## ARTICLE 4. RESIDENTIAL DISTRICTS

- 4.1 PURPOSE STATEMENTS
- **4.2 USES**
- 4.3 DIMENSIONAL STANDARDS
- 4.4 GENERAL STANDARDS OF APPLICABILITY

#### 4.4 GENERAL STANDARDS OF APPLICABILITY

### A. Design Standards

Detached single-family and multi-family dwellings, as well as any non-residential development within the residential districts, must meet the design standards of Article 7.

#### B. Site Development Standards

See Article 9 for additional on-site development standards and requirements, such as exterior lighting, accessory structures and uses, fences and walls, and permitted encroachments.

# C. Off-Street Parking and Loading

See Article 10 for off-street parking and loading standards and requirements.

#### D. Landscape

See Article 11 for landscape, buffering, and screening standards and requirements.

# ARTICLE 7. DESIGN STANDARDS

- 7.1 PURPOSE
- 7.2 APPLICABILITY
- 7.3 DESIGN REVIEW
- 7.4 BUILDING DESIGN STANDARDS Non Residential, Mixed Use and Multiple Family
- 7.5 BUILDING DESIGN STANDARDS Single-Family
- 7.6 ENERGY EFFICIENT CONSTRUCTION

## 7.1 PURPOSE

The intent of these design standards is to promote architectural innovation and creativity in the design of Commercial and Residential buildings and sites, to promote design of buildings with visual interest that complement the streetscape, to maintain compatibility with surrounding developments, and to enhance the pedestrian-oriented character and overall visual image of the Village. The purpose of this Article is to advance the interest of public health, safety, and welfare as related to the exterior of buildings by:

- A. Stabilizing or improving property values.
- **B.** Promoting civic beautification.
- **C.** Protecting property rights and values by balancing the rights of landowners to use and improve their land with the corresponding rights of abutting and neighboring landowners to enjoy their property.
- D. Promoting environmentally sustainable development.
- **E.** Promoting the development of an economically sound and stable Village.
- F. Integrate new development harmoniously into the existing built environment.

# 7.2 APPLICABILITY

**A.** The design standards of this Article apply in the following instances. (Item B below assists in determining applicability.) Design review for compliance with these standards is required as identified in Section 7.3.

- 1. New construction of non-residential and mixed-use development, and multi-family dwellings of three or more units.
- 2. Substantial enlargement and/or alteration of non-residential and mixed-use developments, and multi-family dwellings of three or more units.
- 3. Planned developments.
- **4.** New construction and substantial enlargement and/or alteration of any development within the RR District. However, the design standards of Article 5 for the RR District supersede any design standards in this Article that may conflict.
- 5. New construction and substantial enlargements and/or alterations of detached single family dwellings.
- B. The following criteria are used to determine applicability:

#### 1. New Construction

New construction on a new or existing foundation.

#### 2. Substantial Addition

- **a.** A substantial addition occurs when the total footprint or gross floor area of the structure, as of the effective date of this Ordinance, is increased by either 1,000 square feet or 20% in area, whichever is less.
- **b.** Additions of less than 1,000 square feet or 20% of total footprint area of the structure, as of the effective date of this Ordinance, do not count as substantial. However, if the cumulative sum totals of all additions in any ten year period exceed 1,000 square feet or 20% of the total footprint area of the structure, as of the effective date of this Ordinance, then it is considered a substantial enlargement. The design standards would apply upon the enlargement that exceeds this threshold.

## 3. Substantial Alteration

Substantial alteration occurs with any exterior change, other than incidental repairs, that would prolong the life of the supporting members of a building. Routine exterior maintenance activities such as painting, tuckpointing, replacing trim in kind, railings in kind, or replacing other nonstructural architectural details in kind are not considered to constitute a substantial exterior alteration.

**C.** No development application or building permit for development will be approved until it is determined that the applicant has complied with the standards in this Section.

#### 7.3 DESIGN REVIEW

## A. Initiation

Development identified in Section 7.2.A is subject to design review per the procedure in item D below, with the following exceptions:

- 1. Planned developments are reviewed for compliance with these design standards during the planned development process. No additional design review process is required.
- 2. In the historic districts, when a Certificate of Appropriateness is required, no additional design review per this Article is required. If no Certificate of Appropriateness is required, then design review is required.
- **3.** Development subject to any other review process including, but not limited to, those conducted by the Historic Preservation Commission, Plan Commission, or Community Design Commission, that includes review of building design are reviewed for compliance in those processes. Confirmation that additional design review is not required will be verified by the Zoning Administrator.

### B. Procedure

# 1. Pre-Application Conference

Applicants, prior to submitting a formal application for a building permit, may request, at their option, a preapplication conference with the Zoning Administrator. The purpose of the conference is to help the applicant understand the applicable design standards by which the application will be evaluated.

#### 2. Process

- **a.** Any building permit that requires design review will be submitted to the Department of Development Customer Services, who will determine if it meets or does not meet the applicable design standards.
- **b.** A denial requires written findings as to how the proposed development does not meet the design standards.
- **c.** A denial may be appealed to the Community Design Commission and the applicant must submit a written statement explaining the reason for an appeal. All appeals must be filed within 14 days of the issuance of the Department of Development Customer Services denial.
- **d.** The Community Design Commission will review the appeal at its next regularly scheduled meeting. The denial may be modified, reversed, or affirmed by the Commission. The Community Design Commission decision may be appealed to the circuit court.

# C. Review Considerations

In addition to the applicable standards of Sections 7.4 , 7.5 and 7.6, design review applications must consider the following and demonstrate that these were considered:

- 1. The location, arrangement, size, design, and general site compatibility of structures and site elements to ensure:
  - a. Relate harmoniously to the scale and architecture of adjacent buildings.
  - **b.** The removal or disruption of historic, traditional, or significant, uses, structures, or architectural features or neighborhood patterns should be minimized as much as possible, whether these exist on the site or on adjacent properties. New structures, additions, and alterations should be sympathetic to and complement the scale and design of surrounding historic structures and locally significant buildings of architectural merit.
  - **c.** The arrangement of new structures should be compatible with existing development; where appropriate, new structures should continue traditional street patterns.
  - **d.** New structures and additions to existing structures should not create substantial shadows on public plazas and other open spaces. In determining the impact of shadows, the following factors should be taken into account: the amount of area shaded, the duration of shading, and the importance of sunlight to the type of open space being shadowed.
  - **e.** New structures should preserve and provide for active and passive solar access on adjacent properties where practicable.
  - **f.** Efficient development that responds to the existing utilities and service conditions in order to minimize the demand for additional municipal services, utilities and infrastructure.
  - g. Compatibility with, and mitigation of, any potential impact upon adjacent property.
  - h. Illumination designed and installed to minimize adverse impact on adjacent properties.
- 2. Landscape and the arrangement of open space or natural features on the site should:
  - **a.** Create an accessible and functional open space environment for all site users, including pedestrians, bicyclists, and motorists.
  - **b.** Preserve existing natural features, including measures to preserve and protect existing healthy trees and plantings.
  - c. Design drainage facilities to promote the use and preservation of natural patterns of drainage.

- d. Utilize plant materials suitable to withstand the climatic conditions of the Village and microclimate of the site. The use of species native to northeastern Illinois is encouraged.
- e. Use of screening to minimize the impact of the development on adjacent uses and enhance the appearance and image of the Village by screening incompatible uses and certain site elements, and creating a logical transition to adjoining lots and developments.
- 3. Circulation and off-street parking designed to:
  - a. Provide adequate and safe access to the site for motor vehicles as well as alternate modes of transportation, including pedestrians, bicyclists, and public transit users.
  - **b.** Minimize potentially dangerous traffic movements.
  - c. Minimize curb cuts by using cross-access easements and shared parking.
  - d. Clearly define a network of pedestrian connections in and between parking lots, street sidewalks, open spaces and structures that is visible and identifiable.

## F. Expiration

Design review approval will expire when the building permit expires.

# 7.4 BUILDING DESIGN STANDARDS - Non Residential, Mixed Use and Multiple Family

The following design standards apply to non-residential, mixed-use, and multi-family (3 or more units) developments.

# A. Building Facade Standards

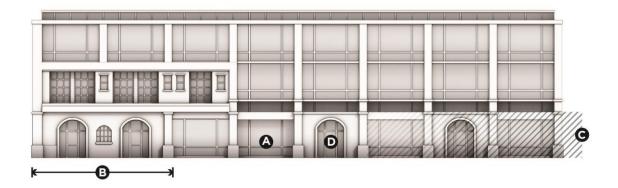
- 1. A building wall that faces a street or connecting pedestrian walkway must not have a blank, uninterrupted length exceeding 30 feet for non-residential and mixed-use developments and 20 feet for multi-family developments without including at least two of the following categories:
  - a. Change in plane
  - b. Change in texture or masonry pattern
  - c. Windows
  - **d.** An equivalent element that subdivides the wall into smaller sections
- 2. The building sides and rear facade must be entirely constructed from some or all of the same materials present on the front façade.
- 3. For multi-family developments, large or long facades must be broken up into multiple bays, while medium sized facades must be broken by vertical elements.
- 4. For non-residential and mixed-use developments, the following additional standards apply:
  - a. Building fronts must be similar in proportion to traditional commercial storefronts, typically between 25 and 40 feet wide. Buildings with more than 40 feet of street frontage must be broken into smaller sections through the use of changes in wall planes, materials, architectural elements, and similar features.
  - b. All ground floor front building facades must include display windows at ground level to allow pedestrians to view goods and activities inside and encourage walking and browsing. Substantially opaque, frosted, etched, tinted, black, and reflective mirror glass are prohibited unless associated with signs. Storefront display windows must cover at least 60% of the ground floor building façades facing public rights-of-way, excluding alleys. The bottom sill height of any storefront display window must be no more than 24 inches from the ground.

# B. Building Entries

Each building must have clearly defined, prominent customer/residential entrance(s) that features no less than two of

# the following categories:

- 1. Canopies or awnings
- 2. Porticos
- 3. Recesses or projections
- 4. Arcades
- 5. Raised cornice parapets over the door
- 6. Peaked roof forms
- 7. Arches
- 8. Glass
- 9. Architectural details such as tile work and moldings that are integrated into the building structure and design BUILDING FACADE STANDARDS



- A building wall that faces a street or connecting pedestrian walkway must not have a blank, uninterrupted length exceeding 30 feet for non-residential and mixed-use developments and 20 feet for multi-family developments without including at least two of the following: change in plane, change in texture or masonry pattern, windows, or an equivalent element that subdivides the wall into smaller sections.
- Building fronts must be similar in proportion to traditional commercial storefronts, typically between 25 and 40 feet wide. Buildings with more than 40 feet of street frontage must be broken into smaller sections through the use of changes in wall planes, materials, architectural elements, and similar features.
- All front building facades must include display windows at ground level to allow pedestrians to view goods and activities inside and encourage walking and browsing. Substantially opaque, frosted, etched, tinted, black, and reflective mirror glass are prohibited unless associated with signs. Storefront display windows must cover at least 60% of the ground floor building facades facing public rights-of-way, excluding alleys. The bottom sill height of any storefront display window must be no more than 24 inches from the ground.
- Each building must have clearly defined, prominent customer/residential entrance(s) that features no less than two of the following categories: canopies or awnings, porticos, recesses or projections, arcades, raised cornice parapets over the door, peaked roof forms, arches, glass, or architectural details such as tile work and moldings that are integrated into the building structure and design.

### C. Building Materials

The following are permitted exterior building materials, preferred for their durability and contextual relationship to building materials used throughout the Village:

- 1. Natural clay brick
- Ceramic tile
- Terra cotta
- Glass and glass panels
- 5. Stone or cast stone
- 6. Metal, aluminum, steel
- 7. Glass block (not permitted on street façade)
- 8. Molded cornices and trim in alternate materials, such as glass fiber reinforced concrete (GFRC)
- 9. Wood
- 10. Cement plaster (stucco), fiber cement materials, and similar materials
- 11. Architectural finished concrete
- 12. Other materials as determined on a case by case basis during design review

#### D. Roofs and Cornices

If reasonable, the original roofline and cornice treatment must be maintained and restored. New buildings should be sympathetic to the established roofline heights and cornice treatments of adjacent buildings where appropriate.

#### E. Auto-Oriented Developments

These regulations are intended to address exterior design elements of auto-oriented developments to help promote an overall cohesive design and enable comprehensive review of such cases. These regulations supplement the design standards within this section for individual structures.

# 1. Site Design

- a. All development proposals must show evidence of coordination with the site plan, arrangement of buildings, and planning elements of neighboring properties by:
  - Responding to local development patterns and the streetscape through the use of consistent building setbacks, orientation, and relationship of structures to the street and linkages to pedestrian facilities.
  - ii. Seeking shared vehicle access with adjoining commercial uses where feasible to minimize curb cuts and enhance pedestrian and vehicular circulation.
  - iii. Minimizing cross traffic conflicts within parking areas.
  - iv. Locating vehicular access points to the site as far away as possible from street intersections.
- **b.** Mitigate the negative impacts from site activities on adjoining uses:
  - Service areas, storage areas and refuse enclosures should be oriented away from public view and must be screened from adjacent sites.
  - ii. Orient drive-through windows, menu boards and associated stacking lanes away from residential areas and screen from public view.
  - iii. Orient auto repair bay openings and car-wash openings away from public view.

# c. Pedestrians and Cyclists

Locate bicycle parking close to the building entrance in a manner that does not impede pedestrian

movement.

### 2. Architecture

The intent of the following architectural regulations is to encourage creative architecture that is responsive to local and regional context and contributes to the aesthetic identity of Oak Park.

- a. Building design must take into consideration the unique qualities and character of the surrounding area.
- **b.** Building design concepts are encouraged to aesthetically acknowledge and relate to immediate adjacent structures where possible and appropriate.
- **c.** The design of stand-alone gas stations and convenience stores must conform to the dominant existing or planned character of the surrounding neighborhood. This can be accomplished through the use of similar forms, materials, and colors.
- **d.** The design of a facility that occupies a pad or portion of a building within a larger commercial center must be designed to reflect the design elements of that center.
- **e.** Drive through elements must be architecturally integrated into the building rather than appearing to be applied or stuck on to the building.
- **f.** All sides of a building must express consistent architectural detail and character. All site walls, screen walls, and pump island canopies and other outdoor covered areas must be architecturally integrated with the building by using similar material, color, and detailing.
- **g.** To encourage visually interesting roofs, variations in the roofline must be provided and treatments such extended eaves and parapet walls with cornice treatments incorporated.
- h. Building accents must be expressed through differing materials and/or architectural detailing and not through applied finishes such as paint.
- i. All display items for sale must occur within the main building or within designated areas that are screened from public streets.

# 7.5 BUILDING DESIGN STANDARDS -Single Family Residential Dwellings.

The following design standards apply to single-family detached residential dwelling units.

The intent of these design standards is to promote architectural innovation and creativity in the design of single-family residential buildings while promoting visual interest that complement the streetscape, maintains compatibility with surrounding developments, and enhances the pedestrian-oriented character and overall visual image of the Village. Buildings that are compatible with existing buildings contribute to a sense of place and adds to the character of the neighborhood.

# A. Design Standards.

- An addition to an existing building shall be compatible with the scale and massing of the existing building, as well as with the scale and massing of other buildings on the block if visible from a public street. If constructing a larger addition than adjacent buildings, break the building's massing by dividing its height or width to conform to adjacent buildings.
- 2. Dormers **shall** be designed to reflect the style, proportion and materials of the roof on the original building. Dormers **shall** be smaller in scale particularly those located at the front of the building and should not extend to or above the ridge line of the roof.
- 3. Exterior wall materials used on an infill building or addition to an existing building **shall** be consistent with the style and character of the building.
- B. Review Considerations.

- 1. A new residential building should be compatible with the overall scale and mass of other buildings on the block. If constructing a larger building than adjacent buildings, break the building's massing by dividing its height or width to conform to adjacent buildings.
- Upper-story additions can dramatically change the appearance of the building and, therefore change the character of the neighborhood.
  - Unless the proposed addition conforms to the heights and massing of the adjacent buildings, a second-story addition **should** be placed toward the rear of the building.
  - Large additions should be broken down into smaller, varied components that relate to the scale and massing of the original building.
  - Upper story additions are acceptable in areas where one-story homes predominate, but they should be designed to minimize the appearance of mass of the second story and should match the original style of the house.
- New or reconfigured roof construction or replacement roof **should** conform to the predominant heights of roofs of nearby buildings (this does not included reroofing).
  - New construction or replacement should maintain a compatible roof form and roof line with adjacent buildings.
  - Roof additions **should** match the pitch of the original roof.
  - A roof addition **should** match the design and materials of the original building.
- Windows in an addition should be sympathetic with the style, scale, and materials of the original building.
- When adding on to any structure, consideration should be given to all design features of the existing structure such as; trim styles, banding details, special brick details, size of clapboard, color palettes of materials, textures of materials such as stucco, shingle type and color, window styles, color details and proportions, etc. and to replicate such design features or provide a solution that can be commonly viewed as compatible.

Insert Single Family Design Graphics.

# 7.6 ENERGY EFFICIENT CONSTRUCTION

All development is required to follow all standards and codes adopted by the Village for energy efficient buildings and site design. Further, the Village encourages following the standards promulgated by organizations such as LEED (U. S. Green Building Council) and SITES Sustainable Sites Initiative (administered by Green Business Certification Inc. (GBCI)), and other sustainability ratings systems acceptable to the Village