

GALLERY PARK, MESA

DESIGN GUIDELINES

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CONTENTS

CHAPTER 1	PROJECT VISION	4
	1.1 Introduction	
	1.2 What does it look like	
	1.3 What does it feel like	
	1.4 What does it include	
	1.5 The Park	
	1.6 The Art Program	
CHAPTER 2	SITE INFORMATION	12
	2.1 Vicinity Map	
	2.2 Context Site Aerial	
	2.3 Illustrative Site Plan	
	2.4 Vehicular Circulation	
	2.5 Pedestrian Circulation	
	2.6 Subdivision Lot Plan	
	2.7 Setback Table	
CHAPTER 3	ARCHITECTURAL DESIGN GUIDELINES	20
	3.1 Architectural Vision - Introduction	
	3.2 Building Styles	
	3.2.1 Heritage	
	3.2.2 Warm Modern	
	3.2.3 Adaptive Reuse	
	3.3 Materials	
	3.3.1 Brick	
	3.3.2 Decorative Masonry	
	3.3.3 Natural Stone	
	3.3.4 Concrete	
	3.3.5 Wood	
	3.3.6 Glass	
	3.3.7 Metal Wall & Roof Panels	
	3.3.8 Limited Finish Materials	
	3.4 Design Element Requirements	
	3.4.1 Design Element Requirements by Lot	
	3.4.2 Special Materials	
	3.4.3 Architectural Feature: Large Overhangs	
	3.4.4 Architectural Feature: Wood Soffits	
	3.4.5 Architectural Feature: Entry Statement	
	3.4.6 Architectural Feature: Upper Balcony or Roof Deck	
	3.4.7 Architectural Feature: 2+ Building Styles	
	3.4.8 Architectural Feature: Decorative Screening	
	3.4.9 Special Plantings	
	3.5 Color Palette	
	3.6 Key Design Considerations	
	3.6.1 Environmental Comfort	
	3.6.2 Form and Scale	
	3.6.3 Screening	
	3.6.4 Parking Area Requirements	
	3.6.5 Building Lighting	
	3.6.6 Site Lighting	

CONTENTS

CHAPTER 4	ENVIRONMENTAL GRAPHICS	56
	4.1 Sign Types & Comprehensive Plan	
	4.2 Project Identification Signs	
	4.3 Sample Building/Tenant Signs	
CHAPTER 5	LANDSCAPE DESIGN GUIDELINES	61
	5.0 Rendered Landscape Plan	
	5.1 Landscape Design Guidelines & Character	
	5.2 Landscape Zones + Plant Palette	
	5.3 Hardscape Design Guidelines & Character	
	5.4 Hardscape Materials	
	5.5 Site Amenities	
	5.6 Site Furnishings	
	5.7 Landscape Lighting	

1.0 PROJECT VISION

The following chapter will include:

- 1.1 Introduction
- 1.2 What does it look like
- 1.3 What does it feel like
- 1.4 What does it include
- 1.5 The Park
- 1.6 The Art Program

1.1 INTRODUCTION

GALLERY PARK... A VISION FOR SOMETHING GREAT

With a deep appreciation for the importance of placemaking and a desire to create authenticity through thoughtful building design, the developers of Gallery Park have conceived what will soon prove to be the southeast valley's most endearing mixed-use lifestyle center. The area's finest culinary experiences, specialty retail and family friendly entertainment blend with Class 'A' office around imaginatively designed open spaces that invite artistic expressions and experiences. A fresh and welcomed destination for meaningful community interaction, Gallery Park will become a regional draw to the residents of Mesa, Gilbert, Chandler, Queen Creek and the San Tan Valley.

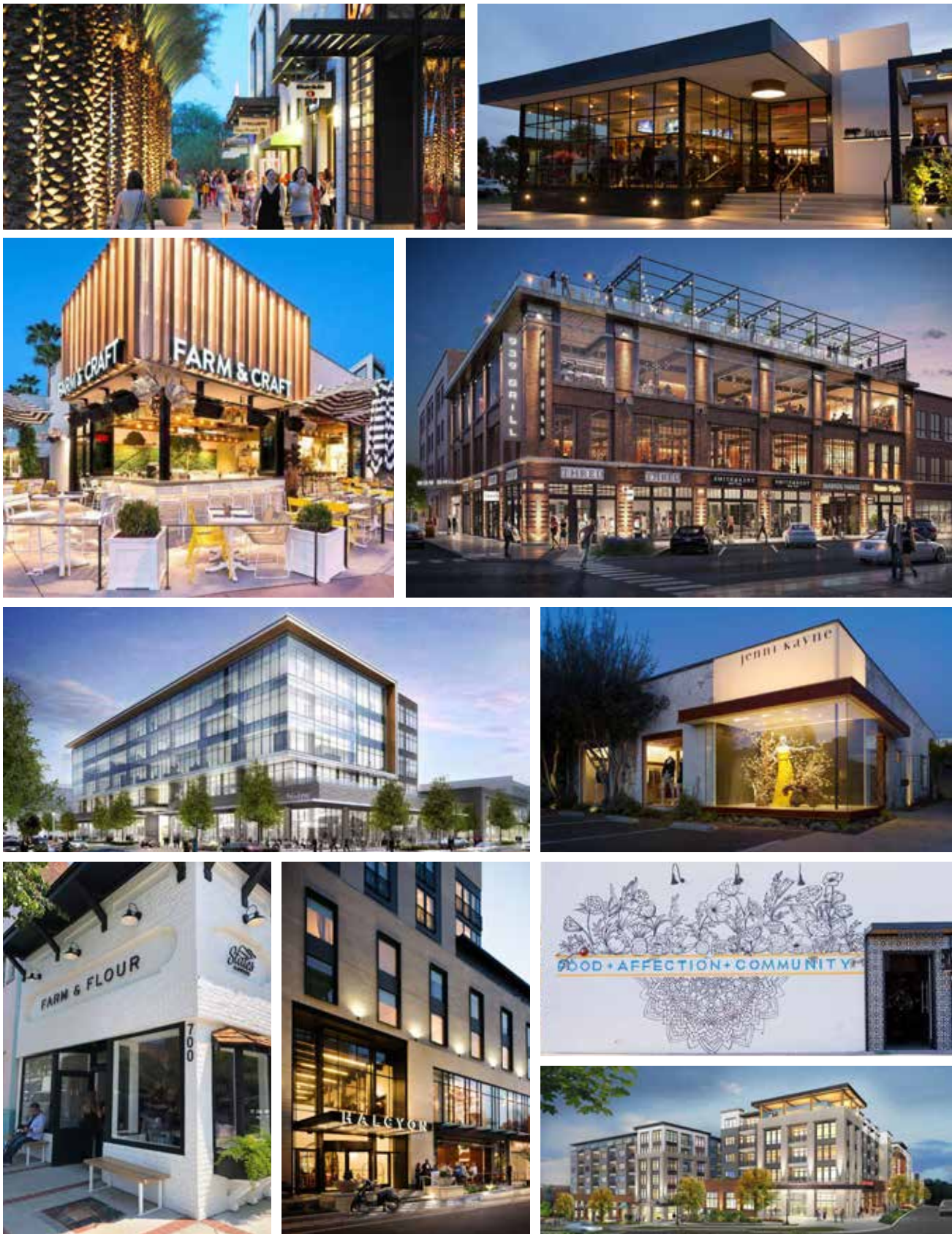
Whether patrons grab breakfast or a coffee on their way to work, enjoy a convenient lunch, visit with co-workers at happy hour, or toast with friends and loved ones at one of Gallery Park's many chef-driven culinary mainstays, the project's out-of-the box beverage and dining collection will provide a welcome alternative to a market starved for creativity, originality and an elevated dining experience.

For a lucky few, Gallery Park will serve as home. Whether staying overnight at one of its hotels, living within the richly amenitized luxury apartment homes, or owning an urban inspired residence above the vibrant main street core, Gallery Park's options to rest and reside will set a new standard for the east valley. For businesses and corporations who recognize the benefits of personal wellness and happiness of its employees, the project's integrated hotel and residential offerings may prove invaluable when deciding to also call Gallery Park their home.

Gallery Park's prominence on the Loop 202 San Tan freeway at the intersection of Power Road, positions the project to serve as a landmark for those traveling in and out of the Phoenix Mesa Gateway Airport as well those visiting the ASU Polytechnic campus due south of the site. The high visibility at this intersection also provides a unique opportunity to promote both the office and restaurant tenants situated along the freeway, as well as those deeper into the site. Such freeway presence, seldom afforded to those without a larger regional or national footprint, will enhance the project's brand awareness while promoting the unique mixed-use offering that can only be found at Gallery Park.



1.2 WHAT DOES IT LOOK LIKE



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1.3 WHAT DOES IT FEEL LIKE



1.4 WHAT DOES IT INCLUDE



1.4 WHAT DOES IT INCLUDE

Land Use Tabulations ⁽¹⁾⁽²⁾

Land Uses	Commercial		
	Areas (SF)	No. of Rooms	No. of Units
Commercial Land Uses			
Retail	39,450		
Restaurants	69,500		
Theater/Entertainment			
Building 19 (shown as Theater) ⁽³⁾	47,500		
Office			
Freeway (two 120,000 SF 4-story buildings)	240,000		
Interior (two 54,000 SF 3-story buildings)	108,000		
Hotel			
Hotel 1 (4 or 5-story)		140	
Hotel 2 (4 or 5-story)		140	
Residential - Multi-Family			
Apartments (4-story at south end of site)			420
Condominiums (two levels over commercial along "Main Street")			39
Plan Totals ⁽⁴⁾ (per preliminary site plan) ⁽¹⁾	504,450	280	459

(1) Uses and square footages shown are per site plan at the time the Design Guidelines were prepared. Square footage by sub-use/building to be adjusted based upon demand and user/tenant requirements. The Plan Totals and allocation to be adjusted based upon actual leasing and individual user/tenant requirements.

(2) In order to provide flexibility with regard to the ultimate use of Building 19, as well as to accommodate changes in the size of other buildings on the site, the Developer may approve the deletion of, increase in size/rooms/units, change in use or relocation of any building on the site (together "Approved Changes") so long as the resulting totals for "Commercial Area (SF)", "No. of Rooms" and "No. of Units" do not exceed the Plan Totals shown above (subject to change/increase based upon provided parking⁽⁴⁾). Any such Approved Changes require the written approval of the Developer, in its sole and absolute discretion, which may be withheld for any reason. Approved Changes are still subject to all design review requirements and compliance with all City, State and Federal rules, regulations and requirements.

(3) At the time the Design Guidelines were drafted, Building 19 was envisioned to be a theater. For the purposes of the square footage calculation in this table, the square footage shown is that of a single-story building. Other uses for this building could include single or multi-story retail, restaurants, fitness, office or hotel, all of which could have one or more floors of residential above. The mix of land uses on Building 19 shall need to be determined based upon available parking and the impact on the shared parking model, which should be revisited at that time.

(4) If additional parking is provided in excess of the proposed minimum quantities reflected on the site plan and in the Parking Study, the Developer may increase any or all of the Plan Totals quantities in order to accommodate additional density, so long as the Plan Total of the Commercial Areas (SF) (as may be adjusted for actual commercial areas built on restaurant and retail lots) can still be accommodated on the site without the need to integrate subterranean parking.

1.5 THE PARK

At the end of Gallery Park's tree lined urban style main street, visitors will find the southeast valley's newest community destination. Covered with shade from colonnades of mature date palms and sculptural shade canopies, The Park offers a variety of seating options throughout this thoughtfully designed outdoor space (which will be constructed as part of the phase that includes Lot 17 and/or Lot 18).

Central to The Park, a 900 square foot splash pad with over 30 dancing bubblers is a child's dream come true. This water feature is situated near the center of The Park, in a depressed focal area that provides steps and benches for casual seating opportunities around its perimeter. The Sweet Spot next door provides the kid in everyone with tempting treats such as ice cream to compliment a warm day, or hot cocoa to accompany a chilly evening. A stage anchors the east side of The Park and becomes a venue for weekend community events, movies in the park, or evening concerts hosted by one of the nearby restaurants. The tiered lawn along the west edge of The Park provides seating for parents watching their children play in the splash pad, teenagers Instagramming with friends, or community residents enjoying a weekend concert.

Gallery Park's art program takes center stage here where art installations from young, local artists are featured every month in six different locations throughout The Park. Every Friday and Saturday night, professional artists will entertain patrons with live art sessions. Out of town artists will be invited to share their creativity with the local community during special events. The Gallery, just to the north of the stage, is envisioned to be part Art and part street cafe, providing both a more formal venue for collections to be displayed and a stop along the art walk for those who wish to grab a refreshing beverage or snack.

The Park's splash pad, interactive and ever-changing art exhibits, live music, performing arts presentations and special events will provide a program offering and place to gather, that will result in Gallery Park becoming a regular destination for those in the greater southeast valley. Gallery Park's pulse is at The Park.



1.6 THE ART PROGRAM

Art in the name, Gallery Park, becomes the art in the place. Gallery Park's mix of uses take shape in an eclectic collection of new and old architectural styles, each thoughtfully considered with attention to detail, the contrast of which produces an authentic aesthetic scene and the canvas for an integrated community art experience.

Art comes to life at Gallery Park. Art encounters are programmed throughout Gallery Park's lifestyle experience. Whether driving by on the Freeway or an arrival flight to the airport, glimpses of multi-story murals immediately convey that something distinctive and special is happening in the southeast valley. Located at opportune moments throughout the project, these building paintings, commissioned by the development team and conceived by local artists, animate Gallery Park's new urban context and become the new, hip backdrop for a teenager's Instagram page or a family's Holiday card. These colorful, thought-provoking installations become the prologue of a multi layered art event experienced throughout the site.

Shaded pedestrian pathways connect people to retail, restaurant, hotel and office destinations throughout the site. Owners and tenants who call Gallery Park home each participate in the art program by sponsoring collections within their own space or commissioning pieces that become permanently installed as part of the outdoor art experience. Whether a static sculpture that draws the eye, a kinetic sculpture that moves with the wind, or installations that come to life through human interaction, all invite photo opportunities and become part of Gallery Park's public art experience.

Gallery Park's new art walk takes shape in the heart of this new lifestyle development. Here where couples dine, and children play, the southeast valley community will gather every month to see new works displayed at carefully considered locations within The Park. In consultation with City of Mesa, local nonprofits and curators, submissions will be evaluated from aspiring artists including those attending valley schools, and six artists will be selected to showcase their art within The Park's outdoor environment. Gallery Park Art Walk will occur the first Friday of each month where these new works are unveiled for viewing and remain open all month for the public to experience.



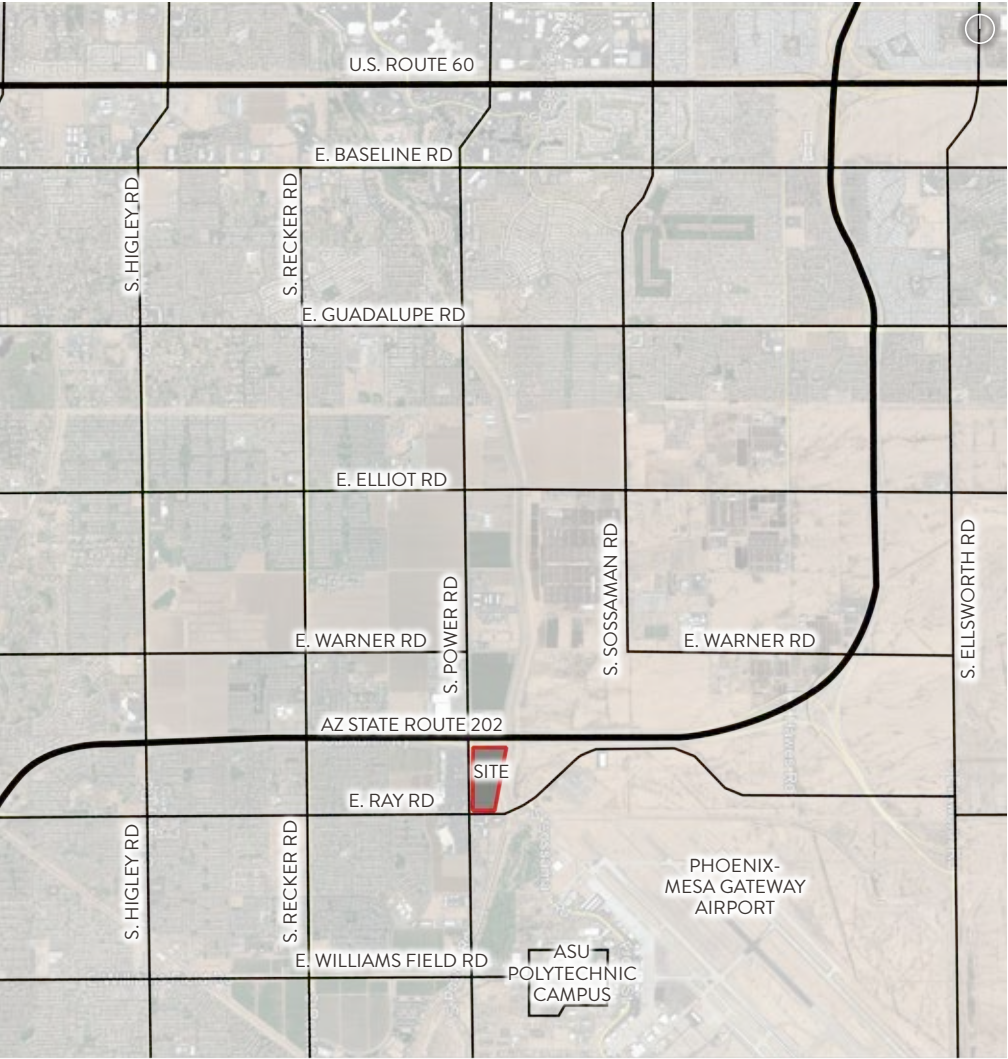
2.0 SITE INFORMATION

The following chapter will include:

- 2.1 Vicinity Map
- 2.2 Context Site Aerial
- 2.3 Illustrative Site Plan
- 2.4 Vehicular Circulation
- 2.5 Pedestrian Circulation
- 2.6 Subdivision Lot Plan
- 2.7 Setback Table

2.1 VICINITY MAP

The site is located on an approximate 40 acre parcel just west of the Phoenix-Mesa Gateway Airport. The site is bound on the north by Arizona SR 202, Ray Road on the south and Power Road on the west. This great confluence of major vehicular roadways provides enough exposure and access to make the a perfect landing spot to a wide variety of uses.



2.2 CONTEXT SITE AERIAL



2.3 ILLUSTRATIVE SITE PLAN



2.4 VEHICULAR CIRCULATION



2.5 PEDESTRIAN CIRCULATION



2.6 SUBDIVISION LOT PLAN



Gallery Park will be subdivided into 28 separate lots, some of which may be sold to different owners who specialize in the development and operations of the asset class being proposed on the lot. The map and table below reflect the proposed subdivision lot plan and associated areas based at the time the Design Guidelines were approved. As the final approved subdivision plat shall take precedence over the plan below, Lot Owners and prospective buyers of lots/buildings, should see the final recorded subdivision plat for the most accurate information.

LOT AREA CALCULATIONS

Lot No. (Land Use)	Lot Area
Building 1 (Restaurant)	61,770.27 S.F. 1.42 AC.
Building 2 (Restaurant w/ Drive-Thru)	54,563.10 S.F. 1.25 AC.
Building 3 (Restaurant w/ Drive-thru)	27,594.00 S.F. 0.63 AC.
Building 4 (Restaurant)	18,405.84 S.F. 0.42 AC.
Building 5 (Restaurant)	32,937.19 S.F. 0.76 AC.
Building 6 (Restaurant)	38,175.26 S.F. 0.88 AC.
Building 7 (Retail)	31,551.14 S.F. 0.72 AC.
Building 8 (Restaurant w/ Drive-Thru)	27,017.51 S.F. 0.62 AC.
Building 9 (Restaurant w/ Drive-Thru)	19,574.56 S.F. 0.45 AC.
Building 10 (Retail)	13,742.20 S.F. 0.32 AC.
Building 11 (Restaurant w/ Drive-Thru)	38,956.52 S.F. 0.89 AC.
Building 12 (Bank w/ Drive-Thru)	35,172.81 S.F. 0.81 AC.
Building 13 (Retail)	58,847.59 S.F. 1.35 AC.
Building 14 (Retail)	54,501.70 S.F. 1.25 AC.
Building 15 (Condos over Commercial)	75,719.43 S.F. 1.74 AC.
Building 16 (Condos over Commercial)	100,404.48 S.F. 2.30 AC.
Building 17 (Restaurant)	26,105.68 S.F. 0.60 AC.
Building 18 (Restaurant)	27,712.67 S.F. 0.64 AC.
Building 19 (Theater)	110,127.75 S.F. 2.53 AC.
Building 20 (Residential)	278,142.02 S.F. 6.39 AC.
Building 21 (Hotel 1)	95,283.35 S.F. 2.19 AC.
Building 22 (Office)	131,152.59 S.F. 3.01 AC.
Building 23 (Office)	78,261.65 S.F. 1.80 AC.
Building 24 (Hotel 2)	49,554.32 S.F. 1.14 AC.
Building 25 (Office)	70,495.30 S.F. 1.62 AC.
Building 26 (Office)	80,354.84 S.F. 1.84 AC.
Building 27 (Parking)	97,809.87 S.F. 2.25 AC.
Lot 28 (Park)	18,341.62 SF. 0.42 AC.
Total	1,752,275.29 S.F. 40.23 AC.

2.7 DEVELOPMENT STANDARDS/ SITE PLANNING GUIDELINES

Development standards and Site Planning Guidelines for Gallery Park are in conformance with the Mesa Zoning Ordinance and modifications described and approved in Gallery Park PAD.

3.0 ARCHITECTURAL DESIGN GUIDELINES

It is the purpose of GALLERY PARK and its Design Guidelines to ensure the current and future value of the development by implementing the following strategies:

- 3.1 Architectural Vision
- 3.2 Building Styles
- 3.3 Materials
- 3.4 Design Element Requirements
- 3.5 Color Palette
- 3.6 Key Design Considerations

3.1 ARCHITECTURAL VISION

With a nod to the architects of yesteryear who honored the art of building design and the importance of place making, Gallery Park's development team has established an architectural design ethos that encourages artistic creativity, the use of authentic materials and the creation of welcoming spaces for people to gather. Respecting the balance between authenticity and the desire to achieve building character that can only come from decades of existence, patina techniques may be used where appropriate to generate a pleasing contrast of old and new.

From this design ethos, Gallery Park's image and architectural directives are born. Heritage, Warm Modern, and Adaptive Reuse become the styles prescribed for use at Gallery Park. Although these styles may refer, by name or description, to a known architectural movement or building category, these references should be considered unique descriptors for the allowable "Building Styles" within Gallery Park. These Building Styles, as illustrated by the photos on the following pages, along with the established set of materials and design elements will together produce a rich contextual palette which tenants and patrons want to occupy, experience and explore.



3.1 ARCHITECTURAL VISION



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3.2 BUILDING STYLES

3.2.1 HERITAGE

Heritage applies an older aesthetic to new buildings with turn of the century inspired details and materials appropriate for a more pedestrian scale context. Characteristics of this style include:

- Use of brick masonry, stucco (EIFS), concrete, painted metal or wood storefront system
- Variations in brick coursing (Running, Stacked, Soldier, English, Flemish)
- Use of paint over brick masonry or stucco, may be sand blasted to achieve a weathered aesthetic
- Cornices at tops of parapets, above or around storefronts/glazing, and/or wainscot height
- Frieze elements above storefronts to accommodate signage
- Awnings at tops of windows to introduce shade and opportunities for accent color
- Column pop outs with capital elements
- Antique accent lighting above signage or at columns between windows



3.2 BUILDING STYLES

3.2.1 HERITAGE

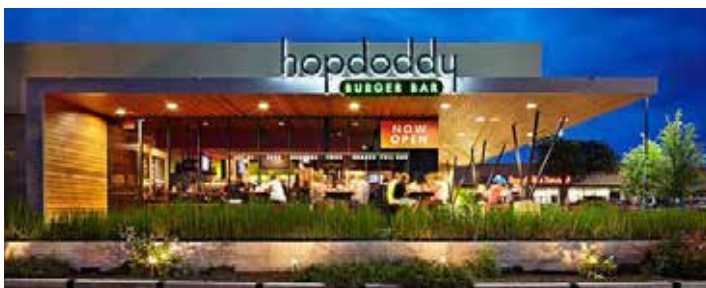


3.2 BUILDING STYLES

3.2.2 WARM MODERN

Warm Modern introduces a contemporary language of pure, abstract forms the starkness of which becomes balanced with the use of warm materials. Characteristics of this style include:

- Emphasis on the use of simple, abstract rectangular forms and cantilevered or folded planes.
- Use of horizontal and vertical lines such as well-defined planes and vertical forms juxtaposed against horizontal elements for dramatic effect.
- Relationships between interior spaces and adjacent exterior spaces with the use of large expanses of glass.
- Use of modern materials and systems such as steel, block, concrete and limestone in exposed applications.
- The use of ornament is eliminated, such as decorative cornices or trims, giving way to a clean aesthetic where materials meet in simple, well-executed joints.
- Whites, creams and light gray primary building colors with warm, approachable accent or secondary colors such as light golden brown, orange and yellow. Hues of gray to black may serve as accent and steel colors.
- The integration of wood is encouraged as a warming accent.



3.2 BUILDING STYLES

3.2.2 WARM MODERN



3.2 BUILDING STYLES

3.2.3 ADAPTIVE REUSE

Adaptive Reuse achieves its characteristics by deliberately juxtaposing new elements within an older context.

- Turn of the century styles are combined with modern abstract forms.
- Structure is left exposed to show that older walls have been removed to create open space.
- The use of ornament is encouraged, such as decorative cornices or trims, to contrast with modern raw aesthetic.
- Traditional materials used in traditional ways can also be used in simplified ways with newer materials to create contrast with a modern aesthetic.
- Emphasis on honesty of raw materials. Wood is often stained, concrete can be exposed, and metal awnings are common.
- Use of paint over brick masonry or stucco can be further weathered to achieve an older aesthetic.
- Brighter saturated colors can be used to paint elements and create contrast next to warmer more traditional materials.
- Divided window systems communicate the character of old warehouses, while roll up garage doors bring the outside in.



3.2 BUILDING STYLES

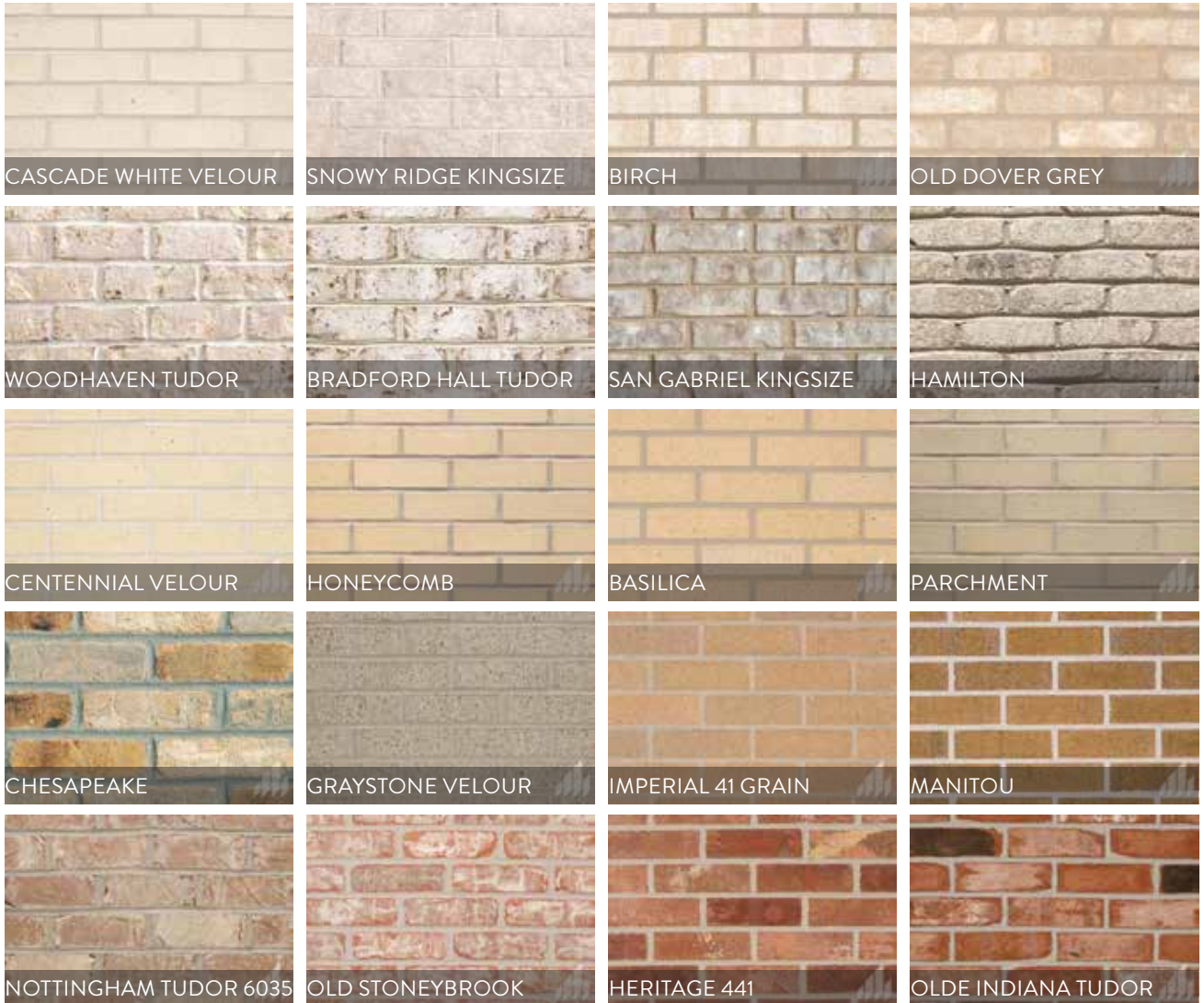
3.2.3 ADAPTIVE REUSE



3.3 MATERIALS

3.3.1 BRICK

The following brick options (manufacturer: General Shale) are approved for use within Gallery Park. In addition to the options listed below, the use of reclaimed brick may be considered. Please submit a sample for consideration. Careful, craftsman-like attention to detail is required at all connections and transitions to other materials. Edge details must prevent visible unfinished edges, and as a general rule, brick should not terminate at outside corners. Thought must be given to creating a logical terminus of brick that creates the appearance of authentic construction, i.e., turn the corner and die the brick into a pop-out. If using thin-brick, corner pieces must be used to create the appearance of full brick.



3.3 MATERIALS

3.3.2 DECORATIVE MASONRY

The following decorative masonry options (manufacturer: Echelon) are approved for use within Gallery Park. In addition to the options listed below, the use of standard grey masonry block may be used for mural wall applications where the entire wall is painted. Echelon monumental masonry and honed Trendstone units are also approved in these colors.

Careful, craftsman-like attention to detail is required at all connections and transitions to other materials. Edge details must prevent visible unfinished edges.

TRENWYTH MASONRY BLOCKS: MESASTONE



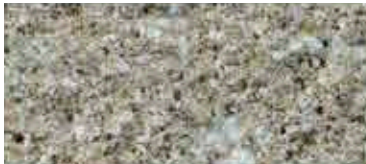
MISSION WHITE



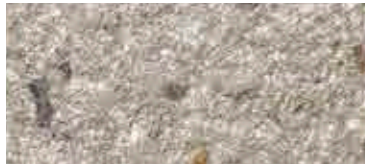
PEBBLE BEACH



PEARL



DURANGO



MALIBU SAND

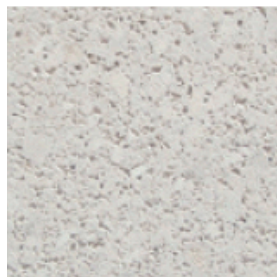


SOUTHWEST GOLD

TRENWYTH MASONRY BLOCKS: CORDOVA STONE (GROUND FACE ONLY)



BUFF



LIMESTONE



ALABASTER

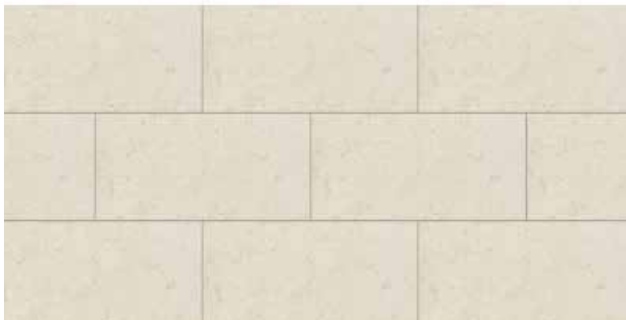
3.3 MATERIALS

3.3.3 NATURAL STONE

Natural Limestone must be protected against staining and discoloration by means of appropriate sealants. Monolithic limestone panels, as shown below, are strongly encouraged with polished, sandblasted, or honed finishes. Acceptable installation patterns are illustrated below.



LIMESTONE



RUNNING BOND



STACKED BOND



OFFSET BOND

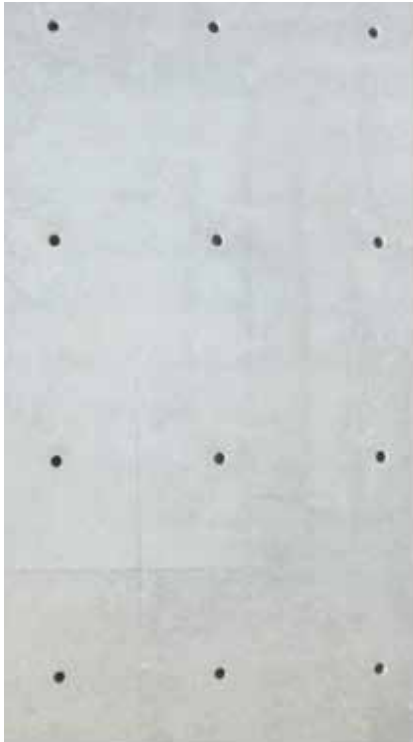


COURSED ASHLAR BOND

3.3 MATERIALS

3.3.4 CONCRETE

Cast-in-place, board-formed and precast architectural concrete as illustrated below are acceptable materials.



CAST-IN-PLACE



BOARD FORMED



PRECAST

3.3 MATERIALS

3.3.5 WOOD

Wood is best used in locations with minimal weather exposure, and the wood used must be kiln dried, mill quality, and specified clear with no knots and minimal imperfections. Care should be used with wood in exterior applications due to the environmental wear on the material. Clear preservative sealants shall be applied to natural woods to maintain and protect their finish in this environment. Synthetic composite systems such as Resysta, Trespa, or Prodema may be used as an alternative to natural wood. Acceptable wood and finish tones shall match RESYSTA wood colors illustrated below.



3.3 MATERIALS

3.3.6 GLASS

Glass is vital for interior–exterior dialogue, and therefore should be carefully considered to optimize uses. Ground level glazing on Primary Streets shall have a visible transmittance (VT) of 0.6 or greater. Glazing at the pedestrian level in ground level retail and restaurants shall be clear so that goods and spaces display true to their color.

Highly reflective surfaces (reflectivity greater than 35%) are not allowed, specifically along freeway frontages and at the pedestrian level. High performance coatings are suggested to allow maximum visible transmittance with minimal heat gain. Dipped or heavily colored glazing is not allowed.

The following types of glazing are permitted:

- Clear
- Tinted (greys and blues)
- Frosted
- Channel Glass



3.3 MATERIALS

3.3.7 METAL WALL & ROOF PANELS

Metal panels shall be limited to the following materials listed below. Roof and wall panels shall be flat standing or concealed seam systems with seams no more than 16 inches apart and of sufficient gauge to withstand oil-canning. Longer seam spacing is acceptable in composite metal panel systems. Corrugated metal panels are not acceptable.



WEATHERED COPPER



CORTEN STEEL



ZINC



METAL - DARK GREY



METAL - LIGHT GREY



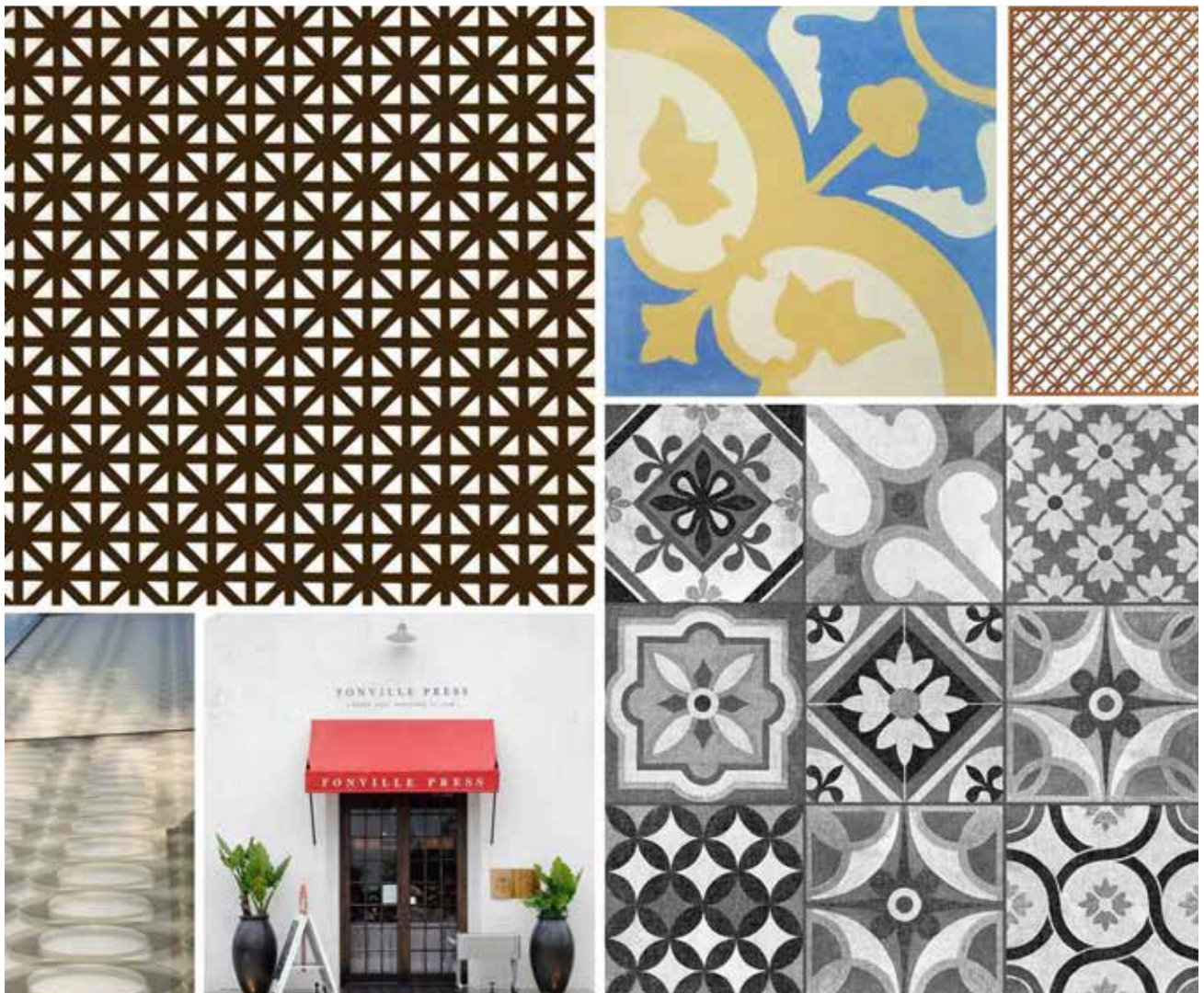
ANODIZED ALUMINUM

3.3 MATERIALS

3.3.8 LIMITED FINISH MATERIALS

Gallery Park's desire to maintain an elevated design aesthetic recognizes that customization and special details become part of the overall character. Limited Finish materials allow owners and users rich opportunities to weave their signature elements into Gallery Park's design aesthetic. Colored encaustic tile, fabric awnings, ornamental metals, and etched glass are material examples whose limited use provides additional richness. These materials should be used with restraint, as accents and/or in limited applications.

Provide images or samples of these materials with the design review submittal package.



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.1 DESIGN ELEMENT REQUIREMENTS BY LOT

Each of the Building Styles (Heritage, Warm Modern and Adaptive Reuse) utilize one or more of four common materials (“Special Materials”) that help communicate and reinforce the architectural character of the Style. In an effort to enrich the architectural appeal of Gallery Park, six defined “Architectural Features” as well as three landscaping treatments (“Special Plantings”) have been established within the Design Guidelines. These Special Materials, Architectural Features, and Special Plantings, together with The Art Program requirements set forth in 1.6, form the “Design Element Requirements” for Gallery Park.

If a building is constructed on a Lot, the Lot Owners/Developers are required to satisfy the Design Element Requirements set forth for each Lot. When determining an appropriate Building Style for a specific lot, individual Lot Design Element Requirements should be considered, along with the photo/rendering examples of each Building Style. The following table lists the design requirements by Lot 1, and the [footnotes on the following page](#) provide additional clarification.

Legend: **R** = requirement **RC** = requirement choice⁽¹⁾ **FR**⁽²⁾ = req'tmt limited to focal elements⁽⁶⁾ **E** = encouraged⁽⁸⁾ **A** = allowed⁽²⁾⁽⁸⁾ **N** = not allowed

CATEGORIES		SPECIAL MATERIALS ⁽³⁾					ARCHITECTURAL FEATURES						SPECIAL			ART PROGRAM		
		Brick	Decorative Masonry	Natural Stone	Wood ⁽⁴⁾	% ⁽⁴⁾	Large Overhangs	Wood Soffits	Entry Statement or Volume	Upper Balcony or Deck	Decorative Screening ⁽⁴⁾	2+ Building Styles	Upper Level Plants or Trees	Vines Growing on Walls	Date Palms Accenting Entry	Murals ⁽⁴⁾⁽⁵⁾	Galleries	Permanent Outdoor Art ⁽⁵⁾
Legend:																		
R = requirement																		
RC = req'mt choice ⁽¹⁾																		
FR ⁽²⁾ = req'mt limited to focal elements ⁽⁶⁾																		
E = encouraged (not req'd)																		
A = allowed ⁽²⁾																		
N = not allowed																		
LOT	ANTICIPATED LAND USE ⁽⁷⁾																	
1	Restaurant - Freestanding	RC	RC	RC	RC	50%	A	A	R	A	A	A	RC	RC	RC	RC	E	RC
2	Restaurant - Freestanding	RC	RC	RC	RC	50%	A	A	R	A	A	A	RC	RC	RC	RC	E	RC
3	Restaurant - Freestanding	RC	RC	RC	RC	50%	RC	RC	RC	N	RC	N	N	N	N	N	N	R
4	Multi-Tenant Shops	RC	RC	RC	RC	40%	RC	RC	N	N	N	RC	N	A	N	R	N	N
5	Restaurant - Freestanding	RC	RC	RC	RC	50%	A	A	R	A	A	A	RC	RC	RC	R	E	E
6	Restaurant - Freestanding	RC	RC	RC	RC	50%	A	A	R	A	A	A	RC	RC	RC	R	E	E
7	Multi-Tenant Shops	RC	RC	RC	RC	40%	RC	RC	N	N	N	RC	N	A	N	R	N	N
8	Restaurant - Freestanding	RC	RC	RC	RC	50%	RC	RC	RC	N	RC	N	N	N	N	N	N	R
9	Restaurant - Freestanding	RC	RC	RC	RC	50%	RC	N	RC	N	RC	RC	N	E	N	A	N	R
10	Multi-Tenant Shops	RC	RC	RC	RC	40%	RC	RC	N	N	N	N	N	E	N	R	N	N
11	Restaurant - Freestanding	RC	RC	RC	RC	50%	RC	RC	RC	N	N	N	N	E	N	A	N	R
12	Bank/Credit Union	RC	RC	RC	RC	50%	RC	RC	RC	N	N	N	N	E	A	N	R	R
13	Retail	RC	RC	RC	RC	40%	RC	RC	RC	RC	RC	RC	N	E	A	N	N	R
14	Multi-Tenant Shops	RC	RC	RC	RC	40%	RC	RC	RC	RC	N	RC	A	E	N	RC	E	RC
15	Multi-Tenant, Mixed Use	RC	RC	RC	RC	35%	E	R	N	E	A	R	RC	RC	R	R	N	N
16	Multi-Tenant, Mixed Use	RC	RC	RC	RC	35%	E	R	N	E	A	R	RC	RC	R	R	N	N
17	Multi-Tenant Shops	RC	RC	RC	RC	35%	E	A	N	A	A	R	N	R	R	R	A	N
18	Multi-Tenant Shops (or Restaurant)	RC	RC	RC	RC	35%	R	E	N	A	N	A	N	R	R	R	N	N
19	Theater/Entertainment (or other)	RC	RC	RC	RC	25%	A	A	R	A	N	A	A	RC	RC	E	A	R
20	Residential (Multi-Family)	RC	RC	RC	RC	15%	E	FR	R	R	A	A	RC	RC	RC	E	A	R
21	Hotel	RC	RC	RC	RC	25%	E	A	R	E	A	A	A	E	R	N	E	R
22	Office	RC	RC	RC	RC	35%	E	FR	R	R	A	E	E	E	R	N	R	R
23	Office	RC	RC	RC	RC	35%	E	FR	R	R	A	E	E	E	R	N	R	R
24	Hotel	RC	RC	RC	RC	35%	E	A	R	E	A	A	A	E	R	N	E	R
25	Office	N	RC	RC	RC	35%	E	FR	R	R	A	A	RC	RC	R	N	R	R
26	Office	N	RC	RC	RC	35%	E	FR	R	R	A	A	RC	RC	R	N	R	R
27	Parking Structure	RC	RC	RC	RC	20%	N	N	N	N	R	A	N	R	N	E	N	N

3.4 DESIGN ELEMENT REQUIREMENTS

3.4.1 DESIGN ELEMENT REQUIREMENTS BY LOT

(1) When multiple Design Elements are flagged RC within a category, a minimum of one (1) of the RC options must be satisfied for that category.

(2) FR and A elements require design review approval to confirm sufficient satisfaction and appropriate/complimentary design.

(3) Alternate materials and requests for deviations from the required % may be considered for approval in special circumstances.

(4) % of exterior elevation calculation excludes glazing system and openings (in the case of parking structures). Purely artistic Murals may receive a 1:1 SF credit toward the material % requirement, but in no event shall a mural satisfy more than 3/4 of a Lot's % requirement. Use of wood on the exterior elevations as well as any soffits shall receive a 1:1 SF credit toward the material % requirement. Wood decorative screening treatments which are not required for screening mechanical, back of house, etc., shall receive a 1:1 SF credit towards the material % requirement.

EX: 100'x60' building 18' tall: $(100+60) \times 2 \times 18' = 5,760$ SF of surface area - glazing (assume 1,760 SF) = 4,000 SF
 \times % (assume 50%) = 2,000 SF.

(5) All Murals and permanent artwork must be submitted for approval in advance of commissioning any work or production.

(6) Focal elements may include a statement entry, upper level balcony or deck, corner tower or other architectural element that draws visual attentions.

(7) Anticipated land uses established at time Design Guidelines were prepared. If the land use on a lot is changed, subject to VIVO approval, the more stringent of (a) the set Lot Design Element Requirements or (b) the Design Element Requirements established for similar Land Uses found on other Lots, shall govern. VIVO is the only entity that may grant relief or deviation from any Design Element Requirements. (8)

(8) FAQ: What is the difference between "Encouraged" and "Allowed". Answer: Both are allowed but neither are required. "Encouraged" Design Elements are those which were envisioned to be incorporated in the building design. When considering requests for deviations to the design Guidelines, VIVO will consider, among other things, the lot owner's incorporation of "Encouraged" Design Elements in the building design.

3.4 DESIGN ELEMENT REQUIREMENTS

3.4.2 SPECIAL MATERIALS

There are four Special Materials: Brick, Decorative Masonry, Natural Stone and Wood. Additional clarification regarding the approved Special Material options can be found in their respective Material section in 3.3.

The right-hand column under “Special Materials” in the Design Element Requirements by Lot table (see prior section), specifies a %. This percentage indicates how much of the exterior elevation must be treated with an appropriate Special Material that is suited to the Building Style and proposed building design. As further clarified in footnote (4) following the table, the surface area calculation for building elevations excludes glazing systems and in the case of parking structures, the openings in the building envelope.

Credit may be received toward the Special Material % requirement for the following:

- Use of Wood on the exterior elevations as well as any soffits shall receive a 1:1 SF credit
- Decorative screening treatments (see Architectural Feature: Decorative Screening) which are not screening mechanical, back of house, etc., shall receive a 1:1 SF credit
- Purely artistic Murals may receive a 1:1 SF credit toward the % requirement up to 3/4 of the %.

The following examples illustrate the method of calculating the required SF of Special Materials:

Example 1a: Assumptions: 100' x 60' building 18' tall with 1,760 SF of glazing systems
(100' + 60') x 2 x 18' = 5,760 SF of elevation surface area
Less: 1,760 SF of glazing = 4,000 SF of surface area less glazing systems
x % (assume 50%) = 2,000 SF of Special Materials would be required

Example 1b: Assumptions: same as 1a above, but assume 250 SF of wood soffits utilized
2,000 SF of Special Materials required
Less: 250 SF of wood soffits
= 1,750 SF of Special Materials (which may be other than wood) still required

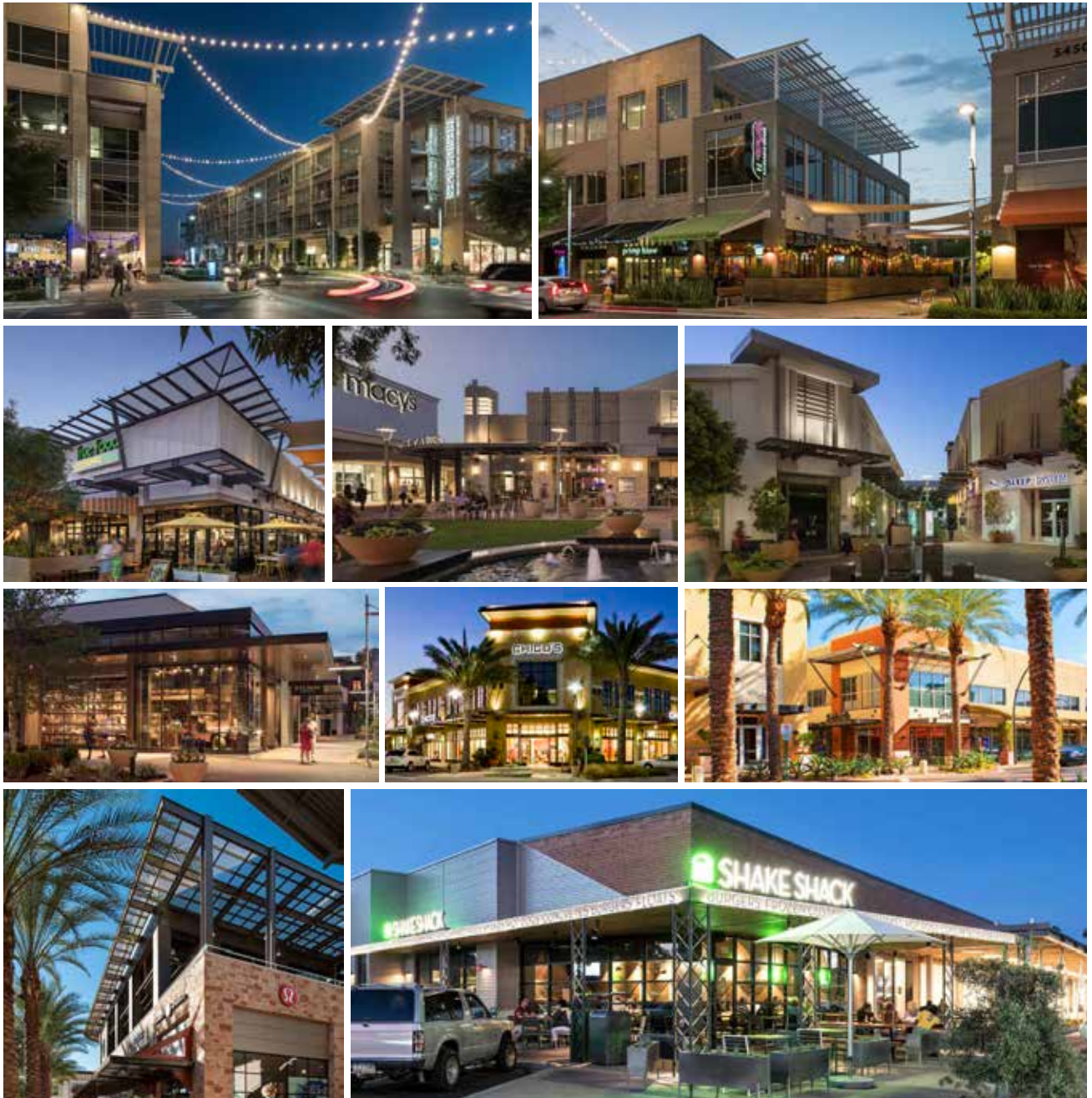
Example 1c: Assumptions: same as 1a and 1b above, but assume 500 SF of decorative screening utilized
= 1,750 SF of Special Materials still required
Less: 500 SF of decorative screening
= 1,250 SF of Special Materials still required

Example 1d: Assumptions: same as 1a, 1b and 1c above, but assume 400 SF artistic mural
= 1,250 SF of Special Materials still required
Less: 400 SF of decorative screening
= 850 SF of Special Materials still required

3.4 DESIGN ELEMENT REQUIREMENTS

3.4.3 ARCHITECTURAL FEATURE: LARGE OVERHANGS

Large overhangs shall be carefully utilized to accent the massing of the building to create a functional and dynamic visual experience for patrons. It is encouraged to use the overhang to serve multiple purposes including but not limited to shading for glass openings, shading for balcony areas, shading at the sidewalk pedestrian area and as dynamic design elements creating shadow accents on the building façade.



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.4 ARCHITECTURAL FEATURE: WOOD SOFFITS

Wood soffits shall be used to generate warmth for the horizontal elements of the building. The wood material creates a more natural scale and feel for both pedestrian and upper level architectural features. The orientation of the wood planking should be carefully considered to either accent direction of travel or used in a way that works with clean construction techniques. Fasteners for the soffits need to be either hidden or aligned and be considerate of color and material.

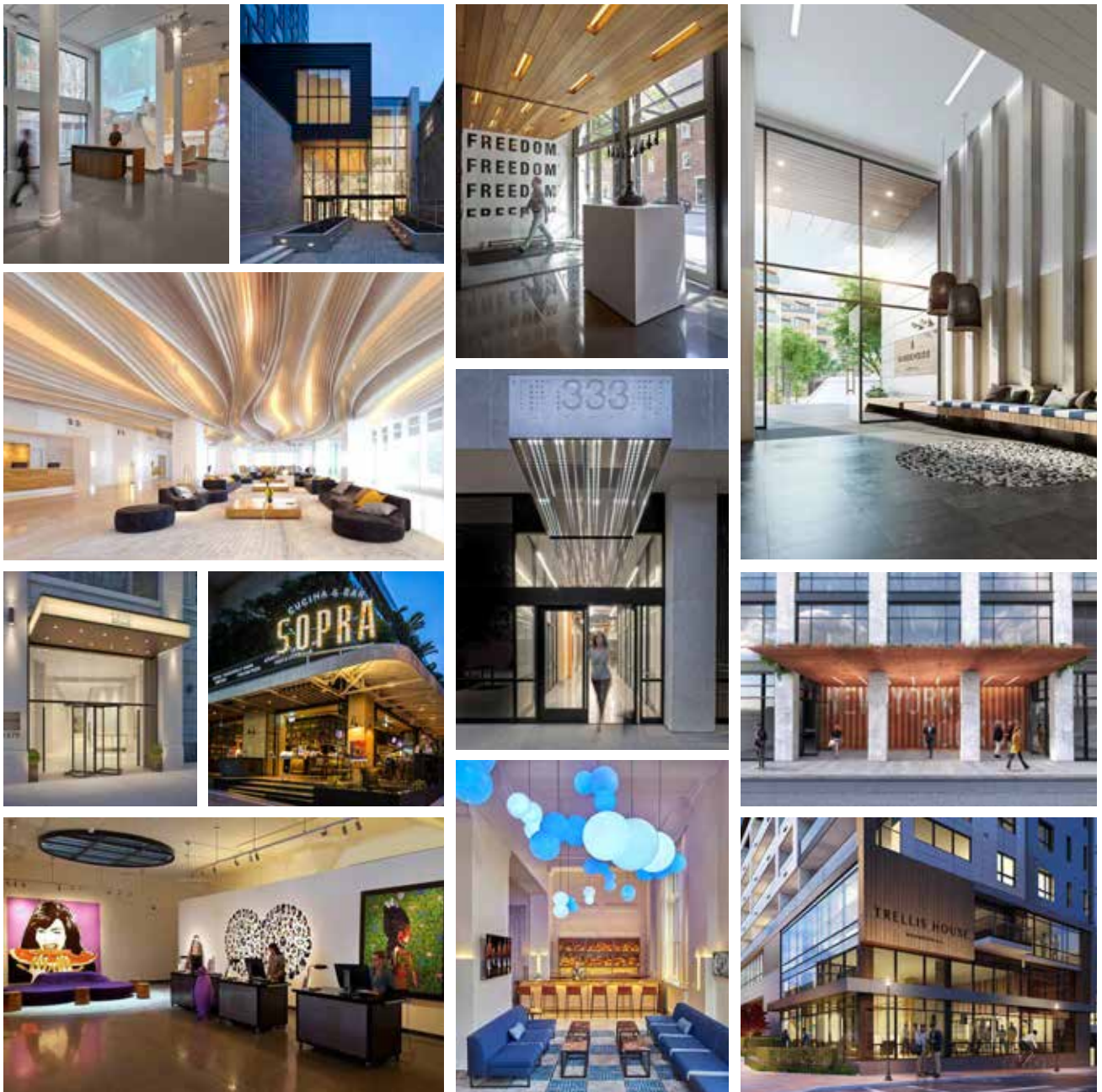


3.4 DESIGN ELEMENT REQUIREMENTS

3.4.5 ARCHITECTURAL FEATURE: ENTRY STATEMENT

Significant architectural landmarks at entrances to the buildings magnify the sense of threshold upon entry and create memorable wayfinding opportunities. A dramatic entry experience can help define the sense of arrival and elevate the artistic design ethos of Gallery Park. Entry Statements can be created/achieved in multiple ways:

- Differentiated building massing (height, building envelope)
- Use of a special or different façade material
- Having a plane, canopy wall or design element flow from the exterior to the interior
- Creative use of interior volume design that can be appreciated from the exterior in the evenings
- Utilization of accent lighting and/or creative signage
- Creative use of art to decorate the interior



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.6 ARCHITECTURAL FEATURE: UPPER BALCONY OR ROOF DECK

Balconies and roof decks are a prime locations for enjoying views and creating a feeling of site activity on a plane other than at ground level. Balconies create interest in otherwise uninterrupted facades.



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.7 ARCHITECTURAL FEATURE: 2+ BUILDING STYLES

Where allowed, buildings may integrate two or more Building Styles into a singular design wherein the two styles work together. These complimentary Building Styles may be placed side by side (as in a streetscape) or atop one another (in the case of multi-story buildings) to give the appearance that the buildings were constructed at different times. Lot Owners considering the incorporation of this Architectural Feature should consult with VIVO as soon as concept sketches and/or photos are available in order to obtain preliminary feedback regarding the design concept.



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.8 ARCHITECTURAL FEATURE: DECORATIVE SCREENING

While screening is commonly used to conceal unsightly building/site elements from view, the intent of this architectural feature is to provide building articulations, warmth through the use of wood (or approved wood appearance “equal”), and layering/depth of building planes while also protecting building interiors from sun exposure. Although the use of wood as louvers appropriately specified and maintained for a hot weather climate is the preferred screening material to obtain the aforementioned design objectives, the following decorative screening materials may be submitted for consideration:

- painted or powder coated steel as louvers
- metal panels with attractive patterns of voids or perforations
- a system of hanging metal pieces that move in the wind.

With regard to all parking structures, 20% of the area of all combined openings on elevations facing inward toward Gallery Park shall be screened using wood louvers or alternate approved material/system (This requirement is in addition to the 20% Special Material requirement in Table 3.4.1 for solid portions of the parking garage). For certain retail, restaurant, residential and office uses, screening can be used as an optional architectural feature and receive 1:1 sq. ft. credit towards the Special Material % requirement.



3.4 DESIGN ELEMENT REQUIREMENTS

3.4.9 SPECIAL PLANTINGS

There are three Special Planting requirements that have been established for use within Gallery Park:

- Upper Level Plants or Trees
- Vines Growing on Walls
- Date Palms Accenting Building Entry

Upper Level Plants or Trees: trees, shrubs, trailing vines or grass that are incorporated into a planter box or pot at any upper levels. The intent is to introduce landscaping to soften and cool the building mass. Although this can be used in many locations, it should always be integrated into the design of Upper Balcony or Roof Deck Design Requirements.

Vines Growing on Walls: vines planted at the ground level that are trained to grow up the face of the building surface in an aesthetically appealing manner. Vine growth must be maintained to sustain an attractive aesthetic. The property owner shall be responsible for the immediate repair of building damage created upon removal of excess vine growth. As such, sun exposure and type of vine should be considered prior to planting.

Date Palms Accenting Building Entry: two to six date palms located at the main entry, typically symmetrical.

With regard to all Special Planting requirements, creative up or down lighting should be incorporated and set to illuminate the planting materials from dusk until 5:00 AM.

3.5 COLOR PALETTE

















Similar to an artist's canvas, Gallery Park features a white tone color palette for the primary building color. With a Building Style in mind, the building design team may select one or more of the approved base colors for the body of the building (see list below), to which the proposed Special Material(s) (see Brick, Decorative Masonry, Natural Stone, Wood) should be applied to introduce warmth and character into the building's elevations. It is understood that the Base Colors will not come in to play in a building's design if the structure's skin is entirely comprised of a combination of glazing system, unpainted brick, decorative masonry, natural stone and/or wood.

Where allowed, additional building articulation, depth of planes, and lighting effects can be further achieved through the introduction of Decorative Screening treatments.

With regard to Building Style: Warm Modern, the design team can propose brighter accent colors such as shades of orange, yellow, blue, green, red and rust as limited accent colors as may be illustrated in the imagery included in the Architectural Vision and Building Style: Warm Modern sections.

With regard to Building Style: Heritage, the design team can propose a much wider range of colors for the painted wood/metal storefronts systems. Examples of such colors can be found in the Building Style: Heritage photos.

The following colors have been approved for exterior use at Gallery Park (including colors for EIFS systems). Acceptable base color shall be tan, beige and light grey variations of white. In addition to clear anodized and dark bronze anodized aluminum storefront systems, approved accent colors for painted aluminum, steel, metal storefront and canopy systems are medium grey to charcoal to black (as noted below). Smoked or blackened exposed steel (clear coat sealed) finishes are also acceptable. Colors specified below are from Dunn-Edwards Paints, however matching colors from other paint manufacturers are acceptable. Alternate base and accent colors may be submitted and are subject to VIVO approval, which approval may be withheld in VIVO's sole and absolute discretion for any reason.

BASE COLORS				ACCENT COLORS			
	Igloo DEW175		Cool December DEW361		White DEW160		Silver Bullet DEW401
	Lace Veil DEW372		Light Beige DEW371		Lighthouse DEW366		Walrus DEW402
	Vapor DEW362		White Picket Fence DEW348		Snowflake DEW363		Legendary Gray DEW403
	Silver Setting DEW363		Trade Winds DEW347		Crystal Ball DEW360		Black Tie DEW407

3.6 KEY DESIGN CONSIDERATIONS

3.6.1 ENVIRONMENTAL COMFORT

ORIENTATION, SHADE & RAIN PROTECTION

Striving for ideal environmental comfort is one of the basic, underlying tenets that shapes the look and feel of the pedestrian oriented streets at GALLERY PARK. Mesa's summer climate and monsoon season are addressed with overhead structures to ensure that visitors can enjoy the outdoors throughout the year.

Shade elements such as suspended canopies, posted canopies, and awnings are to be integrated into building and storefront designs from their inception, as a part of an overall environmental strategy, outlined below.

FULL SHADE/RAIN PROTECTION DEFINED:

- Horizontal shading canopy; 10'-14' deep recommended, 8' deep minimum.
- Consideration should be given for a recommended approximate 1:1 height to width ratio for the canopy (see Shading Angle Diagram on following page). Narrow canopies placed too high will not provide effective sun protection during the hot summer months.

FULL SHADE/RAIN PROTECTION REQUIRED:

- For all Primary Street facing building facades (see the Primary Streets Diagram on page after next), at ground level.
- For all south facing building facades, at the ground level.

PARTIAL SHADE PROTECTION DEFINED:

- Because shading strategies for locations outside of the above listed can vary greatly depending on orientation and desired function for maximum effectiveness, partial shading designs will be reviewed and considered by the City of Mesa and VIVO on a case-by-case basis.
- Desired result of partial shading is listed below for each facade orientation.

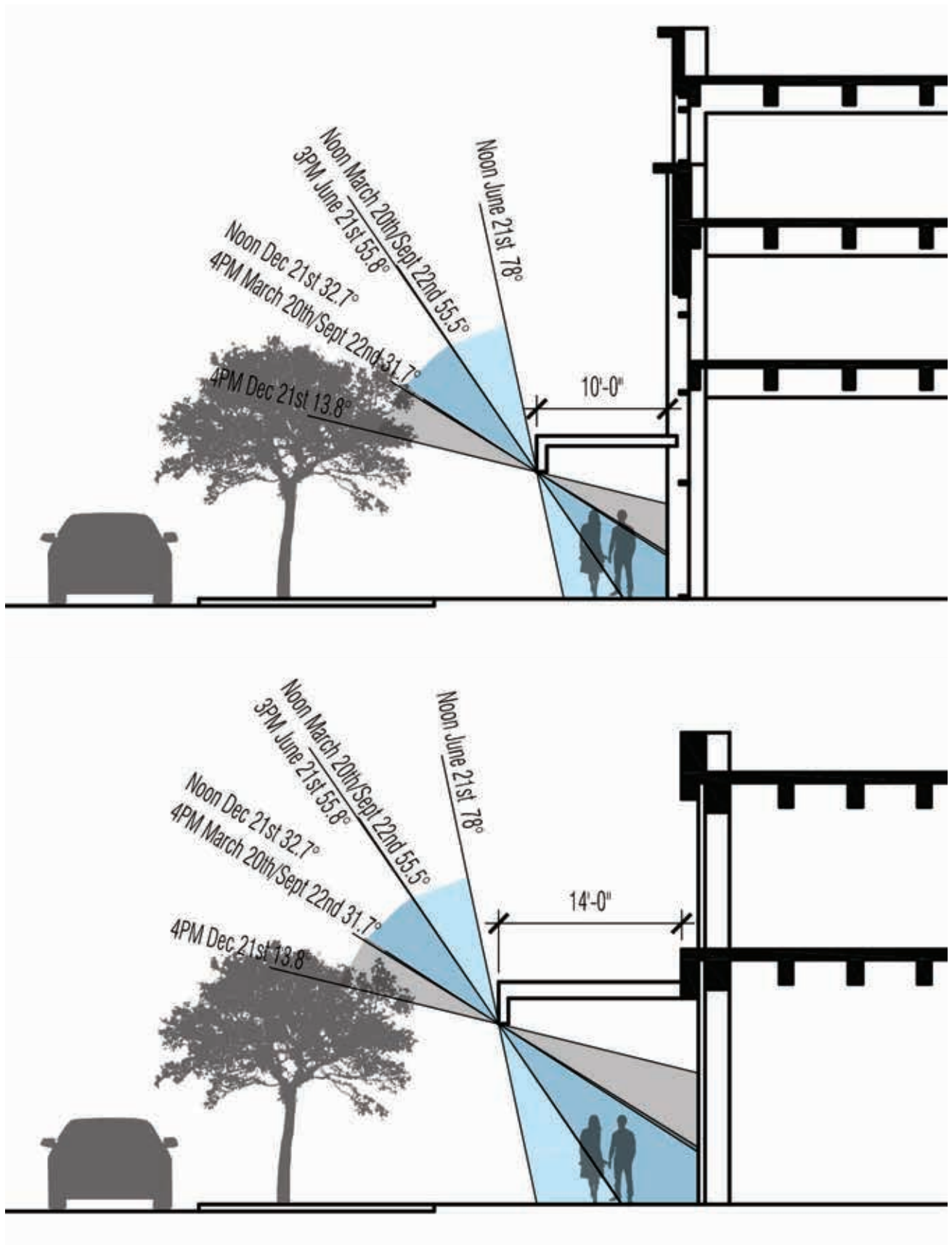
PARTIAL SHADE PROTECTION REQUIRED:

- For west facing facades — afternoon protection is desired
- For north facing facades — afternoon protection is desired (Summer months)

NOTE: Landscape can be utilized and will be considered as part of the shading strategy.

3.6 KEY DESIGN CONSIDERATIONS

3.6.1 ENVIRONMENTAL COMFORT



SHADING ANGLE DIAGRAMS

3.6 KEY DESIGN CONSIDERATIONS

3.6.2 FORM AND SCALE

BUILDING MASSING

- 20' or 40' horizontal typical bay at the street level is preferable and lends itself to both the pedestrian scale experience and Tenant lease flexibility.
- Building elements may pull back from the build-to line to the extent required to help reinforce Tenant identity and pedestrian rhythm.
- Consistent quality design and detailing is required on all sides of every building.

FACADE TREATMENT

- Variation in building volume and plane and material are encouraged to create dynamic textures and variations with shade and shadow that are animated by the sun throughout the course of the day.
- Sun shading elements, projecting canopies, and awnings that provide cover and shade along the length of the street and shade building facades are encouraged.
- The level of detail should be enhanced at the street frontage with refined materials and strong entry elements.
- Window and door openings shall have primarily vertical proportions.
- Transparency of building facades is required at the ground floor when abutting pedestrian areas.

OPENINGS

Doorways should address human scale and comfort and therefore head height for such openings may fall into the range of 8' to 12'.

ROOF TREATMENT

Commercial buildings at GALLERY PARK can employ “fat” or shed roofs with parapets to create a distinctive edge on the skyline. Residential architecture is encouraged to do the same, but may employ limited gabled or hipped roofs, with the review and approval by the City of Mesa and the commercial reviewer.

3.6 KEY DESIGN CONSIDERATIONS

3.6.2 FORM AND SCALE



bold contemporary detailing



regional materials with integrated detailing



clarity of contemporary materials with protected wood soffits

3.6 KEY DESIGN CONSIDERATIONS

3.6.3 SCREENING



MECHANICAL EQUIPMENT

All mechanical equipment, whether at grade or on a building's roof, shall be screened from public view with architectural and/or landscape materials consistent with the buildings at GALLERY PARK (materials, color, scale, etc.), or they shall be located so as not to be visible from any public ways.

UTILITY EQUIPMENT

All utility equipment (vents, stacks, gas and water meters, etc.) and associated protective materials (bollards, etc.) should be screened and painted so as to blend in with the roof or building. Fencing or screens must meet all code and proprietary clearances. Means should be taken to avoid highly visible roof venting equipment.

SERVICE AREAS

All service areas (trash, recycling, mechanical areas, storage, utility, and meter rooms) must be architecturally integrated within the body of the building or located in service alleys at the backs of buildings and will be screened 100% from public sight. Masonry or opaque steel doors and screens may be used. Chain-link with vinyl strips is not acceptable. The effectiveness of the equipment screening should also take into consideration future development in the surrounding area.

Using a variety of year-round plant species is ideal when screening equipment. Use plant species that are capable of withstanding Arizona desert climate. Maintenance of the plant materials used for screening is required. Refer to the Landscaping and Hardscaping section of these guidelines for more information.



3.6 KEY DESIGN CONSIDERATIONS

3.6.4 PARKING AREA REQUIREMENTS

CROSS ACCESS PARKING

Gallery Park is developed as an integrated mixed-use project that allows for all Lot Owners and their customers, patrons, employees and suppliers to freely use the Gallery Park common area for the ingress and egress of pedestrians and vehicles to the commercial areas of Gallery Park.

SIDEWALK AND PARKING PAVING

All sidewalks adjacent to any building area, connecting to public right-of-ways and between parcels within Gallery Park, shall be of concrete or approved decorative hard surface construction (See Landscape Design Guidelines). All areas for vehicular use shall be paved with a suitable base and surfaced with asphalt; pavers if required by the City; or concrete for areas devoted primarily to loading, unloading and delivery, as approved by VIVO.

SELF PARKING AND SHARED PARKING

Each parcel within Gallery Park shall provide adequate parking to accommodate its own business use based on market demand, which may exceed City standards or the zoning approvals for Gallery Park. Ingress and egress access noted under Cross Access Parking above, shall on its own not afford parking privileges to the invitees of the businesses located on a specific parcel to the parking located on the adjacent parcels, and vice versa.

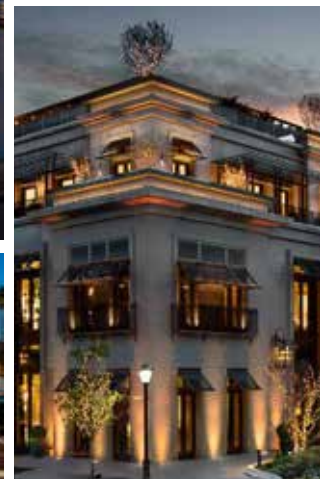
To take advantage of Gallery Park's ability to reduce parking below market requirements, a shared parking model ("SPM") has been submitted for approval as part of the Gallery Park zoning stipulations. Any Lot Owner desiring to reduce its' parking requirements to below market or City requirements using the SPM, must receive written approval from VIVO, with such approval to be at the sole discretion of VIVO. If an approval is granted by VIVO, the approval must specifically state the allowed reduction in parking, which may not be the minimums allowed under the SPM.

3.6 KEY DESIGN CONSIDERATIONS

3.6.5 BUILDING LIGHTING

Gallery Park's mixed-use lifestyle environment will serve as a major employment destination by day and a sought-after dining and entertainment destination by night. The projects' building and landscape designs must respond to a visitor's daytime and nighttime experience. As such, architectural lighting shall be thoughtfully considered in the design of all building and landscape elements. Architectural Lighting considerations for all Lots will include:

- Dramatic lighting should enhance primary architectural features including, but not limited to, entry canopies, folded wall and ceiling planes, and upper balconies.
- Accent lighting should be incorporated on secondary building elements such as blank walls to highlight their texture or on columns to reveal their cadence on a façade.
- Special consideration should be given to creating an ambiance with mood lighting such as overhead string light or up lighting/down lighting on walls.
- The design of the light fixture itself can also serve as a design element to reinforce a style (such as an antique sconce on Heritage style) or to become a focal element itself (such as an enlarged chandelier over an outdoor gathering space).
- Up lighting in trees, down lighting under benches, lighting patterns on walk ways shall all be incorporated as part of landscape lighting experience.
- Lighting shall almost exclusively use warmer temperatures. Cool temperature lighting is discouraged.



3.6 KEY DESIGN CONSIDERATIONS

3.6.6 SITE LIGHTING

The lighting strategies for GALLERY PARK promote quality site lighting design with the goal of providing a rich and welcoming evening environment with safety and security as a priority.

The use of lighting should be integrally designed as part of the built environment and should reflect a balance for the lighting needs with the contextual ambient light level and surrounding nighttime characteristics of GALLERY PARK. All exterior lighting design require the approval of the City of Mesa.

Lighting solutions are encouraged to utilize:

- Full cut-off or fully shielded fixtures, set mounting heights as required to effectively control glare, light trespass, and maintain dark skies.
- Fixtures and strategies that promote energy conservation.
- Automatic controls systems to eliminate excessive light during non-active hours of site and building operation.
- Lighting on the exterior wall immediate to the storefront area is encouraged to help increase Tenant identity and to provide an appropriate level of comfort and rhythm for the pedestrian.
- Low-level, down-lighting integrated into the canopy to provide visibility and security. The lighting must enhance or be an extension of the design intent of the architecture.

All exterior lighting designs shall:

- Take into account all exterior lighting sources.

Please refer to the Landscape and Hardscape section of these guidelines for landscape lighting requirements.



4.0 ENVIRONMENTAL GRAPHICS

Due to the variety of architectural treatments and the mix of commercial and residential uses within Gallery Park, each building and storefront sign will be carefully considered in relationship to its particular location. What may be appropriate in one location may not work in another. All sign materials must be consistent with the associated Building Style design, enhancing the architecture and storefront to communicate an elevated brand image to visitors of Gallery Park. Each proposed sign will be evaluated on its originality and compatibility with the neighboring signs, and its overall image within Gallery Park.

The following chapter will include:

- 4.1 Sign Types & Comprehensive Plan
- 4.2 Project Identification Signs
- 4.3 Sample Building/Tenant Signs

4.1 SIGN TYPES & COMPREHENSIVE PLAN

Gallery Park will feature the following primary sign types:

- Project Identification Signs
- Freeway Billboard Sign
- Building/Tenant Signs
- Directional/Wayfinding Signs
- Directory Signs
- Digital Panels (within the Park)

The Project Identification Signs and Freeway Billboard Sign were designed and approved during the Gallery Park zoning entitlement process (see Section 4.2 Project Identification Signs).

The design standards for all other sign types shall be set forth in the City approved Comprehensive Sign Plan. Lot Owners/tenants should refer to the Comprehensive Sign Plan for sign related questions such as allowable sign types/designs, sign placement and size, approval requirements, and prohibited signs.

Sign permits will be required for all signs. The Gallery Park Commercial Reviewer reserves the right to disapprove any sign design which is not compatible with the Comprehensive Sign Plan and the aesthetics of Gallery Park. Exceptions to the Comprehensive Sign Plan standards are extremely rare but may be considered if, in Gallery Park Commercial Reviewer's opinion, the sign design is of exceptional merit and architectural quality.

GALLERY PARK, MESA

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APPROXIMATELY 20 FEET WIDE

8 FEET
TOP OF SIGN

SCAFFOLD (SKELETAL AND COLOR TIED)

MASONRY (CMU) OR BRICK MASONRY
(PAINTED AND WEATHERED)

MASONRY (CMU) OR CONCRETE
BASE PLASTER

PARK AND CORNER: IDENTIFICATION SIGN (ID)
"REFERENCE LANDSCAPE DOCUMENT" FOR CORNER © SIGN ELEVATION AND LOCATION

4.3 SAMPLE BUILDING/TENANT SIGNS

Gallery Park is intended to look, work and feel like an urban neighborhood that blends professional businesses with hotels, boutique retail and dining establishments. Uncontrolled signs can quickly create a visual and verbal jungle and fail in their goal to communicate effectively, in turn undermining overall cohesiveness. The ultimate goal is to produce a consistent collage of signs that tastefully inform, delight and stimulate visitors to the project while fitting in seamlessly with the built environment. The artful use of painted wall signs will be strongly encouraged throughout the project in an effort to bolster the impact of The Art Program's Mural component.

Although the City approved Comprehensive Sign Plan shall ultimately govern over all building/tenant signs, the following imagery illustrates the design team's vision for building signage within Gallery Park.



4.3 SAMPLE BUILDING/TENANT SIGNS

GALLERY PARK, MESA

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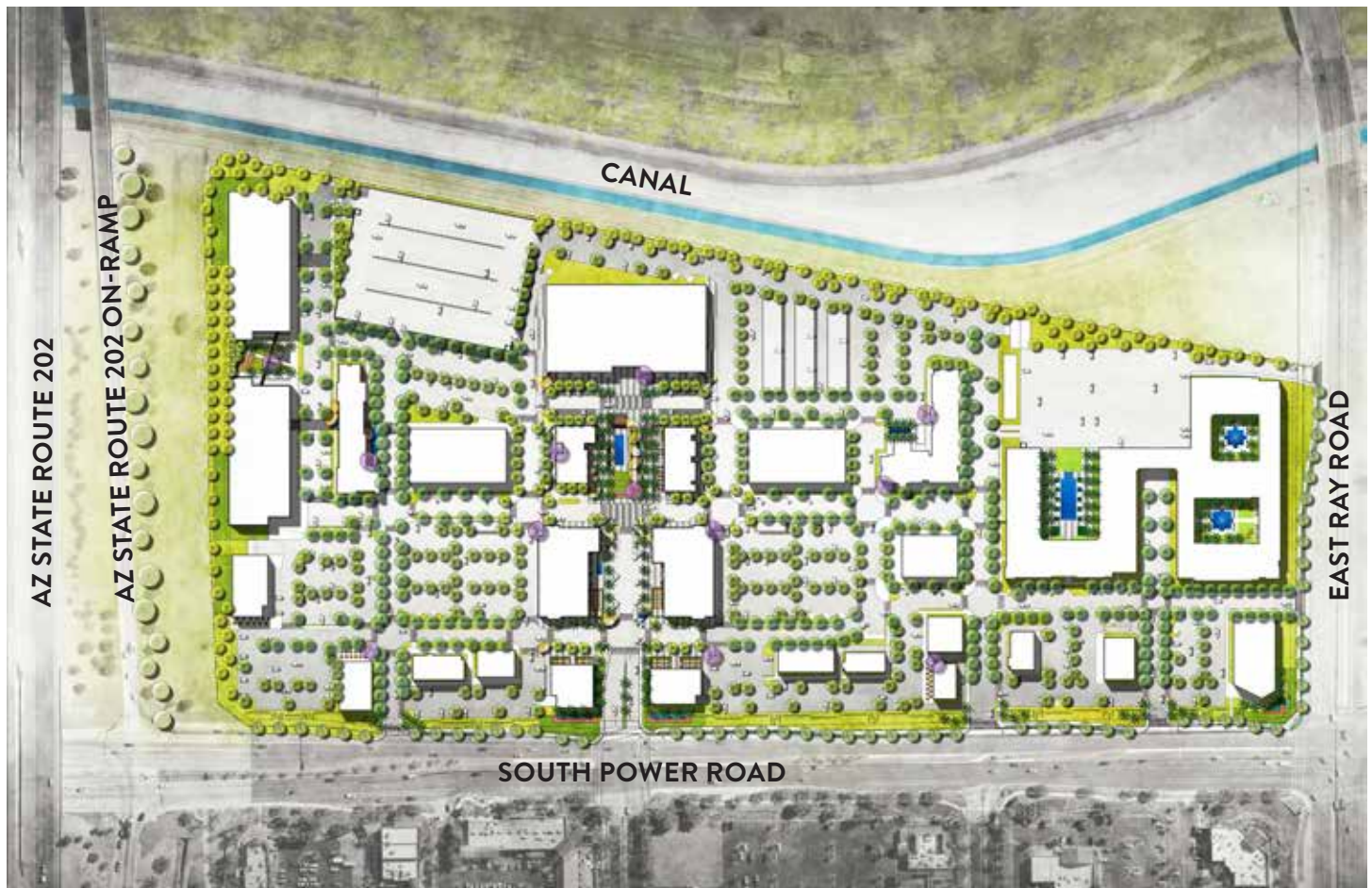


5.0

LANDSCAPE DESIGN GUIDELINES

The Landscape Design Guidelines ensures that future development of the site reflect the overall theme of area, creating a unifying aesthetic, and provide for meaningful spaces that relate to the adjacent buildings. Landscape guidelines are categorized as follows:

- 5.0 Rendered Landscape Plan
- 5.1 Landscape Design Guidelines & Character
- 5.2 Landscape Zones + Plant Palette
- 5.3 Hardscape Design Guidelines & Character
- 5.4 Hardscape Materials
- 5.5 Site Amenities
- 5.6 Site Furnishings
- 5.7 Landscape Lighting



5.1

LANDSCAPE DESIGN

LANDSCAPE DESIGN GUIDELINES + CHARACTER

Located at Power Road and Loop 202 in Mesa, Gallery Park is a commercial, retail, and residential community that focuses on high-quality outdoor livability. The following outlines the Landscape Design Guidelines:

1. Use masses of desert adapted plants to provide color, texture, and pattern.
2. Spotlight distinctive areas with one large, Landmark tree.
3. Use the height of date palms to identify entrances and paseos.
4. Install upgraded paving in large gathering areas.
5. Create shaded paths to increase walkability and integrate exercise into daily life.
6. Build an appropriately-scaled stage and plaza area for community centered events.
7. Use a planting palette to distinguish zones throughout the site.



5.1

LANDSCAPE DESIGN

LANDSCAPE DESIGN GUIDELINES + CHARACTER

MASTER LANDSCAPE PLAN & GUIDELINES

Gallery Park landscape plans must match the approved master landscaping and master site plans, as well as the master grading, drainage and utility plans approved for the overall project. Lot Owner and Lot Owner's landscape architect are to follow all tree, planting, site wall and hardscape designs set forth in the approved Landscape Design Guidelines. Any deviations must be approved by VIVO and VIVO's Landscape Architect. The following are the landscape plan requirements:

- a. Plant materials are to be large enough and spaced to screen electrical transformers that are visible from eye level adjacent to drives and parking lots. Refer to the utility companies' details for required clearances.
- b. All plant material shall conform to the Arizona Nurseryman Association standards.
- c. All granite color shall be Kalamazoo Materials - Desert Gold. Size, screening, and depth shall match adjacent lots, unless an alternative is approved in writing by VIVO. Failure to do so shall be at the sole risk and expense of Lot Owner in the event of any discrepancies.
- d. Valve boxes shall match color of granite unless an alternate is approved by VIVO or required by City (i.e purple for reclaimed water).
- e. Artificial turf will be considered for approval provided the turf is:
 - i. Of a natural appearance with multi-color brown thatch blend.
 - ii. Multi-height, non-directional.
 - iii. UV resistant.
 - iv. American made.
 - v. Carries a minimum 10-year manufacturer's warranty.
 - vi. Supplemental water is provided for any trees planted within artificial turf areas.
- f. Backflow preventers shall not be installed in turf areas and shall be secured with lockable cover screens painted earth tones to match existing screens installed within Gallery Park.
- g. The proposed irrigation system shall include any modifications required to tie the existing irrigation system if maintained by the Master Association.



5.2

LANDSCAPE DESIGN

LANDSCAPE ZONES + PLANT PALETTE

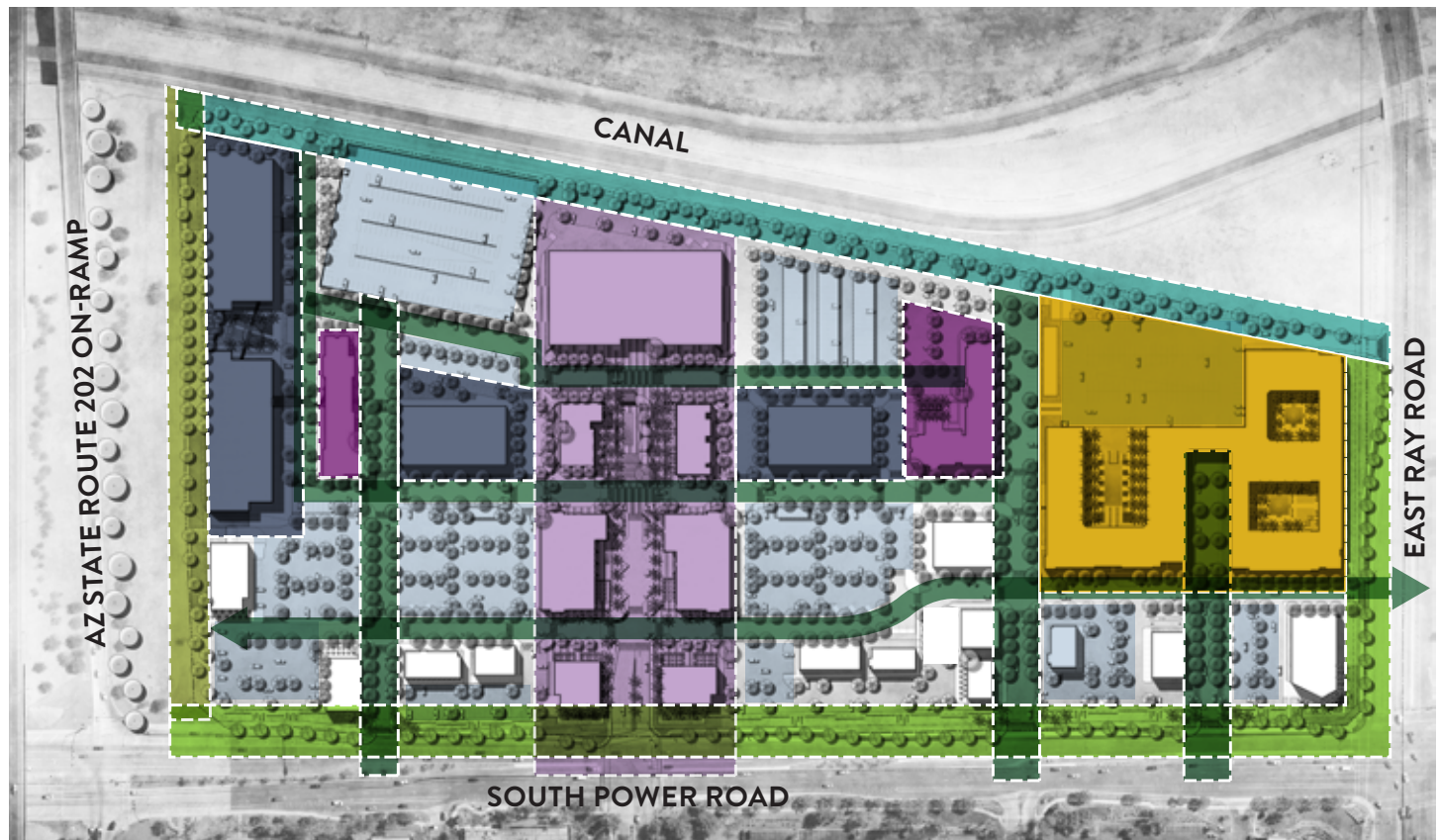
Various exterior nodes and zones are located throughout the site to spark a distinct feel and look. Each plant in the zone palette has been selected to enhance the amenities in the space. Zones range from large arterial roadways to small enclosed courtyards.

The list below identifies each zone in Gallery Park.

Zones:

1. Streetscapes (Power + Ray Roads)
2. Secondary Entries + Internal Connector Drives
 - a. Landmark Trees
3. Parking Courts
4. Main Street + Park
5. Offices
6. Hotel
7. Residential
8. Pots
9. 202 Frontage
10. East Property Line Frontage

ZONE DIAGRAM



KEY

- | | | |
|-------------------------------------|--------------------|-----------------------------|
| Streetscapes | Main Street + Park | Residential |
| Secondary Entries + Internal Drives | Offices | 202 Frontage |
| Parking Courts | Hotel | East Property Line Frontage |

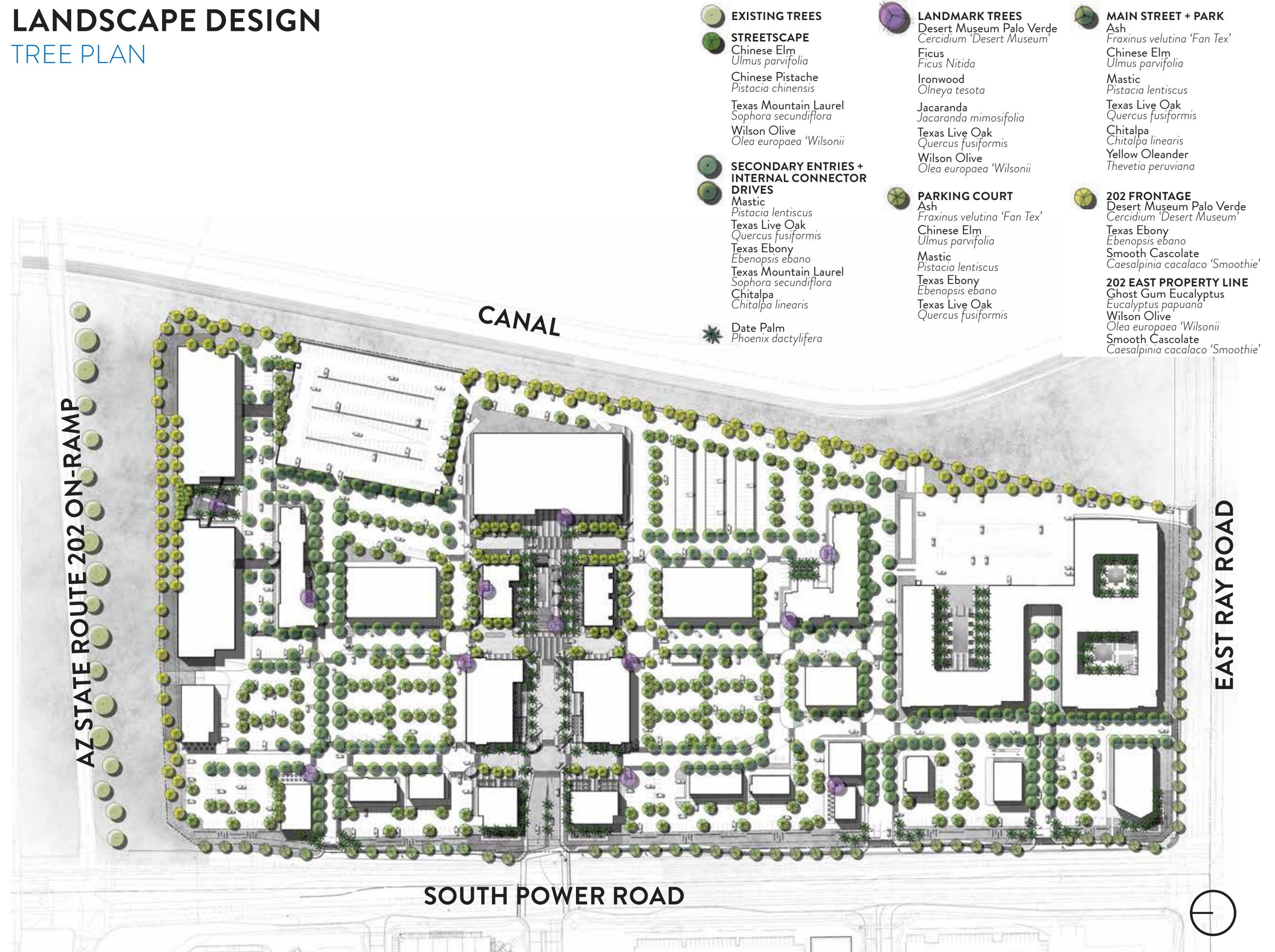


5.2

LANDSCAPE DESIGN TREE PLAN

GALLERY PARK, MESA

NELSENPARTNERS.COM



5.2

LANDSCAPE DESIGN PLANT PALETTE

LANDSCAPE ZONE KEY

- S Streetscape
- D Secondary Entries + Internal Connector Drives

- L Landmark Tree
- P Parking Court
- Po Pots - For use on Main Street + Park, Office, Hotel, and Residential

- M Main Street + Park
- O Office
- 2 202 Frontage

- H Hotel
- R Residential
- EP East Property Line



Desert Museum Palo Verde
Cercidium 'Desert Museum'

L O H R 2



Ficus
Ficus Nitida

L



Ironwood
Olneya tesota

L M



Date Palm
Phoenix dactylifera

S D M O H R



Chinese Elm
Ulmus parvifolia

S P M O H R



Chinese Pistache
Pistacia chinensis

S H R



Jacaranda
Jacaranda mimosifolia

L



Texas Live Oak
Quercus fusiformis

D L P M O



Wilson Olive
Olea europaea 'Wilsonii'

S L EP



Smooth Cascolate
Caesalpinia cacalaco 'Smoothie'

S M H EP



Texas Mountain Laurel
Sophora secundiflora

S D M O H R Po



Chitalpa
Chitalpa linearis

D M



Texas Ebony
Ebenopsis ebano

D P O



Ash
Fraxinus velutina 'Fan Tex'

P M O H R



Mastic
Pistacia lentiscus

D P M O H R



Ghost Gum Eucalyptus
Eucalyptus papuana

EP



Dodona
Dodonaea viscosa

S E P M R



Ficus Columns
Ficus Nitida

Po

5.2

LANDSCAPE DESIGN PLANT PALETTE

LANDSCAPE ZONE KEY

- S Streetscape
- D Secondary Entries + Internal Connector Drives

- L Landmark Tree
- P Parking Court
- Po Pots - For use on Main Street + Park, Office, Hotel, and Residential

- M Main Street + Park
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- 2 202 Frontage

- H Hotel
- R Residential
- EP East Property Line



Dodona
Dodonaea viscosa

S E P M R



Leucophyllum Lynn's Legacy
Leucophyllum langmaniae 'Lynn's Legacy'

S



Leucophyllum Rio Bravo
Leucophyllum langmaniae 'Rio Bravo'

S D P M O H R 2



Green Cloud
Leucophyllum frutescens 'Green Cloud'

S P



Leucophyllum Houdini
Leucophyllum revolutum 'Houdini'

M O R 2



Blue Bells
Eremophila hygrophana Blue Bells

P



Leucophyllum Heavenly Cloud
Leucophyllum x 'Heavenly Cloud'

S



Baja Ruellia
Ruellia peninsularis

S D P M O H R



Red Bird of Paradise
Caesalpinia pulcherrima

S H R



Orange Jubilee
Tecoma stans 'Orange Jubilee'

S D M O H R



Apricot Trumpet Bush
Tecoma x *Sierra Apricot*

S M



Yellow Bells
Tecoma stans 'Gold Star'

S D M O H R Po



Twisted Juniper
Juniperus chinensis 'Torulosa'

Po



Myrtle
Myrtus communis

E O



Boxwood
Buxus semperviens

M H R



Yellow Oleander
Thevetia peruviana

M Po



Cassia
Senna artemisioides

S EP



Red Emu Bush
Eremophila maculata 'Valentine'

S D P M O H R

5.2

LANDSCAPE DESIGN PLANT PALETTE

LANDSCAPE ZONE KEY

- S Streetscape
- D Secondary Entries + Internal Connector Drives

- L Landmark Tree
- P Parking Court
- Po Pots - For use on Main Street + Park, Office, Hotel, and Residential

- M Main Street + Park
- O Office
- 2 202 Frontage

- H Hotel
- R Residential
- EP East Property Line



Rosemary
Rosmarinus officinalis 'Tuscan Blue'

P M O H R



Little Ollie
Olea europaea 'Little Ollie'

S E M O H R



Dwarf Myrtle
Myrtus communis 'Compacta'

M O H R



Natal Plum
Carissa macrocarpa

E P M O H R



Tuttlei Natal Plum
Carissa macrocarpa 'Tuttle'

P



Green Carpet Natal Plum
Carissa macrocarpa 'Green Carpet'

E P M H R



Yellow Dot
Wedelia trilobata

M O H R



New Gold Lantana
Lantana x 'New Gold'

S E P M O H R 2



Purple Lantana
Lantana montevidensis

M O H R



Dallas Red Lantana
Lantana camara 'Dallas Red'

S E M O R 2



Evergreen Iris
Dietes bicolor

M O H R Po



Blue Dwarf Ruellia
Ruellia brittoniana 'Katie'

M



Giant Hesperaloe
Hesperaloe funifera

S EP



Blue Flame Agave
Agave 'Blue Flame'

S



Deer Grass
Muhlenbergia dubia

S E P M O H R



Crimson Yucca
Hesperaloe parviflora 'Perpa' Brakelights

S E P



Red Yucca
Hesperaloe parviflora

M O R



Sticks on Fire
Euphorbia tirucalli 'Sticks on Fire'

Po

5.2

LANDSCAPE DESIGN

PLANT PALETTE

LANDSCAPE ZONE KEY

- S

Streetscape
- D

Secondary Entries + Internal Connector Drives
- L

Landmark Tree
- P

Parking Court
- Po

Pots - For use on Main Street + Park, Office, Hotel, and Residential
- M

Main Street + Park
- O

Office
- 2

202 Frontage
- H

Hotel
- R

Residential
- EP

East Property Line



Barbara Karst Bougainvillea
Bougainvillea 'Barbara Karst'

S M O H R



Purple Bougainvillea
Bougainvillea brasiliensis

M O H R



Torch Glow Bougainvillea
Bougainvillea 'Torch Glow'

S



Hacienda Creeper
Parthenocissus x Hacienda Creeper

M EP



Star Jasmine
Trachelospermum jasminoides

M H R Po



Creeping Fig Vine
Ficus Pumila

M O H R EP



Potato Vine
Ipomoea batatas

Po



Ficus Columns
Ficus Nitida

Po

5.3

LANDSCAPE DESIGN

HARDSCAPE DESIGN + CHARACTER

Just as Mesa embraces the historic and the modern, the hardscape character of Gallery Park is made up of timeless materials as well as contemporary materials. The warmth of brick and wood is coupled with the simple, sleek look of steel and concrete.

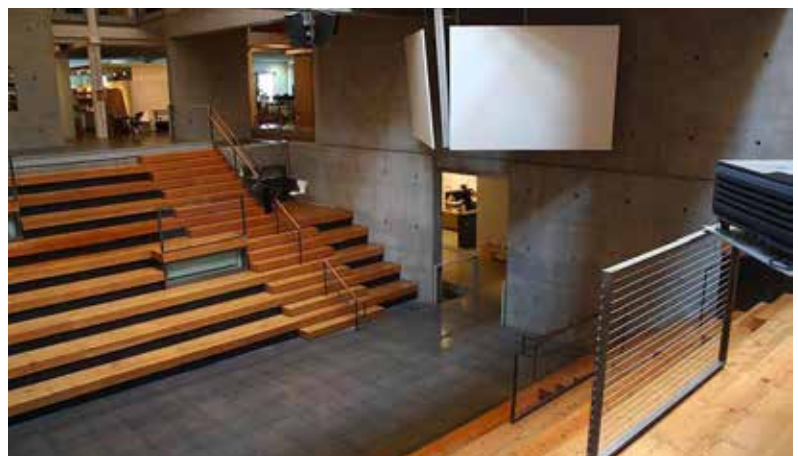
The following design guidelines and images illustrate the hardscape design for the Main Axis and The Park. Furthermore, they serve as a guide and hardscape character framework for the design of public portions of future hotel, office, multifamily, retail and restaurant uses on the site.

1. Colors will be neutral and natural.
2. Textures for concrete include sandblasted, exposed aggregate, smooth, and board form.
3. Finishes for steel include natural and powder coated.
4. Use linear paver patterns to express a contemporary aesthetic.
5. Man-made shade structures may be incorporated where appropriate.
6. Consider using locally sourced materials where possible to support sustainable practices.



OFFICE COURTYARDS AND ROOFTOPS

Contemporary corporate culture includes open space for employees for company events and recreation. Warm woods and concrete seating are options for large gatherings. Movable furniture and tables provide opportunities for small, outdoor workstations. The addition of artificial or natural turf in the courtyard become the stage for lawn games and other activities.





L-101
Landscape Plan (1"=150')





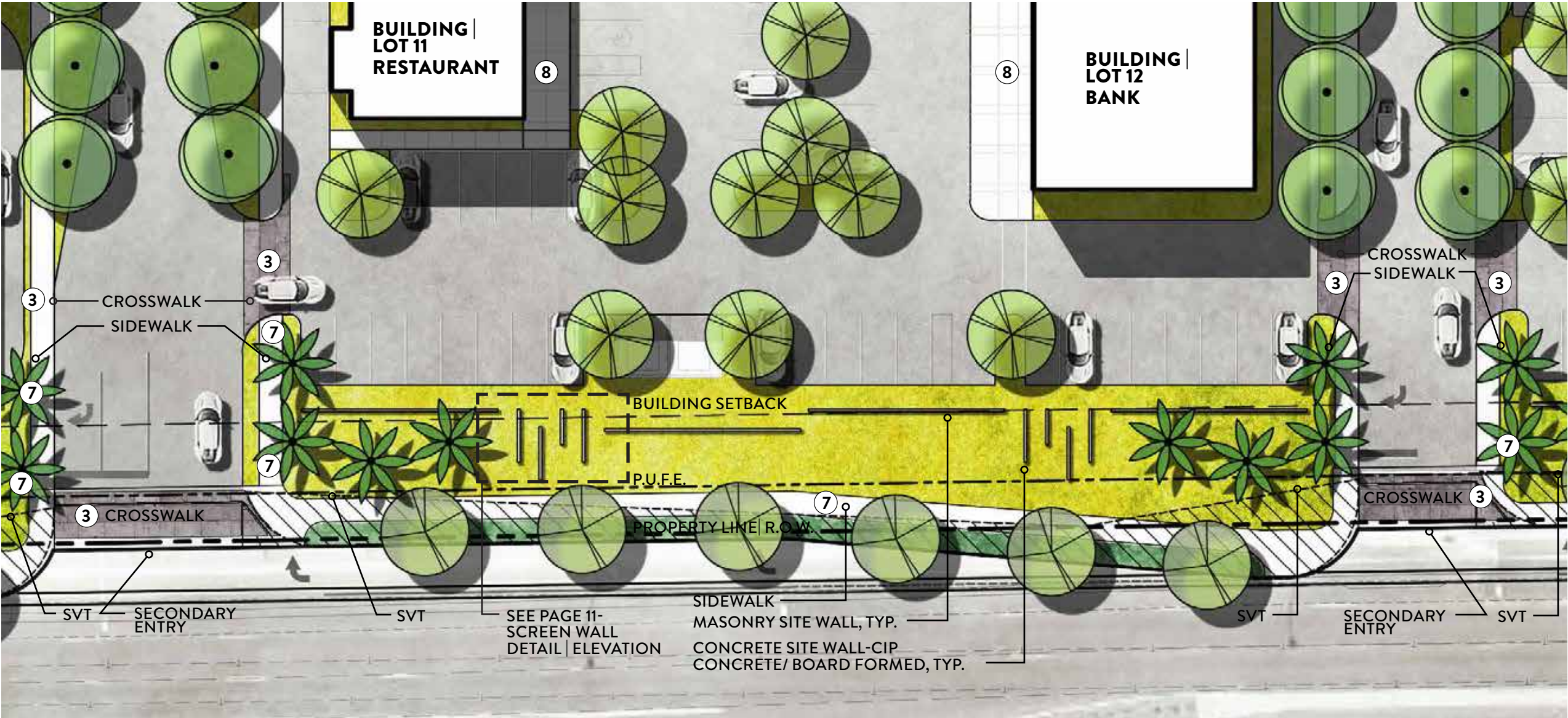
- KEY NOTES**
- 1 MATERIAL: CONCRETE
FINISH: HEAVY BROOM
COLOR: GRAPHITE IRON OXIDE
 - 2 MATERIAL: CONCRETE
FINISH: HEAVY BROOM
COLOR: COBBLE STONE
 - 3 **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: LIGHT MESA BEIGE
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM |
SANDBLASTED PATTERN
COLOR: KAILUA
 - 4 **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
OPTION 3
MATERIAL: CONCRETE
FINISH: ACID ETCH
COLOR: PEWTER
 - 5 **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: YELLOW
OPTION 2
MATERIAL: CONCRETE
FINISH: SANDBLAST
COLOR: PALOMINO
 - 6 **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
 - 7 NOT USED



- KEY NOTES**
- ① MATERIAL: CONCRETE
FINISH: HEAVY BROOM
COLOR: GRAPHITE IRON OXIDE
 - ② NOT USED
 - ③ **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: LIGHT MESA BEIGE
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM |
SANDBLASTED PATTERN
COLOR: KAILUA
 - ④ **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
OPTION 3
MATERIAL: CONCRETE
FINISH: ACID ETCH
COLOR: PEWTER
 - ⑤ **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: YELLOW
OPTION 2
MATERIAL: CONCRETE
FINISH: SANDBLAST
COLOR: PALOMINO
 - ⑥ **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
 - ⑦ MATERIAL: CONCRETE
FINISH: NATURAL
COLOR: NATURAL



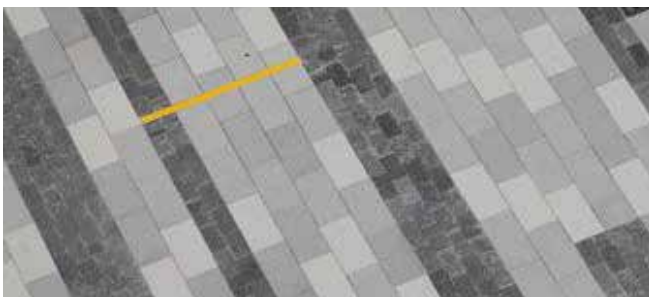
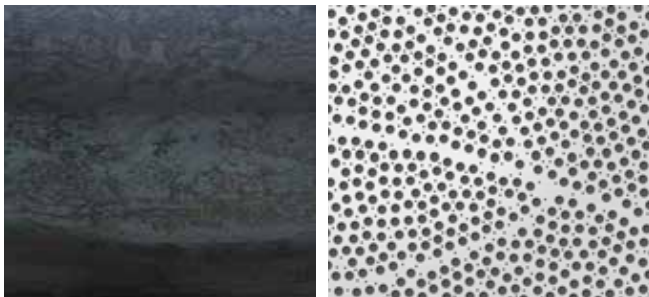
- KEY NOTES**
- ① MATERIAL: CONCRETE
FINISH: HEAVY BROOM
COLOR: GRAPHITE IRON OXIDE
 - ② NOT USED
 - ③ **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: LIGHT MESA BEIGE
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM |
SANDBLASTED PATTERN
COLOR: KAILUA
 - ④ **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
OPTION 3
MATERIAL: CONCRETE
FINISH: ACID ETCH
COLOR: PEWTER
 - ⑤ **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: YELLOW
OPTION 2
MATERIAL: CONCRETE
FINISH: SANDBLAST
COLOR: PALOMINO
 - ⑥ **OPTION 1**
MATERIAL: PAVER
ACKERSTONE: LINEAR PAVING
STONE (4"x12")
COLOR: GRAPHITE
GRANADA WHITE
MOCHA BROWN
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM
COLOR: PEBBLE
PEWTER
GRAPHITE IRON OXIDE
 - ⑦ MATERIAL: CONCRETE
FINISH: NATURAL
COLOR: NATURAL



- KEY NOTES**
- ① NOT USED
 - ② NOT USED
 - ③ **OPTION 1**
MATERIAL: PAVERS
ACKERSTONE: LINEAR PAVING
STONE (4"X12")
COLOR: LIGHT MESA BEIGE
OPTION 2
MATERIAL: CONCRETE
FINISH: MEDIUM BROOM |
SANDBLASTED PATTERN
COLOR: KAILUA
 - ④ NOT USED
 - ⑤ NOT USED
 - ⑥ NOT USED
 - ⑦ MATERIAL: CONCRETE
FINISH: NATURAL
COLOR: NATURAL
 - ⑧ MATERIAL: PAVERS
ACKERSTONE: PALAZZO (24"X24")
FINISH: MONACO
COLOR: ESPRESSO

5.4

LANDSCAPE DESIGN HARDSCAPE MATERIALS



The following are examples of appropriate hardscape materials which serve to define the material character which will be incorporated through all phases of Gallery Park.

WALLS AND SCREENS

Walls and screens shall complement adjacent buildings and be constructed in similar fashion. Neutral hues ranging from creams to warm charcoal are encouraged to be timeless in nature and authentic to the sense of place.

CONCRETE

- Board Form
- Sandblasted
- Smooth Form with expressed form ties

CMU

- Burnished finish
- Standard finish
- Integral Color

BRICK

- Natural Tones

LIMESTONE

- Regionally sourced
- Varied colors, sizes and textures

METAL

- Natural Mill Finish Steel
- Powdercoat Finish
- Perforated or laser cut
- Imprinted or etched
- Steel mesh

PAVING

CONCRETE

- Acid etch | Sand finish
- Exposed Aggregate
- Integral Color
- Stained

PAVERS

- Concrete in Natural tones and in rectilinear shapes
- Brick in Natural tones

SEATWALLS

- Cast in place Concrete
- Wood
- Masonry

5.5

LANDSCAPE DESIGN SITE AMENITIES

Gallery Park amenities are programmed for everyone from 8 to 80. The Park (which will be constructed as part of the phase that includes Lot 17 and/or Lot 18) serves as the epicenter for these amenities. Areas will be designated for high-energy activities, leisurely recreation, and quiet respites. Outdoor spaces will be designed to include the following:

- Outdoor movie night
- Outdoor living rooms with fire or water features
- Restaurant waiting areas with soft furniture
- Stage / concert venue
- Picnic areas
- Bike paths
- Open space for lawn games
- Plaza for community events
- Designated car service drop off/pick up areas
- Valet parking areas



5.6

LANDSCAPE DESIGN

SITE FURNISHINGS

Site furnishings at Gallery Park should reflect the welcoming feel of the community. Seating should encourage a variety of social interactions: large group gatherings, small intimate pairs, and quiet solitude. Benches, chairs, built-in and movable furniture will all be available throughout the property. Seating materials will include concrete, masonry, natural wood, as well as colorful metals.

All furnishings included in the streetscape should be consistent and provide a repetitive pattern. Benches within the streetscape zone should be surface-mounted and not be movable.

Furnishings show are intended to communicate the general aesthetic for Gallery Park. Alternate furnishing manufacturers, models, and designs (of similar quality) may be submitted and are subject to VIVO approval, which approval may be withheld in VIVO's sole and absolute discretion for any reason.

BIKE RACKS



BOLLARDS



PLANTERS



PLANTERS CONT.



Note: Main Street Only



SEATING



5.7

LANDSCAPE DESIGN

LANDSCAPE LIGHTING

Landscape lighting will include parking, pole lights, bollards, uplights, flood lights, and down lights. Specialty lighting, such as lighting built into furniture, catenary lights, lighting as art, are highly encouraged. Wherever possible, lights bulbs will be LED to help cut energy consumption and support sustainability.

Lot Owners shall provide Landscape Lighting reasonably necessary or appropriate for Common Area security. Lighting for the Common Area shall remain on when a majority of the businesses within Gallery Park are open for business, unless otherwise restricted by any applicable laws or ordinances. Each Lot Owner shall coordinate its' lighting schedule with the rest of Gallery Park Common Area lighting.



Primus, Stringlight Systems with Volt Tree Strap Mounting Kit
Main Axis, Park, and Special Use Areas



Lador, ULD-200002 Cluster Column
Park



Kim, Ouro UR Post
Main Axis, Mid Axis, and Park



KIM-VRB, Bollard Light
Park and Pedestrian Areas



Kim, Ouro UR Arm on 20 ft to 35 ft Pole
Parking Lots

General Note:

Lights shown are intended to communicate the site lighting strategy for Gallery Park. Alternate fixture manufacturer, model and design (of similar quality) may be submitted and are subject to VIVO approval, which approval may be withheld in VIVO's sole and absolute discretion for any reason.