Ruthanne Fuller
Mayor

City of Newton, Massachusetts
Department of Planning and Development
1000 Commonwealth Avenue Newton, Massachusetts 02459

Telephone
(617) 796-1120
Telefax
(617) 796-1142
TDD/TTY
(617) 796-1089
www.newtonma.gov

Barney Heath
Director

WORKING SESSION XIII MEMORANDUM

DATE: November 1, 2019

MEETING DATE: November 7, 2019

TO: Land Use Committee of the City Council

FROM: Barney Heath, Director of Planning and Development
Jennifer Caira, Chief Planner for Current Planning
Michael Gleba, Senior Planner

CC: Petitioner

In response to questions raised at the City Council public hearing, the Planning Department is providing the following information for the upcoming working session. This information is supplemental to staff analysis previously provided at the Land Use Committee public hearing.

PETITIONS #425-18 & #426-18 156 Oak St., 275-281 Needham St. & 55 Tower Rd.

Petition #425-18- for a change of zone to BUSINESS USE 4 for land located at 156 Oak Street (Section 51 Block 28 Lot 5A), 275-281 Needham Street (Section 51, Block 28, Lot 6) and 55 Tower Road (Section 51 Block 28 Lot 5), currently zoned MU1

Petition #426-18- for SPECIAL PERMIT/SITE PLAN APPROVAL to allow a mixed-use development greater than 20,000 sq. ft. with building heights of up to 96' consisting of 822 residential units, with ground floor residential units, with restaurants with more than 50 seats, for-profit schools and educational uses, stand-alone ATMs drive-in businesses, open air businesses, hotels, accessory multi-level parking facilities, non-accessory single-level parking facilities, non-accessory multi-level parking facilities, places of amusement, radio or TV broadcasting studios, and lab and research facilities, to allow a waiver of 1,600 parking stalls, to allow a reduction in the overall parking requirement to not less than 1900 stalls, to waive dimensional requirements for parking stalls, to waive end stall maneuvering requirements, to allow driveway entrances and exits in excess of 25', to waive perimeter landscaping requirements, to waive interior landscaping requirements, to waive lighting requirements for parking lots, to waive general lighting, surfacing and maintenance requirements, to waive off-street loading facilities requirements, to waive sign requirements relative to number, size, location or design, to waive the number of signs allowed.

Design Guidelines

This memorandum provides an updated version of the Design Guidelines, created by the City's peer reviewer, Form + Place **(Attachment A)**. As discussed at the October 29, 2019 Land Use Committee meeting, the Planning Department and Form + Place are responding to comments that the guidelines were too broad and ambiguous and included aspects of the project that have already been designed. In response the guidelines have been refined to be more focused and directive (see attached). The District and Block design sections have been significantly reduced and combined into a Site Design section and the Building Design section has also been refined. The language of the guidelines has also been changed to make directive statements rather than more general statements about good design principles. Planning staff also recommends that the Council Order include a condition clarifying that the petitioner is expected to meet all of the guidelines and must include a justification for any instances where they are unable to meet a guideline.

ATTACHMENTS

Attachment A Revised Design Guidelines, November 2019

DESIGN GUIDELINES

NORTHLAND NEWTON DEVELOPMENT

Prepared by the City of Newton, MA

November 2019

NORTHLAND NEWTON DEVELOPMENT
DESIGN GUIDELINES

INTRODUCTION

This Design Guideline document was created by the City of Newton Planning & Development Department to provide a framework for the incremental execution of the Northland Newton development. Crafted in collaboration with the City's Urban Design On-Call consultant, Form + Place, Inc., the proponent Northland Investment Corporation and the proponent's design team, these guidelines were adopted by the Newton City Council during the Special Permit approvals process. This document is intended to be a tool for both the proponent, providing a degree of design flexibility to respond to evolving development realities, and the City, ensuring that the realized project matches expectations set forth in the master plan.

These Design Guidelines were formulated to embody the goals and objectives of the Needham Street Area Vision Plan, which was adopted in August of 2018. This community-driven Vision Plan provides recommended implementation strategies for development along the Needham Street corridor and in surrounding neighborhoods, identifying environmental, transportation, land use and design aspirations.

The guidelines are organized into three distinct categories - district design, block design and building design - to allow for careful consideration of the proposed development at a variety of scales. Guidelines at the district level are intended to evaluate the implementation of the project holistically, taking into consideration the overall quality of the public realm and the projects connectivity to the surrounding context. Block design and Building design criteria are intended to allow the City to take a more detailed look at the place-making and architectural qualities of the proposed development and consider its merits.

[EDITORS NOTE: To be consistent with the ongoing Northland Newton development approvals process and City Council Order, these Design Guidelines have been edited to include only criteria that remain to be addressed in conjunction with future building permit applications. Since many District Design level issues have already been addressed, and an approach agreed upon by the proponent and City of Newton, the District and Block Design sections of these guidelines have been combined into a single Site Design section for the purposes of this project.]

PROCESS

Following Special Permit approval, and at each phase of implementation of the master plan, the proponent will be required to file a building permit application. In each instance, the proponent will fill out the Design Guideline Evaluation Template, explaining how the proposed development responds to the recommended design criteria and is consistent with the approved Special Permit application. In addition to the written responses to the Design Guidelines, the proponent can reference site and architectural drawings required in the Building Permit application to illustrate the design intent.

The City will then undertake a consistency determination process, which will include a review and recommendation by Planning & Development Department staff and/or their Peer Review consultants. The application will then be reviewed by the Newton Urban Design Commission, followed by the Land Use Committee of the City Council, each providing input as to the consistency of the submittal, before final consideration for approval by the Commissioner of the Newton Inspectional Services Department.

NORTHLAND NEWTON DEVELOPMENT

DESIGN GUIDELINES

ACKNOWLEDGMENTS

Prepared by:
CITY OF NEWTON STAFF:

BARNEY HEATH
Director of Planning & Development

JENNIFER CAIRA
Chief Planner

JAMES FREAS
Deputy Director of Planning & Development

MICHAEL GLEBA
Senior Planner

SHUBEE SIKKA
Urban Designer

ON-CALL URBAN DESIGN CONSULTANT:

FORM + PLACE

MICHAEL A. WANG, AIA, LEED AP
Principal

JOHN M. RUFO, AIA
Principal

MEAGHAN MARKIEWICZ
Project Designer

In collaboration with:
NORTHLAND NEWTON DEVELOPER:

Northland
INVESTMENT CORPORATION

DEVELOPER'S CONSULTANT TEAM:
Stantec Urban Places, CUBE3 Studios, SOM

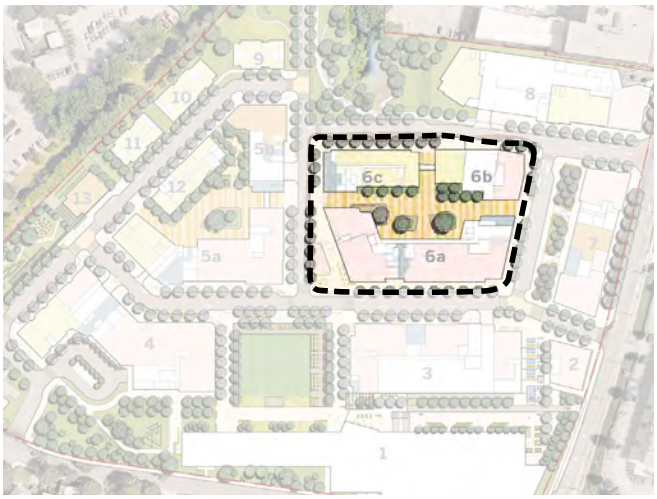
REFERENCED DOCUMENTS

CITY OF NEWTON COMPREHENSIVE PLAN [2007]
http://www.newtonma.gov/civicax/filebank/documents/53304

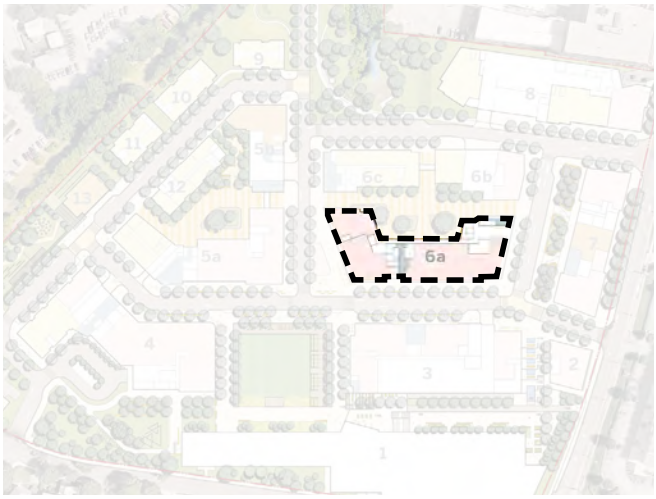
NEEDHAM STREET AREA VISION PLAN [2018]
http://www.newtonma.gov/civicax/filebank/documents/91211

NEWTON CITY ORDINANCES, CHAPTER 30: ZONING ORDINANCE [Updated 2019]
http://www.newtonma.gov/civicax/filebank/documents/69436

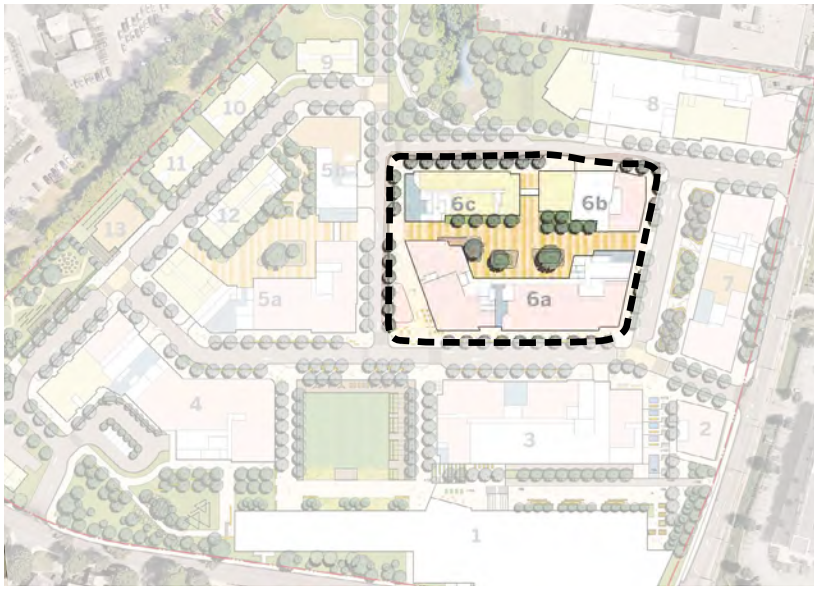
TABLE OF CONTENTS



SITE DESIGN



BUILDING DESIGN



SITE DESIGN

These Site Design guidelines are intended to support overall place-making goals by promoting the quality design of individual blocks within a larger development context. While each context has a unique set of variables, new buildings should be sited to appropriately align with abutters as they seek to promote continuity of the streetscape environment and help to define the public realm on which they front. The integration of public open space can happen at many different scales, and through-block connections [pedestrian mews], pocket parks and back alleys all play important roles in implementing a meaningful place-making strategy. A highly articulated public realm should include quality design elements, ranging from urban furniture and lighting to landscaping and paving. The location of, and access to, parking and service areas should be considered carefully to minimize visual impacts on pedestrian environments and abutters. Sustainable site design practices should be integrated in support of Newton's overall environmental goals.

1 | CONNECTIVITY TO SURROUNDING CONTEXT
- A. Vehicular Connectivity
- B. Open Space Network: Pedestrian and Bike Connectivity
- C. Cultural / Historical Connectivity

2 | BLOCK STRUCTURE
- A. Terminating Views and Framing Views
- B. Block Massing

3 | BUILDING / STREET RELATIONSHIP
- A. Continuity of Street Wall
- B. Mid-block Pedestrian Connectors
- C. Reinforce a Hierarchy of Streets within a Neighborhood
- D. Interface between Buildings and Streets

4 | OPEN SPACE INTEGRATION
- A. Variation of Sidewalk Widths
- B. Linear Parks, Alleyways and Through-block Connectors
- C. Integration of Public Art [Local, Historic]
- D. ADA Compatibility

5 | STREETSCAPE / OPEN SPACE DESIGN ELEMENTS
- A. Urban Furniture
- B. Walls and Fences
- C. Landscaping and Street Trees
- D. Lighting
- E. Paving

7 | SIGNAGE
- A. Consistency
- B. Quality and Aesthetics

6 | PARKING AND SERVICE
- A. Location and Access
- B. Screening and Landscaping

SITE DESIGN NO. 1
CONNECTIVITY TO SURROUNDING CONTEXT

GOAL | Large-scale developments should focus on addressing transitions to their abutting contexts – which can be diverse in nature – knitting together with existing fabric in ways that are sensitive to surrounding communities.

A. VEHICULAR CONNECTIVITY

A.01| Street Types

Design select street sections to adequately accommodate the movement of larger vehicles - such as service, trash and transit vehicles - and provide safe pedestrian environments.

A.02| Pedestrian / Vehicle Interface

Utilize design tools such as raised intersections and sidewalk bulb-outs in primary pedestrian circulation areas.

B. OPEN SPACE NETWORK: PEDESTRIAN AND BIKE CONNECTIVITY

B.01| Wayfinding Signage

Provide wayfinding signage at important nodes including identifying bicycle storage and public parking garages.

C. CULTURAL / HISTORICAL CONNECTIVITY

C.01| Palimpsest

Record the history of the site through the preservation of buildings, artifacts and/or development patterns whenever feasible. Embrace the educational opportunities inherent in documenting the layers of history of "place."

Utilize a hierarchy of streets and open spaces

Preserve and record the culture and history of the site

SITE DESIGN NO. 2
BLOCK STRUCTURE

GOAL | The block structure of the development should promote a thoughtfully scaled, walkable public realm where quality streetscapes and diverse open spaces are reinforced by street patterns, as well as building siting and design.

A. TERMINATING VIEWS AND FRAMING VIEWS

A.01| Hierarchy in Design

A higher level of architectural design should be incorporated into buildings that terminate important or signature views, or will have a prominent visual location in the community.

Prominent buildings relating to open space

SITE DESIGN

NO. 3

BUILDING / STREET RELATIONSHIP

GOAL | The place-making quality of individual blocks starts with the siting of a building, its relationship to adjacent buildings, how its ground level shapes the pedestrian experience and by the mix of uses contained within it.

A. CONTINUITY OF STREET WALL

A.01| Well-defined Pedestrian Experience

Align facades with other buildings on a block to provide a well-defined pedestrian streetscape experience.

A.02| Ground Level Facades

Depending on the width of streets and the relative height of buildings, upper levels of facades may step back to provide relief, but ground level facades should maintain a high degree of continuity.

A.03| Building Alignment

Vary building alignment to accommodate outdoor dining, areas for street activities and entry / drop-off.

A.04| Public-Private Transition Zones

On residentially focused streets, integrate a well-defined zone of landscaping between the sidewalk and the building to provide a public-private transition zone and a degree of privacy. Though set back, align building facades.

B. MID-BLOCK PEDESTRIAN CONNECTORS

B.01| Wrapping Storefronts

Wrap the corners of pedestrian mews with transparent storefronts to activate these secondary spaces.

C. REINFORCE A HIERARCHY OF STREETS WITHIN A NEIGHBORHOOD

C.01| Complete Streets

Identify primary, secondary and tertiary streets that each embrace the design tenets of "Complete Streets" and safely accommodate all desired forms of circulation.

C.02| Mixed-use Streets

Design street sections to reflect the uses, or mix of uses, that front onto them by defining an appropriate building / sidewalk interface, which may vary at building entry points.

Continuity of storefronts at the ground level

Variation in sidewalk width to accommodate dining

Mixed use streets give priority to pedestrians.

D. INTERFACE BETWEEN BUILDINGS AND STREETS

D.01| Ground Floor Transparency

Reinforce a vibrant pedestrian environment with ground floor façade articulation and a high degree of storefront transparency.

Ground floor transparency creates a vibrant street

SITE DESIGN NO. 4

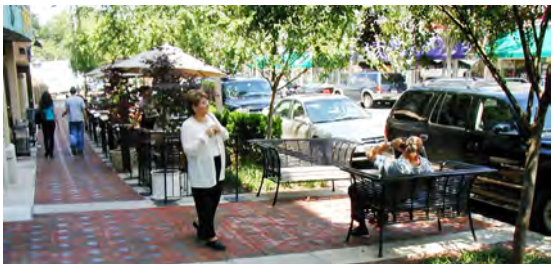
OPEN SPACE INTEGRATION

GOAL | While continuity of street wall can be critical to a well-defined block, the integration of open space at a variety of scales offers opportunities for unique environments and the accommodation of public amenities.

A. VARIATION OF SIDEWALK WIDTHS

A.01| Sidewalk Design

In mixed-use or commercial settings, widen sidewalks to accommodate outdoor dining, merchandising or other street activities. Change paving materials to help define clear zones for activities and circulation.



Well-articulated sidewalk zones

B. LINEAR PARKS, ALLEYWAYS AND THROUGH-BLOCK CONNECTORS

B.01| Designing Back Alleys

Cluster areas behind buildings that accommodate surface parking, garage access, loading and trash pick-up and use landscaping, screening and paving to make these spaces pleasant to walk through and look out onto.

Pocket parks can offer a unique experience

C. INTEGRATION OF PUBLIC ART [LOCAL, HISTORIC]

C.01| Historic Relics

Display historic relics from the site in a way that provides an educational benefit.

D. ADA COMPATIBILITY

D.01| Accessible Open Space

All places of public accommodation must be accessible to persons with disabilities.

Mews add human scale to the pedestrian experience

SITE DESIGN NO. 5

STREETSCAPE / OPEN SPACE DESIGN ELEMENTS

GOAL | An engaging public realm should offer a diverse range of highly articulated and well-appointed pedestrian environments that are functional in all seasons.

A. URBAN FURNITURE

A.01| Movable and Fixed

While built-in furniture [large benches, terraced seating] can be designed to compliment place-making goals, movable furniture [tables and chairs, benches, lounge chairs] should be used to provide a degree of flexibility for multi-purpose spaces.

A.02| Durable Materials

Choose materials that are durable, preferably locally-sourced, four-season and weather predictably.

B. WALLS AND FENCES

B.01| Embellish with Landscaping

Walls and fences located to provide screening or enclosure for areas such as surface parking, mechanical equipment, trash/recycling should be embellished with landscaping on their public side.

B.02| Quality Materials

Use quality materials that are durable – avoid vinyl and chain link fences.

C. LANDSCAPING AND STREET TREES

C.01| Indigenous Species

Use indigenous species that provide seasonal coverage and variation.

C.02| Consistent with Surrounding Context

Choose plant materials that provide continuity and consistency with the surrounding context.

C.03| Street Tree Design

Based on their mature canopy size, the spacing of street trees should generally range from 25'-50' on center.

Combine movable and fixed furniture for flexibility

Site walls can be used to highlight areas or screen

Trees lining a mixed-use street

Plantings as an integral part of place-making

D. LIGHTING

D.01| Activate the Ground Level

Integrate lighting into landscaped areas, site walls, bollards, etc. to provide visual interest and highlight pedestrian walkways and gathering areas.

D.02| Coordinate Site and Building Lighting

Design site lighting to compliment building mounted lighting, and be focused adequately to minimize negative impacts on users and abutters.

Site and building lighting activating the ground plane

E. PAVING

E.01| Quality materials

High quality specialty paving can play an important role in creating a human-scaled environment, and should be used to define zones for circulation and to create focal points for activities. It is especially important to integrate quality paving into hierarchically significant pedestrian environments, such as retail shopping streets and public parks.

E.02| Design for All Seasons

Consider the impacts of freeze-thaw cycles and snow removal in the selection of paving materials and installation.

E.03| Permeable Paving

Permeable paving should be utilized to increase infiltration, especially when transitioning to landscape areas, such as around street trees.

Specialty paving in pedestrian environments

SITE DESIGN

SIGNAGE

NO. 6

GOAL | Signage, at the Site Design level, is critical for both wayfinding and branding of place and, as such, should be integrally designed to reinforce the quality of the built environment and the public realm.

A. CONSISTENCY

A.01| Sign Family

Establish a Sign Family that promotes consistency in design across the full spectrum of site / development-level signage - whether building-mounted or free-standing - such as pylons, monuments, kiosks, etc. [Note: see building design section for retail/tenant signage]

Graphic consistency throughout a sign family

B. QUALITY AND AESTHETICS

B.01| High Quality Materials

Fabricate signs out of high-quality materials that are durable and consistent with both landscaping features and building materials.

SITE DESIGN

NO. 7 PARKING AND SERVICE

GOAL | Parking and service areas should be visually unobtrusive and designed to be accessed from specific locations that minimize impacts on key pedestrian environments and abutters.

A. LOCATION AND ACCESS

A.01| Architectural Treatments / Liners

Locate and design above-grade structured parking and service areas to minimize visual and functional impacts on pedestrian environments. Whenever possible, locate parking structures behind buildings. Incorporate significant architectural façade treatments and active uses at the ground level of parking structures when visible from primary pedestrian environments

A.02| Minimize Pedestrian Impacts

Cluster parking and service areas to allow for shared access points to minimize vehicular crossings of pedestrian environments. Locate access points on hierarchically less important pedestrian streets and away from primary building entries, when possible.

A.03| Sidewalk Continuity

Where curb cuts are needed, they are to be the minimum functional width and utilize small radii.

B. SCREENING AND LANDSCAPING

B.01| Visual Buffers

The perimeters of surface parking lots and service areas should incorporate visual buffers, such as fences, walls and landscape elements to provide separation from pedestrian environments and abutters.

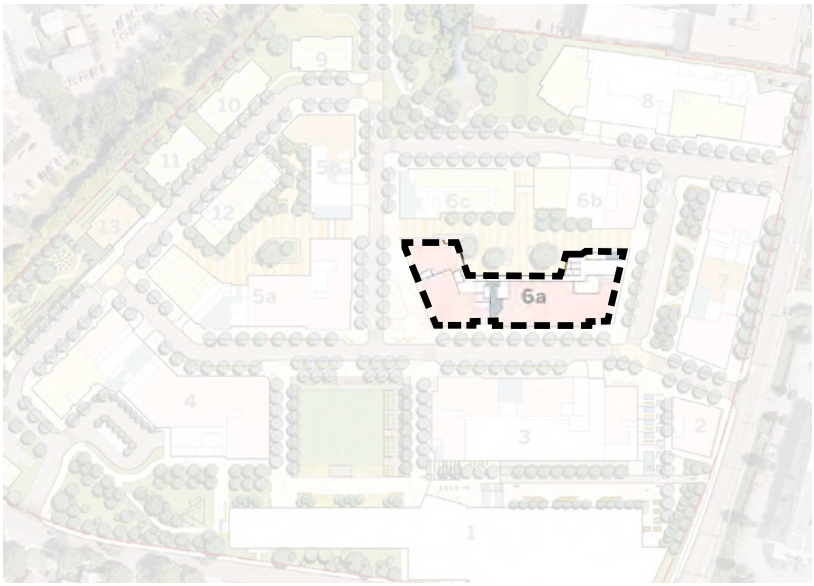
B.02| Landscaped Parking Areas

Integrate internal landscaping islands and trees into surface parking lots to help provide an environment for abutters to look out on and to reduce heat island effect.

On-street parking creates safer pedestrian environments

Artist studios / retail space line first floor garage bays

Landscaping buffers outdoor dining from parking area



BUILDING DESIGN

These Building Design guidelines have been developed to ensure that the architectural character of new construction, as well as adaptively reused buildings preserves and enhances the land use and design goals outlined in the Comprehensive Plan. In addition to larger scale issues that define how buildings should relate to their surrounding community context, these guidelines are intended to describe design parameters for how buildings contribute to creating highly articulated, human-scaled environments. At the immediate site context level, it is the ground floor interface that is often most critical for creating vibrant streetscapes. As such, these guidelines offer both recommendations for overall façade organization and articulation as well as specific ground floor design strategies that include transparent storefronts, high quality materials and thoughtfully integrated signage and lighting. Buildings should also strive to utilize best building practices and incorporate the tenets of green design so as to minimize adverse impacts on the environment.

1 | OVERALL ARCHITECTURAL CHARACTER
- A. Holistic approach within a development

2 | BUILDING HEIGHT / MASSING
- A. Height
- B. Massing
- C. Consistency of the Base

3 | FAÇADE ARTICULATION
- A. Creating an Understandable Framework
- B. Hierarchy of Articulation
- C. Architectural Elements
- D. Fenestration

4 | GROUND LEVEL DESIGN
- A. Façade depth
- B. Transparency
- C. Continuity
- D. Entries
- E. Building Signage

5 | ROOFSCAPE DESIGN
- A. Roof Forms
- B. Visual Impacts

6 | MATERIALS
- A. Visually Compatible with Context
- B. High Quality, Durable, Genuine

7 | BUILDING EXTERIOR LIGHTING
- A. Accentuate Architectural Expression
- B. Enhance Surrounding Public Realm
- C. Light Pollution

BUILDING DESIGN NO. 1
OVERALL ARCHITECTURAL CHARACTER

GOAL | The architectural character of a building should be judged holistically for its relatedness to its surrounding context, not purely by its style or vernacular.

A. HOLISTIC APPROACH WITHIN A DEVELOPMENT

A.01| Consistency in Design

Provide consistent design amongst buildings by incorporating compatible materials and detailing.

A.02| Purposeful Variation

Utilize purposeful variation in prominent locations with a signature building.

Consistent design in an evolving context

Innovative design in a traditional context

BUILDING DESIGN NO. 2
BUILDING HEIGHT / MASSING

GOAL | The overall height and bulk of a building, or collection of buildings, should be appropriately scaled for the public realm that it is helping to define, and make a meaningful contribution towards activating its immediate context.

A. HEIGHT

A.01| Variation in Building Height

Balance variation in overall height by tying together buildings with unifying architectural elements, such as intermediate cornice lines or other datums.

B. MASSING

B.01| Major and Minor Volumes

Incorporate secondary volumes to achieve major and minor readings to address overall building scale and avoid large monotonous elevations.

Multiple volumes and step backs address human scale

B.02| Hierarchical Moments

Introduce hierarchical massing moments on facades with a repetitive bay structure at important locations such as corners or building entries.

Hierarchical moment at a prominent corner

C. CONSISTENCY OF THE BASE

C.01| Ground Floor Continuity

Create reasonable continuity of the ground floor environment to establish human scale and the completeness of the pedestrian environment.

C.02| Building Alignment

Introduce purposeful variation in building alignment to announce primary entries, accommodate outdoor dining, etc.

Ground floor storefront continuity

BUILDING DESIGN NO. 3
FACADE ARTICULATION

GOAL | The articulation of facades should reinforce the qualities of a human-scaled environment by providing visual interest in ways that create both harmony as well as moments of hierarchical importance.

A. CREATING AN UNDERSTANDABLE FRAMEWORK

A.01| Use an Organizing Rhythm

Utilize an organizing rhythm, such as the regular expression of structure or changes in materials to avoid the appearance of endless, unarticulated lengths of façade.

A.02| Human-Scaled Proportions

Establish human scale and proportions through devices such as the traditional vertical breakdown of façade into base, middle and top.

A.03| Dynamic Qualities

Utilize purposeful massing shifts, plane changes and stepping volumes, including bays to give a dynamic quality [sense of movement] to facades by providing depth and to establish hierarchy.

Organizing rhythm

B. HIERARCHY OF ARTICULATION

B.01| Articulation on Key Frontages

Incorporate a higher level of articulation on hierarchically more important frontages. While the level of detail can be simplified to a degree on secondary and tertiary facades, the overall quality of design and use of materials should be consistent.

B.02| Architectural Detail at Focal Points

Incorporate areas of elevated architectural expression at key focal points, such as building corners, primary entries and in response to surrounding urban conditions [vistas].

Visual interest through architectural elements

C. ARCHITECTURAL ELEMENTS

C.01| Additive and Subtractive Components

Include architectural elements – both additive and subtractive - that provide visual interest, depth and rhythm such as canopies, awnings, bays, balconies, pilasters, cornices, porches [residential]. Utilize these components to help to refine the scale and proportions of important facades.

Composition with varying fenestration typologies

D. FENESTRATION

D.01| Contextual Typologies

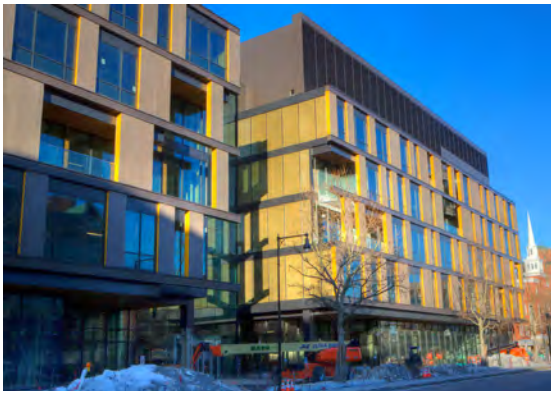
Incorporate fenestration typologies that are contextual and thoughtfully composed. As with other facade elements, avoid large, unarticulated areas of glass, or overly repetitive patterns, that do not contribute to defining a scale and proportions appropriate for the building or the larger context.

D.02| Transparency and Use

Utilize a degree of transparency on facades appropriate for the uses contained within, while helping to activate the public realm.

D.03| Detail Thoughtfully

Provide thoughtful detailing of windows - including the style of trim, mullions, color choice and materials - to achieve depth and a high level of articulation that contributes to the overall quality of a façade.



Use-appropriate transparency [lab building]

BUILDING DESIGN NO. 4
GROUND LEVEL DESIGN

GOAL | In mixed-use environments, an active and engaging ground level is essential for defining a lively pedestrian streetscape.

A. FACADE DEPTH

A.01| Engaging Storefronts

Incorporate storefront recesses [such as at entries] and pop-outs [including projecting bays] to provide a high degree of visual interest for pedestrians.

A.02| Protection from the Elements

Utilize canopies, awnings, trellises and other projecting building components that provide protection from the elements for pedestrians and allow for more façade transparency.

Protective canopies at storefront transition zone

B. TRANSPARENCY

B.01| Ground Floor Pedestrian Environments

In primary pedestrian environments, provide a high degree of visual transparency into ground floor spaces, especially between 2' and 8' above grade.

B.02| Activate Secondary Spaces

Transparent storefronts should "turn the corner", including at mid-block pedestrian mews, to activate secondary spaces.

Storefronts turning the corner to enliven mews

C. CONTINUITY

C.01| Architectural Framework

Employ organizing façade elements to provide a continuous framework for the pedestrian environment as storefronts transition from lease to lease in a mixed-use environment.

C.02| Articulate Storefronts

Avoid large stretches of unarticulated storefront; Storefront continuity will reinforce an engaging pedestrian experience and make for a more successful retail environment.

Continuous bay framework for retail storefronts

D. ENTRIES

D.01| Primary Entry Design Quality

Incorporate a higher level of architectural design at primary building entries by utilizing quality materials, lighting and appropriate signage.

D.02| Primary Entry Location

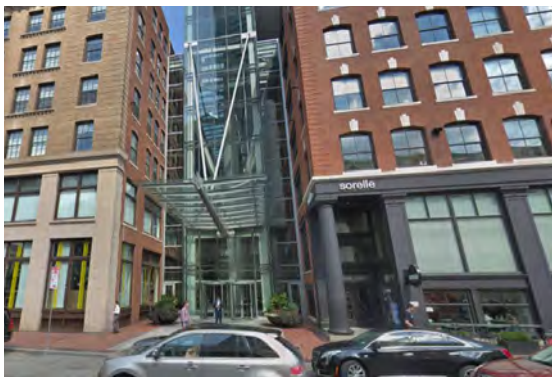
Concentrate primary building entries on hierarchically more important pedestrian streets to increase activation.

D.03| Separate Service Locations

Locate service and loading access discreetly and not proximate to primary building entries and active storefronts.

D.04| Connect Interior and Exterior Spaces

In addition to transparency, utilize operable storefronts to promote an active connection between interior and exterior spaces at restaurant and retail spaces that open onto the street provided that facades retain a degree of definition and negative impacts, such as noise, are properly mitigated.



Quality materials highlighting primary entrance

Opening up storefronts onto the streetscape

E. BUILDING SIGNAGE

E.01| Integrate into Facade Design

Integrate building signage into the overall façade design and ensure that it is appropriately scaled and located relative to the use that it is referencing.

E.02| Ground Floor Signage Location

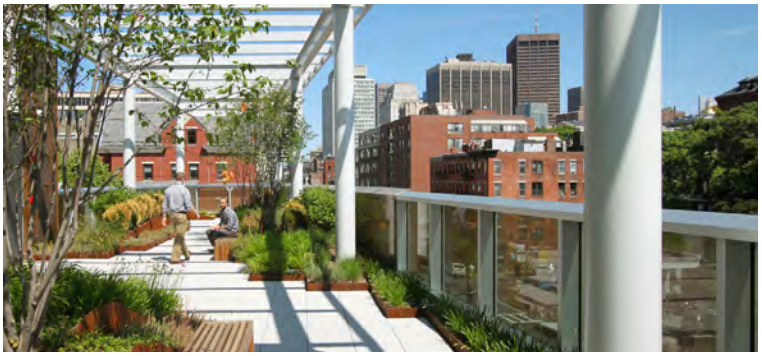
Incorporate ground floor storefront signage - wall-mounted [parallel and perpendicular], window graphics, canopy-mounted, awning - into the ground floor facade design and locate, generally, below the second-floor window sill level.

E.03| Contribute to Streetscape Environment

Illumination, materiality, scale and attachment of building signage should be compatible with the overall building architecture and contribute to a consistent streetscape environment.

Integrating a variety of signage into facade design

Building-mounted signage organized in a facade zone



BUILDING DESIGN NO. 5
ROOFSCAPE DESIGN

GOAL | The design of roofs should consider the visual impact on abutters, while looking for opportunities to incorporate sustainable design features and amenities.

A. ROOF FORMS

A.01| Compliment Surrounding Context

Roof forms - flat or pitched - should be integral to the overall building composition and be complimentary to the surrounding context.

B. VISUAL IMPACTS

B.01| Low Roofs

Attention should be given to the visual impact of low roofs on abutters, including the selection of quality materials.

B.02| Cluster and Screen Equipment

Cluster and locate mechanical equipment near the center of buildings and adequately screen from pedestrian view with quality materials consistent with overall building design.

Unique roof forms where context appropriate

Cluster roof equipment to allow for usable space

BUILDING DESIGN NO. 6
MATERIALS

GOAL | The selection of a high-quality palette of materials should be both contextual and forward-thinking in terms of design and sustainability.

A. VISUALLY COMPATIBLE WITH CONTEXT

A.01| Complement Existing

Select materials that are genuine in their appearance and ensure that their application complements the existing context, including adjacent historic buildings and properties.

A.02| Mindful of Architectural Goals

Utilize materials purposefully to compliment architectural goals related to scale and proportions.

A.03| Consistent with Street and Site

Select building materials compatible and consistent with streetscape and site design materials.

Genuine materials that compliment the context

B. HIGH QUALITY, DURABLE, GENUINE

B.01| Context Appropriate

Use high quality materials which are durable and appropriate for local climatic conditions.

B.02| Authentic Detailing

Detail materials in a way that is authentic [for example, wrap the corner], promotes longevity and helps maintain a high-quality finish over time.

B.03| Ground Level Importance

Utilize the highest quality materials at the ground level which are capable of handling physical impact while maintaining a high level of appearance.

B.04| Focus on Building Entries

Building entry areas should receive extra focus, in terms of finishes and the detailing of materials.

Materials helping define the quality of a streetscape

BUILDING DESIGN NO. 7
BUILDING EXTERIOR LIGHTING

GOAL | Lighting should accentuate architectural expression and enhance the quality and safety of pedestrian environments.

A. ACCENTUATE ARCHITECTURAL EXPRESSION

A.01| Highlight Key Features

Position building mounted lighting to highlight hierarchically important features of facades – parapets, piers, corners, entries - providing a sense of scale and proportion during nighttime hours.

Highlighting architectural features of a building

B. ENHANCE SURROUNDING PUBLIC REALM

B.01| Focus on Ground Plane

Coordinate building lighting with site lighting to enhance the quality of the pedestrian environment by focusing on illuminating the ground plane, particularly in active use areas.

B.02| Create a Safe Environment

Utilize lighting to promote a safe environment by enhancing wayfinding, marking key entry points and helping vehicular traffic to see pedestrians.

Highlighting architectural features of a building

C. LIGHT POLLUTION

C.01| Avoid Animation

Avoid flashing or irregular light.

C.02| Prevent Light Trespass

Follow commonly accepted guidelines for preventing light trespassing – shielding, intensity, orientation - to avoid negative impacts on the night sky and abutting parcels.

Site and building lighting contributing to place-making

DESIGN GUIDELINES

EVALUATION TEMPLATE

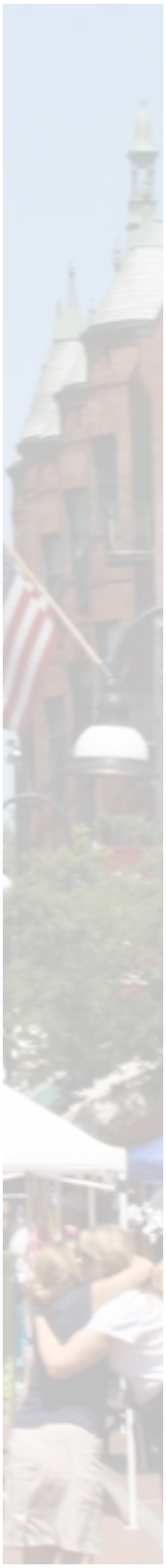
NORTHLAND NEWTON DEVELOPMENT

Prepared by the City of Newton, MA

November 2019

SITE DESIGN

Applicant general comments for building design: (250 word max.)



General city comments: Consistent ☐ Not Consistent ☐

SITE DESIGN NO. I

CONNECTIVITY TO SURROUNDING CONTEXT

GOAL | Large-scaled developments should focus on addressing transitions to their abutting contexts – which can be diverse in nature – knitting together with existing fabric in ways that are sensitive to surrounding communities.

A. VEHICULAR CONNECTIVITY

A.01| Street Types

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Pedestrian / Vehicle Interface

Applicant response: (100 word max.)

City Response:

Document references:

B. OPEN SPACE NETWORK: PEDESTRIAN AND BIKE CONNECTIVITY

B.01| Wayfinding Signage

Applicant response: (100 word max.)

City Response:

Document references:

C. CULTURAL / HISTORICAL CONNECTIVITY

C.01| Palimpsest

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN NO. 2

BLOCK STRUCTURE

GOAL | The block structure of the development should promote a thoughtfully scaled, walkable public realm where quality streetscapes and diverse open spaces are reinforced by street patterns, as well as building siting and design.

A. TERMINATING VIEWS AND FRAMING VIEWS

A.01| Hierarchy in Design

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN NO. 3

BUILDING / STREET RELATIONSHIP

GOAL | The place-making qualities of individual blocks starts with the siting of a building, its relationship to adjacent buildings, how its ground level shapes the pedestrian experience and by the mix of uses continued within it.

A. CONTINUITY OF STREET WALL

A.01| Well-defined Pedestrian Experience

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Ground Level Facades

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Building Alignment

Applicant response: (100 word max.)

City Response:

Document references:

A.04| Public-Private Transition Zones

Applicant response: (100 word max.)

City Response:

Document references:

B. MID-BLOCK PEDESTRIAN CONNECTORS

B.01| Wrapping Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

C. REINFORCE A HIERARCHY OF STREETS WITHIN A NEIGHBORHOOD

C.01| Complete Streets

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Mixed-Use Streets

Applicant response: (100 word max.)

City Response:

Document references:

D. INTERFACE BETWEEN BUILDINGS AND STREETS

D.01| Ground Floor Transparency

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN **NO. 4**

OPEN SPACE INTEGRATION

GOAL | While continuity of street wall can be critical to a well-defined block, the integration of open space at a variety of scales offers opportunities for unique environments and the accommodation of public amenities.

A. VARIATION OF SIDEWALK WIDTHS

A.01| Sidewalk Design

Applicant response: (100 word max.)

City Response:

Document references:

B. LINEAR PARKS, ALLEYWAYS AND THROUGH-BLOCK CONNECTORS

B.01| Designing Back Alleys

Applicant response: (100 word max.)

City Response:

Document references:

C. INTEGRATION OF PUBLIC ART [LOCAL, HISTORIC]

C.01| Historic Relics

Applicant response: (100 word max.)

City Response:

Document references:

D. ADA COMPATIBILITY

D.01| Accessible Open Space

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN NO. 5

STREETSCAPE / OPEN SPACE DESIGN ELEMENTS

GOAL | An engaging public realm should offer a diverse range of highly articulated and well-appointed pedestrian environments that are functional in all seasons.

A. URBAN FURNITURE

A.01| Movable and Fixed

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Durable Materials

Applicant response: (100 word max.)

City Response:

Document references:

B. WALLS AND FENCES

B.01| Embellish with Landscaping

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

C. LANDSCAPING AND STREET TREES

C.01| Indigenous Species

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Consistent with Surrounding Context

Applicant response: (100 word max.)

City Response:

Document references:

C.03| Street Tree Design

Applicant response: (100 word max.)

City Response:

Document references:

D. LIGHTING

D.01| Activate the Ground Level

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Coordinate Site and Building Lighting

Applicant response: (100 word max.)

City Response:

Document references:

E. PAVING

E.01| Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

E.02| Design for All Seasons

Applicant response: (100 word max.)

City Response:

Document references:

E.03| Permeable Pavers

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN NO. 6

SIGNAGE

GOAL | Signage, at the Site Design level, is critical for both wayfinding and branding and, as such, should be integrally designed to reinforce the quality of the built environment and the public realm.

A. CONSISTENCY

A.01| Sign Family

Applicant response: (100 word max.)

City Response:

Document references:

B. QUALITY AND AESTHETICS

B.01| High Quality Materials

Applicant response: (100 word max.)

City Response:

Document references:

SITE DESIGN **NO. 7**

PARKING AND SERVICE

GOAL | Parking and service areas should be visually unobtrusive and designed to be accessed from specific locations that minimize impacts on key pedestrian environments and abutters.

A. LOCATION AND ACCESS

A.01| Architectural Treatments / Liners

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Minimize Pedestrian Impacts

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Sidewalk Continuity

Applicant response: (100 word max.)

City Response:

Document references:

B. SCREENING AND LANDSCAPING

B.01| Visual Buffers

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Landscaped Parking Areas

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN

Applicant general comments for building design: (250 word max.)

General city comments: Consistent ☐ Not Consistent ☐

BUILDING DESIGN NO. 1

OVERALL ARCHITECTURAL CHARACTER

GOAL | The architectural character of a building should be judged holistically for its relatedness to its surrounding context, not purely by its style or vernacular.

A. A HOLISTIC APPROACH WITHIN A DEVELOPMENT

A.01| Consistency in Design

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Purposeful Variation

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN | NO. 1

BUILDING DESIGN NO. 2

BUILDING HEIGHT / MASSING

GOAL | The overall height and bulk of a building, or collection of buildings, should be appropriately scaled for the public realm that it is helping to define, and make a meaningful contribution towards activating its immediate context.

A. HEIGHT

A.01| Variation in Height

Applicant response: (100 word max.)

City Response:

Document references:

B. MASSING

B.01| Major and Minor Volumes

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Hierarchical Moments

Applicant response: (100 word max.)

City Response:

Document references:

C. CONSISTENCY OF THE BASE

C.01| Ground Floor Continuity

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Building Alignment

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO.3

FACADE ARTICULATION

GOAL | The articulation of facades should reinforce the qualities of a human-scaled environment by providing visual interest in ways that create both harmony as well as moments of hierarchical importance.

A. CREATING AN UNDERSTANDABLE FRAMEWORK

A.01| Use an Organizing Rhythm

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Human-Scaled Proportions

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Dynamic Qualities

Applicant response: (100 word max.)

City Response:

Document references:

B. HIERARCHY OF ARTICULATION

B.01| Articulation on Key Frontages

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Architectural Detail a Focal Points

Applicant response: (100 word max.)

City Response:

Document references:

C. ARCHITECTURAL ELEMENTS

C.01| Additive and Subtractive Components

Applicant response: (100 word max.)

City Response:

Document references:

D. FENESTRATION

D.01| Contextual Typologies

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Transparency and Use

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Detail Thoughtfully

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 4

GROUND LEVEL DESIGN

GOAL | In mixed-use environments, an active and engaging ground level is essential for defining a lively pedestrian streetscape.

A. FAÇADE DEPTH

A.01| Engaging Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Protection from the Elements

Applicant response: (100 word max.)

City Response:

Document references:

B. TRANSPARENCY

B.01| Ground Floor Pedestrian Environments

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Activate Secondary Spaces

Applicant response: (100 word max.)

City Response:

Document references:

C. CONTINUITY

C.01| Architectural Framework

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Articulate Storefronts

Applicant response: (100 word max.)

City Response:

Document references:

D. ENTRIES

D.01| Primary Entry Design Quality

Applicant response: (100 word max.)

City Response:

Document references:

D.02| Primary Entry Location

Applicant response: (100 word max.)

City Response:

Document references:

D.03| Seperate Service Locations

Applicant response: (100 word max.)

City Response:

Document references:

D.04| Connect Interior and Exterior Spaces

Applicant response: (100 word max.)

City Response:

Document references:

E. BUILDING SIGNAGE

E.01| Integrate into Facade Design

Applicant response: (100 word max.)

City Response:

Document references:

E.02| Ground Floor Signage Location

Applicant response: (100 word max.)

City Response:

Document references:

E.03| Contribute to Streetscape Environment

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 5
ROOFSCAPE DESIGN

GOAL | The design of roofs should consider the visual impact on abutters, while looking for opportunities to incorporate sustainable design features and amenities.

A. ROOF FORMS

A.01| Compliment Surrounding Context

Applicant response: (100 word max.)

City Response:

Document references:

B. VISUAL IMPACTS

B.01| Low Roofs

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Cluster and Screen Equipment

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 6

MATERIALS

GOAL | The selection of a high-quality palette of materials should be both contextual and forward-thinking in terms of design and sustainability.

A. VISUALLY COMPATIBLE WITH CONTEXT

A.01| Complement Existing

Applicant response: (100 word max.)

City Response:

Document references:

A.02| Mindful of Architectural Goals

Applicant response: (100 word max.)

City Response:

Document references:

A.03| Consistent with Street and Site

Applicant response: (100 word max.)

City Response:

Document references:

B. HIGH QUALITY, DURABLE, GENUINE

B.01| Context Appropriate

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Authentic Detailing

Applicant response: (100 word max.)

City Response:

Document references:

B.03| Ground Level Importance

Applicant response: (100 word max.)

City Response:

Document references:

B.04| Focus on Building Entries

Applicant response: (100 word max.)

City Response:

Document references:

BUILDING DESIGN NO. 7

BUILDING EXTERIOR LIGHTING

GOAL | Lighting should accentuate architectural expression and enhance the quality and safety of pedestrian environments.

A. ACCENTUATE ARCHITECTURAL EXPRESSION

A.01| Highlight Key Features

Applicant response: (100 word max.)

City Response:

Document references:

B. ENHANCE THE SURROUNDING PUBLIC

B.01| Focus on Ground Plane

Applicant response: (100 word max.)

City Response:

Document references:

B.02| Create a Safe Environment

Applicant response: (100 word max.)

City Response:

Document references:

C. LIGHT POLLUTION

C.01| Avoid Animation

Applicant response: (100 word max.)

City Response:

Document references:

C.02| Prevent Light Trespass

Applicant response: (100 word max.)

City Response:

Document references: