

Eagle Mountain City Commercial & Multi-Family Design Standards Checklist

Theme	Standard	Yes	No
<p>The following standards are contained in Chapter 17.72 of the City Code and are applicable to all multi-family and commercial (office/retail) development in the City.</p>			
<p>Site Design The arrangement of the different elements of a project on the site is vital to creating an environment that is focused on the street and the pedestrian, rather than the vehicle and parking areas.</p>			
	<p>Building Location Buildings are located at or near the minimum front setback line, with pedestrian access leading to the primary entrance and landscaping between the building and the street.</p>		
	<p>Commercial Building Orientation The primary entrance is oriented to the street and sidewalk, or the street-facing façade contains windows, awnings, and other pedestrian-oriented features.</p>		
	<p>Multi-Family Building Orientation All street-facing facades contain entrances, windows, and/or other pedestrian-oriented features. Blank walls and/or rear facades are not placed adjacent to streets.</p>		
	<p>Commercial Parking Location Parking is located to the rear or side of buildings. Parking is not located between the building and the street.</p>		
	<p>Multi-Family Parking/Garages Garages and parking areas are in the rear of buildings accessed by a service drive, or staggered and set back to minimize appearance from street. Garages do not dominate the façade.</p>		
	<p>Open/Plaza Space Buildings are clustered and open space is combined in larger, more useable areas. Open space is designed creatively.</p>		
<p>Architectural Standards The following architectural standards assist in preventing the construction of bland, out of scale buildings that are oriented to vehicular traffic and discourage pedestrian activity.</p>			
	<p>Architectural Style/Theme All façades are designed with consistent architectural style, detail, and trim features as the primary façade. Buildings are similar in style to significant adjacent buildings.</p>		
	<p>Main Entrance The main entrance is oriented to major sidewalks, pedestrian ways, plazas, courtyards or other public spaces.</p>		
	<p>The main entrance is clearly identifiable, contains a sheltering element such as a porch, stoop, awning, arcade, or portico.</p>		
	<p>Roof Design Commercial buildings contain sloping roofs with overhanging eaves or a decorative parapet, and multiple roof planes and heights. Multi-family buildings contain sloping roofs, overhanging eaves, and multiple roof planes and heights.</p>		
	<p>Building Articulation Buildings include façade modulation (stepping), horizontal and vertical divisions (textures or materials), window patterns, offsets, recesses, projections, and other techniques to reduce their perceived scale.</p>		

Architectural Detailing			
Pedestrian-scaled / human-proportioned architectural features/details shall be incorporated into commercial and multi-family buildings to orient the building to human activity and increase the overall visual appeal of the structure.			
	<u>Commercial</u> buildings incorporate a majority of the following architectural details on all sides: reveals, canopies, awnings, popouts, columns, decorative trim and moldings, architectural lighting, ornamental cornices, decorative masonry pattern, decorative doors and windows, exposed timbers, trellis structures.		
	<u>Multi-family</u> buildings incorporate a majority of the following architectural details on all sides: decorative shutters, bay windows, popouts, trellis or arbor structures, porches, decorative gables, dormer windows, exposed timbers, balconies, columns, turrets, decorative trim and moldings, detailed grilles and railings, architectural lighting, decorative masonry pattern, window grids, decorative doors and windows.		
Building Materials & Colors			
Buildings should incorporate materials and colors used throughout the City and be similar in character and architectural theme as significant neighboring structures.			
	<u>Multi-family</u> buildings utilize at least two exterior materials (at least 30% per material) on all sides, including stucco, vinyl or hardboard siding, decorative rock/stone, brick, or other material deemed appropriate by the Planning Director.		
	<u>Commercial</u> buildings utilize a mixture of building materials on all sides, including brick, rock, fiber/cement siding, wood, glass, stucco, and colored architectural CMU. Stucco is not used as the principal building material. Metal, plain CMU, or other appropriate materials are used as accents only.		
	Building Color Building's color palette is similar to that of significant neighboring structures. Franchise colors and elements do not overpower the architectural form/theme of the building and/or development.		
Other Architectural Considerations			
These are additional architectural elements of a project or building that, if not applicable at the site plan review stage, must be completed prior to receiving certificates of occupancy.			
	Multi-Family Garage Doors Garage doors are not the most prominent or visible feature on a building, and are set back from the front façade or accessed from the side or rear. Decorative doors are encouraged if visible from the street.		
	Lighting All lighting is designed to be shielded and directed downward to prevent light glare from adversely affecting neighboring uses/properties. The light bulb or source of building lighting is not visible from beyond the property. Lighting is adequate for safety on the property.		
	Mailbox Structures Cluster mailboxes emulate the buildings in materials and color rather than installed simply as a metal structure.		
	Mechanical Equipment All mechanical equipment is screened so as not to be visible from any streets. Screens are aesthetically incorporated into the design of the building and conform to the color and materials of the primary building.		
	Storage, Loading Areas, and Trash Enclosures Storage and loading areas and trash enclosures are located out of view from public streets and screened and designed with the architectural style of the building, including materials, colors, details, etc.		