

Town of Gilbert Land Development Code
Chapter 2 Design Guidelines and Standards
Section 10 Mixed-Use Development Design Guidelines

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Chapter 2, Section 10

MIXED-USE DEVELOPMENT
DESIGN GUIDELINES



ACKNOWLEDGEMENTS

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**“Creating development
greater than the sum
of its parts...”**



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INTRODUCING MIXED-USE DESIGN GUIDELINES

Introduction

The Mixed-Use Development Design Guidelines are intended to facilitate developments with multiple uses on a single site while guaranteeing a high degree of development quality and managing potential conflicts between uses. Mixed-use developments are designed to blend compatible and mutually beneficial uses on single sites. Mixed-use developments can blend uses at many different scales, from the individual buildings in neighborhoods (i.e. a “live-work” unit with an apartment and a storefront) to entire regional districts (i.e. a large mixed-use shopping complex). The development of mixed-use projects, and the creation of municipal tools to enable them, represent a critical point of maturation for any community, signaling a shift toward infill development and greater pressures to integrate land uses in closer proximity to one another.

Mixed-use development is sometimes associated with dense urban places. However, mixed-use development can be found in many rural and suburban communities with a high standard of living. Mixed-use development can also be found throughout the history of the Town of Gilbert, from the Town’s earliest days as the Hay Capital of the World to the modern era, where new mixed-use neighborhoods have become among the Town’s most vibrant and attractive communities.

Cities and towns investing in mixed-use development recognize that the creation of developments with several complimentary uses on a single site can result in the creation of places that are “greater than the sum of their uses.” The mixing of uses within a single development is achieved through “vertical integration” (mixing uses vertically) and/or “horizontal integration” (mixing uses horizontally).

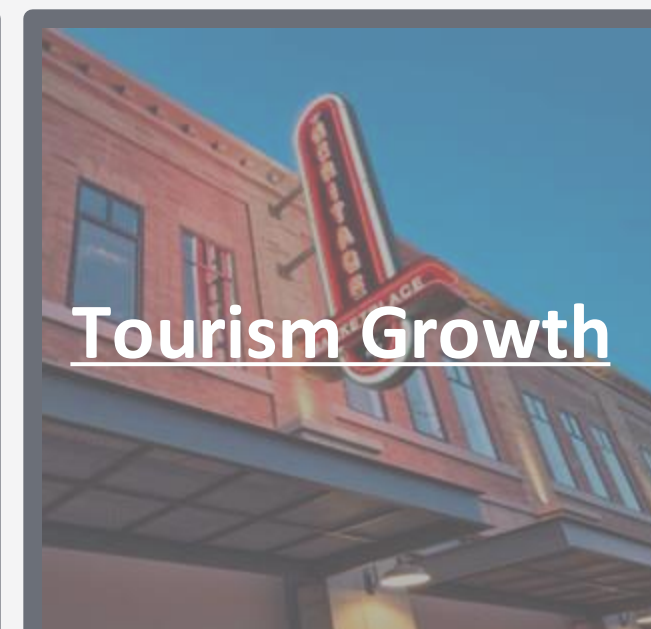
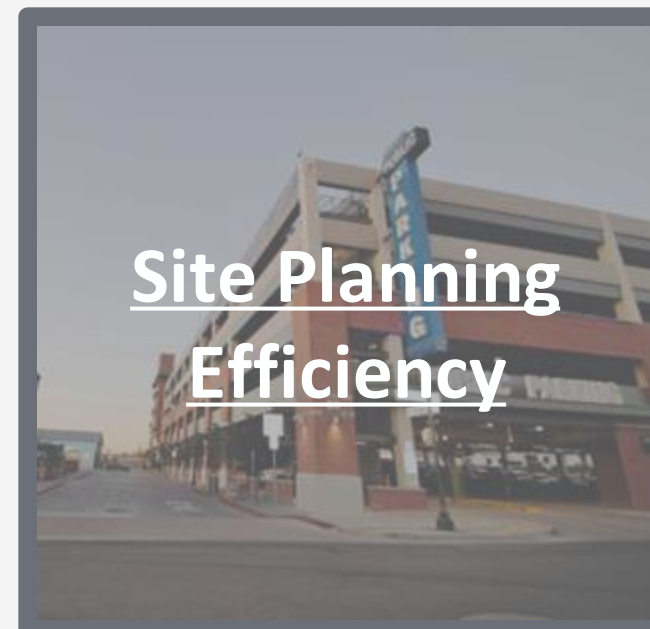
“A coordinated development plan which integrates two or more distinct types of uses (from the following: residential, commercial, institutional, employment, industrial or cultural uses) into a cohesive, pedestrian-oriented environment, with a variety of new public and semi-public spaces. Mixed-use development may vary in scale, ranging from individual buildings to large regional-scale developments, and provide unique designs tailored to the scale of the development.”

- Land Development Code, Chapter I, Section 2.0 (Terms)

Benefits of Mixed-Use Development

Mixed-use development can provide many benefits for Town officials, developers, planners, and residents alike. By placing uses adjacent to one another in a carefully designed environment, each use gains the capability to improve and positively affect neighboring uses. While mixed-use projects are constructed at various levels of development intensity, these developments can often play a role in mitigating negative impacts on surrounding development and local infrastructure. As such, mixed-use development can assist municipalities in achieving a range of excellent goals, including fiscal responsibility, economic vibrancy and improved civic life and public activity.

These Design Guidelines are written to ensure that new mixed-use developments within the Town of Gilbert maximize these community benefits, which are described in this section. Proposed mixed-use developments should be designed to maximize these benefits, clearly stating how such benefits will be achieved in applicant narratives and other documents submitted with development applications.



Purpose

The following document includes a list of design guidelines for developers, interested parties and development officials for assessing whether a proposed development is consistent with the LDC-required Findings of Fact and is consistent with existing Town goals and policies. These design guidelines combine the requirement for development regulations to provide clarity and the ability to predictably encourage sound development practices with the necessity of flexibility for developers and builders who are interacting with a rapidly changing and complex land development market.

These design guidelines are written with a careful eye toward the needs of each set of stakeholders surrounding any development: developers and builders (who need predictability and the reduction of barriers to complex developments, need clarity to overcome existing barriers to financing for mixed-use development), planners and Town staff (needing clear guidance on how to administer development, managing land use conflicts and encouraging best practices for design), and most importantly, the public (clear and transparent picture of future development in Gilbert, protection and enhancement of existing development, development guidelines which do not adversely impact overall quality of life for current and future residents).

Applicability

This section of Chapter II of the Town of Gilbert Land Development Code shall apply to all following situations:

- All developments proposed in the Mixed-Use/Small (MU/S), Mixed-Use/Large (MU/L) and Mixed-Use/Regional (MU/R) zoning districts, adopted on [adoption date] and effective as of [effective date].
- Developments proposing “loft-above” multi-family residential within zones in which it is permitted by the Land Development Code, including Community Commercial (CC), Shopping Center (SC), General Commercial (GC), Regional Commercial (RC), General Office (GO), Business Park (BP), Gateway Village Center (GVC) and Gateway Business Center (GBC) zoning districts.

The Planning Commission/Design Review Board, Town Council, and Planning staff shall utilize these guidelines to determine the compatibility of a proposed mixed-use development with the goals and policies of the General Plan, the requirements of the Land Development Code, and the Findings of Fact required per the Land Development Code.

Note: Mixed-Use Development Design Guidelines shall not apply to any development within the Heritage Village Center (HVC) zoning district, nor to any development located within the Heritage District Overlay District. These zones shall use design guidelines put forward in the Heritage District Design Standards.



2 DEVELOPMENT GUIDELINES

The Mixed-Use Development Design Guidelines provide design guidance for all aspects of site and building design while protecting the flexibility required for successful development. These guidelines are organized to assemble new mixed-use developments “from the ground up,” moving from infrastructure and transportation planning, to layout and overall site design, to the design of individual buildings. While flexibility is a critical component of making mixed-use development work on any given site, the Town of Gilbert has created four key principles to guide mixed-use development. These guidelines are used to organize the design guidelines for all mixed-use developments in the Town (see right).

Developments shall meet these design guidelines in order to be deemed compliant with the required Findings of Fact and approved by Town staff and officials. While flexibility is encouraged (words such as “shall” and “should” have been avoided in the guidelines), all applications for mixed-use development shall directly reference these guidelines and demonstrate how they have been met. Where specific guidelines are not met, it is the responsibility of the applicant to demonstrate why the proposed project will better meet the goals of the 2020 General Plan, the guidelines of the Land Development Code, and adhere to the purpose and intent of these Design Guidelines.

Shaping a new tomorrow, today.

Key Principles for Mixed-Use Development



“Building a Pedestrian-Scale Site Framework”

Streets, Paths, and Parking



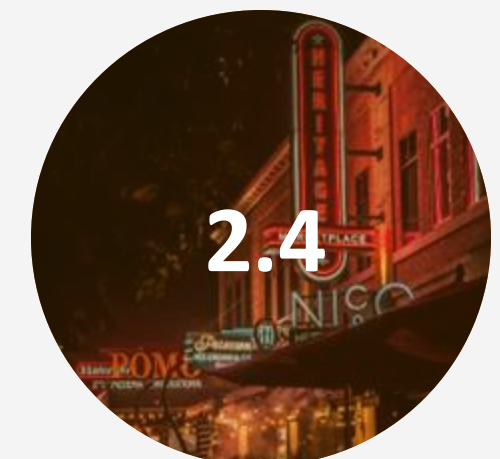
“Making Effective Uses Through Excellent Design”

Site Layout and Building Placement



“Creating Places for People”

Open Spaces, Landscaping, and Site Design



“Crafting Buildings People Love”

Architecture and Building Design



2.1 Building a Pedestrian-Scale Site Framework

Streets, Paths, and Parking

The following design guidelines are intended to ensure all mixed-use developments:

- Provide public and private street networks which are well-connected to existing networks and expand the reach of the public street network
- Produce mixed-use developments which create or expand connected networks that encourage use-to-use integration and movement between nearby uses without a vehicle
- Build internal networks which contribute to local placemaking and the creation of high-quality, pedestrian-oriented public spaces
- Improve the “space between buildings,” ensuring high-quality, pedestrian-oriented urban environments which contribute to local neighborhoods
- Utilize the scale of mixed-use development to further the goals and action steps of the Town General Plan and Transportation Master Plan documents

Three Themes:

1. **Streets and Street Network Design**
2. **Streetscaping and Street Design**
3. **Parking and Parking Design**

Theme 1: Streets and Street Network Design

The following guidelines provide design guidance for the network of streets and internal drives and overall transportation design of mixed-use developments.

2.1.1. Create sites with a tight network of streets and pedestrian paths.

- a. Where site conditions allow, create a gridded network of streets and paths.
- b. On sites with multiple buildings and internal streets and drives, limit “block size” created by streets and drives to less than 600’ max. length.
- c. Integrate primary grid with a variety of paths which create overlapping networks for pedestrians and vehicles, ensuring comprehensive site access for both.

2.1.2. Manage the movement of pedestrians within the site to encourage seamless access between uses and safe movement for pedestrians of all ages and types.

- a. Design pedestrian trails and paths within the site to create direct routes with minimal opportunities for conflicts with vehicle traffic. On larger sites, create parallel networks for pedestrians and vehicle users.
- b. Street network should be designed to direct pedestrians toward centers of activity created on the site.
- c. Ensure all uses within each development are directly connected to pedestrian network.
- d. Utilize building design to allow for easy access to and through buildings as uses allow.
- e. Prioritize direct movement for pedestrians through the site over vehicles.
- f. Avoid gating for all uses within a project except in areas where residential or commercial tenant parking may warrant secured parking.



2.1

Building a Pedestrian-Scale Site Framework

Streets, Paths, and Parking

2.1.3. Design mixed-use sites to creatively connect to surrounding neighborhoods and amenities.

- a. Maximize connections to public streets. Where street connections are not feasible or capable of providing safe access to the site, utilize safe and convenient pedestrian connections.
- b. Where transit stops exist on public streets within or adjacent to the development site, provide direct pedestrian connections between transit stop and uses within the site.
- c. Connect public or private streets, drives and paths within the development to surrounding neighborhoods or nearby compatible land uses. Connections are expected where greater urban intensity already exists, or where pre-existing connections to neighboring developments are available via streets and trails.
- d. Where applicable, connect to local trails, canal paths, and other active and multimodal routes identified in the Regional Transportation Master Plan.

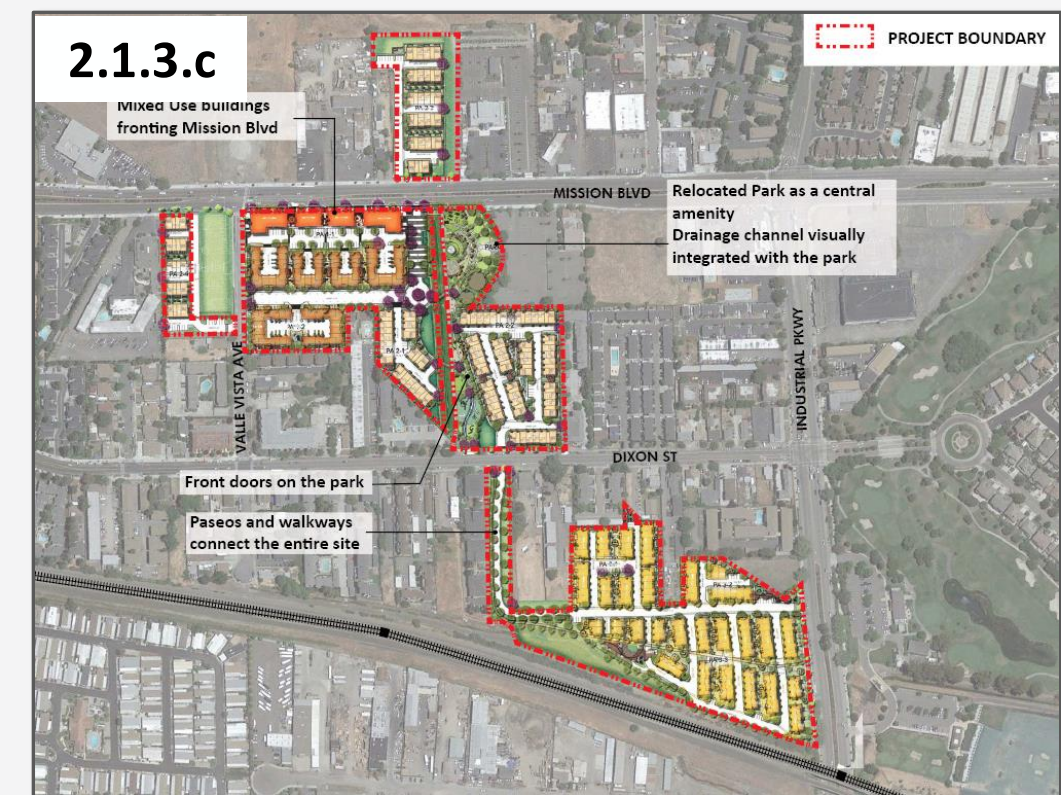


Theme 2: Streetscaping and Street Design

The following guidelines provide design guidance for treatments and streetscaping for streets and internal drives compatible with attractive mixed-use development.

2.1.4. Create high-quality, pedestrian-oriented streetscapes throughout larger mixed-use developments where internal streets and drives will be installed.

- a. Improve streetscapes along existing public and private streets to encourage pedestrian activity and connectivity with existing uses for smaller mixed-use developments.





2.1 Building a Pedestrian-Scale Site Framework

Streets, Paths, and Parking

2.1.5. Emphasize pedestrian comfort and safety in the design of sidewalks and paths throughout the mixed-use development.

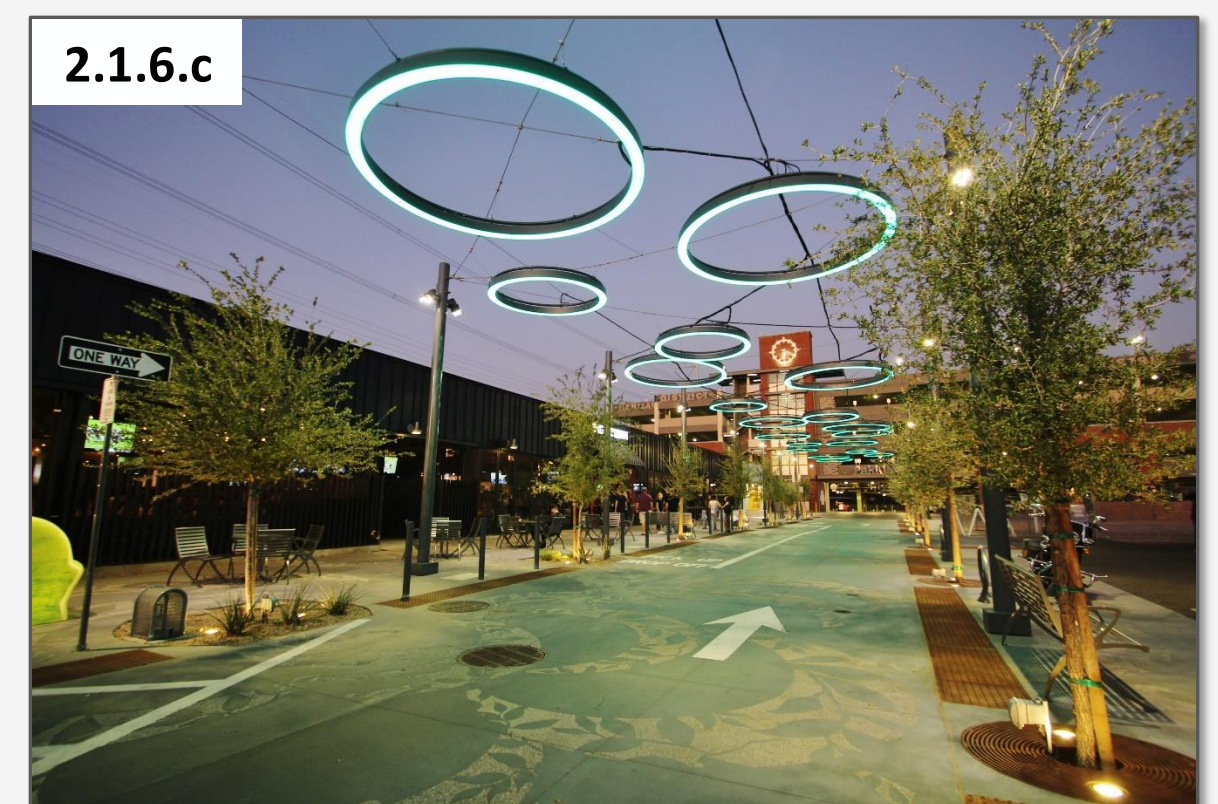
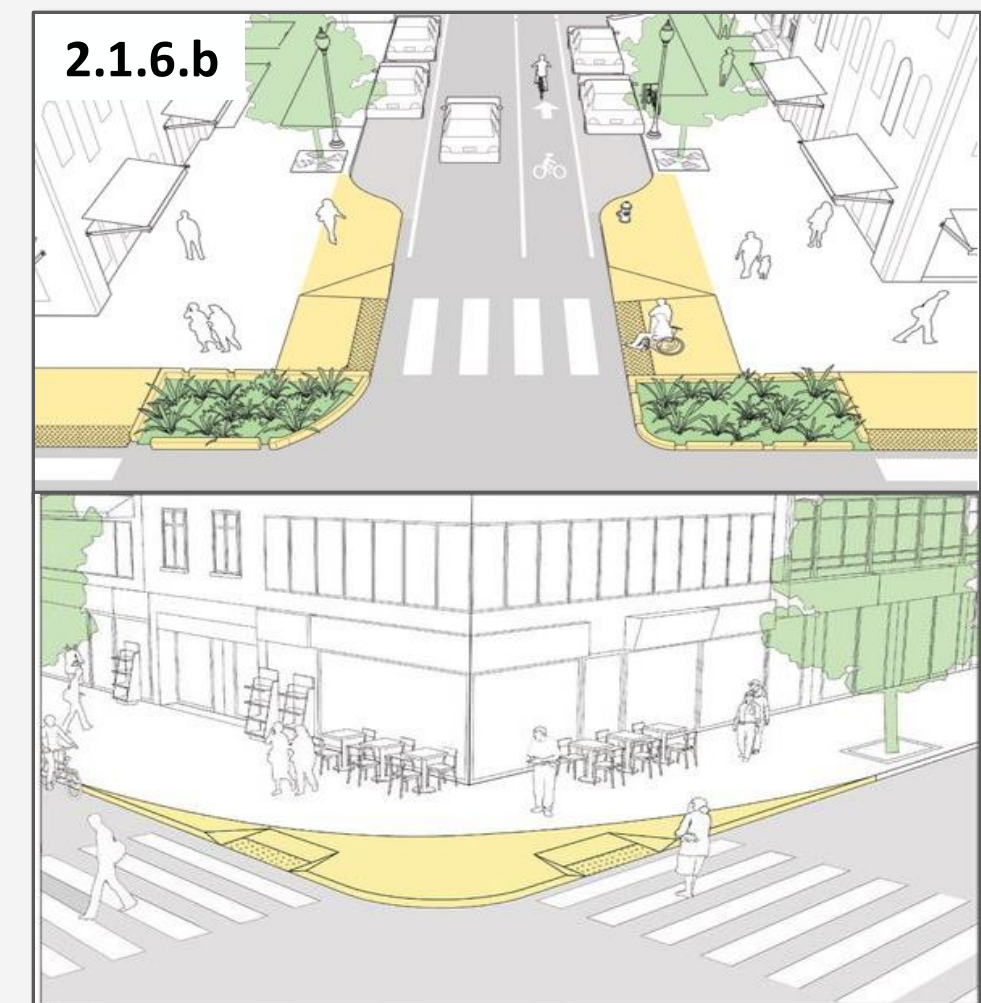
- a. Utilize wide sidewalks (minimum 8', recommended 10'+) on main streets and internal drives with direct building frontage or areas of high anticipated pedestrian counts
- b. On sidewalks less than 10' of width, separate sidewalk from curb and vehicle areas using landscaping, trees, shade structures, and other screening concepts

2.1.6. Utilize traffic calming and other measures to minimize vehicle speed and encourage environments with seamless pedestrian movement between uses.

- a. Design internal streets and drives for 15mph vehicle traffic throughout the site.
- b. Use traffic calming measures, including raised crosswalks, reduced turn radii, curb bump-outs, speed bumps, and other measures to calm internal traffic and manage potential noise and safety impacts from speeding.
- c. Use "paseos," curbsless streets or other shared street concepts where traffic counts are likely low enough or pedestrian counts are likely high enough to encourage regular usage of a shared street.

2.1.7. Promote an attractive and enjoyable pedestrian environment around buildings and throughout larger mixed-use developments.

- a. Design lighting, signage, and other features along sidewalks, open spaces, and other pedestrian-oriented areas to be used by both pedestrians and drivers operating vehicles at slow speeds.
- b. Build wide sidewalks adjacent to commercial, service, and retail uses, with widths capable of supporting outdoor dining and gathering areas.
- c. Shrink intersection dimensions and minimize the distance required to travel across crosswalks throughout the development. Use curb bump-outs, reduced curb radii, and other features.





2.1 Building a Pedestrian-Scale Site Framework

Streets, Paths, and Parking

2.1.8. Engage in partnerships with Town planning and engineering staff to propose creative and innovative custom internal street sections and streetscaping designs.



Theme 3: Parking and Parking Design

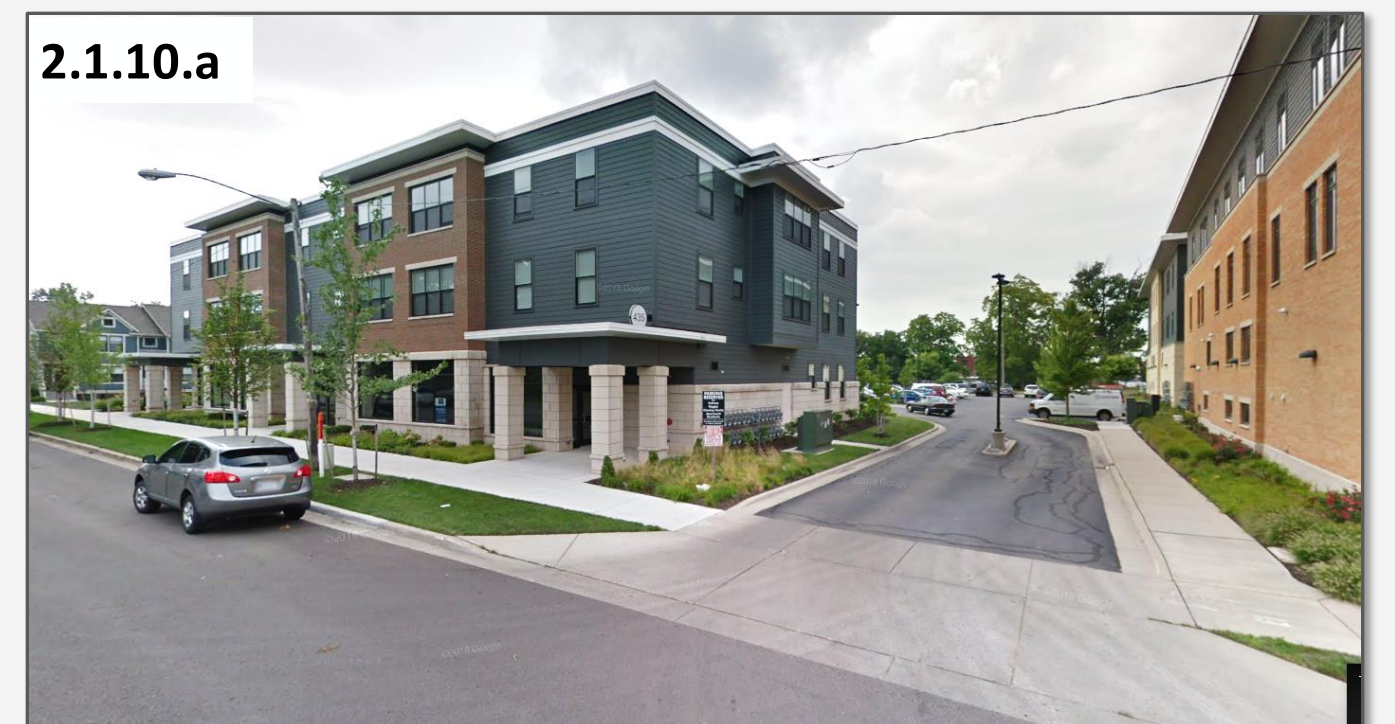
The following guidelines provide design guidance for providing contextually appropriate and attractive parking areas within mixed-use developments.

2.1.9. Use street parking and other parking arrangements to encourage efficient access to all uses while calming traffic within and around mixed-use developments.

- a. Utilize on-street parking, particularly on main streets and internal drives
- b. Place spaces for loading and unloading, rideshare, and other service spaces near commercial and retail uses or along main streets and internal drives

2.1.10. Adequately screen parking lots from view from primary streets and internal drives, open spaces and plazas, and other areas regularly used by pedestrians.

- a. Place parking areas to the rear or side of buildings.
- b. Avoid placement of parking between public or private streets and building frontages. No more than 5% of parking may be placed in front of buildings with an emphasis on rideshare, ADA-accessible and curbside service spaces.
- c. Where parking cannot be screened by buildings, use trees or other significant landscaping to enclose pedestrian and gathering areas and minimize visual impacts of parking on pedestrian areas.





2.1 Building a Pedestrian-Scale Site Framework

Streets, Paths, and Parking

d. For larger sites with MU/L and MU/R zoning classifications, utilize parking structures to contain and screen parking. Provide architectural enhancements on garages and parking structures which screen and enhance the design of the structure, particularly when a garage is constructed as a standalone structure on a site.

e. Use covered parking, especially within parking areas for residential uses. Consider utilizing covered parking to implement power sources (solar panels, etc.) or charging infrastructure for electric vehicle (EV) parking.

2.1.11. Utilize shared parking arrangements in all mixed-use developments.

a. Use shared parking areas for multiple uses. Required when multiple uses are located within the same structure. Residential uses are an exception and must be self-parking.

b. Create shared parking standards or agreements between users wherever possible within mixed-use developments. Prioritize the creation of shared parking arrangements and agreements between uses with different “peak hours” for parking demand (e.g., offices and hotels)

c. Utilize off-site parking or other existing parking resources (e.g., existing public garages) where applicable.)

See LDC Chapter I, Section 5.3 for allowed parking deviations shared parking arrangements.

2.1.12. Strategically implement adequate parking for sustainable modes of transportation.

a. Evaluate opportunities for providing electric vehicle parking spaces, considering covered parking for power generation and placing EV spaces near commercial and retail uses and adjacent to residential entrances.

b. Place bicycle parking within public view, particularly adjacent to open spaces.

c. For multi-family residential housing within mixed-use districts, provide interior bicycle parking for residents.





Making Effective Uses Through Excellent Design

Site Layout and Building Placement

The following design guidelines are intended to ensure that mixed-use developments include site designs which:

- Integrate uses both horizontally and vertically in appropriate locations
- Provide a mixture of housing types, integrated together to create harmonious neighborhoods with increased housing diversity
- Place buildings with strong use-to-use accessibility and ensure easy pedestrian access
- Provide site design elements which establish a clear sense of place
- Create useful and high-quality open spaces and amenities in and around mixed-use districts
- Ensure any increase in density and/or placement of larger buildings is appropriate to maximize success of uses while reducing impacts on surrounding properties

Three Themes:

1. Building Placement and Orientation
2. Housing and Residential Uses
3. Non-Residential Uses

Theme 1: Building Placement and Orientation

The following guidelines provide design guidance for the placement of structures on a site, providing steps for placing buildings which complement one another, strengthen use performance within developments, and ensure compatibility with surrounding uses.

2.2.1. Build strong relationships between buildings and streets and internal drives, open spaces, and other gathering areas.

a. Orient all buildings onto streets, internal drives, or common open spaces, providing direct frontage onto streets, internal drives and open spaces wherever possible.

b. Concentrate larger buildings around centers of activity on the site, including open spaces, plazas, or streets designed for pedestrian activity and street life

c. Border common open spaces and pedestrian areas with buildings and landscaping wherever possible to create enclosed, distinct spaces. Avoid placing parking areas and other vehicle-oriented spaces immediately adjacent to open spaces without landscaping or screening.

d. Maximize building frontage and number of building entrances placed along pedestrian-oriented streets and paths, as well as open spaces and other activity centers.

2.2.2. Site buildings to embrace existing public streets and street frontage and encourage access from neighboring compatible land uses.

a. Design buildings with frontage onto public streets with direct building access or buffer landscaping which does not alienate relationship between building and street.

b. Site buildings along public streets or internal streets/drives in a manner which encourages access from existing neighboring properties, when neighboring land uses are compatible. Minimize travel distance required to access new buildings and uses from existing development.

c. Concentrate buildings toward public streets, particularly on infill and redevelopment sites where site is adjacent to single-family residential.



Making Effective Uses Through Excellent Design

Site Layout and Building Placement

d. On sites where applicable, place buildings adjacent to street corners, particularly when a mixed-use development is adjacent to busy intersections (arterial intersections require 50' x 250' landscape area). Provide a setback to create a plaza or pedestrian area at the entrance to the building.

e. At public street corners, emphasize vertical integration of uses and opportunities for non-residential uses.

2.2.3. Focus on creating corridors of activity within developments instead of clusters of smaller nodes of activity.

a. Cluster buildings in linear patterns which encourage public activity between buildings and limit necessity of walking across large parking or driveway areas.

b. On larger sites, create spines of activity concentrated around a major pedestrian-oriented site feature, such as a street with pedestrian treatments, open space, linear park, or plaza. Spines should be designed to be no longer than 1000' in length.



Theme 2: Housing and Residential Uses

The following guidelines provide design guidance for creating high-quality housing and residential components of developments which support and integrate with non-residential uses, increase Gilbert's housing diversity, and provide contextually appropriate housing types.

2.2.4. Use mixed-use development to increase housing diversity and integrate various housing types into cohesive developments.

a. Utilize multiple housing typologies within a single development, differentiating types of housing by both building form and unit size wherever site conditions allow.

2.2.3.a



2.2.3.b





Making Effective Uses Through Excellent Design

Site Layout and Building Placement

- b. When more than one housing typology exists within a single development, developments should utilize flexibility of mixed-use zoning districts to seamlessly integrate housing types with one another. Avoid using perimeter walls and other non-permeable barriers between housing typologies.
- c. Create “live-work” units and other housing types which reflect changing patterns of work and encourage small business development.
- d. Integrate residential uses with other uses by placing buildings on streets which provide access to other uses within the development.

2.2.5. Encourage accessibility of non-residential uses, open spaces, and amenities from residential uses.

- a. Place housing units in various typologies within accessible walking distance (< 750' total distance, or about three minutes walking) and with direct pedestrian connections to other housing types, shared amenities, and other centers of activity within a mixed-use development.
- b. If a mixed-use development is part of a larger existing site, minimize walking distance between residential units and existing or planned activity centers and amenities.
- c. Place any typology of multi-family housing (townhomes, rowhomes, apartment complexes, etc.) adjacent to usable open spaces.



2.2.4.c



2.2.5.c



Making Effective Uses Through Excellent Design

Site Layout and Building Placement

Theme 3: Non-Residential Uses

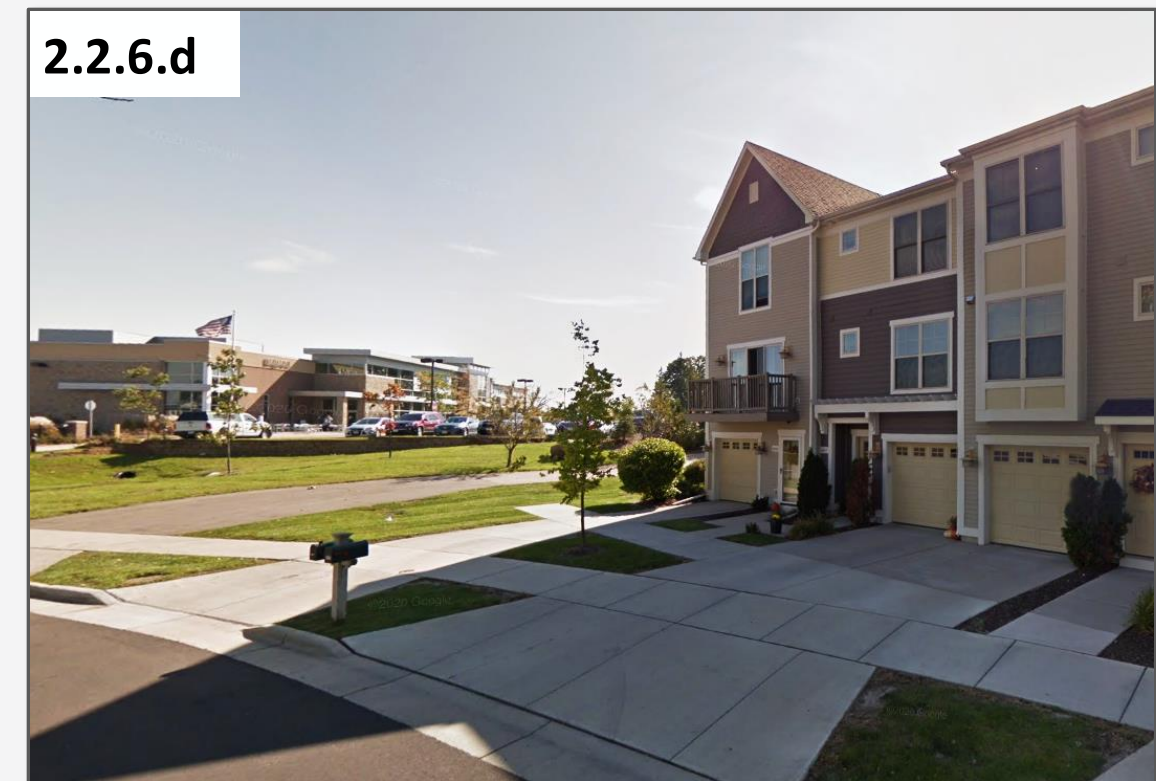
The following guidelines provide design guidance for mixed-use developments with non-residential uses, in order to promote urban design outcomes which maximize employment opportunities and business activity, increase local vibrancy and tourism, and create synergistic relationships with both residential and other non-residential uses.

2.2.6. Promote accessibility and visibility for non-residential uses within mixed-use developments

- a. Distribute commercial, retail, and employment uses throughout sites, avoiding segregation of uses within a site.
- b. Areas of highest activity and concentration of non-residential uses should be located where paths, streets, and drives intersect.
- c. Place retail and commercial uses near public streets, emphasizing street corners to ensure visibility for non-residential uses and maximizing opportunities for direct access from nearby residential uses.
- d. Integrate residential and non-residential uses in manner which is useful for residents while ensuring that uses are contextually appropriate and buffered from negative impacts on residential units.
- e. Create terminated vistas by placing structures with non-residential uses or interesting site features at the end of main streets and internal drives. Avoid vistas which end in parking lots or undefined space.

2.2.7. Design areas with non-residential uses for pedestrian access and seamless movement between uses.

- a. Place commercial, retail, and other business-oriented uses (including business spaces in “live-work units”) adjacent to streets and internal drive aisles





Making Effective Uses Through Excellent Design

Site Layout and Building Placement

b. Automobile-oriented uses (including car washes, automobile shops, and drive-through service businesses) are strongly discouraged within all mixed-use developments.

c. Provide spaces for non-residential uses with appropriate size and location with greater affordability and visibility required for small business growth.

2.2.8. Loading and service entrances for larger structures should be efficiently located and considered in the initial plan of the overall development plan.

a. In the placement of loading and service entrances and spaces, avoid obstructions to direct pedestrian and vehicle traffic through the site.

b. Design shared loading and pickup areas early in the process of designing mixed-use sites, ensuring phased developments and sites with multiple buildings are capable of sharing loading areas and service areas as the site develops.

c. Screen loading areas and service entrances from view from residential uses, open spaces, and public gathering areas.

2.2.9. Provide shared refuse enclosures, compactors, and other site services for similar uses within mixed-use developments.

a. Place refuse facilities and other site services in locations where such facilities can be shared by multiple uses, particularly when uses are compatible for sharing facilities and are located within the same building.

b. In the placement of refuse areas and other Town service areas on the site, avoid obstructions to direct pedestrian and vehicle traffic and avoid immediate proximity to refuse areas for pedestrians.

c. Utilize compactors for larger sites where refuse containers or other site services are being shared between uses.

d. Screen enclosures and compactors from residential uses and avoid impacts from noise and odor on nearby residential uses within the development.





2.3 Creating Places for People

Open Spaces, Landscaping, and Site Design

The following design guidelines are intended to ensure that mixed-use developments include open spaces, landscaping, and site designs which:

- Provide cohesive and continuous design which ties together various uses
- Ensure safety and usefulness of streets and open spaces in all conditions
- Create high-quality and active streets, open spaces and gathering areas
- Produce sustainable and visually appealing landscaping in different settings
- Maintain access to open spaces and amenities for all types of residential units (where applicable)
- Ensure screening and protection of existing land uses where appropriate
- Create contextually appropriate lighting, signage, and site design elements

Three Themes:

1. Open Spaces, Plazas, and Amenities
2. Landscape Design and Screening
3. Lighting, Signage, and Urban Design

Theme 1: Open Spaces, Plazas, and Amenities

The following guidelines provide design guidance for the placement and design of open spaces, plazas, parks, outdoor dining areas, and other common amenities and areas, which are designed to serve as highly visible and essential design features in any mixed-use development.

2.3.1. Build strong relationships between buildings and streets and internal drives, open spaces, and other gathering areas.

- a. Provide open spaces which accommodate a variety of active and passive recreation activities (see Terms, LDC Chapter I, Section 2.0)
- b. Create open spaces with structured activities near non-residential uses, where possible.
- c. Integrate active recreation uses for multiple age groups within the development

2.3.2. Emphasize access and proximity to open spaces from all uses.

- a. Prioritize the use of many smaller open spaces well-integrated into buildings and accessible from many different uses, including spaces such as:
 - Plazas
 - Courtyards
 - Small “common lawns”
 - Outdoor dining and seating areas
 - Small parks and activity spaces
 - Playgrounds
 - Activated alleys
 - Gardens
 - Greenbelts and linear parks
- b. For all uses, in addition to/as an alternative to placing entrances along street frontages, face building entrances (lobbies, front doors, etc.) toward open spaces to encourage accessibility and use.
- c. Place multi-family buildings adjacent to usable open spaces, and ensure no residential unit is greater than 750’ from an open space area or shared amenity



2.3 Creating Places for People

Open Spaces, Landscaping, and Site Design

2.3.3. Use urban design best practices to create open spaces, plazas, and amenity areas which are comfortable and welcoming for consistent use throughout the day.

- a. Define open spaces and amenity areas with buildings, trees, and other site features. Avoid creating open spaces without defined boundaries or placement near large, undefined areas (parking lots, etc.)
- b. Frame open spaces with active building areas, including storefronts, lobbies, large windows and transparent areas, outdoor dining and seating areas, and residential front doors.
- c. Create well-defined and public spaces and pathways with appropriate height-to-width ratios of surrounding buildings and landscaping. Use lower ratio of horizontal-to-vertical distance (1:1) ratio along streets, with higher ratios (up to 1:6) for plazas, open spaces, and activity centers.
- d. Increase transparency of building frontages at both lower and upper floors abutting open spaces. Ensure “eyes on the street” in open spaces at both daytime and nighttime hours wherever possible.



Theme 2: Landscape Design and Screening

The following guidelines provide design guidance for creating landscaping areas throughout mixed-use developments which create unified developments with a high standard of environmental sustainability and visual quality.

2.3.4. Avoid use of screening, landscaping, and other design features which limit integration between uses.

- a. Where perimeter walls, gates, or other obstructions are used, provide ample pedestrian connections to promote efficient and direct access between uses.





2.3 Creating Places for People

Open Spaces, Landscaping, and Site Design

- b. Avoid use of gates except in places where residential or non-residential tenants require secured parking.
- c. Limit use of perimeter walls along public streets, especially along local and collector roads. Reserve walls for screening from neighboring existing residential uses or incompatible neighboring uses.
- d. Improve visibility between different uses within a single development by creating sightlines between uses.

2.3.5. Create landscaping, open spaces and overall site design measures which maximize comfort and minimize exposure to desert elements for users of outdoor spaces.

- a. Maximize shade through a variety of site design interventions, including surrounding open spaces, trails, paths and other areas frequently used by the public with buildings, trees and large landscaping, or other features which limit exposure to sunlight.
- b. Increase community shade by utilizing shade-providing trees, flora, shade canopies and other devices, in addition to reducing excess street width where possible.
- c. Use methods such as building orientation, landscaping, and architectural features such as shaders, louvers, and other methods to increase shade and reduce direct exposure to sunlight for both interior and exterior spaces.
- d. Provide seating along major streets and internal drives within the development, with efforts taken to place seating in areas which will receive shade.
- e. Partner with local businesses, property/homeowner's associations or other bodies to provide movable street furniture and other interactive elements in open spaces to create sense of ownership and allow space to adapt to changing conditions and climate.
- f. Provide shaded employee amenity areas for non-residential uses.





2.3 Creating Places for People

Open Spaces, Landscaping, and Site Design

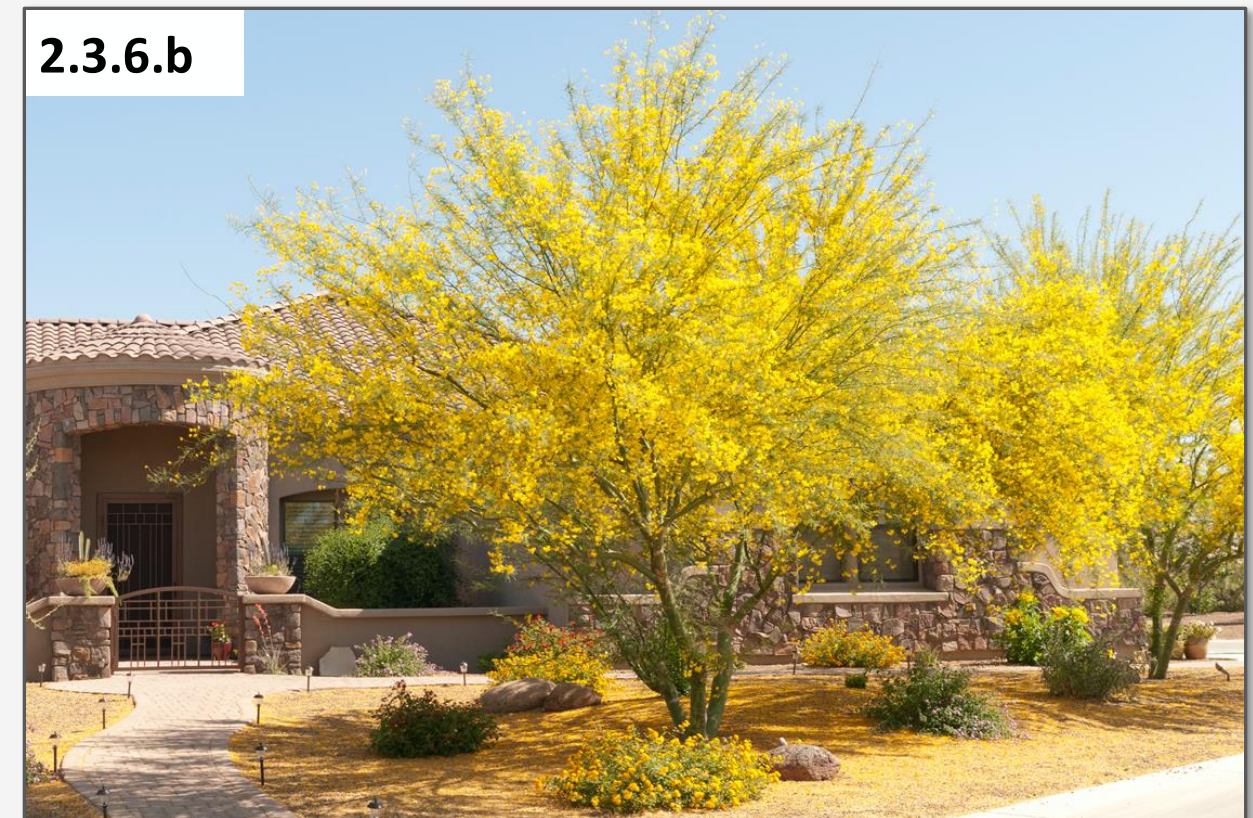
2.3.6. Emphasize sustainability in landscape and open space design, responding to ongoing water and biodiversity pressures in Arizona.

- a. Utilize native flora in landscape areas wherever possible. Avoid use of invasive and non-native species identified as hazardous by the U.S. Forest Service, Bureau of Land Management, and Arizona Department of Agriculture.
- b. Incorporate pollinating plants into landscaping to support endangered insect and animal species in Arizona.
- c. Where decorative water features are used, limit overall new water usage by recycling water or using reclaimed/effluent water.
- d. Utilize drought-resistant landscaping throughout the site in partnership with Town and state government agencies. Use only landscape materials and floras included on the ADWR Low Water Use and Drought Tolerant Plant List.
- e. Use unique runoff management and drainage/retention features, including rain gardens, specialized landscaping in basins, etc.

2.3.7. Avoid use of screening, landscaping, and other design features which limit integration between uses.

- a. Create a tree/shrub/planting theme and evenly distribute selected plant species throughout the site, with particular attention paid to landscaping along streets and internal drives.
- b. Use distinctive pavements, such as precast concrete pavers, bricks, stone, or other materials to establish site identity and further separate pedestrian and vehicle spaces. Prioritize use of custom materials abutting spaces for pedestrians.
- c. For mixed-use developments with multiple buildings and open spaces, establish a consistent design theme across the site which aligns with description in developer narrative and other planning documents.

2.3.6.b



2.3.7.b





2.3 Creating Places for People

Open Spaces, Landscaping, and Site Design

Theme 3: Lighting, Signage, and Urban Design

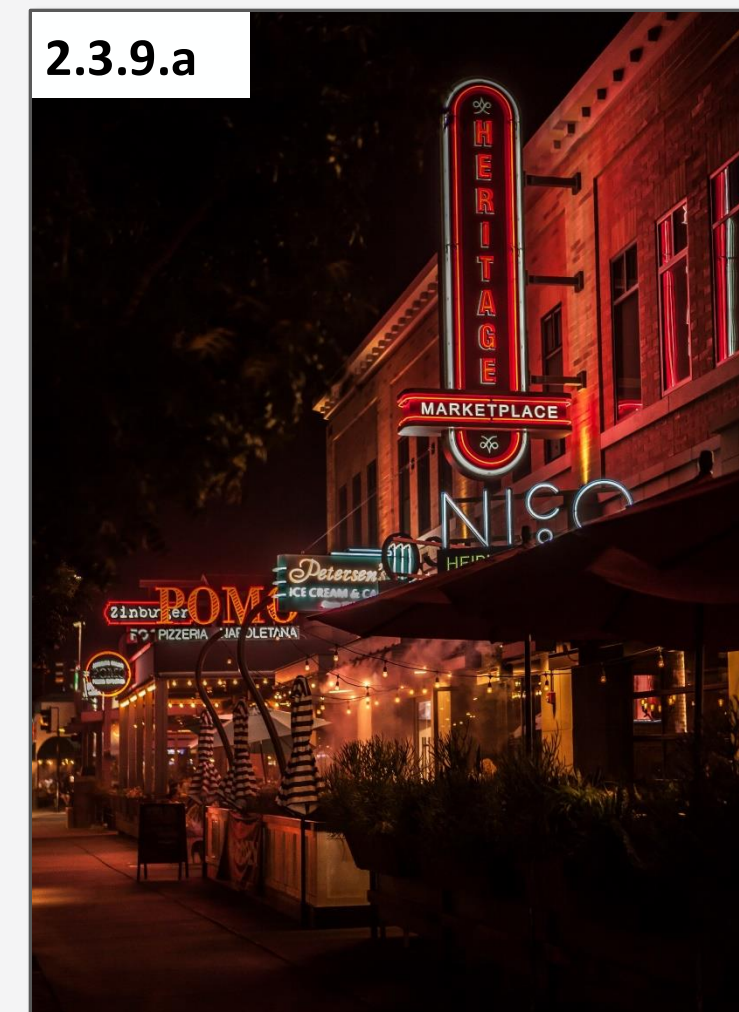
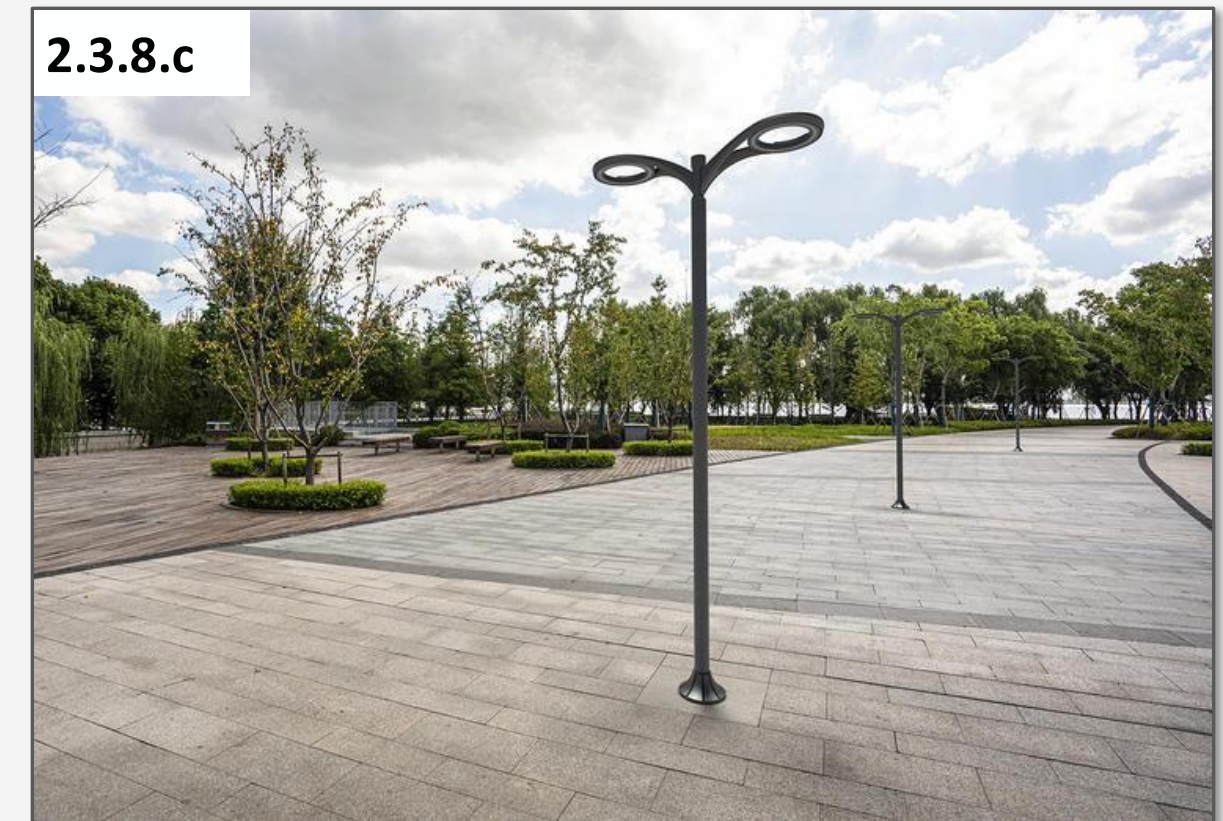
The following guidelines provide design guidance for creating high-quality housing and residential components of developments which support and integrate with non-residential uses, increase Gilbert's housing diversity, and provide contextually appropriate housing types.

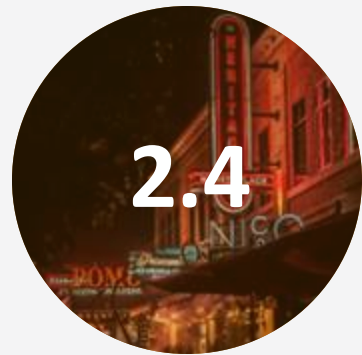
2.3.8. Provide lighting appropriate for development with multiple uses and higher emphasis on public life.

- a. Provide consistent site lighting throughout all open spaces and streets and internal drives, ensuring safety for all groups and site users.
- b. Lighting should unify development and complement surrounding existing developments.
- c. Design lighting treatments to be pedestrian-scaled, balancing safety and efficiency with architectural form.

2.3.9. Use art and signage prominently to improve the practical and aesthetic aspects of the development.

- a. Utilize unique signage types (marquee, canopy, painted wall signs, etc.) that contribute to overall community character.
- b. Use signage and artwork to further unify various uses and the overall site design of the development.
- c. Provide areas for public art at varying scales, including murals, custom signage, or other unique artistic features. Refer to LDC Sign Regulations.
- d. Where blank walls are necessary adjacent to pedestrian areas (i.e. utility corridors within buildings), screen and/or decrease size of blank areas with art or landscaping.
- e. Provide Comprehensive Sign Package for any mixed-use development (see LDC Chapter I, Section 5.6).





Crafting Buildings People Love

Architecture and Building Design

The following design guidelines are intended to ensure that mixed-use developments include buildings which:

- Contribute to creating architecturally cohesive developments
- Best ensure the success of uses which will occupy sites
- Add variety and visual interest to the surrounding built environment
- Balance public access and privacy in a manner that is contextually appropriate
- Create architecture suitability for longevity and durability in a harsh desert climate
- Maximize impact on quality of spaces surrounding buildings while minimizing impacts on existing properties
- Utilize traditional design principles which contributed to the previous success of mixed-use developments

Three Themes:

1. Massing and Structures
2. Articulation and Elevation Design
3. Materials and Details

Theme 1: Massing and Structures

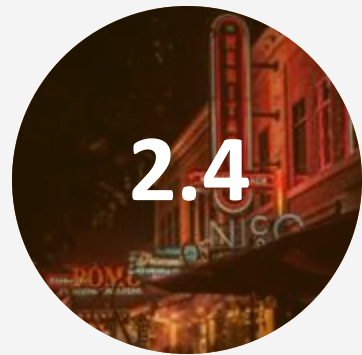
The following guidelines provide design guidance for the placement and design of open spaces, plazas, parks, outdoor dining areas, and other common amenities and areas, which are designed to serve as highly visible and essential design features in any mixed-use development.

2.4.1. Use massing to create strong relationships between buildings and streets and internal drives, open spaces, and other gathering areas.

- a. All buildings should have a defined base (foundation with first floors with ground floor uses and activities), body (most floors, primary use of building), and cap/crown (cornice, roofline, can include top floors).
- b. When uses are vertically integrated, emphasize base of differing uses (first floor or several floors) with a different material compared to upper floors.
- c. Break up larger buildings into smaller masses or modules. Masses should be at a scale approximate for the building to align with traditionally walkable development patterns.
- d. Wall elevations should terminate at a logical point, such as a column, tower element, or other vertical design element.

2.4.1.a





2.4 Crafting Buildings People Love

Architecture and Building Design

Theme 2: Articulation and Elevation Design

The following guidelines provide design guidance for creating high-quality housing and residential components of developments which support and integrate with non-residential uses, increase Gilbert's housing diversity, and provide contextually appropriate housing types.

2.4.2. Create defined public, private, and semi-private spaces with building form and distribute these different spaces across buildings.

- a. Utilize overhangs, arcades, and other features to provide attractive pedestrian areas and improve overall building design.
- b. Minimize setbacks from public and private streets and internal drives when utilizing semi-public features to activate building frontages and sidewalks. Examples include porches, bay windows, stoops, arcades, and outdoor seating.
- c. Create a "privacy gradient" from public to private on residential buildings, using semi-public spaces such as porches, stoops, and other features to create private but publicly visible spaces which encourage community interaction.

2.4.3. Design building frontages with high transparency.

- a. Design building frontages for efficient building access (group together entrances, etc.) and the creation of attractive areas for gathering or outdoor activity (spaces for seating, arcades, etc.).
- b. Front elevations are to include a minimum of 60% made up of transparent or semi-transparent façade treatments for non-residential uses, including windows, doors, and other openings. Residential ground floors should have a minimum of 25% transparency.
- c. Use building setbacks to improve perception of open space along major streets and internal drives and opens spaces and plazas.
- d. Concentrate the placement of entrances along major streets and internal drives and along open spaces. Create a high density of entrances to improve street-level activity.





2.4 Crafting Buildings People Love

Architecture and Building Design

- e. Buildings should have a prominent main entrance with other discernable entryways.
- f. Extend ground-floor transparency to upper floors, utilizing private open spaces (balconies, porches, etc.) and large windows and alcoves to increase street and public space visibility and connections between buildings and surrounding space.

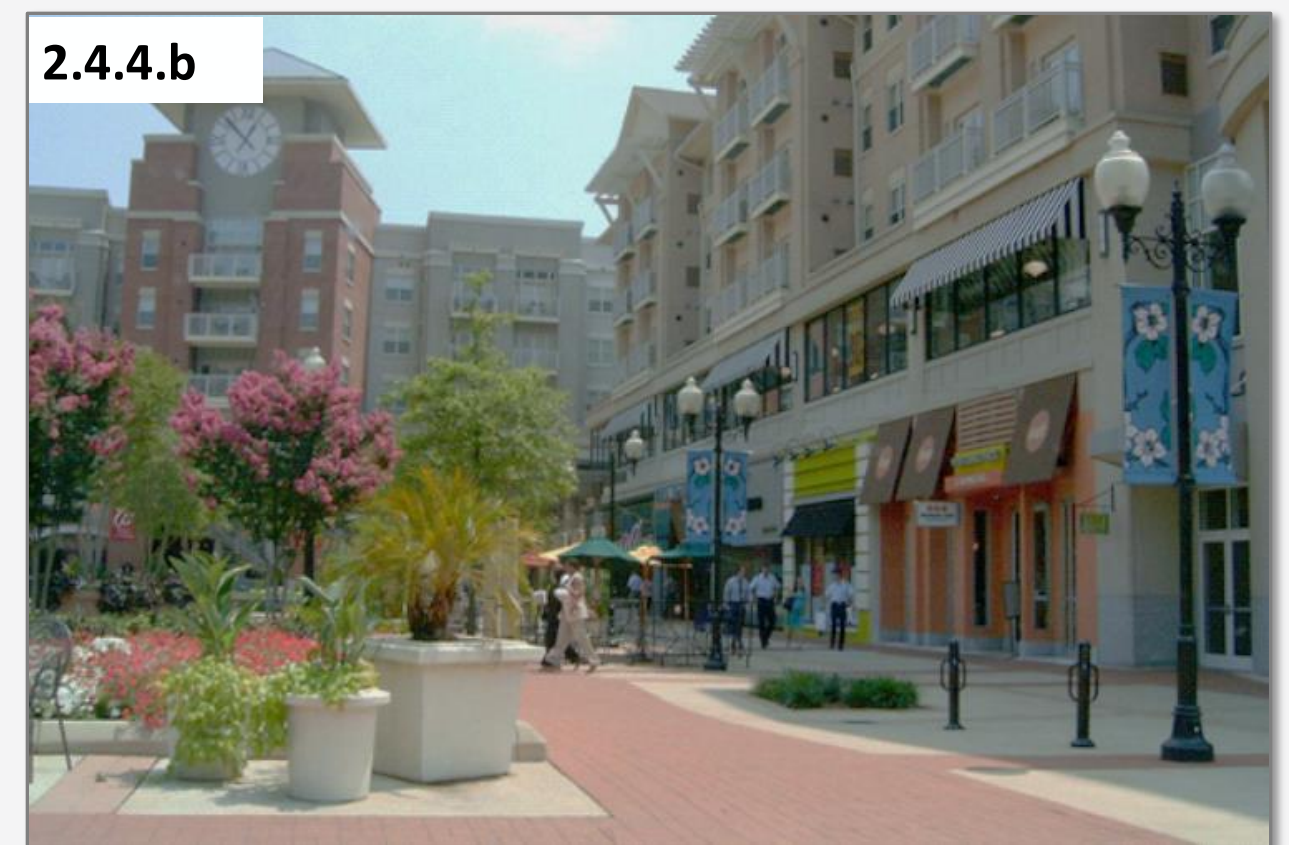
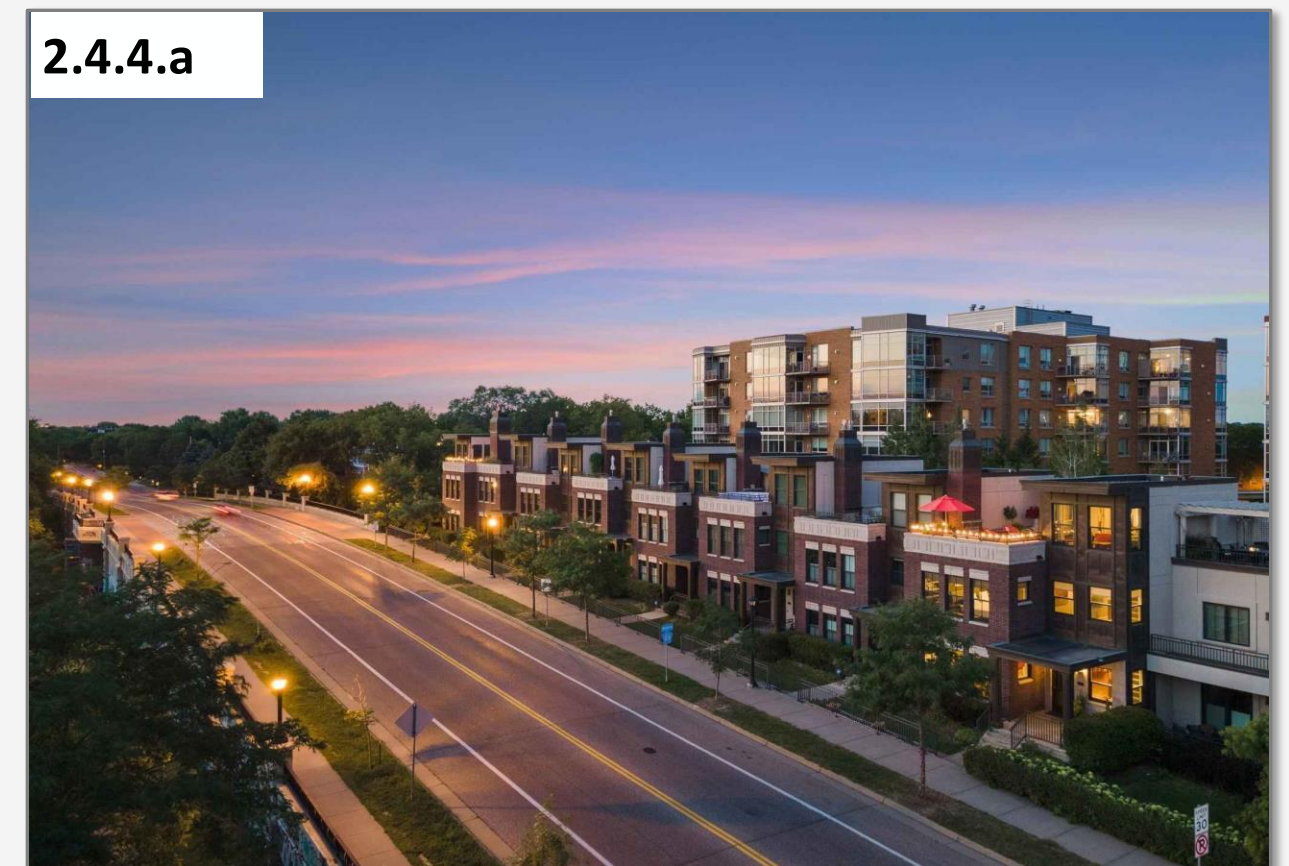


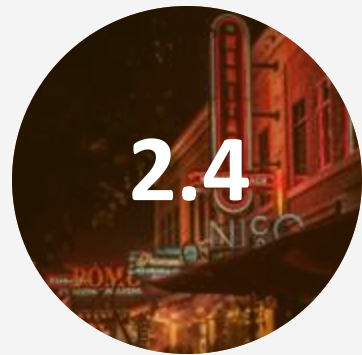
Theme 3: Materials and Details

The following guidelines provide design guidance for materials and architectural details, designed to create buildings with traditional design elements and a consistent design theme. Guidelines are written to encourage building design which maximizes environmental sustainability, minimizes exposure to sun and elements, and contribute to creating accessible and pedestrian-friendly spaces.

2.4.4. Building material and design should be pedestrian-oriented and human-scaled.

- a. Use semi-public features to activate building frontages, sidewalks, and pathways. Examples include porches, bay windows, stoops, arcades, and outdoor seating.
- b. Avoid clear building repetition across longer elevations, frontages and facades.
- c. Use consistent materials across all four elevations in line with a “360 Architecture” policy, avoiding designs which clutter individual elevations with unrelated materials and features.
- d. All elevations within view of open spaces, streets, gathering areas and other pedestrian areas should be architecturally treated with human-scale detailing, including cornices, bays, recessed windows and doors, window boxes, louvers, texture changes, or other treatments.





2.4 Crafting Buildings People Love

Architecture and Building Design

f. Adjacent buildings should be differentiated from one another using material, colors, window placement and design, and other architectural features (spacing, shape, pattern, location, etc.)

g. Automobile-oriented design features, including full-service drive-throughs and large garage bays, are strongly discouraged.

h. Buildings should be architecturally treated to provide weather and sun protection for pedestrians, using awnings, canopies, louvers, and other architectural details.

2.4.5. Residential buildings should be designed with distinctive features to build a strong sense of community and contribute to the quality of public and semi-public spaces within the development.

a. Minimize the effect of front-facing garages with one or more of the following methods:

- Place garages in the rear of the home with alley or secondary street access
- Set garages back from the street by a minimum of 10' from the front of the livable area of the home
- Architecturally treat garage doors with decorative trim, unique patterns, wainscoting, or other details to incorporate the garage into the design of the residential building

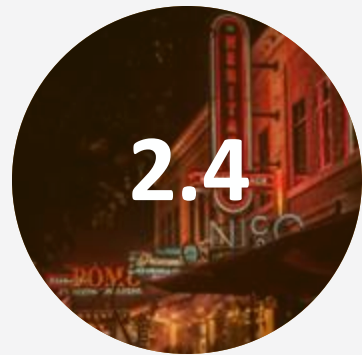
b. Use high-quality materials which are compatible with residential character, including brick, stone, wood shingles and accents, or high-quality stucco.

c. Utilize porches, patios, stoops, and other architectural features which allow for outdoor use and increased community cohesion.

d. Create simple and balanced designs, particularly on smaller residential structures, with efforts taken to create symmetry with the design of massing and the placement of windows, doors, and architectural features.

e. Avoid large expanses without windows, doors, or other architecturally significant features. Avoid placing kitchens, bathrooms, or other interior areas which are not suitable for the placement of windows and doors along elevations which will be clearly visible from streets and drives, paths, and open spaces.





2.4 Crafting Buildings People Love

Architecture and Building Design

f. Provide private open spaces for all residential uses. Create unique private open spaces, including architecturally significant balconies, small yard spaces, patios, and other areas which encourage outdoor use in attractive environments.

2.4.7. Design buildings which respect the desert climate in their elevation design and orientation.

- a. Utilize concepts and best practices found in the Shade & Streetscape Master Plan
- b. Maintain existing structures with historic value and employ adaptive reuse principles to integrate structures into the new development.
- c. Match materials and architectural features between primary and accessory structures.
- d. Use materials which can withstand high heat and sunlight exposure over long periods of time to improve building longevity and sustainability.
- e. Design south and west-facing elevations to reduce exposure to elements and concentrate shade and sunlight mitigation elements onto these elevations.
- f. Emphasize shade access during mid-and late-day and increasing overhangs and shade structures to mitigate sun exposure.



For More Information on Mixed-Use Development in Gilbert:

Contact Development Services and mention the Mixed-Use Development Design Guidelines.

Town of Gilbert Development Services
Planning Division
Municipal Building II
90 E Civic Center Drive
Gilbert, Arizona, 85296

Phone: (480) 503-6700

Website: <https://www.gilbertaz.gov>

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