III - URBAN DESIGN

III URBAN DESIGN ELEMENT

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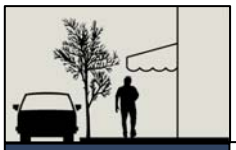

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VISION STATEMENT

Rancho Cordova will be a vibrant community with a strong sense of character and identity. Walkable and livable neighborhoods served by neighborhood, village, and town centers will create several districts throughout the community. Individual districts will have unique characteristics and dense urban cores designed as vibrant gathering places. The line between public and private areas will be blurred, creating a strong sense of public space. Uses will be integrated (mixed), both vertically and horizontally, in unique ways that make Rancho Cordova a memorable place both locally and nationally. The City will be anchored by civic buildings in a Downtown core that promote a shared sense of community and pride. Buildings will be of quality design, materials, and colors that add a sense of permanence, making them long-lasting features and landmarks.

INTRODUCTION

The way Rancho Cordova looks and feels is a direct statement of the community's values and desires. Residents care about how their City looks and feels and want to live somewhere that they can take pride in calling home. The City also wants to make a positive impression with visitors, creating interesting places that people remember and want to revisit. Rancho Cordova will use innovative elements of urban design to create memorable and lively spaces throughout the community.

PURPOSE

The Urban Design Element provides policies and design concepts relating to the form and character of new private development and public improvements, along with focused plans for areas of the City in need of special design attention. The Element also includes policies and implementation programs aimed at creating Rancho Cordova as a unique place with a strong, memorable character.

RELATED PLANS AND PROGRAMS

Development, adoption, and implementation of urban design policies require consideration of several related plans and programs, both local and regional in nature:

- **City Zoning Code.** The Zoning Code establishes districts throughout the community with allowed use and development standards. These development standards create the framework for the physical form of the community (e.g., building setbacks, heights).

- **Citywide Design Guidelines.** The Design Guidelines supplement the Zoning Code development standards with more detailed provisions that direct the look and feel of development. The guidelines and standards govern the site and architectural character of development.

- **Folsom Boulevard Specific Plan.** The Folsom Boulevard Specific Plan incorporates past planning efforts for revitalization of the corridor into a single action plan. The Specific Plan will include a detailed land plan with pulse points of activity, development and design provisions, streetscape improvements, economic strategies, cost estimates, and action steps for redevelopment of Folsom Boulevard.

- **Open Space Standards.** The Open Space Standards will guide the integration of open space features within the community, including greeways, trails, and neighborhood greens. Future interactions of these standards will also consider open space to be integrated within commercial plazas and town centers.

- **Pedestrian Design Guidelines and ADA Transition Plan.** While primarily aimed at improving the pedestrian circulation system of the City, the Pedestrian Design Guidelines include provisions that help define the character of the City's streets. The primary purpose of these plans is to optimize the pedestrian experience, to provide safe and usable pedestrian facilities for all pedestrians, and to assure compliance with all federal, state, and local regulations and standards.

- **SACOG Blueprint.** The SACOG Blueprint is a land use and transportation study of the Sacramento region that focuses on development of the region through walkable, transit-oriented communities that better integrate jobs and housing. Many of the smart growth principles of the SACOG Blueprint have been incorporated into the City's General Plan.

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RELATIONSHIP TO OTHER ELEMENTS

While the Land Use Element describes the location and distribution of uses within the City, the Urban Design Element emphasizes how development should relate to the user, the appearance and character of development, and how it should function in the greater context of the community. It is an optional element of the General Plan and the basis for the aesthetic regulation of public and private land and structures. The Urban Design Element is most closely related to the Land Use Element, as describe above. The design of land uses, including the building blocks and smart growth concepts, directly relate to the quality design and character of the community. The Urban Design Element is also linked to the Circulation Element when it addresses streetscape design and pedestrian and bicycle environments and facilities. The Open Space, Parks, and Trails and Natural Resources Elements relate to the Urban Design Element in issues of scenic vistas being framed by trails and open space. Lastly, the Cultural and Historic Resources Elements relates to Urban Design where it discusses public art and its inclusion in development projects and civic improvements. Where the overlap can be identified, cross-references are provided to alert the reader to the other respective elements.

ISSUES AND CONSIDERATIONS

URBAN DESIGN SETTING

Rancho Cordova has historically developed like many other suburban communities in the United States. There are few distinguishing features that create a sense of character or place in Rancho Cordova. While Rancho Cordova has a rich history, there are few historic buildings and no single predominant architectural theme in the community.

Existing neighborhoods in Rancho Cordova were developed at a walkable scale with smaller neighborhood service areas and centrally located parks and schools. Many of the neighborhood service areas have been converted to heavier commercial uses and office uses that do not necessarily meet the daily shopping needs of local residents. However, the basic development patterns in place are similar to the desired development patterns for the new growth areas. Rancho Cordova was a leader in the co-location of parks and schools, creating shared use benefits and good civic spaces for local residents to gather.

There is no unified style to the commercial development within the City. For decades, projects were developed with large setbacks from the street, limited landscaping, and a lack

of pedestrian features. Commercial "strip centers" are the predominant development pattern along Folsom Boulevard and Sunrise Boulevard.

Development as a whole lacks the pedestrian- and bicycle-friendly features that often add character and definition to a community. Sidewalks are frequently narrow or non-existent along major roadways, and provide little landscaping or shading. Few private developments include gathering places for community activities.

Issues this Element Attempts to Solve

The Urban Design Element establishes a framework for how the City will look and feel as new development and the revitalization of existing development are undertaken. The primary issues that this element attempts to solve are listed below and were identified during the preparation of this General Plan:

- Redefining Rancho Cordova as a unique place with an identity that distinguishes it from the surrounding community and makes it a distinctive place in the region.
- Establishing mixed-use development that facilitates walking or cycling from to work, stores, restaurants, and parks via pleasant pedestrian- and cyclist-friendly streets.
- Creating high-quality urban design throughout the community that is visually pleasing and inviting.
- Generating district themes with a continuity that helps to establish the district's identity through the use of common architectural elements, landscaping, lighting, signage, and other features.
- Siting buildings within a project and along the street in pedestrian-friendly ways, along with encouraging high-quality project design.
- Establishing project identities that contribute to the overall City identity in unique ways, including through project features that tie entire districts together and help to establish a sense of place and a unique identity for the project, district, and City.
- Investing in all parts of the City for improved urban design.
- Enhancing the identity of the Riverside Communities and ensuring connectivity of existing and future areas of the City through project and community design.

THE URBAN DESIGN STRATEGY

The City's Urban Design Strategy is intended to strengthen the aesthetic, civic, and design quality of the City, leading to a renewed sense of place and character for the community from both a project and citywide perspective. It builds upon the guiding principles set forth in the Land Use Element (smart growth and the City "building blocks") and takes them a step further by describing the scale and orientation of buildings and their role in designing the future City. The Urban Design Strategy describes how the City is connected and how individual projects contribute to the City's sense of place. Many of these ideas are further implemented through the development standards of the City's Zoning Code, the Citywide Design Guidelines, and the Pedestrian Design Guidelines.

The Urban Design Strategy is comprised of three important components:

- **The Building Blocks** – neighborhoods, villages, and districts that create a more livable, walkable communities throughout the City;
- **Community Character** – the transformation of Rancho Cordova to a more vibrant place with an enhanced image; and
- **Individual Project Design** – the role of individual projects in transforming the City into a unique place through quality design.

THE BUILDING BLOCKS

As described in the Land Use Element, the building blocks of the City are neighborhoods, villages, and districts. Building blocks are more than just a statement about land use patterns. Each building block component is characterized by its different uses, scale, and intensity of development, factors which combine to give each component its own unique character and place in the community. The building blocks concept creates a relationship between uses and influences the general development quality in a way that makes the City a more pleasant place to live and work.

Neighborhoods

Neighborhoods are the places we call home. They include a range of housing types along pedestrian-friendly streets designed for slower speeds. Homes are designed for both the private and public realm. Quality in the design and style of individual homes create an interesting and varied streetscape. Each neighborhood

Public realm *is defined as public spaces, like parks, plazas, open space, community buildings, street frontages, sidewalks, greenbelts, privately-owned commercial plazas, etc., that are open to the public. They are places where people can gather and socialize.*

includes a neighborhood center that is a place for neighbors to gather (e.g., school, park, community center, coffee shop).

Residents can easily walk throughout the neighborhood, which is scaled at approximately 1/3-mile radius (equivalent to a 10 or 15 minute walk). Neighborhoods are developed on a modified grid system with short blocks for ease of mobility. Major streets do not bisect neighborhoods. However, neighborhood streets do establish a hierarchy through design that helps residents and visitors understand where they are in any given neighborhood.

Villages

Villages are made up of three or four neighborhoods, connected by open space trails, pedestrian-friendly streets, and activity centers. Villages feature a rich multitude of housing types that meet the needs of various lifestyles, including contemporary single-family detached and single-family attached homes, multi-family buildings, and mixed-use projects.

Each village is served by a Village Center, which provides services to meet the daily shopping and social gathering needs of village residents. Village centers are designed with the pedestrian in mind, without large parking areas separating the development from the street and without segregation of residential and commercial uses. Pathways connect uses and the development is close to the street, creating active streetscapes that are inviting and attractive.

Districts

Districts are the largest component of the building blocks concept, comprised of three or four villages. Districts can function as small, self-sufficient communities that may have unique characteristics, attributes, and Citywide or regional uses. Collectively, districts work together to build the whole of Rancho Cordova that is better than its individual parts. They weave the urban framework of the City into a cohesive fabric. Each district is unique and districts will have different types of uses and varying design characteristics and style.

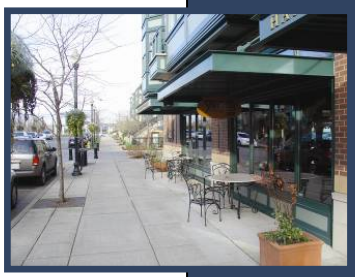
COMMUNITY CHARACTER

As a new City, Rancho Cordova is redefining itself as a vibrant, livable, and memorable place. Community character can be developed and enhanced in a variety of ways, many of which are described below.

Community Image/Identity

The City needs a unifying image and identity that respects its history and defines its place in the region. Rancho Cordova will not be simply a suburb or an employment center – it will be a City that is a destination place in the region. Neighborhoods will be designed with unique attributes, centers will be designed as active pedestrian places, and the Downtown skyline will be visible for miles. Rancho Cordova will focus on quality, mixed-use developments with meaningful public space. Site, architecture, and streetscape features should create a unifying theme, such as common light fixtures or benches, landscaping, or citywide signage.

Streetscape Design



Streets are designed primarily for the safe and efficient movement of vehicles, pedestrians, and bicyclists. Streets should also be designed as inviting places that communicate to the user where they are within the community. In urban areas, buildings are sited close to the street, with access and windows facing onto the street. Landscaping should be provided to enhance the pedestrian realm. Where pedestrians cross the vehicular right-of-way, features such as bulbouts, raised medians, special paving and lighting, or other methods can be provided to reduce pedestrian crossing width, alert vehicles to designated pedestrian crossings, and encourage pedestrians to walk in a safe and inviting environment.

Gateways

Gateways can be both the entrances into the City and into the individual districts and design techniques for public spaces that help a user identify where they are in the community and how to get around. They include a change in development character and style, as well as help promote a sense of place and community identity. Gateways should be developed at key entrances into the City and into districts as a way of establishing City and district identity. In any case, City identity takes precedence over district identity, such that entrances into the City are more pronounced than district entrances. Gateways should reinforce the unique character of the City and greet visitors to the City and welcome residents home. Wayfinding techniques such as landscaping, street design, and special signage also help users establish where they are and where they are going.

City Edge

Critical to the development of the City is a clear definition of the City edge, which is the creation of a boundary between the urban and rural or developed and undeveloped areas of

the landscape. In part, this is defined by the City's land use pattern, where less intense uses are developed along the boundary of the City and more intense uses are at the core, such as in the Downtown. The character of development should recognize this change in intensity, with edge neighborhoods and districts along the southern and eastern boundaries of the Planning Area transitioning to a more rural character. It is also important to create a defined edge where the City meets urban Sacramento County through quality of design and the streetscape and gateway features described above.

Scenic Vistas

The City is geographically situated between the Sierra Nevada Mountain Range and the California Coastal Mountain Range along the American River. Many of roads in the area are aligned with views of major peaks and natural landmarks in the region, including, for instance Mt. Diablo (Grant Line Road). Other points of interest in the area that qualify as scenic vistas include Pine Hill, Flagstaff Hill, Pyramid Peak, Carson Spur, Jackson Butte, Mt. Vaca, and Goat Mountain/Snow Mountain. Framing these features when developing trails and open spaces contributes to the City's sense of place and provides a connection back to the natural environment.

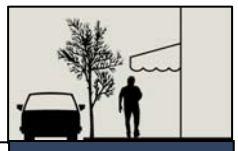
Downtown/City Center

Rancho Cordova is a City without a central hub or community core. It lacks a unifying center that connects the existing and yet undeveloped areas of the City. For these reasons, the City designated a new downtown area. Downtown will be the center and "heart" of Rancho Cordova. It will be the civic center of the community, where City Hall and other similar and supporting uses are located. The most intense development will also be located in downtown with a wide range of mixed-use and transit-oriented development.

It is the City's intent that the Downtown will become a vibrant place to live, work, play, and shop. It will be a walkable area with wide urban sidewalks that connect to plazas and other gathering areas that are part of individual projects. Because the Downtown is visible from Highway 50, the look and feel of future development and redevelopment will establish the community image for travelers from throughout the region and State. A subsequent planning effort will detail the development plan for Downtown.

Compatibility of Development

New development and the revitalization of existing areas should be designed with characteristics that contribute to the overall image of the City while respecting the positive



attributes of the existing built form. This can be achieved through uniform streetscapes that connect across property lines; the use of common site features, such as lighting fixtures, positive architectural style, and good uses of color and materials; and the appropriate scaling of buildings, which takes into account the neighboring uses.

Revitalization through Design

Some development within the City is not consistent with the City vision (e.g., underutilized sites, auto-oriented development, separation of uses). These areas should be enhanced and revitalized with a mix of uses, concentration of activity, redevelopment of centers, and creation of neighborhood identity. Infill sites and the remodel/reuse of existing developments throughout the community should be developed/redeveloped in a way that contributes to the City's building blocks concept, promotes pedestrian activity, and contributes to an overall sense of place for the City.

Art in Public Places

The use of art in public places, both in civic locations and as part of private developments, contributes to City identity and character. Public art can enhance the landscape and provide focus within public spaces. It improves the visual environment for all residents, while strengthening community identity and boosting community pride. The City values the livability and beauty that public art adds to shared spaces where people live, work, visit, and recreate. Public art should be meaningful and encourage the free flow of ideas and cultural ideologies.

INDIVIDUAL PROJECT DESIGN

Individual projects are the building blocks that contribute to the overall appearance and character of the City. Each project should include unique project features and experiences that relate to the user. Every project should be designed as a unique place that contributes to the City in the ways described below.

Architectural Style and Character

Architectural styling and detailing adds character to a site and sense of permanence to a building. The City does not promote a single architectural style for new development. Rather, the City encourages quality architecture with character and a recognizable architectural style, articulated on all parts of the project and buildings. The City also

encourages the orientation of rooflines and windows to optimize the use of solar power and minimize heat transfer through windows.

Public Gathering and Open Spaces

Effective design of the public realm creates the memorable places that the City desires. Plazas, parks, courtyards, and open spaces help to define these memorable places. They also provide valuable assets and pedestrian amenities that contribute to the overall quality and stability of the site. Public spaces allow people to gather, creating nodes of activity that connect back to their district and City. The proper use and design of public and open spaces presents an opportunity to accent the community's natural scenic viewsheds into the built environment.

Site Landscaping

Landscaping should soften the built environment and create attractive places to visit. Landscaping should work to relieve the overall mass and scale of the structures, frame outdoor spaces, and create a strong sense of place. It should also be used to reduce the heat-island effect caused by paved surfaces and minimize the need for irrigation. The use of on-site landscaping helps to create visual interest and promotes and nurtures the concept of an "urban forest."

Site Design

Projects should be designed to connect to the streetscape and promote pedestrian activity along the street and within the site. Commercial and mixed-use buildings are located close to the street, creating "main street" environments. Residential uses connect to the City circulation system of streets, pathways, and trails.

Project Identity through Site Features

The features of a project can be just as powerful in establishing identity as the architecture of the buildings. Projects are encouraged to have hardscapes and streetscapes that unify the project. Plazas, lighting fixtures, seating areas, and landscaping all add detail and interest to a site when used in attractive ways. Additionally, signs may be used to identify a project and should enhance the built environment without contributing to visual clutter.

GOALS, POLICIES, AND ACTIONS

The goals of this element are as follows and are listed subsequently with corresponding policies and actions.

- **Goal UD.1: Development in keeping with the building block concepts of neighborhoods, villages, and districts.**
- **Goal UD.2: Redefine the identity for Rancho Cordova through community and district design.**
- **Goal UD.3: Create unique project identities that contribute to the overall character of the district and City.**
- **Goal UD.4: Ensure that projects are designed in keeping with the context of surrounding areas and overall community.**

GOAL UD.1 - DEVELOPMENT IN KEEPING WITH THE BUILDING BLOCK CONCEPTS OF NEIGHBORHOODS, VILLAGES, AND DISTRICTS.

Policy UD.1.1 – Promote the design of residential neighborhoods in accordance with the desired character of the village and district in which it is located. All City codes and regulations shall be updated to reflect the City's vision for Urban Design neighborhoods, villages, and districts as the building blocks of the City.

- **Action UD.1.1.1** – Amend the Zoning Code and Design Guidelines to be consistent with the urban vision. Select areas where a "form based" approach to zoning is appropriate.

Cross reference: LU.1.5

- **Action UD.1.1.2** – Prepare and adopt guidelines and standards for residential dwellings in higher density development. Focus on maintaining livability through sensitive design that maintains privacy and minimizes conflicts between adjacent homes.

Policy UD.1.2 - Design neighborhoods as walkable places, approximately 1/3 mile in radius, and connected to adjoining neighborhoods by trails, open spaces, and commercial activity nodes.

Cross reference: C.2.3, C.2.5, C.1.1.1

- **Action UD.1.2.1** - Develop neighborhood street standards that promote walking and cycling to improve quality of life and transportation choices for residents. *(cross-reference Circulation)*

- **Action UD.1.2.2** - Establish residential development design standards and guidelines that enhance the character and quality of projects.

Cross reference: H.1.1

Policy UD.1.3 - Design residential subdivisions with a mix of housing types and densities that satisfy a wide range of lifestyles and income levels. *(Cross-reference Housing)*

Cross reference: C.1.1

- **Action UD.1.3.1 –** Require the design of all residential projects with a modified grid street system.

- **Action UD.1.3.2** - Allow for flexibility in the implementation of residential densities in a mixed density project.

- **Action UD.1.3.3** - Discourage the use of fences/walls/gates between compatible uses.

Policy UD.1.4 - Develop vibrant urban cores (village centers and local town centers) as the primary activity centers of each district within the City.

Cross reference: LU.1.4.1, ED.3.1.10, ED.3.2.1,

Policy UD.1.5 - Encourage project compatibility, interdependence, and support with neighboring uses, especially between commercial and mixed-use centers and the surrounding residential neighborhoods. Uses should relate to one another with pedestrian connections, shared parking, landscaping, public spaces, and the orientation and design of buildings.

- **Action UD.1.5.1 –** Continue to use, and update as necessary, the Citywide Design Guidelines as a starting point for encouraging developments that are interconnected and relate to one another.

Cross reference: LU.1.4.2, LU.1.4.4

- **Action UD.1.5.2** - Revise the Zoning Code provisions to identify appropriate solutions to create compatibility between developments. The use of walls and fences to segregate uses does not inherently create compatibility.

Cross reference: AQ.3.1

Policy UD.1.6 - Encourage the design of village and local town centers as pedestrian- and cyclist-friendly activity centers with successful public spaces.

- **Action UD.1.6.1** - Create development standards and update the Design Guidelines as necessary to ensure pedestrian-friendly village and local town center designs.

GOAL UD.2 - REDEFINE THE IDENTITY FOR RANCHO CORDOVA THROUGH COMMUNITY AND DISTRICT DESIGN.

Policy UD.2.1 - Require new development and redevelopment areas to be designed in accordance with the City's building blocks concept.

Cross reference: LU.2.2, AQ.2.2.2

Policy UD.2.2 - Redefine Rancho Cordova as a mixed-use community with vibrant, livable neighborhoods and pedestrian development.

- **Action UD.2.2.1** - Amend the Zoning Code text and map to implement the new mixed-use designations in this General Plan.

Cross reference: LU1.1, UD.1.1.1

Policy UD.2.3 - Transition the density and intensity of uses from an urban to rural character with a clear City edge and establish a sense of entry and arrival to the City that is welcoming.

- **Action UD.2.3.1** - Land uses along the eastern and southern boundaries of the City shall transition down in intensity and density of development from urban to rural at the City edge.

- **Action UD.2.3.2** - Establish a gateway program to create a sense of entry at key locations throughout the City and promote wayfinding throughout the community. Use creative designs that respond to the character and history of the City to establish a sense of place, including gateway signage, streetscape design, site landscaping, and other features. Users should feel a sense of arrival and be welcomed to the City.

- **Action UD.2.3.3** – Prepare and adopt design standards for pedestrian overcrossings of major roads that contribute to district character and defined gateways and promote wayfinding.

Cross reference: C.2.7

Policy UD.2.4 - Encourage district themes (e.g., civic, cultural, natural, arts) that create a sense of place for each district and contribute to the overall character of the community.

Cross reference: ED.4.5, C 2.1.2

- **Action UD.2.4.1** - As part of the Design Review process, encourage the development of unified district themes with integrated streetscapes (including streetscape furniture), district-wide signage programs, unified architectural styles, and/or themes for a concentration of uses or open space programs.

Cross reference: ED.3.1, LU.6.3

Policy UD.2.5 - Create Downtown Rancho Cordova as the center of the City linking all parts of the community together as a vibrant, rich mix of uses that attracts residents, workers, and visitors.

- **Action UD.2.5.1** – Prepare and adopt a Downtown Specific Plan that addresses the future uses, design standards, street design, and other characteristics of the built form.

- **Action UD.2.5.2** - Work with businesses, property owners, and other stakeholders to create a vital Downtown with pedestrian- and cyclist-oriented activities and design features.

Policy UD.2.6 - Create streetscape designs with themes that are oriented toward and inviting to pedestrians and cyclists and that are unique in character to a district, corridor, or area within the City.

- **Action UD.2.6.1** - Develop streetscape standards that define the character of the street and promote pedestrian mobility between individual uses.

Cross reference: NR.4.2.1, NR.4.2.2

- **Action UD.2.6.2** - Create standards for the type, spacing, etc. of trees along the street. Require development to include street trees along all frontages of the project.

- **Action UD.2.6.3** - Establish standards for the use of street furniture, such as benches, light fixtures, and planters, as inviting and usable accent pieces along the street.

- **Action UD.2.6.4** - Define standards for the use and dimensions of separated sidewalks.

- **Action UD.2.6.5** - Create enhanced medians with landscaping and lighting along corridors to promote district identity and unify individual developments.

- **Action UD.2.6.7** - Promote the use of on-street parking as an alternative to large parking lots. Establish standards for size, location, and frequency of on-street parking spaces.

- **Action UD.2.6.8** - Develop and implement streetscape enhancement plans for Folsom Boulevard, Coloma Road, Sunrise Boulevard, Mather Field Road, and other roadways of community importance.

GOAL UD.3 - CREATE UNIQUE PROJECT IDENTITIES THAT CONTRIBUTE TO THE OVERALL CHARACTER OF THE DISTRICT AND CITY.

Policy UD.3.1 – Ensure quality design of new development and redevelopment with an integrated architectural style.

Cross reference: H.4.9

- **Action UD.3.1.1** - Develop provisions in the Citywide Design Guidelines that illustrate how projects with architectural styles and/or themes can be designed successfully.

Cross reference: ED.4.1.5

- **Action UD.3.1.2** - Require projects to include features and attributes that positively contribute to the image of the City.

- **Action UD.3.1.3** – Require development projects to use quality materials that are long lasting to ensure a sense of permanence for each project.

Policy UD.3.2 - Create safe, inviting, and functional pedestrian and cyclist environments in commercial, office, and mixed-use projects.

Cross reference: LU.2.4

- **Action UD.3.2.1** - Prepare and adopt standards and guidelines for the development of interconnected walkways, pedestrian amenities (e.g. seating, lighting, signage, landscaping), plaza areas, outdoor spaces, and commuter amenities (e.g. covered bus stops) oriented toward the pedestrian user.

- **Action UD.3.2.2** – Amend the City's Street Design Standards to include design elements that establish priority for pedestrians at road and drive aisle crossings through pavement markings, differentiation in the pavement surface, and/or signage.

Cross reference: C.2.3

- **Action UD.3.2.3** – Prepare and adopt standards and guidelines for the orientation of commercial and mixed-use buildings, which should be close to the street with parking behind or on the side of the development and easily connected to the pedestrian- and cyclist-oriented public streetscape. Consider incorporating such provisions within a "form based" code in appropriate locations around the City.

- **Action UD.3.2.4** – Prepare and adopt standards for cyclist-triggered lights that allow cyclists to move about the community efficiently.

Cross reference C.2.5

Policy UD.3.3 - Promote the incorporation of public spaces and pedestrian amenities into all commercial and mixed-use projects.

- **Action UD.3.3.1** – Prepare and adopt guidelines for the design and integration of meaningful public spaces within commercial and mixed-use projects.

- **Action UD.3.3.2** - Require landscaping to be meaningful in nature, relating to the style and scale of the development and contributing to the look and feel of the City and district. Give consideration to how landscaping will mature over time.

- **Action UD.3.3.3** - Require site furniture that is uniform across the development and encourage furniture that is consistent across entire districts.

- **Action UD.3.3.4** - Prepare and adopt standards for project signage that promote the creation of a unique character for the project while respecting the impact of signage on neighboring properties and uses.

Cross reference: CHR.3.2

Policy UD.3.4 - Require the provision of public art in all public and private development and redevelopment projects.

- **Action UD.3.4.1** - Develop a Citywide public art program that directs the inclusion of art in private projects and coordinates the use of art in public projects.

GOAL UD.4 - ENSURE THAT PROJECTS ARE DESIGNED IN KEEPING WITH THE CONTEXT OF SURROUNDING AREAS AND OVERALL COMMUNITY.

Cross reference: ED.4.5

Policy UD.4.1 - Encourage development themes that take into consideration the history and context of the site, district, and City (e.g., Mather Air Force Base, aerospace activities, mining operations, farm activities).

Policy UD.4.2 - Design new development to be compatible with surrounding development in ways that contribute to the desired character of the City and District.

- **Action UD.4.2.1** - Develop standards and guidelines that require and illustrate compatibility between new and existing development.

Cross reference: ED.7.1

Policy UD.4.3 - Promote infill projects that are designed as catalysts for change in accordance with the desired character of the City.

- **Action UD.4.3.1** - Remove barriers to infill projects by improving existing infrastructure to accommodate new development and increases in service demands.

- **Action UD.4.3.2** - Provide incentives that allow for higher density and intensity of development, including how to streamline the permitting process.

- **Action UD.4.3.3** – Require infill projects to comply with the City's smart growth principles and building blocks concept.

- **Action UD.4.3.4** - Review how proposed projects interface with existing development and ensure that the interface is positive and meaningful.

- **Action UD.4.3.5** – Work with property owners of existing development on potential remodel/reuse of their sites so that they may become catalysts projects for development and redevelopment in the City.

- **Action UD.4.3.6** - Consider the development and adoption of pattern books/building prototypes of desired development and design solutions. These patterns/prototypes would be pre-approved for expedited permit review and building permit issuance

Policy UD.4.4 - Encourage redevelopment projects that promote the City's vision, desired development patterns, and design objectives.

Cross reference: ED.5.1

- **Action UD.4.4.1** - Promote streetscape enhancement projects, as described in UD.2.4.6, as catalysts for change.

- **Action UD.4.4.2** - Work with property owners to coordinate development activities over multiple sites to help create integrated projects with common design features.

Policy UD.4.5 – Recognize existing vistas and views of natural and manmade landmarks throughout and around the community.

- **Action UD.4.5.1** – Encourage the development of major streets, trails, and significantly sized public spaces that preserve and take advantage of vistas.

- **Action UD.4.5.2** – Update the Citywide Design Guidelines to address viewsheds and vistas.