



# RiverPark Design Standards

November 30, 2020

RiverPark is a Development of Evergreen Devco Inc



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RiverPark is a development of Evergreen Devco Inc



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Site Planning and Architecture is provided by The Mulhern Group



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Civil Engineering Design is provided by Harris Kocher Smith



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Landscape Design is provided by Norris Design





# RiverPark Design Standards

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## 0 DESIGN STANDARDS

### 0.1 PURPOSE & OBJECTIVE

The purpose and objective of these Design Standards and the design review process is to create a clear, consistent and predictable development of the project. The Master Developer shall perform design review prior to the planning and zoning review process required by the City of Littleton.

### 0.2 COMPLIANCE

All development within RiverPark must comply with these Design Standards. Design review shall be conducted by the Master Developer. Their approval shall allow any portion of the project to proceed to the City of Littleton planning and zoning approval processes.

### 0.3 DESIGN REVIEW PROCESS

#### SUBMITTAL REQUIREMENTS

The Applicant team shall meet with the Master Developer at a pre-application conference and subsequently submit to the Master Developer a submittal package of the proposed project. The Master Developer shall review and respond to the proposed project. Additional design review meetings can occur at any time during the design review process as required by either Applicant or Master Developer.

#### PRE-APPLICATION

The pre-application meeting shall occur with the Master Developer, Applicant and Applicant's Architect to review the scope of the project and discuss the design review process. The Applicant shall submit the following minimum information:

1. Intent Statement including the development scope, project uses, adjacent uses and project description.
2. Contextual photos.
3. Conceptual site plan.
4. Conceptual elevations are encouraged but not required.
5. Identification of any special conditions.

#### DESIGN REVIEW

The Applicant shall submit a Design Review Package to the Master Developer for review. The Master Developer should respond with comments within 14 days of the submittal. The Design review Package will be reviewed for compliance with the Amended Planned Development Plan and these Design Standards. The Design Review Package shall include the following minimum requirements:

1. Narrative describing the project design and its compliance with the Amended Planned Development Plan
2. Site Plan
3. Floor Plan(s)
4. Elevations
5. Materials and colors

### 0.4 APPLICABILITY & MODIFICATIONS OF DESIGN STANDARDS

#### Applicability of the Design Standards

To guide projects toward the overall Development Vision and Design Character established by the Master Developer, these RiverPark Design Standards are enacted for application to any building at RiverPark.



## Modification of the Design Standards

These Design Standards are intended to provide project applicants some flexibility to allow creative designs while maintaining a high level of design quality. The Master Developer may grant or approve alternatives to a design standard if it finds the Applicant has satisfied the following:

1. The alternative is consistent with the stated Design Intent;
2. The alternative achieves or implements the Design Intent to the same degree or better than strict compliance would have achieved;

Approval of such modification by the Master Developer shall not imply approval by the City through their approval process.

## 0.5 DOCUMENT ORGANIZATION

The RiverPark Design Standards are organized into seven categories:

1. PROJECT OVERVIEW
2. SITE DESIGN
3. COMMERCIAL BUILDING DESIGN AND ARCHITECTURE
4. MULTI-FAMILY BUILDING DESIGN & ARCHITECTURE
5. LANDSCAPING
6. LIGHTING
7. SIGNAGE

Each category may include statements as follows:

“AREA APPLICABILITY” statements identify whether the standards apply to the Harvest District or the River District or both;

“DESIGN INTENT” statements identify specific planning and design objectives associated with a category;

“DESIGN GUIDELINES” are statements that identify specific examples of how the design objective can be met;

“DESIGN STANDARDS” identify design elements that shall be met;

“CONCEPT SKETCHES” illustrate one possible design scenario of how the Design Standards might be applied;

Certain categories may include additional design statements including “PROHIBITED STANDARDS” or “OTHER” statements that identify elements that are not allowed at RiverPark or that provide important additional information.



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## 1 PROJECT OVERVIEW

### 1.1 PROPERTY DESCRIPTION AND AERIAL

RiverPark is located at the southwest corner of South Santa Fe Drive and West Mineral Avenue in Littleton, Colorado. The site is generally vacant and has been used as an agricultural property. An existing open drainage ditch used for domestic water supply bifurcates the property and is owned by the City of Englewood. There is an existing single-family dwelling and a few existing trees.



### 1.2 DEVELOPMENT VISION

RiverPark is a 34 acre site that will potentially include retail, restaurant, office, multi-family residential and entertainment allowing one to live, work, shop, dine and play at one location.

The site will have convenient vehicular access from both South Santa Fe Drive and West Mineral Avenue. Traffic will be generally distributed by two new public streets, South Platte River Parkway and West Nichols Street.

The site is adjacent to the South Platte River and South Platte Park on the west, and the project will include connections to the river and open space as permitted by the City of Littleton. The site is also opposite the Mineral Light Rail Transit Station and will connect to the station with pedestrian crossings.

The Mineral Light Rail Transit Station is an asset for the neighborhood and all future site designs will maximize connectivity to the asset.



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## 1.3 DESIGN CHARACTER

The design vision of RiverPark will take cues from the agrarian history of Littleton and the natural environment of the South Platte River corridor. The entirety of these Design Guidelines expresses this vision which will have an emphasis on modern agrarian architecture and natural materials.

## 1.4 PLANNING AREAS

RiverPark will include two distinct planning areas to address issues associated with differing primary uses:

1. The **Harvest District** is generally located between South Santa Fe Drive and South Platte River Parkway and is envisioned as a commercial revenue generating district that includes retail, restaurants, stand-alone commercial uses, potentially mixed-use buildings and limited residential and senior living uses.
2. The **River District** is generally located west of South Platte River Parkways and includes primarily residential uses, although other uses are allowed.

The Amended Planned Development Plan includes design standards for each district which must be met.

The “primary” uses within each district do not limit the uses to be included in a district, but they do establish character differences between districts.

### HARVEST DISTRICT

The Harvest District is located at the intersection of South Santa Fe Drive and West Mineral Avenue and is the principal location for retail and commercial uses where they have vehicular access and visibility from the traffic corridors. To ensure long-term commercial viability of the Harvest District, tenant exposure to South Santa Fe Drive and West Mineral Avenue will be “brand forward” with signage designed for this site. The Harvest District buffers the adjacent residential uses in the River District from South Santa Fe Drive.

### RIVER DISTRICT

The River District is located on the west edge of the property adjacent to South Platte Park and is the principal location for multi-family residential uses. The residential uses are quiet and appropriate against the rural nature of the park. The River District encourages development with buildings placed on South Platte River Parkway with strong pedestrian connections into the Harvest District. A publicly accessible concrete walk will provide a pedestrian connection to the properties to the north and south. Additional private amenities will be provided within the district for use by residents.

## 1.5 PURPOSE OF THE DESIGN STANDARDS

The RiverPark Design Standards are complimentary to the development criteria established by the Santa Fe Park Amended Planned Development Plan (APDP), a zoning and entitlements document establishing development rights with the City of Littleton. The ADPD establishes the regulatory criteria, or “Development Standards,” that a project must comply with. These Design Standards establish the “Design Character” for RiverPark that will be unique to this site and establish the framework to guide developers, users, tenants and their respective design teams to establish a consistent design character. As market conditions and users evolve over time, these Design Standards will maintain the balance between needed design flexibility and the established design character needed considering the following:

1. The project will be developed in phases over time
2. The design character will sustain quality standards and property values
3. The design character will allow variety while maintaining a cohesive design pattern
4. That consistent decisions will be rendered upon the various parties that will engage in development at RiverPark



## 1.6 PLANNING OBJECTIVES

The planning objectives of RiverPark is to meet the Development Vision and Design Character to create the following:

1. A logical layout of streets, buildings, pedestrian pathways and access drives
2. Streetscapes that are walkable and defined by building edges where applicable
3. Buildings that are grouped together or connected with sidewalks for pedestrian connectivity
4. Buildings that are creative, diverse and consistent in design quality
5. Parking and circulation that is convenient yet broken into logical areas separated by landscaping





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## 2 SITE DESIGN

### 2.1 SITE PLANNING DESIGN PRINCIPLES

AREA APPLICABILITY: Applies to both Harvest District and River District

Site planning at RiverPark should consider a wide variety of design elements including, but not limited to the following, to ensure successful development:

1. Creation of marketable properties for development recognizing traffic exposure
2. Roadway adjacency and vehicular access for convenient access to all parts of the site
3. Interconnectivity and continuation of pedestrian pathways through each site to surrounding sites
4. Adjacency to South Platte Park and connections to the Mary Cater Greenway Trail as approved by the City of Littleton





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## 2.2 PUBLIC STREET DESIGN

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

1. Introduce a layout of streets and pedestrian pathways that connects all areas of the project
2. Design streets to support multi-modal circulation of pedestrian and vehicle traffic
3. Design streetscape elements and amenities to provide continuity throughout the project
4. Design safe pedestrian crossings at intersections
5. Design a cohesive sign design for wayfinding



### DESIGN GUIDELINES

1. Utilize shared access points between parcels whenever practical
2. Use crosswalks to clearly differentiate pedestrian crossings for pedestrian and vehicular traffic
3. Use wayfinding at and between intersections to guide users to access within the development
4. Use bollards, street furniture, enhanced paving and landscaping at intersections to create safe-harbor landing zones on each side of an intersection
5. Crosswalks may have a differentiated color or texture from the City's typical street paving system

### DESIGN STANDARDS

1. Street trees shall be located on each side of the public right-of-ways between intersection vision triangles at a maximum spacing of 40'-0" on center
2. Sidewalk level pedestrian lighting shall be provided on each side of public right-of-ways between intersection vision triangles at a minimum spacing of 30'-0" on center and a maximum spacing of 40'-0" on center



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## 2.3 CONNECTIVITY

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

#### On-Site Connectivity

Pedestrian connectivity between all parts of RiverPark is a major design component. Each district is to be connected to one another with pedestrian pathways crossing streets and drives at appropriate locations.



### Connections to Off-Site Amenities

RiverPark will include pedestrian connections to the edge of the site to allow for access to off-site amenities such as:

1. The SouthPark Neighborhoods to the East via the existing on-grade street crossing at the South Santa Fe Drive and West Mineral Avenue intersection
2. The Littleton Mineral Station Light Rail Line via the existing on-grade street crossing at the West Mineral Avenue and South Platte River Drive intersection and potential grade-separated bridge crossing
3. The Mary Carter Greenway Trail via a regional trail connection that extends west to the east side of the South Platte River where it passes under West Mineral Avenue to the existing trail
4. The property to the south via trail and sidewalks

### DESIGN GUIDELINES

1. Provide sidewalk connections between buildings within any area separated by a public right-of-way
2. Provide sidewalk connections between buildings adjacent to a right-of-way and the right-of-way sidewalk system with wayfinding signs as may be applicable

### DESIGN STANDARDS

1. Each major building or building group within each district shall provide pedestrian connectivity to other buildings or building groups within the district to allow cross connectivity within the district.
2. Sidewalk connections shall be provided such that there is a continuous and uninterrupted sidewalk system throughout the entire development once it is fully built out to provide pedestrian access to each building, plaza or public amenity, right-of-way sidewalks systems and off-site connections



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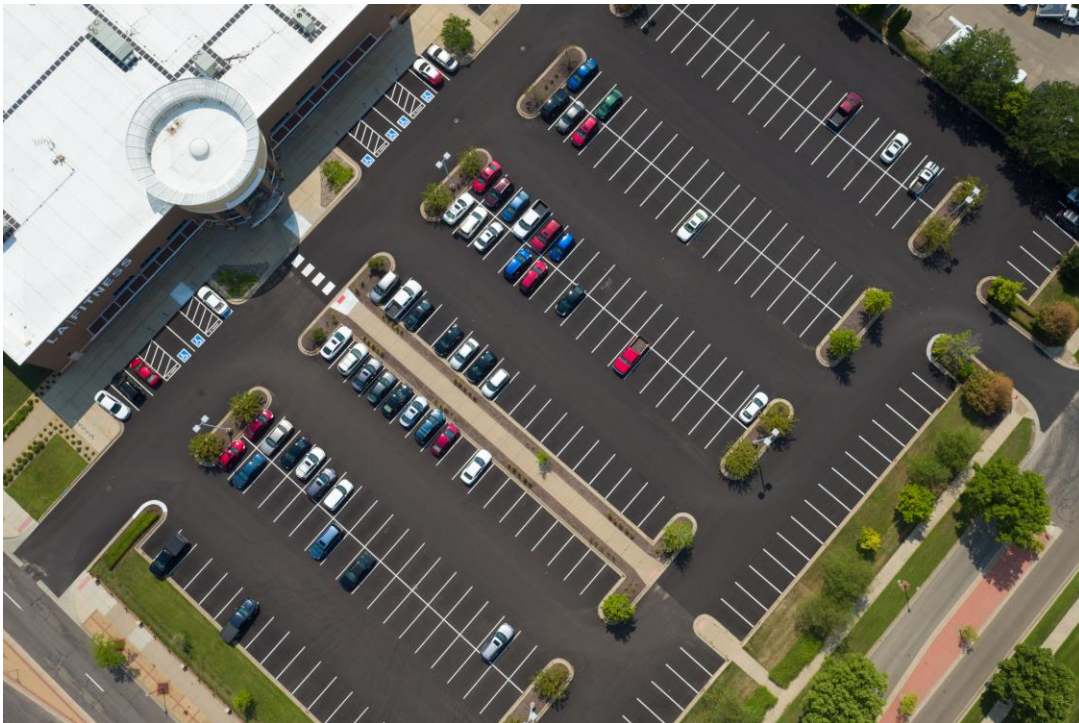
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## 2.4 PARKING AREAS

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

1. Promote a walkable, pedestrian-friendly site while minimizing the visual impact of parking areas
2. Encourage visually appealing surface parking areas while maintaining adequate parking for the various uses within the project
3. Consider shared parking to reduce parking lot areas
4. Accommodate and encourage multi-modal transportation use to reduce parking demands



### DESIGN GUIDELINES

1. The visibility of parking areas from public streets should be minimized where possible by placing parking to the rear or sides of buildings
2. Provide a shared parking analysis to determine the adequate parking needs for users
3. Consider using perimeter building, screen walls, berms, landscaped hedges or fences to screen parking areas adjacent to a public street
4. Use pedestrian pathways across parking areas to connect to building entrances or paseos
5. Consider using a pick-up zone or parking space for shared ride use

### DESIGN STANDARDS

1. Provide landscaped parking islands to limit the number of parking stalls in a run to a maximum of twenty spaces (see also Development Criteria in the RiverPark APDP) (see Illustration 2.4.1 below)
2. Landscaped islands may be provided in a variety of designs (see Illustration 2.4.2 below) based upon the final site plan geometry and dimensions between buildings available



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3. Parking lots designs shall limit a parking area to the following Design Standards:
  - A. A maximum of five drive lanes with double-loaded parking (five parking trays) between minimum 10'-0" wide landscaped areas
  - B. A maximum run of 20 continuous parking spaces between parking lot landscaped islands both internally and at the perimeter
  - C. Parking lot islands shall be included at each end of parking spaces or rows of parking spaces
  - D. Parking lot perimeter landscaping shall be a minimum of 10'-0" wide
  - E. Parking lot perimeter landscaping shall have a deciduous tree at a minimum of 30'-0" on center and a maximum of 40'-0" on center between intersection sight distance triangles, or an equal number or type of trees in groupings
  - F. Standard parking stall sizes shall be 9'-0" wide minimum X 18'-0" deep and compact parking stall sizes shall be 8'-0" wide minimum X 15'-0" deep when internal to a parking lot (except for ADA/handicapped parking stall sizes which shall meet other standards)
  - G. Compact parking spaces may be used up to 25% of the minimum number required or up to 25% of the total provided if the amount provided exceeds the minimum amount required
  - H. Where parking stall overhangs a perimeter landscaped area, the depth of the stall may be reduced by 1'
  - I. Where a parking stall overhangs a perimeter hardscaped area, the depth of the stall may be reduced by 2'
  - J. Two-way drive lanes shall be a minimum of 24'-0" wide



Illustration 2.4.1 Parking Lot Design Concept Sketch



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4. Parking lot islands required to limit continuous rows of parking spaces to 20 or less shall be provided. The parking lot island, whether at the perimeter or internal to a parking lot may utilize variety of designs and shall meet the following Design Standards:
  - A. The minimum total width shall be 9'-0" wide and shall extend the full depth of the adjacent parking space(s)
  - B. The minimum landscaped width shall be 5'-0" wide and shall extend the full depth of the adjacent parking space(s) (less curbs)
  - C. Pedestrian sidewalks may be incorporated into the design of the islands and shall be a minimum of 3' wide
  - D. Raised islands shall have one deciduous tree and five shrubs or ornamental grasses per adjacent parking space

For example, a 9' wide island can be placed anywhere in a grid of 9' wide parking spaces. The 9' width would include a 5' landscaped area, a 3' sidewalks and two 6" wide curbs for a total width of 9'.



Illustration 2.4.2 Parking Lot Design Concept Sketch

Illustrates three island designs with side walkway, centered walkway and full landscaping



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## 2.5 BICYCLE PARKING

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

1. Encourage multi-modal transportation alternatives to vehicles to reduce parking demands
2. Consider safety for bicyclists through thoughtful location of bicycle parking



### DESIGN GUIDELINES

1. Provide several visible designated bicycle parking areas throughout the project and utilize a variety of bicycle parking rack types across the project
2. Place bicycle parking in areas away from high-traffic areas (both vehicular and pedestrian)
3. Consider rack design as public artwork
4. Provide adequate bicycle parking facilities to encourage bicycle use and connectivity to off-site amenities

### DESIGN STANDARDS

1. Provide bicycle parking at the greater of two (2) per building or one (1) per 10,000 GSF of building area for each building



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## 2.6 FENCING & LOW SCREEN WALLS

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

1. To provide attractive separators between public and private spaces/areas
2. To provide security for residential uses



### DESIGN GUIDELINES

1. Consider using open-rail fencing supplemented by dark welded wire fabric where pet security is needed
2. Fences may be constructed of either wood or reinforced manufactured composite materials (Trex or other)
3. Fences may be either painted or stained or natural wood

### DESIGN STANDARDS

1. Fences shall be of a post and picket design with the following attributes:
  - A. Constructed of either aluminum, wrought iron, wood, reinforced manufactured composite materials or glass panels
  - B. Minimum height of 3'-0" and a maximum height of 6'-0"
  - C. Posts at a maximum of 8'-0" OC

Fence Along the West Property Line of the River District Adjacent to South Platte Park shall be a 54" high wildlife post and rail fence with wire per the following design attributes:

- A. 4" X 4" X 54" high posts at a maximum of 8'-0" OC
  - B. 2" x 6" rails (three minimum)
  - C. 42" height from grade to the top rail
2. Solid low screen walls are allowed with the following attributes:
    - A. Constructed of masonry, stone, precast, metal or a gabion-type stone wall
    - B. Minimum height of 2'-0" and a maximum height of 5'-0"
    - C. Low walls around Memory Care Gardens associated with this development will also meet the State of Colorado licensing guidelines

### PROHIBITED STANDARDS

1. Chain link fencing is not allowed





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## 2.7 RETAINING WALLS

AREA APPLICABILITY: Applies to both Harvest District and River District

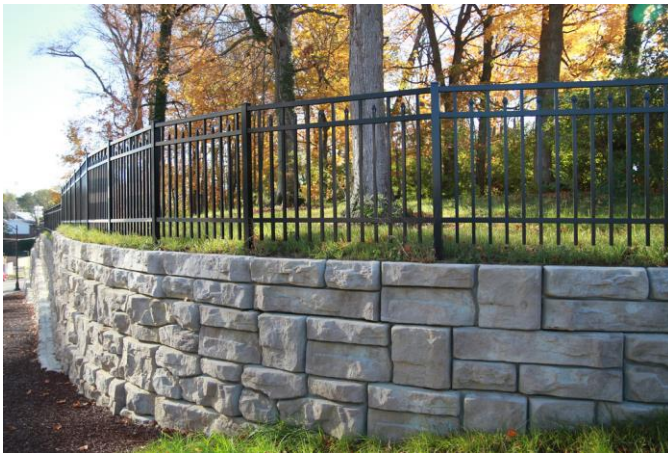
### DESIGN INTENT

1. Limit the visual impact of taller retaining walls
2. Site walls should be landscaped to minimize their visual impact



### DESIGN GUIDELINES

1. Wall material selection should be appropriate to the function it serves and the scale of its application
2. Wall design should incorporate materials and color selections compatible with immediately adjacent buildings
3. Retaining walls adjacent to pedestrian pathways should be landscaped and reduced in scale using smaller units where practical
4. Wall design in plan should undulate with contours (in lieu of straight walls) where aesthetically appropriate and where space allows



### DESIGN STANDARDS

1. Retaining walls shall not exceed 8'-0" in exposed height for any single wall
2. Retaining walls for heights that exceed 8'-0" in total height shall use multiple retaining walls which shall be separated by a minimum 4'-0" clear horizontal offset between each vertical wall with vertical landscaping between walls



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3. Non-unitized MSE walls (such as shotcrete) should be patterned or faced with a stone or other veneer material suitable to the design application



## EXCEPTIONS

1. Roadway retaining walls parallel within the South Platte River Parkway public right-of-way shall not be required to have horizontal breaks or battered (leaning into the slope) design



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## 2.8 PLAZAS AND GATHERING AREAS

AREA APPLICABILITY: Applies to both Harvest District and River District

### DESIGN INTENT

1. Design spaces that are open and inviting to the public to linger for relaxation, experiences and community interaction
2. Design spaces that can accommodate a wide variety of uses, events and functions
3. Design spaces that can withstand high levels of pedestrian use
4. Provide spaces that are well lighted to foster security





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## DESIGN GUIDELINES

1. Consider including a wide variety of uses or amenities in a concentrated area, such as café seating, public art, water features, fire features, sculpture and planters or landscaping
2. Design wayfinding to attract and direct people to the public gathering spaces
3. Consider drainage and snow removal in the design of plazas
4. Select durable and easy-to-maintain materials in high pedestrian traffic areas
5. Consider artificial turf to add interest and variety
6. Consider utilizing a wide variety of seating types (built-in, moveable, different styles)
7. Consider sun exposure, wind-protection and views in plaza design
8. Consider street furnishings (trash/ash cans, bicycle racks, benches, etc.) when designing plazas



## DESIGN STANDARDS

1. Gathering Areas shall use concrete, masonry pavers or other similar plaza paving materials to accentuate it as a public gathering space
2. Each Gathering Areas shall include at least two street furniture elements (such as bicycle racks, trash/ash cans, benches, potted plants and flagpoles) suitable to the size and design of the public gathering space
3. At least one Gathering Area in each district shall include at least one feature element such as a pool, fire pit, fountain, sculpture, kiosk, or other similar feature not considered a street furniture element
4. Each Gathering Area shall be a minimum of 2,500 SF in area
5. Each district shall have one or more Gathering Area(s) that must, in aggregate, be a minimum of 16,000 SF in area



## 3 COMMERCIAL BUILDING DESIGN & ARCHITECTURE

### 3.1 BUILDING FORM, HEIGHT, MASSING & SCALE (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

#### DESIGN THEME

A “Modern Agrarian” design theme is encouraged throughout RiverPark to build on the agricultural heritage of the South Platte River corridor of Littleton. The architecture is intended to be of a modern expression while including hints of vernacular Colorado architectural styles of the Front Range and Rocky Mountain region. This will manifest itself in the building forms and massing, roof forms, fenestration patterns and openings, overhangs and canopies, materials and finishes, building transparency and the utilization of indoor/outdoor spaces which provide a strong connection to the outdoor lifestyle. Key themes to be considered to achieve this vernacular Colorado style include modern interpretations of authentic architectural styles including ranch, agrarian, prairie and western industrial. Material applications should be simple, reflect historical materials and be applied in a contemporary manner. Refer to the building images throughout this document for illustrative examples of the Modern Agrarian design style.

#### DESIGN INTENT

1. Create building forms that are consistent with a modern agrarian design theme
2. Provide design continuity between planning areas yet allowing design variation
3. Provide architectural elements at the end of site plan focal points (such as a building entrance, a tower element or architectural facade expression)
4. Reduce the scale of larger buildings by adding interest at pedestrian levels





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## DESIGN GUIDELINES

1. Create buildings with defined entrances through various forms and roof elements
2. Articulate the base of buildings with various materials to create human scale
3. Utilize architectural forms such as advanced/recessed corners, protruding/recessed bays or engaged towers to transition between higher & lower building forms
4. Express structural elements such as heavy-timber columns, beams and trusses



## DESIGN STANDARDS

1. Each building shall incorporate either an overhang, a window projection (bay window), a covered patio, an arcade, a canopy (open or closed), an awning, a recessed wall (glazed or opaque) or a combination of these or other architectural elements to breakdown building scale
2. Each building shall incorporate a distinct entrance through advanced architectural plane, an extended roof, canopy or awning or other element that identifies a tenant space in a multi-tenant building
3. Differentiate/break the parapet line to add interest while maintaining the design theme of the building
4. Use differing building forms and massing to add variety to the overall development while maintaining the modern agrarian theme



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## 3.2 ARCHITECTURAL VARIETY (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Take advantage of view corridors, street edges and pedestrian pathways as design opportunities to pique curiosity, add interest and reduce scale



### DESIGN GUIDELINES

1. Design buildings consistent with the Modern Agrarian design theme to the extent practical given a specific use
2. Use simpler façades in recessed portions of buildings

### DESIGN STANDARDS

1. Design buildings unique to each planning area yet consistent with the Modern Agrarian design theme and incorporate at least three different materials from the Building Materials Palette in Section 3.10 as required in the Amended Planned Development Plan.





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## 3.3 BUILDING FACADES (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Emphasize important elements to attract visual interest at key locations on buildings
2. Create human-scaled elements at the ground floor
3. Use articulation to add richness to a building design theme
4. Enhance the arrival experience by clearly identifying entrances



### DESIGN GUIDELINES

1. Shape/form building walls in a manner that reinforces pedestrian engagement
2. Use a variety of building materials consistent with the design theme to create changes in plane, material application, texture and details
3. Consider the scale of adjacent buildings to moderate scale differences through façade planar breaks
4. Avoid large areas of un-articulated or blank building walls
5. Differentiate ground level and upper levels of buildings with either material/color changes or articulation
6. Provide top level facades or parapet edges that create a distinguishable cap to a building consistent with a building design theme where applicable
7. Integrate pedestrian oriented architectural elements into the form of a building to avoid the “add-on” appearance

### DESIGN STANDARDS

1. Each building at RiverPark shall have a plane break at least 1'-0" deep extending vertically through the building or shall have a material or color change for each wall 65' feet or longer on each facade and shall meet the “Architectural Detailing” requirements of the Amended Planned Development Plan
2. Utilize both vertical and horizontal elements to add articulation to buildings
3. Use scaling elements and details integral to the massing form of a building to avoid thinly applied material skins
4. Buildings shall employ “four-sided architecture” where the design quality and application of materials/colors is consistent on all four sides of a building, taking into account the operational requirements of loading and delivery areas, trash/recycling enclosures, etc.



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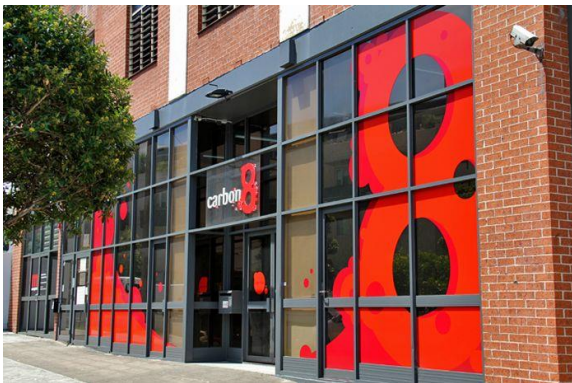
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## 3.4 BUILDING TRANSPARENCY (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Provide glazing on the ground floor as required by the Amended Planned Development Plan (APDP) given the building use/function
2. Locate building transparency on buildings that reinforce connections between buildings at gathering areas or along pedestrian pathways
3. Reveal the activity, use and function of a building to engage the pedestrian
4. Provide views in and out of a building to promote security
5. Provide vision into a building to invite entrance
6. Allow light to spill onto pedestrian areas



### DESIGN GUIDELINES

1. Across the project in different buildings, use a variety of glazing types and differing levels of transparency (clear, tinted, translucent, glass block, etched glass, back-painted, opaque or with graphics) to add interest to the pedestrian experience
2. Consider operable openings to integrate interior and exterior spaces
3. Use transparency in both horizontal and vertical dimension (a two-story glazed entrance vestibule for example)
4. Use Low-E coatings on the second or third surfaces of double-glazing to maintain visual transparency

### DESIGN STANDARDS

(Applicable to commercial uses and the ground floor of commercial/mixed-use buildings only)

(Not applicable to residential uses for privacy reasons)

1. For Anchor Tenants over 10,000 SF, ground floor building transparency (0 to 8' high) shall be provided on at least one building facade
2. For non-anchor buildings, ground floor building transparency (0-8' high) may be graduated based upon the building facade with front facades at 65% transparent and side facades at 35% transparent
3. Rear facades have no transparency requirement
4. All transparency shall be provided by glazed openings a minimum of 5' in height
5. Glazed areas may be transparent, opaque (back-painted glass) or have graphics;
6. Building recesses, opaque or back-painted glass, wall murals or graphics, changes in patterns of siding materials and other similar architectural expressions may be used in lieu of transparency requirements



# RiverPark Design Standards

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## 3.5 BUILDING ENTRANCES (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Visually emphasize the main entrance(s) to a building
2. Provide convenient access to buildings from pedestrian pathways and parking areas
3. Enhance the scale of streetscapes with large entrance elements
4. Place entrances in locations that promote street edges and pedestrian pathways



### DESIGN GUIDELINES

1. Primary entrances can be located on the side of a building if they are visible from the public right of way, gathering place or parking area
2. Avoid entrances on the backs of building facing parking areas
3. Multi-tenant buildings may have multiple entrances without a primary entrance
4. Use variety in entrance design in multi-tenant buildings using solid versus glass doors and differing door locations

### DESIGN STANDARDS

1. Incorporate at least three of the following architectural elements in entrance design:
  - a. Change in wall plane
  - b. Differentiation in building material or color
  - c. Higher level of architectural detailing
  - d. Enhanced lighting
  - e. Overhangs or roof forms
  - f. Greater amount of transparency
  - g. Change in building height
  - h. Differing door material from storefront material
  - i. Sidelights or transoms adjacent to the door
  - j. Projecting canopy, overhang or awning
2. Provide direct connection from each public building entrance to a pedestrian pathway, gathering place or patio area



# RiverPark Design Standards

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## 3.6 AWNING AND CANOPIES (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Create clearly identifiable entry points for specific users
2. Enhance the pedestrian experience by adding horizontal elements for human scale
3. Reinforce building design patterns and rhythms
4. Create shade and shelter at pedestrian areas



### DESIGN GUIDELINES

1. Design awnings/canopies to be unique, creative and pedestrian in scale
2. Design awnings/canopies to relate to/integrate with the building façade
3. Design awnings/canopies using durable, high-quality materials
4. Design awnings/canopies to reflect the use or brand of a tenant including tenant identification/signage



### DESIGN STANDARDS

1. Incorporate at least one of the following on each commercial building entrance that does NOT have a covered roof element:
  - a. Canvas awning either branded or unbranded
  - b. Open or closed canopy
  - c. Recessed entrance
  - d. Advanced wall plane surrounding the entrance
  - e. Specialty lighting exclusive only to the entrance

### PROHIBITED STANDARD

1. Internally-illuminated semi-transparent/translucent awnings are NOT allowed



# RiverPark Design Standards

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## 3.7 ROOF/ROOFTOP DESIGN (Commercial)

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Reduce rooftop clutter by screening equipment
2. Reduce equipment noise trespass from adjacent pedestrian pathways
3. Add interest and variety to roofs
4. Minimize scale of very large roofs



### DESIGN GUIDELINES

1. Use durable light-weight materials such as metal panels or hard-coat stucco for rooftop screening
2. Setback rooftop equipment screens from exterior walls when practical to reduce the mass of a building, or extend rooftop screens to the perimeter to integrate it with the architecture of a building
3. Encourage rooftop activation for views to the mountains by adding balconies, rooftop patios or covered spaces on flat roofs when practical
4. Consider roof design as an integral part of a building's massing and form

### DESIGN STANDARDS

1. Each building at RiverPark with a sloped roof shall incorporate at least one roof element, such as a dormer, cupola, ridge line breaks and other architectural design elements to add interest and variety as required by the "Roof Forms" requirements identified in the Amended Planned Development Plan
2. Use screen walls on sloping roofs to screen rooftop equipment
3. Extend parapet walls on flat roof buildings or provide equipment screens extended to the top of equipment to minimize visual impact



## 3.8 SERVICE AND LOADING AREAS & SCREENING

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Minimize visibility and impact of off-street service areas by locating services away from primary building entrances and pedestrian gathering areas
2. Eliminate conflicts between pedestrian/vehicular circulation and service areas
3. Provide clean, safe and functional service and loading areas
4. Provide security for private spaces



### DESIGN GUIDELINES

1. Screen trash, loading areas, utilities and mechanical equipment
2. Combine trash from multiple tenants into common receptacles in a single screen wall area whenever practical
3. Use a variety of screening materials of an appropriate height to fully screen the equipment, services or utilities
4. Use screen wall materials that are compatible with the materials of the building they serve
5. Locate loading docks and utilities on the perimeter of a building in the least obtrusive location possible
6. Consider durability in the selection of screen wall materials adjacent to vehicular access
7. Vary the height of the wall as needed for screening the function (low screening versus higher screening)
8. Consider reducing the visual impact of screen walls by placing landscaping adjacent to the wall





## DESIGN STANDARDS

1. Place grease traps away from a building, gathering areas or pedestrian pathways
2. Locate service areas and trash receptacles away from building entrances where possible to preserve door and window access
3. Construct screen walls in masonry or with steel framing
4. Provide bollards at enclosure openings where trucks access dumpsters or equipment
5. Provide screen walls or landscaping treatment on publicly visible sides of ground-mounted HVAC to the same height as the equipment (or above)
6. Loading docks adjacent to a right-of-way shall be screened with a 10' barrier that consists of a solid wall, decorative screen panels or dense landscape material that would substantially screen the loading zone like pines or a metal mesh wall that allows shrubs or climbing vines to grow up it

## PROHIBITED STANDARD

1. Screen walls constructed entirely of wood structural elements are NOT allowed (wood screening material is allowed)
2. Chain link fencing is not allowed



# RiverPark Design Standards

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## 3.9 DRIVE-THROUGH SCREENING

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Minimize visibility and impact of drive-through lanes by providing screening where applicable
2. Allow for a variety of drive-through lane applications in various configurations for various users



### DESIGN GUIDELINES

1. Design drive-through lanes to minimize the visual impact of the pedestrian experience
2. Design drive-through lanes to minimize impacts to pedestrian connections and building entrances
3. Design screen walls using materials that are used on the building exterior
4. Incorporate architectural elements into the screen wall design such as an expressed base, wall caps or pilasters

### DESIGN STANDARDS

1. Screen drive-through lanes a minimum of 30" high using a variety of different screening methods, such as landscaped hedgerows, berming, low walls or other methods as may be applicable except where adjacent to passing drive lanes





# RiverPark Design Standards

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## 3.10 BUILDING MATERIALS APPLICATION

**AREA APPLICABILITY:** Applies to all commercial buildings (not Senior Living or Multi-Family Residential) in both the Harvest and River Districts

### DESIGN INTENT

1. Utilize materials that are consistent with the Modern Agrarian design theme
2. Use materials that convey a sense of quality and permanence
3. Use materials that support a sustainable environment
4. Use materials to differentiate buildings and provide compatibility between buildings



### DESIGN GUIDELINES

1. Building material selections and colors should utilize earth-tones and reflect natural materials
2. Consider durability, maintenance and vandalism in material selections
3. Natural wood siding (or an equivalent synthetic product) and heavy timber framing should be considered for use in accent areas of buildings
4. Building materials selections should consider new fabrication technologies to promote sustainability and energy resource conservation
5. Facades should consider both “primary” and “secondary” façade materials
6. Consider applying materials in a variety of applications, such as using both horizontal and vertical siding



# RiverPark Design Standards

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The materials palette of RiverPark includes the following materials consistent with a Modern Agrarian design style (not in any order):

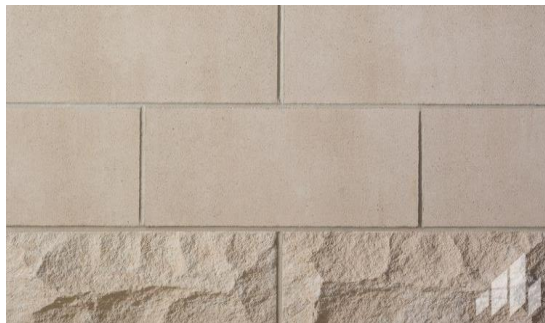
- Brick
- Natural or synthetic stone
- Hard-coat stucco
- Board and batten wood/metal siding or panels
- Cedar siding
- Reclaimed wood siding
- Heavy timber
- Metal siding (cannot be combined with metal roofing)
- Cementous siding/panels
- Board-formed concrete
- Integrally colored concrete masonry
- Metal roofing (cannot be combined with metal siding)
- Deep-edge profile asphalt-shingle roofing
- Synthetic shingle or concrete tile roofing



Wood siding (horizontal or vertical with painted stained or weathered finish)



Stone veneer (may be natural or manufactured in a variety of patterns/colors)



Unitized masonry (clay or concrete with smooth or fractured faces)



Metal roofing/Siding (pre-painted only in muted colors only)



# RiverPark Design Standards

November 30, 2020



Heavy timber (natural or stained finishes, rough-sawn or smooth)



Brick masonry (field pattern may vary, natural grey mortar only)



Exposed form concrete (natural/colored & textured, rough or smooth finish)



Corrugated metal panels (horizontal or vertical siding or roofing)

Other quality materials may be considered when appropriate to the design of a building.

## DESIGN STANDARDS

1. Each building at RiverPark shall provide a minimum of three materials/colors on each facade to provide visual interest
2. Vary the application of materials at the ground level to add interest for pedestrians



## 4 MULTI-FAMILY BUILDING DESIGN & ARCHITECTURE (Residential)

### 4.1 SITE PLANNING

**AREA APPLICABILITY:** Applies to all Multi-Family Residential and Senior Living buildings in both the River and Harvest Districts

#### DESIGN THEME

A “Modern Agrarian” design theme is encouraged throughout RiverPark to build on the agricultural heritage of the South Platte River corridor of Littleton. The architecture is intended to be of a modern expression while including hints of vernacular Colorado architectural styles of the Front Range and Rocky Mountain region. This will manifest itself in the building forms and massing, roof forms, fenestration patterns and openings, overhangs and canopies, materials and finishes, building transparency and the utilization of indoor/outdoor spaces which provide a strong connection to the outdoor lifestyle. Key themes to be considered to achieve this vernacular Colorado style include modern interpretations of authentic architectural styles including ranch, agrarian, prairie and western industrial. Material applications should be simple, reflect historical materials and be applied in a contemporary manner. Refer to the building images throughout this document for illustrative examples of the Modern Agrarian design style.

#### DESIGN INTENT

1. Take advantage of view corridors from the site, providing residents opportunities to enjoy the adjacency to South Platte Park as well as mountain vistas to the West of the site.
2. Design site with a convenient system of travel for residents, including connections within the site as well as to adjacent street(s).
3. Place buildings on the site in a way that reinforces pedestrian activity and creates a coherent place.



Multi-Family Amenities



## DESIGN GUIDELINES

1. Pedestrian circulation should be incorporated into the design of each site with a network of walkways into, across, and through the site.
2. Parking lots should be arranged to maximize the connectivity and continuity of pedestrian walkways and minimize the distances pedestrians must travel between buildings. Wherever possible, parking lots should be placed in locations internal to the site, where they are not visible from the street.
3. Parking areas should be in safe, convenient locations for residents and guests. Carports and garages are encouraged for resident parking spaces.
4. Subject to approval of Community Development and Public Works Departments, detention areas may be used as open space.



Landscape Buffers



Carports

## DESIGN STANDARDS

1. On-street parking on adjacent streets may count toward minimum required visitor parking and requires approval by Public Works Department.
2. For multi-family residential properties, open space shall incorporate amenities for play or congregation. Acceptable amenities include pools, play structures, picnic tables, benches, or sporting area/fields.



# RiverPark Design Standards

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## 4.2 ARCHITECTURE

**AREA APPLICABILITY:** Applies to all Multi-Family Residential and Senior Living buildings in both the River and Harvest Districts

### DESIGN INTENT

1. Create building forms that are consistent with a Modern Agrarian style of architecture.
2. Provide visual interest at pedestrian levels, reducing the bulk of large buildings through architectural detail, landscaping and site amenities.



Reinforce Pedestrian Activity



Material Variation

### DESIGN GUIDELINES

1. Roof forms and parapet heights should be varied, and where appropriate, should emphasize the facade articulation and variation of building materials.
2. Accessory structures such as carports, garages, and storage units should be designed to be consistent with the primary building(s) and to avoid monotonous facades. Wherever possible, garage doors should be placed so that they are not visible from public streets or South Platte Park.
3. Service, loading, and utility areas should be screened from view and minimize impact to surrounding properties.



Varied Roof Heights



Defined Entrances



Material Variation

### DESIGN STANDARDS

1. Facade detail: Building facades visible from a street or public space shall provide a high level of finished architectural quality and be designed to the human scale.
2. Facade articulation: Each facade that faces a street or public space shall have at least one variation in plane depth, a minimum of one foot for every 65 linear feet of the length of the facade or shall have a material or color change. Non-permanent features such as canopies or awnings will not qualify as variation.



# RiverPark Design Standards

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3. Primary entrance: The primary entry of each building shall be emphasized through at least two of the following:
  - A. Changes in wall plane or building massing
  - B. Higher level of detail
  - C. Enhanced lighting
4. Transparency: Where a residential use occupies the ground floor, windows shall be provided where appropriate to create visual interest, while also balancing the need for residents' privacy.
5. Fenestration: At least 25% of each facade shall contain openings such as doors, windows, or balconies.
6. Multiple unit entrances: For buildings with multiple exterior entrances to multiple units, each unit's entrance shall be defined with at least one of the following: recessed entrance, projecting entrance, change in height, change in material
7. Material variation: All building facades visible from a street or public space shall employ differentiation in materials and/or colors
8. When multiple garages or carports are attached as one structure, there shall be a clear delineation between parking stalls or garages.



# RiverPark Design Standards

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## 4.3 BUILDING MATERIALS APPLICATION

**AREA APPLICABILITY:** Applies to all Multi-Family Residential and Senior Living buildings in both the River and Harvest Districts

### DESIGN INTENT

1. Utilize materials that are consistent with the Modern Agrarian design theme
2. Use materials that convey a sense of quality and permanence
3. Use materials that support a sustainable environment
4. Use materials to differentiate buildings and provide compatibility between buildings



### DESIGN GUIDELINES

1. Building material selections and colors should utilize earth-tones and reflect natural materials
2. Consider durability, maintenance and vandalism in material selections
3. Natural wood siding (or an equivalent synthetic product) and heavy timber framing should be considered for use in accent areas of buildings
4. Building materials selections should consider new fabrication technologies to promote sustainability and energy resource conservation
5. Facades should consider both “primary” and “secondary” façade materials
6. Consider applying materials in a variety of applications, such as using both horizontal and vertical siding





# RiverPark Design Standards

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The materials palette includes, but is not limited to, the following materials.

- Brick
- Natural or synthetic stone
- Hard-coat stucco
- Board and batten wood/metal siding or panels
- Cedar siding
- Reclaimed wood siding
- Heavy timber
- Metal siding (cannot be combined with metal roofing)
- Cementous siding/panels
- Board-formed concrete
- Integrally colored concrete masonry
- Metal roofing (cannot be combined with metal siding)
- Deep-edge profile asphalt-shingle roofing
- Synthetic shingle or concrete tile roofing



Wood siding (horizontal or vertical with painted stained or weathered finish)



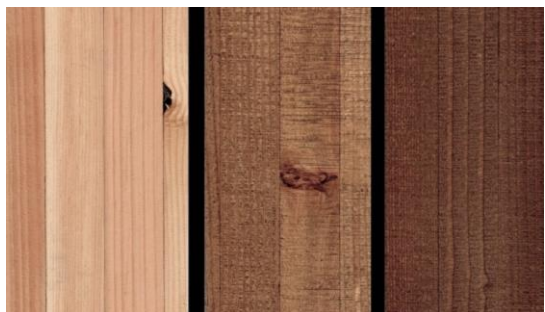
Stone veneer (may be natural or manufactured in a variety of patterns/colors)



Unitized masonry (clay or concrete with smooth or fractured faces)



Metal roofing/Siding (pre-painted only in muted colors only)



Heavy timber (natural or stained finishes, rough-sawn or smooth)



Brick masonry (field pattern may vary, natural grey mortar only)



# RiverPark Design Standards

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Exposed form concrete (natural/colored & textured, rough or smooth finish)



Corrugated metal panels (horizontal or vertical siding or roofing)

Other quality materials may be considered when appropriate to the design of a building.

## DESIGN STANDARDS

1. Each building at RiverPark shall provide a minimum of three materials/colors on each facade to provide visual interest
2. Vary the application of materials at the ground level to add interest for pedestrians



## 5 LANDSCAPING

### 5.1 LANDSCAPE DESIGN

AREA APPLICABILITY: Applies to both Harvest District and River District

#### DESIGN INTENT

1. Use native landscaping and agrarian crop patterns as inspiration for landscape design
2. Compliment the Modern Agrarian design style through landscaping using consistent patterns, textures and forms
3. Provide seasonal interest and variety through landscape design
4. Emphasize the use of native grasses/groundcovers
5. Minimize large areas of irrigated sod
6. Promote plant diversity and low water-consumption materials
7. Use landscaping as natural living screen walls where practical
8. Utilize landscaping to enhance public gathering areas and pedestrian pathways
9. Improve the appearance of parking areas with landscaping
10. Provide variety between Planning Areas while maintaining a landscape design theme



Native/ornamental grasses



Multi-colored landscaping for year-round color variations



Variety of natural flora

#### DESIGN GUIDELINES

1. Consider using softened earth forms to shape drainage areas, site slopes and create landscape features
2. Consider using plant material selections with more naturalized form in buffer areas, drainage ways and site slopes
3. Consider using plant material selections with more manicured forms at urban areas or public gathering spaces
4. Select native plant materials when possible within the design theme
5. Consider using agrarian crop “rows” and “patterns” of planting to accentuate focal points
6. Select lower water-consuming turf grasses when practical
7. Consider the slope and irrigation demand when determining a landscape design theme or plant material selections to reduce water consumption and minimize run-off and erosion
8. Utilize high-efficiency irrigation systems capable of adjusting water application

#### DESIGN STANDARDS

1. Each site within RiverPark shall provide landscaping as required by the “Landscaping” development criteria specified in the Amended Planned Development Plan
2. Select drought-tolerant plant materials for hardiness and growth suitable to the semi-arid environment of our region
3. Mix both deciduous and evergreen plant materials for year-round color/foliage
4. Utilize landscaped lighting to enhance landscaped features

#### CLARIFICATION

1. Artificial turf is allowed in public gathering areas only



# RiverPark Design Standards

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## 6 LIGHTING

### 6.1 SITE LIGHTING

AREA APPLICABILITY: Applies to both Harvest District and River District

#### DESIGN INTENT

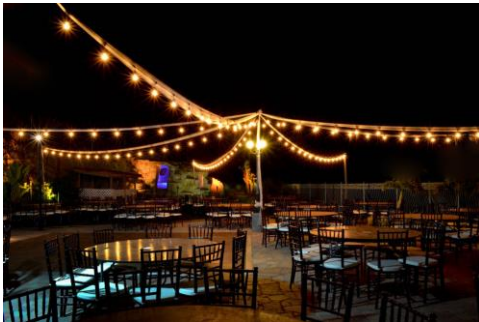
1. Use lighting design to unify development within RiverPark
2. Use lighting to promote a safe environment
3. Minimize lighting poles when possible
4. Utilize consistent lighting levels to minimize visible light “hot spots” in parking areas
5. Select light fixtures that are simpler in form to fit the Modern Agrarian design theme
6. Select light fixtures that are energy efficient
7. Design lighting to minimize light trespass and glare



Downcast area lighting (parking lot or roadway)



Downcast pedestrian lighting



Pedestrian area accent lighting



Downcast bollard lighting



# RiverPark Design Standards

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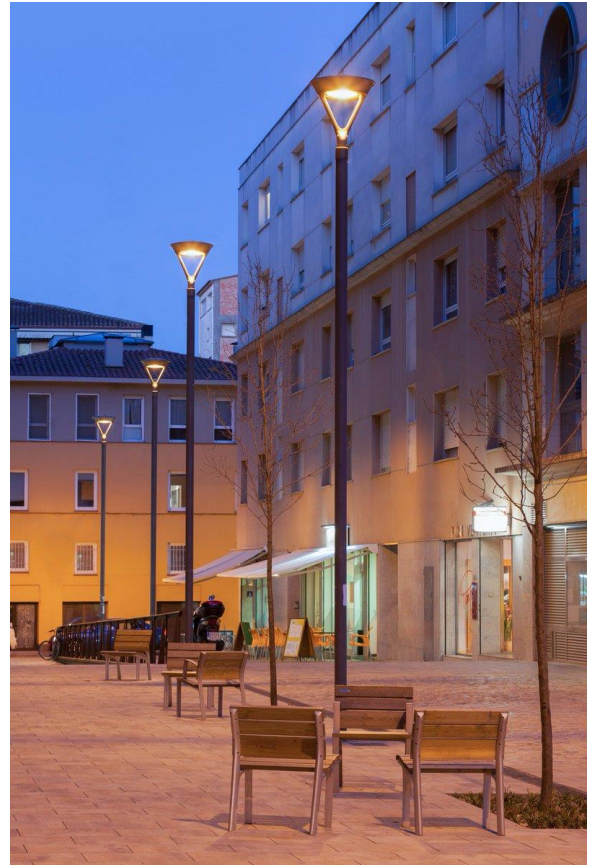
Indirect downcast lighting

## DESIGN GUIDELINES

1. Select light fixtures that are simpler in form that compliments the Modern Agrarian design theme
2. Consider selecting poles to include banner and planter basket hanger arms
3. Parking area lighting should be spaced and located to provide the needed illumination in as consistent a light level as possible using as few poles as possible
4. Streetlights should be located at intersection where pedestrian crossings and traffic turning movements occur
5. Design lighting to minimize light trespass along the south property line of the Harvest and River Districts.
6. Use a variety of lighting types to light pedestrian pathways outside of public right of ways to add interest and variety without compromising safety
7. Light poles should have concrete foundations as shown in the images below (parking lot lighting may be up to 36" above paving)



8. Design lighting to provide even and uniform illumination levels while minimizing glare
9. Provide accent lighting, such as string lights, outdoor track lighting, surface illumination, tree lights and holiday lights, to highlight public gathering areas
10. Building lighting should vary from building to building when buildings have differing architectural styles



## DESIGN STANDARDS

1. Lighting shall meet the requirements of the “Lighting” development criteria as specified in the Amended Planned Development Plan
2. Site lighting shall be consistent within each planning area and across the overall RiverPark development
3. Street lighting shall have a 30’ maximum height
4. Parking lot lighting shall have a 25’ maximum height
5. Light fixture selection and lighting design should promote a safe pedestrian environment using IESNA guidelines in compliance with applicable codes
6. Utilize only “white temperature” (3,000-4,000K) LED light sources to maximize energy efficiency
7. Directly exposed light sources are NOT allowed in the setback on the west side of the River District
8. Exposed foundations for site pedestrian lights are NOT allowed unless it is in a parking area
9. Design using a wide variety of lighting types to be used in specific lighting applications, including, but not limited to:
  - A. Pedestrian lighting (14’ maximum height)
  - B. Bollard lighting (4’ maximum height)
  - C. Landscape lighting (2’ maximum height)
  - D. Concealed lighting
  - E. Accent and string lighting
  - F. Up-lighting



## 7 SIGNAGE

### 7.1 SIGN DESIGN CRITERIA

AREA APPLICABILITY: Applies to both Harvest District and River District

This sign design criteria is a part of the RiverPark Planned Development area and is controlled by the plan itself unless otherwise noted.

1. Integrate private business signage in a manner that facilitates commerce, enlivens the public realm, and respects the character of the RiverPark project and the surrounding area.
2. Use a variety sign types as described in this section on the following pages to add interest and enhance the building. Permitted Sign Types:

- Sign Type A: Wall Signs
- Sign Type B: Projecting/Blade Signs
- Sign Type C: Canopy Signs (mounts above & on canopies)
- Sign Type D: Arcade Signs (mounts under canopies)
- Sign Type E: Awning Signs (fabric/rigid material style)
- Sign Type F: Window Signs

NOTE: Use City of Littleton's Sign Code (<https://www.littleton.gov/building-development/planning-services/zoning/sign-code>) for merchant portable signs and special permit signs (e.g. banners, pennants, and other wind operated devices). Approval needed by RiverPark prior to permitting with the City of Littleton.



3. Create signs and graphic elements that respect and fit within architectural features of the facade and complement
4. the building's architecture. Consider accent colors unique to RiverPark signage and use simple, modern forms that reflect the design theme of RiverPark.
5. Design signs for both pedestrian and vehicular visibility.
6. All conduits, junction boxes, and other functional elements shall be hidden from view and safely concealed once the sign is installed.
7. Drawings of all sign types that will be utilized, locations shown on elevation drawings, lighting & mounting details, etc. must be submitted and approved by RiverPark. Once RiverPark approval is received, signs must then be approved by the City of Littleton. A permit is required before a sign may be erected, altered or modified in any way
8. Allowances: Each sign type (A-F) on the following pages state size allowances. Please note, the total sign area shall not exceed 200 square feet per user per building elevation excluding Window and Awning signs.



9. All faces are included in measuring a sign except for Projecting/Blade and Arcade Signs (if double-sided) where only the area of one face is to be included in a tenant's total sign area calculation. The overall sign display is measured by determining the sum of the areas of each square, rectangle, triangle, circle or any combination thereof which creates the smallest continuous perimeter of the sign (see illustration below as defined by the red line). Framework or backing is not included unless it is part of the display area. All measurements shall be applied to each street/plaza frontage separately, then totaled for a cumulative sign area calculation.



10. Signs not allowed:
  - A. Illuminated signs on west facing building elevations are prohibited in the River District only. Illuminated signs on west facing building elevations in the Harvest District are only allowed below 35 feet in height.
  - B. No billboards, third party signs, or signs advertising home occupations in residential areas.
  - C. No flashing, rotating, or animated signs.





## SIGN TYPE A: WALL SIGNS



### DESIGN INTENT:

Wall Signs are typically located above the storefront display windows and/or entry doors; however, architectural features may also be used and are parallel to the building facade. Wall signs consist of letter and logo forms individually attached to the building fascia or to a panel or cabinet.

Wall signs are permitted to be placed vertically or horizontally on the building fascia and may be placed at the height of a parapet or roof line except in some cases it may be placed on an architectural element that extends above a parapet or roof line (see Target photo) or above a parapet or roof line if the sign design would add creative interest (see Regal photo). Signs must be architecturally respectful to the building on which it is placed.

Allowance: 1.5 SF per linear foot of tenant building elevation, projecting no more than twenty-four inches (24").

Types of Wall Signs to be encouraged include:

1. Dimensional letters and logo forms fabricated from suitable materials that have a translucent, painted, gilded or metal finish. These letters can be illuminated with external, point source, bracket mounted light fixtures that accentuate the form of the letter and logo forms. Lamps used in these fixtures should be of a warm color temperature, between 2,500 and 3,000 degrees Kelvin.
2. Letter and logo forms painted, gilded, pushed through, or screen printed onto continuous or individual metal or glass fascia panels: These panel signs can employ external, edge or limited area internal illumination. Panels may be layered to give the sign more visual interest and a three-dimensional quality.
3. Reverse pan channel letter and logos with halo or edge illumination: These letters and logos will be fabricated using similar materials and finishes as the dimensional letters listed above.
4. Open pan channel letters and logos with exposed neon illumination are encouraged for, but not limited to, food & beverage and entertainment-oriented establishments.
5. Internally illuminated pan channel letters with acrylic faces. These signs are allowed for tenants who demonstrate that they will use this sign type with maximum creativity of design and the highest quality of materials and fabrication including:
  - Raceways connecting letter forms must be concealed within the storefront construction.
  - Flush, discreet attachment of the acrylic faces to the metal channel letters without typical trim cap edging.
  - The acrylic face of the letter forms must have a matte finish to avoid reflections in the letter face when not illuminated.



## SIGN TYPE B: PROJECTING/BLADE SIGNS



### DESIGN INTENT:

Projecting/Blade Signs are wall mounted perpendicular or diagonally to the building facade. Vertical height is defined by the Tenant's space and may be placed at the height of a parapet or roof line except in some cases it may be placed on an architectural element that extends above a parapet or roof line or above a parapet or roof line if the sign design would add creative interest. The details and materials used for Projecting/Blade Signs should convey the personality and display the unique character of each individual tenant and be complementary to the architecture upon which they are located. Because of their proximity to the viewer, special care and attention must be made to their craft and finish.

Allowance: Maximum of twenty-four (24) square feet per sign, projecting no more than eighteen (18") to forty-eight (48") inches. Projecting/blade signs must maintain a minimum clearance of eight feet (8'-0") above the sidewalk. This sign type typically has two faces but only the area of one face is to be included in a tenant's total sign area calculation.

Note: If the sign is suspended beneath an arcade, architectural canopy or marquee, and is wholly contained or protected, it is considered an Arcade sign (see Sign Type D).

### Types of Projecting Signs to be encouraged include:

1. Artistic, three-dimensional object signs of logo or primary sales product(s) fabricated/sculpted from suitable materials.
2. Router-cut or dimensional letters/logos attached to or pushed through sign panels or cabinet construction boxes.
3. Painted, screen printed or gilded sign panels or cabinet construction boxes.
  - A combination of materials. Cut-out, layered, built up or pinned-off metal or wood borders or graphics.
  - Raceways, conduits and transformers must be concealed within the sign assembly.
  - Flush, discreet attachment of the acrylic faces to the metal channel letters without typical trim cap edging.
  - The acrylic face of the letter forms must have a matte finish to avoid reflections in the letter face when not illuminated.

Projecting Signs for businesses, retail, food & beverage and entertainment tenants are encouraged to have internal, integral, edge, halo or external illumination, or any combination thereof.

Food & beverage and entertainment tenants are encouraged to:

- Have letter and logo forms rendered in exposed neon/LED tube applied to the sign panel.
- Attach reverse pan channel letters with halo illumination to the sign panel.



## SIGN TYPE C: CANOPY SIGNS (mounts above and on canopies)



### DESIGN INTENT:

Canopy Signs are defined by their association with architectural entry canopies. Colors, finishes and materials used for Canopy Signs shall be complementary to the tenant facade and an integral part of the canopy or architectural element. These signs can be mounted above or on the face of the canopy structure.

Allowance: 1.5 SF per linear foot of tenant building elevation.

Types of Canopy Signs to be encouraged include:

1. Dimensional letters and logo forms fabricated from suitable materials that have a painted, gilded or metal finish. These letters should be illuminated with edge or external, point source, bracket mounted light fixtures that accentuate the form of the letter and logo forms. Lamps used in these fixtures should be of a warm color temperature, between 2,500 and 3,000 degrees Kelvin.
2. Letter and logo forms painted, gilded or screen printed onto continuous or individual metal or glass fascia panels: These panel signs can employ external, edge or limited area internal illumination (defined as glowing push through letters or graphics, not the entire panel surface). Panels may be layered to give the sign more visual interest and a three-dimensional quality.
3. Reverse pan channel letter and logos with halo or edge illumination: These letters and logos will be fabricated using similar materials and finishes as the dimensional letters listed above.



## SIGN TYPE D: ARCADE SIGNS (mount under canopies)



### DESIGN INTENT:

Arcade Signs are different than Projecting/Blade Signs in that these are signs suspended under the roof of a canopy or projecting from the wall under a canopy. The details and materials used for Arcade Signs should convey the personality and display the unique character of each individual tenant. A standardized bracket or connection to the arcade must be used for all signs under the same structure. Because of their proximity to the viewer, special care and attention must be made to their craft and finish.

Allowance: All Arcade Signs will be suspended from an arcade or architectural canopy, perpendicular or parallel to the building facade or projecting from the wall below the canopy and will be no greater than eight (8) square feet. Arcade signs must maintain a minimum clearance of eight feet (8'-0") above the sidewalk. This sign type typically has two faces but only the area of one face is to be included in a tenant's total sign area calculation.

Note: If the sign projects from a wall, column or pilaster with no architectural structure or canopy above it is considered a Projecting Sign (see Sign Type B).

### Types of Arcade Signs to be encouraged include:

1. Artistic, three-dimensional object signs of logo or primary sales product(s) fabricated/sculpted from suitable materials.
  2. Router-cut or dimensional letters/ logos attached to or pushed through sign panels or cabinet construction boxes.
  3. Painted, screen printed or gilded sign panels or cabinet construction boxes.
- A combination of materials. Cut-out, layered, built up or pinned-off metal or wood borders or graphics.
  - Raceways, conduits and transformers must be concealed within the sign assembly.
  - Flush, discreet attachment of the acrylic faces to the metal channel letters without typical trim cap edging.
  - The acrylic face of the letter forms must have a matte finish to avoid reflections in the letter face when not illuminated.

Arcade Signs for businesses, retail, food & beverage and entertainment tenants are encouraged to have internal, integral, edge, halo or external illumination, or any combination thereof.

Food & beverage and entertainment tenants are encouraged to:

- Have letter and logo forms rendered in exposed neon applied to the sign panel.
- Attach reverse pan channel letters with halo illumination to the sign panel.



## SIGN TYPE E: AWNING SIGNS (fabric/rigid material style)



### DESIGN INTENT:

Awning Signs add to the overall identity of the tenant's facade, which often stretch the entire length of the storefront. Awnings may be fabric or a rigid material. Awnings must be integrated with the architecture upon which they are mounted. If awnings are not a part of the integrated architectural design of RiverPark, locations and style of the awning must first be approved by RiverPark.

Logos, letters, pattern and graphics are to be integral to the awning material, not fastened onto the material. Graphics may be digitally printed, silk screened, masked and painted and then sized with restraint and located onto the primary sloped surface or onto the vertical valence (if applicable). Because of their proximity to the viewer, special care and attention must be made to their craft and finish. Care must be taken to ensure that the fabric, a shorter life-span material, is refreshed/replaced on a regular basis to maintain a high-quality product.

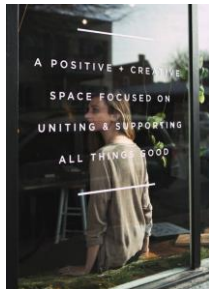
Allowance: If the entire surface of the awning has any form of graphics or pattern then the entire area of the awning shall be included in the sign area calculation. Otherwise, only the graphic portion of the awnings, whether on the primary sloped or vertical faces (or both), shall be used in calculating total allowable sign area. Graphics on awnings are limited to twenty (20) square feet per surface. Awnings must maintain a minimum clearance of eight feet (8'-0") above the sidewalk.

### Types of Awning Signs to be encouraged include:

1. Stretched high quality canvas fabric or matte-finish vinyl over a metal frame. Surfaces should be taught and crisp. Assemblies may be limited to one vertical/ sloping surface or may include a vertical valence at their forward edge.
2. Rigid glass, metal or composite material panels secured by a metal frame. Panels can be vertical or sloped.
3. High quality operable rigid or fabric assemblies that are able to extend away from and contract back to the building facade.



## SIGN TYPE F: WINDOW SIGNS



### DESIGN INTENT:

Tenants are encouraged to add more interest and identity to their facade with signs placed directly onto the second surface of glass of windows and/or doors.

Allowance: Maximum area for Window Signs cannot exceed twenty percent (20%) of their total ground level storefront window area. These signs shall not be calculated against the overall sign square feet allowed per user.

### Types of Window Signs to be Encouraged include:

1. Screen-printing, gilding, hand painting, and cut vinyl - these may be applied to the second surface of the glass. Logos, letter forms or other supplemental graphics that contribute to the tenant's identity may be displayed.
2. Digitally printed graphics on opaque, translucent or transparent material applied directly to the second surface of the glazing.
3. Digitally printed graphics on opaque, translucent or transparent material suspended or supported in the tenant's interior display zone within two feet (2'-0") of the glazing.
4. Skeletal frame neon depicting the tenant's identity or artistic product graphic.
5. Individual dimensional letter forms and/ or logos fastened directly to the glazing.