

# BURNSVILLE BUILDING AND SITE DESIGN

## ARCHITECTURAL REVIEW TOOL

The Burnsville Zoning Ordinance establishes minimum building and site design performance standards that are applicable to all commercial and industrial development within the City. In cases where a property owner/developer seeks flexibility from the City's minimum performance standards through a planned unit development, conditional use permit or variance, the City will look for building architecture or site design enhancements that may contribute quality or aesthetics to the building and site. The following checklist describes the design elements that the City considers enhancements above the standard regulations that will guide decisions on flexibilities from the City ordinances.

An "N" indicates that the design element is not in the project; a "Y" indicates that the design element has been included in this project; an "E" indicates that the project element is included and exceeds minimum guideline standards; and "NA" means this project element is not applicable to the specific project.

Project Name: \_\_\_\_\_

File Number: \_\_\_\_\_

Address or Legal: \_\_\_\_\_

Date of Review: \_\_\_\_\_

<b>Applicable Zoning Districts</b>	

<b>BUILDING FAÇADE:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	<b>Visual Relief:</b>
				Define building base by establishing ground level building accents and establishing a pronounced building entrance. ( <i>Minimum Standard: Entryway access materials shall extend 150 square feet around the entrance of a single occupancy building and 300 square feet around the entrance of a multiple tenant building.</i> )
				Define building middle using change of materials, windows, awnings, arcades, porticos, or canopies. ( <i>Minimum Standard: Windows must comprise a minimum of 25% of each wall fronting a public street. Buildings containing office or retail uses shall have windows on 40% of the first floor walls facing a street.</i> )
				Define building top using change of materials, cornices, eaves, roof design, parapets, illuminated accent features, or variable roof line heights.



Horizontal treatment of façade using building materials and patterned window openings.



Ground level building accents. Defined middle and top of building using changing materials, windows, roof design, etc..



Defined base and top of building using window and door openings, and building materials.

<b>BUILDING FAÇADE:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	<b>Distinct Modules:</b>
				Divides the wall into distinct modules through the use of vertical treatments, creating variable façade depths, building offsets, columns, corner treatments, or changes in materials. ( <i>Minimum Standard: Module breaks must occur, at minimum, at every 100 feet of wall length. Within the HOC District, modules shall occur at a minimum of every 60 feet of wall length.</i> )
				Use of recessed or projected windows.
				Use of awnings or canopies.



Variable façade depth, defined roof line, windows and doors at base level, and changes in materials. Use of canopies.



Variable façade depths, changes in materials, and awnings to create distinct modules.



Defined horizontal and vertical modules using building materials, awnings, and windows and doors. Projected windows.

<b>BUILDING FAÇADE:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	<b>Building Materials:</b>
				Buildings must, at minimum, be constructed of the major exterior materials of Section 10-19-1 or Section 10-23-1, as applicable.
				Enhanced Building Materials. The use of brick, stone, or glass individually or in combination of 60% to 100% of all sides of the building.
				Enhanced Secondary Materials. The use of brick, stone, or glass individually or in combination of 20% to 50% of all sides of the building.
				Accent Material. Use of an accent material and/or color that accents and complements the primary and secondary building materials (10%).



Major exterior materials with accent glass.



High quality building materials in complimentary colors. Contextual design.



Predominantly brick and glass.

<b>ROOF DESIGN:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	
				Roof materials meet City standards of Section 10-19-1 or 10-23-1 of the Burnsville City Code.
				Variety of rooflines provided using variety of heights, parapets, cornices, or other design schemes.



Variety in roofline height and design. Corner roof emphasizes front entry. Attractive cornices.



Unique design elements that also provide attractive screening for equipment.



Use of an alternative hipped roof to distinguish the building from flat roofs on other commercial buildings.



<b>LANDSCAPING:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	<b>General:</b>
				Perimeter building landscaping is of a size and species and location to contribute to establishing distinct building modules by breaking up the building mass.
				Landscaping is used to define and enhance public areas and common spaces.



Diverse landscaping beautifies the site, creates space, caters to wildlife, provides storm water treatment, and buffers parking areas.



Landscaping to define and enhance common spaces.



Building perimeter landscaping to break up building mass.

<b>LANDSCAPING:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	<b>Parking Lot Design:</b>
				Provide perimeter parking lot screening.
				Provide pedestrian walkways and crossings.
				Provide internal landscape islands.



Sufficient perimeter parking lot landscaping to buffer views to parking.



Planted landscape islands for beauty and to treat stormwater runoff from parking areas.



Planted parking boulevards and pedestrian sidewalks provide attractive landscaping and potential storm water mitigation.

<b>LIGHTING:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	
				Lighting types and styles that are complementary to building architecture.
				Use of lighting or illuminated architectural features that accent building facades, roof lines, entries, and/or common spaces, etc.



Pedestrian scale lighting along walkways at the building perimeter.



Lighting to compliment common spaces. Down lighting to reduce glare.



Decorative lighting near entries.

<b>BICYCLE PARKING:</b>				
<b>N</b>	<b>Y</b>	<b>E</b>	<b>NA</b>	
				Commercial and industrial sites provide bicycle parking spaces and racks.



Bicycle parking at the front of buildings.



Accessible bicycle parking areas provided on site.



Provide sufficient bicycle parking stalls. Design stalls to function well.



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COMMON AREAS:				
N	Y	E	NA	
				Building provides entry plaza
				Site provides public open spaces – sitting area, dining area, landscaping, public art
				Public space accessible to pedestrian ways, on-site parking area, building entrance



Gathering spaces, complimented by landscaping, decorative fencing and lighting.



Public open space complimented by landscaping, pedestrian features, and seating areas.



Entry plaza with accessible public seating and dining areas.



Outdoor seating and pedestrian amenities at street level.



Public open spaces easily accessible to commercial locations.



Landscaped dining and seating areas in association with businesses.