



06

WORKPLACE FLEX GUIDELINES

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06 WORKPLACE FLEX

PURPOSE AND APPLICABILITY

The following design guidelines are intended to inform the scale, character and features of workplace flex projects in Santa Cruz County.

The Workplace Flex (C3) zone district provides for employment centers with a flexible mix of office, retail, and light industrial land uses as well as other ancillary uses to meet the needs of businesses and workers. The Workplace Flex Design Guidelines encourage flexibility and innovation in realizing developments that can accommodate workplace functions such as offices, sales, research and development, light assembly, and shipping and distribution. The guidelines are crafted to ensure that development and site improvements result in functional, attractive, sustainable, and context sensitive projects with an innovative mix of land uses.

These guidelines provide ideas and best practices

for well-designed projects, and should be used in conjunction with the County's General Plan, County Code, and Design Criteria for streets and frontages. In cases where design guidelines are related to quantitative requirements, links to relevant standards are provided.

Specific development standards and appropriate design guidelines for workplace flex projects may depend on the street type of the parcel where the project is located. Workplace flex developments may be appropriate along Multimodal Corridors and Active Connectors, as well as frontage roads and other places with easy highway access for light industrial operations.

Workplace flex projects should follow both Chapter 2: Overarching Design Guidelines and the guidelines provided in this chapter.

WORKPLACE FLEX DESIGN GOALS

- 1 Provide for a range of commercial uses with flexibly-designed spaces for multiple business types and changing business needs over time.
- 2 Reuse and repurpose underutilized parcels and buildings along transportation corridors into employment centers and community destinations.
- 3 Minimize noise and sound impacts to residential areas by providing landscape buffers and other design elements.
- 4 Create well designed common open and built spaces that offer amenities to both workers and visitors to the workplace flex development.
- 5 Design to encourage workers to walk, bike and take transit to employment centers from nearby commercial corridors and residential neighborhoods.

A. SITE PLANNING



- A1** Buildings oriented toward primary frontage
- A2** Larger setbacks along primary frontage to accommodate activity zone
- A3** Centrally located flexible open space
- A4** Parking does not dominate the building frontage

- Plaza/Open Space
- Landscaping/Open Space
- Parking/Drive
- Property Line

A1. Building Placement. Place buildings close to frontages. Encourage buildings along Active Connectors and Multimodal Corridors to enhance the pedestrian experience and add visual interest.

A2. Building Setbacks. Site buildings at the minimum required setback, unless a greater distance is being used to accommodate an activity zone or create a buffer necessary to mitigate air and noise impacts.

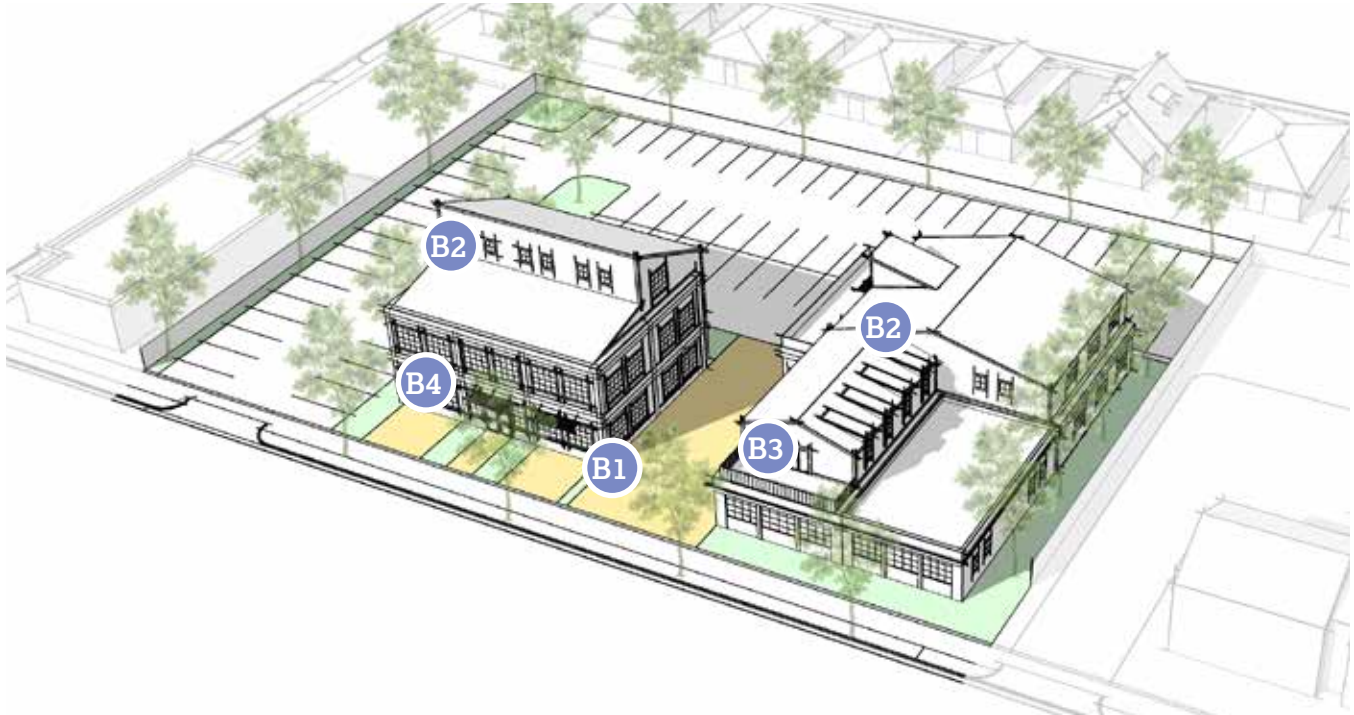
See SCCC 13.10.333 for commercial setback requirements.

A3. Public Gathering Places. Create centrally-located common open spaces that are interconnected with a network of pedestrian paths.

A4. Parking Location. Encourage parking to be located in central or rear portions of the site, allowing the building to activate street frontages and minimizing views of parking areas from public streets. Building frontages should not face parking areas when the option to front a public street is available.

See SCCC 13.16 and County Design Criteria for parking design requirements.

B. BUILDING DESIGN



B1. Setback Variation. Consider utilizing varying setbacks and stepbacks on street edge when fronting along pedestrian-oriented streets such as Active Connectors, in order to avoid long wall expanses and maintain human scale.

B2. Roofline Variation. Consider changing roof heights and designs and dormers to create variation in the height profile and further enhance visual interest.

B3. Building Modulation. Create variation in building mass along building faces to diminish the sense of bulk.

B4. Floor Height. Require a minimum floor-to-ceiling height of 15 feet and allow a maximum building height of 50 feet to accommodate a flexible mix of commercial uses.

See SCCC 13.10.333 for workplace flex development standards.

- B1** Two buildings use different setbacks
- B2** Roofline and height changes
- B3** Modulating features along facades
- B4** 15 foot floor-to-ceiling height minimum

B. BUILDING DESIGN

B5. Facade Articulation. Provide an array of facade treatments such as trim, awnings, bay windows, balconies, and other architectural elements to create variation along the building facade.



B6. Frontage Design. Locate the front doors to shops, eating establishments, offices, art studios and cultural destinations in a visible location from the adjacent streetscape.



B7. Building Step Backs. Where needed, setback upper floor building mass in order to create better scale with the adjacent uses and provide solar access to common open spaces.

See SCCC 13.10.333 for commercial third story setback requirements.



B. BUILDING DESIGN



B8. Design Consistency. Ensure visual interest and design continuity throughout all sections of the project - including light industrial, office, and retail spaces - through similar architectural styles, materials, colors, and other treatments. Contemporary or industrial styles may be more appropriate than traditional styles.



B9. Fenestration. Where possible, place ground floor and upper floor windows and openings along all exposed edges of the building face with particular attention to frontages.



B10. Materials and Colors. Use a variety of colors and materials to de-emphasize the mass and bulkiness of buildings and add visual interest.

C. OPEN SPACE

C1. Open Space Design. Landscape open spaces with trees and plantings to serve the diverse needs of workers. Ensure paving, planting and other landscape elements are coordinated with the design of the building and site.

See SCCC 13.11.070(D) for landscaping design requirements.



C2. Amenities. Provide seating, tables and shade elements.



C3. Evenly Distributed. On large sites, evenly distribute open spaces to be within walking distance of different employment centers. Program essential amenities such as seating and lighting at these locations.



D. ACCESS, CIRCULATION AND PARKING



D1. Pedestrian Connections. Design mid-block pedestrian connections with clear and well-design pedestrian paths.

See SCCC 13.16 and County Design Criteria for pedestrian path design requirements.



D2. Frontage Width. Provide a street frontage of at least 60 feet in order to accommodate larger buildings and truck access required for light industrial land uses.

See SCCC 13.10.333(B) for minimum parcel frontage requirements.



D3. Parking Design. Parking should be located in rear or central portions of the site and hidden from views from adjacent streets. Where possible, parking should be shared among different uses.

See SCCC 13.16.060 for vehicle parking design standards.



D4. Bike Parking. Distribute and locate bike parking in high visibility areas, preferably close to building entrances.

See SCCC 13.16.040 for vehicle parking design standards.

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