

GUIDELINES

- G1. Minimize *blank walls* and *unoccupied spaces* along commercial and industrial *frontages* along streets and *public open spaces*.
- G2. Provide a *setback* for commercial *frontage* along *primary streets* to allow for transitions and future sidewalk widening.
- G3. Design accommodation for restaurant sewerage utilities into the building, such as grease traps and interceptors.
- G4. If security gates are used, integrate them into the overall architectural design scheme of the development.



Fig. 4.1 Provide a setback for along *primary streets* to allow for transitions and future sidewalk widening.

CITY OF SAN JOSE DESIGN GUIDELINES

SAN JOSE, CA

Creating Development Standards and Guidelines

Covering 180 square miles, San José is the largest city in the Bay Area, extending from the San Francisco Bay to the Santa Clara Valley foothills. San José is composed of diverse communities spread across a well-established mix of residential, commercial, and industrial uses; public parks; cultural institutions; and employment centers.

Over the past 20 years, San José's population has grown by over 15 percent and transitioned to more urban development to accommodate this growth. These conditions are both an asset and a challenge in supporting cohesive development that reflects the individual needs and character of its neighborhoods. VMWP worked with the City of San José to create a set of Design Guidelines that work in conjunction with other City documents and regulations to ensure that buildings throughout San José have high-quality design and are appropriate for their site, function, and neighborhood.

The San José Citywide Design Guidelines and Standards apply overarching site and development criteria to areas that are not currently subject to any existing guidelines



Fig. 4.2 Provide active commercial uses physically accessible by pedestrians from streets, sidewalks, or paseos.

ELEMENTS EXPLORED

- Site Context, Access, and Organization
- Building Massing, Access and Entry, and Elements
- Pedestrian Level Treatments, Open Space Design, and Public Art
- Specific Development Types; Residential, Commercial, Industrial

Client: City of San José

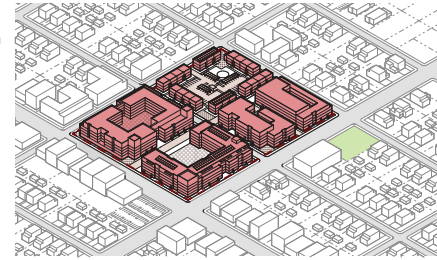
Project scale: Residential and Commercial Design Guidelines

Reference:

Leila Hakimzadeh, Supervising Urban Designer/Planner
Planning, Building and Code Enforcement
City of San Jose
408.535.7818
leila.hakimzadeh@sanjoseca.gov

1 SITE

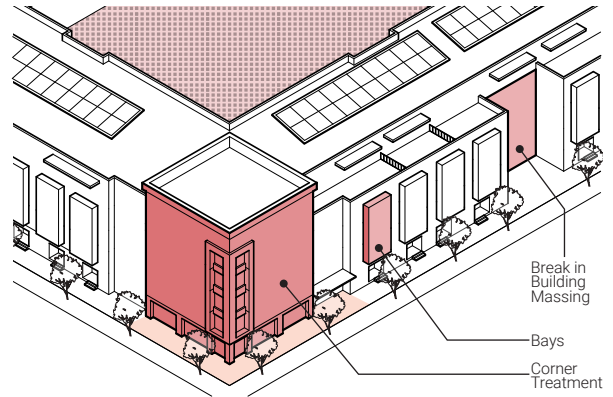
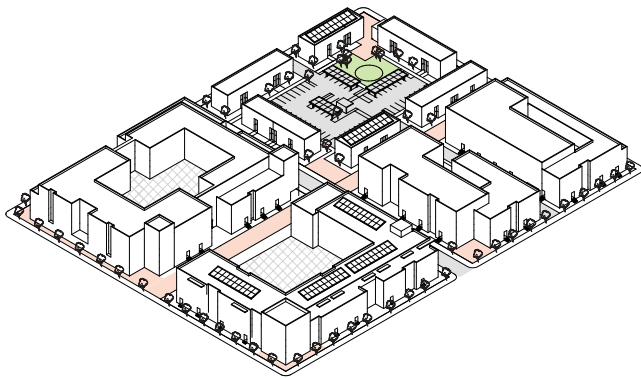
Reflect the character of the surrounding neighborhood and the site's location within the City. Orient internal circulation and buildings to align with existing and future circulation routes. Use the existing patterns of development to inform project design. (Chapter 2 - Site)



Illustrative development

2 BUILDING

Design massing and form to concentrate building and activity intensity at appropriate locations and provide transitions to lower intensity areas. (Chapter 3 - Building)



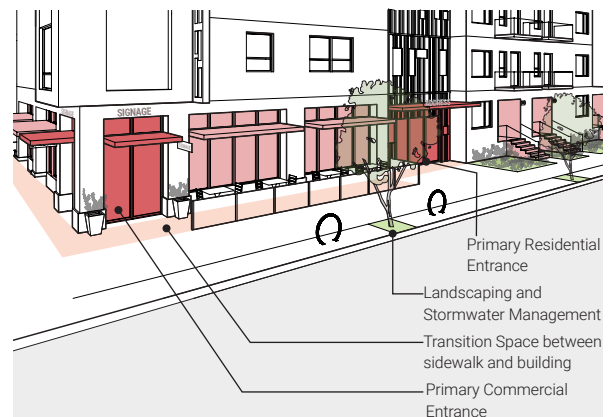
Break in Building Massing
Bays
Corner Treatment

3 PEDESTRIAN LEVEL

Add visual interest to building façades to complement the development's surroundings and enliven the *public realm*. (Chapter 4 - Pedestrian Level)



Window Pattern
Sun shades/awnings
Material Change
Unit Entries / Stoops
Residential Signage
Retail Frontage & Signage



Primary Residential Entrance
Landscaping and Stormwater Management
Transition Space between sidewalk and building
Primary Commercial Entrance