



# C O R A L S P R I N G S

ARCHITECTURAL GUIDELINES

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**INDUSTRIAL RESEARCH & DEVELOPMENT DISTRICT**  
THE CITY OF CORAL SPRINGS, FLORIDA

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## PURPOSE AND INTENT

The City established Architectural Review guidelines which promote superior design standards. These standards, as defined in section 250156, shall apply to all industrial developments. These guidelines are intended to give potential developers of the IC (Industrial Commerce) and the IRD (Industrial Research and Developments) an understanding of what characteristics are to be incorporated into their design.

Guidelines are not static or fixed in time and all designers are encouraged to be creative and push the guideline envelope with new and better design ideas which can be incorporated into this guideline as time goes on. However, innovative ideas should be submitted for design review early in the design process. Elements listed as encouraged will not require design review. When an element is listed as discouraged this should be a clear indication to a designer that trying to work with that element will be difficult. In rare instances these discouraged elements, when coupled with innovative design, can receive design approval.

## THE ARCHITECTURAL REVIEW COMMITTEE

The Architectural Review Committee (ARC) is to be staffed by citizens trained in any of the following fields: building, architecture, landscape architecture, interior design, planning or engineering. The committee will review any development plans which do not meet the Coral Springs Design Guidelines. The committee will provide its input on preferred architectural and site planning treatments which are consistent with the adopted guidelines. Development approval will remain at the administrative level, and the resources of both the ARC and the design guidelines will be used to create aesthetically pleasing development within Coral Springs.

## USE OF BUILDING TYPES

This guideline uses a few simple common building types as examples of good design and as a way to express ideas which are common to all building to be built in the districts. If your building does not fit into one of the example types you are still required to meet the general intent of the individual elements of the guideline.

## SUMMARY

The City of Coral Springs encourages the use of innovative and cost effective design techniques to produce quality development. Site planning for any development should be used to enhance the street or public space and develop the pedestrian walking network. "Backside" activities (loading docks, dumpsters, outside storage, etc.) should not be placed on the street side of the site. If designers keep the simple design principles expressed in this guideline in mind, the development produced will have a higher value and enhance the public environment as well.



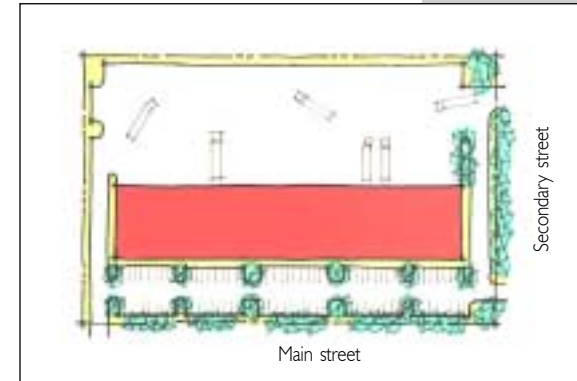
"Tilt-Wall" construction warehouse with facade scaling elements and articulated entry points.

## WAREHOUSE BUILDINGS: BUILDING TYPE

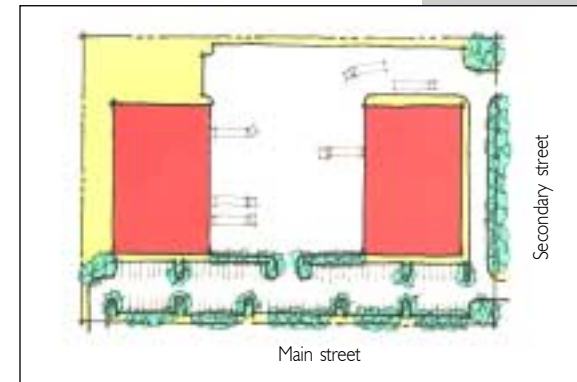
This building type encompasses a wide range of uses. Warehouses are large, simple buildings with loading dock facilities, and contain office, manufacturing and storage functions. Many times these buildings have a single tenant.

## WAREHOUSE BUILDINGS: SITE DESIGN

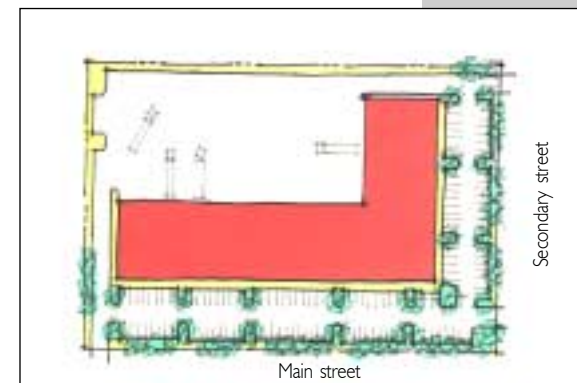
Buildings should be configured with the idea that "backside activities" such as loading dock facilities be located between or behind the buildings. Loading docks first should be located behind the warehouse and as a secondary location, between two warehouse buildings. If the building is set with a long side(s) parallel to the main street, the maximum clear distance to achieve truck access to loading dock at the rear of the building is achieved. Warehouses should be set at a distance off the major street to provide for a double loaded parking bay and a landscaped berm with sidewalk fronting the street. Additional parking should be located behind the building if possible. Trash areas and dumpsters should be located behind the warehouse. Dumpster enclosures need to be provided as per the Landscape Manual. A buffer of vegetation should be planted to screen this area. Note that there are provisions in the LDR pertaining to screening of loading docks, overhead doors and loading zones from residential areas.



Typical bar building warehouse with service activities located behind the building.



Service activities located between warehouses and screened from view.



A warehouse fronting on two main streets with service located away from the streets.



A typical Flex Building with stores or offices on the street and warehouse behind. The pedestrian walkway around this Flex Building is enhanced by a cafe.

## FLEX BUILDINGS: BUILDING TYPE

This building type is similar to a warehouse, but usually contains the operation of multiple tenants, and is not intended to be easily serviced by eighteen wheel semi-tractor truck. This building type encompasses office, office/warehouse, and retail functions.

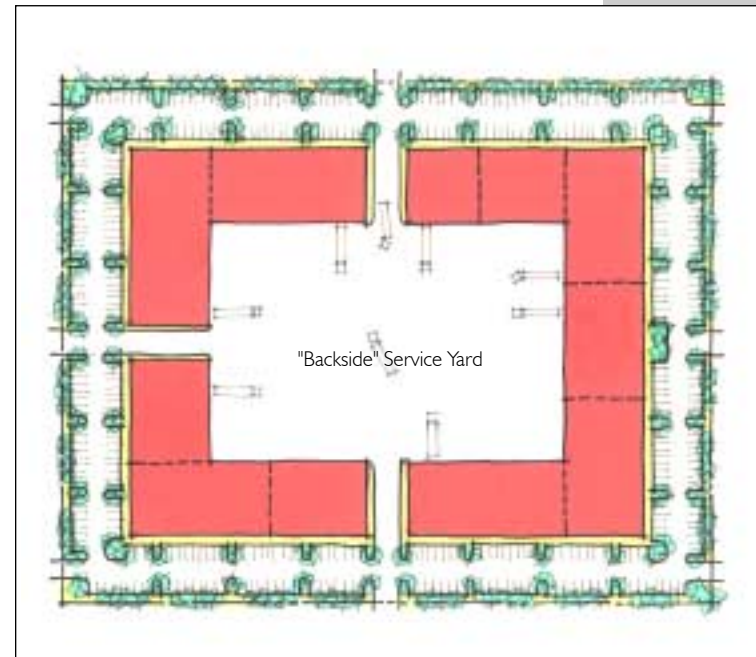


All "backside" activities are hidden in a courtyard formed behind the buildings.

## FLEX BUILDINGS: SITE DESIGN

In flex building it is encouraged that, in addition to a landscaped buffer and a double loaded parking bay located between the street and the building, additional setback distance be included for use as a pedestrian walkway around the building connecting the storefronts. It is encouraged that additional plantings and amenities such as benches and trash receptacles be added to this area to enhance the pedestrian walkway.

Flex buildings should be configured on the site to create an interior courtyard where the "backside" activities occur. If this courtyard configuration is not possible because of site restraints then the designer should configure the building to keep "backside" activities off the main streets. Flex buildings are usually serviced by medium and small trucks. Parking in a flex building is usually configured in a double loaded parking bay all the way around the perimeter of the site.



Site layout of a Flex Building showing a "backside" service yard and a pedestrian walkway developed at the exterior of the building. Typically a double loaded bay of parking doubles as internal circulation and should be screened by a landscaped dune at the street.



A "signature" entrance with a well developed pedestrian connection to the parking lot.

## CORPORATE CAMPUS: BUILDING TYPE

This building type many times is a "signature building" containing office space, research facilities and other related facilities. They are often built in natural or parklike settings. Parking lots include extra plantings and improved pedestrian connections into the building.



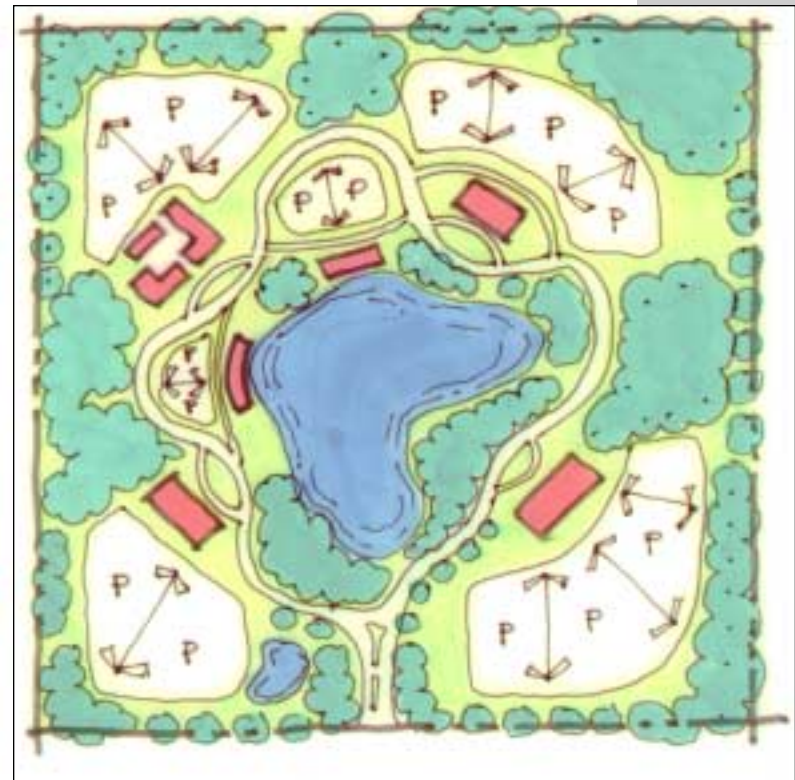
A village type campus with has been developed around a lake.

## CORPORATE CAMPUS: SITE DESIGN

Site development of this building type is less rigid than the other two types. In general the building(s) are centrally located with landscaped parking areas all around. The buildings can be configured as a single tower or as many smaller buildings around a courtyard.

Loading docks, dumpsters and storage functions in these buildings should be hidden as much as possible from view.

Careful design of the parking areas can integrate them into the landscape and create less negative visual impacts. It is encouraged that well planned and landscaped connections between the parking and buildings be included.



A corporate campus contains several individual buildings which are organized around common site elements. These elements many times are roads, lakes or similar water features and landscape.

## INDUSTRIAL RESEARCH & DEVELOPMENT DISTRICT

THE CITY OF CORAL SPRINGS, FLORIDA



Twin tower entry elements located at the corners add interest, and share an vehicular entry drive.

## WAREHOUSE BUILDINGS: OVERALL STYLE

Recent innovations in “Tilt-wall” construction has made it possible to build attractive, economical warehouse buildings. The same design elements used in “Tilt-wall” construction are valid for concrete masonry unit construction. It is encouraged that these two construction techniques be used for warehouse construction.



Wall panels, windows with awnings and plantings help scale this "Tilt Wall" warehouse.



Spaced palms add scale and interest to this blank wall.

## WAREHOUSE BUILDINGS: EXTERIOR DESIGN

Warehouses are by nature large buildings. Facades should be designed to give a smaller human scale to these large buildings. There are encouraged design techniques to achieve this. The use of a structural module to break down the scale of the wall is economical and simple. Changes in the surface plane including banding, base coursing, and delineation of frames at the openings of a large flat wall will also give it scale. Tilt-wall panels designed with various openings and relief do this well. Entry points to the warehouse should also be used to scale down the facade. Tower elements are often used for this function and are encouraged. In addition to architectural features, landscape elements such as well spaced palms can also assist in breaking down the scale of a large wall.

Signage is regulated by the LDR but it is further encouraged that signs not be larger than necessary. They should be located near entry points for informational purposes.

**Exterior Materials:** Warehouses are encouraged to be built out of masonry or concrete "tilt-wall" construction. Metal building system type warehouses are strongly discouraged. Windows and doors are encouraged to be glass and aluminum storefront. Trim materials such as tile, painted metals and wood can add color and interest to the building. Awnings are encouraged to be canvas.



Articulation of the base with stucco relief and a secondary building color help scale this warehouse.

## WAREHOUSE BUILDINGS: EXTERIOR DESIGN

**Color:** The large size of a warehouse makes a neutral color for the main building mass work well. Whites, grays, beiges and light yellows are encouraged.

A secondary building color (limited to 25% of the wall area) of medium intensity hues of the base building color, or one complimentary to it, can help break up a large facade. Painting of base elements, banding, framing and parapets with a secondary building color is encouraged. Dark greens work well with landscape elements. Green awnings and palms are a classic example.

**Trim** Brighter and more intense trim colors can add detail to the facade. Trim colors should be limited to details and signage.

A master color pallet is available for use at the Community Development Office.

**Signage:** Too many different sign types and colors detract from the looks of any building. A logo color or identifying color or two should be chosen for use throughout the entire project.

**Roof Type:** It is encouraged that roofs be flat and hidden by parapet walls. Air conditioning and related equipment can be located on the roof and hidden by this parapet wall. Small interesting



An interesting entry tower, providing direction, scale and texture to this facade.

roof shapes are encouraged to articulate the entry points on the buildings. These secondary roofs are encouraged to be cement or clay tiles.

**Overhangs and Awnings:** Awning and overhangs are encouraged to add scale and interest to the building. Company logos and signage can be incorporated into their design.



Landscape plantings, awnings with a company logo and multiple entries provide detail for this facade.



Spaced palms and other landscape elements enhance this warehouse facade and scale the large wall.

## WAREHOUSE BUILDINGS: LANDSCAPE

In addition to architectural design, the careful use of palms and trees can give rhythm to a large blank wall as well as interest. It is encouraged that a well designed landscape buffer be located at the property line to screen the parking. Trees can provide shade in parking areas and can enhance and articulate the pedestrian connection from the parking to the buildings.



A renovation of an existing warehouse using a new "Tilt Wall" skin and entry tower elements.



A Flex Building with individual storefronts, uniform color and signage, and a developed pedestrian walkway.

## FLEX BUILDINGS: EXTERIOR DESIGN

**Overall Style:** Flex buildings are similar in design to warehouses, but are a smaller scale and more people oriented. Flex buildings differ from warehouses by typically having multiple tenants. Therefore, facades are often divided into "storefronts" or individual offices. It is encouraged that a pedestrian walkway connect the storefronts all around the building.

**Facade Design;** The exterior front facade of the building should contain "storefronts" which create modular, smaller scale facade elements. The design of the "storefronts" should be flexible enough to function as office space.

**Exterior Materials:** As with warehouses, masonry or concrete is the exterior material which is encouraged. Split-faced block, cast stone or brick are also permitted. Accents can be created with painted relief, painted metals, ceramic tiles or cast stone products. Openings are encouraged to be glass and aluminum storefront. Metal siding, unpainted wood, epoxy chatahoochee stone, fluted concrete blocks and chain link fence are discouraged.



A Flex Building with light green sign panels.

## FLEX BUILDINGS: EXTERIOR DESIGN

**Color:** The use of color on flex buildings is very much the same as already discussed for warehouses with the following distinction.

Flex buildings have multiple tenants. If each tenant has an individual identifying color and sign type the facade of the building becomes very busy. Therefore designers should choose one identifying color for each flex building. With four units you will have four identifying colors. The base building color is still encouraged to be a light color, either white, grey, beiges and light pastels. A secondary building color of medium intensity and that is complimentary to the base building color is encouraged but should be limited to 25% of the wall surface. Base and secondary building colors are interchangeable in regards to proportions and hue. Trim colors are brightest and should be limited to 5%.

A master color pallet is available for use at the Community Development Office.

**Signage:** Multiple tenant building facades can become "busy" if each separate tenant has an individual sign. The LDR's require one sign type be chosen for each of the flex buildings. It is encouraged that a consistent, lettering style (font), color and location for signage be adopted. These signs are encouraged to be located directly above the entry/storefront.

**Roof Types:** Flex buildings with flat roofs behind parapet walls function well. This design allows for mechanical equipment to be located on the roof. This equipment should be hidden by the parapet wall. Louver type mechanical screens are discouraged. Use of flat roofs and parapet walls also reduce the overall height and massing of the building. Parapets should be expressed on the facade and are encouraged to be articulated, to add to the interest of the building.

**Overhangs and Awnings:** Designers are encouraged to incorporate overhangs into the street facades. These overhangs can also take the form of an arcade. When planned as part of a pedestrian walkway connection between storefronts, these overhangs and arcades can provide shade and rain protection to enhance the pedestrian environment. Awnings are an alternative to overhangs for this same function. They should be pipe frame and canvas design, using the building's identifying color.



Colored sign panels are used as identifying elements in this four building complex.



## FLEX BUILDINGS: LANDSCAPE

**Landscape:** Flex buildings are encouraged to incorporate a landscape buffer at the main arterial streets to block views of the parking lot. Designers should consider the pedestrian connections to adjoining blocks when laying out these planting buffers.

Attention should also be given to using the required landscape to enhance the pedestrian space between the parking and the building.

Landscaping can be used to provide screening for “backside” activities from view.



A landscaped buffer which screens the parking and should incorporate a sidewalk for public use.



A "signature feature" and upscale lunch patio are typical features of corporate campus buildings.

## CORPORATE CAMPUS: OVERALL STYLE

**Overall Style:** This building type is intended to provide a distinct image for the business tenant occupying it. Therefore, more distinct architectural treatments are encouraged with higher quality materials and "signature" entry features.

**Massing and Configuration:** There are no particular requirements for the massing and configuration of this building type. Towers provide more usable site area for amenity purposes while the “village cluster” type designs can capture outdoor space and provide enclosed human scale courtyards as amenities to the buildings.



Corporate Campus site layout with a pedestrian connection to the parking and a distinctive entrance.

## CORPORATE CAMPUS: EXTERIOR DESIGN

**Exterior Design and Facade Design Elements:** It is encouraged that a more distinctive architectural style be used for these buildings. Exterior wall surfaces should be more articulated than the other types discussed in this guideline. Upscale materials should be incorporated, particularly at the entry points and street facades. The use of window wall systems is consistent with this type. Plain flat masonry walls do not provide a distinct image for this building type and are discouraged.

**Exterior Materials:** Although masonry will be the predominant material for this building type, a greater level of detailing and higher quality materials should be incorporated. Towers which incorporate glass window wall systems are acceptable exterior materials for towers when they are centrally located on the site, and well landscaped.

When stucco is used, designers are encouraged to provide generous articulation of the wall surface including, but not limited to expression of intrastory banding, the building base course, parapet wall, structural elements (such as columns), and window and door frames and sills. The use of several different textures and colors is encouraged.

Other acceptable materials include stone (marble, limestone, etc.), cast stone, ceramic tile, coated metal building panel systems, glass, limited use of glass block, polished metals (brass, bronze, stainless), split faced block and brick.

Materials which are discouraged include metal siding, unpainted wood, fluted concrete block, epoxy chatahoochee stone and chain link.

**Color:** The use of color is similar for this building type as described previously. An exception from this type is allowed for corporate color identity. When an identifying color is intended to be used for more than 5% of the wall surface (which is allowed for trim colors) the designer is encouraged to submit this use for design review early in the preliminary design process. Allowances will be made on a case by case basis for use of color in this way.

A master color pallet is available for use in the Community Development Office.



A "village campus" design can provide landscaped interior courtyards as a building amenity.

## CORPORATE CAMPUS: EXTERIOR DESIGN

**Roof Types:** Pitched or flat roofs with parapet walls are well suited to this building type. Distinctive design elements incorporated into the parapet wall are encouraged. Special roof shapes can also add to the distinctive look of this building type. These elements are encouraged to be constructed of S-shape or barrel ceramic tiles. However, the use of standing seam metal roofs of copper, tern-coated stainless steel, galvalume and painted galvanized steel may be considered. Metal roof panel should be left natural or limited to white and patina green. Other uses should be submitted for design review early in the preliminary design. These roofs can incorporate glass panels (includes high quality plastic skylight systems).

**Awnings and Overhangs:** The use of awnings and overhangs are encouraged to add architectural distinction and provide shade and rain protection.



A well defined pedestrian connection to the parking lot and sidewalks located at the street beyond.

## CORPORATE CAMPUS: LANDSCAPE

**Landscape:** An identifying characteristic of this building type is the use of landscape materials to provide a shaded, lush environment for the campus. Designers are encouraged to provide additional landscaping materials beyond the code requirements. These additional materials should be used in parking lot areas and at pedestrian connections from the parking lots to the buildings. If a “village” plan is envisioned the enclosed outdoor pedestrian areas should also receive lush landscaping.

In addition to extra landscape materials, designers are encouraged to incorporate “landshaping” techniques including lakes. These lake or canal elements function as storm water retention and can cool the overall environment in general.

In this building type many times art pieces are often included as site amenities. It is encouraged that site art be coordinated with the building or landscape elements of the design rather than as objects unrelated to other parts of the project.



Parking lots typically have more landscape material, or are designed to blend with existing vegetation.

## INDUSTRIAL: PUBLIC SAFETY/SECURITY

A public safety/security plan is required at the time of the final review stage of the development review process, however, developers should consider this issue at the conceptual stage of site plan design. The proper choices in site plan design and its surroundings can improve the safety of an environment and reduce the potential for crime. The security plan shall include graphic and textual materials addressing the following public safety issues:

### Provisions of Natural Surveillance & Natural Access Control:

Placement and design of physical features to maximize visibility is encouraged. This shall include building orientation, windows, entrances, exits, parking lots, walkways, guard gates, landscape trees and shrubs, fences or walls, signage and other physical obstructions. Site functions which place persons and/or activities in non-visible out of site views, or areas of limited access is discouraged. Lighting that provides for nighttime illumination of parking lots, vehicle service areas, pedestrian areas, walkways, entrances and exits is encouraged.

**Line of sight:** The inability to see what is ahead of you is a serious impediment to safety and the feeling of being safe. Trees, walls, columns, shrubbery, and berms wrongly placed can obstruct the line of sight and provide hiding places for perpetrators. Transparent or translucent windows should be placed in locations to enhance surveillance. Landscaping should enhance the surroundings without creating blind spots. Concrete planters, well maintained hedges and trees, wrought-iron or chain-link fences, grass, lawns, flower beds, benches, and lampposts all denote boundaries while allowing users to see and be seen. Doors should have peepholes and deadlocks. Make paths to entries, parking, and trash deposits well defined, well lit and free from low and dense shrubs.

**Entrapment Spots:** Entrapment spots are small, confined areas, adjacent or near a well-traveled route, shielded on three sides by some barrier, whether it be walls or bushes. If an entrapment spot cannot be avoided, it should be well lit and mirrors should be utilized.

**Lighting:** Lighting is critical to safety and a person's sense of security. Lighting should be bright enough to allow for identification of faces but not too bright in confined areas to create a problem seeing. Lights should be placed away from trees and high shrubs so the illumination is not shielded by the growth. Developers are encouraged to coordinate tree placement on the required landscape plan with a lighting plan to prevent possible future obstructions. Lighting fixtures should be of a material not easily broken. Structure mounted lighting on walls and back doors should allow for maximum lighting of the parking areas at night throughout the

development. A common sense way to look at this level of lighting is to ask are you able to identify a person's face 15 yards away? The consistency of lighting must also be examined. Providing more fixtures with lower wattage would be preferable than a few fixtures with higher wattage. Having high pressure sodium lighting would also be preferable to incandescent lighting. Note: Lighting is revisited in several sections of these guidelines.

**Emergency Assistance:** Fire alarms should be clearly marked by signage and emergency lighting.

**Readability:** Knowing where you are and which way to go increases the feeling of safety. Exits and entrances should be well marked. Addresses should be displayed prominently on all buildings, and should be clearly visible from 50' away. Street names should be lighted and unobstructed by plants.

**Mobility:** Well lit streets and sidewalks create a pedestrian-friendly and safe environment. Small isolated areas such as stair wells, dead-end spaces, or elevators where a person may be confined may seem safe during the day, but become potentially dangerous spaces after dark. Special attention should be provided to the following areas: bus stops, bicycle racks, newspaper stands, and trash receptacles. These areas should be designed and placed not to interfere with pedestrian or vehicular traffic.

**Stairs:** Passageways and stairs are movement predictors and can become target areas. Passages should be wide to increase mobility and allow more of an opportunity to escape. Signs are encouraged to be placed at entrances to show alternative routes and exits. Stairs should be well lit, and corners should be as unobstructed as possible to allow good line of sight. Open stairwells provide for better visibility. Should stairwells have blind corners, the use of convex mirrors (non-breakable) should be considered. Elevators should be located so they are visible from entry points.

**Parking Lots:** Parking lots should have even lighting. Developers are encouraged to utilize five foot-candles at face level which will allow for identification of potential attackers and will give drivers the ability to check the back seat of vehicles. Lighting fixtures should be of a material not easily broken. Any plant landscaping used to screen parking lots should be species that meet City codes, and where possible, do not obstruct lines of sight to the people in the parking lot. Entrances and exits should be well marked and dead-end areas should be avoided. Pedestrian paths should be well defined with lighting, curbing, or low shrubs.

## INDUSTRIAL: PUBLIC SAFETY/SECURITY

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**Streets:** Streets should be wide enough to allow for easy access for emergency vehicles such as fire trucks and ambulances. Developers are encouraged to maintain enforcement of parking requirements, towing illegally parked vehicles, maintaining emergency vehicle access to each unit, and marking or signing areas adjacent to fire hydrants or other fire connections to prohibit blocking access thereto. Developers are encouraged to coordinate with the Coral Springs Police and Fire Departments early in the site plan review process.

Proper lighting of drive aisles, and on-site lighting contributes to safety and reduction of fear. Five foot-candles at face level is encouraged to allow for identification of potential attackers. Lighting fixtures should be of a material not easily broken. Clear lines of sight should exist between the units and the street or parking lot. Dead-end areas should be avoided. Pedestrian paths should be well defined with lighting, curbing, or low shrubs.

**Access:** Single entrance and exit locations should be considered for practicality as a means of control for safety purposes. Entrance and exit locations must be controlled, limiting access to customers, and emergency vehicles. Secondary ingress/egress openings for emergency service operations only, may be required to meet emergency service requirements during the time of the site plan review process. You are encouraged to coordinate with the Police and Fire Departments in the early stages of the review process.