URBAN DESIGN

4

Downtown Glendale has evolved in the last 50 years from a suburban main street to an urban center with a skyline. But the skyline is only a part of Downtown's urban design quality. Distinctive districts, streets and places make Downtown a diverse and interesting destination. The urban design concepts build on the best of these characteristics while demonstrating how new development can contribute to the desired scale, image, and pedestrian-friendliness of Downtown. This chapter includes key urban design policies, development standards, and guidelines that describe how new development will support the community's image and environmental vision for Downtown.

4.1 URBAN DESIGN POLICIES

4.1.1 Downtown Character and Image

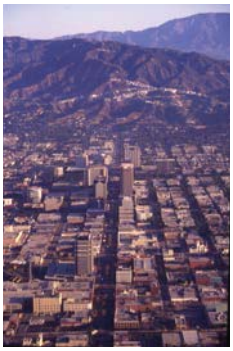
New development should enhance the overall image of the Downtown as an enticing destination for visitors and Glendale residents. Development should reflect the pattern of uses, height, and density envisioned by the DSP, as discussed in Chapter Two for each Downtown district.

4.1.2 Context Sensitive Design

New development should be sensitive to existing places and character in Downtown. Where strong existing patterns of height, scale or use are established, new development should reinforce these patterns.

4.1.3 Historic Preservation, Rehabilitation and Adaptive Reuse

Reuse and rehabilitate the existing buildings of architectural merit that reflect the spirit and historic significance of Glendale's past and ensure that these buildings will have their place in the expressed design guidelines for new development.

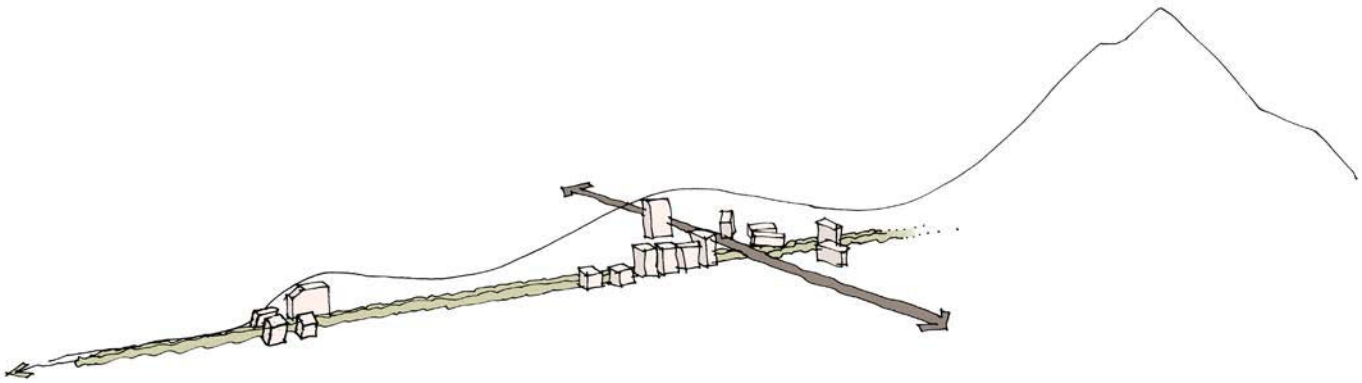


4.1.4 Views

Protect and enhance significant public views of the Verdugo Mountains, public streets, spaces, and significant architecture, including the Alex Theater and other distinctive buildings.

4.1.5 Gateways and Entries

Use sensitive design to acknowledge or highlight the sense of entry to and/or definition of Downtown.



4.1.6 Taller Buildings and Skyline

Create an attractive and striking skyline for the City. Taller buildings should be concentrated at the Gateway to the downtown, with a second, lower high-rise "hill" to the west of the existing office high-rise at Brand and Broadway. Slender residential towers may be permitted between Central and Brand linking these two "hills" in return for substantial public open space or other incentives.

4.1.7 Building Heights and Downtown District Character

Building heights in the downtown area should be regulated to create transitions from lower density neighborhoods surrounding the downtown and to provide a consistent scale within various Downtown districts. While incentives may permit maximum building heights or allowable FAR, they should not produce buildings which are out of character with the surrounding neighborhoods unless the building fulfills the DSP goals of the district.

4.1.8 Edges and Transitions

Be sensitive to the transition between various Downtown districts and the residential neighborhoods immediately surrounding Downtown. Heights of buildings should step down toward the predominantly 1-3 story development of surrounding neighborhoods, particularly in the transitional blocks at the edge of the Downtown Specific Plan area.

4.1.9 Pedestrian and Open Space Network

New development should enhance pedestrian activity by improving the physical attractiveness of the street and providing places for relaxation, shopping, living, and dining. The pedestrian experience is enhanced through the pedestrian framework of streets and open spaces (e.g., parks, plazas, paseos, and courtyards) that shape the pedestrian experience in Downtown.

4.1.10 Open Space

Use open space strategically to enhance and protect significant public views of the mountains and create a continuum of public and private open spaces in Downtown.

4.2 URBAN DESIGN STANDARDS AND GUIDELINES

The Urban Design standards and guidelines have been developed to work together to implement the Urban Design policies. The standards are required and are signified by the word "shall" or "must." The guidelines are meant to set a direction and are typically put forth using the words "should" or "may."

STANDARDS: The standards are measurable criteria for development that implement urban design policies. The standards for urban design reflect the type of form, orientation and site planning required for buildings. They also have criteria for street edge conditions. The standards are the urban form criteria for the eleven Downtown districts.

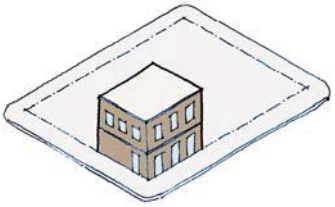
GUIDELINES: The urban design guidelines work together with the development standards to ensure desirable and lasting quality in new developments. These qualitative criteria communicate the design goals and guidelines for Downtown Glendale's open space system, building design and transition between commercial and residential areas.

4.2.1 The Urban Design Framework

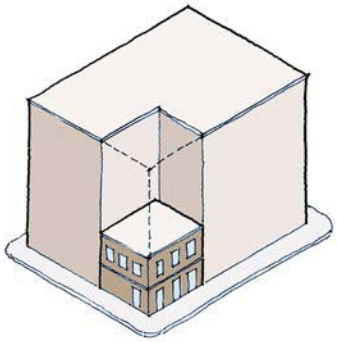
The Urban Design Framework describes the physical vision of the downtown, and establishes the basis for all subsequent design standards and guidelines. It consists of eight layers or sections, each described individually:

- Historic Preservation/Adaptive Reuse
- Building Heights and Floor Area Ratios
- Building Design: Massing and Scale
- Building Design: Transitional Massing
- Building Design: Landmark Architectural Features
- Building Design: Setbacks
- Building Design: Frontages, and
- Open Space (described in Chapter Five)

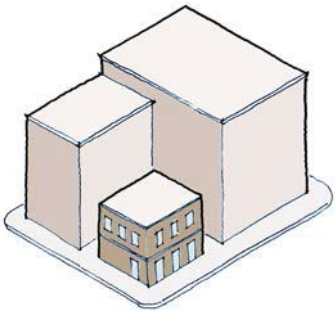
Applied to a particular site in a linear fashion, the Urban Design standards and guidelines will give physical form to a development project, as illustrated opposite.



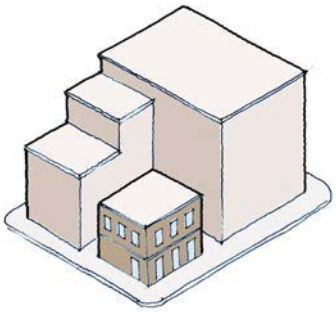
1 Identify any existing buildings to be reused or preserved (Section 4.2.2)



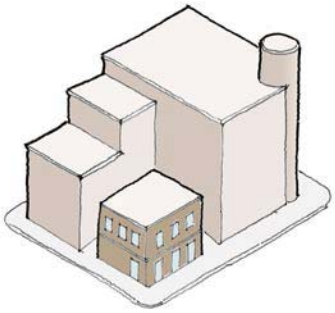
2 Determine maximum building height (Section 4.2.3)



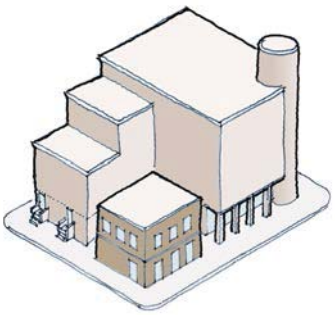
3 Determine maximum building FAR and massing (Sections 4.2.3 and 4.2.4)



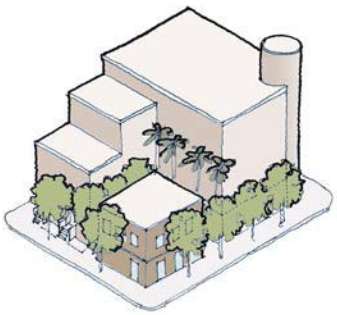
4 Apply transitional massing standards as appropriate (Section 4.2.5)



5 Design landmark architectural features at appropriate locations (Section 4.2.6)



6 Apply building frontage and facade standards (Sections 4.2.7 and 4.2.8)



7 Apply open space, sidewalk, and landscape standards (Chapter Five)

HISTORIC PRESERVATION / ADAPTIVE REUSE

4.2.2 Reuse of Existing Buildings

Glendale contains many historically significant buildings, as well as many older buildings which contribute to the distinctive character of the downtown. Reuse of existing buildings can qualify the owner for incentives as described in Chapter Seven and will comply with the following:

STANDARDS

A. Reuse shall be distinguished from new construction and shall be defined as the reuse of the structure's most distinguishing architectural features and at least 50% of the exterior walls and roof of the existing structure.

GUIDELINES

B. High-quality materials should be used in the reuse of existing building exteriors in such a way that the exterior of the building is physically improved and that the building complements surrounding structures. All elevations of the building should be treated in a consistent manner.
C. Visual access to the interiors of buildings will be encouraged.
D. Un-articulated building walls should be visually enhanced to mitigate their undesirable appearance and to create visual interest. Windows, lighting, artwork, building materials, and other façade improvements should be considered in achieving appropriate architecture.
E. The existing ground floor should be redesigned to attract and encourage pedestrian traffic and/or accommodate pedestrian uses.

Additionally, preservation of a building on the local Glendale Register of Historic Resources in accordance with the Secretary of Interior's Standards for Rehabilitation can qualify the owner for other significant incentives (see Chapter Seven).

RIGHT: Security Trust and Savings Bank, circa 1924 - Glendale's first six story building. Located at Brand/Broadway on the site of the Glendale Depot of the Los Angeles Interurban Railway (the Pacific Electric "Red Cars")

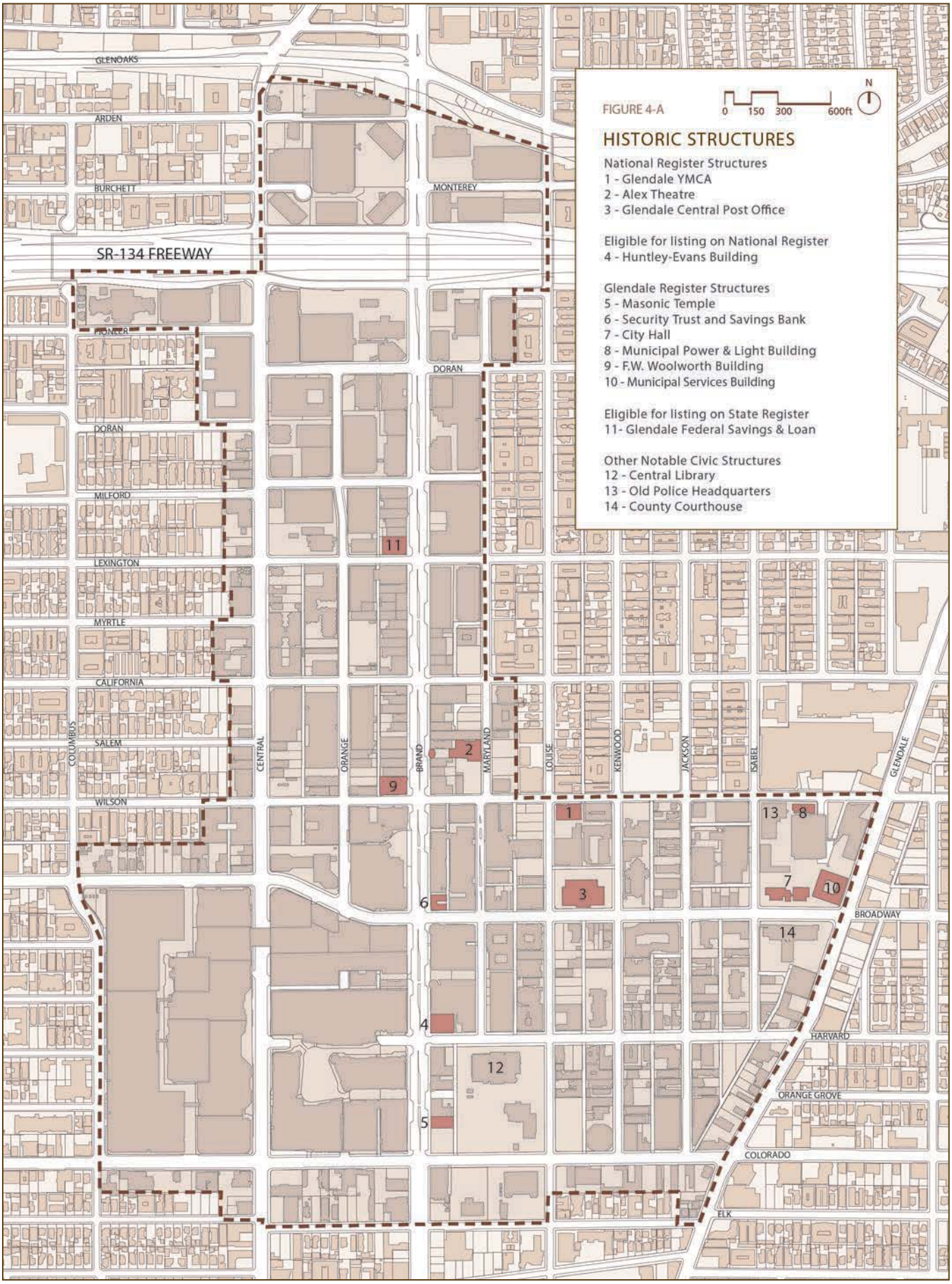


FIGURE 4-A
0 150 300 600ft
N
HISTORIC STRUCTURES
National Register Structures
1 - Glendale YMCA
2 - Alex Theatre
3 - Glendale Central Post Office
Eligible for listing on National Register
4 - Huntley-Evans Building
Glendale Register Structures
5 - Masonic Temple
6 - Security Trust and Savings Bank
7 - City Hall
8 - Municipal Power & Light Building
9 - F.W. Woolworth Building
10 - Municipal Services Building
Eligible for listing on State Register
11- Glendale Federal Savings & Loan
Other Notable Civic Structures
12 - Central Library
13 - Old Police Headquarters
14 - County Courthouse
GLENOAKS
ARDEN
BURCHETT
MONTEREY
SR-134 FREEWAY
PIONEER
DORAN
MILFORD
LEXINGTON
MYRTLE
CALIFORNIA
SALEM
WILSON
COLUMBUS
CENTRAL
ORANGE
BRAND
MARYLAND
LOUISE
KENWOOD
JACKSON
ISABEL
GLENDALE
BROADWAY
HARVARD
ORANGE GROVE
COLORADO
ELK

4.2.3 Height and Floor Area Ratio (FAR) Limits

Each Downtown district has height and floor area criteria. A bonus system has been included as part of the DSP that allows for additional height or floor area for qualified projects. Bonuses are granted to projects which provide additional public benefits, such as open space, reuse of existing buildings, or affordable housing. The available bonuses are discussed in Chapter Seven.

	Alex Theater Area A[2]	Alex Theater Area B	Broadway Center Area A	Broadway Center Area B	Broadway Center Area C	Civic Centers [3]	East Broadway	Galleria	Gateway [4]	Maryland	Mid-Orange	Orange Central	Town Center [5]	Transitional
Maximum Height and FAR by Right														
HEIGHT IN STORIES[7]	2	4	6	12	16	N/A	4	5	18	4	4	6	TCSP	4
HEIGHT IN FEET [1]	35′	65′	95′	185′	245′	N/A	65′	80′	275′	65′	65′	95′	TCSP	65′
PERMITTED FAR [6]	2.00	2.50	3.00	5.20	7.00	N/A	2.50	2.75	7.25	2.50	2.50	3.00	TCSP	2.50
Maximum Height and FAR with Incentives														
HEIGHT IN STORIES[7]	3	6	12	16	20	N/A	5	6	25	6	6	12	TCSP	6
HEIGHT IN FEET [1]	50′	95′	185′	245′	305′	N/A	80′	95′	380′	95′	95′	185′	TCSP	95′
MAXIMUM FAR	2.25	3.00	5.20	7.00	7.50	N/A	2.75	3.00	7.50	3.00	3.00	5.20	TCSP	3.00

TABLE 4-A: Height/FAR Limits by District

1 In all cases, height limits shall include feet and stories. A mezzanine shall not be considered a story (see Glendale Municipal Code Chapter 30.70). For exceptions to height limits for wireless telecommunications facilities, see Chapter 30.48 of the Zoning Code.

2 Properties two parcels north and south of the Alex Theater are limited to a maximum of two stories and 35 feet. Those properties on the east side of Brand Boulevard and on the west side of Brand north of California are limited to a maximum of three stories or 50 feet.

3 Civic Centers, as sites for public facilities, are subject to civic planning efforts and public review of proposed projects, rather than Height and Density Standards.

4 Building height of 25 stories or 380′ is available only to projects qualifying for the Signature Design incentive. All other incentives or combination of incentives are limited to a maximum height / density of 22 stories or 305′ and a FAR of 7.50.

5 Subject to Town Center Specific Plan (TCSP).

6 FAR, or Floor Area Ratio, is a common measure of building mass, expressed as a ratio of building area to land area. For example: a 20,000 sq ft parcel assigned a FAR of 1.0 may accommodate a maximum of 20,000 sq ft of building floor area, as a 1-story building with 100% lot coverage or a 2-story building with 50% lot coverage, or a 5-story building with 20% lot coverage, or other ratio consistent with the FAR and height standards for the district. Notwithstanding Glendale Municipal Code Section 30.70 (Definitions), above grade parking shall not be counted towards FAR if the parking is screened or "wrapped" by active uses such as office, retail, residential or other inhabitable space on facades fronting public streets or parks.

7. Mechanical equipment rooms and architectural projections which do constitute floor area as defined by the Zoning Code shall not be considered a story when determining maximum height by number of floors.

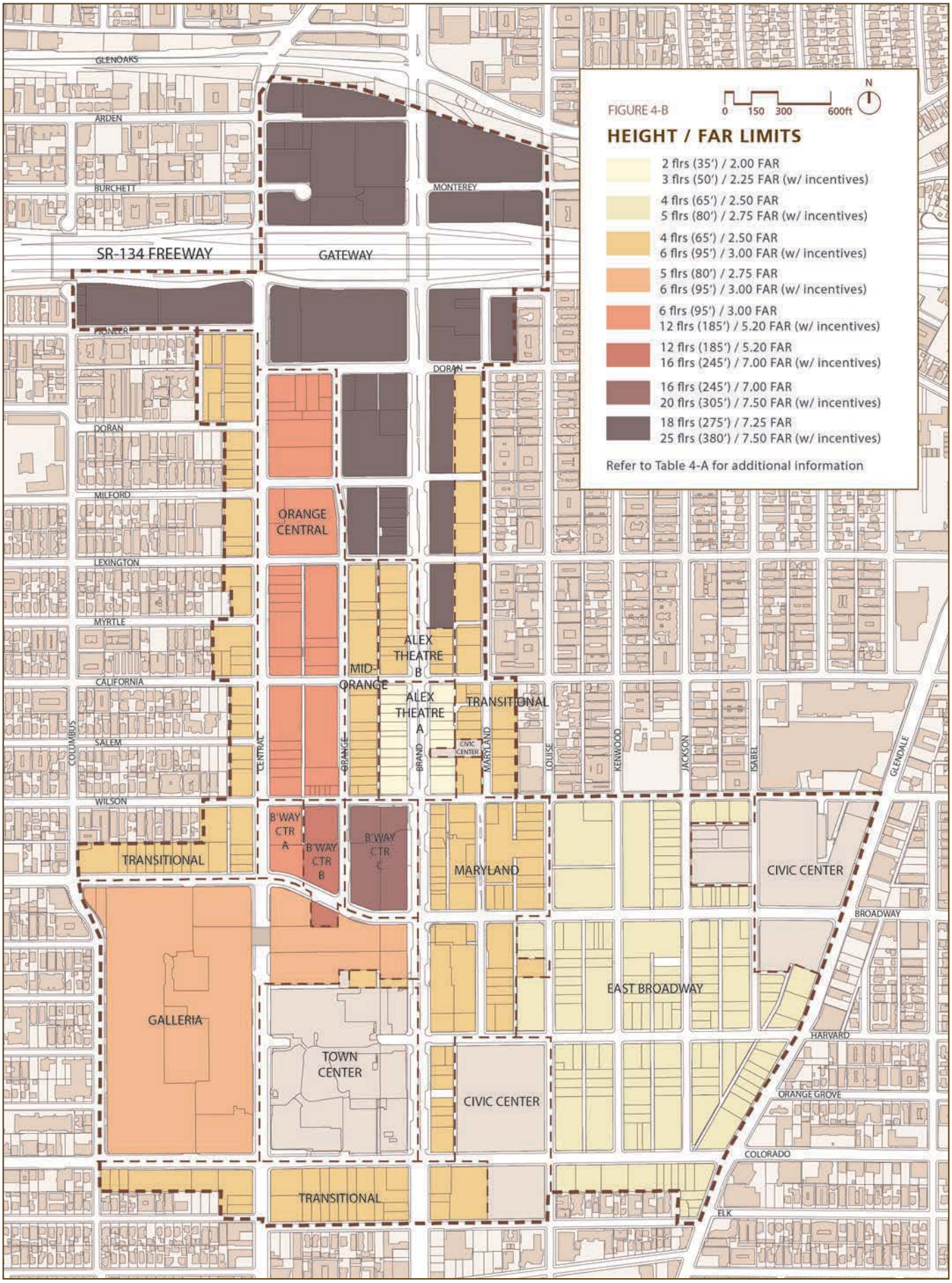


FIGURE 4-B
0 150 300 600ft
N
HEIGHT / FAR LIMITS
2 flrs (35') / 2.00 FAR
3 flrs (50') / 2.25 FAR (w/ incentives)
4 flrs (65') / 2.50 FAR
5 flrs (80') / 2.75 FAR (w/ incentives)
4 flrs (65') / 2.50 FAR
6 flrs (95') / 3.00 FAR (w/ incentives)
5 flrs (80') / 2.75 FAR
6 flrs (95') / 3.00 FAR (w/ incentives)
6 flrs (95') / 3.00 FAR
12 flrs (185') / 5.20 FAR (w/ incentives)
12 flrs (185') / 5.20 FAR
16 flrs (245') / 7.00 FAR (w/ incentives)
16 flrs (245') / 7.00 FAR
20 flrs (305') / 7.50 FAR (w/ incentives)
18 flrs (275') / 7.25 FAR
25 flrs (380') / 7.50 FAR (w/ incentives)
Refer to Table 4-A for additional information
GLENOAKS
ARDEN
BURCHETT
MONTEREY
SR-134 FREEWAY
GATEWAY
PIONEER
DORAN
MILFORD
LEXINGTON
MYRTLE
CALIFORNIA
SALEM
WILSON
COLUMBUS
CENTRAL
ORANGE
BRAND
MARYLAND
LOUISE
KENWOOD
JACKSON
ISABEL
GLENDALE
ORANGE CENTRAL
MID-ORANGE
ALEX THEATRE B
ALEX THEATRE A
TRANSITIONAL
CIVIC CENTER
B'WAY CTR A
B'WAY CTR B
B'WAY CTR C
MARYLAND
CIVIC CENTER
BROADWAY
EAST BROADWAY
GALLERIA
TOWN CENTER
CIVIC CENTER
HARVARD
ORANGE GROVE
COLORADO
ELK
TRANSITIONAL
TRANSITIONAL

BUILDING DESIGN: MASSING AND SCALE

4.2.4 Building Massing and Design Standards

The City welcomes innovative designs that will create landmark buildings. Additional bonus development (FAR and/or height) is granted when a proposal is officially recognized for landmark design (please see Chapter Seven). At a minimum, the following standards and guidelines shall apply to new Downtown development projects:

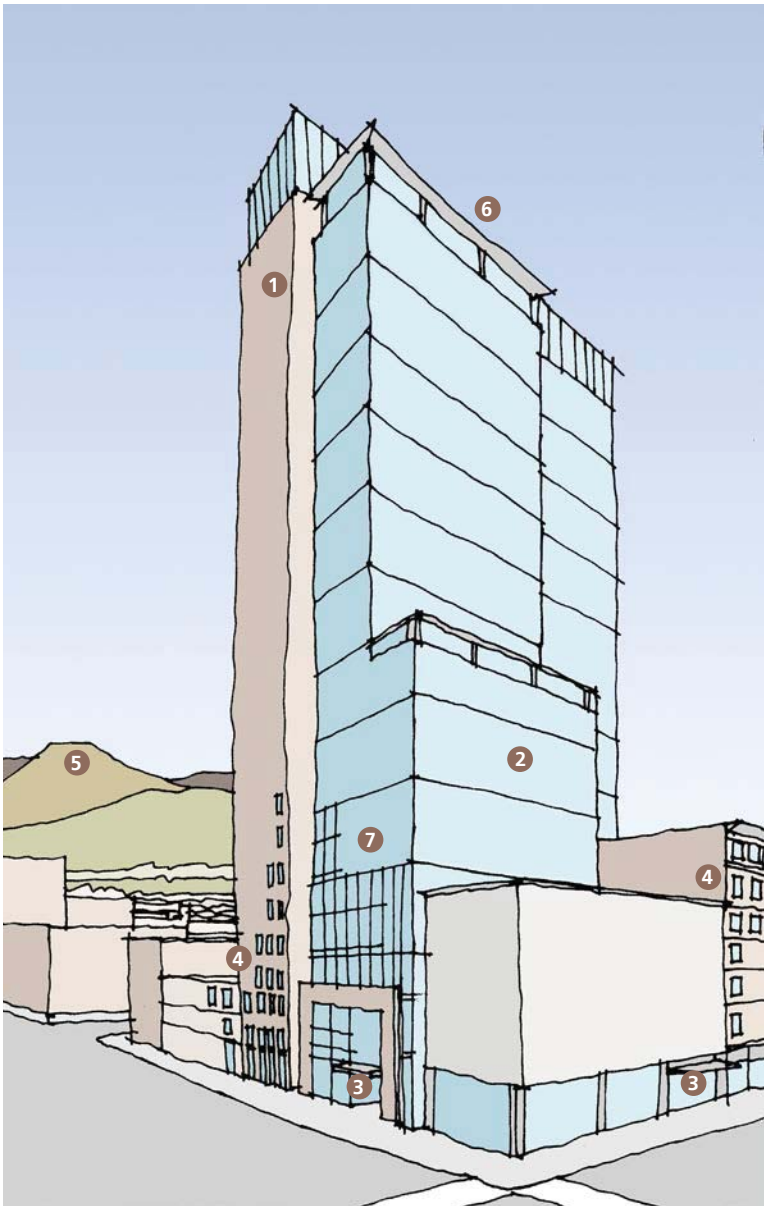
STANDARDS

A. Tall buildings within the downtown shall create a "hill" like effect created by a collection of light colored slender towers in the Gateway District, with a smaller hill at the Broadway Center District near existing tall buildings.
B. Buildings above six stories shall be tall, slender towers which enhance the skyline without blocking significant views from other buildings.
C. The bulk of new development shall be reduced through the articulation of building massing and building façades.
D. View opportunities shall be integrated into the massing of new development at appropriate locations.
E. Lighting shall be designed to consider safety and to reduce glare.

GUIDELINES

F. To improve the consistency of scale on the streets, new buildings should respond to the scale and placement of design features of earlier buildings adjacent to them. Such design features include cornice lines, colonnades, fenestration, and materials.
G. Design of new construction should intend to establish landmark buildings. Massing, façade articulation, quality of building materials, signage, lighting, building projections (e.g., towers), and other architectural features will be considered in establishing a landmark building.
H. Where the new building façade is further set back from the street than the existing adjacent buildings, the connection between new construction and adjacent buildings should be designed to minimize dark corners and blank walls and create a continuous, attractive, pedestrian environment.
I. Rooftop design should prevent unsightly rooftops as viewed from above, either by screening mechanical systems from view, creating a significant top or landmark, or designing the roof for use.
J. New development should step down to a scale similar to adjacent low-rise residential uses.
K. Projects built adjacent to historic structures that are smaller in scale should step down at the street wall to align with the existing cornice.
L. Facades above the ground floor should be stepped back or be architecturally designed. Blank or utilitarian facades are undesirable.
M. Existing views of the mountains and other local landmarks from nearby buildings should be preserved wherever feasible.
N. Floor plates above six stories should not exceed a maximum diagonal dimension in plan of 130 feet (approximately 75 x 100) unless the resulting structure achieves the goal of tall, slender towers.

1. High rise towers should be relatively slender
2. High rise massing should be divided to reduce overall bulk and step graciously down towards lower adjacent structures
3. Primary building entrances should be clearly marked
4. Cornice lines should be consistent where new buildings meet existing structures
5. New buildings should maintain key views
6. A building's top should delineated with a change of detail and meet the sky with a thinner form, or tapered overhang
7. Curtain walls should be designed with detail and texture, while employing the highest quality materials



BELOW LEFT: High rise curtain walls should be designed with the highest quality materials and some texture and surface relief from the glass plane to provides scale and visual interest from either adjacent towers and or as viewed from a distance.

BELOW MIDDLE LEFT: Towers should taper as they reach skyward and assume forms that represent the most slender and elegant addition to Glendale's downtown skyline.

BELOW MIDDLE RIGHT: Large buildings should have an appropriate scale where they meet the sidewalk and street level. Towers should be significantly separated from each other to provide light, air and views between them. Where new buildings are adjacent to smaller or historic structures, their cornice lines and other façade elements should be aligned.

BELOW FAR RIGHT: High rises should have a lower story base that steps down toward the street. The main entrance should be clearly marked with an architectural canopy or other scaling element.

BUILDING DESIGN: TRANSITIONAL MASSING

4.2.5 Buffers between Downtown and Residential Zones

Sites located at the edges of the Downtown Specific Plan area are adjacent to low-rise residential neighborhoods, consisting largely of 2- and 3-story apartments and condos. New development on these sites needs to recognize this change in scale from the downtown through transitional massing and other buffers. All new development and retrofitting of existing buildings will be evaluated according to the following standards and guidelines for buffers between Downtown and residential zones outside of the Downtown:

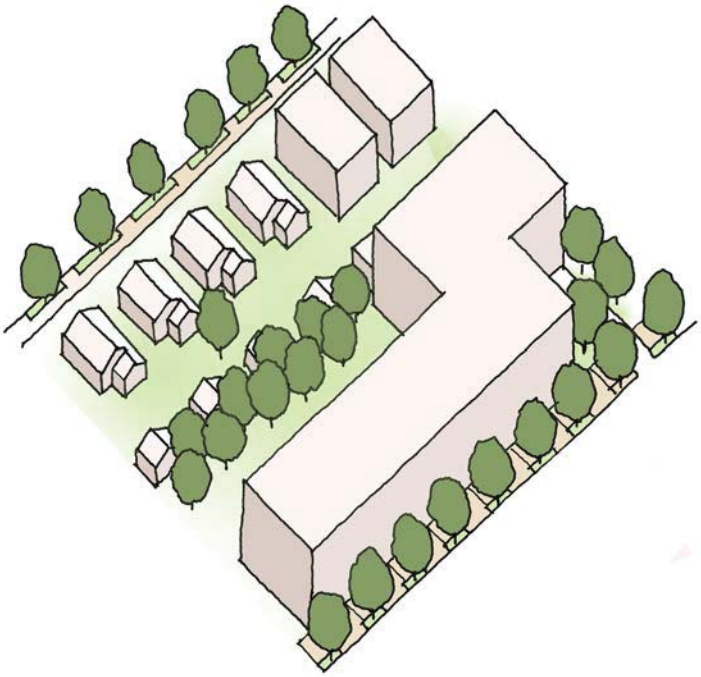
STANDARDS

A. A 5-foot setback shall be required in a Downtown development where it abuts a R-3050, R-2250, R-1650, or R-1250 zone. Landscaping and emergency access can be provided within that setback. The setback should be designed for safety, including lighting and visual access.
B. A decorative masonry wall designed as a buffer shall be required between non-residential uses (including parking) and any residential zones adjacent to the DSP area.
   1. A decorative masonry wall shall not be less than 5 1/2 feet in height.
   2. A wall next to a driveway shall be set back from the sidewalk to ensure visual access for cars and space for landscaping.
C. Parking structures facing residential zones adjacent to the DSP area shall have all walls designed as facades, compatible with the context.

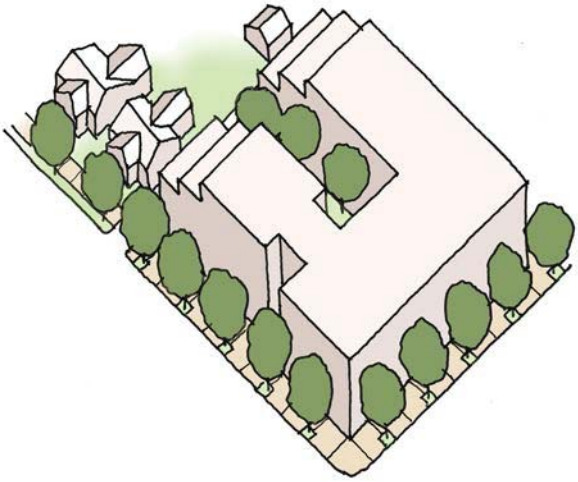
GUIDELINES

D. For larger developments, the portion adjacent to residential zones should be designed to appear as a separate building, with different setbacks, massing, height and architectural character from the Downtown-facing portion.
E. For larger developments, a change of architectural style may be appropriate where projects face or abut residential zones. The style and materials should relate to the predominate characteristics of the residential neighborhood.
F. Grading measures, such as sunken parking areas or landscaped berms, should be used as a means to screen parking lots from adjacent residential zones and/or elevation change.

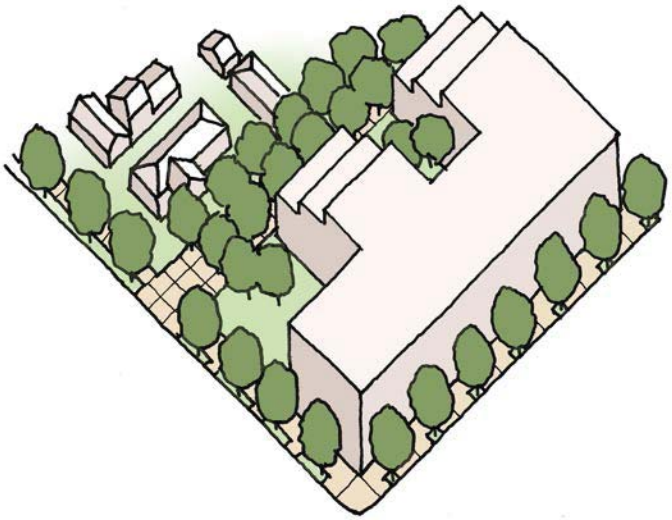
Where a residential zone is divided from a commercial or parking use by a significant topographic or elevation change, requirements for setbacks, landscaped buffers, or decorative walls may be waived by the City review authority in exchange for superior design solutions.



Courtyard facing residential



Terracing down to residential



Open space as mid-block passage

4.2.6 Landmark Architectural Features

Various sites in the downtown, such as terminated vistas and corners at primary intersections that mark entries to downtown, are ideal locations for landmark architectural features. These may include towers, prominent building entries, specialized signage or public art. Landscaped setbacks and public pocket parks may also be used to identify these locations. Additionally, East Broadway is designated a Civic Promenade, where the architectural style, massing and character of new development should defer to existing civic buildings such as the City Hall and the Central Post Office. Finally, the Open Space Network (see Chapter Five) identifies various potential pedestrian and/or vehicle passages to augment existing alleys and paseos. These passages represent opportunities to create intimate, pedestrian-scaled walkways through the downtown. Such features (identified in Figure 4-C) help provide visual landmarks and enhance the image of Downtown.

TOP LEFT: Entry corner indicated by architectural tower and primary entrance

TOP RIGHT: Entry corner at Brand and Broadway indicated by architectural rotunda and primary entrance

MIDDLE: Street vista terminated by a prominent building entrance

BOTTOM LEFT: Entry corner indicated by architectural tower

BOTTOM RIGHT: Entry corner indicated by signage

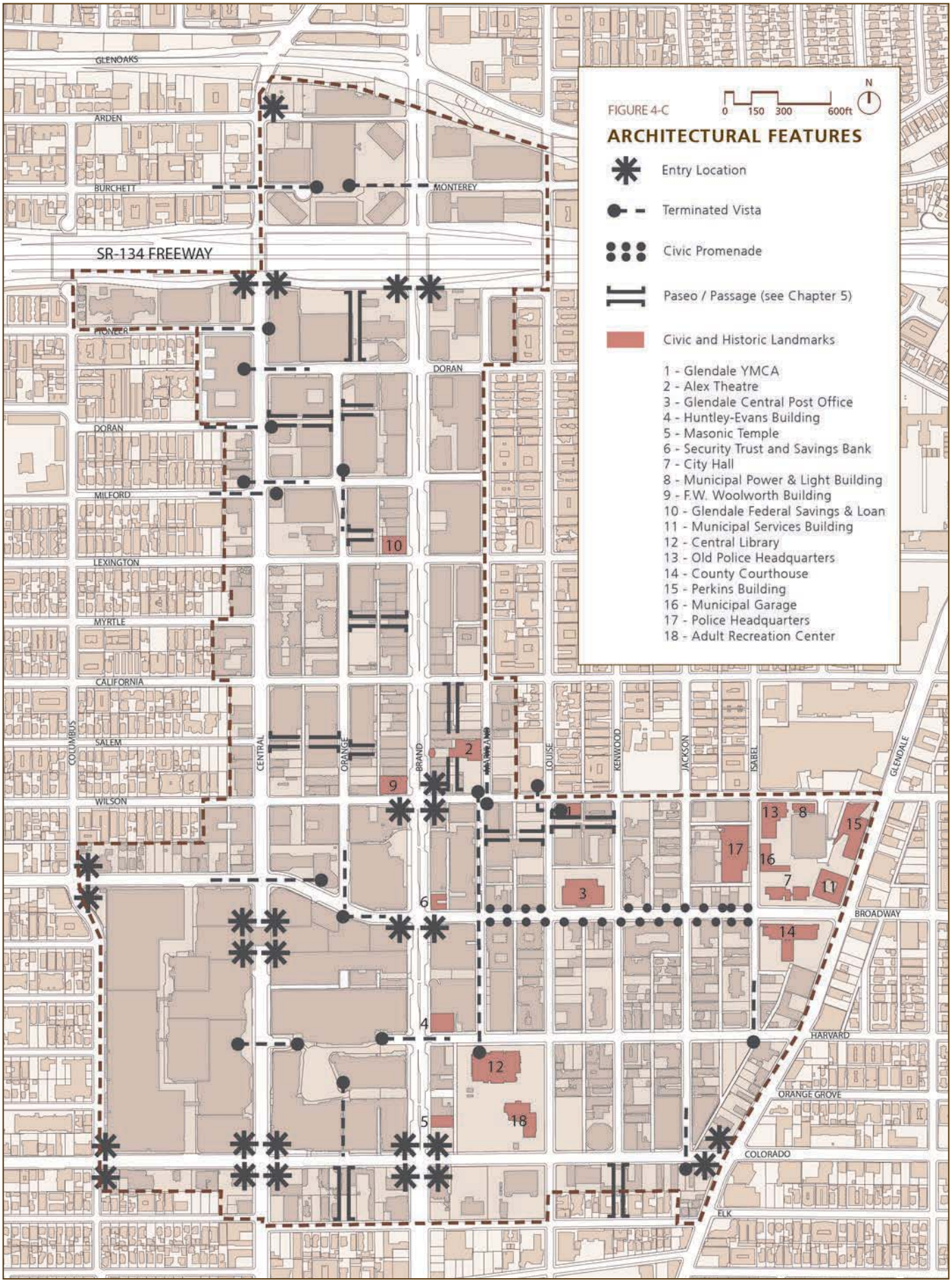


FIGURE 4-C
0 150 300 600ft
N
ARCHITECTURAL FEATURES
Entry Location
Terminated Vista
Civic Promenade
Paseo / Passage (see Chapter 5)
Civic and Historic Landmarks
1 - Glendale YMCA
2 - Alex Theatre
3 - Glendale Central Post Office
4 - Huntley-Evans Building
5 - Masonic Temple
6 - Security Trust and Savings Bank
7 - City Hall
8 - Municipal Power & Light Building
9 - F.W. Woolworth Building
10 - Glendale Federal Savings & Loan
11 - Municipal Services Building
12 - Central Library
13 - Old Police Headquarters
14 - County Courthouse
15 - Perkins Building
16 - Municipal Garage
17 - Police Headquarters
18 - Adult Recreation Center
GLENOAKS
ARDEN
BURCHETT
MONTEREY
SR-134 FREEWAY
PIONEER
DORAN
MILFORD
LEXINGTON
MYRTLE
CALIFORNIA
SALEM
WILSON
COLUMBUS
CENTRAL
ORANGE
BRAND
LOUISE
KENWOOD
JACKSON
ISABEL
GLENDALE
BROADWAY
HARVARD
ORANGE GROVE
COLORADO
ELK

BUILDING DESIGN: SETBACKS

4.2.7 Setback Requirements

Downtown's image and comfort largely are determined by proportions of streets, as defined by facing buildings, their frontages, setbacks and the streets themselves. Collectively, these shape the pedestrian experience by creating a sense of enclosure and well-defined pedestrian zones. Street and setback dimensions directly affect the pace and quality of the pedestrian experience. Setbacks from the street shall comply with the following:

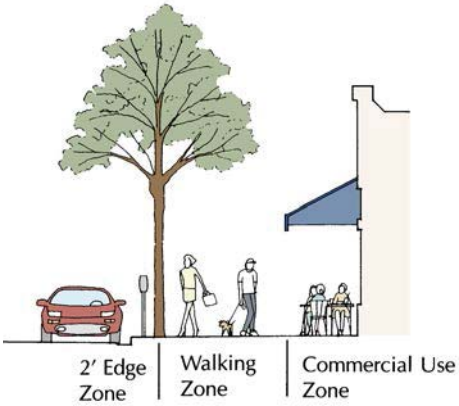
A. There shall be a minimum average setback on the ground floor of 12 feet from the curb to the building frontage on public streets (excluding alleys), except on frontages designated Residential Streets in Figure 4-D.
   1. This space shall include both public (the sidewalk) and private open space.
   2. Street trees and street furniture may be placed within this space.
   3. A clear area allowing pedestrian passage of a minimum of six (6) feet shall be provided. Street furniture, street trees, and street signage are permitted within the clear area provided all ADA requirements are met.
   4. The area within the setback which is not specified as clear passage for pedestrians may be used for other pedestrian-oriented outdoor uses, such as outdoor dining, open space, landscaped plazas, benches, etc.
   5. Building extensions above the ground floor may not extend into the 6-foot clear area or public right of way.
   6. New construction or major remodels of buildings 10,000 square feet or more may be required to install streetscape elements as specified in Section 5.3.1.

B. Additional requirements and/or restrictions may apply, as determined by frontage requirements identified in the map opposite (Figure 4-D) and Table 4-B.

TABLE 4-B: Additional setback requirements and restrictions

FRONTAGE	MINIMUM SETBACK	MAXIMUM SETBACK (except for open space features)
Primary	12 ft minimum	16 ft from curb
Entertainment	16 ft minimum	16 ft from curb
Residential	6 ft minimum	No Maximum
All Other	12 ft minimum	No Maximum

C. Frontages designated Residental Streets in Figure 4-D shall have a 6 ft setback from the property line.



BELOW LEFT: Sidewalks must allow pedestrians to move through a clear walking zone a minimum of six feet wide. Street trees and other amenities are permitted in an edge zone along the curb. A commercial use zone for dining, seating or planter boxes can be accommodated against the building frontage where sidewalks are deemed adequately wide.

BELOW RIGHT: Example of clear sidewalk zones on a twenty-four foot wide sidewalk with a double row of trees that define the pedestrian walking zone.

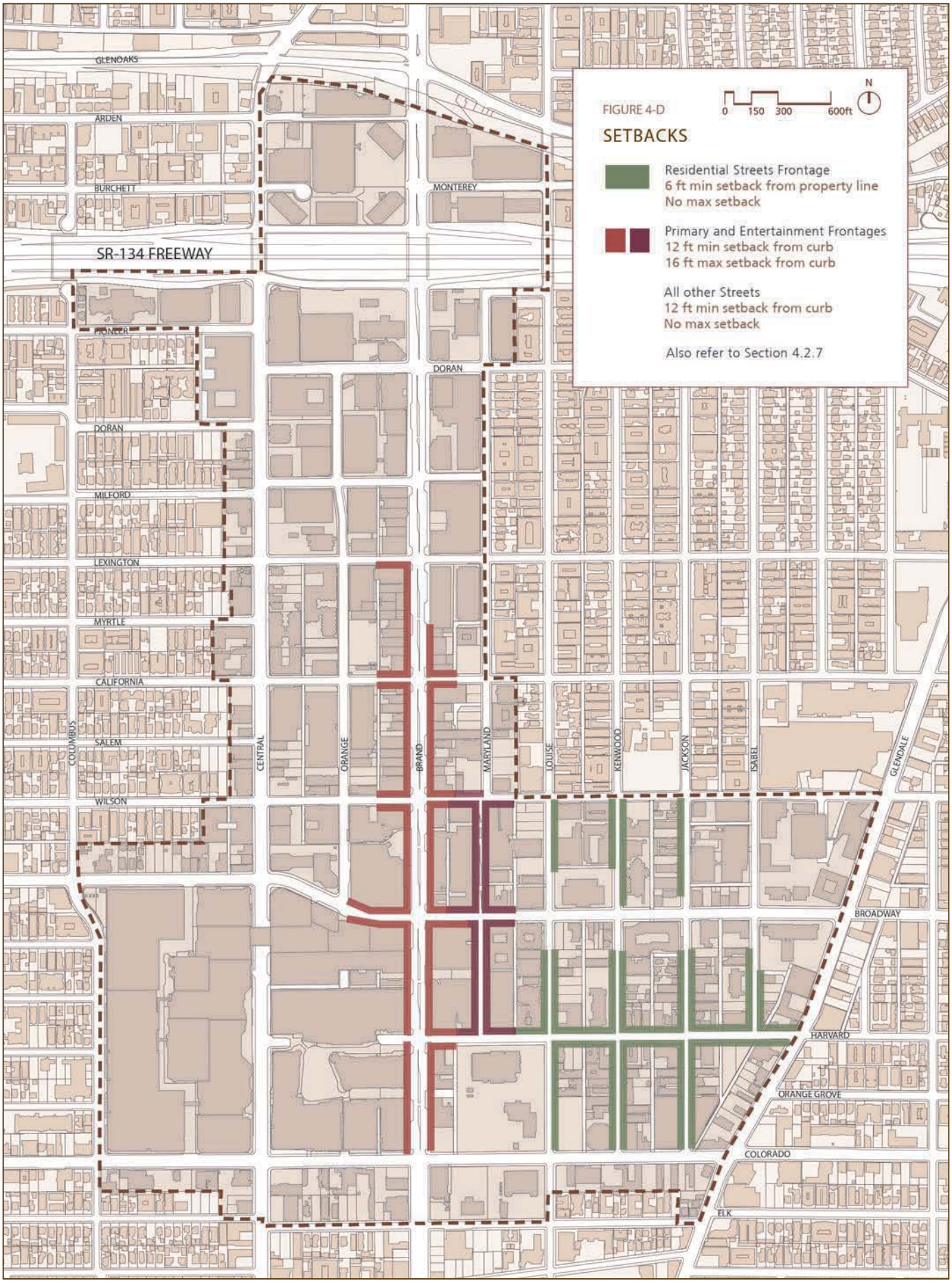


FIGURE 4-D
SETBACKS
0 150 300 600ft
N
Residential Streets Frontage
6 ft min setback from property line
No max setback
Primary and Entertainment Frontages
12 ft min setback from curb
16 ft max setback from curb
All other Streets
12 ft min setback from curb
No max setback
Also refer to Section 4.2.7
GLENOAKS
ARDEN
BURCHETT
MONTEREY
SR-134 FREEWAY
PIONEER
DORAN
MILFORD
LEXINGTON
MYRTLE
CALIFORNIA
SALEM
WILSON
COLUMBUS
CENTRAL
ORANGE
BRAND
MARYLAND
LOUISE
KENWOOD
JACKSON
ISABEL
GLENDALE
BROADWAY
HARVARD
ORANGE GROVE
COLORADO
ELK

BUILDING DESIGN: FRONTAGES

4.2.8 Frontage and Facade Design

Buildings should address the street in ways that reinforce pedestrian activity. All development must be designed to enhance ground-level architectural elements on a human scale. Entry conditions, building materials, canopies and awnings, display windows, lighting and well-designed signage can all contribute to conditions ideal for attracting pedestrians.

A. All development will comply with the following design standards and guidelines:

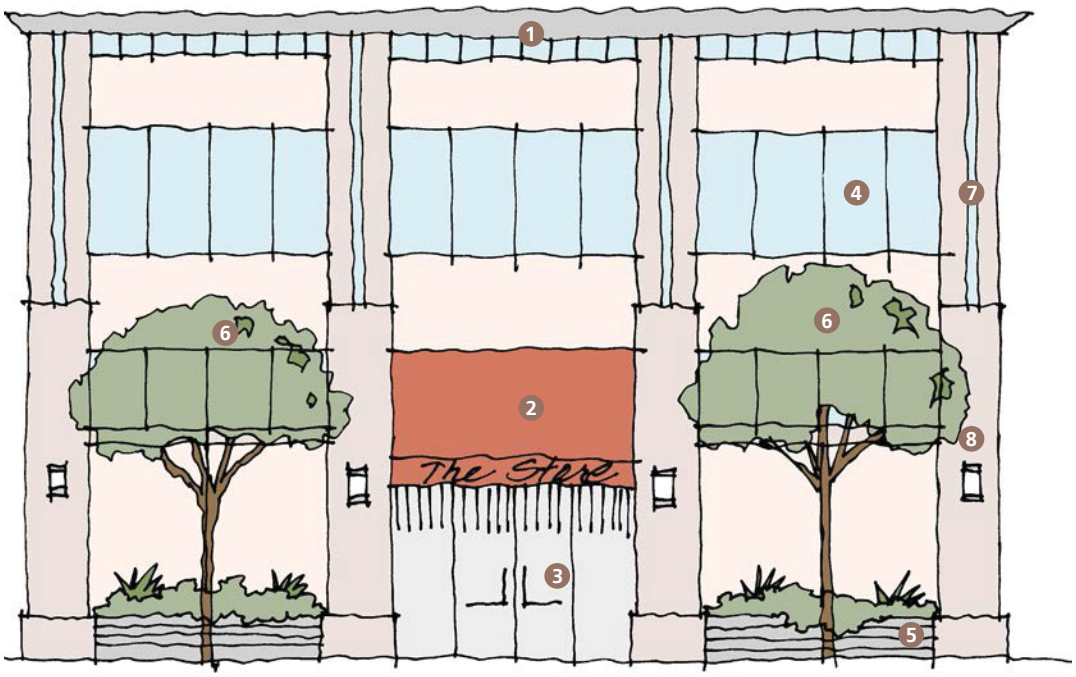
STANDARDS

1. The building façade shall use architectural solutions (e.g., building materials, texture, offset building massing, repetition of columns, recessed entries, windows, and awnings) to avoid the creation of impenetrable, un-articulated building facades.
2. Facades shall be constructed in a manner to appear substantial, avoiding low-quality building materials and construction details that contribute to the perception of a façade as flimsy, or are inconsistent with the materials and architectural style.
3. No ground level parking garages are permitted, except for garage entries on Primary Frontage Streets. Any parking at ground level must have active retail or other habitable ground floor uses facing the sidewalk.

GUIDELINES

4. New development, or the retrofitting of existing development, should address the public sidewalk. Design of the sidewalk-level façade should be incorporated into the design of the overall building.
5. Ground-level façades should have entryways at reasonable intervals of no more than 50 feet apart. For residential use at the ground floor, a stoop and a ground floor level no more than 3 feet above grade level is acceptable, while office or retail uses should be within 1 foot of ground level. On a sloping site, the primary entrance should be at grade level, and secondary entrances may be above or below.
6. Ground-level facades of buildings Primary Frontage Streets should be designed with entrances, windows, display windows, or other display devices.
7. Ground-level facades should be augmented with streetscape or open space improvements that improve the pedestrian environment.
8. At the ground level, un-articulated glass curtain walls should be avoided, unless their design is considered of exceptional quality while allowing full transparency into an attractive, active interior use. Facades of buildings should be divided into individual storefronts or entries.
9. Large expanses of glass should be subdivided into smaller units.
10. Differentiation should be provided at the base and the top of windows.
11. The ground-level floors should be visually separated from floors above through the use of architectural elements that could include awnings, canopies or lintels, or by recessing the ground-floor level from the floor above.
12. A visible and delineated roofline should be created to visually demarcate where the building silhouette meets the sky. All buildings shall have a suitable termination at the roofline, such as a cornice, reveal, pediment, or related visual trim, such as neon or tiles. The upper termination of a building shall be more strongly developed in building with a flat or slightly sloping roof.

13. Store entrances should be recessed from, not flush with, the edge of the building façade, to provide a shelter for persons entering and exiting and to articulate the facade.
14. Landscaping is encouraged to provide additional texture and planted features the ground-level elevation for the pedestrian, but should increase the level of pedestrian interest at street level rather than separating pedestrians from views into buildings.



1. Delineated roofline
2. Canopy separating ground floor from second floor
3. Recessed entrance
4. Subdivided glass at large windows
5. Planted feature at street level
6. Street trees and streetscape improvements
7. Column articulation
8. Lighting that enhances the architecture

B. For streets with ground floor use restrictions/requirements as described in Chapter Three, certain frontages are also required or restricted. These are described in Table 4-C and described in detail in the following pages:

TABLE 4-C: Frontage Design Standards

	PRIMARY FRONTAGE	ENTERTAINMENT FRONTAGE	RESIDENTIAL FRONTAGE
Arcade	Allowed	Allowed	Not Allowed
Storefront	Allowed	Allowed	Not Allowed
Stoop	Not Allowed	Not Allowed	Allowed
Porte-cochere	Allowed	Allowed	Not Allowed
Other	Not Allowed	Not Allowed	Allowed

BUILDING DESIGN: FRONTAGES (cont'd)

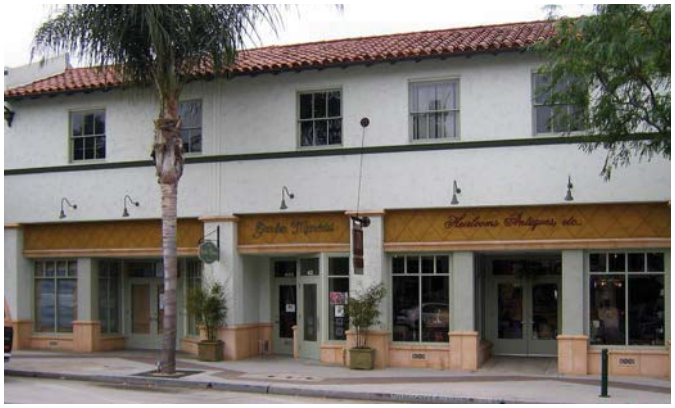
1. **Arcades** function as an extension of the public sidewalk, providing shelter from the sun and offering expanded opportunities for design on narrow lots. These will be encouraged on the sunny sides of designated pedestrian-oriented streets. Examples in Downtown Glendale include the Brand frontage of the City Center building. All covered sidewalk arcades will conform to the following design standards and guidelines:

STANDARDS

a) **Arcades** shall be accessible to pedestrians and have a minimum depth of 8 feet.
b) Minimum interior height for sidewalk arcades shall be 12 feet above the finished grade.
c) The arcade shall be no more than two stories high.
d) Pavement patterns shall be consistent with patterns regulated by the City and shall provide adequate drainage.
e) All sites adjoining an existing arcade, a similarly proportioned arcade should be considered for the new construction.

GUIDELINES

f) An arcade should be designed to function as an extension of the public sidewalk.
g) Priority locations for arcades are to extend an existing system of arcades within a single block, or to provide shade and weather protection on Primary Frontage streets.
h) The first-floor setback of at least 12 feet from the curb may be under the arcade.
i) An arcade should be covered with a flat or sloping roof. When there is not a second floor over the arcade, the roof of an arcade may be utilized as an open-air terrace or as a space for outdoor dining.
j) A landscaped planter with a minimum width of one foot should be located in front of the columns of the arcade. This planter should contain climbing vegetation which is capable of reaching a height of 15 feet or more and connected to an irrigation system.
k) Design of an arcade should be consistent along its entire length and should be integrated into the design of the building as a whole.
l) The columns of the arcade should be substantially thick, and the openings between columns should be vertically proportioned.
m) Connections should be made between the arcade and the property adjacent to it.
n) Storefronts located along the arcade should comply with all applicable storefront design guidelines.
o) To ensure proper penetration of daylight, the projection roof over an arcade should not be deeper than it is tall.



2. **Storefronts** are public entrances to retail or service uses from sidewalks or open spaces. Storefronts are commonly equipped with cantilevered shed roof(s), fixed canopies, or awning(s). In storefront areas, residential units are not allowed on the ground floor, although such uses are appropriate at upper levels. This type is prevalent along Brand Boulevard and Broadway in Downtown Glendale. All storefronts will conform to the following design standards and guidelines:

STANDARDS

a) **Storefronts** shall be between 10 feet and 16 feet tall, as measured from the adjacent sidewalk.
b) The corresponding storefront(s) opening(s) along the primary frontage shall be at least 65% of the 1st floor wall area and not have opaque or reflective glass or be blocked by display areas.
c) Storefronts shall be open and accessible during normal business hours.
d) Storefront remodels that include all openings on a building should be informed by and complement the structure's architectural style, proportions, and materials. For buildings with limited stylistic embellishment, new storefronts should provide quality design that enhances the pedestrian environment.
e) Storefront remodels that do not include all openings should be informed by aspects of the adjacent storefronts, including their proportions and materials, whenever the existing design enhances the pedestrian environment. When this is not the case, the new design should be of a quality that establishes a benchmark for future storefront remodels in the building.

GUIDELINES

f) Storefront windows should not extend to the ground unless the design is of exceptional quality and appropriate to the overall appearance of the building. They should have a solid base surfaced with high-quality durable materials, such as ceramic tile, marble, granite, limestone, or slate.
g) Awnings, signs and similar projections may encroach over the sidewalk as permitted by the Glendale Municipal Code and the Building Code.

BUILDING DESIGN: FRONTAGES (cont'd)

3. **Stoops** are entry porches/stairs that step up to an elevated ground story, securing privacy for the windows and front rooms. Stoops are suitable for ground-floor residential uses close to the sidewalk. A porch or shed roof may also cover the stoop. All stoops will conform to the following design standards and guidelines:

STANDARDS

a) Stoops shall be required for all ground level residential units unless otherwise explicitly approved by the design review authority.
b) Stoop or storefront access shall be required for all ground level live/work units, where the street frontage exceeds 100 feet, unless otherwise explicitly approved by the design review authority.
c) Stoop porches, not including stairs, shall be a minimum of 20 square feet.

GUIDELINES

d) Stoops should correspond directly to the building entry and be at least 4 feet wide.
e) Stoops may be enclosed with walls, railings, or vegetation.
f) Stoops may have an over-hanging roof or awning.

4. **Porte-Cocheres** are recessed entry courts within a storefront or arcade frontage. Porte-cocheres are commonly used for vehicular drop-off or utility off-loading, but may also accommodate gardens, dining, retail storefronts. This frontage should be used sparingly. All porte-cocheres will conform to the following design standards and guidelines:

STANDARDS

a) Porte-cocheres shall not be more than 40 feet deep from the facade.

GUIDELINES

b) The porte-cochere may be enclosed with a roof or other overhead structure for protection from sun and rain.
c) The materials and architectural detailing of the porte-cochere should be consistent with the street facade of the building.
d) A covered passage or arcade may be located over the entrance to the porte-cochere from the sidewalk.
e) Entrances to the porte-cochere should generally be narrow, so as to minimize the disruption of the dominant frontage pattern at the sidewalk.