

### **DESIGN STANDARDS**

Town of Miami Lakes



### CURRENT CODE REQUIREMENTS

- Does the Site Plan comply with the Comprehensive plan?
- Does the Site Plan comply with zoning regulations?
- Does the Site Plan either provide or fit in with existing roads, utilities, etc.?
- Section 13-304 (4): Is the site plan consistent with "good design standards"?
- Section 13-304 (4) (e): Are the proposed structures "compatible and complimentary" in scale to the existing surrounding properties?



### WHAT IS "GOOD" DESIGN?

- Subjective or Objective?
- Mediterranean? Modern? Colonial? Classical?
- Pick a "style" for Miami Lakes?
- Laws of proportion? the Golden Rectangle? Euclidian geometry?

# NO WE DON'T

- We already know what good design looks like
- We don't need to dictate architectural style
- We need objective parameters

#### WE KNOW WHAT WE DON'T WANT

- Big stuff
- Ugly stuff
- Cheap stuff

## WE KNOW WHAT WE DO WANT

- Nice Projects
- Better Connections
- Lots of trees
- Improved Community







## SOMETHINGS ARE JUST WRONG









### WHAT CAN WE REGULATE?

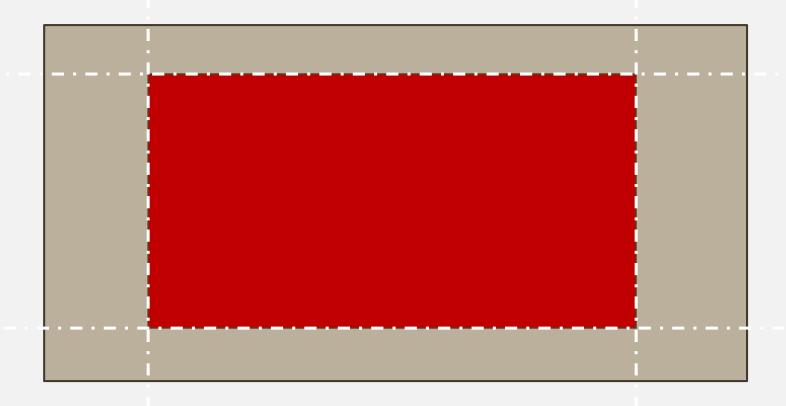
#### **CONTEXTUAL SCALE**

- Massing and scale
- Proportions
- Articulation

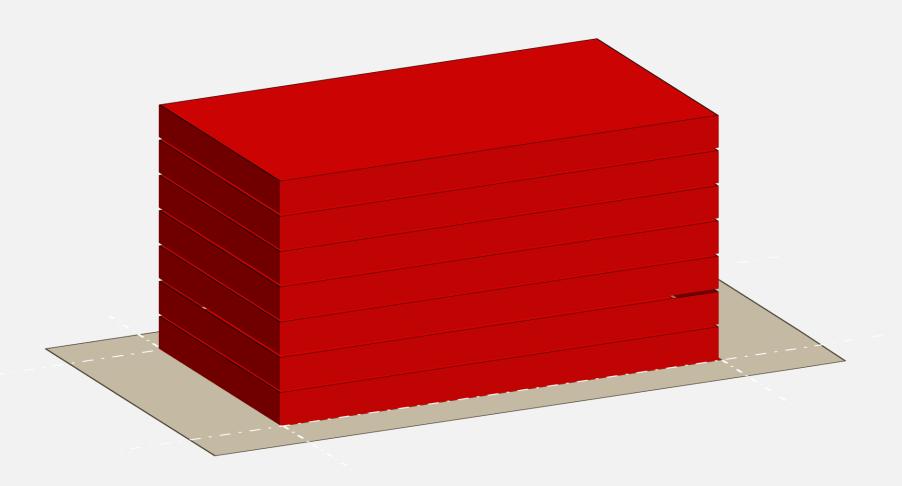
#### **QUALITY OF DESIGN**

- Visual Interest
- Pedestrian/human scale
- Quality of material

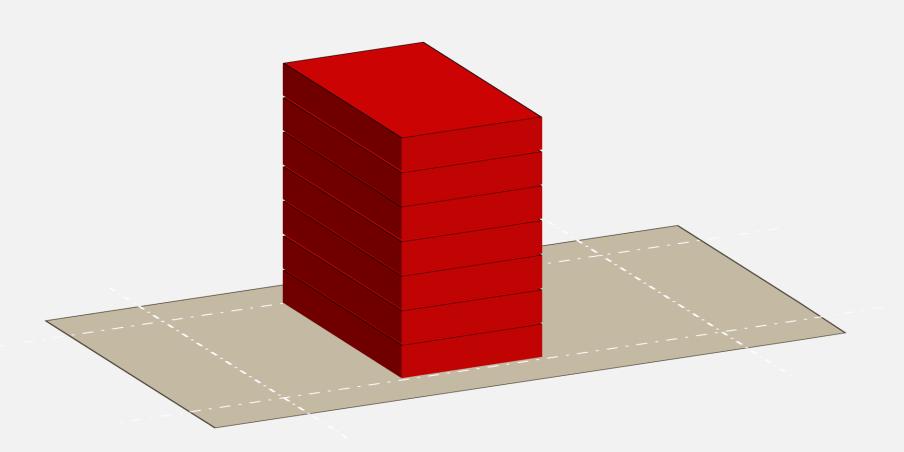
### MASSING AND SCALE



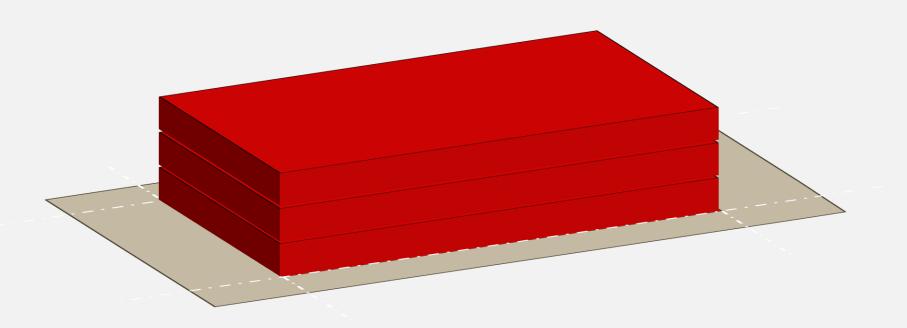
- Setbacks
- Maximum height



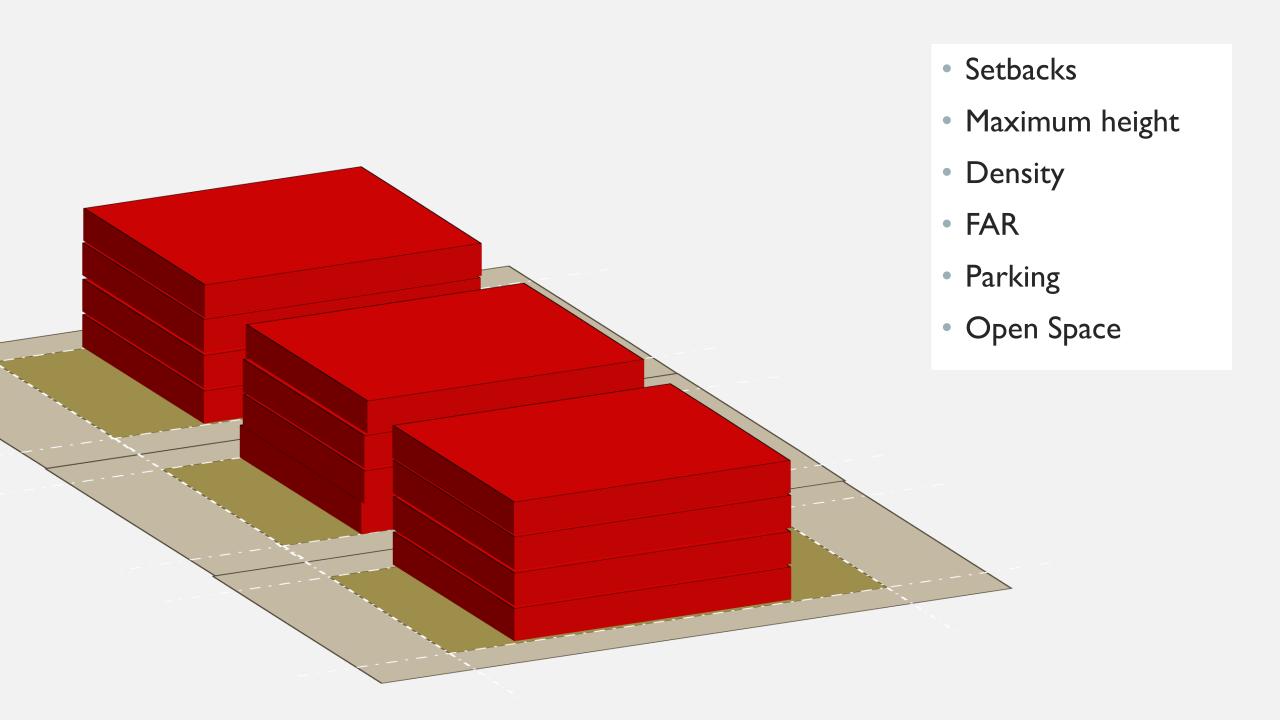
- Setbacks
- Maximum height



- Setbacks
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- Density
- FAR



- Setbacks
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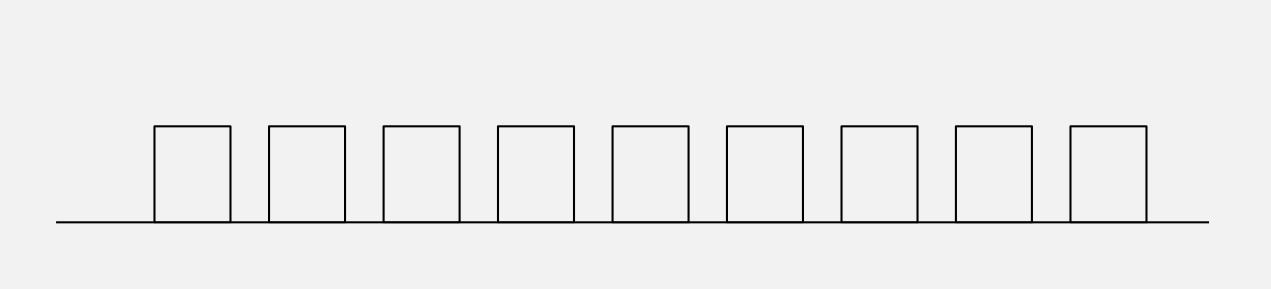


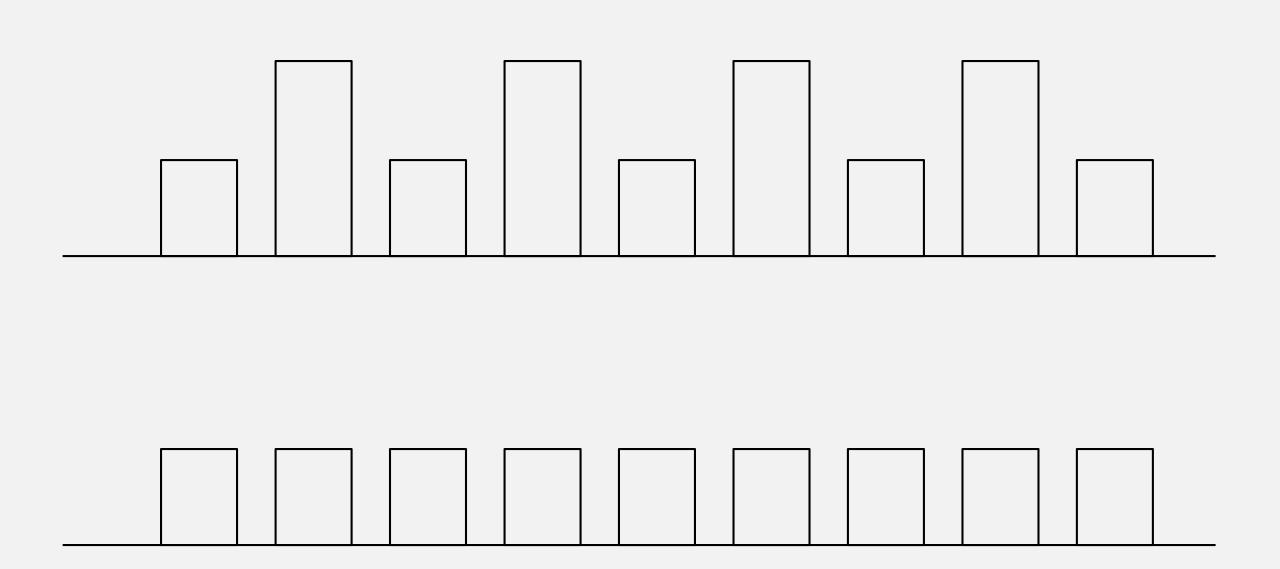
### SCALE AND PROPORTION

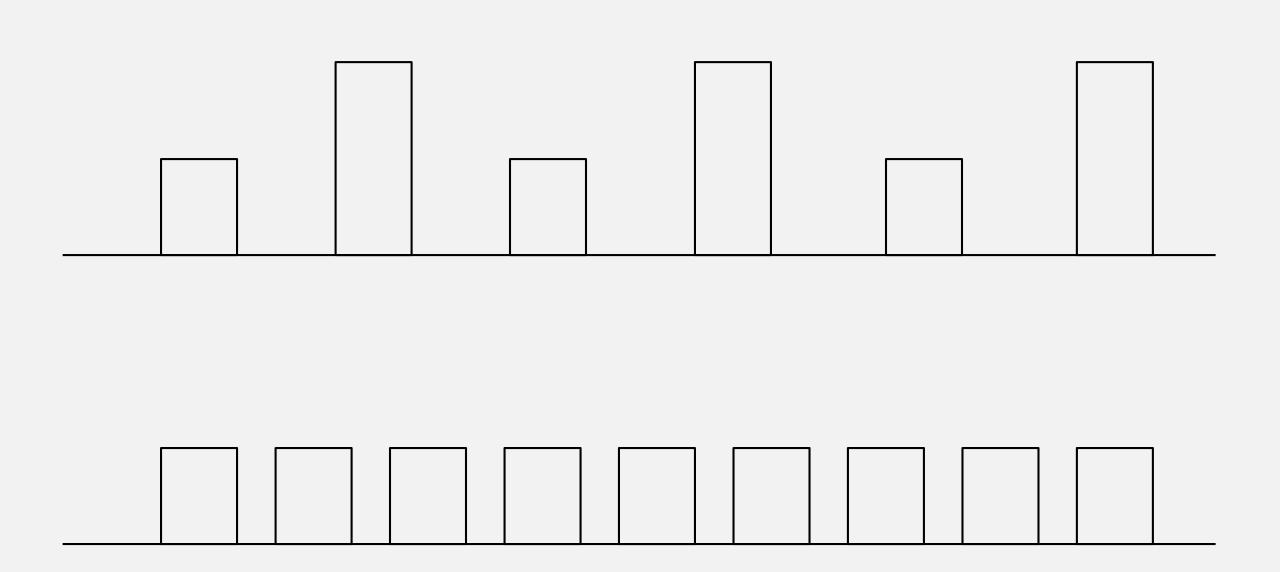


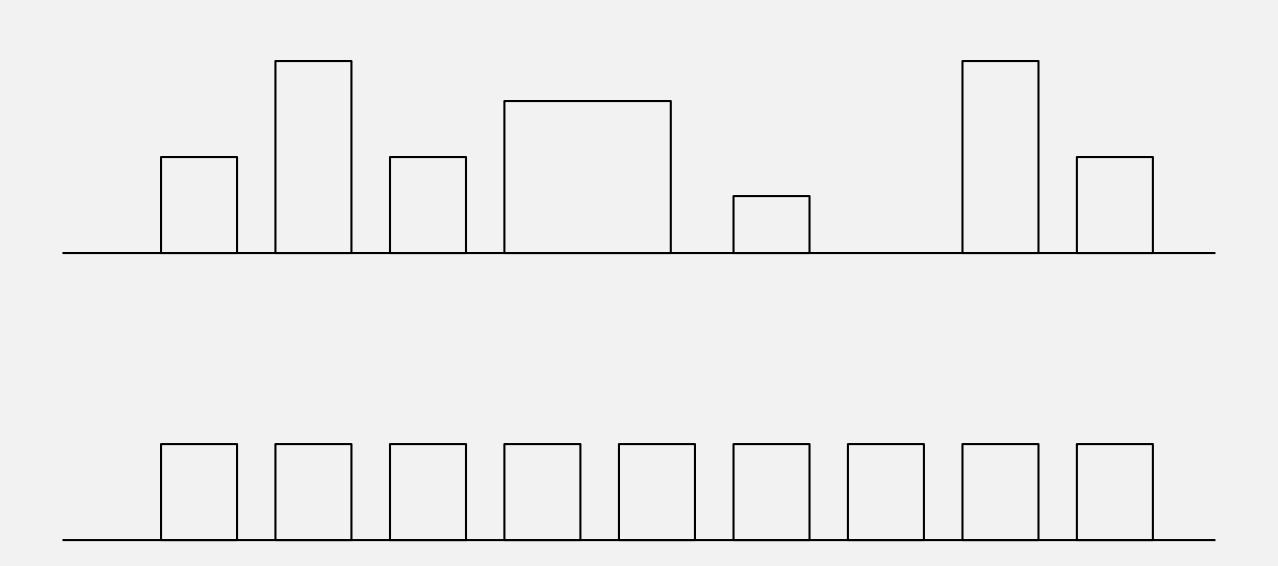


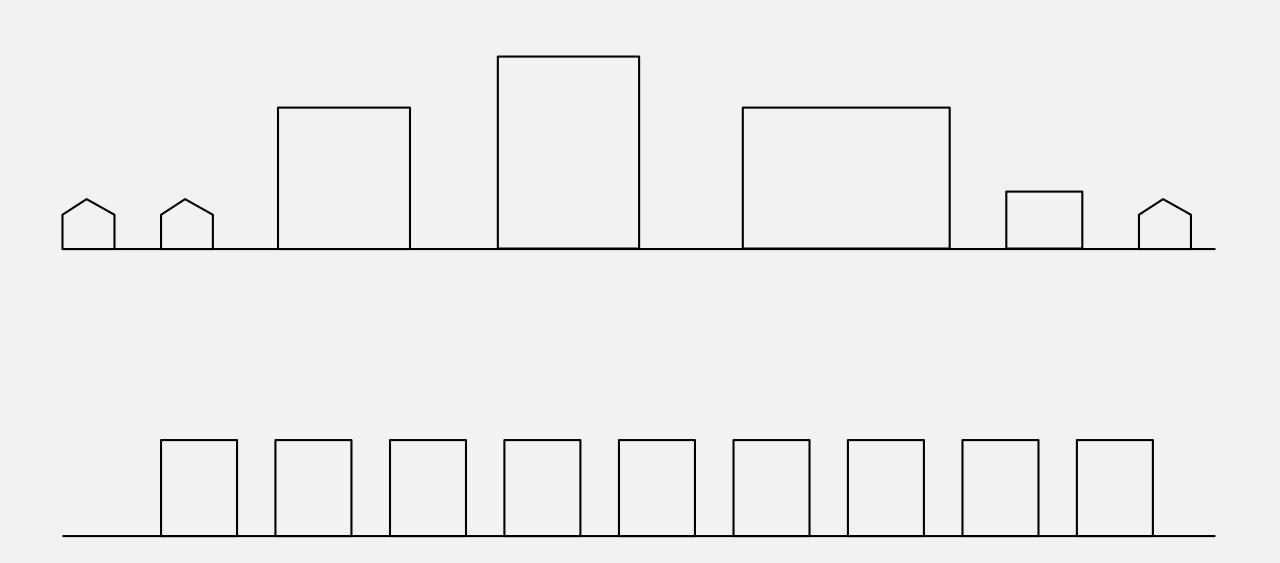


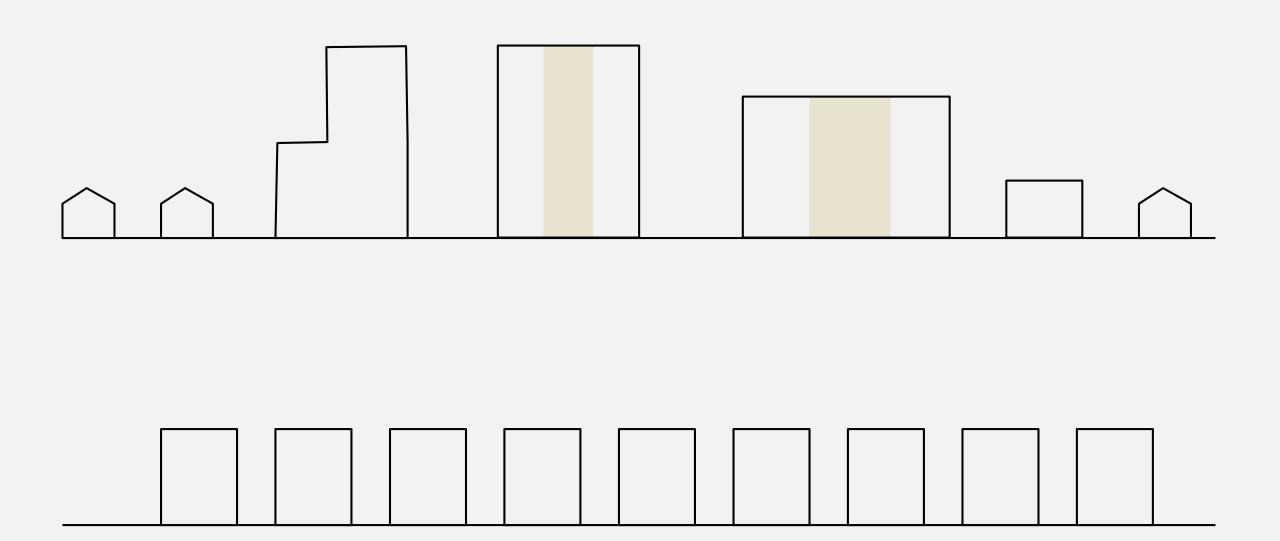


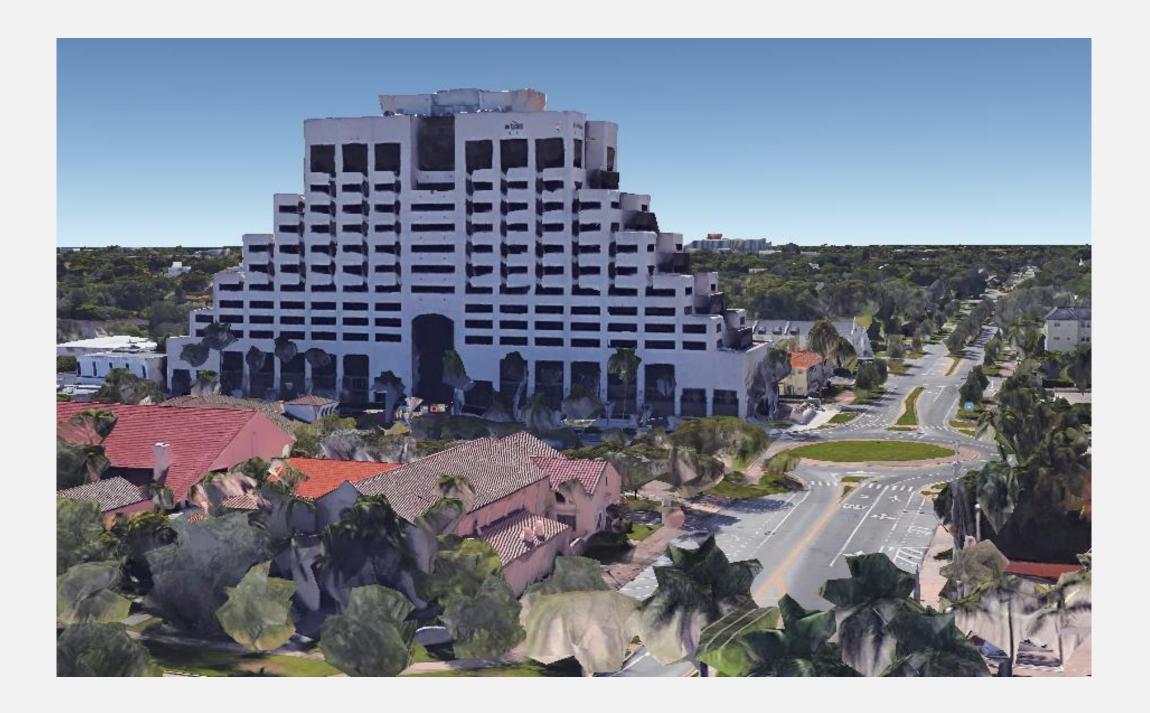






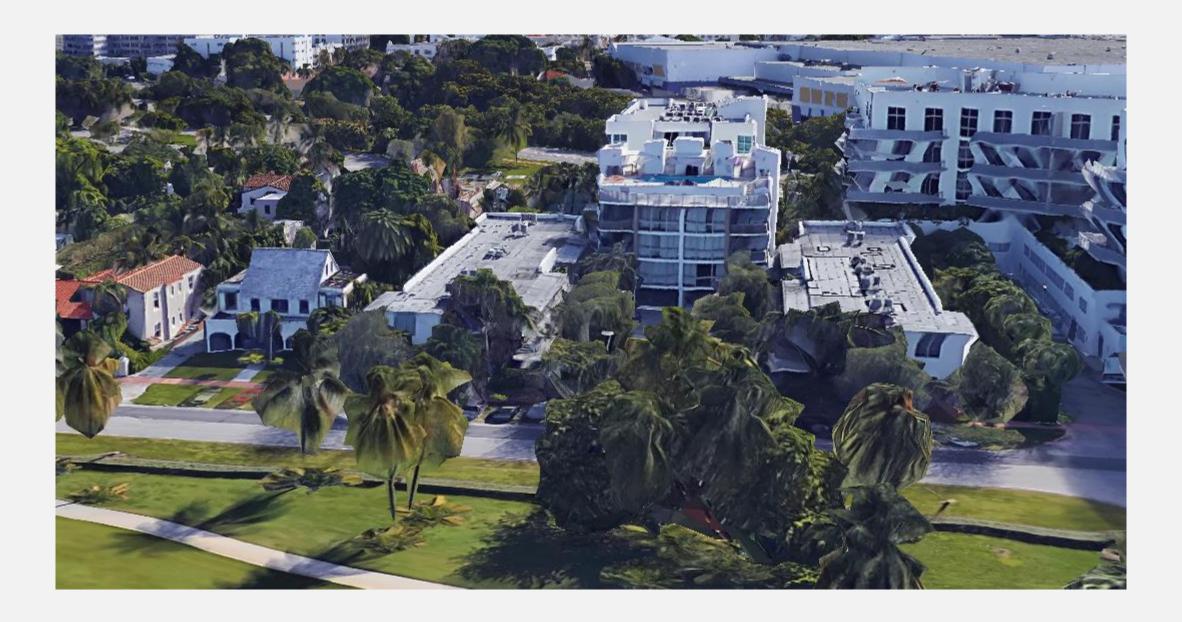




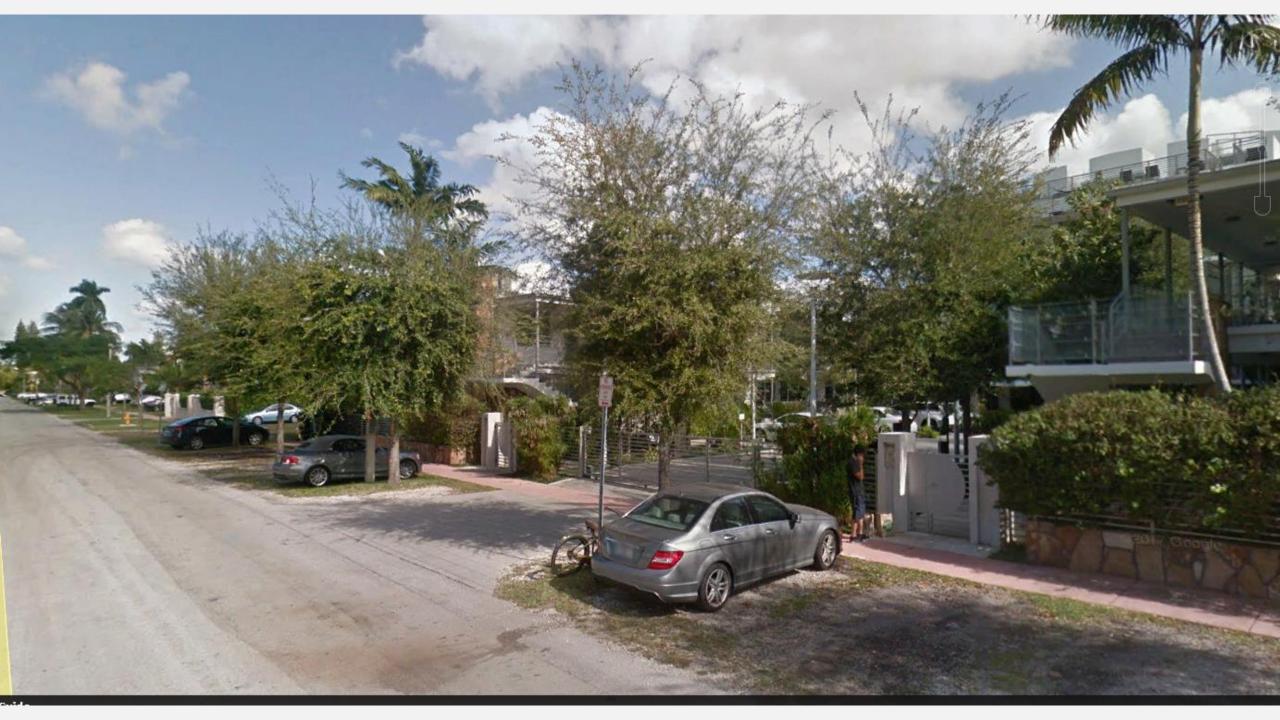


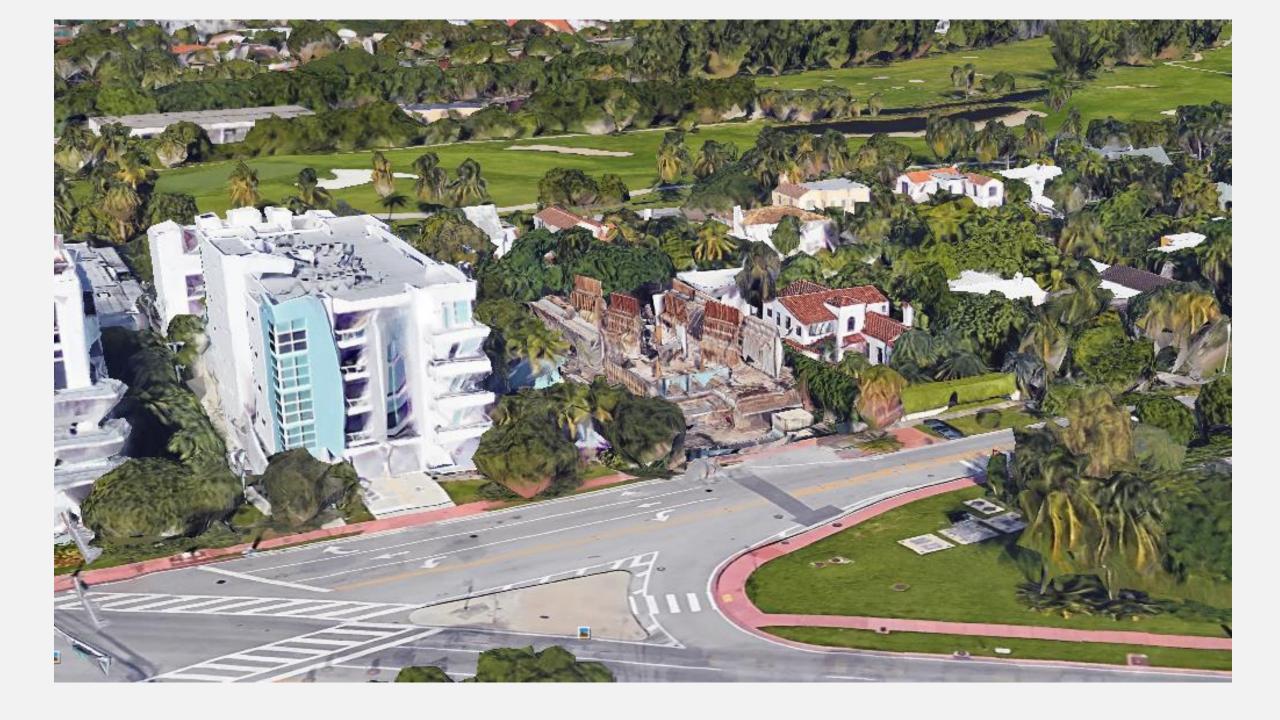


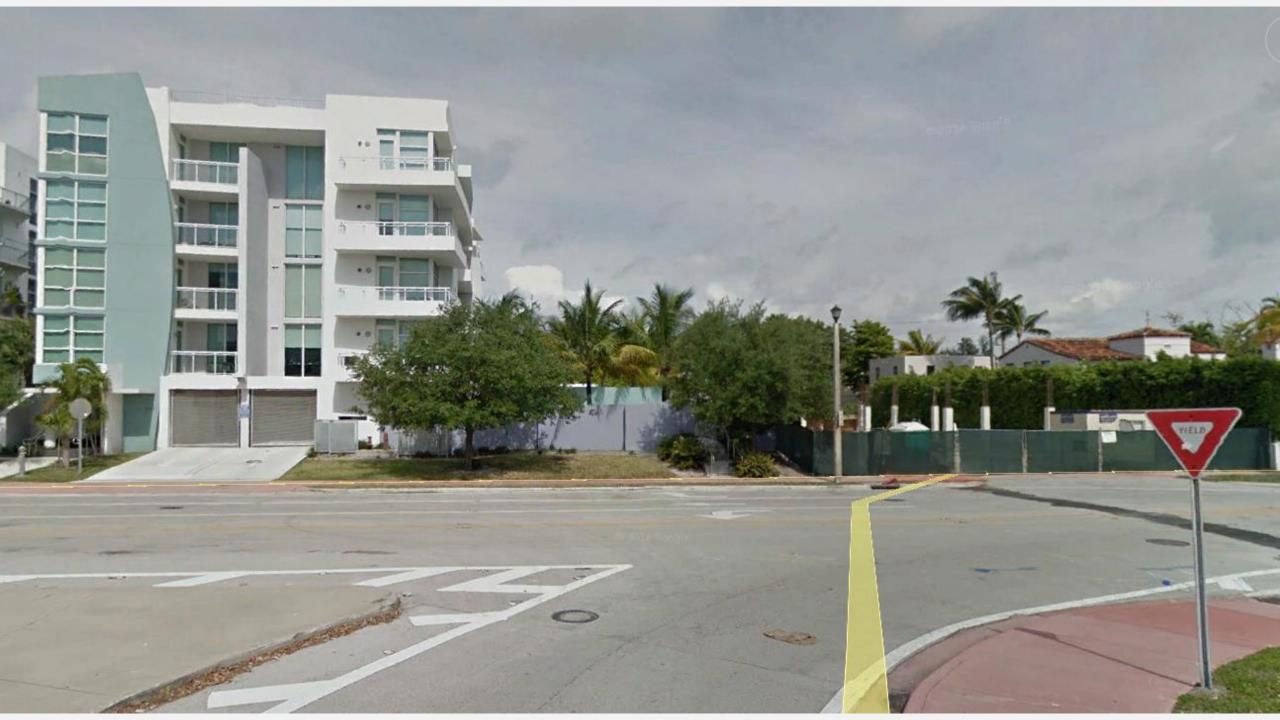




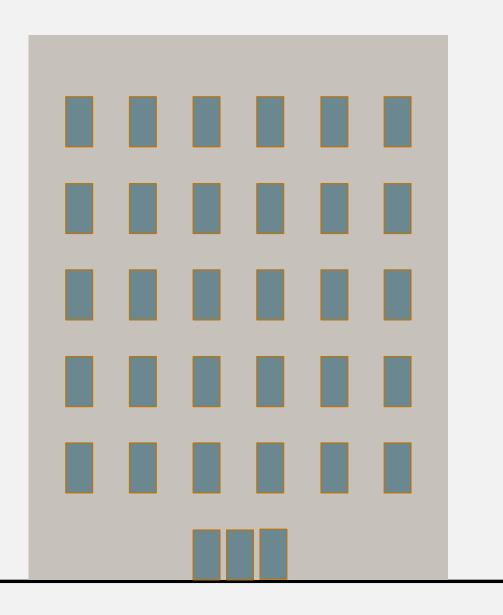


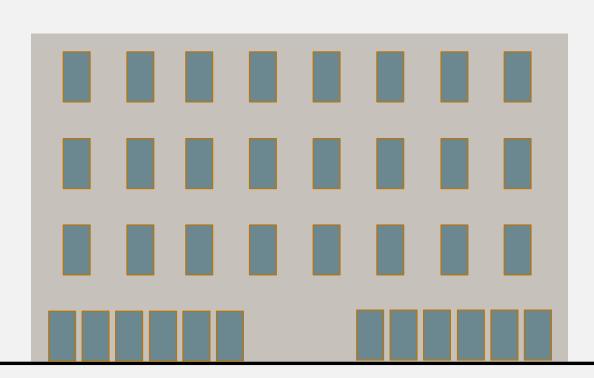


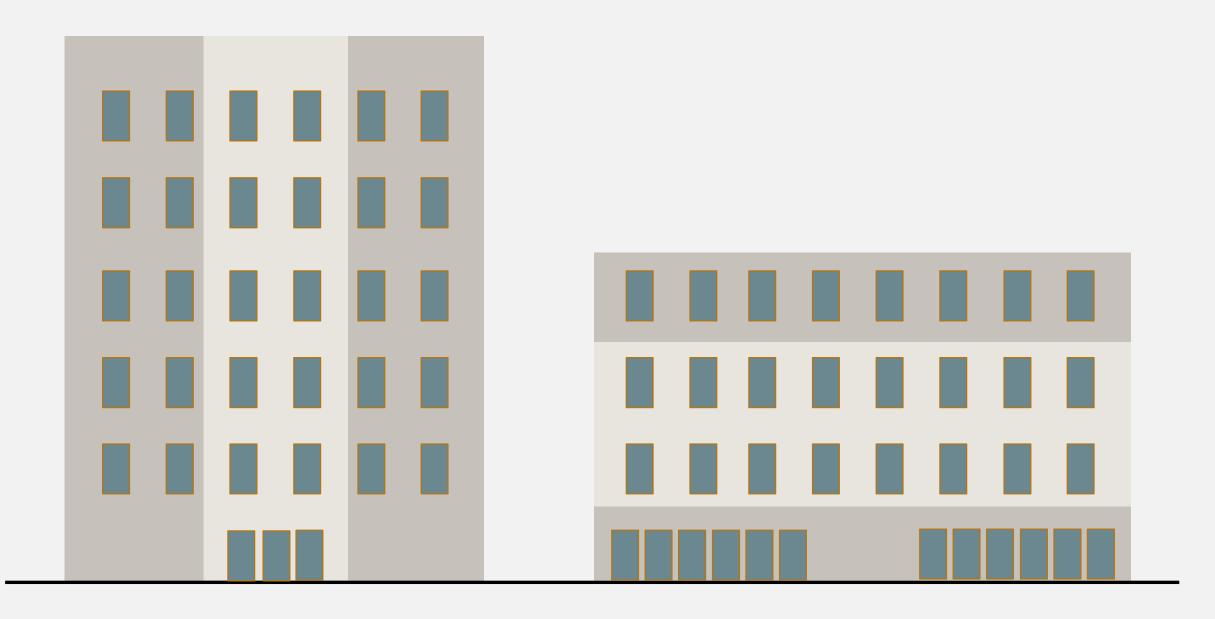


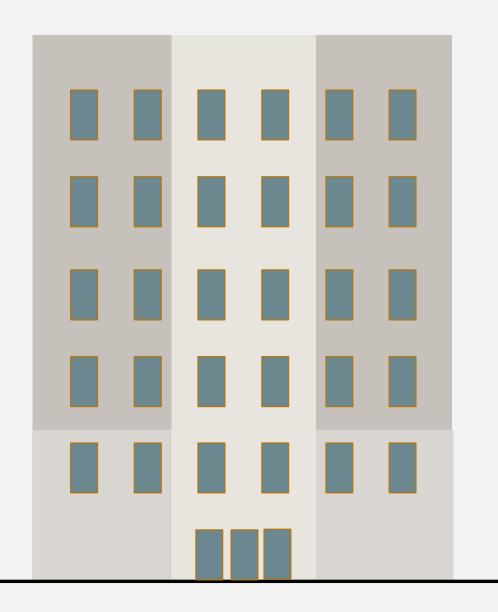


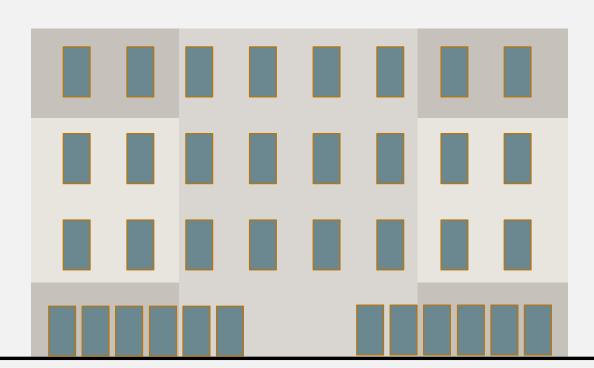
#### **ARTICULATION**



















#### PEDESTRIAN SCALE















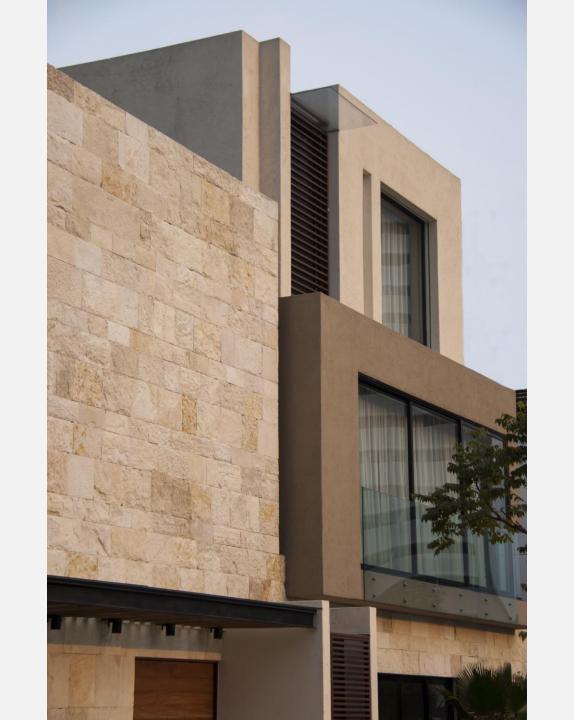


### QUALITY MATERIALS









# HOW CAN THE TOWN ACHIEVE THIS LEVEL OF DESIGN

- Recognized Architectural Style
- Gradual transition of building height and mass
- Partition large volumes
  - a. Recesses or projections of the facade (3ft for 33%)
  - b. Architectural design elements to provide depth (33%)
  - c. Variation of roof and/or roof wall height (33%)
  - d. Horizontal and/or vertical variation (texture, or materials and detailing)

# HOW CAN THE TOWN ACHIEVE THIS LEVEL OF DESIGN

- Enhance the ground level (No blank walls)
- Variation in color and texture
- High quality durable materials
- Minimum 25% fenestration (windows and doors)
- Emphasize main entrance
- Safe pedestrian connections
- Covered parking must have a "liner"

### EYE CANDY





