

## Building Design

These design principles encourage development that conveys a sense of local identity and reflects the evolving character of the area while respecting its history and heritage. Buildings should not replicate historic designs but should respect the architectural styles present in each Character Area while adding unique expressions to this eclectic neighborhood.

### Mass and Scale

A variety of building sizes are present throughout Harris Park with most tending to be smaller in size. While larger format buildings may be appropriate, their massing should reflect the small-scaled architectural massing of traditional development. (See Westminster Unified Development Code.)

#### BD.1. Design a building that is of an appropriate scale to its surrounding context.

- Consider factors such as the building height, width, roof form, and floor-to-floor dimensions and how they relate to the surrounding context.
  - » This is especially important in Character Areas with an established context that is to be continued based on community vision. This includes Character Areas 1, 2, 3, 4, and 8.

#### BD.2. Divide a larger building into “modules” or bays that are similar in scale to traditional buildings.

#### BD.3. Incorporate a variety of façade components, such as windows, doors, and stepbacks, to help establish a traditional building scale.

- Repeat façade components, including windows, columns, ornamental trim, and architectural features to produce rhythms and patterns.
- Use windows and doors that are proportional in scale to those seen in traditional architecture.
- Use horizontal elements such as porches, balconies, and horizontal coursing to break up the vertical mass of a wall.

#### BD.4. Articulate a building to express human scale, reduce perceived mass, and create visual interest. Options include:

- Variation in building heights
- Stepping back a larger building mass from the street to reduce looming effects
- Wall plane offsets such as notches or varied façade setbacks
- Wall projects such as columns
- Varied roof forms
- Awnings, canopies, or other features that help define the ground floor of the building



*Step back a larger building mass from the street to reduce looming effects. Here, the third story is stepped back.*



*Design a building that is appropriately scaled to its context.*



*Design floor-to-floor heights to appear to be similar to those seen in existing buildings.*



*Consider the Character Area context and community vision when determining the appropriate roof form. Gable roofs are commonly featured.*



*Consider context and community vision when determining the appropriate building height.*

## Building Height

A building should appear to be similar in height to buildings in the Character Area. The visual impacts of taller portions that exceed traditional heights should be minimized. (See Westminster Unified Development Code.)

### **BD.5. Consider the Character Area context and community vision when determining the appropriate height for a new building.**

In general, use the following guidance:

- Character Areas 1, 2, and 3: One and two-story buildings
- Character Areas 5 and 8: Two and three-story buildings
- Character Area 5: Three-story buildings
- Character Area 6: Two, three, and four-story buildings
- Character Area 7: One, two, and three-story buildings
- Character Area 9: Two and three-story buildings, as well as taller one-story buildings

### **BD.6. Design floor-to-floor heights to appear to be similar to those seen in existing buildings.**

- Openings, such as windows and doors, should appear similar in height to those seen traditionally.
- First floors should be taller than upper floors.

## Building and Roof Form

Traditional building and roof forms stand as a major unifying element in Harris Park. Most buildings are simple rectangular solids with gable or hip roofs, and an occasional flat roof. This feature is characteristic of the neighborhood and should be present in new construction. (See Westminster Unified Development Code.)

### **BD.7. Design a primary building form to be a simple rectangle to relate to the existing development in the area.**

- Exceptions may be provided and can be discussed with staff.

### **BD.8. Consider the Character Area context and community vision when determining the appropriate roof form for a new building.**

In general, use the following guidance:

- Character Areas 1 and 2: gable roof
- Character Areas 3 and 4: gable roof for residential development; gable or flat roof for commercial and mixed use development
- Character Area 9: gable roof for residential buildings
- Character Areas 5, 6, 7, and 8: the community did not specify a roof form

## Building Materials

Traditional building materials in Harris Park include wood and masonry deployed in a variety of ways. This selection of materials should continue though new materials may also be considered if they relate to those traditionally used. (See Westminster Unified Development Code.)

### **BD.9. Use materials similar to those used traditionally.**

- Traditional building materials reduce the perceived scale of a building with appropriate detailing and should continue to be used in the area.

### **BD.10. Consider the Character Area context and community vision when determining the appropriate materials for a new building.**

In general, use the following guidance:

- Character Area 1: a range of materials, including wood
- Character Area 2: wood as a primary material
- Character Areas 3 and 4: a range of materials, including wood and brick
- Character Area 5: brick as a primary material
- Character Area 6: brick as a primary material, a variety of accent materials

- Character Area 7: a variety of materials, although incorporating some masonry is important
- Character Area 8: brick and potentially some other masonry materials as the primary material
- Character Area 9: A variety of materials including wood, brick and corrugated metal in continuity with the surrounding context

### **BD.11. New materials may be considered for proposed development.**

- New materials should relate to those traditionally used.
- Articulate large expanses of materials to express a human scale and to avoid a wall that looks "featureless."
- Incorporate materials that exhibit depth (especially around windows and doors) and detail.

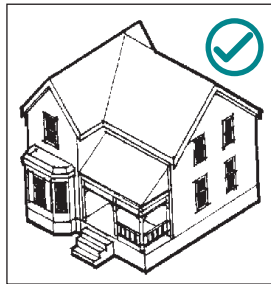


*Use materials similar to those used traditionally. Brick is appropriate as a primary material in many of the Character Areas.*





*Use a ratio of solid-to-void that is similar to that found on traditional one- and two-story buildings in the Core.*



*For a new residential building, maintain punched window openings and the existing solid-to-void ratio that exists on neighboring residential buildings. In the diagrams above, the building on the left maintains the solid-to-void ratio seen in many existing single-family buildings in Harris Park. The building on the right exhibits a much higher percentage of glass and is inappropriate.*

## Solid-to-Void

Within a traditional building context, a sense of visual continuity is provided by a building's solid to void ratio (the percentage of glass to solid wall surface on a building face). This should be maintained with new development. (See Westminster Unified Development Code.)

### **BD.12. Use a ratio of solid-to-void (wall-to-window) that is similar to that found on traditional one- and two-story buildings in the Core.**

- For a new commercial building, the following composition is appropriate:
  - » For one-story buildings, a storefront system, punched window openings or a combination of the two is appropriate.
  - » For a two-story building, a storefront at the street level with punched window openings on the second floor. The lower floors are more transparent.
- For a new residential building, maintain punched window openings and the existing solid-to-void ratio that exists on neighboring residential buildings.
  - » Especially important in Character Areas 1, 2, and 3.