



Community Appearance Manual

Version 1.5

Principles and Requirements for Façade Design



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Principles and Requirements for Façade Design

GENERAL INTENT:

This manual addresses the architectural design of development in order to implement the City of Mesquite's vision for a more attractive, livable community. The general purposes of the manual include:

- To provide appropriate standards to ensure a high quality appearance for Mesquite that allows for flexibility, individuality, creativity and artistic expression
- To support a more human-scale and pedestrian-oriented environment and increase connectivity
- To strengthen and protect the image and identity of Mesquite and thereby to enhance its business economy and stabilize its property values
- To protect and enhance residential neighborhoods and nonresidential districts by encouraging physical development that is of high quality and is compatible with the character, scale, and function of its surrounding area
- To encourage developments that relate well to public streets, open spaces, and neighborhoods

APPLICABILITY:

General Applicability

The principles and requirements set out in this manual shall supersede any conflicting design standards and building materials specified in the Mesquite Zoning Ordinance, unless otherwise stated within this manual. The Board of Adjustment is not authorized to grant relief from the provisions of this manual.

Military Parkway – Scyene Corridor Overlay District, New Construction, Redevelopment, Rehabilitation and Modification

This manual shall apply to the Military Parkway – Scyene Corridor Overlay District and all other areas of the city. The following development activity shall comply with all of the requirements of this manual:

- A. New construction; and
- B. Redevelopment, including rehabilitation, remodeling, renovation or modification of an existing building that is valued at more than 25 percent of the replacement cost of the entire building, if new. Provided, that as an encouragement to redevelopment of an existing building, the Director may waive or modify the requirements of this manual according to the structural or architectural limitations of the building and so that substantial compliance is achieved.

An existing building shall be modified to comply with all of the requirements of this manual when the cumulative effect of all new construction that has occurred since December 17, 2007 increases the impervious cover by 25 percent or more beyond the amount of impervious cover existing on said date.

Notwithstanding any other provision of this section, the modification of a building façade is permitted if such modification results in greater conformance with this manual.

Neighborhood Revitalization Codes

In the event of a conflict between this manual and any adopted neighborhood revitalization form-based code, the form-based code shall prevail.

Civic and Municipal Buildings

These buildings are signature elements within a community; as such, they may intentionally be made exceptions to the more regulated patterns of private development. Appropriate designs for these buildings become even more important in representing and anchoring the community's image. Therefore, while these buildings are not required to meet the façade principles in this manual, compliance is encouraged.



Religious and Membership Organizations

These buildings shall meet the façade principles in this manual.



Industrial Buildings

These buildings shall meet the façade principles in this manual. For Industrial Parks please refer to 11.0.



Corporate Identity

The City acknowledges that certain design features, colors and logos often provide businesses with valuable corporate identity. The role that identity plays in a successful business was taken into account in the development of this manual, and exceptions were made where appropriate. With thought and creative design, none of the elements of corporate identity should preclude franchises or big-box establishments from receiving approval under the standards of the manual.



Historic Districts

New construction, redevelopment and major rehabilitation in these districts shall comply with the façade principles in this manual, provided that design standards are not specified within the Historic District. Nevertheless, the design of these buildings must remain in character with history the City of Mesquite is trying to preserve. Any design standards written for a Historic District shall supersede the principles in this manual.

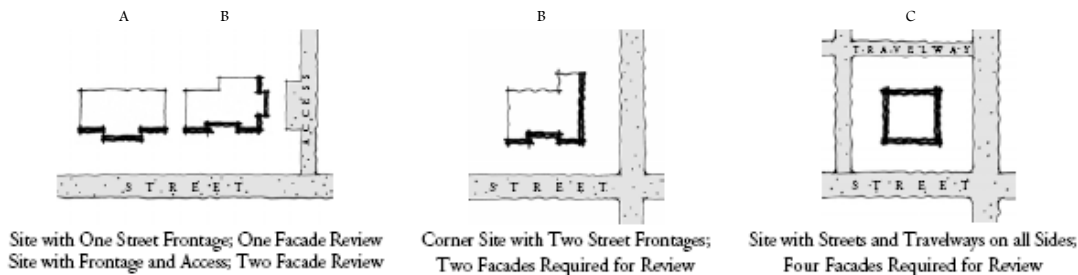
Exemptions

The following types of development are exempt from the requirements of this manual:

1. Detached Single-Family Residential development
2. Development built pursuant to the Mesquite Airport Master Plan

Façades to be Reviewed

Building façades to which this manual applies shall be reviewed based upon their visibility within the community. Façades shall be reviewed for substantial compliance with the principles outlined in this manual and shall be presented in a series of façade overlays in conjunction with the required Statement of Architectural Compatibility. Principles 1-9 apply to the elevations of buildings that front on a street or on an internal, external, or pedestrian-oriented travelway. These elevations are referred to as principal façades. A travelway means pedestrian, bicycle and/or automobile access points or drives into the site, locations of ingress and egress (except service alleys), and drives that connect other parcels with the site. Examples: Buildings that front a street with one visible elevation are required to have façade overlays for that elevation only (Example A). Buildings on a corner site shall be considered to have two principal façades, and façade overlays will be required for both elevations (Examples B). Buildings located on out-parcels of shopping centers surrounded by streets or connecting drives shall be considered to have four principal façades and façade overlays shall be required for all elevations (Example C). Unless otherwise provided in this manual, Principles 1-9 do not apply to secondary façades.



Secondary Façades to be Wrapped with Same Materials

The masonry materials used on secondary façades shall consist exclusively of one or more of the same masonry materials that are used on the principal façade(s) of the building. The Director may waive the wrapping requirement for secondary façades on buildings in Industrial zoning districts (except industrial parks) where the context of the building site and surrounding land uses negate any improvement to community appearance, or for reasons of economic development.

Process

The City of Mesquite requires that a Statement of Architectural Compatibility (SAC) be submitted as a part of the development plan approval process for all site plans of buildings that fall within the requirements of this manual. This is a written document, describing the site and discussing design intent. In addition to the document, façade overlays and material samples must also be submitted with individual building plans.

1.0 PRINCIPLE 1 – FAÇADE MATERIALS

Statement of Principle:

High quality materials are the building blocks of good buildings and great places. The message of quality and durability inherent in long-lasting materials promotes the human perception of timelessness and continuity of place. High quality materials provide an expression of concern for the quality of the pedestrian experience. Masonry elements provide a particularly strong connection between human scale and the built environment. The size of a brick is directly related to the ability of a mason to lay it comfortably by hand. Therefore, we perceive buildings that have been assembled with human-scaled materials as the result of tangible human activities rather than as abstract or synthetic.

Materials also contribute to the perception of a building's overall scale and texture. Individual elements of a known size allow the observer to understand the total size and scale of the structure. The texture of the surface, together with its color, will affect its visual weight, scale and light reflective qualities.

The standards require buildings to use masonry materials over a majority of their surface area. Exceptions may be considered when the context of a building site suggests the use of other materials (e.g. an historic district). Materials used on designated principal facades, if not used for the entire building, should return along secondary sides a minimum distance based on visibility.

Requirements:

- 1.1 Building walls shall incorporate brick, cast stone, stone, granite, glass block, or other high quality, architectural faced, unitized, long-lasting masonry material over a minimum percentage of surface area (excluding windows, doors, roofs and curtain walls).
 - Minimum percentage for new development, redevelopment and rehabilitation is 75% of the surface area. The Director may approve less than the surface area minimum where any of the following are met:
 - a. Landscaping is equal to at least 25 % of the building site;
 - b. The building site includes amenities in accordance with section 10.4;
 - c. The building site includes pedestrian-scaled lighting as illustrated in Section 10.3; or
 - d. For industrial buildings of 3 or more stories in height, where the secondary facades are wrapped with the same percentage of unitized masonry materials as the principal facades.
- 1.2 The remainder of wall area shall incorporate other fire-resistive materials such as stucco, EIFS and cement board, provided that in industrial districts the remainder of the wall area may include painted concrete tilt-wall.
- 1.3 Sloped roofs shall be shingle, tile or architectural standing seam metal roofing. Shingle roofing shall be slate, synthetic wood or better. Tile roofing shall be clay, concrete or metal. Standard pre-engineered metal roofing shall be prohibited.
- 1.4 Awnings shall be non-translucent canvas on a light metal frame or architectural standing seam metal. Awnings shall be sloped rectangles without end panels or curved or sloped shapes with end panels. Standard pre-engineered metal awnings shall be prohibited.
- 1.5 Metal exterior siding, such as Delta or Butler type steel buildings, shall be prohibited on both principal and secondary facades.
- 1.6 Painted CMU shall be prohibited.



2.0 PRINCIPLE 2 – COMPOSITION

Statement of Principle:

Visual balance should be achieved in the building composition. A fundamental tool for achieving balance is the use of symmetry.

The human perception of beauty is found to be influenced by the measure of symmetry within an individual composition. Psychologists ascribe this to the awareness that the body is basically symmetrical, so intuitively this principle is extended to other artistic efforts.

Applied to buildings, this principle creates order within elements of a composition. Groups of elements are read visually by their rooflines. Under each roofline, a composition is formed which is visually enhanced when symmetry is achieved.

Minor variations to a symmetrical condition, for example a door that is balanced by a window of the same proportion on the other side, can be absorbed while maintaining an overall sense of balance.

Requirements:

2.1 Elements within each segment of a building façade, defined by a different roof height, shall be required to be symmetrical. A symmetrical condition is achieved when façade elements and openings are repeated in the same positions on either side of a central vertical line for that segment of façade.

2.2 Parapets shall be enclosed or wrapped to conceal structural supports.



3.0 PRINCIPLE 3 – SCALE

Statement of Principle:

Scale in architecture is relative size. It refers to how we perceive the size of a building element relative to other forms, and to the human body. There are two types of scale: overall scale and human scale.

Overall scale is the legibility of a building from a distance, for example the roofline. Human scale is the legibility of elements when one is very close to a building, for example the storefront details. Good buildings incorporate both types of scale simultaneously.

In keeping with the goals of this manual, human scale will be emphasized. Humans are similar enough in size that dimensions based on the body can be used to establish elements of detail in a building. A place can be measured by our ability to reach out and touch detail and texture.

It is therefore important that up close, buildings possess a level of refinement that is tangible. These details not only provide comfort by allowing one to judge the size of a space, but also give it human scale and intimacy.

Requirements:

- 3.1 Façades shall incorporate a minimum of two (2) continuous details refined to the scale of 12 inches or less within the first 10 feet of the building wall, measured vertically at street level.



4.0 PRINCIPLE 4 – PROPORTION

Statement of Principle:

Proportion refers to the relationship of two ratios, for example, height to width. In architecture, this can refer to the overall building mass as well as openings for windows and doors within it.

The human body contains a rich system of proportions with relationships between the body and face. Much research has been done relating proportions of human form to laws of nature and mathematics. Significant among these systems of thought, the Golden Section (1:1.618) is found repeatedly throughout the relationships of parts in the human body. These proportions have been used in architecture for over two thousand years to create a sense of natural order, over and above the individual style.

Significant for this manual is the fundamental premise that vertical proportions in architecture relate to the upright human body. Buildings and spaces that communicate a vertical proportion relate inherently to the understanding of the living human form, doors and windows that follow these proportions confirm this understanding.

Architectural features can be used to organize the perceived mass of larger buildings. Building features such as columns, piers, rooflines and brick patterns can divide and create vertical orientation on a large surface. Once these proportions have been established, windows and doors should reinforce the vertical orientation of the composition.

Requirements:

- 4.1 The frontage of buildings shall be divided into architecturally distinct sections no more than sixty (60) feet in width with each section taller than it is wide.
- 4.2 Except for industrial buildings, windows and storefront glazing shall be divided to be either square or vertical in proportion so that each section is taller than it is wide.



5.0 PRINCIPLE 5 – RHYTHM

Statement of Principle:

Rhythm applied to architecture refers to the regular or harmonious recurrence of lines, shapes, forms and details. It incorporates repetition and spacing as a fundamental device to create visual organization.

Studies of human perception show that the mind and eye actually seek some type of organization in order to relate various elements. The viewer is uncomfortable with confusion of unrelated chaos. The mind tends to group items that are objects, or the spaces between objects.

Almost all buildings incorporate elements that are by their very nature repetitive. For example, windows and doors repeatedly puncture a building's surface to allow light and access. When these elements are considered together, they have the potential to create visual rhythm. The result can enliven a surface that is too blank, measure a surface too long, and create visual unity over the façade of the structure.

Architectural elements chosen to repeat on a façade, whether a massing form or detail element, should represent a primary characteristic of the building's identity.

Requirements:

- 5.1 A minimum of one significant detail or massing component shall be repeated no less than three (3) times along each elevation.
- 5.2 The scale of the chosen element shall relate to the scale of the structure.



6.0 PRINCIPLE 6 – TRANSPARENCY

Statement of Principle:

Building façades for new development, reconstruction and major rehabilitation should have larger window areas to share the building interior activities with the street.

Windows and doors narrate the uses of the inside of the building to the observer and are a measure of how public or private these uses are intended to be. For example, storefront windows at street level are more expansive, suggesting common uses, while upper level are smaller, indicating more private uses.

The design of storefronts in particular can enhance pedestrian activity. New development, reconstruction and major rehabilitation buildings should provide a high level of transparency at the street level in order to visually connect activities within and outside of the building.

Seen from the outside, it is the openings in a wall that create one of the strongest visual impacts beyond the wall itself. As design elements, windows and doors provide the opportunity to accomplish many of the other façade principles.

Requirements:

6.1 Façades of new development, reconstruction and major rehabilitation shall incorporate transparent features (windows and doors) over a minimum percentage of the surface area of street fronting façades. Minimum percentages for different levels shall be outlined as follows:

- Ground level of retail uses: 50 % of surface area minimum;
- Ground level of office, industrial and other commercial uses: 35% of surface area min.;
- Ground level of any commercial use over 25,000 SF: 25% of surface area min.;
- Upper levels of all uses: 20% surface area minimum
- Secondary façades: 10% of surface area minimum

6.2 Transparency of the ground level shall be calculated within the first 15 feet of the building wall, measured vertically at street level.

6.3 In cases where a building has more than two façades fronting a street or primary travelway, the transparency requirement shall only be required on two façades based on pedestrian traffic and vehicular visibility.

6.4 All ground level windows shall provide direct views to the building's interior or to a lit display area extending a minimum of 3 feet behind the window.



7.0 PRINCIPLE 7 – ARTICULATION

Statement of Principle:

Façades should be organized into three major components; the base, body, and the cap. These elements transcend style and relate architecture to the human body with the visual analogy of feet, torso and head. The feet provide stability, the torso provides height and bulk, and the head provides identity.

BASE: ground level, where the building makes contact with the earth.

BODY: upper architecture, forming the majority of the structure.

CAP: parapet, entablature or roofline, where the building meets the sky.

To the ancient Greeks and Romans, the elements of base, body and cap were essential to architecture and were described through various architectural Orders, each representing in its proportions an ideal expression of harmony and visual unity. These concepts have been updated and employed in building design for over two thousand years.

This suggests both timelessness and a universal relationship to visual psychology. These elements may be present today in varying proportions, and achieved using a wide variety of techniques, but should always be clearly identifiable.

Requirements:

- 7.1 The building façade shall have a clearly identifiable base, body and cap with horizontal elements separating these components.
- 7.2 The component described as the body shall constitute a minimum of 50% of the total building height.
- 7.3 For sloped roofs, the cap may exceed the height of the body provided that:
 - a. The wall shall be 100% unitized masonry; and
 - b. One or more vertical features, or rhythmic elements, shall extend above the wall or be installed on the roof to interrupt the roof expanse and create visual sections.



8.0 PRINCIPLE 8 – EXPRESSION

Statement of Principle:

The principle of structural expression creates façades with inherent visual logic and provides a human comfort level to the observer corresponding to our intuitive understanding of gravity.

Beams and columns, whether expressed or concealed on the façade, form a structural framework that defines modules of space. In the construction of architecture, structural elements must span across spaces and transmit their loads through vertical supports to a building's foundation. The size and proportion of these elements are directly related to the structural tasks they perform.

Elevation design should work within the framework of chosen materials. Design and detailing of materials should result in an authentic appearing structure, with dimensions and spans of visible materials related to their own structural properties.

For example, masonry elements should display characteristics of load-bearing design such as arches and headers that relate directly to columns or pilasters below. Alternatively, steel elements should display characteristics of framed structural members.

Requirements:

- 8.1 All masonry elements designed to appear as load-bearing shall be visually supported by other masonry elements directly below.
- 8.2 On masonry building walls, expressed or implied structural piers shall be evident as vertical alignments on the façade.



9.0 PRINCIPLE 9 – COLOR

Statement of Principle:

Brick, concrete, and stone have their own inherent color and should be left in their natural state to weather over time. Paint can be used to complement and accent other exterior building materials. To ensure there is consistency, the City of Mesquite requires a project-based palette related to color.

Proposed color schemes shall incorporate a base primary color for each building. Each building within a complex does not need to be on the same base primary color but the color must be compatible with other selected colors on the site.

In the case of buildings that are entirely of brick, concrete or stone, the base color may be the natural color of the material.

Color definitions are as follows:

Color Palette: *A color scheme that incorporates related colors of complimentary hues and shades.*

Primary Color: *One to three base colors chosen to dominate a color scheme.*

Accent Color: *A contrasting color used to emphasize architectural elements.*

Requirements:

- 9.1 No more than two primary colors for each building segment may be proposed with a maximum of two secondary accent colors. If accent colors are to be used, they shall be described and used throughout the development.
- 9.2 Brick, concrete, and stone have their own inherent color and shall be left in their natural state to weather over time. Masonry materials shall be earth tone colors. Paint can be used to complement and accent other exterior building materials.
- 9.3 To ensure that there is consistency, the City of Mesquite requires a project-based palette/board shall be submitted for architectural review and approval.
- 9.4 Accent colors may be used on scale details (Principle 3) and rhythmic details (Principle 5) to provide corporate identity.
- 9.5 The color palette shall include samples of all materials to be used in the exterior façade of the buildings. Proposed color schemes shall incorporate a base primary color for each building. Each building within a complex does not need to be of the same base primary color but the color shall be compatible with other selected colors on the site.



10.0 SITE CONSIDERATIONS

Statement of Principle:

Site design elements can have a significant and positive overall impact. In addition to the elements outlined below, further information on site planning and design elements can be found in the City of Mesquite Development Standards.

10.1 BUILDING SETBACKS

Statement of Principle:

The relationship of buildings to the street or parking area contributes to the character of the overall site. Whether uniform or varied, the setback informs the appearance and feel of the complex.



10.2 LANDSCAPE AND PEDESTRIAN CIRCULATION (HARDSCAPE)

Statement of Principle:

Landscape design can be used to unify a site with a clear concept of spatial hierarchy, pedestrian and vehicular circulation, material selection, and creation of special features, gathering spaces, and defined public open space. It can also be used to segment or add verticality to expansive facades in redevelopment situations where strict compliance with other façade principles is not possible.

Street trees can enclose and define the streetscape, native vegetation can provide a natural transition between uses and parcels, and significant sites, gateways, and entrances can be enhanced by special plantings. The paved, accent portion of the landscape such as sidewalks, crosswalks, terraces, or plazas greatly contribute to the character and attractiveness of a place. Such accenting can also enhance the safety of an area, emphasizing pedestrian crossings in front of storefronts with brick pavers or other material change. This can be further enhanced with special planting and lighting effects.



10.3 LIGHTING

Statement of Principle:

The selection of light fixtures, pole types, lamp color and style all contribute to the character and sense of place within a complex.



10.4 AMENITIES

Statement of Principle:

Patio seating, a plaza with several benches, a promenade, a playground, a water feature, and a clock tower are examples of amenities that could be provided on a site to contribute to its “sense of place.”



Requirements:

- 10.4.1 Play areas in conjunction with restaurants and restaurants with drive-through facilities shall be enclosed with building façades.
- 10.4.2 Stalls for drive-in restaurants shall be situated behind the primary façade of the building.

10.5 SERVICE ELEMENTS

Statement of Principle

The intent is to screen from public view mechanical equipment and service related elements such as dumpsters. Mechanical equipment and dumpsters are necessary elements, but do not enhance the overall appearance of the site. Often attempts at “hiding” such functional items actually highlights their presence. The City of Mesquite recognizes the need for easy access to the service areas, yet also recognizes that simple screening or incorporation within the building architecture can do much to minimize the impact on a site.

10.6 TRASH CONTAINMENT AND DUMPSTER

Requirements:

10.6.1 Dumpster facilities shall be located away from residential areas.

10.6.2 Structure screening shall be made from the same unitized masonry material as the associated building façade.

10.6.3 Fencing is only allowed in certain cases – the fence and dumpster shall not be visible from a public roadway.

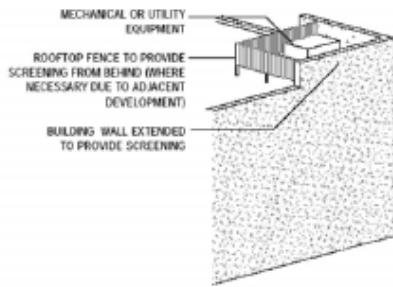
10.6.4 Fencing shall be wrought iron entrance gates with architectural detail if adjacent to public access.



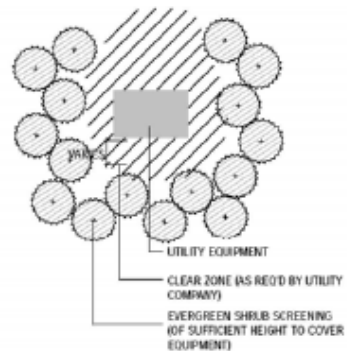
10.7 MECHANICAL AND UTILITY EQUIPMENT

Requirements:

- 10.7.1 These items shall be located on roofs or in rear yards and must be screened from view of a public roadway or adjacent property.
- 10.7.2 If located on a roof, structure screening shall be made from masonry material to reflect that of the associated building façade (ex. parapet wall).
- 10.7.3 Noise mitigation is of concern. If equipment generates over 60 decibels, and the site is adjacent to any residential development, the equipment must incorporate mufflers or other noise reducing equipment.



ROOFTOP SCREENING



UTILITY SCREENING (GROUND)

10.8 ACCESSORY BUILDINGS

Statement of Principle:

Accessory buildings affect the overall appearance and functionality of the site. They should not be treated as after-thoughts that stand out for their utilitarian look or interference with high-quality landscape design or the pedestrian-orientation of the site.

Requirements:

- 10.8.1 Accessory buildings shall meet the requirement of Principle 1 and shall use the same unitized masonry material as the principal façade of the primary building.
- 10.8.2 The Director may waive or modify other requirements of this manual based upon the size, use and disposition of the accessory building. Generally, the larger the accessory building, the more requirements shall be met.

11.0 OFFICE AND INDUSTRIAL PARKS

Statement of Intent

Clustered office and industrial facilities can serve as significant employment centers and tax generators for local economies. Given its proximity to major expressways, the City of Mesquite is well positioned to attract and sustain development of this nature. The following requirements have been created to ensure that Office and Industrial Parks contribute to the attractiveness of Mesquite as a place to live and work. An office or industrial park and the buildings that comprise it shall meet the requirements of this section in addition to the façade principles and other requirements of this manual.

Requirements for an Office or Industrial Park:

- 11.1 Unless otherwise designated in the Planned Development concept plan, all building façades within an office or industrial park shall be deemed principal façades. Any of the masonry materials specified in Sections 1.1 and 1.2 (except cement board) may be used in any percentage, which shall be consistent on all facades, to achieve a uniform design and appearance. Principle 4 shall not apply.
- 11.2 All structures within an office or industrial park shall share a common architectural theme, and building façades shall be consistent in color, materials, and design.
- 11.3 The office or industrial park shall incorporate hardscape, lighting, and amenities of Site Consideration Sections 10.2, 10.3, and 10.4.



DEFINITIONS

Accent Color

A contrasting color used to emphasize architectural elements.

Base

Where the building makes contact with the earth, ground level.

Body

It is the upper architecture, which forms the majority of the structure.

Cap

A parapet, entablature or roofline of a building; where the building meets the sky. The height of a sloped roof in elevation view shall be considered the cap.

Civic Buildings

For purposes of this manual, civic buildings shall consist of the following:

- College or University Facilities
- Public Community Recreation Facilities
- Convention Center
- Cultural Institutions
- Detention Facilities
- Public Works Facilities
- Parks and Recreation Facilities
- U.S. Postal Facilities
- Public Primary Education Facilities
- Public Secondary Education Facilities
- Public Safety Facilities

Color Palette

A color scheme that incorporates related colors of complimentary hues and shades.

Development Activity

New construction (including expansion), redevelopment, rehabilitation, remodeling, renovation or modification of a building or structure

Director

The Director of Community Development

Drive-Through Facility

Restaurants where most customers order and are served their food at a counter or in a motor vehicle in packages prepared to leave the premises, or able to be taken to a table or counter to be consumed. These types of facilities do not include To-Go orders from restaurants where food and beverages are prepared, served, and consumed primarily within the principal building.

Hardscape

Nonliving components of a streetscape or landscape design, such as paved walkways, walls, sculpture, patios, stone and gravel areas, benches, fountains, and similar hard-surface areas and objects.

Human Scale

Human scale is the legibility of elements when one is very close to a building, for example the storefront details.

Impervious Cover

Any hard-surfaced, man-made area that does not readily absorb or retain water, including but not limited to building roofs, parking and drive way areas, sidewalks and paved recreation areas.

Light Fixture

The complete lighting assembly (including the lamp, housing, reflectors, lenses and shields), less the support assembly (pole or mounting bracket); a light fixture.

Modification

The alteration of any façade element or characteristic that is governed by Principles 1-9.

Overall Scale

Overall scale is the legibility of a building from a distance, for example the roofline.

Parks, Office or Industrial

A tract or tracts of land approved as a Planned Development district to include an integrated facility for two or more separate office or industrial buildings and supporting ancillary uses with special attention given to pedestrian and vehicular circulation, parking, utility needs, aesthetics, open space, and compatibility within a campus setting.

Primary Color

One to three base colors chosen to dominate a color scheme.

Principal Façade

The elevation(s) of a building that fronts on a street or on an internal or external public or pedestrian-oriented travelway. A building may have more than one principal facade.

Publicly Visible

A site, building, structure, object, or any part thereof, that is visible from a public street or the other area to which the public has legal access, from a vantage point of three feet to six feet off the ground.

Scale

The relative size of a building.

Secondary Façade

The elevation(s) of a building other than its principal facade(s).

Travelway

Pedestrian, bicycle and/or automobile access points or drives into the site, locations of ingress and egress, and drives that connect other parcels with the site. A travelway does not include service alleys.

SAC APPLICATION FORM
STATEMENT OF ARCHITECTURAL COMPATIBILITY

APPLICATION

SECTION 1

A Statement of Architectural Compatibility (SAC) is required as a submission with all site plans for buildings within the Military Parkway – Scyene Corridor Overlay District (MP-SC), and other new construction, redevelopment and rehabilitation in all other areas of the city as required by the *Community Appearance Manual (CAM)* for the City of Mesquite. The SAC shall be submitted as a part of the site plan submittal on the City of Mesquite *SAC Application Form*. The portion of the SAC application related to the façade design and material samples is required for individual parcels as well as multi-building developments located in the MP-SC and all other city areas.

Existing Zoning requirements or SAC’s approved for any of the property subject to this application are superseded by the *CAM* and this SAC. Amendment to an SAC may be made to incorporate additional colors to create an expanded color palate (family of color) for an existing SAC.

Applications are reviewed for compliance by the City of Mesquite Planning Division and approved by the Director of Community Development. The information provided within this application, and approved by the City of Mesquite’s Director of Community Development will be binding on future buildings on any parcel noted below as being part of this application.

Development Name: _____

Location: _____

Subdivision or Site Plan Case Number: _____

City of Mesquite Property Identification Number for each parcel to which this application applies:

Authorized Agent for Plan Application Information
Contact Person: _____

Address: _____

Telephone: _____ Fax: _____ Email: _____

Owner/Developer: _____

Address: _____

Telephone: _____ Fax: _____ Email: _____

Owner’s Signature: _____ Date: _____

In filing this plan I do hereby acknowledge that I am the owner or an owner of the property to be developed and am authorized to sign this document and in doing so agree to firmly bind myself and any other owner and my/our heirs, executors, administrators, successors and assigns jointly and severally to abide by these guidelines as approved in all future development/construction on the properties listed herein. I/we hereby designate _____ to serve as my/our agent regarding this application, to receive and respond to administrative comments, to resubmit plans on my/our behalf and to represent me in any discussion regarding this application. Furthermore, I/we acknowledge that notation shall be required to be placed on all plats that record property within the boundaries of this SAC Application stating that future development is subject to applicable SAC on file with the City of Mesquite Planning Department.

SAC APPLICATION FORM

SECTION 5 – SITE CONSIDERATIONS

Building Setbacks:

Landscape and Pedestrian Circulation (Hardscape):

Lighting:

Amentities:

Service Elements:

SECTION 6 – APPROVAL

I hereby certify that this document has been reviewed and meets the requirements of the City of Mesquite for the Community Appearance Manual.

Signature:

Date:



Façade Overlay Examples

4: PROPORTION OVERLAY

Square or Vertical Window Proportions

Vertical Building Proportions

SAMPLE CALCULATIONS

Building Segment Ratio: Height: _____ ft Width: _____ ft (H>W Required)

Window and Door Ratio: Height: _____ ft Width: _____ ft (H=W or H>W)

5: RHYTHM OVERLAY

Equal Spacing

Repeating Elements (3 minimum)

SAMPLE CALCULATIONS
Graphic Overlay Only
(No Calculations Required)

6: TRANSPARENCY OVERLAY

Upper Level Glazing _____ sf

Ground Level Glazing _____ sf

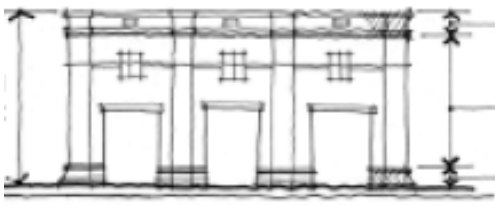
SAMPLE CALCULATIONS

Ground Level Surface Area (W x H-1):	_____ sf		
Area of Required Windows and Doors:	Retail Uses (x .50)	=	_____ sf min.
(Calculated within first 15 feet of height)	Other Uses (x .35)	=	_____ sf min.
	Uses >25,000 sf (x .25)	=	_____ sf min.
Upper Levels' Surface Area (W x H-2):	_____ sf		
Area of Required Windows and Doors:	All Uses (x .20)	=	_____ sf min.

Façade Overlay Examples

7: ARTICULATION OVERLAY

Total Height



Cap = _____ ft

Body = _____ ft

Base = _____ ft

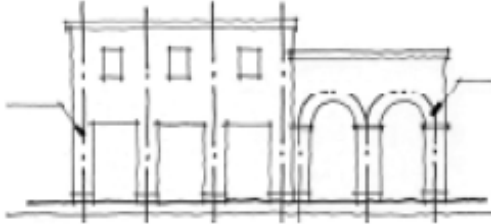
SAMPLE CALCULATIONS

Total Building Height: _____ ft

Minimum Height of Body: (x .50) = _____ ft

8: EXPRESSION OVERLAY

Implied Vertical Alignments




Arches Transfer Loads over Piers

SAMPLE CALCULATIONS

Graphic Overlay Only
(No Calculations Required)

9: COLOR OVERLAY

A-1



P-2

P-1

A-2

Graphic Overlay Only (No Calculations Required)

Primary Color (P-1): _____

Primary Color (P-2): _____

Accent Color (A-1): _____

Accent Color (A-2): _____