



Downtown Architectural Design Standards

Redmond, Oregon

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Prepared for the City of Redmond by the
Oregon Downtown Development Association
and SERA Architects

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Introduction

Redmond is one of the fastest growing communities in Oregon. At the heart of the city is its traditional downtown, with a series of historic structures and close-knit buildings focused along 6th Street.

5th and 6th Streets form a couplet that is currently the alignment for US97. The impending re-route of US97 to the east of Downtown, improvement efforts made through the Downtown Urban Renewal District, new private investment, and burgeoning citizen interest have brought new focus and energy to Redmond's historic core.

The focus of Redmond's Downtown Architectural Design Standards is pedestrian-oriented street life, which has long been hampered by heavy traffic volumes and freight movement along US97. The Downtown Design Standards originate with the architectural elements found on Redmond's traditional commercial buildings. When implemented, these Standards will enhance and improve Downtown's character and the quality of the pedestrian experience by encouraging materials and design elements that complement the best of historic Redmond while still recognizing contemporary building methods.

It is the intent of these Architectural Design Standards to assist developers, property owners, architects, planners, elected officials, and interested citizens in understanding the types of projects that comply with the community's vision for a vibrant and attractive Downtown. In addition, they shall reduce the amount of staff time and associated costs necessary for plan review.

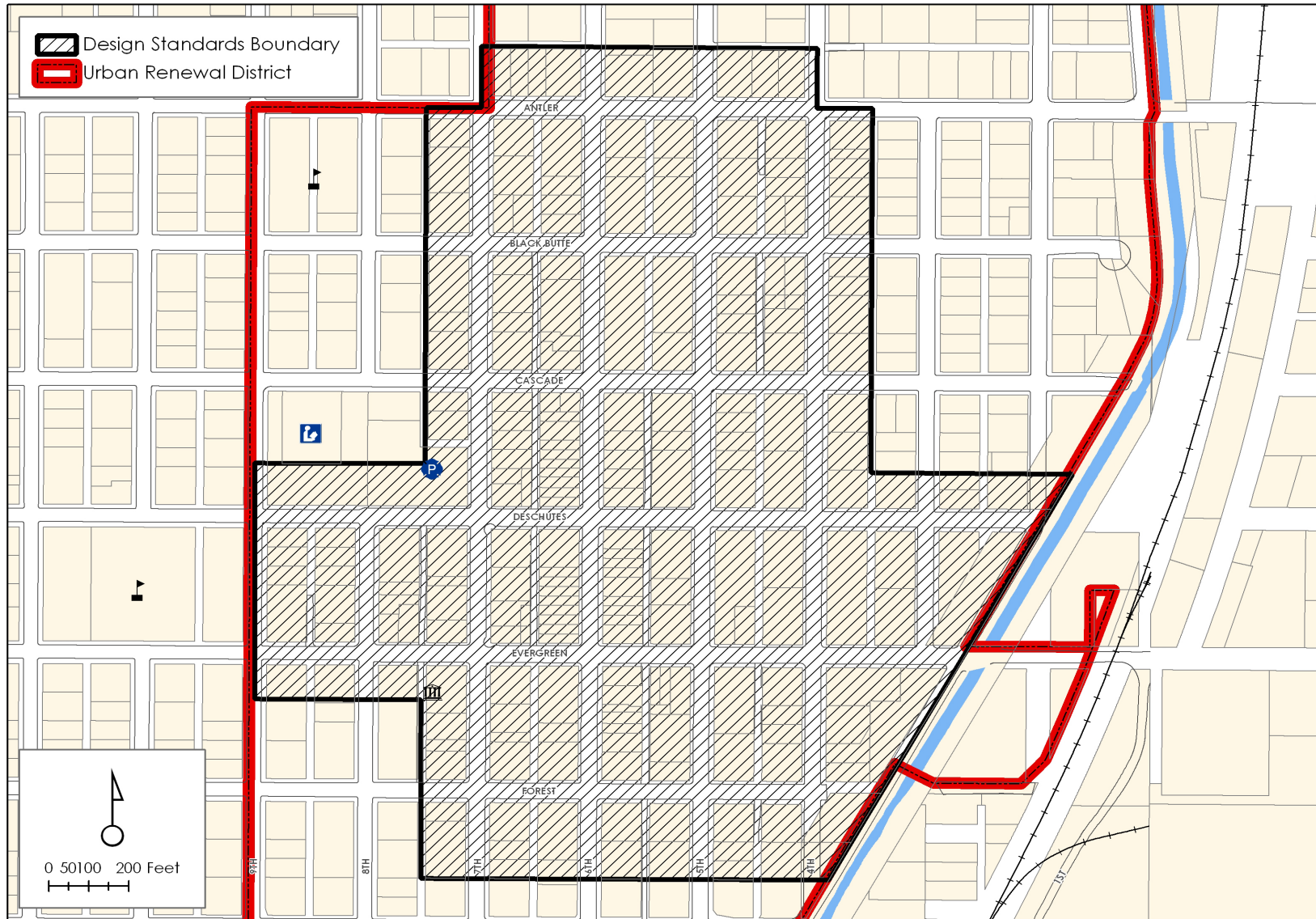
These standards were developed after carefully analyzing the downtown, reviewing City plans and codes, and studying successful design standards from the region and the nation. City staff, downtown property owners, local architects and developers, and the Downtown Urban Renewal Advisory Committee all provided input during their development. These standards will be applied for new construction within the area shown on the following map.



Redmond's Downtown Design Standards build from the best of Redmond's historic character to foster a high-quality pedestrian environment.



Downtown Design Standards Area Map



Design Review Process

Redmond's Downtown Architectural Design Standards will be administered through a Design Review Process, through which certain types of building and development applications will be reviewed to ensure compliance with the standards.

When Architectural Design Standards Apply: All new construction and renovations of existing structures within the Architectural Design Standards Boundary will be required to go through Design Review. (See map on previous page.) Projects exempt from Design Review are those that fall outside of the Architectural Design Standards Boundary, or are comprised of any of the following project types:

- Interior remodels;
- Buildings entirely in residential use;
- Repair and maintenance of buildings, ancillary structures, parking lots, and pedestrian areas that present an immediate or potential risk to public safety;
- Normal or routine maintenance and repair of existing structures;
- Any type of construction that does not require a building permit;
- Temporary structures allowed per the zoning code and emergency structures.

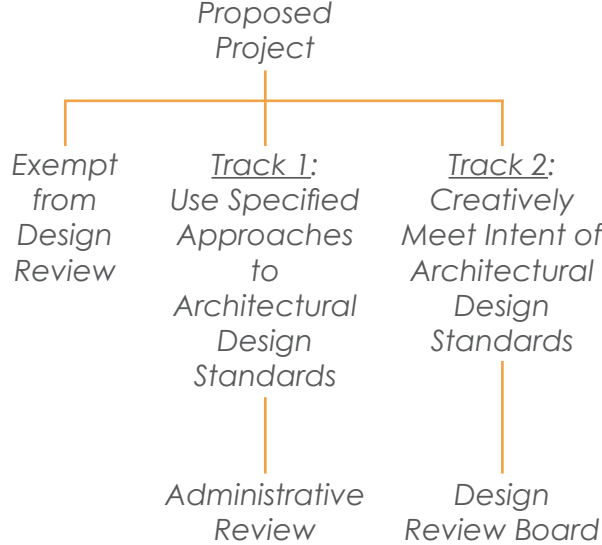
Regardless of whether or not their project needs to go through Design Review, all applicants must submit their projects for compliance with the City of Redmond's Development Standards (those land use regulations that guide how sites and buildings can be developed).

Architectural Design Standards:

A palette of objective, design-oriented elements that help ensure that proposed development conserves and enhances the recognized value of a site, building, and surrounding area.

Development Standards:

Required land use regulations that guide how sites and buildings can be developed



The Design Review Process: Assuming that the proposed project requires Design Review, applicants can follow one of two tracks:

Track One requires that applicants meet the objective Architectural Design Standards. In return for complying with the standards as written, the applicant's project is reviewed administratively, reducing the time and the cost of the land use review.

Track Two recognizes that the applicant might have a better solution to meeting the intent of the objective design standard. Such creativity is welcome in the design of buildings and sites within the Downtown core area. In this case, rather than responding to a list of objective elements or approaches, the applicant is required to explain how the project meets the intent of each design standard. The Intent Statements (described in more detail below) become the criteria for determining whether or not the aim of the design standard is being met.

Note: Applicants who opt for the Track Two approach are required to respond to all of the Intent Statements. Ultimately, a Design Review board consisting of interested citizens will review the application and determine whether or not to approve the project based on the ability of the applicant to explain how the project as proposed meets the intent of each standard.



Design Review Process

Architectural Design Standards consist of four key parts:

- *Design Standard Title* – the general topic area (ex. “Weather Protection”)
- *Intent Statement* – the big idea or the goal to be accomplished (ex. “Protect pedestrians from sun, wind, and rain”)
- *Approach(es)* – the methods by which the intent can be realized (ex. “Provide weather protection along 50% of the ground floor façade”)
- *Elements / Techniques* – the specifics (ex. “awnings, arcades”)

For each standard, there will be one or more approaches an applicant will need to follow to meet the design intent under Track One. Within each approach, there may be a menu of elements or techniques that an applicant may employ. In many cases, the same elements / techniques are presented as a means to meet different standards. In the event that a specific element or technique is used to meet two standards, an applicant will be required to choose another to meet a third standard. (In this way, developers, builders, and property owners are encouraged to make use of multiple elements, thereby increasing the richness of their project and of Downtown.)

Goals & Objectives



In reviewing the Redmond 2020 Comprehensive Plan and meeting with the Downtown Urban Renewal Advisory Committee, the following three items emerged as key elements to implementing their Mission Statement (“Create a vibrant Redmond Downtown core where people shop, work, and play”):

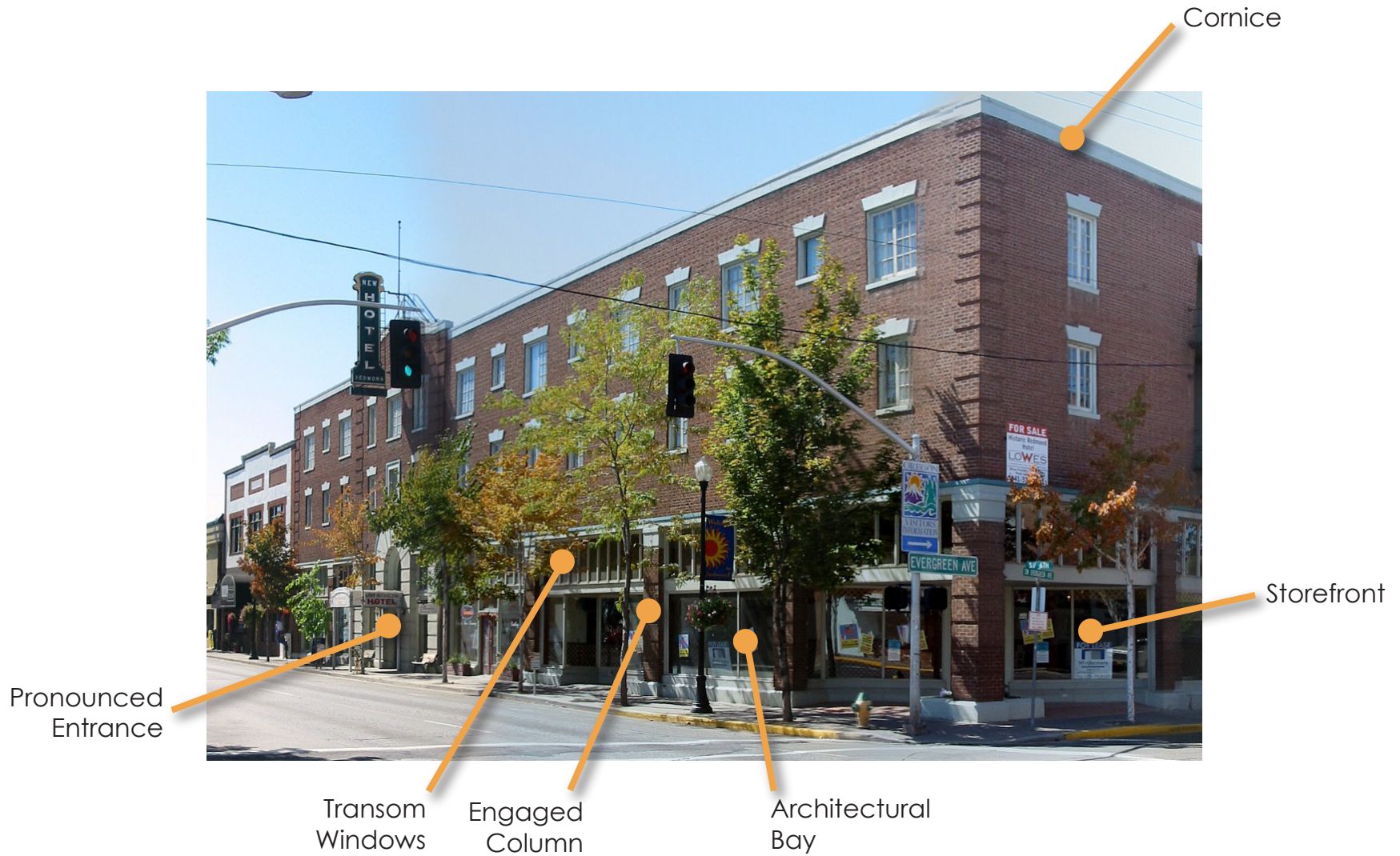
- the creation of a high-quality pedestrian environment;
- the preservation of Downtown’s unique and historic character;
- commercial viability and vitality, including night-life.

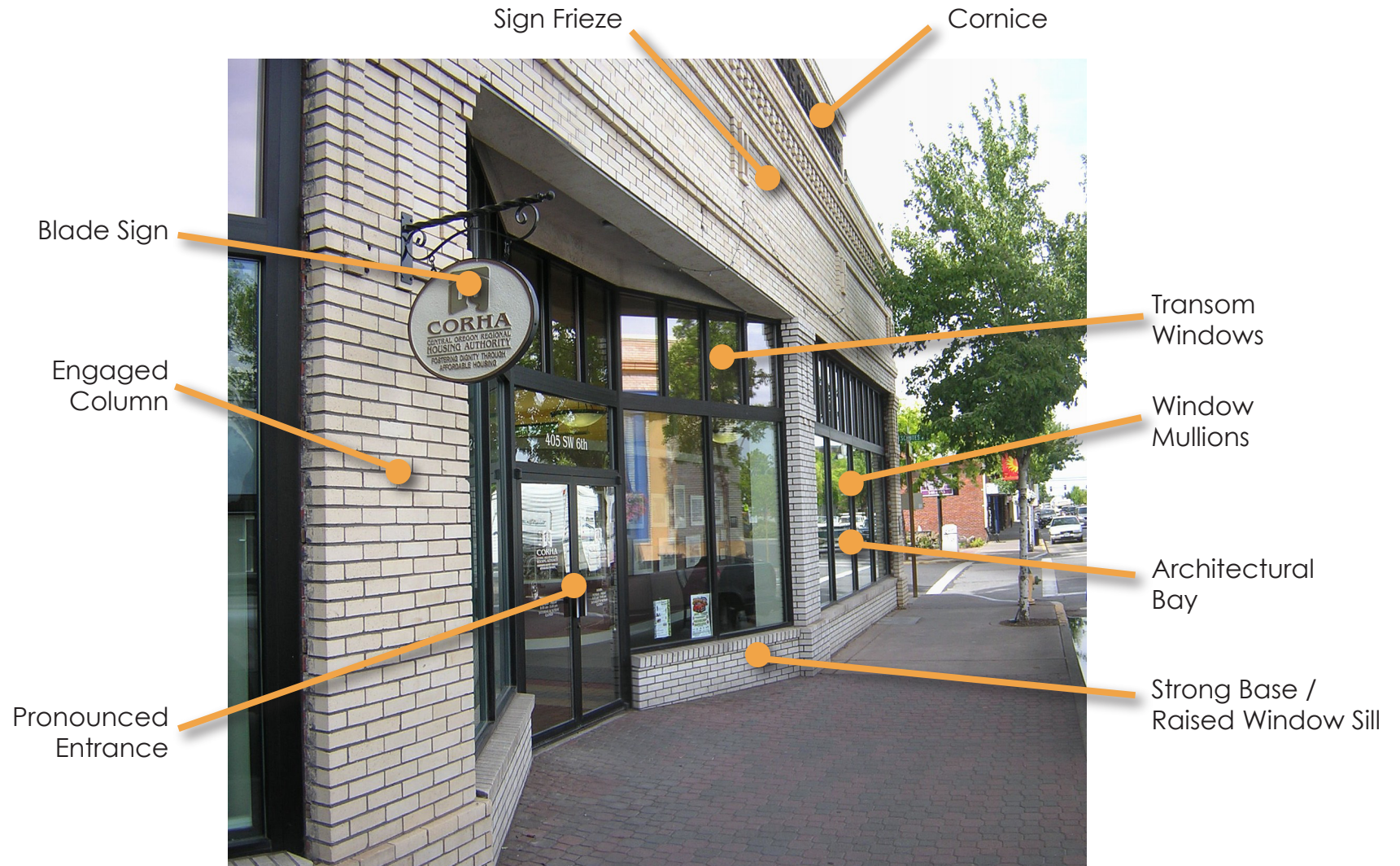
These elements informed the creation of the following goals and objectives for the Redmond Downtown Architectural Design Standards. These goals offer general guidance for improving the quality and character of Downtown Redmond as the area grows and redevelops.



- *Quality Economic Growth* – Assure opportunities for a stable, vital, diverse, and competitive economy at the heart of the city.
- *Vibrant Downtown* – Strengthen Downtown as a vibrant, mixed-use district that draws a wide spectrum of residents and visitors.
- *Downtown Appearance* – Improve and enhance the appearance of the built environment and natural features throughout Downtown, especially along primary commercial corridors and other major arterials.
- *Historic Character* – Preserve and retain historic structures and cultural resources throughout Downtown.
- *Pedestrian Environment* – Improve and enhance the pedestrian environment throughout Downtown, as well as the pedestrian connections to surrounding neighborhoods and civic resources.

Building Elements





Standard: Cohesive Architectural Elements

Intent: Enhance the experience of passing motorists, pedestrians, and bicyclists by incorporating cohesive and repetitive architectural elements into the ground-floor design of street-facing façades (and alley-facing façades where feasible).

Approaches (2):

Approach One: Divide the ground floor of commercial storefronts into distinct architectural bays that are no more than 30 feet on center. For the purpose of this standard, an architectural bay is defined as the zone between the outside edges of an engaged column, pilaster, post, or vertical wall area.



Distinct architectural bays can help break up a building while distinguishing its ground floor and improving its appeal to passersby.



Standard: Cohesive Architectural Elements



Building lighting and transom windows



Building lighting, medallions, and transom windows

Approach Two: For each architectural bay, incorporate a minimum of three of the following elements:

- Building lighting (minimum of a pair)
- Suspended signs / blade signs
- Canopies or overhangs (5'-0" minimum, measured from either the face of the column or the street-facing elevation)
- Transom window
- Storefront frieze, horizontal sign band, or a belt course above the transom window or mezzanine level
- Window plant box (minimum of one per window)
- Projected window sill (12" to 24" above grade)
- Medallion (minimum of a pair)

Note: Well-designed repetitive building elements tend to leave a lasting memory. These elements become the vehicle for people to describe what they cherish most about a specific place.

Note: Where feasible, building elevations that face an alley should be enhanced with a minimum of a doorway (with glass) and lighting.



Storefront frieze



Blade signs



Planter box



Canopies



Projected window sill



Standard: Streetscape & Pedestrian Improvements

Intent: Ensure that Downtown development contributes to the creation of a cohesive, exciting, and vibrant street life. Create safe and friendly pedestrian zones, on private property, that promotes walking, shopping, and meeting with friends.

Approach:

To reinforce the pedestrian realm and create spaces where people are encouraged to gather, implement one of the following four space-making treatments:

- **Courtyard:** Incorporate a small courtyard into the design of street-facing and/or alley-facing façades that includes transparent windows and/or doors, exterior lighting, and special paving.

Note: Where possible, windows should be incorporated into all walls that face the courtyard. These windows should be large enough to encourage interaction between inside and outside. Other elements that should be considered in the design of courtyards are benches, planter boxes, trees, and bike racks.

- **Recessed Entry:** Create a small, covered transition zone between the sidewalk and the front door. Define this space with special lighting, paving, and storefront windows.



Street furnishing elements help create a pedestrian-friendly district.



Standard: Streetscape & Pedestrian Improvements



Recessed entries & arcades can augment the pedestrian realm by providing room to gather.

- Chamfer Entry: Create a gathering place at the corner of the building by chamfering the corner of the building (i.e. cutting the corner at a 45-degree angle for a minimum of 10'-0" on each side of the corner).
- Arcade: Set the front door to the building a minimum of 5'-0" (clear) behind an arcade that is located at the front property line or the adjusted property line.

Note: Spacing between columns and or posts along building elevations less than 50'-0" feet in length must be a minimum of 5'-0" (clear) and a maximum of 10'-0" (clear). Columns associated with buildings greater than 50'-0" in length must be a minimum of 10'-0" (clear) and a maximum of 20'-0" (clear).



Standard: *Human Scale*

Intent: Design building façades to a “human scale” – with details, materials, and workmanship that is aesthetically appealing as well as comfortable for, and at the scale of, pedestrians.

Approaches (3):

The most successful ground floor street elevations exhibit a high degree of transparency and consist of a palette of well-designed elements that are scaled to the human body. To continue this tradition, applicants shall select elements for each of the horizontal building divisions that comprise the ground floor façade as described below.

Approach One: The base of the ground floor façade extends from the top of the finished grade or sidewalk to the bottom of the window sill. To continue this development pattern, select at least one of the following elements:

- Defined base of an engaged column or pier
- Projected window sills (12-24" above grade)

Note: “Human Scale” in architecture considers how people interact with the built environment based upon their physical dimensions and capabilities. Besides anthropometric (human) measurements, human scale looks at the visual, acoustic, and spatial properties of a space and scales those properties to relate to the human form.

Note: The area below the projected window sill is commonly referred to as a bulkhead, window base, or window panel. This zone is usually constructed of concrete, brick, or stone and serves to anchor the façade to the ground floor plane. With the exception of the entry door, this base element usually extends the length of the elevation.



Column footings and projected window sills can help anchor a ground floor at a human scale.



Standard: *Human Scale*



Integrated window mullions

Approach Two: Storefront windows typically frame the middle of the ground floor façade. To continue this development pattern, select at least one of the following elements:

- Medallion (minimum of a pair)
- Window plant box (minimum of one per window)
- Integrated horizontal and vertical window mullions

Approach Three: The top of the ground floor façade is the area between the storefront and the upper stories of the building. To continue this development pattern, select at least one of the following elements:

- A marquee or suspended sign / blade sign that extends (perpendicular) from the building facade (the bottom of the marquee or sign shall be 8-12 feet above grade)
- Sign frieze
- Storefront awning or canopy (the bottom of the awning or canopy shall be 8-12 feet above grade)
- Storefront cornice / belt course
- Transom window(s)



Sign frieze



Planter boxes



Blade sign



Awning



Transom windows

Standard: Weather Protection

Intent: Protect pedestrians from sun, wind, and rain.

Approach:

Provide weather protection along 50% of the ground floor façade by incorporating one of the following elements:

- Awnings (glass, metal, or fabric)
- Balconies
- Building overhangs (including recessed entries)
- Arcade

Note: The depth of any canopy or awning shall be a minimum of 5'-0" unless limited by the building code. Internal illumination (underlighting) is prohibited unless the awning is made of an opaque material.

Note: The depth of all canopies and awnings shall be a minimum of 5'-0", measured from either the face of the column or the street-facing elevation.

Note: Arcades are strongly encouraged along full-block developments.

Awnings, building overhangs, and arcades can help protect pedestrians from the elements while providing a pleasant retail environment.



Standard: Pedestrian-Oriented Ground Floor



Prominent, recessed entry that features transom windows, large glass entry doors, and flanking windows.



Entrance with overhang & decorative lighting

Intent: Design street and sidewalk-facing storefronts and entries to be inviting and easily accessible to passersby. Ensure that the ground floor promotes a sense of interaction between activities in the building and activities in the public realm.

Approach:

Create a prominent entry and foster interaction between inside and outside by incorporating three or more of the following elements:

- Overhangs (canopies, awnings)
- Clerestory or transom window as part of the large storefront system
- Glass windows that flank the door
- Decorative lighting
- Large glass entry doors
- Creative signage
- Artwork
- Recessed entry bay
- Incorporating paving and color

Note: Applicants are strongly encouraged to use earth tones or muted colors found on traditional storefronts. See Appendix A for a palette of recommended colors.

Note: The depth of all canopies and awnings shall be a minimum of 5'-0", measured from either the face of the column or the street facing elevation.

Note: The use of mirrored or tinted glass is prohibited.

Standard: *Tri-Partite Façades*

Intent: To enhance the image of the downtown by creating an attractive and unified building façade that reflects and complements Redmond's historic buildings and celebrates ground floor activities, the top of the building (where the edifice meets the sky), and everything in between.

Approaches (3):

To ensure the design of a unified and cohesive building façade, applicants shall design building facades consisting of a clear and distinct base, middle, and top. This standard shall apply to buildings of all heights (or number of stories).

Approach One (Base): The base of the building typically extends from the sidewalk to the bottom of the second story or the belt course / string course that separates the ground floor from the middle of the building. In order to enhance the character of the base of the building, applicants shall include in the design of the façade at least one of the following elements:

- Storefront windows
- Canopies or awnings (5'-0" minimum, measured from either the face of the column or the street facing elevation)
- Distinct architectural bays
- Entry overhang
- Large floor-to-floor heights



Unified elements and a strong, tri-partite structure can strengthen a building's (and a downtown's) overall image



Storefront with distinct architectural bays, generous windows, large floor-to-floor heights, and an entry overhang

Standard: *Tri-Partite Façades*



Approach Two (Middle): Distinguish the middle of the building from the top and base of the building by incorporating one of the following elements:

- Change in color
- Balconies
- Change in windows
- Step backs
- Signage
- Horizontal band(s)

Note: Where possible, windows should express the use inside the building. For example, second story residential windows are often times oriented vertically with a width to height relationship of 2:1.

Note: Horizontal bands should be a minimum of 8" high (the length of a standard brick) and can be formed by a change in material, a change in color, brick orientation, or, preferably, by projecting materials from the face of the build



The variation between ground floor and upper story colors and window types, the addition of upper-story balconies, and the use of sign bands can all help distinguish the middle of a building from its ground floor base.



Standard: *Tri-Partite Façades*

Approach Three (Top): All building facades shall have a “cap” element at the uppermost portion of the facade that visually terminates the façade. To create visual interest at the top of the building, applicants shall incorporate one of the following three elements:

- Detailed cornice or projected parapet
- A roof form, other than a flat roof, that projects beyond the face of the building
- Roof top garden that consists of plant materials that are visible from the sidewalk and the street.

Note: Besides being attractive, the incorporation of a roof top garden has the added benefit of helping to manage stormwater run-off that would otherwise go into storm sewers and possibly rivers and streams.



Distinct cornice lines or roof forms help to visually terminate the upper edge of the building.

Standard: Materials



Wood siding



Wood siding



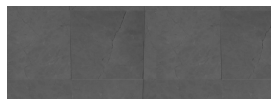
Stone



Terra cotta and brick



Brick



Granite



CMU



Stucco and brick

Intent: Use building materials and construction practices that evoke a sense of permanence and are compatible with Redmond's historic buildings.

Approach: Incorporate one of the following building materials, found on traditional commercial storefronts, into the design of the ground-floor (street-facing) facades:

- Brick
- Metal
- Terra cotta
- Stone
- Concrete (and CMU)
- Stucco
- Horizontal wood or cementitious siding
- Wood shingles
- Board and batten vertical wood siding
- Ceramic detail

Note: Where possible, use materials indigenous to the region.

Note: Concrete and wood siding should be painted using a palette of earth tone or muted colors. Bright, neon-like colors are strongly discouraged. See Appendix A for a recommended palette of colors.

Note: The following materials are prohibited:

- T-111 or similar sheet materials
- Stucco clad foam (EIFS)
- Vinyl siding
- Log construction
- Mirrored or tinted windows

Standard: Reinforce the Corner

Intent: Create dynamic public gathering spaces where streets intersect. Enhance way-finding and the comprehension of Downtown by making recognizable and memorable design elements at the corner of each block

Approach: Choose one or more of the following approaches to making intersections exciting places for people to gather:

- Locate the primary entry to the building at the corner of the building or within 25' of the corner of the building.
- Incorporate prominent architectural elements, such as increased building height or massing, a cupola, a turret, or a pitched roof, at the corner of the building or within 25-feet of the corner of the building.
- Chamfer the corner of the building (i.e. cut the corner at a 45-degree angle and a minimum of 10'-0" from the corner) and incorporate a combination of special paving materials, street furnishings, and plantings.

Note: Where possible, incorporate double storefront doors that include large expanses of glass.



Appendix A: Recommended Color Palette

Building Colors



Although color is not regulated as part of these Architectural Design Standards, it is a very important ingredient for enlivening and enhancing the built environment. A building's color should accentuate and harmonize with its architecture, as well as complement surrounding structures. To achieve these ends, applicants should:

- Use color that is compatible with the existing built environment. A building's color should not compete for attention with neighboring buildings.
- Limit the use of too many colors on a single building. Typically three colors are sufficient to create a successful façade; richer or deeper hues should be used to accent door and window trim and other, small architectural details.
- On primary façades, use warm, more muted colors that have low reflectivity and complement the natural colors found in the surrounding landscape. Where possible, street-facing façades should consist of unadorned materials such as brick, stone, stucco, and wood shingles.
- Avoid the use of bright colors (such as primary or neon colors) that have intense and bright hues.

Note: Recommended colors are aspirational in nature

Canopy / Awning Colors



Burgundy



Blue



Gray



Bisque



Green



Black

Appendix B: Glossary of Architectural Terms

Arcade – an exterior covered passageway along a building façade that is open to the street frontage.

Awning – an overhead cover extending above the sidewalk (usually above windows and doors) as a shelter and/or sunshade.

Belt Course - a horizontal band or molding set in the face of a building as a design element (also called a string course).

Chamfer - to cut off the edge or corner of.

Clerestory - the upper level of a room that extends beyond the single-story height; often penetrated by windows.

Cornice - decorative projection or crown along the top of a wall or roof.

Fenestration - the arrangement of windows in a building to provide interior light; also used as decorative elements in a façade.

Frieze – a decorative horizontal band, as along the upper part of a wall in a room; often used for signage in modern buildings, but derived from classical architectural principles.

Kick Plate – a thickened bottom rail at the base of a door that holds the bottom of a glazed panel up away from the ground.

Medallion – a decorative element set into the upper portion of a building façade periodically, typically aligning with columns or pilaster.

Mullion – a vertical post or upright element dividing a window or other opening into two or more sections.

Appendix B: Glossary of Architectural Terms

Parapet – a low, solid, protective screening or decorative wall as an extension of exterior building walls beyond the roof or deck level.

Pilaster – a rectangular or round column or shallow pier attached to a wall, constructed to coordinate with the style of the building.

String Course - a horizontal band or molding set in the face of a building as a design element (also called a belt course).

Transom – a horizontal glass plane, typically encased in a wood or metal frame that separates the storefront from the upper façade.

Turret – a very small and slender tower attached to a larger building.

