# chapter 4 DESIGN GUIDELINES

**NEW RIVER MASTER PLAN REPORT** 



#### DESIGN GUIDELINES

#### AN OVERVIEW

Design Guidelines can transform the image of a city. Specific, design-based suggestions applied throughout the Riverwalk District will help to achieve a number of the New River Master Plan Framework's goals and recommendations, especially those related to built form. The guidelines are not meant to be prescriptive, but qualitative and reflective of a design-oriented approach.

These guidelines are intended as a road map by which buildings are designed and built in the Riverwalk District, such that they contribute to the creation of a livable and active urban center and park system with strong, dynamic neighborhoods; an urban fabric of walkable, tree-lined streets and waterfront promenades; distinct public spaces; high quality buildings designed and oriented to provide light, air, and active uses at the street level; all in the service of creating an exceptional urban environment. Although following this road map will lead to buildings that meet the vision, principles, and frame-

work intent of the Master Plan, creative designs that vary from these guidelines, while clearly meeting their intent, will also be considered.

For all properties located within the Riverwalk District, the Design Guidelines in this chapter are a supplement to the Downtown Master Plan, including the 2007 Update. In cases where two or more guidelines may overlap or provide varying or contradictory requirements, the New River Master Plan guideline shall apply.

These guidelines cover a range of topics, including: "How buildings meet the river"; "Height and massing on the river"; "Paths to and along the river"; "Riverfront maritime uses"; and, "How buildings meet the streets".

The Riverwalk District design guidelines are broken down into 4 major sections, (similar in organization to the Downtown Master Plan and Master Plan Update):

#### DESIGN GUIDELINES

#### AN OVERVIEW

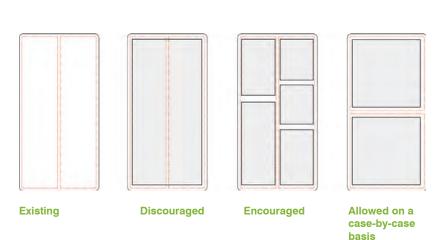
- Street Design Guidelines
- Street Design Examples
- Building Design Guidelines
- Character Area Guidelines for Riverfront Sites

Building sites in the Riverwalk District are subject to all applicable Design Guidelines in the Downtown Master Plan and Update, as well as all applicable Design Guidelines in the first three categories in this chapter ("Street Design Guidelines", "Street Design Examples", and "Building Design Guidelines"). Riverfront sites are subject to all of these same guidelines in addition to the "Character Area Guidelines for Riverfront Sites".

#### STREET DESIGN GUIDELINES

#### **STREETS & ALLEYS**

- S1 Public streets and alleys, including air rights, leading to the river are discouraged from being closed/vacated; alleys may be re-oriented on a case-by-case basis to facilitate a better design solution, provided the alley functions (service/parking access) are maintained in its new orientation
- S2 At street terminus/turnaround, do not break the continuity of the Riverwalk
- S3 At street terminus/turnaround, street width should be as narrow as possible, and sidewalks should be extra-wide (see "Sidewalks" on next page)
- S4 Discourage right turn lanes









Pavement does not need to be this wide



An example of streetscape improvements

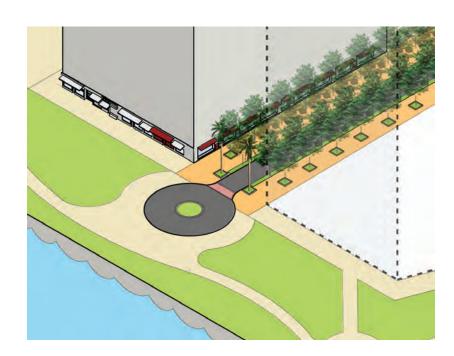


Bethesda, MD

#### **SIDEWALKS**

Reduce lane widths and maximize sidewalk dimensions on streets leading to the river (see map on this page); sidewalks should accommodate a consistent, unique street-tree and landscape concept on these streets. (Actual design to be determined as part of a future Riverwalk District Public Realm Plan)

S6 New paths (mid-block) leading to the river are encouraged, where possible, within private development





**X**1

### STREET SECTION ANDREWS AVENUE



#### **Andrews Ave.**



#### Massing

- Setback from bridge: 13'
- Stepback: min. 30' within 200' of river-facing property line; min. 15' for the rest of the building length along the bridge
- Shoulder height: 7 stories max.

#### Landscape

■ Encourage ornamental trees along the bridge (Min.15' O.C.)

#### **Ground floor:**

Double height loggia to allow natural light

#### X2

#### SE 3rd Ave.



#### Massing

- Setback from bridge: 35'
- Stepback: min. 30' within 200' of river-facing property line; min. 15' for the rest of the building length along the bridge
- Shoulder height: 7 stories max.

#### Landscape

- Encourage ornamental trees along the bridge (Max.15' O.C.)
- Continuous shade trees required (Max.30' O.C.)

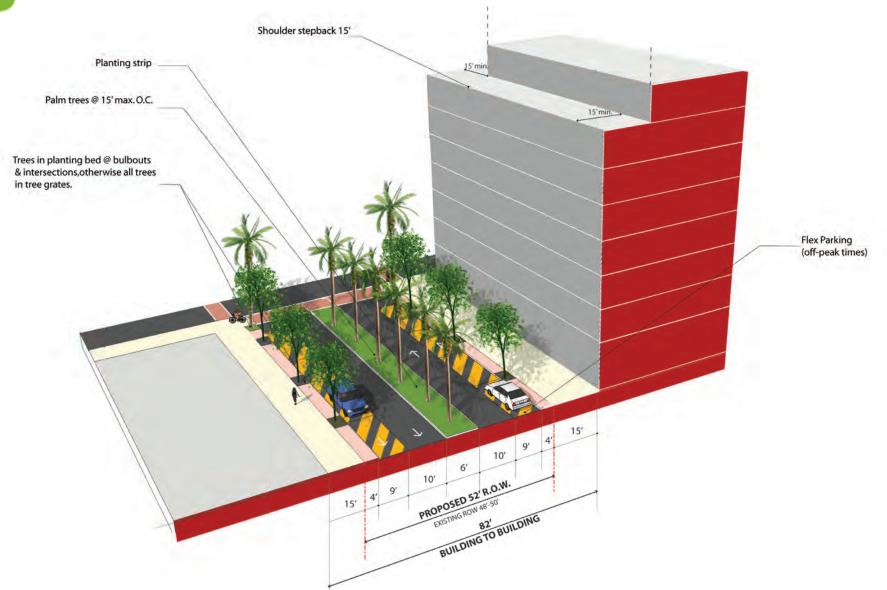
#### STREET DESIGN EXAMPLES





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### STREET SECTION SW 5TH AVENUE



#### SW 5th Ave.



#### Massing

- Building to building: 82'
- Proposed R.O.W.: 52'
- Stepback: 15' min.
- Shoulder height: 7 stories max.

#### Landscape

- Encourage ornamental trees along the center median (Max.15' O.C.)
- Continuous shade trees required along sidewalk (Max.30' O.C.)

#### **Ground floor:**

Encourage cultural/ arts related uses

#### STREET DESIGN EXAMPLES

## X4 Local streets leading to water



#### Massing

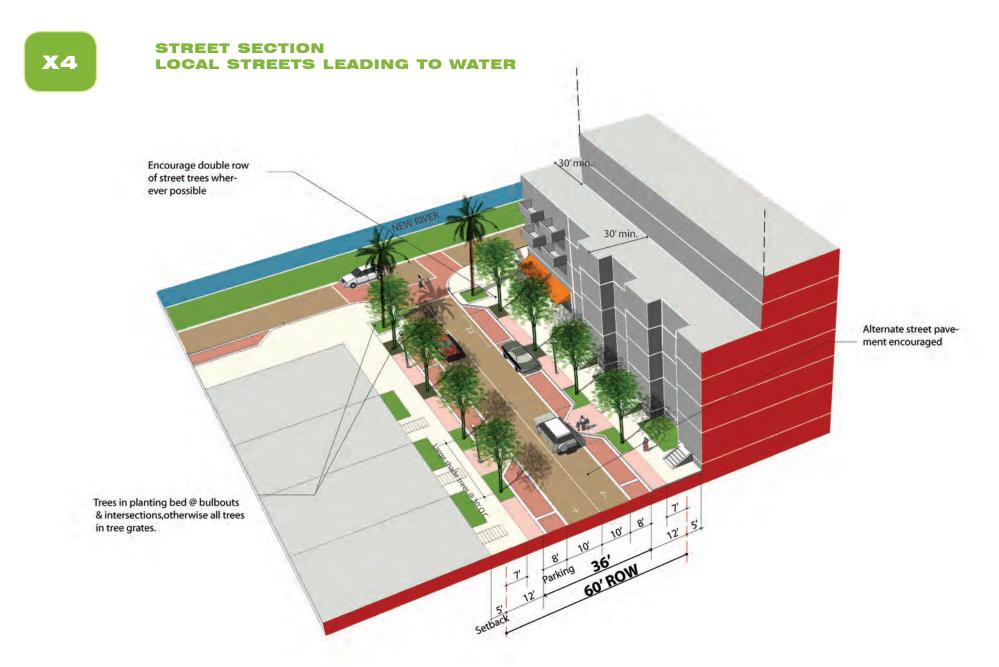
- Building to building: 70'
- Proposed R.O.W.: Varies
- Stepback: min. 30' within 200' of river-facing property line; min. 15' for the rest of the building length along the street
- Shoulder Height: 4-7 stories based on character area guidelines

#### Landscape

- Encourage double rows of palms/ ornamental trees (Max.15' O.C.)
- Coordinated design to be developed in subsequent New River Public Realm Plan

#### **Ground floor:**

- Encourage 90% frontage of active uses
- Encourage multiple entrances for residential buildings



## STREET SECTION SW 6TH STREET



Shoulder stepback

30' from allowable building face at ground floor west of FEC track to SW 4th Ave.

15' from allowable building face at ground floor east of FEC track to Andrews Ave

Balconies can project 8' from building face above loggias

# design guidelines NEW RIVER MASTER PLAN

#### **SW 6th Street**



#### Massing

- Building to building: 52'
- Proposed R.O.W.: 52'
- Stepback: min. 30' for the properties west of FEC track of SW 4th Ave; min. 15' for properties east of FEC track to Andrews Ave.
- Shoulder height: 7 stories max.

#### Landscape

 Encourage ornamental street trees (coordinated spacing with loggia design)

#### **Ground floor:**

- Min.90% frontage for active uses
- Min.15' height loggia space required



#### **X6**

#### SW 7th/4th Ave.



#### Massing

■ Building to building: 120'

Proposed R.O.W.: 80'

Stepback: 15' min.

■ Shoulder height: 7 stories max.

#### Landscape

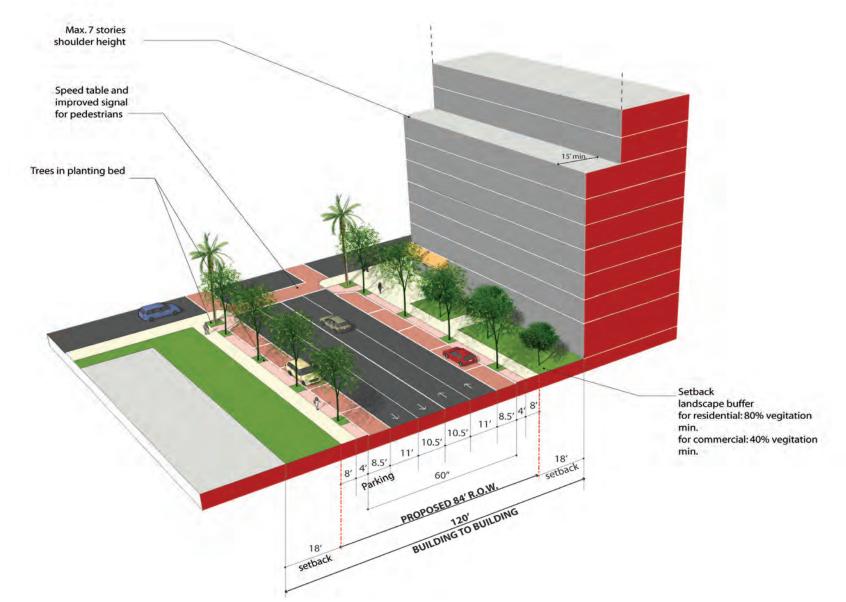
 Landscape buffer along east side of street: min. 80% vegetation for residential frontage; min. 40% vegetation for commercial frontage

#### **Ground floor:**

■ Encourage 80% frontage of active uses

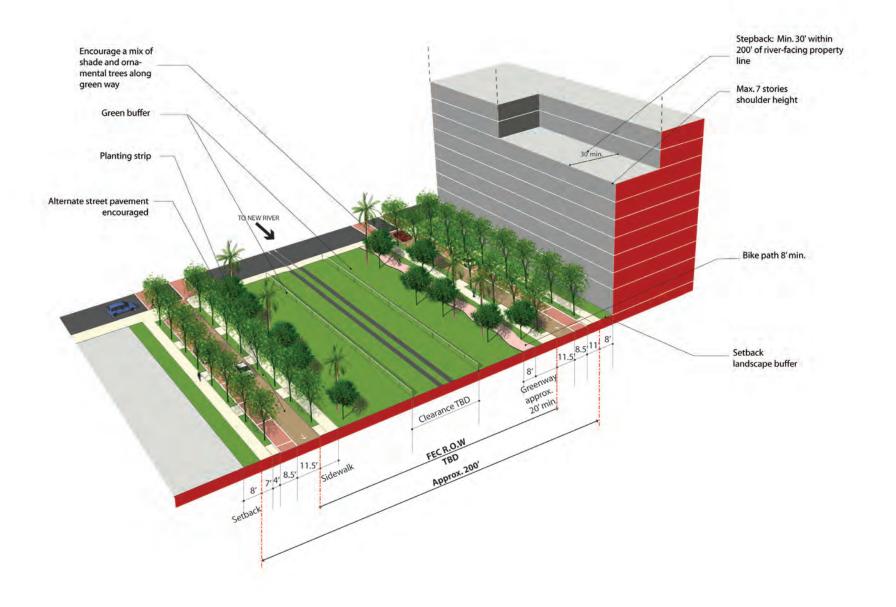


## STREET SECTION SW 7TH/ 4TH AVE



**X7** 

## STREET SECTION RAILWAY SOUTH OF THE RIVER



## FEC railway south of the river



#### Massing

- Building to building: approx. 216'
- Stepback: min. 30' within 200' of river-facing property line
- Shoulder height: 7 stories max. within 200' of river-facing property line

#### Landscape

- Continuous shade trees required along sidewalk (Max.30' O.C.)
- Encourage a mix of shade trees and ornamental trees along the geenway

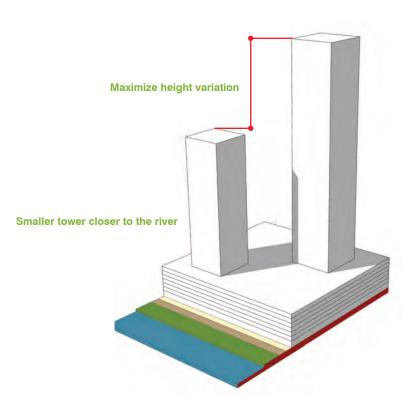
#### **Ground floor:**

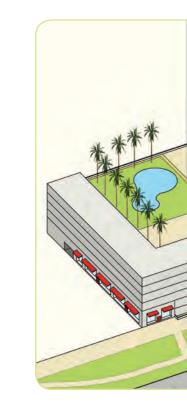
Encourage ground floor along
 FEC railway to incorporate
 parking spaces and other service
 entrances

#### BUILDING DESIGN GUIDELINES

#### **MASSING AND SCALE**

- **B1** Encourage expressive tops for riverfront towers above 25 stories
- For riverfront lots with multiple towers, encourage variation in tower height, with the smaller tower placed closer to the river (See diagram)
- Encourage riverfront towers to orient the narrowest dimension parallel to the river's edge (See diagram)







Toky



San Francisco



Vancouver, Canada

#### **MASSING & SCALE**

Along SW 6th Street (between SW 4th Ave, and Andrews Ave.) apply 7-story building "shoulder" height, and "Stepback" of 30' for properties within

the "Near Downtown" Character Area, and 15' for properties within the "Downtown Core" Character Area



#### **GROUND FLOOR**

- Where maritime uses occur, encourage the integration of active public uses along public rights-of-way; pedestrian access shall not be interrupted; avoid fences, gates and other barriers
- B6 Avoid internalized maritime facilities; increase visibility of maritime uses
- Encourage active uses facing all public parks and public spaces



Hardy Park

**B8** Encourage courtyards surrounded by active uses for buildings facing SW 6th Street



Huizenga Plaza

Residential
Green Space



#### **PARKING & SERVICE ACCESS**

B9 Encourage loading, building service, and parking B10 Exposed parking garages at any level shall not be access via alleys, wherever possible allowed along river-facing and public park front-

B10 Exposed parking garages at any level shall not be allowed along river-facing and public park frontages; active liner uses are required (residential, retail, office) at all levels

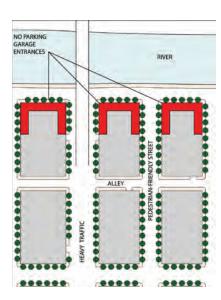




Existing parking garage on the river

#### **PARKING & SERVICE ACCESS**

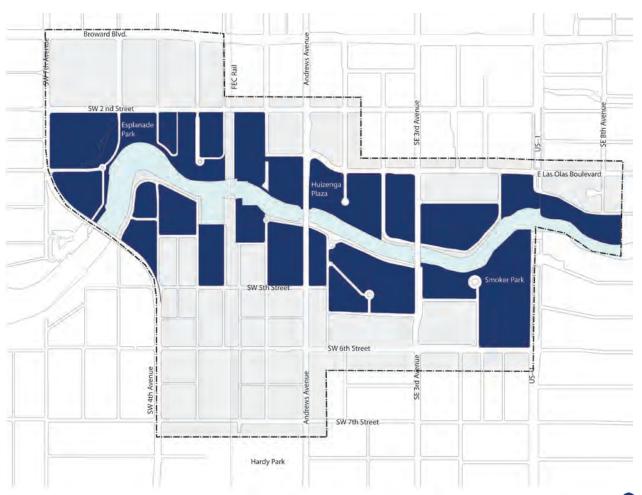
- B 1 1 Parking garage and service access entrances are encouraged to occur in the following locations, from most to least desirable: 1) alleys or service roads; 2) streets without a strong pedestrianoriented focus
- **B12** Parking garage and service access entrances are encouraged to occur beyond 200' of river-facing property line, or mid-block, whichever is less



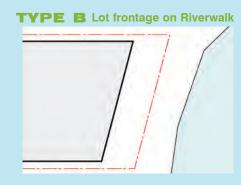
- **B13** Parking garage and service access entrances are discouraged along public parks
- B14 Replace or re-design any existing parking garages along the river to satisfy Master Plan and Update, and New River Master Plan Design Guidelines, if site redevelopment occurs
- **B15** Discourage surface parking lots with more than 10 spaces within 200' of the river's edge

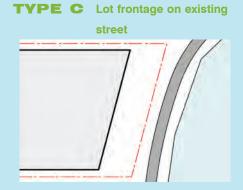
#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

#### **RIVERFRONT SITE MAP**



# TYPE A Lot frontage on the river





#### **LOT TYPES**

Note: The Character Area guidelines in this section apply to riverfront sites only

#### **CHARACTER AREAS**

- 1. Cultural Arts Gateway
- 2. Tarpon River Neighborhood Riverfront
- 3. Retail/ Entertainment Destination
- 4. River Park Promenade
- 5. Las Olas Gateway

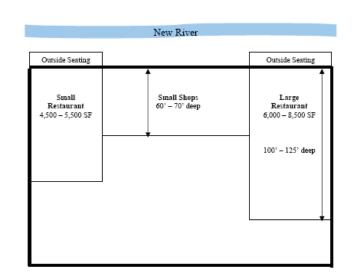


#### CHARACTER AREA INTENT: ACTIVE BUILDING PROGRAM ALONG THE RIVER

To provide for a dynamic, active, and viable Downtown waterfront experience, new riverfront developments should provide commercial space for restaurants, retail, and entertainment uses at the ground level along the Riverwalk. The ultimate goal is for retail, restaurant, and entertainment spaces to amount to a range between 500,000 and 600,000 square feet for river-fronting properties within the Riverwalk District.

- New riverfront developments within Character Areas 1, 2, 4 & 5 should devote 10 percent of their total building square footage, or a minimum of 15,000 square feet (which ever is greater) to retail, restaurants, and entertainment uses at the ground level along the Riverwalk.
- New riverfront developments within Character Area 3 should devote 20 percent of their total building square footage, or a minimum of 150,000 square feet (which ever is greater) to retail, restaurants, and entertainment uses at the ground level along the Riverwalk.
- Existing building on both sides of the Riverwalk are encouraged to add retail, restaurants, and entertainment space at the ground level along the Riverwalk, if site redevelopment occurs.

New riverfront developments are encouraged to include at least two restaurants included in the required amount of commercial space. One restaurant should be between 4,500 to 5,500 square feet and the other between 6,000 to 8,500 square feet. The depth of the restaurant space should be at least 100 to 125 feet while the other retail space can have a depth of between 60 to 70 feet. The New River commercial frontage space should occupy the entire width of the building frontage along the Riverwalk.



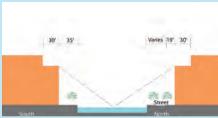
Restaurant/Retail/Entertainment Size and Location Model

Definition of active uses: Active uses consist of retail/ restaurant uses (not including banks); some non-profit uses, such as art galleries, theaters, and other similar uses open to the public; civic amenities, such as public libraries; some residential amenities, so long as they are open to the general public; and some residential entrances, so long as they are entrances to individual residential units, spaced no more than 30' apart

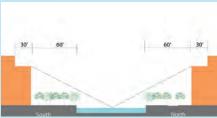
## CHARACTER AREA INTENT



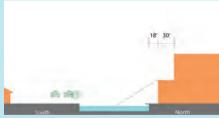
Character area 1 & 2



Character area 3



Character area 4



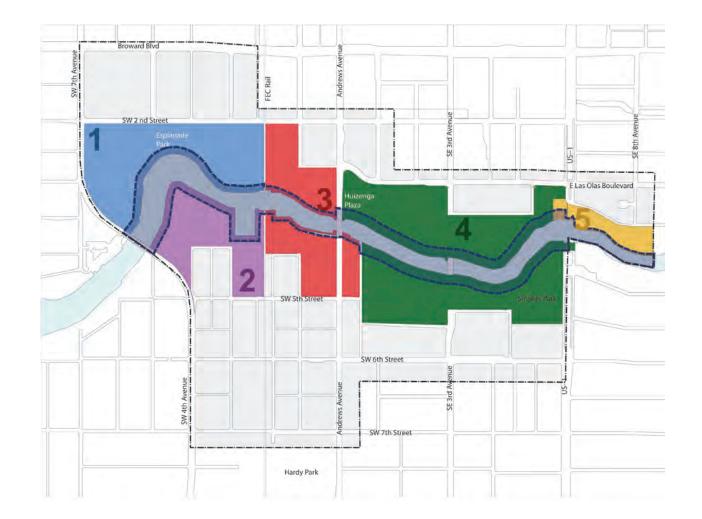
Character area 5

#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

The spatial definition of the river corridor varies in each Character Area, ranging from a "tighter", more urban corridor definition in Areas 3 and 5; a more open, park-like corridor definition in Area 4; and an in-between condition in Areas 1 and 2

#### **CHARACTER AREA INTENT: VARYING SETBACKS**

New setbacks apply to building frontages along riverfacing property line



Riverfront setback

#### **CHARACTER AREA INTENT: VARYING SHOULDER HEIGHTS & STEPBACKS**

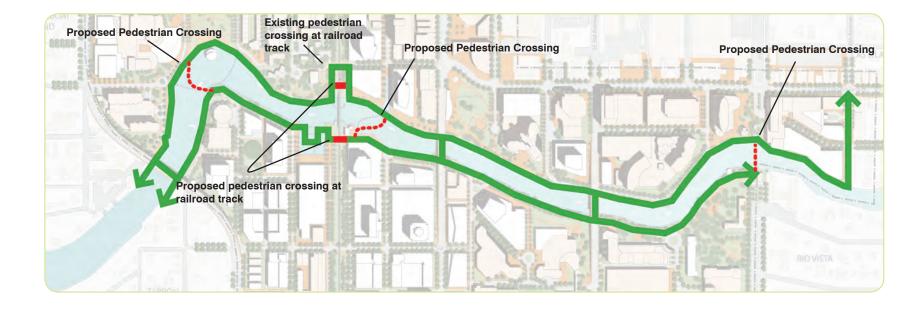
New building "shoulder" heights and stepbacks apply to building frontages within 200' of river-facing property line



#### **CHARACTER AREA INTENT: PUBLIC WATERFRONT ACCESS**

All of the Character Areas should be linked with continuous, ground-level pedestrian access along the riverfront, without interruption by fences, gates, and other barriers





#### **CHARACTER AREA INTENT: RIVER'S EDGE ACCESSORY STRUCTURES**

In key areas along the riverfront, incorporate riverside retail or restaurant/ café pavilions or kiosks in small, independent structures with outdoor seating on the water's edge, to create variety of scale and activity on the Riverwalk (within the public riverfront area)

- Accessory structures are generally allowed in Areas 1, 2, 3 and 4, however, they are not allowed where Riverwalk is less than 20' wide
- Structures must be directly adjacent to river 's edge
- Structures shall not block major view corridors
- The min. distance between any two structures is 250' in Zone 3, and 500' in Zones 1, 2 and 4
- The max. Floor Area of any structure is 1,000 sf in Zone 3, and 2,500 sf in Zone 1, 2, and 4
- The Max. Height of accessory structures is 15'
- Accessory structures are allowed to project over the river on a case-by-case basis
- Structures shall allow minimum clear pedestrian path width of 18' to riverfront buildings

In addition to food and retail pavilions, explore creative uses for kiosks along the Riverwalk that may include services, performances, entrepreneurial 'incubators' for students, residents, and/or small businesses. The Riverwalk Trust, the Parks & Recreation Department, or a notfor-profit organization could implement and administer this, and could be further developed as part of a future Public Realm Plan.



An example of creative waterfront pavilion

#### Potential uses: Restaurant, cafe, bar, small retail kiosks,



ish market





Helsinki, Finland

#### 1-A

#### Massing

- Setback from river edge: 60'
- Stepback: min. 30' within 200' of river-facing property line
- Shoulder height: 4 stories max.

#### Landscape

- Coordinated landscape design for "Cultural Arts Gateway" Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- Combination of formal and informal landscape/streetscape elements
- Encourage a mix of shade and ornamental trees along Riverwalk.
   (Higher percentage of shade trees, to provide canopy effect)
- Encourage street trees as per Downtown Master Plan along proposed streets

## Ground floor (facing water):

- Min. 75% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 50'

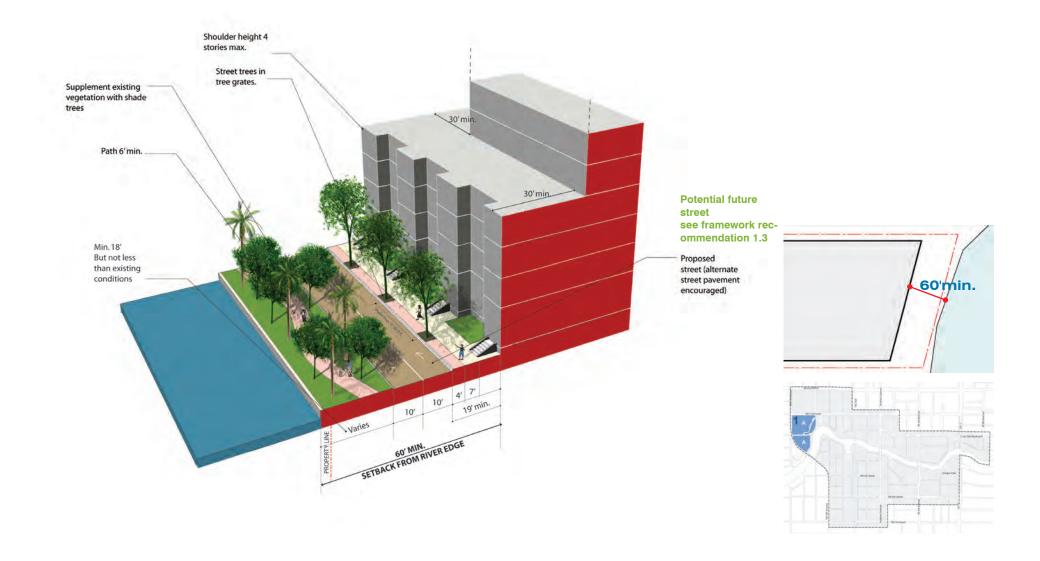
#### **Building program:**

Refer to page 4.95

#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

#### **AREA 1: CULTURAL ARTS GATEWAY**



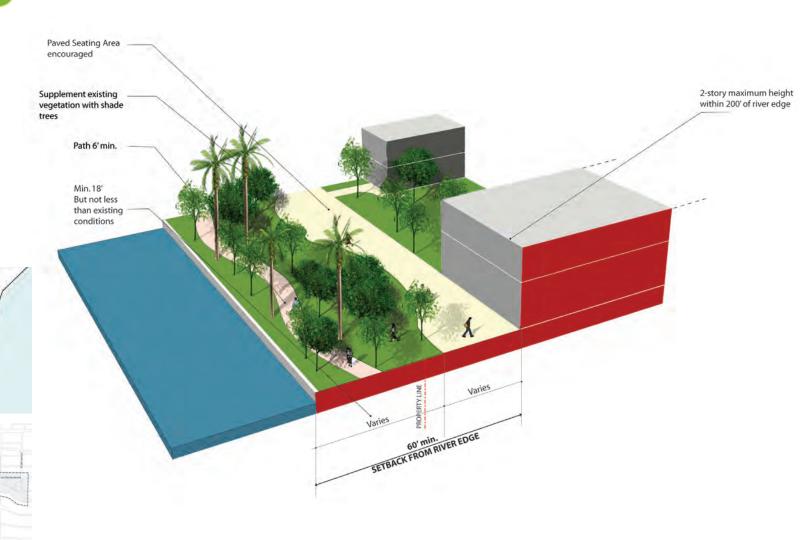


# design guidelines NEW RIVER MASTER PLAN

#### **AREA 1: CULTURAL ARTS GATEWAY**

1-B

60'min



#### Massing

- Setback from river edge: 60' min.
- Stepback & Shoulder height: 2 stories Max. height within 200' of river edge

#### Landscape

- Coordinated landscape design for "Cultural Arts Gateway" Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- Combination of formal and informal elements
- Encourage a mix of shade and ornamental trees along Riverwalk. (Higher percentage of shade trees)

## Ground floor (facing water):

- Min. 75% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 50'

#### **Building program:**

Refer to page 4.95

■ Shoulder height: 4 stories max.

#### Landscape

- Coordinated landscape design for "Cultural Arts Gateway"
   Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- To avoid excessive paving/ hardscape along the Riverwalk Promenade, the combined width of all paved paths at any given point is limited to 10'
- Combination of formal and informal elements
- Encourage a mix of shade and ornamental trees along Riverwalk (higher percentage of shade trees)
- Encourage street trees as per Downtown Master Plan along proposed streets

#### **Ground floor (facing water):**

- Min. 75% frontage for active uses
- Restaurants encouraged
- Min. 1 entrance every 50'

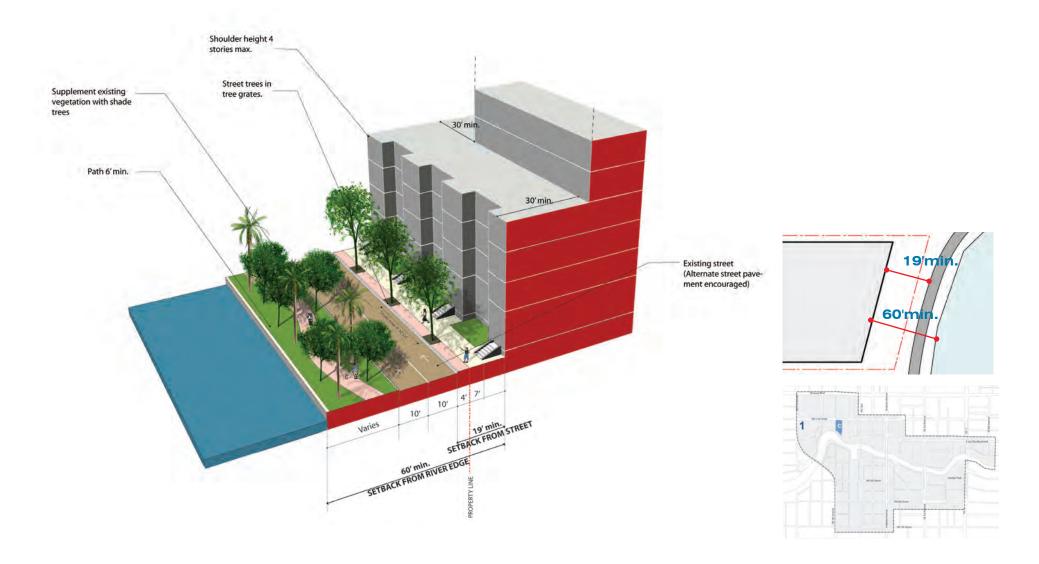
#### **Building program:**

Refer to page 4.95

#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

#### **AREA 1: CULTURAL ARTS GATEWAY**





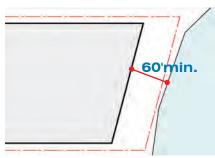
## design guidelines NEW RIVER MASTER PLAN



#### **AREA 2: TARPON RIVER NEIGHBORHOOD WATERFRONT**



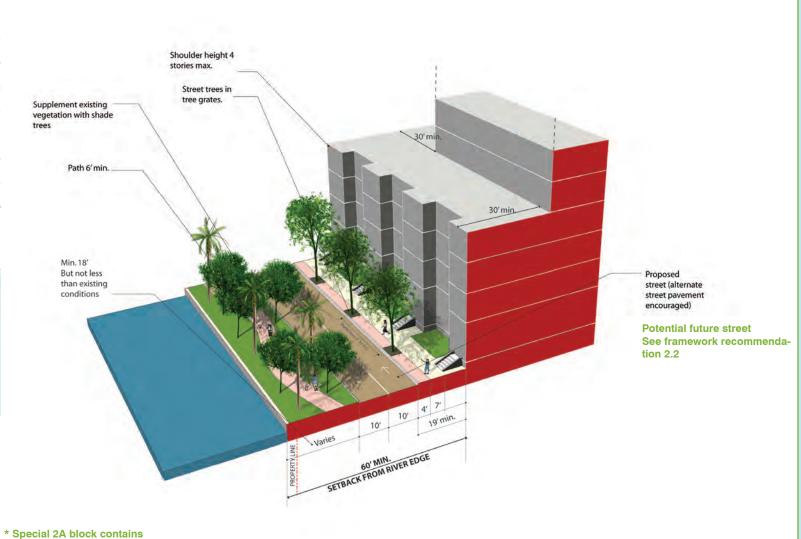
A new railway crossing shall be located on the south side of the river, with a distance no greater from the river center-line, similar to the railway crossing north of the river; development on sites adjacent to new (south of river) railway crossing shall integrate the crossing into the Riverwalk pedestrian circulation design





proposed boat storage,

building front will be subject to specific requirements



Massing

- Setback from river edge: 60' min.
- Stepback: 30' min.
- Shoulder height: 4 stories max

#### Landscape

- Coordinated landscape design for "Cultural Arts Gateway"
   Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- Combination of formal and informal elements
- Encourage a mix of shade and ornamental trees along Riverwalk. (Higher percentage of shade trees)
- Encourage street trees as per Downtown Master Plan along proposed streets

## Ground floor (facing water):

- Min. 75% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 50'

#### **Building program:**

Refer to page 4.95

#### **Massing**

- Setback from existing street edge: 19' min.
- Stepback: 30' min.
- Shoulder height: 4 stories max.

#### Landscape

- Coordinated landscape design for "Cultural Arts Gateway" Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- To avoid excessive paving/ hardscape along the Riverwalk Promenade, the combined width of all paved paths at any given point is limited to 10<sup>th</sup>
- Combination of formal and informal elements
- Encourage a mix of shade and ornamental trees along Riverwalk. (Higher percentage of shade trees)
- Encourage street trees as per Downtown Master Plan along proposed streets

#### **Ground floor (facing water):**

- Min. 75% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 50'

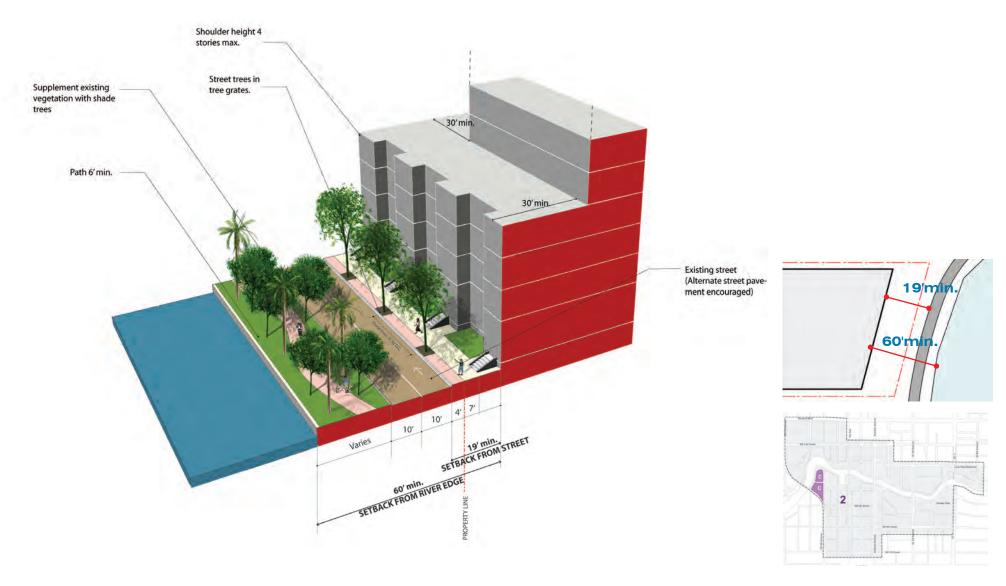
#### **Building program:**

Refer to page 4.95

#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

#### **AREA 2: TARPON RIVER NEIGHBORHOOD WATERFRONT**





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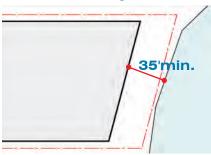


#### **AREA 3: RETAIL/ ENTERTAINMENT DESTINATION**

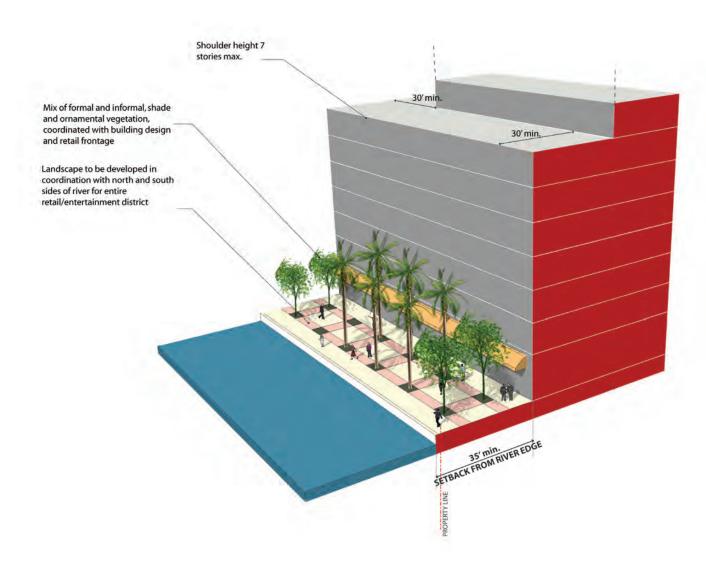


#### **Building program:**

- Required commercial space should initially focus on residents, judges, lawyers and legal professionals located in the area
- Outside seating should have colorful canopies or umbrellas
- Banquet and meeting space should also be provided
- A major destination restaurant on the river encouraged







#### Massing

- Setback from river edge: 35' Min..
- Stepback: 30' min.
- Shoulder height: 7 stories max

#### Landscape

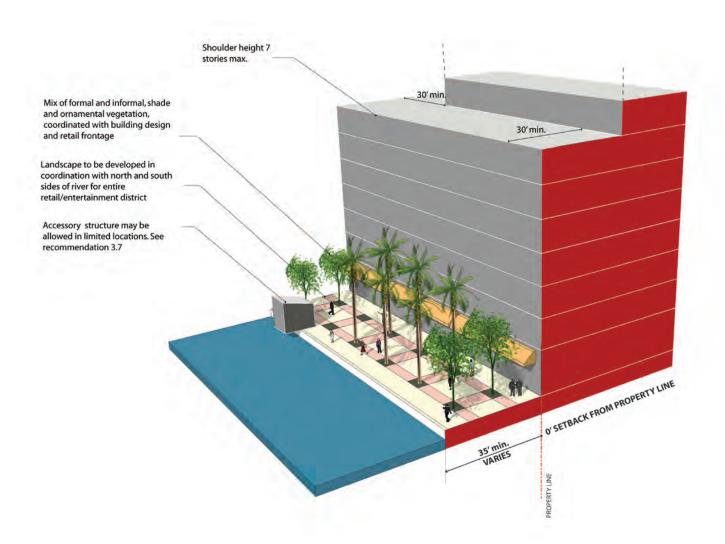
- Landscape design for "Retail/ entertainment Destination" Character Area, to be developed in coordination with both the north and south sides of the river, as per Section A-3 of the Framework chapter
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- Mix formal and informal elements
- Mix of shade and ornamental trees, with high canopy at maturity

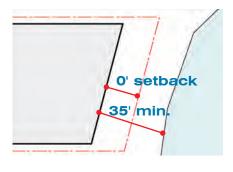
## Ground floor (facing water):

- Min. 90% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 30'

#### **AREA 3: RETAIL/ ENTERTAINMENT DESTINATION**









## design guidelines



#### **Building program:**

- This location should include significant commercial space for downtown office and financial uses.
- There should be at least four restaurants, along with bars, night clubs, retail shops, a black box theater, a fitness club, a gourmet grocery and wine shop, gifts and souvenir shops, and other retail uses. The restaurants should provide both inside and outside seating and be attractively lighted from the waterside. The major restaurants should overlook the River.
- Required commercial space should be designed in a multi-level setting with the restaurants and retail at the ground level along the River and banquet facilities, night clubs, fitness center, and other entertainment and service stores placed on the second level.
- The housing, office space, and hotel lobbies should be designed to maximize the flow of pedestrians through the retail/restaurant/entertainment areas.
- A public observation deck, a cocktail lounge and/or restaurant open to the public is encouraged on the top floor of any development at this site.

#### Suggested Tenant Mix Size:

Major seafood restaurant	10,000
Major restaurant	10,000
Specialty grocery/wine store/prepared for	oods 10,000
Night Clubs - 2nd floor	20,000
Service Shops - 2nd floor	10,000
Restaurants & bars with inside/outside s	seating 20,000
Black box theater - upper floors	30,000
Fitness Club - 2nd floor	25,000
Quick service food shops and seating	20,000

#### Massing

- Setback from property line: 0'
- Stepback: 30'
- Shoulder height: 7 stories max.

#### Landscape

- Coordinated landscape design for "Retail/Maritime Destination" Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- Mix formal and informal elements
- Mix of shade and ornamental trees, with high canopy at maturity

#### **Ground floor (facing**

#### water):

- Min. 90% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 30'

#### Massing

Setback from street edge: 19' Min.

Stepback: 30' min.

■ Shoulder height: 7 stories max.

#### Landscape

- Coordinated landscape design for "Retail/Maritime Destination" Character Area, to be developed in subsequent New River Public Realm Plan
- Mix formal and informal elements
- Continuous street trees required along the street
- Mix of shade and ornamental trees, with high canopy at maturity along Riverwalk

#### **Ground floor (facing water):**

- Min. 90% frontage for active uses
- High level of transparency
- Lobbies discouraged; locate on side streets
- Min. 1 entrance every 30'

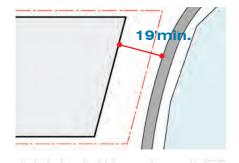
#### **AREA 3: RETAIL/ ENTERTAINMENT DESTINATION** 3-C On-street parking east of Shoulder height 7 Andrews Ave. is optional stories max. 30' min Potential re-design of existing Trees in planting bed @ bulbouts, street with on-street parking otherwise street trees in tree grates (Alternate street paavement encouraged) 30' min. Mix of formal and informal, shade and ornamental vegetation, coordinated with building design and retail frontage Landscape to be developed in coordination with north and south sides of river for entire retail/entertainment district 18' min. But no less than existing conditions

#### **Building program:**

- Required commercial space could initially focus on residents, judges, lawyers and legal professionals located in the area.
- Outside seating should have colorful canopies or umbrellas.
- Banquet and meeting space should also be provided.

Preferred two-way traffic flow

One-way traffic may need to occur until both 3-C sites redevelop according to this section

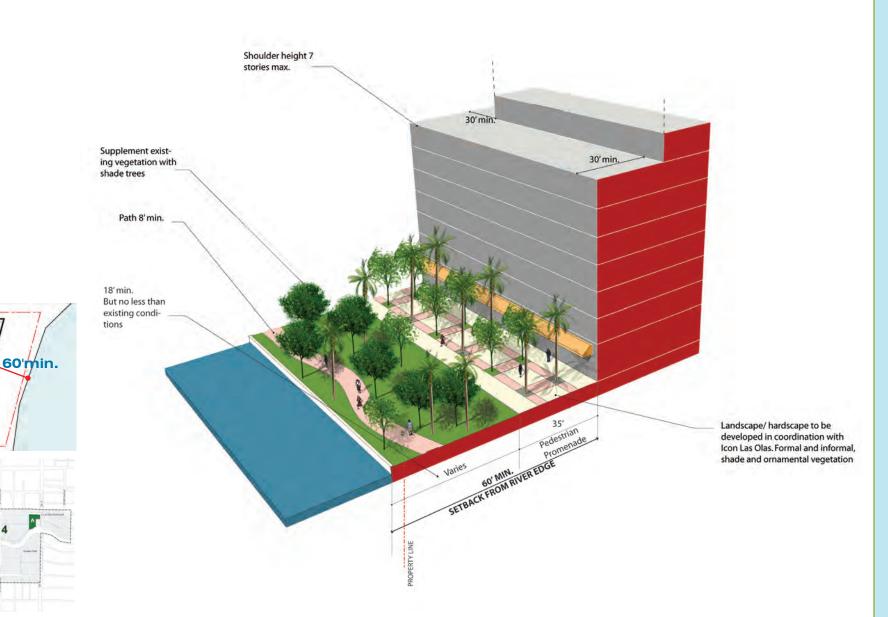




4.-4

#### **AREA 4: RIVER PARK PROMENADE**





#### Massing

- Setback from river edge: 60' min.
- Stepback: 30' min.
- Shoulder height: 7 stories max.

#### Landscape

- Coordinated landscape design for "River Park Promenade" and "Las Olas Gateway" Character Areas, to be developed in subsequent New River Public Realm Plan
- To avoid excessive paving/ hardscape along the Riverwalk Promenade, the combined width of all paved paths at any given point is limited to 15'
- Heavy emphasis on shade trees and lush, dense vegetation
- More informal landscape design along Riverwalk

## Ground floor (facing water):

- Min. 75% frontage for active uses
- Intermittent retail in strategic locations
- High level of transparency
- Lobbies discouraged; locate on side streets

#### **Building program:**

Refer to page 4.95

#### Massing

- Setback from river edge: 60'min.
- Stepback: 30' min.
- Shoulder height: 7 stories max

#### Landscape

- Coordinated landscape design for "River Park Promenade" Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- To avoid excessive paving/ hardscape along the Riverwalk Promenade, the combined width of all paved paths at any given point is limited to 15'
- Heavy emphasis on shade trees and lush, dense vegetation
- More informal landscape design

## Ground floor (facing water):

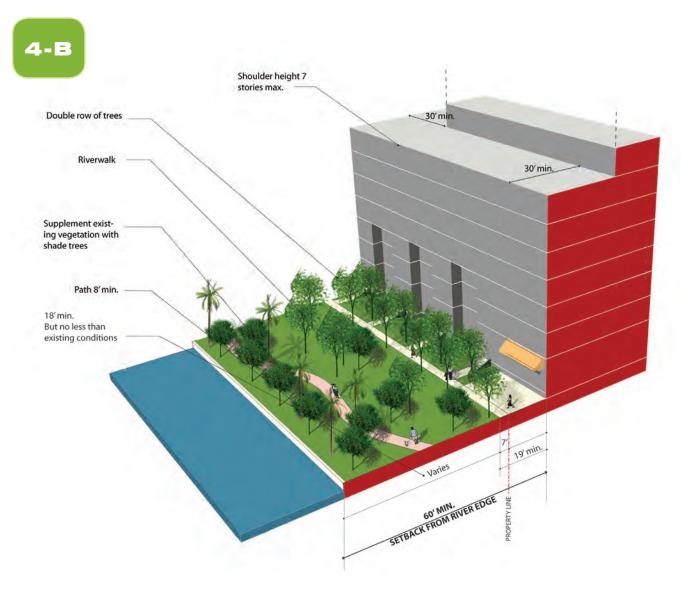
- Min. 75% frontage for active uses
- Intermittent retail in strategic locations
- High level of transparency
- Lobbies discouraged; locate on side streets

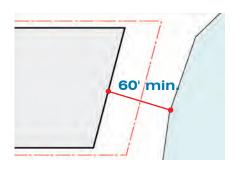
#### **Building program:**

Refer to page 4.95

#### CHARACTER AREA GUIDELINES FOR RIVERFRONT SITES

#### **AREA 4: RIVER PARK PROMENADE**





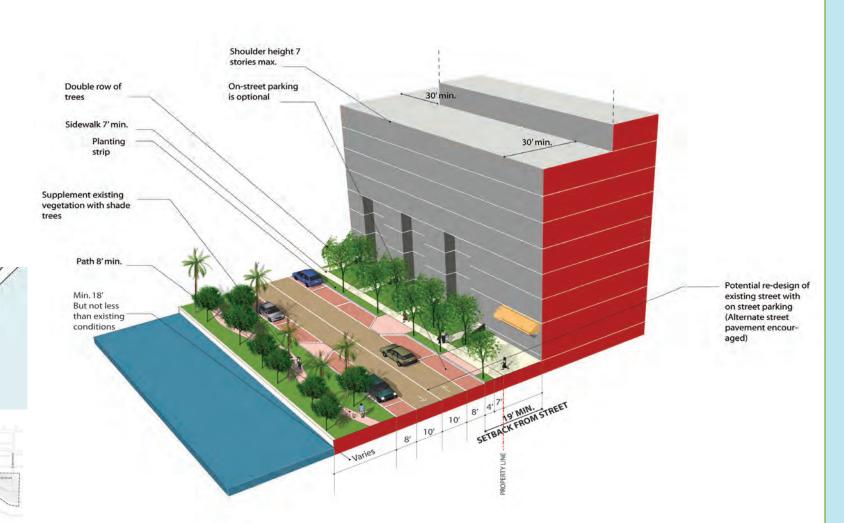


#### AREA 4: RIVER PARK PROMENADE



19/m

60' min





#### Massing



- Setback from existing street edge: 19'
- Stepback: 30' min.
- Shoulder height: 7 stories max.

#### Landscape

- Coordinated landscape design for "River Park Promenade"
   Character Area, to be developed in subsequent New River Public Realm Plan
- Minimum of 2 rows of continuous shade trees required along the Riverwalk
- To avoid excessive paving/ hardscape along the Riverwalk Promenade, the combined width of all paved paths at any given point is limited to 10'
- Heavy emphasis on shade trees and lush, dense vegetation.
- More informal landscape design
- Encourage street trees as per
   Downtown Master Plan

#### Ground floor (facing

#### water):

- Min. 75% frontage for active uses
- Intermittent retail in strategic locations
- High level of transparency
- Restaurants encouraged

#### **Building program:**

Refer to page 4.95

#### Massing

■ Setback from property line: 18'

Stepback: 30' min.

■ Shoulder height: 4 stories max.

#### Landscape

Mix of formal and informal elements

Mix of shade and ornamental vegetation

Approximate mix of 80% hardscape; 20% softscape within
 18' riverwalk zone

## Ground floor (facing water):

■ Min. 90% frontage for active uses

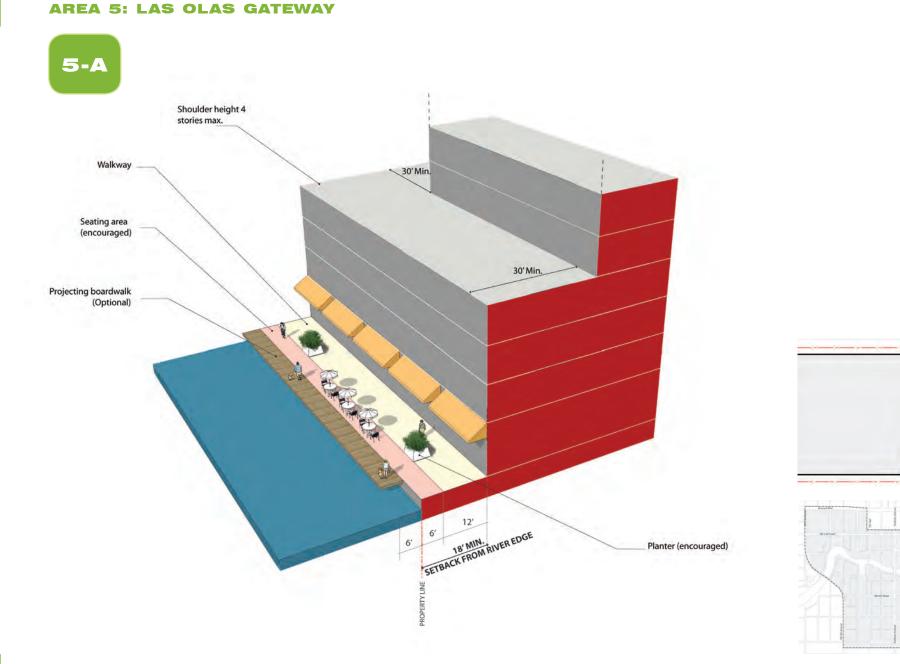
High level of transparency

Lobbies discouraged; locate on side streets

■ Min. 1 entrance every 30'

#### **Building program:**

■ Refer to page 4.95



18'min.