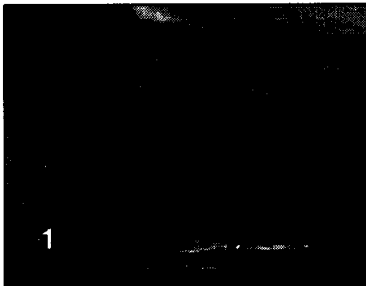


RESIDENTIAL DESIGN PRINCIPLE 2: New Multifamily Housing Design

Multifamily housing should be designed to fit the scale and rhythm of Watsonville's traditional neighborhoods.

3.2 Multifamily Housing Design

The following guidelines describe how all new multifamily housing should be designed to make neighborhoods better.



1

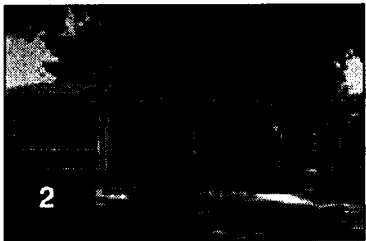
3.21 Site Planning

New multifamily projects should be an integral part of the neighborhood and the community that create a comfortable and social living environment for residents.

- Buildings should frame neighborhood gateways and define community and common open spaces.
- Public, communal, and private spaces should be clearly distinguish-

able.

- Ground floor units should have direct access from streets and common spaces.
- Units should provide "eyes-on-the-street" security by orienting towards streets and common areas.
- Site entries should distinguish themselves with added texture or use of contrasting materials.
- Entry drives to multifamily housing should be designed to create a posi-



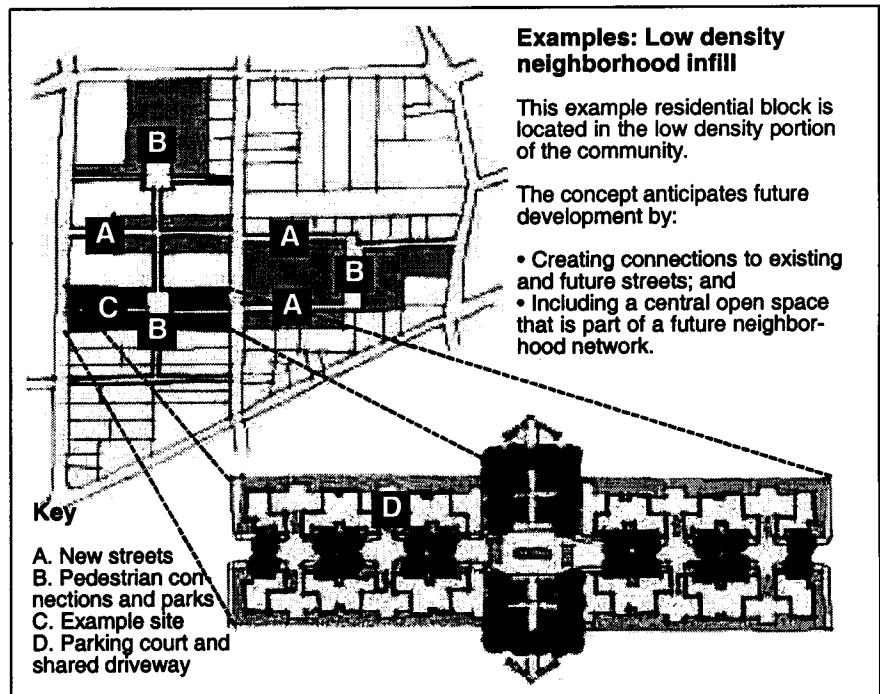
2

ABOVE: Desirable

These examples illustrate how affordable housing can respond to climate, local architectural traditions, and provide common open space.

(1) These affordable apartments are organized around a "village square" entry court. The architecture reflects the agricultural traditions of the Livermore Valley.

(2) These duplex units are part of a small infill neighborhood organized around a mini-park. The structures include large shared sitting porches oriented towards the street.



Watsonville Livable Community Residential Design Guidelines

tive identity for the project. Landscape and site design should frame and distinguish entry drives.

- Parking shall be screened by landscaping or buildings.
- Parking should be unobtrusive and not disrupt the quality of common spaces and pedestrian environments of multifamily development.
- Visible long, and unbroken rows of parked cars or garage doors should not be permitted. Parking should be distributed throughout the site in discrete courts and garages.
- Services for multifamily development should not be visible from public areas. Trash bins, utility meters, transformers, and other service elements should be enclosed or otherwise concealed from view.

3.22 Common Areas

Multifamily housing projects must provide public and common space. The common space is for use of all residents.

- Multifamily development must provide both common and private open space for each unit consistent with development standards in the Zoning Ordinance.

Key features in the Ordinance include:

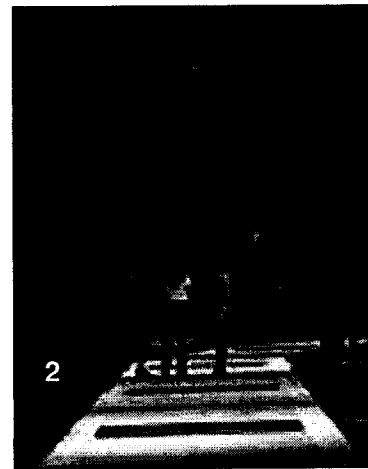
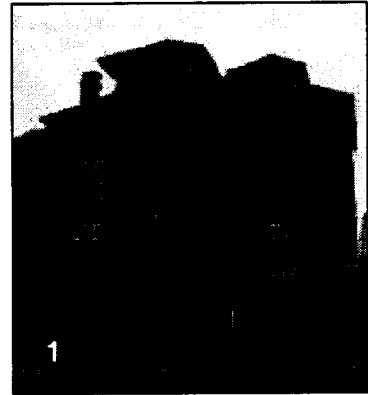
*Landscaping:
20% of the site must be landscaped. This includes areas not paved for parking, patios, walkways, etc.*

*Private Open Space:
The Zoning Ordinance requires 200 SF per unit of usable open space. 96 SF shall be private and the remaining 104 SF can be located in common courtyard areas.*

- Common spaces and amenities should enhance the sense of community in multifamily projects.
- Play spaces for children are strongly encouraged and should be both secure and observable.
- Common open space should be centrally located and have a physical and visible connection to public open space.
- Common open space should be connected to each project's internal pedestrian system.

3.23 Architectural Design

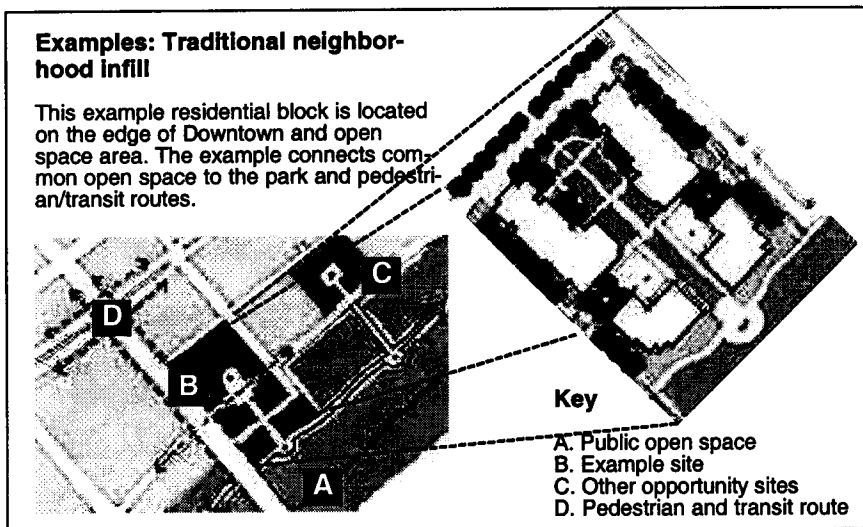
The design of new multifamily projects should demonstrate a com-



ABOVE: Desirable

(1) This apartment has parking tucked under the side of it. The parking is nicely paved, secure, and hidden from the street.

(2) This walkway links apartment buildings together. The walks are gracious and have brick insets to add texture and interest.





ABOVE: Desirable

(1) This apartment has a quiet pedestrian street along the edge of a shared park. The apartments overlook the park and walkway.

(2) This apartment building has units with stoops and planting strips along the sidewalk. This activates the edge of the building and provides "eyes-on-the-street."

mitment to lasting and durable design.

- Multifamily projects should utilize a unifying theme and possess a common vocabulary of forms and architectural elements.
- Visual interest should be created by articulation of facades, forms and use of color.
- Building forms should be articulated by varying roof heights and wall planes. Long, unbroken volumes and large, unarticulated wall and roof planes shall not be permitted.
- Facades should have 3-dimensional elements, such as chimneys, balconies, bay windows or dormers, to break up large wall and roof surfaces.
- Every facade should be well composed, articulated and consistent on each facade.
- Roof forms should cover the entire width and depth of buildings, Superficial roof forms, such as "mansards", affixed to the building shall not be allowed.
- False fronts, facades and parapets are not allowed.
- Depending on the architectural context (such as in a traditional commercial district), flat roofs may be

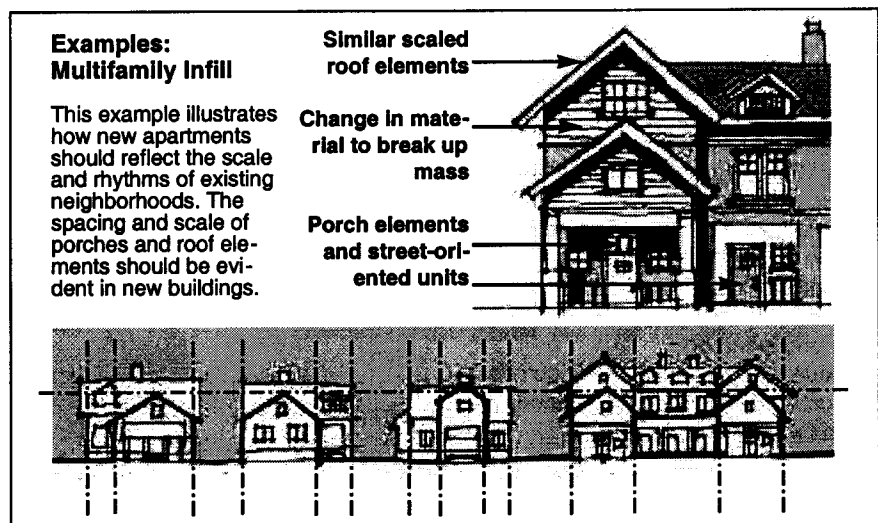
allowed, but only if they are screened from public view by continuous parapets or by pitched roofs and consistent with their architectural context.

- Stairways, fences, trash enclosures and other accessory elements should be designed as integral parts of the architecture. Manufactured components attached to the outside of buildings, such as stairways and sheds, shall not be prohibited.

3.24 Materials and Color

The selection of architectural finishes and color should support overall image and massing concepts.

- Architecture within each multifamily project should use a palette of materials which convey an image of quality and durability.
- All the facades should employ the same vocabulary of materials.
- On corner units, architectural materials should be consistent on both exposed elevations.
- Buildings designed with obvious references to styles or periods should use consistent with that style or period.
- Painted surfaces should use colors



that reinforce architectural concepts and are compatible with natural materials, such as brick or stone.

- Certain materials have an inherently inexpensive, insubstantial or garish quality. These materials should not be used in new construction.

Examples include:

Roofs: glazed or painted tiles, metal or sheet materials, fake shingles made from metal or plastic materials

Walls: vinyl, metal, plywood, T-111 siding, masonite or other sheet materials

- Wood or hardboard siding, if used, should be shiplap or board-and-batten. Shiplap should be installed so there are no visible joints. Board-and-batten should be installed so there are no visible joints in the underlying "board" material.

3.25 Lighting

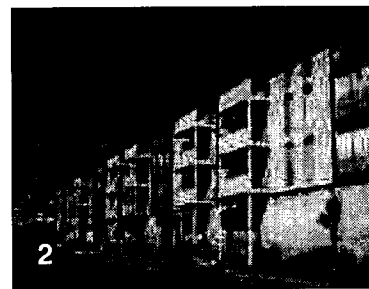
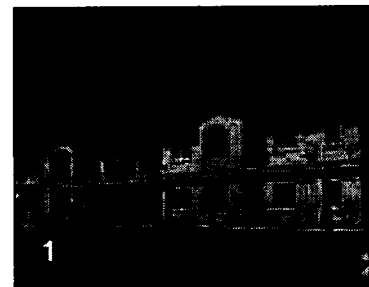
Lighting should be an integral part of the planning and design of multifamily projects and NOT treated as an afterthought.

- Lighting in projects should be designed for specific tasks (i.e., illuminating common areas, parking, streets, paths, and entryways).
- Lighting should be mounted on architecturally designed posts less than 16' in height, and preferably lower.
- Fixtures and posts should be consistent throughout the project.
- Lighting along public streets and spaces should reflect district or neighborhood standards.
- Fixtures should incorporate cutoffs to screen the view of light sources from residences.

3.26 Landscape

Landscaping for multifamily projects should integrate the projects with the neighborhood and coherently support site and architectural concepts.

- All site areas not covered by structures, walkways, driveways or parking spaces should be landscaped.
- Landscaping should support the distinction and transition between private, common and public spaces.
- Landscape materials should be live plants. Gravel, rock, bark and other materials are not a substitute for plant cover.
- Landscape shall be permanent with automated irrigation. Water-intensive plants, such as lawns and flowering exotics, should be used sparingly as accents.
- Natural features and existing trees should be incorporated into the landscape plan.
- Plazas and common areas subject to pedestrian traffic may be surfaced with a combination of landscape and decorative pavers or textured concrete.
- Parking lots should be generously landscaped to provide shade, reduce glare and provide visual interest. Parking lots shall provide shade trees (of at least 15 gallon in size) for each 4 spaces.
- At least 15% of shared parking lots shall be landscaped. Lots should be screened from view with architectural walls, berms or shrubs.



ABOVE: Undesirable

(1) This new apartment building is organized around a parking lot. The project is introverted and is not connected to the neighborhood. The project has no common open space or amenities.

(2) This apartment building has ground level parking and a tall blank wall along the street. The design is out of scale with the adjacent buildings. The architecture is spare and unattractive.