



Mixed Use Centres Development Permit Guidelines



Area

Commercial or Mixed Use development occurring in City Centre, Urban Centre, Neighbourhood Centre, or Institutional Complex land use designations is subject to these Form and Character Development Permit Guidelines.

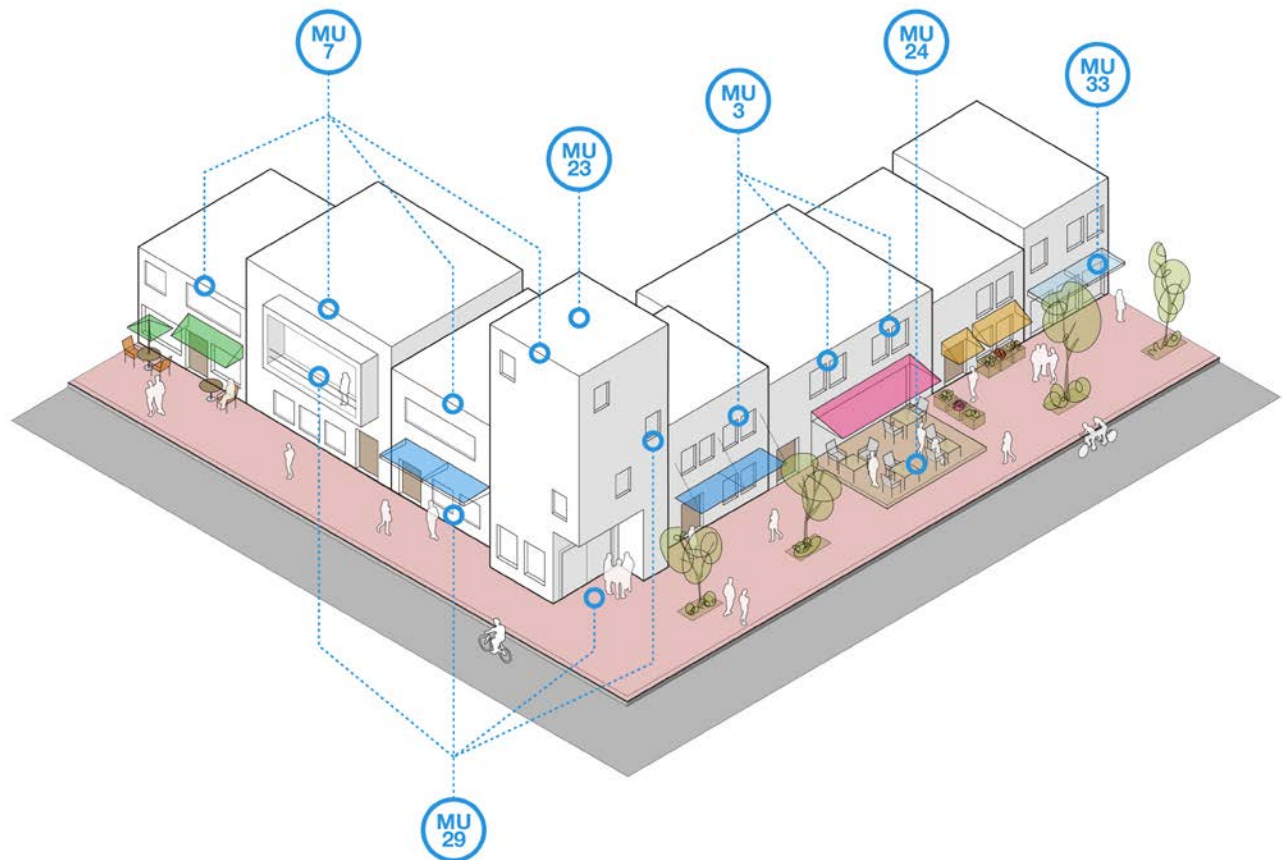
Justification

As the city grows, new Commercial and Mixed Use development will be encouraged to cluster in centres that act as the focal point of neighbourhoods across the city. It will be important for this development to be compatible with the neighbourhoods they will serve, and to contribute to the livability and vibrancy of streets and public spaces.

Objectives

Bylaw No.
2721-2018

The following guidelines are intended to encourage the construction of attractive, livable and animated shopping streets. New Commercial and Mixed Use development in these areas should seek to enhance the public realm and provide ample opportunities for residents and visitors alike to gather and socialize. Crime Prevention Through Environmental Design (CPTED) principles have been incorporated directly into many of these guidelines, but does not preclude additional specific CPTED analysis as required. The figure below illustrates how individual guidelines work together to create vibrant streets that are desired in Mixed Use Centres.



Exemptions

Bylaw No.
2721-2018

1. Subdivision
2. Interior Renovations
3. Façade renovations limited to repainting or recladding without changing the roofline, footprint or number of openings into the building
4. Signage copy change
5. Minor landscaping improvements that do not reduce or remove amenity space
6. Building additions to a maximum of 50m² not abutting a street
7. Emergency circumstances to remove any immediate danger
8. Buildings that have been destroyed by fire and/or natural disaster less than 75%, as determined by the building inspector provided the building massing, siting and general appearance are as prior to destruction and the use conforms to the City's *Zoning Bylaw, 2014*
9. Unless otherwise stated in a Neighbourhood Plan

Guidelines

The following guidelines may be applied when setting Development Permit conditions.

SITE CONTEXT

To guide the design of development sites that fit within the broader context of neighbourhoods and are compatible with adjacent properties.

MU1 Neighbourhood Connectivity

Design the site to enhance the pedestrian, bicycle and vehicle connections in the area.

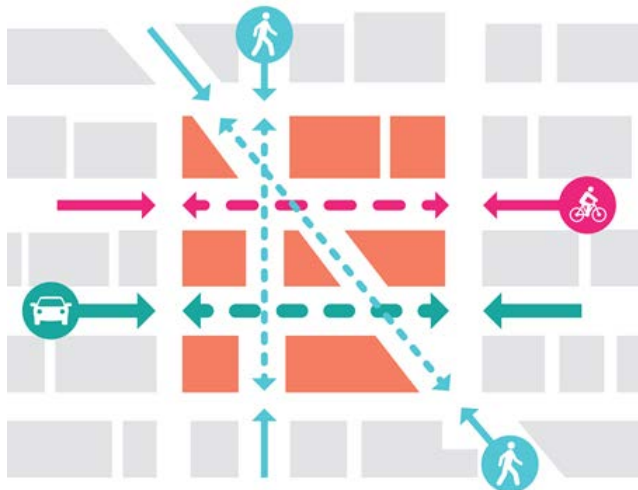


Figure MU1: Neighbourhood Connectivity

MU2 Neighbourhood Compatibility

Design commercial development to be compatible, in terms of scale and design, with adjacent development and future land uses.

MU3 Streetwall Continuity
Design commercial areas with distinct, pedestrian friendly streetwalls by aligning architectural features and establishing patterns with neighbouring buildings.

MU4 Landscape Integration
Site and design development to integrate with existing significant natural features, topography and vegetation.

MU5 Climate and Comfort
Maximize the benefits of sun exposure to public open spaces, nearby buildings and dwelling units.

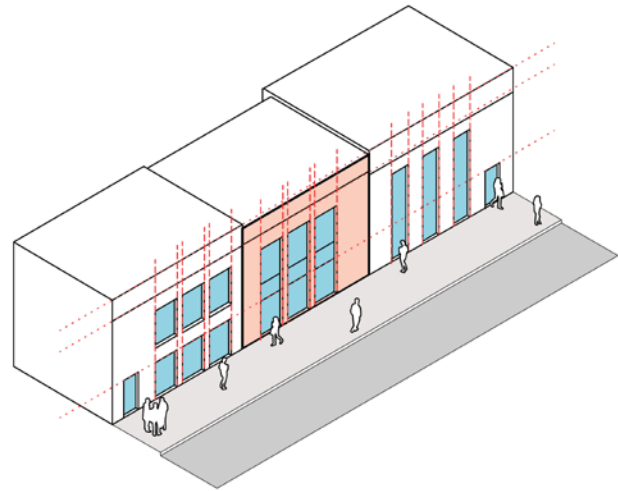


Figure MU3: Streetwall Continuity

SITE PLANNING

To guide the design of development sites with efficient circulation, safety and positive interfaces with public streets.

MU6 Passive Solar Design
Lay out development sites to optimize solar gain for each building.

MU7 Defined Streetscape
Site buildings so they front and frame public streets. For corner sites, site buildings to front both streets.

MU8 Hierarchy of Spaces
Define the spaces that are public from those that are private with elements such as: grade changes, fencing, landscaping, etc.

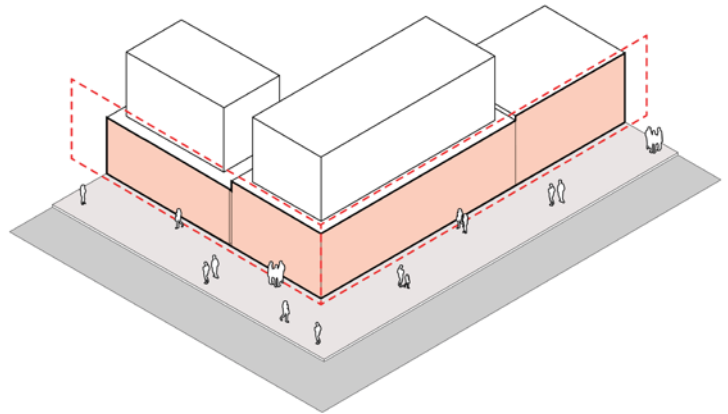


Figure MU7: Defined Streetscape

MU9 Walking Connections
Connect main entrances and unit entrances to public sidewalks, trails, parking areas and adjacent residential and commercial sites (existing and future) with a minimum 2.0 metre pathway.

MU10 Access to Transit
Design buildings to provide direct access and clear sightlines to bus stops.

MU11 Public and Private Amenity Spaces
Integrate usable, public and private open spaces, including squares, parks and roof-top gardens. Locate these adjacent to active uses (cafes, shops, small businesses, etc.). Provide benches, shelters and other amenities near main entrances.

MU12 Site Grading

Avoid the use of retaining walls. Step buildings along the length of a sloping street. When retaining walls are required, limit them to a height of 1.2 metres and, terrace and landscape them. Lock block style retaining walls are not permitted.

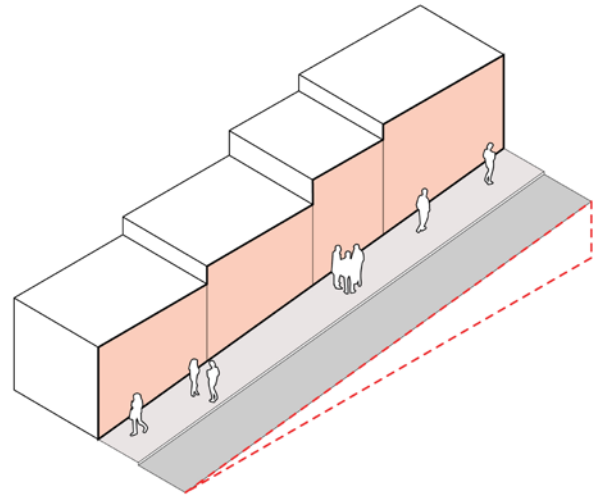


Figure MU12: Site Grading

MU13 Long Term Bike Parking

Provide secured and weather protected bike parking in the form of a cage or locked room where bicycles can be fastened to a rack.

MU14 Short Term Bike Parking

Provide bike racks near a building entrance, in a highly visible location. Use inverted U or circular hoop racks that allow users to lock both a bike's frame and wheel.

MU15 Parking Location and Design

Locate parking underneath, behind or beside buildings. Limit the length of a parking lot to 25 metres along public streets (including the vehicle access point), except on primary commercial streets where surface parking must be underneath or behind buildings, and not beside buildings. Visually deemphasize and screen parking lots with landscaping. Break up large parking lots into smaller clustered ones.

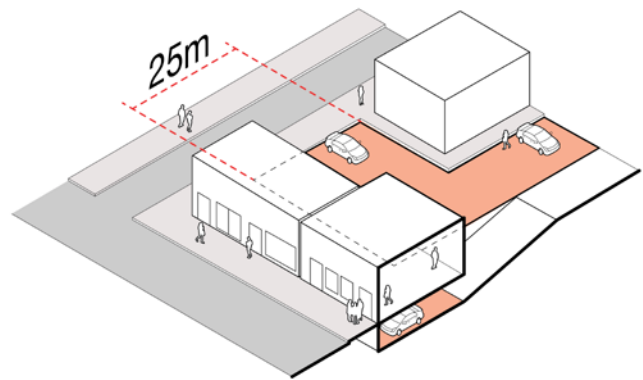


Figure MU15: Parking Location and Design

MU16 Shared Parking and Access

Reduce the amount of curb cuts with shared parking facilities and shared access points.

MU17 Underground Parking

Avoid designing underground parking that exceeds grade level height. Where underground parking must be partially above grade, ensure it does not exceed 1.0 metres from the ground. Use attractive, high quality materials on the exposed structure and/or screen with landscaping.

MU18 Parking Structures

Locate parking structures behind buildings and away from areas fronting public streets. Where parking structures must be placed next to public streets, design them to be compatible, in terms of scale, form, and materials, with neighbouring properties and ensure streetwall continuity (as described in guidelines MU2 and MU3). Use landscaping and public art to screen blank walls. Ensure vehicular entrances are architecturally integrated into the structure and that pedestrian entrances and stairwells are prominent, glazed and highly visible from sidewalks. Use wayfinding signage to help orient users throughout the parking structure.

MU19 Drive Thru Facilities

Avoid the use of drive thru facilities. If necessary, locate them internally and not between building faces and public streets. Limit these to a single lane width.

MU20 Storage, Garbage and Recycling

Locate storage, garbage, composting and recycling areas behind buildings and not between any building and abutting streets. Permanently screen these areas with attractive, high quality materials and architectural treatments that are complementary with the associated building(s).

MU21 Loading Areas

Make loading areas and facilities accessible to service vehicles without interfering with pedestrian circulation and screen them with landscaping and fencing.

BUILDING DESIGN

To guide the design of buildings that are people focused, attractive and functional with the streets on which they will front.

MU22 Building Entrances

Locate main entrances adjacent to the public street on which a building is facing. Design entrances to be easily identifiable and architecturally distinct.

MU23 Corner Buildings

Design a building at the corner of two streets to front both streets. Strongly mass the building at its corner to exhibit a visually prominent, landmark architecture. Design corner buildings with corner entries.

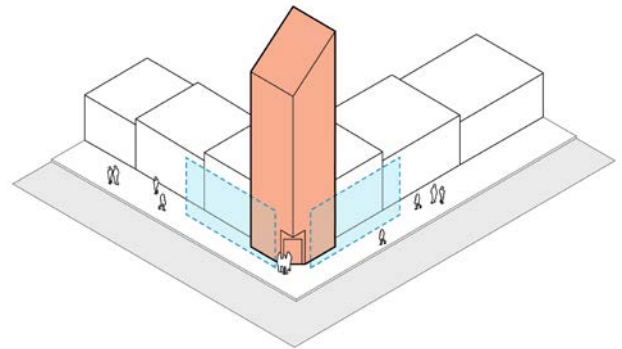


Figure MU23: Corner Buildings

MU24 Active Ground Floors and Storefronts

Design commercial and mixed use buildings with active ground floors that incorporate narrow, individual storefronts a maximum of 10 metres in width.

MU25 Transparent Fronts

Design ground level storefronts and lobbies to promote visibility with large amounts of transparent glazing. Do not obscure ground level façades with reflective glazing or excessive window signage.

MU26 Self Contained Uses

For mixed use buildings, separate and distinctly design entrances for upper storey uses from the entrances to ground floor commercial uses. Design buildings to ensure each different use is self contained with a focus on security for residential uses.

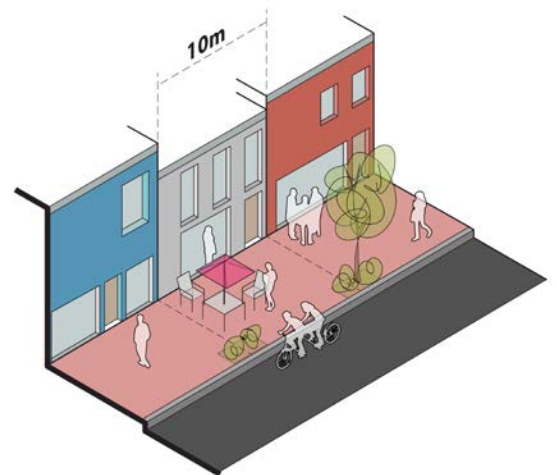


Figure MU24: Active Ground Floors and Storefronts

MU27 Height Expression

In the City Centre, design a building to exhibit a minimum three storey expression, either in terms of height in metres or actual storeys. In Urban and Neighbourhood Centres, design buildings with a minimum two storey expression.

MU28 Building Length

Design mixed use buildings not to exceed 90 metres in length.

MU29 Architectural Interest

Vary building materials, colours, rooflines and other architectural elements. Establish a rhythm to the streetscape by integrating vertical elements and breaks in the façade of a building. Large expanses of singular materials, such as vinyl siding and stucco, and blank walls are not permitted.

MU30 Scale Transition

Incorporate complementary building forms and transitional heights to harmonize with the height and scale of adjacent buildings, especially when next to lower density residential land use designations.

MU31 Grade Transition

On sloping sites, step ground floor slabs to ensure a level transition between the sidewalk and the building/storefront entrances. Similarly, design the roofline to follow the slope of the site.

MU32 Accessibility

Design buildings to address the functional needs of persons with disabilities including those who are mobility, visually and hearing impaired, and/or have reduced strength or dexterity.

MU33 Weather Protection

Include weather protection along the entire street frontage of a building with a minimum of 2.0 metres in depth.

MU34 Integrated Signage

Directly integrate signage into building façades. Design signage to be architecturally consistent with associated buildings. Single or double pole mounted signs are not permitted and backlit box signs are not permitted.



Figure MU29: Architectural Interest

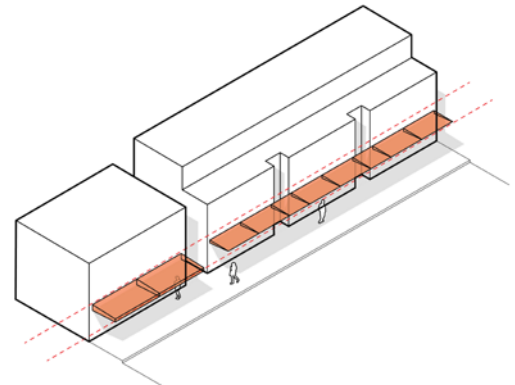


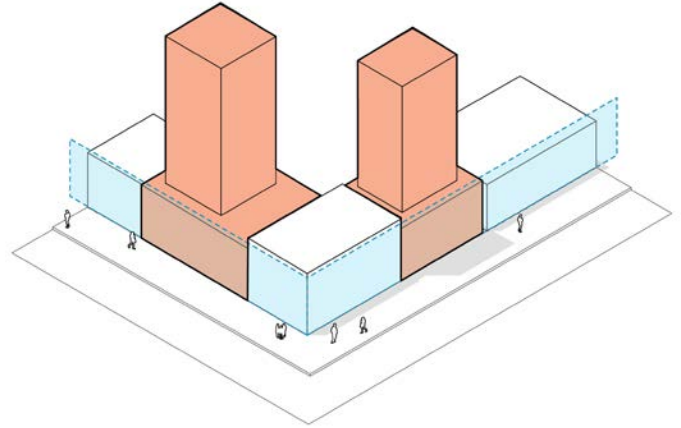
Figure MU33: Weather Protection

MIDRISE AND HIGHRISE BUILDINGS

To guide the particular design requirements for attractive midrise and highrise development.

MU35 Tower and Podium Configuration

Design highrise buildings in a tower and podium configuration. Determine the height of the podium by reflecting adjacent buildings to create a coherent streetwall. Highrise towers located away from public street frontages can be developed without podium buildings.



MU36 Architectural Interest

Minimize the bulk of midrise and highrise buildings with articulation, terracing, and modulation of floor plans and façades. Connect architectural elements across the vertical length of the building from top to bottom.

MU37 Views and Shadows

Design highrise buildings as slim, elegant point towers, and stagger them to minimize view blockage and shadowing effects at street level. Place towers that have a long side in a north-south orientation to reduce impacts of shading. Vary height, rooflines, and massing to reduce shade on neighbouring buildings and optimize sun exposure for heat gain and daylight.

Figure MU35: Tower and Podium Configuration
Figure MU37: Views and Shadows

MU38 Passive Solar Design

Orient buildings toward the south, with the long axis running east-west to encourage passive solar design. A southern building orientation is ideally achieved on south-facing lots with minimal obstructions that can block solar access, as determined through a sun/shade analysis.

MU39 Rooftop Design and Accessibility

Landscape rooftops and make them accessible to tenants/residents as usable common/private outdoor space. Screen or enclose mechanical equipment and appurtenances on midrise and highrise roof tops.

LANDSCAPE

To guide the design of landscaping for a development's natural beauty, legibility, and ecological sustainability.

MU40 Visual Interest

Define pedestrian areas and screen unsightly areas such as parking lots, blank walls, loading bays and storage areas with the use of landscaping elements.

MU41 Public Realm

Design the spaces between buildings and street curbs as safe, convenient and interesting people places. Enliven the public realm with attractive amenities such as seating, plantings, transit shelters, public art and water features.

MU42 Climate and Comfort

Strategically plant trees, shrubs and other vegetation to protect from high winds and excessive heat.

MU43 Tree Retention

Preserve mature trees and significant specimens and integrate them with new landscaping and buildings.

MU44 Tree Canopies

Where sightlines are required, use trees that allow for a canopy at least 2.0 metres in height.

MU45 Tall Hedges

Avoid using tall, visually concealing hedges along public sidewalks and streets.

MU46 Native Species

Where appropriate, use native and drought tolerant plant and tree species.

MU47 Fence Height and Design

Keep fences below 1.5 metres along public streets. Use wrought iron or other similar high quality materials which provide adequate visibility. Chainlink fences are not permitted along public streets.

MU48 Stormwater Infiltration

Incorporate bioswales and rain gardens into landscaped areas. Consider the use of permeable pavement for parking lots and other paved surfaces.

LIGHTING

To guide the design of lighting for the protection of neighbourhoods from light pollution and for a development's security.

MU49 Light Pollution

Avoid light pollution by directing lighting downwards and using full cut off fixtures with horizontally aligned flush mounted (nonprotruding) lens.

MU50 Pole Mounted Lighting Height

Place lighting fixtures no higher than 6.0 metres from the ground.

MU51 Pole Mounted Lighting Orientation

Direct lighting fixtures on the perimeter of a site 45 degrees downwards away from adjacent rural or residential properties with a side-to-side horizontal aiming tolerance of no more than 22.5 degrees. Lighting fixtures located inside the perimeter may be lit at 90 degrees from the pole.

MU52 Uplighting

Use uplighting sparingly and only for accenting architectural elements or landscape features.

MU53 Sensor Activated Lighting

Use sensor activated lighting for security lighting.

MU54 Even Wash

Create an even wash of light across surfaces desired to be lit that are not adjacent to rural and residential uses.

MU55 Nighttime Use

Do not light areas not intended for nighttime use. Focus lighting on popular pathways that provide key connections between destinations that people desire to use at night.