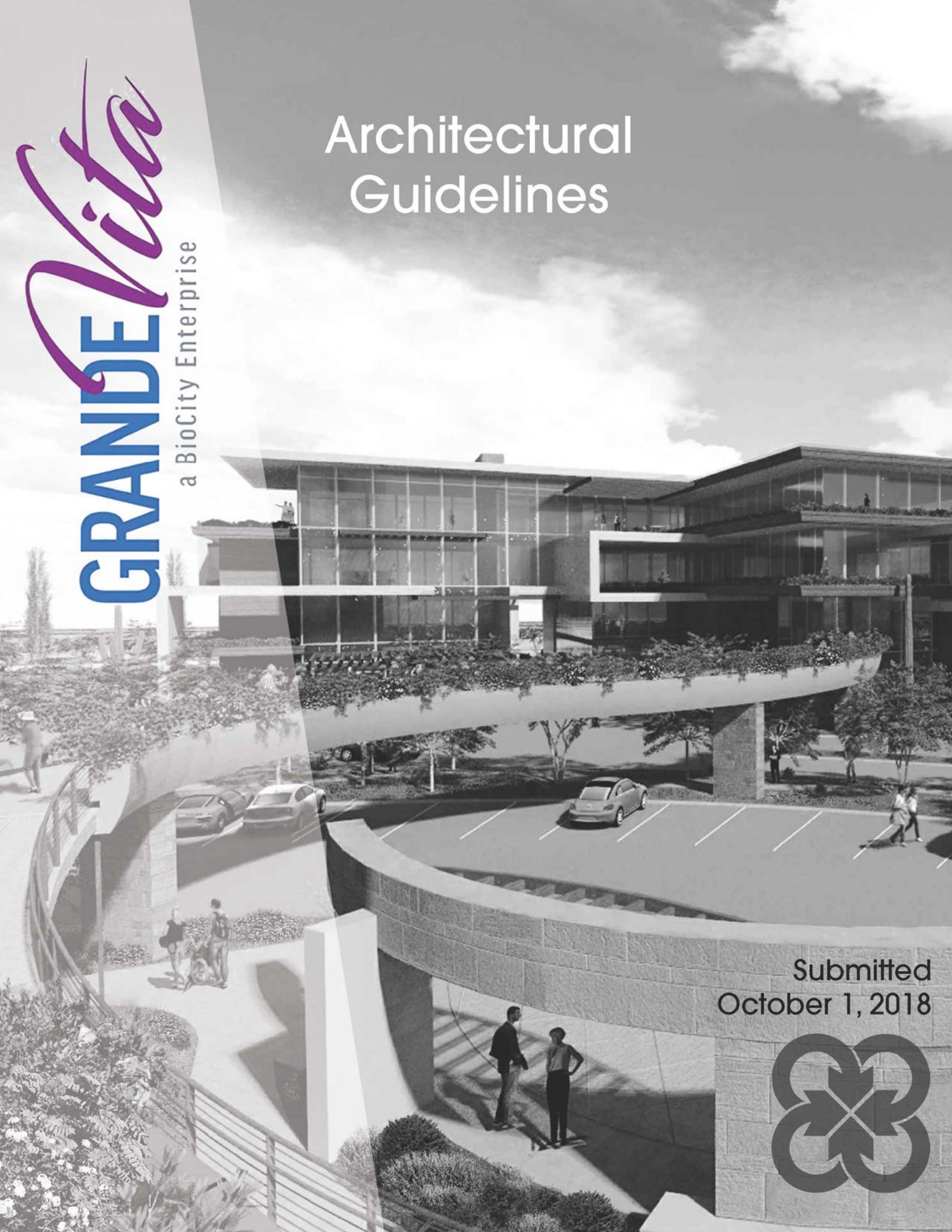


Architectural Guidelines



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GrandeVita a BioCity Enterprise Architectural Guidelines

Mesa, Arizona

Submitted to:

City of Mesa

Planning Division

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1 Architectural Guidelines

These Architectural Design Guidelines are intended to serve present and future lot developers, tenants, and their design teams with general design criteria for each project. These Guidelines shall be considered and implemented, and written approval issued by the Architectural Design Committee (ADC) for projects to be developed within the Property.

1.1 Architectural Design

An overall architectural design theme will be specified for the development with the first phase of site development during the design review process with the City. While no exact architectural style will be dictated, architectural standards for the development will be established to encourage a contemporary desert modern approach. The goal of the architectural standards is to encourage elements and materials that will provide architectural identity and harmony throughout the development.

1.2 Architectural Character

Architectural embellishments and detailing such as textural changes, piers, pilasters, offsets, recesses, shading strategies, and color combinations shall be encouraged to create interesting building facades that provide character to large buildings, provide identity to the building and building entrances, create a sense of human scale and comfort, and create a continuity among the buildings in order to create a contextual campus feel.

1.3 Massing

Massing is the arrangement of three-dimensional building solids that form the exterior of the home. Each building must be composed of multiple masses with each mass distinguished by a minimum vertical or horizontal offset of 2 feet. At least two distinct masses must be visible from each building elevation. For those buildings that are 5,000 square feet or greater, at least three distinct masses must be visible from each building elevation. In all cases, no singular building mass should exceed 2,500 square feet.

1.4 Property Owners Association/ CCR's

The Owner may create a Property Owners Association (POA) that will enforce the covenants, conditions, and restrictions (CCR's) to be recorded with the Final Plat for the first phase of site development. If created, the primary function of the POA will be to serve as the Architectural Design Committee (ADC) to establish pre-development design criteria with prospective users and to manage and maintain the common area amenities associated with a mixed-use employment project. The ADC will discuss and review building architecture, site improvements, landscaping and screening requirements. The ADC will complete its initial review of a project's preliminary design concepts prior to their application for Site Plan approval through the City of Mesa. Unless otherwise specified by the CC&R's, the Owner will serve as both the manager of

POA and the ADC until such date as the Owner shall elect to transfer control of the POA to its Members (lot owners).

1.5 Maintenance Responsibilities

Owner/Developer shall initially maintain Common Areas within the Project Site and any improvements thereon. At such time that a POA is created, the Developer may transfer Common Area maintenance responsibilities to the POA, who shall perform such duties pursuant to the Project's Covenants. All common area improvements installed with any phase of development will remain the responsibility of the POA until such time that adjacent on-site development occurs and those defined common area improvements and maintenance responsibilities can be transferred to the individual lot owner (s).

1.6 Roof Mounted Mechanical Equipment

All roof mounted mechanical equipment shall be screened from public view by building parapets or screened enclosures around roof-mounted equipment as required in Chapter 30-9 A. 1. Roof-mounted equipment screening shall be constructed as an encompassing monolithic unit, rather than as several individual screens (i.e., multiple equipment screens, or "hats," surrounding individual elements shall not be permitted). The height of the screening element shall equal or exceed the height of the structure's tallest piece of installed equipment.

1.7 Building Material

A wide variety of building materials may be used to create the architectural detailing referred to above in 4.1 and 4.2. Exterior walls shall use a combination of materials and colors to create interesting building elevations that continue and enhance the theme of the project architecture. All elevations shall be further defined by building offsets, recessed panels, glass curtain walls or storefronts as appropriate, change in color, materials, and texture, etc., or equivalent as approved by the ADC and the City of Mesa during Site Plan Approval. All buildings located within this project shall be architecturally styled to achieve harmony and continuity of design. Building elevations shall be coordinated with regard to color, texture, materials, finishes, and form. All signage shall be integrated into the building design. Side and rear walls of buildings or structures shall be coordinated with the front walls and those publicly visible portions of the side walls.

1.8 Color Coordination

All exterior colors, materials, and finishes for the principal structure must incorporate sophisticated "middle tones" compatible with existing buildings in the development to achieve design conformity. Accent features may incorporate other colors, materials, and finishes used to express unique design elements, corporate logos, and/or color.

1.9 Roofs

All roofs shall be of a material, texture and color approved by the DRC. The appearance of the campus theme overall will be an important contemplation. The color of roofs must adhere to the color standards set forth by these Design Guidelines (see “Exterior Colors,” above). Dominant colors such as black, white, red or tiles with a high content of red-orange or terra cotta colors detract from the natural colors of the landscape and are prohibited.

1.10 Foundation

All exterior wall materials must be continued down to finish grade, thereby eliminating unfinished foundation walls and/or footing, outside or inside beyond 12” in height.

1.11 Awnings

No attached awnings will be allowed.

1.12 Ancillary Structures

All ancillary structures, including but not limited to ramadas, gazebos and pool pavilions, should be designed in the same architectural style as the campus theme, including use of colors, exterior material and landscaping. Walls, courtyards or other major design elements must visually connect them.

1.13 Loading Areas:

All loading areas shall be screened from streets as follows:

All truck loading or loading docks shall be located at the rear or side of the buildings away from pedestrian and street view. If located upon the side of the building, loading areas must be screened from street frontage either by an architectural feature of the building or by a combination of a continuous wall, minimum of six feet (6’) in height, or eight feet (8’) as determined by the ADC and the City of Mesa.

1.14 Refuse Collection or Mechanical Areas

All outdoor refuse facilities shall be visually screened from streets and adjacent property as referenced in Chapter 30-12 of the Mesa Zoning Ordinance. These refuse facilities shall have minimum six feet (6’) high screen walls along with access doors and shall follow the project’s design theme approved by the ADC and the City of Mesa.

1.15 The Character Storyboard

The attached renderings of this project help to illustrate the quality and consistency of building material and colors. These renderings present what could be developed as a theme. The consistency presents itself in the use of light colored building masses with steel, metal panels, large stone panels, decorative masonry, natural stone veneers, decorative glass, hi-tech synthetics, rammed earth, wood, and painted stucco or EIFS panels as materials or accent materials. As long as the materials are consistent, then the ratio of material use may vary, yet still support a consistent theme.