



PALM DESERT

MULTIFAMILY AND MIXED- USE OBJECTIVE DESIGN STANDARDS

PALM DESERT CITY COUNCIL

August 24, 2023

INTRODUCTIONS

DECISION-MAKERS

**Palm Desert
City Council**

**Planning
Commission**

**Architectural
Review Commission**

CITY STAFF

Richard Cannone, AICP
Director of Development Services

Nick Melloni
Principal Planner

Carlos Flores
Senior Planner

CONSULTANT

John Kaliski, FAIA, NCARB
Principal, JKA

Amee Bhatt, LEED AP
Project Manager, JKA

PROJECT OBJECTIVES AND TASKS

❑ Explore and define **Palm Desert built form and environmental design character**.

EXISTING CONDITIONS ANALYSIS REPORT

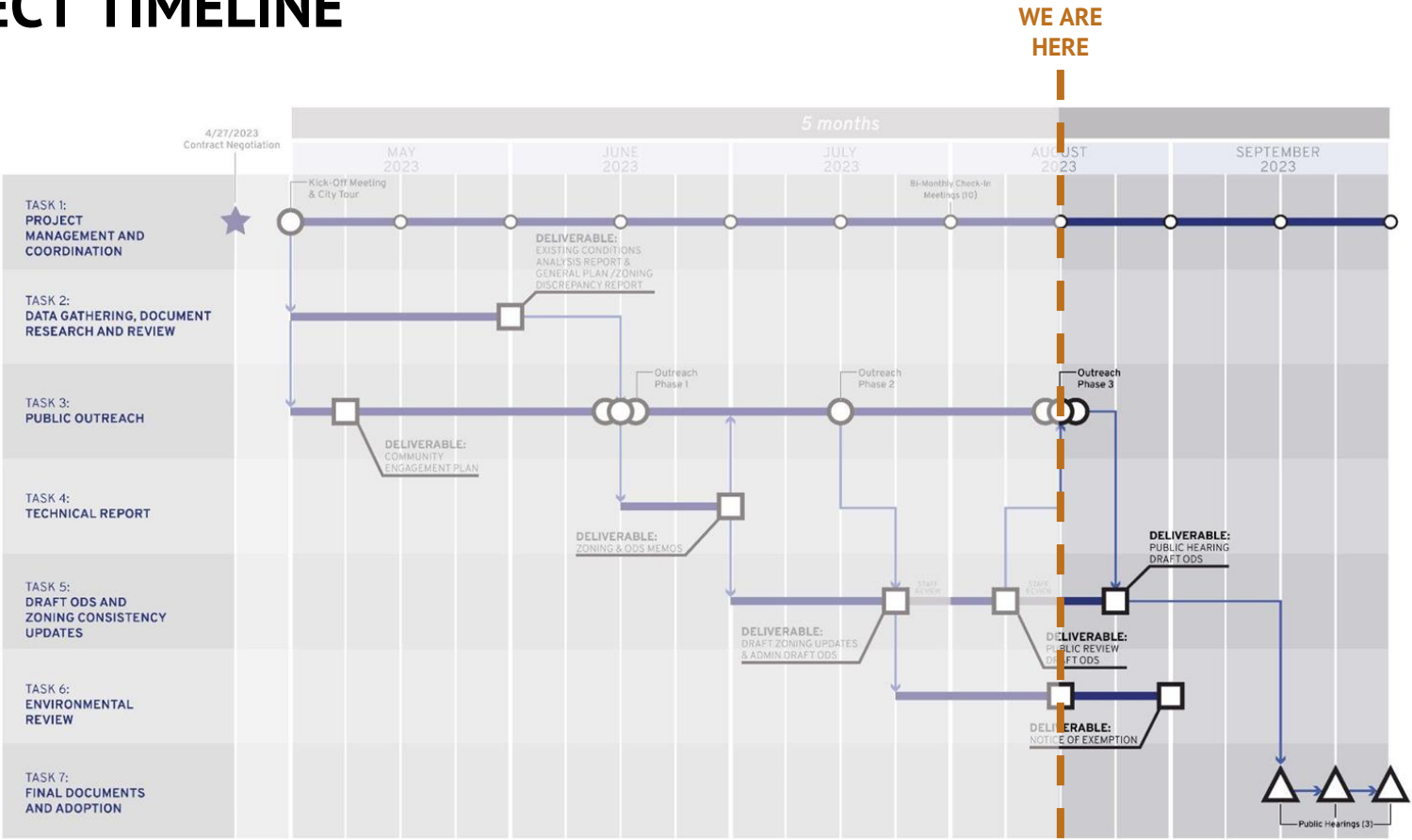
❑ Optimize **engagement** with stakeholders, City Staff, and decision-makers to understand the expectations and aspirations of **multifamily** and **mixed-use** development in Palm Desert.

COMMUNITY ENGAGEMENT (3 PHASES)

❑ Translate community values into **objective design standards** that foster the City's identity and character.

OBJECTIVE DESIGN STANDARDS

PROJECT TIMELINE



IN THIS PRESENTATION

- ❑ What are Objective Design Standards (ODS)?
- ❑ Who We've Spoken To
- ❑ Multifamily and Mixed-Use ODS Goals and Objectives
- ❑ Applicability
- ❑ ODS Sections
- ❑ ODS Examples



objective design standards

measurable and
quantifiable design
requirements for any
project that shall be
affirmatively
addressed by project
applicants

OBJECTIVE DESIGN STANDARDS

- ❑ SB 330 - Housing Crisis Act of 2019
 - ❑ Prohibits imposing or enforcing non-objective design standards
 - ❑ Promotes more timely reviews and facilitates the project application approval process
- ❑ Opportunities: Start with the General Plan
 - ❑ Ensure the approval of projects is consistent with City planning design goals and objectives
 - ❑ Set measurable design parameters to ensure design builds upon and contributes to the environmental design qualities sought by the community



WHO WE'VE SPOKEN TO

- ❑ 6/19 Community Open House
- ❑ 6/19 Zoom Sessions with Developers
- ❑ 6/20 Planning Commission Study Session
- ❑ 6/28 PC Commissioner Breakout Session
- ❑ 7/11 ARC Study Session
- ❑ 7/27 ARC Breakout Session (Landscape Input)

UPCOMING:

- ❑ Community Workshop (early Sept)
- ❑ ARC/PC Study Sessions (early Sept)



MULTIFAMILY AND MIXED-USE ODS GOALS AND OBJECTIVES

1. **Link new multifamily and mixed-use structures to the natural environment** through optimized building design that conserves or opens onto mountain views from public open spaces and rights-of-way.
2. **Create human-scale connectivity between new multifamily and mixed-use projects, the outdoor environment, and existing buildings and neighborhoods** through project design that supports walkability, alternative transit uses including bicycles and transit stops, and safe, pedestrian-oriented sidewalks and pathways.
3. Design building environments with open space, landscape, and architecture that **provides shade and protection from desert sun and prevailing winds.**
4. **Orient new multifamily and mixed-use structures to existing and new street frontages**, sidewalks, and the prevailing settings of existing districts, neighborhoods, and buildings.
5. **Utilize native and/or drought-tolerant landscape** as an integral design component of new multifamily and mixed-use projects, particularly within passive and active recreational open spaces, along parkways, pathways and public sidewalks, at buffers abutting adjacent sites, and at parking areas.
6. **Plant shade trees with each new multifamily and mixed use project** to reduce the impact of urbanized heat islands, foster walkability, outdoor gathering, and comfort.
7. **Reflect the local desert environment** through use of architectural details that provide shelter from direct sunlight and prevailing winds, as well as use of materials and colors that are seen in local natural settings.

ODS APPLICABILITY

- ❑ Residential-only projects with three or more units
- ❑ Mixed-use projects with at least two-thirds of the gross floor area square footage dedicated to housing
- ❑ Supportive/transitional housing projects
- ❑ Any of the above in a Specific Plan area or Overlay District, as long as ODS particular to the Specific Plan or Overlay District have not been adopted



ODS SECTIONS

2.1 Project Site Objective Design Standards

2.2 Landscape and Open Space Objective Design Standards

2.3 Building Architecture Objective Design Standards

2.4 Parking Objective Design Standards



Project Site ODS

enhance the pedestrian
experience between
multifamily and mixed-use
developments and their
public-facing frontages

Project Site ODS

FRONTAGE

ORIENTATION

FINISH GRADE

FENCES AND WALLS

ENTRIES

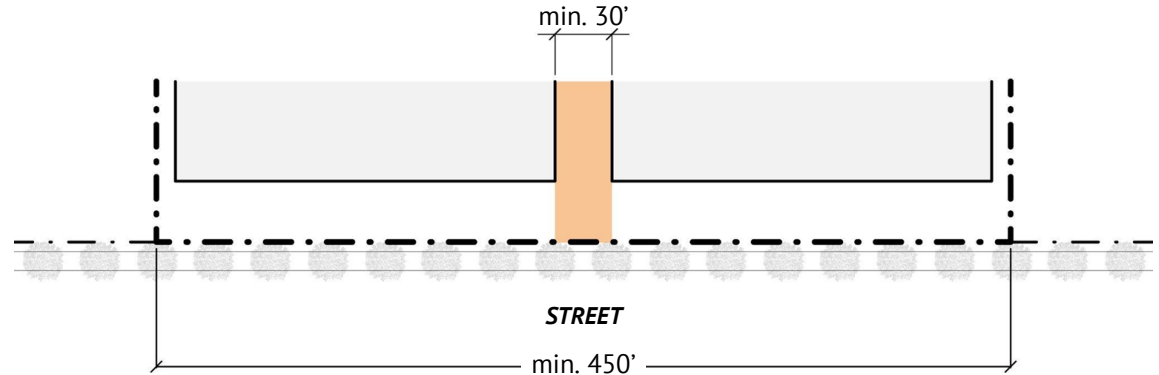
SIDEWALKS AND PATHWAYS

VEHICULAR CURB CUTS

ALLEYS

2.1.1 Maximum frontage length without a break.

Public-facing street frontages longer than 450 feet in length shall be separated by a public or private street, alley or a **minimum 30-foot wide and open-to-the-sky landscaped open space** inclusive of pedestrian pathways and parkways may be provided.



Landscape and Open Space ODS

cultivate over time a pedestrian-oriented open space with a visual and natural identity inspired by the surrounding native landscape

Landscape and Open Space ODS

SITE LANDSCAPING

CANOPY TREES

SPECIMEN TREES

SHRUBS AND PERENNIALS

LANDSCAPED ISLANDS

INORGANIC GROUND COVER

BOULDERS

ON-SITE LIGHTING

PASSIVE & ACTIVE AMENITIES

PUBLIC ART

2.2.7 Canopy trees selection.

Along frontages adjoining public streets and public rights-of-way and yards where canopy trees are required, utilize a minimum of three species from the following list and /or approved list of drought resistant canopy trees with no more than 50 percent of all selected canopy trees comprising the same species.

1. 'Desert Museum' Palo Verde. *Parkinsonia (Cercidium) x 'Desert Museum.'*
2. Palo Brea. *Parkinsonia praecox.*
3. Velvet Mesquite. *Prosopis velutina.*
4. Ironwood. *Olneya tesota.*



Additional canopy tree choices?

Building Architecture ODS

connect multifamily and mixed-use projects to existing natural and physical surrounds using building modulation, design components, and desert-appropriate materials and colors

Building Architecture ODS

HEIGHT

LENGTH

MODULATION

ROOFS

MATERIALS

OPENINGS

WINDOWS

BALCONIES AND STAIRWELLS

UTILITIES

FACADE COLORS

WATER DRAINAGE DEVICES

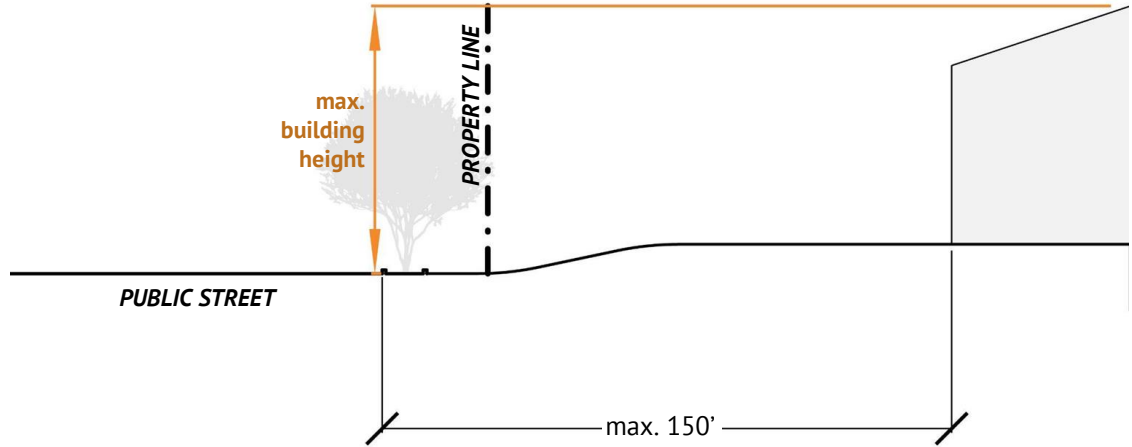
TRASH/RECYCLING BINS AND ENCLOSURES

DESIGN COMPONENTS

2.3.1 Building height measurement along public streets.

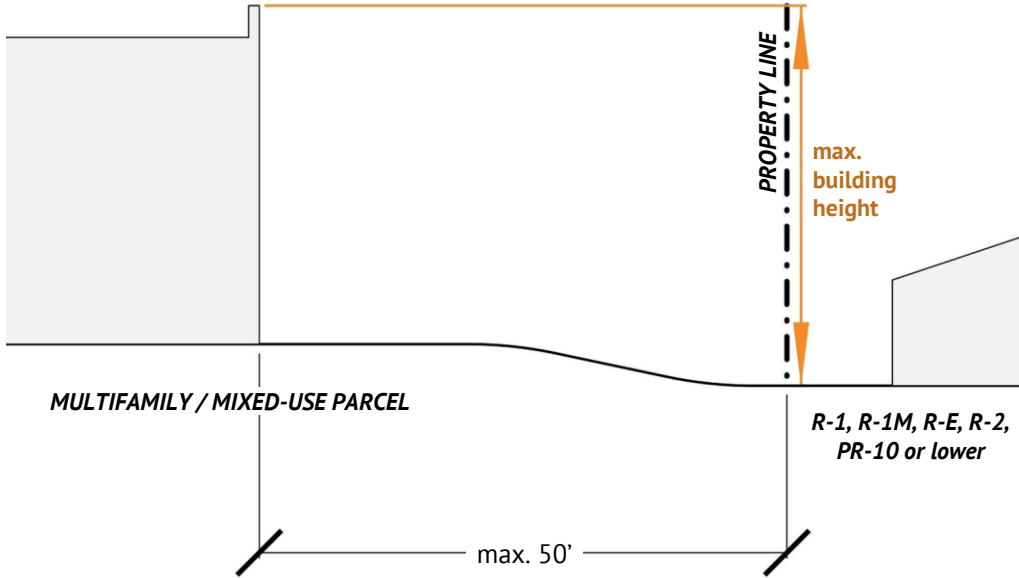
The maximum building height of a multifamily and mixed-use structure **within 150 feet of the curb of a public street** shall be established by **a vertical measurement from the average elevation of the street curb adjacent to the property to the highest point of the structure**, provided that a roof shall be measured to the highest point of the roof.

DRAFT ODS – August 24, 2023



2.3.2 Building height measurement adjoining a R-1, R-1M, R-E, R-2, and for PR regulation-based properties which are at a density of PR-10 or lower.

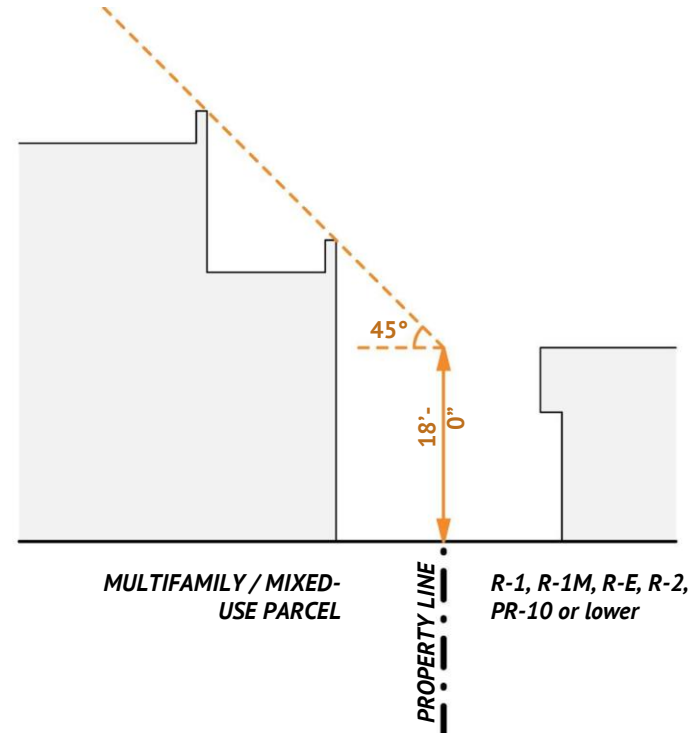
The maximum building height of a multifamily and mixed use structure within 50 feet of a R-1, R-1M, R-E, R-2, or PR regulation properties with a density of PR-10 or lower property line shall be established by a vertical measurement from the elevation of the finished grade along the property line of the single-family zoned property to the highest point of the structure, provided that a roof shall be measured to the highest point of the roof.



2.3.3 Transitional height abutting R-1, R-1M, R-E, R-2, and for PR regulation-based properties which are at a density of PR-10 or lower.

When a multifamily or mixed-use building is placed on a lot that abuts or is across a right-of-way from a R-1, R-1M, R-E, R-2, or PR regulation properties with a density of PR-10 or lower property line, the otherwise allowed building height shall be modulated by an inward leaning 45-degree angled plane inclined towards the multifamily or mixed-use building at a 45-degree angle as measured from a horizontal plane originating 18 feet above grade at the abutting property line.

DRAFT ODS – August 24, 2023



Parking ODS

create landscaping, shade,
and pedestrian circulation
at surface parking lots and
architectural continuity
between project buildings
and parking garages

Parking ODS

SURFACE PARKING DESIGN

MECHANICAL PARKING

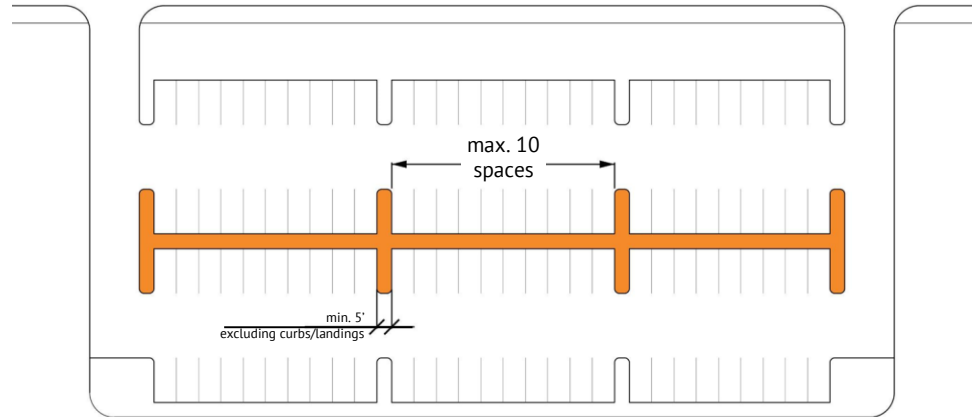
PARKING SHELTERS

PARKING GARAGES

BICYCLE PARKING

2.4.1.e Landscape islands at on-site surface parking.

- Landscape islands shall be no less than five feet in length or width, exclusive of curbs and landings.
- For surface parking lots with more than 30 parking spaces, a minimum 10 percent of the area of a surface parking lot shall be landscape islands, achieved by either:
 - The use of finger islands at endcaps and a landscape island every ten parking spaces
 - A minimum five-foot continuous landscape planter located within the center of parking rows, running between endcap finger islands





PALM DESERT

Thank you!
Questions, Comments,
and Discussion

PALM DESERT CITY COUNCIL

August 24, 2023

back-up slides

TYPICAL MULTIFAMILY RESIDENTIAL BUILDING TYPES

LOW
INTENSITY



DUPLEX

- ☒ Two (2) dwelling units on a lot
- ☒ 1-2 stories
- ☒ Units may be side-by-side or one over the other
- ☒ **Not considered “multifamily” in Palm Desert**



TRIPLEX

- ☒ Three (3) dwelling units on a lot
- ☒ 2-3 stories
- ☒ Units may be side-by-side and/or one over the other



QUADPLEX

- ☒ Four (4) dwelling units on a lot
- ☒ 2-4 stories
- ☒ Units may be side-by-side and/or one over the other

TYPICAL MULTIFAMILY RESIDENTIAL BUILDING TYPES

HIGH INTENSITY



TOWNHOMES

- ☒ 5+ dwelling units
- ☒ 2-3 stories
- ☒ Separate single-family dwellings that are closely spaced, semi-attached, or attached



COURTYARD, TUCK-UNDER, AND GARDEN APARTMENTS

- ☒ 2-3 stories
- ☒ Parking typically underneath a portion of living spaces in both open and closed configurations or underground



RESIDENTIAL MULTIPLEX, LOW

- ☒ 3 stories maximum, up to 35 ft.
- ☒ Parking typically at-grade, units may be wrapped in front of parking to hide automobiles

**HIGH-INTENSITY
MULTIFAMILY
NOT APPLICABLE
IN PALM DESERT**

TYPICAL MIXED-USE BUILDING TYPES

MEDIUM INTENSITY

HIGH INTENSITY



LIVE/WORK

- ☒ 5+ dwelling units on a lot
- ☒ 2-3 stories
- ☒ A single unit consisting of both a commercial/office and a residential component occupied by the same resident



HORIZONTAL MIXED-USE

- ☒ 2-3 stories
- ☒ A development consisting of 2+ attached or detached buildings of different uses within the same project area



VERTICAL MIXED-USE, LOW

- ☒ 3-4 stories, maximum 35 ft.
- ☒ Subterranean parking or above-grade parking with architectural treatments to screen cars



VERTICAL MIXED-USE, MEDIUM

- ☒ 5 stories, maximum 60 ft.
- ☒ Subterranean parking or above-grade parking with architectural treatments to screen cars

HIGH-INTENSITY MIXED-USE NOT APPLICABLE IN PALM DESERT

PALM DESERT GENERAL PLAN: VISION & DEVELOPMENT GOALS

- ❑ Safe and stable community
- ❑ Protect and **enhance natural surroundings**
- ❑ Diverse and high-quality neighborhoods
- ❑ **Human-scale design:** planning and designing Palm Desert at a moderate density and scale so that people are the primary focus
- ❑ Create places for residents and visitors to congregate
- ❑ **Accessibility and connectivity**
- ❑ **Parking should not dominate street frontages and are screened from public views**
- ❑ **High-quality landscaping to enhance the green space network**
- ❑ **Short, walkable block lengths**
- ❑ **Homes where entries and windows face the street**
- ❑ Diversity of architectural styles
- ❑ Diversity of housing types
- ❑ **Minimize curb cuts, encourage shared driveways**
- ❑ **Shaded sidewalks on streets within a project**
- ❑ **Neighborhood transitions in scale,** building type, and density between different General Plan designations
- ❑ Preserve and enhance the **existing neighborhood character**

WHAT WE HEARD: DEVELOPERS

- ☒ Generally (not exclusively) praised City staff work
- ☒ Mechanical screening standards not clear
- ☒ Provide “solution-based” design standards
- ☒ Concern (not exclusively) re: subjectivity of design review process
- ☒ Make distinction between affordable vs. market rate housing projects
- ☒ Look for opportunities to speed up the approval process timeline, especially for affordable housing projects
- ☒ Seeking design and development “balance”

WHAT WE HEARD: PLANNING COMMISSION

PC STUDY SESSION

June 20, 2023

PC COMMISSIONERS MEETING

June 28, 2023

- ❑ Important to invent standards that build the landscape into the logic of the zoning code
- ❑ Use elements from the General Plan and convert “shoulds” into “shalls”, also incorporate “shall nots” to clearly articulate what isn’t appropriate for Palm Desert
- ❑ General approval of three-story developments
- ❑ “Strategic variation” - how to prevent the repetition of architecture while maintaining design continuity
- ❑ Ways to force vertical and horizontal modulation (percentage relationship between top floor and floors below, shading elements)

WHAT WE HEARD: ARCHITECTURAL REVIEW COMMISSION

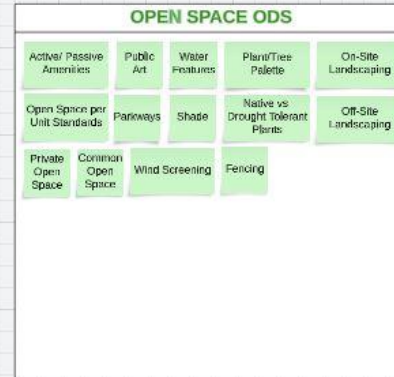
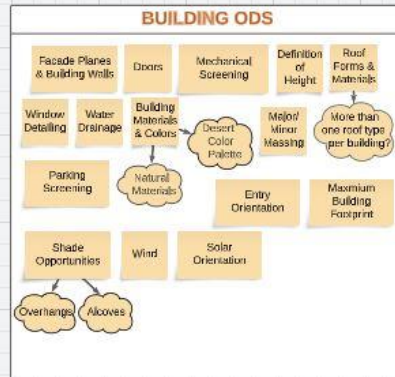
ARC STUDY SESSION

July 11, 2023

ARC LANDSCAPE INPUT

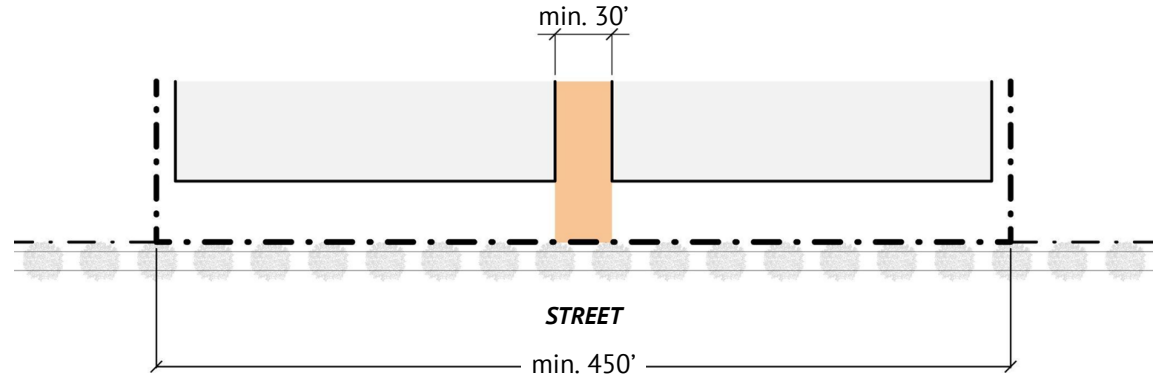
July 27, 2023

- ❑ Define height with more specificity
- ❑ Quality-appropriate architecture that emphasizes desert architecture - use of colors, relief from harsh environment (sun/wind)
- ❑ Orientation, preservation of views
- ❑ Desire for more open space between projects
- ❑ Night standards: shielded fixtures
- ❑ The balance between ODS and stifling architectural creativity



2.1.1 Maximum frontage length without a break.

Public-facing street frontages longer than 450 feet in length shall be separated by a public or private street, alley or a **minimum 30-foot wide and open-to-the-sky landscaped open space** inclusive of pedestrian pathways and parkways may be provided.



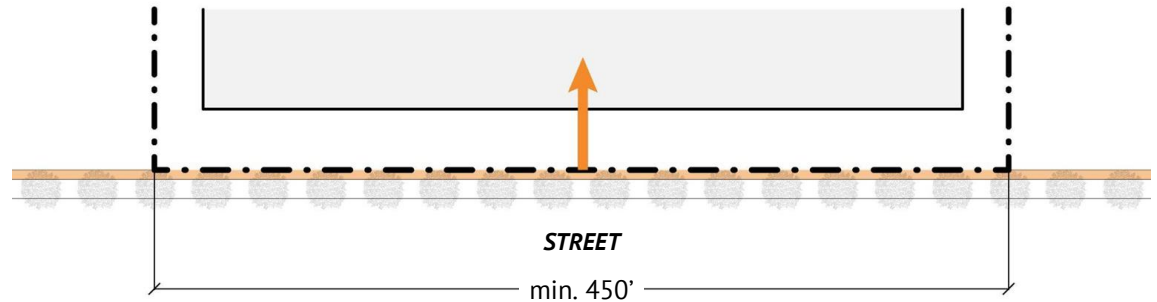
2.1.2 Project orientation.

b. At least one open space that is a minimum of 20 feet in depth as measured perpendicular to the public street, the size of which is in relation to the project's total street frontage length per the table below:

Street Frontage (feet)	Minimum Open Space (square feet)
≤ 150 feet	600 SF
$151 \geq 450$ feet	1,500 SF
> 450 feet	20% of the total frontage length times 25 feet

2.1.4 Pedestrian entrances.

A minimum of **one pedestrian entrance** to the project shall be provided **for each 450 feet of total frontage** along public streets.

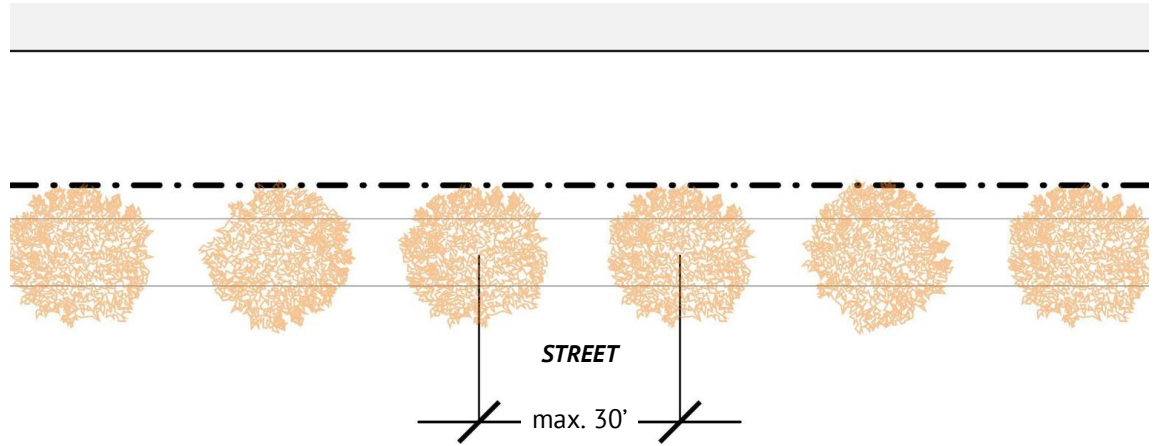


2.1.7 Project finish grade, average.

The average finish grade of a new project shall not exceed the average grade of a site as existing upon the date of submission of a project application and as established by a topographic survey by a licensed surveyor.

2.2.3 Canopy trees at public street-adjoining frontages.

A minimum of one irrigated, 24-inch box tree shall be planted a **maximum of 30 feet on center** along frontages adjoining public streets.



2.2.7 Canopy trees selection.

Along frontages adjoining public streets and public rights-of-way and yards where canopy trees are required, utilize a minimum of three species from the following list and /or approved list of drought resistant canopy trees with no more than 50 percent of all selected canopy trees comprising the same species.

1. 'Desert Museum' Palo Verde. *Parkinsonia (Cercidium) x 'Desert Museum.'*
2. Palo Brea. *Parkinsonia praecox.*
3. Velvet Mesquite. *Prosopis velutina.*
4. Ironwood. *Olneya tesota.*



Additional canopy tree choices?

2.2.10 Specimen tree selection.

Select a minimum of two species from the following and/or approved list of drought resistant specimen trees with no more than 50 percent of all specimen trees planted in required frontages adjoining public streets and public rights-of-way comprising the same species.

1. Smoke Tree. *Psoralea argophylla* (Dalea) spinosus.
2. Honey Mesquite. *Prosopis glandulosa*.
 - Must be a thornless cultivar inclusive of *Prosopis glandulosa* 'Maverick' or *Prosopis glandulosa* 'AZT.'

Additional specimen tree choices?



2.2.17 Passive amenities.

Number of Dwelling Units	Minimum Number of Required Passive Amenities
<20	1
20 ≥ 50	2
51 ≥ 99	3
≥ 100	4

An amenity may be used multiple times and each passive amenity provided counts as one amenity.

- Gazebo
- Picnic Shelter
- Water feature
- Seating area(s) with benches and/or loose single chairs a minimum of 12 feet wide in one dimension and 144 square feet in area per the following requirements.
 - At least one seating area for projects under 20 units.
 - At least two seating areas for projects between 20 to 50 units.
 - At least three seating areas for projects over 50 units.
 - At least four seating areas for projects over 100 units
- Seating walls a minimum of eight feet in length per the following requirements.
 - At least one seating wall for projects under 20 units.
 - At least two seating walls for projects between 20 to 50 units.
 - At least three seating walls for projects over 50 units.
 - At least four seating walls for projects over 100 units
- Secured package lockers contained within an outdoor shelter.

2.2.18 Active amenities.

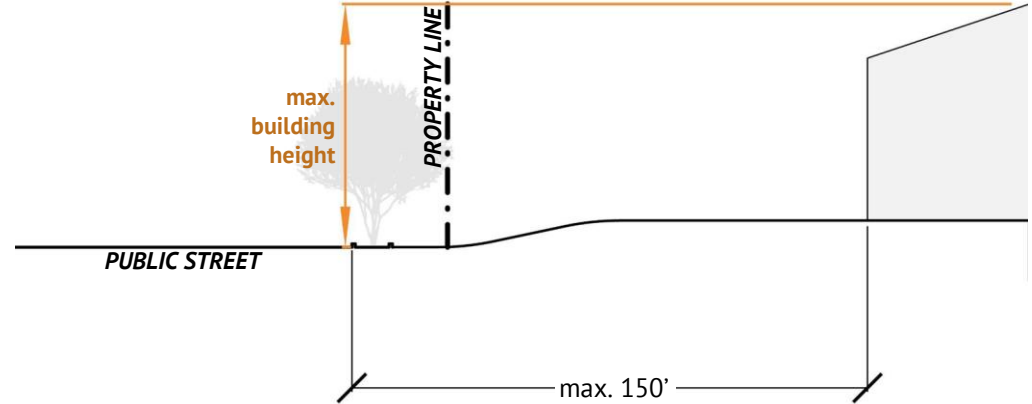
Number of Dwelling Units	Minimum Number of Required Passive Amenities
20 ≥ 50	2
51 ≥ 99	3
100	4
101 ≥ 149	5
≥ 150	5 plus one additional amenity for each 100 units

Active amenities shall be from the list below and/or a City-approved list. An active amenity may be used multiple times and each passive amenity provided counts as one amenity.

- Barbeque
- Clubhouse and/or recreation room that opens onto an outdoor amenity area
- Community garden
- Court game facility
- Exercise area and/or par course
- Jogging and/or par course
- Pet area and/or run and/or wash
- Play Area, Children's
- Pools
- Spas or Hot Tubs

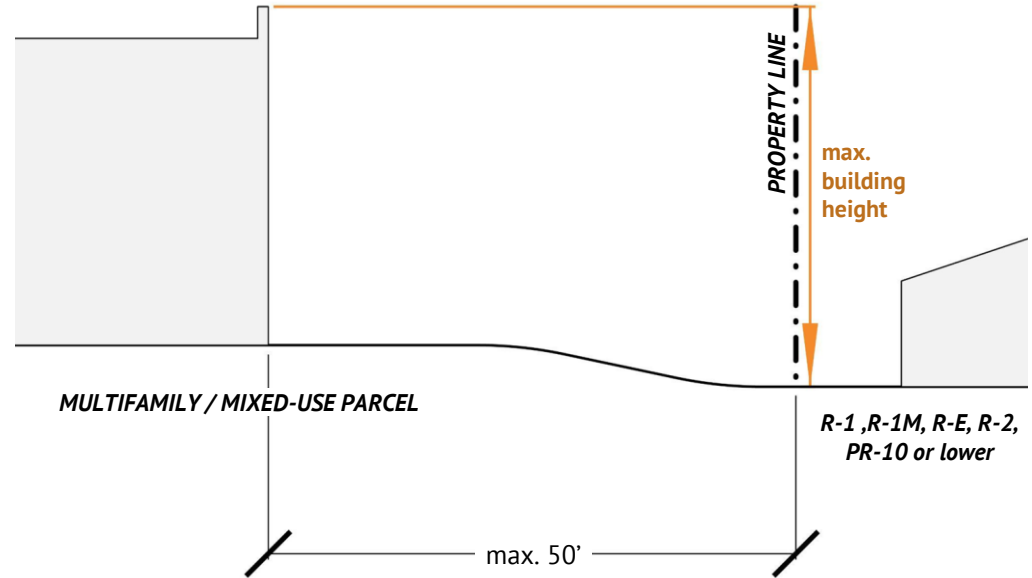
2.3.1 Building height measurement along public streets.

The maximum building height of a multifamily and mixed-use structure within 150 feet of the curb of a public street shall be established by a vertical measurement from the average elevation of the street curb adjacent to the property to the highest point of the structure, provided that a roof shall be measured to the highest point of the roof.



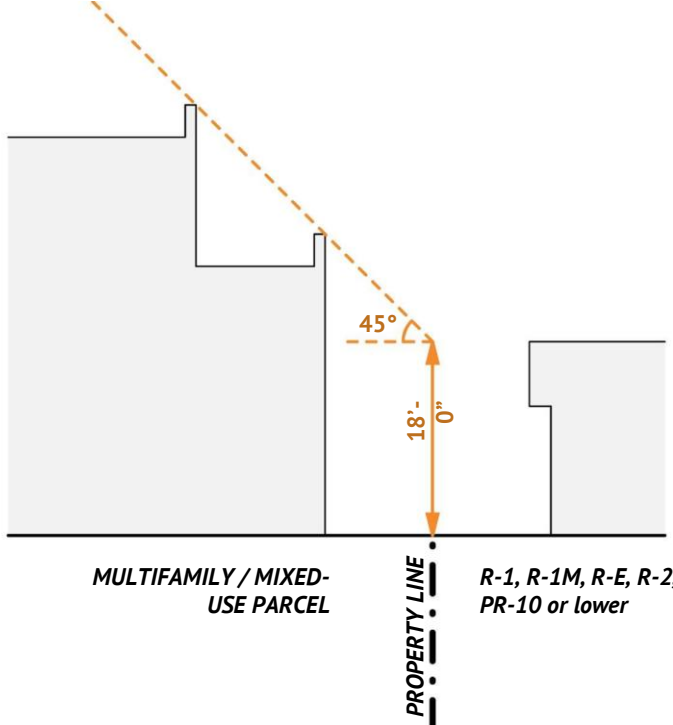
2.3.2 Building height measurement adjoining a R-1, R-1M, R-E, R-2, and for PR regulation-based properties which are at a density of PR-10 or lower.

The maximum building height of a multifamily and mixed use structure within 50 feet of a R-1, R-1M, R-E, R-2, or PR regulation properties with a density of PR-10 or lower property line shall be established by a vertical measurement from the elevation of the finished grade along the property line of the single-family zoned property to the highest point of the structure, provided that a roof shall be measured to the highest point of the roof.



2.3.3 Transitional height abutting R-1, R-1M, R-E, R-2, and for PR regulation-based properties which are at a density of PR-10 or lower.

When a multifamily or mixed-use building is placed on a lot that abuts or is across an alley or right-of-way from a R-1, R-1M, R-E, R-2, or PR regulation properties with a density of PR-10 or lower property line, the otherwise allowed building height shall be modulated by an inward leaning 45-degree angled plane inclined towards the multifamily or mixed-use building at a 45-degree angle as measured from a horizontal plane originating 18 feet above grade at the abutting property line.



2.3.4 Maximum building height at public street-facing frontages.

In addition to the minimum horizontal setbacks otherwise required by the Municipal Code, and with the exception of parcels designated Downtown (D) District, Downtown Edge (DE) District, Downtown Core Overlay (D-O), Downtown Edge Transition Overlay (DE-O), and Civic/Open Space, building heights abutting public street frontages shall not exceed the following:

Distance from Street-Facing Setback (feet)	Multifamily Maximum Building Height (feet/stories)	Mixed-Use Building Height (feet/stories)
0-30 feet	24' / 2 Stories w/Flat Roof	24' w/Flat Roof
>30 feet	per Municipal Code	per Municipal Code

2.3.7 Building modulation.

Buildings shall be broken into major and minor masses and/or feature architectural modulation utilizing at least two of the following:

- Utilization of minimum 6-foot clear width ground level arcades, open-to-the-air galleries, colonnades, porches, recesses, ramadas and trellis structures placed along a minimum of 80 percent of the ground floor length of two building faces. Within the Downtown (D) District, Downtown Core Overlay (D-O), and Downtown Edge Transition Overlay districts, the minimum clear width of ground level arcades, open-to-the-air galleries, colonnades, porches, recesses, ramadas and trellis structures shall be no less than 8-feet.
- For each 50-feet of building wall length, incorporation of open-to-the-sky recesses in mass and bulk, or projections of mass and bulk, that are a minimum of 8 feet in length and 3 feet in depth.

2.3.7 Building modulation.

- Use of minor building masses contrasted with major building masses where the wall area of the minor masses is a maximum of 40 percent of the total wall area.
- At the top floor of the building, a minimum 6-foot clear width setback from the floor immediately below along at least two sides of the building.
- Utilization of sun-screening elements including sunshades, awnings, canopies, windows, doors, and openings at south- and west-facing building walls.
- Covered and open to the air balconies where the area of the projections or recesses of the balconies constitute a minimum of 15 percent of the building walls.
- Roof overhangs or projections that provide a minimum of 8' of vertical shaded wall at noon on the summer solstice.

2.3.7 Building modulation.

- Vertical and irrigated landscape within five feet of walls that achieves per specification a minimum 20 feet of height after five years of growth screening at least two walls and 30 percent of the perimeter of a structure.
- Utilization of two or more building wall materials where the first material constitutes a maximum of 30 percent of the building's total wall area less openings and is non-cementitious, and a second material constitutes no more than 70 percent of the total wall area less openings.
- Buildings where the building footprint immediately below the top floor constitutes no more than 80 percent of the building footprint immediately below.
- Inclusion of a tower element(s) that is no more than half the height of the floor-to-floor height of the tallest building story. The tower element shall be recessed or projected from the rest of the building mass by a minimum of two feet.

Two-story buildings that do not front a public street or public right-of-way are not required to meet the modulation requirements of this section.

Flat roof vertical modulation.

- **2.3.14 Mixed-use buildings.** Flat roofs of mixed-use buildings shall be modulated a minimum of 42 inches vertically at least once every 50 feet.
- **2.3.15 Multifamily buildings.** Flat roofs of multifamily buildings shall be modulated a minimum of 42 inches vertically at least once every 36 feet.

2.3.21 Prohibited building wall materials.

100 percent glass buildings are prohibited.

2.3.22 Openings, multifamily buildings.

For multifamily buildings, the area of openings in walls above the first level, inclusive of doors and windows and exclusive of any floor-to-floor and floor-to-roof wall area shaded by porches, verandas, arcades, galleries, ramadas, trellises, open-to-the-air recesses, continuous brise-soleil and other open-to-the-air architectural screening elements, shall constitute a minimum of 15 percent and a maximum of 40 percent of the total wall area above the first level.

2.3.22 Openings, mixed-use buildings.

- Glazing at the ground level of walls that face a public street shall constitute a minimum of 60 percent of the total wall length and such glazing shall be a minimum of 8-feet in height.
- Notwithstanding (a.) above, no glazing shall be required at the ground floors of buildings fronted by a porch, veranda, arcade, gallery, ramada, projecting trellis, open-to-the-air recess, or permanent overhang that is a minimum of eight feet in clear depth along at least 80 percent of the length of any wall that faces a public street.
- At upper levels of mixed-use buildings, the total area of glazing shall be a minimum of 15 percent of the total wall area.
- The combined surface area of windows, doors, or other openings inclusive of continuous glass systems shall comprise no more than 60 percent of the total wall area of any individual mixed-use building face.

2.3.27 Window details.

Building windows and doors shall utilize at least two of the following:

- Three distinct sizes of windows.
- Shading devices including shutters, exterior blinds, awnings, brise-soleil, sun screens and/or decorative architectural details that create a distinct shadow line at a minimum 60 percent of openings.
- Recesses or projections a minimum of 3 inches in depth at a minimum of 60 percent of all openings.
- Trim around the opening that is no less than four inches in width and creates a projection or recess no less than two inches in depth.
- Use of metal-clad, thermally-broken metal or steel, and/or wood windows or doors at all openings.
- Exterior shades.

2.3.37 Inclusion of Palm Desert Architectural and Landscape Components.

In consideration of the desert landscape, buildings shall incorporate at least four of the following design components:

- Buildings oriented on an east-west axis such that the wall area of both the east and west facades is not more than 60 percent of the area of the area of south facing walls.
- Site walls, building massing, and landscape windbreaks that protect project open spaces from west to east prevailing summer winds.
- Site walls, building massing, and landscape windbreaks that protect project open spaces from north to south prevailing winds that occur from mid-November through mid-February.
- Covered open-to-the-air arcades, colonnades, galleries, or other permanent coverings or projections that provide shade at all building walls visible from public streets.
- Overhangs or recesses at building entries that are a minimum of four feet in clear depth.

2.3.37 Inclusion of Palm Desert Architectural and Landscape Components.

- Minimum 18-inch deep roof eaves.
- Use of natural stone or veneer stone at a minimum of 10 percent of the total building wall area.
- Use of recessed windows at a minimum 60 percent of openings.
- Use of shade trees at varying distances apart, but in no case more than 30' on center, to shade the length of east, south, and west facing building walls visible from a public street.
- Use of native plants at all frontages adjoining public streets.
- With the exception of projects in the Downtown (D) District, Downtown Edge (DE) District, Downtown Core Overlay (D-O), and Downtown Edge Transition Overlay (DE-O) districts, provision of public street frontages that are minimum 20 percent greater than the otherwise required frontage, front yard, and street-facing side yard requirements.

2.4.1.e Landscape islands at on-site surface parking.

- Landscape islands shall be no less than five feet in length or width, exclusive of curbs and landings.
- For surface parking lots with more than 30 parking spaces, a minimum 10 percent of the area of a surface parking lot shall be landscape islands, achieved by either:
 - The use of finger islands at endcaps and a landscape island every ten parking spaces
 - A minimum five-foot continuous landscape planter located within the center of parking rows, running between endcap finger islands

2.4.1.f Canopy trees at on-site surface parking.

- One canopy tree is required for every three uncovered parking spaces.
- One canopy tree is required for every eight covered parking spaces.
- Canopy trees at surface parking lots shall be uniformly distributed across the surface area of the lot so that no parking space is more than 30 feet from the center of a canopy tree.