

## **EXHIBIT E DESIGN GUIDELINES**

### **I. Statement of Project's Architectural Style**

Spanish Revival with a Modern Influence ("Spanish Revival"): This architectural theme is implemented throughout the development by incorporating features such as towers, tile roofs, clerestory windows, arches, shading devices, columns, pilasters, roof cornices and/or parapets, and traditional Spanish Revival colors and materials. Certain modern features such as metal canopies, dark wood and sharp roof lines are strategically placed throughout the Project. All references to "Exhibits" refer to the Master Development Agreement exhibits.

The main design concept is divided into four development components:

- Row Retail (Buildings "C" - "J") (Exhibit B)
- Village Retail (Buildings P-1, P-2, P-3, and Building P-4, if constructed, and Building K) (Exhibit B), including Main Entrance Retail (outparcels #3/#4)
- Cinema/Building A and Building B if constructed
- Buildings L-1 (Exhibit B) and Building M (Exhibit B), and Building L2 and outparcels 1, 2 and 5 (Exhibit A), and Outparcels 6, 7A & 7B (Exhibit B)

The overall design concept is to create unique design themes for each development component within the context of the Spanish Revival design, but ensure design continuity within each component and between each component. The following Architectural Design Requirements are predicated on ensuring implementation of design continuity and relationships.

### **II. Architectural Design Requirements**

A. General Primary and Side Facades: All primary facades (front) and street sides shall be designed with consistent architectural style, detail, façade and roof treatments and trim features (as illustrated in Figure 1, Exterior Facade Treatments). Below are the required general architectural design features for the entire development; however, final design submittal for permitting of any building not included in Exhibit B shall be approved by the City Manager for reasonable compliance with these criteria.

1. Roofline details, such as tile pyramid hip roofs with clerestory windows (not to be included on the outparcels); parapet height transitions, vertical pilasters, or other similar treatments to break down scale of larger project buildings;
2. Raised cornice or building banding;
3. Ornamental and structural architectural details, other than cornices, such as columns and pilasters, which are integrated into the building structure and overall façade design;

4. Pedestrian oriented details, such as architectural weather/sun cover features over most public entrances of either fabric or hard treatments taking the form of a projected awning or hard canopy with a width of at least that of the entrance and projecting a minimum of 3'-6" from the building or entrance;
5. Emphasized building base, minimum of three feet high and minimum projection from the wall of two inches on front facades, except in areas of storefront;
6. Building setbacks or projections to vary the wall plane of buildings;
7. Front facades and facades along gateway streets shall incorporate use of windows and/or spandrel glass to create transparency. (See Figure 2 Calculating Transparency and Figure 4 Minimum Façade Glazing Requirements);
8. Reveal wall details;
9. Color changes;
10. Exterior building materials for primary facades and facades fronting along 113<sup>th</sup> Street, Park Boulevard and Johnson Boulevard shall include, but are not limited to, a minimum of two (2) of the following predominant exterior building materials:
  - a. EIFS; Stucco or similar materials;
  - b. Stone or brick, or stone or brick tile or imitation stone or brick;
  - c. Texture painted concrete tilt wall;
  - d. Clay roof tile;
11. Blank wall areas shall not exceed 375 square feet of the façade area, excluding wall signage area. Blank walls exceeding this standard shall provide recessed panels and/or vertical or horizontal banding or reveals or other facade design fenestrations as approved by the City Manager. See Figure 1 Façade Treatments and Figure 2 Blank Wall Calculation.

## B. Architectural Design Requirements for Specific Parcels.

In order to achieve architectural uniformity throughout the development and recognize certain high profile parcels along gateway streets (113<sup>th</sup> Street, Park Boulevard and Johnson Boulevard) specific architectural design features will be required as described below. The City Manager may approve deviations from the architectural design requirements if it is determined that such deviation is in substantial compliance with the Project's architectural style (pursuant to Section I) and as described herein in Section A.

The architectural designs for the Row Retail Building ("C" – "J"), Village Retail Buildings "P-1-4", Building "K", Building "M", Building "L1/L2", and Outparcels "6", "7A" and "7B" are as shown in Exhibit B. The remaining buildings shall meet the Architectural Design Criteria as defined herein, in addition to the following requirements per parcel. See Exhibit A Concept Site Plan for parcel letter references.

### Cinema Lands (TBD)

1. The cinema lands can be designed based on either the Row Retail or Village Retail, including, but not limited to, building colors and materials, roof design, color and materials, and façade fenestration details or a unique design to be approved by the City Manager.

### Building "A"

Given the location adjacent to the cinema, this building shall compliment the cinema design including, but not limited to, building colors and materials, roof design, color and materials, and façade fenestration details.

### Building L2

1. This building shall be complementary to Building L1 including, but not limited to, building colors and materials, roof design (it being understood that the Sports Authority roof design is specific to them), color and materials, and façade fenestration details to ensure façade design continuity for the entire Building (L1/L2) façade.

### Outparcels "1", "2" and "5"

1. Buildings to be similar to one of the architectural designs from either the Row Retail or Village Retail P-1-4, including, but not limited to, building colors and materials, roof design, color and materials, and façade fenestration details.

Outparcels "3" and "4" (Main Entrance Village Retail)

1. Buildings to be similar to the architectural design from Village Retail-P-1-4
    - a. Same architectural design (colors, materials, fenestration details).
    - b. Varied roof line with cornices.
    - c. Use of canopies.
    - d. Create wall plane breaks and use of columns or pilasters.
    - e. Similar tower design with clerestory windows, at NW ("4") and SW ("3") corners, it being understood that the height of the towers may be lower than those towers at the entrance to the Village.
- C. Back of House Facades along or visible from 113<sup>th</sup> Street, Park Boulevard, Johnson Boulevard and Liberty Lane:

Back of house facades shall be designed with windows and/or spandrel glass and/or a system of articulated reveals, columns or pilasters, wall plane breaks, and varied roof line with parapets and/or cornices and changes of colors to reduce the mass/scale and uniform monolithic appearance of large wall areas, while providing visual interest that will be consistent with the project's identity and character through the use of detail and scale. Ground level mechanical equipment, such as air conditioning units and electrical panels must be screened with a masonry wall or other City approved screen. Any outdoor storage areas or enclosed outdoor storage buildings must be approved by the City Manager.

- D. Color Pallet: Refer to attached building color elevations for the color pallet to be used throughout the development (Exhibit B).
- E. Screening of Loading Areas & Dumpsters:
1. The back of house service facilities of the Row Retail along 80th Avenue will be shielded with a continuous 5' wide vegetated perimeter buffer together with a 6' high decorative wall. Refer to Exhibits B and D.
  2. Garbage dumpsters throughout the development shall be walled with masonry or tilt-up concrete panels with finishes that compliment architecturally the associated building(s) and shall have solid gates/doors.
  3. A landscaping buffer shall also be provided around any visible side of any freestanding dumpster enclosure (except the gate) with planting if possible.

F. Screening of Roof Mounted Equipment and Above Ground Infrastructure:

1. Roof-mounted equipment able to be viewed from adjacent internal streets shall be screened from view by the use of appropriate architectural building treatments, parapet walls, or compatible screens. Arrangement and color of roof top elements must be taken into account to avoid an unsightly view from adjacent streets.
2. Above-ground infrastructure such as lift stations, reducer valves, or backflow preventers visible from public streets around the perimeter of the project site, screened through landscape screening which may include the use of dense planting, earth mounding, or both.
3. Above-ground electrical transformers: Whenever possible, the electrical transformers shall be screened as described above in Item F.2 to the extent that their locations (selected and controlled by the electrical utility company) and requirements for access by the utility company allow.

G. Minimum Façade Glazing Requirements for All Buildings:

1. All buildings shall meet the minimum glazing requirements as specified in Figure 4 Minimum Glazing Requirements.
2. Exceptions to this standard applies to utility-related buildings, storage buildings, etc, as approved by the City Manager.

H. Wall Sign Placement Guidelines:

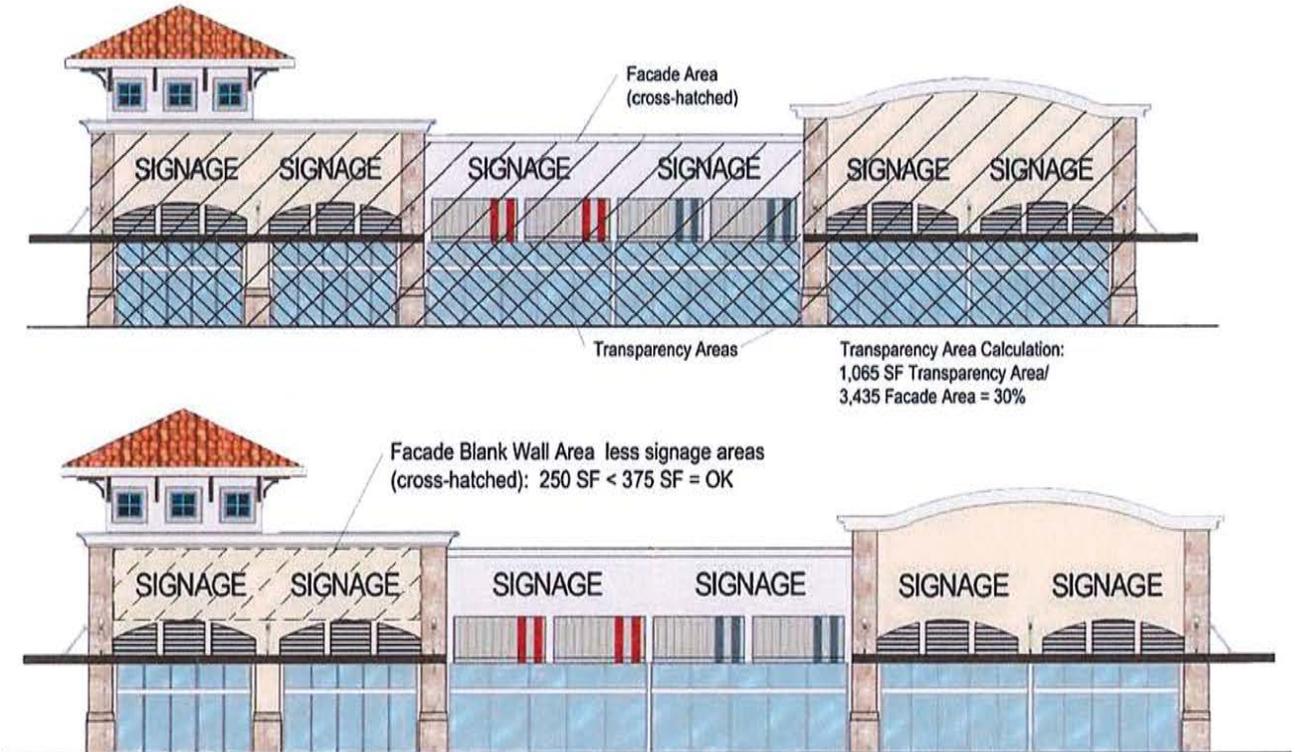
1. Wall signs shall be placed on the building facade to be scaled appropriately with the facade width and height and not conflict with the architectural design features of the building, as shown on Figure 3.

**FIGURE 1. EXTERIOR FAÇADE TREATMENTS**

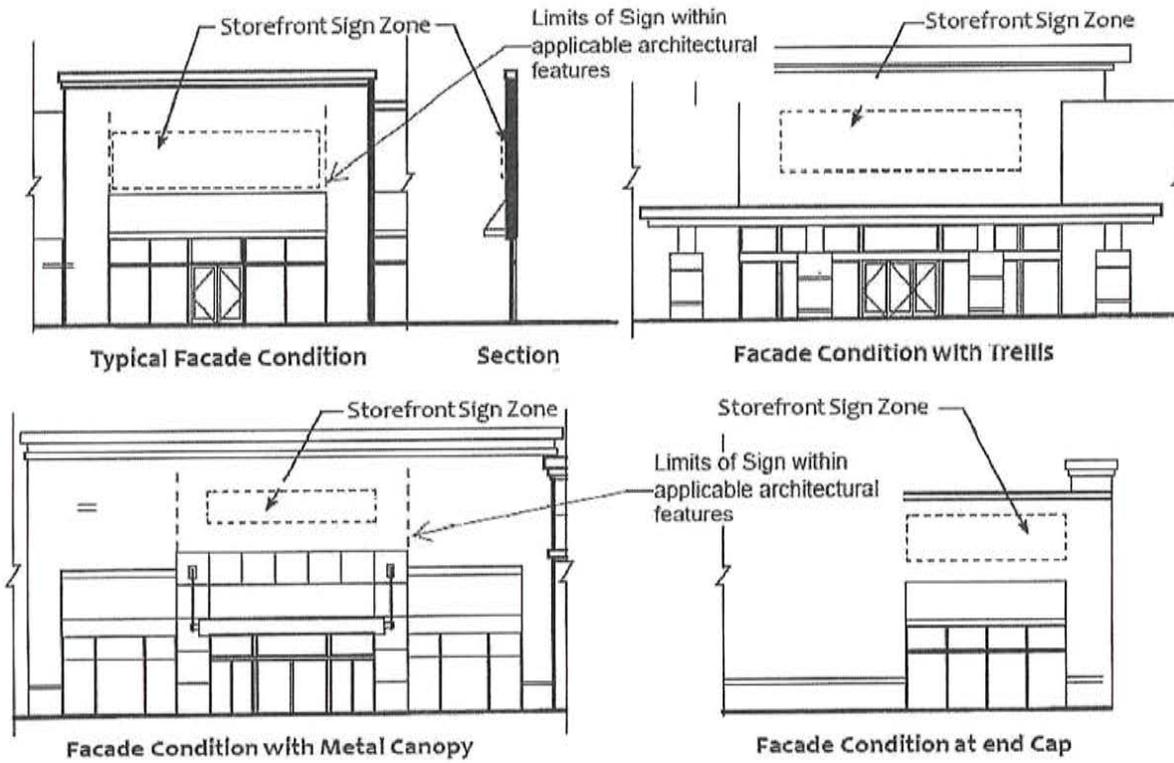


- A. Tile pyramid hip roofs with clerestory windows.
- B. Building front and street facing facades with glazing transparency.
- C. Parapet roof height transition with roof line cornices and/or banding feature.
- D. Towers or vertical features, such as columns or pilasters, with cornice or parapet roof lines at the corners.
- E. Create design variations along blank walls with vertical or horizontal banding or reveals or other facade design fenestrations.
- F. Weather/sun cover features over public entrances, such as canopies, trellises and arcades which are integrated into the building structure and overall design.
- G. Emphasized building base, minimum three (3) feet high and minimum projection from the wall of two (2) inches on front and street facing facades.
- H. Towers or vertical features, such as columns or pilasters used to accentuate storefront design

**FIGURE 2. TRANSPARENCY AND BLANK WALL CALCULATIONS**



**FIGURE 3. WALL SIGN PLACEMENT GUIDELINES**



# FIGURE 4. MINIMUM REQUIRED GLAZING

Note: Refer to Figure 2 for Glazing Area Calculation Methodology

BUILDING DESIGNATION	GLAZING PERCENTAGES								REMARKS
	N	NE	E	SE	S	SW	W	NW	
CINEMA	0%		0%		15%		15%		
BUILDING A (If Constructed)	10%		0%		10%		20%		
ROW RETAIL BUILDING	0%		0%		11%		8%		
BUILDING K (Earth Fare)	14%		0%		10%		20%		
BUILDING L (The Sports Auth & Petco)		2%		2%		8%		12%	Glazing amounts based on Sports Authority portion of Building "L" elevation; Petco to have same glazing requirements
BUILDING M (Fitness)	24%		4%		6%		10%		
BUILDING P1	30%		24%		35%		30%		
BUILDING P2	30%		30%		35%		24%		
BUILDING P3	35%		30%		30%		24%		
BUILDING P4 (If Constructed)	30%		24%		35%		30%		
OUTPARCEL 1	10%		0%		20%		25%		
OUTPARCEL 1A									N/A
OUTPARCEL 2	12%		0%		20%		26%		
OUTPARCEL 3	30%		30%		35%		35%		
OUTPARCEL 4	35%		30%		30%		35%		
OUTPARCEL 5	20%		0%		20%		25%		
OUTPARCEL 6		30%		24.0%		30.0%		30.0%	
OUTPARCEL 7A (North)		30%		25.0%		30.0%		30.0%	
OUTPARCEL 7B (South)		30%		30.0%		30.0%		25.0%	