# Form-Based Zoning for Infill and Corridors



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Tony Perez

Director of Form-Based Codes,
Opticos Design, Inc.
tony.perez@opticosdesign.com





## Corridors are environments along edges of neighds/districts



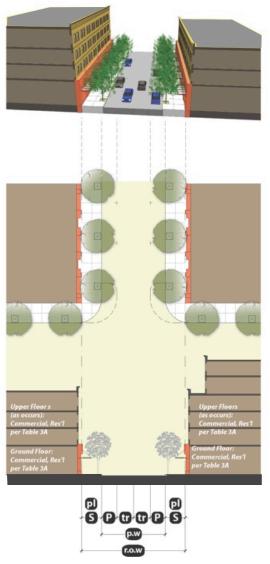


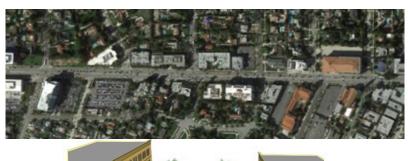


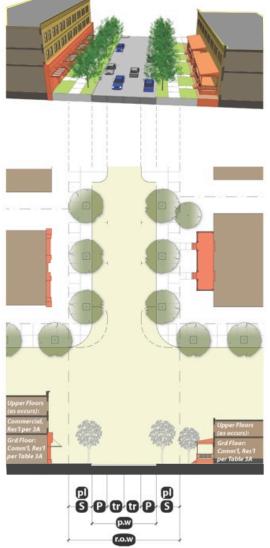


### Coordinate street side with street segments









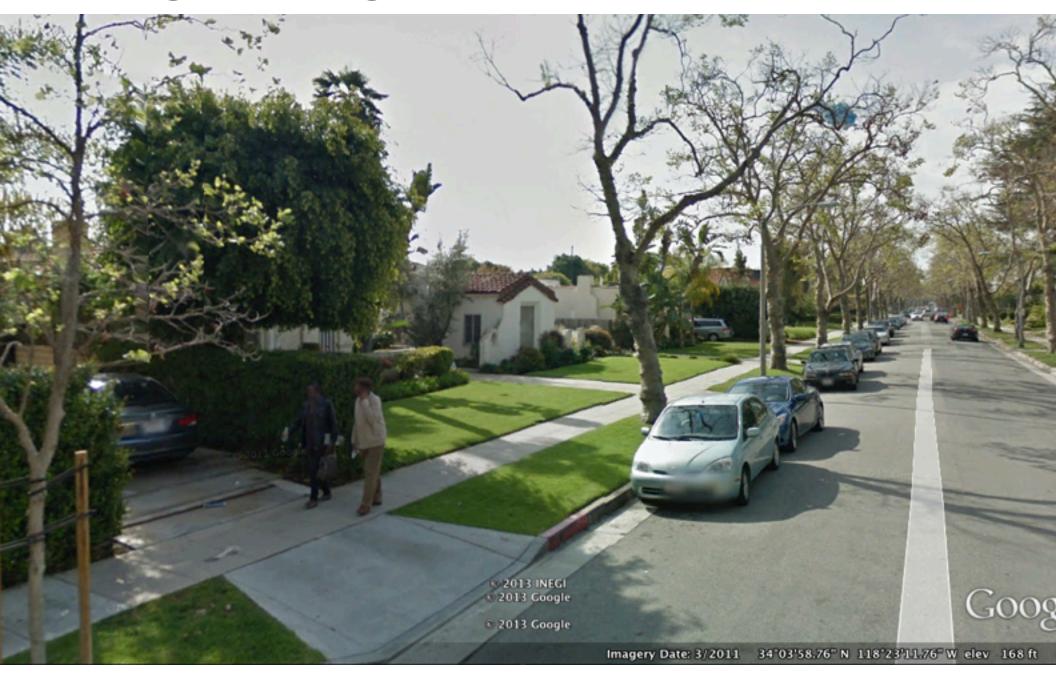
# But that's not how they're typically planned



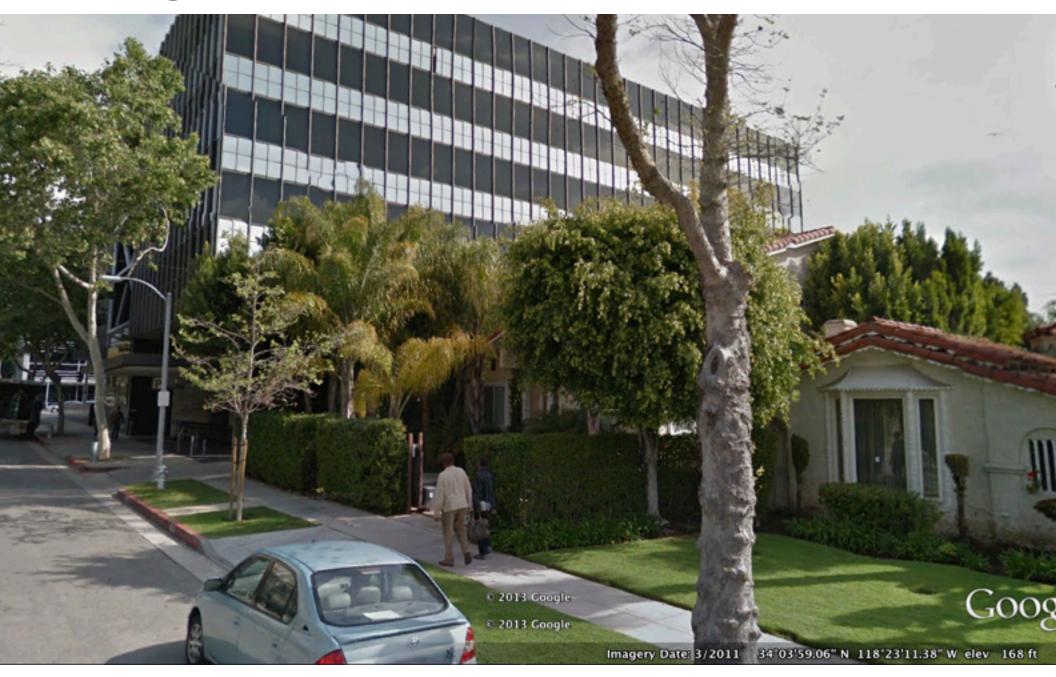
# Zoning for the corridor and zoning for the neighborhood



# Zoning for the neighborhood



# Zoning for the corridor



### Two different, adjacent environments that affect each other



#### Summary of Issue 1

#### Intense Corridor Devt backs up to Neighborhoods

- Corridor sites have two important sides:
  - Corridor Side
  - Neighborhood Side
- What do those two very different sides need?

## Density, Setbacks and Height: Compliant









### Compliance needs to include the Pattern as a factor



# What's in common?





# Conventional zoning says they're the same



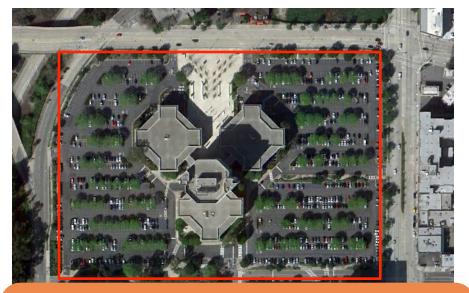


0.60 FAR

0.60 FAR

# They couldn't be more different!





3 at 3 stories and 1 at 12 stories

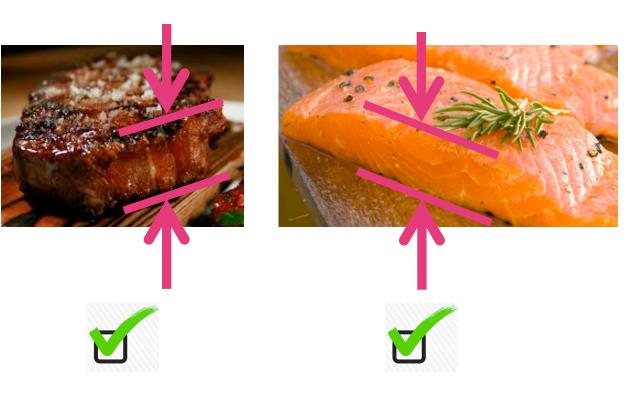




2 story building on 2/3 of site

# Would you describe other things this way?

max .75 inches tall



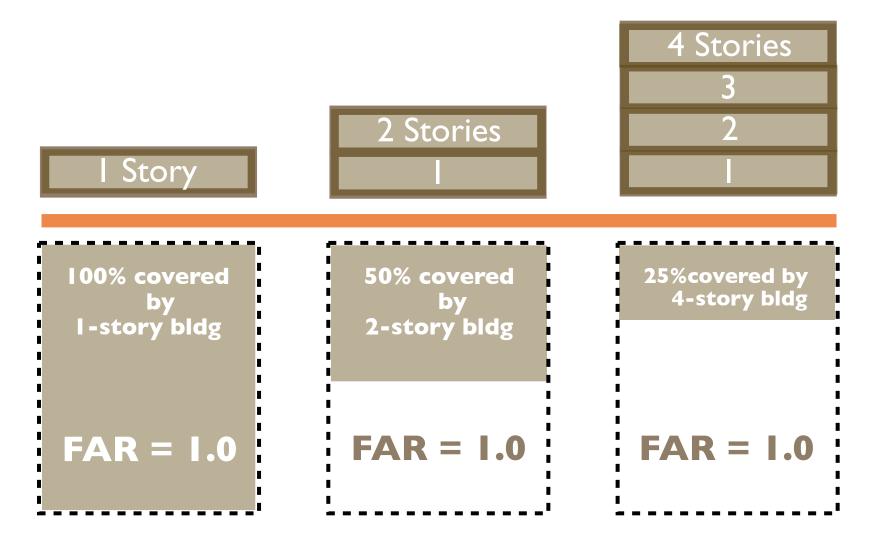




oops!



# F.A.R. a measuring tool

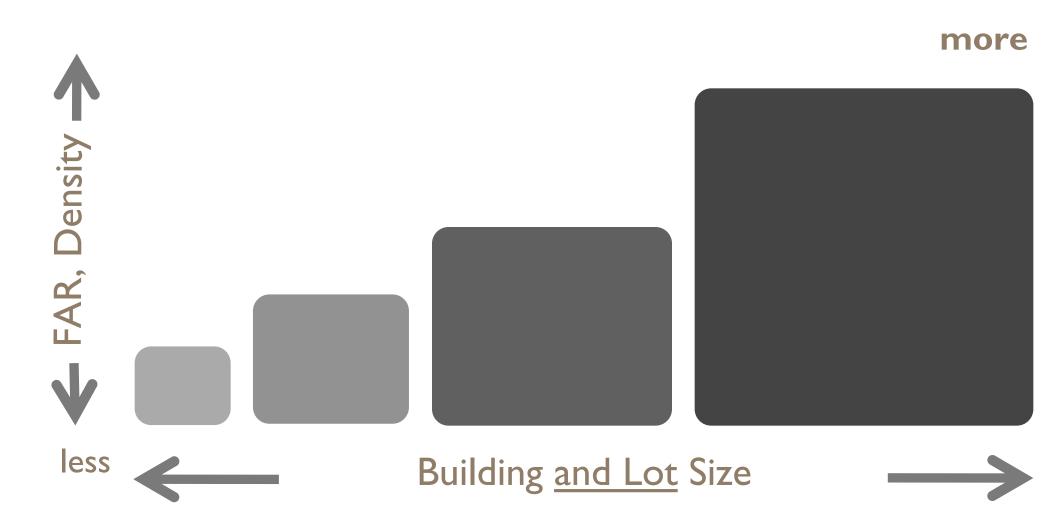


FAR is a great and fast measuring tool but should not be used to drive design or decision-making: best as a 'resultant' factor

# Density: another measuring tool



# Realities of FAR and Density



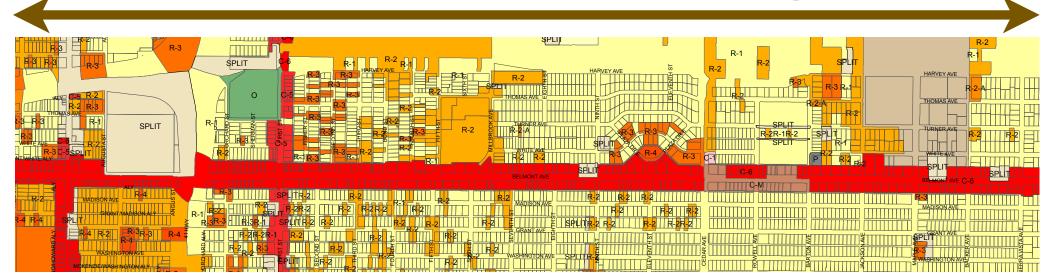
Summary Issue 2

Standards often unaware of outcomes, not aimed at full compatibility with neighbors

2

- Avoid FAR, Density as inputs: use only as resultants
- Identify what you want more of and those factors

#### over 2 miles of commercial zoning





Mapping form-based zones: Hierarchy of places

# Regeneration



# **Targeted Infill**



# **Preservation**





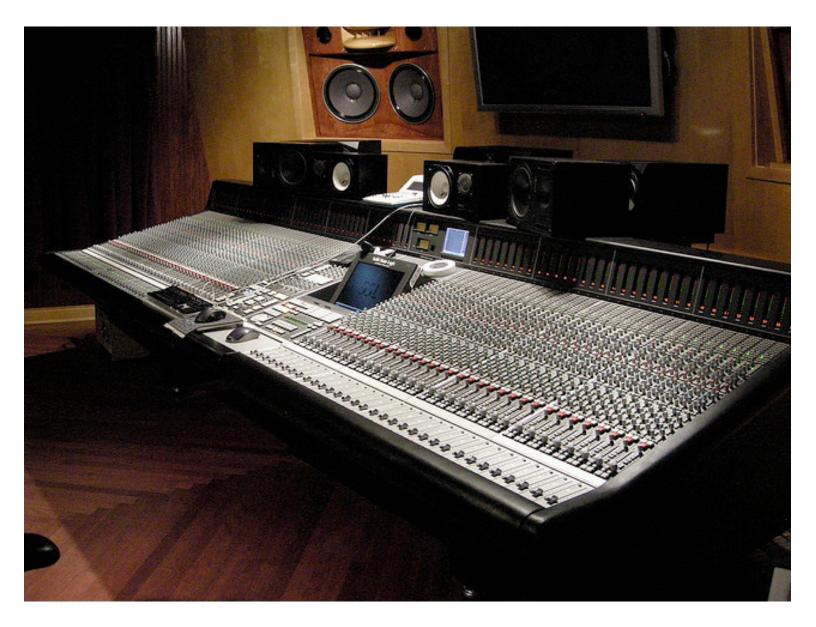




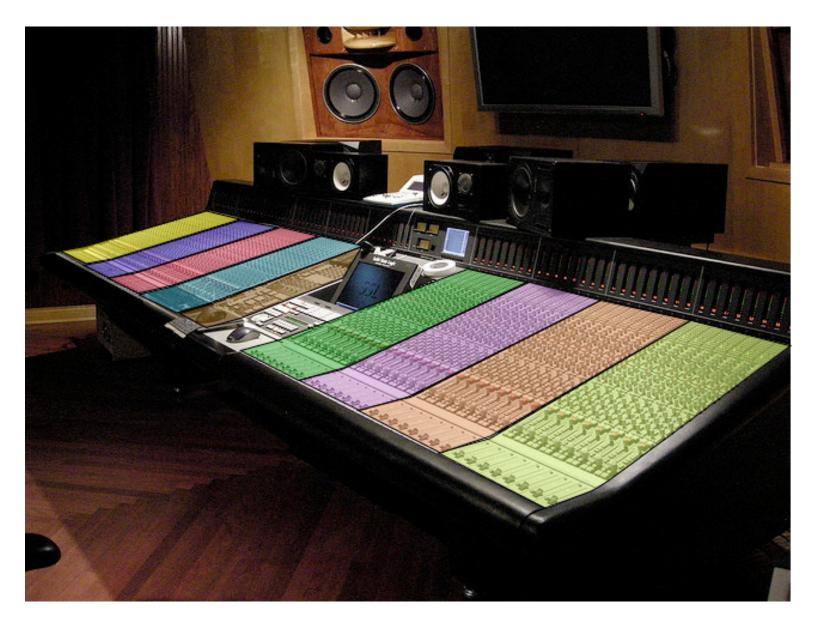
# Zoning That Sees the Community



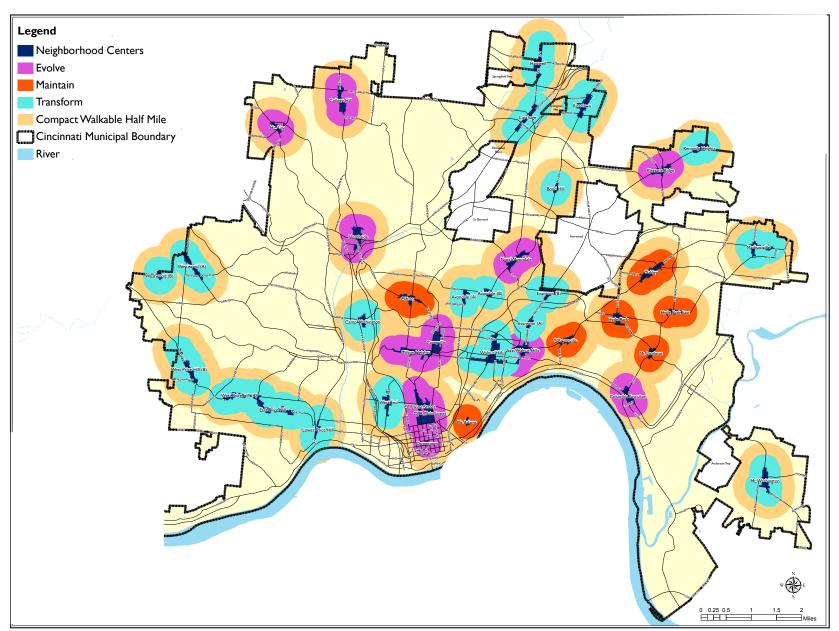
# Zoning That Sees the Community



# Zoning That Sees the Community



#### Thriving Re-Urbanization as a Goal for 42 Neighborhoods



# Dialing in on the range of expectations

	Ex	ample FBC Appro	aches and Scenario	s		
	Degree of Change	Greenfield Neighborhood	Infill Neighborhood	Regeneration Corridor	Preservation Corridor	
	Level of Expectations	Basic	Moderate	Moderate	High	
	Regulating Plan	Х	X	X	X	
	Block Standards	Х		X	X	
	Street Standards	X		X	X	
	Streetscape Standards	Х	X	X	X	
	Civic Space Standards	Х			X	
	Building Placement Standards	Х	X	X	X	
S.	Parking Placement Standards	Х	X	X	X	
Components	Building Height Standards	Х	Х	X	X	
por	Adjacency / Massing Standards		Х	X	X	
- E	Building Type Standards		X		Х	
U	Frontage Type Standards	Х	X	X	Х	
	Land Use Standards	Х	X	X	X	
	Architectural Style Standards				Х	
	Signage Standards	X		X	X	
	Public Art Standards				X	
	Other Standards identified by you	?	?	?	?	
	Sustainability is addressed within each relevant code topic					









### Summary Issue 3

#### Over-zoned and dissipated development

- Translate policy direction into centers and segments:
  - Corridor General: mostly housing, w retail, auto-oriented services
  - Local centers: mostly neighd retail, office, w housing
  - Community-level Centers: mostly intense retail, office, w housing
- Select Code Components in response to policy direction

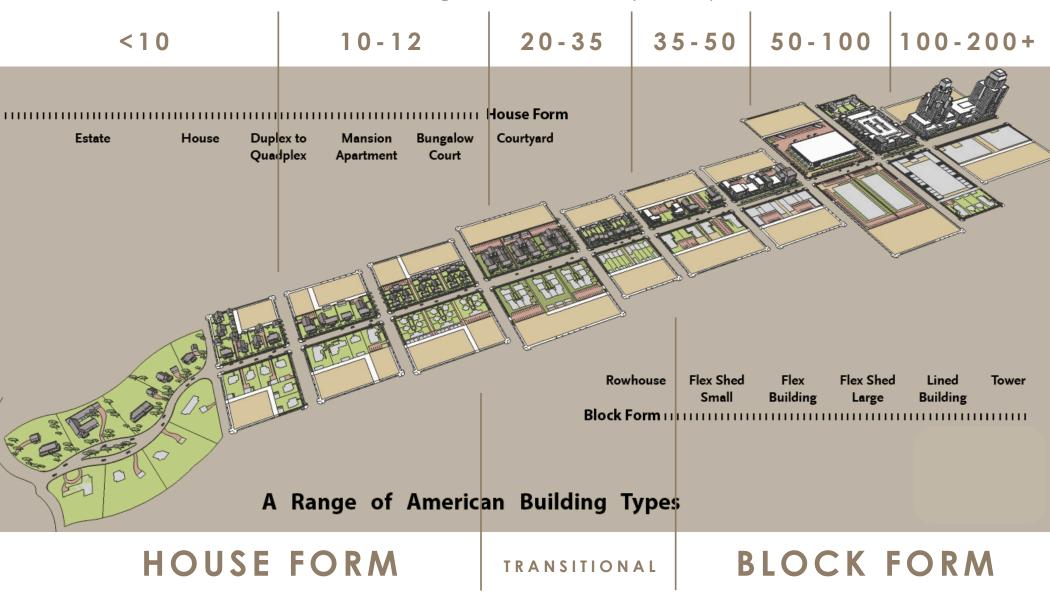
# The built environment: Repeating Patterns



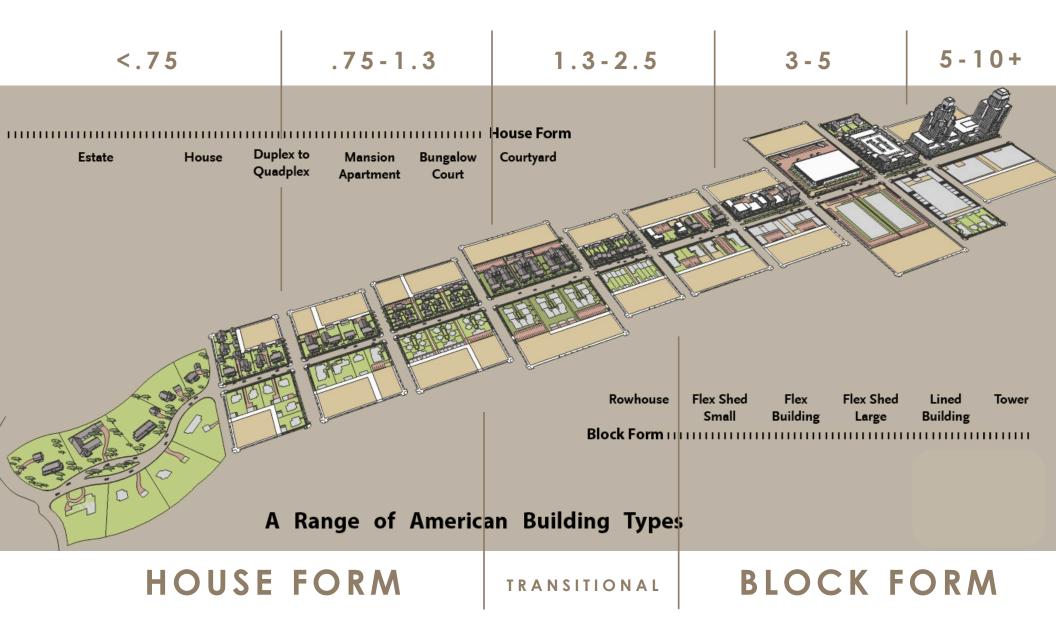


# Intrinsic Residential Densities by Type

In Dwelling Units Per Acre (D.U.A.)



# Intrinsic Floor Area Ratio by Type



# Compatibility through Building Types

#### Chunky Infill



- Difficult to find large sites
- Transitions are larger/bulkier
- Less walkable services
- Resistance tends to be higher

#### Fine-Grained Infill

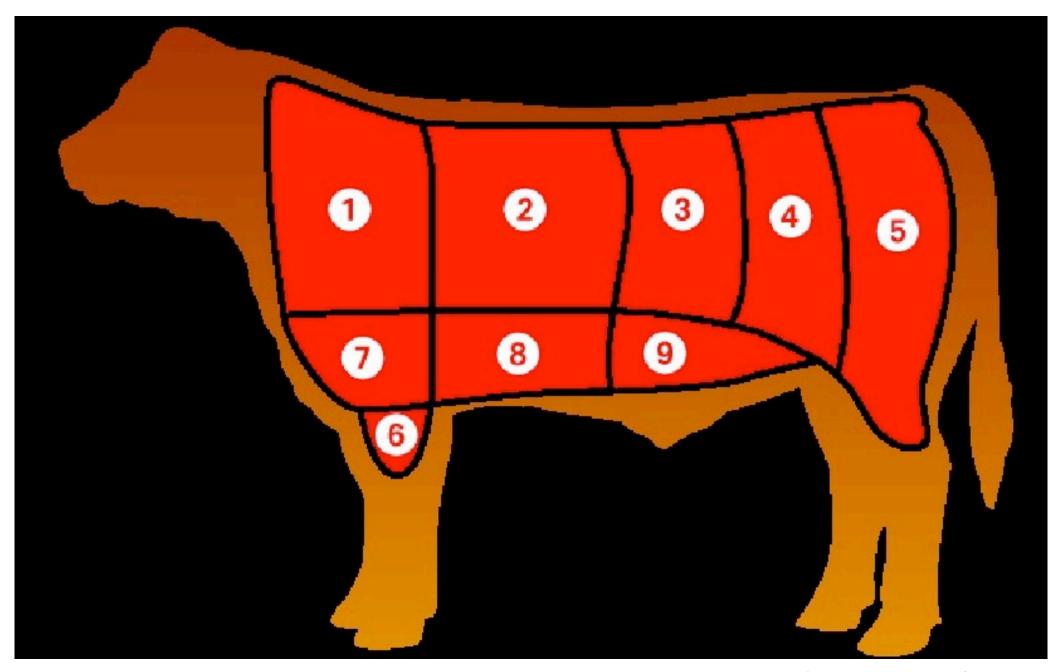


- Easier to find smaller sites
- Transitions are within context
- More walkable services
- Resistance tends to be lower

# FAR and Density Approach: Quantity-Focused

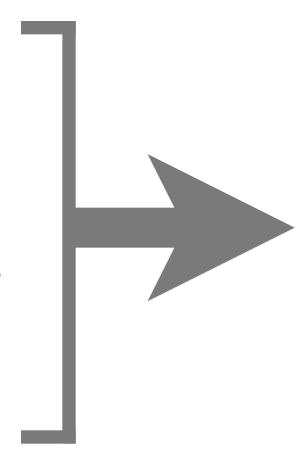


Form-Based Zoning: Variety and Compatibility Focused



### Key Characteristics of each Type

- I. Lot Size: Min Needed / Max Compatible
- 2. On-site open space? Min size to be useful
- 3. Building Size: Min Needed/Max Compatible
- 4. Parking location/Access: to support context
- 5. Tenant access: to make livable
- 6. Frontage options: Flexible w/in context



#### **Building Standards**

#### 5.10 STANDARDS SPECIFIC TO BUILDINGS

#### STANDARDS SPECIFIC TO BUILDINGS 5.10

#### COURTYARD BUILDING STANDARDS 5.10.120

#### 5.10.120 COURTYARD BUILDING STANDARDS

#### A. Description and Intent

Description. A building comprised of attached units arranged to share one or more courtyards with pedestrian access to the building's entrances from the courtyard and/or fronting street. The building is designed to give the appearance of a large house. The courtyard is intended to be an outdoor room that is an extension of the public realm. Parking is located at the rear of the site and may occur along the street-access driveways. Courtyard buildings may accommodate non-residential uses in either a live-work configuration or as solely commercial/retail space facing the primary street as allowed by the zone.

Resultant Density: 20 to 42

Examples of Intended Physical Character. The following examples are illustrative of the range of physical character for the Courtyard Building type in the zones allowed by this Code.



o appear as a large single-family house. Entry to the court-





#### B. Design Standards



RT	Rear Yard Transition
CY	Courtyard
PE	Parking entry from street
ÆL	Alley (as occurs)



	REQ	UIREMENTS		
Со	ourtyard type buildings are	subject to the f	ollowing as	applicable.
	IN ALZONIEDWED		MIN (FT)	MAX (FT)
Α	Building Site Width	T3, T4, T4.5 T5, SD-2.1	120 135	200 250
В	Building Site Depth	T3 , T4, T4.5 T5, SD-2.1	200 175	200 250
С	Building Length	T3, T4, T4.5, T5 SD-2.1	no min	80 (H) 125 (H)
D	Front Yard	T5 T4.5, T4, SD-2.1 T3	0 or 10 12 25	15 15 35
E	Street Side Yard	T5 T4.5, T4, SD-2.1 T3	0 or 10 10 15	15 15 25
F	Side Yard	T5 T4.5, T4, SD-2.1 T3	0 10 7	10 no max 12
G	Rear Yard/Parking		65	100

Facades exceeding 80 feet shall be designed with a vertical setback from the base of the building to the roof line, at least 18" wide and 18" deep, giving the building an appearance of multiple attached buildings. Facades shall be composed of increments of 25 ft or less. Increments shall be created through projecting or recessing wall surfaces, changes in roofline and/or placement of piers

- Buildings on corner building sites shall be designed with two facades of equal architectural expression.
- Facades along frontage lines shall apply frontage types per Section C.3 of the zone standards.

Where ground floor residential is allowed, first floor living areas rather than sleeping or service rooms shall be oriented toward the street. Where the zone allows nonresidential activity, retail or office space rather than service rooms shall be oriented toward the street.

Building entries shall be at grade along the adjacent sidewalk or courtyard, as applicable. Units along the side street may have a second entry from the courtyard. Where ramps are required, their design shall be per the ADA requirements and per Section C.3 of the zone standards.

- Parking spaces and access driveways shall be provided and located per Section C.2 of the zone.
- One or more separated or interconnected courtyards shall be provided, with a total area equal to at least 15 percent of the building site area at least 30 ft wide. Courtyards shall not exceed 100 linear feet.
- Units along side streets may enclose private open space only through the Walled Yard type (5.20.100).

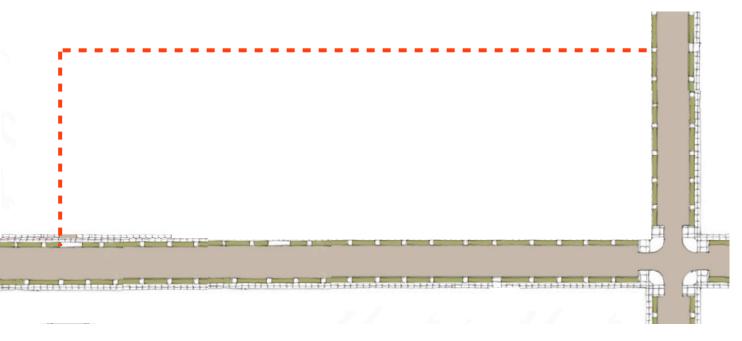
77 | Administrative Draft 17 May 2013 | Tehachapi Zoning Code

Tehachapi Zoning Code | Administrative Draft 17 May 2013 | 78

### Summary Issue 4

#### Use Building Types to articulate potential

- Identify compatible building types and adjust to your realities: shallow lots?
- Standards for corridor side and neighborhood side
- Fully test each type for realistic/useful standards

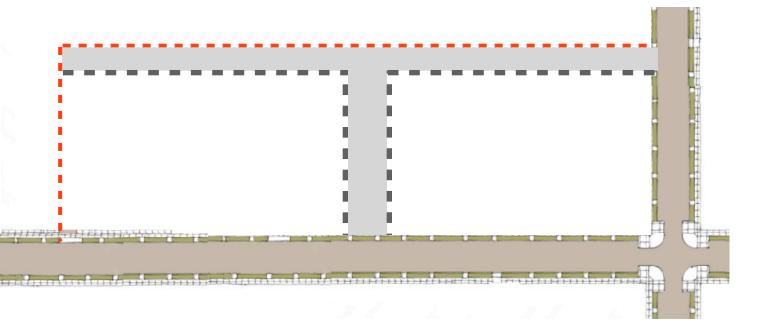


## **Shallow Site:** busy corridor, houses behind

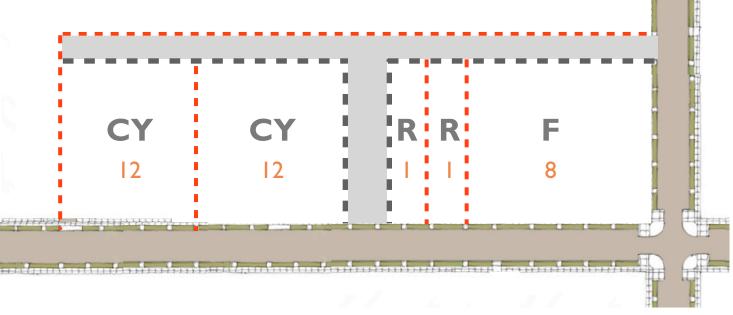
475 X 110 = 52,250 SQ FT

1.20 ACRES

#### **Make Blocks**



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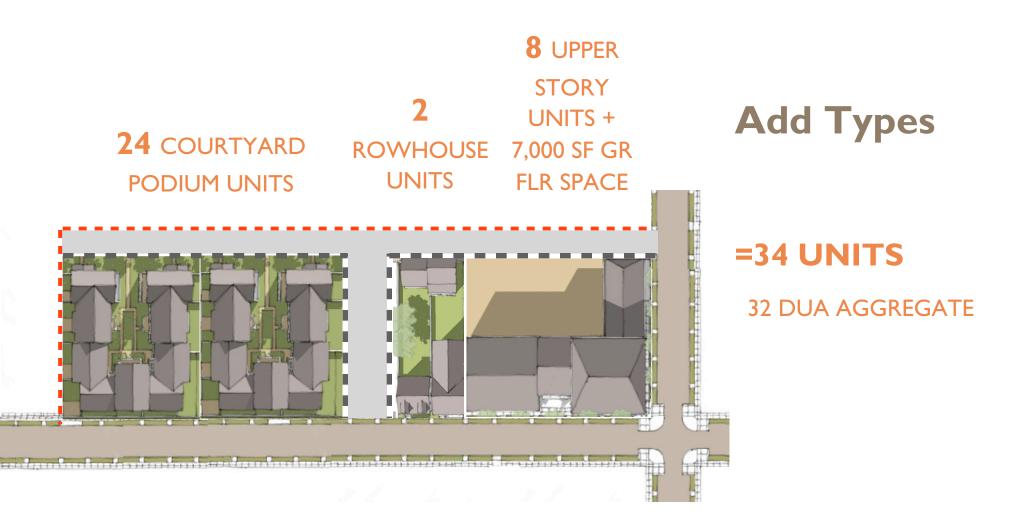


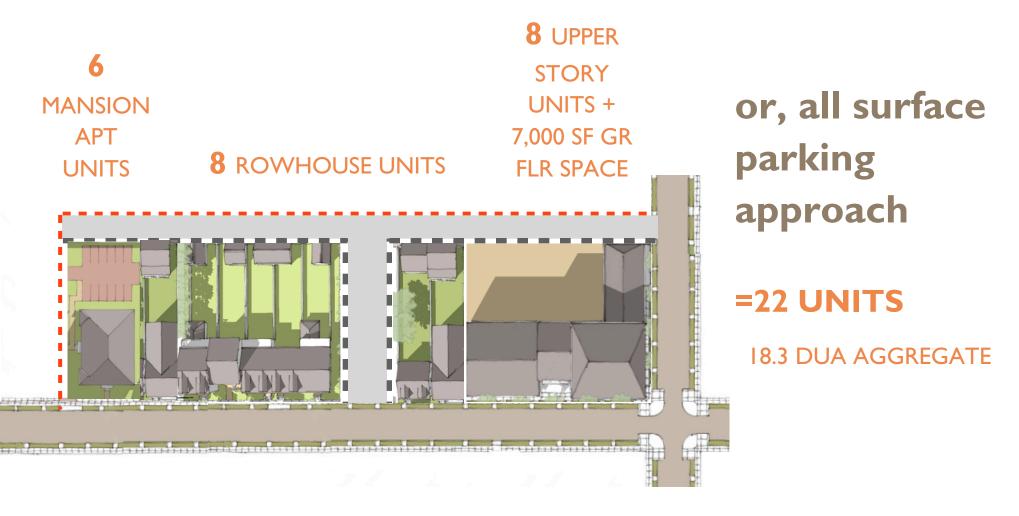
## Select types and Lot the blocks

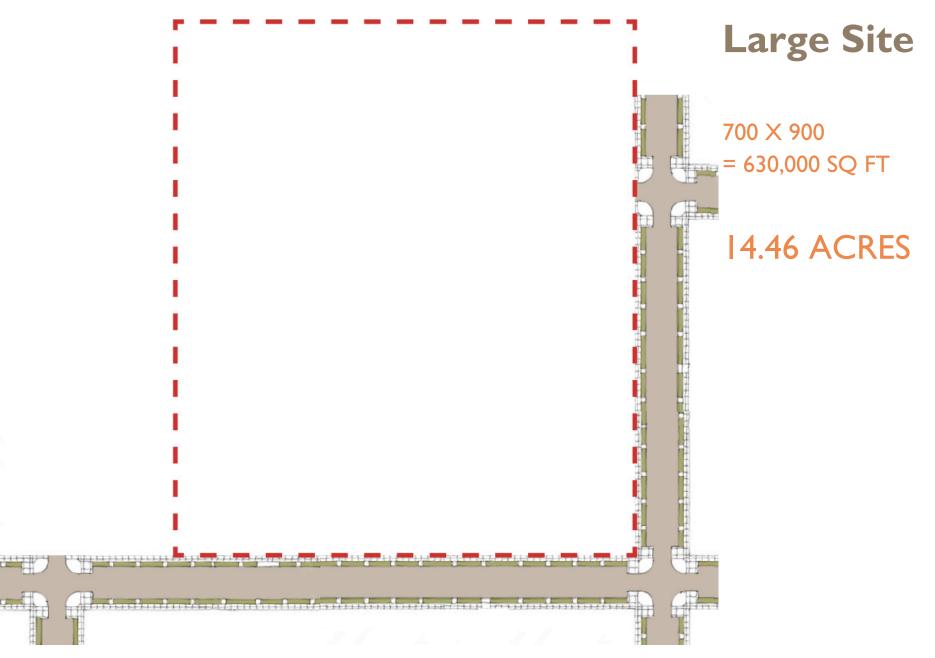
**=34 UNITS** 

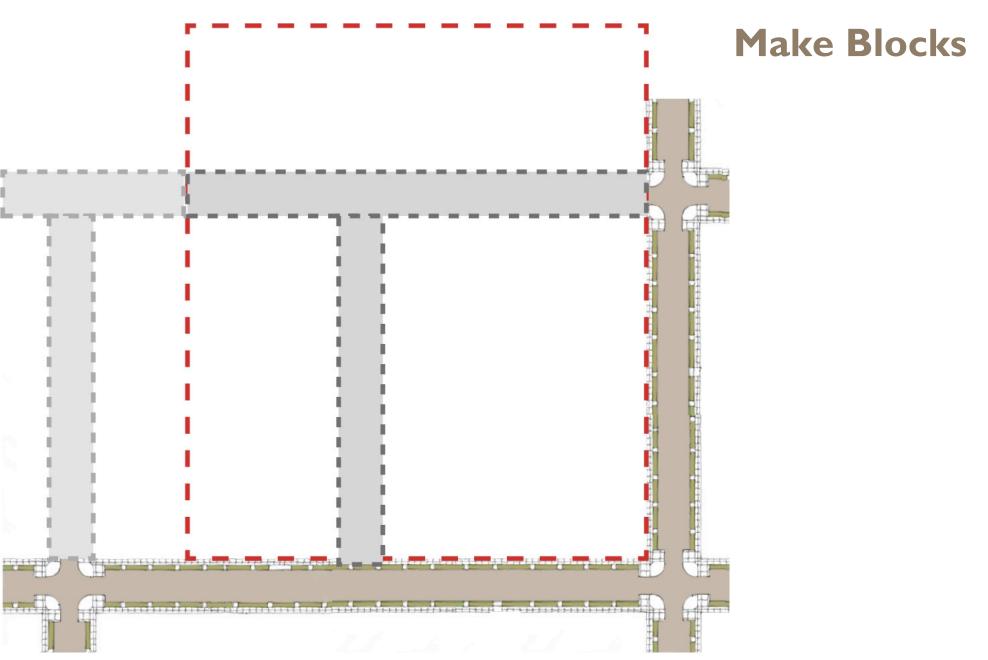
32 DUA AGGREGATE

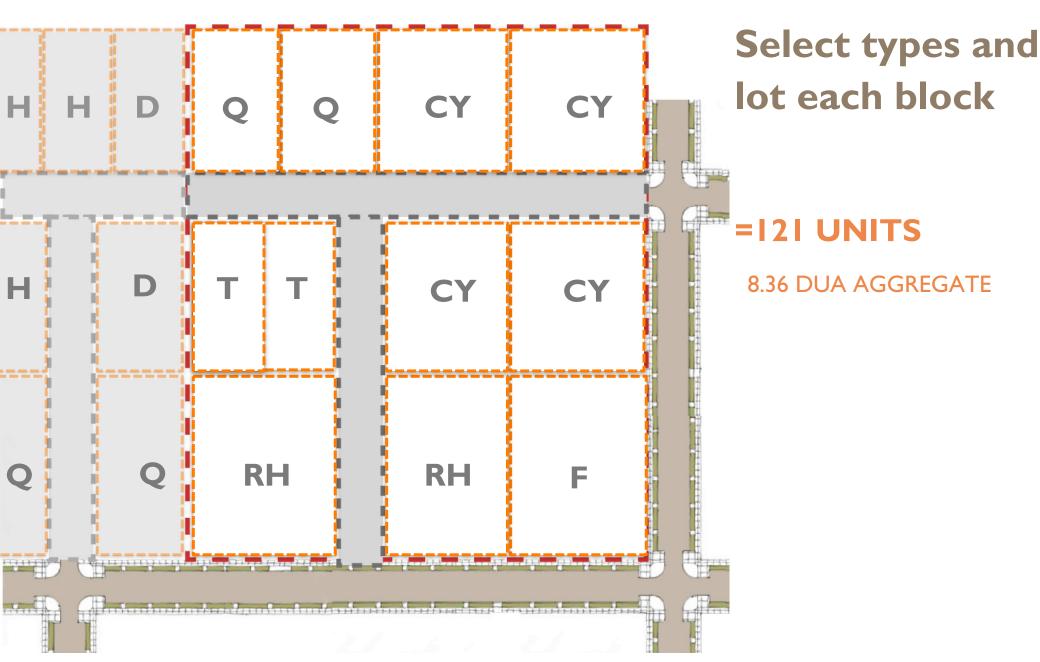
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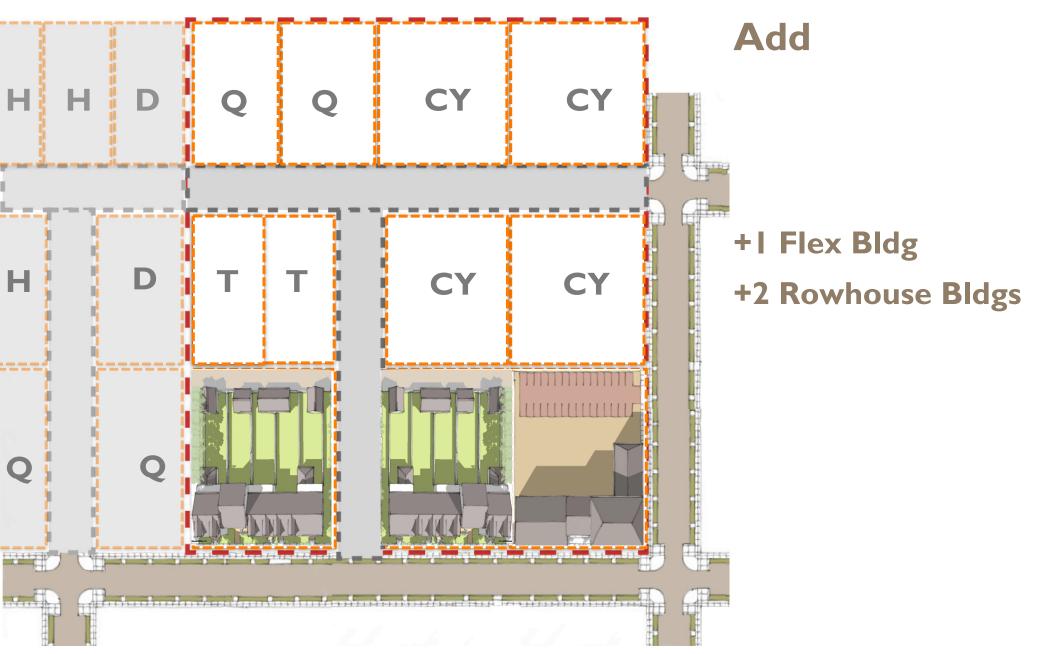


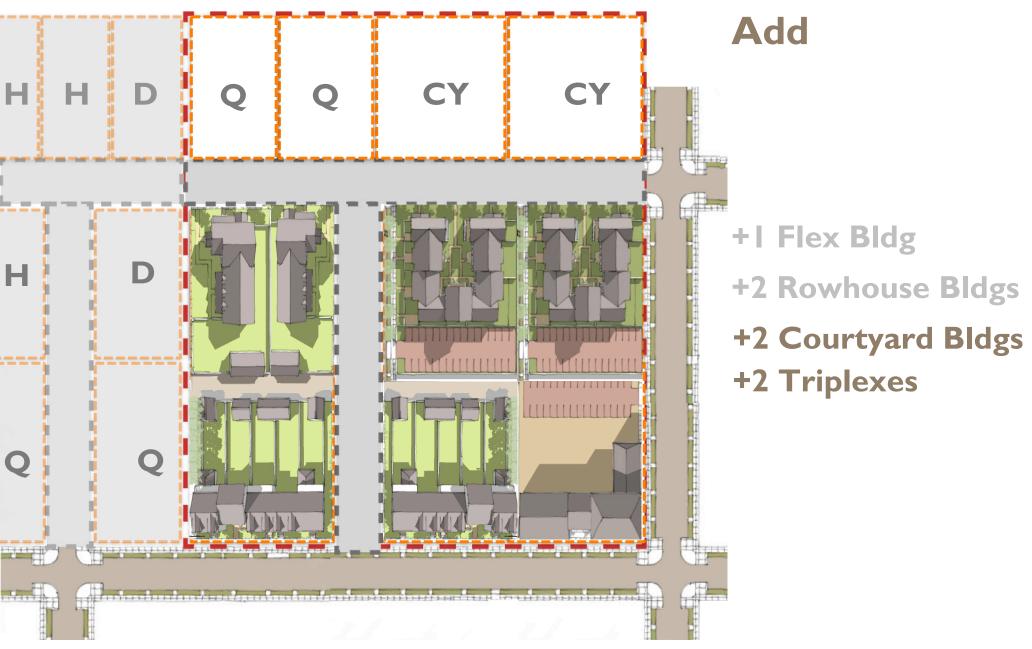
















#### **LARGE SITE**

700 × 900 = 630,000 SQ FT 14.46 ACRES

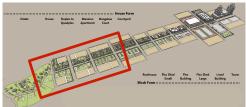
# I21 units5 Bldg Types

8.36 DUA AGGREGATE

## Neighborhood Compatible

## Articulated Neighds and Corridors: Appealing and Sustainable

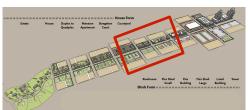




#### Suburban

- House Bldgs
- Duplex-Quadplex Bldgs
- Courtyard Bldgs





#### Urban

- Mansion Apt Bldgs
- Duplex-Quadplex Bldgs
- **Courtyard Bldgs**
- House Bldgs





#### City Center

- Courtyard Bldgs
- Mansion Apt Bldgs
- Flex Bldgs
- Duplex-Quadplex Bldgs

Streets respond to varying contexts

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Identify/Adjust Building types to fit your community

- Distill most important needs/issues into standards
- Preferences through clear examples not guidelines
- Provide Admin Procedures for Flexibility

## **Density Bonus**

#### Conventional Method

Max density allowed by zone +max 35% =New Max

Site:  $75 \times 150$ = 11,250 sq ft (0.26 acres)

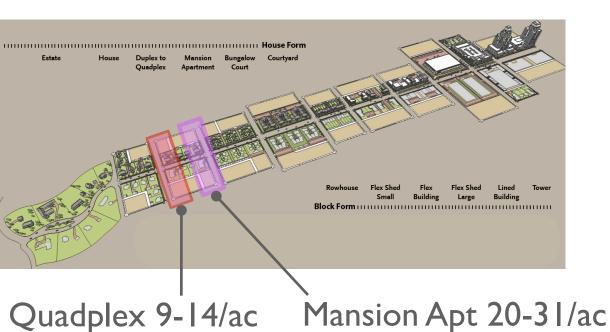


## Density Bonus

#### Form-Based Method

Select Bldg Type with preferred density

 For more density, select next compatible Bldg Type = New Max



Site:  $75 \times 150$ = 11,250 sq ft (0.26 acres)

## MAX Quadplex





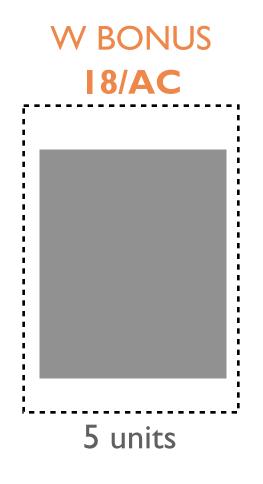
## **W BONUS** Mansion Apt



## **Density Bonus**

#### Conventional Method

#### Form-Based Method



Site:  $75 \times 150$ = 11,250 sq ft (0.26 acres)







<u>8 du</u>

## Last, Misperceptions about Form-Based Zoning

Dictates Architecture

Has to be applied throughout town

Isn't zoning

Is all about graphics

Improves your golf score

A template that makes you fit your town to it

Only for greenfield development

Makes you insert high density residential

Doesn't address Land Use

Compels mixed-use of everything, everywhere

Requires all components even if you don't want them all

# **LESS** COMPREHENSIVE & EFFECTIVE **MORE** COMPREHENSIVE & EFFECTIVE

## Classifying and Clarifying Different Approaches

	Typical Approaches to Zoning Urban Form (from least to most effective)	What Should this Approach be Called?	Organizing Principle	New Components Created and Included	Is the Overall Code Reorganized for Usability?	Likely Cost Range	Considerations for this Approach
	I. Adding graphics to a Euclidean, use-based code	Graphics- Based Code	Use	Primarily additional graphics and tables, content has minor changes only	Not in this example	Low; Primarily because it is a graphic design- usability exercise only	This is completely ineffective and should be avoided. This is what you will often get if your budget is too low for a true FBC: Will look good, but will not produce predictable results. Does not address obstacles for good development or process-related issues inherent in most zoning codes.
	2.Adding design guidelines/ site planning guidelines to a Euclidean, use-based code	Design Guidelines or Design Standards	Use	Components similar to FBC components may be created, but they do not replace the code so they do not need to be as carefully vetted and many times create conflicts within the zoning code	No	Low; Primarily because it does not address the problems with underlying zoning	Mostly ineffective due to typical issue inherent in existing code that are not addressed and may even contradict zoning. Adding another layer of regulations that confuses intent and negatively impacts usability and administration
	3. Adding mixed use zones to to a Euclidean, use-based code	Targeted Mixed Use Zone Application	Use typically, sometimes form	New base zones and zone standards only	No	Low; Primarily because this approach entales crating only new base zones	Effectiveness depends highly on quality and clarity of existing code and development review process. If administration and the code document structure is good, and detailed visioning is completed, and the mixed use zones are not over-simplified this can begin to show good results. Existing parking, use tables, landscape standards, etc. must be vetted
	4. Adding graphics, reorganizing code, cleaning up administration, and minor changes to development standards	Code Clean Up and Re- organization	Use	Mostly just translating existing information into tables and creating drawings to support existing code information	Yes	Medium to high depending on scale of city or county	Addresses many of the issues above, but ultimately still has use as an organizing principle, which limits the effectiveness of the code and stops it short of being an FBC. Does not typically complete documentation and analysis of place to extract the DNA that becomes the basis for the code but rather uses existing zone standards as starting point and makes changes to those
Codes	5. Optional Form-Based Code overlay	Form-Based Code Overlay	Form	All typical FBC elements included, process rethought for FBC application	No	Low to Medium, depending primarily on extent of visioning completed	Administration, parking, landscape, and all other elements within code must be vetted and coordinated with intent of the FBC and potentially included in the FBc and replaced when the overlay is triggered
Form-Based Codes	6. Integrating a complete Form-Based Code within a pre-existing zoning code	Parallel Form-Based Code	Form for FBC section, use for the rest of the pre-existing code	All typical FBC elements included, process and all general standards (parking, landscaping, etc.) rethought for FBC application	Sometimes	Medium; Primarily due to the fact that a complete, parallel code is being created to replace the exising code in targetted areas	Administration, parking, landscape, and all other elements within code must be vetted and coordinated with intent of the FBC Division.  If you are doing a complete code rewrite and you choose this approach, you are writing two complete, parallel code documents which is not a good use of resources. This approach is still sending a message that the default is drivable suburban development and that FBCs are the exception
Form-Based Codes	7. Using Form as an organizing principle for the entire zoning code and using Form-Based Code components as the driver for your Table of Contents	Citywide Form-Based Code	Form	All typical FBC elements included, process and all general standards (parking, landscaping, etc.) rethought for FBC application, admin and procedures, variances, etc. are all rethought to support the FBC	Yes	High; Slightly higher than #4. Due to charrettes for FBC Focus Areas, and extensive documentation and analysis phase completed, and that all standards are carefully vette	In this approach, the structure of the entire zoning code is completely rethought, a new operating system is established, and thus the entire table of contents of code document is structured with a form-first philosophy. Every last bit of content from the pre-existing code is vetted for it applicability to the form-first operating system before it is transferred so that it does not compromise the intent. This approach is perfect for a city that has made a strong commitment in its city policies to promote smarter, more sustainable growth. Let Euclidean zoning regulate drivable suburban contexts, and the FBC regulate walkable urban contexts. It is called citywide Form-Based Code not because the entire city has Form-Based Coding applied, but rather the entire city has been assessed, FBC aplied to where it make sense, and the FBC application can easily spread

#### Dan Parolek article in Zoning Practice May 2013

## tony.perez@opticosdesign.com

805-603-6671

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