



THE HEIGHTS DISTRICT

URBAN DESIGN GUIDELINES

Community and Economic Development Department
City Of Vancouver, Washington

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Note: All images are GGLO or VIA unless otherwise sourced.



A

Introduction

1.0 Context

1.1 Overview



Figure 1: Regional Context

The Heights District (The District) represents an opportunity to create a vibrant mixed-use urban neighborhood destination that is strategically located in the heart of Vancouver. Positioned as the next up-and-coming neighborhood, the approximate 205-acre District is surrounded by stable yet growing neighborhoods. Natural greenbelts and neighborhood parks are a signature of the area. The hallmark of The District may be its quiet character, where people have lived for many generations and are exceptionally friendly.

Promoting health, well-being and equity, The Heights District Plan envisions a new diverse residential neighborhood that will replace the current Tower Mall. New retail and commercial uses, supportive social services, healthcare and churches all contribute to a balanced neighborhood. Key to The Plan is the future Mill Plain Bus Rapid Transit (BRT) that will connect The District and safe access to the new neighborhood as a unique place to live and work.



Figure 2: The Heights District

2.0 Heights District Vision & Design Guidance

2.1 Vision

The Heights District is a vibrant, connected neighborhood center. The center seeks to promote community health, wellness and a shared identity. This identity reflects the value placed on the past and current community with an eye toward welcoming future generations in an inclusive, respectful and equitable manner.”



Figure 3: The Heights Tower Mall Redevelopment Area

2.2 Universal Design Principles

The Heights District Urban Design Guidelines (Guidelines) are founded on a number of Universal Design Principles that help shape the character, urban form and public spaces of The District. The success of The District will rely on an understanding and application of the following elements:

- Neighborhood context, culture and history
- Proximity to the future Mill Plain BRT
- Sustainable design best practices
- Design character and compatibility
- Community health, well-being and equity

The following Design Drivers were established as part of The Heights District Plan process:



Overarching Driver

MIXED INCOME HOUSING

A fundamental driver of The Heights District is the integration of a variety of housing types and sizes that are available to diverse community members; including affordable, attainable and market rate housing.



A series of Primary and Secondary design drivers have been established for The District to help inform high-quality design outcomes. The Primary and Secondary Drivers are as follows:

Primary Drivers

CONNECTIVITY

To strengthen multi-modal connections and improve accessibility throughout The District and within the 20-minute walkshed.



Connectivity



COMMUNITY HEALTH, WELLNESS AND EQUITY

To embrace and promote healthy living, universal design and social equity as core values of The District.



Community Health, Wellness & Equity

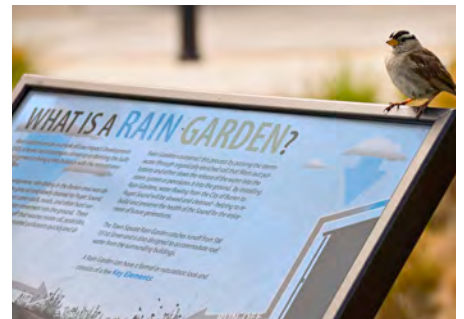


SUSTAINABILITY

To reflect social, economic and environmentally-friendly best practices.



Sustainability



Secondary Drivers

PUBLIC REALM

To create a variety of vibrant community spaces that elevates the quality of life for all residents and visitors.



Public Realm



ARTS / CULTURE

To promote arts and culture in The District.



Arts/Culture



ECONOMIC DEVELOPMENT

To attract private investment and deliver equitable public benefit.



Economic Development



URBAN FORM / CHARACTER

To promote good urban form that invites high-quality design and enriches safe places to enjoy.



Urban Character/Form



3.0 Design Guidelines Document Structure

3.1 Purpose

The purpose of Urban Design Guidelines is to ensure high-quality and sustainable development in The Heights District over time. The Guidelines address all aspects of development, including public spaces, streets, and built forms. Each of these elements contributes to the vision for The District and the Tower Mall Redevelopment Area. The Guidelines are intended as an illustrative tool to help inform readers of the vision and intent and to guide new development and adaptive reuses in The District.

User Friendly: The Design Guidelines are intended to be user-friendly for city staff and end-users of the document (developers, property owners, architects and engineers).

Stand alone: The Design Guidelines are intended as a standalone document but also reference back to the City's Development Code as required.

Comprehensive: The Design Guidelines address all aspects of development within The Heights District.

Visionary: The Design Guidelines serve as a tool to help ensure quality of development over time although periodic revisions of the Guidelines may be anticipated.

3.2 Document Structure

ORGANIZATIONAL FRAMEWORK

The following Guidelines are organized around key design topics. Each topic is supported by an **Intent Statement**, followed by a series of **Standards** and flexible design **Guidelines**. The document structure establishes baseline development standards as well as flexible guidance that help guide the project design toward the overall Heights District vision and goals.



Standards

Development Standards are intended to establish a baseline for consistent quality of development and to help integrate the overall The District. The purpose of the Standards is to govern the urban form of The District and to ensure essential health, safety standards are met while integrating a variety of mixed-uses within The District. The Standards are prescriptive requirements that are codified and required. Standards shall be adhered too in order to provide a comprehensive approach to site development, public realm and structures and to ensure the long-term viability of The District. In instances where the standards in the guidelines differ from the standards in the City's Development Code, the standards in the Development Code supersede the standards in the design guidelines.

Guidelines

The Guidelines serve to inform the development of all structures and landscapes within The District and are intended as a discretionary tool. The Guidelines are administered in concert with the City Codes and Development Standards to be applied by each applicant as required to ensure individual projects meet acceptable design principles established for The District. The Guidelines address both the broader vision for The District while also describing a rationale for higher quality design regarding characteristics and features of buildings, streets and public spaces.



APPLICABILITY

The Guidelines apply to the entire The District and address all aspects of development, including site planning, building design, streets, public realm, and landscapes in The District. A fundamental design objective is the creation of a pedestrian-friendly, mixed-use district that features pedestrian-oriented urban streets, distinctive architecture, the integration of the historic and cultural elements. A progressive, forward-thinking sustainable design approach is also key to guiding appropriate development in The District over the next 20+ years.

PROCESS AND USE

The Guidelines will be applied to individual development projects as a means to implementing the overall District design objectives. Departures from or modification to Guidelines may be requested through the detailed site plan review process. Such requests are not considered to be variances per VMC Chapter 20.290 and shall be presented in the detailed site plan review process. Developers shall demonstrate that requested departures or modifications shall equally or better meet the intent and purpose of the Standards.





B

The Heights District

1.0 Organizing Structure

1.1 Character Zones

The District organizational structure is defined by a series of character zones that provide a unique set of design prerequisites. Each character zone addresses unique neighborhood attributes and uses as well as massing and scale that are contextual to adjacent uses. The following character zones are established for The District.

- **District Gateways**
- **Activity Center**
- **Residential Neighborhood**
- **Innovation Hub**



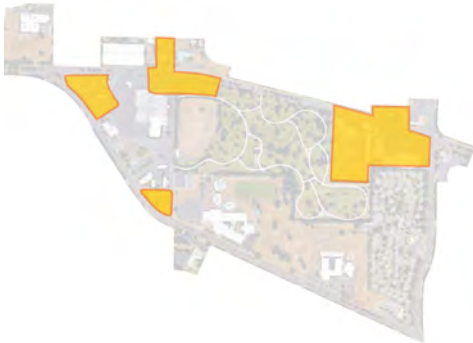
Figure 4: Map of The Heights District Towne Plaza Redevelopment Area



Figure 5: Map of The Heights District Character Zones

District Gateways

DISTRICT GATEWAYS serve as entries to The District and are delineated with varying architectural scales that respond to both The District and surrounding residential neighborhoods. The urban form at these Gateways should celebrate the physical corner sites while respecting the scale and context of adjacent uses.



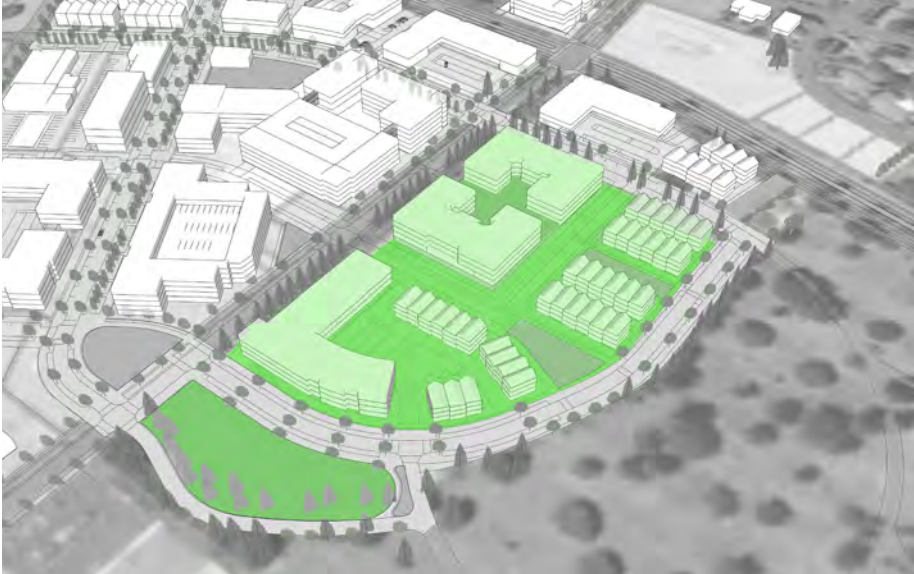
Activity Center

ACTIVITY CENTER is the 'Heart' of The District and includes a diversity of uses with taller, higher-density buildings, active streets, and quality of materiality and amenities.



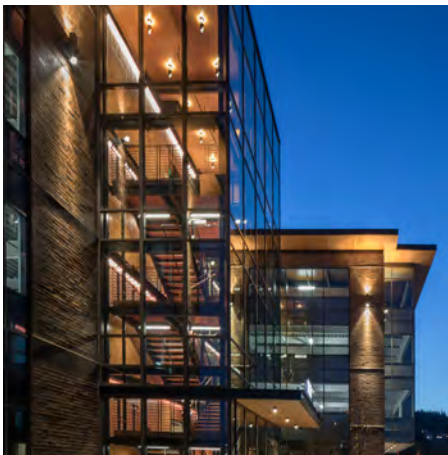
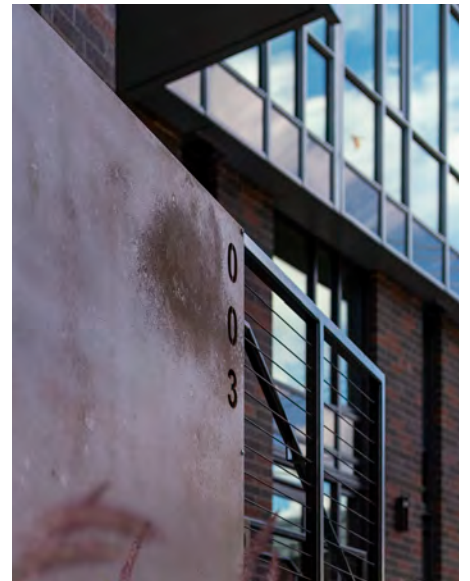
Residential Neighborhood

RESIDENTIAL NEIGHBORHOOD includes lower scale townhomes, office, family housing, quiet streets and street end parks, with informal walking paths and views to open space and the Park Hill Cemetery.



Innovation Hub

INNOVATION HUB is likely to be built in the later phases of development and incorporates an eclectic mix of uses and new innovative building types that support flexible makers spaces, breweries, health supportive services, office/employment and residential uses. The scale of development is moderate and complements adjacent uses and the proposed tree-lined MacArthur Boulevard Greenbelt.



1.2 Public Realm

The District embraces public spaces that embody and celebrate the local community. Residents and visitors will enjoy spending time in well-designed and well-maintained parks, plazas, and streets that are interconnected and integral to The District. **The Loop** feature located within the Redevelopment Area is the hidden gem of central Vancouver. This ¾ mile pedestrian amenity integrates a functional street and an exemplary design quality of materials, and serves as a unique placemaking feature.

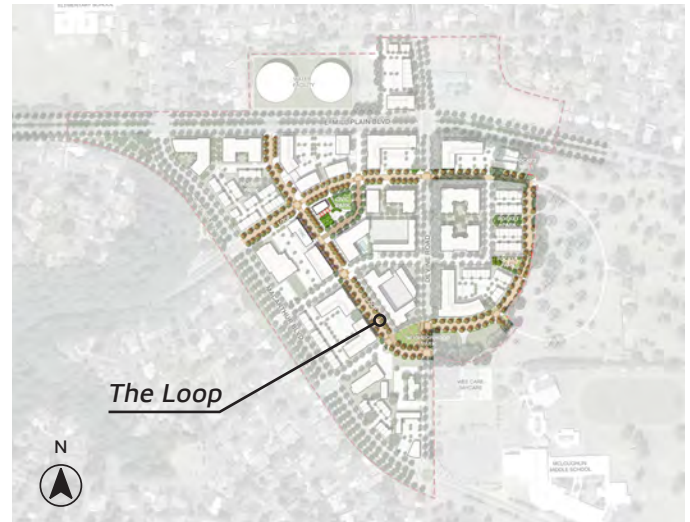


Figure 6: The Loop

1.3 Streets + Streetcapes

Community members will have access to an interconnected non-motorized mobility network that is safe and comfortable to use. The street network and urban trail system promotes a 20-minute walkshed and seamlessly stitches The District as a cohesive place. Public health and sustainability will be advanced through the development of complete streets system. Connections will be responsive to access needs of pedestrians, bicyclists, transit, and vehicles and include features to ensure comfort and safety through improved lighting, signals, striping, visibility, and shelter. Connections to services and amenities within The District will be enhanced with improvements to the arterial road system and the future Mill Plain Bus Rapid Transit (BRT) line.

The street and streetscapes Guidelines contained in this document shall be used as a design template only. Refer to Title 11 for the required street standards.



1.4 Built Urban Form

The built urban form of The District will define a distinct identity based on a livable, mixed-density, mixed-use neighborhood scale while respecting surrounding neighborhoods. The land use pattern, block size and uses promote public health and sustainability through the creation of high-quality design, human-scale, architectural character, a mix of architectural building typologies and the attention to details, aesthetics and amenities consistent the vision of The District.

Built structures are designed as flexible, multi-purposed to accommodate a mix of uses wherever feasible. Wayfinding, signage and public art is integrated as part of the architectural expression and public spaces, enhancing the identity of The District and adding to its visual appeal



Figure 7: Civic Plaza at the Activity Center



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**URBAN DESIGN
STANDARDS & GUIDELINES**

1.0 Overall Site Development Standards

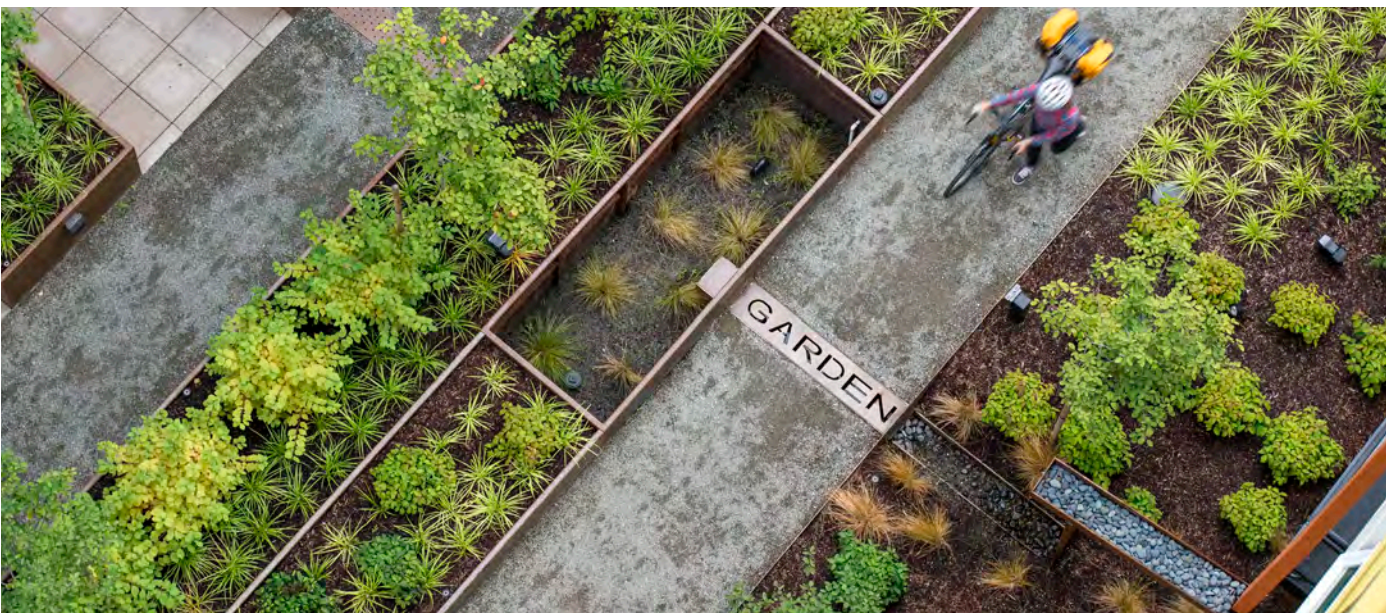
1.1 Overview

The overall site development standards are established to support The District vision as a walkable, mixed-use neighborhood form of development. The standards establish universal design principles that ensure safe, accessible connections throughout The District and encourage environmentally sustainable best practices throughout The District.

1.2 Assumptions

The Development Standards and Guidelines assume:

- The implementation of The District will evolve over time. Active participation of a variety of property owners, developers, designers, and end users will be required to ensure the vision of The District is fulfilled.
- All new development projects, buildings and additions to existing structures shall be reviewed and approved through the City of Vancouver administrative review process on a case-by- case basis.



Integrated open space enhances the character of adjacent buildings and provides areas for respite and activity

- Individual building projects will be consistent with the overall design theme established for The District.
- The Loop and Civic Park serve as the principal public landmarks within the Tower Mall Redevelopment Area. These landmarks are purposefully connected by a series of pedestrian passageways, alleyways, and plazas with a mix of office, residential, and local and regionally-based retail uses throughout The District.
- The core mixed-use buildings in the Activity Center are surrounded by vertically integrated mix of uses where-ever feasible and will include ground-level retail and customer-oriented services and residential or office uses above ground-level functions. The combination of uses is designed to promote vitality and diversity of activity within The District.
- A contemporary composition of buildings will reflect an architectural character that enhances the urban neighborhood, streetscapes, and pedestrian experience emphasizing a variety of materials textures, forms, colors, and transparencies.
- Varying building typologies will help create a diversity of building forms and urban spaces and serve as a unifying feature for the Tower Mall Redevelopment Area.



A mix of building typologies to help create a diversity of building forms and urban spaces

2.0 Public Infrastructure

2.1 Principal Street System

INTENT

Designated principal streets in The District shall emphasize a safe, well-connected multi-modal and pedestrian-oriented environment. The following are to serve as guidelines for streets within The District. The adopted street standards can be found at: <https://www.cityofvancouver.us/publicworks/page/transportation-development-review-and-capital-standard-plans-details>.



Figure 8: Key Map showing Mill Plain BRT Corridor

Mill Plain BRT Corridor

GUIDELINES

G-01 Mill Plain Gateway Street

The Mill Plain corridor is the principal organizing design feature and gateway to The District. Design standards shall be exceptionally executed to ensure the highest quality and safest design for all users.

G-02 Mill Plain BRT

Mill Plain Blvd. is the primary thoroughfare through The District and shall support a variety of multi-modal infrastructures, including a new Bus Rapid Transit (BRT) facility. BRT transit stations shall be located at the Mill Plain and Devine Road intersection.

G-03 Street Section

The Mill Plain street section shall accommodate wide sidewalks, landscape buffers, protected bike lanes, eastbound on-street parking, and a center median landscape area. Refer to Proposed Street Section below.



Figure 9: Mill Plain Street Section (Section A), Looking East

MacArthur Blvd. Greenbelt

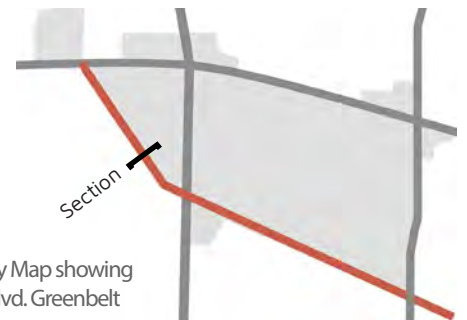


Figure 10: Key Map showing MacArthur Blvd. Greenbelt

G-01 MacArthur Greenbelt

MacArthur Blvd. is an enhanced greenbelt feature and neighborhood-scale multi-modal corridor. The design shall include low-impact development, stormwater infrastructure and bioswales and open spaces distributed along the corridor.

G-02 Amenities

MacArthur Blvd. shall include linear park amenities such as: seating and other furnishings, pedestrian-scale lighting, interpretive signage, public art, and landscaping.

G-03 Street Section

The MacArthur Blvd. street section shall accommodate vehicle travel lanes consolidated and on-street parking on the north portion of the corridor, sidewalks, landscape buffer areas, a two-way separated off-street bike facility, and a wide landscaped buffer with integrated stormwater facilities. Refer to Proposed Street Section below. Additional on-street parking on MacArthur should be considered where feasible.



Figure 11: MacArthur Blvd Street Section (Section B), Looking East

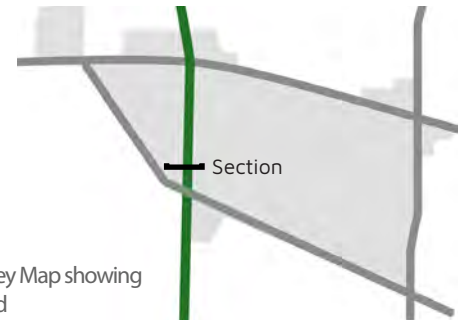


Figure 12: Key Map showing Devine Road

Devine Road

G-01 Devine Road Complete Street

Devine Road is a pedestrian-focused neighborhood-scale complete street that links the Redevelopment Area together. The design includes low-impact development, stormwater and bioswales distributed along the corridor.

G-02 Amenities

The existing trees located on the east side shall be preserved as possible to serve as a visual buffer. The street design shall incorporate street level and pedestrian-scale lighting and landscaping, and utilize enhanced paving materials for high-visibility crosswalks at the intersection of The Loop and Devine Road.

G-03 Street Section

The Devine Road street section shall accommodate vehicle travel lanes, on-street parking, sidewalks, landscape buffer areas, and a separated two-way bicycle facility on the west side of the corridor. Refer to Proposed Street Section below.



Figure 13: Devine Road Street Section (Section C), Looking North

Andresen Road

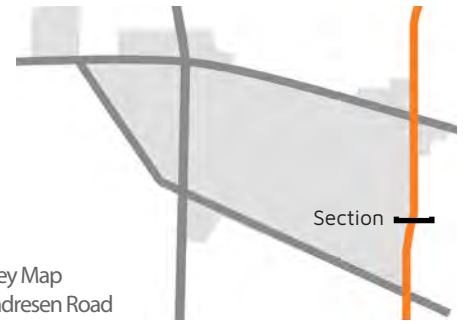


Figure 14: Key Map showing Andresen Road

G-01 Andresen Road Complete Street

Andresen Road is a neighborhood collector complete street that includes low-impact development, stormwater, a center landscape median, and landscaping along the corridor.

G-02 Amenities

Street level lighting and landscaping shall be incorporated into the street design.

G-03 Street Section

The Andresen Road street section shall accommodate vehicle travel lanes, sidewalks, landscape buffer areas, and protected on-street bicycle lanes. Refer to Proposed Street Section below.



Figure 15: Andresen Road Street Section (Section D), Looking North

2.2 Blocks & Streets



Wide sidewalks



Midblock breaks



Ground floor balconies

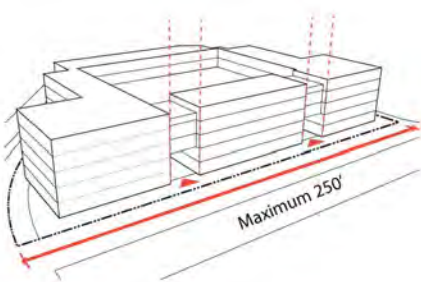


Figure 16: Maximum Block Length Diagram

INTENT

Develop a well-connected, neighborhood-scale, integrated network of small blocks and narrow streets that accommodate all modes of travel.

GUIDELINES

G-01 Block Size

The District shall support a compact street grid and block pattern. The Redevelopment Area shall be comprised of a street grid with blocks ranging in length. Based on site constraints the City may approve a limited number of smaller or larger blocks.

G-02 Block Length

Where blocks are 250 feet or longer, mid-block pedestrian connections or breaks in the building facade shall be provided. Enhanced crossings are required at mid-block locations.

G-03 Street Sections

Unless otherwise determined, the design and treatment of roadways in The District shall be consistent with street typologies as defined by the Heights District Plan and associated City of Vancouver Transportation Standards.

G-04 Alleyways

Designated alleyways shall separate structures on each block and shall be designed to safely accommodate multimodal travel in compliance with the City of Vancouver Complete Streets Policy. Activated alleyways shall be designed to facilitate activated ground uses at retail or residential entries. Alleyways shall be designed to accommodate emergency vehicle access but shall vary in design to add interest.



Example: Activated alleyways



Comfortable pedestrian ways



Linear parkway



Streets as public spaces

G-05 Mid-Block Connections

Encourage mid-block pedestrian ways and public plazas, courtyards and gardens within and in between buildings connecting blocks and key destinations as the BRT transit stations and other key pedestrian connectors.

G-06 Pedestrian-friendly Streets

Activate the public environment and support local businesses through pedestrian-friendly streetscapes.

G-07 Pedestrian Access

Secondary thoroughfares shall be designed to emphasize pedestrian access and gathering spaces oriented to a variety of ground-level uses whenever feasible.

G-08 20-Minute Walk

Encourage pedestrian scale blocks and streets that promote the 20-minute walk and focus on providing comfort, safety, and interest.

G-09 Human Scale

Connections between buildings shall be designed to focus on the human scale and encourage movement between buildings for pedestrians.

G-10 Streets as Public Spaces

All connections between sites, buildings, and public spaces shall be clearly designed to encourage public use. An activated retail zone should be encouraged, including café seating, outdoor displays, and temporary installations and uses. Minimize the image or appearance of strictly privatized spaces.

G-11 Green Streets

Encourage greener streets through vegetation, planter boxes, rain gardens, and softened edges between hardscape and landscape.

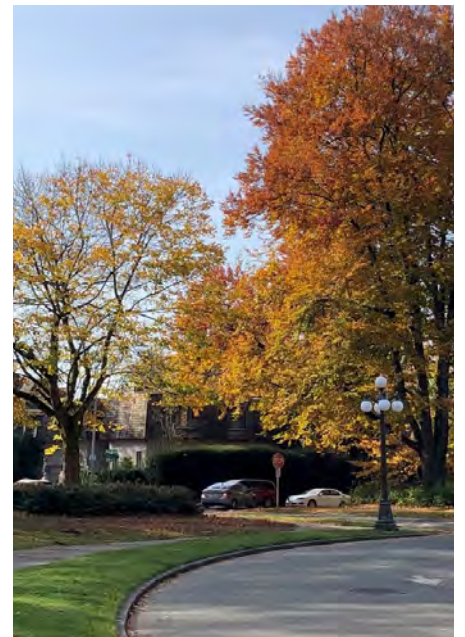
2.3 The Loop

INTENT

Envisioned as the signature unifying public amenity, The Loop establishes a unique and accessible environment that embraces walkability, safety, health and well-being, active uses and engaging streets and buildings. The ¾ mile Loop feature has a consistent design quality, though the scale and form of The Loop may vary to represent the unique qualities of each organizing character zone (District Gateway, Activity Center, Residential Neighborhood, and Innovation Hub).



Figure 17: The Loop - Redevelopment Area Plan



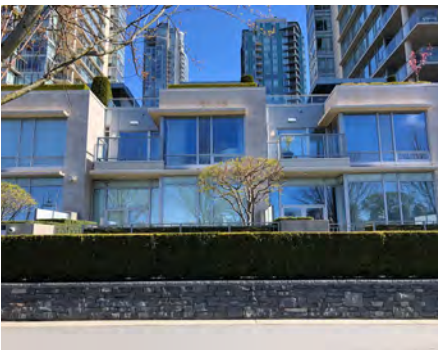
Greenway



Ground floor amenities



Linear parkway



Façade articulation



Multimodal facilities

GUIDELINES

G-01 The Loop: Street Sections

Development of the Loop shall be consistent with the Loop street typologies identified in the Heights District Plan. Refer to the Loop Retail, Loop Festival, and Loop Residential typologies below and associated City of Vancouver Transportation Standards.

G-02 The Loop: Finish Materials

The Loop design and finish materials shall exemplify high quality design, pedestrian safety and comfort, and universal design best practices.

G-03 The Loop: Stormwater Management

The Loop shall incorporate park-like amenities including but not limited to low-impact stormwater systems, bioswales and vegetation (trees and understory plantings) appropriate for stormwater systems.

G-04 The Loop: Lighting

The Loop shall include a consistent pedestrian-scale lighting design to supplement roadway lighting. Pedestrian lighting shall be contemporary, unique, consistent and of high quality.

G-05 The Loop: Emergency Access

The Loop shall serve as a unifying design element aimed at linking individual character zones and blocks within the Redevelopment Area. The Loop shall serve as a pedestrian corridor but will be designed to accommodate vehicle and emergency vehicle access.

G-06 The Loop: Amenities

The Loop may accommodate varying design features such as seating, public art, bicycle parking, and landscaping to accommodate adjacent uses and support the character zone and scale. Residential buildings fronting The Loop may include elevated stoops and entry plantings with building frontage facing the sidewalk.

Internal Streets

Internal streets within the Redevelopment Area are designed to provide a safe, multi-modal function consistent with the character and context of adjacent uses. Each street type responds to character and scale of the Redevelopment Area. Activating features such as outdoor restaurant seating, patios, storefronts, entrances to residential buildings, and publicly accessible plazas are important features to the internal street network. All street types are intended to support on-street parking and include shared bicycle facilities with Sharrow pavement markings to indicate biking and driving facilities are shared. Design speed for internal streets will average 15 miles per hour (mph) to ensure shared facilities are safe for all users.

The map diagram on the following page highlights the various Internal Street types for the Redevelopment Area.



Figure 18: Artist Rendering The Loop: Redevelopment Area Activity Center



- The Loop Retail Street
- The Loop Residential Street
- The Loop Festival Street
- Standard Street
- Internal Street With Angled Parking

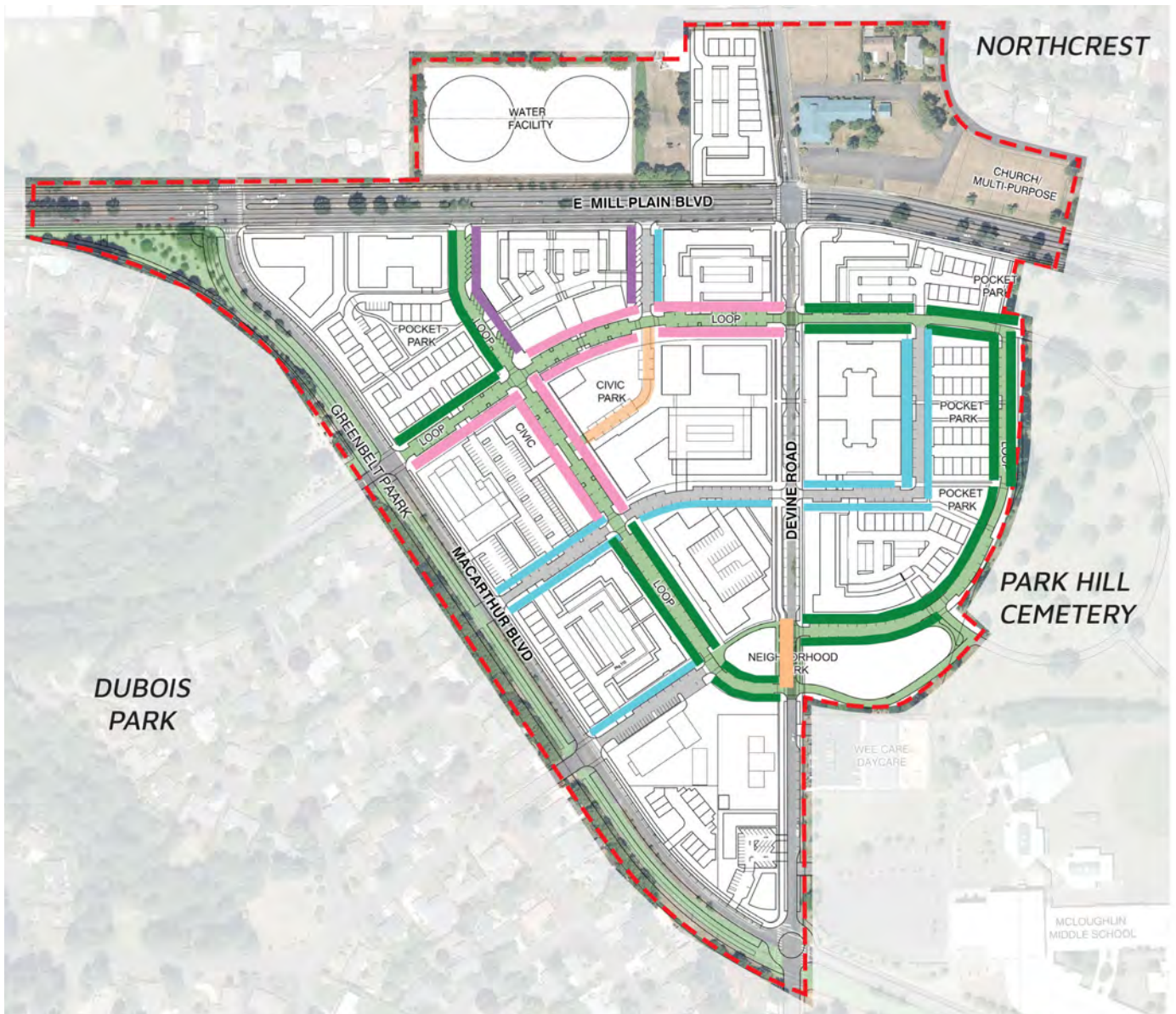


Figure 19: Internal Street Diagram

The Loop Street Type: Retail Street

The Retail Street is concentrated in the Activity Center. This street type supports retail uses and may include wider sidewalks, outdoor café seating, festival lighting, special paving, traffic calming, street trees and interpretive art. It includes travel lanes and on-street parking. Refer to Retail Street typology below and associated City of Vancouver Transportation Standards.



Figure 21: Key Map of The Loop Retail Street



Figure 20: The Loop Retail Street Section Diagram



Example: Ground level activation

Figure 23: The Loop Retail Street Section Diagram

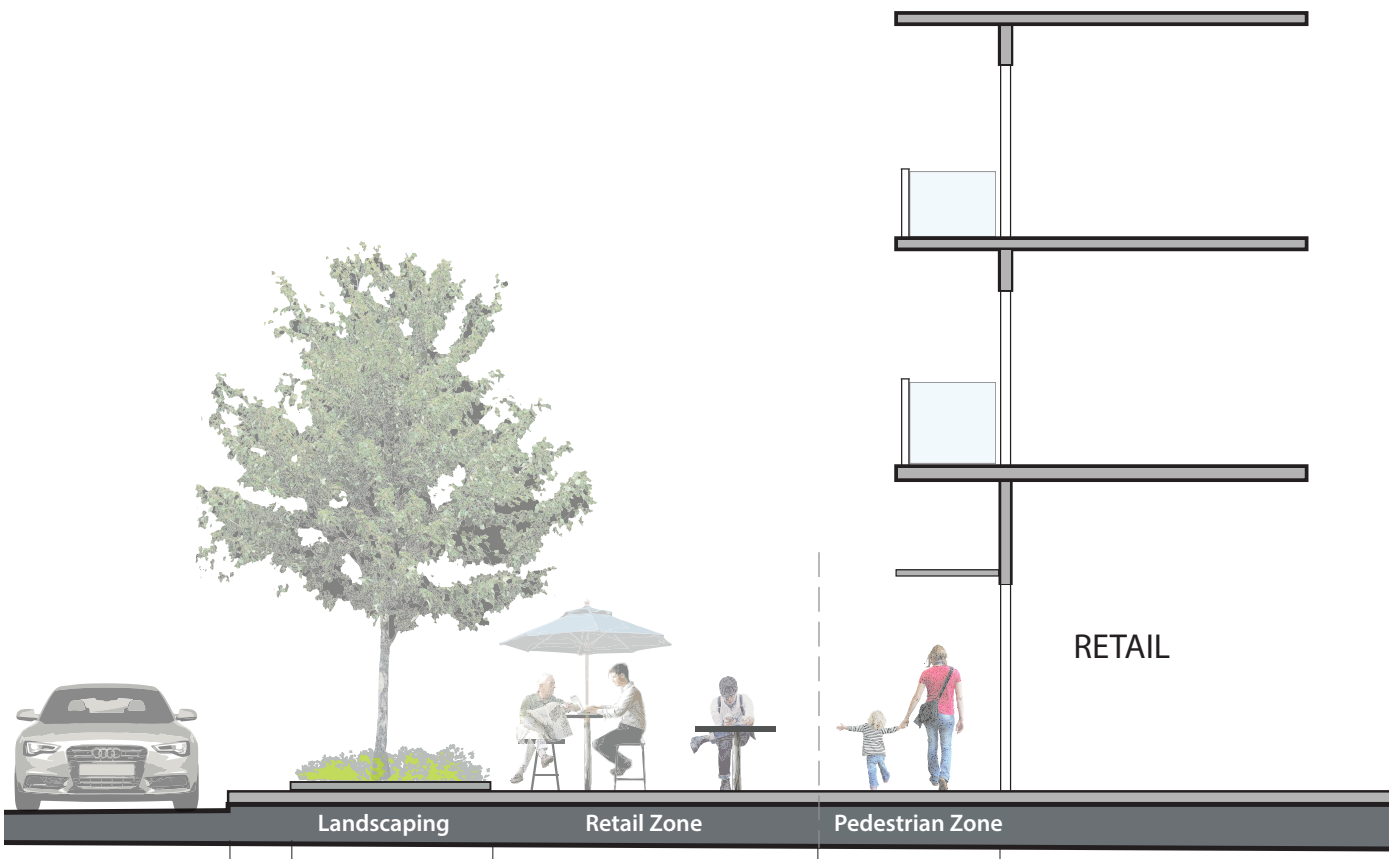


Figure 22: The Loop Retail Street Detail Diagram

The Loop Street Type: Residential Street

The Loop Residential Street type is characterized as neighborhood-scale park-like network with large shade trees, stormwater planters, traffic calming, and a variety of seating areas with benches, lighting, and engaging artworks that add interest and enjoyment. It includes travel lanes, on-street parking, and generous sidewalks, and should be designed for slow speeds that provide a safe connection for all users. Refer to Residential Street typology below and associated City Vancouver Transportation Standards.

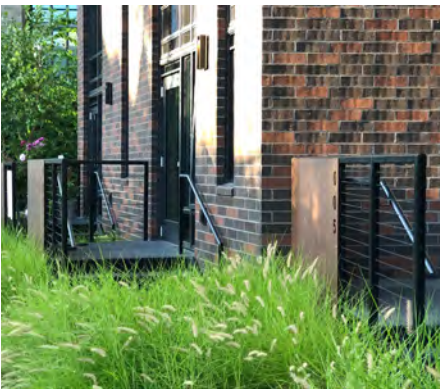


Figure 25: Key Map of The Loop Residential Street



Figure 24: The Loop Residential Street Section Diagram

Figures 26 and 27 show examples of possible options addressing public-private transitions at the ground level of residential buildings. Options may vary depending on building typology and site conditions.



Example: Residential entry with vegetation



Example: Landscaping around pedestrian zone



Example: Raised planters in transition zone

OPTION A

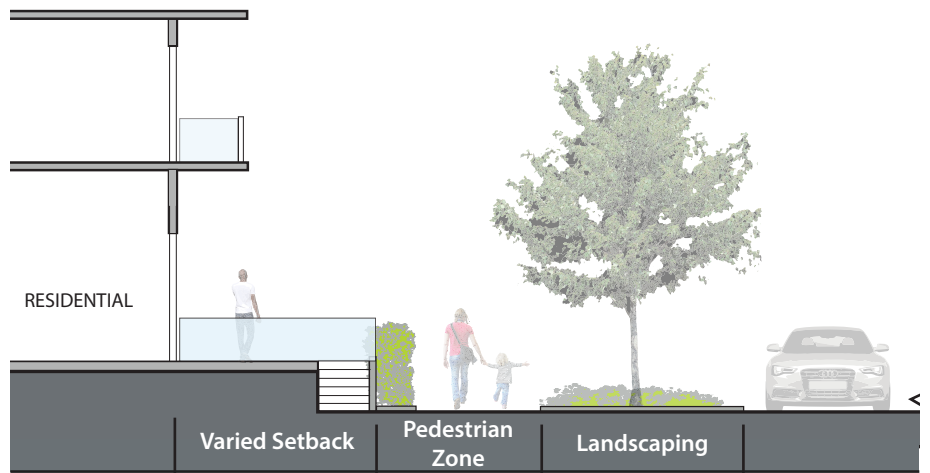


Figure 26: The Loop Residential Street Detail Section Diagram - Option A

OPTION B

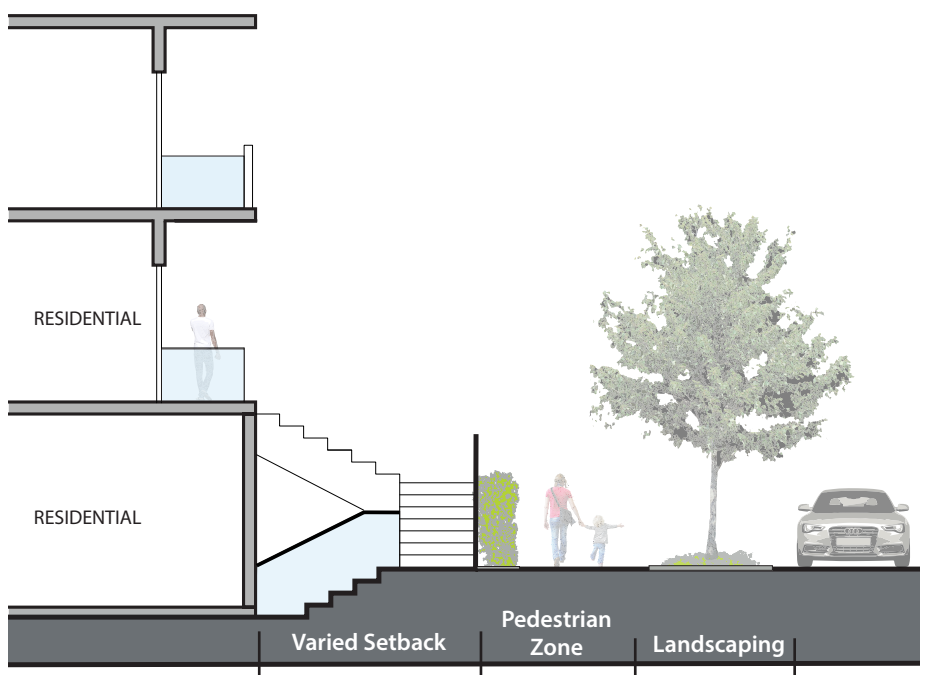


Figure 27: The Loop Residential Street Detail Section Diagram - Option B

The Loop Festival Street

A portion of The Loop in the mixed-use Activity Center is envisioned as a flexible festival street or woonerf that can support temporary closure for special events. This street type may include amenities such as raised crossings, additional traffic calming, removable bollards, and enhanced paving materials and utility infrastructure, lighting, and other event and staging needs. Refer to the Festival Street typology below and associated City of Vancouver Transportation Standards.



Figure 28: Key Map of The Festival Street



Activated festival street



Activated retail street



Plaza space



Example: Water feature



Activated festival street



Activated festival street

Standard Street

The Standard Street type is a low speed, traffic-calmed street that includes shared travel lanes, on-street parking, street trees, pedestrian lighting, and generous sidewalks. Refer to the Standard Street typology below and associated City of Vancouver Transportation Standards.



Figure 30: Key Map Showing Standard Streets



Figure 29: Standard Street Section Diagram

Internal Street with Angled Parking

Similar to the Standard Street, this low-speed street type accommodates shared travel lanes, sidewalks and street trees. On one side of the street is parallel parking while the other is back-in angled parking to expand event and retail parking during peak use. Sharrow pavement markings are provided to inform drivers that travel lanes are shared with people biking, and street design includes traffic calming to ensure slow speeds. Refer to the Internal Street with Angled Parking typology below and associated City of Vancouver Transportation Standards.



Figure 31: Key Map Showing Streets with Angled Parking



Figure 32: Internal Street - Angled Parking Street Diagram



Activated Alleys

Alleys connect uses and provide functional access to garages and a place for solid waste pick-up. In a few key high-use areas, alleys can become another layer of retail and pedestrian focused streets, by allowing additional programming and activities.



Figure 33: Key Map Showing Streets with Activated Alleyways

- Activated Alleyway: Highly programmed space
- Service Alley: Intended as pedestrian access space



Retail activated pedestrian alley



Midblock break with retail



Alley with seating features



Pedestrian alley



Pedestrian alley

2.4 Streetscapes



Streetscape amenities including seating, vegetation, etc.



Activated street with retail

INTENT

Develop a comprehensive streetscape design as a means to provide a safe and enjoyable pedestrian environment.

GUIDELINES

G-01 Lighting

Design horizontal and vertical illuminance levels to industry standard appropriate Illuminating Engineering Society (IES) recommended levels. Pedestrian scale poles, bollards, pathway lights, or architecturally integrated fixtures such as catenary supported fixtures or wall sconces shall be used for lighting pathways and alleyways. Integrated lighting, public art and signage shall serve to help users navigate the site and provide appropriate light levels for the overall site.

G-02 Lighting Aesthetics

Consider lighting strategies that will respond to different intended uses on different areas of the site, while maintaining a cohesive aesthetic. Color changing or animated/dynamic lighting which detract from natural views is discouraged.

G-03 Light Pollution and Dark Sky

All building mounted or façade lighting (in-grade, façade mounted, and entry lighting) shall be selected for scale, finish, appropriate light output, and dark sky compliance and shall not create hazards for birds or other wildlife. In-grade and up-lighting shall be minimized. Street and sidewalk fixtures shall be dark sky compliant with shielded cut-offs and no upward light pollution into the night sky.

G-04 The Loop

The lighting system for The Loop shall reflect a design that identifies this amenity as a unique design and placemaking feature in The District. Light poles and standards along The Loop shall be of a medium height and shall be spaced accordingly along the corridor.

G-05 Engaging Streetscapes

Generic streetscape design shall be avoided. Encourage materials, spaces, and art forms that are well designed and reference cultural and historic clues of the area and are engaging and fun.



Retail opens to street



Outdoor seating amenity



Multimodal connection

G-06 Streetscape Amenities

Provide urban amenities that encourage public use and soften the hardscape including seating, planter boxes, vegetations, lighting, and public arts that create an engaging and visually interesting streetscape.

G-07 Alleyways

Create activated alleys that are multi-modal and serve as public and third places, providing a unique character and urban environment.

G-08 Connections

Connectivity between the MacArthur Blvd. Greenbelt, Mill Plain BRT, and connections to other destinations throughout The District is critical to establish a robust pedestrian network.

G-09 Sustainable Design

Street design shall incorporate sustainable features such as rain gardens and bioswales.

G-10 Historical Context

Include historical references in streetscape design that speak to the heritage, history, and culture of The Heights District. This may include pre- and post-World War II history, timber, rail, and diversity and immigration.

G-11 Human Comfort

Design street as with the users in mind, focus on human-scale and safety to draw people through space to points of interest or unique architectural elements.

G-12 Wayfinding

Wayfinding is integrated with placemaking and public space design throughout The District, is accessible for people of all abilities including people with visual impairments, and serves all modes of travel. Effective wayfinding is supported by lighting that reveals a simple, clear, and uncluttered landscape and environment with visual cues accented by light to reinforce a path or hierarchy of information.

2.5 Traffic Calming



Public safety of streets with traffic calming

INTENT

Create a safe, comfortable neighborhood that balances the needs of people walking, biking, rolling, and driving. Refer to the guidelines below as well as the City of Vancouver Complete Streets Policy.

GUIDELINES

G-01 Complete Streets

All streets should be designed to provide safe travel for all users, regardless of age, ability, or mode of travel.

G-02 Design Speed - Internal Streets

Street design for internal streets shall utilize bulb outs, curb extensions, raised pedestrian crossings, raised intersections, speed cushions, narrow travel lanes and other traffic calming tools to achieve a design speed of 15 miles per hour for vehicle travel.

G-03 Stormwater Management

Bioswales, rain gardens, and other stormwater management infrastructure shall be incorporated into traffic calming facilities where feasible.

G-04 Mill Plain and MacArthur Blvd. Intersection

The Mill Plain Blvd. and MacArthur Blvd. intersection is an important gateway and shall be re-constructed to provide a visual recognition of the new Tower Mall Redevelopment Area. Enhanced pedestrian crosswalks, a reconfigured right-turn slip lane (decommissioning the right lane and converting this area into a 2-way cycle lane), stormwater management, public art, and landscape improvements will highlight this key intersection.



Protected, separated bikeway



Pedestrian crossing



Parking protected bikeway

G-05 Activity Center Woonerf

At the core of the Activity Center at the Civic Park shall be a signature woonerf—a pedestrian-focused shared street. The woonerf shall feature a curb-less street with enhanced pavement materials, traffic calming, street trees and seating areas. The shared street shall accommodate pedestrian and bicycle access and serve the hospitality use while providing a safe comfortable experience for all users.

G-06 Driveways

Minimum driveway aisle width of 24 feet is required as well as sight triangle distances. Protective bollards shall be provided at rolled curbs or at wide accessible curb ramps where vehicular traffic is anticipated to be in conflict with pedestrian movement.

G-07 On-Street Parking

On-street parking shall be provided on all public streets where feasible.

2.6 Sidewalks



Sidewalk Amenities



Integrated pathways



Integrated urban forestry

INTENT

Provide a safe and well-connected pedestrian-oriented environment that includes sidewalks and pathways throughout The District.

GUIDELINES

G-01 Principal Street Sidewalks Widths

Sidewalks shall be provided on all streets and sidewalk width shall be consistent with the City of Vancouver Street Standards. Principal arterials shall include vertically separated, hard surface sidewalks.

G-02 Internal Street Sidewalks

Sidewalks widths for the Redevelopment Area shall vary depending on the street type. Sidewalks for designated Festival Streets may be flush with the roadway. The cross section would include a continuous flat surface (with allowance for surface drainage) with variable paving materials and removable bollards to delineate the emergency access lane.

G-03 Crosswalk Materials

Enhanced crosswalk design shall be provided at key intersections supporting The Loop. At a minimum this should include ladder crosswalks and could include painted or thermoplastic artwork or other highly visible on-pavement materials within the crosswalk zone.

G-04 Paving and Curb Standards

Heights-specific paving and curb standards and street tree planting details shall apply to all streets within The District.

G-05 Sidewalk Amenities

Outdoor café seating and other amenities are encouraged to define and activate the public realm. Where outdoor café seating is anticipated, a minimum sidewalk clearance, as determined by local code, shall be maintained for pedestrian circulation.



2.7 Park & Open Spaces



Active, accessible open spaces serve a variety of uses and users

INTENT

Establish and reinforce a healthy and active park and open space system in The District.



Figure 34: Plan of Civic Park

Civic Park

GUIDELINES

G-01 Civic Park Location

A primary civic park space shall be located in the core of the Activity Center. This space will be highly programmed, supporting a range of activities and events where the greatest mix of uses occurs.

G-02 Activation

The civic park shall be surrounded by ground level activated spaces and uses and shall include gathering areas, interactive play/water features, adjacent outdoor seating, and public art elements. The stand alone commercial building located within the civic park shall be designed to support and be integrated with activated open space strategies.

G-03 Access

The civic park is a major character-defining element of the neighborhood and will be accessed by streets and pedestrian pathways connecting to the Mill Plain BRT, MacArthur Greenbelt, and other uses.

G-04 Scale + Context

The civic park shall be appropriately scaled and contextual in design to relate to the center of the neighborhood.



Park activation



Example: Play area

G-05 Placemaking

Placemaking features of the highest quality shall be included in design of the civic park and adjacent Loop roadway. These shall include visionary design that celebrates the unique attributes of the Heights and facilitates public access and inclusion.

G-06 Universal Design

The civic park shall incorporate universal design principles for parks, playgrounds and open space, and ensure access and enjoyment for all community members regardless of age or ability.



Figure 35: Plan of Neighborhood Park



Figure 36: Location of Pocket Parks



Example: Seating area

Neighborhood / Pocket Parks

GUIDELINES

G-01 Neighborhood Park

The Neighborhood Park is an essential feature of The District’s health and well being approach, and shall provide community-serving amenities.

G-02 Pocket Park Locations

Smaller scale neighborhood and pocket parks are an essential part of The District’s health and well-being approach. These park spaces shall be fully integrated and serve as publicly accessible local neighborhood amenity spaces.

G-03 Programming

Neighborhood and pocket parks shall incorporate diverse and context sensitive designs including play areas that serve a range of age groups and all ability levels, and provide active programming as well as places for respite and passive use.

G-04 Incentivized

The Neighborhood and Pocket Parks located within private development blocks may be incentivized as part of development proposals.

G-05 Scale + Context

Neighborhood and Pocket Park shall be appropriately scaled and contextual in design to relate to adjacent uses.



Community open space

G-06 Contextual Design

Public spaces, civic parks, pathways, and open space shall be framed by active uses such as building facades and entries, retail or commercial activity, residential entries and stoops, and well-lighted landscape transition areas.

G-07 Universal Design

The neighborhood and pocket parks shall incorporate universal design principles for parks, playgrounds and open space, and ensure access and enjoyment for all community members regardless of age or ability.



Figure 37: Public Realm and Open Space Diagram



Pocket park



Example: Play area



Active use event area

Public Realm

GUIDELINES

G-01 Diversity & Universal Design

Design of public space shall be welcoming to all of Vancouver's diverse communities. Designs shall not reflect the specific interests or serve the specific needs of a limited demographic. All publicly accessible spaces shall incorporate universal design principles for parks, playgrounds and open space, and ensure access and enjoyment for all community members regardless of age or ability.

G-02 Privatization

Public spaces, particularly plazas and connections through blocks, shall be designed in a manner that reflects their intended public use and accessibility, and avoid designs, configurations, and layouts that project an image of privatization.

G-03 Playful Design

Public spaces shall encourage whimsical and fun elements that are welcoming to users of all ages, abilities, and demographics.

G-04 Active Uses

Public spaces, including parks, plazas, and portions of primary active alleyways shall be framed by active uses such as markets and retail or commercial activity.

G-05 Placemaking Context

The design of public spaces shall include references to the history, heritage, and culture of The District.

G-06 Design Integration

Designs of public spaces, supporting amenities, and artwork shall pursue civic forms within the Activity Center, and natural, organic, and fluid forms within the Residential Neighborhood.



Open space with context



Connection of open space



Placemaking context

G-07 Amenities

Public spaces shall incorporate art, lighting, and unique seating features as amenities to the public and to create dynamic and diverse public spaces.

G-08 Property Owner Engagement

Coordinate with property owners to create a dynamic and memorable park spaces that will include amenities, public art, programming for activation and event activity (farmer's market and weekend events).

G-09 Food Vendors

Vendor carts, food trucks, or kiosks shall be encouraged within public civic park area. The design may be of high quality and complementary to the surrounding areas. Vendor cart and kiosk design, hours of operation, and associated storage facilities are subject to review and approval.

G-10 Public Life

Spaces may include a variety of formal public spaces including plazas, passageways, and courtyard spaces. Each space shall integrate appropriate materials to accommodate people and various activities. Plazas shall be designed to create opportunities for seating and gathering with benches, turf lawns, shade trees, and be flexible in design to accommodate multiple purposes.

G-11 Durability

Quality, durable paving materials and features that provide interesting qualities of color and texture to distinguish different functional uses are encouraged.

G-12 Park Hill Cemetery

Pedestrian connections shall be designed to encourage safe walking trips through the Park Hill Cemetery that respect its primary use as a resting place.

2.8 Landscape Design



Example of landscape design

INTENT

Define and enhance the outdoor experience and environment through landscape materials and design.

STANDARDS

S-01 Adaptive Plant Types

Use the Heights-specific Preferred Native and Adaptive Plant Species as a primary resource for all at-grade planting areas both on site and within the public right-of-way. If the plants species are not available, applicants shall submit no less than five (5) statements from wholesale plant nurseries stating the plant material is not available. If the Planning Official approves, applicants must provide plant substitutions that meet the same characteristics of the preferred plants, such as but not limited to: size, shape, fall color, flower, and genetic potential. The characteristics must come from objective sources, such as books, manuals, or green industry cut sheets. The full Heights-specific Native and Adaptive Plant Species list can be found in Appendix 1.0.

S-02 Landscape Requirements

All development will meet or exceed landscaping standards in VMC 20.925.030-1 for the HX zone.

S-03 Landscaped Buffers, Planter Strips, and Vegetated Swales

All landscape buffers, planter strips, and vegetated swales approved as part of the development on-site and/or within the public right-of-way shall be maintained. Plants shall be maintained in a vigorous and healthy condition, free from diseases, pests and weeds. Competing vegetation shall be controlled to the extent necessary to allow establishment, survival, and growth of the plantings per the approved Landscape Plan. Plants which become diseased, severely damaged, or which die, shall be removed and replaced by the owner as soon as possible but no later than 60 days if notified by the city. All plants removed shall be replaced with a healthy plant of the same size and species as required by the approved Landscape Plan for the property.

S-04 Tree CAP Program

Establish minimum standards for The District consistent with the City of Vancouver Tree Canopy Achievement Program (Tree CAP) neighborhood Gold Leaf standard for neighborhoods. More information about the City of Vancouver Tree CAP program can be found at: <https://www.cityofvancouver.us/publicworks/page/tree-canopy-achievement-program-treecap>

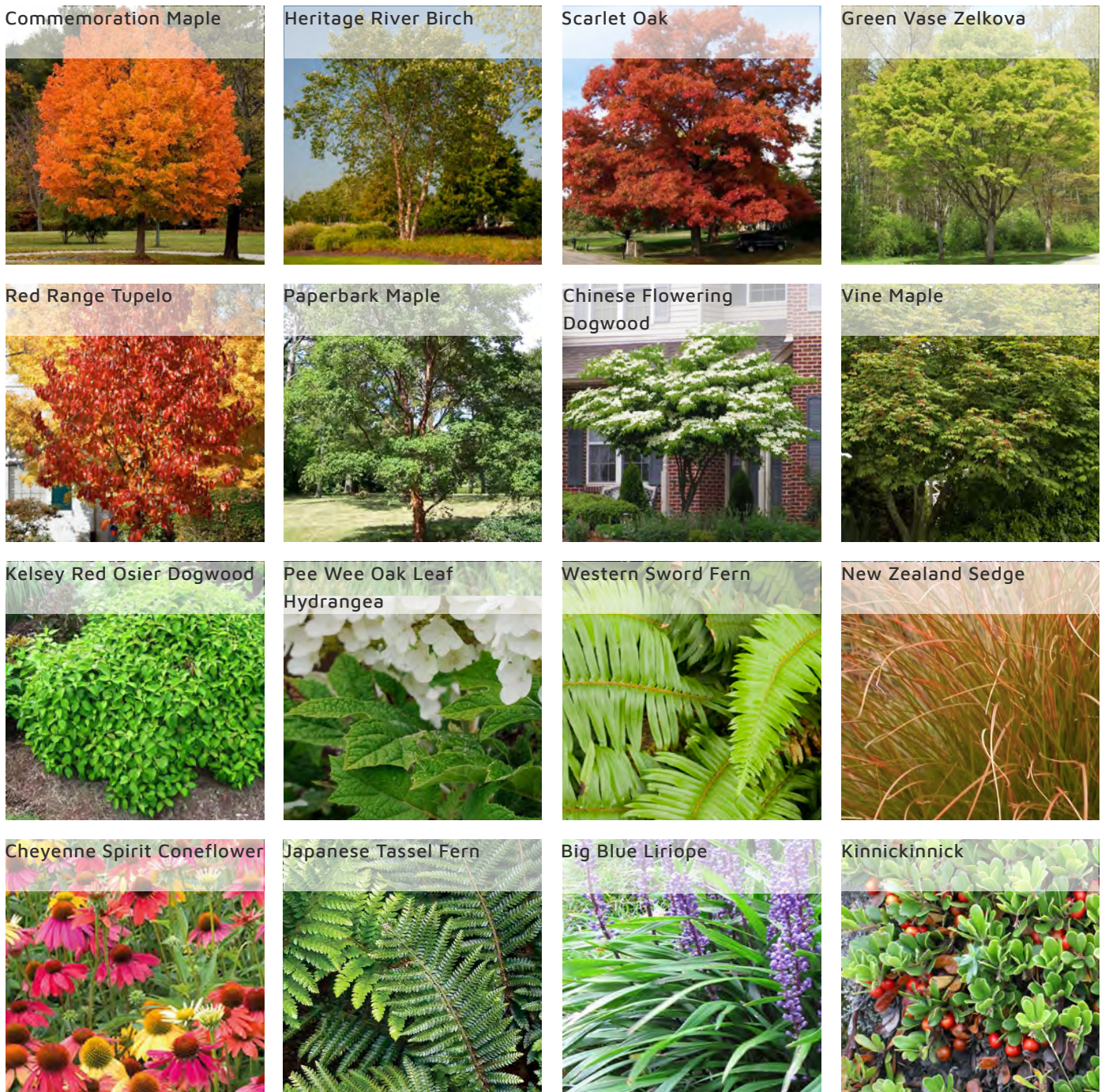


Figure 38: Examples of Species on the Heights-specific Preferred Native and Adaptive Plant Species List (see Appendix 1.0 for full species list)



Stormwater management



Integrated building and plaza space

GUIDELINES

G-01 Landscape Planting

Landscape planting design should meet project intent while responding to The District's proximity to natural environments of surrounding areas.

- a. In all public spaces, care should be taken to exclude plants that may be toxic, a noxious weed, or cause injury.
- b. Native and adaptive plants are preferred for all planting design to expand habitat and promote the natural environment.

G-02 Significant Plants

If significant or historic plantings exist on site, they shall be preserved in original locations, relocated, or replaced in kind by the new development to continue to expand the urban tree canopy.

G-03 Green Infrastructure

Green Infrastructure elements, such as rain gardens, cisterns, permeable pavements and bioretention, shall be visible when possible to the public and integrated into placemaking strategies. These facilities shall encourage educational opportunities and provide an understanding of environmental systems.

G-04 Low Impact Development

Incorporate low impact development strategies, such as vegetated roofs, permeable pavement, and bioretention cells (rain gardens).

G-05 Pedestrian Scale

Incorporate high quality, pedestrian scale materials at the ground plane and in site amenities to define the pedestrian realm destinations and changes in use and circulation patterns. Site furniture and materials shall fit into the architectural character of the surrounding landscapes.

G-06 Corner Parcels

Corner parcel developments shall consider creating public spaces that blend with the right of way space and encourage pedestrian flow and social interaction.

- a. Retail and residential activation at corner conditions shall be highly considered to allow activation for both indoor and outdoor use.
- b. Provide seating and art that engages the public and consider setting building corners back to allow for more open space and good visibility at corners.

G-07 Locating Open Spaces

- a. Sunlight/Aspect of Open Spaces: When possible, site development and open spaces favorable to natural daylight exposure and use. Prioritize the siting of project open spaces with southern exposure for maximum solar gain.
- b. Plants and Habitat: Enhance and utilize existing site features and significant trees as a factor in building design placement if present on site. Preserve and maintain the existing tree canopy whenever possible to maintain local environmental cooling from the urban canopy within The Heights District.
- c. Water: Use site drainage as an opportunity to add interest, educate, and create functional landscapes that contribute to the overall public health of The District (i.e. rain gardens, bioswales, etc.).

G-08 Vegetative Roofs

Vegetative roofs aimed at mitigating stormwater runoff and roof top amenity spaces are highly encouraged.



Native species



Creative seating



Plant heights promote visibility

G-09 Crime Prevention Through Environmental Design

Incorporate Crime Prevention Through Environmental Design (CPTED) best practices in landscape design and location planting with respect to views, prospect-refuge, and access points in all public open spaces.

G-10 Invasive + Toxic Plants

In all public spaces, care shall be taken to exclude plants that may be invasive, toxic, or injurious.

G-11 Street Tree Planting

Open planting beds designed for street trees and stormwater management is preferred. Street tree grates (minimum of 5 ft. x 7 ft.) shall be provided where high pedestrian activity and/or on-street parking is present; otherwise, under-canopy planting is encouraged as long as it does not exceed 3 feet. Tree canopy shall start no lower than 8 feet. For silva cells, minimum soil volumes are 300 cubic feet for small trees, 600 cubic feet for median trees, and 1,000 cubic feet for large trees. Reference VMC 20.925.050 and City of Vancouver Transportation Standard Details.

G-12 View Corridors

Street plantings shall be designed and maintained to enhance view corridors and provide a level of safety and security for pedestrians, i.e. hedges no higher than 3 feet to provide views from the right of way.

G-13 Seating Areas

Outdoor seating areas are encouraged to be oriented toward the south and west and to optimize views.

2.9 Enhanced Stormwater Management Systems



Public plaza with integrated stormwater management

INTENT

The District is characterized by an open flat area with well-drained soils. Stormwater management strategies aimed at mitigating and preventing ponding due to storm events is a key design intent.

STANDARDS

S-01 Integrated Stormwater Management Systems

The District shall incorporate stormwater management systems as a principle design element in order to manage and direct stormwater runoff while creating an opportunity to integrate public space amenities as part of the sustainable site management approach.

S-02 System Design

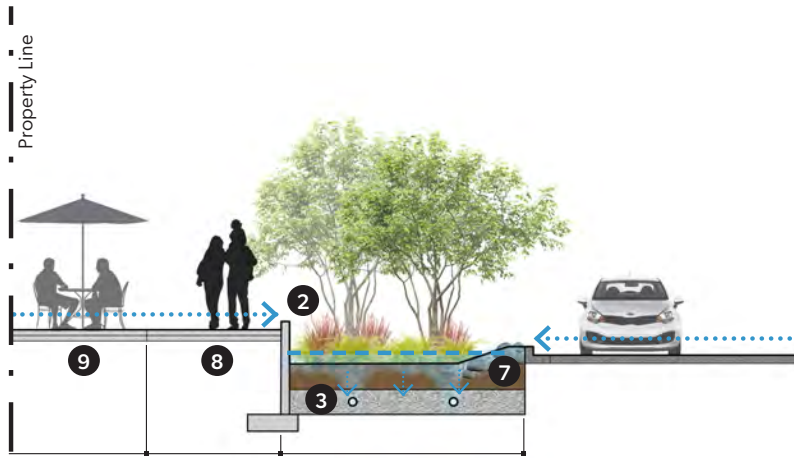
Stormwater infrastructure shall be designed as a complete system connecting buildings, sites, parcels and blocks as an interconnected system. The Loop feature is a key stormwater management infrastructure that shall be connected to the MacArthur Greenbelt. These corridors shall serve as a passive public space and amenity while integrating functional roadway and stormwater features using the existing street rights-of-way.

S-03 Sustainable Plant Materials

Select plant materials conducive to periods of high-water levels, as well as prolonged periods of drought shall be utilized to mitigate varying seasonal conditions.

S-04 Stormwater Management Infrastructure

Stormwater infrastructure shall be provided consistent with the City of Vancouver Transportation Standard Details for the Heights District, and Heights District Stormwater and Urban Forestry Guidance document.



- 1 Seatwall
- 2 Raised Curb
- 3 Perforated Underdrain
- 4 Planting Beyond
- 5 Approved Street Tree
- 6 Curb & Walk-Off Strip w/ Permeable Pavers
- 7 Flow Dispersion
- 8 Public Sidewalk
- 9 Retail Zone

Figure 39: Curb-Bulb Bioretention Diagram

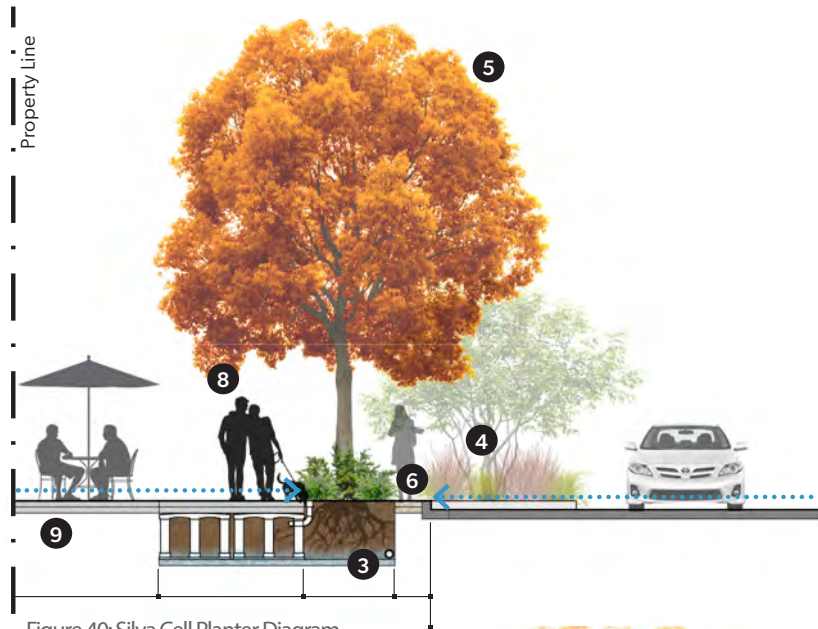


Figure 40: Silva Cell Planter Diagram

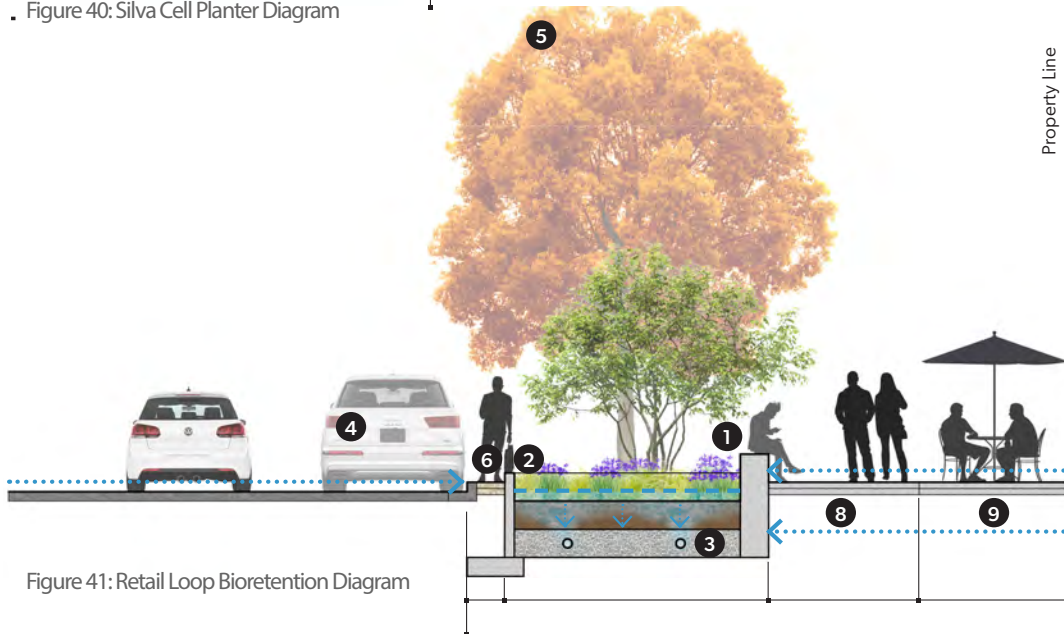


Figure 41: Retail Loop Bioretention Diagram



Figure 42: Silva Cell with Tree Grate Diagram



Figure 43: Bioretention Swale Diagram



Integrated stormwater



Creative planting



Native planting



Green roof



Plaza with green space



Stormwater feature

GUIDELINES

G-01 Natural Areas

Maintenance and restoration of natural areas and open spaces (Park Hill Cemetery and school sites) shall be considered as part of the overall stormwater management approach.

G-02 Building Systems

Building design shall consider stormwater management strategies as roof top gardens and cisterns to help mitigate and slow down water run-off during storm events.



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3.0 Building Typologies



Retail building



Attached townhomes



Residential alley

INTENT

Provide a diverse range of building types that contribute to overall District character and enhance the experience of users.

GUIDELINES

G-01 Building Variation

The District Redevelopment Area master developer shall be required to contract with a variety of developers and builders to ensure diversity in building typologies and building product types within each character zone for the Redevelopment Area.

G-02 Time and Place Design

Building design shall be original and leverage the latest in quality materials, technologies, and sustainable building systems.

G-03 Architectural Diversity

Buildings shall be diverse with a variety of typologies, building forms and scale and roof lines.

G-04 Simplicity

Simple forms and quality materials shall take priority over extensive modulation.

G-05 Transparency

Building design shall reflect the uses supported by the structure, with a seamless transparency between internal and exterior features.

G-06 Active Design

Active Design Principles, such as engaging common stairways and inviting connections to the street, shall be incorporated wherever feasible.



Mixed use building



Townhomes with solar panels



Architectural diversity

G-07 Innovative Design

Encourage innovative building design that allows flexibility in design outcomes and solutions.

G-08 Contextual Design

Reflect the proximity to and relationship with adjacent neighborhoods and access to the future Mill Plain BRT.

G-09 Building Variety

Include historical references in design that speaks to the heritage, history, and culture of The District. This shall include pre- and post-World War II history, timber, rail, and diversity and immigration.

G-10 Diversity

The District shall represent a variety of building character and typologies to ensure diversity in built urban form for each character zone and block to block.

3.1 Civic, Institutional, Religious



Example of a civic use

Key components/design elements of civic and institutional buildings:

- Civic or institutional uses on predominant floors
- Wide variety of architectural styles
- Building frontage responds to public access and public realm
- Building expresses a singular and cohesive architectural concept



Example of a religious use



Religious use example

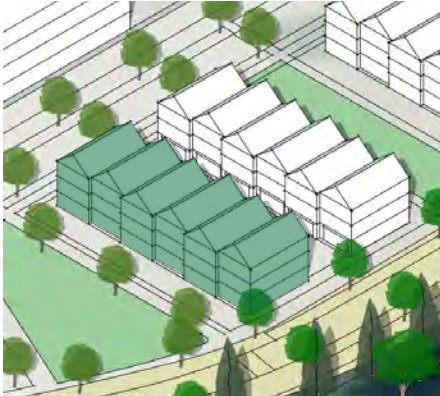


Civic building



Civic building

3.2 Attached Single-Family Townhomes



Key components/design elements of attached single-family townhomes:

- Residential uses on each floor
- Diversity of architectural styles
- Variation in ground floor facades
- Alleyway garage or tuck-under parking
- Durable, high quality materials



Attached townhomes



Building with step-down



Tuck under parking



Attached single family housing

3.3 Mixed-Use Residential



Key components/design elements of mixed-use residential buildings:

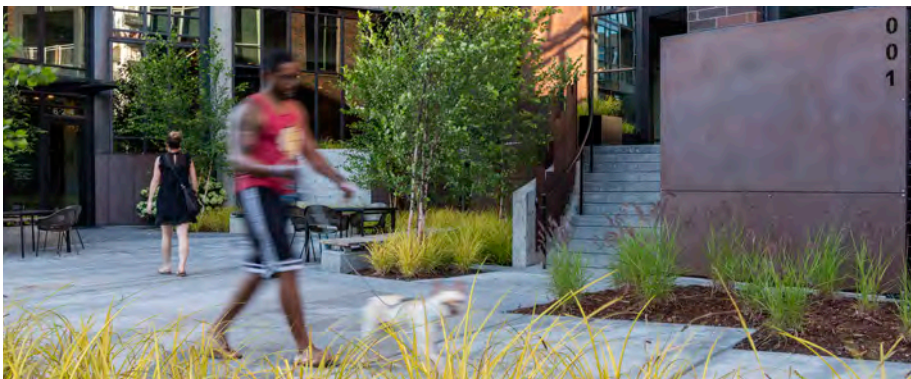
- Active ground plane with semi-private terrace, garden, stoop, or entry
- Residential uses on each floor above ground floor
- Building frontage responds to public access areas and public realm
- Diversity of architectural styles



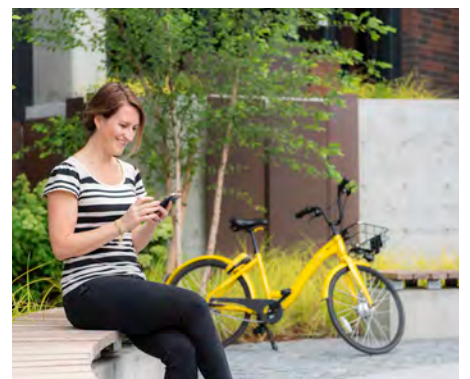
Multifamily housing



Residential open space



Variation in entryways



Integrated seating

3.4 Mixed-Use Commercial



Key components/design elements of mixed-use commercial buildings:

- Predominantly commercial uses on the ground floor
- Active ground plane with retail, entry lobbies, civic, institutional, or other public uses
- Building frontage responds to public access areas and public realm. Commercial uses are expressed on façade
- Primary entries are legible and facing principal streets



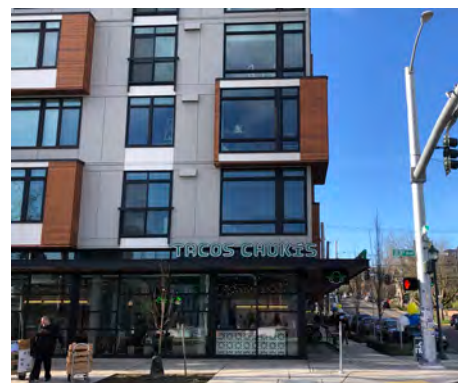
Retail & office uses



Separated multimodal access



Outdoor seating



Ground floor retail

4.0 Architecture

4.1 Massing & Scale



Architectural guidelines create diverse and appealing buildings

INTENT

Provide for an appropriate building massing and scale consistent with the vision and in context with existing neighborhoods and uses in the area.

STANDARDS

S-01 Building Heights

Maximum building heights are determined by the applicable character zone. The following building heights standards shall be adhered to for The Heights District:

Character Zone	Maximum Height
Activity Center	Maximum of 85 feet
Residential Neighborhood	Maximum of 85 feet
Innovation Hub	Maximum of 50 feet
District Gateway	Maximum of 50 feet (not abutting residential zones) Maximum of 40 feet (abutting residential zones) Maximum of 35 feet (fronting Idaho St.)

Note: For the Heights District, abutting is defined as sharing a property line with residentially-zoned property.

S-02 Building Step Downs and Transitions

In the District Gateway sub-district, building heights shall be reduced to a maximum of 40 feet within 60 feet of shared property line with residential uses, and a maximum of 35 feet within 140 feet of Idaho Street.

S-03 Massing and Scale

Taller structures and buildings with perceived greater massing shall be located in the core Activity Center. Buildings shall step down from the core area to the perimeter of the Redevelopment Area.

S-04 Building Facades

Building facades shall not exceed 165 feet in length without an intervening break.

S-05 Build to Line

Buildings containing non-residential uses on the ground floor shall comply with the provisions of VMC 20.630.020 that describe building lines provisions for street frontages. The Planning Official may allow a building to be setback from the required building line for the intent of rain protection or to provide for plaza space. No portion of the building shall extend into the public right of way except for balconies and awnings. Buildings containing residential uses on the ground floor shall be setback from the property line a minimum of 6'-0" and a maximum of 10'-0" to ensure privacy from the public realm.

S-06 Ground Floor Plane

For buildings 5 stories and above, the maximum ground floor plate area shall not exceed 16,000 square feet. An option to this standard is to demonstrate significant massing break in the building façade to include recessed breaks (minimum 20 feet in length and depth) and ground plane openings as pedestrian connections.

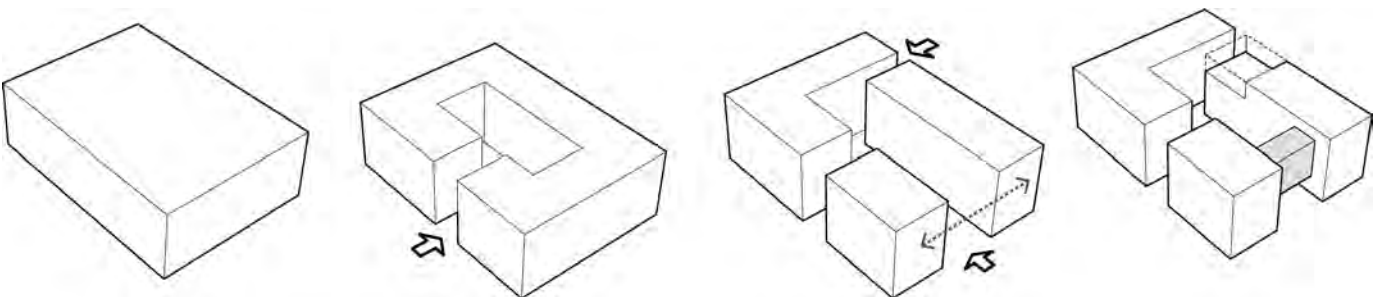


Figure 44: Building Massing Typology Example

S-07 Building Configuration and Form

Built structures shall demonstrate the following design principles:

- a. Building configuration and orientation intend to optimize solar gain and human comfort.
- b. Upper story setbacks of building façades.
- c. Incorporating interesting building materials and human scale proportions and design elements at the street level.
- d. A variety of building volumes to break down the visual appearance of taller structures and building mass.
- e. Expression of different uses within the building to break up potentially monolithic building forms, i.e expressing the circulation on the exterior vs. the residential units.

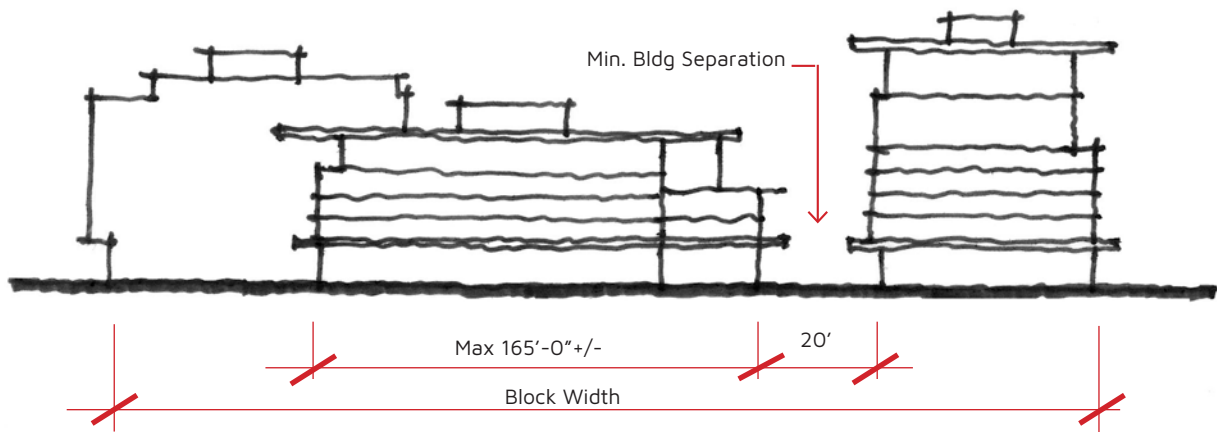
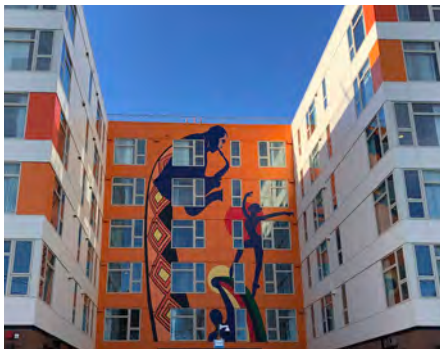
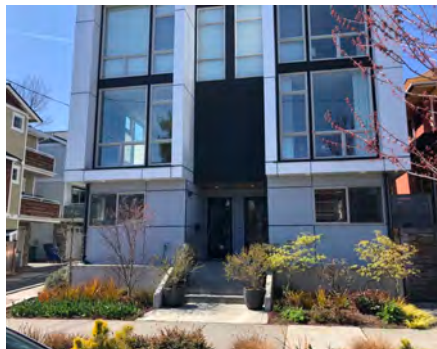


Figure 45: Building Massing Strategy Example



Integrated art



Residential stoops



Ground floor transparency



Residential entryways



Material variation



Façade variation

GUIDELINES

G-01 Proportionality

Design well-proportioned and memorable buildings that take advantage of view corridors along The Loop and into the Tower Mall Redevelopment Area.

G-02 Variation and Interest

Encourage varying building types, heights and incorporation of interesting roof lines and form.

G-03 Design Theme

Ensure building elements and details are visually consistent and reinforce the building's design theme or rationale.

G-04 Building Character

Ensure buildings are of a character and scale appropriate to the site with human-scale articulation of the building and particularly public façades.

G-05 Adaptive Reuse

Allow adaptive reuse of existing buildings and encourage new and old buildings to design ground floor spaces that can accommodate a variety of uses in the future.

G-06 Materials

Stipulate the use of high quality, durable, urban materials and integrated design details, particularly in the pedestrian environment.

G-07 Sustainability

Promote sustainability features incorporated into buildings and into the site development that provide community and environmental benefits and are visually appealing.

G-08 View Protection

View corridors within and beyond the core Activity Center blocks shall be enhanced.

4.2 Modulation & Façade Articulation

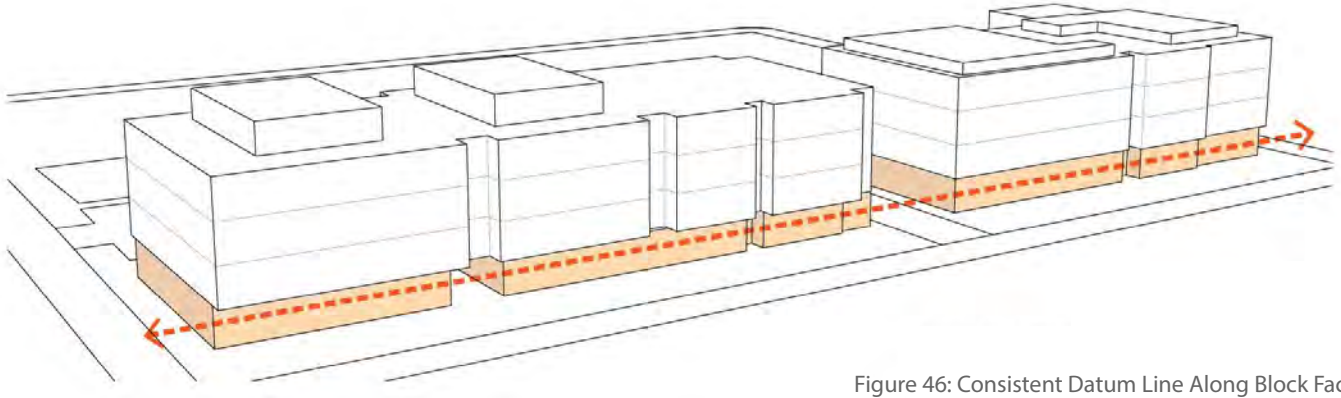


Figure 46: Consistent Datum Line Along Block Face

INTENT

Building facades and architectural concepts shall promote a balance of interest and functional design that is of human-scale and appropriately responds to the street and the building context.

STANDARDS

S-01 Ground Floor Transparency

Buildings with ground floor commercial uses visible from the public way or public areas such parks and other publicly accessible space shall have a minimum 75% ground level façade transparency between 2 feet and 8 feet above sidewalk grade.

S-02 Active Ground Floor Uses

Active ground floor uses (building entries and lobbies, residential entrances, restaurant, and storefronts) shall be provided at ratios consistent with the HX Plan District.

S-03 Ground Floor to Floor Height

A minimum of 16 feet building ground floor-to-floor height shall be adhered to.

S-04 Modulation

The minimum modulation along the building façade shall be one foot, and the minimum width shall be five feet.

S-05 Building Entry

Main entrances shall be easily identifiable through the use of building articulation and modulation. Avoid recessed doorways to provide high visibility from the public way.

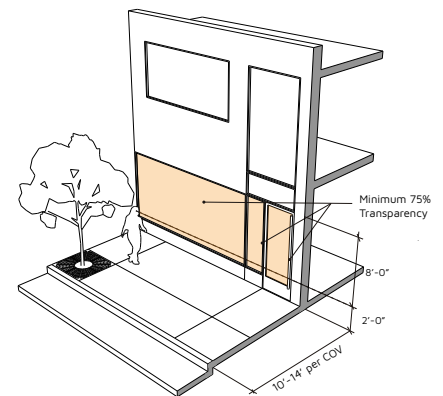


Figure 47: Minimum Transparency

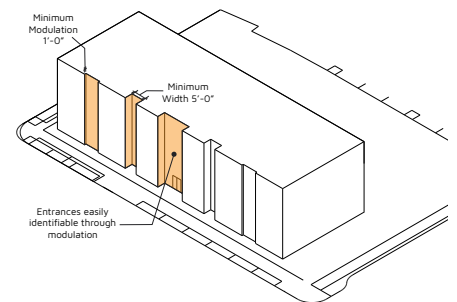


Figure 48: Minimum Modulation

GUIDELINES**G-01 Detail and Proportionality**

Design all building facades with the same degree of quality, detail, proportion, and materials.

G-02 Building Composition

The composition and architectural expression of the building shall be viewed as a whole. Ensure that all facades are attractive and well-proportioned.

G-03 Cohesiveness

Buildings shall present a cohesive façade composition with a minimum of materials necessary to achieve the intended design.

G-04 Design Character

Buildings shall reflect a variety of design outcomes, diversity in style and character. However, all buildings shall reflect a façade composition and modulation that is well-proportioned and balanced.

G-05 Human Scale

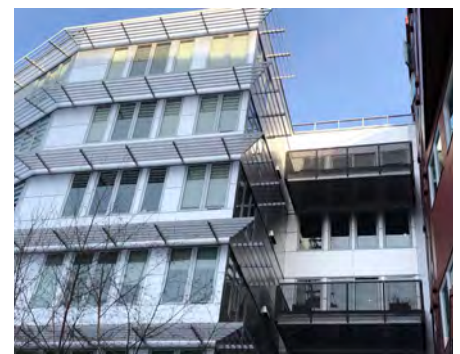
Façade articulation shall reinforce human scale by conveying occupancy types using architectural features such as balconies, bay windows, and operable windows for residential and hospitality uses, solar screening and rhythmic windows patterns and spacing for office, clear glass and signature entries for retail.

G-06 Horizontal Datum Line

A building ground plane shall reflect a perceived horizontal datum line to reinforce a consistent design element. Buildings elements may step back along a block face at the height of an established datum line at key streets and fronting specific open spaces.



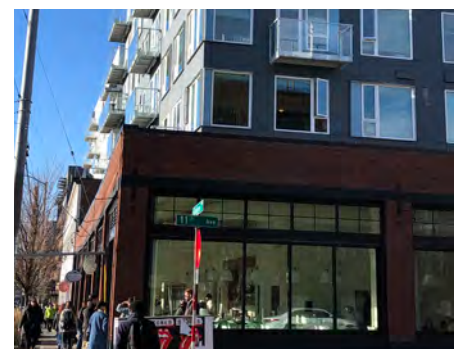
Ground floor transparency



Example of cohesive design



Example of modulation and façade articulation



Example of step-down and façade articulation

4.3 Entrances



Elevated entryways create building articulation

INTENT

Reduce the perceived mass of a building through ground level and upper level setbacks and create consistency in different buildings across the block face.



Ground floor setback

Ground Level Setbacks

STANDARDS

S-01 Ground Floor Level

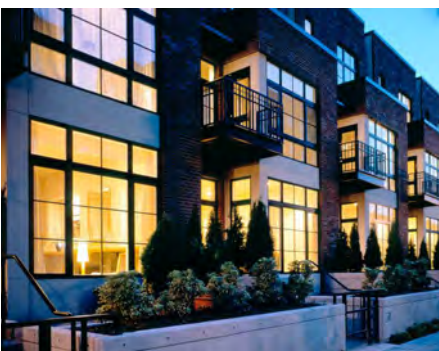
Ground floor residential uses shall be elevated above the sidewalk grade a minimum of 2'-6" to create privacy adjacent to the public realm. For these units, ensure an alternate access point that is accessible by wheelchair (as required by the City of Vancouver Building Code).

S-02 Entryways

Ground floor residential entrances shall be setback from the property line a minimum of 6'-0" and a maximum of 10'-0" to ensure privacy from the public realm. Porches, patios, private spaces allowed within the setback.

S-03 Recessed Ground Floor Level

Recessed ground floors shall be restricted to one level height, except at main entrances.



Ground floor residential entrances setback



Example of recessed entryway



Example of garage parking entrance



Example of public-private transitions

S-04 Vehicle Entries Standard

For mixed-use residential and commercial buildings requiring vehicular garage entrances, the garage opening shall be set back from the building frontage. All required visual sight setbacks shall be adhered to.

S-05 Townhome Garage Parking Standard

A minimum of a 3 foot setback shall be applied for alleyway garage or tuck-under parking.

GUIDELINES

G-01 Public-Private Transitions

Residential unit ground floor entrances shall include elements that provide transitional space between the public and private realms such as landscape spaces, low walls, stoops, porches, or recessed entry. Clear transitions shall be provided between private, semi-private, and public areas.

G-02 Security

For ground level residential uses, a private terrace, garden, or patio space may be located in the ground level setback zone and adjacent to the public sidewalk to ensure that there is adequate separation from the ground floor unit and the pedestrian way.

G-03 Side Yard Setback

Side yard setbacks shall provide a sensitive interface with adjacent properties to minimize overlook and where appropriate create a private connection from the front to rear of the property for residential uses.

Middle & Upper Level Step Backs



Example of middle & upper level step backs



Example of upper level step backs



Example of upper level step backs

GUIDELINES

G-01 Park Adjacencies

Buildings adjacent to parks and open spaces shall include upper level step backs. The step back will be determined based on the building massing, scale, and context.

G-02 Top Floor

The top floor of buildings shall step back to create a distinctive building top and provide outdoor terrace space where appropriate.

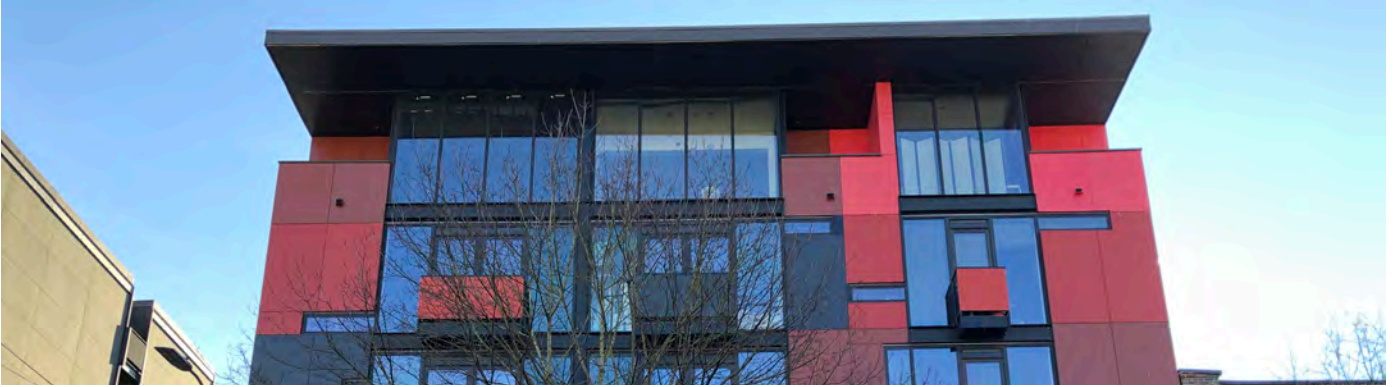
G-03 Sunlight and Shading

The design of buildings shall consider natural daylighting and shading conditions to maximize sunlight and views and minimize any negative shade and shadow impacts beyond the parcel line.



Example of conceptual diagram for step backs

4.4 Roof Forms



Flat roof example with deep overhang

INTENT

A variety of roof forms are encouraged to achieve a diversity of architectural expression.

STANDARDS

S-01 Roof Lines

The length of any continuous flat roofline shall not exceed more than 100 feet without modulation. The minimum vertical modulation for roof lines is 3'-0".

S-02 Roof Materials

Roof materials shall meet the minimum SRI (solar reflectance index) standards to reduce urban heat gain. Inappropriate materials such as wood singles, cement tiles and plastic slate and shingles shall be discouraged.

S-03 Roof Top Projections

Elevator core, stair projections, and mechanical equipment may be incorporated into the architecture of the building with consistent building materials.

S-04 Roof Decks

Accessible roof decks shall provide safety setback standards from the roof edge and mechanical equipment as required.



Example of design consistency



Example of roofline variation



Screened mechanical equipment

GUIDELINES

G-01 Gateway Buildings

Buildings located at corners that frame the District Gateways character areas shall be expressed with a unique roof form and /or corner treatment.

G-02 Variation

Various roof forms are encouraged and shall be in scale with the building massing, consistent with the architectural character and be fitting with the overall building composition.

G-03 Roof Line Hierarchy

Roof forms shall emphasize a hierarchy when buildings contain more than one roof on different levels.

G-04 Design Consistency

Roof forms may be generally flat or sloping gable type forms and consistent on each building.

G-05 Green Roof

Green roofs are encouraged when the roofscape will be visible to nearby buildings.

G-05 Roof Overhangs

Deep roof overhangs are acceptable provided they are in proportion with the overall building and contribute to solar shading and reduced heat gain.

4.5 Secondary Architectural Features



Diverse architectural features such as roof decks, building curvature and material variation create appealing structures and visual interest

INTENT

Incorporate architectural design features that add interest, legibility, and character.

STANDARDS

S-01 Visual Interest

Add visual depth to façades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade design.

S-02 Encroachment

A building's enclosed occupiable space shall not encroach into the right-of-way with exception of bay windows or balconies. Bay windows and balconies shall not extend more than 4 feet into the right-of-way and 30% of width of residential units or 50% of the width of hospitality units.

S-03 Weather Protection

Overhead weather protection shall be provided along all streets with a minimum clear height of 10 feet and maximum clear height of 15 feet consistent with the provisions of VMC 20.630.030.

S-04 Pedestrian-oriented Features

At least 75% of the width of any new or reconstructed ground-level building wall facing a street shall be devoted to pedestrian-oriented features or material variation, pedestrian entrances and/or windows affording views into retail, storefront, office or lobby space.

S-05 Blank Walls

Continuous blank walls shall not exceed 15 feet in length. Where blank walls are present, incorporate a range of design approaches such as green walls, façade articulation, art, or other approved applications to create interest at the adjacent pedestrian area.



Example of using materials to create cohesive design



Example of weather protection - Canopy

GUIDELINES

G-01 Balconies

Balconies may vary in depth but shall be consistent in their design and materials on a façade.

G-02 Cohesive Design

Use design elements to achieve a cohesive fit between a building and its neighbors.

G-03 Balcony Transparency

Balcony materials and transparency shall respond appropriately to adjacent uses, privacy and aesthetics.

G-04 Ground Level Detailing

Building ground level transparency and detailing shall include a variety of rich materials and detailing to create interest for the pedestrian and encourage active street life and transparency (windows, openings, doors).

G-05 Corner Treatments

Buildings located at important gateways or framing special open spaces shall be articulated with architectural corner treatments to enhance the pedestrian experience.

G-06 Terminating Views

Buildings shall use thoughtfully designed architectural features, material and color to help frame views and highlight terminating views along corridors and at corners.



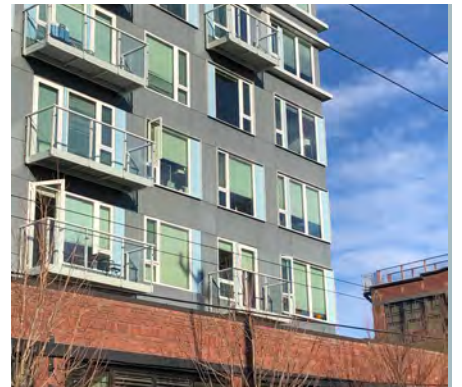
Example of screening

G-07 Weather Protection

Weather protection is encouraged for all active first floor uses and shall be integrated into the building architecture and complementary to the overall design.

G-08 Blank Walls

Blank walls are discouraged, especially along corridors intended to be active pedestrian use area. Vitrines (glass display cases and transparent advertising display cases) or show windows allowed only with approval.



Example of balconies

Service And Loading Areas**G-09 Internal to Building**

Where feasible, provide service truck turning movements internal to the building.

G-10 Screening

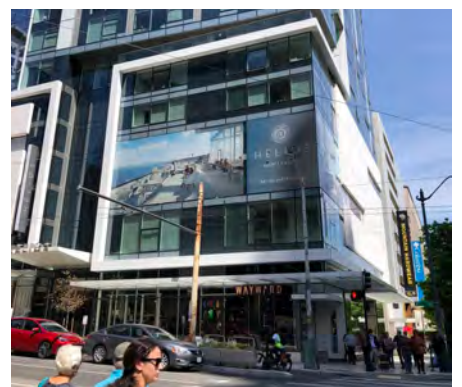
Service and loading area shall be located to minimize views from streets and adjacent uses to the extent possible.

G-11 Safety and Security

Service areas shall be well-lighted for safety of users.



Example of weather protection



Example of corner treatment

5.0 Materials & Color

5.1 Building Facade Materials

INTENT

Provide guidance for a range of color choices to be applied on architectural facades in order to create visibly pleasing and cohesive expressions in the built environment.

STANDARDS

S-01 Prohibited Materials

The following are prohibited exterior building materials: plastic laminates, glossy or large expanses of acrylic or Plexiglas, pegboard, mirror, highly polished or plated metals (except as trim), mirrored glass, fabric or paper wall coverings, plywood or particle board, sheet or modular vinyl, shingles, shakes, EIFS, stucco and horizontal lap siding.

S-02 Mechanical Equipment

Mechanical equipment and above grade utilities shall be located or screened with quality materials to minimize visual impact on the public right-of-way.

GUIDELINES

G-01 Architectural Details

Building material and details such as material transitions, soffits, overhangs, exterior architectural feature, ventilation systems, solar shades, and awnings connections and material that articulate quality construction techniques and longevity are strongly encouraged.

G-02 Environmental

Building materials shall not present an environmental hazard and shall be conducive to birds or other wildlife.

G-03 Soffits

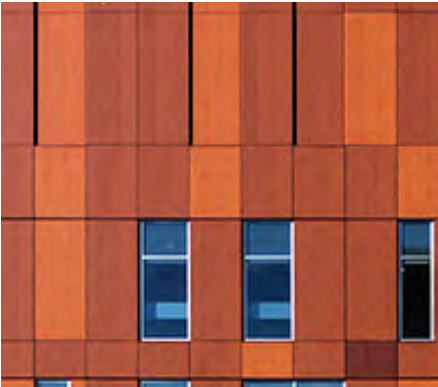
Exposed soffits shall be covered with quality, pedestrian scale materials.

G-04 Ground Level Facades

Ground level facades shall include a finer grain, deep and high-quality range of materials.

G-05 Window Details

Windows shall be designed to maximize daylight into the building. Quality windows are encouraged, with consideration of either dark color or non-vinyl in residential applications. Simulated divided light windows are prohibited.



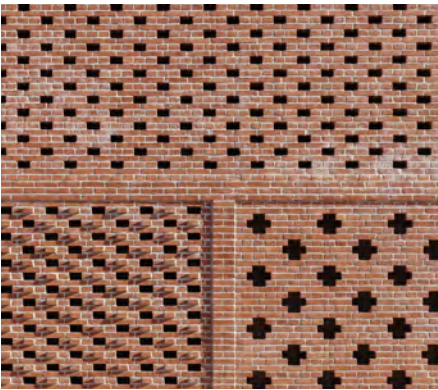
Corten steel



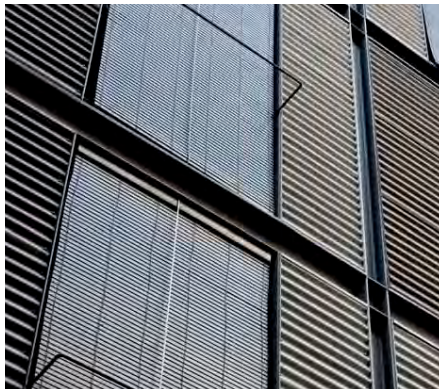
Steel and glass/curtain wall combination



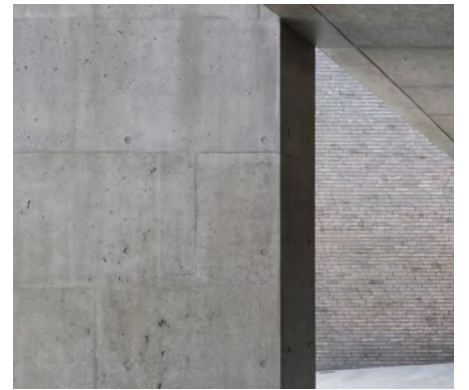
Color of brick



Diverse pattern with bricks



Corrugated metal



Concrete



Textured concrete



Stone



Random pattern of corrugated metal



Combination of diverse materials



Combination of diverse materials



Combination of diverse materials

5.2 Building Colors & Accents



Example of integrated design



Example of accent color



Example of color-material combination

INTENT

Provide guidance for a range of color choices to be applied on architectural facades in order to create visually pleasing and cohesive expressions in the built environment.

GUIDELINES

G-01 Integrated Design

Colors used on building exteriors shall integrate a building's various design elements or features.

G-02 Accent Colors

Accent colors are encouraged to avoid overly bland or homogenous building color palettes. Color may be used to accentuate and enhance building design, create contrast in the building architectural massing and modulation, and in combinations that complement each other. Accent colors should not be used in a manner that creates clutter or otherwise detracts from building design.

G-03 Color Statements

Bright colors shall generally only be used for trim or accent building features. Bright colors may be approved if the use is consistent with the building design intent or other design requirements.

G-04 Color Range

Color composition on a building facade shall explore ranges of tone as opposed to more dramatic color contrast.

G-05 Color Context

Color shall be thoughtfully considered in relation to the overall design of the building and surrounding buildings.



Example of color range



Example of accent color



Example of color-material combination

G-06 Color Repetition

Color may highlight architectural features, but piecemeal embellishment and frequent changes in color are to be avoided.

G-07 Muted Colors

Muted or earth tone colors such as beige and brown are to be avoided unless used in combination with other colors.

G-08 Color Tone Combination

Lighter colors generally shall be outward on the facade plane, while darker colors may be recessed back (on setbacks for example) to accentuate the color contrast or difference in building massing.

G-09 Harmony

A harmonious range of color shall be used as part of building exterior. Neon or bright colors, having the effect of unreasonably setting the building apart from others on the street, shall not be used.

G-10 Longevity

Consideration shall be made to color and material choice regarding weathering and fading over time as well as maintenance.

G-11 Color-Material Combinations

Colors used in combination with natural materials such as brick or stone shall be complementary of the material

6.0 Signage



Illuminated sign



Retail signage



Public realm signage

INTENT

Provide cohesive and intuitive system of signage and branding.

STANDARDS

S-01 Code Compliance

All signage shall comply with the provisions of VMC 20.960 for number and size restrictions unless as modified herein.

S-02 Sign Location

Building signage shall be located no higher than the first floor of the building.

S-03 Monument Signage

Standalone monument signage is permitted if located on private property and shall not impede right-of-way vision triangles. Monument signs shall be no taller than 8.5 feet above grade, no wider than 4 feet and be constructed of materials contained on the exterior of adjacent buildings.

S-04 Electronic Message Center Signage

Electronic Message Center signage shall not be permitted.

S-05 Master Sign Program

Individual buildings that accommodate multiple businesses and require signage for each business shall produce a master signage program that defines the size, number, and locations of signs. The design of signs shall be reviewed and approved by the City as a part of the MSP and building design review process to ensure the signage is integrated into the architecture and overall development.

**S-06 Master Sign Program – District**

All signs shall adhere to the Master Development Signage program for the Heights District.

S-07 Materials

Signage shall be constructed of high quality, durable materials

S-08 Illumination

Direct illumination such as goose neck, exterior illumination as well as halo style lettering or back lit lettering are the preferred method of signage illumination. Channel letter signage is allowed as an option only if exterior lighting applications are demonstrated to not be possible based on constraints for the mounting location, ambient light levels or to eliminate the use of a backer board.

S-09 Prohibited Signage

In addition to prohibited signage contained in VMC 20.960.030, the following signage or signage materials are prohibited:

- a. Cabinet signage/box signage/can signage
- b. No exposed raceways

S-10 Application

Signage shall be appropriate for its intended use such as residential, office, and retail.

S-11 Public Realm Signage

Kiosk, wayfinding, and interpretive signage intended to promote a comprehensive District placemaking strategy shall be allowed upon review from the City.

GUIDELINES**G-01 Design Quality**

Clear and identifiable wayfinding shall be incorporated into urban design, streetscapes, and public space designs.

G-02 Recycled Materials

Reclaimed materials shall be prominently used throughout the signage program.

G-03 Historic Cultural Character

Emphasize the history of the neighborhood, the Heights site, and City throughout the design and its concept.

7.0 Public Art



Figure 49: Public Art Location Key Map

INTENT

Create a vibrant neighborhood through the integration of art and involvement of artists throughout the built environment as an expression of the cultural, historic, social, and environmental values of The District.



Example of youth program in public space



Example of public art



Example of public art



Example of public art - Design festival

GUIDELINES

G-01 Artwork Typologies

The following types of public art and artist involvement shall be incorporated into The District:

- **Artist Collaborative Lead:** At significant sites in the development, the landscape and architectural design teams are encouraged to collaborate with artist(s) in fundamental way to incorporate art concepts into the design.
- **Significant Artwork:** Install a major, permanent anchor project in significant location.
- **Other Permanent Artwork:** Strengthen the site experience with diverse scales and concepts.
- **Temporary Art Exhibit Space:** Activate site through short-term exhibits by artists-in-residence, local artists, or open call.

G-02 Selection Process

Public art initiatives within The District shall be coordinated through the City of Vancouver Culture, Arts and Heritage Program.

G-03 Diversity

Encourage a diversity of local, regional and national artist to engage in the implementation or artworks.

G-04 Plop Art

Seek opportunities to integrate creative art design responses and avoid plop art.

G-05 Youth Programs

Integrate the school district and youth to be engaged in defining the vision of art in The Heights.

G-06 Neighborhood and Community Engagement

Encourage community participation in the selection, design and development of public art projects and events.

G-07 Bicycle Parking

Bicycle parking provides an opportunity to engage public art. Creative bike parking solutions shall balance form and function and meet the standards of VMC 20.945.050 and The City of Vancouver Bicycle Parking Guidelines.

8.0 Parking

INTENT

Provide for a right-sized balanced approach to parking.

STANDARDS

S-01 Parking Strategy

Provide a dispersed, shared parking strategy through a combination of surface, at-grade, podium and above-grade mixed-use parking structures that meet the demand of residents, visitors, and employees.

S-02 Parking Ratios

Parking will be provided to meet the acceptable City of Vancouver standards for the HX Plan District. The minimum number of parking spaces required for residential uses may be reduced with transportation demand measures consistent with the HX Plan District.

Residential Uses		
Character Zone	Required Off-Street Parking	Parking Reductions with Transportation Demand Management (TDM) Measures
Activity Center	1 space per dwelling unit	.75 spaces per dwelling unit
Residential Neighborhood	1 space per dwelling unit	.75 spaces per dwelling unit
Innovation Hub	1.25 spaces per dwelling unit	1 space per dwelling unit
District Gateway	1.25 spaces per dwelling unit	1 space per dwelling unit if development not abutting residentially-zoned properties No reductions for properties abutting residentially-zoned properties

Note: For the Heights District, abutting is defined as sharing a property line with residentially-zoned property.

Non-Residential Uses	
Uses	Required Off-Street Parking
Office	1 space per 1,000 square feet
Hotel	.5 spaces per lodging unit
Senior Living	1 space per living unit
Commercial/All Other Uses	No minimum requirement for ground floor uses



Figure 50: Parking Strategy Diagram

S-03 Parking Standards

All parking shall meet the requirements contained in VMC 20.945 as applicable except as modified herein.

S-04 Parking Structures

All structured parking shall be accessory to and integrated into a block and building envelope and will support multiple permitted uses in The District.

S-05 Surface Parking

New surface parking lots shall be located behind buildings and screened from the public right-of-way. In the event screening by the building is not feasible, staff may consider surface parking lots located along the right-of-way with required screening.

S-06 Existing Parking

Existing surface parking lots will be allowed to be maintained until replaced by development of the parcels.

S-07 Parking Access

Access to structured parking shall only be from alleys or side streets. Access to structured parking is anticipated to be from designated secondary streets consistent with the City of Vancouver standards or approved road modifications.

S-08 Parking Lot Lighting

Parking areas shall be well lit to provide for visibility at night.



Decorative screening of garage façade



Bicycle parking structures



Surface parking

S-09 Garage Openings

Garage openings visible from public streets shall include decorative screening to soften the appearance of the garage facade.

S-10 Parking Setbacks

Parking garage entrances and exits shall be setback 6 feet from the building facade. Entrances to parking structures that are completely fronted by buildings.

S-11 Parking Signage

All parking shall have clear signage and entrances/exits lighted.

S-12 Bicycle Parking

Bicycle parking shall be provided to meet the acceptable City of Vancouver standards for the HX Plan District at the below ratios and shall be consistent with the standards of VMC 20.945.050 and The City of Vancouver Bicycle Parking Guidelines.

Uses	Required Short-Term Bike Parking	Required Long-Term Bike Parking
Residential	.05 per dwelling unit for dwellings with 5 or more units	1 per dwelling unit for dwellings with 5 or more units
Commercial	1 per 5,000 sf of floor area, 2 minimum	1 per 15,000 sf of floor area, 2 minimum
Office	1 per 25,000 sf of floor area, 2 minimum	1 per 5,000 sf of floor area, 2 minimum
Civic/Institutional Buildings	1 per 5,000 sf of floor area, 2 minimum	1 per 15,000 sf of floor area, 2 minimum
Lodging	2 minimum	1 per 10 rooms
Parks	2 minimum for pocket parks & open spaces; 4 minimum for neighborhood parks, community parks, & community gardens	None

GUIDELINES**G-01 Visual Impacts**

Minimize the visual impact of vehicular parking in The Heights District and encourage the creation of a walkable community.

G-02 Dispersed Parking Strategy

Provide parking on each block with on-street parallel and/or angle parking throughout The District.

G-03 Valet Parking

Provide valet parking for restaurants, hospitality, or visitors in a way that is legible for the user.

G-04 Sustainable Best Practices

Include sustainable design strategies in parking lots, including the use of bioswales and permeable paving to manage stormwater, and use of trees and other plant materials to reduce the urban heat island effect.

G-05 Below Grade Parking

Subterranean parking may be located up to interior property lines per building code.

G-06 Architectural Design

Parking garage access shall be architecturally integrated into the building facade. Garage screen doors are encouraged to have art work or architectural details consistent with the building design.

G-07 Pedestrian Access

Pedestrian access ways to and from the garage shall be clear, convenient, and integrated into the surrounding pedestrian network.

G-08 Parking Entrances

Parking entrances should be legible and coordinated with the surrounding street network.



Parking screening



Parking signage



Parking garage access

9.0 Lighting Design



Example of column lighting



Pedestrian walkway lighting

INTENT

Create a safe and comfortable nighttime environment for The Heights District.

STANDARDS

S-01 City Lighting Standards

Street and urban path lighting shall be provided consistent with the street lighting standards established for the City of Vancouver.

S-02 The Loop and MacArthur Greenbelt

Lighting for The Loop and MacArthur Greenbelt shall be unique to reflect the qualities of these environments. Additional design is required to determine the preferred fixture and standards for these locations.

S-03 Lighting Standard Heights

Lighting poles along the MacArthur Greenbelt, Civic and neighborhood parks and The Loop shall have a height between 10 and 15 feet and shall not impose upon views of the main corridors and destinations on the site. Light luminaires shall have light shields to screen unwanted light glare to adjacent residents as well as parks users.

S-04 Dark Sky

Street and sidewalk fixtures shall be designed to limit upward light and light pollution.

S-05 In-grade Lighting

In-grade lighting is appropriate for street trees or pedestrian scale accent lights along sidewalks and pathways.



Example of tree lighting



Lighting in public spaces



Example of tree lighting

S-06 Street Lights

Light poles and fixtures chosen for public streets shall respond to the scale of the street right of way. Collector street lighting has different output requirements than for local streets and alleys.

S-07 Gateways

Major gateways shall have appropriately designed lighting to illuminate features during evening hours.

S-08 Lighting Design

Street light pole types and fixtures shall be consistent for the entire length of the street.

S-09 Building Lighting

All building mounted or façade lighting (in-grade, mounted, and entry lighting) shall be selected for scale, finish, light output, efficiency and architectural compatibility.

S-10 IES Standards

Design horizontal and vertical illuminance levels to industry standards and appropriate Illuminating Engineering Society (IES) recommended levels.



Example of animated lighting and gateway



Building lighting - Entrance



Integrating lighting with structural elements

GUIDELINES

G-01 Pathway Lighting

Pedestrian scale poles, bollards, pathway lights, or architecturally integrated fixtures such as catenary supported fixtures or wall sconces may be used for lighting pathways.

G-02 Lighting Design Approach

Provide a project site lighting system with the users in mind that will draw people through space to points of interest or unique architectural elements.

G-03 Animated Lighting

Color changing or animated/dynamic lighting which detract from natural views is discouraged.

G-04 Lighting Variation

Consider lighting strategies that will respond to different intended uses on different areas of the site, while maintaining a cohesive aesthetic.

G-05 Light Trepass

Provide appropriate light levels and shield unwanted light spillage, especially for residential projects.

Park Lighting

G-06 Pathway Lighting

Park pathways shall be discreetly lit with low level bollard lights or intermittently spaced pedestrian scale pole lights.



Transit station lighting



Transit station lighting



Example of lighting as art

G-07 Maintenance and Operations

Consistent luminaires for all parks are recommended for ease of maintenance.

G-08 Up-lighting

Up-lighting of selected locations and uses maybe considered.

G-09 Transit Stations

BRT transit lighting shall include lights to assist commuters in the early morning and evening hours at the station area. Directional in-grade surface lights, up-lighting for trees, pole lights along streets and paths of travel, and accent lights for signage shall also be considered.

Accent Lighting

G-10 Wayfinding

Effective wayfinding is supported by lighting that reveals a simple, clear, and uncluttered landscape and environment with visual cues accented by light to reinforce a path or hierarchy of information.

G-11 Lighting as Art

Coordinate lighting of public art with the artist to ensure the art is effectively represented.

G-12 Signage Lighting

Lighting of signage shall be coordinated with the design and engineering teams in order to provide appropriate light levels for wayfinding.

10.0 Utilities & Screening



Example of building screening

INTENT

Screen utilities away from highly visible areas and incorporate these elements into the building architecture.

STANDARDS

S-01 Utility and Solid Waste Locations

Utilities shall be located away from primary streets and pedestrian sidewalks and located on alleys or from secondary streets wherever possible.

S-02 Below Grade Utilities

Utilities shall be located below grade in vaults or inside buildings where possible. Solid waste containers and disposal are shall be located inside buildings. If not possible, screening shall be provided per VMC 20.970.

S-03 Venting System Locations

Venting of air exhaust and mechanical building systems shall be away from primary streets and main pedestrian areas and shall be architecturally incorporated into buildings.

S-04 Wall-Mounted Utilities

Utilities mounted on building walls shall not intrude on the public right of way space adjacent to a pedestrian path of travel, shall be setback, or have a landscape zone for a buffer.

S-05 Mechanical Vents

Mechanical vents required on building exteriors shall be located 8'-0" above grade or between grade and 18" and shall be integrated into the façade design to minimize visual impacts.



Integrating utility features



Utility locations



Example of ground level screening

GUIDELINES

G-01 Building Utility and Services

Trash and service loading docks shall be grouped with vehicle entrances where feasible.

G-02 Mechanical Systems

Mechanical systems may be incorporated as special architectural elements on a façade.

G-03 Screening Utilities

Utilities may be incorporated into landscape areas for screening while allowing 36" clearance from any trees or large shrubs.

11.0 Sustainable Site and Development Design



Integrating stormwater management and trees into street design creates attractive and sustainable places

INTENT

Incorporate sustainable design concepts as integral components to the site.

GUIDELINES

G-01 Fitwel

Establish appropriate strategies and targets for the Height District as a national Fitwel pilot project.

G-02 LEED-Gold

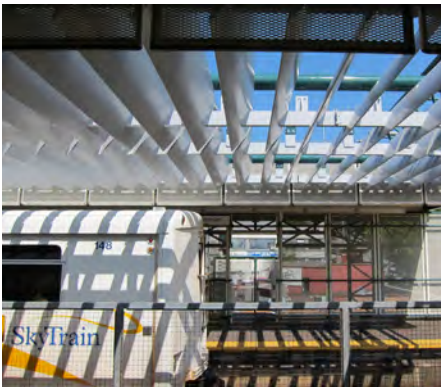
All new public use structures in the Tower Mall Redevelopment Area shall meet a minimum LEED Certification Gold or similar equivalent standard.

G-03 Low Impact Development

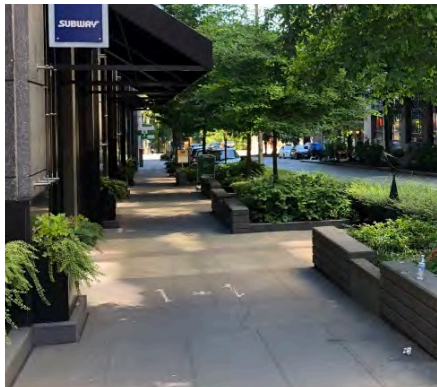
Incorporate low-impact development strategies, such as vegetated roofs, permeable pavement, and raingardens, where feasible.

G-04 Environmental Design

Integrate ecological landscape elements in site designs.



Natural light



Street trees



Active design

G-05 Dark Sky

All exterior lighting shall meet dark sky requirements.

G-06 EV Infrastructure

Electric Vehicle infrastructure shall be included within all parking lots and structures.

G-07 Active Design Principles

Prioritize healthy living through application of Active Design Principles.

G-08 Sustainable Design

Orient buildings to take advantage of solar exposure and natural ventilation when possible. Maximize daylight for interior and exterior spaces while controlling solar heat gain.



E

APPENDIX

1.0 Heights-specific Native and Adaptive Plant Species List

Preferred Species List

Coniferous Trees

Common Name	Scientific Name
Incense Cedar	<i>Calocedrus decurrens</i>
Deodar Cedar	<i>Cedrus deodara</i>
Norway Spruce	<i>Picea abies</i>
Douglas Fir	<i>Pseudotsuga menziesii</i>
Giant Sequoia	<i>Sequoiadendron giganteum</i>
Western Redcedar	<i>Thuja plicata</i>

Deciduous Trees

Common Name	Scientific Name
Bigleaf Maple	<i>Acer macrophyllum</i>
Commemoration Maple	<i>Acer saccharum</i>
Green Mountain Maple	<i>Acer saccharum</i>
Heritage River Birch	<i>Betula nigra</i>
European Hornbeam	<i>Carpinus betulus</i>
Autumn Gold Ginkgo	<i>Ginkgo biloba</i>
Shademaster Honeylocust	<i>Gleditsia triacanthos</i>
Skyline Honeylocust	<i>Gleditsia triacanthos</i>
Red Range Tupelo	<i>Nyssa sylvatica</i>
Scarlet Oak	<i>Quercus coccinea</i>
Forest Green Oak	<i>Quercus frainetto</i>
Oregon White Oak	<i>Quercus garryana</i>
Bald Cypress	<i>Taxodium distichum</i>
Frontier Elm	<i>Ulmus</i>
Homestead Elm	<i>Ulmus</i>
Green Vase Zelkova	<i>Zelkova serrata</i>

Small Trees

Common Name	Scientific Name
Eddie's White Wonder Dogwood	<i>Cornus 'Eddies White Wonder'</i>
Chinese Flowering Dogwood	<i>Cornus kousa 'Chinesis'</i>
Starlight Dogwood	<i>Cornus kousa x nutalli 'KN4-43'</i>
Native Flame American Hornbeam	<i>Carpinus caroliniana 'JFS-KW6'</i>
Butterflies Magnolia	<i>Magnolia acuminata x denudata 'Butterflies'</i>
Edith Bogue Magnolia	<i>Magnolia grandiflora 'Edith Bogue'</i>
Victoria Magnolia	<i>Magnolia grandiflora 'Victoria'</i>
Galaxy Magnolia	<i>Magnolia liliiflora x sprengeri 'Galaxy'</i>
Moonglow Magnolia	<i>Magnolia virginiana 'Jim Wilson'</i>
Rocky Mountain Glow Maple	<i>Acer grandidentatum 'Schmidt'</i>
Paperbark Maple	<i>Acer griseum</i>
Chinese Pistache	<i>Pistacia chinensis</i>
Ivory Silk Japanese Tree Lilac	<i>Syringa reticulata 'Ivory Silk'</i>
Gum Drop Tupelo	<i>Nyssa sylvatica 'JFS-PN Legacy1'</i>
Emerald Sunshine Elm	<i>Ulmus propinqua 'JFS-Bieberich'</i>
City Sprite Zelkova	<i>Zelkova serrata 'City Sprite'</i>

Deciduous Shrubs

Common Name	Scientific Name
Vine Maple	<i>Acer circinatum</i>
Bloodtwig Dogwood	<i>Cornus sanguinea 'Midwinter Fire'</i>
Yellow-Twig Dogwood	<i>Cornus sericea 'Flaviramea'</i>
Kelsey Red Osier Dogwood	<i>Cornus sericea 'Kelsey'</i>
Dwarf Fothergilla	<i>Fothergilla gardenii</i>
Blue Mist Fothergilla	<i>Fothergilla gardenii 'Blue Mist'</i>
Fothergilla	<i>Fothergilla major 'Mt Airy'</i>
Pee Wee Oak Leaf Hydrangea	<i>Hydrangea quercifolia 'Pee Wee'</i>
Mock Orange	<i>Philadelphus lewisii</i>
Summer Wine Ninebark	<i>Physocarpus opulifolius 'Seaward'</i>
King Edward VII Flowering Current	<i>Ribers S 'King Edwrd VII'</i>
Goldflame Spiraea	<i>Spiraea x bumalda 'Goldflame'</i>

Snowberry	<i>Symphoricarpus alba</i>
Duke Blueberry Bush	<i>Vaccinium corymbosum 'Duke'</i>

Evergreen Shrubs

Common Name	Scientific Name
Abelia	<i>Abelia 'Edward Groucher'</i>
Bush Anemone	<i>Carpenteria californica</i>
Compact Escallonia	<i>Escallonia 'compacta'</i>
Japanese Euonymus	<i>Euonymus japonica 'Grandifolius'</i>
Salal	<i>Gaultheria shallon</i>
Compact Oregon Grape	<i>Mahonia aquifolium 'Compacta'</i>
Mountian Fire Andromedia	<i>Pieris japonica 'Mt Fire'</i>
Scarlet Wonder Rhododendron	<i>Rhododendron 'Scarlet Wonder'</i>
Teddy Bear Rhododendron	<i>Rhododendron 'Teddy Bear'</i>
Dwarf Sweetbox	<i>Sarcococca hookeriana var. humilis</i>
Evergreen Huckelberry	<i>Vaccinium ovatum</i>

Groundcover & Ferns

Common Name	Scientific Name
Bear's Breeches	<i>Acanthus mollis</i>
Yarrow	<i>Achillea millefolium</i>
Golden Variegated Sweet Flag	<i>Acorus gramineus 'Ogon'</i>
Kinnickinnick	<i>Archostaphylos uva ursi</i>
Panchito Manzanita	<i>Arctostaphylos x coloradensis 'Panchito'</i>
Bowles Golden Sedge	<i>Carex elata 'Bowles Golden'</i>
New Zealand Sedge	<i>Carex testacea</i>
Tufted Hairgrass	<i>Deschampsia cespitosa</i>
Cheyenne Spirit Coneflower	<i>Echinacea 'Cheyenne Spirit'</i>
Bishop's Hat	<i>Epimedium x perralchicum 'Frohneleiten'</i>
Bishop's Hat	<i>Epimedium x versicolor 'Sulphureum'</i>
Elijah Blue Fescue	<i>Festuca glauca 'Elijah Blue'</i>
Coast Strawberry	<i>Fragaria chiloensis</i>
Salal	<i>Gaultheria shallon</i>
Day lily	<i>Hererochalis 'Stella D Orro'</i>
Siberian Iris	<i>Iris sibirica</i>
California Grey Rush	<i>Juncus patens 'Elk Blue'</i>
Big Blue Liriope	<i>Liriope muscari 'Big Blue'</i>
Creeping Oregon Grape	<i>Mahonia repens</i>
Switchgrass	<i>Panicum virgatum 'Shenadoah'</i>
Pink Fountain Grass	<i>Pennisetum orientale 'Karley Rose'</i>
Western Sword Fern	<i>Polystichum munitum</i>
Japanese Tassel Fern	<i>Polystichum polyblepharum</i>
Goldstrum	<i>Rudbecki fulgida 'Sullivantii'</i>
Small-Fruited Bulrush	<i>Scirpus microcarpus</i>
Autumn Moor Grass	<i>Sesleria autumnalis</i>

Full Approved Species List

Trees

Coniferous Trees

Common Name	Scientific Name
Incense Cedar	<i>Calocedrus decurrens</i>
Blue Atlas Cedar	<i>Cedrus atlantica</i>
Deodar Cedar	<i>Cedrus deodara</i>
Alaska Cedar	<i>Chamaecyparis nootkatensis</i>
Norway Spruce	<i>Picea abies</i>
Western White Pine	<i>Pinus monticola</i>
Austrian Pine	<i>Pinus nigra</i>
Douglas Fir	<i>Pseudotsuga menziesii</i>
Giant Sequoia	<i>Sequoiadendron giganteum</i>
Bald Cypress	<i>Taxodium distichum</i>
Western Redcedar	<i>Thuja plicata</i>

Deciduous Trees

Common Name	Scientific Name
Bigleaf Maple	<i>Acer macrophyllum</i>
Armstrong Maple	<i>Acer rubrum</i>
Bowhall Maple	<i>Acer rubrum</i>
Redpointe Maple	<i>Acer rubrum</i>
Bonfire Maple	<i>Acer saccharum</i>
Green Mountain Maple	<i>Acer saccharum</i>
Heritage River Birch	<i>Betula nigra</i>
European Hornbeam	<i>Carpinus betulus</i>
Hackberry	<i>Celtis occidentalis</i>
June Snow Dogwood	<i>Cornus contoroversa</i>
Hardy Rubber Tree	<i>Eucommia ulmoides</i>
American Beech	<i>Fagus americana</i>
European Beech	<i>Fagus sylvatica</i>
Autumn Gold Ginkgo	<i>Ginkgo biloba</i>
Shademaster Honeylocust	<i>Gleditsia triacanthos</i>
Skyline Honeylocust	<i>Gleditsia triacanthos</i>
Yulan Magnolia	<i>Magnolia denudata</i>
Red Range Tupelo	<i>Nyssa sylvatica</i>
Macho Cork Tree	<i>Phellodendron amurense</i>
Bloodgood London Planetree	<i>Platanus x acerifolia</i>
Kwanzan Flowering Cherry	<i>Prunus serrulata</i>
Scarlet Oak	<i>Quercus coccinea</i>
Forest Green Oak	<i>Quercus frainetto</i>
Oregon White Oak	<i>Quercus garryana</i>
Willow Oak	<i>Quercus phellos</i>
Red Oak	<i>Quercus rubra</i>
Shumard Oak / Texas Red Oak	<i>Quercus shumardii</i>
Bald Cypress	<i>Taxodium distichum</i>
Sterling Silver Linden	<i>Tilia tomentosa</i>
Frontier Elm	<i>Ulmus</i>
Homestead Elm	<i>Ulmus</i>
Pioneer Elm	<i>Ulmus</i>
Green Vase Zelkova	<i>Zelkova serrata</i>

Small Trees

Common Name	Scientific Name
Cascara	<i>Rhamnus purshiana</i>
Golden Raindrops	<i>Malus spp. 'Golden Raindrops'</i>
Royal Raindrops Crabapple	<i>Malus spp. 'Royal Raindrops'</i>
Choctaw Crape Myrtle	<i>Lagerstroemia indica x fauriei 'Choctaw'</i>
Natchez Crape Myrtle	<i>Lagerstroemia indica x fauriei 'Natchez'</i>
Tuscarora Crape Myrtle	<i>Lagerstroemia indica x fauriei 'Tuscarora'</i>
Eddie's White Wonder Dogwood	<i>Cornus 'Eddies White Wonder'</i>
Chinese Flowering Dogwood	<i>Cornus kousa 'Chinesis'</i>
Starlight Dogwood	<i>Cornus kousa x nutalli 'KN4-43'</i>
Chinese Fringetree	<i>Chionanthus retusus</i>
Goldenrain Tree	<i>Koelreuteria paniculata</i>
Frans Fontaine Hornbeam	<i>Carpinus betulus 'Frans Fontaine'</i>
Rising Fire American Hornbeam	<i>Carpinus caroliniana 'Uxbridge'</i>
Palisade American Hornbeam	<i>Carpinus caroliniana 'CCSQU'</i>
Native Flame American Hornbeam	<i>Carpinus caroliniana 'JFS-KW6'</i>
Persian Parrotia	<i>Parrotia persica</i>
Vanessa Persian Ironwood	<i>Parrotia persica 'Vanessa'</i>
Ruby Vase Persian Ironwood	<i>Parrotia persica 'Ruby Vase'</i>
Amur Maackia	<i>Maackia amurensis</i>
MaccNificent Amur Maackia	<i>Maackia amurensis 'JFS-Schichtel 1'</i>
Butterflies Magnolia	<i>Magnolia acuminata x denudata 'Butterflies'</i>
Edith Bogue Magnolia	<i>Magnolia grandiflora 'Edith Bogue'</i>
Victoria Magnolia	<i>Magnolia grandiflora 'Victoria'</i>
Galaxy Magnolia	<i>Magnolia liliiflora x sprengeri 'Galaxy'</i>
Moonglow Magnolia	<i>Magnolia virginiana 'Jim Wilson'</i>
Rocky Mountain Glow Maple	<i>Acer grandidentatum 'Schmidt'</i>

Paperbark Maple	<i>Acer griseum</i>
Chinese Pistache	<i>Pistacia chinensis</i>
Japanese Snowbell	<i>Styrax japonicus</i>
Fragrant Snowbell	<i>Styrax obassia</i>
Ivory Silk Japanese Tree Lilac	<i>Syringa reticulata</i> 'Ivory Silk'
Gum Drop Tupelo	<i>Nyssa Sylvatica</i> 'JFS-PN Legacy1'
Emerald Sunshine Elm	<i>Ulmus propinqua</i> 'JFS-Bieberich'
City Sprite Zelkova	<i>Zelkova serrata</i> 'City Sprite'

Shrub, Groundcover, & Ferns

Deciduous Shrubs

Common Name	Scientific Name
Vine Maple	<i>Acer circinatum</i>
Bloodtwig Dogwood	<i>Cornus sanguinea</i> 'Midwinter Fire'
Yellow-Twig Dogwood	<i>Cornus sericea</i> 'Flaviramea'
Kelsey Red Osier Dogwood	<i>Cornus sericea</i> 'Kelsey'
Dwarf Fothergilla	<i>Fothergilla gardenii</i>
Blue Mist Fothergilla	<i>Fothergilla gardenii</i> 'Blue Mist'
Fothergilla	<i>Fothergilla major</i> 'Mt Airy'
Oceanspray	<i>Holodiscus discolor</i>
Pee Wee Oak Leaf Hydrangea	<i>Hydrangea quercifolia</i> 'Pee Wee'
Mock Orange	<i>Philadelphus lewisii</i>
Summer Wine Ninebark	<i>Physocarpus opulifolius</i> 'Seaward'
King Edward VII Flowering Current	<i>Ribers S</i> 'King Edwrd VII'
Goldflame Spiraea	<i>Spiraea x bumalda</i> 'Goldflame'
Snowberry	<i>Symphoricarpus alba</i>
Dube Blueberry Bush	<i>Vaccinium corymbosum</i> 'Duke'

Evergreen Shrubs

Common Name	Scientific Name
Abelia	<i>Abelia</i> 'Edward Groucher'
Strawberry Bush	<i>Arbutus unedo</i>
Bush Anemone	<i>Carpenteria californica</i>
Compact Escallonia	<i>Escallonia</i> 'compakta'
Japanese Euonymus	<i>Euonymus japonica</i> 'Grandifolius'
Coast Silktassel	<i>Garrya elliptica</i>
Salal	<i>Gaultheria shallon</i>
Tall Oregon Grape	<i>Mahonia aquifolium</i>
Compact Oregon Grape	<i>Mahonia aquifolium</i> 'Compacta'
California Wax Myrtle	<i>Myrica californica</i>
Mountian Fire Andromedia	<i>Pieris japonica</i> 'Mt Fire'
Scarlet Wonder Rhododendron	<i>Phododendron</i> 'Scarlet Wonder'
Teddy Bear Rhododendron	<i>Rhododendron</i> 'Teddy Bear'
Unique Rhododendron	<i>Rhododendren</i> 'Unique'
Dwarf Sweetbox	<i>Sarcococca hookeriana</i> var. <i>humilis</i>
Evergeen Huckelberry	<i>Vaccinium ovatum</i>

Groundcover & Ferns

Common Name	Scientific Name
Bear's Breeches	<i>Acanthus mollis</i>
Yarrow	<i>Achillea millefolium</i>
Golden Variegated Sweet Flag	<i>Acorus gramineus</i> 'Ogon'
Kinnickinnick	<i>Archostaphylos uva rusi</i>
Panchito Manzanita	<i>Arctostaphylos x coloradensis</i> 'Panchito'
Bowles Golden Sedge	<i>Carex elata</i> 'Bowles Golden'
New Zealand Sedge	<i>Carex testacea</i>
Tufted Hairgrass	<i>Deschampsia cespitosa</i>
Cheyenne Spirit Coneflower	<i>Echinacea</i> 'Cheyenne Spirit'
Bishop's Hat	<i>Epimedium x perralchicum</i> 'Frohnleiten'
Bishop's Hat	<i>Epimedium x versicolor</i> 'Sulphureum'
Elijah Blue Fescue	<i>Festuca glauca</i> 'Elijah Blue'
Coast Strawberry	<i>Fragaria chiloensis</i>
Salal	<i>Gaultheria shallon</i>

Day lily	<i>Hererocalis 'Stella D Orro'</i>
Melting Fire Coral Bells	<i>Heuchera 'Melting Fire'</i>
Siberian Iris	<i>Iris sibirica</i>
California Grey Rush	<i>Juncus patens 'Elk Blue'</i>
Big Blue Liriope	<i>Liriope muscari 'Big Blue'</i>
Creeping Oregon Grape	<i>Mahonia repens</i>
Switchgrass	<i>Panicum virgatum 'Shenadoah'</i>
Pink Fountain Grass	<i>Pennisetum orientale 'Karley Rose'</i>
Western Sword Fern	<i>Polystichum munitum</i>
Japanese Tassel Fern	<i>Polystichum polyblepharum</i>
Goldstrum	<i>Rudbecki fulgida 'Sullivantii'</i>
Small-Fruited Bulrush	<i>Scirpus microcarpus</i>
Autumn Moor Grass	<i>Sesleria autumnalis</i>

