



**Orange County,  
California**

# DESIGN GUIDELINES



# *City of Huntington Beach*

## *Urban Design Guidelines*

*( September 5, 2000)*

*Prepared by the City of Huntington Beach Planning Department and Urban Design Studio*

*Adopted by City Council Resolution No. 2000-87, on September 5, 2000*

### *City Council*

*Dave Garofalo, Mayor*  
*Tom Harman, Mayor Pro-Tem*  
*Peter Green*  
*Ralph Bauer*  
*Shirley Dettloff*  
*Pam Julien*  
*Dave Sullivan*

# *Acknowledgements*

## *Planning Commission*

*Gerald Chapman, Chair*  
*Connie Mandic, Vice Chair*  
*Bob Biddle*  
*Edward Kerins*  
*Tom Livengood*  
*Jan Shomaker*  
*Fred Speaker*

## *Design Review Board*

*Robert Eberle, Chair*  
*Edward Kerins, Vice Chair*  
*Chuck Davis*  
*Kristin Doerschlag*  
*Howard Zelefsky*

## *Urban Design Guidelines Subcommittee*

### *City Council Members:*

*Ralph Bauer*  
*Shirley Dettloff*

### *Planning Commission Members:*

*Tom Livengood*  
*Connie Mandic*

### *At Large Members:*

*Mike Adams*  
*Stephen Bone*  
*Bob Corona*

### *City Staff:*

*Howard Zelefsky*  
*Scott Hess*  
*Amy Wolfe*  
*Mike Mudd*  
*Daryl Smith*

### *Consultants:*

*Urban Design Studio/ Mark J. Brodeur*

# Table of Contents

<b>I.</b>	<b>User Guide to the Urban Design Guidelines Manual</b> .....	1-1
A.	Introduction/ Urban Design & City Image .....	1-1
B.	Urban Design Guidelines Objectives .....	1-1
C.	Applicability.....	1-2
D.	Exemptions .....	1-2
E.	Organization.....	1-2
F.	How to Use the Design Guidelines .....	1-3
G.	Interpretation .....	1-3
H.	Glossary of Terms .....	1-4
<b>II.</b>	<b>Single-Family Detached Residential</b> .....	2-1
A.	Introduction .....	2-1
B.	General Design Objectives.....	2-1
C.	Site Planning .....	2-2
1.	Grading .....	2-2
2.	Compatibility.....	2-2
3.	Site Entry and Edge Design .....	2-3
4.	Building Siting/ Lot Design .....	2-3
5.	Streets .....	2-5
6.	Sidewalks .....	2-5
7.	Driveways .....	2-5
8.	Garage Location .....	2-5
9.	Open Space .....	2-5
10.	Walls and Fences .....	2-6
11.	Paving .....	2-7
12.	Lighting.....	2-7
D.	Architectural Guidelines .....	2-8
1.	Architectural Imagery.....	2-8
2.	Building Façade and Roof Articulation.....	2-8
3.	Fenestation .....	2-9
4.	Garage Design.....	2-9
5.	Building Materials and Colors .....	2-10
E.	Landscaping Guidelines .....	2-11
1.	Standard Guidelines .....	2-11
2.	Slope Revegetation and Erosion Control.....	2-11
F.	Traditional Neighborhood Design Guidelines.....	2-12
1.	Neighborhood Form.....	2-12
2.	Circulation.....	2-12
3.	Architecture.....	2-12

---

	4. Lighting.....	2-12
G.	Public Safety Through Design .....	2-13
<b>III.</b>	<b>Multi-Family Residential.....</b>	<b>3-1</b>
A.	Introduction.....	3-1
B.	General Design Objectives.....	3-1
C.	Site Planning .....	3-2
	1. Grading .....	3-2
	2. Compatibility.....	3-2
	3. Site Entry and Edge Design .....	3-3
	4. Building Siting.....	3-3
	5. Vehicular Access/ Circulation/ Parking .....	3-3
	6. Pedestrian Circulation .....	3-4
	7. Open Space .....	3-4
	8. Utility and Mechanical Equipment.....	3-5
	9. Refuse and Storage Areas .....	3-5
	10. Walls and Fences .....	3-5
	11. Paving .....	3-6
	12. Lighting.....	3-6
D.	Architectural Guidelines .....	3-7
	1. Architectural Imagery.....	3-7
	2. Building Façade and Roof Articulation.....	3-7
	3. Fenestration.....	3-8
	4. Garage Design.....	3-9
	5. Building Materials and Colors .....	3-9
E.	Landscaping Guidelines .....	3-10
	1. Standard Guidelines .....	3-10
	2. Slope Revegetation and Erosion Control.....	3-11
	3. Plant Maintenance and Irrigation .....	3-11
F.	Public Safety Through Design .....	3-12
<b>IV.</b>	<b>General Commercial.....</b>	<b>4-1</b>
A.	Introduction.....	4-1
B.	General Design Objectives.....	4-1
C.	Site Planning .....	4-2
	1. Grading .....	4-2
	2. Compatibility.....	4-2
	3. Site Entry Design .....	4-2
	4. Building Siting.....	4-3
	5. Vehicular Access/ Circulation/ Parking .....	4-6
	6. Pedestrian Circulation .....	4-6
	7. Plazas and Courtyards .....	4-7
	8. Auxiliary Structures/ Areas .....	4-7
	9. Loading and Delivery.....	4-8
	10. Utility and Mechanical Equipment.....	4-8
	11. Refuse and Storage Areas .....	4-8

12.	Walls and Fences .....	4-9
13.	Paving .....	4-9
14.	Lighting.....	4-9
15.	Other Site Amenities .....	4-9
D.	Architectural Guidelines .....	4-12
1.	Architectural Imagery.....	4-12
2.	Building Façade and Roof Articulation.....	4-12
3.	Fenestration.....	4-13
4.	Building Materials and Colors .....	4-13
E.	Landscaping Guidelines .....	4-14
1.	Standard Guidelines .....	4-14
2.	Parking Lot Landscaping .....	4-15
3.	Slope Revegetation and Erosion Control.....	4-16
4.	Plant Maintenance and Irrigation .....	4-16
F.	Public Safety Through Design .....	4-17
<b>V.</b>	<b>Downtown/Main Street Commercial.....</b>	<b>5-1</b>
A.	Introduction.....	5-1
B.	General Design Objectives.....	5-1

PART I – Private Improvements

C.	Site Planning .....	5-2
D.	Architectural Guidelines .....	5-3
1.	Architectural Imagery.....	5-3
2.	Building Form and Mass .....	5-4
3.	Views .....	5-5
4.	Environment.....	5-5
5.	Building Materials and Colors .....	5-5
6.	Roofs and Upper Story Details.....	5-6
7.	Windows .....	5-7
8.	Doorways and Entrances .....	5-7
9.	Exterior Stairways .....	5-8
10.	Balconies and Rooftops.....	5-8
11.	Arches and Arcades .....	5-9
12.	Plazas/ Courtyards.....	5-9
13.	Walls and Fences .....	5-10
14.	Other Building Elements/ Details.....	5-10
15.	Focal Elements .....	5-10
16.	Parking Structures .....	5-10
E.	Storefront Design Guidelines .....	5-11
1.	Storefront Details .....	5-11
F.	Building Additions and Renovation Guidelines.....	5-13
1.	Preserve Traditional Features and Decoration.....	5-13
2.	Removal of Elements Inconsistent with Original Facades .....	5-13
3.	Storefront Renovation .....	5-13

---

4.	Window replacement .....	5-13
5.	Door Replacement.....	5-14
6.	Awnings .....	5-14
7.	Repair and Cleaning .....	5-16
8.	Replacement of Unavailable Components .....	5-16
9.	Additions to Existing Structures .....	5-16
10.	Seismic Retrofitting.....	5-16
G.	Landscaping .....	5-17
H.	Lighting.....	5-17
I.	Signs .....	5-18
1.	Sign Design .....	5-18
2.	Awning Signs.....	5-21
3.	Banners .....	5-21
4.	Canopy Signs .....	5-22
5.	Freestanding Signs .....	5-22
6.	Wall Signs .....	5-22
7.	Window Signs.....	5-23

**PART I – Private Improvements**

A.	Lighting.....	5-24
B.	Signage and Gateways.....	5-26
C.	Medians.....	5-28
D.	Intersection Enhancement .....	5-30
E.	Paving .....	5-33
F.	Street Furniture .....	5-34
G.	Street Trees .....	5-35

<b>VI.</b>	<b>Special Consideration Commercial Guidelines .....</b>	<b>6-1</b>
A.	Offices .....	6-1
1.	Description .....	6-1
2.	Site Planning .....	6-1
3.	Building Design .....	6-2
B.	Vehicle Dealerships .....	6-3
1.	Description .....	6-3
2.	Site Planning .....	6-3
3.	Building Design .....	6-3
C.	Service Stations and Car Washes .....	6-4
1.	Description .....	6-4
2.	Site Planning .....	6-4
3.	Building Design .....	6-5
D.	Auto Repair Service .....	6-6
1.	Description .....	6-6
2.	Site Planning .....	6-6
3.	Building Design .....	6-6
E.	Hotels and Motels .....	6-7

1.	Description .....	6-7
2.	Site Planning .....	6-7
3.	Building Design .....	6-7
F.	Drive-Through and Drive-In Businesses .....	6-8
1.	Description .....	6-8
2.	Site Planning .....	6-8
3.	Building Design .....	6-8
G.	Big Box Retail.....	6-9
1.	Description .....	6-9
2.	Site Planning .....	6-9
3.	Building Design .....	6-9
H.	Mixed Use Projects .....	6-11
1.	Description .....	6-11
2.	Site Planning .....	6-11
3.	Building Design .....	6-11
<b>VII.</b>	<b>Industrial/Business Park.....</b>	<b>7-1</b>
A.	Introduction .....	7-1
B.	General Design Objectives.....	7-1
C.	Site Planning .....	7-1
1.	Grading .....	7-1
2.	Compatibility.....	7-2
3.	Site Entry Design .....	7-2
4.	Building Siting .....	7-2
5.	Vehicular Access/ Circulation/ Parking .....	7-3
6.	Pedestrian Circulation .....	7-3
7.	Plazas/ Courtyards and Recreation Areas.....	7-4
8.	Loading and Delivery.....	7-4
9.	Utility and Mechanical Equipment.....	7-4
10.	Refuse and Storage Areas .....	7-4
11.	Walls and Fences .....	7-5
12.	Paving .....	7-6
13.	Lighting.....	7-6
D.	Architectural Guidelines .....	7-7
1.	Architectural Imagery.....	7-7
2.	Building Façade and Roof Articulation.....	7-7
3.	Fenestration.....	7-8
4.	Building Materials and Colors .....	7-8
E.	Landscaping Guidelines .....	7-9
1.	Standard Guidelines .....	7-9
2.	Parking Lot Landscaping .....	7-10
3.	Slope Revegetation and Erosion Control.....	7-10
4.	Plant Maintenance and Irrigation .....	7-10
F.	Public Safety Through Design .....	7-12

<b>VIII. Signs</b>	8-1
A. Introduction	8-1
B. General Design Objectives	8-1
C. General Sign Design Guidelines	8-2
1. Color	8-2
2. Materials	8-3
3. Sign Copy/ Lettering Style/ Spacing	8-3
4. Sign Illumination	8-4
5. Placement	8-4
D. Wall and Building Signs	8-5
E. Projecting Signs	8-5
F. Window Signs	8-5
G. Awning Signs	8-6
H. Freestanding Monument Signs	8-6
<b>IX. Streetscape Guidelines</b>	9-1
A. Introduction	9-1
B. General Design Objectives	9-1
C. Wall Treatments	9-3
D. Proposed Plant Palette	9-4
E. Median Concepts	9-5
F. Parkway Concepts	9-6
G. Beach Boulevard, Goldenwest Street, Brookhurst Street, Edinger Avenue Warner Avenue and Adams Avenue Furniture Palette	9-7
H. Bolsa Chica and Pacific Coast Highway Furniture Palette	9-8
I. Entry Signage	9-9
<b>X. Public Art Guidelines</b>	10-1
A. Introduction	10-1
B. General Design Objectives	10-1
C. Public Art is Good Business	10-2
D. The Goal of Collaboration and Integration	10-2
E. City Review	10-2
1. Development of a Project Art Plan	10-2
2. Art Reports and Documentation	10-3
F. Working with Art Consultants	10-3
G. Selecting Artists	10-3
H. Eligible types of Artwork	10-4
I. Artwork Location	10-4
J. Lighting	10-4
K. Ownership and Maintenance	10-4

---

**XI. District-Specific Guidelines** ..... 11-1

    A. Introduction ..... 11-1

        1. Old Town ..... 11-2

        2. Seacliff ..... 11-3

        3. Ellis-Golden West Quadrant ..... 11-4

        4. Southeast Residential ..... 11-5

        5. Northwest Residential District ..... 11-6

        6. Huntington Beach Harbour ..... 11-7

        7. Downtown ..... 11-8

        8. Beach Commercial Corridor ..... 11-9

        9. Edinger Commercial Corridor ..... 11-10

        10. Brookhurst Commercial Corridor ..... 11-11

        11. Bolsa Chica Wetlands ..... 11-12

        12. Central Park/Library ..... 11-13

        13. Coast & Beach ..... 11-14

        14. Edison & Sanitation ..... 11-15

        15. Gothard Industrial Corridor ..... 11-16

        16. Northwest Industrial ..... 11-17

**XII. Appendix** .....

    1. City of Huntington Beach General Plan/ Huntington Beach Subarea Map &  
        Community District Subarea Schedule .....

# Chapter 1

## User Guide to the Urban Design Guidelines Manual

### A. Introduction/ Urban Design & City Image

Urban Design is the aspect of architecture and planning that deals with the design of structures and spaces. As a profession or product, it is considered both an “art” and “science” and could be utilized to enhance the form, character and vitality of communities.

The City of Huntington Beach currently projects an overall weak visual image. Most areas within the City are simply spaces of residential, commercial, governmental, and employment activities. Numerous visual elements confuse, diffuse, and weaken the community’s identity. Proper urban design principles can and should be used to mitigate existing poor planning and architectural design in Huntington Beach.

Fostering or enhancing the positive identity elements of individual community areas that make up the City is key to strengthening the City’s overall image and ability of a person to identify it uniquely with Huntington Beach. Minimizing weaknesses that negatively contribute to the visual quality of the community (e.g. residential tract walls along collectors, secondary and arterial streets; poorly designed buildings; inconsistent sign styles and sizes; lack of landscaping along some street medians) is necessary in order to improve the visual and functional quality of the existing built environment.

The Urban Design Element of the General Plan includes a comprehensive list of urban design issues that must be considered and addressed by new development. The guidelines in this document in conjunction with the goals, objectives, policies standards and principles set forth in the General Plan are intended to improve the City’s image and strengthen the public and private realm.



*Downtown Huntington Beach*

### B. Urban Design Guidelines Objectives

The Urban Design Guidelines promote high quality development that will:

- Implement goals, objectives and policies of the General Plan for the orderly development of the City
- Enhance the City’s unique identity and character and contribute to a positive City image
- Stimulate investment and strengthen the economic vitality of the City
- Contribute to a positive physical image and identity of the City
- Maintain and protect the value of property
- Maintain a high quality of life without causing unnecessary high public or private costs for development or unduly restricting private enterprise, initiative, or innovation in design.

The guidelines acknowledge the prevailing development patterns within the area today, promote positive existing design characteristics, encourage design freedom, foster innovative design solutions and complement mandatory development standards.

### C. Applicability

The provisions of this manual are applicable to most development types within the City of Huntington Beach. Each chapter specifies the types of development to which it applies. Where General Plan goals, objectives and policies and Land Use Element Community District and/or Subarea schedule design and development standards and/ or site specific plans guide development of a location within the City, this Urban Design Guidelines Manual will serve as a supplement.



The Urban Design Guidelines will be utilized during the project review process to encourage the highest level of design quality, and creativity.

Any new building, additions, exterior alterations, or landscaping, and any modification to an approved landscaping plan or parking lot design should adhere to the applicable Design Guidelines.

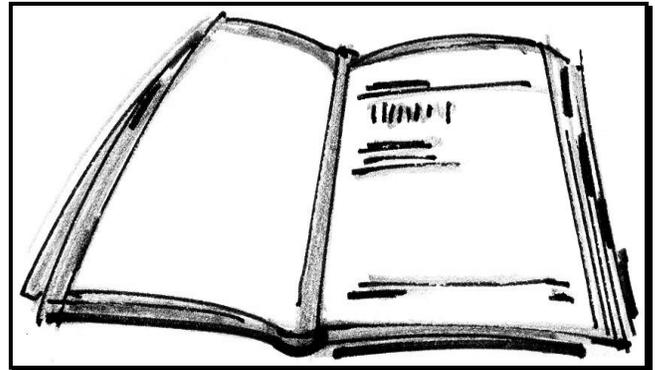
### D. Exemptions

When in compliance with all other City ordinances, the following projects are exempt from all provisions of this Design Guidelines Manual:

- Projects that involve the development of three (3) or less single-family units and are not subject to any other discretionary review or approval
- Underground construction, which will not leave any significant, permanent marks on the surface after completion. Utility boxes, piping and appurtenances, are considered “significant permanent marks”
- Maintenance work on buildings, landscaping, or grounds (including parking lots) which does not significantly alter the appearance or function of the building, landscaping, or grounds
- Interior remodeling work
- Temporary uses and structures as defined by the City of Huntington Beach Zoning and Subdivision Ordinance

### E. Organization

The Urban Design Guidelines manual is organized in 11 chapters which cover major land use categories including residential, commercial and industrial uses. Separate chapters are dedicated to Downtown/ Main Street, Streetscape, Special Consideration Commercial, District Specific, Sign and Public Art guidelines. Project applicants should review relevant chapters of this Design Guidelines Manual prior to beginning a project’s design.



## **F. How to Use the Design Guidelines**

The Urban Design Guidelines should be used as a starting point for the creative design process and should not be looked upon as the only solution for design. Owners of properties within the City of Huntington Beach should strive to be creative and innovative, and should look beyond franchise or boilerplate architectural and landscape design treatment.

Developers and property owners should involve City staff, community groups, affected property owners, tenants, merchants, and business owners in the design process prior to making a significant investment.

## **G. Interpretation**

The Urban Design Guidelines are less quantitative than mandatory development standards and may be interpreted with some flexibility.

Guidelines which employ the word “*shall*” are intended to be mandatory and applied as stated. Guidelines which employ the word “*should*” are discretionary and alternative measures may be considered if the measures meet or exceed the intent of the guidelines. Guidelines using the words “*encouraged*” or “*discouraged*” are not mandatory, but express a more or less desirable design solution.

## H. Glossary of Terms

The following terms are used within this guideline manual. For terms not defined in this glossary, please refer to the City of Huntington Beach General Plan and/or Zoning Ordinance.

**Aesthetics** - The branch of philosophy that deals with the nature of aesthetic beauty, design and taste.

**Alignment (Architectural)** - The alignment and placement of architectural elements such as windows, cornice elements, soffits, awnings, etc. or structures in order to promote blockscape continuity.

**Alley** - A public or private way permanently reserved for primarily vehicular access to the rear or side of properties.



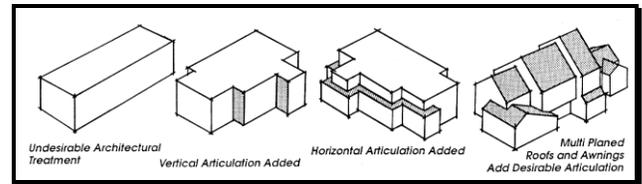
*Alley*

**Arcade** - A series of arches supported on piers or columns.

**Arch** - A curved structure for spanning an opening such as a door or window.

**Arterial** - Any street, highway or road designated as an arterial street in the General Plan.

**Articulation** - A method or manner of joining that makes the united parts clear and distinct in relation to each other. A highly articulated surface is typically composed of a number of different planes, usually made distinct by their change in direction (projections and recesses) and/or changes in materials, colors or textures.



*Various types of articulation*

**Awning** - A roof like cover of canvas or other material extending over building openings to provide protection from the sun and rain.

**Balcony** - A platform that projects from the wall of a building, typically above the first level, and is surrounded by a rail, balustrade or parapet.

**Baluster** - Any of a number of closely spaced supports for a railing. Also called a banister.

**Balustrade** - A series of balusters surmounted by a rail.

**Bay (Structural)** - A spatial division element in a building defined by beams or ribs and their supports.

**Bay Window** - A window that projects out from an exterior wall.



*Balcony*

**Blockscape/ Blockface** - The properties abutting on one side of a street and lying between the two nearest intersecting or intercepting streets, or nearest intersecting or intercepting street and railroad right-of-way, unsubdivided land, watercourse, or city boundary.

**Building** - Any structure having a roof supported by columns or walls for the housing or enclosure of persons, animals, chattels, or property of any kind.

**Bulkhead** - The space located between the pavement/sidewalk and the bottom of a traditional storefront window.

**Canopy** - A projection over a niche or doorway; often decorative or decorated.

**Carport** - A permanent roofed accessory structure with not more than two enclosed sides intended for vehicle storage.



*Carport*

**Casement Window** - Window with hinges to the side and a vertical opening either on the side or in the center.

**City** - The City of Huntington Beach.

**Colonnade** - A series of regularly shaped columns supporting a roof structure.

**Column** - A vertical support, usually cylindrical, consisting of a base, shaft and capital, either monolithic or built up of drums the full diameter of the shaft.

**Cornice** - A continuous molded projection that crowns a wall or other construction or divides it horizontally for compositional purposes.

**Corridor** - The passageway providing the principal or occasional means of vehicle and pedestrian movement in the community, interconnecting land uses and activities



*Huntington Beach corridors*

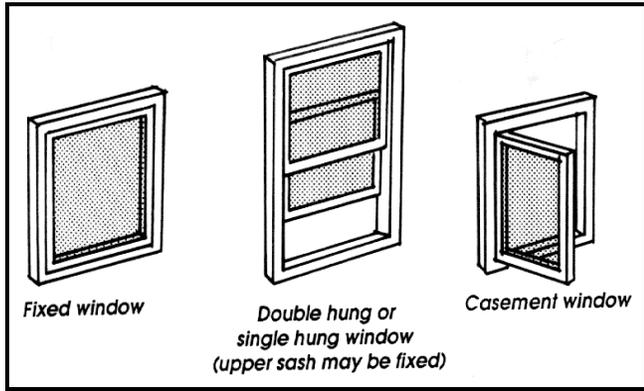
**Curb Cuts** - The elimination of a street curb to enable vehicles to cross sidewalks and enter driveways or parking lots.

**Defensible Space** - A term referring to spaces (e.g. courtyard, parking lot, or street frontage) designed to discourage crime. Elements that contribute to establishing defensible spaces are entryways and windows that open toward the space, unobstructed views, lighting, and active use.

**Density** - The number of housing units per unit of land; usually density is expressed “per acre.”

**District** - Part of a larger urban area with common distinguishing characteristics such as building form, detail, building type, use, activity, and/or topography.

**Double Hung Window** - A window with an upper and low sash arranged so that each slides vertically past the other.



*Double Hung Windows*

**Eaves** - The overhang at the lower edge of the roof which usually projects out over the exterior walls of the structure.

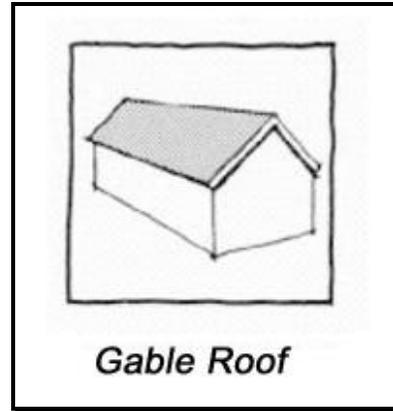
**Facade** - The front of a building or any of its sides facing public way or spaces frequently distinguished by its architectural treatment.

**Fascia** - The outer horizontal surface on a cornice or eave.

**Fenestration** - The arrangement and design of windows and other exterior openings of a building.

**Focal Point** - A building, object or natural element that serves as a point of attraction, attention or activity.

**Gable** - The triangular portion of a wall enclosing the end of a pitched roof from cornice or eaves to ridge.

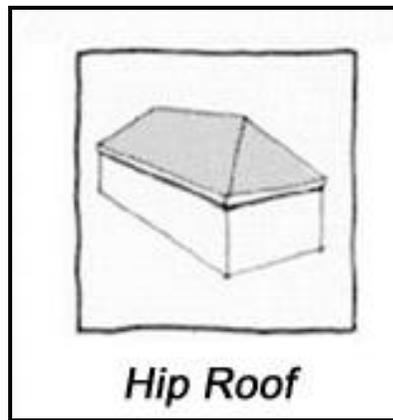


*Gable Roof*

**Grade/Street** - The top of the curb, or the top of the edge of the pavement or traveled way where no curb exists.

**Hardscape** - Any type of a decorative paving material such as interlocking pavers, stamped concrete, natural stone tiles etc. which are integrated within the landscape concept of a development proposal.

**Hip Roof** - A roof having sloping ends and sides meeting at an inclined projecting angle.



*Hip Roof*

**Infill** - Improvements within an existing developed area.

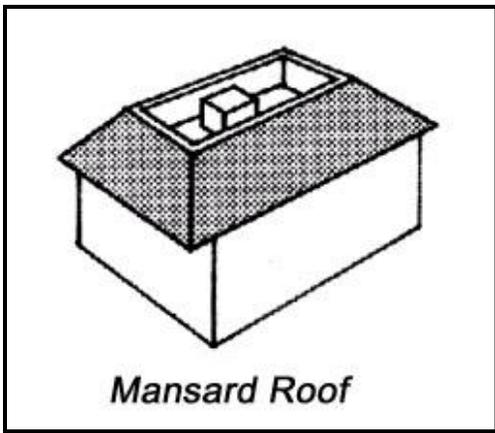
**Intensity** - the degree to which land is used. Intensity typically refer to the levels of concentration or activity of land uses.

**Landscaping** - An area devoted to or developed and maintained with native or exotic planting, lawn, ground cover, gardens, trees, shrubs, and other plant materials, decorative outdoor landscape elements, pools, fountains, water feature, paved or decorated surfaces of rock, stone, brick, block, or similar material (excluding driveways, parking, loading, or storage areas), and sculpture elements. Plants on rooftops, porches or in boxes attached to buildings are not considered landscaping.

**Lintel** - A horizontal support member (beam) that supports a load over an opening, as a window or door opening, usually made of wood, stone or steel; may be exposed or obscured by wall coverings.

**Lot** - Any numbered of lettered parcel shown on a recorded final map, record of survey pursuant to an approved division of land, or a parcel map and abuts a street, alley or recorded access easement.

**Mansard** - A roof having on each side a steeper pitched lower roof part and a shallower pitched roof upper part. In contemporary commercial development, the second portion of the roof is replaced with a flat roof or an equipment well.



**Masonry** - Construction with units of various natural or manufactured products as stone, brick and concrete block.

**Mass** - The physical volume or bulk of a solid body. Mass describes three-dimensional forms, the simplest of which are cubes, boxes (or "rectangular solids"), cylinders, pyramids and cones. Buildings are rarely one of these simple forms, but generally

are composites of varying types of assets. This composition is generally described as the "massing" of forms in a building.

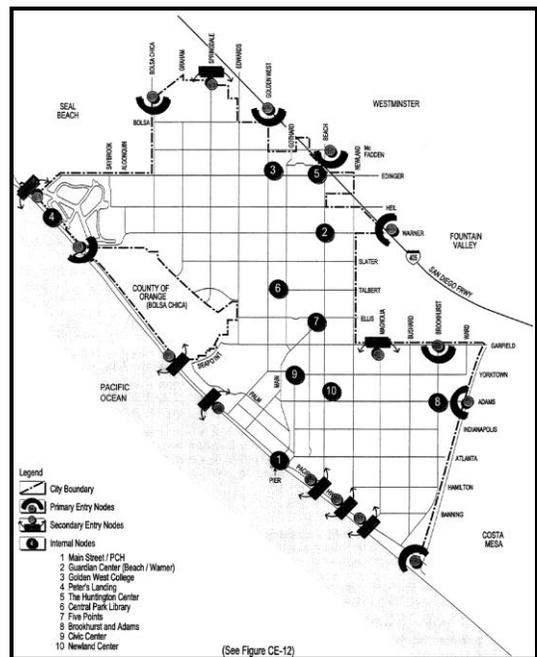
During the design process, massing is one of many aspects of form considered by an architect or designer and can be the result of both exterior and interior design considerations. Building massing can identify an entry, denote a stairway or simply create a desirable form.

Landscape architects utilize the concept of massing in the design of open space areas, parks and plazas. Plant masses area often used to fill a space, define the boundary of an open area, or extend the perceived form of an architectural element.

**Monolithic** - A single large flat surface (facade) without relief. A massive uniform structure.

**Mullions** - The divisional members in a multi-paned window.

**Node** - A significant focal point in an urban environment, such as a public square or street intersection, that is a center or junction of movement and activity.



Nodes in Huntington Beach

**Off-Street Loading Facilities** - A site or portion of a site devoted to the loading or unloading of motor vehicles or trailers, including loading berths, aisles, access drives, and landscaped areas.

**Off-Street Parking Facilities** - A site or portion of a site devoted to the off-street parking of motor vehicles, including parking spaces, aisles, access drives, and landscaped areas.

**Ornamentation** - Accessories, articles or details added to a structure solely for decorative reasons (i.e. to add shape, texture or color to an architectural composition).

**Parapet** - A low protective wall at the edge of a terrace, balcony or roof especially that part of an exterior wall, firewall or party wall that rises above the roof surface.

**Pattern** - The use of construction materials to add texture, character, scale, and balance to a building.

**Pergola** - A structure consisting of parallel colonnade supporting an open roof of cross rafters.

**Pier** - A vertical supporting structure, column or pillar.

**Pilaster** - A column attached to a wall or pier. A vertical feature projecting from a wall, architecturally treated as a column.

**Pitch** - The slope of a roof commonly expressed in terms of inches of vertical rise per foot of horizontal run.

**Planned development communities** - A development pattern which includes a mix of residential unit types and densities, community commercial uses, schools and open spaces.

**Porch** - An opened or covered platform, usually having a separate roof, at an entrance to a dwelling, or an open or enclosed gallery or room, which is not heated or cooled, that is attached to the outside of a building.



**Project** - Any proposal for new or changed use, or for new construction, alteration, or enlargement of any structure, that is subject to the provisions of this manual.

**Private Property** - Property owned in fee by an individual, corporation, partnership, or a group of individuals as opposed to public property.

**Proportion** - The comparative, proper or harmonious relation of one part to another or to the whole with respect to magnitude quantity or degree.

**Public Art** - Any form of art located in a public space or private space open to public view.

**Public Property** - Property dedicated through acquisition or easement for public use which includes but is not limited to streets, alleys, parks, public rights of ways, landscaped areas, and sidewalks.



*Public Art*

**Reconstruction** - The act or process of depicting, by means of new construction the form, features, and detailing of a non-surviving site, landscape, building, structure or object for the purpose of replicating its appearance at a specific period of time and in its historic location.

**Recycling, Adaptive Reuse** - The reuse of older structures that would have otherwise been demolished, often involving extensive restoration or rehabilitation of the interior and/or exterior to accommodate the new use.

**Rehabilitation** - The act or process of making possible a compatible use for a property through repair, alterations, and additions while preserving those portions or features which convey its historical, cultural or architectural values.

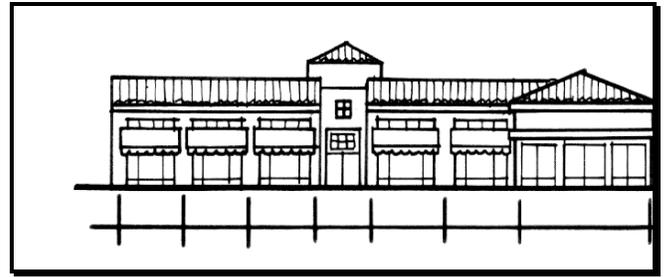
**Remodeling** - The upgrade of the interior or exterior faces of a building or structure without altering to any degree the structural integrity.

**Relief** - A projection of a figure or form from the flat background plane on which it is formed.

**Restoration** - The act or process of accurately depicting the form, features, and character of a property as it appeared at a particular period of time by means of the removal of features from other periods in its history and reconstruction of missing features from the restoration period. The limited and sensitive upgrading of mechanical, electrical, and plumbing systems and other code-required work to make properties functional is appropriate within a restoration project.

**Reveal** - The vertical side section of a doorway or window frame.

**Rhythm (Horizontal, Vertical)** - The regular or harmonious recurrence of lines, shapes, forms, elements or colors, usually within a proportional system.



*Rhythm*

**Ridge** - A horizontal line of intersection at the top between two sloping planes of a roof.

**Rustication** - A method of forming stonework with recessed joints and smooth or roughly textured block faces.

**Sash** - The framework into which windowpanes are set.

**Scale (Human)** - The size or proportion of a building element or space relative to the structural or functional dimension of the human body.

**Setback Line** - A line across the front, side, rear of any property or public property which delineates an area adjoining a property line in which erection of a building, fence, or other structure is prohibited except as otherwise provided in the zoning ordinance.

**Shake** - Split wood shingles.

**Siding** - A material such as shingles or boards used for surfacing the exterior of a frame building (with the exception of masonry). The term cladding is often used to describe any exterior wall covering, including masonry.

**Sill** - The horizontal framing member that forms the lower side of an opening.

**Site** - A lot, or group of contiguous lots that are proposed for development.

**Storefront** - The traditional "main street" facade bounded by a structural pier on either side, the sidewalk on the bottom and the lower edge of the upper facade on top.



*Outdoor dining in front of storefronts  
in Huntington Beach*

**Story** - The portion of a building included between the surface of any floor and the surface of the floor or finished undersurface of the roof directly above it.

**Street Wall** - The edges created by buildings and landscaping that enclose the street and create space.

**Stucco** - An exterior finish, usually textured, composed of cement, lime and sand mixed with water.

**Superblock** - A development pattern defined by arterials based on a one mile grid.

**Transom** - The horizontal division or crossbar separating a doorway from a window or fan light above it.

**Texture** - The visual and especially tactile quality of a surface apart from its color and form. A building texture refers to variations in the exterior facade and may be described in terms of roughness of the surface material, the patterns inherent in the material or the patterns in which the material is placed. Texture and lack of texture influence the mass, scale and rhythm of a building. Texture can add intimate scale to large buildings by the use of small detailed patterns (e.g. brick masonry patterns).

**Town lot** - A development pattern which consists of small lots and short blocks developed on a consistent grid pattern.

**Trellis** - A frame supporting open lattice work used

as a screen or a support for growing vines or plants.

**Trim** - The decorative finished woodwork or the like used to decorate border, or protect the edges of openings or surfaces.

**Yard** - An open space on the same site as a structure, unoccupied and unobstructed by structures from the ground upward except as otherwise provided in the zoning ordinance, including a front yard, side yard, or rear yard.

**Z-Lot** - A parcel designed in a “Z” configuration.

**Zero-lot-line Lot** - A parcel which may be developed with zero side, rear or front yard building setbacks.