



ARCHITECTURAL STANDARDS

AMENDMENTS:

△ 11-20-24 - Removed specific information for Duplex and Townhouses, updated illustrative graphic throughout, updated planning terms, removed landscape standards, removed masonry requirements that don't meet code, allowed for street and alley loading.

TAB 12

FORM H: ARCHITECTURAL DESIGN STANDARDS MATRIX		
Architectural Design Standard	Brief Description of the Feature	Locations of the Standards in the Application Package
Residential Design		
Residential Materials Palette	Stone, brick, stucco, painted or stained wood siding, non-textured hardboard or cement-based sidings, stained cedar shingles, architectural precast concrete, cast stone, split face concrete block, brick panels, architectural metals.	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Residential Color Palette	Significant variation in the ranges of colors on a block face is required. The same color scheme shall not be used more than three times on a block.	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Residential Architectural Styles	Architecture in neighborhoods will be eclectic.	Detailed standards are included in the Aurora One Design Standards and Guidelines. Architectural styles shall be utilized as described in Form F-2: Neighborhood Character Matrix.
Residential Architectural Features	All residences shall have a primary entrance that includes a porch or covered entry that is visible from the street, green court, open space or other public way.	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Commercial Design		
Retail Materials Palette	<p>At least 60% of the total building façade, not including windows and doors, shall be surfaced by one or more of the following: Integrally colored decorative concrete, masonry units, brick, decorative tile, stone, precast concrete panels with architectural feature (designed form liner, exposed aggregate, etc.) or architectural metals.</p> <p>The remaining facade area may use stucco, integrally colored decorative concrete, integrally colored, split-face concrete block, cement board or siding in addition to all the materials listed above.</p>	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Retail Color Palette	<p>Bright and intense color shall be permitted for no more than 10% of the total elevation of any façade facing the street.</p> <p>Wall murals are subject to the 10% maximum</p>	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Retail Architectural Styles	Architectural style shall be timeless with no particular style intended to create a theme.	Detailed standards are included in the Aurora One Design Standards and Guidelines.

Retail Architectural Features	<p>The retail buildings will create visually pleasing character and differentiate one street/neighborhood from the next. Architectural scaling elements such as banding, belt courses, sills, lintels, mullions and changes in materials, textures, module and patterns can be used to establish the identity of each block/ neighborhood</p> <p>Punctuate special locations and provide human-scale details.</p> <p>Prevent large areas of undifferentiated or blank building facades and ensure diversity of appearance.</p>	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Mixed Use Design		
Mixed Use Materials Palette	<p>At least 60% of the total building façade, not including windows and doors, shall be surfaced by one or more of the following: Integrally colored decorative concrete, masonry units, brick, decorative tile, stone, precast concrete panels with architectural feature (designed form liner, exposed aggregate, etc.) or architectural metals.</p> <p>The remaining facade area may use stucco, integrally colored decorative concrete or integrally colored, split-face concrete block, in addition to all the materials listed above.</p>	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Mixed Use Color Palette	<p>Bright and intense color shall be permitted for no more than 10% of the total elevation of any façade facing the street.</p> <p>Wall murals are subject to the 10% maximum.</p>	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Mixed Use Architectural Styles	Architectural style shall be timeless with no particular style intended to create a theme.	Detailed standards are included in the Aurora One Design Standards and Guidelines.
Mixed Use Architectural Features	Mixed use features shall conform to retail or residential feature requirements as listed above.	Detailed standards are included in the Aurora One Design Standards and Guidelines.

NOTES:

1. The design standards listed in this matrix implement the design themes of the Master Plan and are intended to complement ordinance standards. If a conflict should exist between any specific provisions of this matrix and any other ordinance standards, these standards shall govern.
2. All the photos and illustrations in the Design Standards and Guidelines are illustrative of the level of design quality required by this Master Plan. Final designs to be submitted at the Site Plan level will not necessarily duplicate the illustrations, but will contain the same themes as shown and will be at the same or higher level of design quality, extent and detail.



HOW TO USE THIS DOCUMENT

This document contains design standards and guidelines including but not limited to the following elements:

Community-Wide and Commercial Design Standards

Single Family Residential Design Standards

Multi-Family Residential Design Standards

These guidelines apply to the whole of Aurora One.

ORGANIZATION OF THE DOCUMENT

The document is organized into sections each containing the following information:

Topic: The key issue to be addressed.

Intent: This describes the primary design or functional objective for the stated topic. Innovation is encouraged during the development of Aurora One.

Design Standards: These are requirements of Aurora One. In order to receive approval from the City of Aurora these standards must be met.

Design Guidelines: The Guidelines are design strategies, features or techniques that Aurora One is encouraging. In cases where the guidelines may be difficult to achieve, or an innovative solution may provide a better result, the guidelines must still be met.

ADMINISTRATION OF THE DESIGN STANDARDS AND GUIDELINES

The intent of the Aurora One Design Guidelines is a legal document, adopted by the City of Aurora as part of the Aurora One Master Plan. It is intended to be used in conjunction with City of Aurora codes and design standards. The Design Guidelines have been written utilizing the existing requirements and is intended to meet or exceed the City’s current requirements. Where these standards are silent or do not address a topic, the City of Aurora’s standards shall apply. Where there appears to be a conflict between these standards and the requirements of Aurora One Design Guidelines shall apply.

COMMUNITY-WIDE AND COMMERCIAL DESIGN STANDARDS

ARCHITECTURE

Architectural design should utilize the following principles to guide the design process:

- Simplicity
- Hierarchy
- Sustainability

Simplicity: The design of the architecture can be bold, creative and compelling without being overly intricate or complex. A single concept, executed well, can create an iconic building that will stand the test of time.



Architectural corner is clearly defined by additional detailing



Parapet is broken into multiple levels to create interest



Building facade has multiple planes both horizontally and vertically



Building facade is setback in various locations to create a stronger visual appeal

Hierarchy: Architecture can support the community goals and provide visual cues to the users about use and intent. Create a clear hierarchy of facades to establish clear public and private spaces and to focus activity out to public spaces.

Sustainability: All of the architectural goals can be enhanced while conserving resources, energy and water.

ARCHITECTURAL SCALE AND SCALING ELEMENTS

Intent: The buildings along the streets of the Aurora One district will create the urban character for the district and differentiate the urban center from adjacent neighborhood(s). Architectural scaling elements such as changes in texture, materials, fenestration and pattern as well as detailing elements such as banding, belt courses, sills, lintels and mullions establish the identity of the urban core and differentiate individual blocks. Moreover, it can be used to punctuate special locations and provide human scale details. Coordination of the scaling elements between buildings and 360-degree architecture will prevent large areas of undifferentiated or blank building facades and ensure diversity of appearance.

DESIGN STANDARDS

The standards of this section apply to all commercial and retail buildings.

1. Architectural elements shall remain in the same family, but shall create urban character that allows each street to be differentiated.
2. Each primary building taller than 35’ in height shall be designed so that the massing and/or façade articulation presents a clear base, middle and top. The base shall be appropriately articulated to provide human scale.
3. All building facades facing public streets, private roads or parks and open spaces shall incorporate two or more of the following scaling elements, no less than every 75’ to avoid long, unbroken flat walls:



Retail include architectural differing facade intervals



Buildings include texture and material changes

- Horizontal structural elements such as floors expressed with banding, belt courses, material changes, no less than 1 inch deep and 4 inches wide.
 - Vertical structural elements such as columns, pilasters, peers, etc., no less than 4 inches deep and 12 inches wide.
 - The use of sills, lintels, mullions, muntins at all windows.
 - Arcades, pergolas or s
 - Change in material
 - Change in color
 - Change in material module or pattern
4. A buildings architectural features and treatments shall not be restricted to a single façade. All sides of a building open to view from a public or private street or open space shall display a similar level of quality and architectural interest.
 5. Required scaling elements for buildings should be integral with the building form and construction and not a thinly applied veneer.

LARGE FORMAT RETAIL

Intent: The size and prominence of large retail (+35,000 SF) has a significant impact on the aesthetics and feel of the commercial districts within Aurora One. Large format retail should pay special attention to the articulation of facades, expression of entries, quality of materials and direct pedestrian routes. The intent is not to create the look of multiple buildings, but to encourage creative design with a pedestrian scale while remaining vehicular friendly.

DESIGN STANDARDS

1. Buildings and walls over 100’ in length shall incorporate significant wall plane projections or recesses having a depth of at least 2% of the length of the façade and a minimum of three distinct wall plane changes.
2. Each building shall include at least three instances of one of the following:
 - Storefront windows with awnings



Commercial buildings may be stand alone



Stand alone buildings shall have a pronounced front entry.

- Color change
 - Texture change
 - Material change
 - Entry areas
 - Arcades
3. Variations in the façade shall occur along the length and height of the building with a interval of 75’ maximum between architectural elements listed above.

DESIGN GUIDELINES

1. Variations in building massing and details should relate to the scale and function of the building and the scale of adjacent buildings.
2. Required scaling elements for buildings should be integrated into the building and not a thinly applied veneer.



Building using stone facade



Example of brick, stucco and colored metal



Building featuring architectural wood panels



Texture and form is highlighted by lighting.

BUILDING MATERIALS AND COLOR

Intent: The architectural characteristics of the commercial districts within Aurora One will utilize high quality materials. Materials will be selected, in part, to contribute to the community's commitment to sustainable development. Lasting and durable materials will be prioritized from local and regional sources and will reflect the materials, colors and textures naturally found along the Front Range. As appropriate, smaller scale materials will be utilized to provide human scale in the architecture.

DESIGN STANDARDS

1. Building materials shall be selected with the objectives of quality and durability appropriate to the context of their use.
2. At least 60% of the total building façade, not including windows and doors, shall be surfaced by one or more of the following:
 - Integrally colored decorative concrete masonry units
 - Brick or brick panels
 - Decorative architectural tile
 - Stone
 - Pre-cast concrete panels with exposed aggregate
 - Cementious stone panels
 - Fiber Cement Board
 - Architectural metal
 - Glass block
3. The remaining façade area shall be surfaced in:
 - All materials listed above
 - Corrugated metal panels
 - Architectural wood panels
 - Stucco
 - Integrally colored decorative concrete
 - Integrally colored concrete block
4. Bright and intense color shall be permitted for no more than 10% of the total elevation of any façade facing the street.

DESIGN GUIDELINES

1. Building materials on lower floors at pedestrian intensive areas should respond to the character of the pedestrian environment through elements such as scale, texture, color and detail.
2. Building materials on the lower floors and at pedestrian areas shall utilize scale, texture, color and detail to clearly identify the pedestrian environment.
3. Material modules may be used in building facades. Units, if used, shall be appropriate material type and manufactured to industry standards. Modules shall not exceed 5' by 10' without the clear expression of a joint.

4. The use of synthetic material to imitate natural materials shall be avoided, unless to better wood or weathered materials.

BUILDING FENESTRATION

Intent: The pattern of windows and doors, or fenestration, of a building creates a rhythm for architectural detailing that contributes to the character of the street and each individual district. A high degree of transparency at the street level enhances pedestrian activity and high window to wall ratios on the upper stories provides day-lighting for offices and residential units.

DESIGN STANDARDS

1. When buildings are placed at primary intersections or gateways to Aurora One, the architecture, massing and height shall reflect the special nature of the corner by utilizing distinctive architectural form, detail and materials. Intersections include:
 - Stephen D. Hogan Parkway and Piccadilly Street
 - Stephen D. Hogan Parkway and Rome Street
 - Stephen D. Hogan Parkway and Hogan Village Collector Street
 - Stephen D. Hogan Parkway and Primary Commercial Street
 - Stephen D. Hogan Parkway and Crossroads Boulevard / Valdi Street
2. On the ground floor, all glazing shall have a minimum of 60% light transmittance factor.
3. No highly reflective glazing shall be permitted. All glazing shall have a maximum reflectance factor of 0.20. No first surface reflective coating shall be permitted.
4. A minimum of 30% of glass to wall ratio shall be provided for the ground to floor on all building facades facing a public or private street or open space.
5. A minimum of 35% glass to wall ratio shall be provided on floors above the first floor on building facades facing a public or private street or open space.

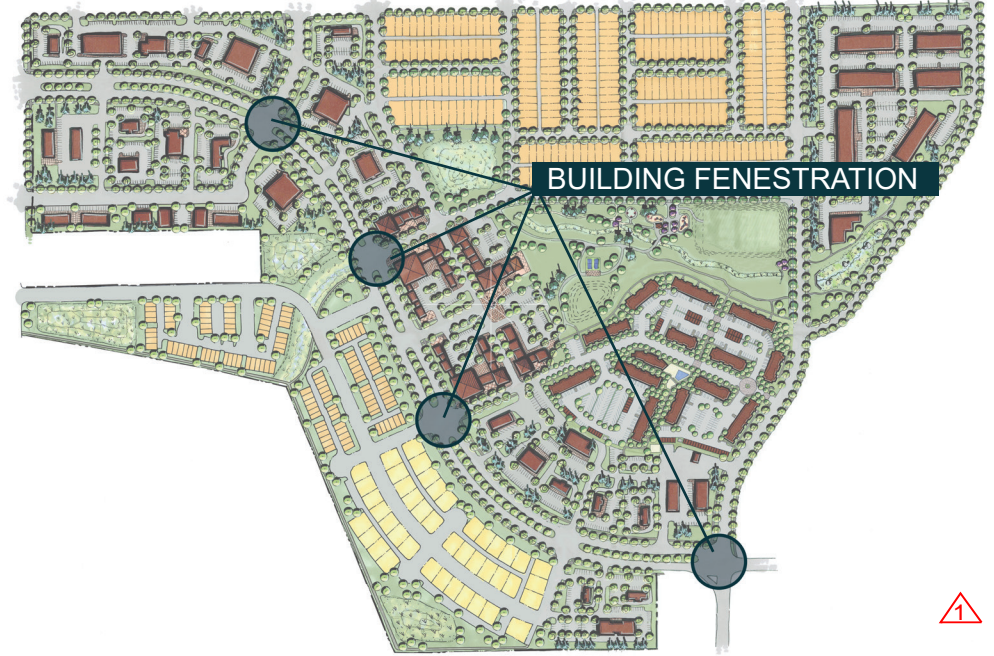
DESIGN GUIDELINES

1. The location and patterns of glazing should enhance building function and scale. Variations in fenestration patterns may be used to emphasize building features such as entries, shifts in building functions and uses.
2. Areas of buildings that are functionally restricted from providing 'vision glass' may be exempted from glass requirements providing other architectural scaling techniques are employed. Use of opaque or spandrel glass is permitted.
3. Recessed glazing and substantial glass framing and mullion patterns may be used to provide depth and visual character to building facades and should consider the play of sunlight across the façade.
4. All south and west facing windows above the second floor should be

shaded in the summer and receive direct sunlight in the winter.

5. Mixed-use buildings should utilize glass to wall ratios that reflect the different uses within the building.
6. Clear, low-e and/or slightly tinted glazing should be used on the ground floor to ensure the visibility of pedestrian-oriented commercial uses and to limit glare off of glazed surfaces.
7. When possible, windows shall be placed in locations to take advantage of the long range views to the Rocky Mountains to the west and the plains to the east.

Building Fenestration Locations



Variation of building fenestration

ENTRIES

Intent: Clearly defined and articulated entries to ground floor uses enhance the scale and function along public streets. Building entries that are convenient and directly related to pedestrian circulation and amenities will reinforce the street as a “place” and will help create an active pedestrian environment.

DESIGN STANDARDS

- 1. All buildings shall provide at least one primary building entry oriented to the public street, primary parking area and customer access (both vehicular and pedestrian).
- 2. Primary building entrances shall be emphasized by signage and changes in wall plane or building massing, awnings or differentiation in material or color or greater level of detail.
- 3. The entries in large format buildings shall be significant and scaled appropriately to encourage pedestrian activity and may include outdoor patios, integrated planters or wing walls that incorporate landscape areas and/or special paving for the entire width of the entry area.
- 4. Primary entrances in large format buildings shall be emphasized by recessing the door a minimum of 6’ and including an architectural tower or arcade.

DESIGN GUIDELINES

- 1. Entries to ground floor uses in all vehicular and pedestrian oriented areas should be direct and at street level to encourage active pedestrian uses.
- 2. Commercial and residential uses in mixed-use buildings should orient entries, services access and other outside activities (i.e., café seating) in a manner that will minimize impacts on residential uses.



Clearly defined and articulated entrance on commercial and residential



ARCADES

Intent: Arcades can add to the architectural style of building and provide shade and shelter for pedestrians.

DESIGN STANDARDS

- 1. Arcades, if used, shall occur in the front of the property and extend for a minimum of 6’, measured from the face of the building to the back of the support column. A 6’ minimum continuous open sidewalk shall be maintained for circulation.
- 2. Arcades, if used, shall provide a minimum height of 12’ measured from the sidewalk to the bottom of the structure.
- 3. To the greatest extent possible, spacing between columns shall be a minimum of 12’ and shall not block any building entrances.

DESIGN GUIDELINES

- 1. The height and proportions of the arcade should correspond to the façade and architectural style.
- 2. Soffits, columns and arches should be treated consistently with the architecture of the building.



Example of commercial arcade

AWNINGS

Intent: Awnings add to the overall identity of the façade which often stretch the entire length of the storefront and are provided above entry ways and windows.

DESIGN STANDARDS

- 1. Awnings may be fabric or rigid, fixed or operable.
- 2. Awning structures shall be painted or coated black and integrated into the architecture which they are mounted.
- 3. Fabric or shorter life-span materials shall be refreshed and/or replaced on a regular basis to maintain a high-quality product.
- 4. Awning materials shall adhere to the following:
 - Stretched high-quality canvas fabric or matte-finish vinyl over a metal frame. Surfaces should be taut and crisp. Assemblies may be limited to one vertical/sloping surface or may include a vertical valance at the forward edge.
 - Rigid glass, metal or composite material panels secured by a metal frame. Panels can be vertical or sloped.
 - High-quality operable rigid or fabric assemblies that are able to extend away from and contract back to the building façade.
- 5. Awning shall not project more than 5’ from the building face to the end of the awning, unless incorporated into a patio cover.
- 6. Bottom edge of awning (sloping or vertical) shall be a minimum of 10’ above finished grade.
- 7. Awnings shall be broken into segments that reflect the window and door openings and shall not extend across multiple buildings.



Awnings help to define the building facade

DESIGN GUIDELINES

- 1. Awning structure should be simple and clean and should weather the Colorado climate.

RESIDENTIAL STOOPS IN APARTMENT/MIXED-USE/CONDO

DESIGN GUIDELINES

- 1. Residential stoop shall be used for ground floor residential uses only.
- 2. Stoops should occur at the building face and shall not extend into the frontage zone.
- 3. Stoops shall be a minimum of 3’ in depth and 6’ in width.
- 4. Stoops shall be a maximum of 30” tall.
- 5. Stoops shall correspond directly with the building entry(s).

BALCONIES

Intent: Balconies are a crucial element for urban living, as they provide outdoor space and a connection to nature. Balconies on building facades should be integrated into the overall architecture of the building.

DESIGN GUIDELINES

- 1. Recessed or projecting balconies are permitted.
- 2. Balconies shall have a minimum depth of 4’.
- 3. Balconies may encroach into the public right-of-way for a maximum depth of 6’ measured from the right-of-way line with prior written approval issued by the City of Aurora.
- 4. Covered or open air balconies are permitted.
- 5. When balcony roofs occur, the height shall be coordinated with the floor height of the building interior but shall in no instance be less than 8’ from floor to bottom of roof.



Example of residential stoops



Balconies can overhang sidewalk with appropriate clearance



Balconies provide visual interest at the street level

DESIGN STANDARDS

- 1. The proportions of balconies should correspond with the façade and be architecturally consistent with the building.
- 2. Balconies should be designed for everyday use.

SERVICE AREAS

Intent: Convenient and accessible service areas are important to the overall function of commercial areas. It is important to balance the needs and impacts of service areas, mechanical equipment, trash and recycling collection areas and other similar uses with aesthetics and livability of the surrounding areas.

DESIGN STANDARDS:

- 1. Where possible, service and outdoor storage areas, utility vaults, mechanical equipment, trash and recycling collection areas shall be located in areas with limited visibility and/or pedestrian connectivity to minimize visual, auditory and odor impacts on-site and to adjacent entrances, patios, cafes and street environments.
- 2. Trash and recycling collection areas shall be located in areas that provide convenient access for users and accessible for collection.
- 3. Service areas shall be screened from the sidewalk and adjacent properties. The service areas shall be screened with a permanent enclosure matching in materials and colors on the primary structures(s) on the site or landscaping.
- 4. Rooftop mechanical equipment shall be screened from view by such methods as parapets or RTU screens.

DESIGN GUIDELINES:

- 1. Where appropriate, mechanical equipment and utility equipment should be located underground.
- 2. Commercial or retail buildings should orient loading docks, doors or service areas away from residential areas as much as possible. Landscape screening should be utilized.



Example of commercial service area

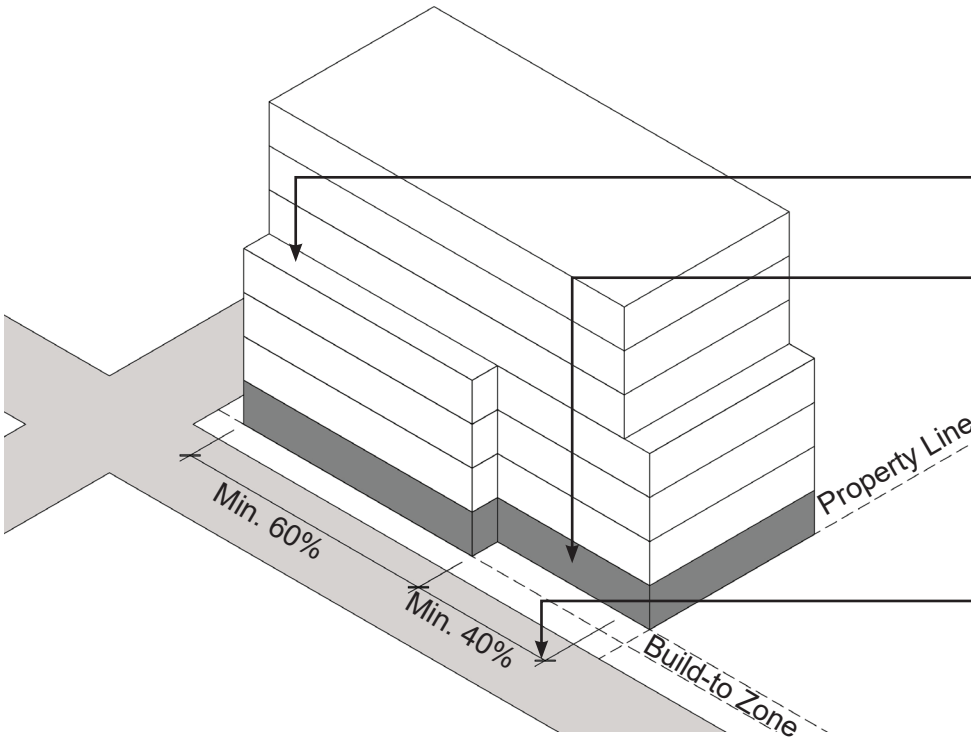
DESIGN STANDARDS IN HOGAN VILLAGE ALONG WALKABLE MAINSTREET

Intent: The design standards along walkable mainstreet are intended to clearly define and activate the commercial areas by locating buildings near property lines to form street edges and corners and by locating entrances and ground floor uses to activate the street level. A strong mix of active uses should create a pedestrian friendly environment and encourage movement into the urban core.

The walkable mainstreet character is more urban, with tighter spacing, buildings fronting the street and a generous pedestrian zone that will provide comfortable seating and gathering areas for pedestrians to encourage shopping, gathering and eating. The walkable backbone should create a sense of community, vibrancy and excitement.

PARKING

1. Surface parking shall be located behind or to the side of buildings for the entire length of the walkable mainstreet, except for permitted street parking.
2. When parking cannot be accommodated behind the building, surface parking lots shall be screened from the street.



Building Height and Massing

3. Surface parking is not permitted within 100' of any intersection with walkable mainstreet.
4. Structured parking along Stephen D. Hogan Parkway is permitted with the following conditions:
 - The maximum length of any parking structure facing Stephen D. Hogan Parkway shall be 180'.
 - Parking structures shall be architecturally compatible.
5. Ample bicycle parking shall be provided throughout Hogan Village. See Streetscape standards for locations and quantities.
6. Structured parking (See Structured Parking Design section) along the walkable mainstreet is permitted with the following conditions:
 - The maximum length of any parking structure facing the walkable mainstreet shall be 180'.
 - A minimum of 75% of the ground floor shall be an active use. The remaining 25% shall be used for garage entrances and/or pedestrian access.
 - Parking structures shall be architecturally compatible.

BUILDING HEIGHT AND MASSING

DESIGN STANDARDS

1. The ground floor of all buildings facing Stephen D. Hogan Parkway shall have a parapet wall or horizontal banding a minimum of 14' high when measured from finished grade.
2. There shall be a minimum of one step-back in each façade. Step-backs shall be a minimum of 4' deep.

3. All buildings facing the walkable mainstreet shall be a minimum of 1 story.
4. The ground floor of all buildings facing the walkable mainstreet with non-residential uses shall be 16' minimum measured floor to parapet or horizontal banding.
5. The ground floor of all buildings facing the walkable mainstreet with residential uses shall be 14' minimum measured floor to parapet or horizontal banding.
6. There shall be no step-backs greater than 4' in the building façade for the first four floors.
7. Above the fourth floor (as applicable), a minimum of 70% building façade facing the street shall step-back a minimum of 12' from the adjacent right-of-way.
8. Buildings facing north and east should use extended steps to maximize sun exposure to adjacent streets and pedestrian ways.

ACTIVE USES / GROUND FLOOR RELATIONSHIP

DESIGN STANDARDS

1. Retail, service, office, restaurant, residential and other active uses are permitted along Stephen D. Hogan Parkway.
2. Merchandising Retail, service, office, restaurant and other active uses are permitted along the length of the walkable mainstreet.
3. For non-residential uses, a minimum of 50% of the ground floor building façade facing Stephen D. Hogan Parkway shall be constructed of transparent materials to allow for pedestrians to view the interior of the building.
4. For non-residential uses, a minimum of 40% of the ground floor building façade facing the walkable mainstreet shall be constructed of transparent materials to allow for pedestrians to view the interior of the building.
5. The façade and interaction zone with the pedestrian way shall be used to create complementary activity areas related to the adjacent ground floor uses. Materials used in the Building Related Zone shall be consistent with the adjacent streetscape. The following uses are permitted:
 - Sidewalk seating
 - Café seating
 - Space and infrastructure/services for mobile retail units and/or kiosks
 - Public art exhibits
 - Removeable signage and displays

DESIGN GUIDELINES

- 1. A minimum of 40% of the second-floor façade and above shall be constructed of transparent materials.

PLAZA AREAS

Intent: Plaza areas contribute to the overall feel and interaction of pedestrians within Aurora One. In order to help define the high priority pedestrian street provided by the walkable mainstreet, open plaza areas should be incorporated.

DESIGN STANDARDS

- 1. A minimum of one open plaza space of 2,500 square feet shall be incorporated into the walkable mainstreet.
- 2. Site furniture to encourage use shall be incorporated.

DESIGN GUIDELINES

- 1. Site furniture, when possible, shall be moveable.

DESIGN STANDARDS IN
HOGAN CROSSINGS AND
HOGAN LANDINGS

Intent: The design standards within Hogan Crossings and Hogan Landings are intended to clearly define and provide safe access for vehicles and pedestrians in commercial areas.

PARKING

- 1. Surface parking shall be located in front of, to the side of and behind the buildings.
 - A maximum of 2 rows of parking are allowed between the building and Stephen D. Hogan Parkway.
 - Drive-thru and short-term or carry out parking shall not face Stephen D. Hogan Parkway.
- 2. Structured parking (See Structured Parking Design section) is permitted with the following conditions:
 - The maximum length of any parking structure facing a street shall be 180’.
 - A minimum of 75% of the ground floor shall be an active use. The remaining 25% shall be used for garage entrances and/or pedestrian access.
 - Parking structures shall be architecturally compatible.

BUILDING HEIGHT AND
MASSING

DESIGN STANDARDS

- 1. The ground floor of all buildings with residential uses shall be 15’ minimum measured floor to ceiling.
- 2. There shall be no step-backs greater than 4’ in the building façade for the first four floors.
- 3. Above the fourth floor (as applicable), a minimum of 70% building façade facing the street shall step-back a minimum of 12’ from the adjacent right-of-way.
- 4. Buildings facing north and east should use extended step-backs to maximize sun exposure to adjacent streets and pedestrian ways.

ACTIVE USES / GROUND FLOOR
RELATIONSHIP

DESIGN STANDARDS

- 1. Retail, service, office, restaurant and other active uses are permitted.
- 2. Entries and lobbies for upper story uses are permitted along the ground floor.
- 3. The façade and interaction zone with the pedestrian way shall be used to create complementary activity areas related to the adjacent ground floor uses. Materials used in the Building Related Zone shall be consistent with the adjacent streetscape. The following uses are permitted:
 - Patio Seating
 - Public art exhibits
 - Removable signage and displays
 - Merchandising

DESIGN GUIDELINES

- 1. A minimum of 40% of the second-floor façade and above shall be constructed of transparent materials (as applicable).

PLAZA AREAS

Intent: Plaza areas contribute to the overall feel and interaction of pedestrians within Aurora One. In order to help define the high priority pedestrian street provided by the walkable mainstreet, open plaza areas should be incorporated.

DESIGN STANDARDS

- 1. Site furniture to encourage use shall be incorporated.

DESIGN GUIDELINES

- 1. Site furniture, when possible, shall be moveable.

HIGHWAY FRONTAGE ZONE ALONG E-470

Intent: To promote a visually pleasing and coordinated edge to the development, the highway frontage zone along E-470 includes additional landscape requirements. This area also includes the high visibility sites required by the City of Aurora’s UDO.

FREEWAY VIEWS AND RELATIONSHIPS

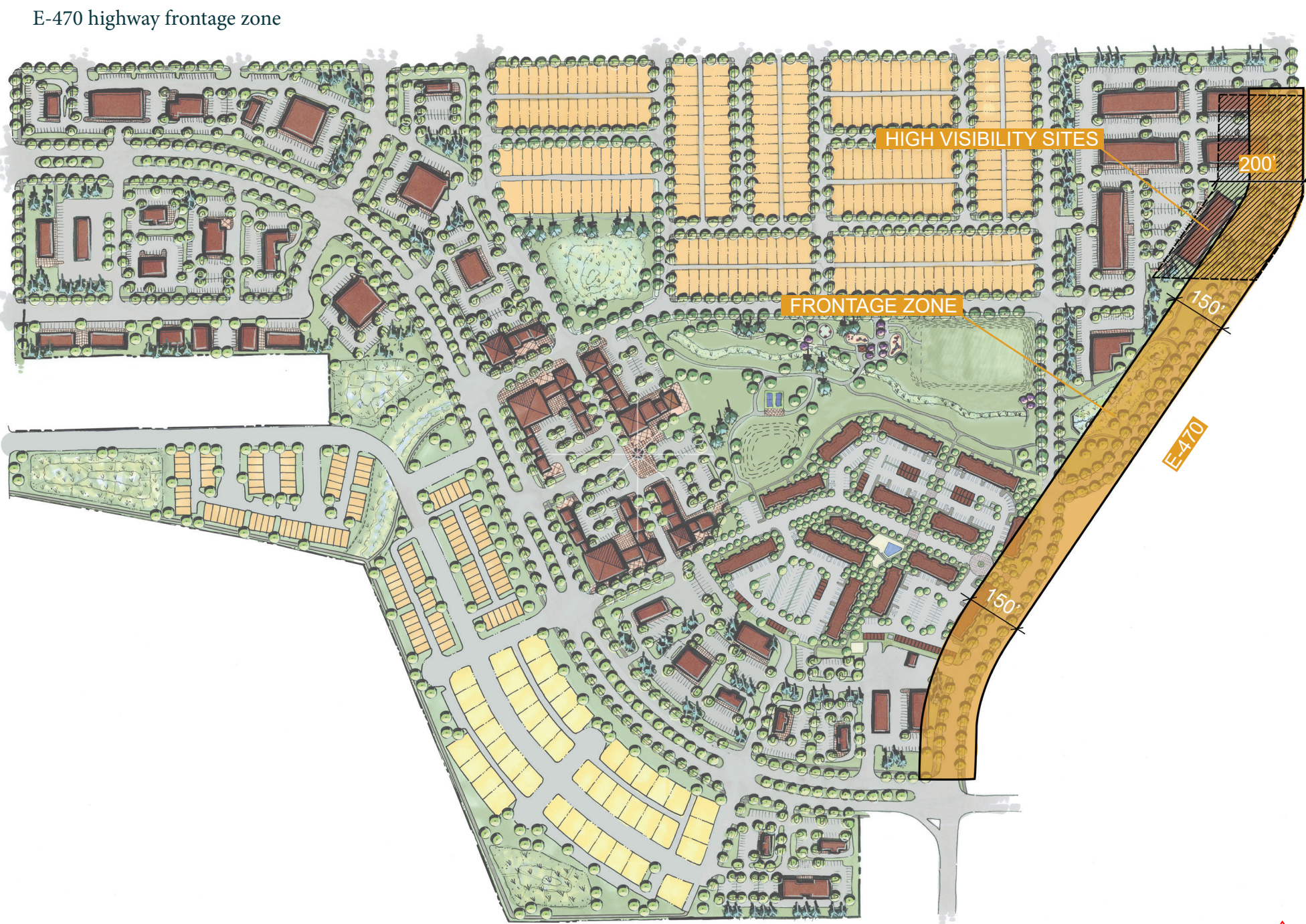
Intent: Aurora One will rely, to some extent, on E-470 for access and use. Aurora One is partially defined by the high visibility from E-470. Development will focus on creating views into Aurora One from the highway and surround areas and preserving existing views from within the site. The retail portion of the development may present itself in a visibly pleasing manner to regional traffic.

DESIGN STANDARDS

1. Where possible, buildings will have 360 degree architecture. The highway façade shall receive a similar level of quality and details as the main façade.
2. On parcels adjacent to Valdai Street, buildings shall not be located farther than 150’ from the right-of-way.

DESIGN GUIDELINES

1. Service entrances and associated activities should be hidden from view of E-470 through orientation of the building, screening or buffering.



SINGLE-FAMILY RESIDENTIAL DESIGN STANDARDS

UNIVERSAL DESIGN STANDARDS

ACCESS AND CONNECTIVITY

Intent: Smaller, local streets should create an interconnected network through all of the neighborhoods and provide easy access to local and collector streets. Neighborhoods should be connected to the surrounding community, while shielding them from unnecessary impacts. Residents should be able to easily access all that Aurora One has to offer, either in a car, on a bicycle, or on foot, while enjoying the comforts of home.

DESIGN STANDARDS

1. All primary access points shall be provided as described in the Community Wayfinding Plan and the Aurora One Traffic Study.
2. A secondary access point shall be provided.
3. Subsequent access points are optional. If provided, they shall be provided in the approximate location shown on the below graphic for each neighborhood.
4. Access points shall align with adjoining streets.
5. The maximum distance between intersections shall be 500'.
6. All streets should be available for public use. Gated streets are not permitted.
7. All streets shall consider the pedestrian and bicycle experience.

Connectivity and Access



BLOCK SIZE AND ORIENTATION

Intent: To enhance the connections between neighborhoods, commercial areas and community amenities, block sizes will promote walkability and distribute traffic. Small block sizes are encouraged.

DESIGN STANDARDS

1. No block face shall be longer than 600' without being interrupted by a public street, park or green court.

DESIGN GUIDELINES

1. Block orientation should consider solar exposure to minimize the amount of icing in the winter.

NOISE REDUCTION

Intent: Aurora One is within the Buckley Air Force Base Airport Influence Area and the western third of the development is impacted by the 55 to 60 noise contour. Special consideration should be given to proposed uses. When residential development falls within these areas, it will be important to provide design and construction methods that mitigate the potential noise impacts.

DESIGN STANDARDS

1. New residential uses or structures shall achieve an interior noise level reduction of 28 decibels in A-weighted levels as determined or calculated in accordance with Chapter 22 of the Aurora City Code.

DESIGN GUIDELINES

1. All residential uses or structures should consider the use of central air conditioning to create the desired noise reduction.
2. Design creativity is encouraged to mitigate potential impacts due to aircraft noise, vibrations, fumes, smoke and particles that may be present from aircraft operations.

PRIMARY FRONTAGES

Intent: Frontages should be developed in a manner that enhances the community as a whole. Orientation should consider the primary use of either residential or commercial use.

DESIGN STANDARDS

1. All homes shall have their primary entry facing the street, park or open space.

2. A minimum of a 20' setback shall be provided between arterial streets and any homes (either front or rear).

DESIGN GUIDELINES

1. In order to increase activity and blend the uses, higher density development is encouraged along Village Gardens and along Triple Creek Open Space.

2. Commercial development is encouraged along larger arterial streets such as Stephen D. Hogan Parkway and Picadilly Road and at their main intersections.

CORNER UNITS

Intent: Corner units are especially important to continue the visual presence of a neighborhood. Articulation along the side of a building provides a continuation of the streetscape and the experience in the neighborhood. Attention should be given to what models are being selected for corners. Additional design such as larger porches or additional building articulation may be needed.

DESIGN STANDARDS

1. 1. Buildings on corner lots shall address both streets. Corner lots shall be 6' wider to accommodate additional porches or building articulation.

DESIGN GUIDELINES

1. All buildings with side elevations facing a street can include appropriate articulations such as a wrap-around porch, bay window or side porch.

2. Similar architectural treatments and level of detail employed on the front elevation should also be used on the side elevation.

MINIMUM NUMBER OF MODELS

Intent: Aurora One encourages a mix of housing models be used to create a visually interesting streetscape. Builders should provide a mix of models along each block face.

DESIGN STANDARDS

1. Each block face shall contain at least three models. Where blocks are longer than 12 houses, a fourth model shall be added.

2. The term 'different models' is defined as having significant floor plan variation, a significant change in massing or a variation in the number, size and location of bedrooms. Changes in exterior materials or exterior trim options shall not be counted as a 'different model'.

3. Models with similar elevations shall not be placed next to one another.

DESIGN STANDARDS

1. Each of the models required on a block face should have at least two elevations and three color schemes.

2. No more than two of the same model with the same elevation should be on the same block.

PARKING

Intent: Within Village Hills and Village Park, Aurora One looks to promote parking arrangements that accommodate resident and visitor parking, while not impacting the pedestrian or bicycle experience. Parking will be allowed both on and off street in residential areas. Residential units that are served by alley loaded garages and resident parking is intended to primarily occur off-street.

DESIGN STANDARDS

- 1. All residential units shall provide a minimum of two off-street parking spaces. At least one parking space shall be in a garage.
- 2. Carports are permitted.

SINGLE FAMILY ATTACHED RESIDENTIAL HOUSE TYPES

DUPLEX

Intent: A duplex unit is intended to primarily be located in the Village Hills neighborhood. Lots shall provide enough room for outdoor space. Architecture should provide a welcoming face to the street. Vehicular access will be provided from either streets or alleys with directly attached garages. Second stories are permitted.

DESIGN STANDARDS:

- 1. Lot sizes, setbacks and building height shall adhere to the UDO.
- 2. Duplexes placed at street corners shall receive additional architectural detail on the side that faces the street. Detailing shall be of the same level as the front elevation.

DESIGN GUIDELINES:

- 1. Footprint and building siting should allow for functional outdoor space that provides privacy.
- 2. Building orientation should provide a welcoming pedestrian environment and include a covered entry large enough for functional use.



TOWNHOUSE

Intent: The use of common walls creates the urban density desired within Village Park. A deeper lot is preferred to create rear yards with private, functional space. Rear alleys provide vehicular access. Townhouse groupings may have up to eight units. The principle building may be placed as close as 8' to the property line with the covered entries extending toward the sidewalk.

DESIGN STANDARDS:

- 1. Lot sizes, setbacks and building height shall adhere to the UDO.
- 2. End units at street corners shall receive additional architectural detail on the side that faces the street. Detailing shall be of the same level as the front elevation.
- 3. Townhouses shall have a zero lot line with the common wall serving as the property line.

DESIGN QUALITY

Intent: Aurora One is focused on creating high-quality neighborhoods that features architectural detail and quality. Architectural design should focus on creative and innovative design, while still maintaining the high standards the development is striving to achieve. Design quality standards are included to prescribe the amount of masonry and other architectural features to protect the design quality.

DESIGN STANDARDS

- 1. Homes shall provide a minimum of 20 points selected from the following table of design features with the requirement applied to the building rather than the individual unit. A selected feature shall be included in the design of all units within the building.

Table 3: Façade Masonry Percentage Points

Percent of Masonry	Points Required
45%	20
46%-60%	15
60% or greater	10

Table 4: Design Features Point Allocation

FEATURES	POTENTIAL POINTS	POINTS EARNED
Neighborhood Design Features		
Alley loaded garage	1	
At least 3 different models on one block face	5	
At least 4 different models on one block face	6	
Architectural Features		
Front porch with a:		
• Minimum depth of 5’ and an area of 50 SF	2	
• Minimum depth of 8’ and an area of 80 SF	4	
• Minimum depth of 10’ and an area of 100 SF	6	
Side porch with a minimum depth of 5’ and an area of 50 SF	2	
Wrap-around porch with a minimum depth of 5’ and extending 8’	6	
Second story front or side porch of at least 25 SF	1	
Rear or side deck of at least 50 SF	1	
One or more real or simulated chimneys	1	
Install at least one bay window	1	
Slate, concrete tile or ceramic roof	1	
Identifiable window mullion pattern on at least 75% of the windows	1	
Primary structure roof is greater than 6:12 pitch	3	
Install at least one roof window dormer	3	
Provide at least 16” overhang on the front elevation, plus a second elevation with decorative brackets, beams or exposed rafter ends	2	
Change in siding type between roof gable and main body of structure on all elevations with gable ends	3	
Decorative material treatment on at least one gable end	2	
Front or side porch with at least 2 columns with a minimum cross section of 8” x 8”	2	
Column bases covering a minimum of 60% of the column with masonry material	1	
Standing seam metal roof	3	
Decorative window headers or sills on street facing elevations	3	
At least two clearstory windows, or windows with transoms excluding front door	2	
Front door with sidelight, transom or double doors	2	
Decorative shutters on at least 4 street facing windows	3	
At least 100 SF of decorative paving on the property	2	
Enhanced color scheme including a fourth accent color	2	
	TOTAL	

ARCHITECTURAL VOCABULARY

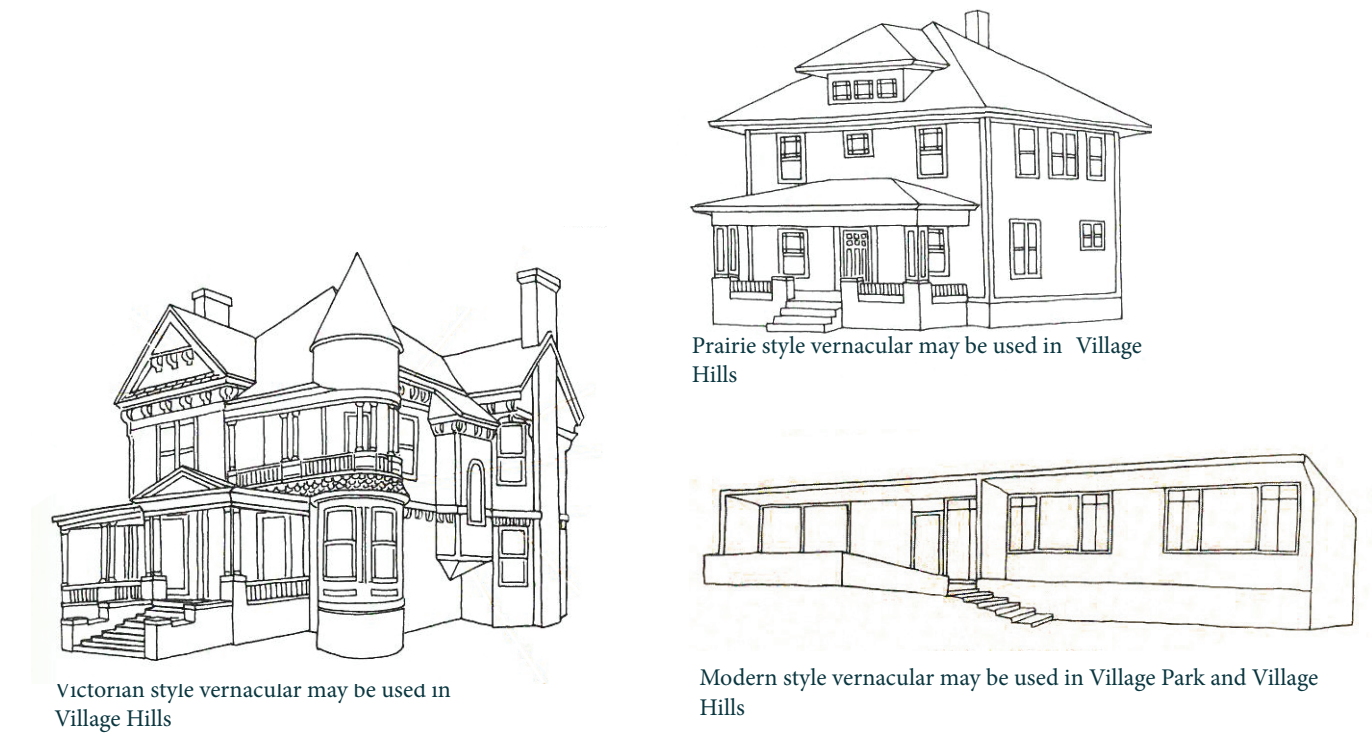
Intent: Architectural vocabulary defines the character of a neighborhood and how a building speaks to the street. The architectural vocabulary of each building should express enough detailing to clearly speak to its architectural style. The goal of these guidelines is to establish a signature of quality that will be visible to residents and visitors. Architectural vocabulary will allow designers' creativity, while also balancing the quality and affordability. This creates a cohesive vision that avoids monotony, while still promoting individual design and character.

ARCHITECTURAL CHARACTER

Intent: Aurora One promotes the use of several architectural characters to achieve a cohesive yet interesting neighborhood. Architectural character and detailing varies from neighborhood to neighborhood to provide distinct character and placemaking. Character elements should be used in a deliberate way to provide character to the building without over-ornamenting or confusing the architectural style. Design elements and materials that face the street should be selected with special care to enhance the streetscape experience. Remaining facades, while still important, may have less architectural detailing.

DESIGN STANDARDS

- 1. Individual buildings shall employ design elements and details appropriate to a single architectural style.
- 2. Building articulation shall create interesting compositions. Unless common for the architectural style, elements without a specific function shall be avoided.
- 3. Key design elements and details should be applied in a consistent manner on all elevations of an individual building.
- 4. Elevations of buildings that face a public park or street shall receive the most attention with architectural character elements. Secondary elevations may have less architectural detailing.



Victorian style vernacular may be used in Village Hills

Prairie style vernacular may be used in Village Hills

Modern style vernacular may be used in Village Park and Village Hills

DESIGN GUIDELINES

- 1. Architectural character in Village Hills shall use elements of the Shingle, Victorian, Prairie, Craftsman and Modern styles.
- 2. Architectural character in Village Park shall use Greek Revival, Colonial Revival, Neoclassical, Beaux Arts and Modern styles.

ROOF FORMS AND MASSING

Intent: Attached single-family homes (duplex) within Aurora One will generally employ traditional roof forms using pitched roofs. However, modern architectural styles will also allow for flat roofs – these should be limited to encourage overall neighborhood consistency. Variety in roof type and orientation will help create visual interest along the street, encourage an interesting skyline and contribute to the overall character. Roof massing should be broken up with the use of smaller roof planes and architecturally appropriate features such as dormers. Massing should provide interest, while considering construction and maintenance costs.

Townhouses within Aurora One are more likely to employ flat and parapet roof forms. The architectural styles may also see use of mansard roofs. While it is less likely that a variety of roof lines are developed, visual interest using different heights along the street and interest of the skyline can contribute to the neighborhood character.

Porches on either single-family homes (duplex) or Townhouses should employ a roof line that is compatible with the architectural style of the building. Where possible, porch roofs should be integrated into the roof of the building.

Patio roofs on either single-family homes (duplex) or Townhouses should employ a roof line that is compatible with the architectural style of the building. Where possible, porch roofs should be integrated into the roof of the building.

DESIGN STANDARDS

- 1. The following types of principal roofs are permitted for attached single-family units:
 - Gable
 - Hip
 - Shed (single direction pitch)
 - Flat with a parapet and/or cornice
- 2. The following types of principal roofs are permitted for townhouses:
 - Shed (single direction pitch)
 - Flat with a parapet and/or cornice
 - Mansard or Gambrel
- 3. Roof pitches, overhangs and eve details shall be between 4:12 and 12:12 pitch and appropriate to the architectural character of the individual building. Secondary roof pitches may be as shallow as 3:12 pitch.
- 4. Roof penetrations shall be grouped together and located to minimize their visual impact on the street.

DESIGN GUIDELINES

- 1. Attached single-family units are encouraged to present one primary roof form and to utilize secondary roof forms such as porches, dormers, bays, cross gables and hips to emphasis the architectural character.
- 2. Dormers are encouraged to be habitable space or “open to below” to provide light into habitable spaces.
- 3. Dormers should have a symmetrical roof form that accents the architectural style of the building. Dormers may not be appropriate on all styles.
- 4. Dormers shall be placed a minimum of 36” away from any exterior wall.
- 5. Deeper eaves are encouraged for shading.

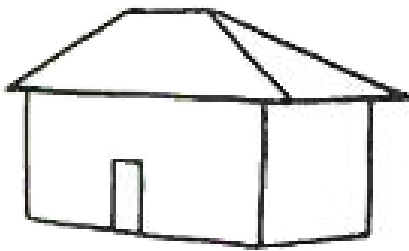


Diagram of Hipped roof

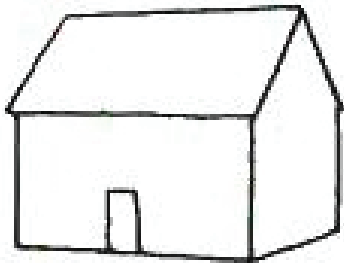


Diagram of Gabled roof

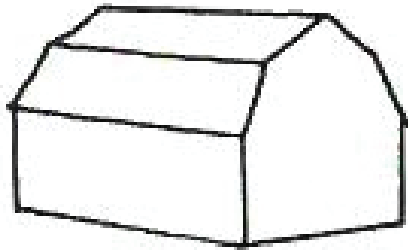


Diagram of Gambrel roof

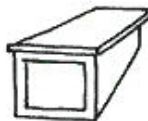


DORMER STYLES

Hipped Dormer



Gable Domer



Shed Dormer



Wall Dormer



Eyebrow Dormer

EXTERIOR DOORS

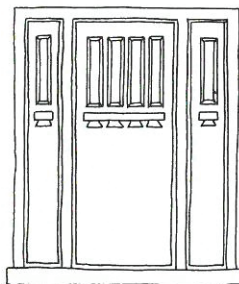
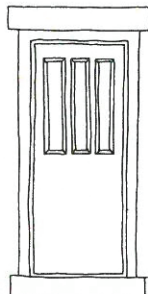
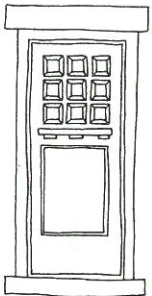
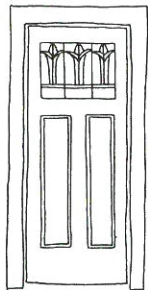
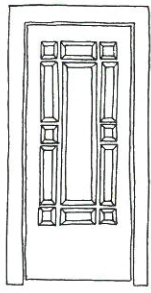
Intent: Properly proportioned and detailed entry doors create a welcoming experience from the street and invite visitors to approach. Exterior doors help define the architectural character of each building.

DESIGN STANDARDS

- 1. Sliding glass doors shall be used only on the first floor and only on the rear or side elevation.
- 2. French doors shall be permitted on any elevation, but shall not be the primary entry door.
- 3. Door materials shall consist of painted or stained wood, hardboard, fiberglass or metal.

DESIGN GUIDELINES

- 1. Door selection should help define the architectural style.
- 2. Glazing is encouraged at entry doors and includes windows, transoms and sidelights.
- 3. Double front doors are permitted only when it speaks to the architectural style but use shall be limited.



Examples of Craftsman stle doors. Entry door style helps define the architectural character.

WINDOWS

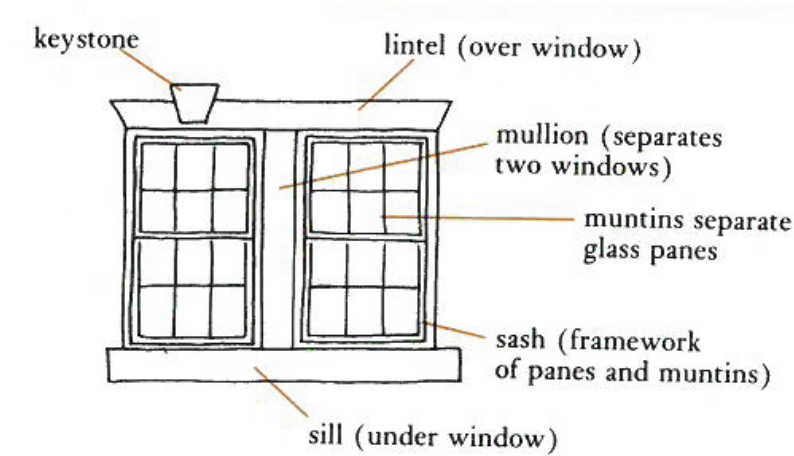
Intent: Window type, composition and proportion are key character elements of the architectural style of a building.

DESIGN STANDARDS

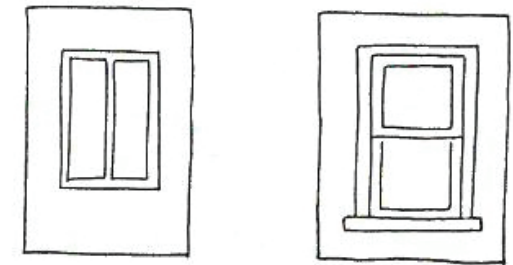
1. The following window types are permitted:
 - Double-hung
 - Single-hung
 - Casement
 - Awning
2. The following materials are permitted:
 - Wood
 - Metal-clad or vinyl-clad
 - Wood
 - Vinyl
 - Enameled metal or anodized aluminum
3. Mirrored or highly reflected glazing shall not be used.
4. Each elevation shall contain a minimum of two windows.

DESIGN GUIDELINES

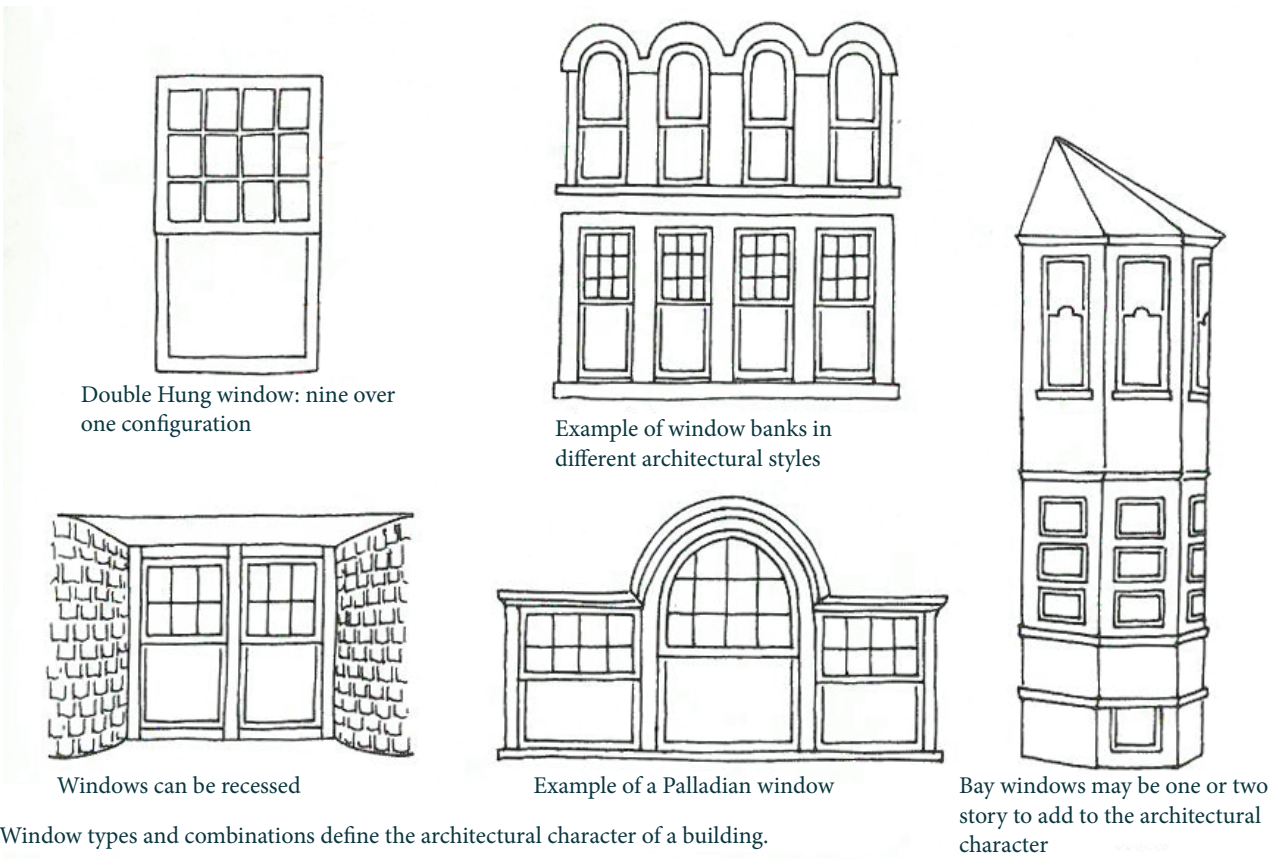
1. For all architectural styles but modern, individual window proportions should not be less than 1x wide by 1.6x high (i.e., a window that is 30” wide should not be less than 48” tall). Proportions fitting the architectural style of the building are preferred.
2. Square windows are permitted.
3. Windows in modern buildings are not regulated but elevations should present a balanced composition with window proportions meeting aesthetic and functional needs.
4. For all architectural styles but modern, divided light windows are encouraged. When used, they should have properly proportioned muntin bars and have either muntins applied to the outside of the window or sculpted simulated muntin bars between the panes of glass.
5. Exterior shutters, if used, should be made of wood or composite material and should be sized in proportion to the window opening. Shutter width and style shall complement the architectural style of the building.
6. Specialty windows such as arches, half rounds, quarter circles, diamonds, squares and rounds should be generally limited to one per elevation. Specialty windows should provide an accent to the overall style of the building.
7. When windows are mulled together, they shall not exceed 50% of the building elevation width.



Use and mixing of window components create an architectural style and provide additional detail to the facade.



Example of aesthetic difference between contemporary window (left) and traditional window (right).



Window types and combinations define the architectural character of a building.

PORCH AND ENTRY CHARACTER

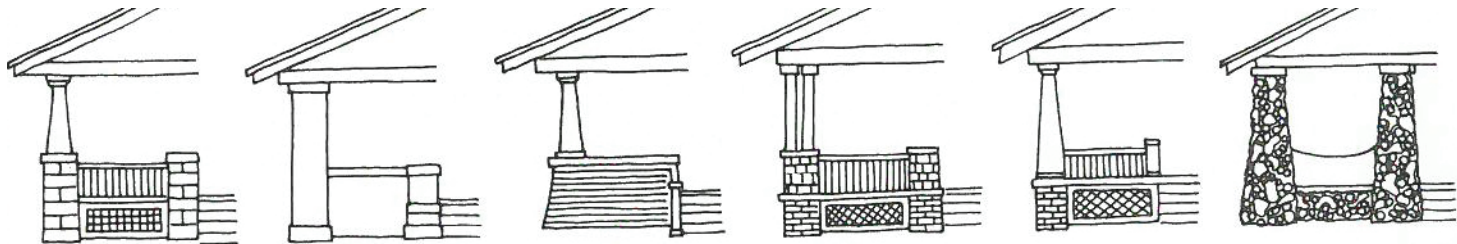
Intent: Porches and entry features provide a transition space between the public and private realms. They also make a strong statement about the architectural style of the building. For the occupants, porches provide shelter from the elements, protect the front door, encourage neighbor interaction and allow for outdoor living opportunities. Porch and entry elements should be integrated into the overall design of the building.

DESIGN STANDARDS

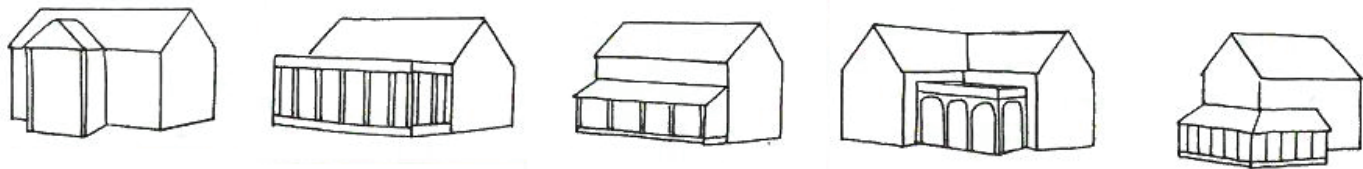
1. All residential buildings shall have a primary entrance that includes a porch or covered entry feature that is visible from the public street, park or open space.
2. All porches or covered entries shall be built to the minimum sizes specified per lot type in the neighborhood design section.
3. Double height entrances are not permitted.
4. Finished floor elevations shall be 18” to 24” above grade. Porches shall be level and continuous with the finish floor level of the home.
5. Porch steps shall be constructed of wood, concrete or masonry to create a solid appearance. Open stair risers are not permitted.

DESIGN GUIDELINES

1. A variety of porch sizes and details are encouraged. Porch design should complement the architectural style of the building.
2. Each porch element should be articulated clearly including:
 - Deck platform
 - Railing
 - Column and column base
 - Header trim
 - Porch ceiling
 - Soffit
 - Fascia
 - Gutter
 - Roof
3. The area underneath the porch (if any) should be enclosed with skirting material consisting of masonry, wood or lattice. Skirting material shall contribute to the overall architectural style.
4. Porch columns may be exposed wood or metal posts or have wood, siding, fiber cement board, stone or brick finish column bases applied over structural elements.
5. Plywood is permitted for porch ceilings, but not preferred. Visible butt joints must be covered with a batten.



Slight variations in porch details and materials create a wide range of aesthetic options.



Porch shape, scale and relationship to main building help define the entryway and architectural vocabulary.

EXTERIOR MATERIALS

Intent: The selection of materials will help support the aesthetics and architectural styles of the neighborhoods. A simple palette of materials is preferred so that the architectural vocabulary and details can stand out.

DESIGN STANDARDS

1. The number of different materials on each elevation shall be limited based on the architectural style, but shall not exceed four different materials.
2. Materials shall be applied in a consistent manner on all building elevations.
3. Material changes shall only occur on a horizontal plane and should include detailing where materials abut.

WALL MATERIALS

Intent: Wall materials will be the single largest color and texture on a building. Wall materials should support the architectural style of the building while considering cost, constructability, longevity and maintainability.

DESIGN STANDARDS

1. Appropriate exterior wall materials shall include:
 - Stone
 - Brick
 - Painted or stained wood siding
 - Non-textured hardboard or cement-based siding
 - Stained cedar shingles
2. Wood or cement-based siding patterns shall include:
 - Clapboard with a maximum of a 6” spacing
 - Drop siding
 - Board and batten
3. Plywood simulating any material or used as a finish material is not permitted
4. Vinyl or aluminum siding is not permitted
5. Exposed foundation walls shall not exceed 18” above grade. When more than 8” of the foundation is visible, walls shall be covered with integral-colored stucco or cement wash and painted.
6. Where brick is utilized it shall adhere to the following:
 - When brick covers 100% of the front façade, it shall have a minimum 6’ deep return along the side elevations.
 - When brick is utilized as a wainscot, it shall be applied on all for elevations.
 - When brick is utilized and intended as more than a wainscot, but not 100% of the front façade, it shall be installed up to the height of the first story eave or second story floor (as applicable).
 - Vertical transitions between brick and other materials shall occur at inside corners only.

DESIGN GUIDELINES

1. The number of wall materials used on an elevation should be limited to a maximum of two and be selected in accordance with the architectural style of the building
2. Material changes should occur along a horizontal line, typically at floor or gable ends.
3. Material changes at a vertical line are generally discouraged unless used on a modern architectural styled building.
4. Place materials with lighter visual weight above those with a heavier visual weight.
5. When brick is utilized, window sills, lintels and banding should be expressed with coursing work such as rowlock, soldier, sailor or similar decorative treatment.

ROOF MATERIALS

Intent: Roof materials, color and pattern are key character elements of the architectural style of a building.

DESIGN STANDARDS

1. Primary pitched roof materials shall include:
 - Asphalt/fiberglass
 - Slate
 - Concrete title
 - Ceramic tile
 - Standing seam metal roofing
2. Primary flat roof shall include:
 - Commercial grade roofing materials
3. Roof penetrations, including vent stacks, shall match the color of the surrounding roof. Group penetrations together when possible. Place on rear of side of the primary roof as much as possible to minimize visibility from the street.
4. Flues, HVAC equipment, swamp coolers, satellite dishes, etc. shall be placed on the rear or side of the primary roof to minimize visibility from the street.
5. Skylights shall be flat panel only.
6. Gutters and downspouts shall be constructed of painted galvanized metal, color coated aluminum or copper.

DESIGN GUIDELINES

1. Solar panels are permitted but shall occupy no more than 50% of the roof area and panels should be coplanar with the roof. When possible, panels should be placed on the rear or side of the primary roof to minimize visibility from the street.
2. Operable skylights are preferred to increase natural ventilation within the home.

EXTERIOR TRIM

Intent: Exterior trim provides proportion to the building exterior and another color element to the aesthetic of the building. Trim provides accents to doors and windows, highlights material changes and can be used as decoration on some architectural styles. Exterior trim should be designed as an integral part of the building aesthetic.

DESIGN STANDARDS

1. Exterior trim materials shall include:
 - Painted or stained wood
 - Cellular PVC
 - Smooth-face cement boards
 - Exterior medium density fiber board (MDF)
2. Doors and windows shall be trimmed with a minimum of 2” brick mold or 1”x4” material.

DESIGN GUIDELINES

1. Exterior trim should not be used to link windows between the first and second floor.
2. Exterior trim used to provide detailing shall be integrated into the elevation and help to convey the architectural style of the building.

COLOR

Intent: Color selection and placement lends itself to the overall feel of architectural styles. The overall composition of the colors creates diversity throughout the neighborhood, while strengthening the architectural styles. Color preferences are often trendy and come in and out of style. Aurora One strives to create a timeless neighborhood and so suggests a color palate that is a mix of current trends and historically accurate palettes for the individual architectural styles desired. This section is primarily Design Guidelines accompanied by suggested color schemes.

DESIGN STANDARDS

1. Significant color scheme variation shall be utilized. The same color scheme shall not be used more than twice on any block.
2. Buildings shall express three main colors: roof, primary exterior wall and exterior trim.
3. Attached single-family (duplex) units should be treated as one composition with one color scheme on both units. Accent colors on exterior door, porch trim or shutters may be used to create individuality.

DESIGN GUIDELINES

1. Vertical color changes should occur at an inside corner. Horizontal color changes should occur at massing articulations, a change in material or a significant trim band.
2. Wall and roof colors should be coordinated and provide a cohesive overall look.
3. Roof colors should be limited to warm grays and earth tones. Bright, primary colors are discouraged.
4. A fourth color in a color scheme can be used as an accent to provide greater visual interest but should be limited to accent locations.



Single-family building color palette examples

RESIDENTIAL FENCES AND WALLS

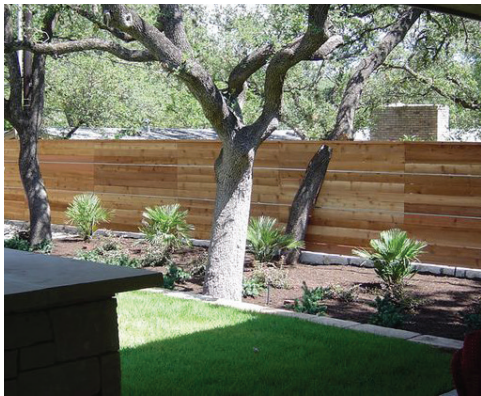
Intent: Fences and walls play an important role in providing public and private space, both from the street and from adjacent uses. Generally low fences are appropriate in front yards, while higher fences are appropriate in side and rear yards.

DESIGN STANDARDS

1. Fences and walls shall meet all of the regulations contained in the City of Aurora Unified Development Ordinance section 146-4.7.9, as well as these guidelines. When there is conflict between the two, the standards and guidelines in this document shall control.
2. Front yard fences and walls shall not exceed 36" in height.
3. Fences and walls along the front 50% of the lot are also not permitted to exceed 36" in height.
4. Rear yard fences or walls shall be a maximum of 6' in height
5. Front and rear yard fences may be open or closed design.
6. Fences dividing the front and rear yards may not occur closer to the street than 10' behind the primary face of the building.
7. Front and rear yard fences shall be made of the following materials:
 - Painted or stained/sealed wood pickets
 - Masonry walls faced with brick or stone
 - Steel/iron fence
8. Gates shall be made of stained or painted wood or metal.
9. Vinyl, chain link and split rail fencing is not permitted.
10. Fences for all residential units siding arterial streets shall have a consistent design and shall be coordinated by the home builder.

DESIGN GUIDELINES

1. Walls and fences should be constructed of compatible materials with the principal structure.
2. Walls should be constructed of brick or stone.
3. Transition walls and fences with steps to transition between varying wall and vw heights.

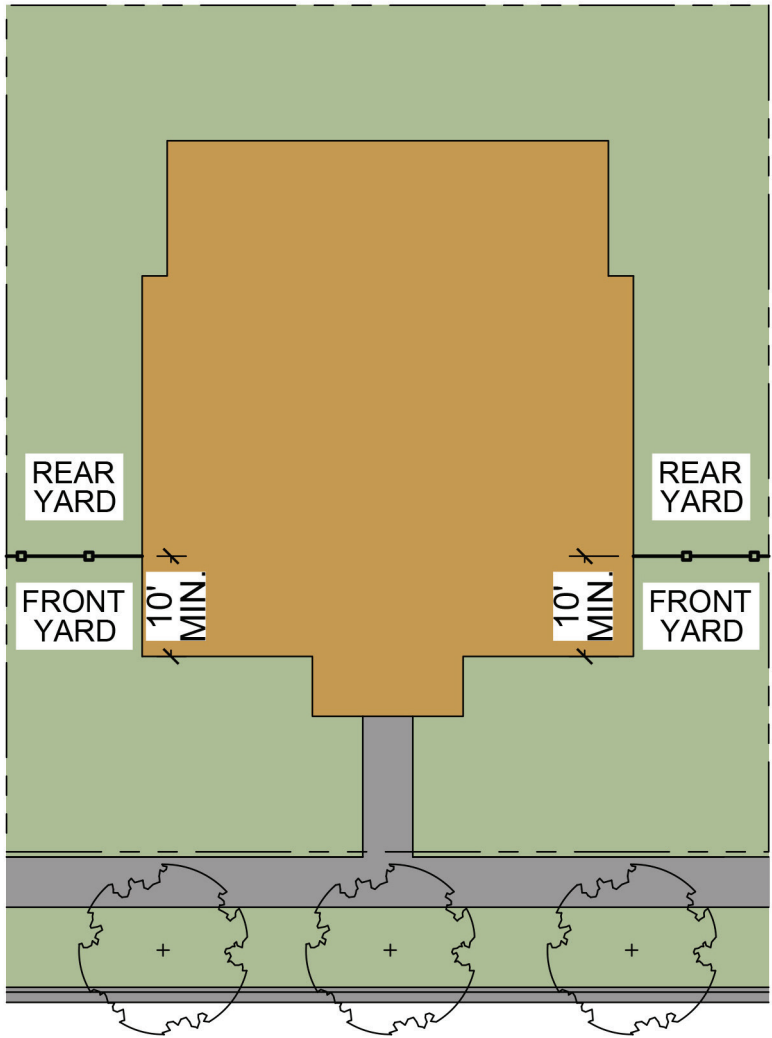


An example of residential fencing with variations in wood color that creates interest



Metal fencing suitable for pets

Fence setback 10' from primary face of building.



EXTERIOR LIGHTING

Intent: Exterior lighting shall provide adequate light for safety and way finding without disrupting dark skies or causing undue glare or light pollution to neighboring properties.

DESIGN STANDARDS

1. All single-family homes shall provide an entry light fixture. Photocell and timers are encouraged.
2. Alley loaded garages shall include shielded lighting at the rear of the building. Photocell and timers are encouraged.
3. Exterior lights shall be shielded to avoid creating undue glare. Suitable fixtures shall include down light cans mounted in porch ceilings, wall down light cans with the light source fully concealed and low-level path and or landscape lighting.
4. Flood lighting of any area is not permitted.

DESIGN GUIDELINES

1. The use of landscape lighting is encouraged.



Example of exterior down cast lighting for residential buildings



Example of modern path lighting

OTHER RESIDENTIAL CONSIDERATIONS

Intent: This section is used to discuss items that are covered within these Design Guidelines but that may not fit into one of the specific categories already defined.

DESIGN GUIDELINES

1. Trash receptacles, if placed outside, shall be located at the rear of the lot behind a fence enclosure that screens them from view of the alley. The enclosure shall match the design of the other fences on the property and be a minimum of 12” taller than the trash receptacles.
2. Vertical curbs are permitted where the entire block is alley loaded.
3. Play structures, hot tubs, etc. shall be placed on the rear of the lot to minimize their visibility from the street.

MULTI-FAMILY RESIDENTIAL DESIGN STANDARDS

APPROPRIATE AND DIVERSE SCALES

Intent: Higher density buildings and urban areas present challenges in creating a sense of place and compatibility with lower density areas. Additional need for parking, taller building heights and lack of outdoor spaces are challenges that must be accommodated, while still providing a pedestrian oriented street and neighborhood feel.

DESIGN STANDARDS

1. Multi-family blocks shall contain a minimum number of building types or organizations as follows:
 - For blocks up to 8 acres: a minimum of 1 type required
 - For blocks between 8 and 15 acres: a minimum of 2 types required
 - For blocks over 15 acres: a minimum of 3 types required

VARIATION IN BUILDING HEIGHT

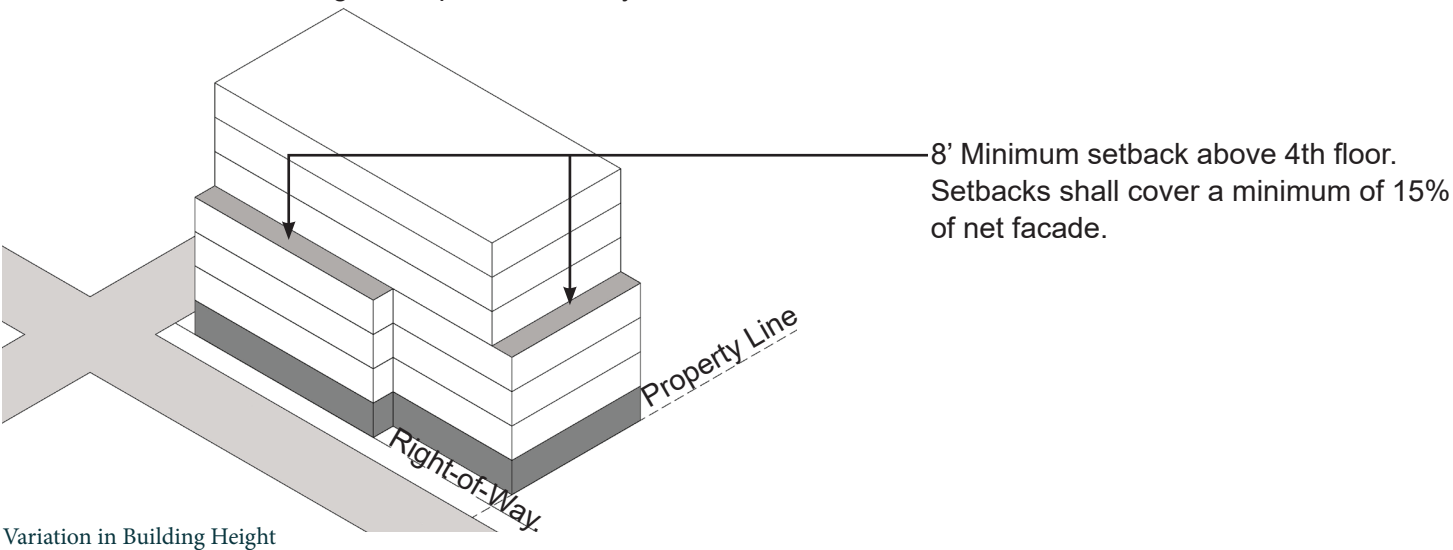
Intent: Multi-family buildings benefit by variation in building height by breaking up the overall mass. In addition to providing more light on the ground plane and opportunities for outdoor spaces on different levels of the multi-family building, stepping buildings towards adjacent properties with less mass and lower height provides a better overall blending of uses.

DESIGN STANDARDS

1. Multi-family buildings shall have a minimum of a 8’ setback on the 4th floor (as applicable). Setback shall cover a minimum of 15% of the net façade.
2. Multi-family buildings shall have a minimum of a ½ story variation in building height for every 250’ in elevation length.

DESIGN GUIDELINES

1. Variation in building height should be employed to reduce overall height and mass to break up long, continuous elevations along block faces.
2. Buildings on the south side of important public streets, plazas, parks or open spaces should consider significant upper story setback to reduce shading of adjacent public areas.
3. Adjacent to narrow pedestrian passages, consider stepping down the building height to provide a humanly scaled relationship between buildings, as well as reduce shading of the pedestrian way.



Variation in Building Height

SENSITIVE DENSITY TRANSITIONS

Intent: When multi-family buildings are adjacent to blocks comprised of two to three story buildings, compatible transitions can be achieved by reducing the building height along the street frontage. Individually ground floor entries, covered porches, low walls and raised planters can be utilized to help shape the street space along the sidewalk.

DESIGN STANDARDS

1. When a multi-family block is adjacent to or across the street from a lower density residential block or public space, the multi-family block shall not exceed three stories. A forth story is allowed, if placed a minimum of 25’ from the right-of-way line at the street.

DESIGN GUIDELINES

1. Design elements like individual porches, one-story covered entries, low walls and raised planters should be used to create human scale and transitions to adjacent developments.

NOISE REDUCTION

Intent: Aurora One is within the Buckley Air Force Base Airport Influence Area and the western third of the development is impacted by the 55 to 60 noise contour. Special consideration should be given to proposed uses. When residential development falls within these areas, it will be important to provide design and construction methods that mitigate the potential noise impacts.

DESIGN STANDARDS

1. New residential uses or structures shall achieve an interior noise level reduction of 28 decibels in A-weighted levels as determined or calculated in accordance with Chapter 22 of the Aurora City Code.

DESIGN GUIDELINES

1. All residential uses or structures should consider the use of central air conditioning to create the desired noise reduction.

Design creativity is encouraged to mitigate potential impacts due to aircraft noise, vibrations, fumes, smoke and particles that may be present from aircraft operations.

BUILDING ORIENTATION

Intent: Fronts of buildings should face a public area whether it is the street, plaza, park or open space. Service functions such as individual garages, utilities, exterior trash, service entrances, etc. should be oriented toward the alley or located in a place that is not visible from a public area. Building fronts should face other building fronts to create a duel sided public area.

DESIGN STANDARDS

1. Building fronts should be oriented towards a street, park or pedestrian connection.
2. The fronts of buildings shall face the fronts of other buildings.
3. All building elevations that face a public or private street, at a street intersection, park or open space shall display a similar level of quality and architectural interest.

DESIGN GUIDELINES

1. Utility installations, including individual air-conditioning units, should not be placed along the front of buildings.
2. Mid-block pedestrian connections should be provided where possible.

GROUND FLOORS, BUILDING PLACEMENT

AND HEIGHT

Intent: Multi-family buildings should aid in creating a well-scaled environment adjacent to the sidewalk. Shaping the street space using livable ground floors, avoiding long building elevations and repetitive building elements are issues often faced by multi-family buildings. Ground floor designs, building placement and building heights can help mitigate these issues.

DESIGN STANDARDS

1. For a minimum of 50% of the property frontage, the build-to line to the front building wall shall be no closer than 6’ or further than 12’ from the right-of-way line at the street. The frontage shall be measured along the property lines adjoining the street.
2. Buildings that are placed to form courtyards perpendicular to and accessible from the street or buildings that are located within the interior of the block and front on a common open space are not required to be placed at the build-to line.
3. Covered porches and open balconies at all levels of the building may encroach up to 2’ into the area between the street right-of-way line and the build-to line.
4. Buildings three stories in height shall step-back on the third story a minimum of 15’ from the right-of-way line at the street along a minimum of 50% of the street frontage.
5. For buildings four stories or more, all stories above the fourth floor shall step-back a minimum of 20’ from the right-of-way line at the street along a minimum of 50% of the street frontage.

DESIGN GUIDELINES

1. At the ground floor, buildings are encouraged to vary the placement of the exterior front wall.
2. In order to provide a greater separation and privacy for ground floor residential uses, raised planters and low walls adjacent to the sidewalk are encouraged.
3. Two-story units with living spaces on the ground floor and bedrooms upstairs are encouraged along the street frontage.

BLOCK FRONTAGE AND OPEN SPACE

Intent: Providing a landscaped area between the building and the sidewalk will help to complement the tree lawns adjacent to the curb and to create an attractive and humanly scaled street scape. Design elements such as common entry courtyards, individual covered porches and other elements will help create visual interest to ensure that there are “eyes on the street”. In addition, landscaped open spaces will help promote a sense of community by providing settings for casual encounter and neighborly interaction.

DESIGN STANDARDS

1. Each urban multi-family block shall provide a minimum of 15% of area of the block as landscaped open space. Covered private open space areas, porches, covered public entries and private roof gardens shall be included within the open space calculation.
2. A minimum of one entry plaza or courtyard a minimum of 400 SF and with direct access from the sidewalk shall be provided along each 400 feet of block frontage along the street.

DESIGN GUIDELINES

1. Landscaped open space should be shaped into well-defined outdoor rooms and courtyards whenever possible.
2. Buildings should be configured to shape courtyards and small parks with the fronts of residents orienting to the public space, as well as to the street.
3. Changes in building height are encouraged to emphasize important building elements, particularly at courtyard entries and street corners.

HUMAN SCALE BUILDING



Example of interior courtyard

ELEMENTS

Intent: Buildings should include elements and proportions that complement a human scale. Utilizing a human scale, buildings are more welcoming, approachable and are more comfortable to use and interact with for residents and visitors.

DESIGN STANDARDS

1. Buildings greater than 2 stories tall and longer than 80', with each façade facing a public or private street, park or open space shall incorporate three or more of the following:
 - Primary entrances to individual residences located on the ground floor
 - Semi-private outdoor spaces such as a porch, patio or garden for ground floor units
 - Change in the principle wall materials
 - Change in the principle color
 - Expression of the buildings horizontal or vertical structural elements

DESIGN GUIDELINES

1. Key site design and building elements should respect the human scale.
2. Provide a sufficient massing complexity and variety of wall plans to create architectural interest.
3. Porches and other at grade elements should be provided where possible.

EXTERIOR MATERIALS



A porch provides a semi-private outdoor space



Example of human scale principle change in wall materials

Intent: The choice of exterior building materials contribute to the overall aesthetic of the Aurora One community. Materials should be durable, easy to maintain and utilized to create a pedestrian scale. Appropriate detailing and application will allow buildings to be attractive, both up close and from a distance.

DESIGN STANDARDS

1. At least 40% of the total building façade, not including windows and doors, shall be surfaced by one or more of the following:
 - Integrally colored decorative concrete masonry units
 - Brick or brick panels
 - Decorative architectural tile
 - Stone
 - Pre-cast concrete panels with exposed aggregate
 - Architectural metal
 - Glass block
2. The remaining façade area shall be surfaced in
 - All materials listed above
 - Corrugated metal panels
 - Architectural wood panels
 - Stucco
 - Integrally colored decorative concrete
 - Integrally colored concrete block
3. Bright and intense color shall be permitted for no more than 10% of the total elevation of any façade facing the street.
4. A maximum of three primary building materials shall be utilized on each of the four main elevations. Projections with a surface area of less than 100 SF may be excluded.
5. Multi-family buildings shall meet the following requirements:
 - 80% of the net façade area shall be clad in integral color cement stucco, or
 - 80% of the net façade area shall be clad in a combination of integral color cement stucco and brick or integral color cement stucco and stone.
6. Exterior materials shall be applied consistently to all elevations of the building.

DESIGN GUIDELINES

1. Solar panels are permitted but should be located in areas that are shielded from the public view if possible.
2. Authentic materials are encouraged.
3. Exterior materials should be durable and easy to maintain.
4. Material changes should occur along a horizontal line such as floor line, cornice or gable end. Material changes at vertical lines should be limited to inside corners.
5. Specialty elements such as projecting window shades or bays should be integrated into the overall architecture.
6. Sun control devises such as awnings are encouraged.

DOORS AND WINDOWS

Intent: The type and proportion of doors and windows have a significant impact on the overall architectural feel of multi-family buildings. These elements should be considered just as important as any other defining architectural feature or element.

DESIGN STANDARDS

1. The following window types are permitted:
 - Double-hung
 - Single-hung
 - Casement
 - Awning
2. The following materials are permitted:
 - Wood
 - Metal-clad or vinyl-clad
 - Wood
 - Vinyl
 - Enameled metal or anodized aluminum
3. Sliding glass doors are only permitted on side and rear elevations.
4. French doors are permitted on all elevations but shall not be used at the principal entrance.
5. Double front doors are not permitted as an individual unit's principle entry.
6. Mirrored or highly reflected glazing shall not be used.

DESIGN GUIDELINES

1. Window proportions fitting the architectural style of the building are preferred.
2. Elevations should present a balanced composition with window proportions meeting aesthetic and functional needs, while supporting the architectural style of the building.
3. For all architectural styles but modern, divided light windows are encouraged. When used, they should have properly proportioned muntin bars and have either muntins applied to the outside of the window or sculpted simulated muntin bars between the panes of glass.
4. Exterior shutters, if used, should be made of wood or composite material and should be sized in proportion to the window opening. Shutter width and style shall complement the architectural style of the building.
5. Specialty windows such as arches, half rounds, quarter circles, diamonds, squares and rounds should be generally limited to one per elevation/ articulated face and used sparingly. Specialty windows should provide an accent to the overall style of the building.
6. Large window walls should be broken up into compositions of smaller segments. No individual section should exceed 25 SF.



Windows create rhythm on building facade



Example of upper-story sliding glass doors

COLOR

Intent: The use of color can help break up monolithic scale of larger multi-family buildings, create human scale and call attention to important elements such as individual units, entries, architectural features and add visual interest to the building as a whole.

Colors need to be selected and applied in a thoughtful manner. Where building forms or architectural styles are similar on adjacent buildings, distinctive and contrasting colors can help differentiate buildings.

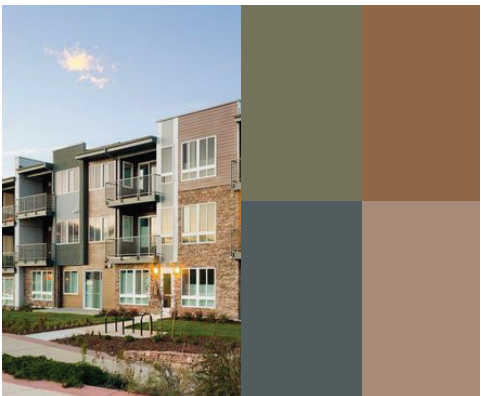
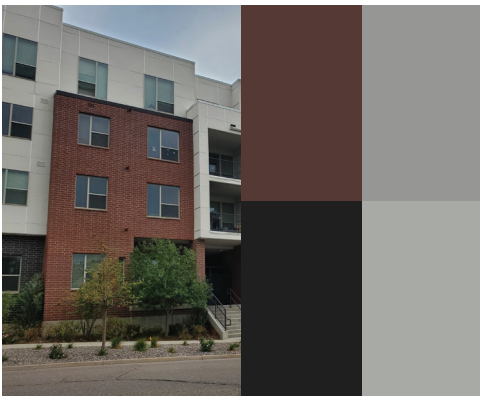
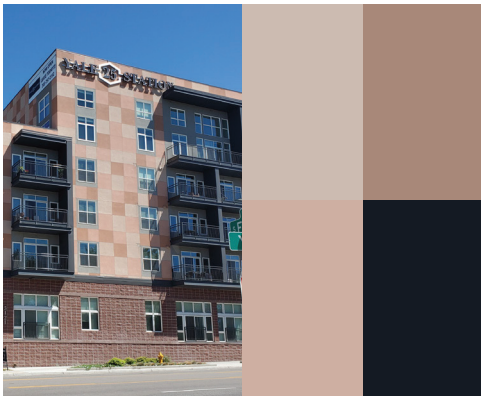
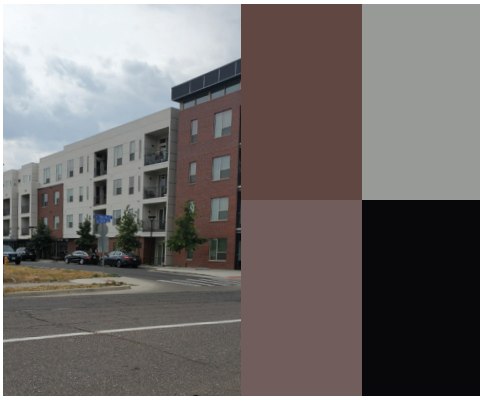
Color diversity is encouraged.

DESIGN STANDARDS

1. Color selection for building surfaces shall be chosen from a diverse palette that include “earth tones”. Colors may vary from being saturated to being very cool and monochrome. Color selection shall compliment the architecture.

DESIGN GUIDELINES

1. Color selection for individual surfaces should be coordinated with and a complement to the other building materials.
2. Color selection should be used to help differentiate repeated elements.
3. Bright colors should generally be reserved for accent colors on specific building elements or to provide a specific visual cue.
4. Darker colors are encouraged to further define building articulation.



Multi-family building color palette examples

ENTRY EXPRESSION

Intent: Multi-family blocks must develop a strong orientation to the public street. Entries to buildings placed along the public street ensures a strong connection between residents and the community. The addition of entries also assists in breaking up the large masses of multi-family buildings.

DESIGN STANDARDS

1. Private unit entries shall directly access a street, park, courtyard or pedestrian connection.
2. The primary common entrance to a building shall be visible from the street.
3. The primary common entrance shall provide protection from the elements by being recessed into the building façade, covered by a projecting roof or a combination of the two.
4. Building fronts shall not contain open stairs.
5. Building addresses shall be easily identifiable and design shall be compatible with the overall architecture.

DESIGN GUIDELINES

1. The primary entrance should reflect the architectural character of the building.
2. Residential units located on the ground floor should create an appropriate transition from the public sidewalk by raising the entry, porch or patio 18” to 36” above the sidewalk
3. Residential units located on the ground floor should be provided some private space created by additional amenities such as:
 - Porch
 - Low wall or landscape
 - Low fence
4. Individual entrances shall be secondary in scale and character to primary common entrances.
5. Adequate but shielded lighting should be provided at all entries to ensure the safety and comfort of residents. Photocell and timers are encouraged.
6. Special detailing at private unit entries is encourage. Details may include:
 - Decorative paving treatments
 - Awnings
 - Trellises, pergolas or canopies
 - Colonnades
 - Pediments and moldings



Building entrance emphasized by different material



Prominent entrance with flair can help add interest to building facade



Private unit entrances with direct access to street



Private unit entrance with direct access to green space

SMALL PARKS , COURTYARDS AND GREEN AREAS

Intent: Smaller green areas within and around multi-family buildings are particularly important for the quality of life of the residents. These spaces serve as more intimate gathering spaces with special amenities specifically designed for resident uses. Careful attention should be paid to how these areas are enfolded by the building and project as a whole. This can be done through the ratio of the height and width of the space, landscape and provided amenities. There should be places that encourage residents to gather and linger within the space.

DESIGN STANDARDS

1. A minimum of 20% of the site area of the multi-family block shall be devoted green areas that are not covered by buildings or parking. The following amenities shall be counted toward the green areas:
 - Pedestrian plazas and walkways
 - Porches
 - Covered public entries
 - Courtyards
 - Landscaped areas
 - Pool decks
 - Parking islands are excluded from the calculation.
2. Blank walls adjacent to courtyards and small parks shall be avoided whenever possible.
3. Where blank walls are unavoidable, landscaping and architectural elements such as raised planters, artwork (murals or mosaics), recesses or variation in the wall surface and materials with visual interest shall be provided.
4. A minimum of 70% of the perimeter of all green spaces shall be bordered by the fronts of buildings and/or streets.
5. Private exterior space shall be provided for each unit and may include a porch, patio, balcony or roof garden.

DESIGN GUIDELINES

1. Open surface areas should be shaped into outdoor rooms providing a sense of enclosure and defensible space. Left-over and residual open space areas should be avoided.
2. Private exterior spaces should be designed to take advantage of the exposure to encourage year-around use.

PARKING

Intent: Adequate and convenient parking should be provided for all residents. This is especially important in multi-family development so that parking does not migrate into less dense areas. Different types of parking should be considered to allow options for residents and visitors alike. Street parking often provides the best parking for visitors. Parking for residents should be located in project surface parking, tandem parking, individual garages or other under the building, parking garages or underground. Parking may be assigned for an individual unit’s exclusive use. Parking should be shielded from public view either through site layout or landscape improvements. Common parking facilities should be considered. Underground and structured parking can be a useful strategy.

DESIGN STANDARDS

1. Multi-family residential units shall provide parking spaces per the UDO.
2. Bicycle parking shall be provided at a rate of 15% of the total off-street parking. At least 10% of required bicycle parking spaces shall be located within 100’ of primary building entrance.
3. A minimum of 1 parking space per residential unit shall be provided on-site. No more than 50% of the required additional parking may be provided off-site. Off-site parking shall be provided on contiguous block faces.
4. Parking spaces under the control of an individual unit (i.e., garage, car-port, tandem parking, assigned parking) may be counted towards parking requirements.
5. Additional parking spaces equal to 1 space per 5 units shall be provided as guest parking. No more than 50% of the required visitor parking may be provided off-site. Off-site parking shall be provided on contiguous block faces.
6. Ramps and garage doors shall not be accessed from the street unless there are no feasible alternatives.
7. Surface parking areas when visible from a street, park or open space shall be shielded from view with low walls or landscape with a minimum height of 42”.
8. Surface or structured parking shall be setback a minimum of 25’ from any adjacent street right-of-way.
9. Where more than one use is contained within a building, parking for each use shall be provided.

DESIGN GUIDELINES

1. Tandem parking solutions should only be considered to utilize the area most efficiently. It is not a preferred site layout method.
2. When possible, large parking lots should be divided up into smaller parking “blocks”. Blocks may be divided through the use of free-standing garages, roofed trash structures and/or masses of solid landscaping.

SERVICE FACILITIES

Intent: Special attention should be given to the placement of service facilities so they do not detract from the overall aesthetics or experience of the building. This includes limiting conflicts between vehicles accessing service facilities and pedestrians. Service facilities including exterior trash storage, recycling containers, utility installations (gas and electric meters, transformers, etc.), building mechanical equipment and garage doors should be located at the rear of the building and accessed from the interior of the site. Service facilities should be screened from public view.

DESIGN STANDARDS

1. Service facilities shall be placed at the rear of the building.
2. Service facilities shall be screened from public view by walls and landscaping. Materials used for screens should be durable and complement the building architecture. Screening shall include low walls or landscape with a minimum height of 42”

DESIGN GUIDELINES

1. Placement of service facilities should consider visual impacts, noise, pedestrian conflicts and room screening options.



CITATIONS

McAlester, Virginia and Lee. A Field Guide to American Houses. New York. Alfred A. Knopf, Inc. 2005.