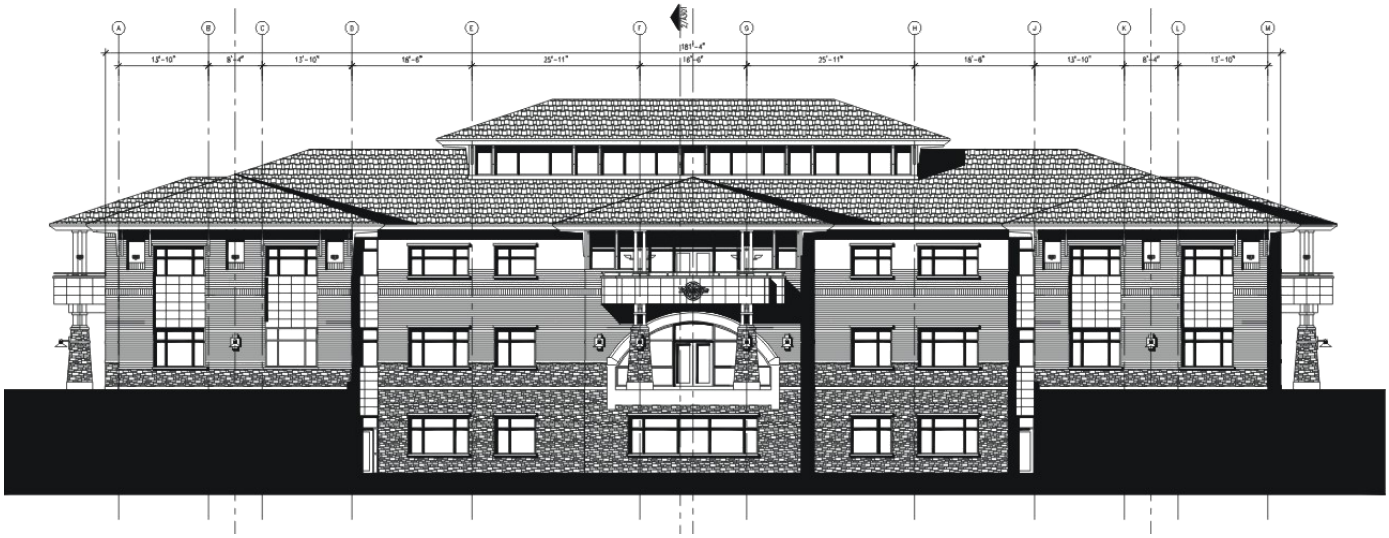

City of Taylorsville

Design Standards

Chapter 37
Taylorsville Land Development Code

FINAL DRAFT

City of Taylorsville
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Architectural Design Standards
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City of Taylorsville

Design Standards

Section One

Introduction

A. Purpose

Design Standards have been adopted by the City to promote high quality development and growth. The Design Standards establish the basic requirements for the site, circulation, architecture and landscape components, which are common to all types of commercial developments.

These Design Standards will enable developers, architects, landowners and the general public to anticipate and plan for building acceptability as a key element of the overall project approval process. They are also provided to inform readers regarding many of the most common design & aesthetic intentions of the City, and to shorten the design and approval process by heading off designs that might otherwise be rejected.

Creative designs are encouraged, but care must be taken to maintain design integrity and compatibility to surrounding structures. These design standards will promote:

- High quality architectural and site design.
- Protection of sensitive land areas, stands of mature trees, open space, existing natural features and view corridors.
- Creation of commercial, office and industrial developments which result in a positive community influence.

The City has determined that all commercial development projects shall provide the best level of quality in design and construction practices. This Chapter requires compliance with the intent of the City's General Plan and Development Code regulations and other provisions of the Development Code related to the public health, safety, and general welfare of the community but also offers the advantages of large scale planning for commercial development and the efficient use of land.

Each new development in the City shall be designed to:

A. Provide for a harmonious arrangement of buildings, site landscaping, open space, development amenities, parking, access driveways, and shared access if applicable.
B. Relate to existing and proposed land uses and circulation plans of the community, and not constitute a disrupting element.
C. Preserve the desirable existing conditions found on a site through minimized removal of desirable trees and other vegetation and soil, minimized site grading, and application of the practices found in the Development Code.
D. Use high quality building materials, colors, textures, lighting, architectural and landscape forms to create a harmonious design solution for each site that is compatible with neighboring structures and uses.
E. Give consideration to on-site vehicular, pedestrian and bicycling circulation by way of interior drives, parking areas, pathways, and sidewalks designed to handle anticipated needs and

to safely buffer pedestrians and cyclists from motor vehicles.

F. Provide adequate separation and/or buffering of each site from adjacent properties, surface water drainage, sound and sight buffers, privacy, view protection, light pollution, and other design issues that may arise during the design review process.
G. Provide architectural/structural designs that are visually interesting and that promote a comfortable and pleasing relationship between people and buildings/structures through consideration and application of the standards.
H. Assure building massing that relates to pedestrians and vehicular traffic.
I. Create rhythm that relates to the site and to building and site related openings, window placement, doors, and similar architectural features.
J. Take into account all CPTED (Crime Prevention Through Environmental Design) principals in order that all buildings and developments provide a safe and secure environment for employees and customers.
K. Provide a signage program that is designed to be part of the original building design rather than an afterthought.
L. Scale building elements relative to people and the relative closeness to which people approach them.
M. Use color to promote an overall harmonious composition such that color is not used to shock the senses or scream for attention.

B. Application & Review Process

A. These Design Standards shall apply to all non residential developments within the City as well as any accessory structures related to those uses that may be developed on a particular site. Compliance with the Design Standards is required in addition to the underlying zoning regulations found within the Land Development Code.
B. Redevelopment, refacing, exterior remodels and additions to existing buildings and development sites shall also comply with the provisions of these Design Standards.
C. The Director will review all commercial, office, industrial and institutional development applications for compliance with these Design Standards.
D. In addition to following the specified Design Standards, certain zones also require Planning Commission review of the site plan, specific landscape plan, the architectural building elevations (including a color board of all colors and materials to be used) and the grading plan (if required by staff). Information on specific zones that will require Planning Commission reviews and approvals can be obtained from the Director.
E. The Community Development Director or the Development Committee may refer projects to the Planning Commission for their review and approval.

C. Interpretations & Appeals

A. If in the course of administration, a question arises as to the meaning of any phrase, section or chapter of these Design Standards, the interpretation thereof shall be given by the Director and shall be construed to be the official interpretation thereof.

B. In the event that there is a need of further interpretation of the intent of these standards by any person, firm or corporation or official of the City, the matter shall be submitted to the Planning Commission which, unless otherwise provided, is authorized to interpret the standards. Appeals of Planning Commission interpretations shall be to the City Council.
C. Information on submittal requirements for appeals to the Planning Commission may be obtained from the Community Development Department.

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City of Taylorsville

Design Standards

Section Two

General Design Standards Applicable to all Development Projects

A. Architectural Design/Building Character

1. The treatment of the building mass, materials and exterior elements shall create an aesthetically pleasing building and site design that is in harmony with or an upgrade from surrounding area.
2. The architectural character of buildings shall portray a high quality image. Individual creativity and identity are encouraged, but care must be taken to maintain design integrity and compatibility among projects in order to establish a clear, unified image throughout the City [illustrations 2.1 to 2.4].

Examples of Quality Building Design.

3. Architecture (where adjacent to pedestrian walks and paths) should complement the pedestrian environment to create an aesthetically pleasing image and should be of human scale, show attention to detail, and be constructed with durable materials such as brick or stone in colors that relate to the natural features of the region [illustrations 2.5 and 2.6].

2.5

2.6

Encouraged Building Designs in a Pedestrian Environment

4. All building components such as windows, doors, eaves, soffits, and parapets shall have proportions that relate to the facade of the building and shall relate well with one another [illustrations 2.7 to 2.10].

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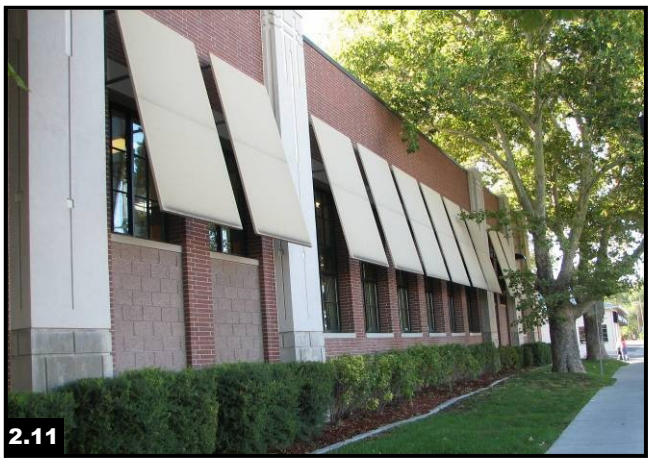
Examples of Quality Building Design

5. All sides of a building that are open to public view (including views from adjacent residential dwellings or probable location of residential dwellings) shall receive equal architectural design consideration (i.e. windows, doors, architectural treatments, etc.) [illustrations 2.11 and 2.12]. No building shall have blank, flat walls [illustrations 2.13 and 2.14].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Examples of Desirable Building Designs for Side and Rear Elevations

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Examples of Inappropriate Building Designs for Side and Rear Elevations

6. Window shapes and sizes shall be so designed to be compatible from building to building. The use of reflective glass is discouraged, unless specifically approved by the Planning Commission. The use of windows is strongly encouraged on all facades of buildings for natural light, security and to create a human scale to the building.
7. All stairways to upper levels shall be located within the building unless otherwise approved by the Planning Commission for secondary access to outdoor patio decks.
8. All roof drains shall be designed to be interior to the building. In addition, all conduit and piping for heating, air conditioning and other related services shall be located on the interior of the building and otherwise screened from view.
9. The apparent mass of large buildings shall be reduced and a varied street appearance created by manipulating the building form using offsets, recesses, changes in plane, changes in height, windows, and trellis' [illustrations 2.15 and 2.16].

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Examples of Desirable Façade and Roofline Variation

10. Long and monotonous wall and roof planes should be avoided. Large uninterrupted expanses of a single material are prohibited [illustrations 2.17 and 2.18].

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Examples of Undesirable Façade and Roofline Variation

11. Clerestory windows are suggested to increase natural light in buildings [illustrations 2.19 and 2.20].
12. Buildings should have visually interesting architectural horizontal and

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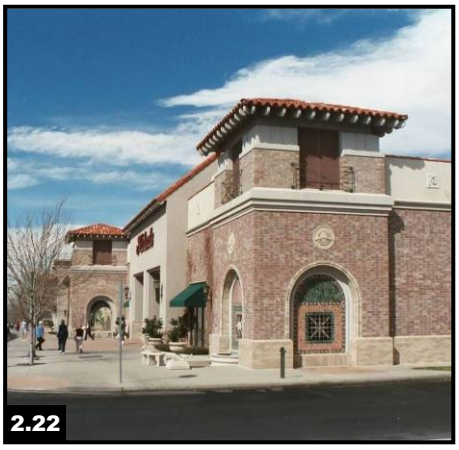
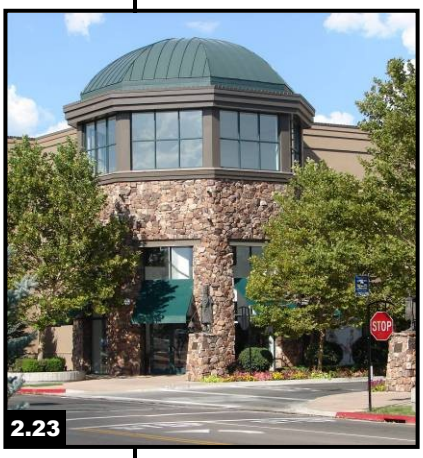
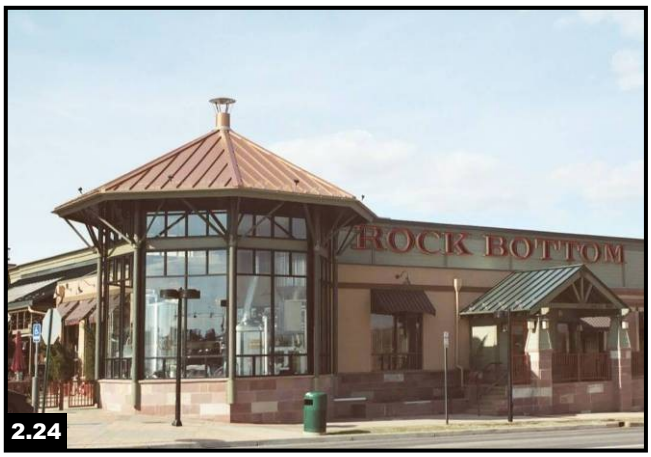
Encouraged Use of Clerestory Windows

vertical features and patterns that are designed to articulate mass and scale relative to their surroundings [illustrations 2.21 to 2.25].







Encouraged Use of Architectural Design Features

13. Massing forms should reflect building functions. Entrances must be well defined from access drives, and generally aligned with pedestrian links, public plazas and major parking areas.
14. All buildings within a Master Planned area shall possess a similar architectural theme with common (but not identical) architectural elements to create a unified development. Building styles shall also be compatible with existing buildings in the surrounding area.

B. Building Materials/Colors

1. Primary building materials shall be limited to no more than four types of materials per building. The use of stucco (EIFS) shall be limited to no more than 40% of each exterior building elevation.
2. The use of exposed concrete, metal, or plastics for storefront facades is not permitted (architectural concrete and metals excepted).
3. Color of exterior building materials (excluding accent colors) shall be limited to no more than four major colors per development and shall be composed predominately of earth tones to encourage buildings to blend into the environment. Color tones may vary if found to be compatible with surrounding developments [illustration 2.26 to 2.29].

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Encouraged Building Materials and Colors

4. The use of metal siding exclusively on any building is prohibited. Metal siding used for accents on any development shall be of the decorative, architectural metal type. The use of corrugated metal siding is prohibited unless used as a decorative element to accent a particular architectural style.
5. Avoid materials with high maintenance such as stained wood, clapboard, or shingles.
6. The use of smooth, scored, split face, or honed CMU blocks as an exterior finish shall be limited to 25% on the front or 50% on the sides of buildings within public view [illustrations 2.30 and 2.31].

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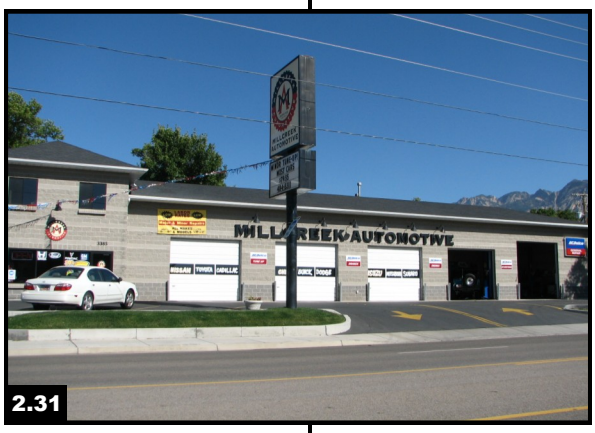
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Appropriate Use of CMU Blocks (Left) and Inappropriate Use of CMU Blocks (Right) for Building Facades Open to a Public View

C. Grading

1. Buildings shall be designed creating easy pedestrian access from sidewalks, parking areas, etc.
2. Buildings shall be designed to relate to existing grade conditions with a minimum of grading and exposed foundation walls. Exposed foundation walls should be faced with a decorative material such as brick or stone [illustration 2.32 and 2.33].

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Appropriate Modification to Existing Topography

3. An inviting and stable appearance for walking shall be provided.
4. Modification to the existing topography will be permitted where and to the extent that it contributes to good design.

D. Landscape and Streetscape

1. A unity of the design of an overall development master plan shall be achieved by the repetition of certain plant varieties, colors and materials to tie the overall development together [illustration 2.34 and 2.35].

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Appropriate Use of Unity of Landscape Design

2. All development landscape plans shall include a good combination of evergreen trees in addition to deciduous trees in order to achieve an attractive look to landscaping during winter months when there are no leaves on the trees.
3. Landscaping and tree removal shall be consistent with the standards contained within the Development Code.

4. All landscaping and irrigation plans shall conform to water efficient landscape practices. Water efficient landscape designs shall incorporate drought tolerant landscape plants into the overall design [illustrations 2.36 to 2.39].

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Appropriate Use of Water Efficient Landscaping

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2.39

Inappropriate Use Water Efficient Landscaping

5. All landscaping shall preserve and generally enhance desirable natural features, (i.e. topography, waterways, vegetation, etc.), enhance architectural features of the building, strengthen vistas, and provide shade for the project as well as its customers and employees.
6. Landscaping around the base of the building is recommended to soften the edge between the parking lot and building and also to discourage graffiti.
7. Changes in building elevation or berming at the edge of the building in conjunction with landscaping shall be used to reduce structure mass and height along street facades.
8. Concrete mow strips or metal edging are recommended between turf and shrub or ground cover areas.

E. Site Layout, Setbacks, Proportion and Placement

1. **Entrances.** The main entrance shall generally face the primary street with secondary entrances to the side or rear to allow access to available parking. A hierarchy of entry points shall be provided for each site and to each building.

Entrances shall be designed with one or more of the following [illustrations 2.40 to 2.43]:

a. Canopy, overhang or arch above the entrance (columns & pillars),
b. Recesses or projections in the building facade surrounding the entrance,
c. Peaked roof or raised parapet structures over the door,
d. Display windows surrounding the entrance.

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Appropriate Building Entrance Design

2. Building Articulation.

a. Building articulation shall be used (in areas open to public view) to enhance the visual interest of buildings. Building articulation shall be designed to be appropriate to the way in which the building is viewed namely; at a walking pace, a driving view, or a set view in the distance. Each of these views must be considered and addressed in the building's design. The following guidelines shall be considered:

(1) Close Proximity & Walking Pace: Articulation used to break large wall expanses into smaller, more human-scaled pieces every 25 feet.

(2) Driving Pace at Curb: Buildings viewed from such distances and speeds should have building articulation elements at a horizontal spacing of between 25 and 50 feet.

(3) Viewing in Distant Proximity: Buildings must exhibit a visually coherent plan to integrate multiple viewing distances. Buildings shall include a hierarchy of more closely spaced articulation at the lower floors/elevations with floors above the second story using a less closely spaced articulation scheme.

b. One story buildings or buildings having no side longer than 60' in length may determine which of the three views is the most appropriate viewing scenario for design of the building or structure.

c. Multi-story buildings or buildings exceeding 60' in length must always consider building articulation as viewed from all three viewing scenarios.

d. Windows and doors provide visual enhancement to articulation, however they will not be considered as articulation except in conjunction with other elements as noted below.

e. Acceptable Articulation: Reasonable building articulation shall be accomplished through combinations of the following techniques:

(1) Facade modulation – stepping portions of the facade to create shadow lines and changes in volumetric spaces,

(2) Use of engaged columns or other expressions of the structural system,

(3) Horizontal and vertical divisions – by use of textures or materials (usually combined with facade modulation) [illustration 2.44],

(4) Dividing facades into storefronts with visually separate display windows,

(5) Providing projections such as balconies, cornices, covered entrances, porte-cocheres, pergolas, arcades and colonnades (providing such trellis' and awnings extend outward from the underlying wall surface at least 24-inches),

(6) Variation in the rooflines by use of dormer windows, overhangs, arches, stepped roofs, gables or other similar devices [illustration 2.45].

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2.45

Examples of Desirable Façade and Roofline Variation Designs

3. **Building Setback Reduction.** Building setbacks may be reduced to encroach into the typical required building setback from a public right of way through the incorporation of pedestrian urban streetscape designs [illustrations 2.46 to 2.49].

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Examples of Appropriate Building Setback Reductions

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2.49

Examples of Inappropriate Building Setback Reductions

F. Roof Design & Mechanical Equipment Screening

1. Roof Design.

a. Sloped roofs shall provide articulation and variations in order to break up the massiveness of the roof. Sloped roofs shall include eaves which are at least 18 inches in width.

b. Flat roofs shall be screened with parapets on all sides of the building. If no roof top equipment exists or is proposed, the parapet shall be a minimum of 18 inches in height of the roof.

c. All parapets shall feature cornice treatments. Parapets shall provide a cap, element to demonstrate that the upper edge is the top of the building.

2. Mechanical Equipment Screening.

a. Roof Mounted

(1) Roof mounted mechanical units (including evaporative coolers, HVAC units, vents, etc.) shall be located or screened so as not to be visible from adjacent public

and private streets as well as from adjacent properties (unless grade differences make screening impractical) [illustrations 2.50 and 2.51].

Appropriate Roof Screening (left) and Inappropriate Roof Screening (right)

(2) Acceptable roof equipment screening shall be accomplished by:
   (a) Raising the parapet on all sides of the building to be as high as the highest mechanical unit or vent on the roof, or
   (b) A secondary roof screening system designed to be as high as the highest mechanical unit or vent on the roof. The structural design of the proposed roof screening system must be stamped and signed by a licensed engineer.

(3) Secondary roof screening systems on the roof shall include a screen that encloses groups of units rather than a box around each unit and must look like an architectural feature of the overall building.

(4) Screens shall be aesthetically incorporated into the design of the building and have screen materials that are compatible with those of the building. All secondary roof equipment screens shall have continual maintenance.

(5) The use of chain link (with or without slats), wood, or vinyl fencing as screening for roof top equipment is prohibited.

(6) In some situations, colors of roof screens may be required to be reviewed.

(7) All secondary roof equipment screens shall have continual maintenance.

(8) All roof top mechanical equipment shall be shown to scale on all building cross sections and/or architectural building elevations.

(9) Rooftop penthouse enclosures must be architecturally compatible and predominately of the same material as the building.

b. Ground Mounted mechanical units (condensers, generators, etc.) shall be screened from view with wing walls, landscaping or a combination of both [illustrations 2.52 to 2.55].

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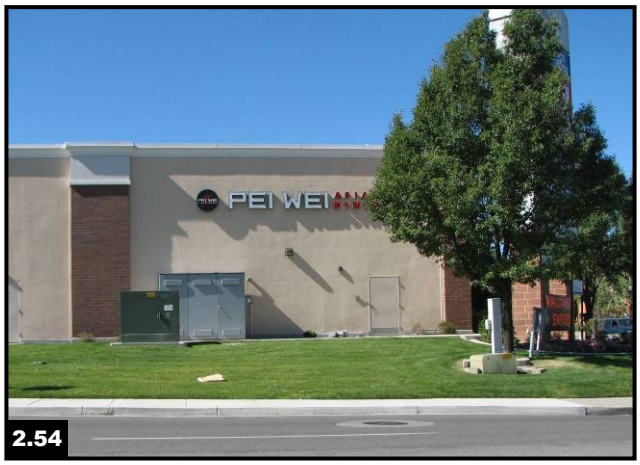
Appropriate Use of Mechanical Equipment Screening.



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Inappropriate Mechanical Equipment Screening.

G. Awnings & Canopies

1. Awnings or canopies must function as true awnings or canopies by being placed over a doorway or window and under certain circumstances with the approval of the Director, may be allowed over a walkway or outdoor seating area. All awnings or canopies must be attached to a vertical wall. Canopies must lead to a bona fide business entrance [illustration 2.56].
2. Awnings or canopies shall project at least 4.0 feet from the building when located over a pedestrian traffic area and no less than 2 feet otherwise.
3. Awnings or canopies shall maintain a minimum clearance above sidewalk grade of 8 feet to the bottom of the framework when located over a pedestrian traffic area. The bottom of the framework shall not be more than 8 feet above covered grade or the maximum height of the protected window, door, or recessed building entry.
4. The top of the framework may not extend above a vertical wall terminus nor cover any architectural elements. Such shall be designed to fit within the architecture of the buildings to which they are attached and serve to enhance the exterior of the building as an articulation and aesthetic element, not as an advertising medium.

5. All awnings that do not contain sign copy shall be made of UV protected woven cloth or architectural metal materials. Backlighting of awnings is not permitted. Design, color, and materials shall be compatible with the building to which it is attached. Awnings that are not compatible with the architectural design of the building to which it is attached are prohibited [illustration 2.57].

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Encouraged Awning Design (left) and Discouraged Awning Design (right)

H. Pedestrian Access

1. All buildings and site plans shall be designed to be pedestrian friendly by way of connecting walkways [illustrations 2.58 and 2.59].

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Examples of Desirable Pedestrian Design

2. Pedestrian connections shall be made, when feasible between developments, between buildings within a development, to any streets adjacent to the property and to any pedestrian facilities that connect with the property. The developer shall submit a pedestrian access plan that shows pedestrian paths and connections with the public sidewalk on the site plan.
3. Pedestrian access shall be accomplished with planters and sidewalks with the planters being at least 4 feet in width on each side of the sidewalk and the sidewalk being at least six (6) feet in width. At least one sidewalk connection between the building and the perimeter street is required.
4. Sites shall be designed to allow for safe pedestrian access from parking areas to the building, from building to building, from the building to adjacent developments and from buildings to the public sidewalk to minimize the need to walk within the parking lot among cars [illustrations 2.60 to 2.63].

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Encouraged Pedestrian Design in Parking Lots

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2.63

Discouraged Pedestrian Design in Parking Lots

I. Parking Areas

1. Parking areas should be viewed as three dimensional outdoor spaces with horizontal and vertical elements and not as a flat sheet of asphalt or concrete. Such elements may include:
    - Parking lot planters and tree wells to provide horizontal and vertical relief
    - Landscaped walkways
    - Lighting structures
2. On site parking should be located primarily to the sides or rear of the building. Variations must be approved by the Planning Commission.
3. The location of parking shall be determined not only from its visual relationship to the building and site, but also as it relates to safe and convenient pedestrian and vehicular circulation patterns.
4. Parking lots should be designed with a hierarchy of circulation: major access drives with no parking; major circulation drives with little or no parking; and then parking aisles for direct access to parking spaces. Small projects may need to combine components of the hierarchy.
5. The periphery of all surface parking areas shall be designed to hide the major portions (i.e. height) of automobiles from view from the street. Screening may be accomplished by using walls and/or hedges of shrubs that create a three (3) foot high screen (at maturity) along the street periphery. Minimum size of shrubs should be 2 gallon and placed at a spacing not to exceed 4 - 5 feet apart [illustrations 2.64 and 2.65].

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Appropriate Parking Lot Screening

6. Landscaping shall be required within the parking lot area where large expanses of asphalt occur. Parking lots with 200 or more spaces shall be divided by buildings or landscape areas including a walkway/ landscape area connecting the building to the street (see section H.3).
7. Drive aisles shall be defined by nine foot wide parking lot planters (i.e. end caps) at the end of each row of parking. 9' x 18' planters shall include at least one tree; 9' x 36' planters shall include at least two trees and must include shrubs and ground covers [illustration 2.66].
8. Landscaped islands containing at least 300 square feet shall be provided for every 24 parking stalls. In addition a five foot by five foot landscaped diamond shaped planter shall be installed for every 12 parking stalls or portion thereof [illustration 2.67]. A combination of both planter types shall be utilized [illustration 2.68].
9. Single rows of parking abuting drive aisles shall include a minimum eight foot wide landscape strip the entire length of the row [illustration 2.69].

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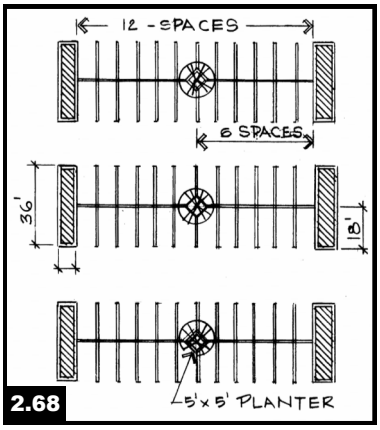

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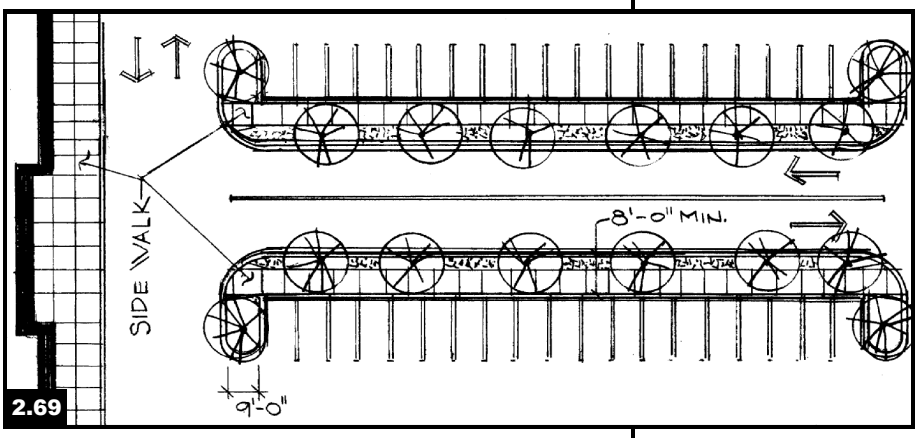

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Appropriate Parking Lot Landscaping

10. Planters within parking areas shall be landscaped with trees, upright shrubs, ground covers and bark or rock mulch [illustrations 2.70 to 2.71].

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Appropriate Parking Lot Landscaping

11. Developments will not be allowed to be 'over parked' without justification and approval from the Planning Commission. Developments are encouraged to provide employees with access to multi-modal transit systems (i.e. eco passes, etc. for bus and light rail) in order to decrease the need for parking and transit trips to the development site. All parking lots shall conform to the provisions of Chapter 13A-24 of the Land Development Code.
12. The use of shared parking with adjacent sites is encouraged according to the shared parking provisions of the Off-Street Parking Ordinance (Section 13A-24-03 [C]).

J. Signage

1. Signage shall be designed and used for the identification and direction to a business, building or development.
2. Signage is encouraged to be integrated into the architectural design of the buildings within a development. Stick on signs (signs that clearly cover architectural features of the building) will not be allowed.
3. Sign areas shall be designated on the architectural building elevations (for buildings that will require signs) to show that signage has been taken into account in the overall design of the building façade [illustrations 2.72 and 2.73].

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Appropriate Signage and Sign Areas

4. A common sign type and theme shall be designed for the overall development project.
    a. The sign type and theme shall be submitted for review and approval with the architectural plans during the Site Plan Review process in accordance with the Sign Ordinance section of the Development Code.
    b. Sign types and themes shall be designed so that all signs within a development are comprised of one single sign type (i.e. cabinet type signs, individual illuminated channel letters, reverse channel illumination, projecting type).
    c. Combinations of wall sign types (e.g. cabinet type, individual letters, etc.) will not be allowed within the same project unless otherwise approved by the Planning Commission. Approvals for multiple sign types on the same project will only be considered where the developer can show that the architectural design of the development warrants the use of multiple sign types.
    d. Signage will not be allowed on roof equipment screening or roof top equipment penthouses, above the roof line, or sloped roofs.

K. Utility Boxes and Pedestals

1. Appropriate landscaped buffers shall be placed to screen and buffer all utility boxes and pedestals.
2. Abandoned utility boxes, meters, and pedestals shall be removed.
3. Damaged utility boxes, meters, and pedestals shall be repaired.
4. Utility box and pedestals (including but not limited to transformers, switch gear, phone and cable TV pedestals) shall be placed such that they do not block required visibility triangles at street intersections and driveways. All utility boxes and pedestals shall also be screened from view by means of vegetation and/or enclosures that blend with the associated development. These standards shall be applied to all public and private rights-of-way and pedestrian areas that are adjacent to the development.
5. The developer is responsible to work with the utility companies to coordinate locations of utility boxes and pedestals according to the provisions listed above.
6. Utility boxes, pedestals and meter panels shall be painted to blend in with surroundings. All utility boxes and meter panels on walls shall be painted to match the building walls with utility company approvals [illustrations 2.74 to 2.76].

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Appropriate Use of Color to Blend Utility Boxes, Pedestals, and Meter Boxes

L. Outdoor Display

1. All outdoor display areas shall be located on designated display pads within front or side setbacks as may be approved by the Director as an Administrative Conditional Use [illustrations 2.77 to 2.82].
2. All display areas in front of buildings shall be clearly defined on the approved site plan.
3. Display areas shall not block building entries, exits, pedestrian walking areas or parking spaces in front of the building.

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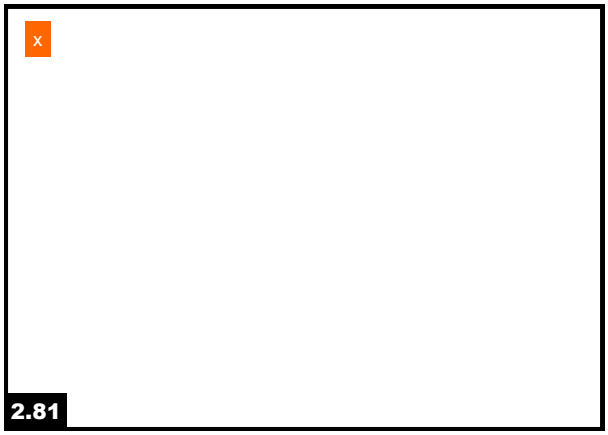
Examples of Well-designed Outdoor Display Areas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Discouraged Types of Outdoor Display

M. Trash Area Screening, Cart Returns, and Service Areas

1. Cart returns, service yards, refuse and waste-removal areas, loading docks, truck parking areas and other areas that tend to be unsightly shall be screened from view by the use of a combination of walls, fences and dense planting.
2. Enclosure material for the above uses shall be composed of 6 foot high solid masonry or decorative precast concrete walls with opaque gates and self latching mechanisms, to keep gates closed when not in use. Bollards are required at the front of the masonry walls to protect the enclosure from trash collection vehicles. Gates shall be made of opaque metal for durability. Chain link gates with opaque slats are not allowed.
3. Screening shall block views to these areas from both on site as well as from public rights of way and adjacent properties. In any case, all trash dumpsters shall be provided with solid enclosures [illustrations 2.83 to 2.86].

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Examples of Appropriate Trash Enclosures

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Examples of Inappropriate Trash Enclosures

N. CPTED Principles (Crime Prevention Through Environmental Design)

1. The developer is encouraged to incorporate the basic principles of CPTED when designing the site plan, landscape plan and architectural design for their project. Use of the CPTED principles is strongly encour-

aged in the interest of the future security of the project from both the owner as well as the customers standpoint.

2. The concept of CPTED is based upon the following theory :

   The proper design and effective use of the built environment can lead to the reduction in the incidence and fear of crime, and an improvement in the quality of life. The following principles should be taken into account in the design of all buildings and developments.

   a. **Natural Surveillance.** Physical design which keeps potential intruders under the perception of continual watch, using 'eyes on the street' (i.e. view to streets, driveways and parking lots) and visual permeability in architecture, lighting, and landscaping.
   b. **Natural Access Control.** Physical design which guides the mobility of people and which decreases crime opportunity and increases perception of risk to potential offenders.
   c. **Territorial Reinforcement.** Physical design which encourages users of property to develop ownership over it, developing space with an easily discernable purpose, using symbolic barriers such as low lying fences/wall, landscaping and signage, eliminating ambiguous spaces, encouraging easy maintenance, and discouraging crime.
   d. **Management and Maintenance.** Managing and maintaining property demonstrates that someone cares about and is observing the property.
   e. **Landscaping.** CPTED landscaping standards should be used, including planting shrubs with a maximum height of two to three feet and trees with a proper ground clearance of seven (7) feet above walkways and sidewalks and fourteen (14) feet above vehicular travel and parking lanes. This shall be accomplished through proper pruning practices not by clear cutting, topping trees or other "pruning for exposure" techniques.
   f. **Street Walls.** In order to encourage public safety through natural surveillance, natural access control, and territorial reinforcement, blank walls are not permitted adjacent to streets, pedestrian areas, and open space amenities.
      (1) Symbolic barriers, such as low lying fences/walls, landscaping and signage shall be used to discourage crime and to promote safety.
      (2) Ground floor parking garages are not permitted immediately adjacent to streets.
      (3) Developments shall have street side building elevations with extensive windows, balconies, decks or landscape terraces being encouraged.

O. Site/Building Lighting

1. All site/building lighting shall be shielded and directed downward so light spill does not adversely affect adjacent properties or streets.
2. Bollard style lighting should be utilized adjacent to pedestrian walking paths on the site.
3. The use of color corrected (white light) as the primary light source on site is highly encouraged.
4. Site and building lighting design should be decorative in nature and complement overall architectural and site design theme [illustrations 2.87 to 2.92].

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Examples of Well Designed Site Lighting

City of Taylorsville
Design Standards
Section Three

Design Standards Specific to Retail, Commercial, and Institutional Projects

Architectural Design/Building Character

Large format retail, where possible, are encouraged to provide multiple entrances as they:

- reduce walking distances from cars,
- facilitate pedestrian and bicycle access from public sidewalks,
- provide convenience where certain entrances offer access to individual stores or identified departments of a store,
- mitigate the effect of unbroken walls and neglected areas that often characterize building facades that face other properties.

B. Building Materials/Colors

1. "Full veneer" brick or other similar high quality masonry materials, such as stone, are encouraged as one of the four required basic materials.
2. The percentage of high quality materials to be used on a building's exterior walls (i.e. brick veneer, quarried stone [i.e. granite, etc.], glass and pre cast concrete) shall be at least 60%.
3. Encouraged building materials shall include, but are not necessarily limited to the following materials.
   a. Preferred Building Materials:
      (1) Quarried stone (i.e. granite, etc.)
      (2) Cultured Stone
      (3) Full veneer brick
      (4) Atlas Block
      (5) Composite lap siding (i.e. HardiPlank)
      (6) Architectural concrete (with recessed panels and reveal lines)
      (7) Architectural metals & standing seam metal roofing
      (8) Metal walls (insulated architectural metal panels) (i.e. Alucobond)
   b. Preferred Accent Materials:
      (1) Precast concrete
      (2) Stucco (EIFS)
      (3) Glass
4. Discouraged building materials shall include the following materials:
   (1) Brick tiles
   (3) Painted brick and block
   (4) Metal walls (unless it is an insulated architectural metal panel such as Alucobond)

   NOTE: If any other materials are proposed to be used, as noted above, these materials will require further review, justification and approval by the Planning Commission.

C. National Tenant/National Franchise Architecture

1. Franchise architecture (building designs that are prototypical or identifiable with a particular chain or corporation) shall be revised if the proposed building design does not conform with the Design Standards. Building architecture that does not comply will not be approved.
2. The developer, at the request of the Planning Staff, shall provide color pictures of other national tenant buildings (non prototype examples) that have been built in other cities and states

(See the following two pages for examples of encouraged and discouraged national tenant/franchise architecture [illustrations 3.4 to 3.19])

D. Street Furniture and Public Art

1. **Street Furniture.**
   a. Where provided, street furniture shall follow a consistent street furniture design throughout the entire project as approved by the Director. Color of street furniture shall blend with the design and colors of the development.
   b. All street furniture shall be made of a durable and weather resistant material and finish.
   c. When located on City right of way, street furniture shall also follow the "Street Furniture Specification" established by the Taylorsville Planning Division for design and color of furniture items.

2. **Public Art and Fountains.**
   a. Amenities and works of art enhance quality of life as well as visual interest. Public amenities and art encourage pedestrian activity and contribute to the visual experience.
   b. Public art (which may include artists' work integrated into the design of the building, landscaping, sculpture, painting, murals, glass, mixed media or work by artisans), that is accessible or directly viewable to the general public is encouraged to be included in all projects [illustrations 3.1, 3.2, 3.3].
   c. The plan to incorporate public art and fountains shall be reviewed and approved by the Director.

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Examples of Appropriate Public Art

Non-prototypical and Encouraged | **Prototypical and Discouraged**

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Non-prototypical and Encouraged | **Prototypical and Discouraged**

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E. Human Scale

1. The ground level of any multi-story structure shall be visually distinct from the upper stories by use of a ground floor architectural separation in order to enhance street activity and a pedestrian friendly design. Design features that may be used include an intermediate cornice line, sign band or an awning arcade or portico feature, change in building materials or window shape [illustration 3.20].
2. At least 70 percent of the first floor elevation(s) of multi-story buildings that are viewed from public streets shall include transparent windows, display windows and/or doors to minimize the expanse of blank walls and encourage a pedestrian friendly atmosphere [illustration 3.21].
3. All retail commercial buildings shall have expansive windows, balconies, terraces, or other design features which are oriented to the street, or other pedestrian spaces [illustration 3.21].
4. Glass shall be included as an architectural feature to encourage retail and office tenants to provide views into and out of stores and offices for both added security and also to add to the building's visual interest both during the day and at night [illustrations 3.22 to 3.25].

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Appropriate Storefront Orientation

F. Parking Structures

Parking structures shall be designed to be an integral part of the buildings that they are serving. Design features shall include:

1. Structures that are architecturally consistent with the project buildings,
2. The use of the same finish materials as the exterior of the site building.
3. Placement of parking structures along site frontages is discouraged and will be permitted only when buffering landscape edges can adequately mitigate adverse visual impacts.
4. Ground floor retail frontage in parking structures is encouraged.
5. The view of a parking structure from a public street should be minimized by placing its shortest dimension along the street edge.

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Encouraged Materials and Design of Parking Structures

G. Gas Stations, Gas Island Canopies, Car Washes and Related Facilities

1. All building materials and designs shall be consistent with the general standards for commercial businesses.
2. All structures on the site (including kiosks, car wash buildings, gas pump islands) shall be architecturally consistent with the main structure, including roof design (i.e. sloping roof or cornice treatments).
3. All building elevations shall be architecturally detailed to avoid the appearance of the "back of the building" and should contribute a positive presence to the street scene.
4. Gas island canopies shall be built of the same high quality materials as the convenience store or kiosk associated with the gas island. These structures shall be designed to create architectural harmony with the primary structure on the site.
5. Gas island canopy structural columns shall be covered with the same brick veneer or architectural materials as the associated building.
6. Service station buildings, e.g., convenience store structures and vehicle service buildings, should be located on the corner of the property with the pump islands located to the interior of the site to give the facility a good architectural presence from the street(s).

H. Office Developments Adjacent to Residential Neighborhoods

1. Office developments adjacent to residential districts shall have a residential look to enhance compatibility with the adjacent neighborhood [illustrations 3.29 and 3.30].

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Encouraged Building Designs for Office Buildings Adjacent to Residential Neighborhoods

City of Taylorsville
Design Standards
Section Four
Design Standards Specific to Business Park and Light Industrial Projects

The guidelines for industrial building design do not seek to impose a particular architectural theme or style, but to promote quality development which will be an asset to the City. These guidelines will assist the developer to understand the City's concept of "quality" design relative to industrial warehouse projects.

The General Design Standards listed in Section Two of these standards shall be utilized in addition to the following standards for all industrial warehouse, business park and office/warehouse type developments in Taylorsville:

A. Architectural Design/Building Character

1. **Building Design**
    a. Employ variety in building forms to create entry character and visual interest.
    b. Facades with varied front setbacks are required. Avoid long expanses (over 200 linear feet) of unbroken building facades. Buildings should avoid blank front wall elevations on street frontages and those areas visible from streets through the use of indentations and architectural details.
    c. Entries to buildings should portray a quality office appearance while being architecturally related to the overall building composition.
    d. Alteration of colors and materials can be used to produce diversity and visual interest.
    e. All exterior surfaces of buildings which have the potential of being contacted by vehicles or machinery should be protected by the use of landscaped areas, raised concrete curbs, and traffic barriers.
2. **Desirable Elements**
    a. A variety of building indentations and architectural details;
    b. Building entry accentuation;
    c. Screening of equipment and storage areas;
    d. Landscaping to soften building exteriors and buffer between uses.
3. **Undesirable Elements**
    a. Large, blank, flat surfaces;
    b. Exposed, untreated concrete walls and block walls (except split faced and other architectural block materials);
    c. Loading doors facing the street;
    d. Exposed roof drains.

B. Building Materials/Colors

1. Use various siding materials such as architectural metal, masonry, con-

crete texturing, concrete or plaster to produce effects of texture and relief that provide architectural interest.

2. Use wall materials such as concrete, stone, concrete block that will withstand abuse by vandals or accidental damage by machinery.
3. **Preferred Building Materials:**
    a. Full veneer brick,
    b. Architectural concrete (with recessed panels and reveal lines),
    c. Architectural CMU block (i.e. split face, fluted, scored, honed, etc),
    d. Architectural metals & standing seam metal roofing,
    e. Metal walls (i.e. insulated architectural metal panels such as aluco bond).
4. **Preferred Accent Materials:**
    a. Precast concrete accents,
    b. Stucco (EIFS) Glass accents.
5. **Discouraged Materials**
    a. Plain, grey, flat faced CMU block (allowed as an accent only, not as a total wall treatment),
    b. Brick tiles,
    c. Metal walls (unless it is an insulated architectural metal panel such as aluco bond),

    NOTE: If any other materials are proposed to be used, as noted above, these materials will require further review, justification and approval by the Director.

6. **Colors**
    a. Blending of compatible colors in a single facade or composition is a good way to add interest and variety while reducing building scale and breaking up plain walls.
    b. Light, neutral colors should be used on industrial buildings to help reduce their perceived size. Contrasting trim and horizontal color bands may be used to help break up the vertical monotony of tall flat walls. Other solutions are encouraged.

C. Metal Buildings

1. All metal buildings (where such metal materials are allowed) must be designed to have an exterior appearance of conventionally built structures. Exterior surfaces must include either stucco, plaster, glass, stone, brick, or decorative masonry. Stock, “off the shelf” metal buildings are not permitted.
2. Metal buildings should employ a variety of building forms, shapes, colors, materials and other architectural treatments to add visual interest and variety to the building.

D. Screening of Storage & Loading Areas

1. To alleviate the unsightly appearance of loading facilities for industrial uses, these areas shall not be located on the side(s) of the building facing the public street(s). Such facilities shall be located at the rear or side of the site.
2. Outside storage is not permitted.
3. The method of screening shall be architecturally integrated with the adjacent building in terms of materials, colors, shape and size.
4. If walls are not required for a specific screening or security purpose, they should not be utilized.
5. Trash areas shall be designed to include the screening of large items

(e.g. skids and pallets) as well as the trash bin(s) that are needed for the business (unless storage is otherwise accommodated behind required screened storage areas).

6. Long expanses of fence or wall surfaces should be offset and architecturally designed to prevent monotony. Vines on walls may be used to break up flat surfaces.

E. Parking and Circulation

1. Parking lots and loading facilities should be designed with each other in mind while not dominating the industrial site.
2. Parking lots and cars should not be the dominant visual element of the site. Large expansive paved areas located between the street and the building should be avoided in favor of a group of smaller parking areas separated by landscaping and buildings.
3. Parking lots adjacent to and visible from public streets shall be screened from view through the use of rolling earth berms, low screen walls, landscape hedges or combinations thereof.

Architectural Design Standards
Appendix A
Index of Photographs

Section Two: General Design Standards and Best Practices Applicable to all Commercial, Office, and Industrial Development Projects

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2.2 Highland Place, Cottonwood Heights, Utah

2.3 Intermountain Health Care, Salt Lake City, Utah

2.4 James Hardy Building, Taylorsville, Utah

2.5 Union Heights, Sandy, Utah

2.6 Orenco Station, Hillsboro, Oregon

2.7 The District, South Jordan, Utah

2.8 Superior Marketplace, Superior, Colorado

2.9 Mountain America Credit Union, Taylorsville, Utah

2.10 Midvale, Utah

2.11 Smiths' Market Place, Salt Lake City, Utah

2.12 The District, South Jordan, Utah

2.13 Family Center, Midvale, Utah

2.14 Murray, Utah

2.15 Union Heights, Sandy, Utah

2.16 Quarry Bend, Sandy, Utah

2.17 Murray, Utah

2.18 Murray, Utah

2.19 Quarry Bend, Sandy, Utah

2.20 Redmond Town Center, Redmond, Washington

2.21 Highland Place, Cottonwood Heights, Utah

2.22 Westminster, Colorado

2.23 Shops at Riverwoods, Provo, Utah

2.24 Westminster Promenade, Westminster, Colorado

2.25 Superior Marketplace, Superior, Colorado

2.26 Quarry Bend, Sandy, Utah

2.27 Superior Marketplace, Superior, Colorado

2.28 Quarry Bend, Sandy, Utah

2.29 Little Cottonwood Center, Sandy, Utah

2.30 American Fork, Utah

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2.87 America First Credit Union, Taylorsville, Utah

2.88 Westminster Promenade, Westminster, Colorado

2.89 South Jordan Town Center, South Jordan, Utah

2.90 Quarry Bend, Sandy, Utah

2.91 Quarry Bend, Sandy, Utah

2.92 Union Heights, Sandy, Utah

Section Three: Design Standards Specific to Retail, Commercial, and Institutional Projects

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3.2 Daybreak, South Jordan, Utah

3.3 Redmond Towne Center, Redmond, Washington

3.4 Superior Market Place, Superior, Colorado

3.5 Cottonwood Heights, Utah

3.6 Superior Market Place, Superior, Colorado

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