

# Blue Hill Design Guidelines: Quick Reference for COA Review Elements

Project Name: **Aura Blue Hill**

Guideline	Page	Applicable Code Ref.*	Meets Guideline?	Notes
PUBLIC RIGHT-OF-WAY				
The Public Realm				[Public art elements proposed. Can be used to help satisfy 2.1 and/or 4.21]
2.1	Enhance walkability in the public realm in each project.	24		
Public Streetscape Character				
2.18	Use site furnishings to accommodate both active and passive pedestrian activity along a residential street frontage - benches or other furnishings located in landscaped areas.	32	2.7.J	
Public Art				
2.19	Incorporating public art in a project is encouraged.	33	2.7.I.3	
SITE DESIGN				
Building Placement and Setback Character				
3.1	Place a building to promote a safe, interesting and comfortable pedestrian environment along the street.	36	2.7.2; 2.7.J	
3.2	Design the street frontage to promote pedestrian activity.	37	2.7.O; 2.7.P; 2.7.Q	
Connectivity				
3.9	Provide pedestrian and bicycle connections into and between properties.	41	2.7.D; 2.7.F.4; 2.7.S	
3.12 (a)(c)(e)	Promote pass-through designs that keep “eyes on the street.” Activate a pass-through wall to provide a pedestrian-friendly experience. If parking is allowed in a pass-through, it must be screened and the pedestrian route must be separated.	43	2.7.S	[Apply guidance to Pedestrian Connectivity routes in lieu of pass-throughs]
3.14	Create a consistent streetscape experience within a development.	49		
Outdoor Amenity Space				
3.19	Locate outdoor amenity space where it will be shaded in summer months.	52	2.7.F	

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3.21	Design an outdoor amenity space to be inviting.	53	2.7.F	<input type="checkbox"/>	
3.22	Furnish outdoor amenity spaces to encourage passive use and public enjoyment.	53	2.7.F	<input type="checkbox"/>	
3.23	Create a coordinated design palette for an outdoor open space.	53	2.7.F	<input type="checkbox"/>	
Recreation Space					
3.29	Design and furnish a recreation area to fit with the context of its development.	56	2.7.G	<input type="checkbox"/>	
Structured Parking					
3.36	Wrapping the parking with an active use is preferred.	60	4.1.B.4	<input type="checkbox"/>	
3.37	Design architectural screens to be an integral part of the building design.	63	4.1.B.4	<input type="checkbox"/>	
Fences and Site Walls					
3.44	Coordinate a fence or wall with the overall site design.	65	4.2.G	<input type="checkbox"/>	
3.45	Use a material that is durable and compatible with that of adjacent buildings and other site features.	65	4.2.G	<input type="checkbox"/>	
3.46	Design a retaining wall to minimize impacts on the natural character of the site.	65	4.2.G	<input type="checkbox"/>	
3.47	Incorporate design variations in a site wall to create interest.	65	4.2.G	<input type="checkbox"/>	
Working with Topography					
3.52	Define facade elements to respond to changes in topography.	67	2.3; 2.4	<input type="checkbox"/>	
3.55	Retaining walls are subject to the same guidance as blank walls.	67	4.2.G	<input type="checkbox"/>	
Service Areas and Utilities					
3.56	Locate a service area or utility to minimize visual impacts from the street and sidewalk.	68	4.2.E.2	<input type="checkbox"/>	
3.59	Integrate mechanical equipment into the design of a building.	69	2.7.J; 4.2.E	<input type="checkbox"/>	

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Sensitive Site Design Transitions					
3.70	Minimize negative impacts of a commercial operation on an adjacent residential property.	79	4.2.H	<input type="checkbox"/>	
3.72	Design site transitions to connect to future/ proposed developments.	79		<input type="checkbox"/>	
BUILDING DESIGN					
Architectural Character					
4.1	Innovative new designs that draw upon local and regional design traditions are preferred.	84		<input type="checkbox"/>	
4.2	Create a pedestrian-friendly environment with all new projects.	84	2.6	<input type="checkbox"/>	
Environmental Performance in Building Elements					
4.10	Minimize the visual impacts of energy devices on the character of the District.	87	4.2.E	<input type="checkbox"/>	
Building Mass and Scale					
4.12	Locate the taller portion of a structure away from neighboring residential buildings of lower scale or other sensitive edges.	89	4.2.H	<input type="checkbox"/>	
4.13	Establish a sense of human scale in the design of a new building.	90	2.7.T	<input type="checkbox"/>	
4.14	Incorporate horizontal expression lines to establish a sense of scale.	92	2.6	<input type="checkbox"/>	
4.15	Provide vertical articulation in a larger building mass to establish a sense of scale.	92		<input type="checkbox"/>	
4.16	Use materials to convey a sense of human scale and visual interest to pedestrians.	92	2.7.R	<input type="checkbox"/>	
4.17	Incorporate balconies to create depth and interest on a building facade.	92	2.6.C	<input type="checkbox"/>	
4.20	Incorporate a roof form that provides a “cap.”	93		<input type="checkbox"/>	
4.21	Utilize one of the following methods to design a building that is located on the corner.	93	2.1.D.5; 2.7.F; 2.7.I.3	<input type="checkbox"/>	

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Architectural Features (Design Elements)					
4.22 (b)	Design a building facade to enhance community image. Use high-quality building materials on visible facades.	97	2.7.R	<input type="checkbox"/>	
4.23	Design a building facade to be compatible with its context.	97	2.6; 2.7.O; 2.7.R	<input type="checkbox"/>	
4.24	Design a building facade to convey visual interest.	97	2.6	<input type="checkbox"/>	
4.25	Design the ground floor to engage the public realm and promote pedestrian activity.	99	2.6; 2.7.O; 2.7.P	<input type="checkbox"/>	
4.26	Use building materials to define the ground floor and add visual interest.	99	2.7.R	<input type="checkbox"/>	
4.27 (a)	Design the main entrance to be clearly identifiable. Use an architectural element(s) to highlight an entrance, and to provide weather protection, where feasible.	101	2.7.Q	<input type="checkbox"/>	
4.28 (a)(b)	Orient the primary entrance of a building to face a street, plaza or pedestrian way. Use a “double-fronted” design that provides an entry to the street and another to an outdoor amenity space, plaza or a parking lot, when present.	101	2.1.D	<input type="checkbox"/>	
4.31	Locate an iconic design feature to maximize its visibility and impact.	102	2.7.Q; 2.7.I.3	<input type="checkbox"/>	
Four-sided Building Design					
4.32	Design a building to provide interest on all sides that will be viewed from the public realm.	103	1.1; 4.1.B.4	<input type="checkbox"/>	
Building Elements					
4.33	Include building elements to create a street edge that invites pedestrian activity.	106	2.6	<input type="checkbox"/>	
4.34	Design a forecourt to enhance the pedestrian experience- engage the street, provide interest and activity.	106	2.6.G	<input type="checkbox"/>	
4.36	Encourage consistency in arcade design.	107	2.6.E	<input type="checkbox"/>	
4.37	Design an arcade to improve the pedestrian experience.	107	2.6.E	<input type="checkbox"/>	
4.39	Incorporate building elements that are visually consistent with elements on adjacent, new buildings.	107	2.6	<input type="checkbox"/>	

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Building Materials					
4.40	Incorporate building materials that contribute to the visual continuity of the District.	108	2.7.R	<input type="checkbox"/>	
4.41	Develop simple combinations to retain the overall composition of the building.	108	2.7.R	<input type="checkbox"/>	
4.42	Use high quality, durable building materials.	108	2.7.R	<input type="checkbox"/>	
4.44	Utilize traditional masonry materials such as stone, concrete and brick, where feasible.	109	2.7.R	<input type="checkbox"/>	
4.47	Architectural glass may be considered as a primary material.	109	2.7.R	<input type="checkbox"/>	
Windows					
4.48	Design a window to create depth and shadow on a facade.	110	2.7.O	<input type="checkbox"/>	
4.49	Locate and space windows to express individual modules of a large facade, to express scale and to create rhythm along the block.	110	2.7.O	<input type="checkbox"/>	
4.50	Use durable window materials.	110	2.7.O	<input type="checkbox"/>	
Exterior Lighting					
4.52	Use exterior lighting to highlight the distinctive features of a site.	111	4.4.H	<input type="checkbox"/>	
4.55	Coordinate fixture designs with abutting properties to establish a sense of continuity.	111	4.4.D; 4.4.H	<input type="checkbox"/>	

#### General Notes

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