

4.6. FRONTAGE STANDARDS

A. Purpose and Intent. This Section establishes standards to ensure proposed development promotes a pedestrian-friendly environment along the street through the provision of street-facing windows, entries, and appropriately designed frontages; commercial ground floors that support pedestrian activity through maximum ground floor transparency (large shopfronts); and frontage designs that do not disrupt or detract from the general intended pattern for frontages on the subject block face.

Frontages consist of the street facade of the building(s), including any projecting elements, and any landscape, hardscape, walls, and fences between the building facade and the back of sidewalk. They provide a transition between the public environment of the street and the semi-private and private environments of the building interior. They also signal the location of the building entrance and provide a semi-public space within which neighbors and visitors can interact.

B. Applicability. The requirements of this Section apply to all new buildings within the TVSP area.

C. Frontage Types. This Section identifies the frontage types allowed within the Transit Villages Specific Plan area, and for each type provides a description and design standards to ensure that proposed development is consistent with this Specific Plan's goals for building form, character, and quality. Frontage types are divided into two categories, Required (Porch, Stoop, Dooryard, Shopfront, Gallery, and Arcade) as shown in Figure 4-14 and Optional (Balcony, Bay Window, Cantilevered Room, Awning, Canopy).

The provisions of this Section work in combination with the underlying Zone as identified on the Regulating Plan. Refer to Sections 4.3.1.G, 4.3.2.G, 4.3.3.G, 4.3.4.G, 4.3.5.G, and 4.3.6.G for required and optional frontage types within each zone and allowed encroachments into the setback or right-of-way.

In addition, all buildings designs are subject to the applicable requirements and regulations of the Building Code, Fire Code, Health Code, etc.

FIGURE 4-14: FRONTAGE TYPES



4. DEVELOPMENT CODE

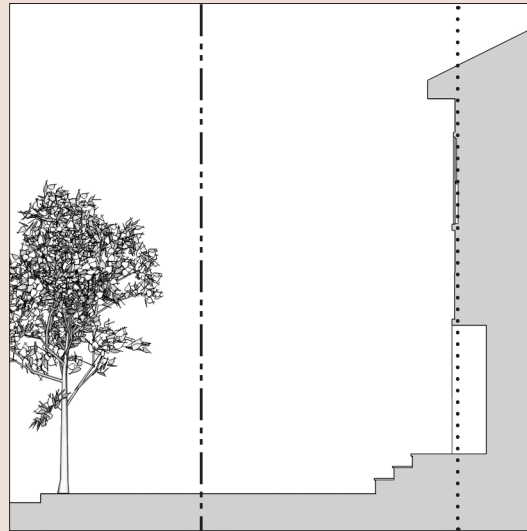
4.6. FRONTAGE STANDARDS (CONTINUED).

1. Front Yard

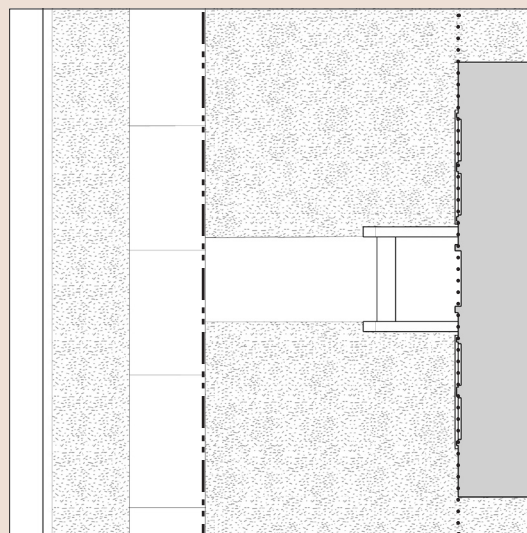
a. Definition. The area between the building facade and the property line. Front Yards may be visually continuous with adjacent yards with a common landscape, or enclosed by a low fence, wall, or hedge. On sloping sites, front yards may be raised above the level of the adjacent sidewalk and supported by a low retaining wall at the property line with steps providing access between the sidewalk and the yard. Porches, stoops, balconies, and bay windows may encroach into Front Yards..

b. Design Standards

- i. Front yards and continuous planters between the curb and sidewalk along the primary and side streets shall be landscaped.
- ii. Paved areas shall be limited to walks and driveways, where present.
- iv. Front yard fence and wall design and materials shall be compatible with the architectural style of the building.
- v. Open fences defining the front yard shall not exceed four (4) feet as measured from the adjacent sidewalk. Solid fences, walls, or hedges shall not exceed three (3) feet high.
- vi. See Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards) for additional requirements.



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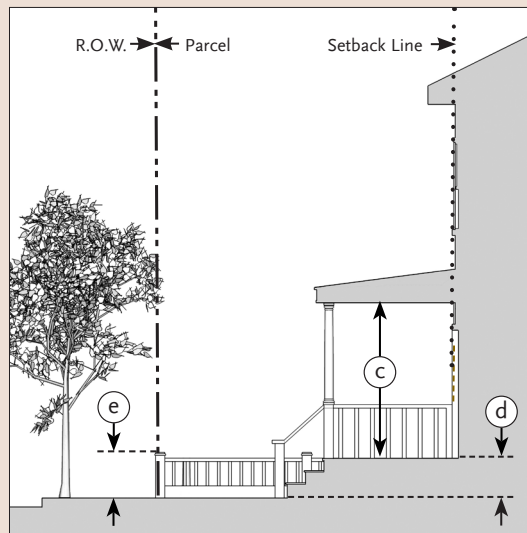
2. Porch

a. Definition. A roofed, unenclosed room attached to the exterior of a building that provides a physical transition between the sidewalk and the building. Porches may be provided on buildings that are set back from the Primary and/or Side Street property lines and may encroach into the front yard and side street yard.

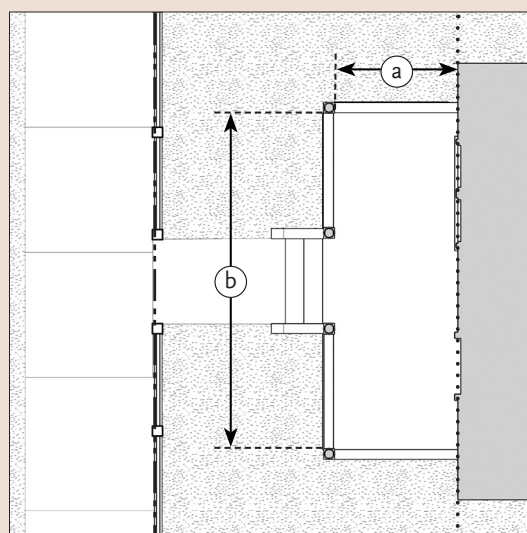
b. Design Standards

- i. Porch materials and design shall be compatible with the design of the rest of the building.
- ii. Porches may be enclosed with insect screens if recessed from the exterior wall plane and if visibility is maintained from the sidewalk.
- iii. Porches shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth (clear)	6 ft.	–
(b) Width (clear)	12 ft.	–
(c) Height: ceiling (clear)	8 ft.	12 ft.
(d) Height: floor above adjacent finished grade	12 in.	3 ft.
(e) Height: fence, hedge, or wall above adjacent finished grade	–	3 ft.



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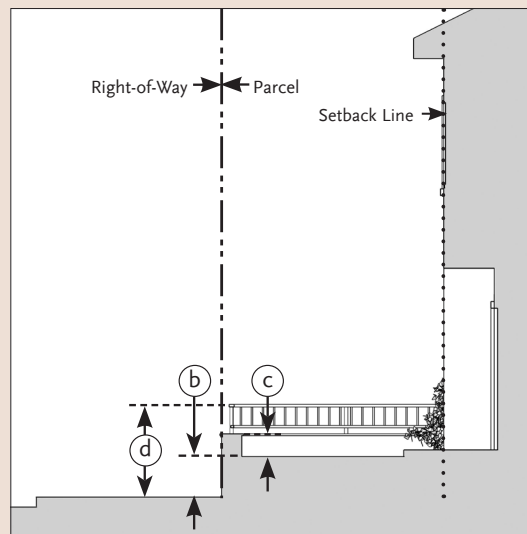
3. Dooryard

a. Definition. An elevated or at-grade garden or terrace that is located in the front yard setback and that is enclosed by a low wall located at or near the property line. For elevated Door Yards, access from the sidewalk to the Door Yard is via a stair or ramp. The Door Yard can accommodate a variety of activities, ranging from dining patios for commercial uses to patios for residential uses. In addition, the interior building spaces are separated from the adjacent sidewalk by the depth of the Door Yard and in the case of raised Door Yards, by the terrace height.

b. Design Standards

- i. Walls and/or fences shall be consistent with the architectural style of the building in their design, materials, and finishes.
- ii. Dooryards shall be designed according to the following dimensional requirements:

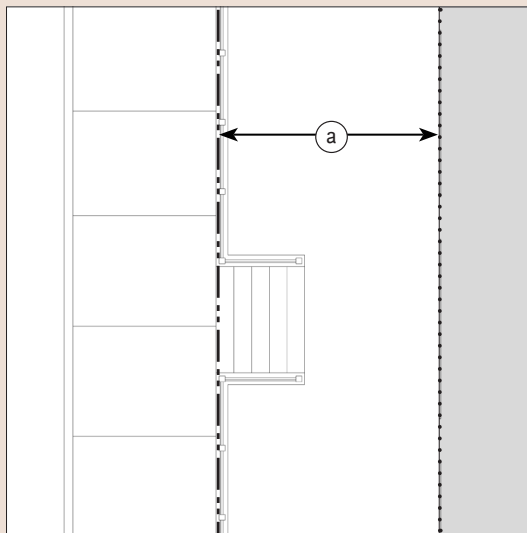
Dimension	Min.	Max.
(a) Depth (clear)	7 ft.	
(b) Height: floor above adjacent finished grade	0 ft.	3 ft.
(c) Height: wall above floor	2 ft.	



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Residential Dooryard



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Commercial Dooryard

4. Stoop

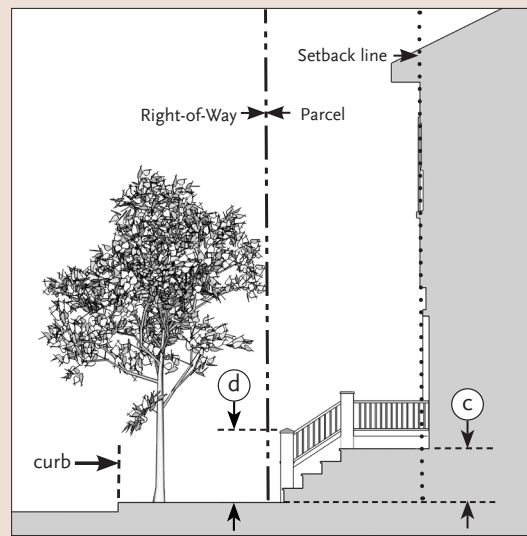
4. Stoop

a. Definition. A stair and landing leading directly from the sidewalk to a building entrance. The ground floor of the building is typically raised to provide increased privacy for the rooms facing the public street. Accordingly, stoops are ideal frontage types for ground floor housing that is near the street.

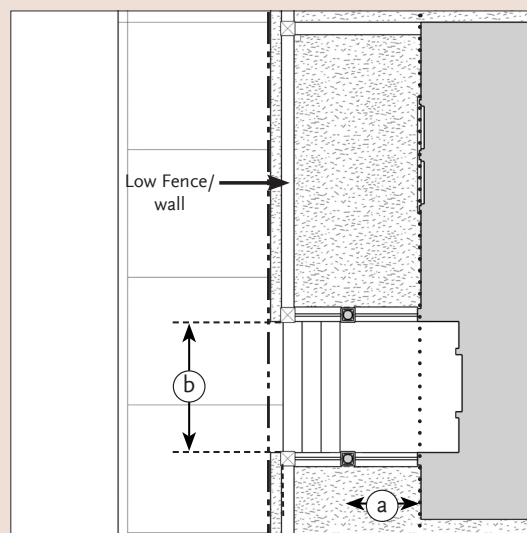
b. Design Standards

- i. Stoops must correspond directly with the building entry(s) they provide access to.
- ii. The exterior stairs may be perpendicular or parallel to the adjacent sidewalk.
- iii. The landing may be covered or uncovered.
- iv. Landscaping shall be placed on the sides of the stoop, either at grade or in raised planters.
- v. Stoops shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth: landing (clear)	4 ft.	10 ft.
(b) Width (clear)	4 ft.	10 ft.
(c) Height: floor above adjacent finished grade	12 in.	3 ft.
(d) Height: fence, hedge, or wall above adjacent finished grade	–	3 ft.



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4. DEVELOPMENT CODE

4.6. FRONTAGE STANDARDS (CONTINUED).

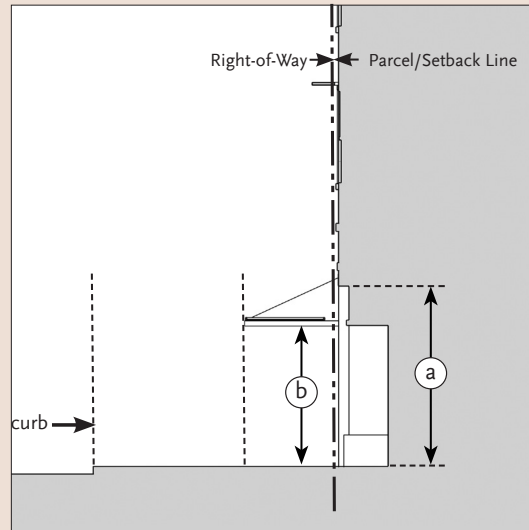
5. Shopfront

a. Definition. Shopfronts are large openings in a building facade that are enclosed with large transparent windows and doors that provide direct, at-grade access to ground floor commercial/retail uses. The basic required architectural elements of shopfronts include large windows, doors with glass, transom windows, and a solid base (bulkhead). Optional elements include awnings, canopies, signage, lighting, and cornices.

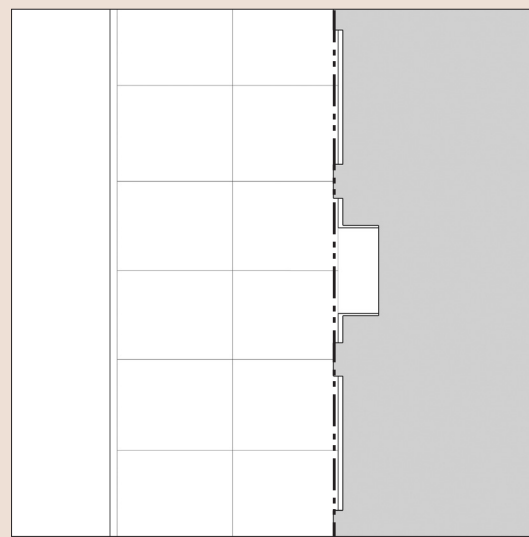
b. Design Standards

- Storefront glass shall be clear without reflective coating or dark tinting. Lightly tinted glazing less than 15%, low emissivity, solar) is acceptable.
- Primary Street and Side Street setbacks, if any, shall be paved with a paving material that is consistent with or matches the adjacent sidewalk.
- Shopfronts shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
Height (clear)	10 ft.	16 ft.
Distance to bottom of awnings, canopies (clear)	8 ft.	10 ft.
(a) Width of storefront bay(s)	10 ft.	15 ft.
(b) Glass area % of ground floor wall area	70	90



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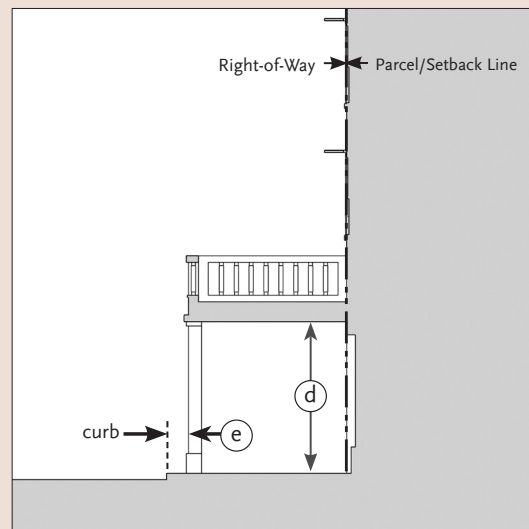
6. Gallery

a. Definition. Galleries are facades with ground floor colonnades that support a cantilevered shed roof or a deck that covers the sidewalk. Galleries contain ground floor storefronts, making them ideal for retail use. Railing on top of the gallery is only required if the gallery roof is accessible as a deck.

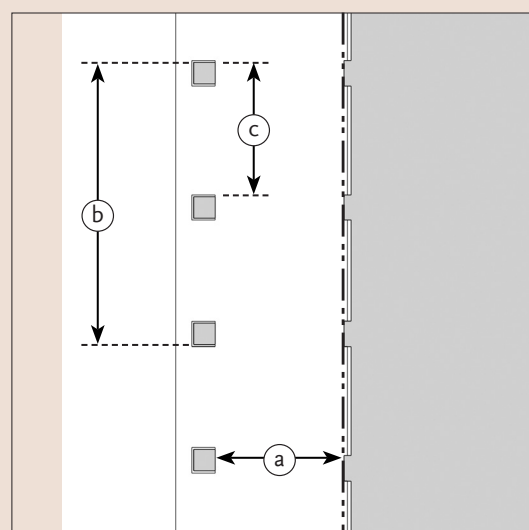
b. Design Standards

- Along primary frontages, the Gallery columns shall correspond to Shopfront openings as defined in Section 4.6.C.5.a.
- Galleries shall be a minimum of two (2) bays wide.
- Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the rest of the building.
- Galleries shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
Depth (clear)	10 ft.	16 ft.
(a) Width (clear)	20 ft.	80 ft.
(b) Width: single bay (clear)	10 ft.	16 ft.
(c) Height (clear)	12 ft.	16 ft.
(d) Distance from face of	2 ft.	–
(e) curb (clear)		
(f) Distance between adjacent Galleries that encroach into R.O.W.	20 ft.	–



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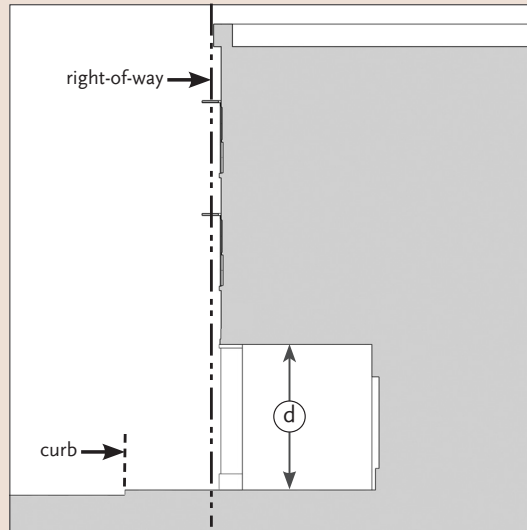
7. Arcade

a. Definition. Arcades are facades with a ground floor colonnade that supports the upper stories of the building or, for one-story buildings, the roof. Arcades contain ground-floor shopfronts, making them ideal for retail or restaurant use, as the arcade shelters the pedestrian while shading the storefront glass, preventing glare that might obscure views of merchandise.

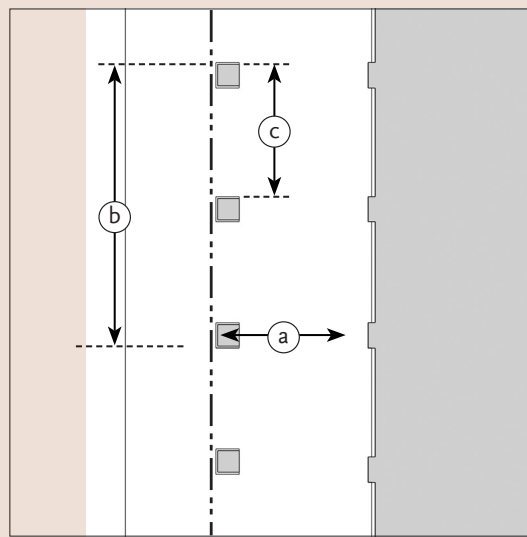
b. Design Standards

- Along primary frontages, the arcade shall correspond to Shopfront openings as defined in Section 4.6.C.5.a.
- Arcades shall be a minimum of two (2) bays wide.
- Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the rest of the building.
- Arcades shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth (clear)	10 ft.	16 ft.
(b) Width (clear)	20 ft.	80 ft.
(c) Width: single bay (clear)	10 ft.	16 ft.
(d) Height (clear)	12 ft.	16 ft.
(e) Distance from face of curb (clear)	2 ft.	–
(f) Distance between adjacent Arcades that encroach into R.O.W.	20 ft.	–



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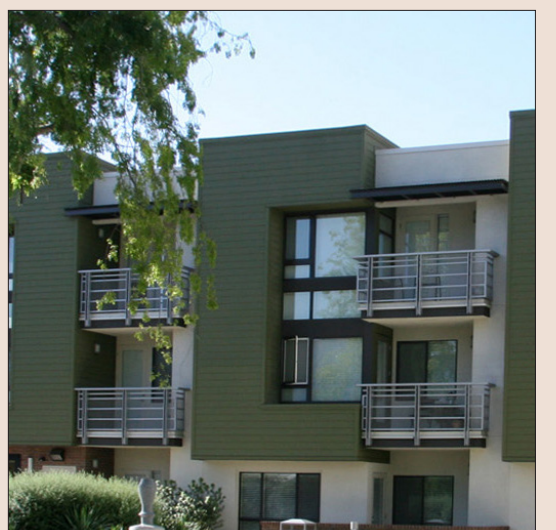
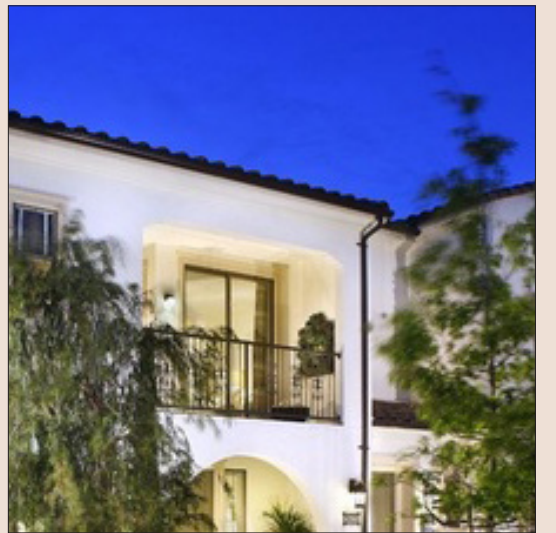


8. Balcony

a. Definition. A platform enclosed by a wall or balustrade on the outside of a building, with access from an upper-floor door.

b. Design Standards

- Balcony design character, palette of materials, and approach to detailing shall be consistent and compatible with the building's style.
- Balconies shall be designed to be consistent and compatible throughout the building.
- Balconies of traditionally styled buildings shall have visible supports in the form of projecting beams or braces. Balconies on modern styled buildings may simply project.
- Balcony railings on traditional buildings shall be made of wood, wrought iron, steel bar or tube faithfully simulating true wrought iron. Modern buildings may also use galvanized or painted steel, aluminium, and cable railing components. Vinyl substitutes shall be avoided.



4. DEVELOPMENT CODE

4.6. FRONTAGE STANDARDS (CONTINUED).

9. Bay Window

a. Definition. A large window or series of windows projecting from the outer wall of a building and forming a recess within.

b. Design Standards

- i. Bay windows shall be a maximum of ten (10) feet wide and shall have a height that is equal to or greater than their width.
- ii. Bay windows shall be placed a minimum of two (2) feet from any building corner and a minimum of three (3) from any other bay window.
- iii. Bay windows shall consist of at least 75% transparent fenestration.

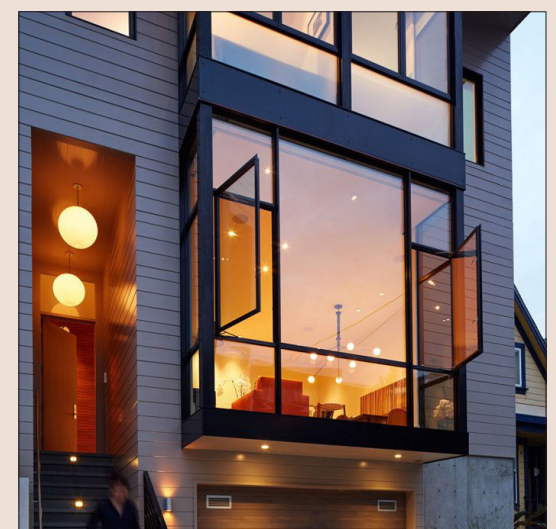


10. Cantilevered Room

a. Definition. An upper floor room or rooms that projects from the building facade providing additional upper floor square footage and contributing to the articulation of the facade.

b. Design Standards

- i. Cantilevered Room shall be a maximum of twenty (20) feet wide.
- ii. Cantilevered Rooms shall be placed a minimum of ten (10) feet from any other Cantilevered Room.
- iii. Cantilevered rooms of traditional style buildings shall be supported by brackets, extended beams, or other elements that .



11. Awning

a. Definition. A cloth cover fastened to a building or structure and supported by a frame that is used to protect pedestrians from the sun or rain.

b. Design Standards

- i. Awnings shall be of a simple shed form, made of code-compliant fire-resistant canvas or materials of similar appearance; materials which are shiny, stiff, and obviously synthetic shall be avoided.
- ii. Each awning shall correspond to a storefront.
- iii. Upper floor awnings may be provided as follows:
 - (a) Each individual awning shall cover no more than one Shopfront or window opening.
 - (b) Signage is not permitted on upper floor awnings.
- iv. Awnings shall be positioned so that signage is not obstructed.
- vi. Awning color(s) and pattern(s) shall be coordinated with the overall design of the building. As appropriate awning colors may vary between adjacent businesses.
- vii. Internally illuminated and backlit awnings and any associated light diffusers are prohibited.



12. Canopy

a. Definition. A flat, metal awning that extends perpendicular from the building and parallel to the sidewalk. The canopy's frame is connected to the wall and spanned by a variety of materials, including metal lattice, glass, and metal slats.

b. Design Standards

- i. Canopies shall be of a simple form, made of metal and/or glass.
- ii. Canopies shall be supported either from below by metal brackets, or from above by rods, wires, or chains that affix to the wall.
- iii. Canopies may extend across multiple storefronts.
- iv. Upper floor awnings may be provided as follows:
 - (a) Each individual canopy shall cover no more than one window opening.
 - (b) Signage is not permitted on upper floor canopies.
- v. Canopies shall be positioned so that signage is not obstructed.
- vi. Canopies shall be coordinated with the overall design of the building; all canopies on a single building shall be consistent in their design, color, and material.

