Transparency shall be calculated as the percentage (%) of clear glass between the ground and 10 feet in height.

| FACADE REQUIREMENTS | MIN | MAX |
|--|-----|-----|
| Primary facade ground floor transparency (%) | 25 | -- |
| Secondary facade ground floor transparency (%) | 15 | -- |

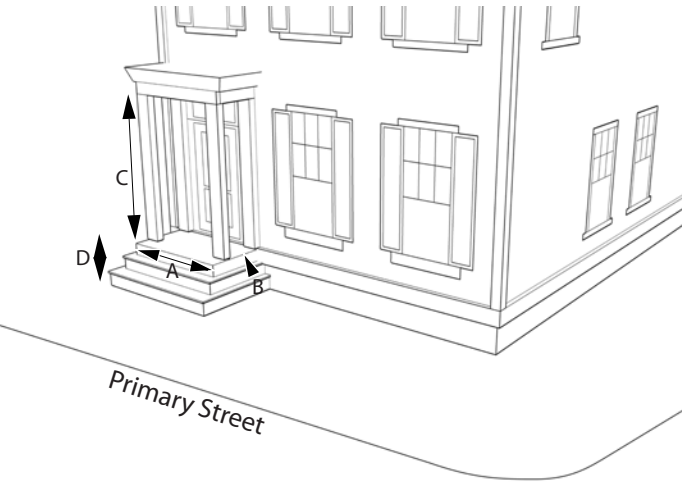
4.7 Facade Type Standards (cont.)

4.7.4 Stoop

A stoop is an elevated entrance to a building, usually of a residence, with small setbacks from the sidewalk:

General

- Stoops must be set back from the front lot line per applicable setback standards. Steps from the sidewalk to the stoop may encroach into the minimum setback but shall not encroach into the ROW.
- The facade includes an elevated landing and entryway accessed by a series of steps.
- The stoop may or may not include a roof covering the landing.



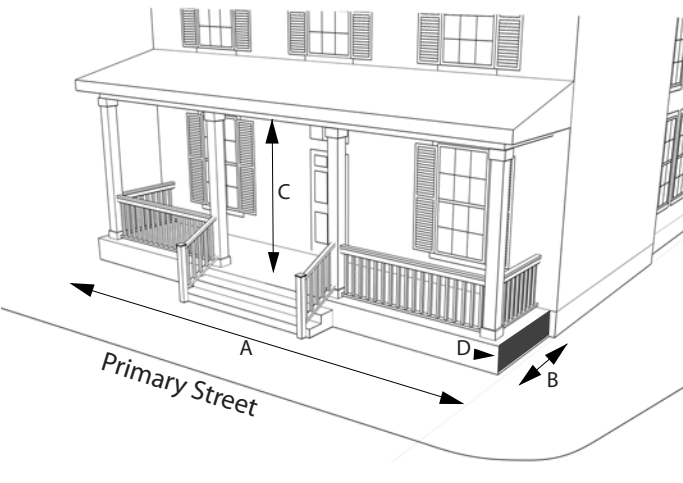
| REQUIREMENTS | MIN | MAX |
|--------------------|-----|-----|
| A - Width (clear) | 5' | 8' |
| B - Depth (clear) | 4' | 8' |
| C - Height (clear) | 8' | -- |
| D - Elevation | 7" | 3' |

4.7.8 Porch

A porch is a covered entry and sitting area attached to the face of a building, at the same level as the ground floor, and accessed by a series of steps:

General

- Porches must be set back from the front lot line per applicable setback standards by district.
- Porches may wrap around the corners of the building.
- Steps from the sidewalk to the porch may encroach into the minimum setback but shall not encroach into the ROW.



| REQUIREMENTS | MIN | MAX |
|--------------------|-----|-----|
| A - Width (clear) | 10' | -- |
| B - Depth (clear) | 6' | 12' |
| C - Height (clear) | 8' | -- |
| D - Elevation | 7" | 3' |

4.8 Permitted Encroachments

For the purpose of these standards, an encroachment is any building façade treatment that projects into the right of way. These treatments provide opportunities for shade, protection from the elements, outdoor dining, informal gathering places, and visual interest – all of which enhance the pedestrian environment. Standards for each encroachment type are provided below. The following types of encroachments may be permitted within the Character Area:

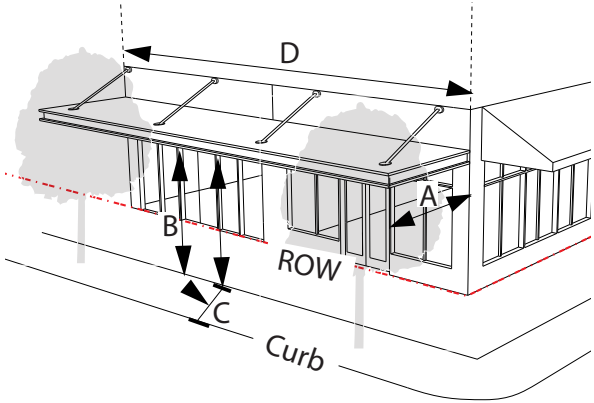
- Awnings
- Marquees
- Arcades
- Galleries
- Balconies
- Projecting Wall Signs
- Outdoor Dining (must receive Sidewalk Cafe Permit)

4.8.1 Awnings and Marquees

Description - Awnings and marquees are coverings over building entrances, windows, and sidewalks that are attached to the exterior wall of the adjacent building.

- Breaks shall coincide with windows and entrance breaks.
- Hard awnings are allowed. All other awnings shall be covered with fabric, however, high-gloss or plasticized fabrics are prohibited.
- Awnings and marquees are permitted to wrap around corners.
- Awning and canopy materials should be compatible with other materials utilized in the building façade. Plastic or vinyl awnings shall not be permitted.

| REQUIREMENTS | MIN | MAX |
|-----------------------|-----|-----|
| A - Depth | 3' | -- |
| B - Height (clear) | 9' | -- |
| C - Setback from curb | 4' | -- |

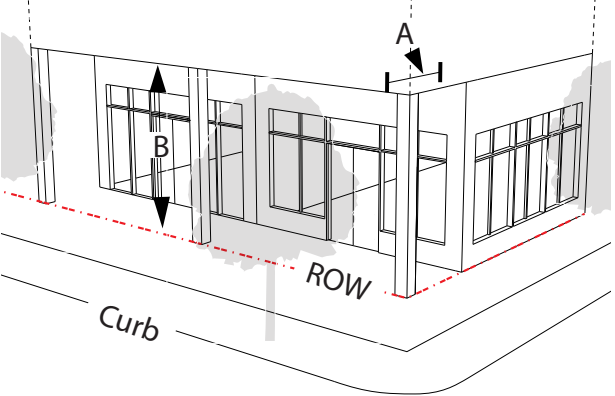


4.8.2 Arcades

Description - An arcade is a collonade at the ground floor with usable building area on upper floors above the collonade.

- Arcades shall be supported by columns, piers or arches.
- Enclosed usable space may be permitted above the arcade, subject to City Codes and easement requirements.
- Arcades are not permitted to encroach on the ROW.
- Arcades are permitted to wrap around corners.

| REQUIREMENTS | MIN | MAX |
|--------------------|-----|-----|
| A - Depth | 7' | -- |
| B - Height (clear) | 9' | -- |



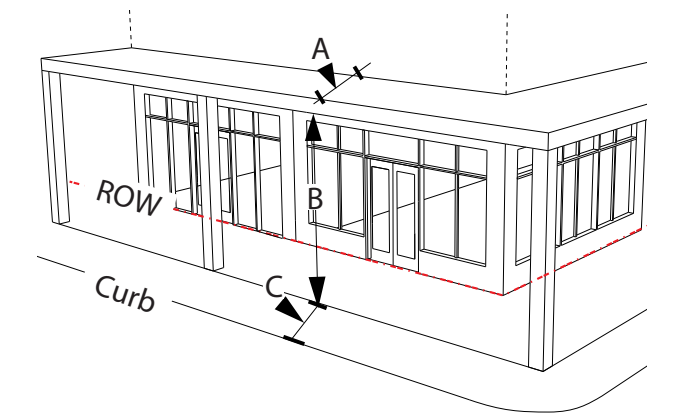
4.8 Facade Type Standards: Encroachments (cont.)

4.8.3 Galleries

Description - A gallery is a continuous covered portion of a sidewalk supported by columns or arches.

- Gallery supports shall be positioned at regular intervals.
- Galleries are permitted to wrap around corners.

| REQUIREMENTS | MIN | MAX |
|-----------------------|-----|-----|
| A - Depth | 7' | -- |
| B - Height (clear) | 9' | -- |
| C - Setback from curb | 4' | -- |

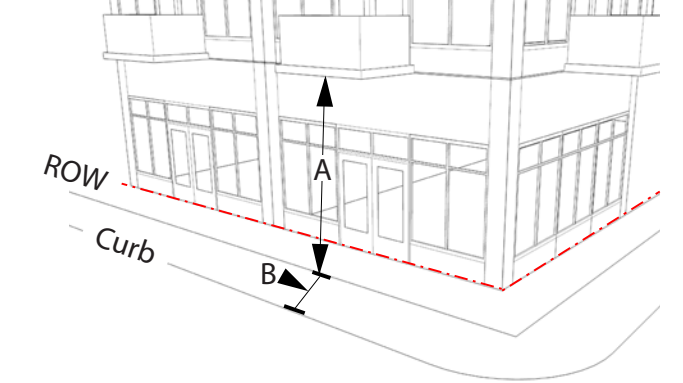


4.8.4 Balconies

Description - A platform projecting into the ROW from the upper floor of a building, which is accessible from the interior of the floor.

- Balconies shall not be supported by columns from the ground.

| REQUIREMENTS | MIN | MAX |
|-----------------------|-----|-----|
| A - Height (clear) | 10' | -- |
| B - Setback from curb | 4' | -- |

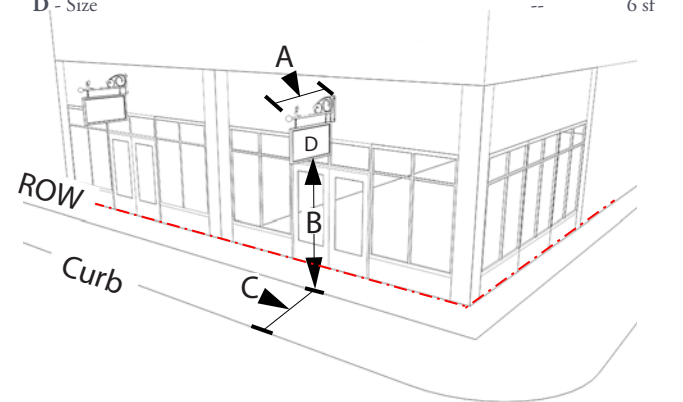


4.8.5 Projecting Wall Sign

Description - A wall-mounted sign that extends from the vertical face of a building into the ROW.

- One projecting wall sign per establishment, which must be mounted at or near the entrance of the establishment.
- They must be below the second floor window, if applicable.
- They may not be internally lit.
- Materials and style must be consistent with the architecture of the building.

| REQUIREMENTS | MIN | MAX |
|-----------------------|-----|------|
| A - Depth | -- | 4' |
| B - Height (clear) | 8' | -- |
| C - Setback from curb | 2' | -- |
| D - Size | -- | 6 sf |

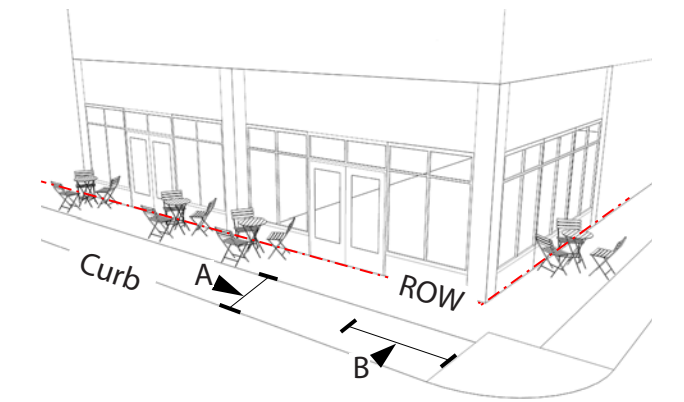


4.8.6 Outdoor Dining

Description - Outdoor seating and sidewalk cafés are permitted within the ROW immediately adjacent to the façade of a dining establishment, as shown in the illustration below (Sidewalk Cafe Permit required.)

- Alterations to or covering of sidewalks in outdoor seating areas are prohibited, including, but not limited to: paint, carpet, turf, platforms, etc.
- Menu boards, planters, booths and other associated furniture must be within the outdoor seating envelope.
- The outdoor seating area must be clean and free of litter, which is the responsibility of the associated establishment.
- Outdoor seating for all establishments serving alcohol must be surround by a 36-inch high free-standing, removable barrier.
- Barriers may not include chain link, chain rail, rope rail, or any material not specifically designed for fencing.
- Establishments that do not serve alcohol are not required to incorporate the barrier.
- Seating, fencing, and other outdoor furniture shall be reviewed and approved by staff and shall not obstruct entrances.

| REQUIREMENTS | MIN | MAX |
|------------------------------|-----|-----|
| A - Clear Sidewalk | 5' | -- |
| C - Dist. from Corner Radius | 10' | -- |



4.9 Architectural Styles

There are four examples included of architectural styles in 4.9 Architectural Styles. The intent of these standards are to ensure that development is being designed with a defined architectural style. An applicant can use one style per development to ensure a consistent quality and design. If an applicant provides a architectural style not provided, the City will review and consider the alternate as appropriate for the context of the area and development under review.

4.9.1 Main Street Commercial

The Main Street Commercial style is the architectural embodiment of Small Town America. It can be found on main streets from Florida to Maine to California, and everywhere in between. It can inspire a sense of nostalgia if applied with care, but appears obviously fake and contrived if not applied correctly. The following guidelines are provided to describe effective application of this architectural style:

Massing

- Typically rectangular boxes with flat vertical faces.
- Primary facades of single story buildings may extend slightly above the roof to create a taller front, depending on the scale of the adjacent public space.
- Single story buildings shall have decorative parapets.
- Subtle variations in facade height can add interest and help to break up the mass of a series of connected storefronts.
- Building corners at important intersections should also be emphasized to provide interest.

Decorative Elements

- Main Street commercial buildings use moldings or brick soldier/string courses to highlight the ground floor, break up the middle stories, and provide visual interest.
- The tops of facades are typically treated with cornices or caps.
- Moldings and cornices can have a range of detail from plain to very ornate.
- Simple palisters are permitted.
- Decorative or structural columns can separate ground floor openings and must be a style consistent with the building as a whole.
- Stone, cast concrete, or terracotta ornaments may be used for additional accent.

Openings

- Ground floor windows and doors are large, with transoms and kickplates.
- Upper floor windows group and align with the storefront/ground floor divisions below.
- Upper floor windows are usually vertically oriented and double-hung.

Roofs

- Flat with a parapet.
- May be accessible and used for terraces.
- Parapets shall be used to conceal any machinery on the roof visible from adjacent streets or pedestrian areas.

Materials

- **Primary Materials:** brick, painted brick, stucco.
- **Accent Materials:** concrete, stone, tile, wood, cast iron, clay barrel tile
- **Prohibited Materials:** EIFS, foam moldings

Attached Elements

- Awnings, marquees, arcades, galleries, and balconies are required to provide shelter and shade and to visually emphasize the ground floor uses.



4.9.2 Low Country

Low Country architecture is a uniquely southern coastal style suited for the humid subtropical climate of the region. The style is usually applied in residential construction, but it can be used for non-residential uses in certain situations such as small civic buildings. The following guidelines are provided to describe effective application of this architectural style:

Massing

- Wood framed.
- Raised on piers so ground floor is elevated.

Decorative Elements

- Decorative elements are minimal with simple trim around windows and doors.
- Simple molding around column bases/capitals.
- Shutters are nearly universal on ground floor windows.

Openings

- Ground floor windows under porches are large to allow heat to escape in the evening.
- Upper floor windows not covered by a porch are usually much smaller than the ground floor windows.
- Dormer windows are encouraged.
- Windows are typically double-hung.

Roofs

- Usually hip of 4/12 to 10/12 but sometimes gable, or even a combination of hip and gable.
- Eaves are typically exposed (rafter tails) but not required.
- Dormer windows usually have hip roofs, but may be shed or gabled roofs.
- Raised seam metal roofs are preferred, but asphalt shingles are possible.
- Square crows nests with hip roofs are sometimes used.

Materials

- **Primary Materials:** Wood, wood siding, hardi board
- **Accent Materials:** Brick
- **Prohibited Materials:** EIFS, foam moldings

Attached Elements

- Deep porches are universal to shield ground floor windows from the summer sun. They typically wrap around the sides of the building.
- Porch railings and support columns are simple wood.
- Porch steps are wide in proportion to the width of the porch itself.



4.9 Architectural Styles (cont.)

4.9.3 Florida Vernacular

Like the Low Country style, the Florida Vernacular architectural style was developed in response to the humid coastal climate of central and south Florida. This style is frequently used for both residential and non-residential buildings. The following guidelines are provided to describe effective application of this architectural style:

Massing

- Informal, both symmetrical and asymmetrical.
- Ground floor is not usually raised but may be depending on context.

Decorative Elements

- Decorative elements are minimal with simple trim around windows and doors.
- Simple stickwork at gable end peaks.
- Columns may be square or spindle style with simple bases and capitals.
- Simple molding around column bases/capitals.
- Simple trim (usually white) on building corners and square column corners.
- Shutters are common but not universal.
- Upper floor gables usually have a different material from the ground floor, especially wood siding that runs 90° to the siding on the ground floor or half-round wood shingles.

Openings

- Double-hung and casement windows are appropriate.
- Upper floor windows not covered by a porch are usually much smaller than the ground floor windows.
- Dormer windows are encouraged.
- Upper floor windows are typically square or horizontally oriented.

Roofs

- Usually gable, but sometimes hip, or even a combination of hip and gable.
- Eaves are not usually exposed (rafter tails). Simple brackets under the eaves are more common.
- Dormer windows usually have gable roofs but may be shed roofs.
- Raised seam metal roofs are preferred, but asphalt shingles are possible.
- Square crows nests with hip roofs are sometimes used.

Materials

- **Primary Materials:** Wood siding, hardi board
- **Accent Materials:** stucco, wood shake/shingle, brick, cast stone
- **Prohibited Materials:** EIFS, foam moldings

Attached Elements

- Porches and awnings are common to shield doors and ground floor windows from the rain and sun.
- Porches may wrap around the sides of the building.
- Porch railings and balusters are simple wood or metal.
- Short balustrades of the same style along the tops of porches openings are common.
- Simple brackets in porch openings are common.



4.9.4 Modern/Contemporary

Modern architecture is a wide ranging style composed of many different branches and interpretations that can make it difficult to describe. The intent here is for “Modern” or “Contemporary” style to refer to an architectural style featuring basic geometric forms that create large volumes, long lines and smooth walls. The following guidelines are provided to describe effective application of this architectural style:

Massing

- Series of geometric shapes that form large volumes.
- Symmetrical or asymmetrical massing.
- Building entrances should have a distinguishing element or massing.
- Must balance massing with the need for a pleasant pedestrian environment at the ground floor.

Decorative Elements

- Sparse decorations and the materials of the building are allowed to speak for themselves.
- Structural members are exposed and celebrated.

Openings

- Large glass curtain walls are common.
- Doors are usually glass.

Roofs

- Typically flat, but sometimes shed.
- Eaves and overhangs are uncommon but can exist in the right context, especially when applying a modern twist on traditional styles such as Florida Vernacular or Craftsman.

Materials

- **Primary Materials:** Glass, finished concrete, metal,
- **Accent Materials:** Metal, exposed concrete, brick, wood, stucco
- **Prohibited Materials:** EIFS, foam moldings

Attached Elements

- Marquees are common.
- Porches and stoops are not common but could be incorporated if they fit with the overall architecture of the building.



4.10 Parks, Trails, and Open Space

4.10.1 Overview and Intent

The standards for park development support the vision of the Character Area by promoting a strong local economy, producing communities of diverse livable neighborhoods, and conserving and protecting the natural environment. The purpose and intent of the park standards is:

- a. To provide a system of parks of varied size, programming, and design that supports active, lively neighborhoods and enhance the quality of life for residents of each City;
- b. To design and locate parks in order to create livable and sustainable places that improve with time;
- c. To encourage a system of linked parks, wetlands, and pond edges that create a significant network of functional open spaces; and
- d. To create a green infrastructure system whose frequent use is encouraged through proper placement, connectivity, and design.

4.10.2 Required Park Area

In order to accommodate a wide range of park sizes and types, all new development over 1 acre within the Character Area shall provide park space intended to serve day-to-day park needs, provide for spatial community organization, and link homes, offices, and workplaces with outdoor spaces. Parks shall make up at least five percent of the usable acreage of each new development. Alternatively, at the discretion of the City, a developer may elect to pay into the Park Fund in lieu of developing park space. The park requirement may be waived by the Planning Official for projects under 2 acres in size.

4.10.3 Park Types

The following Park Types are shown to provide guidance for the design of open spaces within new development. A park master plan must be provided with each development plan when more than one park is being constructed.

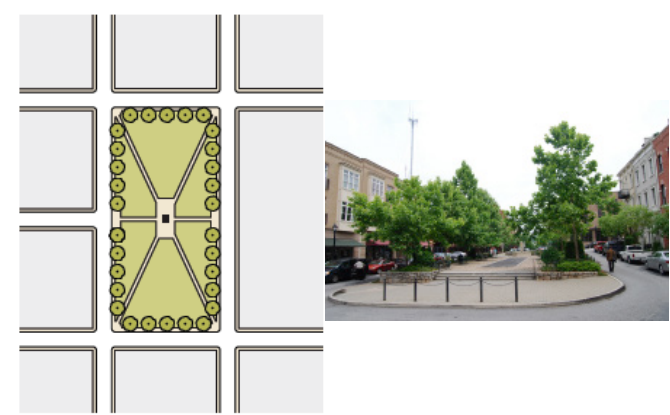


Example: Pocket Park

General Note: Images on this page are illustrative, not regulatory.

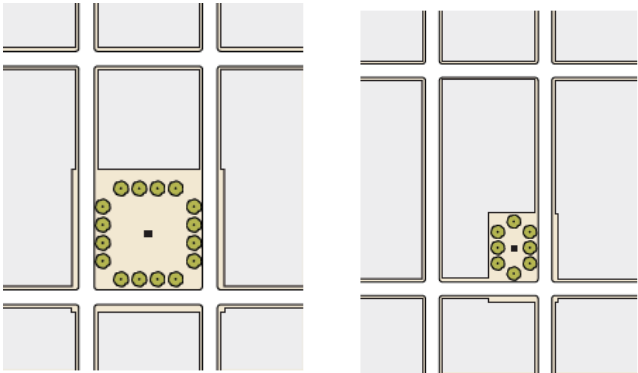
a. Square

| Description |
|---|
| Public urban open spae available for civic purposes, commercial activity, ununstructured recreation, and other passive uses. |
| General Character |
| Formal open space. Spatially defined by buildings andtree-lined streets. Open shelters, paths, lawns, and trees formally arranged. Walkways and plantings at all edges. Abundant seating opportunities. |
| Size and Location |
| Size: .25- 3 acres |
| Min. Depth: 25' Min. pervious cover: 0% |
| Min. perimeter frontage on public ROW: 60% |



b. Plaza and Pocket Plaza

| Description |
|--|
| Public urban open spae that offers abundant opportunities for civic gathering. Add to the vibrancy of streets with the more urban areas. Pocket Plaza's are smaller in scale and frequently located next to a streetscape. |
| General Character |
| Formal open space. A balance of hardscape and planting. Trees importatnt for shade. Spatially defined by building frontages. |
| Size and Location |
| Size: .1-1 acre |
| Min. Depth: 30' Min. pervious cover: 30% |
| Min. perimeter frontage on public ROW: 30% |
| Pocket Plaza: Min. 300 sq.ft; Width 15'-20' Min. pervious cover 25% min. perimeter fronage on public ROW: 25% |



c. Green

| Description |
|---|
| Public urban open space available for civic purposes, commercial activity, unstructured recreation, and other passive uses. Shall be primarily naturally landscaped with many shaded places to sit. |
| General Character |
| Open space. Spatially defined by street and building frontages and landscaping. Lawns, trees, and shrubs naturally disposed. Open shelters and paths formally disposed. |
| Size and Location |
| Size: .25- 3 acres |
| Min. Depth: 25' Min. pervious cover: 80% |
| Min. perimeter frontage on public ROW: 60% |



d. Playground and Pocket Park

| Description |
|---|
| Area that is conducive to the recreational needs of families with childern. Range in style from urban pocket parks to playscapes within neighborhood parks. |
| General Character |
| Small-scale public urban open space intended to groups and space available. Range of character can be for intense use or aesthetic enjoyment; low maintenance is essential. |
| Size and Location |
| Size: .25- 1.99 acres |
| Min. Depth: 25' Min. pervious cover: 50% |
| Pocket Park: Min. 300 s.f. , Protected from traffic. No service or mechanical equipment. |



e. Community Garden

| Description |
|--|
| Small-scale open space designed as a grouping of garden plots available to nearby residents for small-scale cultivation. Community gardens may be fenced to proectt edible plants from wildlife and may include a small accessory structure for storage. |
| General Character |
| Plan beds (in-ground or raised). Accessory structure < 2,500 sf. Decorative fencing, when fencing present. Spatially defined by adjacent buildings and street trees. |
| Size and Location |
| No size requirments |



f. Greenway

| Description |
|--|
| Linear space for community gathering and strolling for nearby residents and employees. These parks are defined by the tree-lined streets forming a one way couplet on their flanks as well as by the fronting buildings beyond. Due to their narrow dimensions,greenways will be for passive use. Greenways can serve an important role as a green connector between destinations. |
| General Character |
| Informal open space. Hardscape path. Defined by buildings and tree-lined streets. |
| Size and Location |
| Min. Length: 1 mile Min. Width: 60' Must front at least one street |



4.11 Landscape Palette

It is the intent of the Design Plan to help create a harmonious environment by using compatible building and design styles. The same intent applies to landscaping. The landscape palette introduced here should be used in designing the landscape plans and also should be used along key streets to create a landscape pattern that shall be replicated every 50 feet in order to create continuity along the street corridor edge.

4.11.1 Shade Trees



Sweetgum
Liquidambar styraciflua



Cathedral Live Oak
Quercus virginiana 'Cathedral'



Bald Cypress
Taxodium distichum



Southern Magnolia
Magnolia grandiflora



Red Maple
Acer rubrum



Streetwise Trident Maple
Acer buergerianum 'ABTIR' P.P.#9576



Sky Climber Live Oak
Quercus virginiana 'Sky Climber'

NOTES:
[1] Other cultivars may be considered by the City during the review process.

4.11.2 Understory Trees



Dwarf Magnolia
Magnolia grandiflora 'Little Gem'



Crape Myrtle
Lagerstroemia indica



Wax-Leaf Ligustrum
Ligustrum japonicum



American Holly
Ilex opaca



Bosque Elm
Ulmus parvifolia UPMTF P.P.#11295 Bosque

NOTES:
[1] Other cultivars may be considered by the City during the review process.

4.11.3 Shrubs/Groundcover



Florida Gamagrass
Tripsacum floridanum



Eastern Gamagrass
Tripsacum dactyloides



Silver Saw Palmetto
Serenoa repens 'Cinera'



Coontie
Zamia pumila



Cord Grass
Spartina bakeri



Muhly Grass
Muhlenbergia capilaris



Dwarf Yaupon Holly
Ilex vomitoria 'Nana'



Azalea
Rhododendron sp.



Lily of the Nile
Agapanthus sp.



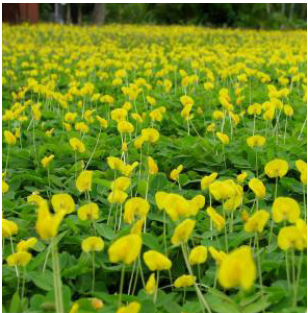
Schillings Dwarf Holly
Ilex vomitoria 'Schillings Dwarf'



Saw Palmetto
Serenoa repens



Dwarf Walter's Viburnum
Viburnum obovatum 'Densa'



Ecoturf Perennial Peanut
Arachis glabrata 'Ecoturf'



Sunshine Mimosa
Mimosa strigillosa



Dwarf Confederate Jasmine
Trachelospermum asiaticum

NOTES:
[1] Other cultivars may be considered by the City during the review process.
[2] Shrubs to be 36" height planted 3' o.c.

Glossary of Terms:

A

Apartment: a dwelling unit sharing a building and a lot with other dwellings and/or uses. Apartments may be for rent or for sale as condominiums.

Arcade: A colonnade at the ground floor with usable building area on upper floors above the colonnade.

Awnings and Marquees: Coverings over building entrances, windows, and sidewalks that are attached to the exterior wall of the adjacent building.

B

Balcony: A platform projecting into the ROW from the upper floor of a building, which is accessible from the interior of the floor.

Block: An area of land bounded by streets and/or physical features. Blocks shall be measured from the outer parcel boundaries of lots or parcels comprising the block or along the margins of continuous physical features such as lakes, railroads and canals that may form the face of a block. Block perimeter shall be the sum of all block faces that enclose the block.

Block Face: the aggregate of all the building facades on one side of a block. The Block Face provides the context for establishing architectural harmony.

Building Configuration: the form of a building, based on its massing, private frontage, and height.

Building Disposition: the placement of a building on its lot.

Building Function: the uses accommodated by a building and its lot. Functions are categorized as Restricted, Limited, or Open, according to the intensity of the use.

Building Type: Describes the types of principal buildings allowed in terms of lot requirements, access standards, façade standards, stories and landscape standards.

C

Civic: the term defining not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking.

Civic and Institutional Façade: A building façade intended to facilitate the functioning of government buildings, hospitals, schools, churches, and other public type uses, while maintaining a pedestrian orientation.

Civic Space: an outdoor area dedicated for public use. Civic Space types are defined by the combination of certain physical constants including the relationship between their intended use, their size, their landscaping and their enfronting buildings.

Context: surroundings made up of the particular combination of elements that create specific habitat.

E

Elevation: an exterior wall of a building not along a Frontage Line. See: Facade.

Entrance, Principal: the main point of access of pedestrians into a building.

F

Facade: the exterior wall of a building that is set along a Frontage Line (see Elevation; Frontage Line).

Façade Type: Describes the required design elements of the front façade of the building. Where more than one Façade Type is listed, any of the listed Façade Types may be used.

Frontage Line: those lot lines that coincide with a public frontage. Facades along Frontage Lines define the public realm and are therefore more regulated than the elevations that coincide with other Lot Lines.

Frontage: Describes the minimum and maximum percentage of total building width that must fall at or within the minimum and maximum front setbacks

G-K

Gallery: A continuous covered portion of a sidewalk supported by columns or arches

Industrial Facades: A building façade intended to facilitate the function of warehouse, manufacturing, or flex office/industrial uses, while maintaining a high quality visual environment.

L

Liner Building: a building specifically designed to mask a parking lot or a parking garage from a frontage. A Liner Building, if less than 30 feet deep and two stories, shall be exempt from parking requirements.

Lot Line: the boundary that legally and geometrically demarcates a lot (see Frontage Line). Such lines appear graphically on Community and Site Plans. Codes reference lot lines as the baseline for measuring setbacks.

Lot Width: the length of the principal Frontage Line of a lot.

M

Mixed Use: multiple functions within the same building through superimposition or adjacency, or in multiple buildings within the same area by adjacency.

N-O

Net Developable Area, Net Site Area: the developable areas of a site. The Net Site Area shall be allocated to the various Transect Zones according to the parameters in Table 14A.

Outdoor Dining: Seating adjacent to the sidewalk within the ROW immediately adjacent to the façade of a dining establishment.

P-R

Parking Structure: a building containing two or more stories of parking. Parking Structures shall have Liner Buildings at the first story or higher.

Passage: a pedestrian connector passing between buildings, providing shortcuts through long blocks and connecting rear parking areas to frontages. Passages may be roofed over.

Path: a pedestrian way traversing a park or rural area, with landscape matching the contiguous open space. Paths should connect directly with the urban sidewalk network.

Planting Zone: the element of the public streetscape which accommodates street trees. Planters may be continuous or individual.

Porch: A covered entry and sitting area attached to the face of a building, at the same level as the ground floor, and accessed by a series of steps.

Principal Building: the main building on a lot, usually located toward the frontage.

Private Frontage: the privately held layer between the frontage line and the principal building facade. The structures and landscaping within the Private Frontage may be held to specific standards. The variables of Private Frontage are the depth of the setback and the combination of architectural elements such as fences, stoops, porches and galleries.

Projecting Wall Sign: A wall-mounted sign that extends from the vertical face of a building into the ROW.

Public Frontage: the area between the curb of the vehicular lanes and the Frontage Line. Elements of the Public Frontage include the type of curb, walk, planter, street tree and streetlight.

S

Service and/or storage yards include, but not be limited to, loading areas, refuse and recycle bins, trash compactors, equipment and material storage, utility cabinets and transformers.

Sidewalk: the paved layer of the public frontage dedicated exclusively to pedestrian activity.

Stoop: An elevated entrance to a building, usually of a residence, with small setbacks from the sidewalk.

Storefront Façade: A building façade intended to create an enhanced pedestrian-oriented environment through design elements such as high visibility into the buildings, shade fixtures, outdoor dining spaces, architectural details and other features.

Stormwater Zone: an area that includes a planter that is used for landscape and stormwater retention.

Story: a habitable level within a building of no more than 14 feet in height from finished floor to finished ceiling. Attics and raised basements are not considered stories for the purposes of determining building height.

Streetscape: the urban element that establishes the major part of the public realm. The streetscape is composed of thoroughfares (travel lanes for vehicles and bicycles, parking lanes for cars, and sidewalks or paths for pedestrians) as well as the visible private frontages (building facades and elevations, porches, yards, fences, awnings, etc.), and the amenities of the public frontages (street trees and plantings, benches, streetlights, etc.).

Streetscreen: sometimes called Streetwall. A freestanding wall built along the frontage line, or coplanar with the facade, often for the purpose of masking a parking lot from the thoroughfare

T-Z

Terminated Vista: a location at the axial conclusion of a thoroughfare. A building located at a Terminated Vista designated on a Community Plan is required to be designed in response to the axis.

Transition Line: a horizontal line spanning the full width of a facade, expressed by a material change or by a continuous horizontal articulation such as a cornice or a balcony.

Walking Zone: the portion of the sidewalk that is clear from plantings, benches, trash receptacles allowing pedestrians free movement.