

DESTINATION AT GATEWAY

DESIGN GUIDELINES AND STANDARDS

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1 VISION

The following chapter will include:

- 1.1 Introduction
- 1.2 What does it look like?
- 1.3 What does it feel like?

1.1 INTRODUCTION

Destination at Gateway is a proposed mixed-use development on approximately 88 gross acres (85 net acres) located on the north side of SR24 straddling S. Signal Butte Road. The proposal is for a mixture of uses including auto sales, retail, multi-family residential, commercial, and restaurants. The development is proposed to bring communities together by creating space that allows for a regional auto mall, more sit-down and drive-thru restaurants, and retail as well as adding a big-name national retailer to this expanding area of the City of Mesa. Aiming to attract patrons from the surrounding communities of Gilbert, Queen Creek, San Tan Valley, Apache Junction and even Chandler; Destination at Gateway is where everyone will want to be.

The intent of Destination at Gateway is to develop a cohesively designed Master Planned project linking various commercial retail and residential uses through the integration of architecture, landscape, and site design elements and by providing a comfortable and safe pedestrian friendly network with intuitive safe vehicular circulation. Each individual user shall work with the master developer to ensure compliance with the guidelines. Destination at Gateway is intended to provide services, employment, and housing for the local community.

The design quality of Destination at Gateway will exceed the typical standards found in traditional retail and residential districts in the Phoenix metro area. By providing unifying architecture, landscaping, and pedestrian connections throughout the site, Destination at Gateway will create a community asset with a strong sense of place and consistency.

1.2 WHAT DOES IT LOOK LIKE?

The Destination at Gateway is integrated into the landscape of the growing area of Mesa. Buildings that take into consideration their proximity to streets and pedestrian walks mean that both the vehicular and pedestrian traffic can feel connected to the landscape as well as the architecture on site. Terracing building heights allow the scale of the development to seem consistent from the patron's vantage points.

1.3 WHAT DOES IT FEEL LIKE?

Destination at Gateway feels connected to the individual as well as the environment. Through the thoughtful landscape design and the rectilinear, modern building aesthetics, the patron can feel as if they belong within the development.

2 SITE INFORMATION

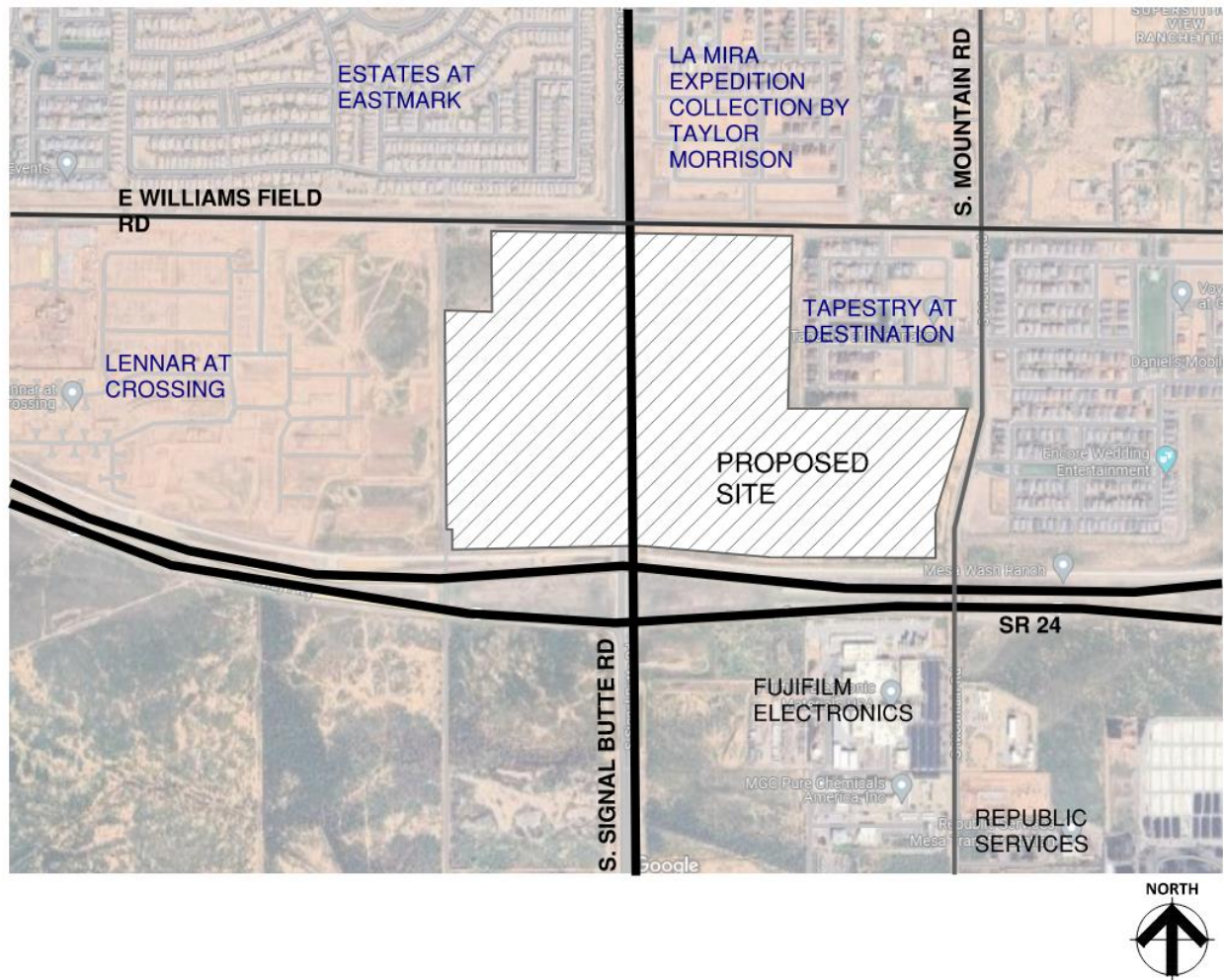
The following chapter will include:

- 2.1 Vicinity Map
- 2.2 Contextual Site Plan
- 2.3 Master Site Plan
- 2.4 Vehicular Circulation Plan
- 2.5 Pedestrian Circulation Plan

2.1 VICINITY MAP

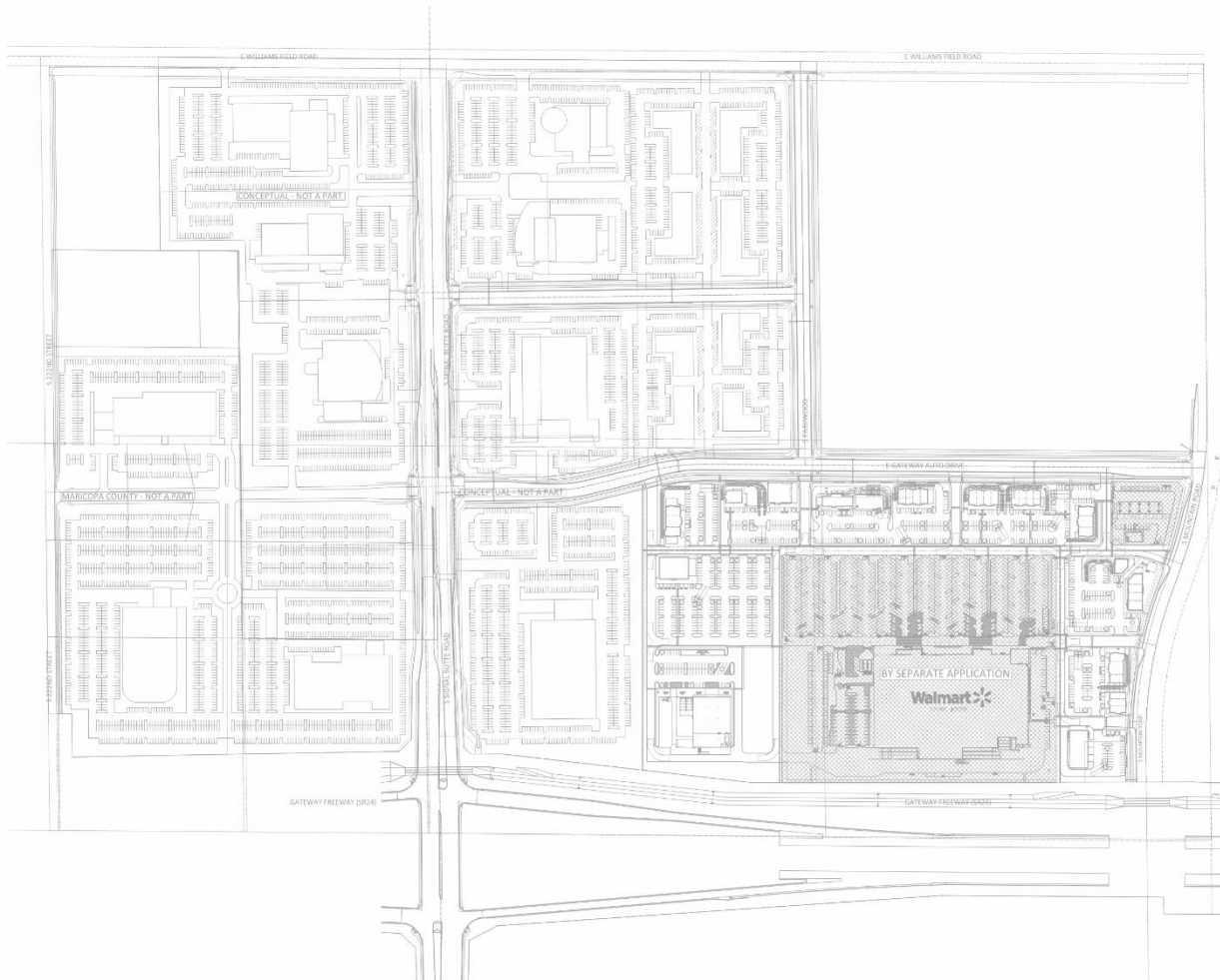


2.2 CONTEXUAL MAP



2.3 CONCEPTUAL SITE PLAN

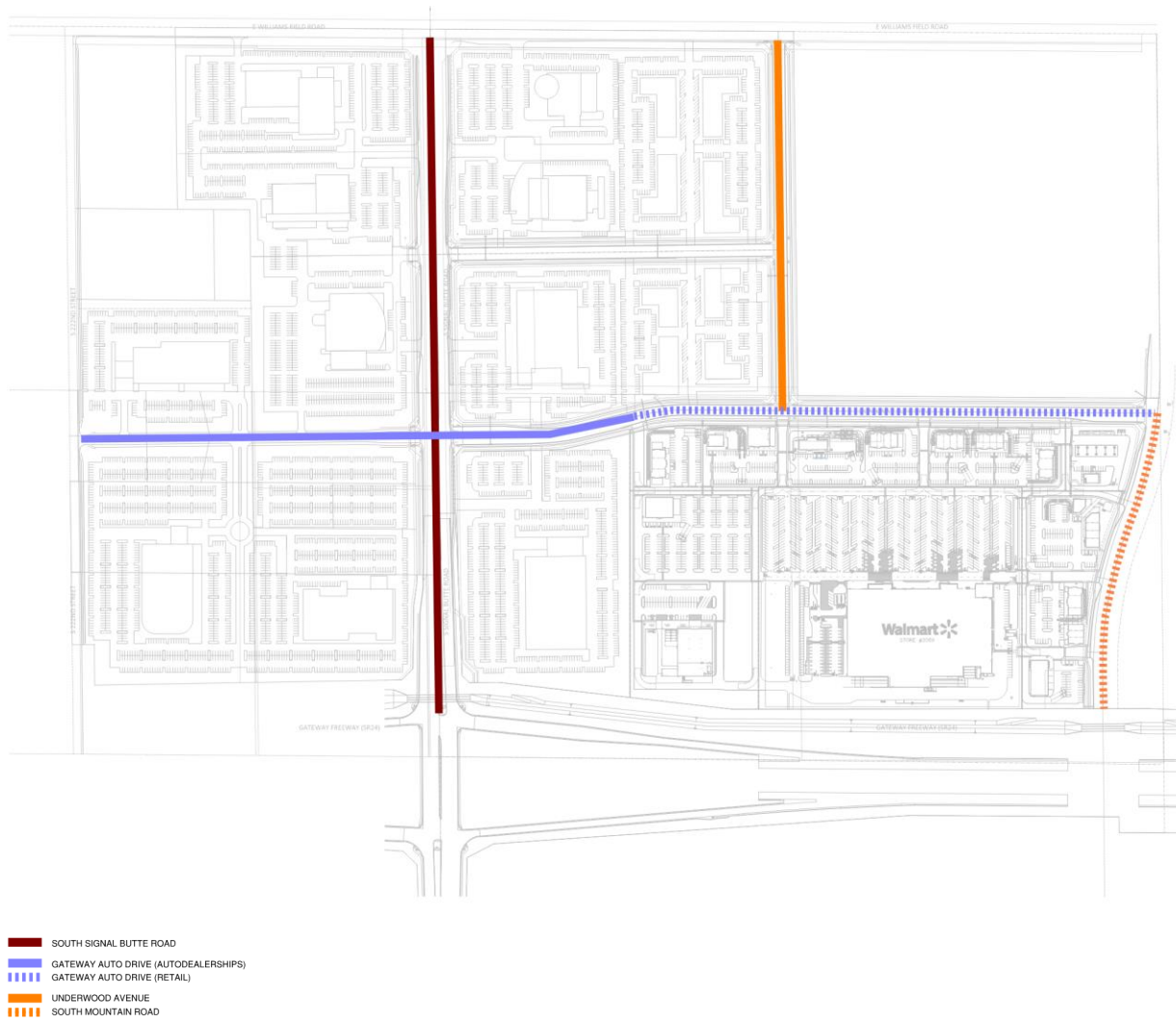
The conceptual site plan is subject to adjustments as the development matures and its users become defined. The conceptual site plan shows the extents of the full future development. However, the conceptual site plan is subject to adjustments as users are defined and specific site plans developed.



(images are for illustrative purposes only)

2.4 VEHICULAR CIRCULATION PLAN

The safe and attractive vehicular circulation plan is a conceptual rendition of the proposed development layout and configuration and is subject to adjustments as the development matures and its users become defined. Quantity of connections shall be considered by the future developments and is subject to the approval of the Planning Director. For additional information pertaining to the requirements of each of the connections illustrated below, reference section 3.6 of these design guidelines and standards.

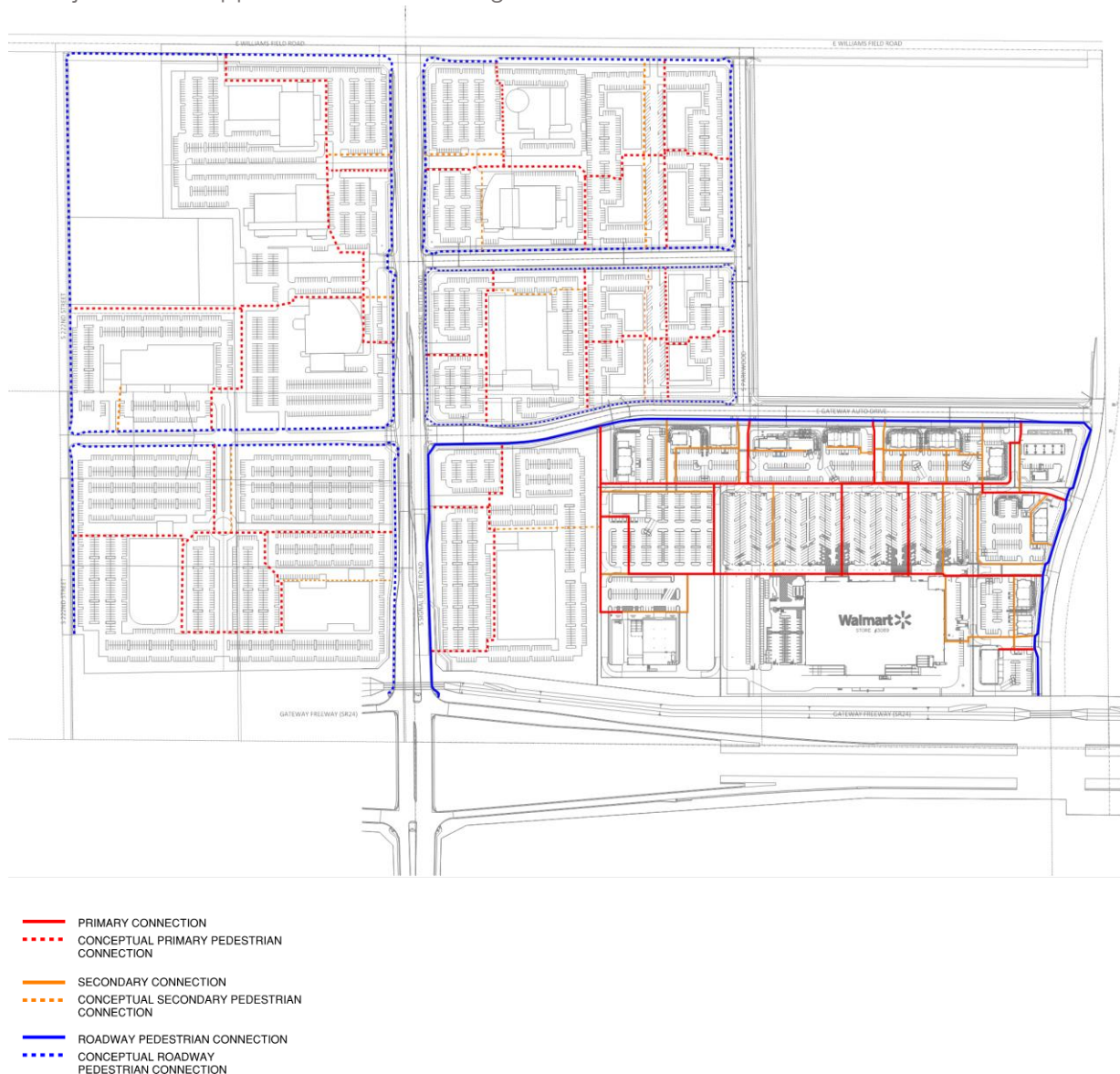


(images are for illustrative purposes only)

2.5 PEDESTRIAN CIRCULATION PLAN

The safe pedestrian circulation plan is a conceptual rendition of the proposed development layout and configuration and is subject to adjustments as the development and its users become finalized. Reference sections 4.3.1 and 4.3.2 for additional information pertaining to design standards for the various types of pedestrian circulation/connections.

Conceptual connections are shown in dashed lines to allow for flexibility in the future developments. Quantity of connections shall be considered by the future developments and is subject to the approval of the Planning Director.



(images are for illustrative purposes only)

3 ARCHITECTURAL DESIGN GUIDELINES

The following chapter will include:

- 3.1 Vision
- 3.2 Building Style
- 3.3 Materials
- 3.4 Architectural Features
- 3.5 Color Palette
- 3.6 Key Design Considerations
- 3.8 Commerical / Multifamily Alternative Compliance
- 3.9 Auto Dealership Alternative Compliance

3.1 VISION

Destination at Gateway's development team has established an architectural design character inspired by the desert landscape yet distinctly modern and timeless with similarities of neighboring developments. Solid masses relate to desert landforms accented with glass and horizontal elements to create layers of shade and texture. An emphasis has been placed on enhancing the pedestrian realm while providing flexibility for varied architectural character is critical for retail branding success. The design guidelines and standards are intended to establish a unified design character for the Destination at Gateway development.

3.2 BUILDING STYLE

3.2.1 TIMELESS MODERN

Timeless Modern is the proposed building style that introduces a language of clean, rectilinear forms and planes balanced with the use of warm desert palette materials accented w/ a mix of architectural features utilizing shade and texture to layer.

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 glass thoughtfully located to encourage engagement with the development.
- Use of modern materials and systems such as steel, block, stone, wood, stucco, and similar materials, some which may include exposed applications.
- The use of ornament is limited, with modern decorative cornices or trims, giving way to a clean aesthetic where materials meet in simple, well-executed joints.
- Warm desert colors, such as tans, whites, and grays shall comprise the majority of the facades while limiting the use of accent colors to specified moments.

Commercial buildings shall consider contextual relationships of 'Primary Materials' to adjacent buildings with overall horizontal building massing broken up into recognizable overlapping or layered masses balanced with complementary 'Secondary Materials' and 'Accents'. 'Primary' and 'Secondary Materials' are defined herein. Architectural accent features and materials allow owners and users opportunities to weave their signature elements into Destination at Gateway's design aesthetic. Architectural detailing on facades may vary depending on visibility and orientation; however, all publicly visible facades shall provide equivalent architectural detailing commensurate with the main façade.

- Buildings shall vary in height, providing at least two (2) changes in height, of a minimum of 2'-0", or roof or parapet forms that are varied over different portions of the building through changes in pitch, plane, and orientation.

- Buildings 100,000 SF or less. All publicly visible facades (viewed from rights-of-way or private property), shall not have blank, uninterrupted wall lengths exceeding 50 feet without including at least two (2) of the following:
 - change in plane of a minimum of 4"
 - change in texture or masonry pattern
 - windows
 - trellis with vines
 - or an equivalent element that subdivides the wall into human scale proportions.

- Buildings over 100,000 SF. All publicly visible facades (viewed from rights-of-way or private property), shall not have blank, uninterrupted wall lengths exceeding 50 feet without including at least two (2) of the following:
 - change in plane of a minimum of 4"
 - change in texture or masonry pattern
 - trellis with vines
 - or an equivalent element that subdivides the wall into human scale proportions.

- Facades shall incorporate at least three (3) different and distinct materials; each material shall not exceed 50% of the total façade.

3.2.2 CORPORATE ARCHITECTURE

Where the proposed architecture of a building or structure is the result of a franchise style, prototypical or franchise architectural design, including materials and color, shall be modified if necessary to meet these development standards and set a standard, or contribute to a high-level of quality for future developments and buildings within the area.

3.2.3 AUTODEALERSHIP ARCHITECTURE

It is understood that the Auto Dealer design shall comply with the corporate architecture for the specific brand as well as the national design and development standards that are required with the location and development of a new car dealership. This is required per the Dealer's Terms agreements in order to locate a dealership at this location.

Auto Dealerships rely heavily on brand recognition and have very specific requirements that allow their businesses to remain successful within a highly competitive market. The Auto Dealerships shall work with the city to provide buildings that are consistent with corporate standards and improve the overall development.

The Destination at Gateway Auto Dealerships will present an architectural character that creates a forward-looking development catering to the tastes of today's consumer. This will be achieved through attention to scale, building placement, and quality materials.

Auto dealership architecture will feature brand-forward design, relying on the cutting-edge look of today's top car manufacturers with no particular emphasis on any one style. Given the importance of allowing auto makers to present an entire design ethos in their showroom designs, it will be important to give generous latitude to established brand elements.

A survey of recent auto dealerships throughout the country reveals many common elements that make this building type among the most contemporary in commercial environments.

Some common elements found in dealership design are:

- Boldness
- Simplicity
- High Visibility
- Void of Historical Reference
- Focus on Product (Vehicles)
- Brand-Forward Design

Dealership buildings appeal to a public fascination with automobiles and the excitement of motorized travel.

3.2.4 MULTIFAMILY CHARACTER

Multifamily buildings shall consider contextual relationships of 'Primary Materials' to adjacent buildings with multi-story building massing broken up into recognizable overlapping or layered masses balanced with complementary 'Secondary Materials' and 'Accents'. Timeless Modern style shall embrace both contextual cues and embrace minimalism as a departure from more elaborate styles. 'Primary' and 'Secondary Materials' are defined in section 3.3.2 & 3.3.3. Architectural detailing shall be provided in courtyards and adjacent to other amenity areas that are highly visible to the residents subject to the standards set forth below. Publicly visible façades shall follow the following standards:

- **Roof Articulation:** Vary building height, providing at least three (3) changes in height or roof forms that are varied over different portions of the building through changes in pitch, plane, and orientation to align with the timeless modern theme of the development.
- **Façade Articulation:** All publicly visible facades (viewed from rights-of-way or private property), shall not have blank, uninterrupted wall lengths exceeding 25 feet without including at least two (2) of the following:
 - Change in plane of at least two feet (façade articulation), change in texture or masonry pattern, windows, trellis with vines, variable roof forms, façade detailing and materials, use of balconies, bay windows, other such projections or recesses, or an equivalent element that subdivides the wall into human scale proportions.
- Facades shall incorporate at least three (3) different and distinct materials.
- Reference Mesa Zoning Ordinance Section 11-5-5(B)(2) for additional requirements.

Architectural accent features and materials allow owners and users opportunities to weave their signature elements into Destination at Gateway's design aesthetic. Architectural screening, awnings, and ornamental metals are just a few examples of the type of material whose limited use provides additional richness. These materials shall be used with restraint, as accents and/or in limited applications.

Timeless Modern style should embrace both contextual cues and embrace minimalism as a departure from more elaborate styles. Materials and architectural accents shall not apply to (i) internal courtyards, or (ii) carriage building walls not visible from the public streets. Publicly visible facades shall follow the same standards as outlined in these Design Guidelines and Standards.

3.2.5 MULTIFAMILY CARRIAGE BUILDINGS

In addition to the standards outlined in Section 3.2.4, If a carriage building is proposed adjacent to any proposed public right-of-way, the first-floor façade facing the right-of-way shall include the architectural features or elements listed below, or their equivalents:

1. Buildings shall be stepped with a change in plane at a minimum of 1'-6" every 23'-8" to break up longer building facades.
2. Spandrel glass windows measuring 2'-4" W x 2'-4" H, plus material change below first floor windows.

3.3 MATERIALS

Visual interest shall be created using high-quality building materials enhanced by accent materials, which are discussed in more detail below. Where justified, alternative compliance allows a reduction in the requirements of these Design Guidelines and Standards, including the applicable chapters and/or sections of the zoning code. Alternative compliance allows development to satisfy the principals, goals and ideals set forth in these Design Guidelines and Standards by providing similar or comparable standards in a creative way. Refer to section 3.8 for alternative compliance guidelines.

3.3.1 BUILDING MATERIALS – GUIDELINES FOR DESIGN AND APPLICATION

When applying the allowed building materials, the following additional building material design guidelines and standards shall be applied:

- Materials shall be selected that have proven durability in extreme heat and under high amounts of sun exposure.
- When continuing a material around a corner from a front to side elevation, it shall be terminated by an architectural element such as an offset, column, intersecting wall or fence.
- Material changes shall occur at a change in wall plane where the changes tend to appear substantial and integral to the structure.
- Exterior building colors shall be compatible with these Design Guidelines, recognizing the specific geographic and climatic conditions of the Sonoran Desert.
- Change in color shall be accompanied by a change in plane and separated by a façade element, enhanced architectural detail or other means.

Additional Commercial and Multifamily Guidelines and Standards:

- Materials and finishes shall create a recognizable “base” consisting of, but not limited to: materials with a greater thickness such as masonry – greater than the materials installed above, integrally textured materials such as stone or other masonry, integrally colored or patterned materials such as smooth finished stone or tile, or lighter or darker materials, mullions or panels; or planters.
- Materials and finishes shall create a recognizable “top” consisting of, but not limited to: cornice treatments, other than just colored “stripes” or “bands”, with integrally textured materials such as stone or differently colored materials, sloping roof with overhangs and brackets, or stepped parapets.

3.3.2 PRIMARY MATERIALS – COMMERCIAL AND MULTIFAMILY

“Primary Materials” include:

- integrally tinted and decorative masonry (including smooth and textured)
- concrete (including precast concrete, and fiber cement panels)
- stucco and synthetic stucco (EIFS)
- stone (natural & synthetic)
- wood (natural & synthetic)
- glass/glazing

To be considered a primary material on multi-family buildings, the glazing shall be a minimum of 48 S.F. in area at each multifamily dwelling unit. Mullion separation of panes of glass shall be counted in the S.F. area. For glass/glazing to be considered a primary material on commercial buildings, it shall exceed a minimum of 30% of the total façade length and be a minimum of 10'-0" in height, including mullions.

Other similar materials may be approved by the City of Mesa Planning Director or the Director's designee if such materials are in keeping with the intent and quality of these Design Guidelines.

Reference section 3.3.8 for additional information pertaining to the percentage requirements of each building type. Additional descriptions, limitations and scope of use relating to the foregoing Primary Materials, including which of these shall be used more sparingly, as Secondary Materials, are discussed in more detail in section 4.3.4 below.

3.3.3 SECONDARY MATERIALS – COMMERCIAL AND MULTIFAMILY

“Secondary Materials” are intended to complement ‘Primary’ and ‘Accent’ materials and shall be used in smaller percentages than primary with higher texture and/or color intensity.

Secondary Materials may include:

- integrally tinted and decorative masonry (including smooth and textured)
- concrete (including precast concrete and fiber cement panels)
- stucco and synthetic stucco (EIFS)
- brick
- stone (natural & synthetic)
- architectural metal panels
- glass/glazing
- wood (natural & synthetic).

Glass / Glazing shall be used thoughtfully to create transparency and relief to solid materials.

For glazing to be considered a secondary material on commercial projects, it shall meet at least one of the following requirements:

- Storefront with entry doors exceeds 120 square feet
- Storefront without entry doors exceeds 80 square feet
- Glazing is provided above canopies/awnings of any square footage
- Faux storefront with spandrel on rear elevations of any size

For glazing to be considered a secondary material on multi-family buildings, the glazing shall be a minimum of 24 S.F. in area at each multifamily dwelling unit. Mullion separation of panes of glass shall be counted in the S.F. area. Other similar materials may be approved by the City of Mesa Planning Director or the Director's designee if such materials are in keeping with the intent and quality of these Design Guidelines. Reference section 3.3.8 for additional information pertaining to the percentage requirements of each building type.

3.3.4 AUTODEALERSHIP MATERIALS

The Destination at Gateway Auto Dealerships will allow for a wide range of materials and colors that support the overall vision and style of the individual dealerships.

Materials which support the contemporary style of dealerships are listed below. Materials not listed here will be considered on a case-by-case basis as approved by the Planning Director, and as required by the Auto Dealer branding requirements.

Material Choices which are encouraged for dealerships include:

- Stucco
- Panelized Metal or Aluminum Panels (ACM)
- Painted or Natural Metal Surfaces
- Textured or Ribbed Metal
- Integral Colored Masonry
- Stone Veneer-Natural or Synthetic
- Painted Masonry (in non-public areas)
- Glass-Clear, Tinted or Frosted

- Storefront Systems
- Metal Accents

3.3.5 ACCENT COLORS AND MATERIALS

Commercial and Multi-family:

“Accent Colors and Materials” include bold colors, unique detail elements or materials which occur throughout the development but on a smaller proportion to the overall elevation. The use of bold complementary colors shall be organized in way to create the most impact while remaining in balance with the overall color combination and massing composition.

Accent colors / materials shall cover a maximum percentage of a façade based upon its use. See section 3.3.8 for more information. Accent materials may be a mix of primary and secondary materials but used in select moments to create impact. These moments shall focus on areas which interact at the human scale or unique focal points to emphasize building entry, corners or as an instrument to break up larger massing. Reference section 3.5 for more information on accent colors and materials. Accent colors and percentage requirements shall be obtained primarily through integration into the frontage facing facades, otherwise limited on non-frontage facing facades.

Auto Dealerships:

Brand colors common to individual auto makers are expected and encouraged to promote brand recognition. Material colors should present a balance between warm and cool neutrals to avoid a monolithic appearance. Examples of acceptable brand accents include high gloss metals in chrome, silver, black and white as well as custom colors that are specific to an automaker or dealer identity.

3.3.6 ACCEPTABLE COLORS AND MATERIALS

Concrete Masonry Units / Adhered Veneer

Concrete Masonry Units / Adhered Veneer, can be used a primary material depending upon the massing and contextual relationship to other buildings, but is generally thought of as a Secondary Material to accent complementary Primary Materials or Accent Materials. See below approved samples from Superlite Block.



MALIBU SAND



HUNTINGTON GRAY



ASPEN

Stone

Stone, both natural and faux, can be used a primary material depending upon the massing and contextual relationship to other buildings, but is generally thought of as a Secondary Material to accent complementary Primary Materials or Accent Materials. See below from approved examples from Cultured Stone.



"CHARDONNAY"



"ASHFALL"



"WHEATON"



"MIXED SHALE"

Stucco

Stucco, or synthetic stucco systems (e.g., Exterior Insulation and Finish Systems (EIFS)) may be used as an exterior cement plaster wall covering and is typically used as a Primary Material. Stucco shall be consistent throughout the project and kept to smooth or light sand finish. Stucco is a versatile material which shall be thoughtfully utilized to support and showcase Secondary Materials and Accent Materials. In appropriate designs, Stucco could be the Secondary Material provided it is consistent with the overall theme and quality of these Design Guidelines.

Metal Wall, Accents, and Panels

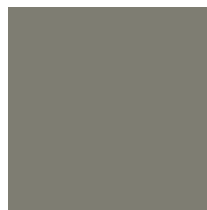
Metal Panels (roof and wall) shall be used as a Secondary Material to accent Primary Materials or Accent Materials. Roof and wall panels shall be flat standing or concealed seam systems with seams no more than 16 inches apart as recommended or engineered by the manufacturer to prevent oil-canning. Longer seam spacing is acceptable in composite metal panel systems, while corrugated roofing is prohibited.

Roofing Material shall not be considered primary or secondary materials and shall not count towards percentages requirements.

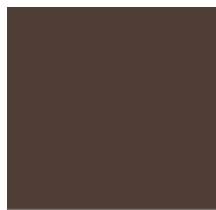
The list of below colors of metal or other materials are illustrative in nature and do not encompass a full array of corporate colors that are acceptable as secondary colors. Franchise and alternative colors others may be requested provided they are in keeping with the overall theme of these Design Guidelines, if approved by the Planning Director



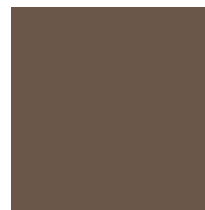
DARK BRONZE



SLATE GREY



MEDIUM BRONZE



P217E DARK BRONZE

Glazing / Glass

Glass is generally considered a Secondary Material, and shall not be used as a Primary Material for on commercial and residential buildings. Glass may be used as a Primary Material at auto dealerships if more than 60% of the façade at the showrooms is comprised of glass. Glass may also be used as an Accent Material in appropriate settings.

Glass is vital for interior–exterior dialogue, and therefore shall be carefully considered to optimize uses and enhance connectivity at the pedestrian level. Ground level glazing is encouraged to have a visible transmittance (VT) of 0.6 or greater for safety and activation of the pedestrian realm while some areas may be appropriate to support translucent glass

or applied film for privacy or discreet uses behind. Glazing at the pedestrian level in ground level retail and restaurants shall be clear so that goods and spaces display true to their color.

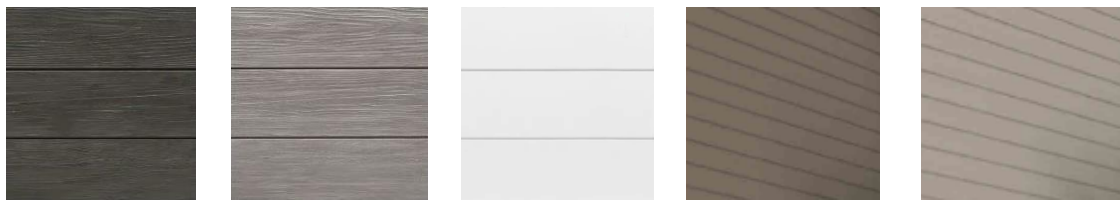
Highly reflective surfaces (reflectivity greater than 35%) are not allowed, specifically along freeway frontages and at the pedestrian level. High performance coatings are suggested to allow maximum visible transmittance with minimal heat gain. Dipped or heavily colored glazing is not allowed. The following types of glazing are permitted, but others may be requested provided they are in keeping with the overall theme of these Design Guidelines:

- Clear
- Frosted
- Clear Glass with Spandrel (medium grey)
- 3M or similar Frosted Privacy Film applied to glass per manufacturers specifications.

Faux Wood / Fiber Cement

Faux Wood / Fiber Cement may be used as a Secondary Material to accent stucco or metal panels. The faux wood shall be monotone in nature to prevent from overpowering patterning and complement the timeless modern aesthetic of the development and surrounding areas. Planks can be arranged in a horizontal or vertical nature taking into account the form and scale of the building it is being applied to. These faux products are preferred over natural wood products given the intense summer environments. Several approved materials from Nichiha and James Hardie are shown below.

The list of colors of faux wood or other materials are illustrative in nature and do not encompass a full array of corporate colors that are acceptable as secondary colors. Franchise alternative colors of materials shall be allowed.



Vintagewood 'Dark' Vintagewood 'Ash' V-Groove 'White' Stone Haven Gray Driftwood Gray

3.3.7 PROHIBITED MATERIALS

Below is a list of prohibited materials and shall not be used:

- Corrugated metal roofing.
- Dipped or heavily colored glazing.
- Prefabricated Metal buildings.
- Highly reflective surfaces (reflectivity greater than 40%).
- All other materials not listed or otherwise not approved by planning director.

3.3.8 MATERIAL MINIMUMS PER BUILDING TYPE

Major: Facades shall incorporate at least three (3) different and distinct materials:

- 1 primary material with a maximum of 50% of each façade
- 2 distinct secondary materials with a total maximum of 50% of each façade
- Maximum of 25% accent color per façade
- Building shall include a minimum of two (2) of the architectural features listed in section 3.4 per façade

Retail/Restaurant: Facades shall incorporate at least three (3) different and distinct materials:

- 1 primary material with a maximum of 50% of each façade
- 2 distinct secondary materials with a maximum of 50% total of each façade
- Maximum of 5% accent color
- Building shall include a minimum two (2) of the architectural features listed in section 3.4 per façade
- Buildings with drive throughs shall include screening detailed in section 3.4.3

Multi Family: Facades shall incorporate at least three (3) different and distinct materials:

- 1 primary material with a maximum of 50% of each façade
- 2 or more secondary materials with a maximum of 50% total of each facade.
- Of the two (2) secondary materials, each shall provide a minimum of 15% and a maximum of 40% of the total façade.
- Glazing may be used as either a primary or secondary material, but if not, will be removed from the percentage calculations of each facade.

Auto Dealership:

- Each dealership is encouraged to provide at least two (2) different distinct materials in addition to glass at windows and storefronts.

3.4 ARCHITECTURAL FEATURES

Unique architectural features which contribute to an individual building's sense of place among the larger development are encouraged. Architectural features can range from enhanced canopies to public art aimed to provide visual interest at the pedestrian level. Other architectural features may be allowed beyond this list so long as they are in keeping with the quality and intent of these Destination at Gateway Design Guidelines.

COMMERCIAL AND MULTI-FAMILY

A minimum of two (2) architectural features shall be provided at each building. If a building is over 100,000 sq ft, an additional architectural feature is required for every 25,000 square feet over 99,999 sq ft. Architectural features should be clearly defined as separate features; however, can be of the same architectural feature type listed below in sections 3.4.1 through 3.4.8.

For the architectural features provided for the area over 100,000 SF, the architectural features may also be selected from the list of features in section 3.4.9.

3.4.1 SOFFITS AND OVERHANGS

Overhangs shall accent the massing of the building to create a functional and dynamic visual experience for patrons. This is especially important in the primary commercial pedestrian activated spaces near building entries and along major pathways.

- Soffits and overhangs shall 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.
- Accent materials such as wood or wood look soffits shall be used to generate warmth for the horizontal elements of the building.
- Fasteners for the soffits shall be either hidden or aligned and be considerate of color and material.
- Soffits and overhangs, where used, shall provide min. 3 inches of depth for every 1'-0" of window height above finished floor.
- Soffits and overhangs shall be a minimum of four (4) feet in depth, regardless of window height. Soffit and overhang length shall be a minimum of six (6) feet in length or the minimum length of the window, whichever is longer.

3.4.2 SHADE TRELLISES / AWNINGS

Materials such as wood and metal shall be used to create shade trellises at entries or areas of lounging at site amenities.

- If wood is selected, it shall be of high-grade material and finished in a way to slow the effects of the harsh summer sun.
- Metals shall be painted a color selected from the approved metal colors of section 3.3.6. Shade trellises differ from soffits and overhangs as they do not provide solid pedestrian recess; however, they provide more aesthetic shading effects on the pedestrian areas adjacent to the building.
- Shade trellises shall extend minimum five (5) feet from the building face and be a minimum of eight (8) in length or the length of the window, whichever is longer.

Materials such as wood and metal shall be used to create shade awnings at storefronts or windows along the facades

- If wood is selected, it shall be of high-grade material and finished in a way to slow the effects of the harsh summer sun.
- Metals shall be painted a color selected from the approved metal colors of section 3.3.6.
- Shade awnings shall extend minimum four (4) feet from the building face and be the length of the window/storefront plus a min of 6 inches on each side.

3.4.3 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. The architectural canopy / trellis / awning shall meet the following requirements:

- Shall have decorative screen spanning the full length of the structure that is full height to the bottom side of the structure.
- Shall be architecturally integrated into the building and be of a minimum of 10'-0" in height.
- Shall complement the design of decorative screens along the remaining length of the drive thru lane.

Additionally, decorative screening, min. 6'-0" in height in a staggered configuration, shall be provided along the full length of the drive thru lane facing primary roads. The following decorative screening materials shall be submitted for consideration:

- Painted or powder coated steel as louvers;
- Metal panels with attractive patterns of voids or perforations;
- Living walls such as green screen or similar variation (i.e. steel angle with woven wire mesh or thin cables allow vines to grow.)
- Or any additional screening alternatives approved by the Planning Director

The structure shall incorporate a full height decorative screening element as outlined above.

Screen walls shall be selected from the options of CMU or other opaque materials and shall be as tall or taller than the equipment that is to be screened. Drive thru screen walls shall be opaque to a minimum of 3'-0" above grade, the screen must be integral to the building but may be opaque in nature; i.e. green screen. Materials and colors shall be consistent with the images within section 4.4.4.

3.4.4 ORNAMENTAL METALS

Use of ornamental metals shall enhance the design of building and compliment the overall architectural Timeless Modern theme. The design shall take into account the materials and colors listed within these Design Guidelines. If Ornamental metals are used, they should not be counted as Primary or Secondary Material and they shall meet the follow requirements:

- Distinguishable pattern that is replicated throughout the piece.
- Min. 4'-0" wide and 8'-0" in height if used against the building
- Min. 4'-0" wide and 3'-0" in height if used in a railing / fencing, shall be present in at least 3 panels.
- Colors and materials shall be selected from the approved Design guidelines.

3.4.5 ETCHED / FROSTED GLASS

Glass can be a prominent feature on many of the facades for the proposed development. Through the use of etched or frosted glass, the glass can be transformed into an artistic element. Etched or Frosted glazing shall be used to create patterning and visual interest to the overall building elevations. If this architectural is being used, it shall not be counted as a primary or secondary material.

The patterning shall be consistent with the overall development and building design.

- The etching / frosting of the glass shall not create safety issue with view lines as deemed critical by the City of Mesa during the review of the building elevations.
- Etched / Frosted Glass with Logo's or signage shall not be an architectural feature.

3.4.6 GLAZING

Glazing shall be considered an architectural feature when it is provided above standard storefront minimums. The following guidelines are set to identify when glazing exceeds minimum requirements:

- Storefront with entry doors exceeds 120 square feet
- Storefront without entry doors exceeds 80 square feet
- Glazing is provided above canopies/awnings of any square footage

- Faux storefront with spandrel on rear elevations of any size

Glazing shall not be considered a primary or secondary material if it is used as an Architectural Feature.

3.4.7 PUBLIC ART

Public art shall be abstract or realistic (sometimes both), and it shall be cast, carved, built, assembled, or painted. Public art shall have the following characteristic:

- Durable.
- Low maintenance.
- Accessible to the public.
- Permanent (see exceptions below).
- Related to the proposed business, but shall not have signage or company brands / logos.
- Cost of installation shall be minimum of one half of one percent of total construction costs of the tenant improvements.
- Appropriate, i.e. not depicting obscene or vulgar images or language.

3.4.7.1 PERMANENT PUBLIC ART

Public art is considered to be permanent when it is available for viewing to the public during full length of normal development business hours, inclusive of all businesses on site.

Examples of permanent public art listed below.

- Benches painted by local artists
- Sculptures
- Murals
- Other creative expressions as approved by the Planning Director

3.4.8 ENTRY FEATURES FOR COMMERCIAL BUILDINGS LESS THAN 100,000 SF

Identifiable entry features working in combination with well-designed signage to create a sense of arrival and counterpoint to the main body of the building. Strategies include:

- Articulation of the façade of a minimum of 4'-0" horizontally and 3'-0" vertically. for the full height of the entry feature to aid in wayfinding.
- Larger areas of glazing (at least 75% of the defined entry feature)
- Changes of material to create memorable entries and aid in wayfinding.
- Change in roof form (e.g. curvilinear vs. flat parapet, tower feature, angled vs. flat, etc.)

3.4.9 ARCHITECTURAL FEATURES FOR COMMERCIAL BUILDINGS OVER 100,000 S.F.

When a building exceeds 100,000 s.f. in building area, additional architectural features shall be provided at a rate of (1) feature for every 25,000 s.f. For an enhanced building design, the architectural features shall be selected from the list below.

- Pedestrian level covered colonnade at a minimum of 20% of the total façade length and a minimum height of 10'-0".
- Multi-planar facades that are offset at least 3'-0" both vertically and horizontally.
- Shade awnings over non-entry storefront/spandrel glazing extending min. 4'-0" from the façade and having a min. height that is equal to or greater than 2/3 of the height of the window.
- Enhanced overhangs extending a minimum of 8'-0" from the primary façade.
- Identifiable entry features working in combination with well-designed signage to create a sense of arrival and counterpoint to the main body of the building.
Strategies include:
 - Articulation of the façade of a minimum of 10'-0" horizontally and 4'-0" vertically. for the full height of the entry feature to aid in wayfinding.
 - Larger areas of glazing (at least 75% of the defined entry feature)
 - Changes of material to create memorable entries and aid in wayfinding.
 - Change in roof form (e.g. curvilinear vs. flat parapet, tower feature, angled vs. flat, etc.)
- Other architectural features as approved by the Planning Director.

3.4.10 AUTO DEALERSHIP ARCHITECTURAL FEATURES

The Destination at Gateway Auto Dealerships are expertly focused on featuring brand and products. This will result in mostly contemporary presentations from which several major design features arise. Each dealership is encouraged to provide at least three of architectural features. In the event a dealership cannot meet one these required features, they are encouraged to propose an alternative solution for compliance with approval of the Planning Director.

Required Building Features:

- High Transparency Showrooms
- Strong, Identifiable Building Entries
- Varied Parapet Heights
- Finished Soffits
- Mass/Void Interplay of forms

TRANSPARENCY

Transparency is a necessary component of showroom design, acting as a kiosk for product placement and making an inviting statement to buyers. This need for high visibility requires that showroom glass should not be darkened or otherwise obscured by arcades, canopies or other overhead elements, allowing customers full visual access to the product displays.

STRONG, IDENTIFIABLE BUILDING ENTRIES

Additionally, these showrooms have strong entry identification to aid with orientation. Brand elements and strong signage placement state the purpose of the building and create an unmistakable destination. A strong entry will contrast with the surrounding wall surfaces and create a noticeable change in scale, mass, material or color.

VARIED PARAPET HEIGHTS

Dealership Service and Administration areas are typically housed in separate or adjoining buildings which allow for a play of varying parapet heights with the main showroom building.

FINISHED SOFFITS

Overhangs and covered walkways shall have a finished appearance from beneath through either complimentary color and/or material compatibility with adjacent wall surfaces.

MASS/VOID

Buildings will present a large-scale play of mass and void forms, resulting in designs that are simple, identifiable and clean.

3.4.11 ARCHITECTURAL FEATURES FOR MULTI-FAMILY

Multifamily Architectural Features shall include at least two (2) of the following elements:

- Shading at Windows – a minimum of 25% of windows will incorporate shading devices such as, but not limited to, horizontal and vertical louvers, trellises, and overhangs.
- Sun Shading Devices – Ground mounted shade trellises, canopies, or similar structures will be provided across the site at select pedestrian locations such as, but not limited to gathering spots, courtyards, entries, etc. Minimum size shall be 40 square feet in area.
- Ornamental metals (See Section 3.4.4).
- A minimum of 25% of balconies or railing will be decorative metal (which shall be a detail added to balcony or railing with the purpose of embellishment or decoration).
- Art located at areas open to the public (refer to Section 3.4.7).
- A minimum of 25% of windows will be recessed windows.
- Internal courtyards facades shall include a minimum one (1) of each of the following Primary entry, Massing and Scale, and Articulation options.

1. **Primary Entries** shall include at least two (2) of the following to provide visual cues to visitors and guests:

- Utilize special or different façade material(s).
- Utilize accent lighting.
- Differentiated building massing at entries (e.g., height or building massing).

2. **Massing and Scale** shall include at least two (2) of the following

- Building corner accent features / elements
- Horizontal banding
- Roof-top deck

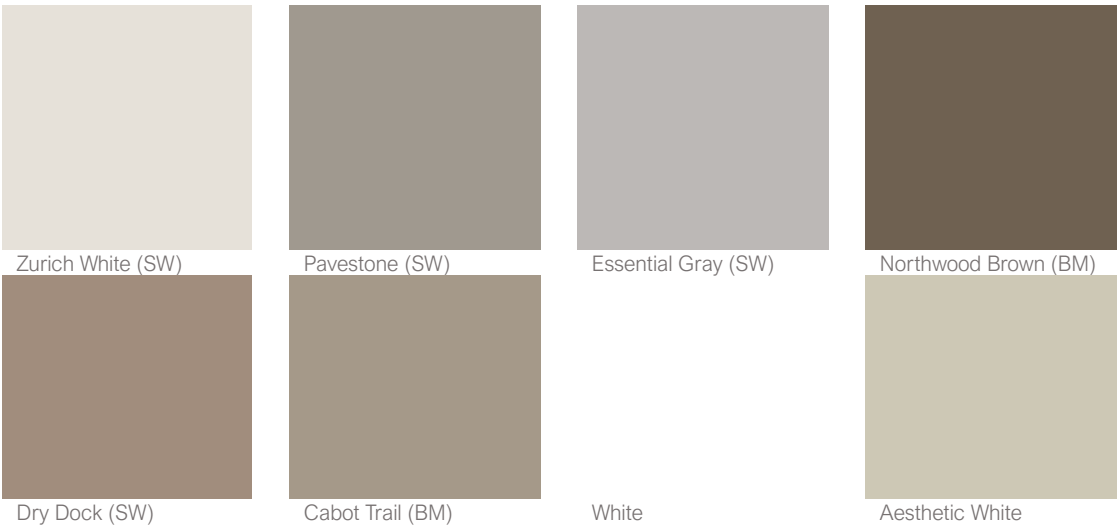
3. **Articulation** shall include at least two (2) of the following:

- Offsets in window placements, and variations in the fenestration, add visual interest to the elevations.
- Variation in building volume and plane and material shall be incorporated to create dynamic textures and variations with shade and shadow that are animated by the sun throughout the day.
- Creative use of interior volume design that can be appreciated from the exterior in the evenings.
- Crisp lines, bold geometries, and attention to quality detailing shall be provided.

3.5 COLOR PALLETE

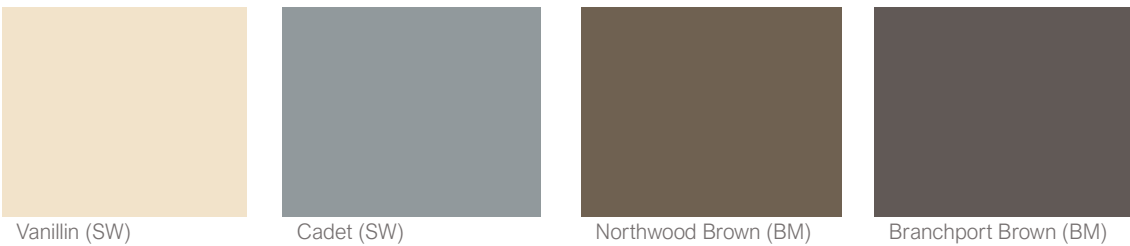
Below are acceptable paint samples from Sherwin Williams (SW) and Benjamin Moore (BM). Matching or similar colors from other paint manufacturers are acceptable. Alternative primary and accent colors may be utilized but the color palette shall match the building style and materials shall not significantly deviate from these approved Design Guidelines. See section 3.3.8 of these Design Guidelines for material percentage requirements.

Primary Colors:



Secondary Colors:

The list below of color is illustrative in nature and does not encompass the full array of corporate colors that are acceptable as secondary colors. Franchise colors shall be allowed.



Accent Colors:

Minimal use of accent (franchise) colors shall be allowed as outlined in section 3.3.8.

3.6 KEY DESIGN CONSIDERATIONS

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 Destination at Gateway. 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 shall be integrated into building and storefront designs from their inception, as a part of an overall environmental strategy. (Commercial only)
- Dealership buildings should be generally grouped toward the site interior, utilizing their frontage for the display of vehicles for sale. Service functions and buildings should be generally toward the rear of the property, given secondary emphasis to the showroom functions though easily located by service customers. Service intake should be placed in a circulation path that does not inhibit other on-site circulation by pedestrian or car.

Proximity

- Reference the Mesa Zoning Ordinance Sections 11-6-3 for commercial and 11-7-3 for industrial for additional requirements on setbacks.

Building Massing

- Building orientation, unique building massing or variation on buildings shall be used to avoid the appearance of contiguous developments.
- Variation in building volume and plane and material shall create dynamic textures and variations with shade and shadow that are animated by the sun throughout the course of the day.
- Buildings shall help define the street edge through the location of building massing and heights. Building mass and height shall be proportional to the street width, with higher massing on wider streets and decreased massing on narrower streets.
- Massing shall be used to ensure an interesting streetscape, allow sunlight into open space areas, and to provide shading for entrances and along building exteriors.

Entrances shall be prominently indicated with a first-story massing change or use of Entry Statement features as discussed in the Architectural Features section of these guidelines.

Façade Treatment

- Sun shading elements, projecting canopies, and awnings that provide cover and shade along the length of the building and shade building façades are encouraged.
- The level of detail shall 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 façades is required at the ground floor when abutting pedestrian areas. (Commercial buildings only)
- All sides publicly visible facades (viewed from rights-of-way or private property), may not have blank, uninterrupted wall lengths exceeding 50 feet without including at least two (2) of the following: change in plane, change in texture or masonry pattern, change in color; windows, trellis with vines, or an equivalent element that subdivides the wall into human scale proportions.
- Facades shall incorporate at least three (3) different and distinct materials.

Mechanical Equipment

- All mechanical equipment, whether at grade or on a building's roof, will be screened from public view with architectural and/or landscape materials consistent with the buildings at Destination at Gateway (materials, color, scale, etc.), or they will be located so as not to be visible from any public right of ways.
- Screening can utilize opaque metal panels, textured ABS panels, or similar painted to match the architecture.
- Refer to Mesa Zoning Ordinance section 11-30-9 for additional information.

Utility Equipment

- All utility equipment (gas and water meters, etc.) shall be screened or painted so as to blend in with the adjacent façade

Service Areas

- All service areas (trash, recycling, mechanical areas, storage, utility, and meter rooms) shall be architecturally minimized or significantly screened from public sight. Trash and refuse enclosures shall be an integral component of the project and the location shall not be visually prominent. Masonry, wood or opaque steel doors and screens shall be consistent with the design of the building and surrounding development. Chain-link with vinyl strips is prohibited. The effectiveness of the equipment screening shall also take into consideration future development in the surrounding area.
- Trash compactors shall be enclosed with a fence or screen wall compatible with the building design.
- Using a variety of year-round plant species is ideal when screening equipment, when combined with opaque screens. 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

SCREENING OF AUTODEALERSHIP SERVICE AREAS

- Screening of services areas listed above still apply to Auto dealerships. Back-of-House Operations such as vehicle prep, service and wash bays should be located in areas not visible from the public right-of-way. Careful consideration should be given to the means of screening through the use of architecturally compatible walls/fencing and vegetation.

3.8 COMMERCIAL / MULTIFAMILY ALTERNATIVE COMPLIANCE

Alternative Compliance. Site Planning and Design Standards of Chapters 5, 6, and 7 of the Mesa Zoning Ordinance (MZO) and the design guideline and standards within this document are not intended to limit creative solutions. Conditions may exist where strict compliance to Site Planning and Design Standards of the MZO and these Design Guidelines are impractical or impossible, or where maximum achievement can only be obtained through alternative compliance. Alternative compliance does not modify or reduce requirements of the Building Code or any other chapters or sections of the Zoning Code. Alternative compliance allows development to satisfy the Site Planning and Design Standards in Chapter 5, 6, and 7 of the MZO and these Design Guidelines by providing comparable standards in a creative way.

The Design Standards promote a cohesive and high-quality development that achieves the vision for Destination at Gateway as a connected and pedestrian-friendly mixed-use community. They are intended to guide new development, and any modification of such new development, in ways that promote connectivity, neighborliness, activity, authenticity, sustainability and livability.

Requests for alternative compliance may be accepted for any application to which Site Planning and Design Standards apply. A written request must be provided in conjunction with the applicable land use application or administrative design review application describing how the proposed alternative meets the criteria below.

- a. The approving body shall find that the request meets one of the following criteria:
 - i. Topography, soil, vegetation or other site conditions are such that full compliance is impossible or impractical; or improved
 - ii. Space limitations, usually shaped lots and prevailing practices in the surrounding neighborhood, may justify alternative compliance for bypassed parcels and for improvements and redevelopment in older neighborhoods.
 - iii. Safety considerations making alternative compliance necessary
 - iv. The proposed alternative is aesthetically more complementary to the site, better fits into the context of the area; or improves the overall architectural appeal of the area and/or exceeds the design objectives as described in the City's General Plan.

3.9 AUTODEALERSHIP ALTERNATIVE COMPLIANCE

If a car dealership requires modifications to the design guidelines, then the dealership requirement shall take precedent to the design guidelines. Staff will work to encourage outstanding design but will not “require” compliance with the guidelines for design elements that conflict with dealership design.

As is common with nationally recognized car dealers, Auto Dealership will have their own nationally recognized lighting fixtures and will vary from dealership to dealership. Auto Dealerships are to receive separate approvals of light fixtures and lighting levels through the City of Mesa. This is required per the Dealer’s Terms agreements in order to locate a dealership at this location.

If the design does not have the minimum number of varied wall materials, dealerships are allowed to propose an alternative design substitution from the following list for compliance.

Alternative Compliance Substitutions:

- Freestanding Shade Elements
- Landscaped Pots in Exterior Public Areas.
- Specialty Paving at Building Entries
- Specialty Paving at Dealer Driveway Entries
- Other Creative Solutions to Enhance the Public Realm as approved by the Planning Director

4 LANDSCAPE AND HARDSCAPE DESIGN

GUIDELINES

The following chapter will include:

- 4.1 Landscape Design and Character
- 4.2 Landscape Deviation Approval
- 4.3 Hardscape Design and Character
- 4.4 Lighting and Site Amenities





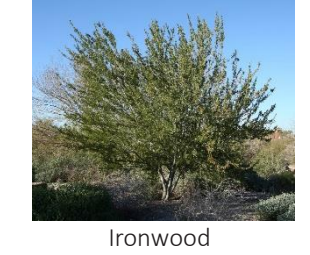
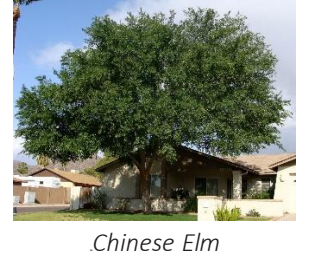








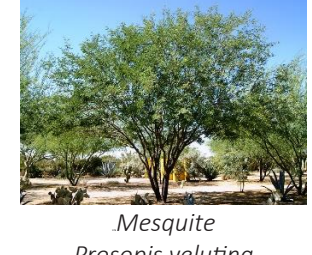

4.1 LANDSCAPE DESIGN AND CHARACTER














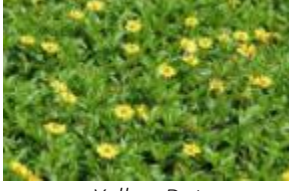






Destination at Gateway's landscape design draws its inspiration from the desert landscape utilizing low maintenance plants that do not require large amounts of water. The following outlines the Landscape Design Guidelines and principals that shape the user experience:
















The following outlines the Landscape Design Guidelines:

- Use masses of desert adapted plants to provide color, texture, and pattern.
- Spotlight distinctive areas with one or more large, landmark tree(s).
- Balance of planting forms and masses that weave together the vehicular and pedestrian experience.
- Creating layers of shaded paths to increase walkability, enhance the comfort of users, and integrate exercise into daily life.

















4.1.1. COMMERCIAL / MULTIFAMILY LANDSCAPE “DESERT” PLANT PALETTE

 <p><i>Desert Museum Palo Verde</i> <i>Cercidium 'Desert Museum'</i></p>	 <p><i>Foothills Palo Verde</i> <i>Cercidium praecox</i></p>	 <p><i>Chinese Pistache</i> <i>Pistacia Chinensis</i></p>	 <p><i>Red Push Pistache</i> <i>Pistacia 'Red Push'</i></p>
 <p><i>Ironwood</i> <i>Olneya tesota</i></p>	 <p><i>Chinese Elm</i> <i>Ulmus parvifolia</i></p>	 <p><i>Texas Live Oak</i> <i>Quercus fusiformis</i></p>	 <p><i>Desert Willow</i> <i>Chilopsis Linearis</i></p>
 <p><i>Date Palm</i> <i>Phoenix Dactylifera</i></p>	 <p><i>Arizona Ash</i> <i>Fraxinus Velutina</i></p>	 <p><i>Sweet Acacia</i> <i>Acacia farnesiana</i></p>	 <p><i>Mulga</i> <i>Acacia Aneura</i></p>
 <p><i>Palo Blanco</i> <i>Acacia willardiana</i></p>	 <p><i>Anacacho Orchid</i> <i>Bauhinia lunarioides</i></p>	 <p><i>Mesquite</i> <i>Prosopis velutina</i></p>	 <p><i>Hop Bush</i> <i>Dodonaea viscosa</i></p>

 <p><i>Red Bird of Paradise</i> <i>Caesalpinia pulcherrima</i></p>	 <p><i>Orange Jubilee</i> <i>Tecoma stans 'Orange Jubilee'</i></p>	 <p><i>Yellow Bells</i> <i>Tecoma stans 'Gold Star'</i></p>	 <p><i>Dwarf Callistemon</i> <i>Callistemon x "Little John"</i></p>
 <p><i>Blue Bells</i> <i>Eremophila hygrophana</i> <i>Blue Bells</i></p>	 <p><i>'Outback Sunrise' Emu Bush</i> <i>Eremophila prostrata</i> <i>'Outback Sunrise'</i></p>	 <p><i>Red Emu Bush</i> <i>Eremophila Maculata</i> <i>'Valentine'</i></p>	 <p><i>Dwarf Pink Oleander</i> <i>Nerium oleander 'Petite Pink'</i></p>
 <p><i>Mexican Honeysuckle</i> <i>Justicia Spicigera</i></p>	 <p><i>Bulbine</i> <i>Bulbine frutescens</i></p>	 <p><i>New Gold Lantana</i> <i>Lantana x 'New gold'</i></p>	 <p><i>Purple Lantana</i> <i>Lantana Montevicensis</i></p>
 <p><i>Dallas Red Lantana</i> <i>Lantana camara 'Dallas Red'</i></p>	 <p><i>Yellow Dot</i> <i>Wedelia Trilobata</i></p>	 <p><i>Giant Hesperaloe</i> <i>Hesperaloe Funifera</i></p>	 <p><i>Blue Flame Agave</i> <i>Agave x "Blue Flame"</i></p>
 <p><i>Blonde Ambition</i> <i>Bouteloua gracilis</i></p>	 <p><i>Coral Fountain</i> <i>Ruellia Equisetiformis</i></p>	 <p><i>Pink Muhly Grass</i> <i>Muhlenbergia Capillaris</i></p>	 <p><i>Parry's Penstemon</i> <i>Penstemon Parryi</i></p>

 <p><i>Jojoba</i> <i>Simmondsia chinensis</i></p>	 <p><i>Red Yucca</i> <i>Hesperaloe parviflora</i></p>	 <p><i>Yellow Yucca</i> <i>Hesperaloe parviflora</i></p>	 <p><i>Red Yucca 'Stoplights'</i> <i>Hesperaloe parviflora</i> <i>'Stoplights'</i></p>
 <p><i>Yellow Blooming Aloe</i> <i>Aloe barbadensis</i></p>	 <p><i>Desert Milkweed</i> <i>Asclepias subulata</i></p>	 <p><i>Desert Spoon</i> <i>Dasyliirion wheeleri</i></p>	 <p><i>Star Jasmine</i> <i>Trachelospermum</i> <i>Jasinoides</i></p>
 <p><i>Pale Leaf Yucca</i> <i>Yucca pallida</i></p>	 <p><i>Slipper Plant</i> <i>Pedilanthus macrocarpa</i></p>	 <p><i>Candelilla</i> <i>Euphorbia antisyphilitica</i></p>	 <p><i>Blue Elf Aloe</i> <i>Aloe Hybrid 'Blue Elf'</i></p>
 <p><i>Potato Vine</i> <i>Ipomoea Batatas</i></p>	 <p><i>Santa Rita Prickly Pear</i> <i>Opuntia Santa-Rita</i></p>	 <p><i>Saguaro Tree</i> <i>Carnegiea gigantea</i></p>	

4.1.2. AUTODEALERSHIP AND SIGNAL BUTTE LANDSCAPE PLANT PALETTE

 <p><i>Chinese Pistache</i> <i>Pistacia Chinensis</i></p>	 <p>Red Push Pistache <i>Pistacia 'Red Push'</i></p>	 <p><i>Desert Willow</i> <i>Chilopsis Linearis</i></p>	 <p><i>Anacacho Orchid</i> <i>Bauhinia lunarioides</i></p>
 <p><i>Thornless Mesquite</i> <i>Prosopis Hybrid</i></p>	 <p><i>Cathedral Live Oak</i> <i>Quercus Virginiana 'Cathedral'</i></p>	 <p>Compact Texas Sage <i>Leucophyllum frutescens 'Compacta'</i></p>	 <p><i>Sparky Bells</i> <i>Tecoma 'Sparky'</i></p>
 <p><i>Sierra Negra Dalea</i> <i>Dalea Fruscens 'Sierra Negra'</i></p>	 <p><i>Winter Blaze</i> <i>Eremophilia Glabra spp. Carnosa</i></p>	 <p><i>Turpentine Bush</i> <i>Ericameria Laricifolia</i></p>	 <p><i>Triangle-Leaf Bursage</i> <i>Ambrosia deltoidea</i></p>
 <p><i>Pink Fairy Duster</i> <i>Calliandra Eriophylla</i></p>	 <p><i>Little John Bottle Bush</i> <i>Callistemon Viminalis 'Little John'</i></p>	 <p><i>Damianita</i> <i>Chrysactina Mexicana</i></p>	 <p><i>Outback Sunrise</i> <i>Eremophilia Prostrata</i></p>

 <p><i>Purple Trailing Lantana</i> <i>Lanтана Montevicensis</i></p>	 <p><i>Trailing Rosemary</i> <i>Rosmarinus Officinalis</i> <i>'Prostratus'</i></p>	 <p><i>Prostrate Germander</i> <i>Teucrium Chamaedrys</i> <i>'Prostratum'</i></p>	 <p><i>Century Plant</i> <i>Agave americana</i> <i>'Marginata'</i></p>
 <p><i>Blue Bells</i> <i>Eremophila hygrophana</i> <i>Blue Bells</i></p>	 <p><i>Weber's Agave</i> <i>Agave weberi</i></p>	 <p><i>Blonde Ambition</i> <i>Bouteloua gracilis</i></p>	 <p><i>Ocotillo</i> <i>Fouquieria splendens</i></p>
 <p><i>Desert Spoon</i> <i>Dasyliirion wheeleri</i></p>	 <p><i>Red Yucca</i> <i>Hesperaloe parviflora</i></p>	 <p><i>Yellow Yucca</i> <i>Hesperaloe parviflora</i></p>	 <p><i>Red Yucca 'Stoplights'</i> <i>Hesperaloe parviflora</i> <i>'Stoplights'</i></p>
 <p><i>Desert Milkweed</i> <i>Asclepias subulata</i></p>	 <p><i>Santa Rita Prickly Pear</i> <i>Opuntia Santa-Rita</i></p>	 <p><i>Saguaro Tree</i> <i>Carnegiea gigantea</i></p>	

4.1.3 LANDSCAPE PLAN REQUIREMENTS

Destination Gateway landscape plans shall include materials and palettes from their respective sections 4.1.1 and 4.1.2 as well as the supporting master grading, drainage and utility plan, the coordination of these details are essential to a cohesive development. Any deviations shall be approved by the master developer and the master developer's Landscape Architect. The following landscape plan requirements are outlined below:

- Plant materials are to be large enough and spaced to screen electrical transformers that are visible from public view at eye level adjacent to drives and parking lots, as well as quantities that complement the master plan. Refer to the utility companies' details for required clearances.
- All plant material shall conform to the Arizona Nurseryman Association standards.
- All granite color shall be natural to the surrounding area and consistent with the design guidelines. Size, screening, and depth shall match adjacent lots, unless an alternative is approved in writing by Owner. Failure to do so shall be at the sole risk and expense of Lot Owner in the event of any discrepancies.
- Valve boxes shall match color of granite unless an alternate is approved by Owner or required by City (i.e. purple for reclaimed water).
- Backflow preventers shall be installed in areas that do not detract from the pedestrian experience and shall be secured with lockable cover screens painted earth tones to match existing screens installed within Destination at Gateway.
- Artificial turf shall be considered for approval provided the turf is:
 - Of a natural appearance with multi-color brown thatch blend.
 - Multi-height, non-directional.
 - UV resistant.
 - Supplemental water is provided for any trees planted within artificial turf areas.
- The proposed irrigation system shall include any modifications required to tie the existing irrigation system.
- Perimeter landscaping along primary roads shall be constructed during the first phase of construction.

4.1.4 STREETSCAPE REQUIREMENTS ALONG FRONTAGES

Signal Butte Road

One of the primary access roads to the development is Signal Butte Road. Signal Butte Road shall be given special consideration to allow for the development of auto dealerships along the road frontage. In order to promote quality of the development, the streetscape along Signal Butte shall include:

- An 6'-0" meandering sidewalk detached from the street frontage.
- A desert landscape palette with a focus on cacti, agave, and ocotillos. Reference Section 4.2.2. for alternative compliance requirements for landscape.
- Use of tree varieties with smaller canopies at the auto dealerships to maintain visibility of the automotive display areas.
- Enhanced landscape materials such as boulders or artificial turf. Other materials may be approved by the Planning Director.
- Pedestrian level lighting to provide a safe, walkable environment at night.
- Opportunities for areas of rest such as benches, tables and chairs, etc.
- Entry features / auto display areas at roadway or drive aisle intersections, similar to but not limited to the images shown below.
- Upgraded paving or decorative stamping at strategic locations.
- Simple paving patterning and textures to enhance the ground plane while keeping in mind the SRI value to reduce heat gain.



Auto Row Drive (Auto dealerships)

One of the primary access roads to the development is Auto Row Drive. Auto Row Drive will be given special consideration to allow for the development of auto dealerships along the road frontage. In order to promote a quality development, the streetscape along this collector street shall include:

- A desert landscape palette with a focus on cacti, agave, and ocotillos.
- Use of tree varieties with smaller tree canopies at the auto dealerships to maintain visibility of the automotive display areas.
- Enhanced landscape materials such as boulders. Other materials may be approved by the Planning Director.
- Opportunities for areas of rest such as benches, tables and chairs, etc.
- Increase ground cover with materials selected from the landscape palette.
- Install upgraded paving or decorative stamping at strategic locations.
- Simple paving patterning and textures to enhance the ground plane while keeping in mind the SRI value to reduce heat gain.

Auto Row Drive (Retail/Multifamily)

Auto Row Drive, where adjacent to retail and multifamily developments, shall be given special consideration within the development. In order to promote a quality development, the streetscape along both sides of Auto Row Drive shall include:

- Increased tree canopy coverage, either through increased tree plantings at least 10% above City minimum standard requirements or by selecting larger canopy trees (i.e. Arizona Ash, Red Push Pistache, or Chinese Elm) to provide shade and ensure pedestrian comfort while traversing the sidewalks.
- Enhanced landscape materials such as boulders. Other materials may be approved by the Planning Director.
- Opportunities for areas of rest such as benches, tables and chairs, etc.

- Install upgraded paving or decorative stamping at strategic locations.
- Simple paving patterning and textures to enhance the ground plane while keeping in mind the SRI value to reduce heat gain.



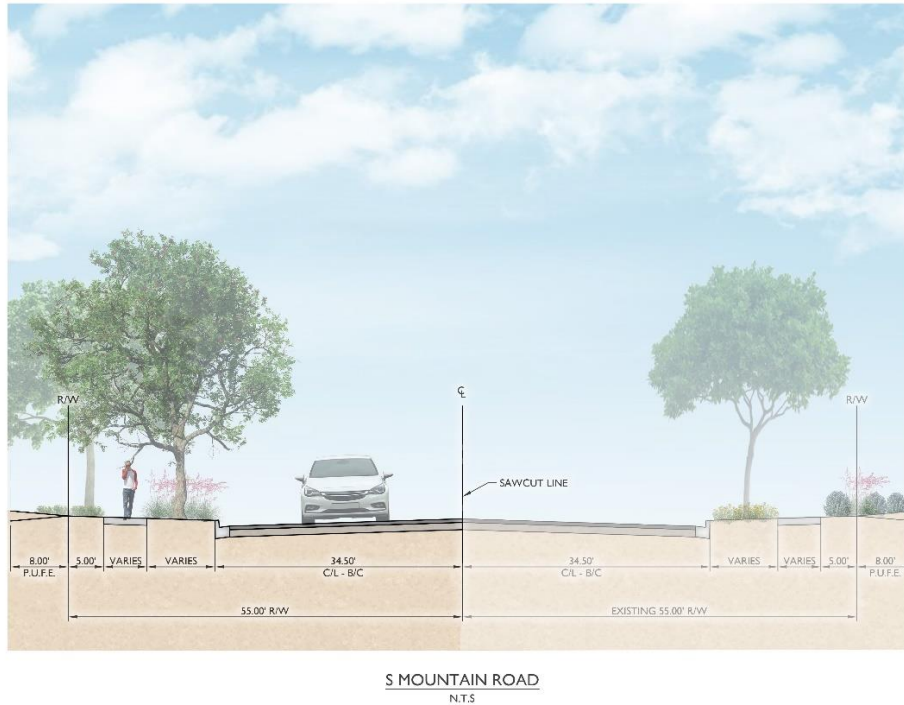
E GATEWAY AUTO DR
N.T.S

South Mountain Road

Mountain Road is on the eastern boundary of the development and is adjacent to residential development. Special consideration will be given to the Mountain Road frontage to ensure adequate screening from the adjacent residential neighborhood. In order to provide quality development, the streetscape will include the following screening measures:

- Where required, screen walls shall be a minimum of 40" in height. Screen walls shall not be required where no drive aisle, drive thru lane, or parking is between the building and the road frontage.

- Trees shall be spaced more closely together by at least 5'-0" to allow for proper screening.



Corner Treatments

In addition to the requirements for the retail and Dealer's Terms, extra consideration shall be taken to develop the corner treatments at the intersections along Signal Butte and new Auto Row Drive through the use of the following elements:

- Higher tree canopies, such as palm trees or Chinese Elm.
- Increased ground covering by a minimum of 10%.
- A mixture of Auto Dealership and Retail Plant palettes for a more comprehensive design. At least five (5) plants must be selected from the opposite palette to be considered a mixture.
- Increased attention to the streetscape as outlined in Section 3.6.1.

4.2 LANDSCAPE DEVIATIONS

4.2.1 MASTER MATERIALS AND PALETTES DEVIATION APPROVAL

Any deviations from the design guidelines master materials and palettes shall be required to have express written approval from the Master developer's Landscape Architect. The landscape plans shall be submitted to the Master Developer's Landscape Architect at least ten business days prior to any submittal to the City of Mesa. The Landscape Architect will review and either approve the plans, approved with comments, or require the plans be resubmitted based on their feedback for further review. Plan review fees for the master developer are subject to the size and complexity of the project and shall be coordinated with the Landscape Architect.

4.2.2 ALTERNATIVE LANDSCAPE PLAN

Parking lot landscaping shall be minimized within auto dealership parking fields, but shall be enhanced by minimum 25% in a perimeter capacity along the edges of the development. The dealer is still required to meet all landscape plant counts. This is required per the Dealer's Terms agreements in order to locate a dealership at this location.

No landscape shall be required behind walls in the auto storage areas, excluding retention areas.

The following substitutions shall be allowed for meeting street tree landscaping requirements per Section 11-33-2(C) of the MZO:

- Saguaros, placed strategically
- Ocotillos
- Palm Trees (not allowed in right-of-way)
- Agave

4.3 HARDSCAPE DESIGN AND CHARACTER

The opportunity to embrace a desert design style that provides a timeless and memorable experience rooted in the interlocking landscape palette and hardscape material selection. The balance of sturdy and clean contemporary materials will be a warming attribute to the site.

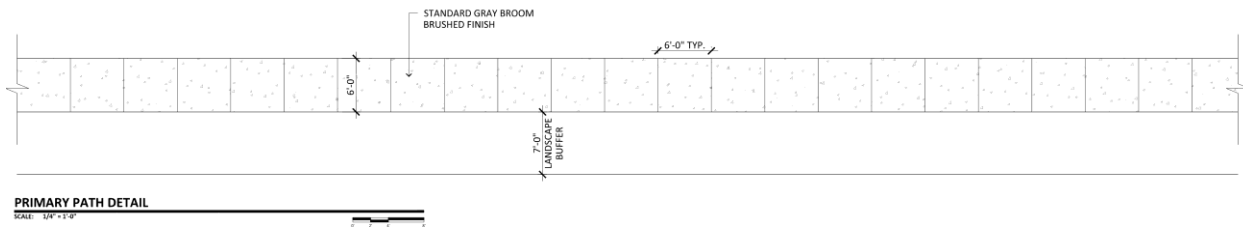
The following design guideline and standards and attributes of material selection are integral to the framework of Destination at Gateway's unique position in the City of Mesa.

- Material colors shall be selected and balanced for natural appearance and sustainable attributes.
- Concrete textures shall have a range of exposed aggregate, etched, broomed and sandblast finishes.
- The use of a natural weathered steel or powder coated with complementing color can be used.
- Unit pavers and decomposed granite may be used to reinforce a desert aesthetic.
- Locally sourced materials to support sustainable practices will be prioritized.
- Intergraded built structures have a strong opportunity for place making.

The following hardscape materials are chosen to complement and define the desert design style approach. The material selection plays an important role in all the phases of the Destination at Gateway's plan. Other may be requested provided they are consistent with the overall theme and quality of these Design Guidelines.

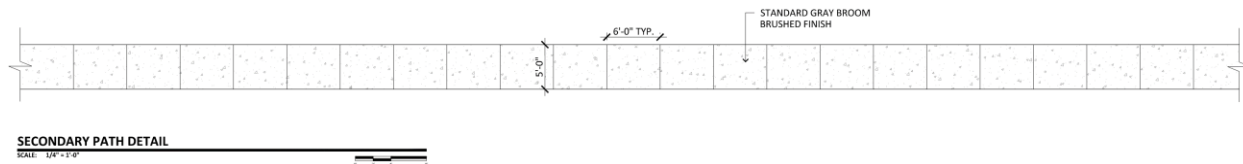
4.3.1 PRIMARY CONNECTION MATERIALS, WIDTHS, AMENITIES, AND SHADING

Primary connections are the main pedestrian connections throughout the development. The sidewalk shall be a grey broom finish concrete. Minimum pathway widths along these primary connections shall be no less than 6'-0" in width for Commercial and residential developments and 5'-0" in width for Auto Dealerships, with a minimum 7'-0" landscape buffer for a total 13'-0" width, to provide ample room for pedestrian traffic flow in and around the site and its buildings. There shall be a minimum shading requirement of 50% by either structure or landscape, and this path shall incorporate either public art or an amenity space every 500'-0" of sidewalk. Where pedestrian walkways cross drive aisles, they shall differ from the drive aisle through use of composition, texture, etc. The site plan shall comply with these design guidelines and standards. Connections through parking lot islands shall be supplemented with the Evergreen Elm.



4.3.2 SECONDARY CONNECTION MATERIALS, WIDTHS, AMENITIES, AND SHADING

Secondary Connections are the smaller connections and shall be a minimum 5'-0" in width within the site and between the buildings. The sidewalk shall be a grey broom finish concrete. There shall be a minimum shading requirement of 50% by landscape. Where pedestrian walkways cross drive aisles, they shall differ from the drive aisle through use of composition, texture, etc. The site plan shall comply with these design guidelines. Connections through parking lot islands and along Hampton shall be supplemented with the Palo Verde 'Desert Museum'



4.3.3 CONCRETE



SANDBLASTED



SMOOTH EXPRESSED FORM TIE



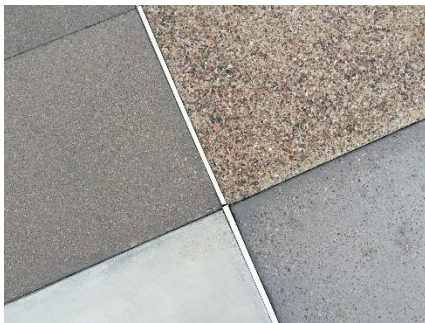
CONCRETE PAVERS



BROOM FINISH CONCRETE



STAMPED CONCRETE - NATURAL TONES (VARIETY OF PATTERNS)



CONCRETE – ETCHED, EXPOSED AGGREGATE UNIT PAVERS IN NATURAL TONES AND MODERN PATTERNS

4.4 LIGHTING AND SITE AMENITIES

Site amenities such as benches, trash cans, and bike racks shall be located throughout the retail development. Each building is encouraged to include outdoor seating for the residents and visitors in the form of raised planters with seat walls or benches.

All buildings are encouraged to provide trash cans to promote a neat and well-maintained site. Businesses selling food and or drink shall provide at least one trash can at the building exterior preferably located near the building entry/exit and near outdoor seating areas not attended by waitstaff.

Bike racks shall be provided on each Parcel to encourage alternate transportation for residents, employees and patrons. Bike racks shall be located in visible, lighted locations to deter theft.

4.4.1 OPEN FLEX SPACES WITHIN THE COMMERCIAL DEVELOPMENTS

“Open flex space” within the Public Open space amenity zones shall be provided for the commercial development. One “open flex space” shall be provided for each 15 acres of commercial development.

One (1) Selection from the list below:

- A minimum of six-hundred (600) square feet of artificial turf.
- A minimum of four-hundred (400) square feet of pavers.

Two (2) Selections from the list below:

- A minimum of one (1) concrete bench at least 8'-0" in length.
- A minimum of one (1) table with four (4) chairs.
- A minimum of one (1) outdoor patio sofa providing seating for at least four (4) people

One (1) Selection from the list below:

- Public Art.
- Community Garden, minimum 100 SF in size.
- Shade Structure, minimum coverage of 40 SF.
- Water feature, minimum 50 SF in size.

Required items:

- A minimum of one (1) trash can.
- A minimum of one (1) umbrella.

4.4.2 SITE LIGHTING CHARACTER

Site lighting will include parking, pole lights, bollards, up-lights, flood lights, and down lights.

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

- Lighting for Dealerships shall be done with energy efficient fixtures, in conformance with city and state guidelines for height, light output, shielding and dark sky ordinance. Auto sales lot lighting will be controlled by individual dealerships and conform to code.
- Accent and pedestrian-scaled lighting is encouraged throughout. Preference is given to well designed, simple and discrete fixture types for wall mounted or canopy mounted fixtures. Aesthetics of the fixtures shall be selected by each individual auto dealership. All lighting shall be shielded to combat glare or unnecessary leakage onto adjacent properties. Wall pack style area lighting will be allowed on the non-public (service) sides of buildings that are not visible from adjacent rights-of-way. Pedestrian scaled lighting and lighted bollards are optional, but encouraged for after-dusk operations and safety.



(images are for illustrative purposes only)

4.4.3 SITE LIGHTING FIXTURES

Lighting shown below are typical for the commercial development only.



PARKING LOT / PEDESTRIAN LIGHTING

LIGHTED BOLLARDS

4.4.4 LANDSCAPE DESIGN SITE AMENITIES

Destination at Gateway is enriched with programs and amenities that balance the nature and human experience. The amenity areas emphasize human comfort and shade, while creating an experience that is rich and balanced with the sustainable and natural environment needs. Outdoor spaces include the following:

- Outdoor seating areas
- Integrated outdoor seat walls and planters/gardens.
- Designated bike parking
- Flexible lawn area for community gathering/events.

All selected furnishing materials shall be consistent and provide a positive reinforcement pattern to create a cohesive meld of site architecture and place. Alternative furnishing manufacturer, models and designs (of similar quality) may be submitted for approval by the master developer.



PLANTERS

(images are for illustrative purposes only)



BIKE STORAGE



BOLLARDS



SEATING

(images are for illustrative purposes only)



TRASH COLLECTION

4.4.4 WALLS AND FENCE CHARACTER

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 accented with wood or painted metal screens, fencing and gates. The maximum length of continuous, unbroken and uninterrupted fence or wall plane adjacent to right-of-way or private streets functioning as public roads shall be forty (40) feet. Articulation shall be provided through the use of columns, landscaping pockets and/or a change to different materials. All walls and fencing shall comply with Mesa Zoning Ordinance Section 11-30-4.

Site walls shall be selected from the options of CMU and/or metal panel / green screen painted to match the adjacent architecture. Site walls shall be a minimum of 3'-0" above grade. Materials, colors, and coursing shall be consistent with the images below.

Patio railings or outdoor eating areas enclosures shall be consistent with the overall architecture of the building and shopping center following Mesa Zoning Ordinance Section 11-31-19, and the minimum standards set forth below:

- Minimum 50% of a railing or screen shall be open air or transparent
- Shall be composed of durable materials such as, but not limited to, metal
- Railings shall be at least 3'-0" height
- Railing color shall be consistent with the approved colors in these Design Guidelines



(images are for illustrative purposes only)